

Microservices latency troubleshooting guide

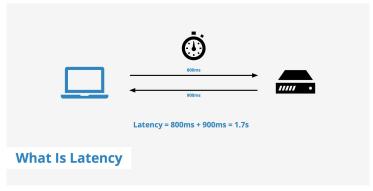


# Plan

- 1. Why should I care?
- 2. Do I really need tracing?
- 3. Tracing basics
- 4. What should I use?
- 5. Demo time



• "Latency is a time interval between the stimulation and response, or, from a more general point of view, a time delay between the cause and the effect of some physical change in the system being observed."



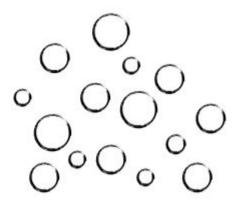
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## • It has impact

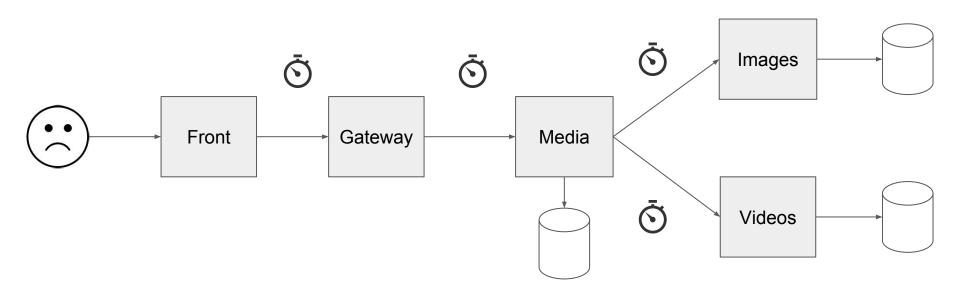
- Amazon found every 100ms of latency cost them 1% in sales.
- Google found an extra 0.5 seconds in search page generation time dropped traffic by 20%.
- A broker could lose \$4 million in revenues per millisecond if their electronic trading platform is 5 milliseconds behind the competition

#### Enters the microservices

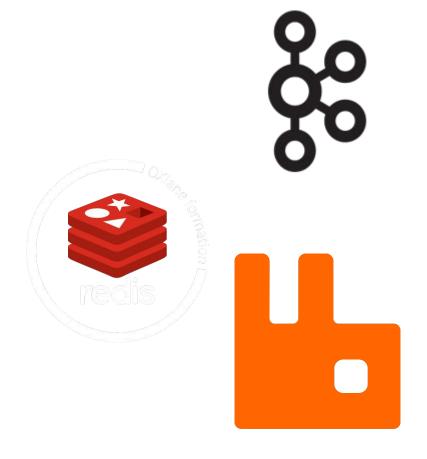
- Has some famous examples
  - Netflix
  - Google
  - o AirBnB
- Fits well with the way we manage infrastructure
  - o (multi) Cloud
  - Containers
  - FAAS
- Brings a lot of new challenges
  - Deployment
  - Interservice communication
  - Monitoring



MICRO SERVICES



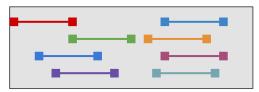
- Changes nothing in term of latency
- Latency is still a key indicator
- You still have to use network to send messages
- This is just another transport mechanism!



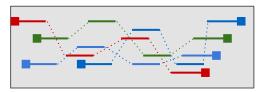
# Simple



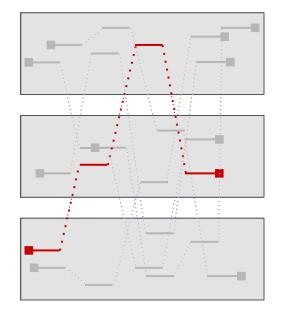
## **Basic Concurrency**



## **Async Concurrency**



# **Distributed Concurrency**



#### And there is more

- You need to align clock between differents instances
  - Use timestamps?
  - Or to treat time at collect time?
- How to gather data without impacting performances?
- Does It work with thousands of services?
- This is not trivial





## Can't I just use logs?

- "In computing, a log file is a file that records [...] events that occur in an operating system or other software runs [...] Logging is the act of keeping a log."
- We are at the event scale
- The good part
  - Simple timestamped and structured messages
  - o Tools are available to do it, easily
  - Easy to grep, and read manually
  - Easy to aggregate and parse
- Overhead?
  - Grows with traffic and verbosity
  - Storage impact limited by pipeline filtering
- Perfect for monoliths, black boxes, exceptional cases

#### What about metrics?

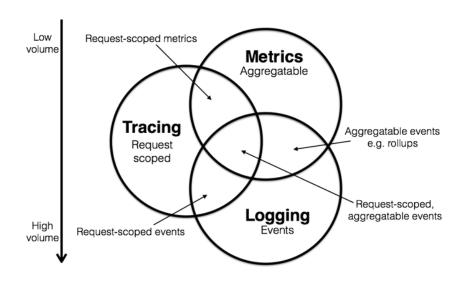
- "A software metric is a standard of measure of a degree to which a software system or process possesses some property."
- Zata combined from measuring events
- We are at the software scale
- The good part
  - Time and store values of anything
  - Tools are available to do it
  - Report duration buckets near-real time
  - Let you identify trends
- Overhead
  - Growing size is fixed
  - Storage impact limited by writing only what you need
- Perfect for identifying patterns and for alerting

## What is tracing?

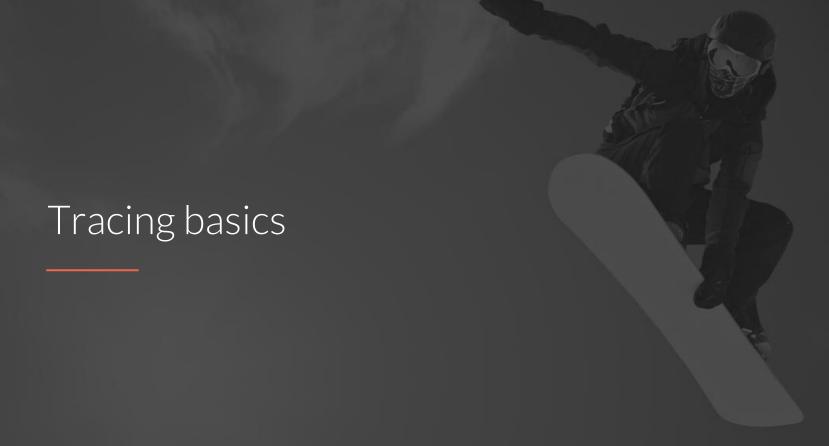
- "In software engineering, tracing involves a specialized use of logging to record information about a program's execution [...]. Tracing is a cross-cutting concern."
- ~ Recording events with causal ordering
- We are at the **system scale**
- The good part
  - Common terminology
  - Tools are available to do it
  - Report data near-real time
  - Identify issues across services
- Overhead
  - Grows with traffic
  - Storage impact limited by various techniques
- Perfect for distributed services

## What you want?

- Use everything
- They work together
  - Log correlation with traces
  - Correlate traces with metrics
  - Fetch metrics on collected traces
- Production issue debugging
  - Something is wrong
  - Lookup metrics for abnormal load, broken instances
  - Check for traces with abnormal latency, errors
  - Find the impacted service
  - Lookup for the logs in a particular service for a particular trace ID
  - Fix the issue
  - Enjoy your night



Source: Peter Bourgon



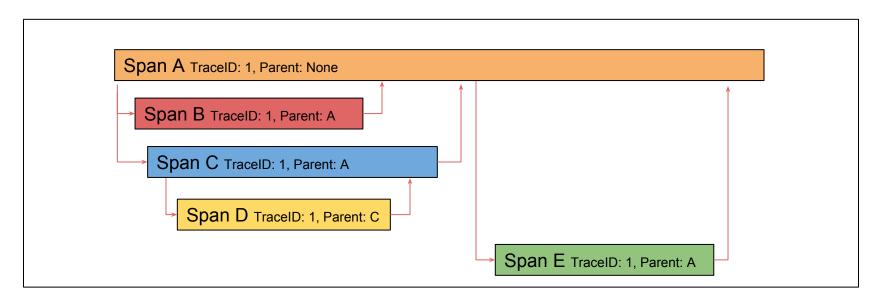
## A bit of history

- Google used the dapper paper for more than ten years
- Been published online in 2010 by a Google team
- Twitter open sources Zipkin in 2012
- OpenTracing created in 2014
- OpenTracing joins the CNCF in 2016
- <u>First Draft of trace context published</u> by a W3C working group in 2018

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A **Trace** represent your whole request across all services involved.

A **Span** is the basic unit of work in a given Trace. You can see it as the duration of an operation.



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#### service2.http:/readtimeout: 3.557s

AKA: service1,service2

Date Time	Relative Time	Annotation	Address
19/12/2016, 14:19:23	307.000ms	Client Send	127.0.0.1:8081 (service1)
19/12/2016, 14:19:23	310.000ms	Server Receive	127.0.0.1:8082 (service2)
19/12/2016, 14:19:26	3.836s	Server Send	127.0.0.1:8082 (service2)
19/12/2016, 14:19:27	3.864s	Client Receive	127.0.0.1:8081 (service1)

Key	Value
error	Request processing failed; nested exception is org.springframework.web.client.ResourceAccessException: I/O error on GET request for "http://localhost:8082/blowup": Read timed out; nested exception is java.net.SocketTi meoutException: Read timed out
http.host	localhost
http.method	GET
http.path	/readtimeout
http.status_code	500
http.url	http://localhost:8082/readtimeout
mvc.controller.class	BasicErrorController
mvc.controller.method	error

×

## Tags and baggage

## Tags

- Key value pairs
- Additional data on spans
- Not shared with other spans
- Ex: http.host, http.method ...

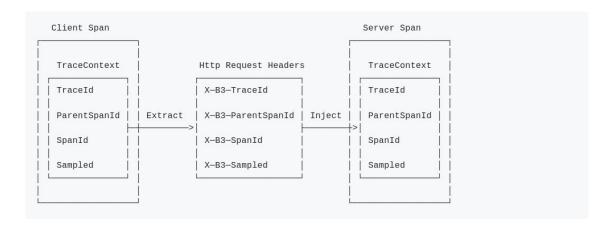
## Baggages

- Key value pairs
- Part of the propagated context
- Be careful about latency impact if you add too many

```
User Code
               Trace Instrumentation
                                         Http Client
                                                          Zipkin Collector
       -GET /foo |→
                              record tags
                              add trace headers
                              record timestamp
                        → GET /foo
                          X-B3-TraceId: aa
                          X-B3-SpanId: 6b
                                                       invoke
                                                       request
                              200 OK
                              record duration
      ← 200 0K
                           asynchronously report span
                            "traceId": "aa",
                            "id": "6b",
                            "name": "get",
                            "timestamp": 1483945573944000,
                            "duration": 386000,
                             "annotations": [
                           --snip--
```

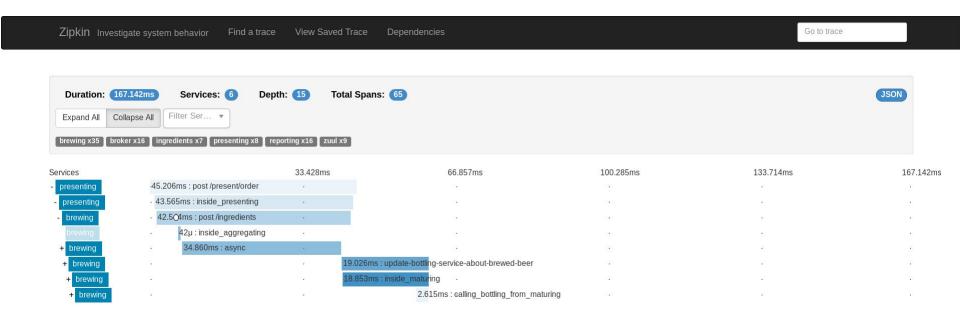
## How to keep context

- Inbound / Outbound
  - Read/Write request headers
  - Read/Write queue headers
  - Read/Write request body



- We need to keep a context per request
  - ThreadLocal
  - Pass context between methods

#### Visualisation



#### Overhead

- On the wire the cost is low
  - Few headers
  - Baggage
- Span reporting
  - batch
  - asynchronous
- Sampling
  - Percentage
  - User defined

- From a developer point of view
  - Transparent most of usual cases
  - Need awareness for advanced cases



#### Standardization?

- CNCF and Opentracing
  - More or less an interface to implement to be compliant
  - Is a good idea
  - Lot of <u>implementations</u>
  - o But
    - wire format not fixed
    - Will create a lot of tracing library, maybe incompatible
    - Maybe too much responsibility





W3C trace context headers working group

## Tracing libraries

## Zipkin

- One of the historic tracing system
- Nearly all languages supported
- Initiated by Twitter, now community driven

## Jaeger

- One of Opentracing first implementation
- Has a lot of traction
- Backed by Uber, now in the CNCF

## Opencensus

- The newcomer
- Alpha stage
- Backed by <u>Google & Microsoft</u>







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#### TRACE REQUESTS

AWS X-Ray traces requests made to your application. X-Ray collects data about the request from each of the underlying application services it passes through.

#### RECORD TRACES

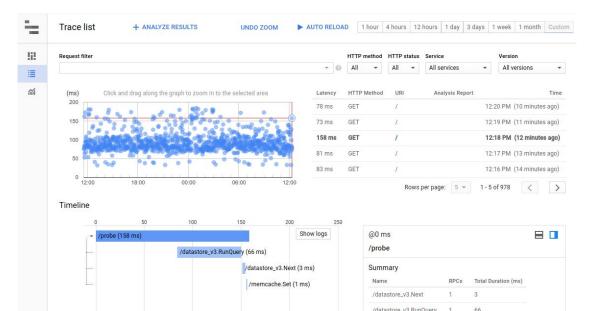
X-Ray combines the data gathered from each service into singular units called traces.

#### VIEW SERVICE MAP

View the service map to see trace data such as latencies, HTTP statuses, and metadata for each service.

#### ANALYZE ISSUES

Drill into the service showing unusual behavior to identify the root issue.

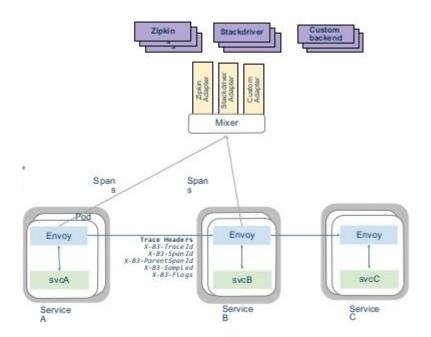


- Services mesh add new monitoring capabilities
  - Automatically collect requests
  - The apps needs to propagate headers

- APM
  - Instana
  - Skywalking
  - o ..







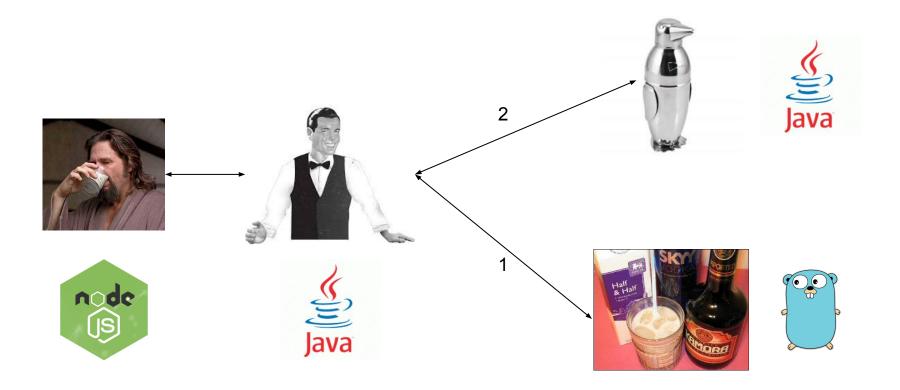
#### Visualisation tools

- Zipkin
- Lightstep
- Jaeger
- appdash
- Tracer
- Stackdriver
- X-ray
- ...
- Backed by a storage infrastructure
  - Elasticsearch
  - Cassandra
  - MySQL
  - Cloud magic









```
private Tracer tracer;
private void getGlass() throws InterruptedException {
    Span s = tracer.nextSpan().start();
    s.name("glass");
    logger.info("Fetching a glass");
    s.tag("type", "old fashioned");
    Thread.sleep(50);
    s.annotate("fetched");
    Thread.sleep(100);
    s.annotate("cleaned");
    s.finish();
```

```
1 // Continuation local storage
2 var ctxImpl = new CLSContext('zipkin');
4 // Add a http transport to local zipkin instance
5 var recorder = new BatchRecorder({
      logger: new HttpLogger({
      endpoint: 'http://localhost:9411/api/v1/spans'
8 })
9 });
11 // Create a tracer
12 var tracer = new Tracer({ctxImpl, recorder});
14 // Add the Zipkin middleware to express js
15 app.use(zipkinMiddleware({
16 tracer,
17 serviceName: 'dude', // name of this application
18 sampler: new zipkin.sampler.CountingSampler(1)
19 }));
21 // instrument the client
22 var zipkinRest = rest.wrap(restInterceptor, {tracer, serviceName: 'dude'});
24 // Configure REST endpoints
25 app.get('/cocktail', (req,res) ⇒ {
      zipkinRest('http://localhost:8081/make')
          .then(
              (response) ⇒ res.send(response.entity),
              (response) ⇒ console.error("Error", response.status)
31 });
```

```
// Initialize zipkin http collector
collector, err := zipkintracer.NewHTTPCollector("http://localhost:9411/api/v1/spans")
// Create the tracer
tracer, err := zipkintracer.NewTracer(
    zipkintracer.NewRecorder(collector, false, ":8082", "clerk"),
opentracing.InitGlobalTracer(tracer)
// Define handlers
http.HandleFunc("/fetchIngredients", func(w http.ResponseWriter, r *http.Request) {
   // Fetch the request context
    wireContext, err := opentracing.GlobalTracer().Extract(
        opentracing.HTTPHeaders,
       opentracing.HTTPHeadersCarrier(r.Header))
    if err != nil {
        log.Print(err)
    // Create a new span from the context
    serverSpan := opentracing.StartSpan("clerk", ext.RPCServerOption(wireContext))
    defer serverSpan.Finish()
    // We need to explicitly pass context to other methods
    getMilk(serverSpan.Context())
    fmt.Fprint(w, "Good milk and ice for you !")
})
```

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#### What we saw

- You need distributed tracing to
  - Do root cause analysis
  - Understand your system
  - Optimize performances
  - Increase efficiency
  - Improve reliability
- Collaborate wells with other monitoring tools
  - Log
  - Metrics
  - Traces

- Various tools allow you to do this easily
  - With tracers
  - With framework instrumentation
  - With cloud first tools
  - With your favourite APM

- This is a moving field
  - Standards are emerging
  - New tracers & instrumentations
  - A must have for distributed systems!

#### Useful resources

#### Code

- My demo
- Brewing demo
- OpenZipkin project
- Jaeger tracing project

#### Slides & conferences

- <u>FullstackFest conference</u> by @adrianfcole
- MicroXchg conference by @jcchavezs
- Kubecon conference by @YuriShkuro
- o Slides from @el bhs

## Blogs

- A blog on observability
- Metrics Tracing & Logging by @peterbourgon
- <u>Distributed Tracing core concepts by @MunroeNic</u>

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