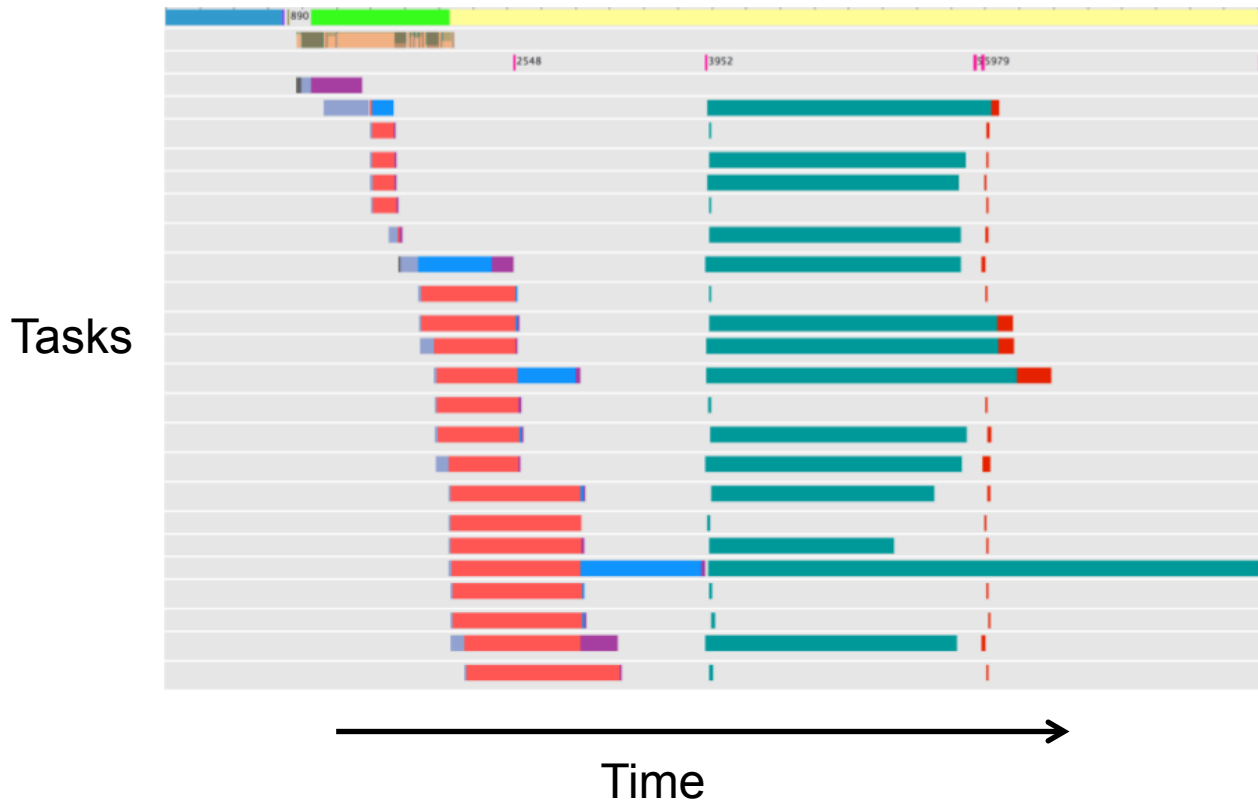


The Mystery Machine: End-to-end performance analysis of large-scale Internet services

Michael Chow

David Meisner, Jason Flinn, Daniel Peek,
Thomas F. Wenisch

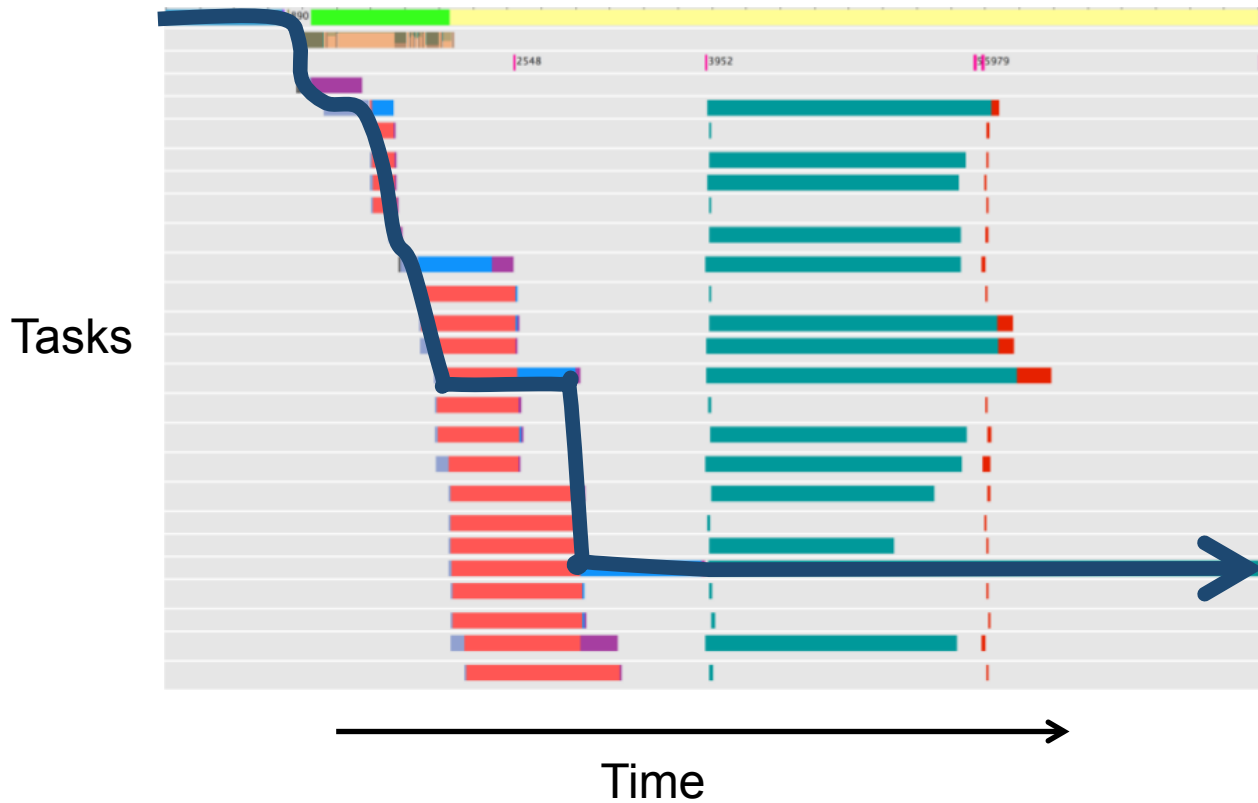
Internet services are complex



Scale and heterogeneity make Internet services complex

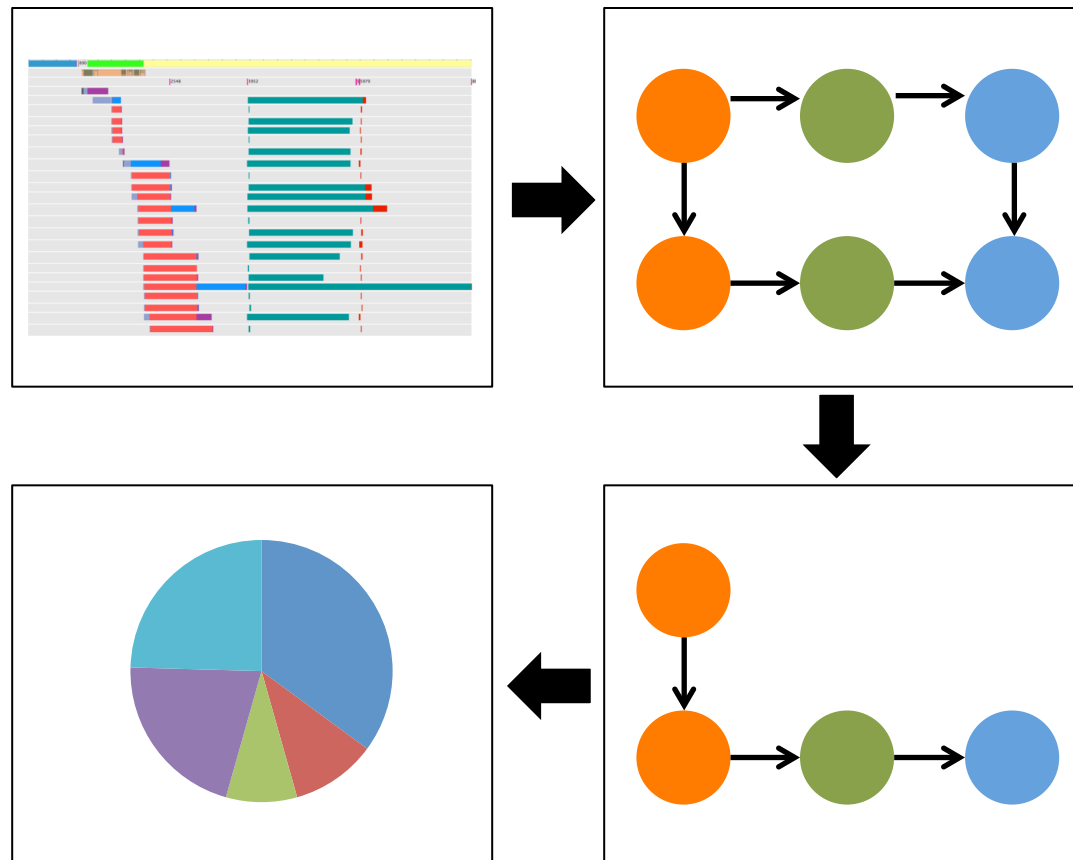


Internet services are complex

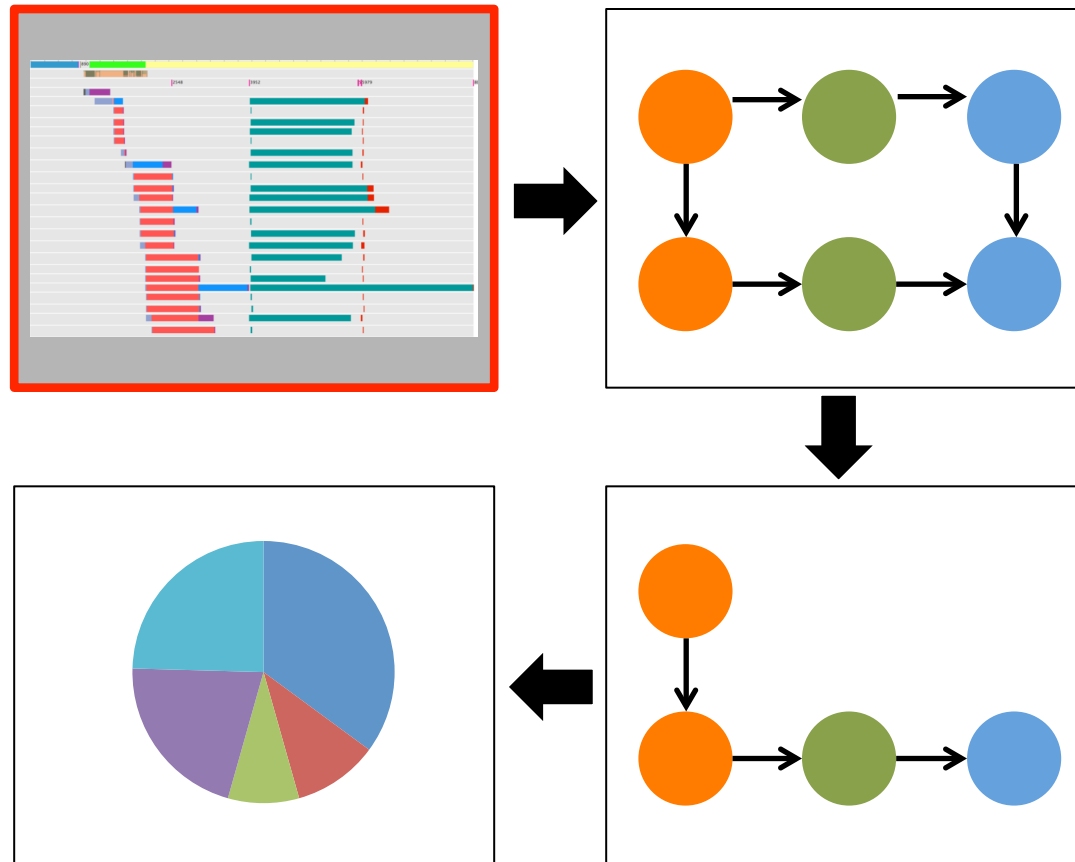


Scale and heterogeneity make Internet services complex

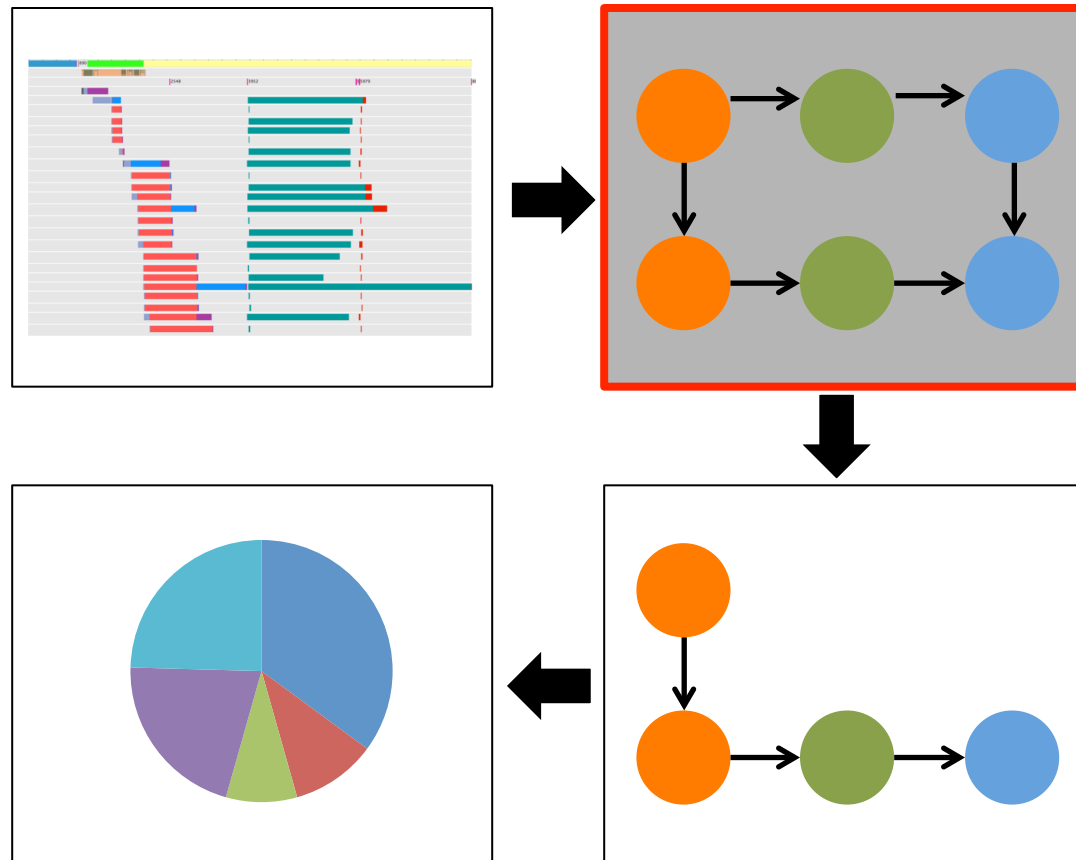
Analysis Pipeline



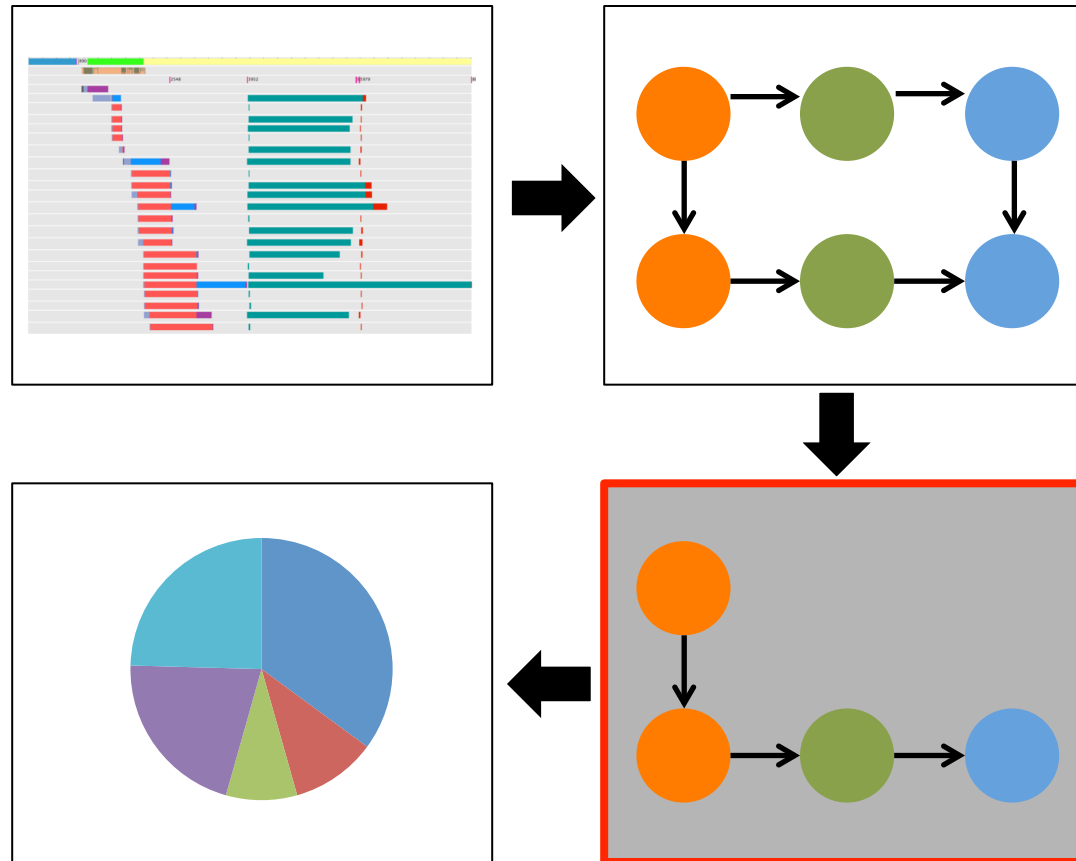
Step 1: Identify segments



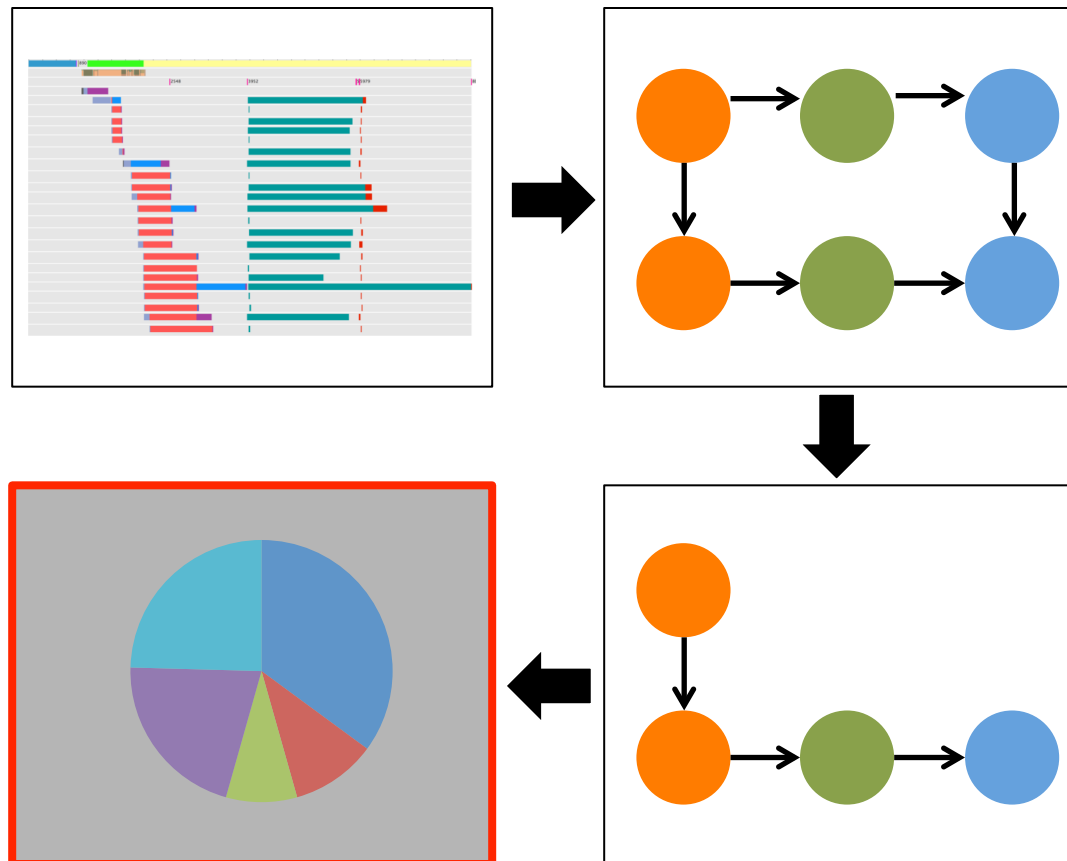
Step 2: Infer causal model



Step 3: Analyze individual requests



Step 4: Aggregate results



Challenges

- Previous methods derive a causal model
 - Instrument scheduler and communication
 - Build model through human knowledge

Need method that works at scale with heterogeneous components

Opportunities

- Component-level logging is ubiquitous

Tremendous detail about a request's execution

- Handle a large number of requests

Coverage of a large range of behaviors

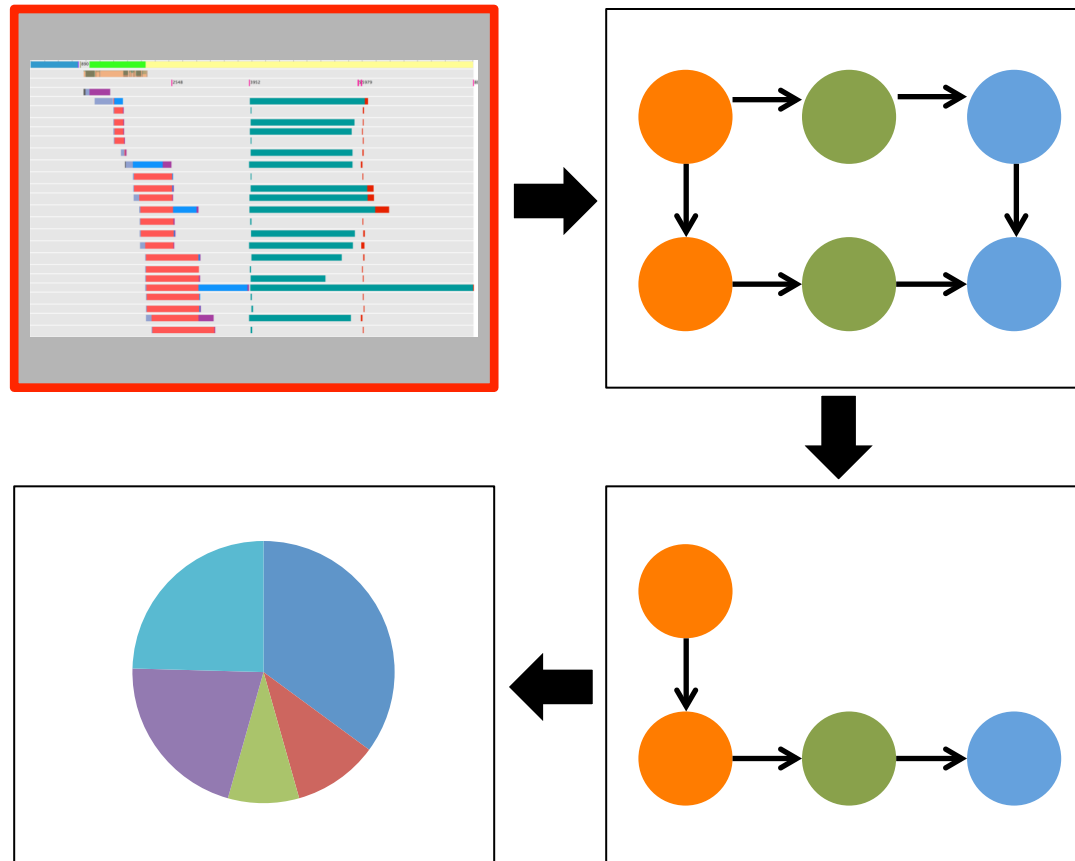


The Mystery Machine

- 1) Infer causal model from large corpus of traces
 - Identify segments
 - Hypothesize all possible causal relationships
 - Reject hypotheses with observed counterexamples
- 2) Analysis
 - Critical path, slack, anomaly detection, what-if

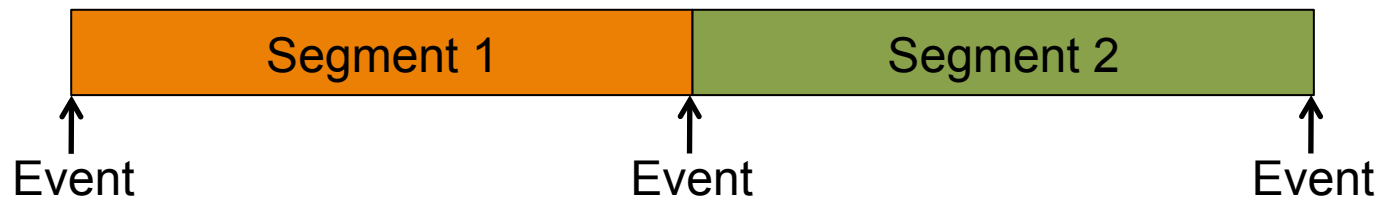


Step 1: Identify segments



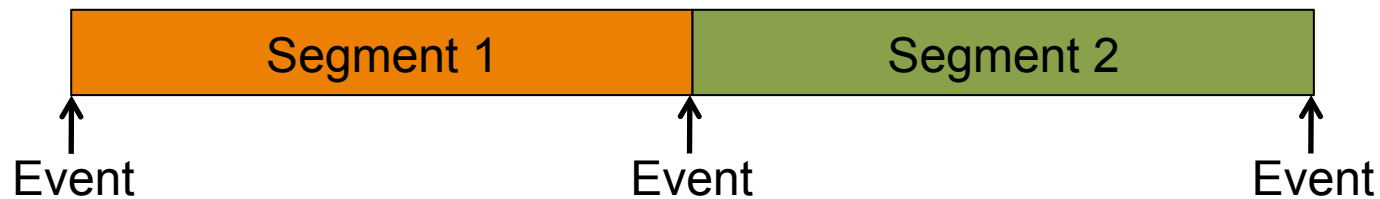
Define a minimal schema

Task



Define a minimal schema

Task

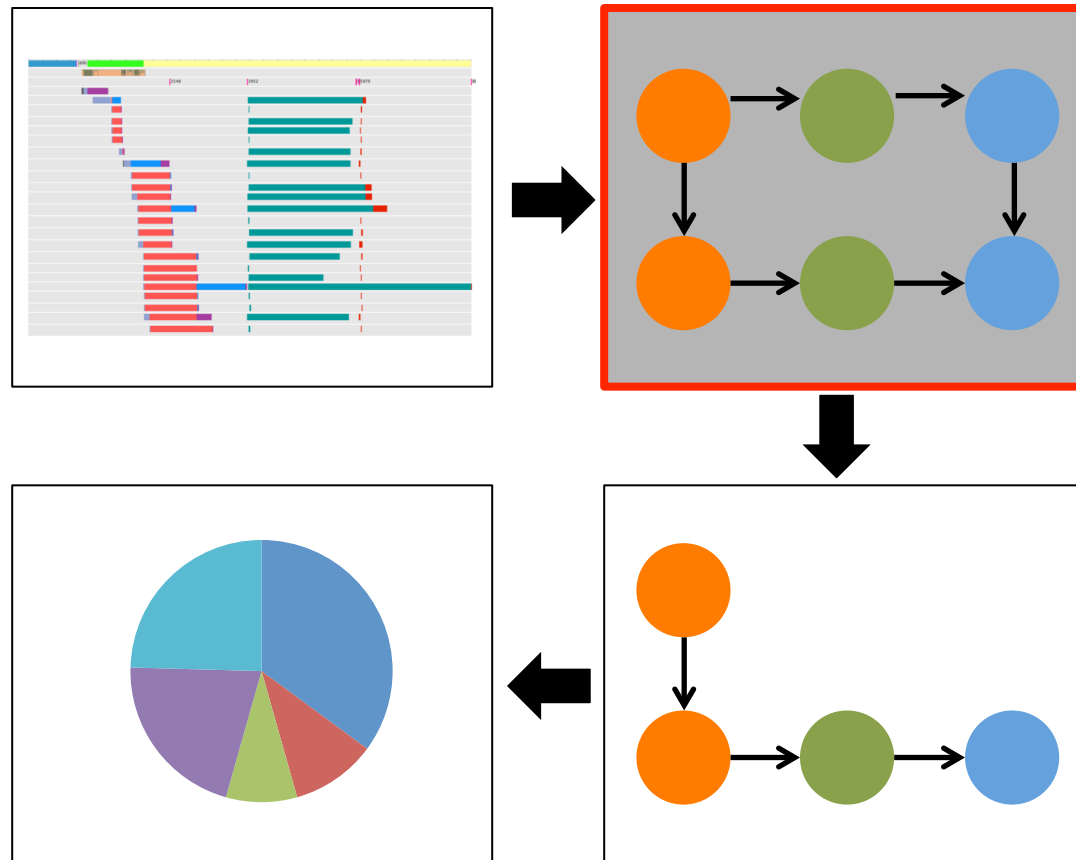


Request identifier
Machine identifier
Timestamp
Task
Event

Aggregate existing logs using minimal schema



Step 2: Infer causal model

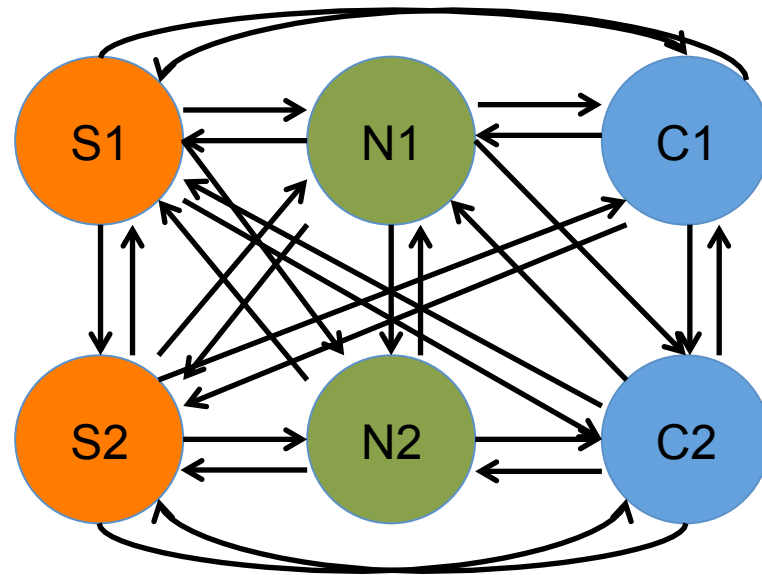


Types of causal relationships

Relationship	Counterexample
Happens-Before <pre> graph LR A[A] --> B[B] </pre>	<pre> graph LR B[B] --> A[A] </pre>
Mutual Exclusion <pre> graph LR A1[A] --> B1[B] B2[B] --> A2[A] </pre> <p>OR</p> <pre> graph LR A[A] B[B] </pre>	
Pipeline t_1 <pre> graph LR A1[A] --> B1[B] --> C1[C] </pre> t_2 <pre> graph LR A2[A'] --> B2[B'] --> C2[C'] </pre>	t_1 <pre> graph LR A1[A] --> B1[B] --> C1[C] </pre> t_2 <pre> graph LR C2[C'] --> B2[B'] --> A2[A'] </pre>

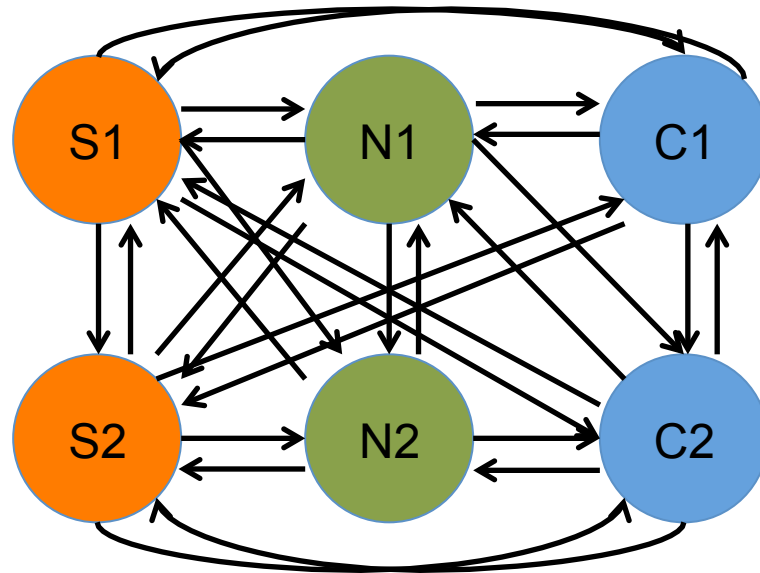
Producing causal model

Causal Model

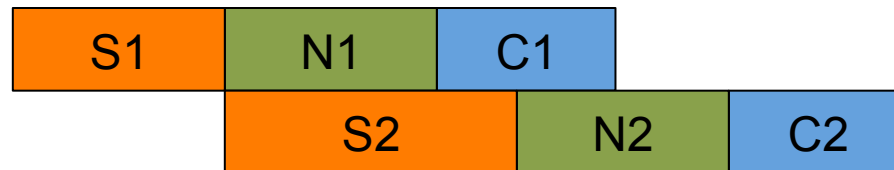


Producing causal model

Causal Model



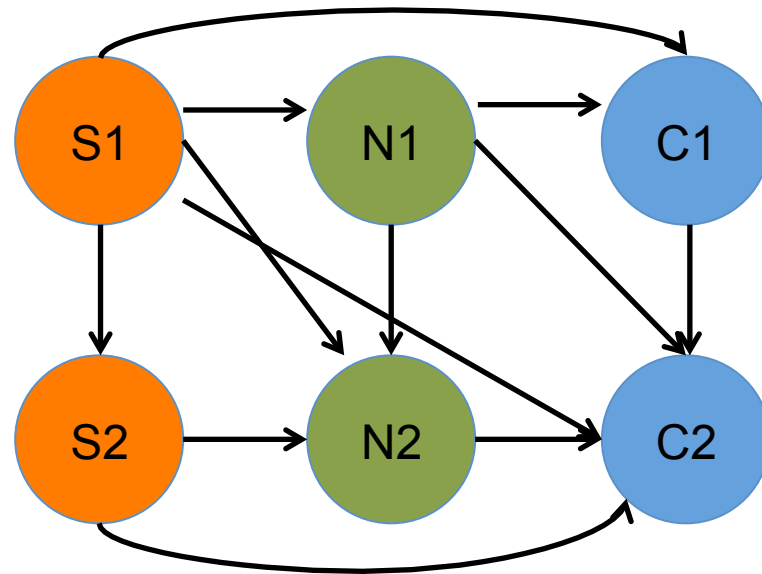
Trace 1



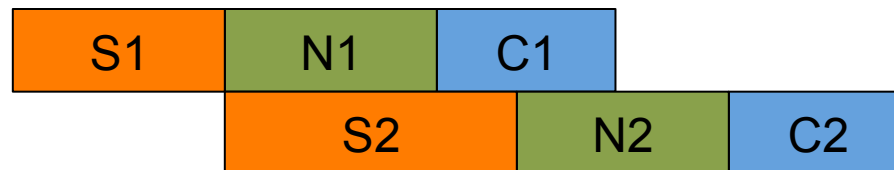
Time

Producing causal model

Causal Model

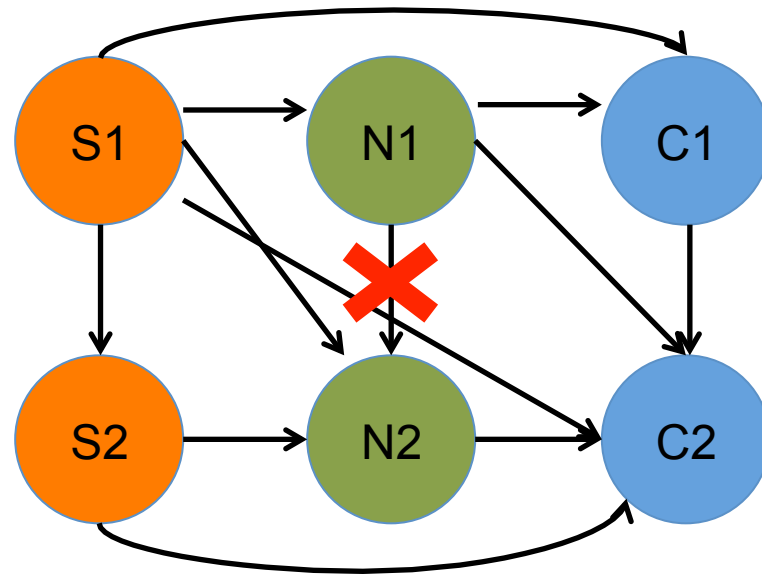


Trace 1

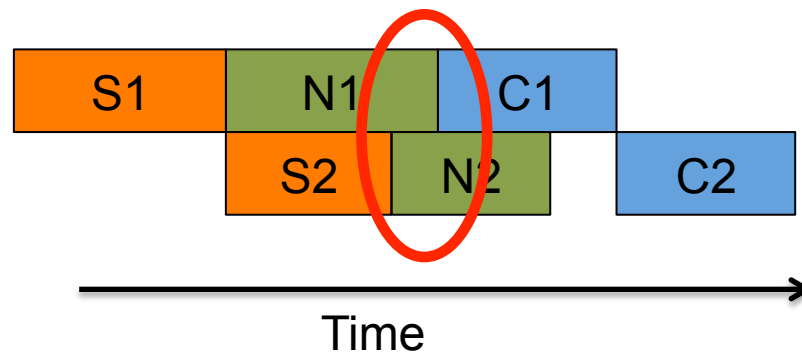


Producing causal model

Causal Model

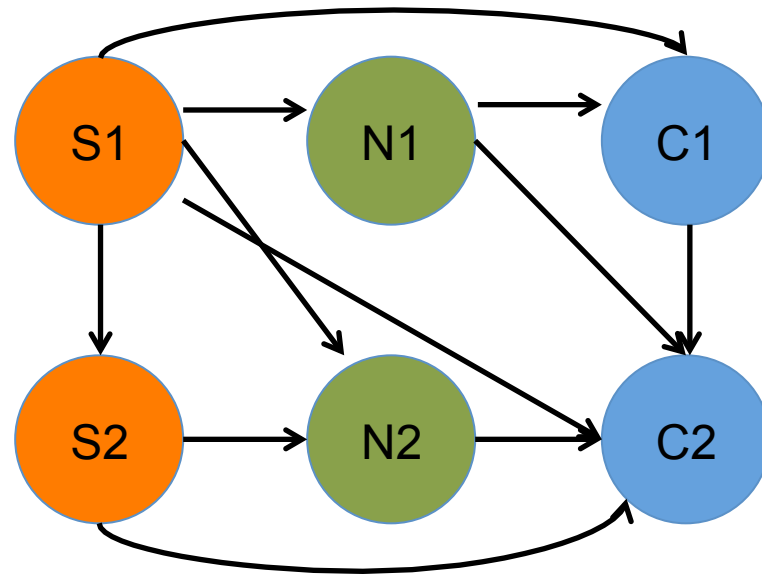


Trace 2

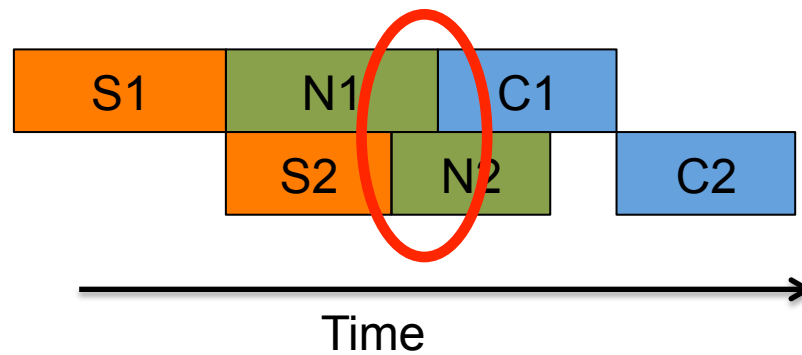


Producing causal model

Causal Model

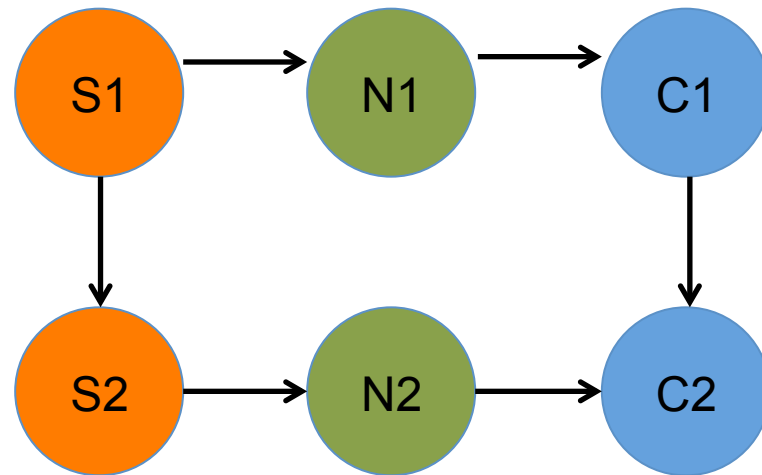


Trace 2

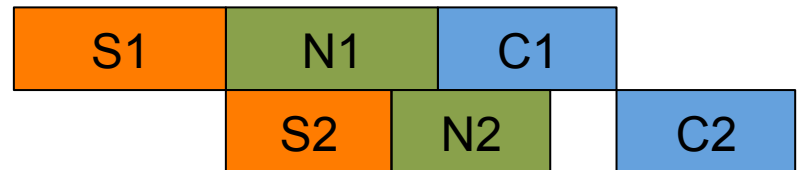


Producing causal model

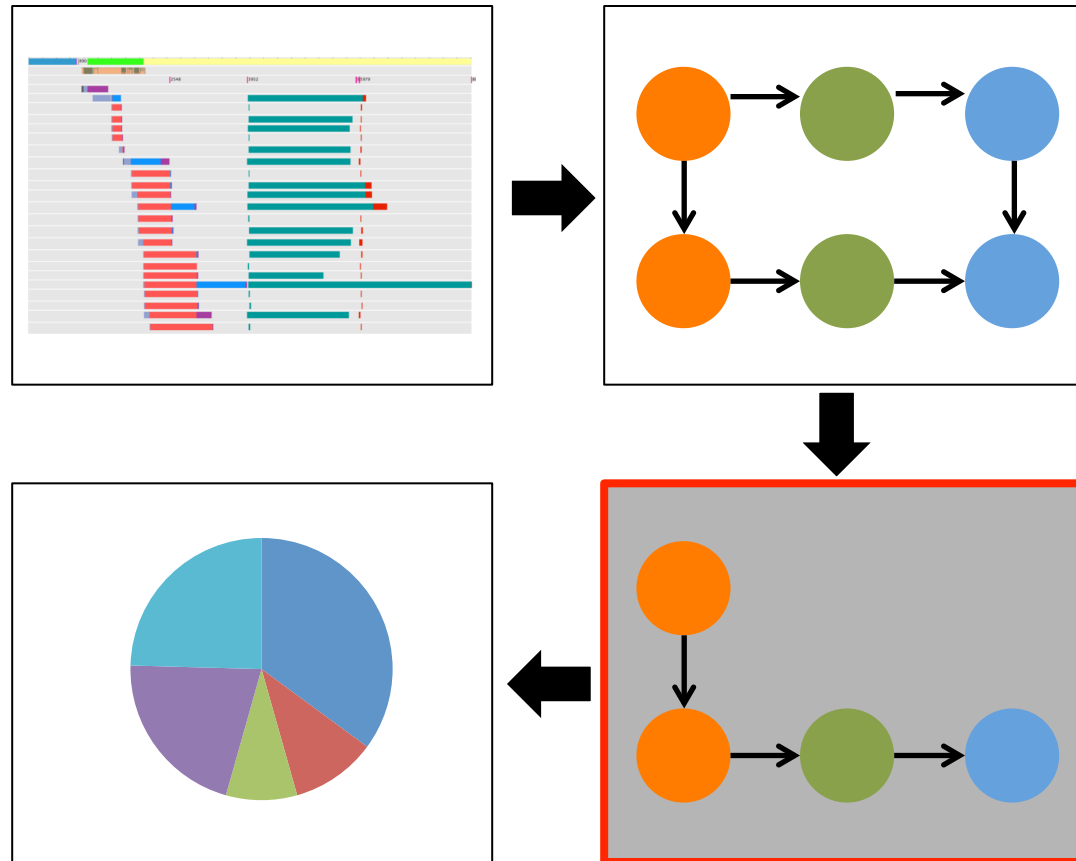
Causal Model



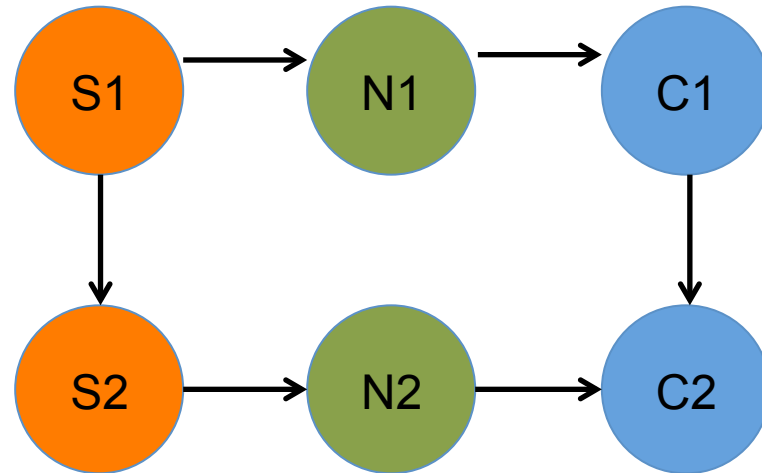
Trace 2



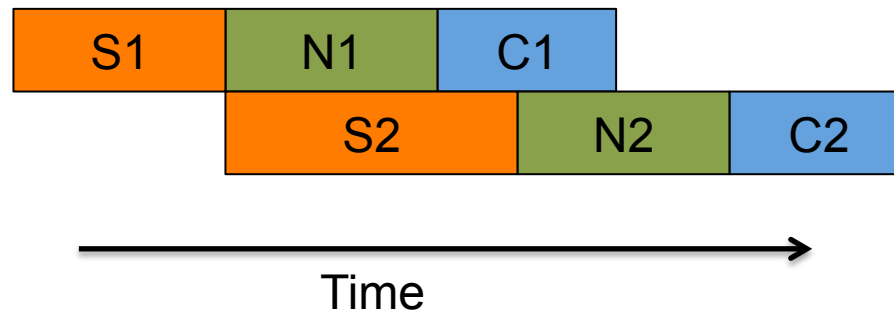
Step 3: Analyze individual requests



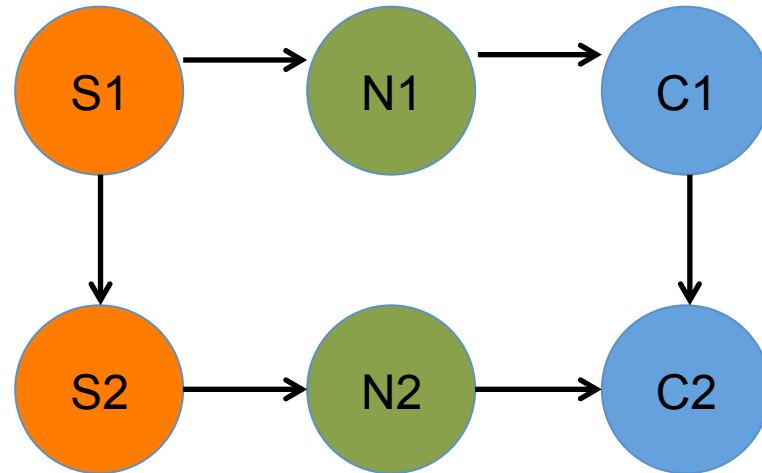
Critical path using causal model



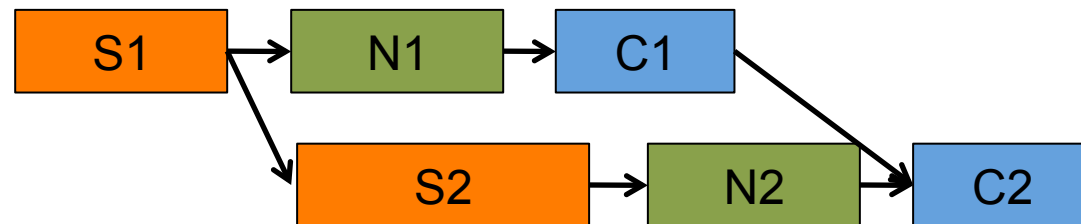
Trace 1



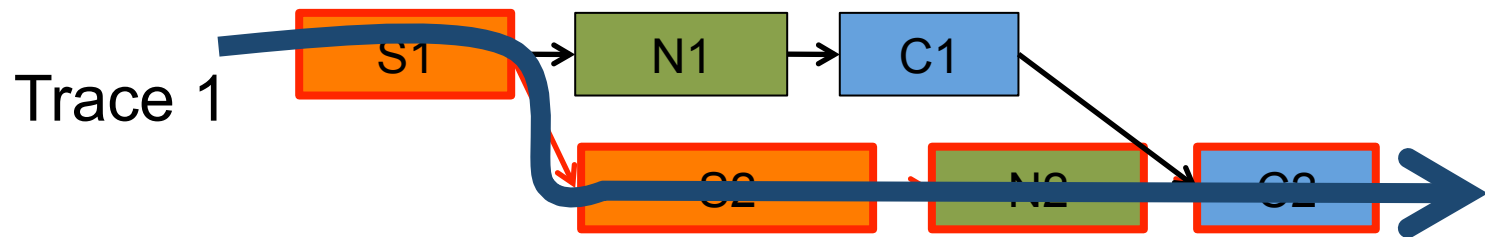
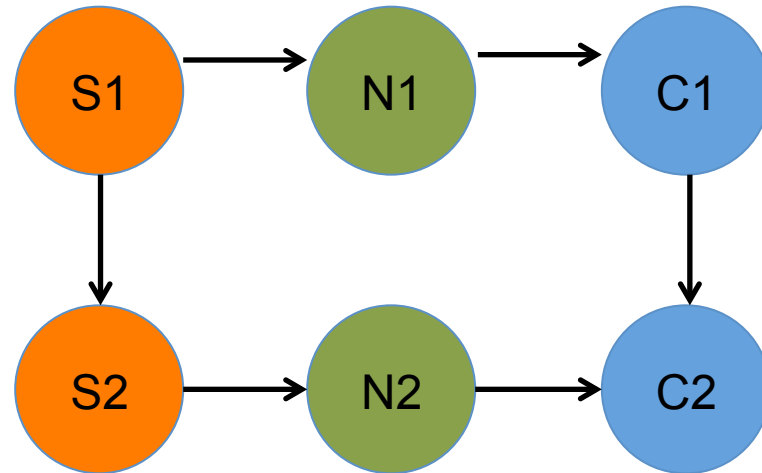
Critical path using causal model



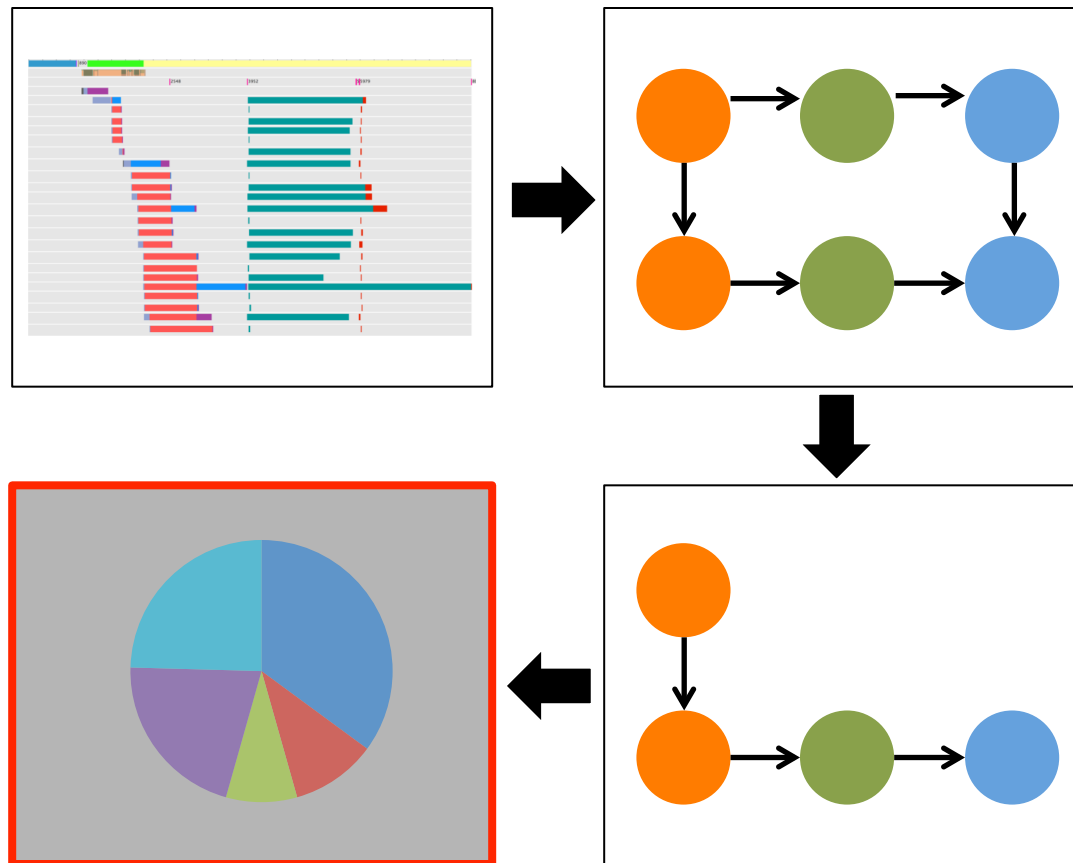
Trace 1



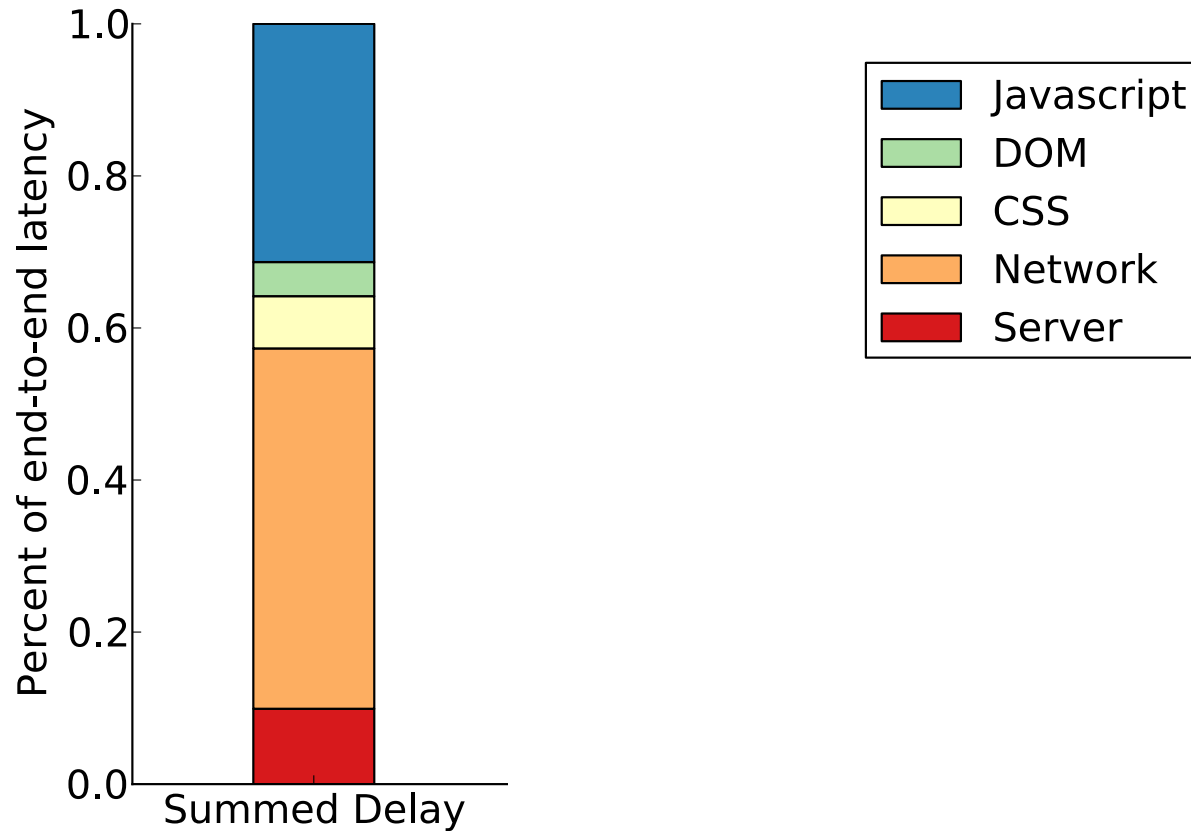
Critical path using causal model



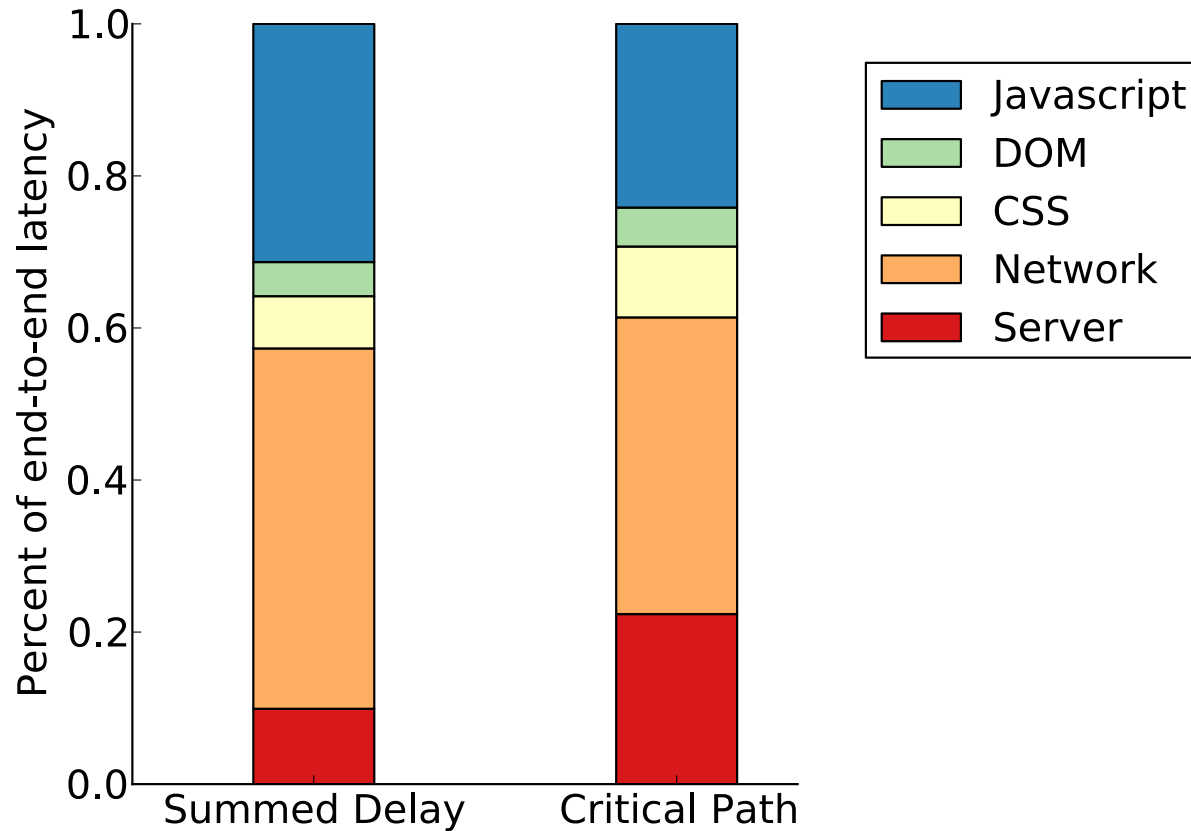
Step 4: Aggregate results



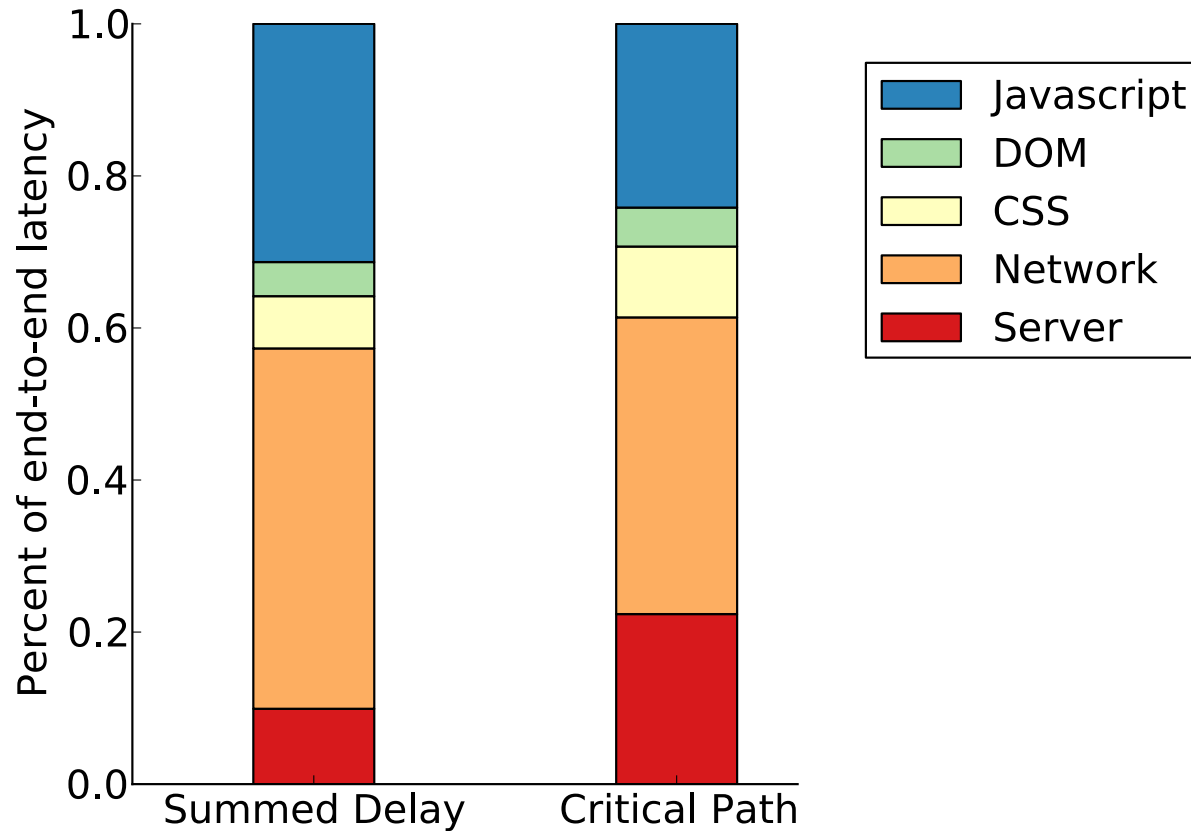
Inaccuracies of Naïve Aggregation



Inaccuracies of Naïve Aggregation

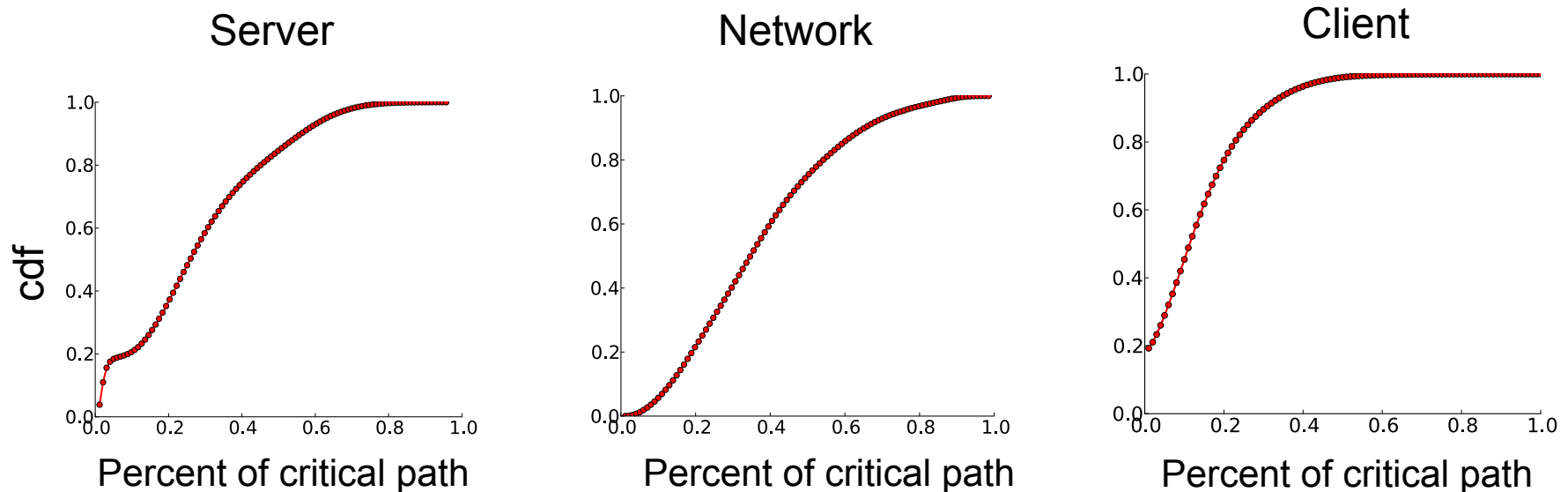


Inaccuracies of Naïve Aggregation



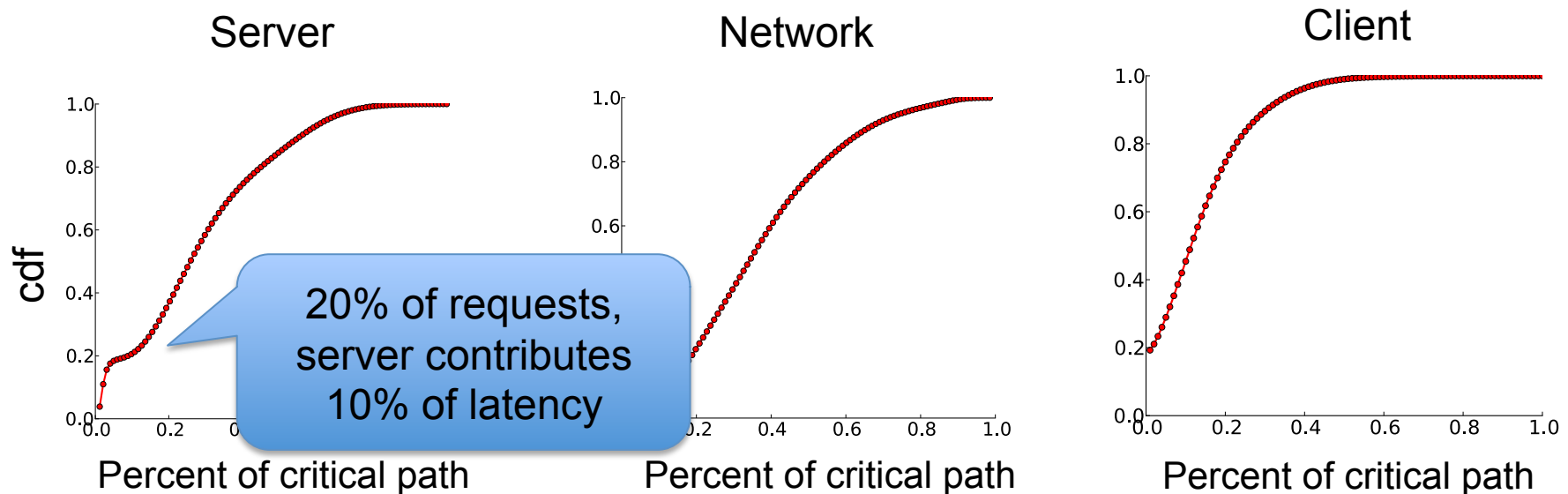
Need a causal model to correctly understand latency

High variance in critical path



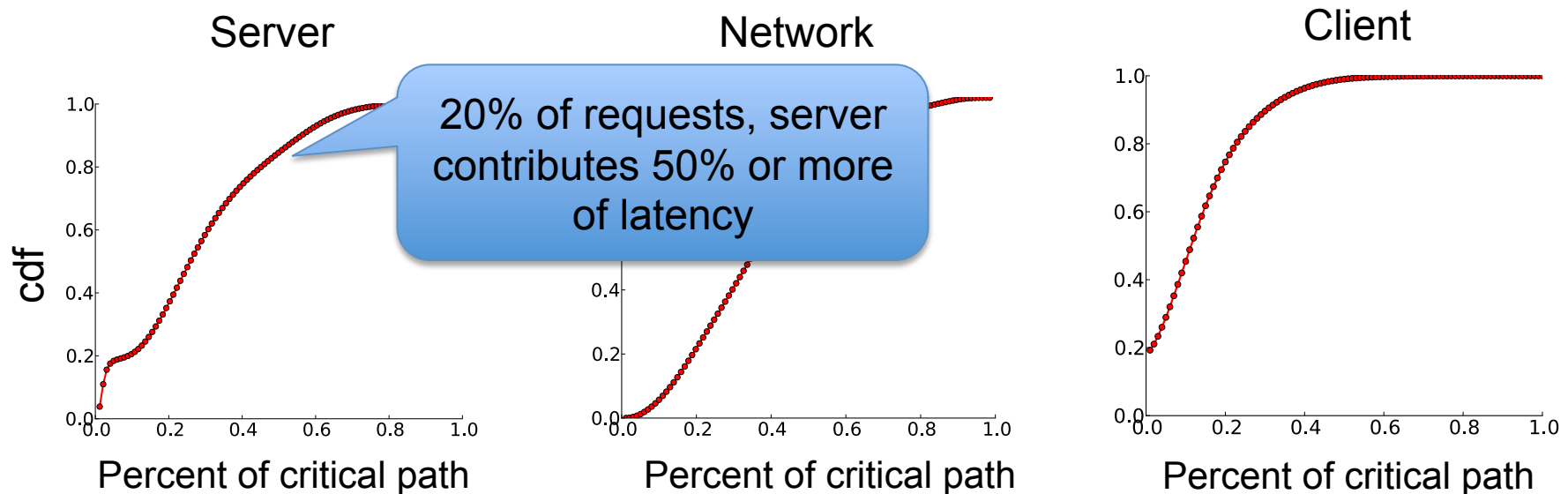
- Breakdown in critical path shifts drastically
 - Server, network, or client can dominate latency

High variance in critical path



- Breakdown in critical path shifts drastically
 - Server, network, or client can dominate latency

High variance in critical path



- Breakdown in critical path shifts drastically
 - Server, network, or client can dominate latency

Diverse clients and networks



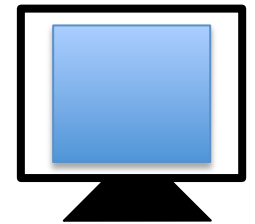
Server



Network



Client



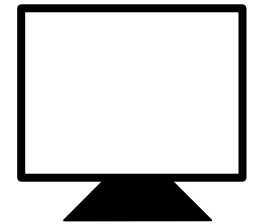
Server



Network



Client



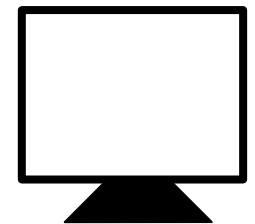
Server



Network



Client



Diverse clients and networks



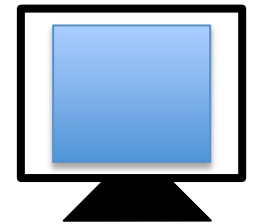
Server



Network



Client



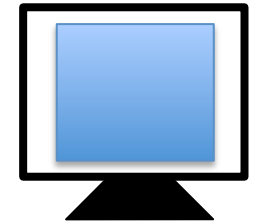
Server



Network



Client



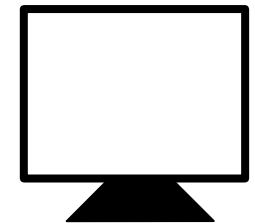
Server



Network



Client



Diverse clients and networks



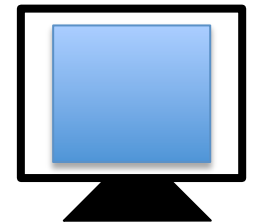
Server



Network



Client



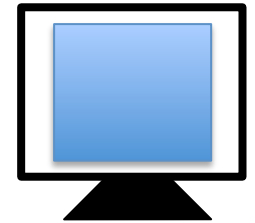
Server



Network



Client



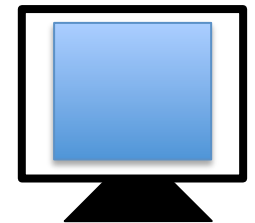
Server



Network



Client



Differentiated service



Slack in server generation time
Produce data slower
End-to-end latency stays same



No slack in server generation time
Produce data faster
Decrease end-to-end latency

Deliver data when needed and reduce average response time

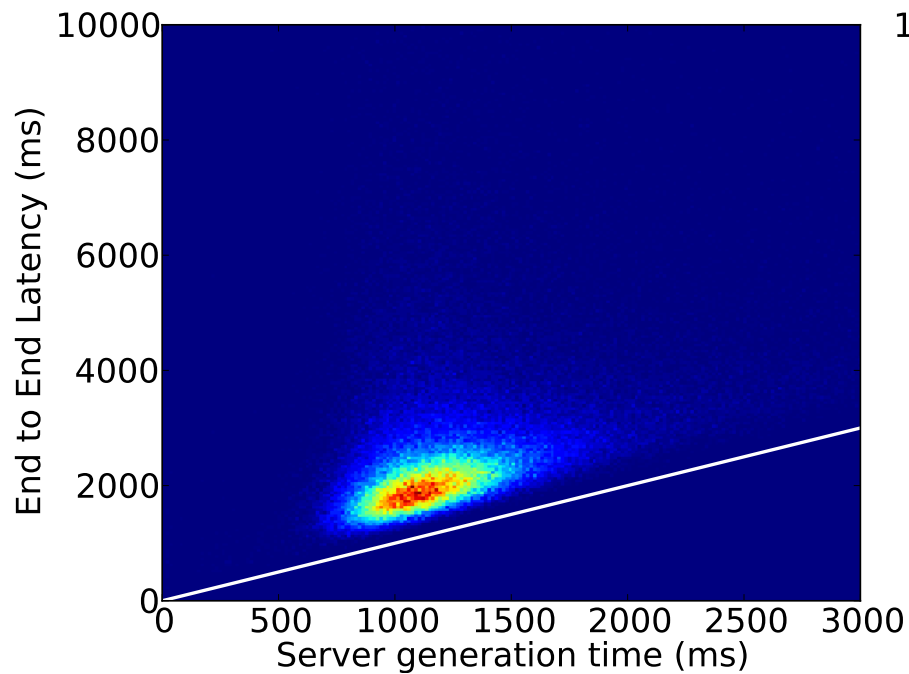
What-if questions

- Does server generation time affect end-to-end latency?
- Can we predict which connections exhibit server slack?

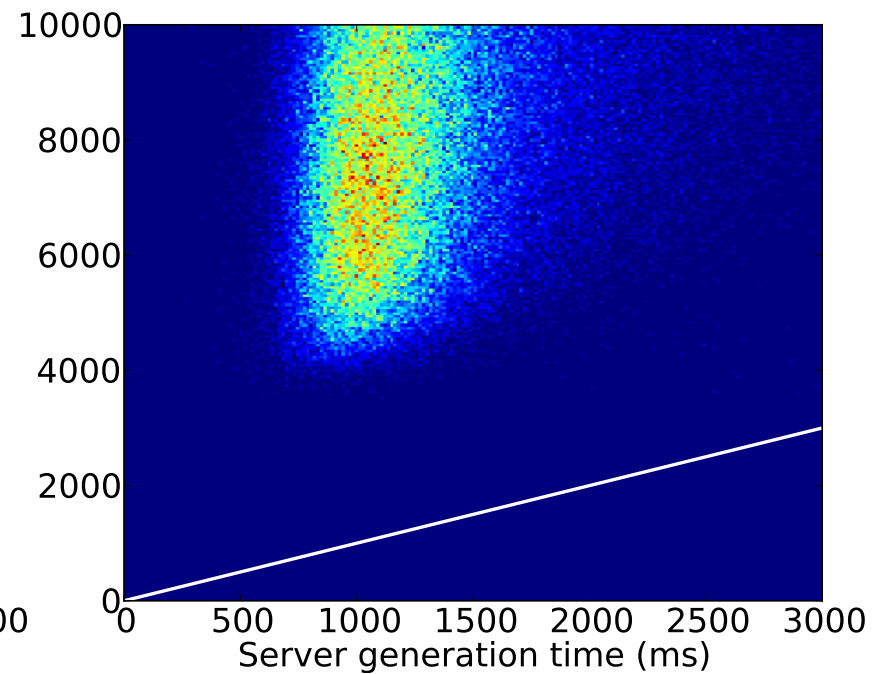
Server slack analysis



Slack < 25ms



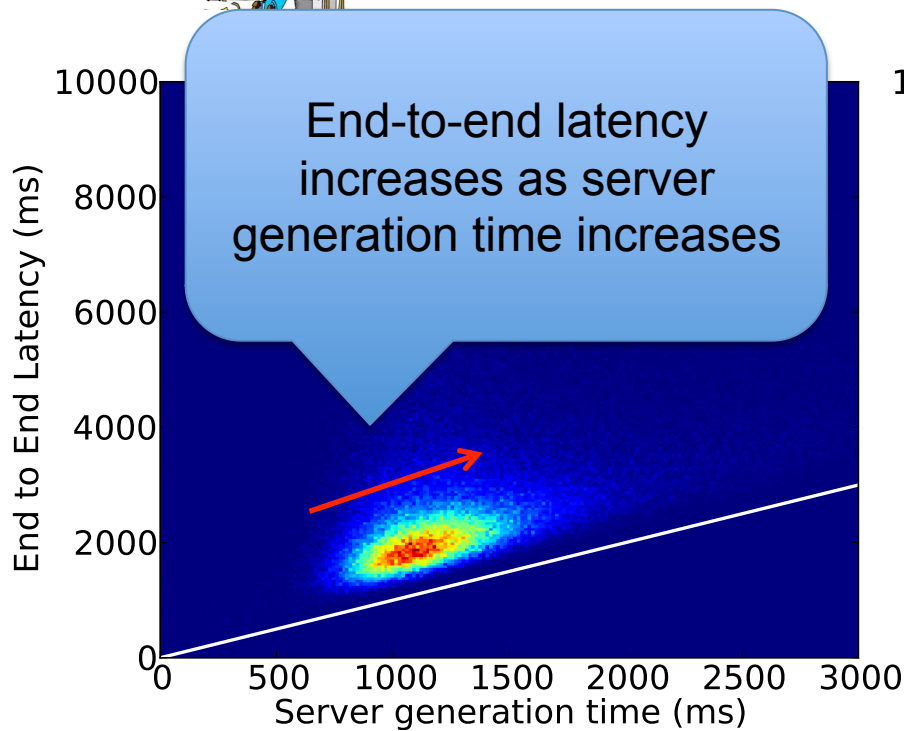
Slack > 2.5s



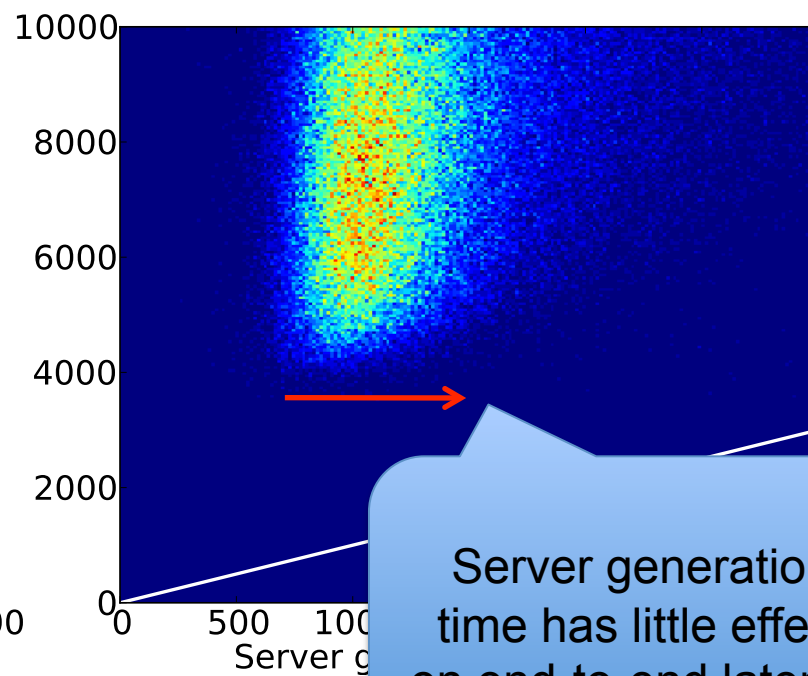
Server slack analysis



Slack < 25ms

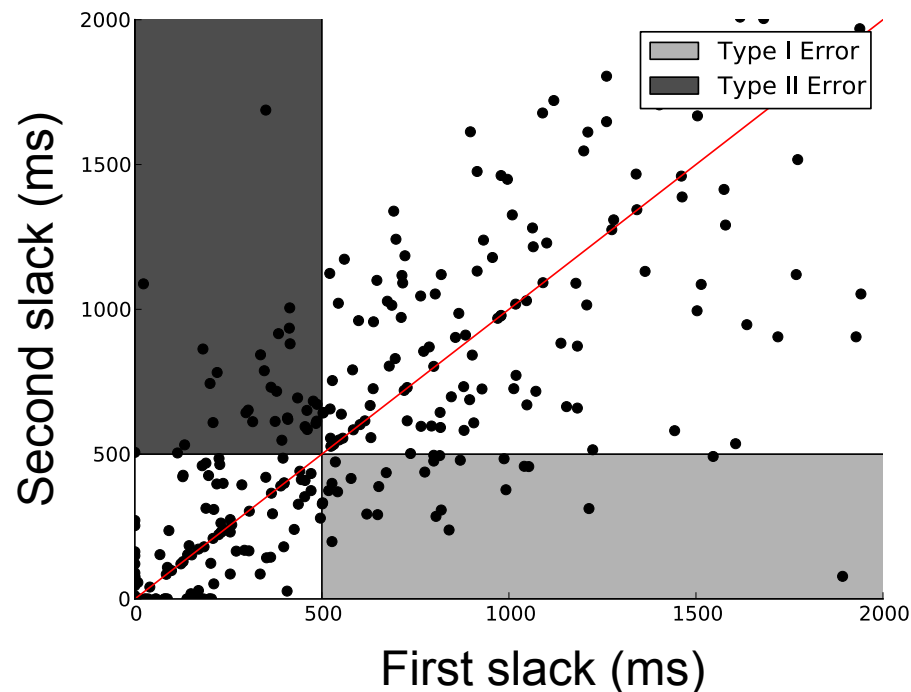


Slack > 2.5s



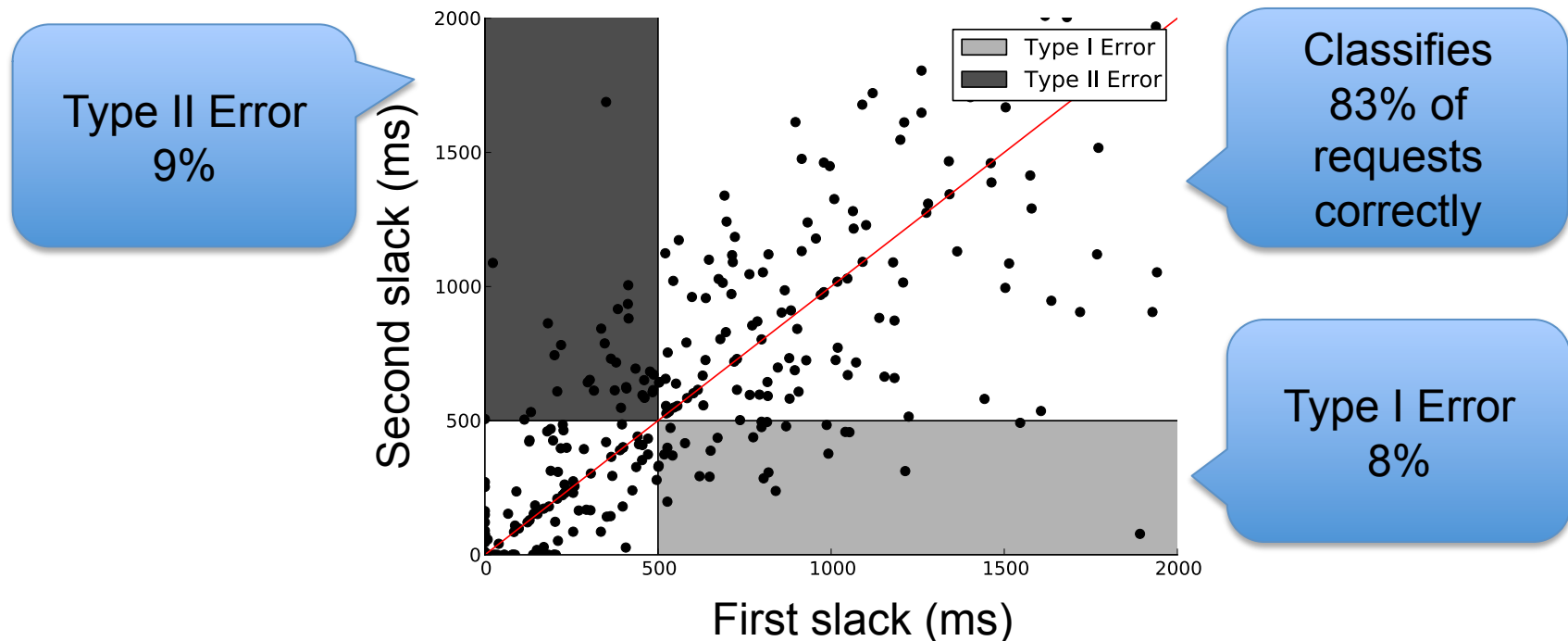
Predicting server slack

- Predict slack at the receipt of a request
- Past slack is representative of future slack

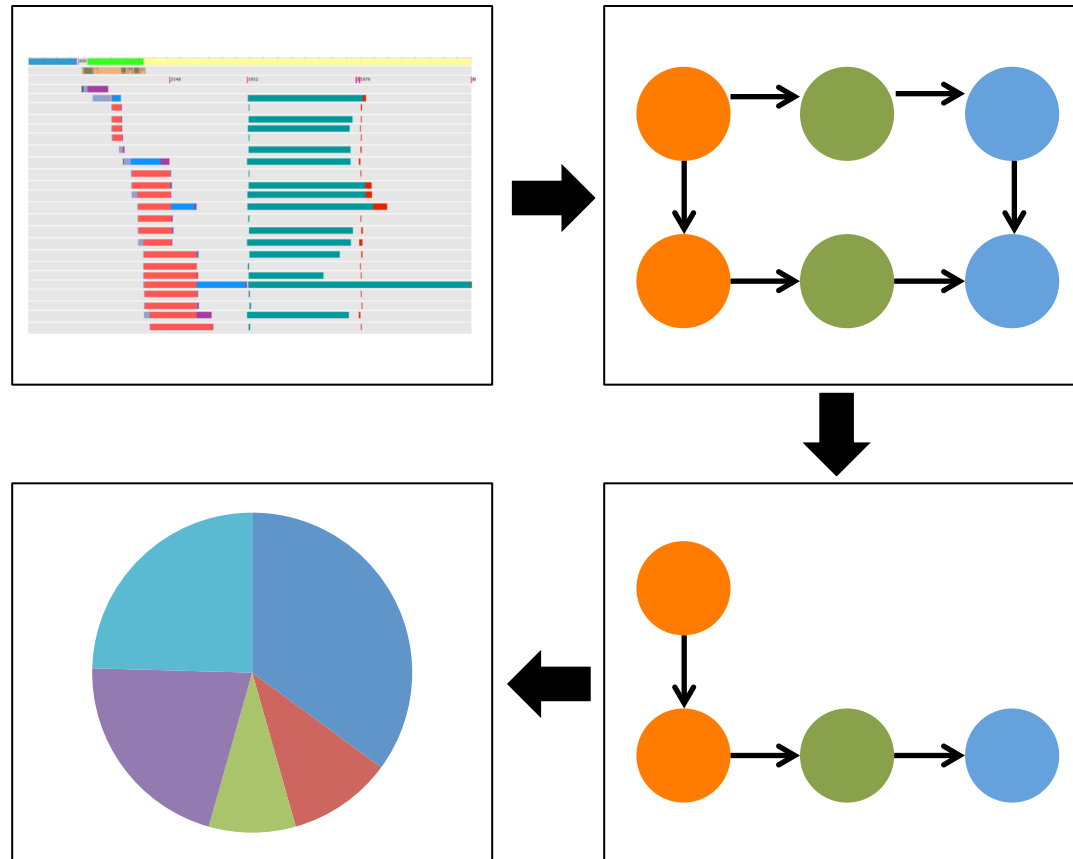


Predicting server slack

- Predict slack at the receipt of a request
- Past slack is representative of future slack



Conclusion



Questions

