Kresil

Kotlin Resilience

Kotlin Multiplatform library for fault-tolerance with Ktor Integration

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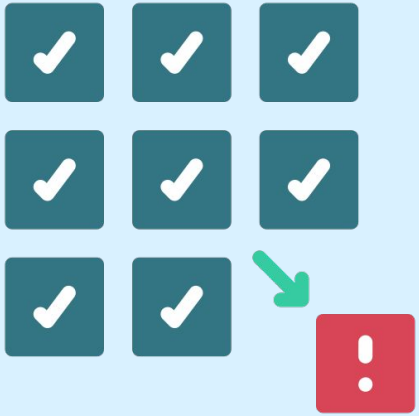
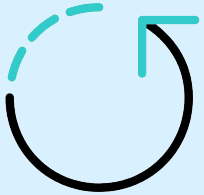
Fault-Tolerance Service

In the presence of faults:
- Maintains all or part of its functionality
- Provides an alternative

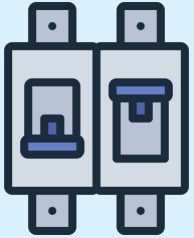


Resilience Mechanisms



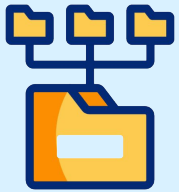
Retry - Repeats failed executions

Rate Limiter - Limits executions/period

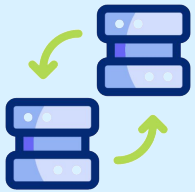


Circuit Breaker - Temporarily blocks possible failures

Time Limiter - Limits duration of execution



Cache - Memorizes a successful result



Fallback - Defines an action to fallback on failure

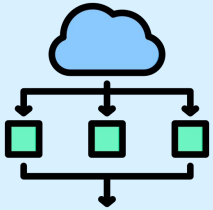
And many more...

Existing Platform-Specific Solutions

Resilience4j

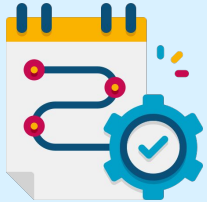
Netflix's Hystrix

Multiplatform Considerations

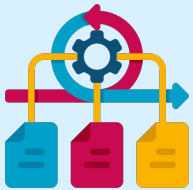


Concurrency Model

Time Management



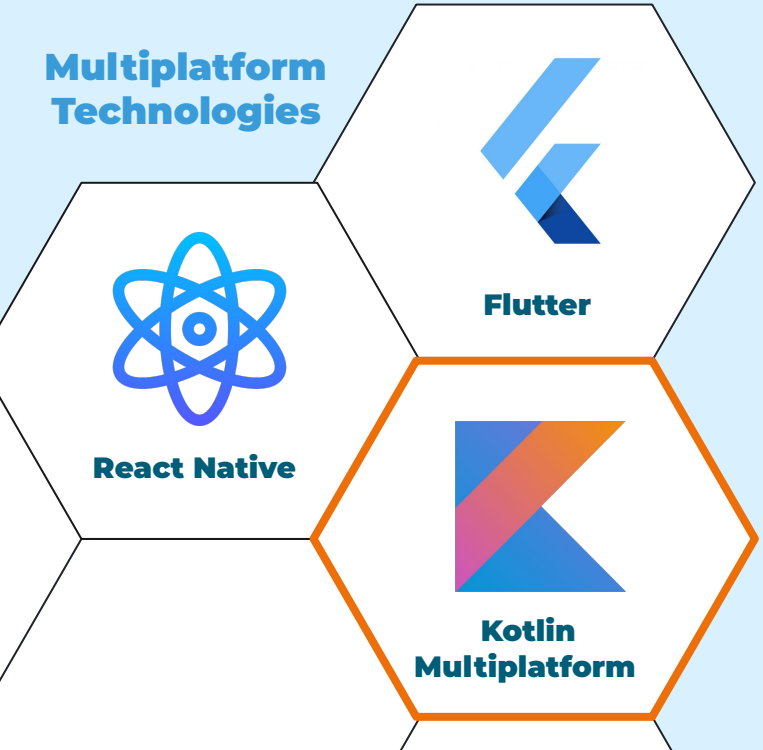
Synchronous vs Asynchronous



Mocking

Logging

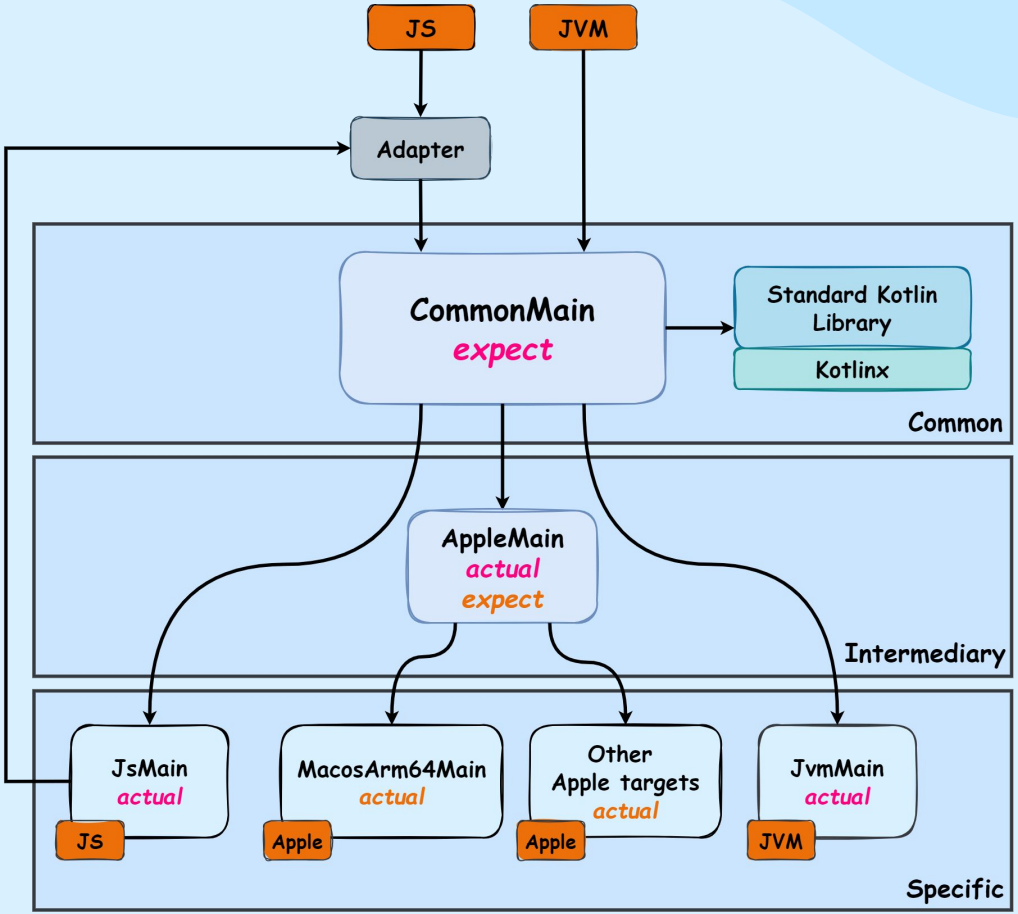
Why Kotlin Multiplatform



No libraries that provide resilience mechanisms in Kotlin Multiplatform with the same functionality of the platform-specific solutions

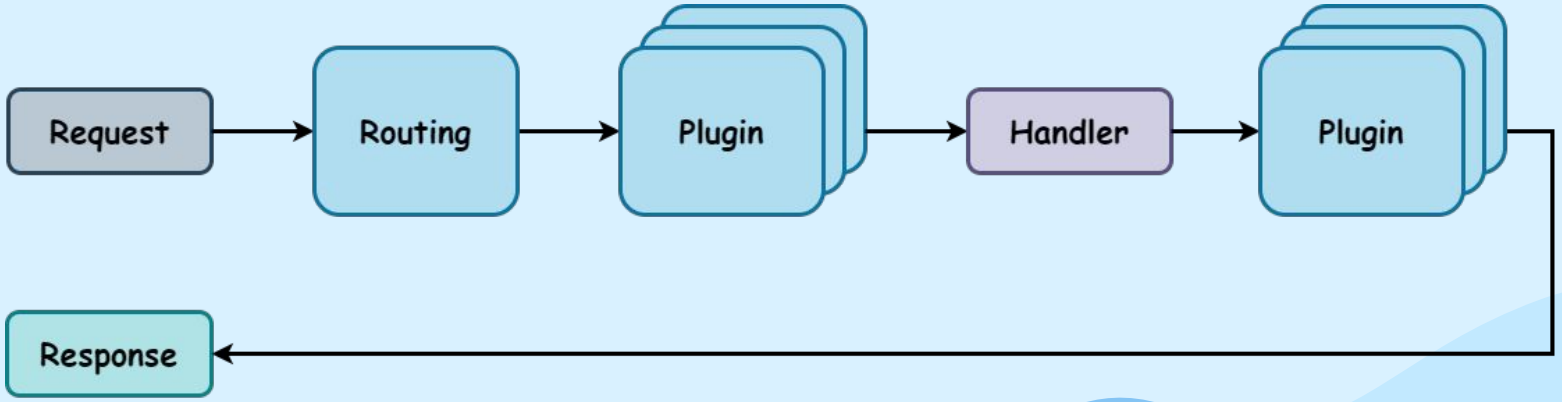
Arrow Library

Kotlin Multiplatform Architecture

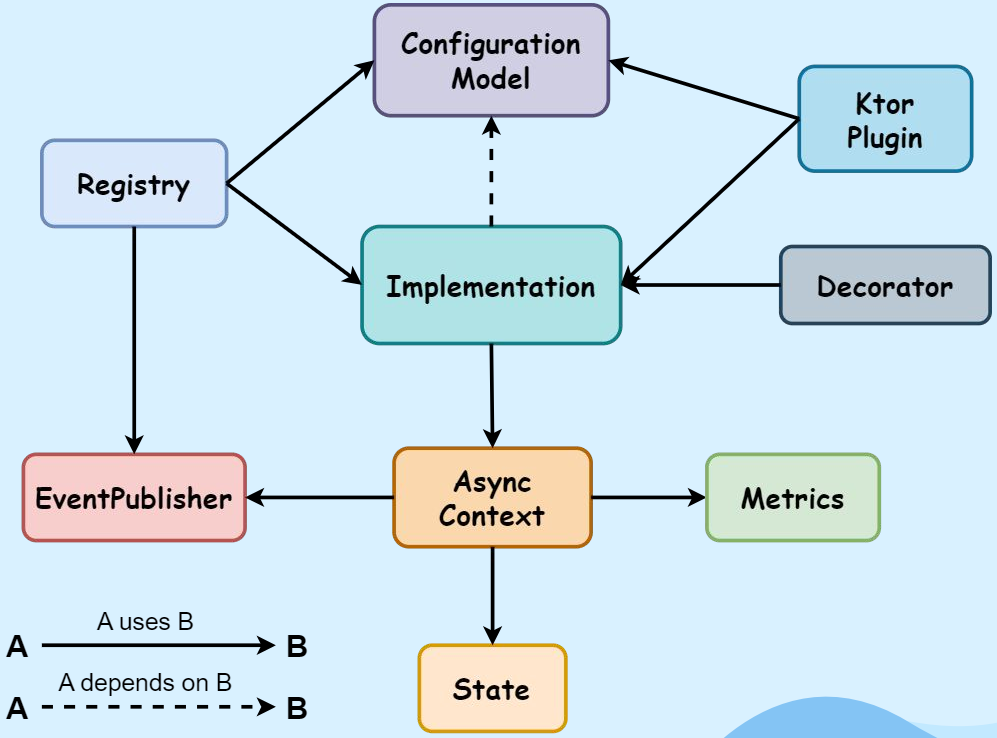


Ktor Framework

- Built with Kotlin Multiplatform;
- Asynchronous server and client development framework
- Based on the coroutines concurrency model;
- Modular



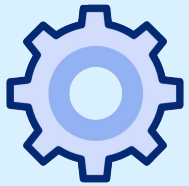
Mechanism Model



Mechanism Configuration

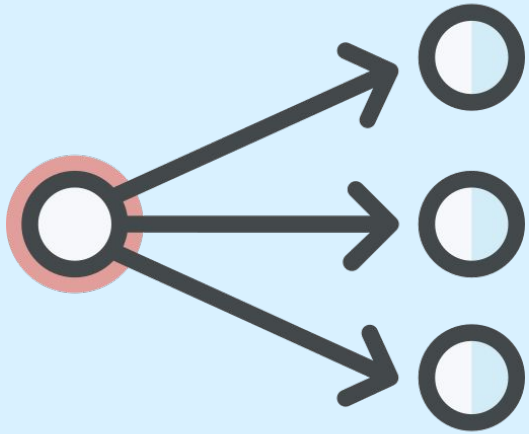
```
internal fun <TBuilder: ConfigBuilder<TConfig>, TConfig> mechanismConfigBuilder(
    builder: TBuilder,
    configure: TBuilder.() -> Unit
): TConfig = builder.apply(configure).build()
```

Policies - Define the mechanism behaviour



```
val config: RetryConfig = retryConfig {
    maxAttempts = 3
    retryIf { it is WebServiceException }
    constantDelay(3.seconds)
}
val retry = Retry(config)
// or: val retry = Retry() // uses default config
```

Event Listeners

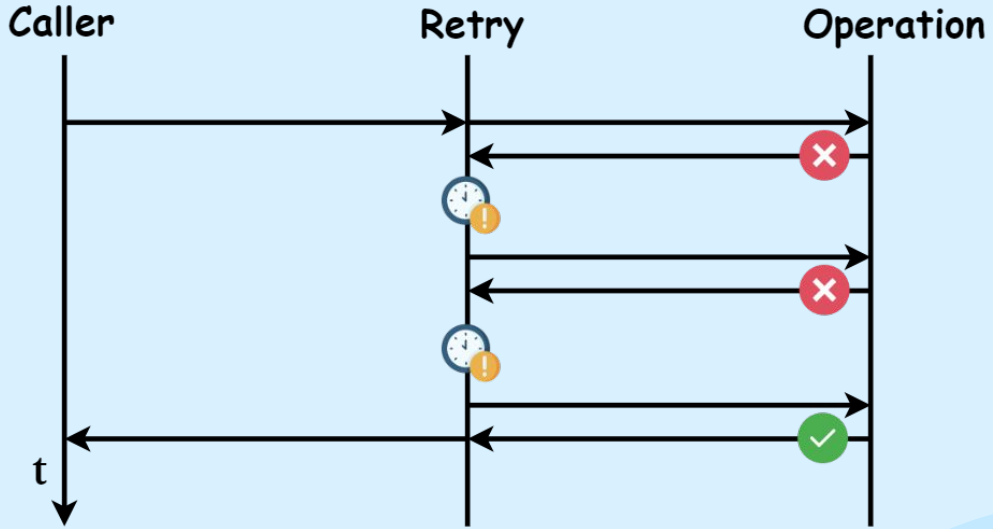


Each mechanism:

- **Provides listeners for specific and undiscriminated events**
- **Uses asynchronous coroutine primitive Flow**
- **Supports cancellation of registered listeners**

Retry Mechanism

- **Reactive mechanism**
- **Retries operation on failure**
- **Addresses transient faults**



Delay Handling

Delay Strategy

```
typealias DelayStrategy
        = suspend (attempt: Int) -> Duration
```

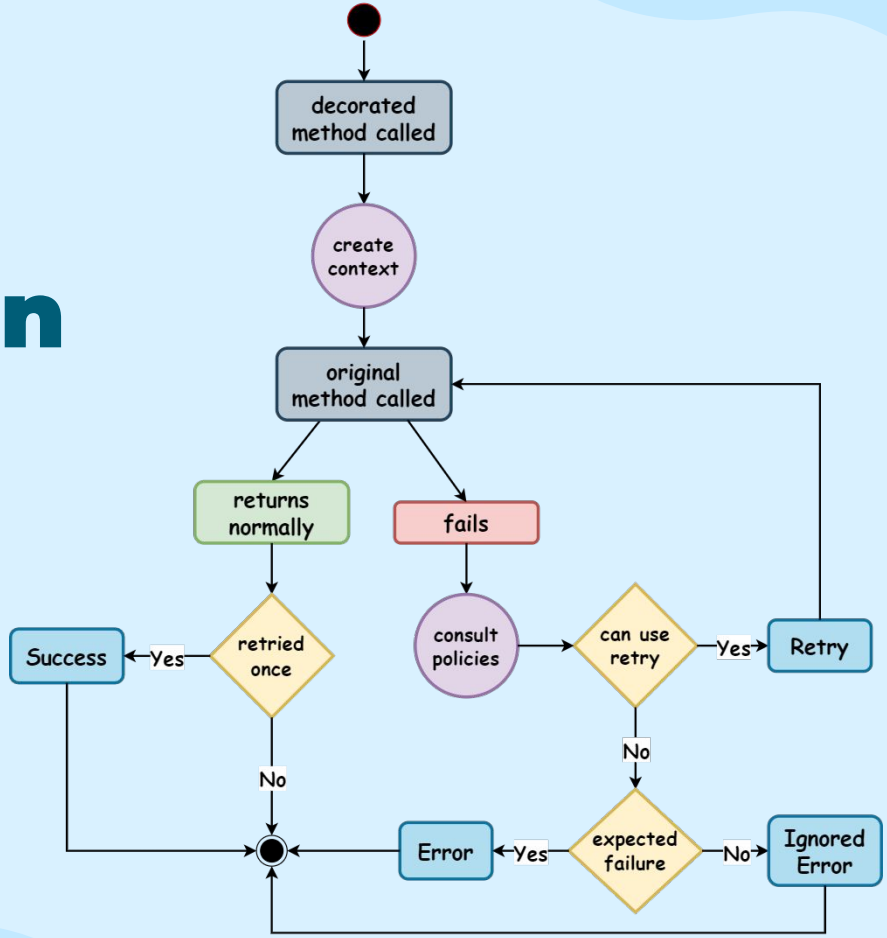
Delay Provider

```
fun interface DelayProvider {
    suspend fun delay(attempt: Int): Duration
}
```

Options

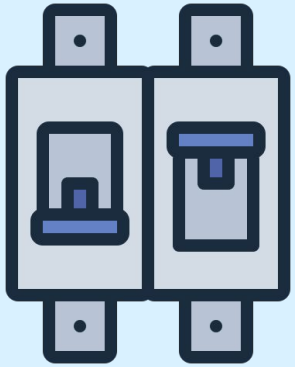
- No delay
- Constant delay
- Linear delay
- Exponential delay
- Custom Delay

Retry Execution Flow

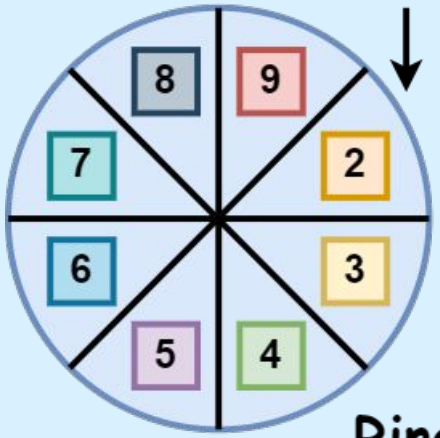


Circuit Breaker Mechanism

- **Reactive** resilience mechanism
- Protects component from **overload/failure**
- **Short-circuits requests** when component misbehaves
- Monitors system health



Circuit Breaker Sliding Window



Ring Buffer

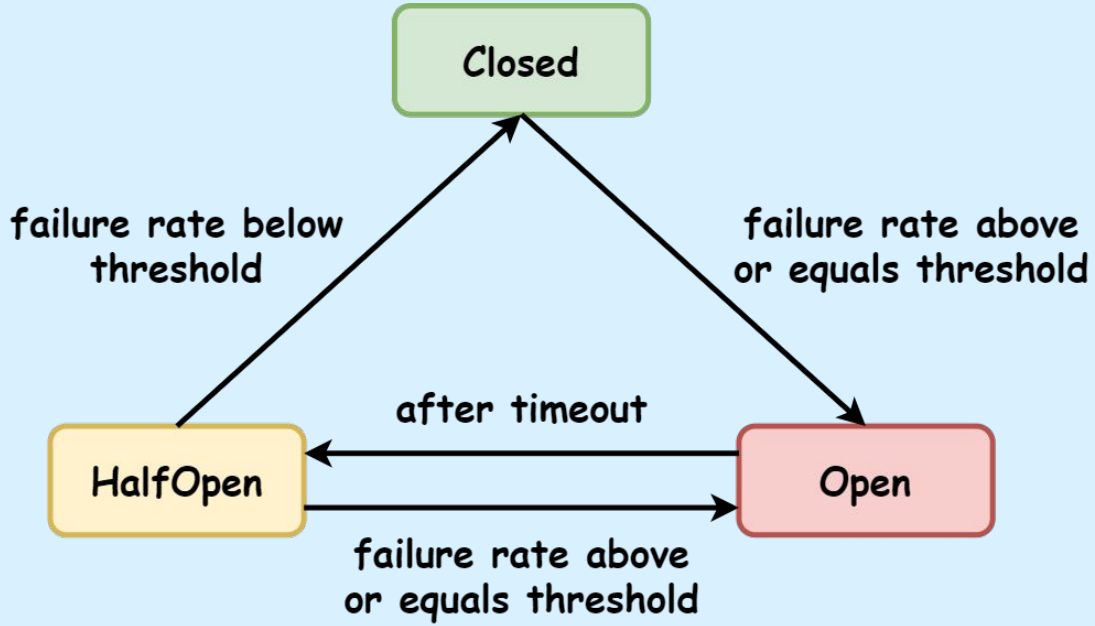
SlidingWindow

Available Types

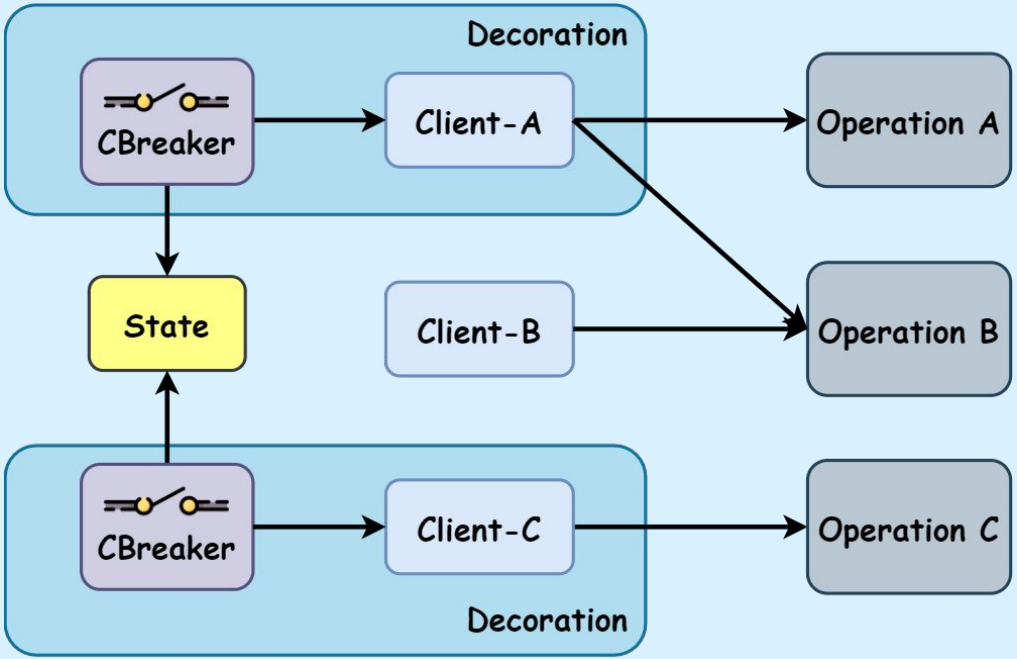
Count Based
Last N calls

Time Based
Last N time units

Circuit Breaker States

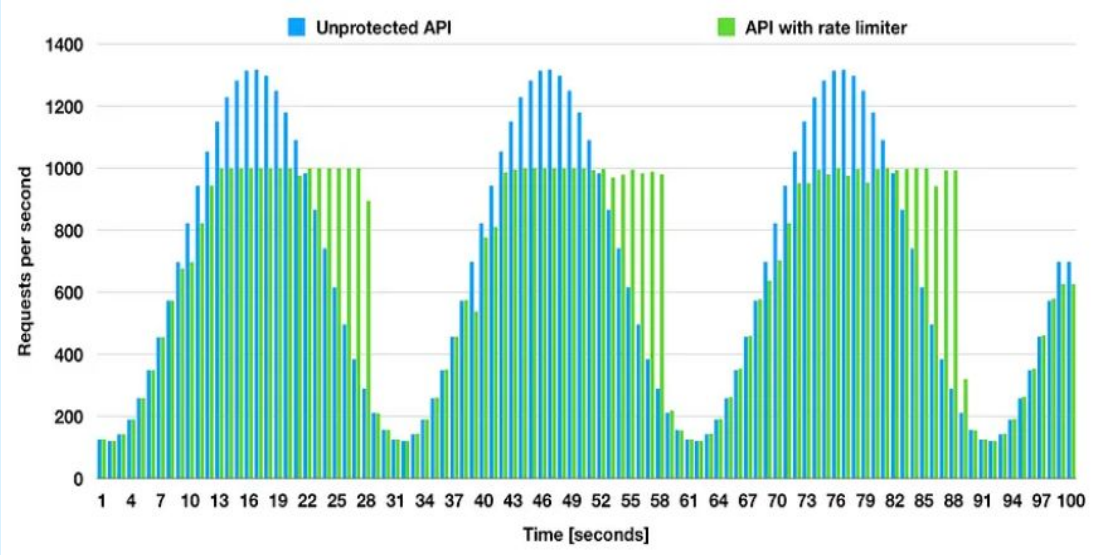


Circuit Breaker Decoration



Rate Limiter Mechanism

- **Proactive** mechanism
- **Limits requests** to a component
- Could be **bound to a time unit**
- Protects systems from **overloading**



Types of Rate Limiting

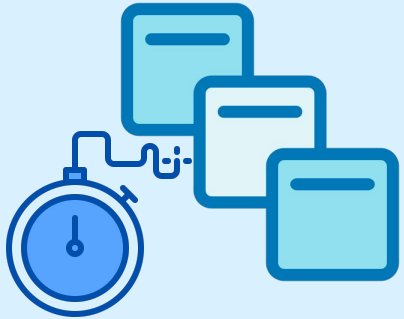
Total Requests

Key-Based

Rate Limit Exceeded

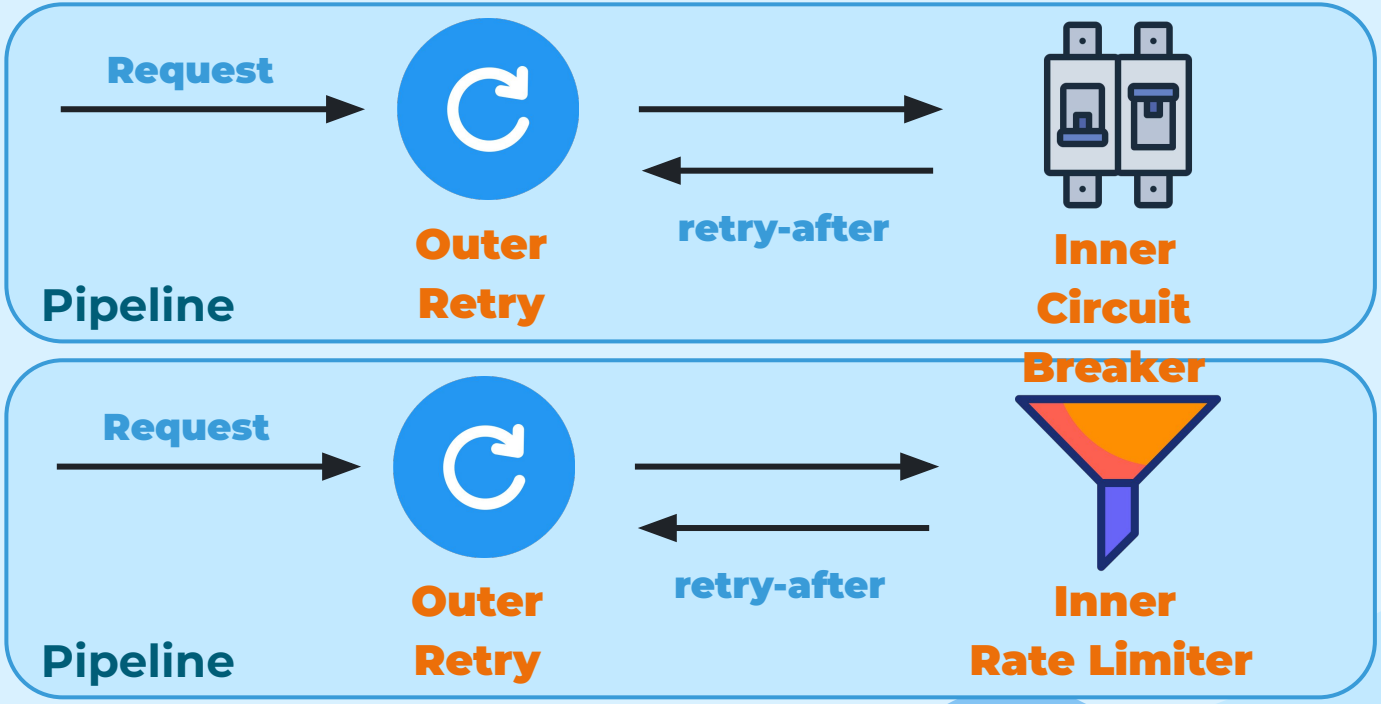
Reject: Immediately deny the request and return an error response message

Wait: Place the request in a queue to be processed later when the rate limit allows



Both: Place request in the queue and reject after timeout expires

Mechanism Combination



Plugin Demos Architecture

Server

Client

Features:

- Runs Kotlin in the browser
- Attest mechanism implementation

Retry Plugin Demo

Client With Retry

Client Without Retry

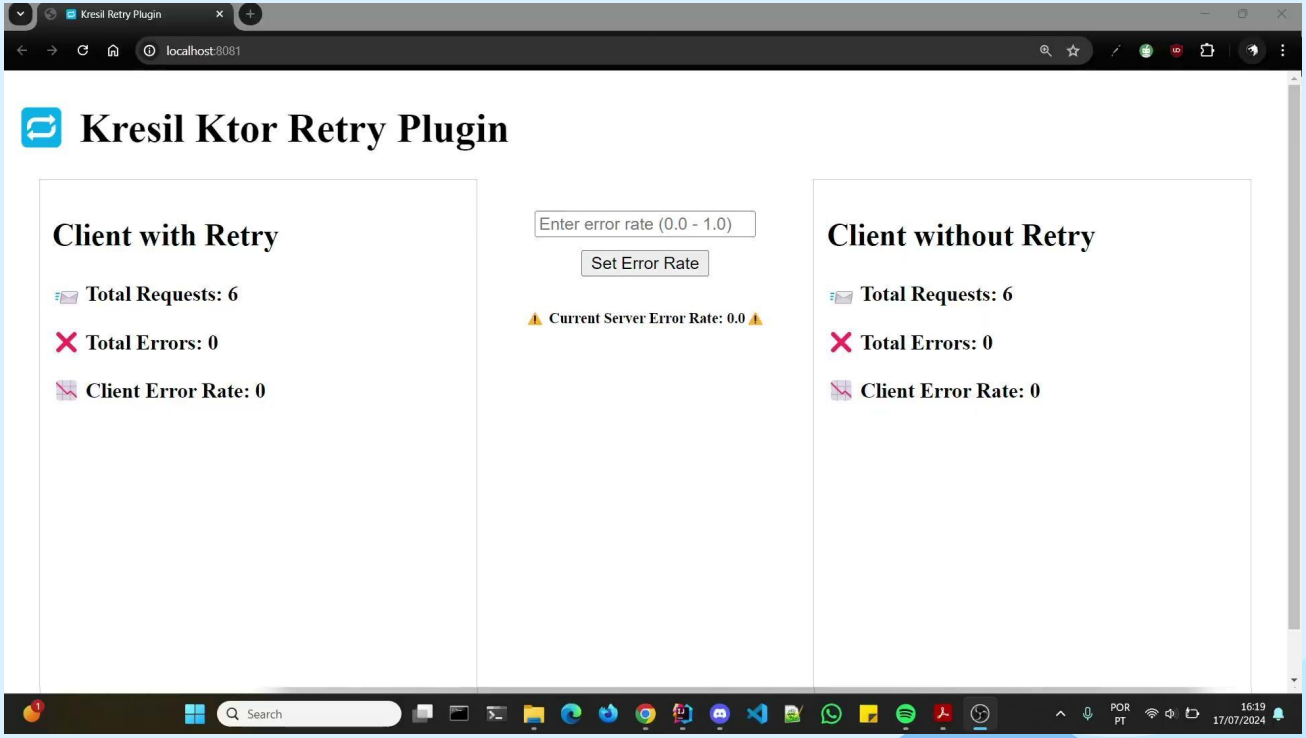
Overview:

- Server allows for adjustment of error rate
- Error rate affects request failure probability
- Clients display request error rate

Objective: Demonstrate improved success rate to a unreliable server

Server

Retry Plugin Demo



Circuit Breaker Plugin Demo

Client

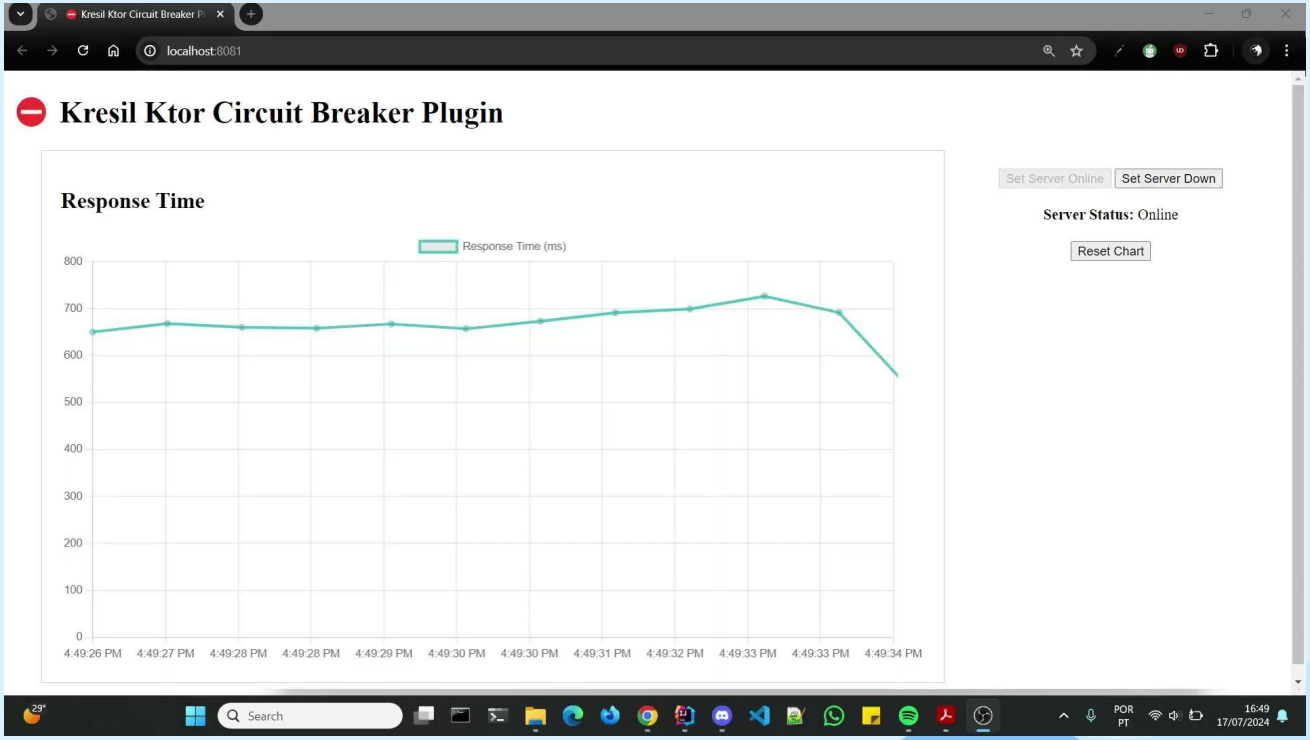
Overview:

- Server allows configuration of response behavior (OK/NOK)
- Server responds in a constant 500ms delay
- Client monitors response time from server
- Circuit Breaker deploys an exponential delay strategy in the Open State

Objective: Minimize request response time to a considered failing component (fail-fast)

Server

Circuit Breaker Plugin Demo



Rate Limiter Plugin Demo

Client

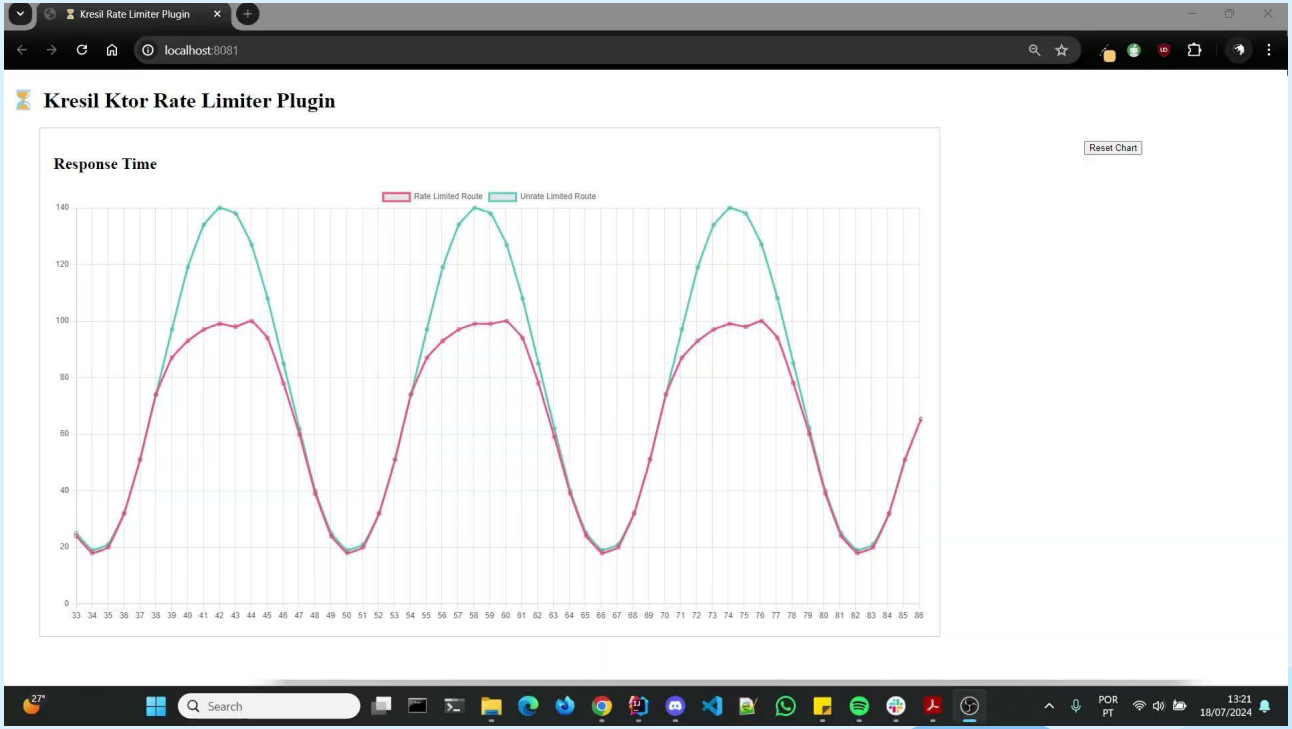
Overview:

- Server has rate-limited and unlimited routes
- Client plots requests made to both routes over a time period

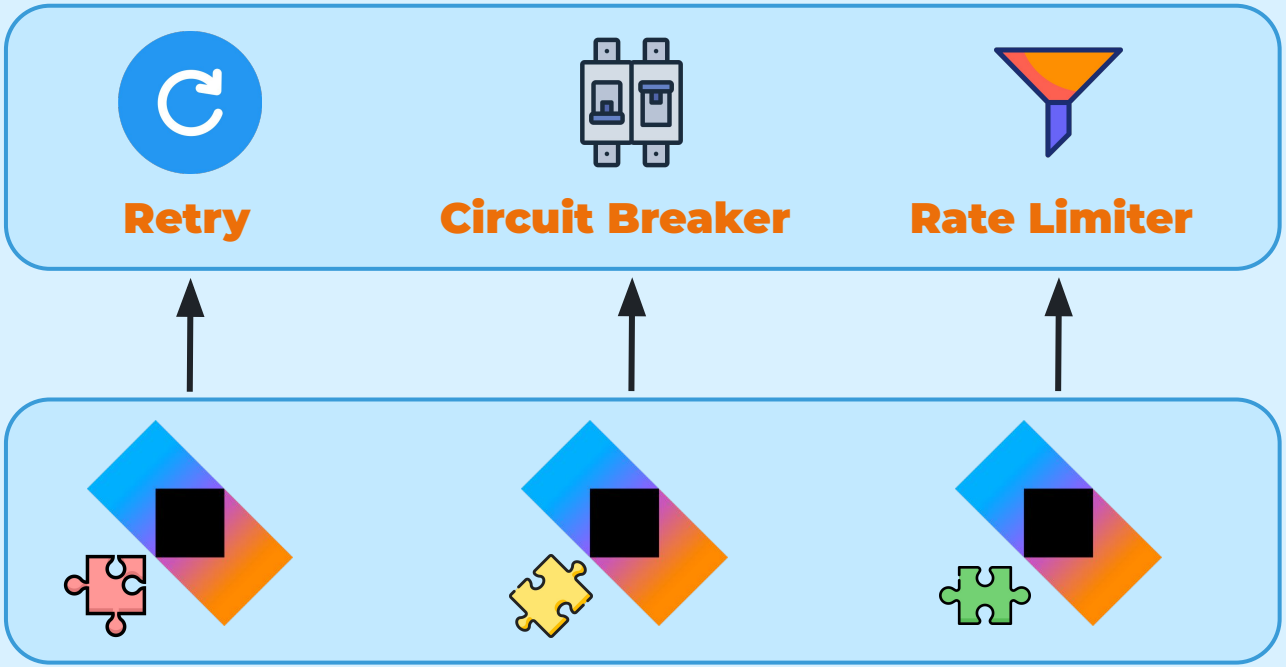
Objective: Observe rate-limited requests do not exceed a predefined limit; while unrated do

Server

Rate Limiter Plugin Demo

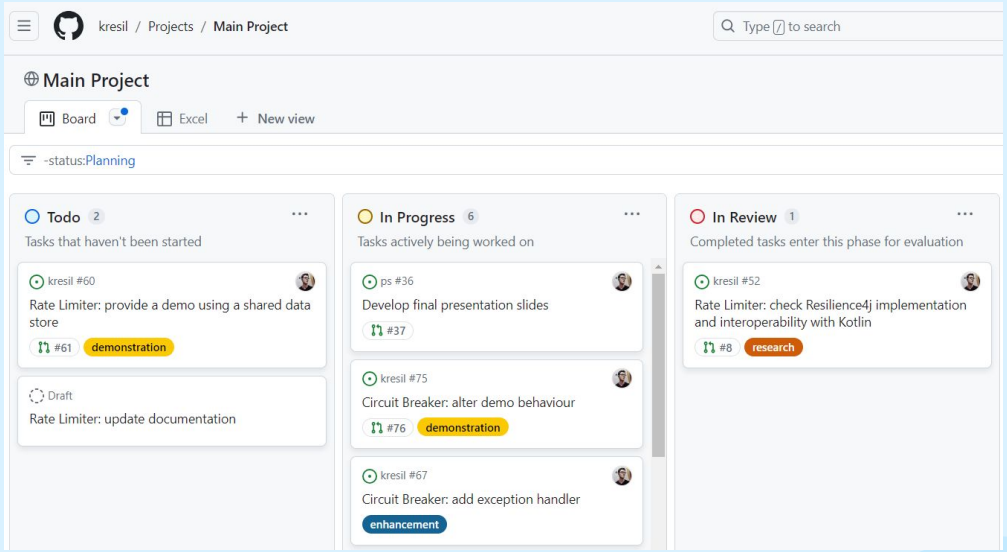


Conclusions



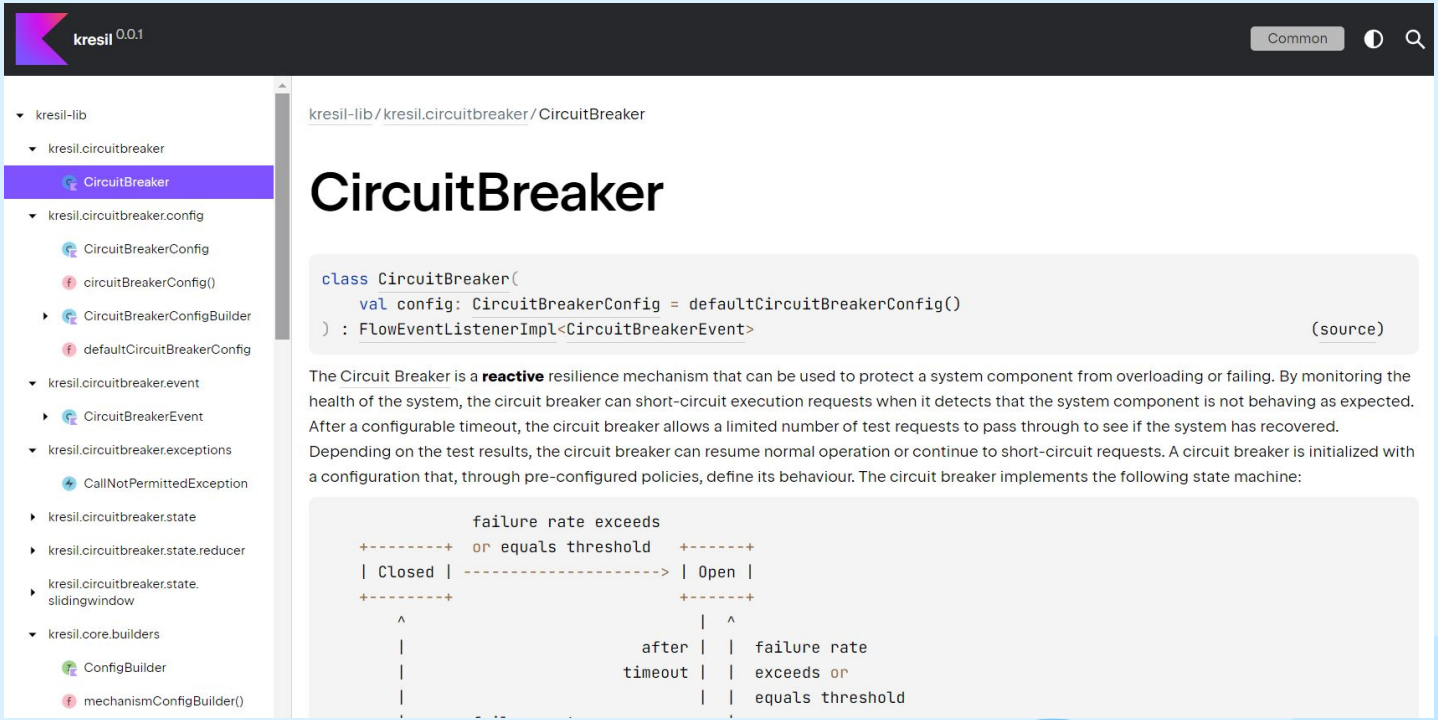
Software Engineering Practices

- Task management
- Descriptive issues
- PR's and branches
- Workflows
- Documentation and examples of usage
- Tests



All to promote asynchronous collaboration and simulate real work environments

API Documentation



Link: https://kresil.github.io/kresil/