Introduction

For typical cloud storage systems such as Windows Azure [引用] and Amazon AWS [引用], erasure coding is a popular technique to provide both high reliability and low monetary cost [引用EC的论文], where triple disk failure fault tolerant arrays (3DFTs) are widely used. Typical erasure codes can be divided into two categories, RS-based Codes [引用] and XOR-based codes [引用]. RS-based codes [引用] are encoded according the Galois Field Computation in Reed Solomon Code [引用], which allow flexible configuration and have a little higher computation cost. XOR-based codes [引用] simplify the computation, but the scalability is a significant issue in previous literatures.

With the increasing demand on higher resolution and frame rate for video data, tremendous storage devices are highly desired in cloud storage systems, which makes data centers much more bigger. On YouTube, nearly 140,000 hours of video are played every minute and 400 hours of video are uploaded [写一句YouTube每年数据量增长的话，并加以引用]. So in this paper, we set out to answer the following question,

**In a cloud storage system, how to efficiently store the tremendous video data in 3DFTs?**

To reduce the storage cost in cloud storage systems, a feasible solution is approximate storage. 写一到两句话简单介绍近似存储[引用相关论文], but the data reliability cannot be guaranteed. Another solution is using disk arrays like RAID-5 or RAID-6 [引用相关论文], but the capability of fault tolerance should be sacrificed. Therefore, existing solutions cannot provide low storage cost and high reliability simultaneously.

To address the above problem, in this paper, we propose Approximate Code, which is an erasure coding framework to provide comprehensive solution for video data storage in cloud systems. The key idea of Approximate Code is treating the important/unimportant data in different ways. For important data, we add additional parities to provide high capability of fault tolerance. On the other hand, the unimportant data are encoded with a minimum number of parities, which only supply the basic requirement of the recovery. When triple disks fail, the lost data can be reconstructed via a fuzzy manner.

We have the following contributions of this work,

1. We propose Approximate Code, which a cost-effective framework to store video data in cloud storage systems.
2. Approximate Code can be implemented by combining most erasure codes in 3DFTs, such as RS, STAR Code, TIP-Code, etc.
3. We conduct several quantitative analysis, simulations and experiments according to different layouts of various erasure codes, and the results show that Approximate Code achieves lower storage cost and faster data recovery when single disk fails.

The rest of the paper is organized as follows, 后面跟前面的版本一样。