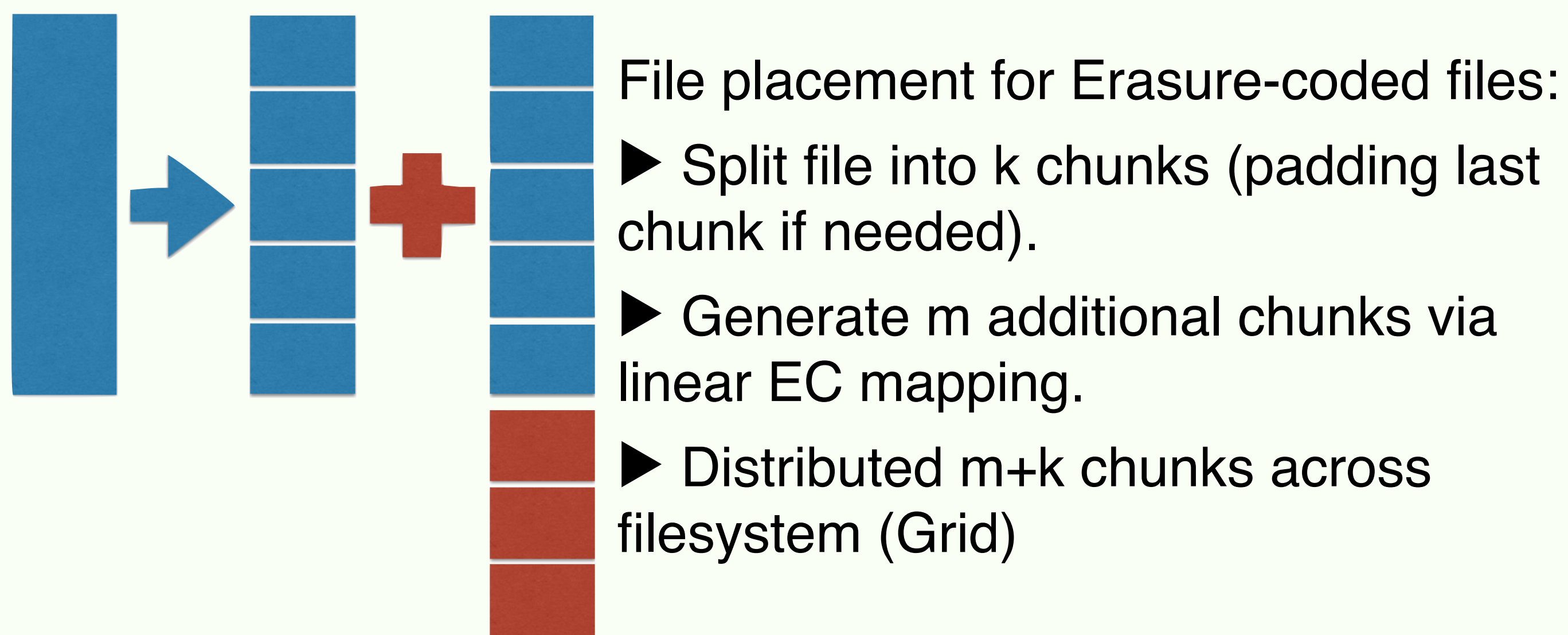


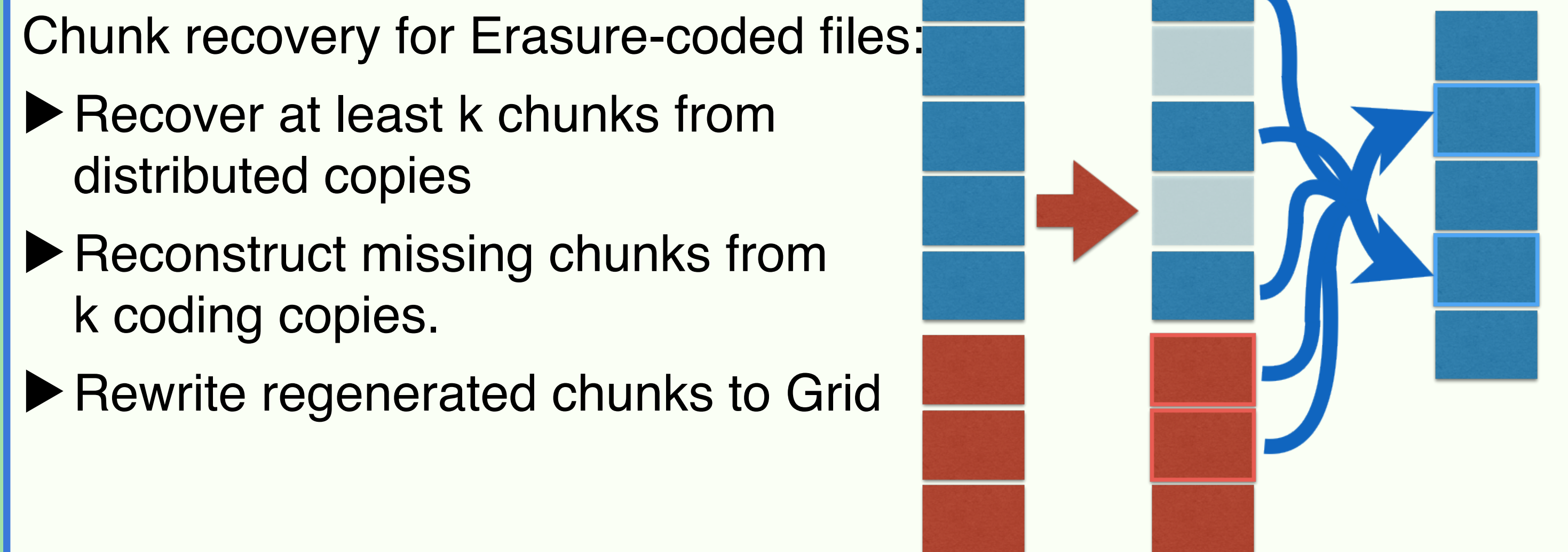
Applications of Erasure Coding to WLCG Data Distribution

Erasure Coding



Data distribution for EC coded chunks is fast, parallel and scales inversely with k

Bottlenecks on Restore

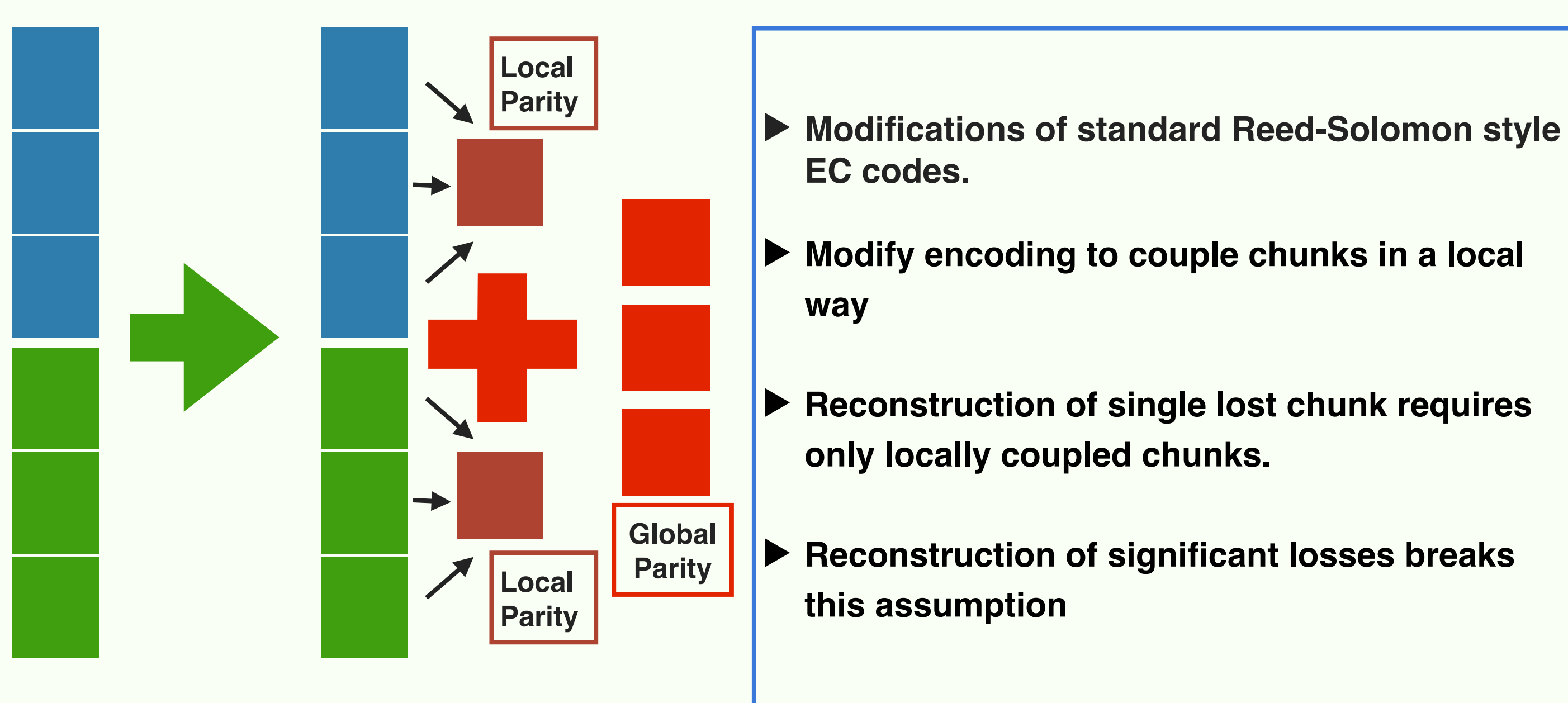


Chunk recovery for Erasure-coded files requires reading "whole file" to rebuild any one lost chunk.
Unacceptable for World-distributed data.

An implementation, in Go, of Hitchhiker-style Local Reconstruction Codes for Grid Storage.

Conventional Replication Strategy	Naïve Erasure Coding	Local Reconstruction Coding
Integer multiples of file size needed.	<i>Rational</i> multiples of file size available.	<i>Rational</i> multiples of file size available.
Read parallelism = Number of replicas.	Read parallelism = Number of <i>chunks</i> .	Read parallelism = Number of <i>chunks</i> .
Repair = <i>copy</i> whole file again.	Repair = <i>read</i> whole file again, <i>copy single chunk</i> .	Repair = <i>read local subset</i> of file, <i>copy single chunk</i> .
Geographical distribution "coarse"	Geographical distribution " <i>fine</i> "	Geographical distribution " <i>fine</i> ", " <i>hierarchical</i> "

Local Erasure Codes

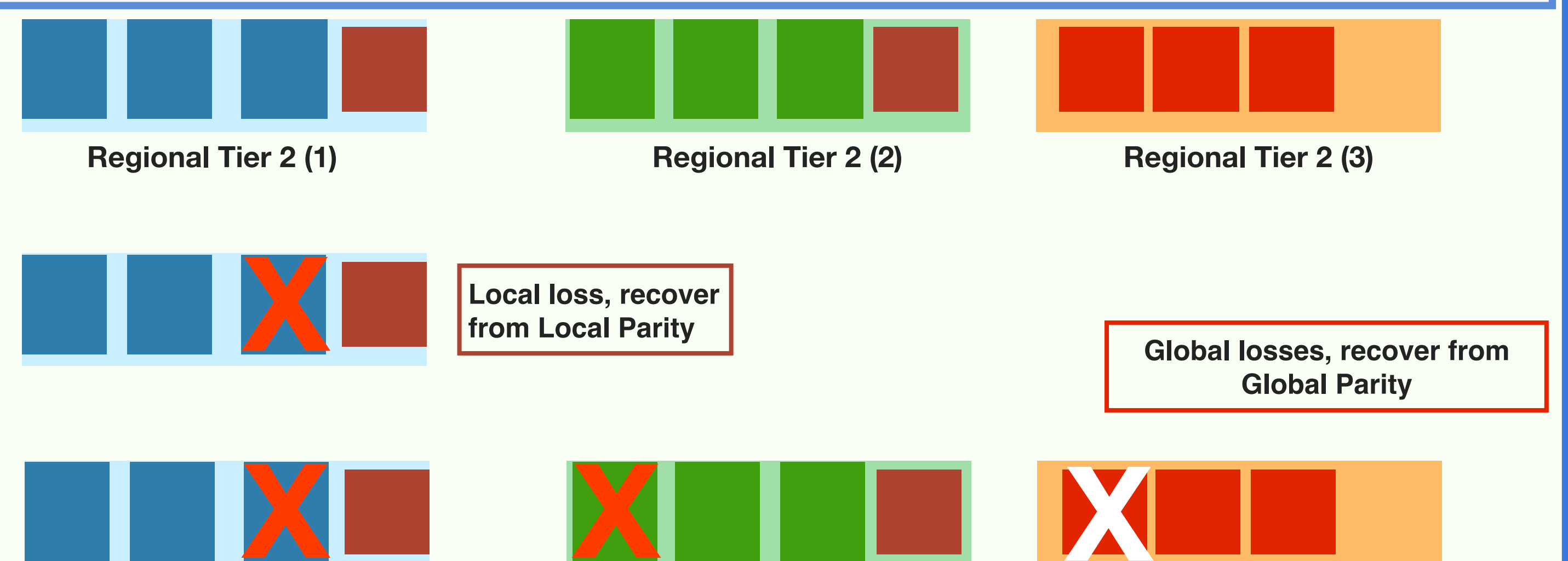


Work by Facebook, UC Berkeley

ref: *XORing Elephants: Novel Erasure Codes for Big Data*
arXiv:1301.3791v1 [cs.IT] 16 Jan 2013

ref: A "Hitchhiker's" Guide to Fast and Efficient Data Reconstruction in Erasure-coded Data Centers
SIGCOMM14

Restoration



Chunk recovery for LEC files often requires reading only Local Cloud copies.