Using Distributed Data Structures for Constructing Cluster-Based Servers

Richard Martin, Kiran Nagaraja
Thu Nguyen and Barbara Ryder

Rutgers University
Department of Computer Science

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Motivation

- Buiding & running large scale internet services is difficult
  - clusters: +isolation, +scalability, −manability, −programming

- Brittle, prone to failure
  - too many components and resulting glue
  - COTS sub-systems not designed for availability

- Large average-to-peak load difference
  - Difficult to shed load gracefully
Approach

- Build services from a set of **Data Structures** designed specifically for clusters
  - Menu of hashes, lists, and trees

- **Compiler-aided analysis** for composition of data structures
  - Focus on run-time behavior

- **Fault-injection** as validation technique
  - Observe reaction under controlled fault conditions
Why Data Structures

- "It is better to have 100 functions operate on one data structure than have 10 functions operate on 10 data structures"
  - Alan J. Perlis

- Allow service programmer to build services around a few familiar data-structures

- Allow system programmers to deal with hard issues such as replication, fault-tolerance and consistency

- "Collections for a Cluster"
Why Compiler Analysis

- Compiler better at observing whole system than programmer
- Encode logic to find dangerous conditions
  - Runtime dangers and static violations
- Analogy:
  - Compiler encodes much performance logic
  - Compiler encodes fault logic as well
  - Reports back to programmer problem areas
- Aid in composition of structures
  - E.g. deciding a good recovery point in program
Why Fault Injection

- Higher confidence in end-to-end system
- Classic testing:
  - Correct input $\Rightarrow$ correct output
  - Incorrect Input $\Rightarrow$ report error in input
- Design for faults, use injection to test design
  - Correct input + intermediate error $\Rightarrow$ recovery or report error
Data Structures: Research Issues

- Can a data structure approach be "easy to use"?
- Difficulty of maintaining uniprocessor abstraction a classic problem
  - trade offs between performance, robustness, uniformity
    - E.g. Hold a remote reference, then remote node dies
- What abstractions balance performability and usability?
- How to compose multiple data structures efficiently?
  - E.g., each structure individually implement a membership protocol?
Data Structures: Prototyping Approach

- Use java environment
- Language and run-time system handle tedious programming tasks and balance performance expresiveness

- Java introduces new challenges
  - how to control resources when system hides these details?
  - how to access resources in safe manner through uniform interfaces?
Preliminary Work

- Sorted list
  - Accessible by key & value
  - Iterate over items in sorted order
- Foundation: multiple B-trees per machine
- Meta-data splitter array maintains range info for all nodes
  - fully replicated
  - TRM used to keep consistent
Sorted list: Basic

Node 3

Node 1

Global Value Range->node splitter

Local Value Range->tree splitter

local B-Trees
Sorted list: Replication

Node 2

Co-Authority

Node 1

Global Value Range->node splitter

Local Value Range->tree splitter

local B-Trees

Authority over range
Sorted list: Load Balancing

Node 1

Global Value Range->node splitter

Local Value Range->tree splitter

local B-Trees

Node 2
Compiler Analysis

- Types of info: resource exhaustion + state violations
  - object escapes (like memory leaks)
  - RMI and JNI calls
  - thread creation/orphans
  - uncaught exceptions

- How to avoid runtime performance penalty?
  - combination of static analysis & dynamic profiling
Fault Injection

- Validate system using fault injection
  - add faults to system, observe response

- What is the upset load?
  - Define components? I.e. where do components become "too detailed"?

- Where to emulate faults?
  - Exercise different components, e.g. a lose a packet in the java runtime? kernel? wires?
Future Directions

- **Adaptability**
  - allow group to expand/contract

- **Recovery**
  - What happens when a node recovers?
  - How long to wait before handing off data?

- **Composition**
  - How to build multiple structures in a single app?