Building Scalable Stateful Services

Strange Loop 2015

Caitie McCaffrey

Distributed Systems Engineer Tech Lead Observability @ Twitter

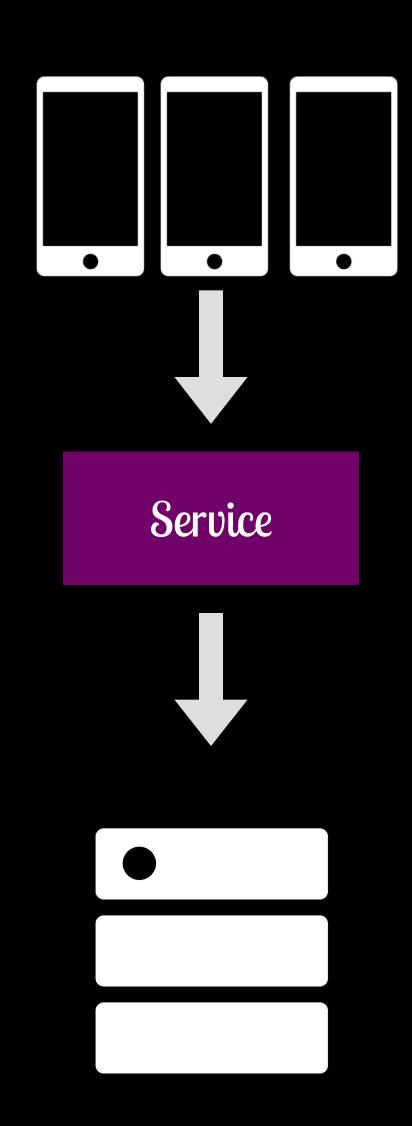


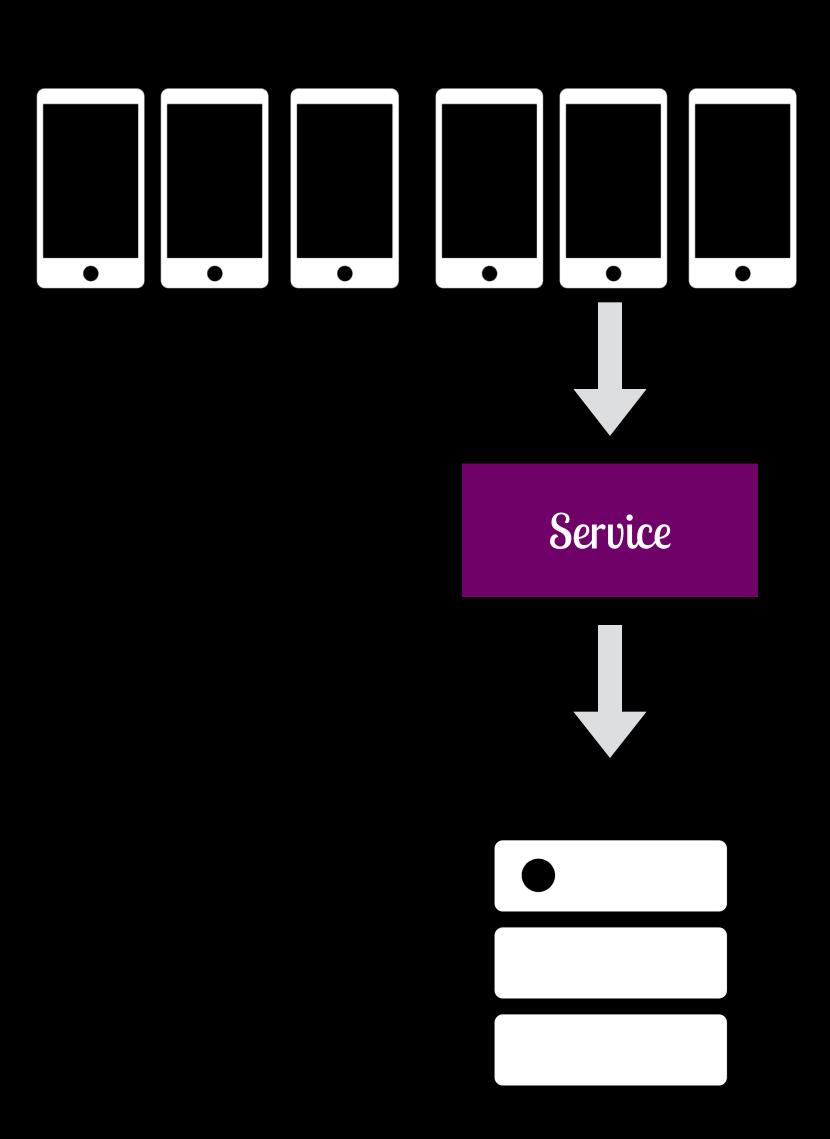
@caitie

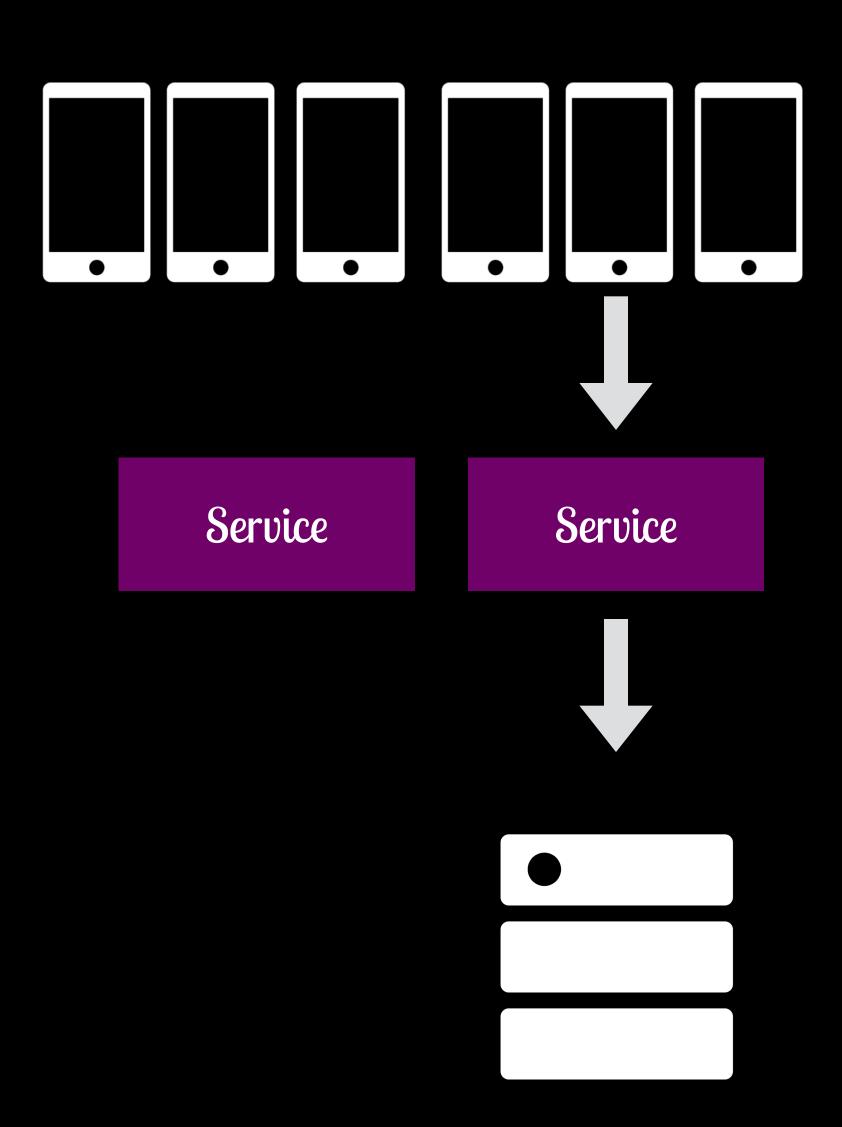


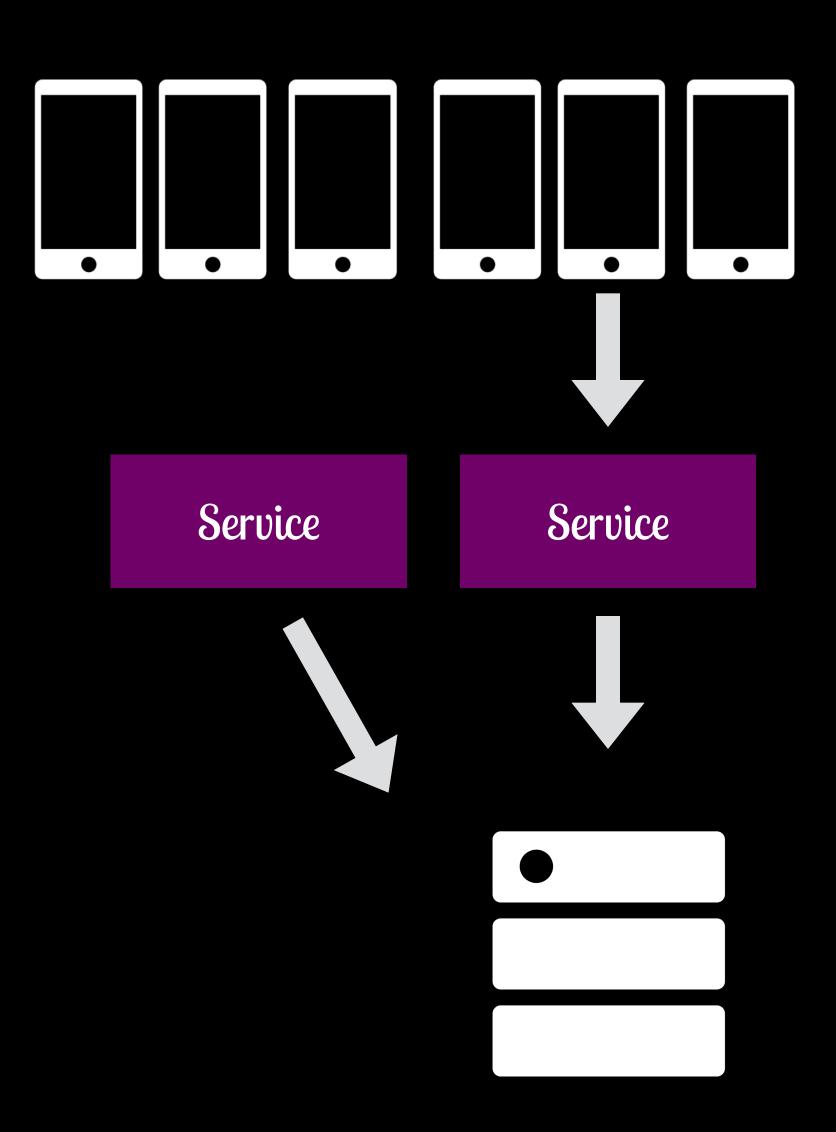
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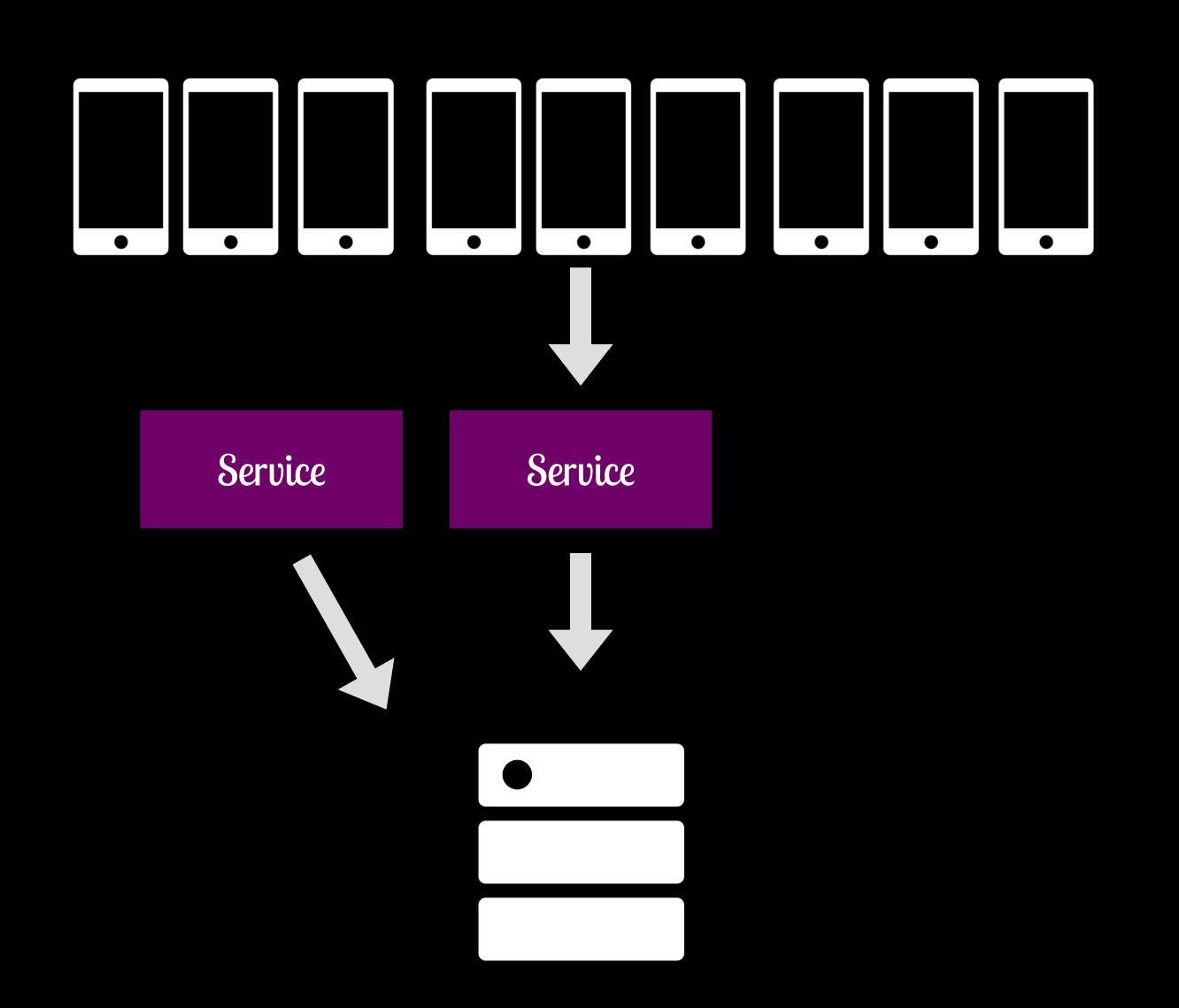


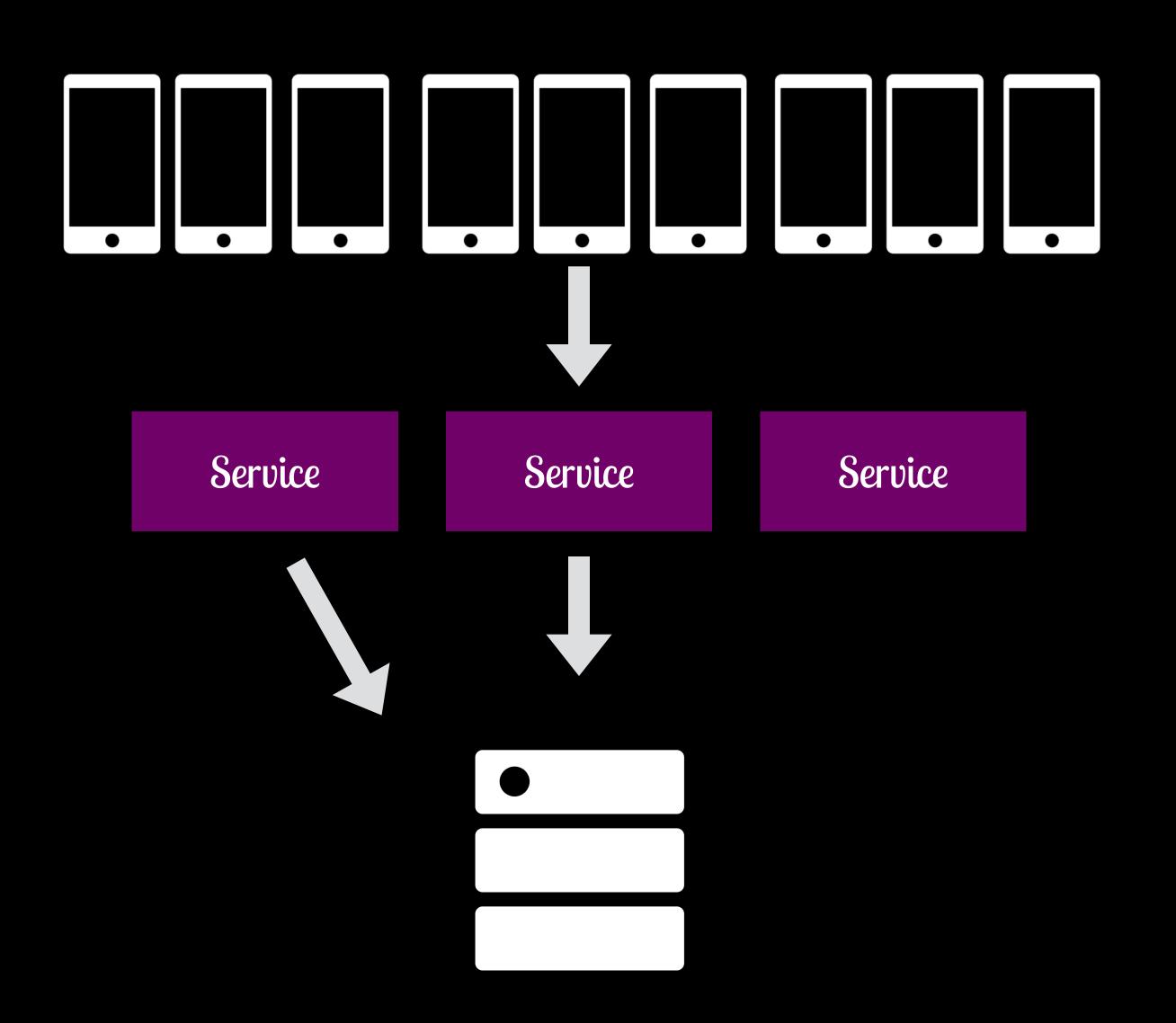


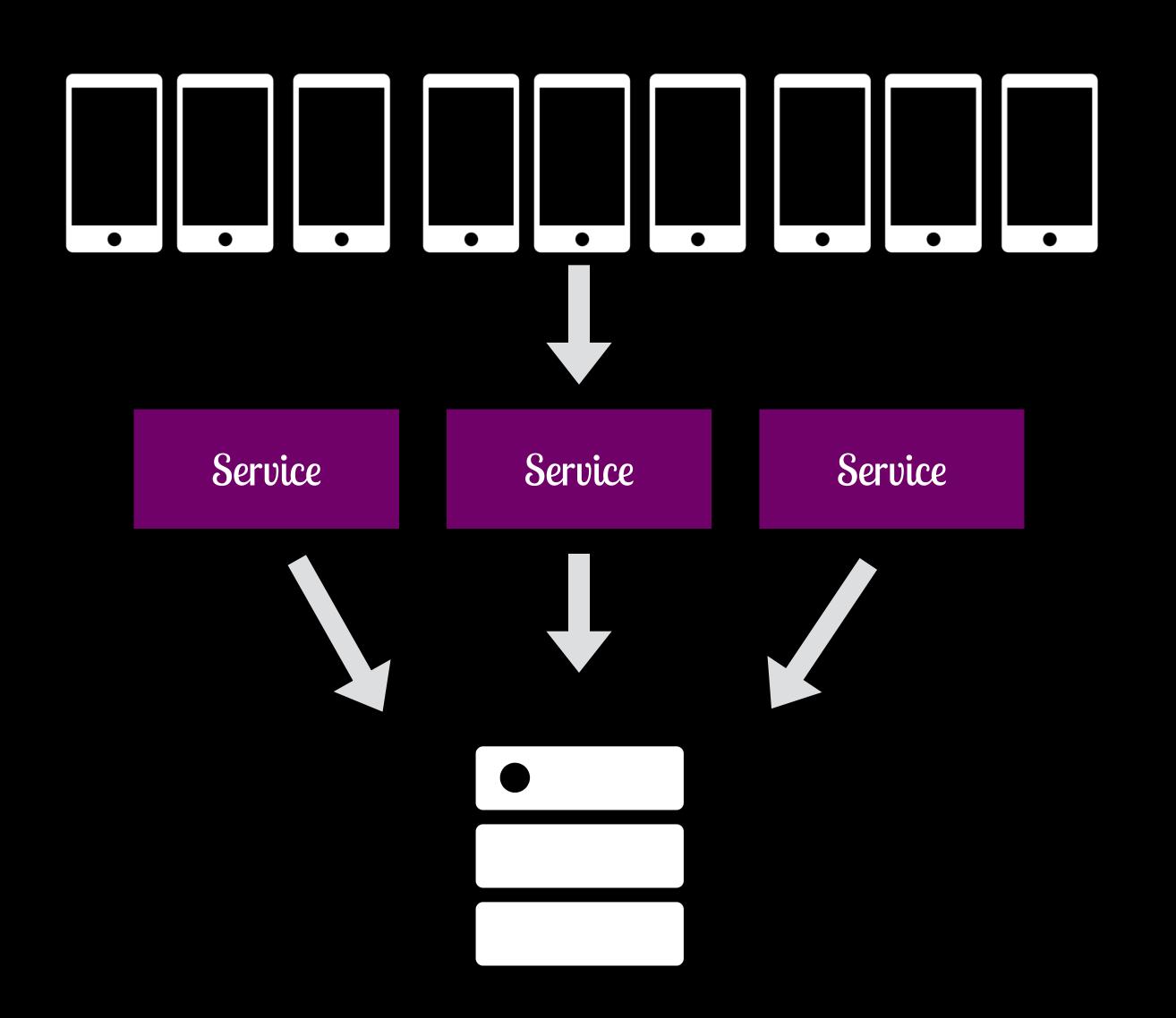


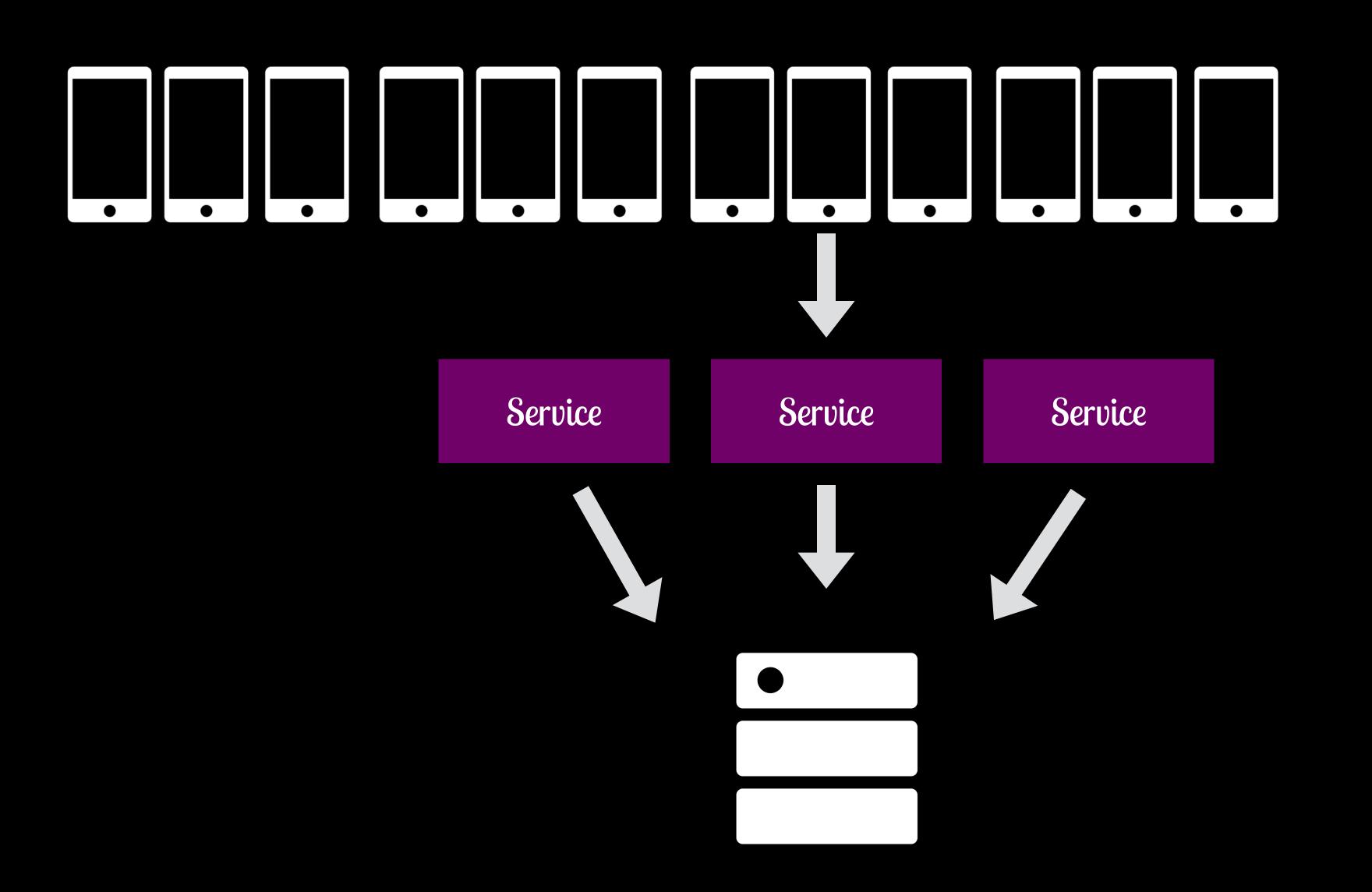


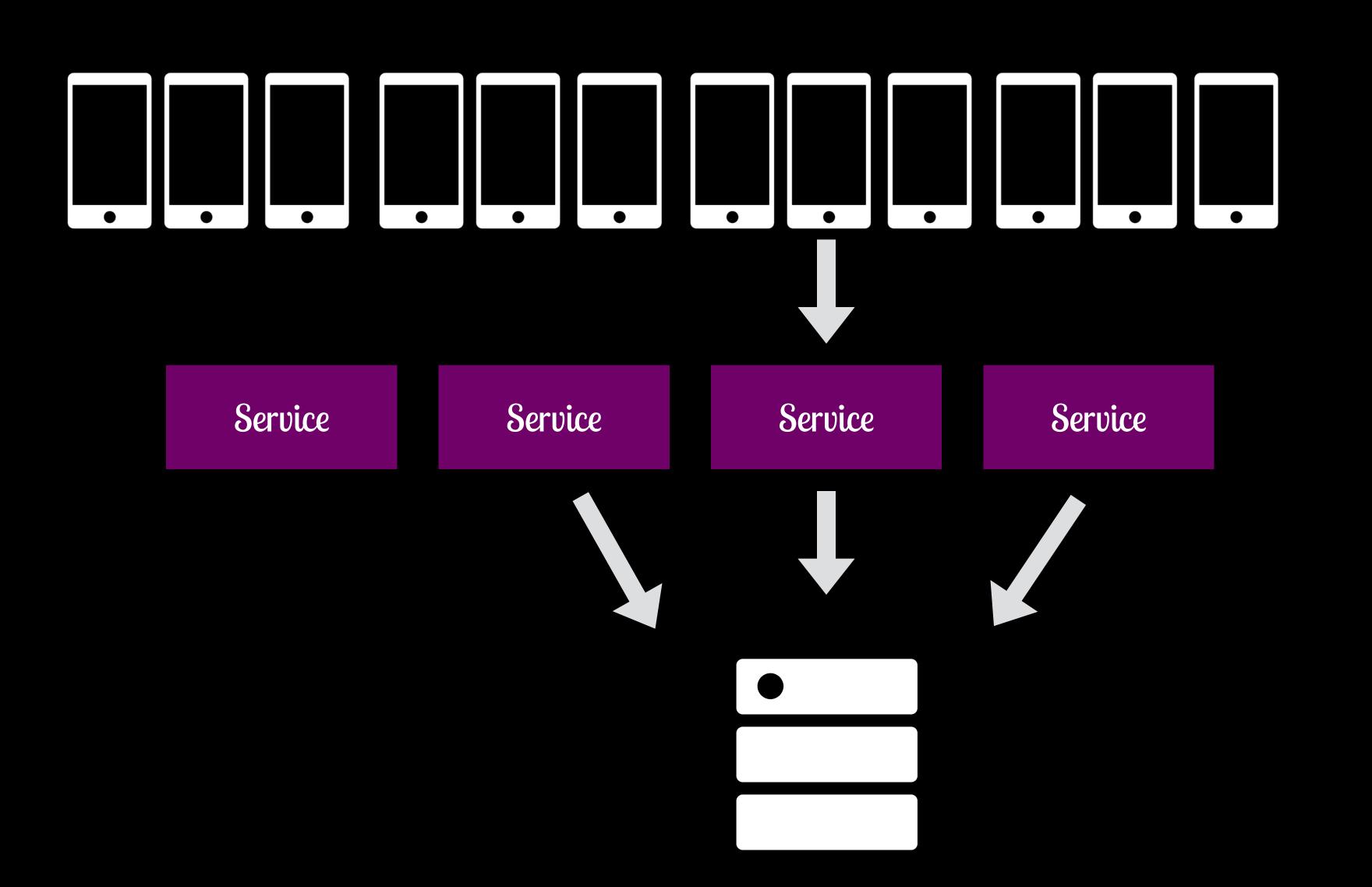


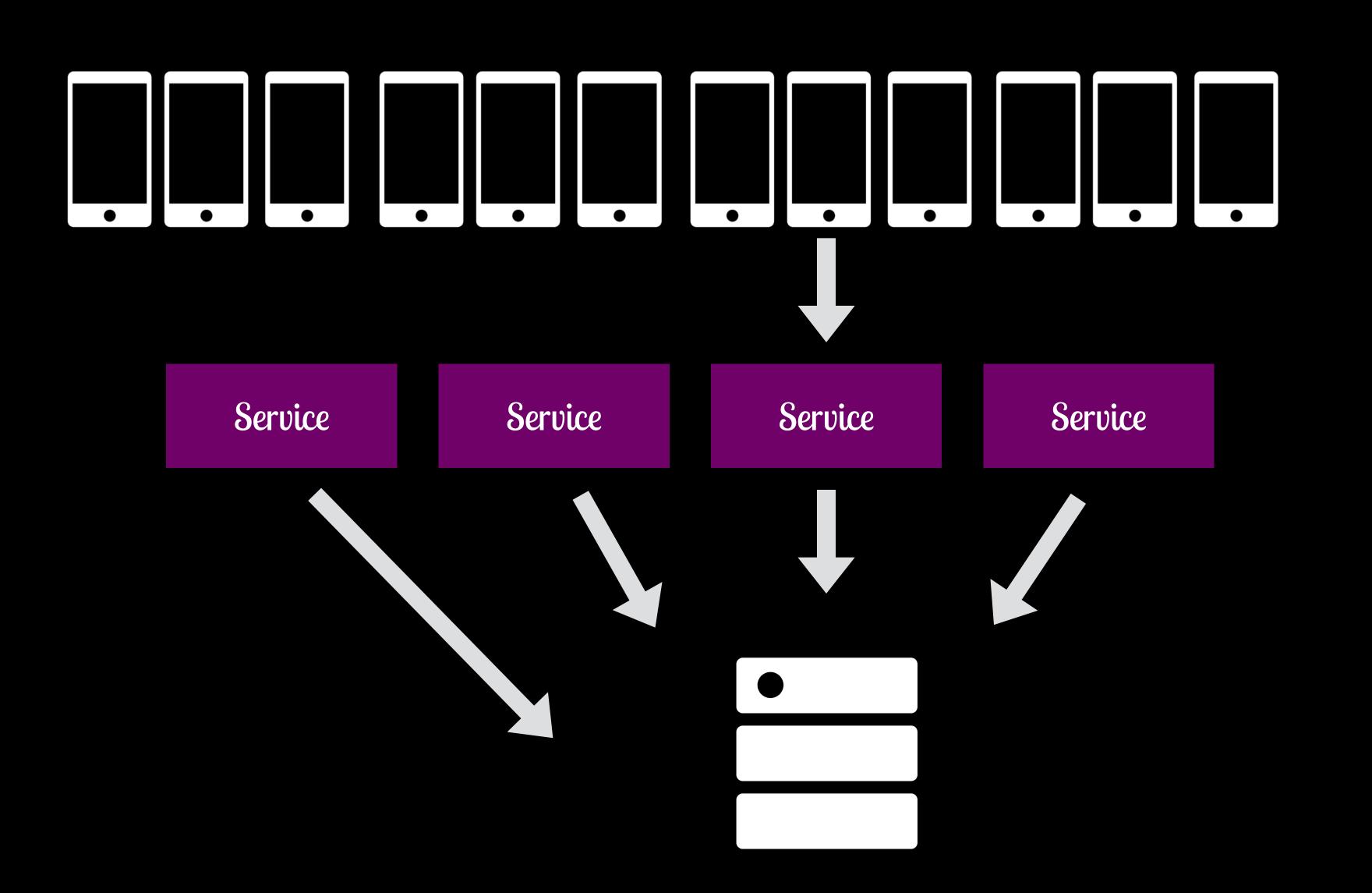


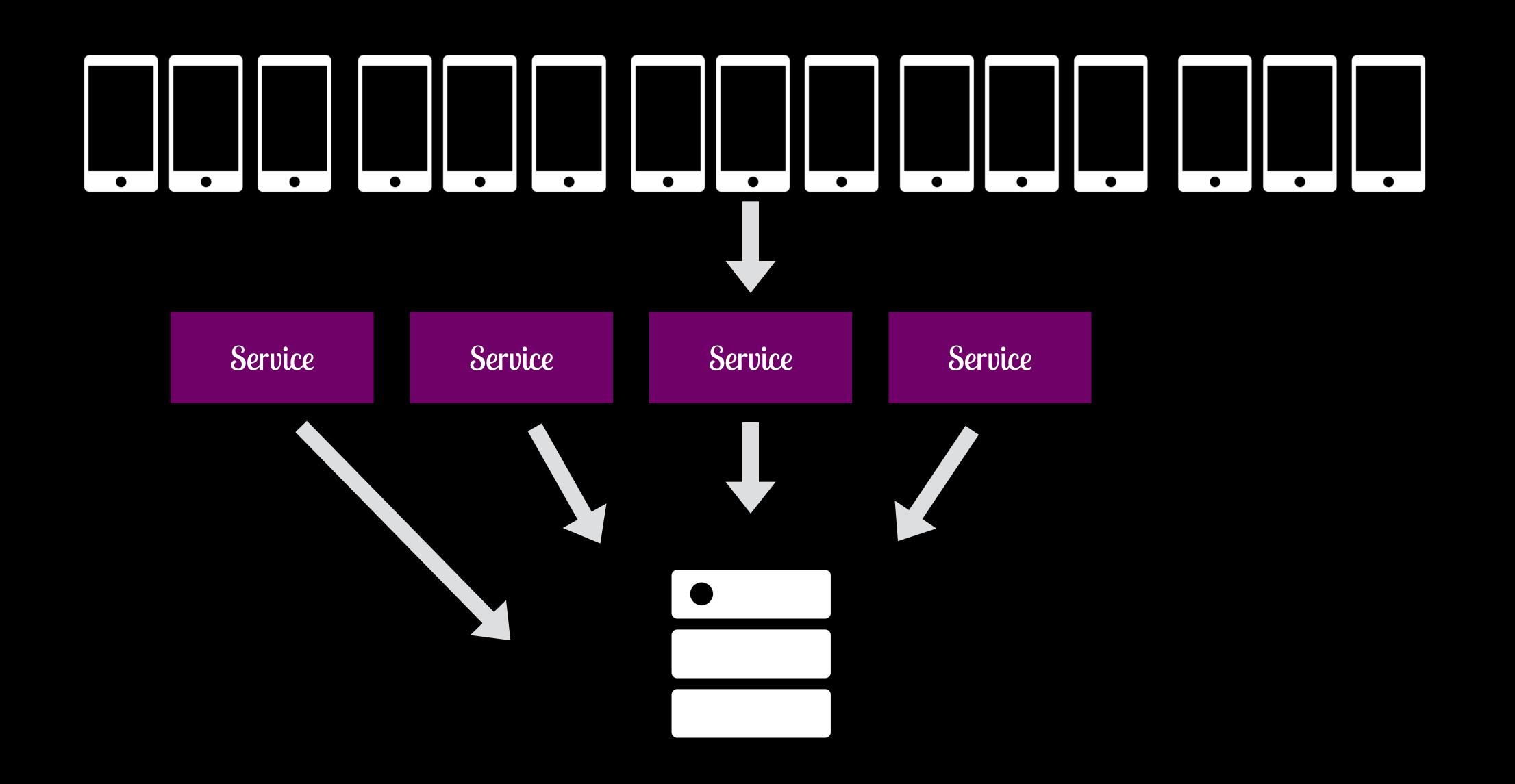


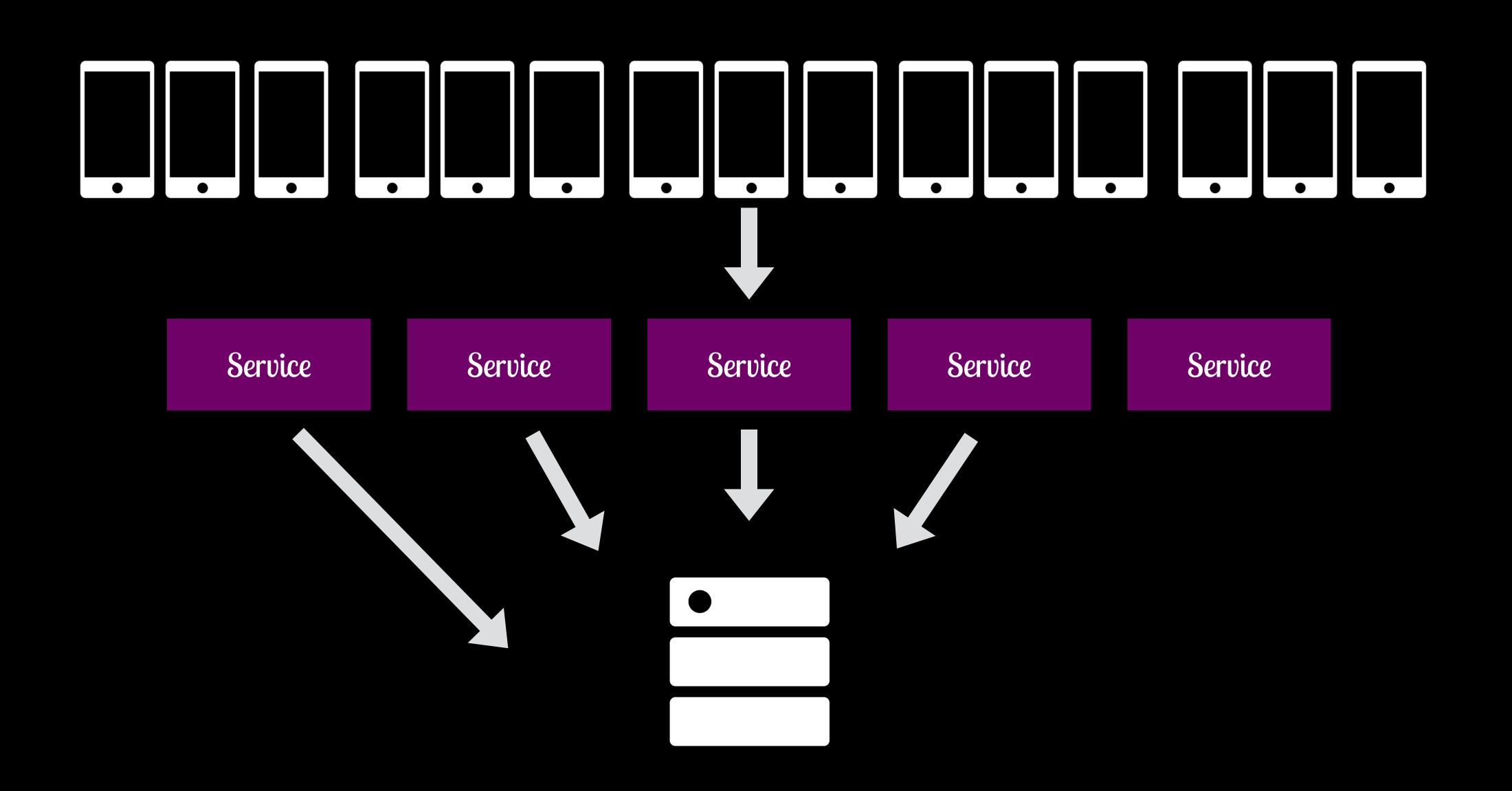


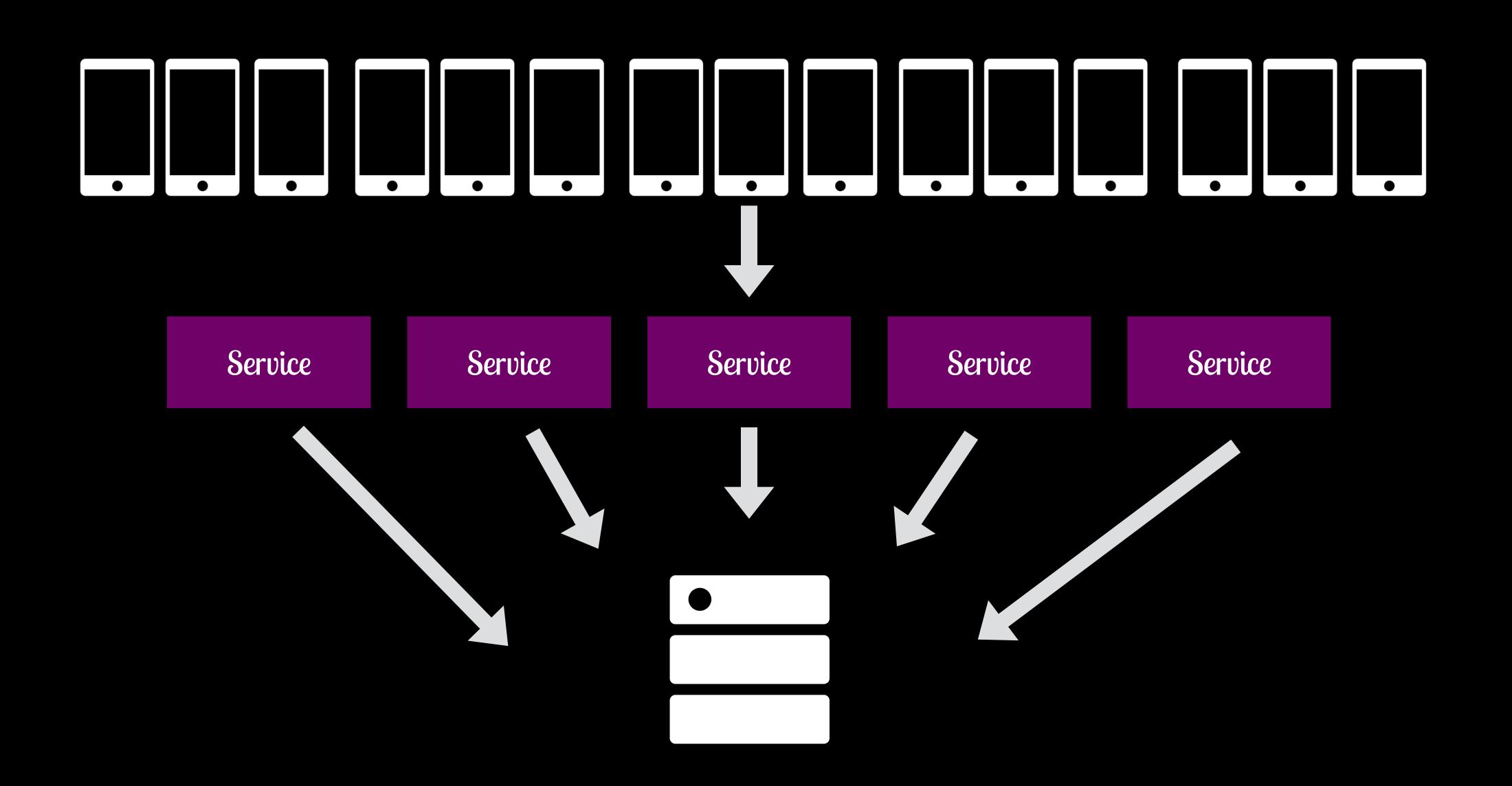












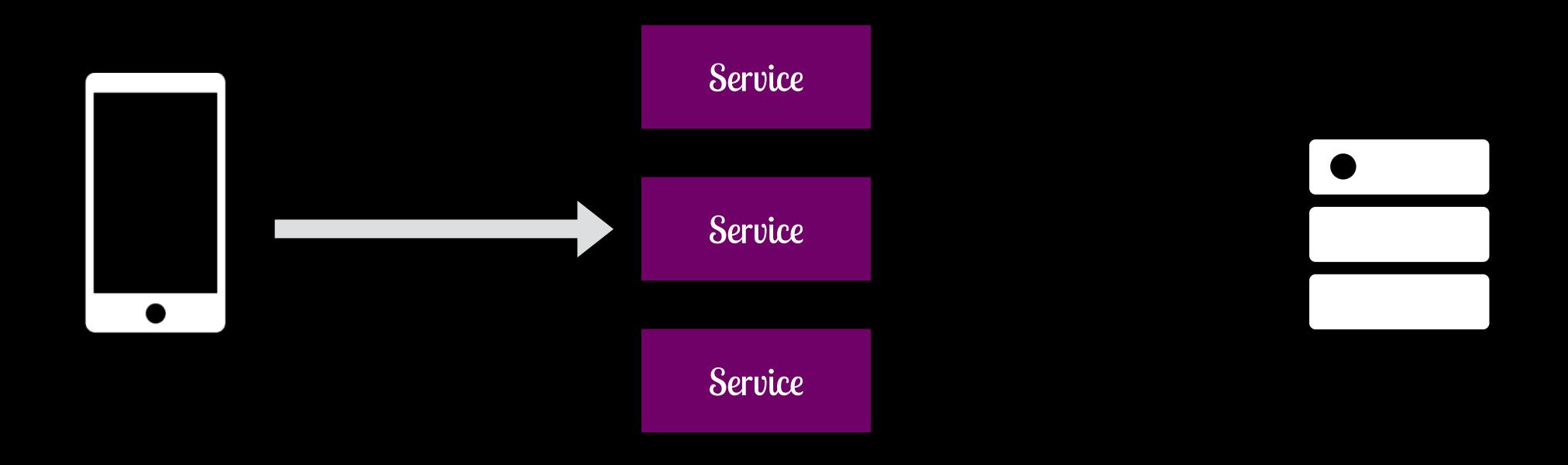


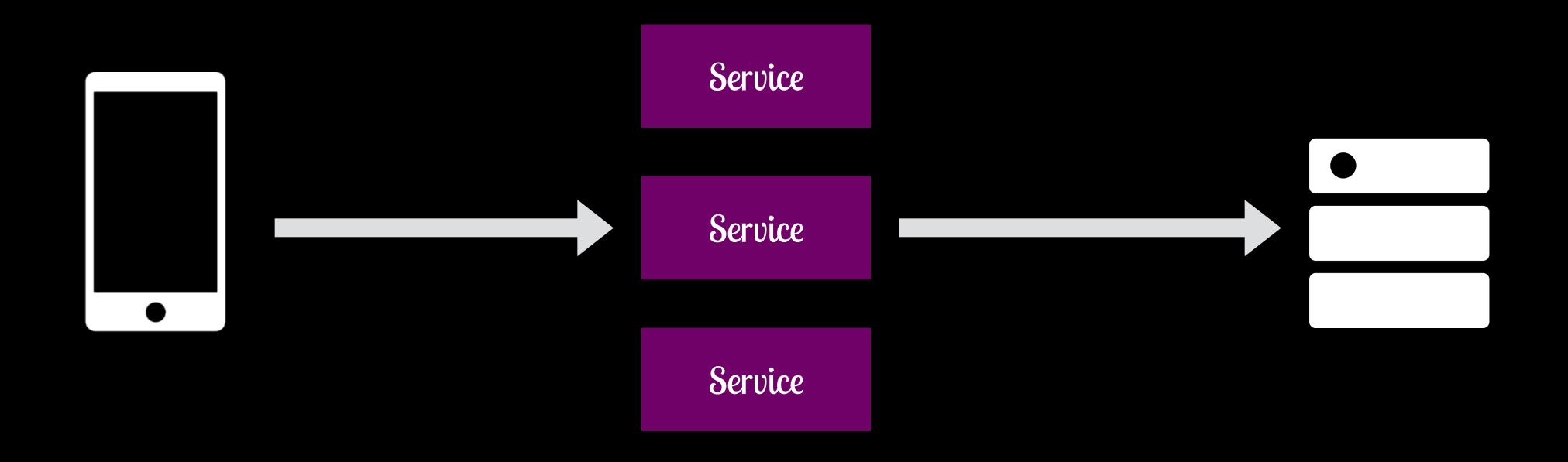
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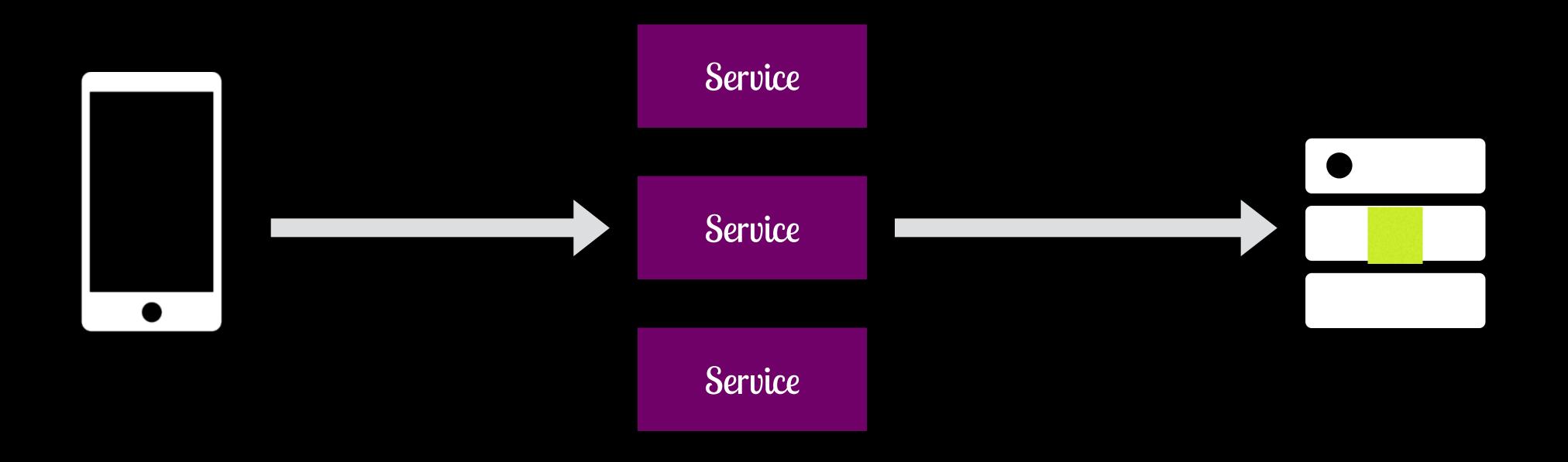
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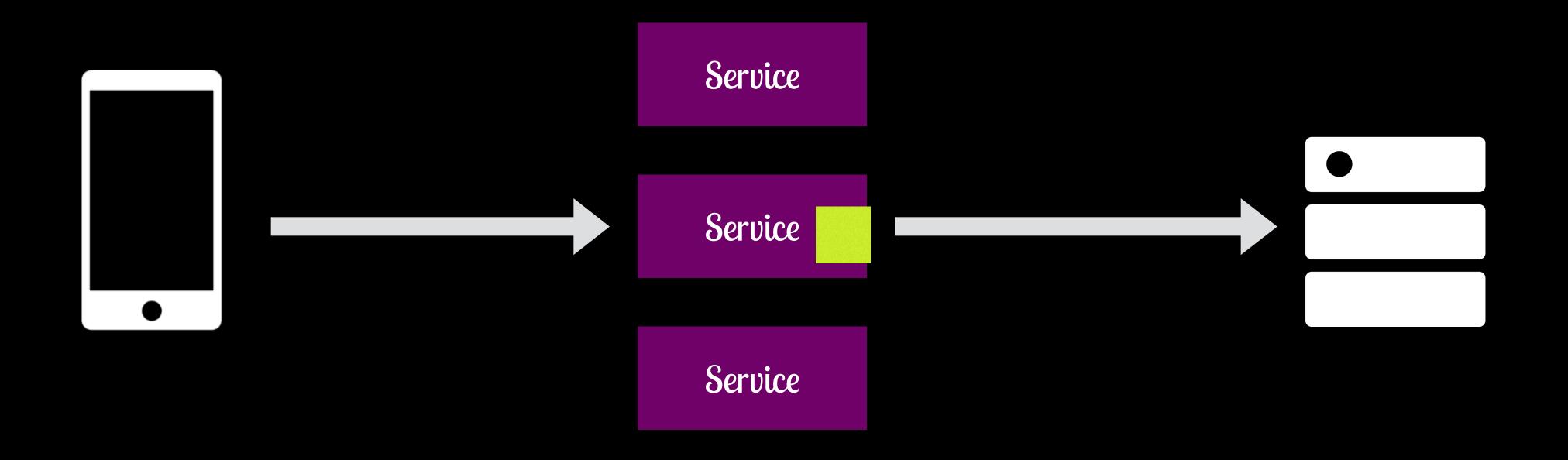
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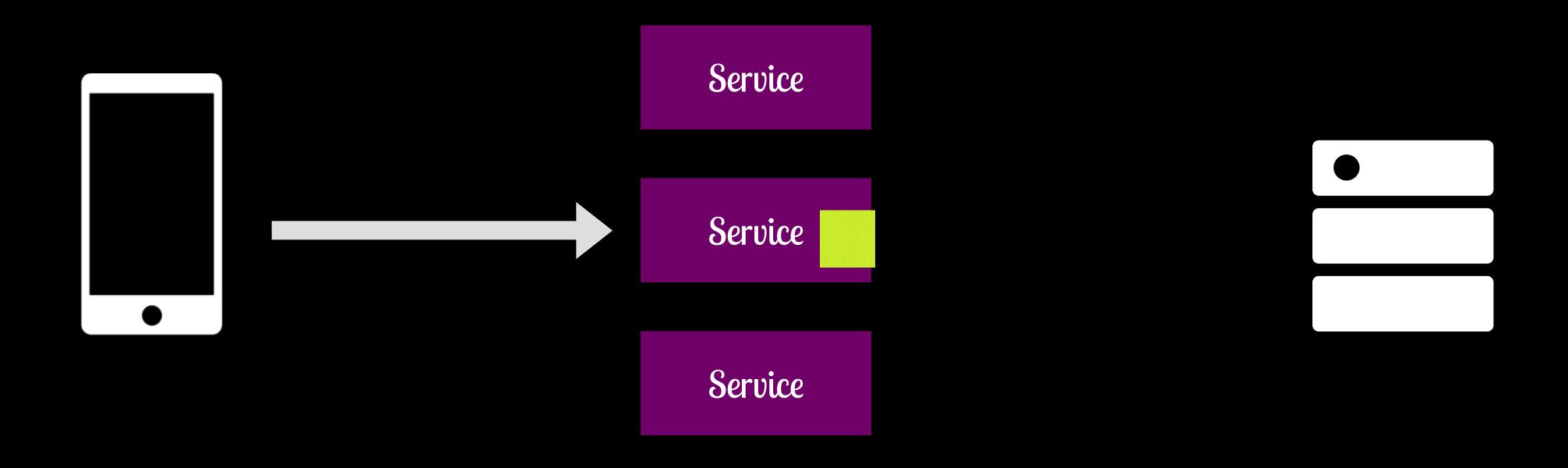














Service

Service

Service



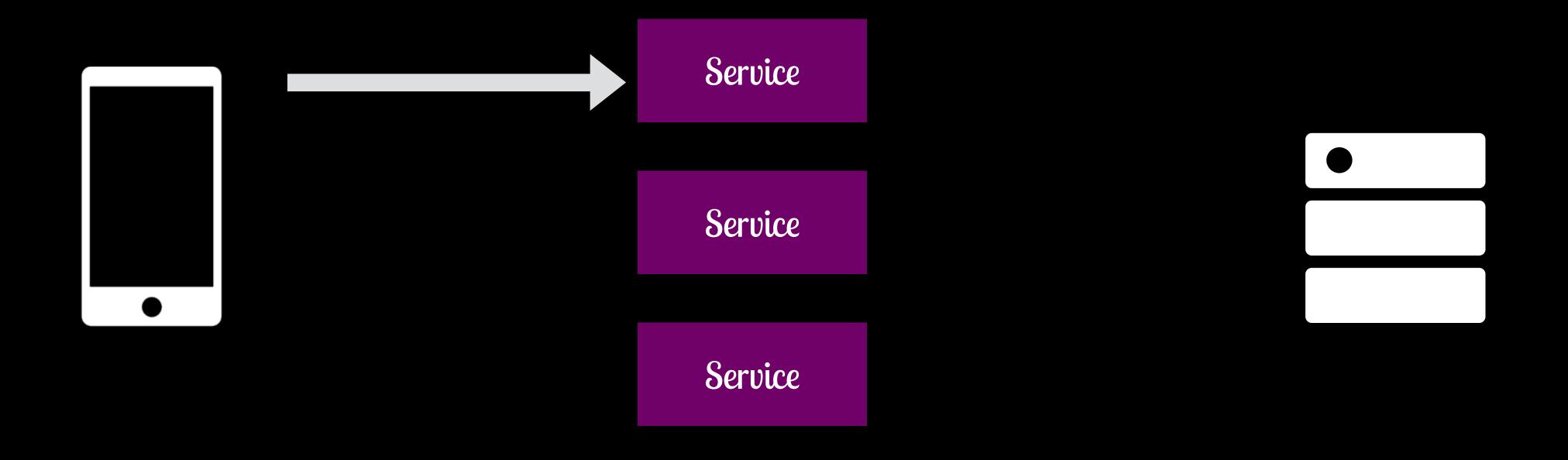


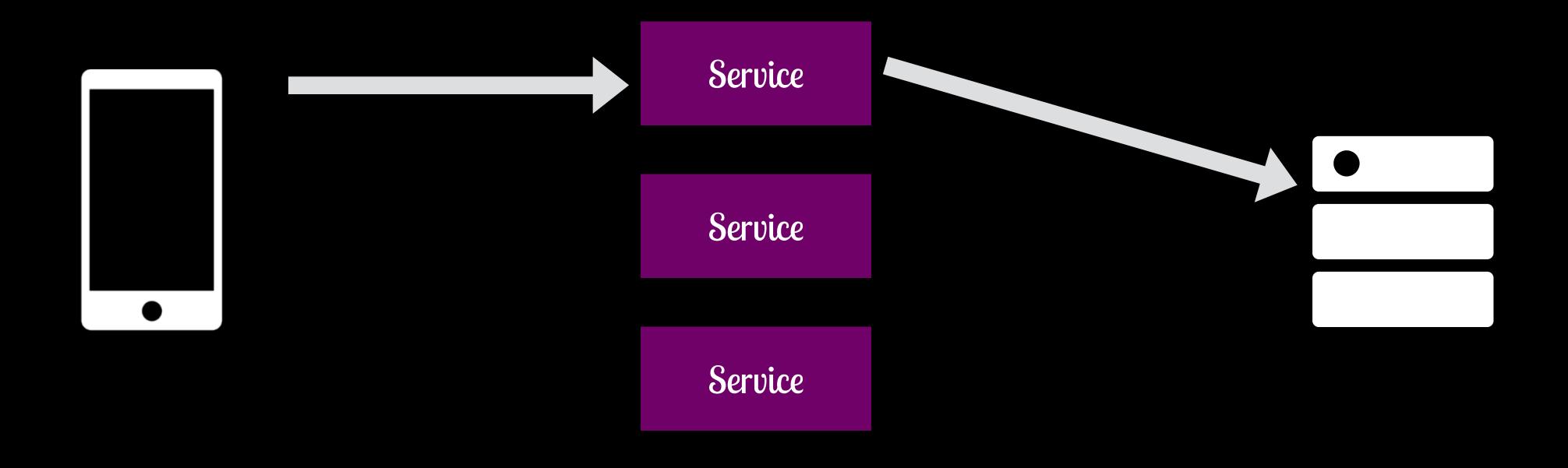
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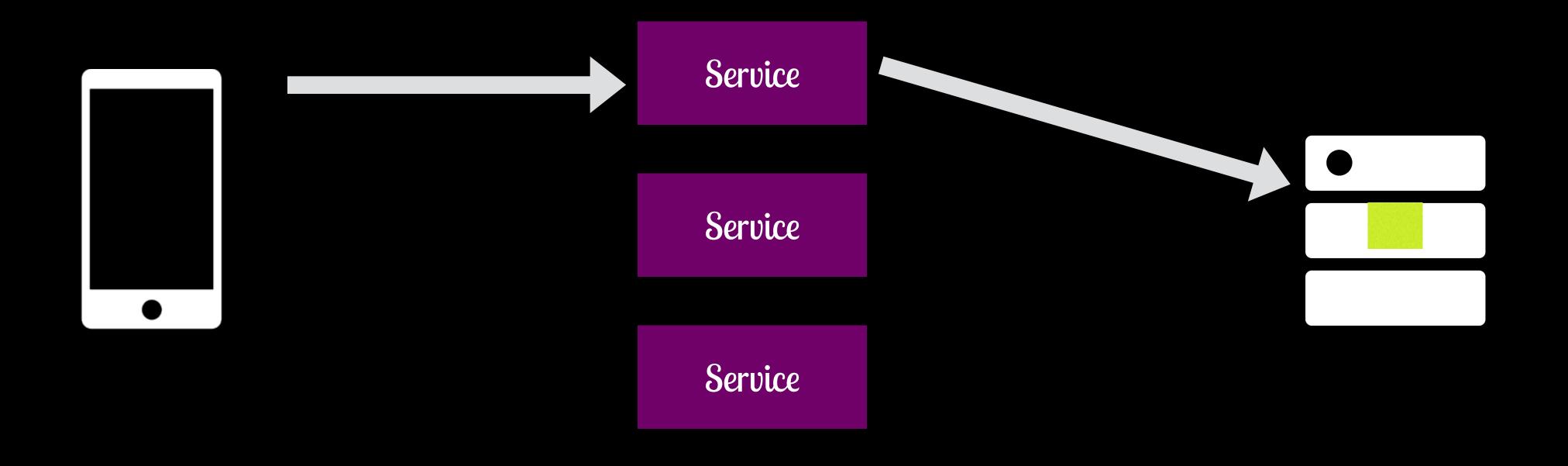
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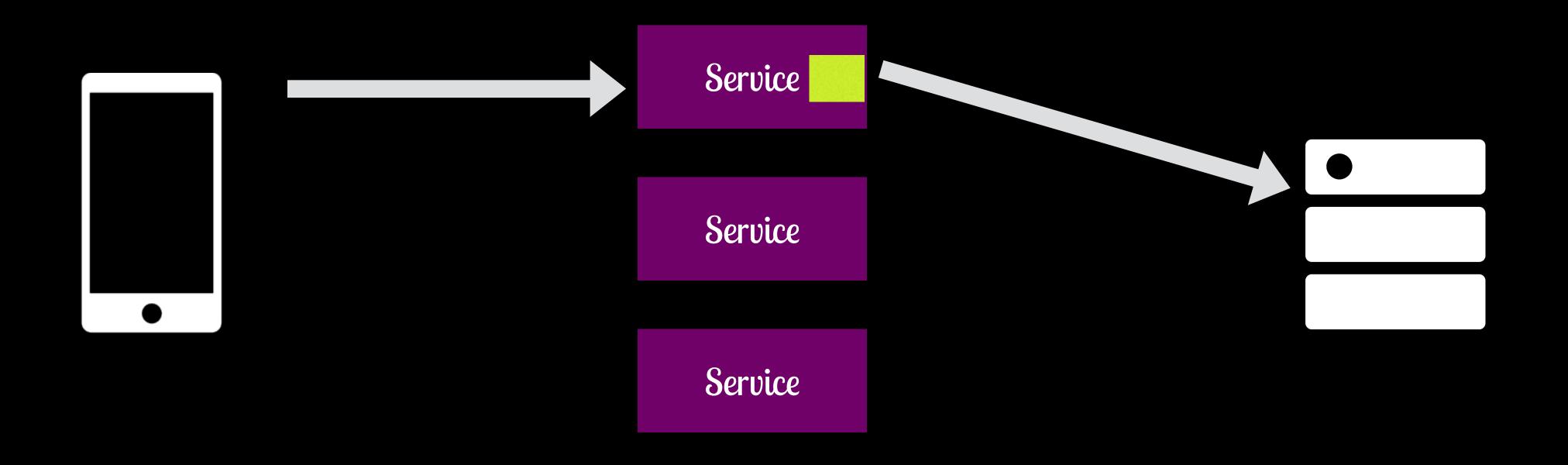
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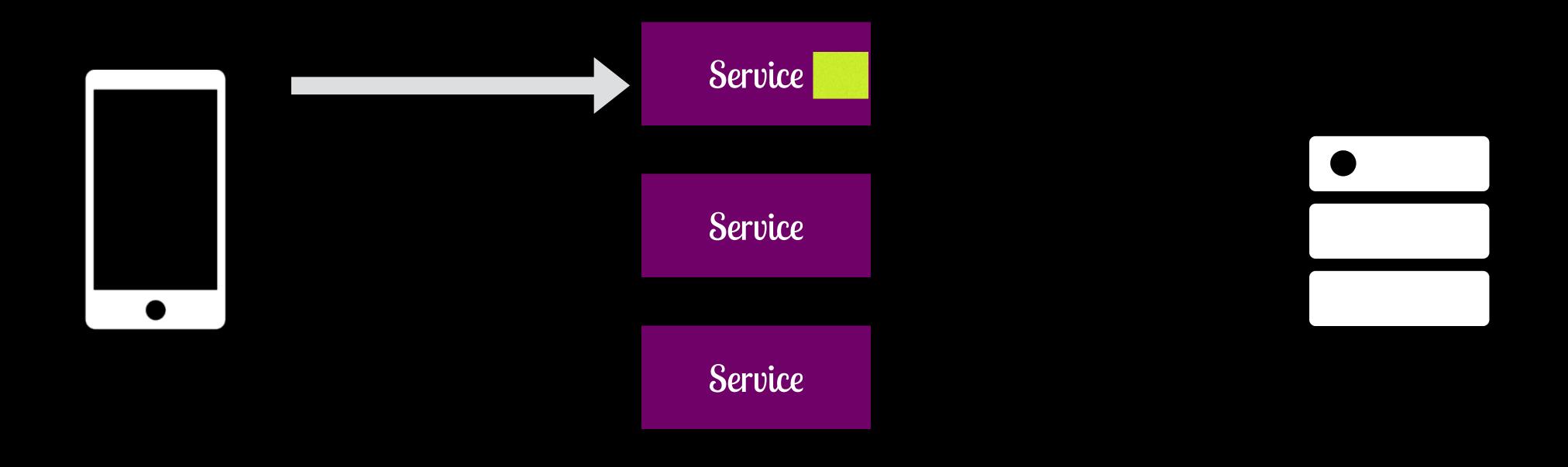


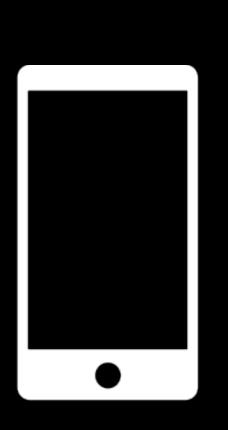












Service

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Service

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Service





Overview









Data Locality

For Low Latency & Data Intensive Services

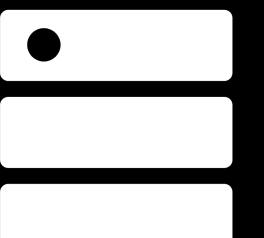




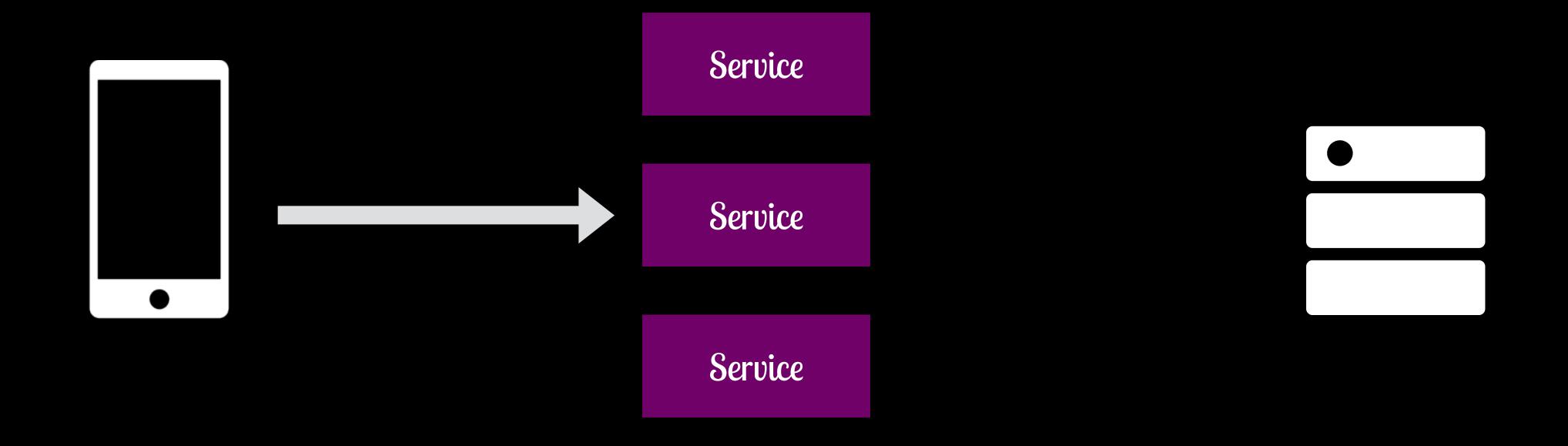
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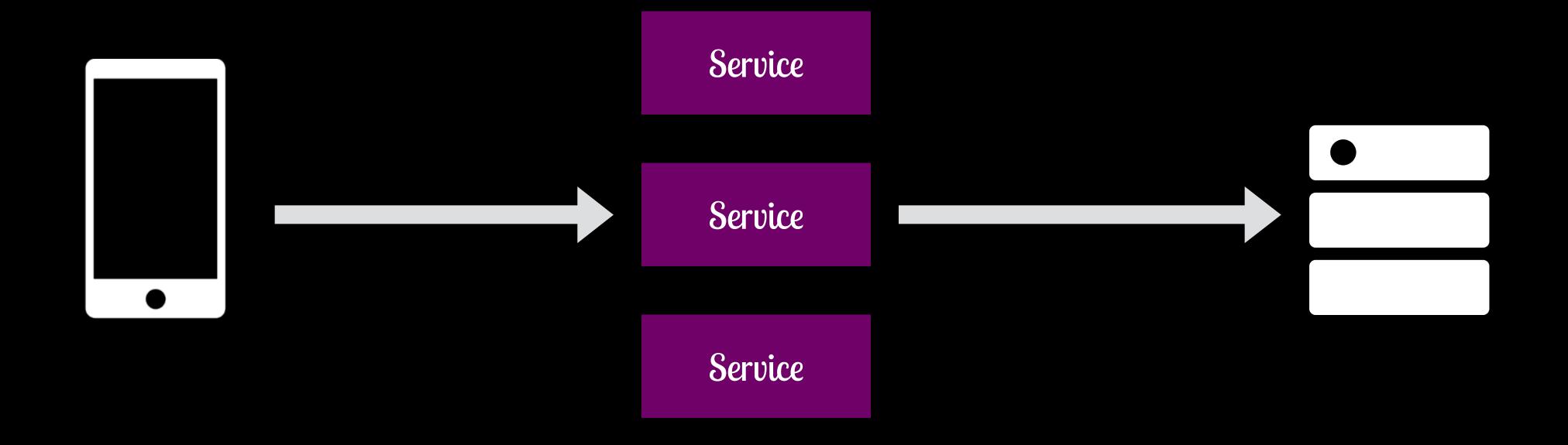
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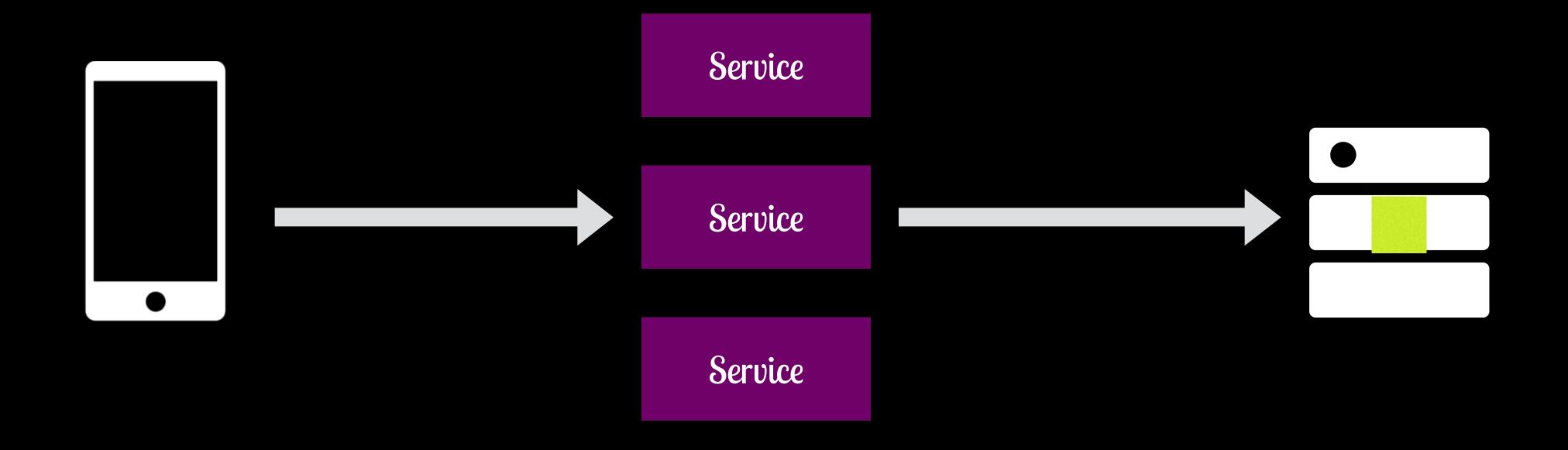




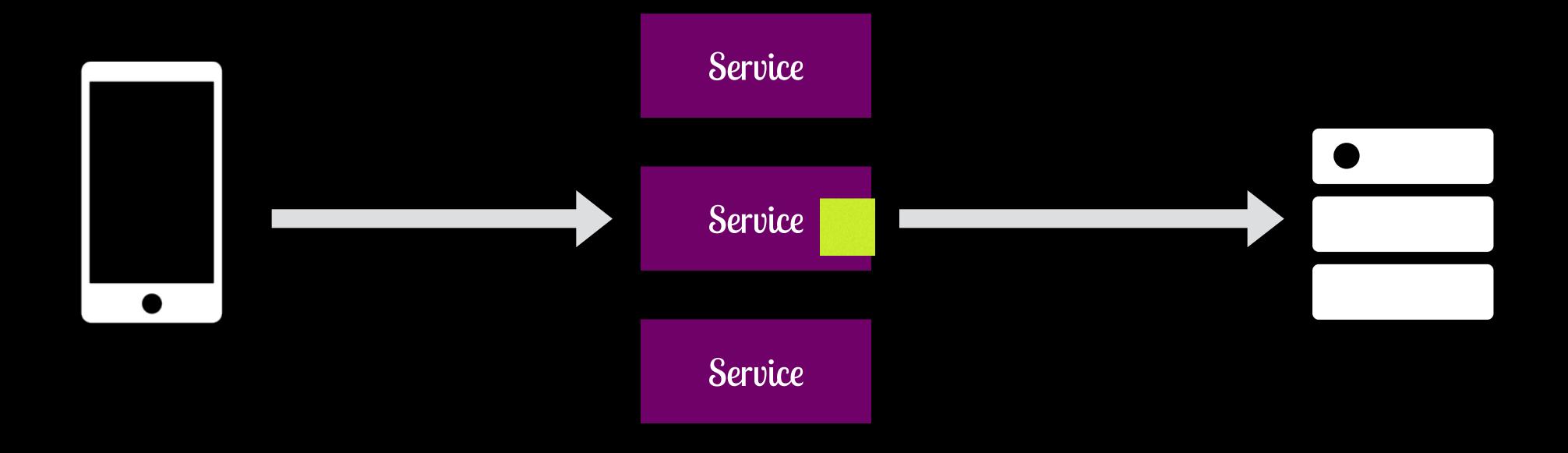




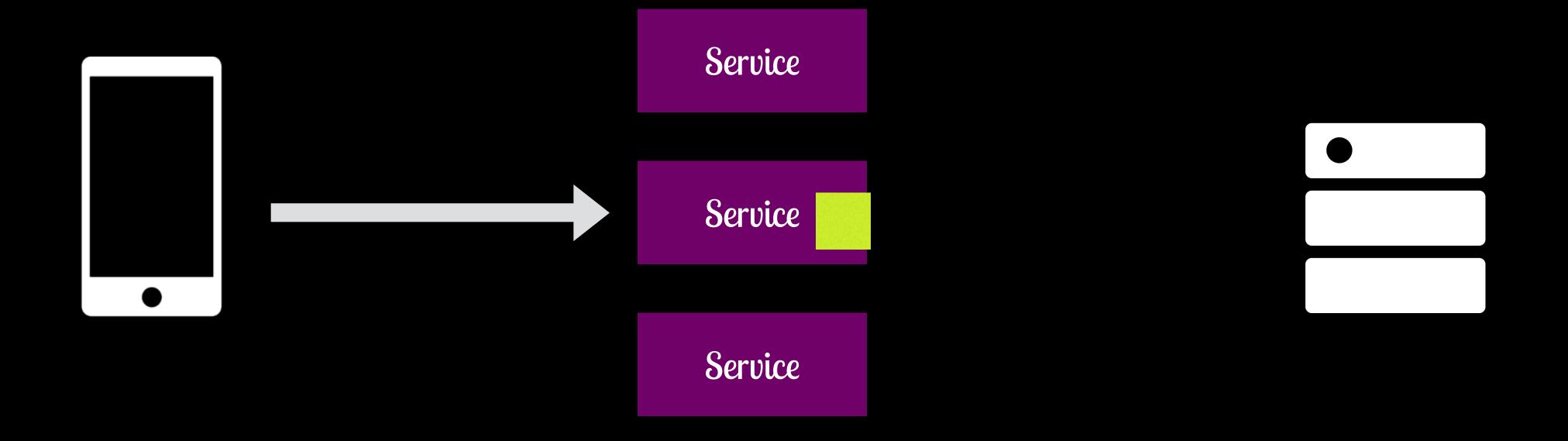












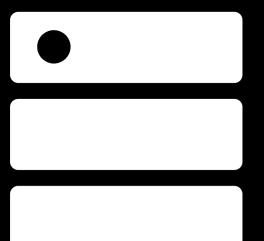




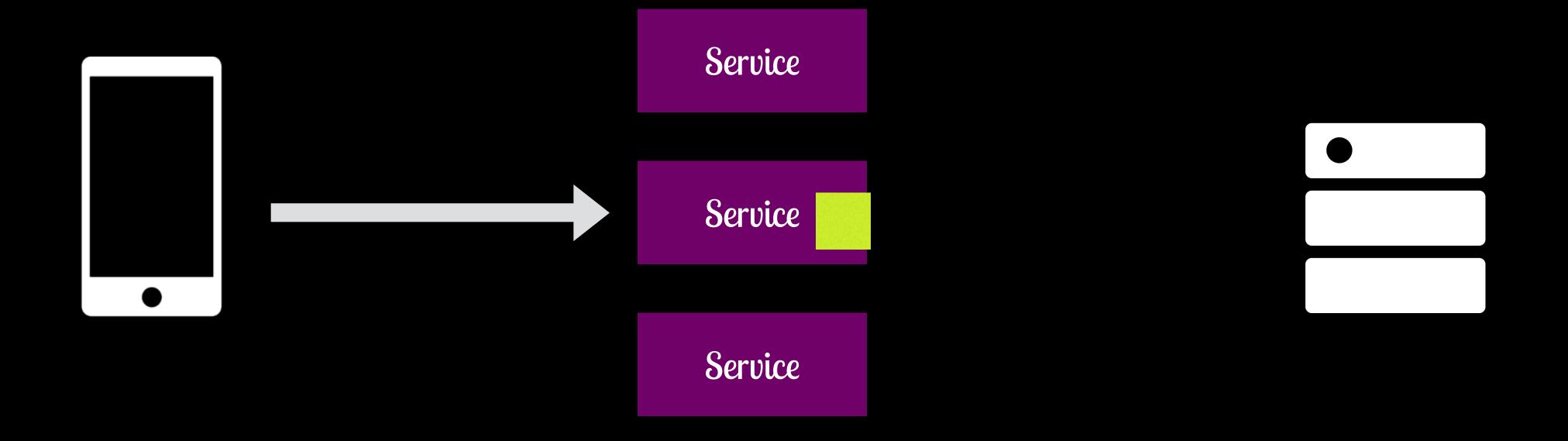
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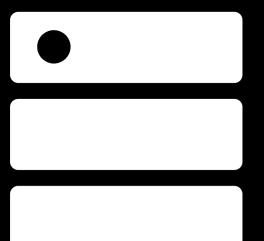




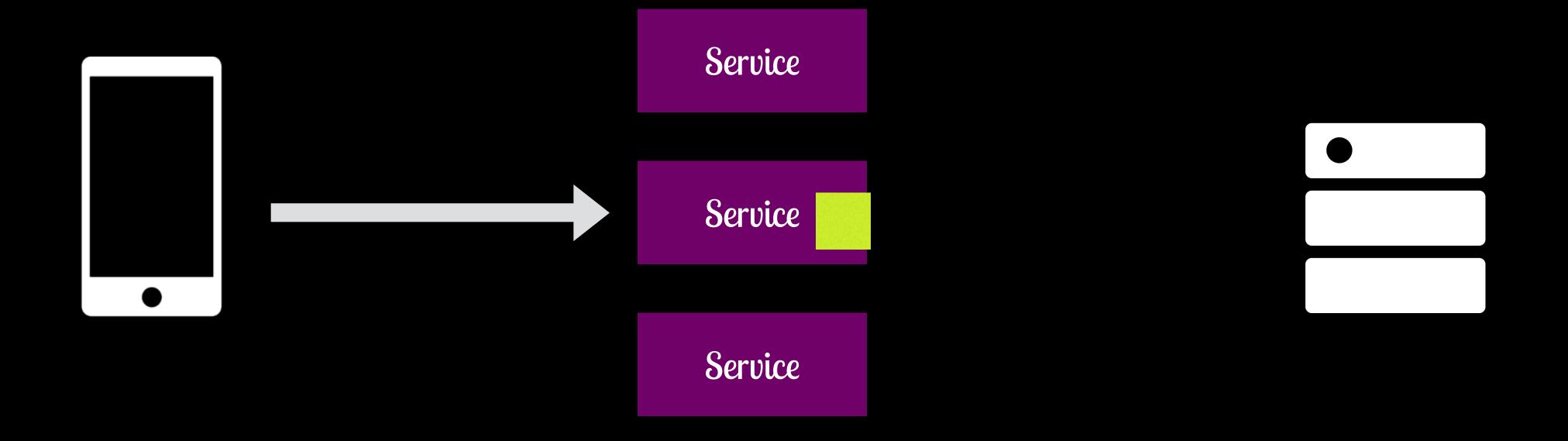
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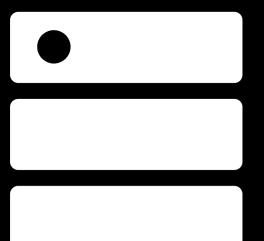




Service

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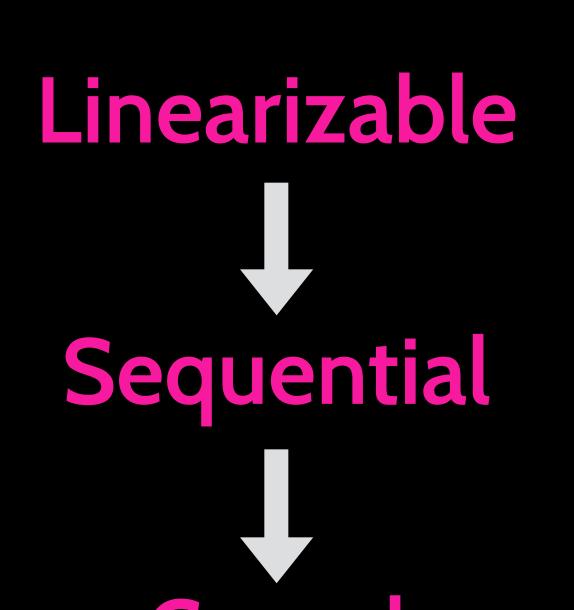


Sticky Connections & Consistency

Additional Available Consistency Models



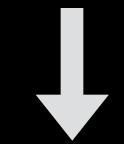
Consistency Models



CP Consistency
AP Consistency

Pipelined Random

Access Memory



Read Your Write

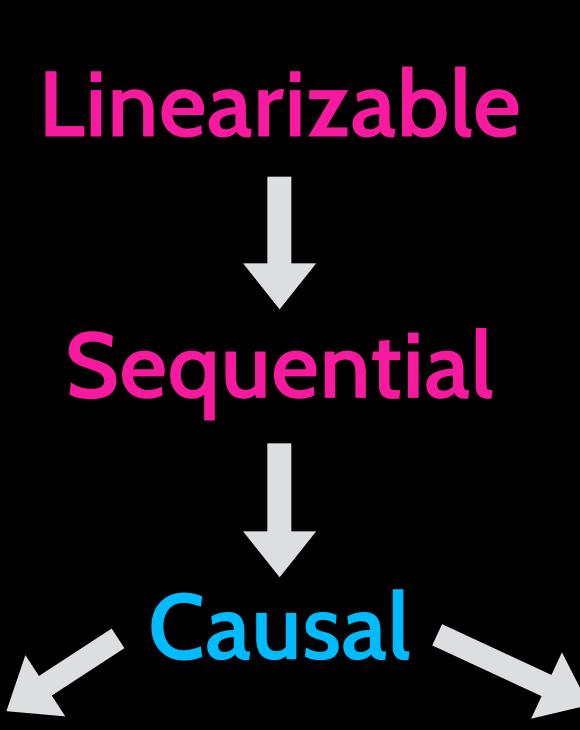
Monotonic Read

Write From Read

Monotonic Write



Consistency Models



CP Consistency

AP Consistency

AP Consistency

w/ Sticky Connections

Pipelined Random

Access Memory

Read Your Write

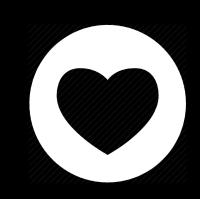
Monotonic Read

Write From Read

Monotonic Write



"Whether or not read-your-write, session and monotonic consistency can be achieved depends in general on the "stickiness" of clients to the server that executes the distributed protocol for them... Using sessions, which are sticky, makes this explicit and provides an exposure level that clients can reason about."

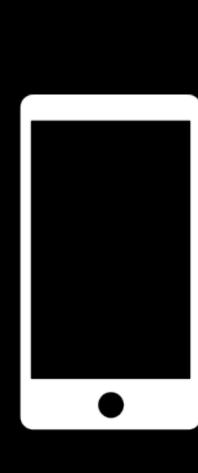


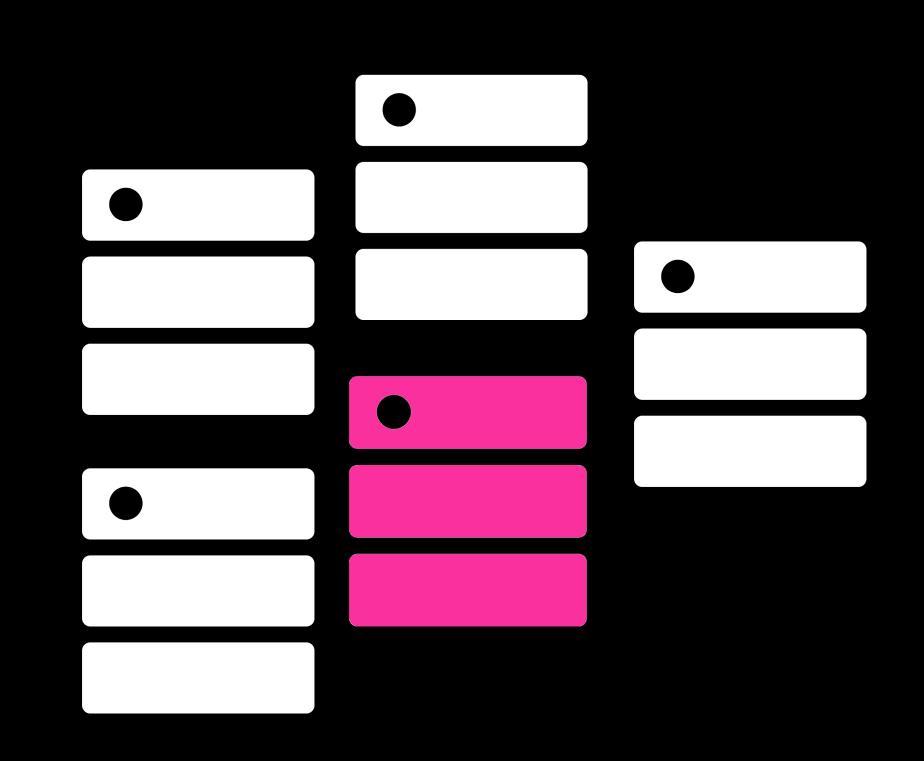
Building Sticky Connections

For Low Latency & Data Intensive Services



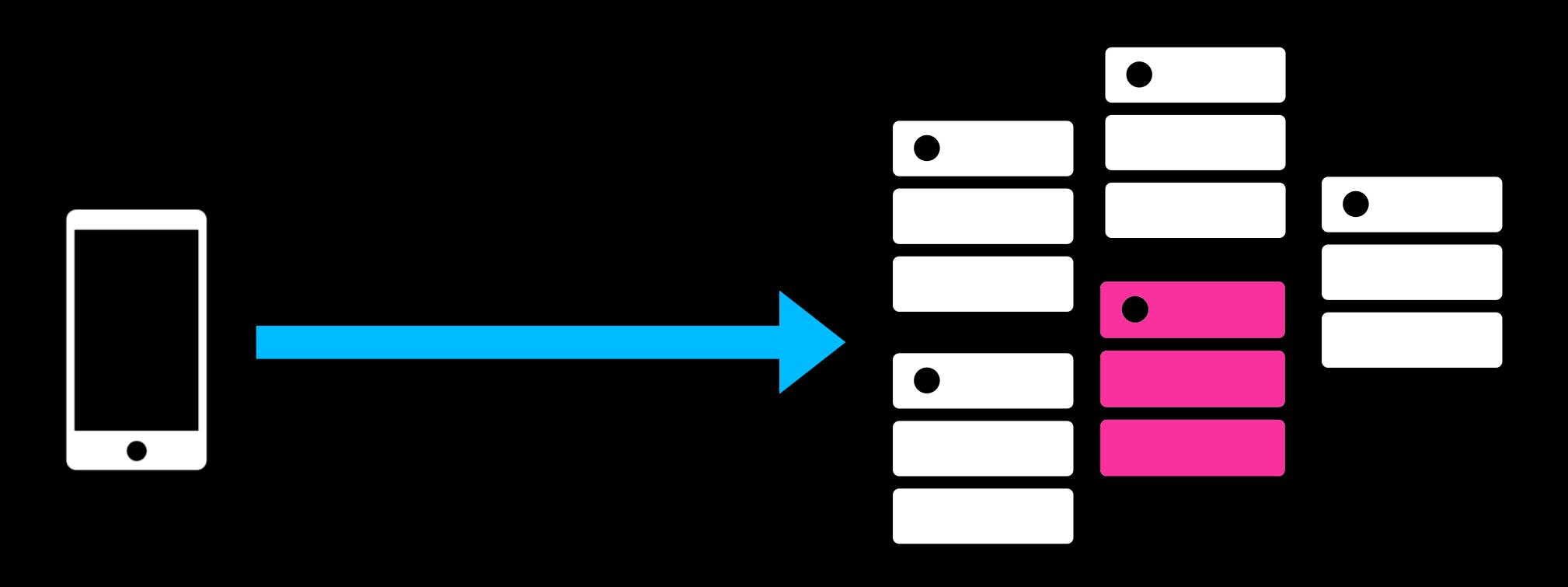
Building Sticky Connections





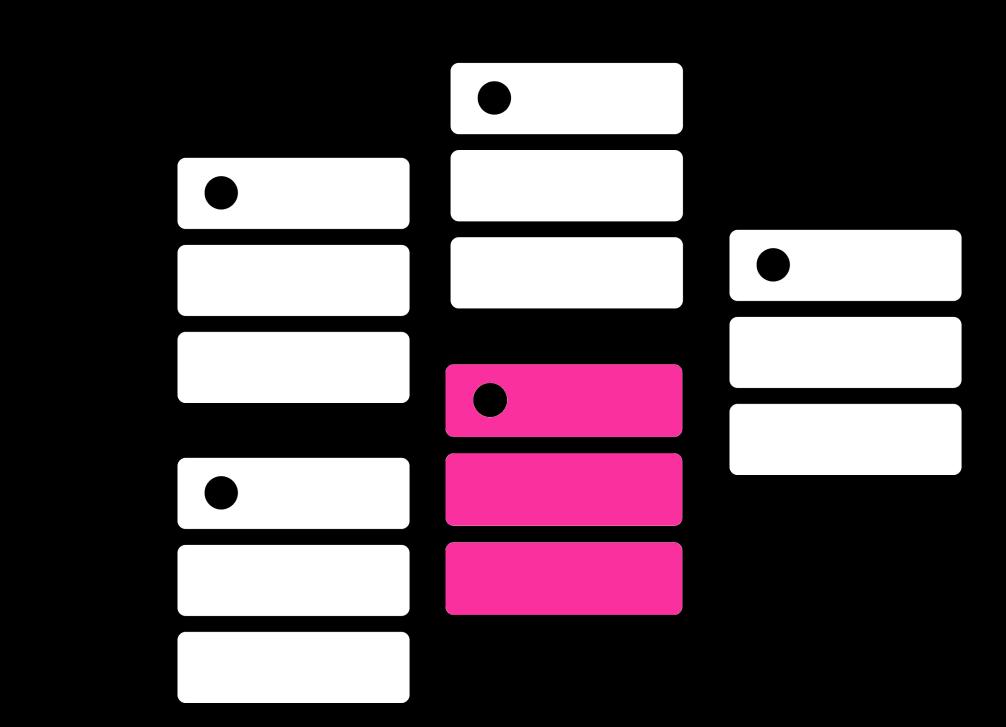


Building Sticky Connections





Persistent Connections



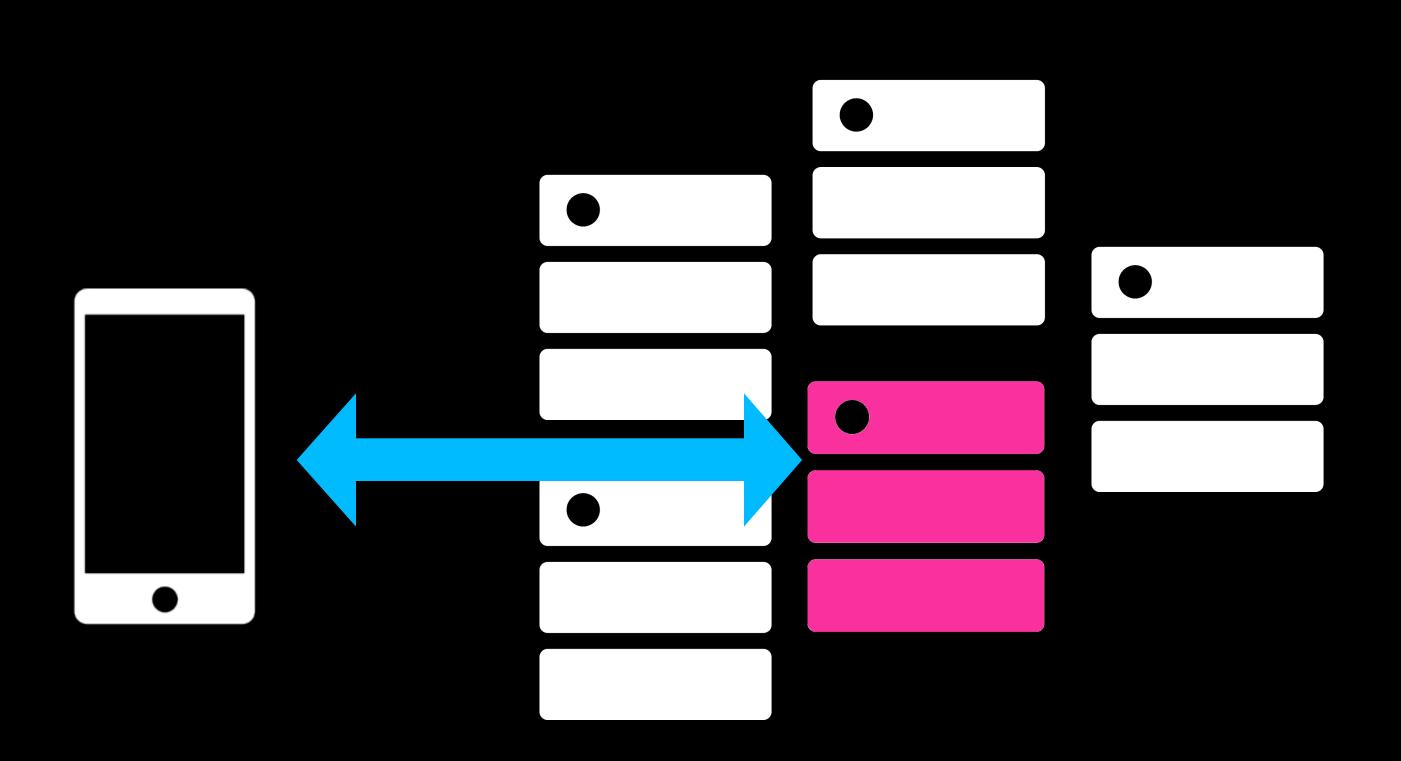
Problems

Load Balancing Problems

No Stickiness Once Connection Breaks



Persistent Connections



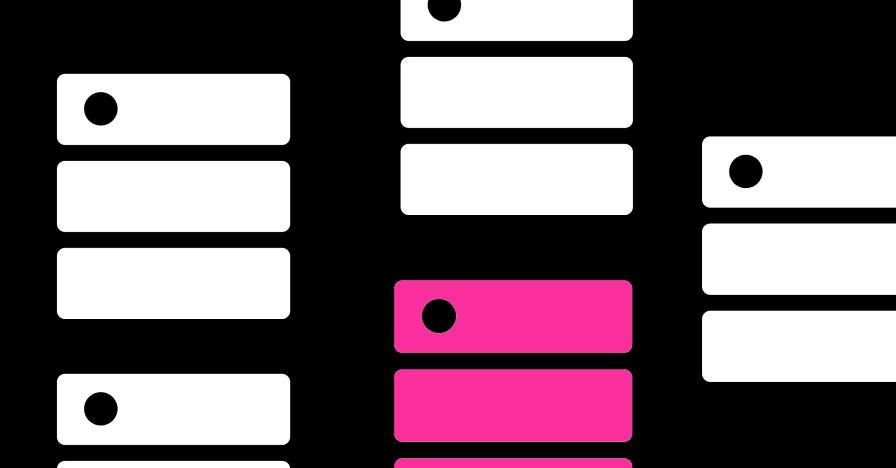
Problems

Load Balancing Problems

No Stickiness Once Connection Breaks



Routing Logic

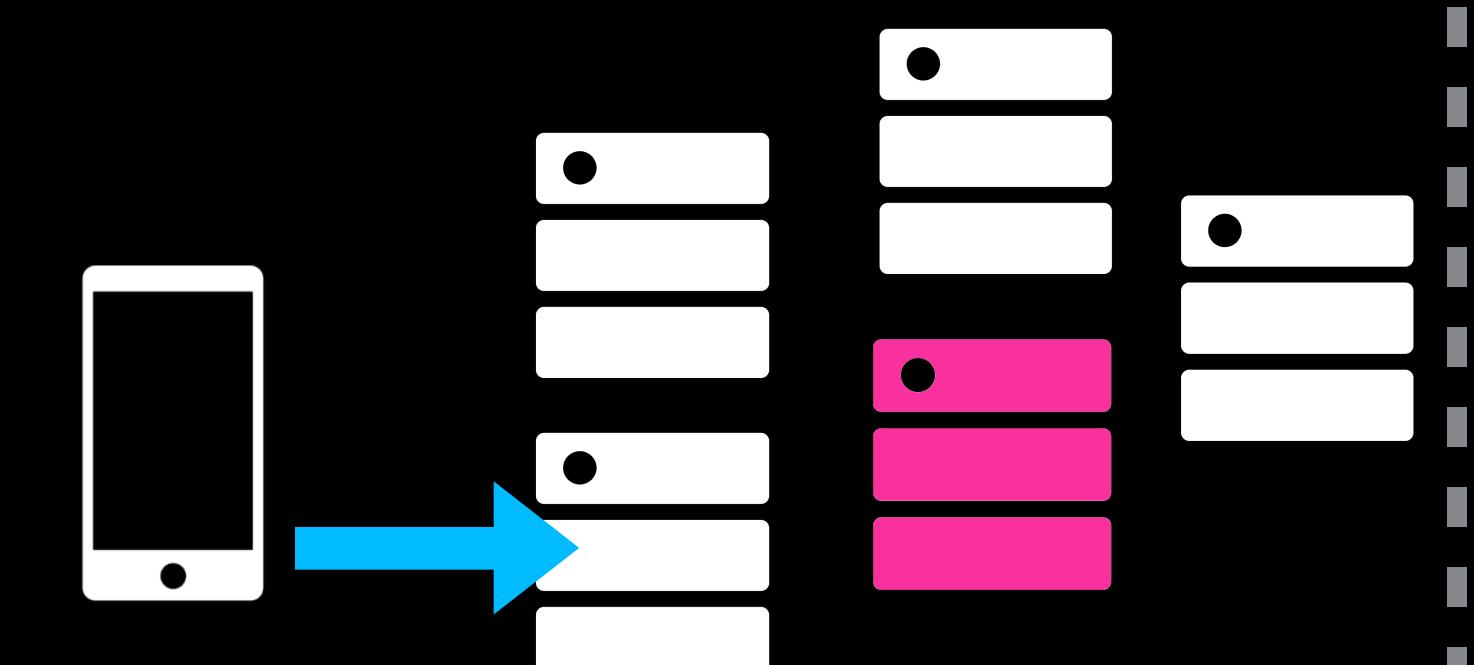


Problems to Solve

- Cluster Membership
- Work Distribution



Routing Logic

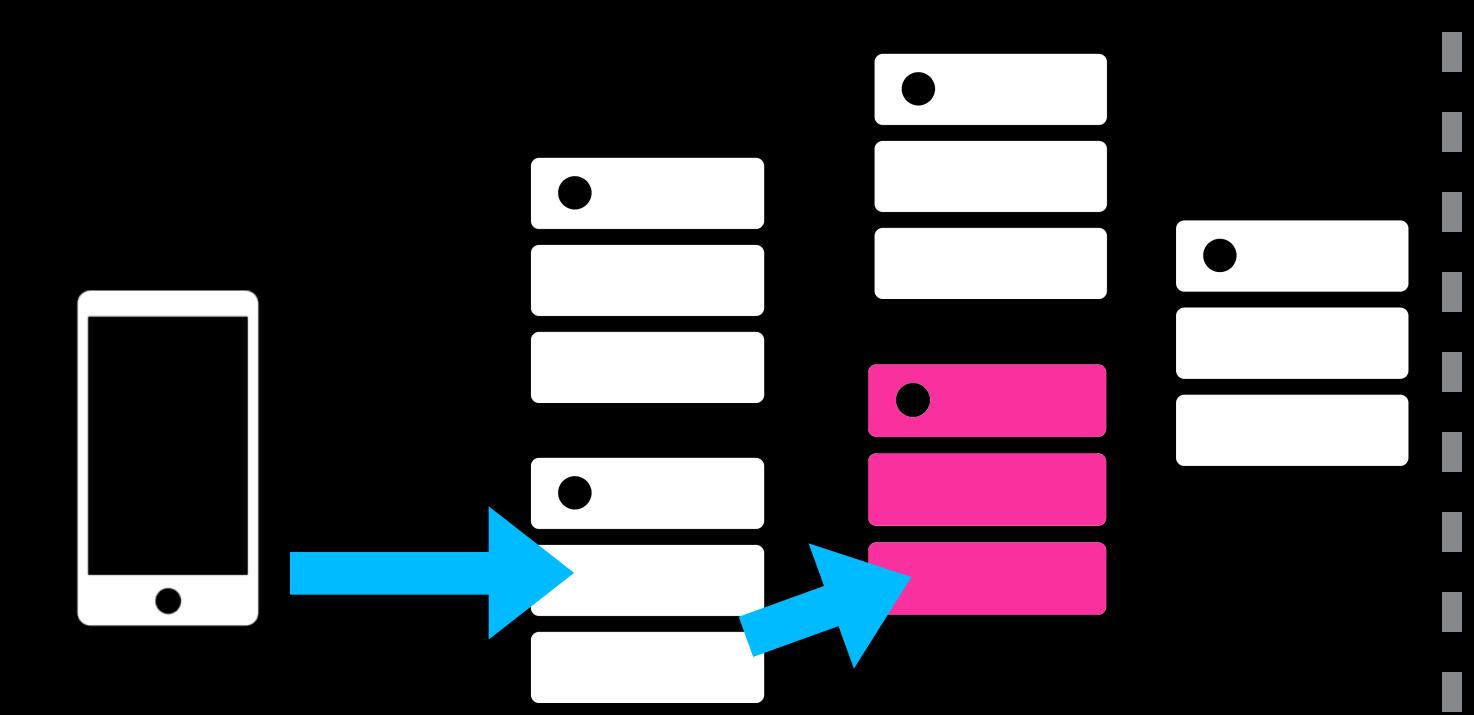


Problems to Solve

- Cluster Membership
- Work Distribution



Routing Logic

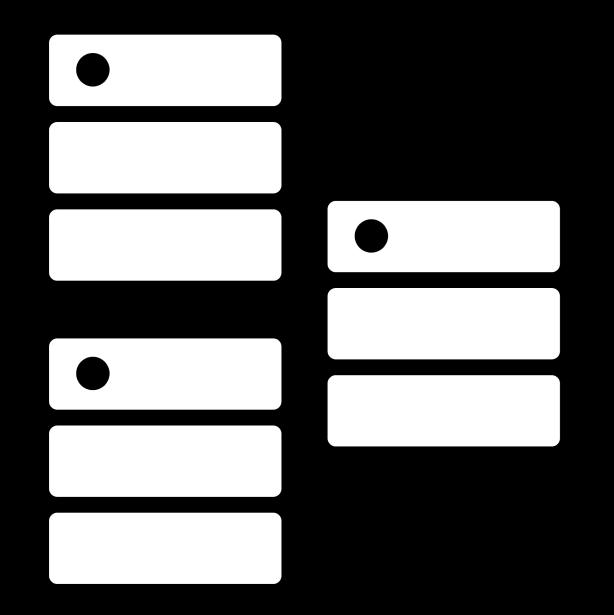


Problems to Solve

- Cluster Membership
- Work Distribution



Static Cluster Membership

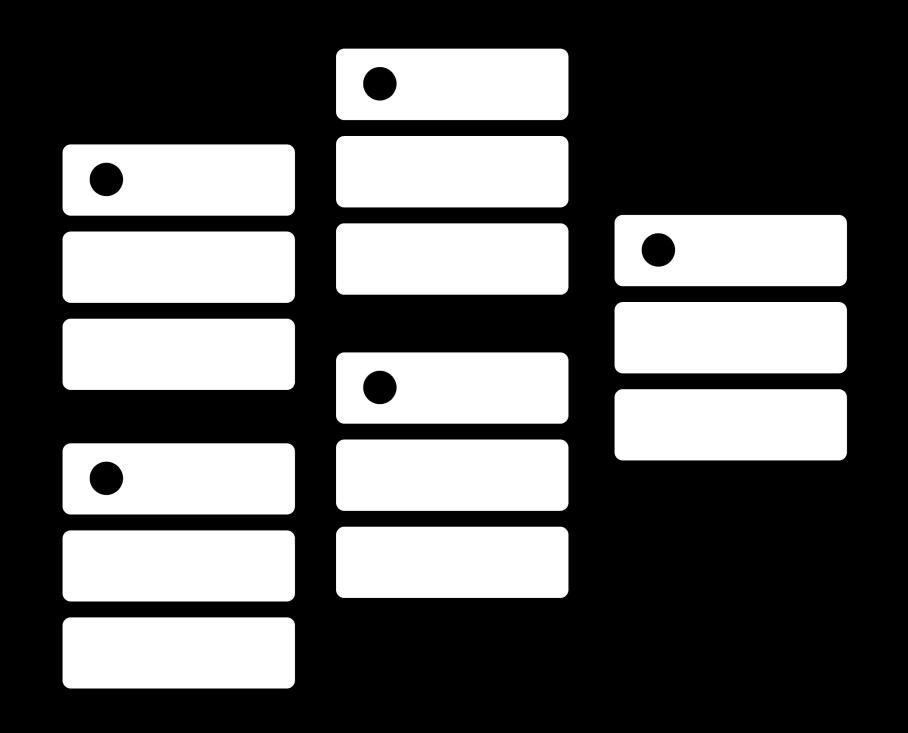




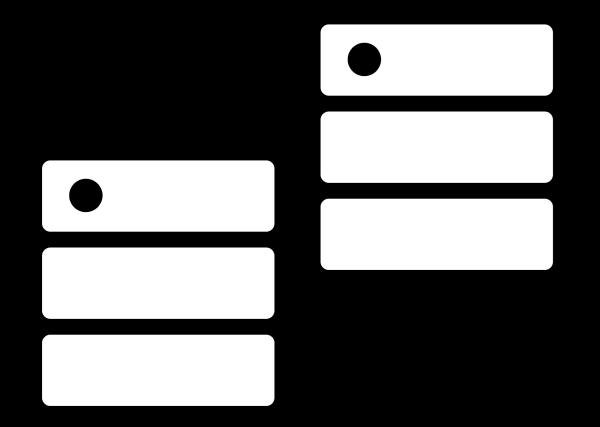
Static Cluster Membership



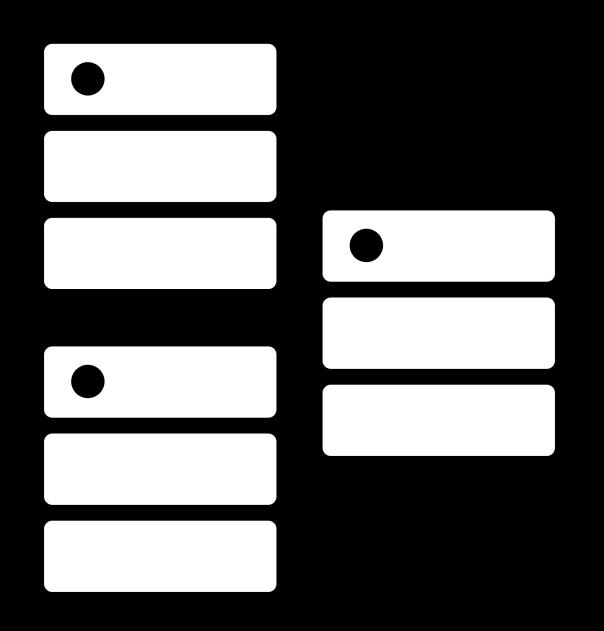
Static Cluster Membership



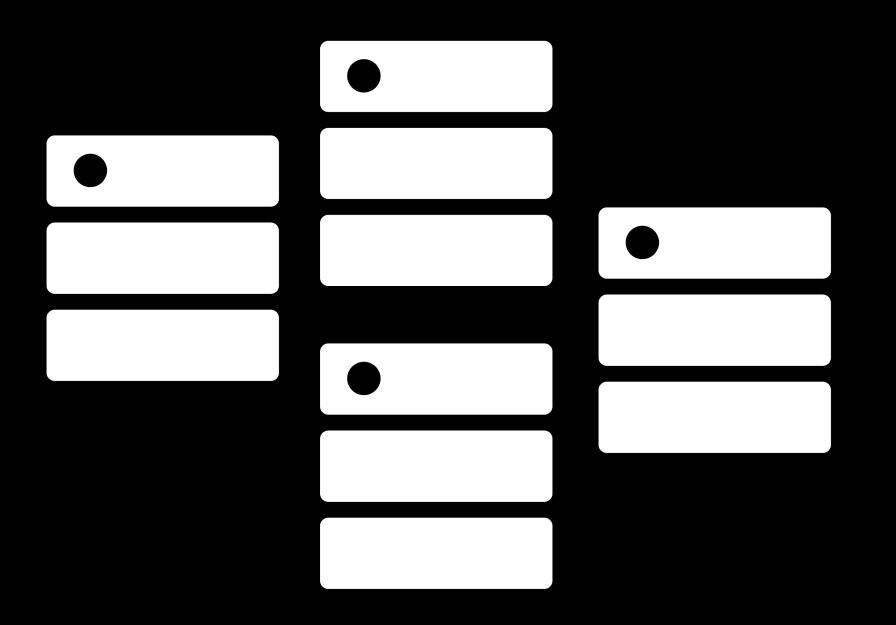




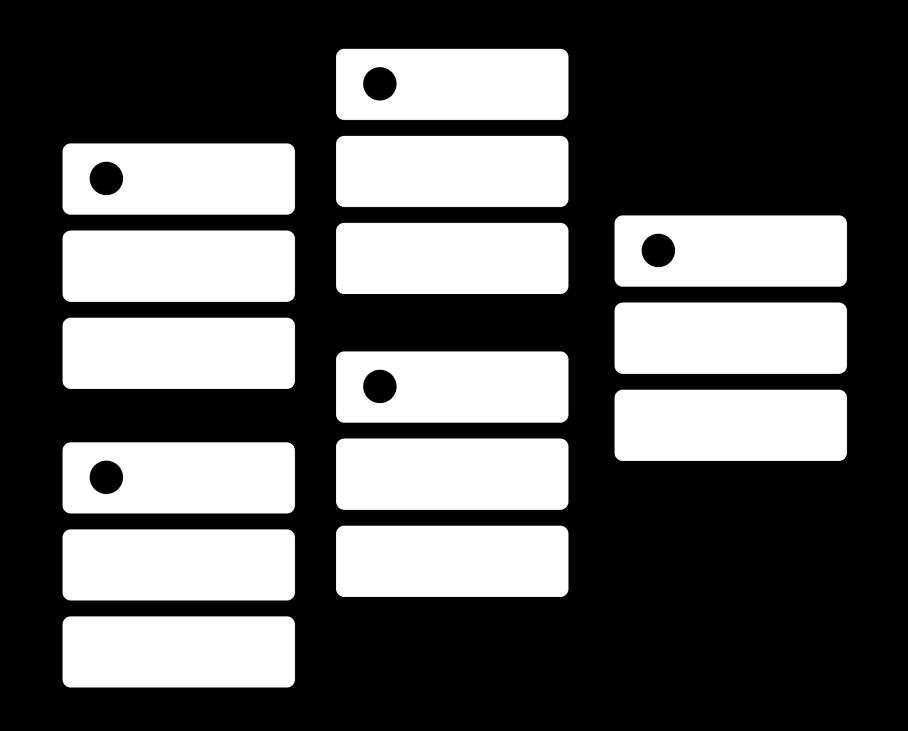




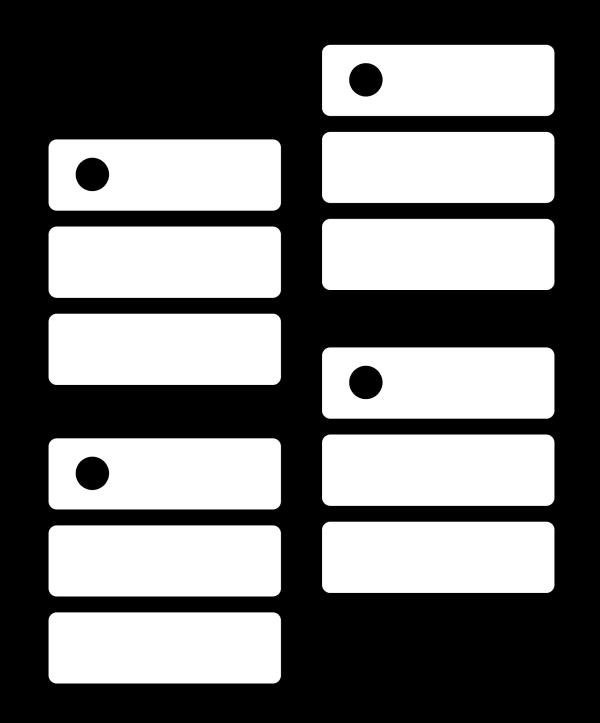














Gossip Consensus

Protocols Systems

Availability vs Consistency



Work Distribution

Random Consistent Distributed

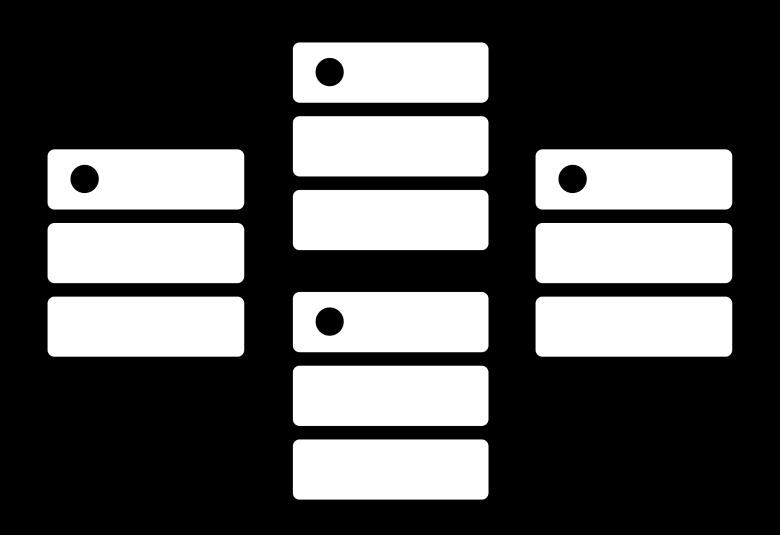
Placement Hashing Hash Tables



Write

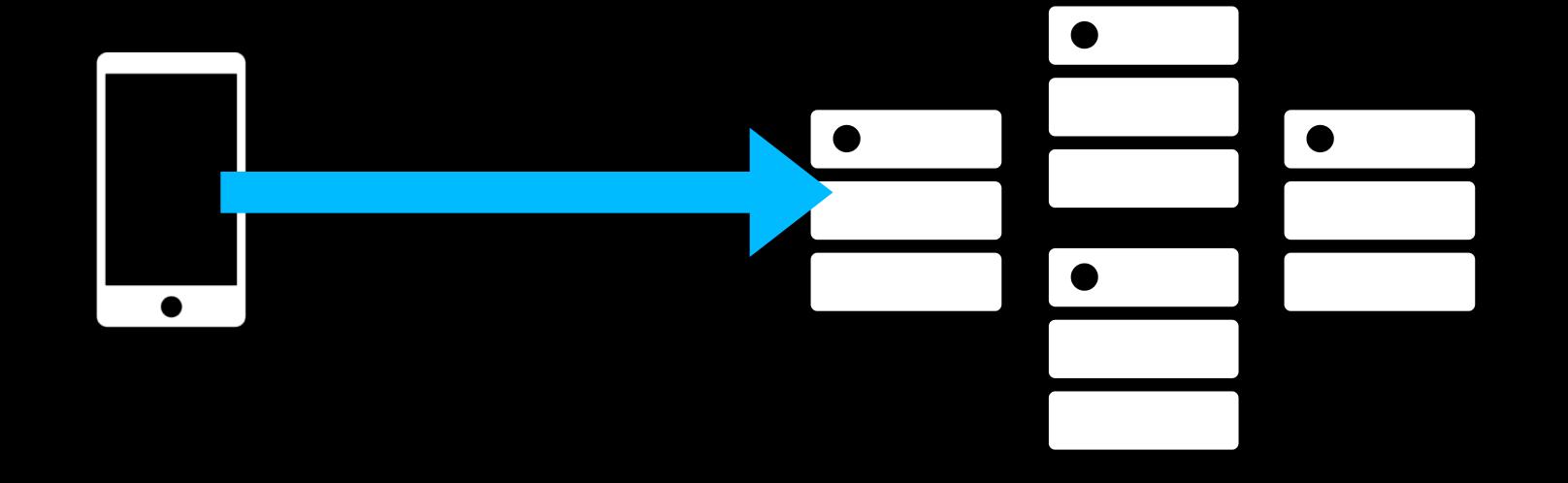
Anywhere





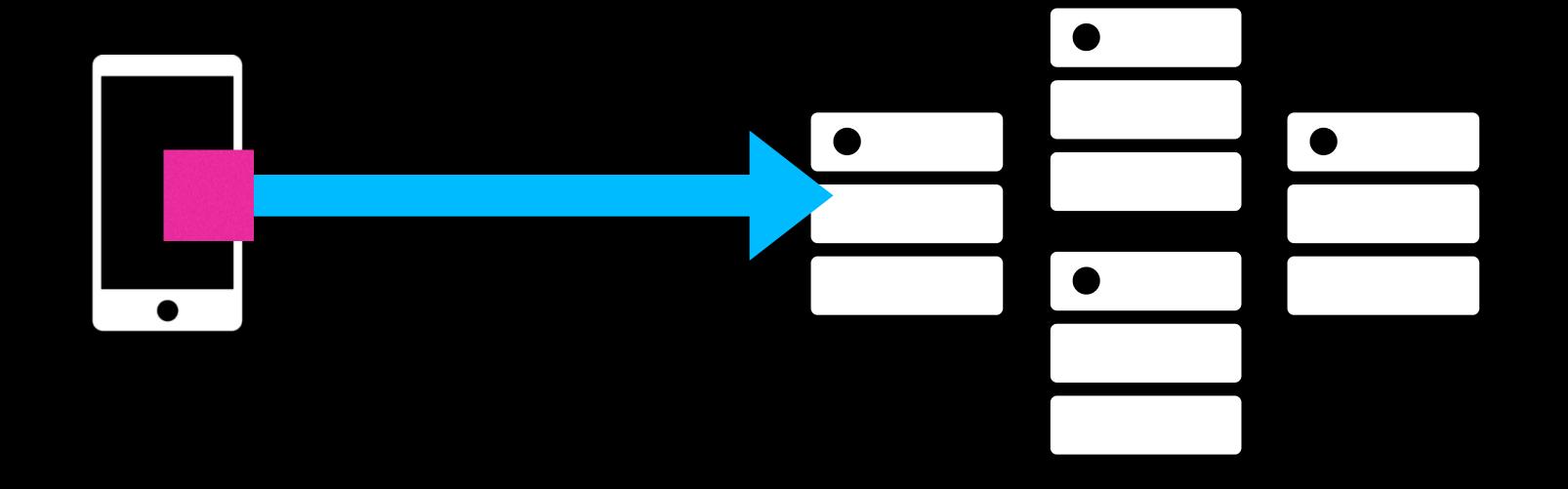


Write
Anywhere



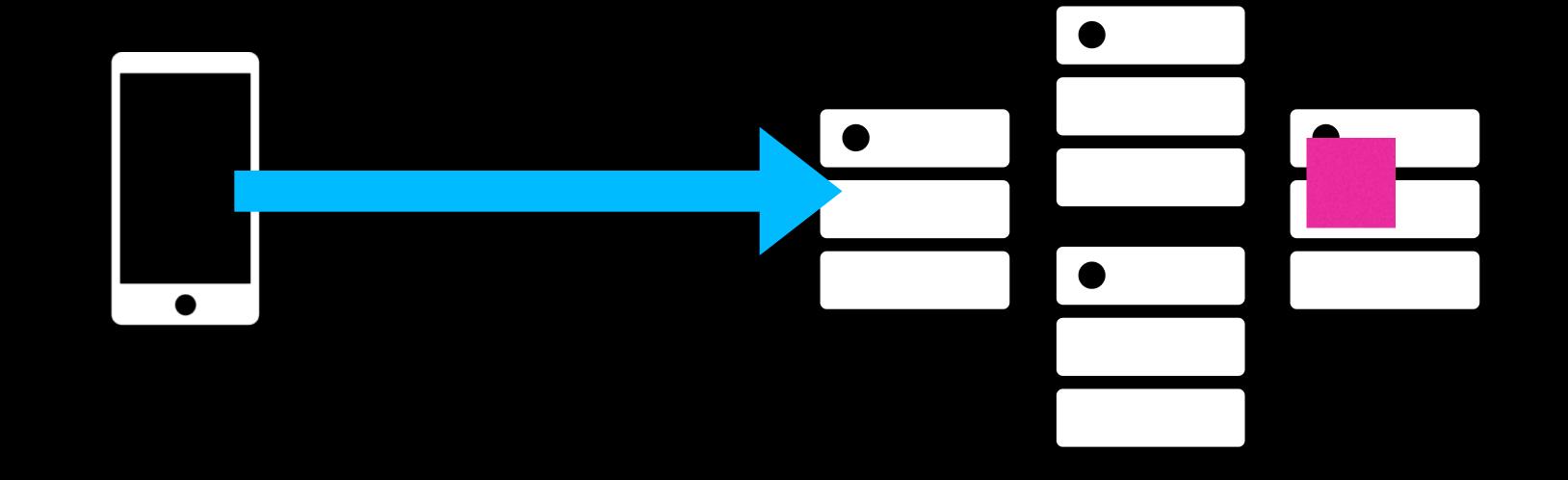


Write
Anywhere





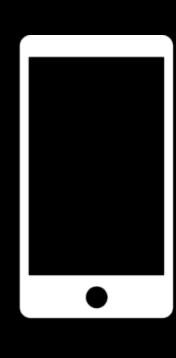
Write
Anywhere

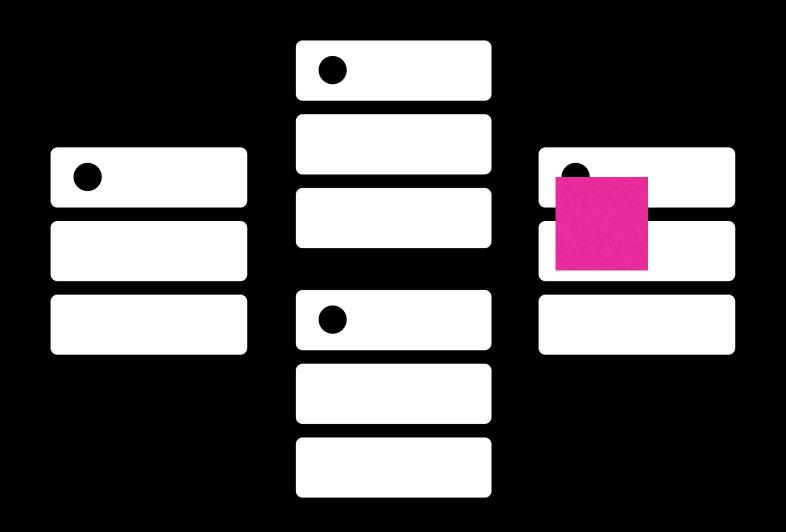




Write

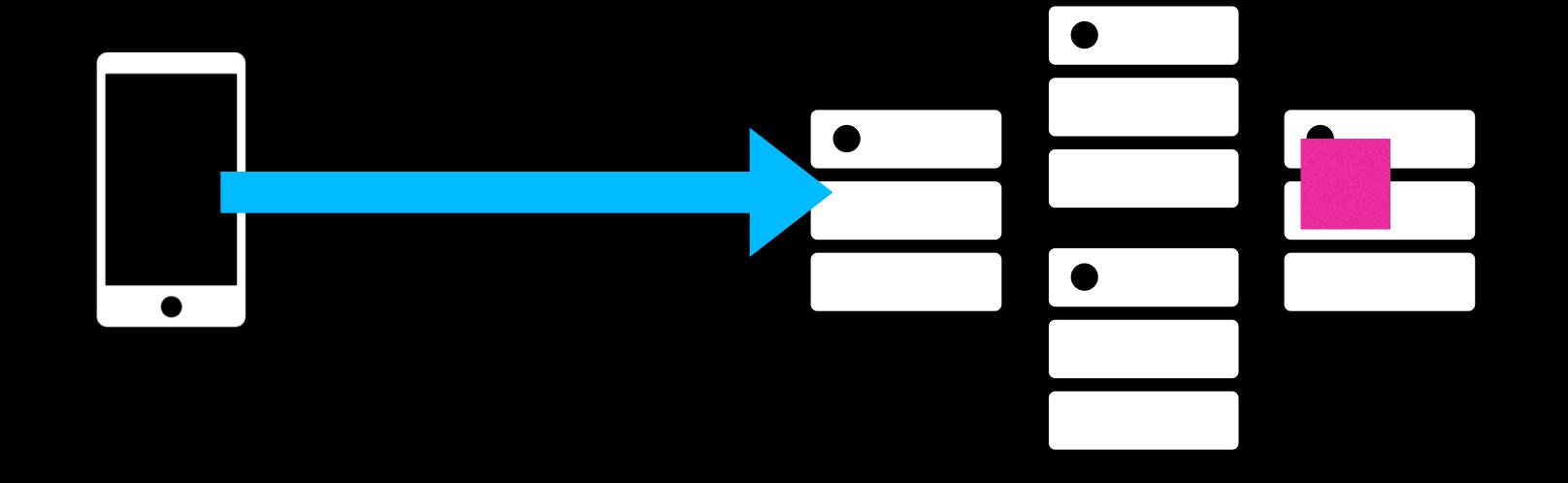
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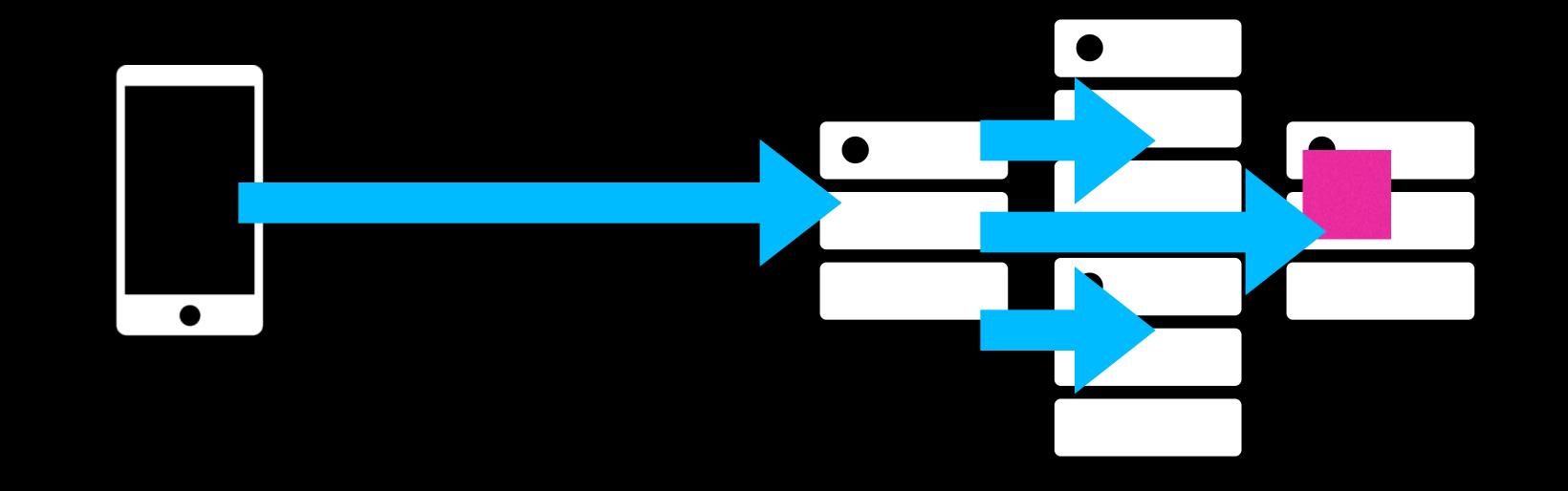


Write
Anywhere





Write
Anywhere

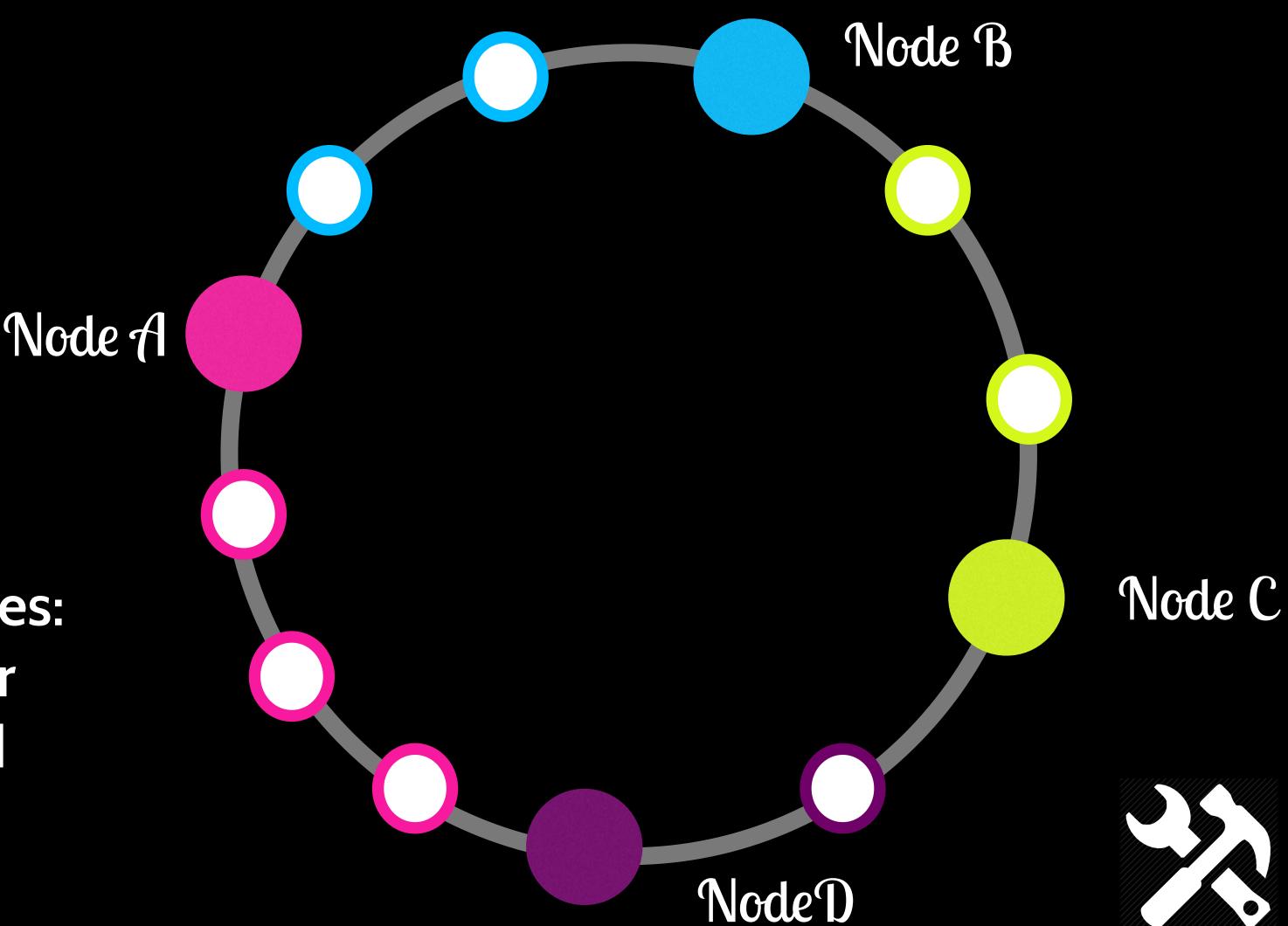




Consistent Hashing

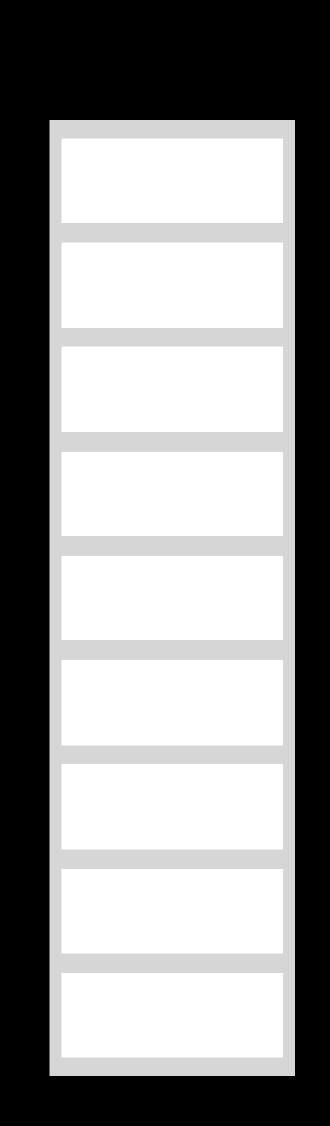
Deterministic Placement

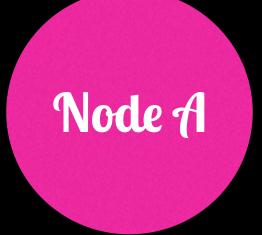
Consistent Hashing & Random Trees:
Distributed caching protocols for relieving hot spots on the World
Wide Web



Non- Deterministic Placement



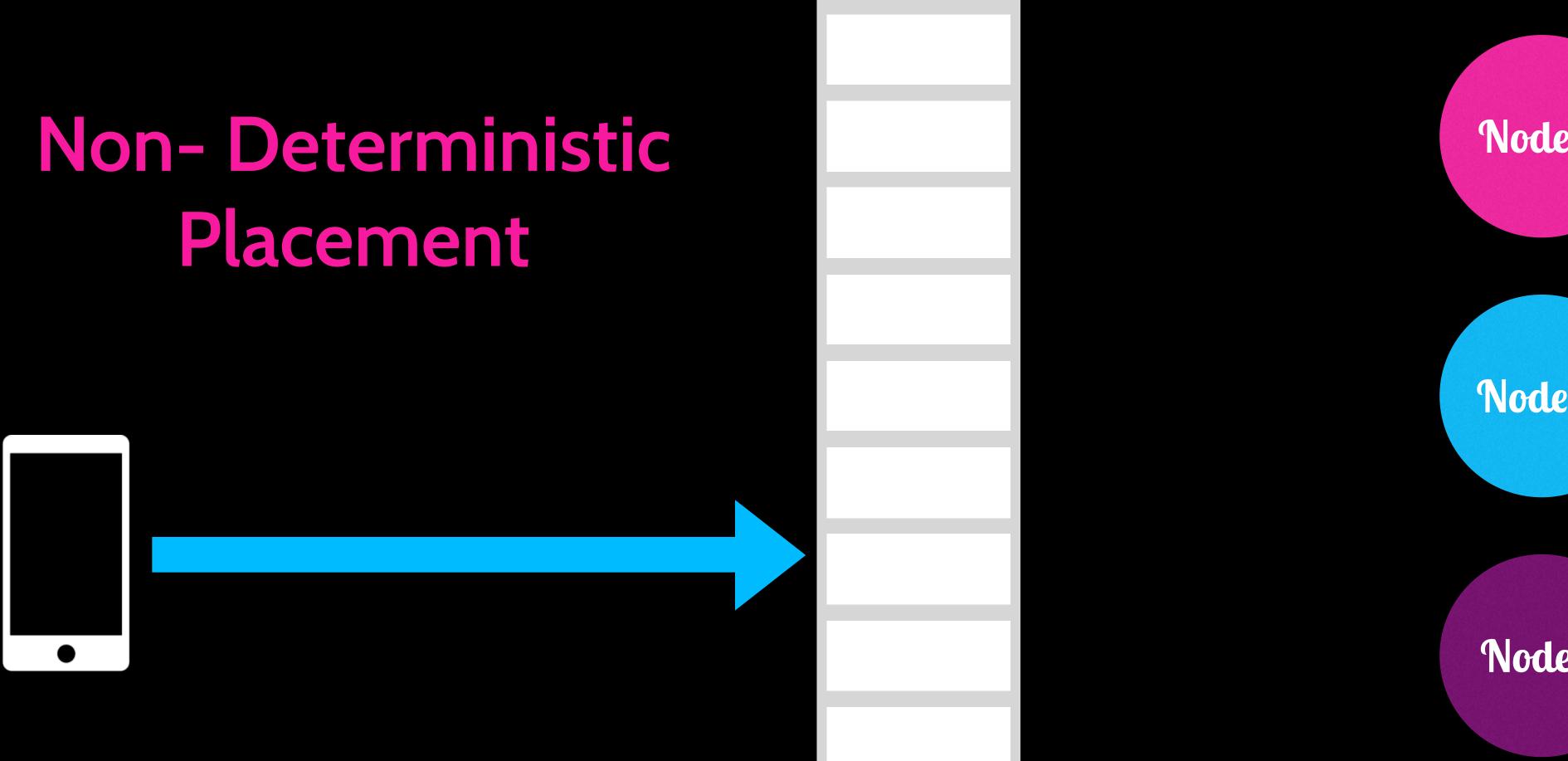






Node C



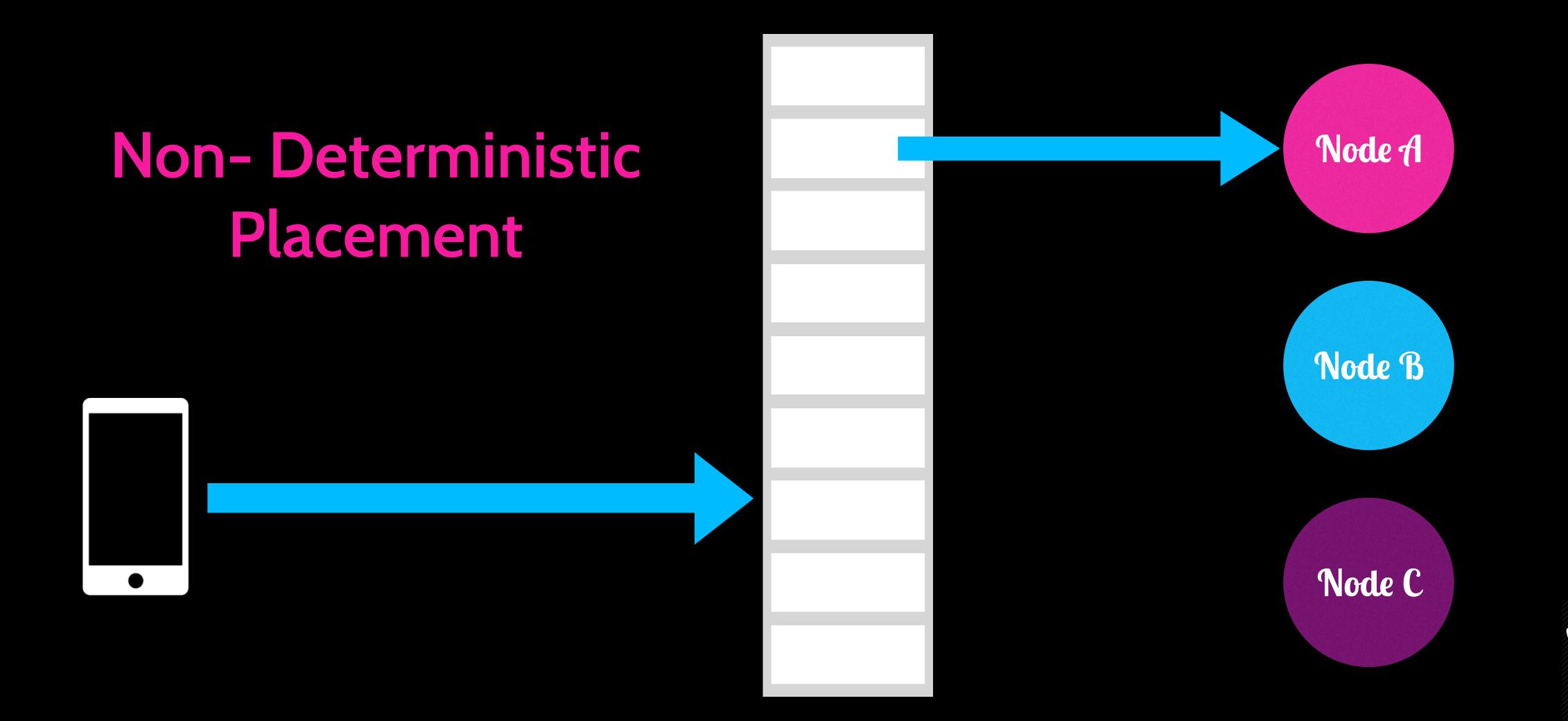


Node A

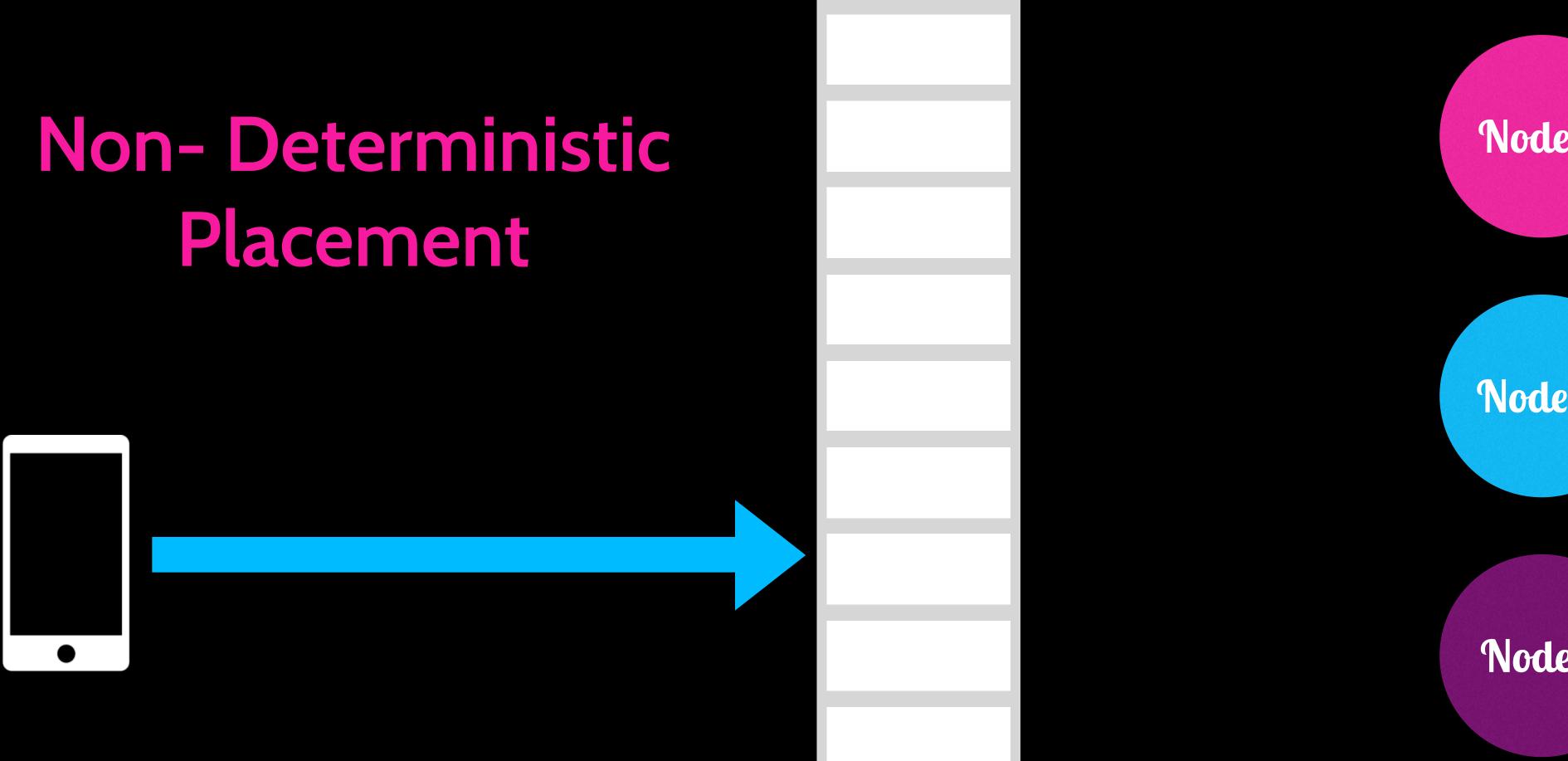
Node B

Node C









Node A

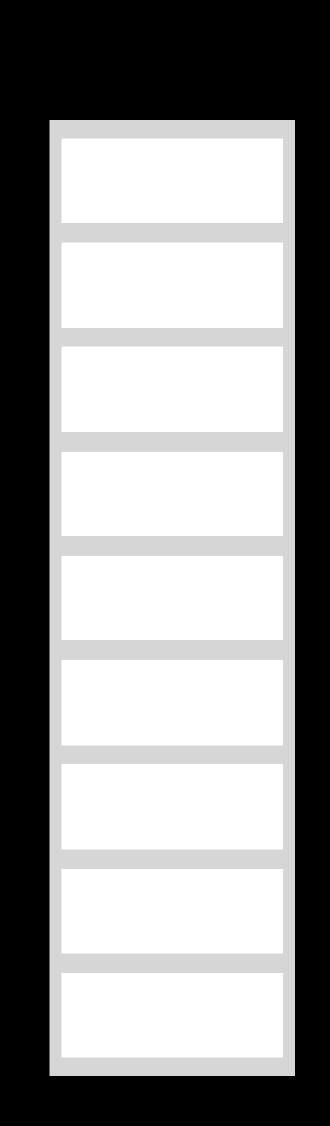
Node B

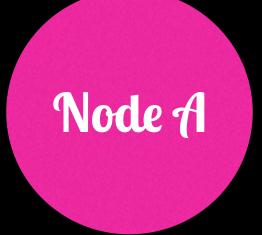
Node C



Non- Deterministic Placement









Node C

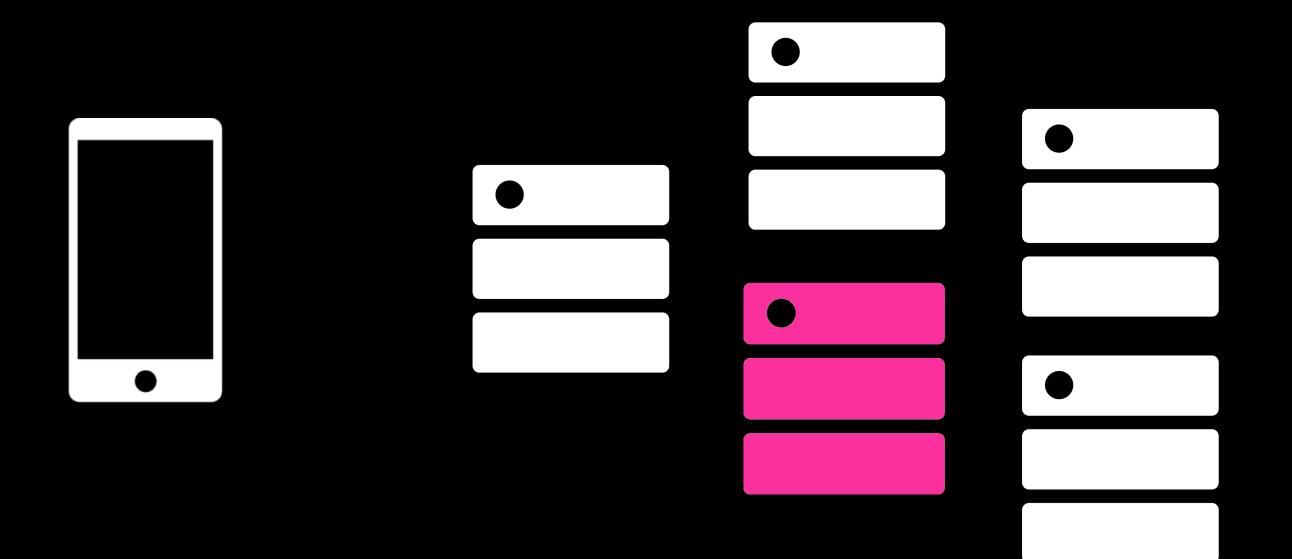


Stateful Services

In the Real World



Scuba is a fast, scalable, distributed, in-memory database built at Facebook. It is the workhorse behind code regression analysis & bug report, revenue, and performance debugging



Fan-out request to all machines in the cluster

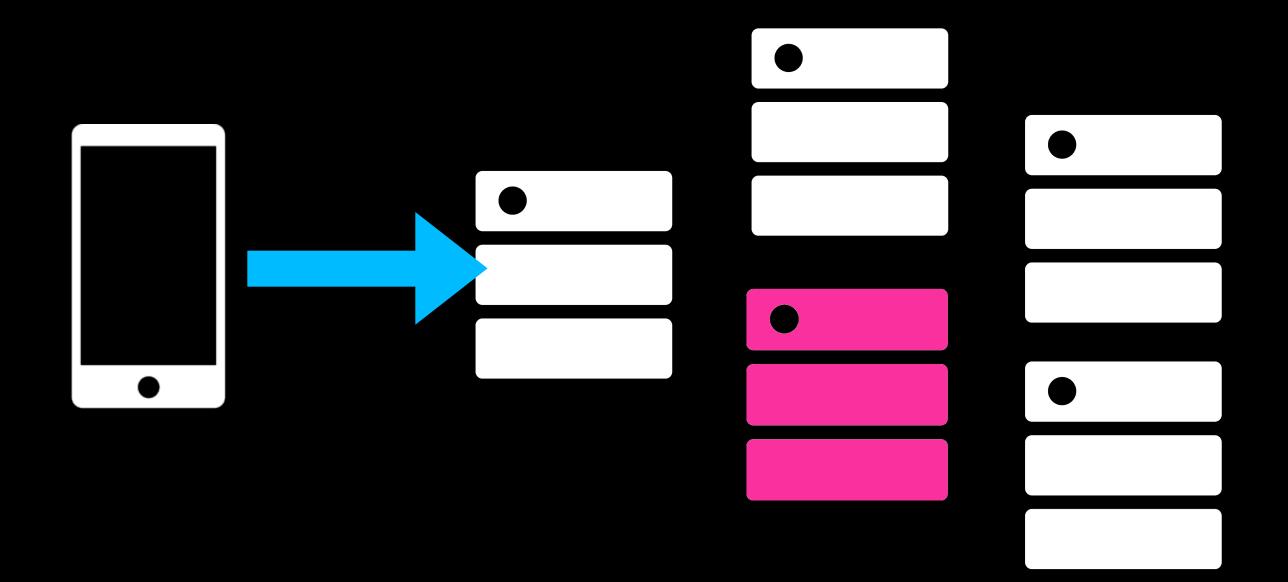
Compose Results

Return Results and Completeness





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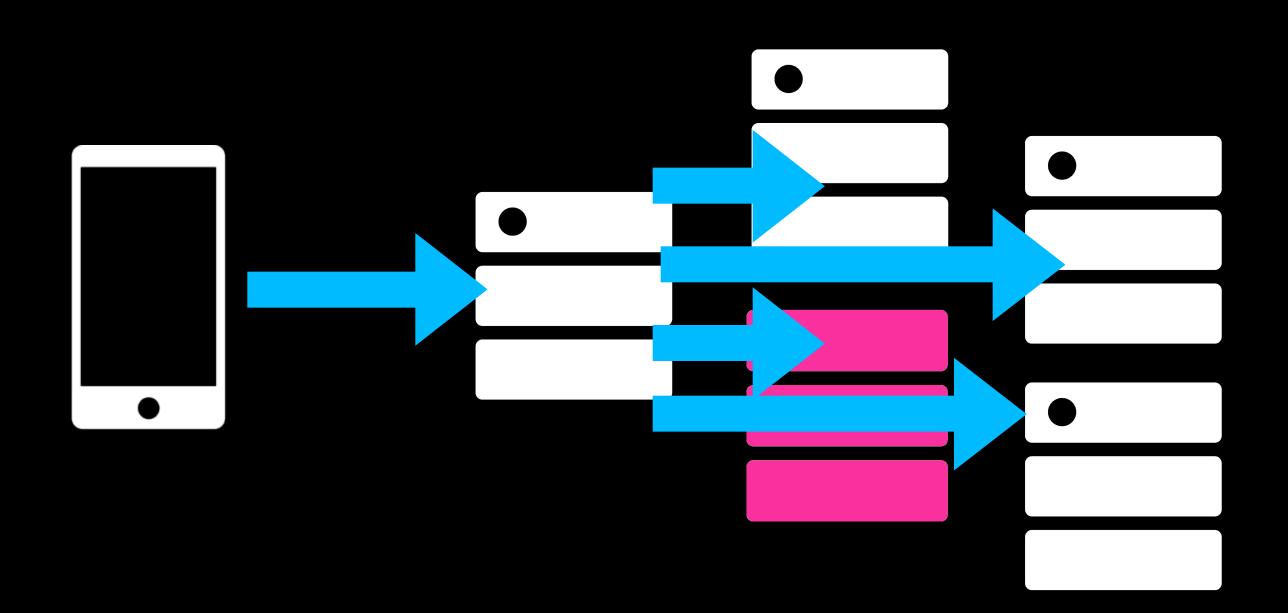
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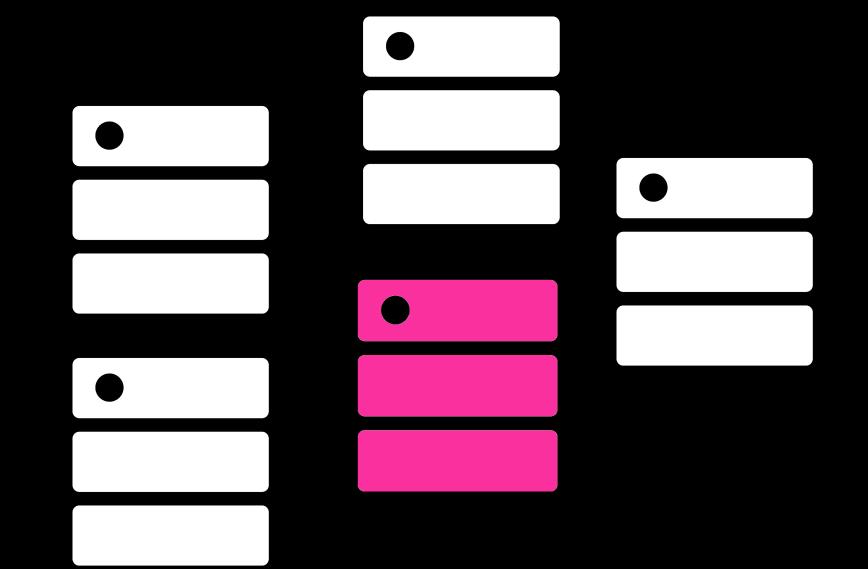
Compose Results

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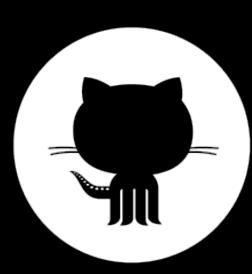
Uber Ringpop is an opensource Node.js library that brings application-layer sharding to many of their dispatching platform services.



Swim Gossip Protocol

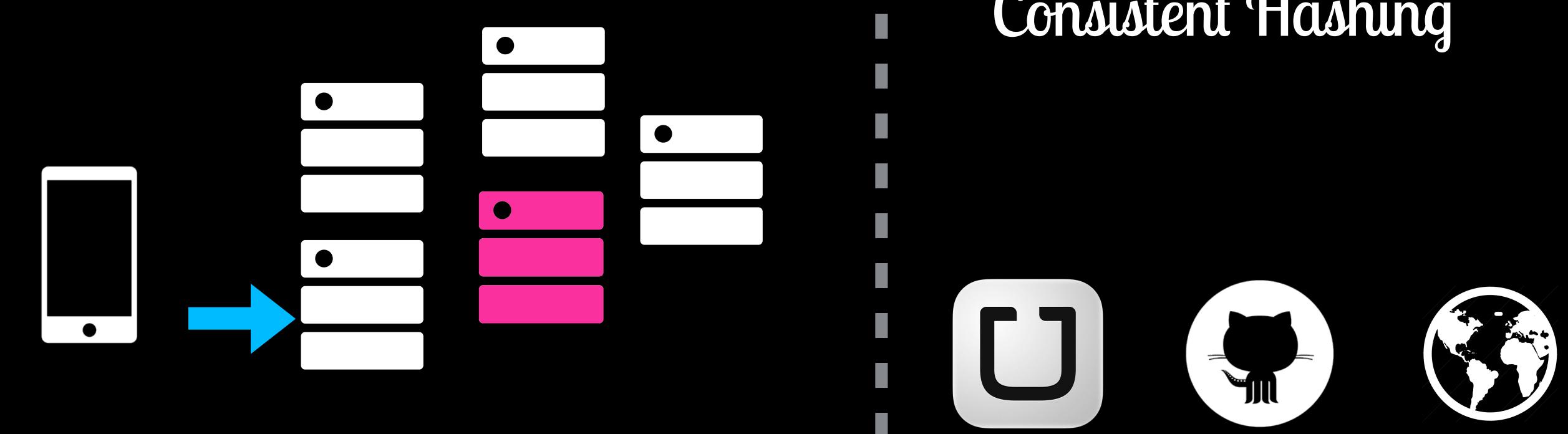
Consistent Hashing







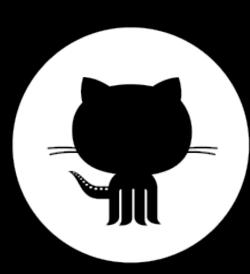
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Swim Gossip Protocol

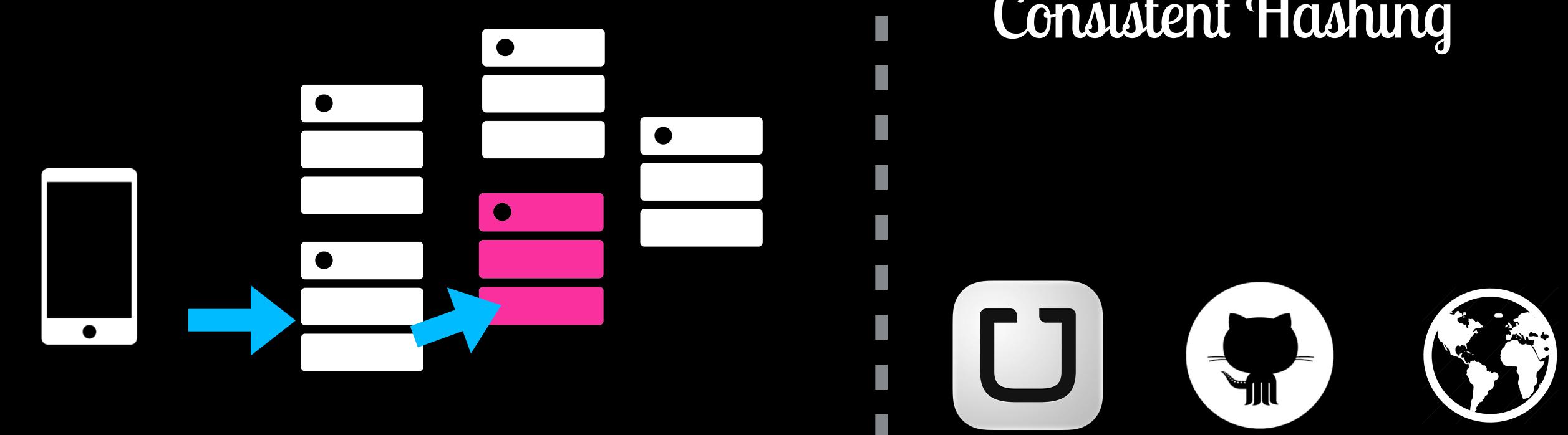
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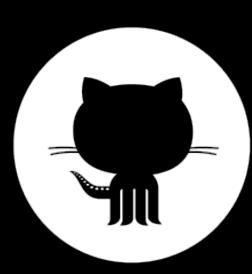
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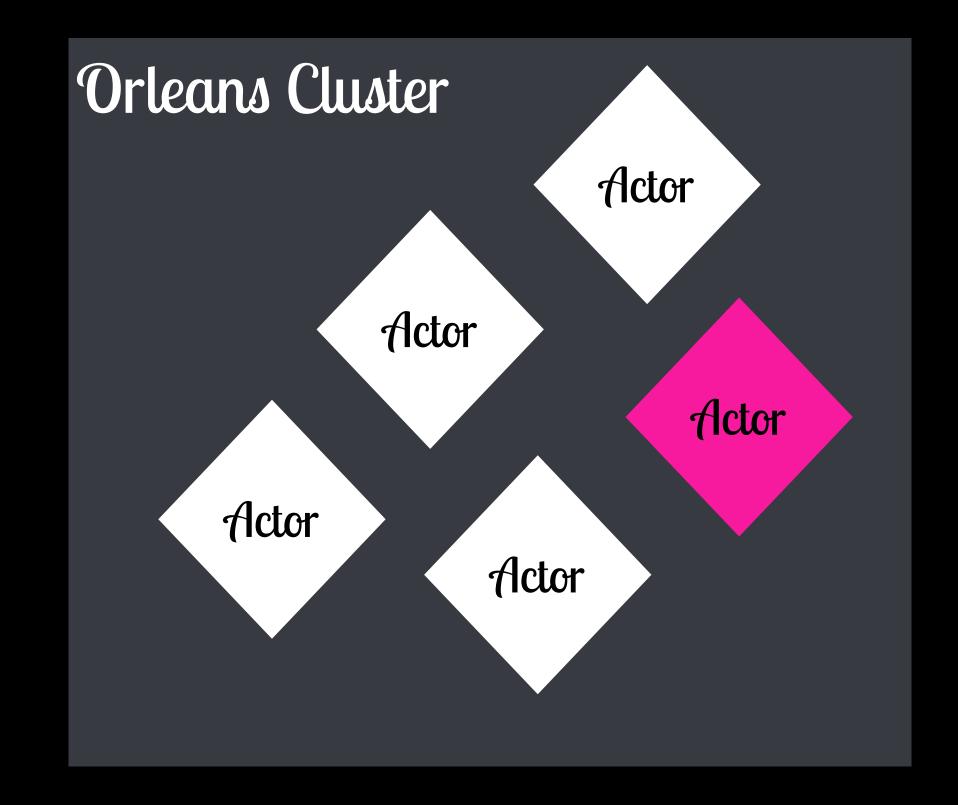




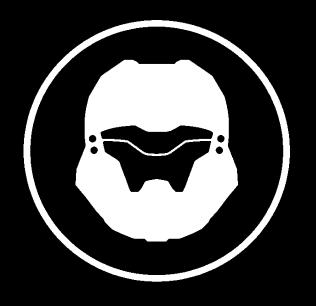
Orleans is a runtime and

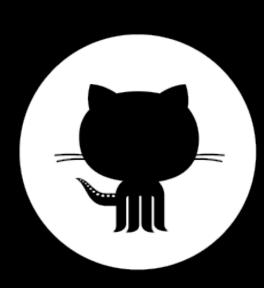
Programming model for building distributed systems based on the Actor Model from the eXtreme Computing Group at MSR





Gossip Protocol + Consistent Hashing

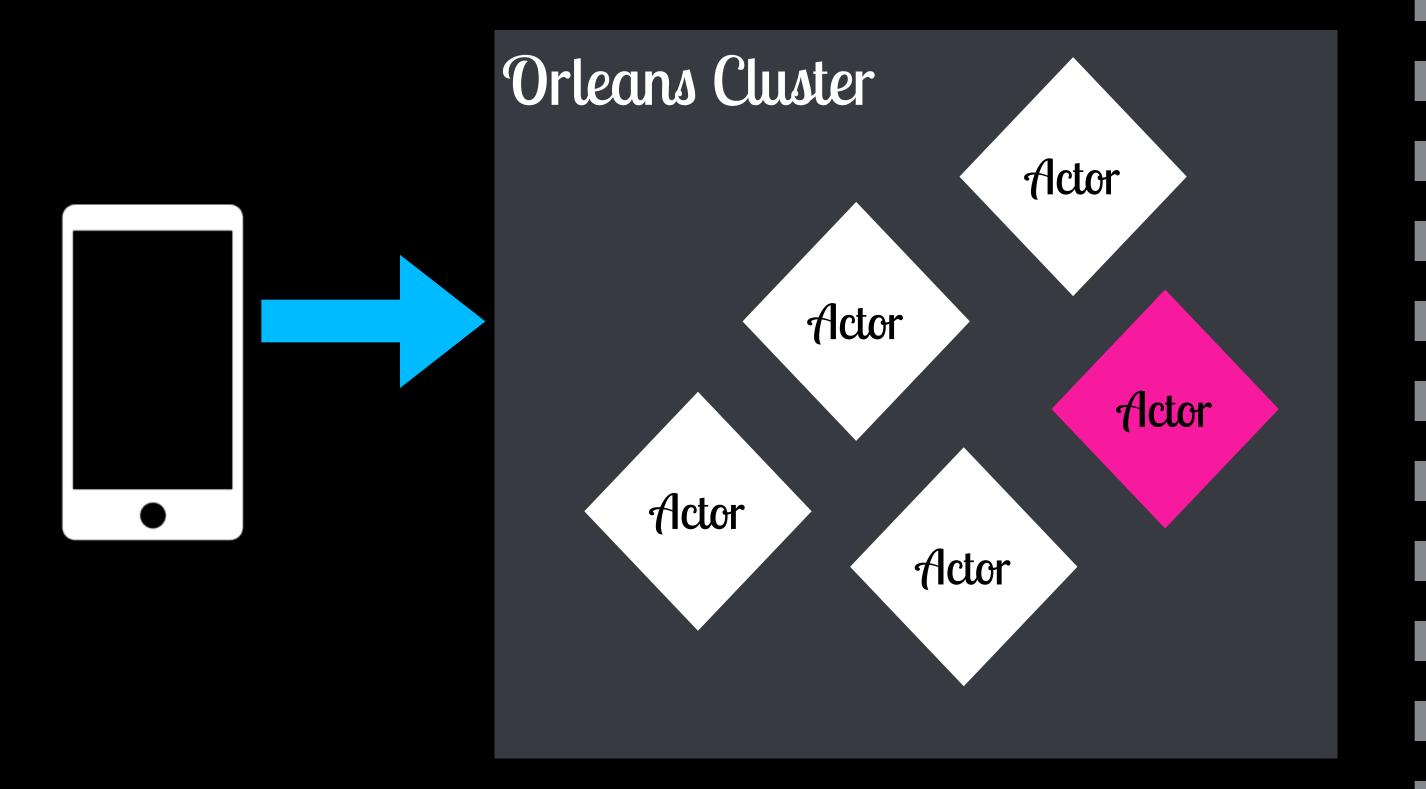




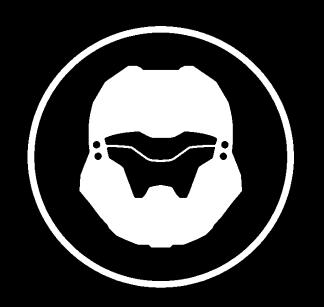


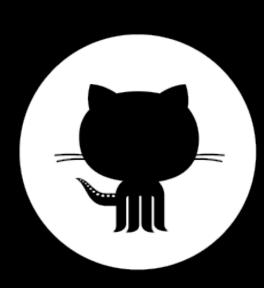
Orleans is a runtime and

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Gossip Protocol + Consistent Hashing

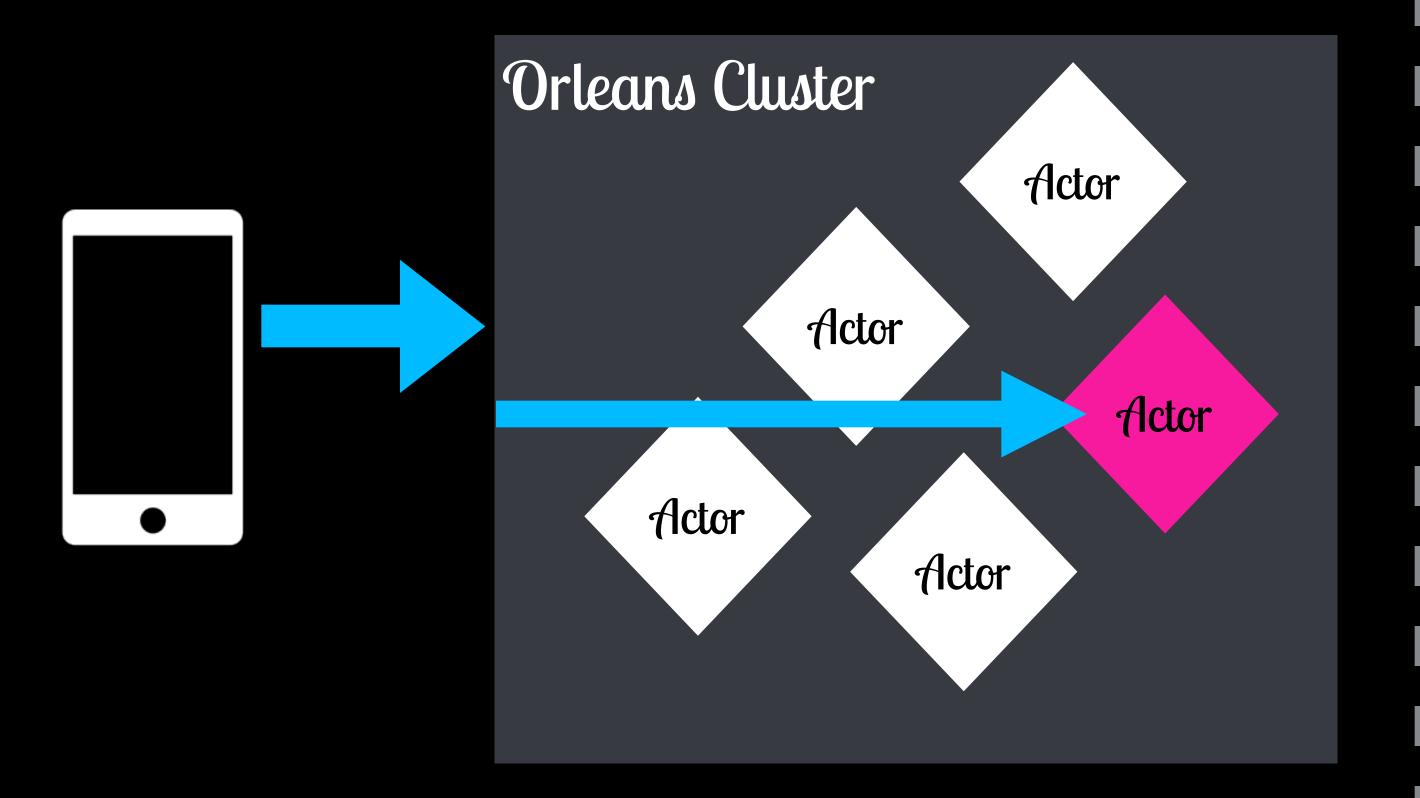




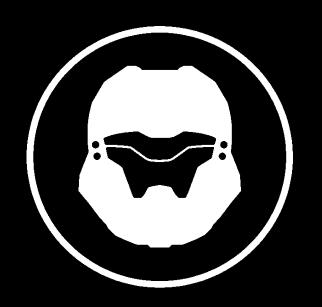


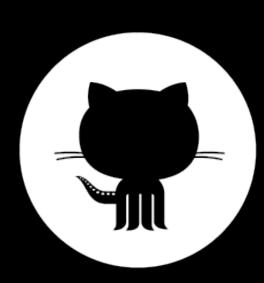
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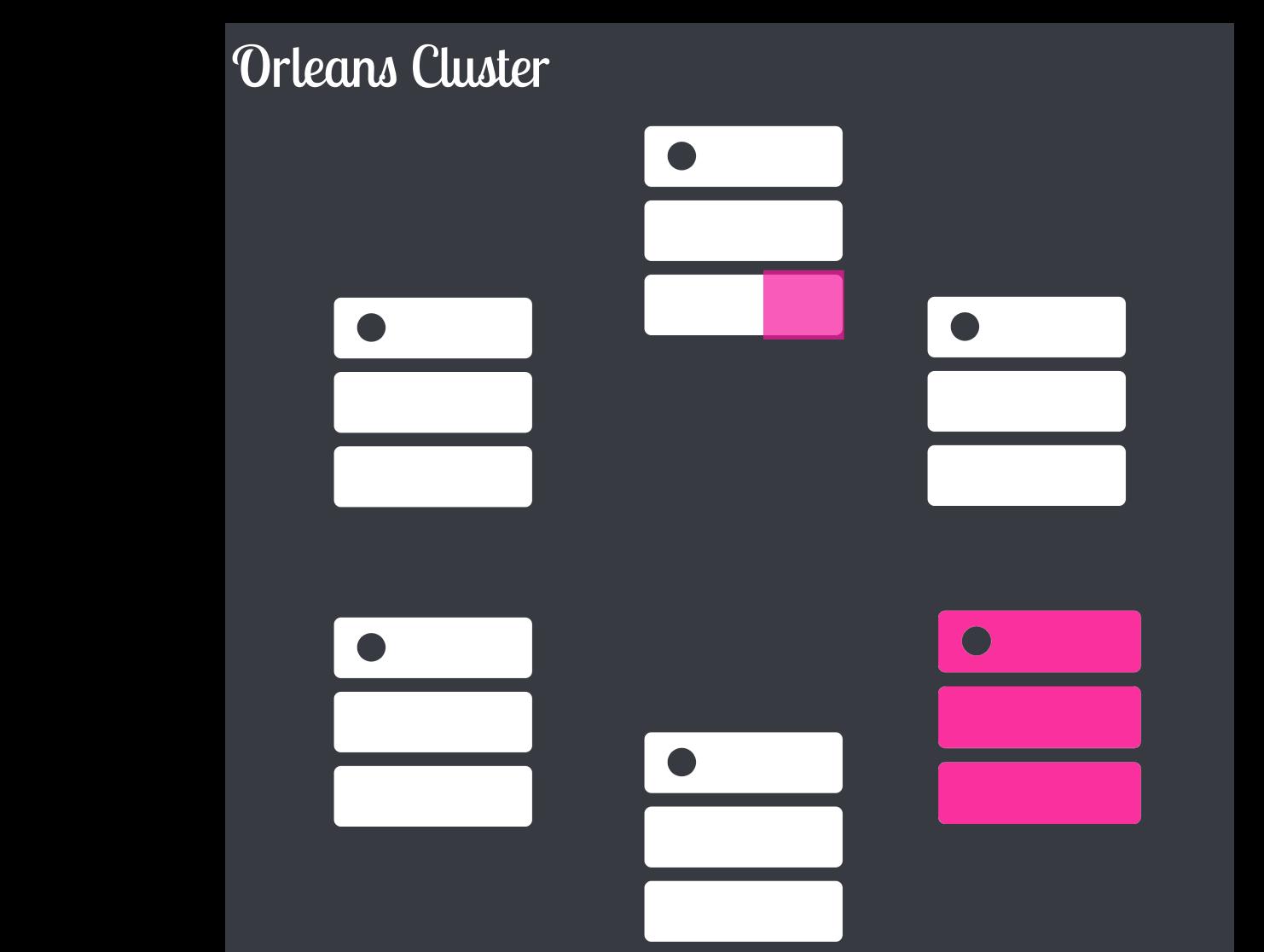


Gossip Protocol + Consistent Hashing

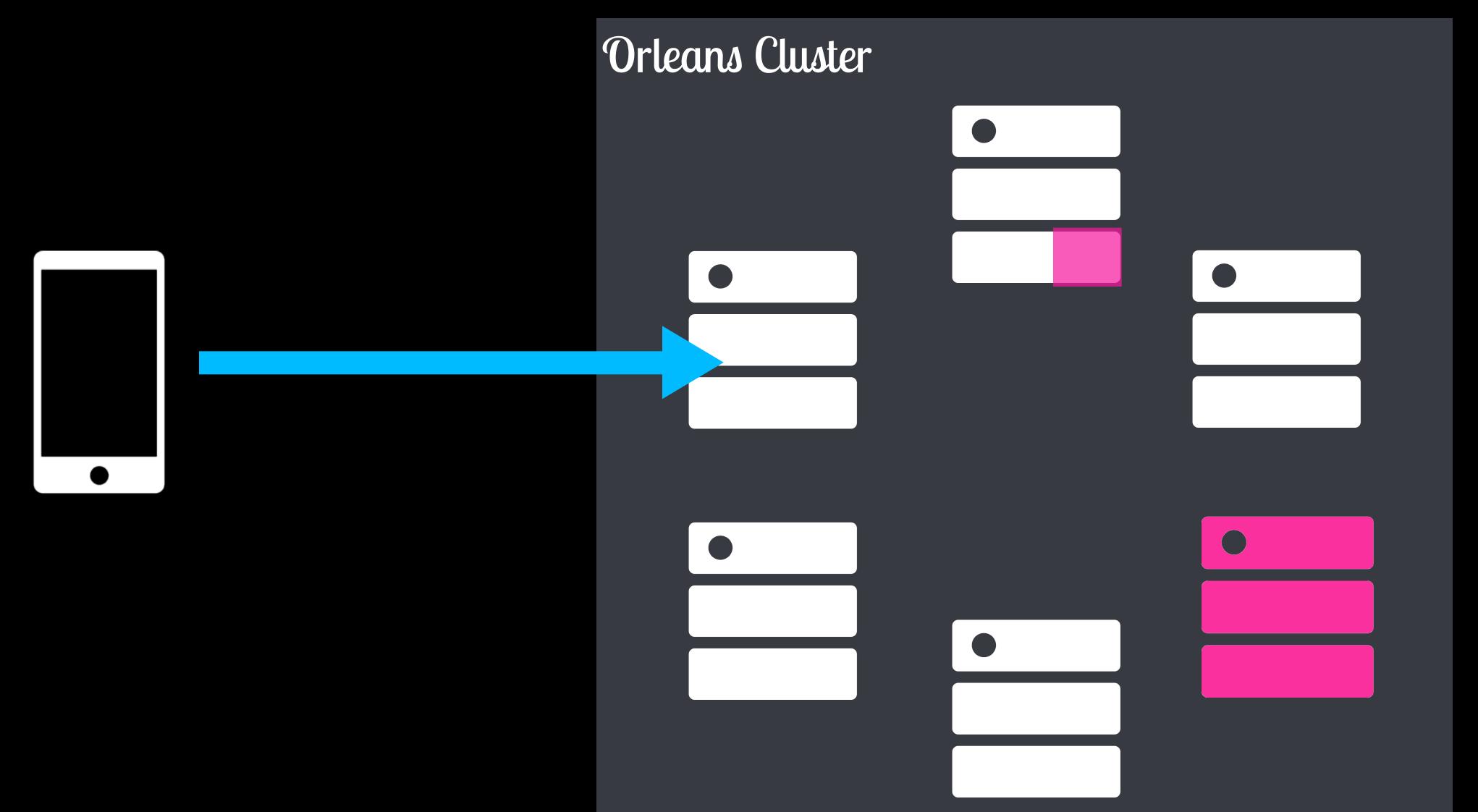




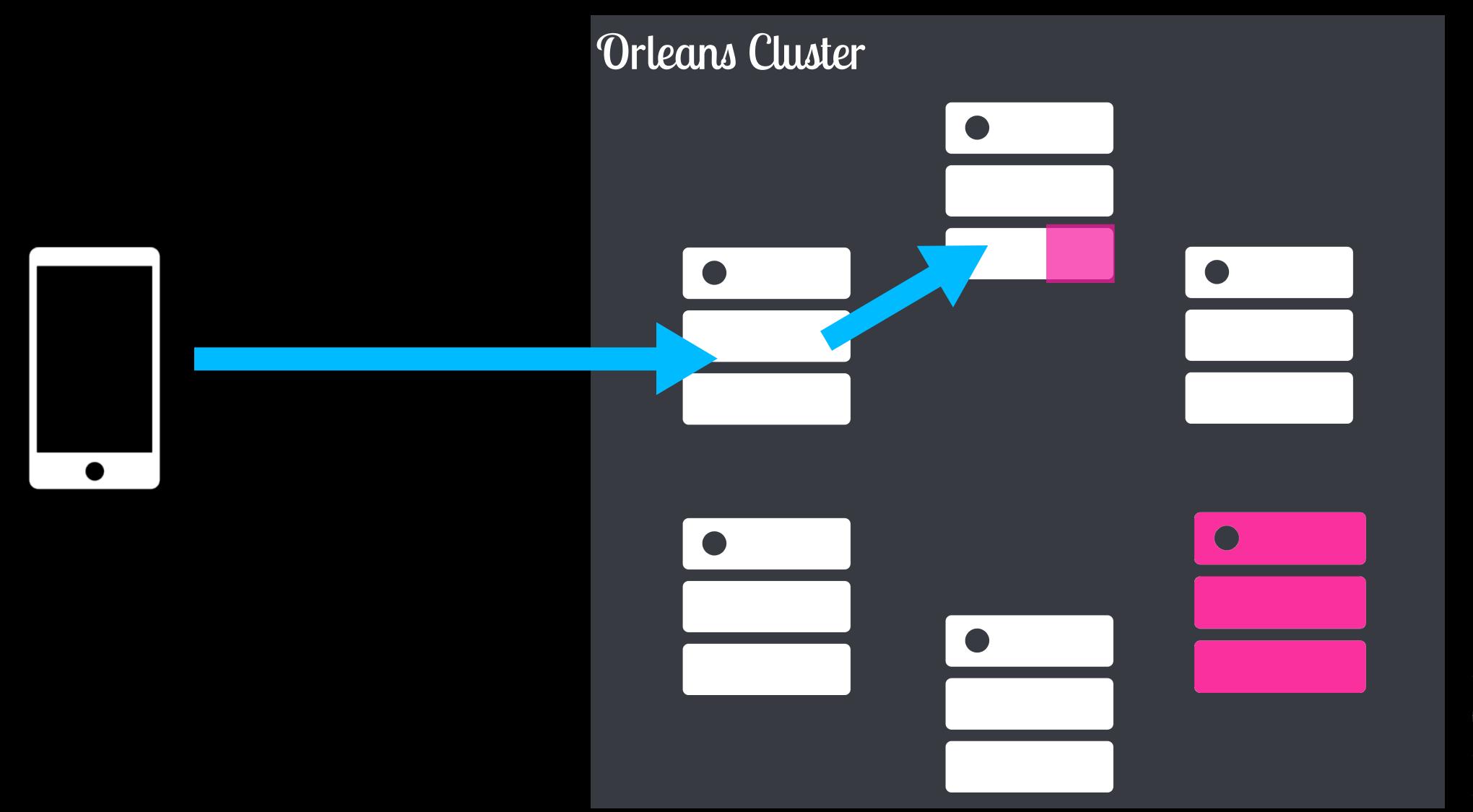




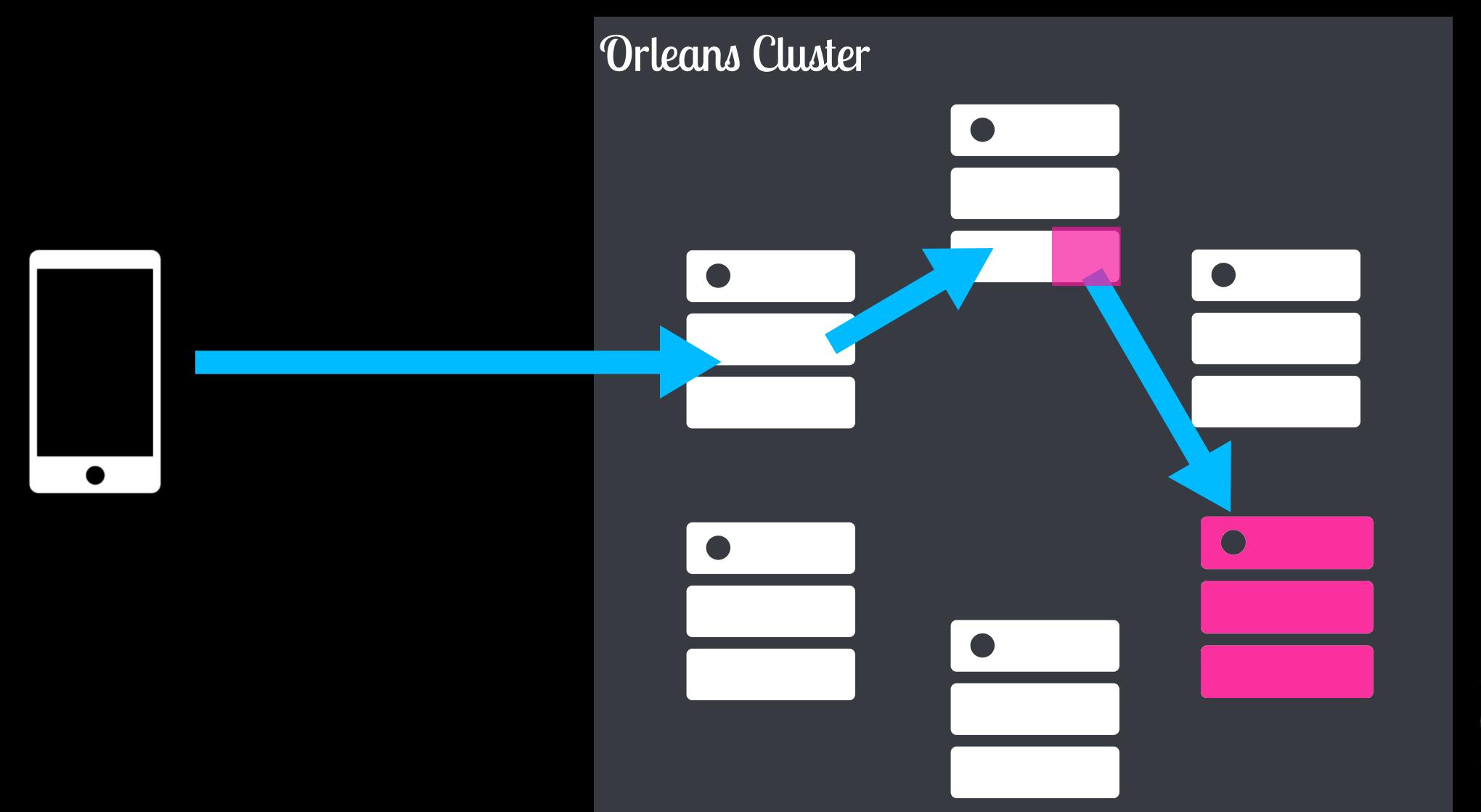




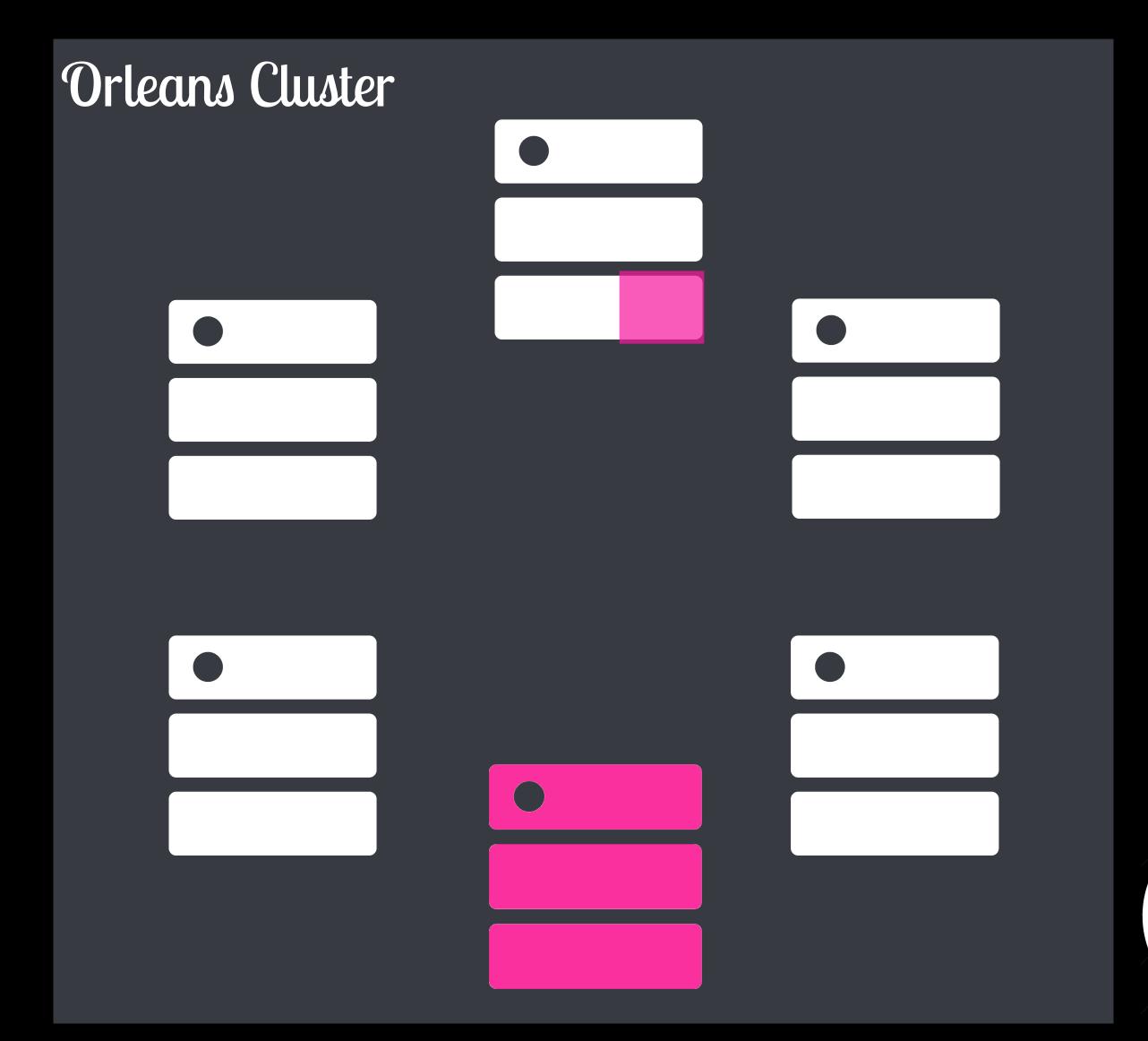




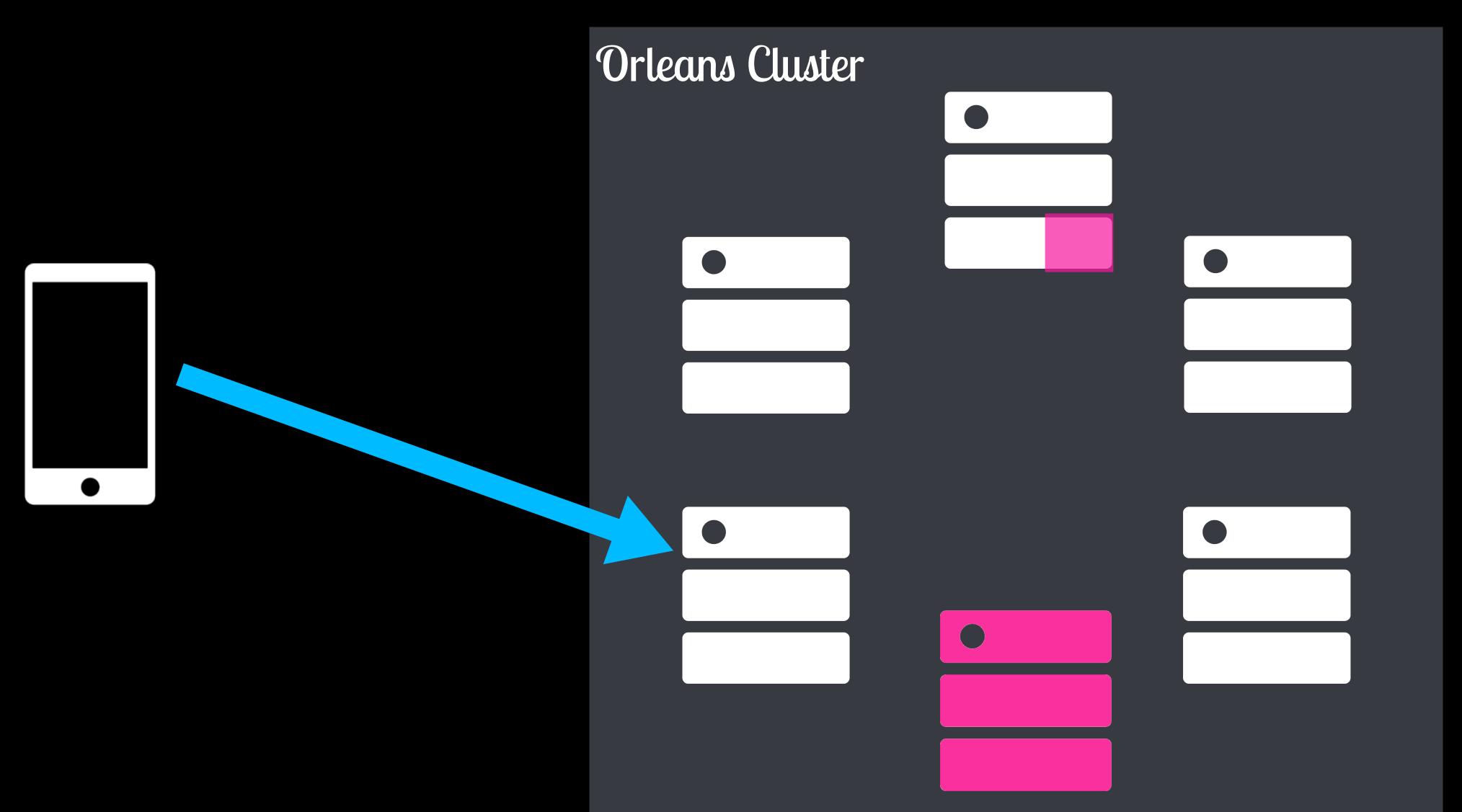




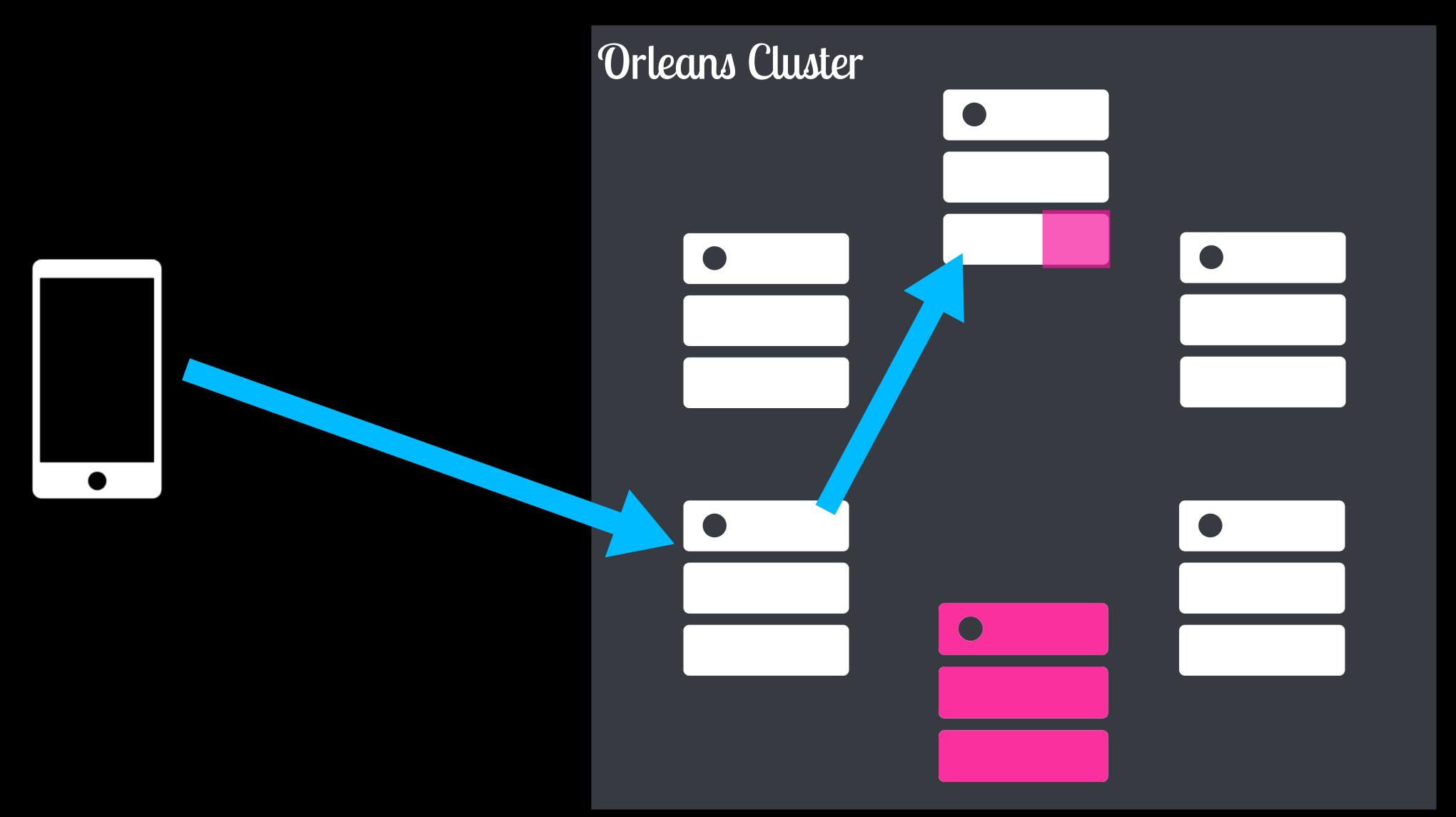




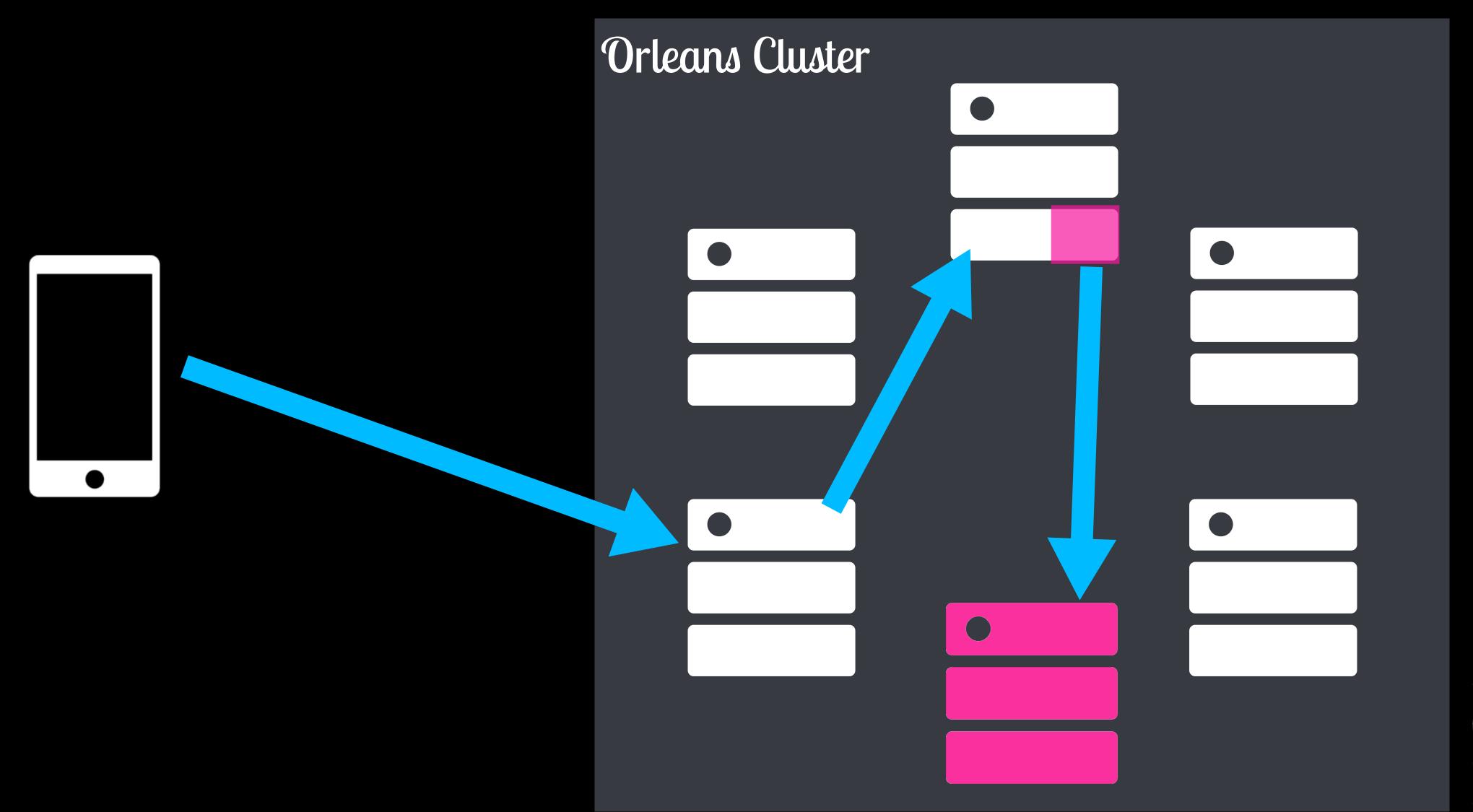














Caution Stateful Services Ahead



Unbounded Data Structures

Implicit Assumptions are the Killer of Distributed Systems



Memory Management

Get Ready to Make Friends with the Garbage Collector Profiler



Reloading State

- First Connection
- Recovering From Crashes
- Deploying New Code



Fast Restarts at Facebook

"Our Key Observation is that we can decouple the memory lifetime from the process lifetime. When we shutdown a server for a planned upgrade."



Conclusion



Data Locality & Available Consistency



Cluster Membership & Work Distribution



Successful Statefull Real World Systems



Caution: Some New Challenges

Should 1 Read Papers?

Should 1 Read Papers?



Thank You

Kyle Kingsbury Chris Meiklejohn Tom Santero Ines Sombra

