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Longhorn: Introduction and Deep Dive

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One click to add persistent storage support to any Kubernetes cluster

Open Source
Distributed Storage Software for Kubernetes

https://longhorn.io/

Design Principles

Reliability

- Crash consistent
- Multiple layers of protection against data loss, including built-in snapshot and backup support

Usability

- One click installation
- Polished user experience

Maintainability

- Easy to understand
- Easy to recover even in the worst-case scenario
- Upgrade without interrupting the workload

Latest Feature Release: v1.5 (July 2023)



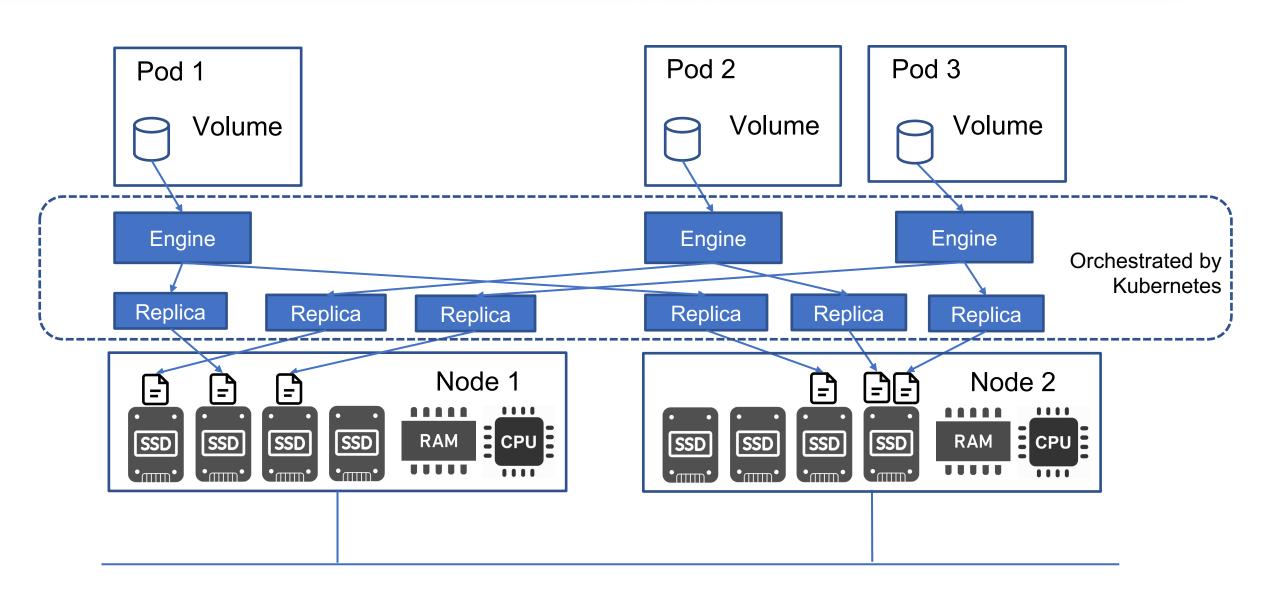
- Enterprise-grade distributed storage software for Kubernetes
- One click to install and run
 - Support x86_64, ARM64, and S390x
- Volume
 - Thin-provisioning
 - Snapshots with schedule
 - Expansion & Clone
 - End to end encryption
 - Cross-availability-zone scheduling
 - Bit rot detection
 - TRIM
 - RWX
 - Data locality
- Disaster Recovery
 - Backup and restore with schedule
 - Cross-cluster disaster recovery volume with defined RTO and RPO

- Operation
 - Intuitive UI
 - Live upgrade of Longhorn software without impacting running volumes
 - Prometheus support
 - Storage Tag for node and disk selection
- Kubernetes
 - CSI
 - CSI Snapshotter
 - Automatic recovery for Kubernetes managed workload
- Preview: Longhorn Engine v2 based on SPDK

Architecture - Engine

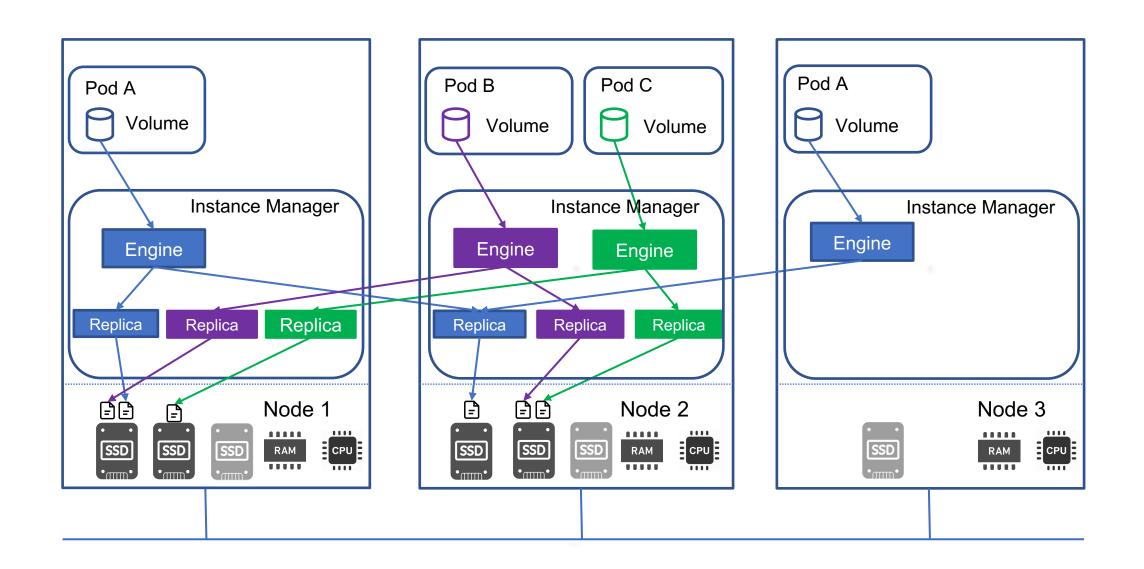






Architecture – Engine Details

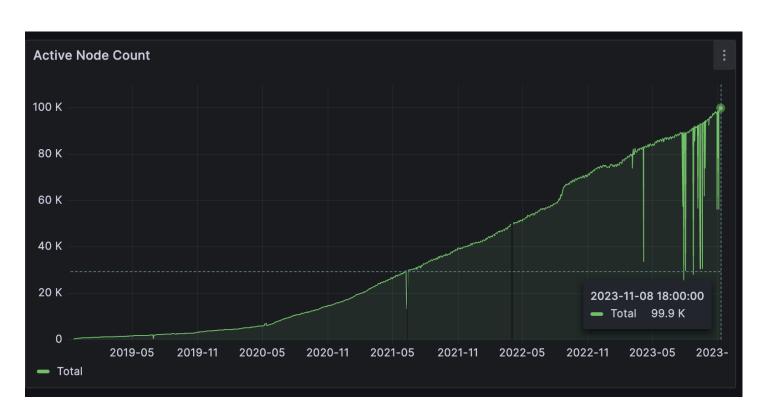




Community Update



- 99,900+ worldwide live node count reached and counting!
 - 50%+ growth year over year
 - Adoption metrics available at https://metrics.longhorn.io/
- 3,000+ users in the Slack channels
- GitHub star: 5.1k



Upcoming Longhorn v1.6.0



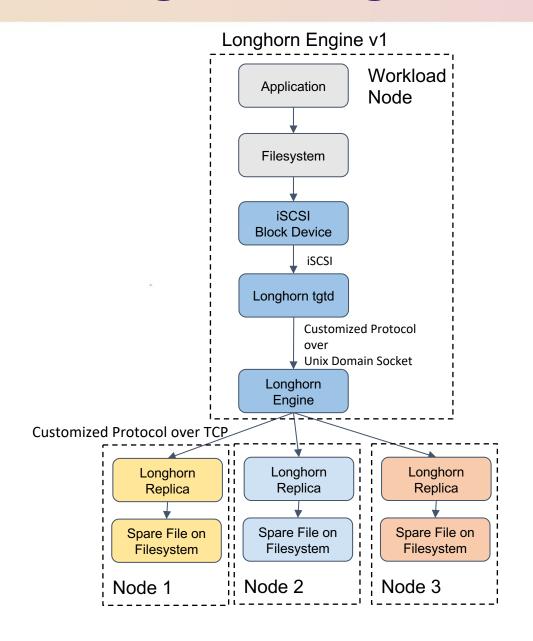
- Longhorn Engine v2 (Experimental)
 - Based on SPDK and NVMe-oF
 - Achieved near-native performance
 - Core feature parity
- Object Storage Volume (Experimental)
- See https://github.com/longhorn/longhorn/wiki/Roadmap for the latest roadmap

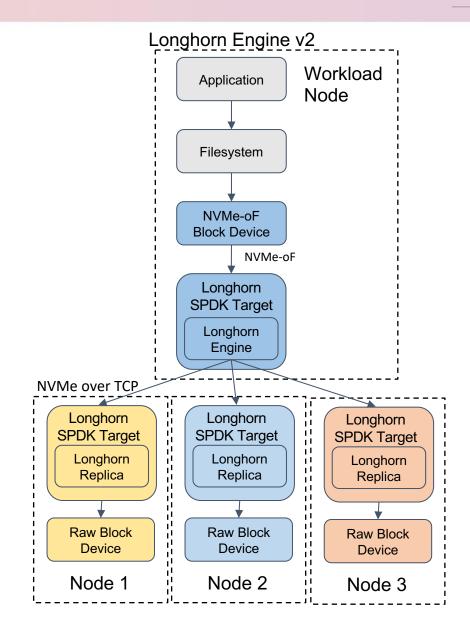
Longhorn Engine v1 vs v2





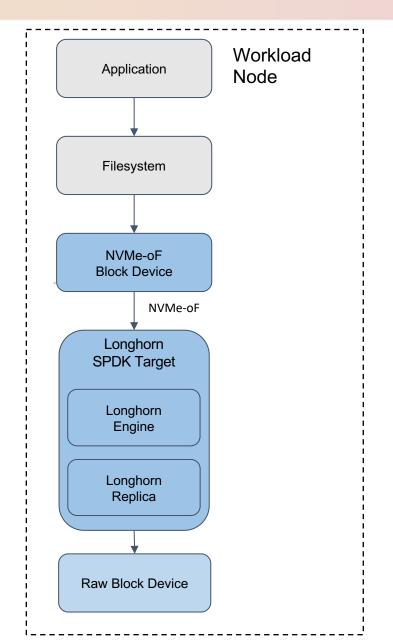
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Longhorn Engine v2 – Local Replica





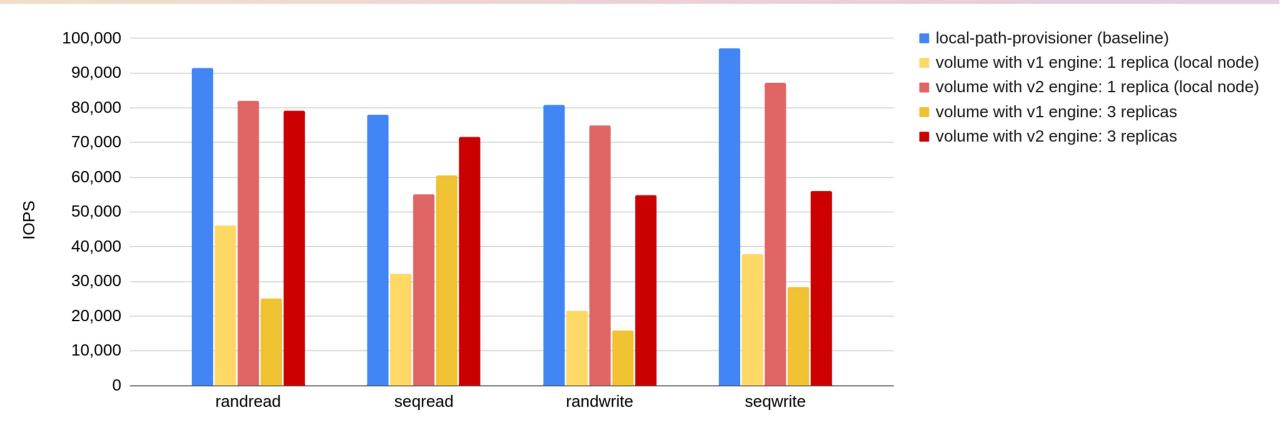
- Near-native performance
- Same features for volume management
 - Snapshot
 - Backup
 - Expansion
 - And more...
- Best for distributed stateful workload
 - Doesn't require HA from Longhorn
 - Distributed database
 - Distributed data store

Longhorn Engine v2 - IOPS





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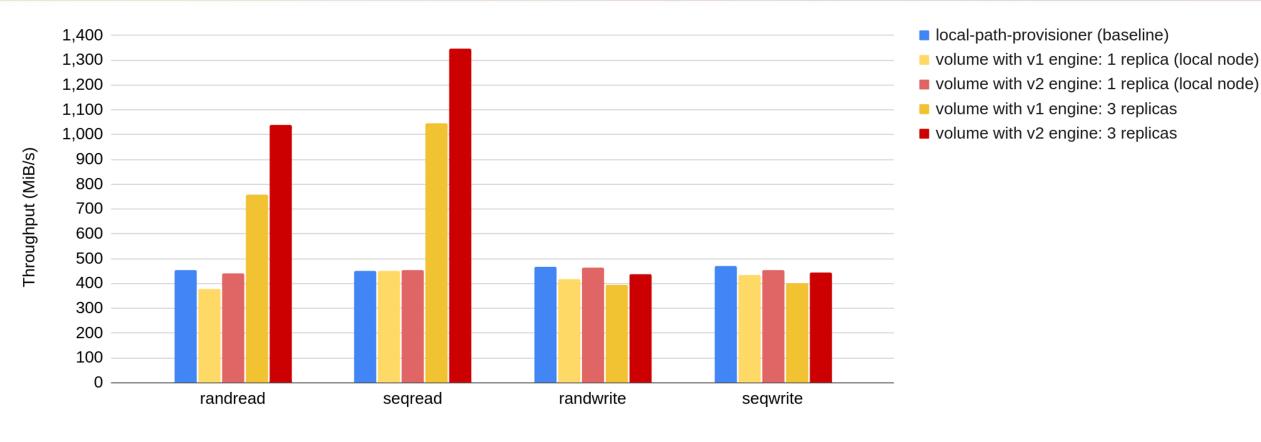
- Near native performance for single local replica
- Near native performance for read IOPS

Longhorn Engine v2 – Throughput





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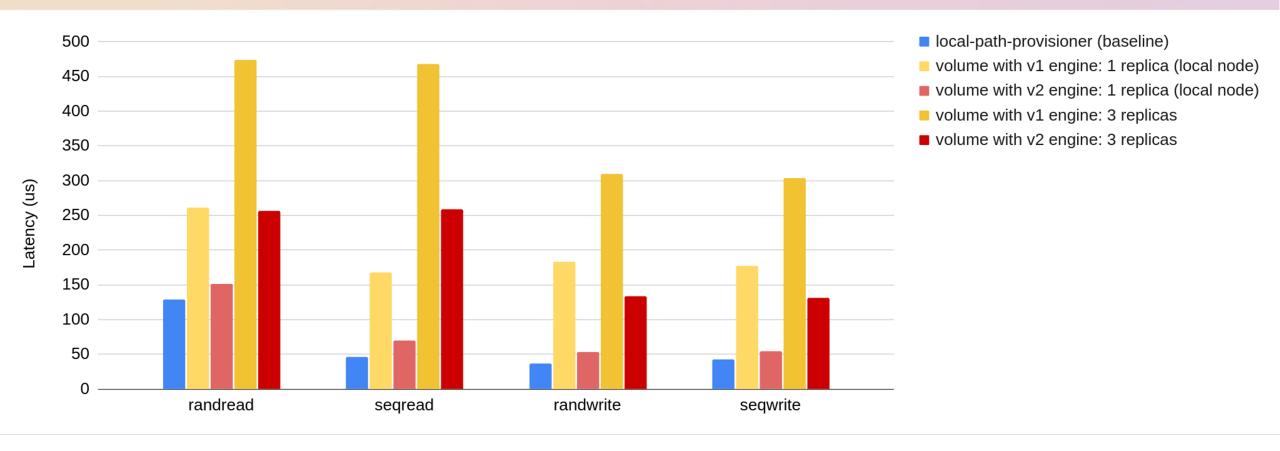
Reaching the maximum possible read throughput via multiple replicas

Longhorn Engine v2 – Latency





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Single node latency overhead is less than 30 microsecond

Object Storage Volume

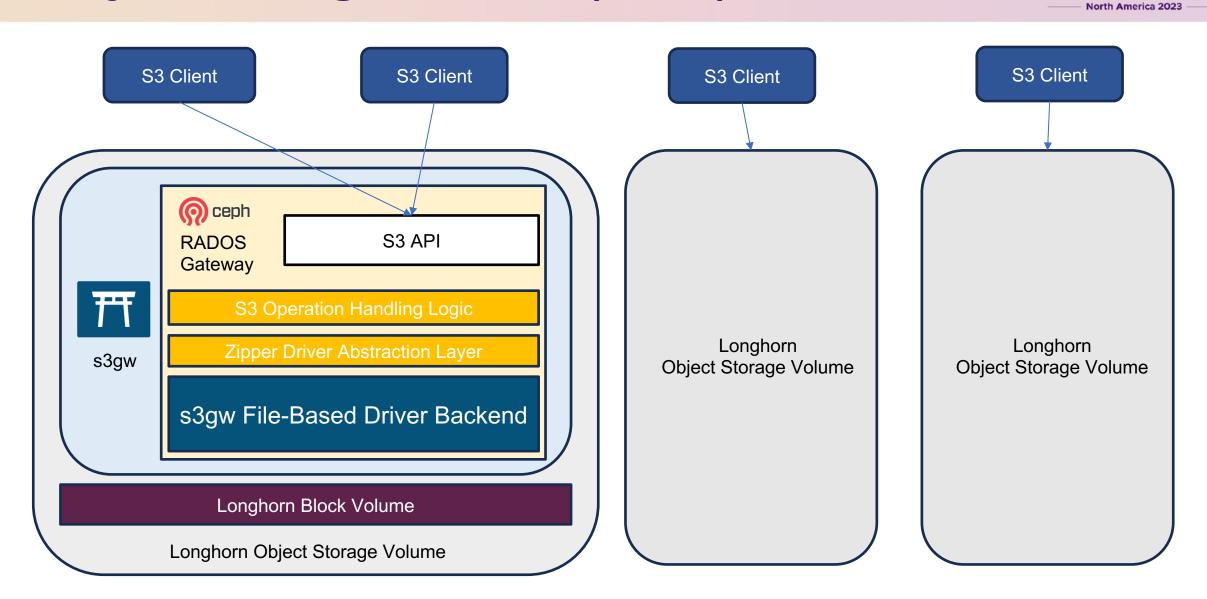


- Providing S3 endpoint out of box
- Based on S3 Gateway project
 - Which is based on RADOS gateway from Ceph
- Longhorn v1.6 supports features including
 - GET/PUT/DELETE
 - Multipart Uploads
 - Bucket Object Versioning
 - Object Locking
 - And more to come

Object Storage Volume (cont.)











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DEMO





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Questions?





