# 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

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# 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 different 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

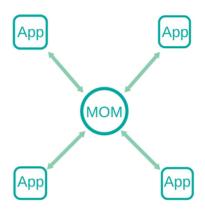


Figure 1.1: Structure of message oriented middleware.

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, and thereafter be 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	
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 an 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 and research question is: How does different parameter sets affect the performance of 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 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 workings used for memory paging are to complex to track and needs a further explanation depending on what operating system being used. Furthermore this thesis will not explore how different protocols can affect the performance of the 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 conducted
- 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 some arbitrary identifaction. Provided this mutual agreement between the two applications then it is of no importance for these 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 when a receiver 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 pointto-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 boils down to design choices for the message systems to choose how many of the messages should be persisted and in what ways.

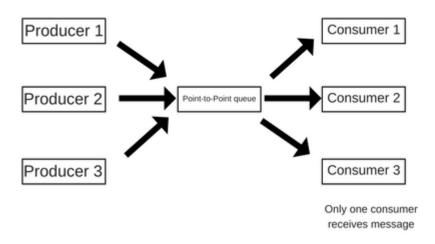


Figure 2.1: A point-to-point communication domain.

# 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 the strengths that lie within this type of architecture means that it can seperate the dimensionalities of temporal, spatial and synchronization from each other [19, p. 1]. This architecture is illustrated in Figure 2.2.

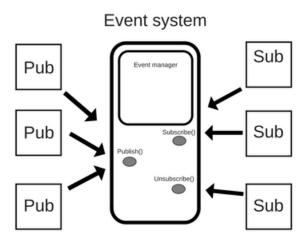


Figure 2.2: A publisher/subscriber domain.

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 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 than others and deciding on one protocol to use is a challenge. There are 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.

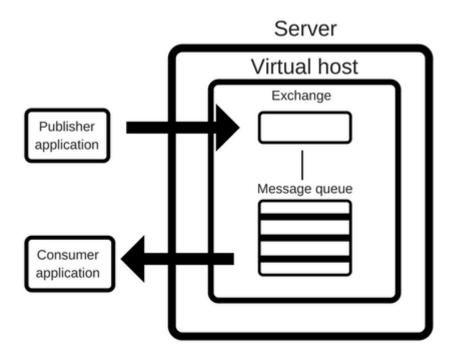


Figure 2.3: AMQP Protocol model

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 as **weak FIFO** 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 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 2.4.

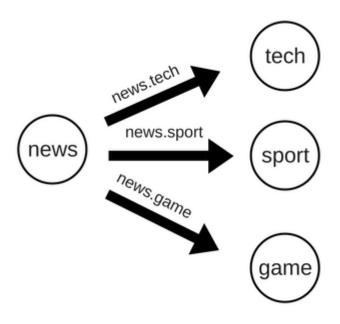


Figure 2.4: Topic exchange type

#### 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.

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/>, cpresence/> 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.

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

- 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 noncritical 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

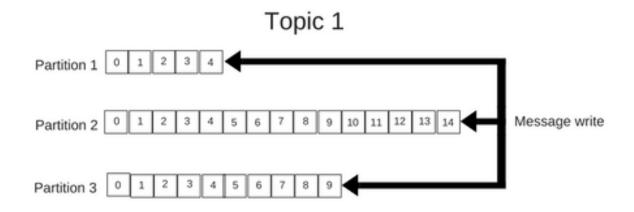


Figure 2.5: Topic partitioning

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.

#### 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 as all actors are considered independent.

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

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.

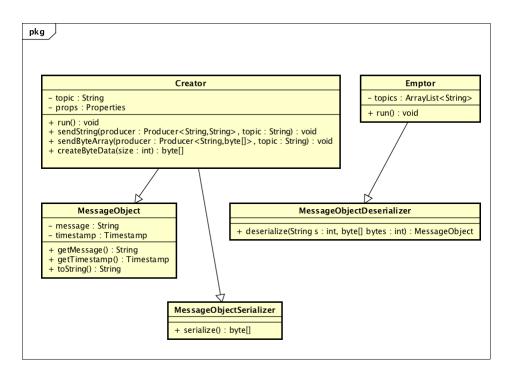


Figure 4.1: Components of Kafka tester

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 t2.2xlarge 8 32 EBS-only

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.

Model	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.

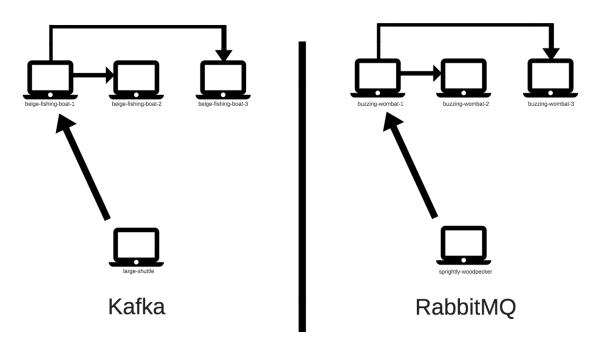


Figure 4.2: Test setup

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.

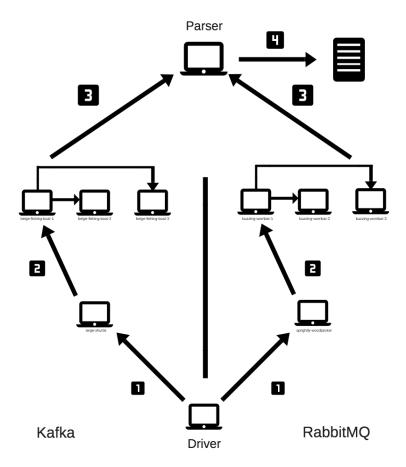


Figure 4.3: Architecture of system

# 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

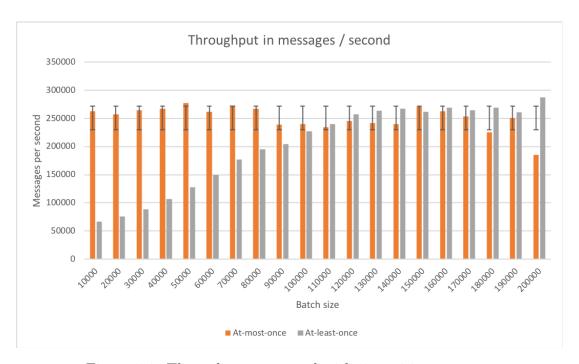


Figure 5.1: Throughput measured with 5 partitions

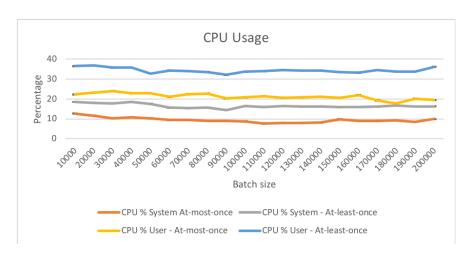


Figure 5.2: CPU Usage with 5 partitions

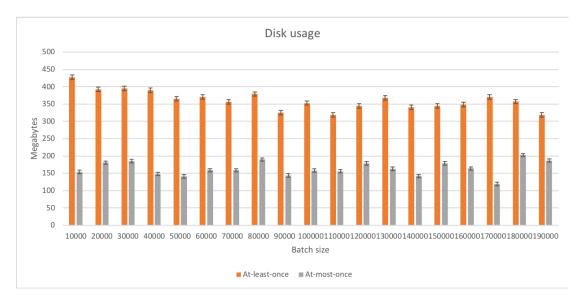


Figure 5.3: Diskusage with 5 partitions

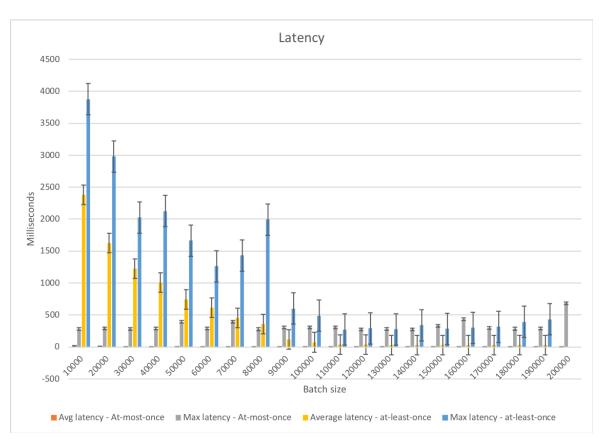


Figure 5.4: Latency measured with 5 partitions

### 5.1.2 Experiment two

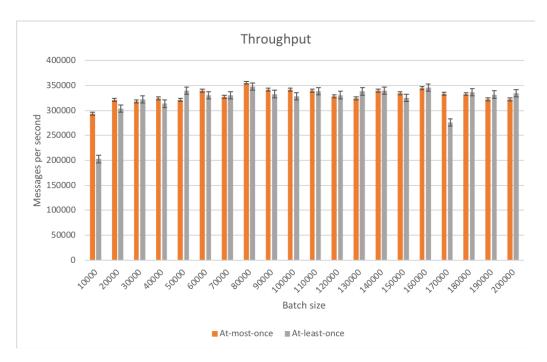


Figure 5.5: Throughput with linger set to 10

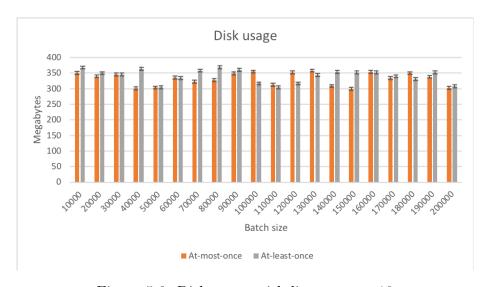


Figure 5.6: Disk usage with linger set to 10

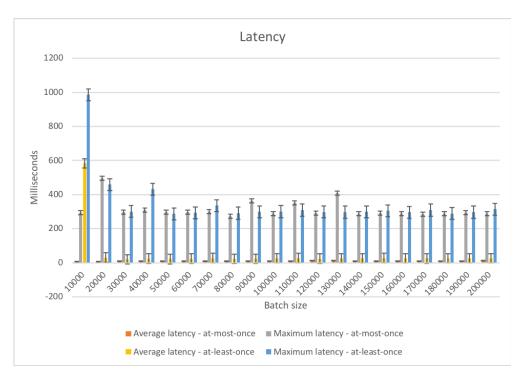


Figure 5.7: Latency with linger set as 10

## 5.1.3 Experiment three

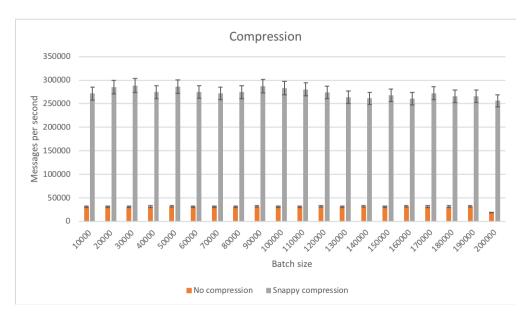


Figure 5.8: Throughput measurements with snappy compression and none compression

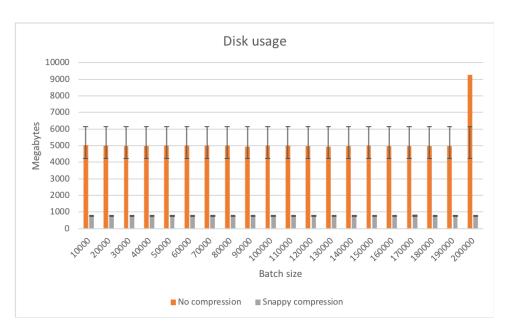


Figure 5.9: Disk usage with compression and none compression

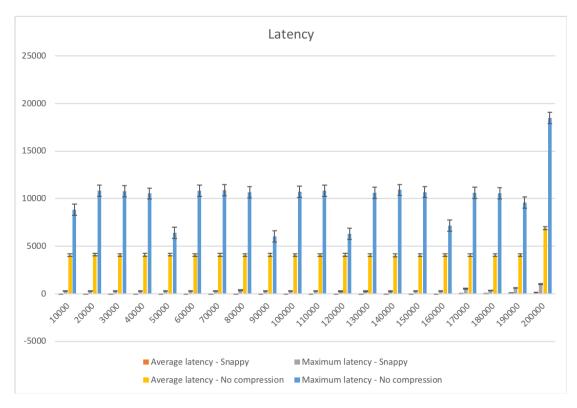


Figure 5.10: Latency measurements with compression and none compression  ${\bf x}$ 

## 5.1.4 Experiment four

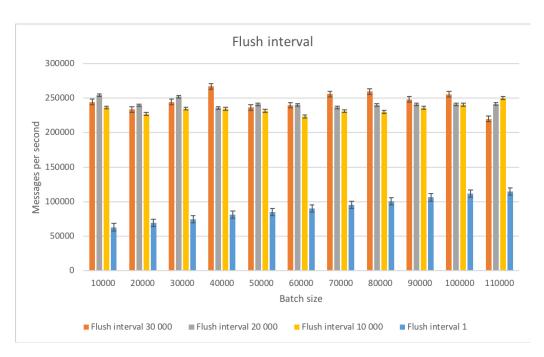


Figure 5.11: Throughput with configured flush interval

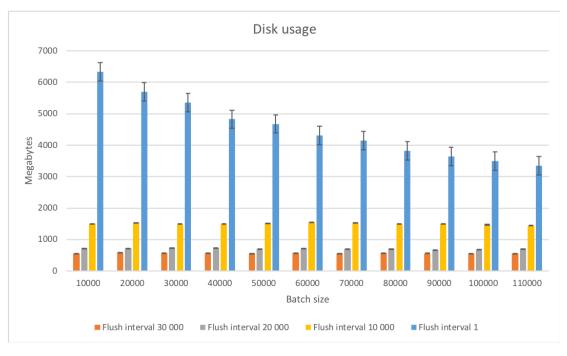


Figure 5.12: Disk usage with configured flush interval

# 5.2 RabbitMQ

## 5.2.1 Experiment one

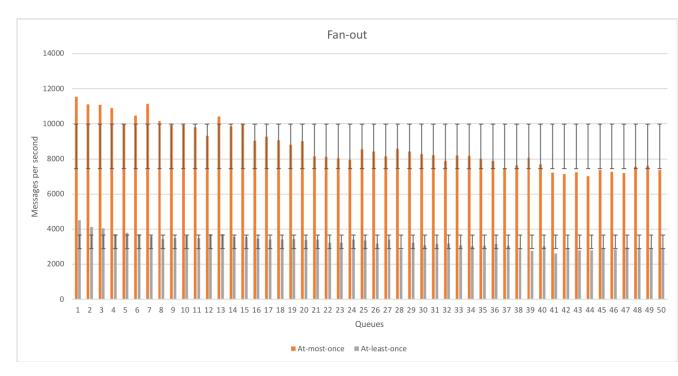


Figure 5.13: Throughput with fanout exchange

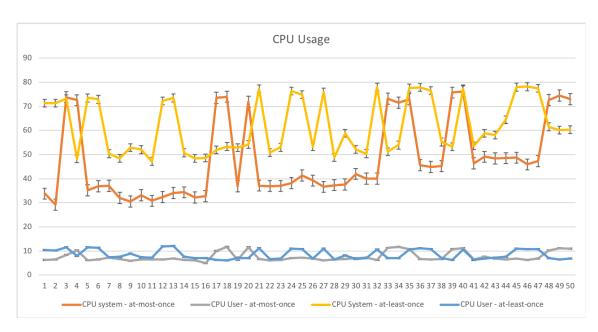


Figure 5.14: CPU usage with fanout exchange

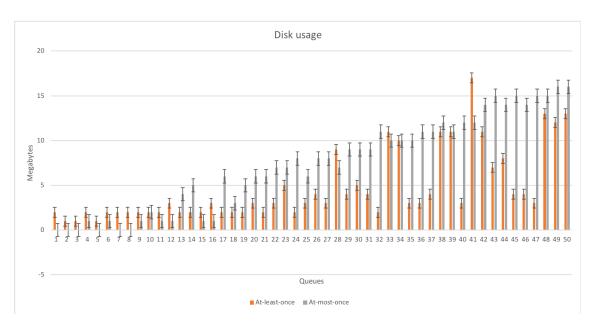


Figure 5.15: Disk usage with fanout exchange

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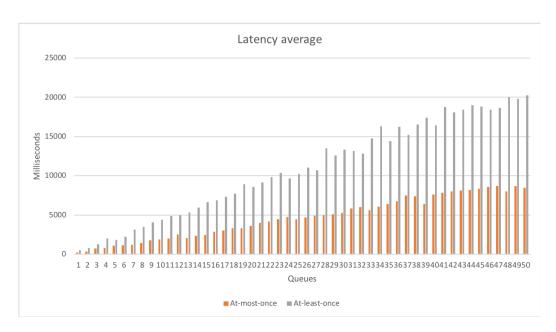


Figure 5.16: Latency measured with fanout exchange

### 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% for the system. A possible explanation to this behaviour is that the results from the queues are not automatically deleted which makes the CPU usage of the system go up.

A very notable different between Kafka and RabbitMQ is that Kafka makes much more 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

	_		_					
	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	11194	137.2	188.6	207.26666	226.06666	0	33,73529	5,72411
	11280	280.06666	411.86666	461.2	528.26666	0	31,07	5,82333
	10864	381.25	527.4375	572.375	653.5	0	31,91889	6,95333
	10721	507.5625	724.5	770.625	883.5625	1	45,34333	6,67444
_	10539	683.3125	931.875	1053.5625	1174.3125	0	72,37944	9,07444
	10663	699.6875	1177.75	1316.25	1576.375	0	70,26474	9,09157
	10071	746.8125	1137.3125	1326.9375	1450.75	1	69,61	10,1752
	10106	973.88235	1462.3529	1585.0	1845.1764	1	32,83368	5,7
	10383	1099.2941	1637.7647	1724.4117	1993.1176	1	33,72	6,49842
10	10250	1160.1764	1721.1764	1936.2941	2472.0	0	33,75263	7,18421
11	9921	1362.0588	1823.1176	2135.8235	2413.8235	1	33,2525	6,142
12	9923	1430.6666	1947.7777	2169.8333	3121.0	1	32,769	7,418
13	9154	1639.1666	2300.5555	2645.7777	5569.2777	4	32,732	6,175
14	9723	1679.1111	2382.6666	2724.3888	2937.6111	1	35,2835	6,28
	9537	1596.3333	2554.4444	2925.4444	3368.6666	1	33,4135	5,44
	9553	1813.8421	2724.6842	3190.0526	6084.4736	0	31,6281	5,21238
17	8981	2089.4210	2998.8421	3467.2631	3791.9473	5	33,64	6,01190
18	9279	2039.2631	3079.4210	3207.9473	4450.1578	0	32,83905	5,70809
19	8447	2381.1666	3729.1666	4398.0	5298.5555	4	32,80818	5,91590
20	8636	2472.6315	3547.7368	3950.3157	4307.5263	7	38,68364	6,30954
21	8586	2602.5555	3986.3888	4112.0	4781.2777	8	38,24818	6,5
22	8467	2652.7368	4082.8421	4627.1052	5193.7368	6	37,06591	6,27727
23	8298	2928.7	4408.9	4979.0	9154.4	7	38,42391	6,2391
24	8342	3260.1052	4640.7894	5355.4210	7007.2631	8	38,97348	6,14956
25	8582	2926.3157	4445.7368	4744.4210	5829.5263	8	73,99348	10,9073
26	8768	3012.95	4671.6	5161.0	8796.4	3	39,1792	6,494
27	8519	3129.15	4788.45	5001.2	5901.55	8	74,15087	
28	8423	3243.9473	4903.8421	5096.1052	5889.2105	8	73,1013	11,778
29	8300	3509.35	5260.4	5583.15	6264.9	10	41,04625	
30	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	
32	7892			6289.7368			-	6,48083
	8176			6272.2105				11,5283
34	8151	4258.9	6424.75	6753.65	8882.3	11	44,3856	6,465
	8073			6677.1578			48,05667	-
	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		6,2
	7866			7468.6818			47,19963	
	7438			8484.7619			47,94519	-
	7227			8692.3478			49,11714	
	8794	4844.6956			8851.3478		73,14481	
	7692	5635.1818			9409.3636		74,96333	-
45	7383			8588.2857			73,61444	
	7392			8922.3478			76,29786	
	7489						75,31111	
	7590			8991.3636				
	7590 6948			9031.7272 10019.695			75,48536 48,23069	
4.0								

53

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	8,406667
2	4072	731.1875	1034.1875	1115.1875	1260.625	2	54,83333	7,875556
3	4117	779.375	1142.375	1282.9375	1443.0	2	72,60474	10,58842
4	3795	1119.7058	1532.1176	1811.9411	1919.5294	5	49,55579	9,028947
5	3677	1498.4444	2294.1666	2673.5	3472.5	1	51,6865	6,946
6	3662	1838.0555	2729.1666	2928.2222	3386.2222	2	50,1681	7,023333
7	3671	2120.7894	3103.0526	3407.2631	3918.7894	2	73,94714	12,22909
8	3544	2338.2105	3269.3684	3753.5263	3934.9473	2	50,37476	7,95619
9	3472	2687.0	3807.25	4302.75	4883.25	2	50,04409	8,051818
10	3417	2895.35	4259.25	4975.2	5669.55	1	51,8213	8,192609
11	3382	3744.2727	5281.9090	5741.1818	6866.0909	2	54,11	9,66875
12	3600	4071.5454	5346.5	5893.5454	7325.5	2	50,66208	7,87625
13	3646	4292,7727	5781.0454	6317.0909	7219.1363		49,942	7,2576
14	3571	4881.0833	6370.6666	7079.4166	8295.25	2	49,74423	6,711538
	3395			7879.3478			49,82615	6,898077
	3480			7774.2083			50,785	6,27961
	3423			8727.2307			50,31464	6,885714
	3370			8873.1153			51,78241	6,495862
	3355			10165.384			53,47345	7,482414
	3372			9636.4230			52,13828	7,240345
	3362			9764.6923			74,977	11,399
	3357	7438.0		9901.1153			74,944	11,75
	3116			11778.965			50,00788	7,2
	3276			11672.689			55,95875	7,788125
	3190			14098.093			54,56857	7,197429
	3272			12862.903			54,33647	7,159412
	3348			10980.464			76,24969	11,60219
	3389			11509.517			76,5303	10,84727
	3219			14158.156			55,27444	7,540278
	3138			13041.709			52,31886	7,53257
	3104			15092.117		6	50,09789	6,969474
	3190	10988.562			14850.625		_	
	3087		14648.114		17151.314		78,44861 51,69385	6,488974
	3261			13865,606			77,98324	
	3065			16420.388			55,02775	11,23243
	3156			15350.142				7,548
	2942			19536,243			78,2041	11,43205
	2979						57,22044	7,539111
	2979			17192.459			51,66561	6,837317
	2885			17125.540			,	10,52341
	_			17612.789		_	80,87381	11,4788
	2834	14947.5		18483.175			56,71591	
	2986	13708.342			18436.210		78,68452	
	2946	14377.0		18271.769			79,52767	
	2676			21030.755				
	2853			23166.708			63,34077	
	2798			20140.209				10,6908
	2872			21152.977			61,21184	
	2845			20837.977			60,49531	
	2903			21105.466			59,19143	-
50	2909	19704.02	23154.58	24353.9	24926.18	17	58,91926	5,67703

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

## A.2 Experiment three - RabbitMQ

	Α	В	C	ט	Ł	F	G	н	1
ľ	queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
Ì		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
1	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
	11	3448	3058.3	4347.15	4862.7	5338.45	1	73,21045	12,66455
	12	3671	4033.5454	5226.6818	5847.3636	6404.5454	3	49,24875	7,165833
	13	3692	4318.0909	5418.3636	6000.0	7455.6363	2	48,8796	6,4892
	14	3516	4343.6086	5836.0869	6263.0434	7146.2173	2	49,43154	6,321923
,	15	3561	4617.0869	6223.6956	6604.5217	7593.6956	2	50,7736	6,9324
	16	3490	5582.6521	7157.9130	7606.7826	8182.1739	3	49,77923	6,566923
	17	3441	5567.28	7297.92	8196.28	8825.2	3	50,66074	
	18	3425	6110.0833	7793.8333	8244.5833	9333.8333	3	73,41926	12,17593
,	19	3474	5935.1666	7820.7083	8154.8333	9113.875	2	74,85593	11,20593
	20	3327	6775.08	8654.0	9160.4	11212.92	3	76,26429	-
	21	3369	7163.0384	9088.8076	9528.8846	11376,461	2	76,11931	11,6669
	22	3285	9225.1666	11563.2	12379.0	14447.4	2	52,86667	
	23	3298	7748.0	9712.1851	10281.037	11908.296	2	76,26667	-
		3285	8133.8620	10871.517	12095.517	13486.965	3	55,37394	7,435152
,	25	3144	8933.8620	10967.517	11618.620	12596.862	2	55,52781	7,370313
,	26	3229	9122.1666	11336.6	12433.3	14032.5	4	54,36061	7,120303
	27	3321	8901.2666	11536.2	12664.033	14555.666	3	53,16294	_
	28	3184	9340.5517	12035.655	12940.103	13865.137	4	52,65364	7,267576
,	29	3360	9724.9354	11675.806	12388.064	13698.161	3	76,48765	_
	30	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	-	7,205556
	32	3028	11080.062	13380.843	14028.093	15013.437	8	51,37833	_
		2990	13337.473	16296.342	18186.842	18977.736	11	51,79714	-
	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	-
,		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	
,		2913	14721.102	17189.615	18143.128	18805.051	3	78,45326	10,55279
		2770	16698,465	19388.790	20571.093	21138.604		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			
		2724				23051.425		57,8802	6,49
		2923	16575.581			21142.162		57,02875	_
		3004		17737.075		19534.4	4		
		2854				23176.042			
		2804				22970.608		57,82608	-

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

	A	D	C	U	E	F	u	п	1
	queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	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
		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
		3533	2073.7894	2942.0	3284.1578	3586.2105		49,04238	7,823333
		3560	2261.2105	3168.5789		4120.4210		73,61952	12,55286
)		3404	2592.4	3982.75	4408.7	5007.25	1	49,845	8,163182
ĺ		3443				5391.5714	_	50,03043	7,799565
2		3387		5024.3333		6384.8095		50,80375	9,154583
3		3681				6510.9545		49,60083	6,839167
,		3623	4129.0			6707.0909		48,53917	6,055417
5		3543			6957.6521		1	49,7456	6,4552
5		3502	5384.125						
				6916.125		8029.3333		47,69462	-
		3317	5858.6	7762.28	8320.4	9075.28	2	45,48593	6,41963
}		3442		7103.3333		8306.0833		51,12423	6,168077
)		3386		8345.8214		12220.357		49,788	-
)		3498			8283.5833		3	74,94786	11,0725
		3404	6654.6	8543.48	8776.0	10028.0	3	76,45964	11,3925
2		3307				10834.384		75,02667	11,88933
		3338			10495.148		3	51,29516	7,698065
ļ		3231	8599.2857	10287.321	11013.714	11690.464	3	50,79125	6,992188
,		3352	7667.2962	9894.3703	10315.259	11573.037	3	75,68484	10,43871
,		3359	8632.8620	10627.896	11382.172	12589.482	3	77,34781	10,75531
•	26	3193	8630.3103	11360.206	12246.172	13541.551	3	54,60576	7,026061
;	27	3261	9519.0645	11714.290	12809.161	13570.548	3	53,62735	7,206765
)	28	3243	8787.9666	11546.666	12365.133	13068.466	6	51,41735	6,962941
)	29	3258	9418.4	11687.733	12176.6	13408.633	3	77,12	10,92848
	30	3090	10927.812	13067.781	13769.843	14847.062	4	48,80806	7,026667
	31	2990	11531.125	13609.0	14127.718	15217.531	4	50,89972	6,164722
	32	2938	11499.666	13682.818	14790.606	15934.060	11	50,82395	6,602632
Ī		3077	11508.181	13483.242	14501.060	15276.636	2	76,98405	10,69622
		3218				17452.142		59,61795	7,014615
;		3110				17910.297		54,74537	7,354634
,		3039			16535.055		7	59,72333	7,550769
		2900				17584.111		54,695	6,89525
		2970				19798.325		52,20977	6,039767
,		2840				18174.810		79,27878	10,45146
		2849				18697.026		78,16857	11,23881
	_	2659				21679.954		56,65563	-
		2837						-	-
		2901			18741.175			61,68935	
		2838	15537.5			19542.125		63,61244	
						19583.225		79,15911	
,		2808				20342.951			7,938444
		2905				21335.837		78,17979	
;		2907				22627.739		-	
1		2683	19133.333			23866.708		59,24808	-
)		3065		20331.555		22110.977		79,60959	-
	50	2963	17066.860	19588.534	20385.279	21107.627	4	78,35646	10,91271

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

House	meals	min	2140	OE+h	00+h	diek MAD	enu%cr	enu9/ess
ueue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	4348	357.4			564.13333		70,09611	-
	4044	651.125	891.9375		1086.6875		,	
		1052.2941					50,49842	-
	3707				2053.1764		71,92263	
_	3555				2434.1176		70,3585	12,022
	3621				3343.3333		74,1115	-
	3516				3513.0555		44,69273	-
	3483		3735.4210		5078.5263		70,80227	12,8327
_	3363	2609.35	3860.7	4470.2	5047.9	1	48,31818	-
	3343	3161.05	4358.05	4958.3	5535.8	1	52,15409	-
	3615				6160.0476	2	71,14667	-
	3645				6902.1818		50,68583	7,4962
	3611	4014.4090			6504.4090		71,7632	11,588
	3616				7197.8260		74,466	10,717
	3580				7695.0869		74,4164	11,056
	3519	5312.0			8359.5833		51,70615	7,11615
	3413				8822.2608		75,72615	11,48
	3415	6082.25		8767.7916	9630.5833		55,79185	
	3510	6151.6	7986.36	8550.88	9234.64	3	75,71857	11,8271
	3431	6423.2	8544.2	8900.44	9778.4	2	75,60321	11,2367
	3386				11856.807	3	76,40103	11,3582
	3236				11334.444		51,54467	6,59
	3200			11789.931	13237.586	3	52,45375	6,52031
	3273	7782.0714	10126.0	11163.035	13078.357	4	55,62156	7,53906
	3350	8177.8214	10348.535	11175.214	12905.785	2	76,12906	11,0921
	3253	8478.5357	10569.928	11193.678	12053.928	3	77,34677	10,8125
	3378	8471.4827	10783.655	11468.034	13096.448	3	75,59	10,8418
	3059	9918.1612	12302.451	13005.0	14111.870	6	51,55	6,76
	3157	10272.812	12843.531	13578.843	15281.218	6	54,76861	7,41166
	3158	10554.406	12980.75	13679.218	14786.718	2	49,73194	6,0
	3041	10952.687	13376.593	14052.75	15284.062	6	50,8375	6,02833
32	3036	12113.0	14260.676	15171.911	16385.352	5	51,22658	
	3171	10358.967	12721.387	13447.580	14557.419	3	76,71229	10,7277
	3149	10975.875	13330.968	14143.437	14698.437	4	76,64139	10,6183
35	3109	11709.939	13977.515	14720.848	15658.0	3	76,57	10,1697
36	2858	13540.368	16714.710	17487.157	18557.552	8	56,71452	7,47238
	2869	13812.684	16596.605	17220.684	18674.368	8	59,31833	7,13261
38	2820	13832.972	16277.432	17162.459	17874.108	3	78,23452	10,0871
39	2800	14280.526	17126.184	17513.342	18688.157	3	79,47048	10,3721
40	2730	15196.394	17389.157	18103.157	18880.657	3	77,73465	10,7502
	2879	15432.365	18254.707	19308.0	20315.902	7	62,25022	7,63288
42	2934	14547.184	17064.026	17710.684	18170.526		62,79791	7,40930
43	2902	15265.75	17587.725	18416.075	19377.3	7	60,77795	7,55727
44	2775	16885.363	19990.840	20926.863	21629.931	5	62,94375	6,78354
45	2772	18476.608	21129.347	21870.869	22844.108	7	63,4122	7,071
46	2751	17570.0	20006.431	20553.727	21694.0	18	58,98388	6,19326
	3056	15336.125	17975.8	18618.9	19579.075		79,52432	-
	3025	15464.536	18317.024		20165.292		78,67044	
	2934		19643.954		21520.545			
	2863				23253.510			_

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

	Α	В	С	D	E	F	G	Н	1
G	queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
Г	1	4318	338.86666	450.46666	501.53333	538.2	2	69,67556	10,35167
	2	4067	730.625	997.25	1073.9375	1189.4375	2	53,23333	7,697778
Г	3	3997	814.6875	1131.0	1306.8125	1419.875	2	71,26737	10,59789
Г	4	3615	1238.7058	1797.4705	1948.2352	2224.3529	2	48,12368	7,745263
Г	5	3643	1407.9444	2116.1666	2364.8888	2633.3333	1	47,6065	8,483
Г	6	3567	1788.1111	2733.4444	2897.3888	3379.6666	2	49,39857	8,535714
Г	7	3592	2072.6315	2847.8947	3322.1578	3628.4210	1	72,06952	12,2185
r	8	3488	2261.5263	3170.2105	3830.0526	4225.2105	1	49,74	7,8
r	9	3517	2644.15	4092.2	4369.35	5231.8	1	72,85818	12,67
r	10	3451	3021.65	4129.2	4682.1	5064.4	1	71,87455	15,0972
t		3362	3939.0909	5199.6363	5604.8181	6319.0454	3	53,37042	9,9887
t		3626				6384.1904		49,91042	-
t		3594				7484.6521		49,2492	6,754
H		3595				7260.5909		73,4124	10,924
H		3549				7318.4347		74,2656	12,395
H		3471				8447.0434		73,32808	
H		3361	5869.52	7666.52	8212.92	8923.6	2	53,62407	6,2403
H		3308	5793.76	7845.72	8669.24	9434.08	2	52,50778	
H		3370	7041.5			10485.538	_	-	
H		3210				10928.407		51,54655	
H		3203						52,21867	6,59
H						13716.103		49,90844	
H		3206				12214.851		52,97645	
H		3232	8733.8333		12654.1	14451.1	4	52,59545	7,09757
L		3200		10477.928			4	51,61806	
L		3376				11572.148		76,64167	
L		3269				12068.535		75,96968	
L		3348				12565.413	_	75,785	-
L		3231	10076.812	12378.968	13153.25	14180.5	2	53,89971	6,98714
L		3160	10267.903	12619.387	13161.935	14160.741	3	52,55629	7,45114
L		3017	11393.878	13288.939	13945.909	15431.454	5	51,18056	7,38444
L		3249	10086.25	12650.031	13828.312	15230.0	2	78,23457	10,8765
L		3196	10897.848	13412.909	13931.484	15059.848	3	77,05459	10,887
		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
Γ	35	3150	11664.628	14200.885	15455.6	16616.4	3	76,70795	11,6187
Γ	36	3112	11801.090	14220.393	14665.848	15868.030	3	78,00703	10,6475
Г	37	3099	12589.828	14795.571	15916.057	17003.171	3	79,28462	10,3953
Γ	38	2866	16985.232	19330.209	20633.860	21196.953	12	52,94979	6,65212
Г	39	2772	15104.175	17756.75	18754.45	19733.4	10	54,03409	7,38477
Γ	40	2894	14281.184	16826.868	17727.578	18574.578	3	79,92095	11,0823
r	41	2808	15234.536	18629.658	19620.024	20306.707	11	55,77244	7,07577
İ		2782	15867.0			19772.375		77,68556	
t		2917	15944.380			20461.904		66,53696	
t		2857				20776.047			
t		2828				21948.755		65,64857	7,9
t		2815				21374.372	_		
t		2840				20430.047		76,86043	
H		2898				21677.590		-	-
H		2873				22886.326		61,7444	7,40916
L		2952				21262.186		64,28362	-

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

A	В	L	υ	E	٢	G	н	ı
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		0	31,48	6,23888
	10014	387.375	668.125	782.8125	878.5	1	31,93556	6,36333
	10042	521.5625	816.6875	948.4375	1096.0	1	68,32211	9,14052
	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
	10592	794.75	1168.0	1313.4375	1511.625	1	72,1	9,93684
	10276	938.47058	1493.9411	1684.1176	1942.8823	2	72,99947	9,58157
	9102	1142.6470	1710.1764	1956.6470	2258.9411	1	31,58316	6,35052
	9665	1164.8823	1704.1176	1913.4705	2087.8235	1	37,18632	6,51894
	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
	9146	1800.5555	2694.8333	3107.3333	3563.6666	1	33,4595	5,78
	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	6,19863
22	7858	3107.2222	4450.8333	5060.4444	5750.1111	1	37,91	7,19772
23	7658	3321.7222	4808.0	5122.9444	5819.8333	1	39,93727	6,90818
24	7853	3143.2105	5127.6842	5958.7368	9921.5263	1	42,73304	6,22521
25	7789	3255.7222	4983.1666	5173.2222	5932.6666	2	41,4587	7,09391
26	8176	3236.3684	4812.3684	4987.2105	5819.4210	2	39,41957	6,38173
27	7883	3464.4444	5288.6111	5613.0	6587.8888	1	42,91739	6,95608
28	7387	4305.45	5972.4	6772.6	8828.5	1	40,1584	6,736
29	7749	4178.0	6166.8421	7339.5263	10626.789	2	52,6968	8,422
30	7725	3989.6111	5971.0555	6274.9444	8490.8333	1	72,82833	11,6066
31	7310	4439.5789	6849.4736	8211.2105	11021.210	2	42,9348	6,591
32	7369	4617.1578	6832.3684	7168.8947	9240.0	1	42,1452	6,752
33	7611	4430.1666	6229.0	7245.5	10779.611	2	73,278	11,457
	7165	4889.4736	7248.6315	7660.3157	9822.4736	1	43,39115	-
	7889	4408.05	6337.15	6772.25	7704.2	2	71,5512	11,441
	7160	4975.6470	7825.7647	8642.6470	10813.941	2	47,56	6,83
	6917			8607.875		3	47,9688	6,85
	6711			8484.8421			45,02385	
	6795			8877.7777			49,90769	
	6413	5996.0		10345.555			48,41593	-
	6658	5842.4444			10077.111		74,18269	
	6292			10292.055			52,31037	
	6027			11102.888			50,29429	
	6799			9956.4705			55,46556	
	6570	6928.1666			13189.277		51,67143	_
	6652	6960.7777		11899.5	13708.388		54,10828	
	6917		10537.315		14055.578		51,81379	-
	5966	8014.7777		12135.5	13642.055			6,00233
	5783			12362.882				-
-+3	3703	0304.11/0	10/3/./03	12302.002	13037.704	3	40,4431	0,00505

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

queue	msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
1	11728	149.73333	206.33333	227.53333	249.46666	1	75,92824	7,394118
2	11428	261.73333	374.8	417.93333	477.6	1	-	8,842353
	10765	608.875	798.75	881.4375	935.1875	1	-	9,140556
	10250	615.5	852.3125	917.8125	1038.125	1	37,65833	-
	10448	658.1875	931.0		1109.0	2	36,99667	-
	10341			1347.1875		1	36,51722	-
	10345			1536.7058		1	-	7,286316
	9844			1647.1176			33,81158	5,89
	9540			1867.6470			-	6,234211
	9642			1997.3529			31,70632	-
	9468			2256.4117			34,868	5,588
	8851			2559.5294			31,4325	8,4635
	9463	1451.8333		2317.9444		1	33,5945	
	9215		2453.1111		3133.9444		_	5,9455
	9588						31,5095	5,802
	9588			2967.7777			32,3345	5,472
	_			3081.5789			73,4019	
	9228			3497.7894			31,22318	-
	8519			3550.9444				6,544286
	8137			4023.7058				5,567273
	8294			4015.9473			35,62318	
	8122	2671.8421			8536.5263		37,03348	-
	8342	2630.0	3921.8	4029.05	4720.65	1	38,16273	6,359091
	9072	2630.7368	3857.5789	4140.6315	5096.9473	1	74,85455	10,325
	7961	3147.8947	4801.1578	5423.2105	7962.7894	2	42,09	7,677826
	8322	3054.2105	4508.1052	4790.4736	5300.2105	1	74,63455	10,64727
26	8129	3318.9473	4973.2631	5328.0526	7918.7368	1	43,21783	7,679565
27	8043	3553.5	5180.0	5389.4444	6311.3333	2	73,0187	11,78783
28	8114	3746.7222	5432.5555	6170.6666	7240.3333	2	41,86417	6,660417
29	7647	4026.9444	5968.9444	6523.4444	7228.7777	3	42,83625	7,212917
30	7955	3774.6666	5851.7777	6070.8888	6950.6666	2	42,22208	7,036667
31	7883	3963.2222	5717.0555	6350.5	8398.7777	2	74,89917	
	7759	4058,7777	6432.2777	6683.1666	7560.0555	2	74,00833	-
	7808	4405.3888	6021.0555	6738.4444	7292.0	2	75,08292	
	7401			7244.1111			43,716	6,6264
	6808			7760.3809			75,61	
	7621		6783.4736		9287.4736		76,84	9,2636
	7256	5338.0		8471.7894			46,43577	6,785
	6947	5325.0		8716.8888			45,2	
	6910	5743.0		8818.4210				6,962308
	7203	5695.4	7541.15	8260.85	9085.5	2	52,31308	7,675
	7351			8309.6842				11,21731
	6925			8748.3157			73,38	
	7199			8971.0526			74,11852	
	6848						-	-
	6896			9424.5789			75,55111	
				10551.631				7,570714
	6946			9528.4210			74,17889	-
	7050			9811.8333			73,83893	
	6971	6216.7777			10800.722		73,17071	_
	6998			12839.954		3		8,512903
50	6817	6927.8	9723.5	10651.05	12483.15	2	49,03931	6,035172

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

queue		msg/s	min	avg	95th	99th	disk MB	cpu%usr	cpu%sys
	1 1	11008	105.46666	169.0	193.73333	219.86666	1	33,65	6,060882
	2	10602	288.4375	408.625	453.9375	501.125	1	31,79222	6,294444
	3	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	
	5	10750	867.8125	1201.75	1335.9375	1503.875	1	34,68526	7,868421
	6	10562	708.375	1102.75	1277.9375	1457.5625	1	35,245	7,43166
		10339	853.88235	1367.2352	1564.4705	1753.8235	1	35,04316	-
		10604	883.35294	1406.7058	1509.1764	1741.2941	2	36,22	
		10333			1706.5882			72,29579	
1		10027	1263.8235	1900.4117	2154.1764	2582.4117		35,89842	
		9525	1356.5882			2437.4117		32,4255	7,53
		9756			2437.6470		4	33,3475	5,790
		9618			2424.5555		-	32,809	
		9462			2558.2222			71,04381	-
		9467	1707.5		2587.1666			70,56048	
	_	8938	1820.2222		3115.5	3432.8888		33,04857	_
	_	8356			3588.6666			35,33333	
		8737		3433.1666		4182.1111		34,62333	-
	_	8113			4513.2941			35,83714	
	_	8540			4399.6666			40,00591	-
	_	8565		3785.6666		4633.1666		40,86952	
		8257	2790.0		4366.5789			72,25652	-
		8555			4841.5789			42,36682	
	_	8254			5276.2105			-	-
		8310						41,97304 45,57913	
		8383	3078.0555			6001.3333			
		8136			5117.6315			74,56435	
	_	8156	3469.5		5370.7777			40,54522	
					5668.1578			75,81522	
		3175			6325.9473			74,42583	
		3130			6289.3684			76,1925	-
		7881			6416.8947			75,64958	-
	_	7893			7476.6842			44,6752	7,16
		7607			7198.5263			43,0596	
		7415			7159.2777		11	43,5208	
	_	7286			7592.2105			48,33615	
		7034			7950.4736			42,05962	
		7965			7526.5263			49,6588	
		7351	5348.1052	7828.3684	8443.9473	10796.526	11	47,47	7,51884
		5939	6008.5263	8603.3157	8994.6315	10768.263	10	48,31963	7,4403
		7397	5230.1052	7436.2105	8268.9473		9	75,965	10,7442
		7508	5746.15	8019.6	9218.25	10968.55	12	51,82704	8,53666
		5948	5710.9	8367.9	9051.6	11249.9		50,63259	
		5910		8398.7368		11487.0		52,19185	
		7134	6010.9473	8173.7368	9294.8947	10449.947	10	75,09074	9,94629
		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
4	7	7276	6409.65	8988.95	10052.3	12423.9	11	76,46357	11,04143
4	8	7031	6279.7368	8713.2105	10146.210	11649.263	12	76,22107	10,2596
4	9	5389	8028.4285	10723.047	11737.571	12790.619	13	46,58367	7,37166
5	0	5577	7268.4736	9817.0526	11973.736	13543.526	12	75,11931	10,69345

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		
2	10950	305.33333	448.66666	500.4	559.0	2	-	-
	10813	431.625	575.1875	639.5	701.25	2	34,31389	-
	10938	560.375	862.0625	985.625	1113.4375	2	74,12389	
	11093	772.8125	1055.25		1331.1875	2	72,39158	
	10476	839.625	1199.875	1330.5	1586.6875		34,07842	-
	10532		1264.0625		1570.4375		35,72	-
	10442			1882.5294			33,98947	-
	10062			1764.9411			32,43579	
	10122			1866.1176			73,62632	-
	9669			2213.2352			33,195	6,878
	9545			2118.0588			32,664	7,046
	9208			2569.6111			31,8205	5,88
	9209			2842.6666			32,8025	6,948
	8608			3370.0526				5,20952
	8933	1884.7777			5902.8333		74,30286	
	9089			3155.7058			73,26857	
	8444			3575.3684			35,4981	-
	8352			4194.7222		7	34,64136	
	8719			4138.5263			32,76364	
	8187			4169.3157		7	36,92045	
	8078	2812.85	4434.45	4771.55	9523.8	8	37,02	-
	8037	3176.95	4648.05	5659.35	8871.25	9		-
	8236			4732.6842			38,465	6,723
	7780						39,41565	
	8497	3139.45	4633.85	4998.25	5824.25	10	39,00391	-
	7093			4807.4210			73,26174	11,15
	7933			7261.6521			36,08185	-
				6331.7894			50,12083	-
	8140		5356.1666		6496.0	11	75,03696	_
	8152			5838.7894		11	72,6412	10,21
	7691	4316.95	6024.75	6425.95	8837.95	14		-
	7166	4409.35	6494.35	6843.7	7715.15	11	40,946	6,29
	7429			7443.6190			44,88846	-
	7619			7743.8571			45,57423	-
	7524	4851.0		7727.4285			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	9536.15	13	49,43577	
	7290	5116.7272			9455.1363		49,46154	-
	7201			8529.3157			74,51077	11,205
	7302			8925.7272		14	50,81536	6,
	6898			9680.4090			52,54241	
	7102			8764.3181				
	7158			8912.2380				
	7111	6105.1363	8638.9090	10171.227	12611.409		-	
	6753	6555.9523	9190.3809	9861.9523	11039.571	17	49,06071	7,4760
	6910	6384.15	8637.45	9852.45	10532.05	17	74,65607	10,436
	7009	6891.4761	9002.0952	9947.4761	10878.047	16	75,61321	10,494
	6984	6879.4285	9152.6666	10535.095	12452.142	16	73,65414	11,056
50	6701	7985.0869	10847.869	11526.086	12746.782	17	47,89367	7,2736

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