

NCCloud: Applying Network Coding for the Storage Repair in a Cloud-of-Clouds

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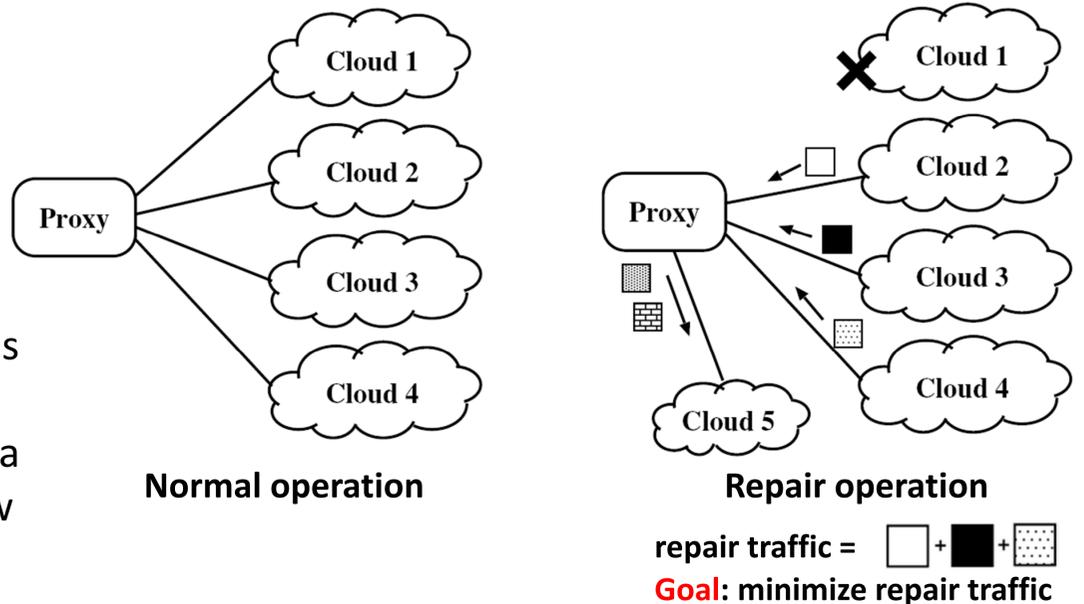
Source code available at <http://ansrlab.cse.cuhk.edu.hk/software/nccloud>

Goals

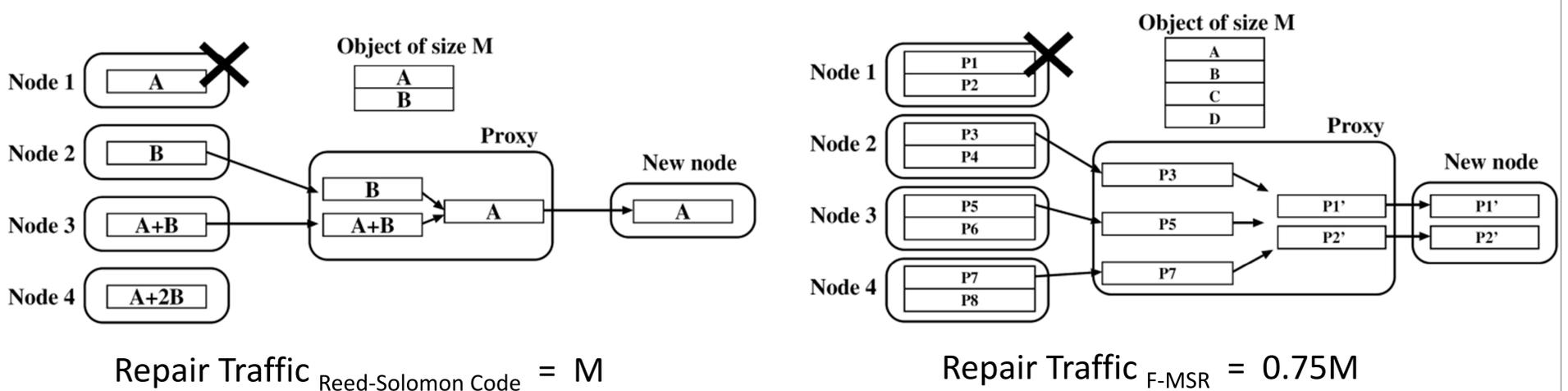
- Design **NCCloud** a proxy-based file system for long-term archival using multiple cloud storage providers.
- Propose an implementable design of **functional minimum storage regenerating code (F-MSR)**, which adapts the benefits of network coding in minimizing the cost of repairing a single-cloud failure, while preserving storage overhead as in erasure codes.

Design

- Maintain redundancy with **Maximum Distance Separable (MDS)** property
- Focus on **double fault tolerance**
- **Proxy-based design**: NCCloud serves as an interface between client & clouds
- **Repair operation**: The proxy reads data from survival clouds, reconstructs new data, and writes them to a new cloud



Reed-Solomon code vs. F-MSR



- Conventional repair method: recovers the whole file
- F-MSR's repair method: recovers only chunks in the failed node
- Both RS and F-MSR have same storage size, but F-MSR reduces repair traffic (up to 50% for large n)
- F-MSR is non-systematic, in return for less repair traffic than systematic codes
- Key technique: a two-phase checking heuristic to make iterative repairs sustainable.

Evaluation under 4 nodes: RS (RAID-6) vs. F-MSR

Cost

- **Repair traffic cost**
F-MSR saves 25% over RS for 4-node case
- **Metadata of F-MSR**
metadata size = 160 B; chunk size = 4MB.
- **Overhead due to GET request during repair**
RAID-6: 0.427%
F-MSR: 0.854%

Response time

F-MSR has small coding overhead, which will be masked by transmission fluctuations over the Internet

