Improving Adaptivity in Mobile File Systems



MFS design principles

- 1. Not all Remote Procedure Calls (RPCs) are equally important.
- 2. Bandwidth can be conserved by making decisions about allocation based on the current set of queued RPCs.



We compare the speedup of a foreground workload running at the same time as a stream of file writes, relative to the time taken with synchronous writes at a bandwidth of 64 KB/s.

MFS assigns RPC priorities according to how long they delay applications

- Low priority for "background" RPCs (writes, prefetches)



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Cache consistency Asynchronous writes reduce delays when bandwidth is low, but allow a client to hold an update for a file Architects

without the server knowing it's dirty.



Priorities for RPCs

- High priority for small RPCs
- High priority for reads
- Making writes asynchronous can further decrease application delay.





MFS/CC decreases the time readers and writers must wait to access shared files, since it prioritises modifications to these files over changes to unshared files. This reduces the waiting time for a reader accessing a "dirty" file, and the likelihood a file will be dirty when a reader accesses it.





MFS/CC in action



MFS/CC consistency algorithm

- 1. Invalidate files if explicit invalidation is required
 - Only invalidate when there's concurrent writeback traffic
- 2. Separate writeback of shared and nonshared files to reduce delay before changes are visible





MFS/CC uses asynchronous invalidations (async) and different priorities for writing back shared and unshared files (diff). We compare with synchronous invalidations (sync) and uniform writes (unif).

MFS/CC is equivalent to synchronous invalidations in terms of avoiding inconsistencies (number of server pulls), but reduces the invalidation overhead.

Current work

- Submitted to FAST'04
- Automatically generating caching policies for files based on access patterns
- Applying MFS-style adaptation techniques in other application domains



