Assignment 2 - Yang Chen

Git repo:

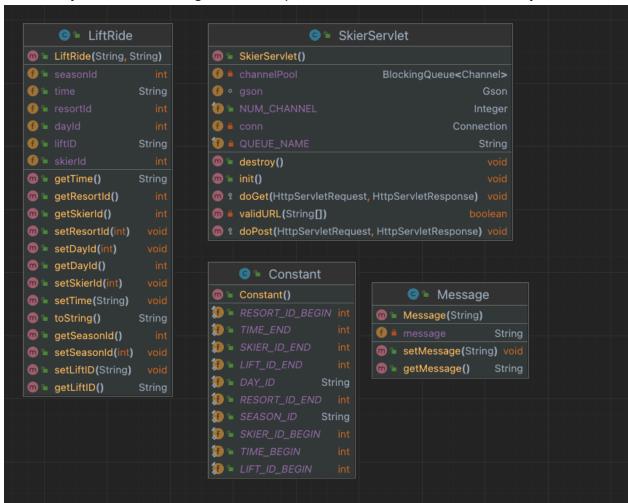
https://github.com/Yangyanggogo/SkiResortDistributedSystem/tree/hw2

A note for this report

The load tests were launched in New Mexico state instead of in Seattle. As a result, the overall test results would be less significant than other students who tested in Seattle.

Server design description

Here is my Server UML diagram, which presents the classes included in my server.



The server design is quite similar to the server design in my assignment 1, in addition to a complete validation for the URL and JSON payload.

If the server receives valid post requests, it formats the incoming data and sends it as a payload to the RabbitMQ, which is set remotely in a separate EC2 instance. To increase the efficiency of sending payloads to RabbitMQ, a connection pool was designed in my server using "BlockingQueue", with 20 channels initialized in this connection pool. When the server receives a valid post request, it will poll an available channel out of this connection pool; when finishing sending messages to remote RabbitMQ, this channel will be put back into the connection pool.

The correct connection to remote RabbitMQ was ensured in the init() method. All the information needed for this connection was stored in rabbitmq.conf file, which ensured that private information was not exposed in my code. Since my server and the RabbitMQ were located in two different EC2 instances, I used a private IPV4 address for their connections.

The detailed implementation can be found in my code, under the Server file path.

Consumer design description

The consumer was designed to pull messages off the RabbitMQ with a multi-thread program to consume as soon as the queue receives a message. It receives messages from the RabbitMQ and keeps a record of the individual lift rides for each skier in a hash map "ConcurrentHashMap", which is a good choice for multithread design.

The consumer is also located in a separate EC2 and connects to RabbitMQ using the same methodology as the server.

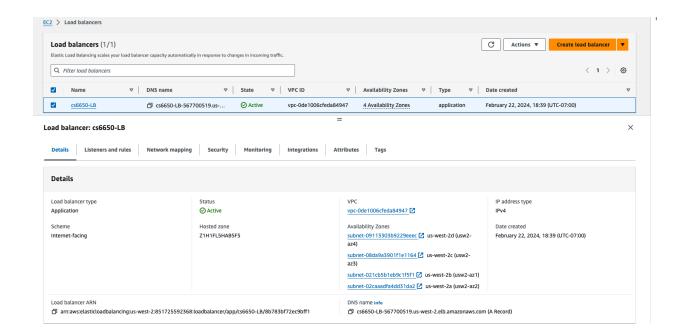
The number of threads in the Consumer and the basicQos setting in each channel can be passed as "args" when running Consumer jar, which is convenient for load tests.

The detailed implementation can be found in my code, under the Consumer file path.

Load balancers description

I have four instances registered in the registered targets. The setting details can be found in the figures below.

The load balancer listens to port 80, distributes requests to its target groups, and then the target groups route requests to the Tomcat server.



Client

There are no changes for the client part, I used Client2 for all the load tests in this assignment.

Load test with a single servlet.

```
47 - thread received {"time":"348","liftID":"12","skierID":98486}
47 - thread received {"time":"316","liftID":"5","skierID":15547}
47 - thread received {"time":"199","liftID":"27","skierID":61928}
47 - thread received {"time":"11", "liftID": "26", "skierID":16781}
47 - thread received {"time":"208","liftID":"27","skierID":84733}
47 - thread received {"time":"241","liftID":"20","skierID":42516}
47 - thread received {"time":"163","liftID":"26","skierID":89254}
47 - thread received {"time":"150","liftID":"11",
47 - thread received {"time":"333","liftID":"30","skierID":72341}
47 - thread received {"time":"90","liftID":"28","skierID":75089}
47 - thread received {"time":"262","liftID":"7","skierID":48230}
47 - thread received {"time":"303","liftID":"2","skierID":50248}
47 - thread received {"time":"123","liftID":"34","skierID":84948}
47 - thread received {"time":"233","liftID":"39","skierID":2248}
47 - thread received {"time":"180","liftID":"25","skierID":78160}
47 - thread received {"time":"2","liftID":"23","skierID":70969}
47 - thread received {"time":"234","liftID":"12","skierID":76252}
47 - thread received {"time":"216","liftID":"26","skierID":74475}
47 - thread received {"time":"199","liftID":"13","skierID":41385}
47 - thread received {"time":"309", "liftID":"1", "skierID":40722}
       thread received {"time":"343".
                                               "liftID":"4"."skierID":22252
```

Client number of threads in phase 2: 100

Consumer parameters: Number of threads: 32 basicQos = 1



Client number of threads in phase 2: 200

Consumer parameters: Number of threads: 32



Consumer parameters: Number of threads: 32

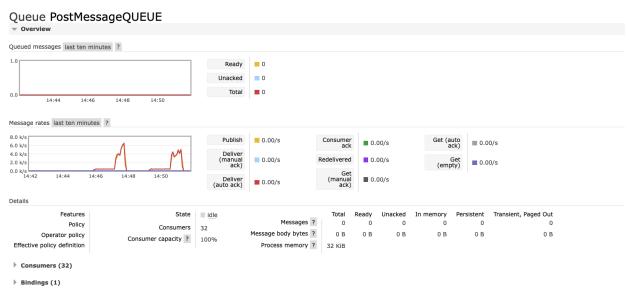


Consumer parameters:

Number of threads: 32



Consumer parameters: Number of threads: 32



Client number of threads in phase 2: 800

Consumer parameters: Number of threads: 32



```
Multi threads consumer test start

Number of threads in phase 2: 800
Number of successful requests: 200000
Number of fail requests: 0
Wall Time: 115043
Mean latency= 152.26968 ms
Median latency= 122.0 ms
P99 latency= 639.0 ms
Throughout: 1739 requests/second
Min latency= 52
Max latency= 1652

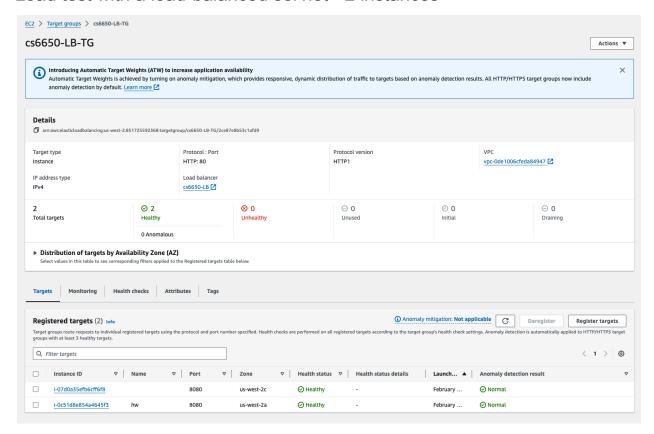
Multi threads consumer test end
```

Load test with a load-balanced servlet

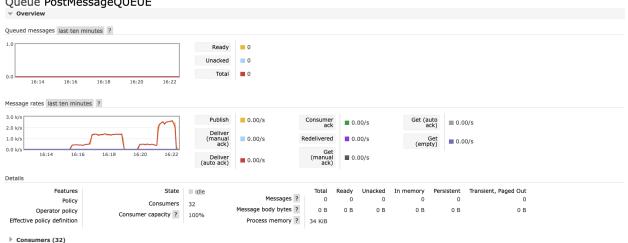
All tests are launched under this condition for Consumer:

Number of threads: 32

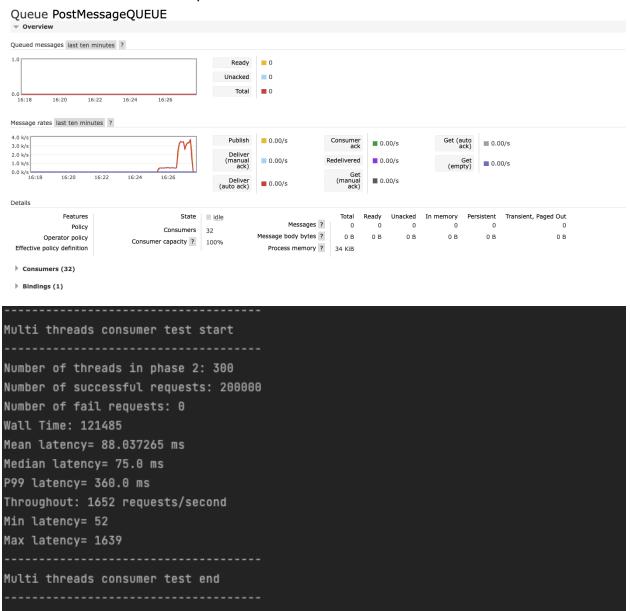
Load test with a load-balanced servlet - 2 instances

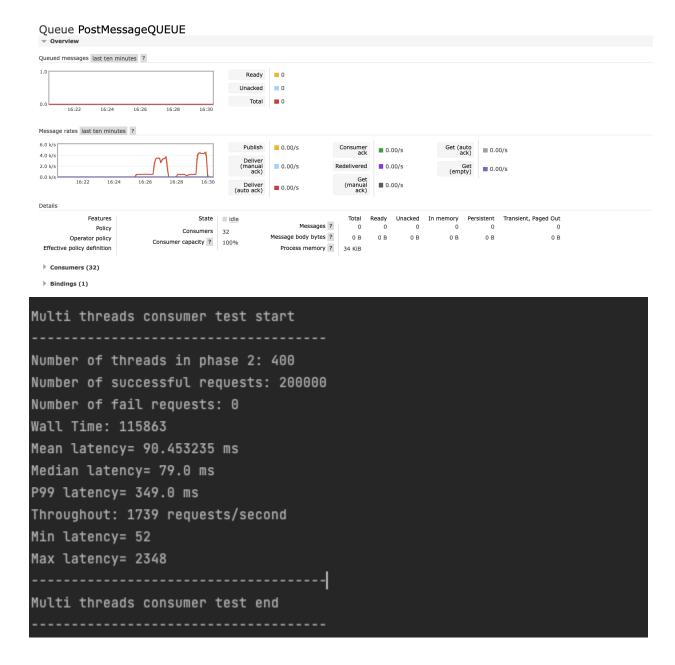






▶ Bindings (1)







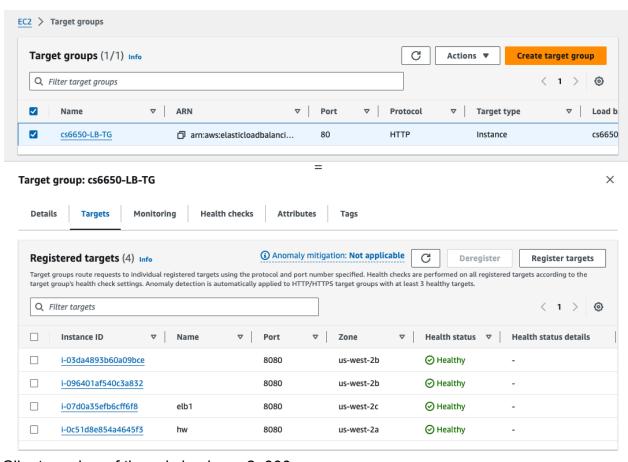


Client number of threads in phase 2: 1000

Queue PostMessageQUEUE



Load test with a load-balanced servlet - 4 instances





Multi threads consumer test start

Number of threads in phase 2: 300

Number of successful requests: 200000

Number of fail requests: 0

Wall Time: 121547

Mean latency= 82.717205 ms

Median latency= 74.0 ms

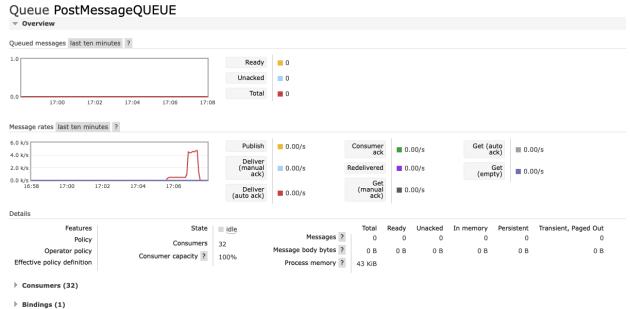
P99 latency= 219.0 ms

Throughout: 1652 requests/second

Min latency= 53

Max latency= 1210

Multi threads consumer test end



```
Multi threads consumer test start

Number of threads in phase 2: 400

Number of successful requests: 200000

Number of fail requests: 0

Wall Time: 105496

Mean latency= 84.971395 ms

Median latency= 76.0 ms

P99 latency= 231.0 ms

Throughout: 1904 requests/second

Min latency= 52

Max latency= 1173

Multi threads consumer test end
```



Number of threads in phase 2: 500
Number of successful requests: 200000
Number of fail requests: 0
Vall Time: 106436
Number of latency= 103.18645 ms
Nedian latency= 88.0 ms
Per latency= 418.0 ms
Throughout: 1886 requests/second
Number of fail requests/second
Number of fail requests/second
Number of fail requests/second
Number of successful requests/second
Number of threads consumer test end



All the load tests done made sure that the messages in rabbitMQ were less than 1000.

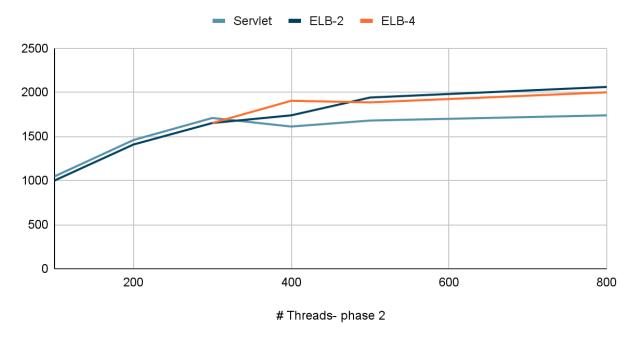
Throughputs Comparison

All tests are launched under this condition for the Consumer:

Number of threads: 32

# Threads- phase 2	Servlet	ELB-2	ELB-4
100	1047	1000	-
200	1459	1408	-
300	1709	1652	1652
400	1612	1739	1904
500	1680	1941	1886
800	1739	2061	2000

Servlet, ELB-2 and ELB-4

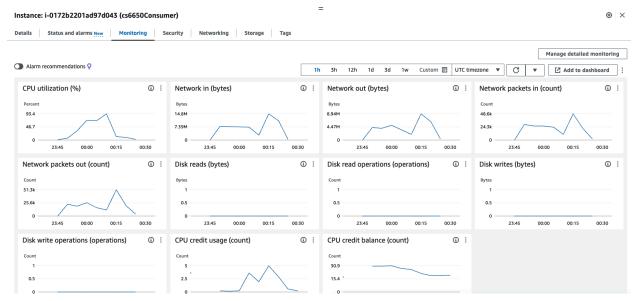


We can conclude from the figure above that using elastic load balance to distribute requests gives us greater throughputs, hence improving the performance of our system. This improvement is particularly more significant when the number of threads on client side gets bigger.

The best throughputs without ELB is around 1700; the best throughputs with ELB is around 2060.

The improvement can be calculated as 2060/1700 = 1.2.

CPU usage for the Consumer



Here we can see that the pick CPU usage of the consumer reached 93.4%, which is way beyond the 60% (normal utilization rate).