

Evolving systems design

from unreliable rpc to resilience with **Linkerd**

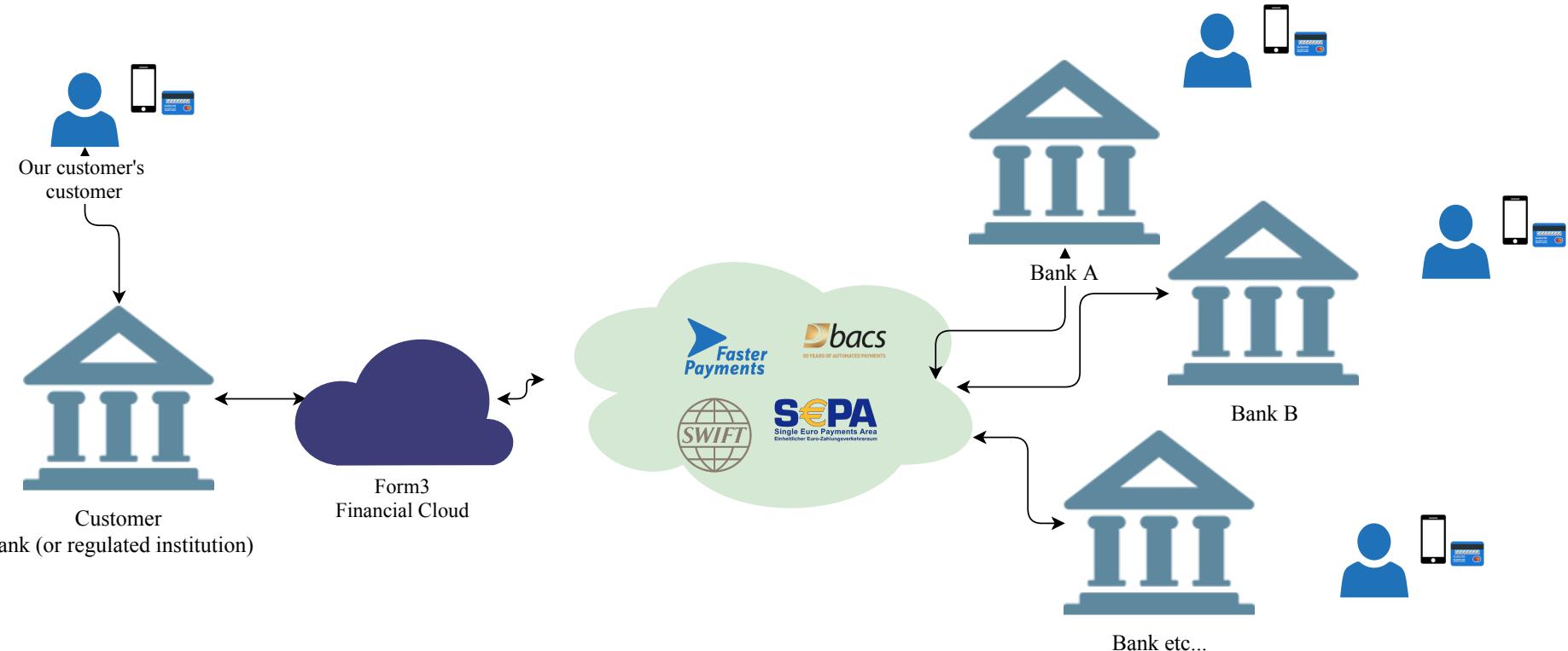
Edward Wilde

8 May, 2018

FORM³



FINANCIAL CLOUD





G. Pascal
Zachary

SHOW- STOPPER!

The
Breakneck
Race
to Create
Windows NT
and the
Next
Generation
at Microsoft

A story about unreliable RPC

- System 1

- Increased reliability
- Reduced overall latency

But....

- Did not manage to reduce tail-latency
- Did not manage to protect services

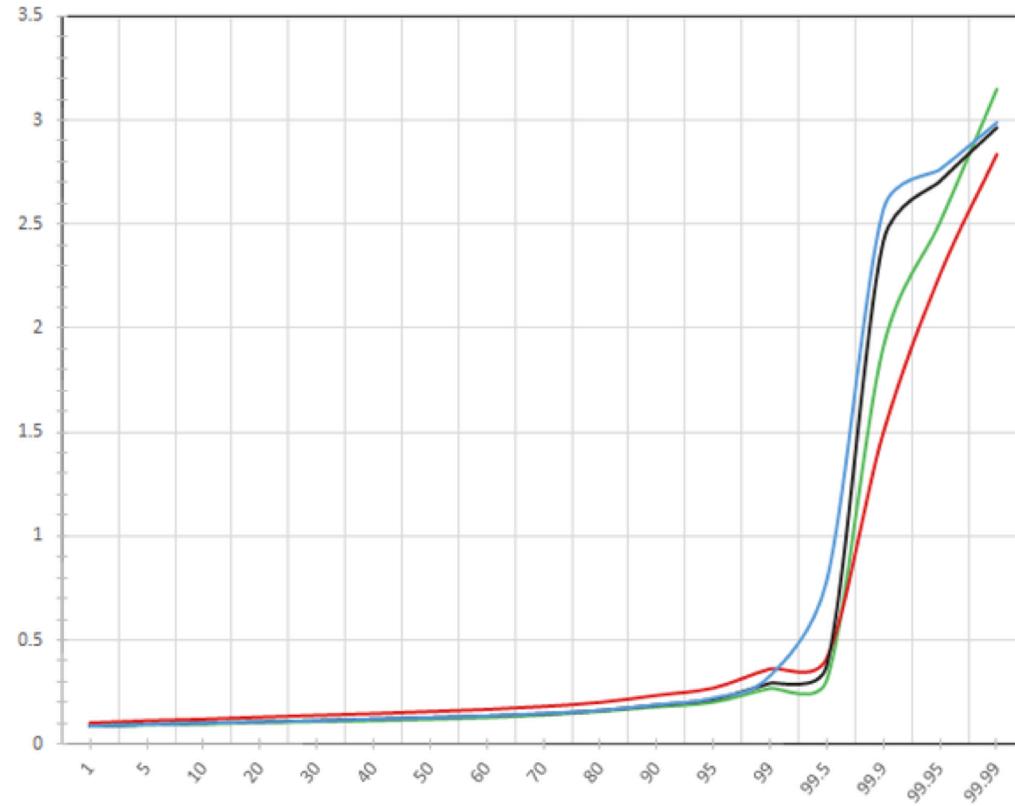
- System 2

- Increased reliability
- Reduced overall latency
- Protected services

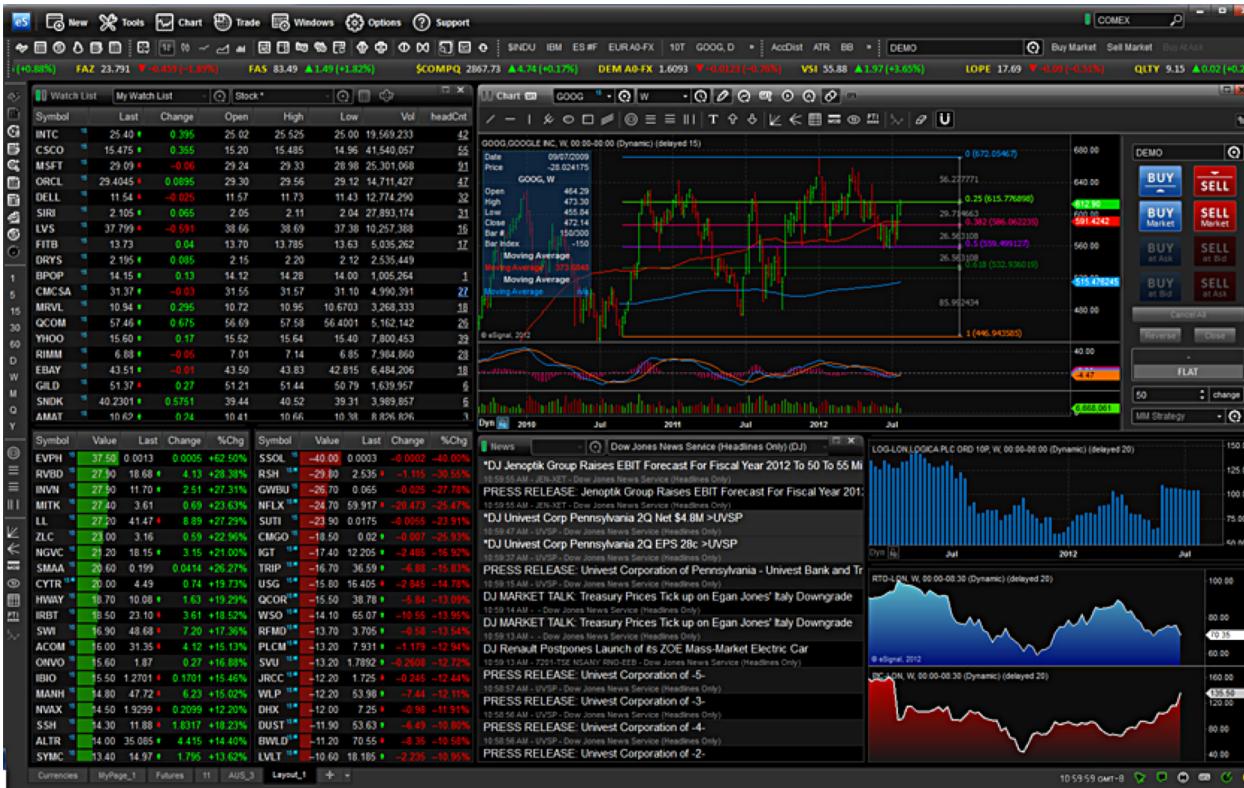
But...

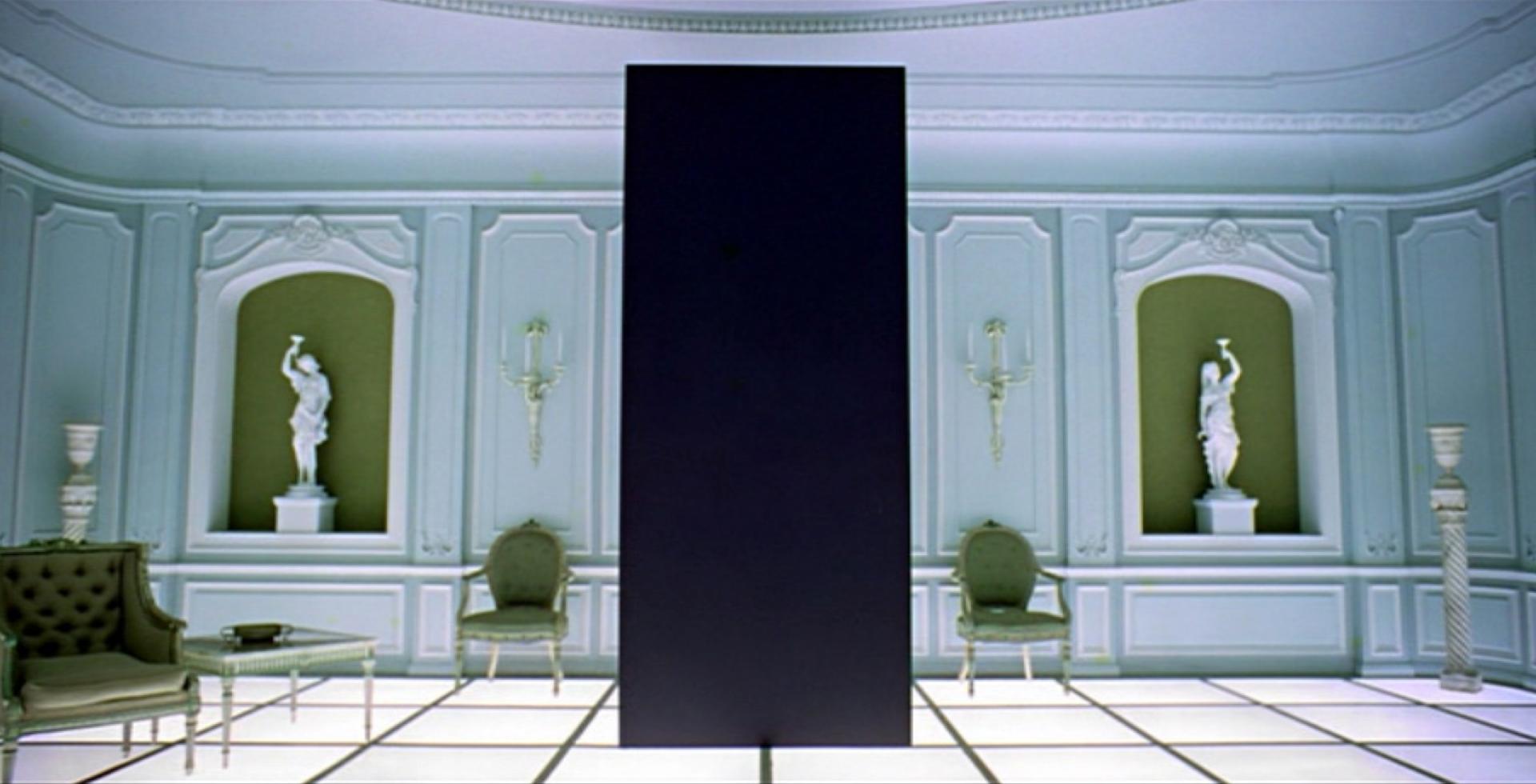
- Still need to work more on tail-latency

Tail latency

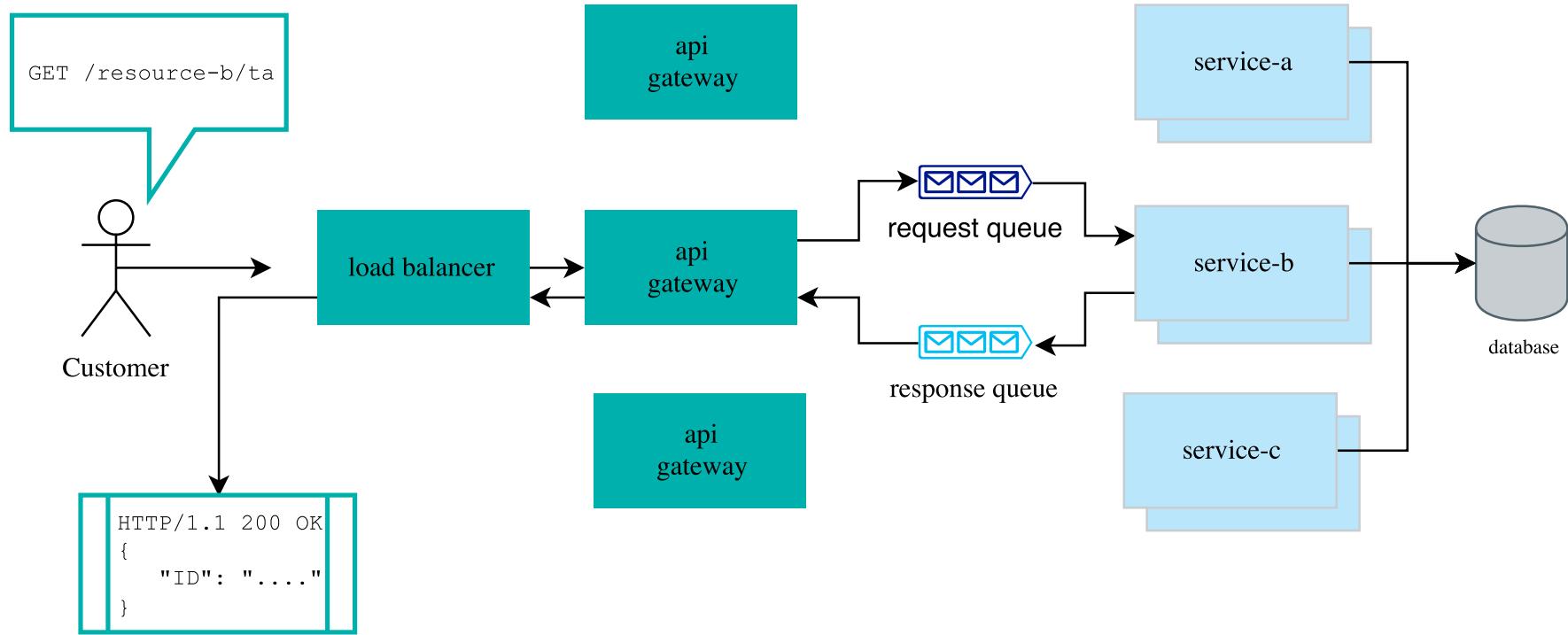


System 1

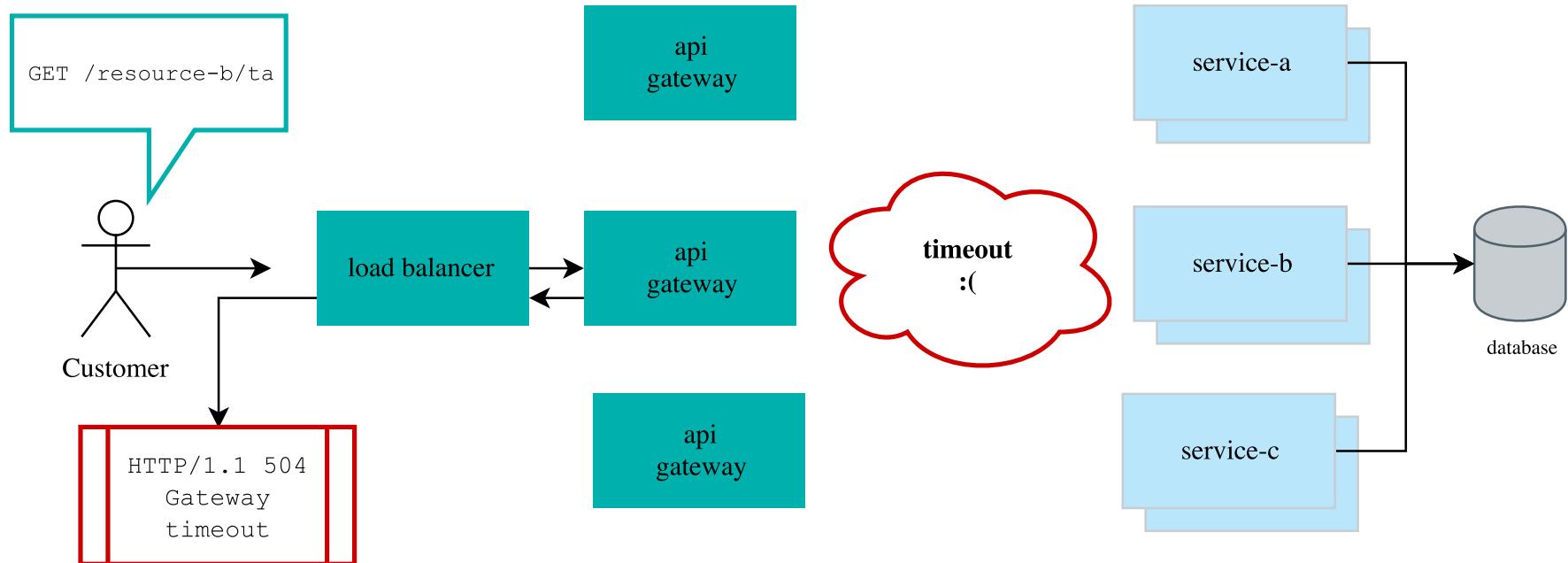




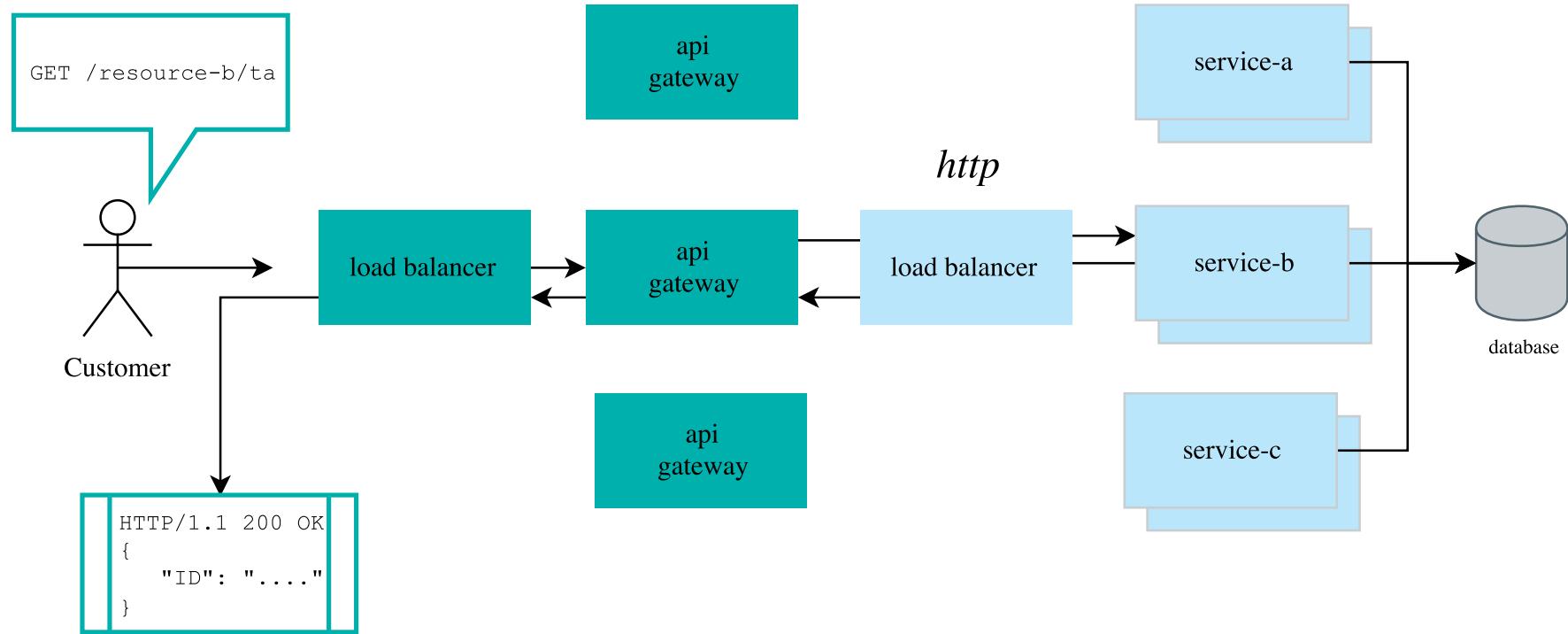
System 1



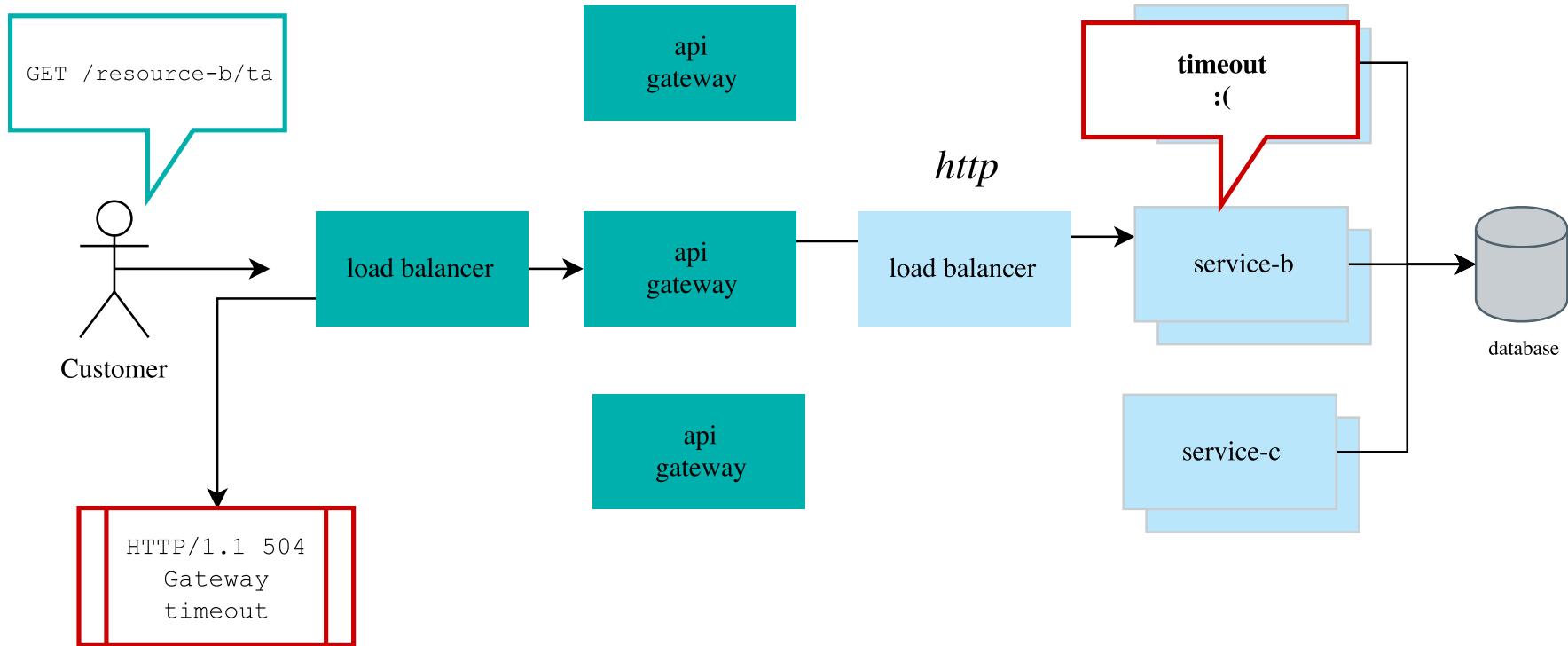
Timeout!



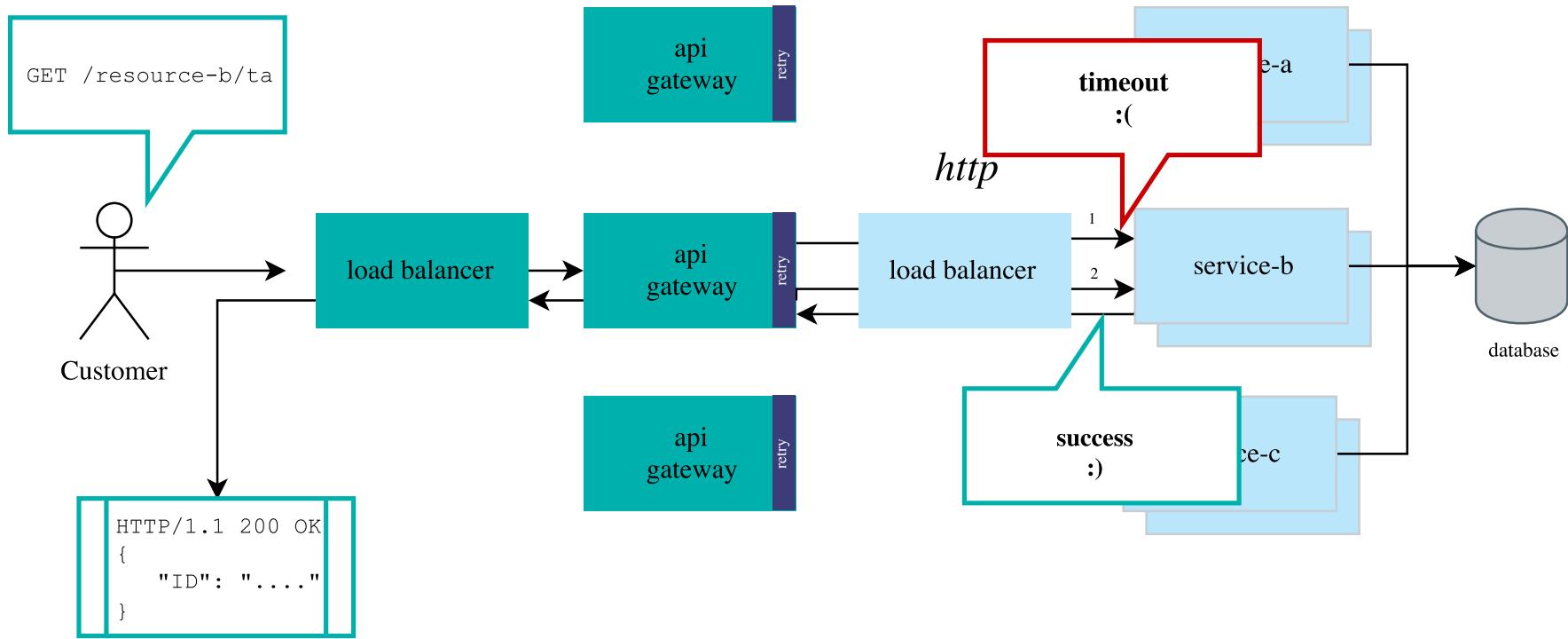
Let's try http



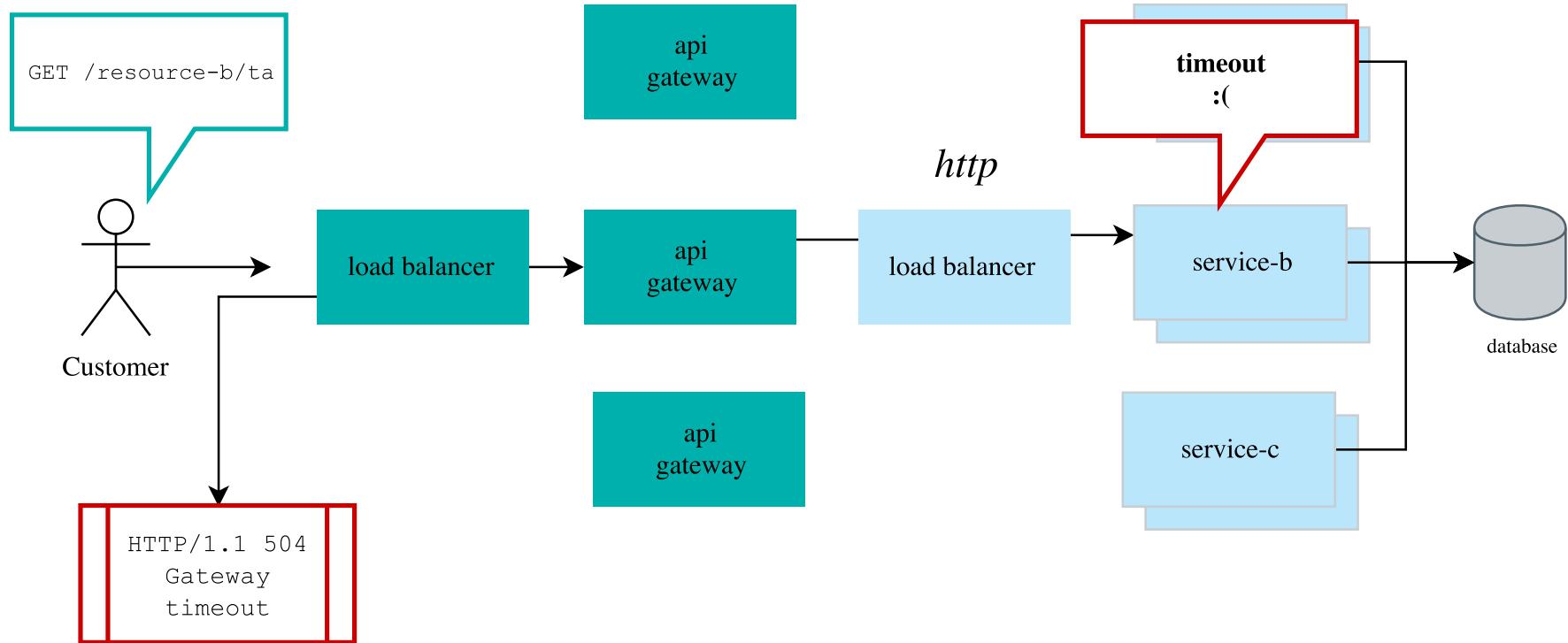
Oops still timeout



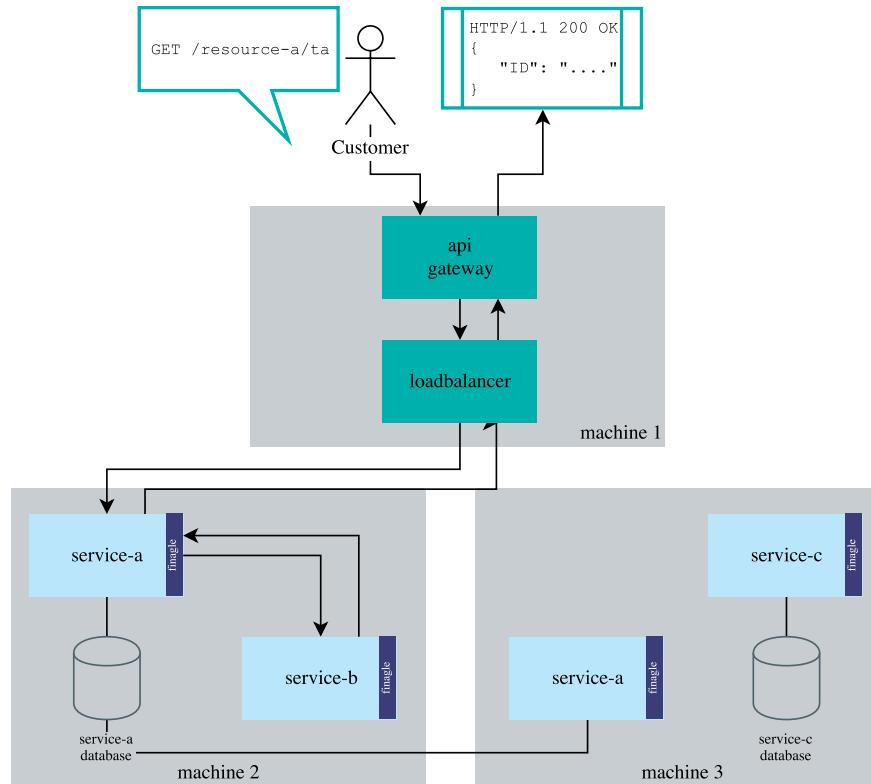
Try that again



Busy day, more timeout



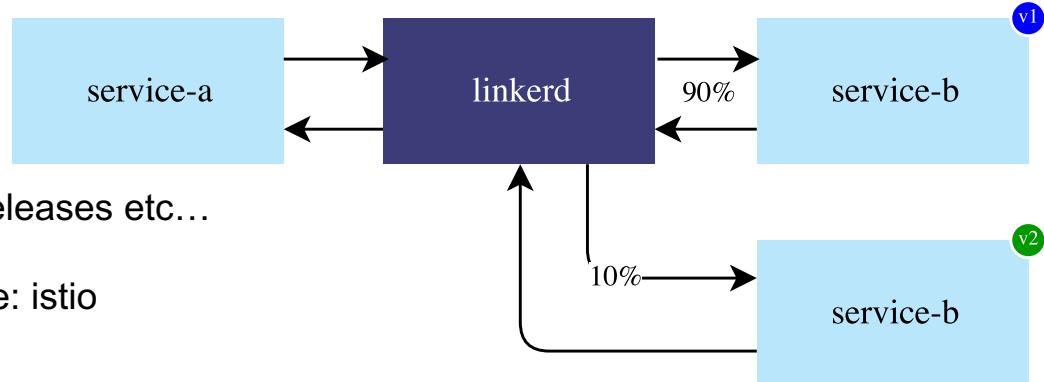
System 2: Service to service communication in a microservices architecture



Service mesh



- Retry failures / timeout
- Implements circuit breaker
- Security
- Routing logic & service discovery
- Blue / green deployments: canary releases etc...
- Distributed Tracing
- Other services meshes are available: istio



Tracing

Zipkin Investigate system behavior Find a trace Dependencies Go to trace

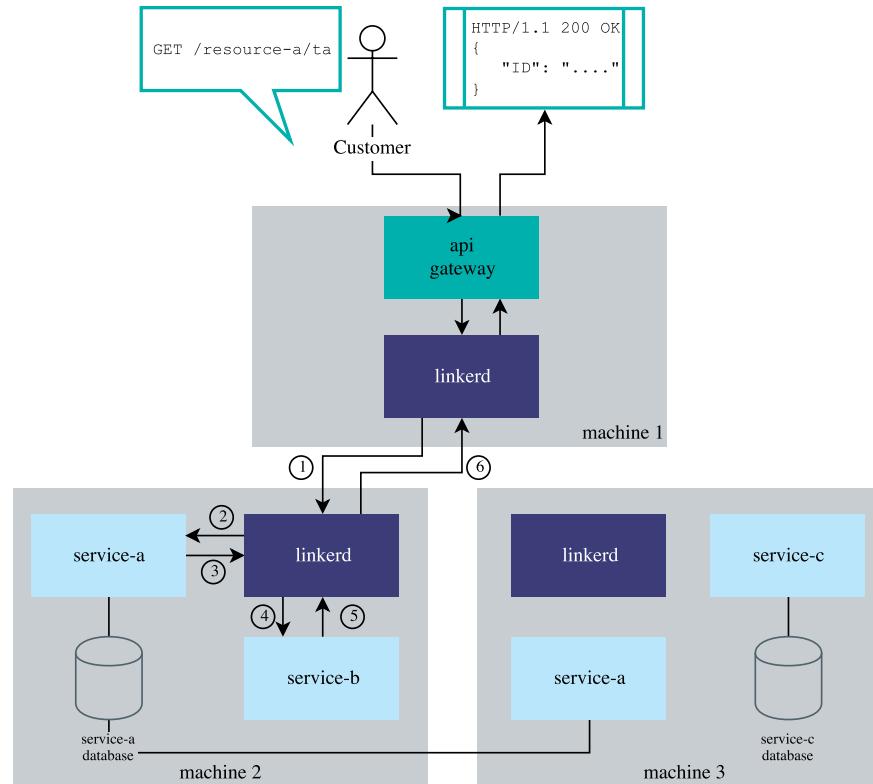
Duration: 285.000ms Services: 7 Depth: 10 Total Spans: 14 JSON

Expand All Collapse All Filter Service Search ▾

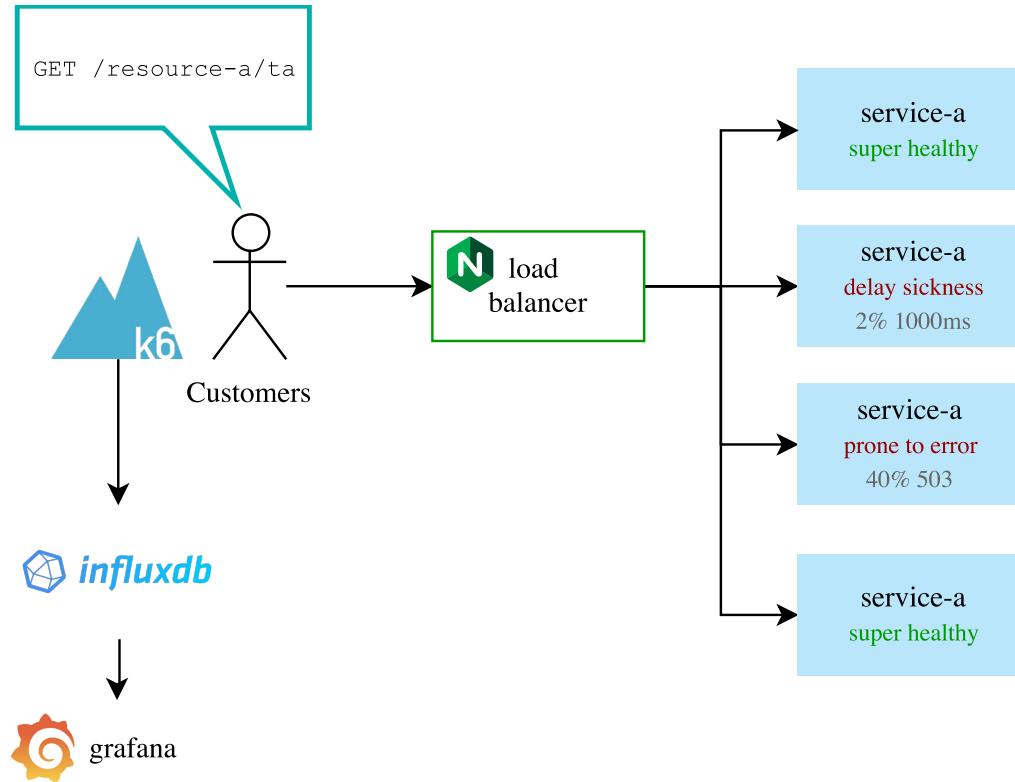
%/io.l5d.localhost/#/io.l5d.consul/eu-west-1/approvalapi x1 %/io.l5d.localhost/#/io.l5d.consul/eu-west-1/paymentapi x1 %/io.l5d.localhost/#/io.l5d.consul/eu-west-1/userapi x2 %/io.l5d.port/4141/#/io.l5d.consul/eu-west-1/approvalapi x1
%/io.l5d.port/4141/#/io.l5d.consul/eu-west-1/userapi x2 0.0.0.0/4140 x3 0.0.0.0/4141 x4

Services	57.000ms	114.000ms	171.000ms	228.000ms	285.000ms
- 0.0.0.0/4141	Q285.000ms : dst (http) /svc/paymentapi
- %/io.l5d.localhost/#/io.l5d.consul/eu-west-1/approvalapi	283.000ms : post /v1/payments
- 0.0.0.0/4140	016.000ms : src (http) /svc/userapi
- %/io.l5d.port/4141/#/io.l5d.consul/eu-west-1/approvalapi	16.000ms : get /userapi/v1/users/7158281c-b418-43ef-9f16-2228af7a1d9b/aces
- 0.0.0.0/4141	Q12.000ms : dst (http) /svc/userapi
- %/io.l5d.localhost/#/io.l5d.consul/eu-west-1/approvalapi	12.000ms : get /v1/users/7158281c-b418-43ef-9f16-2228af7a1d9b/aces
- 0.0.0.0/4140	031.000ms : src (http) /svc/approvalapi
- %/io.l5d.port/4141/#/io.l5d.consul/eu-west-1/approvalapi	30.000ms : get /approvalapi/v1/approvals
- 0.0.0.0/4141	Q8.000ms : dst (http) /svc/approvalapi
- %/io.l5d.localhost/#/io.l5d.consul/eu-west-1/approvalapi	26.000ms : get /v1/approvals
- 0.0.0.0/4140	019.000ms : src (http) /svc/userapi
- %/io.l5d.port/4141/#/io.l5d.consul/eu-west-1/approvalapi	18.000ms : get /userapi/v1/users/7158281c-b418-43ef-9f16-2228af7a1d9b/aces
- 0.0.0.0/4141	016.000ms : dst (http) /svc/userapi
- %/io.l5d.localhost/#/io.l5d.consul/eu-west-1/approvalapi	15.000ms : get /v1/users/7158281c-b418-43ef-9f16-2228af7a1d9b/aces

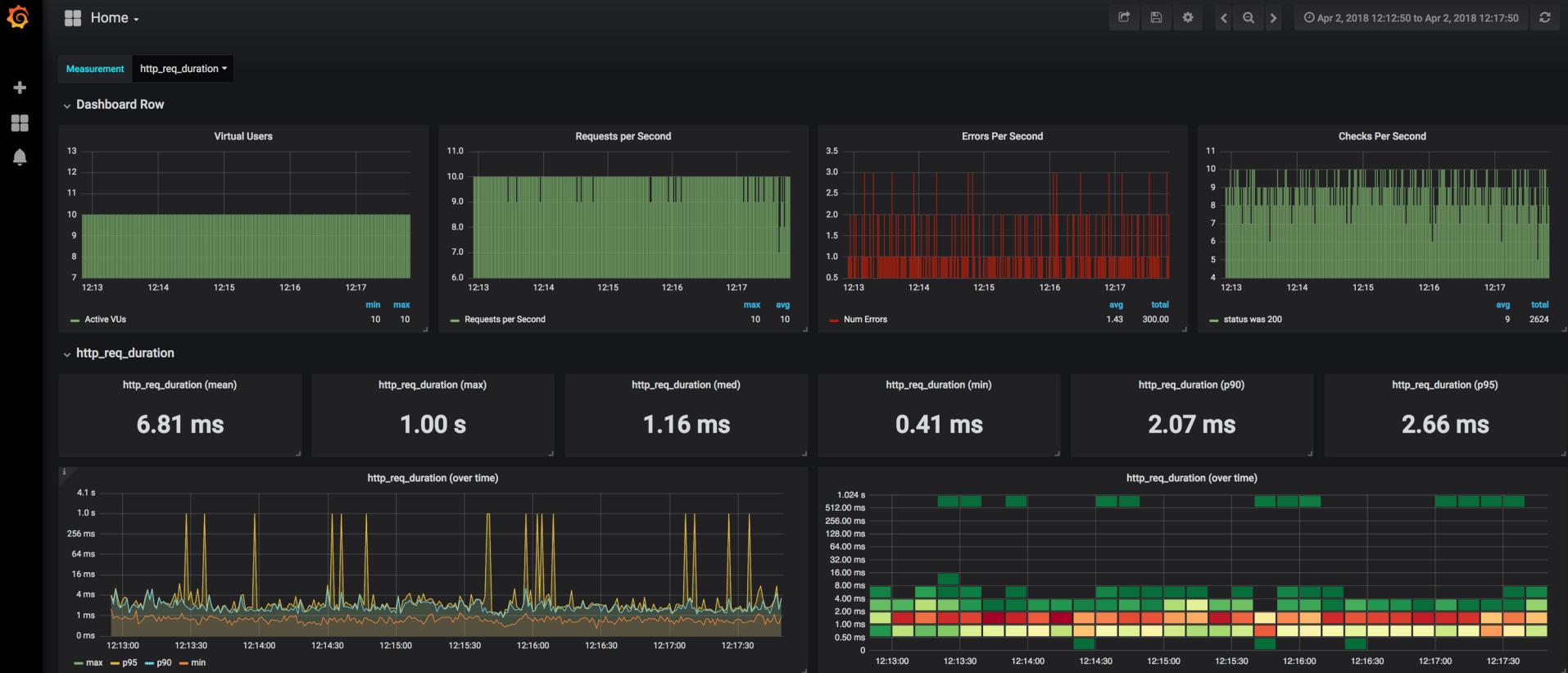
Service mesh in a microservices architecture



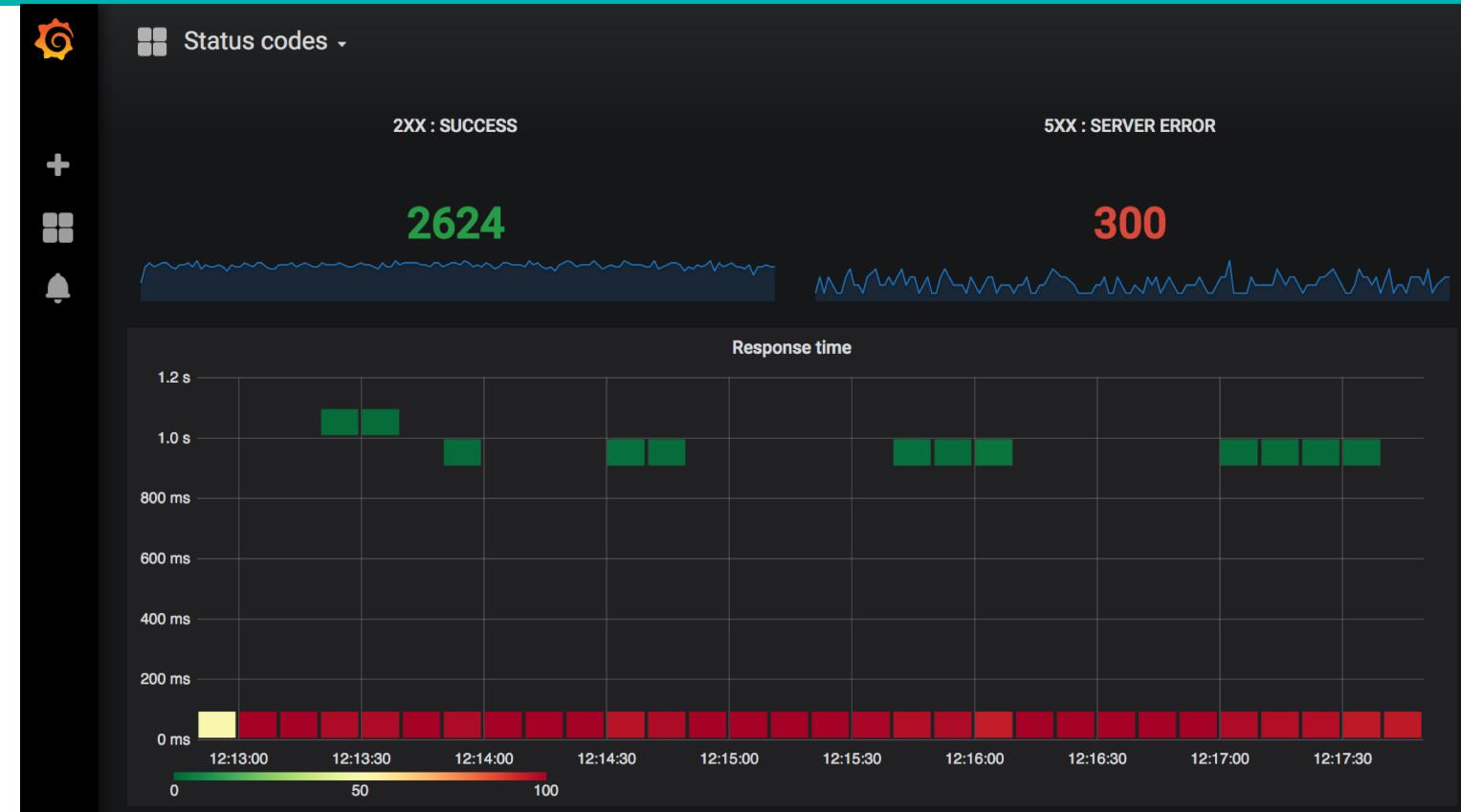
Demo: system-1



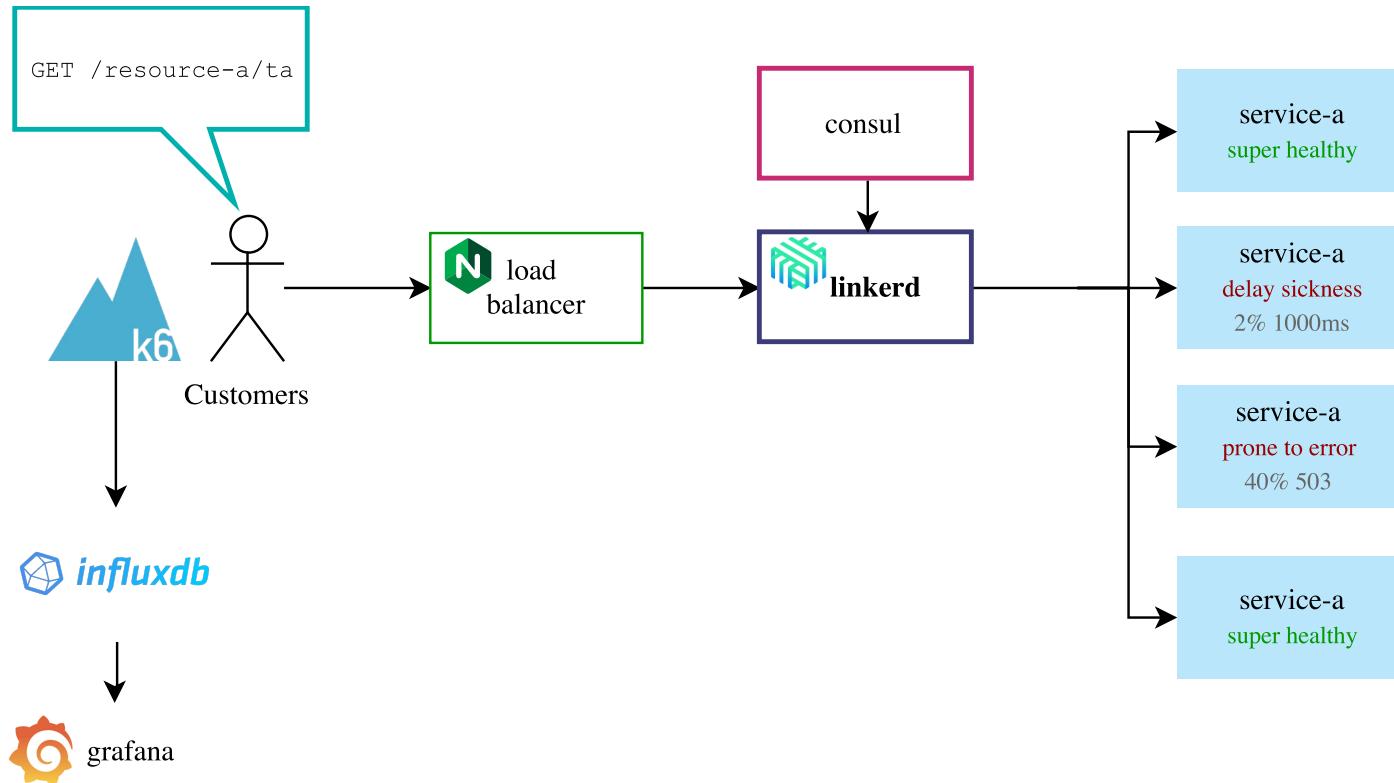
System 1: Response times



System 1: Response times



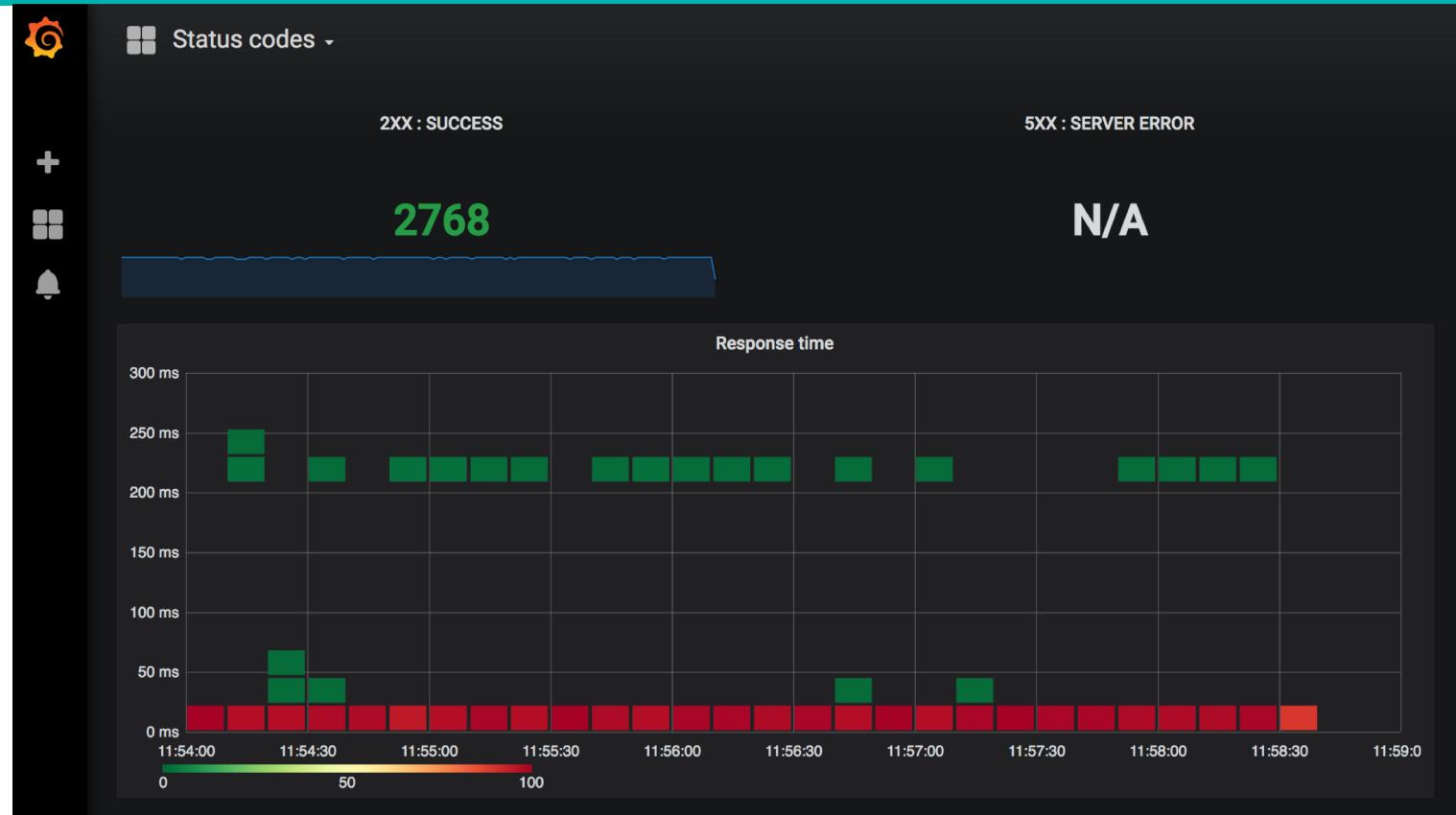
Demo: system-2



System 2: Response times

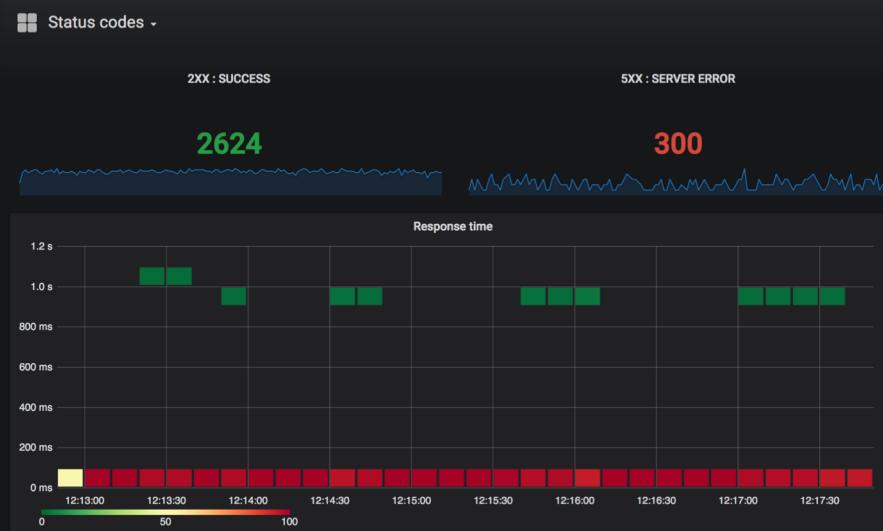


System 2: Response times

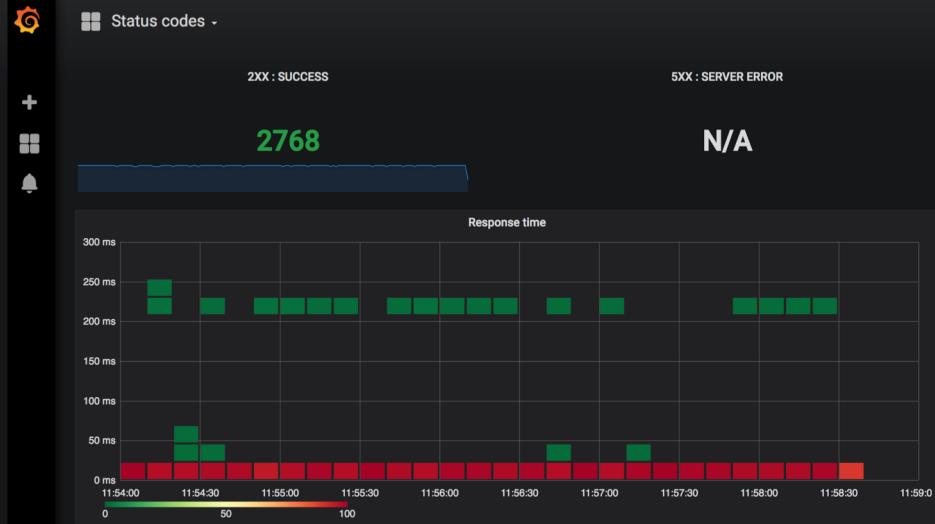


How do the 2 demos compare?

System 1



System 2



DOI:10.1145/2408776.2408794

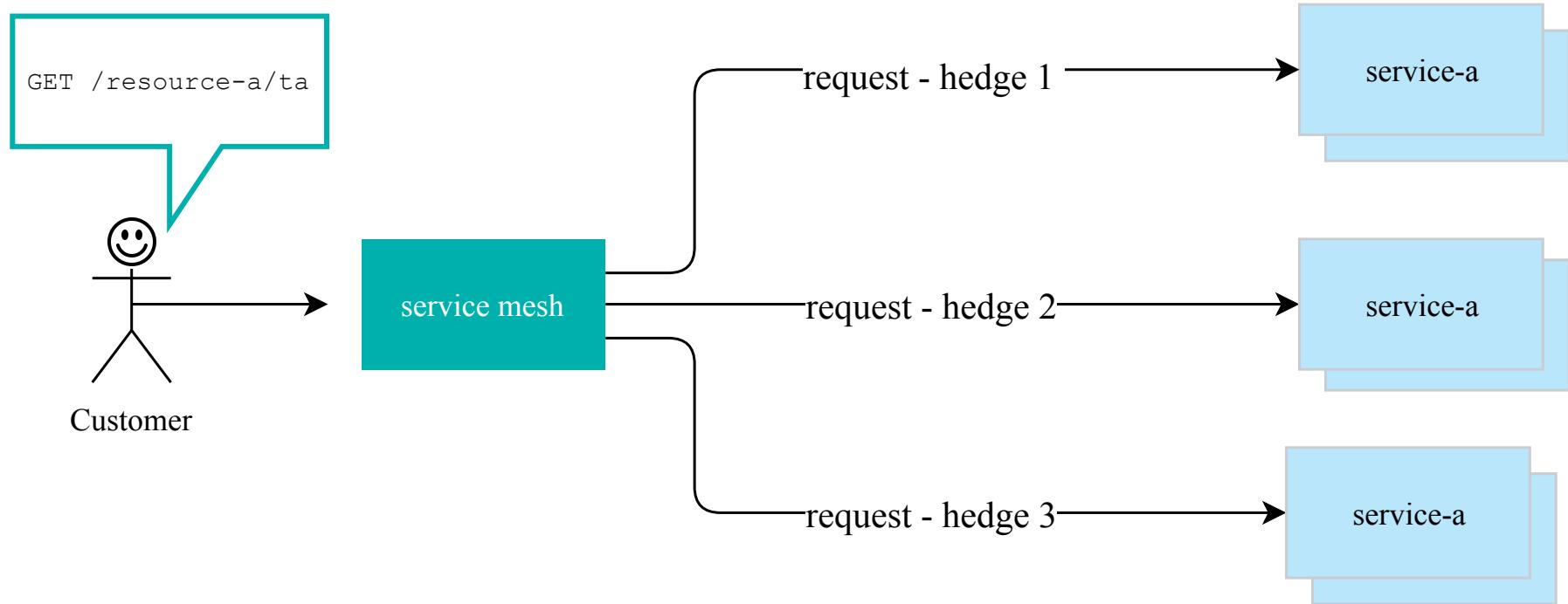
Software techniques that tolerate latency variability are vital to building responsive large-scale Web services.

BY JEFFREY DEAN AND LUIZ ANDRÉ BARROSO

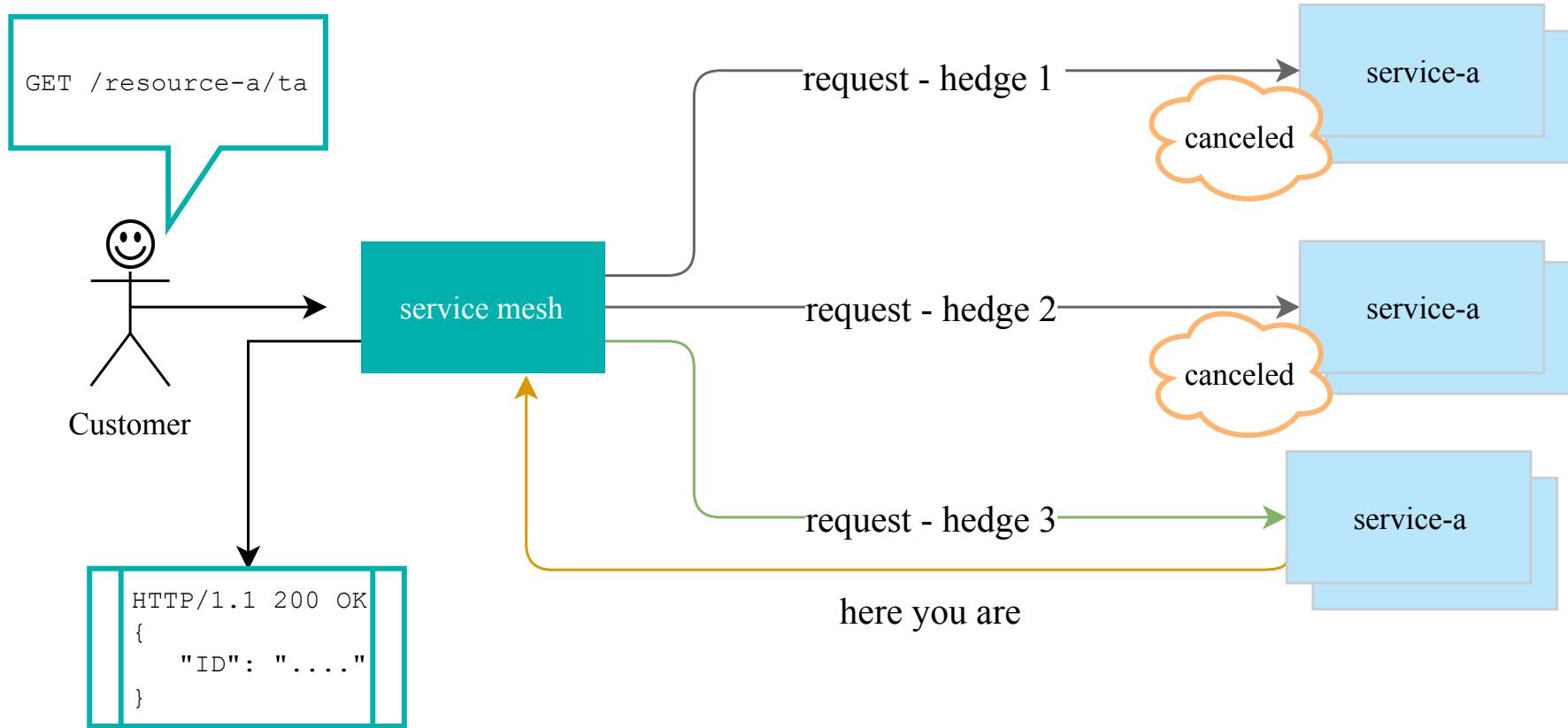
The Tail at Scale

as overall use increases. Temporary high-latency episodes (unimportant in moderate-size systems) may come to dominate overall service performance at large scale. Just as fault-tolerant computing aims to create a reliable whole out of less-reliable parts, large online services need to create a predictably responsive whole out of less-predictable parts; we refer to such systems as “latency tail-tolerant,” or simply “tail-tolerant.” Here, we outline some common causes for high-latency episodes in large online services and describe techniques that reduce their severity or mitigate their effect on whole-system performance. In many cases, tail-tolerant techniques can take advantage of resources already deployed to achieve fault-tolerance, resulting in low additional overhead. We explore how these techniques allow system utilization to be driven higher without lengthening the latency tail, thus avoiding wasteful overprovisioning.

Hedge requests



Hedge requests



Wrap it up

We have used Linkerd in this demo to

- Reduce error rates using retries
- Minimize tail latencies using timeouts

Additionally at Form3 we use it to:

- Increase security &
- Help diagnose problems using tracing

Thank you

service mesh yay!



<https://github.com/ewilde/kubecon>



this talk

FORM3 <https://form3.tech>

**WE'RE
HIRING!**



and/or



working