# RobustIRC or: IRC without Netsplits

GopherCon 2017
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#### **Motivation**

- no good alternative to IRC (for us)
- our biggest problem: lack of stability
  - TCP disconnects split up an IRC network
  - hence software updates, reboots, ... cause splits

sv1

sv2

→ perverse incentive to not do maintenance ©

#### Idea

server to server:

<u>fault-tolerant databases</u> exist, so let's build an IRC network as a distributed system using <u>Raft</u>

client to server:

use a tunnel protocol to gloss over disconnects

#### **Overview**

- n RobustIRC servers make up 1 virtual IRC server
- minority of servers (≤ floor(<sup>n</sup>/2)) can fail
  - 3 servers: 1 can fail. 5 servers: 2 can fail
- RobustSession protocol between servers/clients
- "bridge" tunnels IRC over RobustSession

# **Processing model**

- persist incoming IRC commands using Raft
- servers are state machines
  - → same state on server after process restart
  - → clients can resume reading from any server

## Fine print

- IRC latency ≥ median latency between all servers
  - o in practice <50ms, i.e. not an issue
- truly robust networks require ≥ 3 failure domains
  - don't place all 3 nodes in the same rack ⊙

## **Connecting**

- setting up a bridge (compiles with Go ≥ 1 (!)):
  - go get -u github.com/robustirc/bridge/robustirc-bridge
  - \$ \$(go env GOPATH)/bin/robustirc-bridge -network=robustirc.net
  - connect your IRC client to localhost:6667
- ...or use our bridge at legacy-irc.robustirc.net
  - o no splits on server maint., but when you disconn.

# Behind the scenes: monitoring/alerting

- native <u>Prometheus</u> metrics
- official alerting rules file and <u>Grafana</u> dashboard
  - following the <u>Google SRE book's best practices</u>

# Behind the scenes: testing with live data

- robustirc-canary
  - takes a snapshot (from a test or live network)
  - process with an old and new version of RobustIRC
  - generate an HTML diff of the results

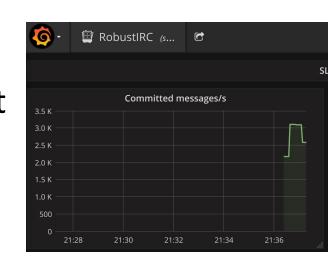
## Behind the scenes: updates

- <u>robustirc-rollingrestart</u> checks health,
   remotely restarts 1 server at a time
- updates are pulled before starting:

```
ExecStartPre=/usr/bin/docker pull \
robustirc/robustirc:latest
```

#### **Behind the scenes: loadtests**

- robustirc-loadtest
  - starts a Kubernetes deployment
    - reproducible!
    - no own hardware needed
  - sends traffic until rates converge
  - snapshots a Grafana dashboard



## **Maturity**

- running a production network for > 2.5 years
- sub-second startup, snapshots, ...
  - → can run on 3 Raspberry Pis nodes
- jepsen includes a (passing!) RobustIRC test
  - not surprising: using hashicorp/raft (powers consul, nomad, ...)

#### The end

- https://robustirc.net/
  - → docs/adminguide.html if you want to set it up
  - → 40 minute tech talk
- please talk to me if you have questions!