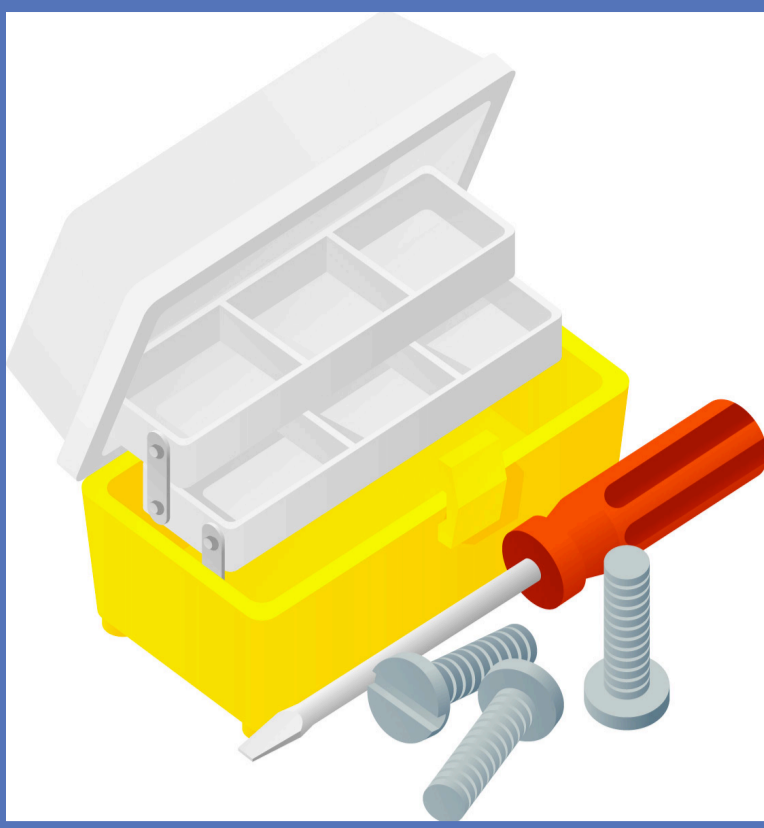


# CASE: Exploiting Content Redundancy for Improving Space Efficiency and Benchmarking Accuracy in Storage Emulation

Lei Tian, Hong Jiang

University of Nebraska-Lincoln



## INTRODUCTION

### Timing-Accurate Storage Emulation

Memulator: Pioneer work

### Space-Efficient Storage Emulation

David: saves space by omitting file data but storing file metadata only

### Content-Retained and Space-Efficient Storage Emulation

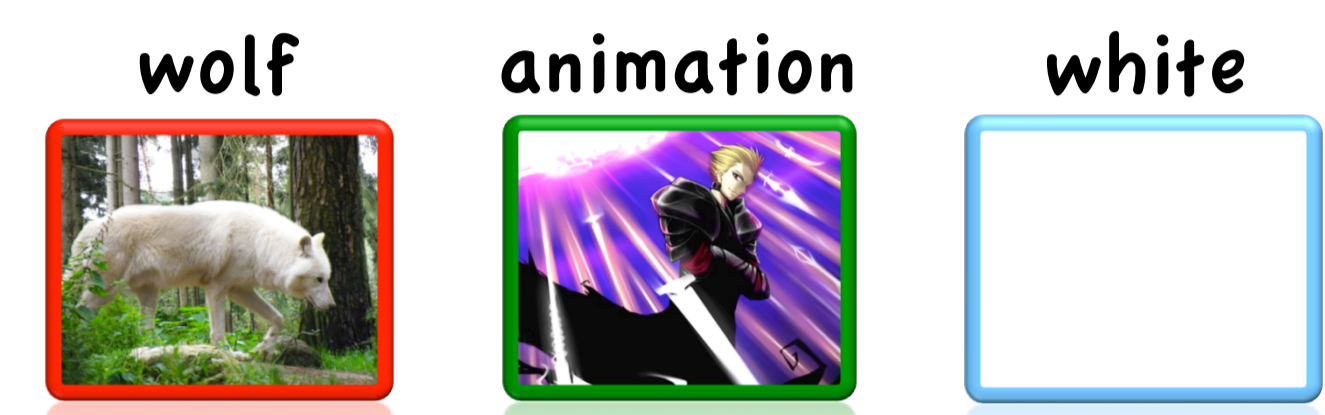
CASE: incorporates data deduplication to eliminate redundancy

## MOTIVATION STUDY

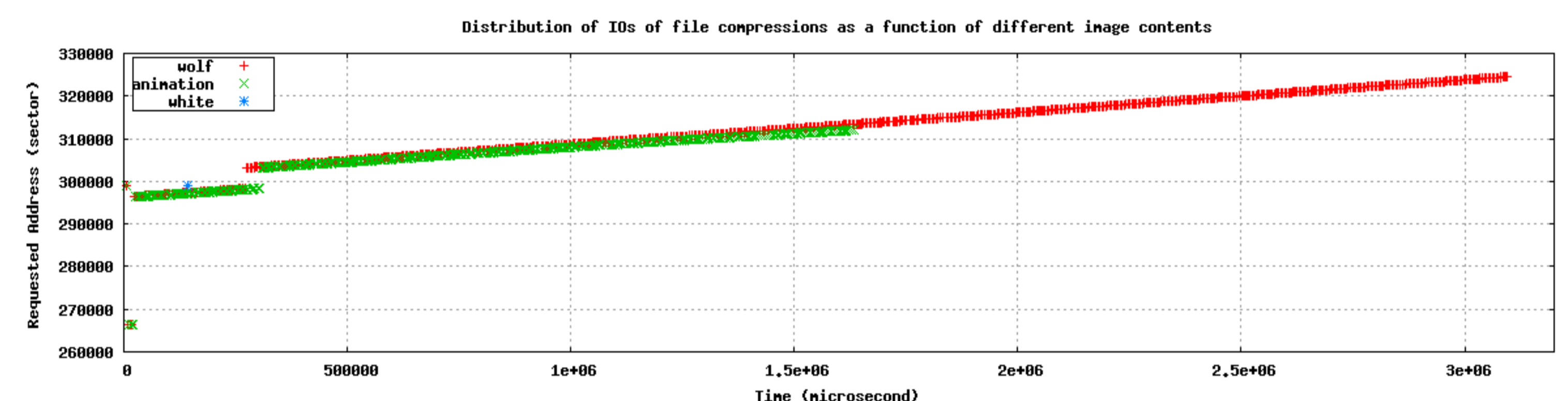
Study the impact of data content on benchmarking accuracy

### 1. Compress three bitmap images

Resolution	2400 × 1920
File Size	13,824,054 bytes



### 2. Use *blktrace* to trace IOs during saving compressed files



### 3. Observations and Implications

- I/O patterns significantly differentiate from each other
- Prone to either overestimating or underestimating the real performance without storing the exact data contents

## APPROACH & ARCHITECTURE

CASE: a flexible content-aware and space-efficient storage emulator for benchmarking

Idea: deploying data deduplication in storage emulation

### Goals

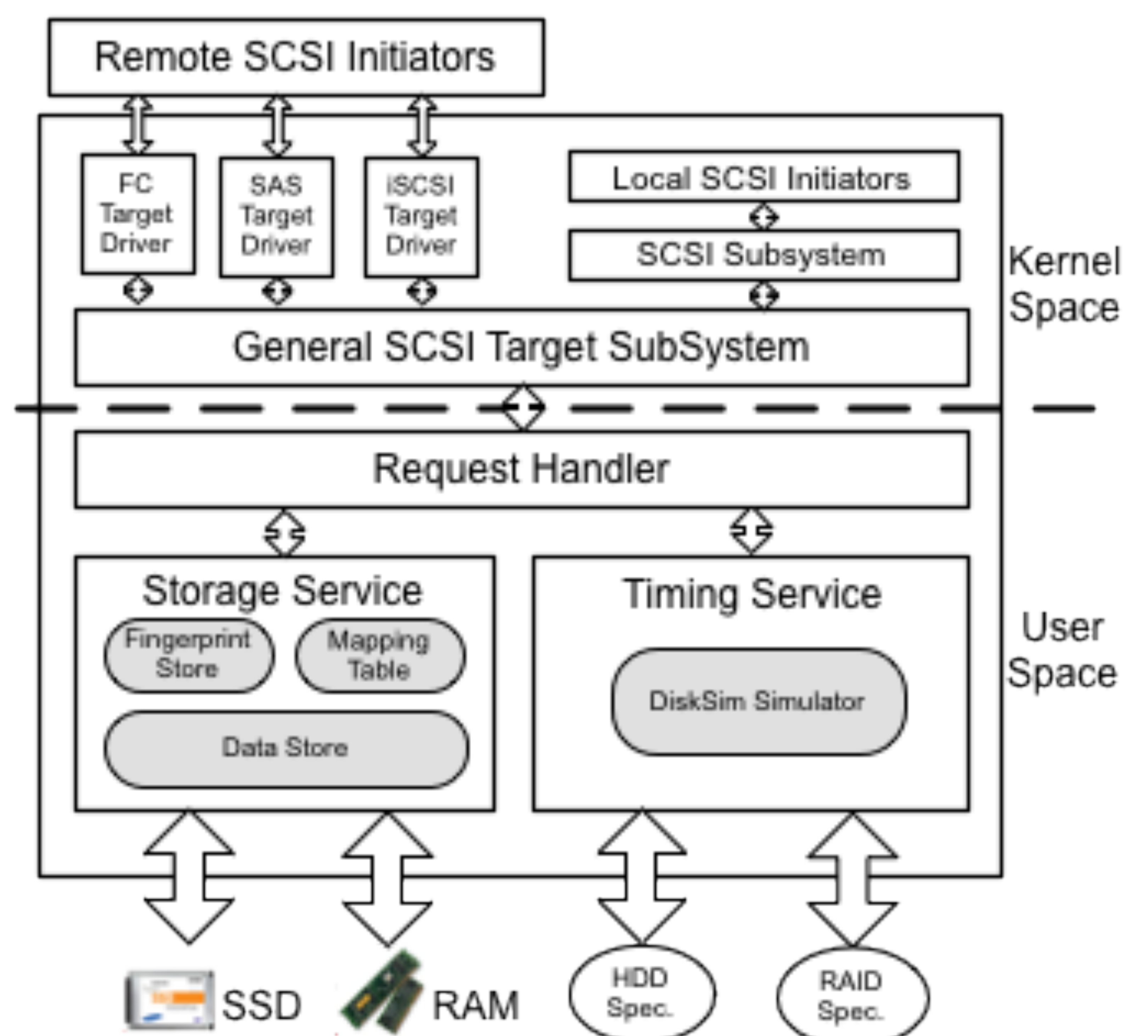
- Timing accuracy
- Space efficiency through redundancy elimination
- No modification to FS, DB and interfaces

### Design

- Request Handler: receives and forwards IOs
- Timing Service: Computes the response time for every IO
- Storage Service
  - Fingerprint Store: a RAM-resident index facility
  - Mapping Table: LBA  $\Leftrightarrow$  PBA
  - Data Store: stores and retrieves data chunks

### Implementation

Fixed-size chunking, a user-space and pure block-level implementation



## PRELIMINARY RESULTS

### Trace-driven Evaluation

Saves space by 2 orders of magnitude

Trace	FS Size(MB)	CASE Storage(MB)	Storage Savings
web-vm	71,680	720.4	99.0%
mail	512,000	1148.1	99.8%
homes	481,280	1451.0	99.7%

### Real-world workload-based Evaluation

Saves space by up to 33% if we copy both VM images

