



Google  
**Developers**



# 313: Google Compute Engine

Technical Details

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Staff Software Engineer, Tech Lead

# Introducing Google Compute Engine

Infrastructure as a Service at Google

- Compute
- Network
- Storage
- Tools



# Introducing Google Compute Engine

## Google's Advantages

- Scale
- Speed
- Global footprint
- Integrated platform



# Guiding Principles

What to expect from Google Compute Engine

- Secure
- Open and Flexible
- Consistent
- Proven
- Enables an ecosystem





# Hello Google Compute Engine

A quick demo

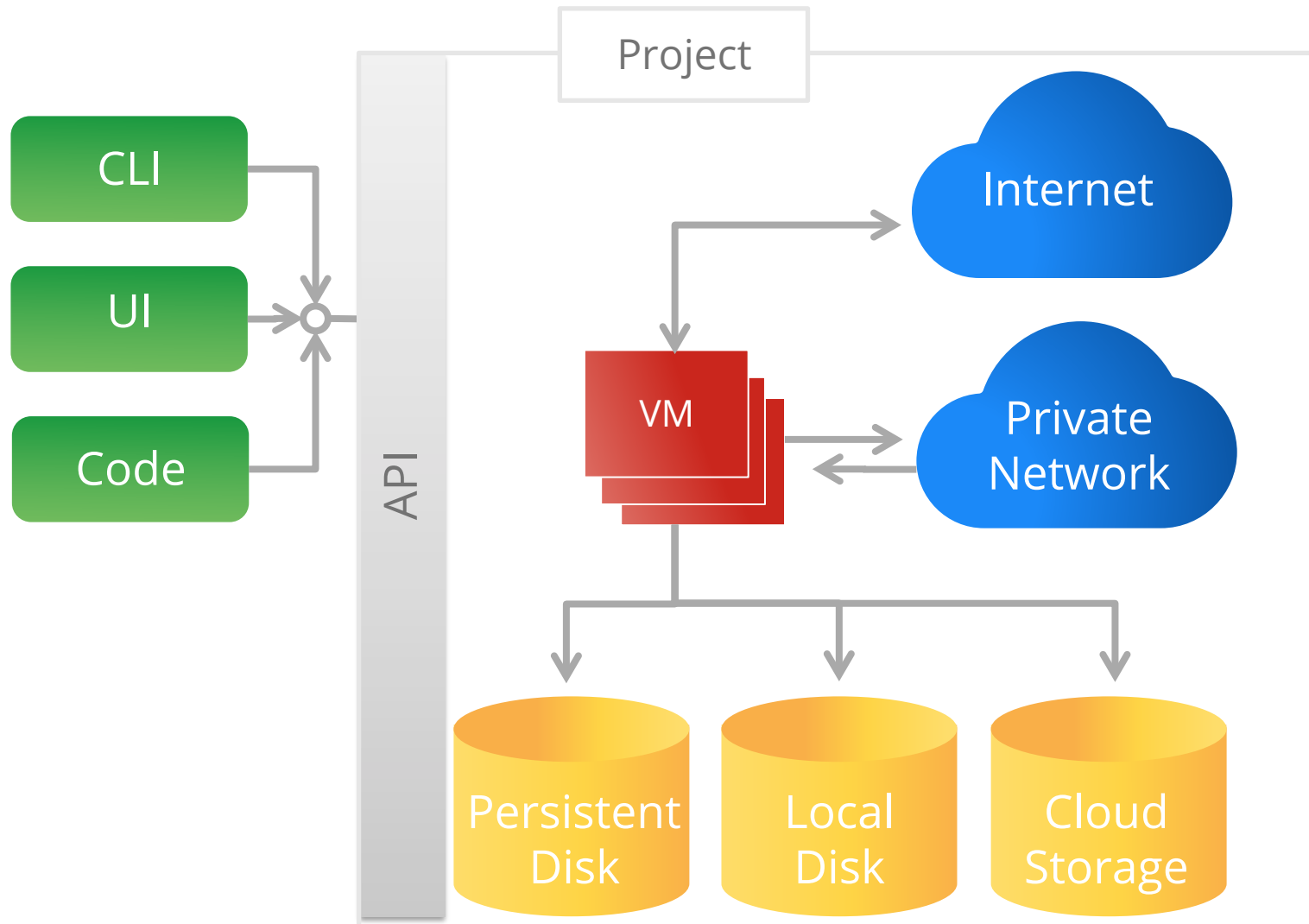
Evan Anderson, Tech Lead, Networking



# The Architecture

Moving parts and how they fit together

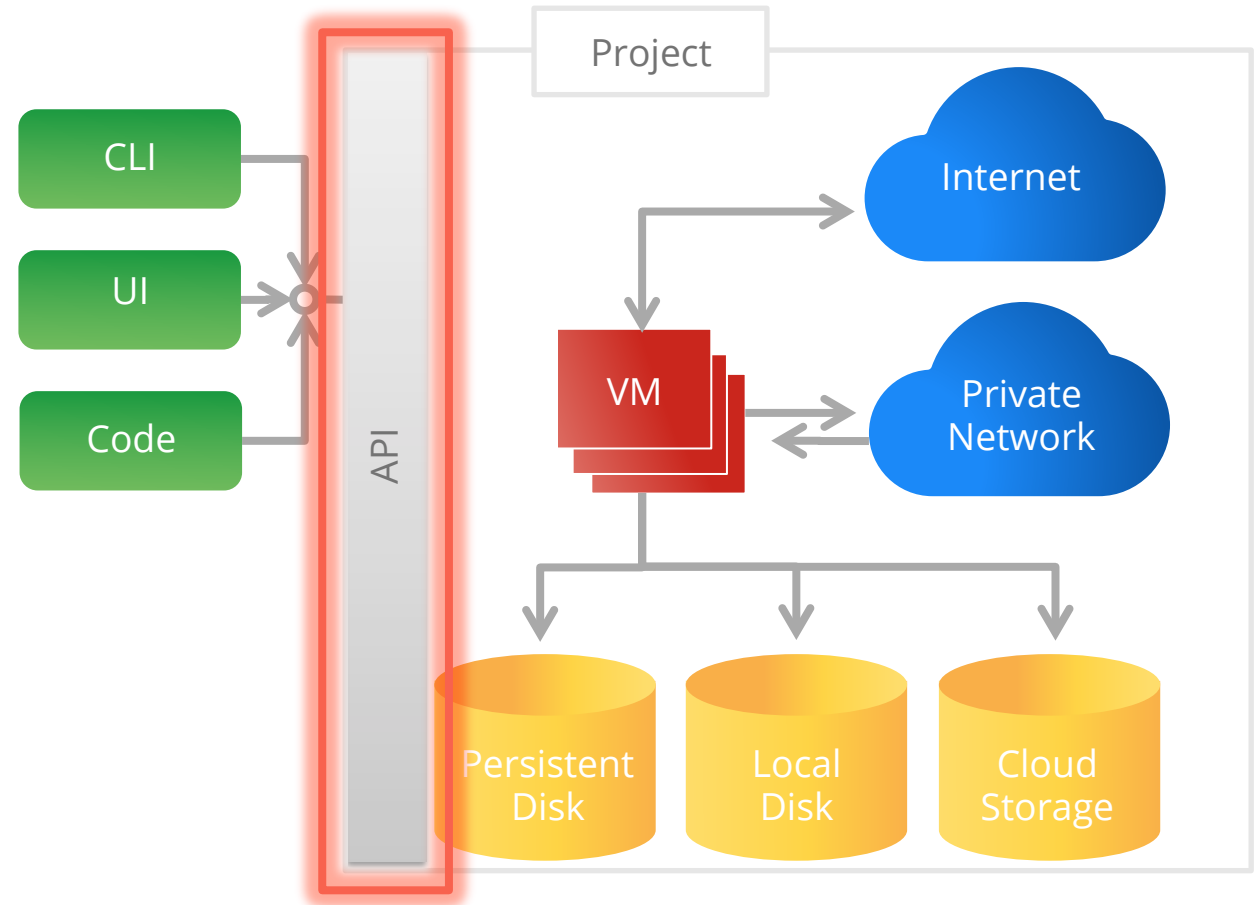
# System Components





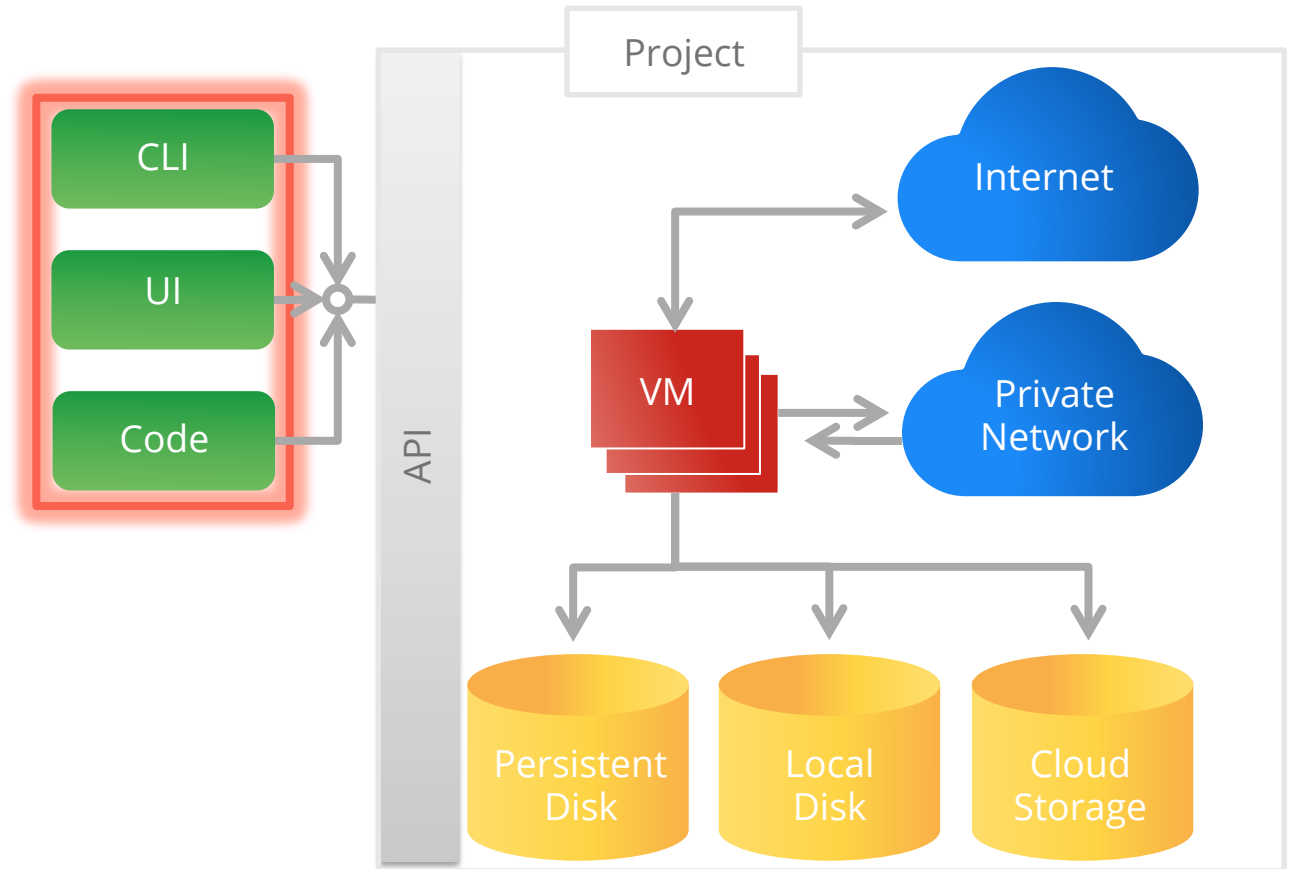
# API Basics

- **JSON over HTTP**, REST-inspired
- Main Resources (Nouns)
  - Projects
  - Instances
  - Networks and Firewalls
  - Disks and Snapshots
  - Zones
- Actions (Verbs):
  - GET
  - POST (create) and DELETE
  - Custom 'verbs' for updates
- Auth via OAuth2



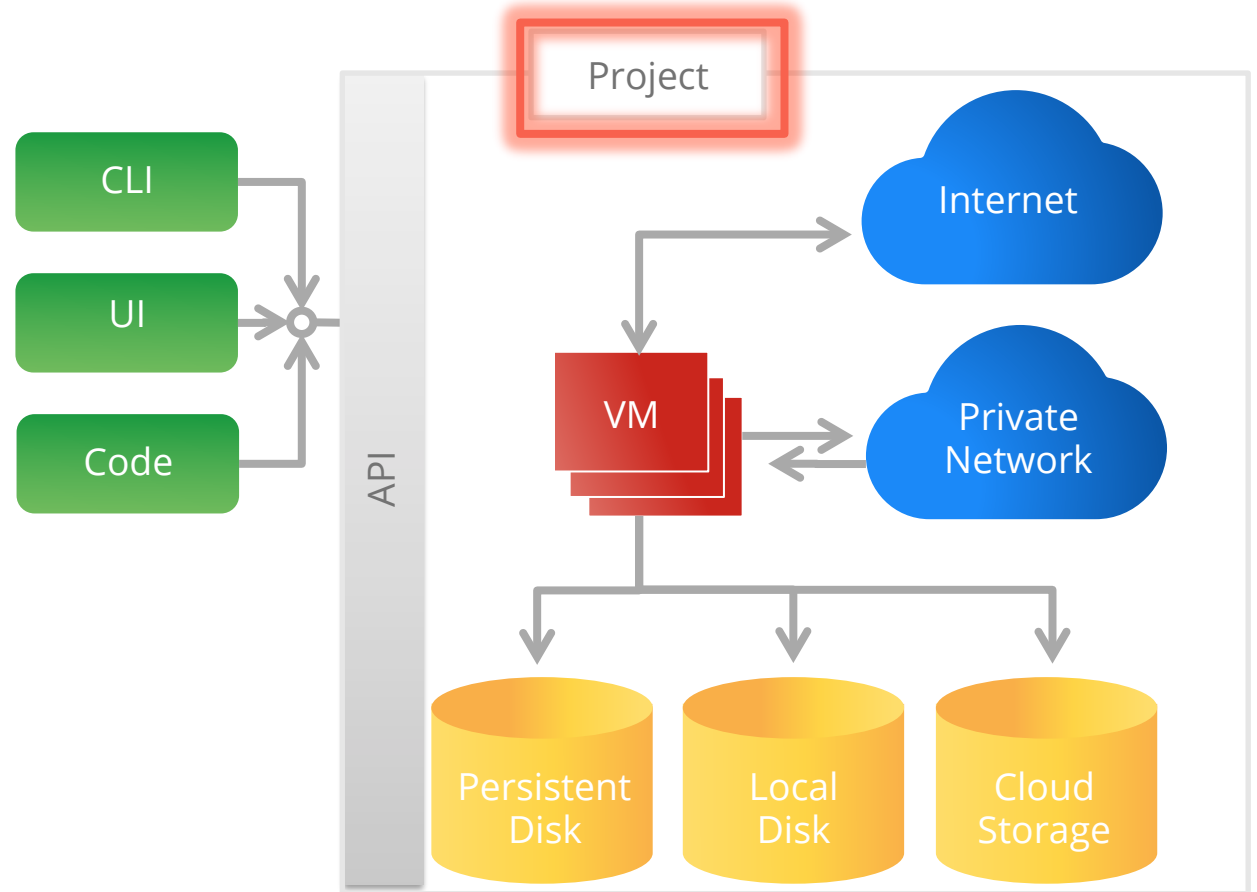
# Clients and Libraries

- gcutil: command line utility
- Web UI: Built on GAE
- Libraries
- Partners and ecosystem



# Projects

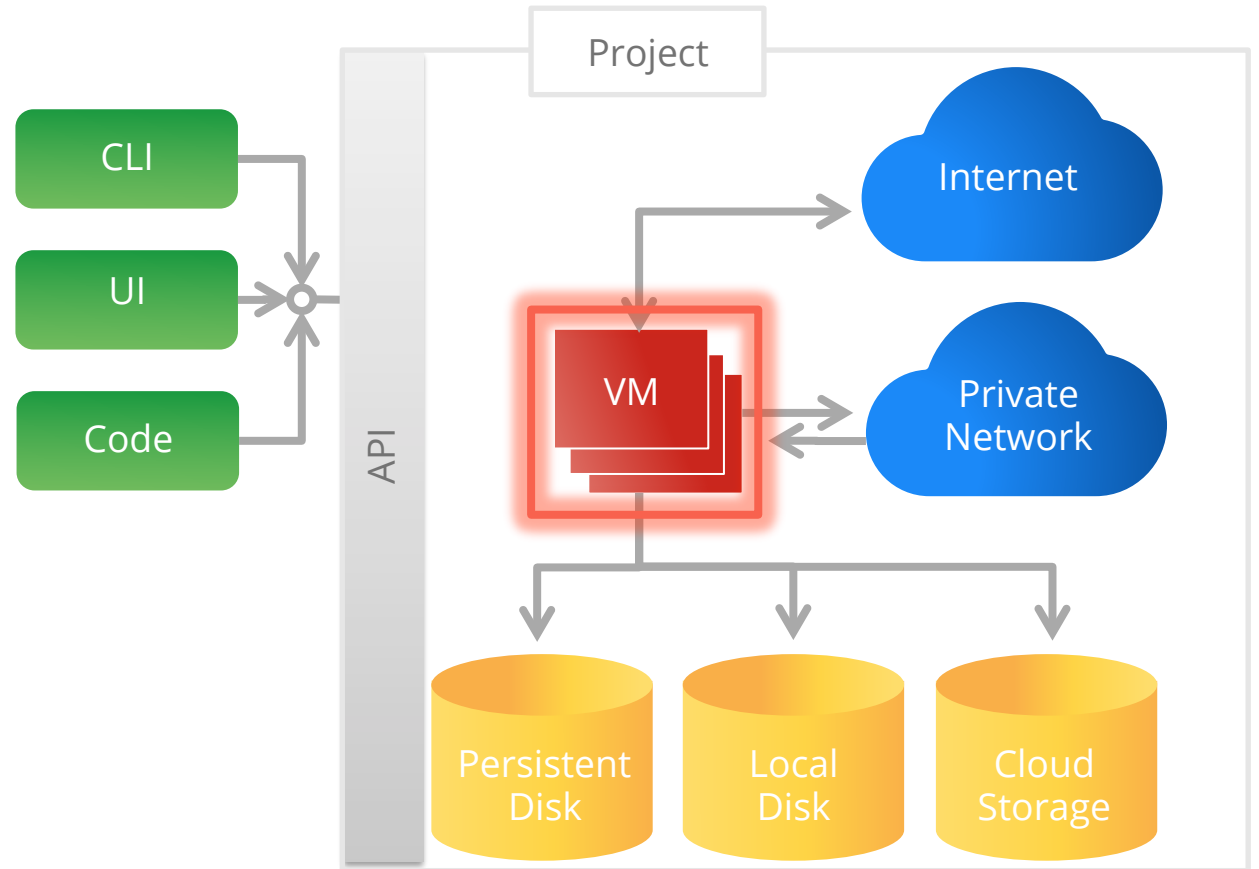
- Based on API Console projects
- Container for all resources
- Team membership
- Group ownership
- Billing



# Instances

## Linux Virtual Machines

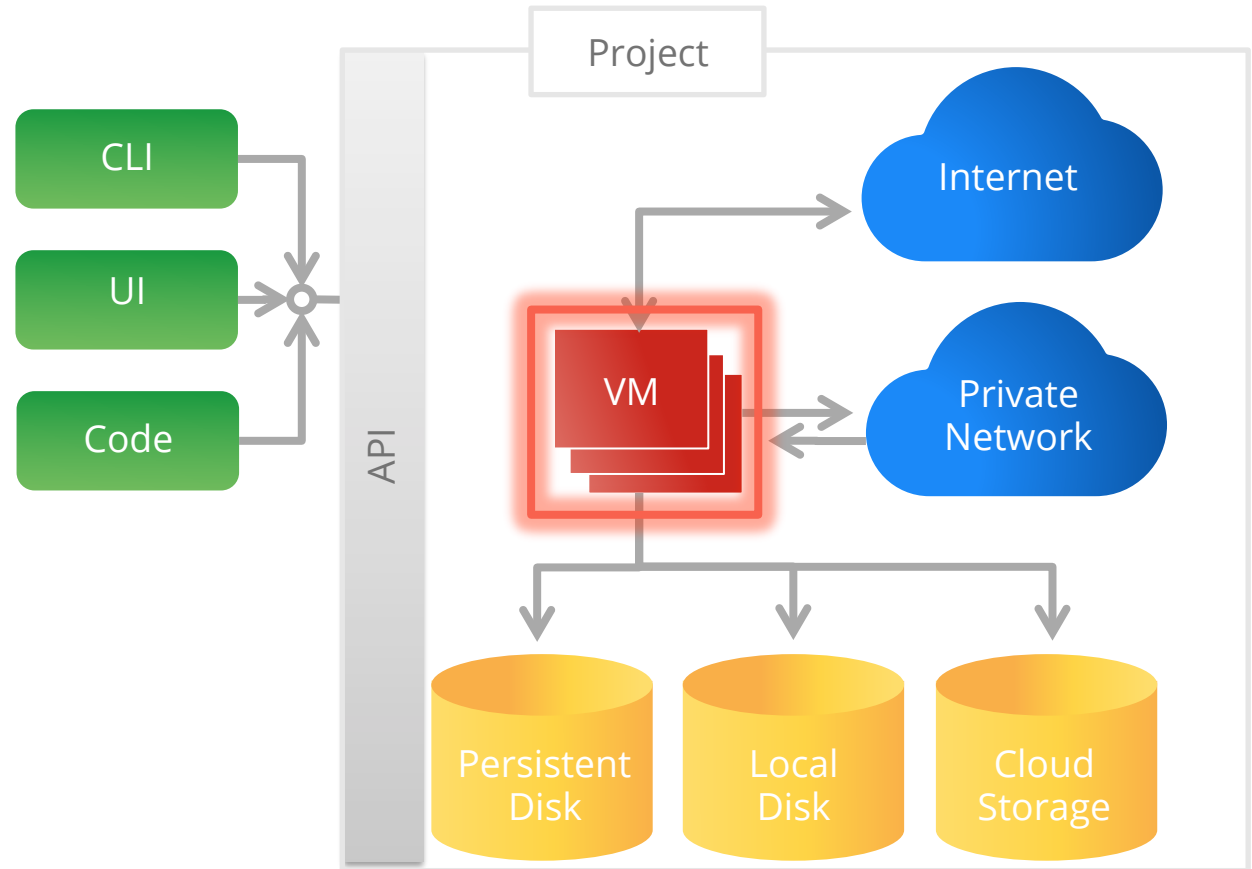
- Root access, locked down kernel
- Stock Images: Ubuntu, CentOS
- Useful utilities preinstalled



# Instances

## Machine Types

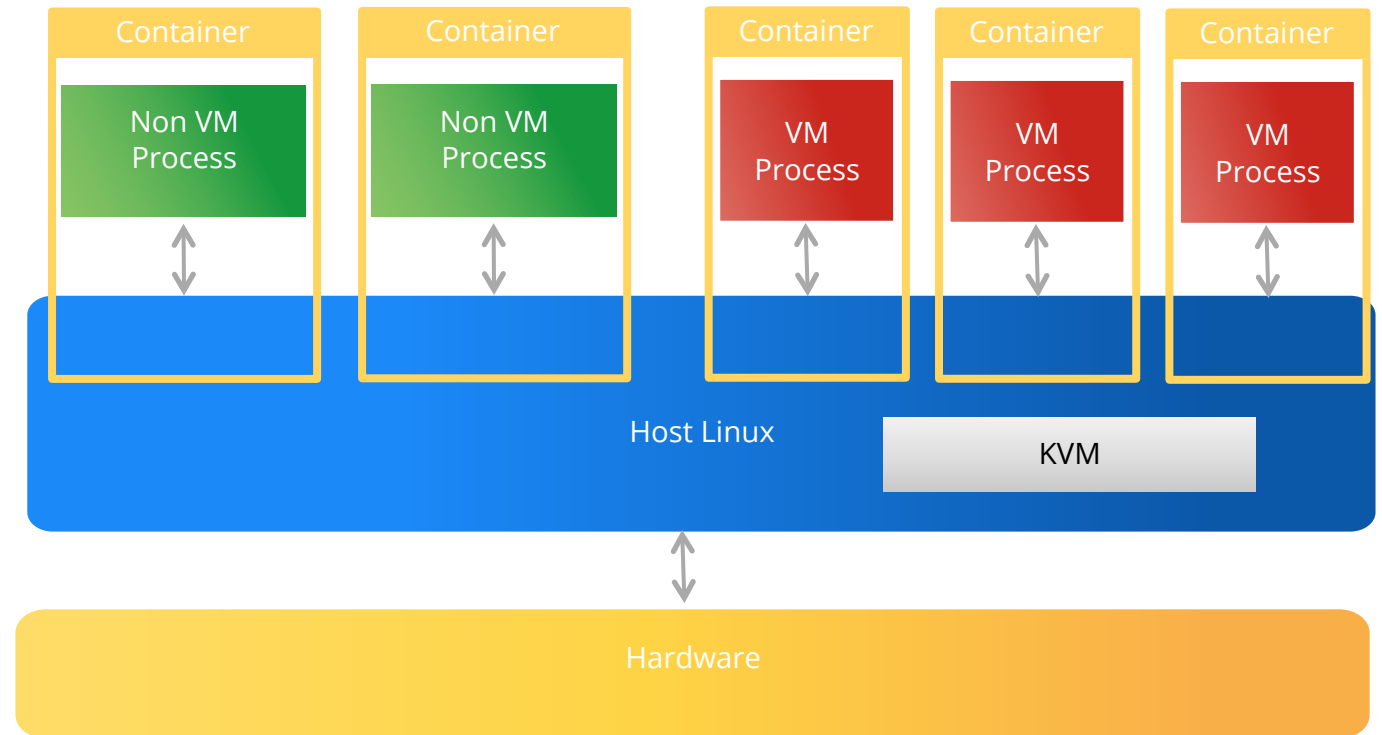
- Modern processor (Intel Sandy Bridge)
- 1, 2, 4 and 8 virtual CPUs
  - 1:1 virtual CPU to hyperthread
- 3.75GB RAM per virtual CPU
- Over 420GB ephemeral disk per CPU
  - Dedicated spindles on -4 and -8
- New Performance Metric
  - GCEU: Google Compute Engine Unit
  - 2.75 GCEUs per virtual CPU
- Smaller machine types coming soon



# Instances

## KVM Hypervisor + Linux cgroups

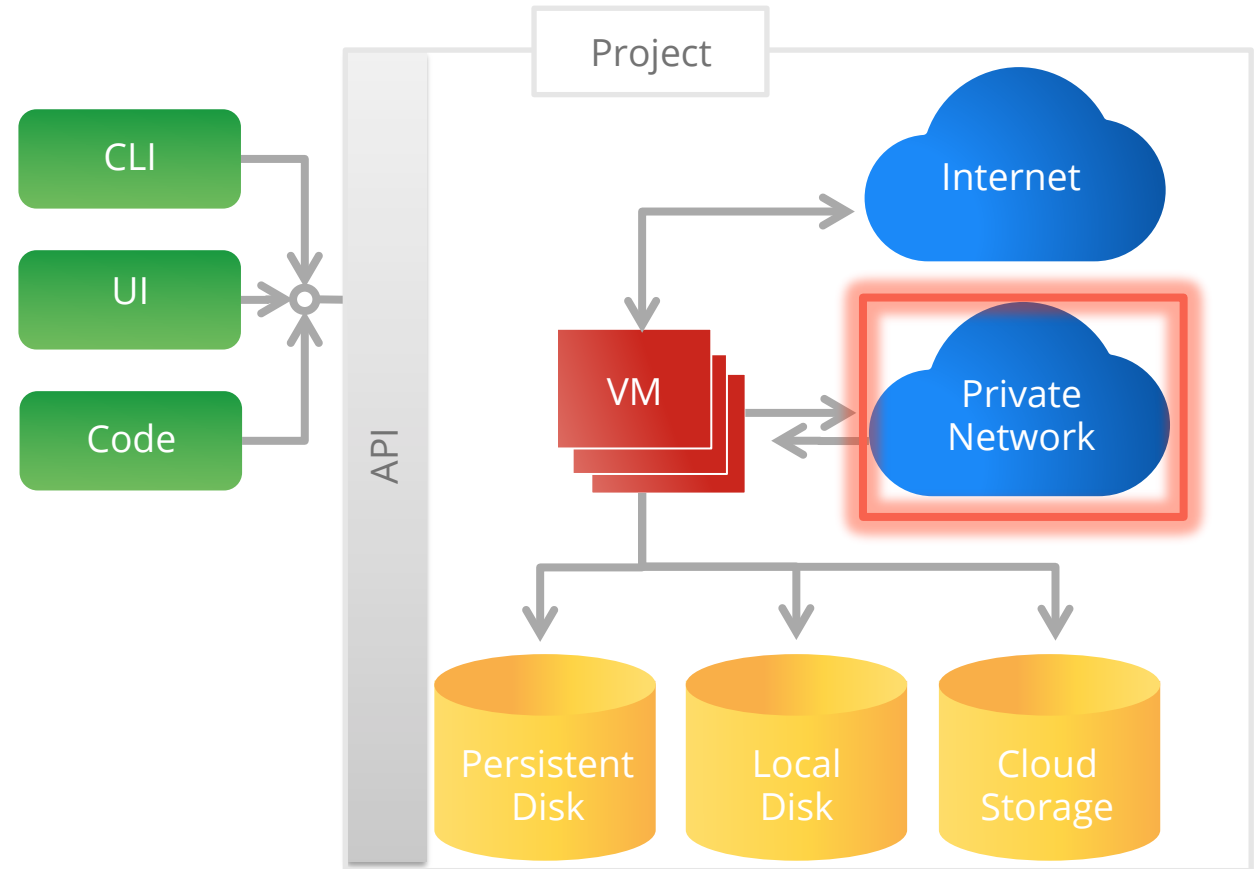
- Kernel Virtual Machines
  - Linux is the hypervisor
  - Virtualized, non-virtualized run side by side
  - Worked closely with Red Hat
- Linux cgroups
  - Resource isolation
  - Public linux feature driven by Google kernel engineering



# Networking

## Private Virtual Network

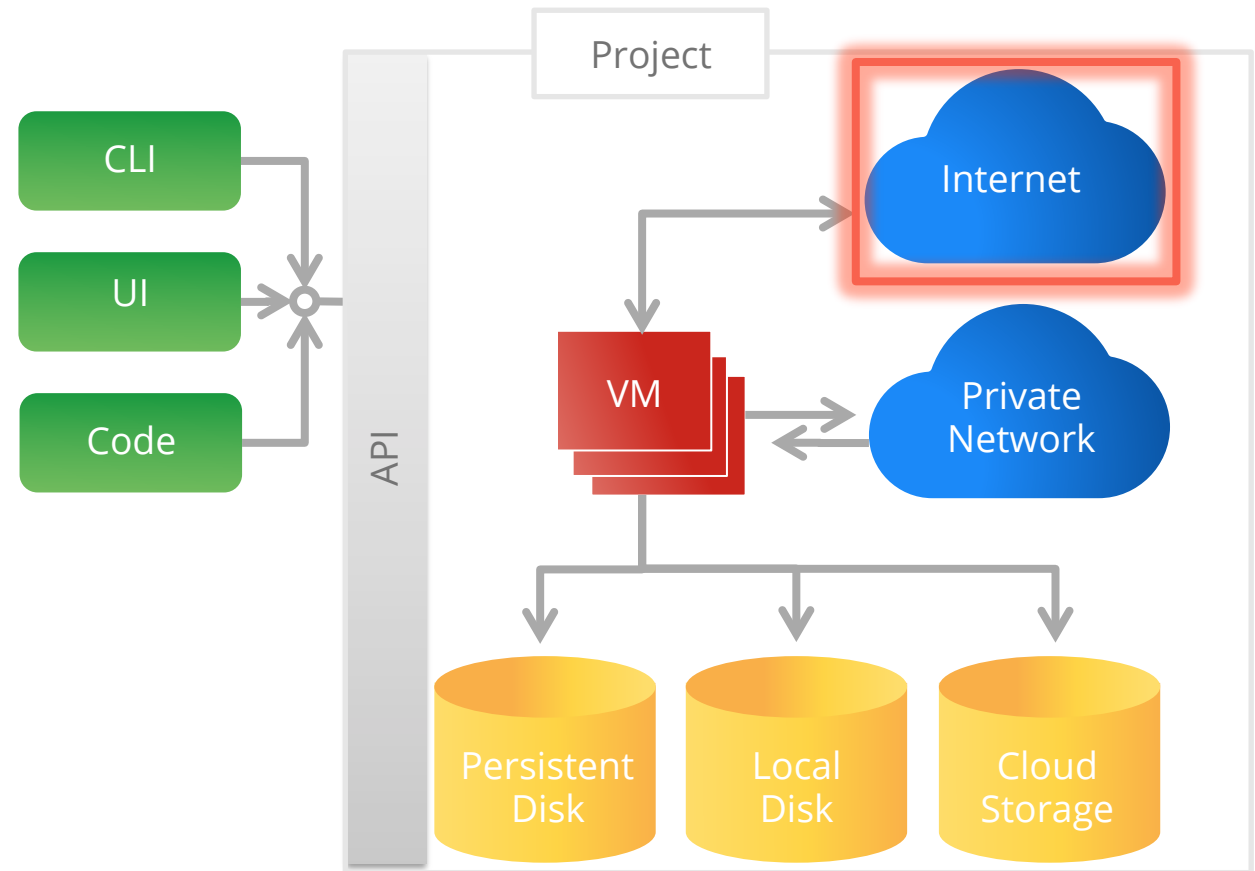
- Isolated networks per project
- Private IPv4 space (RFC 1918)
- IP Level (Layer 3) network
- Flat across geographical regions
- Internal facing DNS
  - VM name = DNS name



# Networking

## Internet Access

- External IPs:
  - Reserved, ephemeral, none
  - Not tied to region/zone
  - Dynamic attach/detach
- 1-to-1 NAT
- Built in firewall system
- Global network footprint
- Limitations
  - Outgoing SMTP blocked
  - UDP, TCP, ICMP only

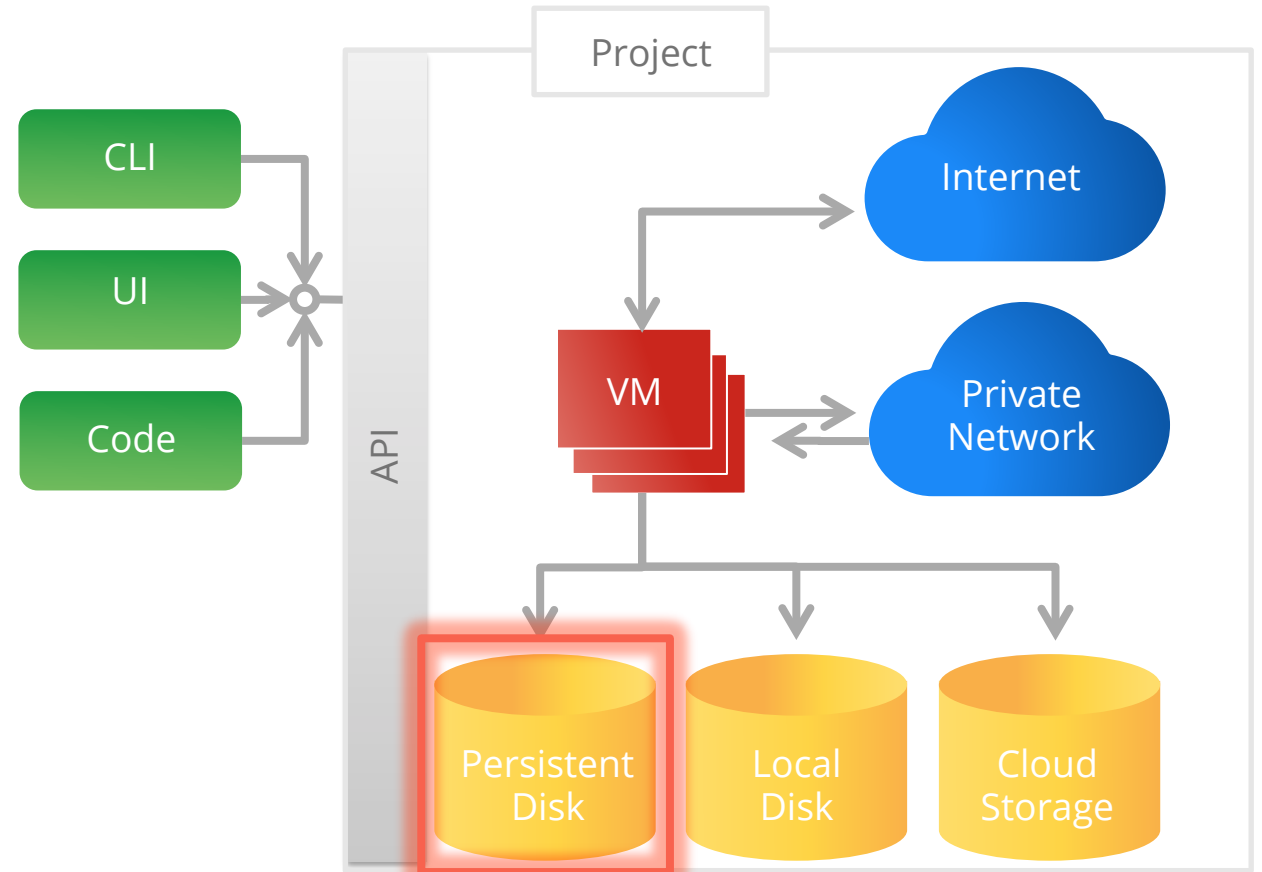




# Storage

## Persistent Disk

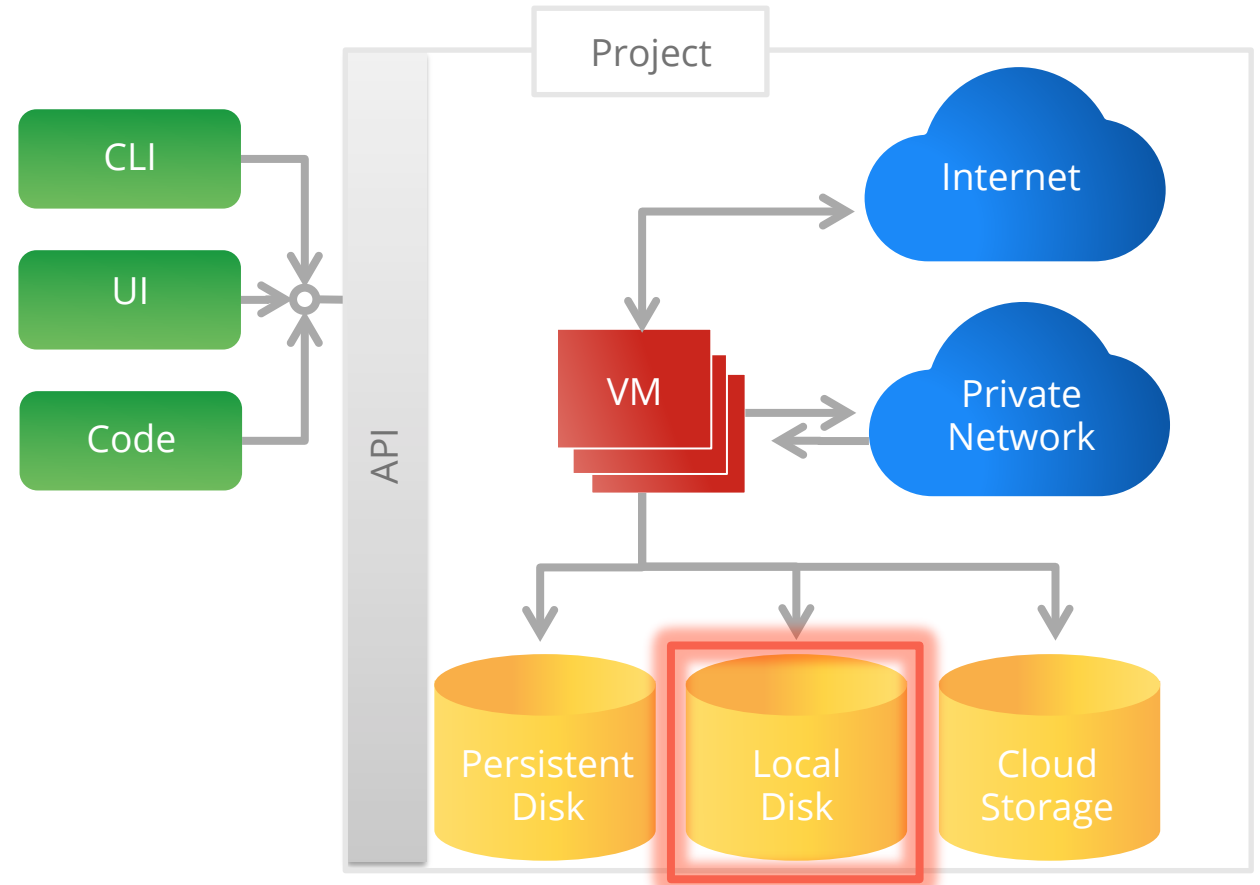
- **Fast, consistent performance**
- Provisioned via API
- Located in a zone
- R/W with single instance
- R/O with multiple instances
- Encrypted at rest



# Storage

## Ephemeral Disk

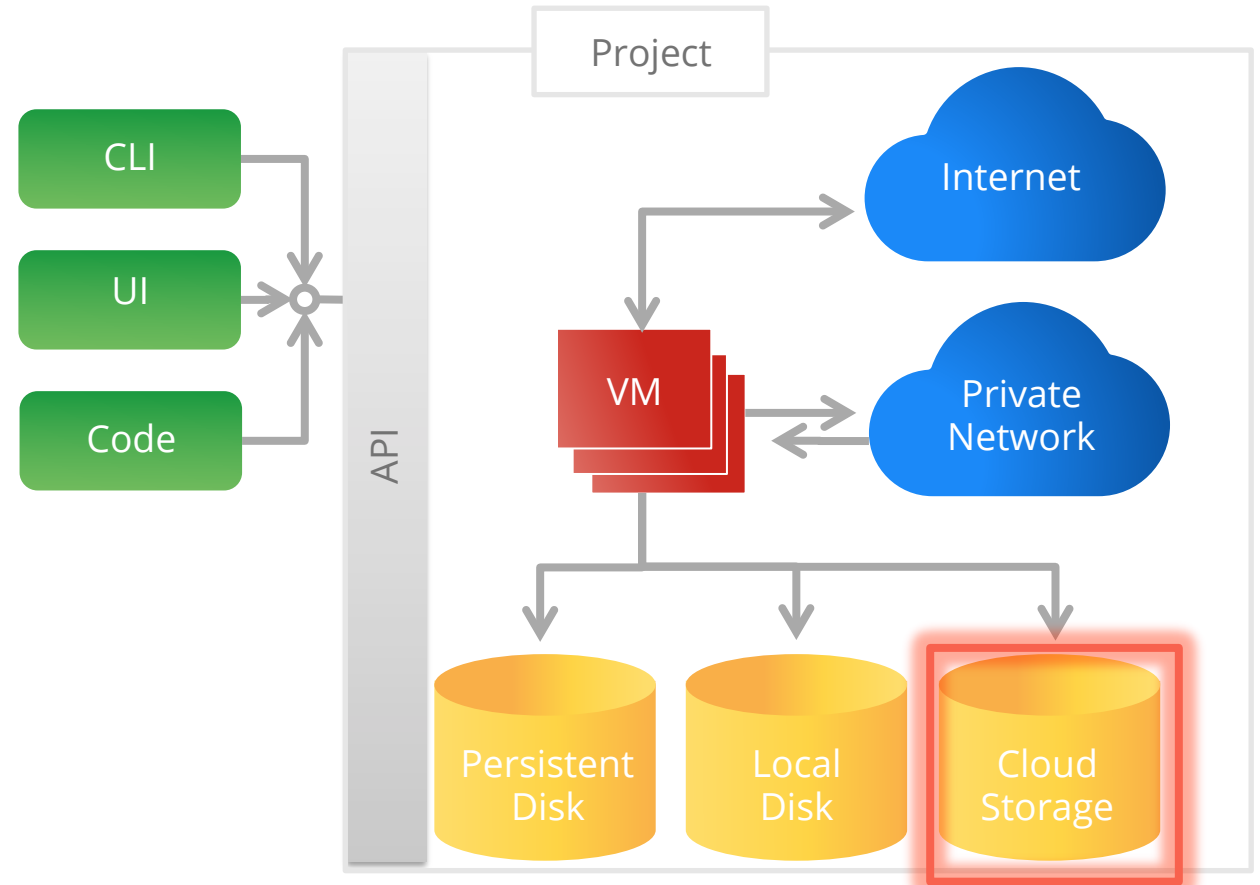
- Currently used for booting all instances
- Lives and dies with instance
- Large 'extended' devices
- On same physical machine
- Dedicated spindles (4 CPU and larger)
- Encrypted at rest



# Storage

## Google Cloud Storage

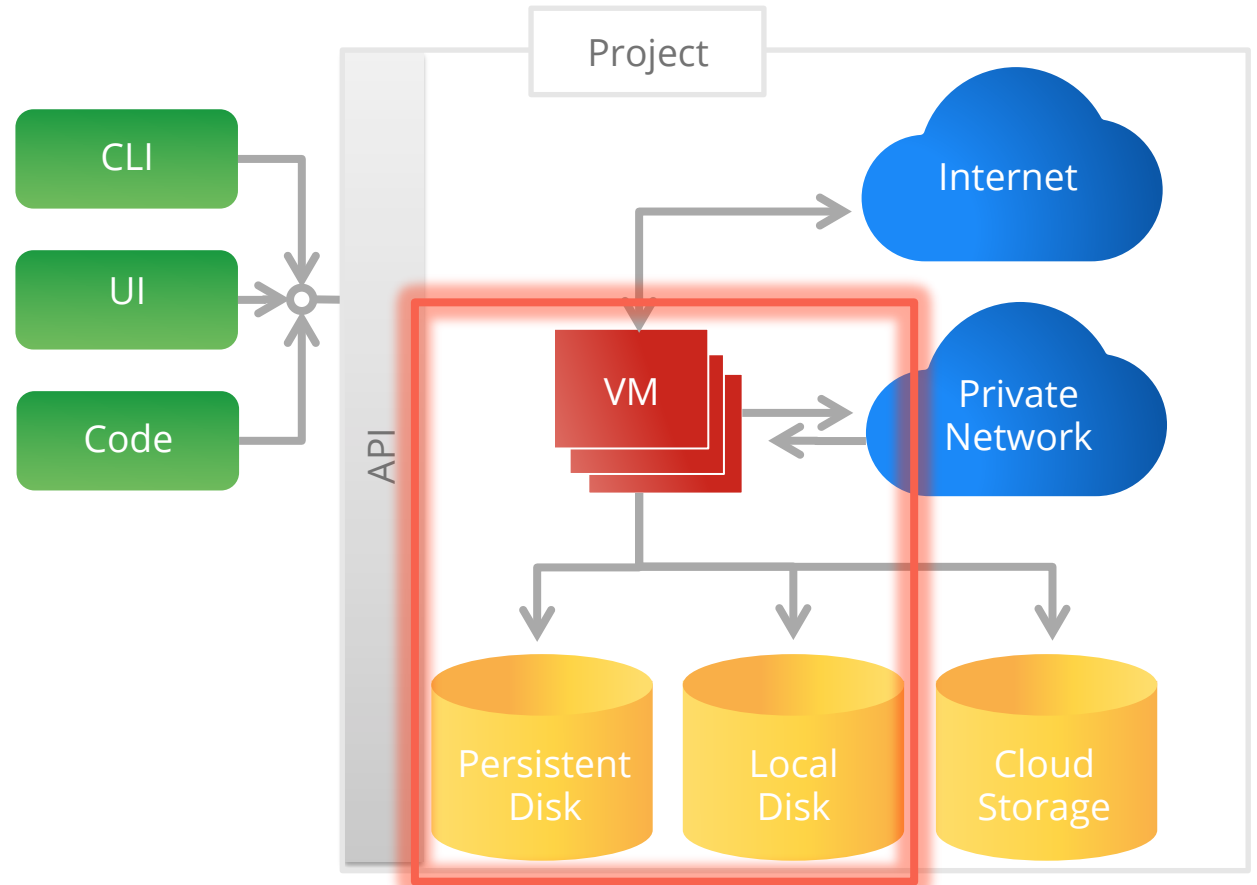
- Internet object store
- Global API based access
- Great for getting data in and out
- Frictionless access with service accounts



# Locality

## Managing Location and Availability

- Region: geography and routing
- Zone: fault isolation
- 3 Zones in limited preview, more coming





# Invite Media on Compute Engine

Hamza Kaya

Software Engineer



## Running an Advertising Business on Google Compute Engine

- Automatically buy from multiple ad exchanges in real-time, through one interface
  - Need low latencies to multiple exchanges
  - Running high qps to multiple exchanges
- Built first on another IaaS cloud; ported to Google Compute Engine



# invite media<sup>®</sup>

The port...

- Quick and easy
- Familiar API model
- 2 weeks of engineering time



# invite media<sup>®</sup>

The results...

- Observed twice the computing power over original provider
  - Max QPS on a single 8 virtual CPU instance – from 350 qps to 650 qps
  - Half the number of 8 virtual CPU servers to manage – from 284 to 140
- While offering strong consistency of results
  - Connection Error Rate – from 5% to 0.5%
  - Deadline Exceeded Rate – from 11% to 6%







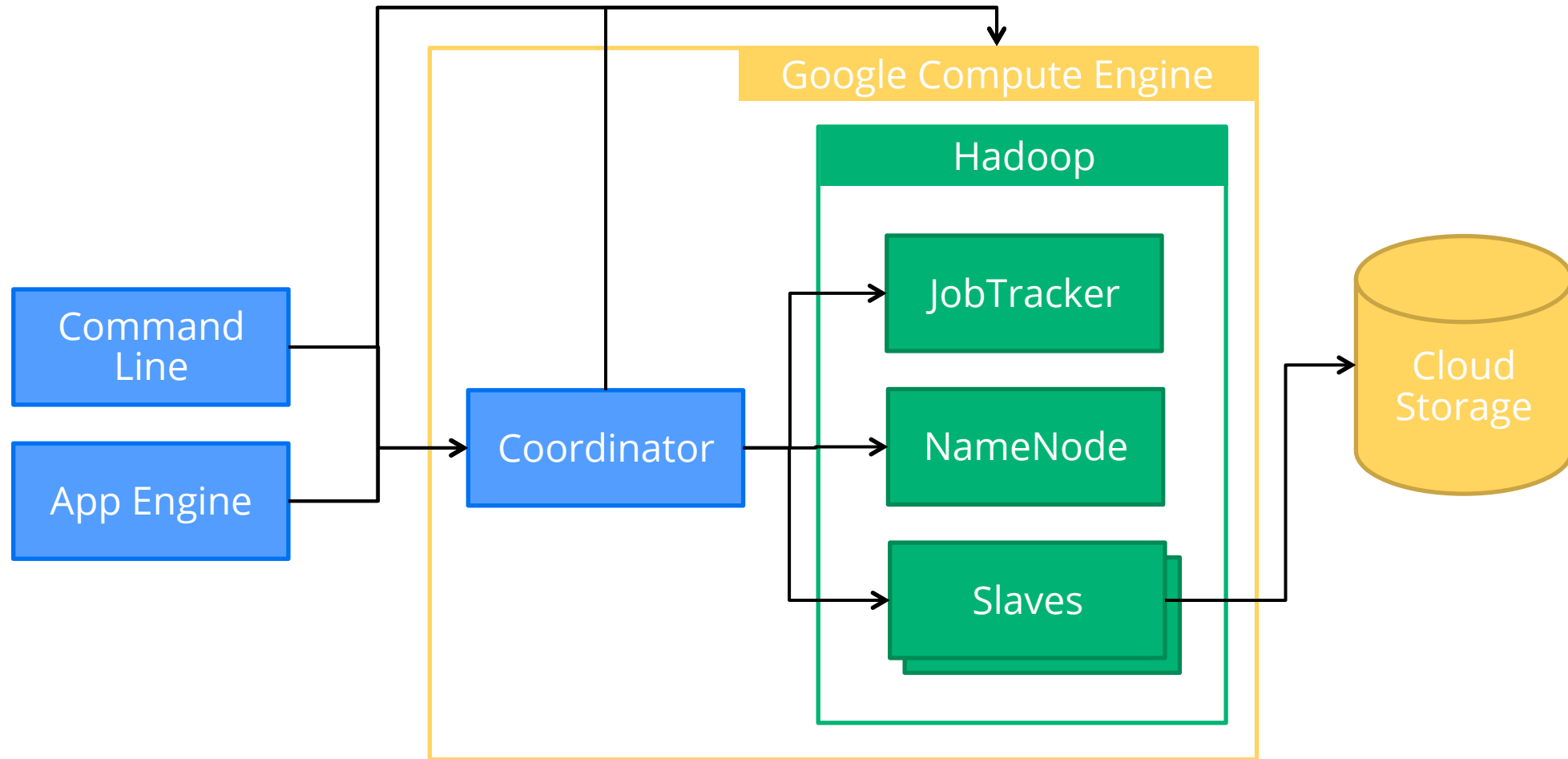
# Hadoop On Compute Engine

A real world sample application

Evan Anderson, Tech Lead, Networking

# Hadoop On GCE

## Application Architecture





# Exploring Compute Engine

Getting the most from Google Compute Engine

# Service Accounts

## Frictionless Access to Google APIs

- Synthetic identity for VMs and code
- Google Compute calling Google APIs
  - Examples: Cloud Storage, App Engine task queue API
- App Engine calling Compute Engine API
  - Use App Engine as ‘orchestrator’
  - Build your own customized dashboard and control logic



# Service Accounts

Google Compute Engine Calling Google Cloud Storage

CLI

```
me@workstation$ gcutil addinstance sa-example --service_account_scopes=storage-rw
me@workstation$ gcutil ssh sa-example
[snip]
me@sa-example$ gsutil mb gs://unique-bucket-name
Creating gs://unique-bucket-name/...
```

No configuration or passwords required!



# Instance Metadata

Parameters for VMs

- Dictionary of Key/Value pairs
- Set from the API, read from the Instance
- Accessible at metadata server ([http://metadata/...](http://metadata/))
- Useful for small amounts of configuration data
- Project level metadata inherited by instances.



# Instance Metadata

CLI

```
me@workstation$ gcutil addinstance metadata-example \  
  --metadata=role:master --metadata_from_file=config:config.txt  
me@workstation$ gcutil ssh metadata-example  
[...snip...]  
me@metadata-example$ curl http://metadata/0.1/meta-data/attributes/role  
master  
me@metadata-example$ curl http://metadata/0.1/meta-data/attributes/config  
[...file content...]
```



# Start Up Scripts

## Simple Bootstrapping

- Builds on metadata
- Equivalent to rc.local
- Example usage:
  - Install packages, start services
  - Use Google Cloud Storage to grab data, code and binaries
- Bootstrap other management infrastructures





# Start Up Scripts

CLI

```
me@workstation$ cat render-stuff.sh
#!/bin/bash
apt-get install -y contextfree
cfdg -s 10000 /usr/share/doc/contextfree/examples/sierpinski.cfdg /tmp/out.png
gsutil cp -a public-read /tmp/out.png gs://contextfree-examples/sierpinski.png
```

```
me@workstation$ gcutil addinstance start-me-up \
  --metadata_from_file=startup-script:setup-my-instance.sh \
  --service_account_scopes=storage-rw
me@workstation$ gcutil ssh sa-example
[...snip...]
me@sa-example$ tail -f /var/log/google.log
```



# Services, Not Servers

- Realities of a datacenter
  - Hardware and software fails
  - Build across zones
  - Scheduled maintenance:
    - Up to 2 weeks every 20 weeks, one zone at a time
    - Addressed in future versions
- Techniques
  - Ephemeral disk = cache
  - Start up scripts
  - Dynamic management
  - Automation



# Limited Preview Program

Apply for access today!

- Apply for program at [cloud.google.com](https://cloud.google.com)
- Complimentary access to a quota of compute cores for a limited period
- SLA and support available to commercial customers



# Thank You!

Please visit [cloud.google.com](https://cloud.google.com)

Come to 308 tomorrow: Google Compute Engine + Google App Engine





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