

Evolution of Web Application Architecture

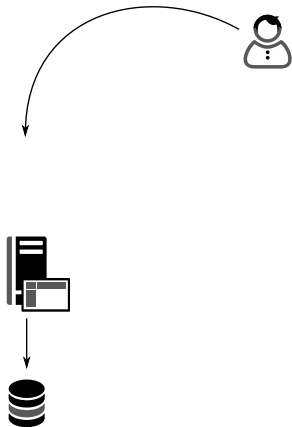
PHP Unconference Hamburg

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Spetember 19th, 2015

About Me



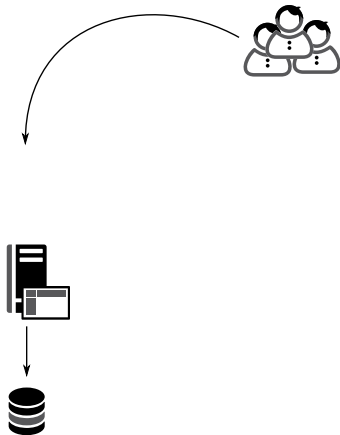
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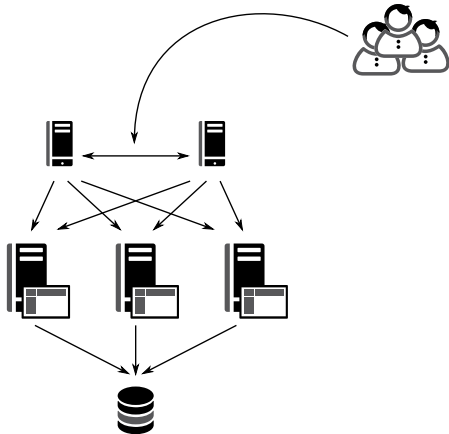
Too many visitors



Evolution



Evolution



Lessons Learned: Load Balancing

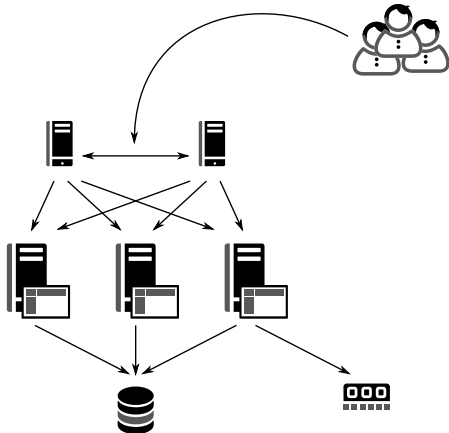
- ▶ Works because of HTTP & PHP
 - ▶ HTTP is LCoDC\$SS
 - ▶ PHP is build for shared-nothing
- ▶ Round Robin works best
 - ▶ Sticky sessions will overload certain servers



Non-sticky session – how?



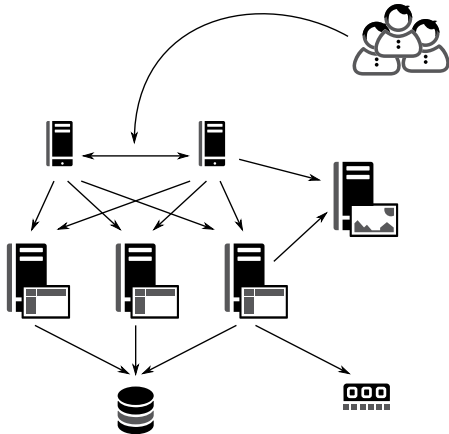
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Where to put the static data?



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Lessons Learned: Static Files

- ▶ NFS will eventually lead to dead locks
 - ▶ ... still seems the most popular solution around.
- ▶ Multiple domains can hurt performance (TCP slow start)
- ▶ Using dedicated CDN providers can help
 - ▶ Content locality

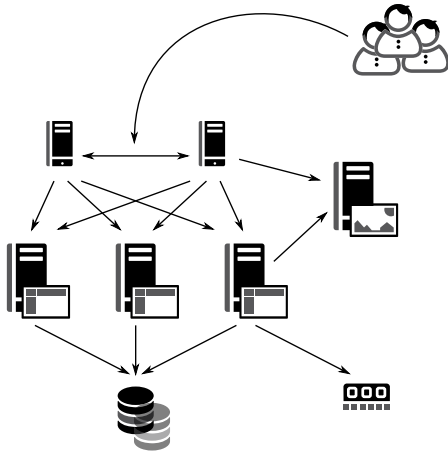


Problem

DB server too slow



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Lessons Learned: Replicate Database

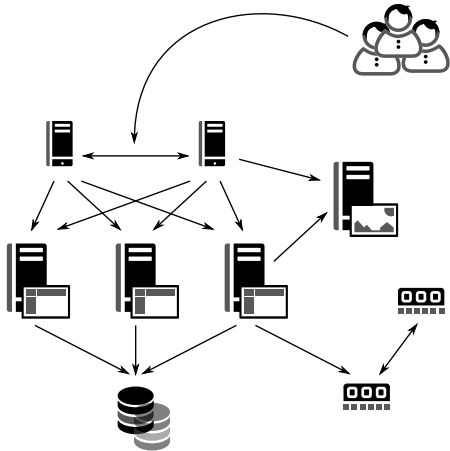
- ▶ Master Slave Replication is fairly easy to set up
 - ▶ Obviously only scales READs
 - ▶ WRITEs are usually not your first problem



DB servers are too expensive



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Lessons Learned: Cache With Memcache

- ▶ Cache all the things in *memory*
 - ▶ Cache entities
 - ▶ Cache collections
 - ▶ Full page cache
- ▶ Cache invalidation

*There are three hard things in Computer Science:
Cache invalidation and off by one errors.*

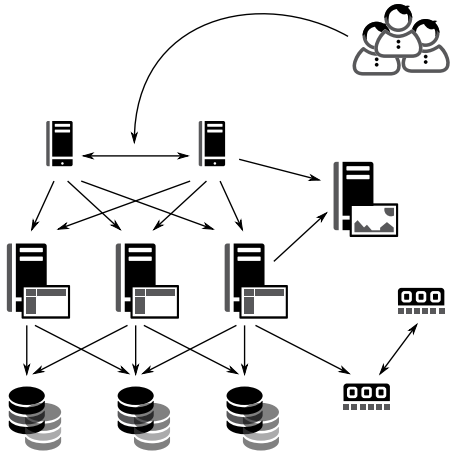
- ▶ Cache dependency calculation
- ▶ The paging problem



Too many writes

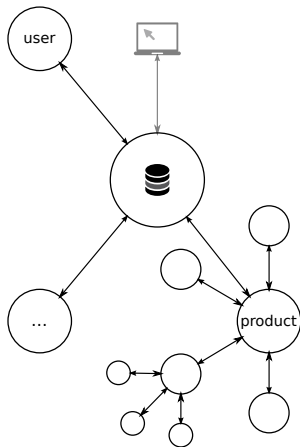


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Sharding

- ▶ Split tables across multiple nodes
- ▶ Shard by consistent hashing



Lessons Learned: Sharding

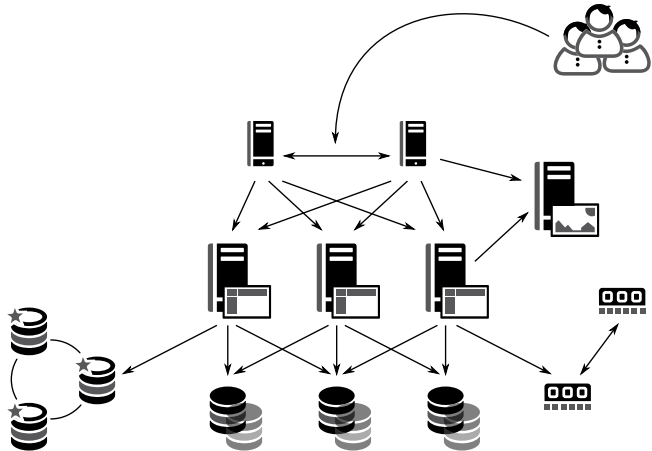
- ▶ Shard by table
 - ▶ ... or even shard by consistent hash per entity
- ▶ No referential integrity checking
- ▶ Queries are limited to sharding solution
- ▶ Schema updates across multiple shards are *fun*



Database setup too complex



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Lessons Learned: NoSQL

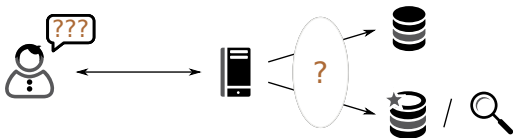
- ▶ Usually solves one problem really well:
 - ▶ Sharding
 - ▶ Multi-Master-Replication
 - ▶ Cross-shard queries
- ▶ Usually omits:
 - ▶ SQL
 - ▶ Referential Integrity
- ▶ ... we lost all relevant features from Relational Database Management Systems anyways...



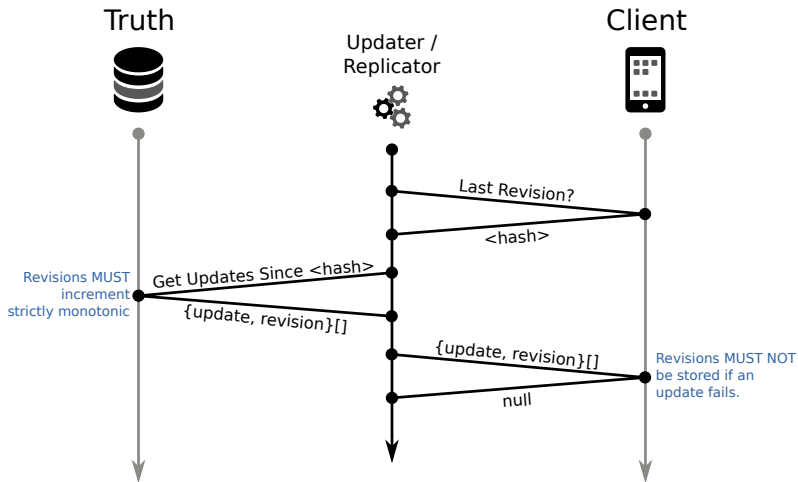
Keeping data consistent across multiple storages



Data Consistency Across Nodes



Eventual Consistency



Lessons Learned: Data Consistency

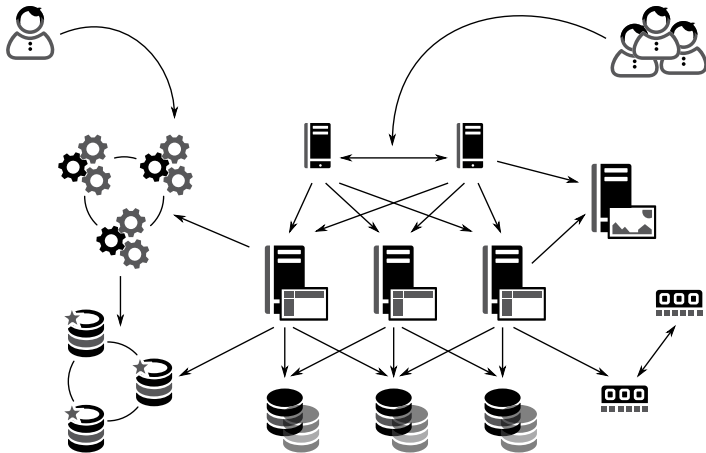
- ▶ Embrace Eventual Consistency
 - ▶ Compaction is hard
 - ▶ Data migrations are hard



Business wants to query data



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Lessons Learned: Map-Reduce

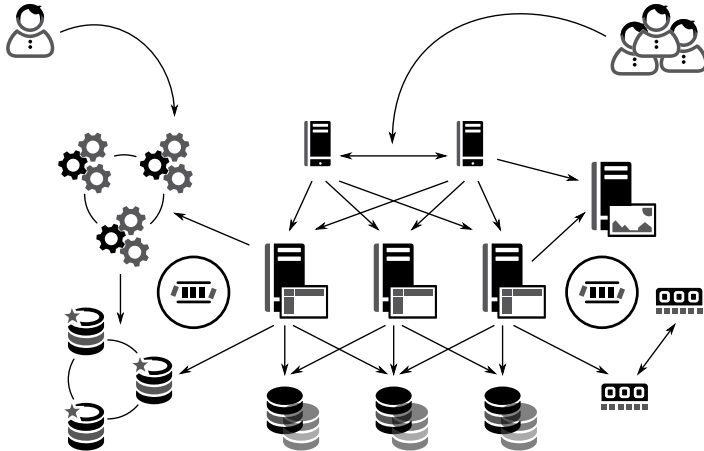
- ▶ Execute queries on distributed databases
- ▶ New query language to learn
 - ▶ Your developers write analysis scripts, instead of the business analysts writing slow SQL queries



How to orchestrate?



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Lessons Learned: Queues

- ▶ Queues can ensure data is processed asynchronously
 - ▶ Data consistency must be ensured even when pushing into queues
 - ▶ Following the data flow of an action can be “tricky”
- ▶ Used to distribute data between systems



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Microservices

Apply **Separation of Concerns** on service level to allow for separate teams & technologies per concern.

- ▶ Microservices **can** simplify things:
 - ▶ Choose optimal technology stack per team & concern
- ▶ Microservices **will** also complicate things:
 - ▶ Automated deployment is a must
 - ▶ Service orchestration is still a problem
 - ▶ Service downtimes and latency must be handled gracefully (Eventual Consistency)
- ▶ Big Data™ will stay a problem

Lessons Learned (subjective)

- ▶ Boring technology choices will often work best
 - ▶ Just start & stay with LAMP?
- ▶ Only bring in shiny new technologies with care
 - ▶ There are enough reasons to eventually do that, though



There is no conclusion

Do not jump on every bandwagon – this includes
microservices





THANK YOU

Rent a quality expert
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