

Guohao Ding*, Weining Qian*, Peng Cai*, Tianze Pang⁺, and Qiong Zhao+

- * School of Data Science and Engineering, East China Normal University
- ⁺ Bank of Communications



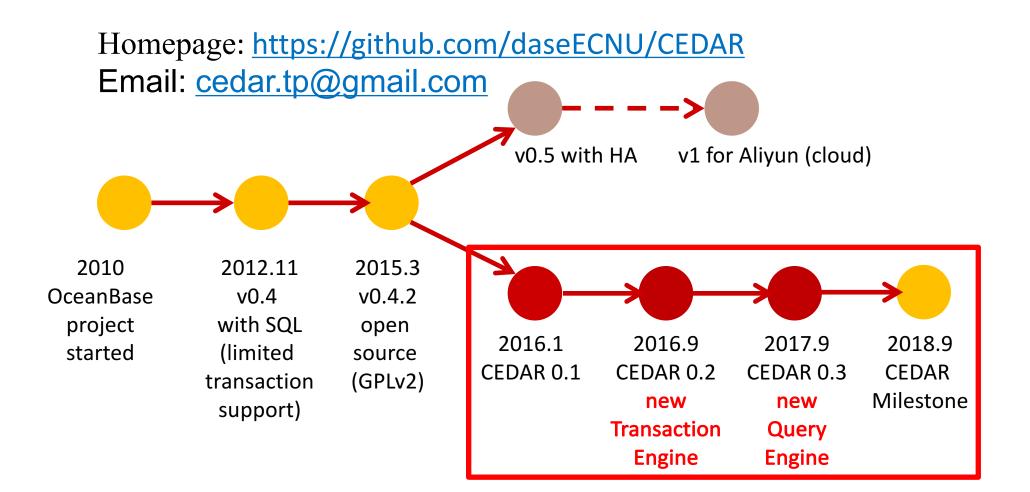


Outline

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Motivation

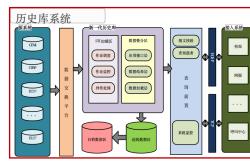




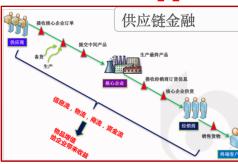
Applications



Bank notes recording Massive datasets



History repository Class-A app.



Supply-chain finance Replacing IBM DB2



Netpay Debt-Credit Internet-scale HA



Motivation

The core of implementing a distributed and highly-available database system is consensus protocols

- Paxos
- Raft
- ...

There are currently over 100 different implementations of Raft listed on their website. However, how to test these implementations?

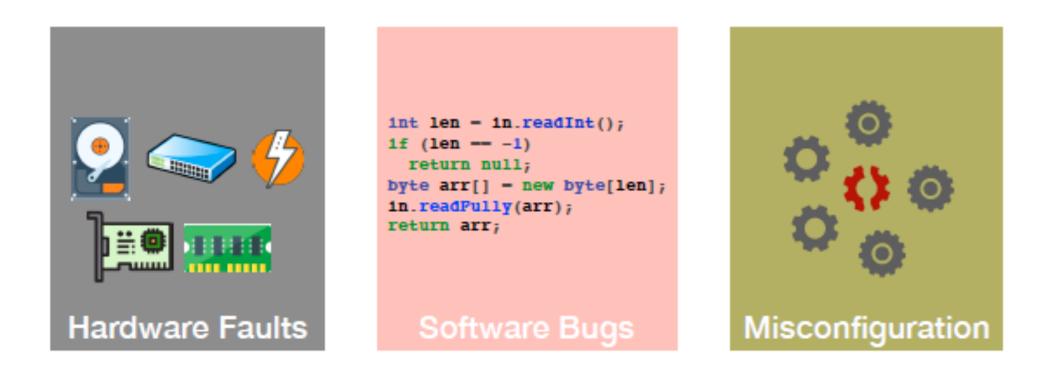


Testing distributed systems is so HARD



Challenges

Faults are common in large systems and can happen anywhere at anytime!!!





Challenges

Conventional testing techniques are not enough







Unit test is not enough

Integration test is not enough

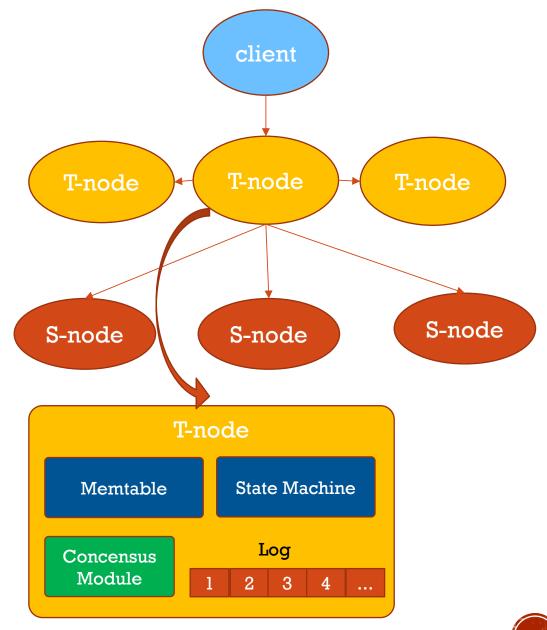
Performance test is not enough



Abstraction of the System Model

T-node

- In-memory transaction engine
- Receive read/write request
- Consist of four parts(state machine, consensus module, memory table (Memtable), log
- S-node
 - Distributed storage engine





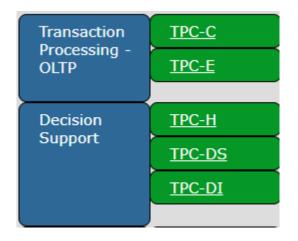
How to test Raft-replicated database systems





Why are metrics important?

It is essential part of any test benchmark definition



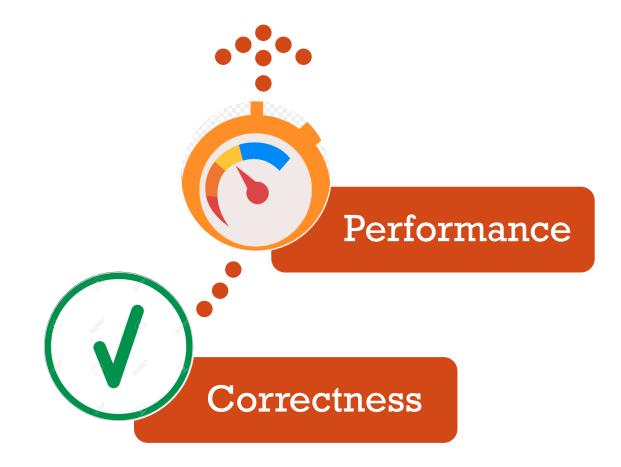
May be the most controversial when trying to reach agreements between different vendors

Desirable metrics \rightarrow Vendors and Users embrace it





What metrics do we care about?





Correctness

 Behave as expected(both under normal and fault conditions), consistent

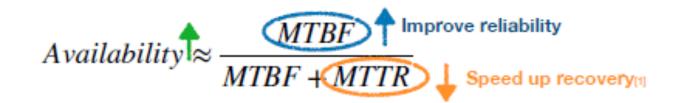


 The most basic test for both centralized and distributed software systems, but it is often overlooked



Availability

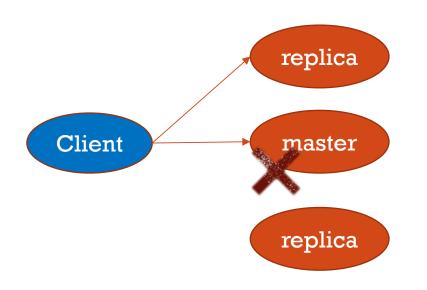
- Common failure : node downtime, network partition
- Detecting failure is crucial





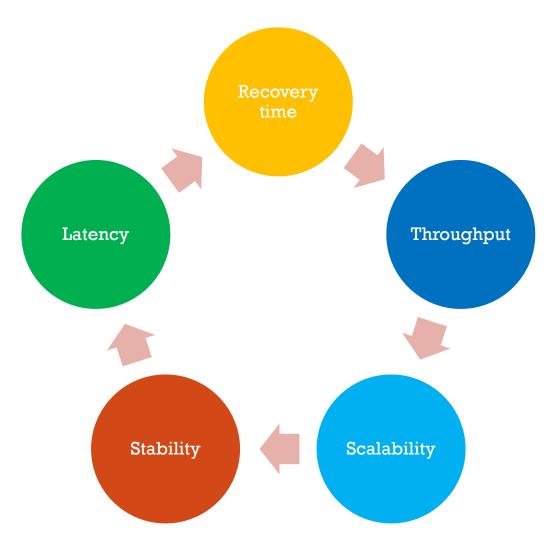
Data consistency

 The essence of Raft protocol is to guarantee the consistency between different data replicas





Performance







Stability

- Reliable: the ability of a system or component to perform its required functions under stated conditions for a specified period of time
- a stability metric model based on TPS fluctuations

 $\theta(TPS) = \sigma(TPS)/\overline{TPS} * 100\%$

- \overline{TPS} : average number of transactions processed per second
- $\sigma(TPS)$: the standard deviation of TPS
- $\theta(TPS)$: the fluctuation range of TPS, acceptable value is 5% +/- 3%



Recovery time & Scalability

- Recovery Time
 - the time interval from the system can not provide external service to normal service when the system encounters a failure
- Scalability

 the overall performance of the system is linear with the number of servers



Distributed Database System Dream

Correct

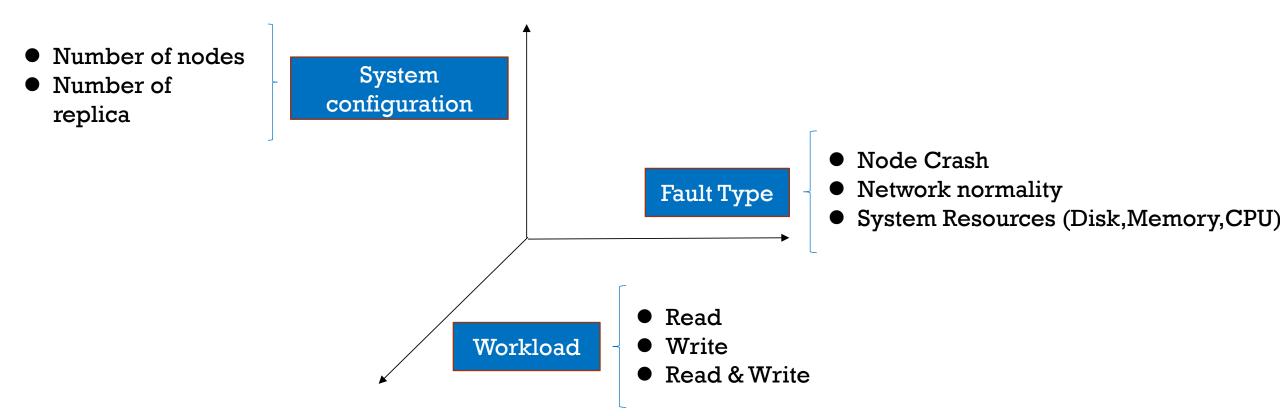
consistent, behaves as expected

Performant

 scalable, low latency, high throughput, fault-tolerant, dependable, highly available



Test dimension





Test case design

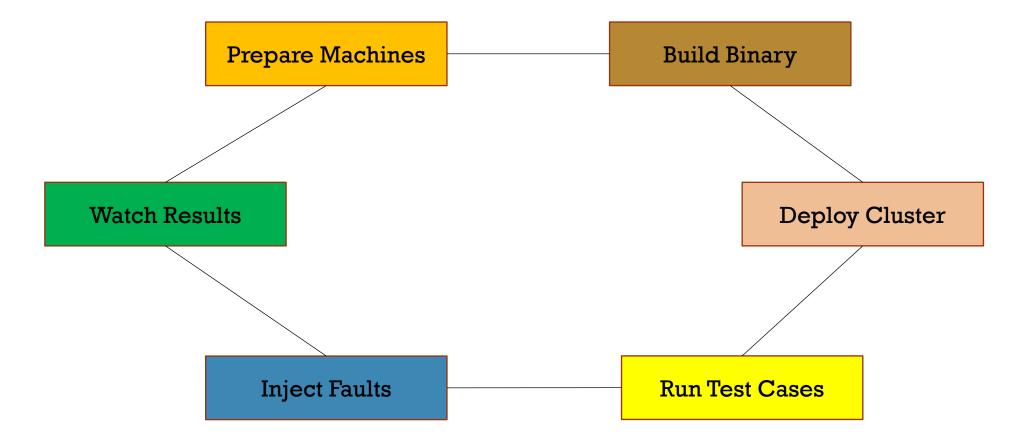
Fault Type	Data Operation Type	System Configuration
Node CrashNetwork anomalySystem Resource (Disk, Memory, CPU)	 Read Write Read & Write	Number of nodeNumber of replica

Test Dimension











Testing results

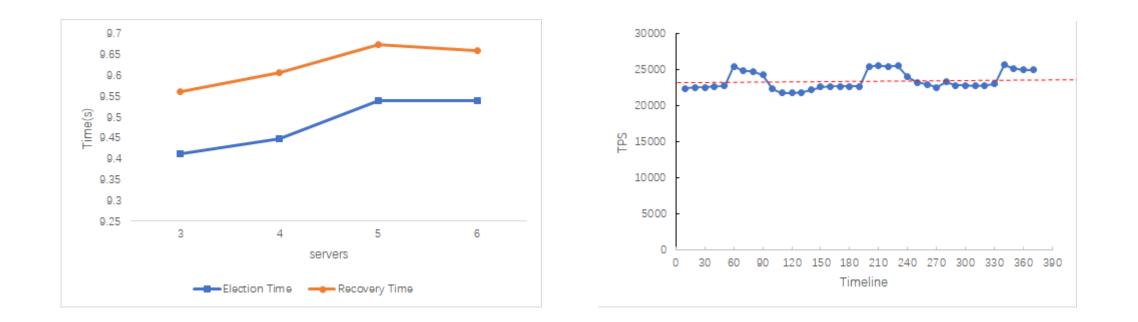
 Implement a variant of the Raft protocol on the distributed database CBase

Experimental setups

-	Type	Description
-	OS	CentOS release 6.5 (Linux version $2.6.32$)
-	CPU	2*Intel(R) Xeon(R) CPU E5-2620 0 @ 2.00 GHz(6 cores/CPU)
-	Memory	165G
_	Network	Broadcom Corporation NetXtreme BCM5719 Gigabit Ethernet

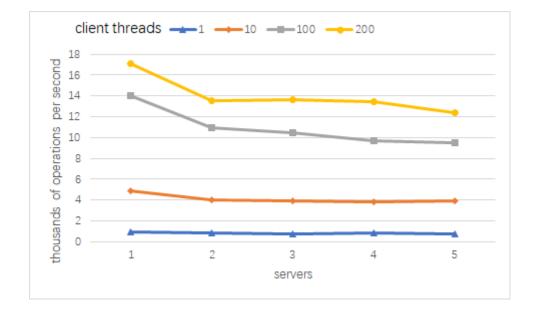


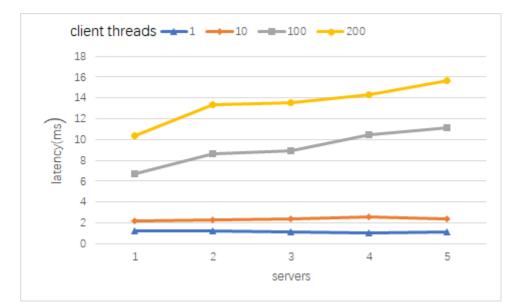
Recovery time & Stability





Throughput and latency







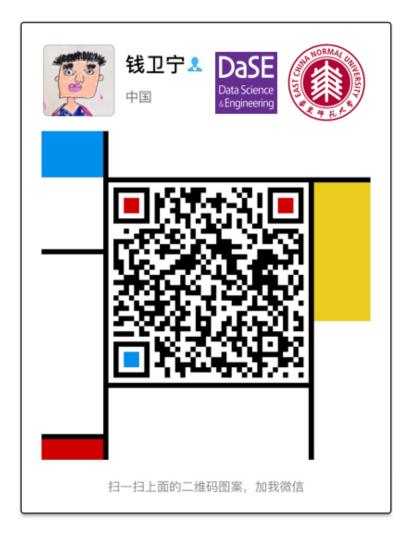
Conclusions and Future Work

- Abstraction of a system model
- Definition of test metrics and dimensions
- A set of (over 2000) testing cases and tools
- Give the test result on an open source distributed database system
- Future work
 - Build an automated testing framework, which can automatic system deployment, generation of test cases, and comparison of test results



Thanks!







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