

# Google maps outage: Handling Cascaded Failures



# Google Maps: Outage Dissection

18th March 2022: Bad Rollout & Cascading Failure

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			7	Google Maps JS API
	Google Maps	Platfarm API	1 5xx \	<b>0</b> 1
<i></i>			*	Maps Static API
Gaming	*	4	4	
, <sub>0</sub>	Navigation Maps SDK		Directions API	
	U	Android 105		
Impart of the outage				
6.0	У		80 -	40-

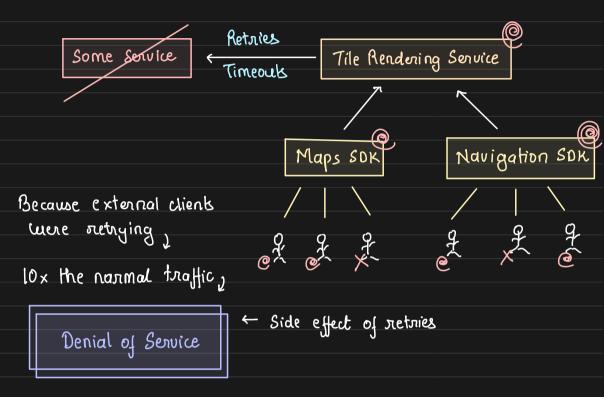
- 65% average error rate on Maps IS API
- Dinections API p99 hit 8500 ms
- 37 % evror rate in Navigation
  - Gray tiles, failed map initialization failed zouting, crashes

Map not loading. Users seeing Gray Hies

The outage was global !!

Root Cause In a some service New Feature Rollout exhauskd ik allowkd resources— disk The services crashed OB CPU The crash of this service resulted in Tile Rendering Service with retries Started throwing errors because of retries Because of retries, internal memory queues reached capacity Server ran out of Memory! CRASHED! învreased lateny, new reg rejeckd with 503

Failures Cascade



### Remediation:

Rollback → Minimizing the downtime is impositant

but cascaded failure continued for some time

t

Slowly Tile API recovered

Prevention: - Reject request when server is at full copacity [ graceful degradation] Service - Optimize bounds of Server Queues > Web Server Tuning In-mem proc buffer tuning - Exhaustive monitaring: Notify when significant jump Block internal traffic, serve customers Circuit Breaking Internal Suc 1 Service Internal Suc 2