1 Motivation

Motivation

There are applications for which it is critical to establish certain availability, consistency, performance etc.

- Banking
- Web mail
- KOS, CourseWare (to some degree)

Questions

- How can we define/measure such non-functional application requirements?
- What techniques/tools can we use to provide such applications?

2 Core concepts

Understanding Core Concepts

- Mission-critical application is an application that is essential to the survival of a business or an organization, i.e., failure or interruption of the application significantly impacts business operations.
- Important properties of such an application
 - How well can it be adapted to handle bigger amounts of work?
 - * scalability
 - How well does it provide useful resources over time period?
 - * availability
 - What is the rate of processing of the specified workload over the specified time period?
 - * performance

Scalability of an application

- Scalability is a property of an application which defines
 - how easily it can be expanded to satisfy increased demand for network, processing, database access, file-system resources etc.
 - how well it handles the increased amount of work

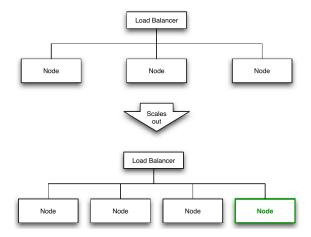


Figure 1: Clustering Example – horizontal scaling of SOA systems/web services by adding more servers nodes to a *load-balanced network*.

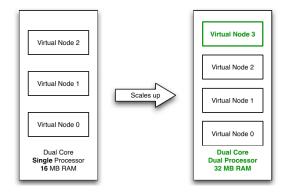


Figure 2: Virtualization Example – vertical scaling of hosting services by increasing number of processors, the amount of main memory to host more virtual servers.

- There are 2 ways to scale an application
 - horizontally (scaling out) expanding by adding new nodes with identical functionality to existing ones.
 - **vertically (scaling up)** expanding by adding processor units, main memory, storage or network interfaces to a node.

Horizontal Scaling Example

Vertical Scaling Example

High-availability of an application

Availability	Downtime per year	Downtime per week	Downtime per day
90% ("one nine")	$36.5 \ days$	16.8 hours	2.4 hours
95%	18.25 days	8.4 hours	1.2 hours
97%	10.96 days	5.04 hours	43.2 minutes
98%	7.30 days	3.36 hours	28.8 minutes
99% ("two nines")	$3.65 \ days$	1.68 hours	14.4 minutes
99.9% ("three nines")	8.76 hours	10.1 minutes	1.44 minutes
99.99% ("four nines")	52.56 minutes	1.01 minutes	8.66 seconds
99.999% ("five nines")	5.26 minutes	6.05 seconds	864.3 milliseconds
99.9999% ("six nines")	$31.5 \ seconds$	604.8 milliseconds	86.4 milliseconds
99.99999% ("seven nines")	$3.15\ seconds$	60.48 milliseconds	8.64 milliseconds

Table 1: Measuring Availability – vendors typically define availability as given number of "nines".

- Uptime, (downtime) is time during which application is running (not running). Sometimes *uptime*, *downtime* is used to express its probability.
- Availability is defined as the percentage of time an application provides its expected functionality $A = (1 \frac{t_{unplanned_downtime}}{t_{uptime}}) * 100$
- Note, that *uptime* and *availability* are different concepts.
- **High-availability** characterizes applications that are obliged to have availability close to 100%.

Measuring availability

Service Level Agreement (SLA)

Service Level Agreement (SLA) defines obligations of involved parties in delivering and using an application, for example:

- minimal/target levels of availability
- maintenance windows
- performance and metrics for its evaluation
- billing
- consequences of not meeting obligations

3 Techniques

3.1 Load Balancing

Load Balancing

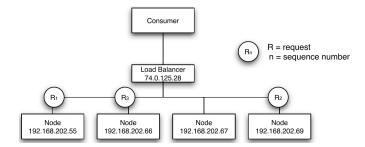


Figure 3: Load Balancer using the Round Robin algorithm.

- Response time defines the amount of time it takes a system to process a request after it has received it
- latency is often used to refer to the response time lowered by the processing time of the request on the server
- Throughput defines the number of transactions per second that an application can handle
- Load balancing is a technique for minimizing *response time* and maximizing *throughput* by delegating requests among multiple nodes
- Load balancer is responsible for routing requests to available nodes based on scheduling rules

Load Balancing

- Distributes client requests or network load efficiently across multiple servers
- Hardware vs Software load balancers
- Load balancing strategies:

Round Robin distribute requests to servers sequentially

Least connections incoming requests are routed to servers with the least load (factoring in server strength)

IP hash IP address of the request client determines target server

Round Robin Load Balancer

Persistent/Sticky Session

Stateful applications with server-side sessions require requests from one session to go to the same server.

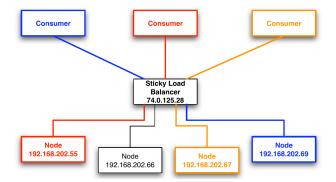


Figure 4: Sticky Load Balancer.

Common Features of Load Balancers

- asymmetric load distribution different loads are assigned to different nodes
- priority activation if the load gets too high, some standby nodes are activated
- dynamic configuration add/remove servers in server pool quickly at runtime
- content filtering modifies traffic on the way through
- firewall deciding whether traffic might pass through an interface or not based on security rules

3.2 Caching

Caching

Caching is a technique for sharing data among multiple data consumers. It is useful for data that are expensive to compute or fetch or do not change often.

- implemented by index tables where key is used to retrieve cached entry (datum)
- query for datum using cache can lead to cache hit or cache miss
- Cache is transparent for its client

Cache Types

• application cache

 implicit vs. explicit application caching – with little/no participation of a programmer (e.g. Ehcache) vs. using caching API (e.g. Memcached)

• web cache

- client side (browser) vs. server side caching

- web-accelerators operates on behalf of the server of origin (e.g. content distribution networks, Akamai)
- proxy caches serve requests to a group of client accessing same resources. Used for content filtering and reducing bandwidth usage (e.g. Apache)
- distributed cache implemented across multiple systems that serves requests for multiple customers and from multiple resources (e.g. distributed web cache Akamai, distributed application cache Memcached)

Cache Strategies

Read-through Data are read through cache, if miss, data are read from storage and put into cache

Write-through Data are written through cache, i.e., update occurs synchronously in cache and in data storage

Write-behind Data are written into cache, update in storage occurs asynchronously after configured delay/when another update to the data occurs

Write-allocate/No-Write-Allocate Writing data allocates (does not allocate) cache as well

Eviction

- Index-based delete at specified index
- Random, Round Robin delete at random/computed position
- FIFO (TTL) replace oldest item (regardless of access frequency)
- \bullet LRU replace least recently used item

Write-through with No-write Allocation

Write-behind Cache with Write Allocation

3.3 Clustering

Clustering

- Cluster is group of computer systems that work together in a form that appears from the user perspective as a single system
- Load-balancing cluster (Active/Active) distributes load to redundant nodes, while all nodes are active at the same time offering full-service capabilities
- *High-availability cluster* (Active/Passive) improves service availability by redundant nodes eliminating single points of failures

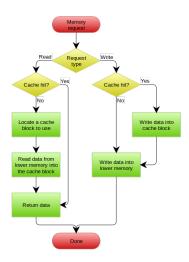


Figure 5: A write-through cache with no-write allocation taken from $https://en.wikipedia.org/wiki/Cache_(computing)$

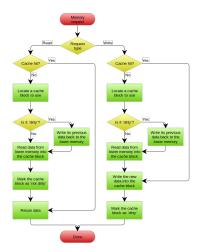


Figure 6: A write-behind cache with write allocation taken from $https://en.wikipedia.org/wiki/Cache_(computing)$

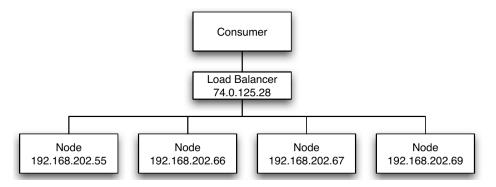


Figure 7: Load-Balancing Cluster (Active/Active)

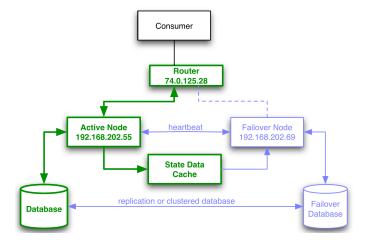


Figure 8: High-Availability Cluster (Active/Passive). It uses "heartbeat" to detect if nodes are ready and routing mechanism to switch traffic if a node fails.

Load-Balancing Cluster

High-Availability Cluster

Principles to Achieve High Availability

- Elimination single points of failure adding redundancy so failure of a component does not cause failure of the entire application
- Reliable crossover ability to switch to from failing node to new node without loosing
- Detection of failures as they occur failing node should maintain activity, not user's attention.

Separation of Responsibilities

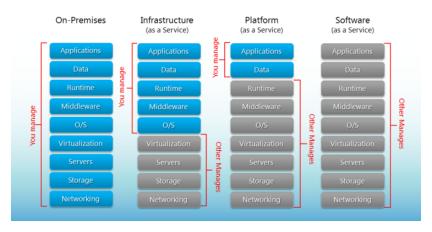


Figure 9: Cloud computing models. Source: http://robertgreiner.com/2014/03/windows-azure-iaas-paas-saas-overview/

3.4 Cloud Computing

Cloud Computing

- Cloud Computing is a type of internet-based computing where applications are running on distributed resources owned and operated by a third-party.
- Pay-as-you-go billing
- Service models within cloud computing:
 - **Infrastructure as a Service (laaS)** use provided infrastructure virtual machines, servers, load balancers, network, e.g., Amazon EC2
 - Platform as a Service (PaaS) using provider's services, libraries, tools with control over deployed application execution runtime, database, web-server, development, e.g. Google AppEngine, MS Azure
 - **Software as a Service (SaaS)** using providers application with limited control over the application, e.g., Office 365, email

On Premise vs IaaS vs PaaS vs SaaS

System performance testing

- **Performance** refers to application throughput with specified workload and period of time.
- Performance specifications are typically documented in SLA document

Spring	JSR-107	
@Cacheable	@CacheResult	
@CachePut	@CachePut	
@CacheEvict	@CacheRemove	
@CacheEvict(allEntries=true)	@CacheRemoveAll	
@CacheConfig	@CacheDefaults	

Table 2: Alternative annotations within Spring and JSR-107

- Troubleshooting performance issues requires multiple types of testing such as
 - endurance testing identifies resource leaks under the continuous, expected load
 - load testing show application behavior under a specific load
 - spike testing shows application behaviour under dramatic changes in load
 - stress testing identifies the breaking point for the application under dramatic load changes for extended periods of time

4 Tools

Caching

- Java specification SJR 107 JCache
- Spring caching support older, it has its own set of cache-related annotations
- Application cache implementations Ehcache, Memcached

Tools for critical-mission applications

- Netbeans Profiler, IntelliJ IDEA Profiler
- JConsole, VisualVM, Java Flight Recorder
- Apache JMeter or Gatling (performance testing by scripts)
- Apache HTTP Server, nginx, IIS (caching, high availability, load balancing)
- EC2 Elastic Load Balancing

The End

Thank You

Resources

- 1. https://www.nginx.com/resources/glossary/load-balancing/
- 2. https://aws.amazon.com/caching/
- 3. https://docs.oracle.com/cd/E13924_01/coh.340/e13819/readthrough.
 htm
- 4. https://docs.spring.io/spring/docs/current/spring-framework-reference/integration.html\#cache