



Distributed Key-Value Stores: Performance and Scalability for Flash Media

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Key-Value (KV) Databases Overview

- Simple is important
 - Fast, easy to use
- Consistency is a differentiator
 - Strong consistency
 - Important for control planes
 - Examples: etcd, consul, zookeeper
 - Weak consistency (aka eventually consistent, NoSQL)
 - Popular for large-scale applications
 - Examples: dynamo, cosmos db





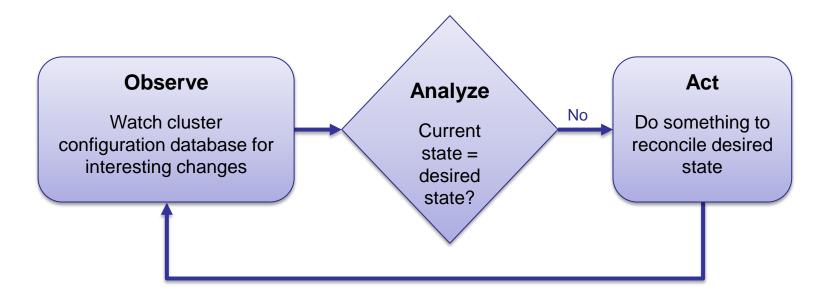
Kubernetes and KV

- Distributed system scheduler for containers
- How it works
 - Declare desired state in key-value database
 - Controllers (aka operators) watch the state and act to change current state to desired state
- End result
 - Billions of applications served reliably
 - Clusters up to 5,000 nodes each

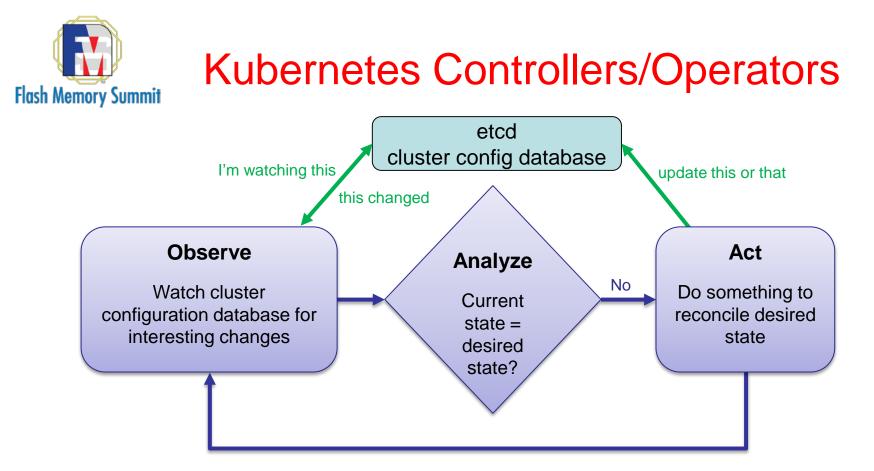




Kubernetes Controllers/Operators











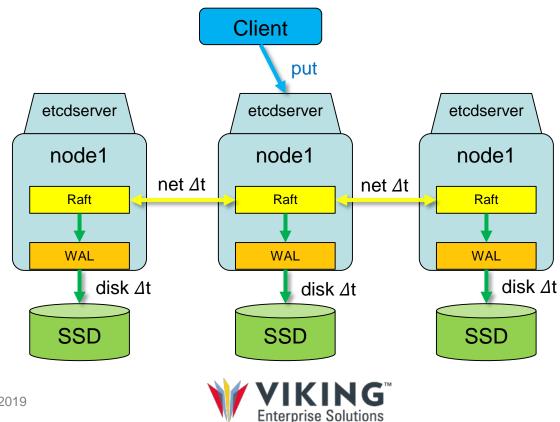
Etcd Cluster Configuration Database

Requirements	Etcd in Kubernetes
Consistency	Single-writer Updates acknowledged by quorum of masters
Availability	Multiple-masters
Partition tolerance	Raft protocol ensures all masters are consistent
Performance	Writes committed to persistent storage log Reads satisfied by any master





Etcd Persistent Storage





Kubernetes Practical Implementations

- Many nodes + fast SSD storage =
 - Many events to watch
 - When things break, many changes to process

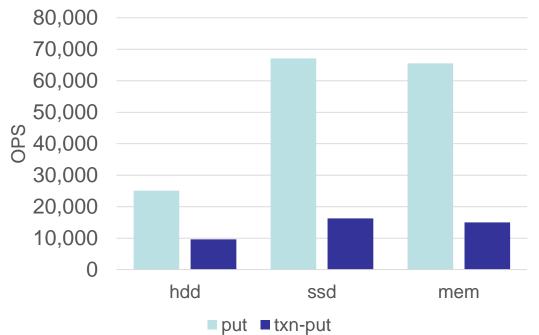
Can we improve etcd write workload scalability by adding faster storage?





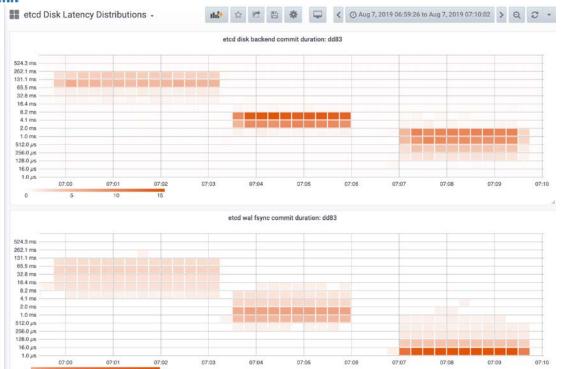
etcd Benchmark

etcd operations throughput



Transaction Latency Analysis









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