

# Chukwa: A large-scale monitoring system

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## Abstract

We describe the design and initial implementation of Chukwa, a data collection system for monitoring and analyzing large distributed systems. Chukwa is built on top of Hadoop, an open source distributed filesystem and MapReduce implementation, and inherits Hadoop's scalability and robustness. Chukwa also includes a flexible and powerful toolkit for displaying monitoring and analysis results, in order to make the best use of this collected data.

## 1 Introduction

Hadoop is a distributed filesystem and MapReduce [1] implementation that is used pervasively at Yahoo! for a variety of critical business purposes. Production clusters often include thousands of nodes. Large distributed systems such as Hadoop are fearsomely complex, and can fail in complicated and subtle ways. As a result, Hadoop is extensively instrumented. A two-thousand node cluster configured for normal operation generates nearly half a terabyte of monitoring data per day, mostly application-level log files.

This data is invaluable for debugging, performance measurement, and operational monitoring. However, processing this data in real time at scale is a formidable challenge. A good monitoring system ought to scale out to very large deployments, and ought to handle crashes gracefully. In Hadoop, only a handful of aggregate metrics, such as task completion rate and available disk space, are computed in real time. The vast bulk of the generated data is stored locally, and accessible via a per-node web interface. Unfortunately, this mechanism does not facilitate programmatic analysis of the log data, nor the long term archiving of such data.

To make full use of log data, users must first write ad-hoc log aggregation scripts to centralize the required data, and then build mechanisms to analyze the collected

data. Logs are periodically deleted, unless users take the initiative in storing them.

We believe that our situation is typical, and that local storage of logging data is a common model for very large deployments. To the extent that more sophisticated data management techniques are utilized, they are largely supported by ad-hoc proprietary solutions. A well documented open source toolset for handling monitoring data thus solves a significant practical problem and provides a valuable reference point for future development in this area.

We did not aim to solve the problem of real-time monitoring for failure detection, which systems such as Ganglia already do well. Rather, we wanted a system that would process large volumes of data, in a timescale of minutes, not seconds, to detect more subtle conditions, and to aid in failure diagnosis. Human engineers do not generally react on a timescale of seconds, and so a processing delay of a few minutes is not a concern for us.

We are in the process of building a system, which we call Chukwa, to demonstrate that practical large-scale can be readily built atop this existing infrastructure.<sup>1</sup> It uses Hadoop's distributed file system (HDFS) as its data store, and relies on MapReduce jobs to process the data. By leveraging these existing tools, Chukwa can scale to thousands of nodes in both collection and analysis capacities, while providing a standardized and familiar framework for processing the collected data. Many components of Chukwa are pluggable, allowing easy customization and enhancement.

The core components of Chukwa are largely complete, and we expect the system to enter production use at Yahoo! within the next few months. We have some initial operational experience, and preliminary performance metrics. We begin by discussing our goals and requirements in some detail. We then describe our design, ex-

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<sup>1</sup>In Hindu mythology, Chukwa is the turtle that holds up Mahapudma, the elephant that hold up the world. This name is especially appropriate for us, since the the Hadoop mascot is a yellow elephant.

plaining our motivation for various decisions. We next present some performance data, and conclude by offering some comparisons with related work.

## 2 Motivation and requirements

We intend to use Chukwa to monitor multiple clusters of several thousand hosts, potentially generating several terabytes of data per day. Our goals in designing Chukwa were based on survey of our cluster user's functional requirements and performance demands.

We expect Chukwa to be used by four different (though overlapping) constituencies: Hadoop users, cluster operators, cluster managers, and Hadoop developers. These different groups have different functional requirements:

- **Hadoop Users** will ask how far along their jobs are, and what resources are available for future jobs. They need access to the logs and output from their jobs.
- **Operators** need to be notified of hardware failures and performance anomalies. They need to be warned about resource shortages, such as storage exhaustion.
- **Managers** need guidance in provisioning, and in apportioning costs. This means that they need tools for analyzing past usage by users and groups, and for projecting future demands. They need access to figures of merit, such as average job waiting time.
- **Hadoop Developers** need information about the performance in operation, bottlenecks within Hadoop, common failure patterns, and so forth.

Fortunately these different demands boil down to a comparatively small set of technical requirements. Chukwa must collect a large and open-ended set of time series metrics and logs, as well as slowly changing dimensions such as machine configuration. Stored data should be available promptly, and should remain available indefinitely. Efficient querying and analysis of large data volumes is essential.

Our initial goal was to be able to monitor Hadoop clusters of 2000 nodes, outputting 5 to 6 MB of data per second, and to have collected data available for processing within ten minutes. Few operational Hadoop clusters today are larger than 2000 nodes, and thus that figure represents a reasonable initial operating capability. In section 4 of this paper, we report the operational measurements that justify our target data rate.

While having all data available immediately after collection might be desirable, it is not actually crucial. Systems such as Nagios or Ganglia work well for real-time

monitoring of metrics such as CPU load. Human administrators can take few useful actions on timescales shorter than a few minutes, and so low-latency execution of more complex processing is not a priority.

## 3 Architecture

At the heart of any data collection system is a pipeline to pump data from where it is generated to where it is stored. The requirements at the endpoints dictate the design of the system in the middle. To meet its goals, Chukwa needs flexible, dynamically controllable data sources, and a high performance, large scale storage system. It also needs a suitable framework for analyzing the large volumes of collected data.

### 3.1 Adaptors

Data sources need to be dynamically controllable because the particular data being collected from a machine changes over time, and varies from machine to machine. For example, as Hadoop tasks start and stop, different log files must be monitored. We might want to increase our collection rate if we detect anomalies. And of course, it makes no sense to collect Hadoop metrics on an NFS server.

These dynamically controllable data sources are known in Chukwa as *adaptors*, since they generally are wrapping some other data source, such as a file or a Unix command-line tool. At present, Chukwa includes adaptors to collect Hadoop logs, application metrics, and system telemetry. We expect to write adaptors for tasks like counting recoverable disk read errors, retrieving causal logs from X-Trace [6], and monitoring operating system and Java virtual machine state.

### 3.2 Storage

The scalability challenges in large-scale monitoring systems primarily concern the data storage and analysis components, since that is where data from multiple machines is brought together. We determined from the outset to rely on Hadoop's HDFS as our storage component. Hadoop HDFS installations can store petabytes of data, and support high throughput; 20 MB/sec for one writer is typical in operational deployments, with total cluster throughput routinely in excess of a gigabyte per second. HDFS also facilitates parallel processing of stored data with MapReduce.

Unfortunately, HDFS is not designed for the sort of workloads associated with monitoring. HDFS aims to handle large files and high write rates from comparatively small numbers of writers. It is not designed for thousands of concurrent low-rate writers, and millions of

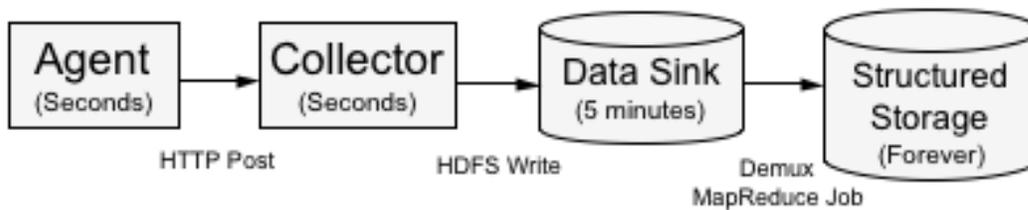


Figure 1: The Chukwa Pipeline, showing how long data is retained at each stage.

small files. Worse, writes to a file are not visible to readers until the file is closed, and stable versions of HDFS do not allow closed files to be reopened for writing. As a result, some care must be taken in using HDFS to support continuous rather than batch processing. Much of the Chukwa design was driven by the need to reconcile our many sporadic data sources with HDFS's performance characteristics and semantics.

### 3.3 Collectors and Agents

Chukwa resolves these conflicting demands by adding additional pipeline stages between the adaptors and the HDFS data store: *collectors* and *agents*.

Rather than have each adaptor write directly to HDFS, data is sent across the network to a *collector* process, that does the HDFS writes. Each collector receives data from several hundred hosts, and writes all this data to a single *sink file*, consisting of chunks of data plus metadata describing each chunk's source and format. Periodically, collectors close their sink files, rename them to mark them available for processing, and resume writing a new file. Data is sent to collectors over HTTP, since this allows us to write our collector as a Java servlet. This in turn lets us use standard Java servlet containers for connection management. This is in keeping with the Chukwa philosophy of leveraging existing infrastructure when possible.

Collectors thus drastically reduce the number of HDFS files generated by Chukwa, from one per machine or adaptor per unit time, to a handful per cluster. The decision to put collectors between data sources and the data store has other benefits. Collectors hide the details of the HDFS file system in use, such as its Hadoop version, from the adaptors. This is a significant aid to configuration. It is especially helpful when using Chukwa to monitor a development cluster running a different version of Hadoop or when using Chukwa to monitor a non-Hadoop cluster.

The second of our intermediate stages, agents, are less fundamental to the design. They exist primarily to pro-

vide various services to adaptors, and thus to make adaptors easier to write. Agents are long-running processes on each machine being monitored by Chukwa. Each agent process is restarted automatically if it crashes. The agent provides three chief services to adaptors. First, the agent is responsible for starting and stopping adaptors in response to external commands. Second, it is responsible for forwarding chunks over HTTP to the collectors, where they are written to stable storage. Third, it is responsible for making regular checkpoints of adaptor state, and restarting adaptors at the appropriate position after a crash.

### 3.4 Demux and archiving

A pair of MapReduce jobs runs every few minutes, taking all the available sink files as input. The first job simply archives all the collected data, without processing or interpreting it. The second job parses out structured data from some of the logs, and loads this structured data into a data store.

These datastores are also pluggable. For now, we use HDFS files, one file per cluster, per data type, and time period. So for instance there would be one file for all of a particular clusters datanode logs, for the period from noon to 1pm on a given day. This is only an interim solution, and we are evaluating various more suitable data stores, with support for structured queries. Hive, an HDFS-backed data warehouse might also be a good fit here. [5] Column-oriented databases such as HBase, and Hypertable would also be sensible options. For small deployments, a local relational database would be suitable.

Data stored in HDFS in a structured format can be processed straightforwardly with MapReduce jobs. We envision a library of "canned" MapReduce jobs for tasks like finding common failure modes, correlating events in the logs with slowdowns, discovering flakey machines, and so forth. Since Chukwa data is split into different files based on content, these jobs take as input only a small fraction of the total data volume, and therefore can run relatively quickly. Most structured storage sys-

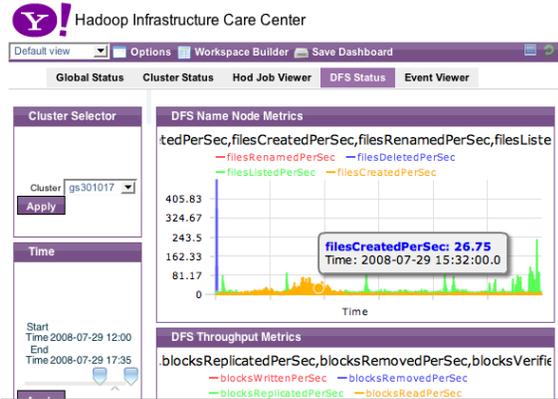


Figure 2: HICC displaying some DataNode metrics

tems, including Hive and Hypertable, include their own query interfaces. We expect that these interfaces will be used by users who want to do simple ad-hoc queries over stored Chukwa data, with MapReduce being reserved for more complex processing.

## 4 Data Analysis and Display

Collected data is only as useful as the analysis that can be done on it. To ease analysis of collected data, we’ve built a flexible, configurable, “portal-style” web interface to Chukwa, termed the Hadoop Infrastructure Care Center (HICC). A configurable interface is not simply a frill — it is necessary, since different users have very different data analysis needs.

In practice, a single individual often fulfills more than one of these roles, or some portion of a role. As a result, there is a compelling need to allow individuals to mix and match different components. We chose to do this by bundling each query, or family of queries, into a widget. HICC users can assemble their HICC workspace by selecting widgets from a catalog, in exactly the way that they can customize their personal Yahoo! or Google portal pages.

Some of these components will display the results of canned map-reduce jobs run against data in Chukwa storage. Others will perform on-the-fly queries against SQL databases. Still others might display telemetry collected with Ganglia, or report on recently opened failure tickets.

## 5 Evaluation

Using logs from a production cluster at Yahoo!, we found that a 2000-node production cluster would generate around 5.5 MB of data per second. Of this, the vast bulk (more than 95%) was task tracker logs. Metrics data accounted for more than half the remainder,

with Namenode, HDFS datanode, and JobTracker logs accounting for the rest. This data rate is small enough that Chukwa should impose only very modest overhead on datacenter networks.

We conducted a number of small experiments to verify that Chukwa could handle this load. All tests were run on an internal development cluster at Yahoo. Machines had four 2.8 GHz Xeon processors, four IDE disks, and 3 GB of RAM, and ran Linux, with a 2.6.9 kernel. There are two potential bottlenecks in Chukwa that we evaluated in detail, the collector, and the map-reduce job. At present, collector throughput is more than adequate, and the demux job is the limiting phase in processing.

To measure collector performance, we ran Chukwa on a 400 node test cluster. We configured nodes in this cluster to report data at many times the normal operational rate, emulating a much larger cluster. In this configuration, the test cluster generated 14.4 megabytes of monitoring data per second. A single collector was able to keep up with this data volume, and write it to HDFS; in a 30 minute test run, machine utilization never rose much above 50%. At this rate, we are bumping into the single-writer throughput limits imposed by HDFS, rather than any Chukwa-specific limits. Higher Chukwa bandwidth could be achieved by simply adding more writers.

At present, the rate-limiting phase of Chukwa is the Demux job. Using five worker nodes, our MapReduce job can process two gigabytes of metrics data in around three and a half minutes. We conducted five trials on the same 2 GB of test data. Completion times ranged from 3:25 minutes to 3:34, with a mean of 3:30. This means that we can process six minutes’ of incoming data in three and a half minutes, thus keeping up with the incoming data flow and achieving our ten minute target latency. Optimizing MapReduce jobs is fairly routine engineering at this point, and we believe that significant gains can be achieved here.

These results show that Chukwa can maintain latencies well under our ten minute target, while imposing very modest overheads on the cluster: five Chukwa nodes are only 0.25% of our notional 2000-node cluster. We expect to be able to maintain these latency targets as we scale up the number of nodes being monitored. Ramping up the size of MapReduce jobs is routine, and the engineering issues are well understood. Even for monitoring hundreds of thousands of nodes, Chukwa’s data volumes would be significantly smaller than those seen in our production web indexing clusters.

## 6 Related Work

Chukwa represents a design point in between two existing classes of systems: log collection frameworks on the one hand, and network management systems on the

other. Chukwa intends to combine the abundance of data display tools of existing NMS systems, with the high throughput and robustness expected of log collection frameworks.

The syslog protocol supported streaming logs across the network as long ago as the late 1980s. However, syslog had serious defects: no clear solution to the discovery, load balancing, or failure handling problems. Facebook's Scribe [7] system apparently solves some of these problems, but unfortunately, no details of Scribe have been published.

Chukwa has some similarity with network monitoring systems such as Nagios, Ganglia, or Tivoli Monitoring [2, 3, 4]. The three systems differ in emphasis, but have important commonalities. All are capable of collecting and storing substantial volumes of metrics data. All include tools for displaying this data. Nagios and Tivoli monitoring have centralized architectures, while Ganglia is decentralized. Ganglia, unfortunately, is heavily adapted towards numeric time-series data, and provides minimal support for the sort of complex text-processing necessary for our applications.

Chukwa, however, differs in crucial respects from these current systems. Today's monitoring systems are focused primarily on collection, with storage being a secondary priority. Chukwa is designed for far higher data rates; metrics data, which is essentially all that Ganglia and Nagios are used to collect, is only a few percent of the data we will capture in operational settings.

With hundreds of gigabytes of data being collected per day, processing the stored data becomes a key bottleneck. Chukwa's design was optimized precisely for storage and batch processing of collected data. While MapReduce is routinely used at these scales, no currently available monitoring system makes provision for large-scale data intensive processing.

## 7 Conclusion

Chukwa demonstrates that a high performance distributed monitoring system can readily be built atop existing distributed data collection frameworks. The Hadoop distributed file system supports petabytes of stored data and hundreds of megabytes per second of write throughput, enough for even very demanding monitoring applications. MapReduce provides a suitable framework for organizing and analyzing these data volumes.

Building Chukwa on top of Hadoop resulted in a few design quirks, and a modest latency penalty. However, it greatly simplified implementation, and leverages the substantial amount of work going into Hadoop. Hadoop 0.19, which will be released within a few months, should significantly improve the performance of short-running

Map tasks, which will allow us to efficiently operate Chukwa on short timescales.

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