Bistro: a Framework for Building Scalable Wide-Area *Upload* Applications

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Abstract

Hot spots are a major obstacle to achieving scalability in the Internet. At the application layer, hot spots are usually caused by either (a) high demand for some data or (b) high demand for a certain service. This high demand for data or services, is typically the result of a *real-life event* involving availability of new data or approaching deadlines; therefore, relief of these hot spots may improve quality of life. At the application layer, hot spot problems have traditionally been dealt with using some combination of (1) increasing capacity; (2) spreading the load over time, space, or both; and (3) changing the workload.

We note that the classes of solutions stated above have been studied mostly in the context of applications using the following types of communication (a) one-to-many, (b) many-to-many, and (c) one-to-one. However, to the best of our knowledge there is no existing work on making applications using *many-to-one* communication scalable and efficient (existing solutions, such as web based submissions, simply use many independent one-to-one transfers). This corresponds to an important class of applications, whose examples include the various *upload* applications such as submission of income tax forms, conference paper submission, proposal submission through the NSF FastLane system, homework and project submissions in distance education, voting in digital democracy applications, voting in interactive television, and many more. Consequently, the main focus of this paper is *scalable infrastructure design for relief of hot spots in wide-area upload applications.*

The main contributions of this paper are as follows. We state (a) a new problem, specifically, the many-to-one communication, or *upload*, problem as well as (b) the (currently) fundamental obstacles to building scalable wide-area upload applications. We also propose a general framework, which we term the *Bistro* system, for a class of solutions to the upload problem. In addition, we suggest a number of open research problems, within this framework, throughout the paper.

1 Introduction

Hot spots are a major obstacle to achieving scalability in the Internet. At the application layer, hot spots are usually caused by either (a) high demand for some data or (b) high demand for a certain service. This high demand for data or services, is typically the result of a *real-life event* involving availability of new data or approaching deadlines; therefore, relief of these hot spots may improve quality of life. At the application layer, hot spot problems have traditionally been dealt with using some combination of (1) increasing capacity; (2) spreading the load over time, space, or both; and (3) changing the workload. Some examples of these are data replication (e.g., web caching [6], ftp mirroring), data replacement (e.g., multi-resolution images, audio, video), service replication (e.g., DNS lookup, Network Time Protocol), and server push (e.g., news download, software distribution).

We note that the classes of solutions stated above have been studied mostly in the context of applications using the following types of communication (a) one-to-many (data travels primarily from a server to multiple clients, e.g., web download, software distribution, and video-on-demand); (b) many-to-many (data travels between multiple clients, through either a centralized or a distributed server, e.g., chat rooms and video conferencing); and (c) one-to-one (data travels between two clients, e.g., e-mail and e-talk). However, to the best of our knowledge there is no existing work on making *many-to-one* communication scalable and efficient (existing solutions, such as web based submissions, simply use many independent one-to-one transfers). This corresponds to an important class of applications, whose examples include the various *upload* applications such as submission of income tax forms, conference paper submission, proposal submission through the NSF FastLane system, homework and project submissions in distance education [12], voting in digital democracy applications [14], voting in interactive television [10], and many more. Consequently, the main focus of this paper is *scalable infrastructure design for relief of hot spots in wide-area upload applications.* (In the remainder of the paper we will refer to many-to-one data transfer as “upload” and one-to-many data transfer as “download”.)

1.1 Why Does “Upload” Require New Solutions?

We can view hot spots in most *download* applications as being due to a demand for popular *data objects*. We can view hot spots in most *upload* applications as being due to a demand for a popular *service*, e.g., the income tax submission service, as the actual data being transfered by the various users is distinct. The two main characteristics which make upload applications different from download applications are as follows: (1) in the case of uploads, the real-life event which causes the hot spots often imposes a *hard deadline* on the data transfer service, whereas in the case of downloads, it translates into a desire for low latency data access[1]; and (2) uploads are inherently data *writing* applications while downloads are data reading applications. Traditional solutions aimed at latency reduction for data *reading* applications are (a) data replication (using a variety of techniques such as caching, prefetching, mirroring, etc.) and (b) data replacement (such as sending a low resolution version of the data for image, video, audio downloads). Clearly, these techniques are not applicable in uploads.

Additionally, *confidentiality* of data as well as other security issues are especially important in write-type applications (e.g., in uploading tax forms, papers, and proposals). Another important characteristic of uploads is that, unlike most downloads where data is intended to be consumed immediately upon receipt, uploaded data is often stored at the server for some time before its consumption. We will explain how we exploit this characteristic in the next section. We also note that, many-to-many data transfers can be achieved using either a set of one-to-many, a set of many-to-one, or both types of data transfers. To the best of our knowledge, existing work on many-to-many data transfer applications is focused on making the one-to-many communication efficient and scalable.

1.2 Our Solution

We observe that the existence of hot spots in uploads is largely due to approaching deadlines. The hot spot is exacerbated by the long transfer times. We also observe that what is actually required is an assurance that specific data was submitted before a specific time, and that the transfer of the data needs to be done in a timely fashion, but does *not* have to occur by that deadline (since the data is not consumed by the server right away).

Thus, our approach is to break the upload problem into pieces. Specifically, we break up our original deadline-driven upload problem into: (a) a real-time *timestamp* subproblem, where we ensure that the data is timestamped and that the data cannot be subsequently tampered with; (b) a low latency *commit* subproblem, where the data goes "somewhere" and the user is ensured that the data is safely and securely "on its way" to the server; and (c) a timely *data transfer* subproblem, which can be carefully planned (and coordinated with other uploads) and must go to the original destination. (Note that, this is somewhat analogous to sending a certified letter through a postal service.) This means that we have taken a traditionally *synchronized client-push* solution and replaced it with a *non-synchronized* solution that uses some combination of *client-push* and *server-pull* approaches. Consequently, we eliminate the hot spots by spreading most of the demand on the server over time; this is accomplished by making the actual data transfers "independent" of the deadline.

[1]Clearly, there are upload applications which do not have hard deadlines. Although they are not the focus of this paper, our framework can provide a scalable solution to many such applications as well.

1.3 Our Contributions

Our main contributions here are as follows. We:

1. *state the problem*: to the best of our knowledge this work is the first effort that considers the many-to-one communication, or *upload*, problem and states the (currently) fundamental obstacles to building scalable wide-area upload applications;

2. *propose a general framework and an architecture for a class of solutions*: to construct a general architecture for implementing upload applications, we propose *Bistro*, an application-layer framework, which implements a set of *primitive services*, such as timestamping, security, commit, and data transfer;

3. *discuss the problem of low latency commit*: as stated above, we break the upload problem into three pieces, corresponding to (a) a real-time timestamp, (b) a low latency commit, and (c) a timely data transfer — in this paper we discuss the low latency commit problem (refer to [1] for details of a corresponding quantitative study where we characterize potential performance gains and present corresponding insight into the upload problem; this study is not included here due to lack of space);

4. *suggest open problems*: the solution to the general upload problem is non-trivial and cuts across a variety of areas, including networking, performance evaluation, scheduling, load balancing, security, fault tolerance, and many more; throughout the paper we suggest a number of open problems, within the *Bistro* framework, which must still be solved in order to build scalable wide-area upload applications.

2 Related Work

Work related to wide-area data transfers falls into multiple categories and requires solutions in areas such as communication networks, performance evaluation, algorithms for load balancing, scheduling and facility location, and security. However, to the best of our knowledge *none* address the problem of making wide-area uploads scalable and efficient.

As will become evident in Section 3 our basic approach (in addition to the breakdown into subproblems) involves partial replication of services. Replication is a relatively traditional solution to scalability problems in Internet-related services, and hence the problems we consider in this work of assignment of clients to servers, location of services, and so on (as described in more detail in Section 3) arise in other applications as well.

(Some of the differences are discussed in Section 4.2.3.) For instance, in [3], the authors consider dynamic server selection in the context of web *download* applications. Moreover, relief of hot-spots in the Internet through the use of data and service replication (e.g., proxy servers) has been studied extensively in the context of download applications, for instance, as in [7].

In addition, much work has been done on facility location problems [5, 11] in Operations Research and Computer Science. Here, the objective is to open a subset of facilities from a given set F, and to then minimize the sum of distances from a given set of customers to their closest facility. In some formulations the total number of open facilities is constrained, in other formulations a combined objective of facilities and distance costs is minimized. This problem is NP-complete and several good polynomial time approximation algorithms are available for it. However, these solutions do not directly address the problem we are interested in – there are two main differences. The first one is that there is an underlying network and different clients are competing for resources in the network. The second main difference is that we cannot choose a route to the server at the application layer (we can only choose a server and the network chooses the route for us, at least in the Internet). This constraint makes it hard to apply network flow based methods for assignment of clients to servers [8]. These new constraints lead to very interesting optimization problems, as stated in Section 3.

3 Our Upload Framework

In this section we briefly describe our basic framework and its advantages as well as some of the related performance, security, and deployment issues.

3.1 Basic Framework

As stated in Section 1, our approach is to break the upload problem into the following subproblems: (a) timestamp, (b) commit, and (c) transfer, and then design and develop the *Bistro* architecture which implements solutions to these subproblems using a set of primitive services – which primitive services are used to build an upload application is a function of that application's requirements.

Given the breakup into subproblems, the original data transfer is now done using two data transfers (1) from a client to one or possibly more hosts on the Internet, which we will refer to as a *bistro*'s, and then (2) from one or more *bistro*'s to the server. This flow of data is illustrated in Figure 1. Although Figure 1 only depicts a single upload, it is understood that the *bistro*'s may be shared by many simultaneous upload activities/applications, each with different deadlines, characteristics, and requirements. Coordination of *multiple* simultaneous upload applications is an open research problem.

Note that, the client-to-*bistro* data transfer also produces the timestamp and the commit, i.e., the data is timestamped so the server has a guarantee that it cannot be tampered with after the deadline, and the client receives a commit, i.e., a "receipt" that guarantees that the data will be delivered to the server and that its integrity and privacy will be preserved.

As already stated in Section 1 the timestamp has to be produced before the deadline; the commit has to be performed with low latency, and the data transfer from a *bistro* to the server has to be done in a timely manner. The exact constraints on all these operations are again a function of the requirements of the particular upload application.

3.1.1 Advantages of the Bistro Framework

We now outline the potential performance problems and considerations, given the current state of upload applications, i.e., everyone uploads directly to the final destination server (refer to Figure 1(a)), in order to illustrate the advantages of our proposed framework (as described above).

In the current state of upload applications, a specific upload flow, from some client to the destination server, can experience the following potential bottlenecks (or hot spots):

1. *poor connectivity of the client*: some link between that client and the final destination is the bottleneck of the upload process (including the link that connects the client to the Internet);

2. *overload on the server link*: the link that connects the server to the Internet is overloaded due to too many simultaneous uploads to that server, and this link is the bottleneck of the upload process;

3. *overload on the server*: the server itself is overloaded due to too many simultaneous uploads to that server, and the server is the bottleneck of the upload process.

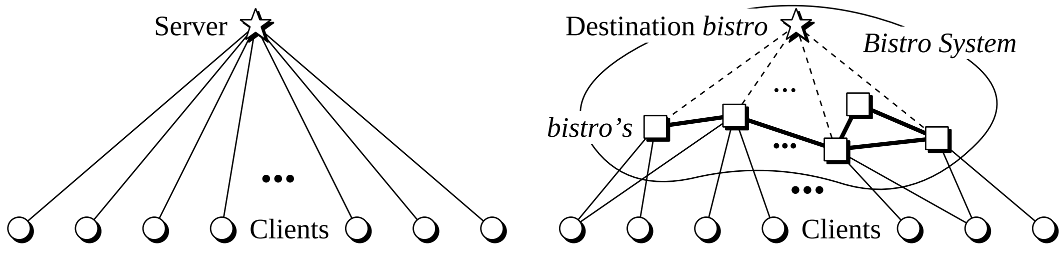
Given these bottlenecks, there are several traditional solutions (or a combination of these solutions) that one could consider:

- *get a bigger server*: for example, buy a bigger cluster of workstations to act as the upload server, which is intended to address problem (3) above;

- *buy a bigger pipe*: that is improve the server's connectivity to the Internet, which is intended to address problem (2) above;

- *co-locate the server(s) at the ISP(s)*: make arrangements directly with the ISP's to provide upload service at their locations, which is intended to solve problems (1) and (2) above (as well as problem (3) if this service is replicated at multiple ISP's).

These solutions have a number of shortcomings, including lack of flexibility and lack of scalability. We note that an important characteristic of the *Bistro* framework is the notion of *resource sharing*. It is fairly clear that, for instance, buying a bigger cluster for a "one time event" (which may not be "big enough" for the next similar event) is not the most desirable or flexible solution



(a) upload without the *Bistro System* (b) upload with the *Bistro System*

Figure 1: Depiction of a *single* upload with and without *Bistro* system.

to the upload problem. The ability to share an infrastructure, such as an infrastructure of proxies or *bistro*'s, between a variety of wide-area applications has clear advantages, some of which are outlined below.

Consequently, we believe that *Bistro*, as outlined in Section 1 and described in more detail above and in Section 4, is a better solution than the more traditional solutions described above, for the following reasons:

- it is more *dynamic* and therefore more *adaptive* to system and network conditions;
- it provides for more resource sharing opportunities and thus can result in a more cost effective solution to wide-area upload problems; and
- it *does not rely* on the existence of a private infrastructure (such as the co-location approach described above), but it *does not preclude* it either.

In summary, we believe that the *Bistro* framework is a more *flexible* solution that *takes advantage of whatever resources are available in the system and the Internet to the "best" extent possible.*

3.2 Research Issues

In this section we describe a set of problems that need to be solved in order to design and develop the *Bistro* framework proposed above. In this discussion, where appropriate, we point out open research problems.

3.2.1 Resource Location and Discovery

One important open problem is the location and discovery of existing resources (*bistro*'s) — that is, given a *dynamic* infrastructure of *bistro*'s, for each instance of an upload application, an important consideration is the mechanisms and policies used to discover which *bistro*'s are available for this upload. This includes how to discover newly installed *bistro*'s and how to estimate their performance characteristics, both, in terms of host and network capacities in order to make run-time choices of which *bistro*'s to utilize.

3.2.2 Placement and Assignment

Another important open problem is assignment of clients to *bistro*'s for an instance of an upload application. (We briefly describe this problem here and define it more formally in Section 4.)

More specifically, this involves design of mechanisms and policies for determining which *bistro* should participate in a given upload and which client should transfer its data to which *bistro*, i.e., assignment of clients to *bistro*'s. In general, as described in more detail in Section 4, it is not desirable to utilize all existing *bistro*'s for an instance of an upload application, even though this might provide the quickest way of moving data from the users to the *bistro*'s (for instance, due to the overhead caused by managing all the *bistro*'s and the overhead of performing *bistro*-to-server transfer.)

In general, a distributed facility location type scheme will be required for deciding which *bistro* should participate in each upload as well as for assignment of clients to *bistro*'s. This is a difficult problem as it also involves prediction of performance of a *future* data transfer (e.g., response time or throughput) between a specific client-*bistro* pair based on current network conditions. Our results to date (given in Section 4 and in [1]) indicate that such predictions are non-trivial and result in difficult research problems.

3.2.3 Security

Adding intermediaries (i.e., *bistro*'s) in the data transfer has obvious security implications: clearly, it should not be possible for *bistro*'s to corrupt the data in transit in any way. In general, the set of security properties desirable for an upload service is as follows:

- Integrity: The data cannot be changed in transit by any principal.
- Privacy: For some transfers, it may be necessary to ensure that the data is encrypted and cannot be interpreted by intermediaries on the transfer path.
- Authentication and non-repudiation: Since the destination now receives data from nodes that are *not* the source of the data, it may be necessary to authenticate the source of the data. The mechanisms employed to authenticate the data should also be able to discriminate "replays" by malicious *bistro*'s and provide non-repudiatable transfer.

All of these properties are, in fact, desirable for any data transfer and many cryptographic techniques have been developed for implementing these properties [9, 13]. Usually, these techniques assume a powerful adversary capable of intercepting and changing messages in transit. This model is immediately applicable to the *Bistro* framework, with malicious *bistro*'s being the adversaries. Thus, we can use existing cryptographic techniques to implement all these security properties for *Bistro* transfers. The details of our initial security protocol can be found in [4].

3.3 Deployment Issues

Our intent for deploying the *Bistro* platform is *not* to rely on adding resources (such as hosts) to the Internet[2]. Rather, we envision that people will want to install *Bistro* on their hosts on the public Internet and contribute their resources to the overall *Bistro* infrastructure because it will improve their performance as well. In turn, the existing *bistro*'s will discover the new installations and integrate them into a *Bistro* infrastructure. Thus, our architecture will take advantage of *existing* resources and utilize them to their full potential for each upload application.

We first plan to deploy *Bistro* at academic sites since the resulting performance improvements of our applications, such as paper and proposal submissions, may greatly improve the quality of life for the researchers at these institutions, as the deadlines approach.

4 "Commit" Problem

As already stated in Section 1, our basic approach is to break up the upload problem into: (a) a real-time timestamp subproblem, (b) a low latency commit subproblem, and (c) a timely data transfer subproblem. Furthermore, in Section 3, we stated that (a) and (c) are outside the scope of this paper. In the remainder of this section we focus on the commit problem.

4.1 Extreme Cases

Before discussing our solution, we describe some extreme cases of the framework outlined in Section 3, in order to illustrate the range of performance considerations. These extreme cases are as follows:

1. the final destination of the data transfer is the only *bistro* (this is essentially the current state of things); or

2. "all" hosts are *bistro*'s, by this we mean that each client serves as its own *bistro*, with essentially zero transfer time — it is not clear whether this is "practical", but regardless, the commit problem is trivial in that case (although the timestamp and data transfer problems are not trivial but are outside the scope of this paper), and hence we do not consider this extreme any further here;

3. each "organization" with an upload client has its own "local" *bistro*, where granularity of organization is the same as for news (NNTP) servers, DNS servers, and so on. This local *bistro* can be behind organizational firewalls and may not be accessible from the outside world. In this case, a submission still has to travel to (be *pushed*) outside of the organization into the public Internet so that the *data transfer* part of the upload process can take over. Therefore, the *commit* problem still exists. As far as a user is concerned, the submission is completed as soon as the local *bistro* issues a receipt (i.e., commit) for the submission. However, the *Bistro* system will only consider the commit to be completed when the submitted data has traveled to a public *bistro*[3]. Thus, in this case, the commit is broken down into two steps, where the first step is almost as trivial as the one in extreme case 2 above.

[2]Note that deployment over private networks can also be done but is relatively straightforward from the deployment point of view.

4.2 The Middle Ground

It is often difficult to deploy a server infrastructure over the public Internet. In order for the *Bistro* system to succeed, we must demonstrate that a system with a limited number of *bistro*'s can provide benefits to the users of this system. In [1] we provide evidence, through a simulation study, that even a system with a limited number of *bistro*'s can provide such benefits (we omit this study here due to lack of space). In the remainder of this section we discuss the hardness of the commit step.

In our framework (as described in Section 3), there are two basic problems within the commit step that we must consider, which are:

1. *assignment problem*: this is the situation where the locations of *bistro*'s are fixed, and the difficulty is in assigning clients to the *bistro*'s, i.e., deciding which client should upload to which *bistro*; and

2. *placement or selection (plus assignment) problem*: this is the situation where the locations of *bistro*'s are flexible, and hence the difficulty is in both, deciding where to place the *bistro*'s (i.e., which nodes to choose to act as *bistro*'s) and how to assign clients to them (note that the placement of *bistro*'s and assignment of clients to them are *not* independent problems); from here on, we refer to this as the placement problem.

Below, we define and characterize the assignment and placement problems more formally. However, first we motivate the need to consider the placement problem, i.e., the problem where not all potential *bistro* sites are used. That is, given N potential *bistro* sites, we only consider placement of *bistro*'s at $M < N$ of those sites. This motivation is as follows: (1) as our performance evaluation results in [1] indicate, M does not have to be very large to obtain most of the benefits of the *Bistro* architecture, (2) if we take the last step of the upload into consideration, i.e., the timely data transfer to the final destination, then intuitively coordination of transfers from a large set of *bistro*'s is not necessarily better

[3]If the *Bistro* system is successfully deployed, we expect *bistro* installations to be as common as news and mail server installations.

than from a smaller set, and (3) our long-term goal is to allow multiple simultaneous upload applications to use the same *Bistro* infrastructure, in which case, due to contention, it may be beneficial to allow each application to use a subset of available *bistro*'s.

Lastly, we note that even the assignment problem alone is hard under general network topologies, as we describe more formally next, and hence requires the use of heuristics. Of course, the addition of the placement problem makes the construction of heuristics even more difficult.

4.2.1 The Assignment Problem

We can define the *bistro* assignment problem more formally as follows. Given:

- a graph $G = (V, E)$ with a capacity function c defined on the edges,
- a subset $\mathcal{B}$ of vertices containing the *bistro*'s,
- a subset $\mathcal{C}$ of vertices containing clients, and
- a path $\gamma(k, j)$ from client k to *bistro* j for each k, j pair

our goal is to choose one path for each client (i.e., to decide for each client to which *bistro* it is assigned). Note that, we assume that given a client/*bistro* pair there is only a single *valid* path on which a data transfer will take from the client to the *bistro*. The motivation for this assumption is that our interests are in data transfers over the Internet, and given the current state of the Internet (i.e., IP), in most cases there is a single fixed route between each pair of hosts (i.e., routes do not change other than due to failures).

Once we fix the choice of paths from the clients to the *bistro*'s we can define several objective functions. Assume that the data rate for client k is λ_k. Of course, if $\gamma(k, A[k])$ is the chosen path for each k (i.e., client k is assigned to *bistro* at location $A[k]$) then we have the requirement that for each edge e, the data rates on the chosen paths using edge e do not exceed $c(e)$. Then, potential objective functions include:

$$\text{maximize}\left(\min_k \lambda_k\right) \tag{1}$$

$$\text{maximize}\left(\sum_k \lambda_k\right) \tag{2}$$

$$\text{Max-Min Fair Solution} \tag{3}$$

e.g., given fixed file sizes, Equation (1) corresponds to minimizing the maximum response time (i.e., the response time of the "slowest" client), Equation (2) corresponds to maximizing the throughput, and Equation (3) is intended for addressing of fairness criteria, if such are desired (however, we do not give further details of this objective function here as this is not the focus of this paper).

All three objectives yield interesting classes of problems, unfortunately all three are NP-complete by a reduction from Satisfiability (refer to [1] for details of the proof).

4.2.2 The Placement Problem

The statement of the placement problem is simple — choose the location of the *bistro*'s to obtain the best solution to the *assignment problem* stated above. (We can also show that this problem is NP-complete[1].)

4.2.3 Discussion

We note that the issues of service replica placement and selection have been studied in the networking literature, in the context of download applications. Nevertheless, we believe that these problems warrant a study in the context of upload applications as well, at least within the framework presented in this paper. The reason being that the commit and the data transfer sub-problems (as outlined above) are not independent.

5 Conclusions

In this paper we stated (a) a new problem, i.e., the many-to-one communication, or *upload*, problem as well as (b) the (currently) fundamental obstacles to building scalable wide-area upload applications. We have also proposed a general framework, which we termed the *Bistro* system, for a class of upload problems, where the basics of the framework are to divide the problem into three subproblems (a) timestamp, (b) commit, and (c) data transfer. Moreover, we have suggested a number of open research problems, within this framework, throughout the paper.

Our long term goal is to accomplish scalability in Internet-based upload applications through the use of the *Bistro* framework over a wide range of applications and problem sizes. We believe that the *Bistro* framework is extensible to other Internet-based applications which have a many-to-one data transfer component, such as e-commerce, online auctions, Internet-based storage, and many more. Since the scalability of many-to-one data transfer has not been addressed yet, solving the many-to-one problem will improve the scalability of all these applications.

In general, we believe that there is a need for a scalable infrastructure that will enable *Internet-based Computing*, where wide-area storage and computational resources are utilized in general large-scale computations. The *Bistro* architecture is designed to *manage storage resources* available in the Internet. By viewing wide-area data transfer as a *primitive computation*, (i.e., a *copy*), we envision extensions to the *Bistro* architecture that can also take advantage of computational resources available in the Internet (such as done in [2]) by appropriately augmenting the set of primitive services. By designing, implementing, and deploying *Bistro*, we will gain knowledge and experience that are fundamental to making Internet-based Computing a reality.

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