

## 携程异步消息系统实践

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#### About Hermes and Me 也無程



- ▶ 携程、大众点评、百度
  - 框架、中间件、架构
- Hermes
  - 2014.12-
  - 携程消息系统



#### Agenda



- ▶ 消息队列的优势
- ▶ Hermes的整体架构
- · 存储设计
- ▶ 基于Lease的集群管理



## MQ有广泛的使用场景飞舞程

▶ 索引实时更新

Search

支付





## MQ的特点



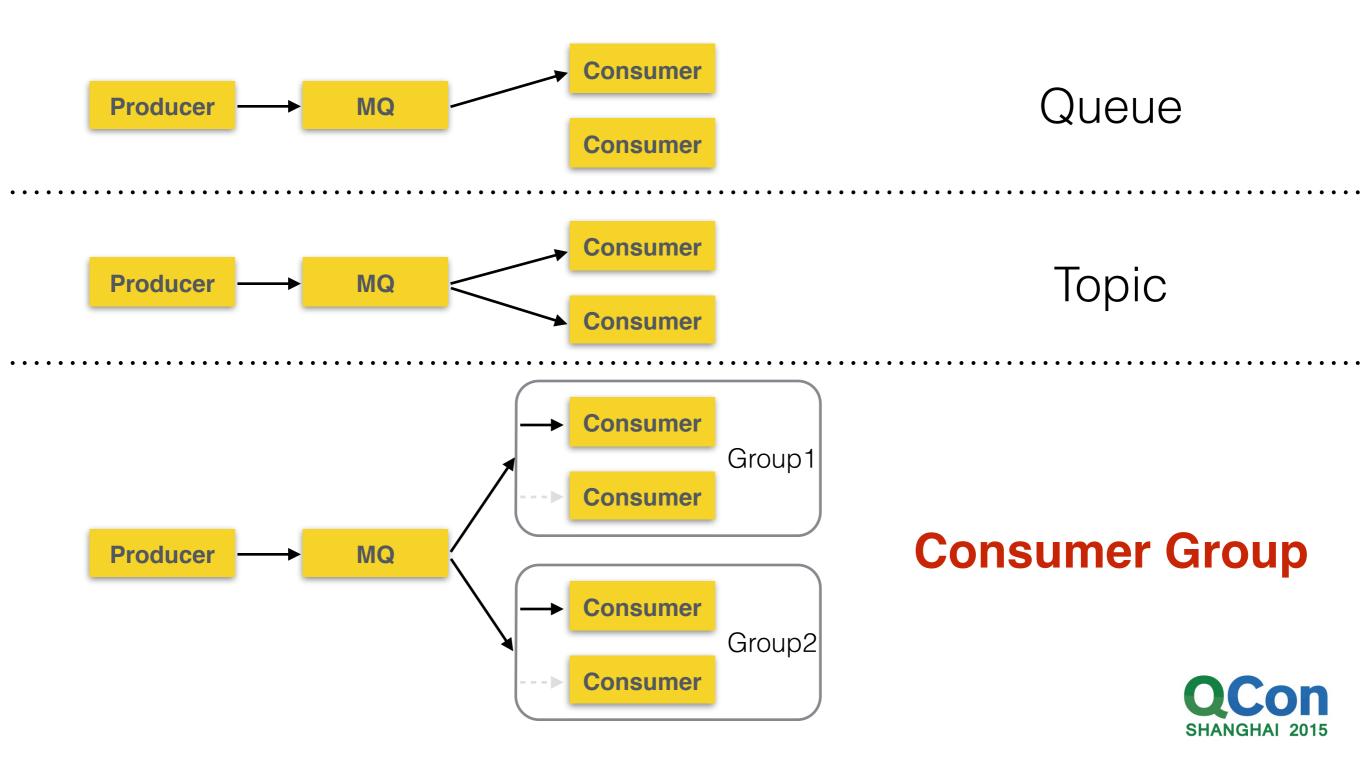
- 降低系统间的耦合度
  - 异步处理
  - 抵御流量波峰
- ▶ 支持大Fan-out





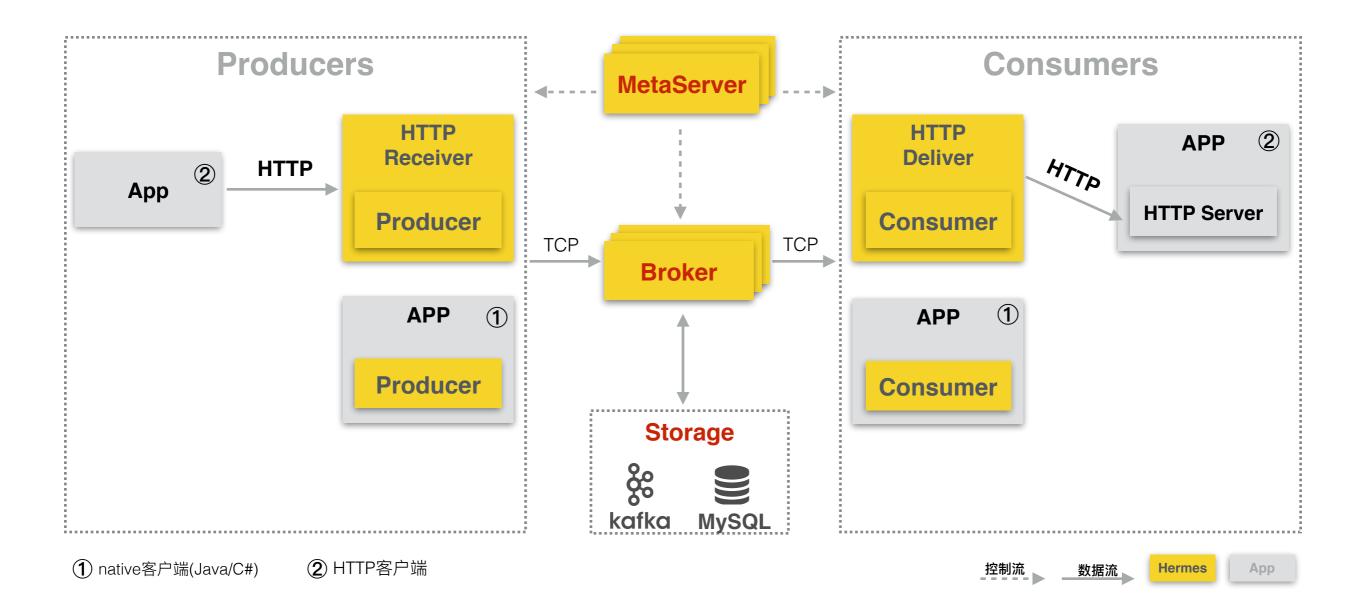
## MQ的基本模型





## Hermes整体架构





#### 两种消息类型



- Hermes-Kafka
  - 高吞吐、高性能
  - 不支持高级的消息队列特性
  - Broker采用ZeroCopy, 无法进行深入监控



#### 两种消息类型



- Hermes-MySQL
  - 性能足够支撑绝大多数业务
  - 丰富的消息队列特性支持
  - 可以为个性化的业务需求进行定制
  - 更全面和深入的监控治理



### MQ运营常见问题



有条消息好像没收到,帮我查一下

什么消息?

消息里面有个订单号123456





### 消息的ReferenceKey 飞舞程



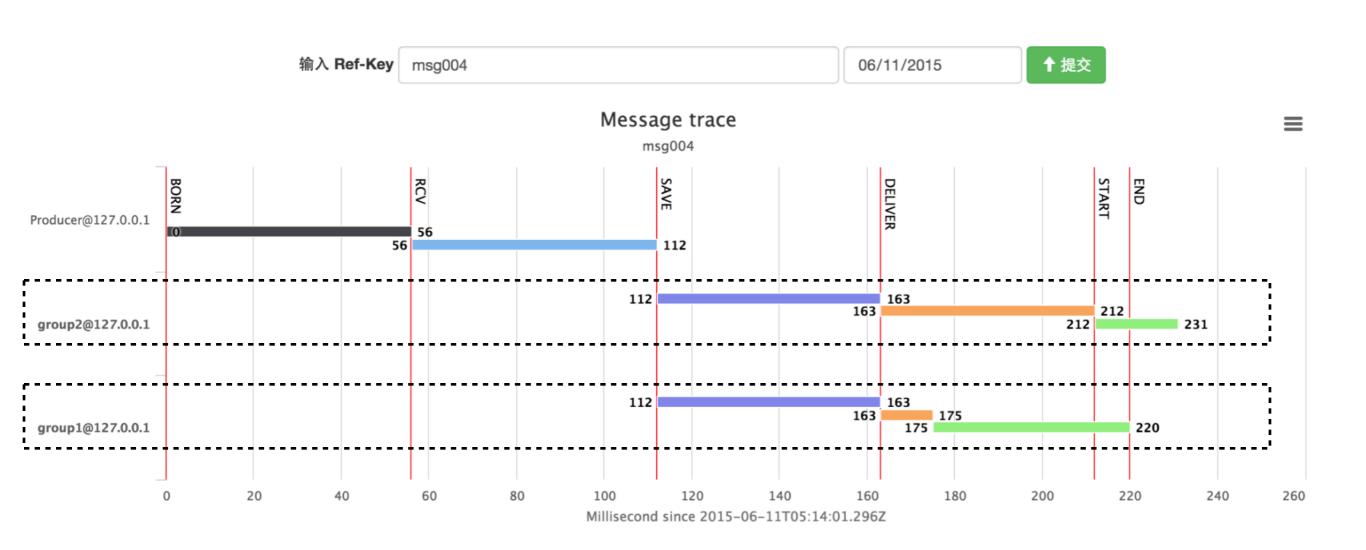
```
Message
          Headers
RefKey: OrderCreated-123456
           Body
 "eventType: "OrderCreated",
 "orderId": 123456,
```

- ▶ 消息在MQ中的"业务ID"
- ▶ 和消息——对应
- ▶ 可追踪某条消息在MQ中的所有事件
  - ▶ 产生、存储、消费



## 消息追踪

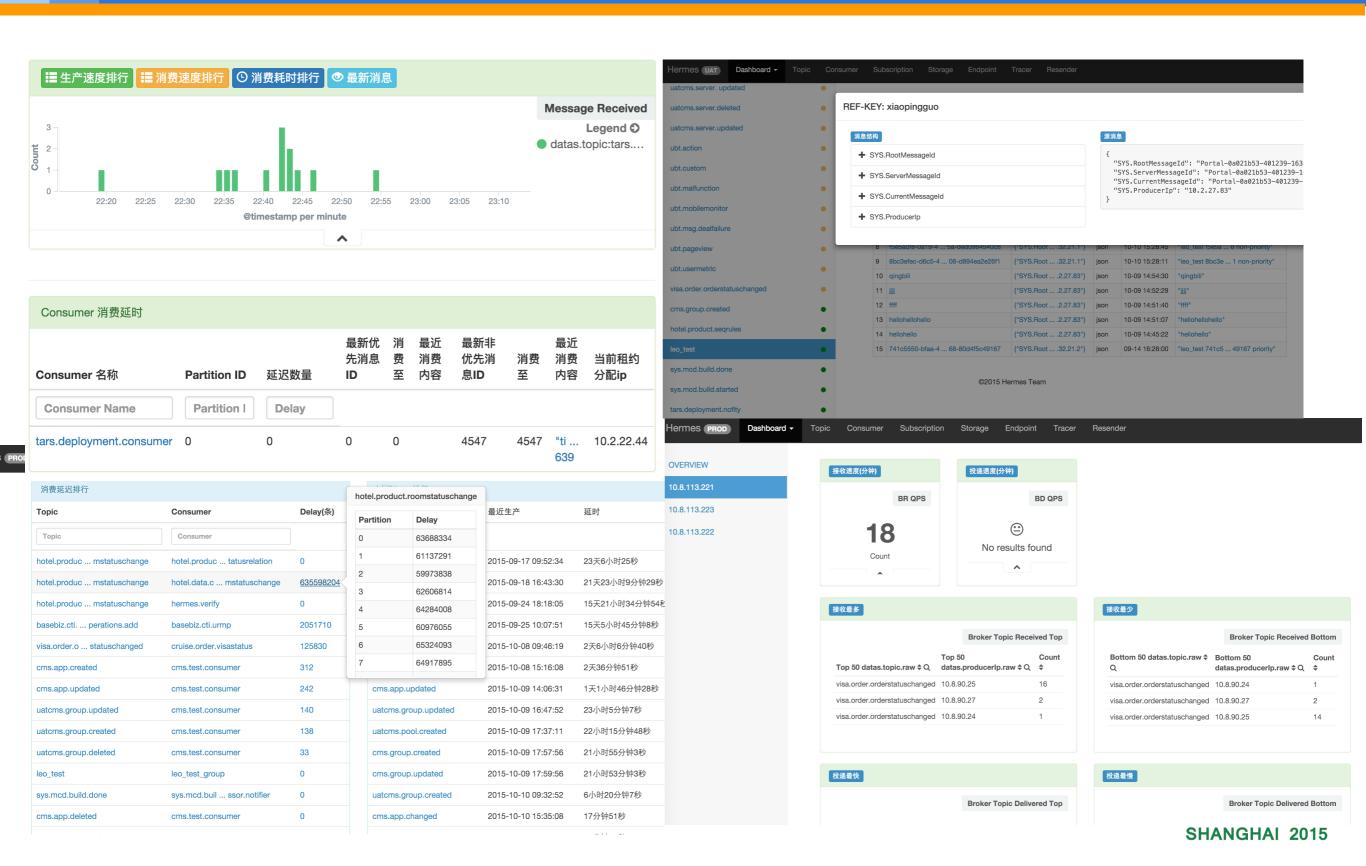






### 全面的监控治理







## 如何构建高效的MQ



#### 一种有效的设计思路飞舞

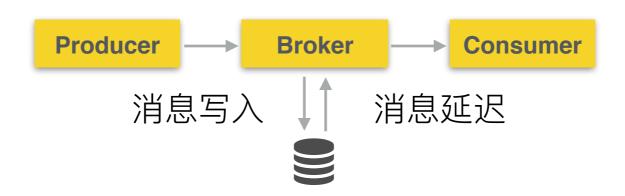


- ▶ 单机如何优化
- 如何扩展到集群
- ▶ 如何管理集群





# 单机优化





## 消息表设计



id payload ...

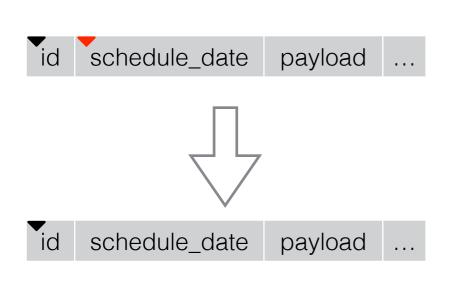
Partitioned Table(by id)

- 高效的数据清理
- Insert only
- ▶ 仅id索引



#### 重发表设计



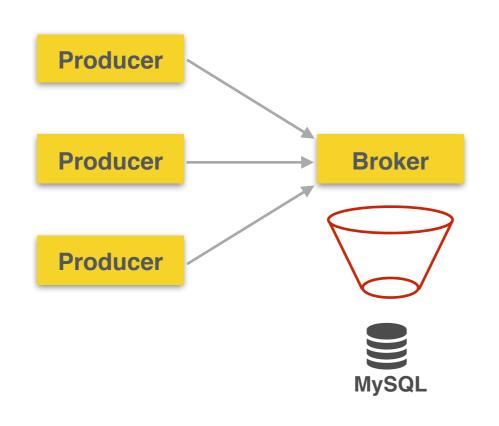


- ▶ 消费者指定重发时间
- ▶ 消息的重发时间非递增
  - schedule\_date和id需要联合索引
- 重发时间设置固定的延迟
- ▶ 仅id索引



## 批量写入





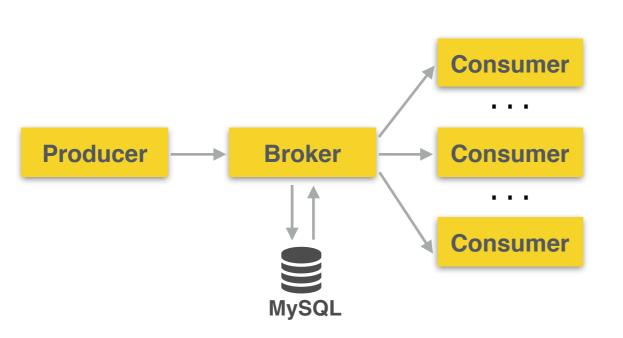
▶ 5x效率提升

rewriteBatchedStatements=true



#### 减少数据库轮询



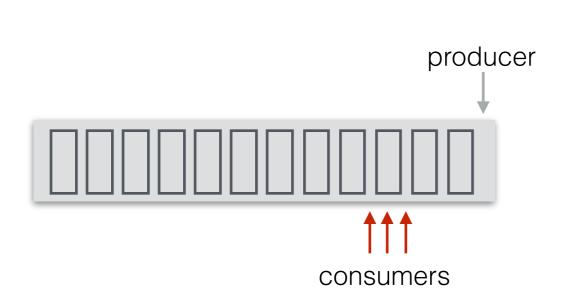


- ▶ Broker轮询DB是否有新消息
  - 延迟 vs 开销
  - 很容易导致DB高负载
- ▶ 捕获消息写入事件
  - 消息是否会写入其它Broker?



### 消息Buffer



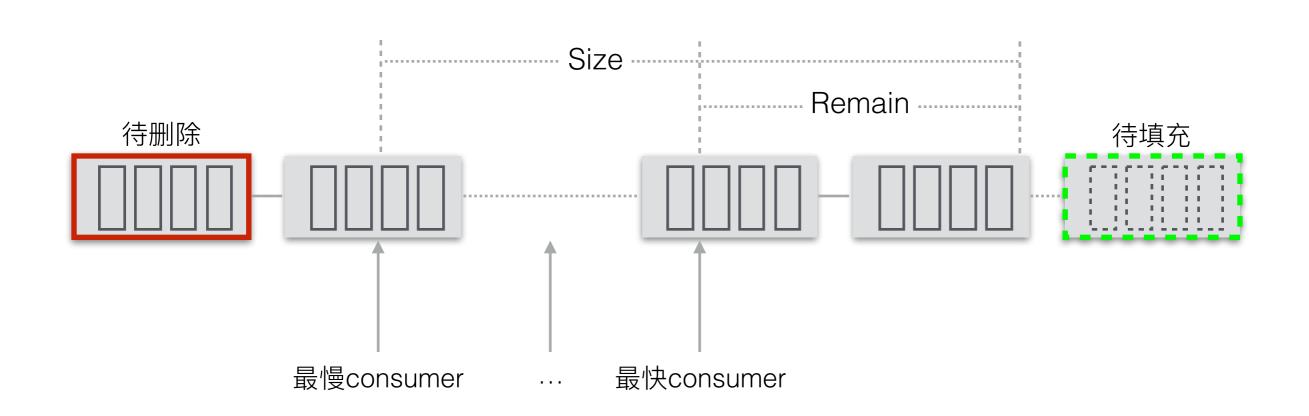


- ▶ 消费的消息邻近
  - 缓存命中率高
- ▶ 降低DB开销
- ▶ 降低消息延迟



### 消息Buffer



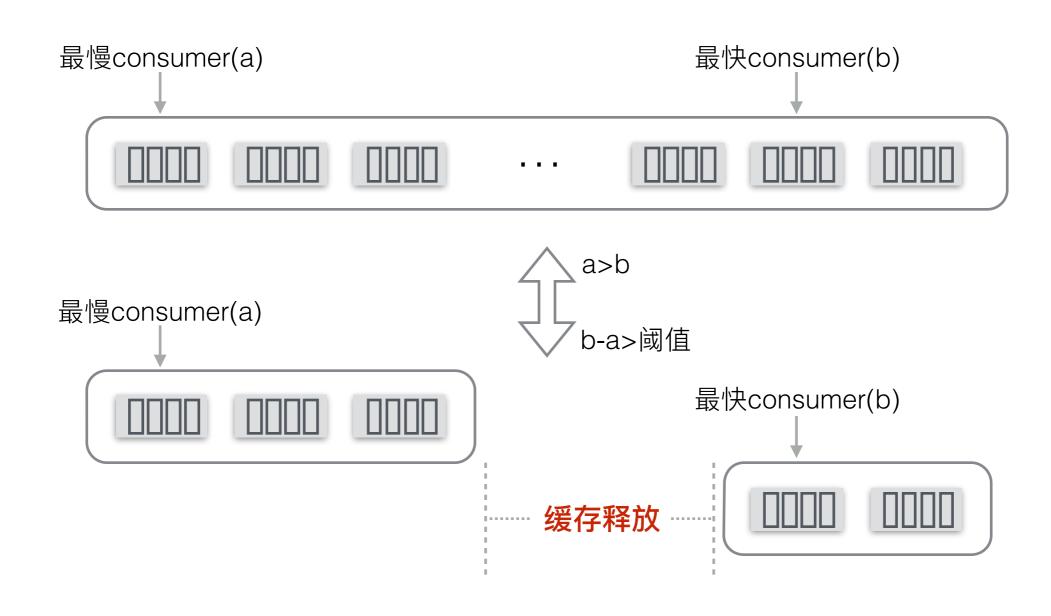


- ▶ 定时扫描并预加载消息
- ▶ 当Remain < 阈值时加载
- ▶ 当Size > 阈值时分裂Buffer



## Buffer的分裂合并

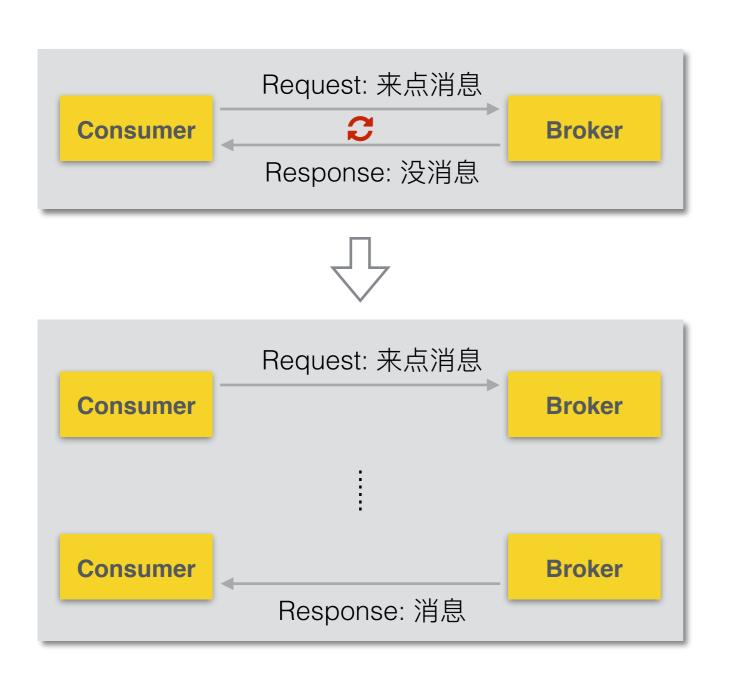






## 消费者Long Polling



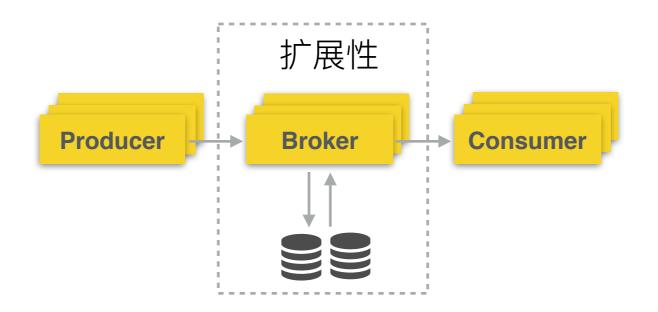


- Push vs Pull
- 消息低延迟要求快速轮询
- LongPolling
  - 降低消息延迟
  - 降低Broker负载





## 单机到集群

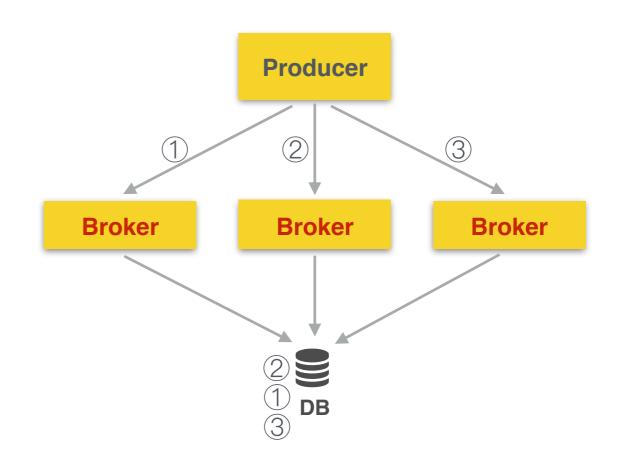




## Broker直接扩展



▶ 消息顺序无法保证

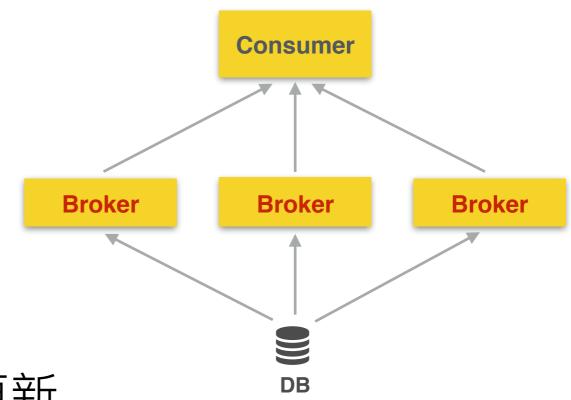




## Broker直接扩展



- ▶ 单机优化不再有效
  - 消息轮询
  - 消息缓存
- ▶ Consumer Offset无法高效更新

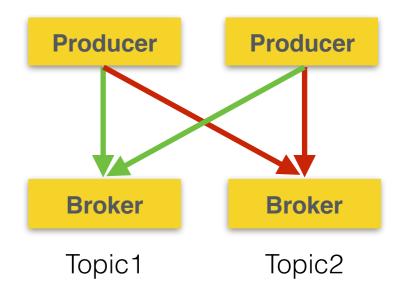




#### Topic粘滯到Broker



- ▶ 消息顺序及单机优化继续有效
- ▶ Topic吞吐 < 单个Broker吞吐



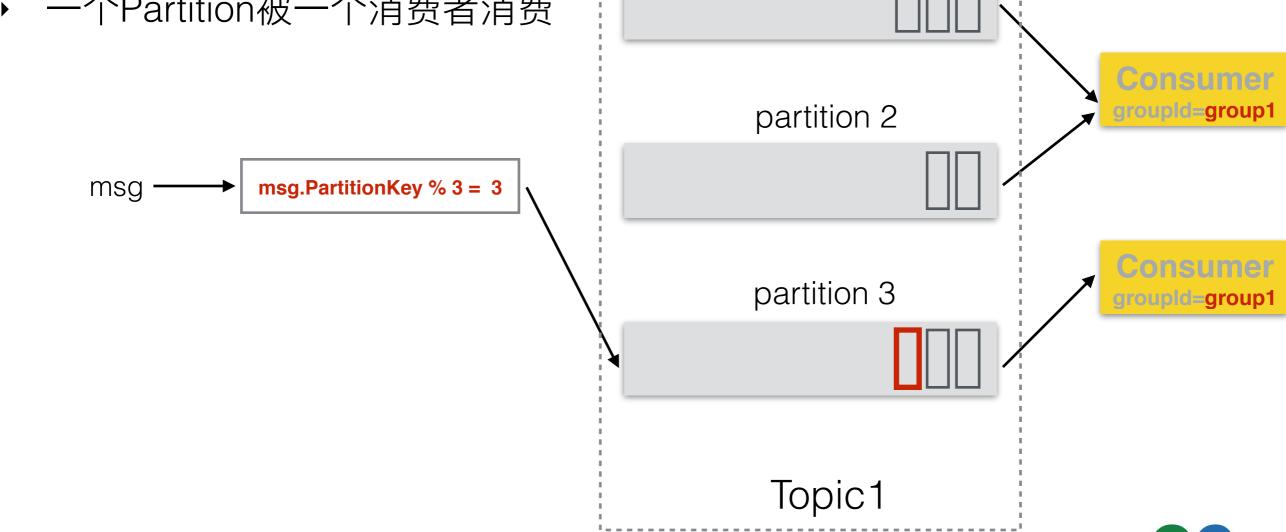


#### Topic Partition

partition 1



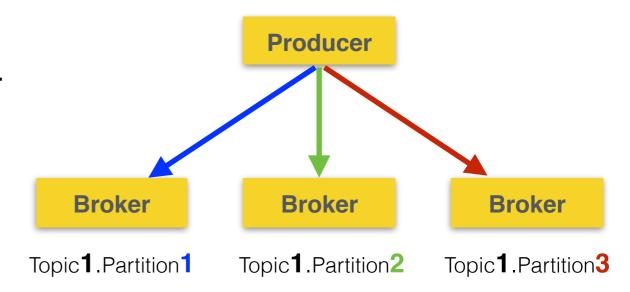
- Partition内保证消息顺序
- -个Partition被一个消费者消费



#### Topic Partition



- ▶ Topic.Partition粘滞到Broker
- 单机优化有效

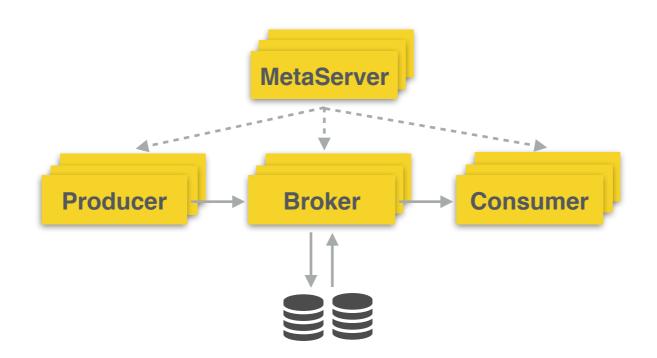


- 粒度更细,更易于做负载均衡
- ▶ 如何分配Partition到Broker?





# 集群管理





#### 集群管理的基本问题



- ▶ Broker的加入/退出
- ▶ Consumer的加入/退出
- ▶ Topic.Partition的动态分配



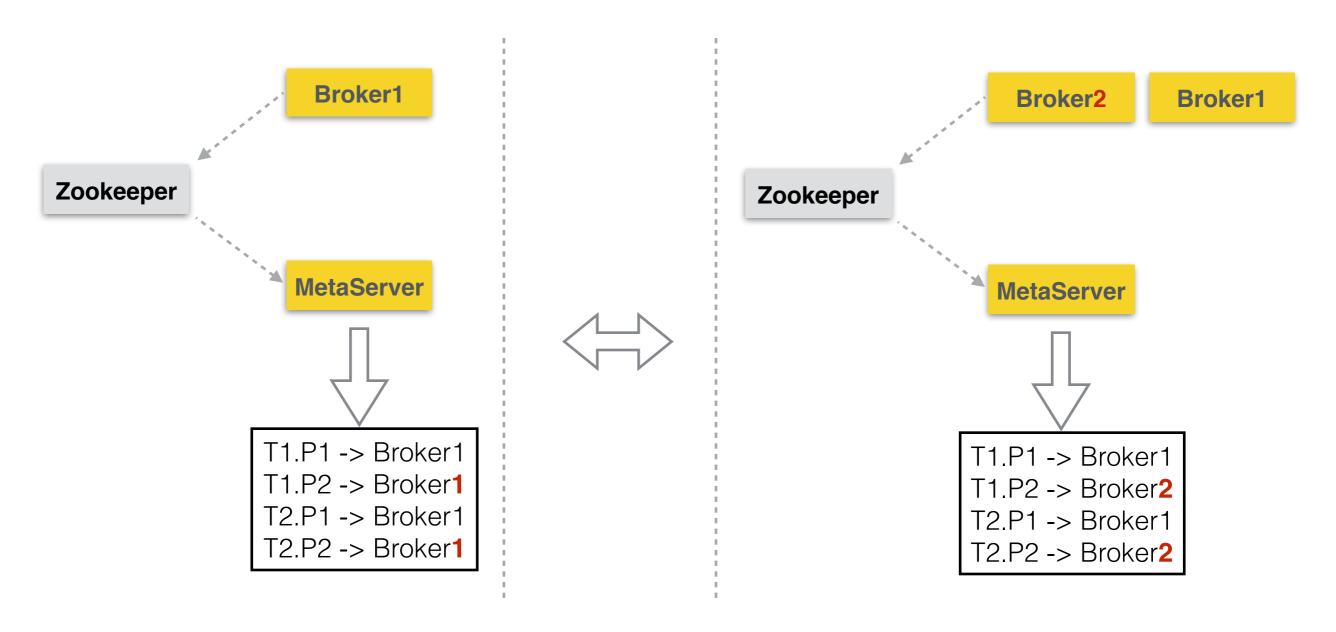
#### 基于Lease的集群管理 C 撰程

- ▶ 有时间限制的Lock
  - 不续租则到期释放
- ▶ 根据Lease生成消息的"路由表"
  - Producer->Broker->Consumer



#### Broker加入/退出





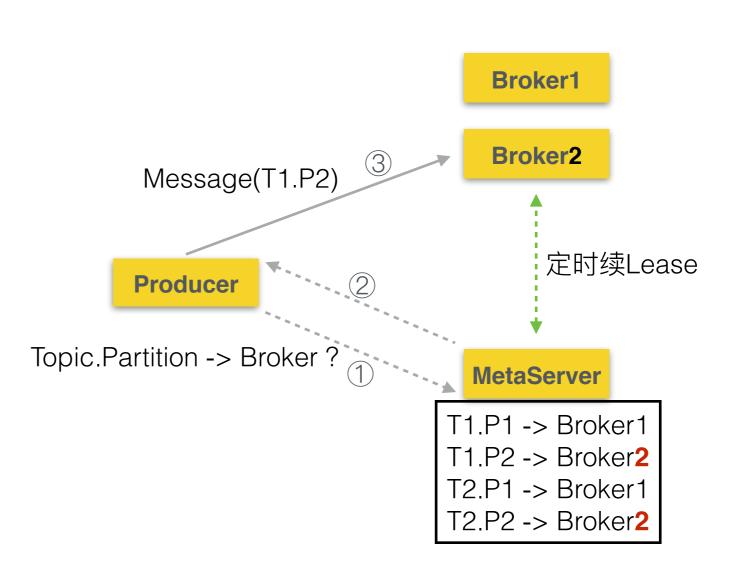
- ▶MetaServer通过ZK发现Broker
- ▶重新分配Topic.Partition到Broker
- ▶发生变更的Lease不再允许续租



## 消息发送



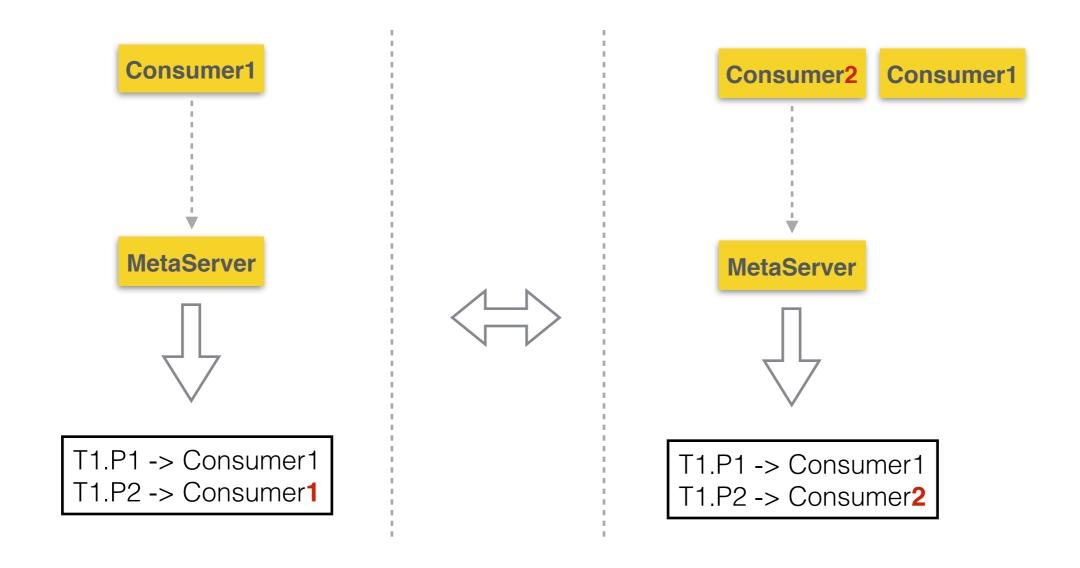
- ▶ 定时刷新"路由"
- ▶ 发送到指定Broker
- ▶ 被拒绝则刷新"路由"





#### Consumer加入/退出





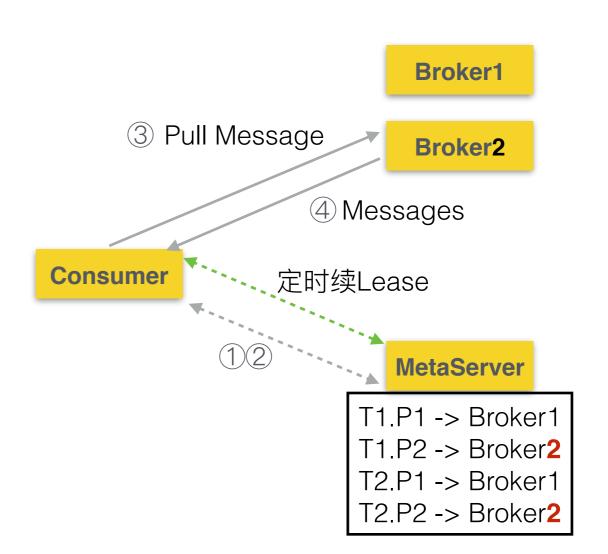
- ▶MetaServer通过Lease请求发现Consumer
- ▶ 重新分配Topic.Partition到Consumer
- ▶发生变更的Lease不再允许续租



#### 消息接收



- ▶ 定时刷新"路由"
- ▶ 从指定Broker"拖"消息
- ▶ 续不了Lease则停止消费





#### 集群管理总结

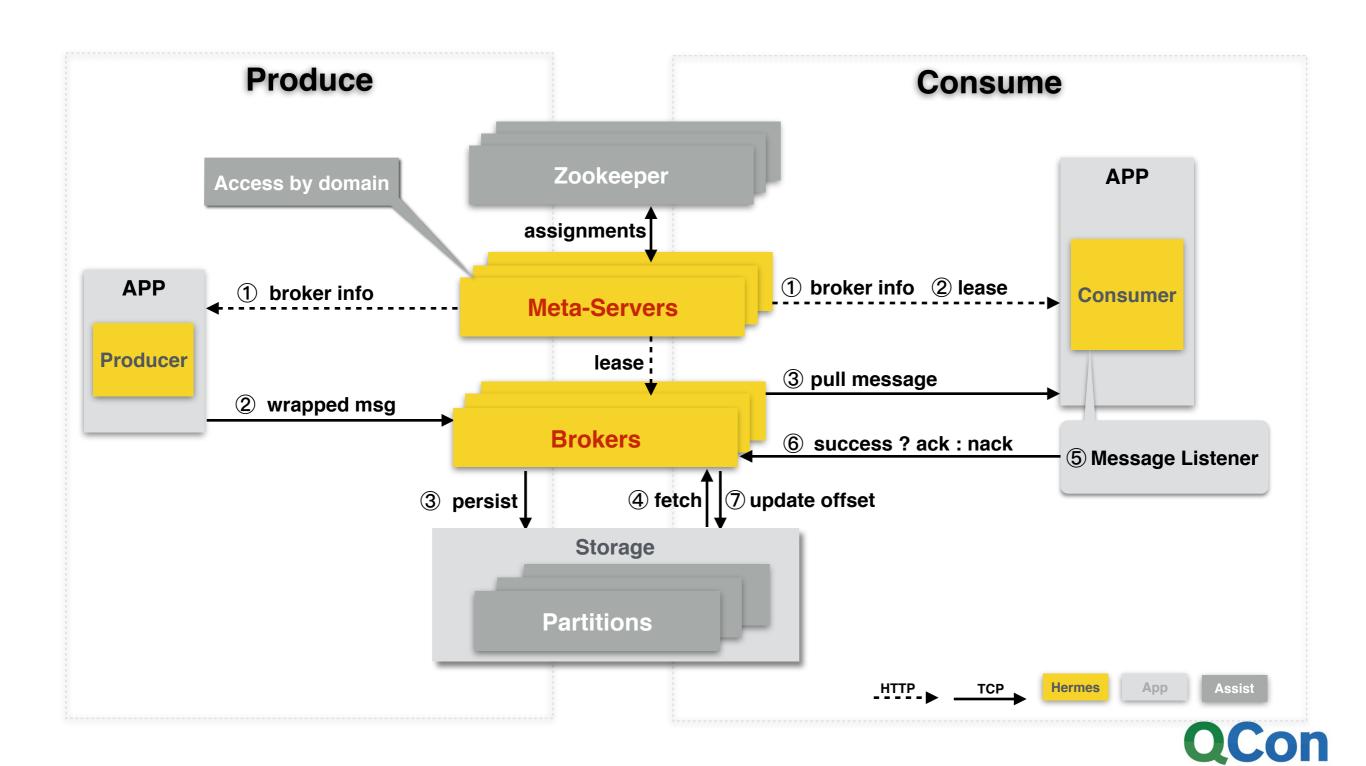


- ▶ Consumer不连接ZK
- ▶ 通过MetaServer竞争Lease
- ▶ MetaServer对集群有灵活的控制能力



### 消息收发全过程





#### 总结



- ▶ 消息写入
  - 批量、InsertOnly、索引
- ▶ 消息投递
  - Partition Stick、写入事件截获、预取、Long Polling
- ▶ 集群管理
  - Lease





## Thanks!

