

Processing OpenShift 4 health data at scale

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Motivation

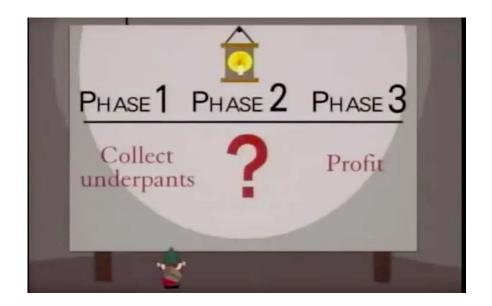


• Phase 1: Collect underpants cluster health data

• Phase 2: Process the data

• Phase 3: Profit

For more info please look at the presentation: Preventing catastrophes using OpenShift data





Cluster health data collection

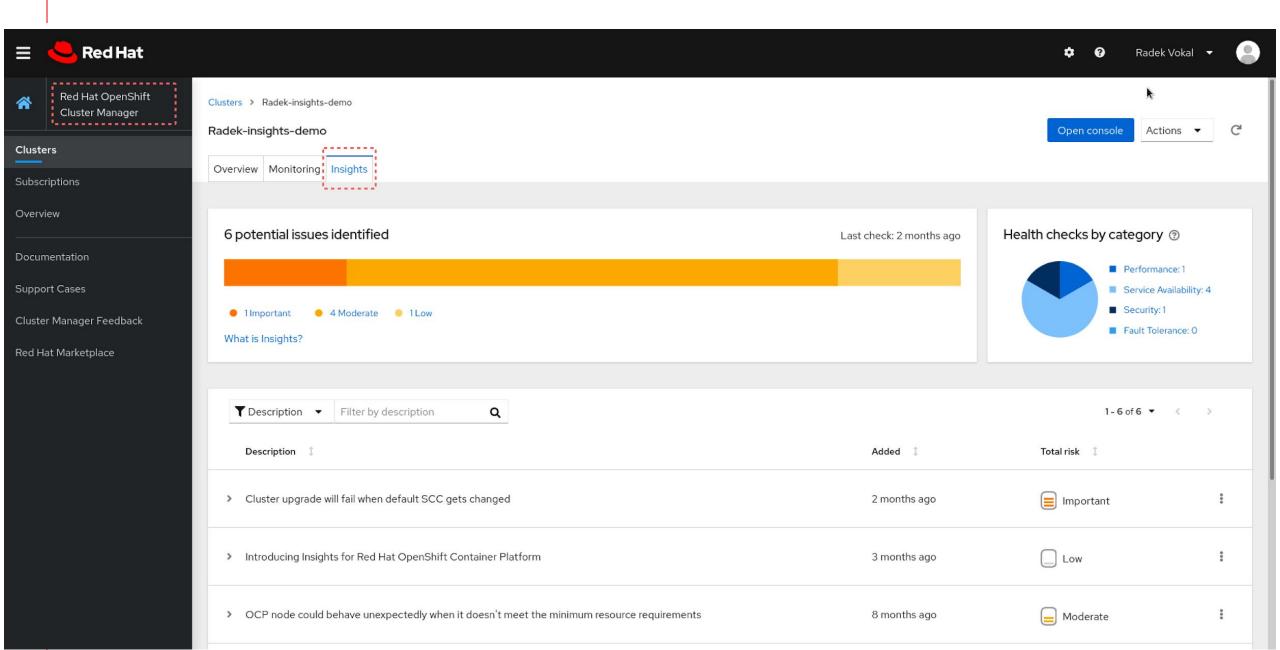
Software Failure. Press left mouse button to continue.

Guru Meditation #888888825.65845338

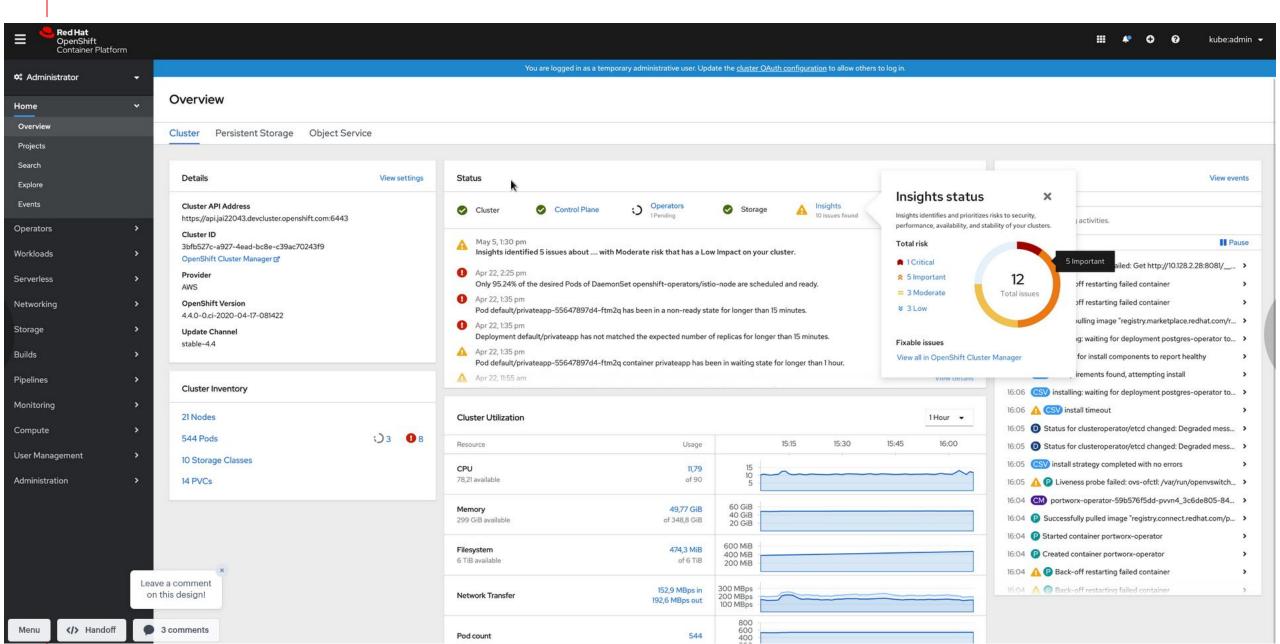


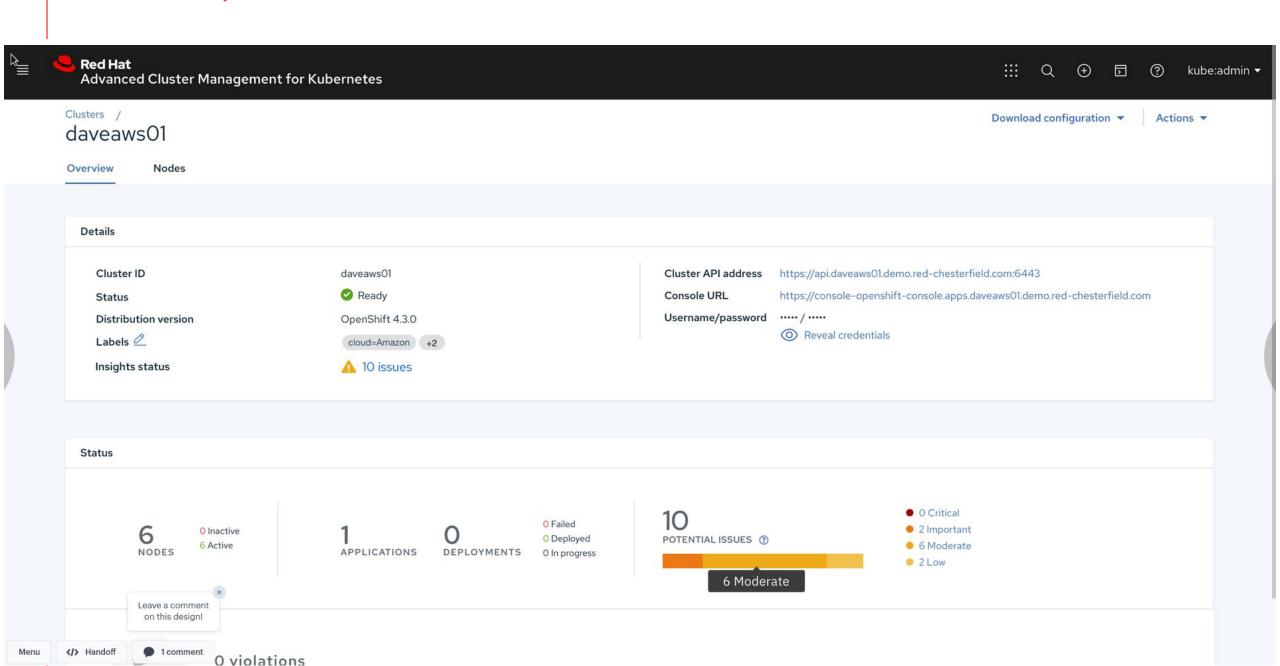


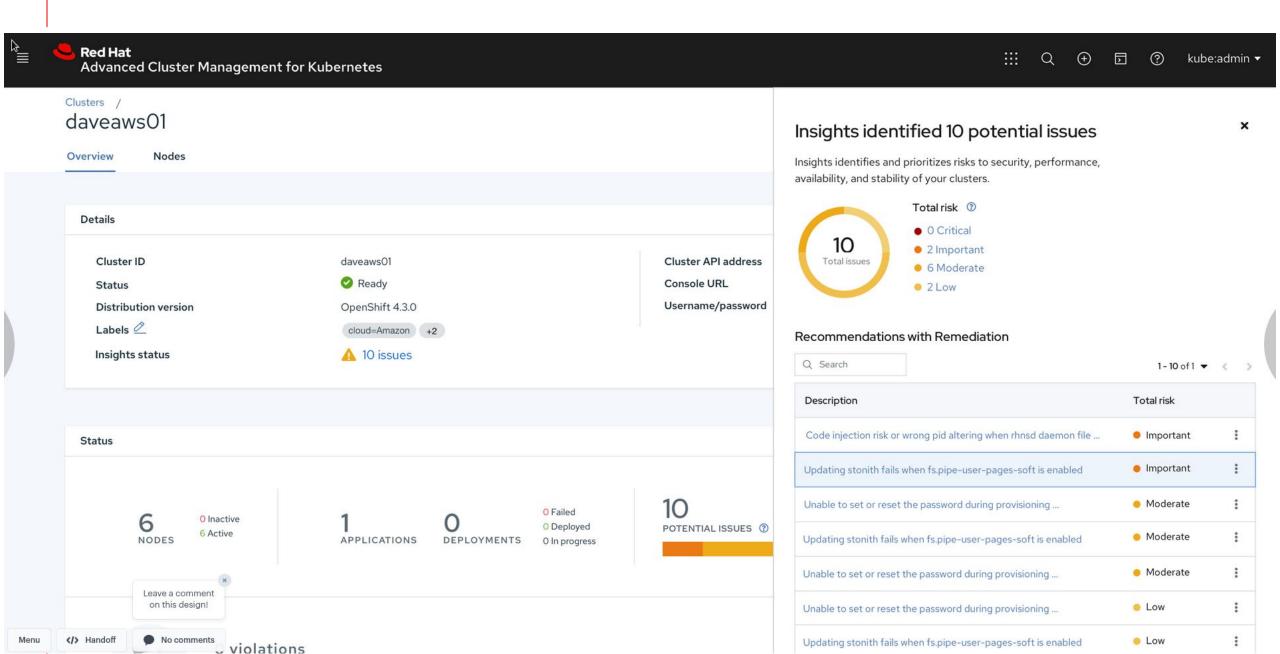




OpenShift WebConsole





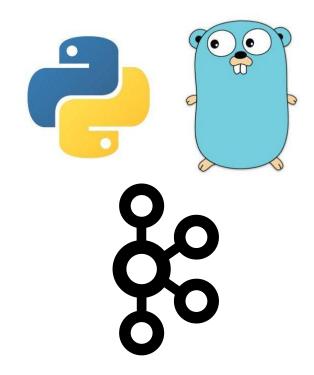


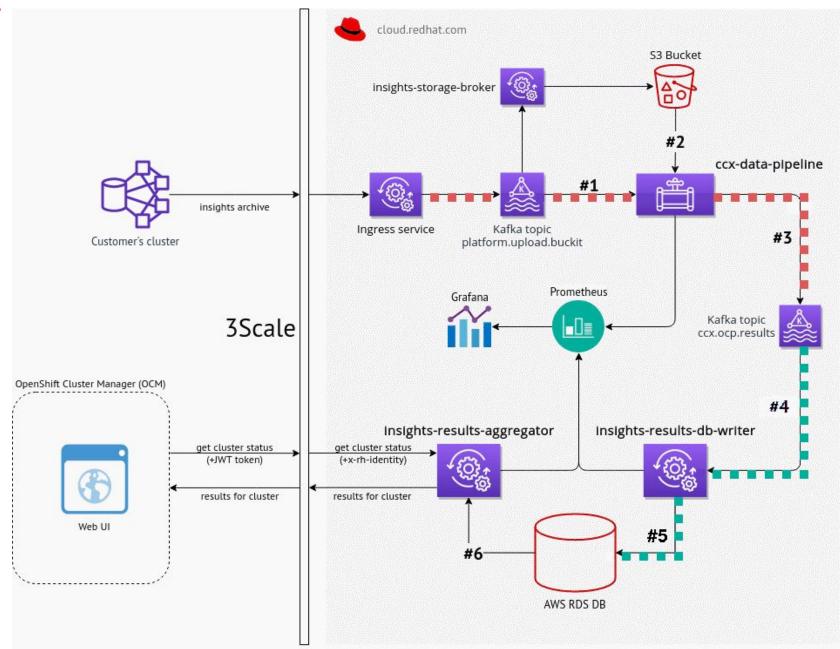
Implementation



Processing pipeline architecture

- Hosted on cloud.redhat.com
- Based on OCP rules engine written in Python
- Processing parts written in Go
- Kafka used as a classic queue
 - "Replay" ability is not used (at the moment)
- RDS used as a storage
- Processed data exposed via HTTP API
 - o Currently consumed by 3 internal clients







Technologies are cool

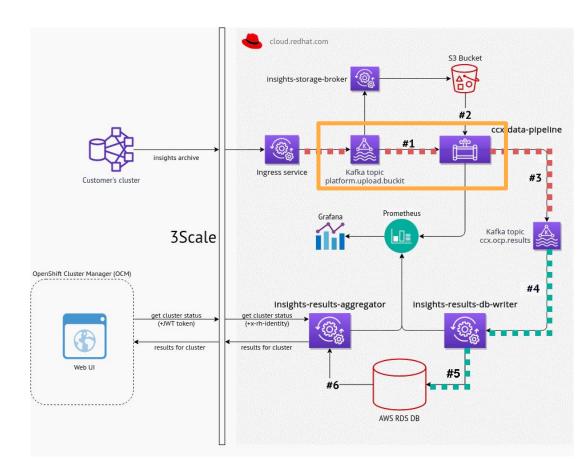


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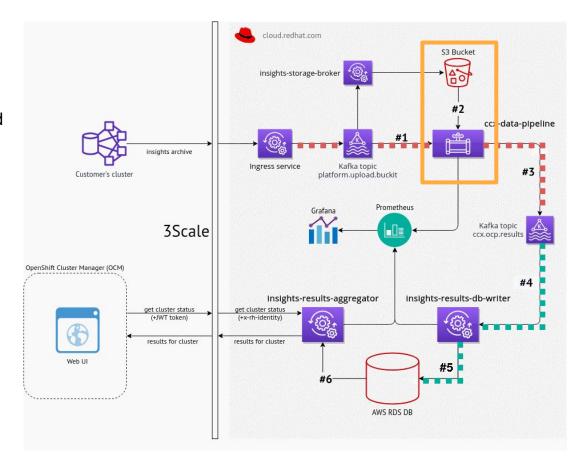
Data is everything



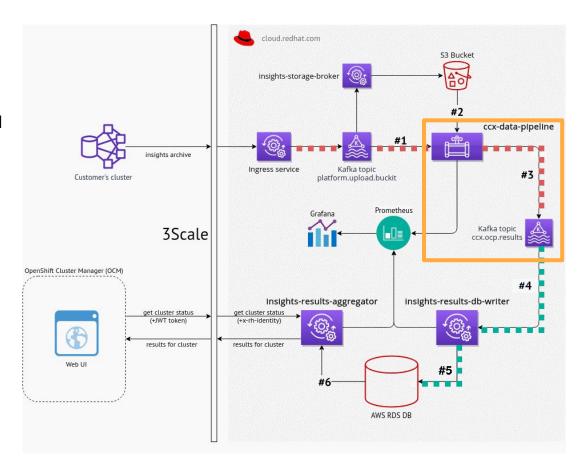
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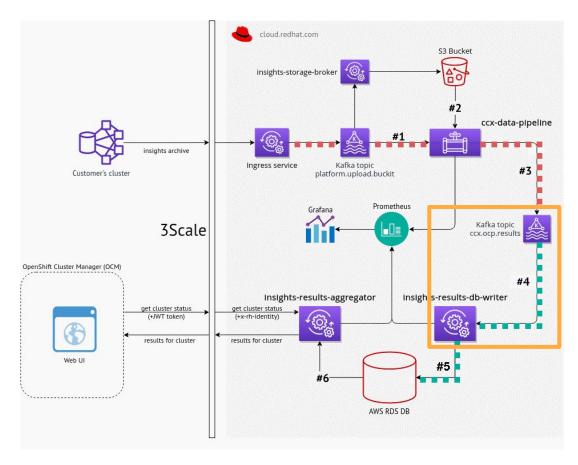
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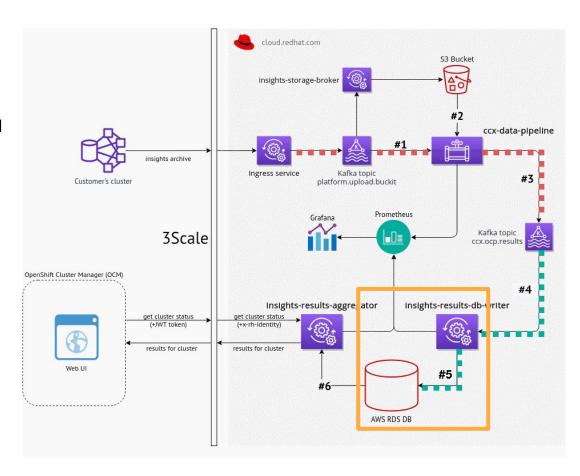
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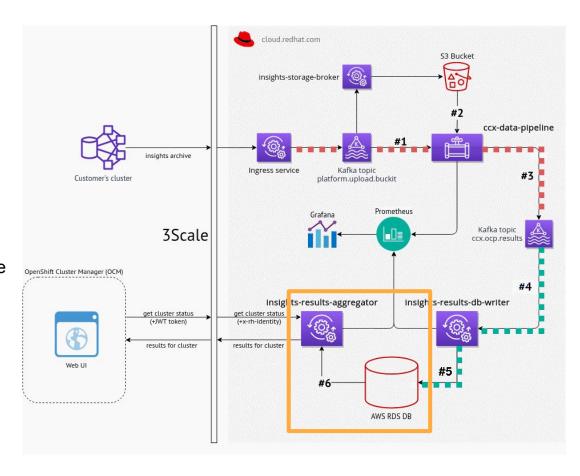


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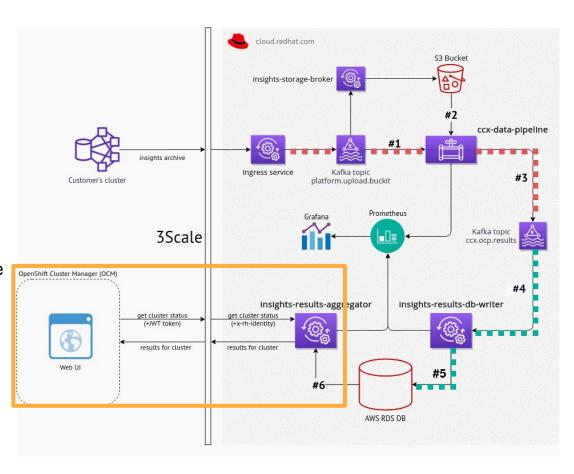




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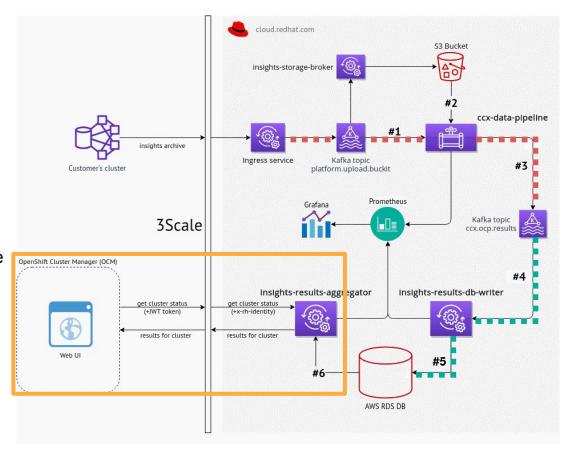


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- insights-results-aggregator provides insights results via ccx-smart-proxy

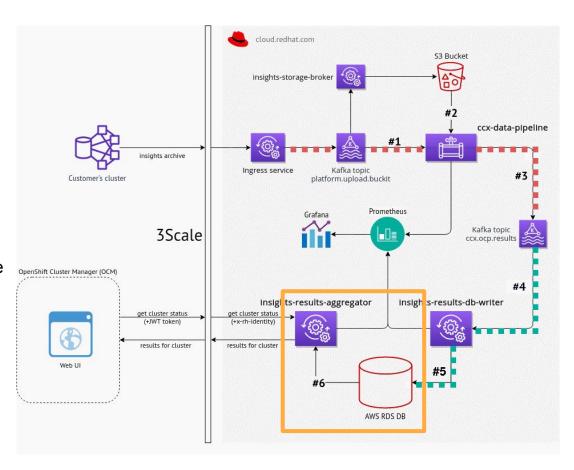


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Some numbers



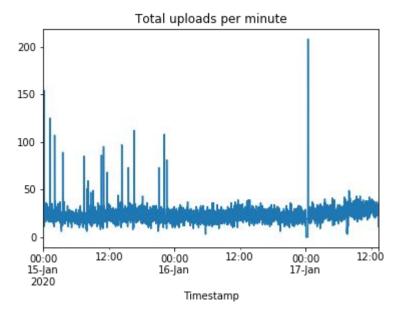
6.4

3633 events per hour 250

768

6.4

10

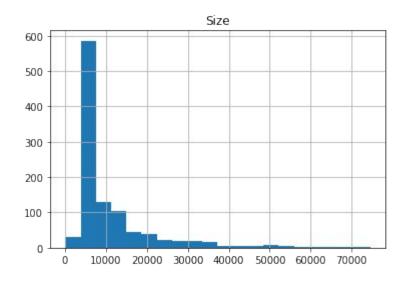


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64 TB per year = 47,000,000 floppies



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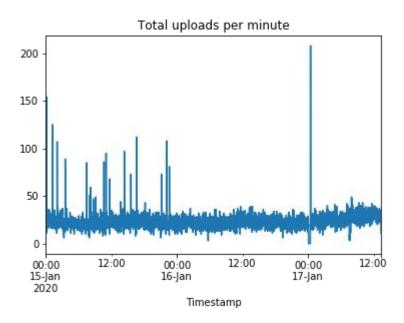


64 TB per year = 47,000,000 floppies actually not used (yet)

Throughput
Performance
Scalability
Resilience

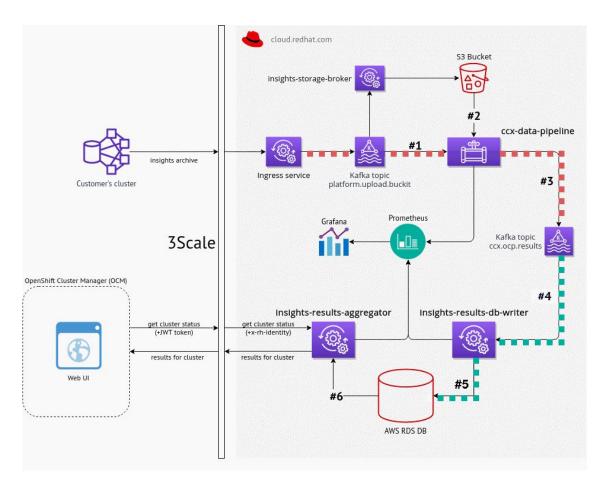


Flow of incoming data

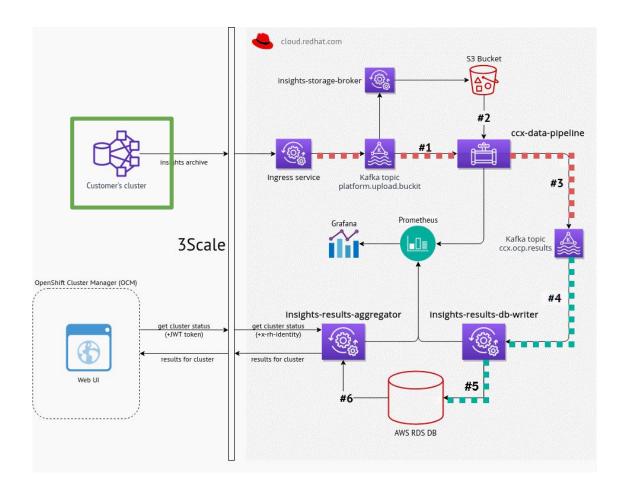




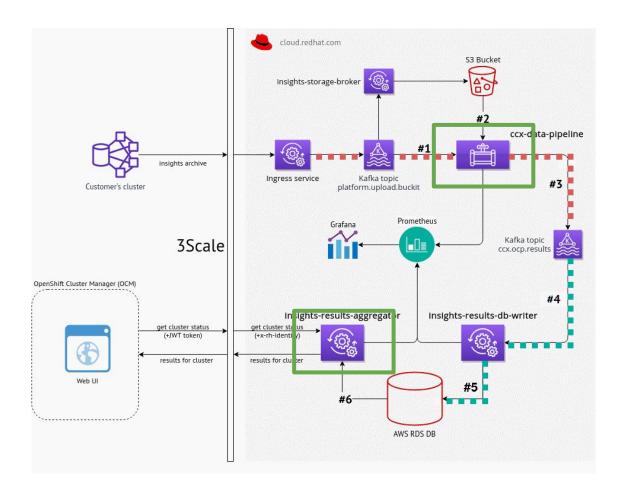
- Scalable parts
 - OCP rules engines
 - REST API service
- Parts that does not scale easily
 - Insights-results-db-writer
 - Fortunately just relatively small amount of time is spend by writes to DB



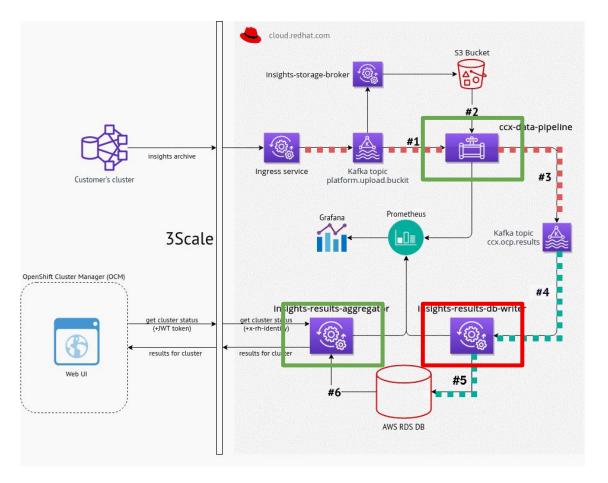
- Thousands of connected clusters
- At least 10x in the future



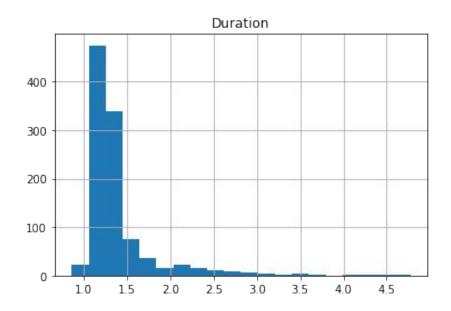
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 - Horizontal splitting possible!



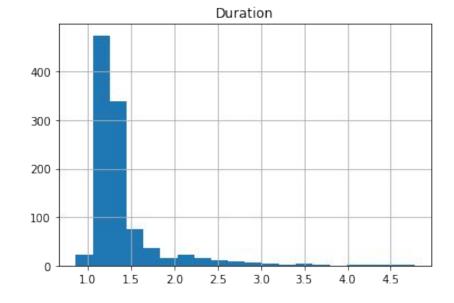
Processing part duration - OCP rules engine (in seconds)





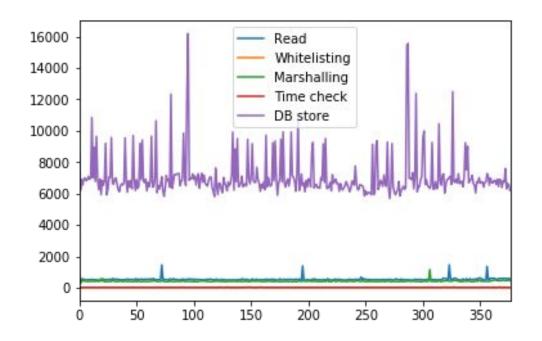
Processing part duration - OCP rules engine (in seconds)

- ~ 40 messages/second processed by one pod
- 5 pods enough for current message flow
- More pods can be created on demand





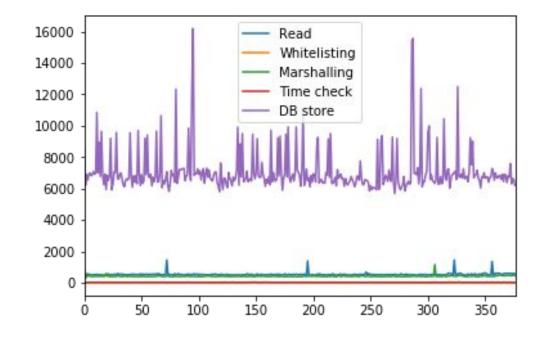
Writing into DB





Writing into DB

- DB store operation is the most time consuming
- It is the real bottleneck





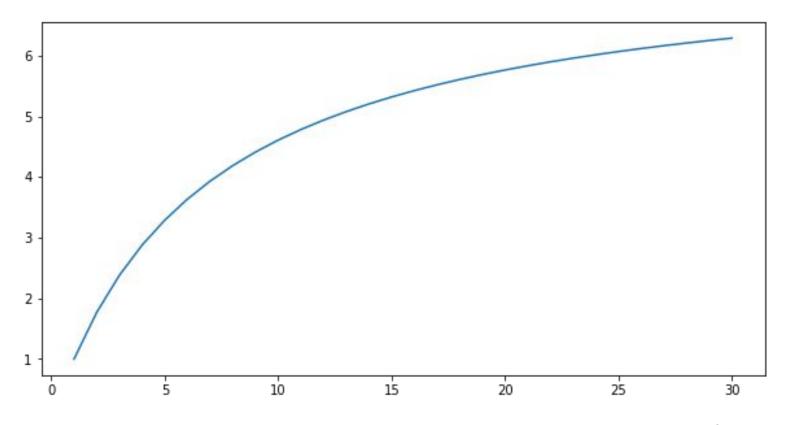


DB writer is THE bottleneck

* 32 pods -> 6x throughput

The rest of pipeline scale well * almost linearly

Amdahl's law



Monitoring

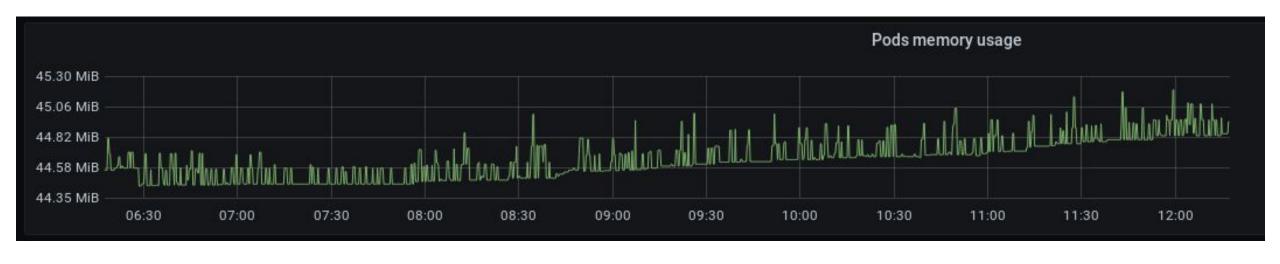


Service monitoring



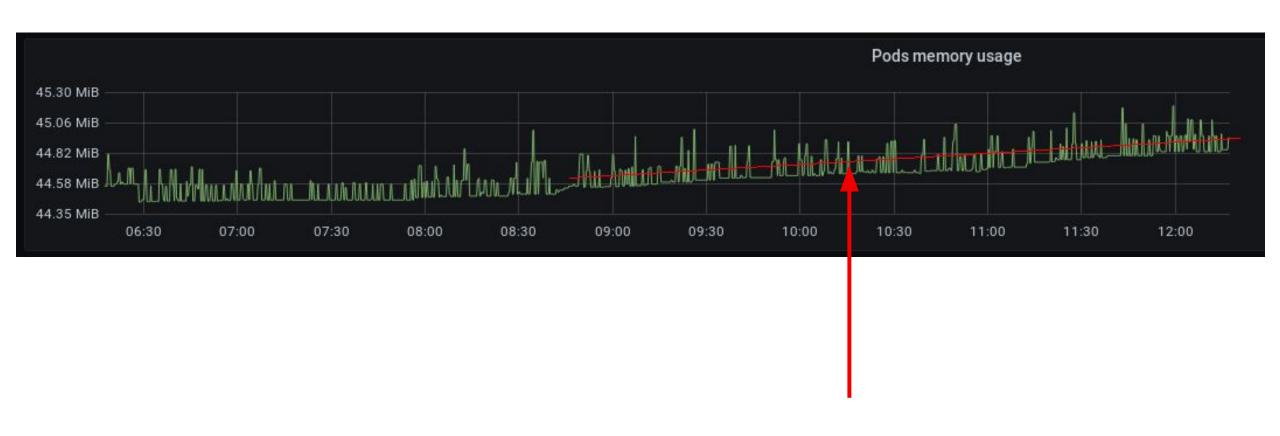


Detecting GC issues





Detecting GC issues





Storage-related issues





Alerts

- Some situations could lead into an outage of the health checks
 - Stop receiving archives from customer clusters due to some connectivity problem
 - Problems in the used infrastructure, like Kafka
 - BUGS in the code (not very much, we are good)
- The status of the whole system is being monitored 24/7
- Define thresholds which will trigger alerts

But...



Alerts

Who is watching the watcher?



Alerts

- If we only trigger alerts when something bad happens, we cannot know what is happening when there is no alerts
- "Continuous testing" mechanism
 - An end-to-end test is triggered every 30 minutes
 - o Both possible results are notified
- Lack of notification IS an alert



Wrap-up



Wrap up



Scalable technologies based on OpenShift and Kafka

DB writer is the bottleneck

Monitoring is essential part of the whole pipeline

Lack of notification in alerting mechanisms is an alert



Thank you

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