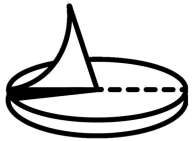

Sundial: Fault-tolerant Clock Synchronization for Datacenters

APNet 2022

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Google

Need for synchronized clocks in datacenters

- Simplify or improve existing applications
  - Distributed databases

Spanner

FaRMv2

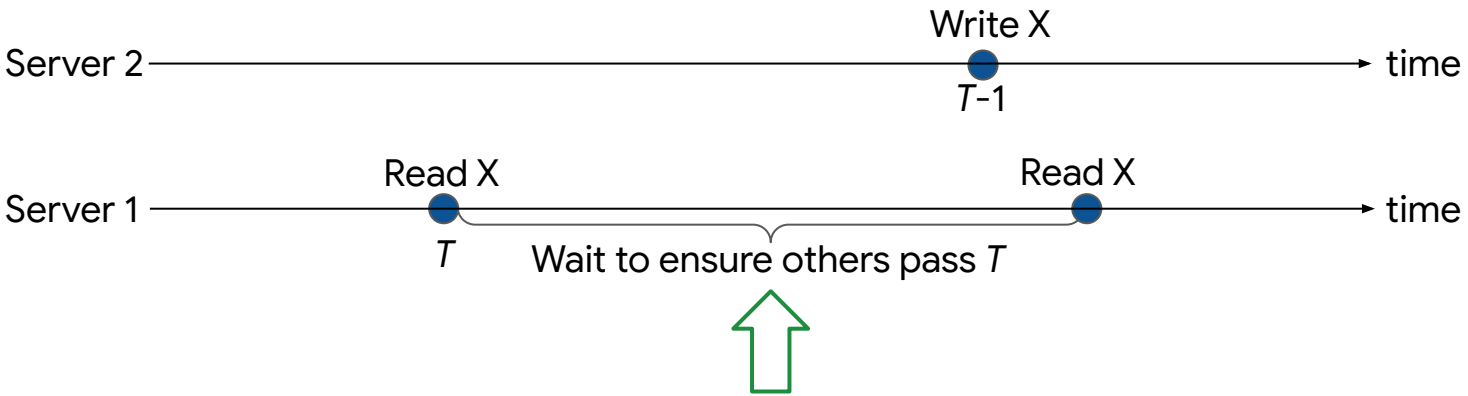
  - Consistent snapshots

- Enable new applications
  - Network telemetry, e.g., per-link loss/latency, network snapshot
  - One-way delay measurement for congestion-control
  - Distributed logging and debugging
  - Event ordering

- And more, if synchronized clocks with tight bound are available

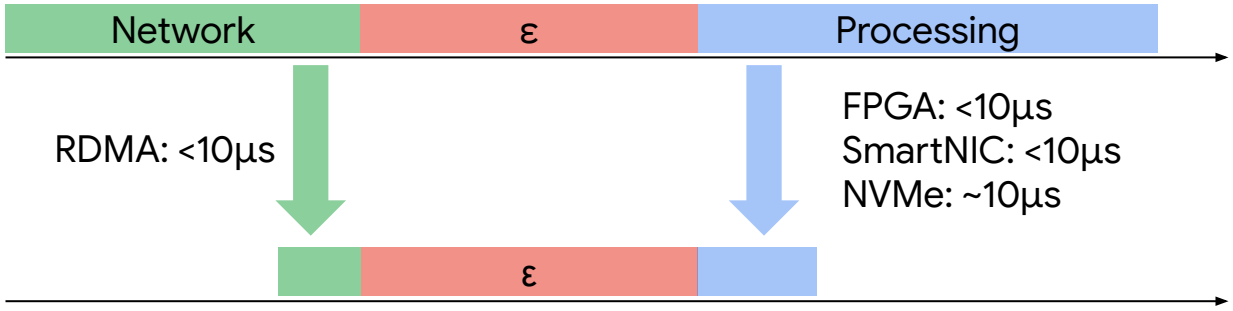
Need for time-uncertainty bound (ε)

Wait: a common op for ordering & consistency



Time-uncertainty bound (ε) decides how much to wait

Need for tighter time-uncertainty bound (ε)



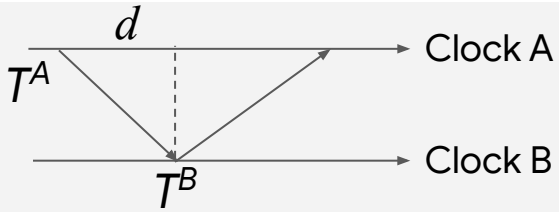
Even 10~20µs ε causes 25% extra median latency*!

Sundial: ~100ns time-uncertainty bound even under failures
2 to 3 orders of magnitude better than existing designs

*FaRMv2 [SIGMOD' 19]

State-of-the-art clock synchronization

Calculate *offset*
Between 2 clocks



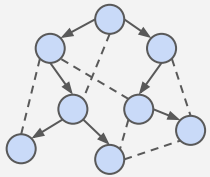
$$offset = T^A + d - T^B$$
$$\approx RTT/2$$

Path of messages

Variable and asymmetric delay ($d \neq RTT/2$):
1. Forward vs. Reverse paths
2. Queuing delay

Sync between neighboring devices
Fixed and symmetric delay ($d=RTT/2$)

Network-wide synchronization

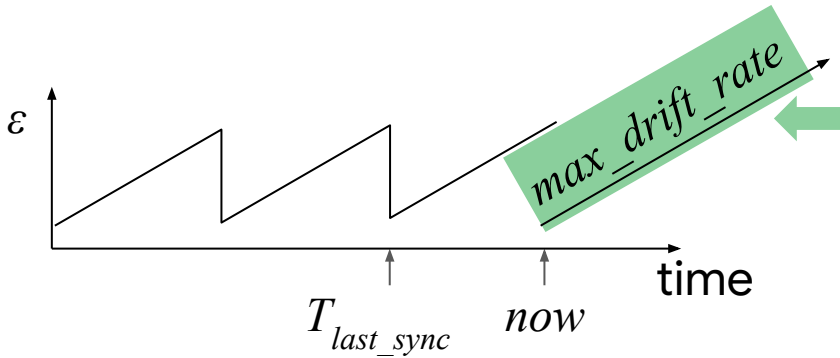


Spanning tree:
Clock values distributed along tree edges

Periodic synchronization

Clocks can drift apart over time, so periodic synchronization is needed

Calculation of time-uncertainty bound ε



Frequency-related failures:
- Cooling, voltage fluctuations

Connectivity failures:
- link/device failure that break the spanning tree

$$\varepsilon = (now - T_{last\_sync}) \times max\_drift\_rate + c$$

Impact of failures on max_drift_rate

- Clocks drift as oscillator frequencies vary with temperature, voltage, etc.
  - E.g., frequency ±100ppm between -40~80 °C from an oscillator specification.
  - Various failures cause frequency variations: cooling failure, fire, voltage fluctuations, etc.
- max_drift_rate is set conservatively in production (200ppm in Google TrueTime)
- Reason: must guarantee **correctness**
  - What if we set it more aggressively? A large number of clock-related errors (application consistency etc.) during cooling failures!

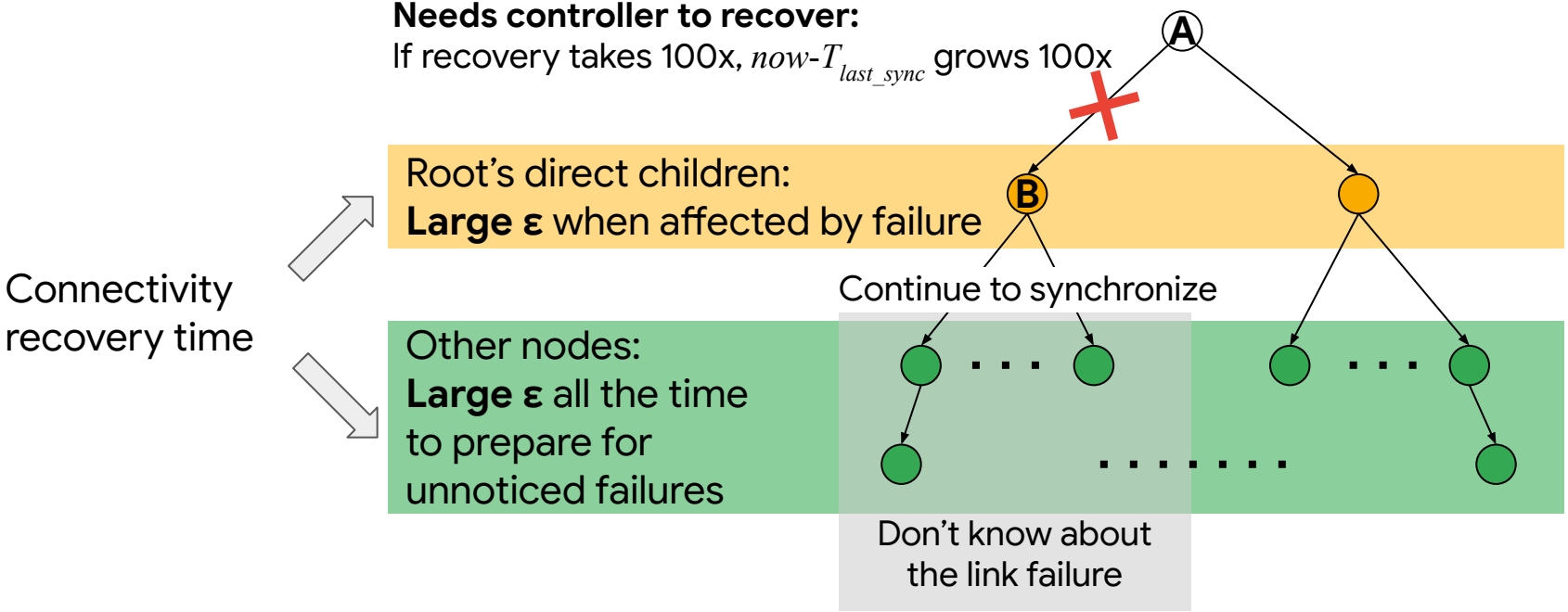
$$\varepsilon = (now - T_{last\_sync}) \times max\_drift\_rate + c$$

< 100ns | **< 500µs** | 200ppm

1. Need very **frequent synchronization**

Impact of failures on $now\text{-}T_{last\_sync}$

Needs controller to recover:
If recovery takes 100x, $now\text{-}T_{last\_sync}$ grows 100x



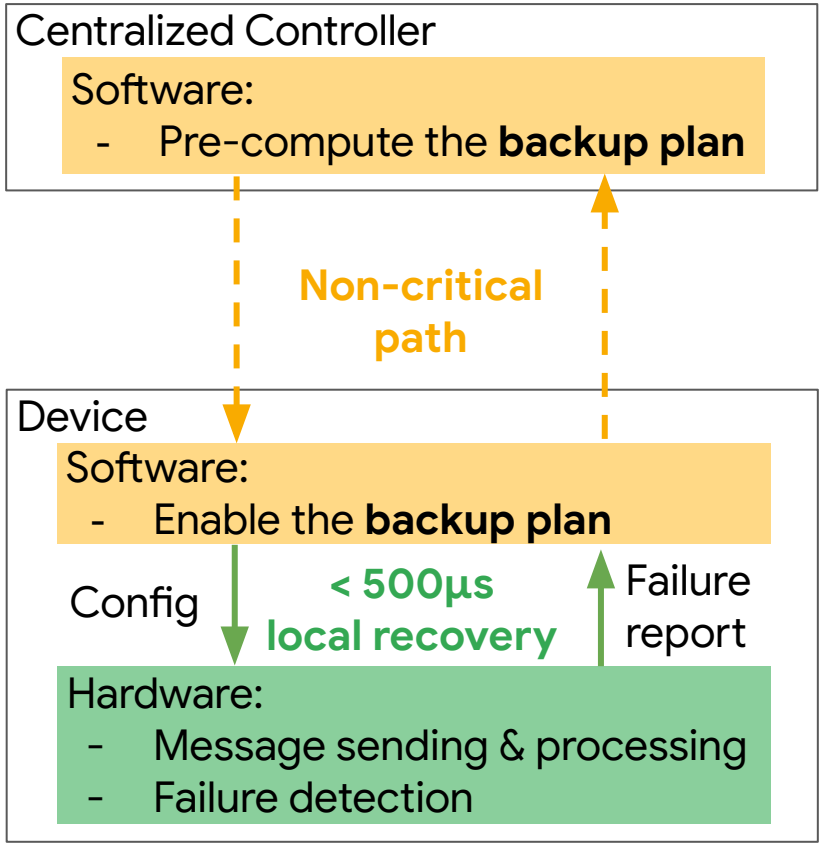
2. Need **fast recovery from connectivity failures**

Sundial design overview

Hardware-software codesign w/ two salient features:

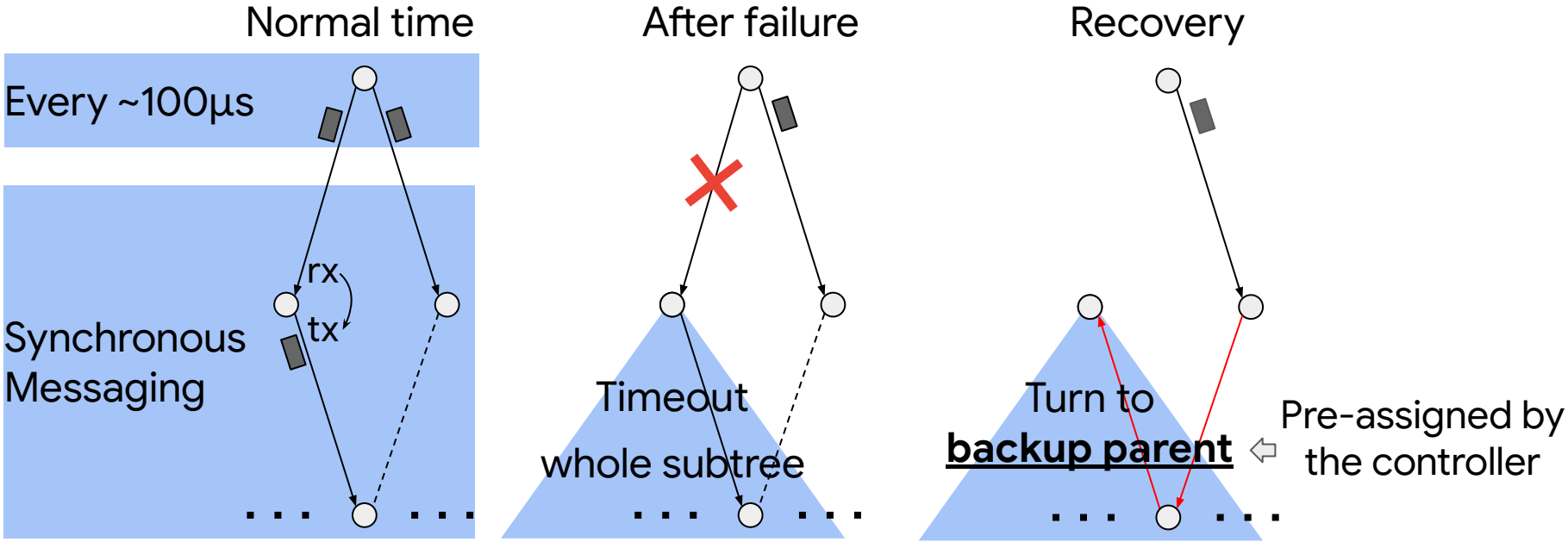
1. Frequent synchronization

2. Fast recovery from connectivity failures



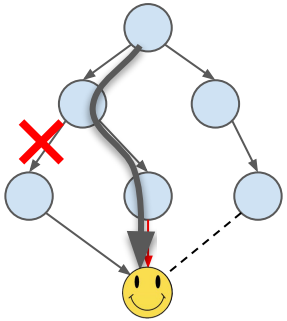
Sundial hardware design

3 key aspects	**Frequent messages** Every ~100µs	**Fast failure detection** Small timeout	**Remote failure detection** Synchronous messaging

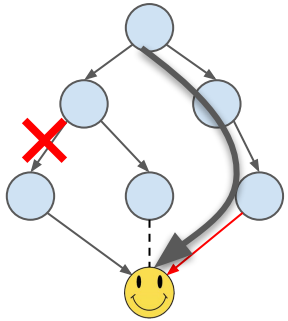


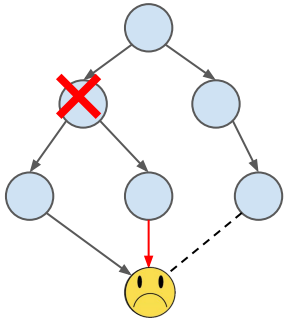
Sundial software design
Controller: pre-compute the backup plan

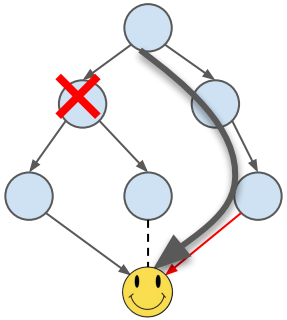
Option 1



Option 2







1 backup parent per device

Multiple options for the backup parent

Device can't distinguish different failures

Generic to different failures

Sundial software design
Controller: pre-compute the **generic** backup plan

- Any single link failure
- Any single device failure
- **Root device failure**
- **Any fault-domain (e.g., rack, pod, power) failure: multiple devices/links go down**

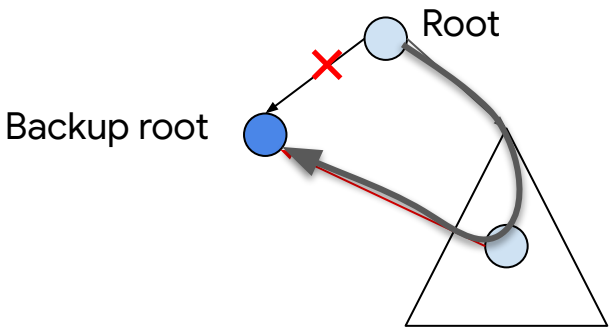
Backup plan
- 1 backup parent per device
- 1 backup root

Backup plan that handles root failure

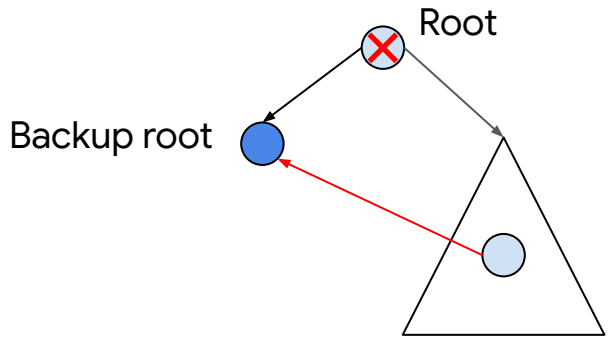
Backup root: elect itself as the new root when root fails (normal device otherwise)

? How to **distinguish root failure** from other failures?

! Get **independent observation** from other nodes



Non-root failure: continue receiving msg



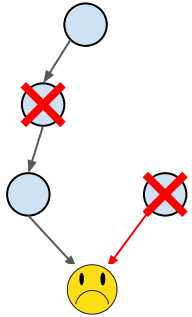
Root failure: no msg

[backup root only] **2nd timeout: elect itself as the new root**

Backup plan that handles fault-domain failures

If one domain failure:

1. Breaks connectivity
2. Takes down backup parent



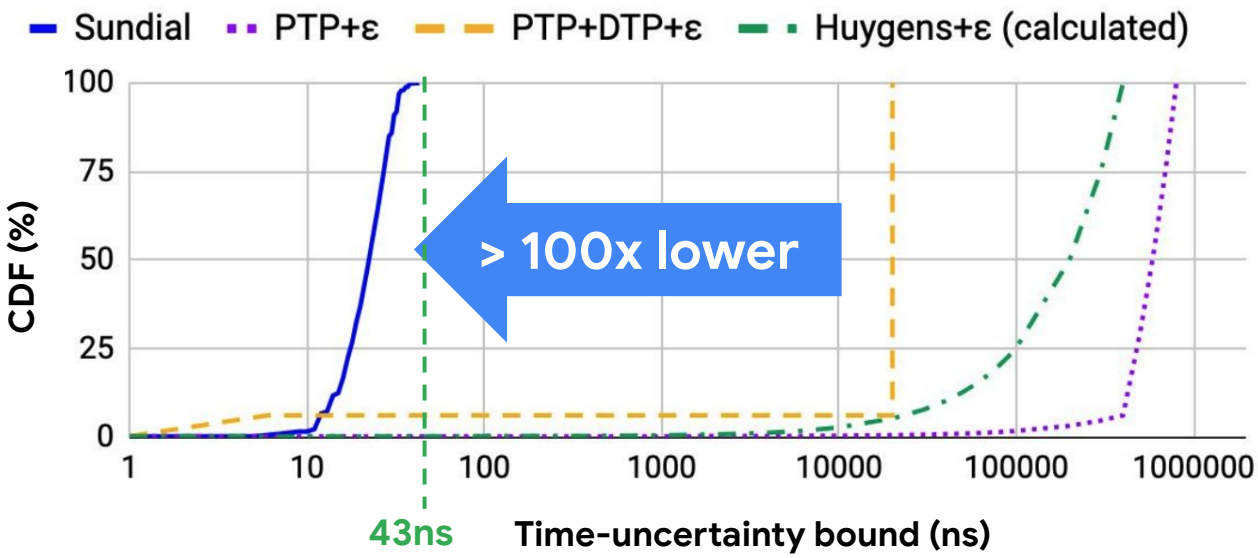
Avoid this case when computing the backup plan

Evaluation

- Testbed: 552 servers, 276 switches
- Compare with state-of-the-art **plus ε**
  - PTP+ε, PTP+DTP+ε, Huygens+ε
- Metrics: **ε**
- Scenarios:
  - Normal time (no failure)
  - Inject failure: link, device, domain

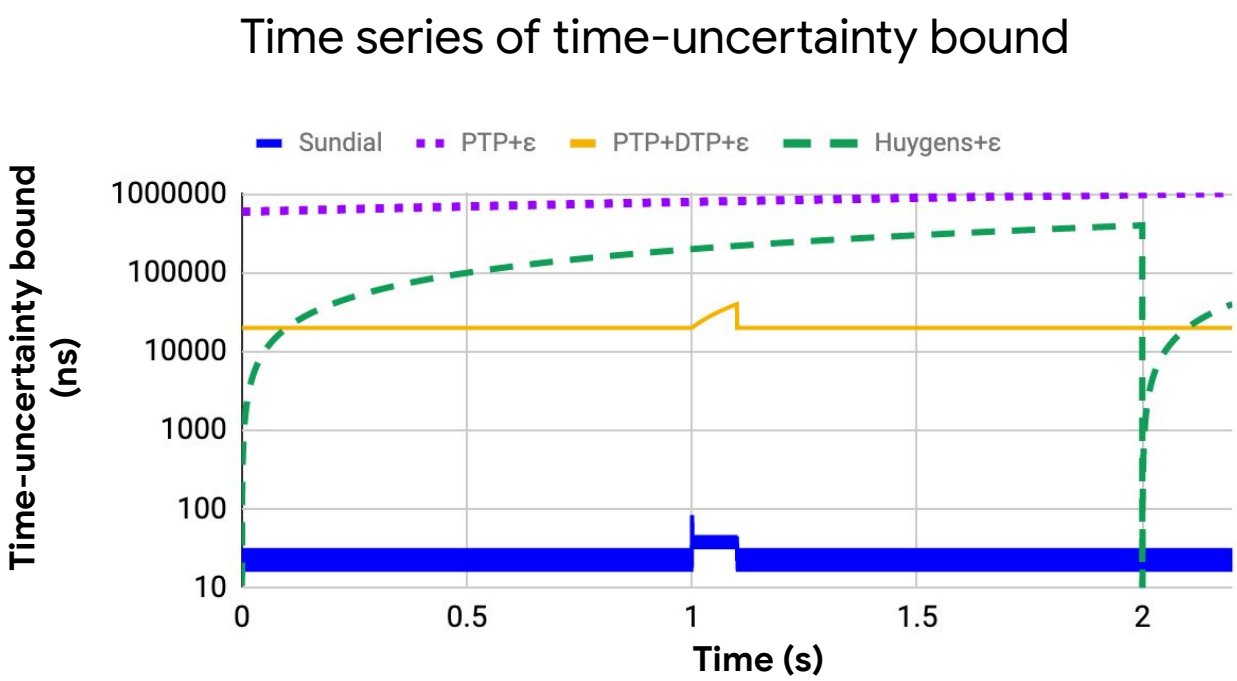
During normal time (w/o failures)

Time-uncertainty bound distribution over all devices



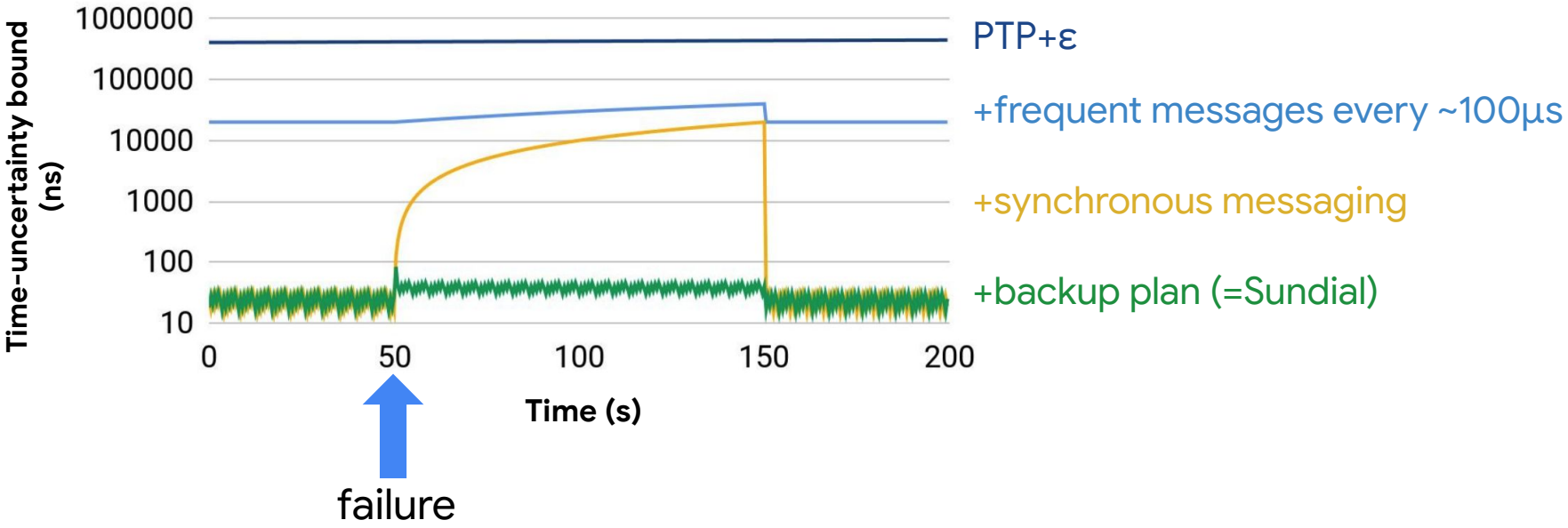
>2 orders of magnitudes lower during normal time

During failures



>2 orders of magnitudes lower during failures

How Sundial's different techniques help

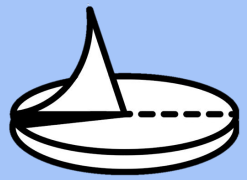


Sundial improves application performance

- Spanner: **3-4x** lower commit-wait latency
- Swift congestion control: with use of one-way-delays, **60%** higher throughput under reverse-path congestion
- Working on more applications using Sundial

Conclusion

- Time-uncertainty bound is the key metric
  - Existing sub-µs solutions fall short because of failures
- Sundial: hardware-software codesign
  - Device hardware: frequent message, synchronous messaging, fast failure detection
  - Device software: fast local recovery based on the backup plan
  - Controller: pre-compute the backup plan generic to different failures



First system: ~100ns time-uncertainty bound

Improvements on real applications

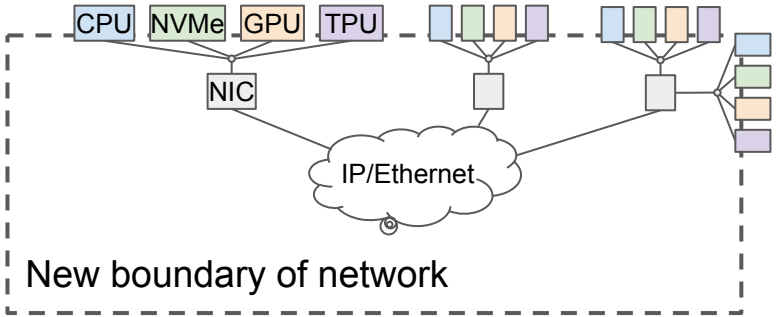
The story is just beginning

Access to NIC clock

- Packet timestamp becomes one of the major usage of NIC clock
- How can NIC efficiently deliver per-packet Tx & Rx timestamps?
  - Stored in metadata/descriptor, or embedded in packet? Cost of parsing, API, evolvability, etc.
- How to design line-rate Tx timestamp?
  - Challenge: Tx timestamp is at the very end of the egress pipeline.
  - Challenge: to get Tx timestamp, sender needs to process separate struct per-packet, doubling processing overhead
- How to get precise timestamp, with 1ns precision?
  - Every nanosecond counts as latency continue to decrease in the future
  - More industries moving to the cloud, with their own precision requirements.
  - Every nanosecond error accumulates hop-by-hop in the synchronization
- How to support more timestamping types/locations?

The boundary of network has expanded

- In ULL environment, in-host latency becomes a significant part.
- For 10s of years, most software didn’t pay attention to in-host latency.
- Face lots of classic problems in this new environment
  - In-host queuing delay: need congestion control
  - Diagnosis: need precise delay measurement
  - Consistency across devices.
- Need precise clock sync and timestamps over more heterogeneous locations



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