

Kresil

Kotlin Resilience

Kotlin Multiplatform library for fault-tolerance
with Ktor Integration



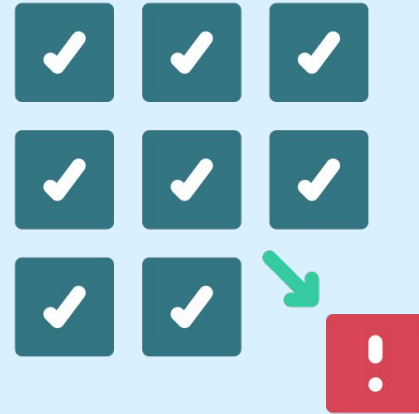
ISEL
INSTITUTO SUPERIOR DE
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Project and Seminary
BSc in Computer Science and Engineering
Summer 2023/2024

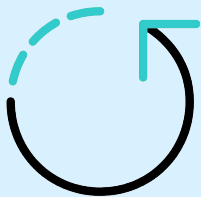
Fault-Tolerance Service

In the presence of faults:

- **Maintains all or part of its functionality**
- **Provides an alternative**



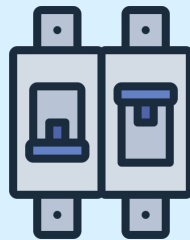
Resilience Mechanisms



Retry - Repeats failed executions



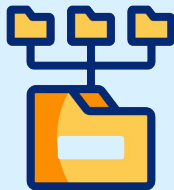
Rate Limiter - Limits executions/period



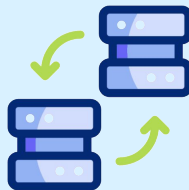
Circuit Breaker - Temporarily blocks possible failures



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



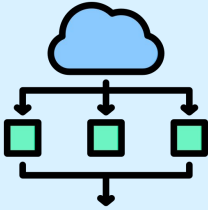
Resilience4j



Netflix's Hystrix



Multiplatform Considerations



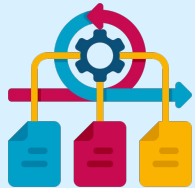
**Concurrency
Model**



**Time
Management**



**Synchronous
vs
Asynchronous**



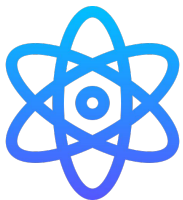
Mocking



Logging

Why Kotlin Multiplatform

Multiplatform Technologies



React Native



Flutter



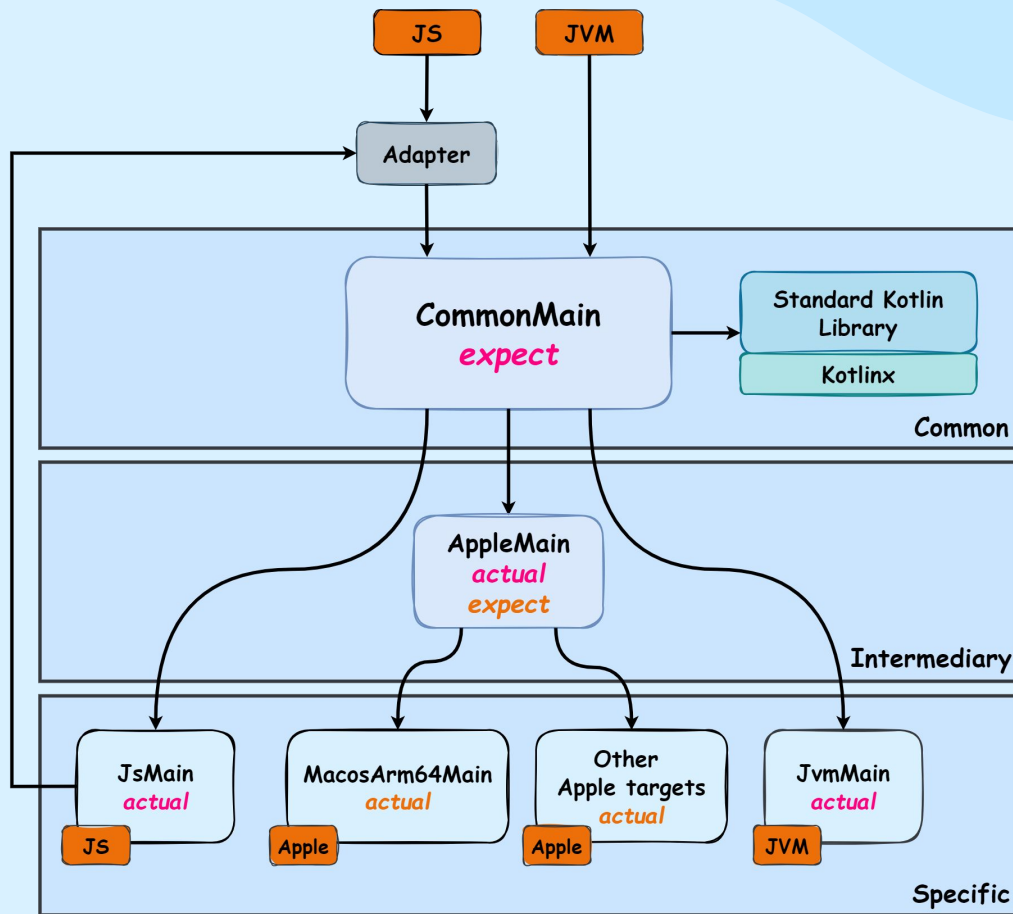
**Kotlin
Multiplatform**

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



**Arrow
Library**

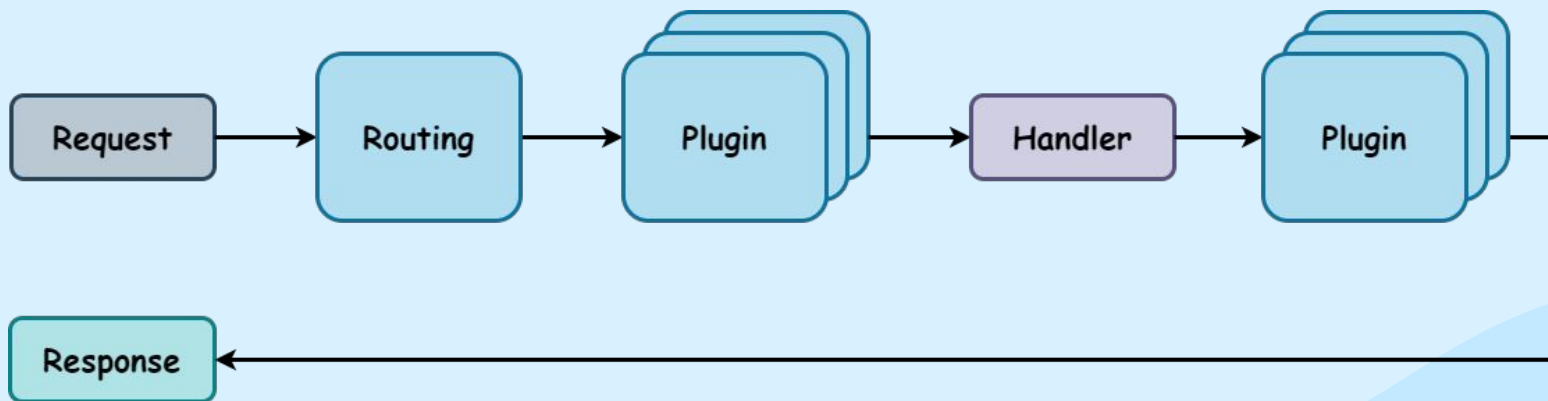
Kotlin Multiplatform Architecture



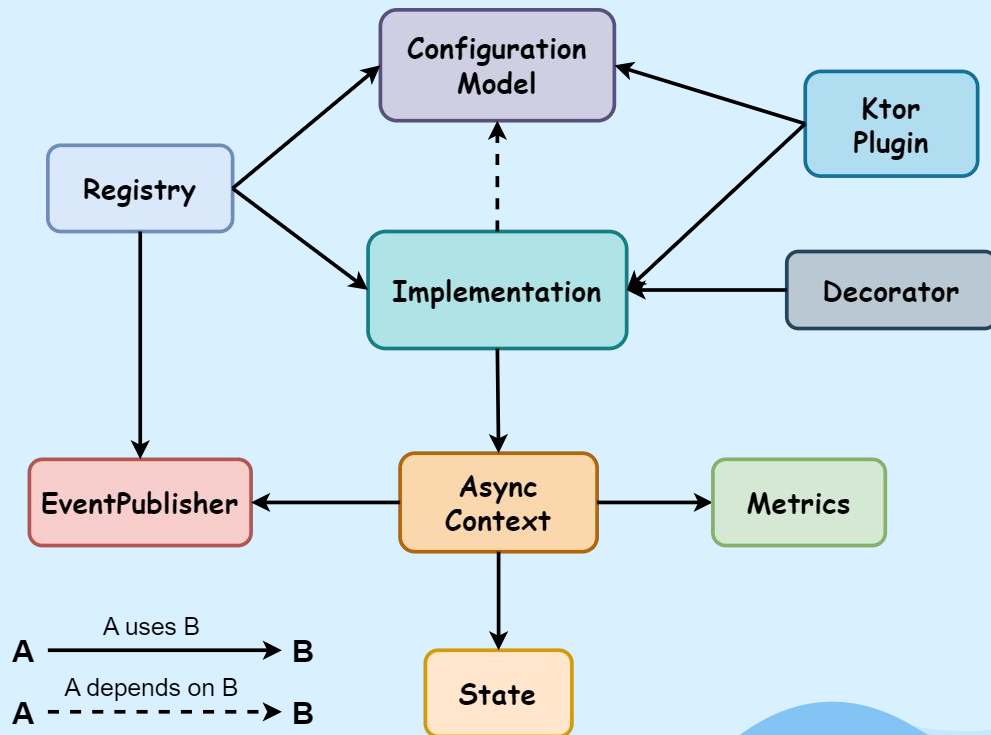


Ktor Framework

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



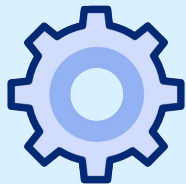
Mechanism Model



Mechanism Configuration

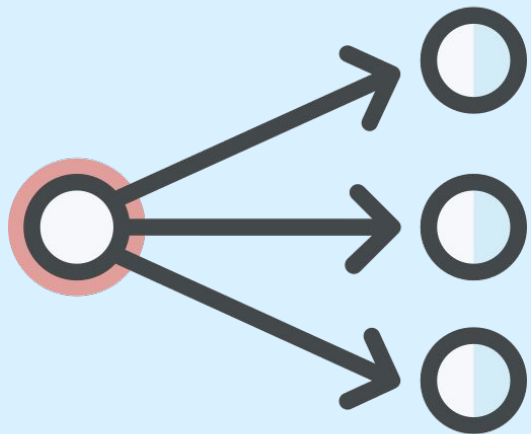
```
internal fun <TBuilder: ConfigBuilder<TConfig>, TConfig> mechanismConfigBuilder(  
    builder: TBuilder,  
    configure: TBuilder.() -> Unit  
) : TConfig = builder.apply(configure).build()
```

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

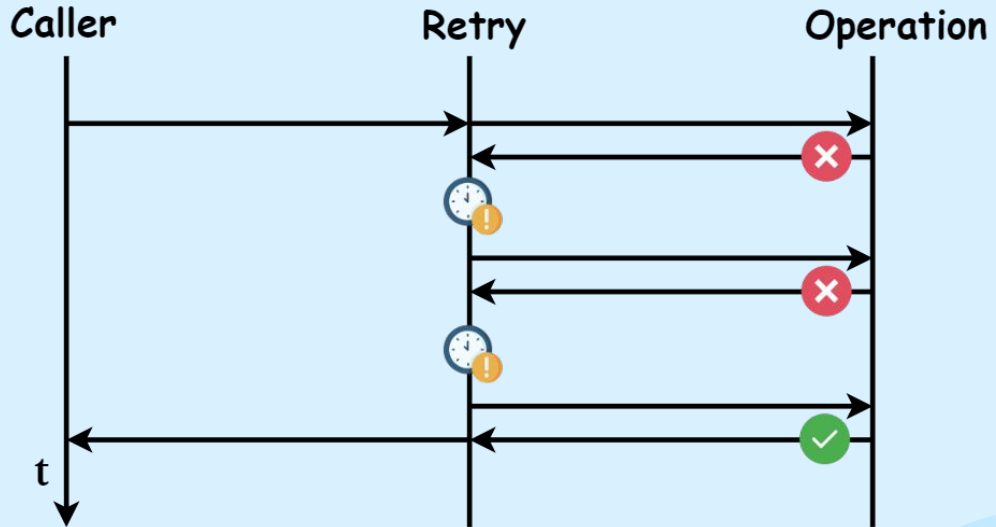


Each mechanism:

- 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
```

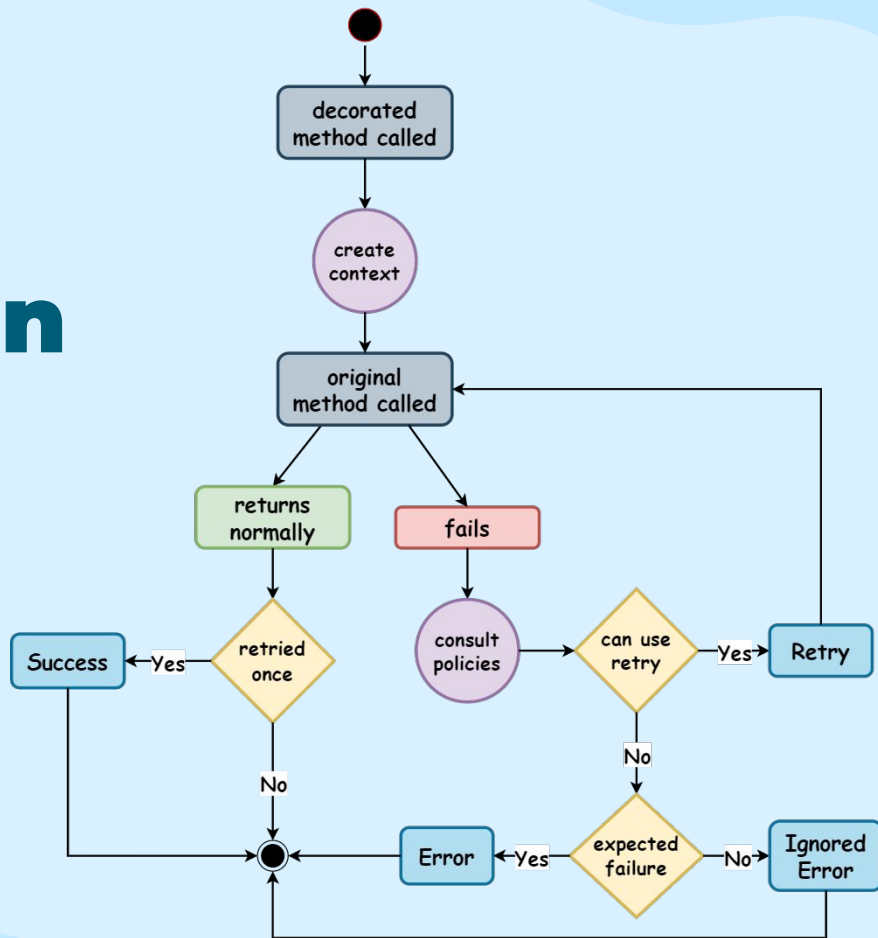
Delay Provider

```
①↓ fun interface DelayProvider {  
①↓     suspend fun delay(attempt: Int): Duration  
    }
```

Options

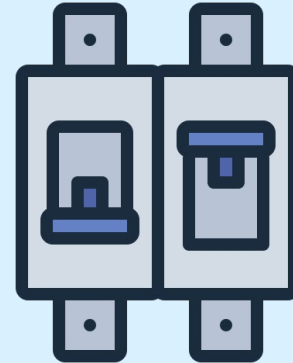
- **No delay**
- **Constant delay**
- **Linear delay**
- **Exponential delay**
- **Custom Delay**

Retry Execution Flow

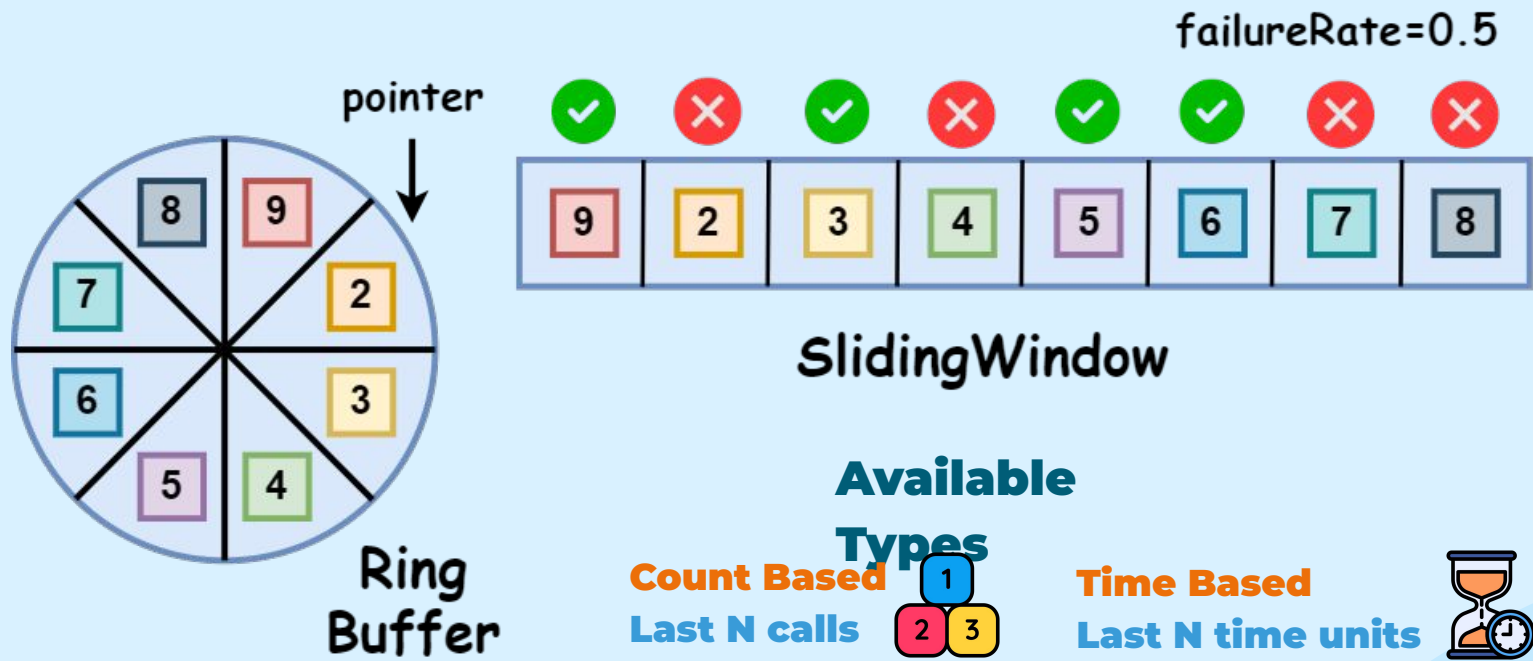


Circuit Breaker Mechanism

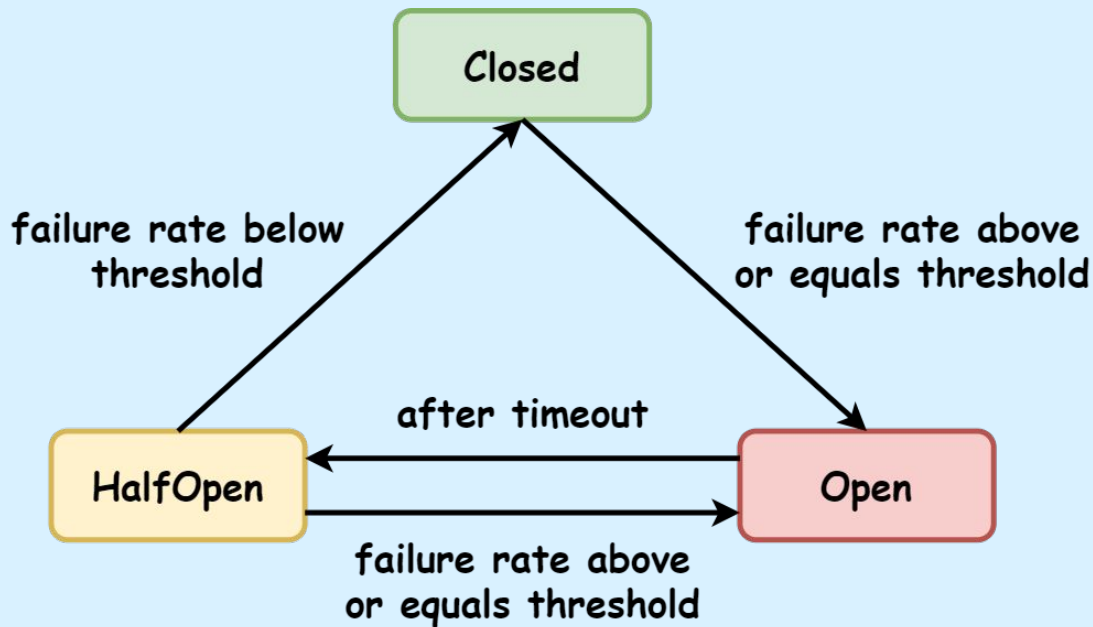
- **Reactive** resilience mechanism
- **Protects component from overload/failure**
- **Short-circuits requests** when component misbehaves
- **Monitors system health**



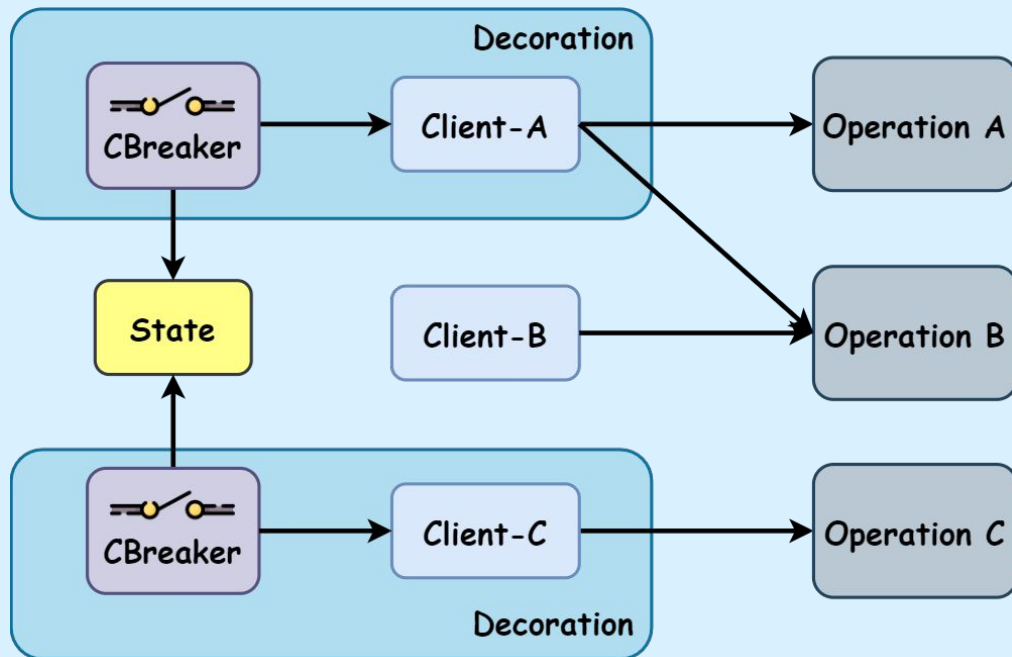
Circuit Breaker Sliding Window



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**

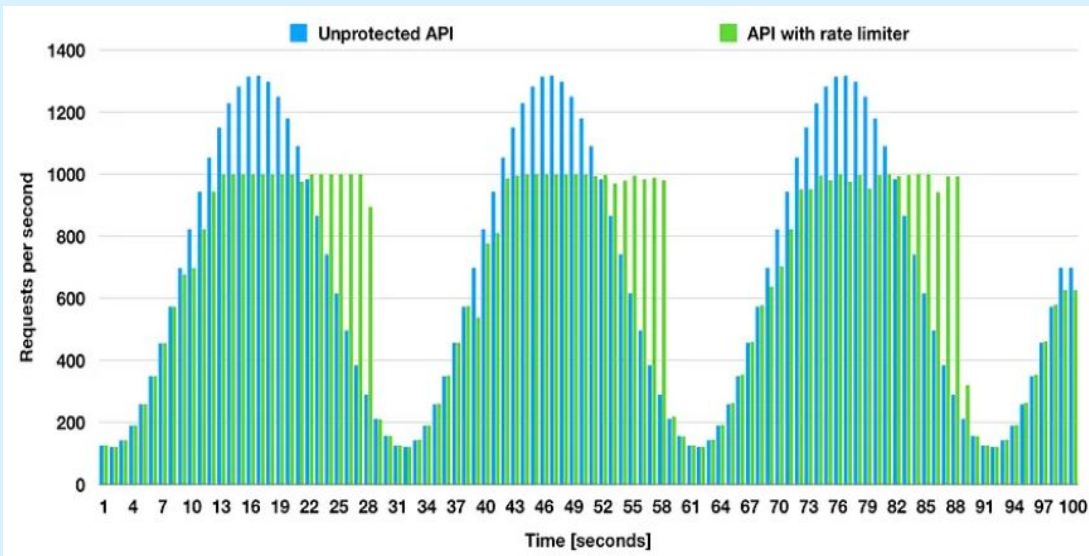
Types of Rate Limiting



**Total
Requests**



Key-Based



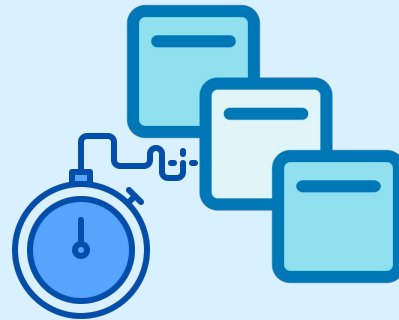
Rate Limit Exceeded



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

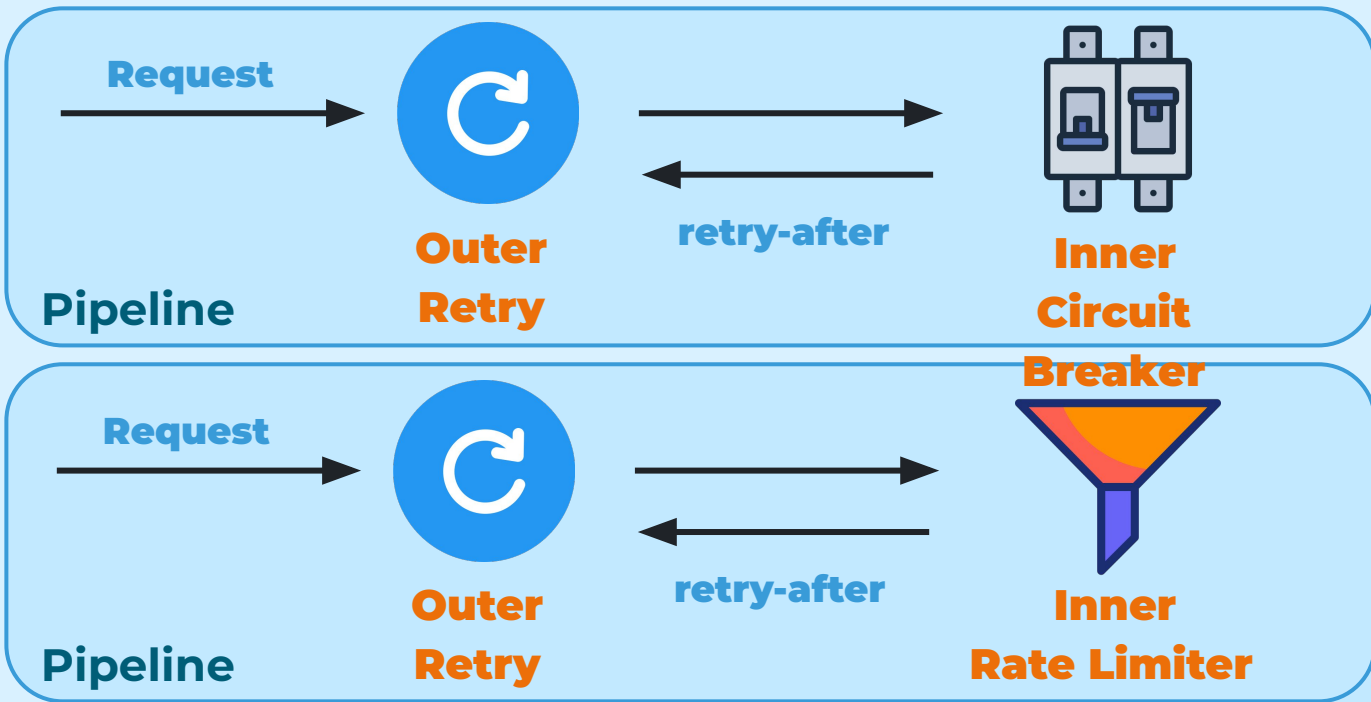


Wait: Place the request in a queue to be processed later when the rate limit allows



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

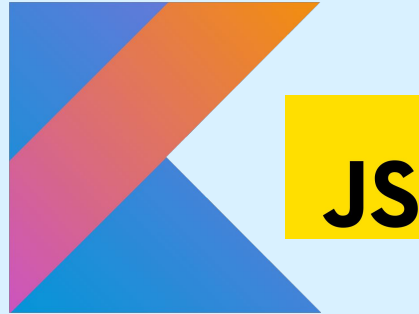
Mechanism Combination



Plugin Demos Architecture



Server



Client

Features:

- **Runs Kotlin in the browser**
- **Attest mechanism implementation**

Retry Plugin Demo



**Client
With Retry**



**Client
Without
Retry**

Overview:

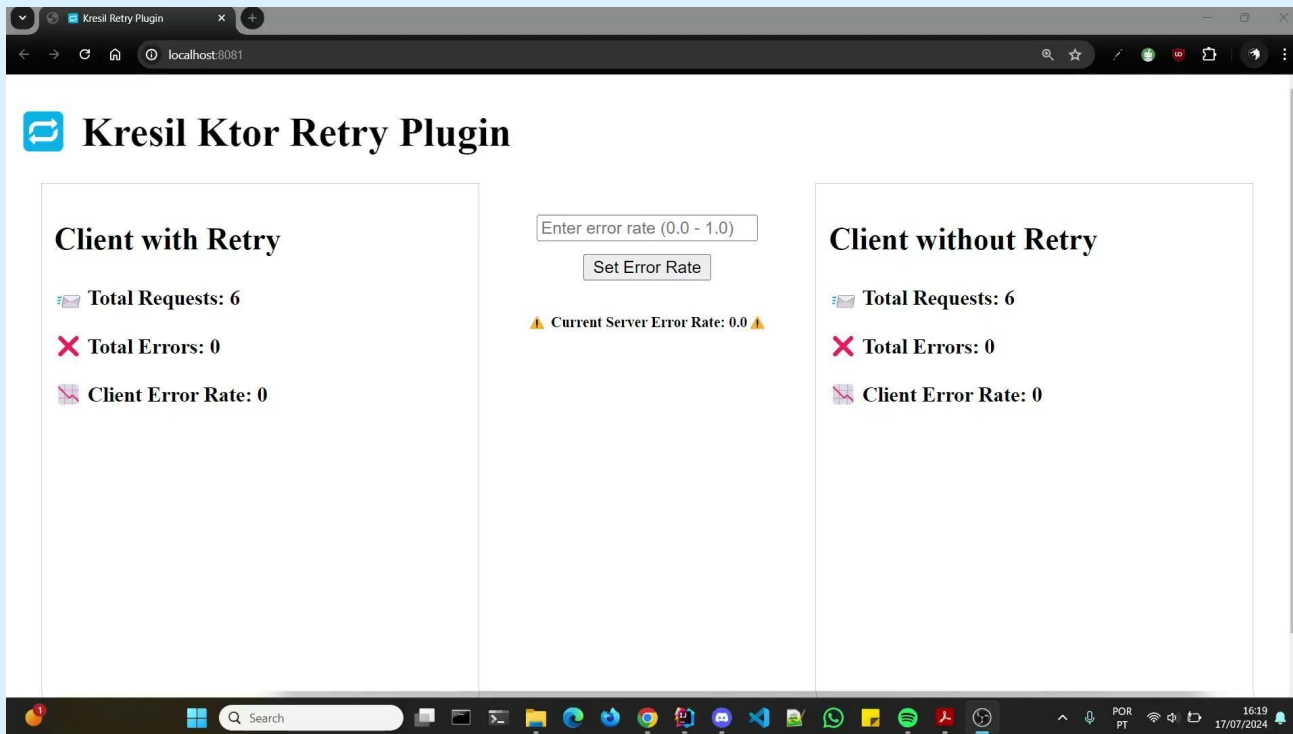
- **Server allows for adjustment of error rate**
- **Error rate affects request failure probability**
- **Clients display request error rate**

Objective: Demonstrate improved success rate to a unreliable server



Server

Retry Plugin Demo



The screenshot shows a web browser window with the title "Kresil Ktor Retry Plugin" and the address bar showing "localhost:8081". The page content is divided into three main sections:

- Client with Retry**: This section displays the following statistics:
 - Total Requests: 6
 - Total Errors: 0
 - Client Error Rate: 0
- Configuration**: This section contains a text input field with the placeholder "Enter error rate (0.0 - 1.0)", a "Set Error Rate" button, and a status message: "⚠️ Current Server Error Rate: 0.0 ⚠️".
- Client without Retry**: This section displays the following statistics:
 - Total Requests: 6
 - Total Errors: 0
 - Client Error Rate: 0

The Windows taskbar at the bottom of the screen shows the time as 16:19 on 17/07/2024, along with various system icons and application shortcuts.

Circuit Breaker Plugin Demo

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)

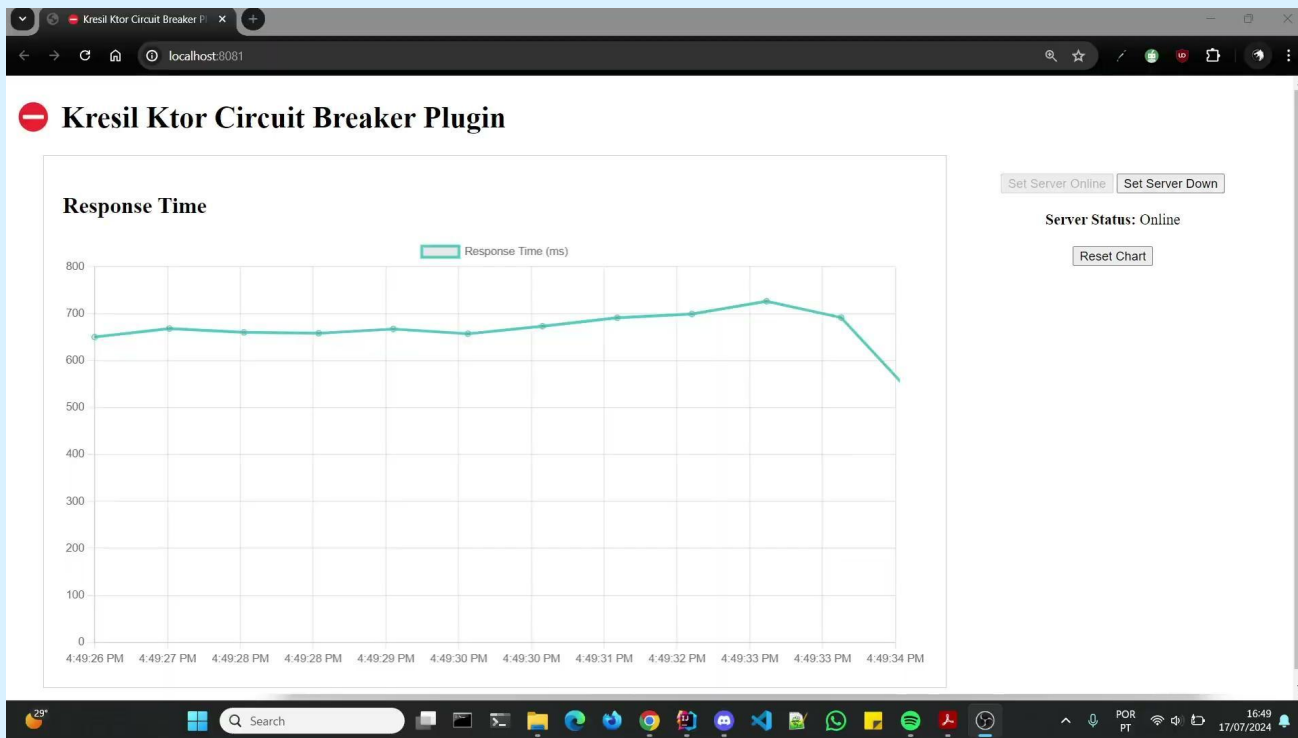


Client



Server

Circuit Breaker Plugin Demo



Rate Limiter Plugin Demo



Client

Overview:

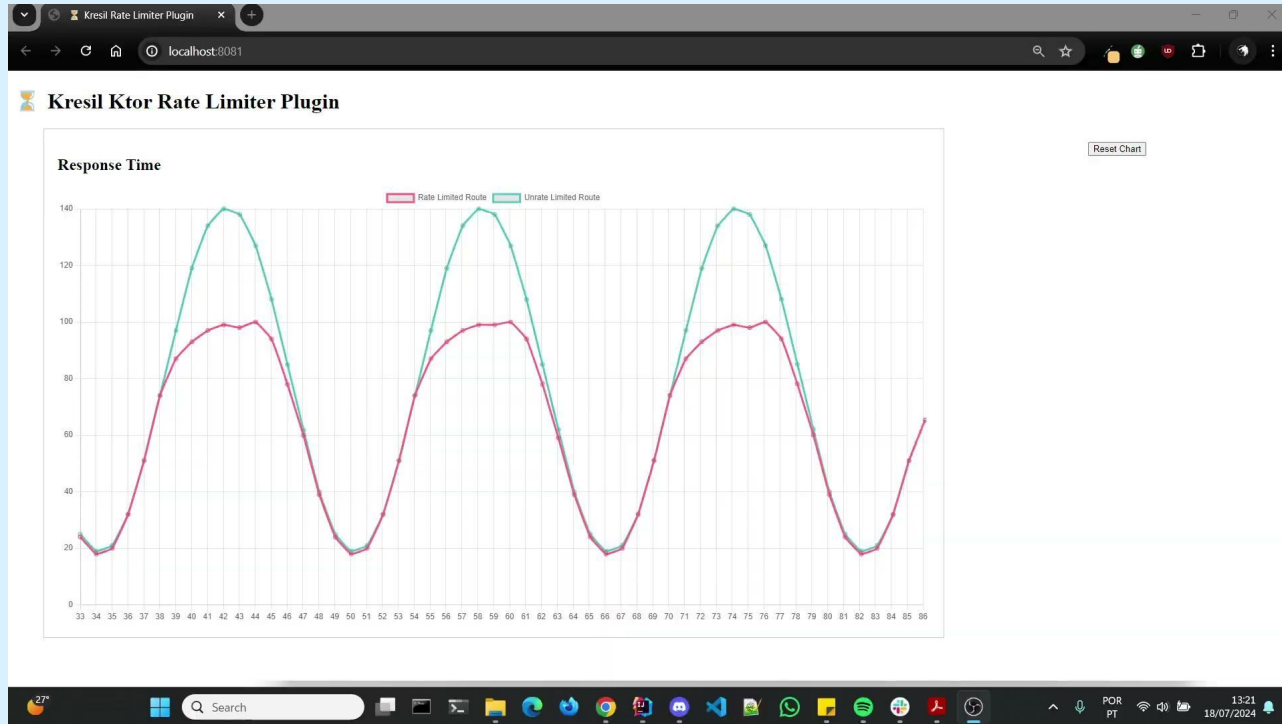
- Server has rate-limited and unlimited routes
- Client plots requests made to both routes over a time period

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

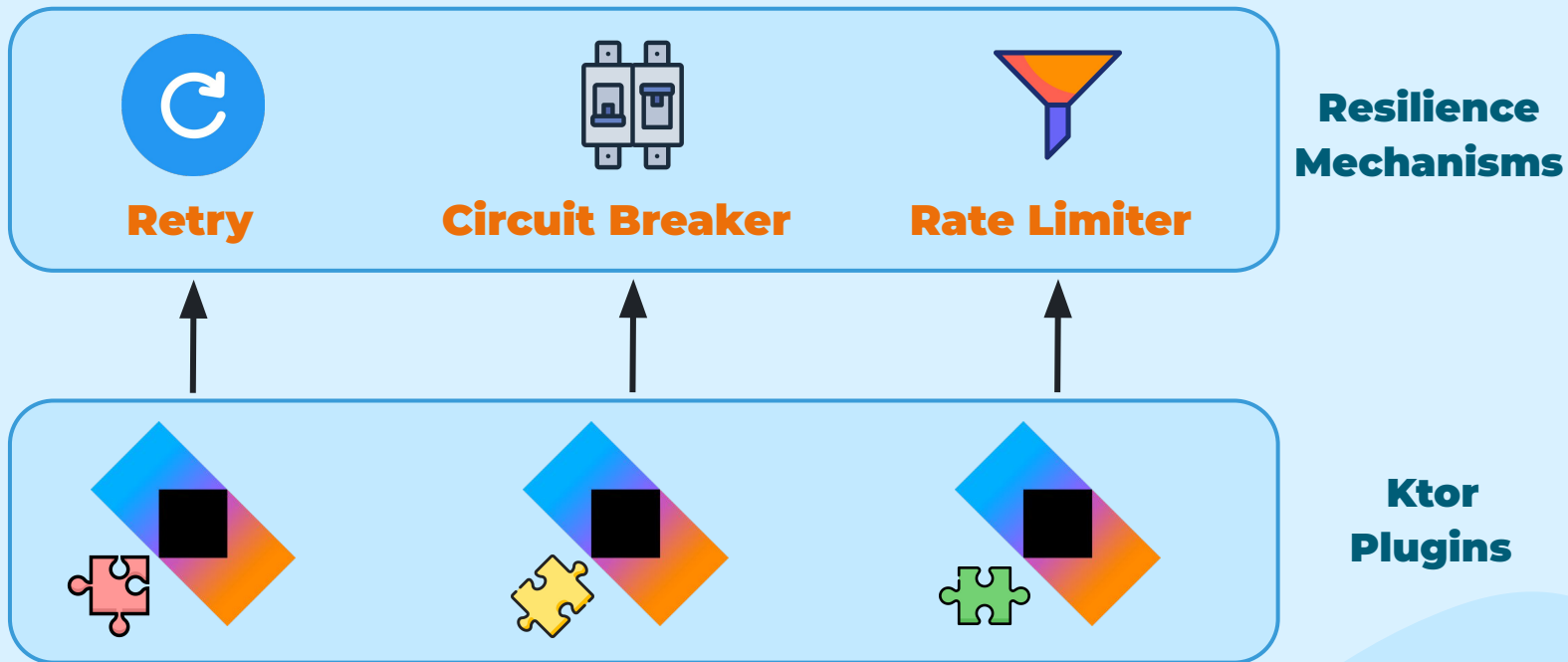


Server

Rate Limiter Plugin Demo



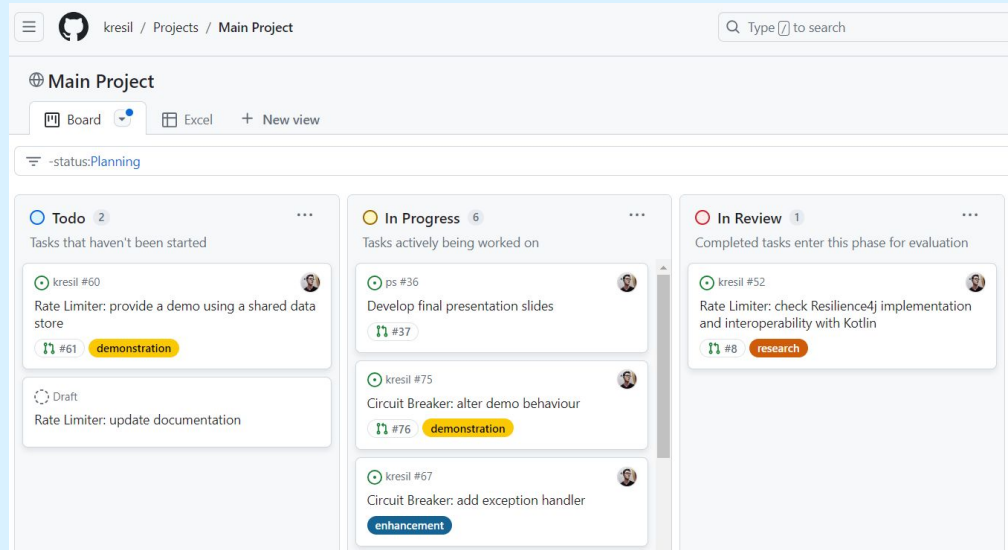
Conclusions



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

The screenshot shows the API documentation for the `CircuitBreaker` class in the `kresil-lib / kresil.circuitbreaker` package. The left sidebar contains a navigation tree with the following items:

- ▼ kresil-lib
 - ▼ kresil.circuitbreaker
 - CircuitBreaker**
 - ▼ kresil.circuitbreaker.config
 - CircuitBreakerConfig
 - ⓘ circuitBreakerConfig()
 - ▶ CircuitBreakerConfigBuilder
 - ⓘ defaultCircuitBreakerConfig()
 - ▼ kresil.circuitbreaker.event
 - ▶ CircuitBreakerEvent
 - ▼ kresil.circuitbreaker.exceptions
 - ⚡ CallNotPermittedException
 - ▶ kresil.circuitbreaker.state
 - ▶ kresil.circuitbreaker.state.reducer
 - ▶ kresil.circuitbreaker.state.slidingwindow
 - ▼ kresil.core.builders
 - ⚙️ ConfigBuilder
 - ⓘ mechanismConfigBuilder()

The main content area displays the `CircuitBreaker` class signature and a description:

```
class CircuitBreaker(  
    val config: CircuitBreakerConfig = defaultCircuitBreakerConfig()  
): FlowEventListenerImpl<CircuitBreakerEvent>
```

(source)

The Circuit Breaker is a **reactive** resilience mechanism that can be used to protect a system component from overloading or failing. By monitoring the health of the system, the circuit breaker can short-circuit execution requests when it detects that the system component is not behaving as expected. After a configurable timeout, the circuit breaker allows a limited number of test requests to pass through to see if the system has recovered. Depending on the test results, the circuit breaker can resume normal operation or continue to short-circuit requests. A circuit breaker is initialized with a configuration that, through pre-configured policies, define its behaviour. The circuit breaker implements the following state machine:

```
graph LR
    Closed[Closed] -- "failure rate exceeds  
or equals threshold" --> Open[Open]
    Open -- "after timeout" --> Closed
    Open -- "failure rate  
exceeds or  
equals threshold" --> Open
```

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