blkin: An end-to-end tracing tool for software defined storage systems

Abstract

Distributed storage systems require special treatment concerning their monitoring and tracing. The need for porduction scale live tracing arises since under these circumstances interesting and problematic behaviors are most likely to become obvious. However, this need in conjunction with low-latency and high-throughput demands set further challenges, apart from the initial ones concerning distributed tracing like clock synchronization and trace correlation.

In this paper we describe the development of a low-impact, live tracing infrastructure used in monitoring large scale storage systems. *blkin* is a system based on LTTng[3] implementing the tracing scheme proposed in the Dapper paper[6].We have successfully used *blkin* in a software defined storage system Archipelago[2] backed by RADOS[1] tracing and measuring IO requests initiated within the VMs unti they are finally served by RADOS.

Keywords: tracing, monitoring, low-latency, LTTng, RADOS

1 Introduction

The more complex the distributed systems are becoming today, the greater grows the need for better debugging and monitoring tools . However, debugging or monitoring a distributed system is a difficult and demanding job. Dealing with multiple hosts makes the system's behavior unpredicatable and bound to a specific context that could change from execution to execution. Thus, finding failures or bottlenecks cannot be achieved through traditional performance analysis or debugging tools.

This problem can be tackled through tracing. Tracing captures the state of the system along with other needed information that could provide further insight of the exact context that a specific event happened. These information can be correlated so as to explore the system's behavior under different working states. Unlike traditional monitoring that could be achieved out of the box, in order to obtain, this kind of information, various instrumentation points should be placed in the system's source code.

Tracing a distributed system can be very challenging and various problems may arise. In order to for the tracing to be valuable, the system should be traced under real working conditions, since most of the failures are about to appear at full load. So, ideally we would like to have a fully functional system that is getting traced at the same time. So, the tracing mechanism should not affect significantly the system's performance. Also, since we want to explore a distributed system's behavior, we have to deal with multiple hosts and events happening almost simulataneously. This sets two different challenges. How to qualitatively correlate event information and how to quantitatively correlate time information between different hosts. For the first problem, a certain mechanism should group togather all the traces concerning a specific initial request. For the second problem, since we approach performance analysis as well, the tracing mechanism should handle with the time differences between the hosts' clocks and try to eliminate them. These differences may be crucial when analyzing time latencies.

Some of the most widespread distributed systems are the distributed storage systems. These systems can be used either as huge data warehouses for images, videos etc, or as storage backends for virtual volume provisioning for IAAS providers. In any case, their performance analysis and tuning is of vital importance since large latencies may end up to an unresponsive system and user disatisfaction.

In order to debug and monitor such storage systems we need to tackle the aformentioned problems.

In this paper, we present the design and implementation of *blkin*. *blkin* is a system that enables us to debug and monitor through tracing a distributed storage system in real time, with a very low overhead and visualize the aggregated information. This information, coming from cross-layer tracing, enables us to explore the system's behavior under various circumstances and workloads, since we have at our disposal an accurate, end-to-end representation of the request's route from the time it enters the system till it is finally served revealing time latencies between the different layers and the possible bottlenecks that our system may have. In order to fulfil the previous prereqisites, we make use of *LTTng* (Linux Trace Toolkit - next generation)[3] for low overhead tracing and the tracing schema used in Google's Dapper for tracing information correlation.

As a use-case, we are using *blkin* in tracing a software defined storage system *Archipelago*[2]. Archipelago is used by Synnefo [10], an IAAS provider software and uses RADOS[1] as storage backend. Concequently, with *blkin* we trace the IO requests from the time they are created within the VM, till they are finally served by RADOS.

2 Tracing logic

One of the most important aspects of system tracing is the aggregated information correlation and interpretation. There are two dominant schools concerning tracing information. *Black box* monitoring scheme assumes there is no additional information other than the message record. So statistical regression techniques should be used to infer any existent association. *Annotation-based* schemes, on the other hand, rely on applications or middleware to explicitly tag every record with a global identifier that links these message records back to the originating request. In order to have an overall review of the system per specific request, we have to implement an annotation-based monitoring scheme.

In order to capture the information needed for the end-to-end tracing our tracing schema should be able firstly to group all the traces belonging to the same request and secondly depict the causal relationships between the different layers, taking into account that the system is distributed, thus providing information about the hosts, and enabling us to collect any other information considered important.

Google proposed a complete annotation-based monitoring scheme in the Dapper paper[6]. This proposed scheme meets our mentioned demands and was chosen to used with *blkin*. In short, Dapper describes the following semantics for tracing:

annotation The actual information being logged. There are two kinds of annotations. Either *timestamp*, where the specific timestamp of an event is being logged or *key-value*, where a specific key-value pair is being logged.

span The basic unit of the process tree. Each specific processing phase can be depicted as a different span. Each span should have a specific name and a distinct span id.

trace Every span is associated with a specific trace. A different trace id is used to group data so that all spans associated with the same trace share the common trace id. For our case, information concerning a specific IO request share the same trace id and each distinct request initiates a new trace id.

parent span In order to depict the causal relationships between different spans in a single trace, parent span id is used. Spans without a parent span ids are known as *root spans*.

So, by creating tracing data according to these semantics we can have an end-to-end sense of our system's performance, behavior and internal latencies that may vary depending on the nature and size of each request that can also be captured using key-value annotations for example.

2.1 Logic implementation

Based on these primitives, Twitter created Zipkin[7], a distributed tracing system used to gather timing data for all the disparate services running on their premices. Zipkin consists of a data collector, a database service and a Web interface to vizualize the aggregated data created according to the principles described above.

Zipkin uses Scribe[8] to transport traces from the different services. Scribe is a logging server created by Facebook, aiming to be scalable and reliable. Scribe servers are arranged in a directed graph, with each server knowing only about the next server in the graph. This network topology allows for adding extra layers of fan-in as a system grows, and batching messages before sending them between datacenters as well as providing reliability in case of intermittent connectivity or node failure. Scribe makes use of Thrift[?] for data transfer.

Zipkin seemed to fit our demands concerning data collection since it is designed to scale. Also, the used SQL-schema was adequate to capture and query all the needed tracing information and finally, the Web UI offered us descriptive visualization of the traces, apart from the SQL-interface used for more elaborate queries. Although Zipkin offers various libraries (Python, Ruby, Scala) in order to instrument applications, there was no providence for low-latency applications written in C/C++. Our contribution was to create a C/C++ library that encapsulates the Dapper semantics and can be used within C/C++ projects to create trace information in accordance with the Dapper logic. This library is designed to be backend-independent, which means that one can implement his own log aggregation backend for the library. However, we offered a specific backend implementation according to our initial prerequisites concenring overhead that is being thoroughly examined in the next chapter.

3 Low overhead tracing

As mentioned before, a storage system's performance is a crucial matter. Both throughput and latency should be uneffected by tracing. So every approach to monitor or trace this kind of systems should have the least possible added overhead to the instrumented application which should continue working properly production-wise.

3.1 Tracing backend

blkin was designed driven by this strict low-overhead and production-wise operation prerequisite. So the first important decision to make concerned the system that would implement the system's backend, namely the system that would run on every cluster node and would be responsible for aggregating tracing data from the instrumented applications. So we chose to use *LTTng* (Linux Trace Toolkit - next generation)[3] in our system backend.

LTTng is a toolchain that allows integrated kernel and user-space tracing from a single user interface. *LTTng* was initially designed and implemented to reproduce, under tracing, problems occurring in normal conditions. It encapsulates synchronization primitives that meet the low-impact requirements by using a linearly scalable and wait-free RCU (Read-Copy Update) synchronization mechanism. This mechanism was implemted in kernel and then ported to userspace as well. In addition, *LTTng* supports a variety of operating systems (Debian, Fedora, Arch) and since version 2.x kernel tracer modules are built against a vanilla or distribution kernel, without need for additional patches. So, *LTTng* satisfied our prerequisites concerning overhead and enabled us to use the same generic toolkit for both user and kernel tracing while being easily installed on almost every system needed to instrument.

LTTng supports static tracepoint instrumentation. This means to manually insert tracepoints in the application source code and rebuild the application. After rebuilt, these tracepoints will breakpoint-less and system-call-less produce the described traces as far as userspace is concerned. As far a kernel-space is concerned, LTTng is supported by kprobes and kernel markers. Thus LTTng does not significantly affect the system's performance and is ideal to operate as backend for our C/C++ tracing library mentioned before. Although the whole process of recompiling the instrumented application may seem counterproductive, static instrumentation abilities are limitless. Based on the knowledge and understanding of the application, one can instrument and trace every part that might be problematic or causing longer latencies, as well as extracting all the information needed to fully understand under which context each request was server. Consequently, since static tracing could be used to implement any tracing schema, in our case was used to implement the Dapper semantics.

3.2 Live tracing

As mentioned before, performance tracing should happen while the system operates in production. All the vulnerabilities, faults, or bottlenecks would become obvious in a production environment. This would mean to trace a production system and in real time have access and process the aggregated information, without separating the tracing from the operating phase. Although this may sound natural for traditional logging systems like syslog, in combination with the demand for low-impact tracing, several difficulties arise. Older tracing approaches required separation between the tracing and operation phases. This happened either because tracing added a lot extra overhead to the instrumented system so it could not continue working production-wise, or because tracing information was not in a state that could be processed before the end of the tracing session. For LTTng especially, tracing data were in a binary form and could be decoded only after the end of the tracing session.

3.2.1 Infrastructure

Since version 2.4 of *LTTng*, live tracing is possible. Tracing data can be streamed, decoded and processed in real time using a daemon process called *relayd* that collects the tracing data over the network using batch TCP packets.

However, *LTTng* live tracing supports only its native CTF format. Consequently, in order to be able to process and visualize tracing data in real time with Zipkin, we needed to implement a live-tracing plugin that would transform real time CTF data to Scribe messages sent to either a local or the central Zipkin Scribe server. So based on Babeltrace[5], which is a CTF converter and trace viewer, we developed a plugin that reads and decodes the CTF-formatted information, it creates Thrift[9] encoded messages recognizable by the Zipkin collector and sends these messages to the Scribe server. So we end up with the architecture presented in Figure1.

The instrumented application produces tracing information according to the Dapper semanctics using our custom made tracing library, through instrumentation points in its source code. This information is aggregated by *LTTng* and sent to the *relayd* daemon. After that, our Babeltrace plugin gets the tracing data from the relayd, processes them as mentioned and finally sends them to the Scribe server.

3.2.2 Deployment

In Figure 1 each arrow represents a TCP communication. This offers us a lot of versatility concerning deployment. Based on specific needs and cluster architecture each service can run on a different node. Also, the Scriber server that the Babeltrace plugin finally sends the tracing information can be either the central Zipkin collector or a local Scribe daemon that will eventually send the data to the central collector, thus exploiting the asynchronous, buffered communication provided by Scribe.

So in a cluster deployment with many nodes, we end up having the architecture presented in Figure 2. In this deployment, there is a whole *blkin* stack running on every node of the cluster. So the communication described in Figure1 takes place over localhost and the tracing data will end up being handled by a local Scribe deamon. This daemon will normally send the data to the cental Zipkin collector, but also store them locally in case of a connection loss or if the central Zipkin collector is busy. So we can make sure that no data will be lost, because any data loss would mess up the tracing semantics and end up with an inconsistent UI and database state.

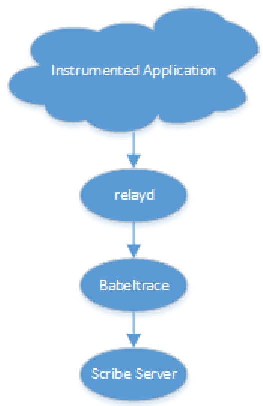

Figure 1: *blkin* architecture

4 Clock Synchronization

A crucial matter that needs special treatment when it comes to distrubuted tracing is clock synchronization. In a *blkin* cluster deployment, ideally we would like to have no time difference between the cluster nodes' clocks, since we are interested in measuring latencies and processing durations in the scale of microseconds. So, a possible time skew

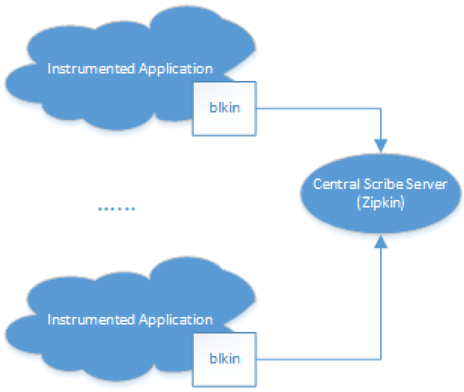

Figure 2: *blkin* deployment

in the scale of miliseconds could result in having a response virtually happening before its triggering request.

In order to solve this problem various solutions have been proposed. Before 2010, NTP's precesion was within the interval from 100 μs to 2 ms. Such precision was unacceptable for tracing storage systems. So NTP was abandoned as a clock synchronization mechanism and instead post-tracing statistical methods were developed in order to adjust time differences. Time skews were approximated using arichmetic analysis methods like linear regression. In these methods, each node collected traces using its own clock. Afterwards, considering a specific node as achor, time differences from the anchor were calculated for the whole tracing duration for all cluster nodes. For each node, these deltas where interpolated in order to find the best approximation for the time skew througout the tracing session. The new approximated deltas were applied to the collected timestamps in a seperate layer, before the tracing information were finally stored. According to [11] these methods performed well. However, their disadvantage was the post processing overhead which could be significant for long tracing sessions and the fact that live tracing was not possible.

However, the new version of NTP (verion 4), published in June 2010, improved NTP's synchronizing potential accuracy to the tens of microseconds with modern workstations and fast LANs. According to our measures, with a LAN communication time at about ¡?¿, after ¡?¿ NTP's precesion reached ¡?¿. So, instead of just using the same global NTP server for all the cluster nodes, we used one single cluster node serving as NTP server for the rest, thus exploiting the fast LAN interconnecting the cluster nodes, we achieved the needed accuracy.

5 Evaluation - Usecase

References

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