

## cutting the electric bill for internet-scale systems

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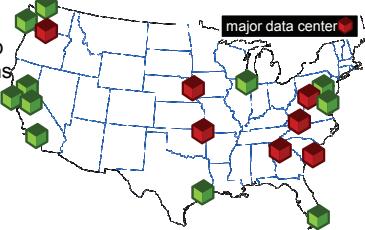


Éole @ flickr

## context: massive systems

### Google:

- estimated map
- tens of locations in the US
- >0.5M servers



### others

- thousands of servers / multiple locations
- Amazon, Yahoo!, Microsoft, Akamai
- Bank of America (~50 locations), Reuters

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## electricity expenses

### millions spent annually on electricity

- Google ~ 500k custom servers ~ \$40 million/year
- Akamai ~ 40k off-the-rack servers ~ \$10 million/year

### electricity costs are growing

- systems are rapidly increasing in size
- outpacing energy efficiency gains

### relative cost of electricity is rising

- 3-year server total cost of ownership by 2012:
  - electricity ≈ 2 × hardware
  - bandwidth prices are falling

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## what is being done

### reduce number of kWh

- energy efficient hardware
- virtualization and consolidation
- power off servers when possible
- cooling (air economizers instead of chillers, etc.)
- dc power distribution, etc.

### reduce cost per kWh

- build data-centers where average price is low

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## our proposal

### exploit electricity market dynamics

- geographically uncorrelated price volatility
- monitor real-time market prices and adapt request routing

### skew load across clusters based on prices

- leverage service replication and spare capacity

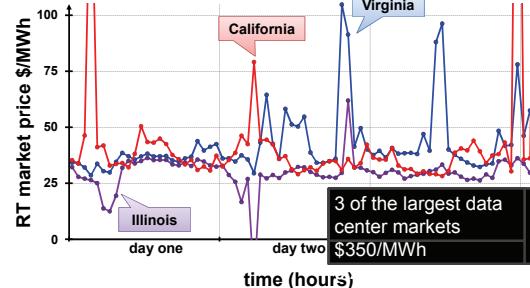
### adapting to real-time prices is a new idea...

- complementary to energy efficiency work

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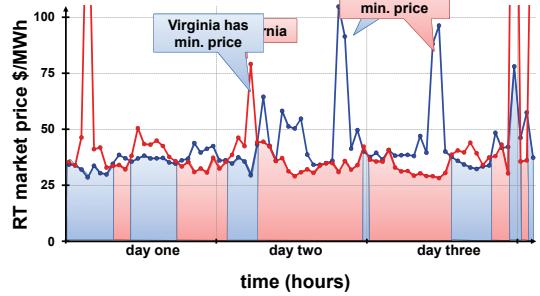
## exploiting price volatility



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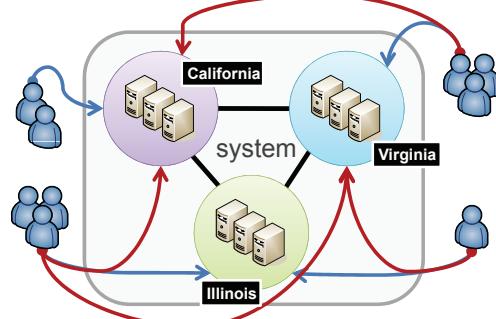
## exploiting price volatility



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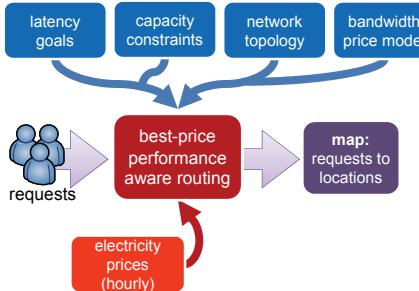
## system model (status quo)



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## request routing framework



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## will our proposal work?

### will our proposal work?

**does electricity usage depend on server load?**

- how much can we reduce a location's electricity consumption by routing clients away from it?

### will our proposal work?

**does electricity usage depend on server load?**

**latency concerns**

- how far away from a client is the cheap energy?

## will our proposal work?

- does electricity usage depend on server load?
- latency concerns
- bandwidth costs could rise**
- ↳ cheaper electricity ~ more expensive bandwidth?

## will our proposal work?

- does electricity usage depend on server load?
- latency concerns
- bandwidth costs could rise**
- is there enough spare capacity?**

## how much can we save by exploiting price volatility?

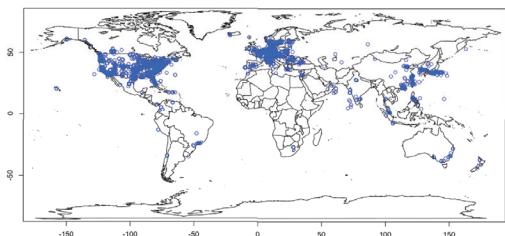
- today: large companies more than \$1M/year
- with better technology: more than \$10M/year
- better than placing all servers in cheapest market

## Traffic Statistics

- 30,000+ domains
- 1.1 Tbps daily peak traffic
- 6,419 terabytes / day
- 274 billion hits / day
- 274 million unique client IP addresses / day
- in 2009 expect to deliver more bits than in 1998-2008 combined

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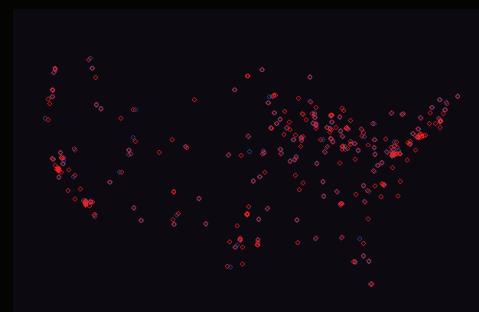
## Network Deployment



40000+ Servers    1450+ POPs    950+ Networks    67+ Countries

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## Deployment in U.S.



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## Assigning Clients to Servers

**"High level"**: Map client to a cluster based on client's nameserver's IP address.  
**Algorithm:** stable marriage with multi-dimensional hierarchical capacity constraints.

**"Low level"**: Assign client to specific server or servers within cluster based on content requested. **Algorithm:** consistent hashing.

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## Embedded Image Delivery (e.g., Amazon)

Embedded URLs are Converted to ARLs

```
<html>
<head>
<title>Welcome to xyz.com!</title>
</head>
<body>
  ak
  
  
  <h1>Welcome to our Web site!</h1>
  <a href="page2.html">Click here to enter</a>
</body>
</html>
```

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## Akamai DNS Resolution



## Mapping

Maps IP address of client's name server and type of content being requested to an Akamai cluster.

Note: Doesn't depend on content provider (although indicated by ak.xyz.com).

Special cases: Akamai Accelerated Network Partners (AANPs)

General case: "Core Point" analysis

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## generality of results

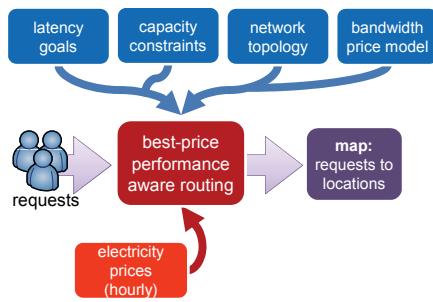
### Akamai-specific inputs

- client workload
- geographic server distribution (25 cities / non-uniform)
- capacity & bandwidth constraints

### results should apply to other systems

- realistic client workload
- 2000 content providers
- hundreds of billions of requests per day
- realistic server distribution
- better than speculating...

## request routing evaluation



## request routing scheme

### performance-aware price optimizer

- map client -> set of locations that meets latency goals
- rank locations based on electricity prices
- remove locations nearing capacity from set
- pick top-ranked location

### assumptions

- complete replication
- hourly route updates preserve stability
- uniform bandwidth prices (we will relax this later...)

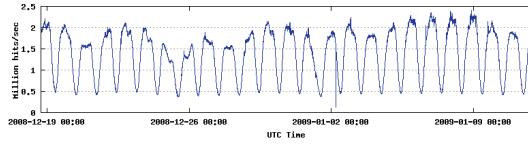
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## Akamai workload

### measured traffic on Akamai's CDN

- large subset of Akamai's servers (~20K) in 25 cities
- collected over 24 days (Dec 2008 – Jan 2009)
- 5-min samples
- number of hits and bytes transferred
- track how Akamai routed clients to clusters
- group clients by origin state
- also derived a synthetic workload



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## electricity prices

### extensive survey of US electricity markets

- regional wholesale markets (both futures and spot)
- nature and causes of price volatility (see paper...)

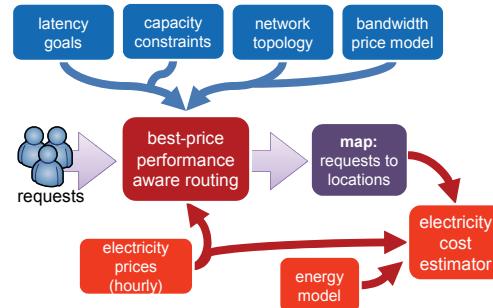
### data collection

- 39 months worth of historical hourly prices
  - January 2006 through March 2009
- 6 different regional wholesale markets
- 30 locations

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## request routing evaluation



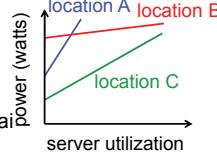
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## location energy model

### linear model (roughly)

- server utilization -> watts
- scaling: number of servers
- based on a Google study
- power measurements at Akamai



### important parameters

$$(a) \frac{\text{idle server power}}{\text{peak server power}} \quad (b) \text{PUE} = \frac{\text{power entire data center}}{\text{power used by IT equip.}}$$

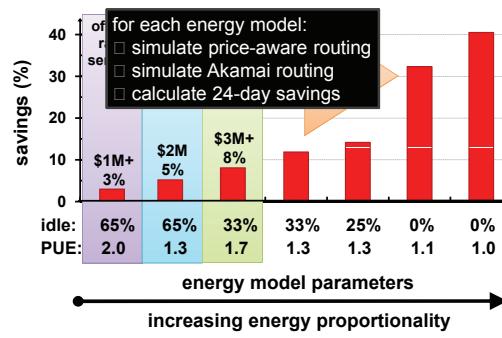
### critical: how proportional is power to load?

- server power management? are idle servers turned off?
- the 'energy elasticity' of the system

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## importance of elasticity



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## bandwidth costs

### are we increasing bandwidth costs?

- problematic: bandwidth prices are proprietary

### uniform bandwidth price model

- fixed cost per bit regardless of time and place

### 95/5 bandwidth pricing model

- prices set per network port
- network traffic is divided into 5-minute windows
- 95<sup>th</sup> percentile of traffic is used for billing

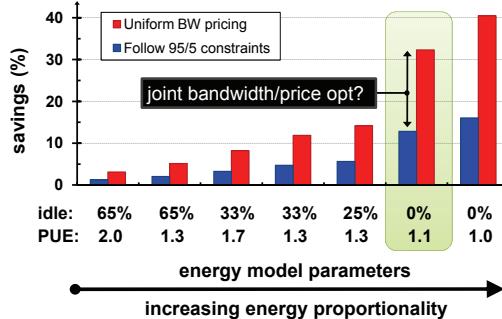
### approach: 95<sup>th</sup> percentiles from Akamai data

- constrain routing so that 95<sup>th</sup> percentiles are unchanged
- Akamai's routing factors in bandwidth prices...

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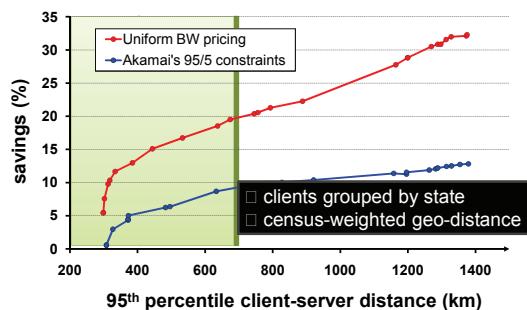
## bandwidth constraints



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## latency constraints



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## limitations

Akamai doesn't use geographic distance as a primary metric in assigning clients to servers

Akamai's power consumption is typically not metered

## practical implications

### who can use this approach?

- servers in multiple locations
- some energy proportionality

### complications

- electric billing based on peak power
- we need prices w/ time-varying uncorrelated volatility
- e.g., wholesale market prices in the US

current energy sector trends are favorable

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## conclusion

### significant value in price volatility

- large systems today: save more \$1M/year
- increased energy elasticity: more than \$10M/year

### required mechanism already mostly in place

- minimal incremental changes required
- integrate real-time market information

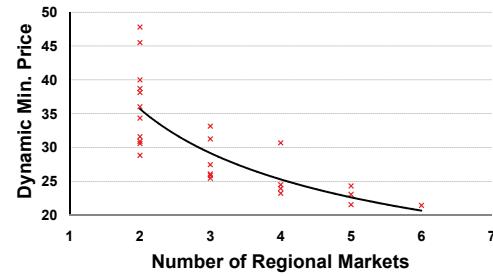
### extensions

- other cost functions (carbon, NO<sub>x</sub>)
- other inputs (weather)
- active market participation (demand response, etc.)

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## market diversity



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