

Caching and pre-fetching: the role of hazard rates.

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The caching problem

Point processes and stochastic intensity

The optimal caching policy

Main result

Connection with timer-based policies

Conclusions

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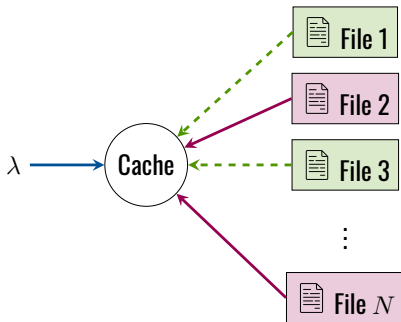
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The caching problem

- Consider a **local memory system** that handles items from a catalog of N objects.
- Requests for objects arrive as a random process.
- The memory (cache) can locally store $C < N$ of them.
- If item is in cache, we have a **hit**. Otherwise, it is a **miss**.



Objective: for a given arrival stream, maximize the steady-state **hit rate**.

A sequential approach

- Consider a sequence of random variables Z_1, Z_2, \dots with values in $\{1, \dots, N\}$.
- Consider also the set of feasible subsets:

$$\mathcal{C} = \{\{i_1, \dots, i_k\} \subset \{1, \dots, N\}, k \leq C\}$$

- A (causal) caching policy would be a sequence of maps π_n deciding which contents to store:

$$\pi_n(Z_1, \dots, Z_{n-1}) \rightarrow \mathcal{C}$$

- In probabilistic terms, let $\mathcal{F}_n = \sigma(Z_1, \dots, Z_n)$, then π_n is any \mathcal{C} -valued \mathcal{F}_n -predictable process (\mathcal{F}_{n-1} -measurable).

A simple case

The Independent Reference Model (IRM)

- Assume now that Z_n are *iid* with distribution $p_i = P(Z_n = i)$, where p_i is the **popularity** of content i . Wlog, we take $p_1 \geq p_2 \geq \dots$
- In this case, $Z_n \mid \mathcal{F}_{n-1} \sim p$, thus the hit probability at time n is:

$$P(Z_n \in \pi_n) = E[\mathbf{1}_{Z_n \in \pi_n}] = E[E[\mathbf{1}_{Z_n \in \pi_n} \mid \mathcal{F}_{n-1}]] = E\left[\sum_{i \in \pi_n} p_i\right] \leq \sum_{i=1}^C p_i$$

- Taking $\pi_n \equiv \{1, \dots, C\}$ achieves the bound.

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- Taking $\pi_n \equiv \{1, \dots, C\}$ achieves the bound.

Conclusion: under iid requests, the static “keep the most popular” policy is optimal.

Practical policies: LFU and LRU

In practice, popularities are not known. This leads to the **least-frequently-used (LFU)** eviction policy:

- Take π_n as the most requested objects so far (remove the least frequently used).
- In the long range, converges to the static policy.

Another popular eviction policy is **least-recently-used (LRU)**, which treats π_n as a list defined recursively:

- If $Z_n \in \pi_n$, serve the content, move Z_n to the front of the list.
- If $Z_n \notin \pi_n$, fetch the content, put Z_n in the front of the list, remove the last object in the list (which is the least recently requested).

LRU adapts best to **bursty** traffic.

The caching problem, take 2

Sequential models lack **time information**, which may be useful!

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Point process approach [Fofack et al. 2014]:

- Assume requests for item i come from a **point process** of intensity $\lambda_i := \lambda p_i$.



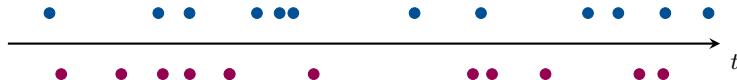
- At each point in time we must decide which items must be stored locally.

If inter-request times are **heavy tailed**, this can model burstiness.

Example: Pareto arrivals

Consider two items, with equal popularity...

■ Poisson arrivals:



Homogeneous

■ Heavy tailed arrivals (Pareto $\alpha = 2$):



Bursty!

Some open questions...

- What is the optimal causal policy in this framework?
- Can we compute the optimal hit rate/hit probability?
- What is its large scale behavior?
- How typical policies compare to the optimal one?

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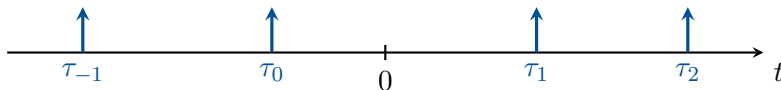
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A bit of point process theory...

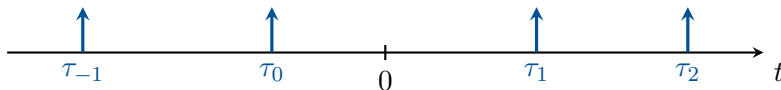
Let $\Phi = \{\tau_k : k \in \mathbb{Z}\}$ be a **stationary point process** representing request times:



i.e. $\Phi(B) = \sum_k \mathbf{1}_{\{\tau_k \in B\}}$ is a random counting measure.

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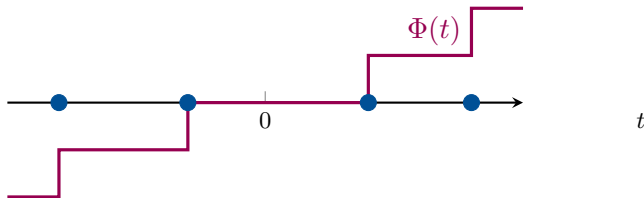


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Counting process:

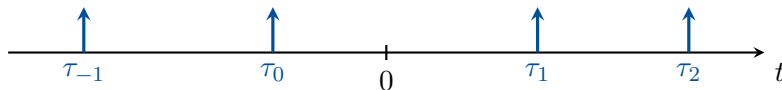
$$\Phi(t) = \begin{cases} \Phi((0, t]) & t > 0 \\ -\Phi((t, 0]) & t \leq 0 \end{cases}$$

Note: $\Phi(\tau_k) = k$



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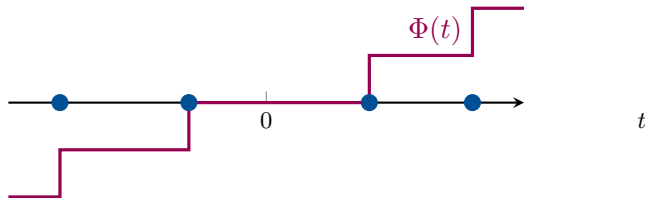
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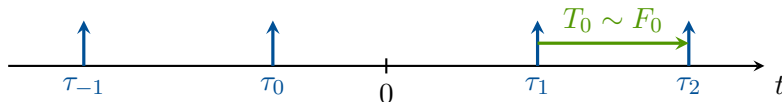
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Let $\mathcal{F}_t = \sigma(\Phi(s), s \leq t)$ be its **internal history**.

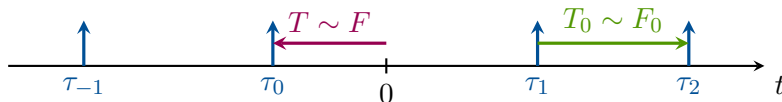
Two important distributions:



Inter-arrival distribution: $F_0(t) := P_{\Phi}^0(\tau_1 - \tau_0 \leq t), \quad E_{\Phi}^0[\tau_1] = 1/\lambda.$

Note: here P_{Φ}^0 is the **Palm probability** of the point process (conditioning on $\tau_0 = 0$).

Two important distributions:



Inter-arrival distribution: $F_0(t) := P_{\Phi}^0(\tau_1 - \tau_0 \leq t), \quad E_{\Phi}^0[\tau_1] = 1/\lambda.$

Age distribution: $F(t) := P(-\tau_0 \leq t) = \lambda \int_0^t 1 - F(s) ds,$

Note: here P_{Φ}^0 is the **Palm probability** of the point process (conditioning on $\tau_0 = 0$).

Consider a simple stationary point process Φ with intensity λ , defined in some probability space (Ω, \mathcal{F}, P) . Let some filtration $\{\mathcal{F}_t\}_{t \in \mathbb{R}}$ be a **history** of the process.

Definition:

The random process $\lambda(t) \geq 0$ is a **stochastic intensity** for the history \mathcal{F}_t iff it is a.s. locally integrable, \mathcal{F}_t -adapted and:

$$E [\Phi((a, b]) \mid \mathcal{F}_a] = E \left[\int_a^b \lambda(t) dt \mid \mathcal{F}_a \right]$$

for all $a, b \in \mathbb{R}$.

Local interpretation:

$$E[\Phi((t, t + h]) \mid \mathcal{F}_t] = \lambda(t)h + o(h) \quad P - a.s.,$$

So $\lambda(t)$ acts as a **local** notion of intensity based on previous history.

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Martingale interpretation:

$$M_a(t) = \Phi(t) - \Phi(a) - \int_a^t \lambda(s)ds$$

is a local (P, \mathcal{F}_t) martingale for any $a \in \mathbb{R}$.

- If $\Phi(t)$ is a Poisson process, then we know that

$$M(t) = \Phi(t) - \lambda t = \Phi(t) - \int_0^t \lambda dt$$

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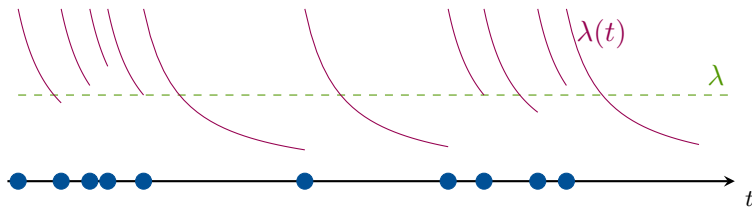
is a martingale, so the stochastic intensity of a Poisson process is just $\lambda(t) \equiv \lambda$.

The poisson process is the “white noise” of point processes.

Stochastic intensity

A local notion of intensity...

However, if traffic is **bursty**, the stochastic intensity **rises** after arrivals:



Note: for stationary processes, $E[\lambda(t)] = E[\lambda(0)] = \lambda$, the average intensity.

Renewal processes

- Let now Φ be a **stationary renewal process**, i.e. inter request times $\tau_{k+1} - \tau_k$ are *iid* $\sim F_0$.
- Assume that F_0 has a density, and define the **hazard rate** of F as:

$$\eta_0(t) = \frac{f_0(t)}{1 - F_0(t)}$$

Renewal processes

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Theorem (Daley-Vere Jones, Chapter 7)

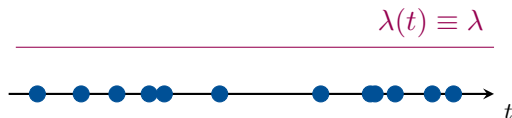
For a renewal process and its natural history, the stochastic intensity is:

$$\lambda(t) = \eta_0(t - \tau^-(t)),$$

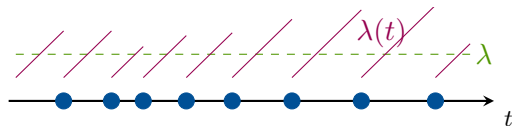
where $\tau^-(t)$ is the last point before t :

$$\tau^-(t) = \sup\{\tau_k : \tau_k < t\}$$

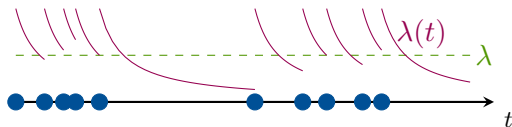
Some examples...



Constant hazard rate \rightarrow Poisson process.



Increasing hazard rate \rightarrow more periodic!



Decreasing hazard rate \rightarrow more bursty!

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Causal caching policies

- Consider again a cache system fed by N **independent** request processes $\Phi_i(t)$ with stochastic intensities $\lambda_i(t)$.
- Let $\mathcal{F}_t = \sigma(\{\mathcal{F}_t^{(i)} : i = 1, \dots, M\})$ their aggregate history.

Definition

A **causal** caching policy is an \mathcal{F}_t **predictable** stochastic process

$$\pi(t) : \Omega \times \mathbb{R} \rightarrow \mathcal{C}$$

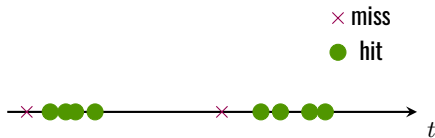
i.e. $\pi(t) = \{i_1, \dots, i_k\}$ (with $k \leq C$) is the subset kept at time t , and only depends on the past history of item requests.

The hit process

Stochastic intensity

Focus now on a particular content i , its **hit process** is the point process given by:

$$H_i(B) = \sum_{k \in \mathbb{Z}} \mathbf{1}_{\{\tau_k^i \in B\}} \mathbf{1}_{\{i \in \pi(\tau_k^i)\}}$$



Now $\mathbf{1}_{\{i \in \pi(t)\}}$ is \mathcal{F}_t -predictable, so the stochastic intensity of H_i is:

$$h_i(t) = \lambda_i(t) \mathbf{1}_{\{i \in \pi(t)\}}$$

i.e., $h_i(t) = \lambda_i(t)$ while i is cached and otherwise 0.

The hit process

The hit rate

If we now consider the aggregate of requests, the **total hit process** is given by:

$$H = \sum_{i=1}^N H_i$$

And its stochastic intensity is just:

$$h(t) = \sum_{i=1}^N h_i(t) = \sum_{i=1}^N \lambda_i(t) \mathbf{1}_{\{i \in \pi(t)\}}$$

The steady state **hit rate** of the policy is:

$$\text{hit rate} = \lambda_{\text{hit}} := E[h(0)]$$

Maximizing the hit rate

In order to maximize λ_{hit} , consider the causal policy:

$$\pi^*(t) = \{i_1, \dots, i_C\} \quad \text{such that} \quad \sum_{i \in \{i_1, \dots, i_C\}} \lambda_i(t) \text{ is maximized.}$$

Then, for any causal policy π and for each realization:

$$h(t) = \sum_{i \in \pi(t)} \lambda_i(t) \leq \sum_{i \in \pi^*(t)} \lambda_i(t) = h^*(t).$$

Theorem

The **optimal causal policy** is to keep in the cache the C objects with the **highest stochastic intensity** at any time.

The Poisson case

- Assume the Φ_i are Poisson processes of intensities λ_i .
- We take $\lambda_1 > \lambda_2 > \dots$ as the popularities.
- The total request process is also Poisson of intensity $\sum_i \lambda_i$.
- In that case, the optimal policy is:

$$\pi^*(t) \equiv \{1, \dots, C\}$$

since $\lambda_i(t) \equiv \lambda_i$ and these are decreasing.

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Conclusion: under Poisson arrivals, statically keeping the most popular objects is optimal (as in IRM).

The Renewal case

- If now the Φ_i are renewal processes of (decreasing) intensities λ_i .
- The total request process is no longer renewal, but its intensity is again $\sum_i \lambda_i$.
- Since $\lambda_i(t) = \eta_i(t - \tau_i^-(t))$, the optimal policy is:
 - Keep track of the **current hazard rate** of each content i .
 - Choose to keep in $\pi^*(t)$ the C highest.

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 - Choose to keep in $\pi^*(t)$ the C highest.

Conclusion: under renewal arrivals, the optimal policy only depends on the current hazard rates since the last request.

An interesting observation

Decreasing hazard rates

- If hazard rates are **decreasing**, caching makes sense! After an arrival it becomes more likely to get another request.
- After some time, we will evict the content to make room for more recent ones (as in LRU).

An interesting observation

Decreasing hazard rates

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Increasing hazard rates

- If instead hazard rates are **increasing**, then when a request arrives, the item becomes less likely to be requested again!
- It may be better to remove it and make room for other ones (i.e. LRU makes no sense!).
- If we haven't seen it for a while, we may have to fetch it **anticipating** an upcoming request!

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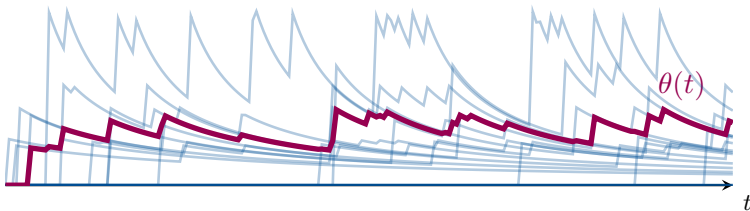
Understanding the optimal policy

The threshold process

We can rewrite this optimal policy as a **threshold** policy:

$$i \in \pi^*(t) \Leftrightarrow \lambda_i(t) \geq \theta(t) := \text{the } C \text{ largest stochastic intensity}$$

Example: Pareto requests, Zipf popularities, $N = 20$, $C = 4$.

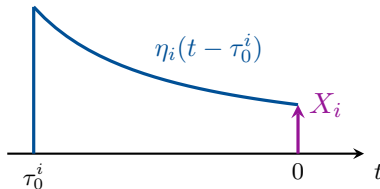


¿What is the large scale behavior of $\theta(t)$ in steady state?

The threshold value in steady state

At time $t = 0$, we have a sample $\{X_1, \dots, X_N\}$ of independent, but **not identically distributed** random variables, with distribution:

$$X_i \sim \eta_i(-\tau_0^i), \quad -\tau_0 \sim \hat{F}_i(t)$$

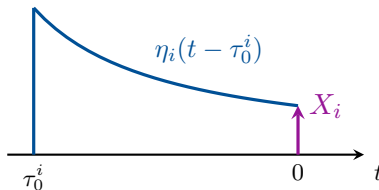


The threshold $\theta(0)$ is the C -th **order statistic** (in decreasing order) of the sample.

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Problem: non *iid* \rightarrow no closed form \rightarrow Can we say something about the large scale limit?

A useful Theorem

Let $\{X_i\}$ be a sequence of independent random variables with distributions G_i . Define:

$$\hat{G}_N(x) = \frac{1}{N} \sum_{i=1}^N \mathbf{1}_{\{X_i \leq x\}}$$

the empirical distribution, and let:

$$\bar{G}_N(x) = \frac{1}{N} \sum_{i=1}^N G_i(x)$$

Theorem (Shorack)

If the family $\{G_i\}$ is tight, then:

$$\|\hat{G}_N - \bar{G}_N\|_{\infty} \rightarrow 0 \quad \text{almost surely as } N \rightarrow \infty.$$

A little more structure

Assume now that the request processes come from a common scale family, i.e. their inter-arrival distributions satisfy:

$$F_0^{(i)}(t) = F_0(\lambda_i t)$$

where F_0 has mean 1, so F_i has mean $1/\lambda_i$.

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In this case:

- The distribution of $-\tau_0^i$ is $F^{(i)}(t) = F(\lambda_i t)$.
- The hazard-rate is $\eta_i(t) = \lambda_i \eta_0(t/\lambda_i)$.
- The random variable $X_i \sim G_i(x) := G_0(x/\lambda_i)$

where $G_0(x) = P(\eta_0(-\tau_0) \leq x)$ is the observed hazard rate distribution for the base process.

Consider now the popularities $\lambda_1 > \dots > \lambda_N$ and define their empirical measure:

$$\phi_N(\lambda) = \frac{1}{N} \sum_{i=1}^N \mathbf{1}_{\{\lambda_i \leq \lambda\}}$$

The distribution of popularities

Consider now the popularities $\lambda_1 > \dots > \lambda_N$ and define their empirical measure:

$$\phi_N(\lambda) = \frac{1}{N} \sum_{i=1}^N \mathbf{1}_{\{\lambda_i \leq \lambda\}}$$

Assumption:

$$\phi_N(\lambda) \rightarrow \phi(\lambda) \quad \text{as } N \rightarrow \infty \text{ (weakly)}$$

where $\phi(\lambda)$ is a probability distribution.

Example: Zipf popularities

- A common model for popularities is the **Zipf** distribution, where $\lambda_i \propto \frac{1}{i^\beta}$.

- In our framework, take:

$$\lambda_i = \left(\frac{N}{i}\right)^\beta$$

- Then we can show that:

$$\phi_N(\lambda) \rightarrow \phi(\lambda) = \left[1 - \lambda^{-1/\beta}\right] \mathbf{1}_{\{\lambda \geq 1\}}$$

Remark: note that $\sum_i \lambda_i$ diverges, so the system is scaling up...

Theorem (Carrasco,F',Paganini)

Consider a caching system fed by N independent and stationary renewal processes, with intensities $\{\lambda_i\}$, and inter-arrival distributions $F_i(t) = F_0(\lambda_i t)$. Let X_1, \dots, X_N denote the observed hazard-rates at time 0. Then, under the preceding assumption, the empirical distribution:

$$\hat{G}_N(x) = \frac{1}{N} \sum_{i=1}^N \mathbf{1}_{\{X_i \leq x\}} \rightarrow_N G_\infty(x) = \int_0^\infty G_0\left(\frac{x}{\lambda}\right) \phi(d\lambda)$$

- By Shorack's result:

$$\hat{G}_N(x) = \frac{1}{N} \sum_{i=1}^N \mathbf{1}_{\{X_i \leq x\}} \approx \bar{G}_N := \frac{1}{N} \sum_{i=1}^M G_i(x)$$

- Note that:

$$\frac{1}{N} \sum_{i=1}^N G_i(x) = \sum_{i=1}^N G_0\left(\frac{x}{\lambda_i}\right) \frac{1}{N} = \int_0^\infty G_0\left(\frac{x}{\lambda}\right) \phi_N(d\lambda)$$

- Use the assumption to show that:

$$\int_0^\infty G_0\left(\frac{x}{\lambda}\right) \phi_N(d\lambda) \rightarrow_M \int_0^\infty G_0\left(\frac{x}{\lambda}\right) \phi(d\lambda) = G_\infty(x).$$

A law of large numbers for the threshold

Assume further that the cache has capacity $C = cN$ with $0 < c < 1$ is the fraction of the catalog that can be stored. Then, the optimal policy threshold $\theta_N^*(0)$ is the random variable:

$$\theta_N^* : \sum_{i=1}^N \mathbf{1}_{\{X_i \leq \theta_N^*\}} = (1 - c)N$$

or equivalently θ_N^* is such that $\hat{G}_N(\theta_N^*) = 1 - c$.

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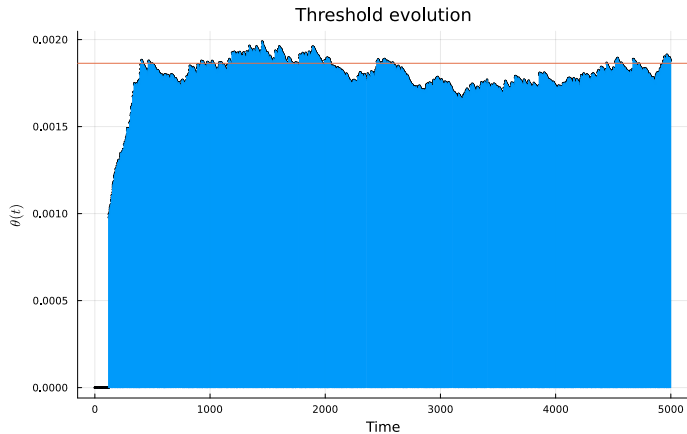
Corollary

If the cache size scales linearly with the catalog as $C_N = cN$, then:

$$\theta_N^* \rightarrow \theta^* : G_\infty(\theta^*) = 1 - c$$

So the optimal policy becomes a **fixed** threshold policy.

Simulation example



$N = 1000, C = 100$. Pareto $\alpha = 2$ requests, Zipf $\beta = 0.5$ popularities.

Moreover, we can calculate the asymptotic performance:

Theorem

Under all the above assumptions, the asymptotic **miss rate** verifies:

$$\lambda_{\text{miss},N} \rightarrow_N \int_0^\infty \lambda \tilde{G}_0 \left(\frac{\theta^*}{\lambda} \right) \phi(d\lambda) = E \left[\Lambda \tilde{G}_0 \left(\frac{\theta^*}{\Lambda} \right) \right]$$

where $\Lambda \sim \phi$, and \tilde{G}_0 is the distribution of the hazard-rate prior to an arrival:

$$\tilde{G}_0(x) = \int_0^\infty \mathbf{1}_{\{\eta_0(t) \leq x\}} F_0(dt).$$

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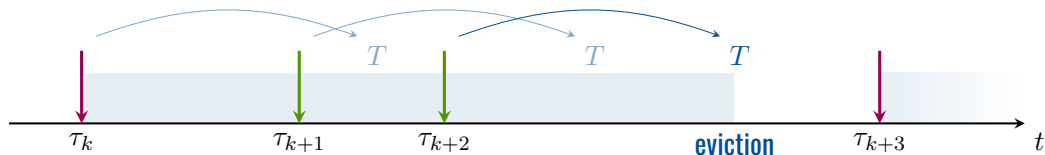
Connection with timer-based policies

Conclusions

Populating a cache: timer based policies

Timer based (TTL) policies:

- Upon request arrival for item i , check for presence.
- If new, store item and start a **timer** T_i to evict.
- If present, reset timer to T_i .
- Keep timers T_i such that **average** cache occupation is C .



Choosing the optimal timers

Requests come from independent sources with intensities λ_i and inter-arrival distribution F_i :

Problem (Optimal TTL policy)

Choose timers $T_i \geq 0$ such that:

$$\max_{T_i \geq 0} \sum_i \lambda_i F_i(T_i)$$

subject to:

$$\sum_i \hat{F}_i(T_i) \leq C$$

Remark: non-convex non-linear program. But it can be solved by a change of variables!!! [Ferragut et al. 2018].

Theorem

For the following cases, the optimal timers are:

- **Increasing hazard rate:** keep the most popular objects ($T_i = \infty$ or 0).
- **Decreasing hazard rate:**

$$\eta_i(T_i^*) \geq \theta^*$$

for every stored content.

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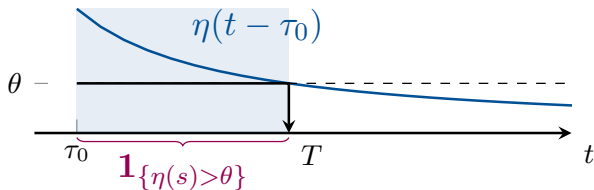
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In the scaling regime considered earlier, for renewal processes with DHR, the optimal TTL policy is also asymptotically optimal within the class of causal policies.

Idea: prove that the thresholds are the same in the limit.

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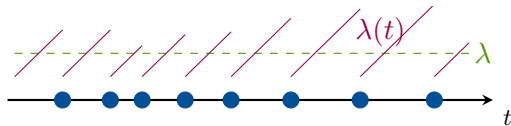
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But what about **increasing hazard rates**?

Back to increasing hazard rates...

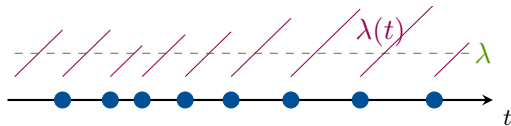
- Recall the increasing hazard rate behavior:



- Once you have seen a request, it's less likely to see another one for a while.

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What is the timer based equivalent of this case?

Timer based pre-fetching policies

Key insight

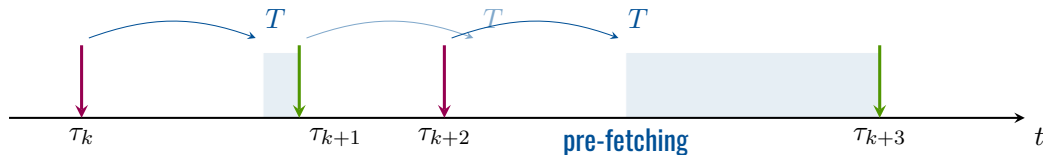
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Timer based pre-fetching policies

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Timer based pre-fetching policy:



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Requests come from independent sources with intensities λ_i and inter-arrival distribution F_i :

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subject to:

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subject to:

$$\sum_i \hat{F}_i(T_i) \geq N - C$$

Remark: we can use the same change of variables again!

Pre-fetching for increasing hazard rates

Optimal pre-fetching policy, IHR, [F',Carrasco, Paganini].

The optimal timer based pre-fetching policy for IHR is such that:

$$\eta_i(T_i^*) \geq \theta^*$$

for every stored content.

Remark: Again we have to equalize hazard-rates. The policy is a threshold policy.

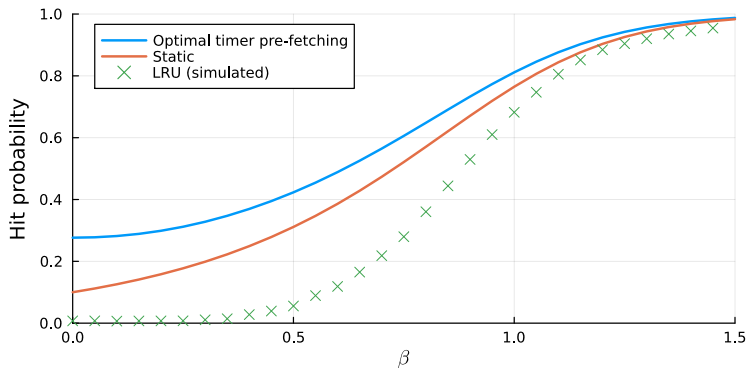
Theorem (F', Carrasco, Paganini)

In the scaling regime considered earlier, for renewal processes with IHR, the **timer based pre-fetching policy** is also asymptotically optimal within the class of causal policies.

Idea: as before, prove that the thresholds are the same in the limit.

An example

Erlang ($k = 5$) interarrival times, Zipf popularities, varying β ...



The caching problem

Point processes and stochastic intensity

The optimal caching policy

Main result

Connection with timer-based policies

Conclusions

- The main result characterizes the optimal policy completely in the large-scale scenario, as a fixed threshold policy.
- This enables to prove that **TTL caching** is asymptotically optimal for DHR inter-arrival times
- The new **timer based pre-fetching** policy is also asymptotically optimal in the IHR case.
- Classical caching is not well-suited to regular traffic.
- There is much more to do!

Merci beaucoup!

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