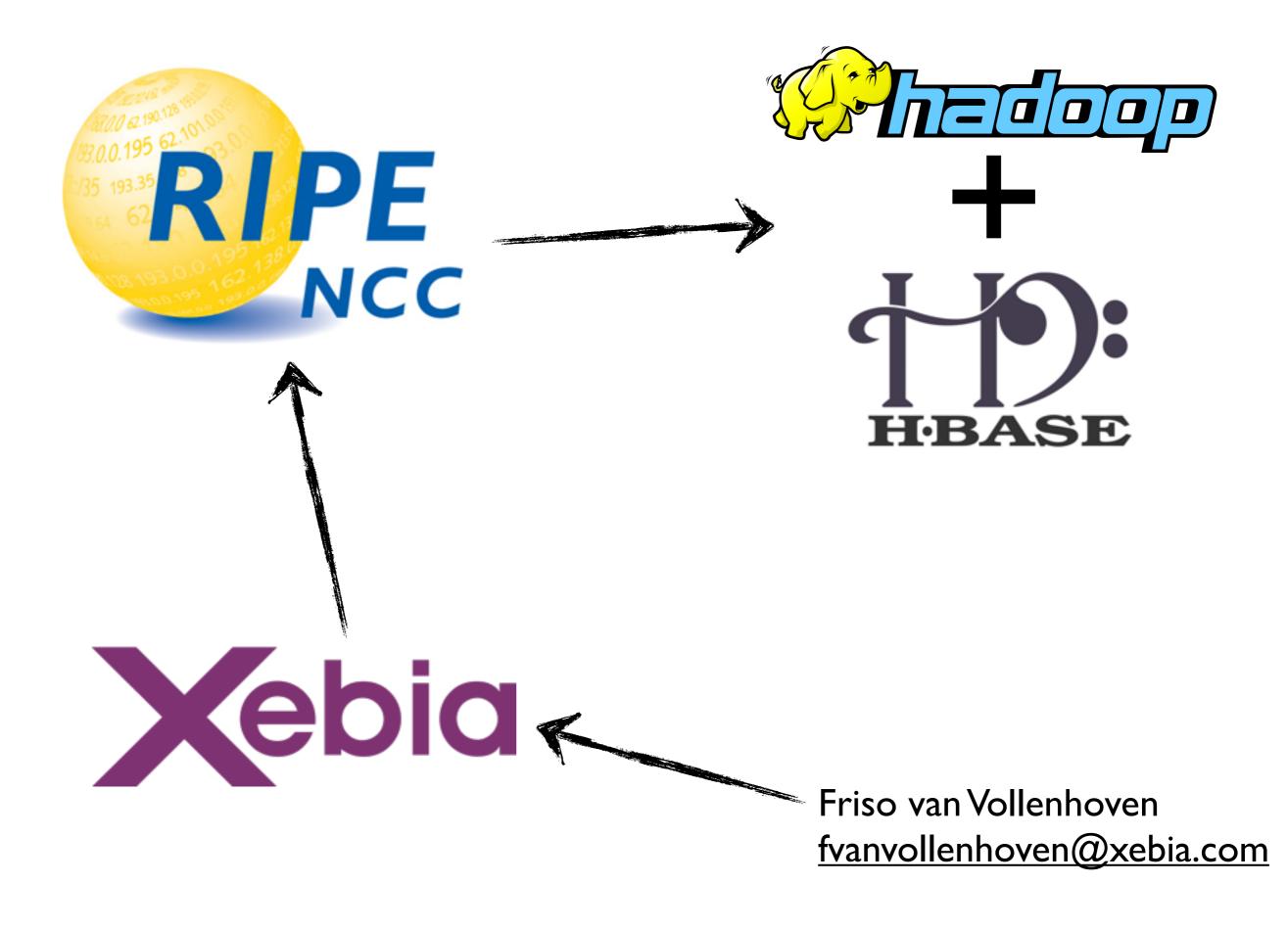
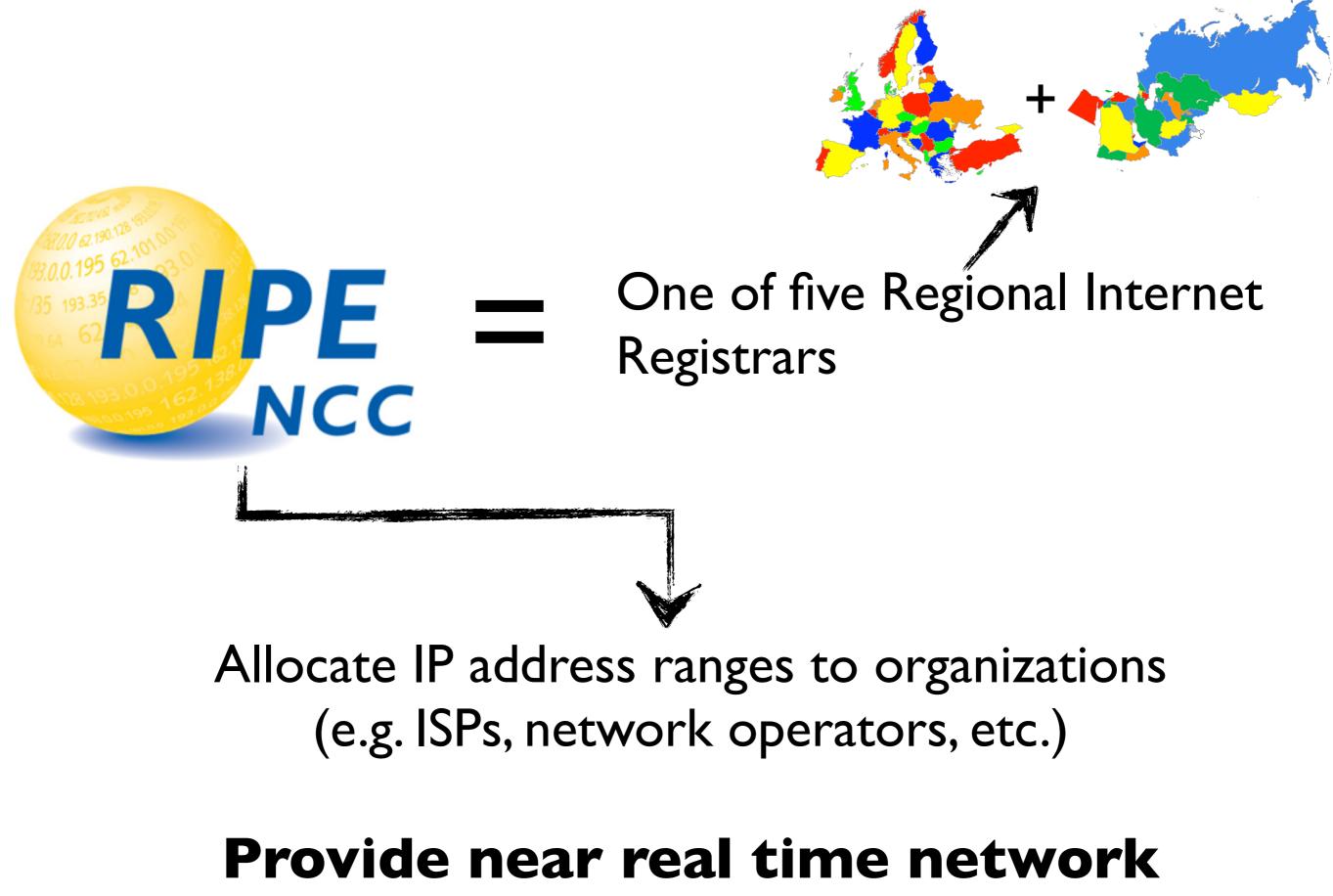
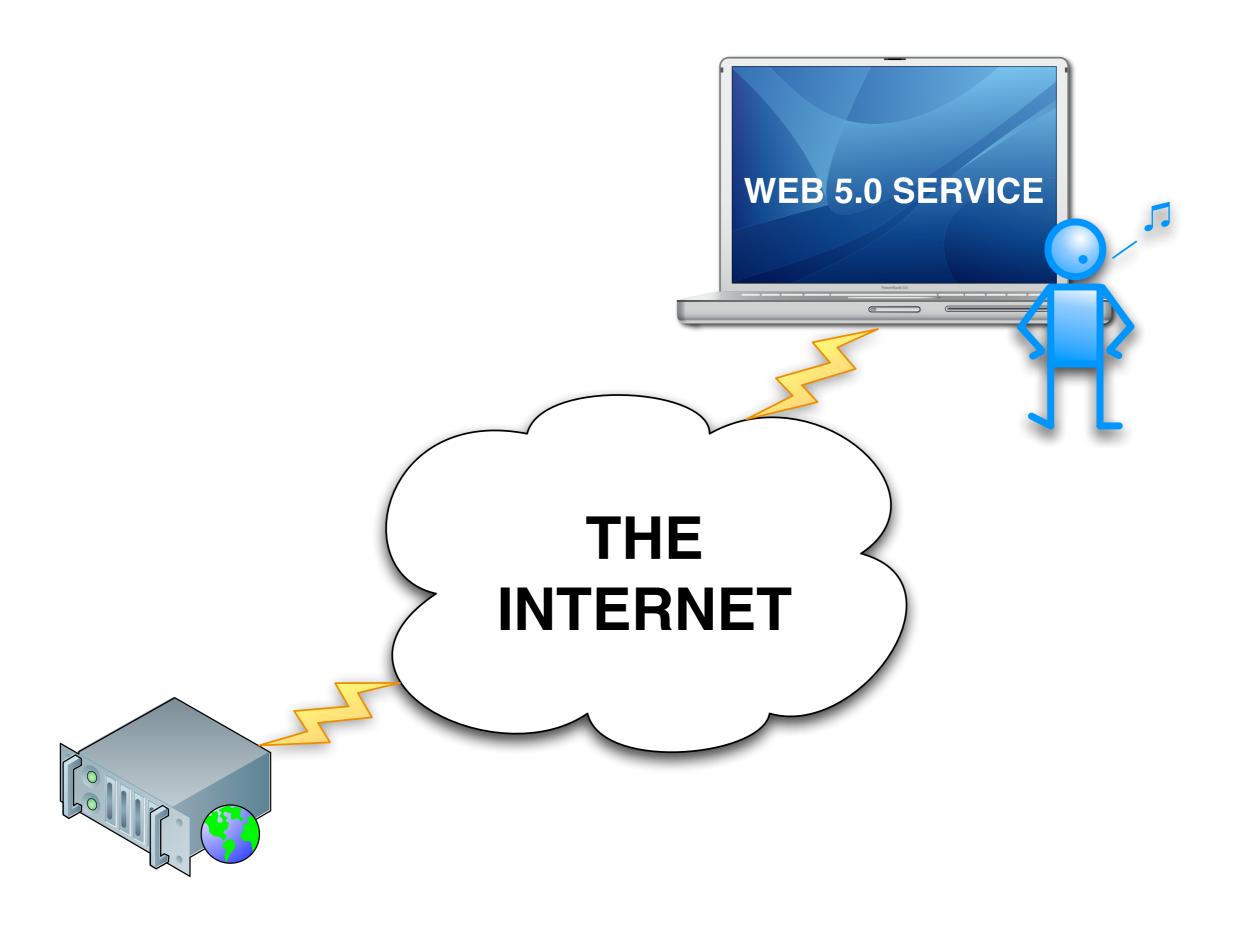
Analyzing the internet using Hadoop and Hbase

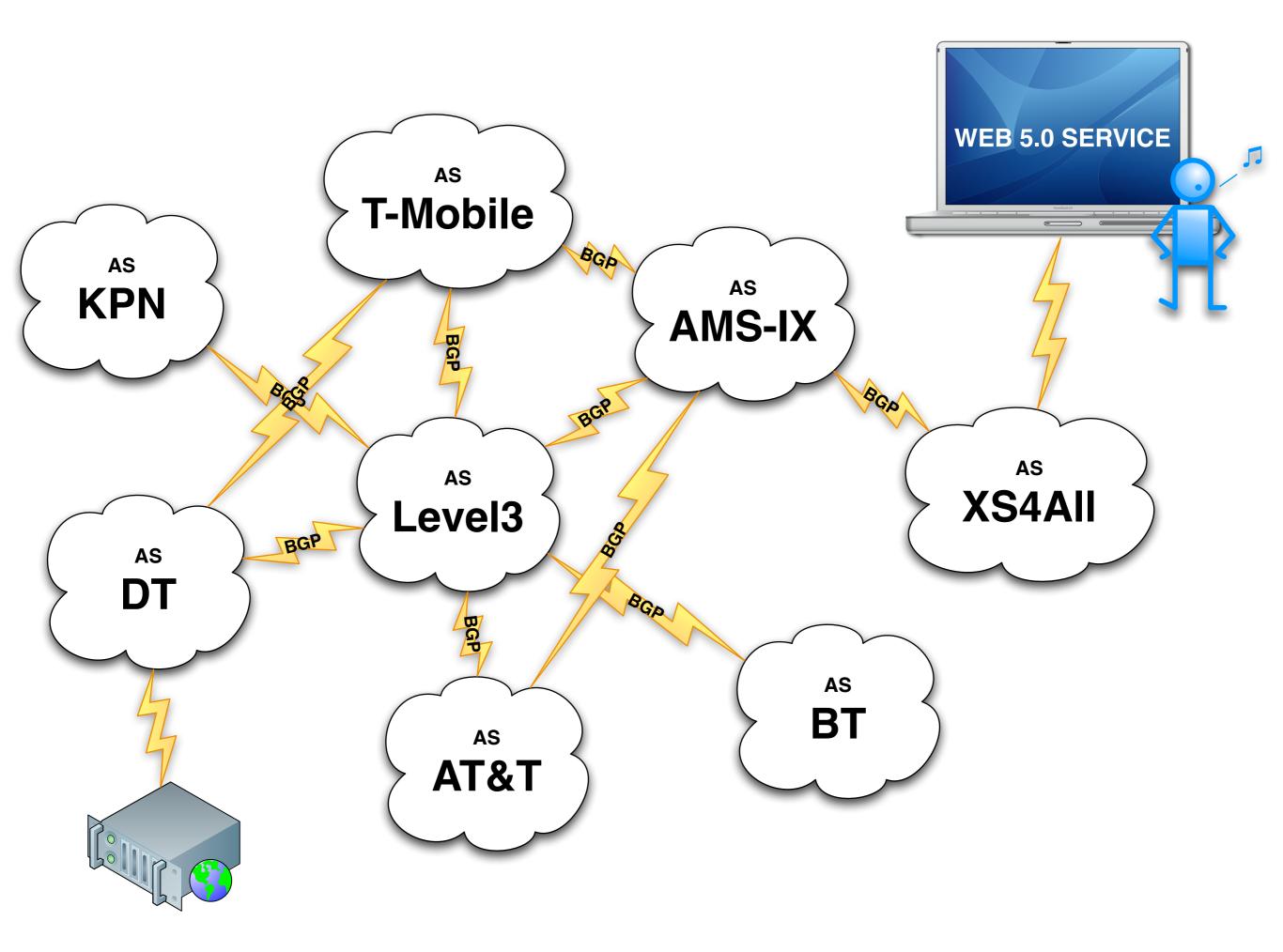
Friso van Vollenhoven <u>fvanvollenhoven@xebia.com</u>





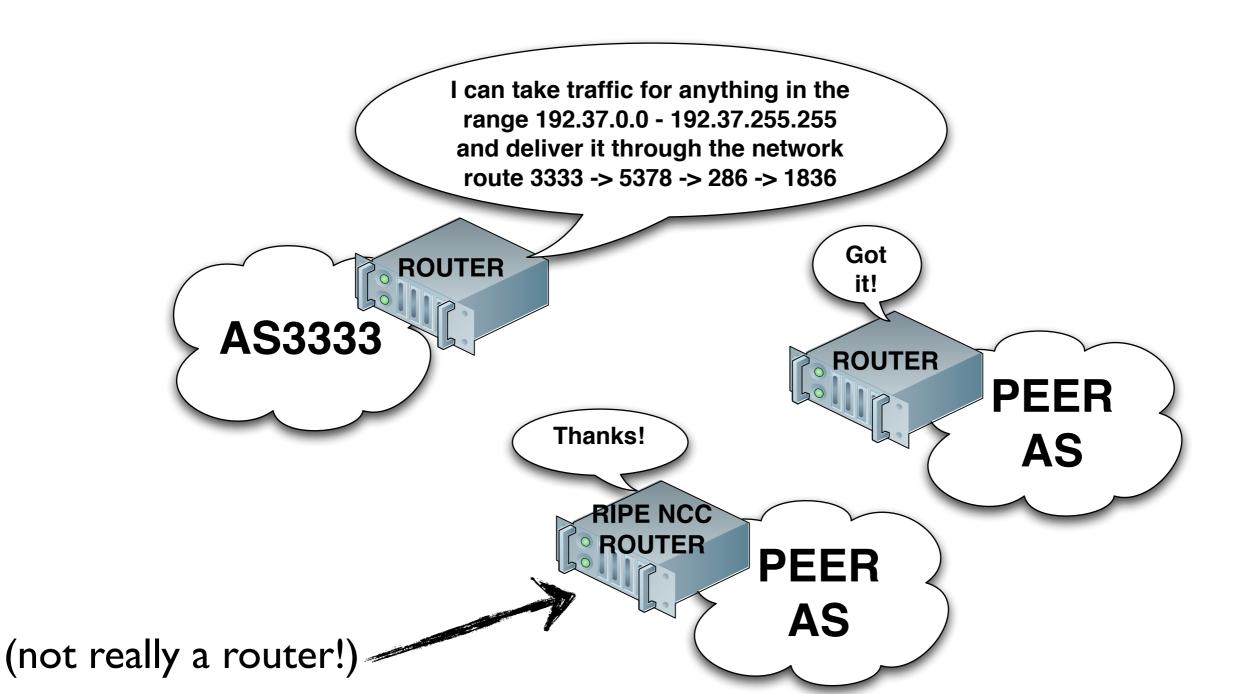
information based on measurements





Our Data

BGP4MP|980099497|A|193.148.15.68|3333|192.37.0.0/16|3333 5378 286 1836|IGP|193.148.15.140|0|0||NAG||



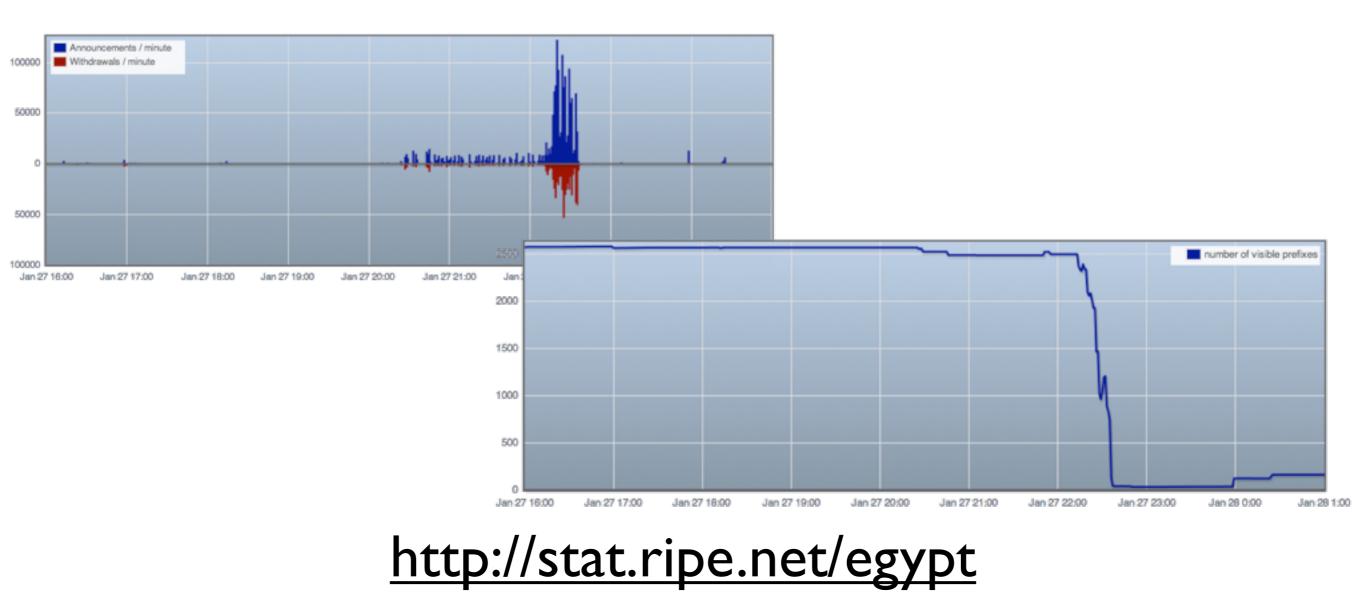
Our Data

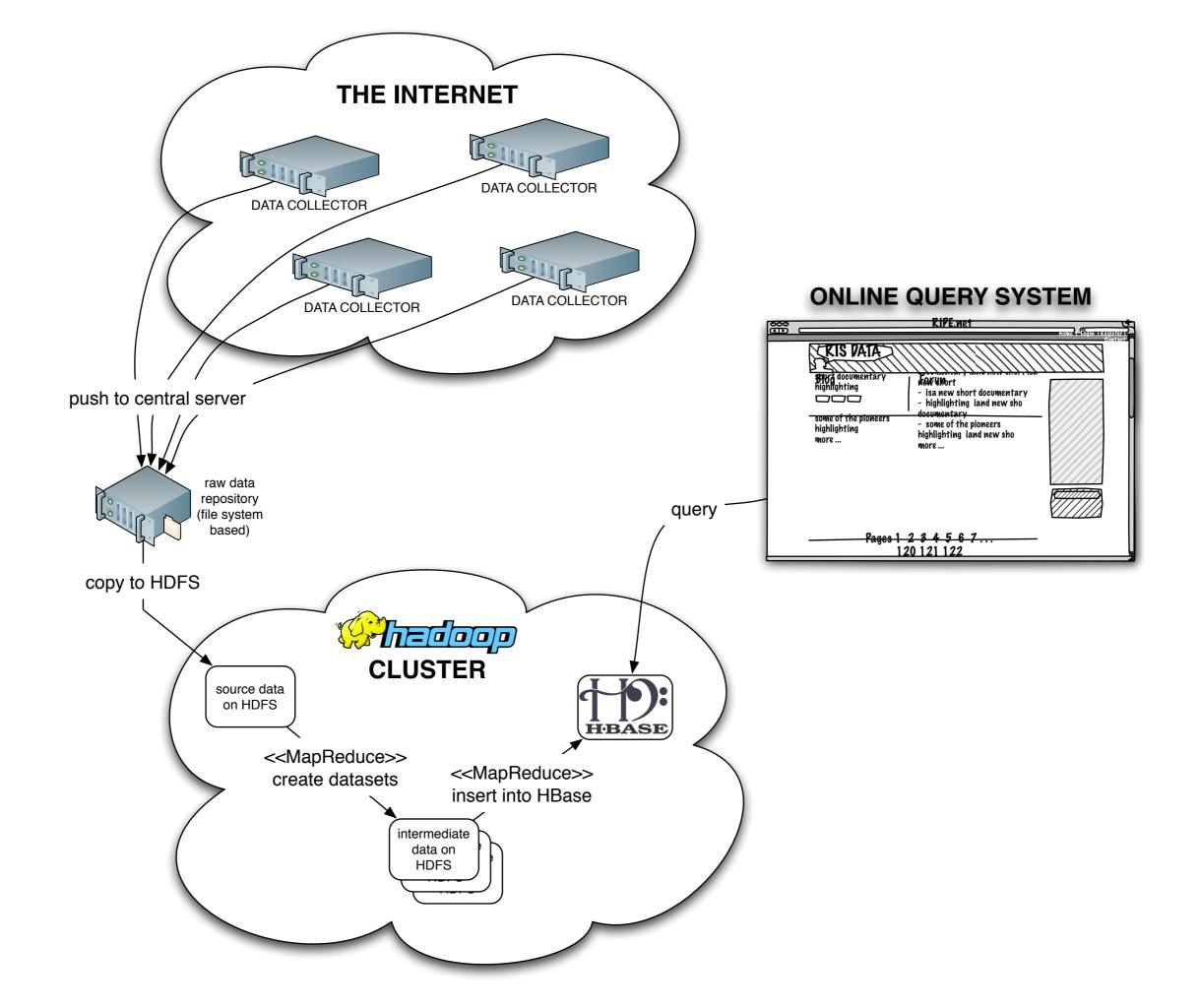
- I5 active data collection points (the not really routers), collecting updates from ~600 peers
- BGP updates every 5 minutes, ~80M / day
- Routing table dumps every 8 hours, ~9M entries / dump

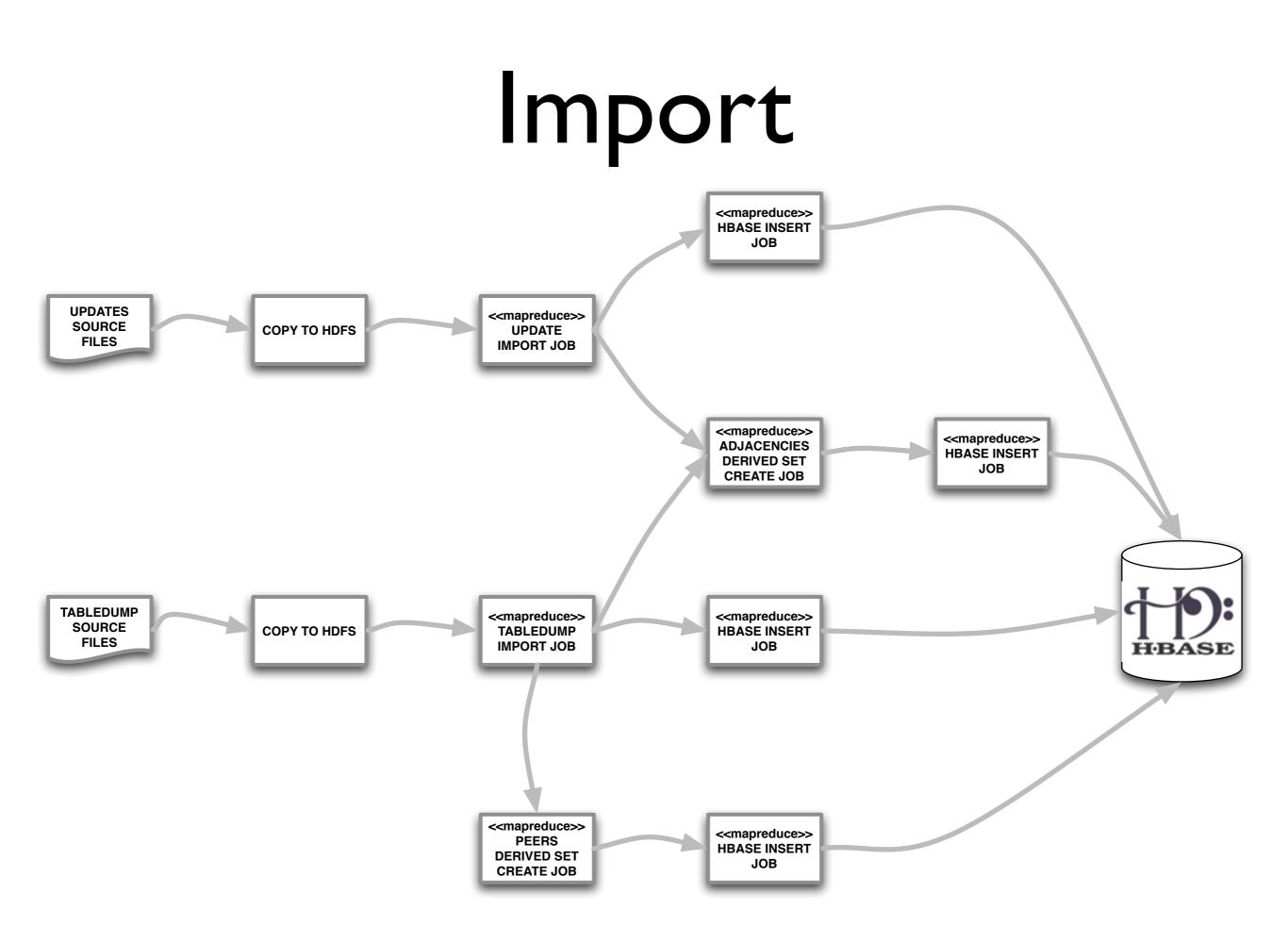
FAQ

- What are all updates that are somehow related to AS3333 for the past two weeks?
- How many updates per second were announcing prefixes originated by AS286 between 11:00 and 12:00 on February 2nd in 2005?
- Which AS adjacencies have existed for AS3356 in the past year?
- What was the size of the routing table of the peer router at 193.148.15.140 two years ago?

Not so frequently asked: What happened in Egypt?



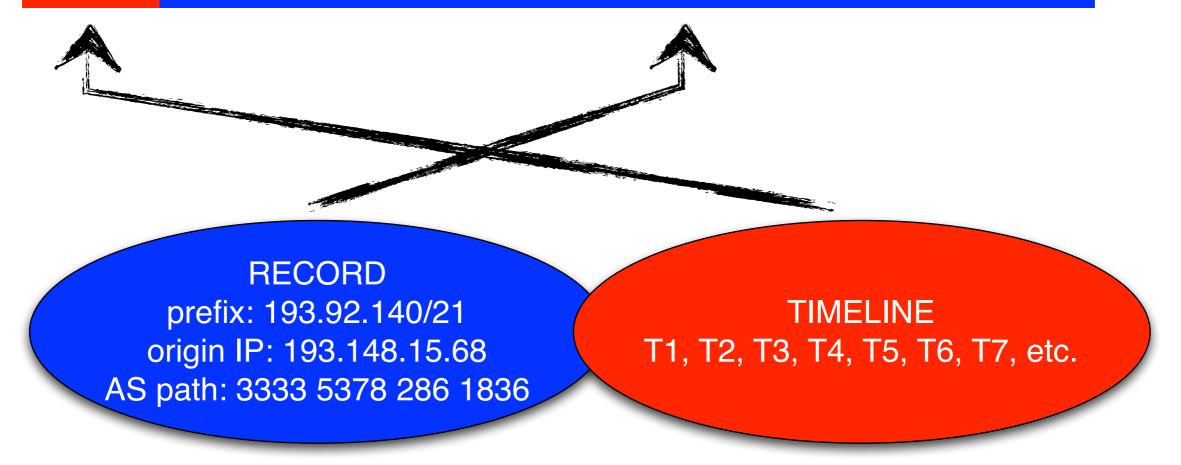




Import

- Hadoop MapReduce for parallelization and fault tolerance
- Chain jobs to create derived datasets
- Database store operations are idempotent

BGP4MF 980099497 A|193.148.15.68|3333|192.37.0.0/16|3333 5378 286 1836|IGP|193.148.15.140 0|0||NAG||



Inserting new data points means read-modify-write:

- find record
- fetch timeline
- merge timeline with new data
- write merged timeline

Schema and representation

ROW KEY	CF: DATA	CF: META
[index bytes]	[record]:[timeline] [record]:[timeline] [record]:[timeline] [record]:[timeline]	exists =Y
[index bytes]	[record]:[timeline] [record]:[timeline] [record]:[timeline] [record]:[timeline]	exists =Y

Schema and representation

- Multiple indexes; data is duplicated for each index
- Protobuf encoded records and timelines
- Timelines are timestamps or pairs of timestamps denoting validity intervals
- Data is partitioned over time segments (index contains time part)
- Indexes have an additional discriminator byte to avoid extremely wide rows
- Keep an in-memory representation of the key space for backwards traversal
- Keep data hot spot (most recent two to three weeks) in HBase block cache

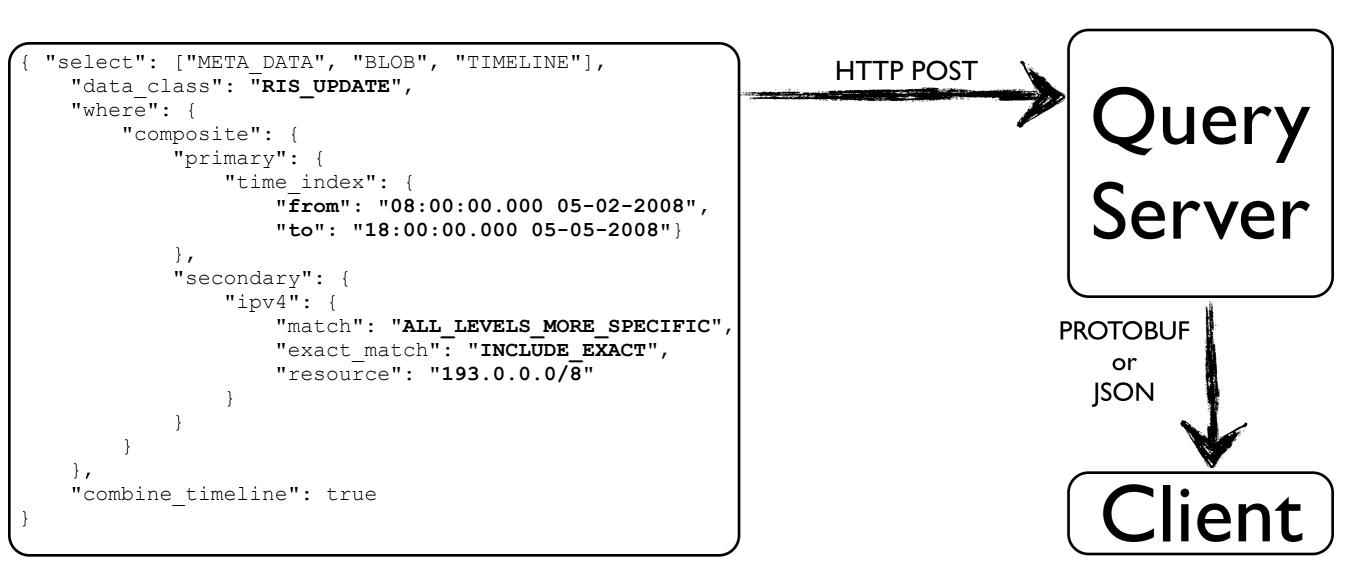
Schema and representation

Strategy:

- Make sure data hotspot fits in HBase block cache
- Scale out seek operations for (higher latency) access to old data

Result:

- 10x 10K RPM disk per worker node
- 16GB heap space for region servers



- In-memory index of all resources (IPs and AS numbers)
- Internally generates lists ranges to scan that match query predicates
- Combines time partitions into a single timeline before returning to client
- Runs on every RS behind a load balancer
- Knows which data exists

Blocking writes because of memstore flushing and compactions.

Tuned these (amongst others):

hbase.regionserver.global.memstore.upperLimit
hbase.regionserver.global.memstore.lowerLimit
hbase.hregion.memstore.flush.size
hbase.hregion.max.filesize
hbase.hstore.compactionThreshold
hbase.hstore.blockingStoreFiles
hbase.hstore.compaction.max

Dev machines: dual quad core, 32GB RAM, 4x 750GB 5.4K RPM data disks, 150GB OS disk

Prod machines: dual quad core, 64GB RAM, **IOX 600GB IOK RPM data disks**, I50GB OS disk

See a previously *IO bound* job become *CPU bound* because of expanded IO capacity.

Garbage collecting a 16GB heap can take quite a long time.

Using G1*. Full collections still take seconds, but no missed heartbeats.

* New HBase versions have a fix / feature that works with the CMS collector. RIPE NCC is looking into upgrading.

Estimating required capacity and machine profiles is hard.

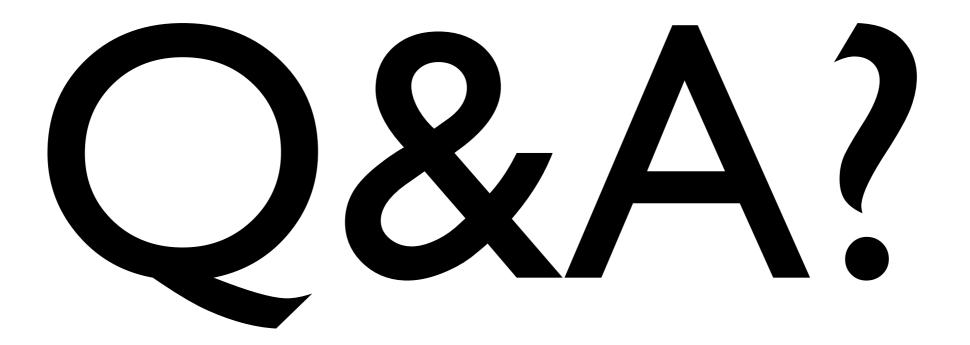
Pick a starting point. Monitor. Tune. Scale. In that order.

Other useful tools

- Ganglia
- CFEngine / Puppet
- Splunk
- Bash

Awesome community!

(mailing lists are a big help when in trouble)



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