# On Distributed Failures

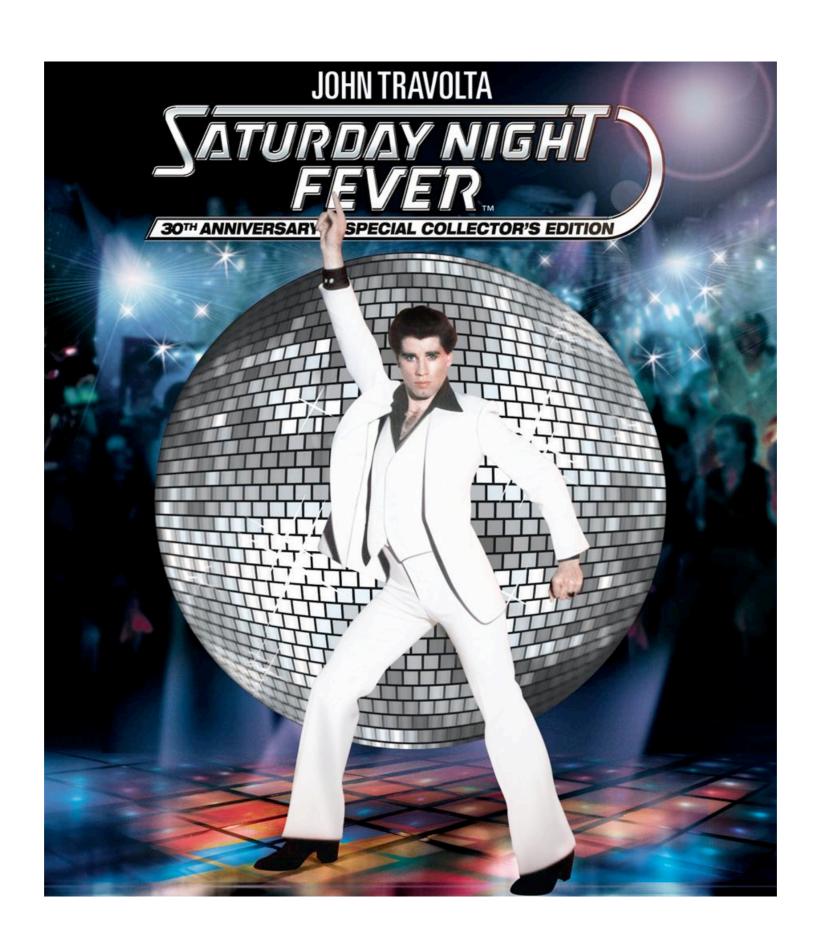
(and handling them with Doozer)

Blake Mizerany

### (2) bmizerany

# heroku

### PaaS



### Platform

### as a Service

## a platform

### you-service.



# "Don't be confused!"

- Steve Mizerany

# We manage, for you:

# Ruby

# aval

## node.js

## Clojure

# 1000s of Servers

# 100,000s of Apps

#### le9s

### Page Views

a month



#### SQL Database-as-a-Service

the largest and most reliable Postgres service in the world









Create Databases Instantly

Connect, Use and Develop

Scale and Grow

Sleep Well

A powerful, reliable, and durable open-source SQL-compliant database, <u>PostgreSQL</u> is the datastore of choice for serious applications. Now it is available in seconds with a <u>single click</u>. Never worry about servers. Never worry about config files. Never worry about patches. Simply focus on your data.



# Really.

**Developer Blog** 



Documentation

#### Facebook and Heroku: an even easier way to get started

By Cat Lee - Today at 11:00am

Support

Blog

Apps

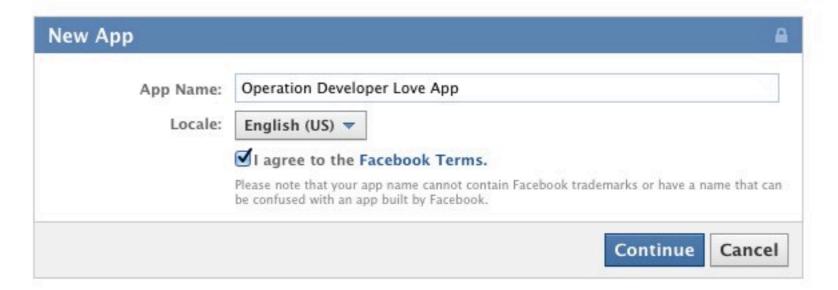
We continue to make it even easier to get started building apps on Facebook Platform. We know that one of the most difficult things to getting started is setting up a place to host your app. As a result, we are starting to partner with some of the top cloud service providers to make it simpler for you to have your first app up and running in a few clicks -- all from within the Dev App.

Search Documentation / Apps

Today, we are happy to announce our partnership with Heroku as the first of these providers to be integrated into the Dev App. With Heroku, you can now start building from a sample app in your choice of languages, including PHP, Ruby, Node.js and Python at no cost.

#### **Getting Started**

Visit the Dev App and create a new app by clicking the **Create App** button on the upper-right corner. You are then prompted to enter a name for your app. Enter any app name (this can be easily modified later) and agree to the Facebook Terms.



After clicking Continue and completing the captcha, you will be taken to a page to edit basic settings for your app. Click on the Get Started button within the Cloud Services section, which now appears below the Basic Info section.



# Many Iterations

# Many Services

# Evolution of a Distributed System

### 

(Trademark Pending)

(Not Really)

# In a very particular order:

#### Communicate

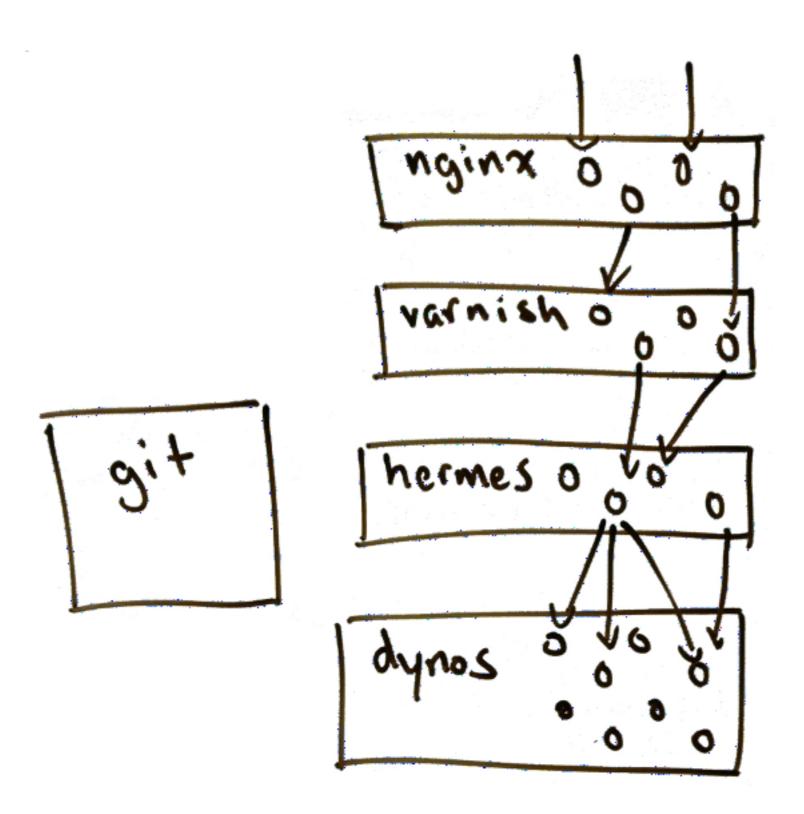
#### Coordinate

#### Consolidate

#### Tolerate

#### Communicate

(explained)



APT

# New Hermes? Update Nginx.

#### New Dyno? Update Hermes.

## La Rabbit MQ

to start with

#### Broadcast

# Coordinate (explained)

## State

of all the things

# nothing canonical

## Wait; What?

each sees messages in a different order if at all

# Temp #exchanges

# Consistency

when A was up, what was B?

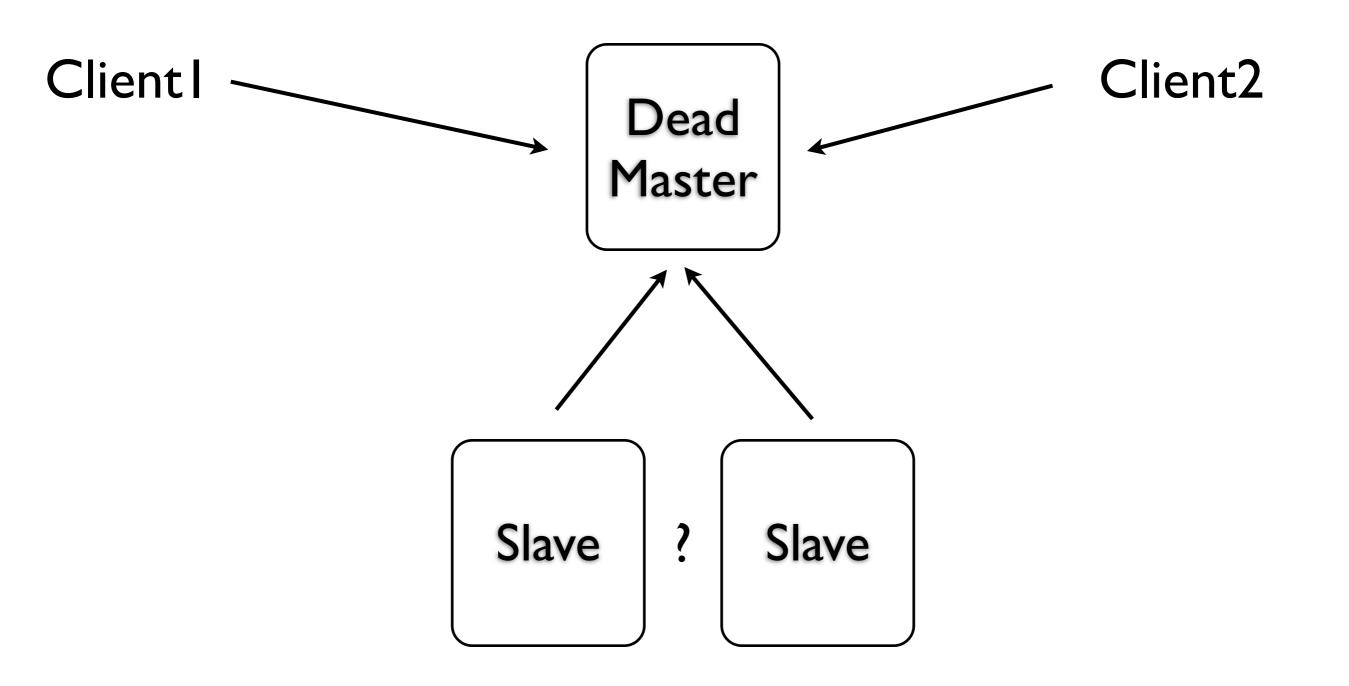
## Consolidate

### ACID

DB + Rabbit + Clients

#### Race-conditions

#### SPOF





# Consistency + High Yield

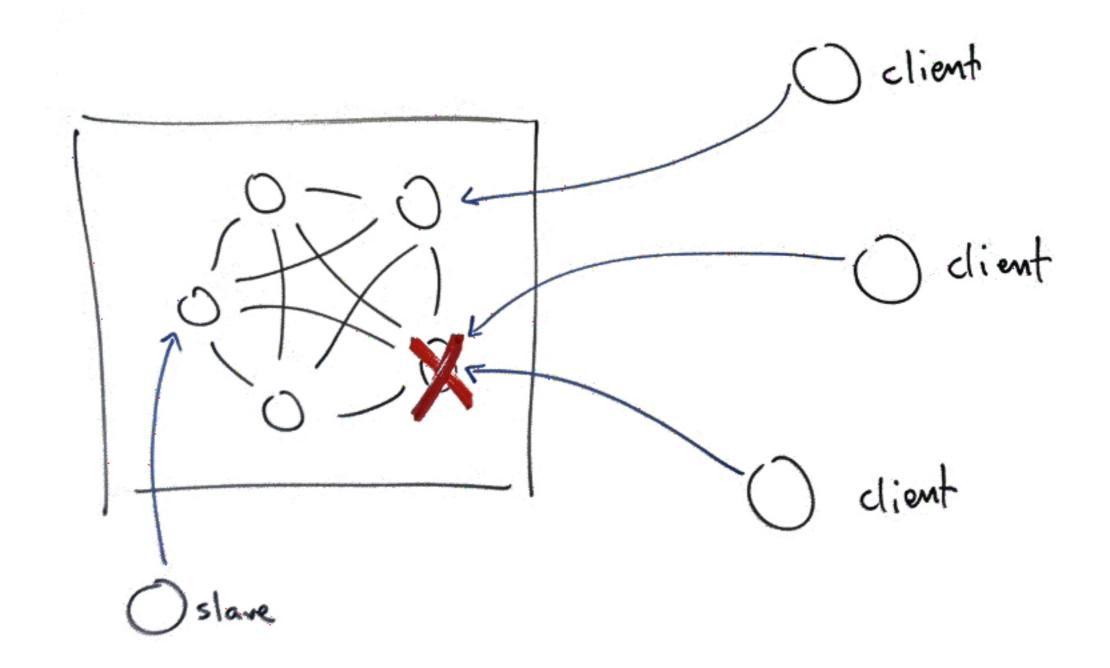
## Tolerate



## Paxos

### Multi-master

Acts like a single process on a single machine.



# Design

Use.

# Design Reliable.

## Design

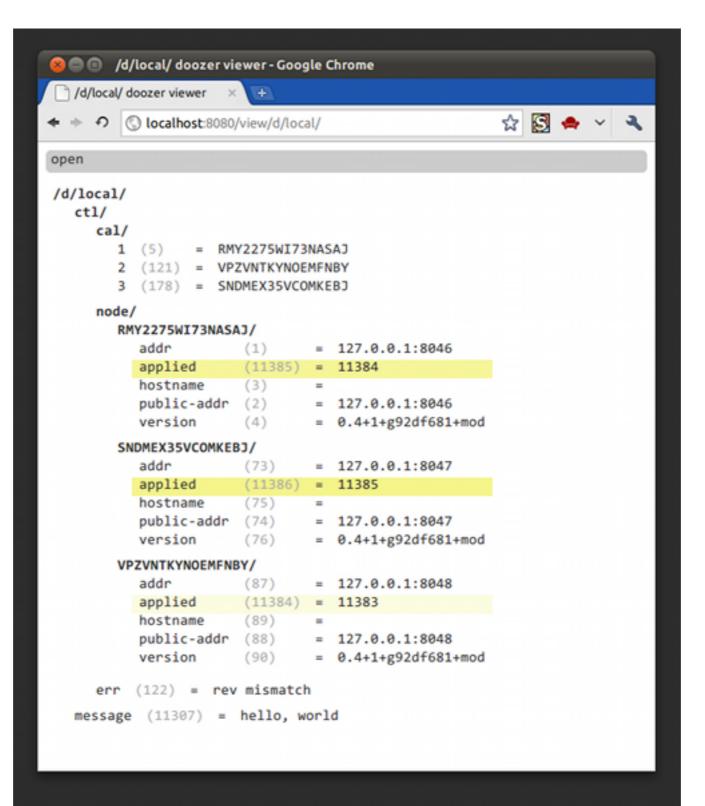
Highly focused on consensus.

# Design

Painstakingly crafted the API

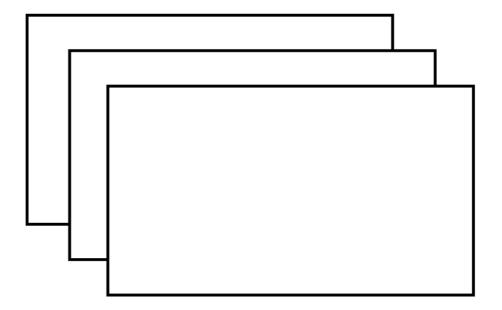
## Data Store

Looks like Unix file system



## Totally Ordered

Each member sees the same sequence.



## Keeps Versions

Persistent Data Structure

#### Few Commands

(General / Orthogonal)

# GET, SET, DEL, WAIT

```
$ doozerd
...
$ printf world | doozer set /hello 0
71
$ doozer get /hello
```

world

```
$ printf WORLD | doozer set /hello 71
123
$ doozer get /hello 71
world
$ doozer get /hello
WORLD
$ doozer get /hello 71
```

world

## Idempotent

(clients automatically retry commands when disconnected)

```
$ printf WORLD | doozer set /hello 0
71
$ printf WORLD | doozer set /hello 0
Error: REV_MISMATCH
$ printf WORLD | doozer set /hello 999
166
```

```
c, _ := doozer.Dial(uri)
data, r, _ := c.Get("/myapp.conf", nil)
update(data)
for {
    ev, _ := c.Wait("/myapp.conf", r+1)
    update(ev.Body)
    r = ev.Rev
}
```

```
func lock(c *doozer.Conn, p string) {
    r, := c.Rev()
    for {
        if , e := c.Set(p, 0, ""); e == nil {
            return // obtained the lock
        ev, := c.Wait(p, r+1)
       r = ev.Rev
func unlock(c *doozer.Conn, p string, r uint64) {
   c.Del(p, r)
```

### Operational Notes:

### Crash-only

## Self-hosted config

# Keeps tail of history.

You don't loose events.

#### Asynchronous client-side persistence

https://github.com/mmcgrana/gorg

#### Future:

#### Speed

### Client to monitor Sessions / Locks

#### Links:

github.com/ha/doozerd

groups.google.com/group/doozer

Clients:

Go: github.com/ha/doozer

Ruby: github.com/bmizerany/fraggle-block

EM: github.com/ha/fraggle

Python: github.com/progrium/pydoozer

Scala: <u>github.com/sclasen/flange</u>

#### Running Heroku on Heroku Noah Zoschke 10:30 AM Tomorrow

#### Thank You.