Building Fault Tolerant Micro Services

Kristoffer Erlandsson

kristoffer.erlandsson@avanza.se

@kerlandsson







Building Fault Tolerant Why? Micro Samigesterns

Failure modes

Monitoring guidelines

Kristoffer Erlandsson

AVANZAII

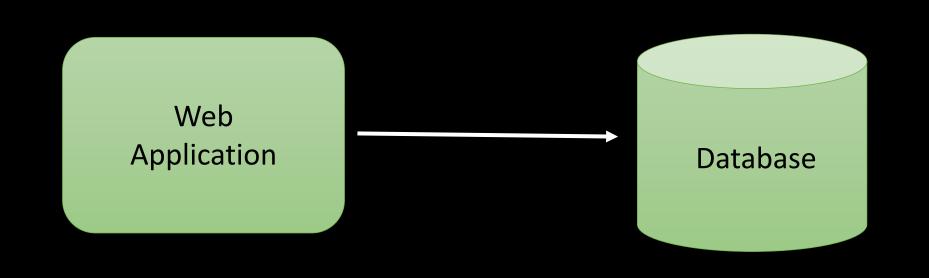
AVANZAII

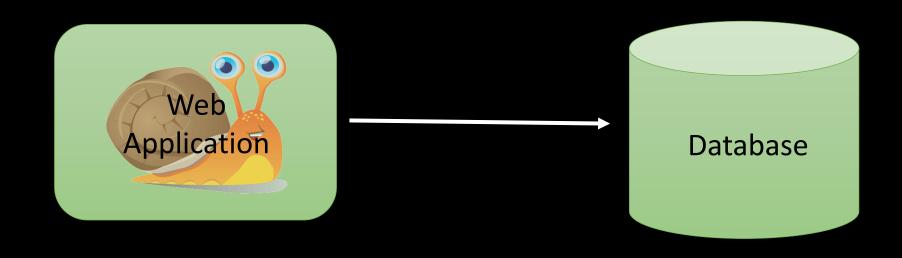
250+ services

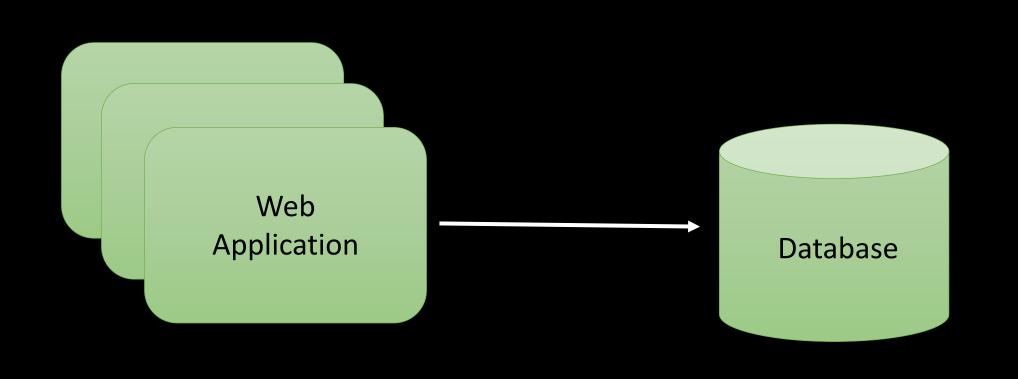
1000+ service instances (JVMs)

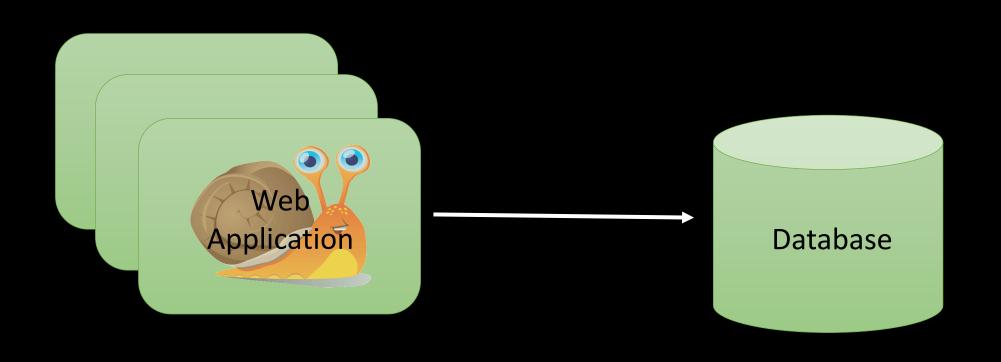
Largest actor on the Stockholm Stock Exchange

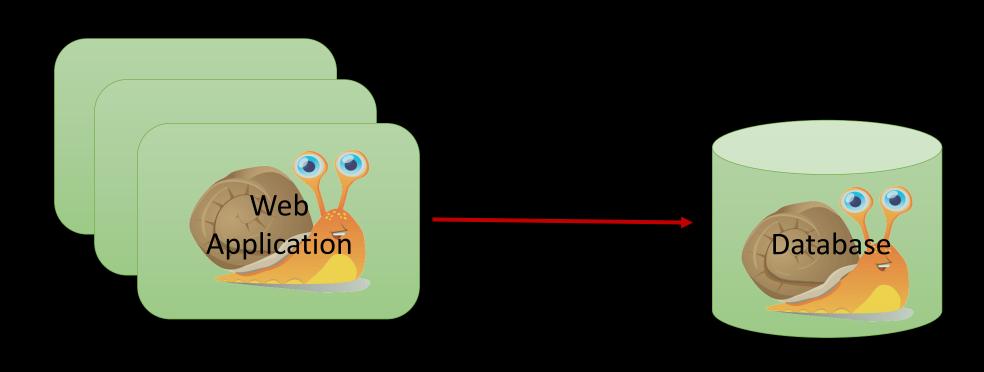


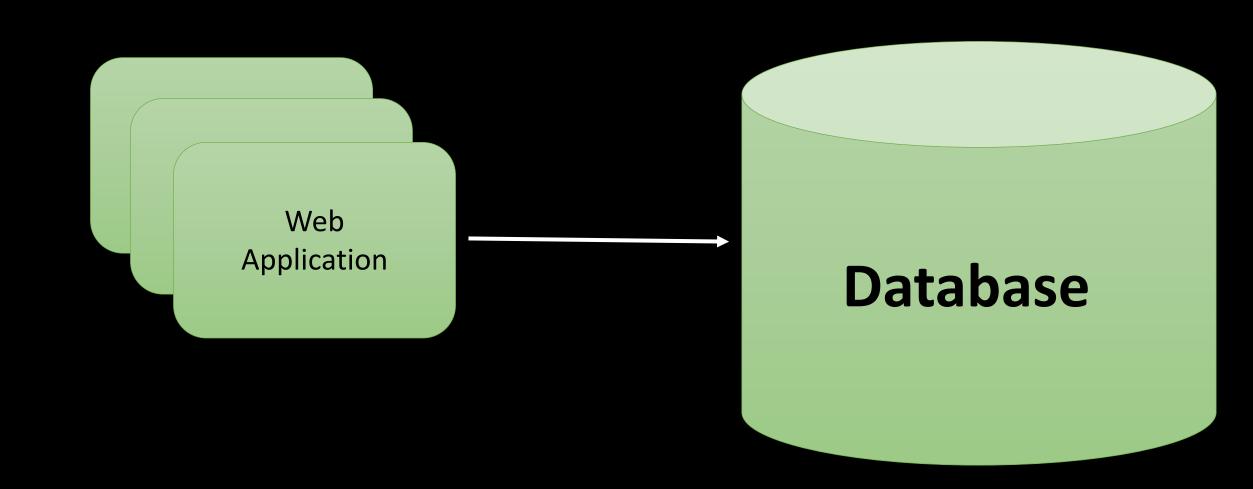




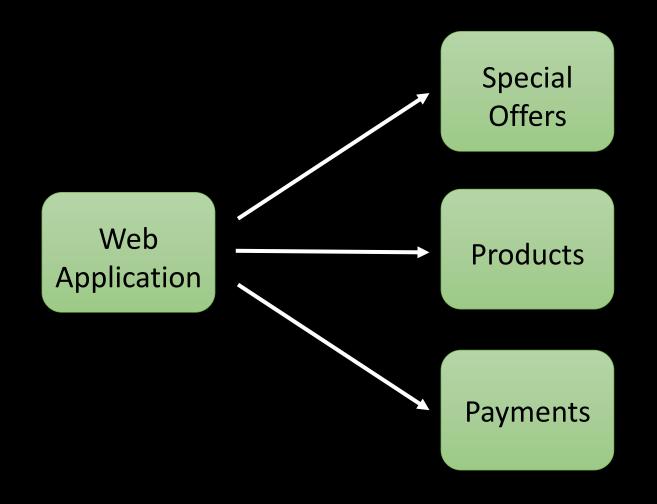




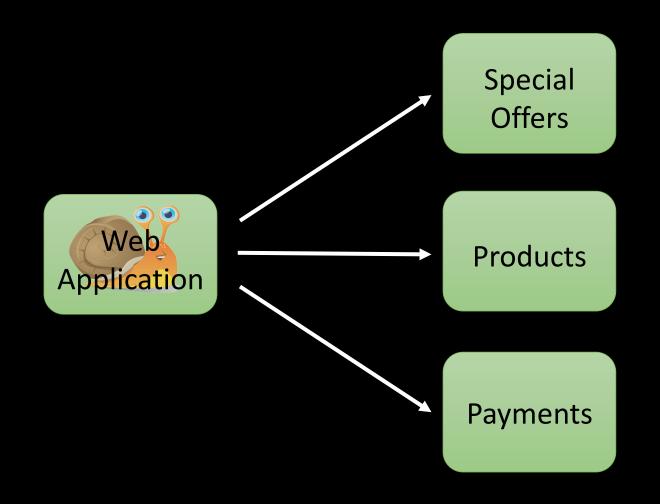


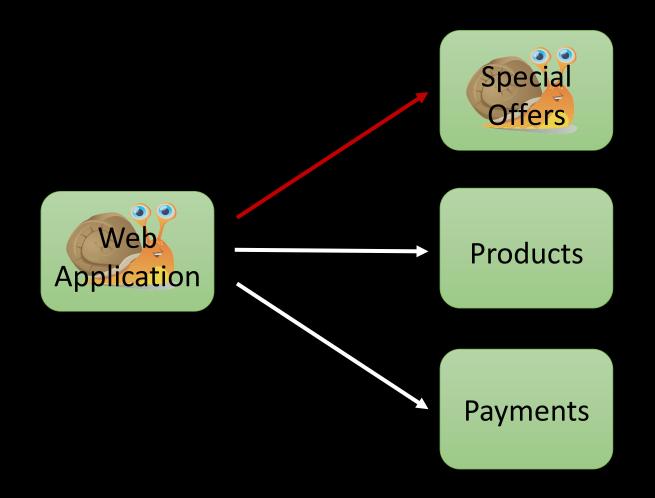


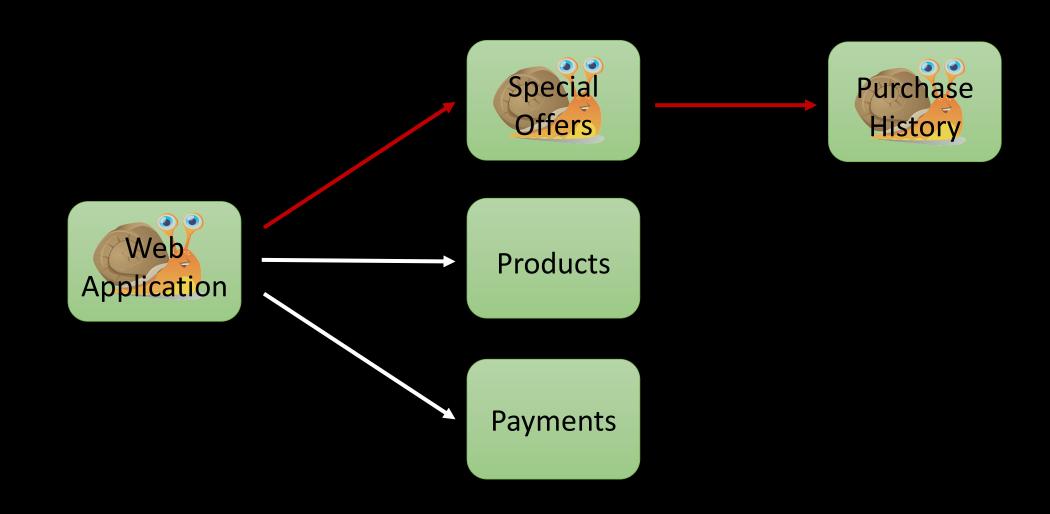


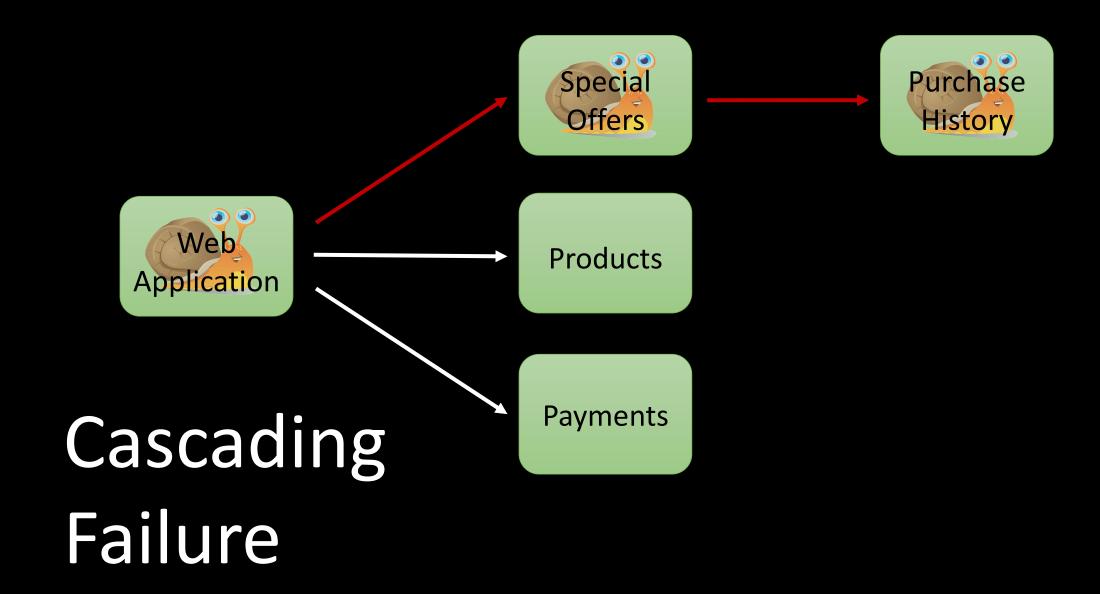












How about increasing availability?

0.9999

5 minutes per year

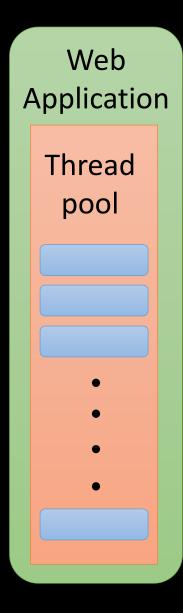
1000 service instances?

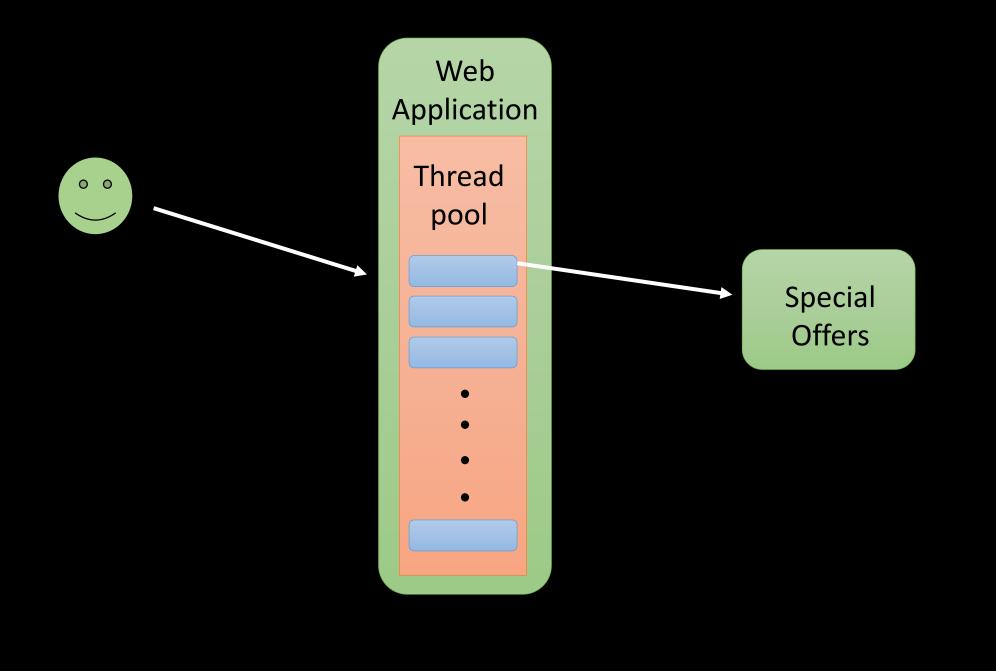
0.9999

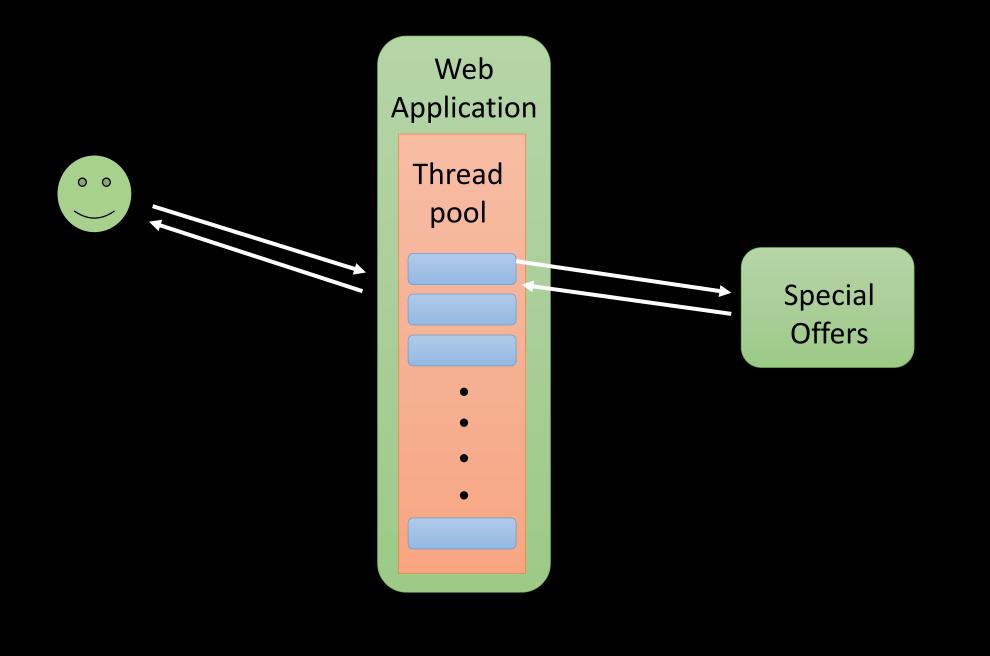
$0.99999^{1000} \approx 0.99$

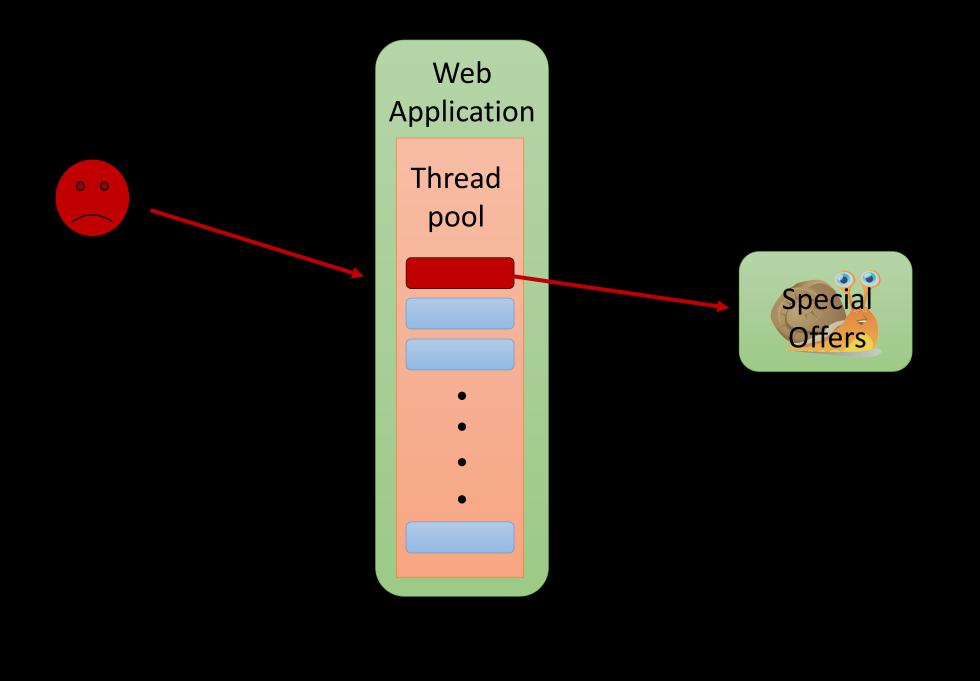
87 hours per year

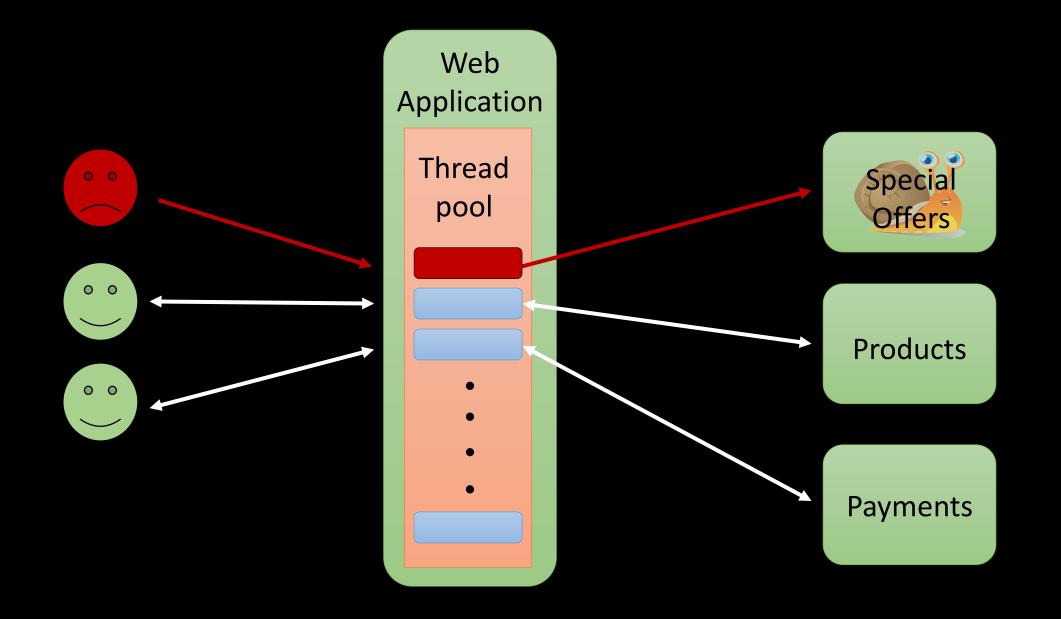
Design for Failure

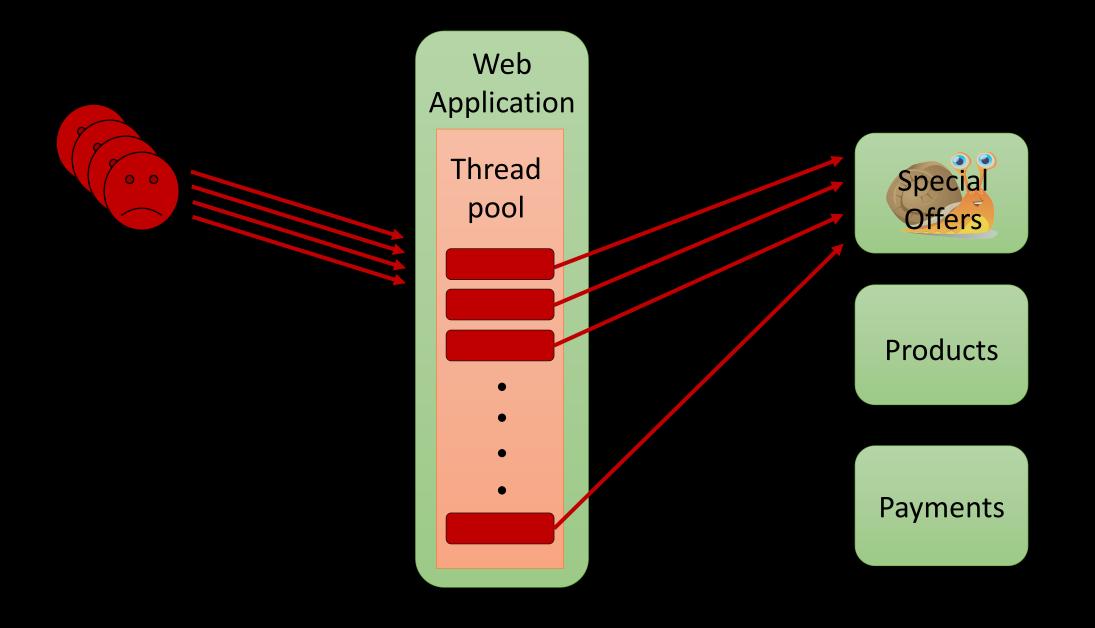


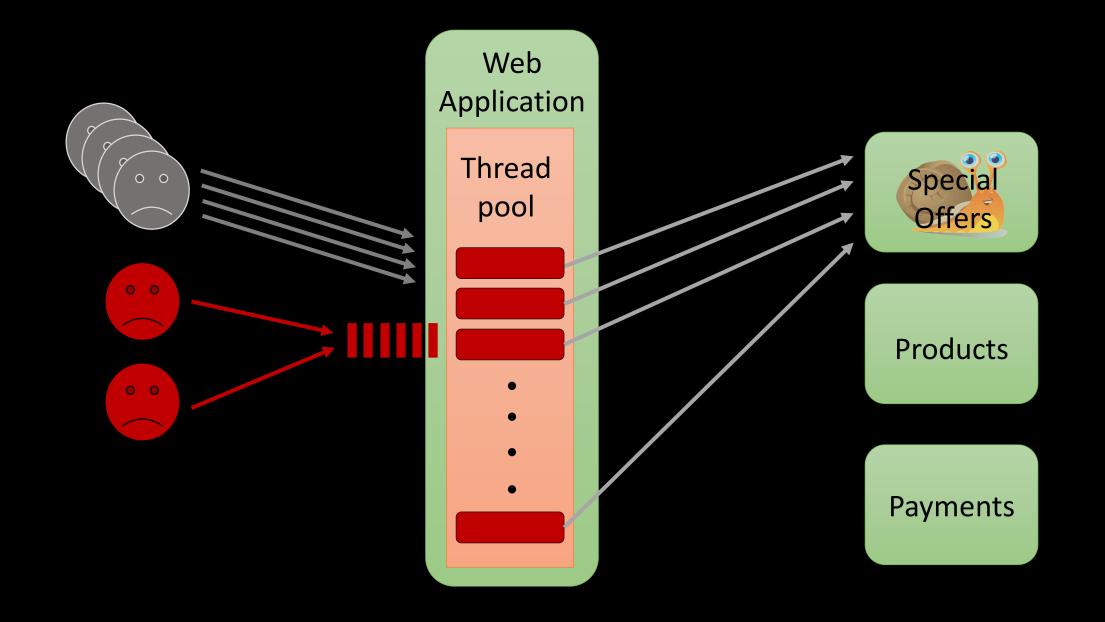












```
URL url = new URL("http://acme-books.com/special-offers");
URLConnection connection = url.openConnection();
connection.connect();
InputStream inputStream = connection.getInputStream();
// Read response from stream
```

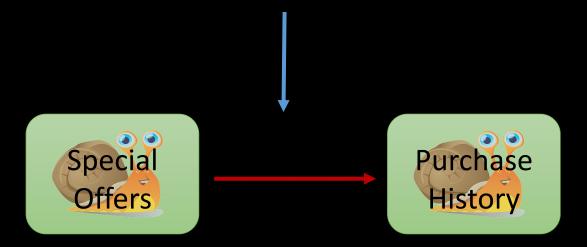
USIE

Prevents blocked threads

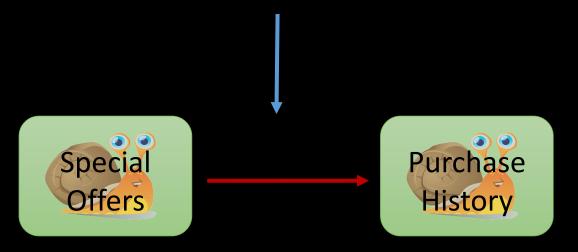
```
URL url = new URL("http://acme-books.com/special-offers");
URLConnection connection = url.openConnection();
connection.setConnectTimeout(100);
connection.setReadTimeout(500);
connection.connect();
InputStream inputStream = connection.getInputStream();
// Read response from stream
```

Set Aggresive Timeouts

Timeouts here?



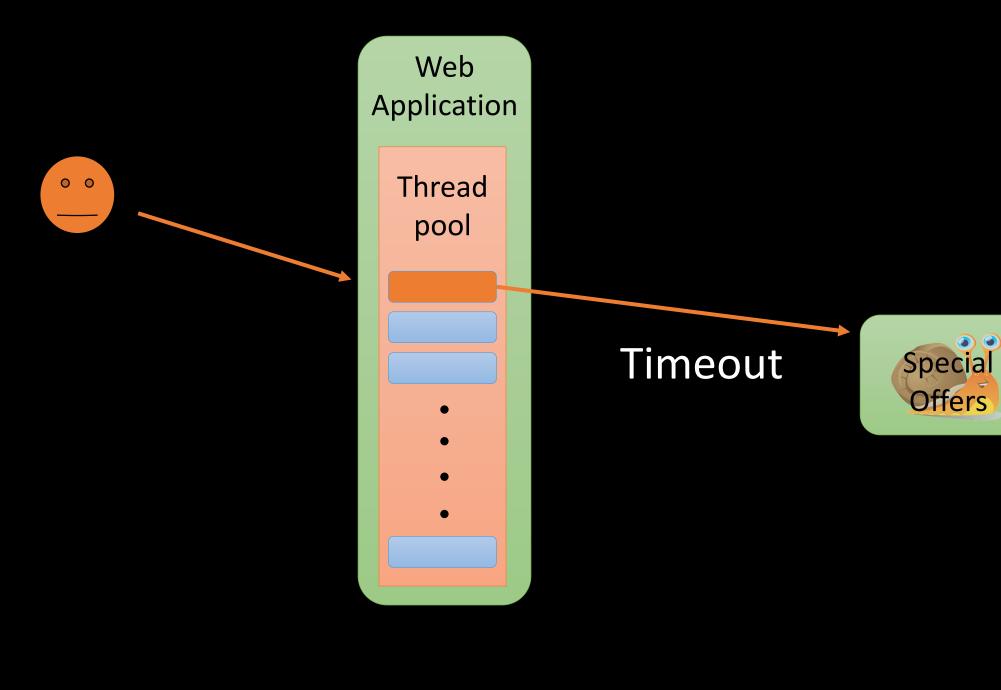
Here too!

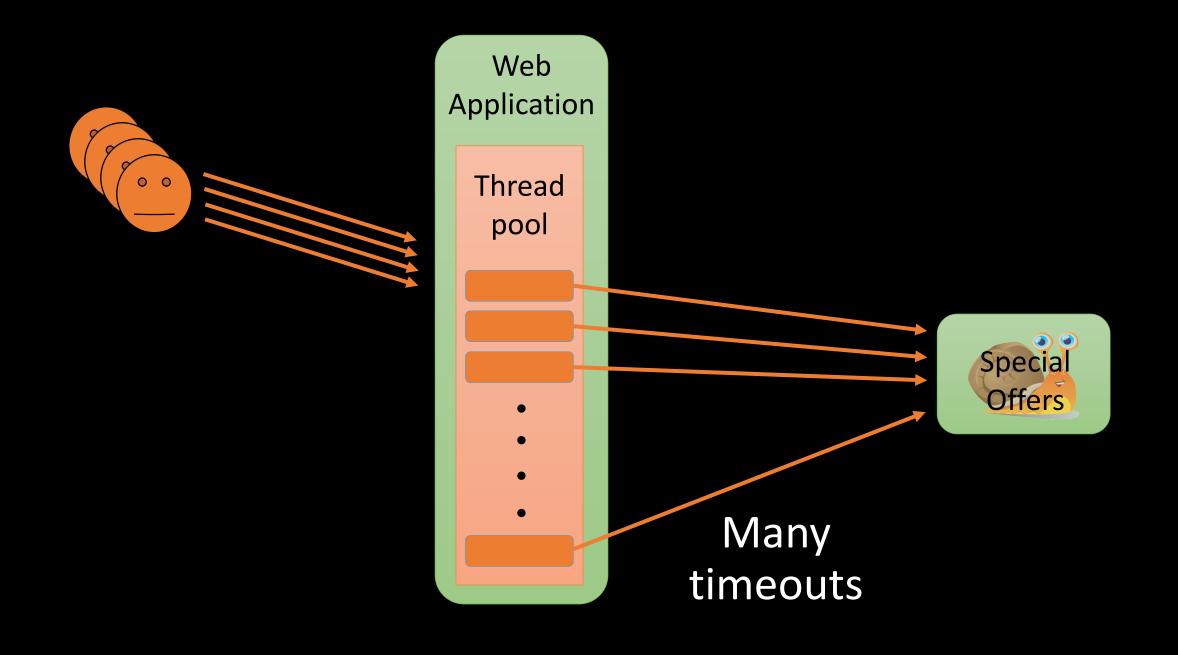


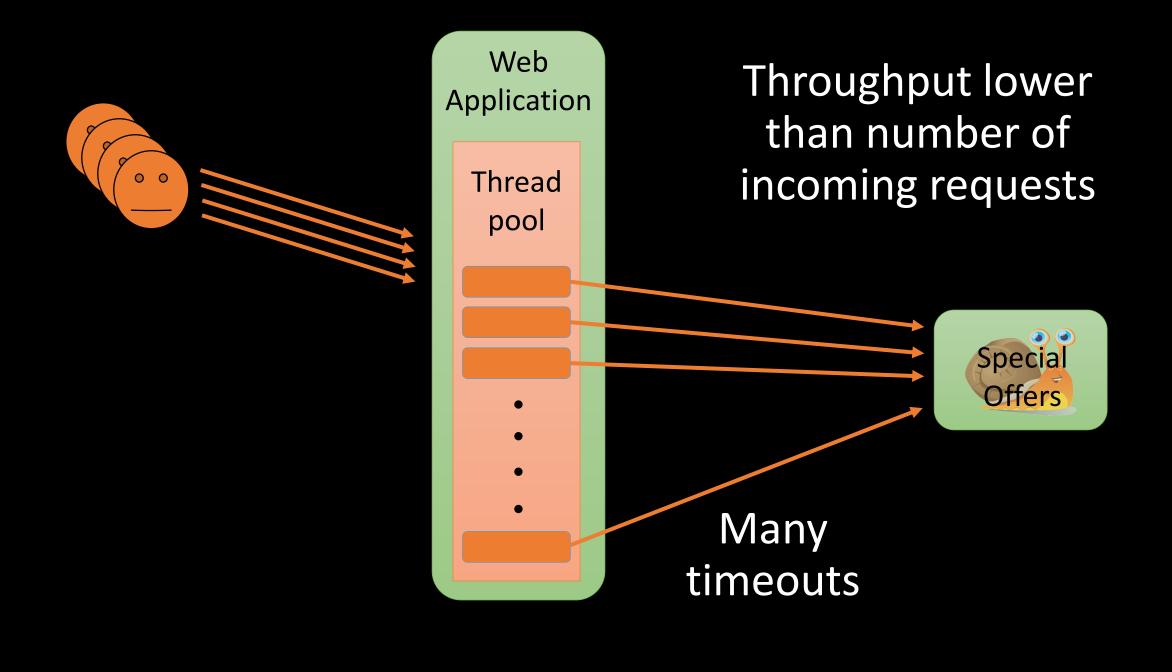


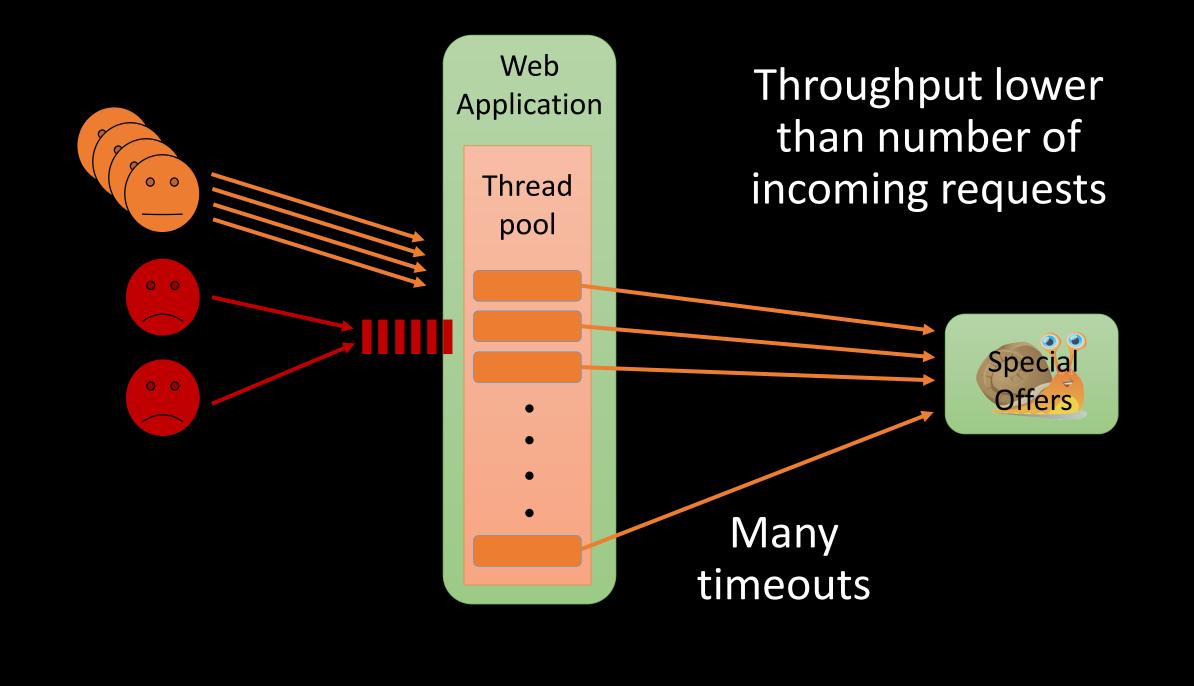
Terrible response times

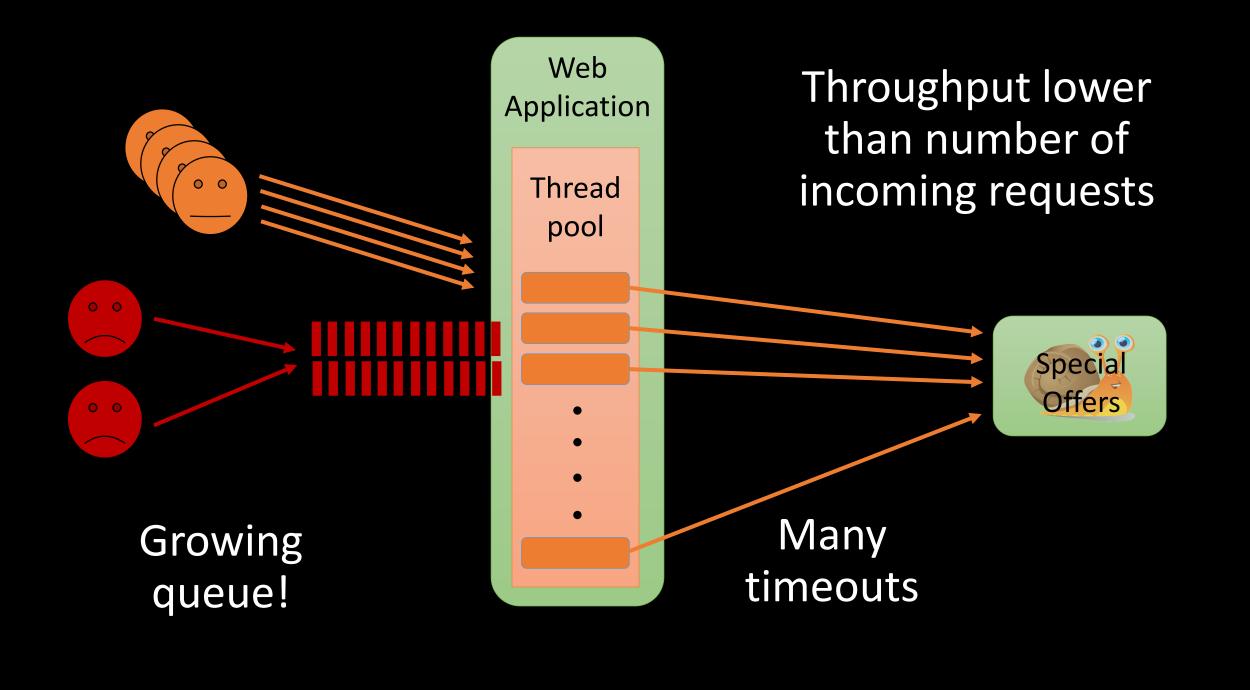
Awful throughput









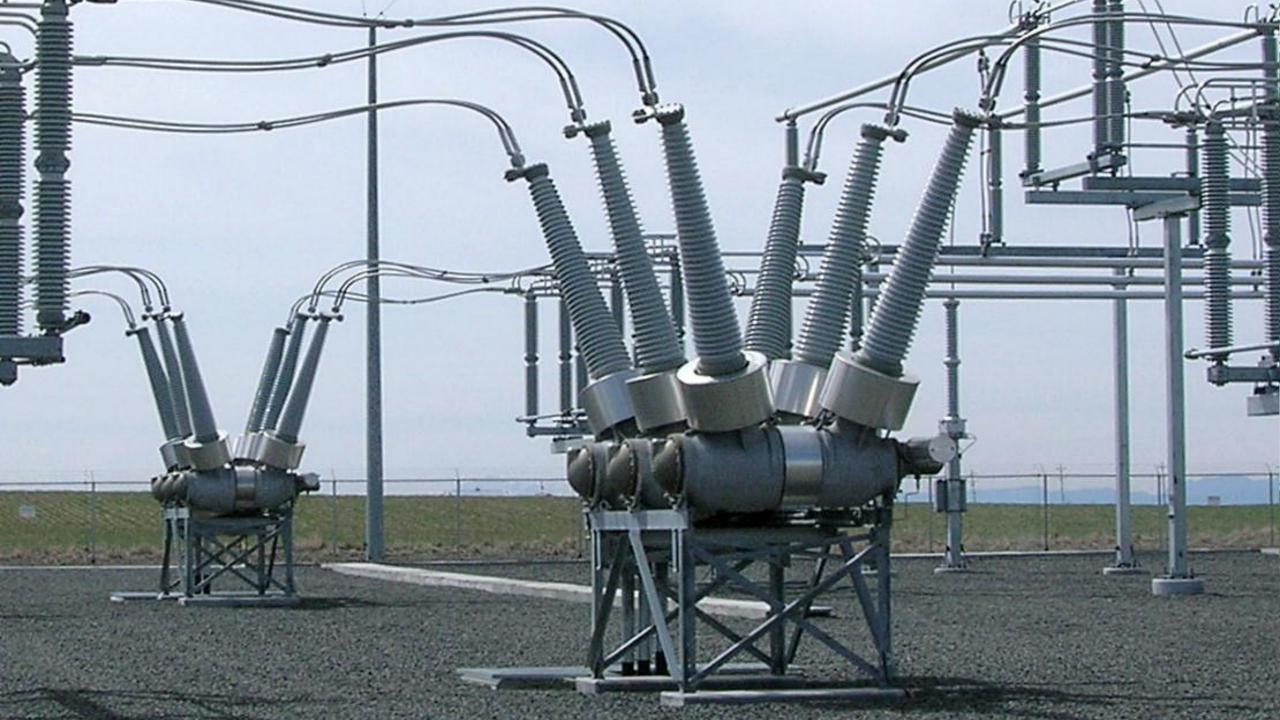


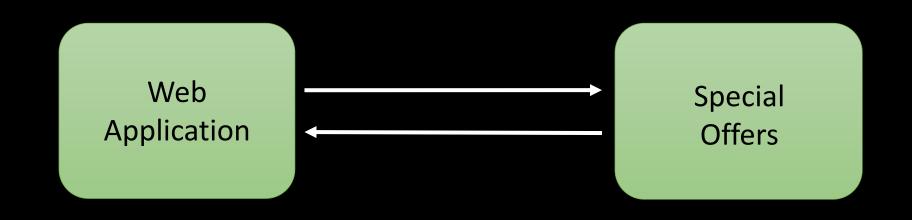
Frequently called service

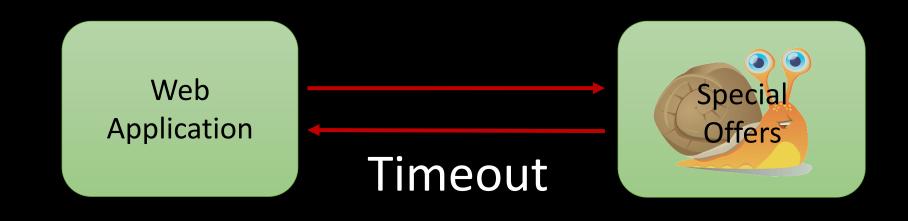
Timeouts are not enough

Calls to broken services fail fast

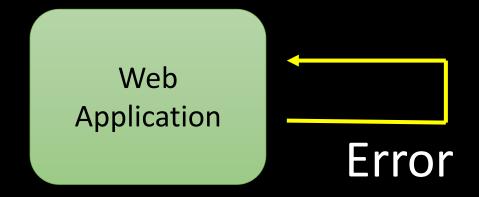
Offloads broken services





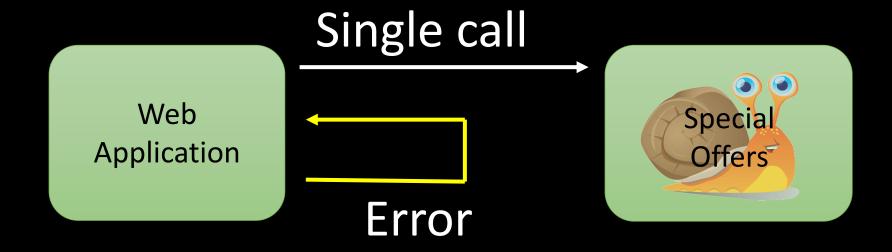


Open state

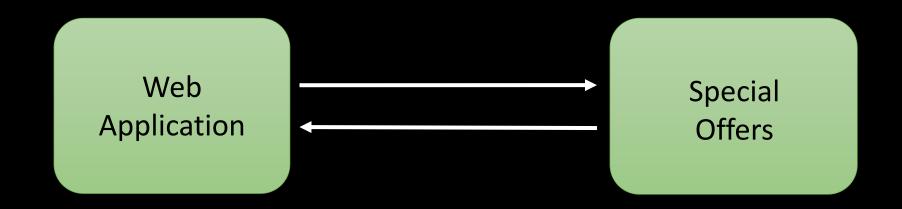




Half open state



Closed state



Timeouts over threshold

Unhandled errors over threshold

Known irrecoverable error occurs

HTTP ERROR: 500

Problem accessing /. Reason:

Server Error

Handle service call errors

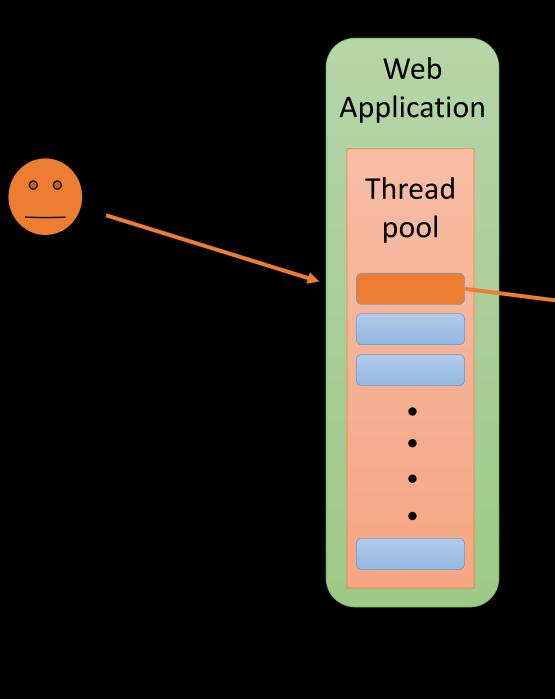
```
try {
    return specialOffers.getOffers();
} catch (Exception e) {
    return Offers.emptyOffers();
}
```



Terrible response times

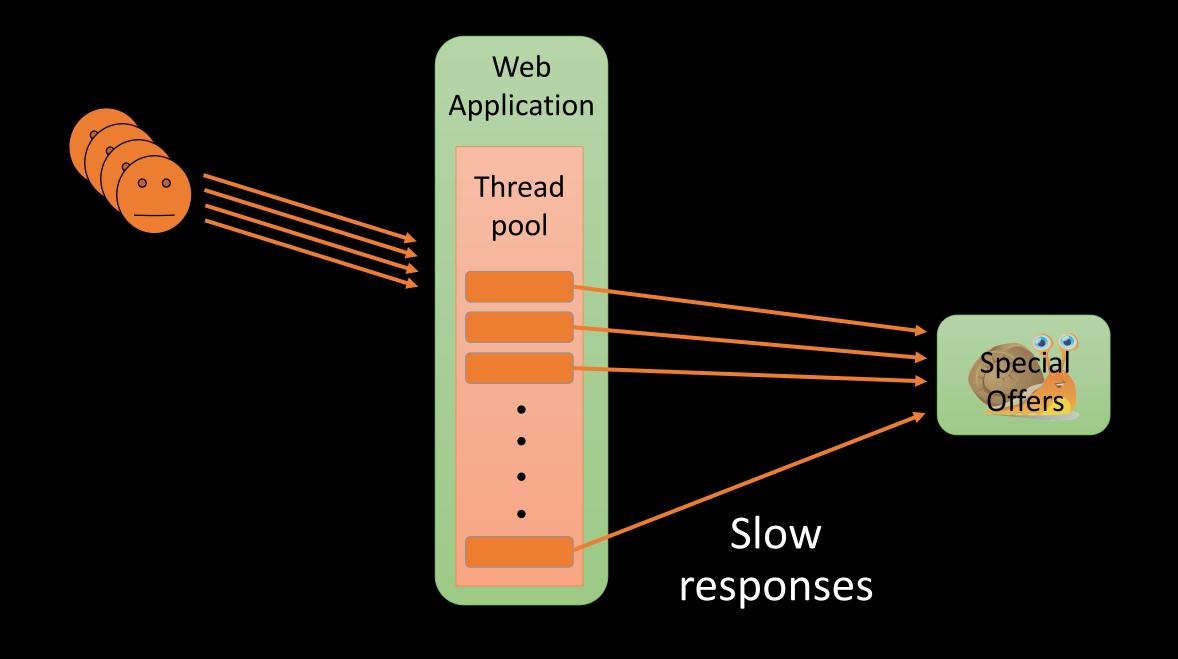
Awful throughput

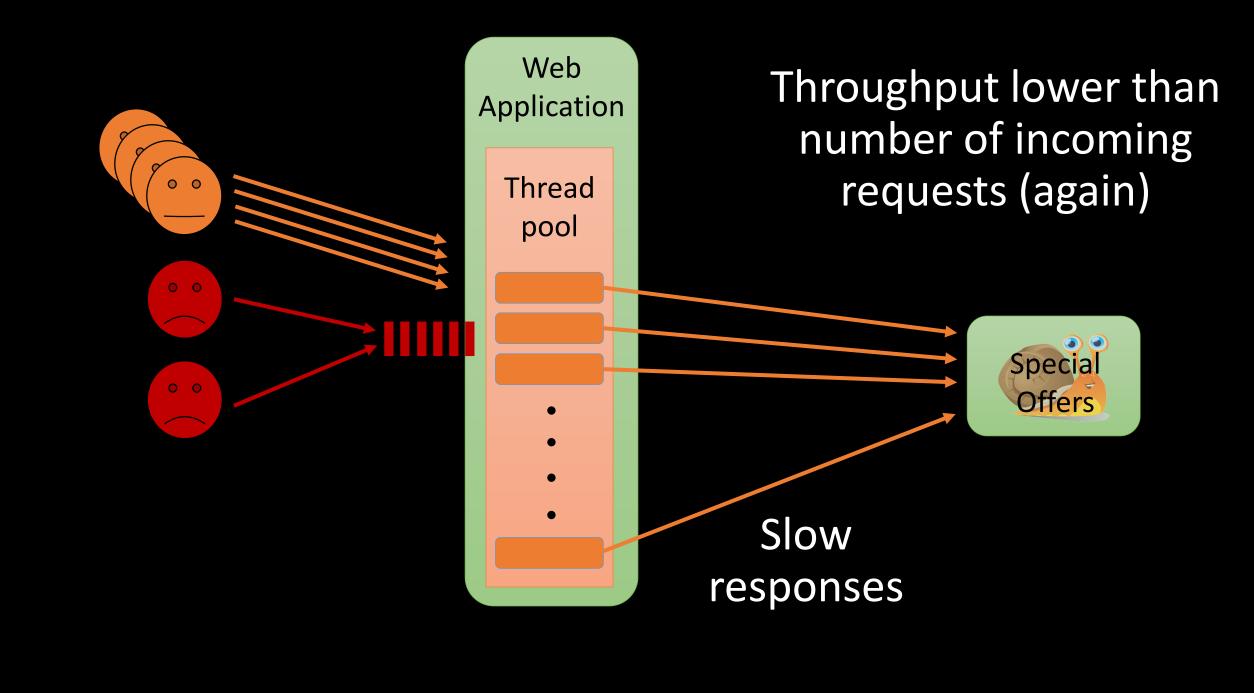
Again?!?



Slow response







Response time < timeout

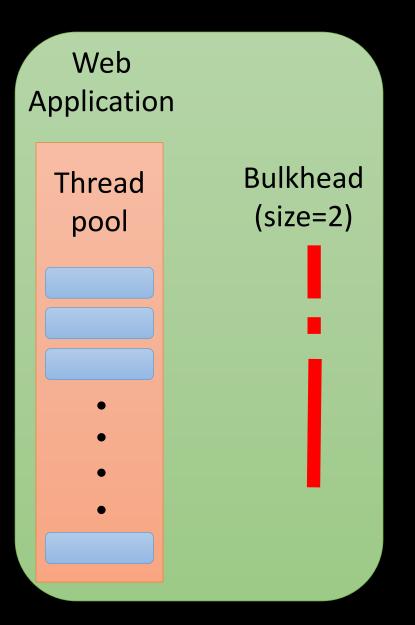
Timeouts and circuit breakers are not enough

BULKHEADS Isolates components

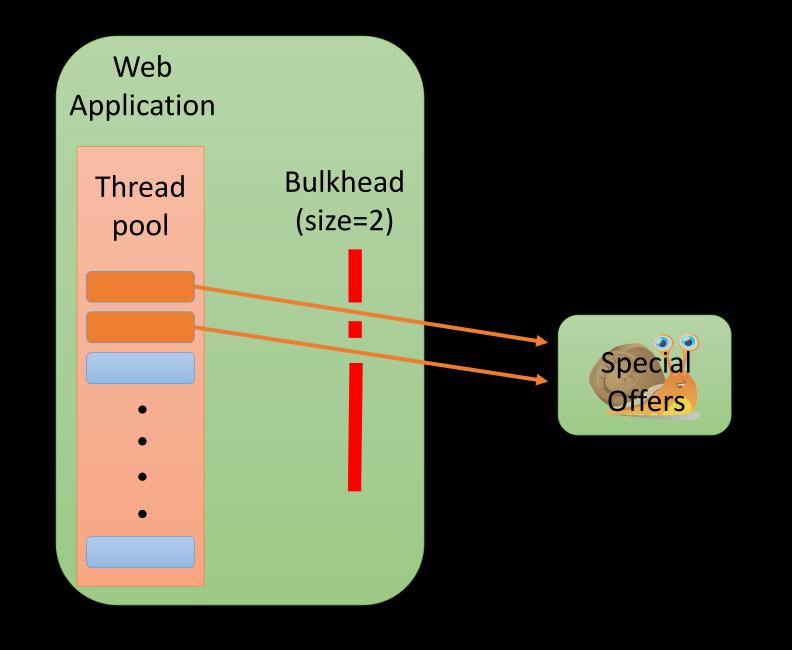
Prevents cascading

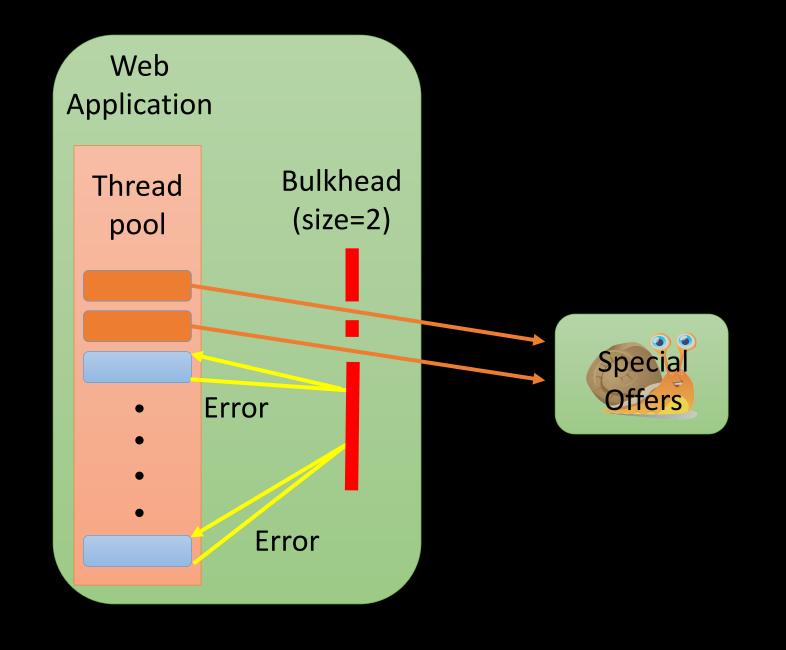
Limit number of concurrent calls

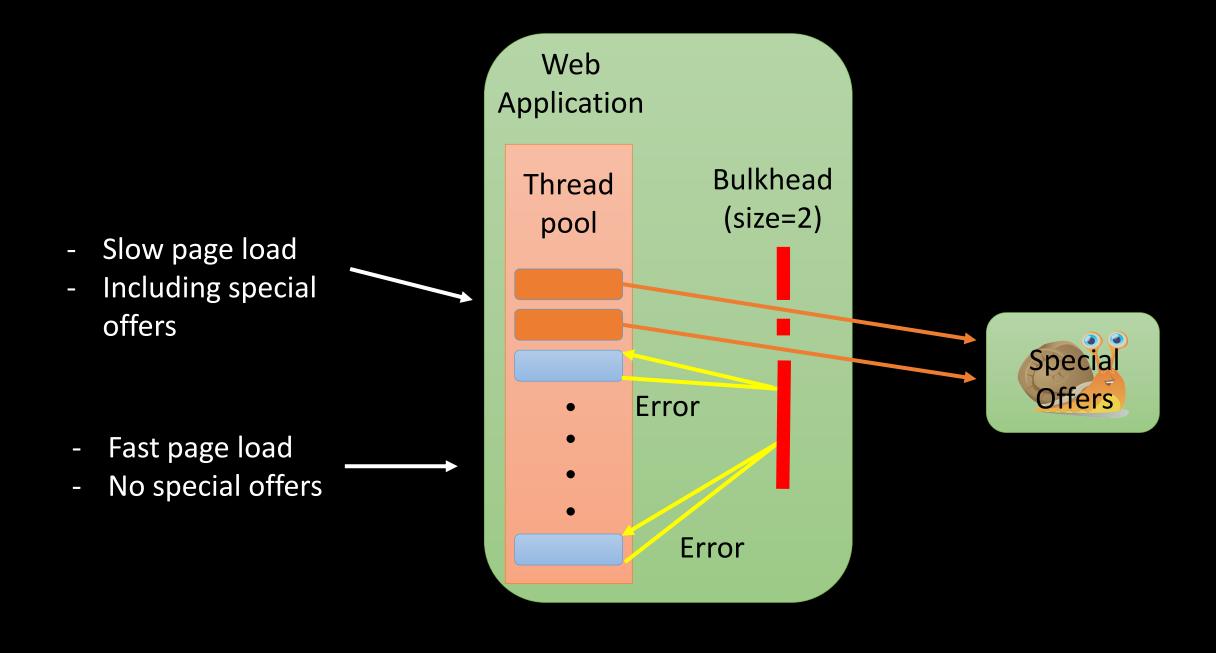
Upper bound on number of waiting threads



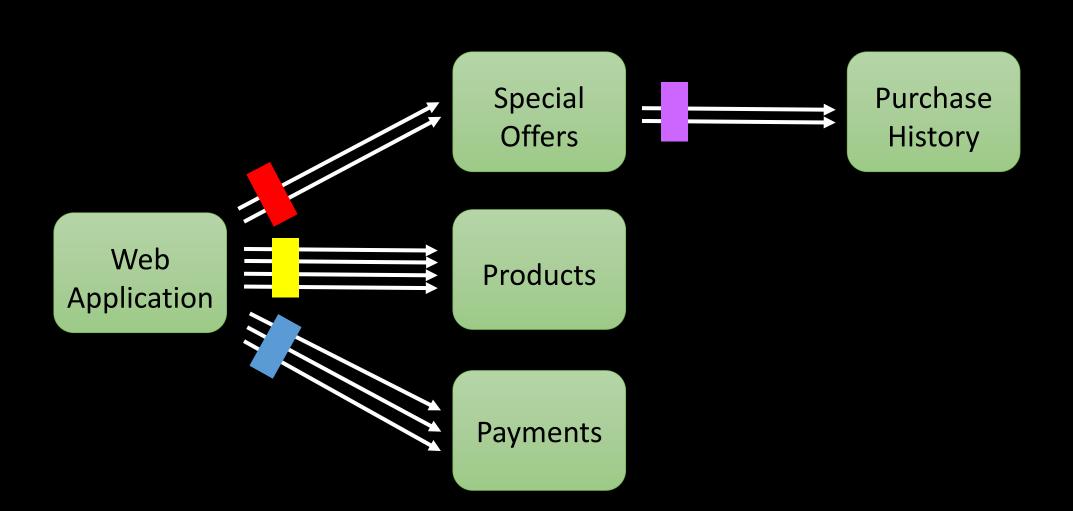








One bulkhead per service



Upper bound on number of waiting threads

Protects very well against cascading failure ...

... if bulkhead sizes are ...

... significantly smaller than request pool size

Peak load when healthy

40 requests per second (rps)

0.1 seconds response time

Suitable bulkhead size

 $40 \text{ rps } \times 0.1 \text{ seconds} = 4$

+ breathing room = /

Bonus: protects services from overload

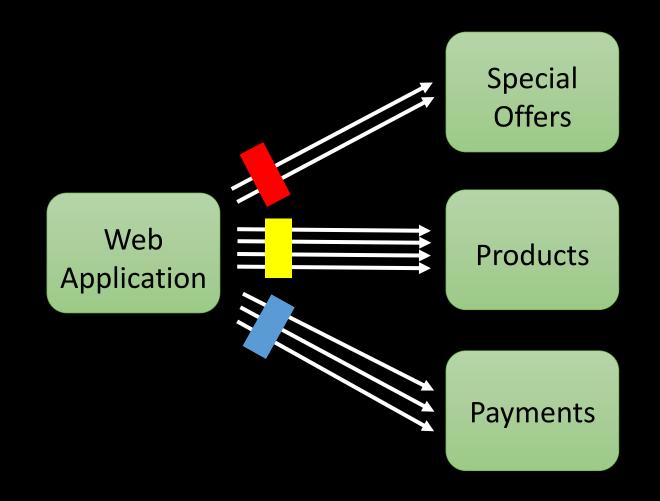
```
Semaphore bulkhead = new Semaphore(2);
Offers protectedGetOffers() {
    if (bulkhead.tryAcquire(0, TimeUnit.SECONDS)) {
        try {
            return specialOffers.getOffers();
        } finally {
            bulkhead.release();
      else {
        throw new RejectedByBulkheadException();
```

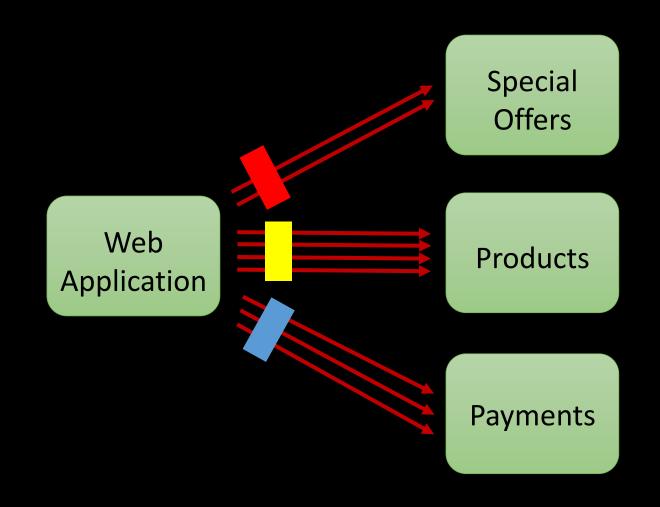


Many threads are waiting

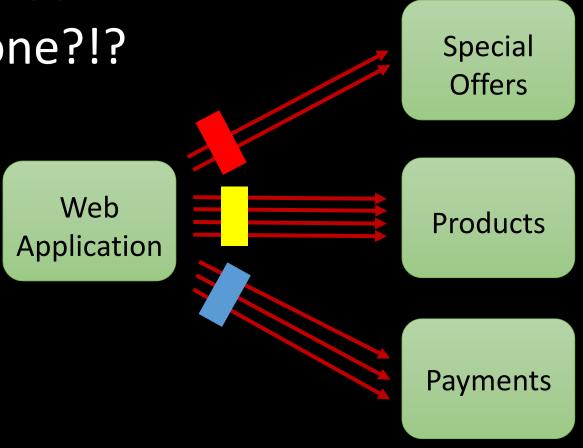
Few available threads - low throughput

All service calls are rejected!





Where have our timeouts gone?!?



Broken Client Library

More protection required

Threadhead Handaysers walk away

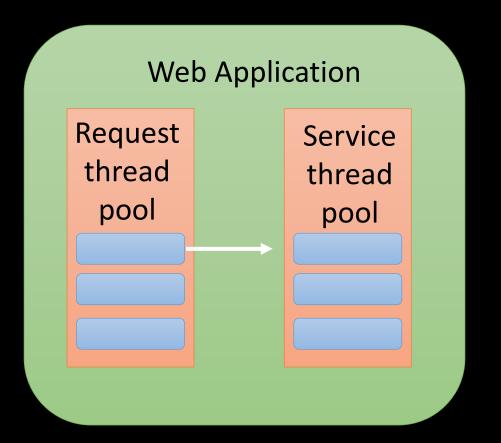
Generic timeouts

Web Application

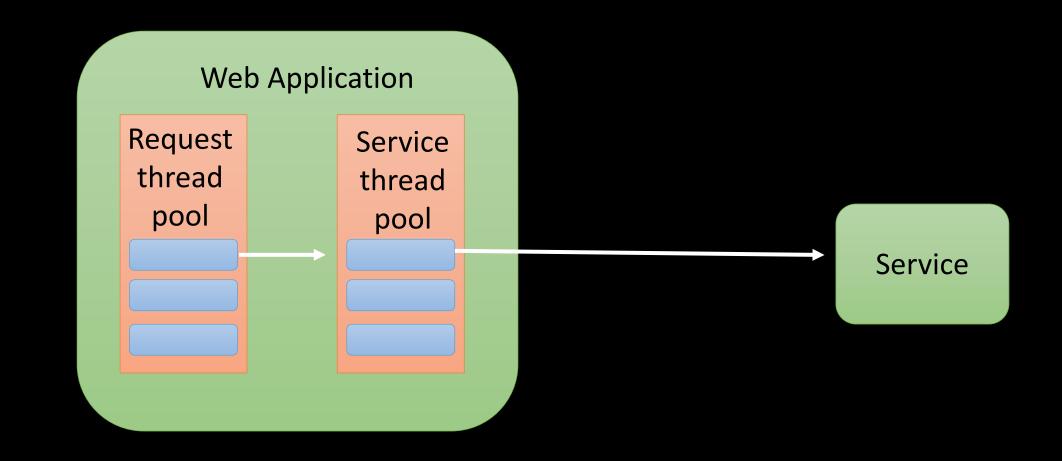
Request thread pool

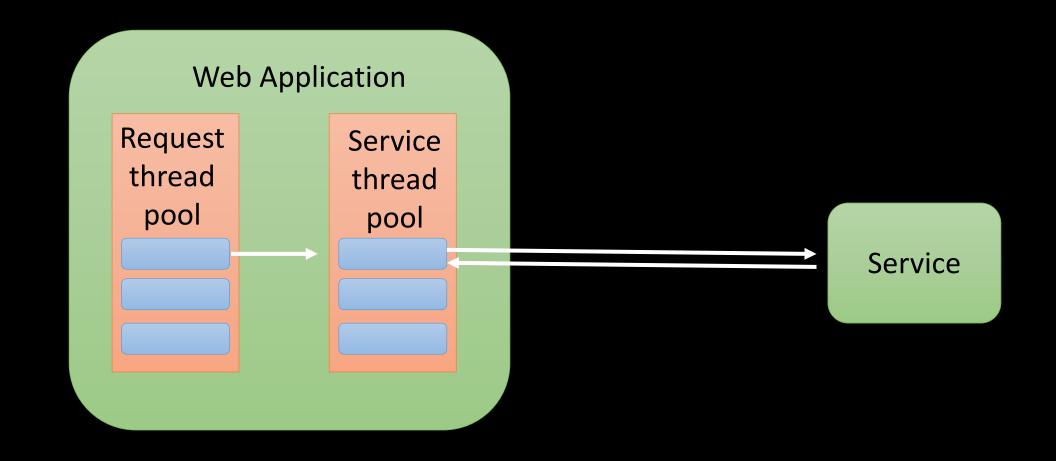
Service thread pool

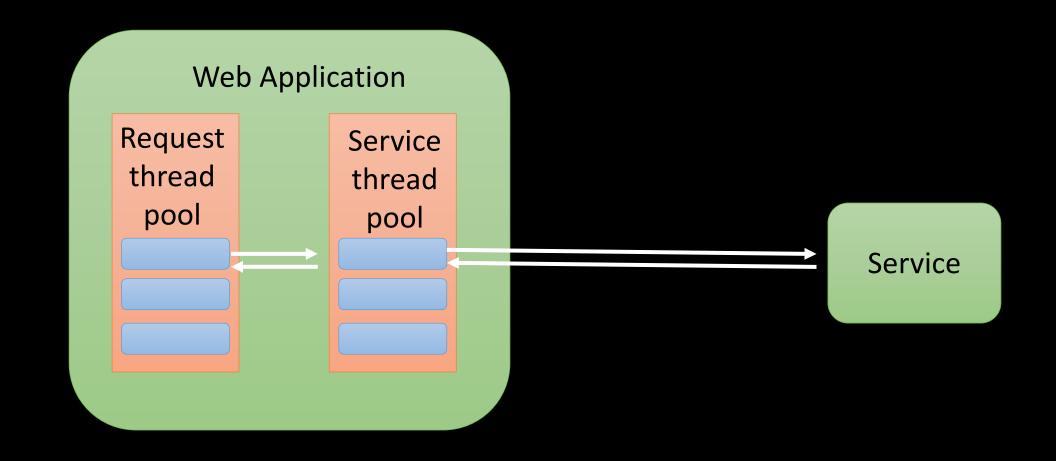
Service

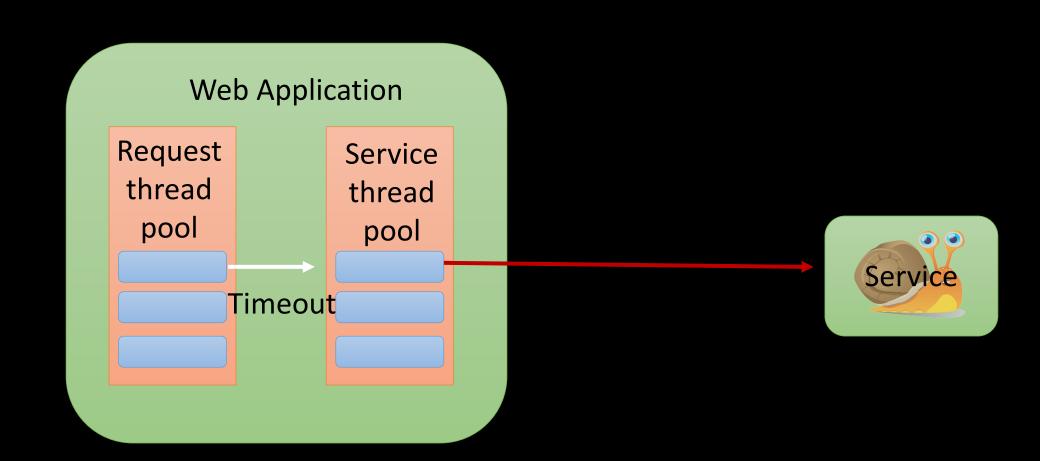


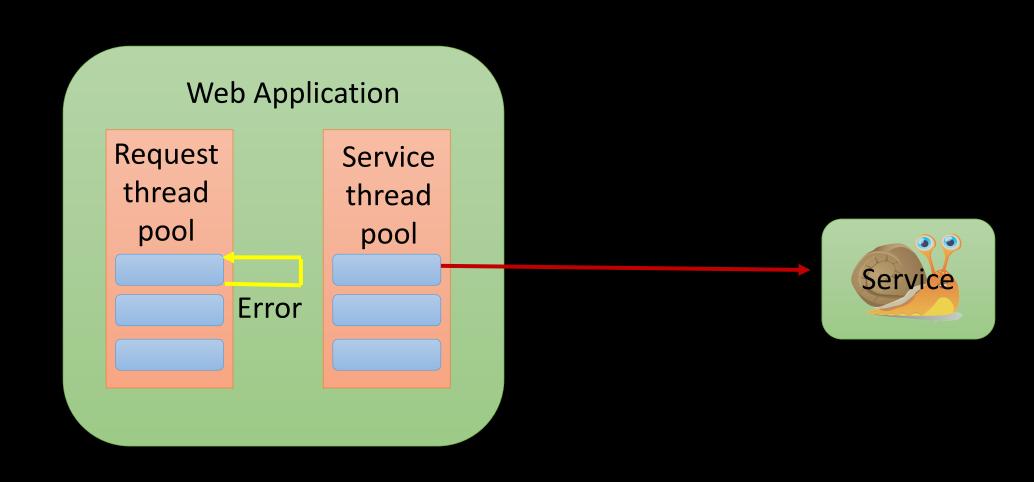
Service

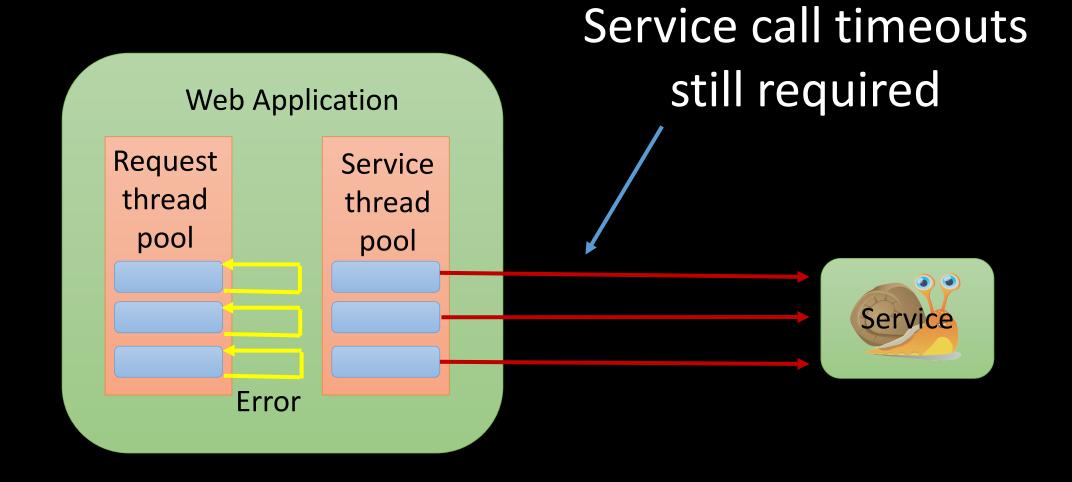


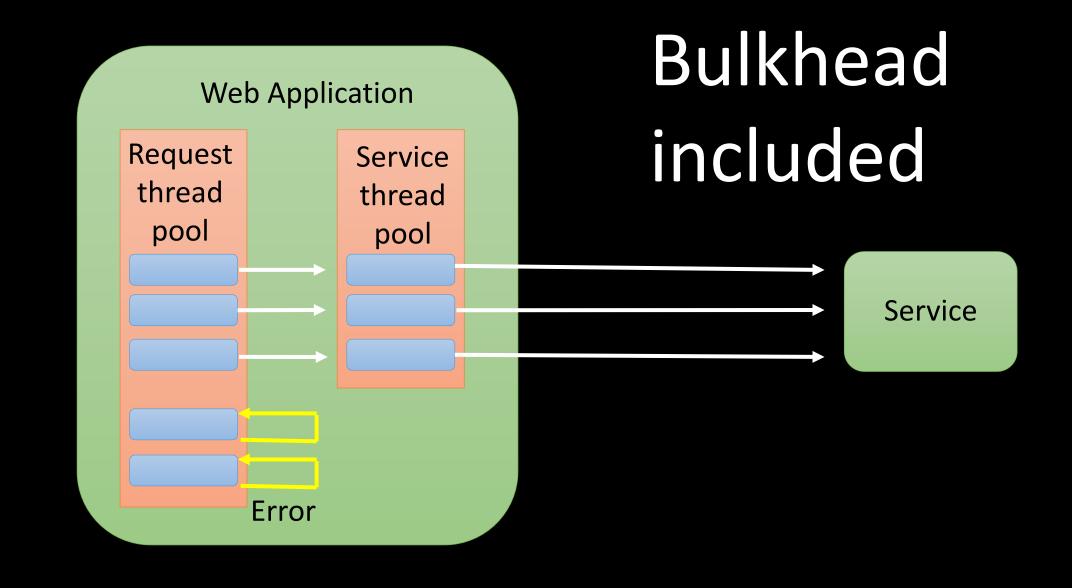












```
ExecutorService executor = new ThreadPoolExecutor(3, 3, 1,
   TimeUnit.MINUTES, new SynchronousQueue<>>());
Offers protectedGetOffers() {
   try {
        Future<Offers> future =
            executor.submit(specialOffers::getOffers);
        return future.get(1, TimeUnit.SECONDS);
    } catch (RejectedExecutionException e) {
        throw new RejectedByBulkheadException();
     catch (TimeoutException e) {
        throw new ServiceCallTimeoutException();
```

Thread pool handovers are very powerful!

What about performance?



Monitor Service Calls

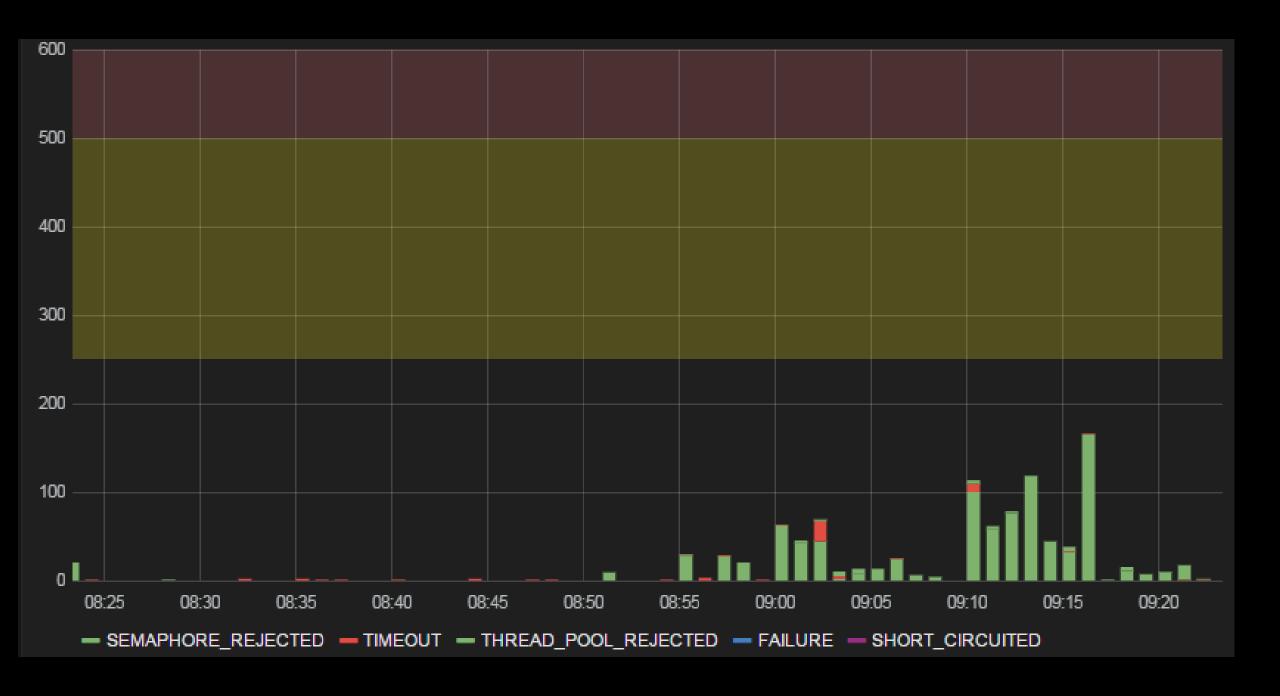
Timeout rate

Failure/success rate

Rejected call rate

Response times

Short circuit rate



Understand problems before changing configuration





"All this seems like a lot of work!"



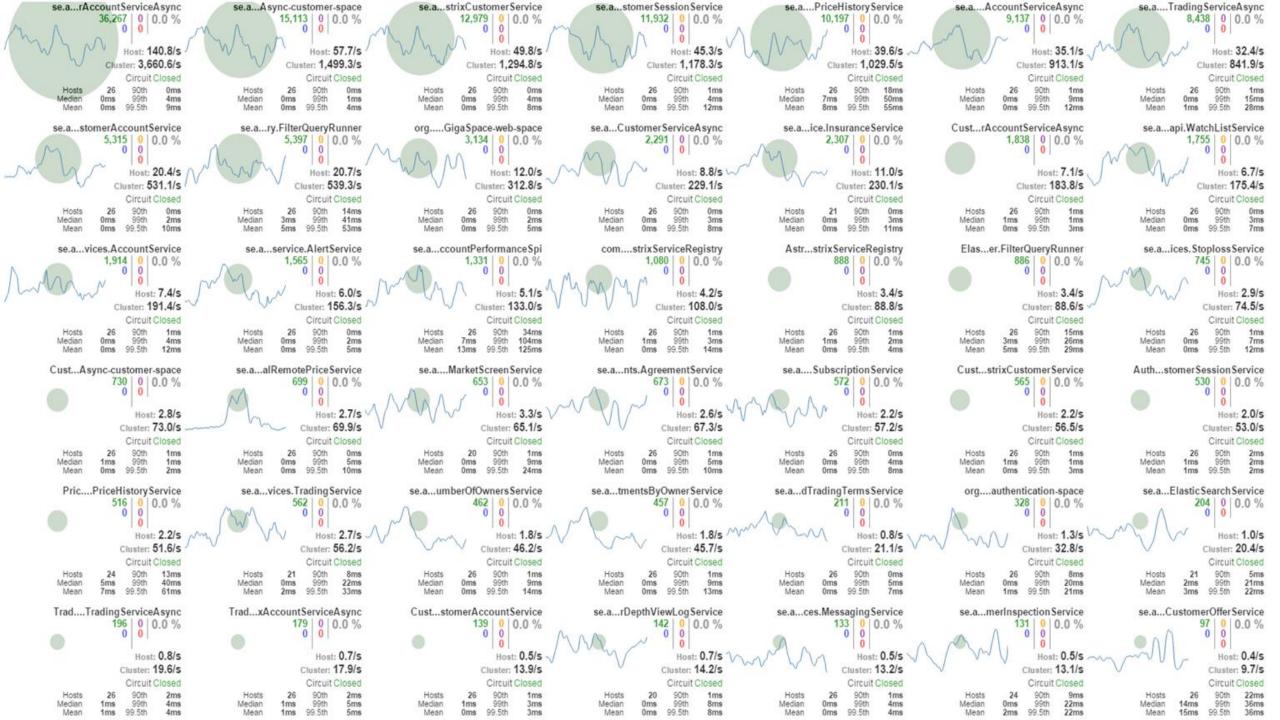
HYSTRIX

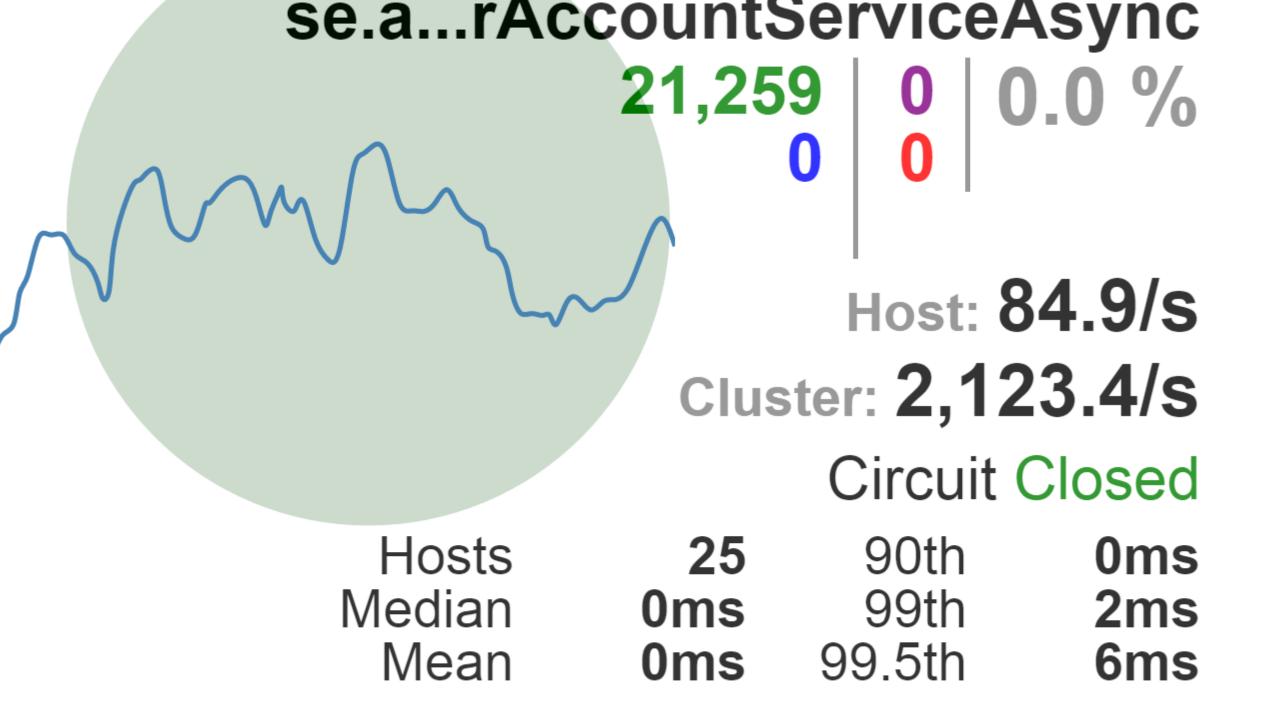
DEFEND YOUR APP

```
class GetOffersCommand extends HystrixCommand<Offers> {
    public GetOffersCommand() {
        super(HystrixCommandGroupKey
              .Factory.asKey("SpecialOffers"));
    @Override
    protected Offers run() throws Exception {
        return specialOffers.getOffers();
public Offers getOffers() {
    return new GetOffersCommand().execute();
```

```
class GetOffersCommand extends HystrixCommand<Offers> {
```

```
@Override
protected Offers getFallback() {
    return Offers.emptyOffers();
}
```





Design for failure

Bulkheads

Use timeouts

Monitor service calls

Circuit Breakers



Release It!

Design and Deploy Production-Ready Software



Michael T. Nygard

https://github.com/ Netflix/Hystrix

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Thank you! - Questions?

Kristoffer Erlandsson

kristoffer.erlandsson@avanza.se

@kerlandsson

