### Repair Service with(in) C\*.

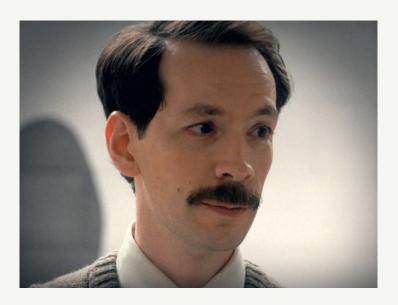
Vinay Chella Senior Software Engineer



#### Agenda.

- Challenges in keeping the data consistent
- State of Repairs Today
- Ideal world for repair
- Repair Service @ Netflix
- Roadmap

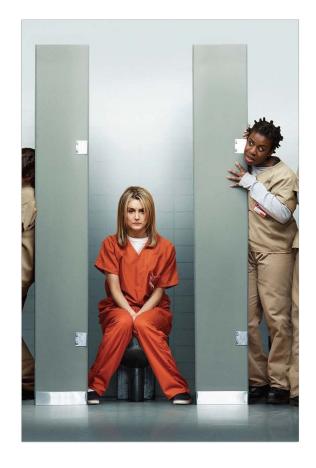
State of Repairs in C\* community these days.





# Challenges in keeping data consistent.

- Multi region deployments
- PB's of data
- Types of repairs
  - Incremental repairs?
  - Subrange repairs
- Low consistency writes on high throughput clusters
- Flaky networks/ flaky hardware





#### **Today's state of Repairs**

- Not easy to setup and orchestrate
  - Reaper(<u>http://cassandra-reaper.io/</u>)
  - Tickler
  - Custom repair orchestration
- Stuck repairs
- Failed repairs
- Long running repairs



#### Ideal world for Repairs.

- Easy to setup
  - Something that Cassandra dev/ admin should not worry about
- Natural as part of C\* architecture
  - Forget about repair, yet your data is consistent, but tune it if needed
- Does not put too much burden on the system
- Resilient for failures (Hardware, network and data)





#### Repair Service @ Netflix

- Decentralized (distributed), self-schedulable, self-healable and self-monitoring service to keep the data consistent across nodes and data centers
- Flaky HW/ flaky network does not impact Repair Service.
- No extra setup needed, Always ON by default, C\* tries to keep your data consistent, can be tuned using table properties
- Not to put extra load on C\*, yet repair intelligently
- Tune GC\_GRACE\_SECONDS based on repair durations when needed
- Monitor repair thread pools to avoid stuck repairs



#### **Future of this project**

- Data aware repair / infectious repair
- Adaptive scheduling, load for repair
- Drifted range repairs
- Integrating as part of C\* @ Netflix
- As part of Priam(C\* sidecar) now, C\* would be the ideal home for it
- Similar JIRA 10070













Repair Service





#### Take away

Let's change C\* from *hopefully* consistent to *eventually* consistent



## Thank you.

