



How I stopped Worrying and Learned to Love Misery

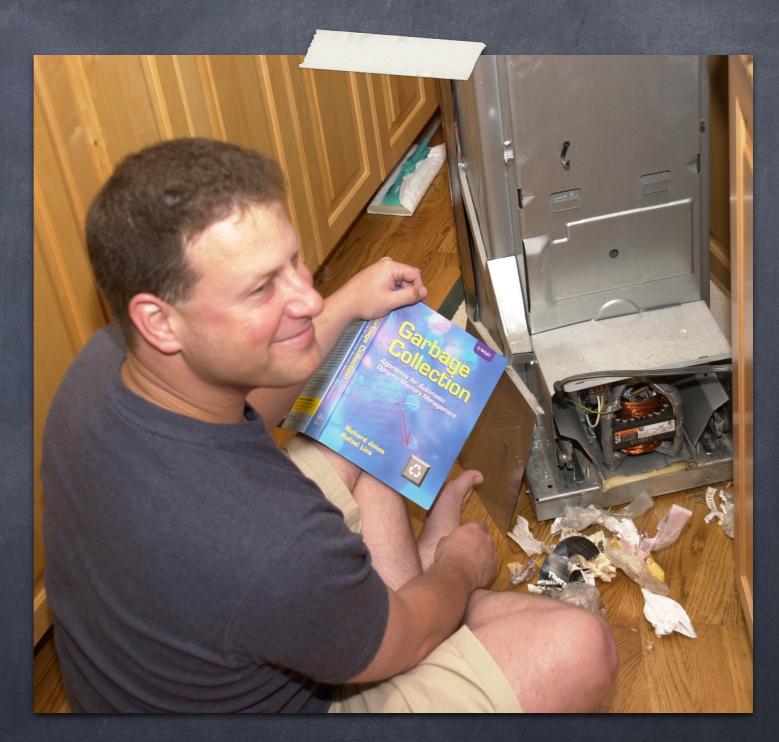






About me: Gil Tene

- co-founder, CTO@Azul Systems
- Have been working on "think different" GC approaches since 2002
- A Long history building
 Virtual & Physical
 Machines, Operating
 Systems, Enterprise apps,
 etc...
- I also depress people by pulling the wool up from over their eyes...



* working on real-world trash compaction issues, circa 2004



Understanding Latency and Application Responsiveness



(Micro?)services and Response Time Behavior



How NOT to Measure Latency



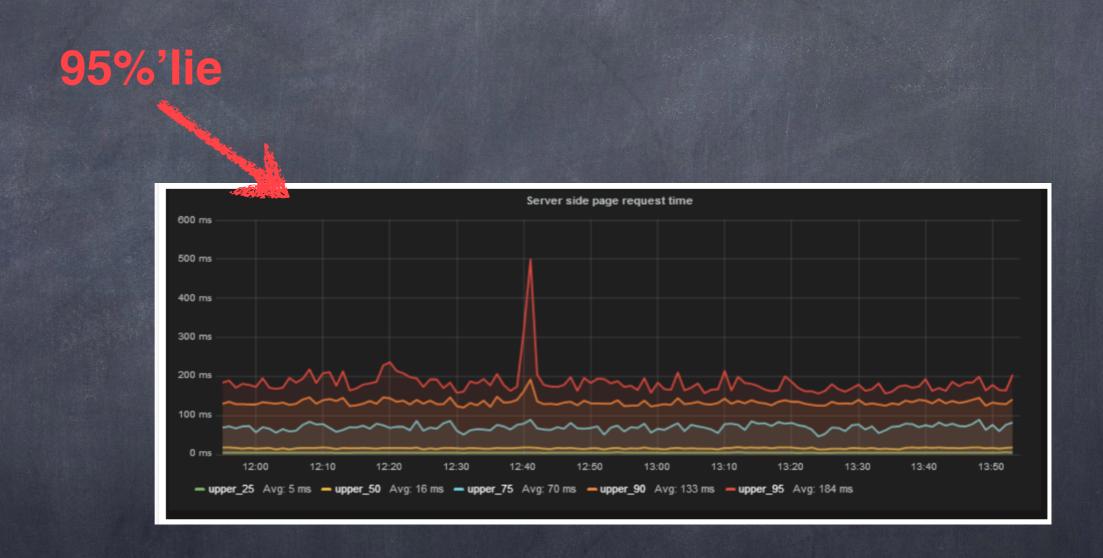
The "Oh S@%#!" talk





Remember: all I'm offering is the truth.

We like to look at pretty charts...



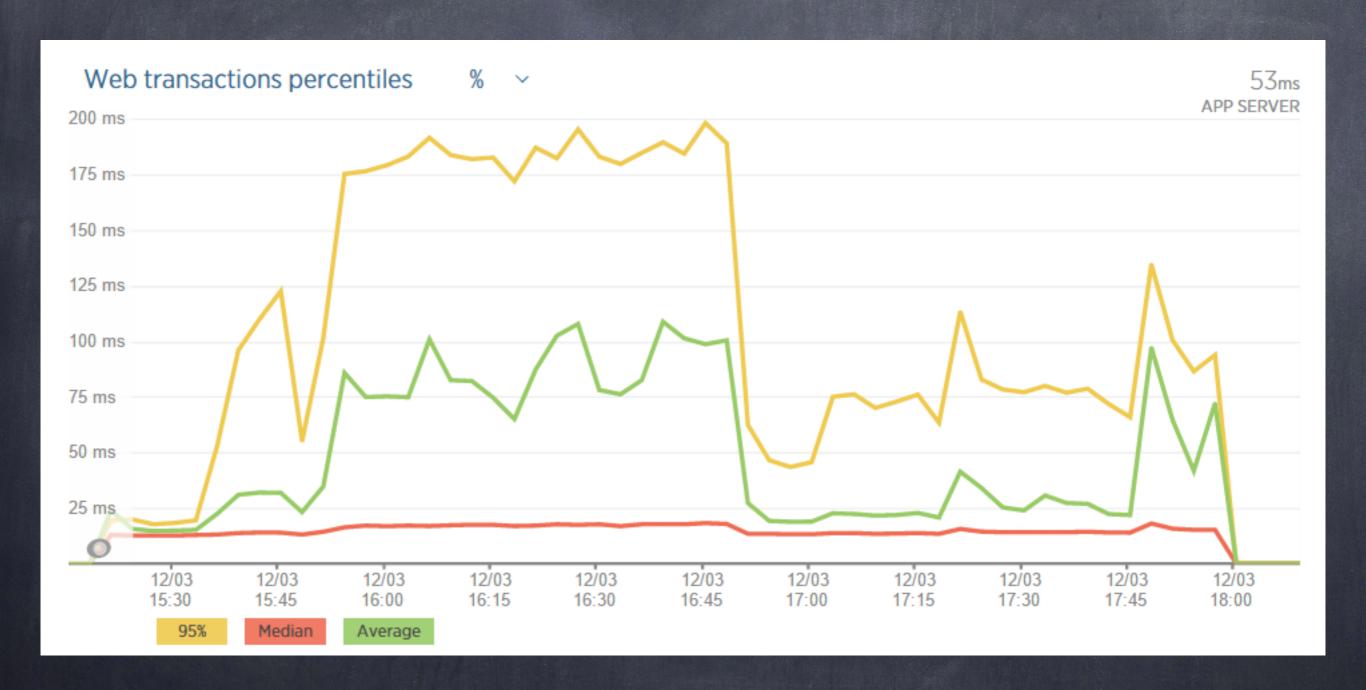
The "We only want to show good things" chart





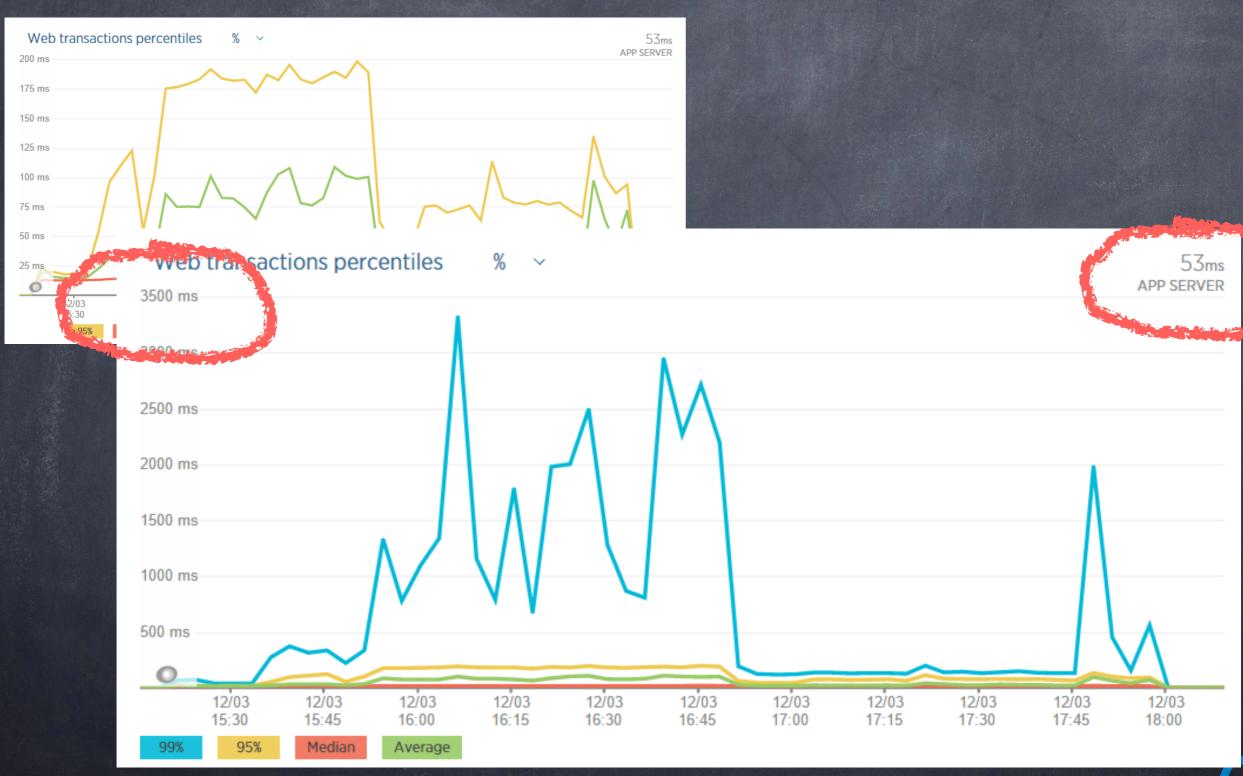


A real world, real time example





A real world, real time example



Latency Tip Of The Day

This blog is meant to capture short (as in tweet-able) tips and observations about latency: Its understanding, its measurement, and maybe even its improvement. In the blog, I may expand on specific tip entries. Many times in rant form. Comments telling me how wrong I am are welcome. See more here.

About Me



Gil Tene

CTO and co-founder of Azul Systems.

View my complete profile

Blog Archive

2014 (8)

June (8)

#LatencyTipOfTheDay: Median Server Response Time: ...

#LatencyTipOfTheDay: MOST page loads will experien...

#LatencyTipOfTheDay: Q: What's wrong with this pic... Wednesday, June 18, 2014

#LatencyTipOfTheDay: Average (def): a random number that falls somewhere between the maximum and 1/2 the median. Most often used to ignore reality.

Averages are silly things when it comes to latency. I've yet to meet an application that actually has a use for, or a valid business or technical requirement for an average latency. Short of the ones that are contractually required to produce and report on this silly number, of course. Contracts are good reasons to measure things.

So I often wonder why people measure averages, or require them at all. Let alone use averages as primary indicators of behavior, and as a primary target for tuning, planning, and monitoring.

My opinion is that this fallacy comes from a natural tendency towards "Latency wishful thinking". We really wish that latency behavior exhibited one of those nice bell curve



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#LatencyTipOfTheDay: Median Server Response Time: ...

#LatencyTipOfTheDay: MOST page loads will experien...

#LatencyTipOfTheDay: Q: What's wrong with this pic...

#LatencyTipOfTheDay: If you are not measuring and/...

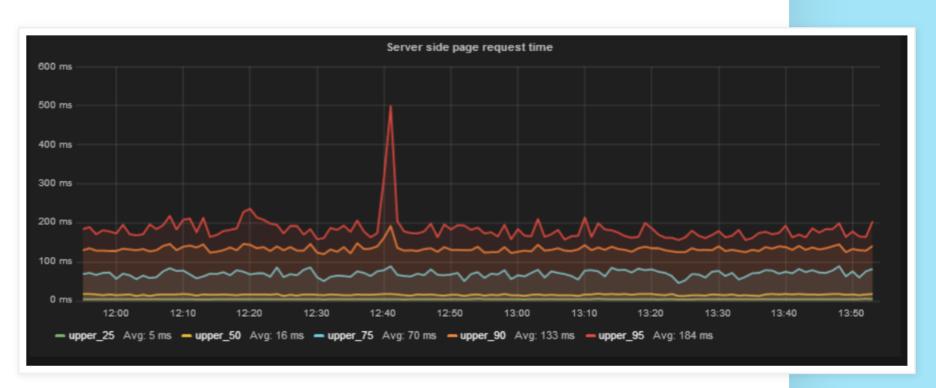
#LatencyTipOfTheDay : Measure what you need to mon...

#LatencyTipOfTheDay: Average (def): a random numbe...

Saturday, June 21, 2014

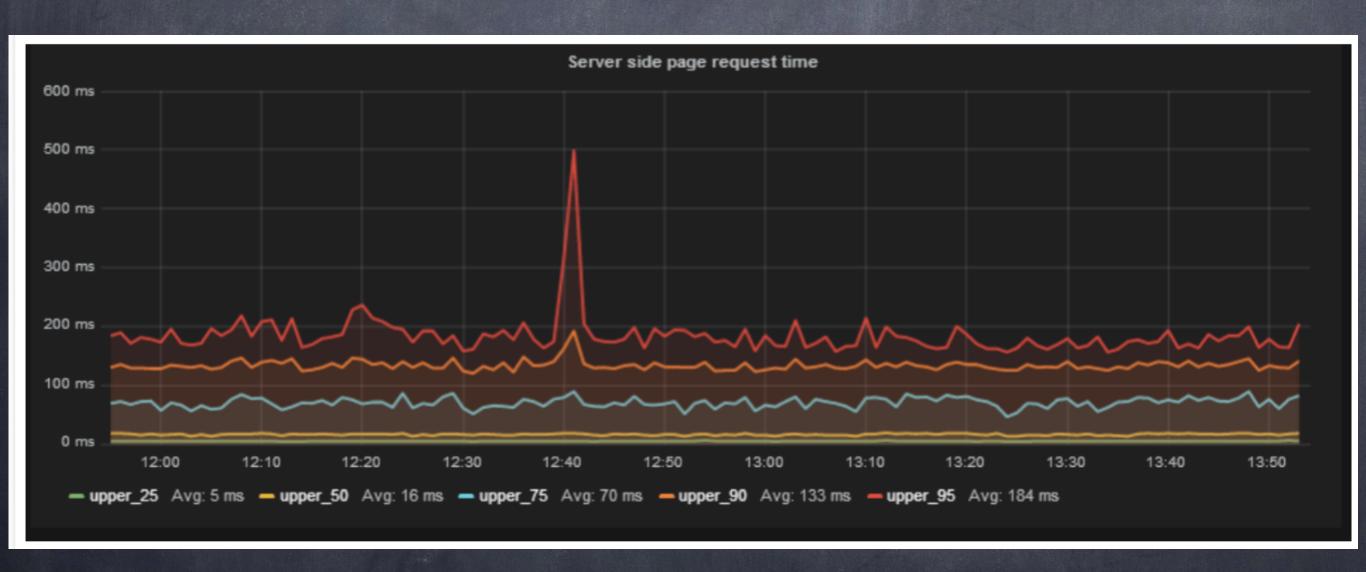
#LatencyTipOfTheDay: Q: What's wrong with this picture? A: Everything!

Question: What's wrong with this picture:

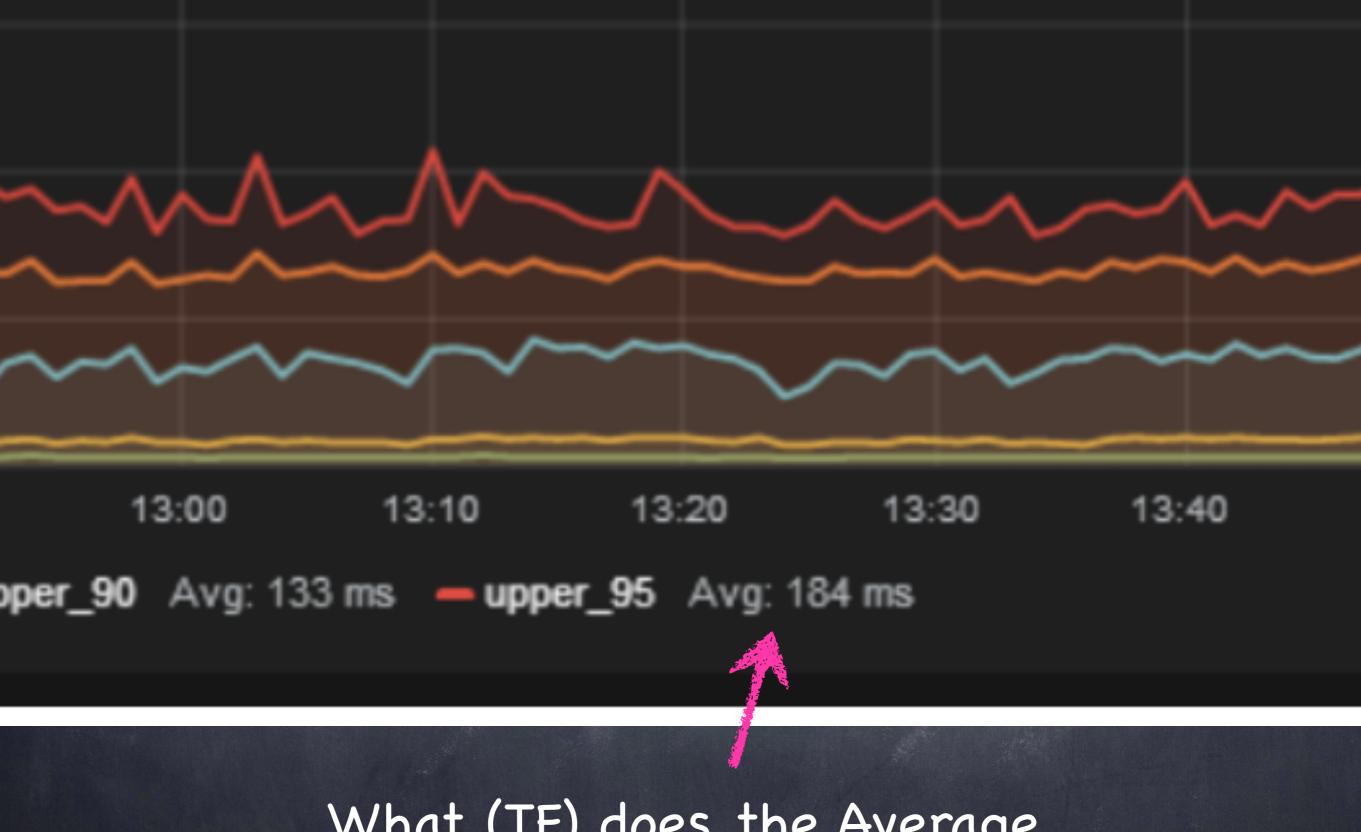


Answer: Everything!









What (TF) does the Average of the 95%'lie mean?



What (TF) does the Average of the 95%'lie mean?

Lets do the same with 100%'ile; Suppose we a set of 100%'ile values for each minute:

[1, 0, 3, 1, 601, 4, 2, 8, 0, 3, 3, 1, 1, 0, 2]

"The average 100%'ile over the past 15 minutes was 42"

Same nonsense applies to averaging any other %'lie



#LatencyTipOfTheDay:

You can't average percentiles.

Period.



99%'lie: a good indicator, right?

What are the chances of a single web page view experiencing >99%'lie latency of:

- A single search engine node?
- A single Key/Value store node?
 - A single Database node?
 - A single CDN request?
 - A single (micro)service call?



Site	# of requests
amazon.com	190
kohls.com	204
jcrew.com	112
saksfifthavenue.com	109
nytimes.com	173
cnn.com	279
twitter.com	87
pinterest.com	84
facebook.com	178
google.com (yes, that simple noise-free page)	31
google.com search for "http requests per page"	76



Site	# of requests	page loads that would experience the 99%'lie [(1 - (.99 ^ N)) * 100%]
amazon.com	190	85.2%
kohls.com	204	87.1%
jcrew.com	112	67.6%
saksfifthavenue.com	109	66.5%
nytimes.com	173	82.4%
cnn.com	279	93.9%
twitter.com	87	58.3%
pinterest.com	84	57.0%
facebook.com	178	83.3%
google.com (yes, that simple noise-free page)	31	26.7%
google.com search for "http requests per page"	76	53.4%



#LatencyTipOfTheDay:

MOST page loads will experience the 99%'lie server response



Gauging user experience

Example: If a typical user session involves 5 page loads, averaging 40 resources per page.

- How many of our users will NOT experience something worse than the 95%'lie of http requests?

Answer: ~0.003%

- How may of our users will experience at least one response that is longer than the 99.9%'lie?

Answer: ~18%



#LatencyTipOfTheDay:

Median Server Response Time: The number that 99.999999999% of page views can be worse than



The coordinated omission problem

An accidental conspiracy...

The lie in the 99%'lies



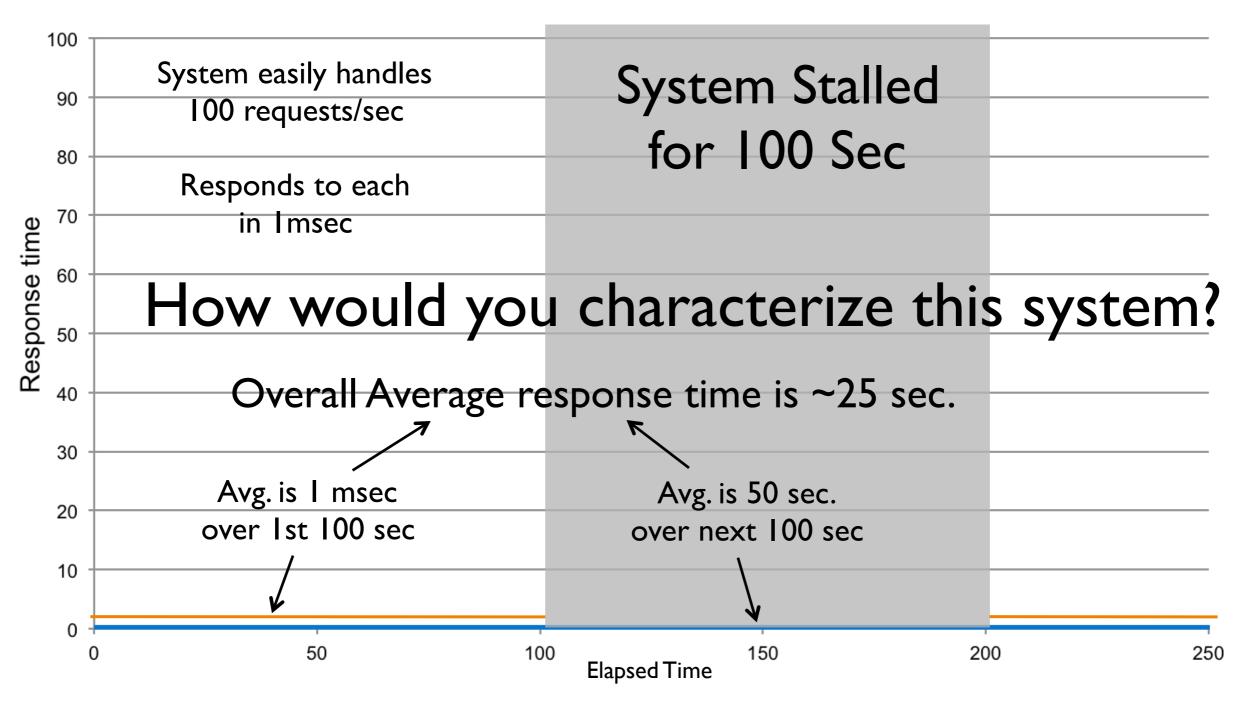
Coordinated Omission in Monitoring Code

```
/**
* Performs the actual reading of a row out of the StorageService, fetching
* a specific set of column names from a given column family.
public static List<Row> read(List<ReadCommand> commands, ConsistencyLevel consistency_level)
        throws UnavailableException, IsBootstrappingException, ReadTimeoutException
   if (StorageService.instance.isBootstrapMode())
       throw new IsBootstrappingException();
   long startTime = System.nanoTime();
   List<Row> rows;
   try
       rows = fetchRows(commands, consistency level);
   finally
       readMetrics.addNano(System.nanoTime() - startTime);
    return rows;
```

- Long operations only get measured once
- delays outside of timing window do not get measured at all



How bad can this get?

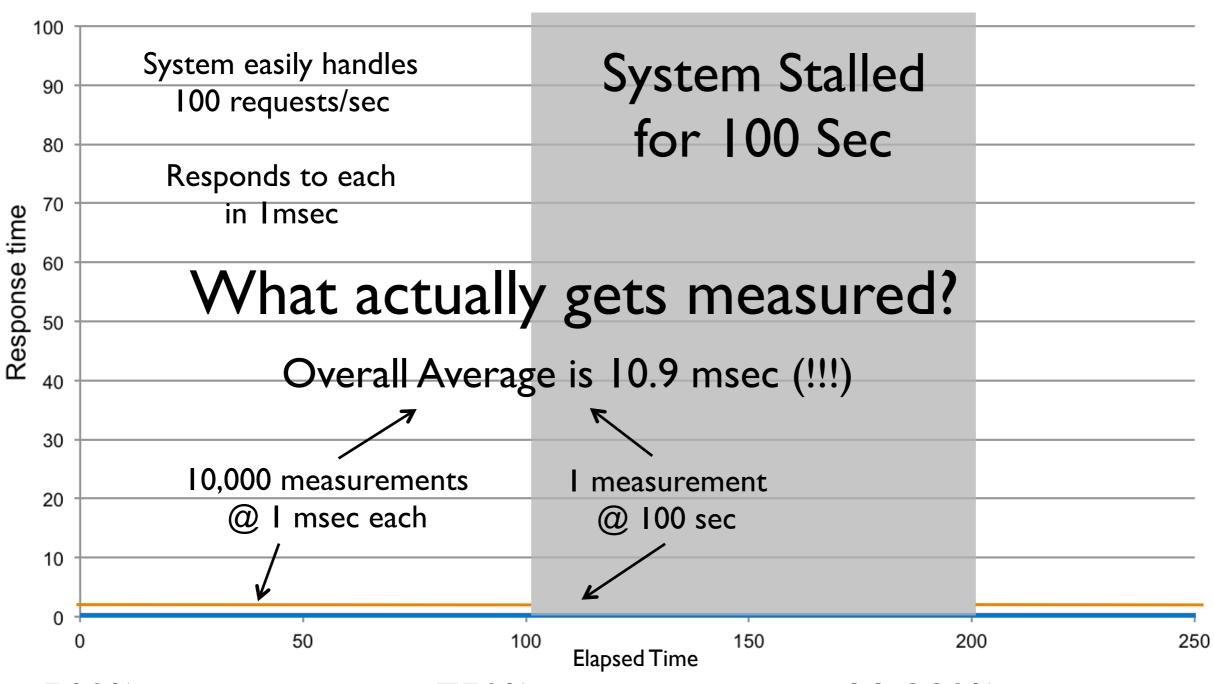


~50%'ile is I msec

~75%'ile is 50 sec

99.99%'ile is ~100sec

Measurement in practice



50%'ile is I msec

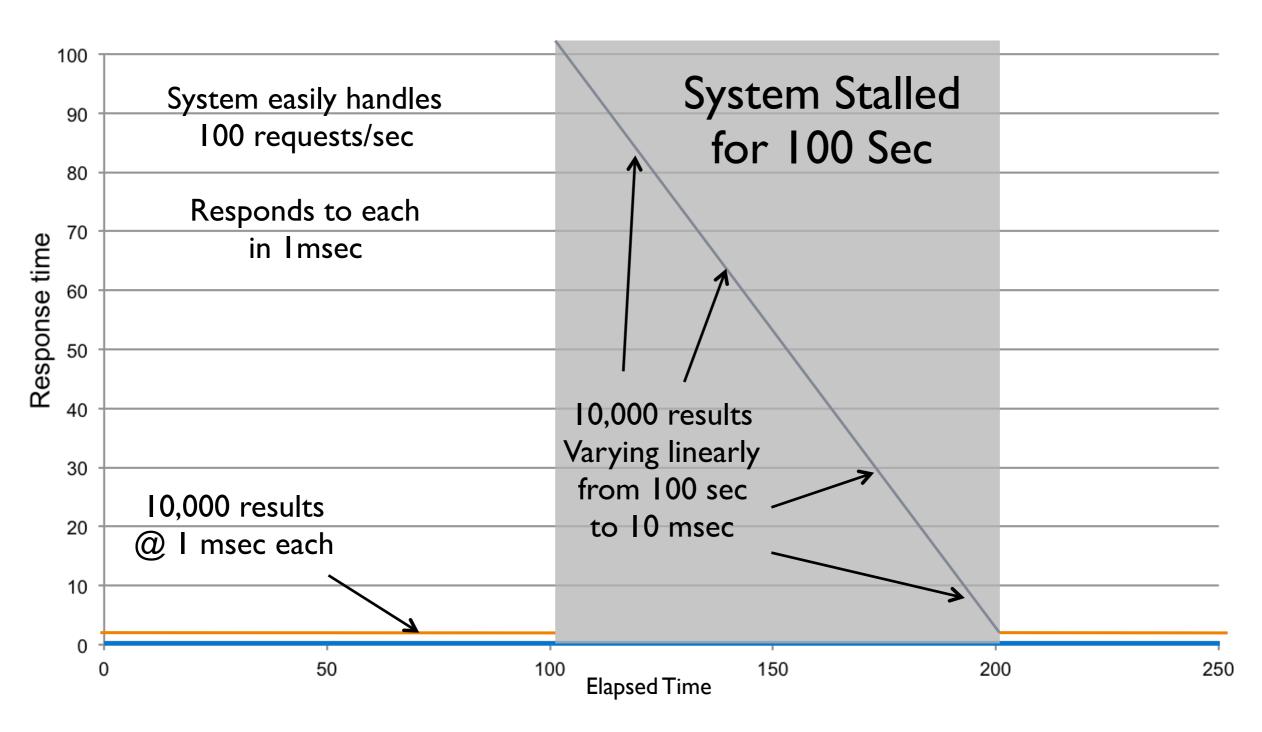
75%'lie is I msec

99.99%'lie is 1 msec

(should be ~50sec)

(should be ~100 sec) 29

Proper measurement

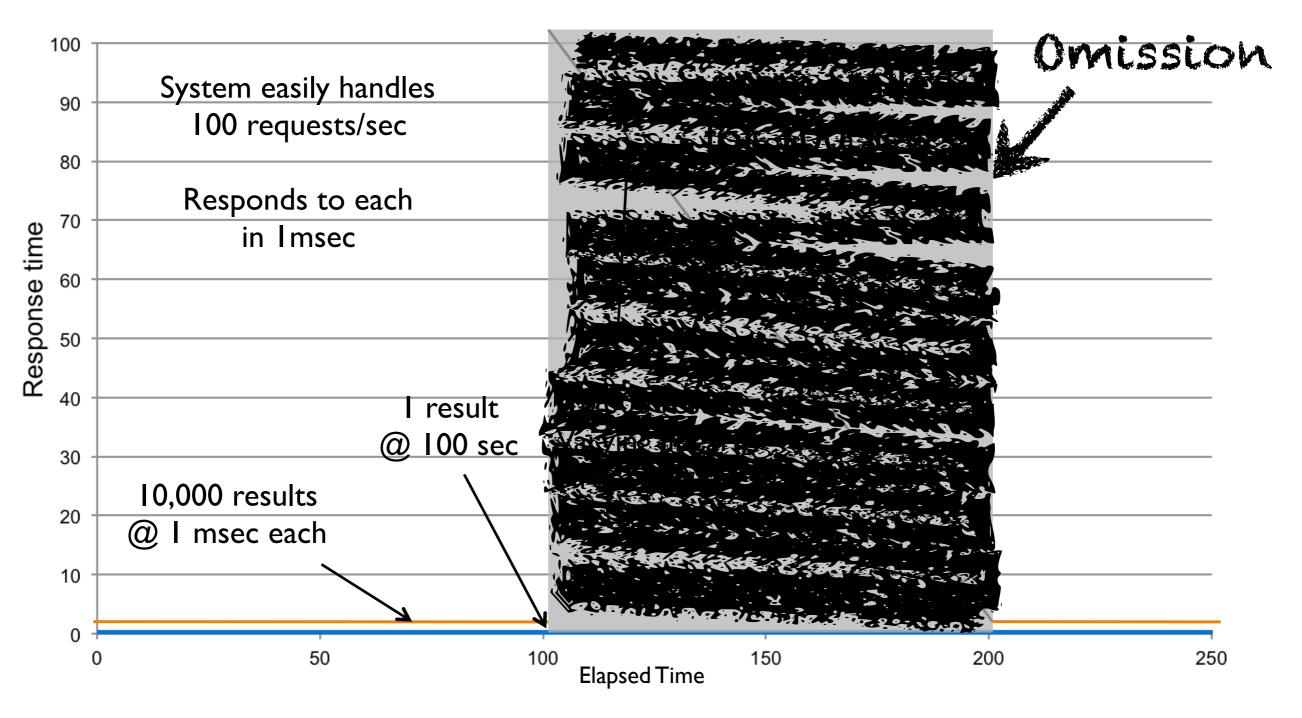


~50%'ile is I msec

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Proper measurement Coordinated

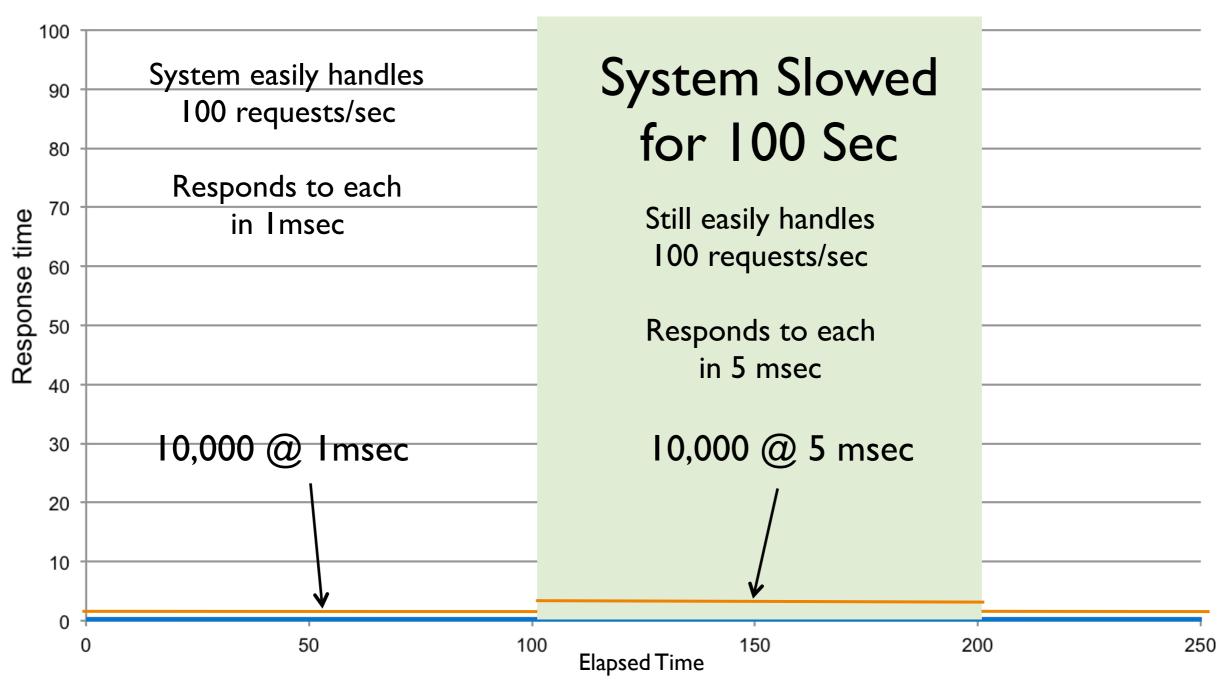


~50%'ile is I msec

~75%'ile is 50 306

99.99%'ile is 1 msec

"Better" can look "Worse"



50%'ile is I msec

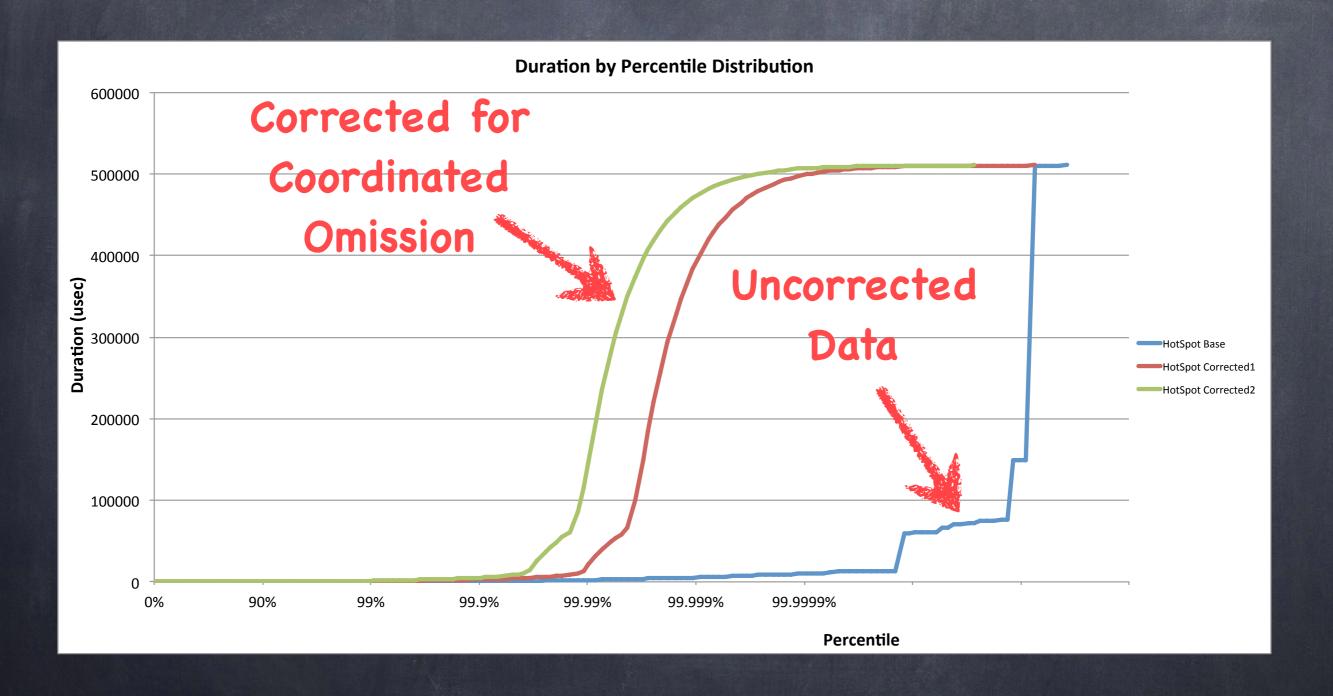
75%'lie is 2.5msec

99.99%'lie is ~5msec

(stalled shows I msec)

(stalled shows I msec) 32

Real World Coordinated Omission effects



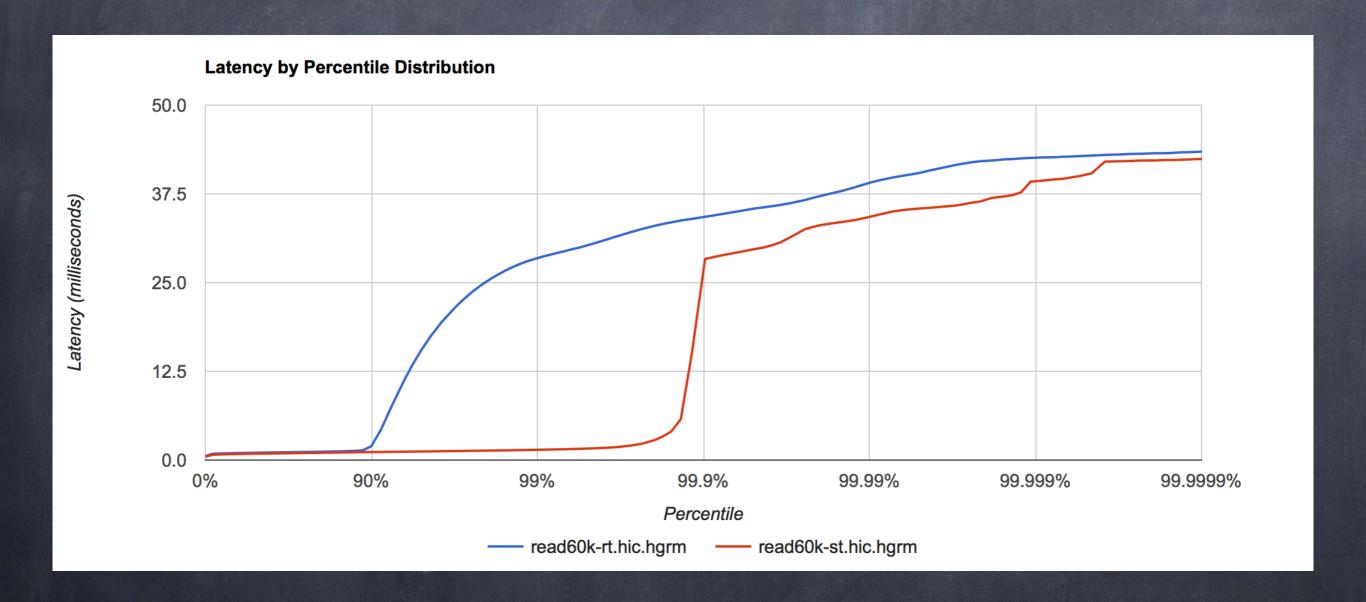


Service Time vs. Response Time





Response Time vs. Service Time @60K/sec





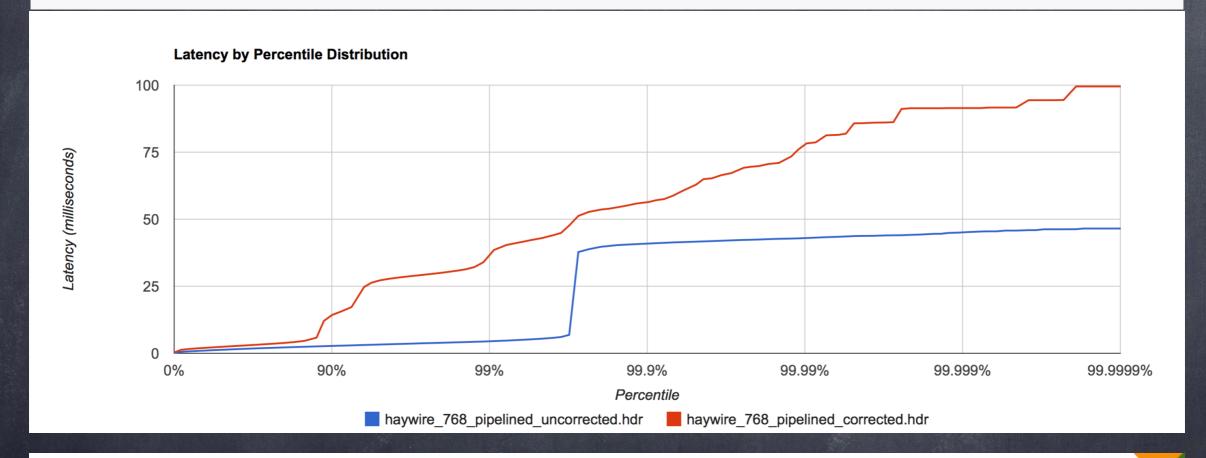
How "real" people react



Kelly Sommers @kellabyte

2d

LOL at how badly we all benchmark. Blue is how most of us are benchmarking, Red is the actual truth i.imgur.com/HYoWEu6.png

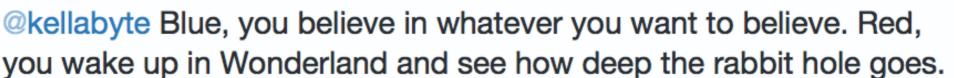




Leandro Pereira @lafp







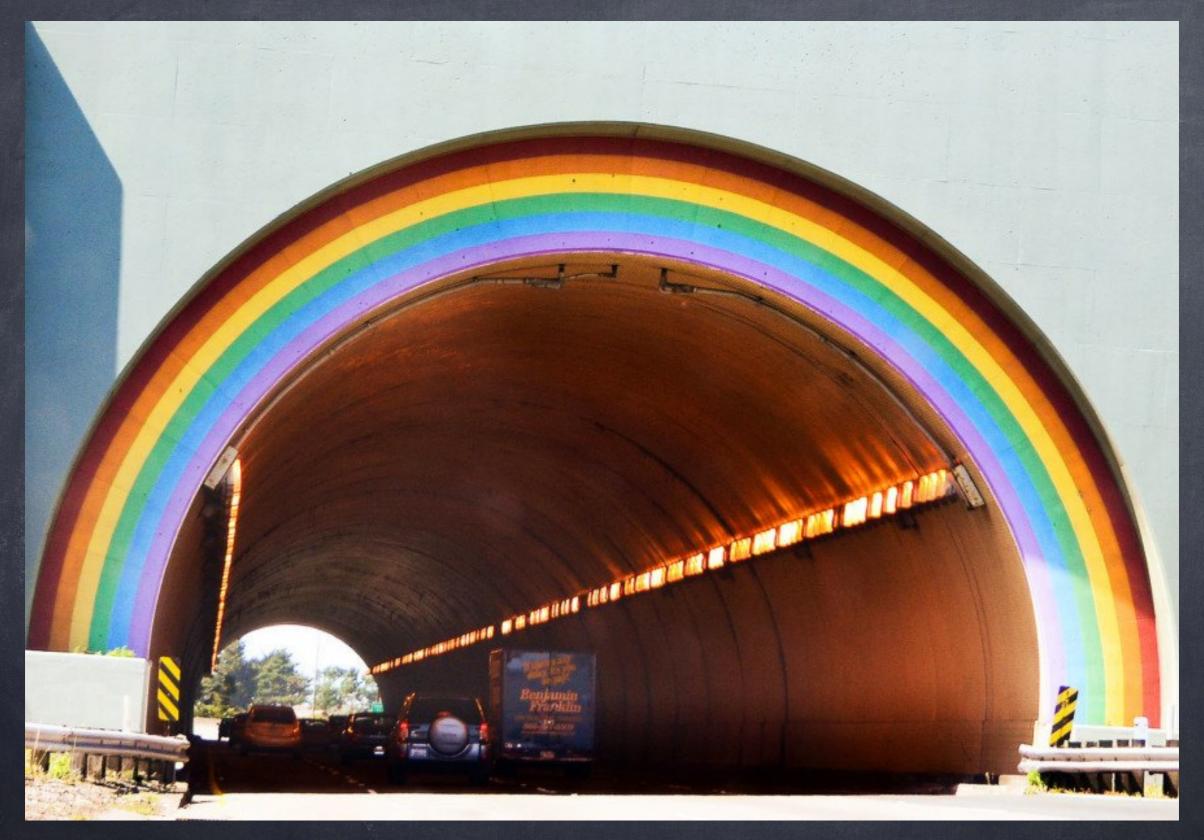




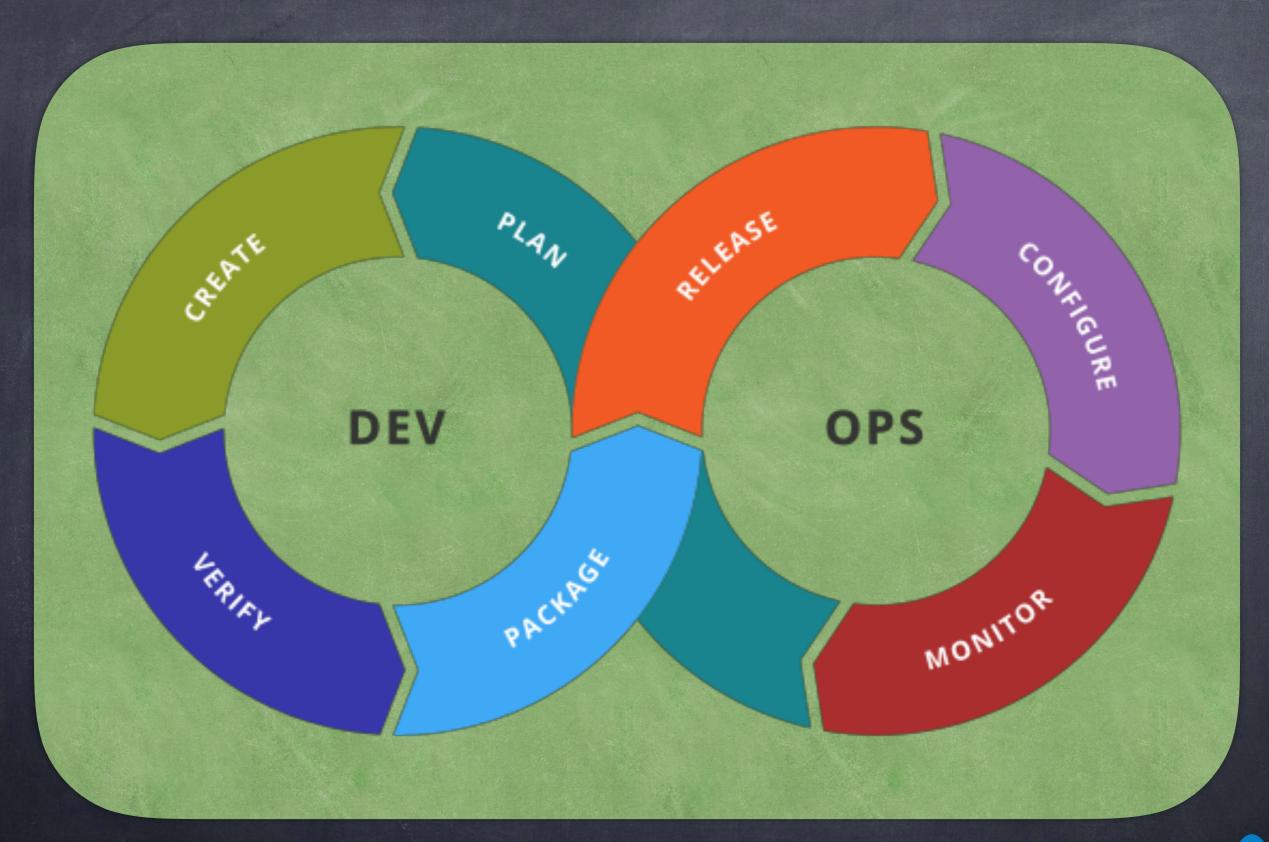


How does the world even keep working ?!?!?

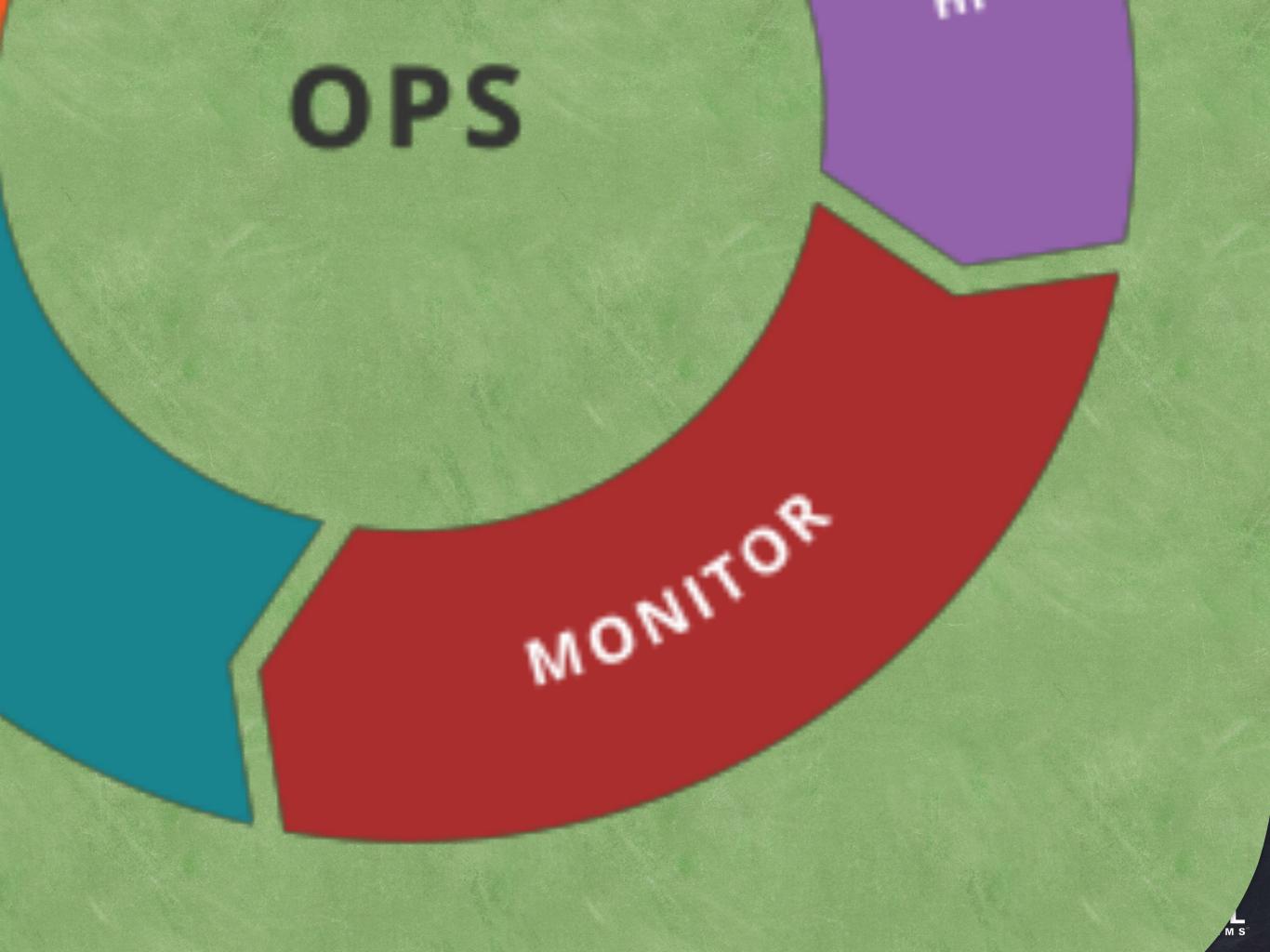


































Retries

Misses

Timeouts



Failed Queries

Angry
Phone Calls

Abandoned Shopping Carts



Loss of Engagement





It is nonsense to ask: "was my 99%'lie a timeout?"



Instead Ask:

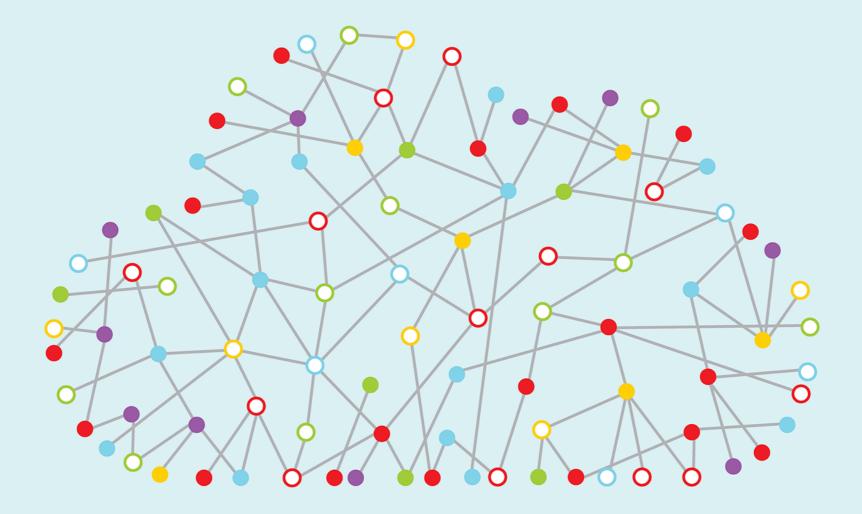
"How many timeouts did I have?"

"What % of my requests timed out?"

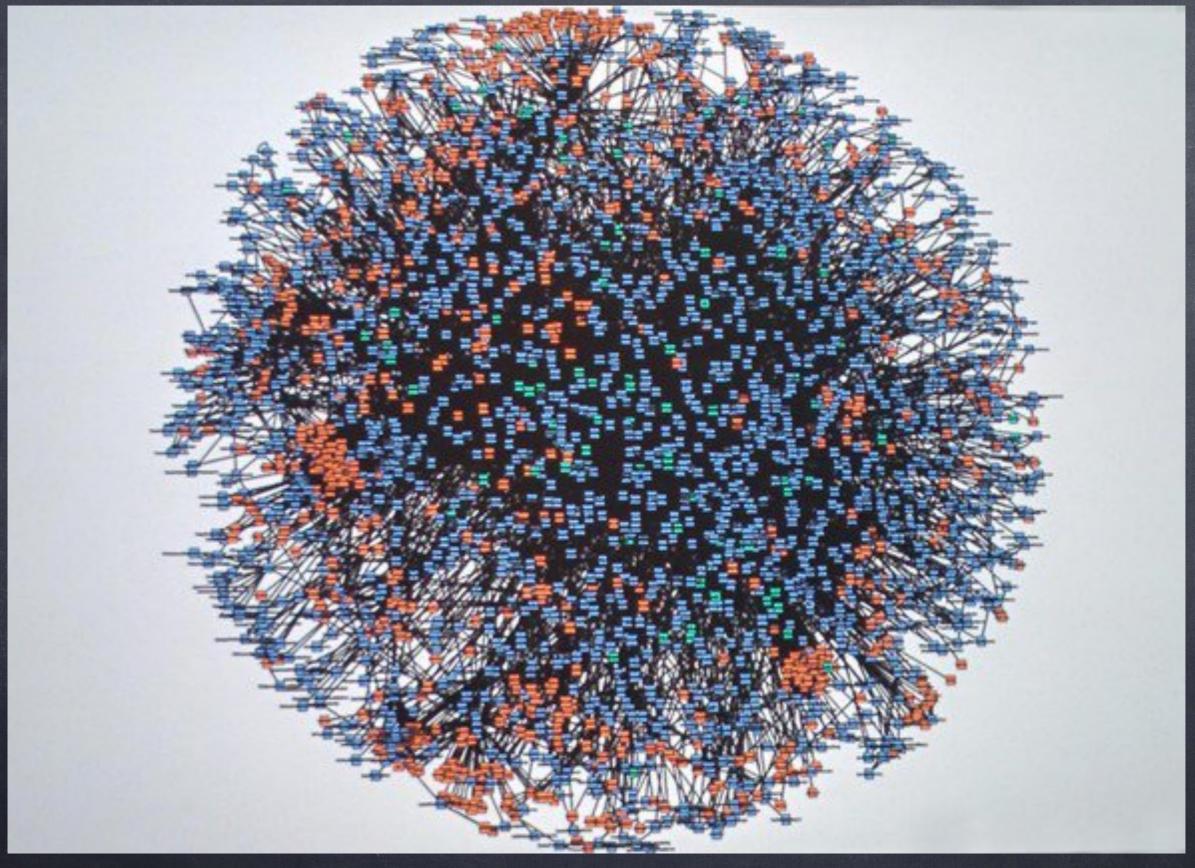


Looking at misery









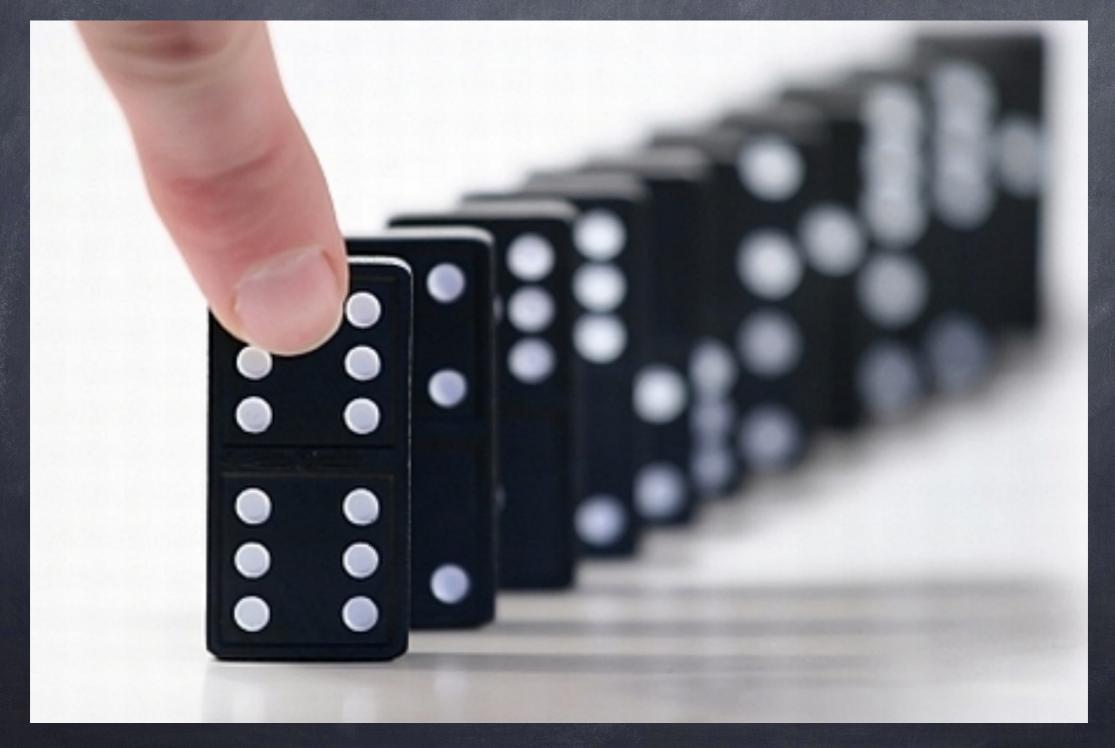


This is a Microservice



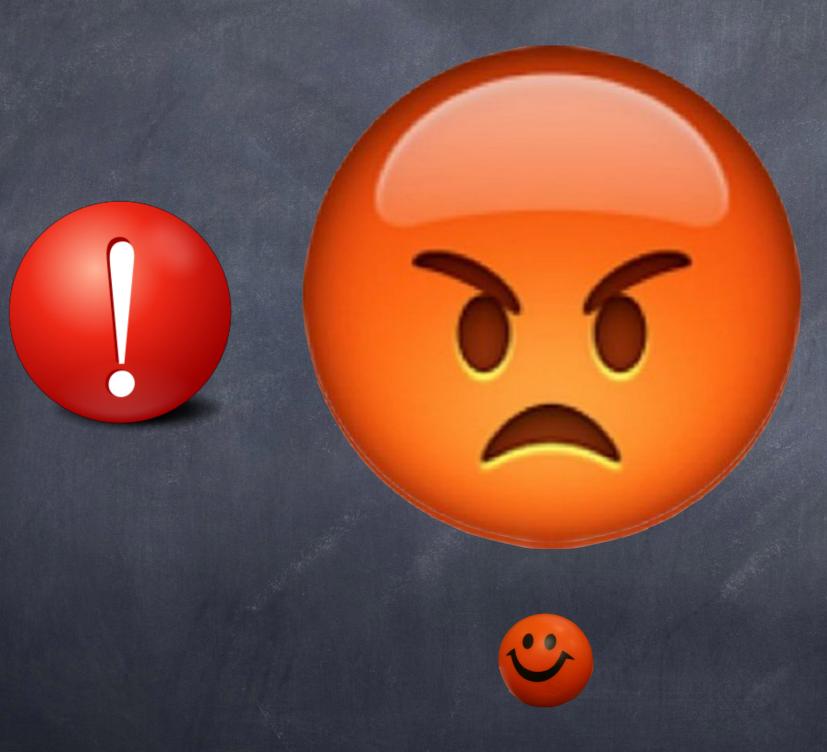


This is a Microservices Architecture





Focus on measuring Misery











Focus on measuring Misery





Don't Worry







Love Misery

@giltene

final #LatencyTipOfTheDay: Don't aim to make a %'ile acceptable Instead, aim for an acceptable % ... of misery



Love Misery

