Evaluating gRPC performance in real time applications

Comparing gRPC against REST APIs in remote real time string manipulation tasks.

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Hyphotesis and research question

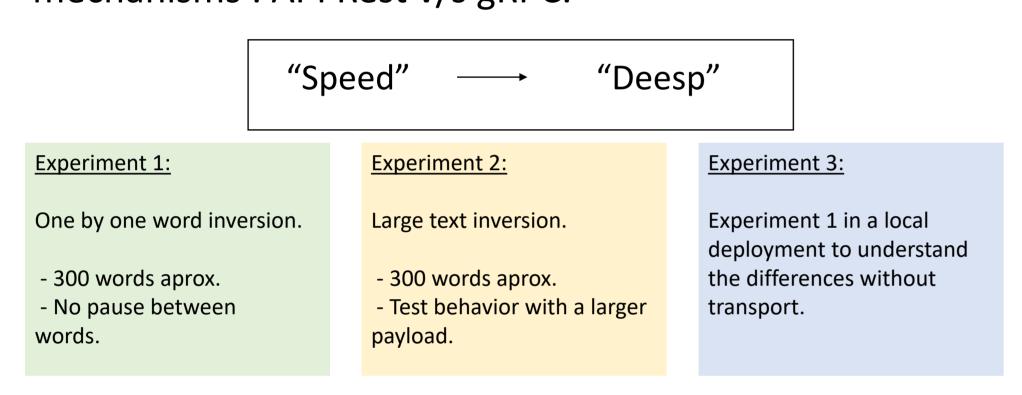


To objective of this experiment is to understand to what extent gRPC is a high performant protocol to connect distributed services in real time applications.

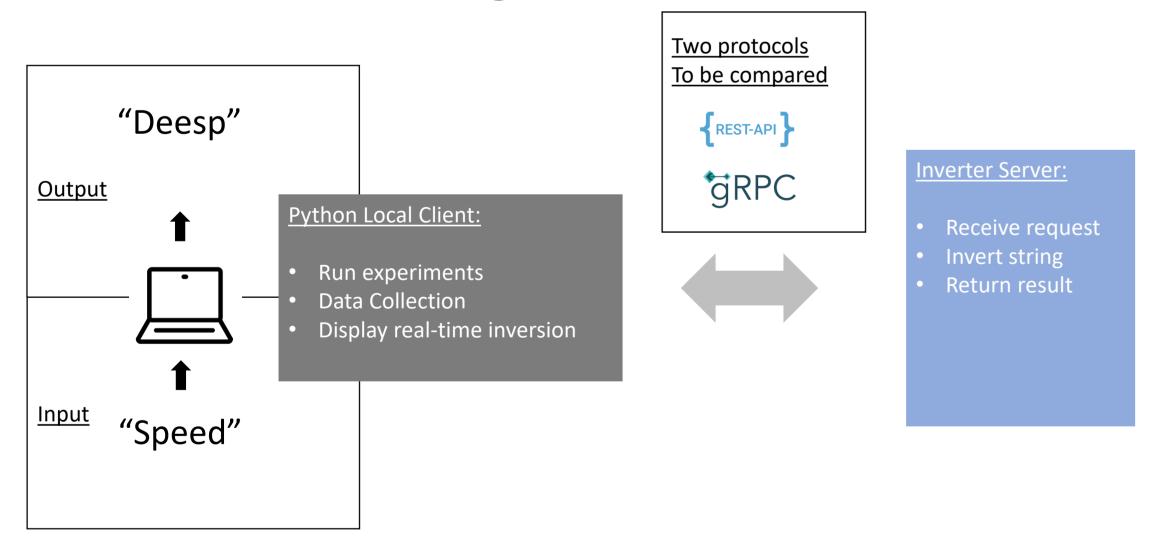
- 1. How does gRPC compares to Rest API in real time string manipulation tasks?
- 2. How is the distribution of individual-words tasks latency?

Tests

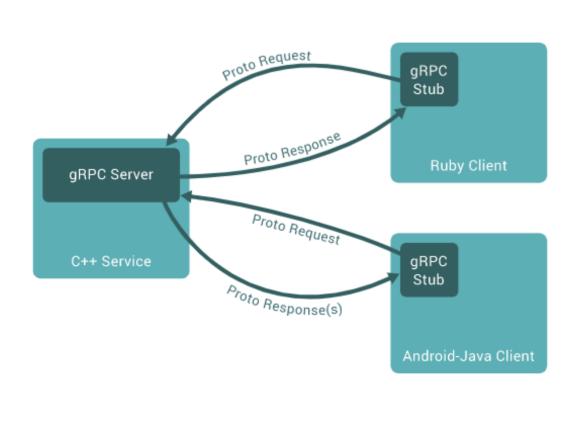
A simple remote task requesting invert words will be used to compare the performance of the two mechanisms: API Rest v/s gRPC.



Architechture Diagram



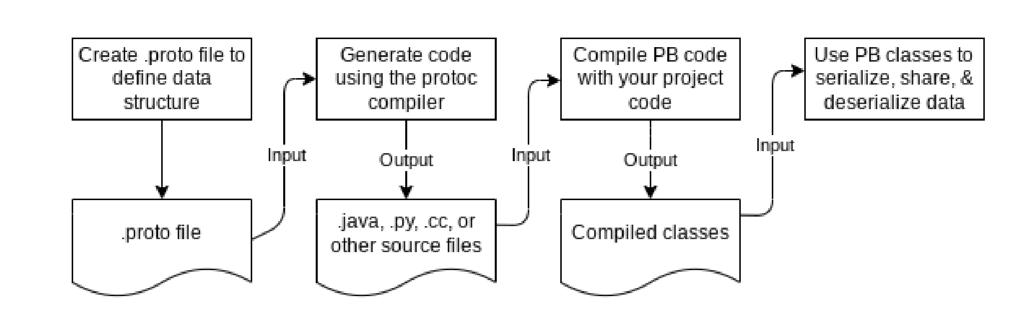
gRPC implementation (oficial example)



Source: https://grpc.io/docs/what-is-grpc/introduction/

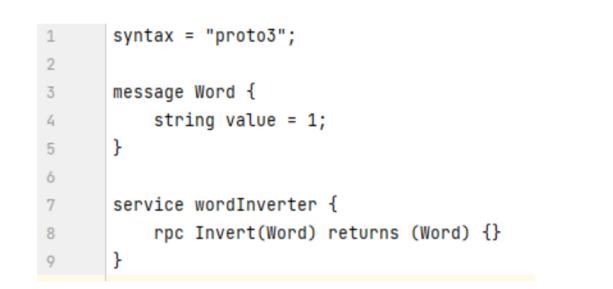
Protocol buffers

Multi-language, bidirectional data serialization mechanism.



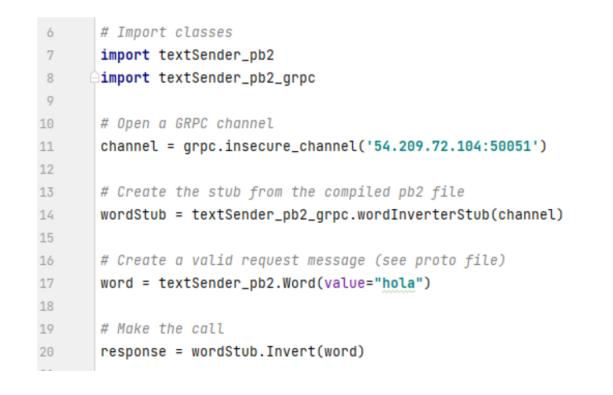
Source: https://developers.google.com/protocol-buffers/docs/overview

textSender.proto



Server instantiation

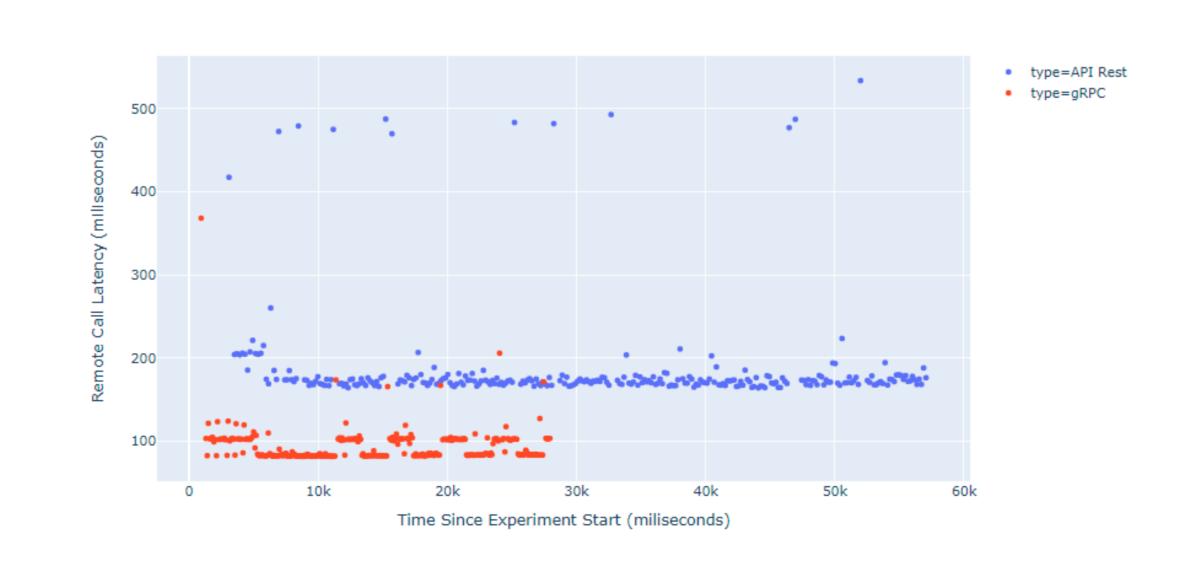
Client



Experiment 1

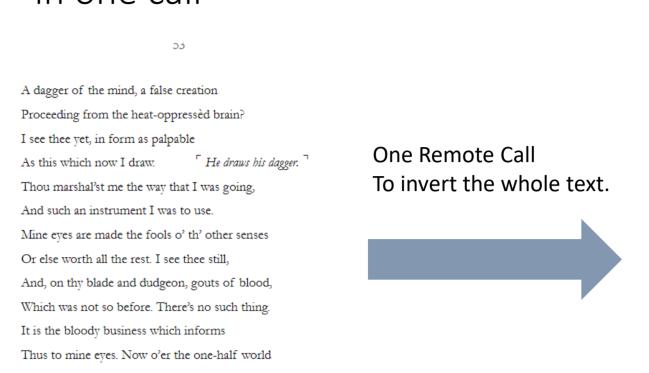
One by one inversion of 300 words aprox.

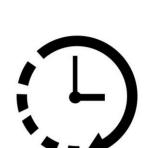
		API Rest	gRPC
Average	[ms]	187.2	93.7
99 percentile	[ms]	497.2	171.4
SD	[ms]	62.17	22.5
Var. Coef.	[%]	33	24



Experiment 2

Large payload inversion: 300 words in one call





API Rest: 195.5 ms

gRPC: 101.1 ms

Experiment 3

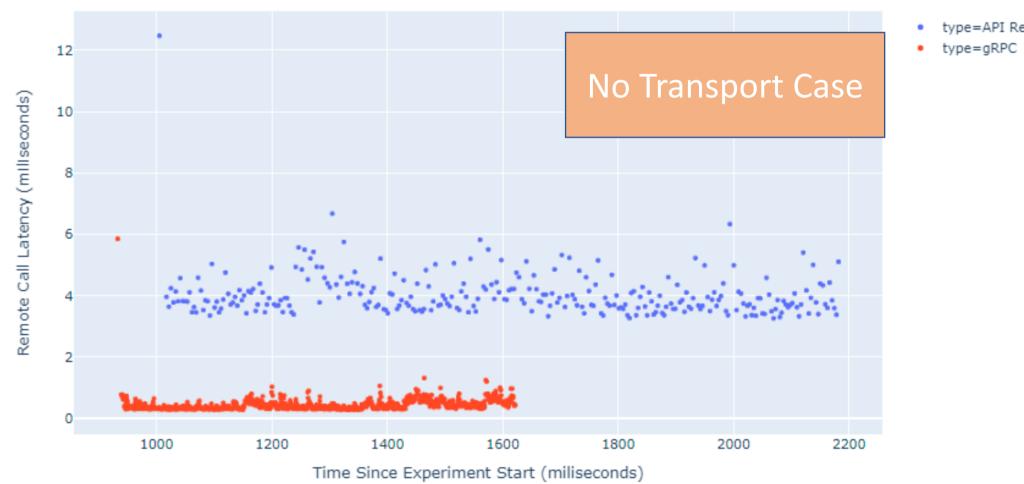
The curtained sleep. Witchcraft celebrates
Pale Hecate's off'rings, and withered murder

Whose hours his watch thus with his stealthy page

Alarumed by his sentinel, the wolf,

One by one inversion of 300 words aprox.

:	Average	[<u>ms</u>]	4.04	0.41	
	99 percentile	[<u>ms</u>]	5.89	0.89	
	SD	[<u>ms</u>]	0.76	0.19	
	Var. Coef.	[%]	19	46	
				• tv	pe=AF



Conclusions

- gRPC is at least two times faster than API Rest in a simple low size load manipulation task on the cloud.
- gRPC could be up to one order of magnitude faster in short distance applications.
- Difficult to conclude which shows more variability in speeds.

Future questions

- How do they compare when servers are near capacity?
- How do they compare in term of parallel requests handling?
- How do they compare in resources requirements? Which is more suitable for IoT communication?