



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

- **Data**

- Example problems & solutions
- How cloud environments complicate performance

- **Theory**

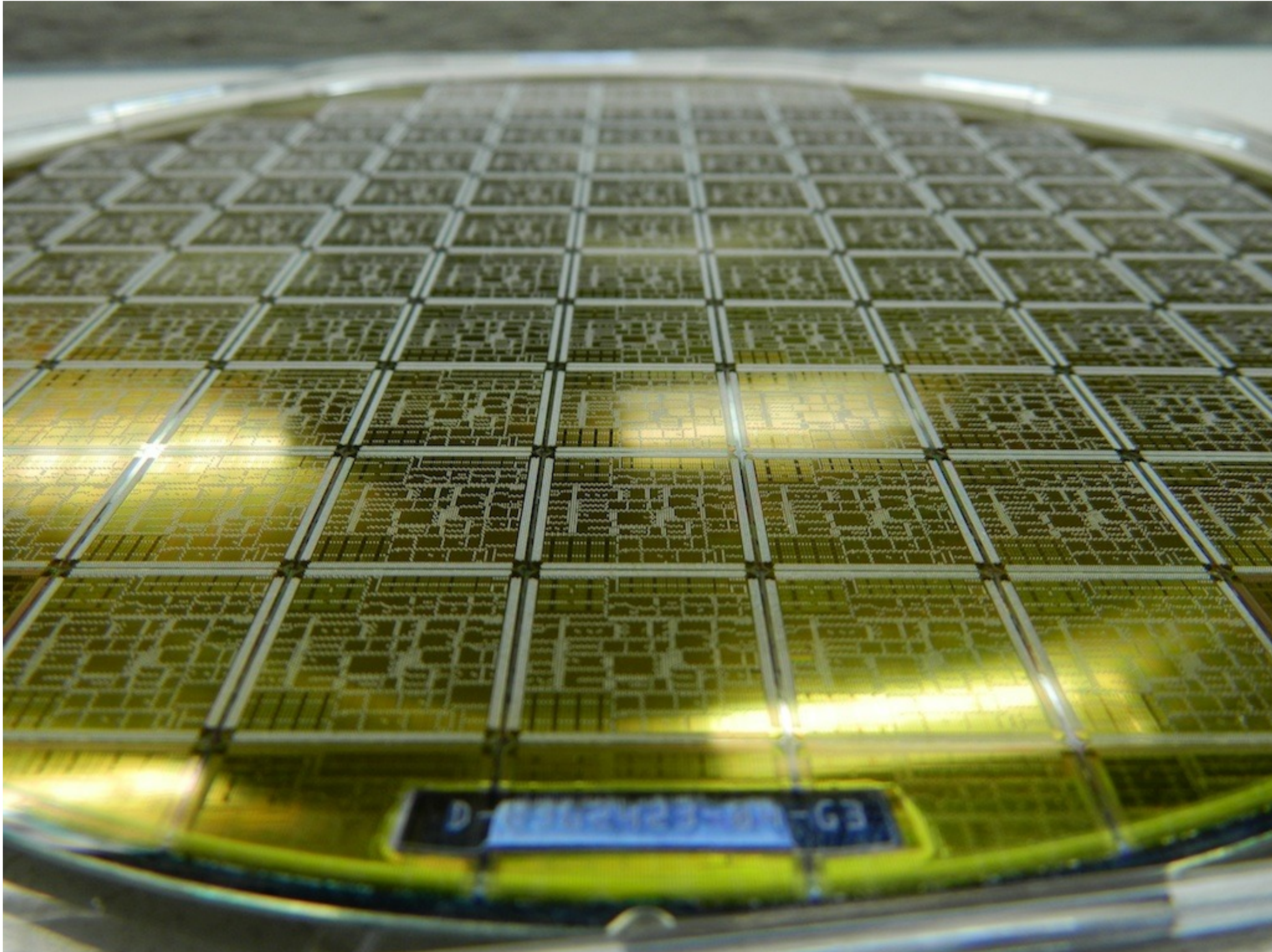
- Performance analysis
- Summarize new tools & concepts

- 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

 Joyent



- **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

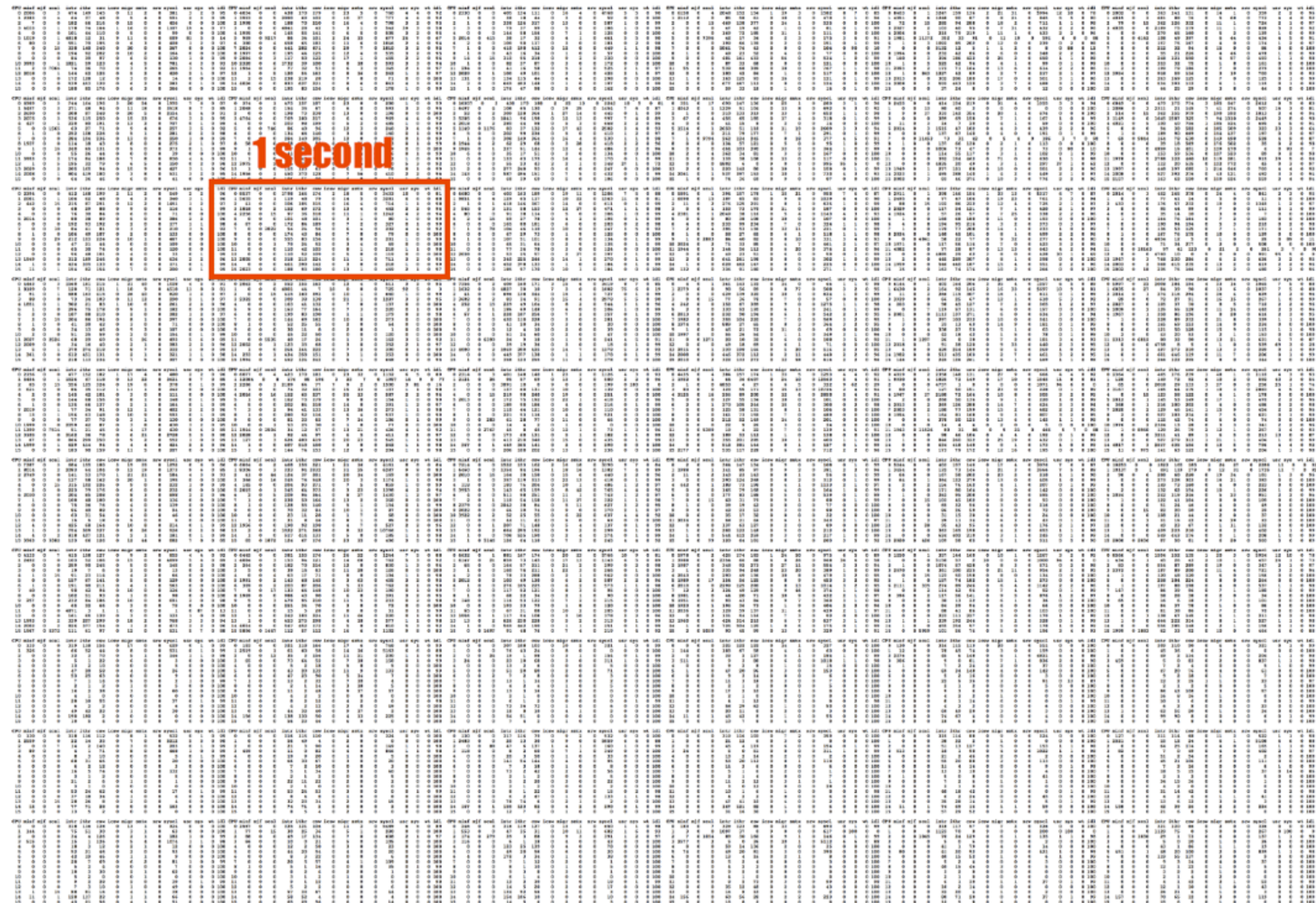
CPU utilization



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

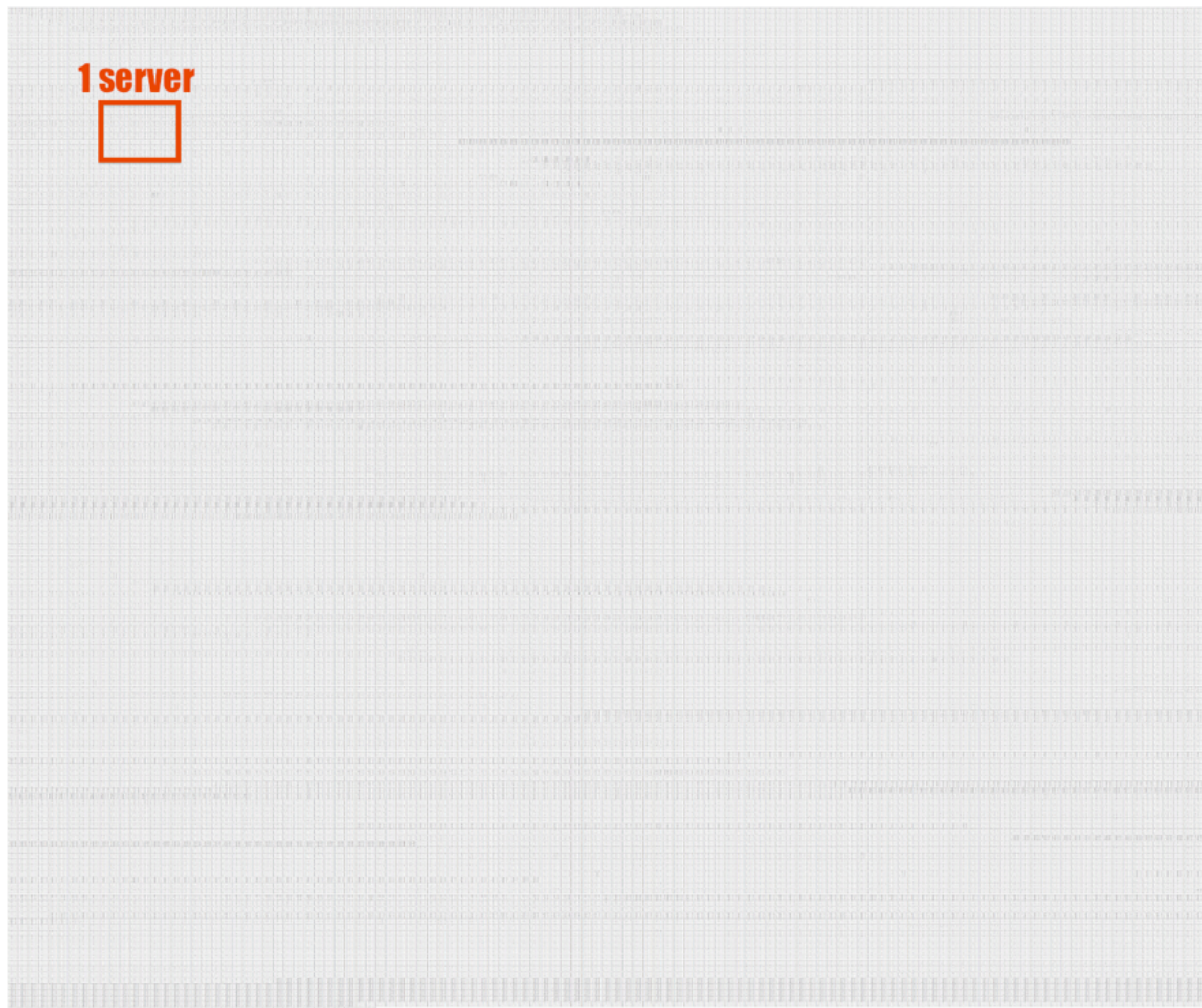
CPU	minf	mjf	xcal	intr	ithr	csw	icsw	migr	smtx	srw	syscl	usr	sys	wt	idl
0	1250	0	1	357	144	160	0	10	1	0	1267	3	2	0	95
1	0	0	0	5150	57	2	10	0	0	0	1000	94	6	0	0
2	1	0	0	1074	57	428	0	8	3	0	571	0	2	0	98
3	2670	0	6	361	100	225	0	21	11	0	954	2	3	0	95
4	0	0	15	123	50	158	0	8	0	0	134	0	0	0	100
5	1	0	0	157	74	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

- **Scaling to 60 seconds, 1 server:**



CPU utilization

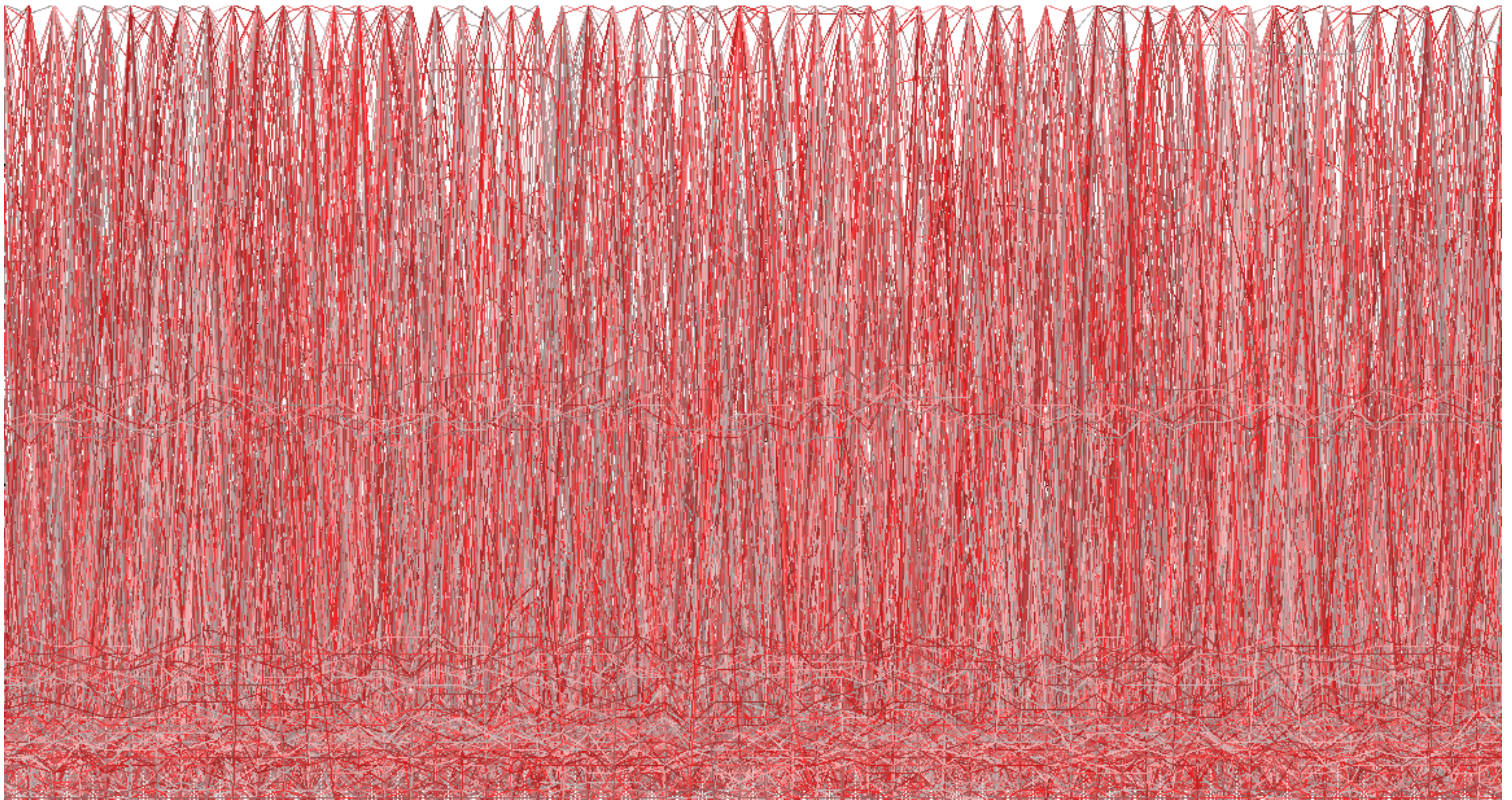
- **Scaling to entire datacenter, 60 secs, 5312 CPUs:**



- **Line graphs can solve some problems:**
 - x-axis: time, 60 seconds
 - y-axis: utilization

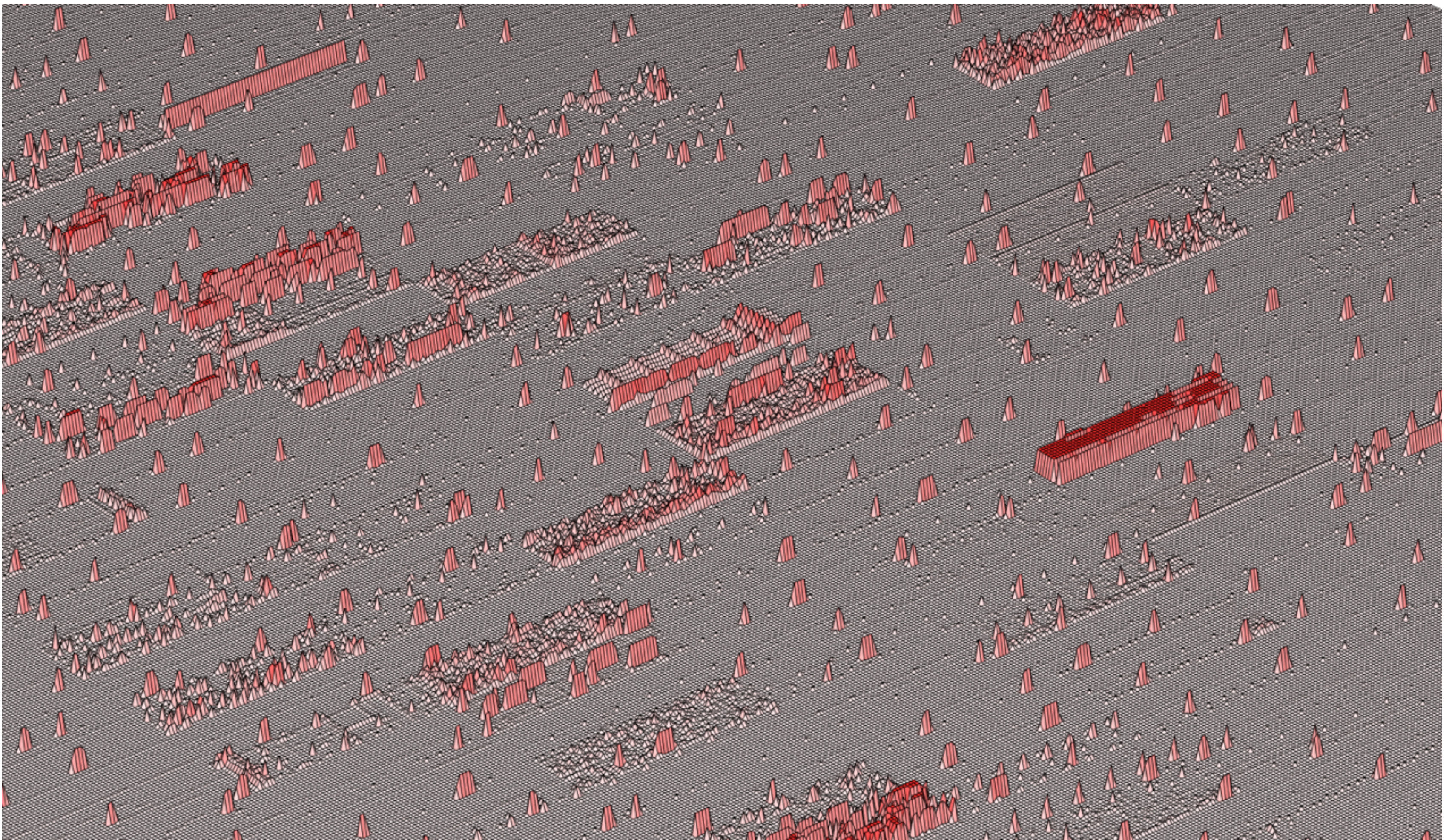


- ... but don't scale well to individual devices
 - 5312 CPUs, each as a line:



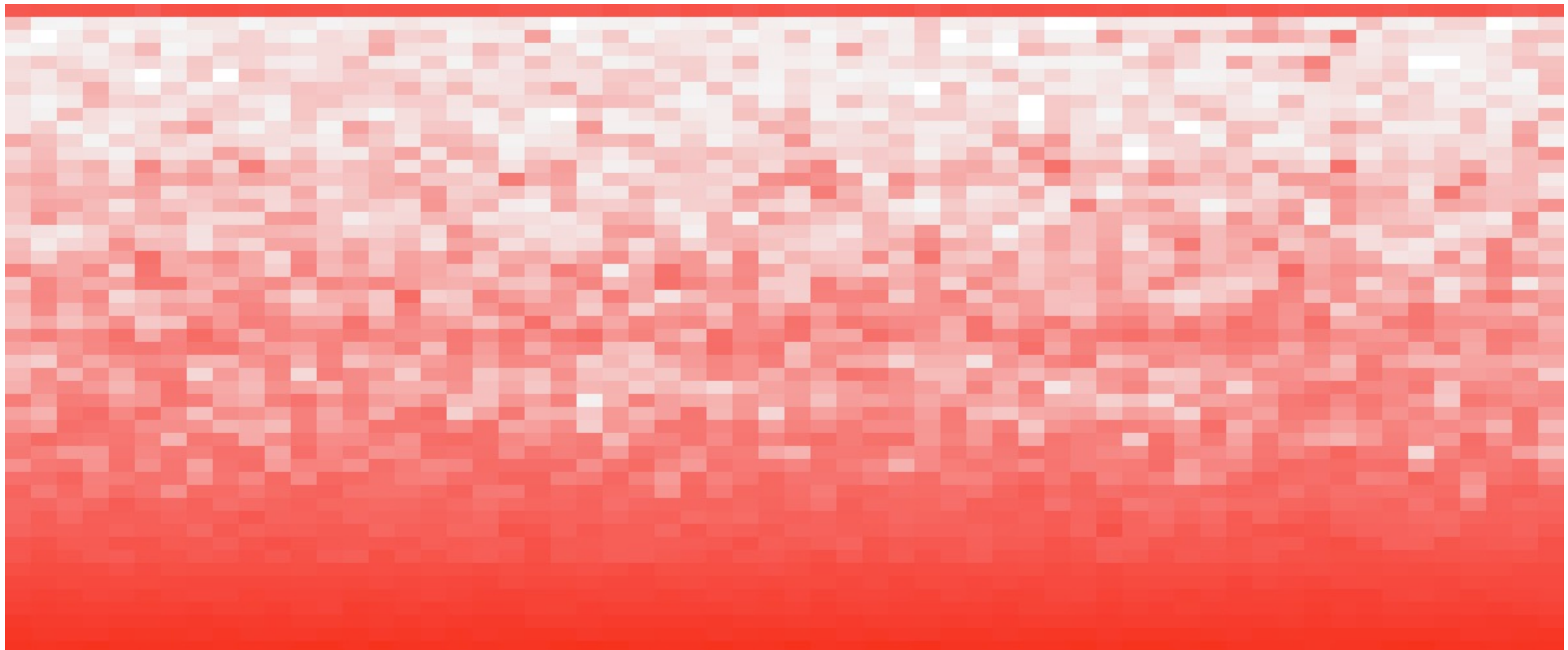
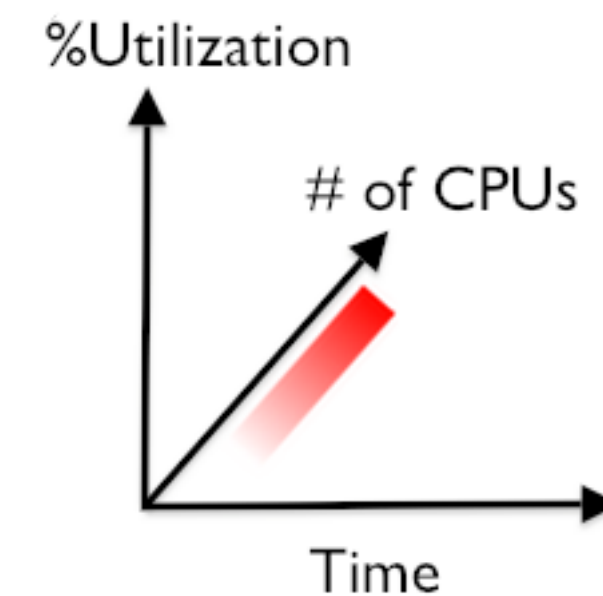
CPU utilization

- Pretty, but scale limited as well:



CPU utilization

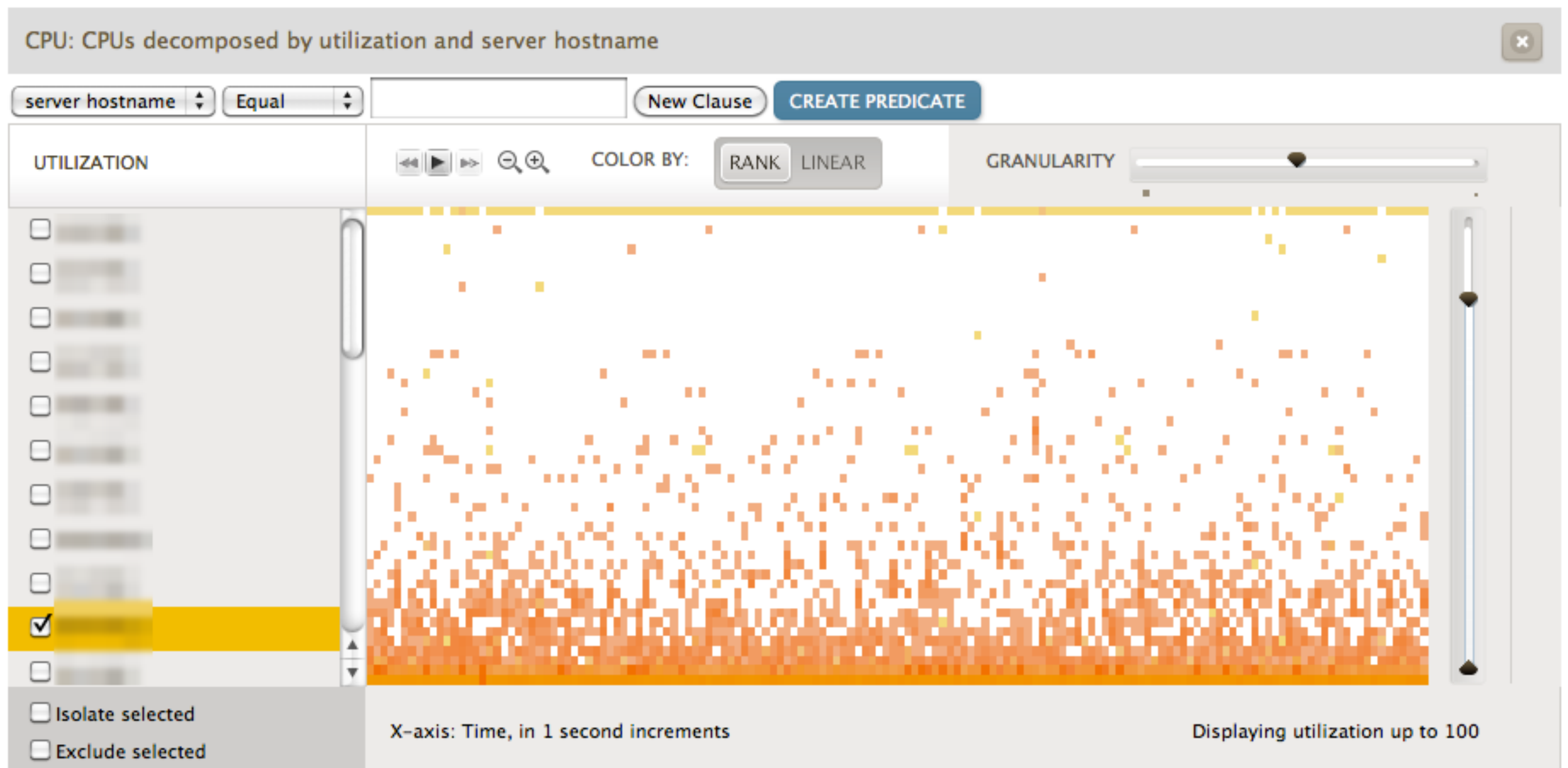
- **Utilization as a heat map:**
 - x-axis: time, y-axis: utilization
 - z-axis (color): number of CPUs



CPU utilization



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



- **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**

- **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/...

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

```
# dtrace -x ustackframes=100 -n 'profile-997 /execname == "mysqld"/ {  
    @[ustack()] = count(); } tick-60s { exit(0); }'
```

```
dtrace: description 'profile-997 ' matched 2 probes
```

```
CPU      ID      FUNCTION:NAME
```

```
  1    75195      :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
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    mysqld`_Z16dispatch_command19enum_server_commandP3THDPcj+0x1222
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  1    75195      :tick-60s
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```
[...]
```



Over
500,000
lines
truncated

```
libc.so.1`__priocntlset+0xa
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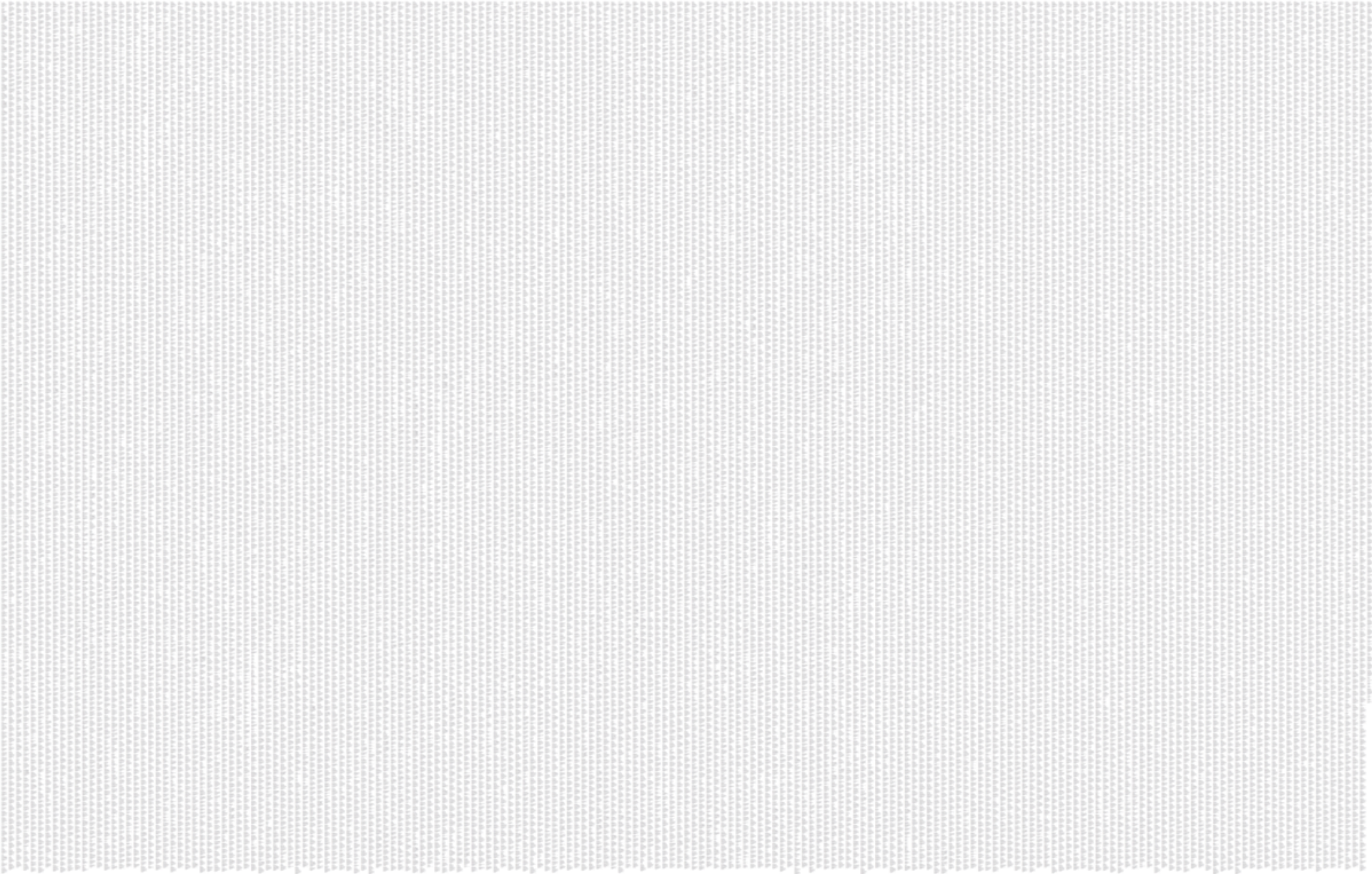
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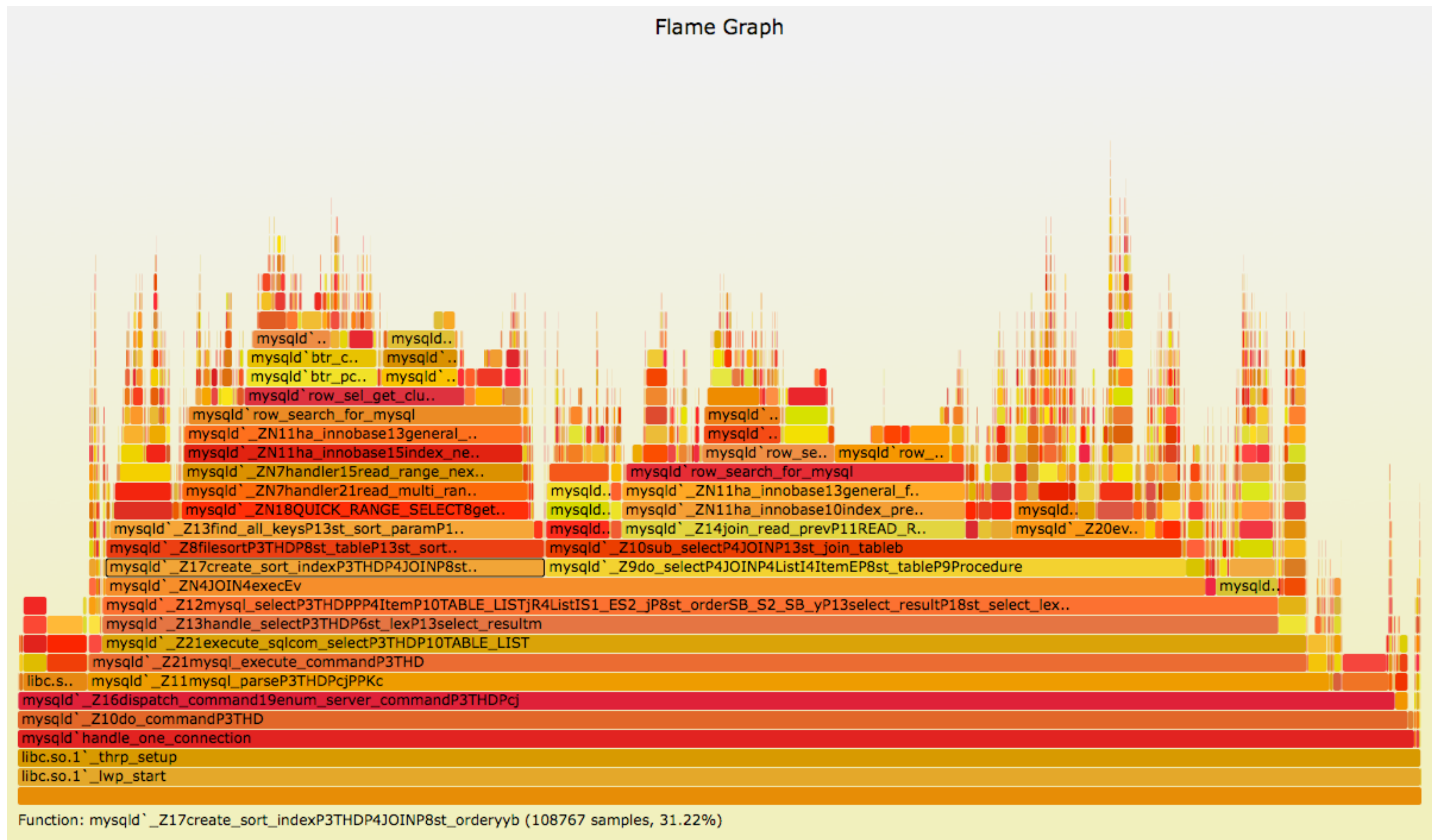
CPU usage: profiling data



CPU usage: visualization



- Visualized as a “Flame Graph”:



- **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.**

- **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)

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

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

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	@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@	10210
2048	@@@@@@@@@@@@@	3829
4096	@	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 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

- 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

- **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 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(@);
}
```

- **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?

- 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
0000000000040000      2168K r-x-- /opt/riak/erts-5.8.5/bin/beam.smp
0000000000062D00       328K rw--- /opt/riak/erts-5.8.5/bin/beam.smp
0000000000067F00    4193540K rw--- /opt/riak/erts-5.8.5/bin/beam.smp
000000001005C000    4194296K rw--- [ anon ]
000000002005BE00    4192016K rw--- [ anon ]
0000000030038200    4193664K rw--- [ anon ]
000000004002E200    4191172K rw--- [ anon ]
000000004FFFD300    4194040K rw--- [ anon ]
000000005FFF9100    4194028K rw--- [ anon ]
000000006FFF4C00    4188812K rw--- [ anon ]
000000007FF9EF00     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.

- **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
00000000000707028      8       0        0         0         0         0       0.0%
0000000000070b028     16       8       8730         8       69836     1054998    1510.6%
0000000000070c028     32      16       8772        16      140352     1130491     805.4%
0000000000070f028     48      32     1148038        25     29127788    156179051    536.1%
00000000000710028     64      48      344138        40     13765658     58417287     424.3%
00000000000711028     80      64         36        62       2226         4806     215.9%
00000000000714028     96      80       8934        79       705348     1168558     165.6%
00000000000715028    112      96     1347040        87     117120208    190389780     162.5%
00000000000718028    128     112     253107       111     28011923     42279506     150.9%
0000000000071a028    160     144      40529       118     4788681      6466801     135.0%
0000000000071b028    192     176        140       155       21712       25818     118.9%
0000000000071e028    224     208         43       188        8101        6497      80.1%
0000000000071f028    256     240        133       229       30447       26211      86.0%
00000000000720028    320     304         56       276       15455       12276      79.4%
00000000000723028    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
fffffd7ffeb0a8	sbrk_heap	9090404352	9090404352	4298117	0
fffffd7ffeb0cb0	vmem_internal	664616960	664616960	79621	0
fffffd7ffeb0f8b8	vmem_seg	651993088	651993088	79589	0
fffffd7ffeb0f04c0	vmem_hash	12583424	12587008	27	0
fffffd7ffeb0f10c8	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



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4096		1467
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16384		950
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524288		0
1048576		1
2097152		0

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

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

- 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
                eleveldb.so`_ZN7leveldb9ReadBlockEPNS_16RandomAccessFileERKNS_11Rea...
                eleveldb.so`_ZN7leveldb5Table11BlockReaderEPvRKNS_11ReadOptionsERKN...
                eleveldb.so`_ZN7leveldb12_GLOBAL__N_116TwoLevelIterator13InitDataBl...
                eleveldb.so`_ZN7leveldb12_GLOBAL__N_116TwoLevelIterator4SeekERKNS_5...
                eleveldb.so`_ZN7leveldb12_GLOBAL__N_116TwoLevelIterator4SeekERKNS_5...
                eleveldb.so`_ZN7leveldb12_GLOBAL__N_115MergingIterator4SeekERKNS_5S...
                eleveldb.so`_ZN7leveldb12_GLOBAL__N_116DBIter4SeekERKNS_5SliceE+0xcc
                eleveldb.so`eleveldb_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

- 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

- **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`_ZNSt4_Rep9_S_createEmmRKSaIcE+0x7e
```

- **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

- **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**

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

- 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

- **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 fushing

- **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

- **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

- 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:

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ns

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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

Cache reads

Disk reads

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/xxxxx/xxxxx.ibd
2011 May 17 01:23:13 mysqld      W    16    10  /z01/var/mysql/xxxxx/xxxxx.ibd
2011 May 17 01:23:33 mysqld      W    16    11  /z01/var/mysql/xxxxx/xxxxx.ibd
2011 May 17 01:23:33 mysqld      W    16    10  /z01/var/mysql/xxxxx/xxxxx.ibd
2011 May 17 01:23:51 httpd       R    56    14  /z01/home/xxxxx/xxxxx/xxxxx/xxxxx/xxxxx
^C
```

- Argument is the minimum latency in milliseconds

- **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:**

```
# ./vfsrlat.stp
Tracing... Hit Ctrl-C to end
^C
[...]
```

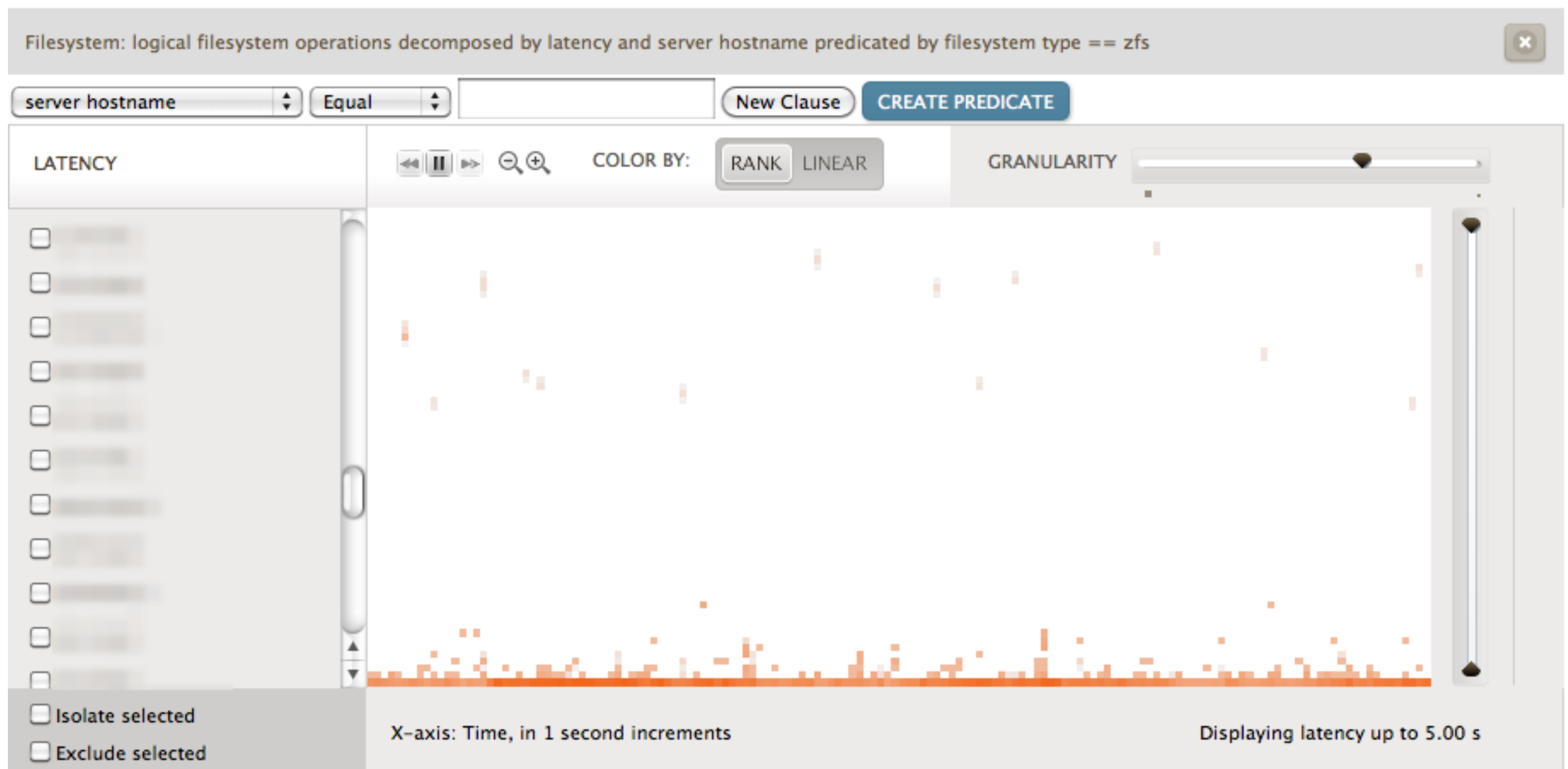
ext4 (ns) :	
value	count
256	0
512	0
1024	16
2048	17
4096	4
8192	16321
16384	50
32768	1
65536	13
131072	0
262144	0

- **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):**

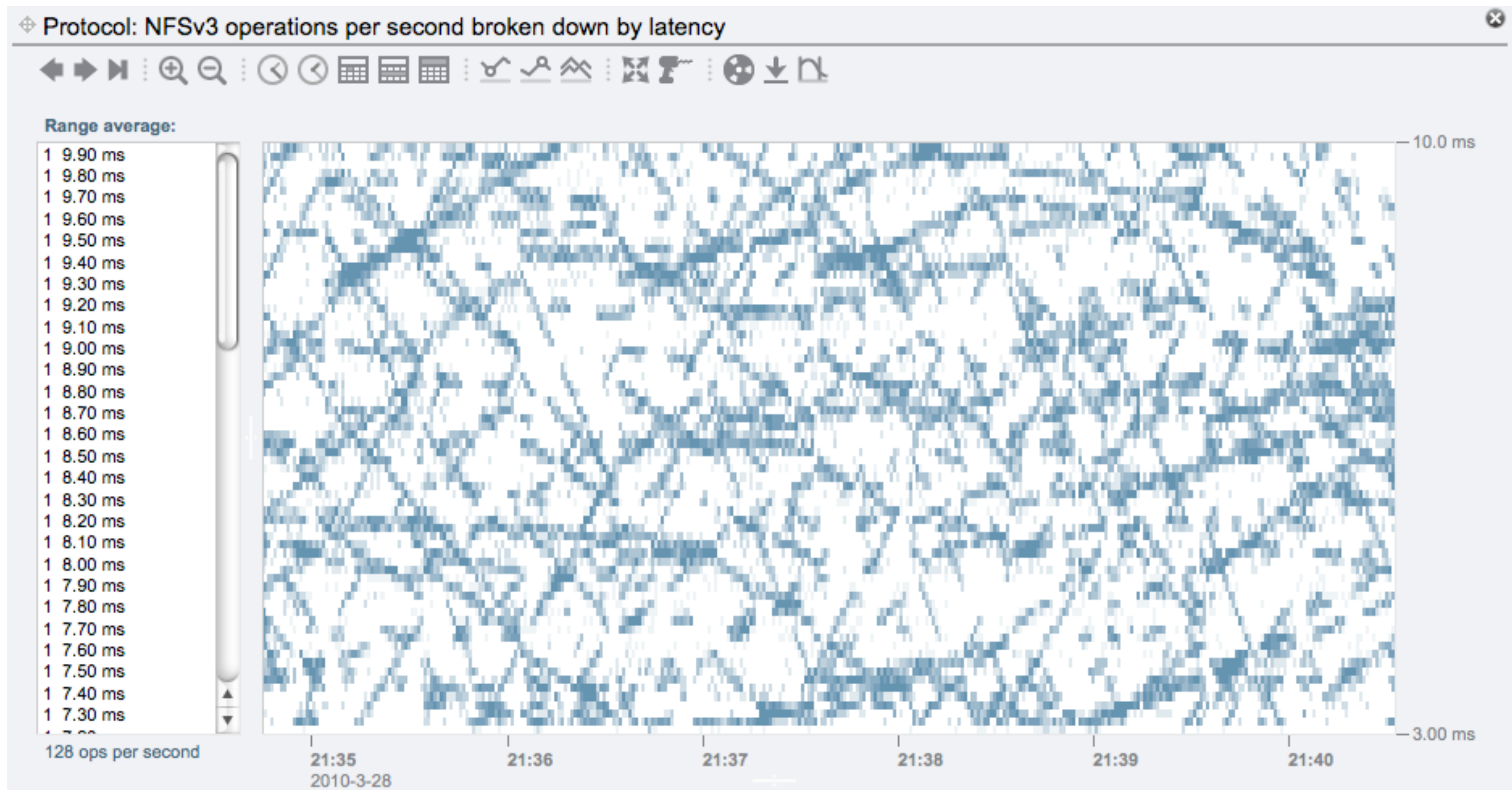


- **This screenshot shows severe outliers**

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**

- **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

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

- **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
2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
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2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
2012 Jan 19 01:37:52 tcp_input_listener:tcpListenDrop cpid:11504
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		max_q:8	
value	Distribution		count
-1			0
0	@@@		1
1			0

cpid:11504		max_q:128	
value	Distribution		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

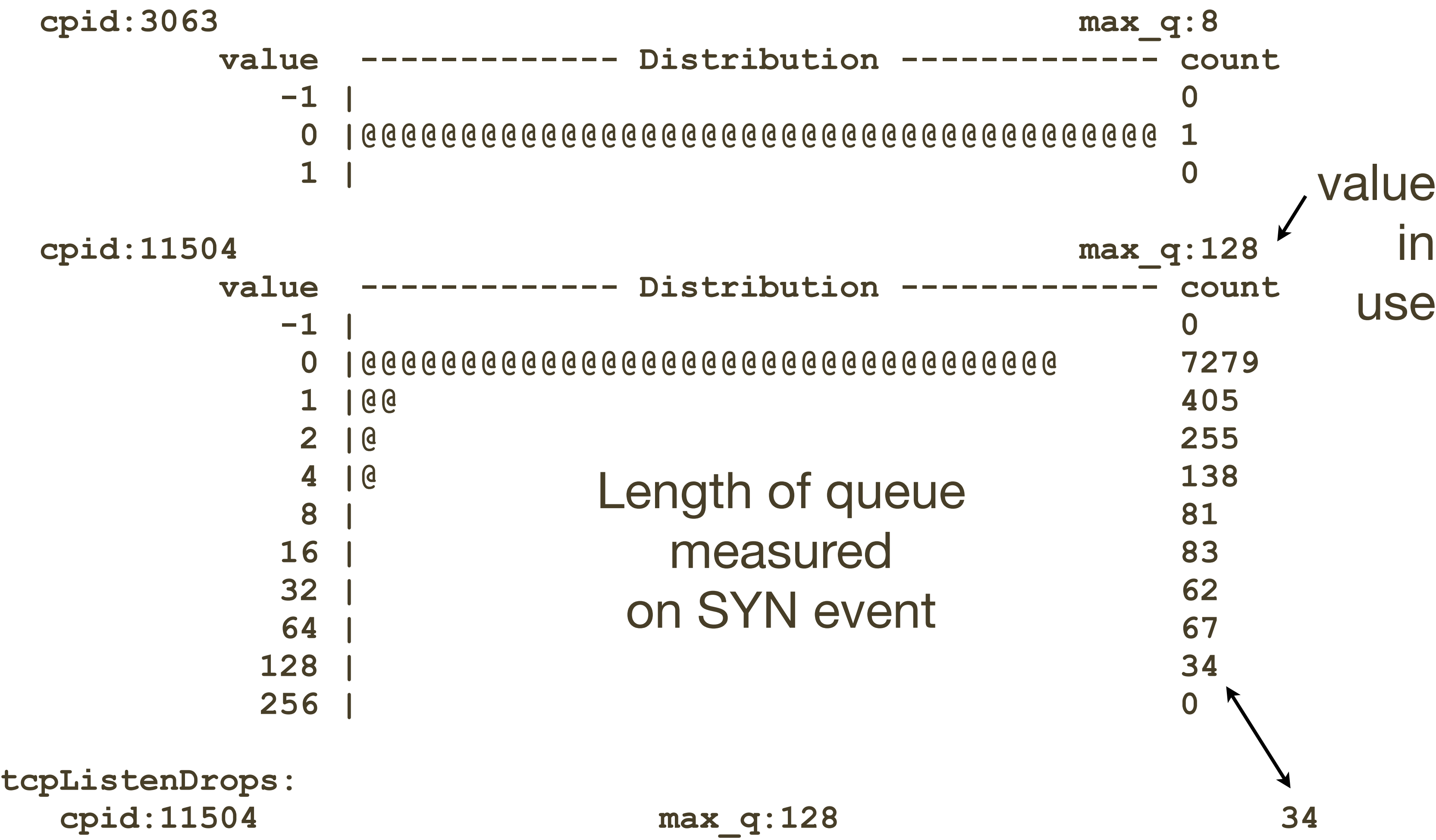
max_q:128

34

Network: tcpconnreqmaxq.d



tcp_conn_req_cnt_q distributions:



- 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

- **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 = (tcph_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

- **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

- **Problem types**

- | | |
|-------------------|---------------|
| • CPU utilization | scaleability |
| • CPU usage | scaleability |
| • CPU latency | observability |
| • Memory | observability |
| • Disk | observability |
| • Network | observability |

- **Problem types, solution types**

- CPU utilization

- CPU usage

- CPU latency

- Memory

- Disk

- Network

scaleability

scaleability

observability

observability

observability

observability

visualizations

metrics

Theory

 Joyent

- **Goals**
 - Capacity planning
 - Issue analysis

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

- **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

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

- **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

- **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

- **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