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Optimizing CMS build infrastructure via Apache Mesos

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Abstract.
The Offline Software of the CMS Experiment at the Large Hadron Collider (LHC) at CERN consists of 6M lines of in-house code, developed over a decade by nearly 1000 physicists, as well as a comparable amount of general use open-source code. A critical ingredient to the success of the construction and early operation of the WLCG was the convergence, around the year 2000, on the use of a homogeneous environment of commodity x86-64 processors and Linux.

Apache Mesos is a cluster manager that provides efficient resource isolation and sharing across distributed applications, or frameworks. It can run Hadoop, Jenkins, Spark, Aurora, and other applications on a dynamically shared pool of nodes.

We present how we migrated our continuous integration system to schedule jobs on a relatively small Apache Mesos enabled cluster and how this resulted in better resource usage, higher peak performance and lower latency thanks to the dynamic scheduling capabilities of Mesos.

1. Current build infrastructure

CMS Core Software group is responsible for the whole release engineering process for the CMS Offline Software, CMSSW. In particular this includes:

- Release building and packaging, for both production releases and bi-daily integration builds for production and experimental branches alike.
- Unit testing and reduced release validation for integration builds.
- Automated Testing and Continuous Integration of updates as provided by various collaborators under the form of Github Pull Requests.
- Running additional web based QA and documentation tools.
- Deployment of nightly integration builds via CVMFS to the collaboration.

CMS builds up to 21 releases per day on Scientific Linux 6 (SLC6) alone, including production releases, development ones and experimental branches. In the last month (April 7, 2015 – May 7, 2015) we had over 294 active pull requests tested (eventually multiple times) and integrated in

our release branches and integration. A total of over 8,000 pull requests have been processed by our Continuous Integration machinery since we started using Github in the middle of 2013. [1]

To handle the automated QA and release workflows, the CMS build infrastructure currently consists of a cluster of 284 virtual cores and 540 GB of memory provisioned in the CERN OpenStack based cloud. [2]

The QA procedures, the Continuous Integration are performed in an automatic manner via Jenkins [3], an OpenSource continuous integration system.

Moreover the group is responsible for maintaining a number of web services, mostly serving build artifacts like installation RPMs, log files and ROOT files resulting from the tests.

2. Old, statically partitioned, build infrastructure architecture

In the past in order to handle the load we could simply statically partition our OpenStack quota to have a good balance between the size of the build cluster and the size of the services. Moreover we provisioned build machines which were big enough for building a release with high level of parallelism, in order to reduce the build latency, but still small enough to avoid wasting to much CPU time when Jenkins scheduled non parallel jobs on them, wasting their potential.

Moreover due to the fact that it's not possible to cross compile SLC5 releases on SLC6, in the past some of the resources need to be assigned to SLC5 builds, which results in a net loss of efficiency since SLC5 builds are occasional but needed to be delivered with the same latency of SLC6 ones so we do not have much margin in overcommitting the SLC5 infrastructure.

While the static partitioning of the cluster has been sufficient for a long period, we wish to improve both the latency for critical builds (i.e. development builds or tests on pull requests for development builds) and improve the overall cluster utilization, with the aim of reducing the number of resources needed.

3. Apache Mesos: a dynamic approach to cluster partitioning

The latency and resource utilization problems we are facing are actually a common issue in the industry, where static partitioning of resources is the typical cause of resource overcommitting and the following low cluster utilization.

Big names in the industry (e.g. Google [4]) have long solved the problem with proprietary solutions which provide more dynamic cluster scheduling, however recently a number of open-source projects have emerged trying to provide the same kind of functionality. In particular we decided to evaluate a resource manager called Apache Mesos [5] (just Mesos from now on).

Mesos originated from the research done at UC Berkeley [6] which has then been brought to production by Twitter. As the project evolved it got incubated as part of the Apache Foundation Incubator, successfully graduating from it in 2013 [7], and it's therefore now distributed as flagship project under the Apache License. It is commonly used by other big internet companies like Apple, eBay, Vimeo, and universities like UCSF and UC Berkeley.

Mesos cluster architecture consists of two sets of nodes, masters which coordinate the work, and slaves which execute it. In particular Mesos is a so called two-level scheduler: the slave nodes offer their available resources to masters which are then responsible for handling them to the so called frameworks standalone software components which are responsible for the application specific scheduling policy. When proposed a resource offer, a framework can decide whether to accept it or not, and in case it does it can specify which and how many tasks it would like to create for the given resource offer. This allows for more fine tuned scheduling of resources and for application aware scheduling and has been demonstrated in very large scale (thousands of nodes) setups.

On the back-end, Mesos masters uses Apache ZooKeeper (just ZooKeeper from now on) [8] to provide a fault tolerant, distributed, setup when multiple masters are used.

Moreover, recent improvements allow Mesos to take advantage of a relatively modern Linux feature, known as *containers*, to isolate the payload task being executed by the slaves. Containers are middle ground entities between processes and virtual machines. Like processes, they run all on top of the same Linux kernel, however they are completely isolated one from the other, having each their own separate resources and runtime. In particular one of the most popular engines supported by Mesos is Docker [9], which is quickly gaining industry acceptance and whose usage CMS itself is exploring [10].

A number of Mesos frameworks are available and open-sourced, in particular a simple PaaS called Marathon [11], which allows two spawn build nodes on demand for the Jenkins continuous integration system [12] and a number of frameworks to dynamically provision resources for Big Data stacks like Apache Hadoop [13], Apache Spark [14] or databases like Apache Cassandra [15] or Elasticsearch [16].

4. New cluster architecture

We decided to redesign our build infrastructure to take advantage of Mesos and Docker.

The new cluster uses only two static partitions which from which from now on we will refer to as masters and slaves. The machine belonging to those two partitions are provisioned as virtual machines in CERN OpenStack infrastructure [2] and their configuration and deployment is handled using the CERN Puppet / Foreman setup [17].

4.1. Masters

The masters run on three separate virtual machines, each positioned in a different OpenStack availability zone, in a high-availability setup, so that we can gracefully handle the loss of one machine, with no service interruption, which is considered enough for our purpose.

Each master runs the following services:

- **Mesos master service**: Mesos masters are responsible for scheduling services on the rest of the cluster.

- **ZooKeeper**: ZooKeeper is used by Mesos to keep track of the distributed state of the masters, effectively providing high availability to the system.

- **The Marathon PaaS**: Marathon is responsible for scheduling services running on our cluster, dynamically choosing their placement based on the provided set of rules and constraint. It acts as a cluster level *init* or *upstart* daemon. By using either Marathon GUI or its REST interface an administrator can request to start a process or a Docker container, eventually in multiple copies, and Marathon will take care of starting and monitoring such a process, ensuring it's restarted in case it dies. Moreover it exposes the location of the various services via a REST based API so that the front-end proxies can use it for service discovery and redirect traffic to it. A custom made wrapper script is used to generate the front-end configuration.

- **HAProxy**: HAProxy is a fast and easy solution for load balancing proxy which we use as a front-end to redirect to our services. A cronjob running every few minutes is responsible for reading the back-end information and update the configuration so that various requests are redirected to the correct host in the slave cluster.

- **nginx**: since HAProxy does not support SSL termination, in case we need it, we use the nginx web service for this purpose, however, even when this is required, we leave redirection part to HAProxy.

4.2. Slaves

The slaves cluster is comprised of nodes running the Mesos slave client and on which Docker was previously deployed via Puppet. They are responsible for running the tasks scheduled by the Mesos masters.

In general tasks are running inside a Docker container, which actually allows us to separate the configuration of the slaves from the configuration of the application running on it. This means for example that we can run SLC5 Jenkins builders inside a Docker container which runs on top of a SLC6 machine, eliminating the special need for a SLC5 build cluster.

In line of principle each node is equal to the other and this is generally true for the case in which the application does not need to store a large state for a long period of time. This is in particularly true for Jenkins builders, which are expendables. For applications which do have a long standing state, e.g. an Elasticsearch cluster or a web server, we make sure that the machine which hosts the data has a special attribute set, so that Mesos can easily schedule the service to the correct back-end. An alternative which will soon be possible is to use Mesos dynamic resources extension which will allow to specify not only job needs in terms of CPU or memory, but also persistent disk storage.

For security reasons, each node cannot talk directly to each other, but it has to go through the front-end interface.

In its current incarnation our Mesos cluster setup uses the OpenStack based CERN Cloud for provisioning machines however we have plans to experiment with real hardware, at least for the stateless builders, since bare metal seem to provide better performance than standard build machines due to the fact building a large project like CMSSW is an I/O intensive tasks due to the large number of files being compiled and linked.

5. Notable Mesos frameworks and their utilizations

5.1. Provisioning slaves with Jenkins Mesos plug-in

Given the fact that CMS Build Infrastructure heavily relies on Jenkins to drive the release integration and QA process, one of the main advantages of Mesos is the availability of a Jenkins plug-in which allows provisioning new slaves as a required. In particular the plug-in allows to define multiple queues, each with a separate label associated and each with different requirements in terms of CPU and memory usage. Together with the fact that Jenkins allows programmatic definition of labels attached to a job, this allows fine grained scheduling where, for example, more recent releases are assigned to a queue with a larger share of the CPU budget. Moreover the ability to assign a Docker container to a queue allows reducing the issues deriving from build machines being deployed at different times and therefore potentially having slightly different setups.

5.2. Deploying services with Marathon and Docker

Mesos would not be to much different from a normal batch-system, however, if it did not provide the ability to execute long running services, either running natively inside a Docker container. In particular the Mesos framework Marathon provides a simple setup where services can be defined via a JSON formatted file, passed to the service via its REST API. The JSON file contains information like which executable to launch or alternatively which Docker container to spawn. Additional configuration options allow to define port and volume mappings for the application, and to specify how many copies are requested. Moreover Marathon allows the service manager to specify placement constraints so that, for example, a given instance of a web server is started on a machine where the data is actually located or it allows to horizontally scale an application by forcing all the instances to run on a different server. For example this is actively used in our setup to launch a Elasticsearch database running on a three node cluster where we store build logs and information. The whole cluster configuration, including the actual location of spawn

services on the cluster and their port mappings, are available via Marathon REST API and can therefore be used for service discovery and automated configuration. Finally, in order to improve the experience of deploying a new service Marathon it is possible to navigate deployment history and roll back to previous configurations. The flexibility of the system is demonstrated by the fact it's easy to actually deploy a new Mesos and Marathon cluster using Mesos and Marathon itself. This is in particular an interesting feature which could be used to provide very dynamic opportunistic usage of resources by launching and reshaping Mesos Clusters on top of a parent stable cluster and providing an entry-point to each cluster to different users.

6. Advantages of the new setup
We believe that from the architectural point of view, the new setup has mainly three advantages:

- Clear separation between infrastructure and application deployment.
- Painless redundancy and high-availability.
- Larger nodes.

Separation of concerns in particular improves reliability of the whole infrastructure during upgrades. By having *dockerized* applications running on the cluster we are not in the need of updating them as we update the infrastructure itself, following CERN/IT upgrades pace. Moreover, high-availability allows us to update one component at the time, without having to sacrifice service uptime. Finally the fact we can dynamically use part of a slave allows us to reshape our cluster to have virtual machines with more cores with the consequent higher performance in case of parallel workloads, without sacrificing resources in case of sequential ones.

7. Conclusions and future work
We have successfully setup a Mesos cluster and used it to launch jobs via Jenkins and to deploy services via Marathon. While the system does comes with a non trivial learning curve and it's still an evolving product, Mesos has proven itself to be a reliable method to unify cluster resources and provides high availability.

Work continues in migrating our build infrastructure to Mesos, in particular to migrate larger jobs to it.

Given the fact Mesos is specifically thought as a way to have multiple clients access the same cluster resources, future work can also be expected in the direction of sharing resources of the build infrastructure cluster with other parties within and outside CMS, establishing collaboration, for example, with the Release and QA teams of other experiments. In order to do so an economic model of how the cluster resources are shared among competing parties would be required.

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