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Apache httpd v2.4: Hello Cloud: Buy you a drink?

Jim Jagielski

Presented by:



Produced by:





About me

Jim Jagielski

- Longest still-active developer/contributor
- Co-founder of the ASF
- Member, Director and President
- Director: Outercurve and OSI
- Consulting Engineer with Red Hat





What we will cover

- Overview of Apache httpd 2.4
- General improvements
- Reverse proxy improvements
 - How the Cloud is a game-changer for web
 - **Performance Related Enhancements**



Apache httpd 2.4

Currently in final beta release (in vote)

Expected GA: This month!

Significant Improvements

high-performance

— cloud suitability



Apache httpd 2.4

Support for async I/O w/o dropping support for older systems

Larger selection of usable MPMs: added Event, Simple, etc...

Leverages higher-performant versions of APR



Bandwidth control now standard

— mod_ratelimit

Finer control of timeouts, esp. during requests

mod_reqtimeout



- Finer control over logging
- per module/per directory
- new logging levels (TRACE[1-8])
 - <|f> supports per-request conditions
 - slot-based shared memory capability



Controllable buffering of I/O

mod_buffer

Support for Lua (??)

Loadable MPMs

Proxy improvements ('natch)



Why Proxy Matters



Apache httpd still the most frequently used front-end

Proxy capabilities must be cloud friendly



Proxy Design Drivers

Becoming a robust but generic proxy implementation

Support various protocols

HTTP, HTTPS, CONNECT, FTP

AJP, FastCGI, SCGI, WSGI (soon)

Load balancing

Clustering, failover

Performance



Reverse Proxy Improvements

- Supports FastCGI, SCGI in balancer
- Additional load balancing mechanisms
- Runtime changing of clusters w/o restarts
- Support for dynamic configuration
- mod_proxy_express
- mod_proxy_html
- mod_fcgid



Load Balancer

mod_proxy_balancer.so

mod_proxy can do native load balancing

— weight by actual requests

weight by traffic

— weight by busyness

— Ibfactors



Load Balancer

Backend connection pooling

Available for named workers:

eg: ProxyPass /foo http://bar.example.com

Reusable connection to origin

For threaded MPMs, can adjust size of pool (min, max, smax)

For prefork: singleton

Shared data held in shared memory



Pooling example

```
<Proxy balancer://foo>
BalancerMember http://www1.example.com:80/ loadfactor=1
BalancerMember http://www2.example.com:80/ loadfactor=1
BalancerMember http://www3.example.com:80/ loadfactor=4
status=+h
ProxySet lbmethod=bytraffic

</p
```

Load Balancer

Sticky session support

— aka "session affinity"

Cookie based

stickysession=PHPSESSID

stickysession=JSESSIONID

Natively easy with Tomcat

May require more setup for "simple" HTTP proxying



Load Balancer

Cluster set with failover

Group backend servers as numbered sets

balancer will try lower-valued sets first

— If no workers are available, will try next set

Hot standby



Example

```
<Proxy balancer://foo>
 BalancerMember http://php1:8080/
                                      loadfactor=1
 BalancerMember http://php2:8080/
                                      loadfactor=4
 BalancerMember http://phpbkup:8080/ loadfactor=4 status=+h
 BalancerMember http://offsite1:8080/ lbset=1
 BalancerMember http://offsite2:8080/ lbset=1
  ProxySet lbmethod=bytraffic
</Proxy>
ProxyPass /apps/ balancer://foo/
```

Embedded Admin

Allows for real-time

Monitoring of stats for each worker

Adjustment of worker params

— lbset

— load factor

- route

enabled / disabled

•••

Embedded Admin

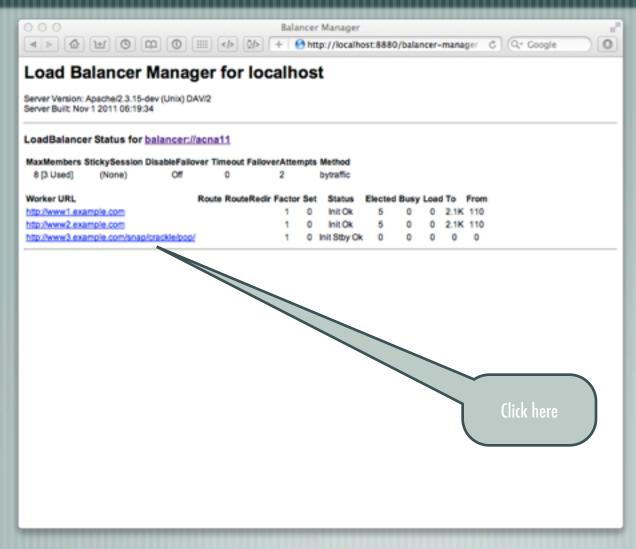
Allows for real-time

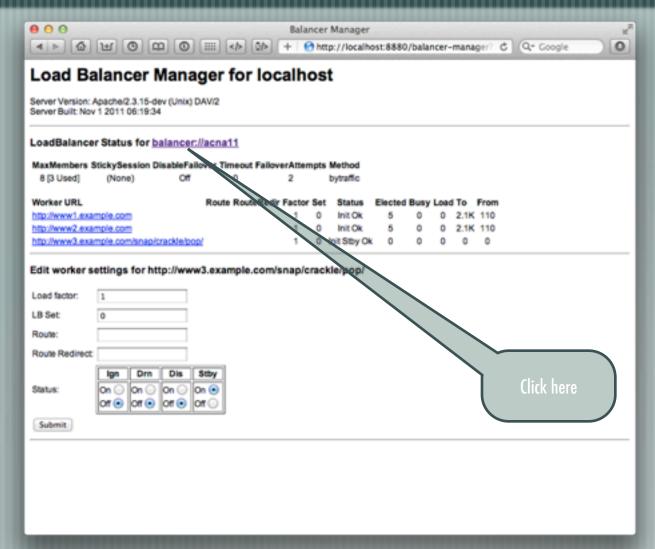
- Addition of new workers/nodes
- Change of LB methods
- Can be persistent
- More RESTful
- Can be CLI-driven

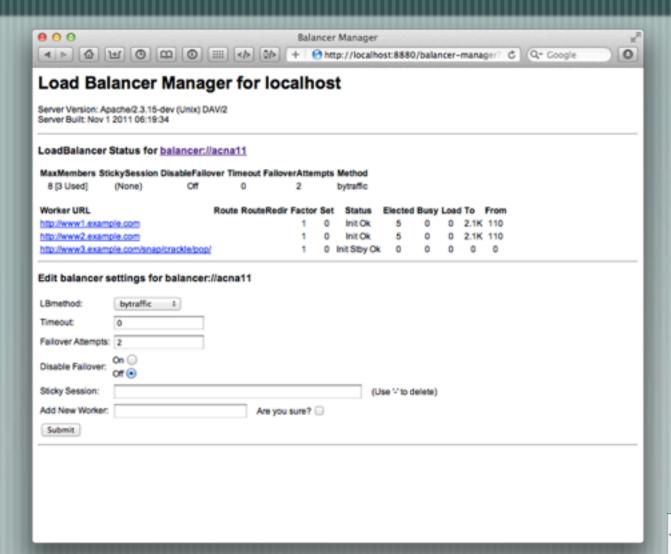


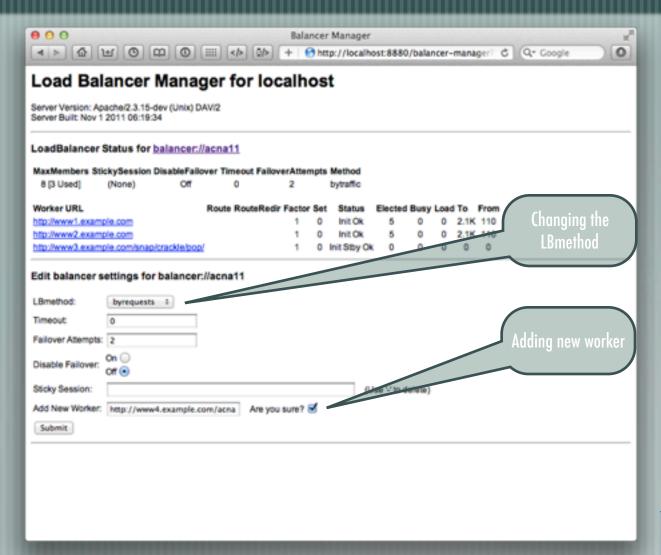
Easy setup

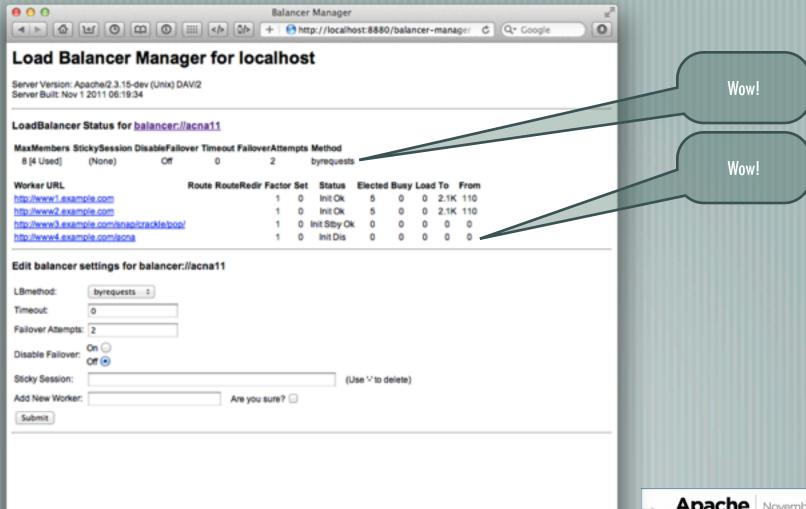
```
<Location /balancer-manager>
   SetHandler balancer-manager
   Order Deny,Allow
   Deny from all
   Allow from 192.168.2.22
</Location>
```











Putting it all together

```
<Proxy balancer://foo>
 BalancerMember http://php1:8080/
                                       loadfactor=1
  BalancerMember http://php2:8080/
                                       loadfactor=4
 BalancerMember http://phpbkup:8080/
                                       loadfactor=4 status=+h
 BalancerMember http://phpexp:8080/
                                       lbset=1
  ProxySet lbmethod=bytraffic
</Proxy>
<Proxy balancer://javaapps>
 BalancerMember ajp://tc1:8089/
                                     loadfactor=1
 BalancerMember ajp://tc2:8089/
                                     loadfactor=4
  ProxySet lbmethod=byrequests
</Proxy>
ProxyPass /apps/ balancer://foo/
ProxyPassReverse /apps/ balancer://foo/
ProxyPass /serv/ balancer://javaapps/
ProxyPass /images/ http://images:8080/
```



What's on the horizon?

Improving AJP

Adding additional protocols

More dynamic configuration

Adding balancers!



Cloud and Performance

The Cloud is a game changer for web servers

- Horizontal scalability is no longer as painful
- Concurrency is somewhat minimized
- What's important now? Transaction Time!
 - Low latency
 - Fast req/resp turnover
- Does density still matter? Of course!



Apache httpd vs nginx

Benchmark: local and reverse proxy transaction times

- Apache httpd 2.3.15-dev, nginx 1.1.6
- Fedora 14, Xeon 2.28GHz
- 1GB memory
- localhost loopback and external (no firewall)
- Double check results: OSX, Ubuntu 10.04



Setup

Setup 1:





Considerations

Multiple benchmarking systems:

flood (50/150/5/2, 50/100/5/2, 50/5/5/2)

httperf (num-conns=100->1000, numcalls=3)

Full URL requests (www.example.com/index.html)

Static local requests

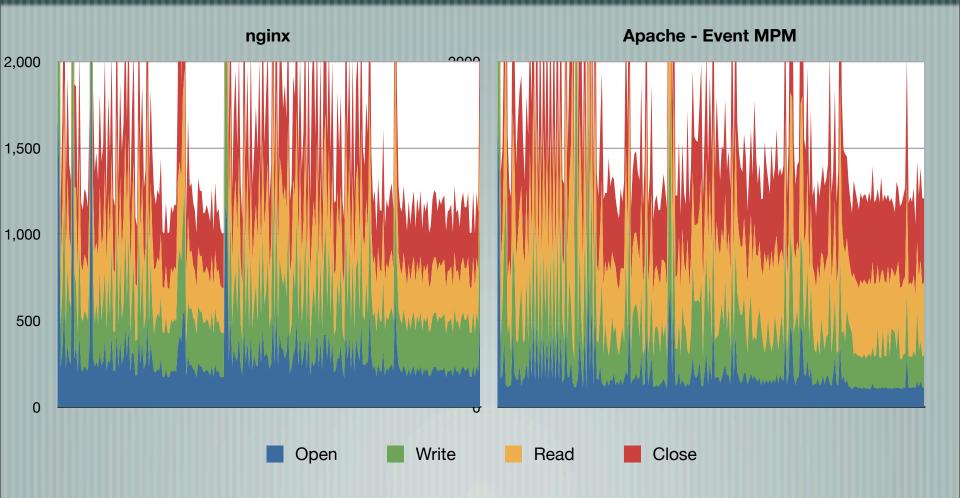
Static reverse proxy requests

All Apache httpd MPMs

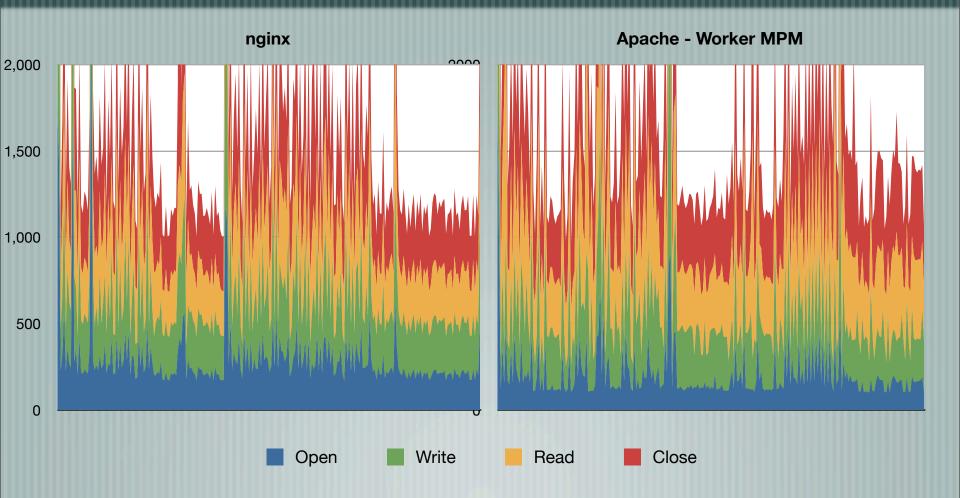
No significant "tuning" efforts (out of the box configs)



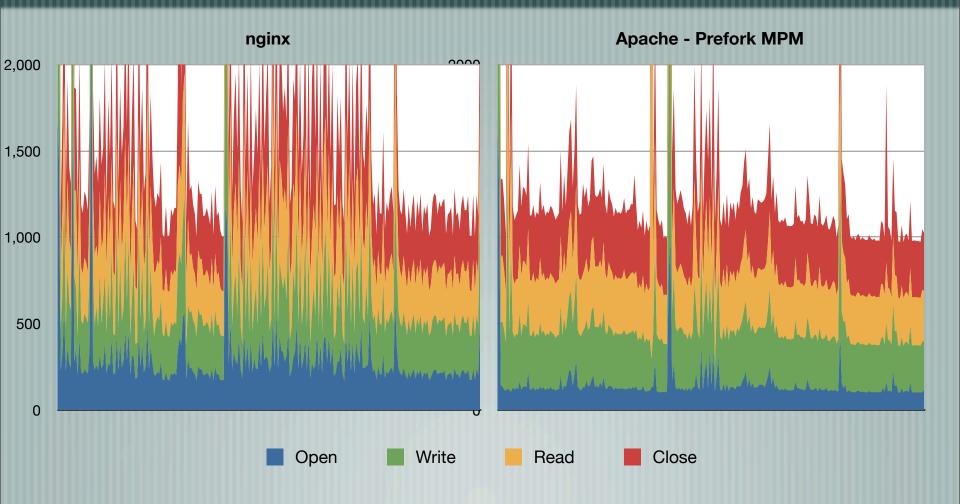
nginx vs Event (typical)



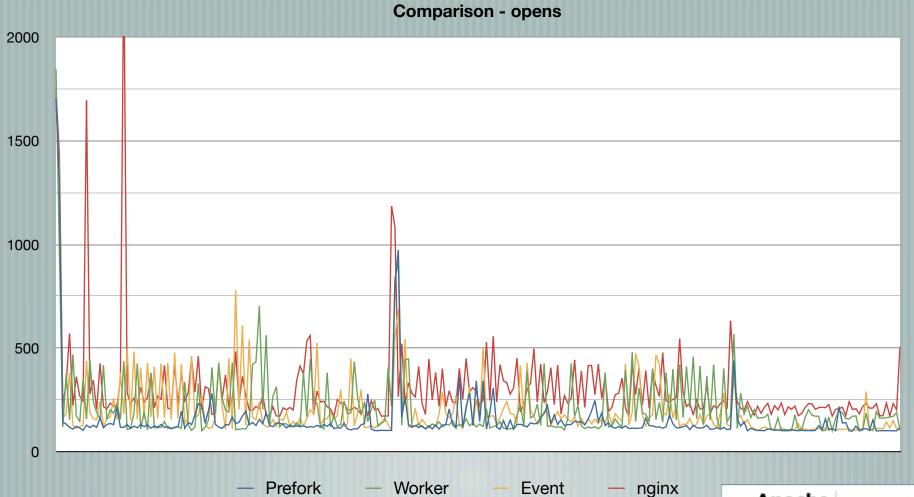
nginx vs Worker (typical)



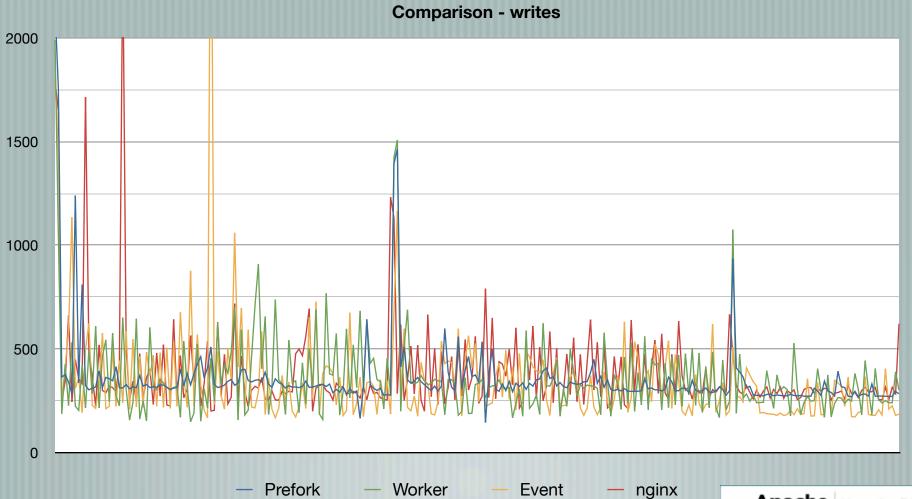
nginx vs Prefork (typical)



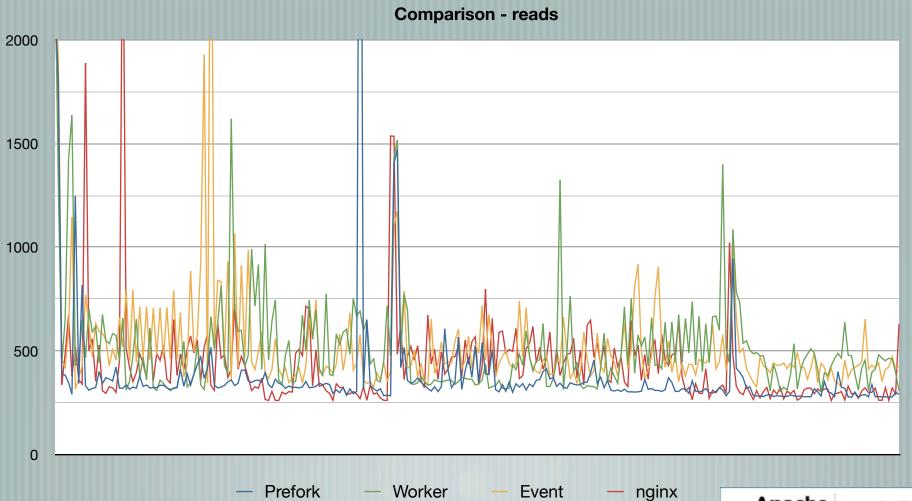
Focus on open()



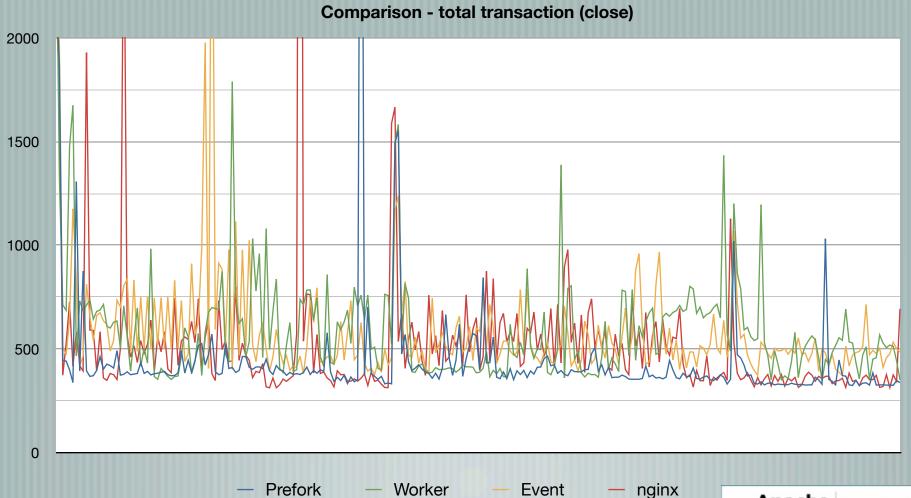
Focus on write()



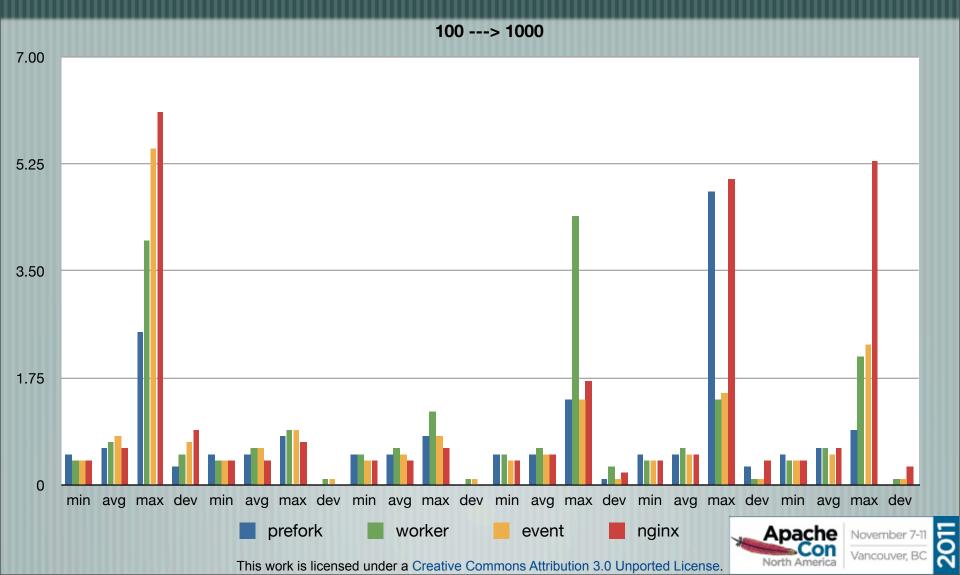
Focus on read()



Total req/resp time



Resp to Req. Bursts - httpref



Benchmark Conclusions

Events, polling and fork/spawn creates overhead: good for "more bang for buck" system, bad for performance for <u>that</u> request

For concurrency, Event&Worker on par with nginx

For transaction speed, prefork shines

Let's reboot "Simple" mpm

Main Caveats:

Apache is never resource starved

More work can (and should) be done



Overall...

Performance of Apache httpd 2.4 still in the big leagues

For cloud environs, the performance and dynamic control of Apache httpd 2.4 in reverse proxies is just what the Dr. ordered

Architecture of Apache httpd 2.4 allows a lot of room for growth and additional functionality (both for the cloud and not)



Thanks!

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