



# **Kresil - Kotlin Resilience**

## **Kotlin Multiplatform Library for Fault-Tolerance**

Francisco José Barbosa Engenheiro

Supervisor: Pedro Félix

Final report written for Project and Seminary  
BSc in Computer Science and Engineering

July 2024



INSTITUTO SUPERIOR DE ENGENHARIA DE LISBOA

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# Abstract

Text of the abstract. Brief description of the project, important results, and conclusions: the goal is to provide the reader with an overview of the project (should not exceed one page).

**Keywords:** list of keywords separated by ;.



# Resumo

Texto do resumo. Breve descrição do projeto, dos resultados importantes e das conclusões: o objetivo é dar ao leitor uma visão global do projeto (não deve exceder uma página).

**Palavras-chave:** lista de palavras-chave separadas por ;.





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# Chapter 1

## Introduction

### 1.1 Context

In the modern era, our reliance on digital services has grown exponentially, driving the need for these services to be highly reliable and available at all times. Whether it's financial transactions, healthcare systems, or social media platforms, users expect uninterrupted access and seamless experiences. This expectation places significant pressure on the underlying infrastructure to handle failures gracefully and maintain service continuity. Achieving this level of reliability requires sophisticated mechanisms to manage and mitigate faults effectively.

Most of these services are built on top of a distributed system, which consist of independent networked computers that present themselves to users as a single, coherent system [1]. Given the complexity of these systems, they are susceptible to failures caused by a variety of factors, such as hardware malfunctions, software bugs, network issues, communication problems, or even human errors. As such, it is crucial to ensure that services within distributed systems are resilient and fault-tolerant.

Fault tolerance and fault resilience are key concepts in this context, and while they are related and sometimes used interchangeably, they have subtle differences [2]:

- **Fault Tolerance:** A fault-tolerant service is a service that is able to maintain all or part of its functionality, or provide an alternative, when one or more of its associated components fail. The user does not observe any fault except for some possible delay during which failover occurs.
- **Fault Resilience:** A fault-resilient service acknowledges faults but ensures that they do not impact committed data (i.e., the database may respond with an error to the attempt to commit a transaction, etc.).

These distinctions are important, because it is possible to regard a fault-tolerant service as suffering *no* downtime even if the machine it is running on crashes, whereas the potential data fault in a fault resilient service counts toward downtime.

## 1.2 Resilience Mechanisms

Over the years, several resilience mechanisms have been developed to help implemented build more robust and reliable systems. These mechanisms provide a set of tools and strategies to handle the inevitable occurrence of failures. Some of the most common mechanisms are described in table 1.1.

Table 1.1: Resiliency mechanisms from *Resilience4j* [3] documentation

Name	Funcionality	Description
<b>Retry</b>	Repeats failed executions.	Many faults are transient and may self-correct after a short delay.
<b>Circuit Breaker</b>	Temporary blocks possible failures.	When a system is seriously struggling, failing fast is better than making clients wait.
<b>Rate Limiter</b>	Limits executions/period.	Limit the rate of incoming requests.
<b>Time Limiter</b>	Limits duration of execution.	Beyond a certain wait interval, a successful result is unlikely.
<b>Bulkhead</b>	Limits concurrent executions.	Resources are isolated into pools so that if one fails, the others will continue working.
<b>Cache</b>	Memorizes a successful result.	Some proportion of requests may be similar.
<b>Fallback</b>	Defines an alternative value to be returned (or action to be executed) on failure.	Things will still fail - plan what you will do when that happens.

## 1.3 Technologies

Kotlin Multiplatform (not in depth)

## 1.4 Project Goal

Multiplatform library for kmp with resilience mechanisms

## 1.5 Related Work

### 1.5.1 Ktor

Mention plugin integration

### 1.5.2 Other solutions

Other libraries with resilience mechanisms: Polly, resilience4j, Hystrix, Arrow

## 1.6 Document Structure



## Chapter 2

# Kotlin Multiplatform

### 2.1 Project Structure

Mention gradle project (divide in modules, gradle build file)

### 2.2 Platform-Dependent Code

### 2.3 Running Tests

### 2.4 Other Aspects

What was done to have concurrency, logging, CI integration, etc





## Chapter 3

# Common Design and Implementation Strategy

For all mechanisms

### 3.1 Design Aspects

All the design and implementation aspects that are common to all mechanisms - use mechanism model

### 3.2 Implementation Aspects

- configuration - decoration - ktor pipeline plugin integration



## Chapter 4

# Retry

### 4.1 Introduction

- Why it exists (1) - Functional characterization (2)

### 4.2 Configuration

- mention default values and why they were chosen

### 4.3 Implementation Aspects

### 4.4 Ktor Integration



## Chapter 5

# Circuit Breaker

### 5.1 Introduction

- Why it exists (1) - Functional characterization (2)

### 5.2 Configuration

- mention default values and why they were chosen

### 5.3 Implementation Aspects

### 5.4 Ktor Integration



# Bibliography

- [1] FreeCodeCamp contributors. A thorough introduction to distributed systems. <https://www.freecodecamp.org/news/a-thorough-introduction-to-distributed-systems-3b91562c9b3c>, 2024. [Online; accessed 5-March-2024].
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## Appendix A

### Appendix Example

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