# **HTTP Cache Optimizations**

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## Cache MISS



\*Request can NOT be served from cache

\*\*Request/Response can be cached



## Tunneling



## **Tunneling with Read While Write**





### Flow Control

- HttpTunnel Flow Control
  - proxy-config-http-flow-control-high-water
  - proxy-config-http-flow-control-low-water
- **IOBuffer Flow Control** 
  - proxy-config-http-default-buffer-water-mark

Both the scenarios throttle to prevent additional external data when the buffer space in use exceeds the water mark

### Flow Control

## Slow Client



### **Slow Client throttles Origin Server**



## **Slow Client throttling Cache**



## Slow Client eventually throttling RWW clients







### Slow Client behavior in a cache hierarchy



11%	1 25 GB	<sup>⊟</sup> ⊒ 8.2 kB↓	9.2 kB↑	🕒 10/24, 12:18 PM	នៃ zsh	□ ~
$ imes$ traffic_server (zsh)						
vmamidi@vijays-MacBo	ook-Pro ~ %					
∨mamidi@vijays-MacBo	ook-Pro ~ %					
∨mamidi@vijays-MacBo	ook-Pro ~ % 🛛					

#### Demo

× Slow Client (zsh)	Ξ
vmamidi@vijays-MacBook-Pro ~ % [	
× Fast Client - 1 (zsh)	Ξ
vmamidi@vijays-MacBook-Pro ~ % [	

 $imes\,$  Fast Client-2 (zsh) vmamidi@vijays-MacBook-Pro ~ % [] 

# Flow Control Tuning

- **Disable Flow Control** 
  - proxy-config-http-flow-control-enabled
- **Tune Http Tunnel Flow Control** 
  - proxy-config-http-flow-control-high-water
  - proxy-config-http-flow-control-low-water
- Tune IOBuffer Flow Control
  - proxy-config-http-default-buffer-water-mark

How to figure out the right values for water-mark?

### **Proposed Solution**





## **Proposed Solution**







# Proposed Solution

- Advantages ightarrow
  - Flow control only depends on cache speed
  - Updating cache doesn't depend on client speed  $\bullet$
  - Reduces latency of objects that are reading while object is written to cache
- Disadvantages  $\bullet$ 
  - Doubles the size of buffer for the request that updates cache
  - May increase the latency of the request that is updating the cache



#### Serve Stale instead of waiting?

# Popular Objects

- Popular objects can be updated independent of incoming requests
  - Requires a plug-in to initiate pre-warming of the popular objects
  - Requires an algorithm to find the popular objects



## Popular Objects

- Cache refresh causes cache reads to wait until the headers are updated
- This introduces latency for the requests for the object at the time of updation How about atomically updating cache?

#### Discussion

- How do we find other scenarios
  - Increase Debug performance such tha overhead
  - SystemTap

#### Increase Debug performance such that it can be enabled with less performance