

# Visualize web thread thread pool

(for spring project based on tomcat server)

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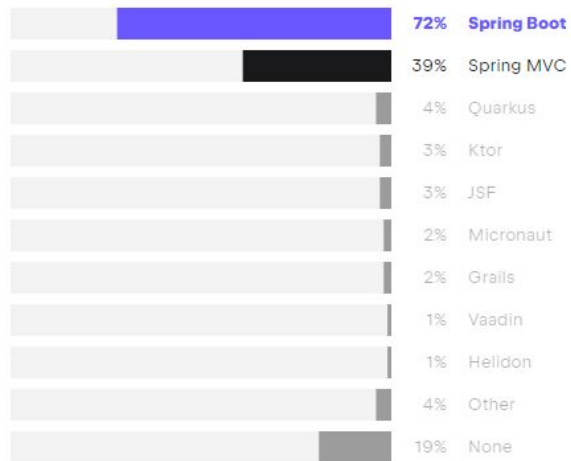
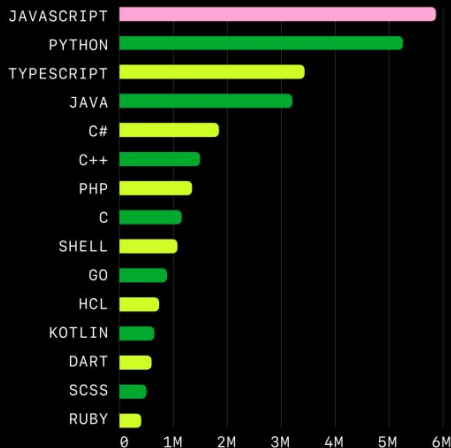
# 1. Objective

1. Java and Spring
2. Tomcat Server in Spring
3. Thread Pool
4. Issue with Existing Tools
5. Objective: Visualizing the Thread Pool



# Java and Spring

## The top languages in 2023 by usage

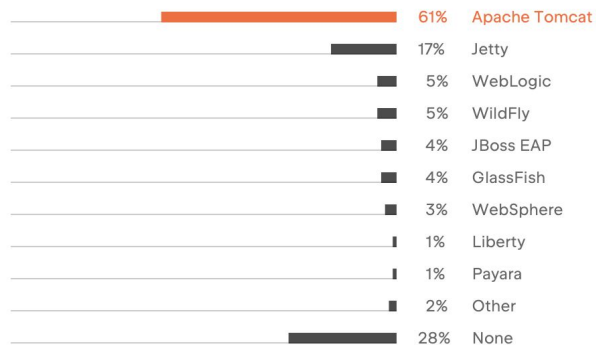


<https://github.blog/news-insights/research/the-state-of-open-source-and-ai/>  
<https://www.jetbrains.com/lp/devec>

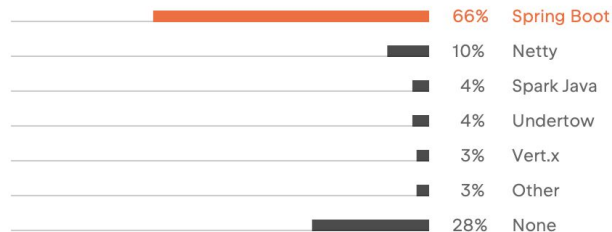


# Java and Spring

What application servers do you regularly?



Which frameworks do you use as an alternative to an application server, if any?

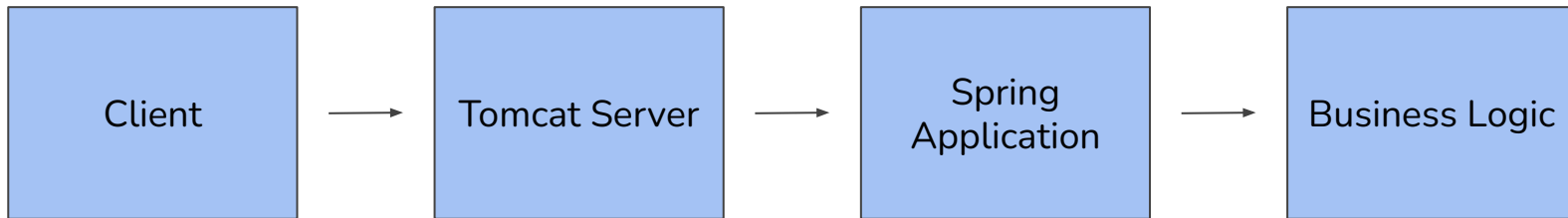


<https://www.jetbrains.com/lp/devecosystem-2021/java/>



# Tomcat Server in Spring

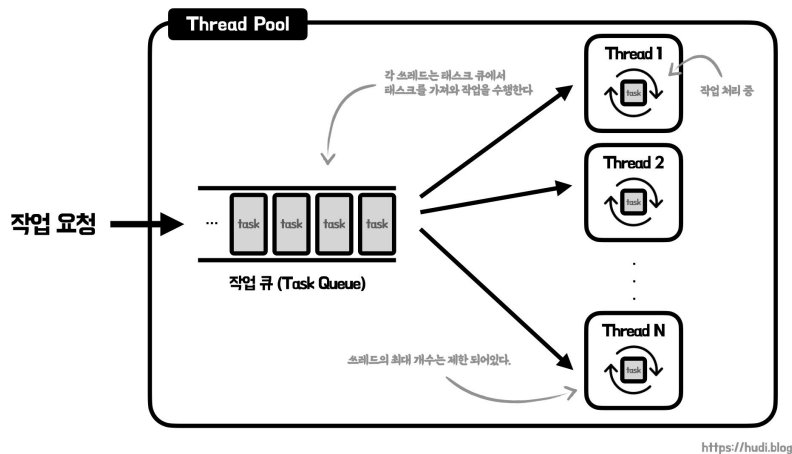
The process of handling HTTP requests in a Spring application :





# Thread Pool

- Reduces the overhead of creating new threads
- Prevents system overhead by limiting the number of concurrently running threads
- Ensures efficient resource management and faster task processing





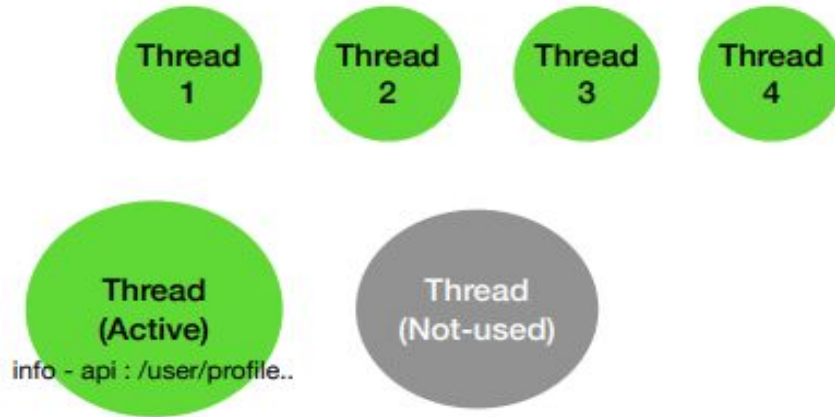
# Issues with Existing Tools





# Objective: Visualizing the Thread Pool

Thread-pool







# Milestone

| Weeks                             | 2 3 | 4 5 | 6 7 | 8 9 | 10 11 | 12 13 | 14 15 |
|-----------------------------------|-----|-----|-----|-----|-------|-------|-------|
| Define Problem                    | O O | O   |     |     |       |       |       |
| Tech analysis and Study           |     | O O | O   |     |       |       |       |
| Implement data collecting methods |     |     | O O |     |       |       |       |
| deploy as library                 |     |     |     | O . |       |       |       |
| develop web application           |     |     |     | . O | O O   | O     |       |
| UI/UX Design                      |     |     |     |     |       | O O   |       |
| Testing                           |     |     |     |     |       |       | O     |



## 2. Role of each member

Studying for implementation, previous works (how Spring works, how to implement) : All

UI/UX : 김준영

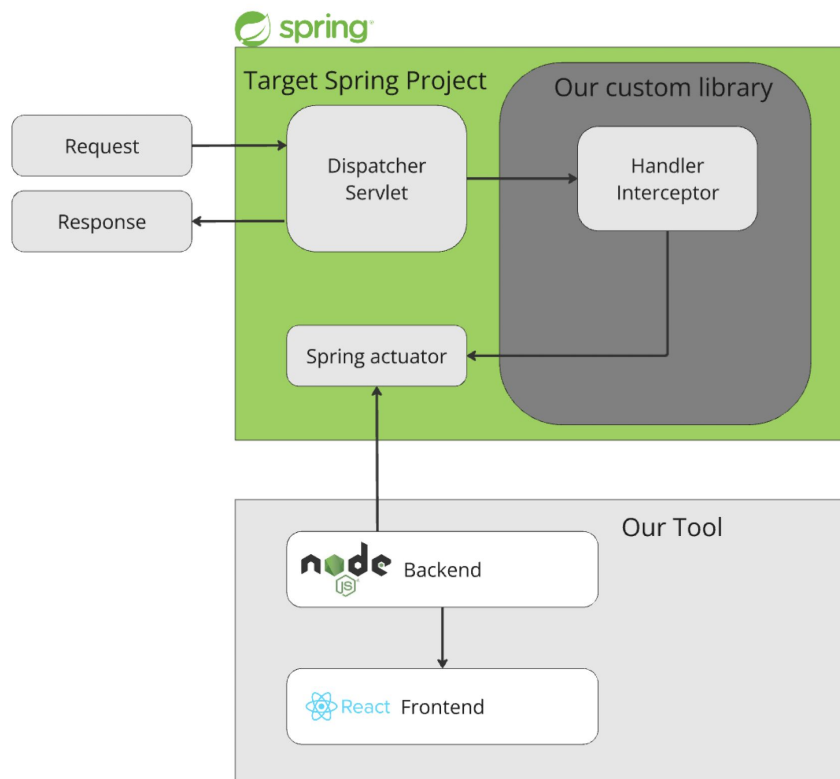
Backend : 김준영

Frontend : 윤재환, 김경현, 한용준

Custom Library : 한용준, 윤재환, 김준영

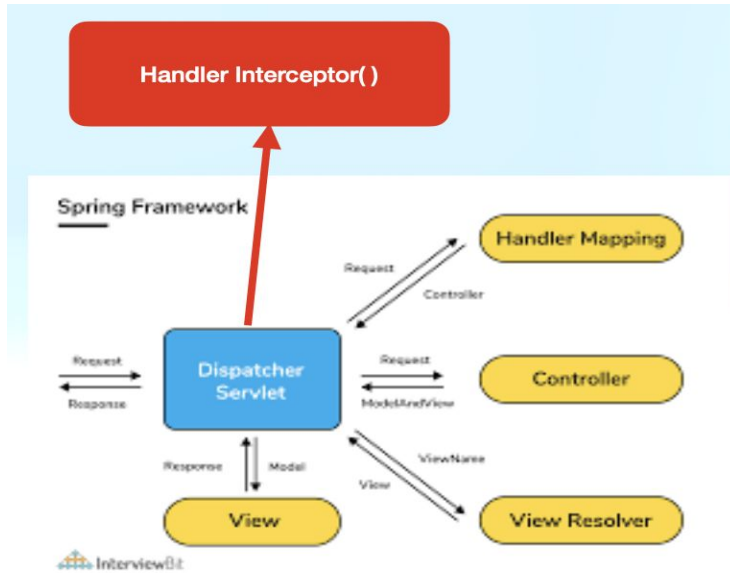
# Implementation(한용준)

1. How to get data of each threads? (Library)
2. How to visualize(Backend, Frontend & UI/UX)



# 1. How to get data for each threads?

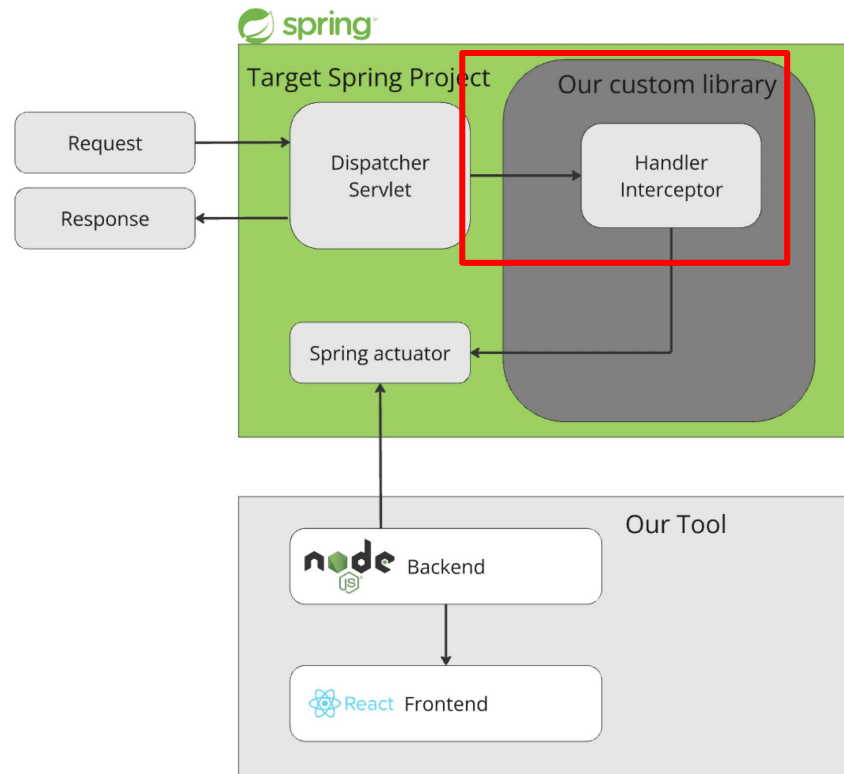
Dispatcher Servlet and Handler Interceptor()



# 1. How to get data for each threads?

by overriding Handler Interceptor(),

we will calculate memory usage of each threads, and execution Time (Response Time - Request Time ) + record uri etc.





# 1. How to get data for each threads?

| Modifier and Type | Method            | Description   |
|-------------------|-------------------|---|
| default void      | afterCompletion() | call back after completion of request processing                        |
| default void      | postHandle()      | Interception point after successful execution of a handler              |
| default boolean   | preHandle()       | Interception point before the execution of a handler(or buisness logic) |

← end time record, memory usage, uri

← start time record

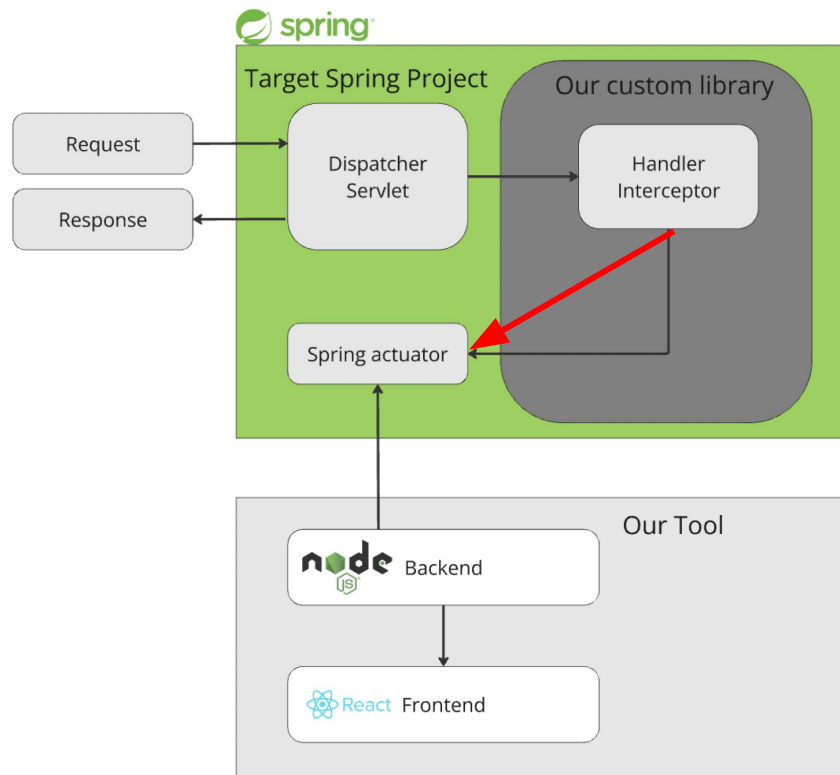
<https://docs.spring.io/spring-framework/docs/current/javadoc-api/org/springframework/web/servlet/HandlerInterceptor.html>

# 1. How to get data for each threads?

Spring Actuator is a library to help monitor project built with Spring

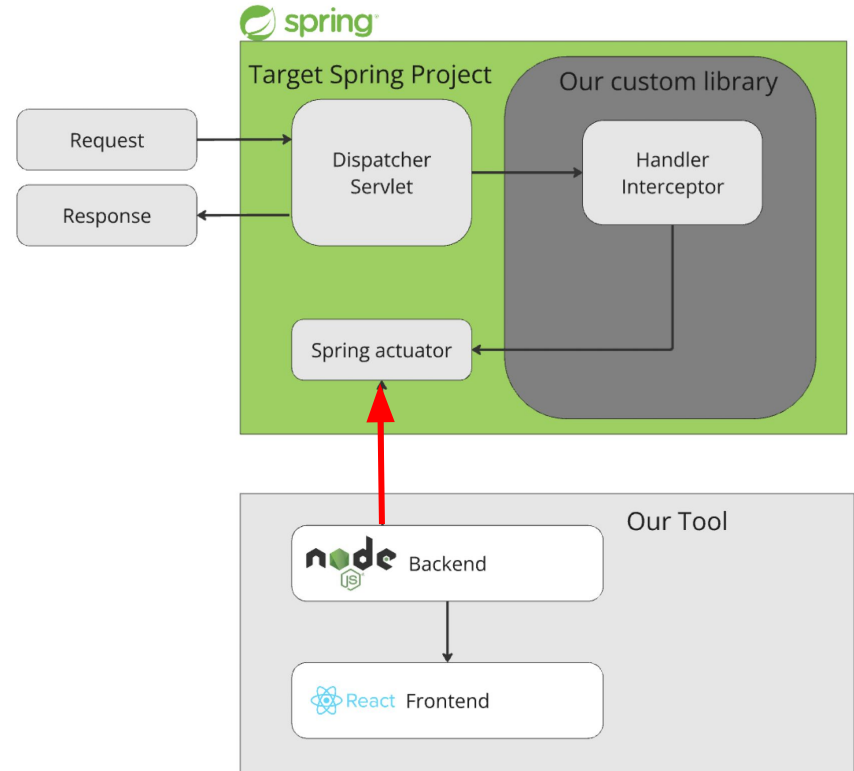
Spring Actuator expose metrics to certain endpoint

We load our data collected by our custom HandlerInterceptor



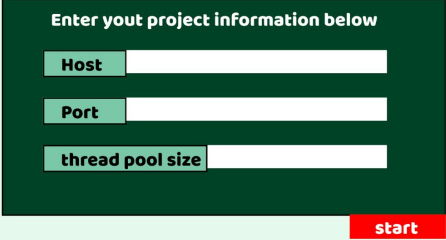
# 1. How to get data for each threads?

get data from Spring actuator endpoint through polling





## 2. How to visualize?



Enter your project information below

Host

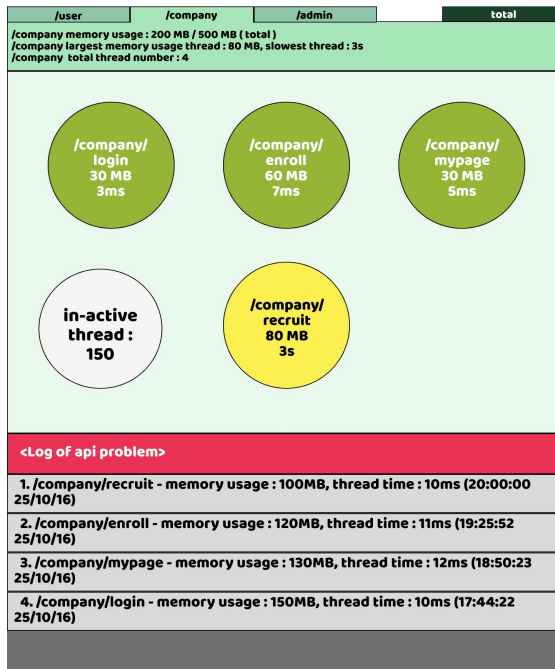
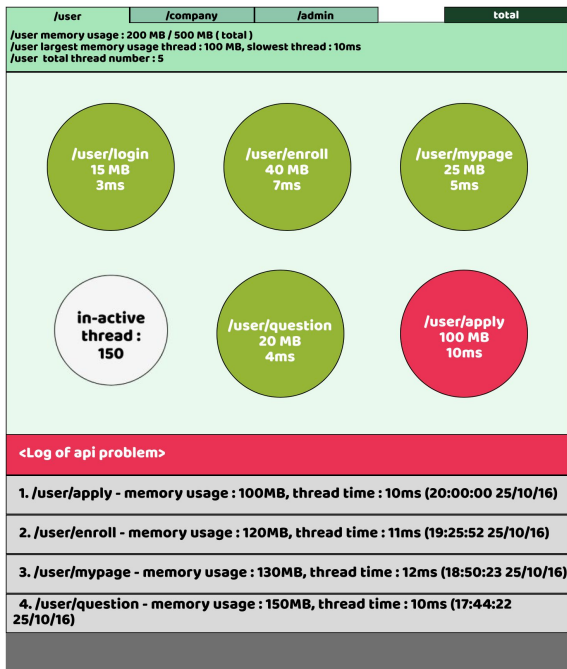
Port

thread pool size

start

- host input: Insert your host name.
  - port input: Insert your port number.
  - thread pool size input: Decide project's thread pool size.
- 
- start button: If you put all of the inputs, you can go inside our visualization program.

## 2. How to visualize?



- /user & /company & /admin tab: Separate api visualization into endpoint
- api information: memory usage, total number, response time
- log of api problems: leave log of api alerted by hour

## 2. How to visualize?

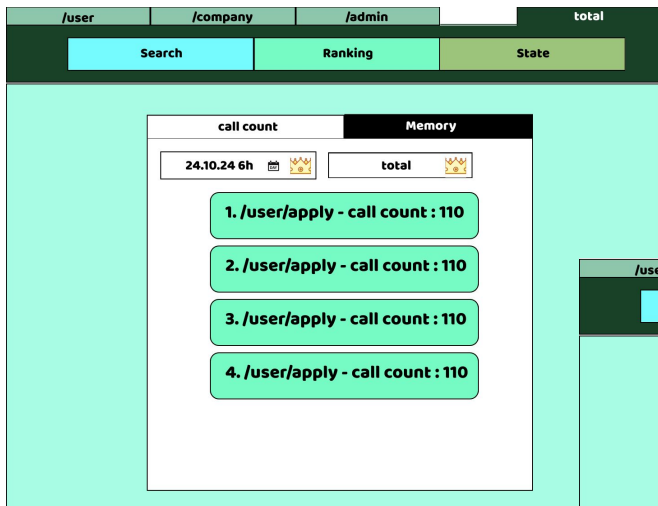
The interface features a top navigation bar with tabs for **/user**, **/company**, **/admin**, and **total**. Below this is a secondary bar with **Search**, **Ranking**, and **State** buttons. The main content area includes a search input field, a magnifying glass icon, and two dropdown menus for **Response Time** and **Memory**. A date/time filter is set to **24.10.24 6h**. Two search results are displayed in blue boxes:

- 1. **/user/apply** - memory usage : 100MB, thread time : 10ms
- 2. **/company/enroll** - memory usage : 120MB, thread time : 10ms

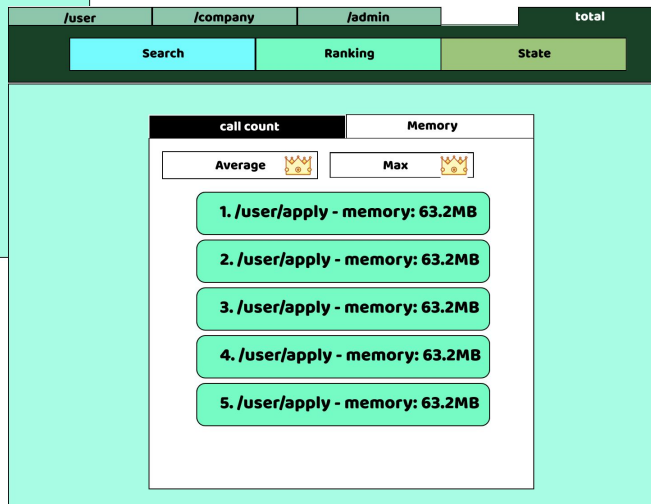
A **data number: 2** box is located at the bottom right of the results area.

- total tab
  - Search tab (search uri)
  - Ranking tab
  - error tab
- response time toggle
  - Reaction time in large order or sorting in small order
- memory toggle
  - Memory usage in large order or sorted in small order
- hour toggle
  - decide running time
- magnifier button: search function
- data number: number of search results

## 2. How to visualize?

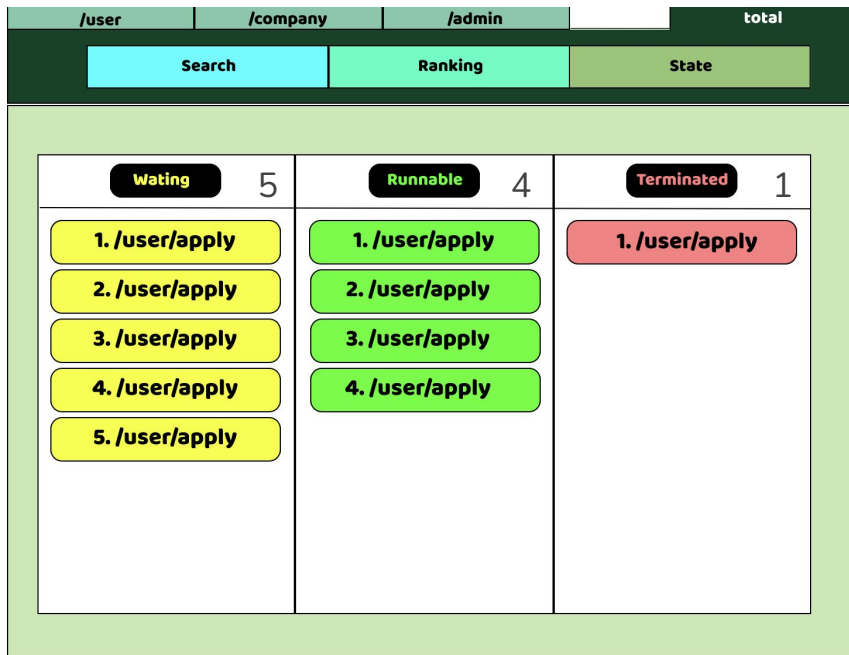


- call count tab
- memory tab



- call count of specific time or total time
- average memory usage or Max memory usage
- If you click the crown, you can see ranking.

## 2. How to visualize?



- Waiting state
- Runnable state
- Terminated state
- You can recognize the number of api corresponding to the state.

# Implementation - Custom Library

Our tool is targeting projects which are built with Java Spring framework.



# Implementation - Backend

Based on single threaded nature , lightweight

cons of nodejs : CPU-heavy tasks (like complex calculations or image processing) can block other requests.

our backend just does routing against only one client



# Implementation(한용준)

Component based architecture

virtual DOM

Our service requires :

lots of similar components

lots of update for web page in short term



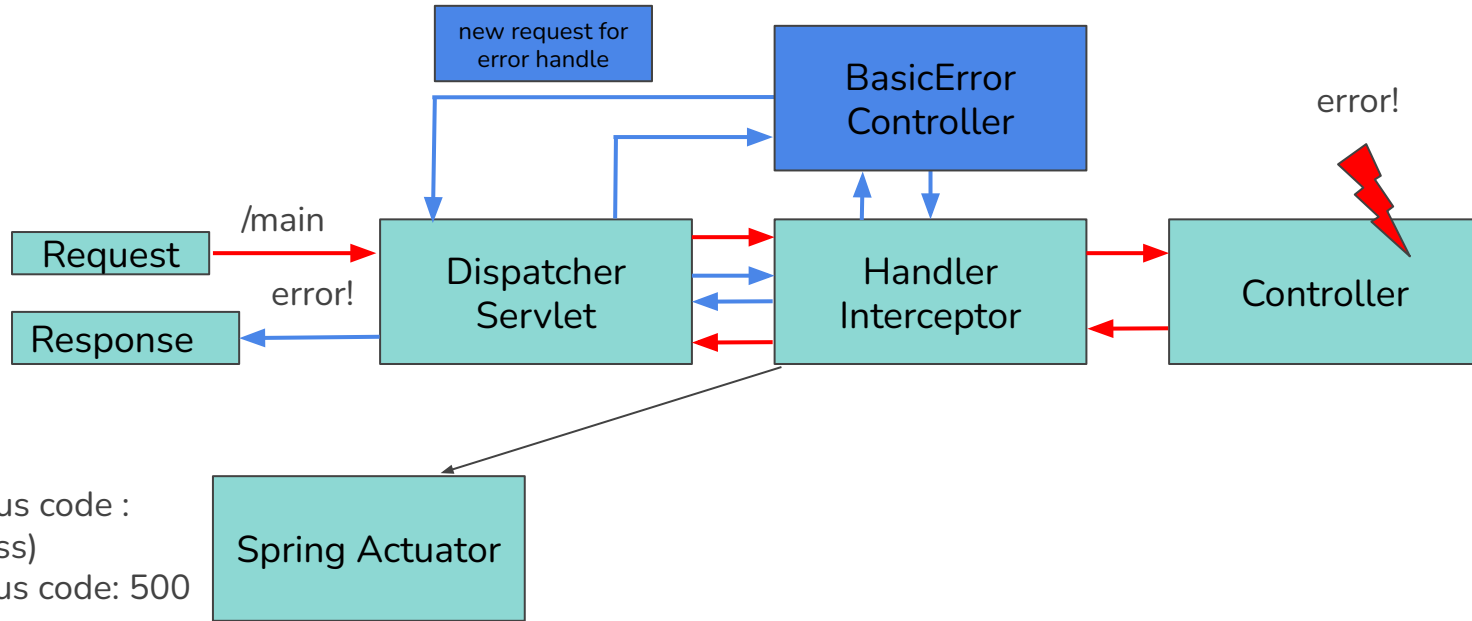


# Challenges : if error occurs in controller or service layer (internal server error)

Situation : request 1 - uri : /main  
request 2 - uri : /login

memory usage : [6080856,57552,1000]  
uri : [/main, /login, /error]

**Challenges :** Redirected to `uri:/error` where the error occurred (creating a new requested object) and cannot be determined from which `uri` the error occurred.



# Solution : case1 : no error

preHandle()

this function is called only  
when request is completed  
without error

postHandle()

afterCompletion()

1. create  
Attribute(field) on request  
object : isError (Boolean)

2. set isError to False

3. decide this request  
has no error

```
request object {  
  isError : True  
}
```



```
request object {  
  isError : False  
}
```



```
request object {  
  isError : False  
}
```

## Solution : case2 : error

preHandle()

this function is called only  
when request is completed  
without error

postHandle()

afterCompletion()

1. create  
Attribute(field) on request  
object : isError (Boolean)

2. set isError to False

2. decide this request  
has error

```
request object {  
  isError : True  
}
```

```
request object {  
  isError : True  
}
```

# Challenges : result :

상황 : /main 요청 -> 에러 : actuator endpoint :

memory usage : [6080856,57552]

uri : [/main, /login]

isError : ["yes", "no"]

# Challenges: diverse functions



Need more than only per-thread visualization

What can we do with other data?

Time, total calls, memory usage, thread state, etc.

- + We aim for legible analysis → no tiring graphs, more shapes and colors
- Search for active API at specific time, listed in ascending order regarding memory usage
- Ranking of total calls over an interval
- Difference on thread state ratio over time

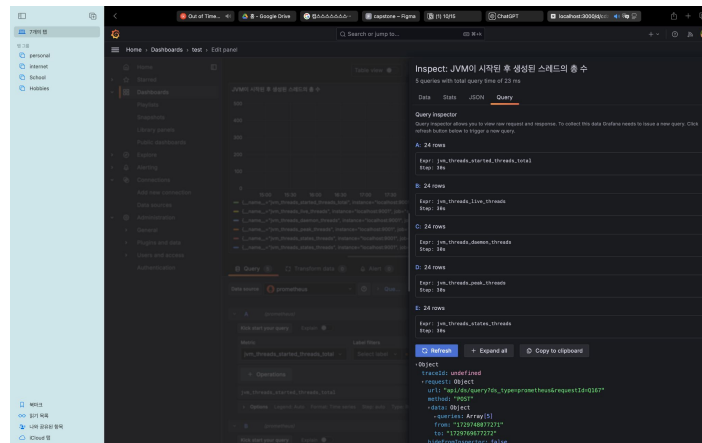
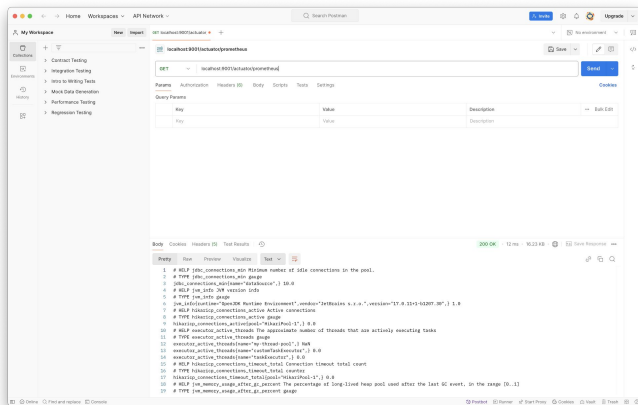
## Challenges upcoming



How do we separate and rank uri as we want with data and differentiate new data from incremental data?

# Limitation

1. Limited to monitoring : can't actually change target projects through our tool.
2. Performance Degradation







**Thank you**