# GoCardless: Scaling database backups

#### GoCardless

- · Global network for recurring, pull-based payments
- POST /payments
- · 400 people, 5 offices worldwide

#### Me

- Tech lead of Core Infrastructure, 6 SREs, PM & EM
- Support GoCardless engineers with reliable infrastructure
- Consult with developers on how to leverage tools

## A project in the life of an SRE

- · Set the scene
- Walkthrough plan
- Reflect on outcomes

## Scene

#### Scene: Monolith

- Payments-Service powers our API
- · Rails app using Postgres, database is 3TB x 2<sup>n</sup>
- · Payment data is important, should probably back it up...

#### Scene: Legacy Postgres backups

- Heap /data/postgres
- WAL /data/postgres/pg\_{xlog,wal}
- · Barman takes full copies of heap, collects WAL continuously

#### Scene: Good backups

Last backup taken at 1pm. Database is destroyed at 1:05pm.

Recover at 1:30pm.

#### Scene: Good backups

- RTO: Recovery time objective (25m, 1:05->1:30)
- RPO: Recovery point objective (5m, 1:00->1:05)

#### Scene: Goals

- RTO is 30m (99.95%)
- RPO is 1m (1000 payments)

#### Scene: Problems

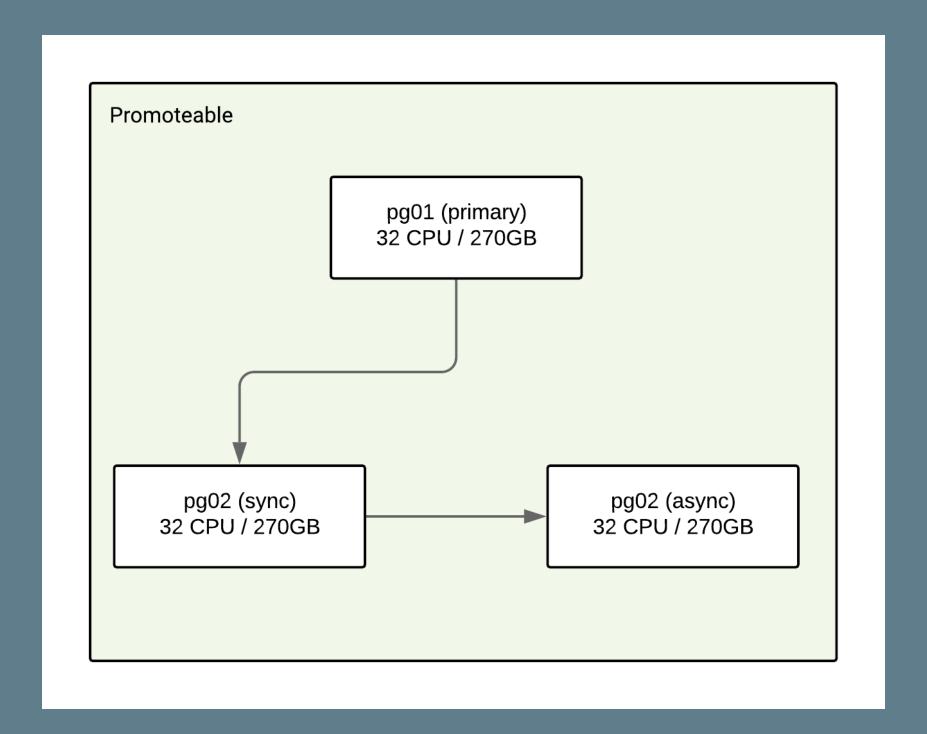
- · Speed limit, 440MB/s, 2-4hrs
- Data is money

#### Scene: Breaking the speed limit

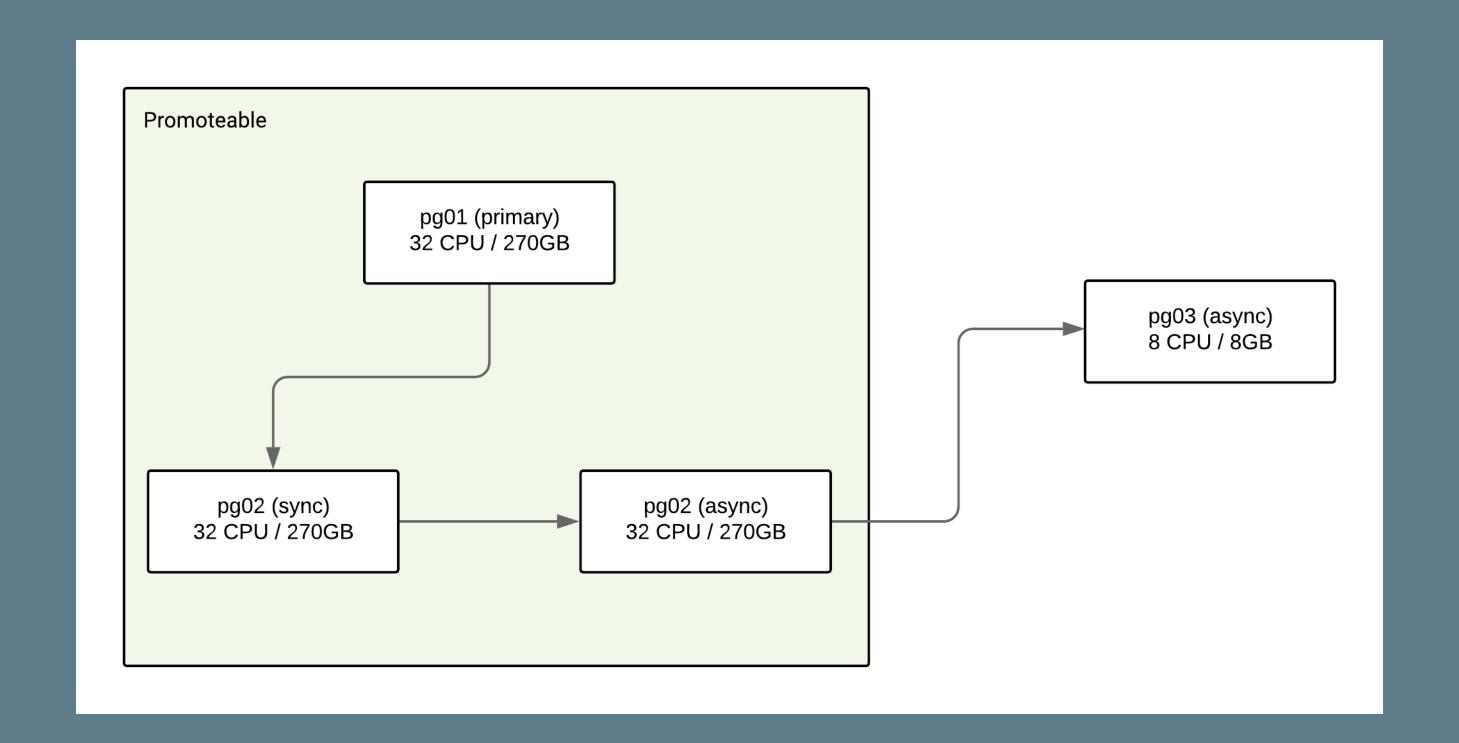
- Disk snapshots don't have this limit
- Incremental, scale sub-linerly
- · <3m to create, <10m to restore, non-lazy

## Plan

## Plan: Step 1, nominate backup node



```
736
      // findBestNewMasters identifies the DBs that are elegible to become a new master. We do
      // this by selecting from valid standbys (those keepers that follow the same timeline as
      // our master, and have an acceptable replication lag) and also selecting from those nodes
      // that are valid to become master by their status.
      func (s *Sentinel) findBestNewMasters(cd *cluster.ClusterData, masterDB *cluster.DB) []*cluster.DB {
741
              bestNewMasters := []*cluster.DB{}
742
              for _, db := range s.findBestStandbys(cd, masterDB) {
743
                      if k, ok := cd.Keepers[db.Spec.KeeperUID]; ok && k.Status.NeverMaster {
744
745
                              log.Infow("ignoring keeper since it cannot be master (--never-master)", "db", db.UID, "keeper", db.Spec
                              continue
746
                      }
747
748
                      bestNewMasters = append(bestNewMasters, db)
749
750
751
```



```
=== Cluster Info ===
Master Keeper: stolon_production_1
==== Keepers/DB tree =====
stolon_production_1 (master)
└─stolon_production_2 (sync)
  —stolon_production_0 (async)
  Lasync_production_0 (async)
```

## Plan: Step 2, schedule & prune backups

```
# Chef configuration management code (Ruby DSL)
disk_snapshot_schedule("/data") do
  snapshot_frequency("*:0/15")
  # Keep all backups under 3 days old at 15m intervals, ...
  retention_windows(
    "3d": "15m",
    "1w": "1h",
    "4w": "1d",
    "1y": "1w",
    "*": "4w",
end
```

	Time ^	component	source_disk	event	source_disk_size_gb	snapshot_size_gb
•	2020-02-25T08:01:13.857+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	creating_snapshot	-	-
•	2020-02-25T08:01:14.801+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:20.129+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:25.450+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:30.788+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:36.054+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:41.307+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:46.640+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:51.952+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:01:57.285+00:00	SnapshotSchedule	stolon-async-production-0-postgresql-data	pending_creation	-	-
•	2020-02-25T08:02:02.498+00:00	SnapshotSchedule	stolon—async—production—0—postgresql—data	snapshot_created	3,300	16.385



## Plan: Step 3, ship WAL

# Ship new WAL segments to GCS
archive\_command = "gsutil %p gc-prd-postgresql-wal/%f"

```
# Google Cloud Storage -> Amazon S3
resource "google_cloudfunctions_function" "wal_to_s3" {
             = "wal-to-s3"
  name
 runtime = "go113"
 description = "Copy WAL segments to S3 off-site storage"
  event_trigger {
    event_type = "google.storage.object.finalize"
    resource = "projects/${var.project}/buckets/${module.wal_archive.bucket}"
```

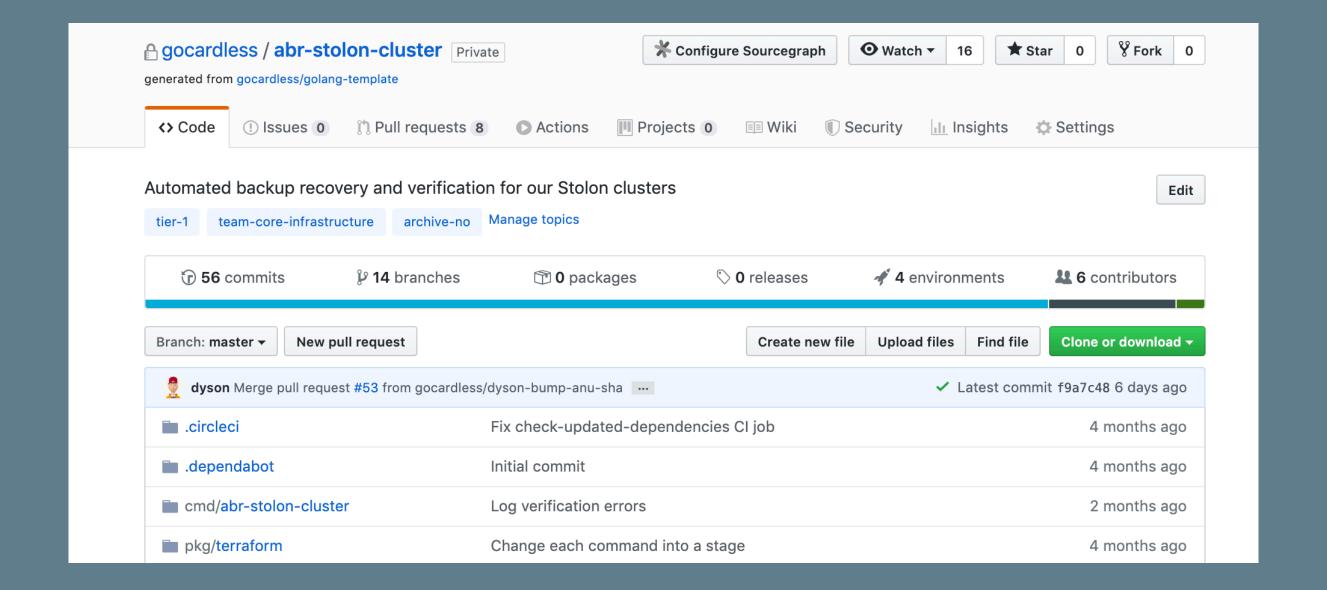
## Outcomes

#### Outcomes: RTO & RPO

- Recovery within 20m
- Loses <1m data</li>
- · Success?

#### Outcomes: ABR

- Your backups are broken
- Test them, or don't bother at all!
- ABR: Automated backup recovery...





#### Postgres (Stolon) [docs]

GoCardless in-house database solution. We'll run a highly-available Postgres cluster on behalf of your team in the same manner as the database that powers our primary API (payments-service).

- Core-Infrastructure required for setup and maintenance
- SRE on-call provided when powering a tier-1 service
- >99.95% uptime SLO (<21m downtime per month)</li>
- <1m failover for node failures</li>
- Zero-downtime patch version upgrades
- Provides the latest version of Postgres
- Backups and point-in-time recovery with daily testing
- Configuration optimised for large variable usage pattern databases
- Direct integration with GoCardless observability stack
- Optional shipping of data to BigQuery
- Optional anonymised production databases available via Draupnir

### Take-aways

- · Establish constraints, work until you meet them
- When things are fast, you open new doors
- Correct technology choice can have big impact (5x savings)
- Work to a technical vision

- We're hiring! (all eng roles)
- More content at:
  - https://gocardless.com/blog/debugging-the-postgres-queryplanner/
  - https://blog.lawrencejones.dev/building-a-postgresql-loadtester/