

# 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

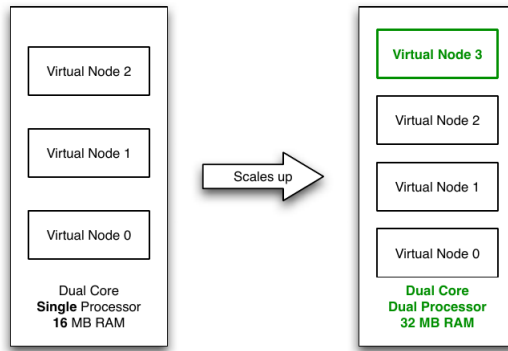


Figure 1: Virtualization Example – vertical scaling of hosting services by increasing number of processors, the amount of main memory to host more virtual servers.

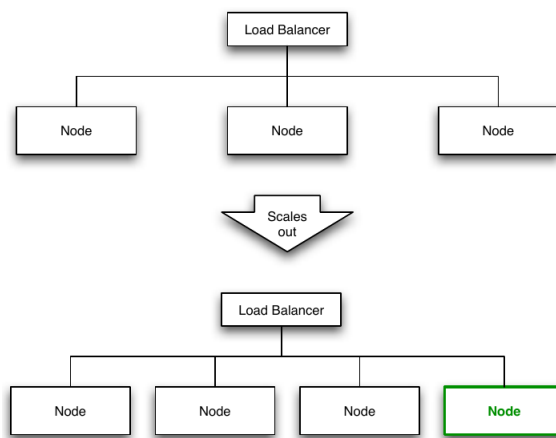


Figure 2: Clustering Example – horizontal scaling of SOA systems/web services by adding more servers nodes to a *load-balanced network*.

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

### Vertical Scaling Example

### Horizontal Scaling Example

### High-availability of an application

- **Uptime (downtime)** is time during which application is running (not running).

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”.

- **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

### SLA/OLA

#### Service Level Agreement (SLA)

defines obligations towards the (external) client in delivering and using an application

For example:

- minimal/target levels of availability
- timing of reaction (reply to client, fix; based on urgency; e.g. issue A, 1 hour reaction, 8 hours fix)
- maintenance windows
- performance and metrics for its evaluation
- billing
- consequences of not meeting obligations

#### Operational Level Agreement (OLA)

defines similar obligations towards the internal departments

## 3 Techniques for Performance Optimization

### 3.1 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

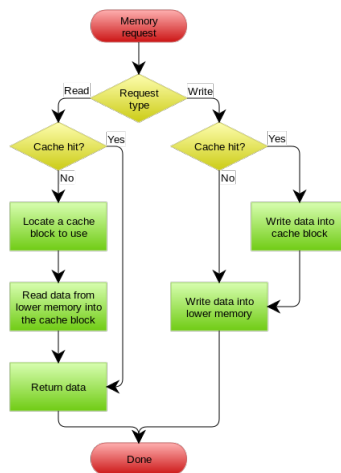


Figure 3: A write-through cache with no-write allocation taken from [https://en.wikipedia.org/wiki/Cache\\_\(computing\)](https://en.wikipedia.org/wiki/Cache_(computing))

- *LRU* – replace least recently used item
- *FIFO (TTL)* – replace oldest item (regardless of access frequency)
- *Random, Round Robin* – delete at random/computed position

### Write-through with No-write Allocation

### Write-behind Cache with Write Allocation

## 3.2 Pools

### Pools

- Thread pools
- Connection pools, FISH-985-rwlockdatabase – show, how amount of connection affects performance (Resources, JDBC, JDBC Connection Pools, tasksPool, Pool Settings)
- Small poll and short Max Wait Time = PoolingException: In-use connections equal max-pool-size and expired max-wait-time. Cannot allocate more connections.

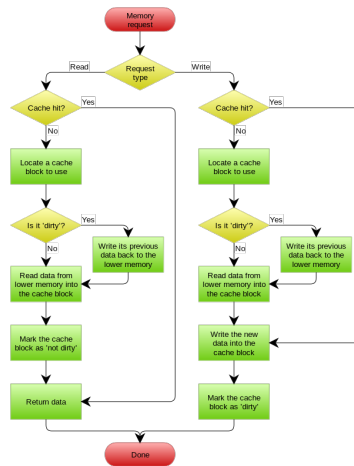


Figure 4: A write-behind cache with write allocation taken from [https://en.wikipedia.org/wiki/Cache\\_\(computing\)](https://en.wikipedia.org/wiki/Cache_(computing))

### 3.3 Load Balancing

#### Load Balancing

- **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

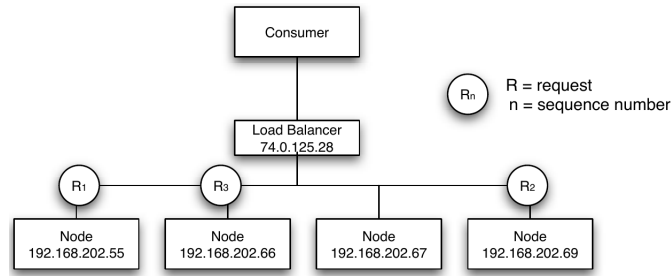


Figure 5: Load Balancer using the Round Robin algorithm.

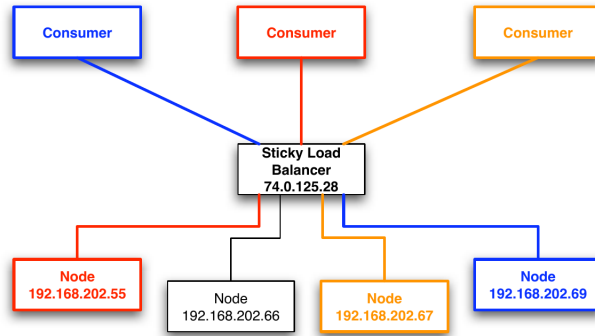


Figure 6: Sticky Load Balancer.

## Round Robin Load Balancer

### Persistent/Sticky Session

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

### 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

## 3.4 Clustering

### Clustering

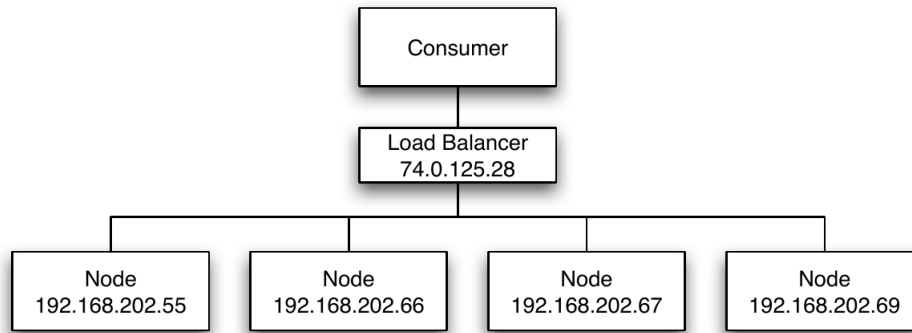


Figure 7: Load-Balancing Cluster (Active/Active)

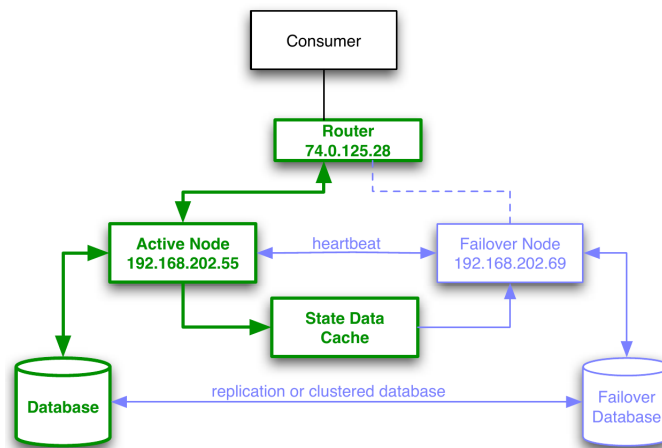


Figure 8: High-Availability Cluster (Active/Passive). It uses “heartbeat” to detect if nodes are ready and routing mechanism to switch traffic if a node fails.

- **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

### Load-Balancing Cluster

### High-Availability Cluster

### Principles to Achieve High Availability



- Elimination of 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.

## Docker + Kubernetes

- Docker allows simple and reproducible node setup
  - same image, central repository
  - containers are configured
  - docker-compose allows bind several services (Java server, nginx, PostgreSQL)
- Kubernetes provides cluster, runs services on multiple nodes
  - configuration
  - load balancing
  - monitoring, fault tolerance (self healing) – restarts services
  - automatic cluster sizing

## 3.5 Cloud Computing

### Cloud Computing

- Keeping a reliable environment with well-configured high-availability is hard!
- **Cloud Computing** is a type of internet-based computing where applications are running on distributed resources owned and operated by a third-party like Amazon.
- *Pay-as-you-go billing*
- Service models within cloud computing :
  - Infrastructure as a Service (IaaS)** 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

# Separation of Responsibilities

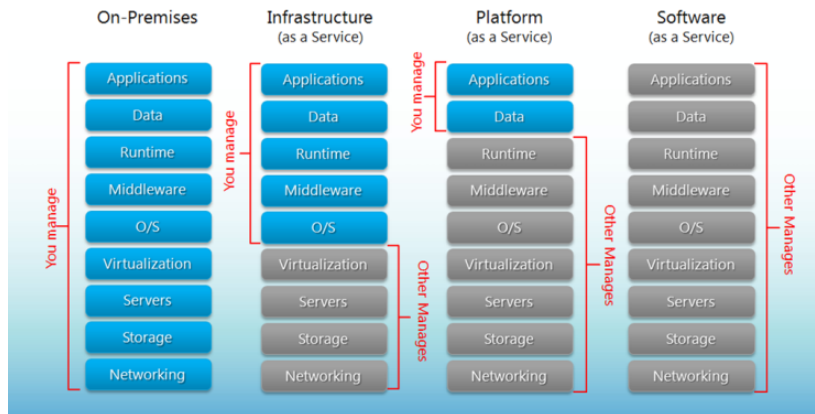


Figure 9: Cloud computing models. Source: <http://robertgreiner.com/2014/03/windows-azure-iaas-paas-saas-overview/>

## System performance testing

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

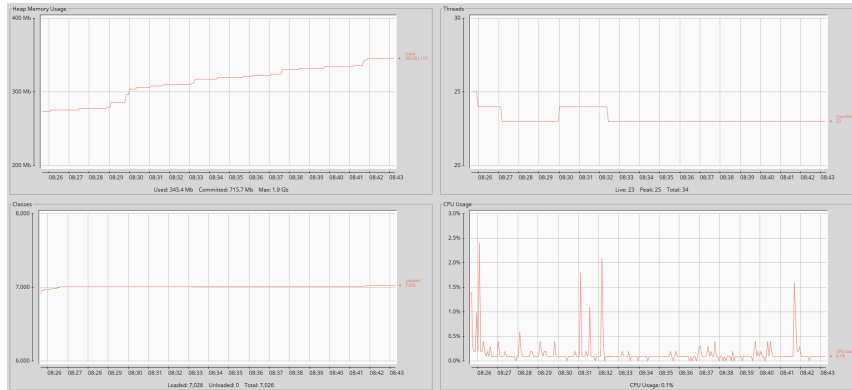
## 4 Tools

### Caching

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

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

Table 2: Alternative annotations within Spring and JSR-107



## 4.1 Monitoring Tools

### JConsole

- GUI-based Java monitoring tool,
- JMX compliant,
- Allows connection to local or remote (if configured) processes,
- Part of the JDK.

### JavaMelody

- Very simple to implement (few lines in web.xml, few lines in pom.xml)
- Navigate to /monitoring and enjoy!
- LIVE DEMO (at least PDF)
  - Records data for last year, older data is summarized, old data removed
  - memory, sessions, threads, CPU, disk space, network bandwidth, SQL traffic, JMX, timing statistics of requests...
  - actions: invalidate sessions, perform garbage collection, memory dump

## **Prometheus + Grafana**

- Ready software, frequently used in production
- LIVE DEMO
- Prometheus collects and saves metrics
  - just provide data in the right format
- Grafana makes nice dashboards, graphs
  - make your own dashboard drag&drop
  - download some ready dashboard via “Import via grafana.com”

## **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

## **5 Demos**

### **Demo – Cache**

- CDI + source
- Controlling Cache directly + source
- REST + source + demo

### **Demo – Monitoring**

#### **Load testing with JMeter**

- SampleApplication with slow service
- JConsole, VisualVM
- Prometheus + Grafana
- Using wrk as a tester (try also JMeter)

#### **JConsole, VisualVM**

- Connect to server with JConsole, see what is going on there
- Connect to server with VisualVM, see what is going on there

**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](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>
5. <https://visualvm.github.io/documentation.html>,
6. <https://jmeter.apache.org/>