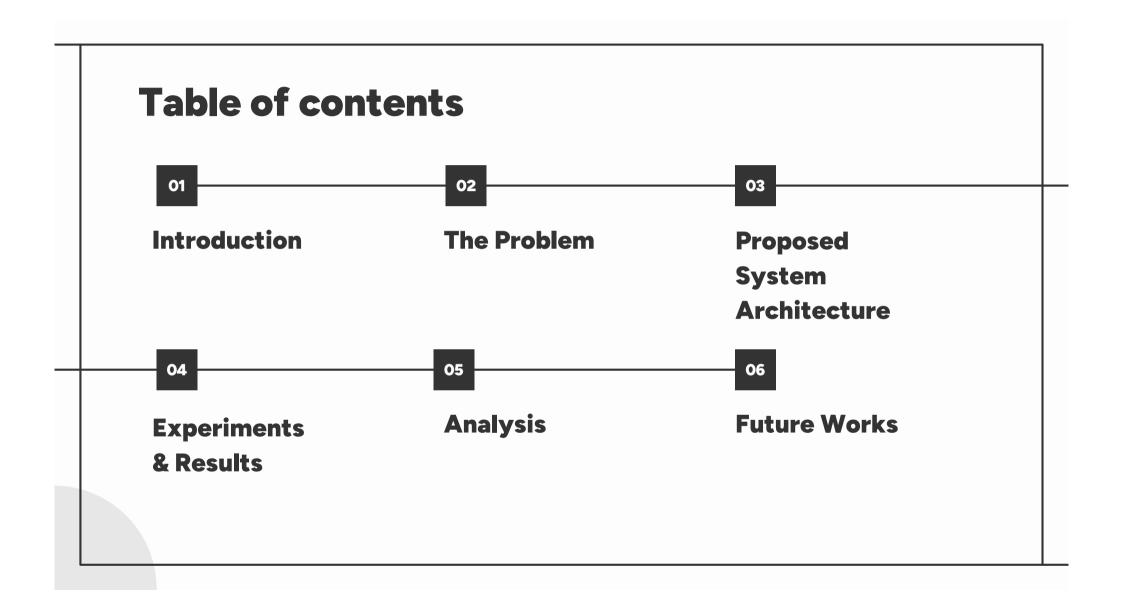
Experimenting and Optimizing Servers with AWS RDS and ALB

Random Team: Yinuo Feng, Nuanxin Jin, Boyuan Sun, Zihe Chen, Chenyu Jiang



Tech Stack

Server: Go

Http Client: Java

Database: AWS RDS (MySQL)

Infrastructure: AWS EC2, Cloud 9, AWS ALB, Terraform,

Packer, AWS AMI

Testing & Metrics: Wall time, Throughput, Latency, p99

response time, Number of Successful GET/POST

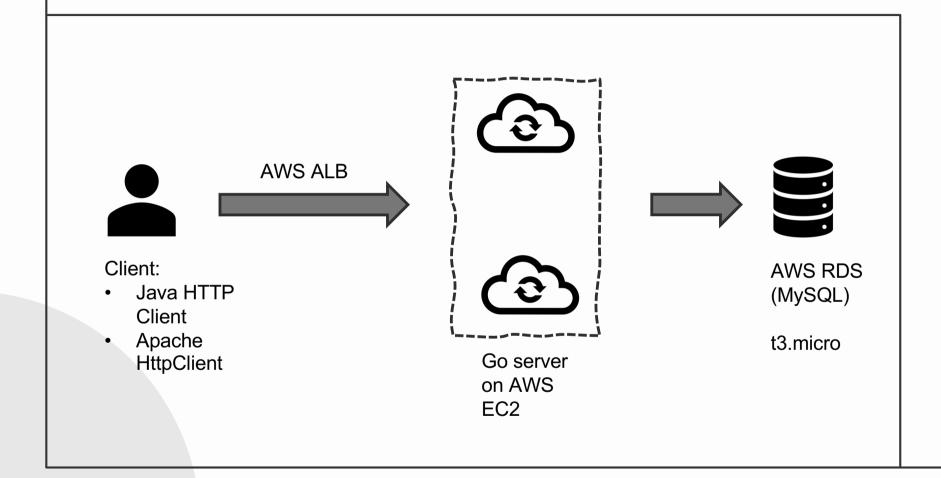
Requests

Data Structure

Column	Туре	Description
id	INT AUTO_INCREMENT PRIMARY KEY	Unique album ID
artist	VARCHAR(255) NOT NULL	Artist's name
title	VARCHAR(255) NOT NULL	Album title
year	INT NOT NULL	Release year of the album
image	LONGBLOB NOT NULL	Album cover image in binary format
image_size	INT NOT NULL	Size of image file in bytes

How to maximize successful **GET/POST requests?**

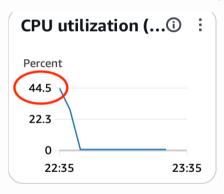
Proposed System Architecture

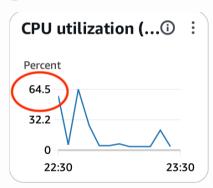


Experiments & Results

Load Balancing Setup

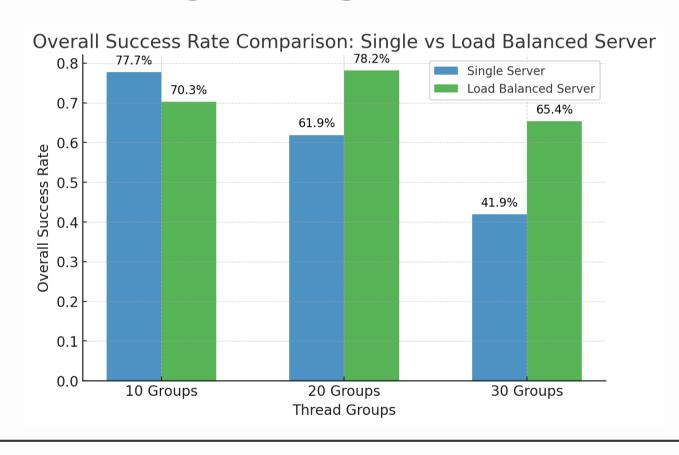
- What is Application Load Balancer?
- Round Robin: Not Truly Equal



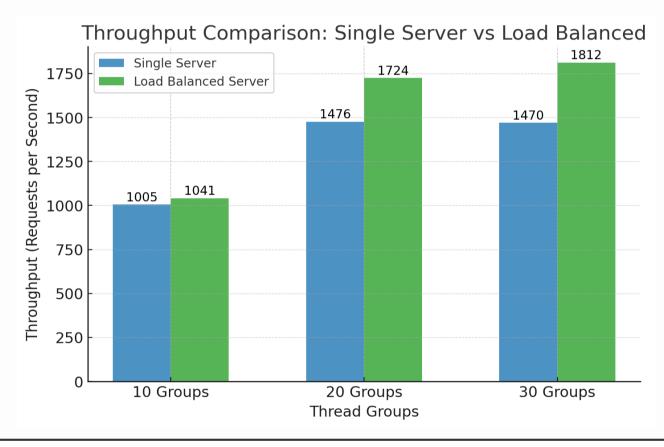


- Fixing the Imbalance: Least Outstanding Requests
- There is Always **COST**!

Load Balancing Has Higher Success Rate

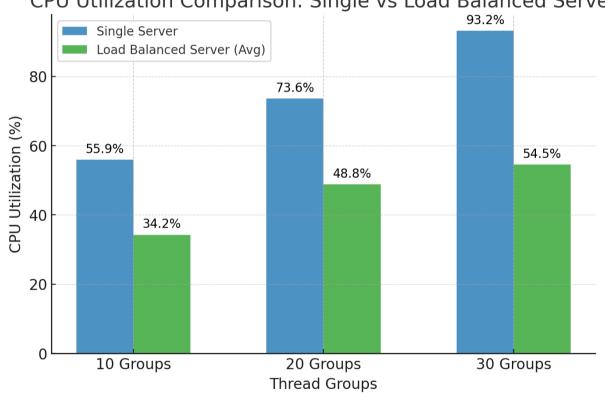


Load Balancing Has Higher Throughput

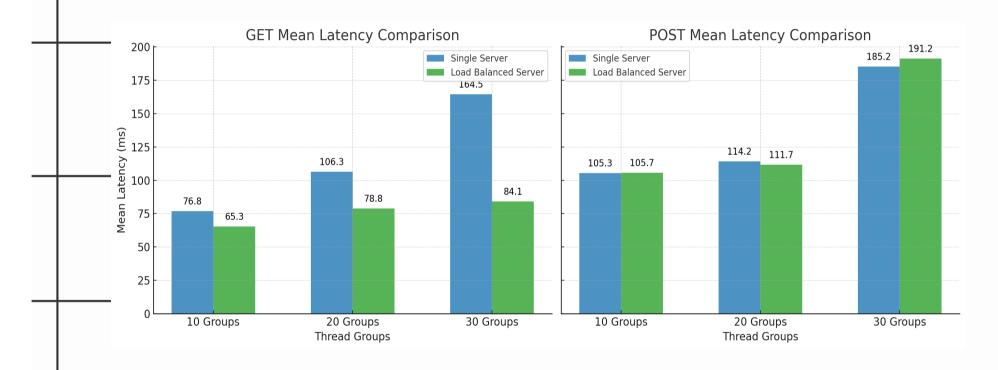


Load Balancing Optimizes CPU Utilization

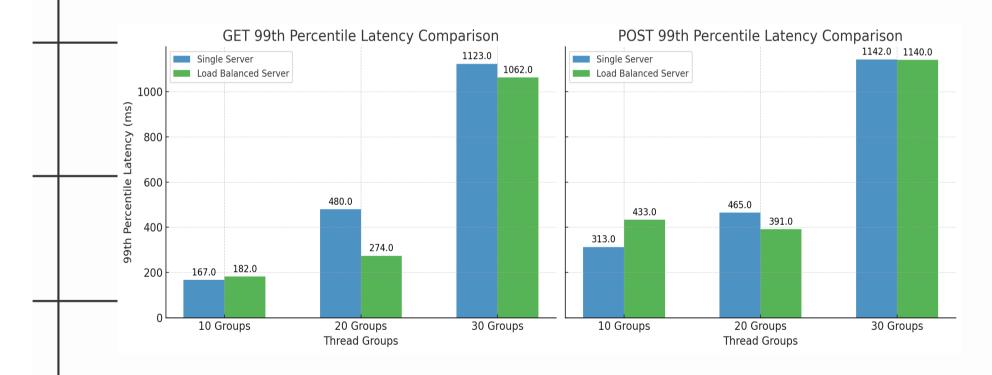




Load Balancing Decreases Latency ...?



Load Balancing Decreases Latency ...?



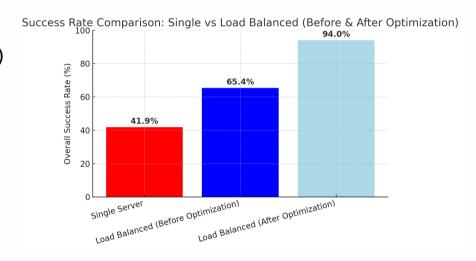


From Unlimited to Smart Limits: Load Balancer Optimized

Single Server: Overloaded (from server)
Load Balancer (No Limits): Still overloaded (from DB)

Our bottleneck changes!

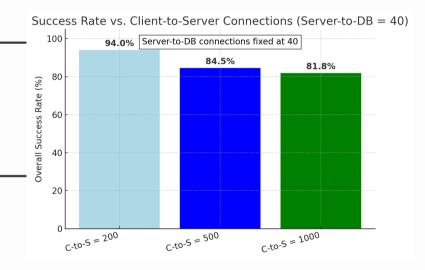
We limited server-to-database connections to 40, instead of unlimited.

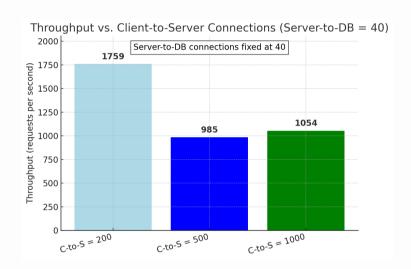


Success rate jumped to 94%!!

More connections ≠ Better Performance. Smart limits = Higher success

We Also Increased Client-to-Server Connections... But?





What we did:

Increased client-to-server connections (from $200 \rightarrow 500 \rightarrow 1000$)



Expected: Higher throughput & success rate **Reality:** Success dropped, throughput didn't improve

WHY?

This is what we have learned

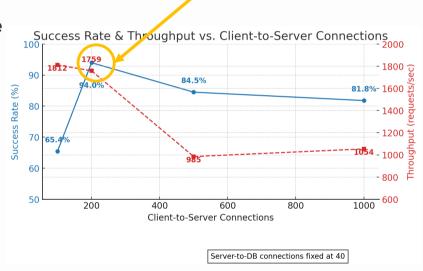
Optimal point: 200

<u>Too</u>many connections = More overhead!

- New TCP connections increase CPU & memory usage
- Possible contention issues (e.g., DB locks)

200 might be the optimal value

- Increasing beyond 200 didn't bring benefits
- Extra overhead is expected



More is NOT always better. Scaling needs a strategy.

Maybe we need to ask ourselves: what kind of system are we building?

Future Works

Db.t3.medium + Read Replica + Max Connection limits MongoDB demo-mysql Modify **Actions** ▼ (i) : DatabaseConnections Count Summary **DB** identifier Status Engine Recommendations Role Available Instance demo-mysql MySQL Community CPU Class **Current activity** Region & AZ 300 Connections 91.11% db.t3.medium us-west-2a CPUCreditBalance ① : CPUCreditUsage 0 : 22:40 22:45 22:50 DB identifier demo-mysal demo-mysql Available MvSOL Co.. db.t3.med.. Available **CPUCreditBalance** ① : demo-mysql-replica Replica MySQL Co... us-west-2a db.t3.med Logs & events 1.5 Instance 13:90 14:00 14:30 15:00 15:30 16:00 13:30 14:00 14:30 15:00 15:30 16:00 Configuration Instance class Storage Monitoring Monitoring type DB instance ID Encryption 0 : Instance class Database Insights - Standard DatabaseConnections demo-mysql-replica db.t3.medium Performance Insights vCPU Storage type Engine version Disabled General Purpose SSD (gp2) 22:45 22:50 Storage 22:40 Disabled demo-mysql DevOps Guru Availability × Master username Internet speed test License model Storage throughput General Public License Master password Option groups Storage autoscaling default:mysql-8-0 ⊘ In sync 172.5 172.4 13:30 14:00 14:30 15:30 15:00 Mbps upload demo-mysql Mbps download

Thanks!