

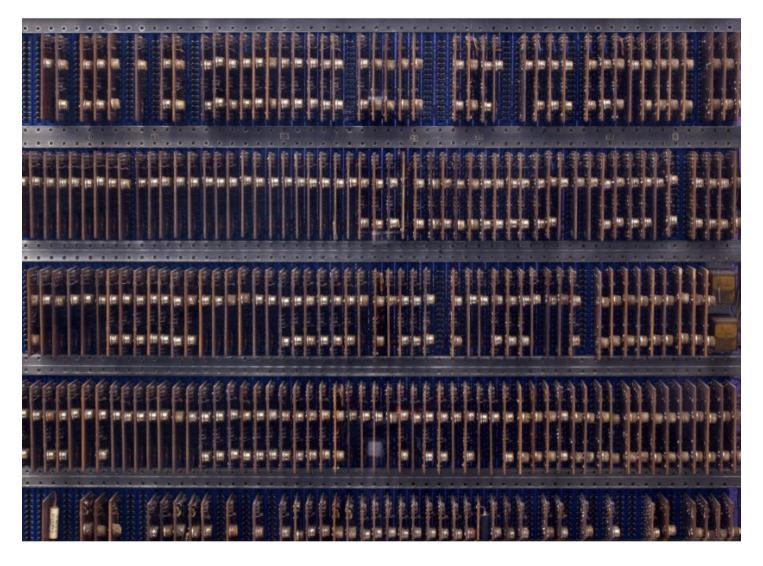
Hidden in the Clouds

Same Title New Talk Titles not my strong suit.

Shevek <shevek@nebula.com>



Cloud Isn't New!



"Little Character", Control Data / Seymour Cray



The Systems Administrator's Story

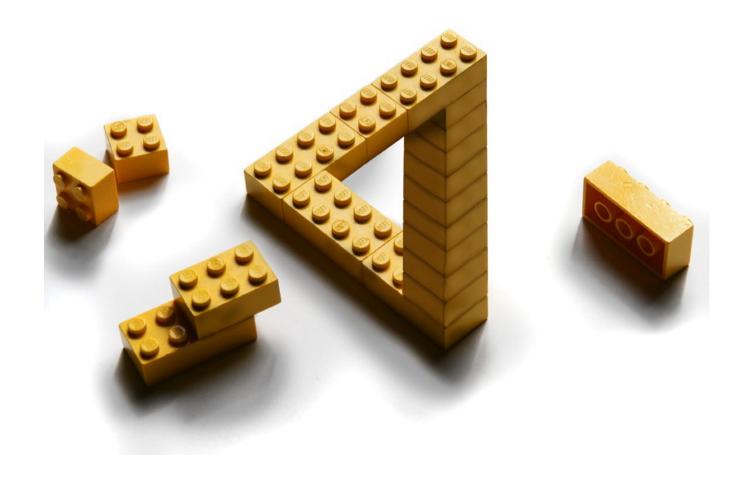
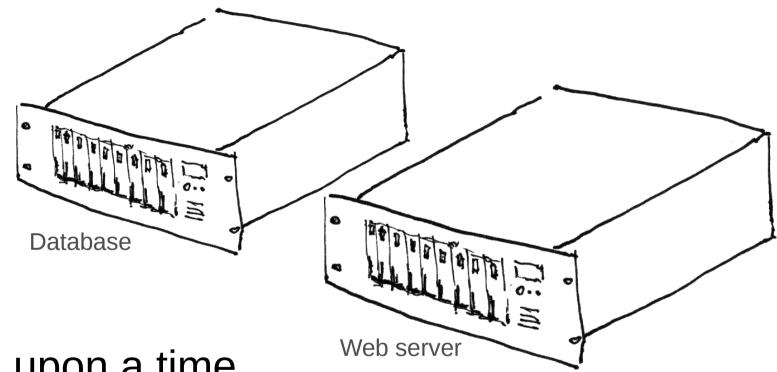


Image © 2012, Erik Johansson



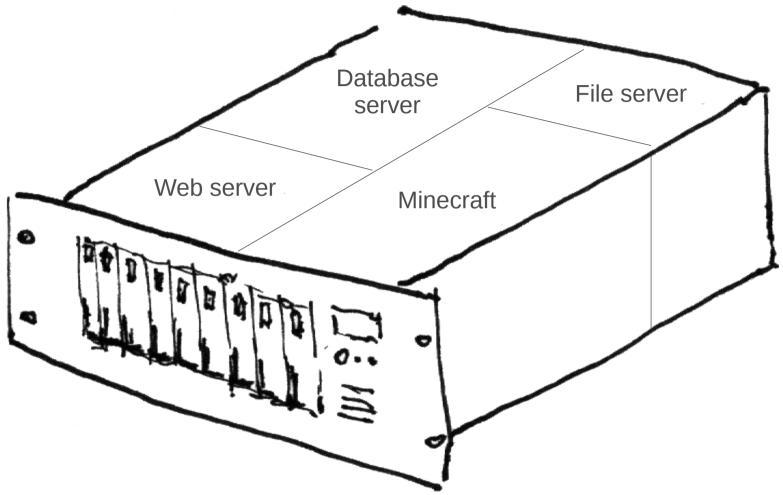
Servers



- Once upon a time, there was hardware...
- Adding a job required buying a server.
- And all management was manual.



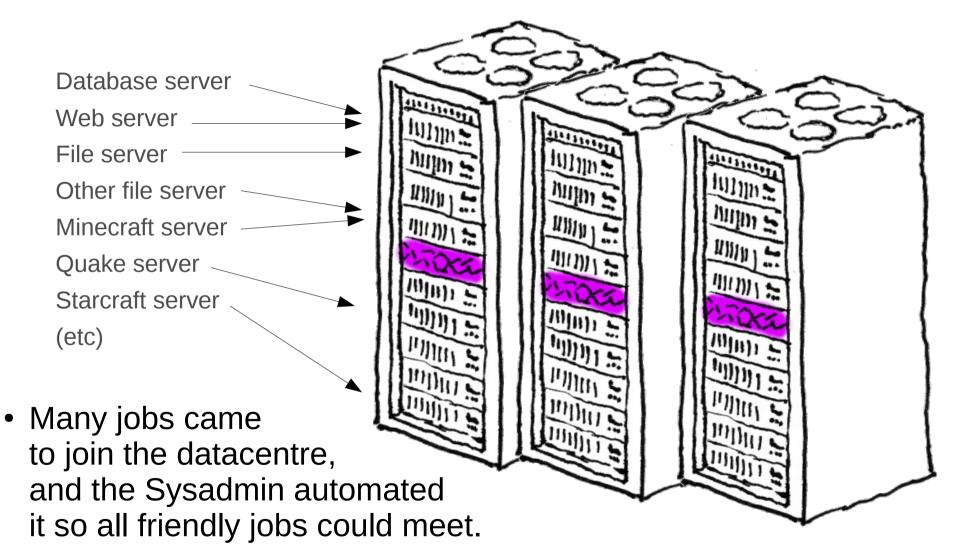
Virtualization



• The King^WSysadmin helped the jobs to make friends, share servers, and Costs were Reduced!.



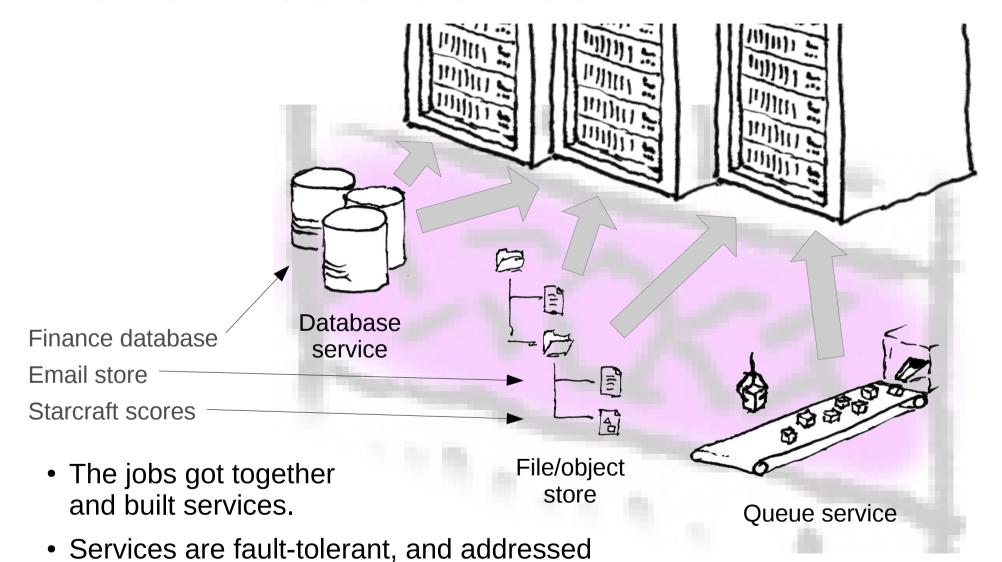
Infrastructure as a Service



• But the jobs were all small, and simple, and not failure-tolerant.



Platform as a Service



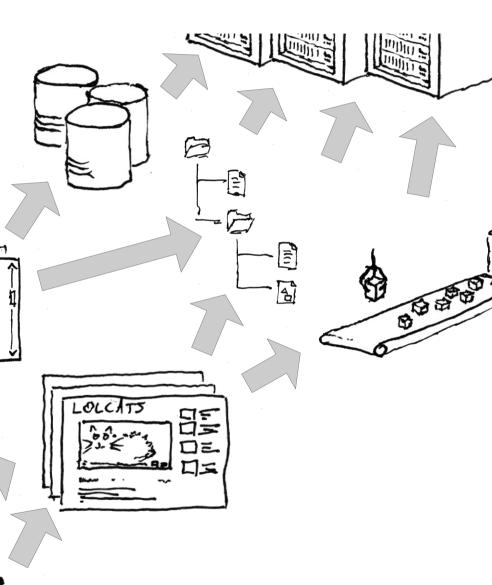
• The control plane hides the mapping to hardware.

via the control plane.



Software as a Service

 And the services were the foundation of user-facing applications.









LOZEM IPSUM



Aggregation and Disaggregation

Virtualization:

- Disaggregation of hardware allows right-sizing.

laaS:

Automation of the control plane.

PaaS:

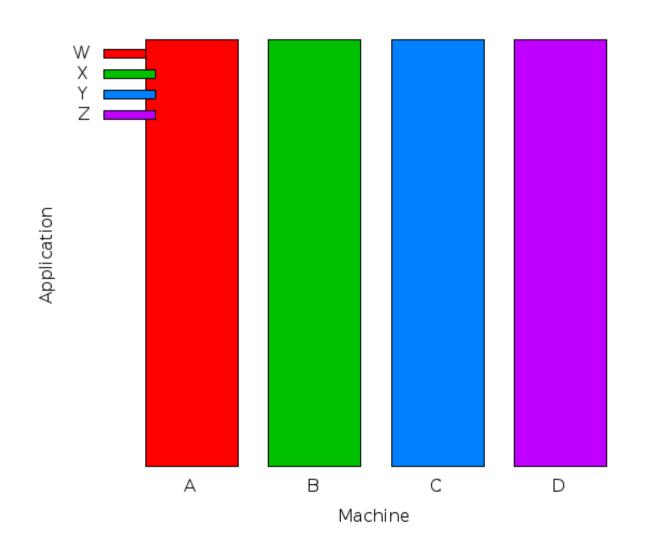
 Aggregation of hardware into a service, such as a database or filesystem.

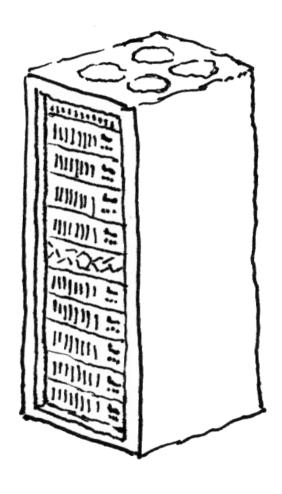
SaaS:

- Disaggregation of a software installation into user-sized units.
- We used to have one per desk.
- Now we have one per cloud, or one per planet.



Benefits of Virtualization

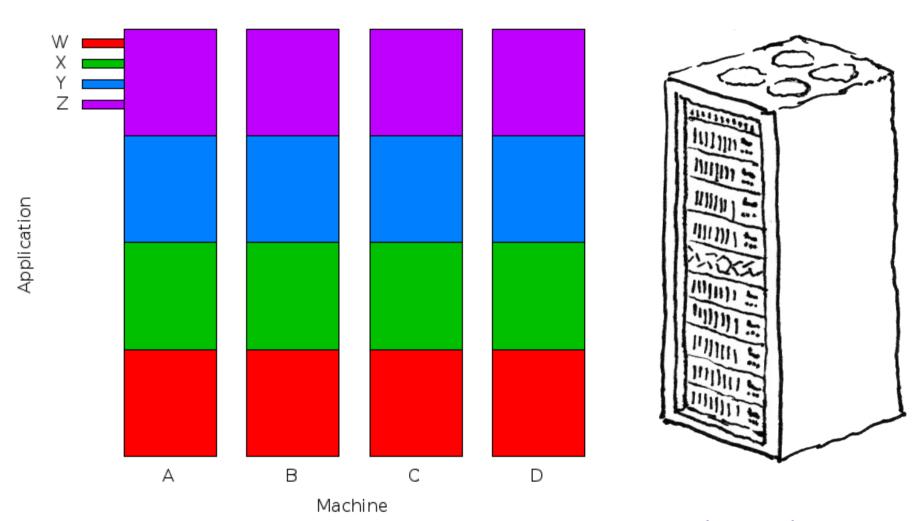




... and a machine fails.



Benefits of Virtualization



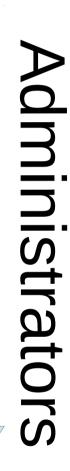
Now we have only two cases!



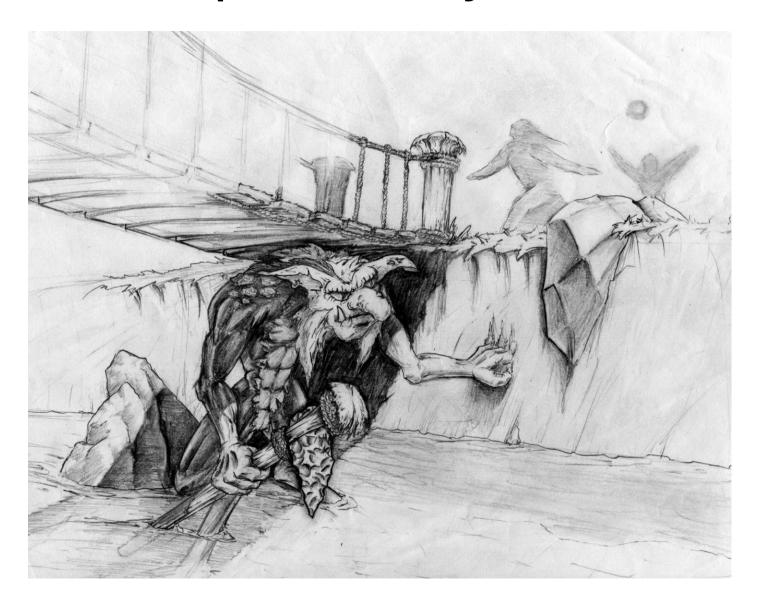
Why did XaaS Change Business?

Developers

- Virtualization and low overheads.
- Standardized and uniform administration.
- Automatic system management.
- Resource tracking and accounting.
- Service definitions.
- Scalability with a linear cost model.
- Easy API and portal access.
- Development resources and tools.
- Lower barrier to entry for end users.



The Developer's Story





Building High Performance Systems

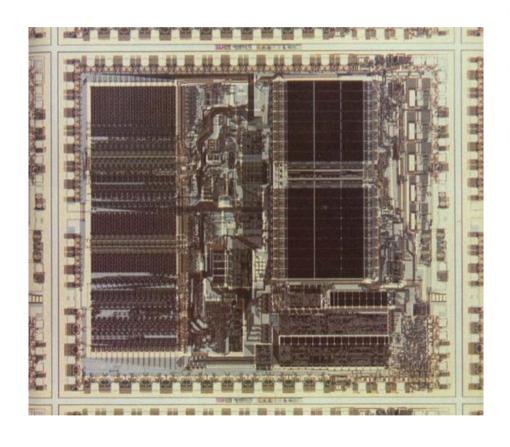
We need to do more work per unit time.

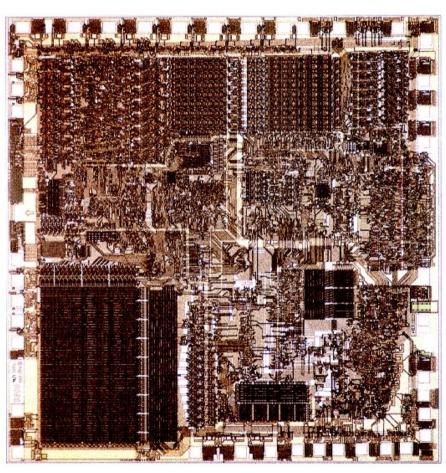
 What if we can't do more basic operations per second on a single CPU?

 Trade-off between number of instructions and complexity of instructions.



Performance: RISC vs CISC





How does this map to the cloud?



MPI vs MapReduce

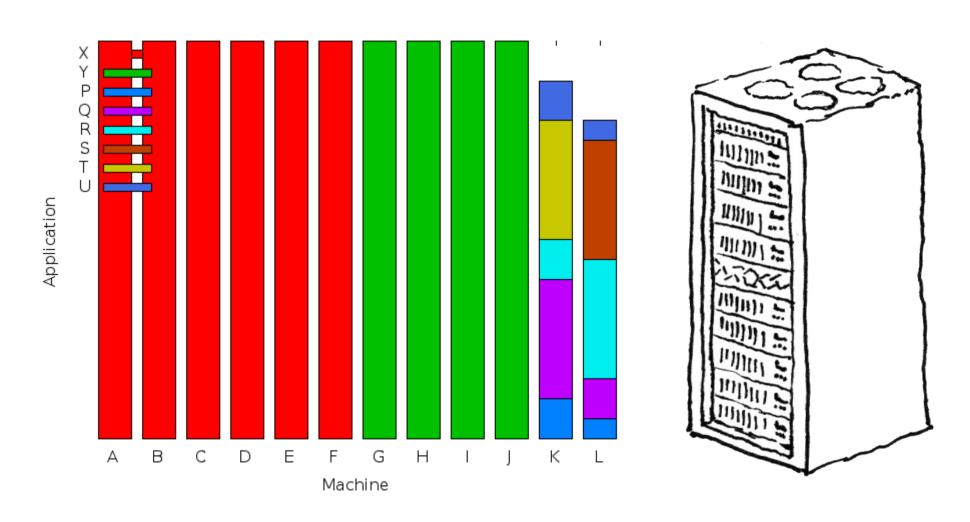
- MPI
 - Small, simple operations
 - No checkpoints

- MapReduce
 - Slow, complex operations
 - Restartable operations
- Both are valid ways to use a cluster.
- Each has its strengths and weaknesses.
- Neither is inherently superior.

So what does our cluster look like?



Production Cluster Usage

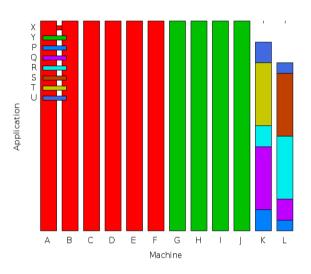


Most of the cluster is combined to run larger jobs.

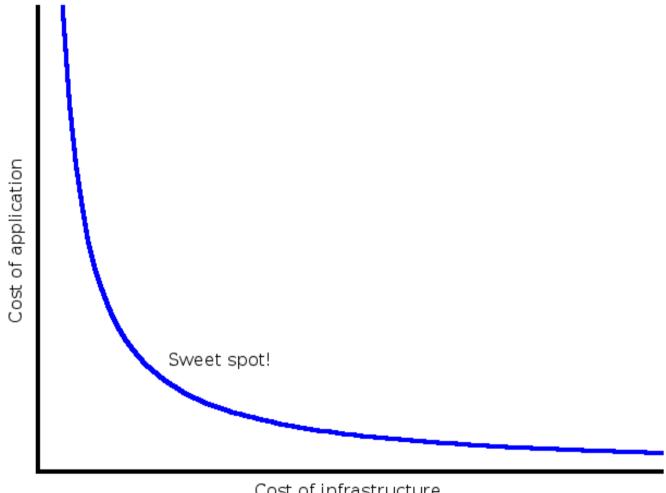


Production Cluster Usage

- Production jobs are larger than one node.
 - We have to subdivide the job.
 - The hardware SKU should match the natural subdivision of the job.
- Virtualization is overhead.



How Cloud Achieves Scale



Cost of infrastructure

So what did we win or lose?



How Cloud Achieves Scale

- This sweet spot has an associated set of programming techniques:
 - Restricted reliability guarantees.
 - Restricted coordination guarantees.
 - Simpler application contracts.
- As a consequence of this, we get scale!
 - Abstraction of hardware → orthogonality of hardware and software.
 - Automation → elasticity (accessibility) for developers.
 - Simplicity of contract → predictability and ease of programming.
 - Restricted coordination guarantees → scale-out.

Things fall apart...



Exposition of Underlying Contract

The cost of hiding failure rapidly exceeds the benefit.

```
Retry... retry... failover... failover... retry... buy another one...
```

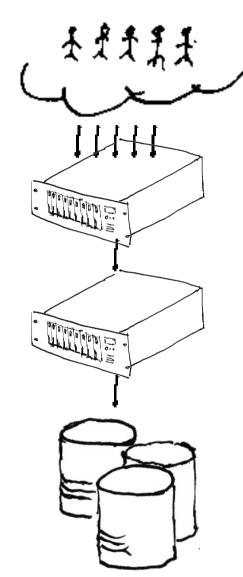
Handle, rather than hide failures.

... handle them in the application layer.

- The resulting robustness of the stack creates a more reliable service overall.
- Consider Netflix vs Oracle...



Web Service: Traditional Model



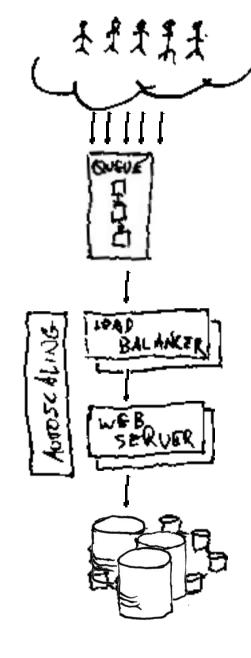
Users

Load balancer

Web server

Database

Web Service: Cloud Model



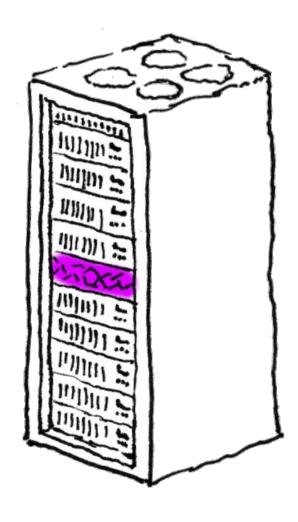
Users

Queue

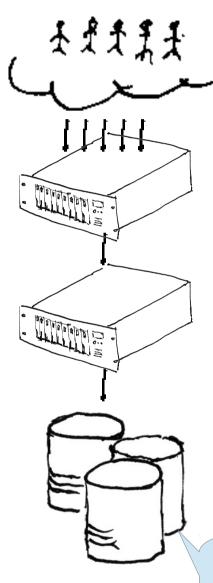
Load balancer

Web server

Storage ring



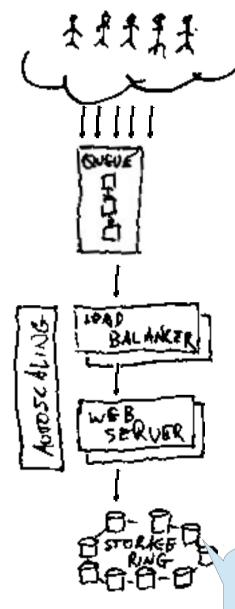
Failure Analysis



- Database crash
 - The database is not failure tolerant.
 - OK, OK, you paid for a failure tolerant database. Ouch!
- Database hiccup
 - The stack is synchronous.
 - Any failure is exposed to user.

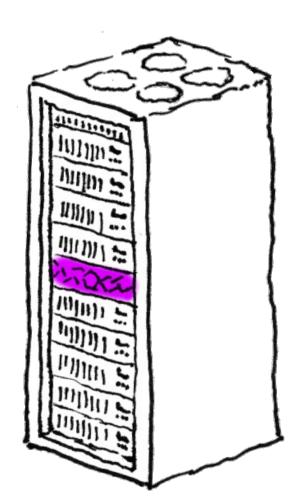
CRASH!!!

Failure Analysis



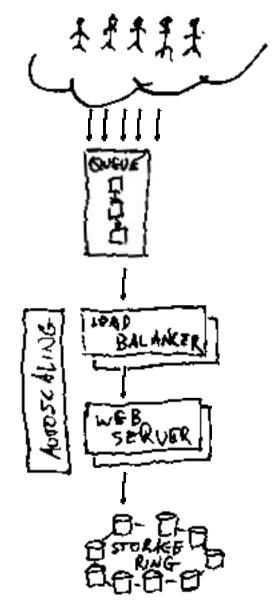
- A node in the storage ring crashed.
 - Who cares?
 - Not the storage ring, nor its clients.
- Storage hiccup.
 - Hiccups are tunable.

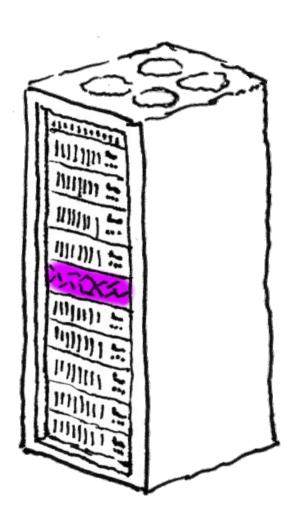






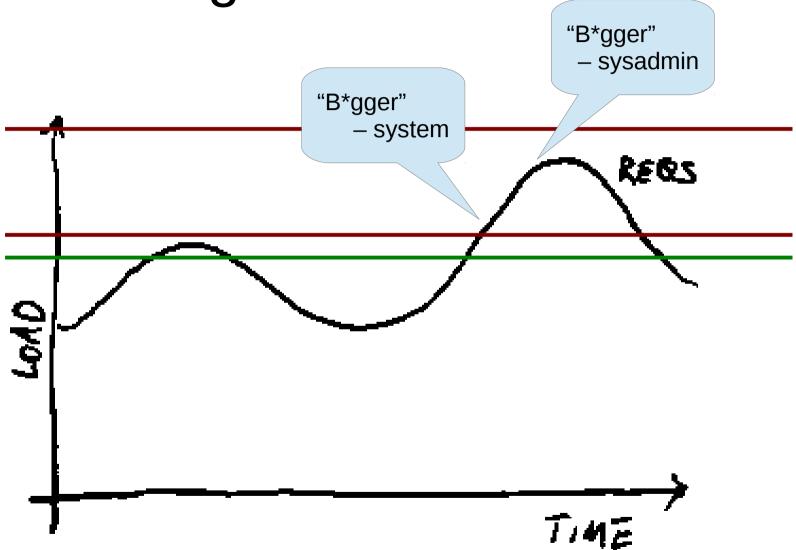
Failure Analysis Questions







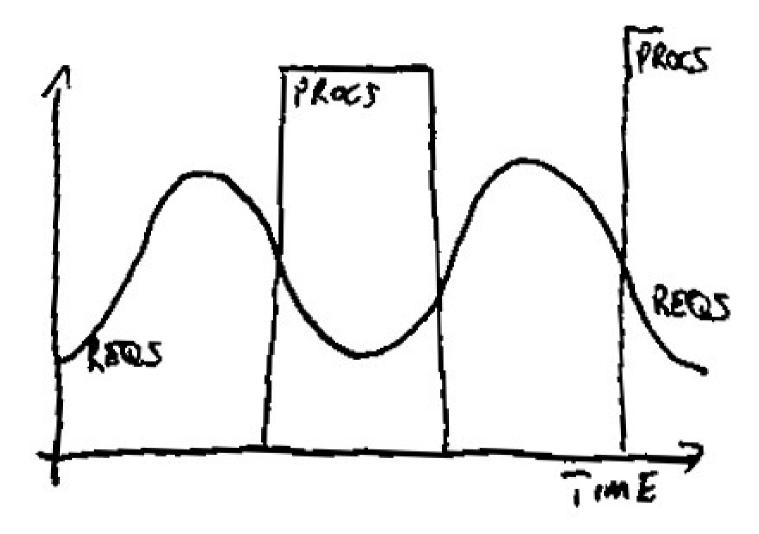
Load Management



We can do better...!



Turning the Knob



Next example.

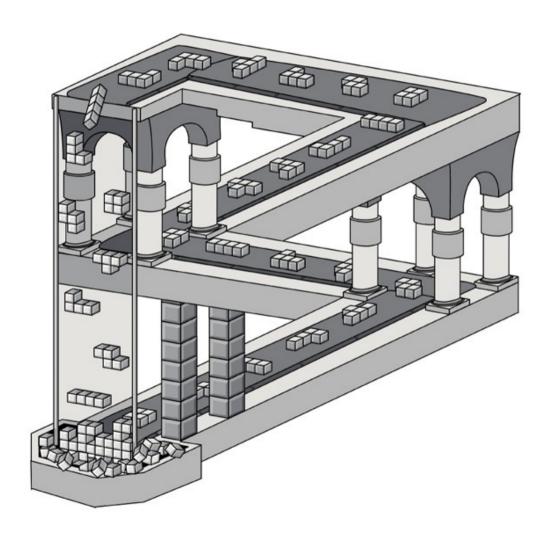


Cloud vs Scale-Up?

- Lazy algorithms with bad access patterns.
 - Many of these are bad in any case.
 - See Mechanical Sympathy.
- Shared-anything vs shared-nothing.
 - Do we need to go as far as shared-nothing?
 - Remote memory / RDMA.
 - MapReduce vs Bloom-Filter feedback.
- The same as NUMA, but more so.
 - Distances are larger.
 - Not many people can really program NUMA.
 - Think Cray again?
- One basket, and watch that basket.
 - Not practical or realistic, at any scale.
 - Ask anyone who has a home server.



How to be Successful in the Cloud



"Would you rather fight 1 horse-sized duck or 100 duck-sized horses?"



Attributes of Cloudy Applications

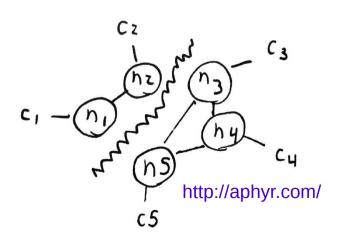
- Of systems:
 - Stateless components
 - Failure tolerance, failover, circuit-breakers
 - Replication
 - Independent, loosely coupled components
- Of processes:
 - Independence of datasets
 - Repeatability

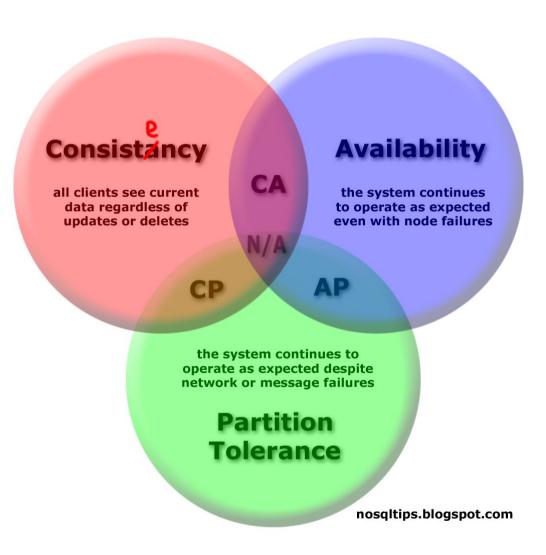


Brewer's CAP Theorem

Any distributed system must either

- fail, or
- give the wrong answer.





Yes, I fixed the tyop in the image.



Architectural Guidelines

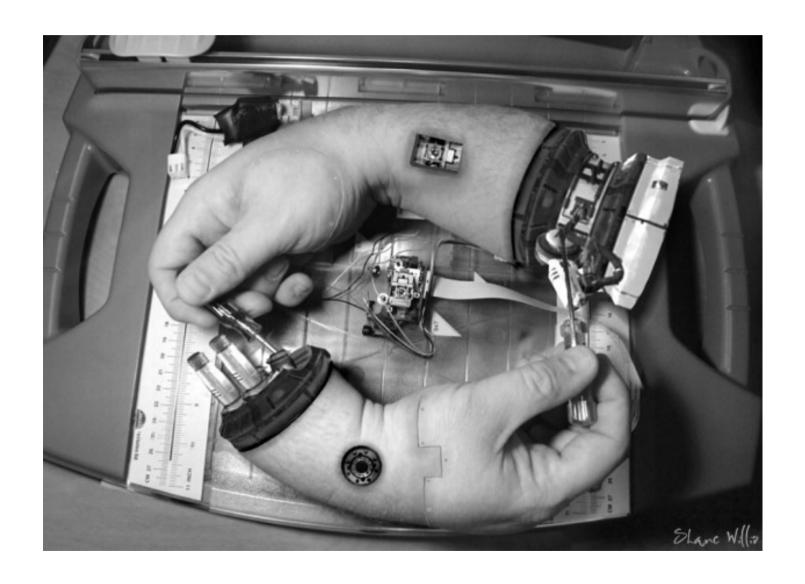
- Separate long term storage.
 - This is the only "reliable" component.
 - All other components should be stateless.
- Subdivide your dataset or workload.
 - The I/O layout will be tightly coupled to your algorithm.
 - Allow for re-execution of a unit.
- Checkpoint computations.
 - Decide how much (of what) you are willing to lose.
- Consider approximation algorithms.
 - You can compute the correct answer even with incorrect intermediates.



Mistaken Requests

- Some common, but (usually) mistaken requests:
 - Transactions.
 - Hot fail-over.
 - Process migration.
 - Strongly consistent ordering or clocks.
 - Cluster-wide truths.

Implementations and Examples





Existing Building Blocks

- Building Blocks
 - Cassandra
 - ZooKeeper
 - MapReduce/Hadoop
 - JGroups
- Tools and Management:
 - Dapper
 - Hystrix
 - Scribe
 - ChaosMonkey
- Counterexamples:
 - MPI, MySQL, Mosix, DRBD



Cassandra (Facebook/Netflix)

- High performance distributed hash table.
 - Replaces the relational database.
 - Optional consistency.
 - Allows a performance/consistency trade-off.
 - Schema-free long term storage.
 - Denormalized data.
 - Seeks cost more than reads.
 - No transactions!
 - No shutdown procedure!
 - All the focus is on crash recovery.
- And the real meat:
 - Dynamo, hinted handoff, reconstruction, ...



ZooKeeper (Everybody)

- A distributed agreement system.
 - Atomic operations across multiple machines.
 - Twitter use it for configuration.
 - Netflix wrote the Curator client.
 - Assume it useful, but do not assume it reliable.
 - Does not scale.



Hadoop (Yahoo, World+Dog)

- HDFS:
 - Distributed filesystem, reasonably robust.
 - Very restricted API.
- MapReduce:
 - Restartable and repeatable computation.
- Hive:
 - A MapReduce-based SQL engine.
- HBase:
 - A distributed hash table.
- Other projects:
 - Varying levels of maturity and reliability.



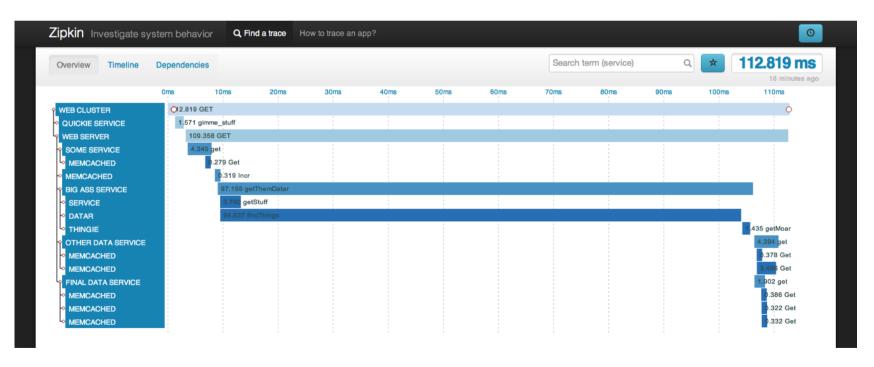
Implementations of Tools

- Distributed Tracer: Dapper/Zipkin
- CircuitBreaker: Hystrix
- Logger: Scribe
- Exception centralizer: ???
- Fault Injection: ChaosMonkey



Tools: Zipkin (Twitter)

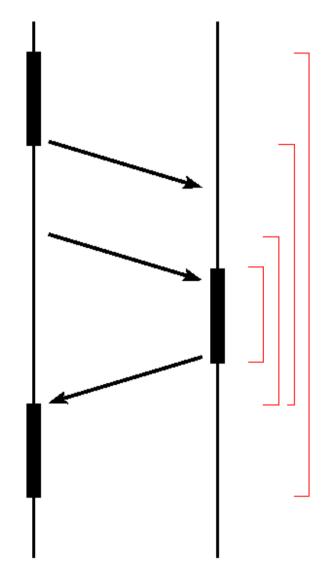
- A holistic view of system behaviour.
- What happened, and when?
- Adaptive rate sampling



See: http://engineering.twitter.com/2012/06/distributed-systems-tracing-with-zipkin.html



Aside: Large System Effects

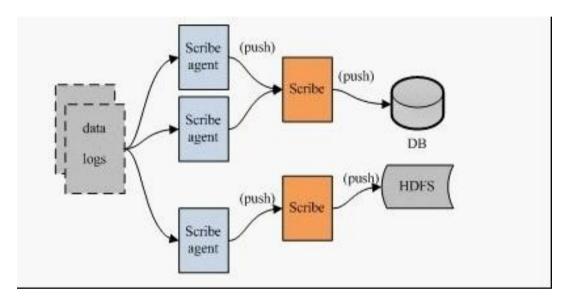


- In a large system, overheads matter.
- We must account for:
 - Setup time.
 - Failed calls.
 - Network delay.
 - Tear-down time.

See: http://research.google.com/pubs/pub36356.html

Logging (Facebook)

• Scribe: A fault tolerant log-routing framework.



The median latency for trace data collection is less than 15 seconds. The 98th percentile latency is itself bimodal over time; approximately 75% of the time, 98th percentile collection latency is less than two minutes, but the other approximately 25% of the time it can grow to be many hours. – Sigelman et al, Google

See: http://www.facebook.com/note.php?note_id=32008268919



Transactional Logging

Reduces log volume from successful calls.

```
LogContext ctx = LOG.begin();
try {
    ...
    if (LOG.isDebugEnabled())
        LOG.debug(...);
    ...
    ctx.discard();
} finally {
    ctx.close();
}
```

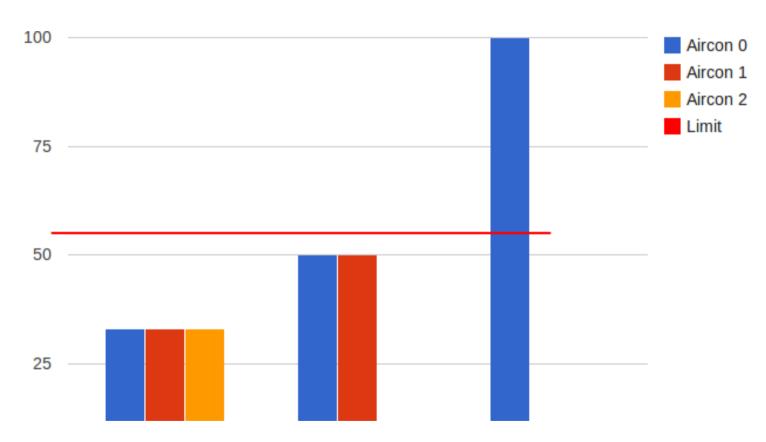
 If an exception is thrown, messages in the context are not discarded.

See: http://pragprog.com/magazines/2011-12/justintime-logging



Failures Cascade

Failure of one mirror transfers load to others.



See: http://upalc.com/google-amazon.php

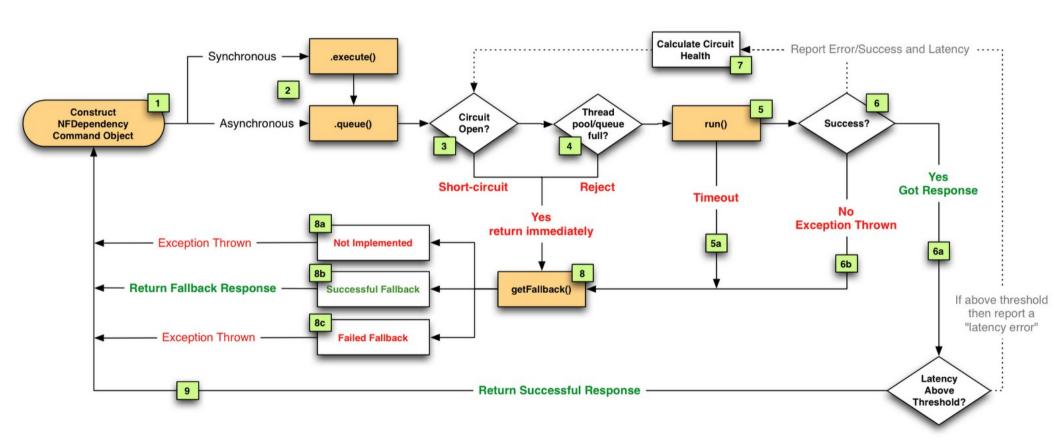


Tolerance of Failure

- Even without cascading failure, if each component is 95% reliable, a 10-component system is 60% reliable.
- We must handle failures in upstream systems.



Handling Failure (Netflix)





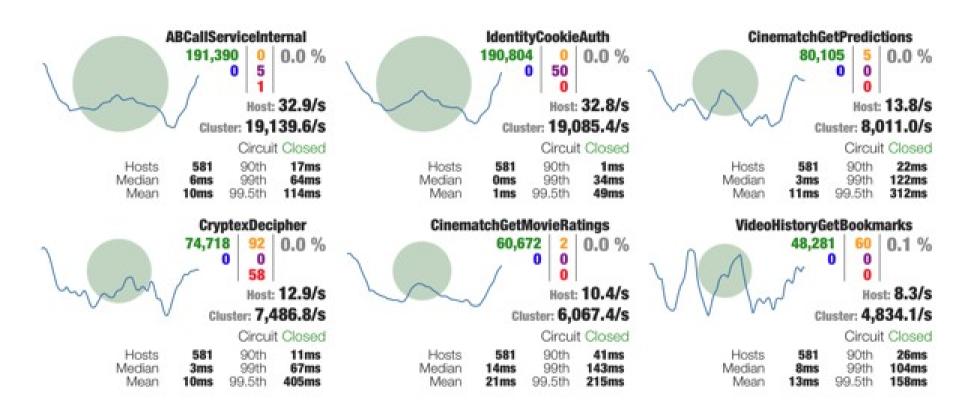
Aside: Steve Yegge's Google Rant

- Every single one of your peer teams suddenly becomes a potential DOS attacker.
- Monitoring and QA are the same thing: [...] It may well be the case that the only thing still functioning in the server is the little component that knows how to say "I'm fine [...]" in a cheery droid voice.
- A ticket might bounce through 20 service calls before the real owner is identified.
- Debugging problems with someone else's code gets a LOT harder.

See: http://upalc.com/google-amazon.php



Monitoring Failure (Netflix)

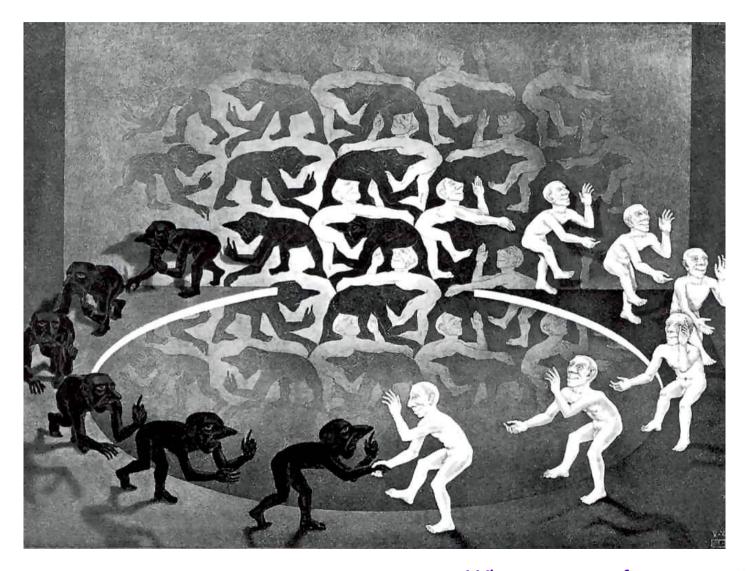


- Hystrix tells you when it broke.
- Zipkin tells you where and why it broke.

See: http://techblog.netflix.com/2012/11/hystrix.html



Fabric Services



Where your software meets the cloud.



Fabric Services

- Storage (Object/DHT)
- Compute
- Network
- Queue
- Service discovery and registration
- Load balancing
- DNS, autoscaling, management, ...



Using Fabric Services

- The best cloud architects take a set of fabric services and build an application out of them.
- The best product designers create fabric services such that applications can be built out of them.
- It's like an algorithms book, but with different elements.



Implementations of Cloud



Looks like one of *my* implementations.



Why Buy Cloud?

- Not Invented Here?
 - If you're going to scale out, you have to build a cloud anyway.
 - A lot of companies did just that before Amazon made it a public commodity.
 - Most of python is just reinventing Java.
 - But python has not yet reinvented most of Java.
 - Give it another 20 years...



Implementations: Amazon

- Started as a dog-food system.
- Very rich set of fabric services.
- Data import/export is a challenge.
- Probably crossed the overload threshold.
- Expensive.



Implementations: Google

- Primarily a PaaS offering.
- Presumably also based on dog-food.
- Allows Google greater efficiency in resource management.
 - Comes out in application cost comparisons, but we haven't seen many of those.



Implementations: Azure

Azure is a mixture of laaS, PaaS, SaaS.

- Imagine the customer is an application builder.
 - Amazon sells laaS with optional PaaS services.
 - Google sells PaaS services with optional IaaS.
 - Azure managed to create a confusion.



Implementations: Red Hat

- Download and build your own.
- Based on open source components.
- Mostly not very mature.



Implementations: Nebula

- Delivered on a truck.
- Plug in, turn on.

I will now sing the company song...



Other Companies to Watch

- Experts at using the cloud!
 - Google
 - Netflix
 - Twitter
 - LinkedIn
 - Facebook
 - Yahoo
- All have papers or publications.



Conclusions

- I just came to inspire a discussion.
 - The conclusions aren't canned.
 - Please argue with each other / me now.

