



# THE DEVELOPER'S CONFERENCE

**Java Enterprise**

**De monolito para microserviços**

**- e algumas descobertas de performance**

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SAP Cloud Platform Tax Service - Software Engineer



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O que vocês fariam se tivessem que  
aumentar o throughput do seu web  
service em 2400%?

De 1.000 para 25.000



1.000 r/m



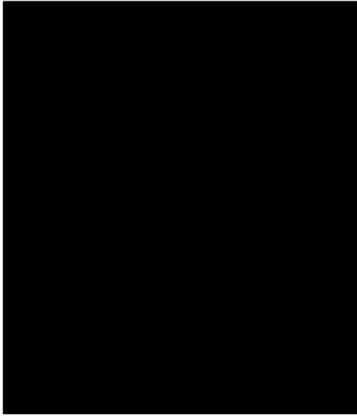
25.000 r/m

- \* Esses números são meramente ilustrativos
- \* Proporcionais

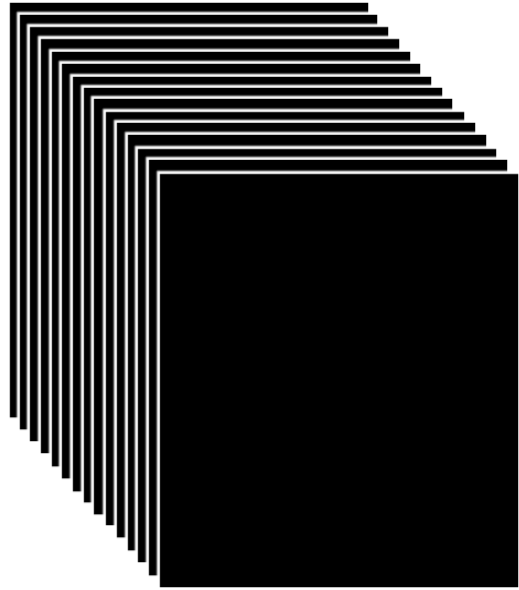
# Escalando o monolito



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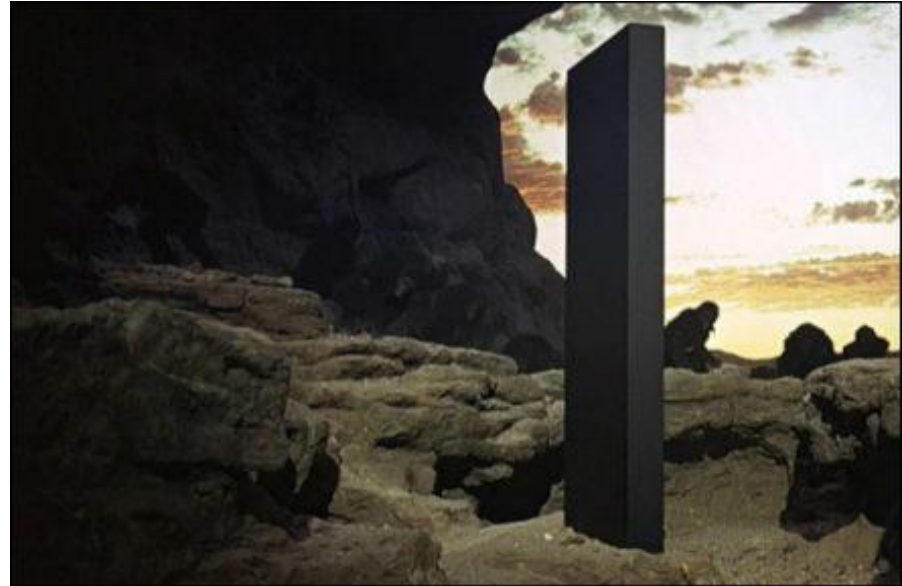
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Nosso arquitetura de monolito é eficaz?

# Um monólito

Roteamento:

1. Motor de calculo interno
  - Processamento alto
2. Motor de calculo externos
  - Alto uso de I/O

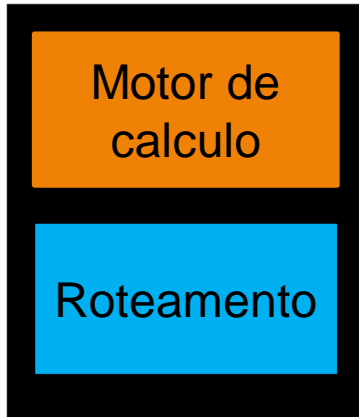


\* Foto oficial do monólito

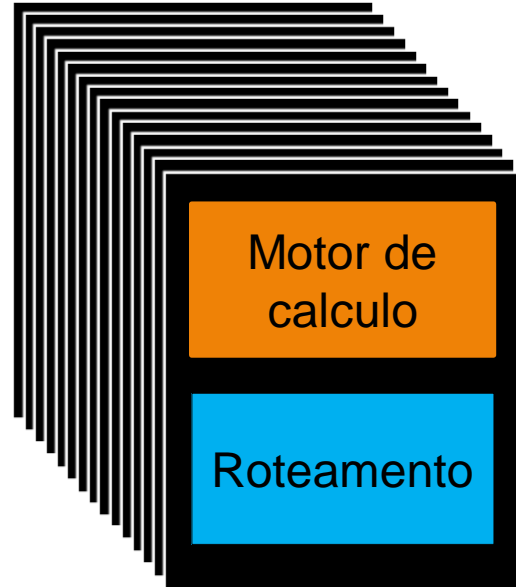
# Desperdiçando de recurso



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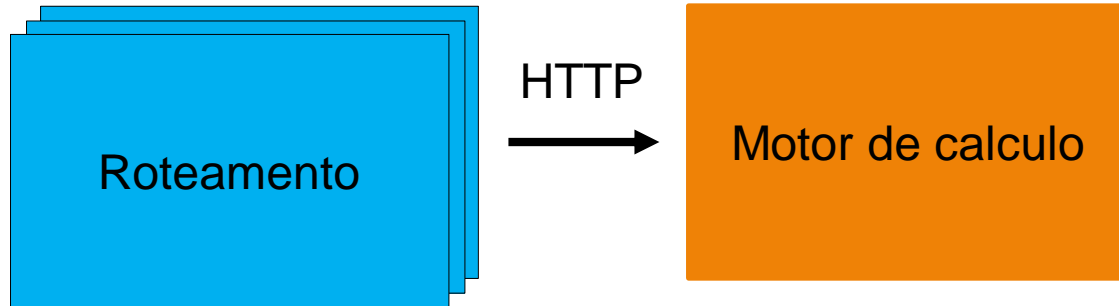


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# Duas metades de um monolito



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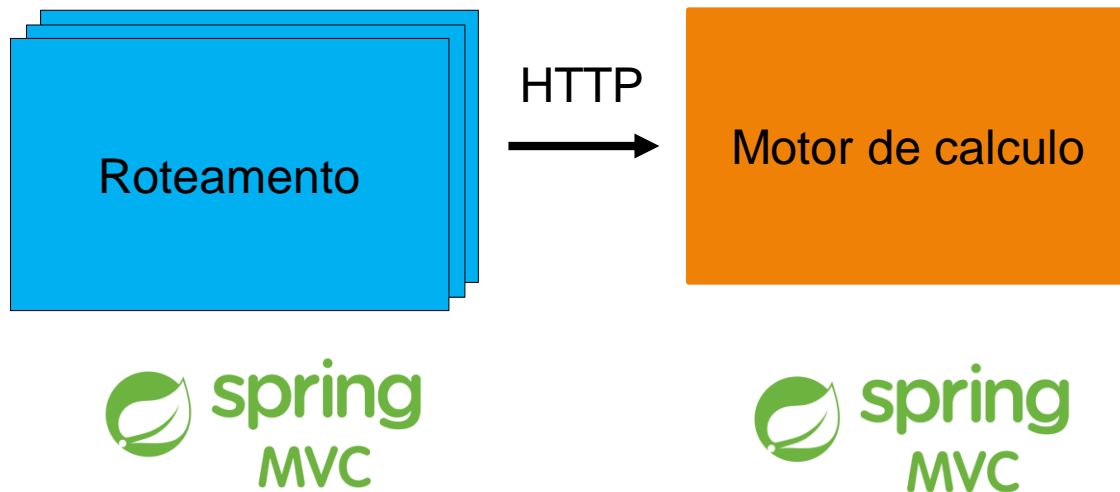
Separando o monolito.

Otimizamos o consumo de recursos,  
tornamos os ciclos de entrega  
independentes.

# Duas metades de um monolito



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Atualizando a stack de desenvolvimento.  
**Aumentamos de 1.000 r/m para 13.000  
r/m**



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Nossa aplicação é eficaz?



```
@RestController
public class RoutingController {

    private static final String ENGINE_URL = "http://localhost:8081/route";

    @GetMapping(path = "route", produces = MediaType.APPLICATION_JSON_UTF8_VALUE)
    public ResponseEntity<String> route(@RequestParam String delay) {

        String uri = UriComponentsBuilder.fromHttpUrl(ENGINE_URL).queryParams("delay", delay).toUriString();

        try {
            String response = new RestTemplate().getForObject(uri, String.class);
            return ResponseEntity.ok().body(response);
        } catch (HttpClientErrorException.BadRequest | HttpServerErrorException.InternalServerError e) {
            return ResponseEntity.badRequest().body(e.getResponseBodyAsString());
        }
    }
}
```

# Síncrono e bloqueante



# Síncrono e bloqueante

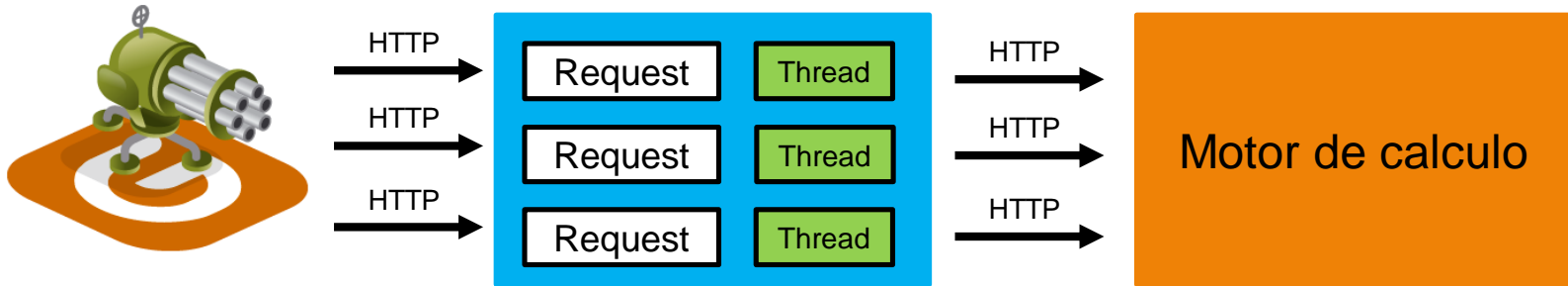


```
"http-nio-8080-exec-102" - Thread t@218  
  java.lang.Thread.State: RUNNABLE  
    at java.net.SocketInputStream.socketRead0(Native Method)  
    at java.net.SocketInputStream.socketRead(SocketInputStream.java:116)  
    at java.net.SocketInputStream.read(SocketInputStream.java:171)
```

# One thread per request model



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*“Waiting within the servlet is an inefficient operation as it is a blocking operation that consumes a thread and other limited resources.”*



```
@GetMapping(path = "anotherRoute", produces = MediaType.APPLICATION_JSON_UTF8_VALUE)
public DeferredResult<ResponseEntity<String>> anotherRoute(@RequestParam String delay) {
    DeferredResult<ResponseEntity<String>> response = new DeferredResult<>();

    ForkJoinPool.commonPool().submit(() -> {
        String uri = UriComponentsBuilder.fromHttpUrl(ENGINE_URL).queryParams("delay", delay).toUriString();

        try {
            return ResponseEntity.ok().body(new RestTemplate().getForObject(uri, String.class));
        } catch (HttpClientErrorException.BadRequest | HttpServerErrorException.InternalServerError e) {
            return ResponseEntity.badRequest().body(e.getResponseBodyAsString());
        }
    });

    return response;
}
```



```
private static WebClient 1webClient = WebClient.create(ENGINE_URL);

@GetMapping(path = "route", produces = MediaType.APPLICATION_JSON_UTF8_VALUE)
public Mono<String> route(@RequestParam String delay) {

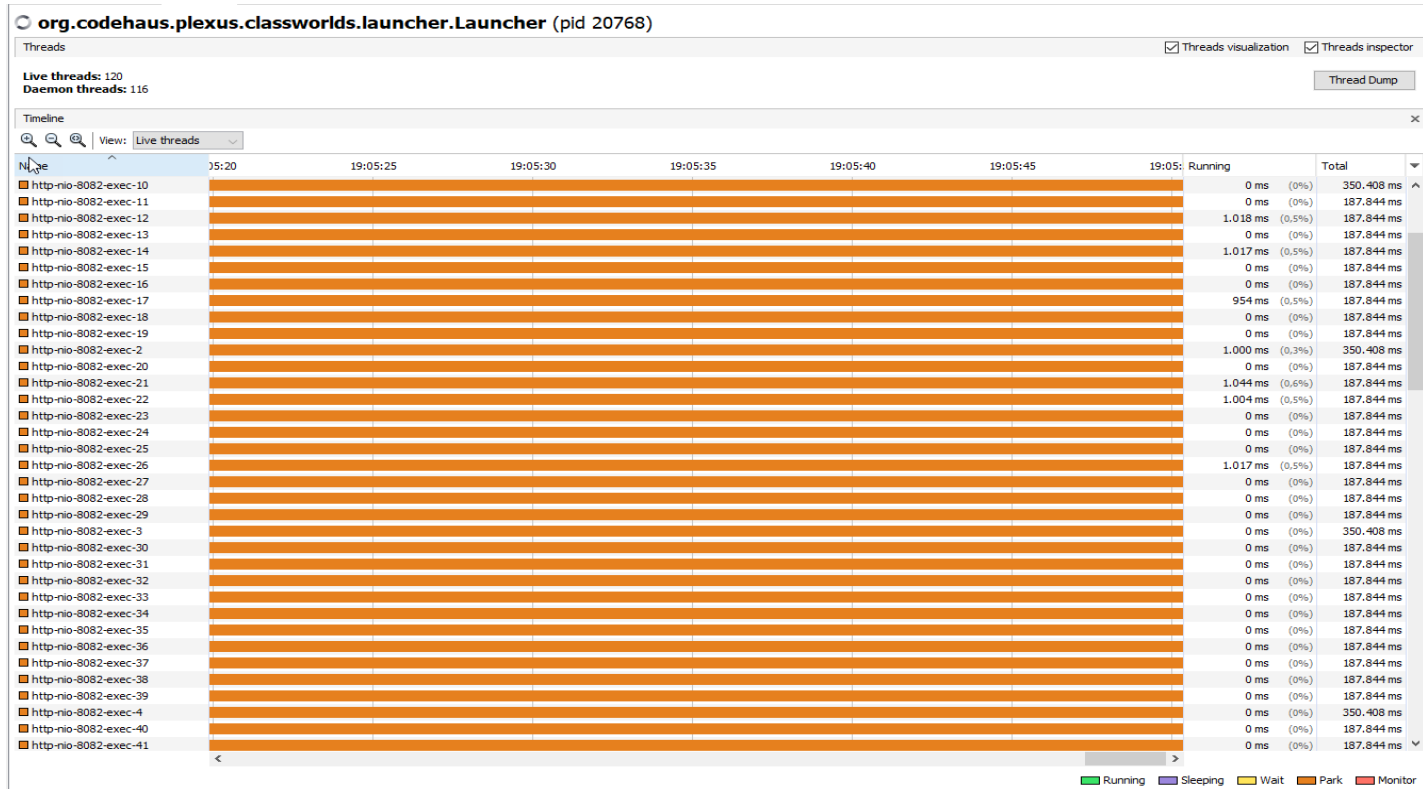
    return webClient.get().uri("/route?delay=" + delay)
        .header(HttpHeaders.CONTENT_TYPE, MediaType.APPLICATION_JSON_VALUE).retrieve()
        .onStatus(HttpStatus::is4xxClientError, e -> Mono.error(new RuntimeException("e")))
        .onStatus(HttpStatus::is5xxServerError, e -> Mono.error(new RuntimeException("e")))
        .bodyToMono(String.class);

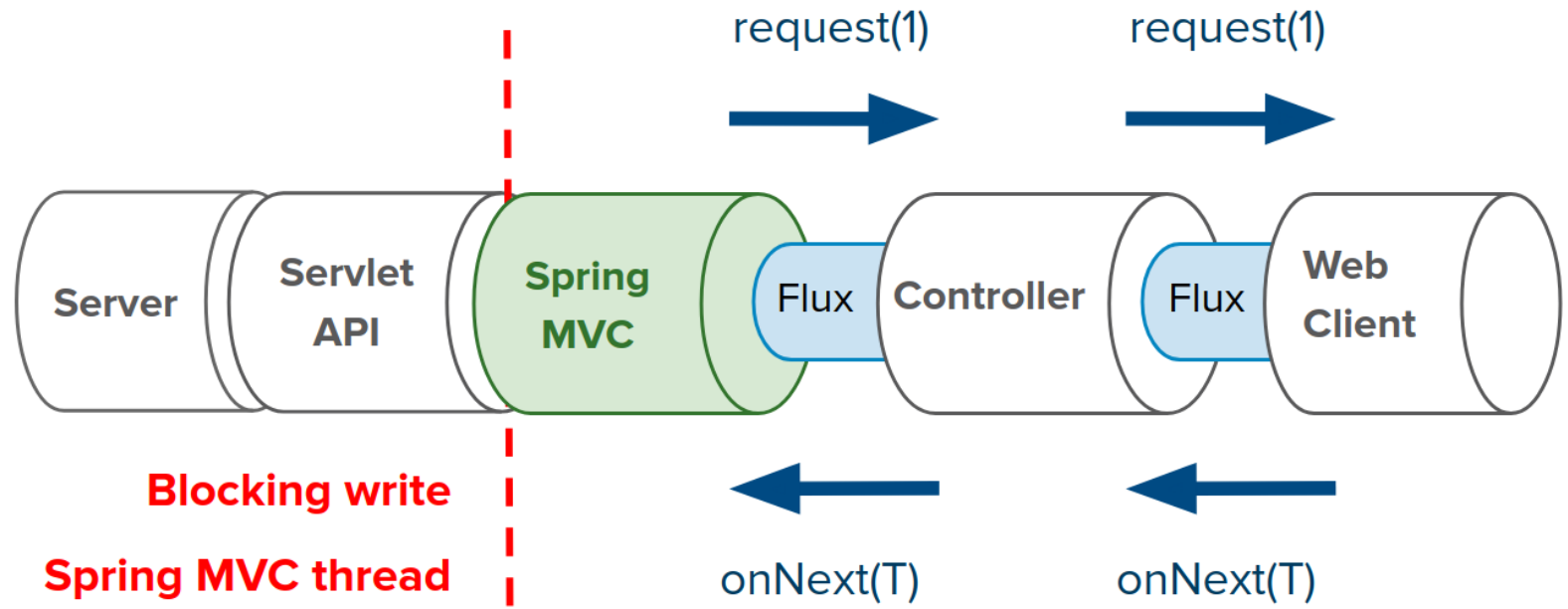
}
```

# Assíncrono e não bloqueante



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# Alternativas ao Servlet API?

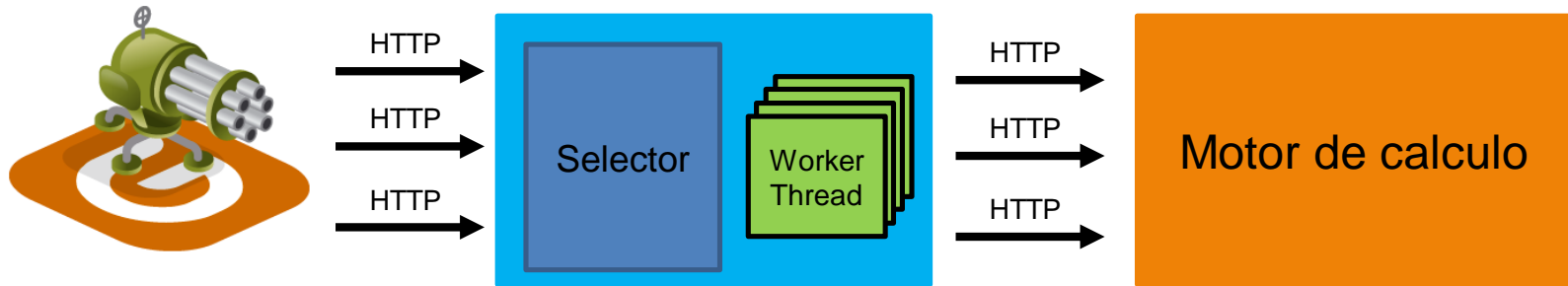
# Spring WebFlux



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*“For a non-blocking web stack to handle concurrency with a small number of threads and scale with fewer hardware resources.”*

# Spring WebFlux







```
private static WebClient 1webClient = WebClient.create(ENGINE_URL);

@GetMapping(path = "route", produces = MediaType.APPLICATION_JSON_UTF8_VALUE)
public Mono<String> route(@RequestParam String delay) {

    return webClient.get().uri("/route?delay=" + delay)
        .header(HttpHeaders.CONTENT_TYPE, MediaType.APPLICATION_JSON_VALUE).retrieve()
        .onStatus(HttpStatus::is4xxClientError, e -> Mono.error(new RuntimeException("e")))
        .onStatus(HttpStatus::is5xxServerError, e -> Mono.error(new RuntimeException("e")))
        .bodyToMono(String.class);

}
```



```
@Configuration
public class RoutingHandler {

    private static WebClient webClient = WebClient.create("http://localhost:8081");

    @Bean
    public RouterFunction<?> routes() {
        return RouterFunctions.route().GET("/route", request -> {
            Optional<String> delay = request.queryParam("delay");

            return webClient.get().uri("/route?delay=" + delay.get())
                .header(HttpHeaders.CONTENT_TYPE, MediaType.APPLICATION_JSON_VALUE).retrieve()
                .bodyToMono(String.class).flatMap(body -> ServerResponse.ok().syncBody(body));
        }).build();
    }
}
```

# Event Loop



org.codehaus.plexus.classworlds.launcher.Launcher (pid 5656)

Threads

Threads visualization  Threads inspector

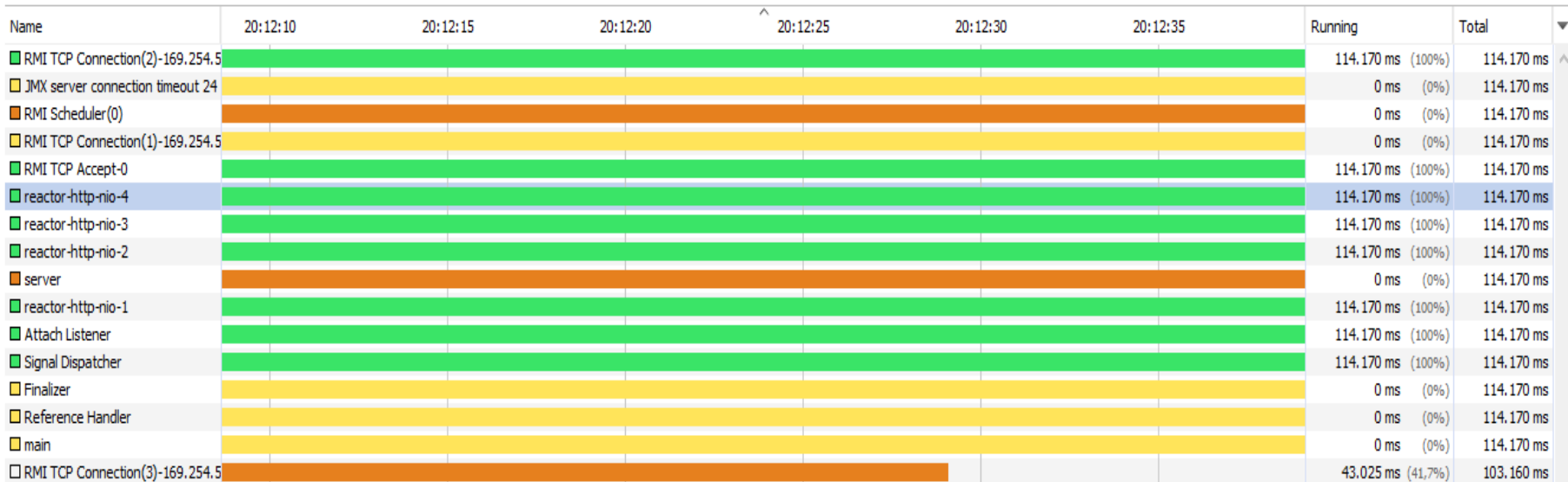
Live threads: 15

Daemon threads: 13

Thread Dump

Timeline

View: All threads





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Mudando pra Spring Webflux e o  
paradigma para reactive programming.

**Aumentamos de 13.000 r/m para  
19.000 r/m**



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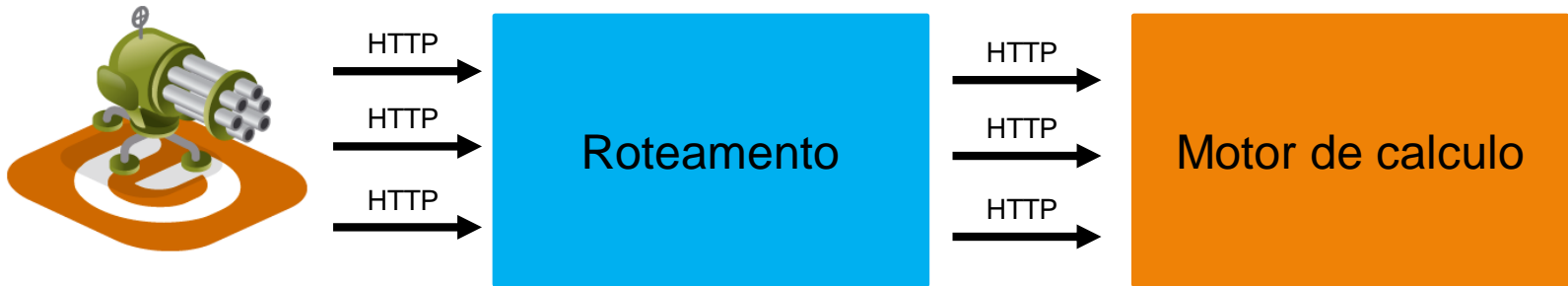
Nossa arquitetura é eficaz.  
Nossa aplicação é eficaz.



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A integração dos microserviços é eficaz?

# HTTP



# AMQP







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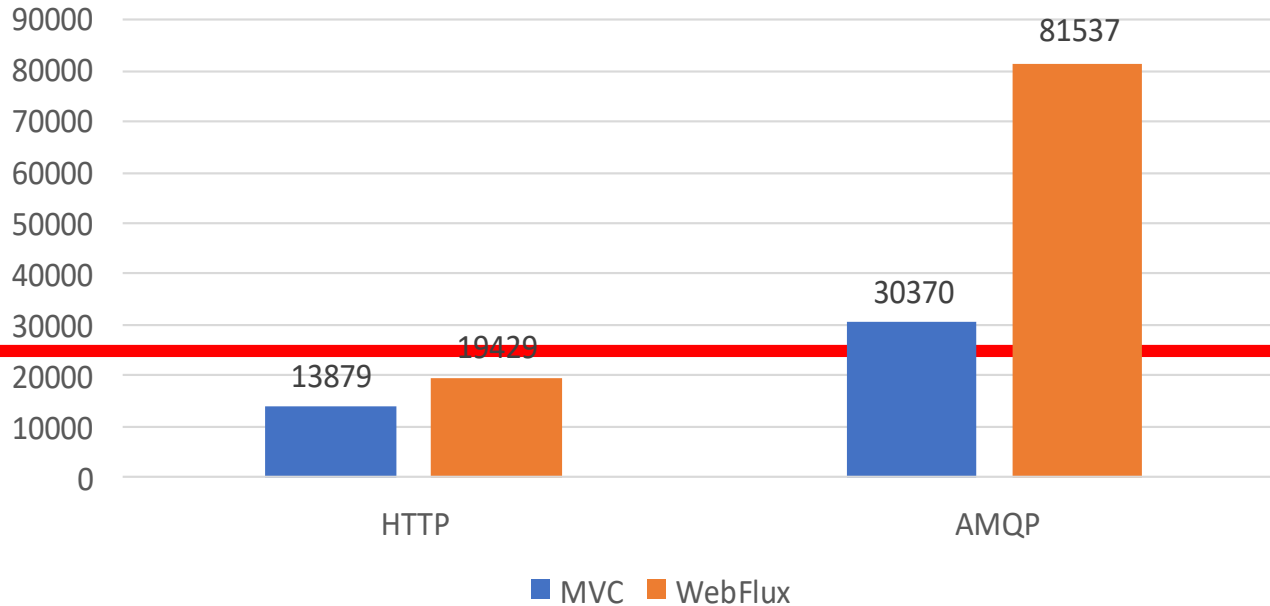
Adicionando um serviço de mensageria  
para a comunicação dos microserviços.

**Aumentamos de 19.000 r/m para  
81.000 r/m**

# Concluindo



MVC vs Webflux & HTTP vs AMQP



# Concluindo

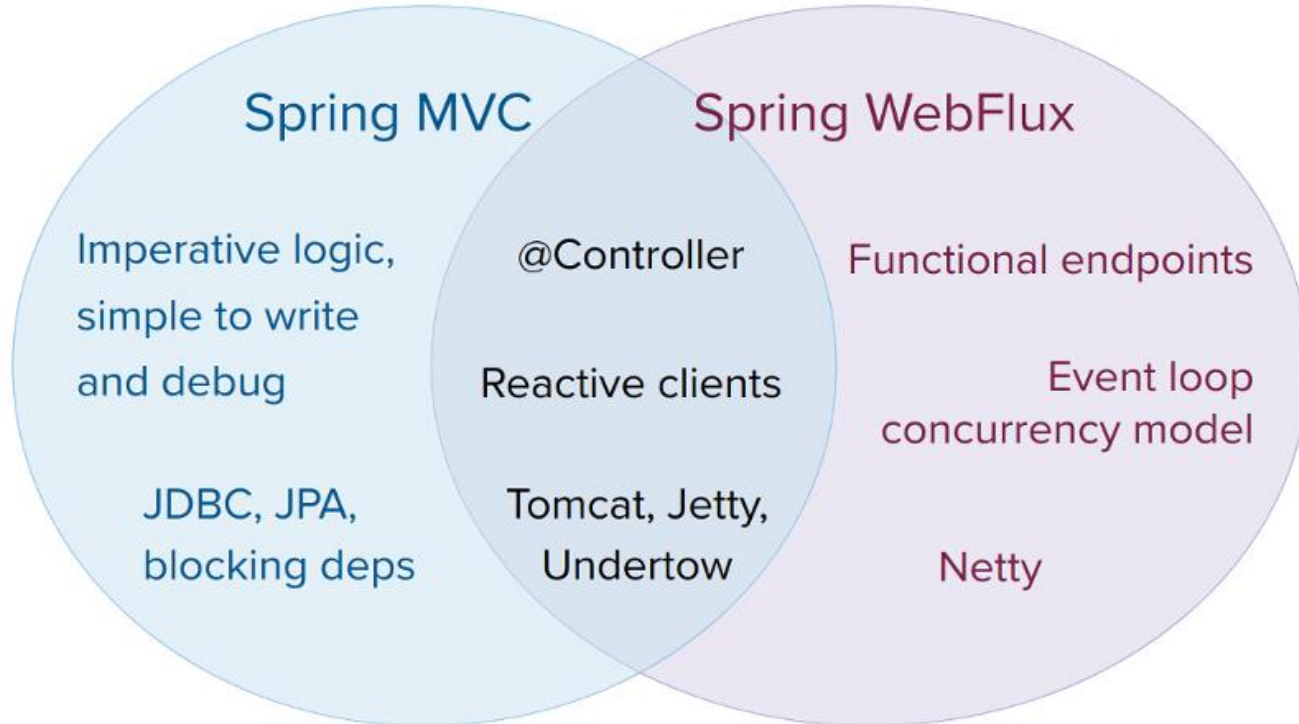


## Realmente precisamos de Spring WebFlux?

# Concluindo



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/RRoggia



Códigos e baselines  
de mvc e webflux