

Herding virtual workstations at Google

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Fórum Internacional de Software Livre 10

Porto Alegre, Brazil

June 24-27, 2009

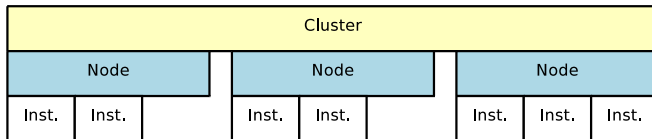


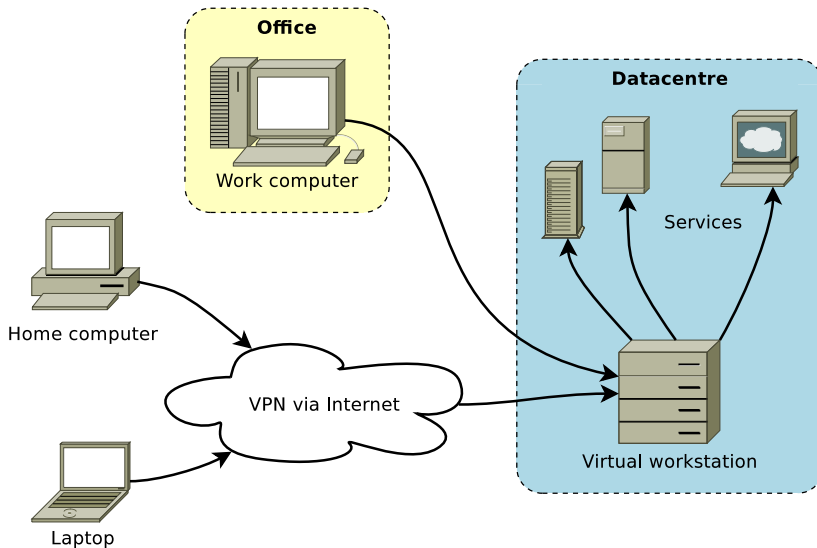
- ▶ `/usr/bin/whoami`
- ▶ Talking about implementation at Google
- ▶ Concept can be used in other environments
- ▶ Terminology
 - ▶ Virtualization
 - ▶ Cluster
 - ▶ Node
 - ▶ Instance = machine = virtual machine

- ▶ What are virtual workstations?
 - ▶ One machine, one owner
 - ▶ root like on normal workstation
- ▶ Can be implemented on various platforms
 - ▶ Bare metal
 - ▶ Virtualized systems
 - ▶ Partial resilience against hardware failure

► Ganeti 2.0

- Software to manage clusters of virtual machines
 - Automation allows you to scale easily
 - Makes it simple to manage 10s of nodes and 100s of instances
- Combines virtualization and data replication
 - Integrated in a unified interface
 - Virtual machines are portable between nodes
- Hypervisor backends
 - Abstraction layer
 - Backends for Xen and KVM included
- <http://code.google.com/p/ganeti/>





- ▶ User perspective
 - ▶ Work from office
 - ▶ Work from home
 - ▶ VPN endpoint near services
 - ▶ Work from remote office
 - ▶ Slow connection
 - ▶ NFS latency
 - ▶ Other services
 - ▶ Resuming sessions
 - ▶ One environment regardless of location

- ▶ Reduced operational costs
 - ▶ Less support costs
 - ▶ Datacentres are more cost efficient than office space
 - ▶ Reduce infrastructure in office
- ▶ Improved energy efficiency
- ▶ Transparent for most use cases
- ▶ More with less, more with more

- ▶ Upgrade cluster machines and all instance owners on the cluster profit
 - ▶ More people per upgraded machine profit than with individual machines
- ▶ Monitoring
 - ▶ Hardware and software
- ▶ Failover/migration
 - ▶ Migration transparent to user

- ▶ Disaster recovery (DR)
- ▶ Easy to turn up/reinstall
 - ▶ Infrastructure needs to be in place
- ▶ Latency is important
 - ▶ 100s of kilometers still possible
 - ▶ Clusters in several locations
- ▶ Bandwidth not so important

- ▶ Requires network connection
 - ▶ But so do many applications today
 - ▶ Working offline requires copying data
- ▶ Reliability (Single point of failure)
 - ▶ DR helps
- ▶ I/O performance

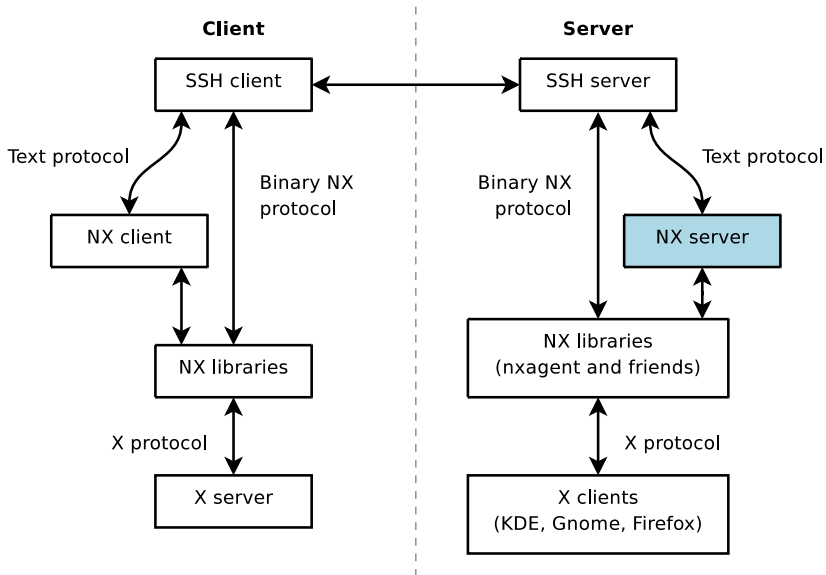
- ▶ Usability
 - ▶ Partially application's fault
- ▶ Local storage and devices not easily accessible from virtual machine
- ▶ Multimedia applications
 - ▶ 3D
 - ▶ Audio I/O
 - ▶ Video I/O

- ▶ Resource allocation on clusters
 - ▶ Part of Ganeti
 - ▶ Plugin framework
 - ▶ ganeti-htools for balancing
- ▶ Network outages

- ▶ Low-powered machines (e.g. laptops)
- ▶ SSH
- ▶ NX

- ▶ 1980's: X Window System
 - ▶ Many round-trips, latency-sensitive
 - ▶ Large amount of redundant data transferred
- ▶ 1990's: RFB protocol (used in VNC)
 - ▶ Bitmap-based

- ▶ 2003: NoMachine NX
 - ▶ Diffs instead of full requests
 - ▶ Compressed on X11 protocol level
 - ▶ Round-trip suppression
 - ▶ Proxy on each side
 - ▶ Restore session from home or office, keep session state
 - ▶ Client available free of charge



- ▶ Commercial NX server
 - ▶ Licence fees
- ▶ FreeNX
 - ▶ Thousands lines of BASH and Expect scripts

► Neatx

- Uses NoMachine's Open Source libraries
- Built on NX technology
- Written from scratch in Python (and some C)
- Simpler to set up than commercial NX or FreeNX
- Not all features implemented
- Source code available under GPL licence
 - <http://code.google.com/p/neatx/>
- Volunteers are welcome!

Questions & Answers