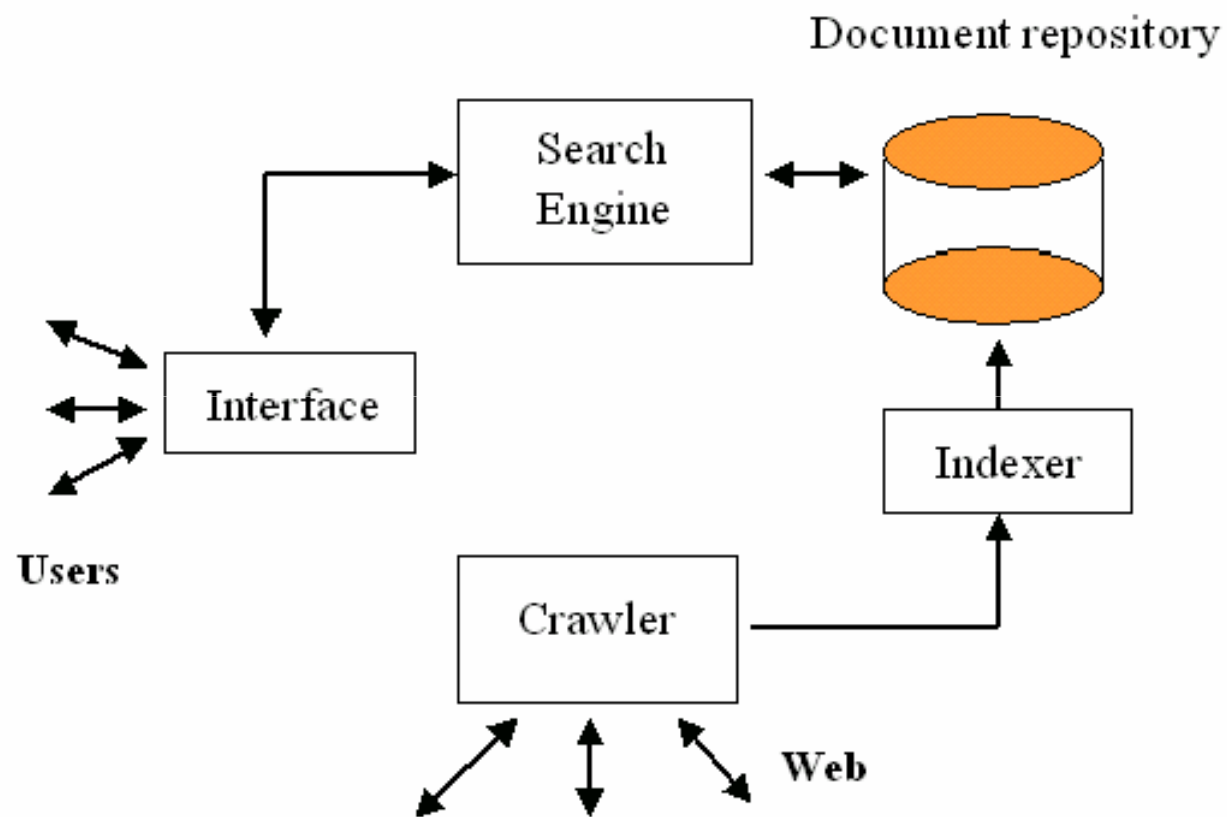


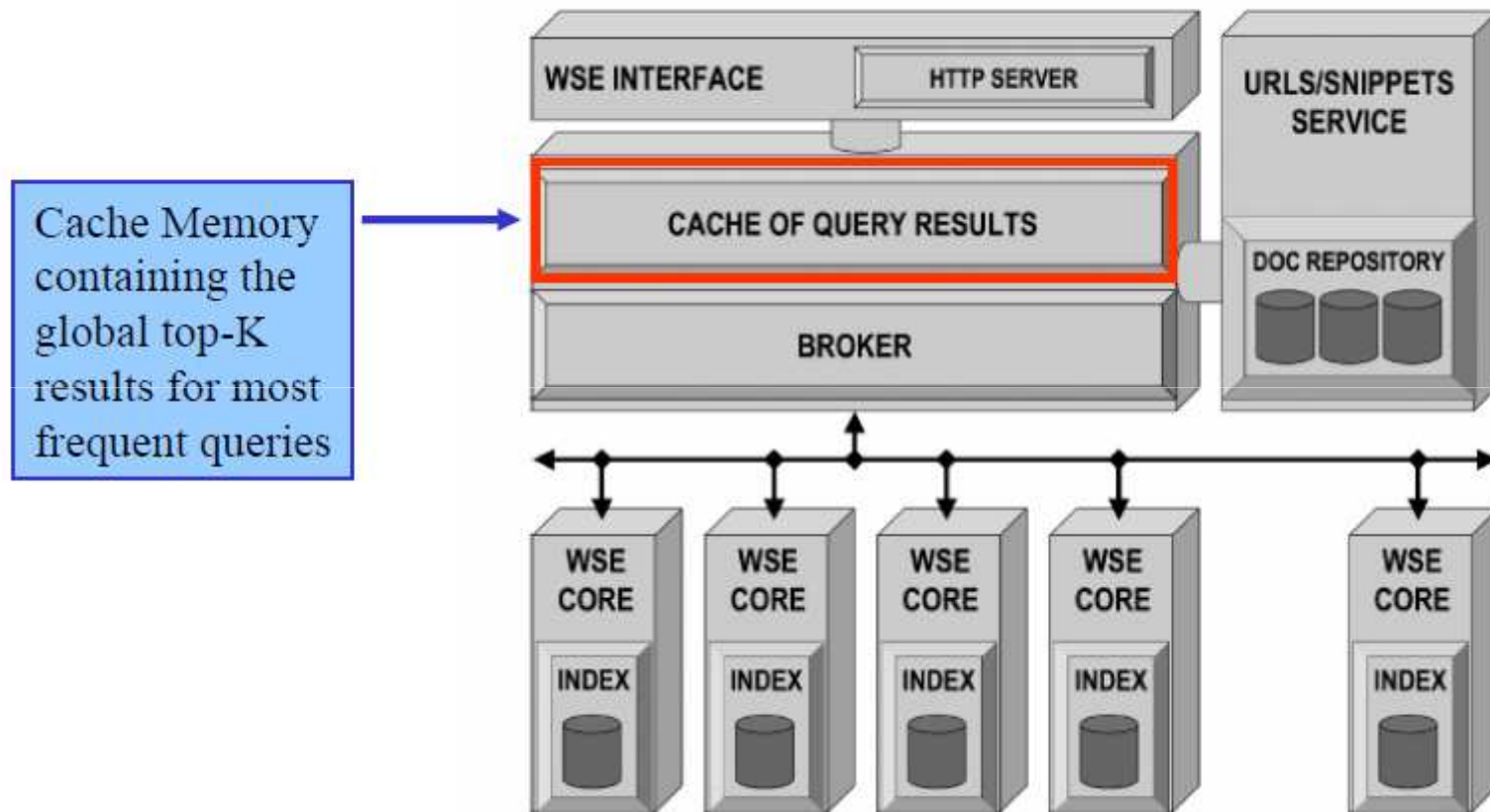
---

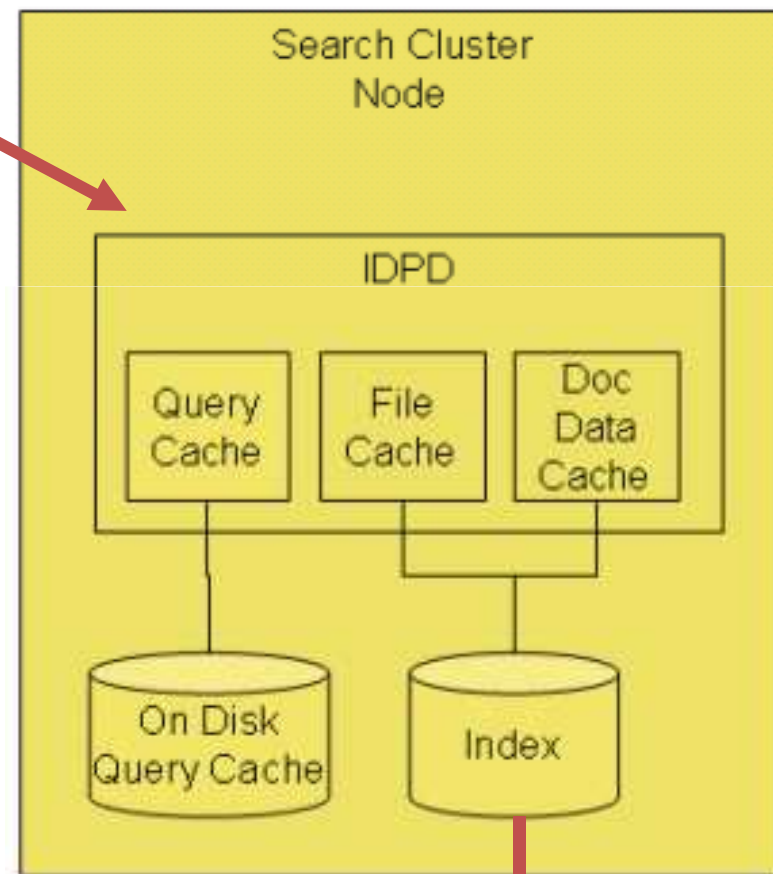
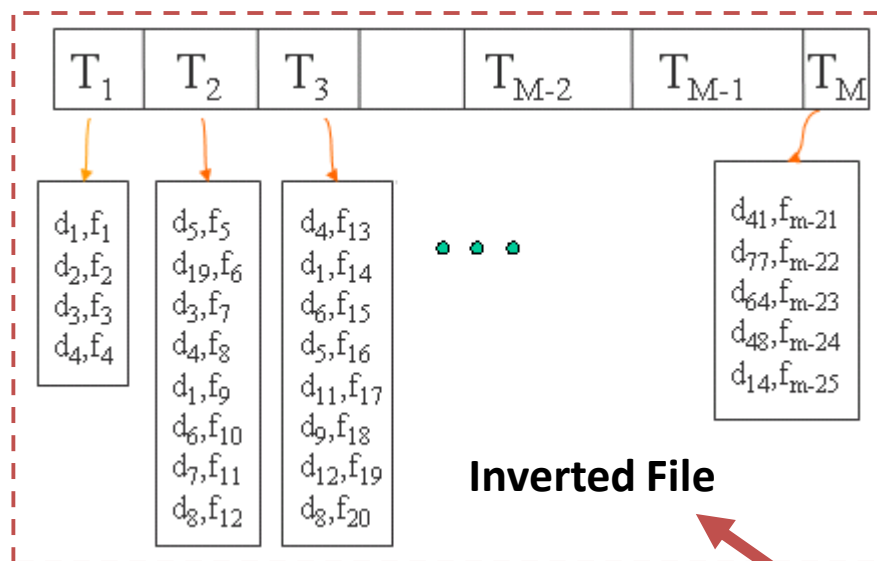
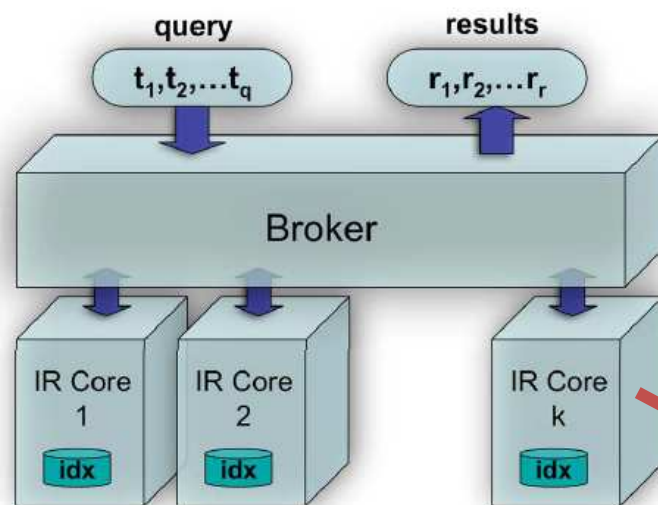
# Jerarquía de Caches sobre Motores de Búsqueda Web

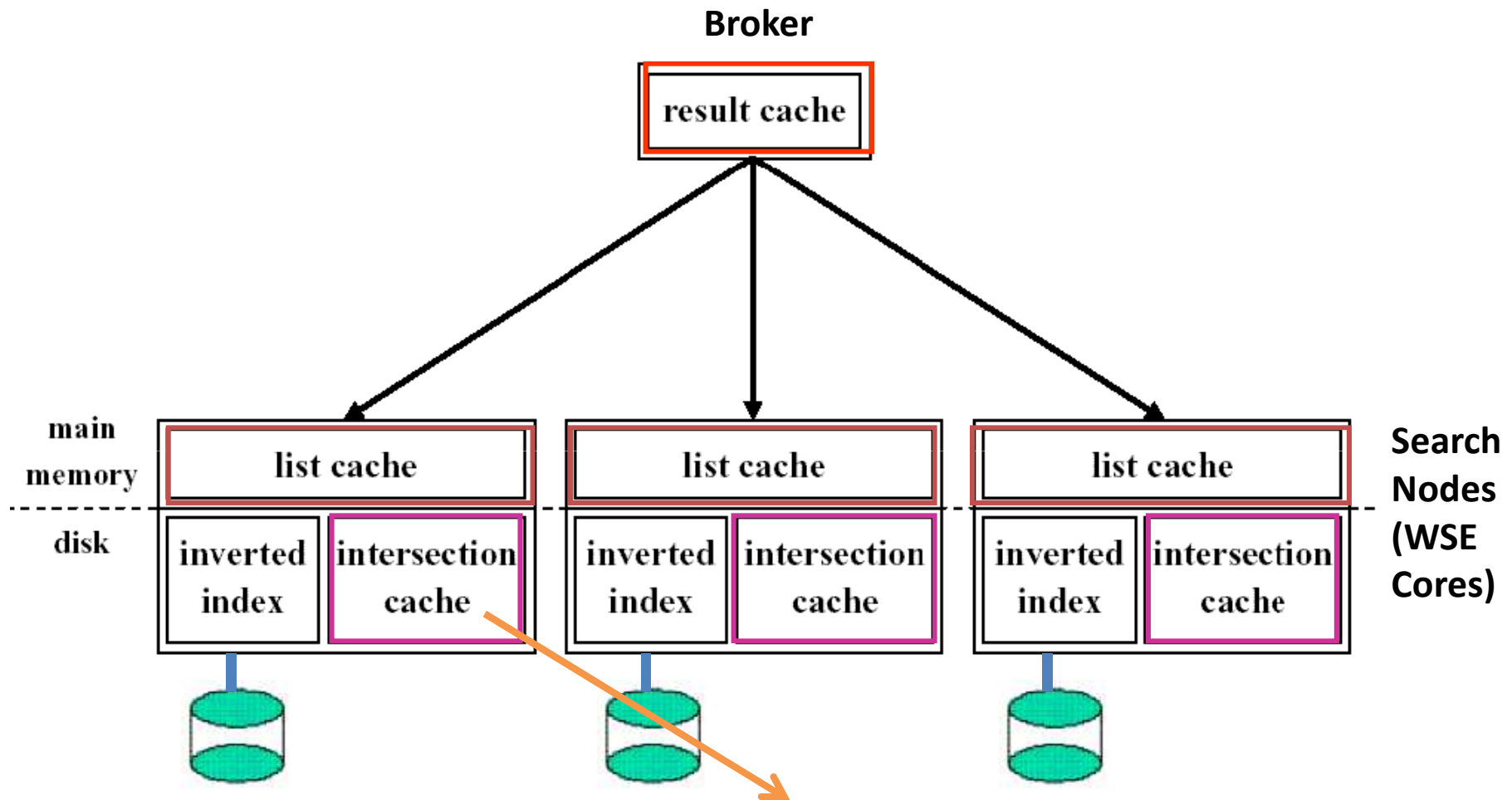
---



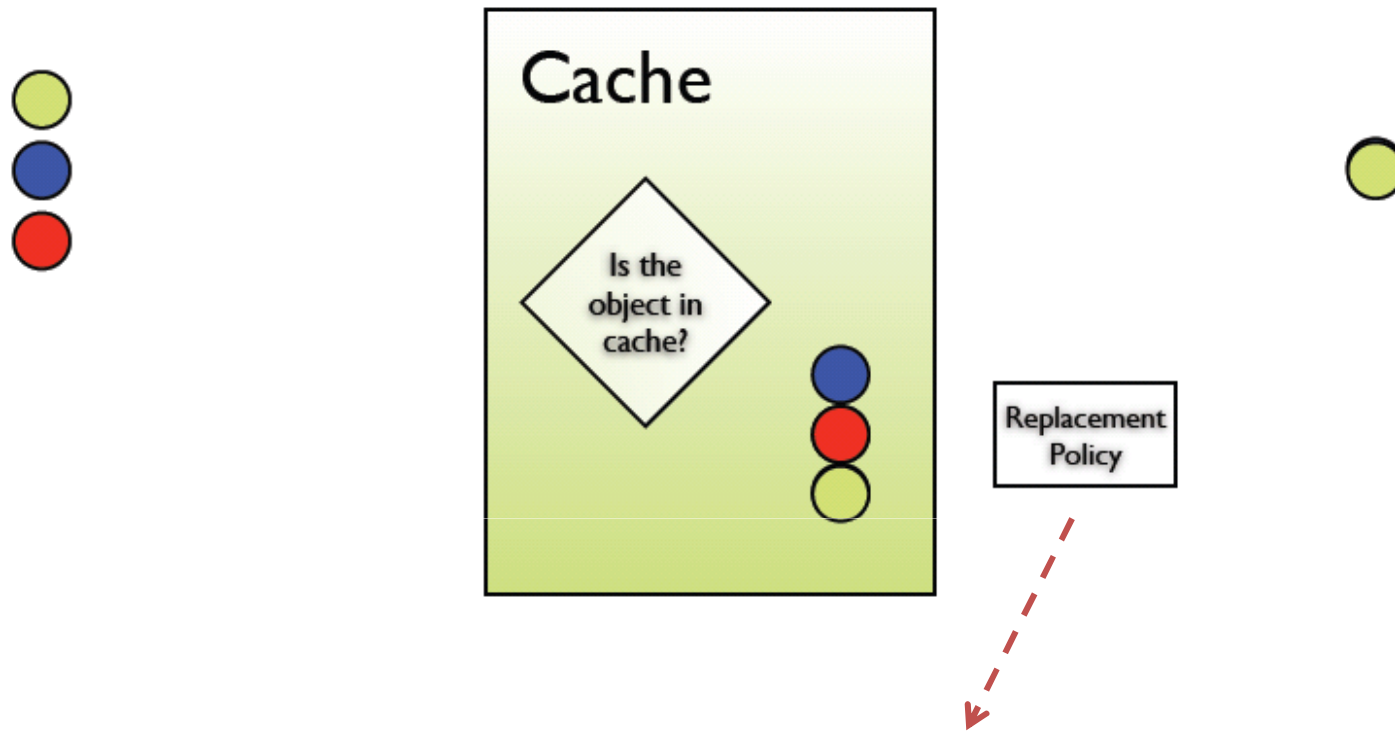








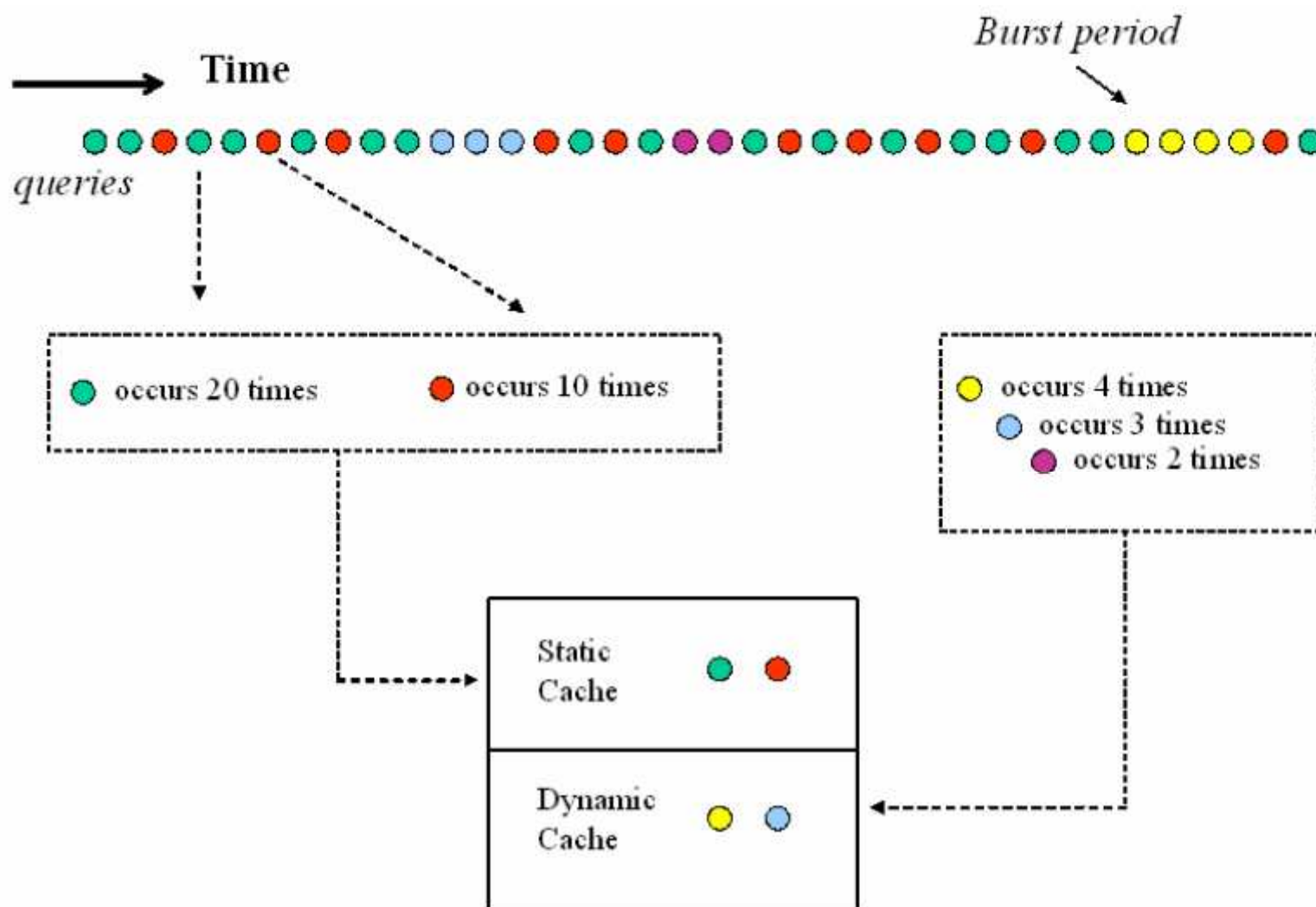
Projection Lists:  $la \rightarrow b$  and  $lb \rightarrow a$  that share the same document IDs in the intersection set, but keep data from a and b respectively that are used to score the documents.



LFU = Least Frequently Used

LRU = Least Recently Used

SDC = LFU (80%) + LRU (20%)



## RCACHE

---

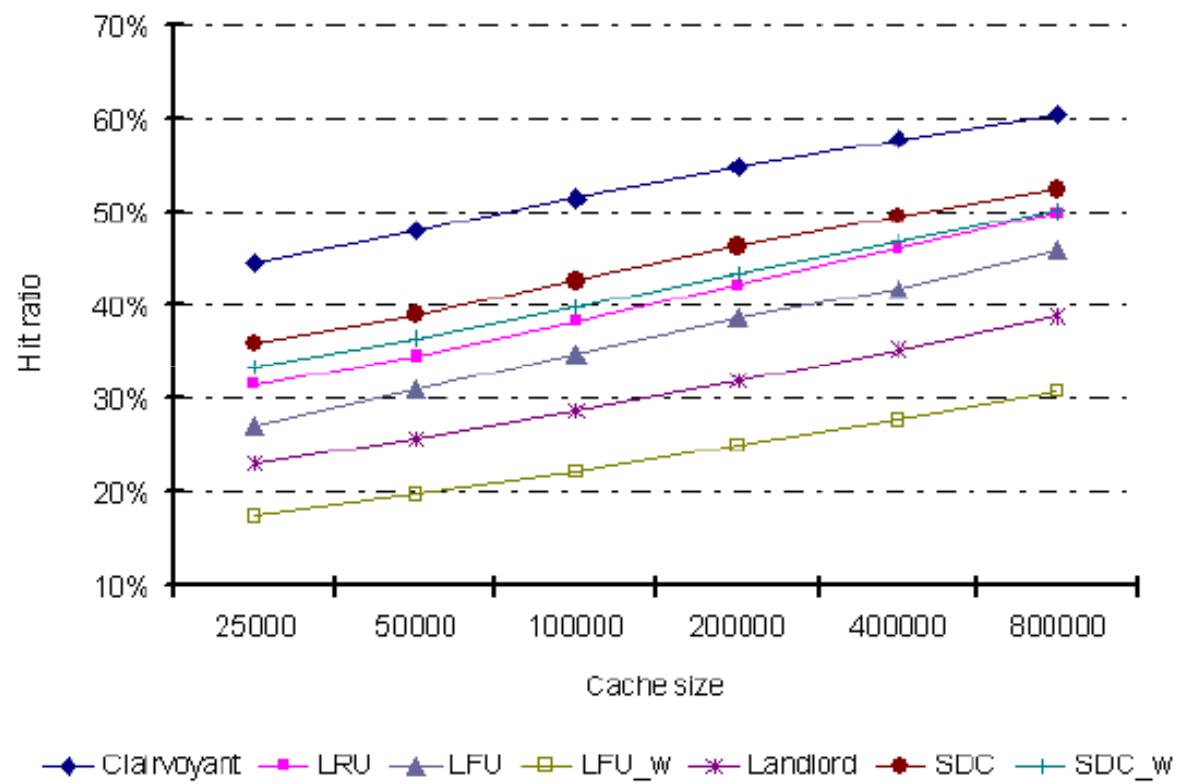
$$\text{SDC} = \text{LFU (80\%)} + \text{LRU (20\%)}$$

LFU-RCache we use cost =

$$\text{frequency} \cdot \log(L) \cdot n$$

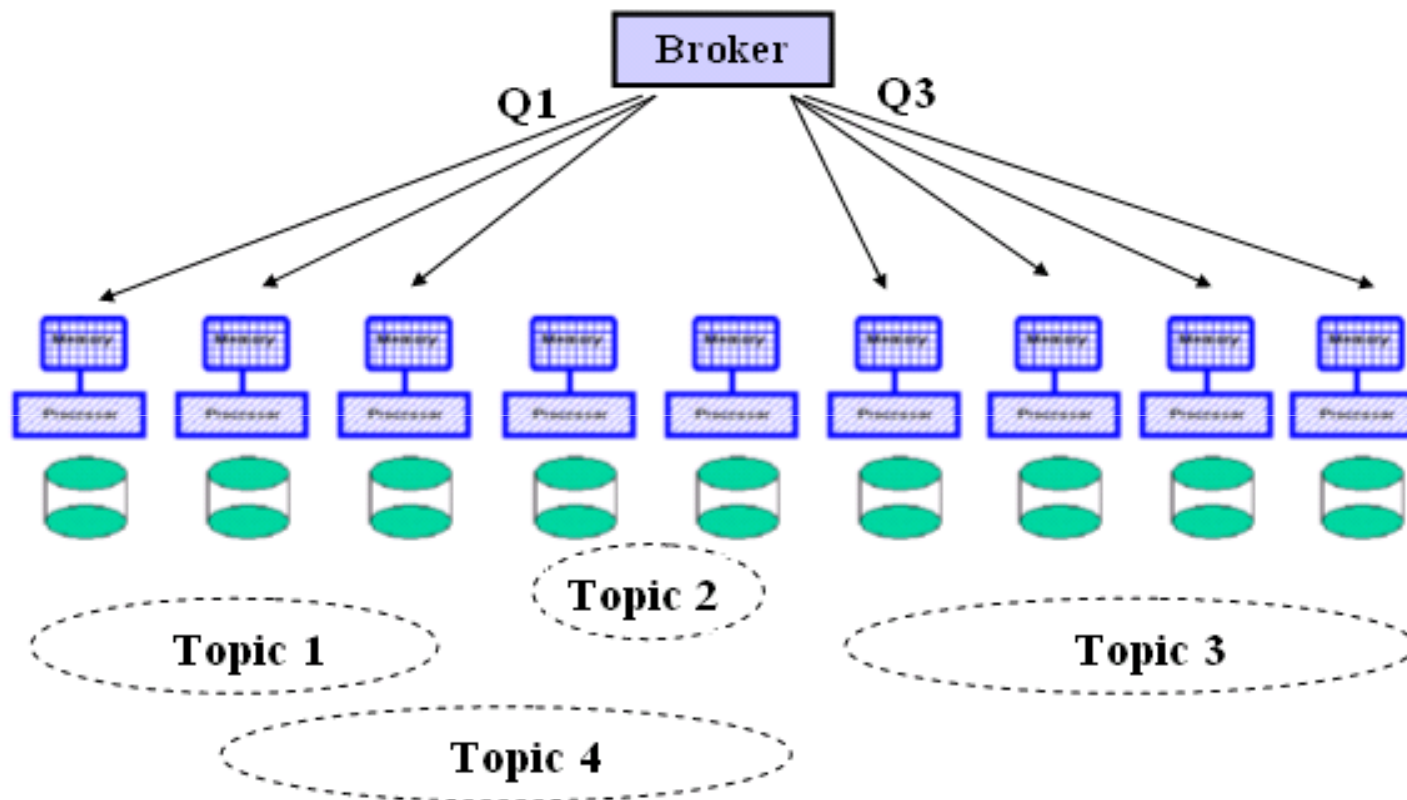
where  $L$  is the sum of the lengths of the posting lists associated with the query terms and  $n$  the number of processors used to get the global top- $R$  results for the query.





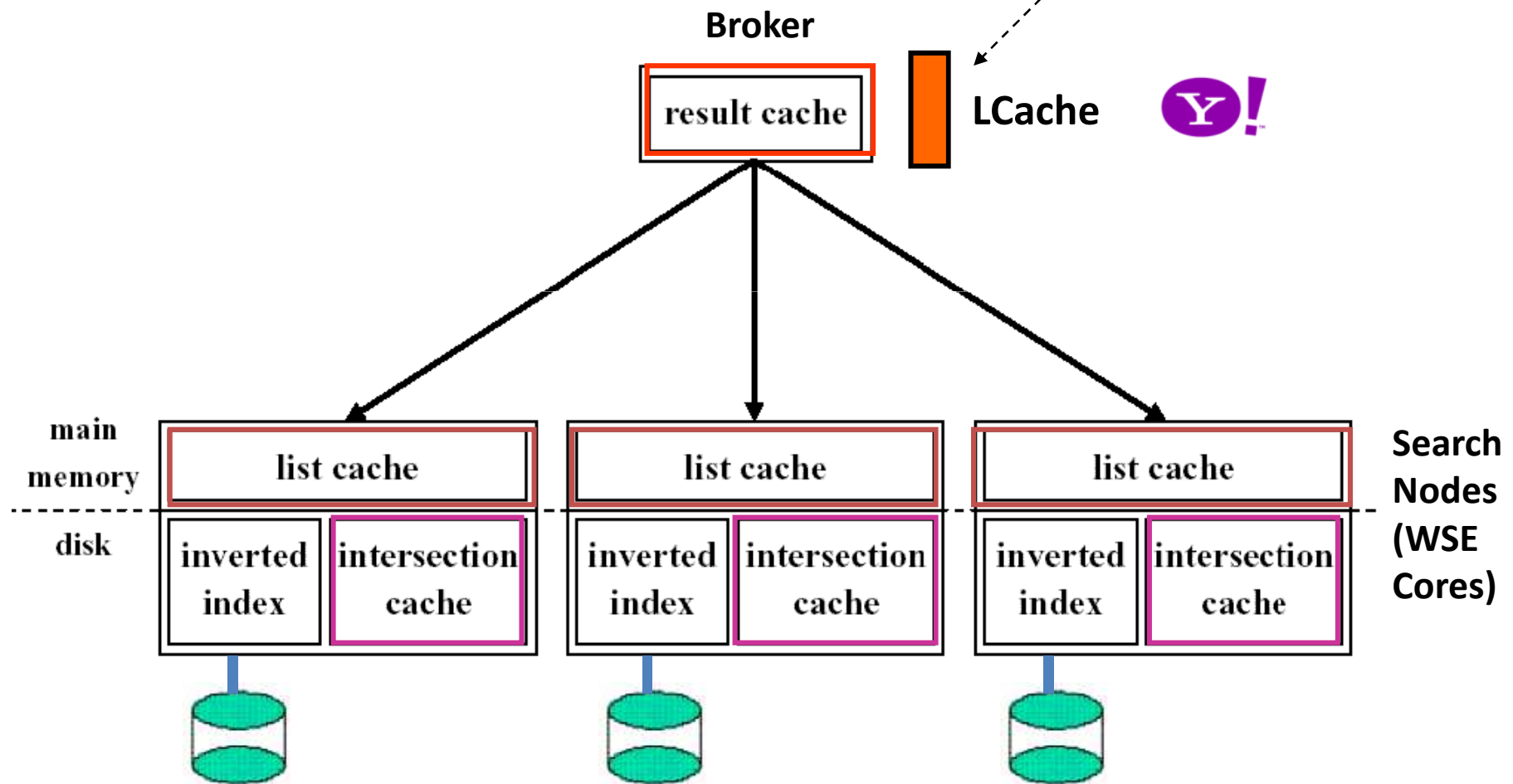
Throughput can be further improved by preventing the broker from sending each query to all of the search nodes

---



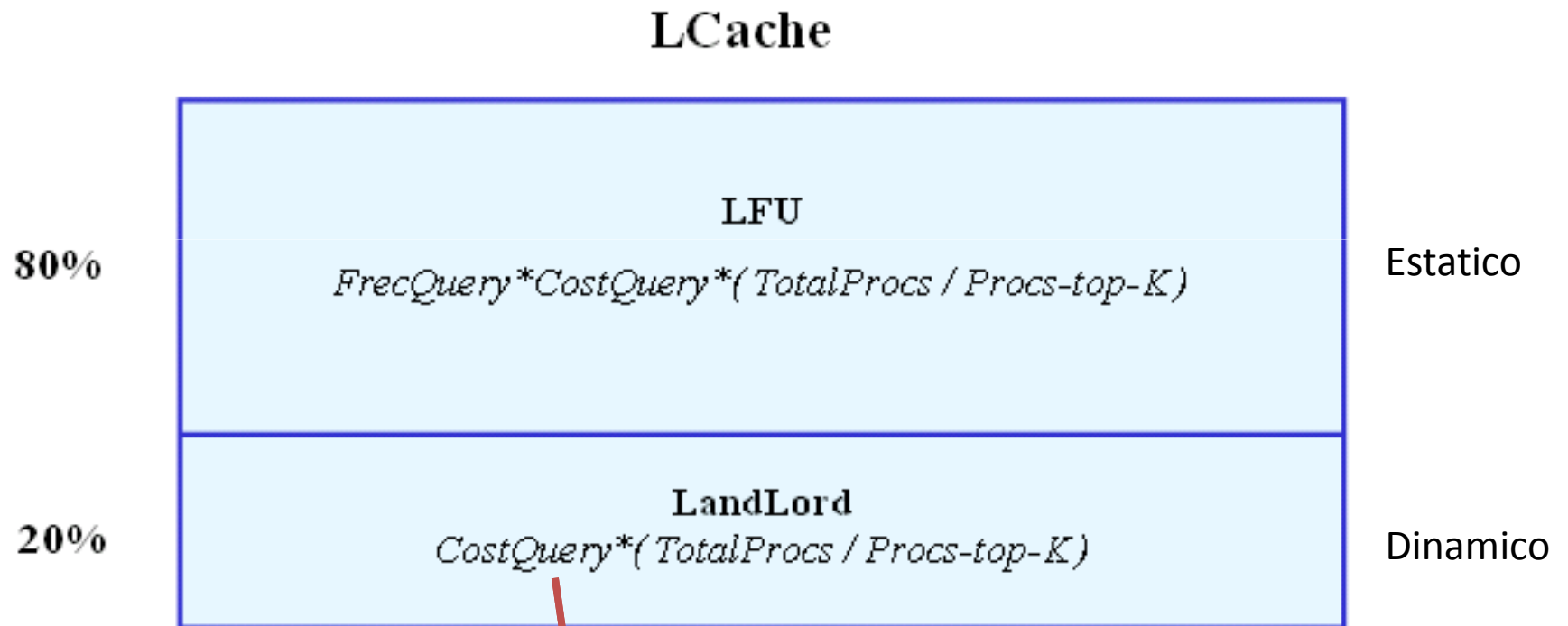
The total number of processors able to produce results among the global top-K ones can be reduced by performing document clustering.

Proposal: keep a tiny cache indicating processor Ids producing the top-K results for frequent queries.



The cache policy grants more priority to queries which are costly to solve and whose top-K results come from a few processors.

---



frequency  $\cdot \log(L) \cdot (P/n)$  where  $L$  is the sum of the lengths of the posting lists.  
Gives higher priority to the frequent queries that require fewer processors



LCache

⋮  
casa gato → proc 1 proc 2 proc 8 proc 10  
perro auto → proc 8 proc 5 proc 9 proc 10  
⋮

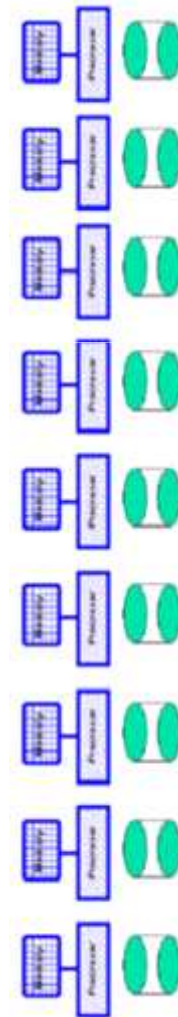
gato perro  
Incoming  
query

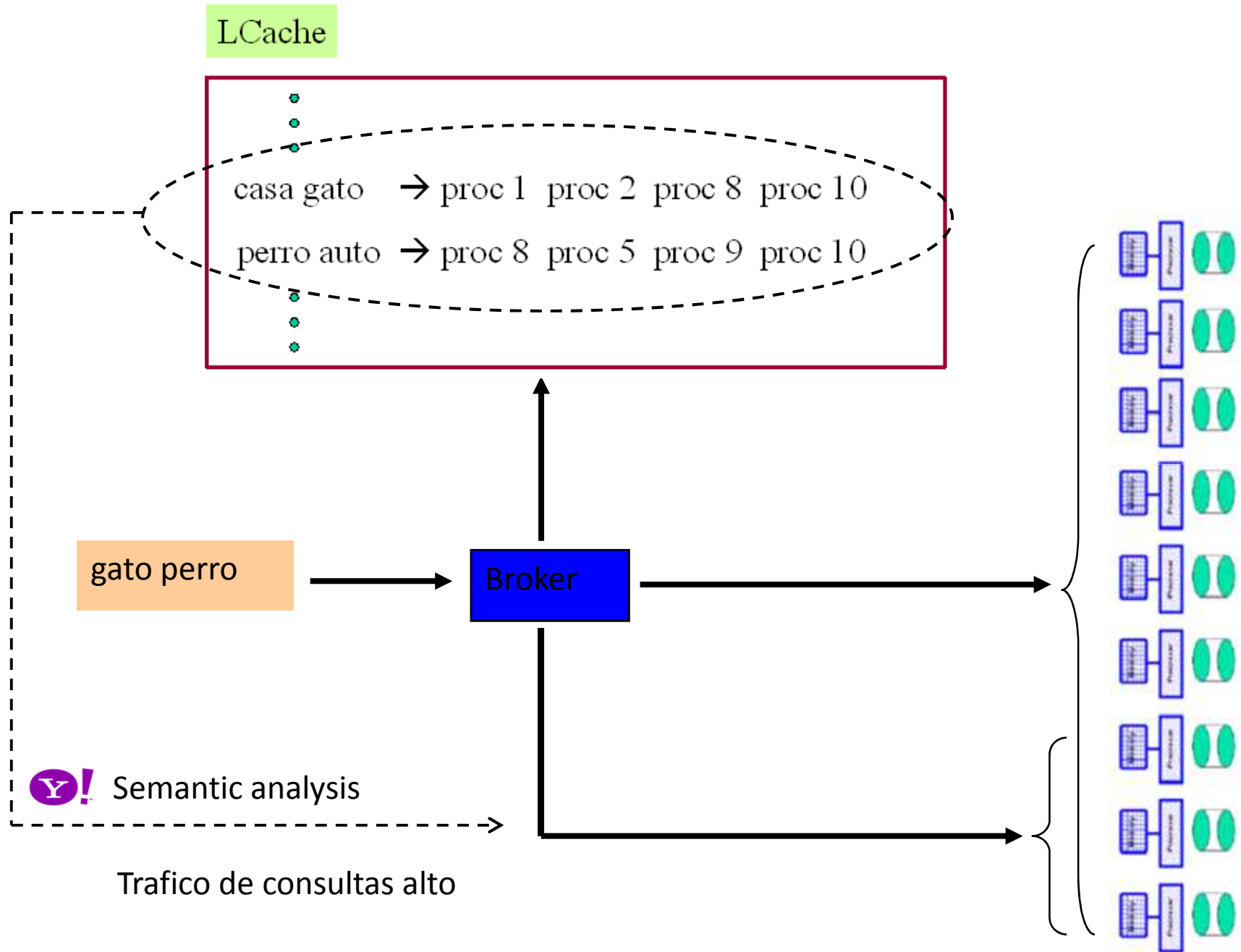
Broker

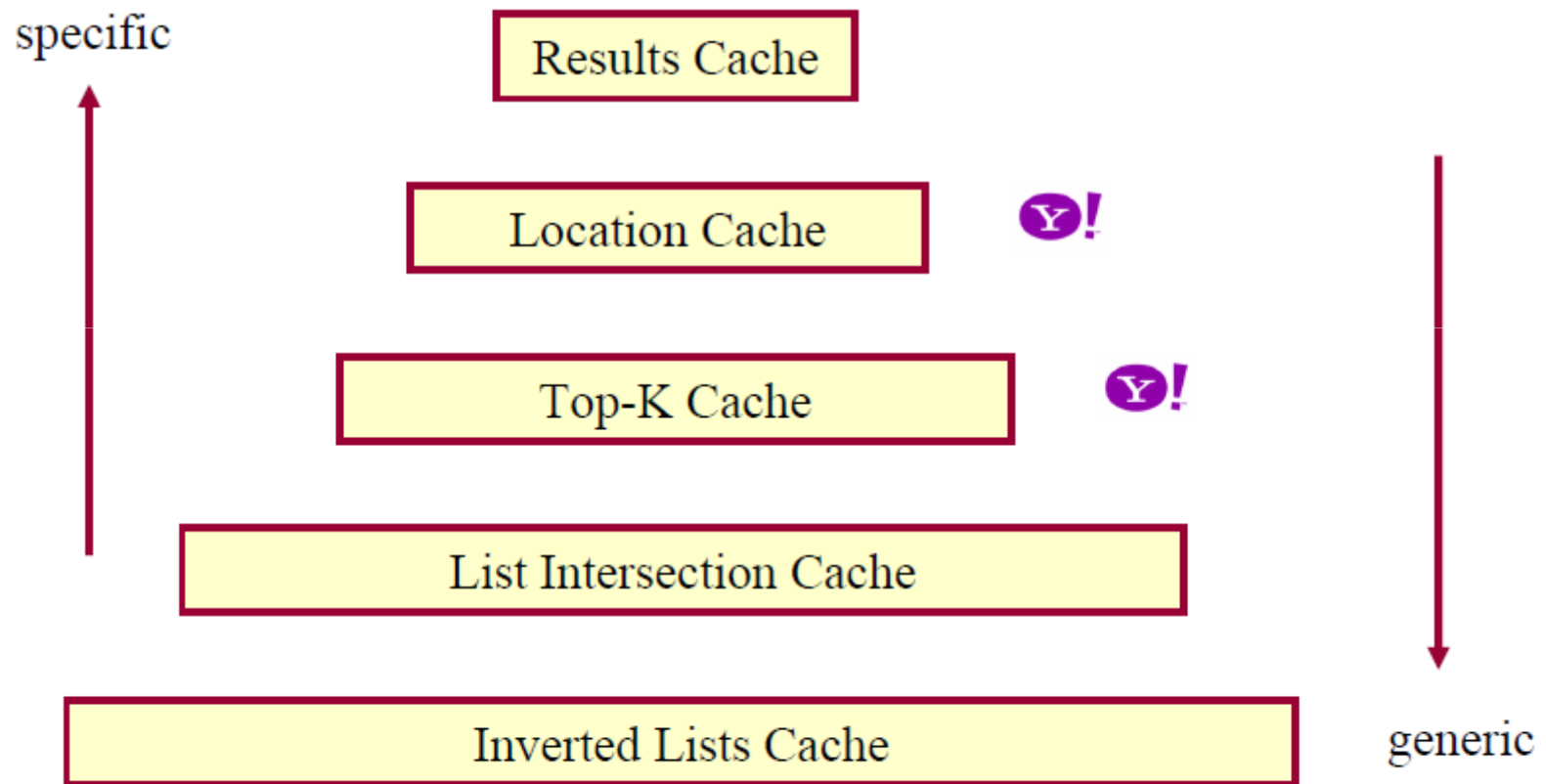
¿Is it in the LCache?

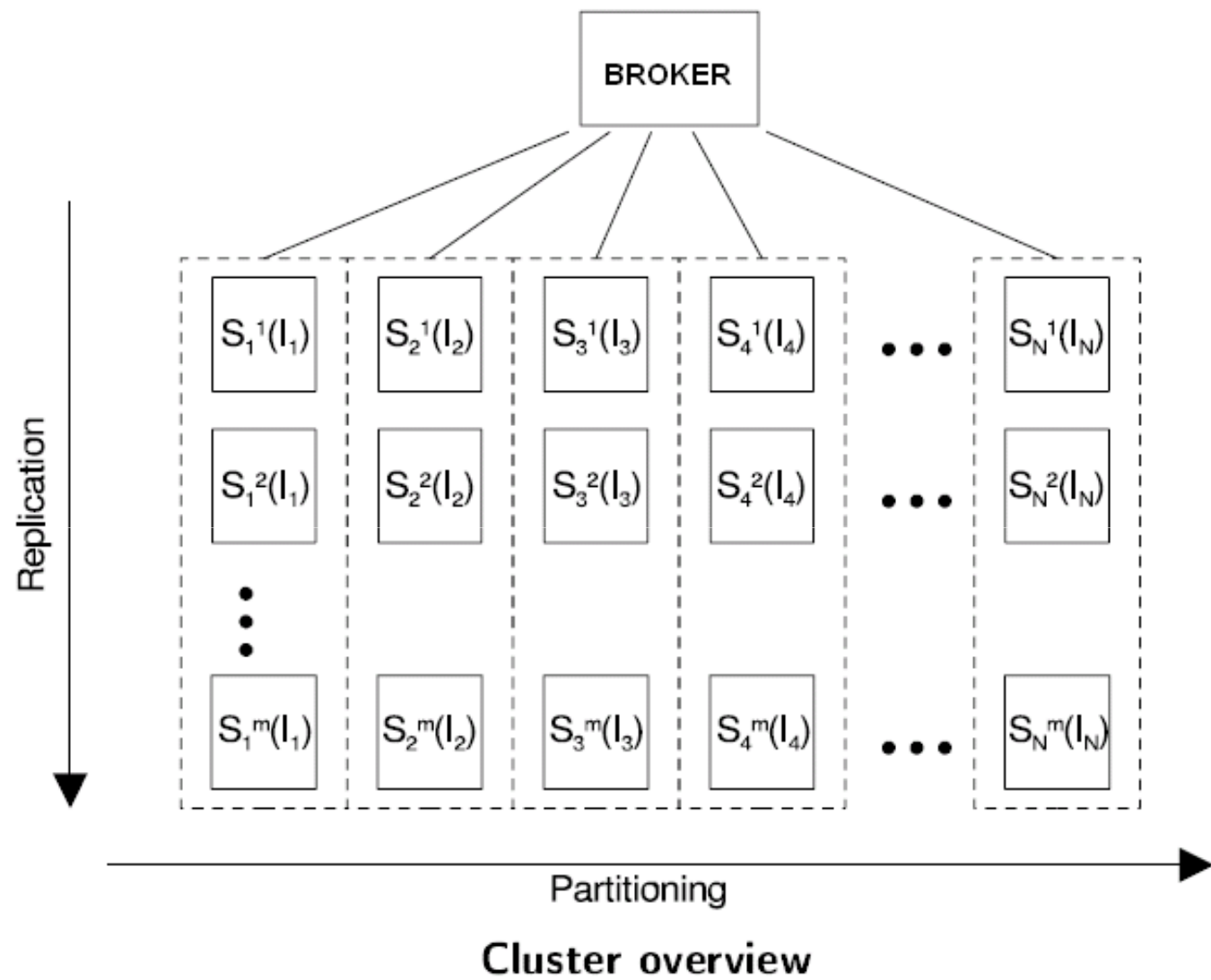
No

yes



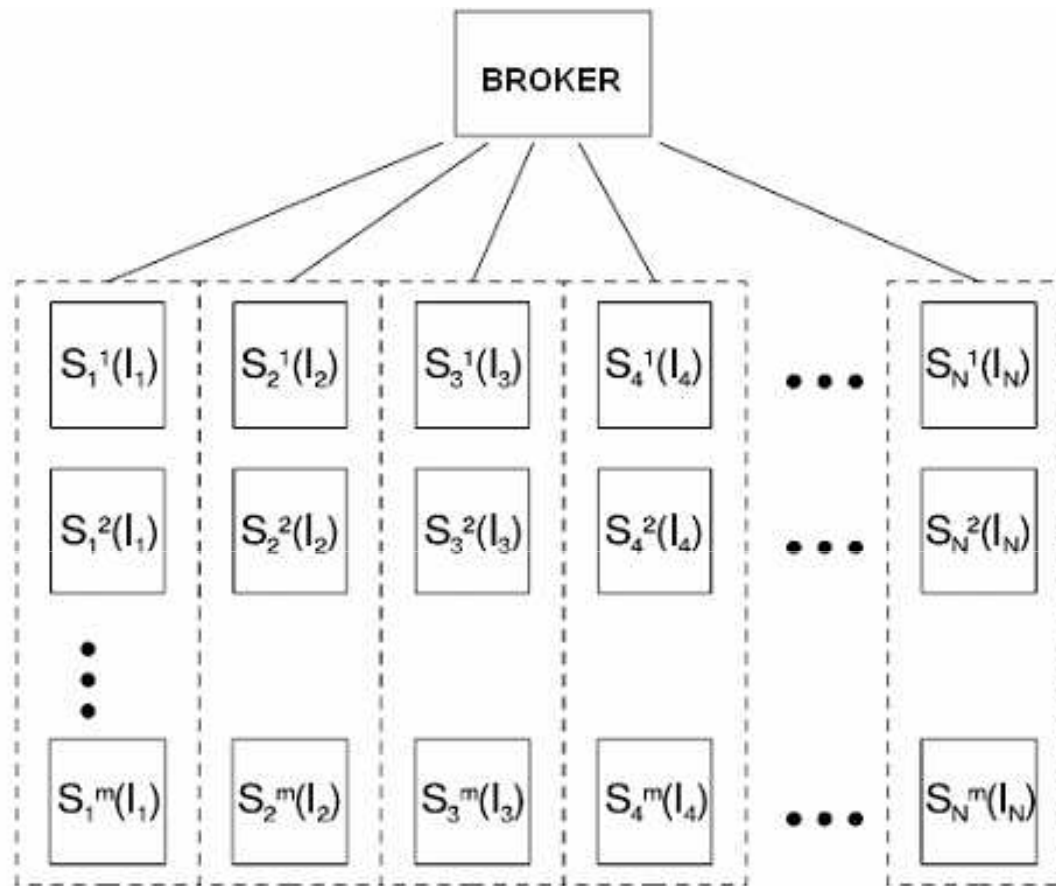








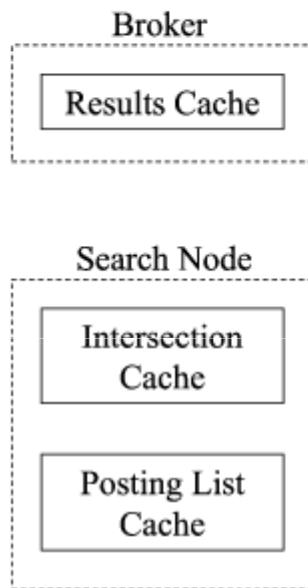
Replication



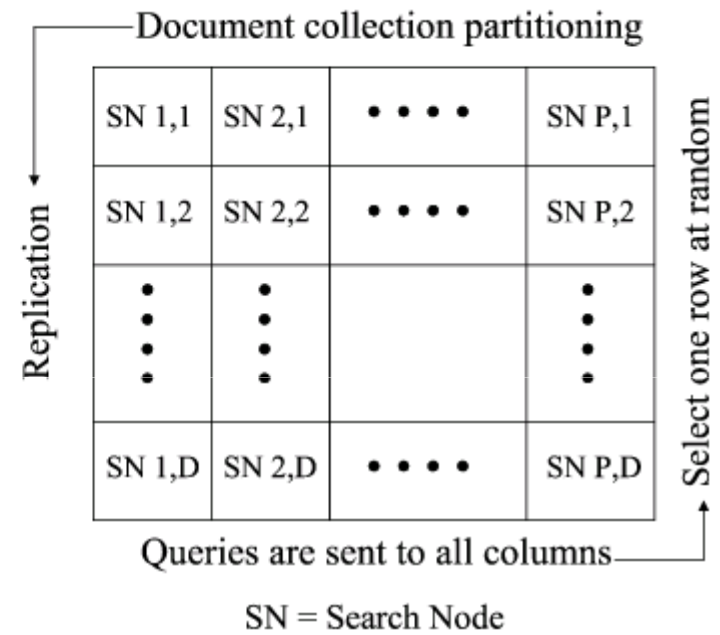
Term  
Partitioned  
Inverted  
File  
  
(main  
Memory)

Document  
Partitioned  
Inverted File

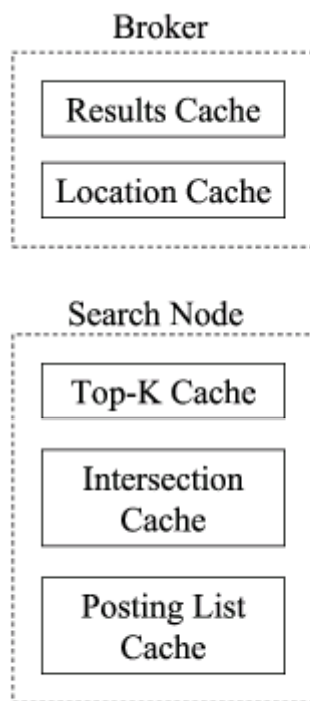
$P$  columns (partitions)  
 $D$  rows (replicas)



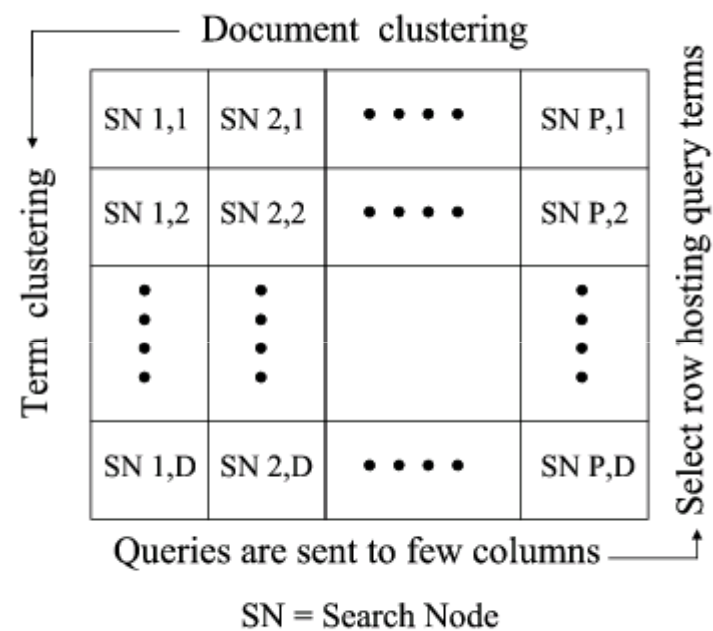
(a) Standard cache hierarchy



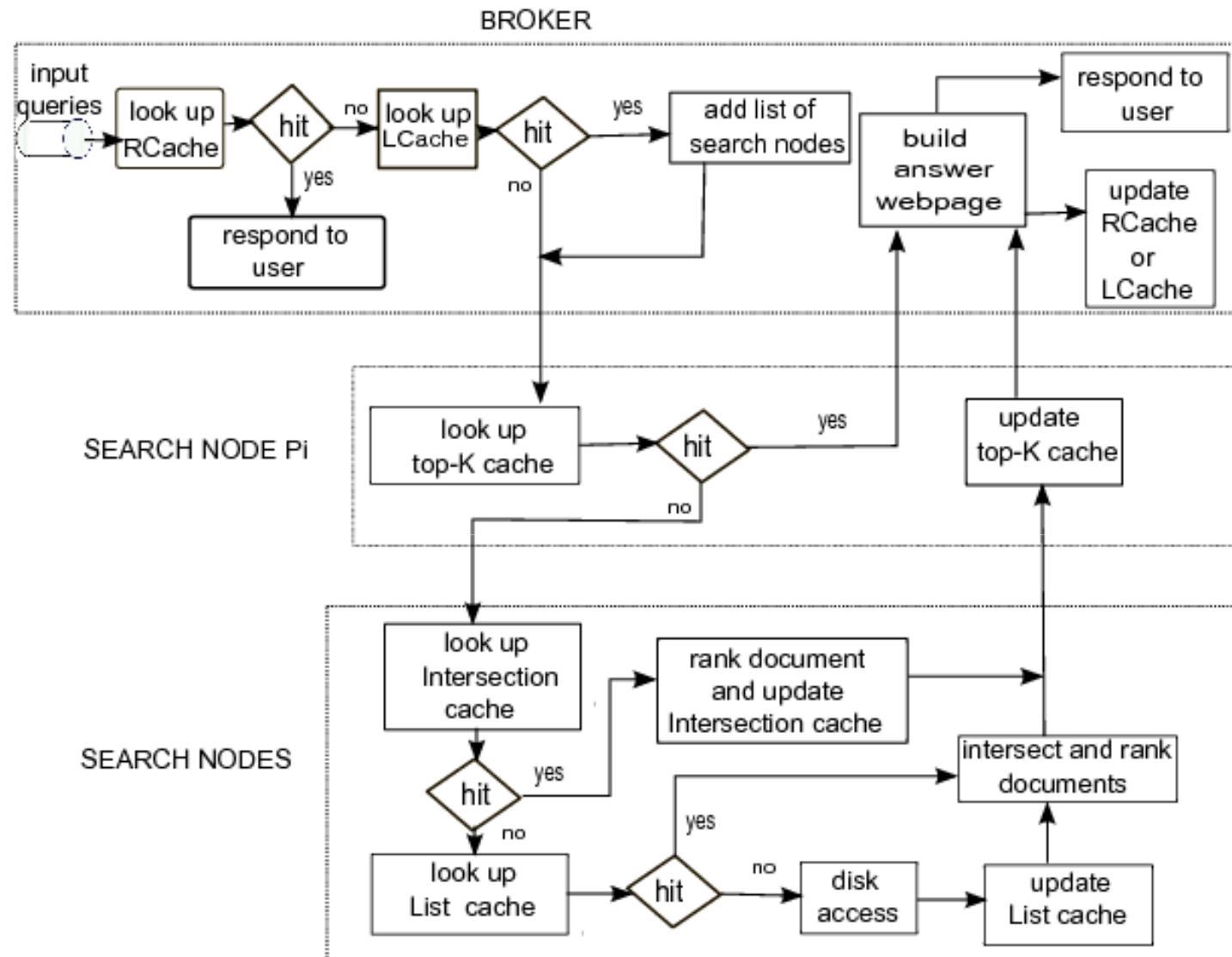
(b) Standard query routing on search nodes



(a) Proposed cache hierarchy

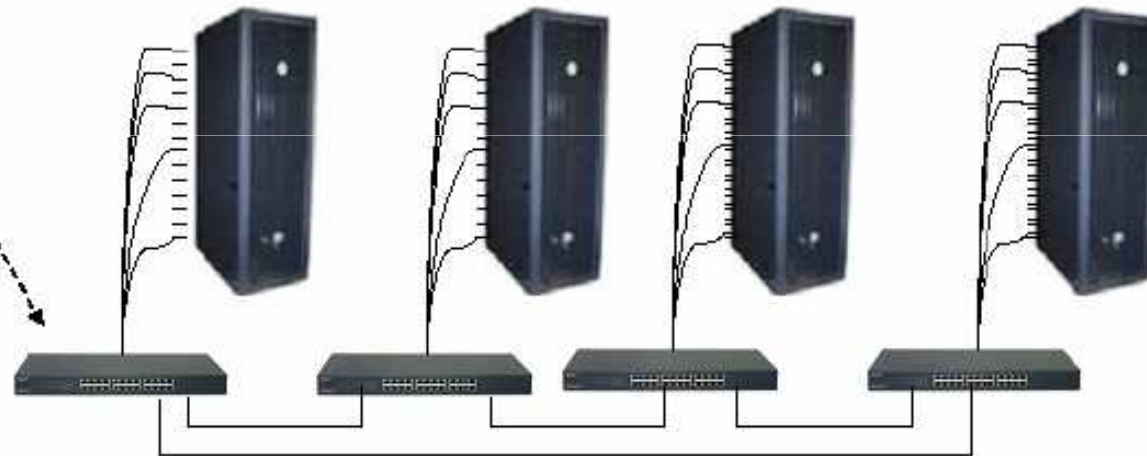


(b) Proposed query routing on search nodes



**Flow of queries across the proposed cache hierarchy**




Racks  
Nodes  
Switches



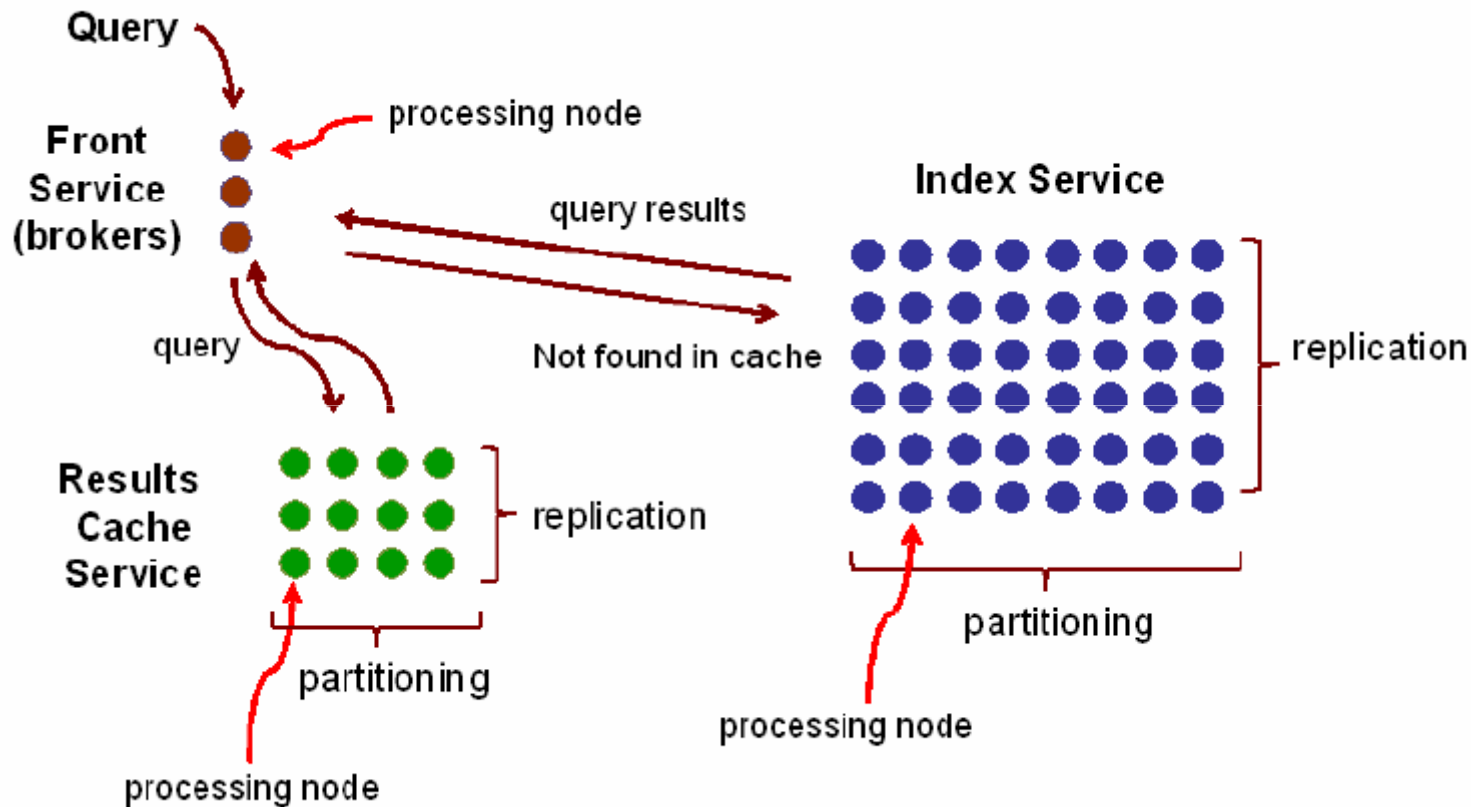


40 processing  
nodes

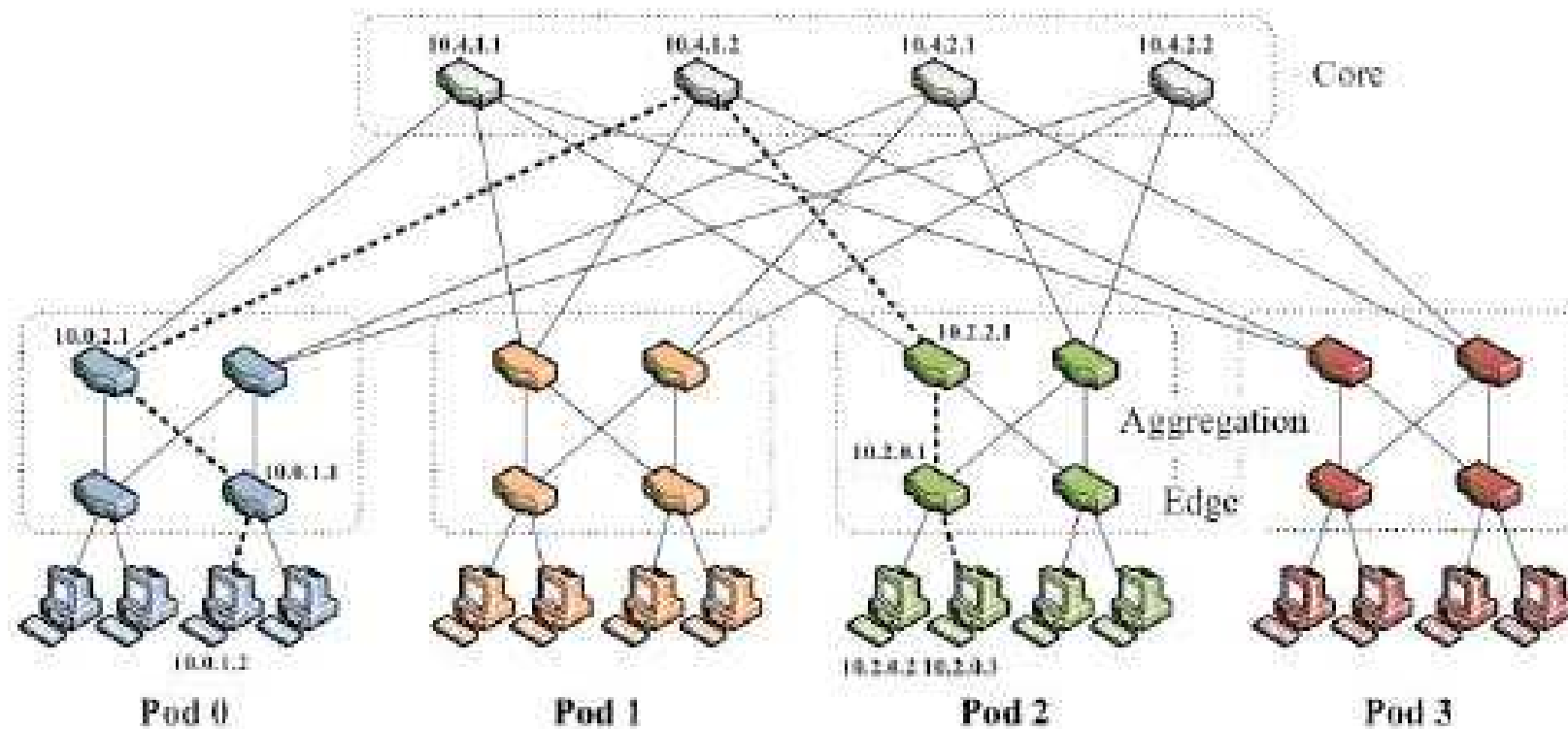
**Services**

- FS: Front server 
- CS: Caching service 
- IS: Index Service 

Search engines are divided into a collection of services.  
Each service is deployed in a set of processing nodes.



A key goal is optimizing throughput but making sure that query response time is below a given upper bound.



Simple fat-tree topology. Using the two-level routing tables packets from source 10.0.1.2 to destination 10.2.0.3 would take the dashed path.





# MEMCACHED

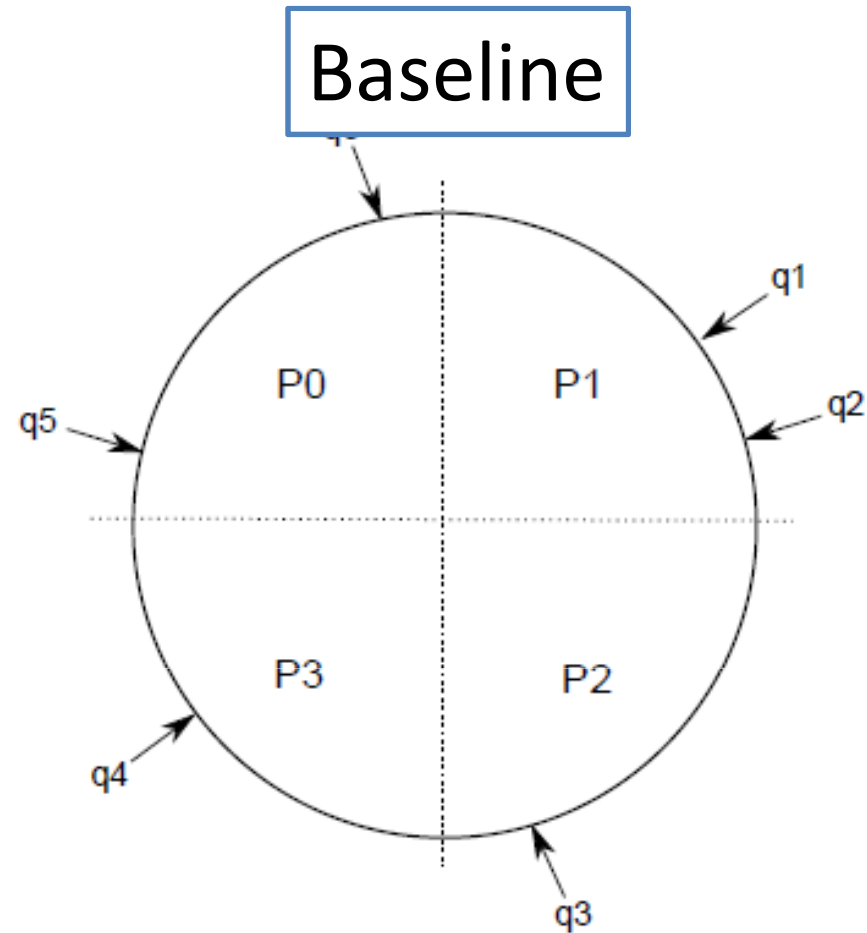
**Free & open source, high-performance,  
distributed memory object caching system**

## **Simple Key/Value Store**

The server does not care what your data looks like. Items are made up of a key, an expiration time, optional flags, and raw data.

It does not understand data structures; you must upload data that is pre-serialized.

<http://memcached.org/>



(b) Consistent Hash

There are four operations performed by the CS nodes: (a) search for a query, (b) insert a query, (c) update a query priority and (d) delete a cache entry

Consistencia: enviar un mensaje a cada nodo replica de la particion.

NO ESCALABLE

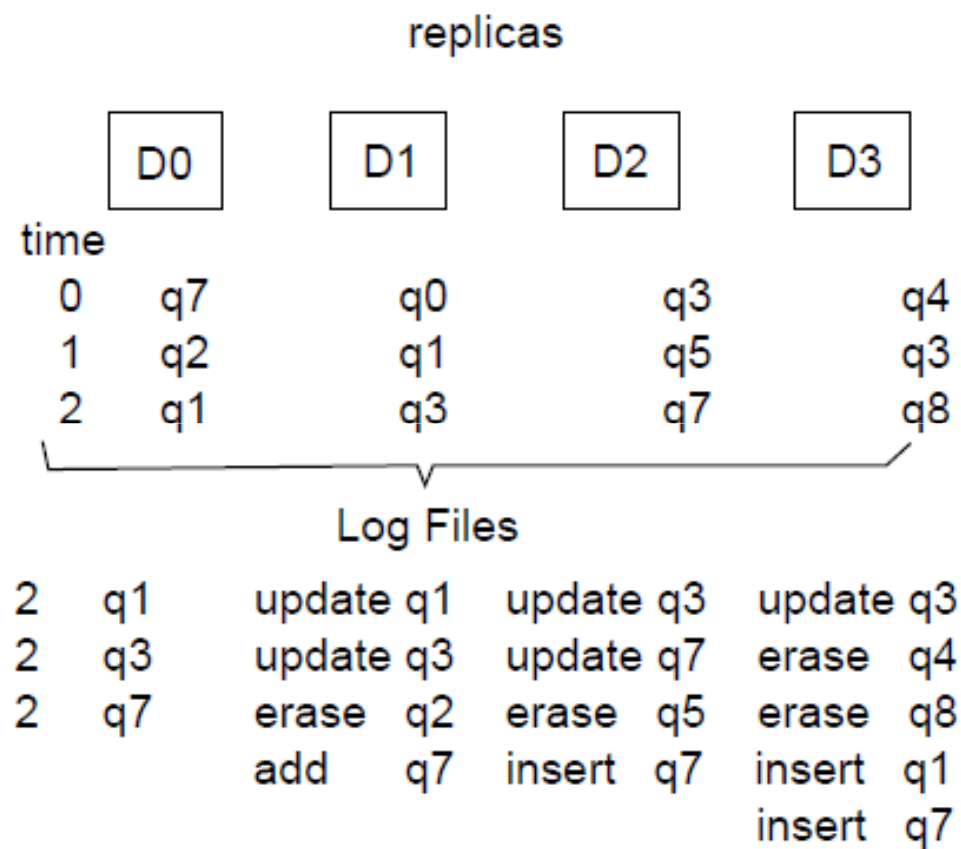


Fig. 2. Optimistic LRU cache strategy.

when a partition A is selected by the FS for a query q, we apply a second hash function over the query terms to select one replica from A

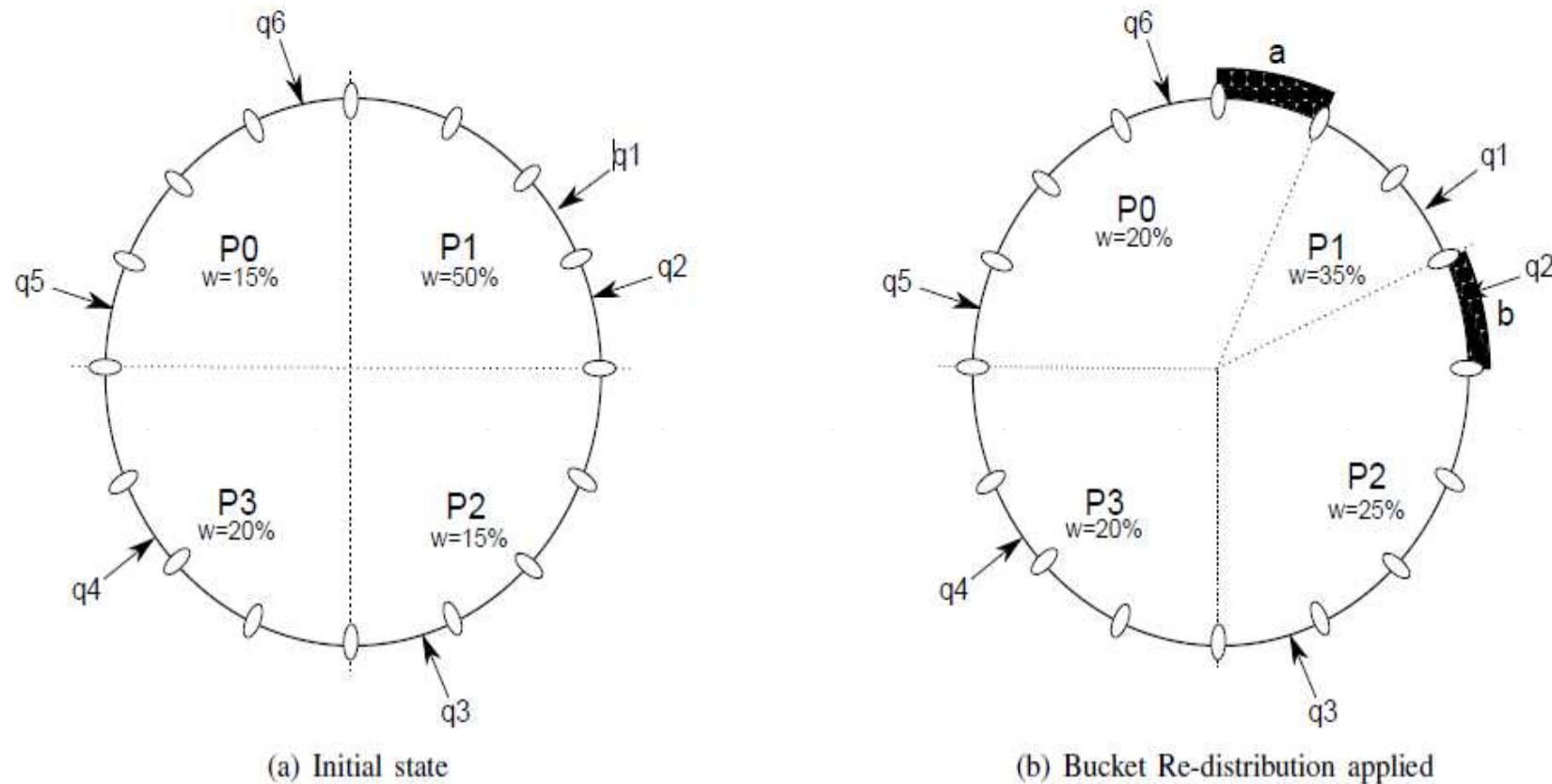


Fig. 3. Consistent Hash Ring

we balance the CS partitions workload by increasing/decreasing the range of each partition on the fly and according to their utilization

# TOLERANCIA A FALLOS

---

RADIC is based on rollback-recovery techniques applying a pessimistic event-log approach. It is based on two kinds of components: *Protectors and Observers*.

Each CS node has a Protector and an Observer

1. Every  $X$  units of time all Observers send their checkpoint to the corresponding Protector.
2. If node  $m$  belonging to partition  $P$  fails, all requirements send to  $m$  are re-directed to its Protector allocated at the same partition  $P$ .
3. The Protector of  $m$  process its own queries and queries of  $m$



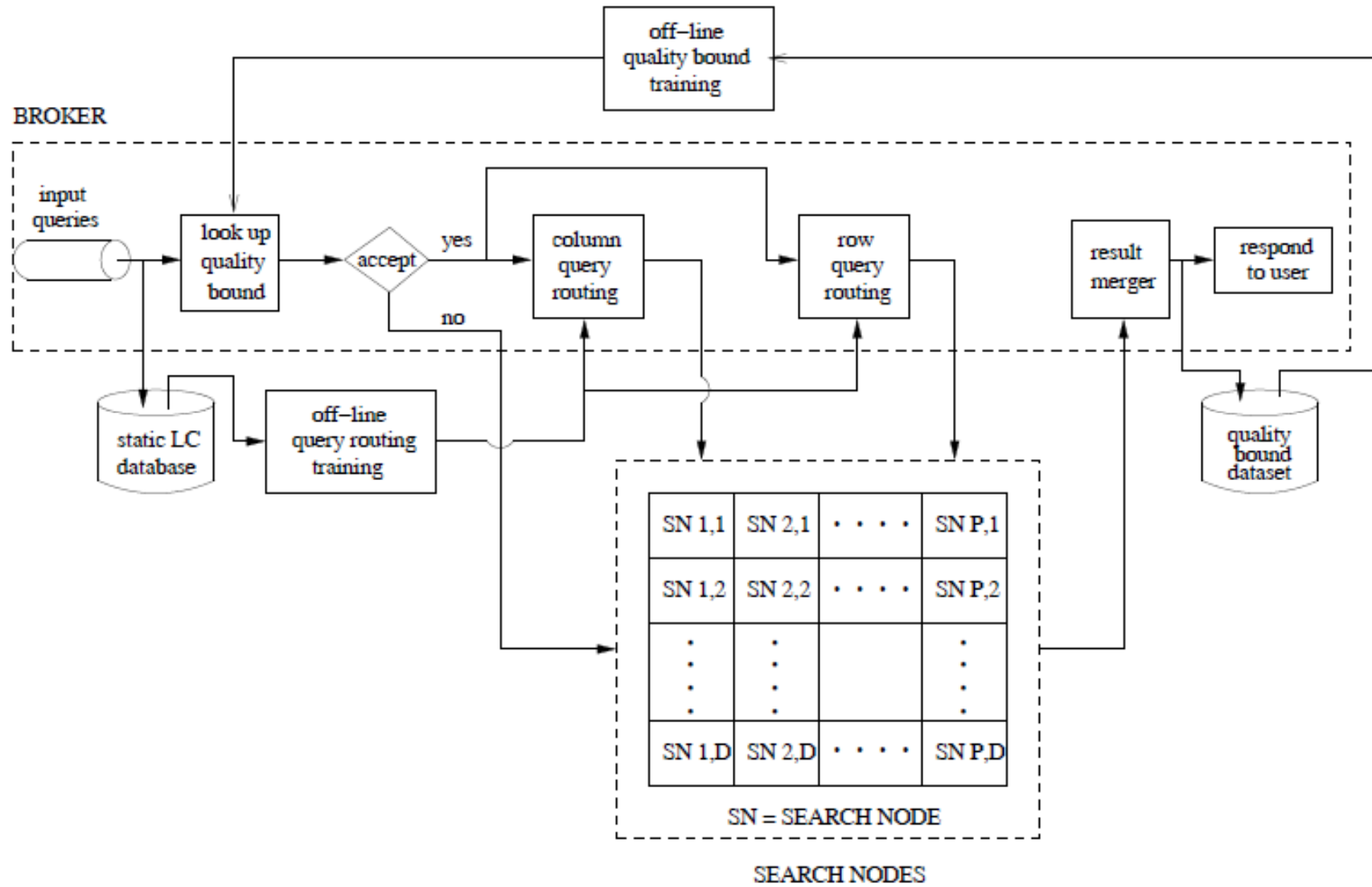


Figure 4: Flow of queries across the proposed query routing strategy.