Serveur d'applications à haute disponibilité

17/09/2011 - Pyconfr Tarek Ziade & Benoît Chesneau

- Le problème c l 0k
- "It's time for web servers to handle ten thousand clients simultaneously, don't you think? After all, the web is a big place now."
- http://www.kegel.com/cl0k.html





Toujours plus de media

- Plusieurs requêtes par secondes
- Optimisations
 - Matériel
 - Temps de réponse
 - Concurrence
 - Impact de la base de données

Haute disponibilité et concurrence





- 1993 1998 CGI (et applets java...)
- Apache & Prefork simple
- Multiprocessing threads vs events



Un peu d'histoire





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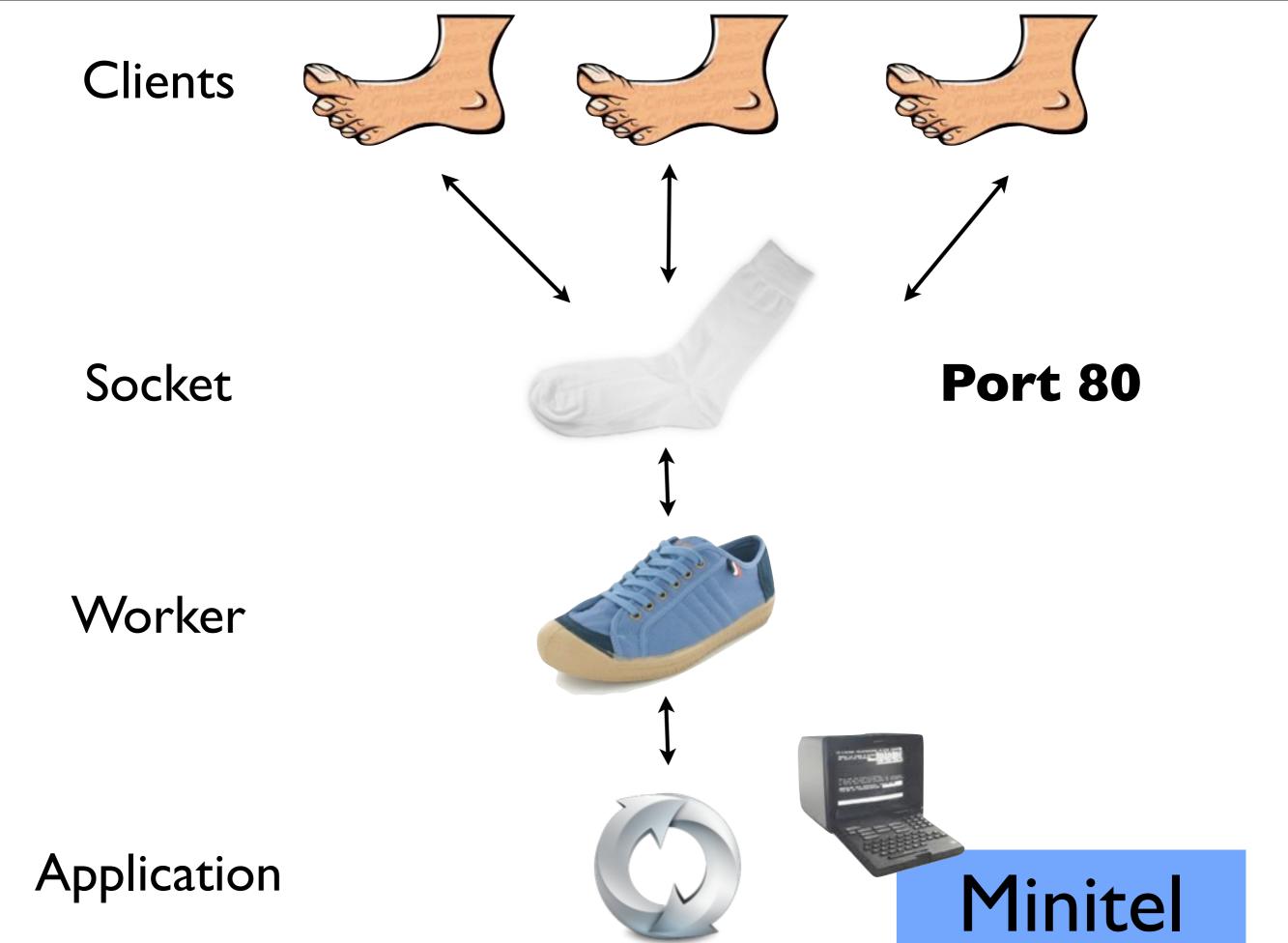




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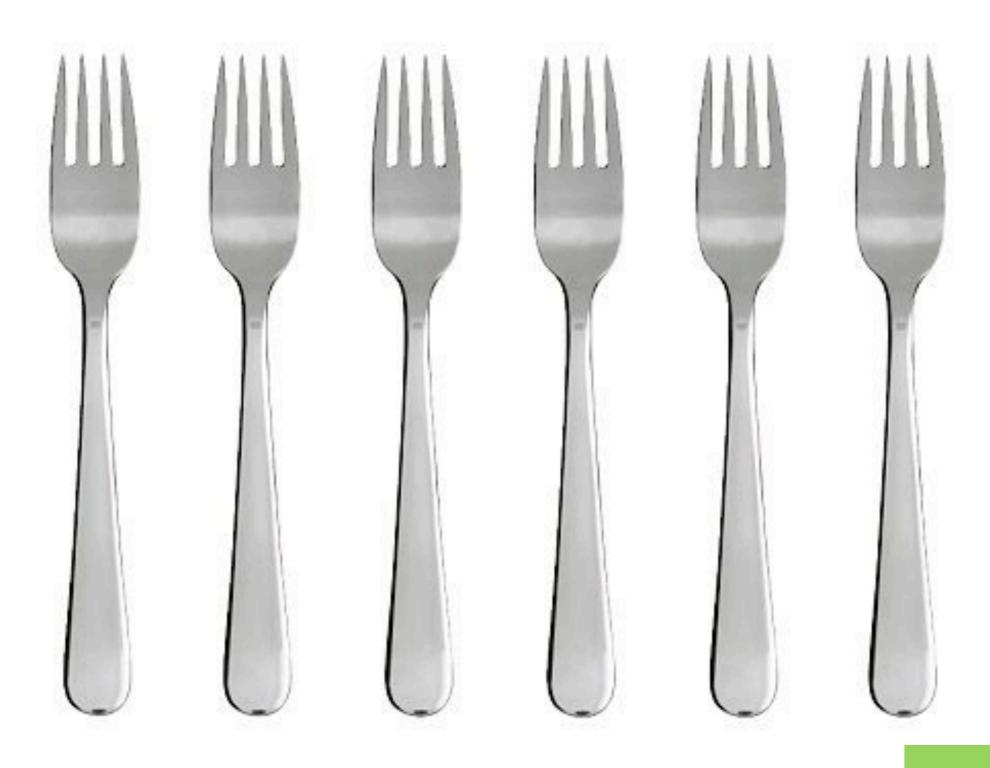
Un peu d'histoire

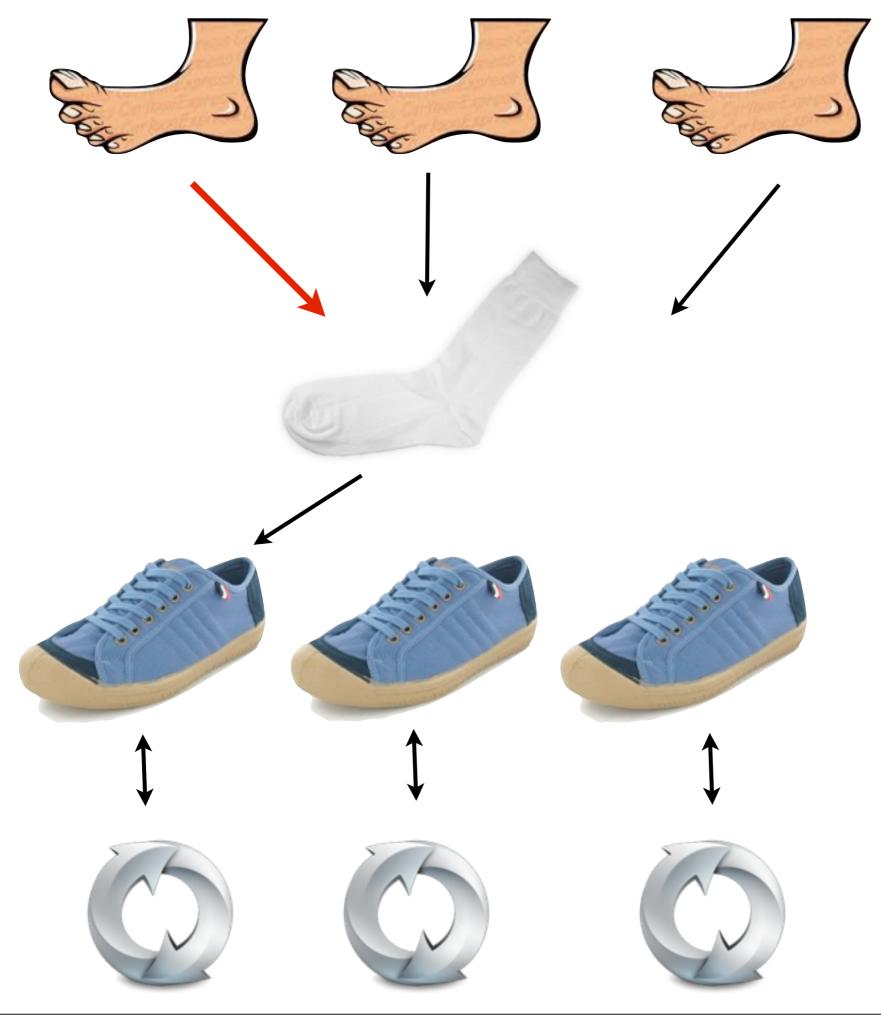


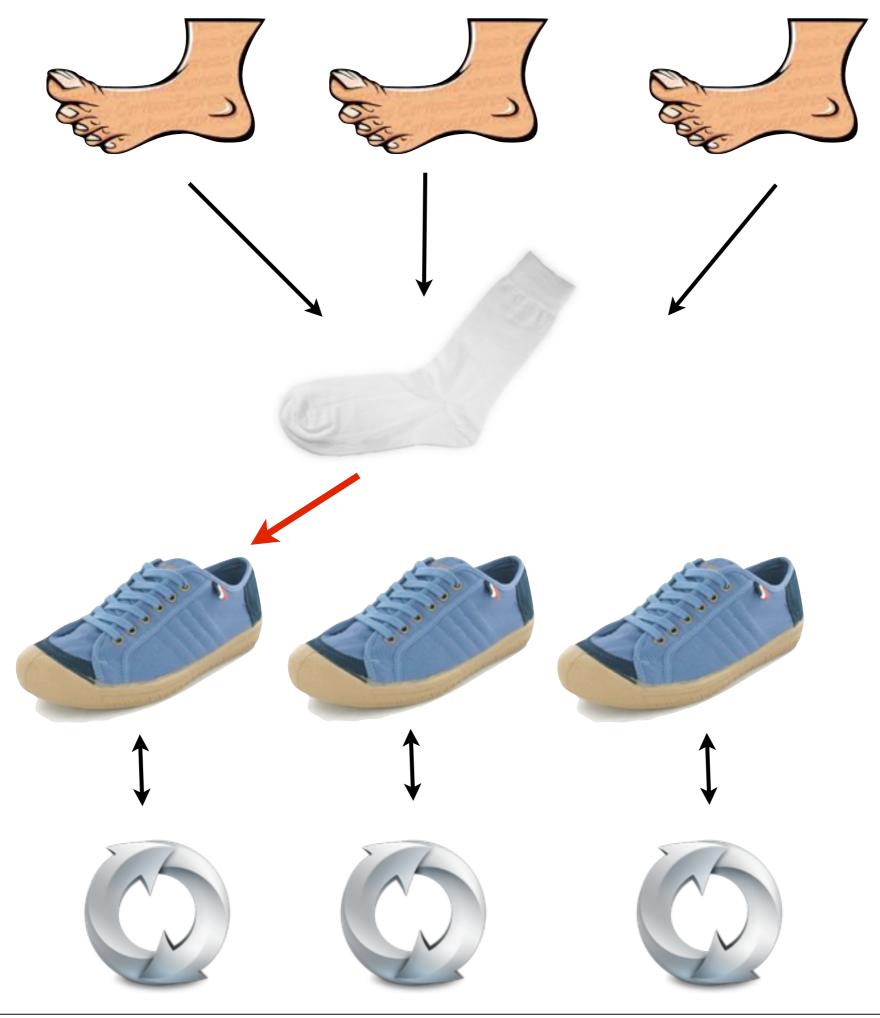
Sunday, September 18, 11

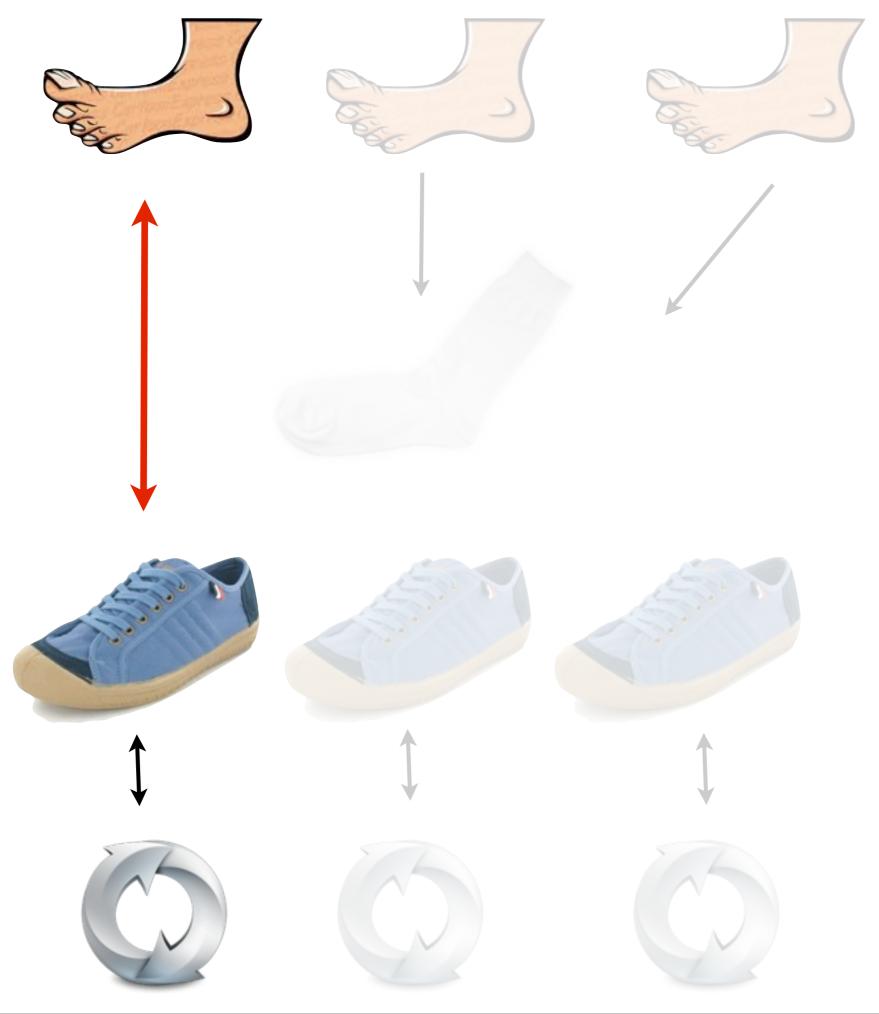




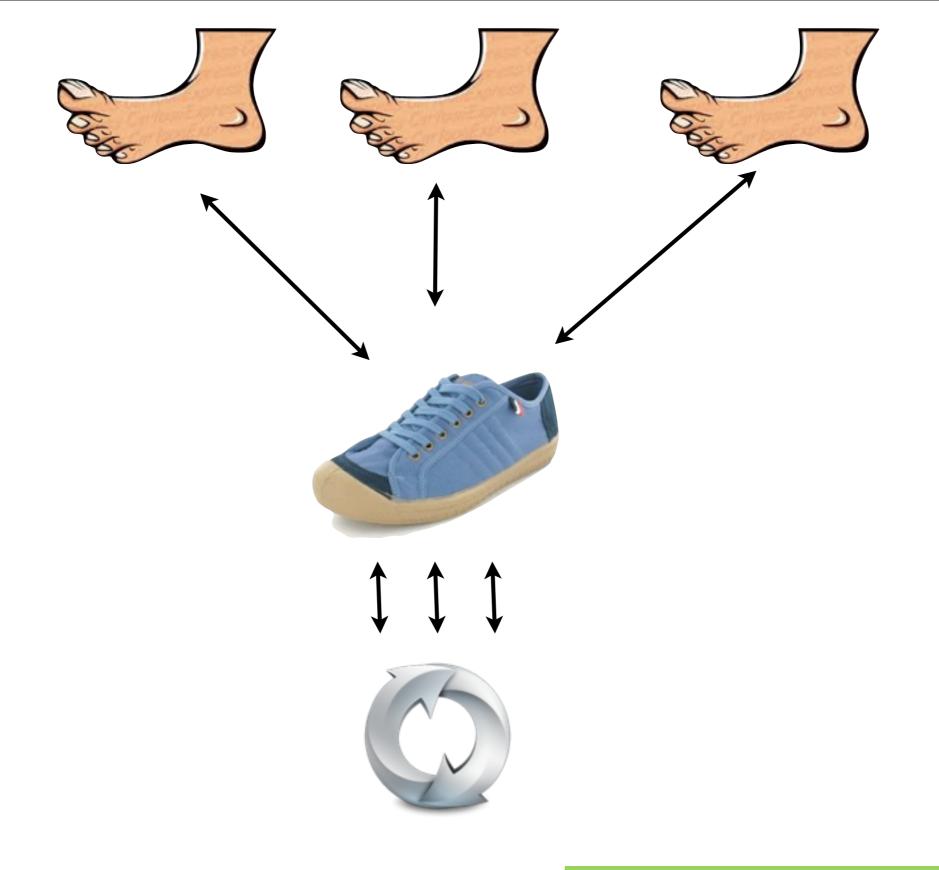








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Multiprocessing

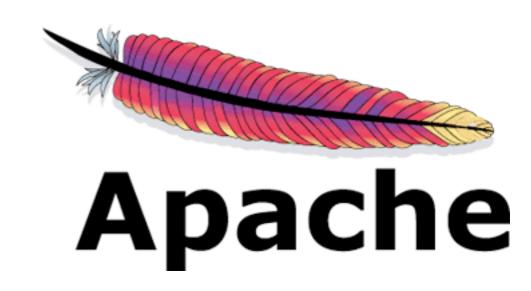
- Threads ou Events ?
- Apache, Nginx, Node.js, (Erlang)

MPM Prefork

```
$ ab -n 1000000 -c 250 http://127.0.0.1/
$ ps ax|grep apache2|wc -l
152
```

 MPM Worker (hybride prefork + threads par requêtes)

```
$ ps ax|grep apache2|wc -l
5
```



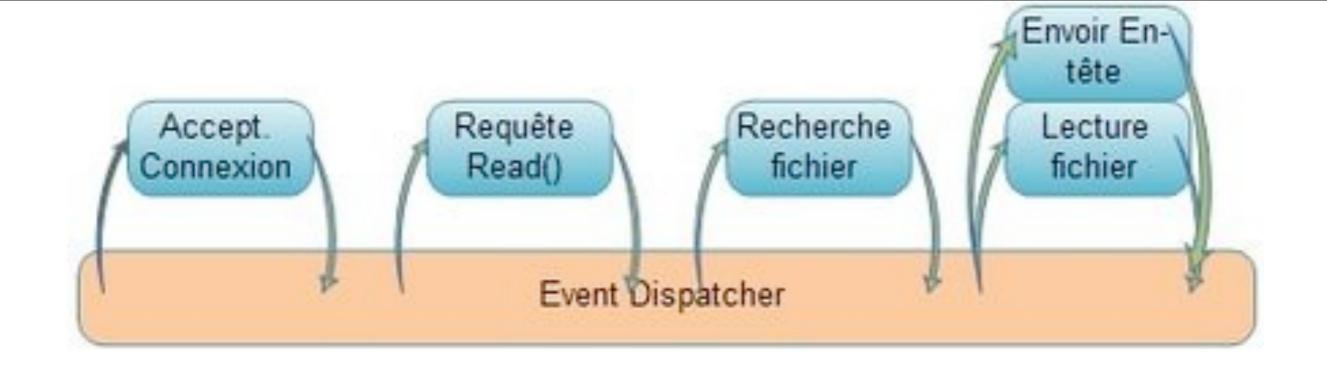
- I master process, plusieurs workers
- Prefork
- Accepte plusieurs connections par worker
- Évènements



- I seul thread
- I boucle d'évènements (READ/WRITE)
- Context switching



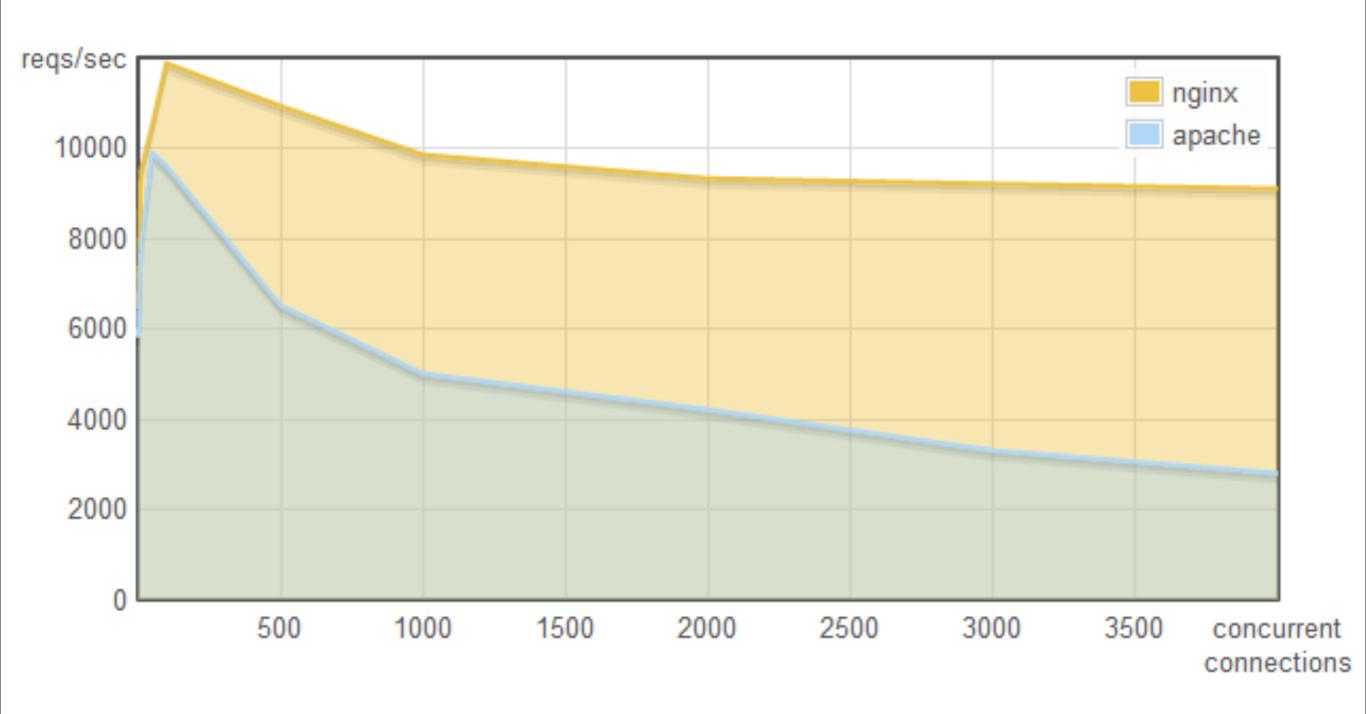
Event Loop



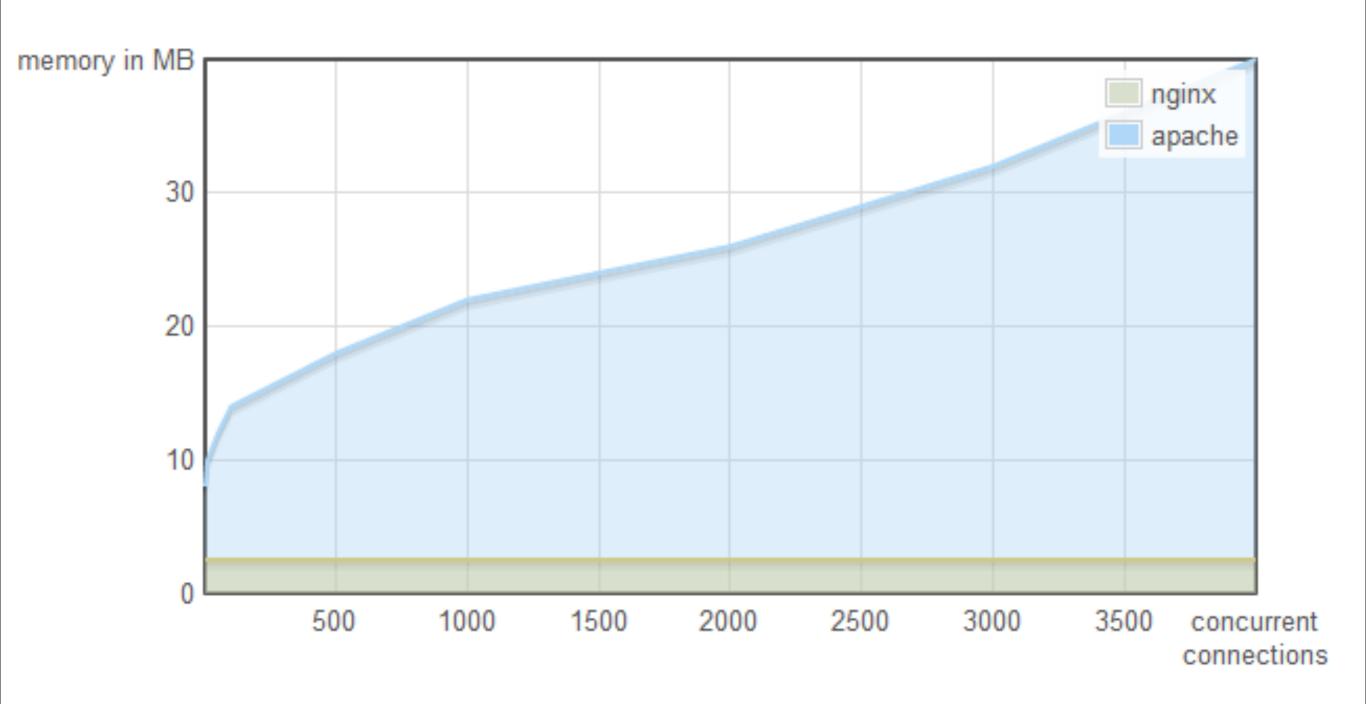


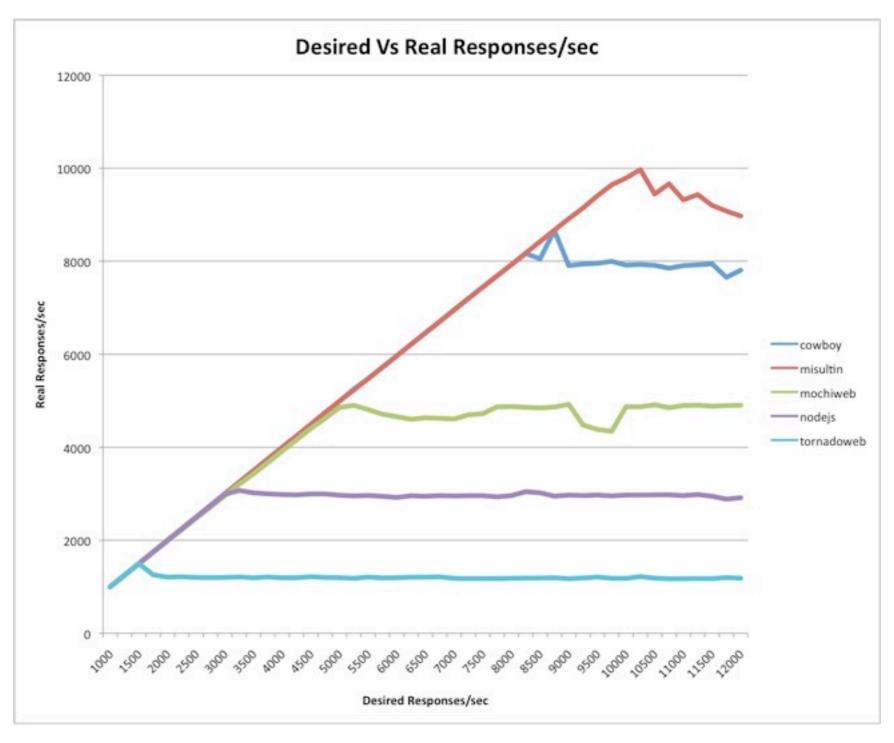
- Nginx VS Apache
- http://blog.webfaction.com/a-little-holidaypresent

Nginx versus Apache (with the worker-MPM) for serving a small static file:



Usage de la mémoire





http://www.ostinelli.net/a-comparison-between-misultin-mochiweb-cowboy-nodejs-and-tornadoweb/

Choix

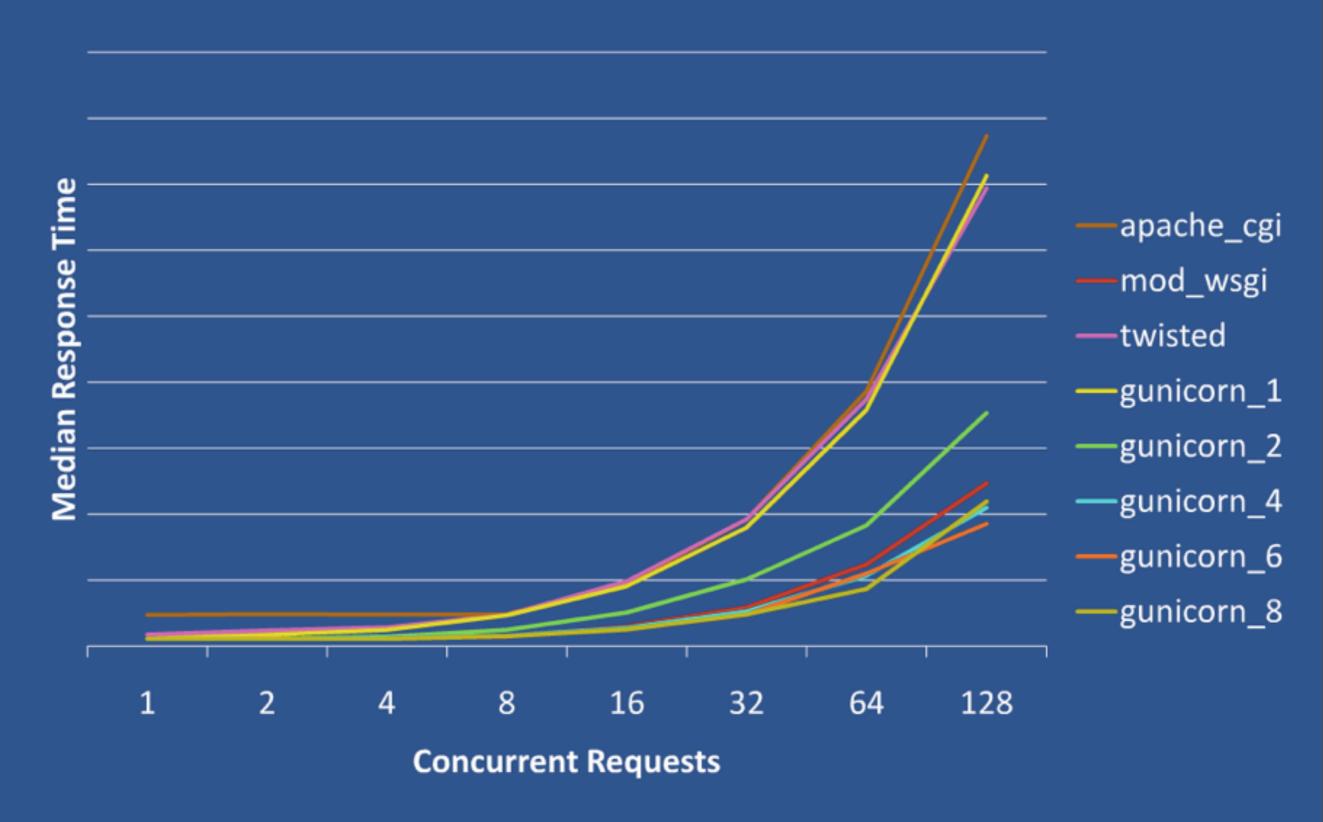
- WSGI (PEP 3333)
- Prefork socket partagé
- async, sync workers (gevent, eventlet, tornado, ...)
- S'intègre facilement avec django, paster, ...



- HTTP Stream
- Upgrade à chaud "à la nginx"
- Ligne de commande simple:
 - \$ gunicorn -w 3 test:app
- greins (<u>https://github.com/meebo/greins</u>)



Performance





asynchrone ou synchrone

twisted

- librairie asynchrone
- Évènements & callbacks
- serveur twisted: I seule boucle d'évènements

gevent & eventlet

- Librairies réseaux
- api synchrone
- monkey patch
- coroutines
- Le code tourne toujours de manière asynchrone

```
from gevent import pywsgi

def handle(environ, start_response):
    start_response('200 OK', [('Content-Type', 'text/html')])
    yield '<html><body><h1>Yo!</h1></body></html>'

server = pywsgi.WSGIServer(('127.0.0.1', 1234), handle)
print "Serving on <a href="http://127.0.0.1:1234">http://127.0.0.1:1234</a>..."
server.serve_forever()
```





ou py.py --withmod-_stackless

http://www.grant-olson.net/python/intro-to-stackless-python

- ulimit est ton ami
- somaxcon
- ...

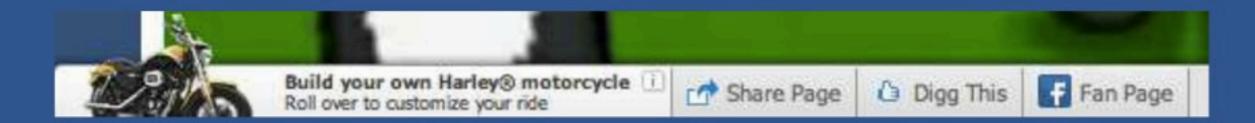




Meebo Bar

- 1000+ sites
- Quantcast: 197 MM monthly uniques*
- LOTS of pageviews
- LOTS of ad requests



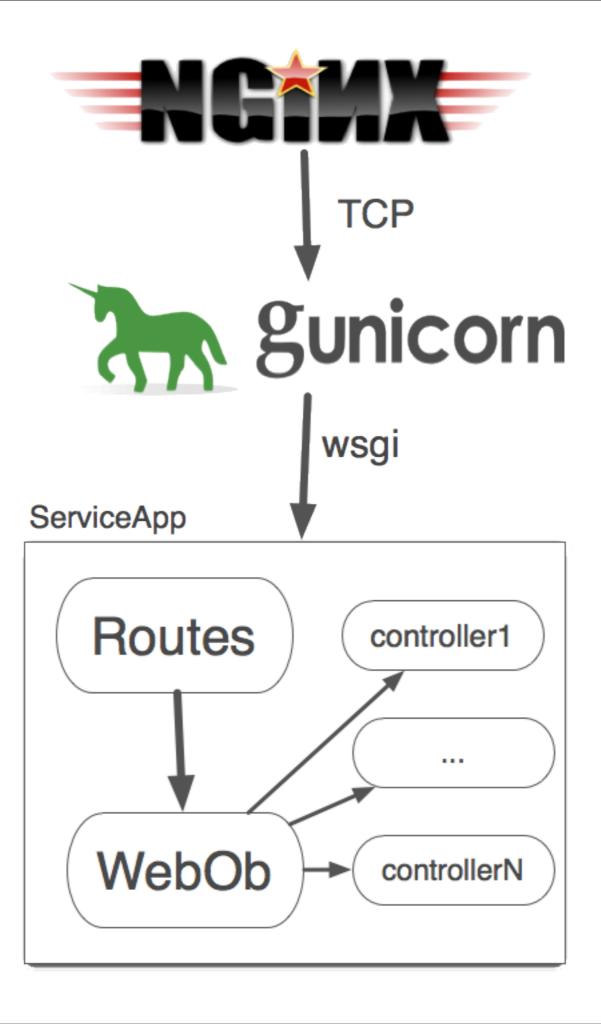




Firefox Sync

- 10 webheads
- 83 mysql
- 2 openIdap masters
- 4 openIdap salves
- ~I.5 millions registered users
- ~550 RPS pour le storage





Déploiement

- libcloud (http://libcloud.apache.org/): deployer sur les "clouds"
- juju (https://juju.ubuntu.com/) : ubuntu cloud (openstack + ensemble ou ec2)

Déployer

- silverlining (http://cloudsilverlining.org/)
- kraftwerk (http://kraftwerk-wsgi.org)



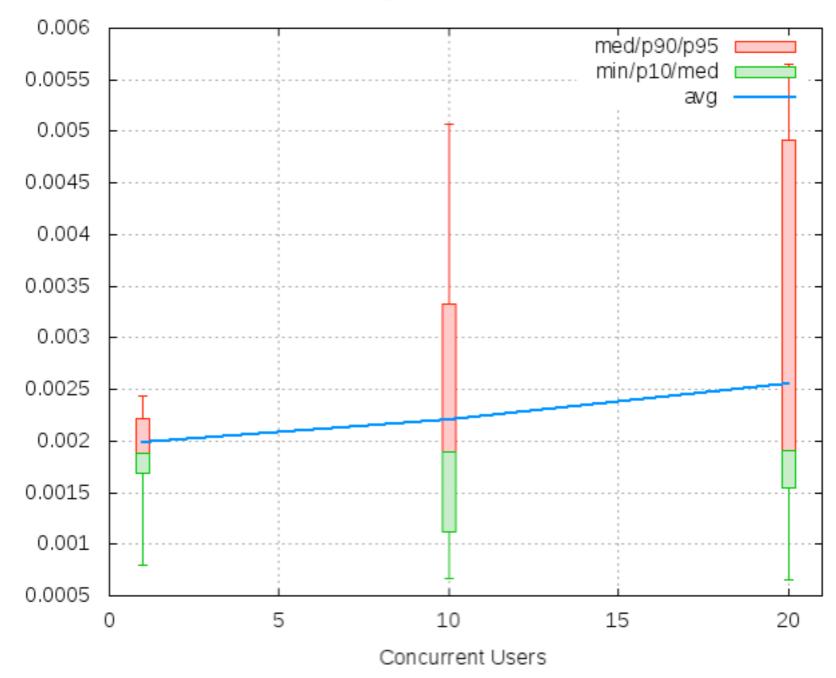
- Apache Bench (ab)
- httperf
- Apache Jmeter
- Grinder
- Funkload



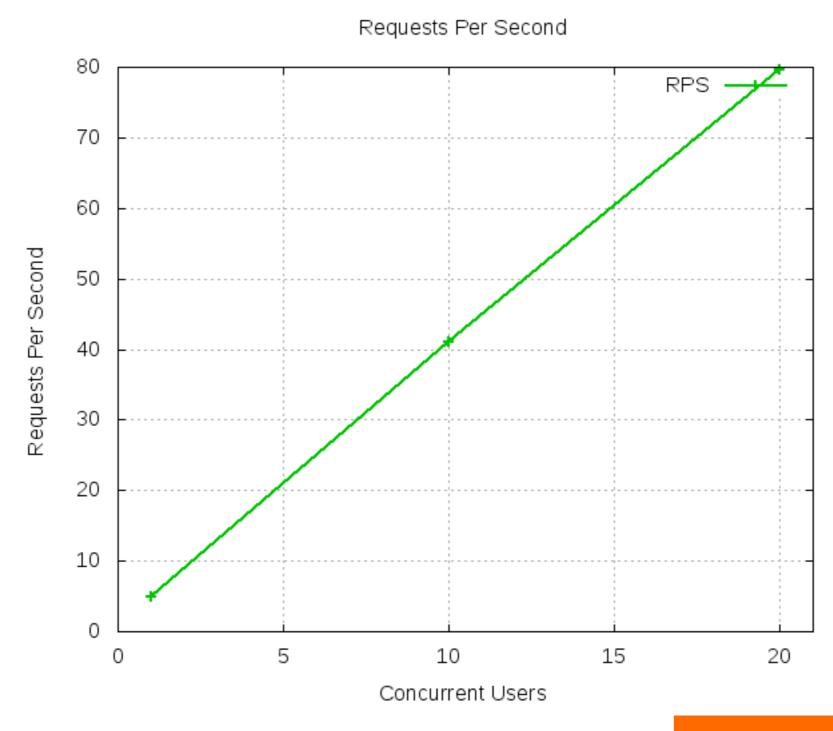


Bench

Pages Response time



Funkload



Funkload

Merci!

- @benoitc
- @tarek_ziade

