Piazza Team Brute Force 1

# **Scalable Project**

#### Piazza

# Media Engineering and Technology Faculty German University in Cairo



Team Name: Brute Force

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# Message Queues: Apache Kafka

1489

#### Maven Dependencies:

> III org.springframework.kafka:spring-kafka:2.8.5

#### Docker Image:

```
processing.

proce
```

#### Kafka base configurations:

```
profuse:
    kafka :
    producer:
        key-serializer: org.apache.kafka.common.serialization.StringSerializer
    value-serializer: org.springframework.kafka.support.serializer.JsonSerializer
    retries: 3
    acks: 1
    consumer :
    enable-auto-commit : false
        key-deserializer: org.apache.kafka.common.serialization.StringDeserializer
    value-deserializer: org.springframework.kafka.support.serializer.JsonDeserializer
    auto-offset-reset: earliest
    properties:
    spring:
        json:
        trusted:
        packages: '*'
```

#### Kafka configuration instance:

```
Jkafka:
j topics:
j course:
name: course.topic
partitions: 6
replicas: 1
consumer:
group-id: course.group
id: course.app
concurrency: 6
```

#### Kafka producers:

- replyKafkaTemplate method that sends a request and asynchronously waits for a
  response. This method is mainly used by the server as it sends a request to a microservice
  and awaits for a response from them even if it is just a confirmation of execution of the
  request.
- KafkaTemplate method that sends a request and does not await for a response this is
  especially well suited when a microservice needs to simply inform another microservice
  of a specific event.

#### Kafka listener:

Each microservice listens for a specific topic name and any message with that topic name is received by the microservice. A command name is included in the message that used to direct the request to its destination endpoint.

## **Databases**

[The first two heading levels get their own paragraph, as shown here. Headings 3, 4, and 5 are run-in headings used at the beginning of the paragraph.]

## **PostgreSQL**

Maven Dependencies:

```
    Dependencies
    Illi org.piazza:postgreSQL:1.0-SNAPSHOT
    Illi org.postgresql:postgresql:42.2.24 (runtime)
    Illi org.springframework.boot:spring-boot-starter-data-jdbc:2.5.7
    Illi com.zaxxer:HikariCP:3.4.5
    Illi org.flywaydb:flyway-core:8.5.10
```

#### Docker Image:

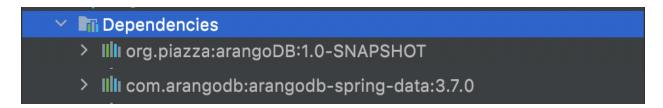
 <u>Usage:</u> The main use of the PostgreSQL database in our project was for the user-app microservice. We stored the user table in this database which consisted of email, password, firstName, lastName and role.

<u>Pooling:</u> To handle the pooling for the PostgreSQL database a class called
 HikariCPDataSource can be found in the libs module, submodule PostgreSQL. Hikari is
 used for pooling with jdbc connections. The default setup is shown below.

```
app:
    datasource:
    main:
        driver-class-name: org.postgresql.Driver
        jdbc-url: jdbc:postgresql://postgres:5432/piazza
        username: postgres
        password: 'postgres'
        minimum-idle: 10
        maximum-pool: 50
        maximum-life-time: 12000
        timeout: 60000
```

### **ArangoDB**

Maven Dependencies:



Collections: Users, Questions, Answers, Polls, Courses and Reports.

Edges: UserInCourse, UserAnswerPoll, UserCreatePoll, QuestionHasAnswer,

QuestionMentionedUser, UserCreateReport, UserBannedFromCourseEdge, UserLikesQuestion, UserReported, UserMakeAnswer, UserLikesAnswerm, UserMakeQuestion, CourseHasPoll and CourseQuestion.

#### Docker Image:

- <u>Usage:</u> The main use of the ArangoDB database in our project was for the course-app microservice. We stored the many tables, edges and graphs in it.
- Pooling: The pooling in Arango is handled by default and the default setup is shown below.

```
arangodb:
host: arangodb
port: 8529
user: root
maxConnections: 50
```

# **Firebase**

Maven Dependencies:

# > IIIII com.google.firebase:firebase-admin:8.1.0

Docker Image:

Firebase does not have a docker image as it is a cloud based database.

- <u>Usage:</u> The main use of the Firebase database in our project was for the chat-app and the notifications-app microservices.
- <u>Pooling</u>: The pooling in Firebase is handled remotely.

# Caching

## Usage

We used a Redis cache in the server controller module. The cache is used to verify logins.

On login and refresh token routes the access token is extracted from the response and stored in the cache. On logout the token is removed from the cache.

With the exception of the login, refresh and register routes, all other routes require a valid token. In order to verify the token the server first check if the token can be decrypted using the secret key, then it verifies if the token is not expired. If the token is valid the user email and role are passed as attributes in the request. The token is subjected to a final check, if the token is found in the cache then the request is allowed to continue, if it is not found the request is denied access to the server.

### **Configuration**

Maven Dependencies:

```
    Dependencies
    Illi redis.clients:jedis:3.8.0
```

connection.port=6379
connection.host = localhost
connection.timeout = 60000
connection.max-active = 50
connection.max-idle = 50
connection.max-wait = -1
connection.min-idle = 15

**Redis Connection Configuration** 

# **Media Storage**

Since some images or videos can be used in questions or answers in Piazza. We use MiniIO server to store this media.

Docker Configuration:

```
minio:
    image: minio/minio:latest

ports:
    - "9000:9000"

volumes:
    - ./storage/minio:/data
environment:
    MINIO_ACCESS_KEY: hyVNqge8gFUELj0t
    MINIO_SECRET_KEY: nf0Gaowm0y6w61tUPQ3b760bog19C9Di
command: server /data
networks:
    - course_nw
```

# **Testing**

### Setup

We conducted all of our testing using Apache JMeter in order to analyze how our system performs in a variety of situations. All our tests were conducted on a desktop PC with the configurations shown below.

<b>Operating System</b>	Windows 10
CPU	AMD Ryzen 5 5600X
RAM	32 GB

## **Endurance Testing**

To test the endurance of our system we decided to register and login 2200 users. Then these 2200 users simultaneously send requests to 10 routes 50 times. Then all 2200 users logout.

Table 1.1 shows a summary report of all the routes executed along with their corresponding average, minimum, maximum response times, error rate and throughput among others. As can be seen there was a 0 % error rate and an average throughput of 322.4 requests/sec. The average observed response time was 6518 milliseconds. Tables 1.2, 1.3 and 1.4 show extra information and visualization on the running of the endurance tests.

Label	# Samples	Average	Min	Max	Std. Dev.	Error %	Throughput	Received KB/sec	Sent KB/sec	Avg. Bytes
Register										407.0
Login										836.5
Register student in course										403.1
Like Question										404.9
Get Course Poll										1614.0
Get Question										669.0
Course Recommend										381.0
Add Question										668.7
Add Answer										624.7
Vote in Poll										1614.0
Report Student										368.0
Refresh token										925.5
Logout										356.0
TOTAL										760.5

Table 1.1 Summary Report

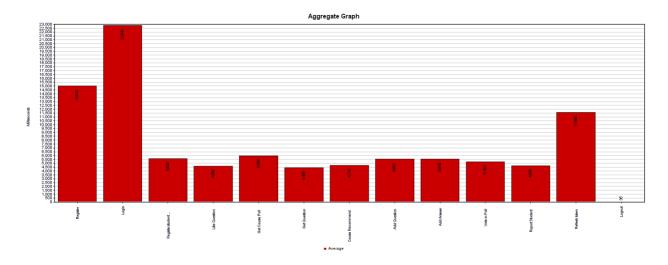


Table 1.2 Aggregate Report

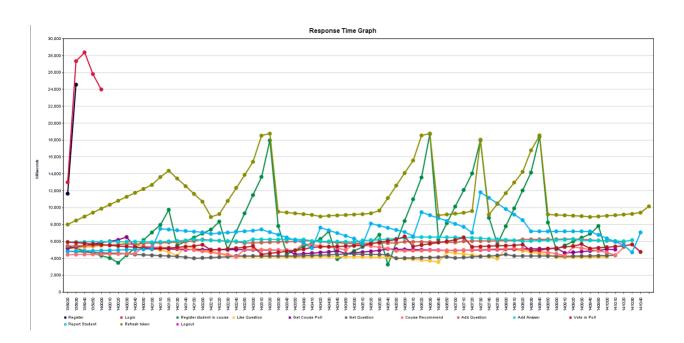


Table 1.3 Response Time Graph

Register student in						
Refresh token						
Logout						

Table 1.4 Aggregate Report

### **Load Testing**

To test the load of our system we decided to run 25 requests on 25 routes using 50 users simultaneously. These routes are from all our microservices and when the requests are running on an infinite loop form 10 minutes. The goal from this is that all these endpoints are always sustaining 50 requests for 10 minutes to see when and if the system fails.

Table 2.1 shows a summary report of all the routes executed along with their corresponding average, minimum, maximum response times, error rate and throughput among others. As can be seen there was a 1.22 % error rate and an average throughput of 170.4 requests/sec. The average observed response time was 7318 milliseconds. Figures 2.2, 2.3 and 2.4 show extra information and visualization on the running of the endurance tests. What we can deduce from our observations is that after 9:58 minutes the load on the system became too great and the system dropped.

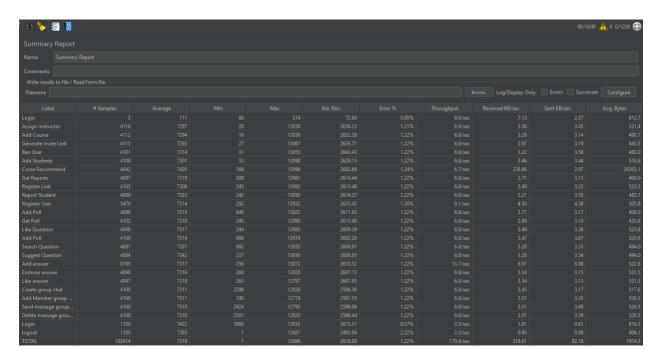


Table 2.1 Summary Report

Label	# Samples	Average	Median	90% Line	95% Line	99% Line	Min	Maximum	Error %	Throughput	Received KB/sec	Sent KB/sec
Login												2.37
Assign Instructor												3.45
Add Course												3.14
Generate Invite Li												3.19
Ban User												3.58
Add Students												3.44
Corse Recommend												2.97
Get Reports												3.13
Register Link												3.22
Report Student												3.55
Register User												4.38
Add Poll												3.17
Get Poll												3.10
Like Question												3.36
Add Poll												3.67
Search Question												3.35
Suggest Question												3.54
Add answer												6.88
Endorse answer												3.15
Like answer												3.13
Create group chat												3.17
Add Member gro												3.35
Send message gr												3.49
Delete message g												3.39
Login												0.61
logout												0.89
TOTAL	102414	7319	7101	11223	11900	12444	1	13096	1.22%	170.4/sec	318.61	82.16

Table 2.2 Aggregate Report

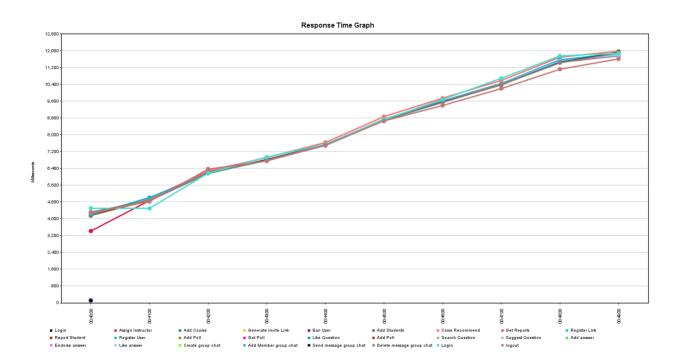


Table 2.3 Response Time Graph

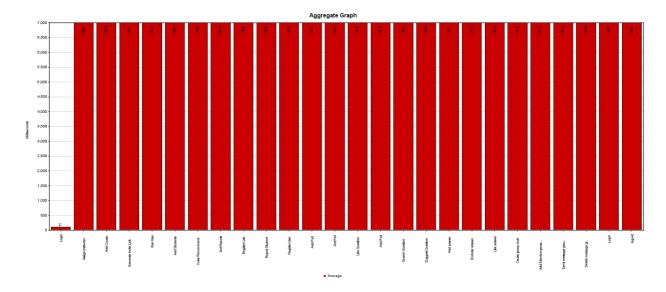


Table 2.4 Aggregate Graph

### **Performance Testing**

To test the performance of our system we decided to run 50 sequential requests on all routes in the system from one user. These routes are from all our microservices totaling 34 routes. The goal from this is that all these endpoints are always sustaining a request and that each endpoint is tested for 50 times.

Table 3.1 shows a summary report of all the routes executed along with their corresponding average, minimum, maximum response times, error rate and throughput among others. As can be seen there was a 0.78 % error rate, most likely due to previous info in the databases interfering with initial user-app requests. The average throughput was 118.5 requests/sec. The average observed response time was 90 milliseconds. Figures 3.2 and 3.3 show extra information and visualization on the running of the endurance tests. What we can deduce from our observations is that due to the simultaneous load on all endpoints the throughput decreased, however the average response time was remarkably low.

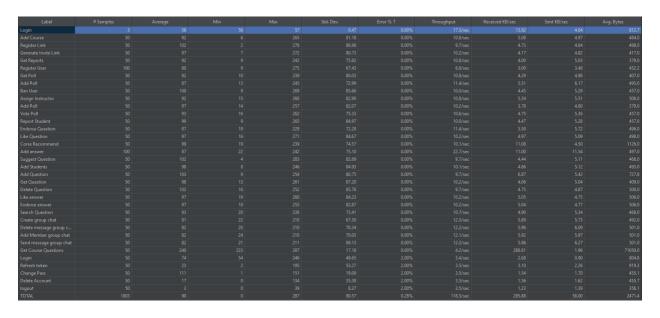


Table 3.1 Summary Report

Label	# Samples	Average	Median	90% Line	95% Line	99% Line	Min	Maximum	Error %	Throughput	Received KB/sec	Sent KB/sec
Login												4.64
Add Course												4.97
Register Link												4.64
Generate Invite Link												4.82
Get Reports												5.03
Register User												3.48
Get Poll												4.96
Add Poll												6.17
Ban User												5.29
Assign Instructor												5.51
Add Poll												4.80
Vote Poll												5.36
Report Student												5.28
Endorse Question												5.72
Like Question												5.09
Corse Recommend												4.50
Add answer												11.54
Suggest Question												5.11
Add Students												5.12
Add Question												5.42
Get Question												5.04
Delete Question												4.87
Like answer												4.75
Endorse answer												4.77
Search Question												5.34
Delete message gro												6.09
Create group chat												5.73
Add Member group												5.97
Send message grou												6.27
Get Course Questio												1.96
Login												0.90
Refresh token												2.26
Change Pass												1.70
Delete Account												1.62
logout												1.39
TOTAL												58.00

Table 3.2 Aggregate Report

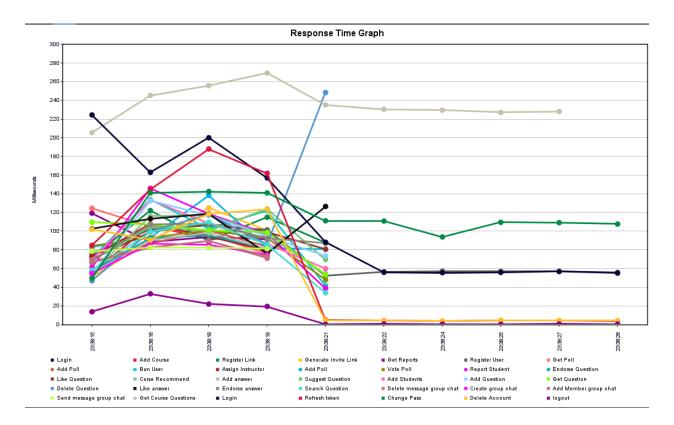


Figure 3.3 Response Time Graph

# **Packaging and Dockerization**

Each microservice was dockerized individually and can be run independently. The Apache Kafka message queue was also dockerized. These containers can be run separately. The server was also dockerized.