

# Background



### FAQs by several devs/teams:

- What scale does k8s support?
- What do we mean when we say "it scales"?
- Why are clusters << 5000 nodes running into scale problems?
- Why aren't we testing various possible configurations?



### Address those concerns by:

- Explaining what scalability really means
- Eliminating few common misconceptions
- Describing some currently known scalability limits in K8s
- Knowing how we can explore our scalability bounds together



# Scalability Limits

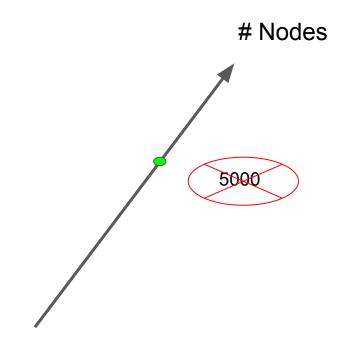


Scalability is **not a single number** (like 5000)

Yes, we "support" upto 5000 nodes in k8s

But that's not even close to the whole story!

Let's see what is...



# Scalability Envelope



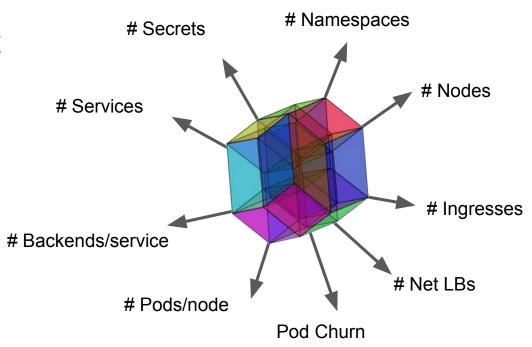
Scalability is a **subspace of configurations** 

Think of it as a ~ higher-dimensional cube (not really a cube... see next slide)

If you're within the envelope, you're safe

By safe, we mean:

- Performance SLOs are satisfied
- Your k8s cluster is not badly broken





#### 1. NOT a cube

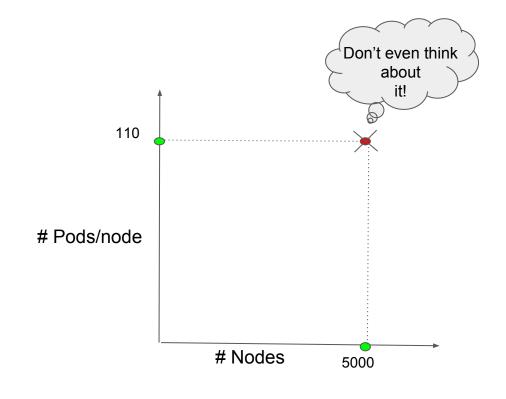
Because...

the dimensions are sometimes NOT independent.

So if we support  $X_1 = A$  and  $X_2 = B$ 



we support  $(X_1 = A, X_2 = B)$ 



E.g



#### 2. NOT convex

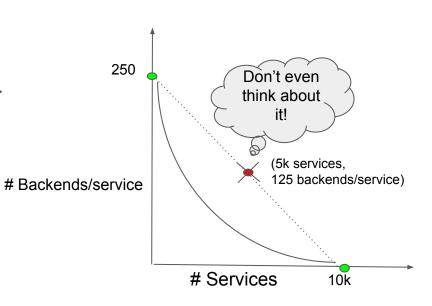
Because...

the dimensions are sometimes NOT linearly dependent.

So if we support configuration A and configuration B



we support configuration (A+B)/2



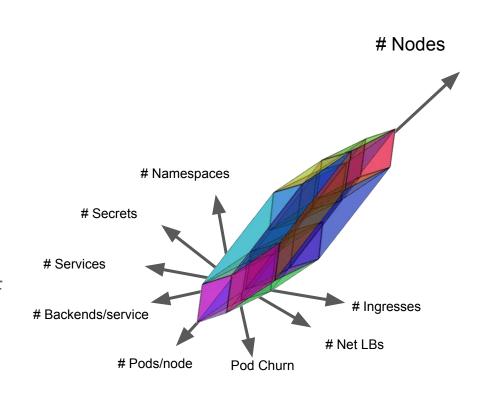


## 3. Tapers along each axis

As you move farther along one dimension, your cross-section wrt other dimensions gets smaller.

So don't push too many dimensions at once!

Note that it means even a 5-node cluster can break if you push too much along some dimension(s).



E.g



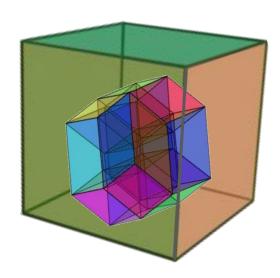
#### 4. Bounded

No axis can be arbitrarily pushed (even if all others are kept at minimum).

We have hard limits - mainly due to etcd size. So...

Total #Objects (built-in API objects + CRDs)  $\leq X$  (~300,000\*)

is a bounding box.



<sup>\*</sup>It's a crude limit and assumes etcd size is 4GB (it may change in future)



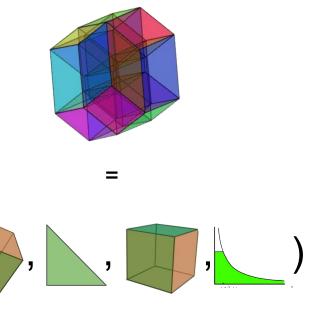
#### 5. Decomposable into smaller envelopes

Precisely computing the envelope boundaries is too **hard** a problem  $(0(2^*\#dimensions))$ .

Luckily, we can ~break it into simpler envelopes, due to some independence among the dimensions.

Each envelope == some constraint

Let's look at those...



## Few notes...



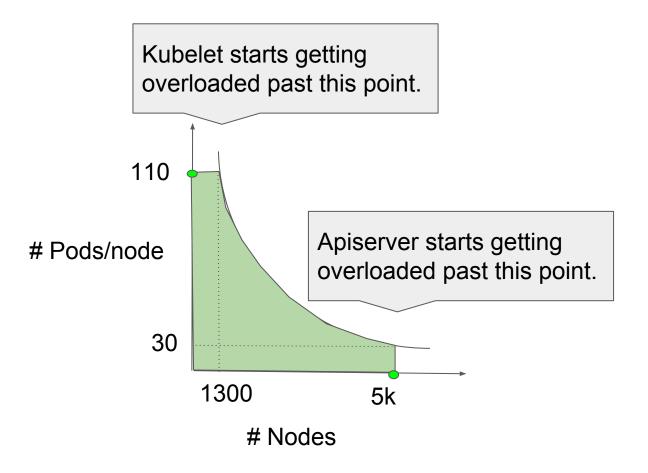
The scalability limits we're about to discuss are:

- For k8s control-plane in general and NOT specific to any cloud provider
- Don't form an exhaustive list, but just the known ones
- Form a rough sketch of what we believe are safe configurations based on historical evidence. So in practice you may be able to:
  - push outside these limits to some extent
  - screw up even within the limits in some ways

In general, use discretion or consult SIG scalability if doubtful.

## #Nodes vs #Pods/node





We assume the average #containers/pod is not too high (<= 2).

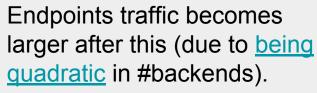
Having too many containers might reduce the limit of 110 because some resources are allocated per container.

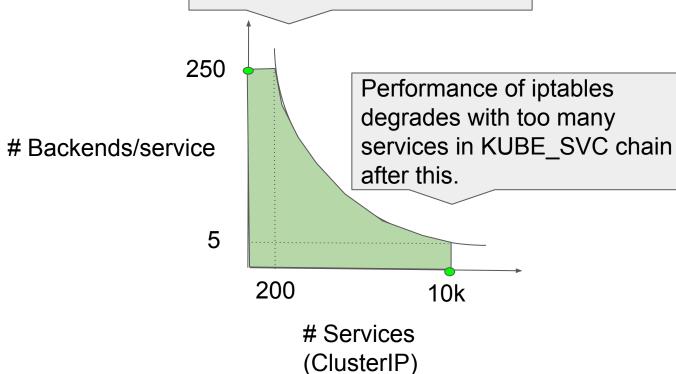
## **#Services vs #Backends/service**





North America 2018



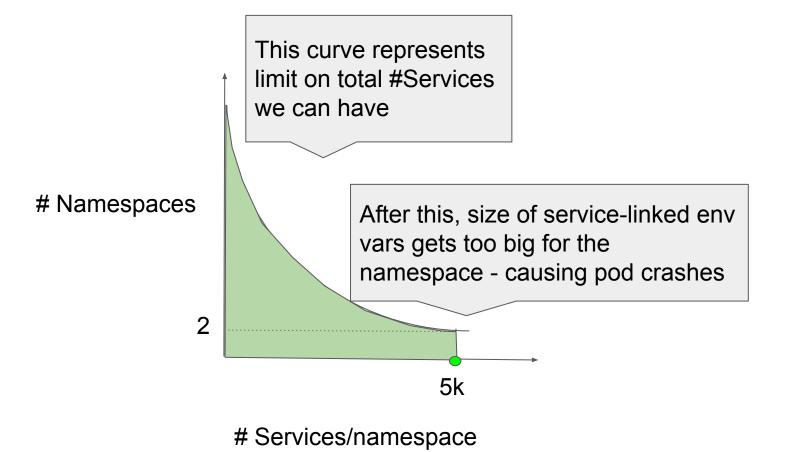


Note: You can have more backends if majority of them belong to small services. For e.g we tested with 75k backends comprising of:

- 7500 services of size 5
- 600 services of size 30
- 75 services of size 250

# #Services/namespace





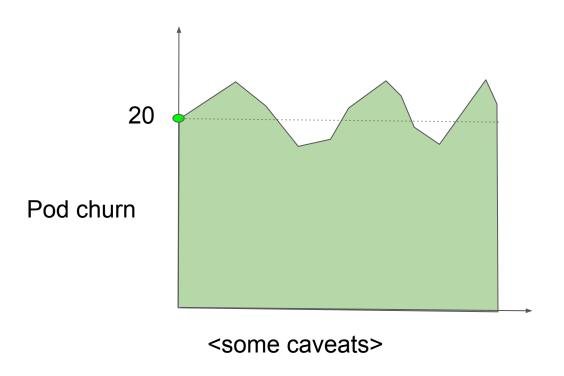
#Services <= 10k & #Services/namespace <= 5k

## Pod Churn



"Pod churn = (#Pod-creates|updates|deletes) per second"

Pod churn <= 20/s



#### Some caveats:

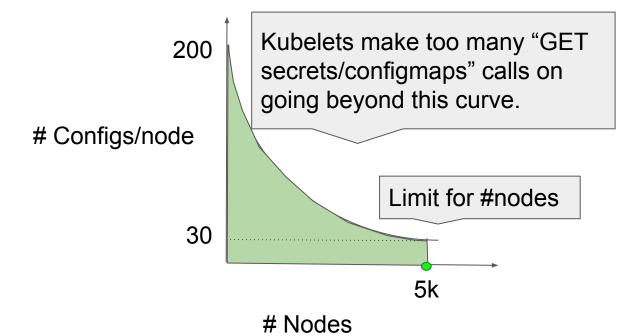
- You can go above 20 only if you're manually changing pods, as controller-manager has default qps limit of 20
- For deletions through GC, only a throughput of 10/s can be achieved currently as each delete uses 2 API calls
- If pods belong to huge services, higher churn can affect control plane due to endpoints traffic

# #Nodes vs #Configs/node



"#Configs/Node = Avg (# Unique secrets + # Unique configmaps) needed per node"

This bound is due to kubelet qps limit.



$$\Sigma_{\text{nodes}}$$
 #Configs <= 150k & #Nodes <= 5k

We got rid of this limitation in k8s 1.12 after moving kubelets to watch secrets.

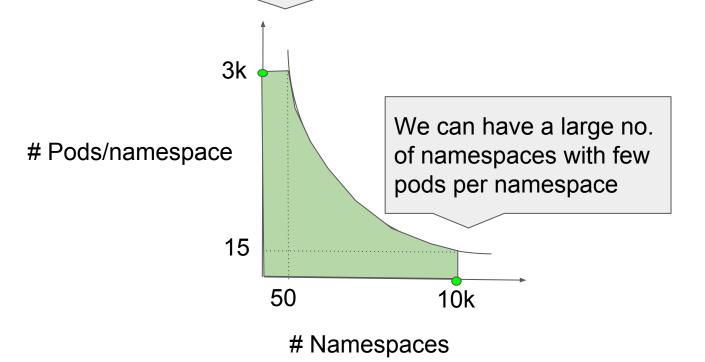
Few ways to mitigate it for versions < 1.12:

- Colocate pods needing same set of secrets on fewer nodes
- Don't mount the default serviceAccount secret if your pods don't need API access or namespace-based identity

## #Namespaces vs #Pods/namespace



Controllers may <u>start seeing a</u> <u>performance drop</u> as we increase #pods per namespace



We got rid of the limitation on x-axis in k8s 1.12 after moving kubelets to watch secrets.



## Knowing our bounds better



### SIG scalability:

- tests 'plain vanilla' configs, to find core k8s bounds
- doesn't test features from individual verticals, as then we can't scale horizontally.

So...

## If you're a k8s developer:

- scale test your features, stressing/adding axes as relevant (use scale presubmits!)
- make the resulting envelopes you discover common knowledge (tell us!)

## If you're a k8s user:

- let us know limits you've discovered/faced

## Where to find us?



SIG Scalability is happy to receive any feedback/questions through:

- Mailing list: kubernetes-sig-scale@googlegroups.com
- Slack channel: https://kubernetes.slack.com/messages/C09QZTRH7
- SIG meetings: https://zoom.us/j/989573207 (Thursdays 16:30 UTC, bi-weekly)
- SIG page: https://github.com/kubernetes/community/tree/master/sig-scalability

