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smart computing

Performance Analysis: new tools and concepts from the cloud

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- I do performance analysis
 - I also write performance tools out of necessity
- Was Brendan @ Sun Microsystems, Oracle,
now Joyent

- Cloud computing provider
- Cloud computing software
- SmartOS
 - host OS, and guest via OS virtualization
- Linux, Windows
 - guest via KVM

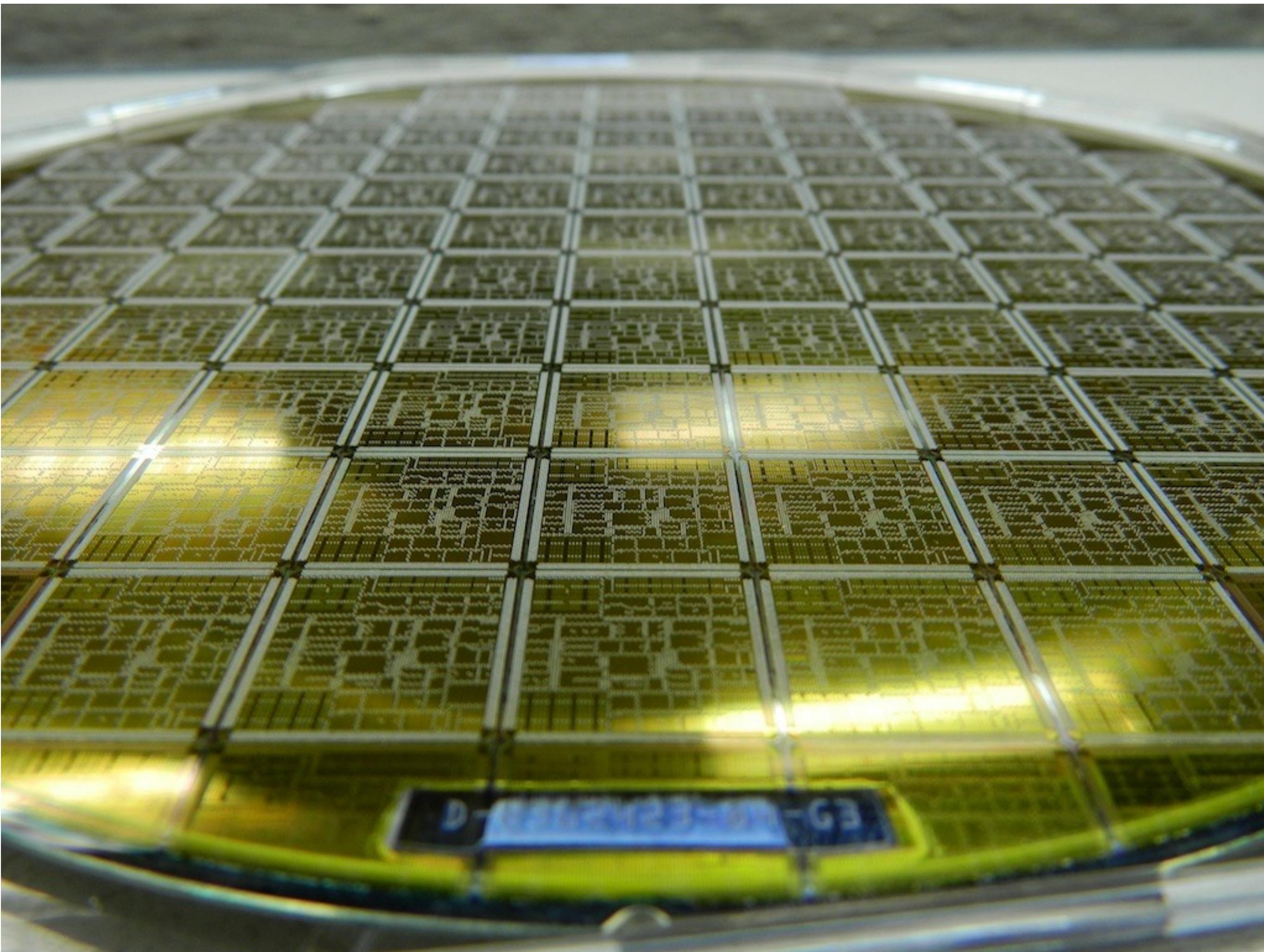
Agenda



- Data
 - Example problems & solutions
 - How cloud environments complicate performance
- Theory
 - Performance analysis
 - Summarize new tools & concepts
- This talk uses SmartOS and DTrace to illustrate concepts that are applicable to most OSes.

- Example problems:
 - CPU
 - Memory
 - Disk
 - Network
- Some have neat solutions, some messy, some none
 - This is real world
 - Some I've covered before, some I haven't

CPU



CPU utilization: problem



- Would like to identify:
 - single or multiple CPUs at 100% utilization
 - average, minimum and maximum CPU utilization
 - CPU utilization balance (tight or loose distribution)
 - time-based characteristics
changing/bursting? burst interval, burst length
- For small to large environments
 - entire datacenters or clouds

CPU utilization



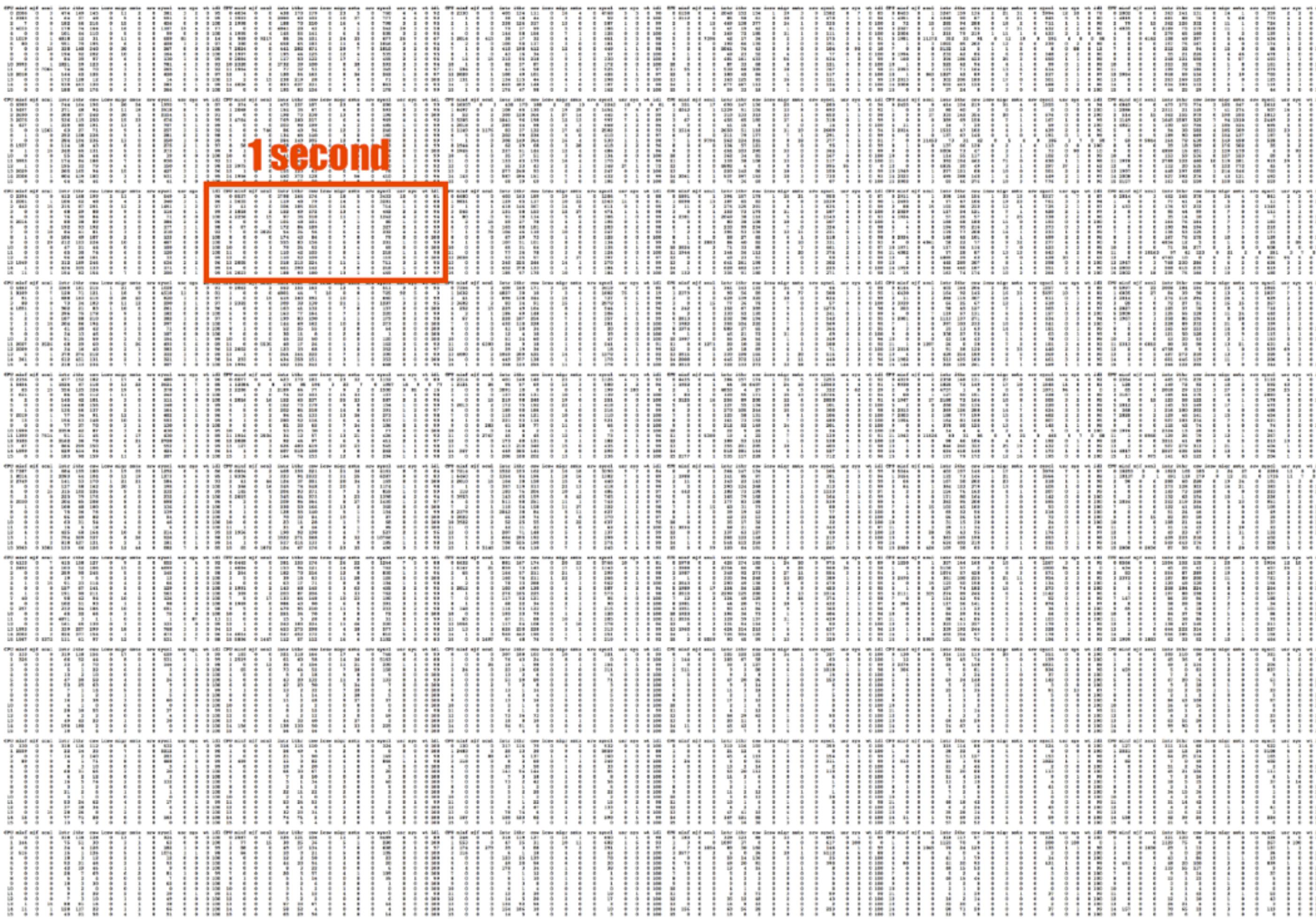
- **mpstat(1) has the data. 1 second, 1 server (16 CPUs):**

CPU	minf	mjf	xcal	intr	ithr	csw	icsw	migr	smtx	srw	syscl	usr	sys	wt	idl
0	1250	0	1	357	144	160	0	10	1	0	1267	3	2	0	95
1	0	0	0	5150	57	2	10	0	0	0	1000	94	6	0	0
2	1	0	0	1074	57	428	0	8	3	0	571	0	2	0	98
3	2670	0	6	361	100	225	0	21	11	0	954	2	3	0	95
4	0	0	15	123	50	158	0	8	0	0	134	0	0	0	100
5	1	0	0	157	74	182	0	15	1	0	273	0	0	0	100
6	2111	0	335	274	89	246	0	6	4	0	1142	2	2	0	96
7	0	0	2	114	42	96	0	7	4	0	92	0	1	0	99
8	396	0	2	117	56	141	0	9	5	0	876	1	2	0	97
9	0	0	0	30	13	22	0	6	1	0	36	0	0	0	100
10	0	0	0	84	39	94	0	6	0	0	66	0	0	0	100
11	0	0	0	88	41	86	0	5	0	0	103	0	0	0	100
12	0	0	0	223	111	227	0	3	0	0	179	1	0	0	99
13	1	0	1	339	192	244	0	9	2	0	328	0	1	0	99
14	1	0	0	455	354	97	0	1	0	0	178	1	0	0	99
15	0	0	5959	101	56	76	0	5	0	0	196	3	4	0	93

CPU utilization



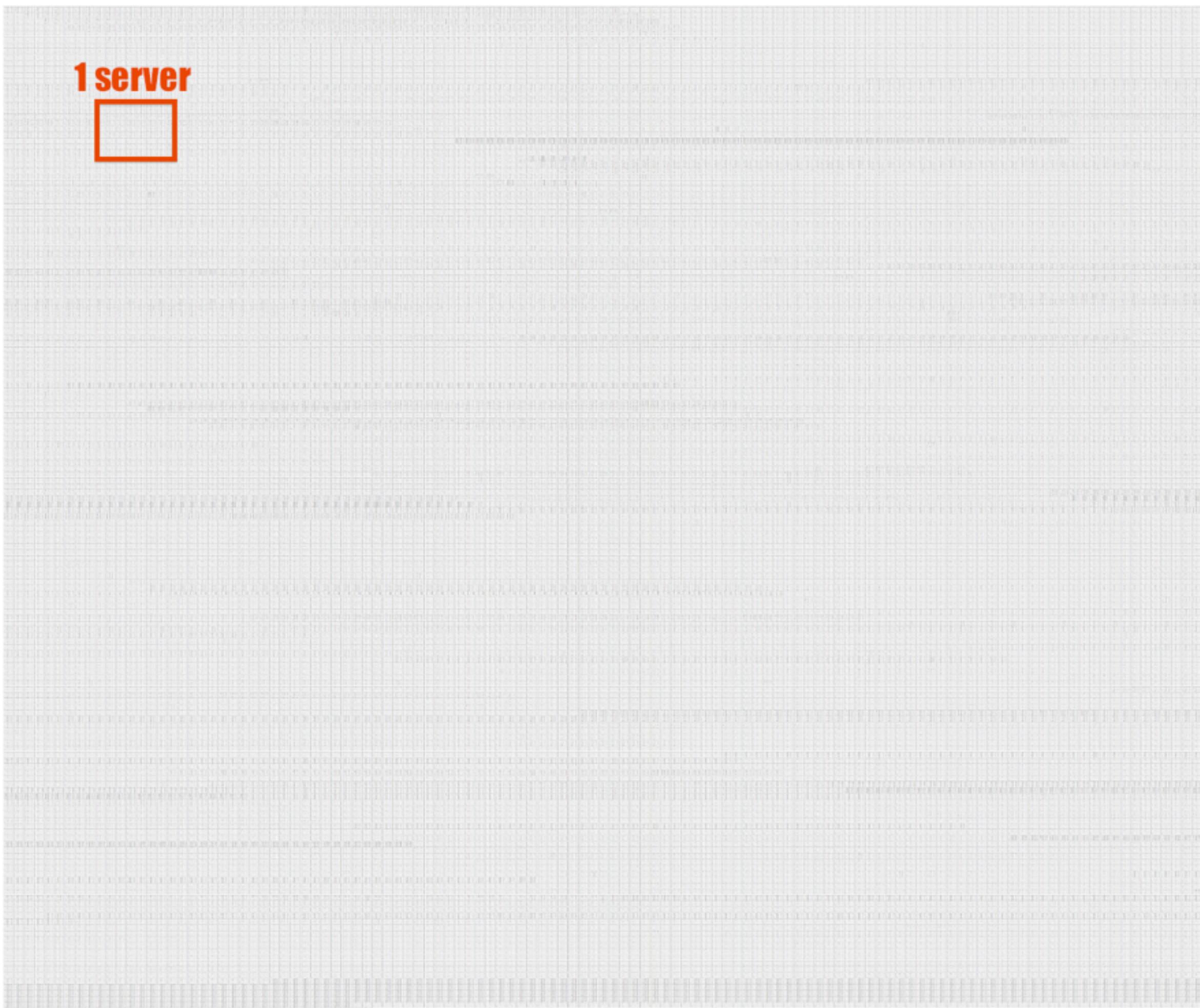
- Scaling to 60 seconds, 1 server:



CPU utilization



- Scaling to entire datacenter, 60 secs, 5312 CPUs:



CPU utilization



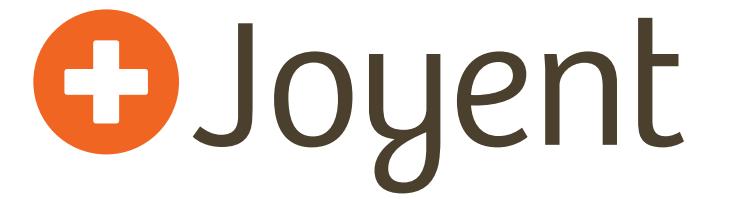
- Line graphs can solve some problems:

- x-axis: time, 60 seconds

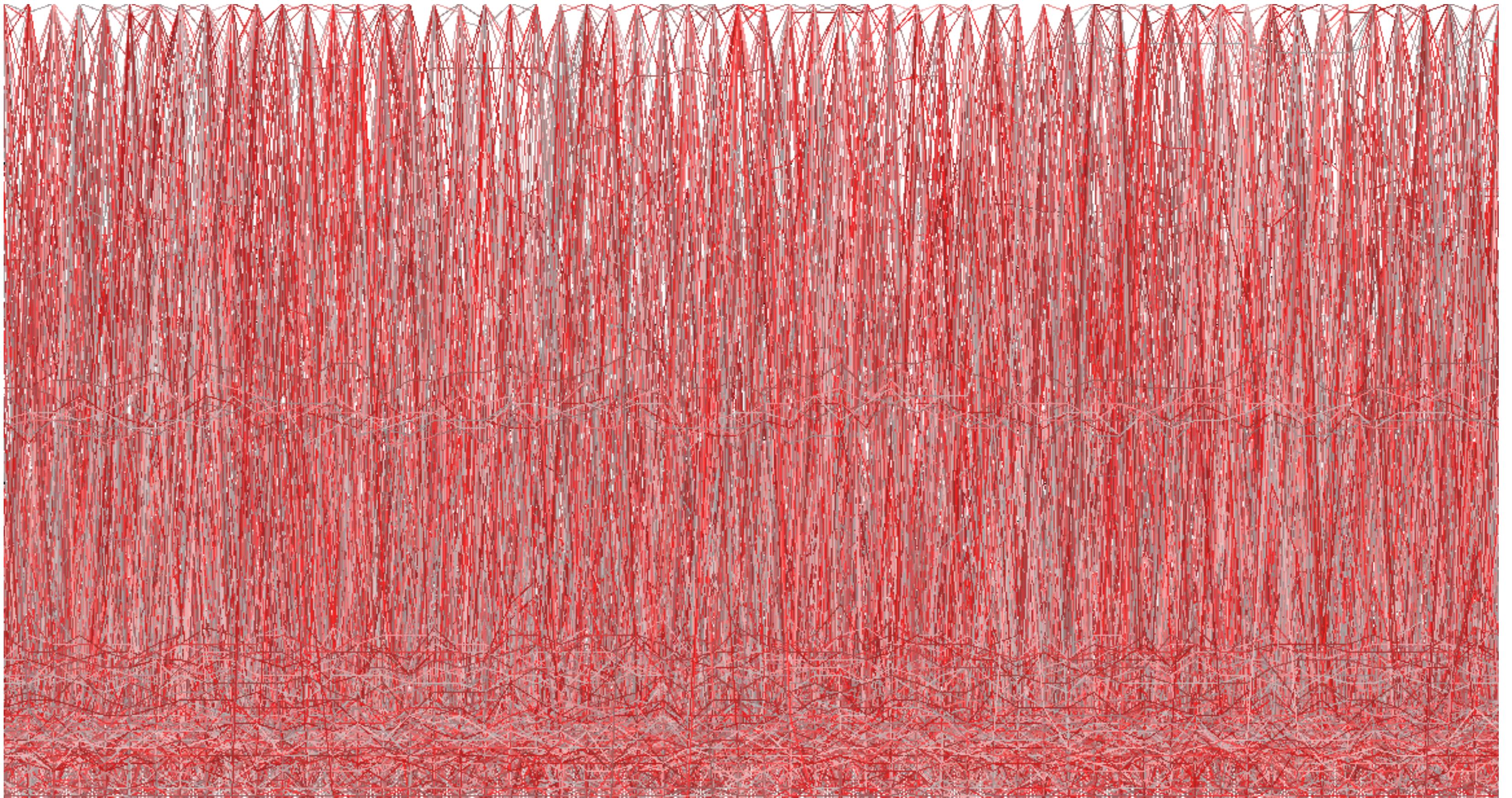
- y-axis: utilization



CPU utilization



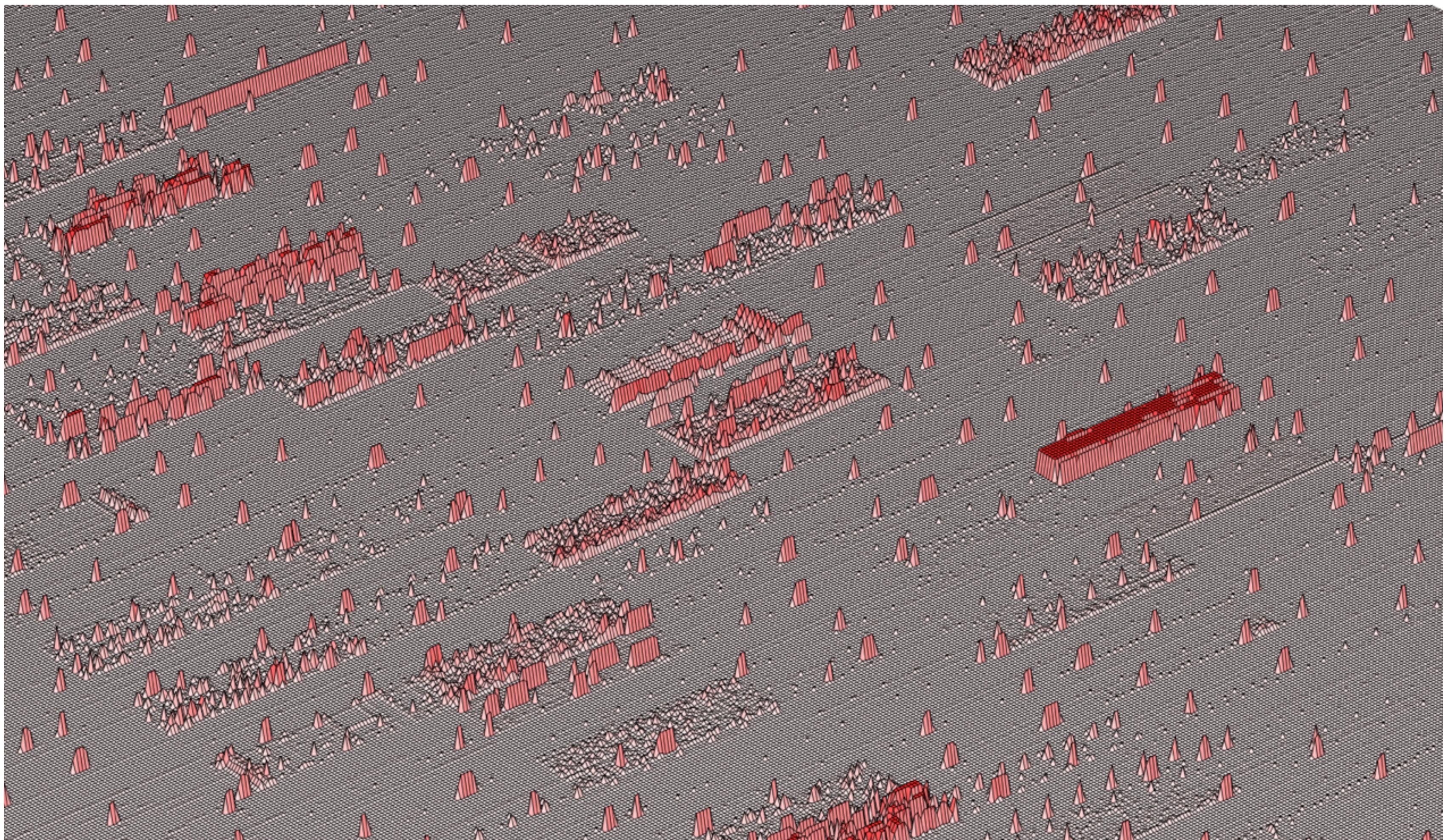
- ... but don't scale well to individual devices
 - 5312 CPUs, each as a line:



CPU utilization



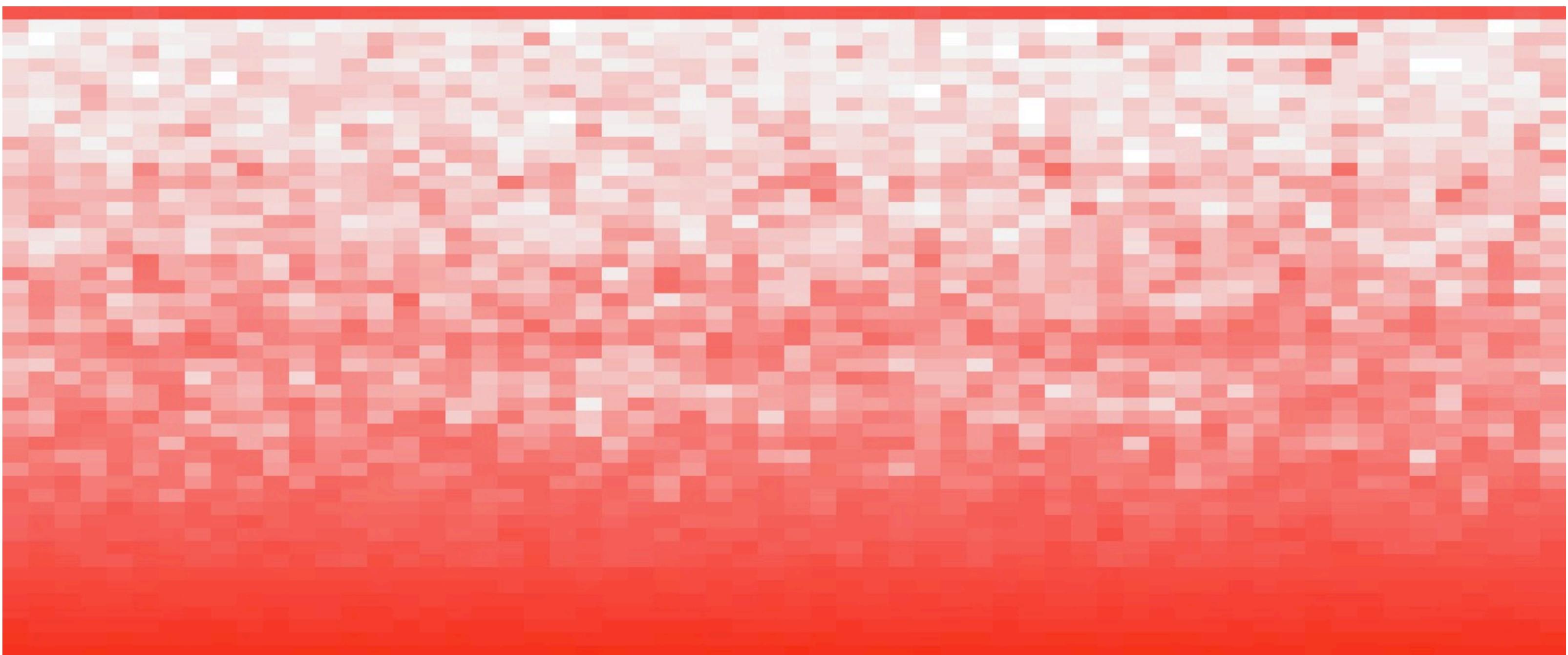
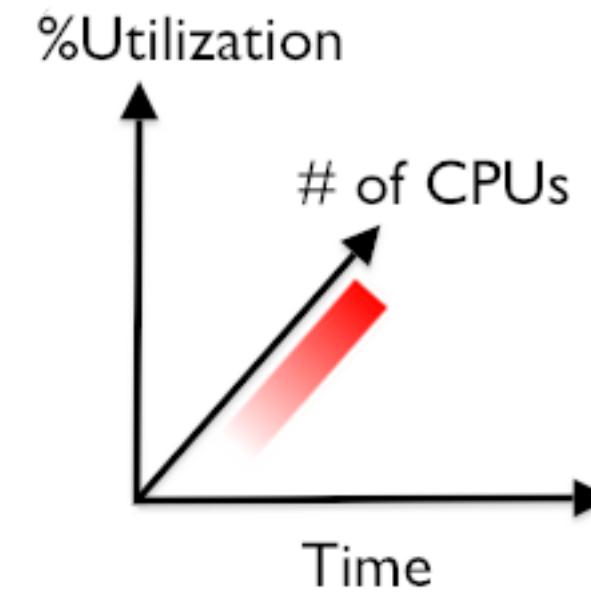
- Pretty, but scale limited as well:



CPU utilization



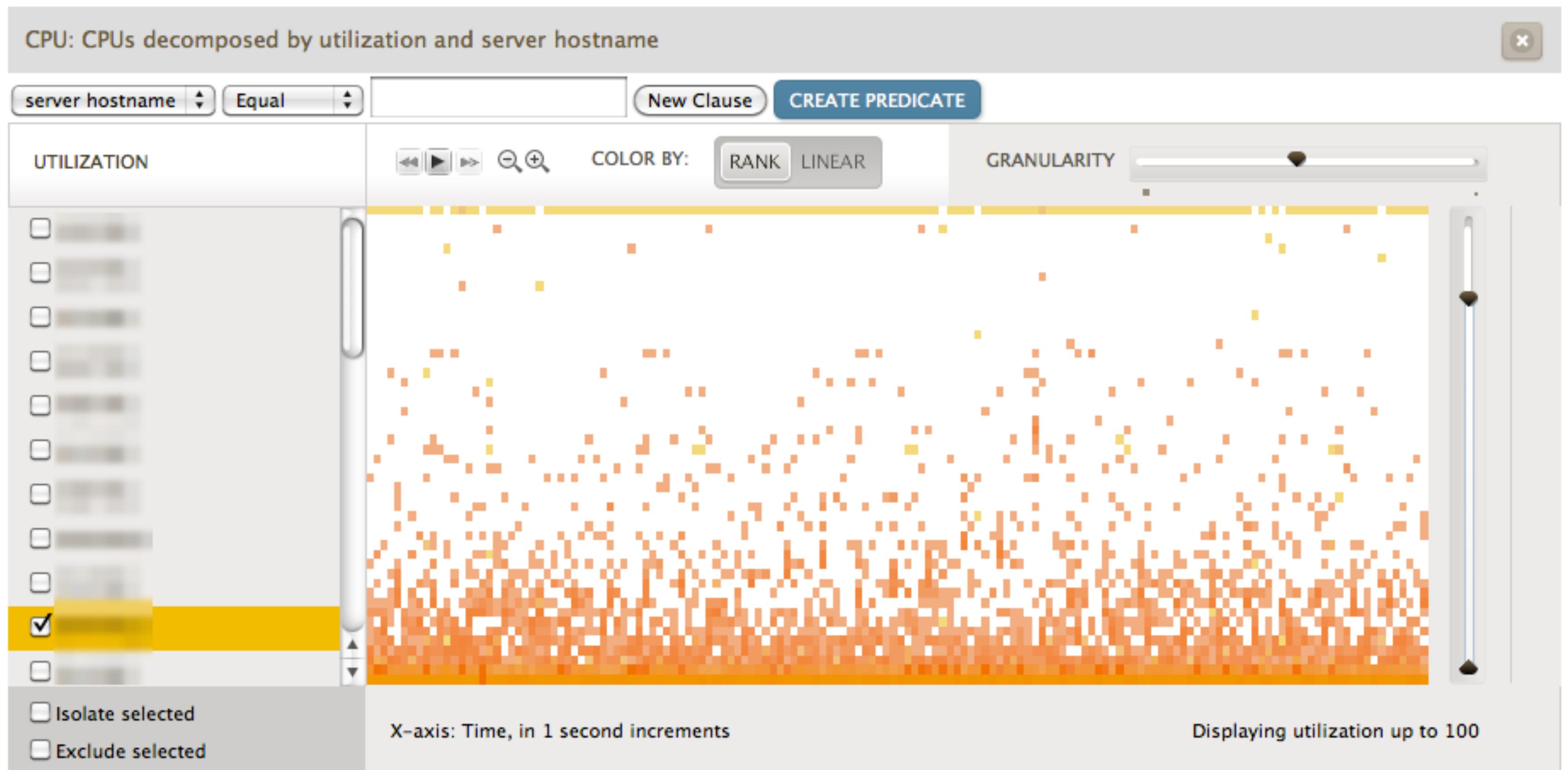
- Utilization as a heat map:
 - x-axis: time, y-axis: utilization
 - z-axis (color): number of CPUs



CPU utilization



- Available in Cloud Analytics (Joyent)
 - Clicking highlights and shows details; eg, hostname:



CPU utilization



- Utilization heat map also suitable and used for:
 - disks
 - network interfaces
- Utilization as a metric can be a bit misleading
 - really a percent busy over a time interval
 - devices may accept more work at 100% busy
 - may not directly relate to performance impact

CPU utilization: summary



- Data readily available
- Using a new visualization

CPU usage



- Given a CPU is hot, what is it doing?
 - Beyond just vmstat's usr/sys ratio
- Profiling (sampling at an interval) the program counter or stack back trace
 - user-land stack for %usr
 - kernel stack for %sys
- Many tools can do this to some degree
 - Developer Studios/DTrace/oprofile/...

CPU usage: profiling



- Frequency count on-CPU user-land stack traces:

```
# dtrace -x ustckframes=100 -n 'profile-997 /execname == "mysqld"/ {
    @[ustack()] = count(); } tick-60s { exit(0); }'
dtrace: description 'profile-997' matched 2 probes
CPU      ID                      FUNCTION:NAME
          :tick-60s

[...]
          libc.so.1`__priocntlset+0xa
          libc.so.1`getparam+0x83
          libc.so.1`pthread_getschedparam+0x3c
          libc.so.1`pthread_setschedprio+0x1f
          mysqld`_Z16dispatch_command19enum_server_commandP3THDPcj+0x9ab
          mysqld`_Z10do_commandP3THD+0x198
          mysqld`handle_one_connection+0x1a6
          libc.so.1`_thrp_setup+0x8d
          libc.so.1`_lwp_start
1272

          mysqld`_Z13add_to_statusP17system_status_varS0_+0x47
          mysqld`_Z22calc_sum_of_all_statusP17system_status_var+0x67
          mysqld`_Z16dispatch_command19enum_server_commandP3THDPcj+0x1222
          mysqld`_Z10do_commandP3THD+0x198
          mysqld`handle_one_connection+0x1a6
          libc.so.1`_thrp_setup+0x8d
          libc.so.1`_lwp_start
1643
```

CPU usage: profiling

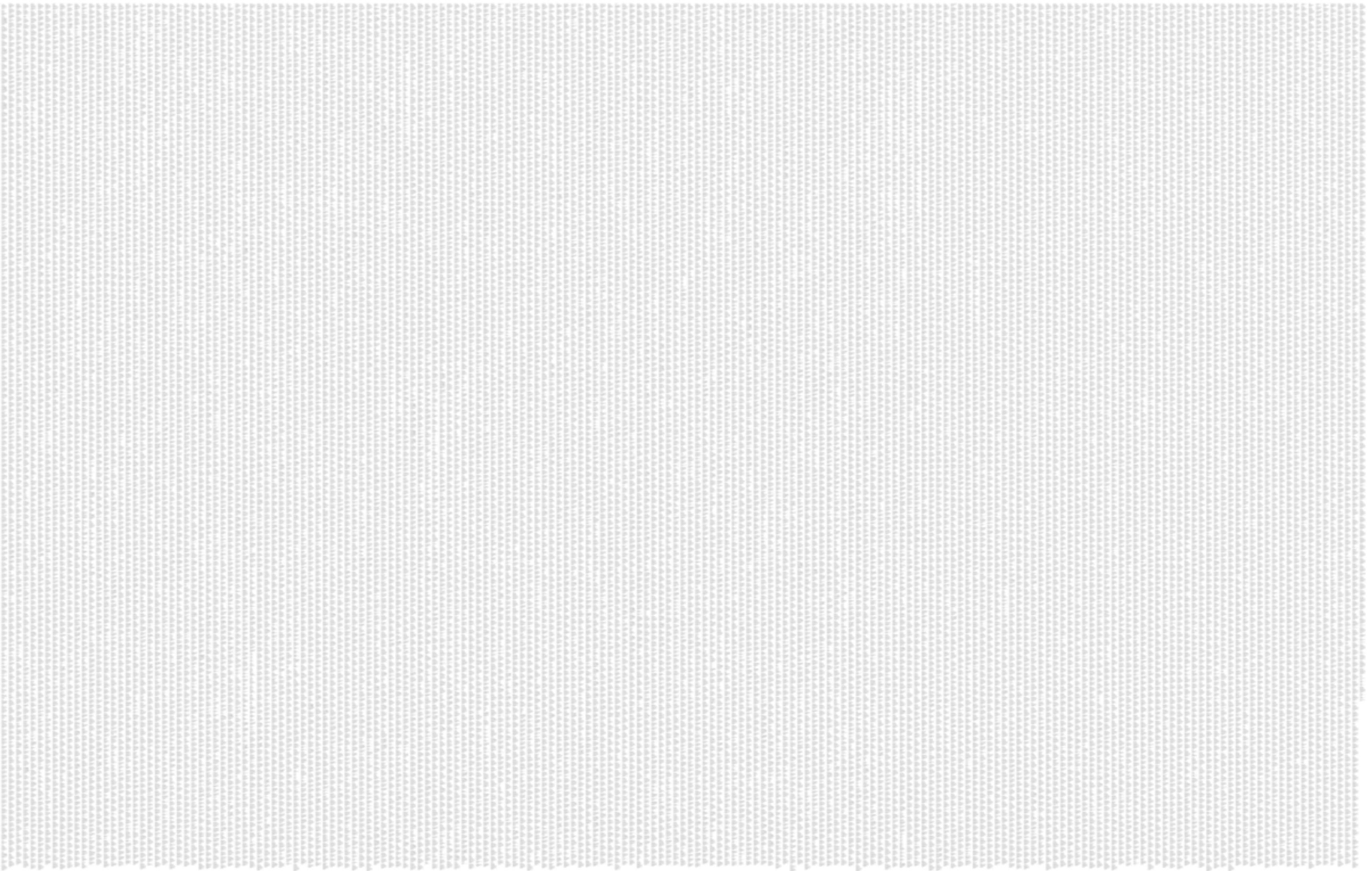


- Frequency count on-CPU user-land stack traces:

```
# dtrace -x ustckframes=100 -n 'profile-997 /execname == "mysqld"/ {
    @[ustack()] = count(); } tick-60s { exit(0); }'
dtrace: description 'profile-997' matched 2 probes
CPU      ID                                     FUNCTION:NAME
          :tick-60s

CPU      ID                                     FUNCTION:NAME
1      75195                                  :tick-60s
[...]
Over
500,000
lines
truncated
1272
          libc.so.1`__priocntlset+0xa
          libc.so.1`getparam+0x83
          libc.so.1`pthread_getschedparam+0x3c
          libc.so.1`pthread_setschedprio+0x1f
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          mysqld`handle_one_connection+0x1a6
          libc.so.1`_thrp_setup+0x8d
          libc.so.1`_lwp_start
```

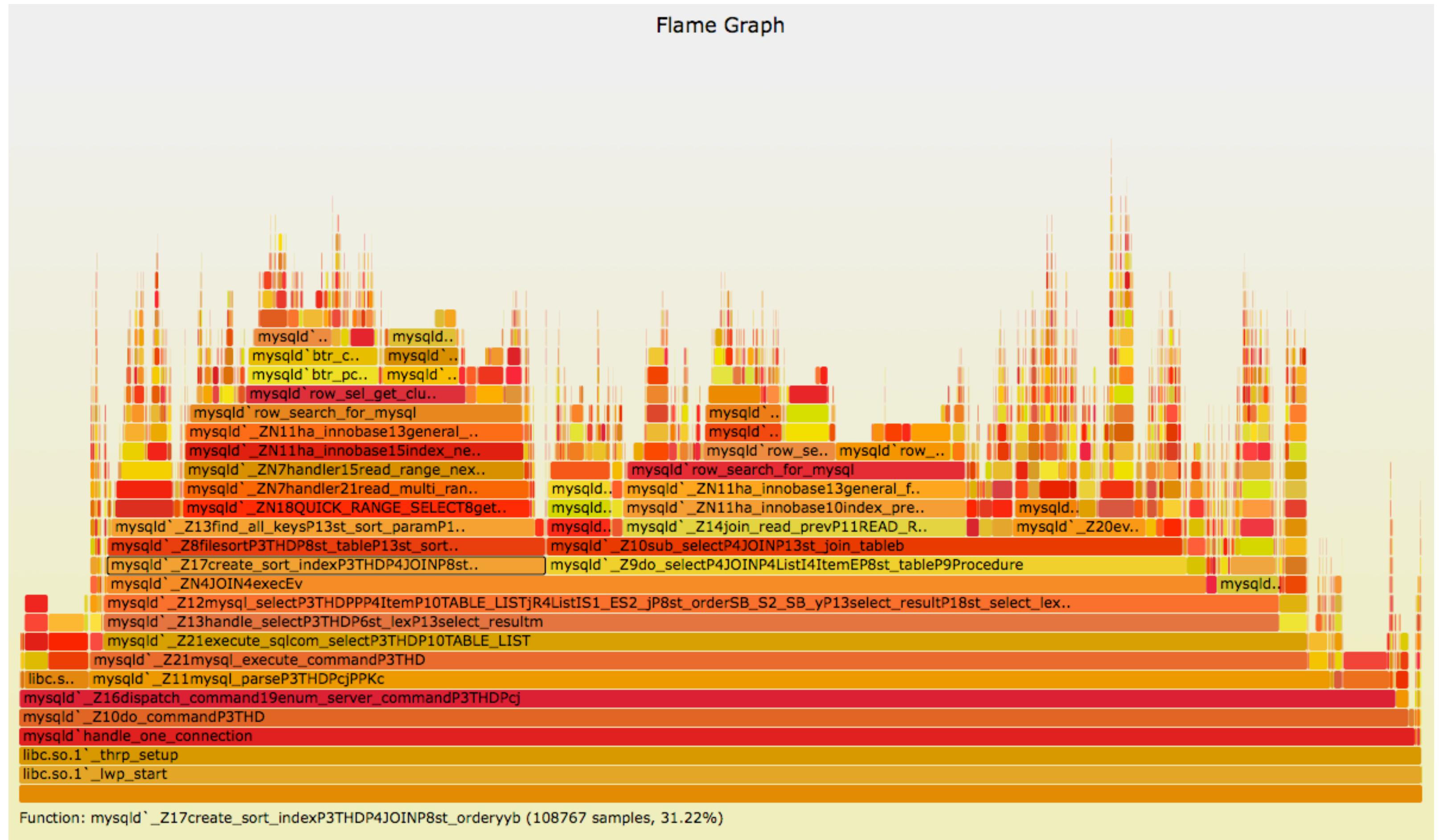
CPU usage: profiling data



CPU usage: visualization



- Visualized as a “Flame Graph”:



CPU usage: Flame Graphs



- Just some Perl that turns DTrace output into an interactive SVG: mouse-over elements for details
- It's on github
 - <http://github.com/brendangregg/FlameGraph>
- Works on kernel stacks, and both user+kernel
- Shouldn't be hard to have it process oprofile, etc.

CPU usage: on the Cloud



- Flame Graphs were born out of necessity on Cloud environments:
 - Perf issues need quick resolution (you just got hackernews'd)
 - Everyone is running different versions of everything (don't assume you've seen the last of old CPU-hot code-path issues that have been fixed)

CPU usage: summary



- **Data can be available**
 - For cloud computing: easy for operators to fetch on OS virtualized environments; otherwise agent driven, and possibly other difficulties (access to CPU instrumentation counter-based interrupts)
- **Using a new visualization**

CPU latency



- **CPU dispatcher queue latency**
 - thread is ready-to-run, and waiting its turn
- **Observable in coarse ways:**
 - vmstat's r
 - high load averages
- **Less course, with microstate accounting**
 - prstat -mL's LAT
- **How much is it affecting application performance?**

CPU latency: zonedispqlat.d



- # • Using DTrace to trace kernel scheduler events:

```
./zonedisplat.d
Tracing...
Note: outliers (> 1 secs) may be artifacts due to the use of scalar globals
(sorry).
```

CPU disp queue latency by zone (ns) :

value	Distribution	count
512		0
1024	oooooooooooooooooooooooooooo	10210
2048	oooooooooooo	3829
4096	o	514
8192		94
16384		0
32768		0
65536		0
131072		0
262144		0
524288		0
1048576		1
2097152		0
4194304		0
8388608		1
16777216		0
..

CPU latency: zonedispqlat.d



- CPU dispatcher queue latency by zonename (zonedispqlat.d), *work in progress*:

```
#!/usr/sbin/dtrace -s

#pragma D option quiet

dtrace:::BEGIN
{
    printf("Tracing...\n");
    printf("Note: outliers (> 1 secs) may be artifacts due to the ");
    printf("use of scalar globals (sorry).\n\n");
}

sched:::enqueue
{
    /* scalar global (I don't think this can be thread local) */
    start[args[0]->pr_lwpid, args[1]->pr_pid] = timestamp;
}

sched:::dequeue
/this->start = start[args[0]->pr_lwpid, args[1]->pr_pid]/
{
    this->time = timestamp - this->start;
    /* workaround since zonename isn't a member of args[1]... */
    this->zone = ((proc_t *)args[1]->pr_addr)->p_zone->zone_name;
    @[stringof(this->zone)] = quantize(this->time);
    start[args[0]->pr_lwpid, args[1]->pr_pid] = 0;
}

tick-1sec
{
    printf("CPU disp queue latency by zone (ns):\n");
    printa(@);
    trunc(@);
}
```

Save timestamp
on enqueue;
calculate delta
on dequeue

CPU latency: zonedispqlat.d



- Instead of zonename, this could be process name, ...
- Tracing scheduler enqueue/dequeue events and saving timestamps costs CPU overhead
 - they are frequent
- I'd prefer to only trace dequeue, and reuse the existing microstate accounting timestamps
 - but one problem is a clash between unscaled and scaled timestamps

CPU latency: on the Cloud



- With virtualization, you can have:
high CPU latency with idle CPUs
due to an instance consuming their quota
- OS virtualization
 - not visible in vmstat r
 - is visible as part of prstat -mL's LAT
 - more kstats recently added to SmartOS
including nsec_waitrq (total run queue wait by zone)
- Hardware virtualization
 - vmstat st (stolen)

CPU latency: caps



- CPU cap latency from the host (zonecapslat.d):

```
#!/usr/sbin/dtrace -s

#pragma D option quiet

sched:::cpucaps-sleep
{
    start[args[0]->pr_lwpid, args[1]->pr_pid] = timestamp;
}

sched:::cpucaps-wakeup
/this->start = start[args[0]->pr_lwpid, args[1]->pr_pid] /
{
    this->time = timestamp - this->start;
    /* workaround since zonename isn't a member of args[1]... */
    this->zone = ((proc_t *)args[1]->pr_addr)->p_zone->zone_name;
    @[stringof(this->zone)] = quantize(this->time);
    start[args[0]->pr_lwpid, args[1]->pr_pid] = 0;
}

tick-1sec
{
    printf("CPU caps latency by zone (ns):\n");
    printa(@);
    trunc(@);
}
```

CPU latency: summary



- **Partial data available**
- **New tools/metrics created**
 - although current DTrace solutions have overhead; we should be able to improve that
 - although, new kstats may be sufficient

Memory



Memory: problem



- Riak database has endless memory growth.

- expected 9GB, after two days:

```
$ prstat -c 1
Please wait...
  PID USERNAME  SIZE    RSS STATE  PRI  NICE   TIME   CPU PROCESS/NLWP
21722 103        43G   40G  cpu0    59    0 72:23:41 2.6% beam.smp/594
15770 root      7760K  540K sleep   57    0 23:28:57 0.9% zoneadmd/5
    95 root       0K    0K sleep   99  -20  7:37:47 0.2% zpool-zones/166
12827 root      128M   73M sleep  100    -  0:49:36 0.1% node/5
10319 bgregg    10M  6788K sleep   59    0  0:00:00 0.0% sshd/1
10402 root      22M  288K sleep   59    0  0:18:45 0.0% dtrace/1
[...]
```

- Eventually hits paging and terrible performance
 - needing a restart
- Is this a *memory leak*? Or application growth?

Memory: scope



- Identify the subsystem and team responsible

Subsystem	Team
Application	Voxer
Riak	Basho
Erlang	Ericsson
SmartOS	Joyent

Memory: heap profiling



- What is in the heap?

```
$ pmap 14719
14719: beam.smp
0000000000400000      2168K r-x--  /opt/riak/erts-5.8.5/bin/beam.smp
000000000062D000      328K rw---  /opt/riak/erts-5.8.5/bin/beam.smp
000000000067F000    4193540K rw---  /opt/riak/erts-5.8.5/bin/beam.smp
00000001005C0000    4194296K rw---  [ anon ]
00000002005BE000    4192016K rw---  [ anon ]
0000000300382000    4193664K rw---  [ anon ]
00000004002E2000    4191172K rw---  [ anon ]
00000004FFFD3000    4194040K rw---  [ anon ]
00000005FFF91000    4194028K rw---  [ anon ]
00000006FFF4C000    4188812K rw---  [ anon ]
00000007FF9EF000    588224K rw---  [ heap ]
[...]
```

- ... and why does it keep growing?
- Would like to answer these in production

- Without restarting apps. Experimentation (backend=mmap, other allocators) wasn't working.

Memory: heap profiling



- **libumem was used for multi-threaded performance**
 - libumem == user-land slab allocator
- **detailed observability can be enabled, allowing heap profiling and leak detection**
 - While designed with speed and production use in mind, it still comes with some cost (time and space), and aren't on by default.
 - UMEM_DEBUG=audit

Memory: heap profiling



- libumem provides some default observability
 - Eg, slabs:

```
> ::umem_malloc_info
CACHE          BUFSZ  MAXMAL  BUFMALLC  AVG_MAL  MALLOCED  OVERHEAD  %OVER
0000000007028      8      0          0          0          0          0      0.0%
00000000070b028    16      8        8730        8       69836  1054998 1510.6%
00000000070c028    32     16        8772       16      140352  1130491 805.4%
00000000070f028    48     32      1148038       25     29127788 156179051 536.1%
000000000710028    64     48      344138       40     13765658  58417287 424.3%
000000000711028    80     64          36       62        2226        4806 215.9%
000000000714028    96     80        8934       79      705348  1168558 165.6%
000000000715028   112     96      1347040       87     117120208 190389780 162.5%
000000000718028   128    112      253107      111     28011923  42279506 150.9%
00000000071a028   160    144      40529       118     4788681  6466801 135.0%
00000000071b028   192    176          140      155        21712        25818 118.9%
00000000071e028   224    208          43      188        8101        6497 80.1%
00000000071f028   256    240          133      229        30447        26211 86.0%
000000000720028   320    304          56      276        15455        12276 79.4%
000000000723028   384    368          35      335        11726        7220 61.5%
[...]
```

Memory: heap profiling



- ... and heap (captured @14GB RSS):

> ::vmem	ADDR	NAME	INUSE	TOTAL	SUCCEED	FAIL
	fffffd7ffebed4a0	sbrk_top	9090404352	14240165888	4298117	84403
	fffffd7ffeb00a8	sbrk_heap	9090404352	9090404352	4298117	0
	fffffd7ffeb00cb0	vmem_internal	664616960	664616960	79621	0
	fffffd7ffebef8b8	vmem_seg	651993088	651993088	79589	0
	fffffd7ffebf04c0	vmem_hash	12583424	12587008	27	0
	fffffd7ffebf10c8	vmem_vmem	46200	55344	15	0
	00000000006e7000	umem_internal	352862464	352866304	88746	0
	00000000006e8000	umem_cache	113696	180224	44	0
	00000000006e9000	umem_hash	13091328	13099008	86	0
	00000000006ea000	umem_log	0	0	0	0
	00000000006eb000	umem_firewall_va	0	0	0	0
	00000000006ec000	umem_firewall	0	0	0	0
	00000000006ed000	umem_oversize	5218777974	5520789504	3822051	0
	00000000006f0000	umem_memalign	0	0	0	0
	0000000000706000	umem_default	2552131584	2552131584	307699	0

- The heap is 9 GB (as expected), but sbrk_top total is 14 GB (equal to RSS). And growing.
 - Are there Gbyte-sized malloc()/free()s?

Memory: malloc() profiling



```
# dtrace -n 'pid$target::malloc:entry { @ = quantize(arg0); }' -p 17472
dtrace: description 'pid$target::malloc:entry' matched 3 probes
^C
```

value	Distribution	count
2		0
4		3
8	@	5927
16	@@@@	41818
32	@@@@ @@@@ @@@@	81991
64	@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@	169888
128	@@@@ @@@@ @@@@	69891
256		2257
512		406
1024		893
2048		146
4096		1467
8192		755
16384		950
32768		83
65536		31
131072		11
262144		15
524288		0
1048576		1
2097152		0

- No huge malloc()'s, but RSS continues to climb.

Memory: malloc() profiling



```
# dtrace -n 'pid$target::malloc:entry { @ = quantize(arg0); }' -p 17472
dtrace: description 'pid$target::malloc:entry' matched 3 probes
^C
```

value	Distribution	count
2		0
4		3
8	@	5927
16	@@@@	41818
32	@@@@ @@@@ @@@@	81991
64	@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@	169888
128	@@@@ @@@@ @@@@	69891
256		2257
512		406
1024		893
2048		146
4096		1467
8192		755
16384		950
32768		83
65536		31
131072		11
262144		15
524288		0
1048576		1
2097152		0

This tool (one-liner)
profiles malloc()
request sizes

- No huge malloc()'s, but RSS continues to climb.

Memory: heap growth



- Tracing why the heap grows via brk():

```
# dtrace -n 'syscall::brk:entry /execname == "beam.smp"/ { ustack(); }'
dtrace: description 'syscall::brk:entry' matched 1 probe
CPU      ID                      FUNCTION:NAME
  10      18                      brk:entry
              libc.so.1`_brk_unlocked+0xa
              libumem.so.1`vmem_sbrk_alloc+0x84
              libumem.so.1`vmem_xalloc+0x669
              libumem.so.1`vmem_alloc+0x14f
              libumem.so.1`vmem_xalloc+0x669
              libumem.so.1`vmem_alloc+0x14f
              libumem.so.1`umem_alloc+0x72
              libumem.so.1`malloc+0x59
              libstdc++.so.6.0.14`_Znwm+0x20
              libstdc++.so.6.0.14`_Znam+0x9
              leveldb.so`_ZN7leveldb9ReadBlockEPNS_16RandomAccessFileERKNS_11Rea...
              leveldb.so`_ZN7leveldb5Table11BlockReaderEPvRKNS_11ReadOptionsERKN...
              leveldb.so`_ZN7leveldb12_GLOBAL__N_116TwoLevelIterator13InitDataBl...
              leveldb.so`_ZN7leveldb12_GLOBAL__N_116TwoLevelIterator4SeekERKNS_5...
              leveldb.so`_ZN7leveldb12_GLOBAL__N_116TwoLevelIterator4SeekERKNS_5...
              leveldb.so`_ZN7leveldb12_GLOBAL__N_115MergingIterator4SeekERKNS_5S...
              leveldb.so`_ZN7leveldb12_GLOBAL__N_16DBIter4SeekERKNS_5SliceE+0xcc
              leveldb.so`leveldb_get+0xd3
              beam.smp`process_main+0x6939
              beam.smp`sched_thread_func+0x1cf
              beam.smp`thr_wrapper+0xbe
```

This shows the user-land stack trace for every heap growth

Memory: heap growth



- More DTrace showed the size of the malloc()s causing the brk()s:

```
# dtrace -x dynvarsize=4m -n '
pid$target::malloc:entry { self->size = arg0; }
syscall::brk:entry /self->size/ { printf("%d bytes", self->size); }
pid$target::malloc:return { self->size = 0; }' -p 17472
```

```
dtrace: description 'pid$target::malloc:entry' matched 7 probes
CPU      ID          FUNCTION:NAME
  0        44          brk:entry 8343520 bytes
  0        44          brk:entry 8343520 bytes
[...]
```

- These 8 Mbyte malloc()s grew the heap

- Even though the heap has Gbytes not in use
- This is starting to look like an OS issue

Memory: allocator internals



- More tools were created:
 - Show memory entropy (+ malloc - free) along with heap growth, over time
 - Show codepath taken for allocations compare successful with unsuccessful (heap growth)
 - Show allocator internals: sizes, options, flags
- And run in the production environment
 - Briefly; tracing *frequent* allocs does cost overhead
- Casting light into what was a black box

Memory: allocator internals



```
4      <- vmem_xalloc                      0
4      -> _sbrk_grow_aligned              4096
4      <- _sbrk_grow_aligned            17155911680
4      -> vmem_xalloc                  7356400
4          | vmem_xalloc:entry        umem_oversize
4          -> vmem_alloc                7356416
4              -> vmem_xalloc          7356416
4                  | vmem_xalloc:entry    sbrk_heap
4                  -> vmem_sbrk_alloc    7356416
4                      -> vmem_alloc      7356416
4                          -> vmem_xalloc    7356416
4                              | vmem_xalloc:entry  sbrk_top
4                              -> vmem_reap        16777216
4                                  <- vmem_reap      3178535181209758
4                                      | vmem_xalloc:return vmem_xalloc() == NULL, vm:
sbrk_top, size: 7356416, align: 4096, phase: 0, nocross: 0, min: 0, max: 0,
vmflag: 1
libumem.so.1`vmem_xalloc+0x80f
libumem.so.1`vmem_sbrk_alloc+0x33
libumem.so.1`vmem_xalloc+0x669
libumem.so.1`vmem_alloc+0x14f
libumem.so.1`vmem_xalloc+0x669
libumem.so.1`vmem_alloc+0x14f
libumem.so.1`umem_alloc+0x72
libumem.so.1`malloc+0x59
libstdc++.so.6.0.3`_Znwm+0x2b
libstdc++.so.6.0.3`__ZNSS4_Rep9_S_createEmmRKSaIcE+0x7e
```

Memory: solution



- These new tools and metrics pointed to the allocation algorithm “instant fit”
 - Someone had suggested this earlier; the tools provided solid evidence that this really was the case here
- A new version of libumem was built to force use of **VM_BESTFIT**
 - and added by Robert Mustacchi as a tunable:
`UMEM_OPTIONS=allocator=best`
- Customer restarted Riak with new libumem version
 - Problem solved

Memory: on the Cloud



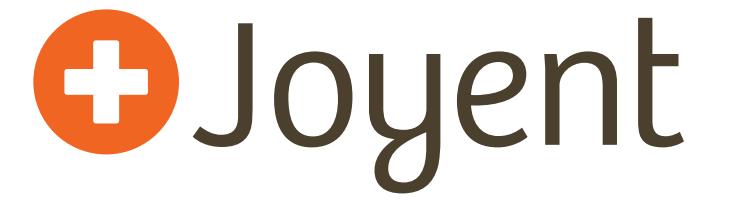
- With OS virtualization, you can have:
Paging without scanning
 - paging == swapping blocks with physical storage
 - swapping == swapping entire threads between main memory and physical storage
- Resource control paging is unrelated to the page scanner, so, no vmstat scan rate (sr) despite anonymous paging
- More new tools: DTrace sysinfo:::anonpgin by process name, zonename

Memory: summary



- Superficial data available, detailed info not
 - not by default
- Many new tools were created
 - not easy, but made possible with DTrace

Disk



Disk: problem



- Application performance issues
- Disks look busy (`iostat`)
- Blame the disks?

```
$ iostat -xnz 1
[...]
          extended device statistics
    r/s    w/s    kr/s    kw/s wait actv wsvc_t asvc_t %w %b device
124.0  334.9 15677.2 40484.9  0.0   1.0   0.0   2.2   1   69 c0t1d0
          extended device statistics
    r/s    w/s    kr/s    kw/s wait actv wsvc_t asvc_t %w %b device
114.0  407.1 14595.9 49409.1  0.0   0.8   0.0   1.5   1   56 c0t1d0
          extended device statistics
    r/s    w/s    kr/s    kw/s wait actv wsvc_t asvc_t %w %b device
85.0   438.0 10814.8 53242.1  0.0   0.8   0.0   1.6   1   57 c0t1d0
```

- Many graphical tools are built upon `iostat`

Disk: on the Cloud



- **Tenants can't see each other**
 - Maybe a neighbor is doing a backup?
 - Maybe a neighbor is running a benchmark?
 - Can't see their processes (top/prstat)
- **Blame what you can't see**

- Applications usually talk to a file system
 - and are hurt by file system latency
- Disk I/O can be:
 - *unrelated* to the application: asynchronous tasks
 - *inflated* from what the application requested
 - *deflated* “ “
 - *blind* to issues caused higher up the kernel stack

Disk: issues with iostat(1)



- **Unrelated:**
 - other applications / tenants
 - file system prefetch
 - file system dirty data flushing
- **Inflated:**
 - rounded up to the next file system record size
 - extra metadata for on-disk format
 - read-modify-write of RAID5

Disk: issues with iostat(1)



- **Deflated:**
 - read caching
 - write buffering
- **Blind:**
 - lock contention in the file system
 - CPU usage by the file system
 - file system software bugs
 - file system queue latency

Disk: issues with iostat(1)



- blind (continued):
 - disk cache flush latency (if your file system does it)
 - file system I/O throttling latency
- I/O throttling is a new ZFS feature for cloud environments
 - adds artificial latency to file system I/O to throttle it
 - added by Bill Pijewski and Jerry Jelenik of Joyent

Disk: file system latency



- Using DTrace to summarize ZFS read latency:

```
$ dtrace -n 'fbt::zfs_read:entry { self->start = timestamp; }  
fbt::zfs_read:return { self->start / {  
    @["ns"] = quantize(timestamp - self->start); self->start = 0; }'  
dtrace: description 'fbt::zfs_read:entry' matched 2 probes  
^C
```

ns	value	Distribution	count
	512		0
	1024	@	6
	2048	@@	18
	4096	@@@@@@@	79
	8192	@@@@@@@ @@@@ @@@@ @@@@ @@@@ @@@@ @@@@	191
	16384	@@@@@@@ @@@@ @@@@	112
	32768	@	14
	65536		1
	131072		1
	262144		0
	524288		0
	1048576		0
	2097152		0
	4194304	@@@	31
	8388608	@	9
	16777216		0

Disk: file system latency



- # • Using DTrace to summarize ZFS read latency:

```
$ dtrace -n 'fbt::zfs_read:entry { self->start = timestamp; }  
fbt::zfs_read:return { self->start / {  
    @["ns"] = quantize(timestamp - self->start); self->start = 0; }'  
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```

value	Distribution	count
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16384	@@@@ @@@@ @@@@ @@@@	112
32768	@	14
65536		1
131072		1
262144		0
524288		0
1048576		0
2097152		0
4194304	@@ @	31
8388608	@	9
16777216		0

Disk: file system latency



- Tracing zfs events using zfsslower.d:

```
# ./zfsslower.d 10
TIME          PROCESS   D   KB   ms  FILE
2011 May 17 01:23:12 mysqld    R   16   19  /z01/opt/mysql5-64/data/xxxxxx/xxxxxx.ibd
2011 May 17 01:23:13 mysqld    W   16   10  /z01/var/mysql/xxxxxx/xxxxxx.ibd
2011 May 17 01:23:33 mysqld    W   16   11  /z01/var/mysql/xxxxxx/xxxxxx.ibd
2011 May 17 01:23:33 mysqld    W   16   10  /z01/var/mysql/xxxxxx/xxxxxx.ibd
2011 May 17 01:23:51 httpd     R   56   14  /z01/home/xxxxxx/xxxxxx/xxxxxx/xxxxxx
^C
```

- Argument is the minimum latency in milliseconds

Disk: file system latency



- Can trace this from other locations too:
 - VFS layer: filter on desired file system types
 - syscall layer: filter on file descriptors for file systems
 - application layer: trace file I/O calls

Disk: file system latency



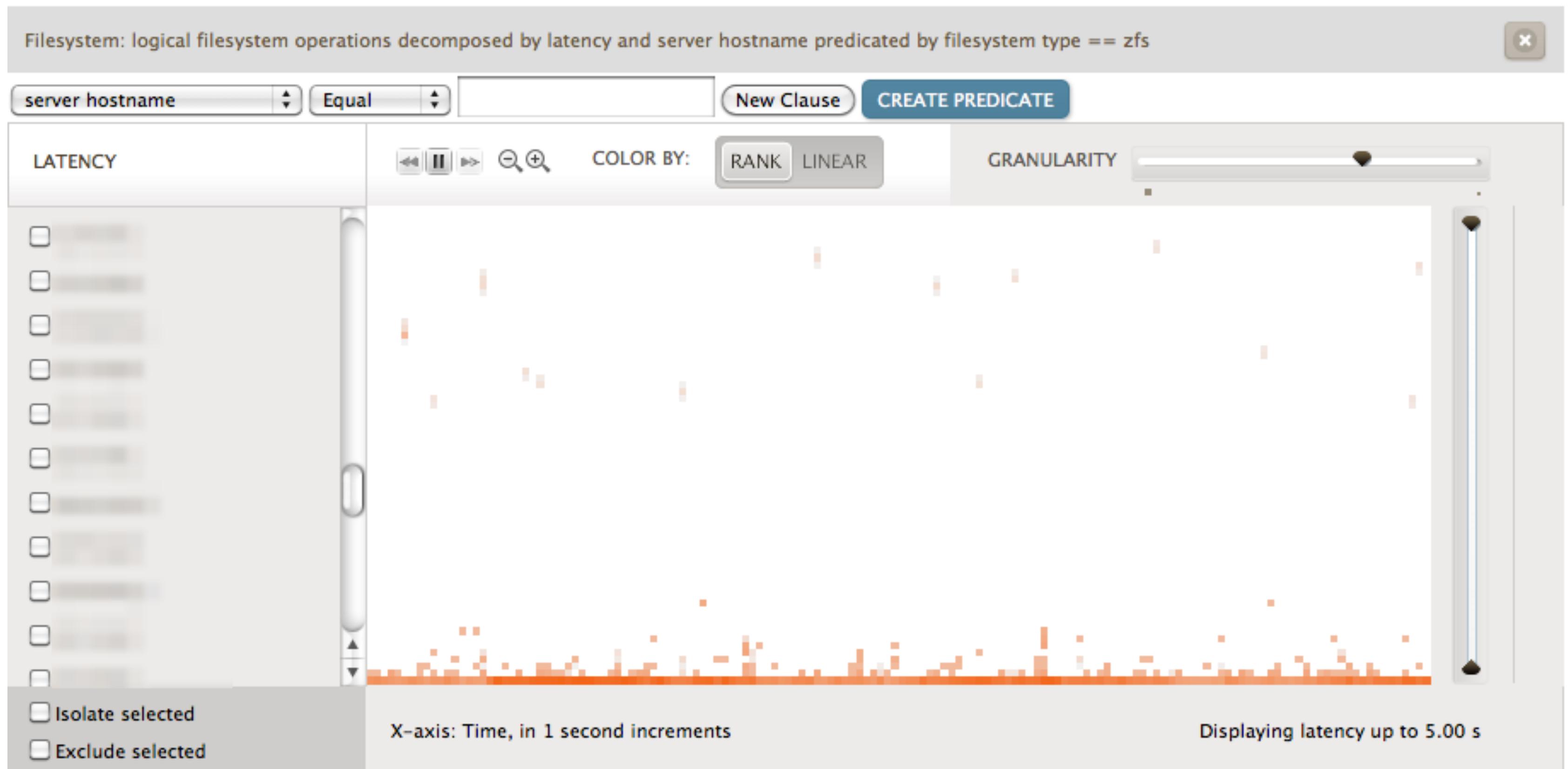
- And using SystemTap:

- Traces `vfs.read` to `vfs.read.return`, and gets the FS type via: `$file->f_path->dentry->d_inode->i_sb->s_type->name`
 - Warning: this script has crashed ubuntu/CentOS; I'm told RHEL is better

Disk: file system visualizations



- File system latency as a heat map (Cloud Analytics):

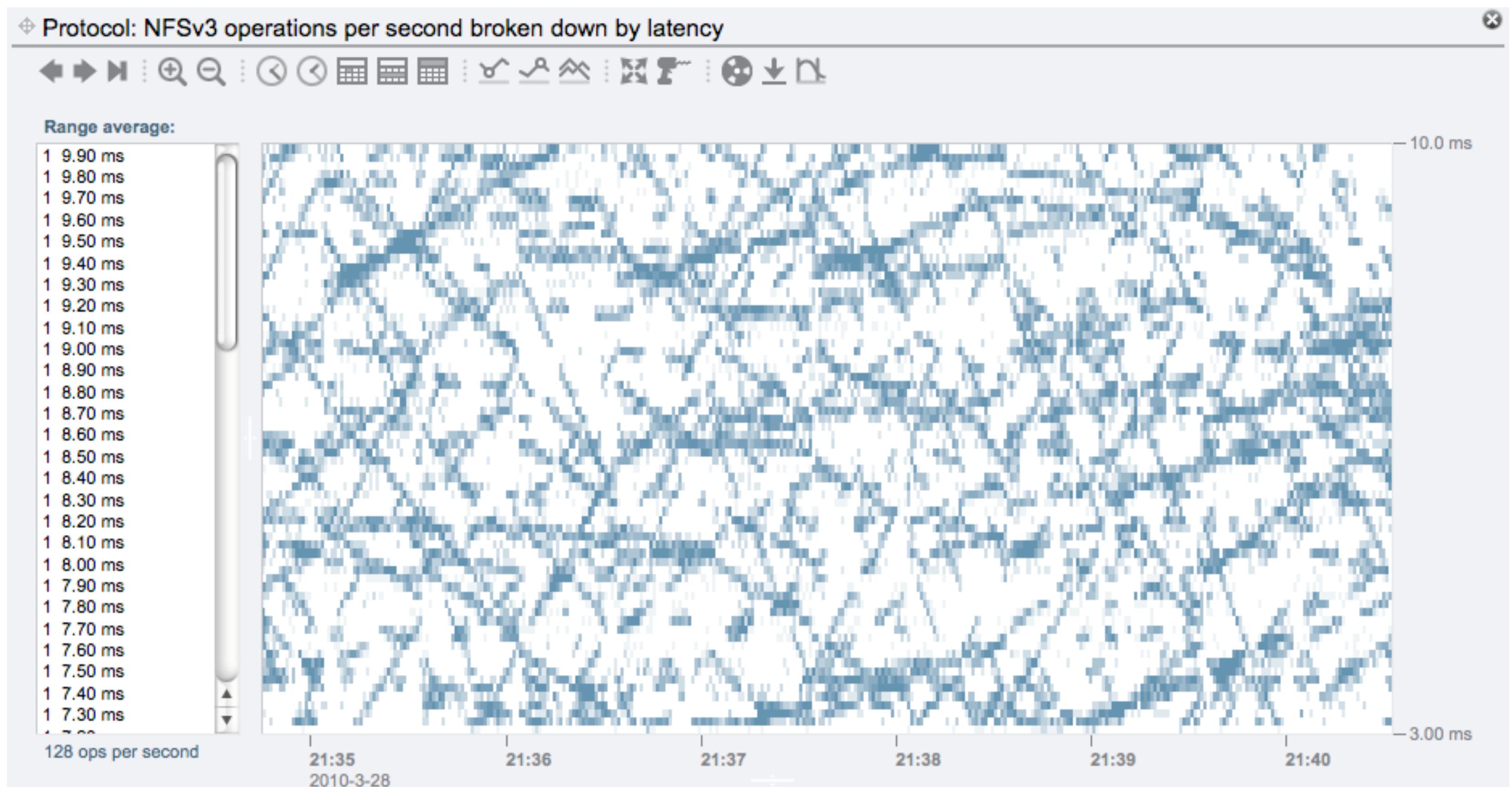


- This screenshot shows severe outliers

Disk: file system visualizations



- Sometimes the heat map is very surprising:



- This screenshot is from the Oracle ZFS Storage Appliance

Disk: summary



- Misleading data available
- New tools/metrics created
- Latency visualizations

Network



Network: problem



- TCP SYNs queue in-kernel until they are accept()ed
- The queue length is the TCP listen backlog
 - may be set in listen()
 - and limited by a system tunable (usually 128)
 - on SmartOS: `tcp_conn_req_max_q`
- What if the queue remains full
 - eg, application is overwhelmed with other work,
 - or CPU starved
 - ... and another SYN arrives?

Network: TCP listen drops



- Packet is dropped by the kernel
 - fortunately a counter is bumped:

```
$ netstat -s | grep Drop
      tcpTimRetransDrop      =      56      tcpTimKeepalive      =    2582
      tcpTimKeepaliveProbe=   1594      tcpTimKeepaliveDrop =      41
      tcpListenDrop          =3089298      tcpListenDropQ0     =      0
      tcpHalfOpenDrop        =      0      tcpOutSackRetrans   =1400832
      icmpOutDrops           =      0      icmpOutErrors       =      0
      sctpTimRetrans         =      0      sctpTimRetransDrop =      0
      sctpTimHearBeatProbe=   0      sctpTimHearBeatDrop =      0
      sctpListenDrop         =      0      sctpInClosed        =      0
```

- Remote host waits, and then retransmits
 - TCP retransmit interval; usually 1 or 3 seconds

Network: predicting drops



- How do we know if we are close to dropping?
 - An early warning

Network: tcpconnreqmaxq.d



- DTrace script traces drop events, if they occur:

```
# ./tcpconnreqmaxq.d
Tracing... Hit Ctrl-C to end.
2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
[...]
```

- ... and when Ctrl-C is hit:

Network: tcpconnreqmaxq.d



tcp_conn_req_cnt_q distributions:

cpid: 3063	value	Distribution	max_q: 8	count
	-1			0
	0			1
	1			0

cpid: 11504	value	Distribution	max_q: 128	count
	-1			0
	0			7279
	1	@@		405
	2	@		255
	4	@		138
	8			81
	16			83
	32			62
	64			67
	128			34
	256			0

tcpListenDrops:

cpid: 11504	max_q: 128	34
-------------	------------	----

Network: tcpconnreqmaxq.d



tcp_conn_req_cnt_q distributions:

cpid:3063

value	Distribution	max_q: 8	count
-1			0
0	oo		1
1			0

cpid:11504

value	Distribution	max_q: 128	count
-1			0
0	oo		7279
1	@@		405
2	@		255
4	@		138
8			81
16			83
32			62
64			67
128			34
256			0

Length of queue
measured
on SYN event

value
in
use

tcpListenDrops:

cpid:11504

max_q:128

34

Network: tcplistendrop.d



- More details can be fetched as needed:

```
# ./tcplistendrop.d
```

TIME	SRC-IP	PORT	DST-IP	PORT
2012 Jan 19 01:22:49	10.17.210.103	25691	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.108	18423	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.116	38883	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.117	10739	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.112	27988	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.106	28824	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.12.143.16	65070	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.100	56392	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.99	24628	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.98	11686	-> 192.192.240.212	80
2012 Jan 19 01:22:49	10.17.210.101	34629	-> 192.192.240.212	80
[...]				

- Just tracing the drop code-path

- Don't need to pay the overhead of sniffing all packets

Network: DTrace code



- Key code from tcplistendrop.d:

```
fbt::tcp_input_listener:entry { self->mp = args[1]; }
fbt::tcp_input_listener:return { self->mp = 0; }

mib:::tcpListenDrop
/self->mp/
{
    this->iph = (ipha_t *)self->mp->b_rptr;
    this->tcph = (tcpiph_t *) (self->mp->b_rptr + 20);
    printf("%-20Y %-18s %-5d -> %-18s %-5d\n", walltimestamp,
           inet_ntoa(&this->iph->ipha_src),
           ntohs(*(uint16_t *)this->tcph->th_lport),
           inet_ntoa(&this->iph->ipha_dst),
           ntohs(*(uint16_t *)this->tcph->th_fport));
}
```

- This uses the unstable interface fbt provider

- a stable tcp provider now exists, which is better for more common tasks - like connections by IP

Network: summary



- For TCP, while many counters are available, they are system wide integers
- Custom tools can show more details
 - addresses and ports
 - kernel state
 - needs kernel access and dynamic tracing

Data Recap



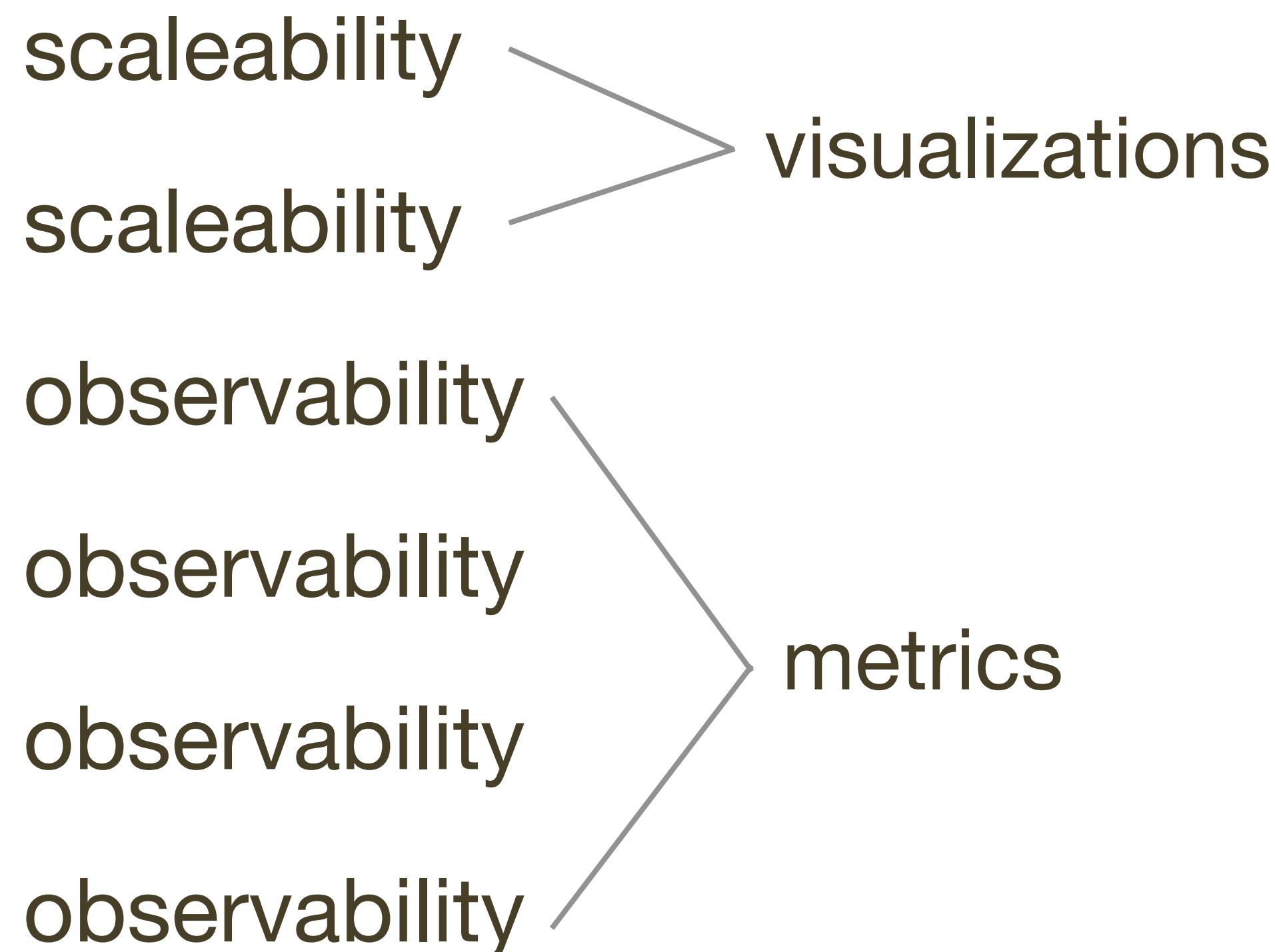
- Problem types
 - CPU utilization scalability
 - CPU usage scalability
 - CPU latency observability
 - Memory observability
 - Disk observability
 - Network observability

Data Recap



- **Problem types, solution types**

- CPU utilization
- CPU usage
- CPU latency
- Memory
- Disk
- Network



Theory



Performance Analysis



- Goals
 - Capacity planning
 - Issue analysis

Performance Issues



- **Strategy**
 - Step 1: is there a problem?
 - Step 2: which subsystem/team is responsible?
- **Difficult to get past these steps without reliable metrics**

Problem Space



- **Myths**

- Vendors provide good metrics with good coverage
- The problem is to line-graph them

- **Realities**

- Metrics can be wrong, incomplete and misleading, requiring time and expertise to interpret
- Line graphs can hide issues

Problem Space



- Cloud computing confuses matters further:
 - hiding metrics from neighbors
 - throttling performance due to invisible neighbors

Example Problems



- Included:
 - Understanding utilization across 5,312 CPUs
 - Using disk I/O metrics to explain application performance
 - A lack of metrics for memory growth, packet drops, ...

Example Solutions: tools



- Device utilization heat maps for CPUs
- Flame graphs for CPU profiling
- CPU dispatcher queue latency by zone
- CPU caps latency by zone
- malloc() size profiling
- Heap growth stack backtraces
- File system latency distributions
- File system latency tracing
- TCP accept queue length distribution
- TCP listen drop tracing with details

Key Concepts



- **Visualizations**
 - heat maps for device utilization and latency
 - flame graphs
- **Custom metrics often necessary**
 - Latency-based for issue analysis
 - If coding isn't practical/timely, use dynamic tracing
- **Cloud Computing**
 - Provide observability (often to show what the problem *isn't*)
 - Develop new metrics for resource control effects

- Many problems were only solved thanks to DTrace
- In the SmartOS cloud environment:
 - The compute node (global zone) can DTrace everything (except for KVM guests, for which it has a limited view: resource I/O + some MMU events, so far)
 - SmartMachines (zones) have the DTrace syscall, profile (their user-land only), pid and USDT providers
 - Joyent Cloud Analytics uses DTrace from the global zone to give extended details to customers

Performance



- The more you know, the more you don't
- Hopefully I've turned some unknown-unknowns into known-unknowns

Thank you



- **Resources:**

- <http://dtrace.org/blogs/brendan>

- More CPU utilization visualizations:
<http://dtrace.org/blogs/brendan/2011/12/18/visualizing-device-utilization/>
 - Flame Graphs: <http://dtrace.org/blogs/brendan/2011/12/16/flame-graphs/>
and <http://github.com/brendangregg/FlameGraph>
 - More iostat(1) & file system latency discussion:
<http://dtrace.org/blogs/brendan/tag/filesystem-2/>

- **Cloud Analytics:**

- OSCON slides: <http://dtrace.org/blogs/dap/files/2011/07/ca-oscon-data.pdf>
 - Joyent: <http://joyent.com>

- brendan@joyent.com