

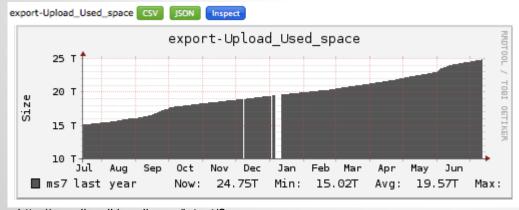
# Swift and Media Storage at Wikimedia

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# What is Media Storage?

- All images, sounds, and videos on all wikis
- All scaled versions of all those images
- It just keeps growing..



http://ganglia.wikimedia.org/latest/?
r=year&cs=&ce=&m=&c=Miscellaneous+pmtpa&h=ms7.pmtpa.
wmnet&tab=m&vn=&mc=2&z=medium&metric\_group=ALLGROUPS

http://commons.wikimedia.org/wiki/Commons:

#### Commons:MIME type statistics

This page is updated weekly by MIMEStatBot. Any other edits made to

Files on Commons by MIME type as of 2012-07-08 06:01:27 (UTC)

See also: Commons:Project scope/Allowable file types

MIME type ◆	Media type ♦	Files +	Bytes
application/ogg	AUDIO	159,119	137,740,897,523
application/ogg	VIDEO	15,135	416,045,941,908
application/pdf	OFFICE	23,970	120,378,314,149
audio/midi	AUDIO	2,451	13,298,263
image/gif	BITMAP	130,459	23,933,529,446
image/jpeg	BITMAP	11,250,437	14,747,665,370,021
image/png	BITMAP	982,320	543,671,948,791
image/svg+xml	DRAWING	593,115	137,535,894,060
image/tiff	BITMAP	84,722	842,335,343,318
image/vnd.djvu	BITMAP	22,295	274,908,628,366
image/x-xcf	BITMAP	312	955,816,108
video/3gpp	UNKNOWN	1	1,015,808
video/mp4	MULTIMEDIA	1	11,900,528
Total		13,264,337	17,245,197,898,289

# **Original Media**



# Thumbnails (Scaled Media)



# What do we need from a Media Store?

- Large Capacity
  - currently 25TB; minimum for growth: 50-100TB
- Fault Tolerence
  - any component must be able to fail without impact
- Medium Throughput
  - rate of image requests, additions is about 100/s
- Medium Latency
  - most end-user actions are served from cache

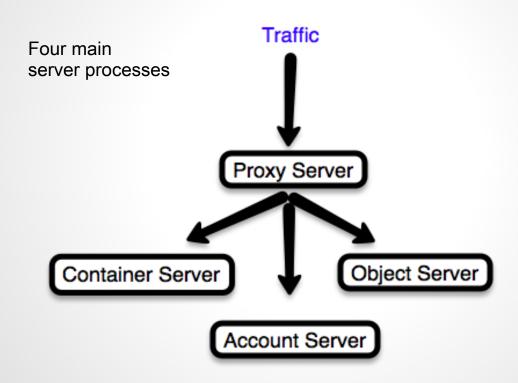
#### What is Swift?

OpenStack Storage (http://openstack.org/software/openstack-storage/)

<buzzword>scalable fault tolerant object store</buzzword>

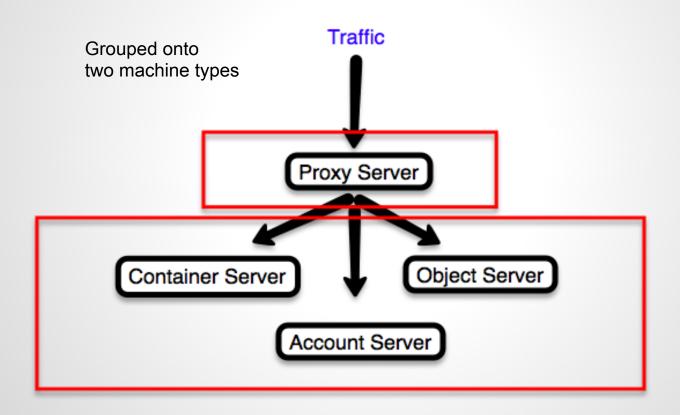
- Scalable: Increase cluster size (and throughput) by adding additional hardware; latency shouldn't increase with cluster size
- Fault Tolerant: No single point of failure
- Object Store: Not a filesystem stores whole objects

#### **Swift Architecture**



Many ancillary processes for background jobs: synchronization, auditing, replication, etc.

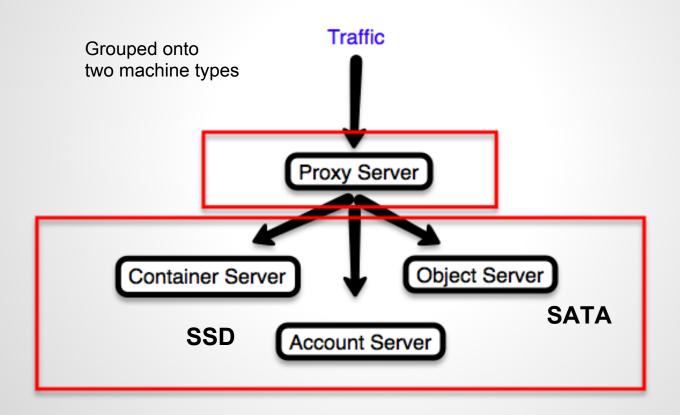
#### **Swift Architecture**



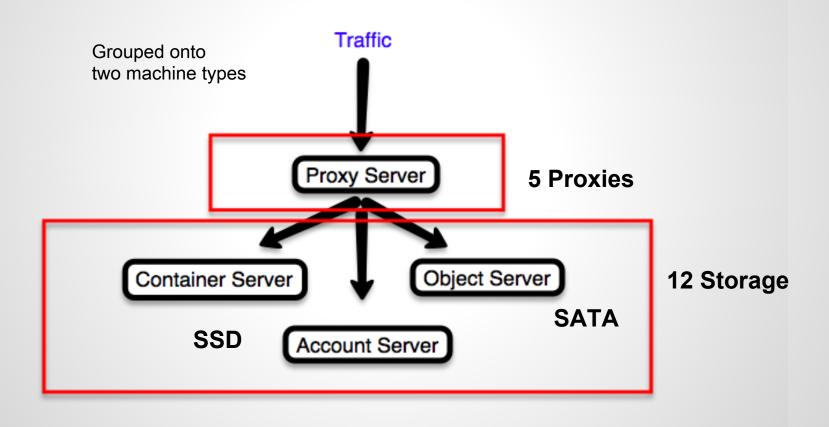
## **Machine Types**

- Frontend Proxy Server
  - dual 6-core CPU
  - 16GB RAM
  - two 250GB SATA disks RAID1
- Backend Storage Server
  - dual 6-core CPU
  - 48GB RAM
  - two 160GB SSDs
  - twelve 2TB SATA disks (no RAID)

#### **Swift Architecture**

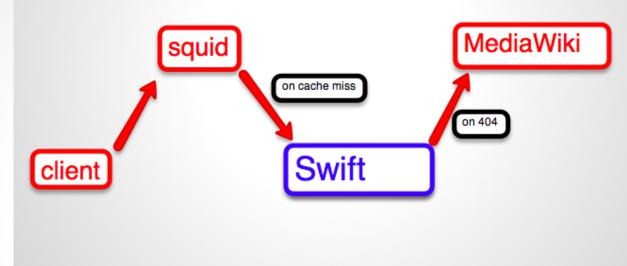


#### **Swift Architecture**



#### How is Swift used in MW?

Thumbnails



- Originals
  - Mediawiki FileBackend class has multiple modules; calls Swift using CloudFiles



# Thanks!

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http://wikitech.wikimedia.org/view/Swift

## end of presentation

some optional slides follow - they might be used if people ask specific questions



#### Rewrite middleware

- New thumbnails are scaled on demand
- 404 handler tries to scale images that don't exist
- swift-proxy is built for this
  - in /etc/swift/proxy-server.conf:

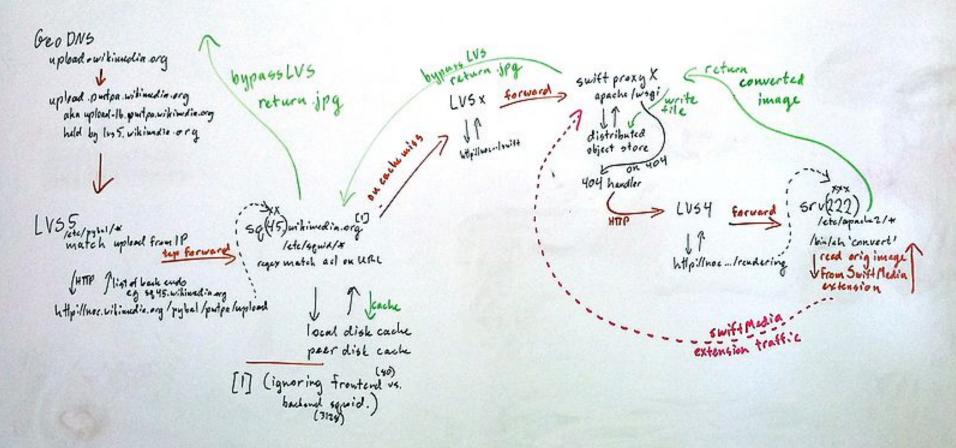
```
[pipeline:main]
pipeline = rewrite healthcheck cache swauth proxy-server
```

- rewrite does two things
  - call back to get the scaled version of the image
  - write that scaled version into swift



# Query flow: client to scaled image

bitp: //upload. wikimedia.org/wihipedia/commons/thumb/c/cb/Melyell.jpg/360px-Melyell.jpg



#### What about that 404 handler?

#### Perfect for middleware in the proxy pipeline

```
[pipeline:main]
pipeline = rewrite healthcheck cache swauth proxy-server
Rewrite does two things:
```

#### Handle 404s

- if the object doesn't exist in swift
- call back to mediawiki to generate the image
- optionally write the generated image into swift

#### What about that 404 handler?

#### Perfect for middleware in the proxy pipeline

```
[pipeline:main]
pipeline = rewrite healthcheck cache swauth proxy-server
Rewrite does two things:
```

Change URL into Container / Object

```
http://upload.wikimedia.org/wikipedia/commons/thumb/1/lb/Persian...
swift://wikipedia-commons-local-thumb.1b/1/lb/Persian_...
```



## Integration with Mediawiki

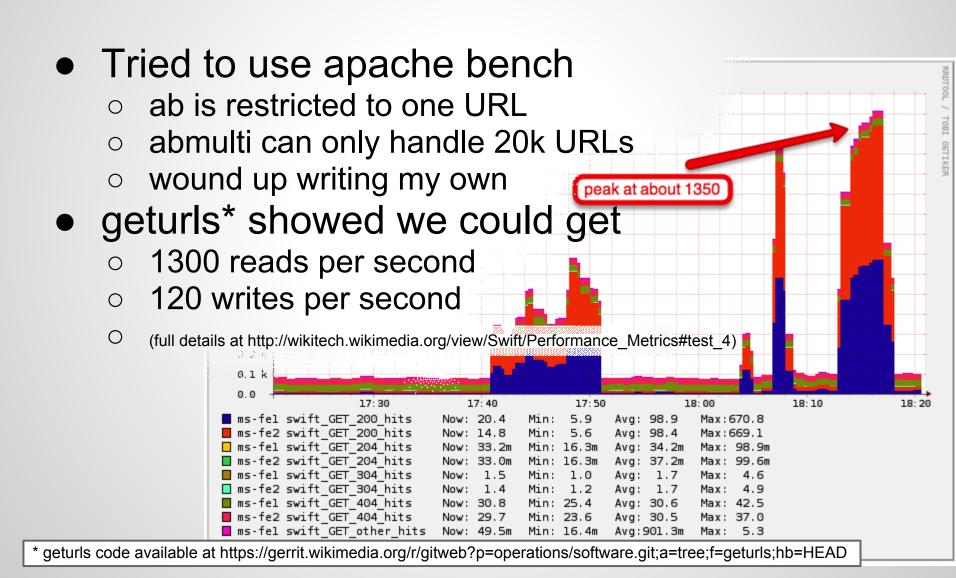
- MW storage mechanisms abstracted to a FileBackend class with multiple subclasses
  - local filesystem, swift, azure, S3, etc.
- All interactions with the FileBackend implemented as appropriate for each backend storage module
- Swift storage implemented using CloudFiles
  - https://github.com/rackspace/php-cloudfiles
- More detail on this part: Aaron Schulz



# Throughput and Latency Performance



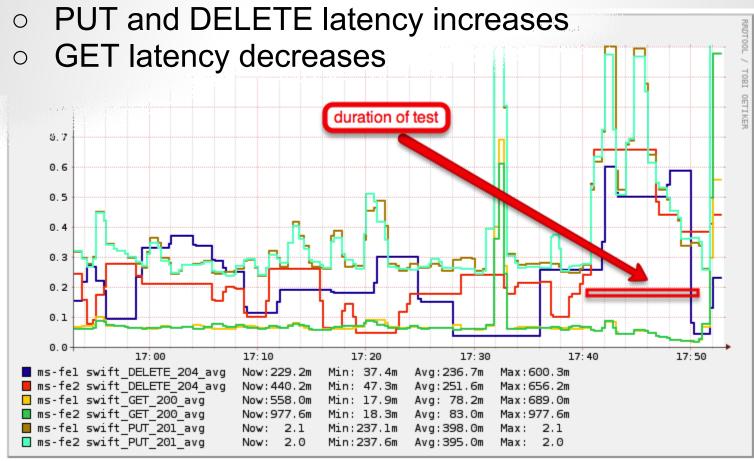
#### **Initial tests**





### Effect of load on performance

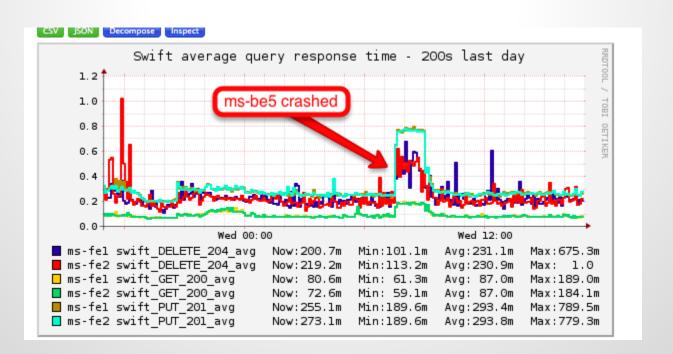
Under heavy read load





#### Effect of node failure

- One (out of 5) storage nodes crashing
  - 0.5s timer on connection failures adjustable
  - 2x read latency (from 100ms to 200ms)
  - O 3x write latency (250ms to 750ms)
  - 2.5x delete latency (200ms to 500ms)
- No data (yet) on proxy nodes crashing





# Some problems encountered along the way

- Effect of one storage node crashing on performance is too large
  - solved by reducing the connection timeout from 0.5s to 0.1s
- Container listing latency is high
  - solved by moving container and account servers to SSD leaving objects on spinning media
- Consistency issues with rewrite middleware
  - ETags help
  - Still have issues sometimes (cleaner script)
  - solved by having mediawiki write to swift instead
- It's difficult diagnosing problems with rewrite
  - natural effect of asynchronous code (eventlet)
  - eg. stack trace in proxy logs