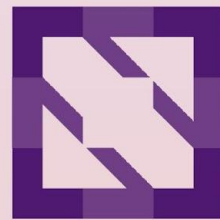




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# Reliable RPCs over Hybrid Clouds, and the End-to-End Argument

*Wenbo Zhu, Vinod Lasrado*

*Google Inc.*

# Hybrid Clouds?



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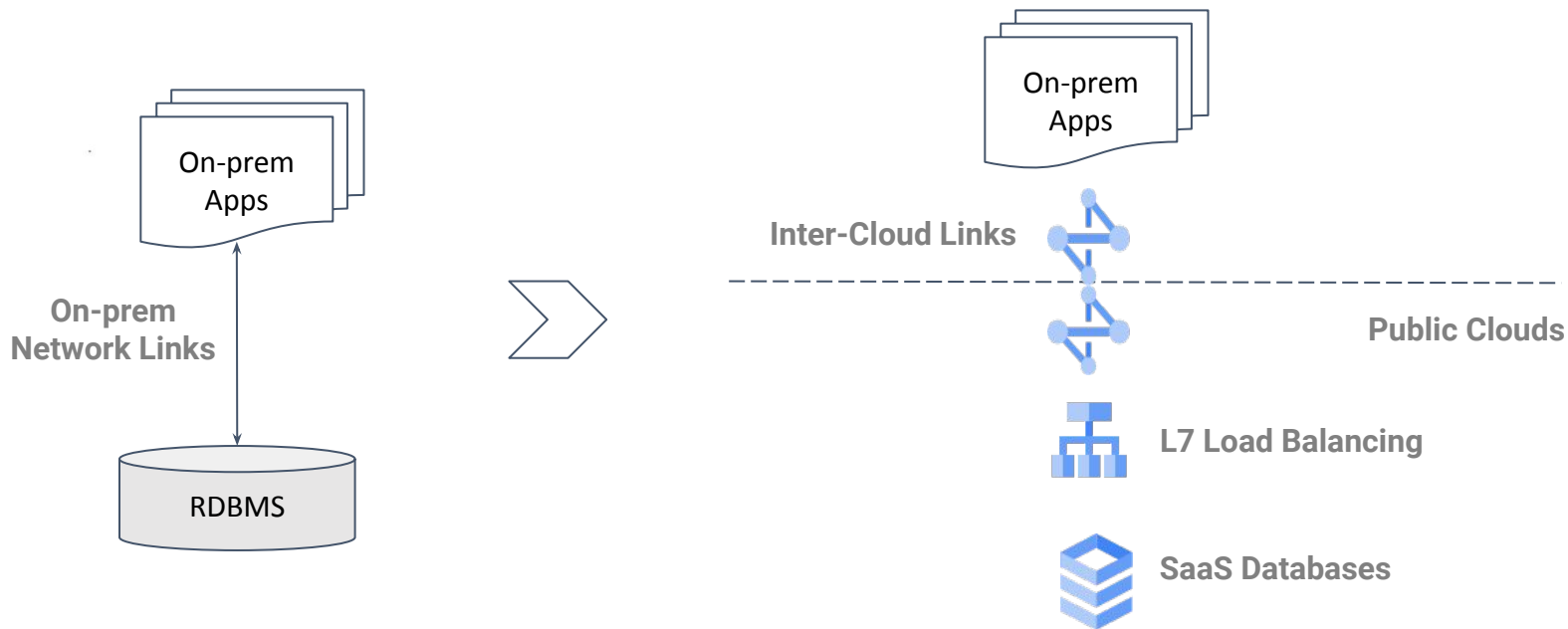


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Background: on-prem storage/database services are moved to Clouds while applications stay on-prem.

Challenges: applications are not yet adapted to the Hybrid Cloud stack, esp. the failure modes.



# Case Study



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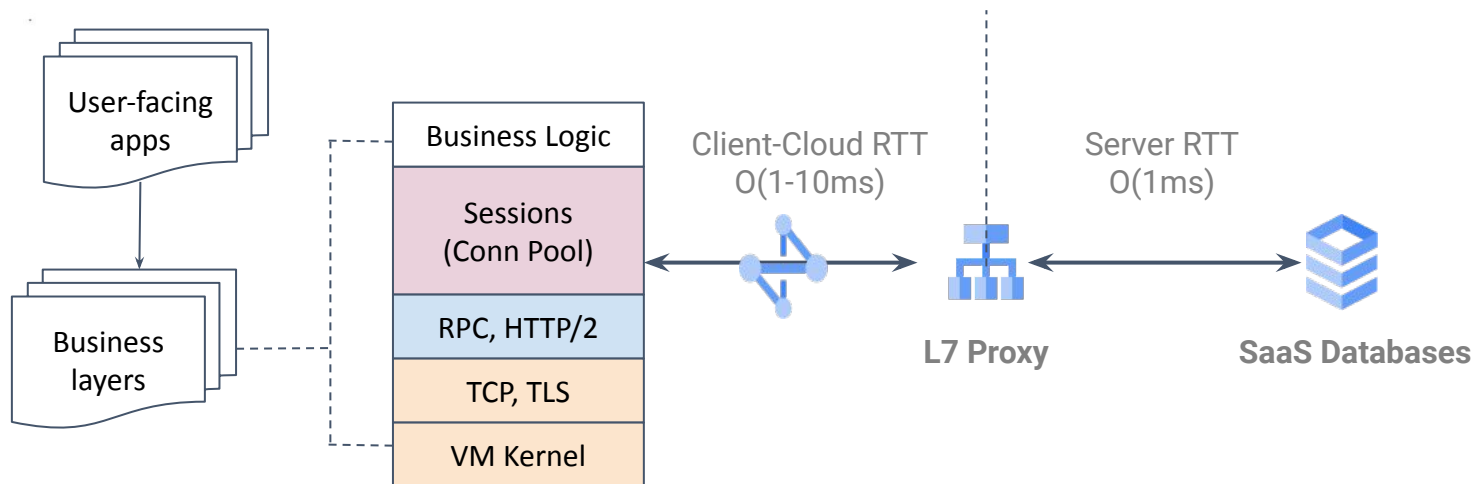


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## A generalized version

- Client-Cloud RTT >> Server RTT
- Transactional ops (writes) v.s. non-transactional ops (reads)
- Timed-out reads may cause visible application errors while timed-out writes will abort the tx
- Connection-based affinity with client-side connection pools to distribute sessions



# Failure Modes



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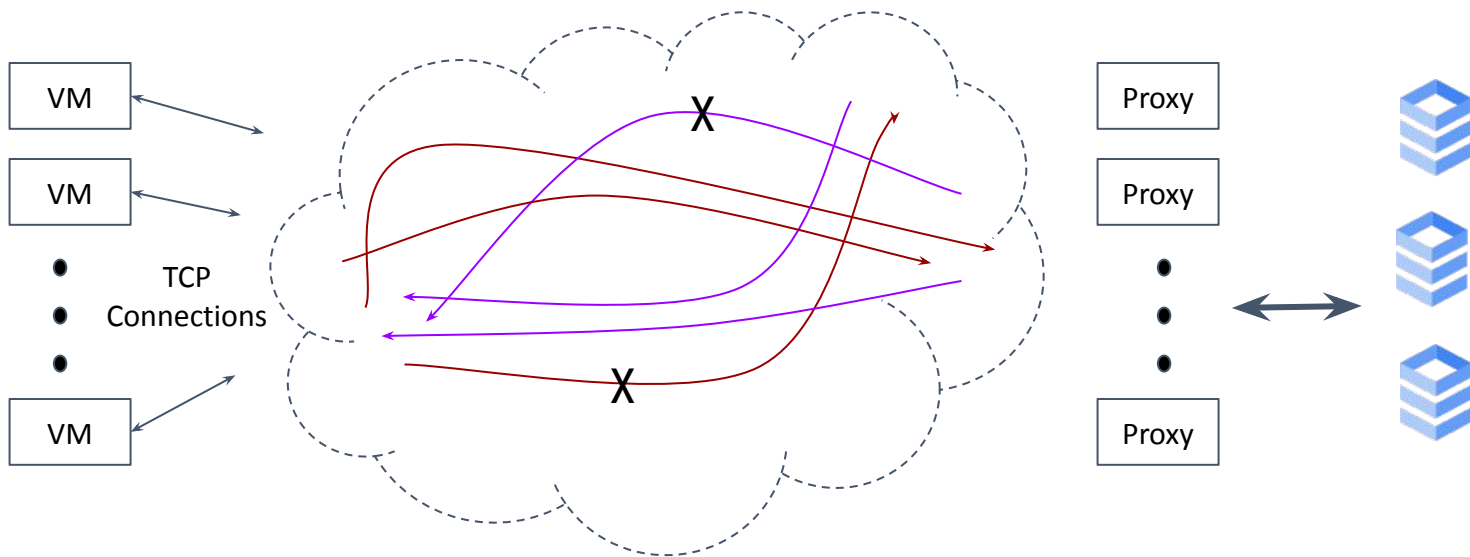


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## L3 failures between the client and Cloud

- Failures affect only a small fraction of unidirectional “flows” (hence TCP connections)
- Failures often result in short-lived black holes but partial packet losses are also possible
- Transient server or proxy failures (overloading) may happen which are not correlated to L3 failures



# Key Questions




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... why is the *RPC* error %  
(much) higher than  
packet loss %?



... shouldn't SaaS hide all  
the errors (that I don't  
need to understand)?



Sure, but it's going to be a  
*cage fight* ...

# Evaluations



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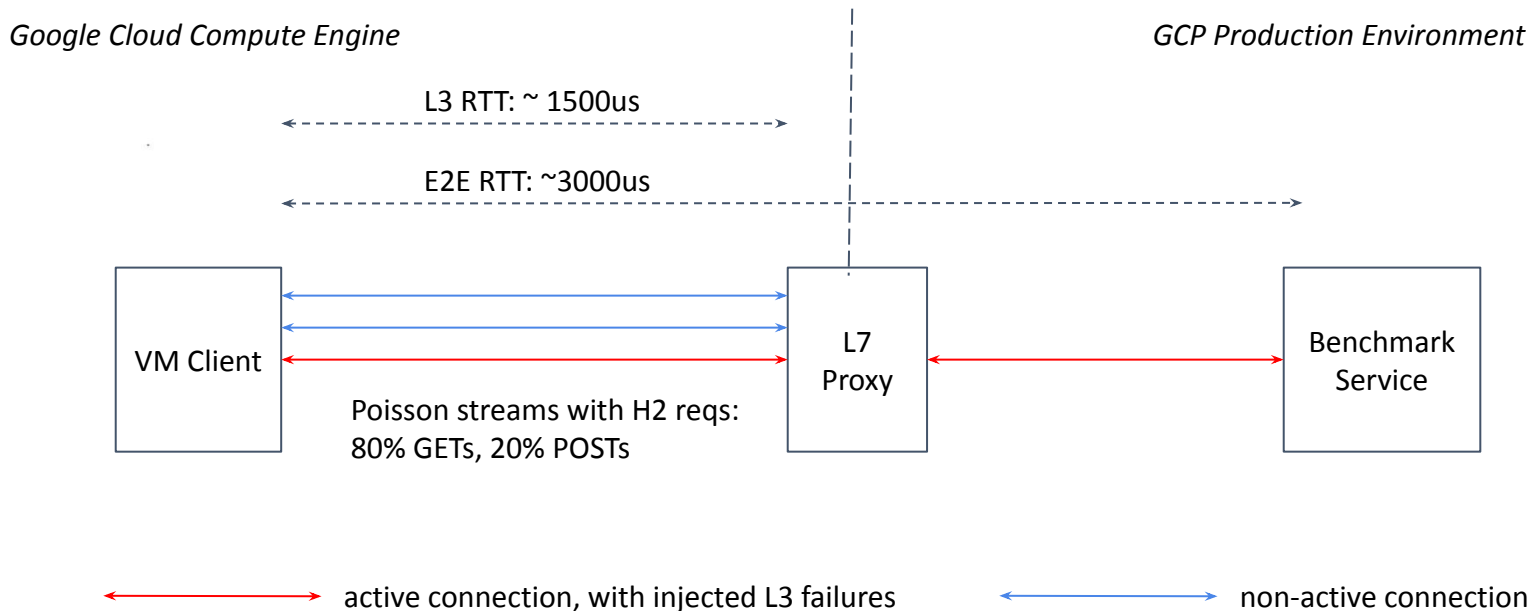


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## A general-purpose benchmark framework

- Evaluate impacts of different workload and environment parameters
- Evaluate effectiveness of different recovery parameters



# L3 RTT Distribution



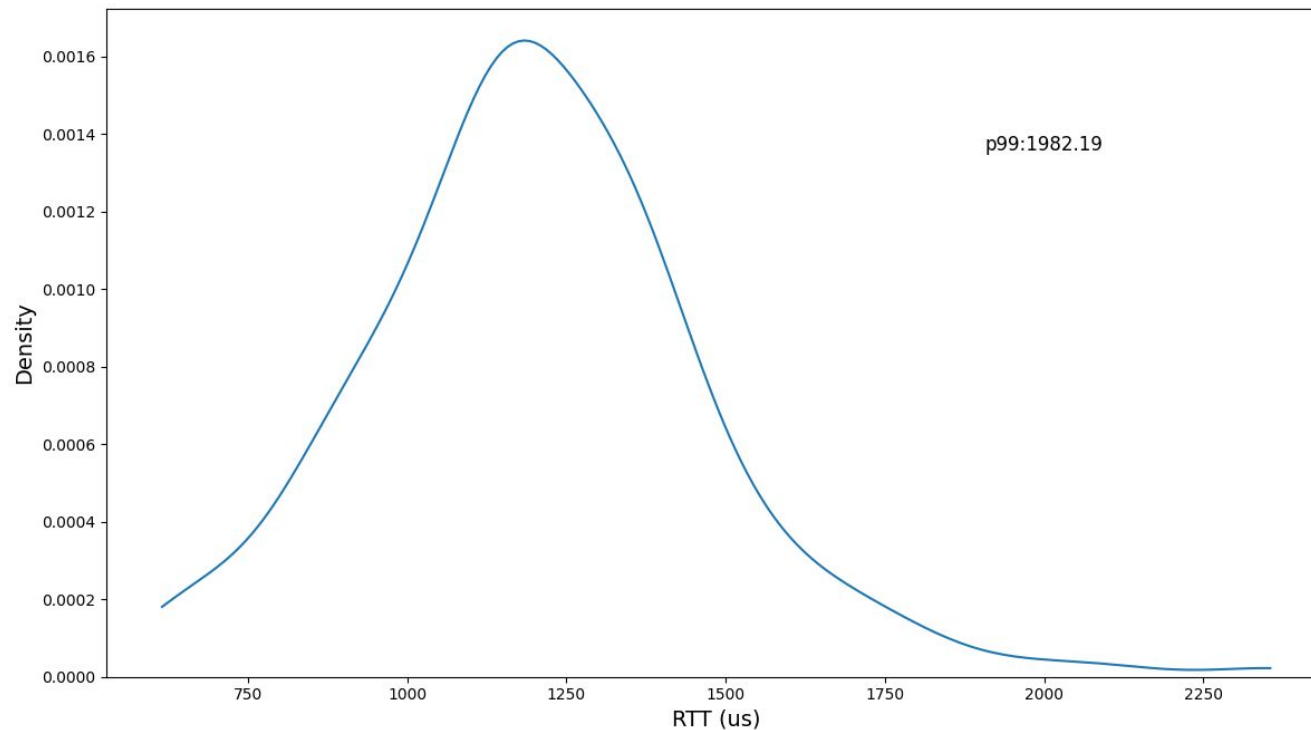
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Probability Density Function. P50:1187 P99: 1982 us





# RPC Tail Latencies



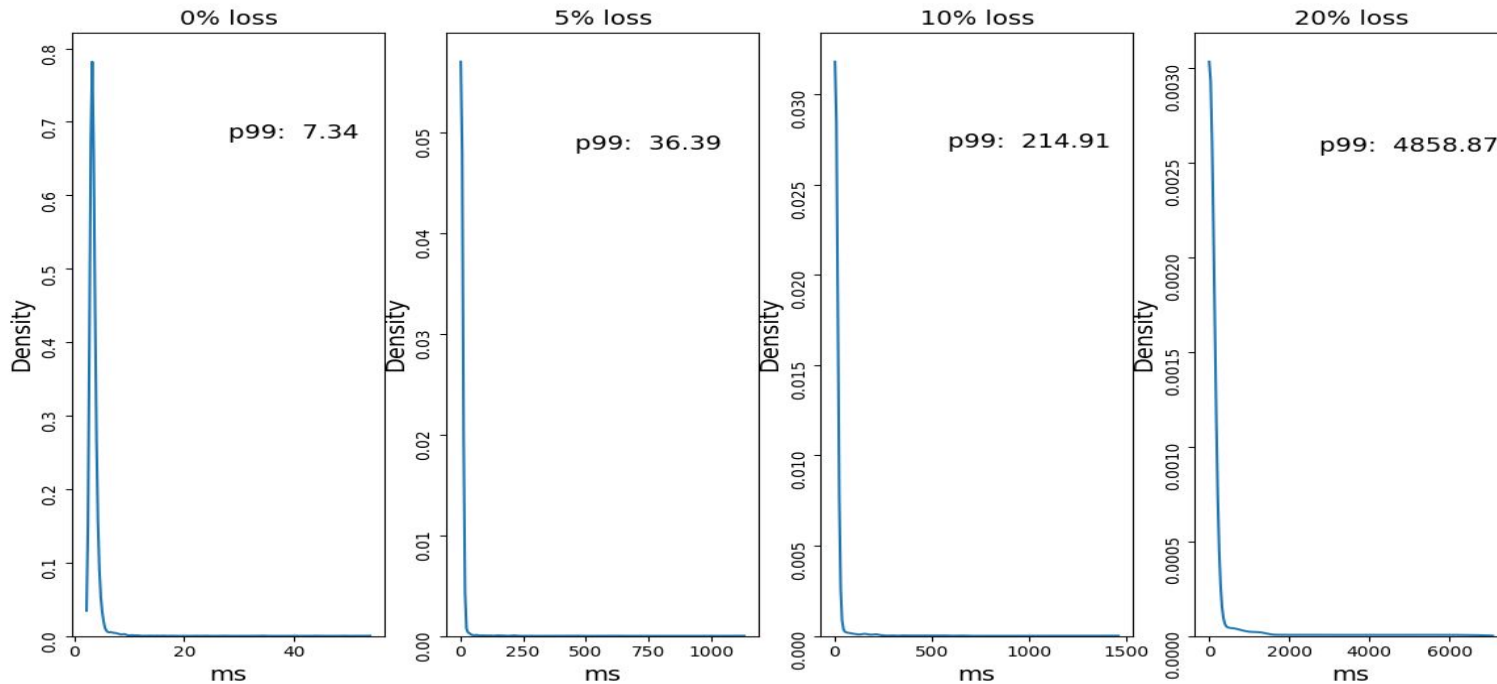
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E2E RPC latencies (ms) at different loss rates. 20 rpc/s



# RPC Timeouts (Payload Sizes)



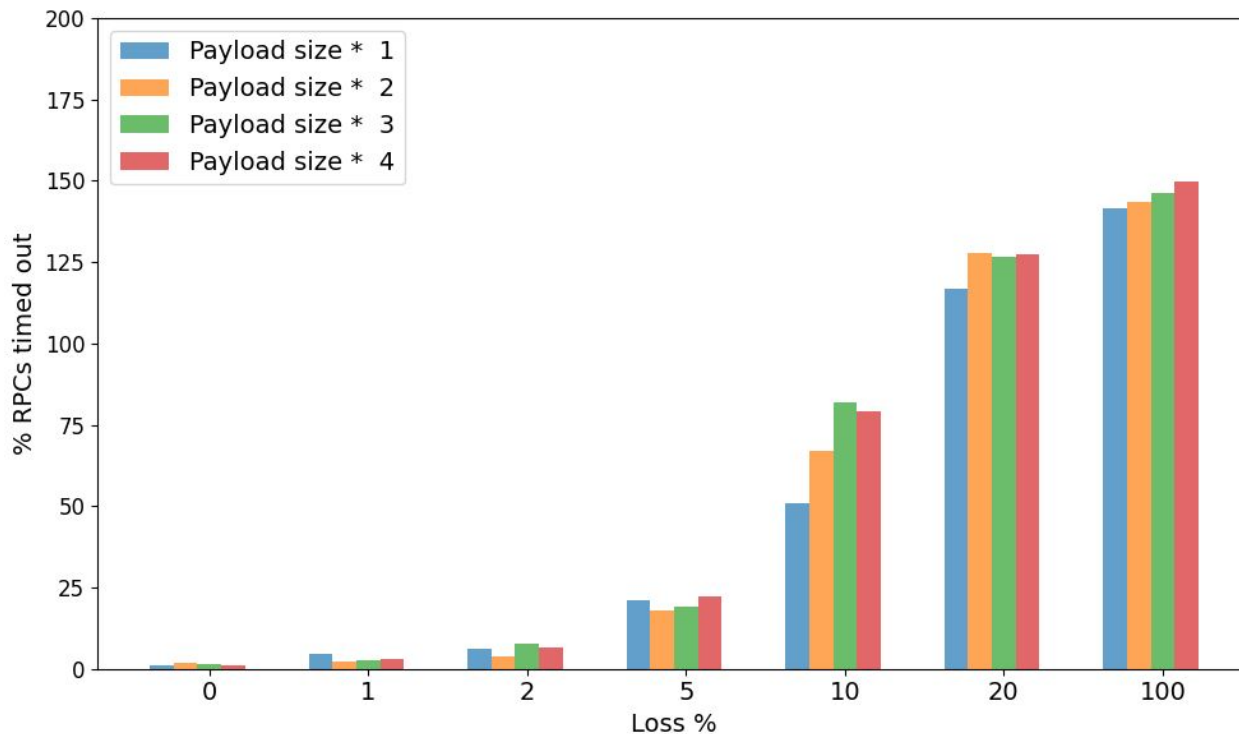
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Timeout is set to 4 \*RTT (median E2E). RPCs are not cancelled, 20 rpc/s



# H3/QUIC (Payload sizes)



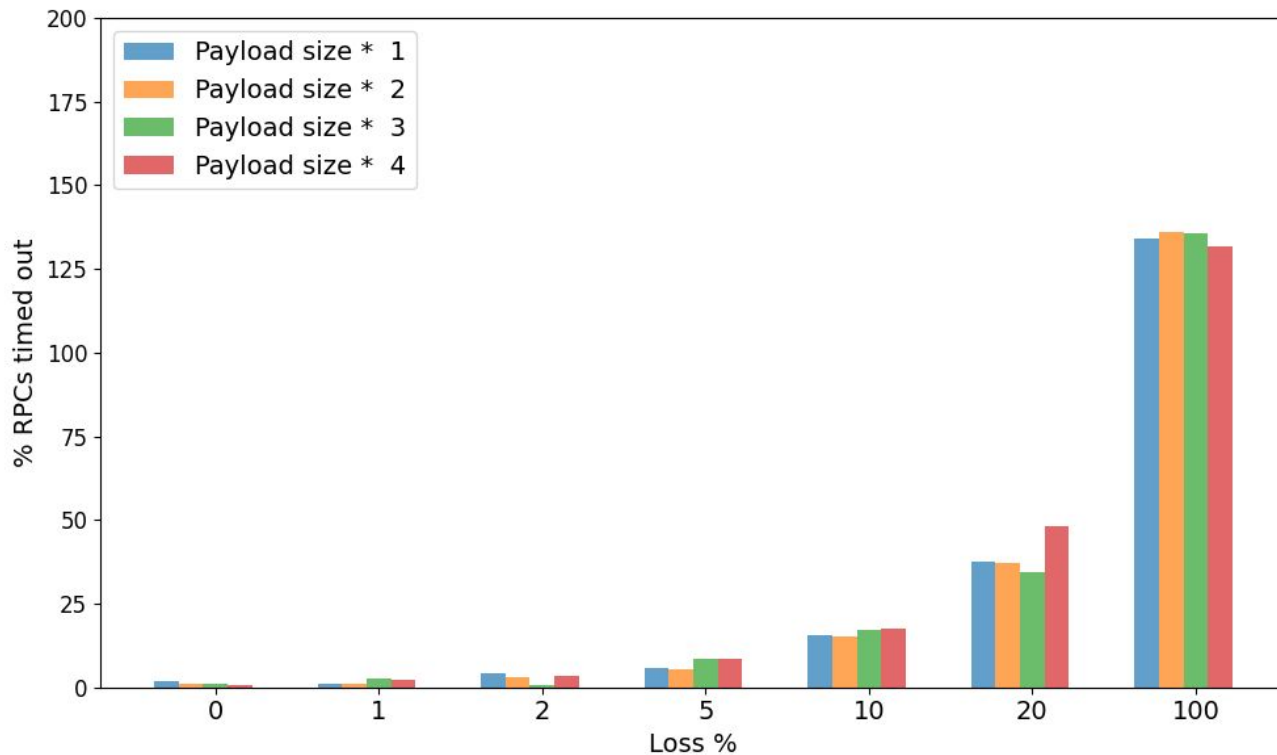
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Timeout is set to 4 \*RTT (median E2E). RPCs are not cancelled. 20 rpc/s



# RPC Timeouts (Request Rates)



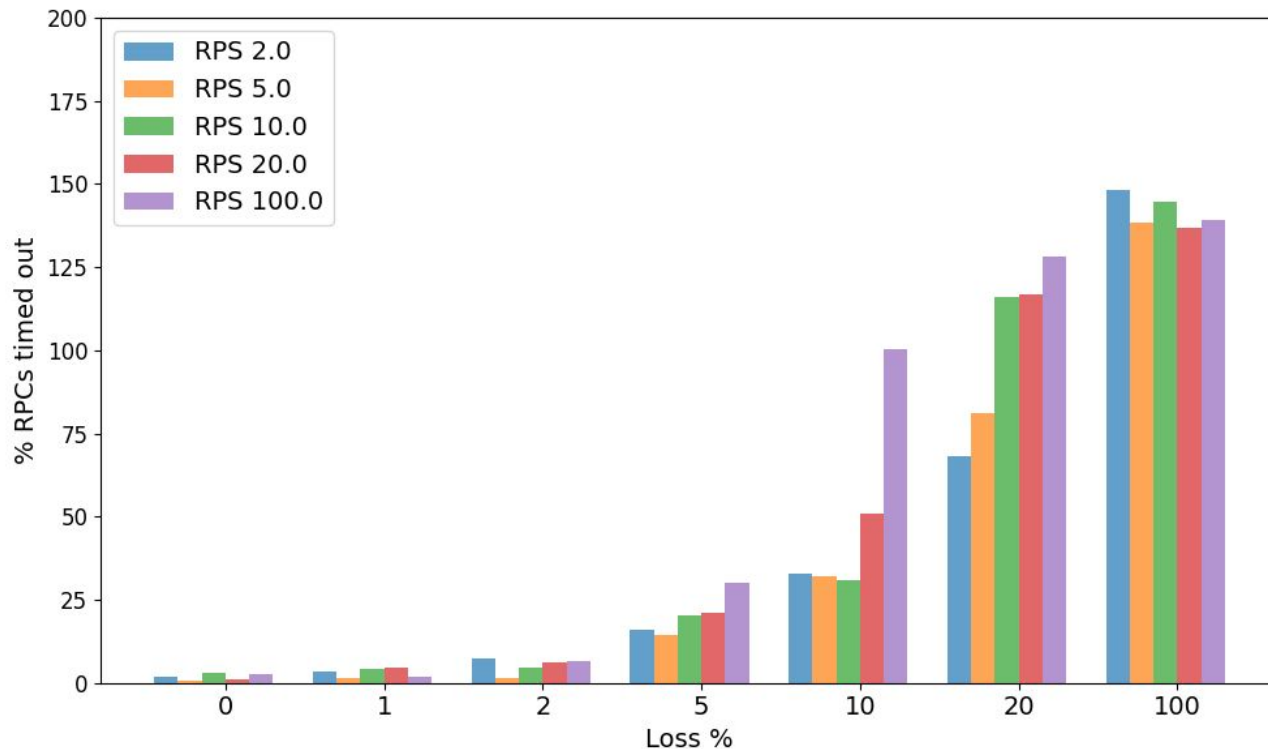
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Timeout is set to 4 \*RTT (median E2E). RPCs are not cancelled.



# H3/QUIC (Request Rates)



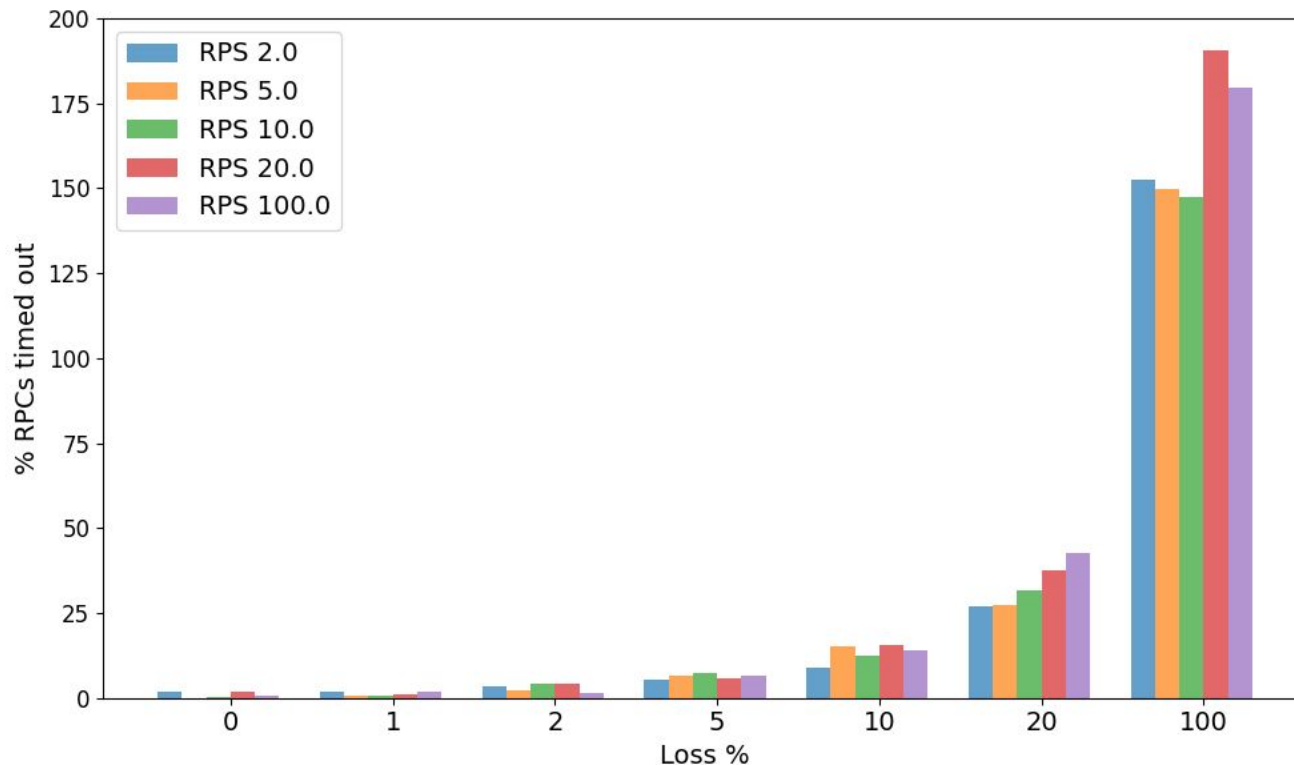
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Timeout is set to 4 \*RTT (median E2E). RPCs are not cancelled.



# Failure Detection



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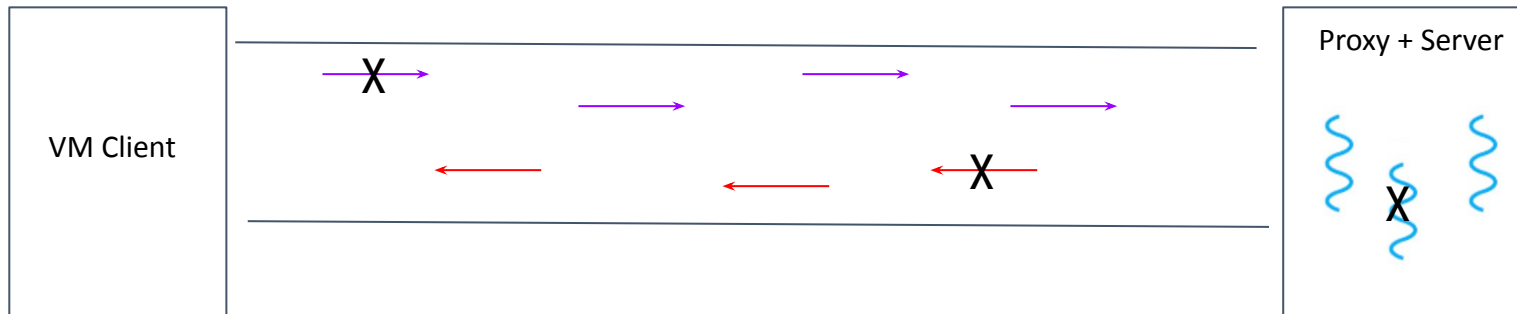
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Fail-fast: detect (suspect) a failed connection (or server) timely

Detection params

- A: a factor of mean RTT
- B: minimum number of timed-out acks
- ack\_num: number of pending L7 acks in the runtime
- $\text{timeout} = 12 * A * \text{RTT} - 2 * A * \text{RTT} * \min(4, \text{ack\_num})$



# Evaluation Results



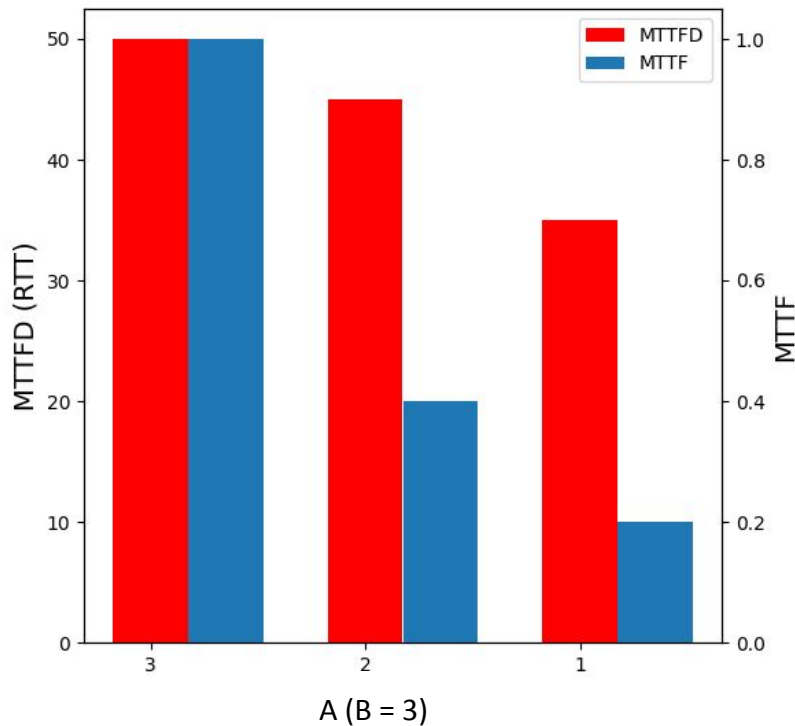
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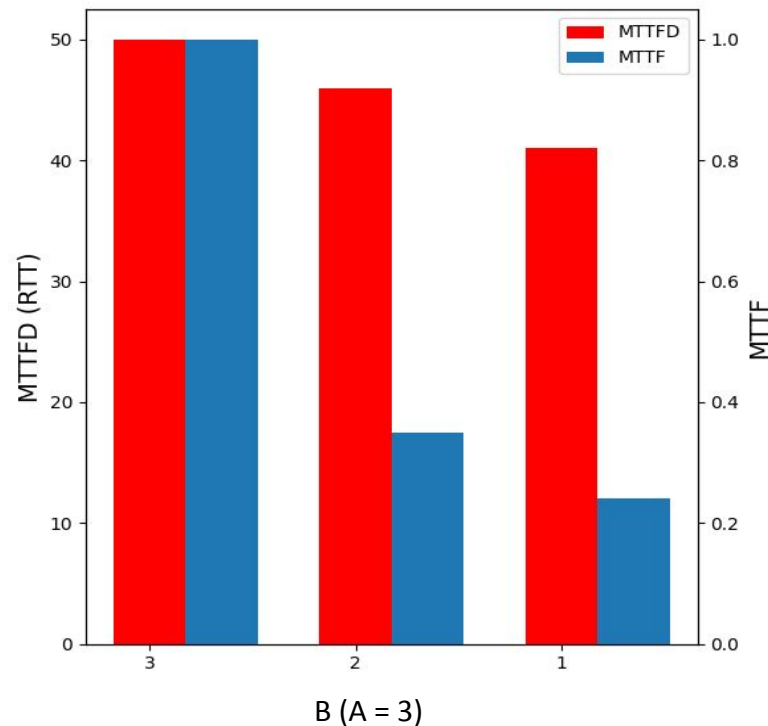
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Timeliness: MTTFD with injected failures



False-positive: MTTF with failure-free runs



# Failure Recovery



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## Decoupled from failure detection

- Shorter timeout for reads, longer timeout for writes, as decided by application requirements

## Upon a failed connection

- New requests will use a different connection
- Pending reads will be auto-retried immediately on a different connection but only once
- Pending writes will run to completion or will be cancelled after a timeout

## Conditions for minimum visible errors

- read timeout > MTTFD, e.g. 100-200ms
- write timeout > the failure window, e.g. 5s

False-positive detection => duplicated reads, misrouted writes



# End-to-End Arguments



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*E2E Principle: functions such as failure detection and mitigation may “completely and correctly be implemented only” at an application level, and implementing those functions completely and correctly from a lower level is not possible.*

## Key takeaways

- Leverage service-level RPC semantics in failure detection and recovery
- Passive detections to adapt to runtime conditions
- Graceful recovery to handle short failure windows

## Low-level recovery

- Desired if it can be done quickly and transparently (without tearing down TCP connections)
- An optimization aligned with the E2E principle

# Production Environments?



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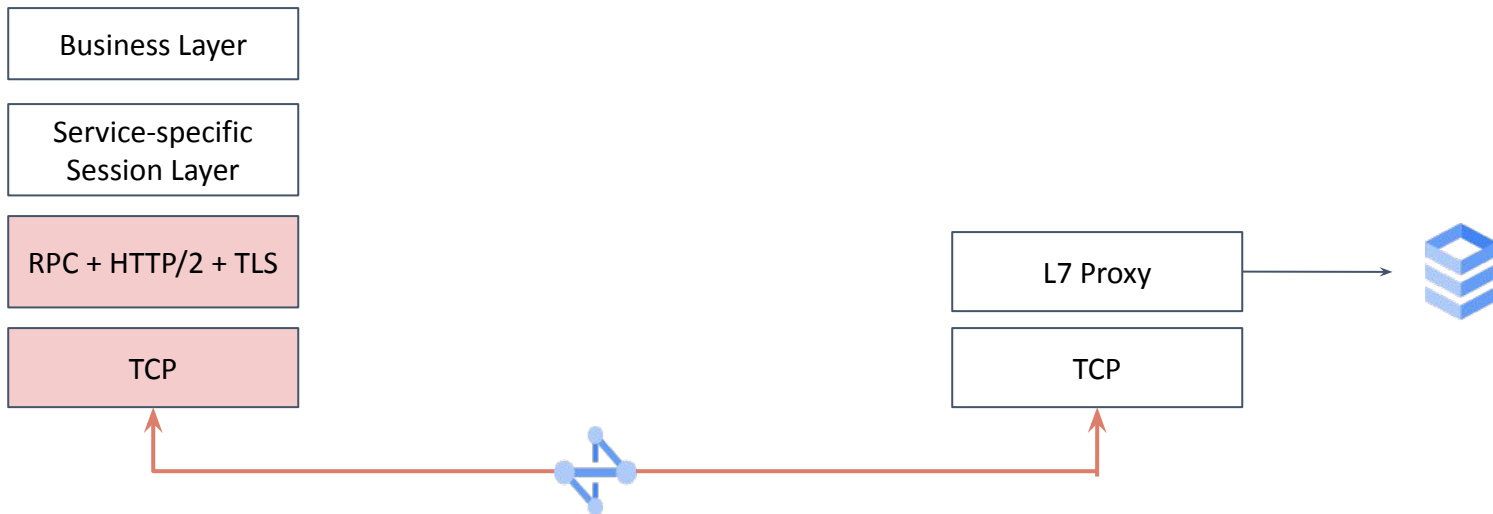
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## No silver bullet

Monitoring data is critical to identify root causes and to evaluate solutions

- Client-side transport layer
- Correlation between userspace/guest transports and L3 networking



# eBPF Transport Monitoring



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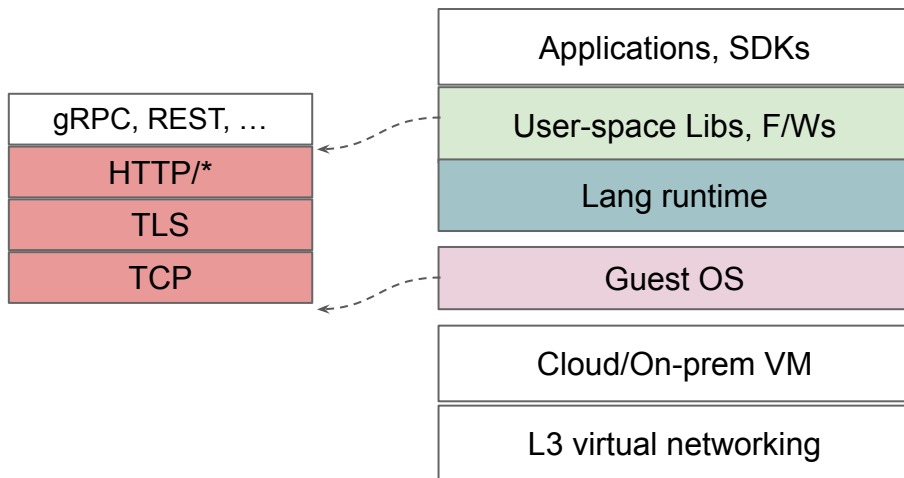


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[github.com/google/ebpf-transport-monitoring](https://github.com/google/ebpf-transport-monitoring)

- A standalone toolkit
- Correlation between kernel events (TCP) and user-space events (TLS, HTTP/2)
- Future work: more languages, compact event encoding, QUIC/H3 ...



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## Feedback and contributions

- eBPF transport monitoring
- Benchmark framework
- Example data sets, analytical methods

Discussion: [github.com/google/ebpf-transport-monitoring/issues](https://github.com/google/ebpf-transport-monitoring/issues)

Email: [vlm@google.com](mailto:vlm@google.com), [web@google.com](mailto:web@google.com)



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