Distributed storage for multimedia

- all university lecture videos
- Objects large: expensive to provide service for all objects all the time
  - services: replication for availability/reliability, placement for performance, long term security, ....

Observation: not all objects are equally important

Proposed Approach:
- Applications annotate temporal object importance
- Storage lowers service for less important object
Managing object persistence

Current approaches:
- require manual reclamation or
- continual addition of new storage

Proposed:
- Annotate temporal object importance
- Storage evicts less important objects to store more important objects

Challenges:
- Annotations - simple, intuitive and implementable
- Storage helps by providing snapshot of current state