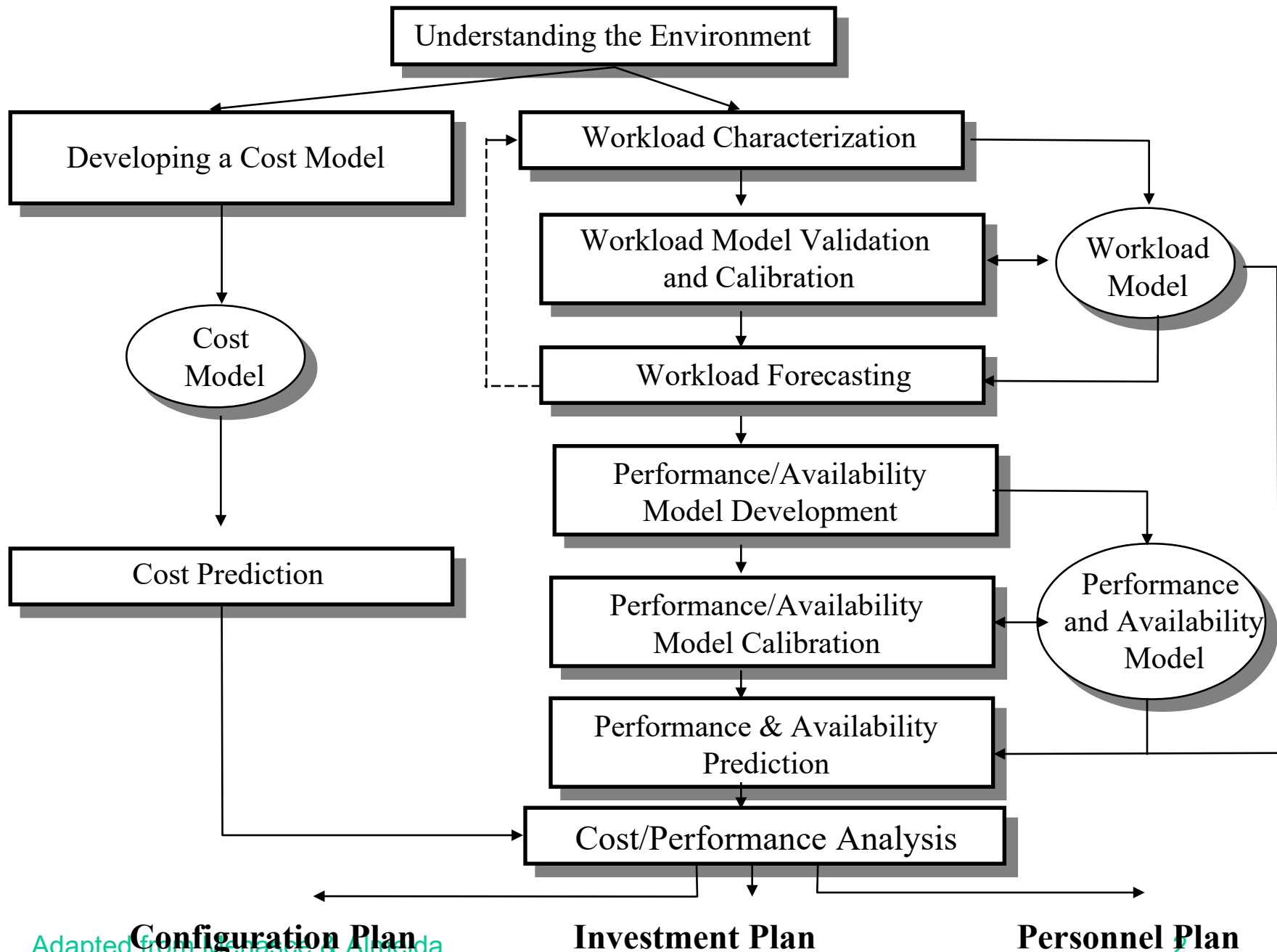


# Workload Characterization for the Web



# Learning Objectives (1)

- ➊ Introduce the workload characterization problem.
- ➋ Discuss a simple example of characterizing the workload for an intranet.
- ➌ Present a workload characterization methodology.

# Learning Objectives (2)

## ⑤ Discuss the following steps:

- analysis standpoint
- identification of the basic component
- choice of the characterizing parameters
- data collection
- partitioning the workload

## ⑤ Characteristics of Web workloads:

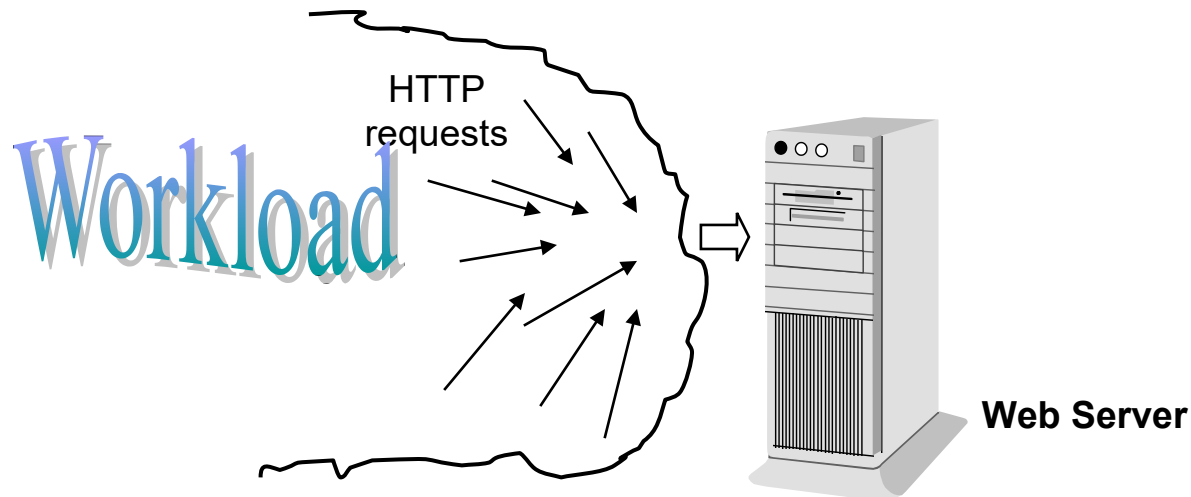
- burstiness
- heavy-tailed distributions

# What is Workload Characterization?



# Workload

- The workload of a system can be defined as the set of all inputs that the system receives from its environment during any given period of time.



# Workload Characterization

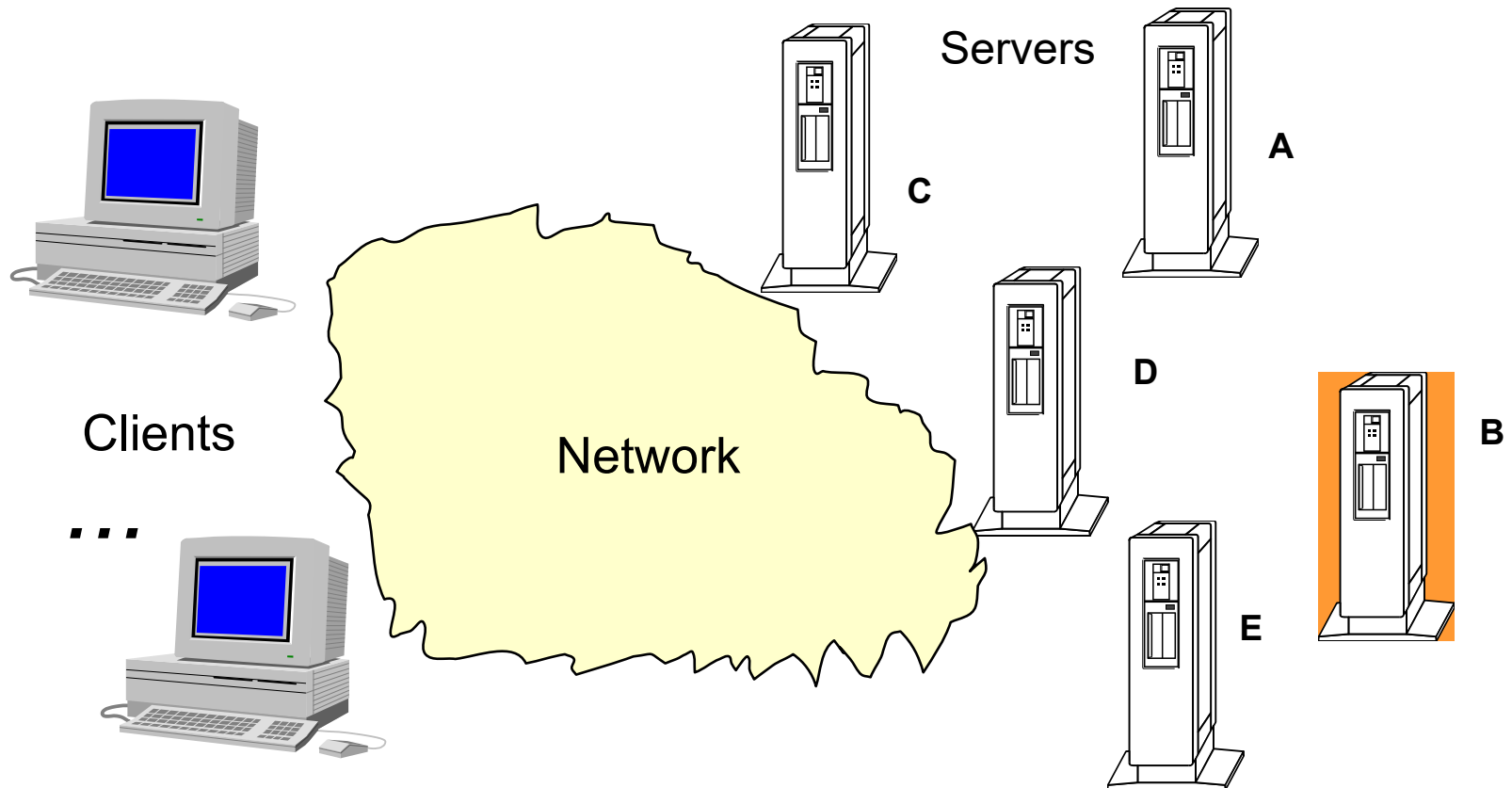
- Depends on the purpose of the study
  - cost x benefit of a proxy caching server
  - impact of a faster CPU on the response time
- Common steps
  - specification of a point of view from the workload will be analyzed;
  - choice of set of relevant parameters;
  - monitoring the system;
  - analysis and reduction of performance data
  - construction of a workload model.

# A Simple Example

- A construction and engineering company is planning to roll out new applications and to increase the number of employees that have access to the corporate intranet. The main applications are health human resources, insurance payments, on-demand interactive training, etc.
- Main problem: response time of the human resource system



# A Simple Example (2)



# A Simple Example: basic questions

- What is the purpose of the study?
- What workload we want to characterize?
- What is the level of the workload description?
  - High-level characterization in terms of Web applications;
  - Low-level characterization in terms of resource usage.
- How could this workload be precisely described?

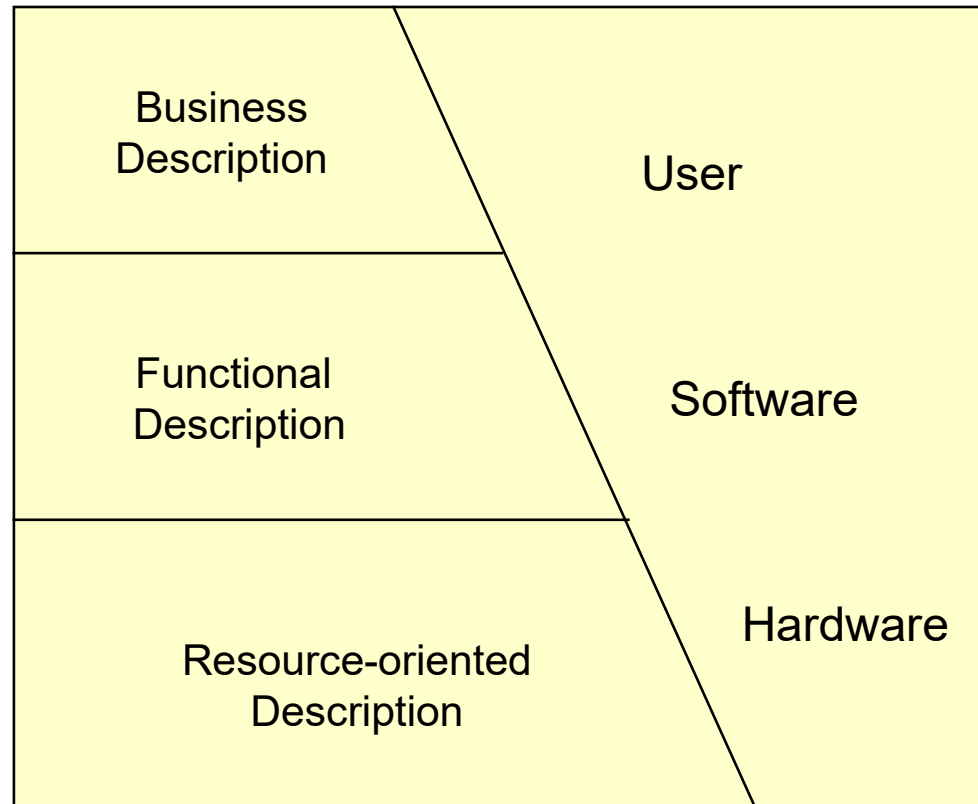
# Workload Characterization: concepts and ideas

- Basic component of a workload refers to a generic unit of work that arrives at the system from external sources, e.g.
  - transactions,
  - interactive commands,
  - HTTP requests

# Workload Characterization: concepts and ideas

- Workload characterization
  - workload model is a representation that **mimics** the workload under study.
- Workload models can be used:
  - selection of systems
  - performance tuning
  - capacity planning

# Workload Description



# Workload Description

- Business characterization: a user-oriented description that describes the load in terms such as number of employees, invoices per customer, etc.
- Functional characterization: describes programs, commands and requests that make up the workload
- Resource-oriented characterization: describes the consumption of system resources by the workload, such as processor time, disk operations, memory, etc.

# A Web Server Example

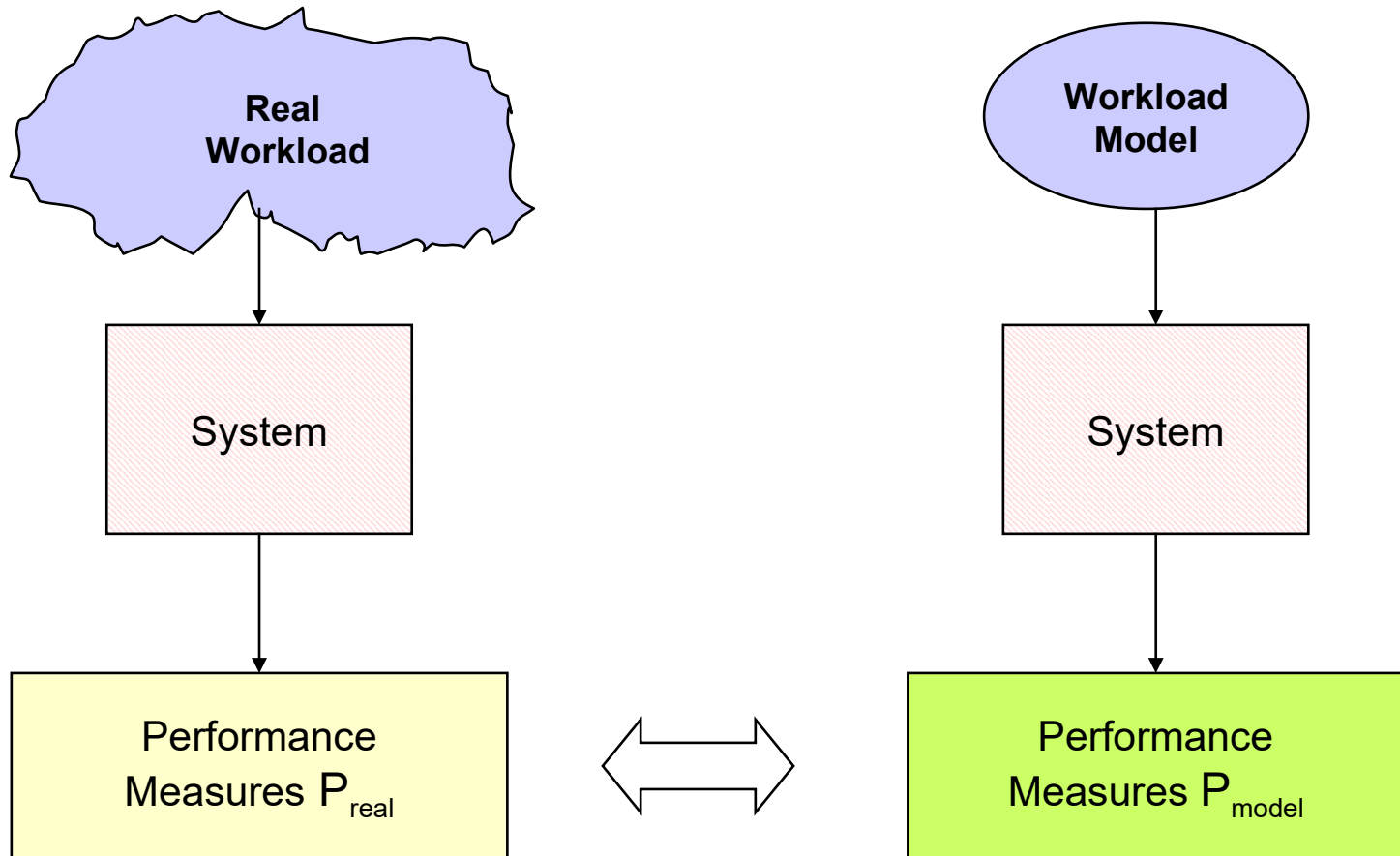
- The pair **(CPU time, I/O time)** characterizes the execution of a request at the server.
- Measures related to 10 HTTP requests
- Requested documents have different sizes.

# Execution of HTTP Requests (sec)

Request No.	CPU time	I/O time	Elapsed time
1	0.0095	0.04	0.071
2	0.0130	0.11	0.145
3	0.0155	0.12	0.156
4	0.0088	0.04	0.065
5	0.0111	0.09	0.114
6	0.0171	0.14	0.163
7	0.2170	1.20	4.380
8	0.0129	0.12	0.151
9	0.0091	0.05	0.063
10	0.0170	0.14	0.189
Average	0.0331	0.205	0.550



# Representativeness of a Workload Model



# A Refinement in the Workload Model

- The average response time of 0.55 sec does not reflect the behavior of the actual server.
- Due to the heterogeneity of the its components, it is difficult to view the workload as a single collection of requests.
- Three classes
  - small documents
  - medium documents
  - large documents

# Execution of HTTP Requests (sec)

Request No.	CPU time	I/O time	Elapsed time
1 small	0.0095	0.04	0.071
2 medium	0.0130	0.11	0.145
3 medium	0.0155	0.12	0.156
4 small	0.0088	0.04	0.065
5 medium	0.0111	0.09	0.114
6 medium	0.0171	0.14	0.163
7 large	0.2170	1.20	4.380
8 medium	0.0129	0.12	0.151
9 small	0.0091	0.05	0.063
10 medium	0.0170	0.14	0.189

# Three-Class Characterization

<u>Type</u>	<u>CPU time (sec)</u>	<u>I/O time (sec)</u>	<u>No of omponents</u>
Small Docs.	0.0091	0.04	3
Medium Docs.	0.0144	0.12	6
Large Docs.	0.2170	1.20	1
Total	0.331	2.05	10

# Workload Models

- A model should be representative and compact.
- Natural models are constructed either using basic components of the real workload or using traces of the execution of real workload.
- Artificial models do not use any basic component of the real workload.
  - **Executable** models (e.g.: synthetic programs, artificial benchmarks, etc)
  - **Non-executable** models, that are described by a set of parameter values that reproduce the same resource usage of the real workload.

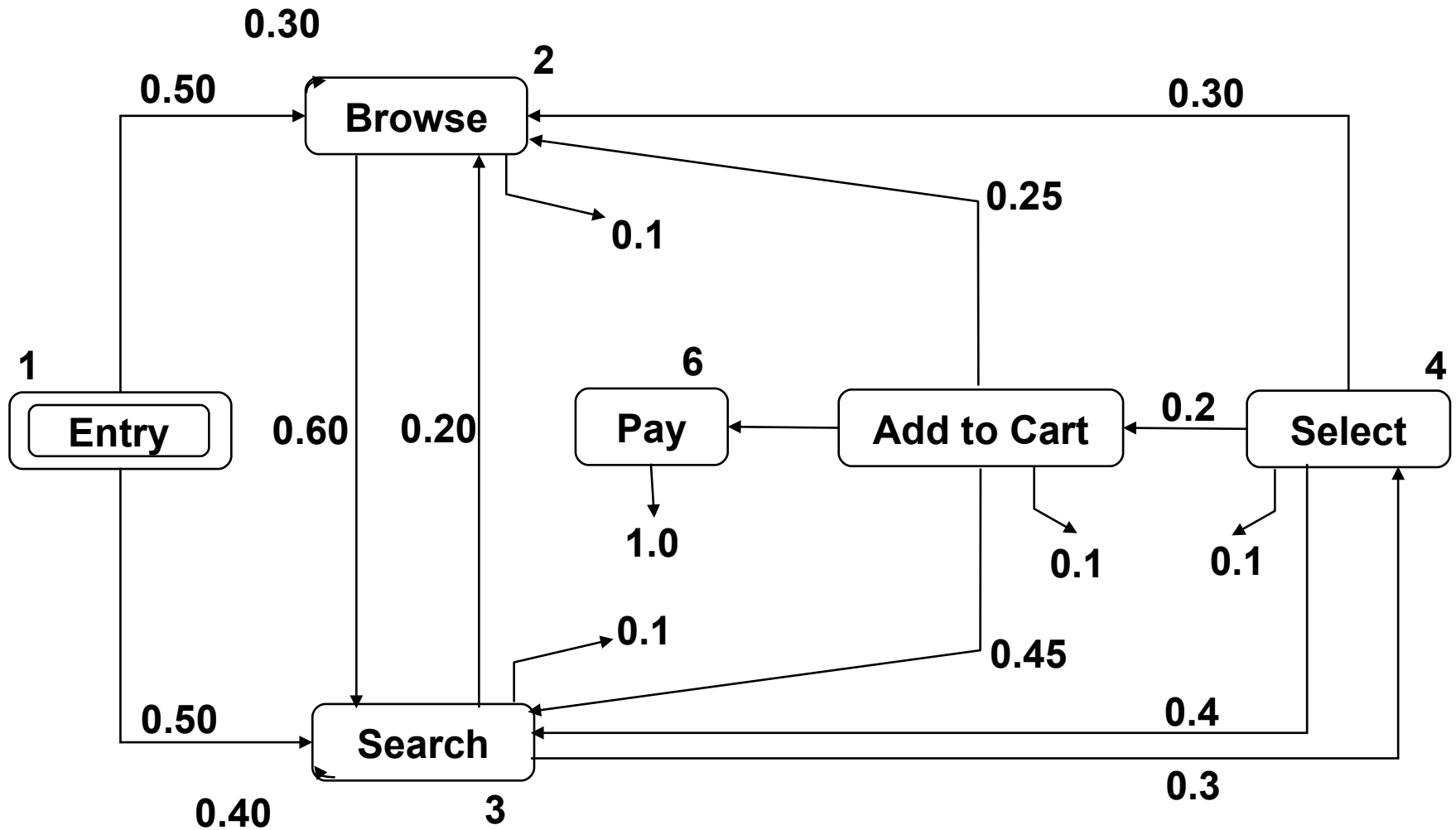
# Workload Models

- The basic inputs to analytical models are parameters that describe the service centers (i.e., hardware and software resources) and the customers (e.g. requests and transactions)
  - component (e.g., transactions) interarrival times;
  - service demands
  - execution mix (e.g., levels of multiprogramming)

# Graph-based models

- Customer Behavior Model Graph (CBMG)
  - transitional aspect: how a customer moves from one state to the next
  - temporal aspect: time it takes for the customer to move from one state to the next (*think time*)

# Graph-based models





# Graph-based models

- $V_j$  : average number of visits to the state  $j$
- $V_{Add} = V_{Select} \times 0.2$
- $V_{Browse} = V_{Searcht} \times 0.20 + V_{Select} \times 0.3 +$   
 $V_{Add} \times 0.25 + V_{Browse} \times 0.30 + V_{Entry} \times 0.5$

$$V_1 = 1$$

$$V_j = \sum_{k=1}^{n-1} V_k * p_{k,j}$$

# A Workload Characterization Methodology

- ⑤ Choice of an analysis standpoint
- ⑤ Identification of the basic component
- ⑤ Choice of the characterizing parameters
- ⑤ Data collection
- ⑤ Partitioning the workload
- ⑤ Calculating the class parameters

# Selection of characterizing parameters

- Each workload component is characterized by two groups of information:
- **Workload intensity**
  - arrival rate
  - number of clients and think time
  - number of processes or threads in execution simultaneously
- **Service demands** ( $D_{i1}, D_{i2}, \dots D_{iK}$ ), where  $D_{ij}$  is the service demand of component  $i$  at resource  $j$ .

# Data Collection

- This step assigns values to each component of the model.

- Identify the time windows that define the measurement sessions.
- Monitor and measure the system activities during the defined time windows.
- From the collected data, assign values to each characterizing parameters of every component of the workload.

# Partitioning the workload

- Motivation: real workloads can be viewed as a collection of heterogeneous components.
- Partitioning techniques divide the workload into a series of classes such that their populations are composed of quite homogeneous components.
- What attributes can be used for partitioning a workload into classes of similar components?

# Partitioning the Workload

- Resource usage
- Applications
- Objects
- Geographical orientation
- Functional
- Organizational units
- Mode

# Workload Partitioning:

## Resource Usage

<u>Transaction Classes</u>	<u>Frequency</u>	<u>Maximum CPU time (msec)</u>	<u>Maximum I/O time (msec)</u>
Trivial	40%	8	120
Light	30%	20	300
Medium	20%	100	700
Heavy	10%	900	1200

# Workload Partitioning: Internet Applications

<u>Application</u>	<u>Percentage of total traffic</u>
<b>HTTP</b>	<b>29</b>
<b>ftp</b>	<b>20</b>
<b>SMTP and POP3</b>	<b>9</b>
<b>Streaming</b>	<b>11</b>
<b>P2P</b>	<b>14</b>
<b>Others</b>	<b>17</b>



# Workload Partitioning:

## Document Types

<u>Document Class</u>	<u>Percentage of Access (%)</u>
<b>HTML (html file types)</b>	<b>30</b>
<b>Images (e.g., gif or jpeg)</b>	<b>40</b>
<b>Sound (e.g., au or wav)</b>	<b>4.5</b>
<b>Video (e.g., mpeg, avi or mov)</b>	<b>7.3</b>
<b>Dynamic (e.g., cgi or perl)</b>	<b>12.0</b>
<b>Formatted (e.g., ps, dvi or doc)</b>	<b>5.4</b>
<b>Others</b>	<b>0.8</b>

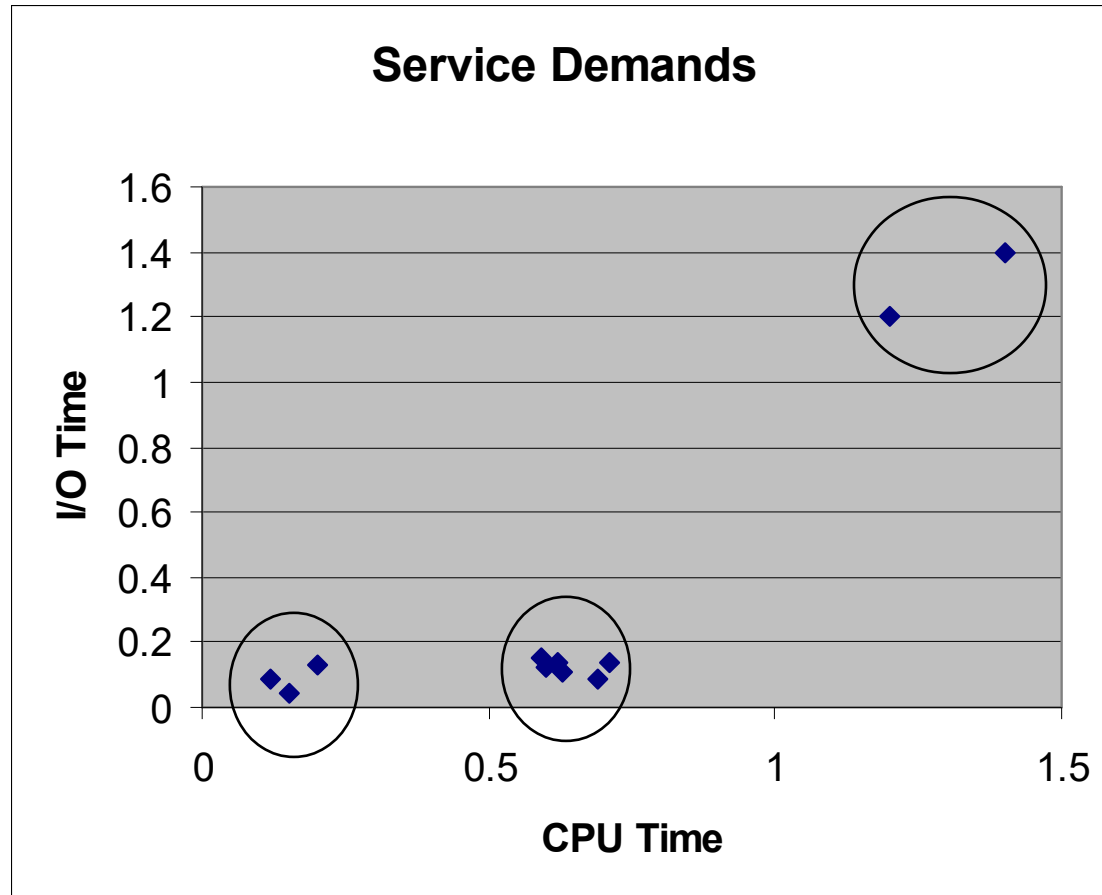
# Workload Partitioning: Geographical Orientation

<u>Classes</u>	<u>Percentage of Total Requests</u>
<b>East Coast</b>	<b>32</b>
<b>West Coast</b>	<b>38</b>
<b>Midwest</b>	<b>20</b>
<b>Others</b>	<b>10</b>

# Calculating the class parameters

- How should one calculate the parameter values that represent a class of components?
  - **Averaging**: when a class consists of homogeneous components concerning service demands, an average of the parameter values of all components may be used.
  - **Clustering** of workloads is a process in which a large number of components are grouped into clusters of similar components.

# Clustering Analysis



# New Phenomena in the Internet and WWW

**Self-similarity** - a self-similar process looks bursty across several time scales.

**Heavy-tailed** distributions in workload characteristics, that means a very large variability in the values of the workload parameters.

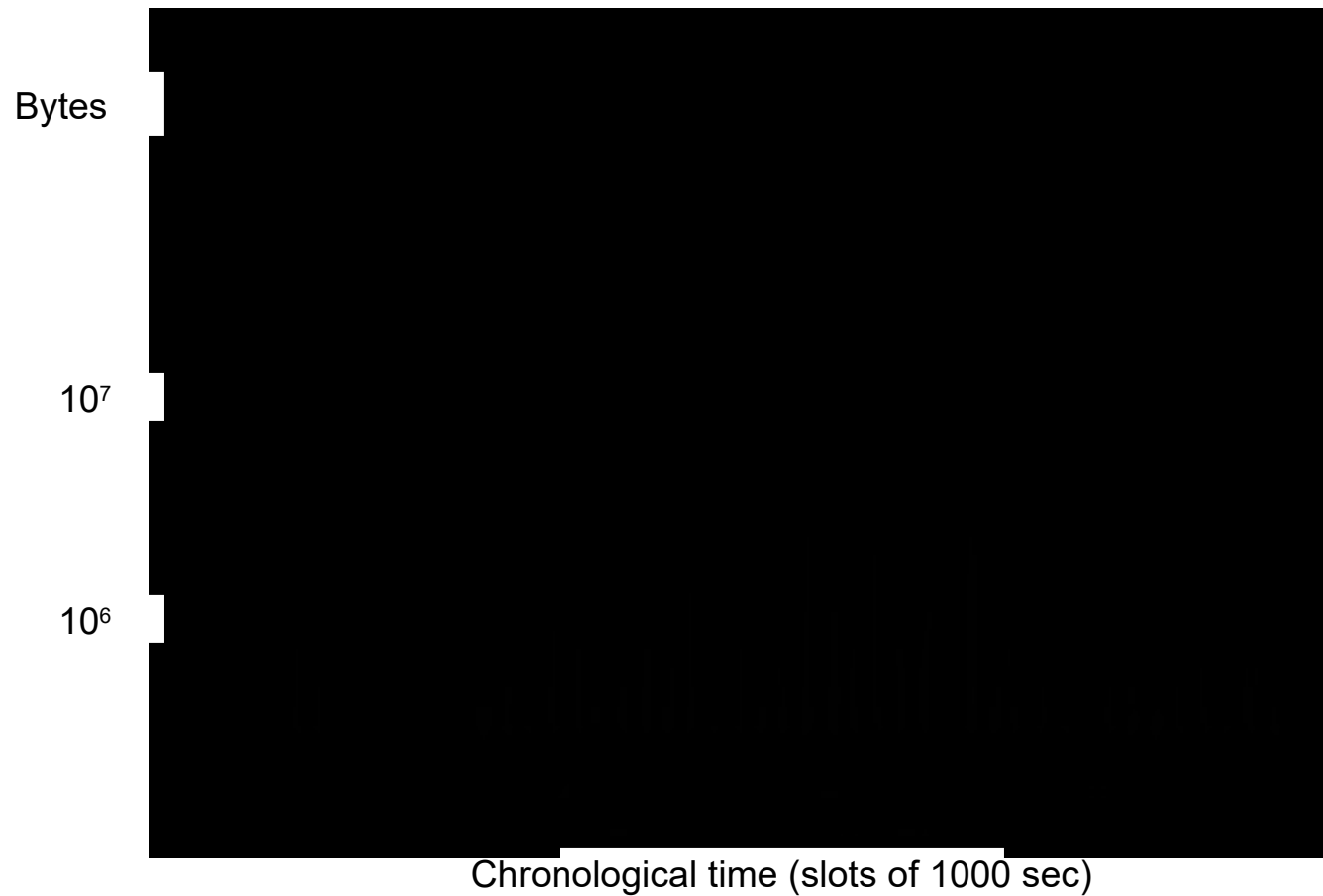
# Power Laws: $y \propto x^\alpha$

- Heavy-tailed distribution

$$P[X > x] = kx^{-\alpha} L(x)$$

- Great degree of variability, and a non negligible probability of high sample values
- When  $\alpha$  is less than 2, the variance is infinite, when  $\alpha$  is less than 1, the mean is infinite.
- Pareto distribution decays slower than the exponential distribution
- Zipf's Law describes phenomena where large events are rare, but small ones are quite common
- Popularity of static pages

# WWW Traffic Burst



# Incorporating New Phenomena in the Workload Characterization

## Burstiness Modeling

- burstiness in a given period can be represented by a pair of parameters  $(a,b)$ 
  - **a** is the ratio between the maximum observed request rate and the average request rate during the period.
  - **b** is the fraction of time during which the instantaneous arrival rate exceeds the average arrival rate.



# Burstiness Modeling

- Consider an HTTP LOG composed of  $L$  requests to a Web server.
- ∇  $\tau$ : time interval during which the requests arrive
- ∇  $\lambda$ : average arrival rate,  $\lambda = L / \tau$
- The time interval  $\tau$  is divided into  $n$  equal subintervals of duration  $\tau / n$  called epochs
- $\text{Arr}(k)$  number of HTTP requests that arrive in epoch  $k$
- ∇  $\lambda_k$  arrival rate during epoch  $k$

# Burstiness Modeling

- $Arr^+$  total number of HTTP requests that arrive in epochs in which  $\lambda_k > \lambda$
- $b = (\text{number of epochs for which } \lambda_k > \lambda) / n$
- above-average arrival rate,  $\lambda^+ = Arr^+ / (b * \tau)$
- $a = \lambda^+ / \lambda = Arr^+ / (b * L)$

# Burstiness Modeling: an example

- Example: Consider that 19 requests are logged at a Web server at instants:

1	3	3.5	3.8	6	6.3	6.8	7.0	10	12	12.2	12.3	12.5
				12.8	15	20	30	30.2	30.7			

- What are the burstiness parameters?

# Burstiness Modeling: an example

- Let us consider the number of epochs  $n=21$
- Each epoch has a duration of  $\tau / n = 31 / 21 = 1.48$
- The average arrival rate  $\lambda = 19/31 = 0.613$  req./sec
- The number of arrivals in each of the 21 epochs are: 1, 0, 3, 0, 4, 0, 1, 0, 4, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 4
- Thus,  $\lambda_1 = 1/1.48 = 0.676$ , that exceeds the avg.  $\lambda = 0.613$
- In 8 of the 21 epochs,  $\lambda_k$  exceeds  $\lambda$
- $b = 8 / 21 = 0.381$
- $a = \text{Arr}^+ / (b * L) = 19 / (0.381 * 19) = 2.625$

# The Impact of Burstiness

- As shown in some studies, the maximum throughput of a Web server decreases as the burstiness factors increase.
- How can we represent in performance models the effects of burstiness?
- We know that the maximum throughput is equal to the inverse of the maximum service demand or the service demand of the bottleneck resource.

# The Impact of Burstiness

- To account for the burstiness effect, we write the service demand of the bottleneck resource as:
  - $D = D_f + \alpha \times b$
  - $D_f$  is the portion of the service demand that does not depend on burstiness
  - ←  $\alpha$  is a factor used to inflate the service demand according to burstiness factor  $b$ . It is given by:
    - ←  $\alpha = (U_1/X_1^1 - U_2/X_2^2)/(b_1 - b_2)$
  - The measurement interval is divided into 2 subintervals  $\mathfrak{T}_1$  and  $\mathfrak{T}_2$  to obtain  $U_i$ ,  $X_i^1$ , and  $b_i$

# The Impact of Burstiness: an example

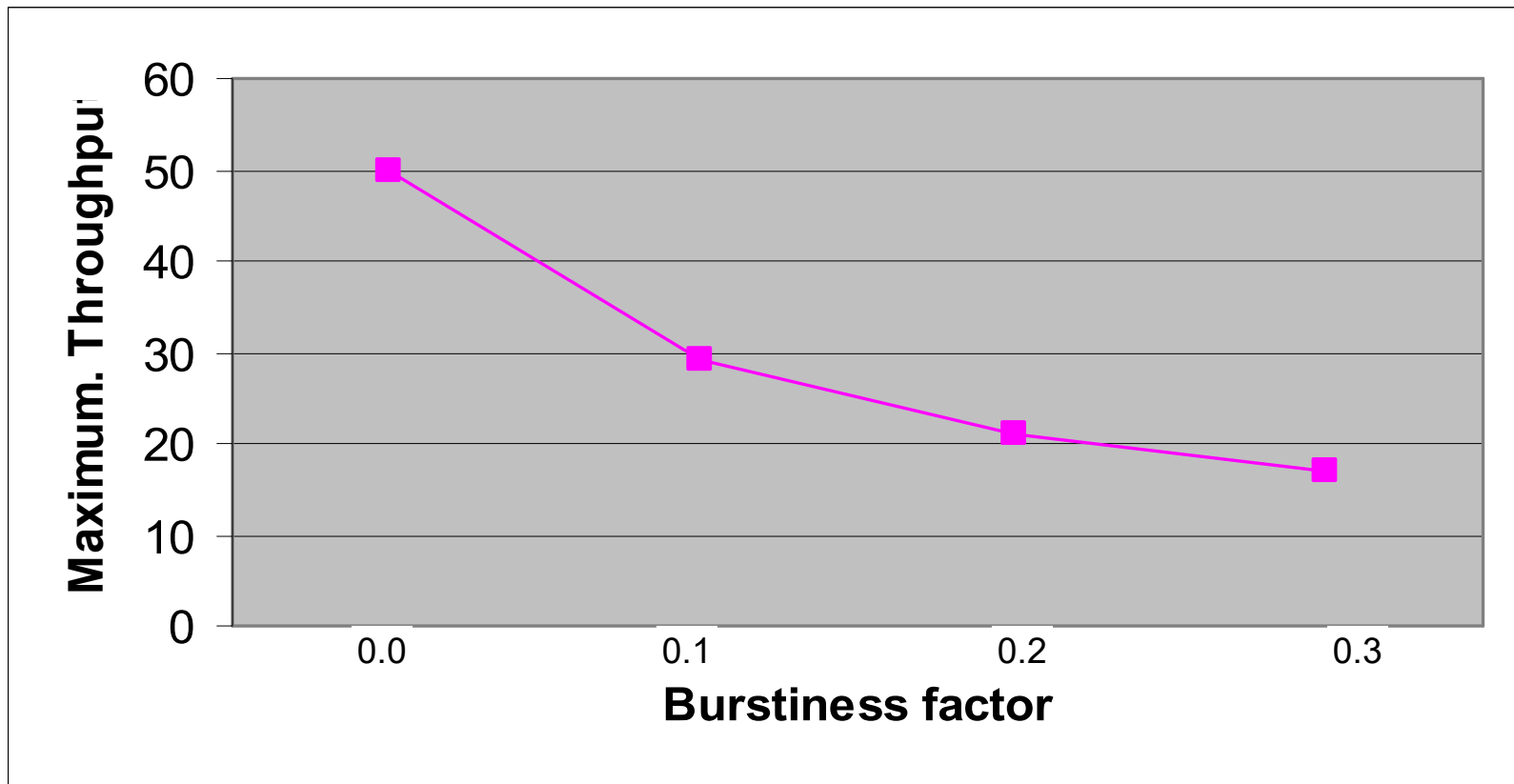
- Consider the HTTP LOG of the previous slides. During 31 sec in which the 19 requests arrived, the CPU was found to be the bottleneck. What is the burstiness adjustment that should be applied to the CPU service demand to account for the burstiness effect on the performance of the Web server?
- The number of requests during each 15.5 sec subinterval is 14 and 5, respectively.
- The measured CPU utilization in each interval was 0.18 and 0.06

# The Impact of Burstiness: an example (2)

- The throughput in each interval is:
  - $X^1_0 = 14/15.5 = 0.903$
  - $X^2_0 = 5/15.5 = 0.323$
- Using the previous algorithm:
  - $b_1 = 0.273, b_2 = 0.182$
  - $\leftarrow \alpha = (0.18/0.903 - 0.06/0.323)/(0.273-0.182) = 0.149$
  - the adjustment factor is:  $\alpha \times b = 0.149 \times 0.381 = 0.057$
- Assuming  $D_f = 0.02$  sec, we are able to calculate the maximum server throughput as a function of the burstiness factor (b).



## The Impact of Burstiness: an example (2)



# Incorporating New Phenomena in the Workload Characterization

## Accounting for Heavy Tails in the Model

- Due to the large variability of the size of documents, average results for the whole population would have very little statistical meaning.
- Categorizing the requests into a number of classes, defined by ranges of document sizes, improves the accuracy and significance of performance metrics.
- Multiclass queuing network models, with classes associated with requests for docs of different size.

# Accounting for Heavy Tails: an example (1)

- The HTTP LOG of a Web server was analyzed during 1 hour. A total of 21,600 requests were successfully processed during the interval.
- Let us use a multiclass model to represent the server.
- There are 5 classes in the model, each corresponding to the 5 file size ranges.

# Accounting for Heavy Tails: an example (2)

- File Size Distributions.

Class	File Size Range (KB)	Percent of Requests
1	Size < 5	25
2	5 ≤ size ≤ 50	40
3	50 ≤ size ≤ 100	20
4	100 ≤ size ≤ 500	10
5	size ≥ 500	5

# Accounting for Heavy Tails: an example (3)

- The arrival rate for each class  $r$  is a fraction of the overall arrival rate  $\lambda = 21,600/3,600 = 6$  requests/sec.

$$\forall \lambda_1 = 6 \times 0.25 = 1.5 \text{ req./sec}$$

$$\forall \lambda_2 = 6 \times 0.40 = 2.4 \text{ req./sec}$$

$$\forall \lambda_3 = 6 \times 0.20 = 1.2 \text{ req./sec}$$

$$\forall \lambda_4 = 6 \times 0.10 = 0.6 \text{ req./sec}$$

$$\forall \lambda_5 = 6 \times 0.05 = 0.3 \text{ req./sec}$$

# Summary

## ⑤ Workload Characterization

- ⑤ what is it?
- ⑤ basic concepts
- ⑤ workload description and modeling
- ⑤ representativeness of a workload model

## ⑤ Methodology (1)

- ⑤ Choice of an analysis standpoint
- ⑤ Identification of the basic component
- ⑤ Choice of the characterizing parameters
- ⑤ Data collection

# Summary

## ⑤ Methodology (2)

- ⑤ Partitioning the workload
- ⑤ Calculating the class parameters
  - ⑤ Averaging
  - ⑤ Clustering techniques and algorithms

## ⑤ New Phenomena in the Internet and WWW

- ⑤ Burstiness
- ⑤ Heavy-tailed distributions