10 patterns for more resilient applications A gentle start into resilient software design

Uwe Friedrichsen (codecentric AG) – JUG Saxony Day – Radebeul, 23. September 2022

Uwe Friedrichsen

Works @ codecentric https://twitter.com/ufried https://www.speakerdeck.com/ufried https://ufried.com/



What is that "resilience" thing?



re-sil-ience (rĭ-zĭl'yəns)

n.

 The ability to recover quickly from illness, change, or misfortune; buoyancy.
 The property of a material that enables it to resume its original shape or position after being bent, stretched, or compressed; elasticity.

American Heritage® Dictionary of the English Language, Fifth Edition. Copyright © 2016 by Houghton Mifflin Harcourt Publishing Company. Published by Houghton Mifflin Harcourt Publishing Company. All rights reserved.

https://www.thefreedictionary.com/resilience

What does it mean for IT systems?



re-sil-ience (of IT systems)

n.

The ability of a system to handle unexpected situations

- without the user noticing it (ideal case)
- with a graceful degradation of service and quick recovery to normal operations (non-ideal case)

The cautious attempt to provide a useful definition for resilience in the context of software systems. No copyright attached, but also no guarantee that this definition is sufficient for all relevant purposes.

Can't we just leave it to ops as we did it in the past?



What is the problem?

Let ops run our software on some HA infrastructure or alike and everything will be fine. Sorry, not that easy anymore

For a single, monolithic, isolated system this might indeed work, but ...

(Almost) every system is a distributed system.

-- Chas Emerick

http://www.infoq.com/presentations/problems-distributed-systems

The software you develop and maintain is most likely part of a (big) distributed system landscape

Properties of distributed systems

- Distributed systems introduce non-determinism regarding
 - Execution completeness
 - Message ordering
 - Communication timing

- You will be affected by this at the application level
 - Don't expect your infrastructure to hide all effects from you
 - Better know how to detect if it hit you and how to respond





Okay, I buy it. But how do I start?



Let us start simple ... *

* which often improves the situation amazingly much

Let us create our starter's toolbox





Accessing other systems



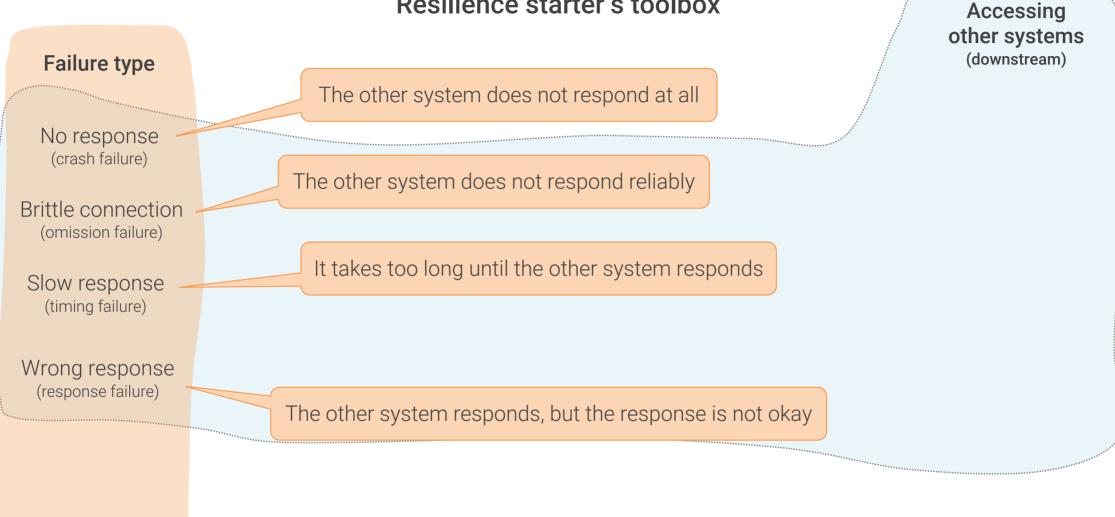


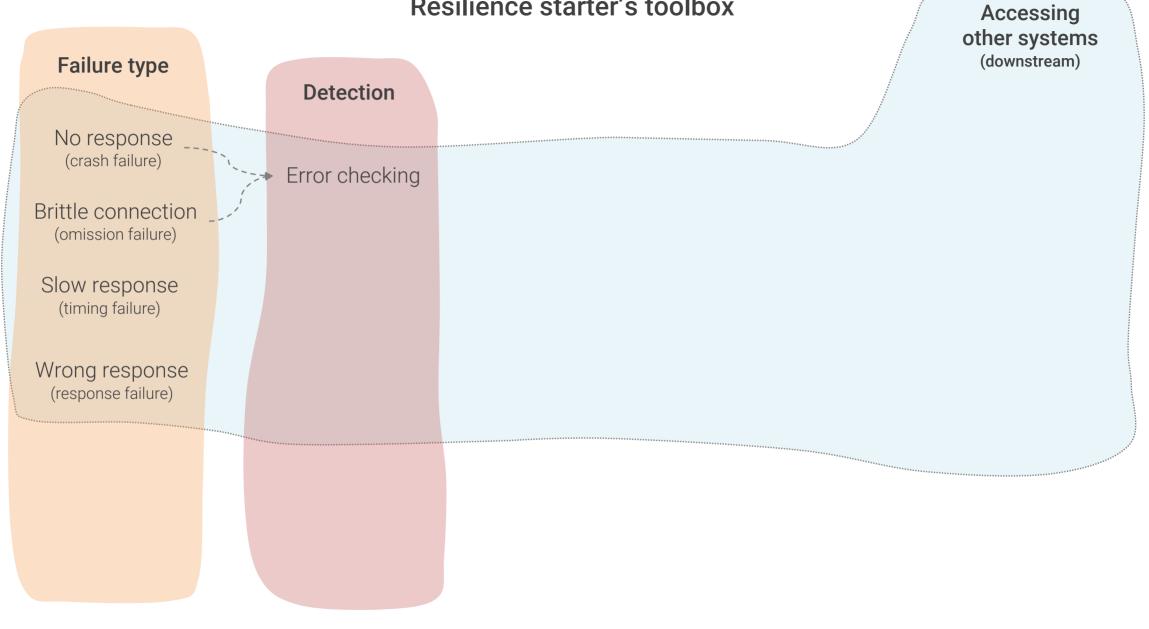
from urllib3 import PoolManager

URL = <...>

http = PoolManager()
r = http.request('GET', URL)

https://github.com/urllib3/urllib3







Error checking

- Most basic error detection pattern
- Yet too often neglected
- Multiple implementation variants
 - Exception handling (Java, C++, ...)
 - Return code checking (C, ...)
 - Extra error return value (Go, ...)
- Thorough error checking tends to make code harder to read



Timeout

- Preserve responsiveness independent of downstream latency
- Essential error detection pattern
- Crucial if using synchronous communication
- Also needed if using asynchronous request/response style
- Good library support in most programming languages







Circuit breaker

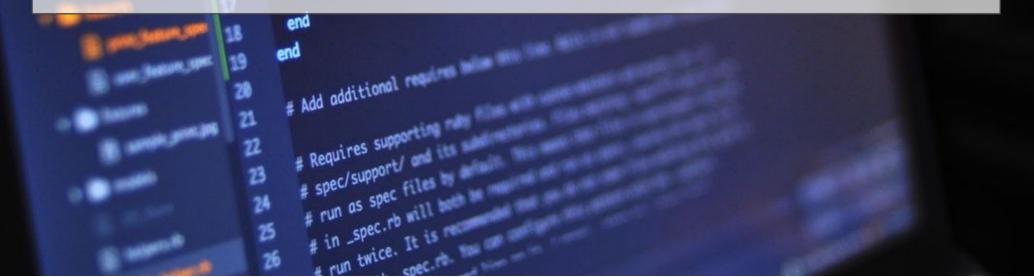
- Probably most often cited resilience pattern
- Extension of the timeout pattern
- Takes downstream unit offline if calls fail multiple times
- Can be used for most failure types
 - Crash failures, omission failure, timing failures
- Many implementations available

require 'capybara/reils"

Company javascript of the

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Adding error and timeout detection



from urllib3 import PoolManager

URL = <...>

http = PoolManager()
r = http.request('GET', URL)

https://github.com/urllib3/urllib3

from concurrent.futures import ThreadPoolExecutor, TimeoutError from urllib3 import PoolManager from urllib3.exceptions import HTTPError

```
URL = 'http://httpbin.org/delay/2'
```

```
def get_url(http, url):
    return http.request('GET', url)
```

```
http = PoolManager()
```

```
with ThreadPoolExecutor(max_workers=1) as executor:
    future = executor.submit(get_url, http, URL)
    try:
        r = future.result(timeout=0.5)
    except TimeoutError:
        print('Request timed out')
        future.cancel()
    except HTTPError:
        print('An error occurred')
    else:
        print('Received:', r.data)
```

```
from urllib3 import PoolManager
from urllib3.exceptions import HTTPError
```

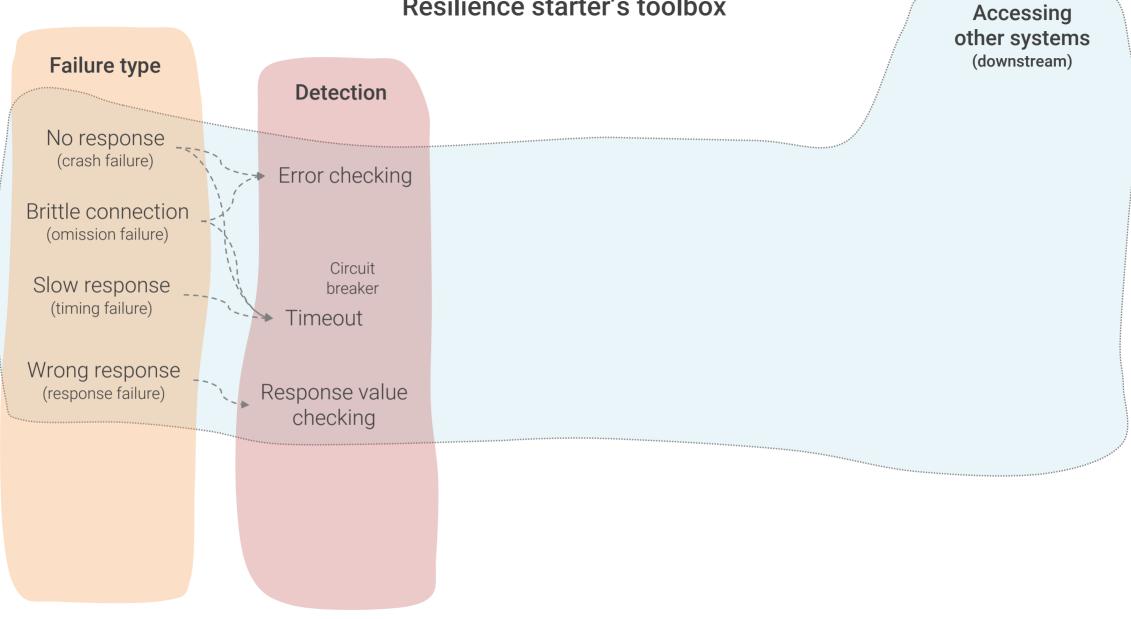
```
URL = 'http://httpbin.org/delay/2'
```

```
http = PoolManager()
```

```
try:
```

```
r = http.request('GET', URL, timeout=0.5)
except HTTPError:
    print('An error occurred or request timed out')
else:
```

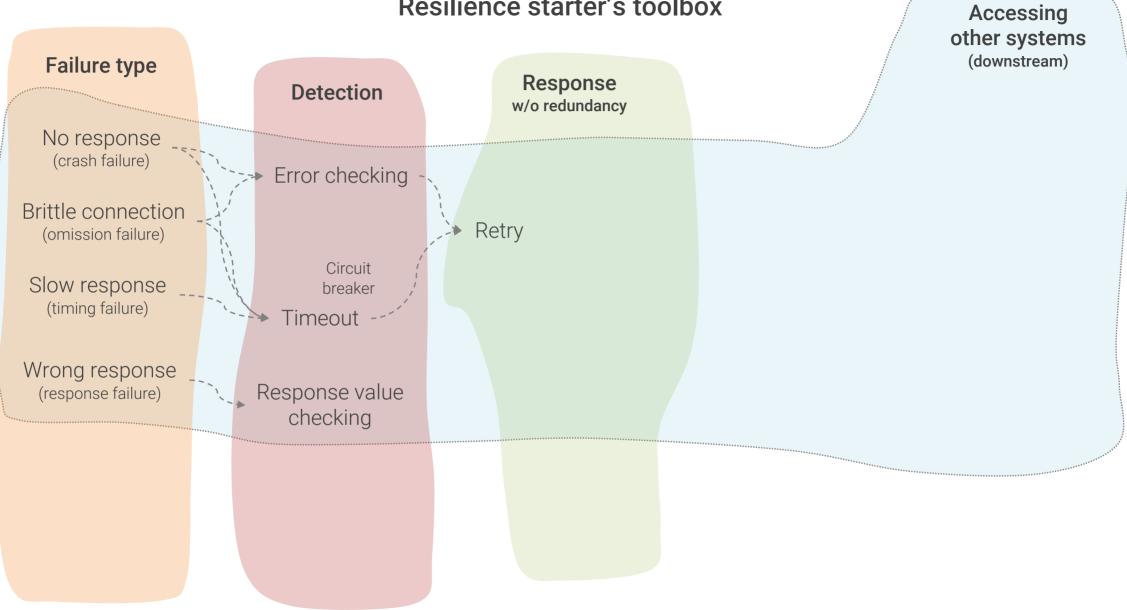
```
print('Received:', r.data)
```



Response value checking

- As obvious as it sounds, yet often neglected
- Protection from broken/malicious return values
 - Especially do not forget to check for Null values
- Quite good library support
 - But often do not cover all checks needed
- Consider specific data types

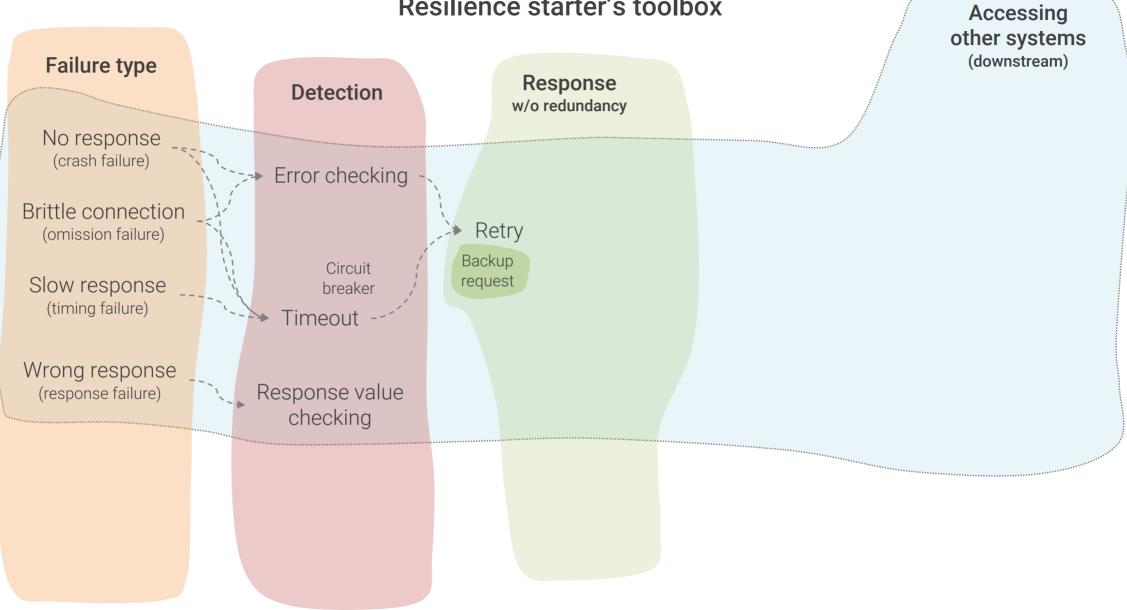






Retry

- Basic recovery pattern for downstream calls
- Recover from omission or other transient errors
- Limit retries to minimize extra load on an overloaded resource
- Limit retries to avoid recurring errors
- Some library support available

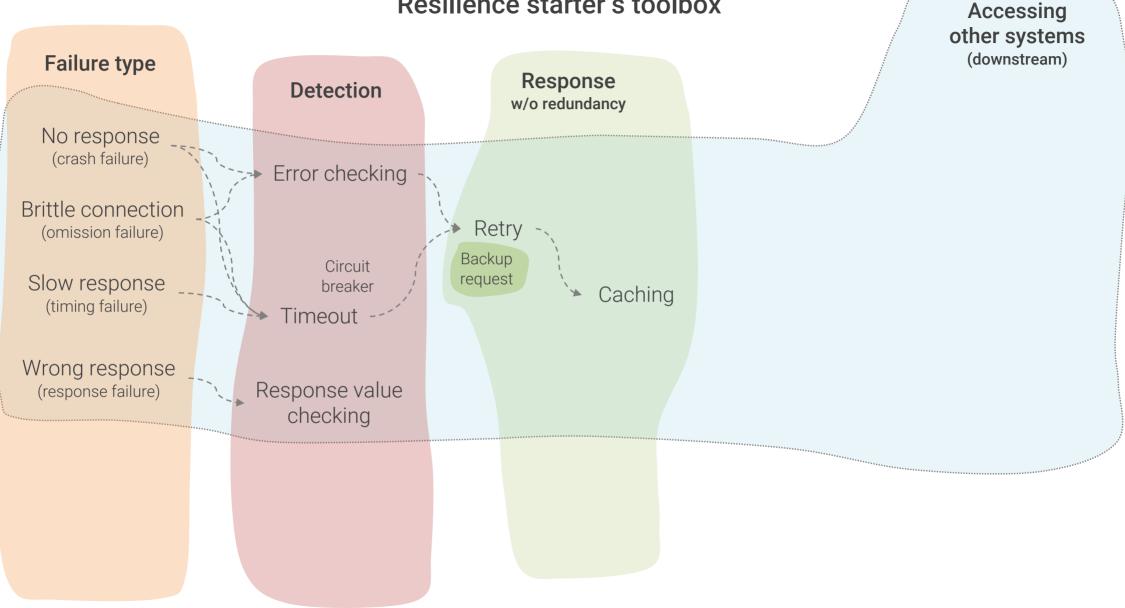


Backup request

- Send request to multiple workers (usually with some delay)
- Use quickest reply and discard all other responses
- Prevents latent responses (or at least reduces probability)
- Requires redundancy trades resources for availability

also see: J. Dean, L. A. Barroso, "The tail at scale", Communications of the ACM, Vol. 56 No. 2

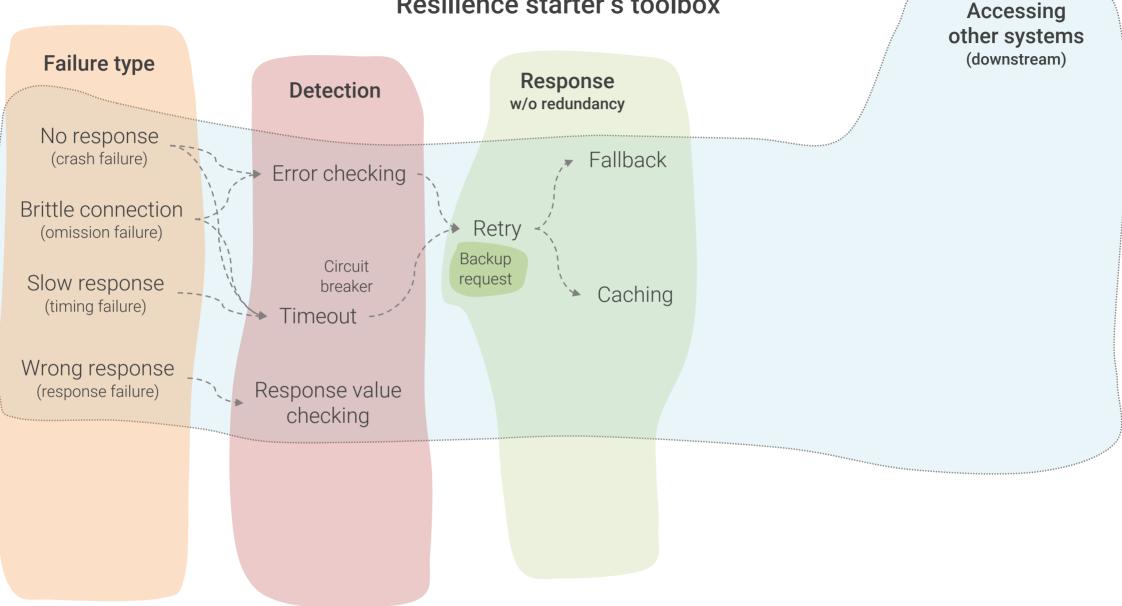






Caching

- Re-use responses from prior calls to downstream resources
- Can bridge temporary unavailability of resources
- Use with caution
 - Requires extra resources to store cached data
 - Leaves you with potentially stale data and all consistency issues associated with it
- Good tool and library support



Fallback

- Execute an alternative action if the original action fails
- Basis of most mitigation patterns
- Widespread simple variants
 - Fail silently: silently ignore error and continue processing
 - Default value: return predefined default value if error occurs
- Note that fallback action is a business decision



require File.expand_path(' .../.../cmffile/memory # Prevent database transport dbort("The Rails environment is memory in another income and require 'spec_helper" require 'rspec/rails' g require 'capybara/rspec" nequire 'capybara/rspec"

Combara javascript

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Adding retry and fallback



```
from urllib3 import PoolManager
from urllib3.exceptions import HTTPError
```

```
URL = 'http://httpbin.org/delay/2'
```

```
http = PoolManager()
```

```
try:
```

```
r = http.request('GET', URL, timeout=0.5)
except HTTPError:
    print('An error occurred or request timed out')
else:
```

```
print('Received:', r.data)
```

from urllib3 import PoolManager
from urllib3.exceptions import HTTPError

```
URL = 'http://httpbin.org/delay/2'
```

```
http = PoolManager()
```

```
def get_url(http, url):
```

try:

```
r = http.request('GET', url, timeout=0.5)
```

except HTTPError:

```
return None # None means something went wrong else:
```

```
return r.data
```

```
d = get_url(http, URL)
```

if d is None:

```
if d is None:
```

```
d = 42 # Execute fallback
```

```
print('Received:', d)
```

```
from urllib3 import PoolManager
from urllib3.exceptions import HTTPError
```

```
URL = 'http://httpbin.org/delay/2'
```

```
http = PoolManager()
```

```
try:
```

```
r = http.request('GET', URL, timeout=0.5, retries=1)
except HTTPError:
    d = 42  # Execute fallback
else:
```

```
d = r.data
print('Received:', d)
```

Accessing

other systems (downstream) Failure type Response Response Detection w/o redundancy w/ redundancy No response Fallback (crash failure) Error checking Brittle connection ► Failover Retry (omission failure) Backup Circuit request Slow response breaker Caching (timing failure) Timeout Wrong response Response value (response failure) checking



Failover

- Used if simpler recovery measures fail or take too long
- Many implementation variants available
- Good support on the infrastructure level
 - Recovery and state replication usually not covered
- Mind the business case
 - Requires redundancy trades resources for availability
 - Added costs need to justify added value

Failure type Response Response Detection w/o redundancy w/ redundancy No response (crash failure) Fallback Error checking Brittle connection ► Failover Retry (omission failure) Backup Circuit request Slow response breaker Caching (timing failure) Timeout Wrong response Custom response Response value (response failure) Postel's law checking

Accessing other systems (downstream)

Remember Postel's law

"Be conservative in what you do, be liberal in what you accept from others"

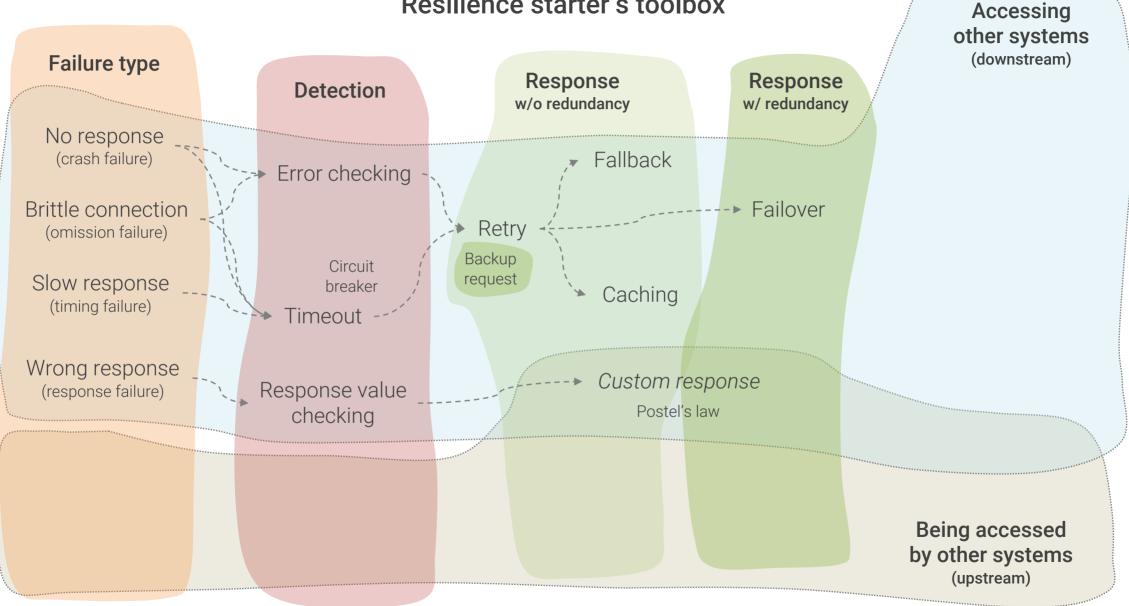
(Often reworded as: "Be conservative in what you send, be liberal in what you accept")

see also: https://en.wikipedia.org/wiki/Robustness_principle



Being accessed by other systems



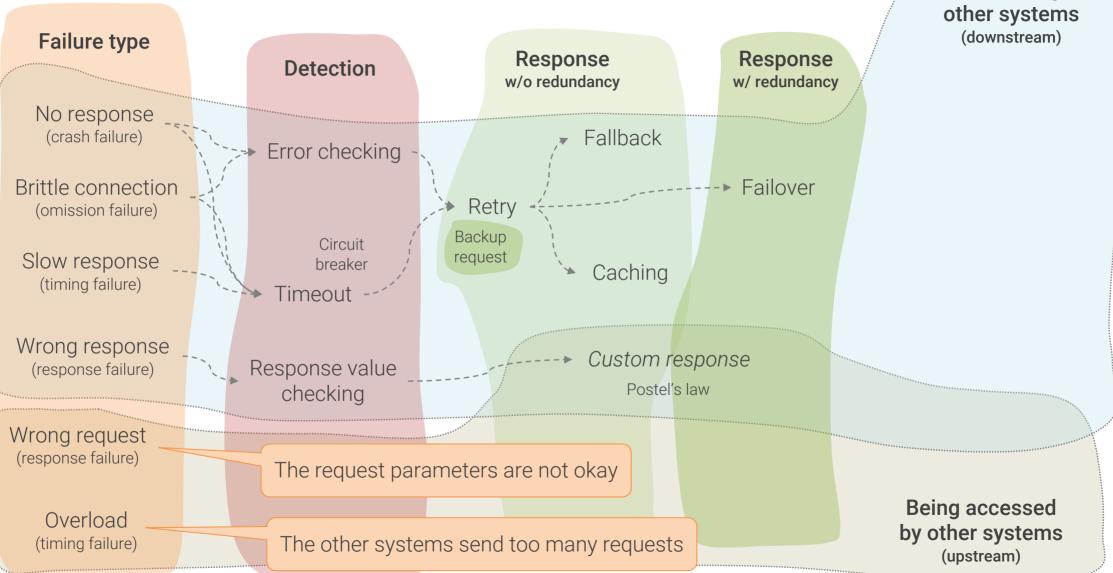


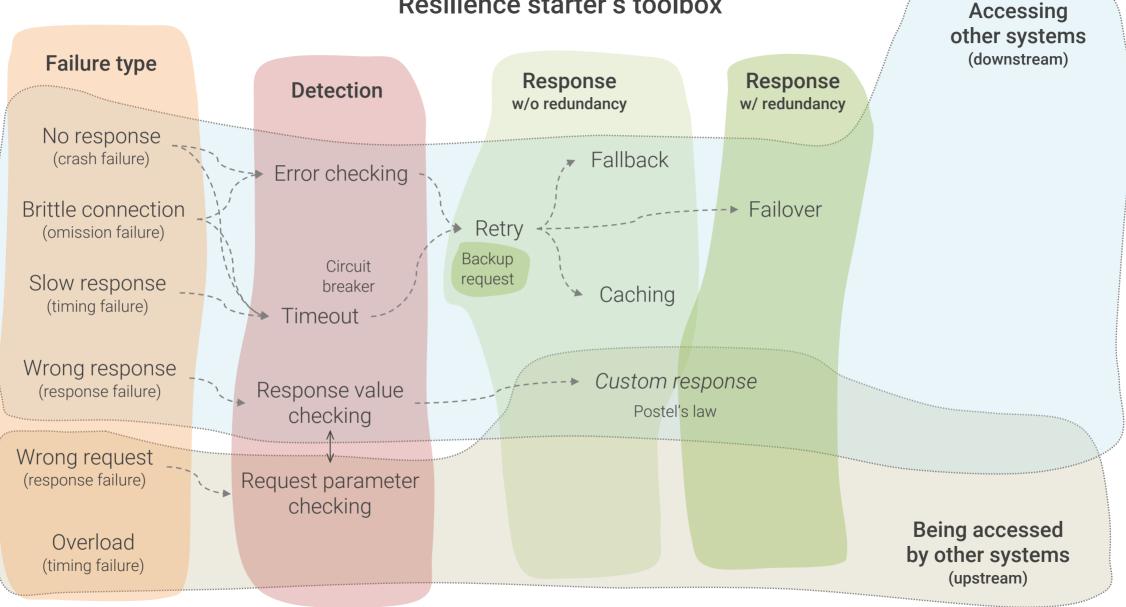
```
from fastapi import FastAPI
```

```
app = FastAPI()
```

```
@app.get("/square/{number}")
def read_square(number):
    n = int(number)
    return {"result": n*n}
```

Accessing



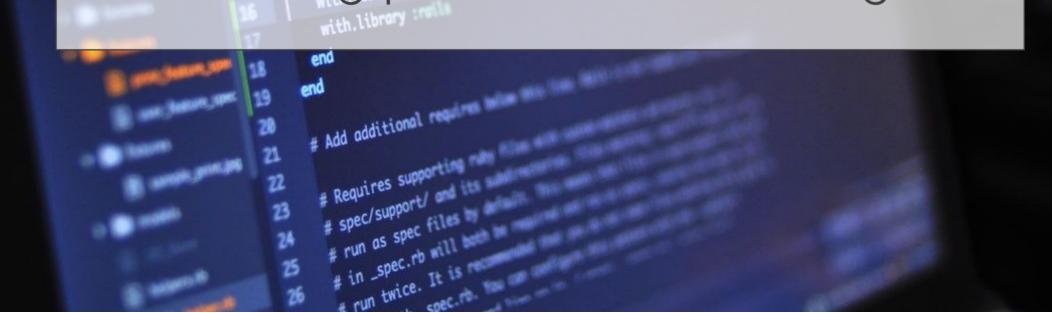




Request parameter checking

- As obvious as it sounds, yet often neglected
- Protection from broken/malicious request parameters
 - Especially do not forget to check for Null values
- Quite good library support
 - But often do not cover all checks needed
- Consider specific data types

Prevent database transmission abort("The Rails environment is normalization require 'spec_helper" require 'rspec/rails' require 'capybara/rspec' require 'capybara/reils" 11 Combana javascript Category.delete_all; Compos Adding parameter checking



```
from fastapi import FastAPI
```

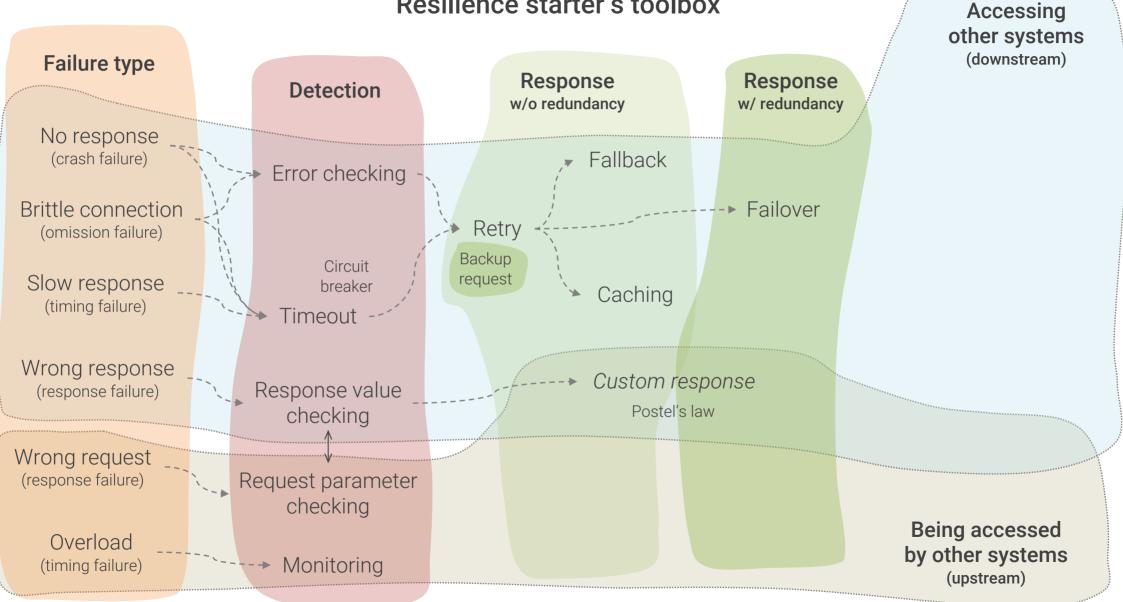
```
app = FastAPI()
```

```
@app.get("/square/{number}")
def read_square(number):
    n = int(number)
    return {"result": n*n}
```

```
from fastapi import FastAPI, Path
```

```
app = FastAPI()
```

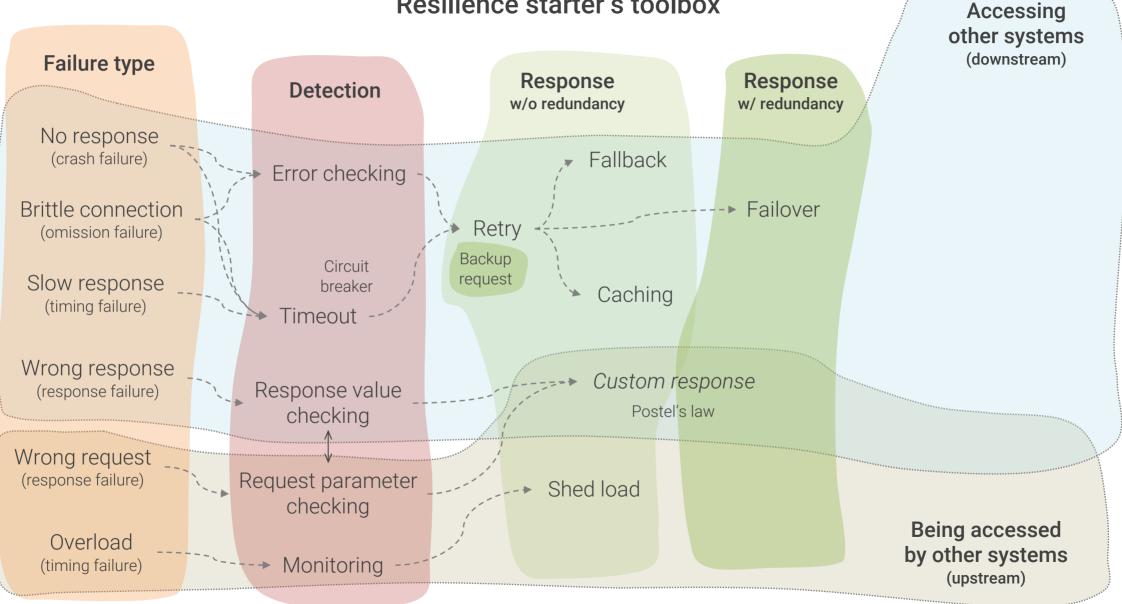
```
@app.get("/square/{number}")
def read_square(number: int = Path(..., gt=0, lt=100)):
    return {"result": number*number}
```



Monitoring

- Indispensable when running distributed systems
- Good tool support available
- Usually needs application-level support for best performance
 - Application-level and business-level metrics
- Should be combined with self-healing measures
 - Alarms should only be sent if self-healing fails







Shed load

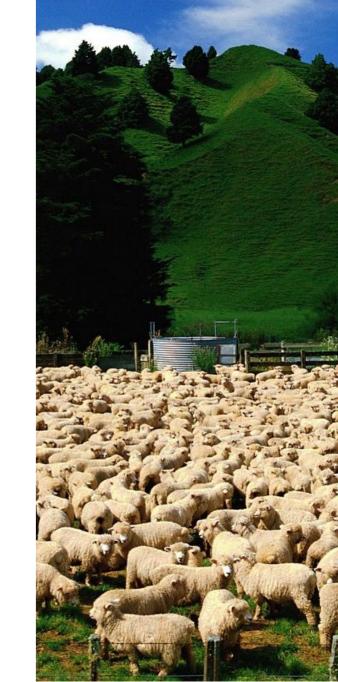
- Limit load to keep throughput of resource acceptable
 - Reject (shed) requests ("rate limiting")
- Best shed load at periphery
 - Minimize impact on resource itself
 - Good tool support available
- Usually requires monitoring data to watch load of resource
- Try not to break ongoing multi-request sessions

Accessing

other systems (downstream) Failure type Response Response Detection w/o redundancy w/ redundancy No response (crash failure) Fallback Error checking Brittle connection Failover Retry (omission failure) Backup Circuit request Slow response breaker Caching (timing failure) Timeout Wrong response Custom response Response value (response failure) Postel's law checking Wrong request (response failure) Request parameter Shed load checking Being accessed Share load Overload by other systems (timing failure) Monitoring (upstream)

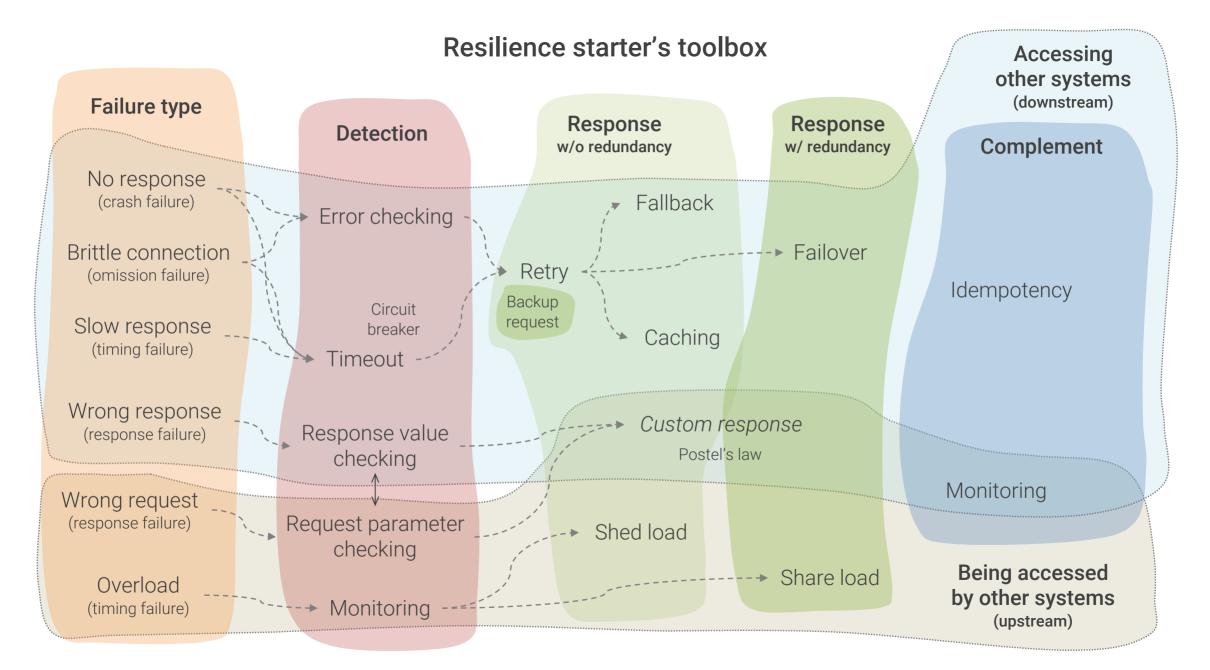
Share load

- Share load between resources to keep throughput good
- Use if additional resources for load sharing can be used
- Can be implemented statically or dynamically ("auto-scaling")
- Very good tool support available
- Minimize synchronization needed between resources
 - Synchronization needs kill scalability



Useful complementing patterns







Idempotency

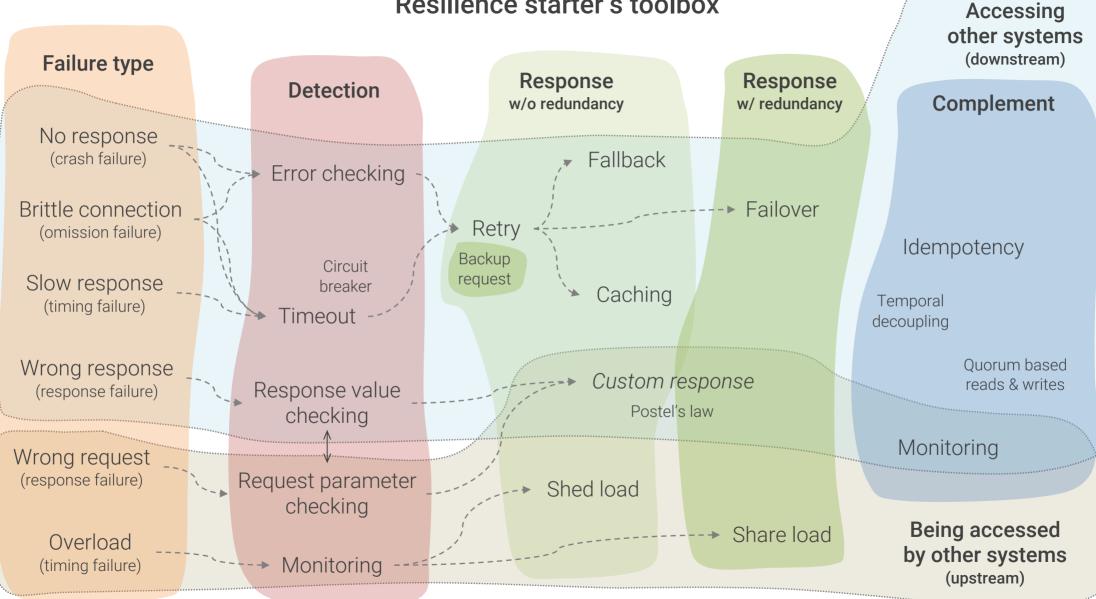
- Non-idempotent calls become very complicated if they fail
- Idempotent calls can be repeated without problems
 - Always return the same result
 - Do not trigger any cumulating side-effects
- Reduces coupling between nodes
 - Simplifies responding to most failure types a lot
- Very fundamental resilience and scalability pattern

Resilience starter's toolbox Accessing other systems (downstream) Failure type Response Response Detection Complement w/o redundancy w/ redundancy No response (crash failure) Fallback Error checking Brittle connection Failover Retry (omission failure) Idempotency Backup Circuit request Slow response breaker Caching Temporal (timing failure) Timeout decoupling Wrong response Custom response Response value (response failure) Postel's law checking Monitoring Wrong request (response failure) Request parameter Shed load checking Being accessed Share load Overload by other systems (timing failure) Monitoring (upstream)

Temporal decoupling

- Request, processing and response are temporally decoupled
- Simplifies responding to timing failures a lot
 - Not necessary to recover from failures within caller's response time expectations
- Functional design issue
 - Technology only augments it
- Enables simpler and more robust communication types
 - E.g., batch processing

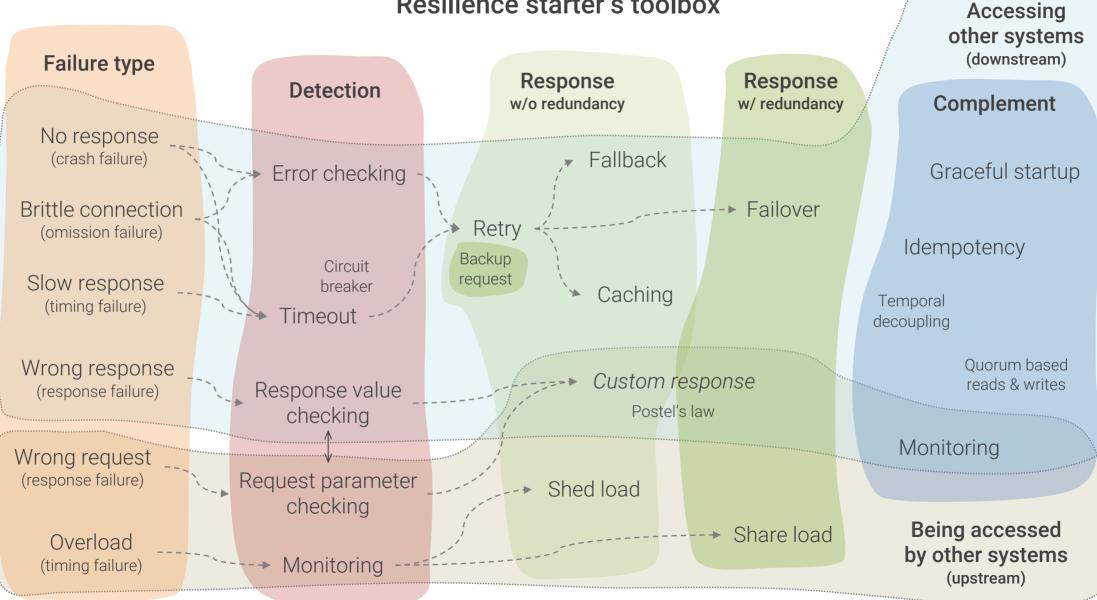






Quorum-based reads and writes

- Became popular with the rise of NoSQL databases
- Useful pattern for distributed, replicated data stores
 - Relaxes consistency constraints while writing
 - Detects inconsistencies due to a (temporally) failed prior write
- Not a replacement for response value checking
- Not to be confused with ACID transactions

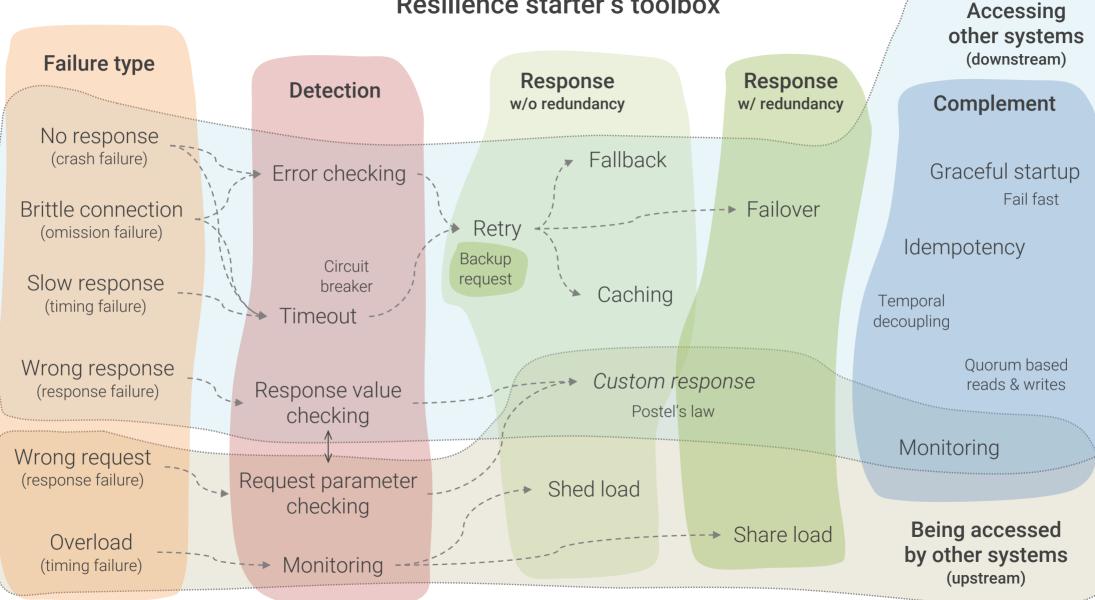


Graceful startup

- Implement graceful startup mode
 - Wait until all required resources and services are available before switching to runtime mode
- Makes application startup order interchangeable
- Crucial for quick recovery after bigger failures
- Simple and powerful, but often neglected pattern



Resilience starter's toolbox





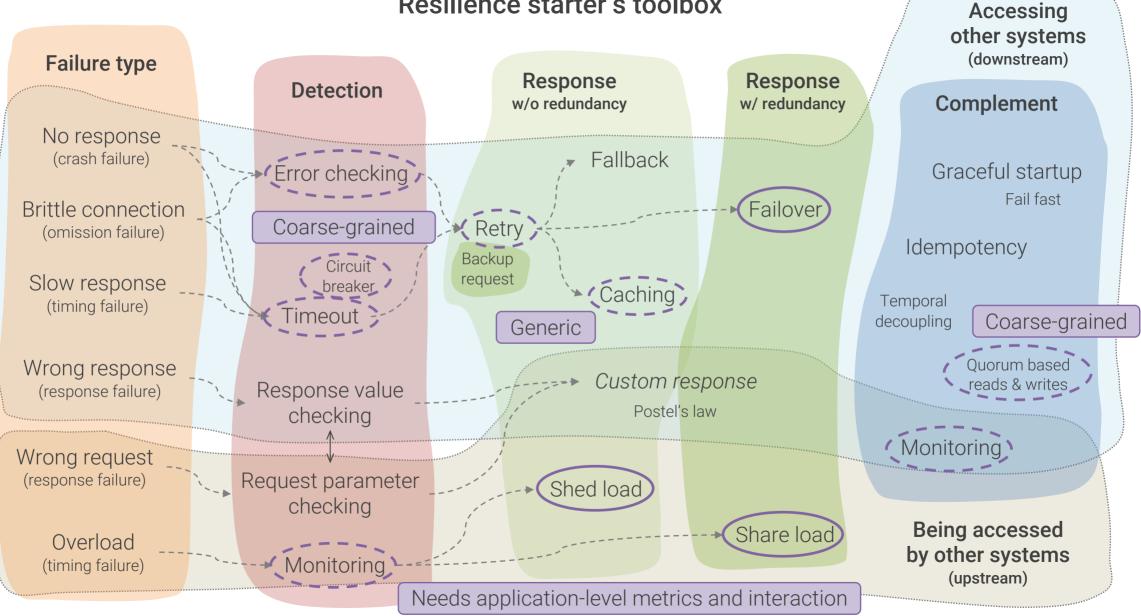
Fail fast

- "If you know you're going to fail, you better fail fast"
- Usually implemented in front of costly actions
- Saves time and resources by avoiding foreseeable failures
- Useful in normal operations mode
- Can be counterproductive in startup mode

What can we delegate to the infrastructure level?



Resilience starter's toolbox





But that is still a lot to implement



But what should be the alternative?

Should we let the application crash whenever something goes wrong?

Always keep in mind ...

The question is no longer, **if** failures will hit you The only question left is, **when** and **how bad** they will hit you Thus, look for library and framework support ... but do the work!

Everyone loves resilient applications



Wrap-up

- Distribution makes resilient software design mandatory
 - Failures will hit you at the application level
- The starter's toolbox
- Delegate to the infrastructure what is possible
 - ... but consider the limitations
- Look for library and framework support





Recommended readings

Release It! Design and Deploy Production-Ready Software, Michael Nygard, 2nd edition, Pragmatic Bookshelf, 2018

Patterns for Fault Tolerant Software,

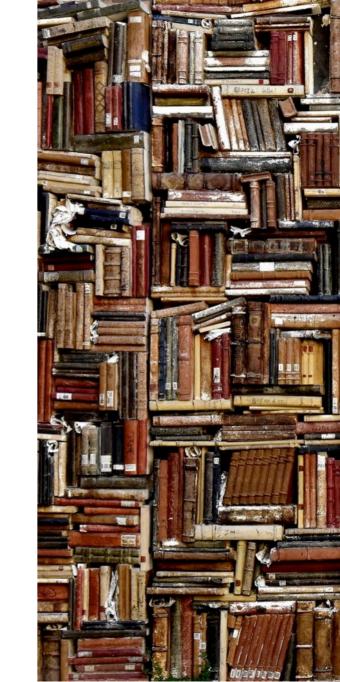
Robert S. Hanmer, Wiley, 2007

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Andrew Tanenbaum, Marten van Steen, 3rd Edition, 2017, https://www.distributed-systems.net/index.php/books/ds3/

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Site Reliability Engineering, Betsy Beyer et al., O'Reilly, 2016



Uwe Friedrichsen

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