

AUXILIARY STORAGE AND DYNAMIC CONFIGURATION FOR OPEN CLOUD STORAGE

Jincai Chen, Yangfeng Huang, Minghui Lai and Ping Lu

*College of Computer Science and Technology, Wuhan National Laboratory for Optoelectronics
Huazhong University of Science and Technology, Wuhan, 430074, China*

Keywords: Cloud Storage, Two-Tier Proxy, Auxiliary Storage, Dynamic Configuration.

Abstract: Along with the rapid development of cloud computing, cloud storage is also gradually warming. More and more users and corporations are planning to use cloud storage services. At present, however, cloud storage service technology is still facing many problems. Firstly, the current cloud storage systems only belong to some specific cloud storage services providers and are enclosed to other cloud storage services providers. Secondly, the growth of network transmission speed is relatively slow, which is difficult to transfer large amounts of data in a given time. Finally, the current underlying storage architecture of cloud storage can not be dynamically configured as required. For this reason, this paper presents an open architecture model of cloud storage, which allows users to choose suitable cloud storage providers through the two-tier proxy. The system can effectively reduce the response time of the users' requests through using the geographic distribution auxiliary storage nodes to store hotspot data. The underlying storage architecture of data storage centers can simultaneously adopt the Master-Slave architecture and the P2P architecture, which can hence own the advantages of both two architectures.

1 INTRODUCTION

Nowadays along with the development of cloud storage technology, service as you need and pay as you go make more and more people consider using cloud storage services. And there are also much research which is related to cloud storage, such as energy consumption (Harnik .etc), storage architecture (Abu-Libdeh.etc, 2010, Bowers.etc, 2009) and so on. However, if we want cloud storage service to be completely adopted, there are still many problems which need to be solved. The detail as follows,

The existing cloud storage systems are still using an enclosed structure, which can only support data storage services offered by the particular cloud storage services provider (CSSP). Moreover, data resources cannot be reliably exchanged and shared among various CSSPs.

The traditional network storage usually adopts the communication mode that users directly communicate with data centers. This method is feasible when the number of users is less and the volume of data is small. However, the number of users in cloud storage system is increasing quickly and the growth of network transmission speed is relatively slow, the

response time of user requests will be very long and the cloud storage service quality will be influenced.

To date, the typical architectures of cloud storage is divided into two kinds. One is Master-Slave storage architecture, such as Google file system. (Ghemawat.etc,2003). The mainly advantages of this include the convenient system maintenance and the easy synchronization and updates of data. The other is P2P storage architecture, e.g. Amazon's Dynamo. (Decandia.etc, 2007). The major advantages of this contain much less hotspot data and without single point failure and so on. So far there is no such a cloud storage system which can own the advantages of both two architectures.

In this work, we present a cloud storage architecture, which can effectively solve the current problems of cloud storage. The contributions of this paper are:

(1) We present a cloud storage architecture model, which make the cloud storage architecture open through the two-tier proxy so that users can use cloud storage service provided by multiple CSSPs.

(2) We assign multiple ASNs in which the hotspot data stored around the DSC so that the system

can effectively reduce the response time of the user's request and perceive change of user environment.

(3) We present an underlying storage architecture which can own the advantages of both the P2P storage architecture and the Master-Slave architecture. This new storage architecture can be dynamically configured.

The remainder of the paper is organized as follows: in Section 2, we consider the scope of cloud storage architectures and propose a comprehensive framework; In Section 3, we analyze consistency of the cloud storage; In Section 4, we discuss some migration issues; Finally, we summarize our findings and outline directions for future work.

2 THE CLOUD STORAGE ARCHITECTURE

In this section, we will mainly expound the cloud storage architecture model. This model has several primary features: (a) Make cloud storage an open architecture model by using the two-tier proxy. (b) Reduce the response time of user's requests and perceive the changes of user environment by the use of ASNs. (c) Adjust the underlying storage infrastructure dynamically according to the system demand.

2.1 Two-Tier Proxy

2.1.1 Selection of CSSP and DSC

This cloud storage system is designed to be open, and will no longer be confined to a particular CSSP and specific DSC. As shown in Figure 1, users select the CSSP through Tier 1 proxy nodes, and choose the suitable DSC which belongs to certain CSSP through Tier 2 proxy nodes.

Tier 1 proxy node, which do not belong to any specific CSSP, is managed by neutral institutions, such as government departments. Tier 1 proxy nodes contain all the information of each CSSP, such as capacity, storage cost, access speed and credit and so on, and select the appropriate Tier 2 proxy according to the cheaper cost or faster speed and so on. In addition, Tier 1 proxy nodes also need to store users' account information, such as username, password, and record that is the corresponding relationship between the data and the CSSP, etc. Compared with the current account information which is stored in a particular CSSP, it is stored in a neutral body will be more secure. In order to avoid heavy load in Tier 1 proxy nodes, they just store these two kinds of data.

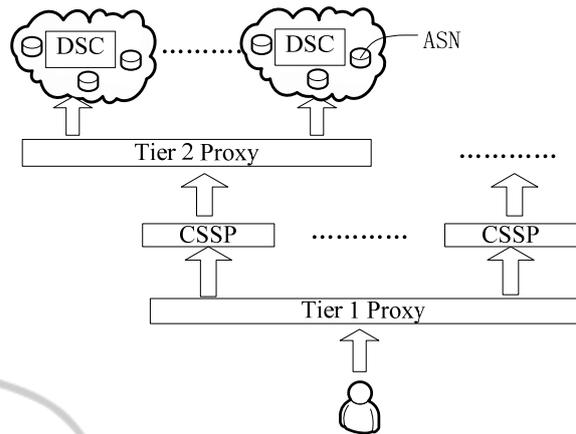


Figure 1: Two-Tier Proxy.

Data information stored in each Tier 1 proxy node is the same. Tier 1 proxy nodes receive username, password and other information submitted by users, and then connect to the Tier 2 proxy nodes which link with each CSSP storing the user's data. Tier 1 proxy nodes respectively generate a user name and a password for each CSSP which provide storage services for user.

Tier 2 proxy nodes, which belong to some particular CSSP, store various information relevant to DSC, such as geographical position, bandwidth, expense, DSC in which data are stored, some account information including username and password automatically generated by Tier 1 proxy nodes, and so on. Besides, It also select the suitable DSC according to the position or bandwidth and so on.

After using two-tier proxy, though CSSP have username and password, they still do not know who the data belong to, thus it greatly improve the safety. When users log in Tier 1 proxy nodes through a browser, Tier 1 proxy nodes display all the relevant information such as which CSSP data are stored in, how much data are stored separately, how much to spend respectively, and other information. The user can manipulate the data later.

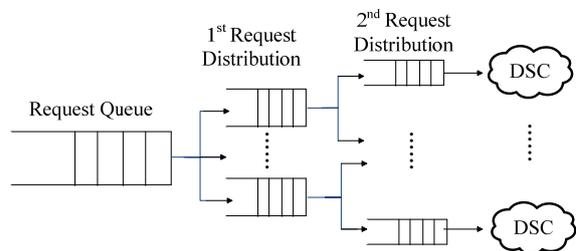


Figure 2: Requests Distribution.

2.1.2 Requests Distribution

Another effect of this two-tier proxy is the distribution of users' requests. As shown in Figure 2. When the load of a Tier 1 proxy node exceeds a certain threshold, part of users' requests is forwarded to other Tier 1 proxy nodes to make the load of this Tier 1 proxy node return to the normal level. This is the first request distribution. The second request distribution of Tier 2 proxy nodes also like this.

2.2 Auxiliary Storage Node (ASN)

2.2.1 Response Time

As shown in Figure 3, each CSSP has many DSCs which are distributed around the world. In each DSC, there are a number of ASNs. These deployed around the DSC consist of the geographic distribution of small storage network.

ASNs store users' data that is the use frequency which exceeds a certain threshold, namely the hotspot data, one replication of which is stored in the ASNs and other ones of which are stored in the DSC. Threshold can be dynamically adjusted according to the use of the capacity of ASN, not to such an extent as to waste storage space for less data stored.

To choose ASNs for DSC, it mainly consider about the location, access speed, load, and several other aspects. Hotspot data can be stored in the nearest ASN away from the owner of the data or lighter load ASNs. Furthermore, under the long tail theory, in the most time users are using a small part of the data, thus most of the data are particularly rarely used. As a result, there is no need to interconnect with DSC dealing with hotspot data, which can be processed directly in the ASN. If so, it will greatly improve the response time of users' requests, and reduce the load on the DSC. The difference from the

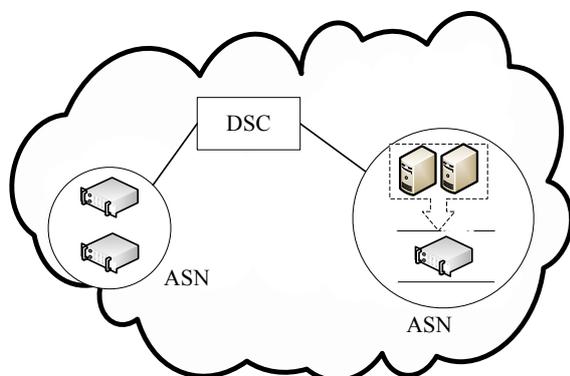


Figure 3: The Relationship of DSC and ASN.

CDN is that users' hotspot data is stored in ASNs and which can be dynamically changed as the environment and requirement of users.

2.2.2 User-aware

Setting the ASNs to reduce the response time of users' requests, this is in terms of the specific environment for the user. DSC should be able to make corresponding adjustment according to the user environment changes. For example, user U located in P1 often uses hotspot data D1 stored in ASN A1, but when user U moves to P2, the hotspot data used is likely D2. In addition, even if the hotspot data D1 have not been changed, the ASN A1 may also be inappropriate due to the geographic environment.

Therefore, the DSC should be able to sense the changes of the user environment, and select the most appropriate ASNs for storage of hotspot data in order to achieve faster response time and reduce the load of the DSC.

2.2.3 Security

Besides, in order to avoid data being deleted due to misoperation, when the data waiting to be removed is stored in ASNs, if the user sends a deletion request, this data which is stored in ASNs are deleted and all replications stored in DSC are deleted except for one. Then the user sets a deadline for the remaining copy, only when the deadline has expired, the user data can be removed. It aims to facilitate users to quickly recover those data frequently used.

2.3 Dynamic Configuration of Underlying Storage Infrastructure

2.3.1 Mechanism of Dynamic Configuration

To date, it has not been reported in the publication that there is a cloud storage system, which can use Master-Slave and P2P structures. The underlying storage architecture designed in this paper will be able to simultaneously adopt both structures and dynamically adjust according to the system configuration parameters.

As Figure 4 shows, the Master-Slave storage network as a whole is added to P2P storage network, and all of the storage nodes are virtual nodes in the DSCs. These virtual nodes are abstract nodes which are formed by deploying virtualization software (such as XEN (Barham.etc, 2003)) in the physical nodes. It aims at obtaining better scalability, good isolation, and easy migration. When the system boots, (1) Get configuration information from the

configuration file firstly, and then configure virtual nodes with no need for configuring their structure to Master-Slave to P2P storage network. (2) Secondly, set some of the remaining nodes to be one storage network with Master-Slave structure or more. (3) Finally, join Master-Slave storage network(s) into P2P storage network. P2P storage network can be structured by virtual nodes or Master-Slave storage network respectively, or by the both.

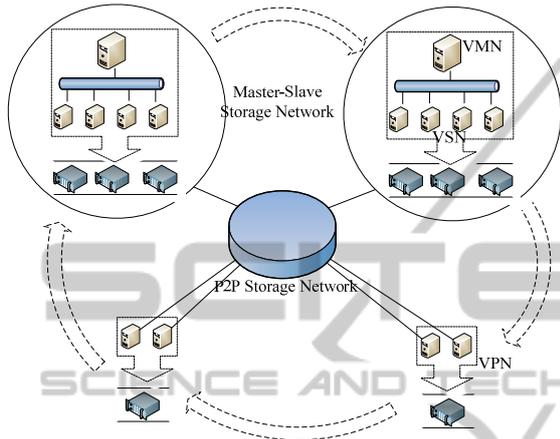


Figure 4: Master-Slave Storage Network and P2P storage Network.

2.3.2 Routing Table and Metadata

As Figure 4 shows, the Master-Slave storage network is composed by virtual management node (VMN) and virtual storage nodes (VSNs). VMN stores metadata information, while VSNs store user data. In P2P storage network, all the nodes are virtual p2p nodes (VPNs), which save routing table information and user data. Figure 5 is a structure schematic drawing of metadata and routing table.

In P2P storage networks, the routing table in ordinary VPNs has some location and routing information, besides, it still contains two fields, respectively use frequency and ASN position information. The routing table in P2P storage networks is used to route and locate VPN which stores the data. Use frequency is to point out the number of using this block of data in certain period. In the routing table the ASNs' location information fields record the relationship between the hotspot data and the ASNs. Use frequency and ASNs' positional information of routing table is for VPNs of P2P storage network concerned.

In the Master-Slave storage network, a VMN is also as a VPN. A VMN not only contains routing table, but also includes metadata information, which contains the frequency of utilization, ASNs' location

information and the list of replications' position information. Different from the use frequency and ASN's location information in the routing table, these in the metadata informations aim at VSNs in the Master-Slave storage network. The lists of replications' location information are used to record the position of each replication. All copies of the same data may have been stored in the VSNs, and some may be stored in the VPNs.

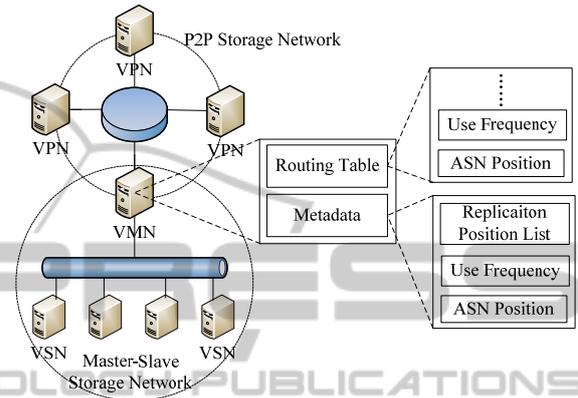


Figure 5: The Structure of Routing Table and Metadata.

Besides, according to CAP theory, consistency, availability and network partition can not simultaneously satisfy. In order to have better availability and avoid network partition, the consistency of P2P and Master-Slave storage network between each copy employs eventually consistent.

3 CONSISTENCY OF ASN AND DSC

Addition: When DSC receives the user's addition request, the system will connect with ASN of the DSC and make a comprehensive assessment from the load, storage capacity and access speed to find the most appropriate ASN to storage new data. After choosing the most appropriate ASN, the system will compare it with the DSC to determine where the new data should be stored. If the data are stored in the ASN, The ASN needs to make a temporary backup for the data. After the addition operation have finished, the ASN send a message to the corresponding DSC. The DSC adds the metadata of this data, and modifies the location information of ASN and other related content. The ASN will do data synchronization with DSC after a moment and delete the temporary backup. After a period of time, if use frequency of this data has not achieved the system setting threshold, the DSC will notify the ASN to

delete the data and modify the ASN's location information.

Update: When users need to update their data, they send their update command to the DSC. If the data that need to be updated are stored in the ASN, the system will compare the ASN with the DSC. If the load of the DSC is lighter, the DSC will deal with the update request. Otherwise, the ASN will do it. After the ASN modify the data, it should update the use frequency of the data in the DSC. Then the data synchronization will happen between the ASN and the DSC. Whether or not the data modification operation happens in the ASN or DSC, the system will check the metadata of the data according to the pre-set strategies.

4 VMS MIGRATION

When the DSC adjusts the underlying storage architecture, data migration has two kinds, one is data migrate from P2P storage network to Master-Slave storage network, the other is contrary. For the first kinds, when a common VPN needs to migrate to Master-Slave storage network, the node only needs to exit the P2P storage network and join the Master-Slave storage network as a new node. Then the VMN of the corresponding Master-Slave storage network updates the related metadata information of each data block in the migrated node and the metadata of the use frequency and the location information of the ASN will be reserved in the virtual management node. The system will delete the original routing table of this node which is used in the P2P storage network, but the data information of users will not be deleted. So these data can be visited both from the P2P storage network and the Master-Slave storage network. For the second kinds, when the VSNs of the Master-Slave storage network needs to migrate to the P2P storage network, the node only needs to exit the Master-Slave storage network and join the P2P storage network as a new node. Then the system will initialize the routing table. Besides, the use frequency and the ASN's location information in the metadata will be copied into this route table from the VMN.

5 CONCLUSIONS

The main research content of this paper is that we have presented a open cloud storage architecture model which can dynamically configure the underlying storage architecture and process the hotspot data

through ASNs. At last, We have discussed the consistency and migration problems of cloud storage system.

For the future work, we plan to research our proposed architecture in the following two ways, (1) building the model of the ASNs and simulating with Cloudsim (Buyya.etc, 2009) and neural network, and (2) building the model of the underlying storage architecture and simulating through the P2P simulation tools such as P2Psim (Montresor.etc, 2009).

ACKNOWLEDGEMENTS

We thank Mrs. Ning Wang and Mr. Ming Chen for their helpful discussions. This work was supported by the National High-Tech Research and Development Plan of China under Grant No.2009AA01A402, the Natural Science Foundation of Hubei Province of China under Grant No.2010CDB01601, and the Fundamental Research Funds for the Central Universities of China under Grant No. HUST2010MS065.

REFERENCES

- Ghemawat, S., Gobioff, H., Leung, S., 2003. "The Google file system," *ACM SIGOPS Operating Systems Review*, vol. 37, no.5, pp. 29-43.
- Decandia, G., Hastorun, D., Jampani, M., .etc, 2007. "Dynamo: Amazon's highly available key-value store," in *Operating Systems Review (ACM)*, pp. 205-220.
- Harnik, D., Naor, D., Segall, I., 2009. "Low power mode in cloud storage systems," in *IEEE International Symposium on Parallel & Distributed Processing*, pp. 1-8.
- Abu-Libdeh, H., Princehouse, L., etc, 2010. "RACS: A case for cloud storage diversity," in *the 1st ACM Symposium on Cloud Computing*, pp. 229-239.
- Bowers, K., Juels, A., Oprea, A., 2009. "HAIL: A high-availability and integrity layer for cloud storage," in *the ACM Conference on Computer and Communications Security*, pp. 187-198.
- Pallis, G., Vakali, A., 2006. "Insight and perspectives for Content Delivery Networks," *Communications of the ACM*, vol. 49,no.1, pp. 101-106.
- Barham, P., Dragovic, B., Fraser, K., Hand, S., .etc, 2003. "Xen and the art of virtualization," in *Operating Systems Review (ACM)*, pp. 164-177.
- Buyya, R., Ranjan, R., Calheiros, R., 2009. "Modeling and simulation of scalable cloud computing environments and the cloudsim toolkit: Challenges and opportunities," in *International Conference on High Performance Computing and Simulation*, pp. 1-11.
- Montresor, A., Jelasity, M., 2009. "Peersim: A scalable p2p simulator," in *IEEE P2P'09 - 9th International Conference on Peer-to-Peer Computing*, pp. 99-100.