Analyzing parameter sets for RabbitMQ and Apache Kafka on a cloud platform

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Abstract

Applications found in both large enterprises and small needs a communication method in order to meet criterias of scalability and durability. There are many communication methods out there but one of the most well used are the usage of message queues. There exists a plethora of many different types of message queues all unique regarding their design and implementation, this thesis tests two of them, Apache Kafka and RabbitMQ.

The experiments conducted are focused on two primary metrics, latency and throughput with secondary metrics such as disk usage and CPU usage. The parameters chosen for both RabbitMQ and Kafka is optimized with focus on the primary metrics. Moreover the experiments conducted are tested on a cloud platform, Amazon Web Services because they ran on a platform as a service called CloudKafka and CloudAMQP.

The results show that Kafka outshines RabbitMQ when it comes to throughput and latency but it also shows the impact that both Kafka and RabbitMQ has when it comes to the amount of written data, with RabbitMQ being the most efficient in terms of quantity of data being written while on the other hand being more CPU-heavy than Kafka.

Keywords: Kafka, RabbitMQ, throughput, latency, cloud platform, testing

Sammanfattning

Applikationer som finns i både komplexa och icke-komplexa system behöver en kommunikationsmetod för att möta kraven när det kommer till skalbarhet och uthållighet. Det finns väldigt många olika typer av kommunikationsmetoder men en av de mest välanvända är meddelandeköer. Det finns ett väldigt stort utbud av meddelandeköer som alla är unika med deras egna design och implementation, den här rapporten testar två av dem, Apache Kafka och RabbitMQ.

Experimenten som utfördes fokuserades på två huvudmätetal, latens och genomflöde med sekundära mätetal som minnesanvändning och CPU-användning. Parametrarna utvalda för både RabbitMQ och Kafka försöker optimera dessa mätetal. Experimeten utfördes på en molnplattform, Amazon Web Services eftersom tjänsterna existerar på den plattformen.

Resultaten visar att Kafka är tydligt bättre än RabbitMQ när det kommer till genomflödet och latensen men påvisar också effekten av både RabbitMQ och Kafka har på hur mycket data som skrivits där RabbitMQ är mer optimerat än Kafka men påvisar också att RabbitMQ är mer CPU-belastad.

Nyckelord: Apache Kafka, RabbitMQ, genomflöde, latens, molnplattform, testning

Contents

1	Intr	Introduction 1				
	1.1	Background	2			
		1.1.1 Message oriented middleware	2			
	1.2	Problem	4			
		1.2.1 84codes, CloudKarafka, CloudAMQP	4			
	1.3	Purpose	4			
	1.4	Goal	5			
		1.4.1 Benefits, Ethics and Sustainability	5			
	1.5	Methodology	7			
	1.6	Delimitations	8			
	1.7	Outline	8			
2	Bac	ekground	9			
_	2.1	Point-to-Point	10			
	2.2	Publish/Subscribe	11			
	2.3	Communication protocols	14			
		2.3.1 Advanced Message Queueing Protocol	14			
		2.3.2 Extensible Messaging and Presence Protocol	16			
		2.3.3 Simple/Streaming Text Oriented Messaging Protocol	18			
		2.3.4 Message Queue Telemetry Transport	19			
	2.4	Apache Kafka	20			
		2.4.1 Apache Zookeeper	22			
	2.5	RabbitMQ	22			
n	D	-work	24			
3			24 24			
	3.1 3.2	Metrics	24 25			
	3.2	Parameters				
		3.2.1 Kafka parameters	25			
	0.0	3.2.2 RabbitMQ parameters	26			
	3.3	Related work and novelty	27			
4	Wo	rk	29			
	4.1	Initial process	29			
	4.2	Setup	31			
	13	Experiments	33			

4
4
3
3
3
9
)
2
3
3
5
3
3
1
7
55 56 57 57 57 57 57 57 57

Chapter 1

Introduction

The world of applications and the data being generated and transfered to and from them are constantly evolving in a fast paced manner. The amount of data generated over the Internet and the applications running on it are estimated for 2020 to hit over 40 trillion gigabytes [1].

The applications handling this data has requirements that needs to be met such as having high reliability and high availability. Because of the high demands for such requirements a natural outcome of this is to build a distributed system that can support these applications whether they be a load balancing system or a game application or anything in between. [2, p. 1].

The evolving of distributed systems stems from the relative cheap hard-ware commodity that one has been able to utilize to build networks of computers communicating together for a specific purpose. These systems are in comparison to the *client-server* architecture constructed of different applications running on multiple separated machines. Because of the inherit nature of having multiple machines coordinating together for a common task, an innately advantage for them is that distributed systems are more scalable, reliable and faster when architectured correctly in comparison to a *client-server* model. The advantages with these systems comes with a cost, as designing, building and debugging distributed systems are more complicated than systems running on only one machine [2, p. 2].

In order to assess the scalable part of a distributed system, appropriate measures have to be taken, to easily meet the need when the communication between different machines and their applications are put to the test. To help facilitate the problems that can occur when an application on one machine tries to communicate with a different application on another machine one can use **message queues** and **message brokers** [3, p. 2].

The message brokers works in symbiosis with the message queues to help deliver messages sent from different destinations and route them according to the correct route [4, p. 326].

1.1 Background

The distributed systems that are developed to meet the requirements of having high availability and reliability are built upon some abstract message form being sent from one process located on one machine to another process on a different machine. Therefore an inherit attribute of a distributed system is that it needs an architecture or system that can distribute messages in order to achieve higher scalability and reliability.

1.1.1 Message oriented middleware

The architecture used, that strives to fulfil the requirements, is called message-oriented middleware (MOM), this middleware is built on the basis of an asynchronous interaction model which enables users to not be blocked after sending a message instead they continue processing with their execution [5, p. 4]. More importantly a message oriented middleware is used as a basis for distributed communication between processes without having to adapt the source system to the destination system. This architecture is illustrated in Figure 1.1 where the apps in this context refers to the various systems using the MOM.

A central concept and structure when using a message oriented middleware is the usage of **message queues**, these queues are used to store messages on the MOM platform. The systems using the MOM platform will in turn use the queues to send and receive messages through them. These queues have many configurable attributes, which include the name, size, the sorting algorithm for the queue and so forth [5, p. 7].

In order to efficiently distribute the messages to different queues one has to resort to a **message broker**, these message brokers can be seen as an architectural pattern according to [6, p. 288], the broker is responsible for translating message data formats between applications which abstracts the routing from one destination to another.

An important attribute of message brokers is their usage of message queue protocols, there are many different types of protocols that can

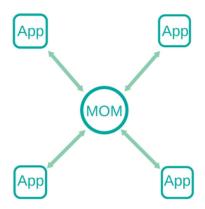


Figure 1.1: Structure of message oriented middleware.

be used such as Streaming Text Oriented Messaging Protocol (STOMP), Extensible Messaging and Presence Protocol (XMPP), Message Queueing Telemetry Transport (MQTT) and OpenWire and more [7, p.3].

The unique capabilities of the MOM-model comes from the messaging models that it uses, there are mainly two messaging models to be found, **point-to-point** and **publish/subscribe**.

The point-to-point model provides a communication link between the producer and consumer with the usage of a message queue, the consuming clients processes messages from the queue with the requirement of having only one receiver consuming the message albeit not being a strict requirement [5, p. 9], these messages are delivered **exactly once**.

In the publish/subscribe model, the producer produces a message to a specific topic, the consumers interested in these messages will subscribe to the topic, these messages are routed by a publish/subscribe engine.

An intuitive metaphor that can be used to understand the usage of the MOM-model is to see it as a post terminal where the message brokers are the persons delivering the posts to the right post code area which in this case are the message queues.

1.2 Problem

With a plethora of different message brokers available to help with implementing a message oriented middleware, choosing one is a multifaceted question that has many different aspects that need to be taken in consideration. Every message broker has their own design and implementation goals and can therefore be used for different purposes and situations. An overview of some message brokers and the protocols supported can be seen in Table 1.1.

Table 1.1: Message	brokers and their supported protocols
Message broker	Protocols supported

Message broker	Protocols supported
Apache Kafka	Uses own protocol over TCP
RabbitMQ	AMQP, STOMP, MQTT,
ActiveMQ	AMQP,XMPP, MQTT, OpenWire

1.2.1 84codes, CloudKarafka, CloudAMQP

The message brokers found in Table 1.1 are widely used and can be deployed on different server architectures and platforms [8], the company 84codes offers two different services called CloudKarafka and CloudAMQP [9][10]. CloudAMQP is a RabbitMQ-focused implementation and CloudKarafka is a Apache Kafka solution, these two services are hosted on different cloud platforms such as Amazon Web Services, Google Cloud, Microsoft Azure etc.

These two platforms as a service needs to be tested on their enqueueing performance in order to get a deeper understanding of the underlying mechanisms behind the enqueueing decisions when sending a message from a producer to a consumer. With this in mind the main problem addressed by this thesis work is: Performance testing of Apache Kafka and RabbitMQ on Amazon Web Services to be able to answer the question and quantify which situations to use RabbitMQ and Kafka on a cloud platform?

1.3 Purpose

Because of the intricacy of the different message brokers and their corresponding protocols they use it is a relative difficulty in grasping both

the fine grained differences between them as well as the coarse grained. This thesis discusses and shows an overview of the available messaging middleware solutions and aims to validate and verify the enqueueing performance for two message brokers. The enqueueing performance focuses on the throughput aspect versus the latency, moreover the thesis focuses on the resource usage of both the message brokers such as CPU and memory during load.

Furthermore the two different message brokers RabbitMQ and Apache Kafka is a debatable topic on deciding which one to use [11], this thesis work will try to shed a light on this subject, as well as focus on testing the two platform-as-a-service (PaaS) CloudKarafka and CloudAMQP on Amazon Web Services.

The thesis work will present the designed testing experiments and the results of them, in order to visualize the performance of the two message brokers running on the cloud platform Amazon Web Service.

1.4 Goal

The goals of this project is presented below:

- Design experiments for testing the enqueueing performance for Apache Kafka and RabbitMQ.
- Compare the results from each experiment and discuss the findings with regards to the cloud platform and the respective message broker.
- Evaluate with a 95th percentile for sending and processing messages.
- Use the project as reference material when analyzing Apache Kafka and RabbitMQ for their enqueuing performance.

These goals presented lays the foundation for this thesis work and the results derived from the goals can be further used as a reference point for when to use RabbitMQ over Kafka and vice versa.

1.4.1 Benefits, Ethics and Sustainability

With the amount of data being generated in the present day which can be found in many enterprises one has to think of the ethical issues and aspects that can arise with processing and storing this much information and what the possibilities are with extracting valuable data from this content.

This thesis work is not focused on the data itself that is being stored, sent and processed, but rather the infrastructures which utilizes the communication passages of messages being sent from one producer to a consumer. Nonetheless the above mentioned aspects are important to discuss, because from these massive data-sets being generated one can mine and extract patterns and human behaviour [12], which in turn can be used to target more aggressive advertisements to different consumer groups.

Moreover another important aspect to be brought up is the privacy and security of peoples personal information being stored which can be exposed and used for malicious intent [13], this will be remedied to a degree with the introduction to the new changes in the General Data Protection Registration that comes into effect May 2018 [14].

With the usage of large cloud platforms and their appropriate message brokers that is used to send millions of messages between one destination to another, one has to think of the incumbent storage solutions for the data, which in this case has resulted in the building of large datacenters. These datacenters consumes massive amount of electricity, up to an amount of several megawatts [15], in comparison to a toaster that uses about 1 kilowatt.

The company 84codes and their services holds a greater standpoint on the ethical aspect because both CloudKarafka and CloudAMQP is used by companies all over the world for sending data and therefore the ultimate responsibility of security lays on 84codes and their strategies and design decisions to keep the data intact and not exposed to third-parties or other non-authorized parties.

The main benefitters of this thesis work are those standing at a cross-roads of choosing a message broker for their platform or parties interested in a quantitative analysis focused on the enqueuing performance of two message brokers, Apache Kafka and RabbitMQ on a cloud platform such as Amazon Web Services.

1.5 Methodology

The focus of this thesis work is to analyze and test the enqueuing performance of two different message brokers, and with that in mind, one has to think of the different methodologies and research methods that are to avail and that are the most suitable to conduct such a thesis work. The fundamental choosings of a research method is based on either a quantitative or qualitative method, both of these have different goals and can be roughly divided into either a numerical or non-numerical project [16, p. 3].

The quantitative research method focuses on having a problem or hypothesis that can be measured with statistics and validified as well as verified, a qualitative research on the other hand focuses on opinions and behaviours to reach a conclusion and to form a hypothesis.

For this project the most suitable research method is of quantitative form because of the experiments and tests to be run gathers numerical data.

Another important aspect to be chosen for the thesis work is the *philosophical assumption* that can be made and there are several school of thoughts to be considered. Firstly the *positivism* element relies on the independency between the observer and the system to be observed as well from the tools to be measured with. Another philosophical school is the *realistic*, which collects data from observed phenomenons and thereafter develop knowledge. Thirdly a *criticalism* element is the one which focuses on learning how users can affect different types of computer systems. [16, p. 4]

There are several others philosophical principles but for this project the most fitting ones was to use a combination of both the positivism as well as the realistic.

Moreover to continue with the experimental testing of the enqueuing performance of the different message brokers a research method that fits the requirements of the thesis work had to be chosen. There are mainly two divisions of research methods, a *experimental* or a *non-experimental* research method.

Because of the nature of the thesis residing in experimenting with the cor-

relation of variable changes and their relationship between one another in order to see how the message brokers becomes affected an obvious choosing would be a experimental research methodology. An *analytical* research method based on previous testing of both RabbitMQ and Apache Kafka is also showcased for more a comprehensive conclusion. [16, p. 4]

1.6 Delimitations

This report will not go in to depth of how the operating system affects the message queues because the architecture that are used for memory paging and access are to complex and deep and needs a further explanatio of the various workings of an operating system. Because there are several operating systems, each underlying system can affect the performance of the different message brokers.

1.7 Outline

In text, describe what is presented in Chapters 2 and forward. Exclude the first chapter and references as well as appendix.

- Chapter 2 shows a more in-depth technical background of Apache Kafka and RabbitMQ and their protocols.
- Chapter 3 presents the research methodologies of the thesis work with the appropriate statistical tools.
- Chapter 4 will present the different experiments and test cases with the goal in mind.
- Chapter 5 will present and visualize the results from the experiments.
- Chapter 6 will discuss the results and the conclusions that can be drawn from the thesis work.

Chapter 2

Background

In order for two different applications to communicate with each other a mutual interface must be agreed upon. With this interface a communication protocol and a message template must be chosen such that an exchange can happen between them. There are many different ways of this being conducted, one can define different types of schemas in a programming language or rather let two developers agree upon a request of some sort containing identification of said developer. Provided this mutual agreement between two applications then it is of no importance for both of these said applications to know the intricacies of one anothers system. Furthermore the programming language and framework can over the years change for the application but as long as the mutual interface stays firm between these two applications they will always be able to communicate with each other which in turn results in lower coupling between systems.

To further attain a lower coupling one can introduce messaging systems or message-oriented middleware which are interchangeable. The messaging system enables the communication between sender and receiver to be less conformative in a way where it is not necessary for the sender to preserve information on how many instances of receivers there are, where they are located or whether they are active [17, p. 3]. The message system is responsible for the coordination of message passing between the sender and receiver and has therefore a primary purpose of safeguarding the communication between two parties the same way a database has the task of storing each data record safely and persistent [4, p. 14].

Because of the inherit unreliability of networks and computers the reason message systems exists is to help mitigate the problem of a message being lost after being sent where a receiver or has gone down. The message system in this case will try to resubmit the message until it is successful.

There are different types of models that a message system can use but

there are mainly three different types of communication models, a point-to-point, publish/subscribe or a hybrid of those two.

2.1 Point-to-Point

"Alexandra walks into the post office to send a parcel to Adam. She walks up to the counter and hands the teller the parcel. The teller places the parcel behind the counter and gives Alexandra a receipt. Adam does not need to be at home at the moment that the parcel is sent. Alexandra trusts that the parcel will be delivered to Adam at some point in the future, and is free to carry on with the rest of her day. At some point later, Adam receives the parcel." [17, p. 3]

The above mentioned quote demonstrates the mechanism of *point-to-point* communication where it is implemented with queues that uses a first in first out schema. This leads to only one of the subscribed consumers receiving the message, this can be seen in Figure 2.1.

The usage of point-to-point communication is found in applications where it is only of importance that you execute something once for example a load balancer or transfering money from one account to another.

When it comes to queues one has to discuss the attributes of them, more specifically *persistence* vs *durability*. The persistence attribute focuses on if a failure happens during message processing that the message is not vanished next time it is processed. This is done by storing the message to some other form than in-memory for example a temporary folder, a database or a file etc [18].

The durability aspect is when a message is sent to a queue and the queue is offline, and there after the queue comes back online, it is of importance that the queue fetches the messages that was lost during the downtime.

With persistence the reliability increases but at the expense of performance and it all comes down to design choices for the message systems to choose how many of the messages should be persisted and in what ways.

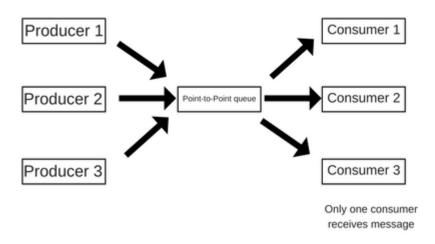


Figure 2.1: A point-to-point communication domain.

2.2 Publish/Subscribe

"Gabriella dials in to a conference call. While she is connected, she hears everything that the speaker is saying, along with the rest of the call participants. When she disconnects, she misses out on what is said. On reconnecting, she continues to hear what is being said." [17, p. 4]

The quote above demonstrates the publish/subscribe interaction scheme. In this case Gabriella can connect herself up to a conference call and receive information from the speaker and the person speaking is not concerned with how many listeners there are. The system, in this case, the conference call, assures that anyone connected to the call will receive the information given. Gabriella in this scenario is the *subscriber* and the speaker the *publisher*.

This type of messaging architecture can be implemented with the help of

topics, a topic can be seen as an event from which subscribers are interested in and whenever a message is sent to a topic from a publisher all the subscribers interested in such a topic becomes notified of the update. These events being sent to a topic are sent in a asynchronous manner and one can therefore see the strengths that lie within this type of architecture because it can seperate the dimensionalities of temporal, spatial and synchronization from each other [19, p. 1]. This architecture is illustrated in Figure 2.2.

The publishers can publish to their topics and the subscribers can either subscribe or unsubscribe from the topic. The three dimensionalities of the publish/subscriber domain helps to understand how a system with such a construct can enhance the messages passing from one producer to another consumer.

With the *spatial* dimensionality, the requirement of two interacting parties needing to know each other is not present. Because the publishers needs only to publish their data/message to a topic with an event service as a middle hand and the subscribers need only to interact with event service [19, p. 2]. The publishers will also not keep any data connected to the subscribers and does not know how many of the subscribers there are, in the same way that the subscribers does not know how many of the publishers exist.

The temporal dimensionality is that there are no requirements of both the publisher and subscriber to be active at the same time, that is, the publisher can send events to a topic while a subscriber is offline which in turn infers that a subscriber can get an event that was sent after the publisher went offline.

The *synchronization* dimensionality means that a publisher does not need to wait for a subscriber to process the event in the topic in order to continue with the execution. This works in unity with how a subscriber can get notified asynchronously after doing some arbitrary concurrent work.

A secondary type of implementation is the *content-based* publish/subscribe model which can be seen as an extension of a topic based approach. What differs a content-based from a topic-based is that one is not bound to an already defined schema such as a topic name but rather to the attributes of the events themselves [20, p. 4]. To be able to filter out certain events

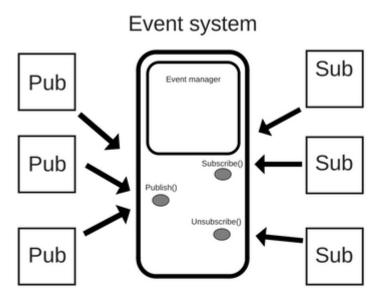


Figure 2.2: A publisher/subscriber domain.

from a topic one can use a subscription language based on constraints of logical operators such as or, and, not etc [19, p. 9].

2.3 Communication protocols

There are many types of communication protocols that can be used when you have to send a message from one destination to another. These protocols has their own design goals and use cases that are more fitting then others and deciding on one protocol to use is a challenge you have several use cases to think of such as, how scalable is the implementation, how many users will be sending messages, how reliable is sending one message and what happens if the messages do not get delivered etc. These are some of the aspects for the developer to dwell on and as such leaving them with protocols such as AMQP, XMPP, STOMP and MQTT.

2.3.1 Advanced Message Queueing Protocol

Advanced Message Queuing Protocol (AMQP) was initiated at the bank of JPMorgan-Chase with the goal of developing a protocol that provided high durability during intense volume messaging with a high degree of interoperability. This was of high importance in the environment of banking because there is an economic impact if a message is delayed, lost or processed incorrectly [21].

AMQP provides a rich set of features for messaging with a topic-based publish/subscribe domain messaging, flexible routing, security etc and is used by large companies that process over billion of messages a day ranging from JPMorgan Chase, NASA and Google [22].

The intricacies of how the AMQP protocol model is designed can be seen in Figure 2.3.

The exchange in Figure 2.3 accepts messages from producers and routes them to message queues, and the message queues stores the messages and forwards them to the consumer application [23].

The message queues in AMQP is defined in a **weak FIFO** way because if there exists multiple readers of a queue the one with the highest priority will take the message before the others. A message queue has

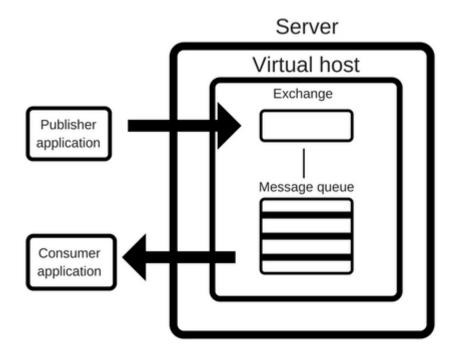


Figure 2.3: AMQP Protocol model

the following attributes which can be configured,

- Name Name of the queue.
- Durable If the message queue can lose a message or not.
- Exclusive that is if the message queue will be deleted after connection is closed.
- Auto-delete the message queue can delete itself after the last consumer has unsubscribed.

In order to determine which queue to route a specific message from an exchange, a binding is used, this binding is determined with help of a routing key [24, p. 50].

There are several different types of exchanges found in AMQP, there is the direct type, the fan-out exchange type, topic and lastly the headers exchange type.

Direct type

This exchange type will bind a queue to the exchange using the routing key K, if a publisher sends a message to the Exchange with the routing key R, where K = R then the message is passed to the queue.

Fan-out

This exchange type will not bind any queue to an argument and therefore all the messages sent from a publisher will be sent to every queue.

Topic

This exchange will bind a queue to an exchange using a routing pattern P, a publisher will send a message with a routing key R, if R = P then the message is passed to the queue. The match will be determined for routing keys R that contain zero or more words, where each word is delimited with a dot. The routing pattern P works in the same way as a regular expression pattern. This can be seen in Figure 2.5

Headers

The headers exchange type will prioritize how the header of the message looks like and in turn ignores the routing key.

2.3.2 Extensible Messaging and Presence Protocol

The Extensible Messaging and Presence Protocol (XMPP) technologies were invented because of the abundance of different client applications for instant messaging services. The XMPP is an open technology in the same way as the Hypertext Transfer Protocol (HTTP), the specifications of the XMPP puts focus on the protocols and data entities that are used for real-time asynchronous communication such as instant messaging and streaming. [25, p. 7]

XMPP makes use of the Extensible Markup Language (XML) to enable an exchangement of data from one point to another. The technologies of XMPP is based on a decentralized server-client architecture much alike how the world wide web is deployed, this means, if a message is sent from one destination, the initial message is sent to an XMPP server and thereafter sent to the receivers XMPP server and finally to the receiver.

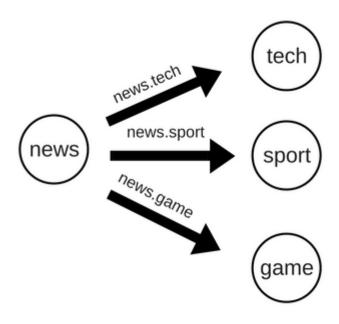


Figure 2.4: Topic exchange type

To be able to send a message to a person located somewhere else, XMPP sets up a XML-stream to a server and there after the two clients can exchange mesages with the help of three so called "stanzas", <message/>, <presence/> and <iq/> which are XML-elements. These stanzas can be seen as a data packet and are routed differently depending on what stanza it is.

The <message/> is what is used for pushing data from one destination to another, and are used for instant messaging, alerts and notifications [25, p. 18]. The <presence/> is one of the key concepts of real-time communications because this stanza enables others to know if a certain domain is online and ready to be communicated with. The only way for a person to see that someone is online is with the help of a presence subscription which employs a publisch-subscribe method. The info/query stanza <iq/> is used for implementing a structure for two clients to send and receive requests in the same way GET, POST and PUT methods are used within the HTTP.

What differs the iq stanza from the message stanza is that the iq has only one payload that the receiver must reply with and is often used to process a request. For error handling the XMPP does not acknowledge all of the packets sent over a communication link and XMPP assumes that a message or stanza is always delivered unless an error is received [25, p. 24].

The difference between a stanza error and a regular message error is that a stanza error can be recovered while other messages results in the closing of the XML stream that was opened in the start.

2.3.3 Simple/Streaming Text Oriented Messaging Protocol

The Simple/Streaming Text Oriented Messaging Protocol (STOMP) is a simple message exchange protocol aimed for asynchronous messaging between entities with servers acting as a middlehand. This protocol is not a fully pledged protocol in the same way as other protocols such as AMQP or XMPP, instead STOMP adheres to a subset of the most common used message operations [26].

STOMP is loosely modeled on HTTP and is built on frames, these frames is made of three different components, primarily a command, a set of optional headers and body. A server that makes use of STOMP can be configured in many different ways because STOMP leaves the handling of message syntax to the servers and not in the protocol itself. This means that one can have different delivery rules for servers as well as for destination specific messages.

STOMP employs a publisher/subscriber model where the client can both be a producer by sending frame containing SEND as well as being a consumer, this is done by sending a SUBSCRIBE frame.

For error handling and to stop malicious actions such as exploiting memory weaknesses on the server STOMP allows the servers to put a threshhold on how many headers there are in a frame, the lengths of a header and size of the body in the frame. If any of these are exceeded the server has to send an ERROR frame back to the client.

2.3.4 Message Queue Telemetry Transport

The Message Queue Telemtry Transport (MQTT) is a lightweight messaging protocol with design goals aimed to an easy implementation standard, having a high quality of service data delivery and being lightweight and bandwith efficient [27, p. 6]. The protocol uses a publish/subscribe model and is aimed primarily for machine to machine communication, more specifically embedded devices with sensor data.

The messages that are sent with a MQTT protocol are lightweight because it only consists of a header of 2 bytes and a payload of maximum 256 MB and a Quality of Service level (QoS) [28]. There are 3 types quality of service levels which are listed below

- 1. Level 0 Employs a at-most-onec semantic where the publisher sends a message without an acknowledgement and where the broker does not save the message, more commonly used for sending non-critical messages.
- 2. Level 1 Employs an at-least-once semantic where the publisher receives an acknowledgement at least once from the intended recipient. This is done by sending a PUBACK message to the publishers and until then the publisher will store the message and try to resend it. This type of message level could be used for shutting down nodes on different locations.
- 3. Level 2 Employs an exactly-once semantic and is the most reliable level because it guarantees that the message is received, this is done by first sending a message stating that a level 2 message is inbound to the recipient, the recipient in this case replies that it is ready, the publisher relays the message and the recipient acknowledges it.

Moreover MQTT deploy something called a "Last Will and Testament" (LWT) for error handling, if a client disconnects abruptly which can be seen during power outages or unexpected network disturbances.

LWT is configured in the start for a client that connects to a broker, the broker will store it until a client disconnects abruptly, and broadcast the message to all subscribers that are connected to the topic that is published by the client. This ensures that the right precautions or actions are taken in the case of having a dead publisher.

Because of MQTT being a lightweight message protocol, the security

aspect is flacking and the protocol does not include any security implementations of it its own as it is implemented on top of TCP, one is resorted to use SSL/TLS certifications on the client side for securing the traffic.

An indirect consequence of using SSL/TSL for encryptions is that it augments a significant overhead to the messages which in turn goes against the philosophy of MQTT being a lightweight protocol [29]. This is something that left for the developer to think about whether it is feasible to have more data being sent over the wire which can affect performance.

2.4 Apache Kafka

Apache Kafka is a distributed streaming platform used for processing streamed data, this central platform scales elastically instead of having an individual message broker for each application [30]. Kafka is also a system used for storaging as it replicates and persists data in infinite time, the data is stored in-order and is durable can be read deterministically [30, p. 4].

The messages written in Kafka are batch-processed, and not processed individually which is a design choice that favours throughput over latency, furthermore messages in Kafka are partitioned into *topics* and these are further classified into a set of *partitions*. The partitions contains messages that are augmented in an incremental way, and is read from lowest index to highest [30, p. 5].

The time-ordering of a message is only tied with one partition and not with rest of the partitions of a topic, each of these partitions can be allocated on different servers and is a key factor to enhancing scalability horizontally. This is illustrated in Figure 2.5

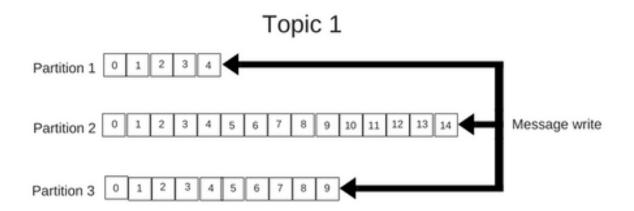


Figure 2.5: Topic partitioning

The messages within a partition is consumed by a reader and to keep track of which message has been read an *offset* is kept in the metadata in the case when a reader stops and starts reading later on.

Moreover a consumer cooperates with other consumers in a group to deplete a topic and there can only be one consumer from a consumer group for a partition. If a consumer fails the group will rebalance itself to take over the partition that was being consumed by the failed consumer [30, p. 7].

A Kafka server also called a *broker*, is responsible for committing messages to the disk and giving offset measurements for producers, and responds to consumers requests for messages within a partition. These brokers will function with other brokers to form a *cluster*. This cluster deploys a leadership architecture where one broker will service as a leader for a partition and a so called *controller* is used for appointing leaders and to work as a failure detector. To increase the durability multiple brokers can be appointed to a partition and the partition is therefore replicated to other brokers.

A configuration metric for brokers is the duration for how long to keep messages stored in disk or how much to store. This is an important feature of Kafka because it allows flexibility for keeping messages of a specific topic much longer than others. Another configuration parameter within Kafka is to keep the latests message of a specific key.

2.4.1 Apache Zookeeper

To help maintain a cluster of Kafka servers, Apache Kafka utilizes Zookeeper to help keep track on metadata of the clusters and information regarding consumers. Zookeeper works as key-value manager that can help out with the synchronization aspects for Kafka such as leader election, crash detection, group membership management and metadata management [31, p. 11].

Zookeeper and Kafka works in symbiosis, where ZooKeeper tries to offer more control to issues that arises in a system with multiple clusters. Examples of failures that can happen when you have distributed coordination of multiple servers is that messages from one process to another process can be delayed, the clock synchronization of different servers can lead to incorrect decisions on when a certain message has arrived [31, p. 8].

2.5 RabbitMQ

RabbitMQ is a message broker that utilizes AMQP in an efficient and scalable way alongside other protocols. RabbitMQ is implemented in Erlang which uses the Actor-Model model. The Actor-Model is a conceptual model used for distributed computing and message passing, every entity in the model which are actors receives a message and acts upon them. These actors are seperated from one another and do not share memory, furthermore one actor can not change the state of another actor in a direct manner [8, p. 9][32]. The above mentioned reason is a key feature to why RabbitMQ is scalable and robust.

RabbitMQ is in comparison to Apache Kafka mainly centered around and built upon AMQP which is presented in section 2.3.1. RabbitMQ makes use of the properties from AMQP and makes further extensions to the protocol.

The extension of the routing capabilities that RabbitMQ implements for AMQP is the *Exchange-to-Exchange* binding which means that you can bind one exchange to another in order to create a more complex and advanced message topology. Another binding is the *Alternate-Exchange* that works as a similarly to a wildcard matcher where there are no defined matching bindings or queues for certain types of messages. The last routing enhancement is the *Sender-selected* binding

which mitigates the problem that AMQP has where it can not specify a specific receiver for a message.[33]

A fundamental difference of RabbitMQ to Apache Kafka is that RabbitMQ tries to keep all messages in-memory instead of persisting them to secondary memory such as a disk. In Apache Kafka the retention mechanism of keeping messages for a set of time is usually done by writing to a disk with regards to the partitions of a topic. In RabbitMQ consumers will consume messages directly and relies on a *prefetch-limit* which can be seen as a counter for how many messages that has been unread and is an indicator for a consumer that is starting to lag. This is a limitation to the scalement with RabbitMQ because this prefetch limiter will cut of the consumer if it hits the threshhold resulting in stacking of messages.

The deliver semantic of RabbitMQ for the message queues is that they can offer **at-most-once** delivery and **at-least-once** delivery but never exactly once, in comparison to Kafka that offers **exactly-once** [34].

RabbitMQ is also focused on optimizing near-empty queues or empty queues, that is because as soon as an empty queue receives a message, the message goes directly to a consumer. In the case of non-empty queues the messages has to be enqueued and dequeued which in turn results in a slower overall message processing.

Chapter 3

Pre-work

The area of testing message brokers has a wide range of published materials ranging from white papers to blog entries. The amount of information from which one can read and gain knowledge is therefore plenty but the most important aspect is how relevant it is to the work being conducted. In this thesis project the quantative and ambigous variable enqueueing performance is analyzed and evaluated.

Reading the related work and too see how others have tested the message brokers resulted in finding one related paper conducted in September 2017 by Dobbelaera et. al [35]. This paper is examined in its essence in section 3.3.

3.1 Metrics

Enqueueing performance focused on in this thesis can be measured in two ways, **throughput** vs **latency**. The throughput in this case is measured with how many messages that can be sent with focus on how to maximize it. Latency on the other hand can be measured in two different ways, either as one-way (end-to-end) or the round-trip time. For this thesis only the one-way latency is measured. This was done to see the impact during the experiments when tuning the parameters for how long each consumer has to wait before processing an event or message.

Furthermore because these two message brokers have their own unique architecture and design goals when it comes to how to they send and store messages, two other secondary metrics to measure was chosen, the resource usage of the CPU and memory. The CPU metric measured how much of the CPU is allocated to system and to the user while the memory metric focused on how much data is actually written to the harddrives. These two metrics was chosen over others such as the protocol overhead created when sending messages because it was deemed unfeasible to keep statistics of each message being sent over the network link and because

RabbitMQ employs different protocols in comparison to Kafka which has its own binary protocol over TCP.

3.2 Parameters

Because of how Kafka and RabbitMQ are designed the parameter sets between them both are not identical, that is, that there is no 1 to 1 relation where parameter X in Kafka is the same to parameter Y in RabbitMQ. Therefore an investigation of which parameters for both architecture was made. The findings showed that Kafka is left with more configuration parameters than for RabbitMQ and these are described below.

3.2.1 Kafka parameters

- Batch size The batch size is where the producer tries to collect many records in one request when there are many messages being sent to same partition in the broker, instead of sending each message individually. This parameter enhances the performance for both the client and server.
- Linger This parameter works together with the batch size because batching happens during loadtime when there is alot of messages that cannot be sent out faster than they come. When this happens one can add a configurable delay (in milliseconds) for when to send the records instead of trying to send each record as fast as possible. By adding this delay the batch size can fill up and therefore resulting in more messages being sent. If the batch size is reached before the lingering time has finished the former will take precedence over the latter.
- Acks This parameter has three different levels that can be set for the producer. Acks in this case is the number of acknowledgements which the producer is requesting from the leader to have from the replicas before recognizing a request as finished.

The first level is the most basic one where the leader does not have to wait for an acknowledgement from its followers. This means that a message is considered delivered after it has left the network socket even if there is no acknowledgement from server that it has actually received it. The second level is where the leader will have the message being written locally and thereafter responding to the producer without waiting for any acknowledgements from the other replicas. This can lead to messages being lost if the leader goes down before the replicas has written it to their local log.

The third level is where the leader will not send an acknowledgement to the producer before receiving all acknowledgements from the replicas. This means that the record can not be lost unless all of the replicas and the leader goes down.

- Compression The compression parameter is used for the data being sent by the producer, Kafka supports three different compression algorithms, snappy and gzip and lz4.
- Log flush interval messages This parameter decides how many messages in a partition should be kept before flushing it to the harddrive.
- **Partitions** The partitions is how Kafka parallelize the workload in the broker.

3.2.2 RabbitMQ parameters

- Queues This parameter can be configured to tell the broker how many queues should be used.
- Lazy queue The lazy queue parameter changes the way RabbitMQ stores the messages, RabbitMQ will try to deload the RAM usage and instead store the messages to disk when it is possible.
- Queue length limit This parameter can be tuned to either keep track of how many messages there are in the queue or how many bytes are stored.
- Direct exchange The direct exchange parameter is used to declare that the queues being used should be have each message directly sent to its specific queue.
- Fanout exchange The fan-out exchange ignores the routing to specific queues and will instead broadcast it to every available queue.

- Auto-ack Auto acknowledgement is used for when the message is considered to be sent directly after leaving the network socket, in similar fashion to the first level of Kafkas acknowledgement.
- Manual ack A manual acknowledgement is when the client sends a response that it has received the message.
- **Persistent** The persistent flag is used to write messages directly to disk when it enters the queue.

These parameters resulted in working with two different types of subsets which led to the conclusion that RabbitMQ and Kafka can not be compared on equal basis. This made the focus of the thesis work changed to see what degree the different parameters can achieve when it comes to throughput and latency.

3.3 Related work and novelty

Testing of RabbitMQ against Kafka has not been done before except for what was reported in [8] according to my findings. This report focused on two different deliverance semantic the **at-least-once** and **at-most-once** and was tested on RabbitMQ version 3.5 and Kafka version 0.10. Note that version 0.11 and higher for Kafka offers exactly-once and was planned initially in this thesis to have experiments conducted on, but without a counterpart found in RabbitMQ it was left out for testing. This report has its experiments conducted on Kafka version 1.1 and RabbitMQ version 3.7.3.

The experiments found in [8] was conducted on a single bare-metal server and not on a cloud platform which is what this report did and therefore making it more distributed.

Furthermore the experiments conducted for this thesis were tested on multiple servers which is further described in section 4. From [8, p.13] they state that they only used the default configuration for their experiments which is in opposite to this thesis which tests different parameters and their impact on throughput and latency when running in the two different semantics. Additionally the report focuses on the results found by configuring the amounts of partitions, topics, and message size for Kafka and only the message size for RabbitMQ.

The report in question notes that three important factors for measuring throughput is the record size, partition and topic count, albeit true one can read from [36] that there are several other parameters that can factor in the throughput which the authors of [8] does not make use of, which is mainly the *batch size*, *lingerms*, *compression algorithm*, *acks*, and *buffer memory*.

All of these are tested in this thesis except for the buffer memory which is used in combination when you have many partitions. These parameters for Kafka and others for RabbitMQ is presented in section 3.2 and has a further explanation on how they can impact the throughput and latency for the different architectures.

For measuring CPU and memory usage two different programs were used, **mpstat** and **dstat**. The mpstat command displays many different types of information such as I/O utilization, hardware interrupts, software interrupts etcetera, but only two were considered the first was the CPU utilization of the system that occurs on kernel level. The other one was the user level and it shows how much of the CPU is utilized by applications. Dstat was used over other tools such as **vmstat** or **iostat** because of the layout of the output being more understandable as it tracks data in different columns.

Chapter 4

Work

The work is divided in to four sections, section 4.1 presents a testing tool that was developed but was scraped in favour of existing tools from their respective distributions found in RabbitMQ and Kafka. Section 4.2 is where a suitable cloud platform was decided upon and the instances chosen on that platform and the reasons why these instances was chosen and it presents the setup of the testing suite. Section 4.3 presents all the experiments that was made for both Kafka and RabbitMQ. Section 4.4 shows the steps from setting up the servers to conducting the experiments to importing them for data processing.

4.1 Initial process

The testing phase started with a hasty decision of developing a tool for testing out Kafka on their platform. This tool was developed in Java with the purpose of sending arbitrary messages to the broker and measuring the throughput and latency.

The tool consists of five classes, an Emptor and Creator, a MessageObject and lastly a MessageObjectSerializer and Deserializer. The creator can be seen as the publisher and the emptor as the consumer. The class diagram in figure 4.1 shows the classes and their attributes and methods. The tester makes use of its own POJOs to send messages and is therefore bound to using a custom made serializer. Kafka supports other serializers such as Avro, Thrift and ProtoBuf [30] but a custom one was made because of the relative simple messages being sent to the broker.

In order to fetch data from the servers a portbinding had to be made locally to the remote server and there after be listened to via JConsole. The JConsole comes with JDK and can be used to monitor different metrics of Kafka that is connected to the consumer, producer and the broker [37]. Moreover JConsole can be used to log the CPU and memory usage of Java program. The metrics that was logged from JConsole measured

the amount of messages it receives per second.

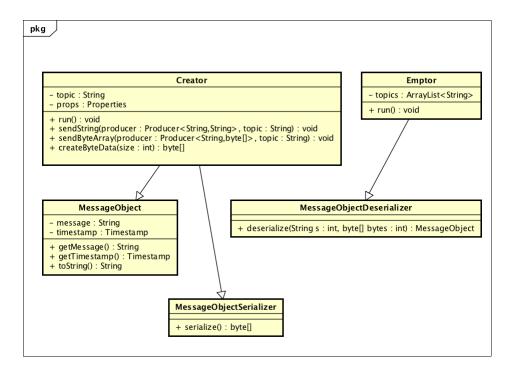


Figure 4.1: Components of Kafka tester

The tool that was created lacked some flexible features such as easily configuring the appropriate parameters of Kafka or adding measurement of multiple servers. In order to test a specific parameter one had to manually change the source code. Furthermore the logging of the CPU usage and memory usage showed unusual findings where the CPU usage was between 90-100%. The experiments conducted ran from a localhost to the cloud platform which could skewer the results since the distance to the cloud platform is longer.

With this in mind a more pragmatic solution was taken where tools provided by Kafka and RabbitMQ was used as they where inherently more flexibile in way where it was possible to connect to multiple servers, track the latency with better statistical measurements and offering more configuration parameters to choose from.

4.2 Setup

One of the key components of this thesis work was choosing a suitable cloud platform to conduct the experiments on. CloudKarafka offers instances provided by Amazon Web Services (AWS) and Google Compute Engine while CloudAMQP offers more in addition to the aforementioned such as DigitalOcean, RackSpace, Azure, SoftLayer and Alibaba Cloud. With only two services in common between the services the choice was left to either Amazon Web Services or Google Compute Engine and the choice fell on AWS.

AWS offers a varity of instances on their platform with focus on different test cases. These are comprised to a general purpose, compute optimization, memory optimization, accerelerated computing or storage optimized [38]. These categories has their own subset of hardware and the first choice to make was to pick which category to create an instance on. Instances on the general purpose section makes use of Burstable Performance Instances which means that if there is a CPU throttle on the host it can momentarily provide additional resources to it. The hardware specifications of these instances can be seen in Table 4.1.

vCPUModel Memory (GiB) Harddrive storage t2.nano 1 0.5 EBS-only t2.micro 1 EBS-only 1 2 t2.small 1 EBS-only t2.medium 2 4 EBS-only t2.large 2 8 EBS-only t2.xlarge 4 16 EBS-only EBS-only t2.2xlarge 8 32

Table 4.1: Instances on general purpose

EBS-only means that the storage is located on the Elastic Block Store which is a block-level storage that is orchestrated in a way where it replicates a physical storage drive which in comparison to an object store that stores data within a data-object model [39].

Instances found on the compute optimized category can be seen in Table 4.2.

Table 4.2: Instances on	compute optimization
-------------------------	----------------------

Model	\mathbf{vCPU}	Memory (GiB)	Harddrive storage
c5.large	2	4	EBS-only
c5.xlarge	4	8	EBS-only
c5.2xlarge	8	16	EBS-only
c5.4xlarge	16	32	EBS-only
c5.9xlarge	36	72	EBS-only
c5.18xlarge	72	144	EBS-only

The instance chosen to conduct the experiments on was the t2.small because optimizing for throughput and latency for low hardware specifications from an economical perspective is more sustainable for users.

Four instances each of these where created for Kafka and RabbitMQ in total eight instances. Three of each instance where to be tested against and the fourth one acted as a testrunner in order to minimize external factors affecting the results as to testing it locally which was done with the self-made tool. The setup for Kafka and RabbitMQ can be seen in figure 4.2.

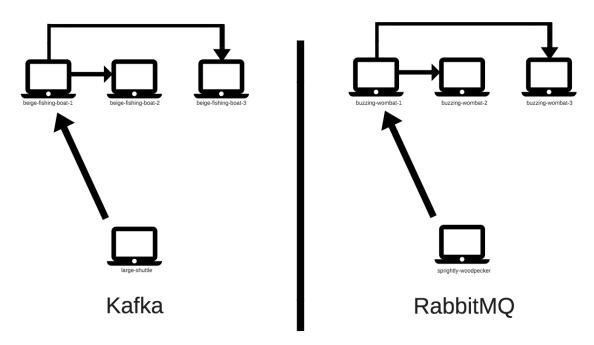


Figure 4.2: Test setup

From figure 4.2 the large-shuttle server acts as a tester for Kafka and

sprightly-woodpecker for RabbitMQ, these arbitrary names was given by the respective service. The instance beige-fishing-boat-1 is the main broker and beige-fishing-boat-2 and 3 are replicas. For RabbitMQ buzzing-wombat-1 is the main server and buzzing-wombat-2 and 3 are replicas.

4.3 Experiments

The experiments that were conducted on RabbitMQ and Kafka is presented in section 4.3.1 and 4.3.2. The messages size was set to 500 bytes.

4.3.1 Kafka

Experiment one

The first experiment for Kafka was to configure the batch size and then trying it out with a number of partitions. The batch size was set to an interval from 10 000 to 200 000 with a step size of 10 000. The number of partitions were set to start with 5 and then iteratively being changed to 15, 30 and lastly 50. This experiment ran with a snappy compression. The number of acknowledgements was set to level one for one set of experiments and level three for the other set.

Experiment two

The second experiment tested the linger parameter in combination with batch size. The batch size was set to 10 000 to 200 000 with a step size of 10 000. The linger parameter had an interval between 10 to 100 with a step size of 10. For each batch size the linger parameter was tested, that is, for batch size 10 000 the linger parameter interval tested was 10 to 100, for batch size 20 000 the linger parameter set was 10 to 100 and so forth. The compression for this experiment was snappy. Because of this extensive testing only 2 partitions was used, 5 and 15. The acknowledgement level was set to one for one set and level three for the other set.

Experiment three

The third experiment focused on the impact of compressing the messages, this experiment tested firstly a batch size interval of 10 000 to 200 000

with acknowledgement level two and snappy compression. The second experiment tested the same but without any compression at all.

Experiment four

The fourth experiment tested flush interval message parameter in order to see how it affected the disk usage. This experiment was conducted with two different partions, 5 and 15. The flush interval message parameter was tested in an interval as such 1, 1000, 5000, 10 000, 20 000, 30 000. The compression used was snappy.

4.3.2 RabbitMQ

Experiment one

This experiment tested the fanout exchange, with queues from 1 to 50. This test was conducted firstly with manual acknowledgement and thereafter auto acks. This was tested with persistent mode.

Experiment two

This experiment tested lazy queues with queues from 1 to 50, this was conducted with manual and auto acknowledgements. This was tested with persistent mode.

Experiment three

The third experiments tested five different queue lengths ranging from the default length to 10, 100, 1000 and 10 000. This was tested with manual and auto acknowledgements and with the persistent mode.

4.4 Pipelining

The experiments was deemed to be unfeasible to conduct by manually changing the parameters for each experiment, this issue was solved by developing a script that can run each experiment automatically and log the findings.

This script works as such; it will connect to beige-fishing-boat or buzzing-wombat and start logging with dstat and mpstat to two textfiles, after this, it connects to either the large-shuttle server or sprightlywoodpecker depending on which message broker to be tested and start sending messages to the message brokers and logging it to a text-file. After this step another connection to the beige-fishing-boat/buzzing-wombat needed to be done in order to terminate the processess that is logging with mpstat and dstat in order to not stack multiple process of the same function which could affect the result of the CPU and memory management.

With all of these tests being conducted a large amount of text-files was being generated and it needed to be processed in an efficient way. Therefore a parser was developed that could take in the data from these text-files and generate an Excel sheet instead of manually filling each value from the text-file. This parser was put in front of the brokers in order for it to work, the whole architecture of the script and the servers and the parser can be seen in figure 4.3 with the appropriate steps on the whole run.

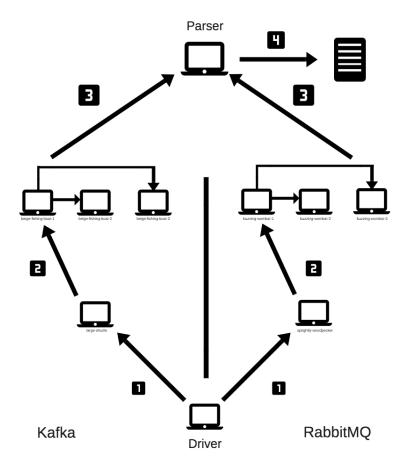


Figure 4.3: Architecture of system

Chapter 5

Result

A subset of results are presented in section 5.1 and 5.2, these results are chosen out of many because they show the most apparent difference between the experiments. Other results are found in the appropriate appendix.

5.1 Kafka

5.1.1 Experiment one



Figure 5.1: Throughput measured with 5 partitions

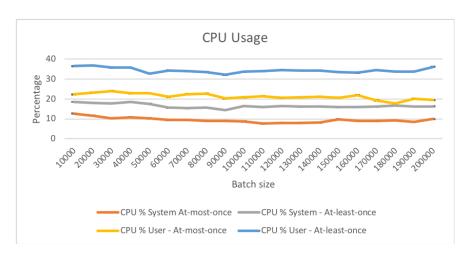


Figure 5.2: CPU Usage with 5 partitions

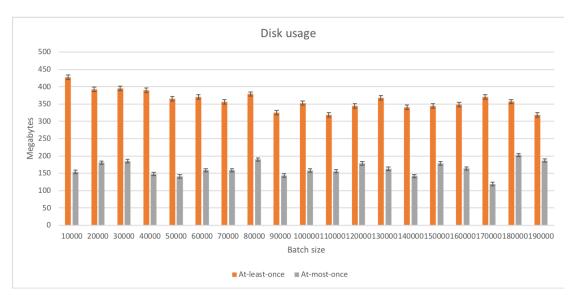


Figure 5.3: Diskusage with 5 partitions

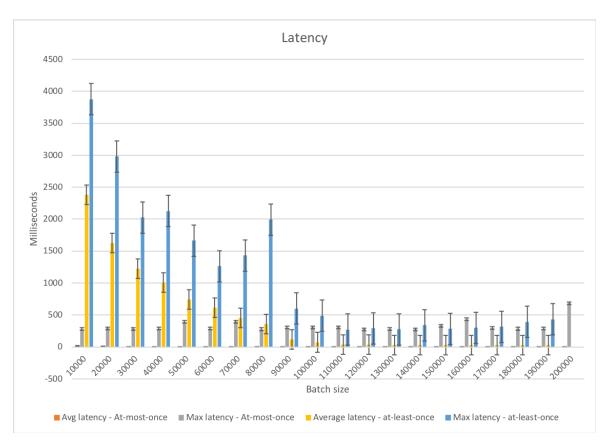


Figure 5.4: Latency measured with 5 partitions

5.1.2 Experiment two

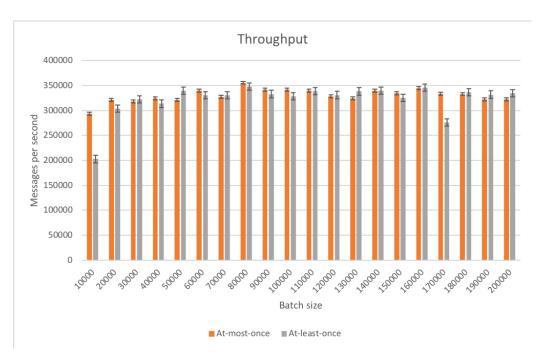


Figure 5.5: Throughput with linger set to 10

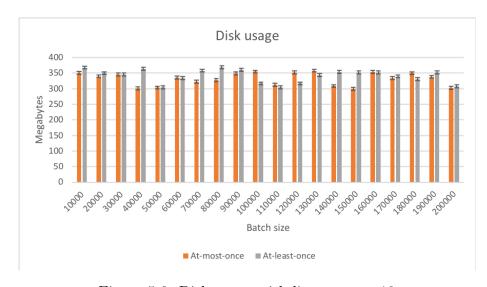


Figure 5.6: Disk usage with linger set to 10

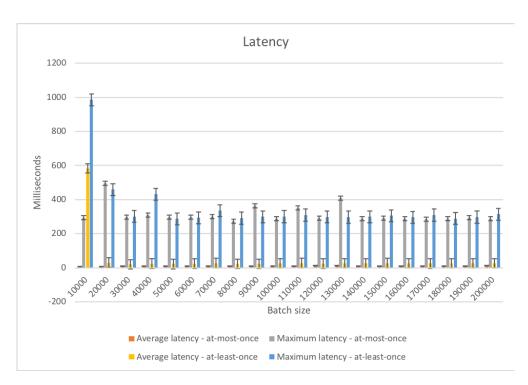


Figure 5.7: Latency with linger set as 10

5.1.3 Experiment three

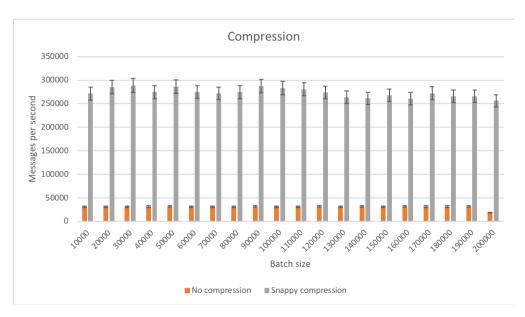


Figure 5.8: Throughput measurements with snappy compression and none compression

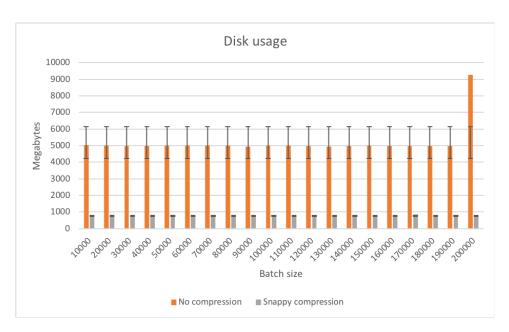


Figure 5.9: Disk usage with compression and none compression

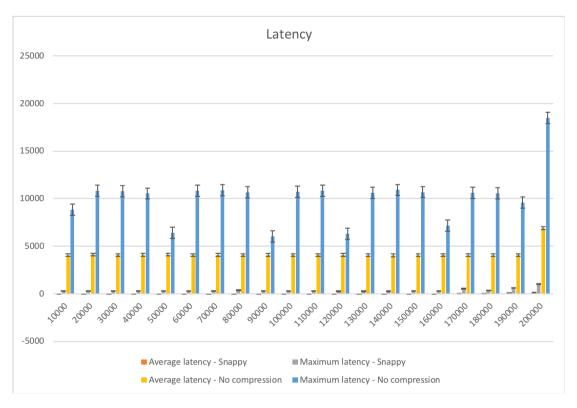


Figure 5.10: Latency measurements with compression and none compression

5.1.4 Experiment four

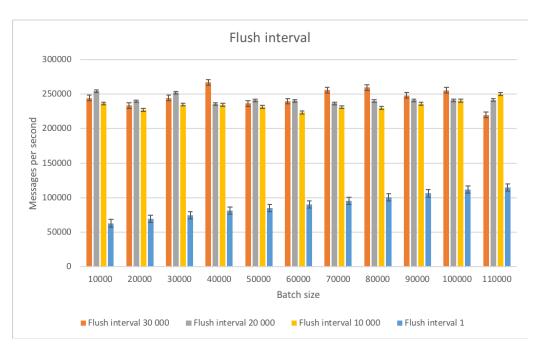


Figure 5.11: Throughput with configured flush interval

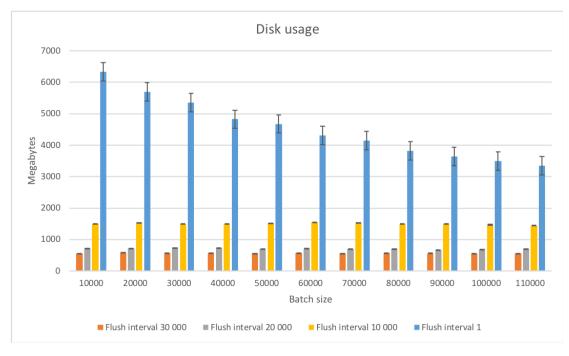


Figure 5.12: Disk usage with configured flush interval

5.2 RabbitMQ

5.2.1 Experiment one

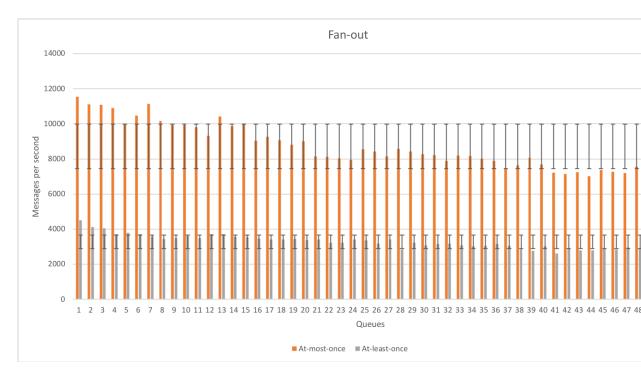


Figure 5.13: Throughput with fanout exchange

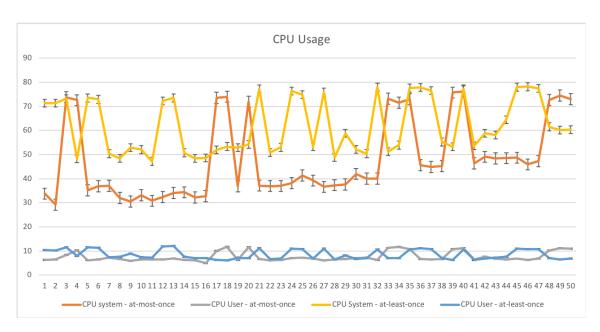


Figure 5.14: CPU usage with fanout exchange $\,$

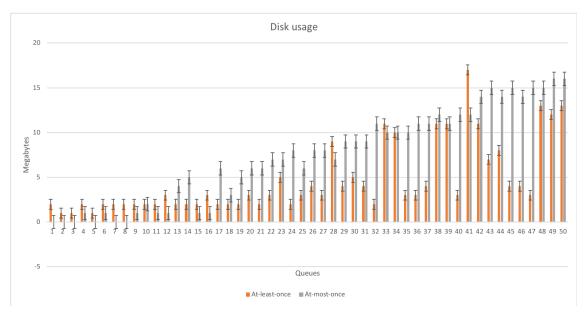


Figure 5.15: Disk usage with fanout exchange

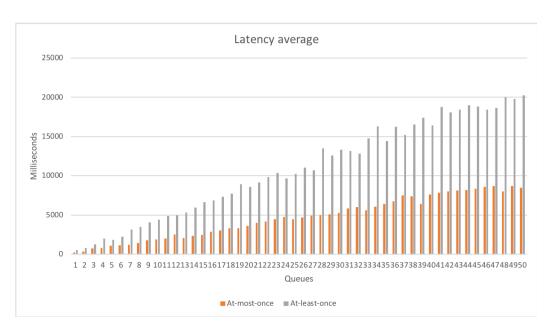


Figure 5.16: Latency measured with fanout exchange

5.2.2 Experiment two & three

The results from experiment two and three shows similar results to in both at-least-once and at-most-once mode to what is presented in experiment one and can be seen in the appendix section A.2 as rawdata. This is discussed in the conclusion section on to why it could be like that.

Chapter 6

Conclusion

A number of parameters for Kafka and RabbitMQ has been tested in this thesis in two different delivery modes, at-least-once and at-most-once. The goals presented in 1.4 has been met. One of the drawbacks of the thesis is the available parameter sets for RabbitMQ which is not that versatile in comparison to Kafka which hindered some experiments to be made since the equivalent part was not found in RabbitMQ.

When it comes to the result of the experiments one has to start with Kafka. This broker performs much better than RabbitMQ according to the tests when it comes to throughput and latency. The amount of messages being sent with Kafka is over 5 times more than with RabbitMQ. This can be seen in comparison to figure 5.13 and figure 5.1 with RabbitMQ reaching 12000 messages and Kafka reaching over 250 000.

Another interesting point to see is that impact of applying compression with Kafka, with compression Kafka reaches over 250 000 messages per second but without it, it only goes up to approximately 50 000 which can be seen in figure 5.8. Furthermore the disk usage when applying compression and non-compression is staggering, with compression it only writes 1Gb to the disk and without its almost 5 times more which can be seen in figure 5.9.

The linger parameter for Kafka combined with batch size gave the throughput an extra boost in comparison to not having it configured, by almost 50 000 more messages than by just using the batch size parameter, this can be seen in 5.7 which has over 300 000 messages being sent for the majority of batches.

The flush interval parameter for Kafka hampers the throughput when Kafka is forced to flush every message to the disk and it only reaches approximately 50 000 msg/s. With compression it still writes more to the disk (between 7Gb to 4Gb depending on what batch size is configured) in comparison to not applying compression which can be seen in figure 5.12.

Now as to why the experiments for RabbitMQ performed so poorly in comparison to Kafka is that the experiments conducted with many different queues only were configured to having 1 consumer/producer using them which is the default mode of the Kafka tool.

Another explanation to why Kafka outperforms RabbitMQ is that Kafka is optimized for stream-based data and does not offer the same configuring options as RabbitMQ with the potential workings of an exchange and binding messages with keys. RabbitMQ is more versatile when you want to configure specific messages to go to certain consumers.

The CPU utilization for Kafka and RabbitMQ are notably different which one can see from figure A.10 and 5.2. The CPU utilization for RabbitMQ with the at-least-once mode staggers between 30-40% and spikes up to 70%. This behaviour can be explained that during this time that the queue is empty and therafter needs to have it messages stored.

A very notable different between Kafka and RabbitMQ is that Kafka makes use of the disk in terms of how much data is written in comparison to RabbitMQ. From figure 5.15 one can see that RabbitMQ writes maximum of around 20 megabytes in comparison to Kafka which in some experiments showed over 5 Gb of data being written.

Possible future work could be to test it on other hardware configurations and try to set up a larger cluster of nodes. It would also be interesting to see the performance impact when running Kafka in exactly-once mode.

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Chapter A

Appendix

A.1 Experiment two - RabbitMQ

ueue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
1	11194	137.2	188.6		226.06666		33,73529	
	11280		411.86666		528.26666		-	5,82333
	10864	381.25	527.4375	572.375	653.5	0	31,91889	-
	10721	507.5625	724.5	770.625	883.5625	1	45,34333	-
	10539	683.3125	931.875		1174.3125		72,37944	-
	10663	699.6875	1177.75	1316.25	1576.375	0	70,26474	
	10071	746.8125		1326.9375		1	69,61	10,1752
	10106	973.88235	1462.3529	1585.0	1845.1764	1	32,83368	5,7
9	10383	1099.2941	1637.7647	1724.4117	1993.1176	1	33,72	
10	10250	1160.1764	1721.1764	1936.2941	2472.0	0	33,75263	-
	9921	1362.0588	1823.1176	2135.8235	2413.8235		33,2525	6,142
	9923			2169.8333		1	32,769	7,418
	9154				5569.2777		32,732	6,175
	9723				2937.6111		35,2835	6,28
	9537				3368.6666		33,4135	5,44
	9553				6084.4736		_	5,21238
	8981				3791.9473		33,64	-
	9279				4450.1578		32,83905	
	8447		3729.1666		5298.5555		32,80818	-
	8636				4307.5263		38,68364	-
	8586		3986.3888		4781.2777		38,24818	6,5
	8467				5193.7368		37,06591	
	8298	2928.7	4408.9	4979.0	9154.4	7	38,42391	6,2391
	8342				7007.2631		38,97348	
	8582				5829.5263		73,99348	
	8768	3012.95	4671.6	5161.0	8796.4	3	39,1792	6,494
	8519	3129.15	4788.45	5001.2	5901.55	8	74,15087	-
	8423				5889.2105		73,1013	11,778
	8300	3509.35	5260.4	5583.15	6264.9	10	41,04625	-
	8362	3551.6	5205.0	5695.3	6758.95	9	69,482	10,088
	8136	4044.95	5742.55	6247.2	7416.95	10	73,91042	-
	7892				7161.4736		42,065	
	8176				7472.6842		74,735	11,5283
	8151	4258.9	6424.75	6753.65	8882.3	11	44,3856	6,465
	8073				7523.7894		48,05667	6,6762
	7864	4467.75	6436.6	6908.45	9090.7	11	44,93885	-
	7696	4849.45	6633.15	7380.0	8867.05	11	43,93	5,845
	7843	4705.4	6964.6	7430.2	8675.35	11	44,1052	6,028
	7543			8063.8095		13	44,36423	6,2
	7866				8673.0909		47,19963	_
	7438				10438.523		47,94519	
	7227				9966.8260		49,11714	-
	8794	4844.6956			8851.3478		73,14481	
	7692	5635.1818			9409.3636		74,96333	
	7383				9331.0476		73,61444	
	7392				10895.043		76,29786	
	7489				10425.227		75,31111	
	7590				10425.227		75,48536	
	6948			10019.695		15	-	-
	7589	6453.3043		9921.1304				

54

Figure A.1: Lazy queue in at-most-once

queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
1	4364	336.0625	444.0	495.25	534.9375	2	50,205	8,40666
2	4072	731.1875	1034.1875	1115.1875	1260.625	2	54,83333	7,87555
3	4117	779.375	1142.375	1282.9375	1443.0	2	72,60474	10,5884
4	3795	1119.7058	1532.1176	1811.9411	1919.5294	5	49,55579	9,02894
5	3677	1498.4444	2294.1666	2673.5	3472.5	1	51,6865	6,94
6	3662	1838.0555	2729.1666	2928.2222	3386.2222	2	50,1681	7,02333
7	3671	2120.7894	3103.0526	3407.2631	3918.7894	2	73,94714	12,2290
8	3544	2338.2105	3269.3684	3753.5263	3934.9473	2	50,37476	7,9561
9	3472	2687.0	3807.25	4302.75	4883.25	2	50,04409	8,05181
10	3417	2895.35	4259.25	4975.2	5669.55	1	51,8213	8,19260
11	3382	3744.2727	5281.9090	5741.1818	6866.0909	2	54,11	9,6687
12	3600	4071.5454	5346.5	5893.5454	7325.5	2	50,66208	7,8762
13	3646	4292.7727	5781.0454	6317.0909	7219.1363	2	49,942	7,257
14	3571	4881.0833	6370.6666	7079.4166	8295.25	2	49,74423	
15	3395	5201.7826	6898.1739	7879.3478	9262.9130	1	49,82615	
	3480	5507.6666	6882.0416	7774.2083	8492.6666	2	50,785	-
	3423				9311.1538	2	50,31464	
	3370				10055.538		51,78241	6,49586
	3355				10951.038		53,47345	7,48241
	3372				10369.230	3	52,13828	,
	3362				10639.115		74,977	11,39
	3357	7438.0			10749.730	3	74,944	11,75
	3116				13130.896		50,00788	7
	3276				13059.172		55,95875	
	3190				15492.437	3	54,56857	
	3272				14017.129	3	54,33647	7,15941
	3348				12192.142	2	76,24969	-
	3389				12550.344	3	76,5303	
	3219				14997.718		55,27444	-
	3138				14672.258	4	52,31886	-
	3104				15833.441	6	50,09789	-
	3190	10988.562			14850.625		78,44861	-
	3087		14648.114		17151.314	10	51,69385	-
	3261				15965.303	2	77,98324	-
	3065				17390.805	8	55,02775	7,54
	3156				17024.628	3	78,2041	
	2942				20367.609	10	57,22044	-
	2979				18049.540	5	51,66561	-
	2973				18400.702		80.24951	10,5234
	2885				18475.736		,	11,4788
	2834	14947.5			19564.175		,	-
	2986	13708.342			18436.210	16	56,71591 78,68452	
	2946	14377.0			18937.794		-	
	2676						79,52767	
	2853				22096.311		-	-
	2798				23769.375		63,34077	
					21332.976			10,6908
	2872 2845				21848.795		61,21184	-
			20116.045				60,49531	-
49	2903	1/624.888	20402.555	Z1105.466	21995.244	14	59,19143	6,05979

Figure A.2: Lazy queue in at-least-once mode

A.2 Experiment three - RabbitMQ

Α	В	C	υ	Ł	F	G	н	1
queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
1	2603	578.93333	861.2	970.13333	1115.2	2	53,13632	8,865263
2	4087	723.5	984.8125	1060.375	1207.1875	1	73,515	10,775
3	3787	843.75	1178.9375	1400.4375	1602.125	1	52,83167	7,752778
4	3655	1154.7058	1623.6470	1890.7647	1955.8823	2	48,78316	8,071579
5	3633	1406.0	1945.8823	2263.5882	2439.6470	2	48,6315	7,401
6	3676	1678.2777	2433.8888	2727.1666	2977.4444	1	74,1905	10,787
7	3560	1941.8421	3017.7368	3337.3157	3844.5263	2	48,93714	7,472857
8	3544	2319.1578	3178.5789	3661.3157	4154.5789	1	73,36524	12,17143
9	3383	2632.0	3835.55	4303.4	4730.55	1	49,26773	8,171364
10	3443	2951.4285	4146.6666	4841.7619	5418.4761	2	50,81783	8,035217
	3448	3058.3	4347.15	4862.7	5338.45	1	73,21045	12,66455
	3671				6404.5454	_	49,24875	7,165833
	3692		5418.3636		7455.6363		48,8796	6,4892
	3516				7146.2173		49,43154	
	3561				7593.6956		50,7736	6,9324
	3490				8182.1739		49,77923	
	3441	5567.28	7297.92	8196.28	8825.2	3	50,66074	-
	3425				9333.8333			-,
	3474						73,41926	
			7820.7083			2	74,85593	
	3327	6775.08	8654.0	9160.4	11212.92	3	76,26429	
	3369				11376.461		76,11931	11,6669
	3285	9225.1666		12379.0	14447.4	2	52,86667	,
	3298	7748.0			11908.296		76,26667	11,71033
	3285				13486.965		55,37394	_
	3144				12596.862	2	55,52781	7,370313
	3229	9122.1666	11336.6	12433.3	14032.5	4	54,36061	7,120303
	3321	8901.2666	11536.2	12664.033	14555.666	3	53,16294	6,273824
_	3184	9340.5517	12035.655	12940.103	13865.137	4	52,65364	7,267576
	3360	9724.9354	11675.806	12388.064	13698.161	3	76,48765	11,09471
	3171	10442.125	13083.781	13806.343	15001.937	3	51,96083	6,985
31	3154	11119.781	13082.281	13814.468	14807.125	5	51,78056	7,205556
32	3028	11080.062	13380.843	14028.093	15013.437	8	51,37833	6,934722
33	2990	13337.473	16296.342	18186.842	18977.736	11	51,79714	6,829524
34	2991	12073.542	14549.942	15979.114	16917.4	12	53,09897	7,151282
35	3015	12373.428	14880.628	15858.342	16997.4	7	53,79641	6,762308
36	3192	11715.029	13944.5	15007.529	16595.5	3	78,83184	10,62895
37	2611	15787.170	19237.439	19971.0	20380.560	17	52,38933	7,648667
38	2908	14002.973	16771.210	17793.421	18712.763	5	53,98143	6,919762
39	2913	14721.102	17189.615	18143.128	18805.051	3	78,45326	10,55279
40	2770	16698.465	19388.790	20571.093	21138.604	6	57,28234	7,170638
	2785				23310.106		54,70431	,
	2831	14666.8	17908.55		19731.675		57,42378	
	2789				20842.142			6,727826
	2805				20250.878			6,161957
	2775				22041.311		57,42755	
	2724				23051.425		57,8802	
	2923	16575.581			21142.162		57,02875	
	3004		17737.075		19534.4			
	2854						79,11068	
					23176.042		60,62314	
50	2804	18801.891	21351.347	22009.956	22970.608	16	57,82608	6,931765

Figure A.3: At least once with queue length 10

	М			U		-	U	п	
I	queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
Ì	1	4207	322.2	422.6	465.66666	504.06666	1	49,17389	7,911667
	2	3984	647.75	892.9375	971.25	1092.375	1	53,61611	7,436111
	3	3613	1126.125	1563.6875	1735.8125	1977.25	1	65,47421	10,80526
	4	3650	1218.6470	1837.5882	1959.4705	2293.1764	1	59,86684	10,23895
	5	3644	1444.8235	2298.6470	2575.4117	3826.5882	2	71,11476	10,57714
	6	3668	1525.7777	2761.7777	3143.6666	3586.8888	2	72,82667	10,69905
	7	3533	2073.7894	2942.0	3284.1578	3586.2105	2	49,04238	7,823333
	8	3560	2261.2105	3168.5789	3723.8947	4120.4210	1	73,61952	12,55286
	9	3404	2592.4	3982.75	4408.7	5007.25	1	49,845	8,163183
	10	3443	3140.1428	4241.4761	4769.6190	5391.5714	3	50,03043	7,79956
	11	3387	3664.9047	5024.3333	5577.0	6384.8095	2	50,80375	9,154583
	12	3681	3775.7272	5280.7272	5755.1363	6510.9545		49,60083	6,83916
		3623	4129.0		6066.0909			48,53917	6,05541
		3543			6957.6521		1	49,7456	6,455
		3502	5384.125	6916.125		8029.3333	_	47,69462	6,79192
		3317	5858.6	7762.28	8320.4	9075.28	2	45,48593	6,4196
		3442		7103.3333		8306.0833		51,12423	6,16807
		3386		8345.8214		12220.357		49,788	-
		3498			8283.5833		3	74,94786	11,072
		3404	6654.6	8543.48	8776.0	10028.0	3	-	
		3307						76,45964	11,392
		3338			9751.6923			75,02667	11,8893
					10495.148		3	51,29516	7,69806
		3231			11013.714		_	50,79125	6,99218
		3352			10315.259		_	75,68484	,
		3359			11382.172			77,34781	10,7553
		3193			12246.172			54,60576	7,02606
		3261			12809.161			53,62735	7,20676
		3243			12365.133			51,41735	
		3258	9418.4	11687.733		13408.633		77,12	10,9284
		3090	10927.812	13067.781	13769.843	14847.062	4	48,80806	7,02666
		2990	11531.125			15217.531		50,89972	6,16472
		2938			14790.606			50,82395	6,60263
	33	3077	11508.181	13483.242	14501.060	15276.636	2	76,98405	10,6962
		3218	11702.571	14678.685	15704.342	17452.142	4	59,61795	7,01461
		3110	13063.054	15700.270	16846.324	17910.297	7	54,74537	7,354634
	36	3039	12735.166	15199.222	16535.055	17756.5	7	59,72333	7,550769
	37	2900	13037.472	15951.611	16510.027	17584.111	5	54,695	6,8952
	38	2970	14430.45	17528.025	18943.925	19798.325	9	52,20977	6,03976
	39	2840	13734.108	16681.243	17297.351	18174.810	2	79,27878	10,45146
	40	2849	14121.184	16928.921	17754.736	18697.026	4	78,16857	11,2388
	41	2659	16732.75	19467.409	20764.886	21679.954	19	56,65563	6,679792
	42	2837	15188.675	18141.125	18741.175	19813.95	8		
	43	2901	15537.5		18387.725		4	63,61244	
		2838			18509.225			79,15911	
		2808			19481.414			66,99622	
		2905			20114.651				
		2907			21735.891			57,8658	5,979
		2683	19133.333			23866.708		59,24808	
ł		3065		20331.555		22110.977		79,60959	-
1		2963			20385.279				

Figure A.4: At least once with queue length 100

annonic.	ment-	mal m	0110	OFAL	0046	diale 5 40	an0/		amuel
	msg/s 4348	min	avg	95th	99th	disk MB	cpu%u		cpu%sys
	_	357.4			564.13333		2 70,09		
	4044	651.125	891.9375		1086.6875		72,25		_
		1052.2941							8,28421
	3707				2053.1764		-		11,3694
	3555				2434.1176		1 70,3		12,022
	3621				3343.3333		2 74,1		-
	3516				3513.0555		2 44,69		-
	3483		3735.4210		5078.5263		1 70,80		
	3363	2609.35	3860.7	4470.2	5047.9		1 48,31		-
	3343	3161.05	4358.05	4958.3	5535.8		1 52,15		
	3615				6160.0476		2 71,14		12,1629
	3645				6902.1818		2 50,68		7,4962
	3611	4014.4090			6504.4090		2 71,7		11,588
	3616				7197.8260		-	466	10,717
	3580	4537.9565			7695.0869		74,4		
	3519	5312.0	6937.125	7566.1666	8359.5833				7,1161
	3413	5592.3478	7466.0434	7886.0869	8822.2608		1 75,72	615	11,48
	3415	6082.25	7906.2083	8767.7916	9630.5833		2 55,79	185	6,6388
	3510	6151.6	7986.36	8550.88	9234.64		75,71	857	11,827
20	3431	6423.2	8544.2	8900.44	9778.4		75,60	321	11,236
21	3386	7008.0769	8963.3846	9731.6538	11856.807		76,40	103	11,358
22	3236	7549.7037	9638.7037	10251.851	11334.444		2 51,54	467	6,59
23	3200	8659.2758	10502.172	11789.931	13237.586		52,45	375	6,5203
24	3273	7782.0714	10126.0	11163.035	13078.357		4 55,62	156	7,5390
25	3350	8177.8214	10348.535	11175.214	12905.785		76,12	906	11,092
26	3253	8478.5357	10569.928	11193.678	12053.928		3 77,34	677	10,812
27	3378	8471.4827	10783.655	11468.034	13096.448		3 75	5,59	10,841
28	3059	9918.1612	12302.451	13005.0	14111.870		5 51	1,55	6,7
29	3157	10272.812	12843.531	13578.843	15281.218		54,76	-	_
30	3158	10554,406	12980.75	13679.218	14786.718		2 49,73		6,0
31	3041	10952.687	13376.593	14052.75	15284.062		50,8		
	3036	12113.0			16385.352		5 51,22		-
	3171				14557.419		76,71		-
	3149				14698,437		4 76,64		
	3109			14720.848				5,57	10,169
	2858				18557.552		-	-	7,4723
	2869				18674.368		8 59,31		-
	2820				17874.108		3 78,23		
	2800				18688.157		3 79,47		
	2730				18880.657		3 77,73		10,372
	2879						,		-
	2934		18254.707		20315.902				7,63288
	2934				18170.526				7,40930
	2775			18416.075					7,5572
					21629.931				6,78354
	2772				22844.108		7 63,4		-
	2751	17570.0		20553.727					6,19326
	3056	15336.125		18618.9	19579.075				10,513
	3025				20165.292				10,881
	2934		19643.954		21520.545				10,840
50	2863	19094.851	21434.127	21822.531	23253.510	1	1 62,85	769	7,26384

Figure A.5: At least once with queue length 1000

Α	В	С	D	E	F	G	Н	1
queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	4318	338.86666	450.46666	501.53333	538.2	2	69,67556	10,35167
	4067	730.625	997.25	1073.9375	1189.4375	2	53,23333	7,697778
	3997	814.6875	1131.0	1306.8125	1419.875	2	71,26737	10,5978
	3615	1238.7058	1797.4705	1948.2352	2224.3529	2	48,12368	7,74526
	3643	1407.9444	2116.1666	2364.8888	2633.3333	1	47,6065	8,48
	3567	1788.1111	2733.4444	2897.3888	3379.6666	2	49,39857	8,53571
	3592	2072.6315	2847.8947	3322.1578	3628.4210	1	72,06952	12,2185
	3488	2261.5263	3170.2105	3830.0526	4225.2105	1	49,74	7,8
9	3517	2644.15	4092.2	4369.35	5231.8	1	72,85818	12,67
	3451	3021.65	4129.2	4682.1	5064.4	1	71,87455	
	3362	3939.0909	5199.6363	5604.8181	6319.0454	3	53,37042	9,9887
	3626				6384.1904		49,91042	
	3594				7484.6521		49,2492	6,754
	3595				7260.5909		73,4124	10,924
	3549				7318.4347		74,2656	12,395
	3471				8447.0434		73,32808	
	3361	5869.52	7666.52	8212.92	8923.6	2	53,62407	6,2403
	3308	5793.76		8669.24			-	
	3370		7845.72		9434.08	2	52,50778	
	3210	7041.5			10485.538		51,54655	
					10928.407		52,21867	6,59
	3203				13716.103		49,90844	
	3206				12214.851		52,97645	
	3232	8733.8333		12654.1	14451.1	4	52,59545	
	3200		10477.928			4	51,61806	
	3376				11572.148		76,64167	10,5043
	3269	8566.7857	10562.357	10987.607	12068.535	2	75,96968	11,4848
	3348	8548.9310	11079.482	11588.724	12565.413	3	75,785	10,9603
	3231	10076.812	12378.968	13153.25	14180.5	2	53,89971	6,98714
	3160	10267.903	12619.387	13161.935	14160.741	3	52,55629	7,45114
30	3017	11393.878	13288.939	13945.909	15431.454	5	51,18056	7,38444
3:	3249	10086.25	12650.031	13828.312	15230.0	2	78,23457	10,8765
33	3196	10897.848	13412.909	13931.484	15059.848	3	77,05459	10,887
33	3097	11607.969	13882.0	14152.030	15318.0	4	52,84297	7,47675
34	3215	11354.272	13593.151	14313.363	15942.272	3	77,1927	11,2224
3.	3150	11664.628	14200.885	15455.6	16616.4	3	76,70795	11,6187
3(3112	11801.090	14220.393	14665.848	15868.030	3	78,00703	10,6475
	3099	12589.828	14795.571	15916.057	17003.171	3	79,28462	
	2866				21196.953	12	52,94979	
	2772	15104.175	17756.75	18754.45	19733.4	10	54,03409	7,38477
	2894				18574.578		79,92095	11,0823
	2808				20306.707		55,77244	
	2 2782	15867.0			19772.375		77,68556	
	3 2917	15944.380			20461.904		66,53696	
	2857				20776.047		64,76022	
	2828				21948.755		65,64857	7,9
	2815							
	7 2840				21374.372		,	-
					20430.047			
	2898				21677.590		63,40167	
49	2873	18023.021	20854.630	22248.173	22886.326	13	61,7444	7,574

Figure A.6: At least once with queue length 10000

		C	U	E	٢	G	н	
queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	11156	175.4	234.2	257.4	280.93333	1	35,39824	6,
	11272	300.4	403.33333	448.26666	486.93333	0	31,48	6,23888
3	10014	387.375	668.125	782.8125	878.5	1	31,93556	6,36333
4	10042	521.5625	816.6875	948.4375	1096.0	1	68,32211	9,14052
5	10323	610.375	946.5	1041.625	1227.25	1	35,44778	7,26777
	10274	739.875	1122.375	1191.9375	1380.5625	1	34,1205	6,125
7	10592	794.75	1168.0	1313.4375	1511.625	1	72,1	9,93684
8	10276	938.47058	1493.9411	1684.1176	1942.8823	2	72,99947	9,58157
9	9102	1142.6470	1710.1764	1956.6470	2258.9411	1	31,58316	6,35052
10	9665	1164.8823	1704.1176	1913.4705	2087.8235	1	37,18632	6,51894
11	9998	1348.6470	1987.4705	2136.8823	2412.1764	1	71,3605	10,53
12	9961	1319.3529	1937.2941	2269.2352	2648.6470	1	72,502	9,833
13	9942	1468.6666	2138.3333	2400.8333	3039.4444	1	72,8765	10,01
14	9313	1610.8333	2428.1111	2826.3333	3092.8333	1	33,865	6,015
15	9146	1800.5555	2694.8333	3107.3333	3563.6666	1	33,4595	5,78
16	8591	2015.3333	2963.0	3413.1111	3680.0	1	36,37286	6,72428
17	8523	2114.4375	3343.625	3604.9375	4176.9375	1	35,26762	6,90952
18	8513	2325.4736	3398.0526	3742.0526	5969.2631	1	36,85	6,46045
19	8528	2326.8823	3600.4705	3801.5294	5781.8235	1	72,24591	10,5854
20	8094	2701.8333	3846.6666	4261.5555	4886.8333	1	36,73045	5,80363
21	8134	2830.3157	4038.5263	4481.8947	5274.3684	2	37,10091	-
22	7858	3107.2222	4450.8333	5060.4444	5750.1111	1	37,91	7,19772
	7658	3321.7222	4808.0	5122.9444	5819.8333			6,90818
	7853	3143.2105	5127.6842	5958.7368	9921.5263	1	42,73304	-
25	7789				5932.6666		41,4587	7,09391
	8176				5819.4210		39,41957	6,38173
	7883		5288.6111		6587.8888		42,91739	-
	7387	4305.45	5972.4	6772.6	8828.5	1	40,1584	6,736
	7749	4178.0			10626.789		52,6968	
	7725				8490.8333		72,82833	
	7310				11021.210		42,9348	6,591
	7369		6832.3684			1	42,1452	6,752
	7611	4430.1666		7245.5	10779.611		73,278	
	7165				9822.4736		43,39115	
	7889	4408.05	6337.15	6772.25	7704.2	2	71,5512	11,441
	7160		7825.7647			2	47,56	6,83
	6917		7363.6875		9512.75	3	47,9688	
	6711				9571.2105		45,02385	
	6795				9798.3333		49,90769	-
	6413	5996.0			12681.222	_	48,41593	-
	6658	5842.4444			10077.111		74,18269	-
	6292				11901.777		52,31037	
	6027				12343.777		50,29429	
	6799				11678.588		55,46556	
	6570	6928.1666					-	-
	6652				13189.277		51,67143	-
	6917	6960.7777		11899.5	13708.388		54,10828	-
	5966		10537.315		14055.578		51,81379	-
	5966 5783	8014.7777		12135.5	13642.055		-	6,00233
		B304.1176	10757.705	12362.882	13057.764	3	48,4431	6.60965

Figure A.7: At most once with queue length 10

queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	11728				249.46666	1		
2	11428	261.73333		417.93333		1	-	-
	10765	608.875	798.75	881.4375		1	-	-
4	10250	615.5	852.3125	917.8125	1038.125	1	-	-
	10448	658.1875	931.0	984.4375		2	-	-
	10341				1533.0625		,	
	10345			1536.7058		1	-	-
	9844				2030.6470	_	,	5,8
	9540				2185.8823		-	
	9642				2211.7058		,	
	9468				2567.6470		,	5,58
	8851				2871.5882	_		
	9463	1451.8333		2317.9444		1	-	
	9215		2453.1111		3133.9444	_	,	
	9588				3847.7222			
	9527				5978.4736		-	
	9228						,	
	8519				4588.6315		,	
	8137				4127.6111			
					5486.8235		,	
	8294				4854.2631		,	-
	8122	2671.8421			8536.5263		,	
	8342	2630.0	3921.8	4029.05	4720.65	1	,	-
	9072				5096.9473		,	10,32
	7961				7962.7894			
	8322				5300.2105	_	,	
	8129				7918.7368			-
	8043	3553.5	5180.0		6311.3333		,	
	8114				7240.3333			-
	7647				7228.7777		42,83625	7,21291
	7955	3774.6666	5851.7777	6070.8888	6950.6666	2	42,22208	7,03666
	7883	3963.2222	5717.0555	6350.5	8398.7777	2	74,89917	11,1995
	7759	4058.7777	6432.2777	6683.1666	7560.0555	2	74,00833	12,3129
	7808	4405.3888	6021.0555	6738.4444	7292.0	2	75,08292	10,5241
34	7401	4572.6111	6886.7777	7244.1111	8580.2222	2	43,716	6,626
35	6808	4987.9523	7059.8571	7760.3809	8862.7142	3	75,61	10,4839
36	7621	4981.9473	6783.4736	7591.0	9287.4736	2	76,84	9,263
	7256	5338.0	8097.8421	8471.7894	9617.6315	3	46,43577	6,78
	6947	5325.0	7676.1666	8716.8888	9904.9444	3	45,2	7,76115
39	6910	5743.0	8386.5789	8818.4210	9984.7368	2	47,95577	6,96230
40	7203	5695.4	7541.15	8260.85	9085.5	2	52,31308	7,67
41	7351	5211.0526	7700.6842	8309.6842	10388.368	2	75,98	11,2173
	6925	5635.2105	7913.0526	8748.3157	9606.4210	3	72	10,5718
43	7199	6040.9473	8126.4210	8971.0526	10140.947	3	74,11852	10,9088
	6848				11089.894		75,55111	
	6896				12853.631			7,57071
	6946				10545.789		74,17889	
	7050				10744.666		73,83893	
	6971	6216.7777			10800.722		73,17071	
	6998			12839.954		3	-	_
	6817	6927.8	9723.5	10651.05			49,03931	

Figure A.8: At most once with queue length 100

queue		msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	1	11008	105.46666	169.0	193.73333	219.86666	1	33,65	6,060882
		10602	288.4375	408.625	453.9375	501.125	1	31,79222	6,294444
	3 2	10762	472.25	636.5	695.9375	763.625	1	73,06389	8,331111
	4 3	10497	659.375	891.5625	994.625	1107.9375	1	72,17944	9,748333
	5 3	10750	867.8125	1201.75	1335.9375	1503.875	1	34,68526	7,86842
	6	0562	708.375	1102.75	1277.9375	1457.5625	1	35,245	7,43166
	7	10339	853.88235	1367.2352	1564.4705	1753.8235	1	35,04316	7,59526
		10604	883.35294	1406.7058	1509.1764	1741.2941	2	36,22	7,05368
		10333	1083.1764	1491.9411	1706.5882	1834.1764	1	72,29579	-
		10027	1263.8235	1900.4117	2154.1764	2582.4117	2	35,89842	
	11 3	525	1356,5882			2437.4117		32,4255	7,53
		756	1569.8823	2329.2352			4	33,3475	5,790
		618				2729.5555		32,809	
		462				2983.4444		71,04381	
		467	1707.5			3004.2222		70,56048	-
		938	1820.2222		3115.5	3432.8888		33,04857	-
	_	3356				4010.1666		35,33333	
	_	3737		3433.1666		4182.1111		34,62333	
		3113				4995.6470		35,83714	
	_	3540				6738.8333		40,00591	
		3565		3785.6666		4633.1666		40,86952	
		3257	2790.0			6324.6842		72,25652	
		3555				6338.7894		42,36682	
		3254				8130.7894			
	_	3310						41,97304	
		3383	3078.0555			6001.3333		45,57913	
		3136				6328.9473		74,56435	
	_		3469.5			6128.4444		40,54522	-
		3151				8264.2105		75,81522	
		3175				7418.7368		74,42583	
		3130				7988.7368		76,1925	-
		7881				7316.6315		75,64958	-
		7893				11090.052		44,6752	7,16
		7607				9158.6315		43,0596	6,306
		7415		6831.0555			11	43,5208	
		7286				9239.7894		48,33615	-
		7034				9002.3157		42,05962	
		7965				8860.7894		49,6588	7,874
		7351	5348.1052	7828.3684	8443.9473	10796.526	11	47,47	7,51884
		939	6008.5263	8603.3157	8994.6315	10768.263	10	48,31963	7,4403
		7397			8268.9473	9101.0526	9	75,965	-
		7508	5746.15	8019.6	9218.25	10968.55	12	51,82704	8,53666
		5948	5710.9	8367.9	9051.6	11249.9	12	50,63259	7,12333
		5910	5880.4210	8398.7368	9318.0	11487.0	12	52,19185	8,21370
	44	7134	6010.9473	8173.7368	9294.8947	10449.947	10	75,09074	9,94629
	45 (5107	7820.7222	10848.5	11643.111	12829.722	13	46,97148	7,5
		5301	7116.2631	9426.5263	10693.421	13060.210	11	77,19964	10,9835
	47	7276	6409.65	8988.95	10052.3	12423.9		76,46357	
		7031				11649.263		76,22107	
		5389				12790.619		46,58367	
		5577				13543.526		75,11931	

Figure A.9: At most once with queue length 1000

queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
1	11151	185.4	253.66666	280.33333	303.26666	2	32,91647	6,19294
2	10950	305.33333	448.66666	500.4	559.0	2	27,62611	6,83444
3	10813	431.625	575.1875	639.5	701.25	2	34,31389	7,58
4	10938	560.375	862.0625	985.625	1113.4375	2	74,12389	10,110
5	11093	772.8125	1055.25	1177.0625	1331.1875	2	72,39158	9,10473
6	10476	839.625	1199.875	1330.5	1586.6875	2	34,07842	7,24789
	10532	840.8125	1264.0625	1356.25	1570.4375	2	35,72	6,39789
8	10442	1157.1176	1702.1176	1882.5294	2124.2941	2	33,98947	6,60052
9	10062	1105.4117	1654.5882	1764.9411	2034.5882	2	32,43579	
10	10122	1117.4705	1647.2352	1866.1176	2032.3529	3	73,62632	10,254
	9669	1240.2941	1892.4705	2213.2352	2496.1764	5	33,195	6,878
	9545	1401.6470	2004.4117	2118.0588	2450.1176	5	32,664	
	9208				2785.1111		31,8205	
	9209				3449.8333		32,8025	6,94
	8608				6296.0526		-	5,2095
	8933	1884.7777			5902.8333		74,30286	
	9089				4068.8235		73,26857	
	8444				4953.9473		35,4981	
	8352			4194.7222		7	34,64136	
	8719				5211.4736		32,76364	
	8187				4846.2631		36,92045	
	8078	2812.85	4434.45	4771.55	9523.8	8	-	6,0169
	8037	3176.95	4648.05	5659.35	8871.25	9	38,465	6,723
	8236				6149.7368		39,41565	
	7780	3139.45	4633.85	4998.25	5824.25	10	39,00391	-
	8497				5775.1578		73,26174	
	7093				9797.5217		36,08185	_
	7933				6995.5263		50,12083	-
	8140		5356.1666		6496.0	11	75,03696	
	8152				7681.3157		72,6412	10,21
	7691	4316.95	6024.75	6425.95	8837.95	14	4,785846	
	7166	4409.35	6494.35	6843.7	7715.15	11	40,946	6,29
	7429				10244.095		44,88846	
	7619				10781.095		45,57423	
	7524	4851.0			9852.8571		45,48538	
	7459	5025.95	7381.05	7911.85	9650.45	12	45,65385	
	7071	4998.5	7317.3	8103.85	9266.85	13	44,47654	-
	7406	4983.65	7456.7	7942.35		13	49,43577	
	7290	5116.7272			9536.15 9455.1363		-	-
	7290				9154.1578		49,46154 74,51077	8,0707 11,205
	7302						-	-
	6898			8925.7272		14	50,81536	6,
	7102				12609.045		52,54241	
	7102 7158				9742.9090		-	-
					10190.666		-	
	7111				12611.409		-	
	6753				11039.571		-	
	6910	6384.15	8637.45	9852.45	10532.05	17	-	-
	7009				10878.047		75,61321	-
49	6984	6879.4285	9152.6666	10535.095	12452.142	16	73,65414	11,056

Figure A.10: At least once with queue length 10000