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ABSTRACT

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Keywords- About 3 or more key words or phrases in alphabetical order, separated by commas

I. INTRODUCTION

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II. METHODOLOGY

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III. PRIOR APPROACH

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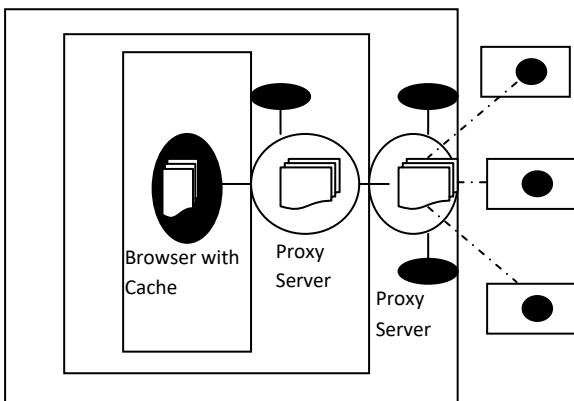


Figure 1: Existing Mechanisms for your paper

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3.1 Mechanism

These are protected from complexity and from potential abuse or misuse of the system. However this approach does tend to offer "vanilla" caching for all clients and their resources, i.e., browsers use the same cache path (the path from client to object) for all resources and the same consistency protocol is provided for every resource [9].

Secondly, HTTP only supports polling-based validation and does not allow resource-driven invalidation of caches using callback mechanisms. That is, to ensure that a cache is consistent the cache holder must poll the resource server. This is especially inefficient in the case where consistency is important, and updates are infrequent but cannot be predicted. For example, consider a service offering up-to-date, but infrequently changing, commodity prices which clients require to be correct. Caching may be beneficial to avoid communication overheads when frequent reads are occurring. However, this requires either frequent validation or on demand validation - both can generate considerable, often unnecessary, network traffic and the latter reduces much of the latency gains offered by caching. The viable alternative in such circumstances is resource-driven invalidation where the server invokes a callback on the cache to inform it whenever an update has occurred [7][8]. Although this solution involves the server maintaining knowledge of its caches there will be applications which are willing to accept these memory costs in preference to the communication costs of polling-based invalidation.

The deficiencies described above show that the current caching mechanisms will not be sufficient for all applications. Instead application-specific consistency protocols are required. Clients of applications require flexibility in how they interact with an underlying caching system in order that they can optimize performance with regard to individual resources. Support for a wider variety of protocols could be provided by extending HTTP horizontally, e.g., by adding resource-driven invalidation of caches to the protocol but, as we have argued previously, improved functionality can better be introduced through the use of object-oriented technology. In the next three sections we shall describe first an overview of the WWW Object technology and

then our implementation of open caching within the WWW Object project.

IV. OUR APPROACH

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As part of the World Wide Web Objects library, we have developed a Cacheable class. The class offers a small set of primitive caching operations which may be performed upon a Cacheable object, i.e., any object derived from the Cacheable class. These operations, in conjunction with appropriate concurrency-control, constitute the basic building blocks used by a client to explicitly specify whichever caching protocol is required. Invoking the basic operations in different sequences provides different protocols. One of these basic operations enables the proxies of Cacheable objects to obtain the state of their remote object. Client operations performed upon the proxy may then occur locally, i.e., the proxy can act as a cache. Another

operation enables the proxy to write back the state to the object.

Table 1: Units for Magnetic Properties

Symbol	Quantity	Conversion from Gaussian and CGS EMU to SI ^a
Φ	magnetic flux	$1 \text{ Mx} \rightarrow 10^{-8} \text{ Wb} = 10^{-8} \text{ V}\cdot\text{s}$
B	magnetic flux density, magnetic induction	$1 \text{ G} \rightarrow 10^{-4} \text{ T} = 10^{-4} \text{ Wb/m}^2$
H	magnetic field strength	$1 \text{ Oe} \rightarrow 10^3/(4\pi) \text{ A/m}$
N, D	demagnetizing factor	$1 \rightarrow 1/(4\pi)$

As we know, clients may create, or access, WWW Servers within the network. Clients may also create, or access, proxies within those servers which are bound to an object. Servers may be created to act as cache servers and used by cooperating clients as a shared cache store. As caches may

Factors:

Here we presented a model which shows that clients do not have to be statically bound to a particular proxy server in order to obtain caching. Clients may access a number of different cache stores. Also different cache paths may be set up on an individual object basis for use by individual clients and groups of clients. Different cache protocols may be running on each path offering different consistency guarantees. We believe this flexibility will prove useful for applications where clients wish to retain control over caching of particular resources and where groups of clients share similar requirements.

For example, suppose the broker is a subscriber to a real-time newspaper where different sections of the newspaper are represented by objects updated independently as the news changes. As part of the World Wide Web Objects library. Many of these sections are of little interest to the broker and so he makes no caching decisions, being happy to communicate with the application remotely on the rare occasions when he does require access.

Now let us examine the broker within his social context. Unsurprisingly, the broker shares similar interests to his colleagues and there are therefore benefits to be obtained from utilizing a shared cache within his department. The shared cache server (which could be offered by the application) holds the main news and sports sections of the paper as these are the most popular within the department and the user can set up his individual caches for those pages to be bound to the relevant sections cached there. The fact that many of the broker's colleagues are accessing the same caches means that our broker is more likely to receive cache hits. Similarly the broker could bind other of his caches to other cache servers at disparate geographic locations.

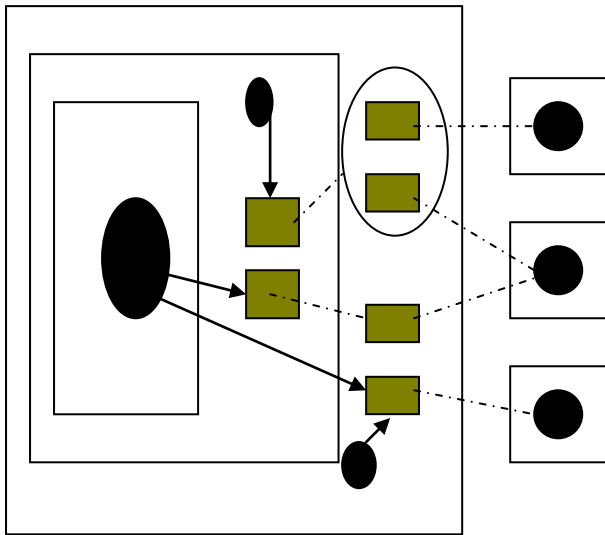


Figure 2: N-level Caching Model
V. CONCLUSION

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