Building Cloud Native Applications at Scale with VMware Tanzu GemFire

Session 1 - Gemfire Essentials



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What is GemFire? When is it Needed?



Why GemFire?



"Every modern application needs a cache" 10x-100x faster than a DB

GemFire is the best way to store the state for your 12 factor apps on the VMware Platform



Your app remains stateless

 but gives the appearance of a rich, stateful app. State is stored in a highly resilient, distributed in-memory cache

Cache and App are independently scalable as needed

- App will scale utilizing mainly CPU as more concurrent users hit it
- · Cache will consume more memory as you dynamically scale

Transparently cache your HTTP session state

 Session follows user connection even if it moves to a different server or foundation

Cache your application data

App data is available at memory speeds anywhere the app runs



What is GemFire?



Distributed in Memory Key Value Store Optimized for Apps Running on the VMware Platform

GemFire uses On Demand Service Broker for customized plans to support:

- Session Caching
- Frequent/Fast Changing Data
- Static or Slow Changing Data
- Application Data
- Update-heavy App Caching
- Publish and Subscribe
- Server-Side Functions
- Multi-foundation replication



Pattern: Static or Slowly Changing Data

Front Page for a Website

- A typical landing or homepage will make dozens of calls to several databases in order to get the data needed for the display.
- Much of that data is relatively static and therefore can be pre-computed overnight and stored in the cache.

Frequent Lookups

- In fact, in many cases that same data is used again and again throughout the daily interactions in other parts of the site.
- For instance, calculating your co-pay for a procedure requires multiple hits to multiple database tables, but nearly all of the data involved is slowly changing, and therefore a great candidate for caching.

What's my Copay?





Pattern: Application Data - beyond current login session

Examples are shopping cart, preferences, recently viewed items

Resiliency to app server failure

 You don't want to store this kind of data in the app server because if it dies, you will lose the data.

Load Balancing for performance

 You want the shopping cart to be accessible to the customer no matter which app server they come in on.

High Concurrency and Horizontal Scalability

- You expect that there will be very high concurrency on the table that is storing shopping carts, potentially thousands of simultaneous users but not on EACH shopping cart.
- The traditional, non-scalable database may suffer to keep up with those thousands of concurrent reads and writes.
- Tanzu GemFire is horizontally scalable, and so it can be easily scaled out to handle even millions of concurrent accesses per second.



Pattern: Apps that require strong consistency

Update-heavy apps cannot operate correctly without strong consistency

- Typical Enterprise Use Cases
 - Use cases like banking, billing, insurance, inventory, logistics, online e-commerce, manufacturing, risk management and trading are examples of these kinds of apps.
 - Their update heavy nature requires that they operate on correct and up-to-date data. (Think read/modify/write)
- Use-cases for caching highly concurrent updates
 - Require the ability to ensure that the backing data store gets updated in the same order as the cache.
 Otherwise the cache and the backing data store will disagree in the end.
 - ONLY the in-line caching pattern can properly support highly concurrent update use-cases.



Performance is Key

We know the number one reason for caching is performance

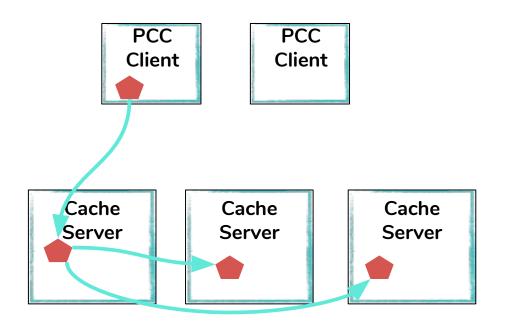
We are continually improving on our already impressive numbers. For example in the most recent release we achieved...

- >2x Improvement in server side put and get performance
- 10 percent improvement in client/server put and get performance (Network latency is the biggest part of client/server performance overhead)



Our strong consistency is based on the synchronous replication in Geode

When a cache client calls put(key, value) replication to replica nodes is synchronous and completes before put returns
Writes always happen on Primary for the object

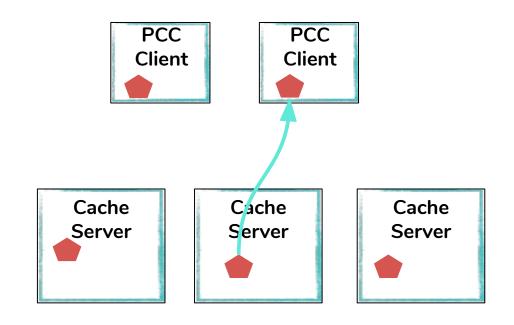




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When a cache client calls put(key, value) replication to backup nodes is synchronous and completes before put returns
Writes always happen on Primary for the object

Because all replication is synchronous reads are guaranteed to get the updated data



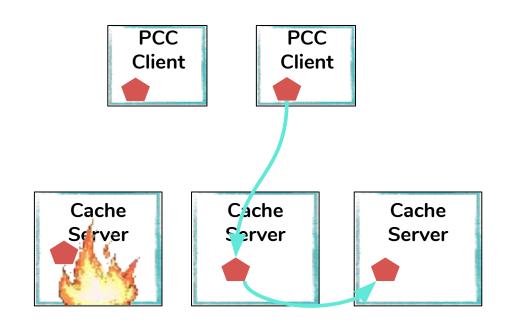


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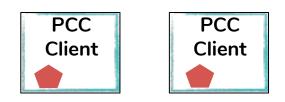
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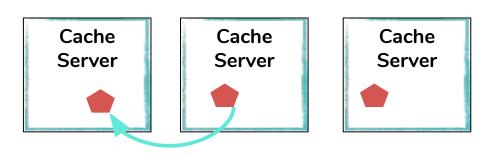
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If Primary fails new Primary that is elected already has the updated data

When server returns it is re-populated with the latest updates from its peers







Value GemFire Brings

Caching is instrumental in microservices architectures

Isolation from shared back-end database

- Bounded Context
- Think of the cache as a materialized view of the back-end data

High Availability

- Keep all state in the cache, let it provide redundancy and high availability
- The service itself is completely stateless while presenting a rich stateful user experience

Performance

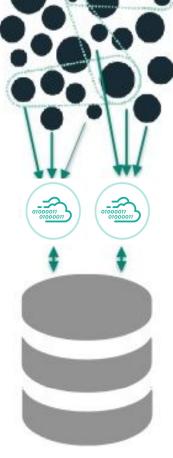
In-memory performance characteristics for frequently used data

Load Balancing

- No need for sticky sessions
- All instances of service have access to the same cached data

Horizontal scale

Microservice and data cache can scale independently of one another



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What is Geode and GemFire? "Every modern application needs a Cache"









Apache Geode and GemFire are the same codebase.

GemFire expands on the Apache Geode codebase by providing enterprise ready features including:

- → OOTB Security implementation
- → Day 2 operations automation
- → Easy logging and metrics
- → Easy Upgrades
- → Easy installations

Enabling developers to create on demand instances automatically.



GemFire Topology



GemFire Members



Locator

- Cluster Discovery & Config
- Load Balancing for Servers
- Locators are HA

Locator

Locator

Cache Server Cache Server Cache Server

Cache Server

- In-Memory Storage for Data Regions
- Standard Tanzu GemFire Process with one Cache Server per JVM

Locator

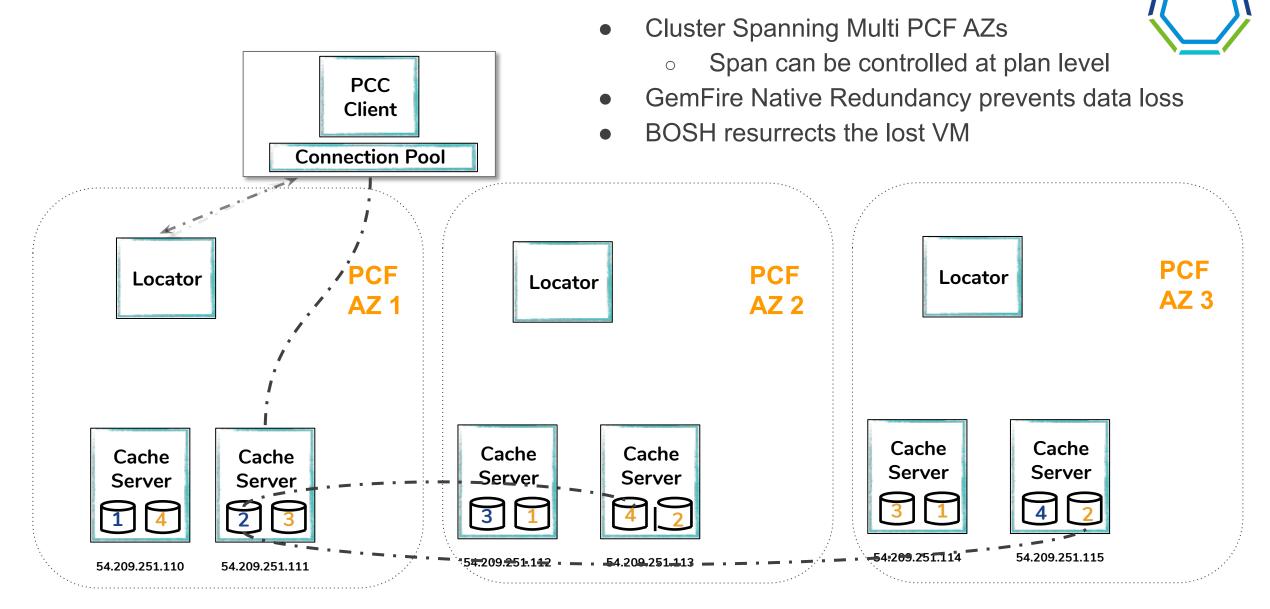
Locator

Cache Server Cache Server

Cache Server



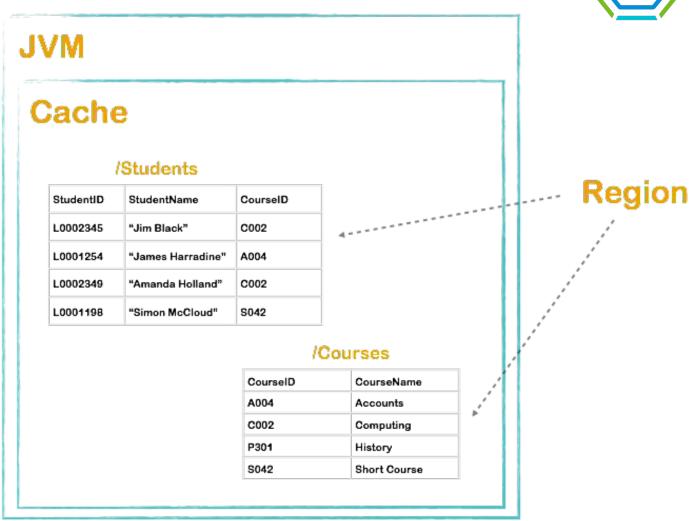
GemFire Topology





Regions

- Synonymous to a Table in NoSQL terminology
- Stores Data in <Key,Value> pairs with unique Keys
- Data is sharded across cache members for horizontal scale



Gemfire Cluster Management

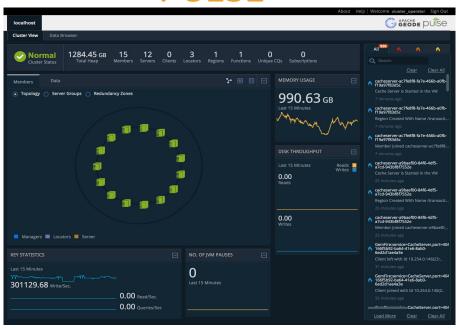


PCC Shell (GFSH)



- Cluster Administration
- Service Control
- Full Operation Support

PULSE



- Cluster Health Monitor
- Region Query





Workshop Github Repo

https://github.com/wlund-pivotal/spring-geode-workshop





Lab 1



