

# A study of practical deduplication

**Dutch T. Meyer**

*University of British Columbia*

*Microsoft Research Intern*

**William Bolosky**

*Microsoft Research*



# A study of practical deduplication

**Dutch T. Meyer**

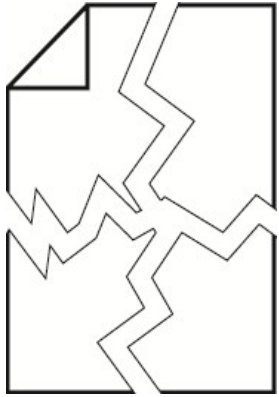
*University of British Columbia*

*Microsoft Research Intern*

**William Bolosky**

*Microsoft Research*

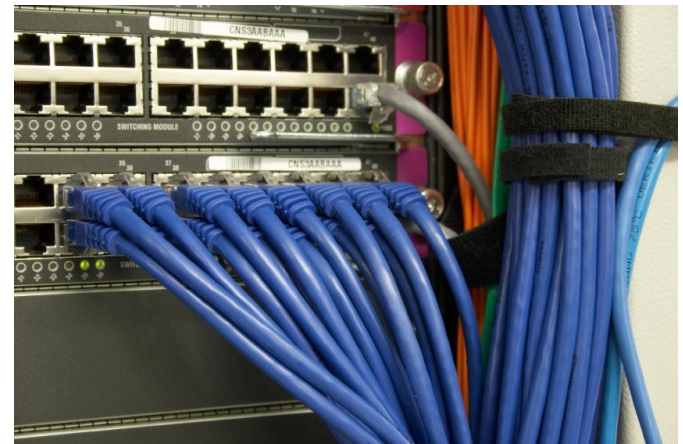
# Why study deduplication?



9ms  
per seek



\$0.046  
per GB



# When do we exploit duplicates?

## **It Depends.**

- How much can you get back from deduping?
- How does fragmenting files affect performance?
- How often will you access the data?

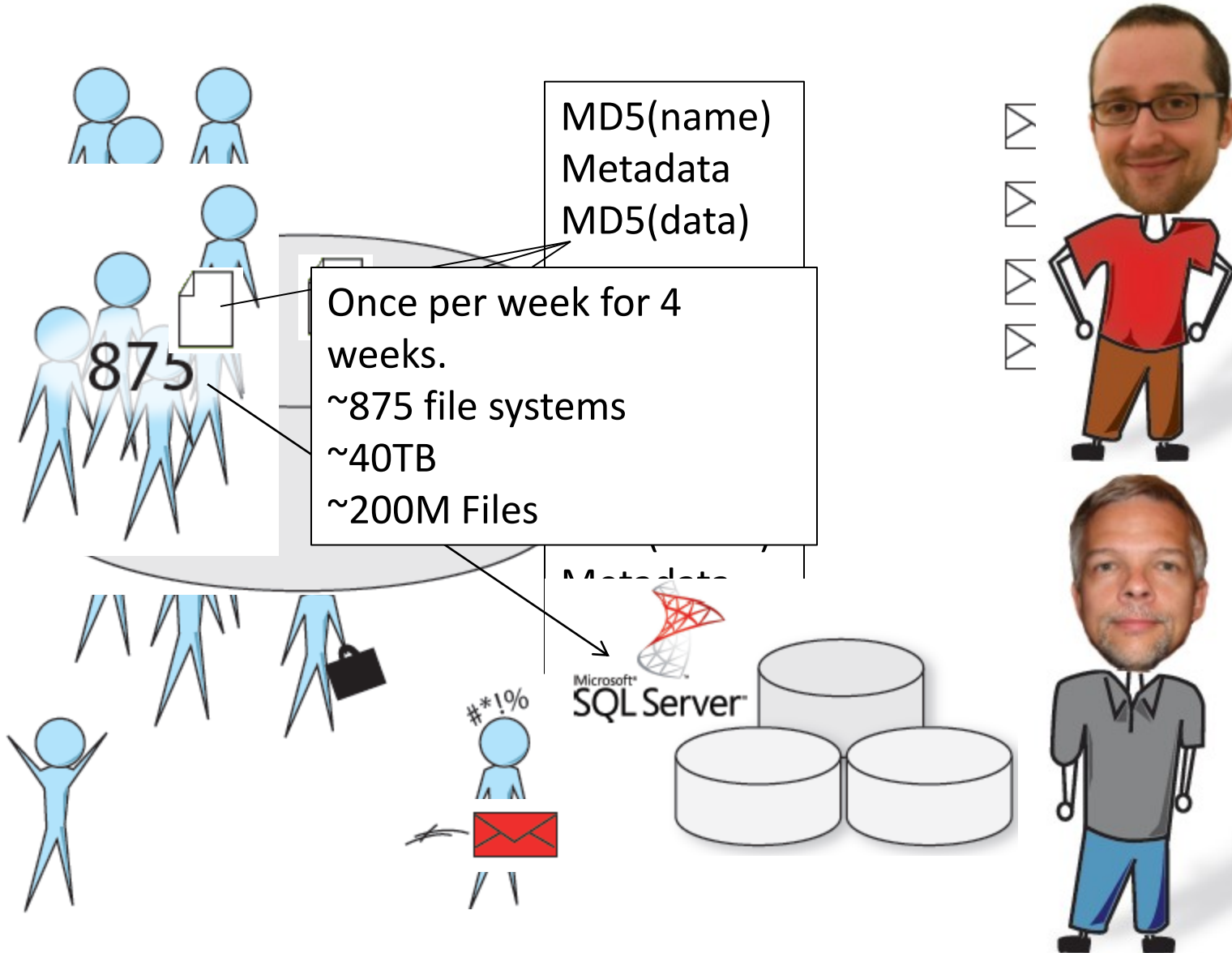
# Outline

- Intro
- Methodology
- “There’s more here than dedup” teaser

(intermission)

- Deduplication Background
- Duplication Analysis
- Conclusion

# Methodology

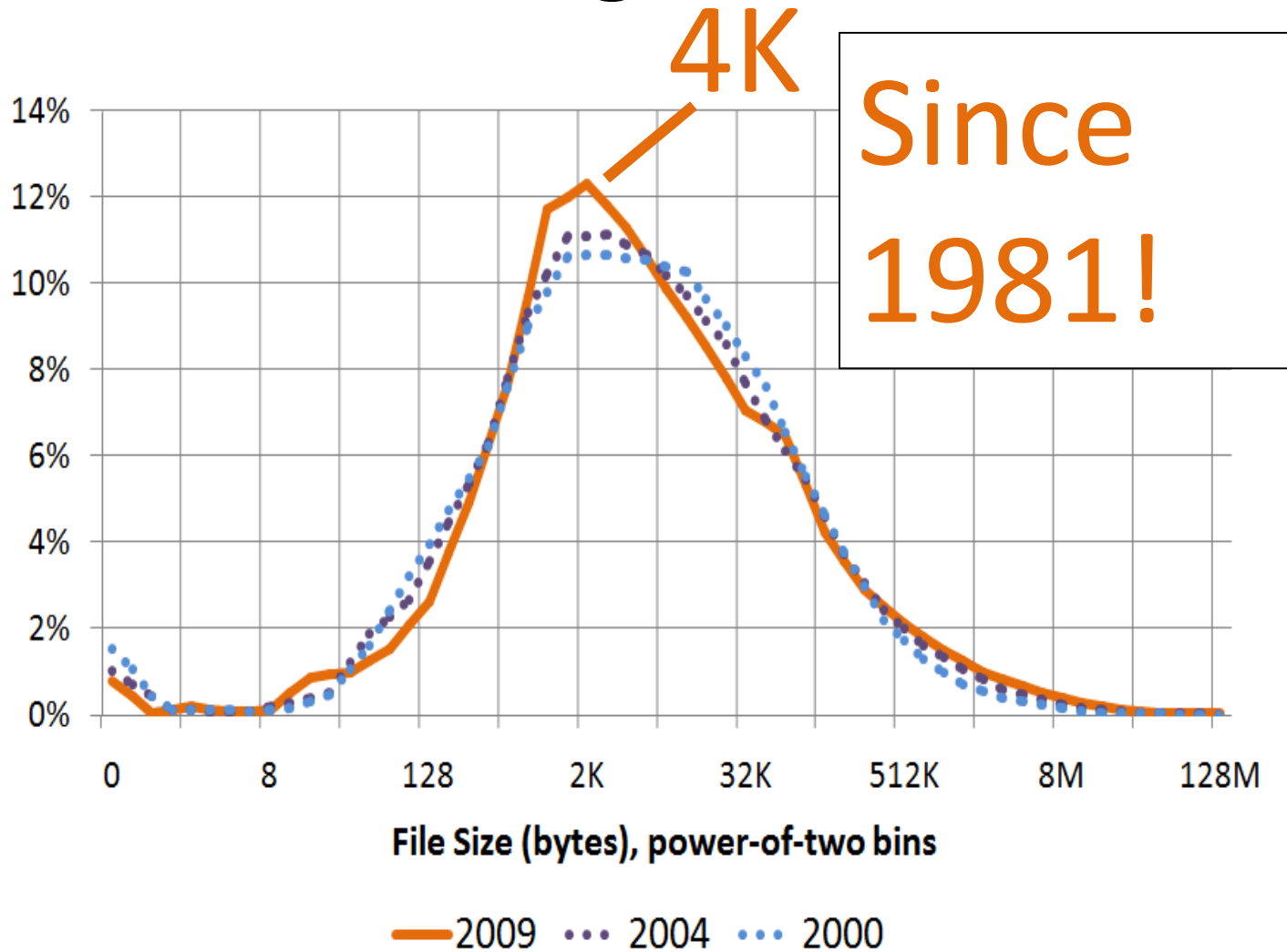


# There's more here than dedup!

- We update and extend filesystem metadata findings from 2000 and 2004
- File system complexity is growing
- Read the paper to answer questions like:

**Are my files bigger now than they used to be?**

# Teaser: Histogram of file size





There's more here than dedup!

**How fragmented are my files?**

# Teaser: Layout and Organization

- High linearity: only 4% of files fragmented in practice
  - Most windows machines defrag weekly
- One quarter of fragmented files have at least 170 fragments

# Intermission

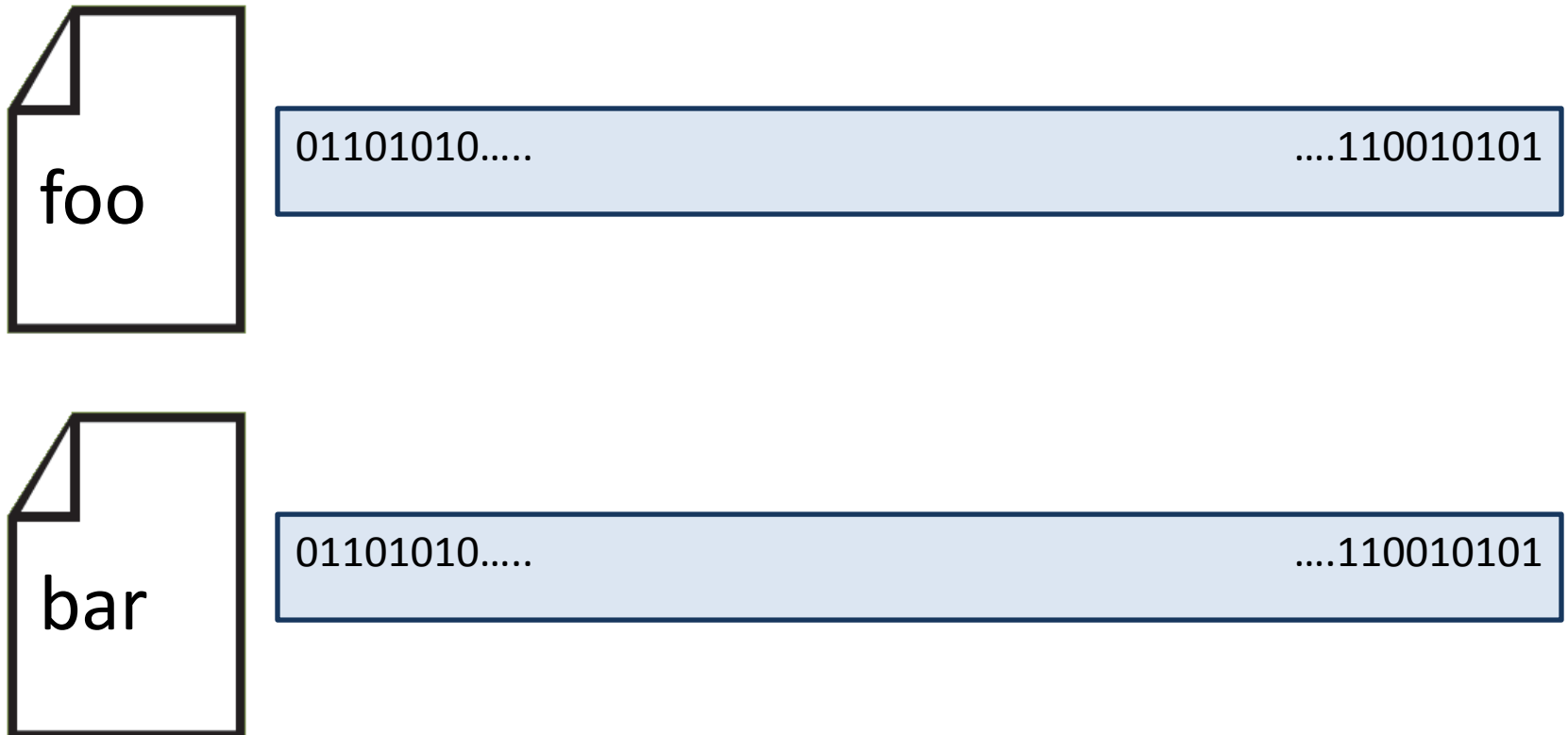
- Intro
- Methodology
- “There’s more here than dedup” teaser

(intermission)

- Deduplication Background
- Deplication Analysis
- Conclusion

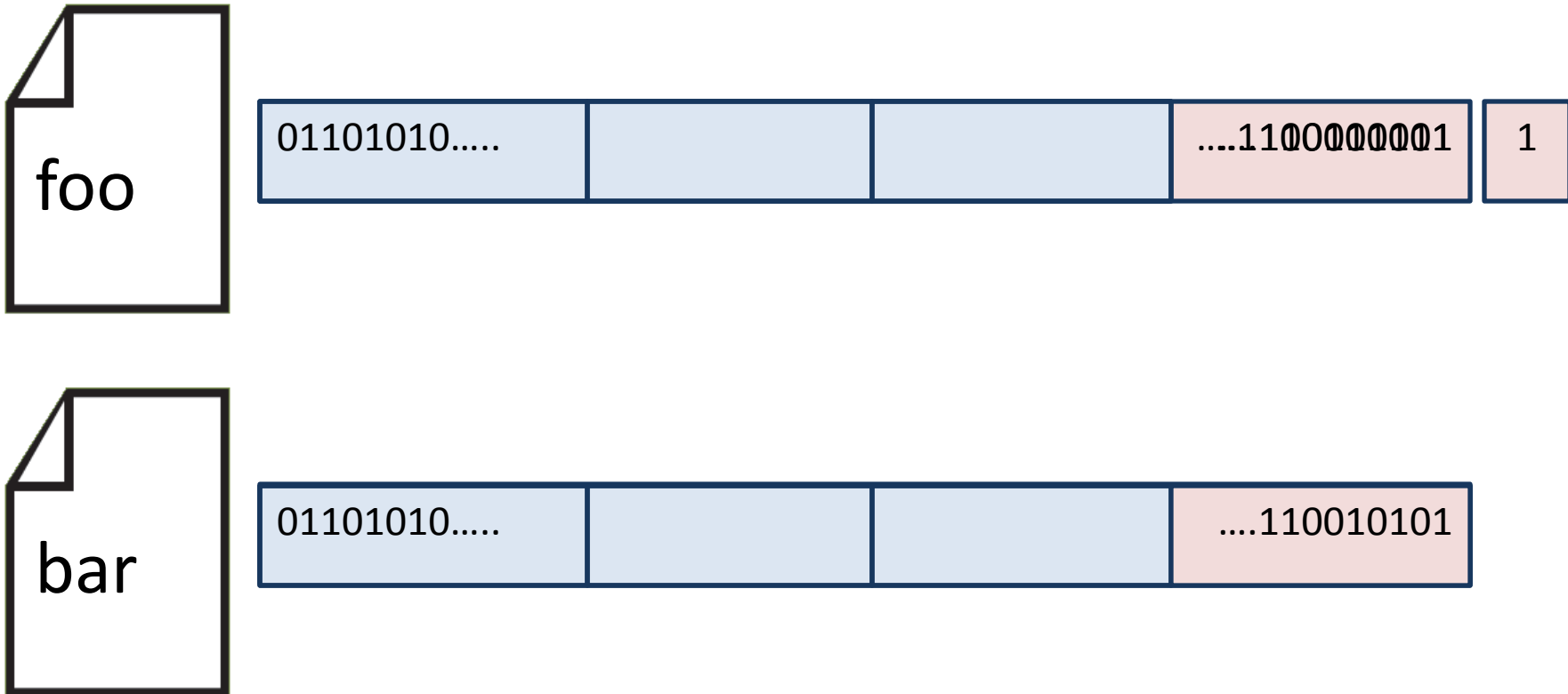
# Dedup Background

## Whole file Deduplication



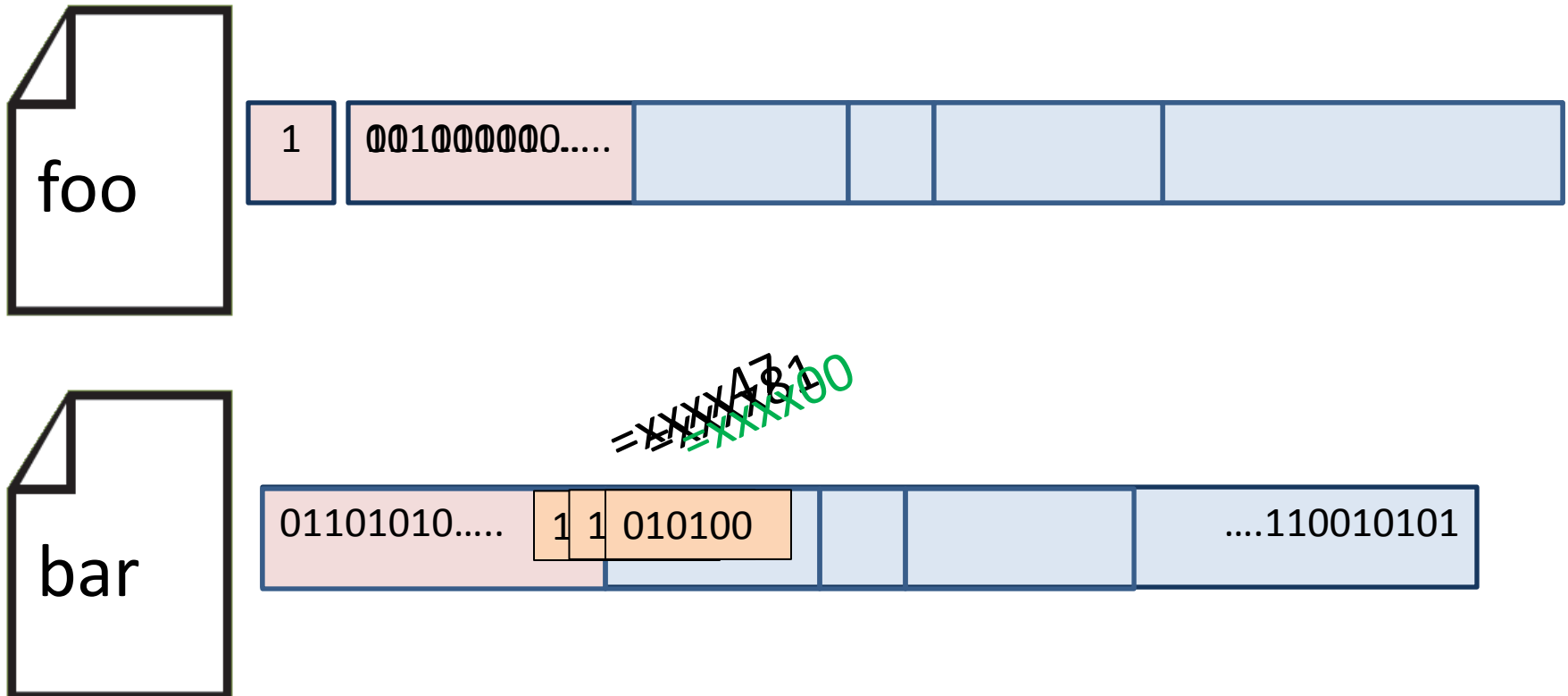
# Dedup Background

## Fixed Chunk Deduplication



# Dedup Background

## Rabin Fingerprinting



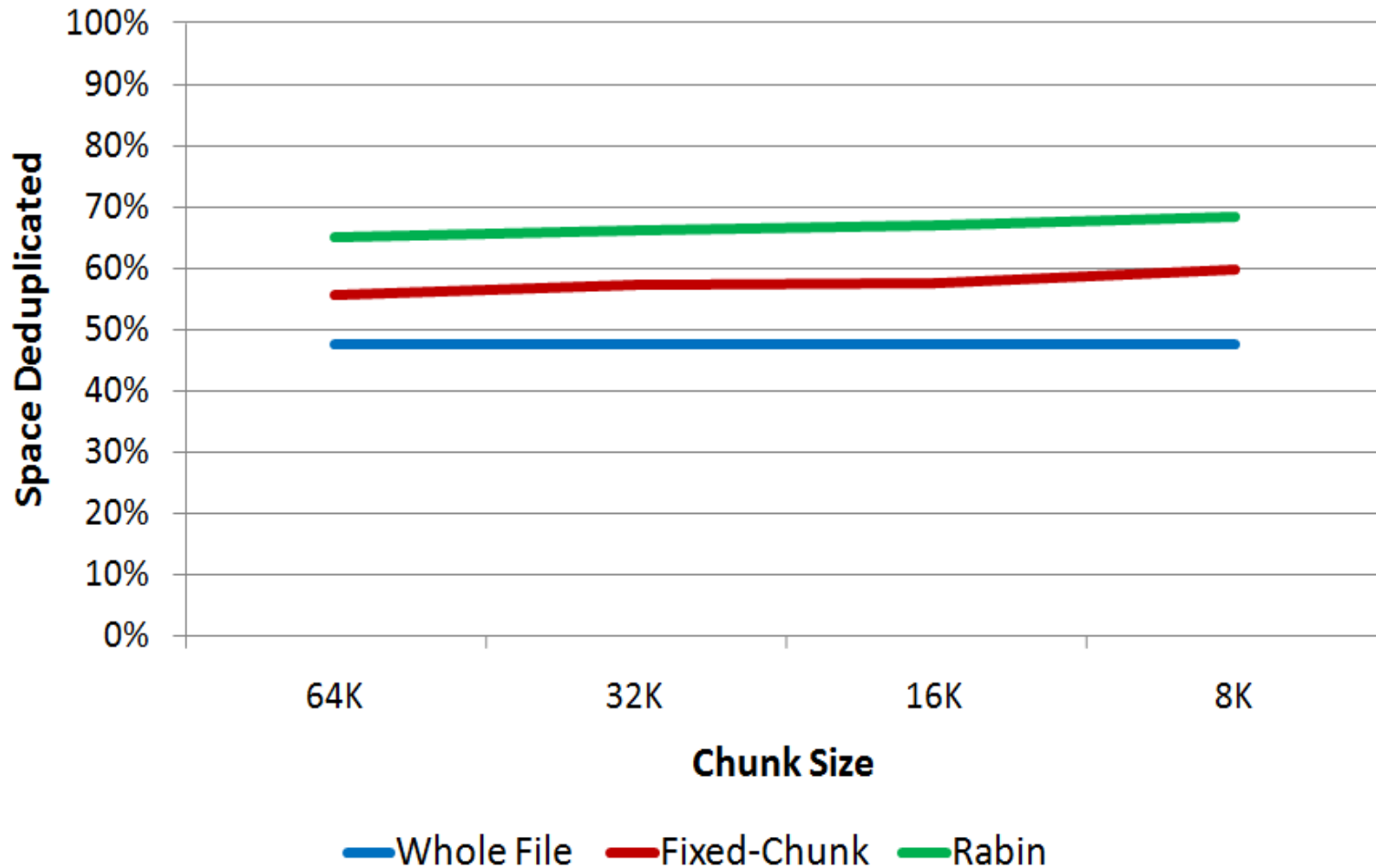
# The Deduplication Space

Algorithm	Parameters	Cost	Deduplication effectiveness
Whole-file		Low	Lowest
Fixed Chunk	Chunk Size	Seeks CPU Complexity	Middle
Rabin fingerprints	Average Chunk Size	Seeks More CPU More Complexity	Highest

**What is the relative deduplication rate of the algorithms?**

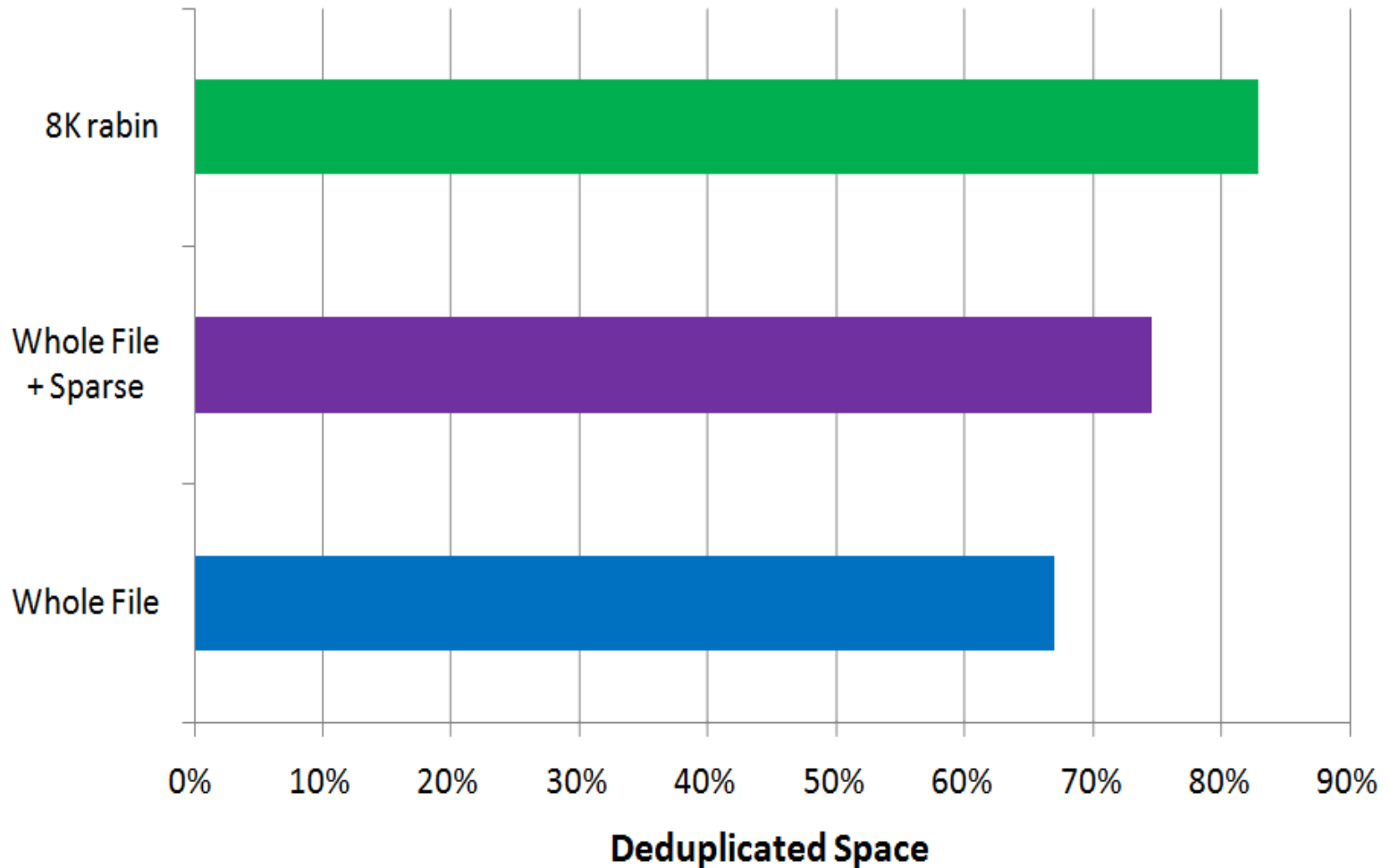


# Dedup by method and chunk size



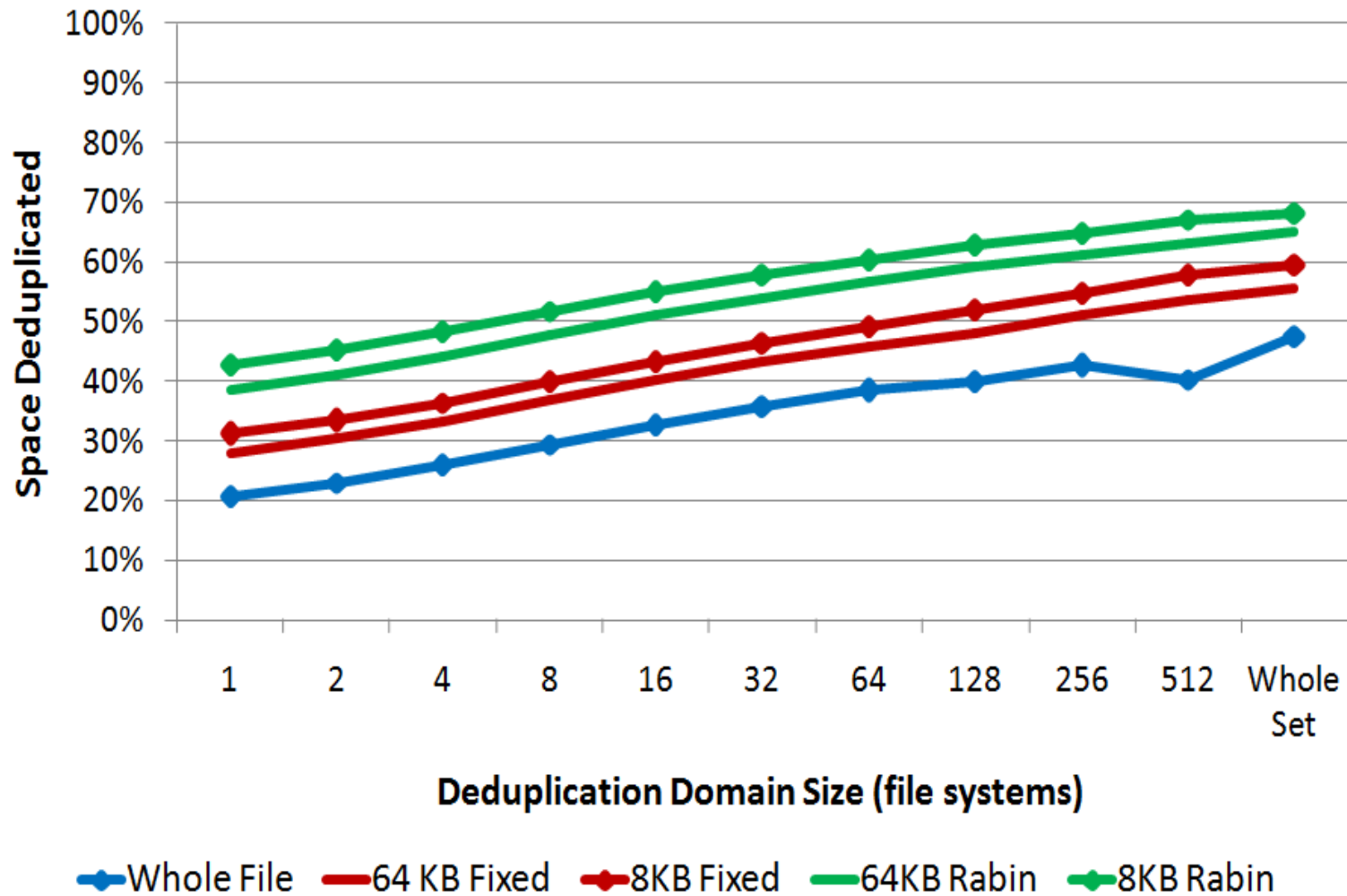
**What if I was doing full weekly backups?**

# Backup dedup over 4 weeks



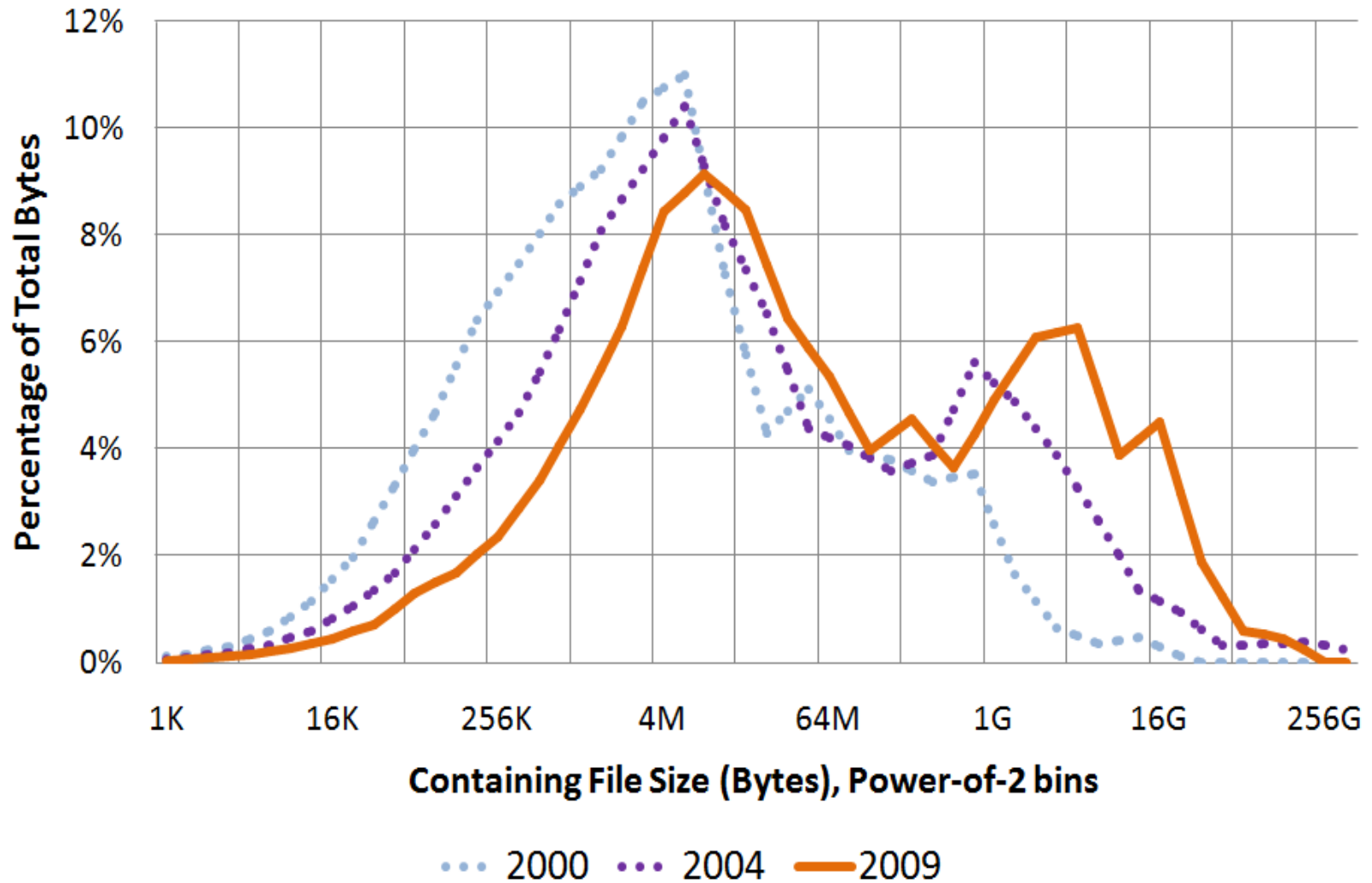
**How does the number of filesystems influence deduplication?**

# Dedup by filesystem count



**So what is filling up all this space?**

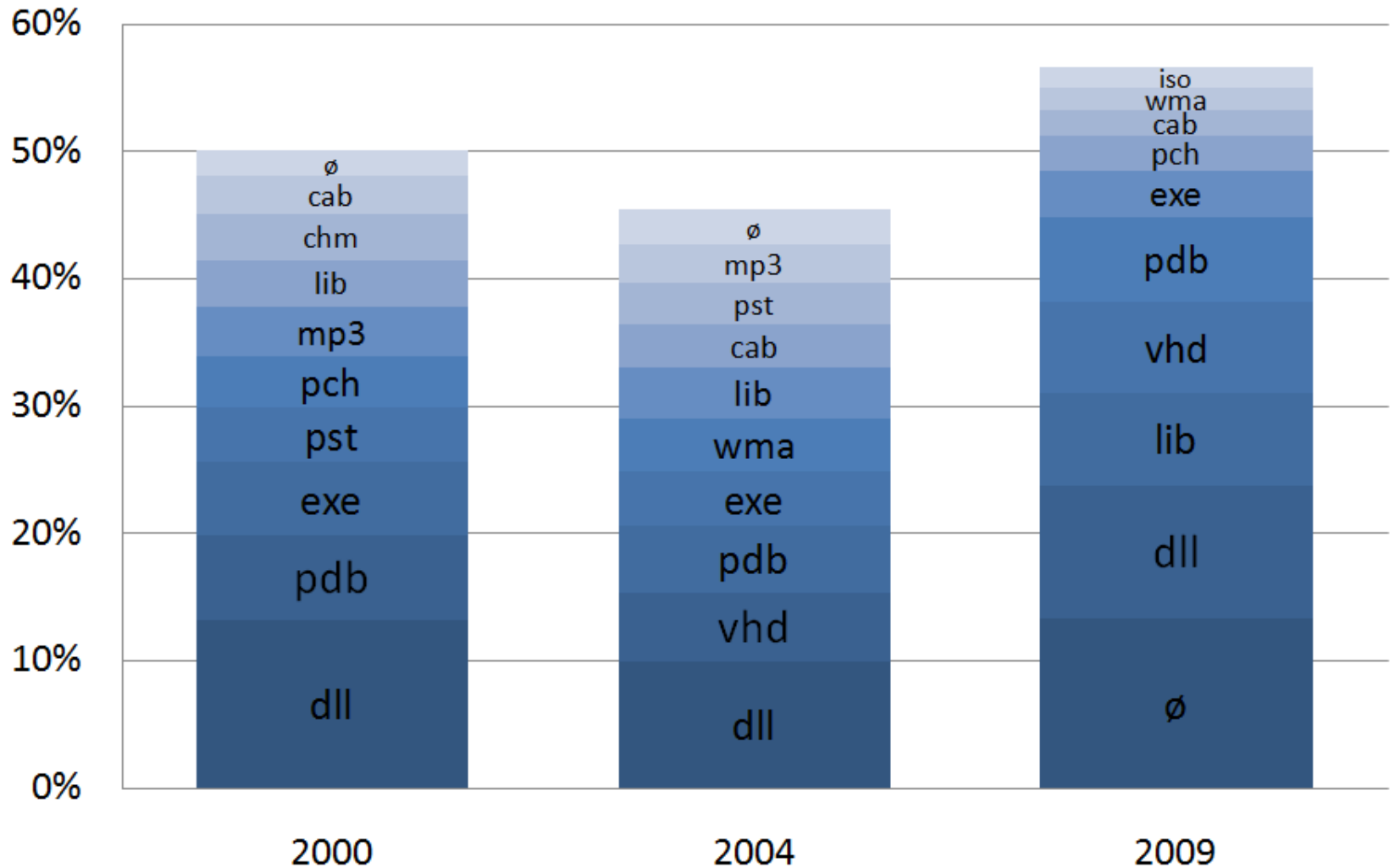
# Bytes by containing file size



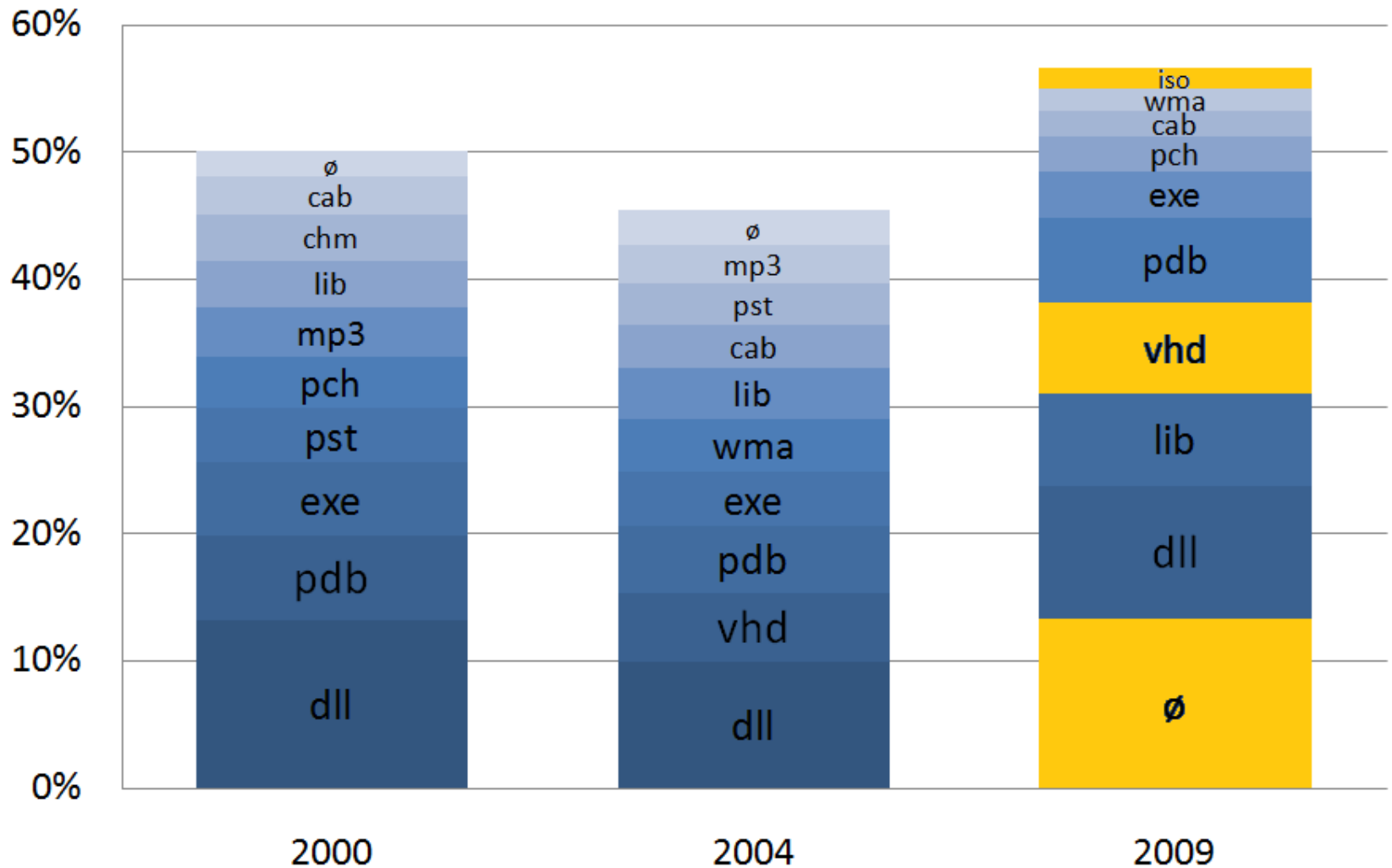
**What types of files take up disk space?**



# Disk consumption by file type



# Disk consumption by file type



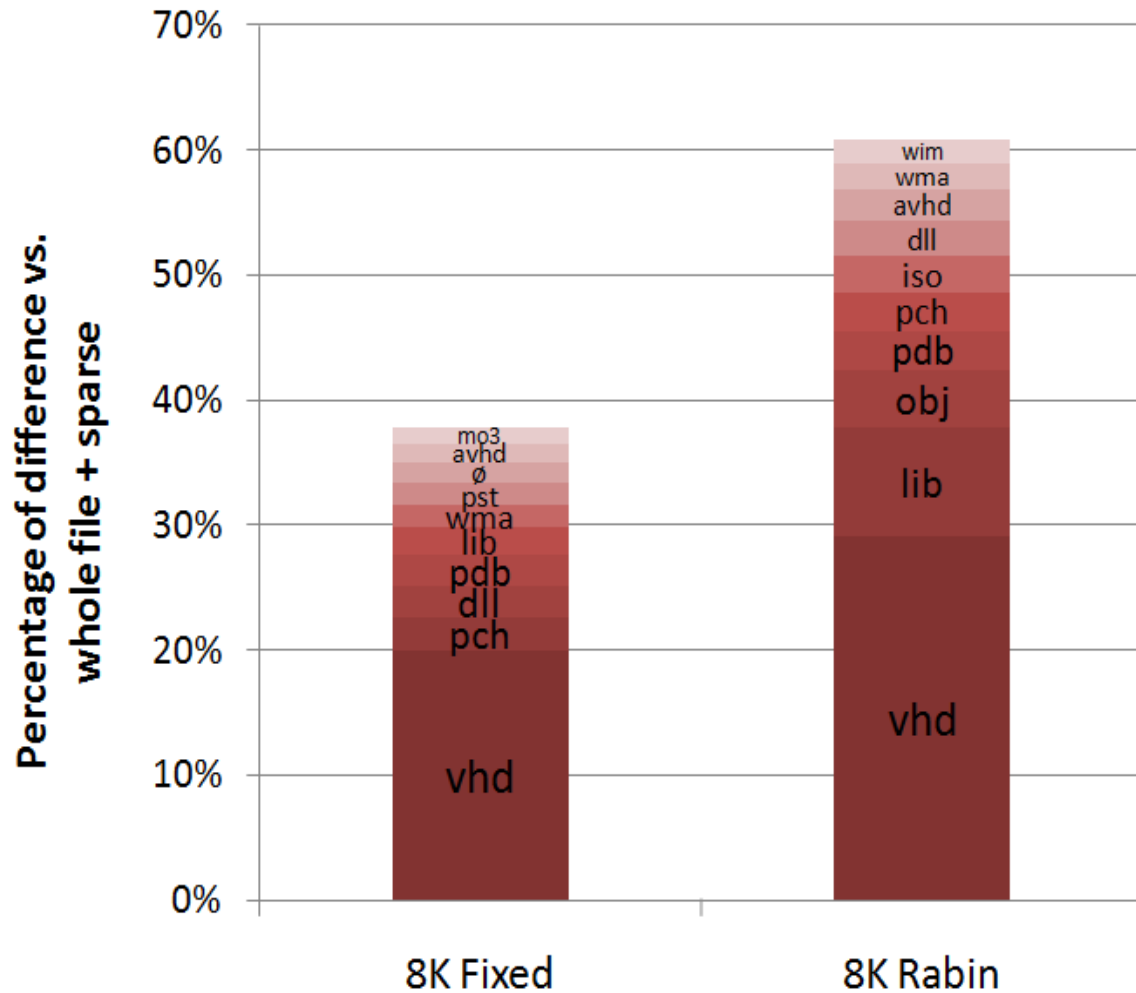
**Which of these types deduplicate well?**

# Whole-file duplicates

Extension	% of Duplicate Space	Mean File Size (bytes)	% of Total Space
dll	20%	521K	10%
lib	11%	1080K	7%
pdb	11%	2M	7%
<none>	7%	277K	13%
exe	6%	572K	4%
cab	4%	4M	2%
msp	3%	15M	2%
msi	3%	5M	1%
iso	2%	436M	2%
<a guid>	1%	604K	<1%

**What files make up the 20% difference between whole file dedup and sparse file, as compared to more aggressive deduplication?**

# Where does fine granularity help?



# Last plea to read the whole paper

- ~4x more results in paper!
- Real world filesystem analysis is hard
  - Eight machines months in query processing
  - Requires careful simplifying assumptions
  - Requires heavy optimization

# Conclusion

- The benefit of fine grained dedup is  $< 20\%$ 
  - Potentially just a fraction of that.
- Fragmentation is a manageable problem
- Read the paper for more metadata results

We're releasing this dataset