# SIG Instrumentation

Best practices for cluster observability through metrics and logging across all Kubernetes components

# Optimizing Metric Rendering in kube-state-metrics

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# Optimizing Metric Rendering in kube-state-metrics

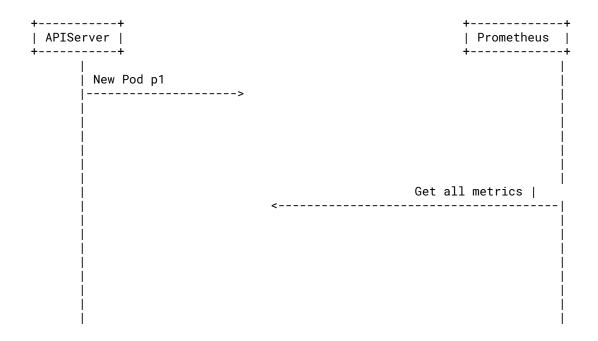
@mxinden

# Performance Optimizing with *Metrics* on *Kubernetes*

@mxinden

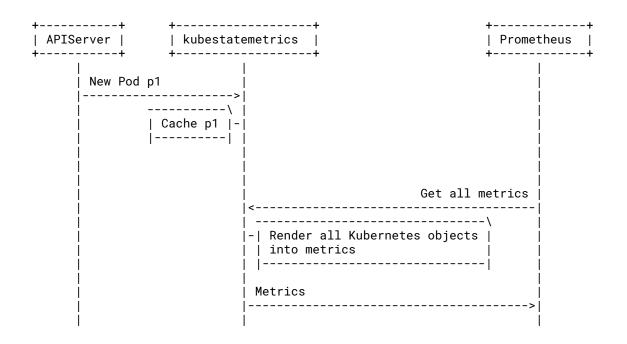
### What is kube-state-metrics? Old version.

Exposes the state of a Kubernetes cluster in Prometheus metrics.



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#### **Kubernetes Object:**

```
- apiVersion: v1
kind: Pod
metadata:
    labels:
        app: kube-state-metrics
        pod-template-hash: 5fc64f676f
name: kube-state-metrics-5fc64f676f-gl6v6
namespace: monitoring
```

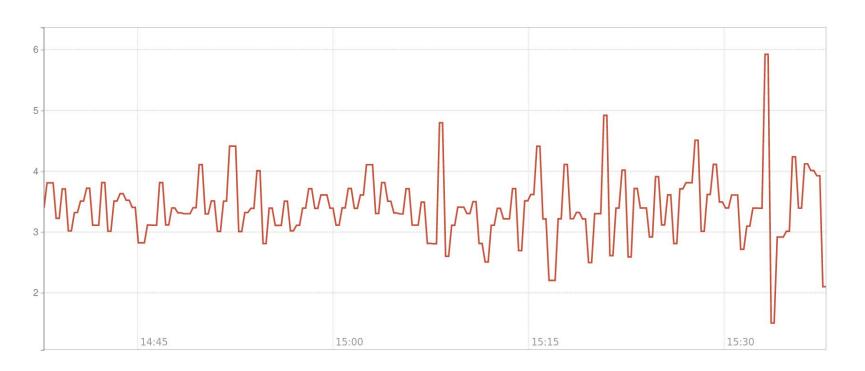
#### **Prometheus Metric:**

```
kube_pod_container_info{container="kube-state-metrics", namespace="monitoring", pod="kube-state-metrics-5fc64f6
76f-gl6v6"} 1
kube_pod_labels{label_app="kube-state-metrics", label_pod_template_hash="5fc64f676f", namespace="monitoring", pod="kube-state-metrics-5fc64f676f-gl6v6"} 1
```

### Problem

- High response times
  - 10s 20s on big production clusters with ~50 mb of metrics
- High & unstable resource usage
  - Difficult to predict resource limits
  - ...

### scrape\_duration\_seconds



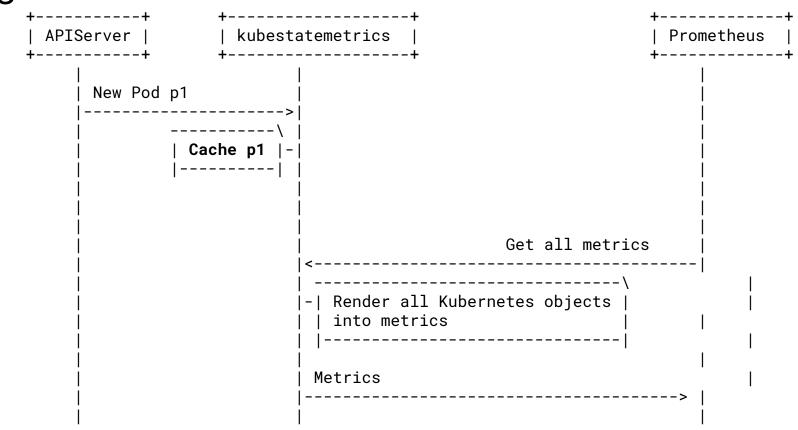
### container\_cpu\_usage\_seconds



### container\_memory\_usage\_bytes



### Caching



### Caching

++   APIServer   ++		++   kubestatemetrics   ++		+	++   Prometheus   ++	
	New Pod p1 	\	 			
			 	Get all m	etrics         >	

### What to keep in cache?

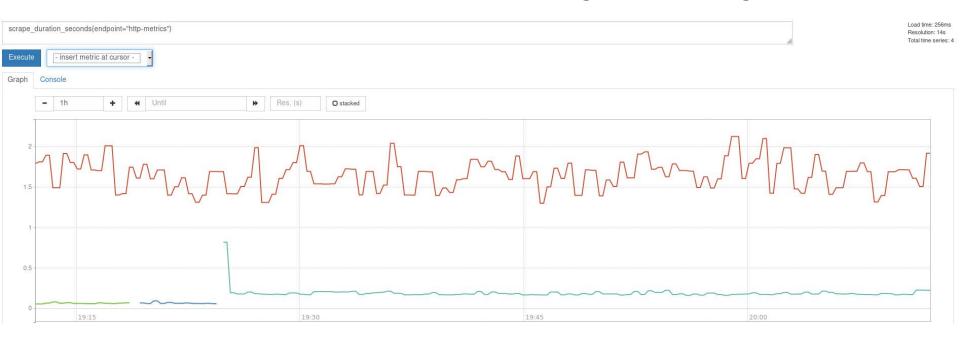
#### **Old: Kubernetes Object**

```
- apiVersion: v1
  kind: Pod
  metadata:
    labels:
     app: kube-state-metrics
     pod-template-hash: 5fc64f676f
  name: kube-state-metrics-5fc64f676f-gl6v6
  namespace: monitoring
```

#### **New: Prometheus Metric**

```
kube_pod_container_info{container="kube-state-metrics", namespace="monitoring", pod="kube-state-metrics-5fc64f6
76f-gl6v6"} 1
kube_pod_labels{label_app="kube-state-metrics", label_pod_template_hash="5fc64f676f", namespace="monitoring", pod="kube-state-metrics-5fc64f676f-gl6v6"} 1
```

### Performance improvement through caching



### Use just Reflector not whole Informers

```
// Reflector watches a specified resource
// and causes all changes to be reflected
// in the given store.
type Reflector struct {
    // [...]
    // The type of object we expect
    // to place in the store.
    expectedType reflect.Type
    // The destination to sync up
    // with the watch source
    store Store
    // listerWatcher is used to perform
    // lists and watches.
    listerWatcher ListerWatcher
    // [...]
```

```
type Store interface {
   Add(obj interface{}) error
   Update(obj interface{}) error
   Delete(obj interface{}) error
   List() []interface{}
   ListKeys() []string
   Get(obj interface{}) (item interface{}, exists bool, err error)
   GetByKey(key string) (item interface{}, exists bool, err error)

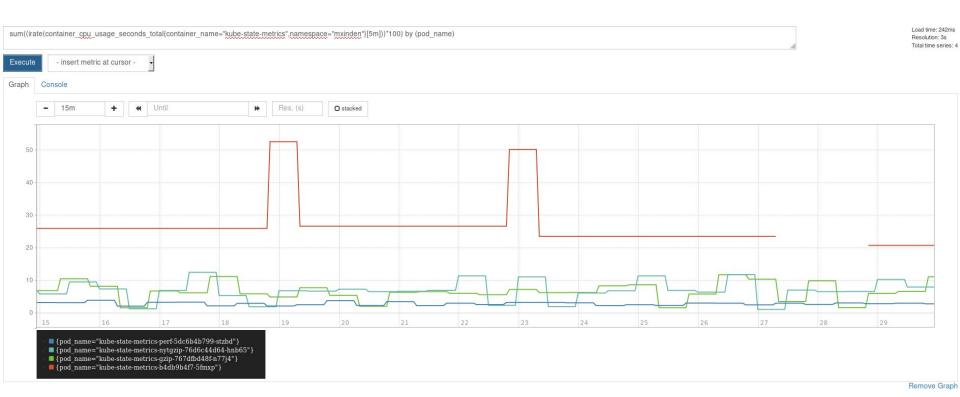
// [...]
}
```

### Compression

```
# HELP kube_secret_type Type about secret.
# TYPE kube_secret_type gauge
kube_secret_type{namespace="default",secret="test-0",type="0paque"} 1
kube_secret_type{namespace="default",secret="test-1",type="0paque"} 1
kube_secret_type{namespace="default",secret="test-2",type="0paque"} 1
```

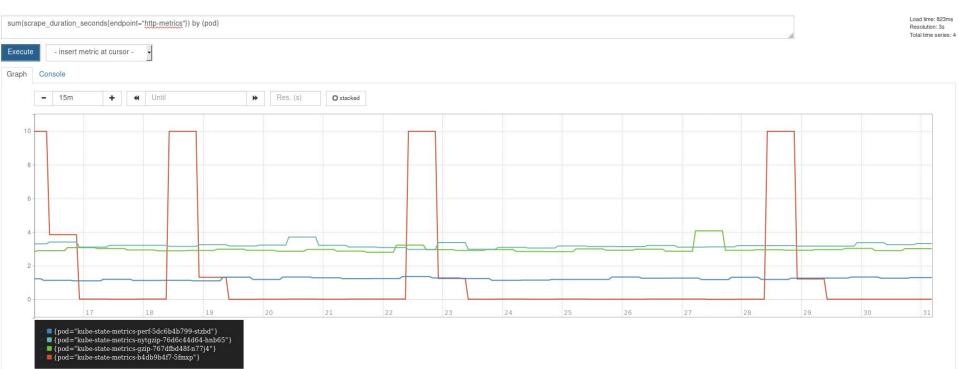
https://golang.org/pkg/compress/gzip/

https://github.com/NYTimes/gziphandler



### metrics + gzip(metrics) > metrics





Remove Graph

### Compression

```
size(metrics + gzip(metrics)) > size(metrics)
Improved network throughput < Lost CPU cycles compressing
Higher CPU utilization</pre>
```

### Hard code float-to-string common cases

```
func writeFloat(w *strings.Builder, f float64) {
    switch {
    case f == 1:
       w.WriteByte('1')
    case f == 0:
       w.WriteByte('0')
    case f == -1:
        w.WriteString("-1")
    case math.IsNaN(f):
        w.WriteString("NaN")
    case math.IsInf(f, +1):
        w.WriteString("+Inf")
    case math.IsInf(f, -1):
        w.WriteString("-Inf")
   default:
        // [...]
```

### Golang strings.Builder

```
// A Builder is used to efficiently build
// a string using Write methods.
// It minimizes memory copying.
type Builder struct {
    // [...]
    buf []byte
}
```

Version	Scrape duration	CPU usage	RSS peak	% in GC
v1.4	22s	1.0	2.5GiB	0.015
newprom_gzip	16s	0.8	2.2 GiB	0.010
newprom_nogzip	13s	0.6	2.4 GiB	0.014
mxinden_gzip	11s	0.3	0.81 GiB	0.006
mxinden_nogzip	7s	0.16	0.73 GiB	0.004

# v1.5.0

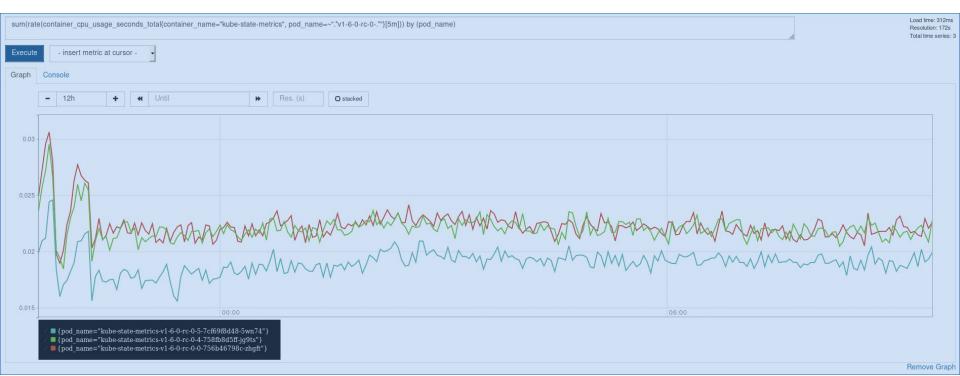
### Memory pre-allocation

runtime growslice 0.37s (2.17%) of 3.35s (19.67%)

```
// growslice handles slice growth during append.
// It is passed the slice element type, the old
// slice, and the desired new minimum capacity,
// and it returns a new slice with at least that
// capacity, with the old data copied into it.
// [...]
func growslice(et *_type, old slice, cap int) slice {
```

```
Name: "kube_pod_container_info",
// [...]
GenerateFunc: wrapPodFunc(func(p *v1.Pod) *metric.Family {
   ms := []*metric.Metric{}
    // [...]
    for _, cs := range p.Status.ContainerStatuses {
        ms = append(ms, &metric.Metric{
           // [...]
```

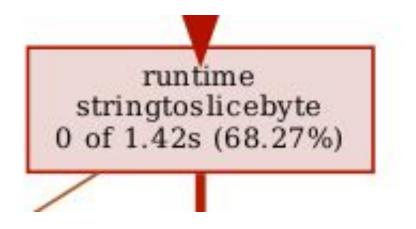
```
Name: "kube_pod_container_info",
// [...]
GenerateFunc: wrapPodFunc(func(p *v1.Pod) *metric.Family {
   ms := make([]*metric.Metric, len(p.Status.ContainerStatuses))
    // [...]
    for i, cs := range p.Status.ContainerStatuses {
        ms[i] = &metric.Metric{
       // [...]
```



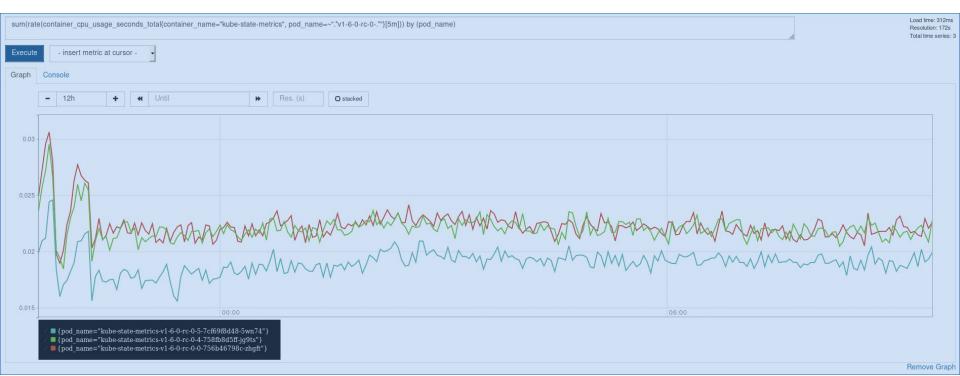
```
func growslice(et *_type, old slice, cap int) slice {
  // [...]
   newcap := old.cap
   doublecap := newcap + newcap
    if cap > doublecap {
       newcap = cap
    } else {
        if old.len < 1024 {
            newcap = doublecap
        } else {
        // [...]
```

### []byte != string

- Strings are immutable



++   APIServer   ++	++   Collector   ++	+   MetricStore   +	Prometheus	+   +
   New Pod 	p1   >	   		
	   p1 metrics 	(string)   		
		 	Get all metrics	
			rics ( <b>[]byte</b> )   	



# v1.6.0

### **Future**

- Introducing sharding based on object id instead of Kubernetes type
- Reduce heap escapes
- Optimize memory alignment on structs in hot path
- ...
- (Commutative compression)

### Take aways

- Monitor your cluster and application!
- Use Monitoring for alerting and performance analysis

Golang memory model documentation:

- > If you must read the rest of this document to understand the behavior of your program, you are being too clever.
- > Don't be clever.