Pulsar Functions

A Deep Dive | Pulsar Summit 2020

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Spunk > turn data into doing

Pulsar Functions:- A Deep Dive

Agenda

Brief introduction to Pulsar Functions

Deep Dive into internals

- Submission workflow
- Scheduling workflow
- Execution workflow
- Java Instance concepts

Current/Future Work

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Pulsar Functions:- A Brief Introduction

Core Concept

Bringing Serverless concepts to the streaming world.

Execute processing logic per message on input topic

Function output goes to an output topic

Optional

Abstract View

Incoming Messages

Output Messages



Pulsar Functions:- A Brief Introduction

Simple API

Emphasis on simplicity

Great for 90% use-cases on streams

- Filtering
- Routing
- Enrichment

Not meant to replace Spark/Flink

SDK-less API

```
import java.util.function.Function;
public class ExclamationFunction implements Function<String, String> {
    @Override
    public String apply(String input) {
        return input + "!";
    }
}
```

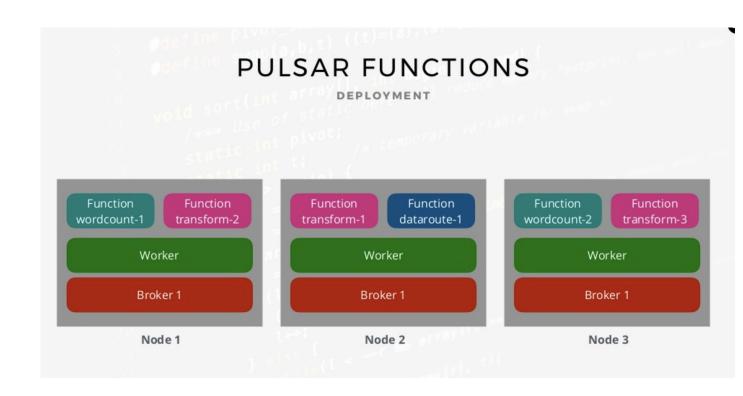
Pulsar Functions:- A Brief Introduction

Function lifecycle

Flexible execution environments

- Pulsar managed
- Thread
- Process
- Externally managed
- Kubernetes

CRUD based Rest API



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Function Representation

Submit to any worker

Json repr of FunctionConfig

- tenant/namespace/name
- Input/Output
- configs
- lot more knobs

Function Code

jars/.py/zip/etc

FunctionConfig

```
public class FunctionConfig {
    private String tenant;
    private String namespace;
    private String name;
    private String className;
    private Collection<String> inputs;
    private String output;
    private ProcessingGuarantees processingGuarantees;
    private Map<String, Object> userConfig;
    private Map<String, Object> secrets;
    private Integer parallelism;
    private Resources resources;
    ...
}
```

Submission Checks

AuthN/AuthZ checks

FunctionConfig validation

- missing parameters
- Incorrect parameters
- Local Configs

Function Code Validation

class presence, etc

Copy Code to Bookeeper

FunctionMetaData

```
message FunctionMetaData {
    FunctionDetails functionDetails;
    PackageLocationMetaData packageLocation;
    uint64 version;
    uint64 createTime;
    map<int32, FunctionState> instanceStates;
    FunctionAuthenticationSpec functionAuthSpec;
}
```

Function MetaData Manager

Function MetaData Manager

System of record

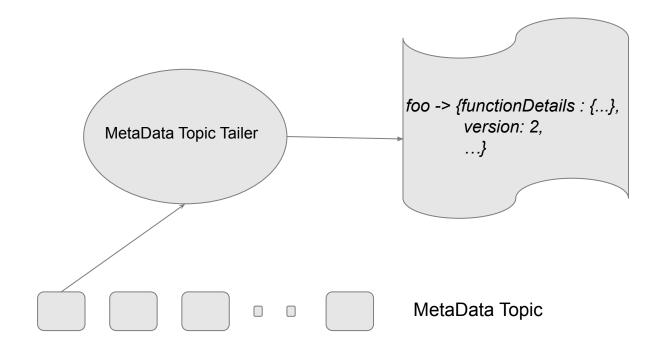
Stores all Functions

map from <FQFN, FunctionMetaData>

FQFN:- Fully Qualified Function Name

Backed by Pulsar Topic

Function MetaData Topic

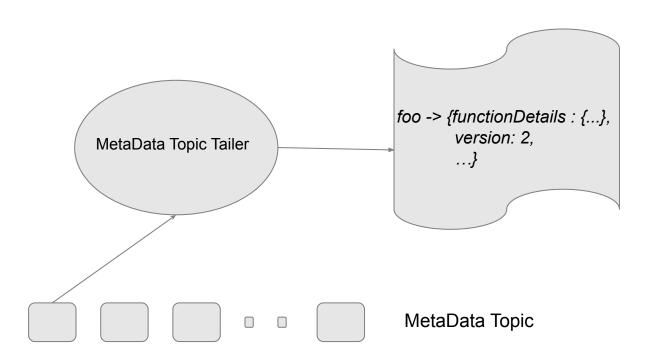


Contains a MetaData Topic Tailer

splunk'> turn data into doing

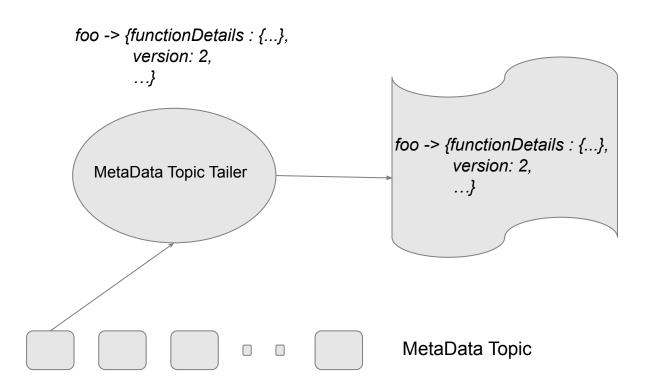
Function MetaData Manager:- Update State Machine

Just before Function creation/update/delete



Function MetaData Manager:- Update State Machine

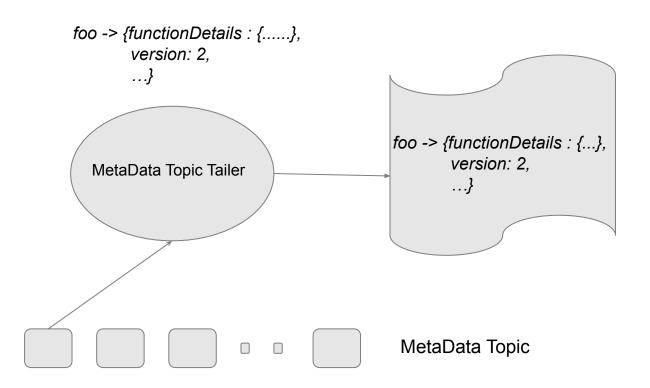
Make a copy of the current state



Function MetaData Manager:- Update State Machine

Make a copy of the current state

Merge the updates

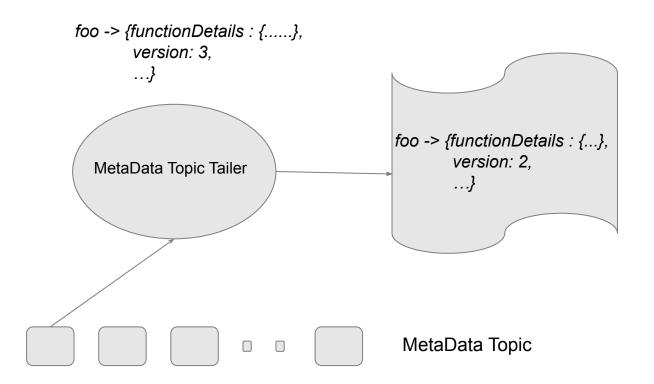


Function MetaData Manager:- Update State Machine

Make a copy of the current state

Merge the updates

Increment the version



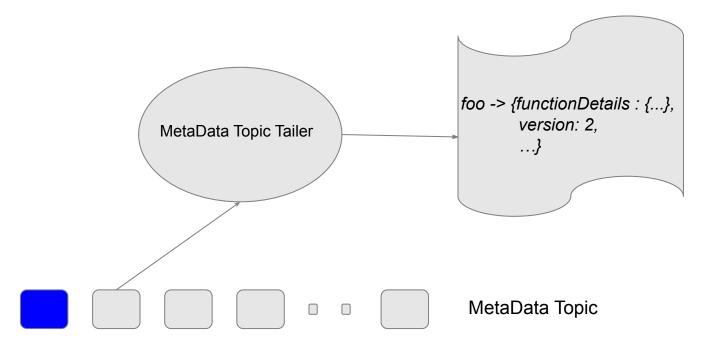
Function MetaData Manager:- Update State Machine

Make a copy of the current state

Merge the updates

Increment the version

Write to MetaData Topic



Function MetaData Manager:- Update State Machine

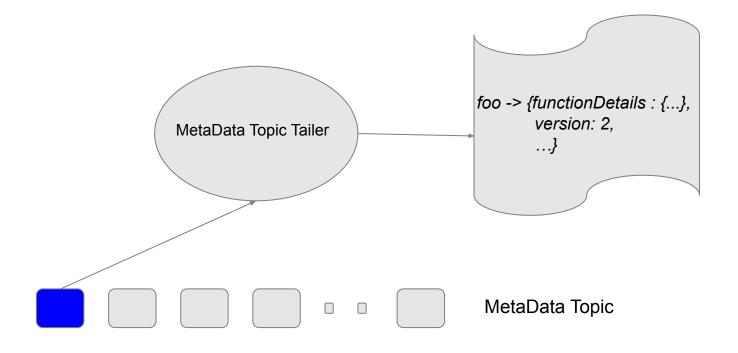
Make a copy of the current state

Merge the updates

Increment the version

Write to MetaData Topic

Tailer reads and verifies



Function MetaData Manager:- Update State Machine

Make a copy of the current state

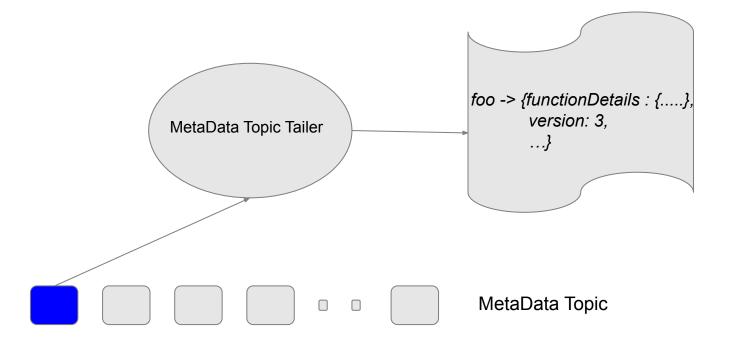
Merge the updates

Increment the version

Write to MetaData Topic

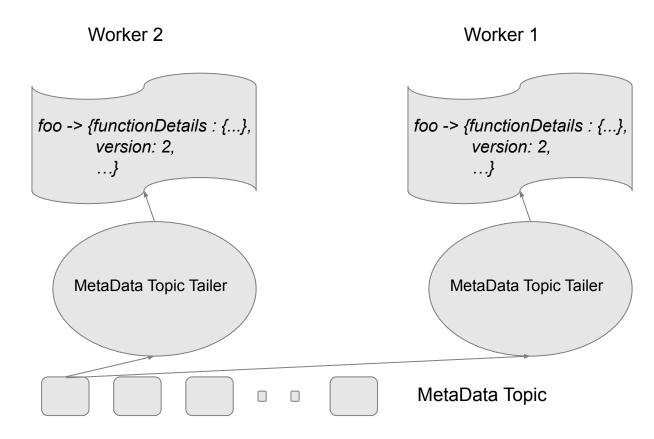
Tailer reads and verifies

Upon no conflict, tailer updates



Function MetaData Manager:- When do conflicts occur?

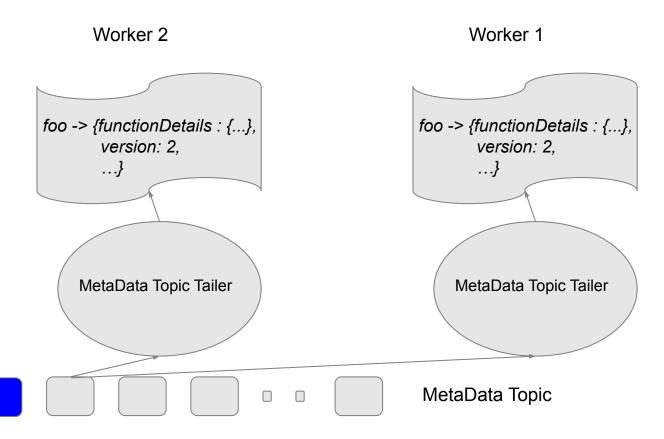
Multiple Workers



Function MetaData Manager:- When do conflicts occur?

Multiple Workers

Concurrent updates to same function

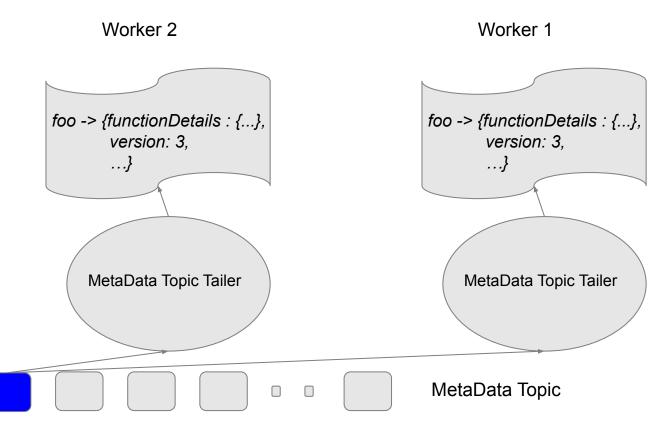


Function MetaData Manager:- When do conflicts occur?

Multiple Workers

Concurrent updates to same function

First Writer Wins



Function MetaData Manager:- When do conflicts occur?

Worker 2 Worker 1 Multiple Workers foo -> {functionDetails : {...}, foo -> {functionDetails : {...}, Concurrent updates to same function version: 3, version: 3, ...} First Writer Wins MetaData Topic Tailer MetaData Topic Tailer Others are rejected MetaData Topic

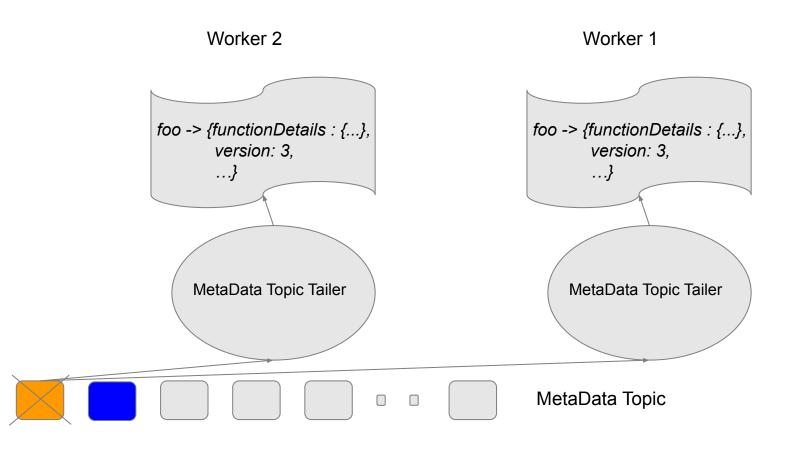
Advantages

Submit to any worker

Validation load scales linearly

Deterministic State Machine

MetaData Topic is audit log



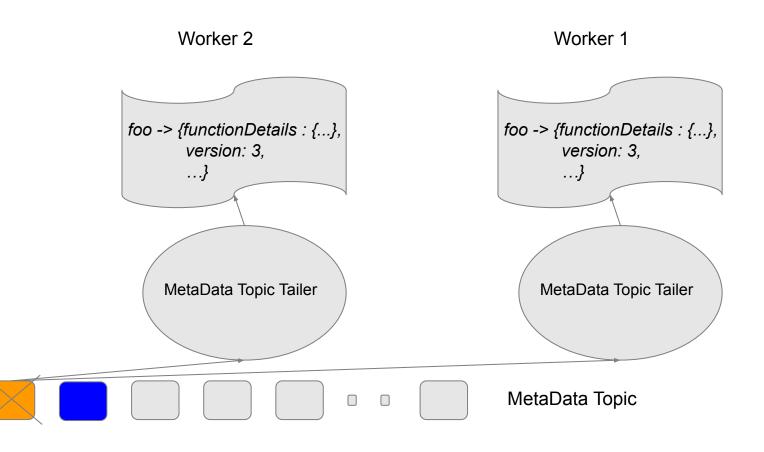
Pitfalls

MetaData topic topic growth

MetaData Topic compaction non-trivial

Worker Start time

All Workers know everything



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Current/Future Work

Pluggable Scheduler

IScheduler Interface

Abstracts out Scheduler

Executed only on a Leader

Invoked when

- Function CRUD operations
 - create/update
- delete
- Worker Changes
- Unresponsive/dead workers
- New workers
- Periodic
- Leadership changes

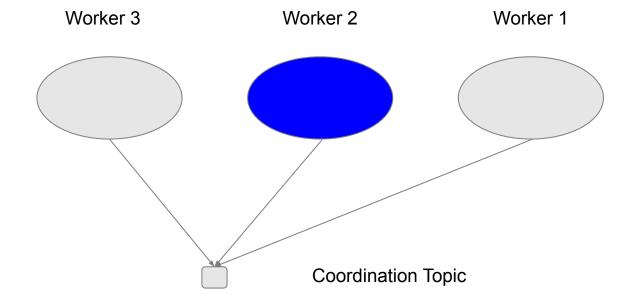
Leader Election

Leader Election

Empty Coordination Topic

Failover Subscription

Active Consumer is the Leader



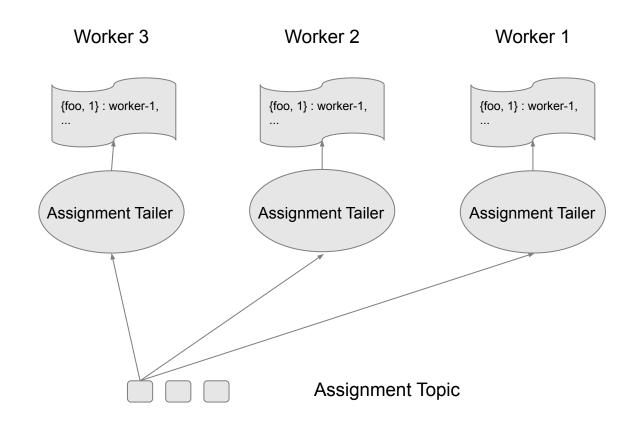
Function Assignments

Assignment Topic

Written by the Leader

Compacted based on key(FQFN + Instance Id)

All workers know about all assignments



Assignment Topic

Assignment

Stores Assignment

Compacted

Key -> (FQFN + InstanceId)

```
message Instance {
    FunctionMetaData functionMetaData = 1;
    int32 instanceId = 2;
}
message Assignment {
    Instance instance = 1;
    string workerId = 2;
}
```

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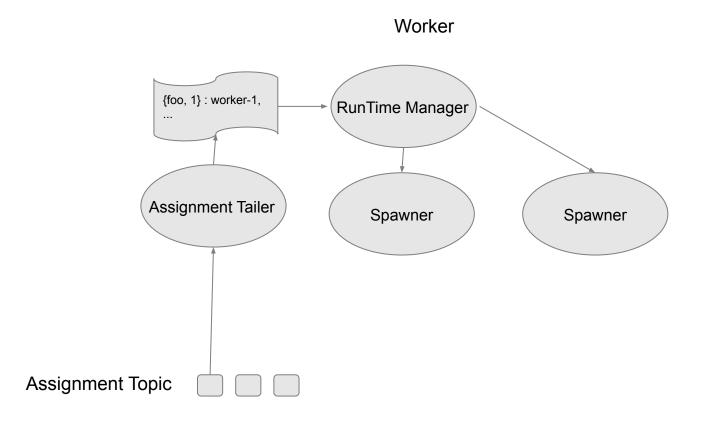
Current/Future Work

Function RunTime Manager

Triggered by Changes to Assignment Table

Takes care of the worker's specific assignments

Function lifecycle management via Spawner

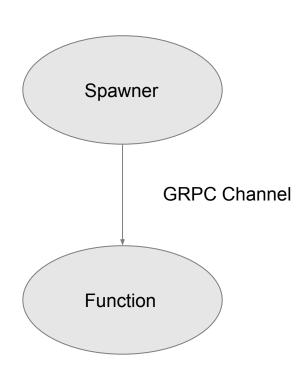


Spawner

Abstracts out execution environments using Runtime Factory

Manages Function lifecycle

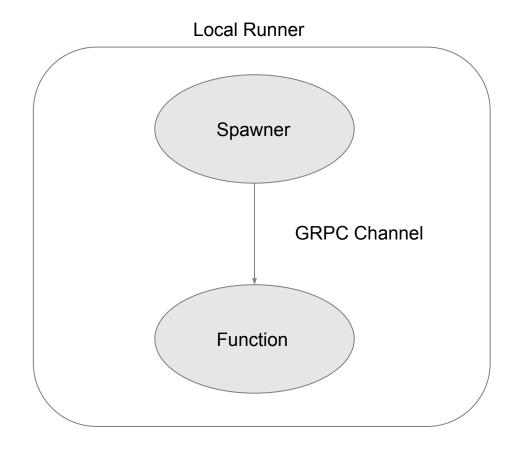
Maintains grpc connection with Function instance



Local Runner

Short-circuit MetaData Manager and Runtime Manager

Directly use Spawner



Runtime Factory

Runtime Factory

Simple interface for creating execution environments

Creates Runtimes

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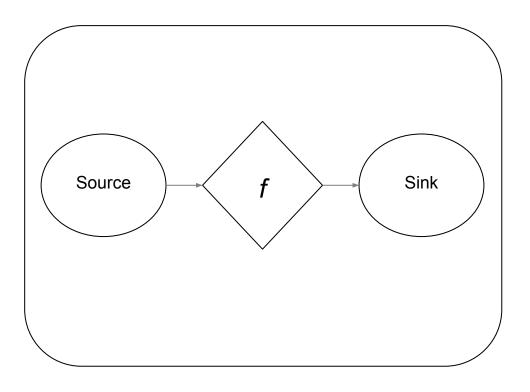
Current/Future Work

Source -> Process -> Sink

Java Instance is (source, function, sink) ensemble.

Source abstracts reading from input topics

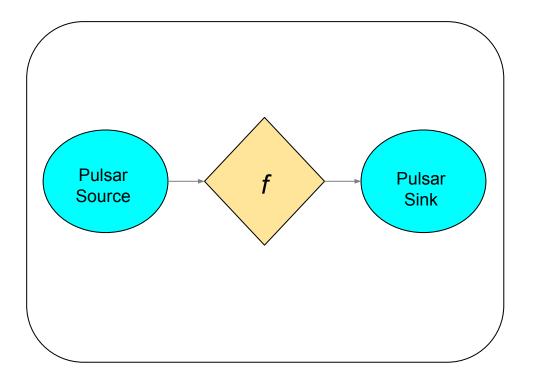
Sink abstracts writing to output topic



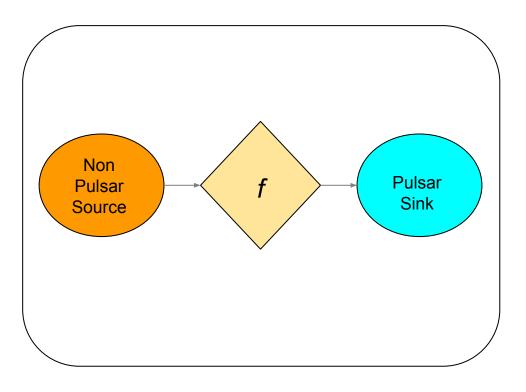
Regular Pulsar Functions

Pulsar Source implements the Source interface to read from Pulsar topics

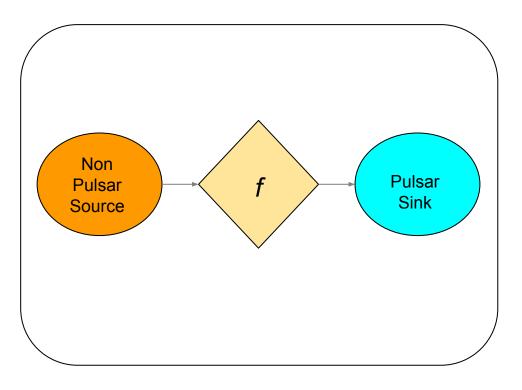
Pulsar Sink implements Sink interface to write to Pulsar topic



What if we have non-Pulsar Source?



Pulsar IO

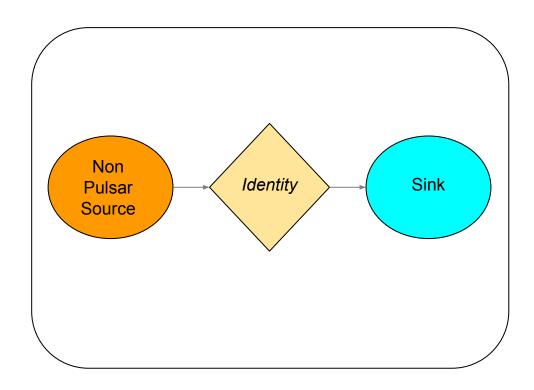


Pulsar IO Source

Non Pulsar Source reads from external system

Identity Function lets the data pass thru

Pulsar Sink writes to Pulsar

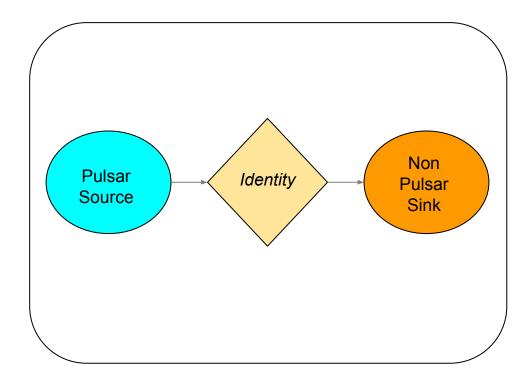


Pulsar IO Sink

Pulsar Source reads from Pulsar topics

Identity Function lets the data pass thru

Non Pulsar Sink writes to an external system



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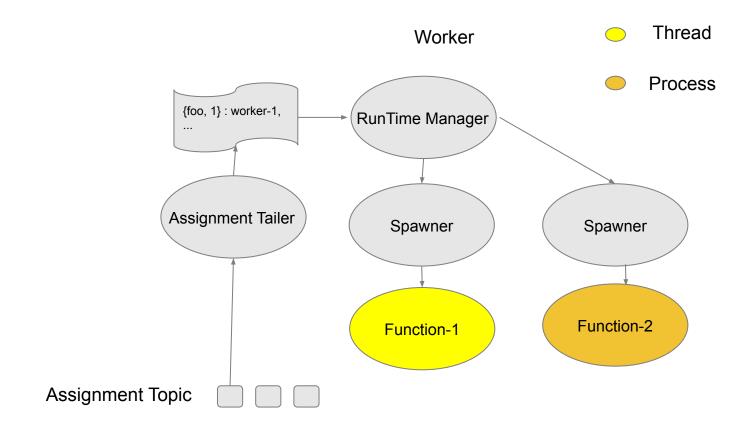
Current/Future Work

Dynamic Runtime Selection

Each setup only supports a static Runtime(Process/Thread/Pods)

Change it to be dynamically specified during submission

Function RunTime Manager Changes

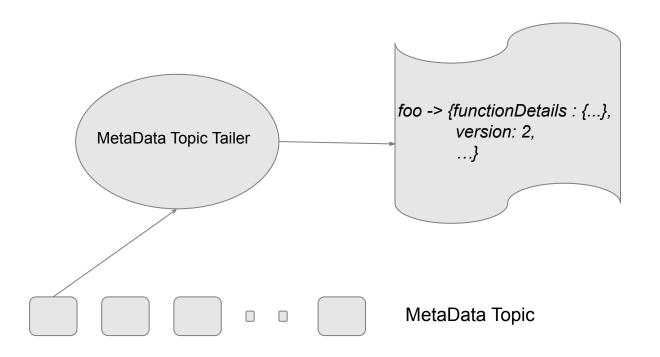


Function MetaData Topic Compaction

MetaData Topic not compacted

Stores all function change requests

Worker needs to read from beginning upon startup

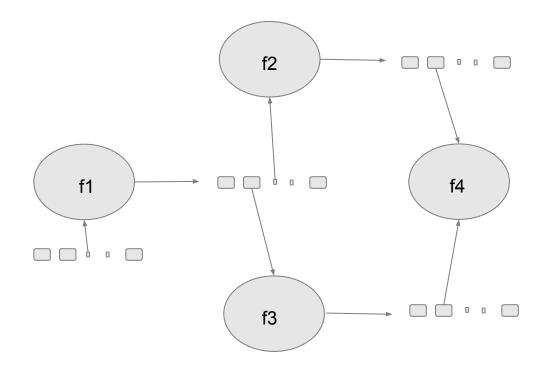


Function Mesh

Chaining Functions

Output of one going as input of others

A simple workflow API



Batch Sources

BatchSource

Discover/Collect Cycle

Repeating Cycle

Don't drop discovered tasks on failures

Thank You

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