Real world tales of repair



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Datastax MVP for Apache Cassandra

About The Last Pickle

We help people deliver and improve Apache Cassandra based solutions.

With staff in 5 countries:
New Zealand, Australia, France, Spain, USA

What and why?
Full repair
Incremental repair
How to make it work

What is repair?

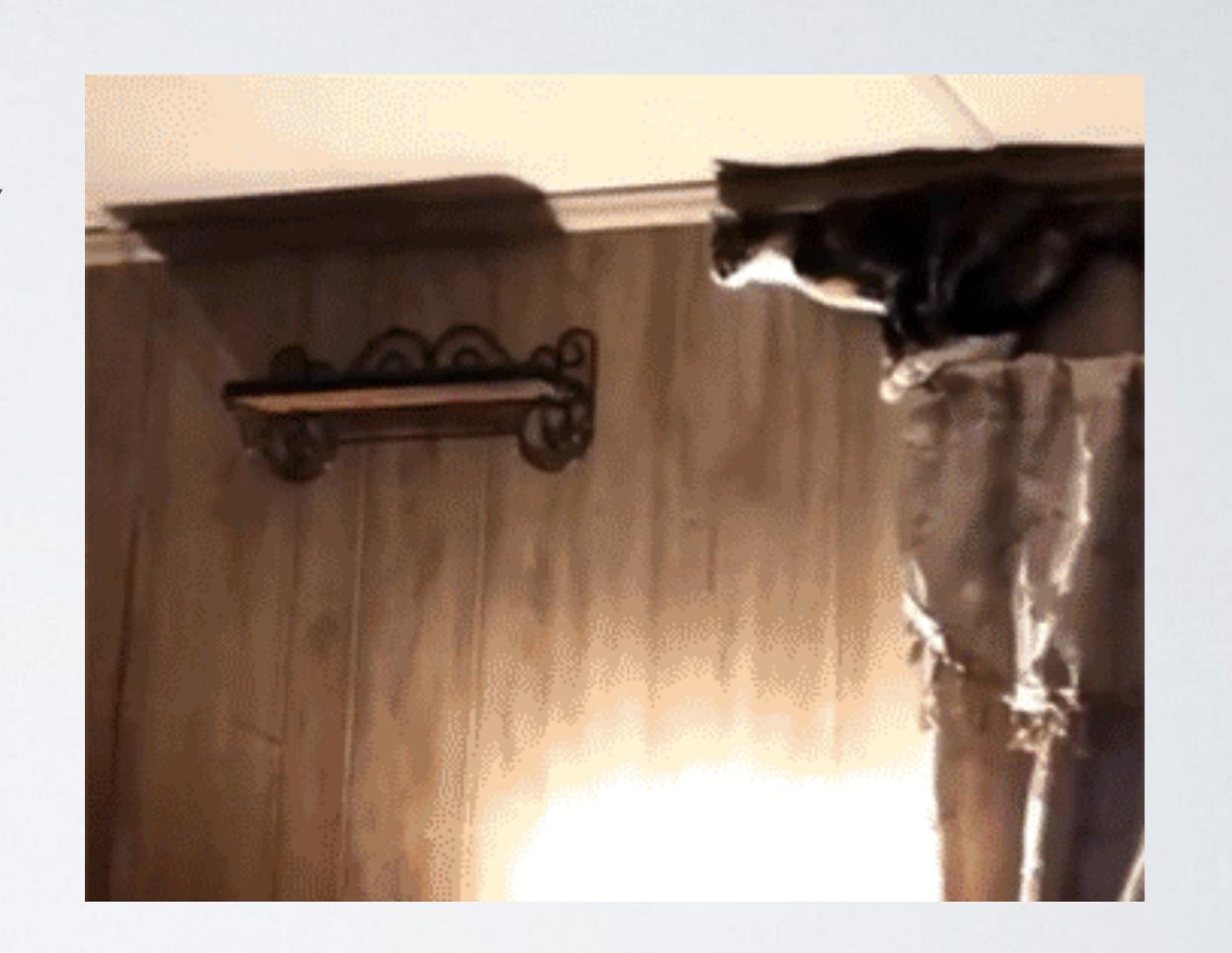
A maintenance operation that (briefly) restores strong consistency throughout the

cluster

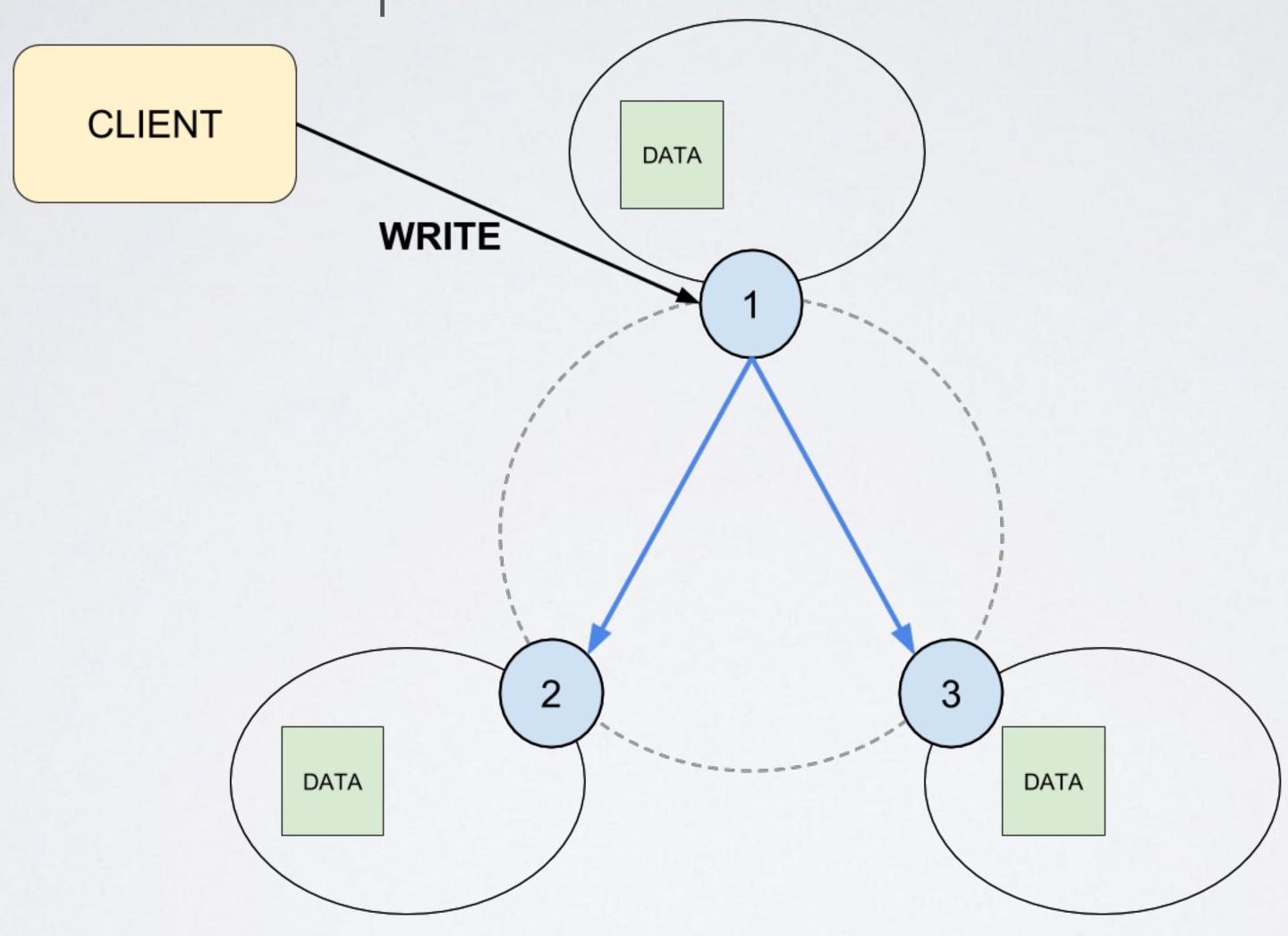


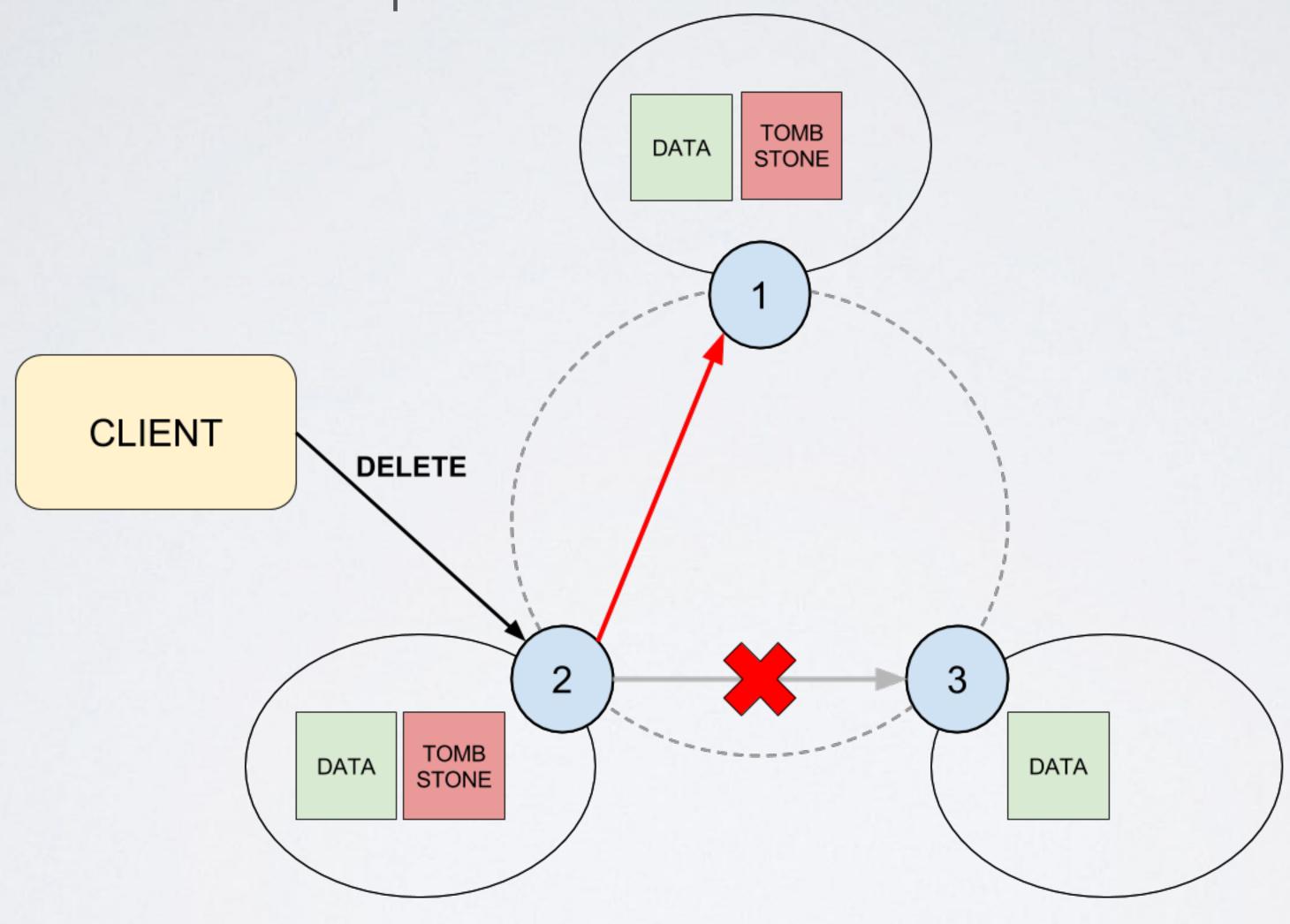
Why do we need repair?

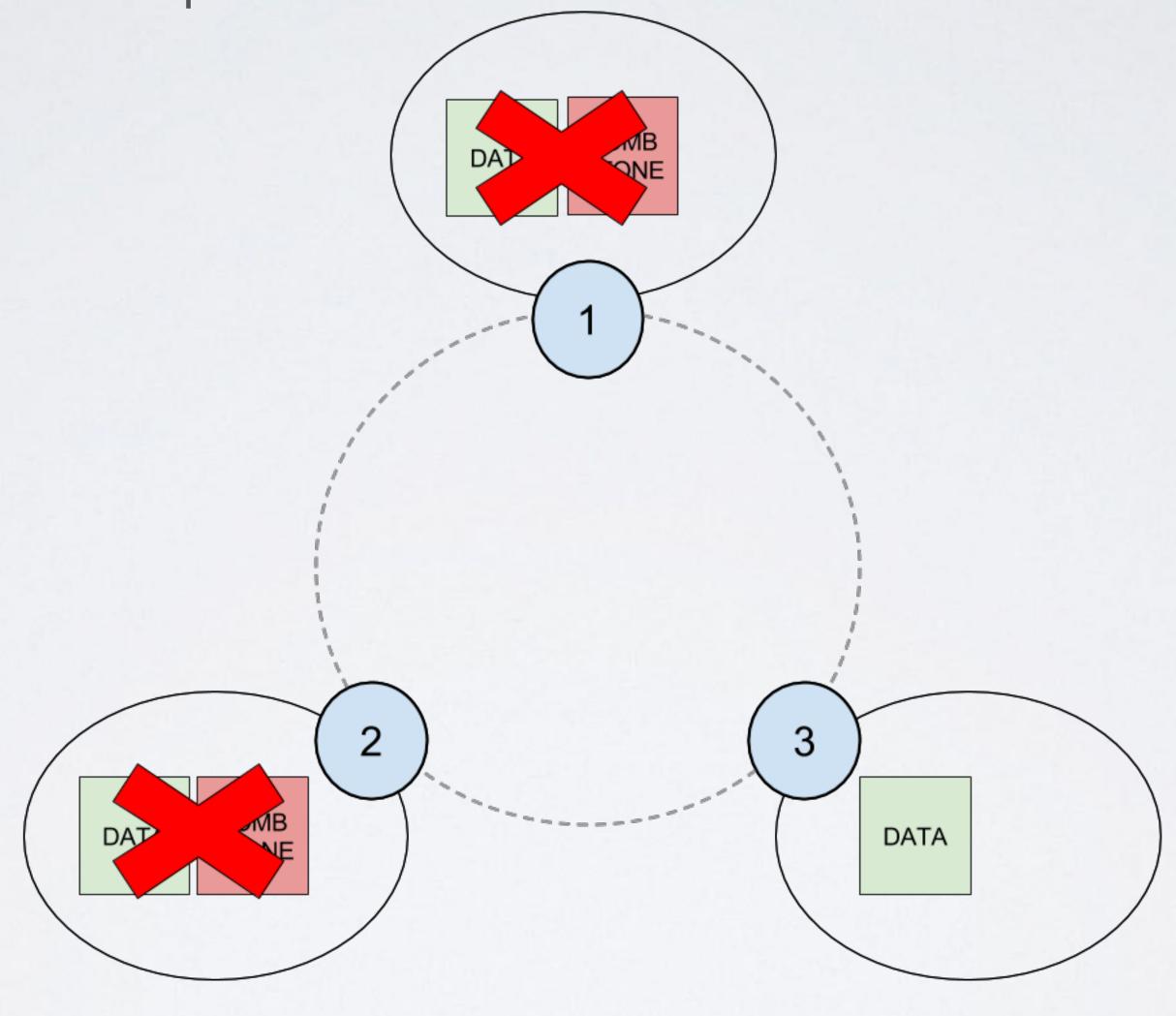
- Eventual consistency
- Downtime / failure recovery
- Safe deletes

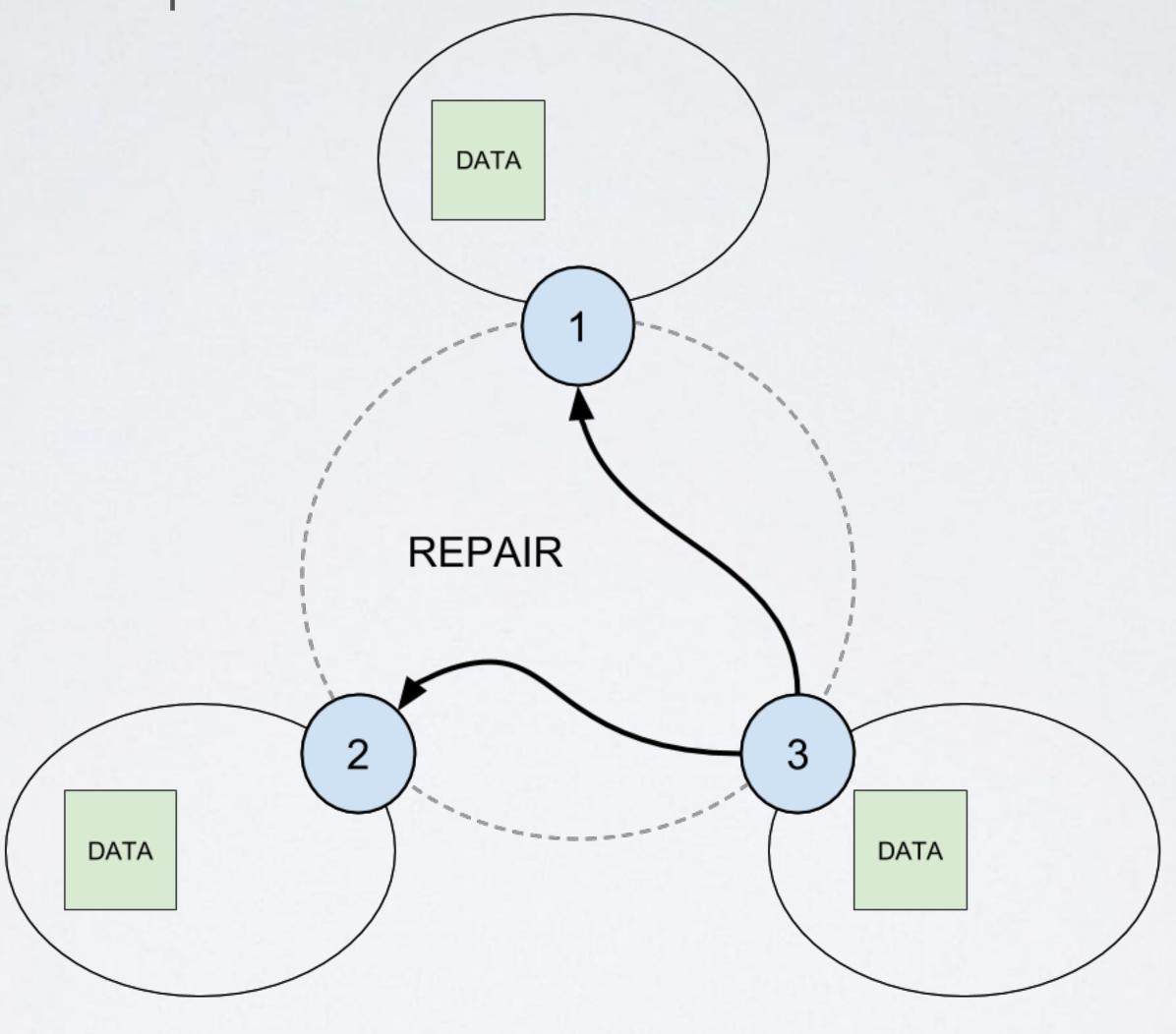


Missing tombstones can lead to zombie data (repair within gc_grace_seconds)









What and why?

Full repair

Incremental repair

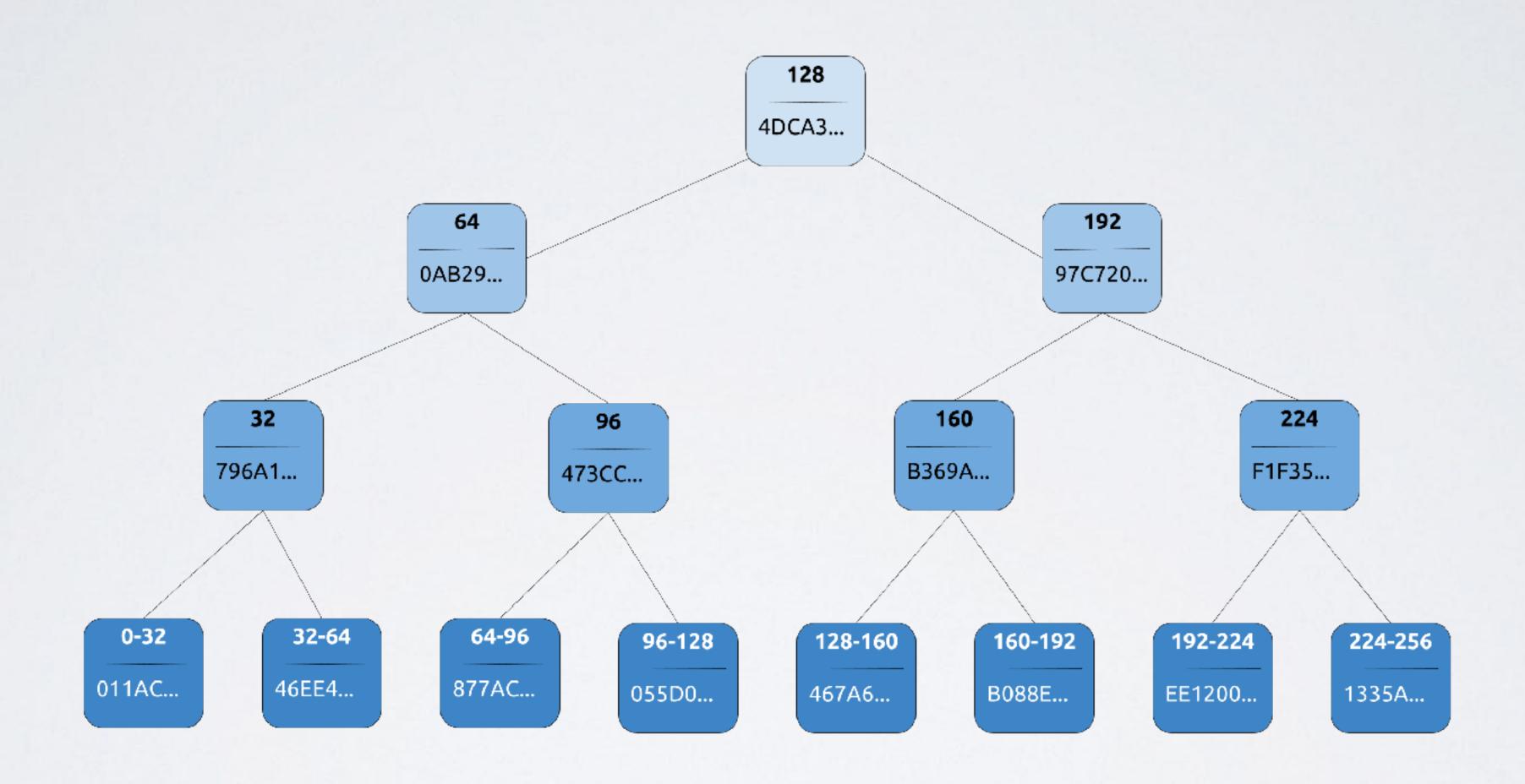
How to make it work

Reads all data

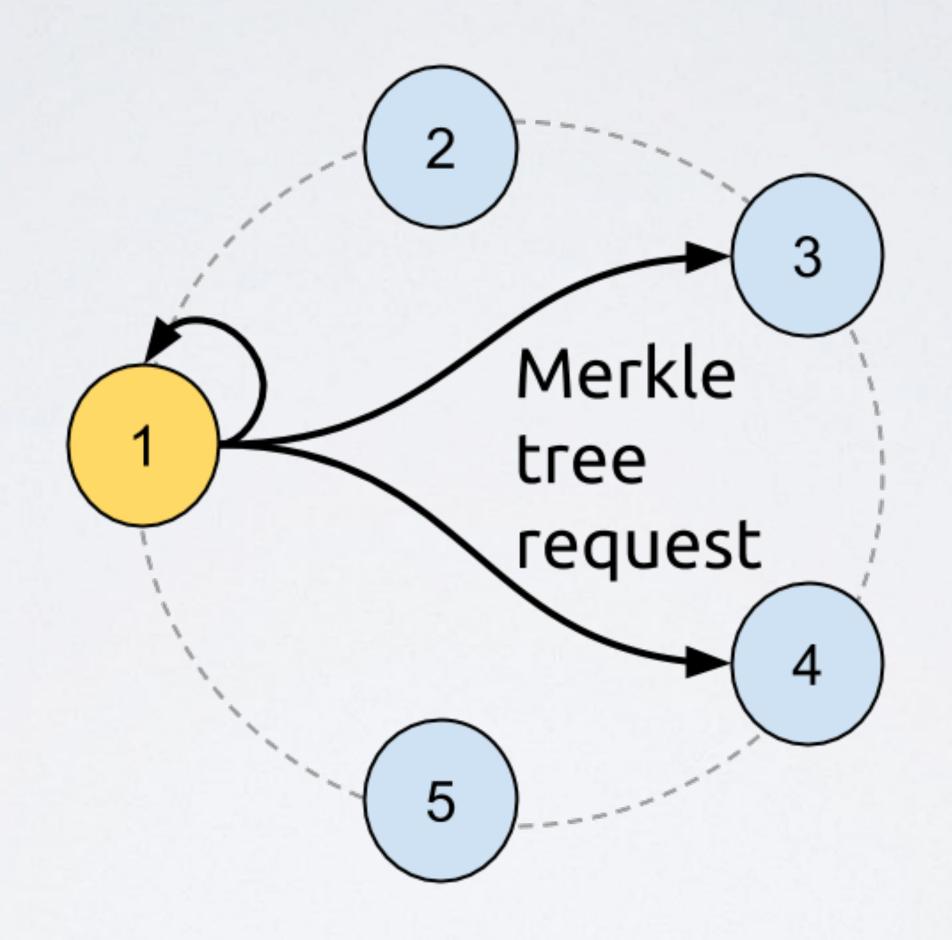
Reads all data Calculates hashes

Reads all data Calculates hashes Compares hashes

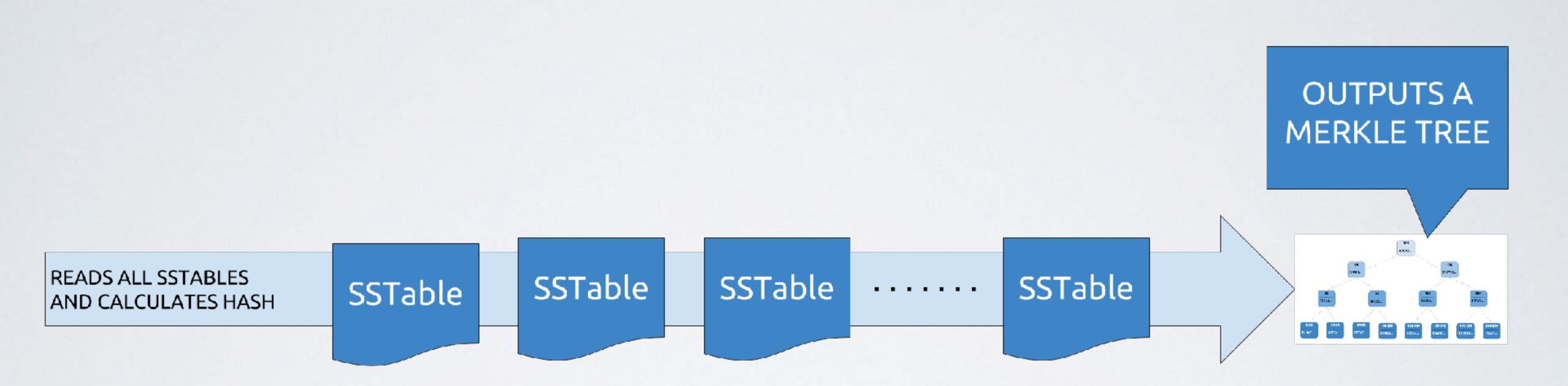
Reads all data
Calculates hashes
Compares hashes
Streams mismatching partitions



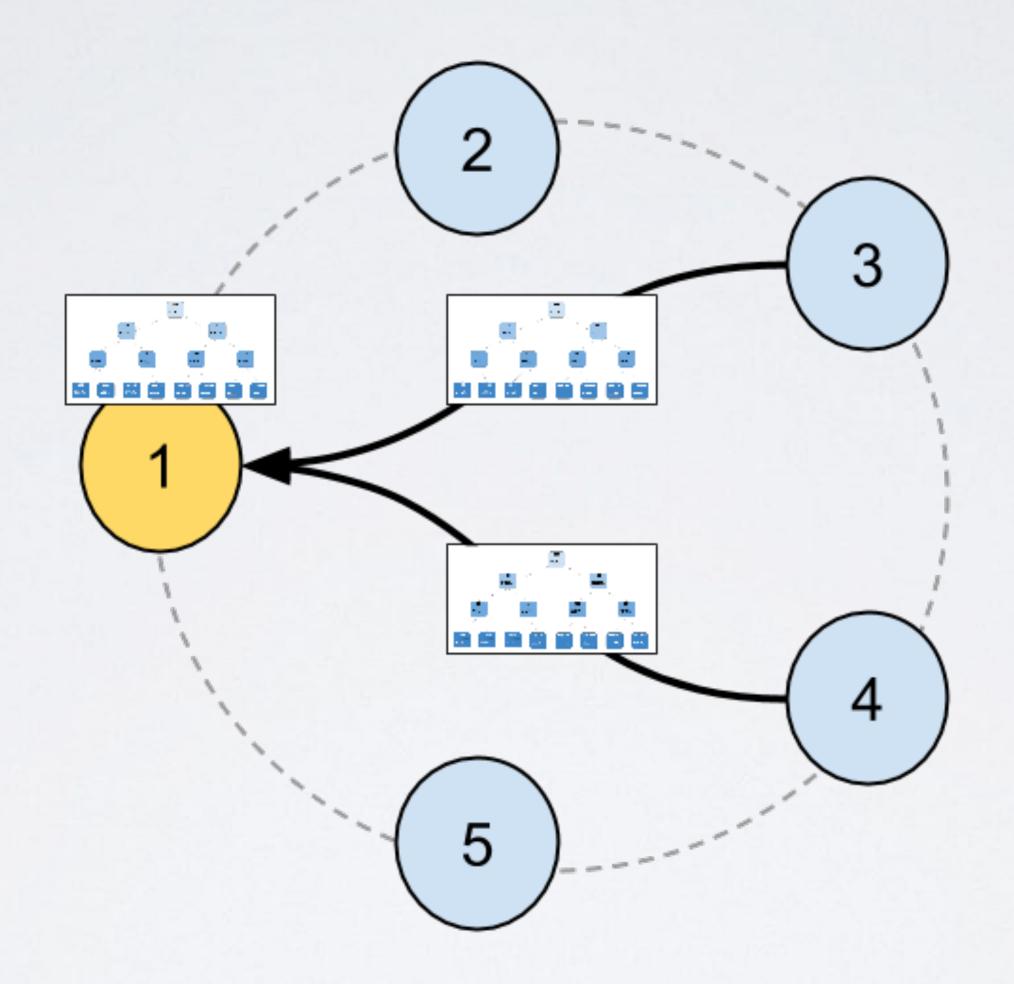
Merkle tree is requested to all replicas



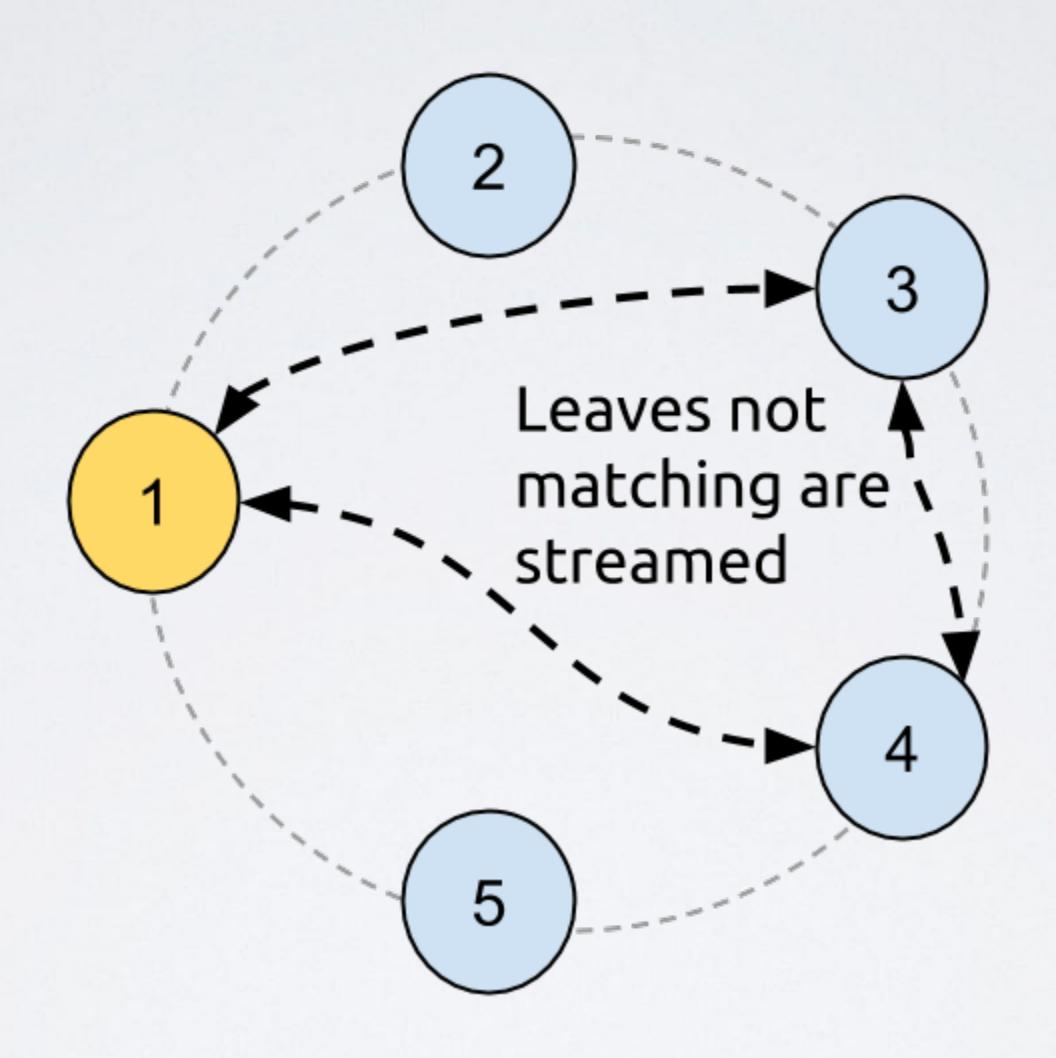
Validation compaction



Merkle tree comparison

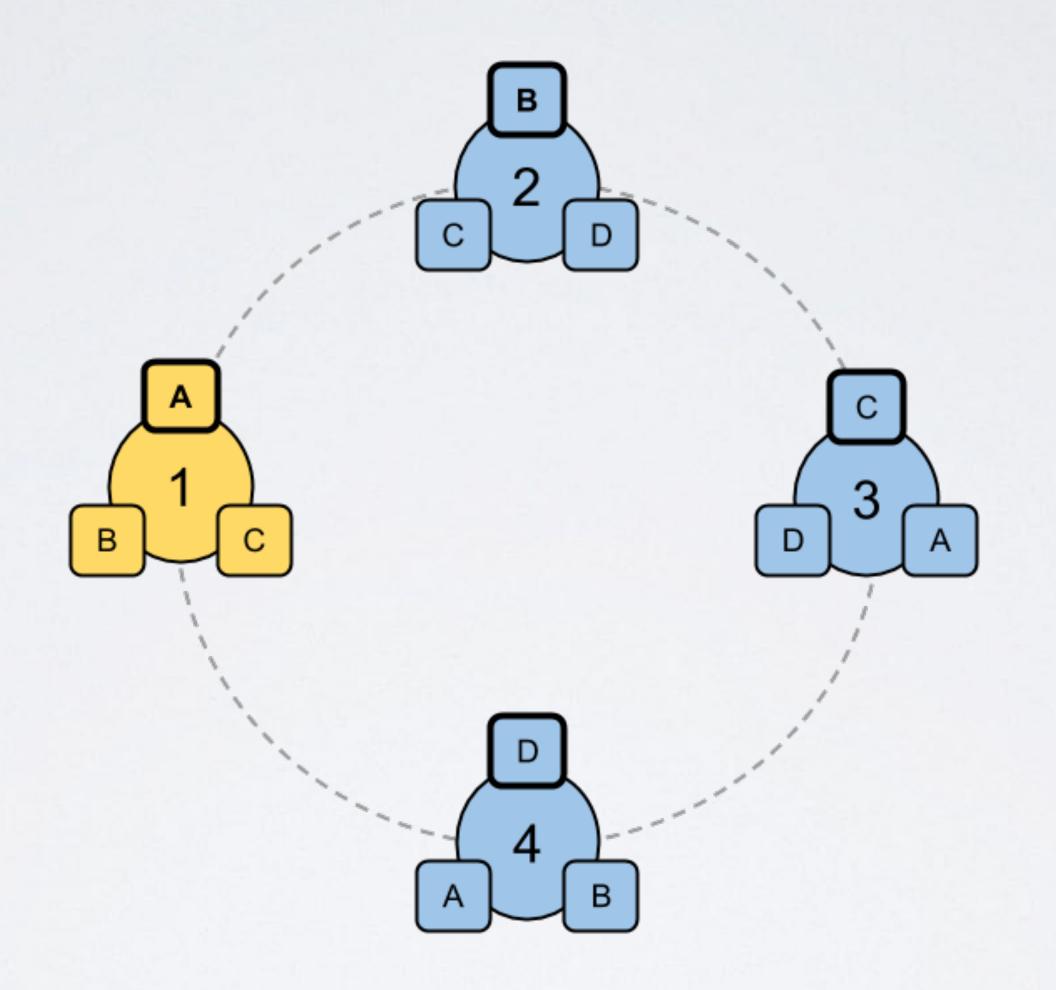


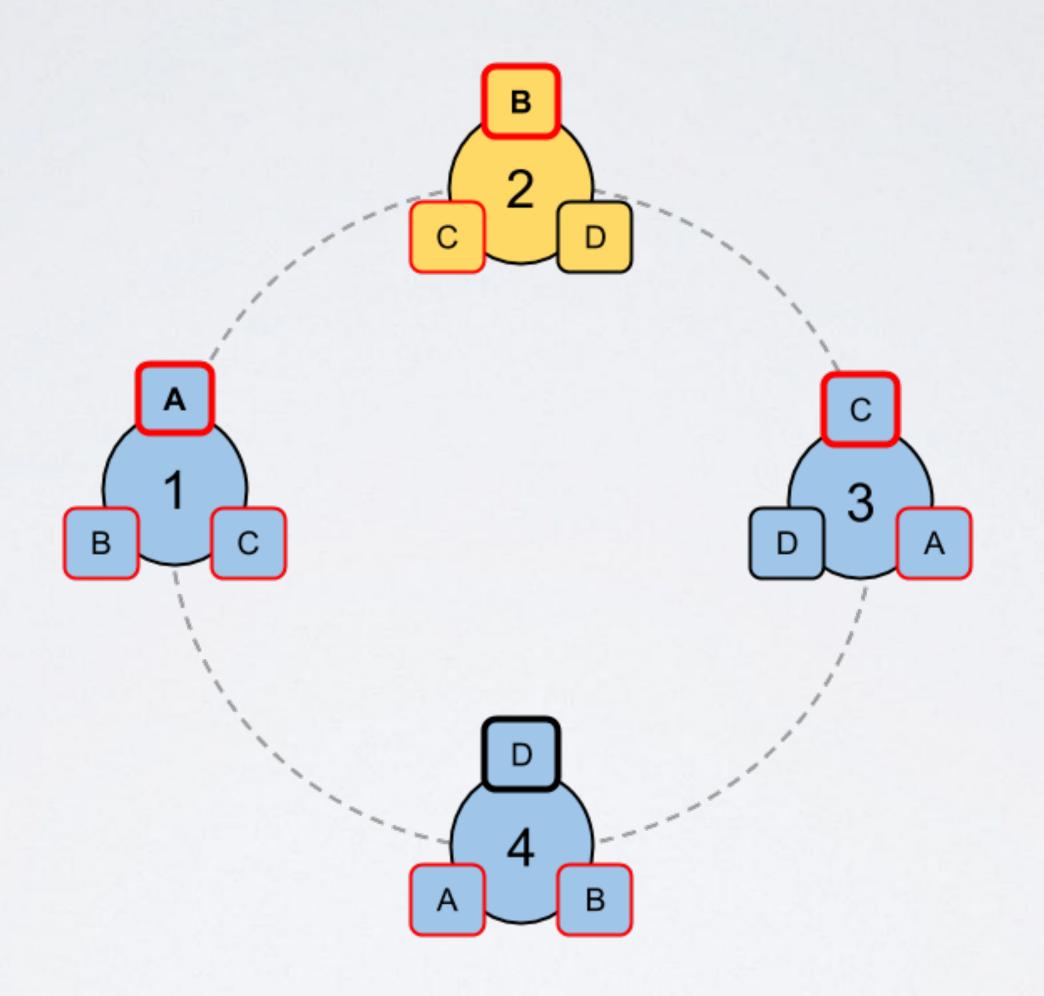
Streaming

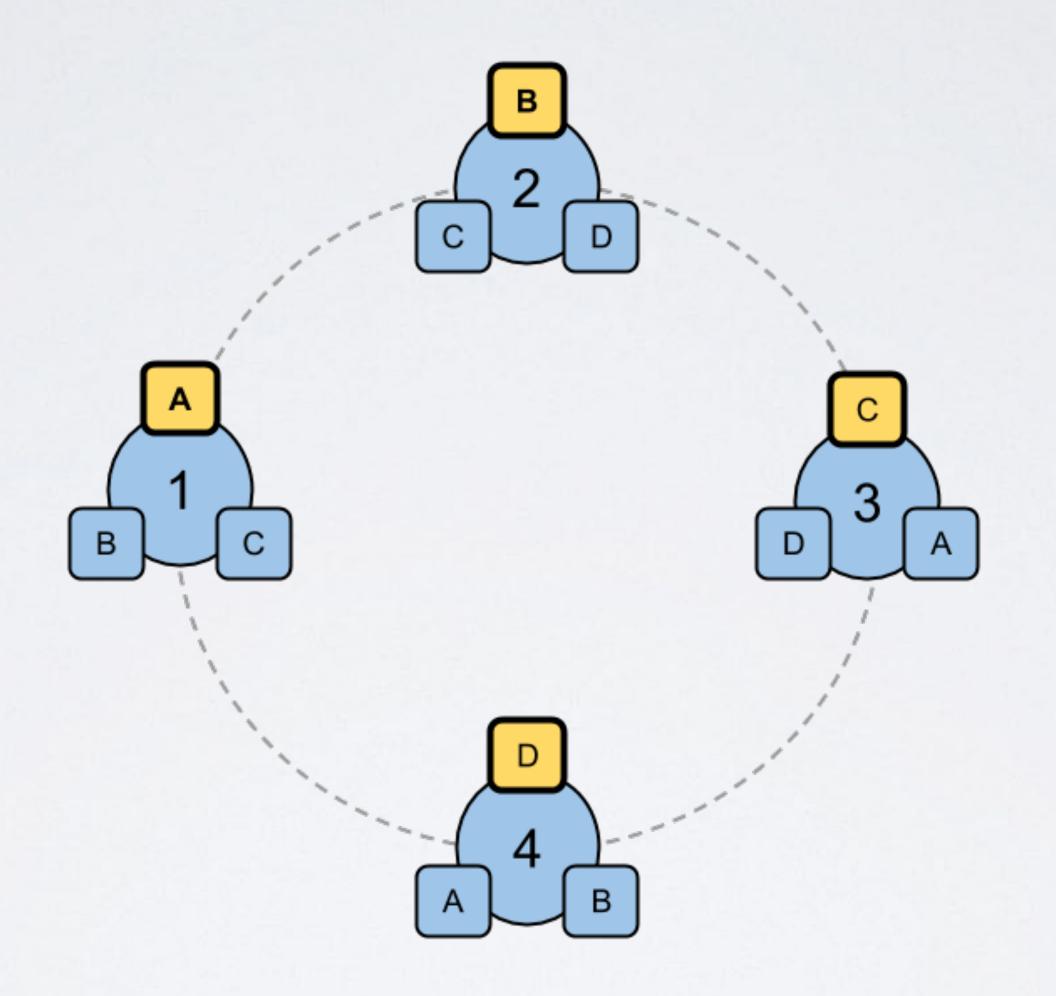


How do we run repair?

nodetool repair







repairing each range once is enough

nodetool repair -pr

nodetool repair -pr not suitable for node recovery

Sequential or parallel?

Sequential: takes a snapshot on all replicas and computes merkle trees one replica at a time (on the snapshots)

Sequential or parallel?

Parallel: No snapshot, all replicas compute merkle trees at the same time

Repair too slow?

Sequential repair is the default since C* 2.0

Repair too slow?

nodetool repair -par

The problem with dense nodes

Overstreaming

Leaves of the Merkle tree contain **several** partitions.

32k leaves at most.

The solutions with dense nodes

cassandra_range_repair
(Matt Stump & Brian Gallew)

Breaks the repair sessions in n steps

Cassandra reaper (Spotify)

Full orchestration tool for repairs + sub range repair support

The solutions with dense nodes

vnodes: one repair session per vnode

Drawback: if you have many vnodes, repair takes longer

Repair in...



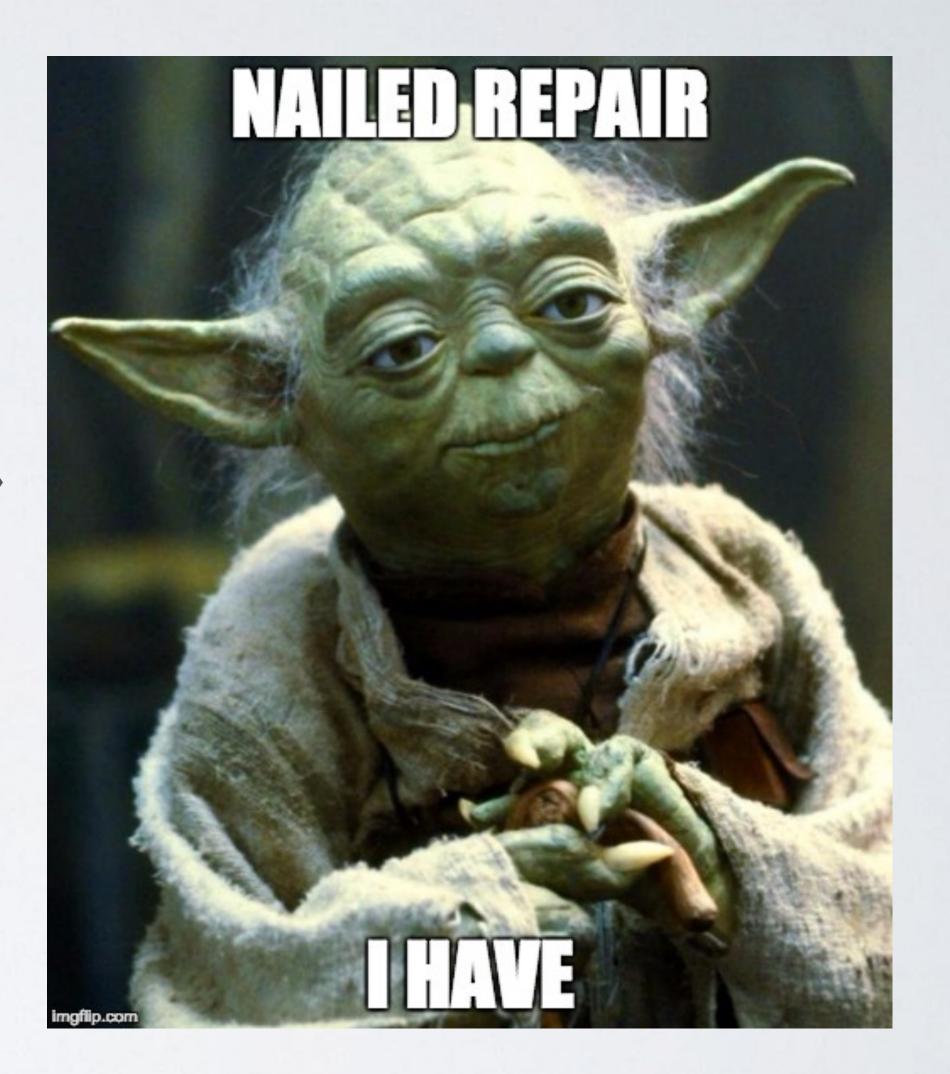
The early days of your cluster

Node density is low, repair works just fine however you run it.



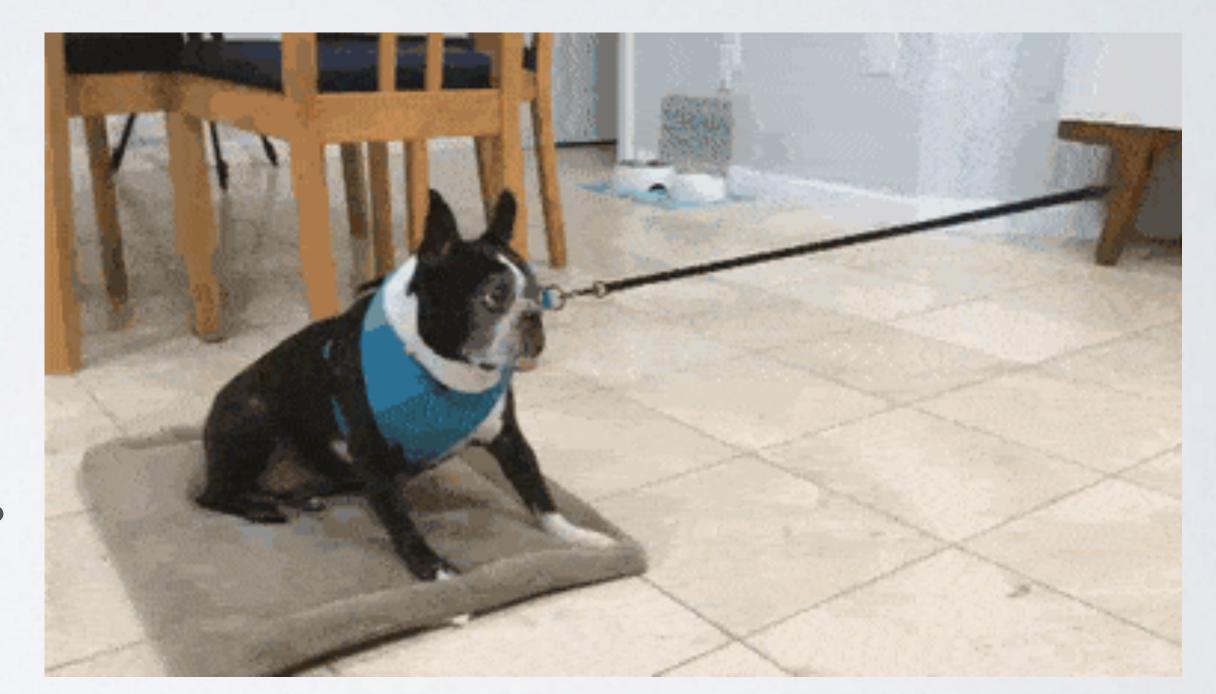
The early days of your cluster

So maybe like I did, you run « nodetool repair » on all nodes... at the same time



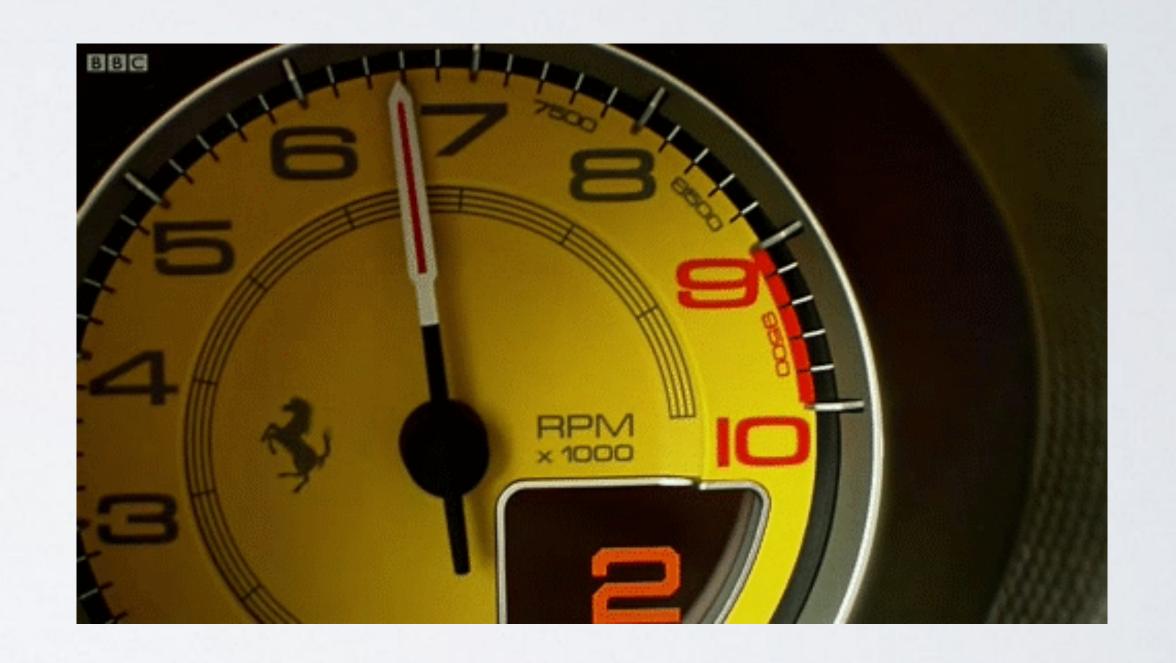
The (not so) early days of your cluster

As nodes gets higher in density, repair takes longer... and longer...



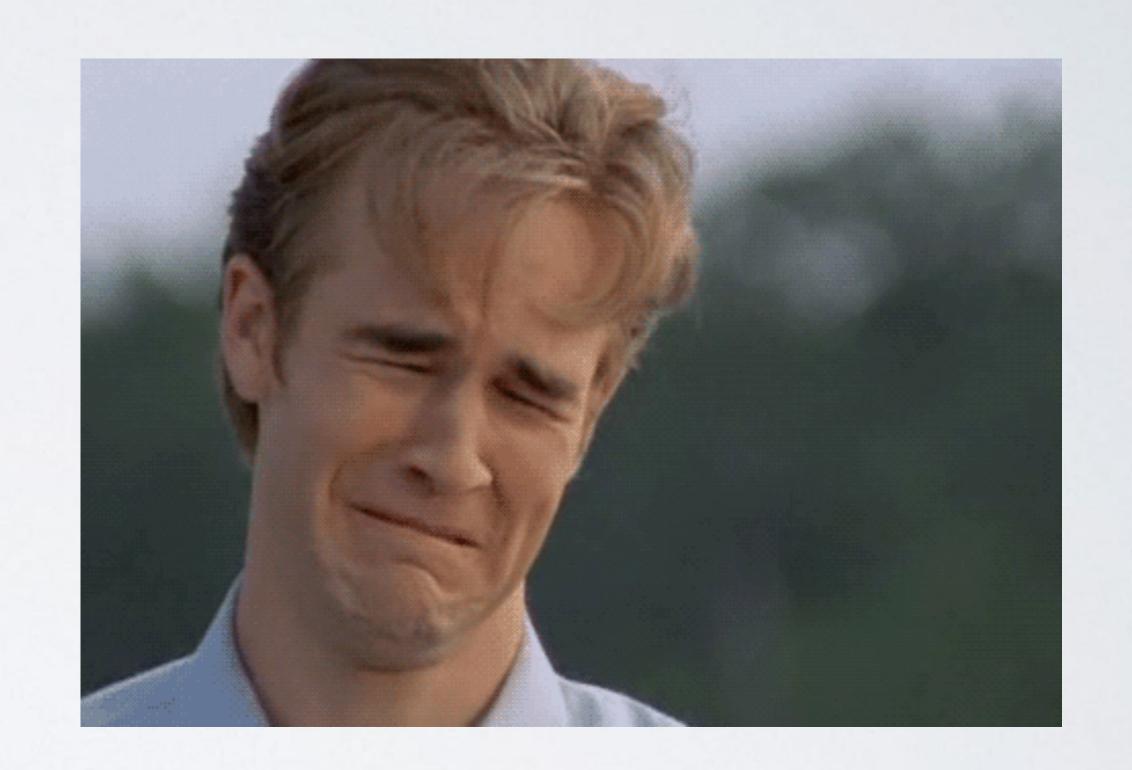
The (not so) early days of your cluster

and latencies riseas repair is a CPU andl/O intensive operation



Your cluster is a grown up now

... until it breaks your cluster



Load gets too high

Load gets too high You don't meet your latency SLA anymore

Load gets too high

Load gets too high Streams get stuck

Load gets too high Streams get stuck and out of nowhere, all nodes start to eat all your CPU doing nothing

The fun part?

You need to run repair to recover from the repair outage!



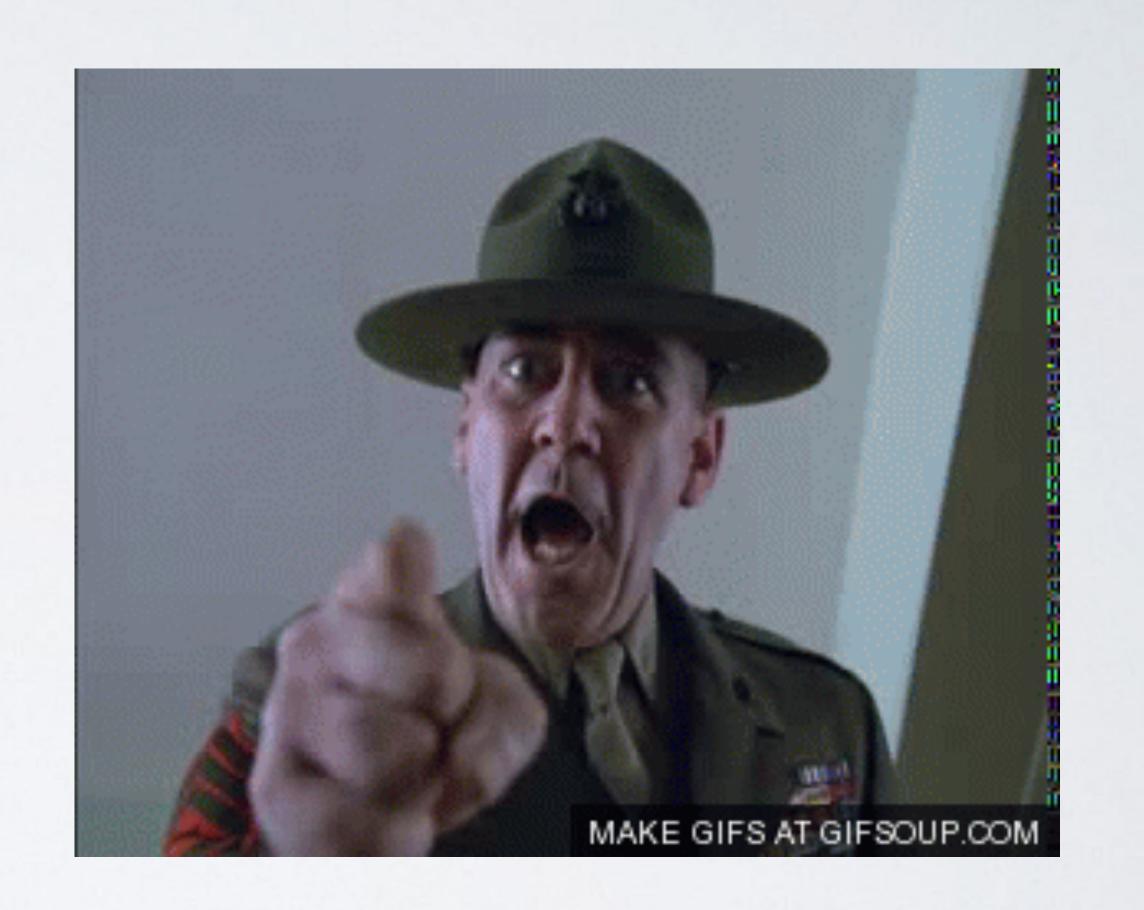
The cluster keeps growing

And you realize orchestration is needed to stop blowing up your cluster



Orchestrating repair

Repair must not run on all nodes at the same time



Tools to orchestrate repairs

OpsCenter repair service (DSE users) Cassandra reaper

https://github.com/spotify/cassandra-reaper https://github.com/thelastpickle/cassandra-reaper

Performs subrange repair

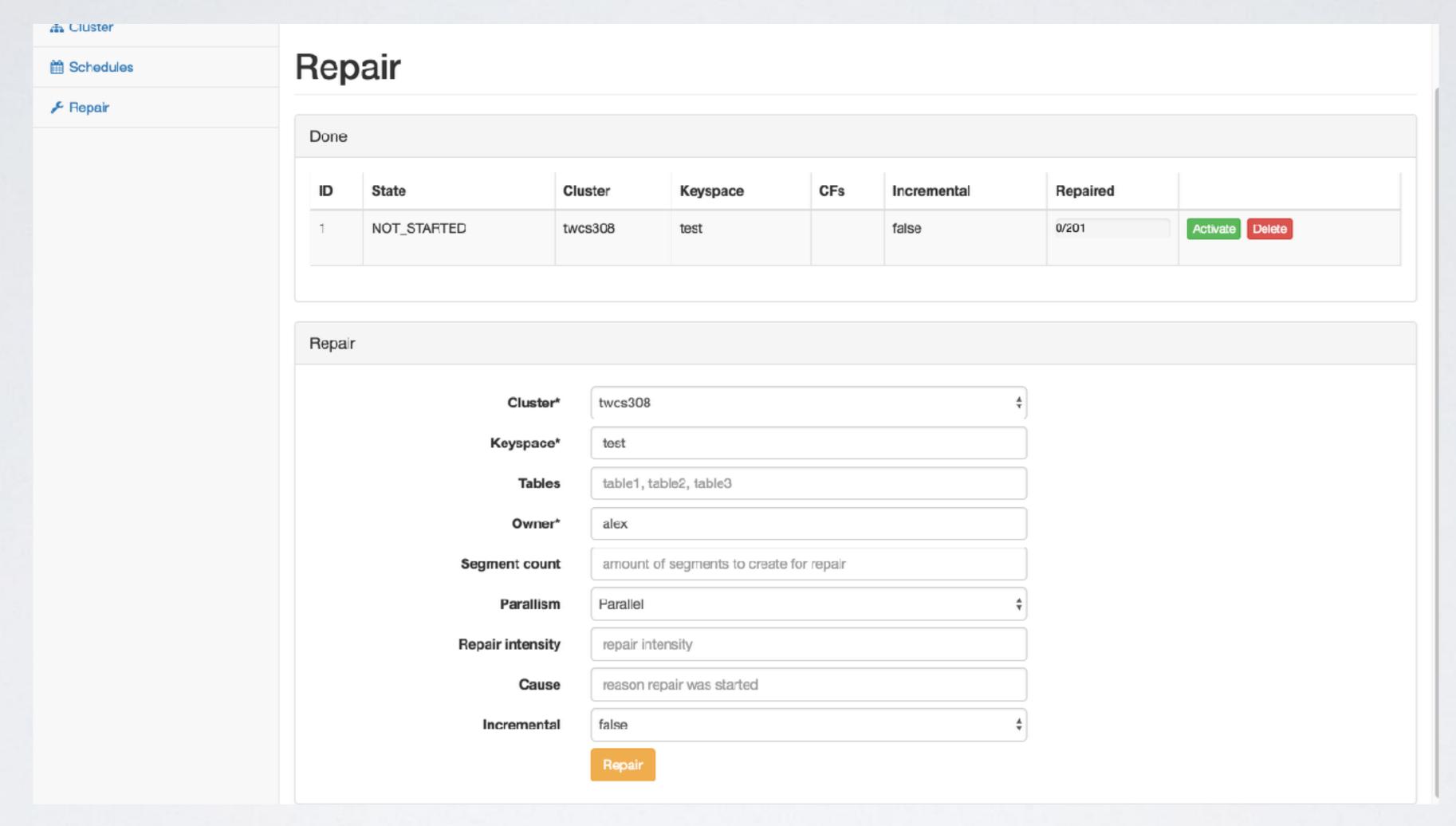
Performs subrange repair Limits repair pressure

Performs subrange repair Limits repair pressure Retries failed sessions

Performs subrange repair
Limits repair pressure
Retries failed sessions
(auto-)Schedules cyclic repairs

Performs subrange repair Limits repair pressure Retries failed sessions (auto-)Schedules cyclic repairs Optimizes cluster load

Cassandra reaper - with UI (thx Stefan Podkowinski)



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What and why?
Full repair
Incremental repair
How to make it work
Automated repairs

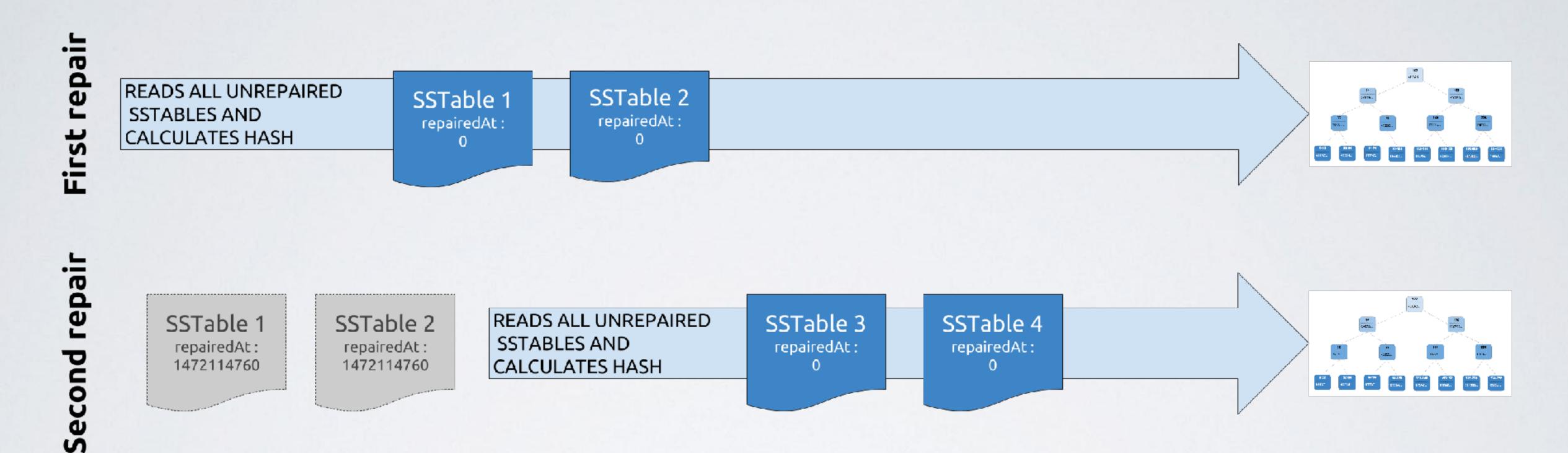
What if we stopped repairing repaired data?



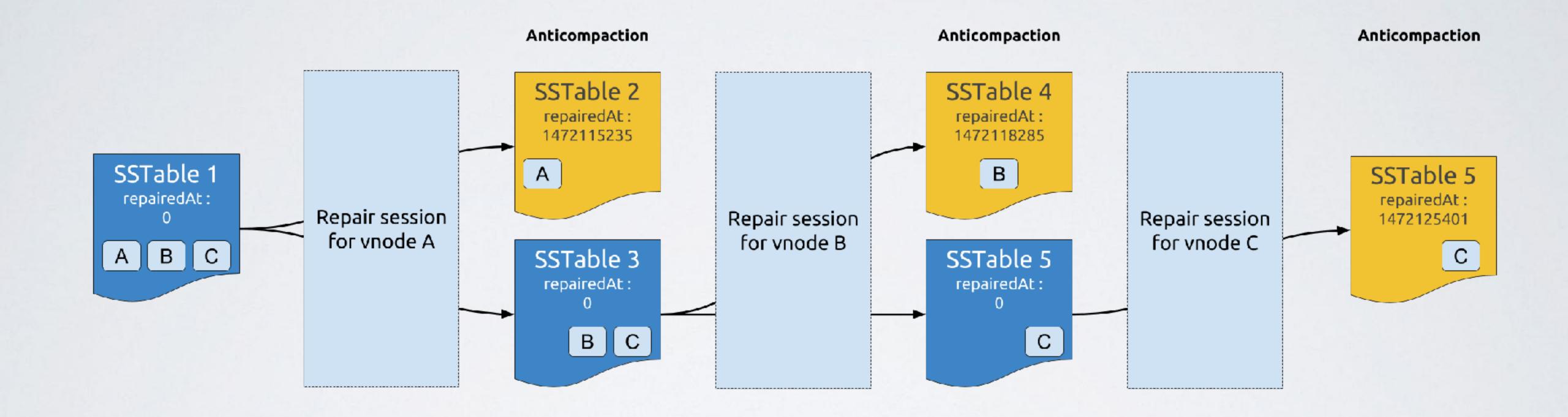
Here comes the savior!

C* 2.1 introduces incremental repair Default repair mode since C* 2.2

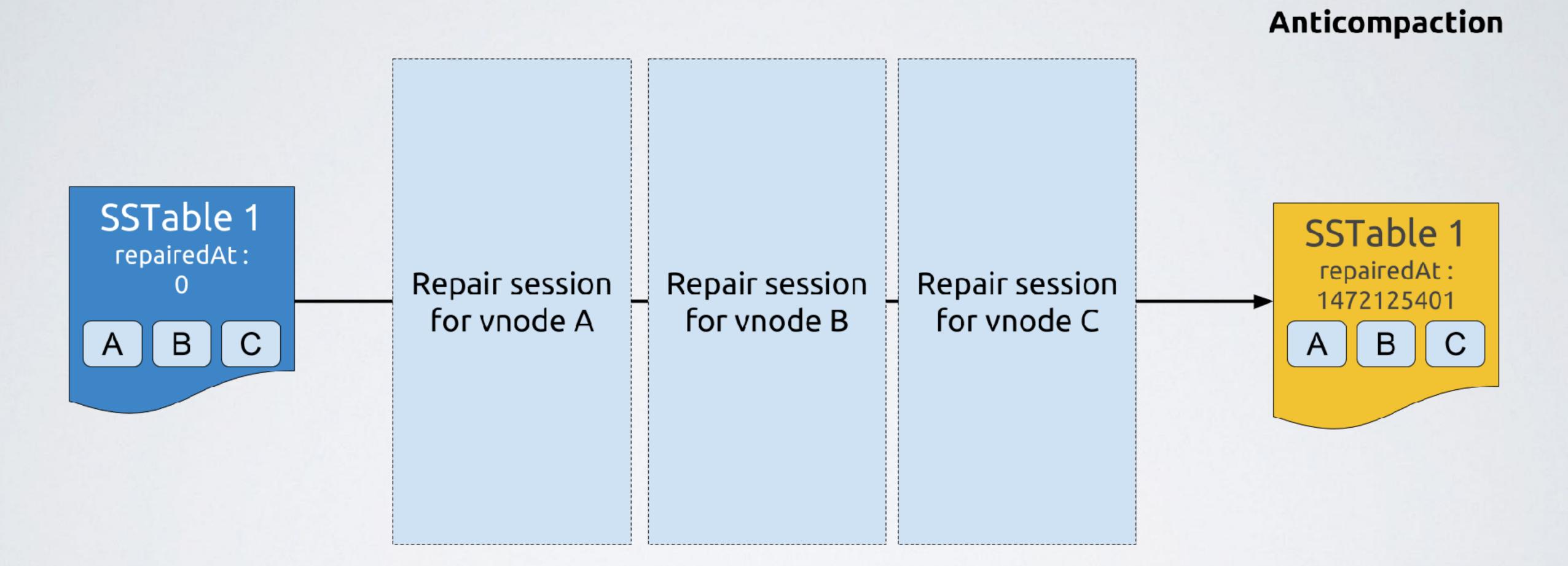
How does incremental repair work?



Anticompaction



Anticompaction (repair on all ranges on local node)



Incremental repair looks awesome...

...but has flaws and drawbacks

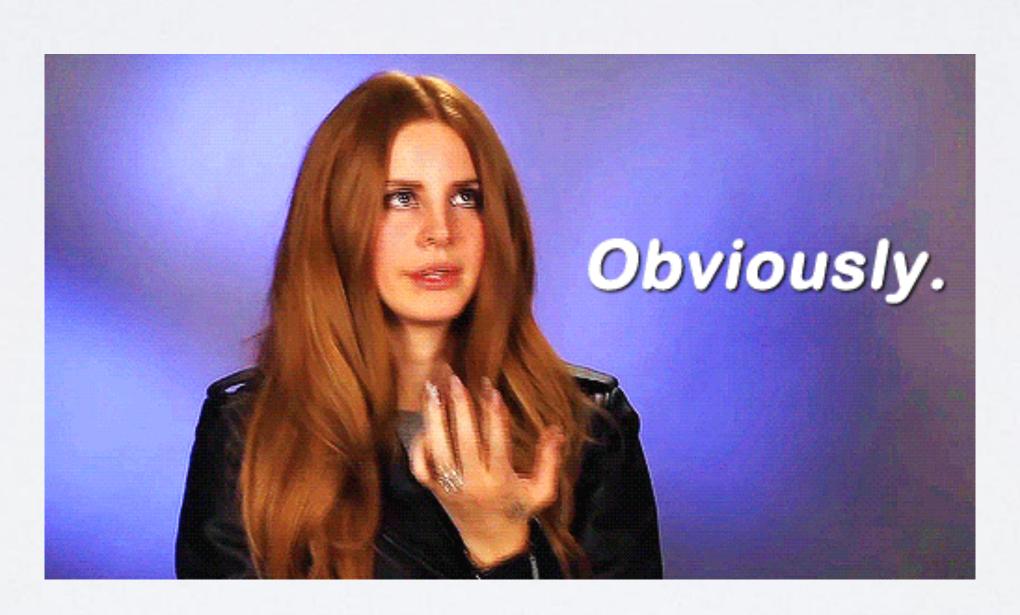


Carefully prepare your switch to incremental repair

Carefully prepare your switch to incremental repair

i.e. do not run « nodetool repair -inc » straight away...

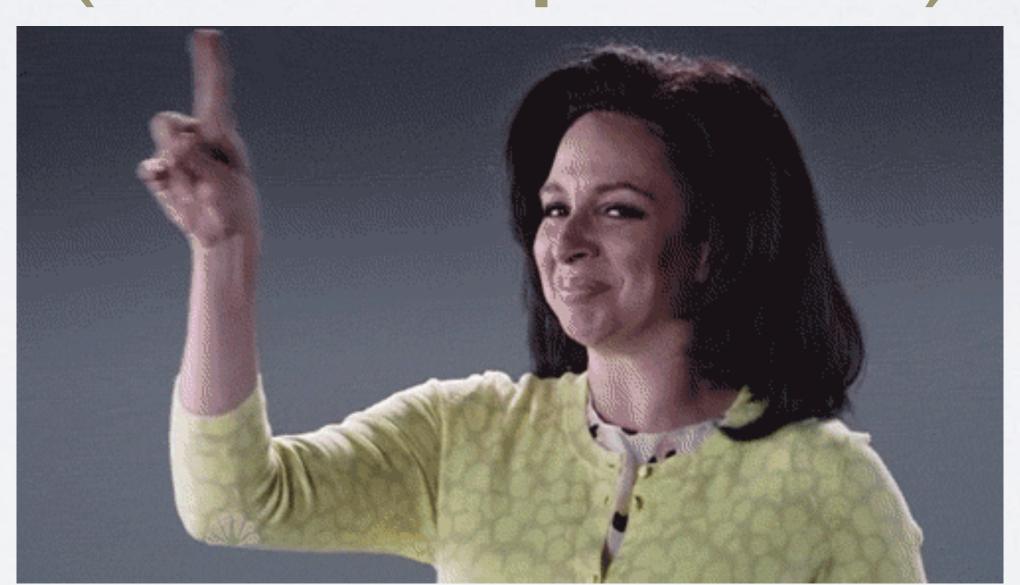
It doesn't handle missing/corrupted data that was already repaired



It splits SSTables in 2 sets that cannot be compacted together (think tombstone purge)



It is incompatible with subrange repair (anticompaction)



It doesn't like concurrency very much



Validator.java:261 -

```
Failed creating a merkle tree for [repair #e4c782d0-11fc-11e6-b616-51a3849870bb on table_v2/table_attributes, [(8835460833482333317,8838777311566358575], (-7300486781514672850,-7298192396576668423], (-959298474675167225,-959177964106074209]]], /10.10.10.33 (see log for details)
```

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CompactionManager.java: 1320 - Cannot start multiple repair sessions over the same sstables

CASSANDRA-8316

A running anticompation prevents validation compaction

Do not use -pr with incremental repair

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Useless: data is repaired once only

Do not use -pr with incremental repair

Useless: data is repaired once only anyway

Misleading: anticompaction partially disabled

CASSANDRA-11696

Fixed in 2.1.15, 2.2.7, 3.0.8, 3.8

Incremental repairs can mark too many ranges as repaired

CASSANDRA-13153

Fixed in 2.2.10, 3.0.13, 3.11.0, 4.0

Reappearing Data when Mixing Incremental and Full Repairs

CASSANDRA-9143

Fix planned for 4.0

SSTables marked as repaired on some nodes only

Because: node can fail during anti compaction

or: SSTables can get compacted during repair

CASSANDRA-10446

Fix planned for 4.0

Spotted by Paulo Motta in the comments: SSTables are streamed with a repairedAt value.

Incremental repair will not...

Fix a poor repair strategy

Incremental repair will not...

Prevent you from having to run full repair

Reaper does support incremental repair

github.com/thelastpickle

Reaper and incremental repair

No subrange repair

Reaper and incremental repair

No subrange repair Single repair thread => no concurrency

What and why?
Full repair
Incremental repair
How to make it work

Put your repair strategy in place on day I

Use appropriate tooling or build your own



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Spread repair over a gc_grace_seconds cycle

Adjust repair pressure on your cluster (Reaper does that)



Don't repair everything!

Pick tables with deletes and those with critical data

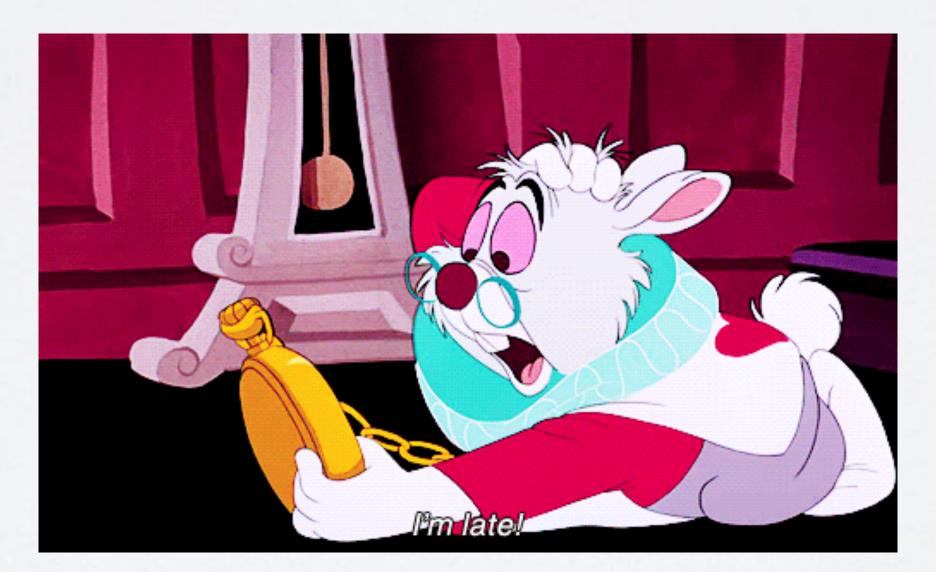
If every data is critical, then none is;)



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Be tight on your schedule with inc repair

Tombstones and anticompaction



Avoid concurrency with inc repair One node at a time



Wait for 4.0.x before moving to incremental repair...?

Thanks

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