

Guaranteed SLAs

 **with higher-order functions,
and no Magic Numbers!**

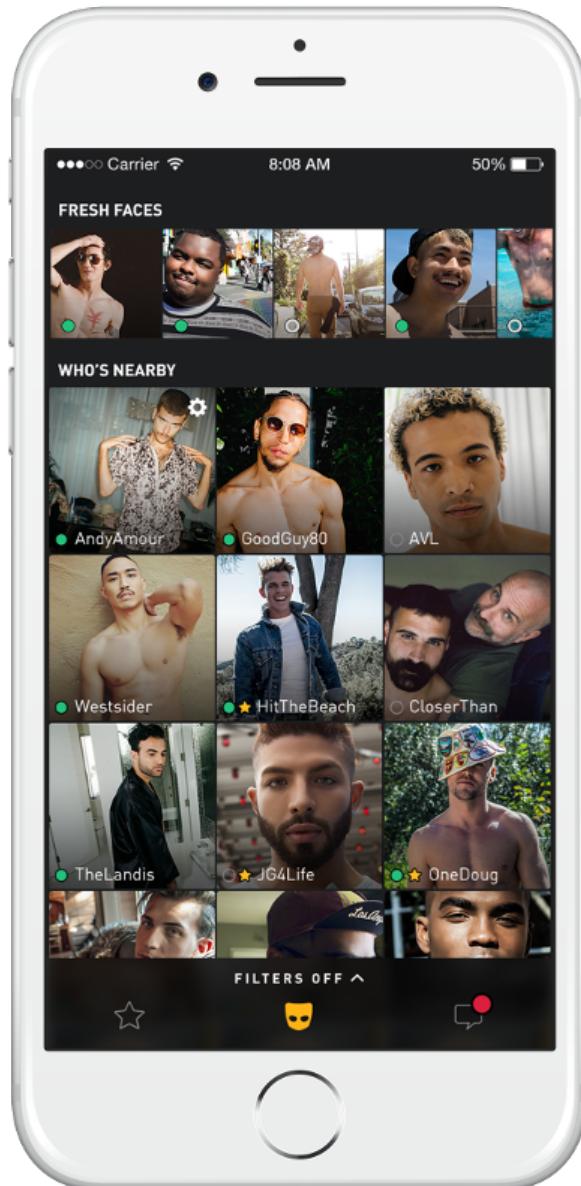
Rafał Studnicki
Lambda Days 2018



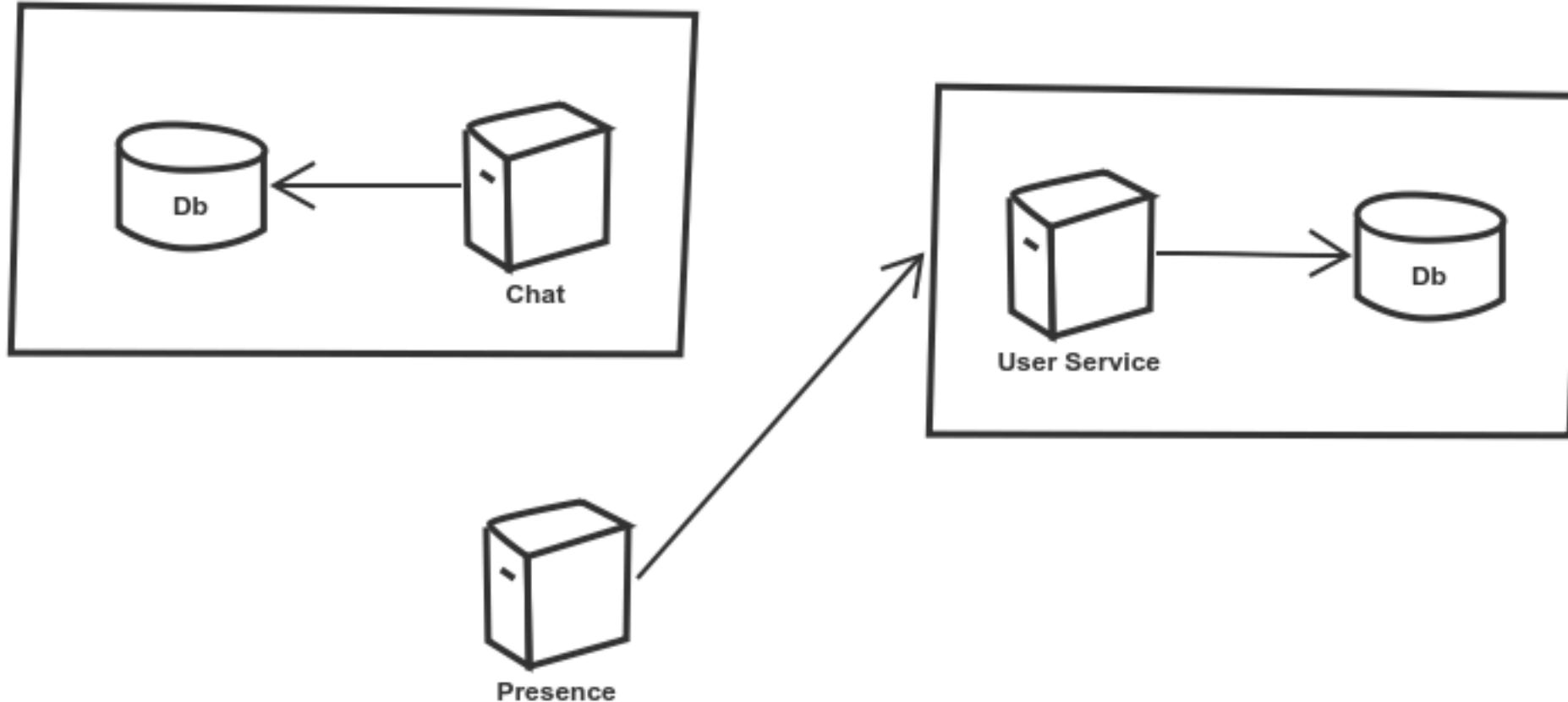
Introduction



What is Grindr?



Backend stack





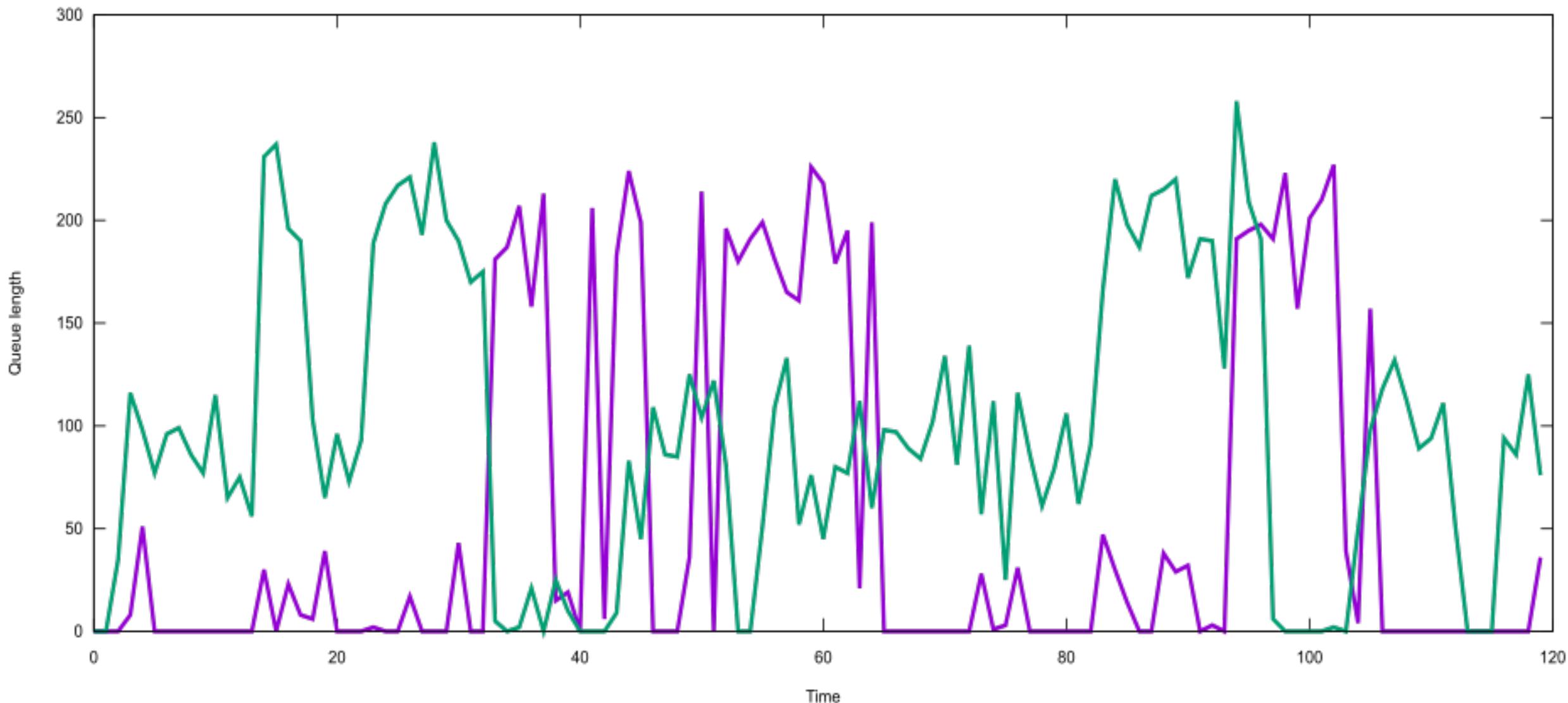
Utilization Law

$$\rho = \lambda / \mu$$

The diagram illustrates the components of the utilization law formula $\rho = \lambda / \mu$. It features three orange arrows pointing upwards from the bottom towards the variables in the equation:

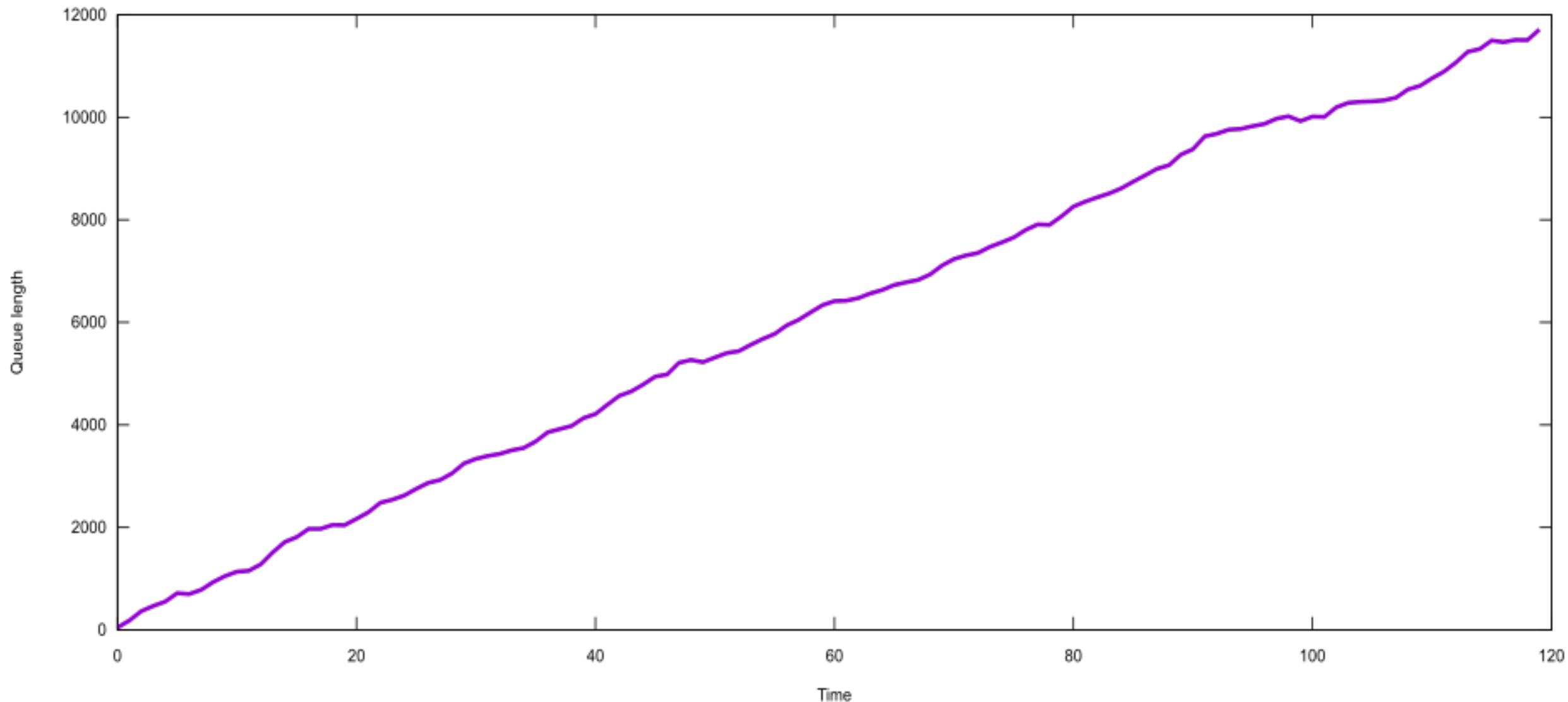
- An arrow points to the variable ρ on the left, labeled "utilization rate".
- An arrow points to the variable λ in the middle, labeled "incoming rate of requests".
- An arrow points to the variable μ on the right, labeled "average service rate".

Utilization Law illustrated $\lambda = 1000$ (purple $\mu=2000$, green $\mu=1100$)



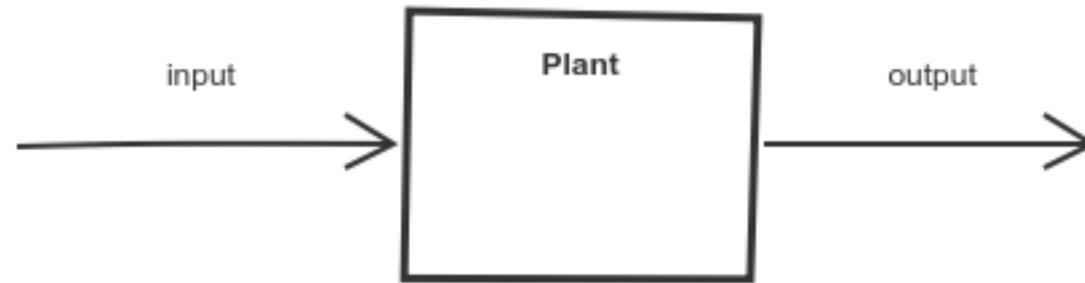


Utilization Law illustrated ($\lambda=1000$, $\mu=900$)



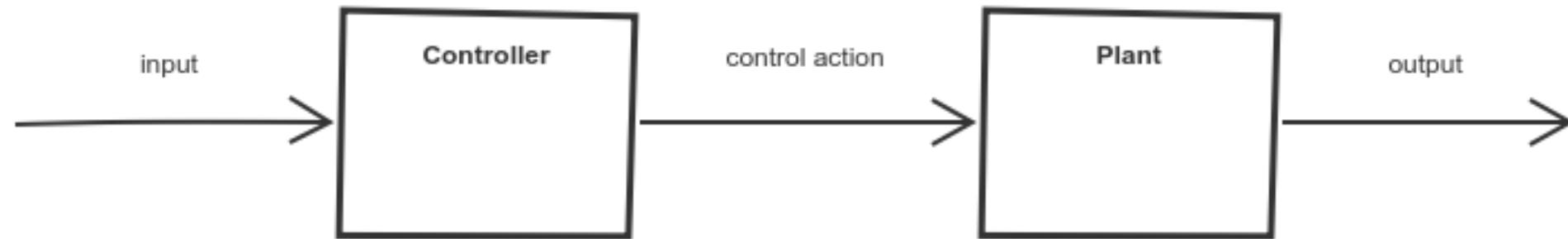


Taking control

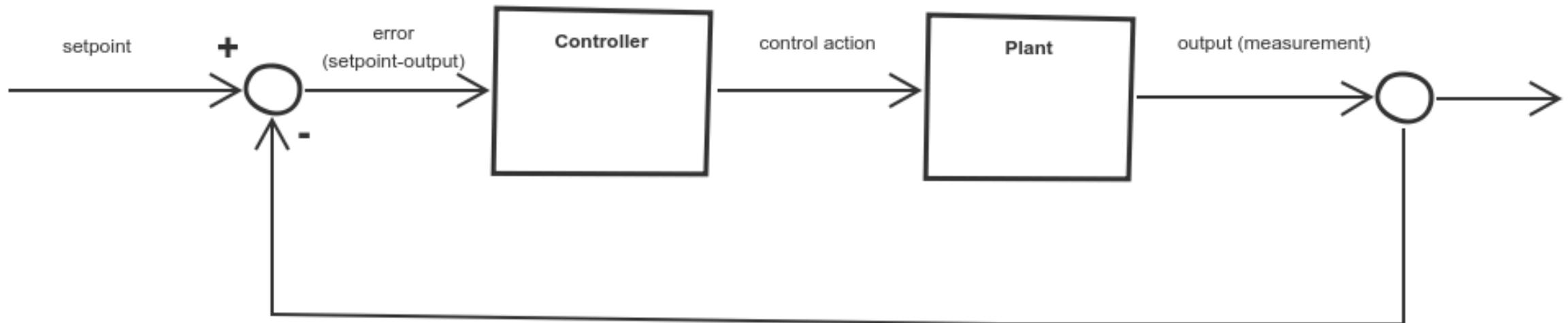
 Control Theory

```
defmodule Component do  
    @callback init(any) :: state  
    @callback step(state, input) :: {output, state}  
end
```

Feed-forward (open loop) control



😺 Feedback (closed loop) control



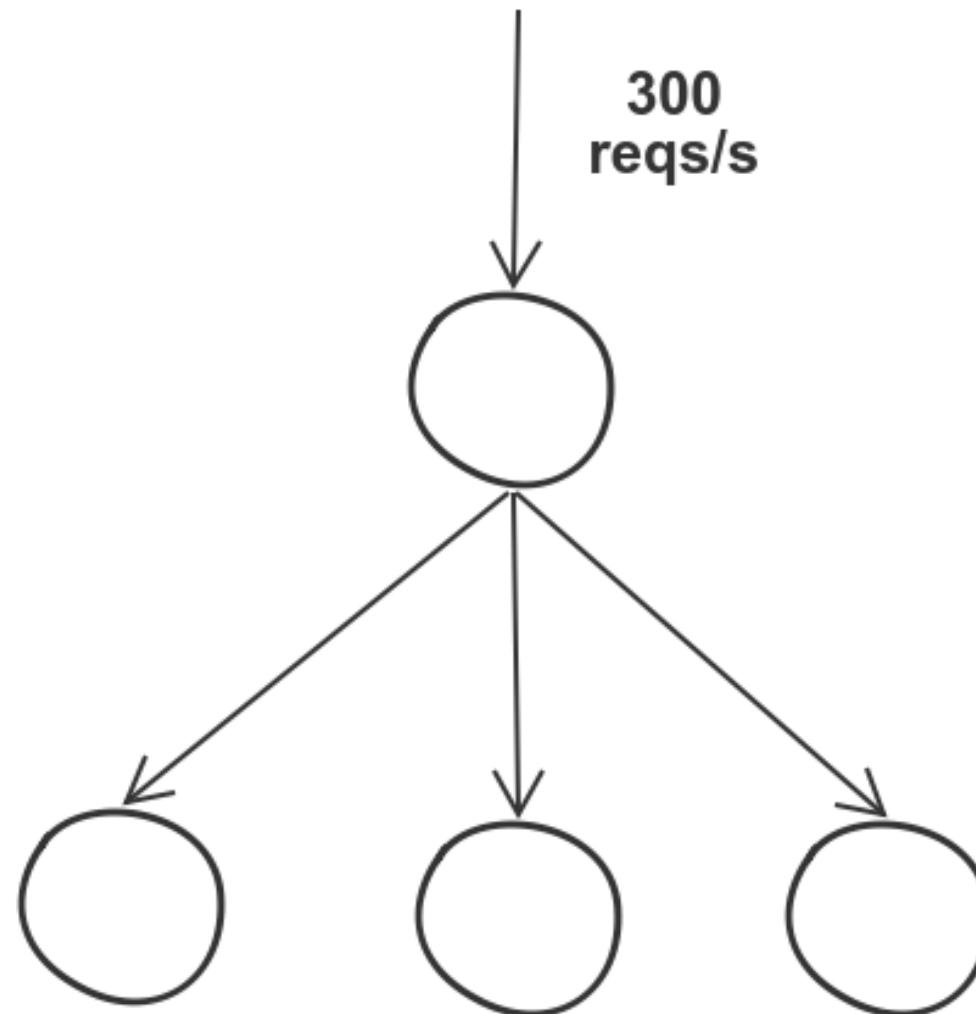


Feedback (closed loop) control

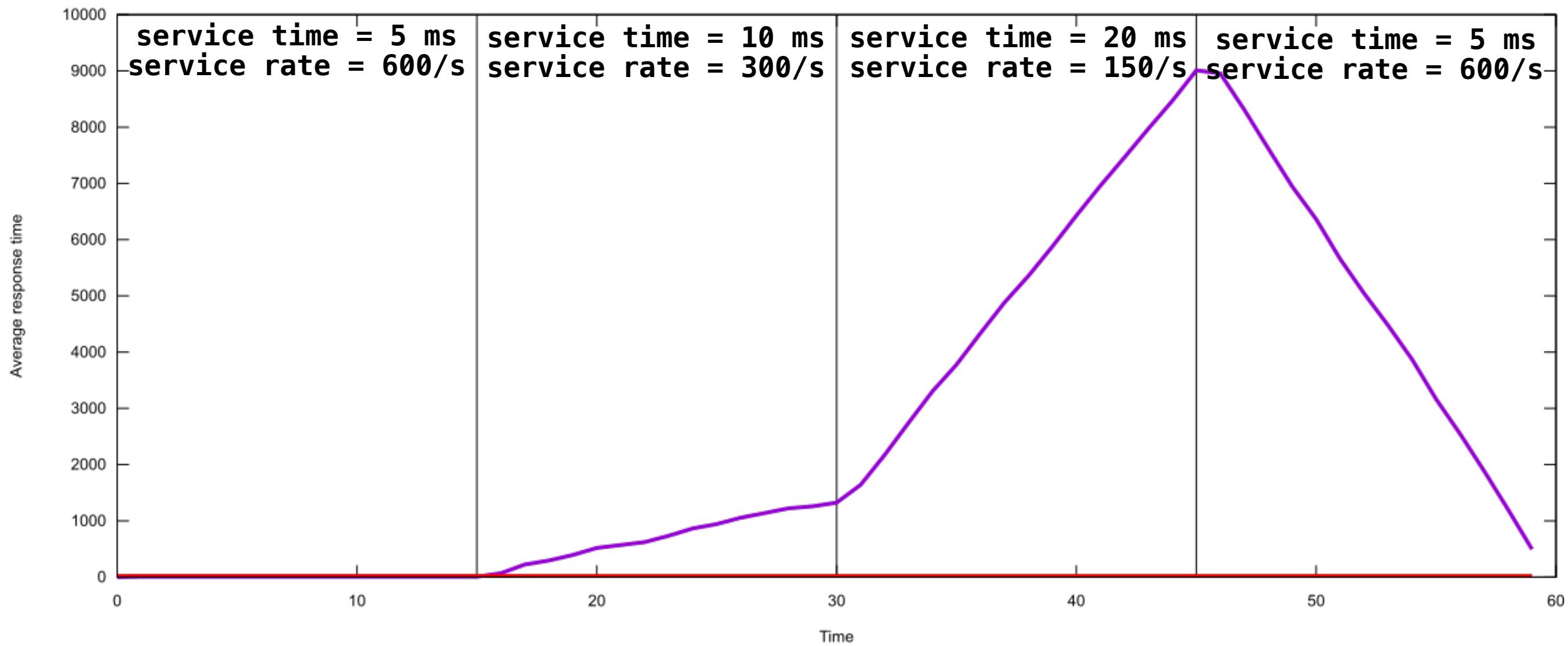
- Thermostat
- Cruise control
- Autopilot
- AWS Auto Scaling
- HTTP Live Streaming
- Redis key eviction
- TDD



Three queues simulated

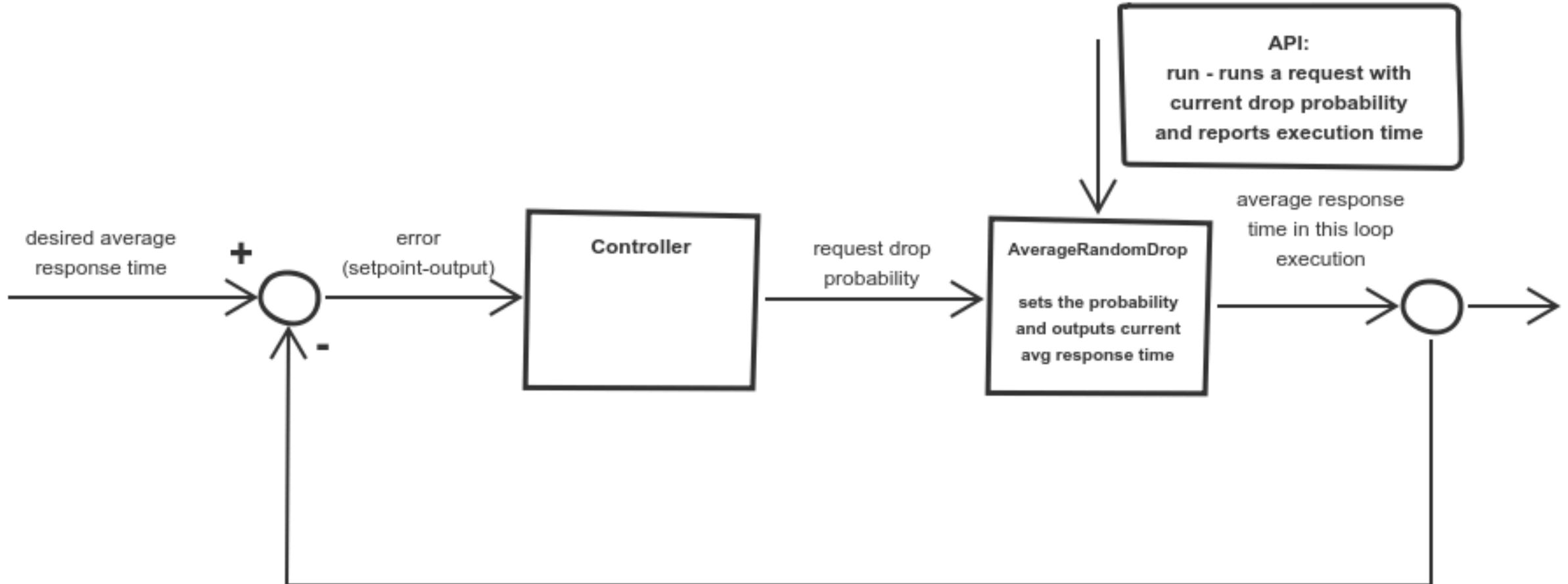


😺 Three queues, naive approach





Random dropping based on average response time





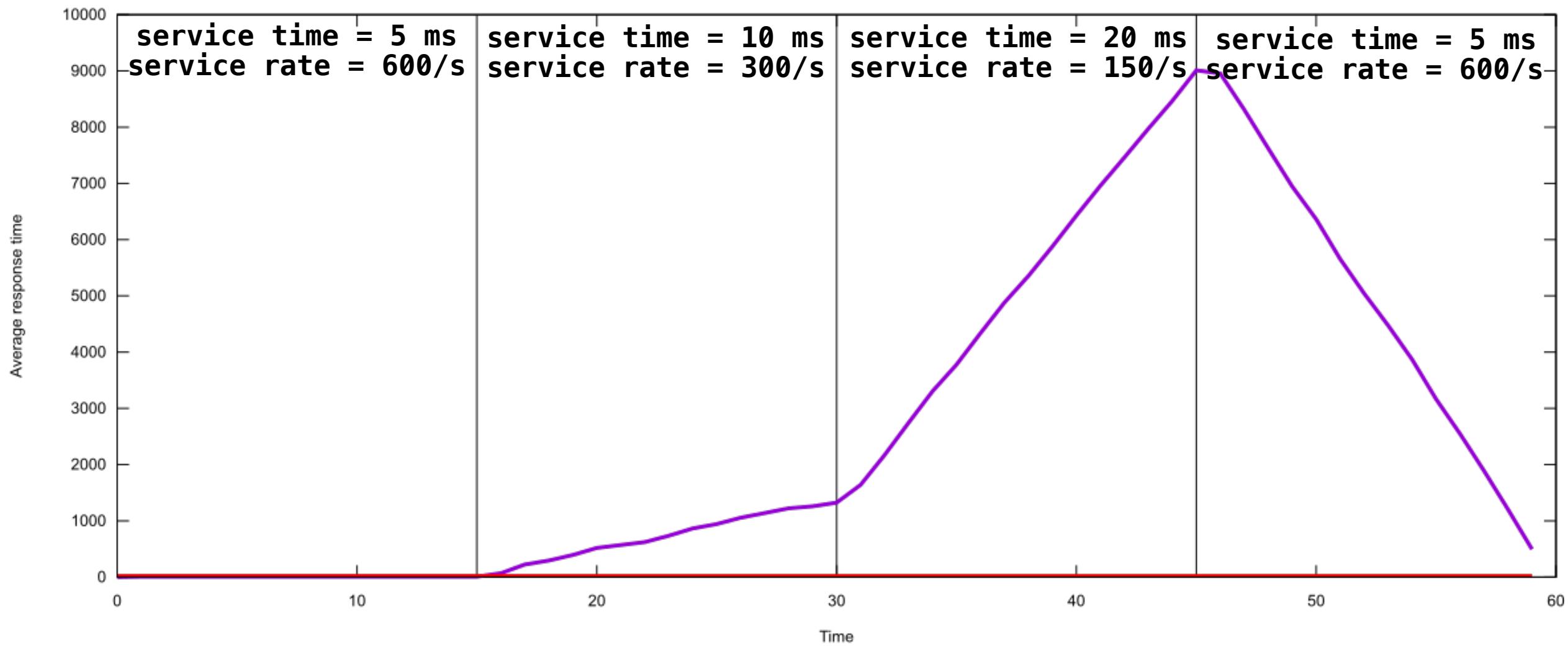
Proportional control

```
defmodule Controller do
  @behaviour Component

  def init(_, do: :no_state)

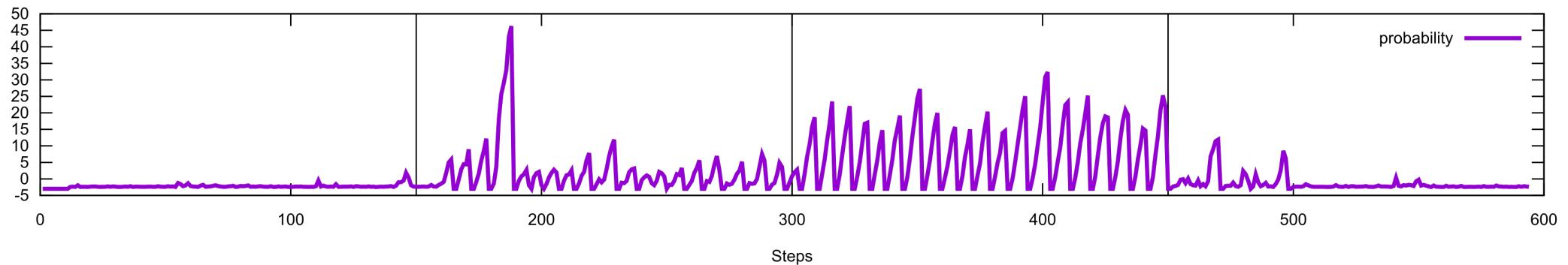
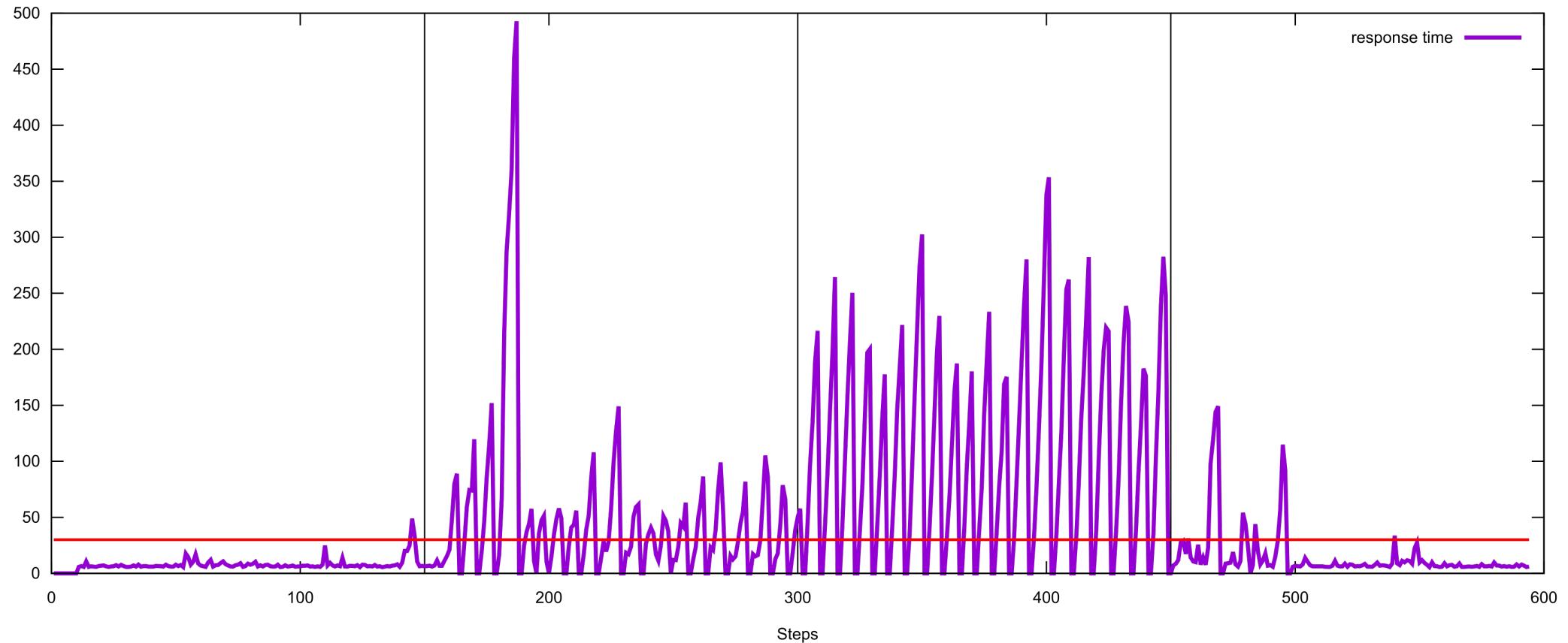
  def step(st, input) do
    {input*@magic_number, st}
  end
end
```

😺 Three queues, naive approach



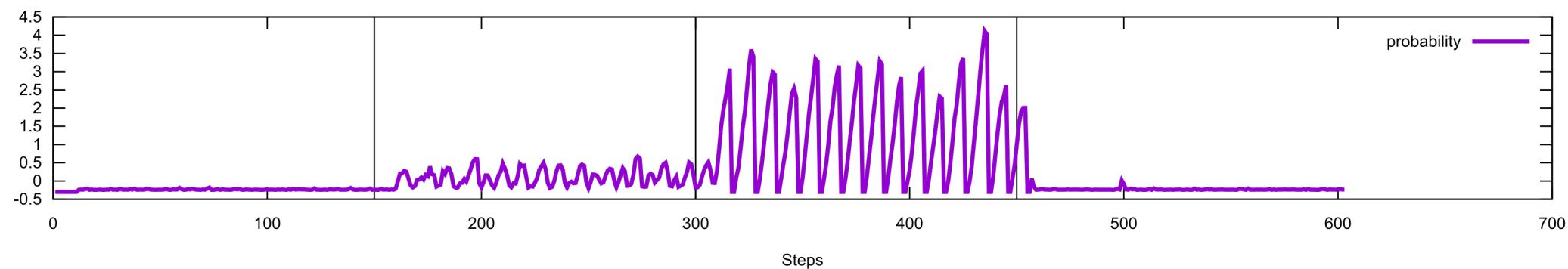
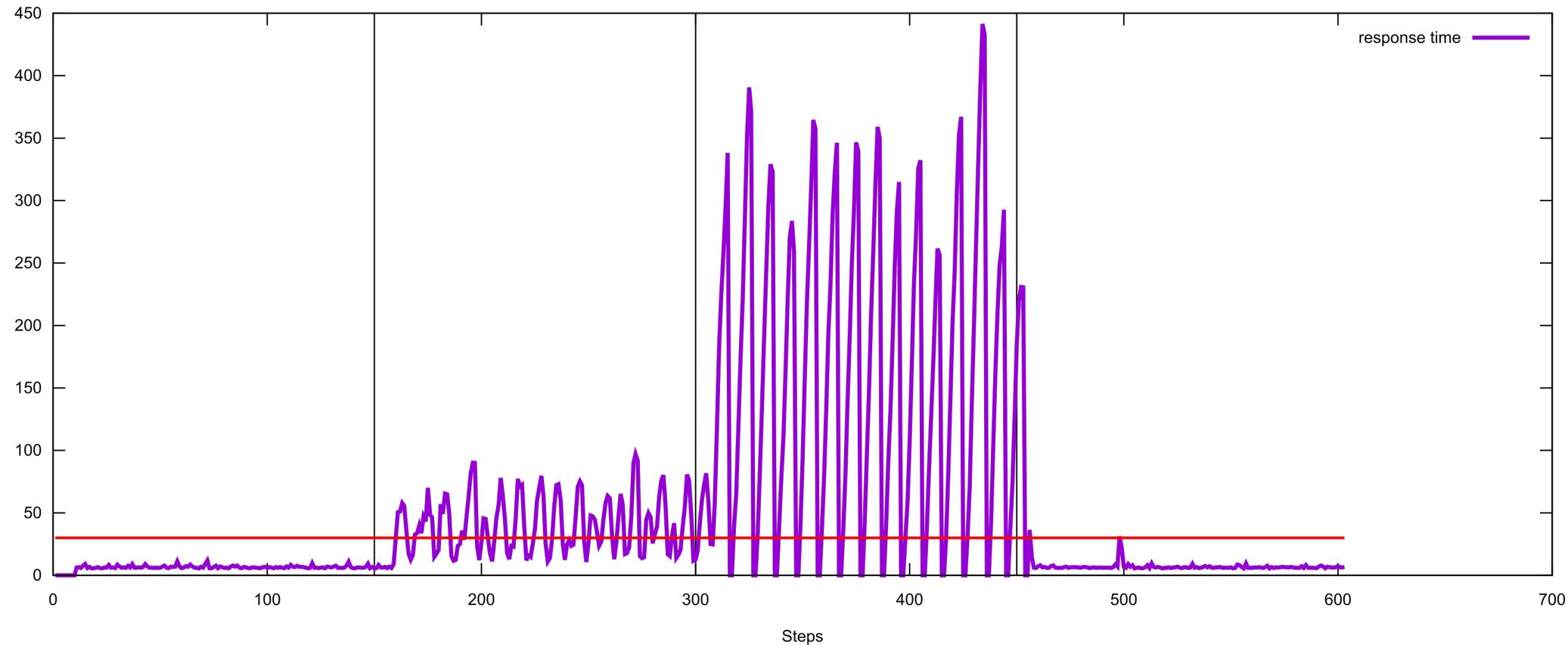


magic_number = 0.1



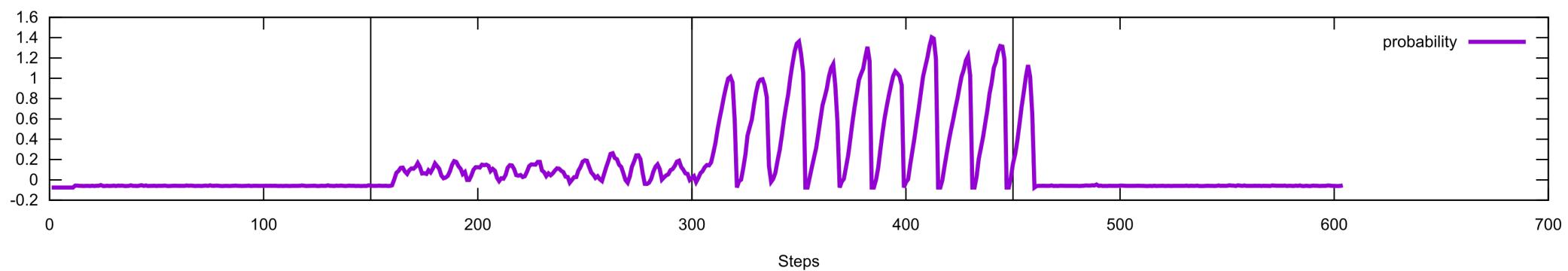
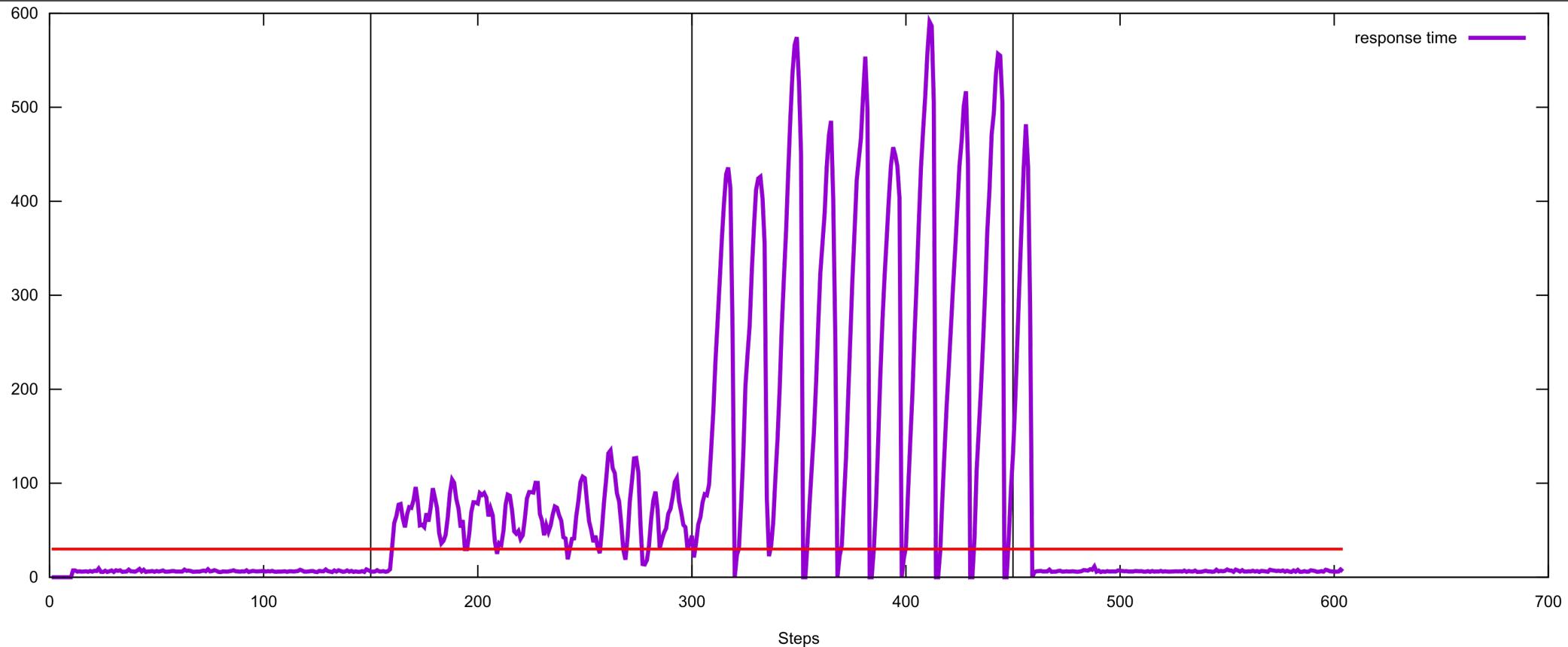


magic_number = 0.01





magic_number = 0.0025





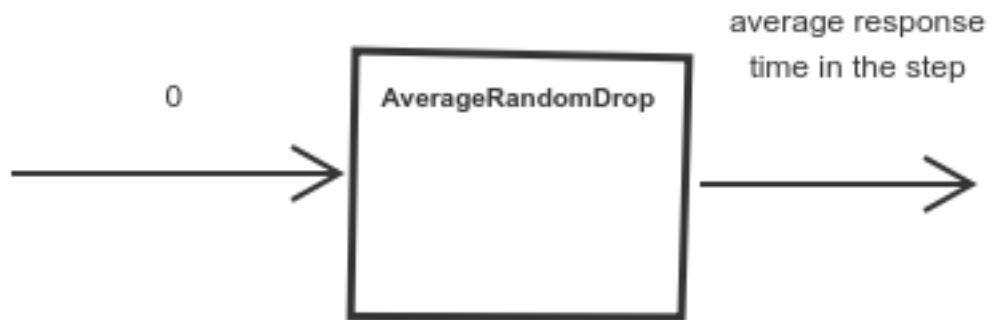
Proportional and integral controller

```
defmodule Controller do
  @behaviour Component

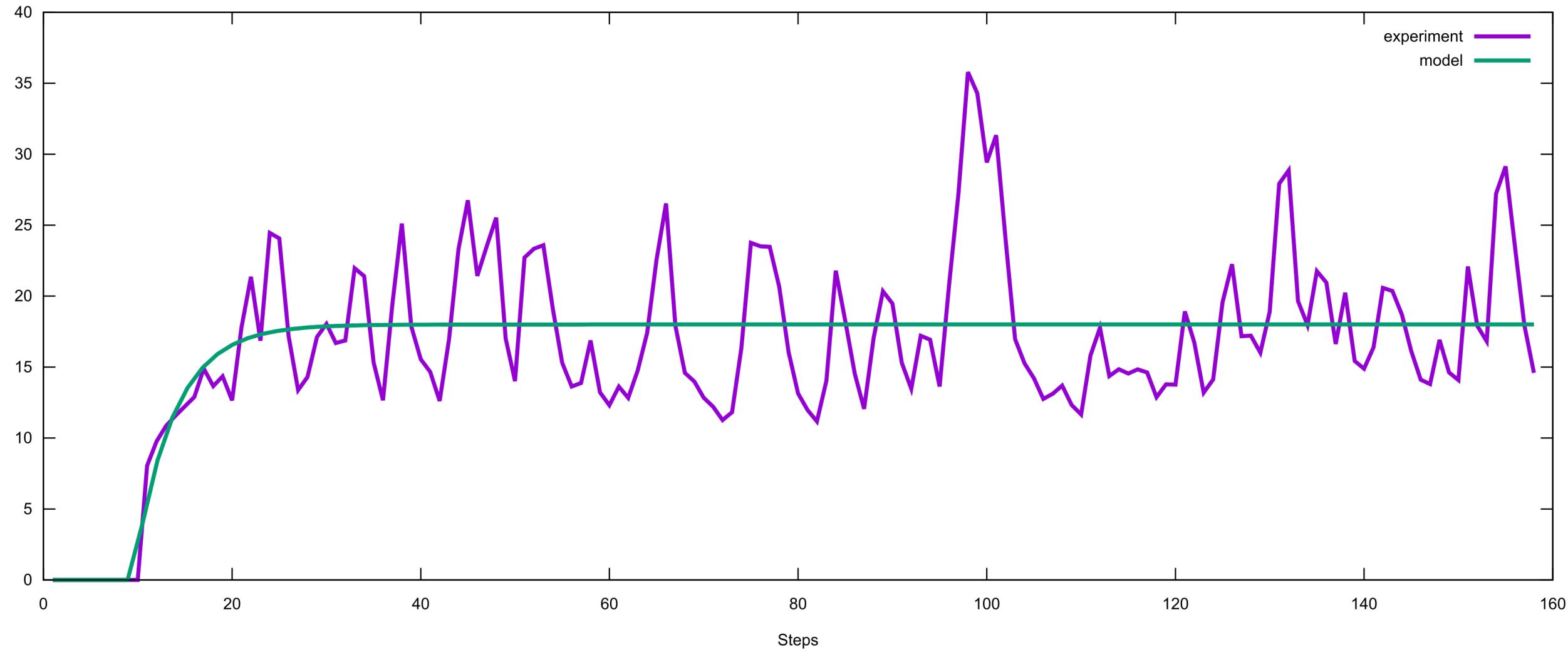
  def init(_), do: 0

  def step(i, input) do
    {input*@magic_number1 + (i+input)*@magic_number2, i+input}
  end
end
```

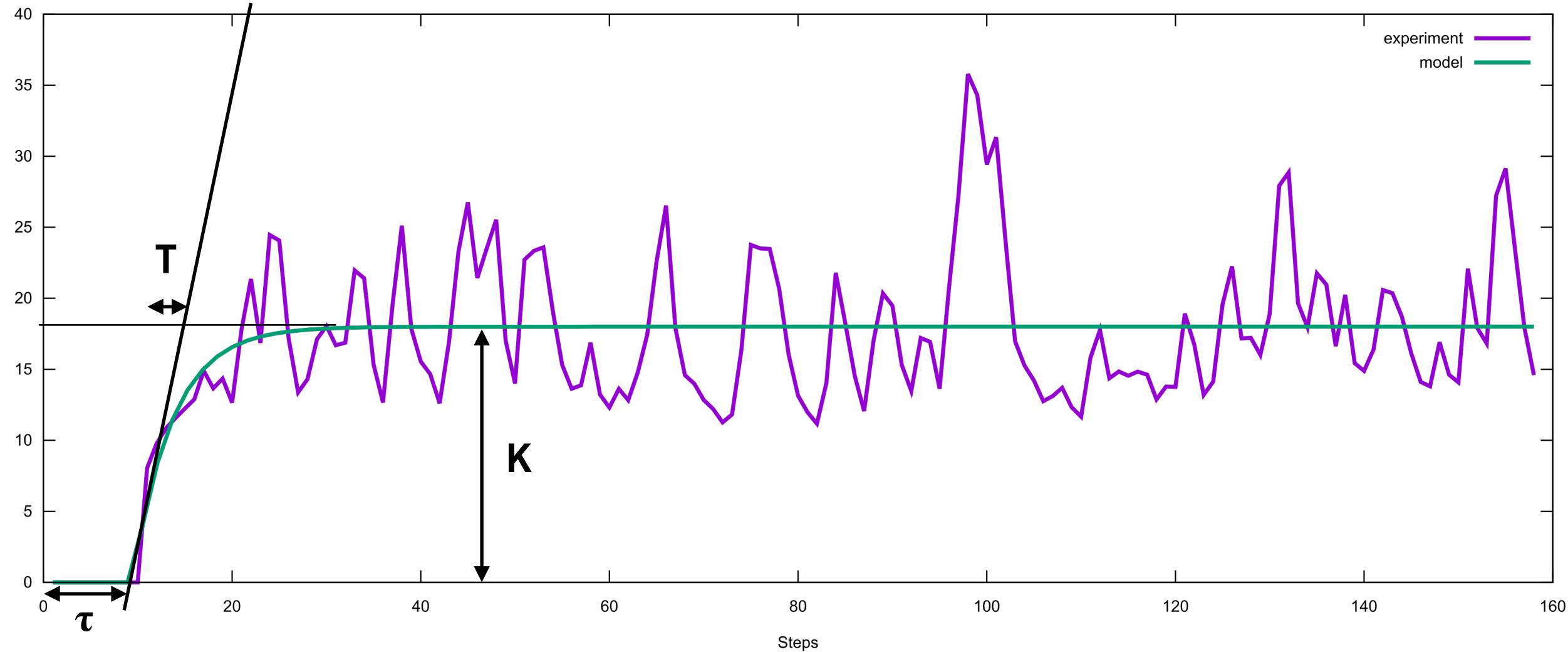
😺 Step response experiment



⌚ Step response experiment



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 Step response experiment

K = 18.0016

T = 4.16737

tau = 9.46876

 Step response experiment

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T = 4.16737

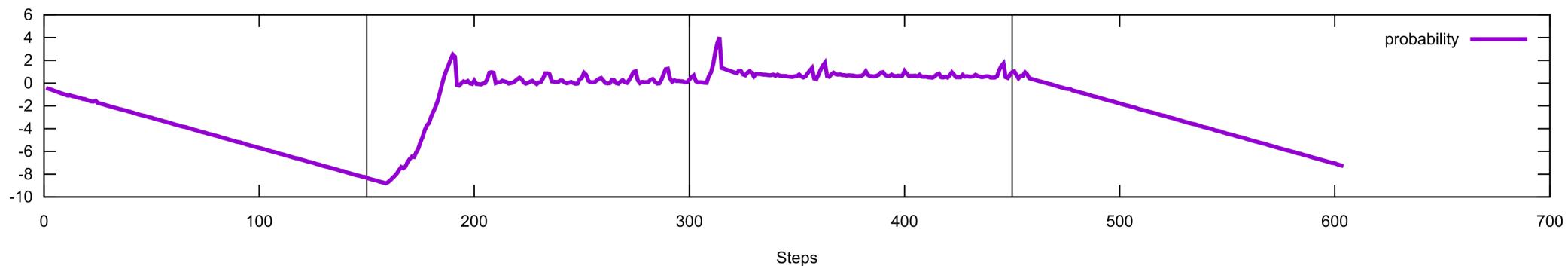
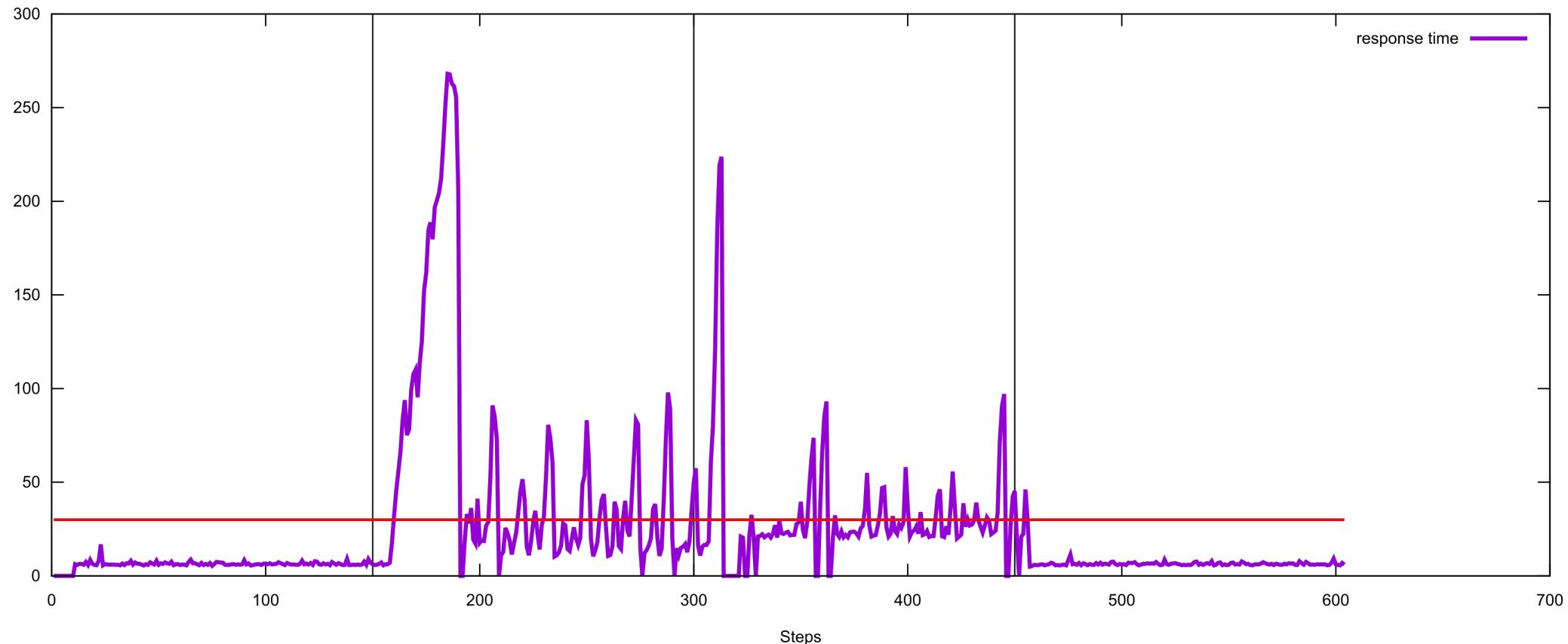
tau = 9.46876

magic_number1 = p = 0.002239326835923445

magic_number2 = i = 0.007701310787354867

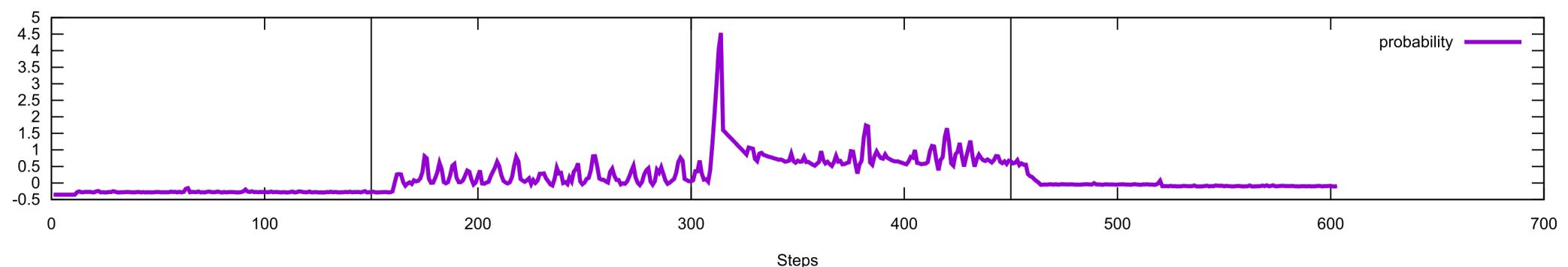
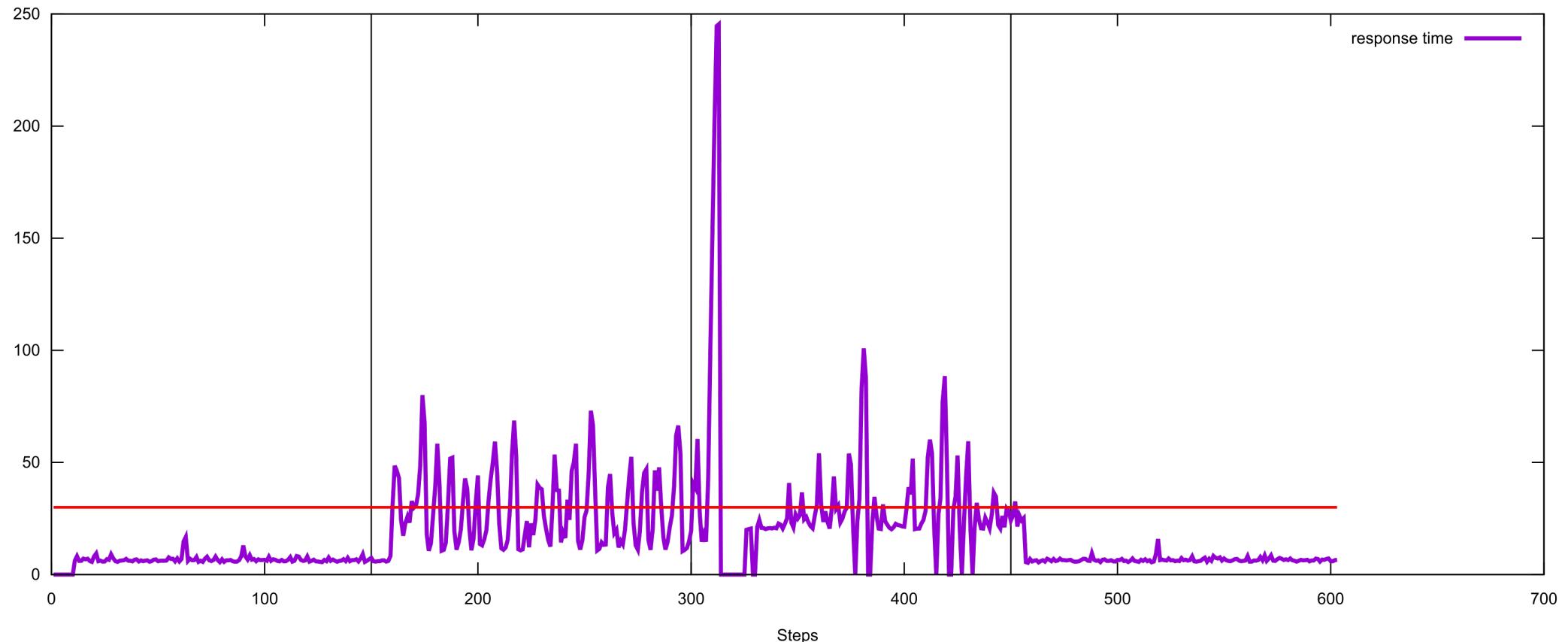


Proportional and integral control



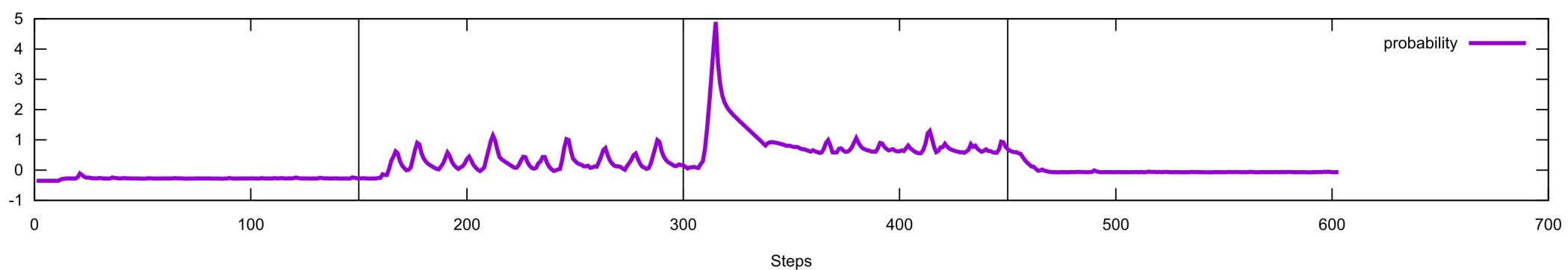
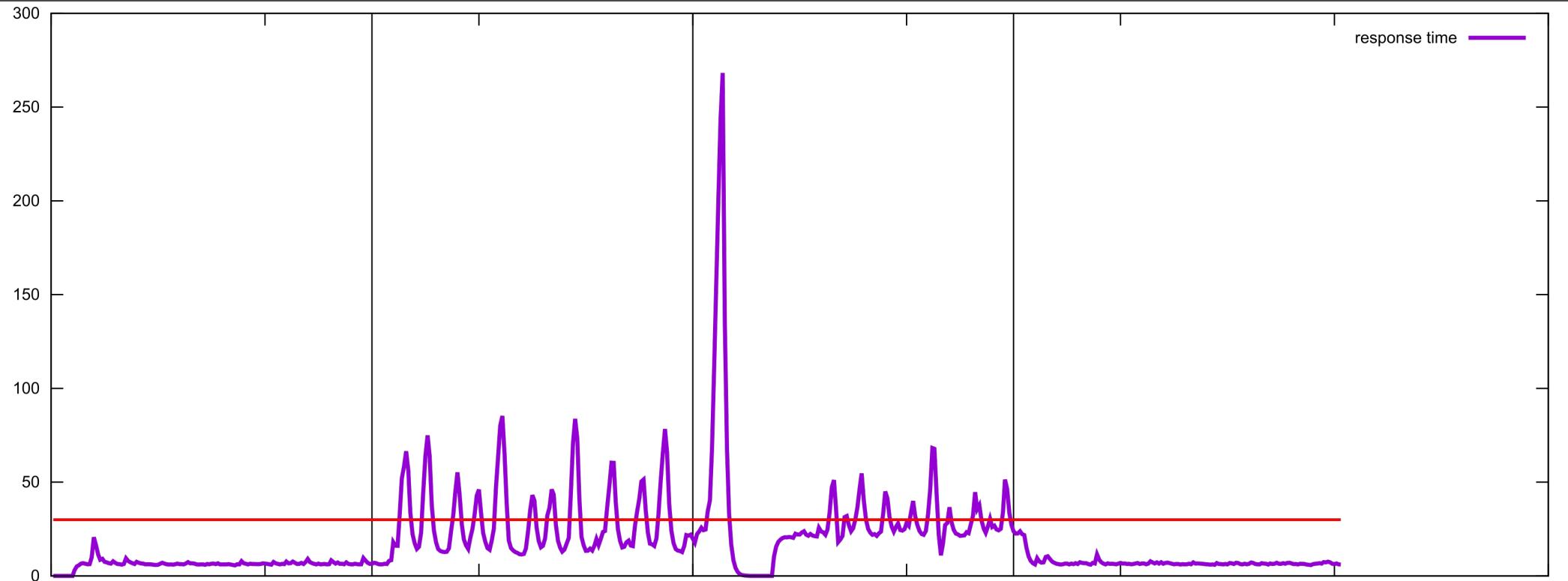


Proportional and integral control, with conditional integration



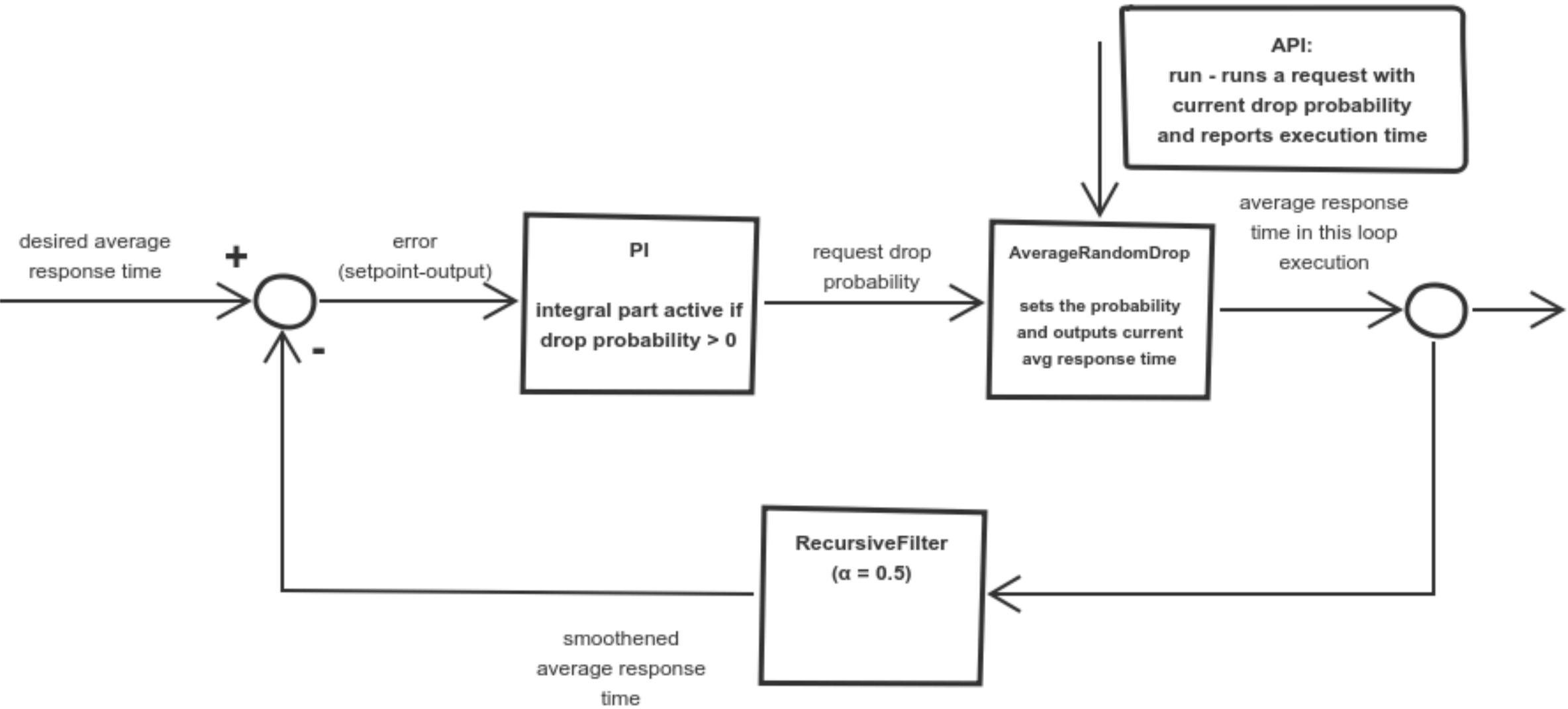


Proportional and integral control, with smoothing



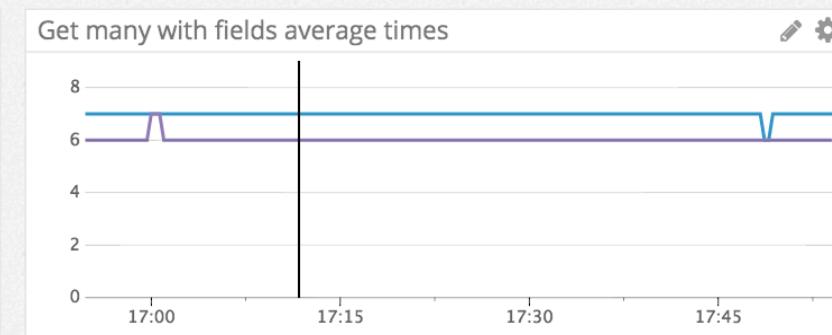
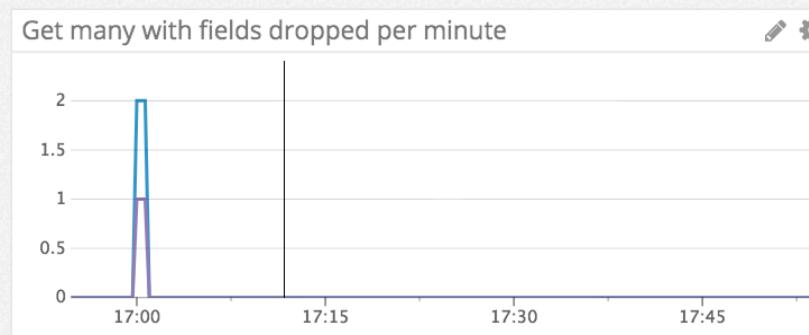
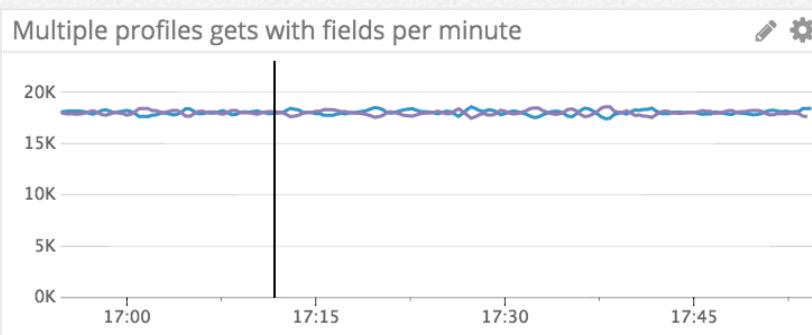


Final Loop





Simulation results #1 - steady state



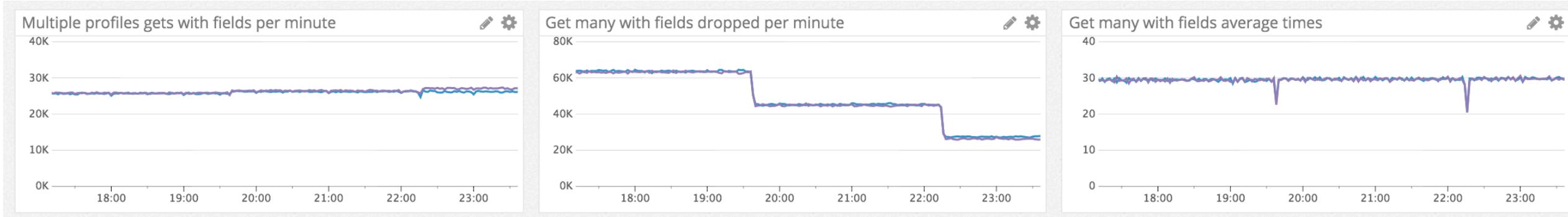


Simulation results #2 - load increase





Simulation results #3 - load decrease

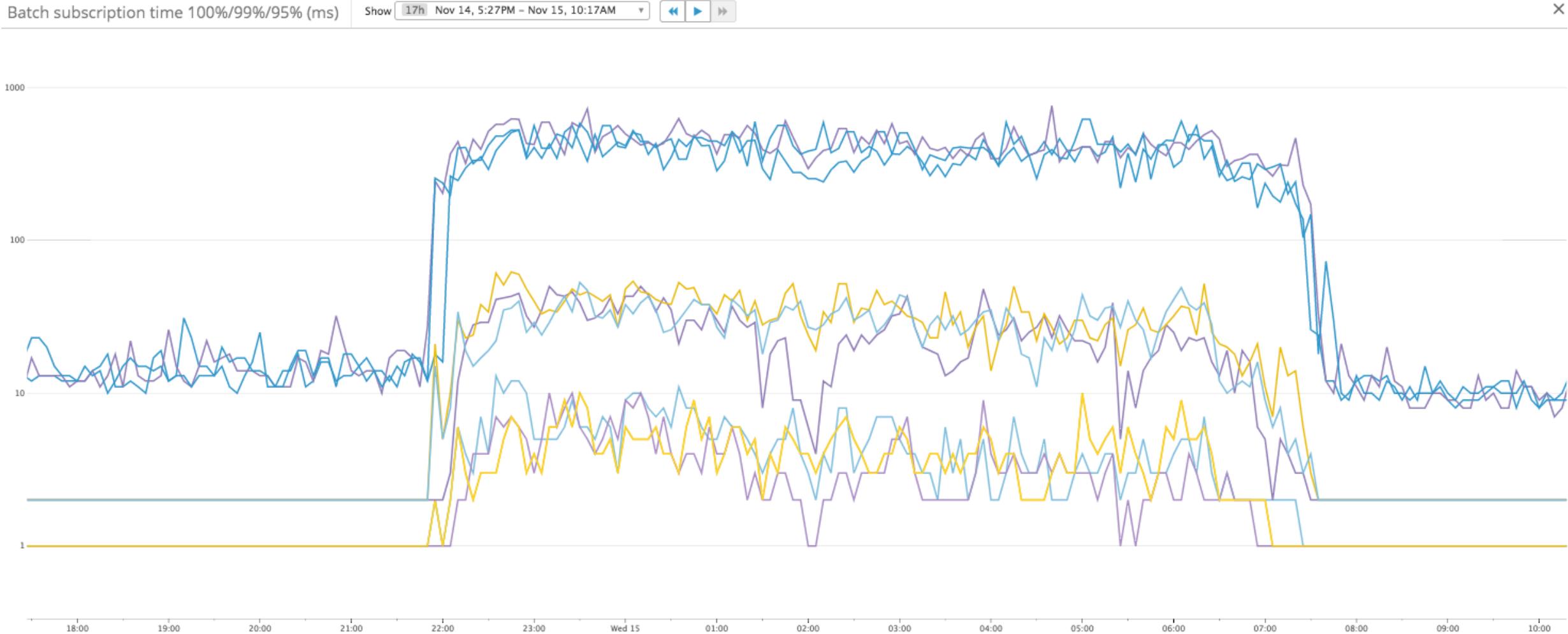




Real world examples

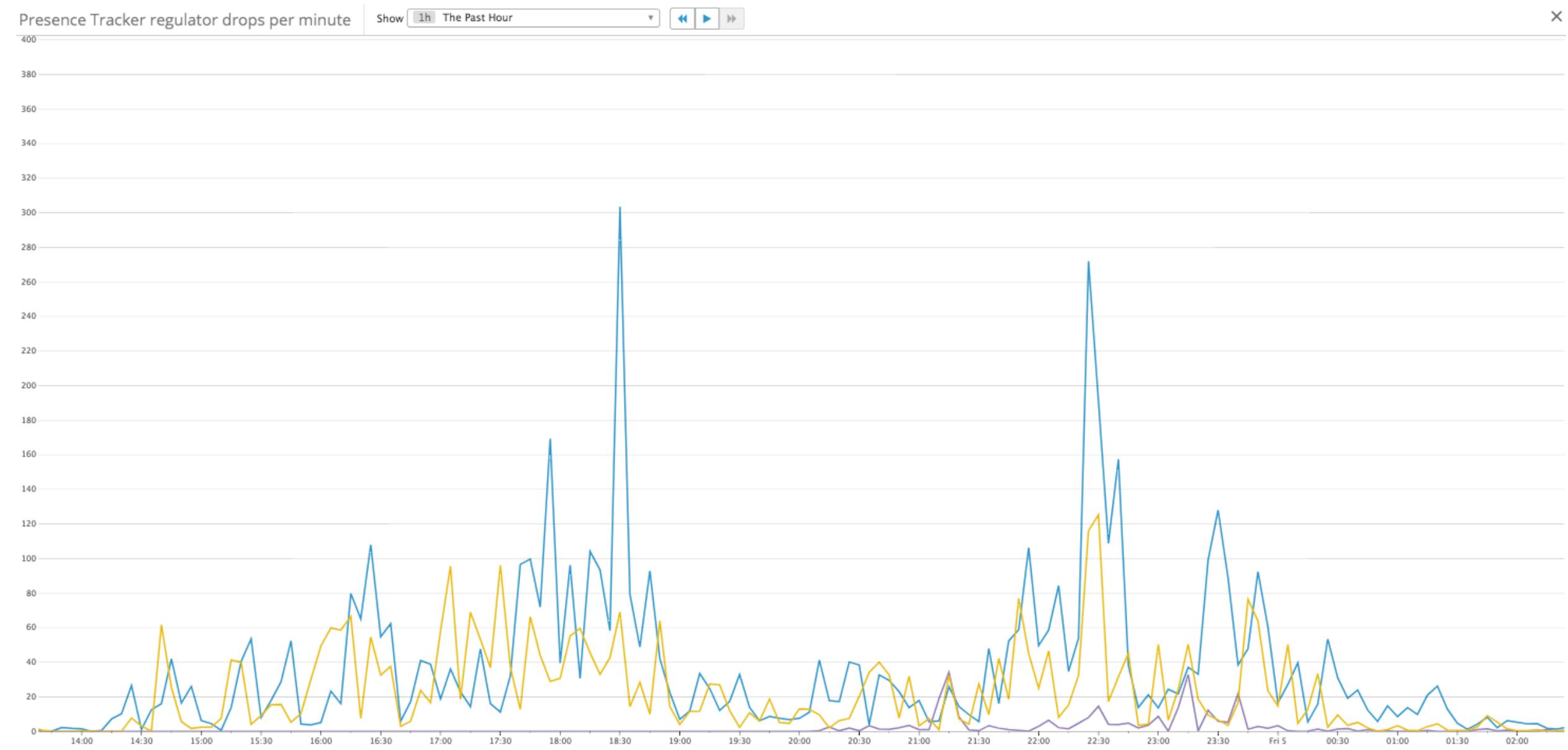


Real world example #1



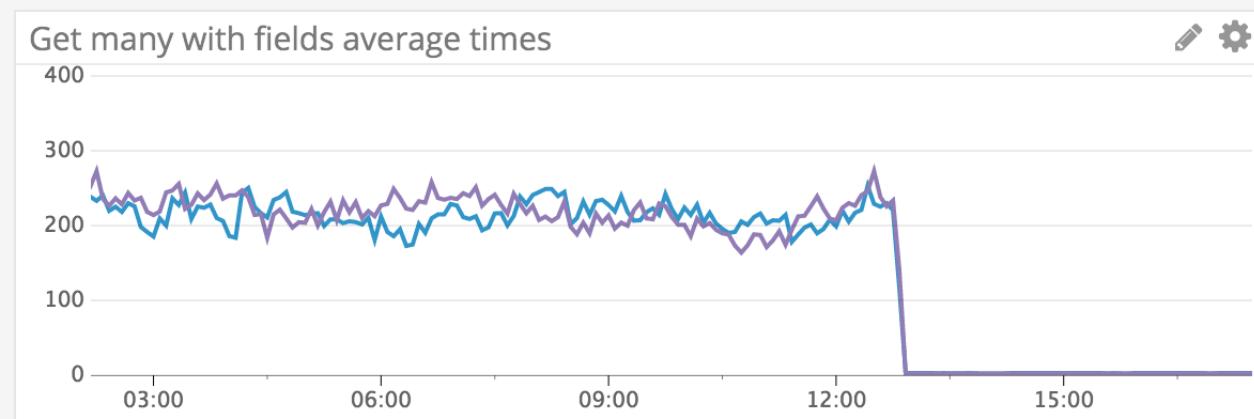
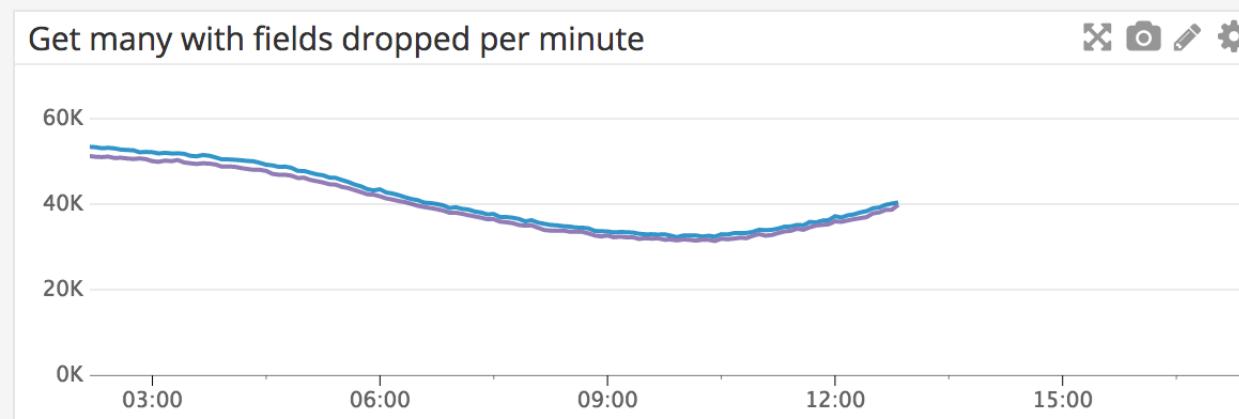
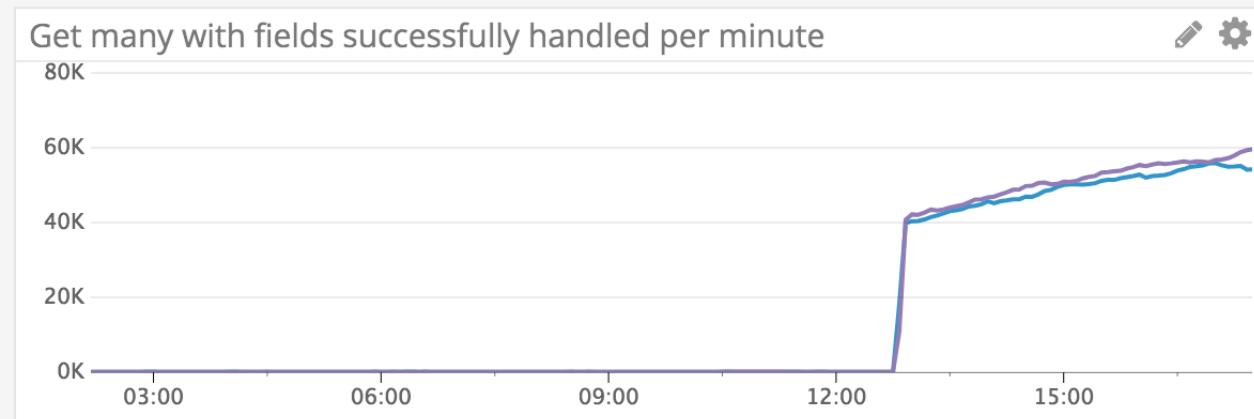
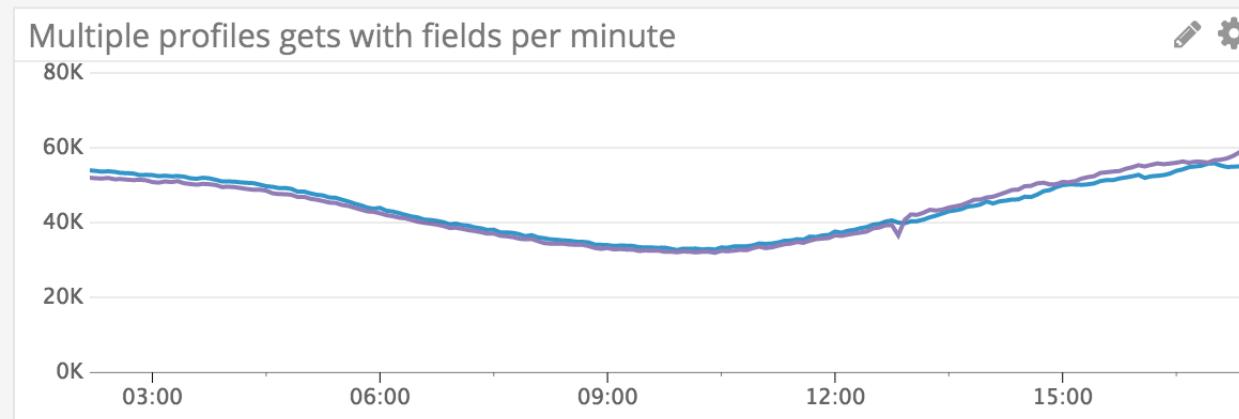


Real world example #1





Real world example #2





What else?

- Use this approach in all the backend services, in all points of uncertainty.
- Use it in the client app, for better UX, by providing more lightweight content for low-bandwidth networks.



References

- *Feedback Control for Computer Systems* by Phillip K. Janert
- [Control System Lectures](#) by Brian Douglas
- [Queues don't fix overload](#) by Fred Hebert
- [Handling overload](#) by Fred Hebert
- <https://github.com/fishcakez/sbroker>
- <https://github.com/ferd/dispcount>
- <https://github.com/uwiger/jobs>
- [Surfing on Lava](#)



Questions?
