



**JAVA DAY KYIV 2017**

# **LATENCY TRACING IN DISTRIBUTED JAVA APPLICATIONS**

**KONSTANTIN SLISENKO  
LEAD SOFTWARE ENGINEER**

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Financial services, trading solutions

Speaker at Java Meetups



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**MY TALK IS ABOUT...**



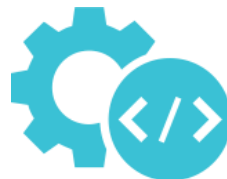
# AGENDA

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1 What is latency tracing?



2 How it works?

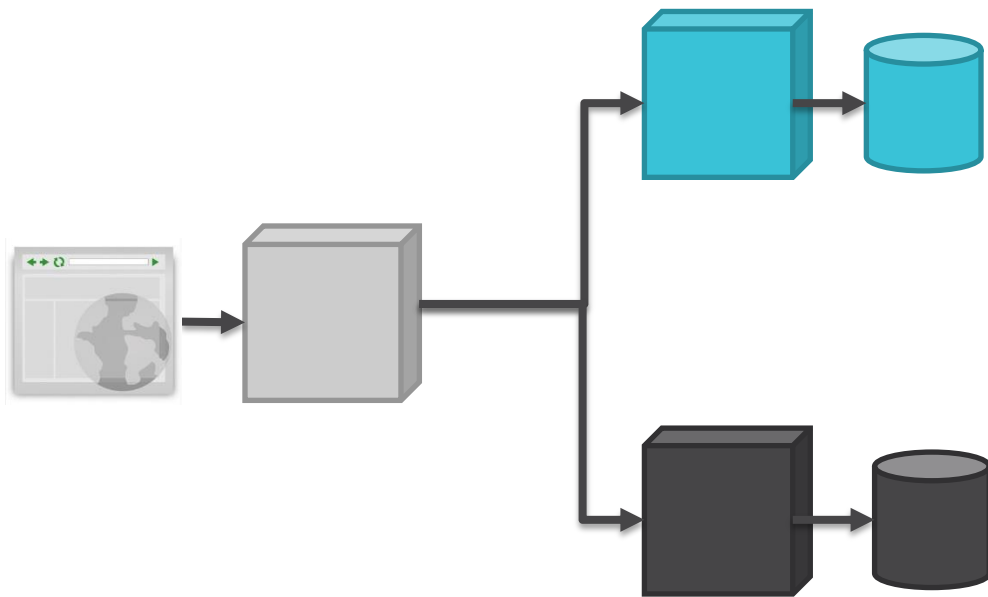


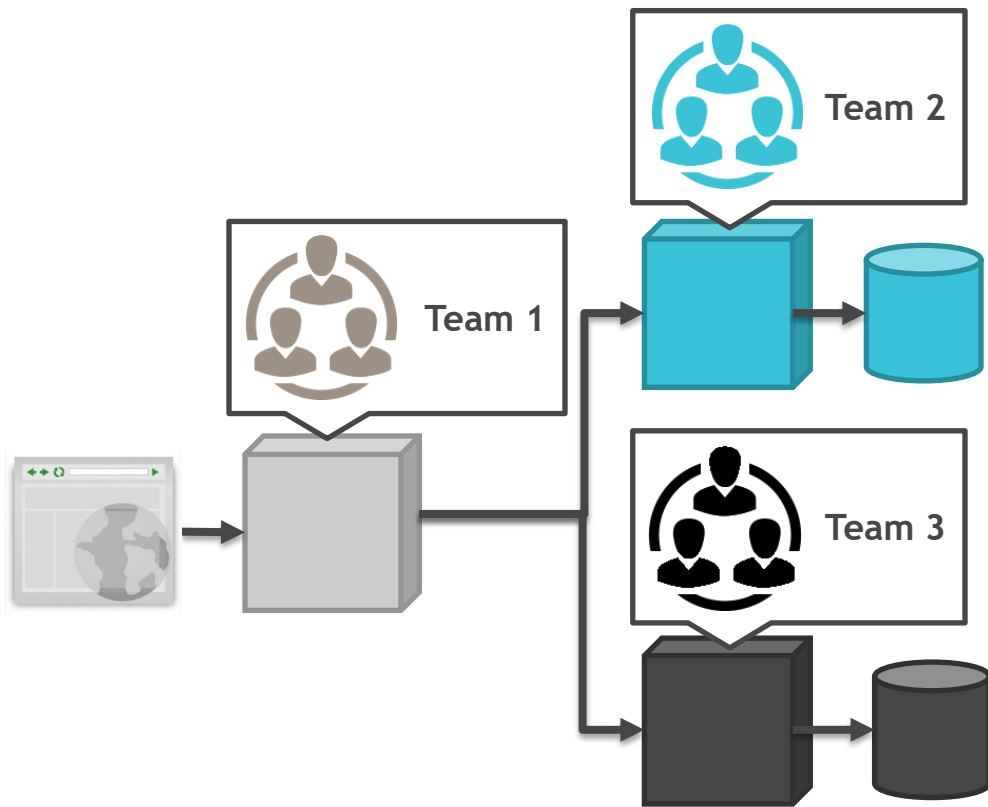
3 Live demo



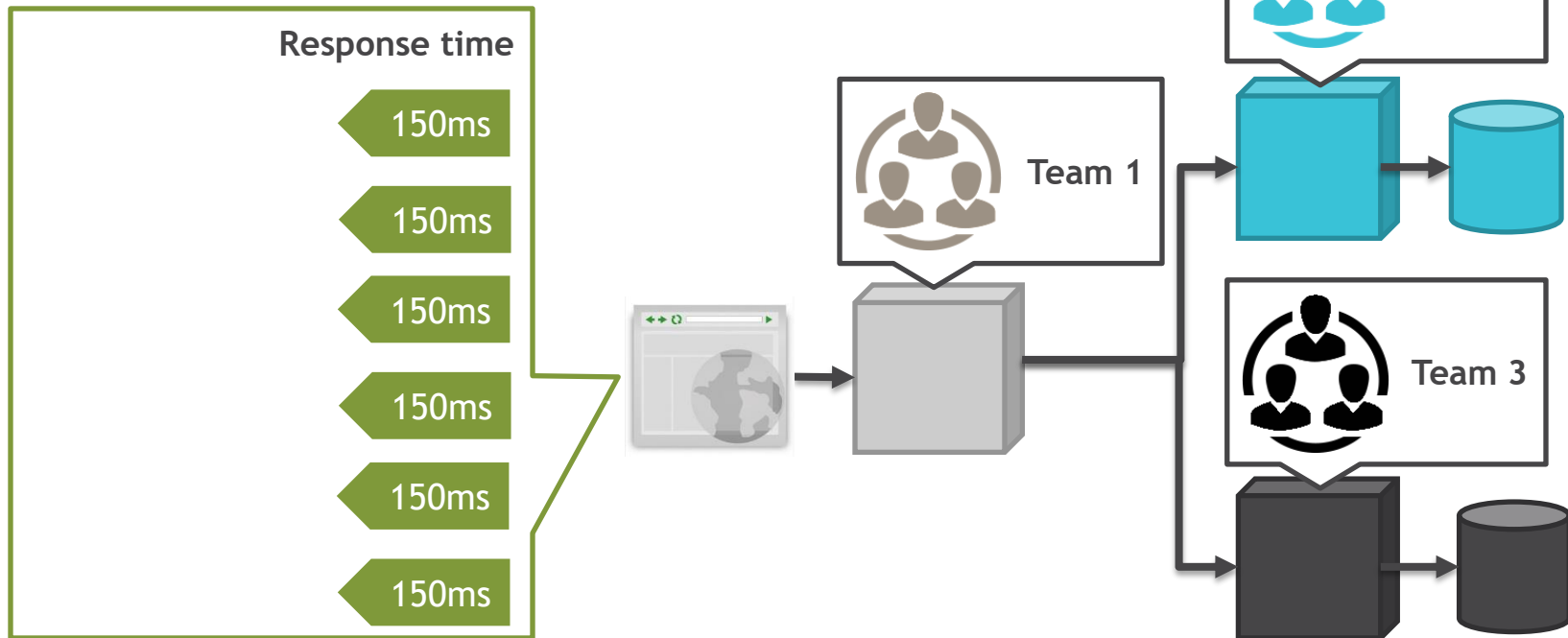
**LITTLE STORY ABOUT**

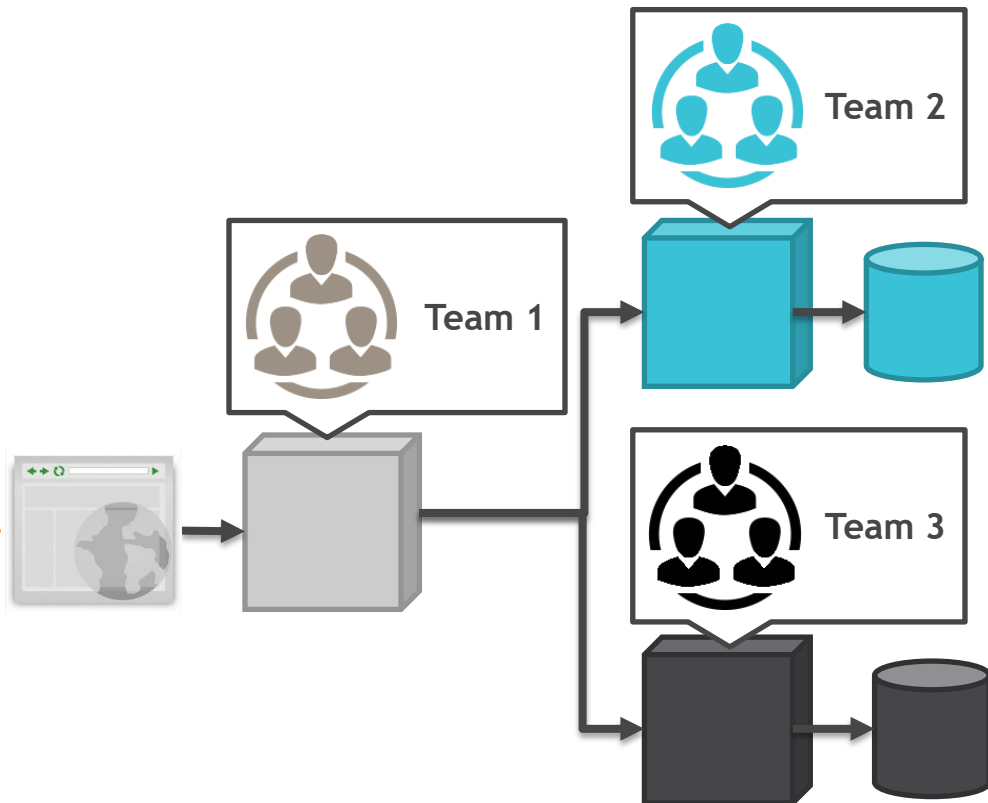
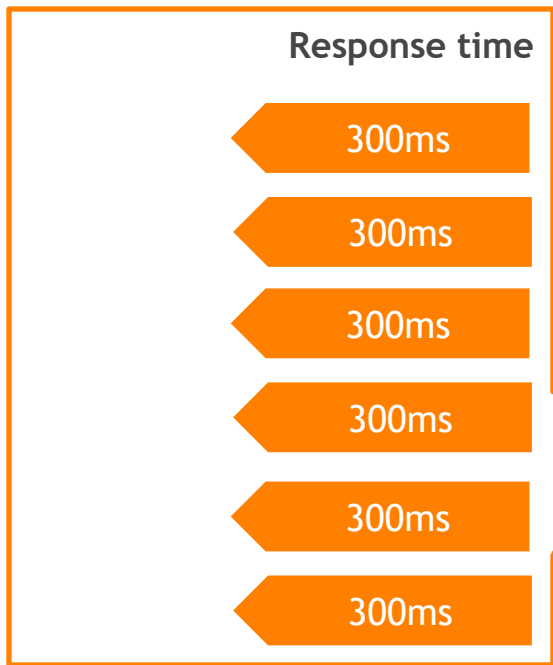
**ONE SYSTEM**

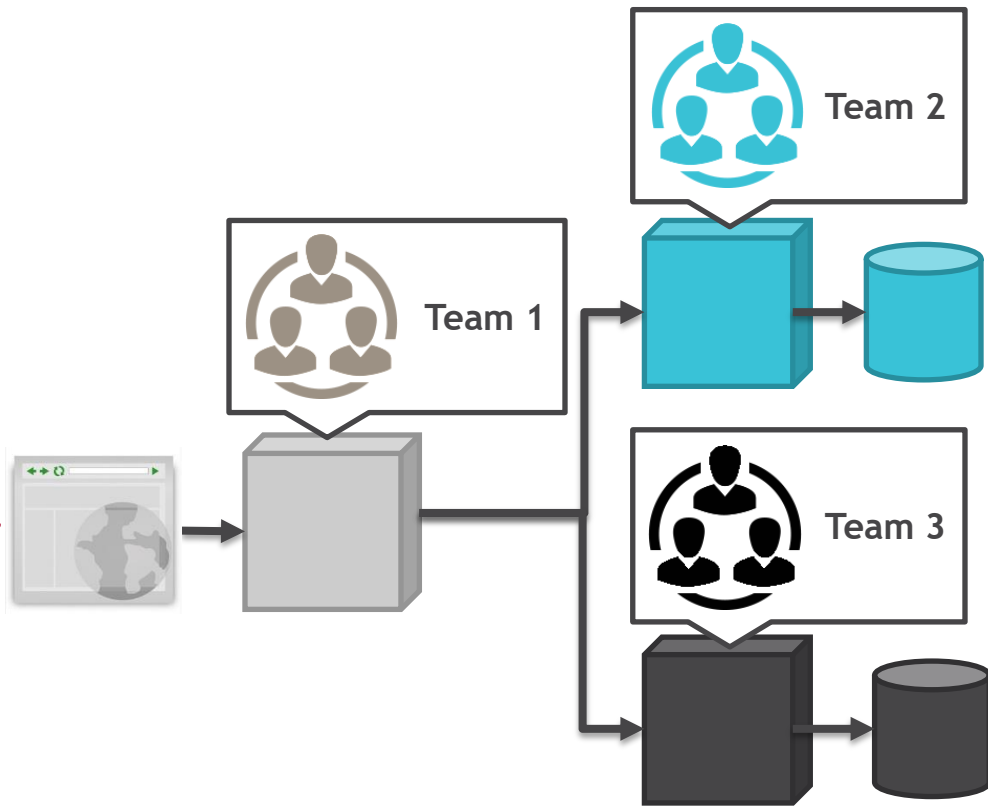
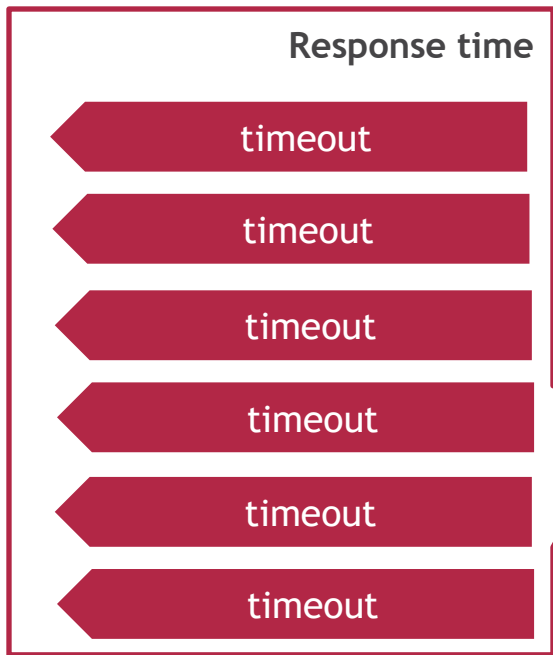


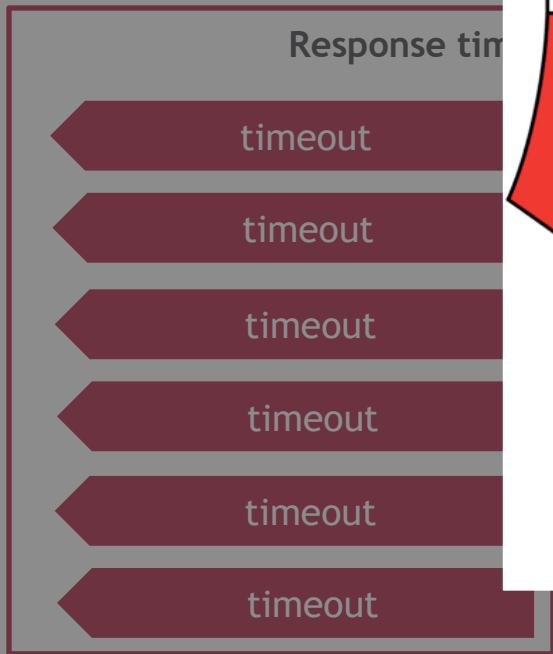




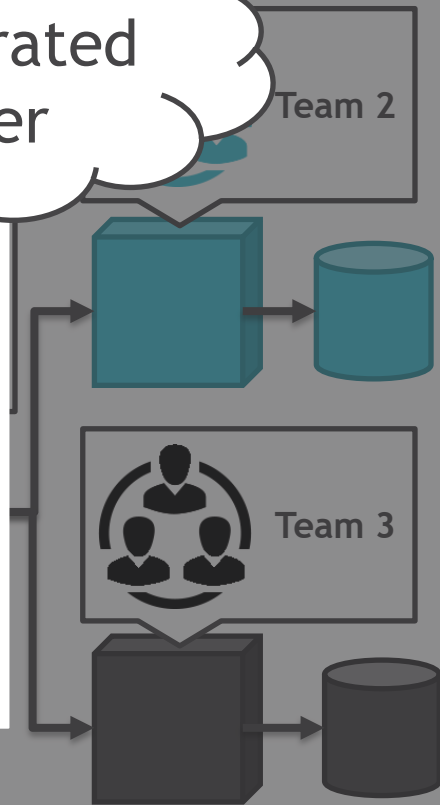








Frustrated user



# 1. Whose fault?

# 1. ~~Whose~~ fault?

Where?



# 1. ~~Whose~~ fault?

Where?

# 2. Why?



# 1. ~~Whose~~ fault?

Where?

## 2. Why?

## 3. How to prevent?





# PROFILERS, LOGS, METRICS?



**logstash**



**kibana**



**elasticsearch**



**Grafana**



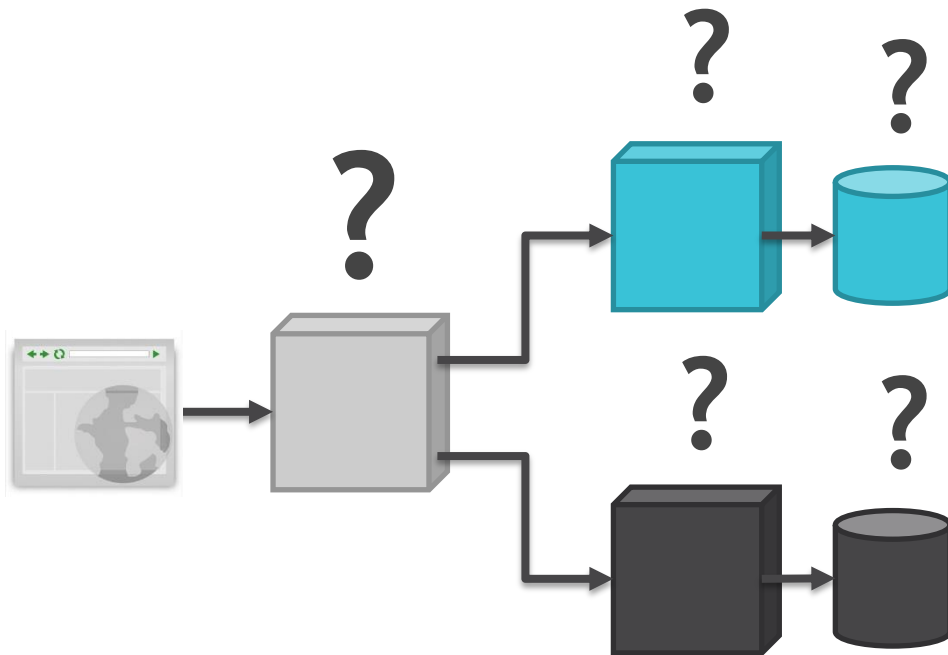
**YourKit**



**JProfiler**



**VisualVM**





*“When systems involve not just dozens of subsystems but dozens of engineering teams, even our best and most experienced engineers routinely guess wrong about the root cause of poor end-to-end performance”*

<https://research.google.com/pubs/pub36356.html>

**THE MOMENT WHEN YOU NEED**

# **LATENCY TRACING**

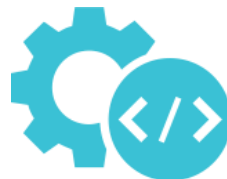
# AGENDA

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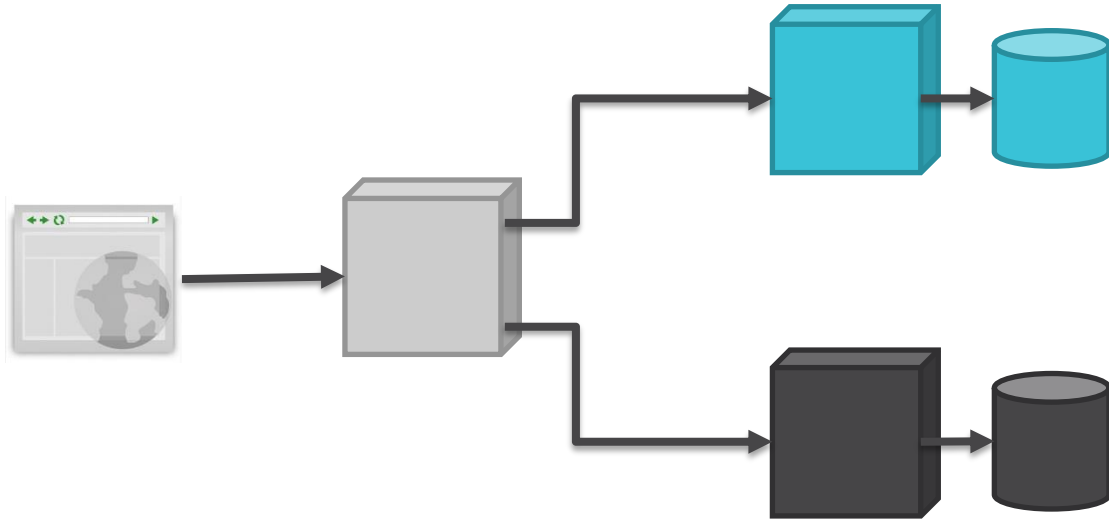
2 How it works?



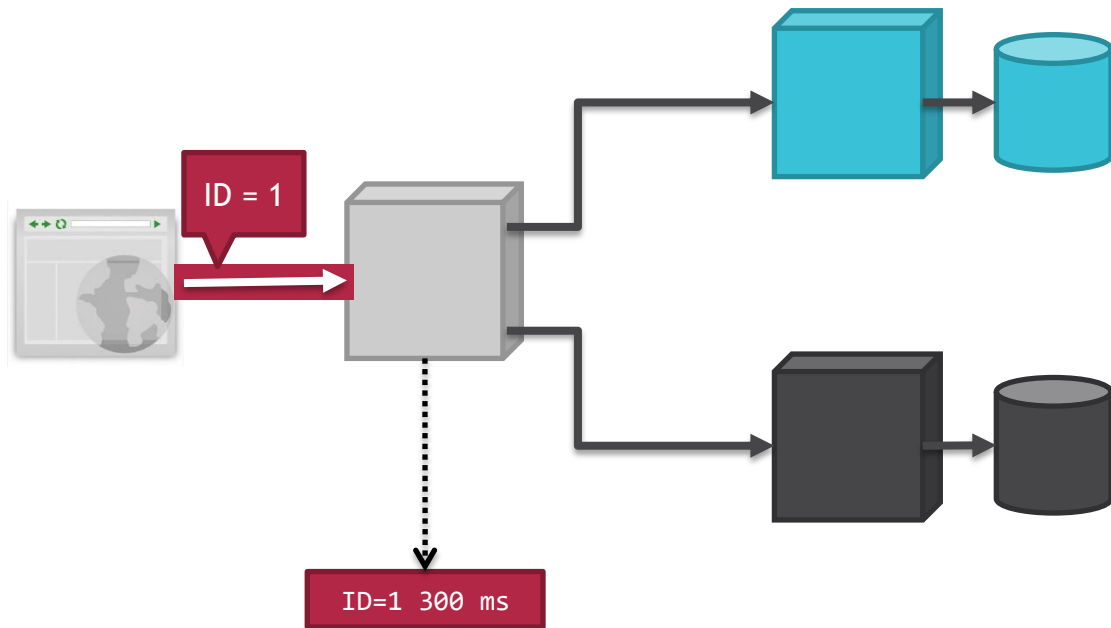
3 Live demo



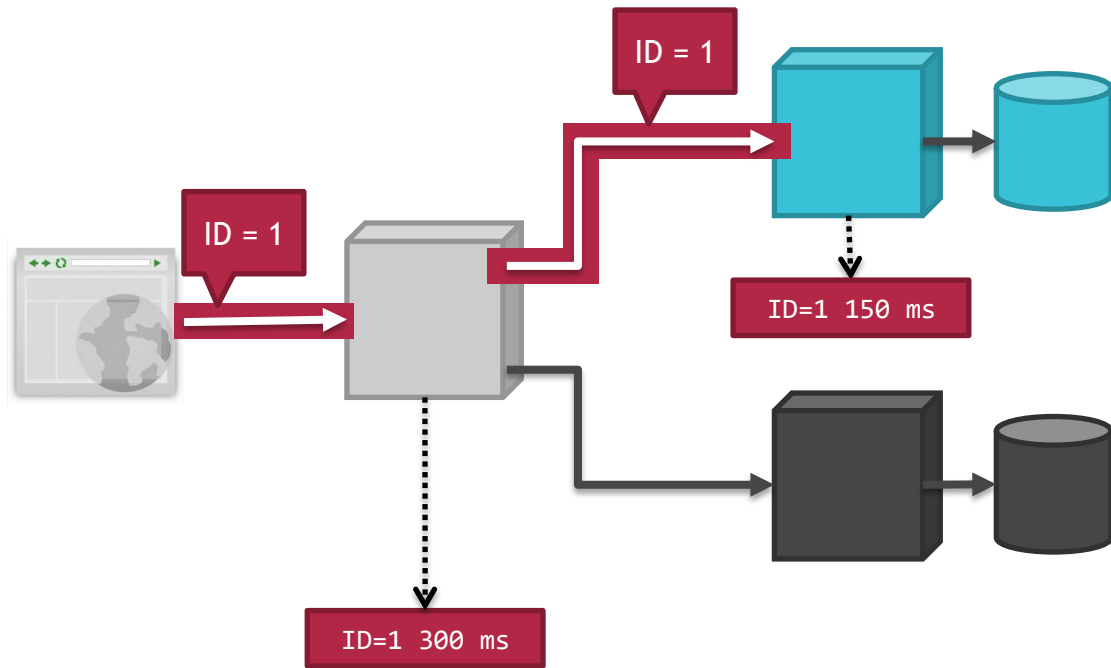
# HOW IT WORKS



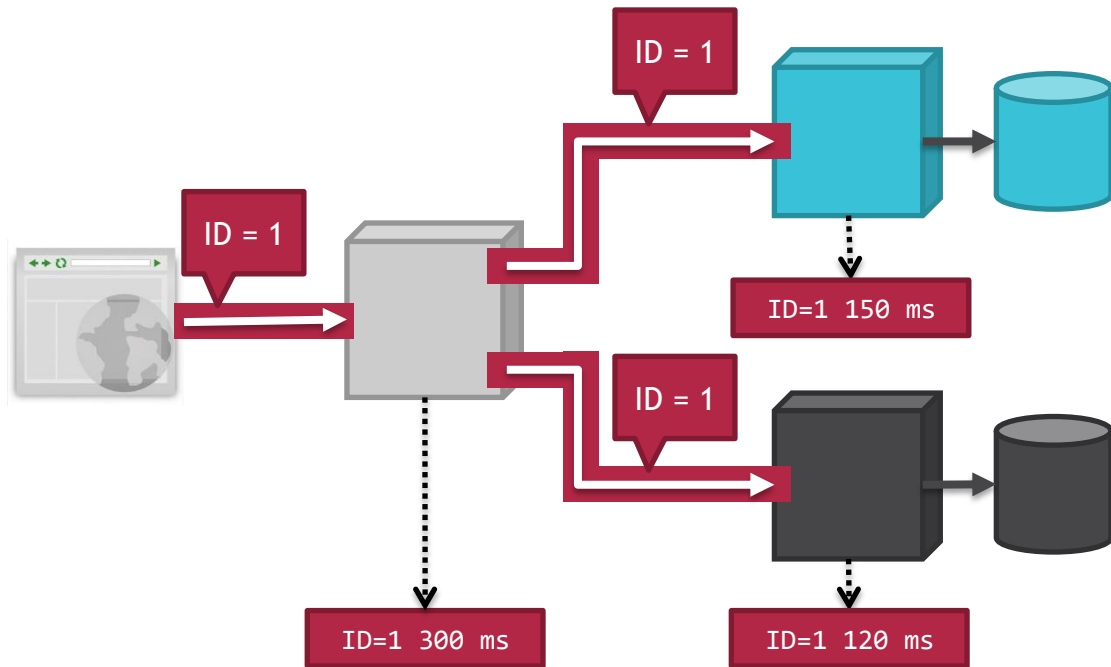
# HOW IT WORKS



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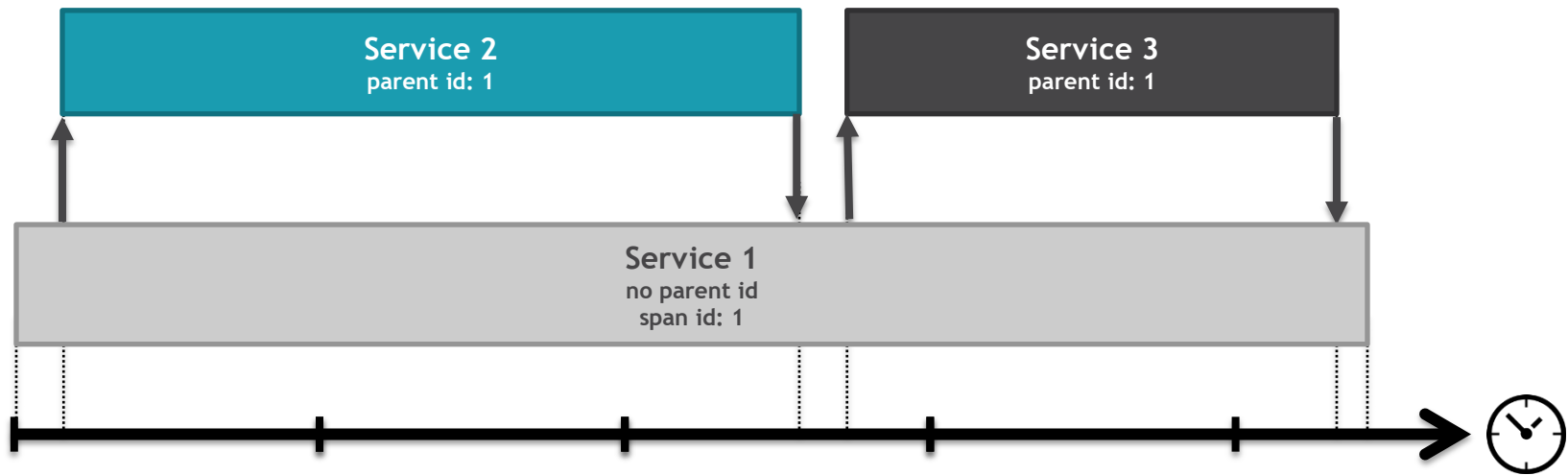


# HOW IT WORKS

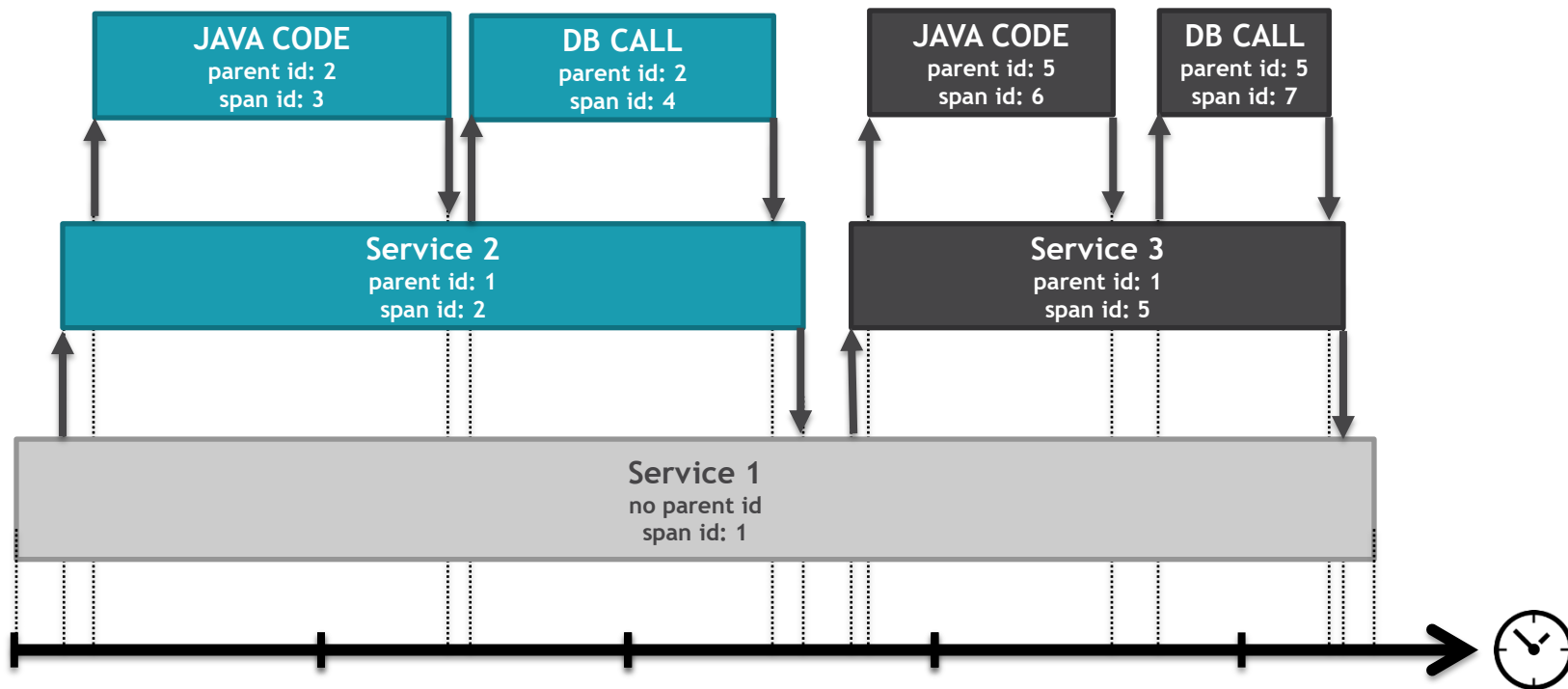




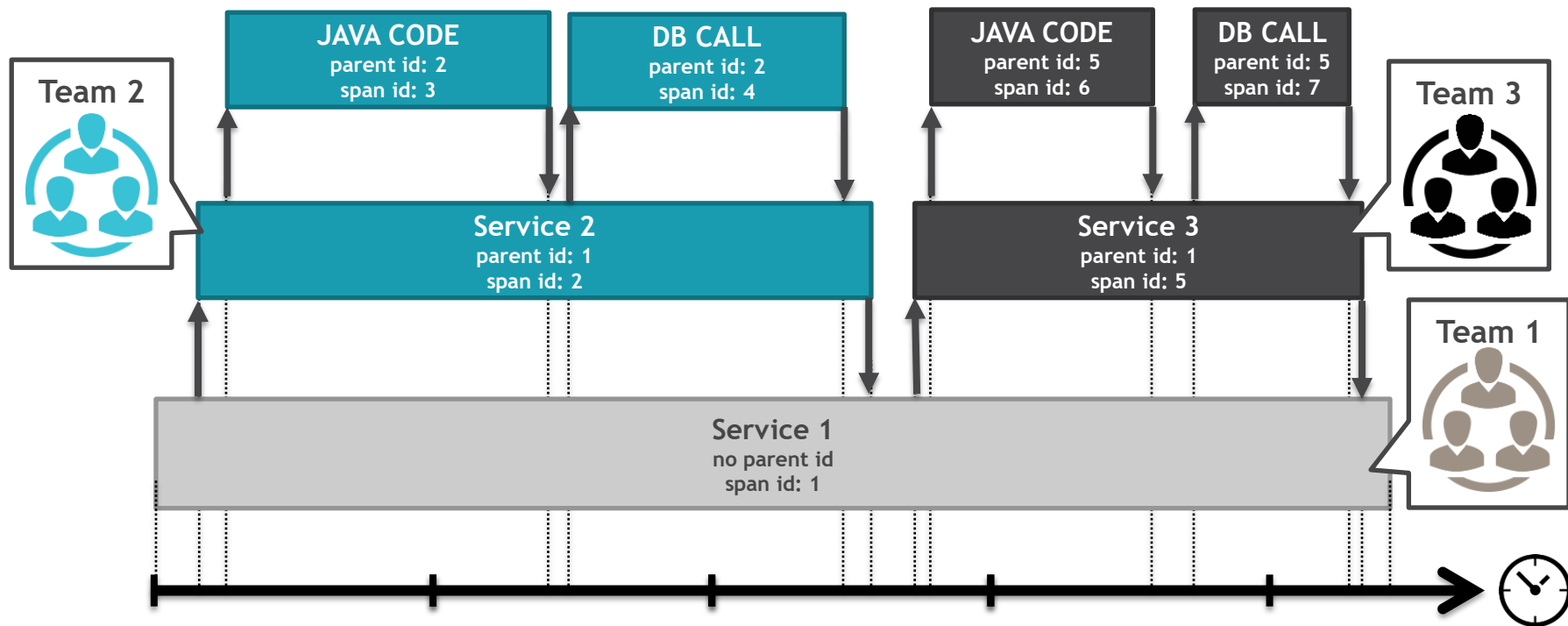
# TRACES AND SPANS



# TRACES AND SPANS



# TRACES AND SPANS



# 1. ~~Whose~~ fault?

Where?

## 2. Why?

## 3. How to prevent?

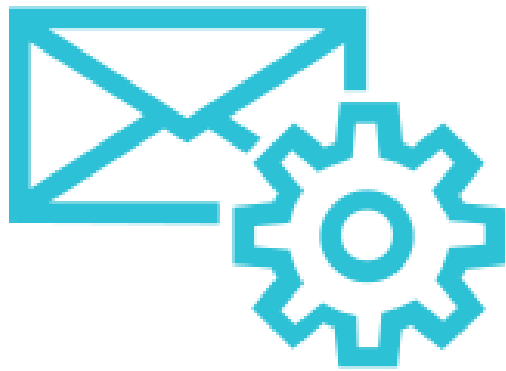


**HOW DO I ADD THIS  
TO MY PROJECT?**

## SO, THE PLAN IS

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1. Pass request IDs between tiers
2. Measure and report processing time
3. Collect traces and spans



# Communication protocols

- ✓ Pass trace/span IDs
- ✓ Use HTTP headers, JMS attrs
- ✓ Modify custom protocols



## Entry points

- ✓ Intercept communication frameworks (HTTP, JMS, RPC, ...)
- ✓ Start new traces





## Method execution flow

- ✓ Measure execution time
- ✓ Report new spans
- ✓ Capture method arguments
- ✓ Thread locals for trace/span IDs



# Asynchronous invocation

- ✓ Intercept new thread starting
- ✓ Pass trace/span IDs to the new threads

# WHAT NEEDS TO BE CHANGED



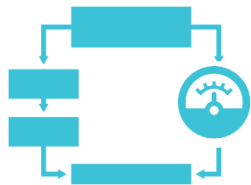
## Communication protocols

- ✓ Pass trace/span IDs
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## Entry points

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- ✓ Start new traces



## Method execution flow

- ✓ Measure execution time
- ✓ Report new spans
- ✓ Capture method arguments
- ✓ Thread locals for trace/span IDs

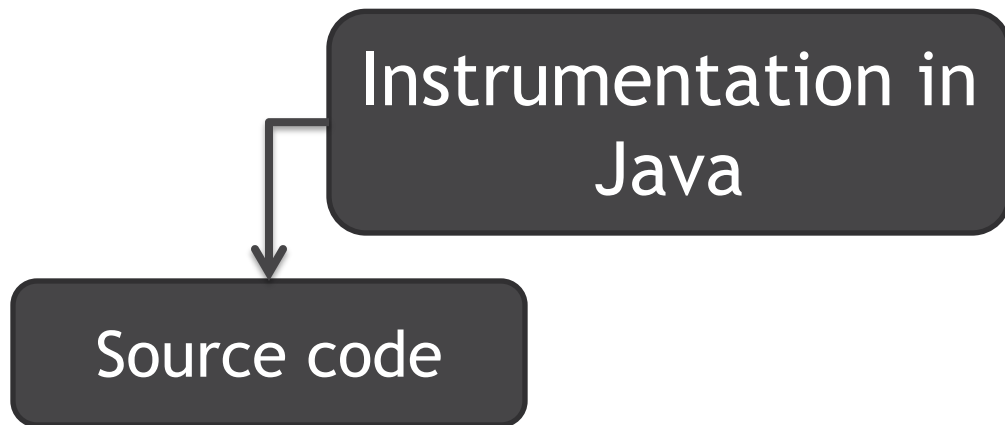


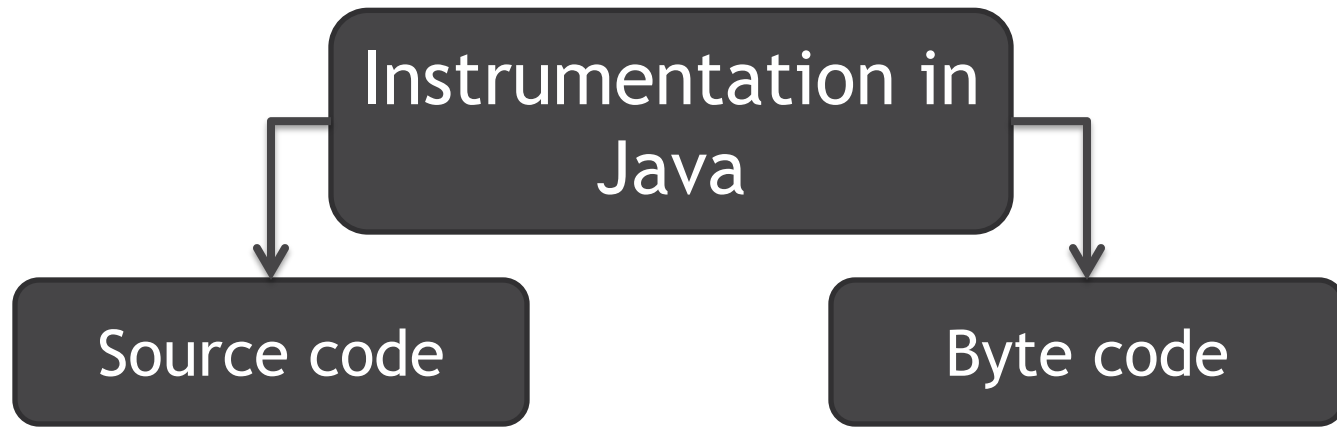
## Asynchronous invocation

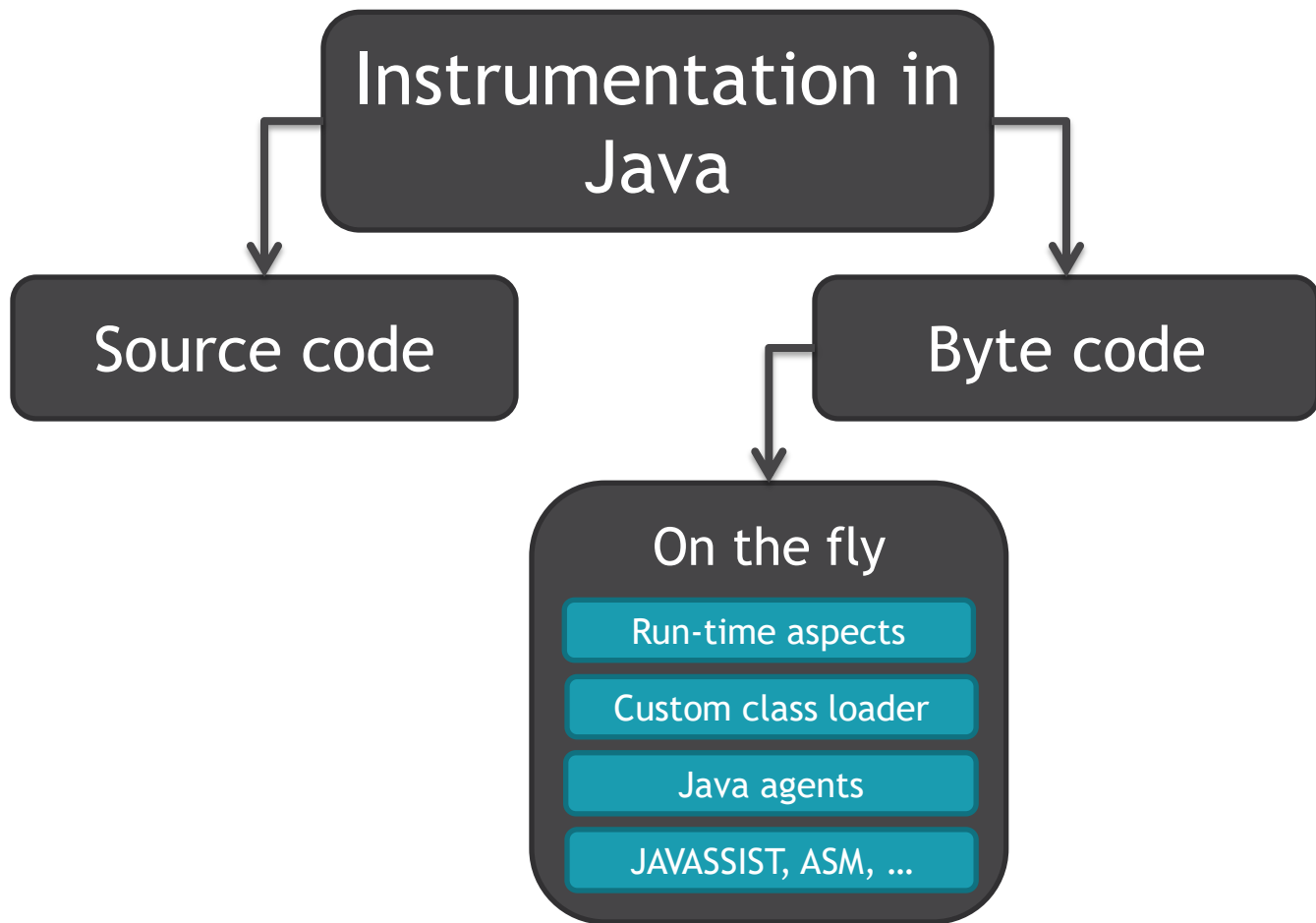
- ✓ Intercept new thread starting
- ✓ Pass trace/span IDs to the new threads

**HOW DO I MODIFY  
MY JAVA APP?**

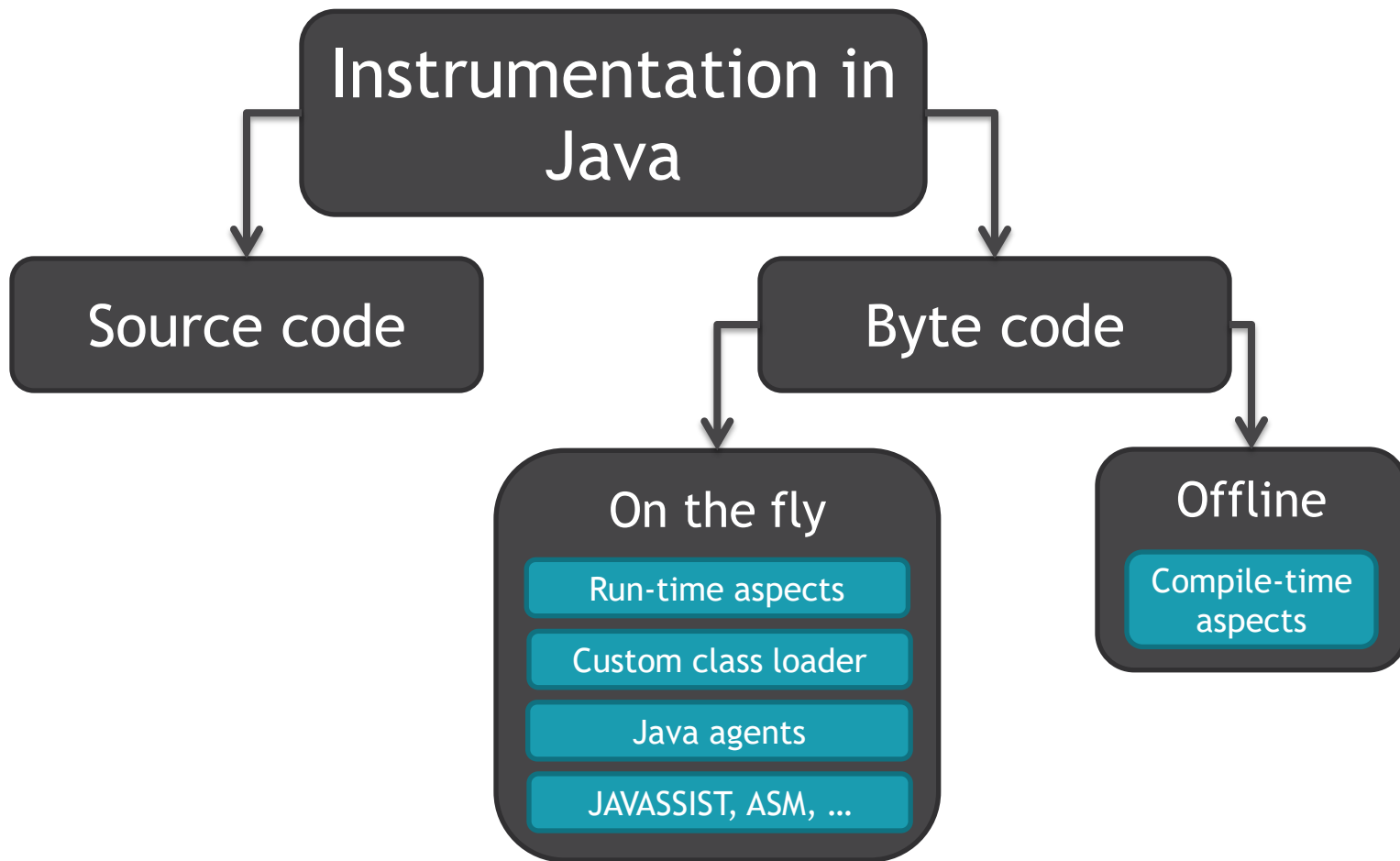
# Instrumentation in Java









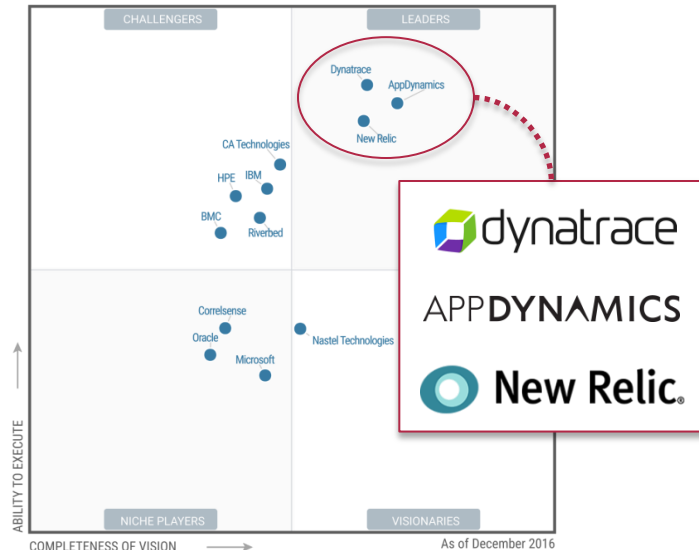


**ANY EXISTING TOOLS?**

# COMMERCIAL



## Magic Quadrant for Application Performance Monitoring Suites (21 December 2016)



<https://www.gartner.com/doc/reprints?id=1-3OGTPY9&ct=161221>

# OPEN-SOURCE



## Java Performance Monitoring: 5 Open Source Tools You Should Know (19 January 2017)



[www.stagemonitor.org](http://www.stagemonitor.org)



[github.com/naver/pinpoint](https://github.com/naver/pinpoint)



[glowroot.org](http://glowroot.org)



[kamon.io](http://kamon.io)



[www.moskito.org](http://www.moskito.org)



[zipkin.io](http://zipkin.io)

<https://dzone.com/articles/java-performance-monitoring-5-open-source-tools-you-should-know>



# OPENTRACING

A vendor-neutral open standard  
for distributed tracing

<http://opentracing.io>

```
Tracer tracer = ...;

Span parentSpan = ...;

Span span = tracer
    .buildSpan("someWork")
    .asChildOf(parentSpan.context())
    .withTag("foo", "bar")
    .start();

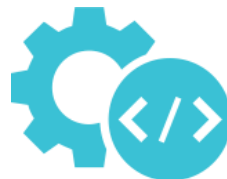
try {
    // Do things
} finally {
    span.finish();
}
```

# AGENDA

1 ~~What is latency tracing?~~



2 ~~How it works?~~



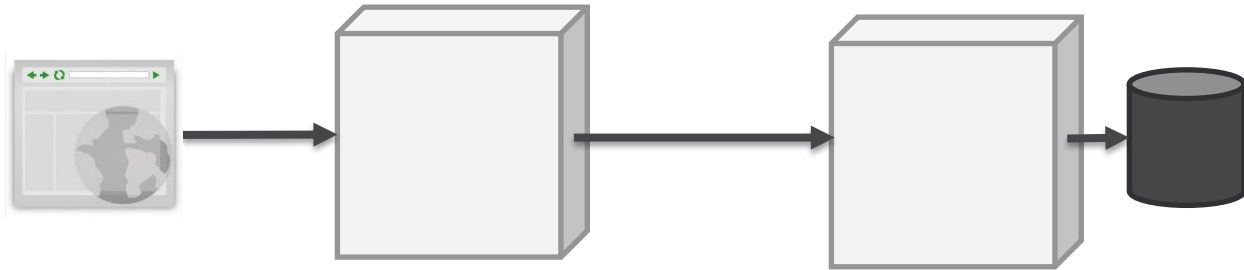
3 Live demo

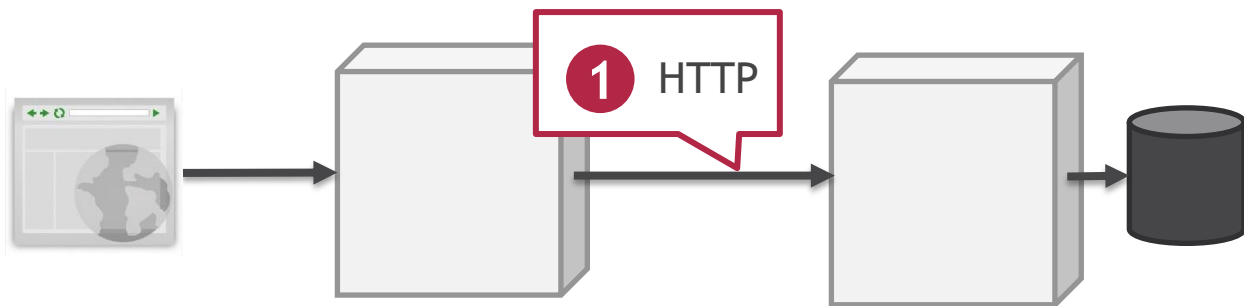


# I'M GOING TO SHOW

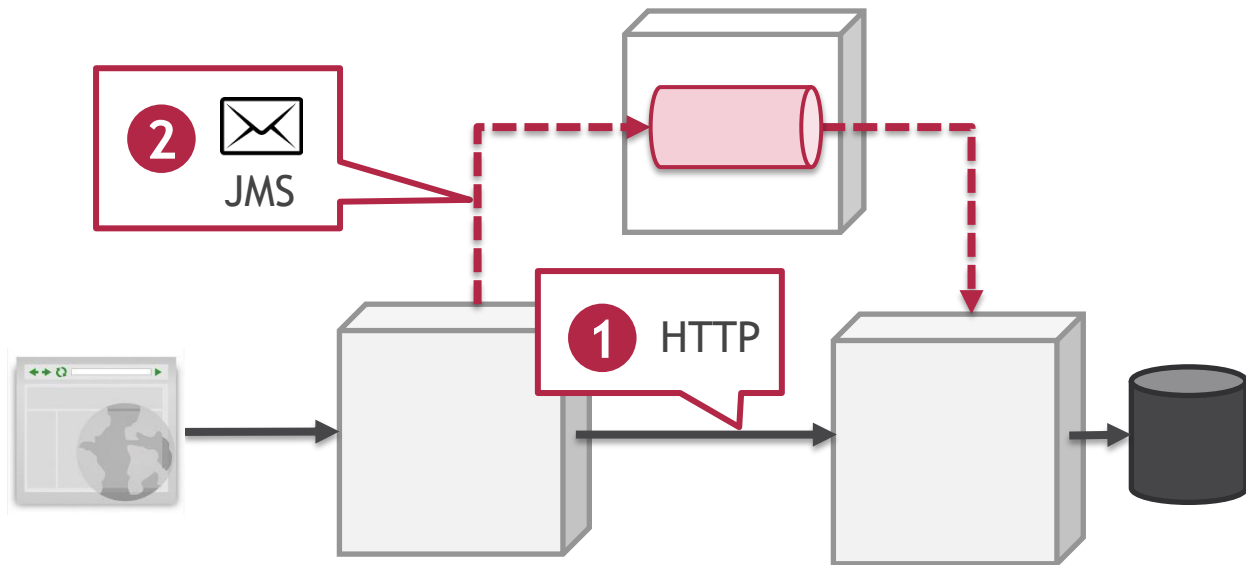
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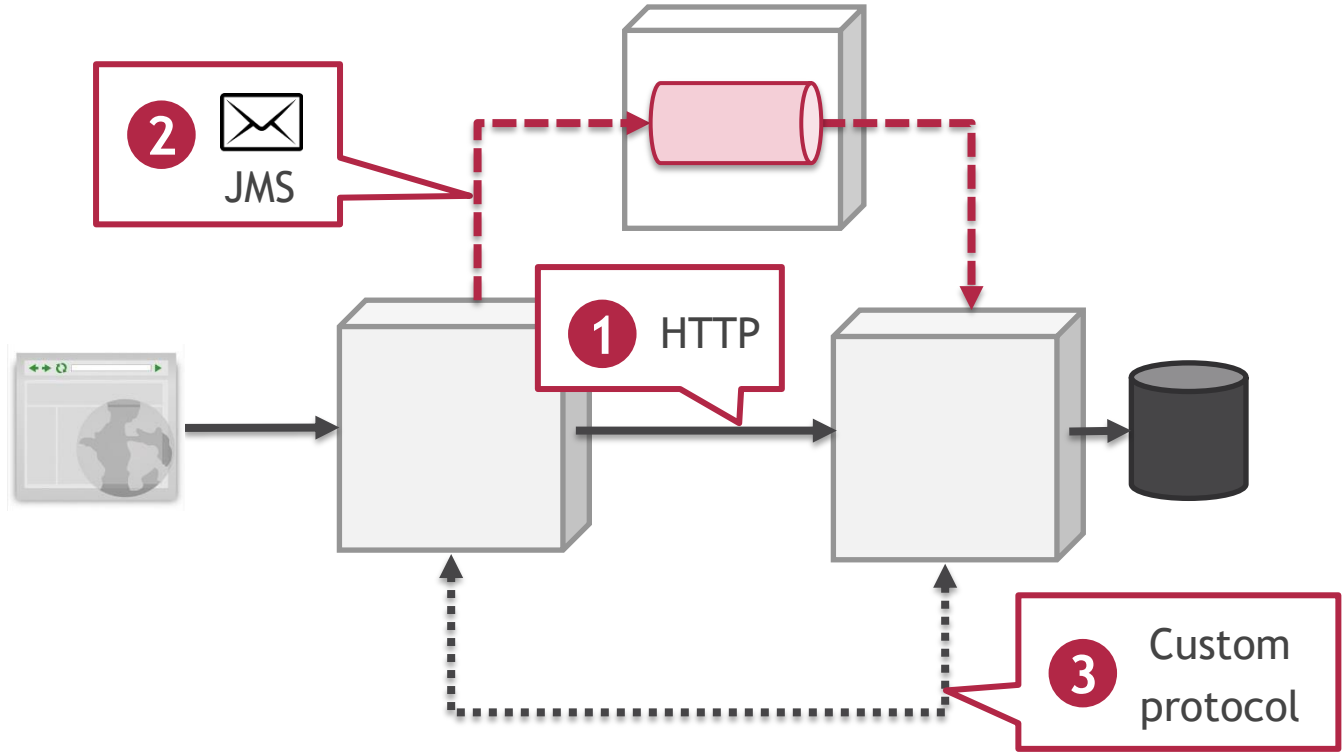














# LET'S GO!



[github.com/kslisenko/java-performance](https://github.com/kslisenko/java-performance)

**TAKE AWAYS**

# LATENCY TRACING ISSUES AND LIMITATIONS

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1. Computation and I/O overhead
2. Custom protocols
3. Reactive streams, batch processing
4. Security and privacy

# Latency tracing

- ✓ Must have — for microservices
- ✓ Better — in production
- ✓ At least — at performance testing







THANK YOU!

QUESTIONS?