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KEYSPACE

Amsterdam

# Connection Storms: Detecting and Defusing Outages Before Valkey Crashes

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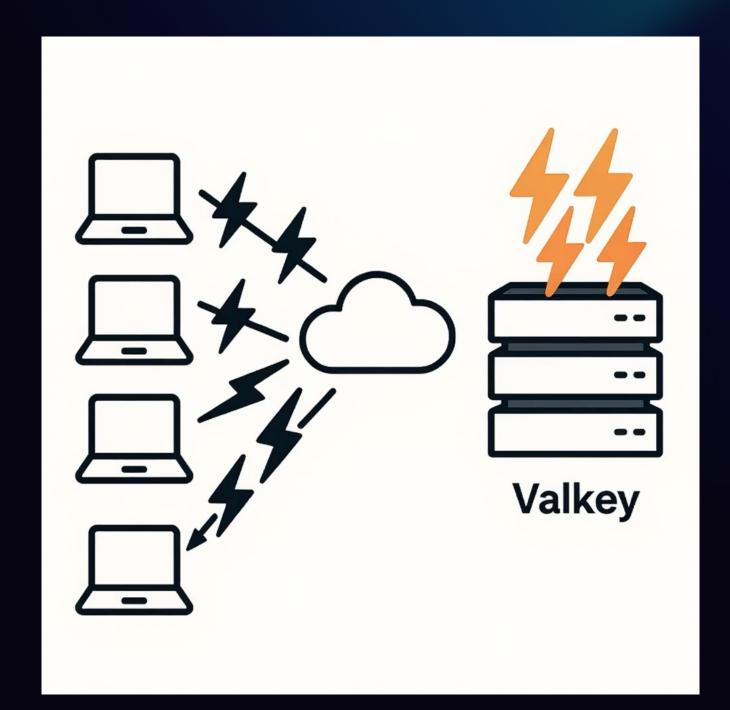


# The 2 AM Wakeup Call

- Pager goes off Valkey cluster alert
- Grafana shows gaps metrics
- App team: "We can't connect to Valkey!"
- Root cause: connection storm



## What is a Connection Storm?



Sudden surge of TCP connections overloads the networking stack

## What is a Connection Storm?



## Client Connection Management

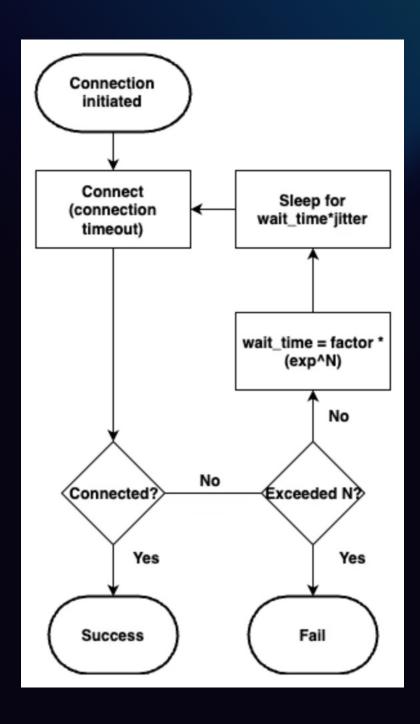
#### **Connection Pool**

- valkey-py
- Multiple sockets
- Reuses connections
- Risk of storms if pool is unbounded

#### Multiplexing

- valkey-glide
- Commands multiplexed on one TCP channel
- Lower overhead
- Can be a bottleneck

#### Client Reconnect Strategies



# Number of retries

Number of retry attempts that the client should perform

#### **Factor**

The multiplier that will be applied to the waiting time between each retry.

Reconnect Strategy

#### Exponent base

The exponent base configured for the strategy

#### Jitter percent

The Jitter percent on the calculated duration

## GLIDE example

```
backoff = BackoffStrategy(
    num_of_retries=5,
    factor=1000,
    exponent_base=2,
    jitter_percent=20,
)
```

# Observability Gaps



## Conntrack Table

#### What it does

Tracks all active network connections

#### Overflow policy

Drop

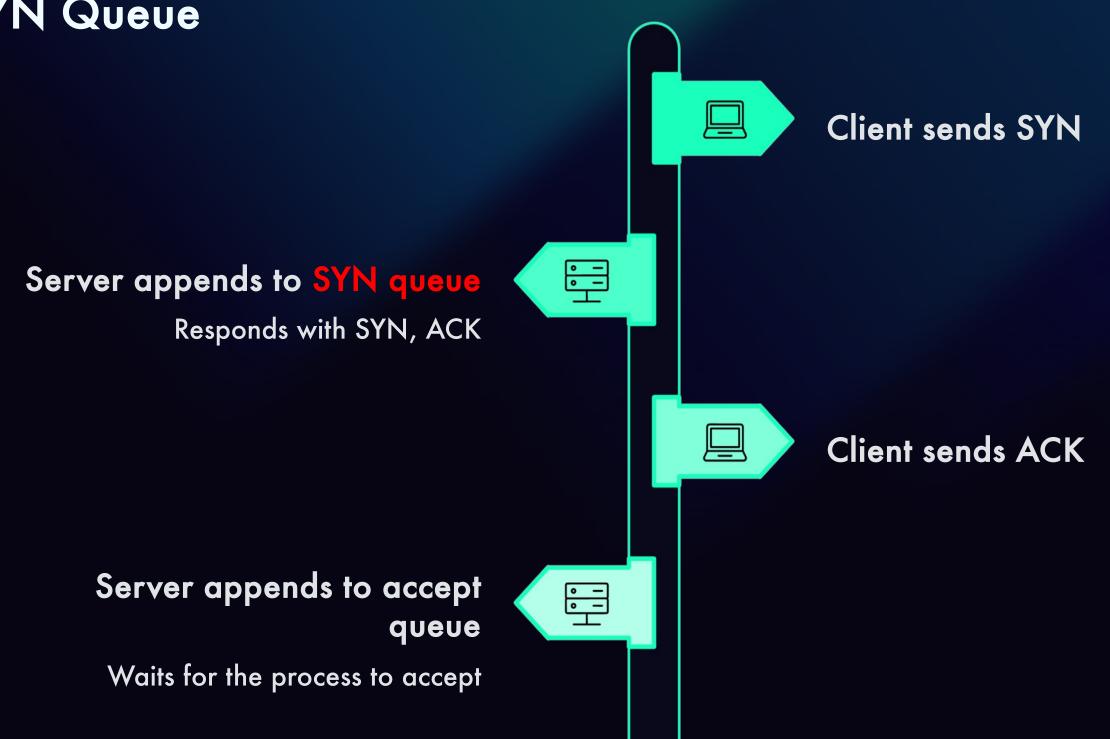
#### How to observe?

net.netfilter.nf\_conntrack\_count

#### How to configure?

net.netfilter.nf\_conntrack\_max

#### SYN Queue



## SYN Queue

#### What it does

Holds half-open TCP handshakes

#### Overflow policy

Sends SYN cookies (unless off)

#### How to observe?

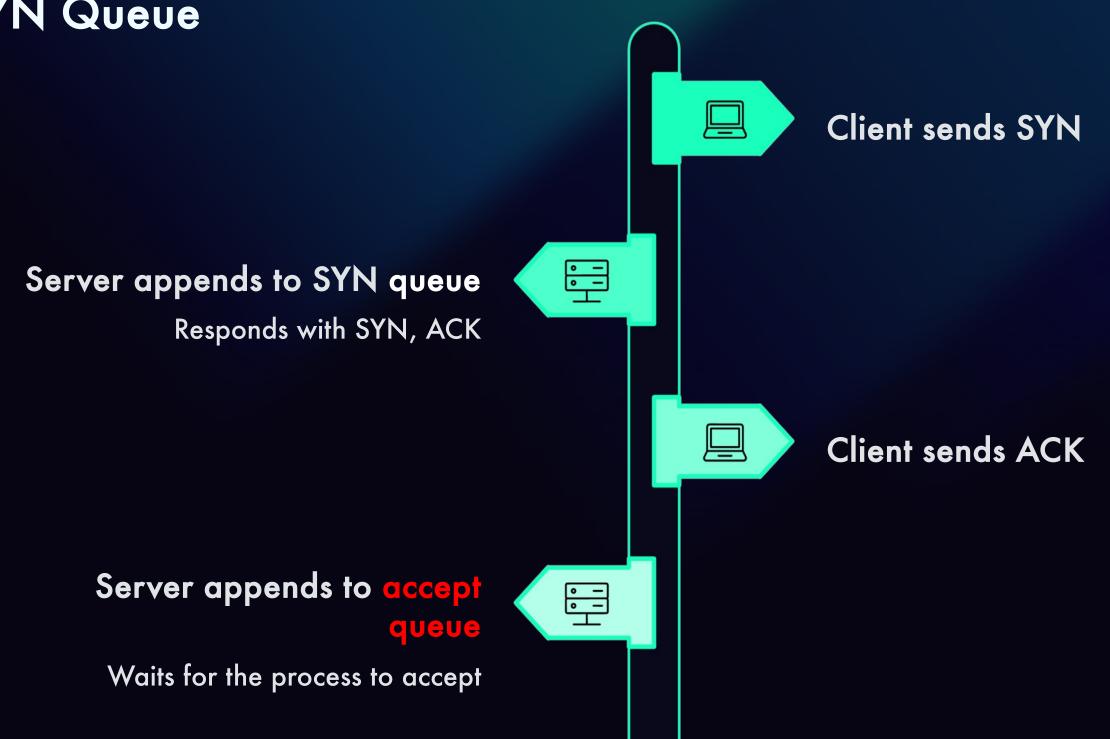
ss -anH state syn-recv | wc -l

#### How to configure?

tcp\_max\_syn\_backlog

tcp\_syncookies

#### SYN Queue



## Accept Queue

#### What it does

Tracks connections ready for Valkey to accept

## Overflow policy

Sends RST when full

#### How to observe?

#### How to configure?

net.core.somaxconn

tcp-backlog

## Cloud

Bandwidth

Conntrack

**PPS** 

## Connection Storm Checklist

#### **Connection Storm Survival**



Use connection pool or multiplexing

connections



Clients must retry with back-off and jitter

**Back-off** 



conntrack, SYN, accept queues all have limits

Observe kernel



Bandwidth, conntrack, PPS all have limits in cloud

Obestve cloud

# Thank You!