Distributed Systems

Spring Semester 2020

Lecture 19: Pub/Sub (Wormhole)

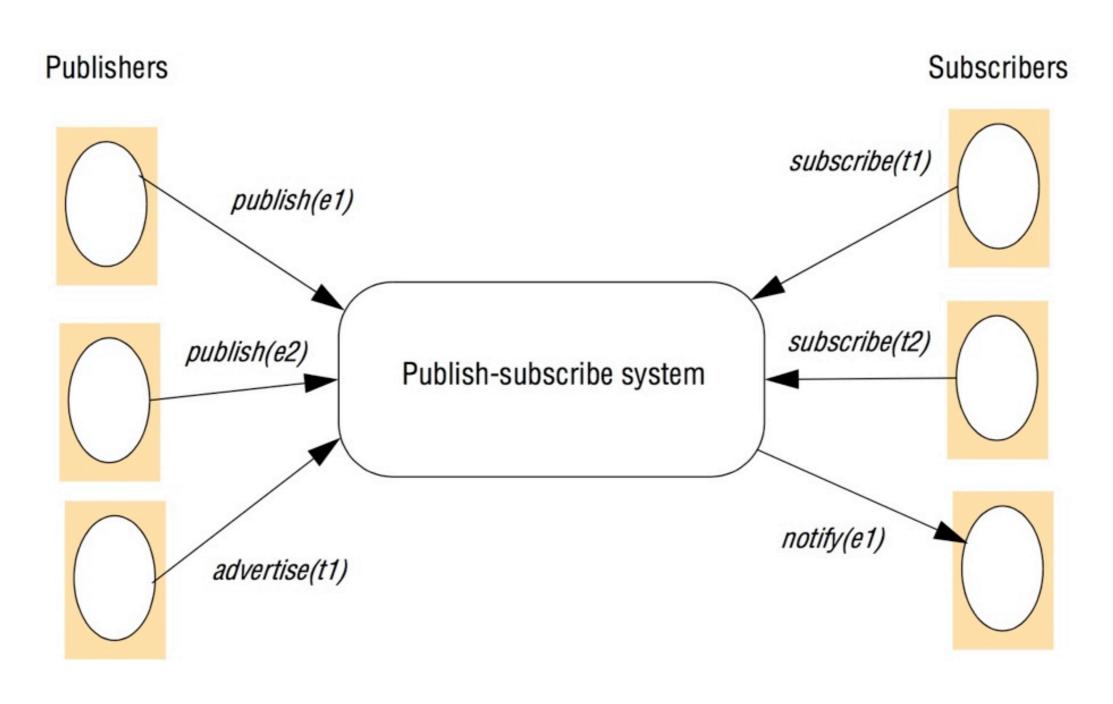
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Why this paper

- Wide-area Pub-Sub Infrastructure in more detail
 - A common building block you will see in practical distributed systems in the wild
 - Today: FaceBook's Wormhole case study
 - But many other implementations exist, e.g., Apache Kafka, Google Cloud Pub/Sub, Yahoo Message Broker (used in PNUTS), and many more.

Publish-subscribe

Distributed Event Based Systems



Let's think about what lead FB to Wormhole

 What is the life cycle of a web site as it has to scale up with growing load?

Single WS + DB

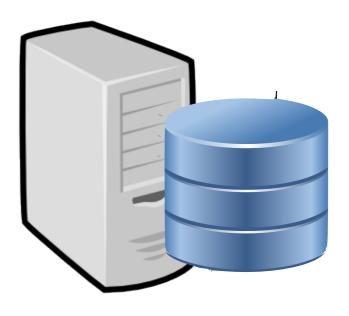


Multiple WS + Single DB

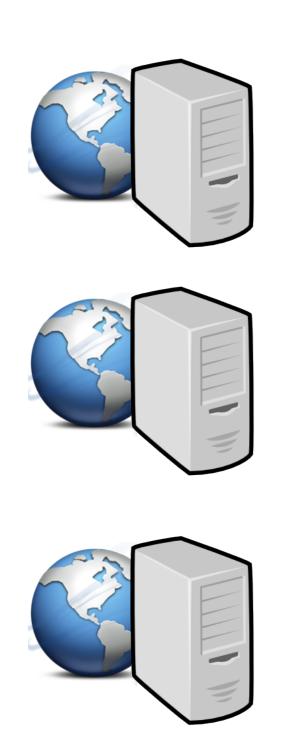


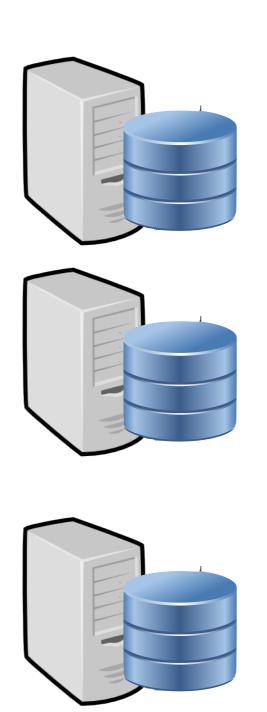




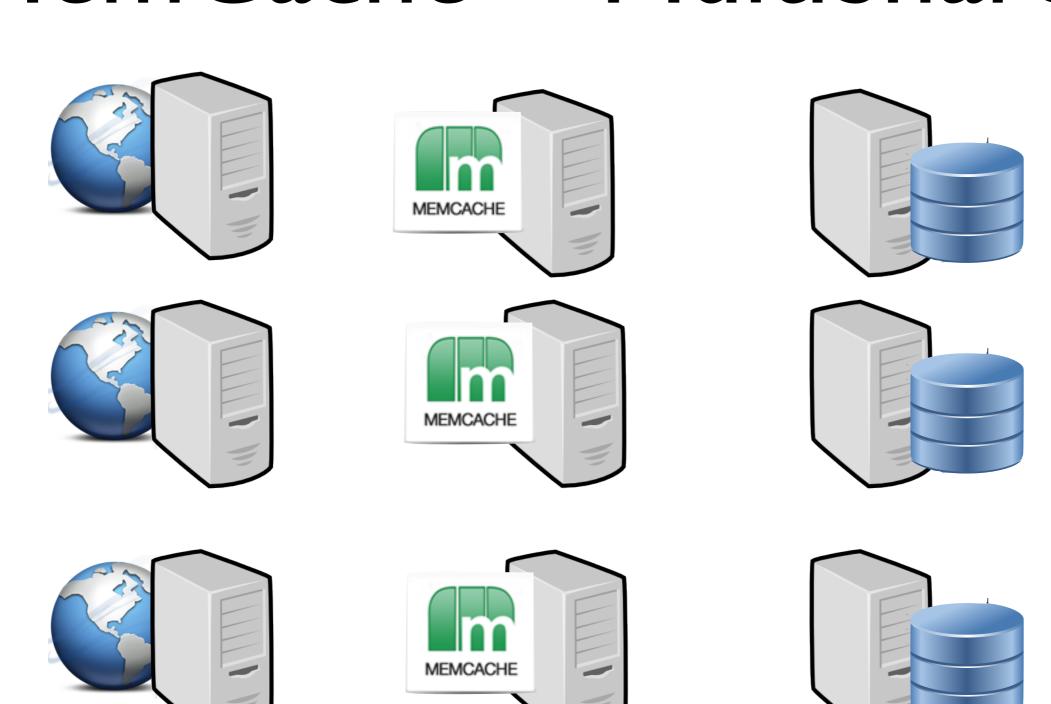


Multiple WS + MultiShard DB

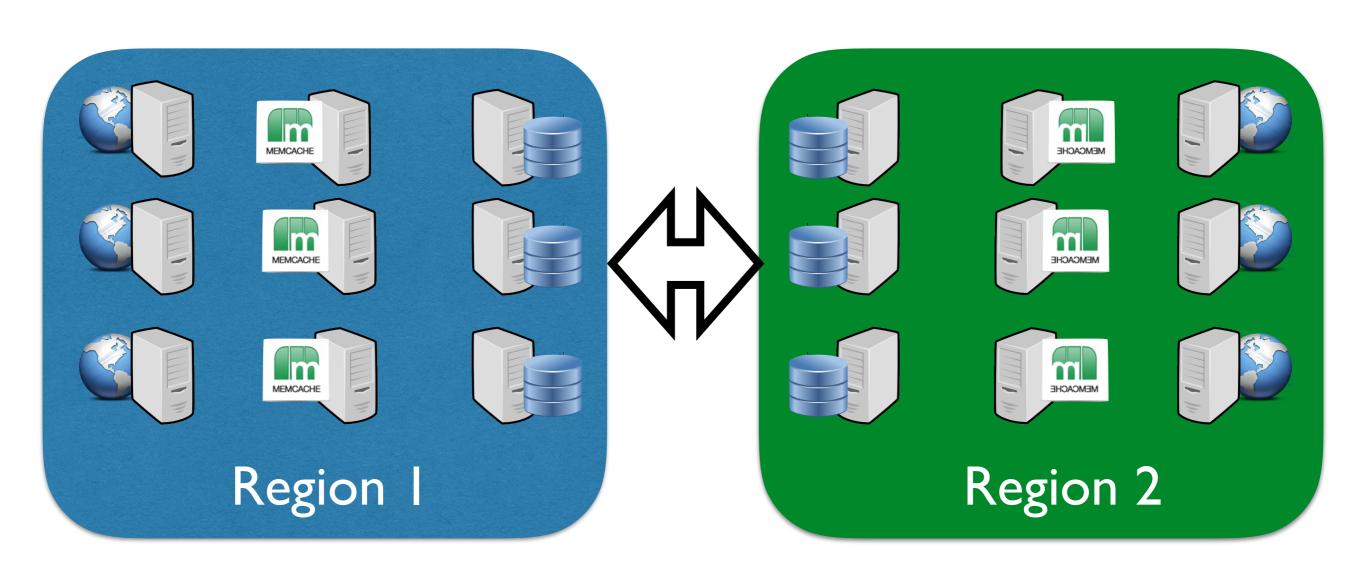




Multiple WS + Multiple MemCache + MultiShard DB



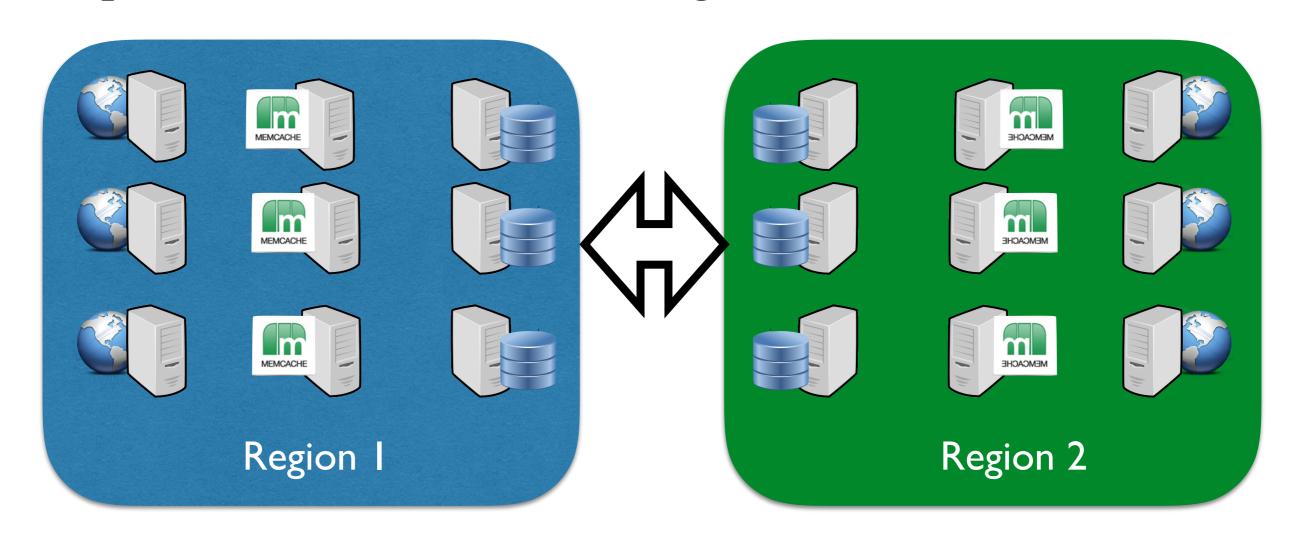
FB Infrastructure



DB Replication

How to arrange that DB in different regions get updated?

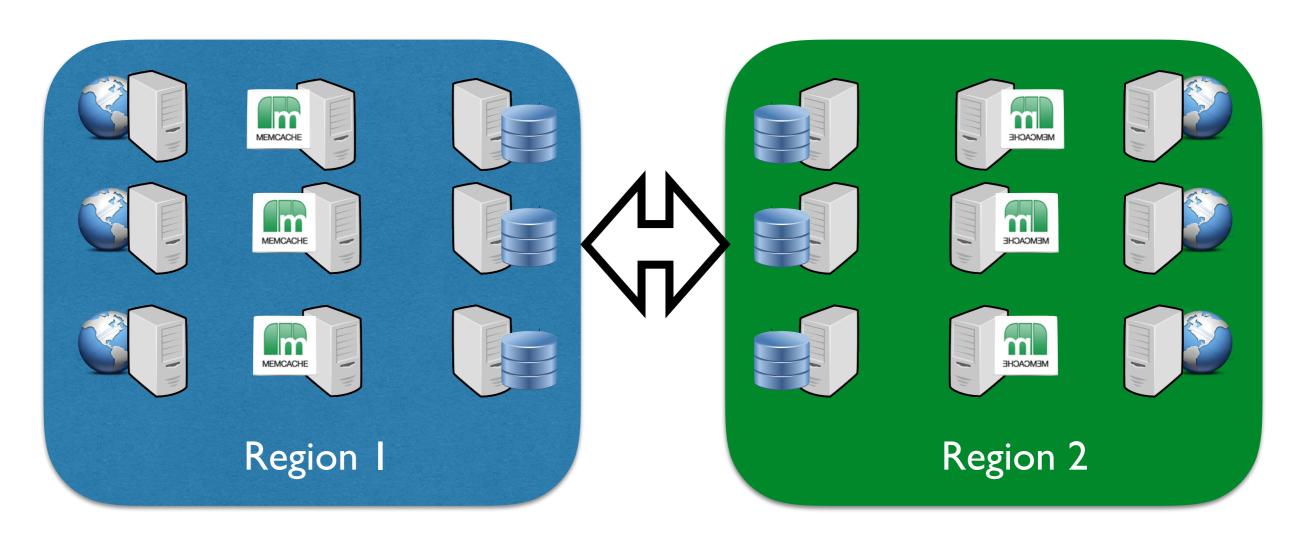
Master DB receives all writes (similar to PNUTS)
Adds entry to transaction log
Replicates transaction log to slaves

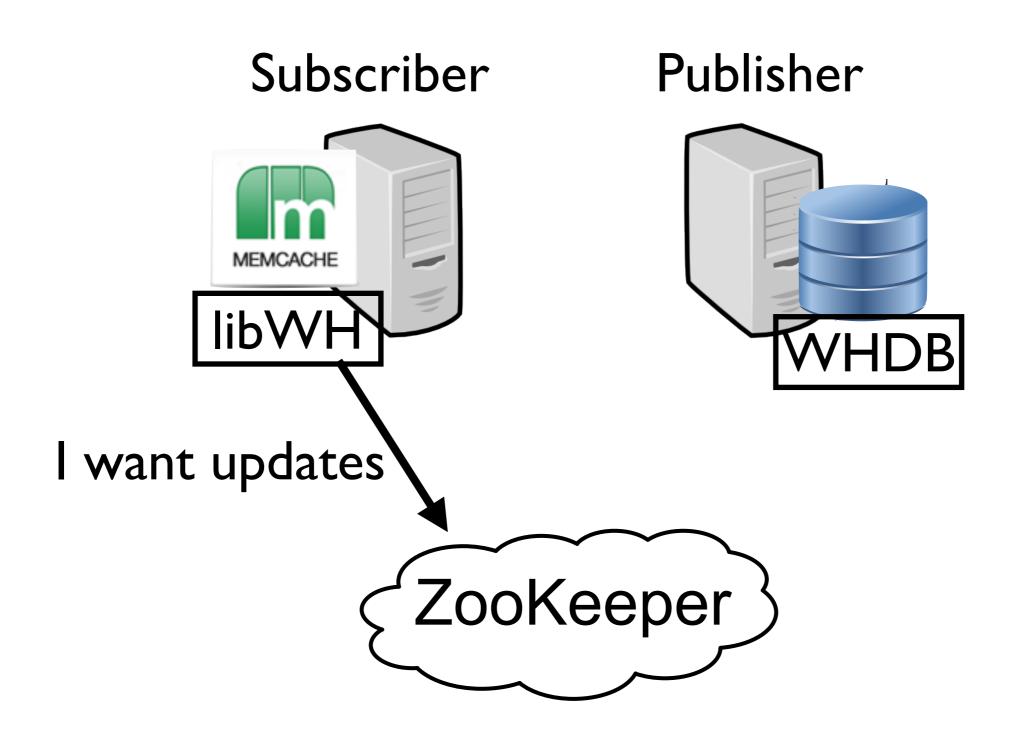


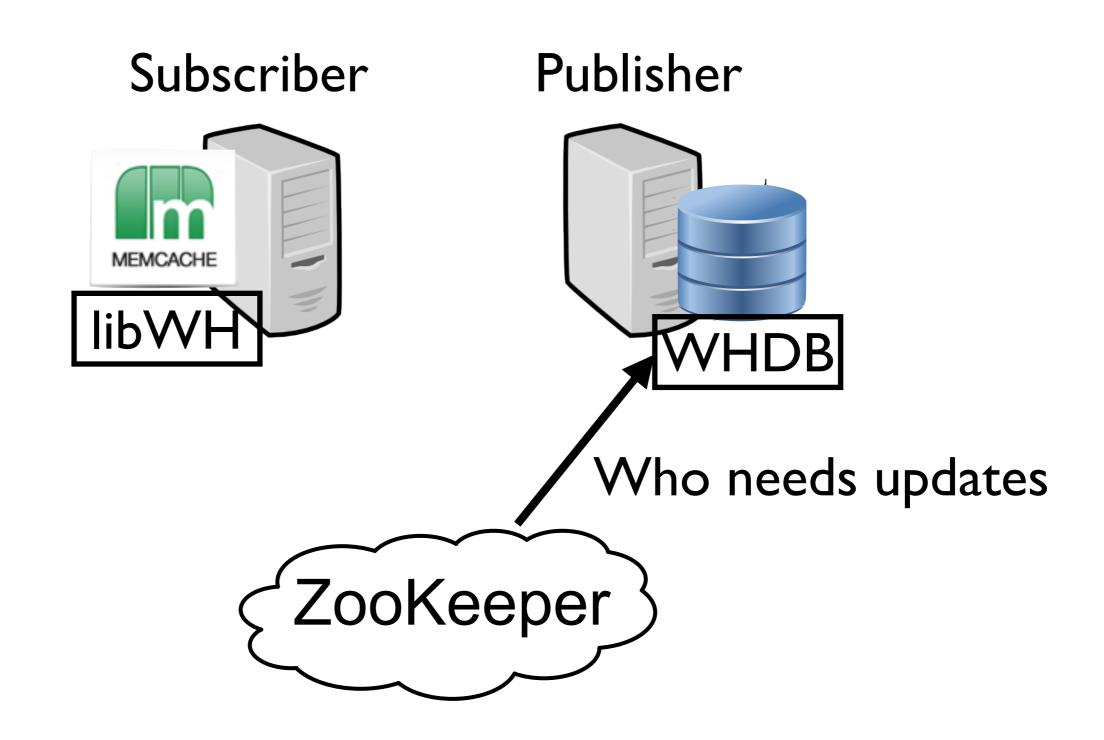
What about MC

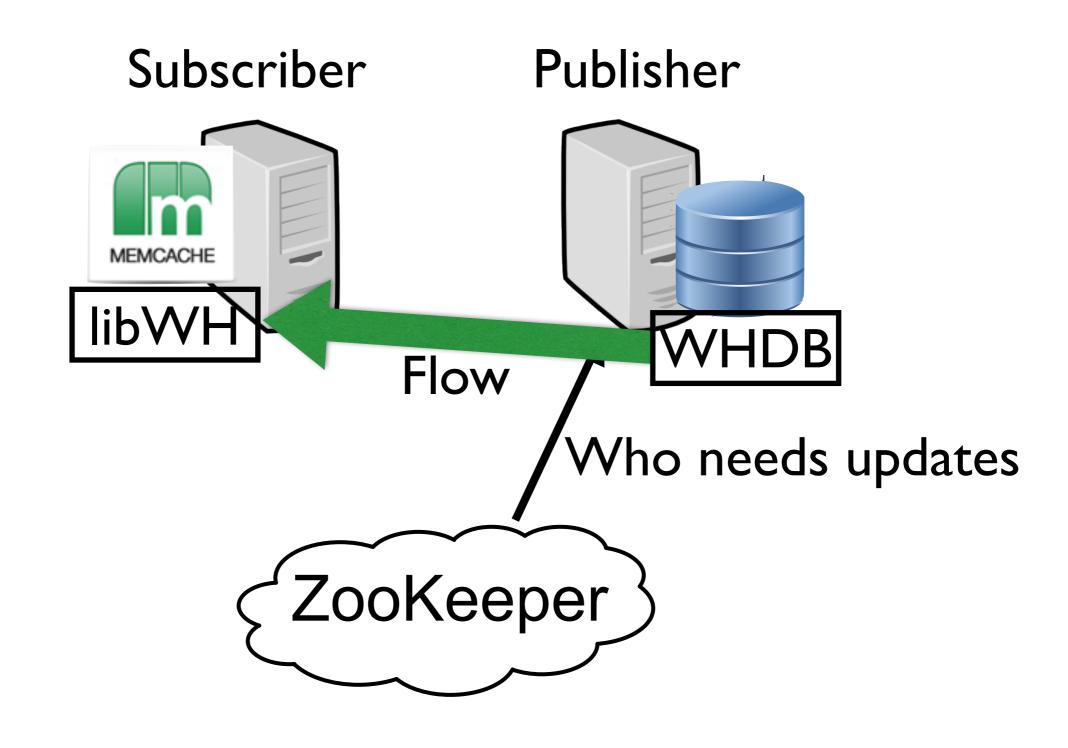
Need to invalidate/update mc entry after write:
Option 1: MC in remote region polls its local DB increases read load on DB.

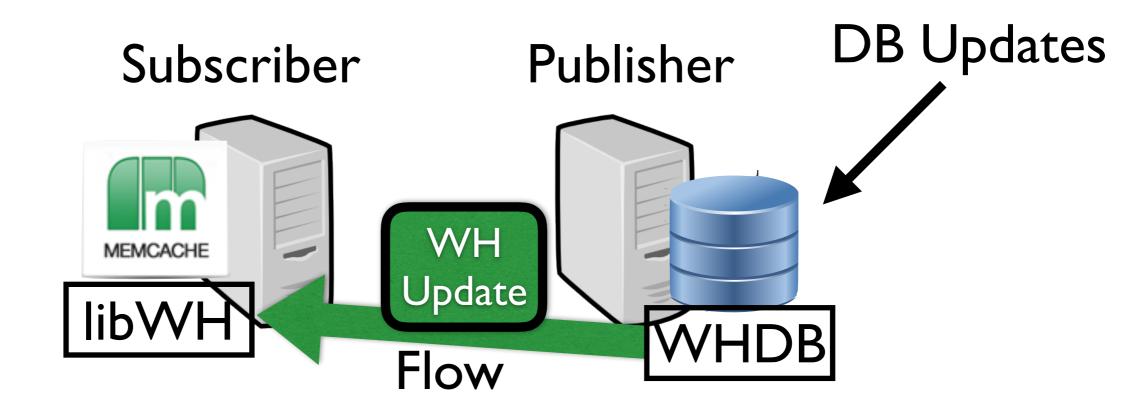
Option 2: Wormhole Pub/Sub

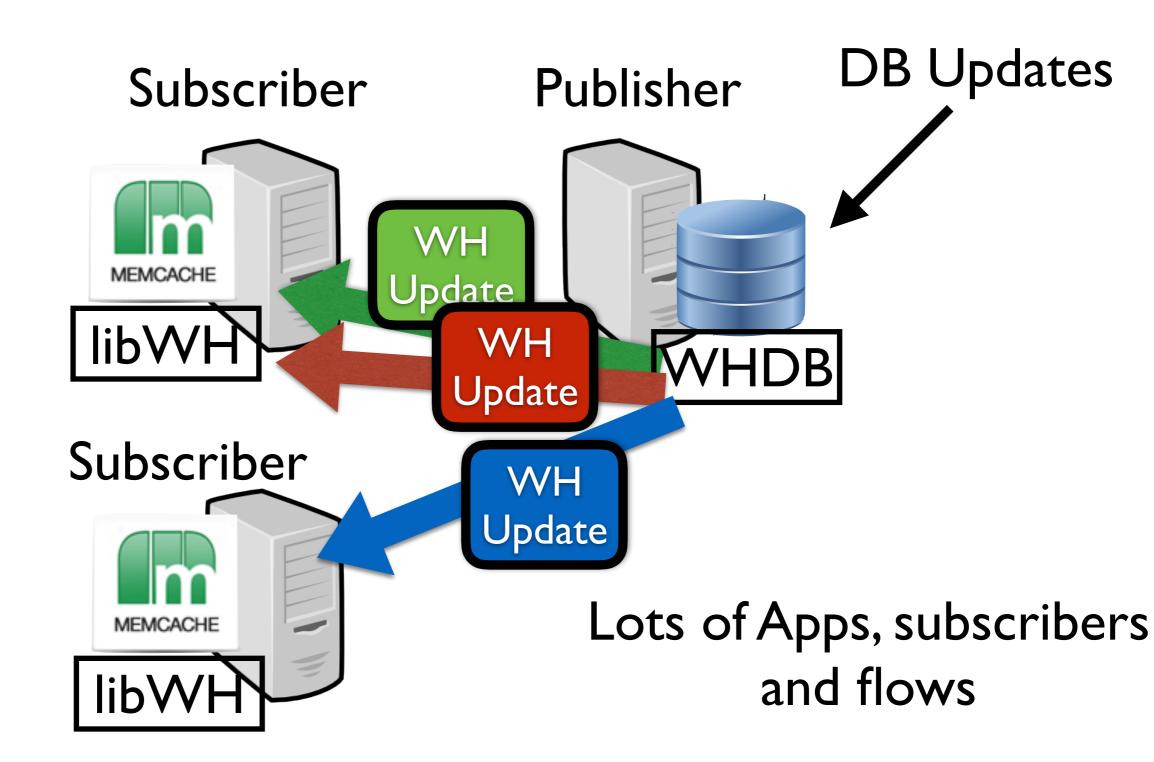






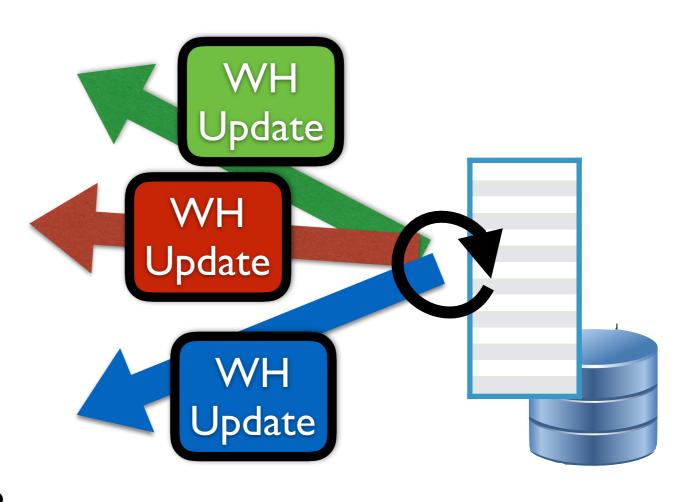






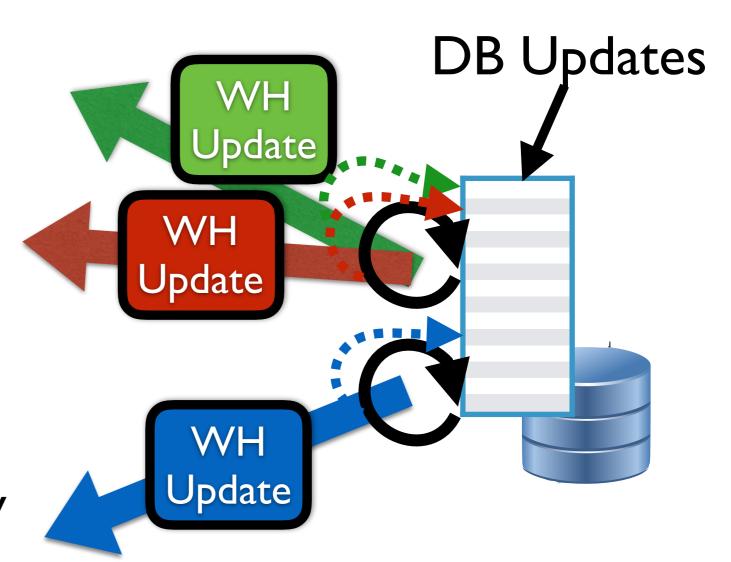
Optimization: Caravan

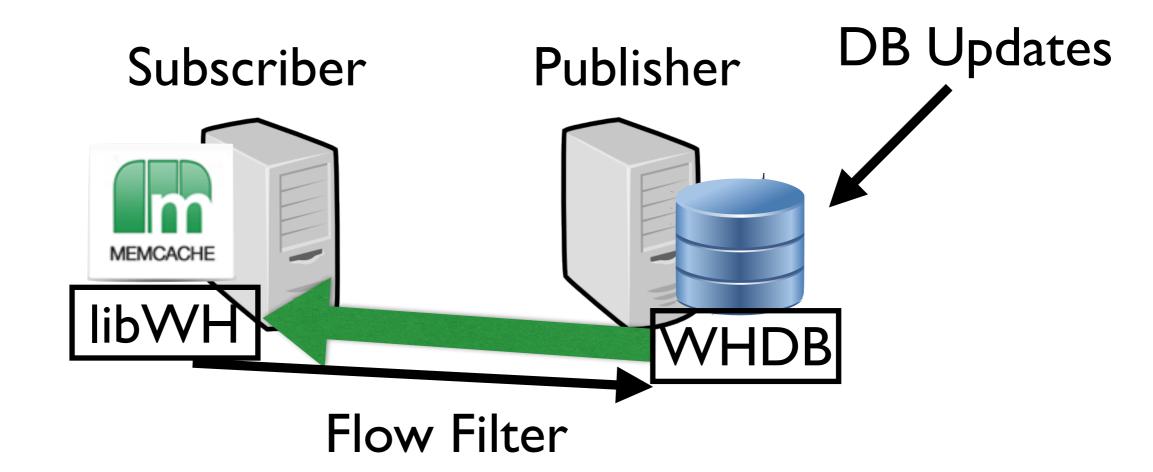
- Problem: Each flow requires reading of DB
 - Per-flow reader lots of overhead
 - Single Shared reader for all flows
 - What is the problem with this?

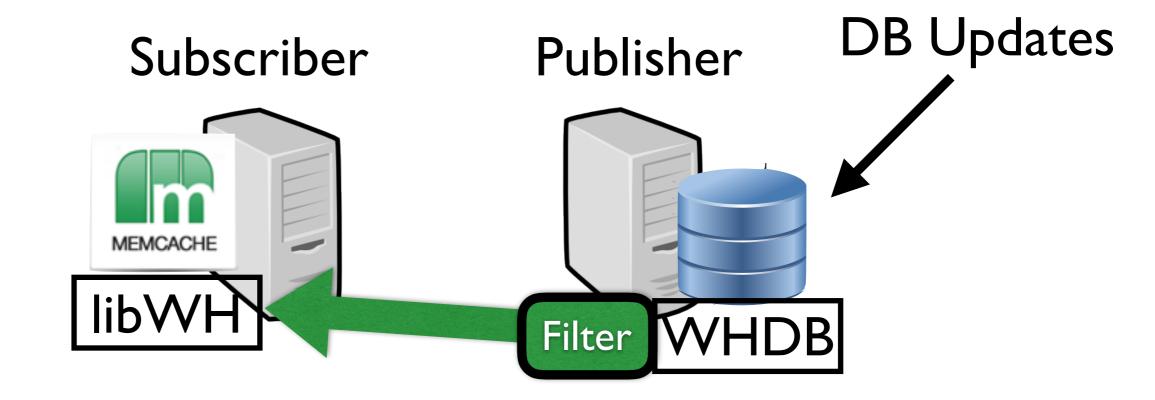


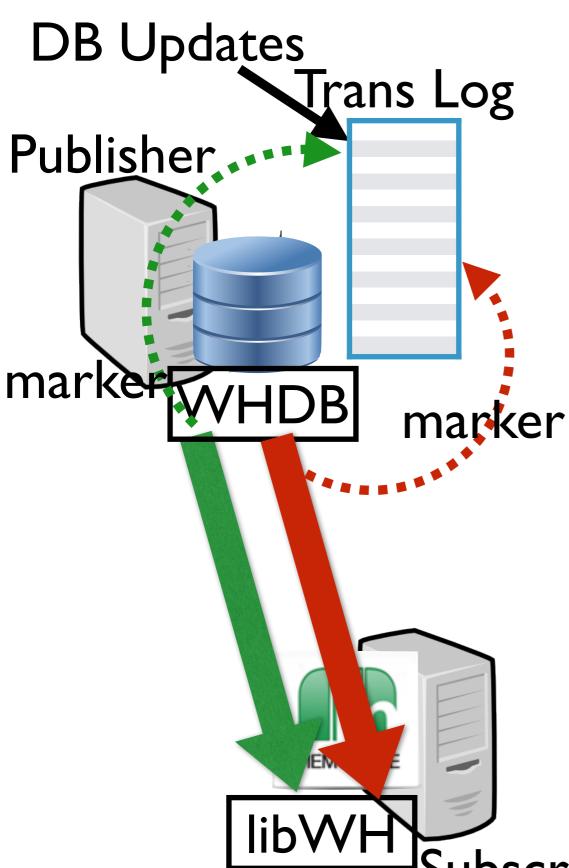
Optimization: Caravan

- Problem: Each flow requires reading of DB
 - Group flow's based on their progress into small number of readers — Caravans
 - Allows tradeoff in overhead and latency

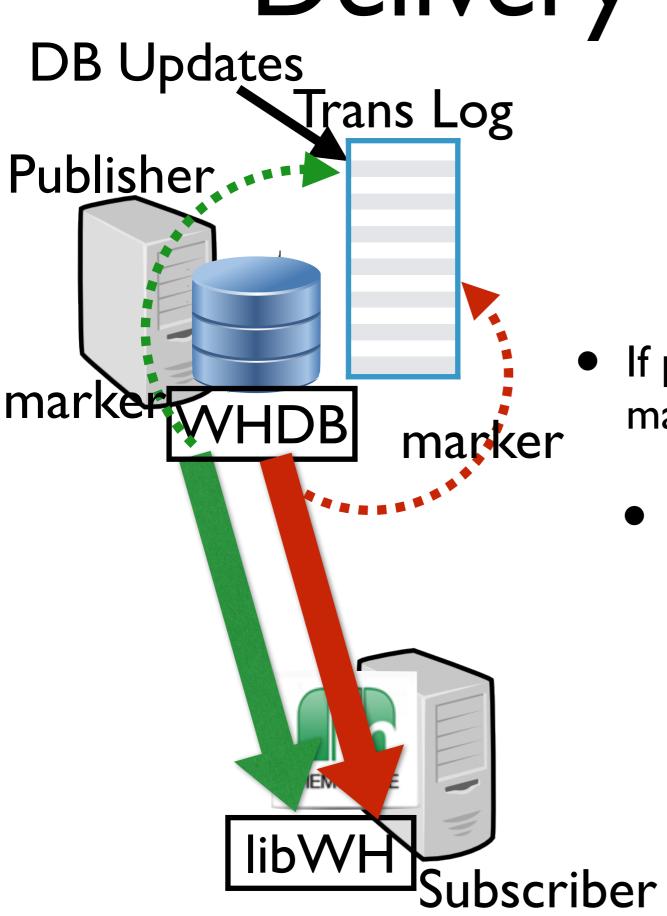






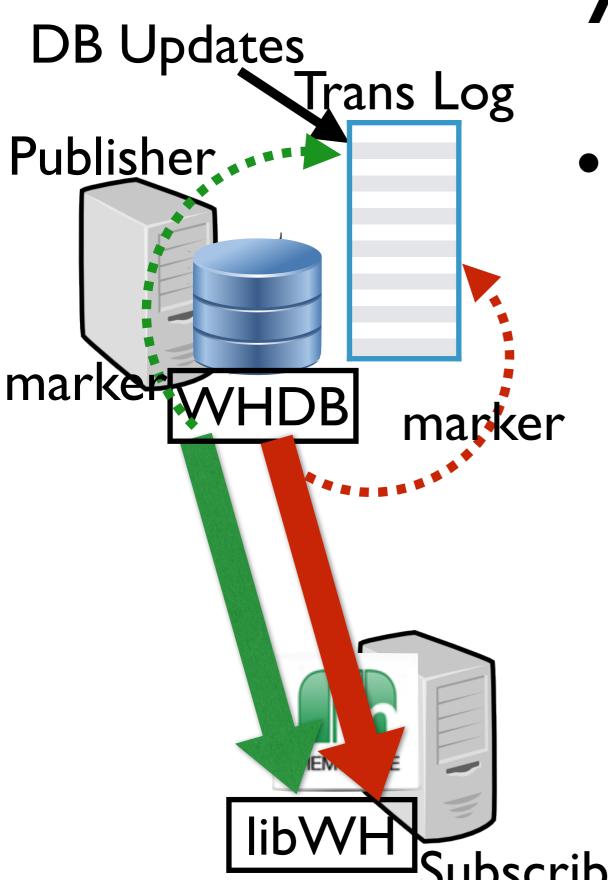


- Updates on a flow are delivered in order
- Publisher maintains per subscriber a "Data Marker" — Sequence number of an update in transaction log — tracks what subscriber has received
- Publisher ask sub periodically for what it has received — marker is lower bound
- Updates are delivered "at least once"
 publisher persists marker

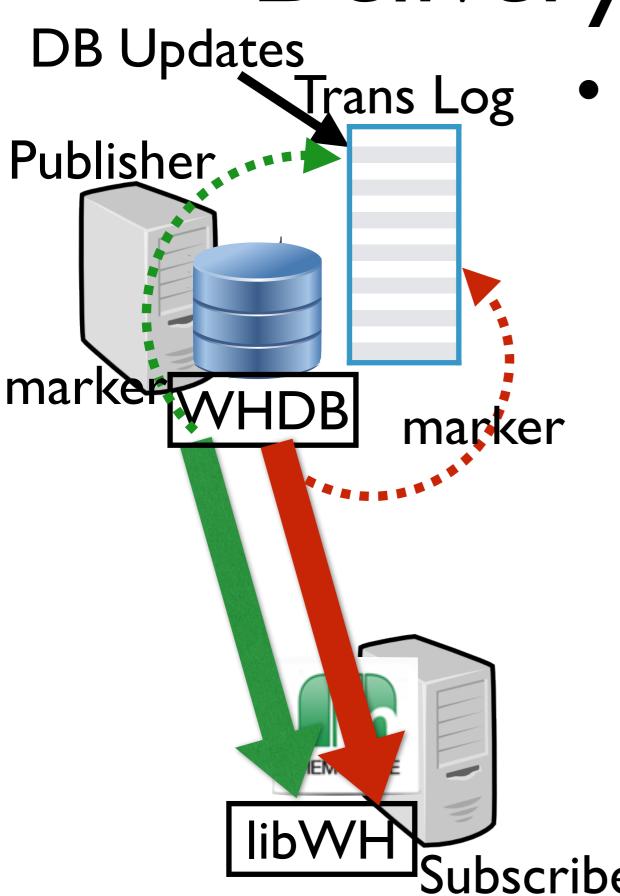


If publisher fails start sending from last marker Publisher

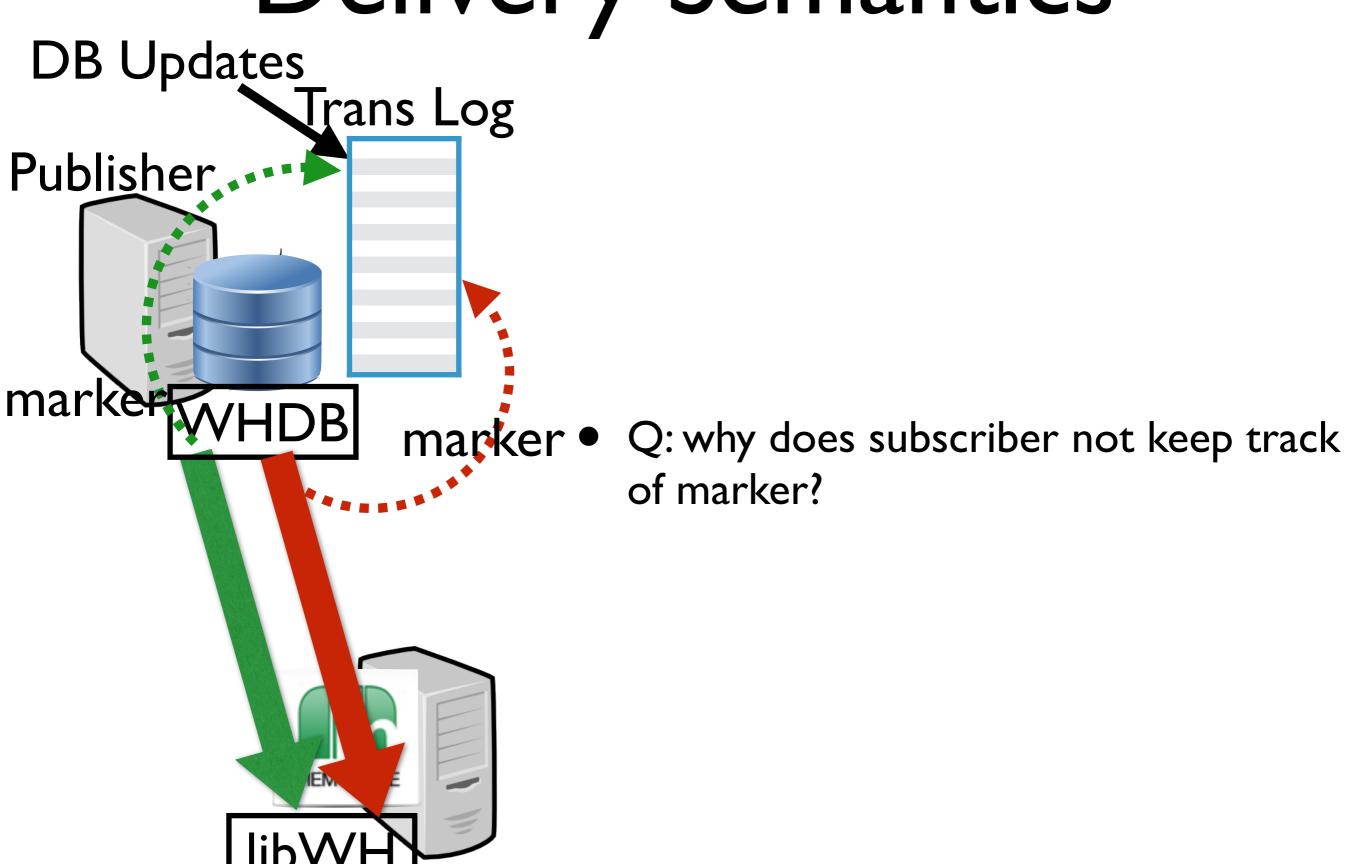
 Q: How do subscribers deal with and update delivered several times?



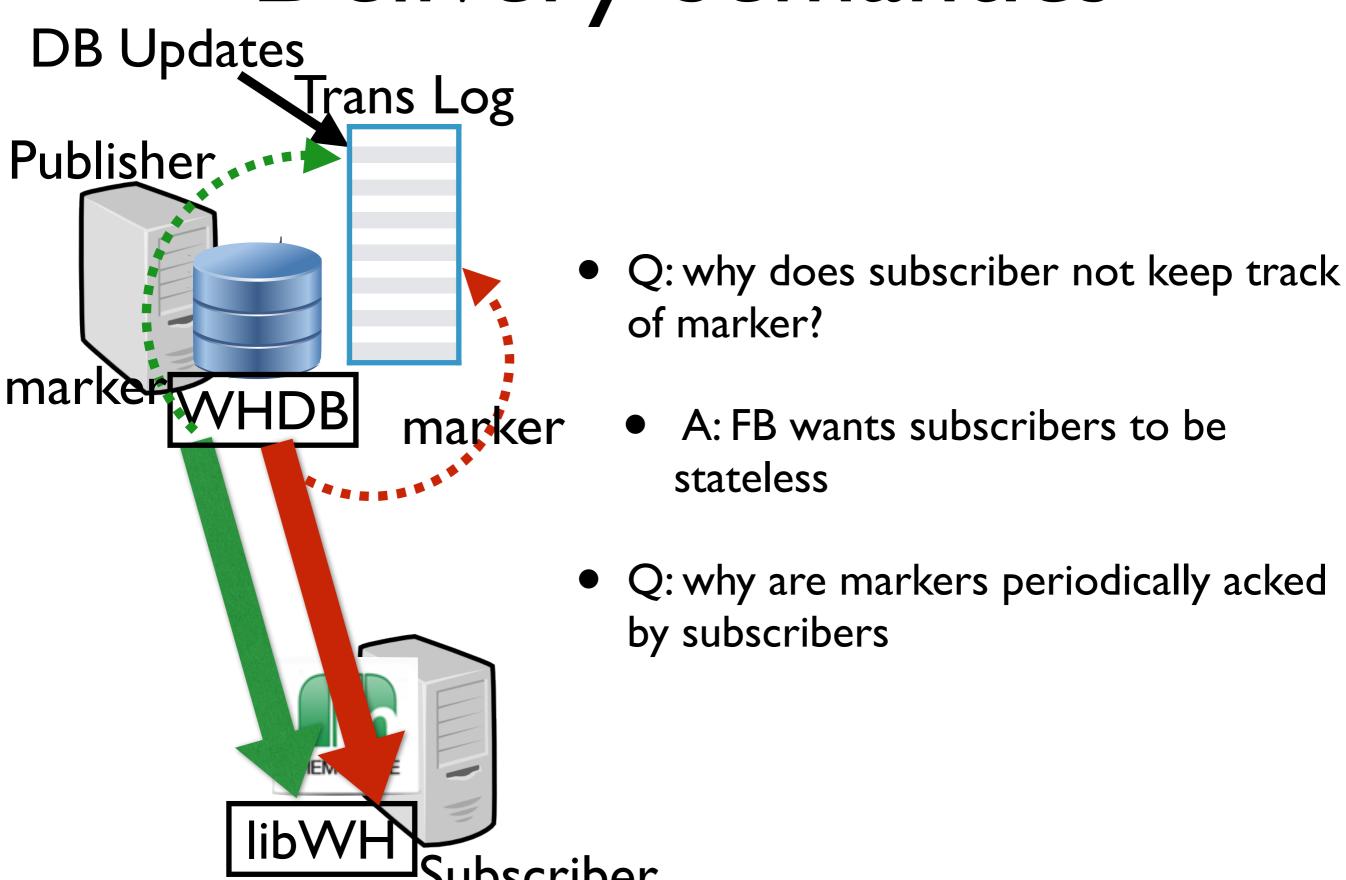
- If publisher fails start sending from last marker Publisher
 - Q: How do subscribers deal with and update delivered several times?
 - A: No problem for cache
 - A:App must do duplicate filtering
 - Q: Can an update be never delivered?

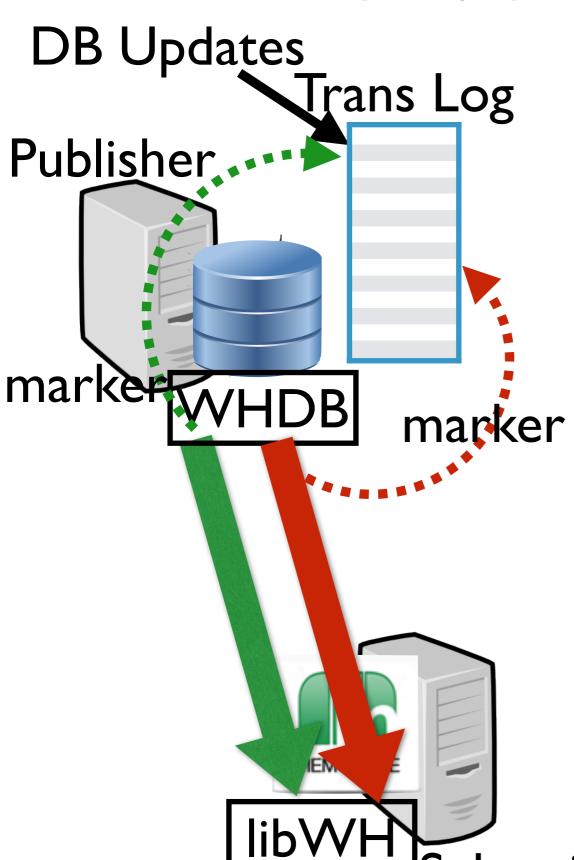


- If publisher fails start sending from last marker Publisher
 - Q: How do subscribers deal with an update delivered several times?
 - A: No problem for cache
 - A:App must do duplicate filtering
 - Q: Can an update be never delivered?
 - A: Yes Trans log may have been truncated (data in log I-2 days)



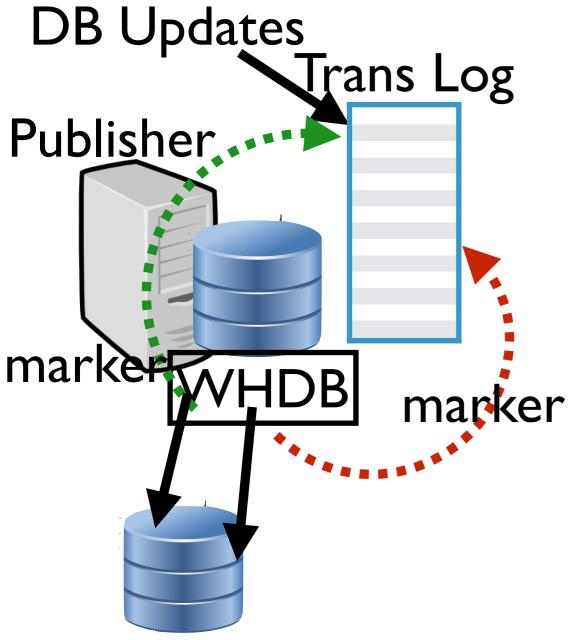
Subscriber





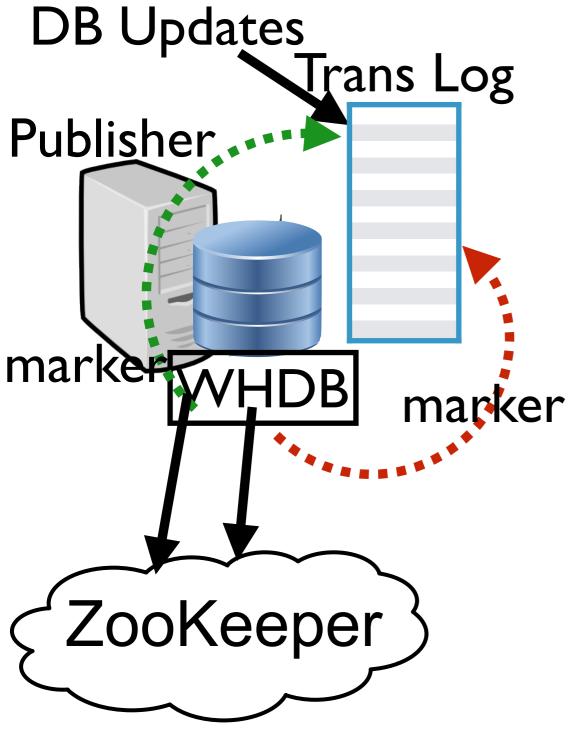
- Q: why does subscriber not keep track of marker?
 - A: FB wants subscribers to be stateless
- Q: why are markers periodically acked by subscribers
 - A: Expensive to ack each update
 - A: Uses TCP for delivery don't have to worry about packet loss

Single Copy Reliable Delivery



- App subscribes to a single copy Data Set
- SCRD: publisher stores marker in local persistent storage
- if storage is unavailable, cannot fail over to new publisher
 - caches will be stale
 - if storage fails, lose marker

Multiple Copy Reliable Delivery



- Geo-replicated dataset
- MCRD: publishers stores marker in Zookeeper — if publisher fails, another publisher can take over
 - read last marker from zookeeper
 - implementation challenge: format of marker — replicas of same log have different binary format
 - solution: "logical" positions