

Middleware Architectures 1

Lecture 6: High Availability and Performance

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Good Performance

- What influences good performance?
 - *Number of users and concurrent connections*
 - *Number of messages and messages' sizes*
 - *Number of services*
 - *Infrastructure – capacity, availability, configuration, ...*
- How can we achieve good performance?
 - *Infrastructure*
 - *Scalability, failover, cluster architectures*
 - *Performance tuning*
 - *Application Server, JVM memory, OS-level tuning, Work managers configuration*
 - *Service configuration*
 - *Parallel processing, process optimization*

Overview

- **Definitions**
- Load Balancers
- Performance Tuning

Definitions

- Scalability
 - *server scalability*
 - *ability of a system to scale – when input load changes*
 - *users should not feel a difference when more users access the same application at the same time*
 - **horizontal scaling**
 - *adding new instances of applications/servers*
 - **vertical scaling**
 - *adding new resources (CPU, memory) to a server instance*
 - *network traffic*
 - *bandwidth capacity influences performance too*
 - *service should limit the network traffic through caching*
- Availability
 - *probability that a service is operational at a particular time*
 - *e.g., 99.9987% availability – downtime ~44 seconds/year*
- SLA – Service Level Agreement
 - *Guarantee of service availability*
 - *When availability is below a guaranteed value, a customer can get a discount*

Definitions (Cont.)

- **High Availability**
 - When a server instance fails, operation of the application can continue
 - Failures should affect application availability and performance as little as possible
- **Application Failover**
 - When an application component performing a job becomes unavailable, a copy of the failed object finishes the job.
 - Issues
 - A copy of the failed object must be available
 - A location and operational status of available objects must be available
 - A processing state must be replicated
- **Load Balancing**
 - Distribution of incoming requests across server instances

Performance Metrics

- **Response Time**
 - A client-side metric



- CPU intensive service or a bad configuration of a service
 - consider asynchronous processing when CPU intensive
- Writing to a data store

Performance Metrics

- Queries/Requests per Second (QPS)

- A server-side metric



- Caching may improve performance

- even if data changes often, with high QPS caching improves a lot

Overview

- Definitions
- **Load Balancers**
- Performance Tuning

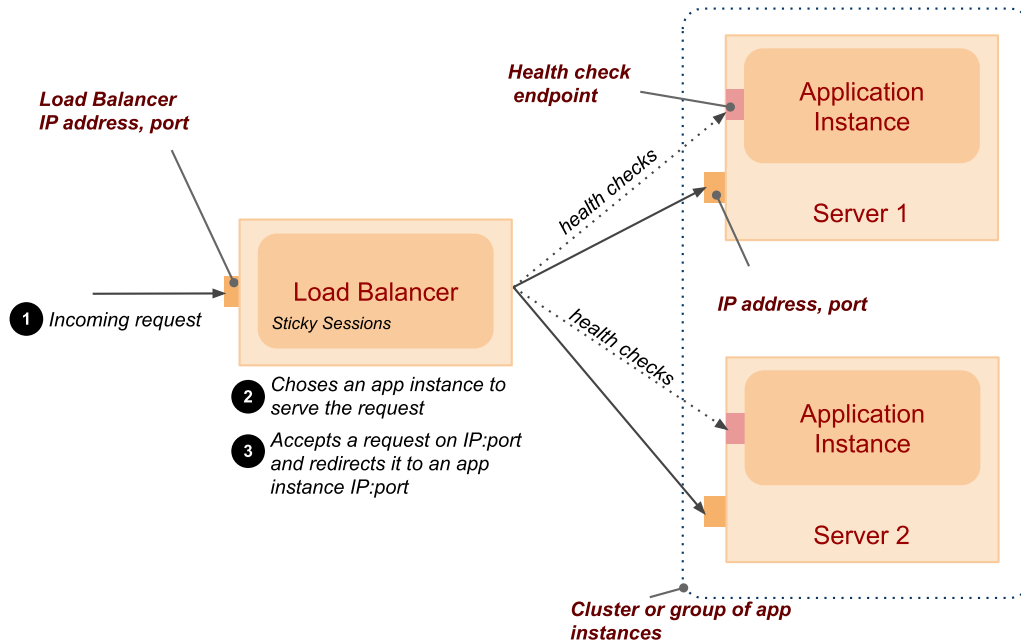
Load Balancing

- Distributes a load to multiple app/object instances
 - App instances run on different machines
 - Load sharing: equal or with preferences
 - Health checks
- Types
 - DNS-based load balancer
 - DNS Round Robin
 - NAT-based load balancer (Layer-4)
 - **Reverse-proxy load balancer** (Layer-7)
 - application layer
 - Sticky sessions
 - JSession, JSession-aware load balancer
 - Client-side load balancer
 - LB run by a client
 - a client uses a replica-aware stub of the object from the server

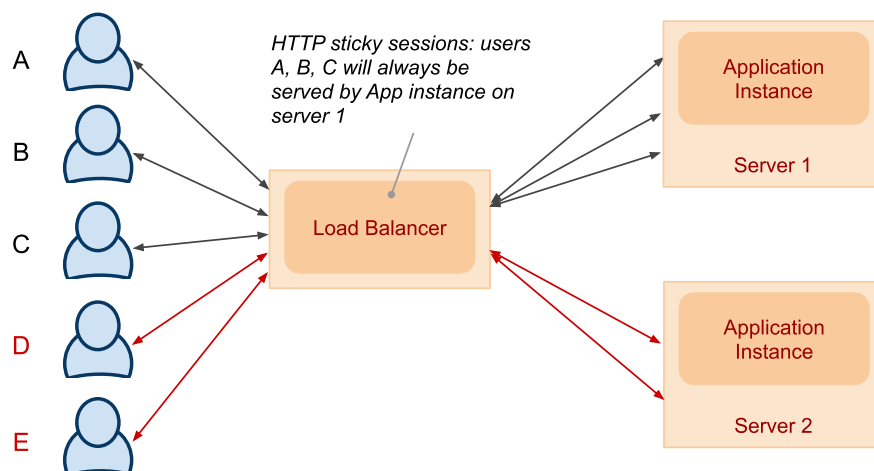
DNS-based Load Balancer

- DNS Round Robin
 - A DNS record has multiple assigned IP addresses
 - DNS system delivers different IP addresses from the list
 - Example DNS A Record:
`company.com A 147.32.100.71 147.32.100.72 147.32.100.73`
- Advantages
 - Very simple, easy to implement
- Disadvantages
 - IP address in cache, could take hours to re-assign
 - No information about servers' loads and health

Reverse Proxy Load Balancer



HTTP Sticky Sessions Example



- How to identify a server that hosts the session state
 - *Passive cookie persistence* – LB uses a cookie from the server
 - *Active cookie persistence* – LB adds its own cookie

Types of Load Balancers

- Software

- Apache `mod_proxy_balancer`, `NGINX`
 - HTTP Session persistence – sticky sessions
 - Various configuration options
- WebLogic proxy plug-in

```
1 <Location /soa-infra>
2     SetHandler weblogic-handler
3     WebLogicCluster czfmwapp03-vf:8001,czfmwapp04-vf:8001,czfmwapp05-vf:800
4 </Location>
5
```

`/soa-infra` is a first part of an URL path that rules in this `Location` will be applied (this is a standard Apache configuration mechanism)

`WebLogicCluster` specifies the list of backend servers for load balancing

- Hardware

- Cisco, Avaya, Barracude

Round-Robin Algorithm

- Uses

`request` – client request with or without a cookie information

`server_list` – a list of backend servers that can process the request

`rbinx` – round robin index

`sticky_sessions` – associative array of pairs `<session_id,server>`

`unhealthy_treshold` – a number of negative consecutive health checks before moving the server to the "unhealthy" state.

- Round Robin Algorithm

- if `session_id` exist in the `request` and in `sticky_sessions`
 - send the `request` to the server `sticky_sessions[session_id]`
- otherwise
 - send the `request` to the `rbinx` server in the `server_list`
 - extract `session_id` from the response from the server
 - if the `session_id` exist, add a pair `<session_id;server_list[rbinx]>` to `sticky_sessions`
 - increase `rbinx` by one or reset it to 0 if it exceeds the length of `server_list`

Health Check

- Health Check
 - For each server in the `server_list`
 - call the server's healthcheck endpoint
 - if a number of failed health checks for the server exceeds the `unhealthy_threshold`
 - remove the server from the `server_list`
 - if the server was unhealthy and there was a successful healthcheck
 - add the server back to the `server_list`

Backend Server Selection Options

- Backend server with a weight and a backup server
 - NGINX example:

```
http {
    upstream backend {
        server backend1.example.com weight=5;
        server backend2.example.com;
        server 192.0.0.1 backup;
    }

    server {
        location / {
            proxy_pass http://backend;
        }
    }
}
```
- Least connections
 - A request is sent to a server with the least number of active connections
- Least time
 - A request is sent to a server with the lowest average response time and the lowest number of active connections
 - Time can be:
 - Time to receive the response header
 - Time to receive full response body

Backend Server Selection Options (Cont.)

- Limiting the Number of Connections
 - *Maximum number of connections per backend server*
 - *Number of connections in the queue*

```
upstream backend {  
    server backend1.example.com max_conns=3;  
    server backend2.example.com;  
    queue 100 timeout=70;  
}
```
- Hash (ip hash, generic hash)
 - *A server to which a request is sent is determined from the client IP address or an arbitrary value (string, request URL, etc.)*
- Server Slow-Start
 - *This prevents a recently recovered server from being overwhelmed*
 - *During server slow-start, connections may time out*
 - *This may cause the server to be marked as failed again.*

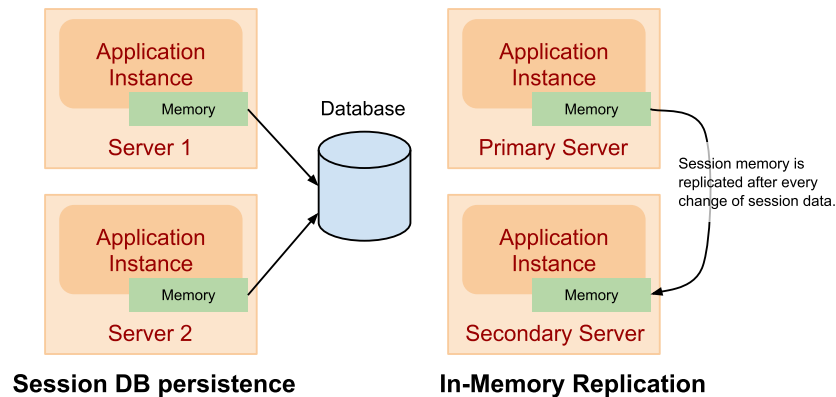
Session Persistence

- Session Persistence
 - *Sticky cookie*
 - *A cookie defined by the load balancer for every client*

```
upstream backend {  
    server backend1.example.com;  
    server backend2.example.com;  
    sticky cookie srv_id expires=1h domain=.example.com path=/;  
}
```

 - *Sticky learn*
 - *LB finds a cookie by inspecting requests and responses*
 - *LB uses the cookie for subsequent redirection*

Session State Persistence and Replication



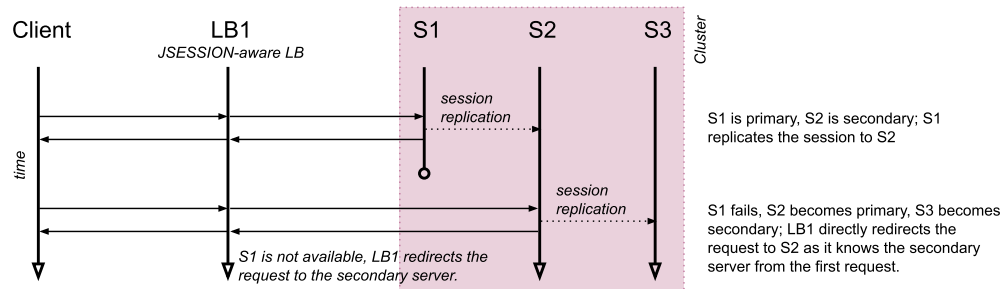
- Session DB persistence
 - Session information is maintained in the database
 - Does not require sticky sessions in LB
 - Implements **HttpSession** interface that writes data to the DB
- In-memory replication
 - A **primary server** holds a session state, the **secondary server** holds its replica.
 - Information about primary and secondary servers are part of **JSession**

In-Memory Replication

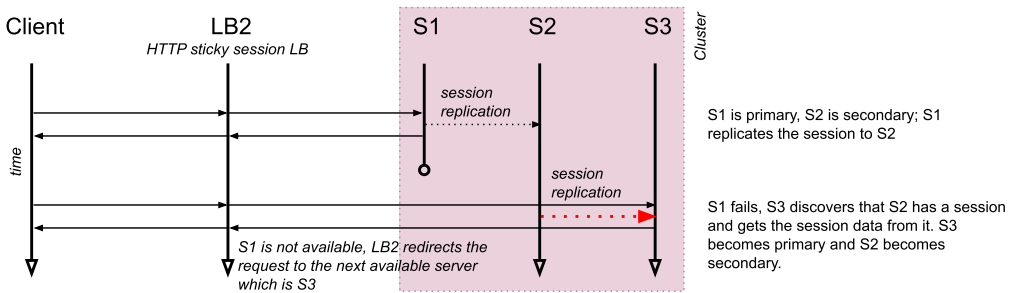
- Session format
 - It's a cookie
 - **JSESSIONID=SESSION_ID!PRIM_SERVER_ID!SEC_SERVER_ID!CREATION_TIME**
 - SESSION_ID** – session id, generated by the server to identify memory associated with the session on the server
 - PRIM_SERVER_ID** – ID of the managed server holding the session data
 - SEC_SERVER_ID** – ID of the managed server holding the session replica
 - CREATION_TIME** – time the session data was created/updated
- How LB uses this information
 - LB has information whether the server is running or not (via healthchecks)
 - if the primary server is running, it redirects the request there
 - if the primary server is not running, it redirects the request to the secondary server directly
 - if primary and secondary servers are not running, it redirect the request to any other server it has in the list – this may cause side effects!

In-Memory Replication Scenarios

Scenario A: JSession-aware load balancer



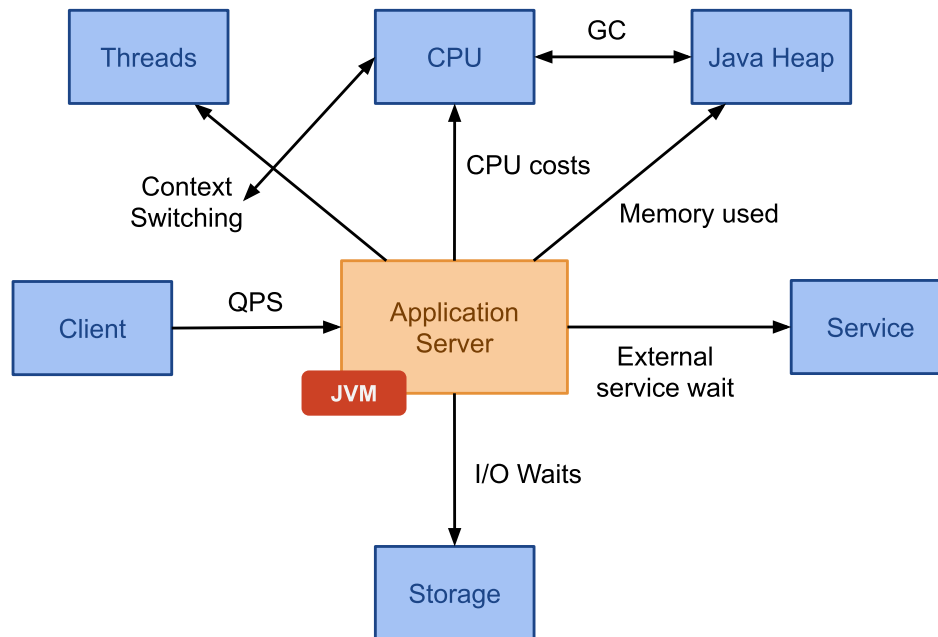
Scenario B: HTTP sticky session load balancer



Overview

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- Performance Tuning

Performance Limiting Factors



Monitoring

- Important to understand performance
 - DevOps monitoring trends
- What you need
 - Collect → Filter → Store → View → **Tune**
 - Metrics, dashboards, alerting, log management, reporting, tracing capabilities
 - It is necessary to organize metrics well in order to understand what is going on
 - Start from a high-level process, detail to technical components
- Source
 - Application server
 - usually management beans with JMX interfaces
 - log files (access logs, server logs, etc.)
 - OS
 - many utilities available out of the box
 - open sockets, memory, context switches, I/O performance, CPU usage
 - Database
 - applications may write metrics to the DB
 - SQL scripts to collect metrics

Monitoring Tools

- Commercial Monitoring Solutions
 - *Application server vendor usually offers a monitoring solution*
 - *AppDynamics, Oracle Enterprise Manager, Splunk*
 - *Google stackdriver, Amazon AWS CloudWatch*
- Open source examples
 - *Elasticsearch + LogStash + Kibana*
 - *InfluxDB + Telegraph + DataGraph*