

Distributed data using the clusterer module

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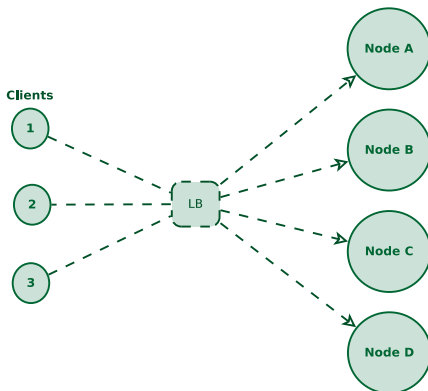


- 1 Introduction
- 2 Share data in OpenSIPS 1.*
- 3 Share data in OpenSIPS 2.2
- 4 Workshop

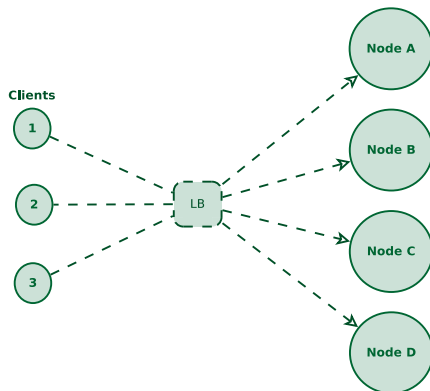
- Multiple nodes
- Same configuration/behavior
- Different servers
- *Ideally* different geographical locations

- Increase Capacity
- Balance load
- Failover
- High Availability

- all machines can answer to any request, anytime

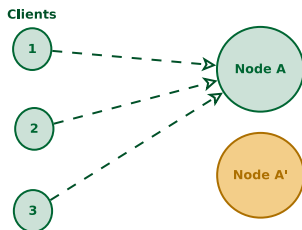


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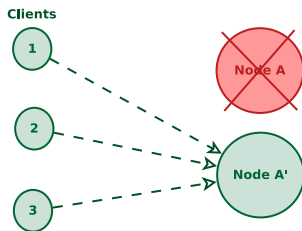


- **All nodes must share all the data!**

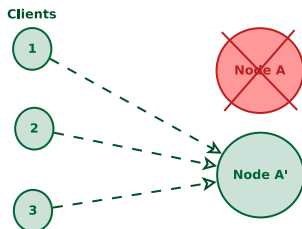
- Only one machine is active
- A' is a hot backup



- A crashes
- A' becomes active



- A crashes
- A' becomes active



- **A' must know all A's data!**

- Centralized

- data is stored in a central place
- single point of failure
- hard to manage stale data

- Decentralized

- data is stored on each node
- nodes replicate data
- each node has its own copy of the data

- MySQL
 - replication
- Percona
- Galera
- PostgreSQL

- Cassandra
- Couchbase
- Memcached
- MongoDB
- Redis

- UDP
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- optimized data
 - send only useful information
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Downside

UDP does not guarantee the order of the messages,
nor that the messages are actually delivered

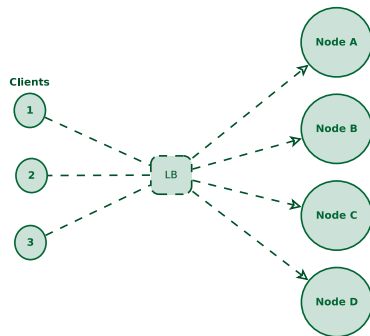
- TCP
 - solves the UDP issues
- Very Efficient
 - built on top of the Transport Interface
 - uses OpenSIPS 2.2 TCP stack
- Easy to use (*programmatically*)

- ratelimit
 - limits the CPS

- `ratelimit`
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- `dialog`
 - shares dialogs for HA purposes
 - shares dialog profiles

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- `dialog`
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 - shares dialog profiles
- `usrloc`
 - shares user location



- Group of nodes/instances with the same function
- They need to communicate between them
- They need to know/learn about each other

- Interface used to group multiple nodes in clusters
- A node is defined by a connector (URL)
 - currently a `proto_bin` interface
- Groups/clusters can have different purposes
- A node can be part of multiple clusters

- Provisioned in database
- Nodes are cached in OpenSIPS' memory
- Query the clusters status (using MI commands)
- Granular (per node) control
 - Node timeouts, data flow

- Communicates with all other nodes
- Has all the information in the cluster
- If a node does not respond for a specific duration – **timeout**
 - data is not yet discarded
- If another timeout occurs – data from that node is discarded



- Ongoing Work

- Dynamically learn the network topology
- Communicate through alternative routes
- Distribute user location data to different nodes
 - Chord-like algorithm

- Future Work

- Add replication support to other modules
- Distribute dialogs similar to user location

Take-Away Message

If you want to build an efficient, distributed and highly available platform, all you have to do is OpenSIPS 2.2!

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