Rich Cloud-Based Web Applications with CloudBrowser 2.0

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Outline

- History and motivation
- Background of this work
 - CloudBrowser 1.0
- CloudBrowser 2.0
 - Application Deployment
 - Distributed implementation
- Evaluation
- Related work
- Conclusion

A Brief History of Web Applications

World

The WorldWi universal acce

Rich Internet Applications

- Ajax (MS 1999)
- jQuery (2006)
- ZK (2006)

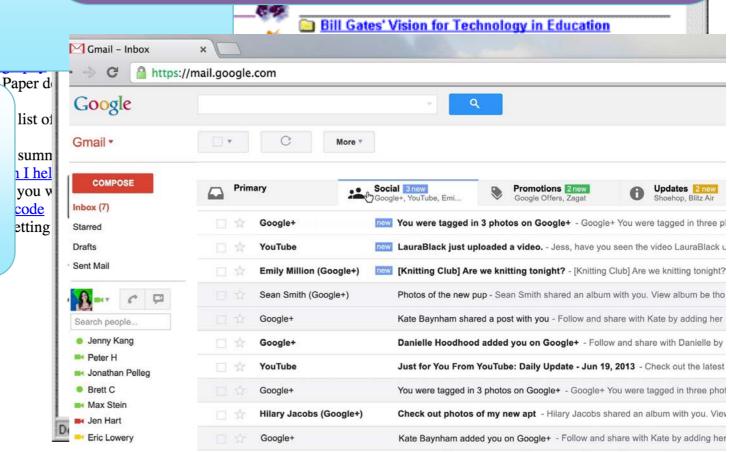
Today, practically every new application is in some form "cloud-based" and accessible through a web interface.

Simple Interactive Applications

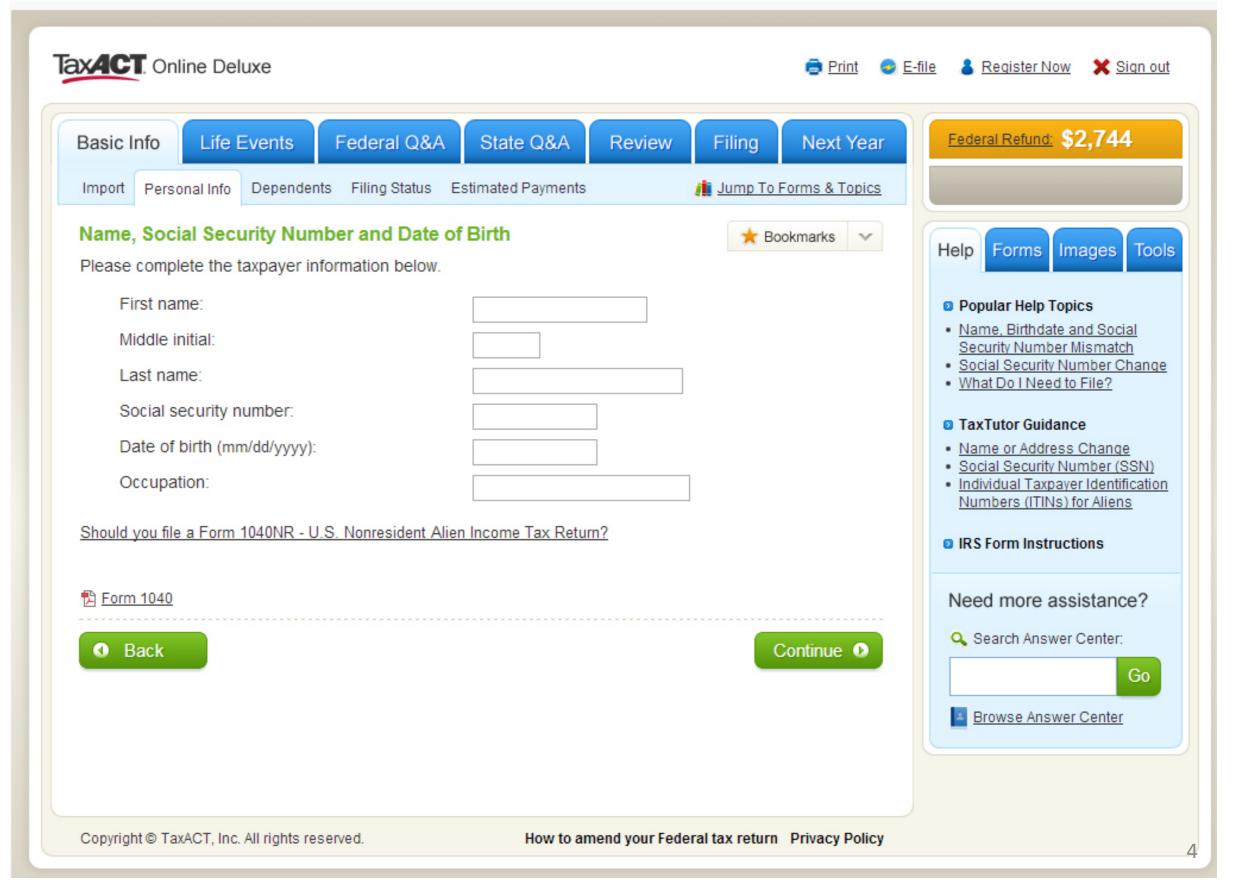
- PHP, JSP, ASP...
- 1994-

Static Pages

- HTML
- 1990



Filing your Taxes (in the U.S.)

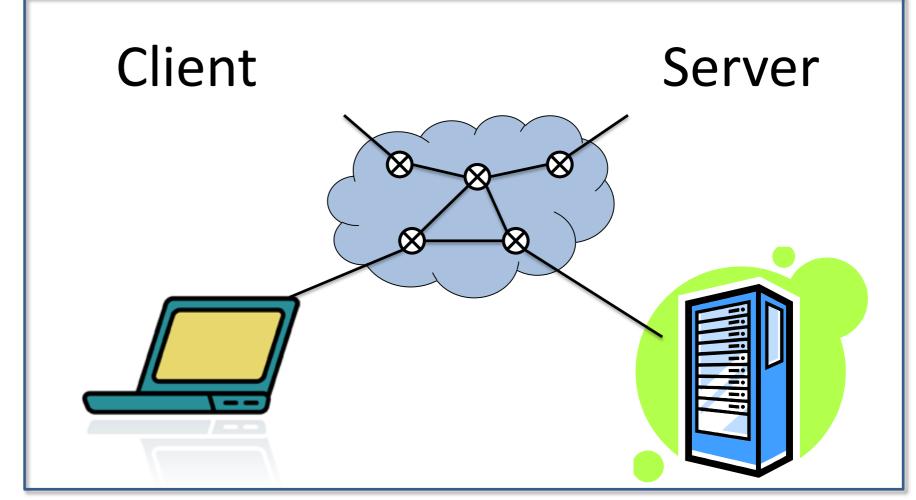


Target Applications

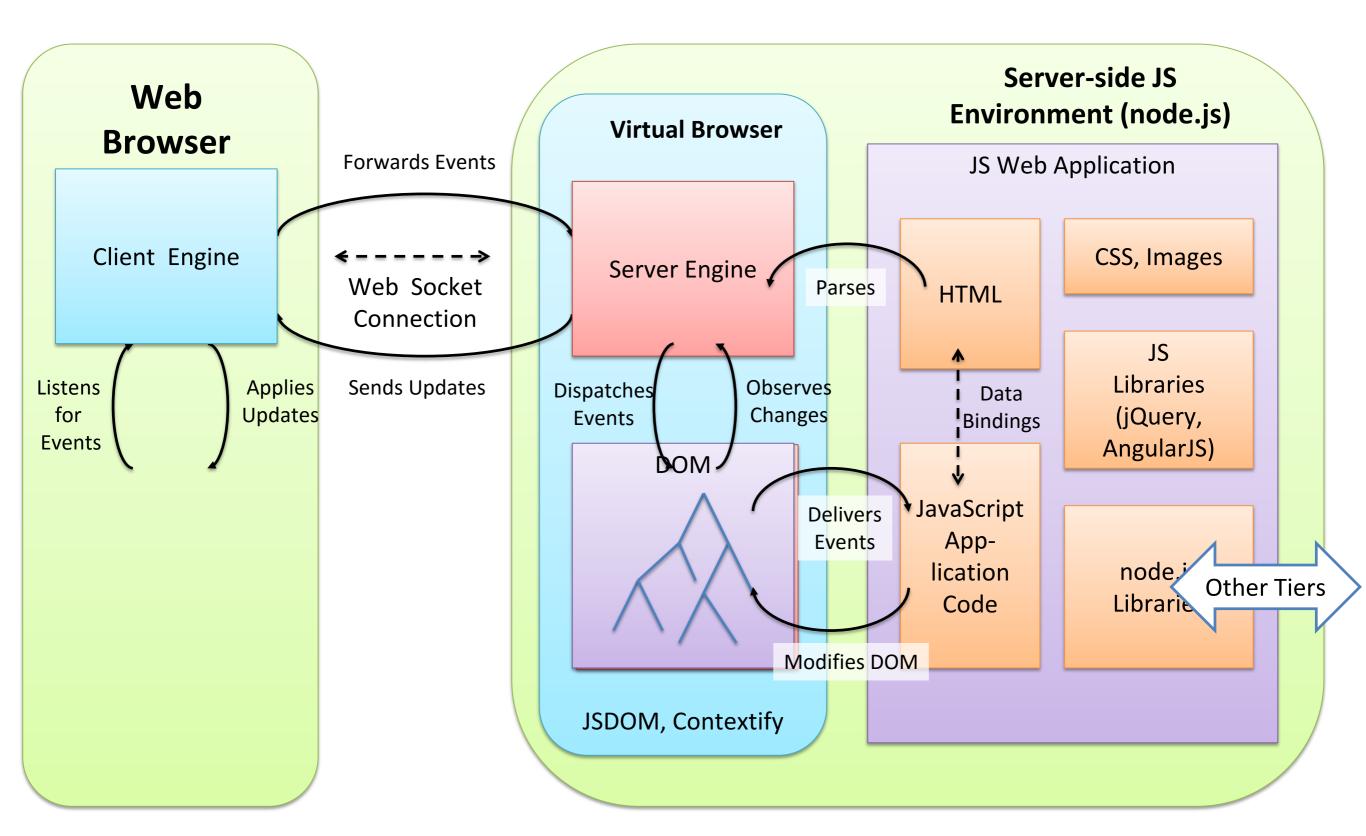
- Single Page applications with deep navigation space
- Users will connect and disconnect multiple times, possible using multiple devices
- Users wish for (most) actions to take immediate effect, i.e., to be remembered
- Examples:
 - Tax preparation
 - Configuration management applications
 - Business Workflow applications

Motivation

- What makes creating web-based cloud applications hard?
 - Distributed programming model
 - Client-side DOM is ephemeral



CloudBrowser Architecture



Benefits of CloudBrowser 1.0

- Single language : application logic is entirely in JavaScript
- Single place: client-server communication is abstracted away
- Reuse existing technology and developer experience: JavaScript libraries, CSS frameworks
- Continuous experience for user

Limitations

- Virtual DOM lacks layout attributes
 - Use CSS-based libraries
- Added Latency
 - Do not dispatch all events
- Resource Consumption
 - High-level JS libraries
- Scalability
 - Node.js is single-threaded, event-based

CloudBrowser 2.0 Contributions

P	ro	b	e	m

Solution

Unsuitable for PaaS deployment

Application Bundle

Lack of way to share data across virtual browsers

App Instance Concept

Lack of virtual browser management

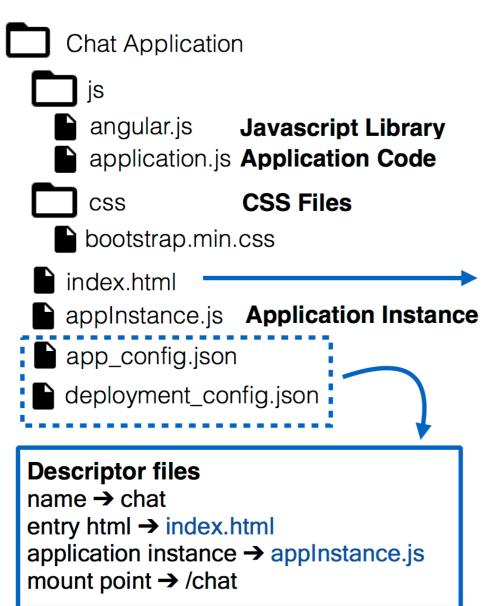
Application Instantiation Strategies

Non-scalable, single-process implementation

Multi-process Implementation

Lack of isolation for applications | Encapsulated API layer

CloudBrowser Application Bundles



```
<!DOCTYPE html>
<html>
<head>
  <title>Open Chat Application</title>
  <link href="css/bootstrap.min.css" rel="stylesheet" />
  <script type="text/javascript" src="js/angular.js"></script>
  <script type="text/javascript" src="js/application.js">/script>
</head>
<body ng-app="Chat4" ng-controller="ChatCtrl">
<!--main div -->
<div class="container-fluid">
  <h1>Chat Room</h1>
  <!-- chat window-->
  <div class="panel panel-primary">
  </div>
</div>
</body>
</html>
```

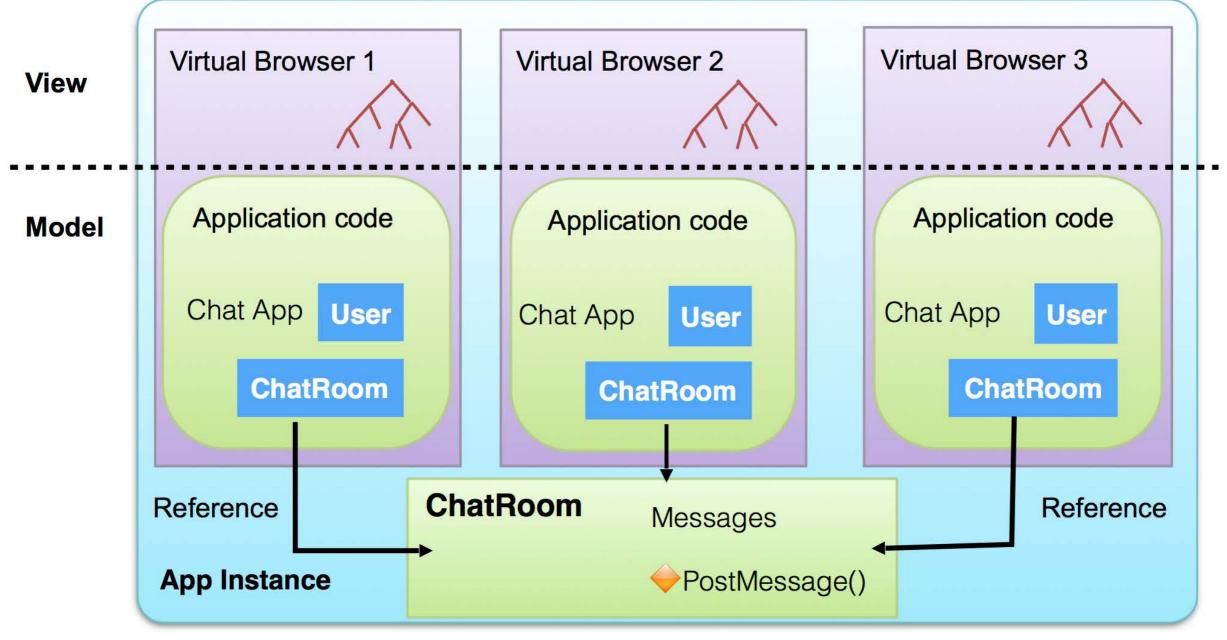
- CloudBrowser is PaaS service, supports deployment of multiple applications
- Applications are defined by application bundles

App Instance

User Session 1

User Session 2

User Session 3



Application Instantiation Strategies

- multiInstance : most flexible model
- singleBrowserPerUser : multi-user applications, e.g. chatroom
- singleInstancePerUser : single-page style applications
- singleAppInstance : non-interactive information page, e.g. weather

Instantiation Strategy	Number of App Instances	Number of Browsers Per App Instance	User Manages App Instance	User Manages Virtual Browser
multilnstance	any	any	Yes	Yes
singleBrowserPerUser	any	1 per user	Yes	No
singleInstancePerUser	1 per user	1 total	No	No
singleAppInstance	1 total	1 total	No	No

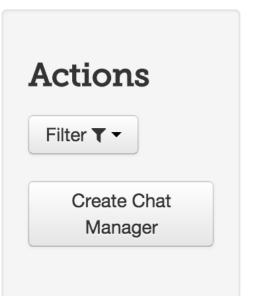
Application Management

Landing Page: Chat3

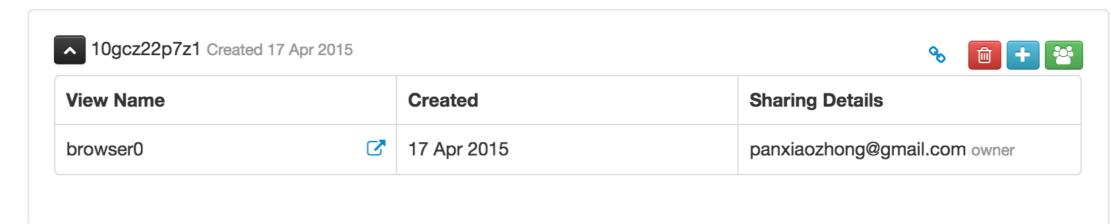
user interface to manage app instances and virtual browsers

panxiaozhong@gmail.com | Logout

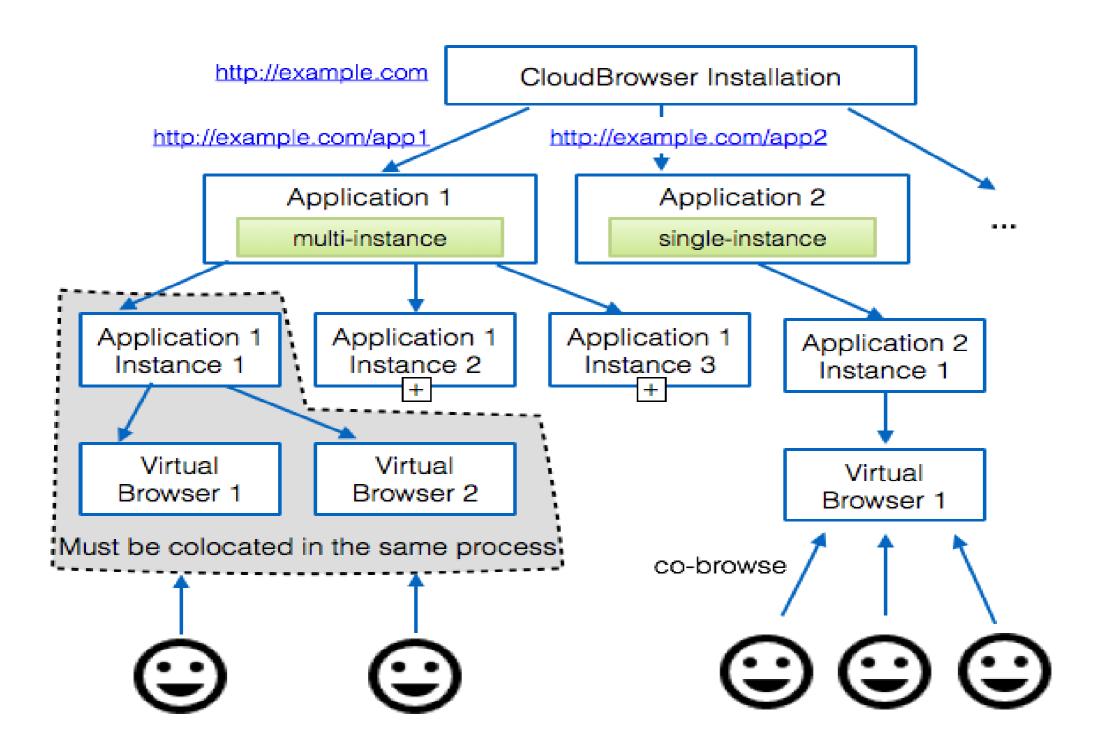
A multi user chat application written
using AngularJS







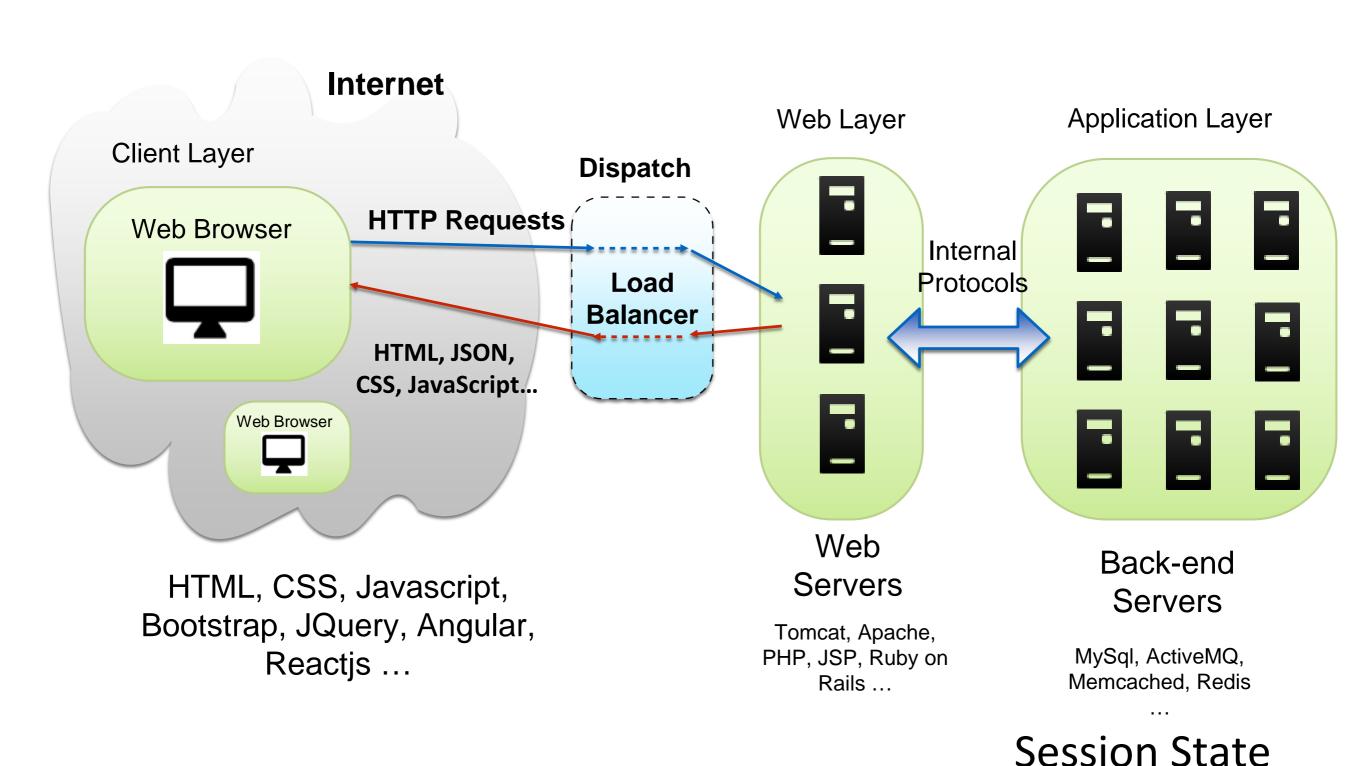
Application Deployment Model



Scaling to Multiple Processes

- Key Insight:
 - Traditional techniques for session-state replication cannot be used
 - Application deployment imposes restrictions on the mapping of virtual browsers to processes

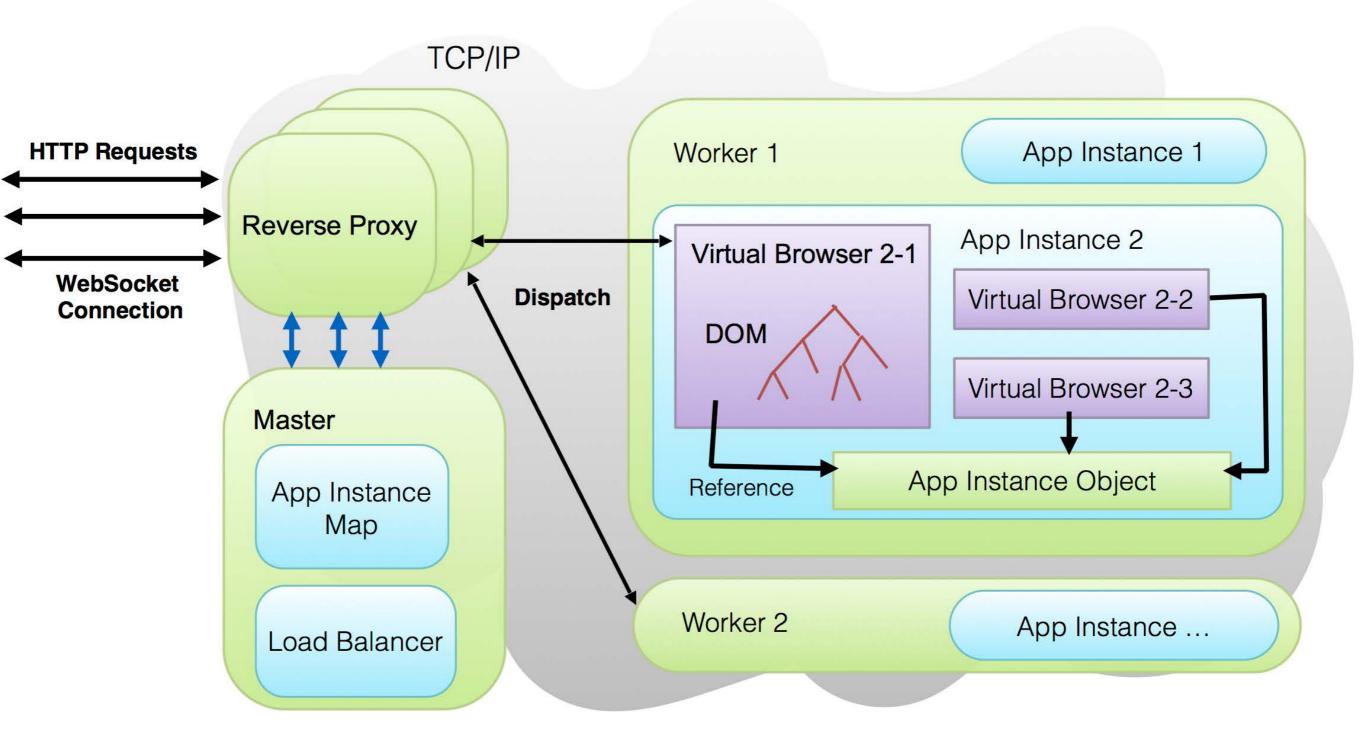
Scalable Web Applications



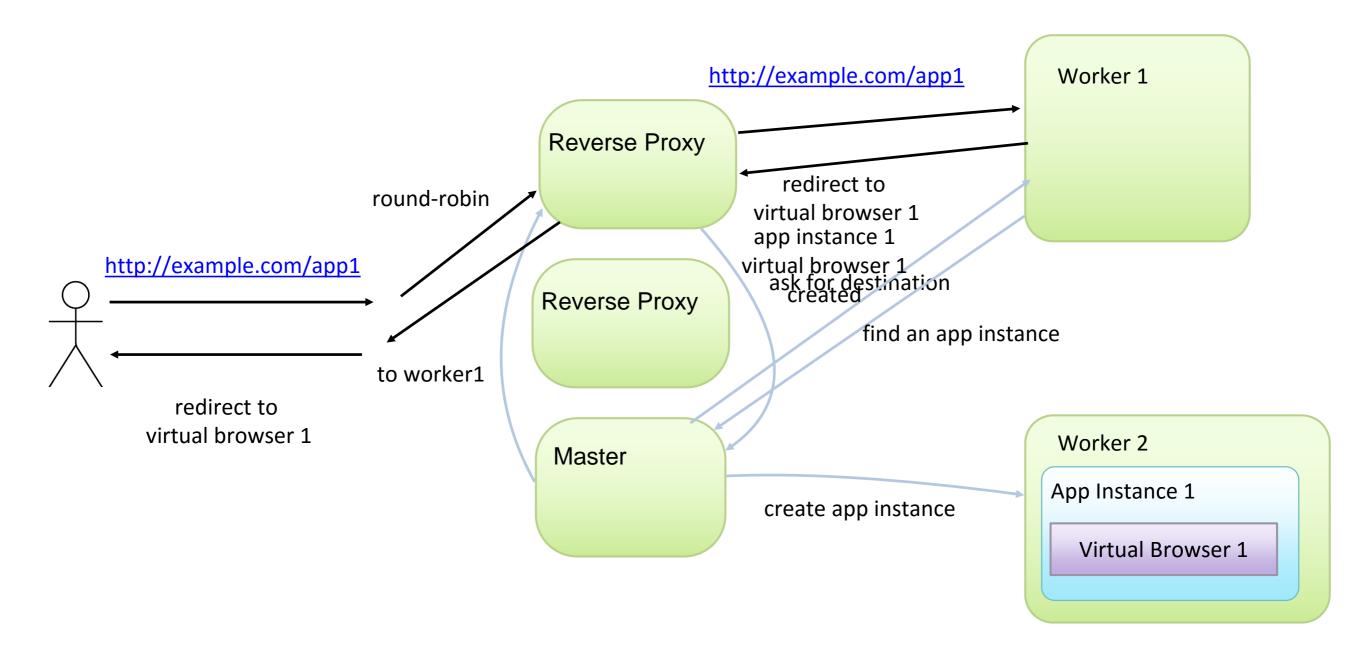
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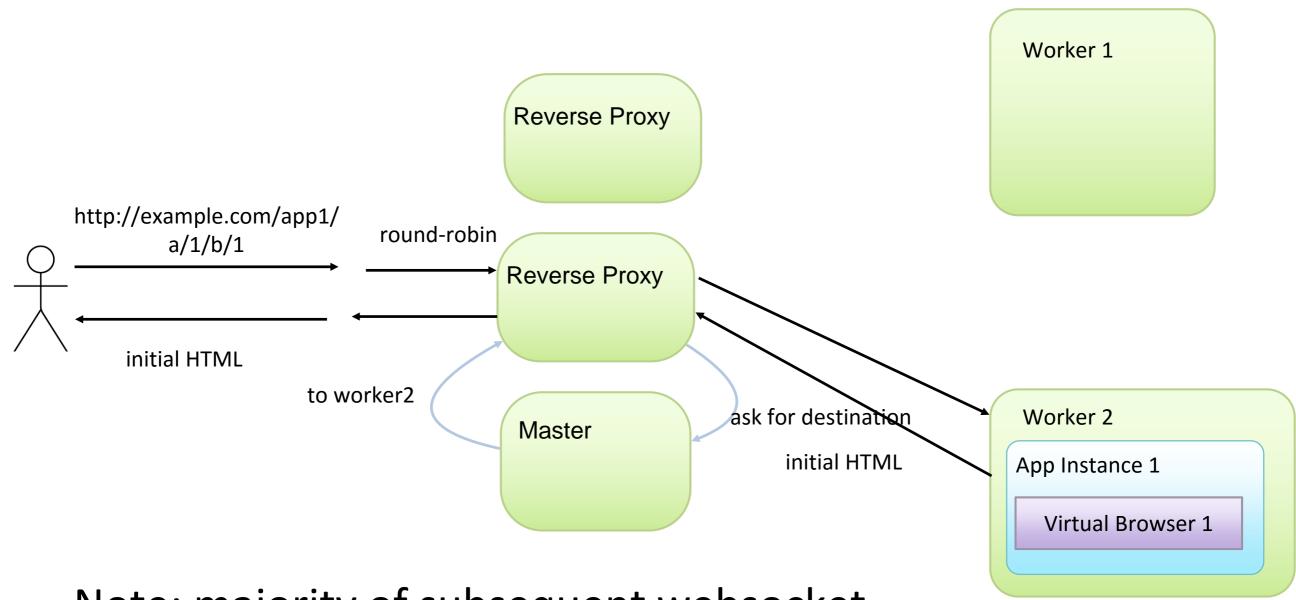
CloudBrowser 2.0 Architecture



CloudBrowser2.0 — Request Dispatch



CloudBrowser2.0 — Request Dispatch



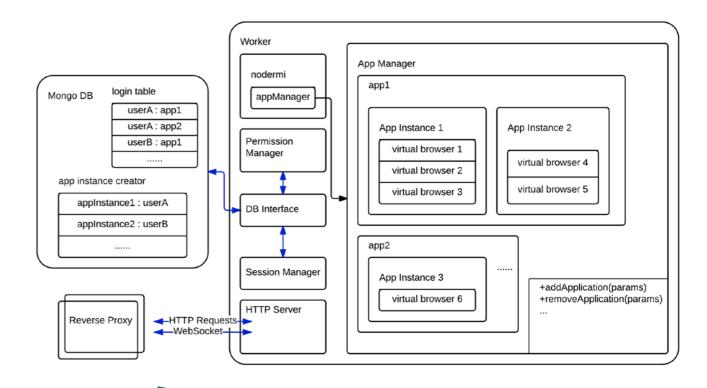
Note: majority of subsequent websocket traffic is directly forwarded to worker

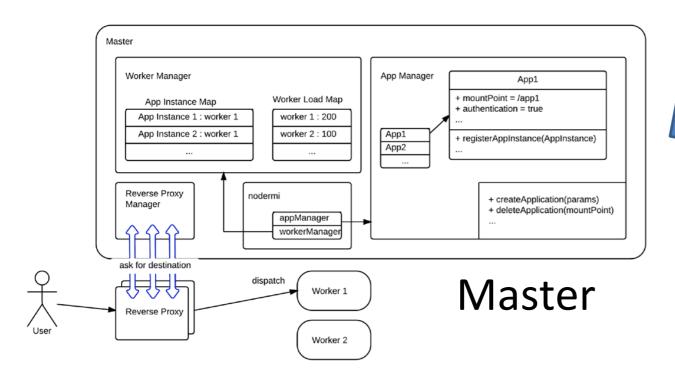
CloudBrowser 2.0 — Load Balancing

- Round-robin: assign new requests to workers in round-robin fashion
- Load-based
 - Workers periodically report their load to the master
 - Master selects the worker with the lowest load
 - To handle bursts of requests, master projects impact on selected worker's load

Master-Worker Communication

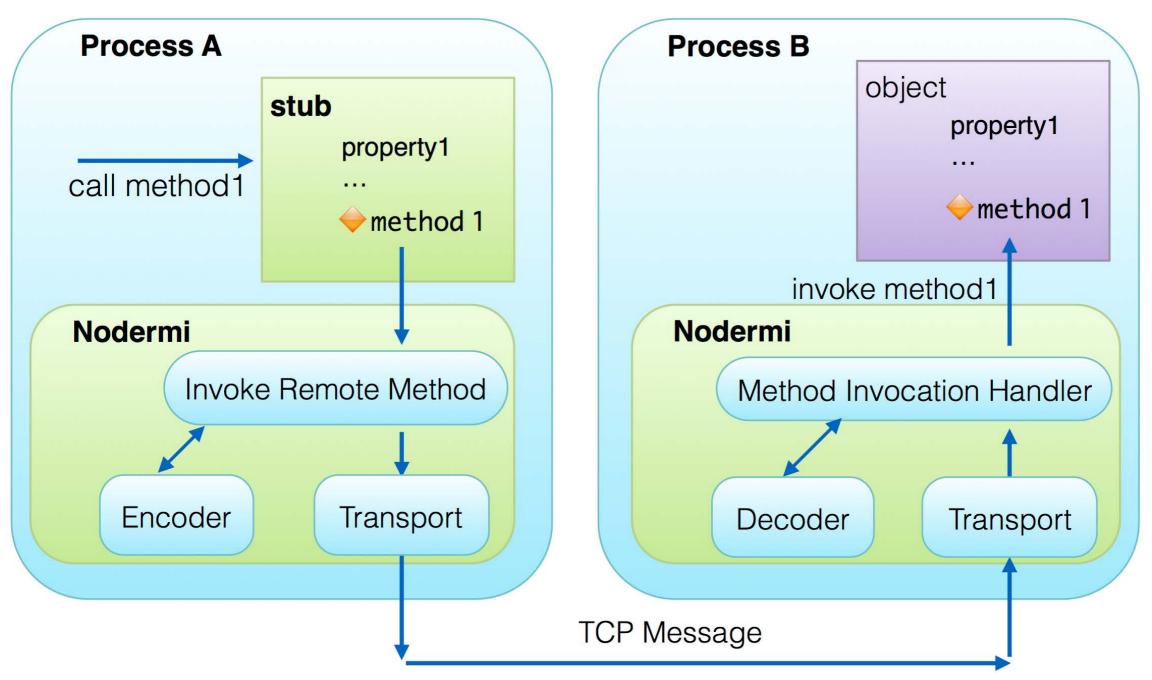
 Turned original non-distributed code base into distributed application





Solution:
Remote Method
Invocation
"nodermi"

nodermi — Overview



- Nodermi creates stubs to represent remote objects
- Method calls on stubs trigger remote method invocations

nodermi - HighLights

- Automatic stub creation for JS object methods
 - No IDL or annotations needed
- Marshaling
 - Handles primitive types, arrays, and built-in types
 - Handles cyclic object graphs
- Reference management
 - Avoid zig-zag
 - Avoids need for forwarding
- Distributed garbage collection
 - Using stub maps

Nodermi - Limitations

- Does not handle property assignments
 - Only supports remote method invocations
- All calls are asynchronous
 - I.e., instead of return values, callback functions are passed and invoke remotely
 - Software engineering challenge

- Does not handle distributed cycles that span across processes
 - Application must avoid those

Evaluation — Goal

- Evaluate scalability with respect to the number of workers
- Measure cost of different kinds of applications and client libraries
- Identify bottlenecks of the system

Evaluation — Methodology

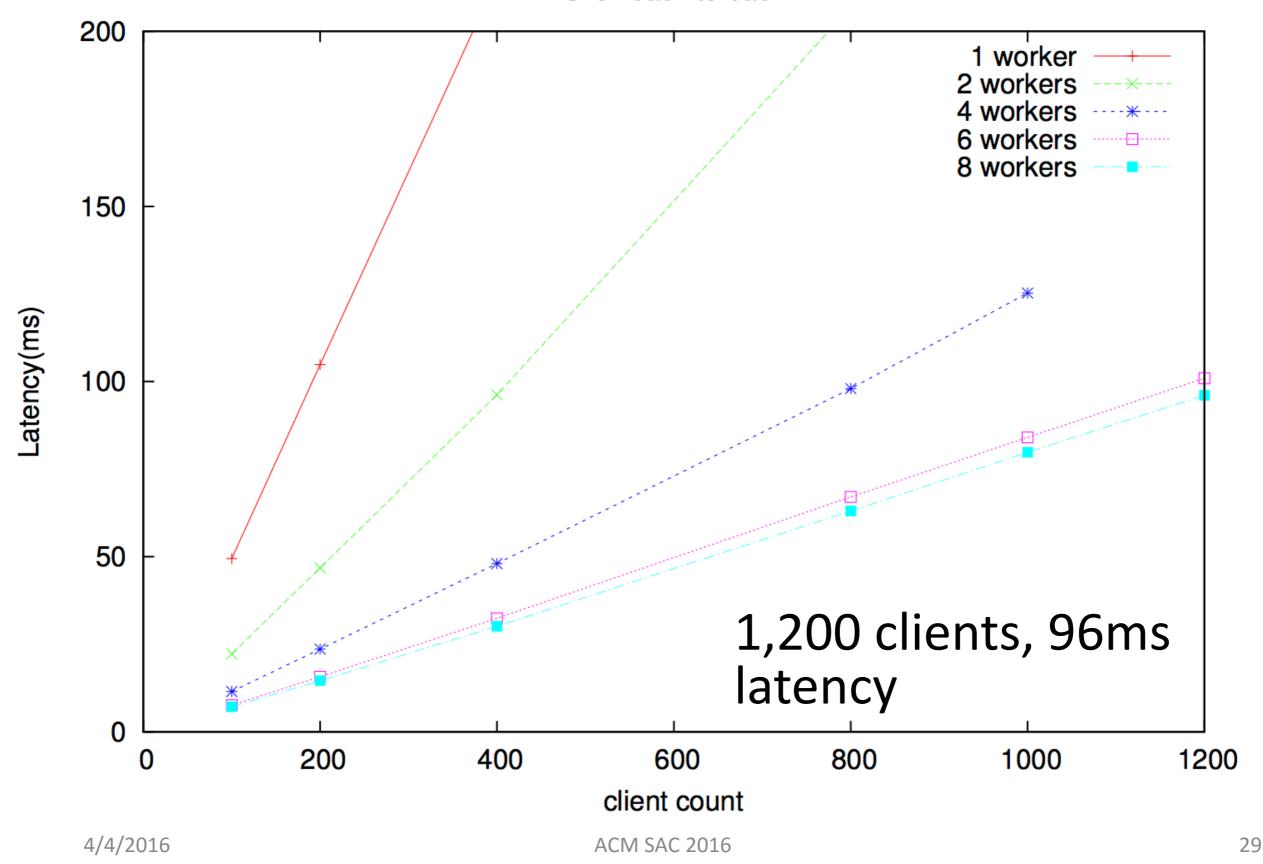
- Benchmark applications
 - Click: simple application with no libraries
 - jQuery Chat: complex application with low level libraries
 - Angular Chat: complex application with advanced libraries
- Benchmark tool
 - Simulate how concurrent users interact with the applications
 - Use an expect-like configuration to describe scenarios
- Performance under different concurrent levels and different number of workers
 - Number of users for less than 100ms latency

Evaluation - Testbed

- Server: 2*4 2.27GHz cores, 38GB RAM
- Client: 2*4 900MHz cores, 16GB RAM
- Connected by 1GB ethernet

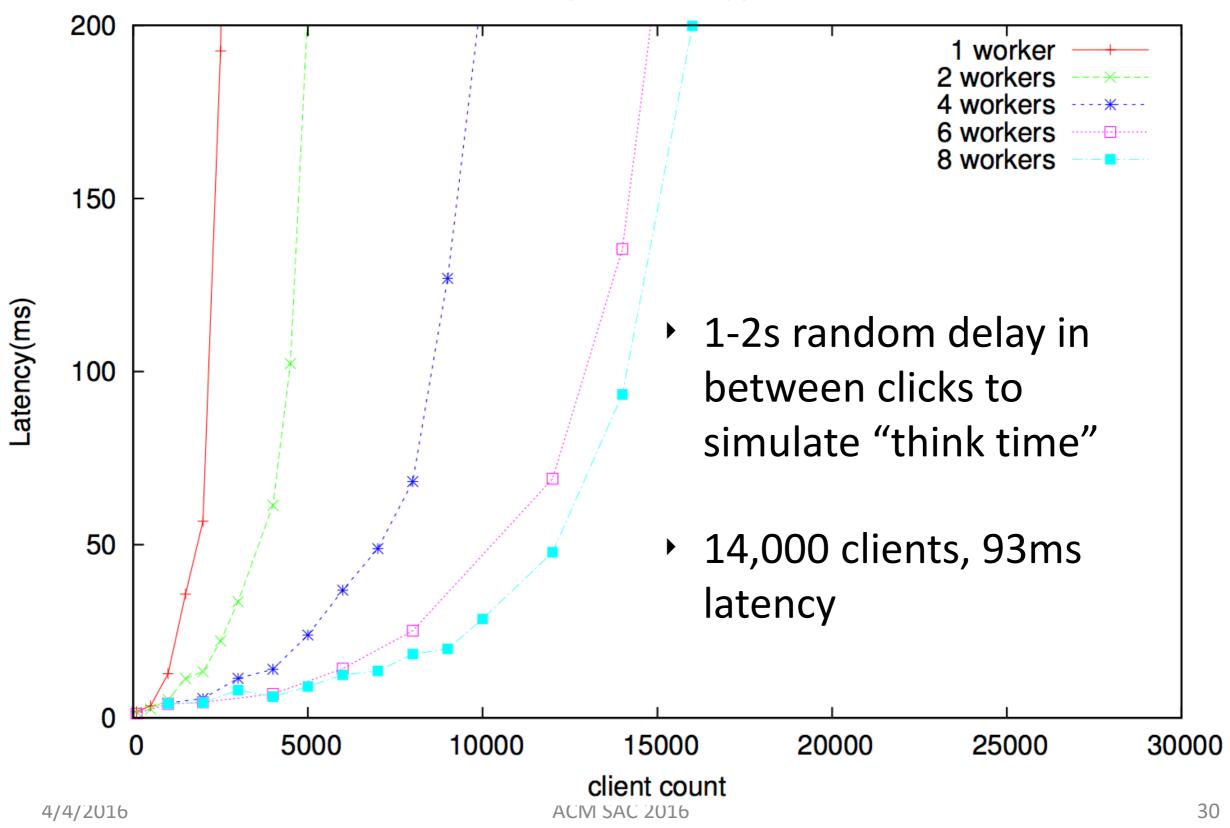
Click Application

Click back to back



Click Application (Human Paced)

Human paced click application



Evaluation — Chat Application

Chat Room

Welcome Jamie

Every 5 users share one chatroom

Johnson: Any one here? Nov 12, 20

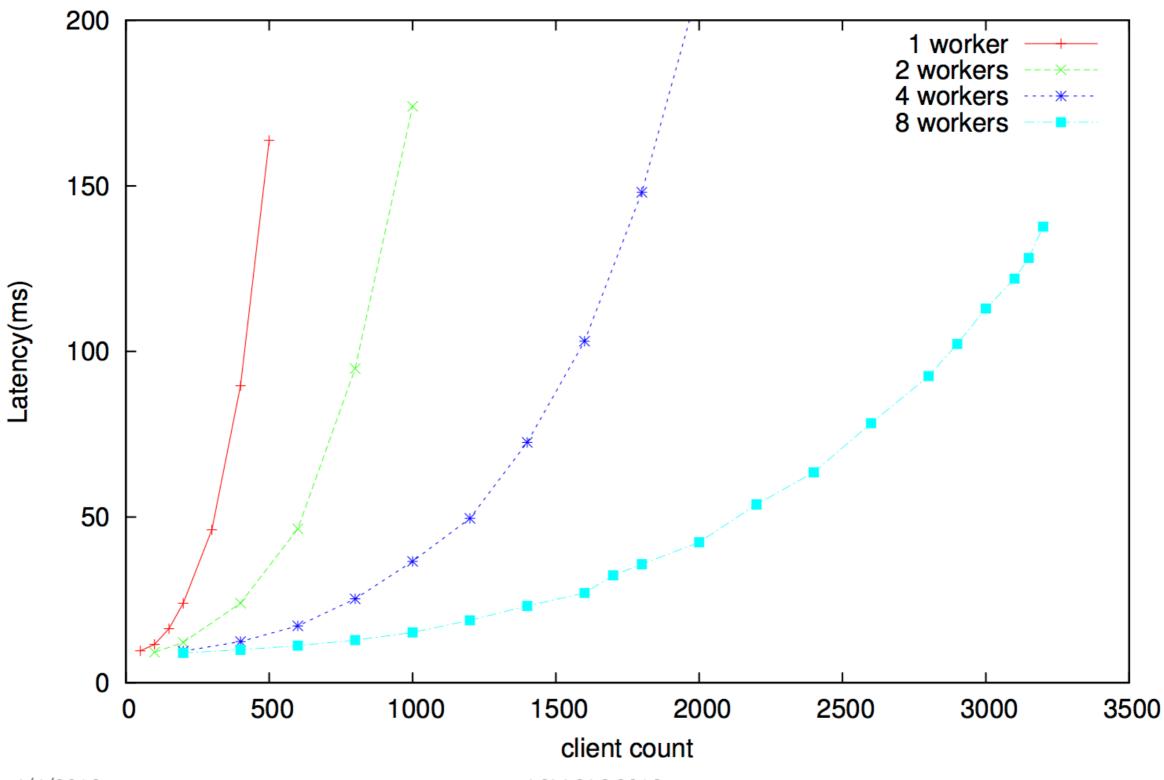
Goose_0ulhzxa7z3: Goose_0ull

Every user sends messages with 5-10s think time

Johnson : Johnson is now Jamic 1107 12, 2017 10.02.00 1 111
Tyrion: Hear me roar! Nov 12, 2014 10:53:14 PM Jamie: Yeah, hear me roar! Nov 12, 2014 10:53:25 PM
Goose_0034zxa7z5 : Goose_0034zxa7z5 is now Robb Nov 12, 2014 10:54:11 PM
Robb: Ok, this is awkward, I think I entered the wrong room. Nov 12, 2014 10:55:04 PM
Send

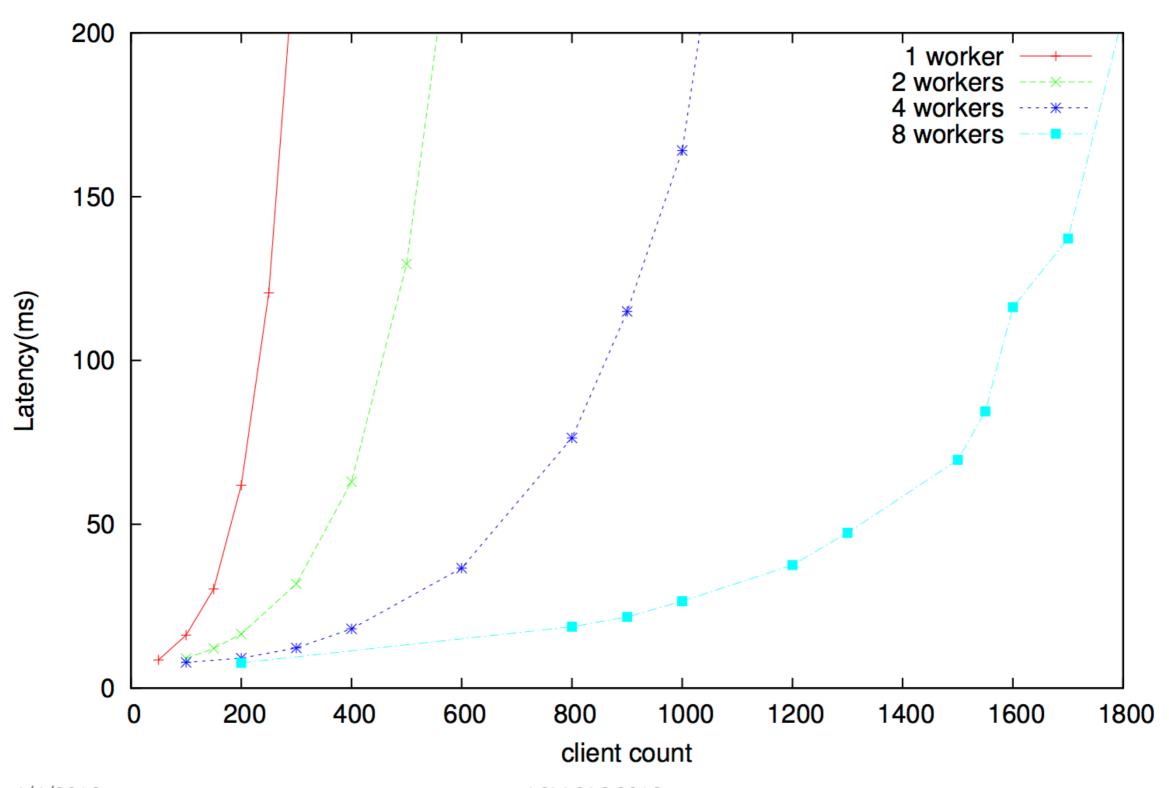
jQuery Chat Application

2,800 clients, 92ms latency



AngularJS 1.3 Chat Application

▶ 1,550 clients, 84ms latency



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Evaluation — Summary

- Scales linearly with the number of cores on single machine
- CPU time and memory used by application code becomes bottleneck
- Master and reverse proxies are not bottleneck
- Use of high-level libraries is expensive
 - E.g. AngularJS 1.x "dirty-checking"
- Caveats: small applications

Related Work — Web Frameworks

- Too many to give credit to all, focus on those most related in terms of ideas
- Server-centric
 - ZK [Chen/Yeh 2005]
- Data-driven
 - Meteor [Meteor Dev Group 2011]

Related Work — Thin Clients

- VNC [Richardson 1998]
- X11 [Gettys/Scheifler 1986]
- VMWare Horizon
- Citrix XenDesktop

Related Work — RPC Frameworks

- Dynamic languages
 - Dnode [Halliday 2011] for Node.js
 - Pyro [Jong 1998] for Python
 - Druby [Seki 2012] for Ruby
- Static languages
 - Network objects [Birrell, et al. 1994] for Modula-3
 - Java RMI [Downing 1998] for Java
- Language independent
 - CORBA [Object Management Group 1991]

Conclusion

- CloudBrowser as a PaaS Service
- Scalable implementation of CloudBrowser 2.0
- Refined application deployment models
- Flexible node.js RPC framework : nodermi
 - Helped us leverage existing code base
 - Standalone framework, can be applied to other node.js projects
- Explored limitations of server-centric frameworks

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 Environments for Next-generation Cloud
 Applications

