

# Estimation of DNS Source and Cache Dynamics under Interval-Censored Age Sampling

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April 18, 2018

# Agenda

- Introduction
- Notation
- Models
- Passive Measurement (Chameleon)
- Active Measurement (Shark)
- Experiments

## Introduction

- Caches are important parts of many distributed systems in today's Internet
  - Search engines
  - Wireless mobile networks
  - P2P structures
  - CDNs
- Two common eviction policies
  - **Capacity-based**: unpopular elements get removed
  - **TTL-based**: elements are evicted only upon expiration
- TTL-based policy is more suitable when object staleness is of primary concern

## Introduction

- DNS has long used TTL-based policy
  - However, staleness of records was never considered
- Instead, hit rate  $h$  was the sole metric of performance for many years
  - With wide adoption of dynamic DNS and CDNs, many authoritative domains frequently change IP addresses
  - Simply maximizing  $h$ , essentially setting TTL to infinity, is not a meaning pursuit
- The tradeoff between  $h$  and freshness  $f$  may be of interest in certain applications
  - Unfortunately, this interplay has not been studied

## Introduction

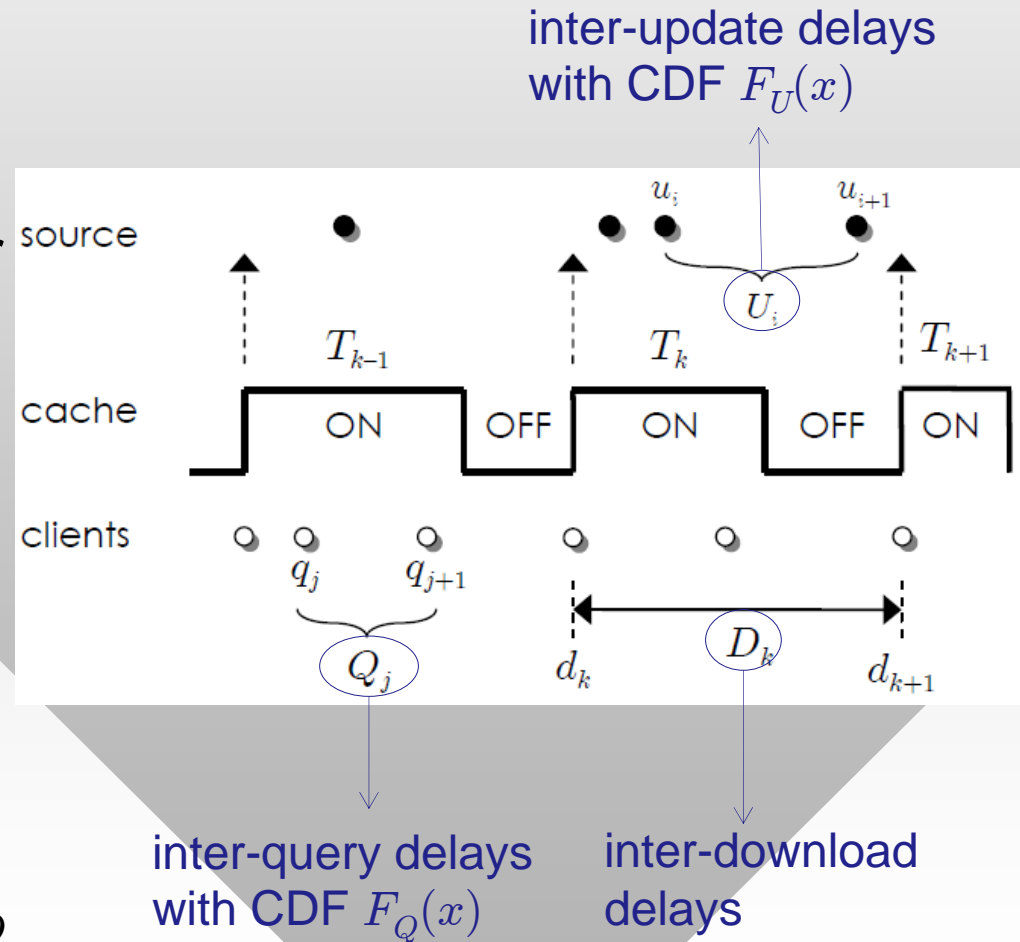
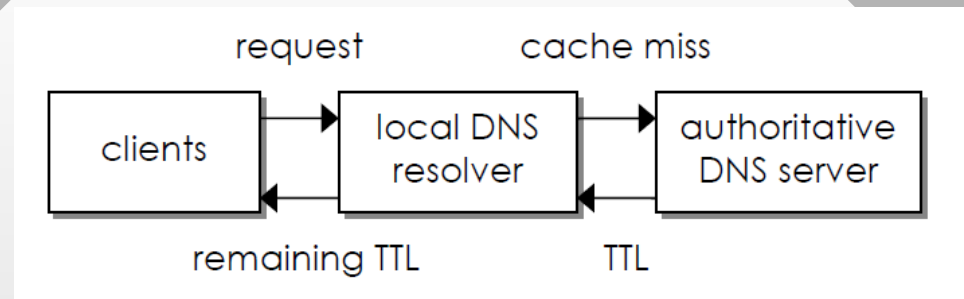
- Besides modeling  $f$ , it is important to develop methods for estimating this value
  - Applications may aim to minimize staleness for a given hit rate, or maximize  $h$  for a given  $f$
  - Researchers and network admins might be interested in measuring performance of existing systems to which they have no direct access
- Approaches to sampling  $f$ 
  - **Passive**: observer is internal to the cache, but external to the source
  - **Active**: observer is external to both

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## Notation

- Source experiences random updates via process  $N_U$
- Clients query resolver via process  $N_Q$
- TTLs are iid and follow distribution  $F_T(x)$
- Interplay between  $N_Q$  and  $F_T(x)$  defines download process  $N_D$

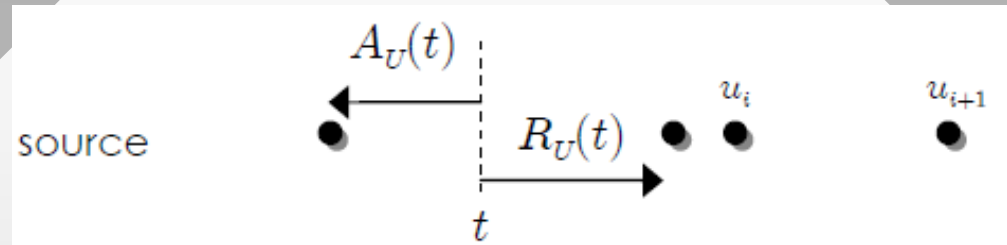


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# Models



- Define update age  $A_U(t)$  and update residual  $R_U(t)$ 
  - For  $t \rightarrow \infty$ , they have the **residual** distribution of  $F_U(x)$
  - We call this function  $G_U(x)$
  - **Neither  $A_U(t)$  nor  $R_U(t)$  is directly measurable!**

- Assuming  $T \sim F_T(x)$  is a random TTL, hit rate was already shown in previous work as

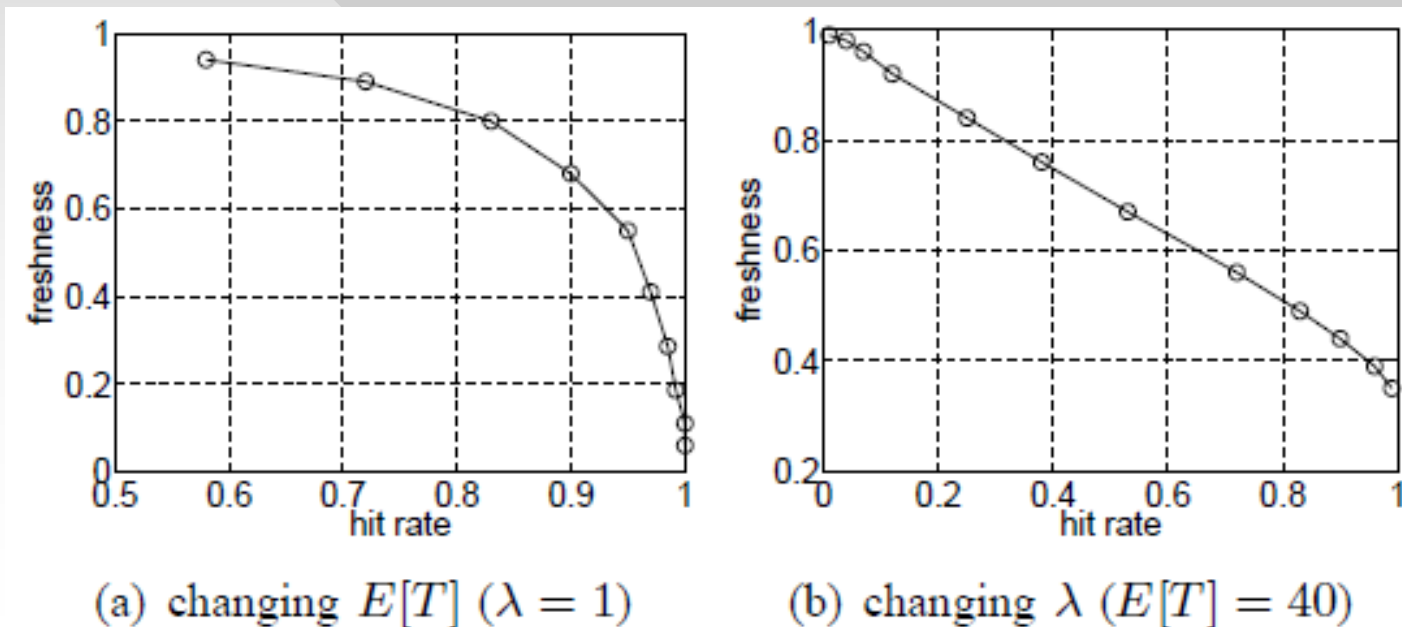
$$h = \frac{E[N_Q(T)]}{1 + E[N_Q(T)]}$$

- Theorem: Assuming  $R_U \sim G_U(x)$  is a random update residual, cache replies are fresh with probability

$$f = \frac{1 + E[N_Q(\min(R_U, T))]}{1 + E[N_Q(T)]}$$

# Models

- Theorem: Increasing  $E[T] \rightarrow \infty$  produces  $h \rightarrow 1$  and  $f \rightarrow 0$ . Making  $Q$  stochastically smaller yields  $h \rightarrow 1$  and  $f \rightarrow E[\min(R_U, T)] / E[T]$  from above
- Tradeoff between  $h$  and  $f$ 
  - Simulation with Pareto  $U, T, Q$  with  $E[U] = 20$  sec



## Models

- It is common to assume queries arrive from a large number of users and  $N_Q$  is Poisson, where

$$h = \frac{\lambda E[T]}{1 + \lambda E[T]} \quad f = \frac{1 + \lambda E[\min(R_U, T)]}{1 + \lambda E[T]}$$

- Let  $G_T(x)$  be the residual distribution of  $F_T(x)$  and  $R_T \sim G_T(x)$  is a random residual TTL
- Theorem: Under Poisson queries, freshness is given by  $f = 1 - h(1 - p)$ , where  $p := P(R_T < R_U)$
- Note that  $f$  requires  $h$  and  $p$ , the latter of which is significantly more difficult to estimate as it needs the distribution of both  $R_U$  and  $R_T$ 
  - Since  $G_T(x)$  is relatively easy to obtain, the main focus of the paper is on sampling  $G_U(x)$  and  $F_U(x)$

## Roadmap

- **Passive** measurement is the cache estimating  $f$  with access to all information except  $G_U(x)$ 
  - E.g., an adaptive cache that trades spare bandwidth to maintain  $f$  at some desired threshold
- **Active** measurement is an observer estimating  $f$  only knowing residual TTLs  $R_T(t)$ 
  - E.g., network administrators / researchers study replication efficiency and diagnose potential problems with bandwidth consumption or staleness
- Either way, it is useful to also recover  $F_U(x)$  to characterize the source

# Agenda

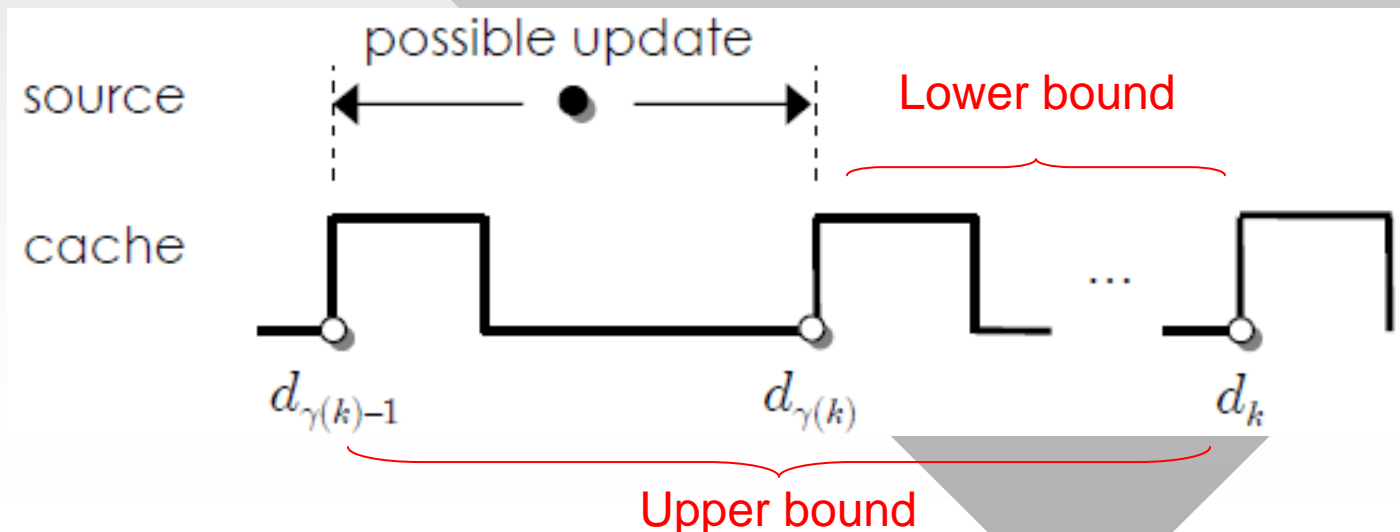
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# Passive Measurement

- The major challenge is to remotely estimate  $G_U(x)$  assuming random inter-download delay
- Best previous method is  $M_6$  from [Li 2015]
- Drawbacks of  $M_6$ 
  - Slow convergence speed
  - Quadratic computation time
  - Non-concave estimator
- Our method **Chameleon** improves in all aspects

# Passive Measurement

- It produces upper/lower bounds on  $A_U(d_k)$ 
  - Based on detecting modification of records by comparing them at download points  $d_k$  and  $d_{k-1}$
  - Generates one bound at each download point  $d_k$
- Example: Suppose  $d_{\gamma(k)}$  is the last point before  $d_k$  that detected a modification to the record



# EM (Expectation Maximization) Estimator

- Problem maps to *interval-censored* observation
  - Naïve method inspired by [Turnbull 1976], which is asymptotically accurate as  $n \rightarrow \infty$
  - However, complexity is  $O(n^2)$  per iteration
- We propose an  $O(n)$  time/space algorithm
- Further notice that  $G_U(x)$  is a **concave** function
  - Which prior methods in this field cannot guarantee
- We thus propose a new concave EM estimator
  - Requires little additional CPU cost
  - Allows recovery of  $F_U(x)$  from  $G_U(x)$



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# Active Measurement

- Without access to the cache, the observer needs to send probes to local resolver and remotely estimate all metrics
  - No previous work has studied this problem
  - Probes are iterative queries that don't pollute the cache
- Sampling points
  - A process  $N_S$  at points  $\{s_k\}$  with iid sample delays  $S_k$  that follow distribution  $F_S(x)$
- Two scenarios for TTL
  - Constant  $T$ : problem reduces to passive measurement
  - Random  $T$ : our focus next

# Active Measurement

- Main challenge is we cannot see download points  $d_k$ , which makes passive techniques inapplicable
- We thus propose a new algorithm **Shark**
  - For each sample point  $s_k$ , we derive probabilistic bounds on  $d_k$ , which allows interval-censoring of update age  $A_U(d_k)$
- We then modify our concave EM to operate with probabilistic intervals
  - This usually requires a huge number of samples to be processed; however, our EM is fast enough to handle billions of points on commodity machines

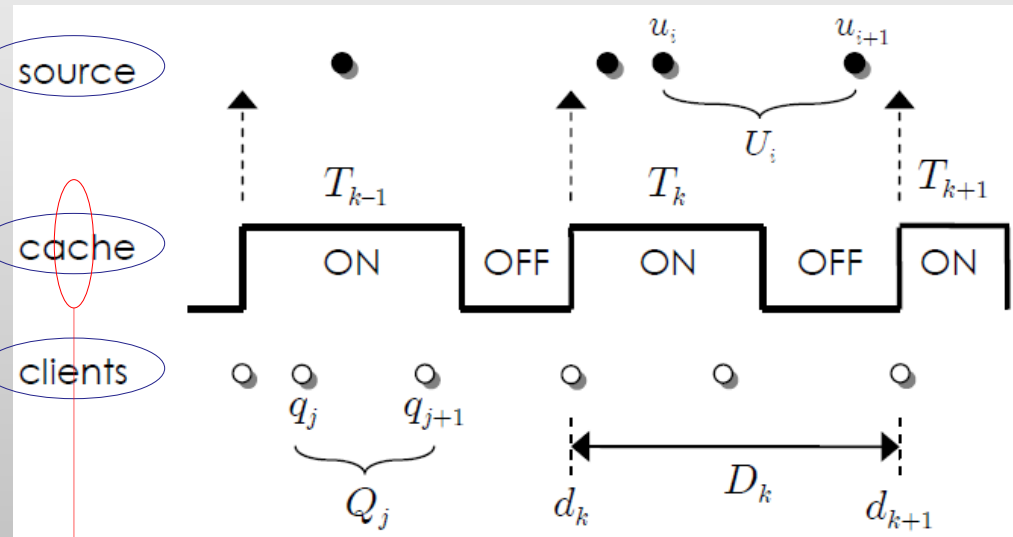
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# Experiment Setup

- Passive scenario

- An authoritative server A
- A local DNS server that resolves at A
- A background traffic generator from process  $N_Q$



- Active scenario

- We randomly selected a recursive server R from our port-53 UDP scan of the Internet, making sure it was stable and compliant with source-provided TTLs
- Added an observer that sends probes to R

# Experiments

- Performance of our fast EM (Algorithm 1)
  - Scales no worse than linearly in  $n$
  - Handles 1 billion observations in 30 sec

TABLE I  
RUNTIME IN PASSIVE ESTIMATION OF  $G_U(x)$

$n$	M6	Naive EM $\epsilon = 10^{-4}$	Algorithm 1 $\epsilon = 10^{-4}$
$10^4$	0.3 sec	9.4 sec	0.06 sec
$10^5$	58 sec	2.9 min	0.13 sec
$10^6$	2.2 hours	43 min	0.19 sec
$10^7$	-	5.5 hours	0.70 sec
$10^8$	-	-	5.79 sec
$10^9$	-	-	27.9 sec

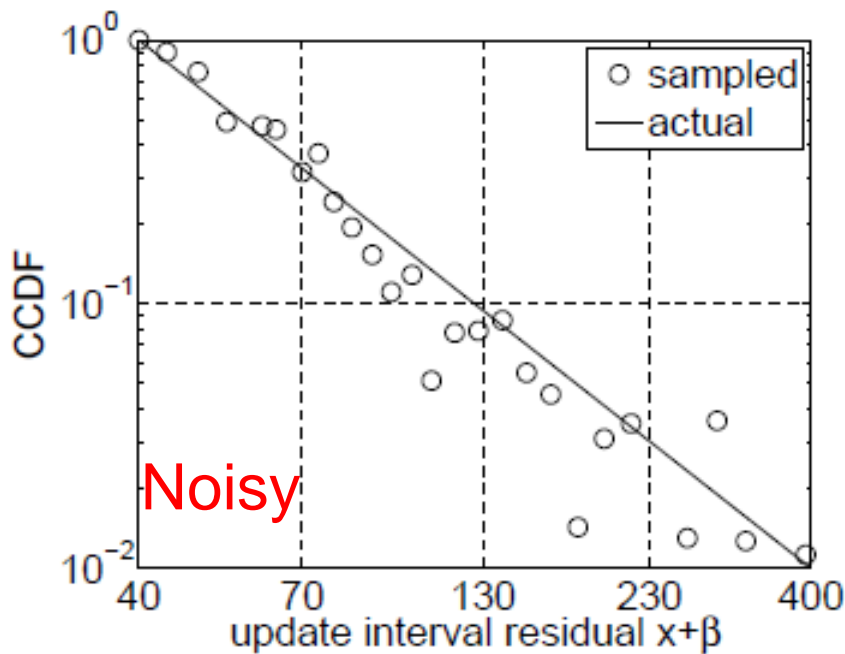
- Estimation of simple parameters
  - Both Chameleon and Shark are asymptotically accurate

TABLE II  
RELATIVE ESTIMATION ERROR OF SIMPLE PARAMETERS

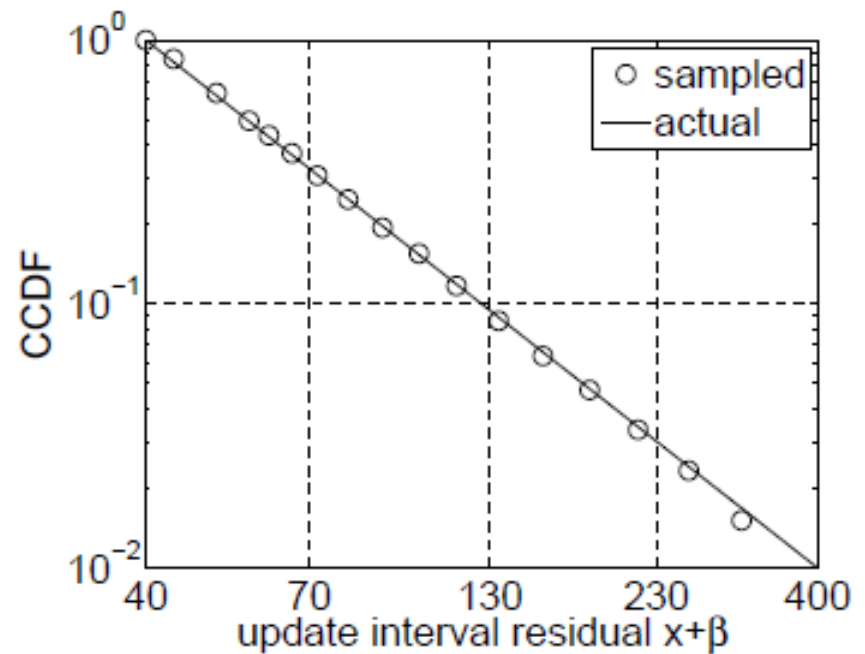
$n$	Shark			Chameleon		
	$h$	$E[T]$	$\lambda$	$h$	$E[T]$	$\lambda$
$10^2$	2.94%	16.8%	51.6%	1.58%	4.18%	7.93%
$10^3$	0.88%	5.81%	11.5%	0.42%	1.58%	2.79%
$10^4$	0.29%	2.40%	3.73%	0.16%	0.41%	0.80%

# Experiments

- Passive recovery of  $G_U(x)$  with 10K samples
  - Pareto  $F_U(x)$  with  $\alpha = 3$  and  $E[U] = 20$  sec
  - $M_6$  is poorly suited for such small sample size



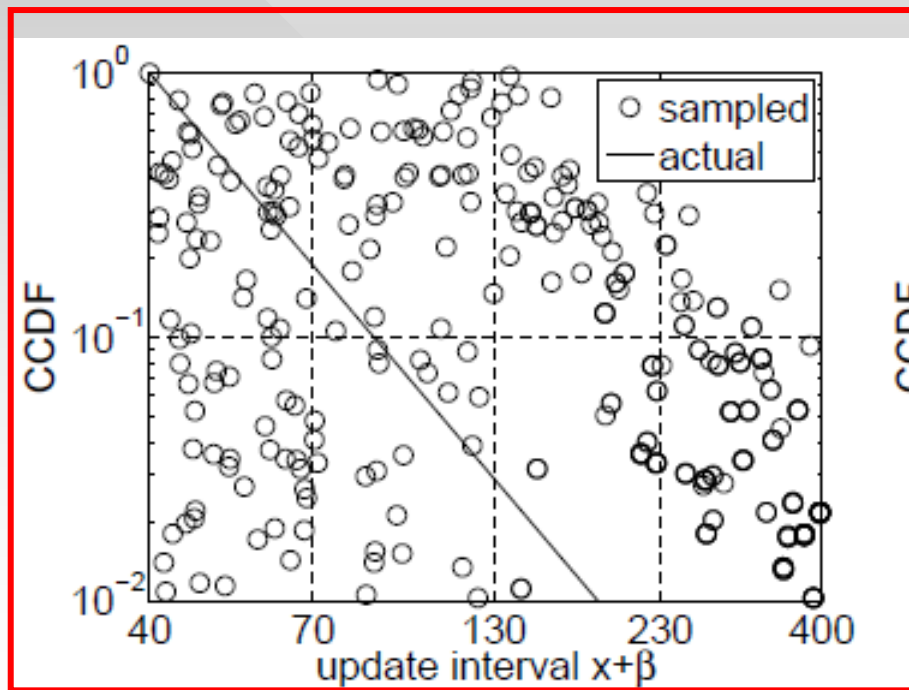
$M_6$



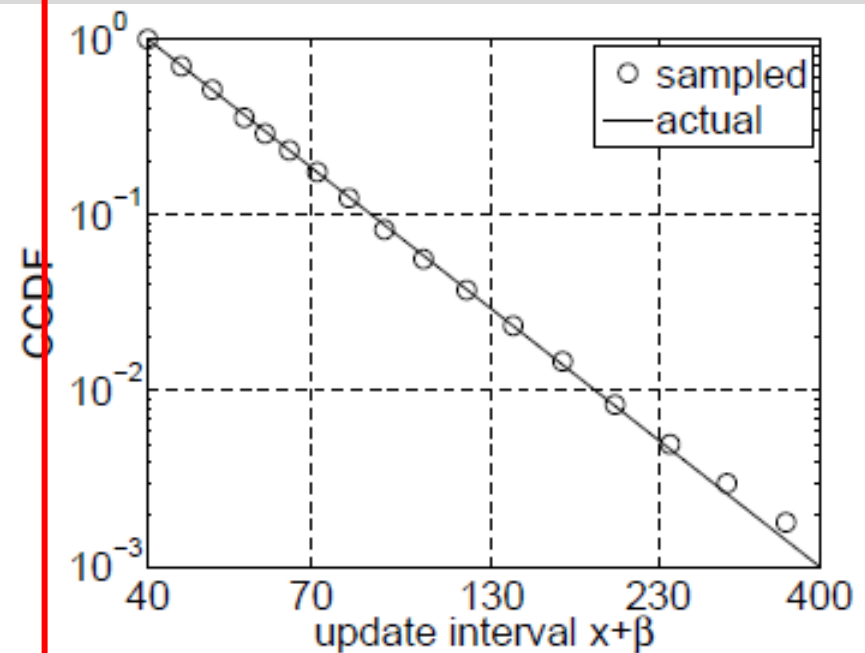
Chameleon

# Experiments

- Passive recovery of  $F_U(x)$  with 10K samples
  - Non-concave EM produce a bunch of random points that cannot be a CDF function



(a) non-concave EM ( $\epsilon = 10^{-5}$ )

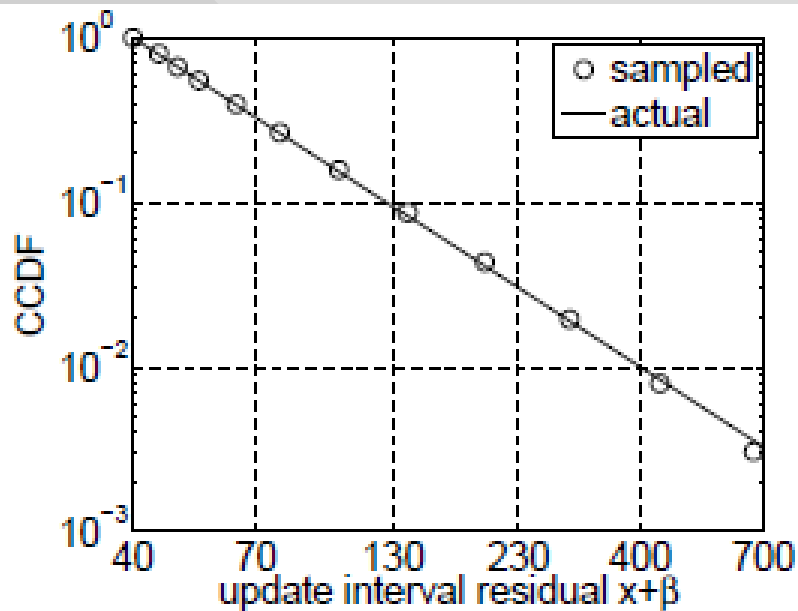


(b) concave EM ( $\epsilon = 10^{-5}$ )

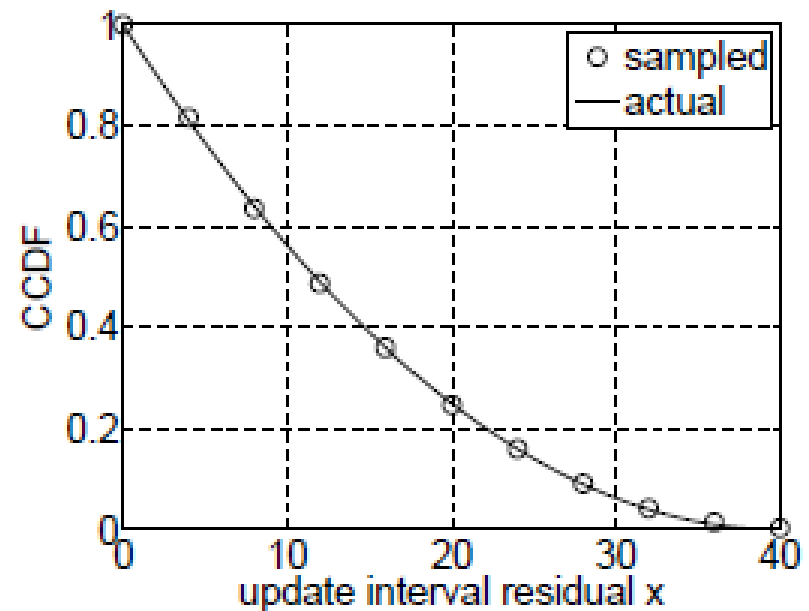


# Experiments

- Active recovery of  $G_U(x)$  with 10K samples
  - Pareto and uniform  $F_U(x)$  with  $E[U] = 20$  sec



(a) Pareto  $U$



(c) uniform  $U$

# Experiments

- Estimation of complex parameters
  - Although Chameleon operates with more information, Shark comes pretty close to matching its accuracy

$n$	Pareto $U$			
	Shark		Chameleon	
	$p$	$f$	$p$	$f$
$10^2$	6.5%	5.8%	6.3%	5.6%
$10^3$	1.9%	1.8%	1.9%	1.7%
$10^4$	0.5%	0.4%	0.7%	0.6%

Uniform $U$			
Shark		Chameleon	
$p$	$f$	$p$	$f$
5.0%	4.8%	4.0%	3.4%
1.7%	1.5%	1.2%	1.1%
0.5%	0.4%	0.5%	0.5%

**Thank you!**

**Questions?**