Logical Synchronous Replication in the Tintri VMstore File System

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Outline

Background and Motivation (30%)

Major Technical Problems (60%)

Lessons Learned (10%)

Tintri VMstore Ecosystem



Generic Synchronous Replication







What to replicate? Alternatives considered

How user might configure replication	Reason for rejecting
Selected LUNs	VMstore does not expose LUNs
Selected filesystem volumes	We only have one filesystem
Whole system	Forces users to replicate all data; subtle complications to rest of system
Per-VM	Does not work well with transparent failover
Directory	This is what we did let users configure one or more directories for replication, and replicate all filesystem operations occurring on files/subdirectories within these directories.

Major data path design challenges

Replicate writes

Replicate arbitrary filesystem operations

Resync efficiently: handle extended outages

Primary/Secondary integrity check

Replicating writes

Objective: minimize added latency

Requirements:

- 1. Never lose acknowledged writes.
- 2. Recover from crashes, disconnects, etc and converge to an identical state.

Filesystem Write Path



Bookkeeping for in-flight writes

Objective: keep track of in-flight writes persistently for crash recovery

All operations tagged with sequence number (OSN)

NVRAM entries: data, plus <FileId, Offset, Length, OSN>

Persistent metadata. For each replicated directory, keep a map of

 $OSN \rightarrow \langle FileId, Offset, Length \rangle$

Crash Recovery Example



Secondary

Crash Recovery Example (2)



Crash Recovery Example (3)



Crash Recovery Example (4): Distributed Recovery



Data Path 2: Operations Other Than Writes

Undo not possible (e.g., deletes & renames)

Less frequent: can afford higher overhead

Approach: two-phase commit

Secondary Node



Secondary Node



Data Path 3: Resync



Resync Timeline



Resync Timeline



Resync Timeline



Data Path 4: Distributed integrity checking

Goal: verify that Primary & Secondary have identical content

Leverage existing per-file content checksum

Periodically and on demand (e.g. after resync):

- 1. Primary: temporarily pause incoming I/Os
- 2. Primary, Secondary: quiesce in-flight I/Os
- 3. For each file,
 - a. Primary: extract logical file content checksum; send the checksum to Secondary
 - b. Secondary: extract local checksum; compare with value from Primary
 - i. If different, preserve state & take Secondary out of sync

Integrity check: invaluable

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Automatic cluster failover: more important to customers than anticipated

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Ease of use & flexibility: well received

Questions

Backup Slides

Example VM

[[it-ttha1#b]: [[it-ttha1#b]:						
		-tati				
total 139272			12	2014 12 10	16.51	he en l
-rw 1				2014-12-10		
-rw 1						vmware-23.log
-rw 1						vmware-22.log
-rw-rr 1				2014-12-10		
-rw 1						hg-a0cbeddf.vswp
-rw 1						hg_2-flat.vmdk
-rw-rr 1						vmware-24.log
-rw-rr 1						vmware-25.log
-rw-rr 1						vmware-26.log
-rw 1						vmx-hg-2697719263-1.vsw
-rw 1			0	2015-06-19	16:27	hg.vmx.lck
-rw-rr 1			73	2015-06-19	16:27	hg-a0cbeddf.hlog
-rw-rr 1	root	root	2767818	2015-06-19	16:27	vmware-27.log
-rw 1	root	root	8684	2015-07-06	14:58	hg.nvram
-rw 1	root	root	594	2015-12-22	09:54	hg_2.vmdk
-rwxr-xr-x 1	root	root	4148	2015-12-22	09:54	hg.vmx
-rw-rr 1	root	root	45	2015-12-22	09:54	hg.vmsd
-rw 1	root	root	983552	2015-12-22	09:54	hg-ctk.vmdk
-rw 1	root	root	6554112	2015-12-22	09:54	hg_4-ctk.vmdk
-rw 1	root	root				hg_3-ctk.vmdk
-rw 1	root	root				hg_2-ctk.vmdk
-rw 1	root	root	2294272	2015-12-22	09:54	hg_1-ctk.vmdk
-rw 1	root	root		2015-12-22		
-rw 1	root	root	596	2015-12-22	09:54	ha 1.vmdk
-rw 1	root	root		2015-12-22		
-rw 1	root	root		2015-12-22		
drwxr-xr-x 1				2016-05-20		
drwxrwxrwx 1				2016-05-20		
-rw-rr 1				2016-05-27		
-rwxrwxr-x 1						.lck-788c100000000000
-rwxrwxr-x 1						.lck-678c100000000000
-rwxrwxr-x 1						.lck-52df09000000000
-rwxrwxr-x 1						.lck-47df090000000000
-rwxrwxr-x 1						.lck-3cdf09000000000
-rwxrwxr-x 1						.lck-31df090000000000
-rwxrwxr-x 1						.lck-29600f000000000
-rwxrwxr-x 1						.lck-26df09000000000
						hg_4-flat.vmdk
-rw 1						hg_3-flat.vmdk
						hg_1-flat.vmdk
-rw 1						hg_flat.vmdk
	1001	1001	1010012/200	2010-03-29	TD:T/	

Network topology

Customer must ensure that hosts at both sites can reach whichever VMstore is Primary, i.e. whichever one exposes the Cluster IP address for a given replicated directory. Typically this is done via a stretched L2 or L3 network.



Configuration Example

Datastores hosted by a given VMstore	Replicated?
10.10.10.5:/tintri	No
10.10.10.6:/tintri/alpha	Yes
10.10.10.7:/tintri/beta	Yes

Resync Semantics & Requirements

Primary takes Secondary out of sync if Secondary is down for >= ~30s

Primary continues to serve data and accept writes while out of sync

When Secondary comes back:

Replicate only new/changed data

Must discover & read this data efficiently

Must converge reasonably quickly

Resync algorithm

Primary decides to take Secondary out of sync, coordinates with quorum service to do this

Primary creates *resync snapshots* on all files in replicated directory

time passes...

When Secondary comes back,

- 1. Do distributed recovery; data comes from resync snapshots, not current content
- 2. Resync filesystem directory namespace, including deletions
- 3. Replicate changes to files that have resync snapshots
 - a. Content between (resync snapshot creation, current time) can be efficiently obtained
 - b. Do this in order of FileId's ordered by creation time
 - c. increasing logical byte offset within each file
- 4. Simultaneously, synchronously replicate non-writes, and writes to files that are either
 - a. already resynced, or
 - b. created after resync began

Performance (1)

Workload	8KiB Writes	64KiB Writes	256Kib Writes
Throughput reduction with sync repl	43%	11%	6%

Disclaimer: old hardware; software may have improved subsequent to taking these measurements

Performance (2)

Incremental improvements already made (~ +60% improvement over unoptimized starting point for 8K writes):

- vectorized socket I/O (mainly write side)
- socket reads into large buffers, rather than per-message buffers. Generally, remove mallocs on network input processing code paths
- increase thread priority of thread(s) reading from replication sockets. [There are many threads in the system, around 1,000, and not many replication socket reading threads.]
- more could be done

Latency Visualization

/IRTUAL MACHINES : OVERVIEW 🖌				
∨м ≑	IOPS \$	MBps 🝦	Latency ms 👙	Used GiB →
auto-esxvm352-dmilani-ttvm033	0	0.0	Prima Host Network 2	ry Storage .8 ms
auto-esxvm352-dmilani-ttvm039	19	0.1	0.0 ms 0.1 ms Contention Flash 0.0 ms 1.8 ms	Disk Mirror 0.0 ms 1.0 ms
load2	7	0.1	2.9	0.1
auto-esxvm352-dmilani-ttvm034	19	0.1	0.7	0.1
auto-esxvm352-dmilani-ttvm034 auto-esxvm352-dmilani-ttvm0210 1	19 0	0.1		0.1
auto-esxvm352-dmilani-ttvm02–101 Tintri Virtual Machines VMstore	0	0.0	0.8	
auto-esxvm352-dmilani-ttvm02–101 Tintrn Virtual Machines VMstore	0	0.0	0.8	
auto-esxvm352-dmilani-ttvm0210 1 Tintri Virtual Machines VMstore /IRTUAL MACHINES : OVERVIEW 4	0 s Service Groups	0.0 s Pools	0.8 0 Latency ms	0.1
auto-esxvm352-dmilani-ttvm0210 1 Tintri Virtual Machines VMstore /IRTUAL MACHINES : OVERVIEW a VM \$	0 s Service Groups	0.0 s Pools MBps (\$	0.8	0.1





Conceptual State Machine: Data Availability



VMstore file-level snapshots

