## Service 2





I tried the following kubernetes command to find what exactly happens at particular timestamps:

“kubectl get events --sort-by='.lastTimestamp'”

Then, the output is like below:



This describes:

1. No Warnings or Failures

There are no **Warning** or **Failed e**vent types (e.g., CrashLoopBackOff, OOMKilled, Unhealthy) in this output. That rules out a crash or eviction directly causing the latency drops.

1. All Events are Normal

Most are related to CronJob execution:

* *reduce-cpu-request-*, reduce-mem-\* jobs being scheduled, pulling images, starting containers, and completing successfully.
* Other events show Deployments scaling up and down and some pods being killed normally (expected behavior during deployment updates).

### Spike at 05-11 22

* Confirmed as the point where CPU limit is reduced, and:
  + We are seeing a momentary latency spike due to throttling kicking in abruptly.
  + Event log shows reduce-cpu-request-s1-cronjob executing here - that aligns with the spike timing.
* Spike is expected and aligns with CPU throttling. No pod crash or GC pause—just the CPU limit drop and system adjusting.

### Latency Drops near 05-12 00:00 and 05-12 04:00

* No Kubernetes events around those exact times. That suggests it wasn't caused by a pod restart, image pull, or crash.

1. Synthetic Load Generator Reset (External Cause)

During this time, Locust Restarted with the reduction of CPU limit.

* It is restarted, paused & finished a round.
* During this time:
  + No/very few requests are received → measured latency approaches 0.
  + After the tool resumes, latency returns to the throttled baseline.

1. Latency Recording Artifact

The latency is being measured externally using Prometheus scrape interval, then:

* A momentary gap in recording or lack of requests can register as 0 latency.
* This happens due to:
  + Data point interpolation when request count is very low

### Then, why there is a very small value for the Latency?

1. Latency is measured only when a request is received

Even if requests are extremely rare (e.g. 1 every 10 seconds), any non-zero request will still generate a latency data point.

So:

* If 1 request arrives in a time window (15s Prometheus scrape interval),
* And that request was handled instantly (e.g., 80 µs),
* Then average latency for that window is ~80 µs - not zero.

So the graph shows a very small but non-zero latency due to a *tiny number* of super-fast requests.

1. Go Echo service is highly responsive at idle

The Go Echo server (being a minimal HTTP handler) has:

* No business logic or blocking IO
* No load at that moment

So under idle or near-idle conditions:

* It responds extremely fast (microsecond-scale).
* This fast response is what you see as "very small latency" - not zero, but almost negligible.

1. Prometheus-style interpolation

We are scraping metrics every 15s:

* Latency metrics are interpolated between timestamps.
* If few or no new requests happen, the rate of change in latency becomes almost flat or dips close to zero.

Latency goes near-zero (but not exactly zero) because one or two fast requests per interval are still being processed by the Go Echo service with minimal delay — and latency is only recorded for those requests.