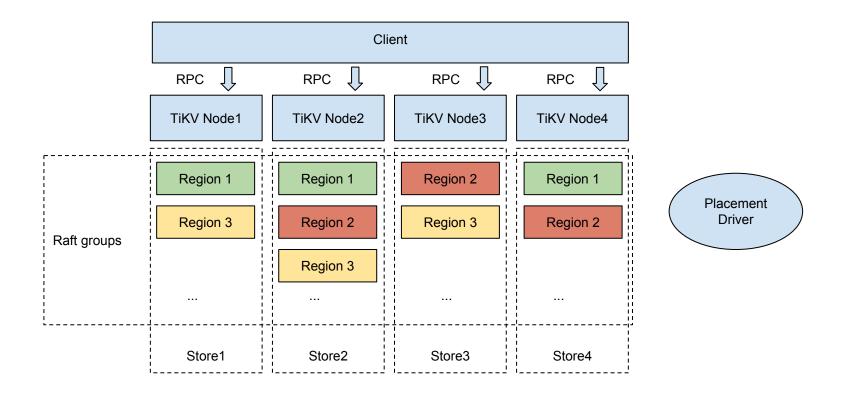


How does TiKV auto-balance work

cuiqiu@pingcap.com



TiKV Architecture





PD - Cluster Meta Router

```
--Btree
[a, b) -> Region{ID:1, Peers: [{11, N1},{12,N2},{13,N3}]}
[b, c) -> Region{ID:2, Peers: [{21, N1},{22,N2},{23,N4}]}
[c, d) -> Region{ID:3, Peers: [{31, N1},{32,N3},{33,N4}]}
```

{11, N1} -> {PeerID:11, Node1: 192.168.199.116:5551}

For key: bbbb -> Region2



For TiKV:

 Store heartbeat -> report store status, including store region count, capacity...

PD cache the store status.

2) Region heartbeat -> report region status, including region peers, region key range...

PD cache the region status, check the region info and balance operator cache to decide whether to do balance.



For PD:

- 1) pd -> server -> raft cluster -> balance worker
- balance loop -> do balance -> balance rules -> balance algorithm -> put into balance cache



PD - Balance Scheduler - Balance Rules

balance rules:

BalanceInterval

Balance loop interval time (seconds).

MaxBalanceCount

The max region count to balance at the same time.

MaxBalanceRetryPerLoop

The max retry count to balance in a balance schedule.

MaxBalanceCountPerLoop

The max region count to balance in a balance schedule.

ExpireRegionTime

The min balance interval time (seconds) for one region.



balance algorithm(old version)

- -- do balance
- Select a balance from store to remove peer.
- 2) Select a balance transfer store to transfer leader.
- 3) Select a balance to store to add peer.
- -- do leader balance
- 1) Select a balance transfer from store.
- 2) Select a balance transfer to store.

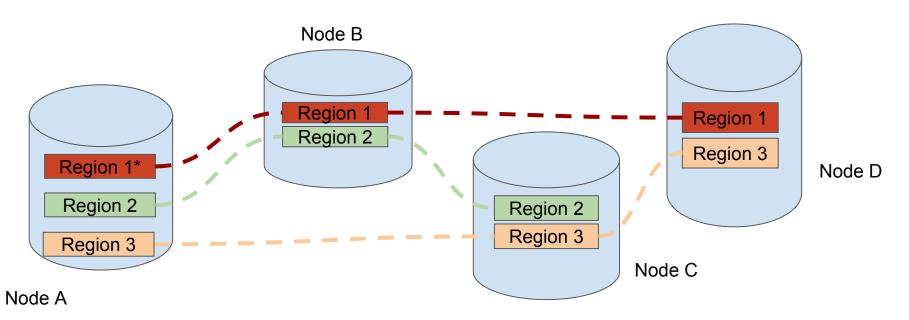
Each step we call it balance operator.



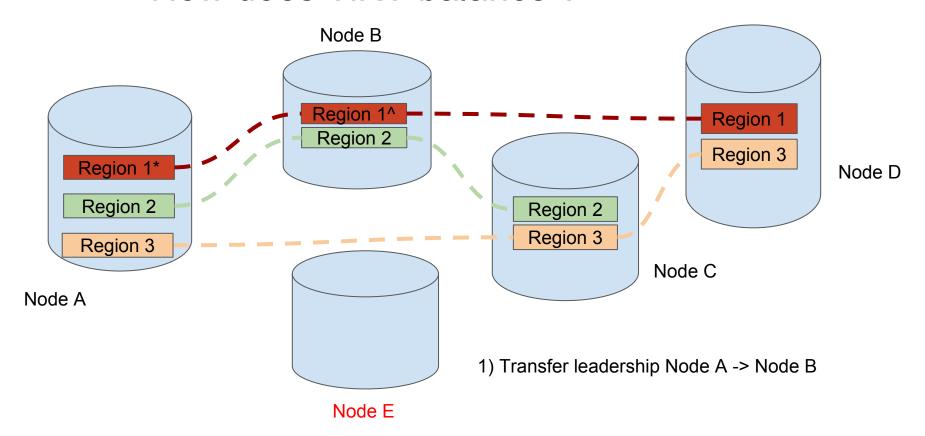
balance algorithm(old version)

```
Resource Balancer → do balance first, if not, try to do leader balance resource score: capacity weight * capacity ratio + leader weight * leader ratio --show an example store capacity 6000000000 store avaiable 5373284429 leader count 10 region count 100 0.6 * (100 * (6000000000-5373284429) / 6000000000) + 0.4 *(100 * 10 / 100) = 10
```

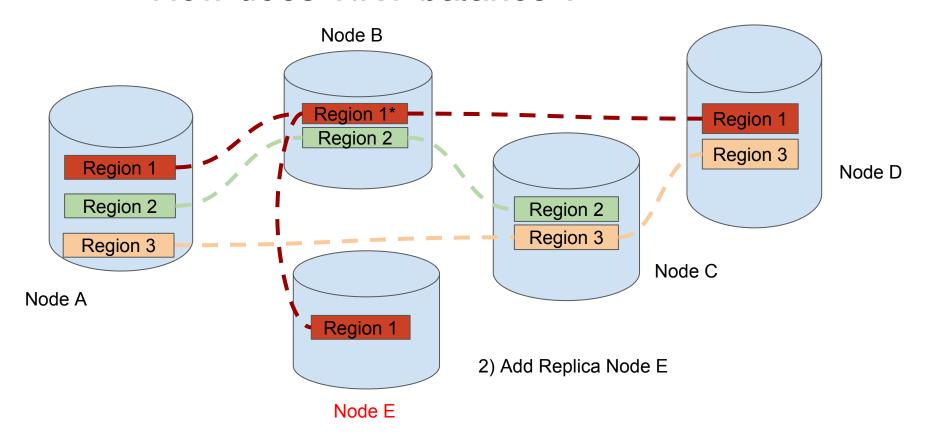




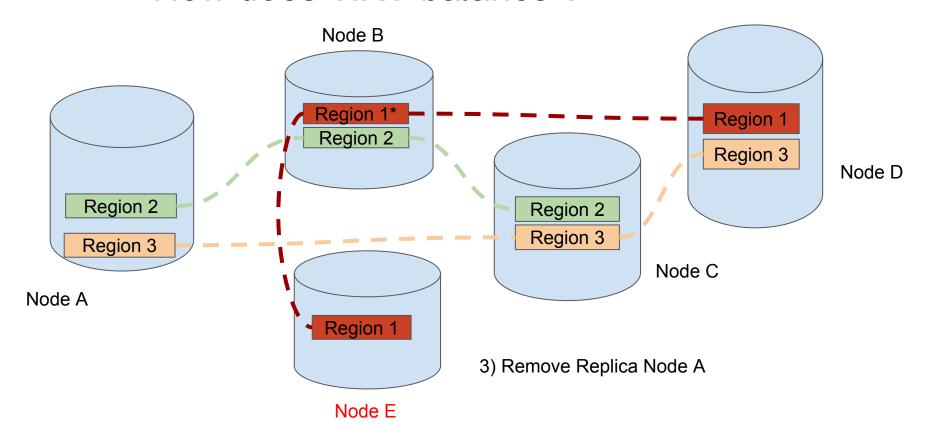
PingCAP







PingCAP





Problems

1) resource imbalance, adjust capacity and leader weight cannot work

,	,		
	stroe 1	store 2	
capacity	483183820800	483183820800	
available	312734025861	177911583506	
region count	8000	8000	
leader region count	3751	493	
score	39	40	

- 2) transfer leader overlap between two types of balances
- 3) none stable

store1: 30, store2: 40 -> store1: 38, store2: 35 -> store1: 32, store2: 38 ...



balance algorithm(new version) resolve transfer leader overlap problem

- -- do leader balance
- Select a balance transfer from store.
- Select a balance transfer to store.
- -- do follower balance
- 1) Select a balance from store and a region follower peer.
- 2) Select a balance to store.



balance algorithm(new version)

resolve none stable problem

MinCapacityUsedRatio

// For capacity balance. If the used ratio of one store is less than this value, it will never be used as a from store.

MaxCapacityUsedRatio

// For capacity balance. If the used ratio of one store is greater than this value, it will never be used as a to store.

MaxSendingSnapCount

// For capacity balance. If the sending snapshot count of one storage is greater than this value, it will never be used as a from store.

MaxReceivingSnapCount

// For capacity balance. If the receiving snapshot count of one storage is greater than this value, it will never be used as a to store.

MaxLeaderCount

// For leader balance. If the leader region count of one store is less than this value, it will never be used as a from store.

MaxDiffScoreFraction

// If the new store and old store's diff scores are not beyond this value, the balancer will do nothing.



balance algorithm(new version)

resolve resource imbalance problem

1 calculate different factor scores

2 select the best balance candidate as result

	capacity	leader	other
store 1	90	20	50
store 2	70	70	60
store 3	60	60	80
store N	10	30	20
score	90-10=80	70-20=50	80-20=60



balance algorithm(new version)

What to do in futher?

- 1) add more rules to select best balance candidate
- 2) collect more status from TiKV, like cpu, memory, region key/value hot mark...
- 3) simulation system for balance algorithm better testing
- 4) ...