

Blast Radius Reduction

for large-scale distributed systems

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Building large-scale distributed system is hard







Why failure is inevitable?

Charles Perrow argues that the conventional engineering approach to ensuring safety — building in more warnings and safeguards — fails because **systems complexity makes failures inevitable**

- Black Swan (unknown unknowns, known unknowns) :
 - The bad ones
 - Out of our control and hard to predict
 - Severe impact
 - e.g. natural disasters, network cable cut-off by construction
- Blind spots (known unknowns, unknown knowns):
 - System errors of human beings
 - Collective work is essential to minimize blind spots
- Trade-offs (known knowns) :
 - Business trade-offs, cost vs profit
 - Technical trade-offs, such as CAP theorem
 - Relative cost of perfect system is similar to the relative mass of an object nearing light speed







Design for failures: blast radius reduction

- Definition of blast radius per service
 - Tenants
 - Resources
 - Combined or any other workload



- Blast radius reduction must be part of the system design
- Blast radius as one of the reliability metrics of a system
- Blast radius reasoning:
 - failure modes => worst case impacts



Blast radius reduction with isolation

Isolation is crucial, not optional, for building reliable large-scale distributed systems





Layered Isolation across different services



Lower complexity



Cell-based architecture = Fine-grained workload isolation with multiple mini-clusters (hundreds or more), cell is the smallest self-contained scale unit.

Predictable

- blast radius
- performance
- scalability



Classic Cell-based architecture patterns

















Challenges and Cost of adopting cell-based architecture:

- Increased **infrastructure cost**: can you split 100GB cache into 1GB per cell?
- Increased **system complexity**: how to migrate customers from one cell to another?
- Increased operational cost: how to manage one hundred clusters instead of one (for deployment, monitoring, etc.) ?

XaC (everything as code) and automation is essential for adopting cell-based architecture

Definitely NOT for small scale systems



Blast radius reduction with self-healing and fast recovery

- Temporal blast radius
 - For example: incident duration 1 hour vs 1 minutes
- Mean time to Recovery (MTTR) is not useful in practice
- Max Time to Recovery (MxTTR) make more sense
- Self-healing and fast recovery is the key to reduce MxTTR
 - **Self-healing**: fully automated recovery mechanism for failures or gray failures, such as physical/virtual machine failures
 - **Fast recovery**: automated or semi-automated with fast detection, fast recovery tools, etc.







Fast recovery with global load balancing

- Global load balancing is a multi-layer load balancing solution
 - DNS
 - Level 4 LB
 - Level 7 LB
- Global traffic steering
 - DNS-based
 - BGP-based





Beyond blast radius: Lamport Exposure

It proposes that distributed services need not and should not expose local activities to distant failures or partitions, no matter how severe.



The diagram from the original paper <u>https://arxiv.org/abs/1405.0637</u> Băsescu, Cristina, et al. "Limiting Lamport Exposure to Distant Failures in Globally-Managed Distributed Systems." arXiv preprint arXiv:1405.0637 (2014).



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Beyond blast radius: formally verify reliability

- Conventional software engineering practices works with limitations
 - system test, chaos engineering, disaster recovery drill, etc.
- Exploring the potential of formal methods to verify the reliability of systems rigorously and exhaustively
 - Formal system specification
 - Model checking
 - Theorem proving











Thank you



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