

Amazon Dynamo

CS 475: Concurrent & Distributed Systems (Fall 2021)

Lecture 13

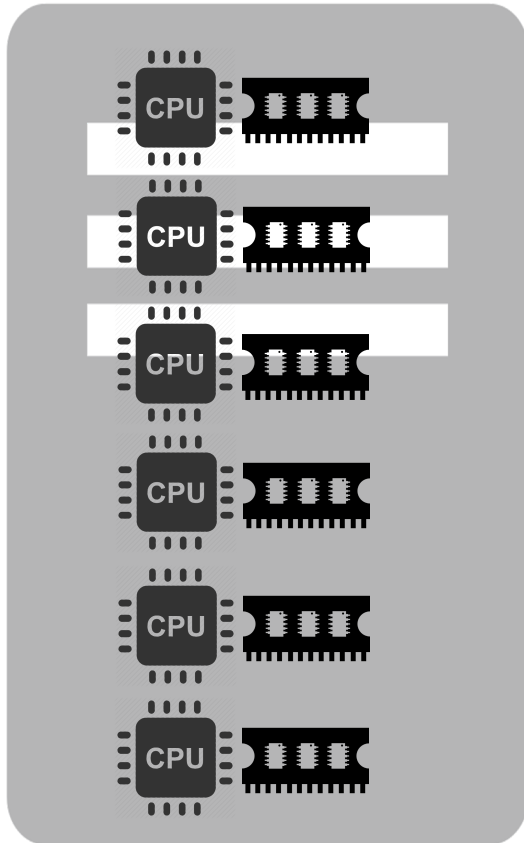
Yue Cheng

Some material taken/derived from:

- Princeton COS-418 materials created by Michael Freedman.
- MIT 6.824 by Robert Morris, Frans Kaashoek, and Nickolai Zeldovich.

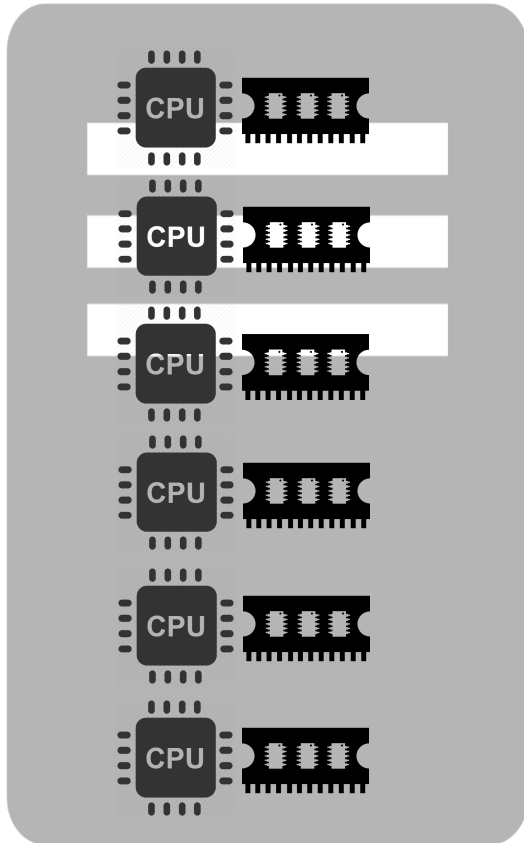
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Horizontal or vertical scalability

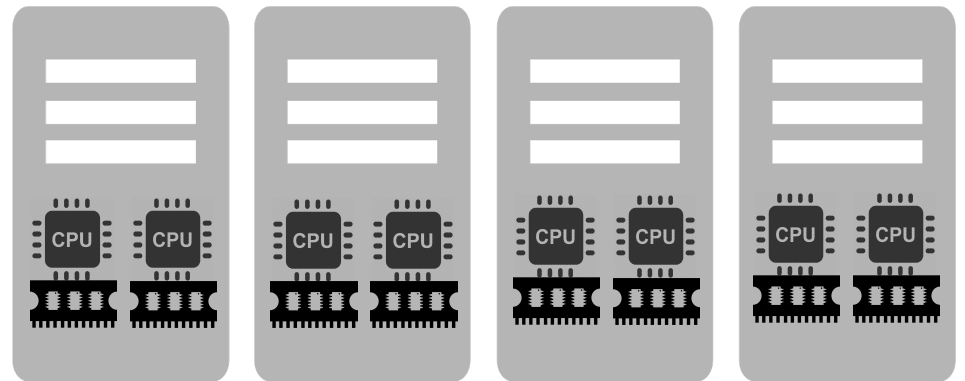


Vertical scaling
(Scaling-up)

Horizontal or vertical scalability



Vertical scaling
(Scaling-up)



Horizontal scaling
(Scaling-out)

Horizontal scaling is challenging

- Probability of any failure in given period = $1 - (1 - p)^n$
 - p = probability a machine fails in given period
 - n = number of machines
- For 50K machines, each with 99.99966% available
 - 16% of the time, data center experiences failures
- For 100K machines, failures 30% of the time!

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- For 50K machines, each with 99.99966% available
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Main challenge: Coping with constant failures

Outline

1. Techniques for partitioning data
 - Metrics for success
2. Case study
 - Amazon Dynamo key-value store

Scaling out: Placement

- You have key-value pairs to be partitioned across nodes based on an id
- Problem 1: Data placement
 - On which node(s) to place each key-value pair?
 - Maintain mapping from data object to node(s)
 - Evenly distribute data/load

Scaling out: Partition management

- Problem 2: Partition management
 - Including how to recover from node failure
 - e.g., bringing another node into partition group
 - Changes in system size, *i.e.*, nodes joining/leaving
 - Heterogeneous nodes

Scaling out: Partition management

- **Problem 2: Partition management**
 - Including how to recover from node failure
 - e.g., bringing another node into partition group
 - Changes in system size, *i.e.*, nodes joining/leaving
 - Heterogeneous nodes
- **Centralized:** Cluster manager
- **Decentralized:** Deterministic hashing and algorithms

Modulo hashing

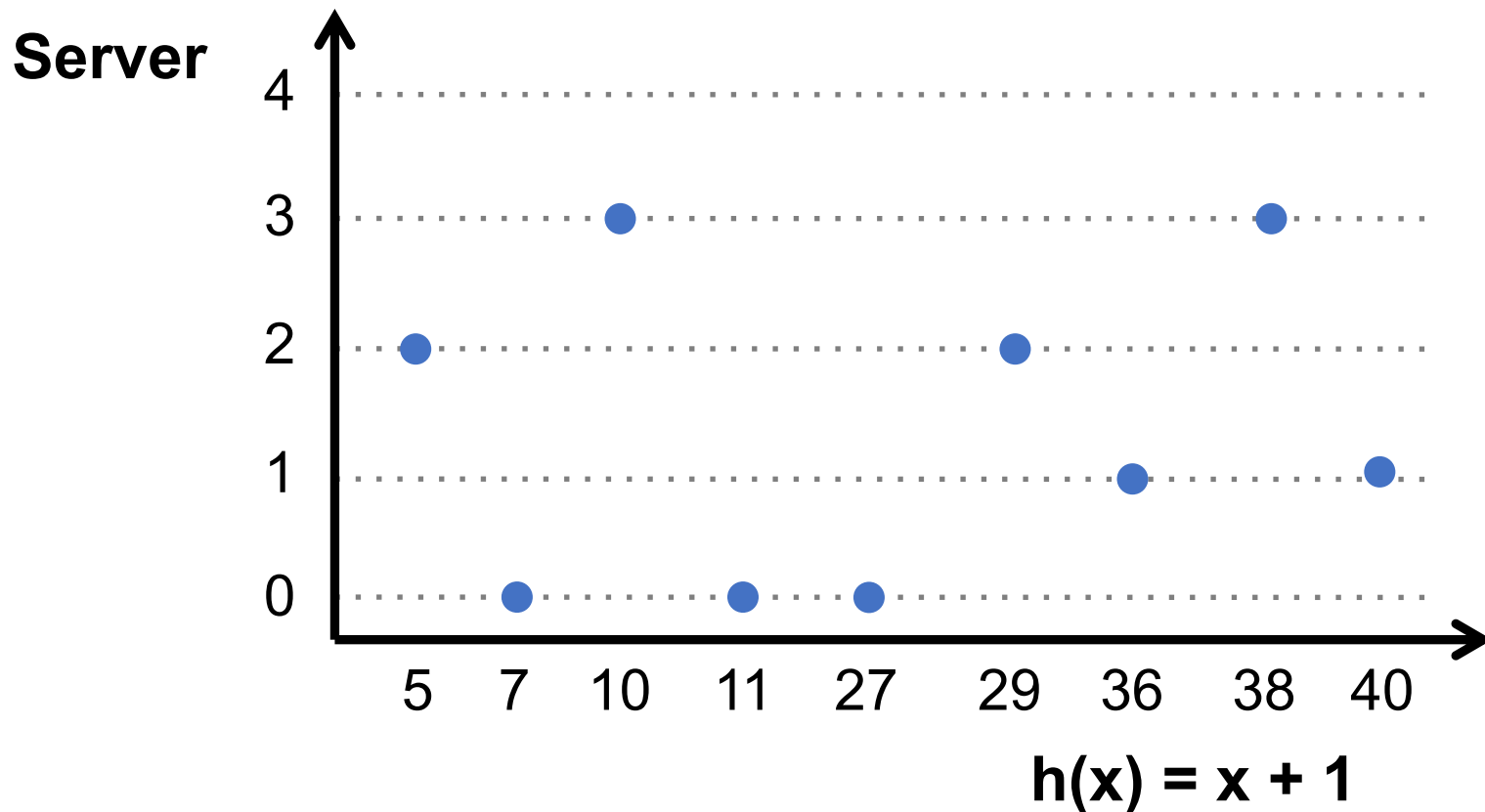
- First consider problem of data partition:
 - Given **object id X** , choose one of k servers to use
- Suppose we use **modulo hashing**:
 - Place X on server $i = \text{hash}(X) \bmod k$

Modulo hashing

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 - Given **object id X** , choose one of k servers to use
- Suppose we use **modulo hashing**:
 - Place X on server $i = \text{hash}(X) \bmod k$
- What happens if a server fails or joins ($k \leftarrow k \pm 1$)?
 - or different clients have **different estimate** of k ?

Problem for modulo hashing: Changing number of servers

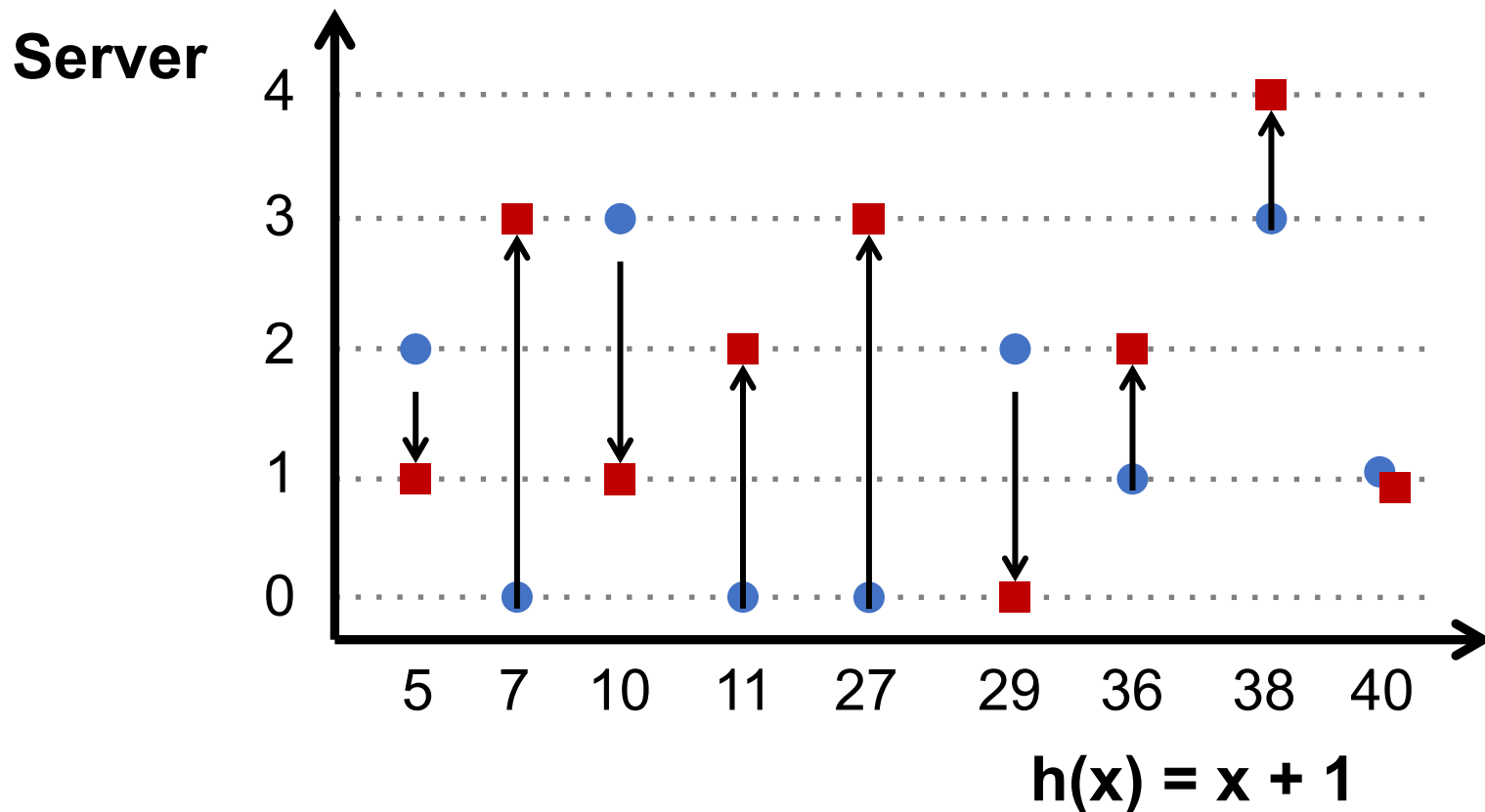
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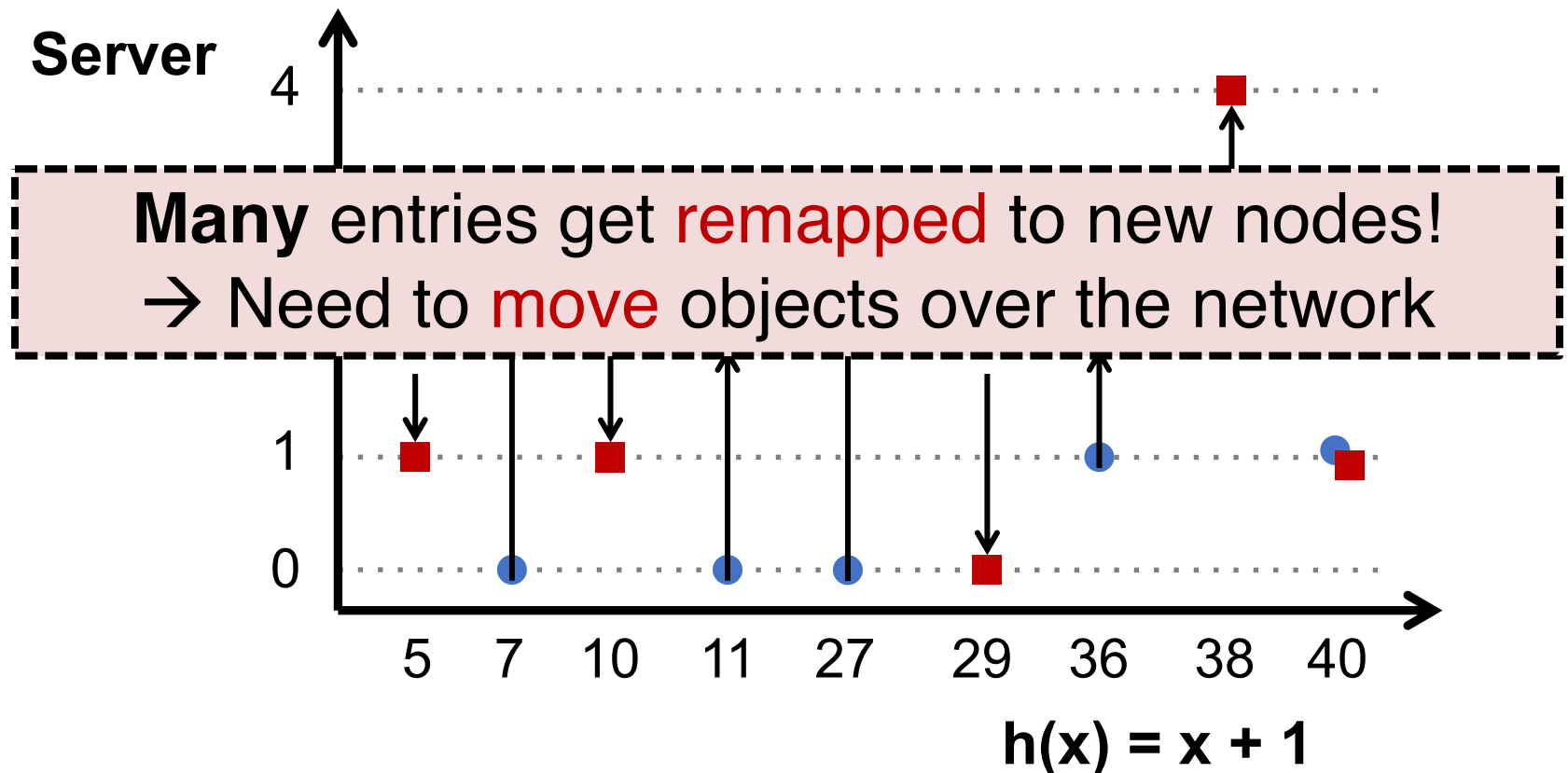
Add one machine: $i = h(x) \bmod 5$



Problem for modulo hashing: Changing number of servers

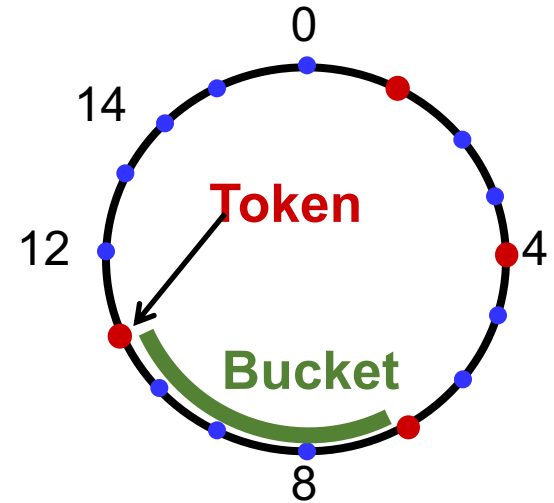
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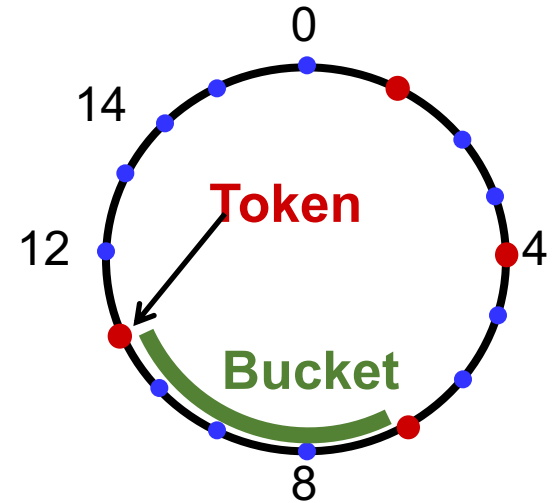
Consistent hashing

- Assign n *tokens* to random points on $\text{mod } 2^k$ circle; hash key size = k
- Hash object to random circle position
- Put object to **closest clockwise** bucket
 - *successor* (key) \rightarrow bucket



Consistent hashing

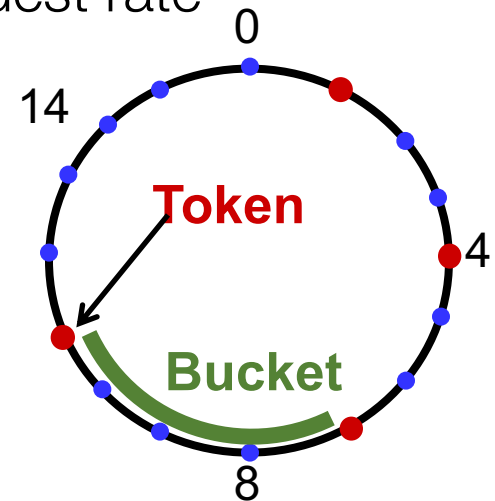
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- Desirable features:
 - **Balance**: No bucket has “too many” objects;
 $E(\text{bucket size}) = 1/n^{\text{th}}$
 - **Smoothness**: Addition/removal of token **minimizes object movements** for other buckets

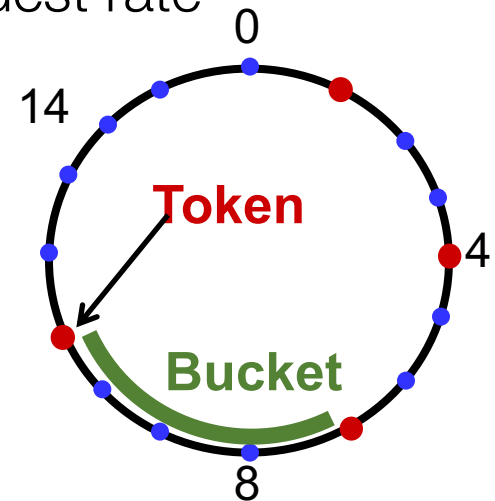
Consistent hashing's load balancing problem

- Each node owns $1/n^{\text{th}}$ of the ID space in expectation
 - Hot keys \rightarrow some buckets have higher request rate



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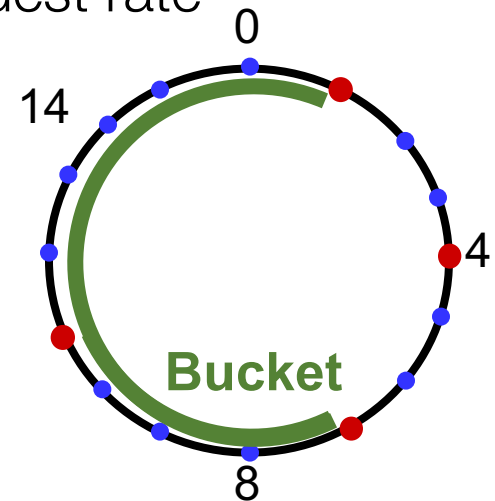
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- If a node fails, its successor takes over bucket
 - Smoothness goal** ✓: Only localized shift, not $O(n)$
 - But now successor owns **two** buckets: $2/n^{\text{th}}$ of key space
 - The failure has **upset the load balance**

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Virtual nodes

- **Idea:** Each physical node implements v *virtual* nodes
 - Each **physical node** maintains $v > 1$ token ids
 - Each token id corresponds to a virtual node
 - Each **physical node** can have a different v based on strength of node (heterogeneity)
- Each virtual node owns an expected $1/(vn)^{\text{th}}$ of ID space

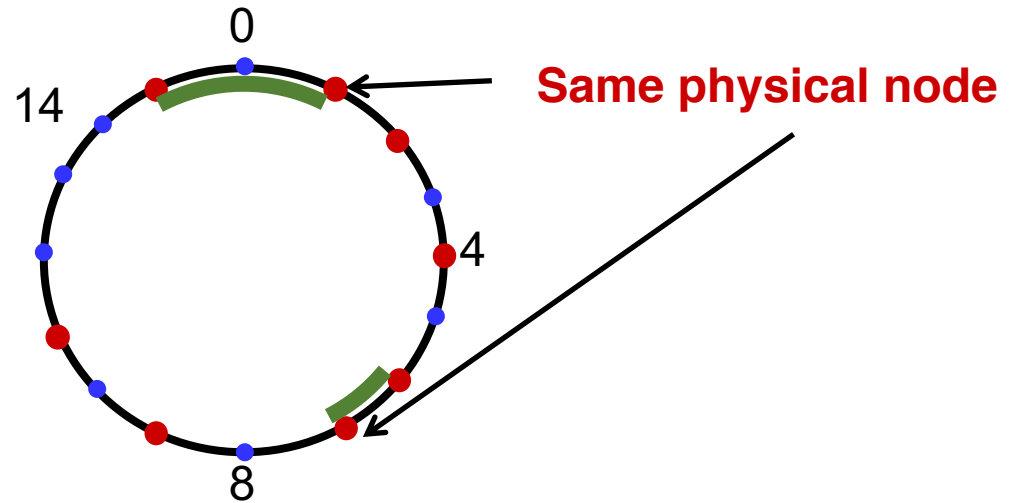
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- Each virtual node owns an expected $1/(vn)^{\text{th}}$ of ID space
- **Upon a physical node's failure**, v virtual nodes fail
 - Their successors take over $1/(vn)^{\text{th}}$ more
 - Expected to be distributed across physical nodes

Virtual nodes: Example

4 Physical Nodes

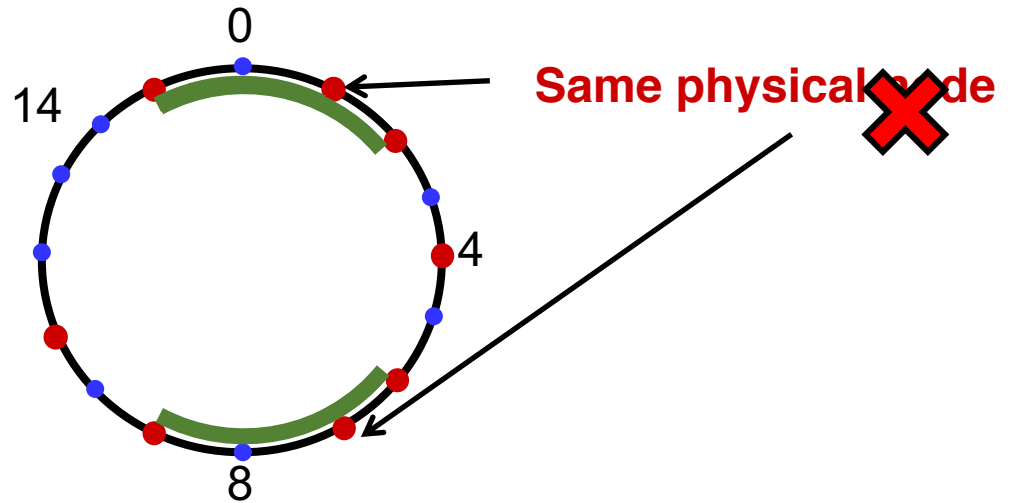
$V=2$



Virtual nodes: Example

4 Physical Nodes

$V=2$



Result: Better load balance with larger v

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Dynamo: The P2P context

- Chord and DHash intended for wide-area P2P systems
 - Individual nodes **at Internet's edge**, file sharing

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- Central challenge: low-latency key lookup with high availability
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Dynamo: The P2P context

- Chord and DHash intended for wide-area P2P systems
 - Individual nodes **at Internet's edge**, file sharing
- Central challenge: low-latency key lookup with high availability
 - Trades off **consistency** for **availability** and **latency**
- **Techniques:**
 - Consistent hashing to map keys to nodes
 - Vector clocks for conflict resolution
 - Gossip for node membership
 - Replication at successors for availability under failure

Amazon's workload (in 2007)

- Tens of thousands of servers in globally-distributed **data centers**
- **Peak load**: Tens of millions of customers
- **Tiered** service-oriented architecture
 - **Stateless** web page rendering servers, atop
 - **Stateless** aggregator servers, atop
 - **Stateful** data stores (e.g. **Dynamo**)
 - **put()**, **get()**: values “usually less than 1 MB”

How does Amazon use Dynamo?

- Shopping cart
- Session info
 - Maybe “recently visited products” *etc.*?
- Product list
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Each instance contains **a few hundred** servers

Dynamo requirements

- **Highly available writes** despite failures
 - Despite disks failing, network routes flapping, “data centers destroyed by tornadoes”
 - Always respond quickly, even during failures → replication
- **Low request-response latency:** focus on 99.9% SLA
- **Incrementally scalable** as servers grow to workload
 - Adding “nodes” should be seamless
- Comprehensible **conflict resolution**
 - High availability in above sense implies conflicts

Design questions

- How is data placed and replicated?
- How are requests routed and handled in a replicated system?
- How to cope with temporary and permanent node failures?

Dynamo's system interface

- Basic interface is a key-value store
 - **get(k)** and **put(k, v)**
 - Keys and values opaque to Dynamo
- **get(key) → value, context**
 - Returns one value or multiple conflicting values
 - Context describes version(s) of value(s)
- **put(key, context, value) → “OK”**
 - **Context** indicates which versions this version supersedes or merges

Dynamo's techniques

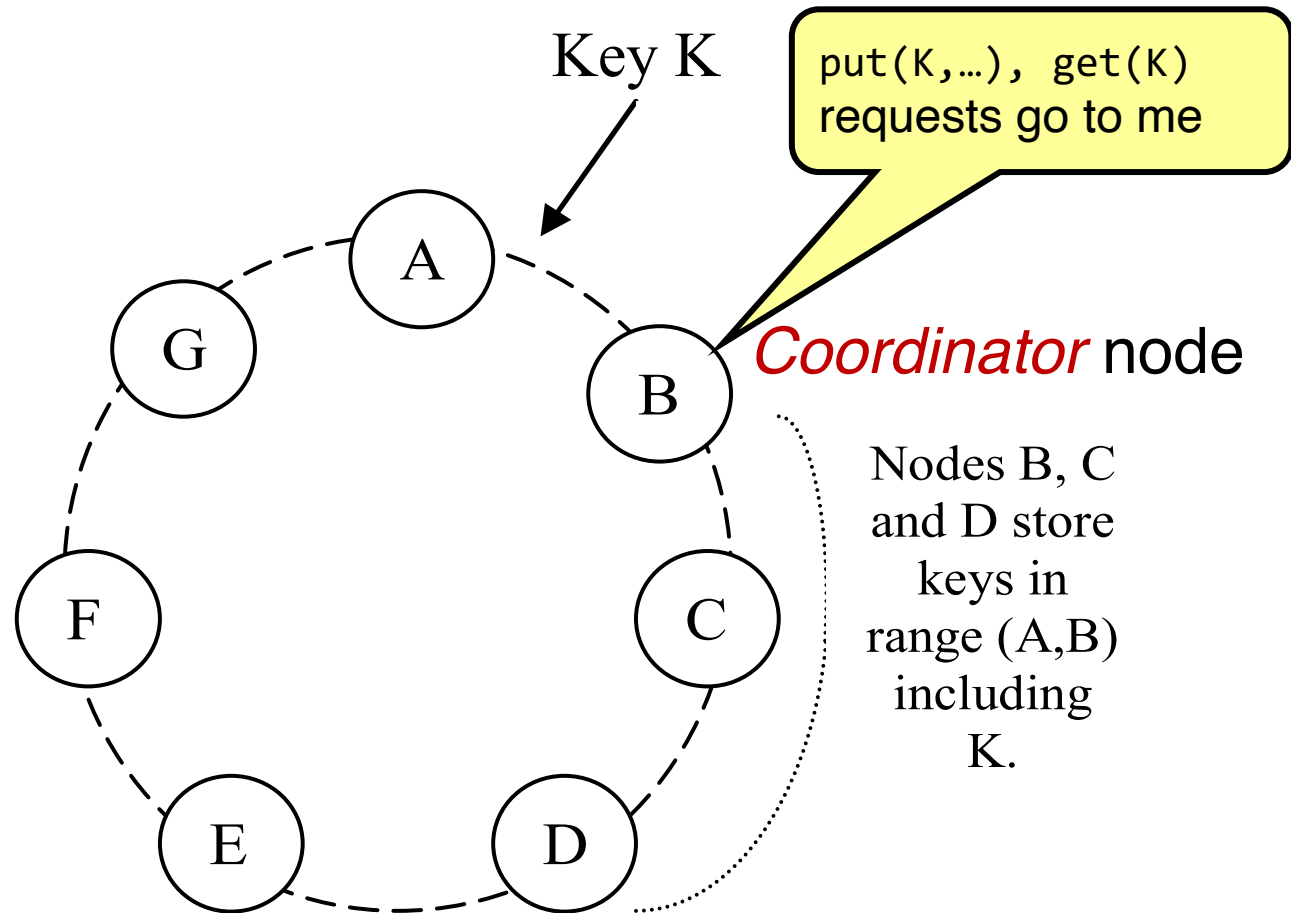
- Place replicated data on nodes with consistent hashing
- Maintain consistency of replicated data with vector clocks
 - Eventual consistency for replicated data: prioritize success and low latency of writes over reads
 - And availability over consistency (unlike DBs)
- Efficiently synchronize replicas using Merkle trees

Dynamo's techniques

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Key tradeoffs: Response time vs. consistency vs. durability

Data placement



Each data item is **replicated** at N virtual nodes (e.g., $N = 3$)

Data replication

- Much like in Chord: a key-value pair \rightarrow key's N successors (*preference list*)
 - Coordinator receives a put for some key
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 - Coordinator receives a put for some key
 - Coordinator then replicates data onto nodes in the key's preference list
- Writes to more than just N successors in case of failure
- For robustness, the preference list skips tokens to ensure distinct physical nodes

Gossip and lookup

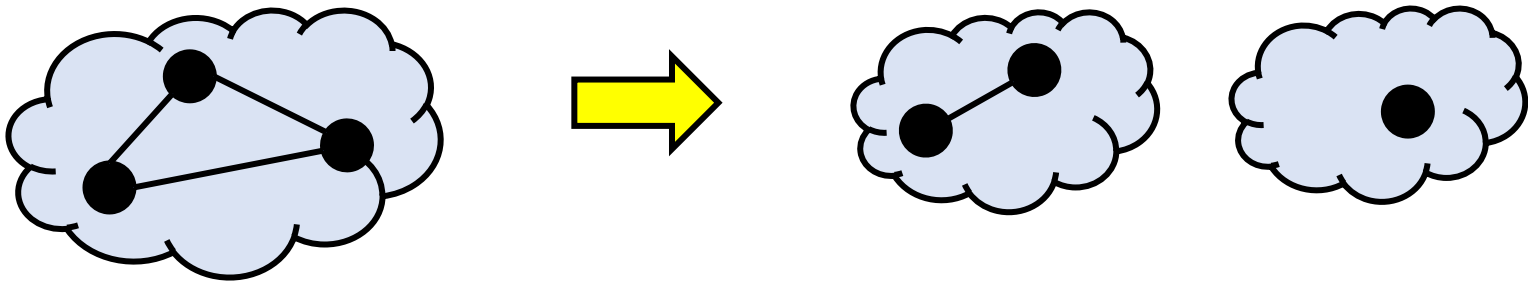
- **Gossip:** Once per second, each node contacts a randomly chosen other node
 - They **exchange their lists of known nodes** (including virtual node IDs)
- Assumes all nodes will come back eventually, doesn't repartition
- Each node **learns** which others handle **all key ranges**

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- Each node **learns** which others handle **all key ranges**
 - **Result:** All nodes can send directly to any key's coordinator (**"zero-hop DHT"**)
 - Reduces variability in response times

Partitions force a choice between availability and consistency

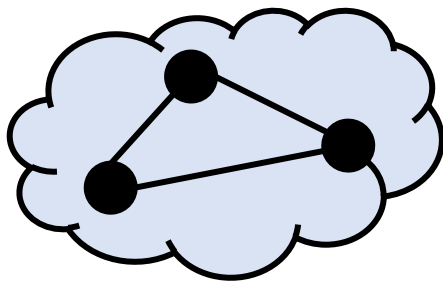
- Suppose three replicas are partitioned into two and one



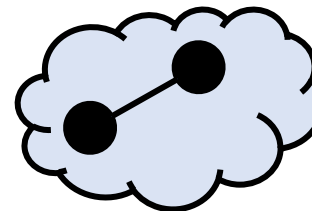
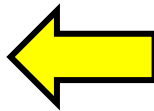
- If one replica fixed as master, no client in other partition can write
- Traditional distributed databases emphasize consistency over availability when there are partitions

Alternative: Eventual consistency

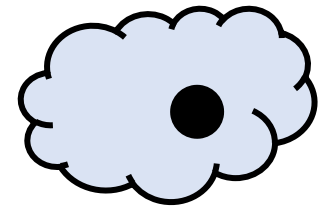
- Dynamo emphasizes **availability over consistency** when there are partitions
- Tell client write complete when only some replicas have stored it
- Propagate to other replicas in background
- **Allows writes in both partitions**...but risks:
 - Returning **stale data**
 - **Write conflicts** when partition heals:



?@%\$!!



$\text{put}(k, v_0)$



$\text{put}(k, v_1)$

Mechanism: Sloppy quorums

- If **no failure**, reap **consistency benefits** of single master
 - Else **sacrifice consistency** to **allow progress**
- Dynamo tries to store all values put() under a key on **first N live nodes** of coordinator's preference list

Mechanism: Sloppy quorums

- If **no failure**, reap **consistency benefits** of single master
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- Dynamo tries to store all values `put()` under a key on **first N live nodes** of coordinator's preference list
- **BUT to speed up** `get()` and `put()`:
 - Coordinator returns “success” for `put` when $W < N$ replicas have completed **write**
 - Coordinator returns “success” for `get` when $R < N$ replicas have completed **read**

Sloppy quorums: Hinted handoff

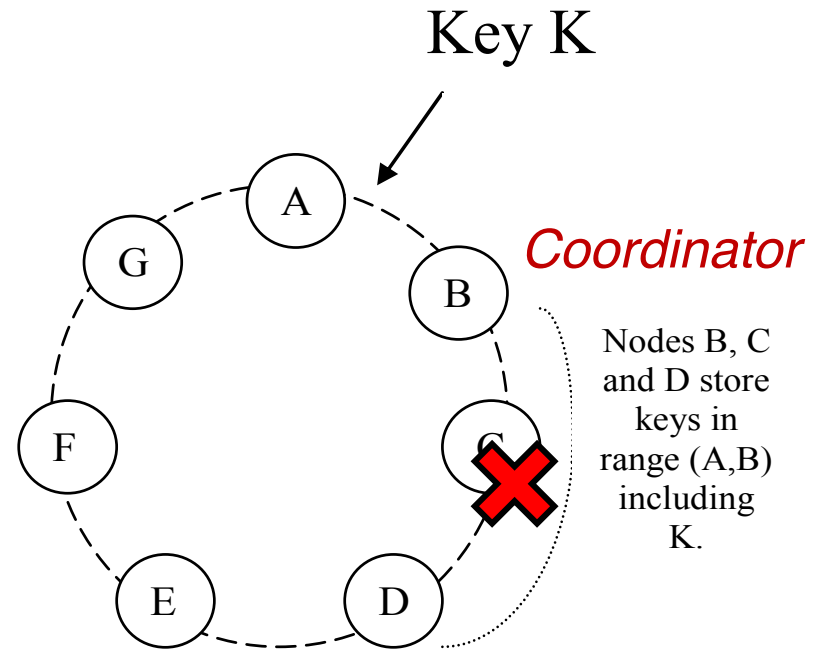
- Suppose coordinator **doesn't receive W replies** when replicating a `put()`
 - Could return failure, but remember goal of **high availability for writes...**

Sloppy quorums: Hinted handoff

- Suppose coordinator **doesn't receive W replies** when replicating a `put()`
 - Could return failure, but remember goal of **high availability for writes...**
- **Hinted handoff:** Coordinator tries further nodes in preference list (beyond first N) if necessary
 - Indicates the intended replica node to recipient
 - **Recipient** will periodically try to forward to the intended replica node

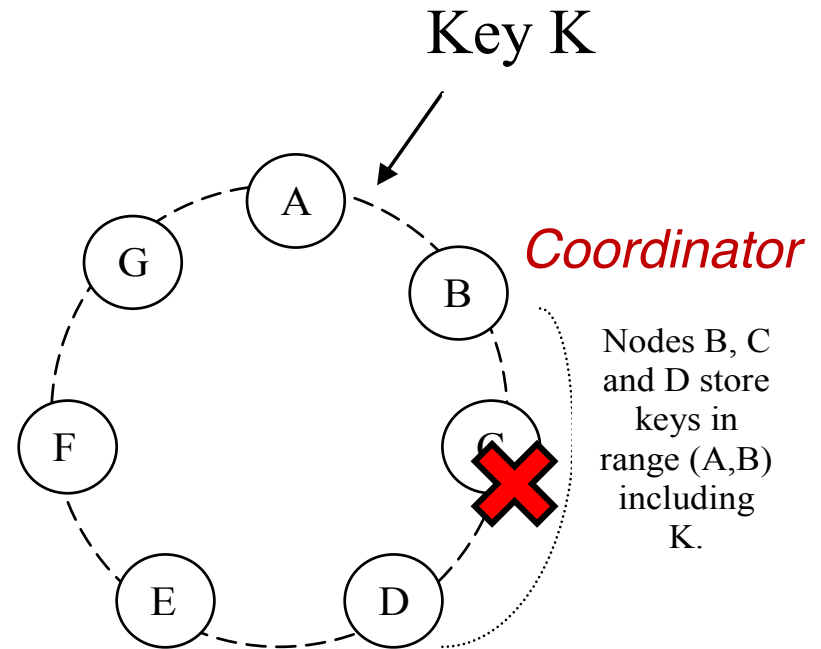
Hinted handoff: Example

- Suppose **C fails**
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 - Needs to receive replica of the data
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- When **C comes back**
 - E forwards the replicated data back to C



Wide-area replication

- Last ¶, §4.6: Preference lists always contain nodes from **more than one data center**
 - **Consequence:** Data likely to survive failure of entire data center

Wide-area replication

- Last ¶, §4.6: Preference lists always contain nodes from **more than one data center**
 - **Consequence:** Data likely to survive failure of entire data center
- Blocking on **writes to a remote data center** would incur unacceptably high latency
 - **Compromise:** $W < N$, eventual consistency
 - Better durability, latency but worse consistency

Sloppy quorums and `get()`s

- Suppose coordinator **doesn't receive R replies** when processing a `get()`
 - Penultimate ¶, §4.5: “ R is the min. number of nodes that must participate in a successful read operation.”
 - Sounds like these `get()`s fail
- Why not return whatever data was found, though?
 - As we will see, consistency not guaranteed anyway...

Sloppy quorums and freshness

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 - Write and read **quorums must overlap!**

Sloppy quorums and freshness

- Common case given in paper: $N = 3; R = W = 2$
 - With these values, do sloppy quorums guarantee a **get()** sees all prior **put()**s?
- With node failures, **no**:
 - Two nodes in preference list go down
 - **put()** replicated **outside preference list**; Hinted handoff nodes have data
 - Two nodes in preference list come back up
 - **get()** occurs before they receive prior **put()**

Conflicts

- Suppose $N = 3$, $W = R = 2$, nodes are named A, B, C
 - 1st `put(k, ...)` completes on A and B
 - 2nd `put(k, ...)` completes on B and C
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- **Conflicting results** from A and C
 - Each has seen a **different `put(k, ...)`**
- **Dynamo returns both results**; what does client do now?

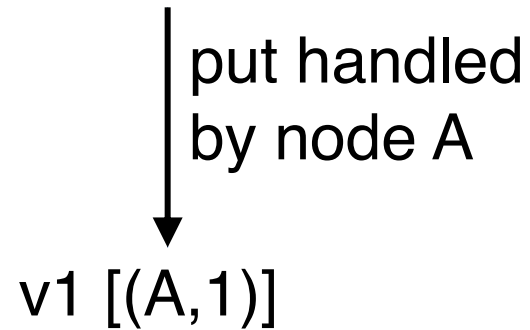
Version vectors (vector clocks)

- *Version vectors:* List of (coordinator node, counter) pairs
 - e.g., [(A, 1), (B, 3), ...]
- Dynamo stores a version vector with **each stored key-value pair**
- Tracks causal relationship between different versions of data stored under the same key **k**

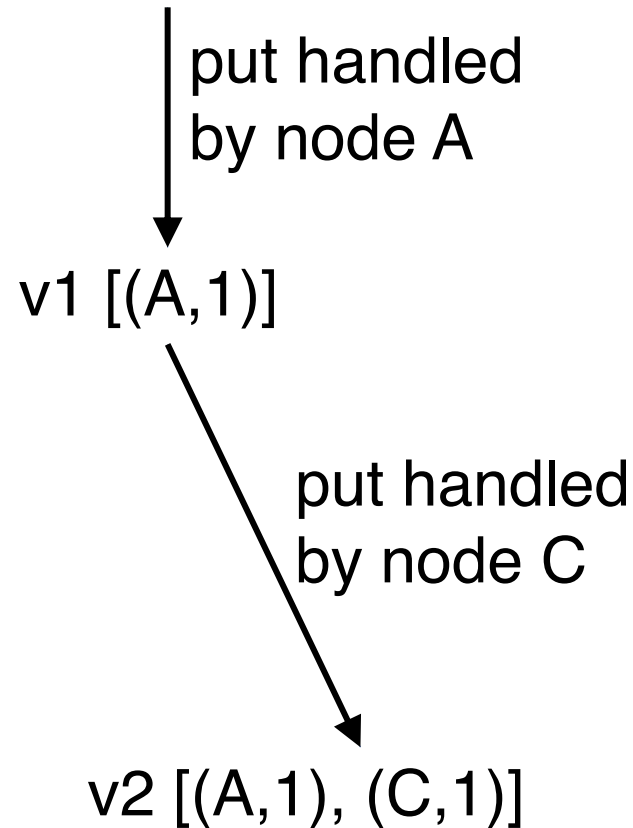
Version vectors (VV) in Dynamo

- **Rule:** If vector clock comparison of $v1 < v2$, then the first is an ancestor of the second – **Dynamo can forget $v1$**
- Each time a **put ()** occurs, Dynamo increments the counter in the V.V. for the coordinator node
- Each time a **get ()** occurs, Dynamo returns the V.V. for the value(s) returned (in the “**context**”)
 - Then users **must supply that context** to **put ()**s that modify the same key

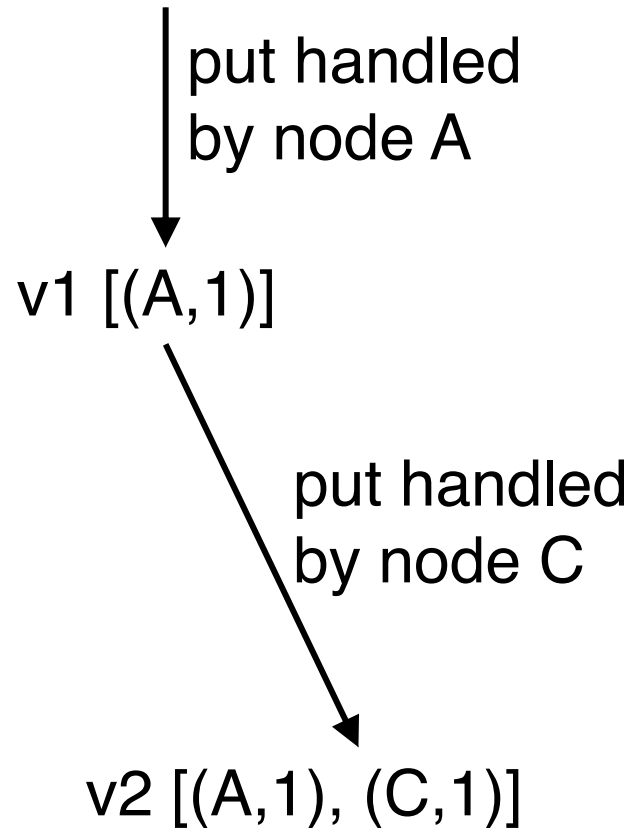
Version vectors (auto-resolving case)



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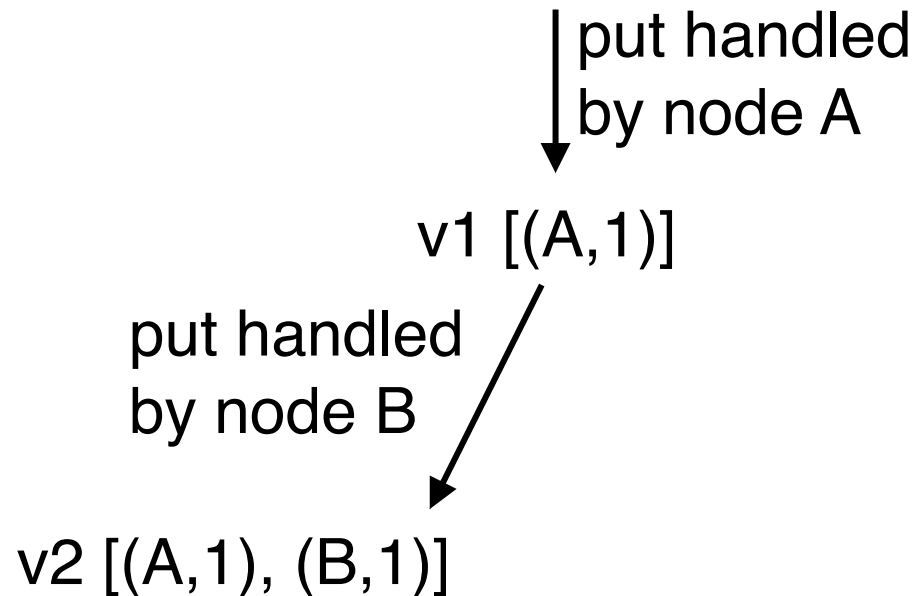


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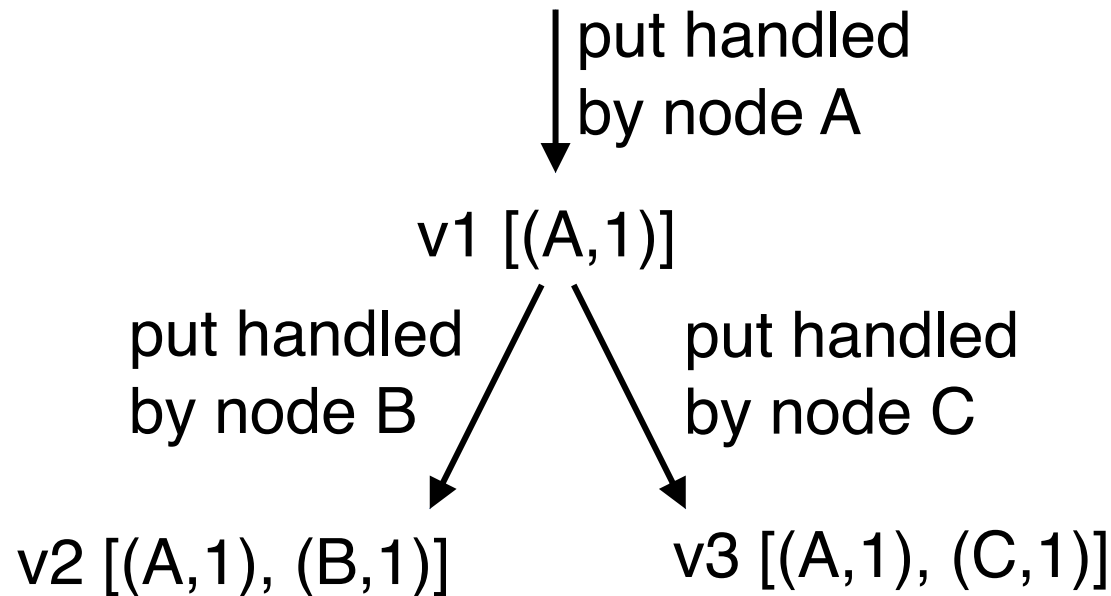


$v2 > v1$, so Dynamo nodes **automatically drop** $v1$, for $v2$

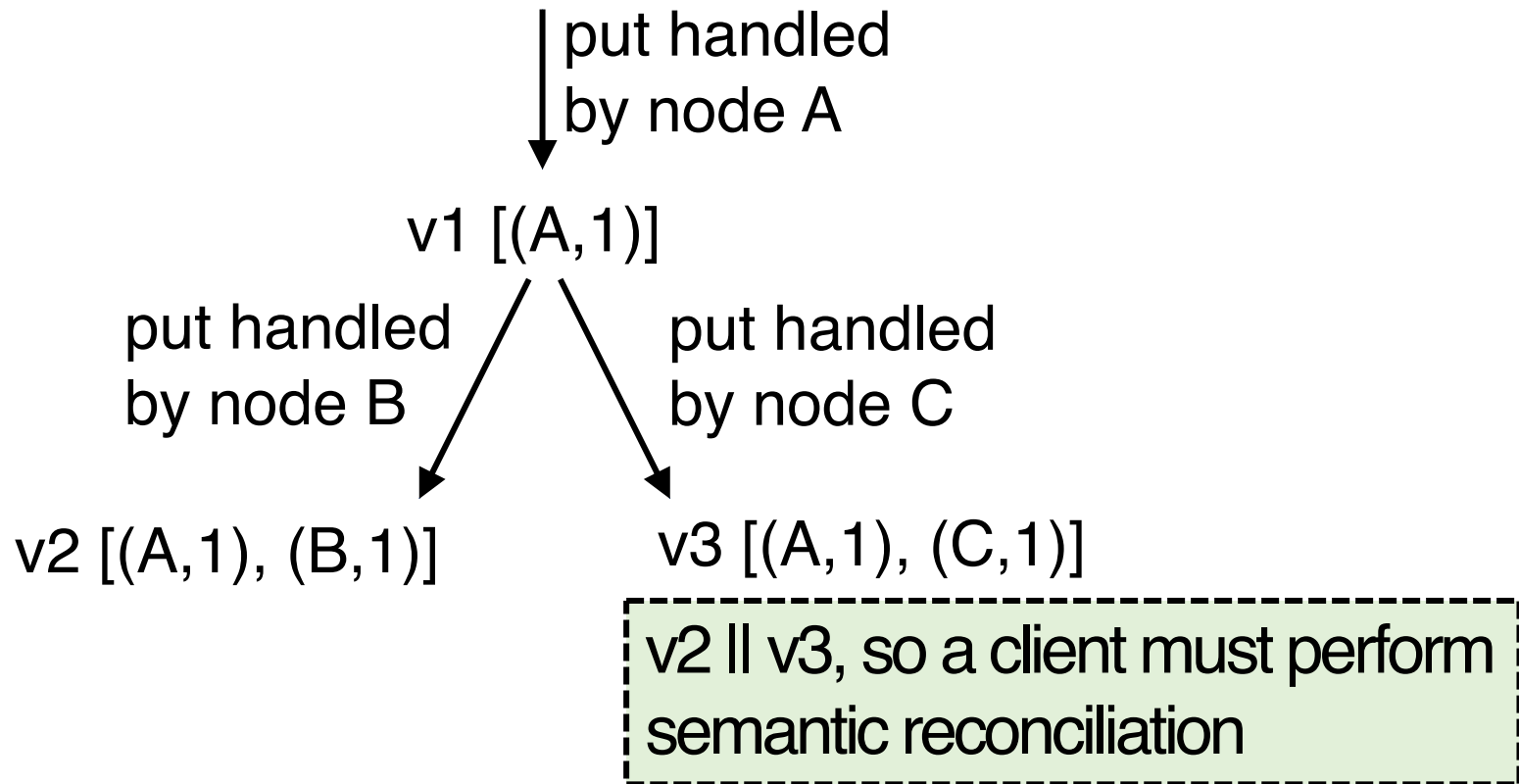
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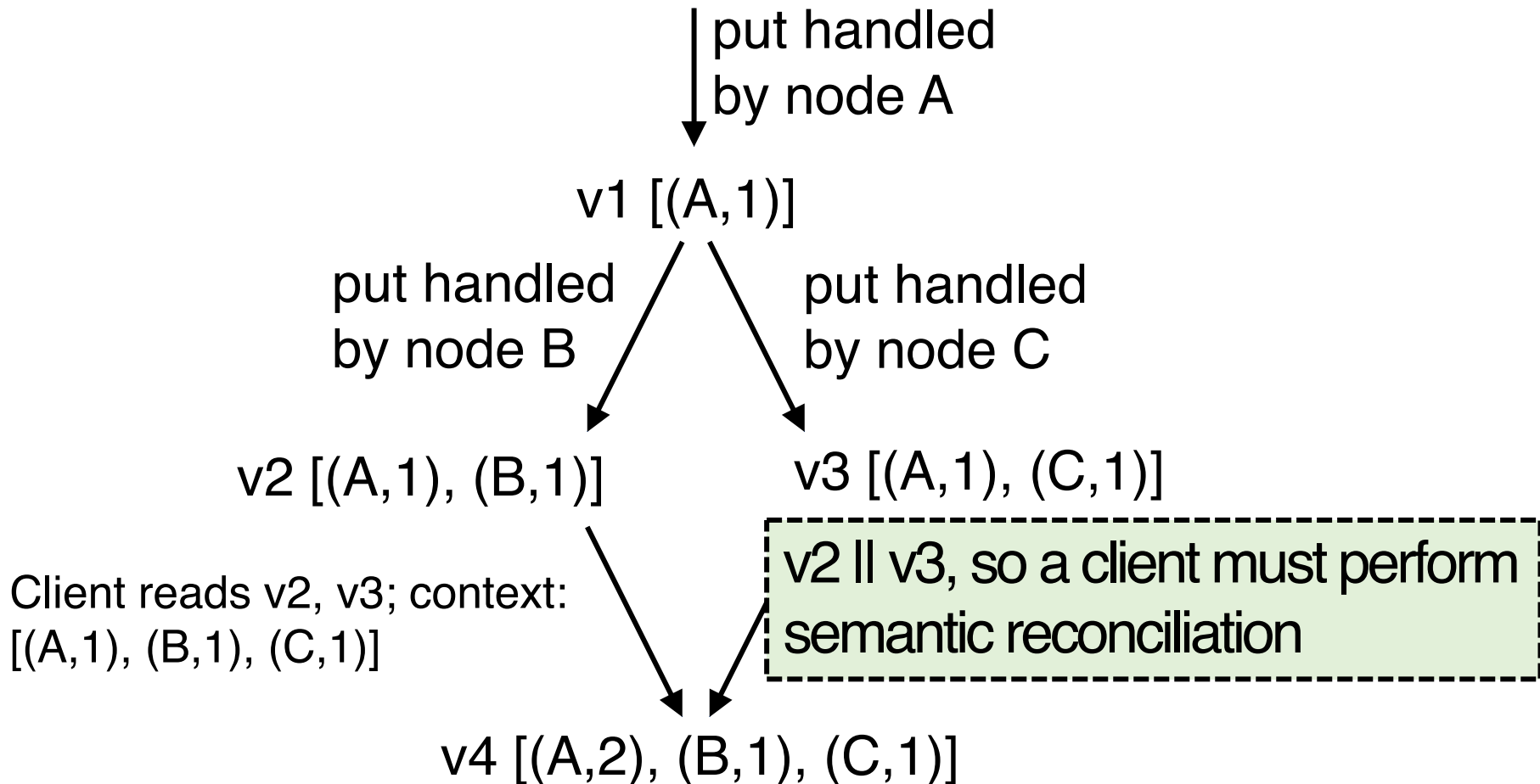
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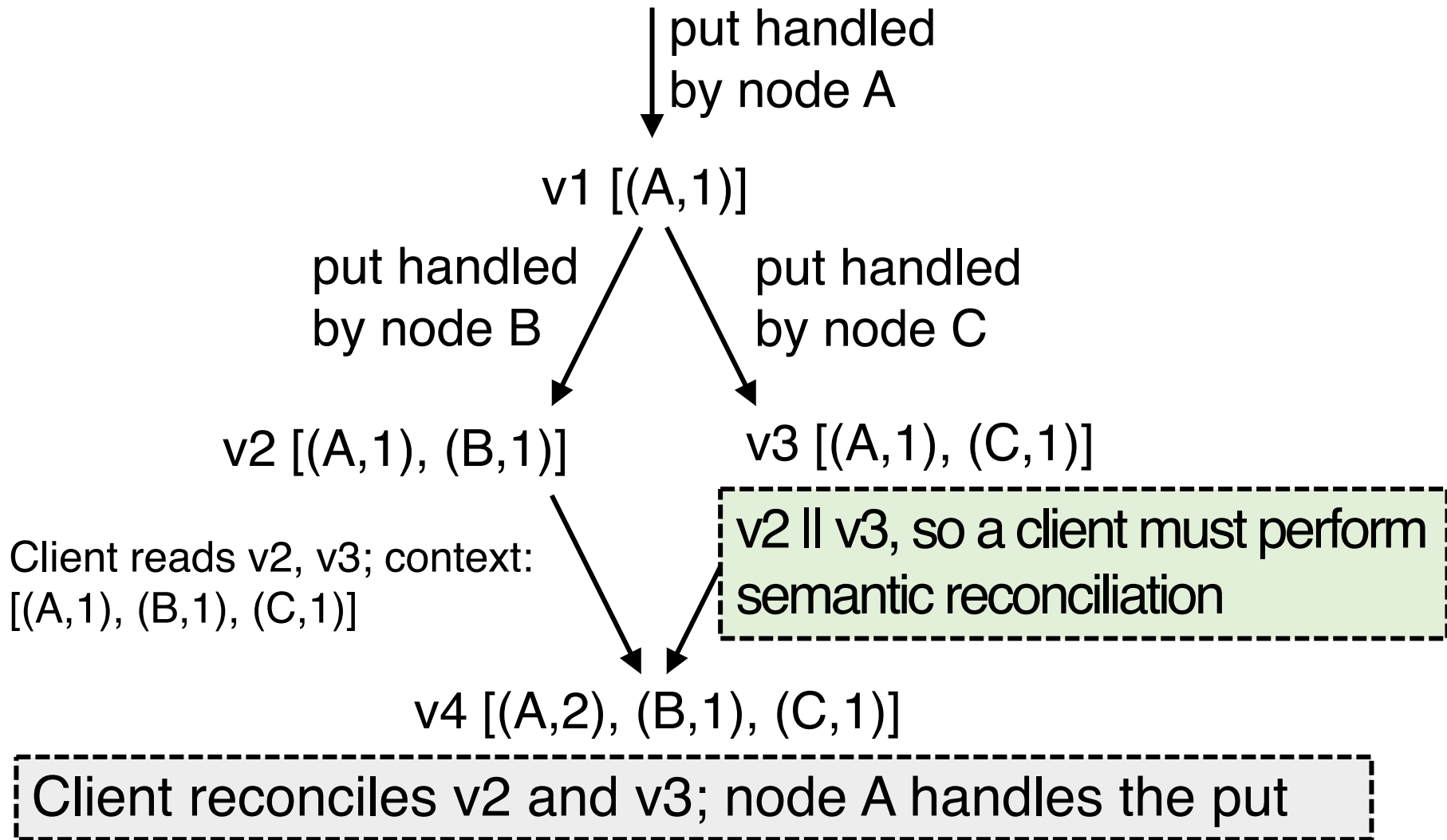
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Trimming version vectors

- **Many nodes** may process a series of `put()`s to same key
 - Version vectors **may get long** – do they grow forever?

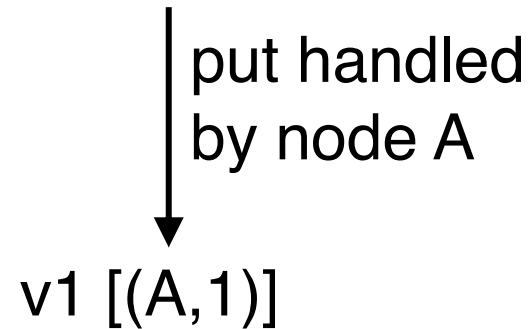
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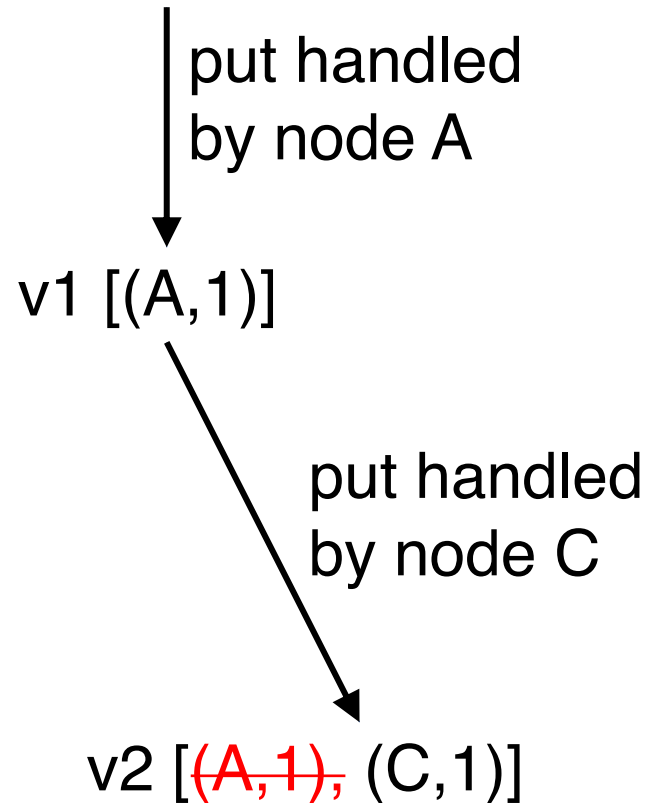
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 - In practice, unlikely: unless **failures**, upper limit of N
- Dynamo also uses a **clock truncation scheme**
 - Stores time of modification with each V.V. entry
 - When V.V. > 10 nodes long, V.V. **drops** the timestamp of the **node that least recently processed** that key

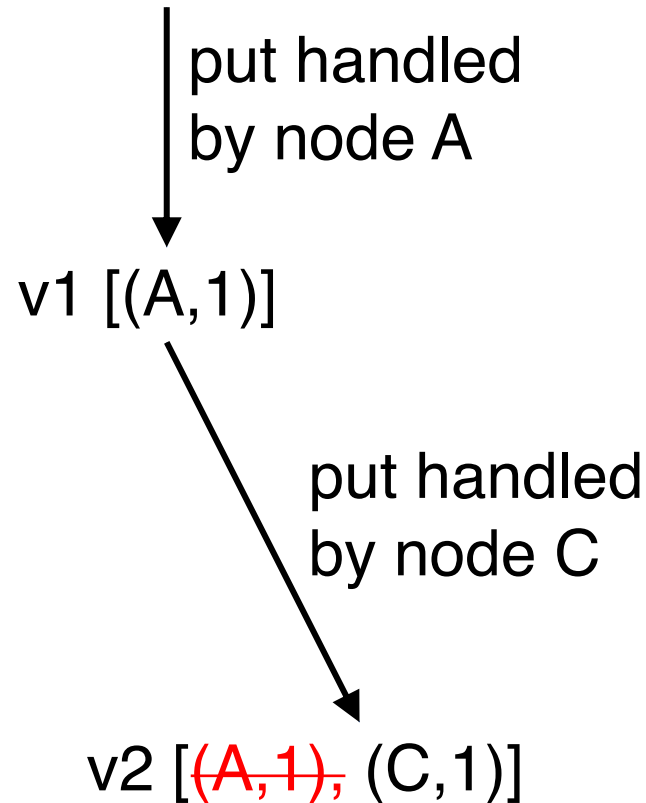
Impact of deleting a VV entry



Impact of deleting a VV entry



Impact of deleting a VV entry



v2 || v1, so looks like application resolution is required

Concurrent writes

- What if two clients concurrently write w/o failure?
 - e.g. add different items to **same cart** at same time
 - Each does `get-modify-put`
 - They both see the same initial version
 - And they both send `put()` to **same coordinator**
- Will coordinator create two versions with conflicting VVs?

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 - They both see the same initial version
 - And they both send `put()` to **same coordinator**
- Will coordinator create two versions with conflicting VVs?
 - We want that outcome, otherwise one was thrown away
 - Paper doesn't say, but coordinator could detect problem via `put()` context

Removing threats to durability

- Hinted handoff node **crashes before it can replicate data** to node in preference list
 - Need another way to **ensure** that each key-value pair is **replicated N times**

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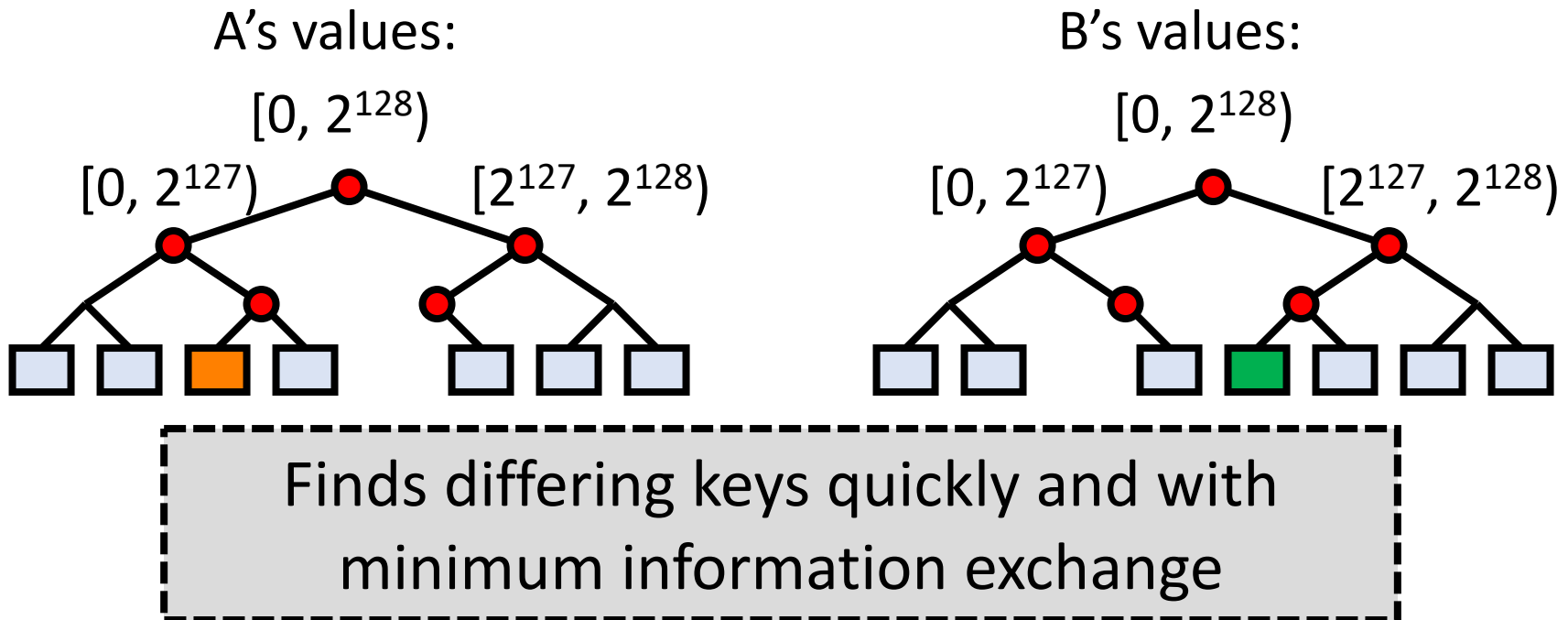
How to compare and copy replica state quickly and efficiently?

Efficient synchronization with Merkle trees

- **Merkle trees** hierarchically summarize the key-value pairs a node holds
- One Merkle tree for each virtual node key range
 - Leaf node = hash of **one key's value**
 - Internal node = hash of **concatenation of children**
- Compare roots; if match, values match
 - If they **don't match**, compare children
 - Iterate this process down the tree

Merkle tree reconciliation

- B is missing orange key; A is missing green one
- Exchange and compare hash nodes from root downwards, pruning when hashes match



How useful is it to vary N, R, W?

N	R	W	Behavior
3	2	2	Parameters from paper: Good durability, good R/W latency
3	3	1	Slow reads, weak durability , fast writes
3	1	3	Slow writes , strong durability, fast reads
3	3	3	More likely that reads see all prior writes?
3	1	1	Read quorum doesn't overlap write quorum

Dynamo: Take-aways

- Consistent hashing broadly useful for replication — not only in P2P systems
- Extreme emphasis on **availability** and **low latency**, unusually, at the **cost of some inconsistency**
- Eventual consistency lets writes and reads return quickly, **even when partitions and failures**
- **Version vectors** allow some **conflicts to be resolved** automatically; **others left to application**