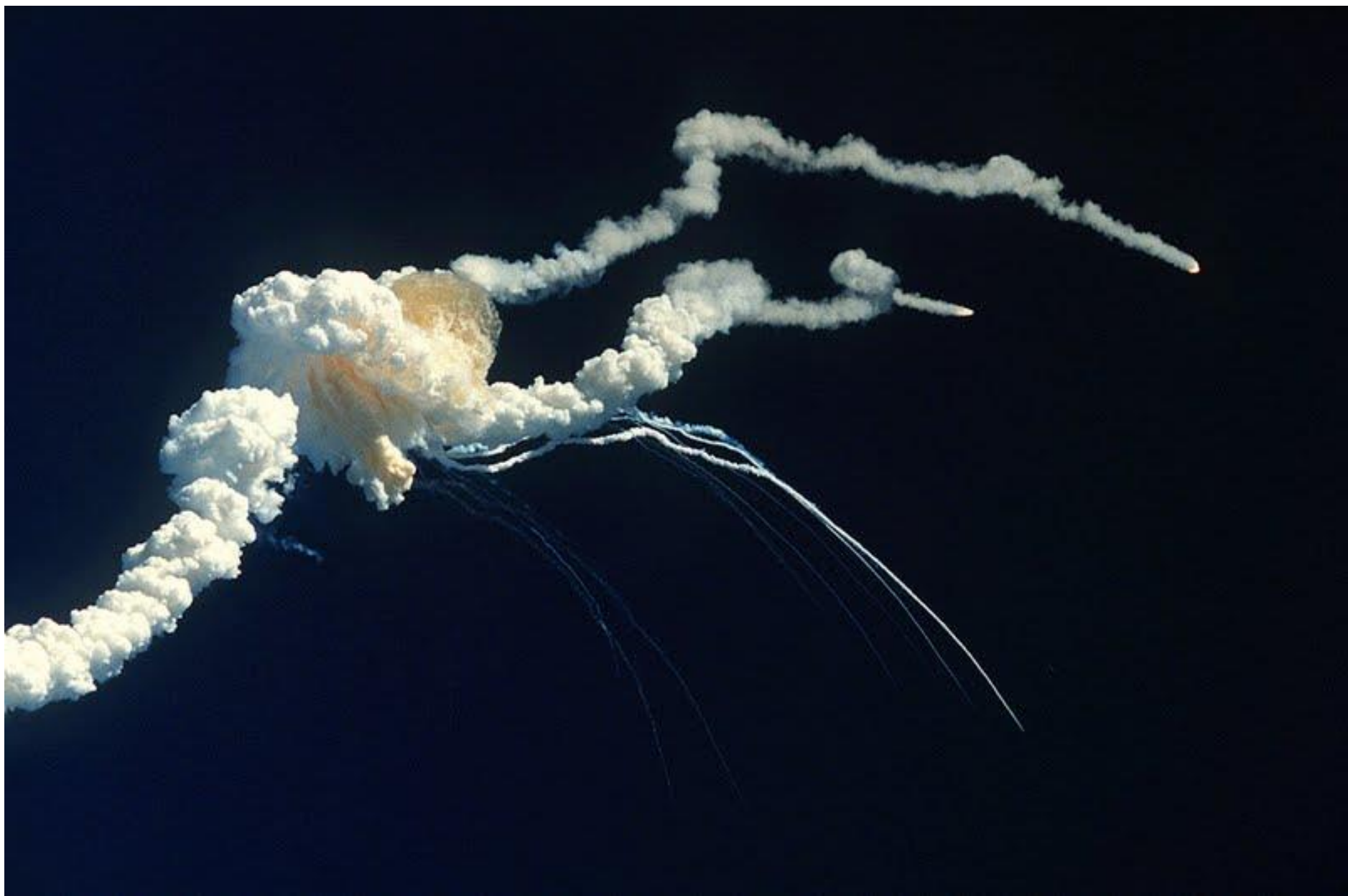




# Designing for Performance

**Martin Thompson - @mjpt777**





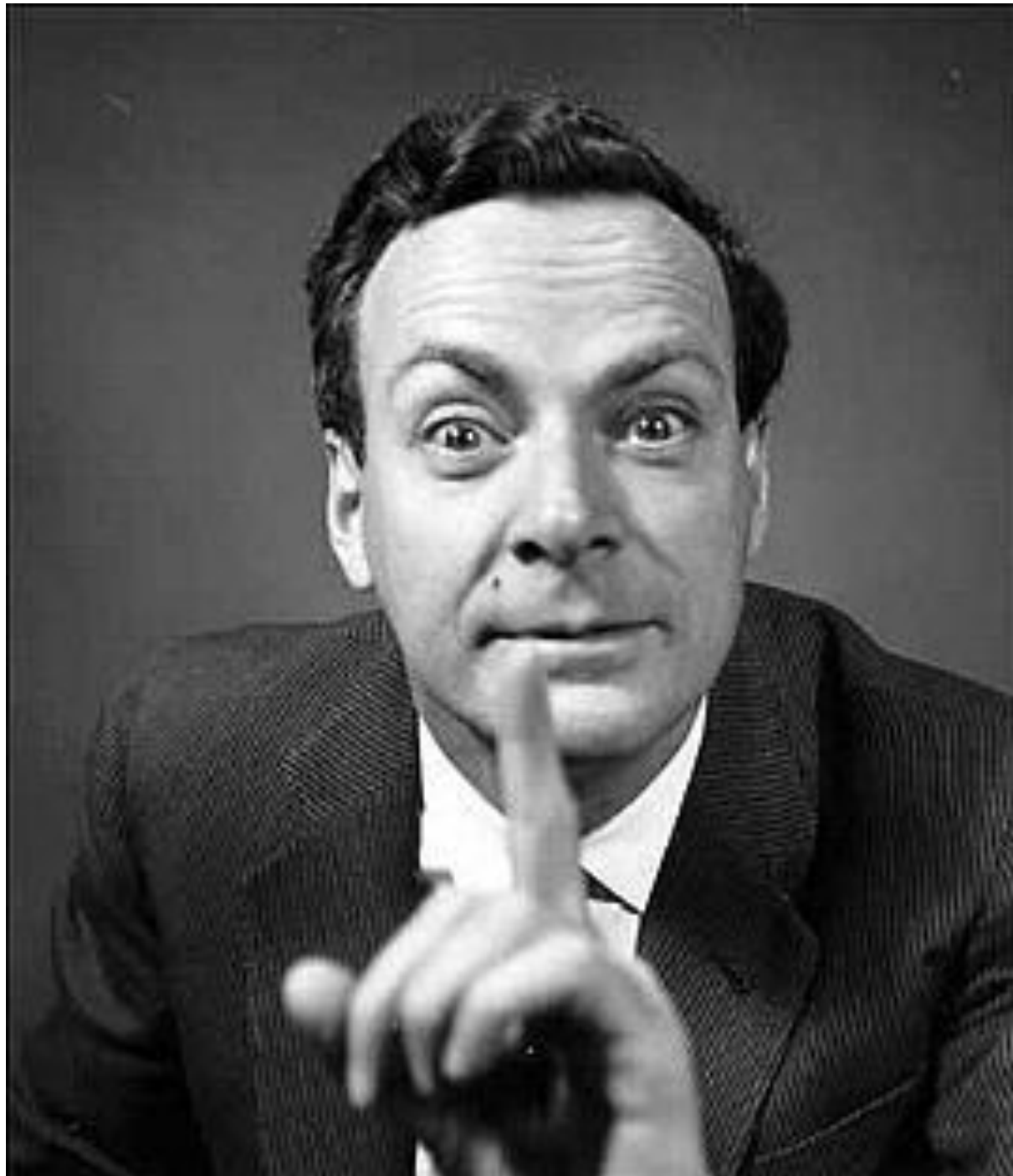
***“Feynman is becoming a real pain.”***

***“He has the greatest scientific honesty of  
anyone I’ve ever meet...”***

**- William P Rogers**

***“The impact of QED cannot be overestimated. It explains everything that is not explained by gravity. It’s also the most accurate theory ever tested by experiments on Earth.”***

**- Freeman Dyson**



***“It does not matter how intelligent you are,  
if you guess and that guess cannot be  
backed up by experimental evidence  
– then it is still a guess.”***

**- Richard Feynman**

***How do we  
Design for Performance?***



1. What is **Performance**?
2. What is **Clean & Representative**?
3. Implementing efficient **Models**
4. How to **Performance Test**

***Performance***

# Throughput (aka Bandwidth)



# Response Time (aka Latency)





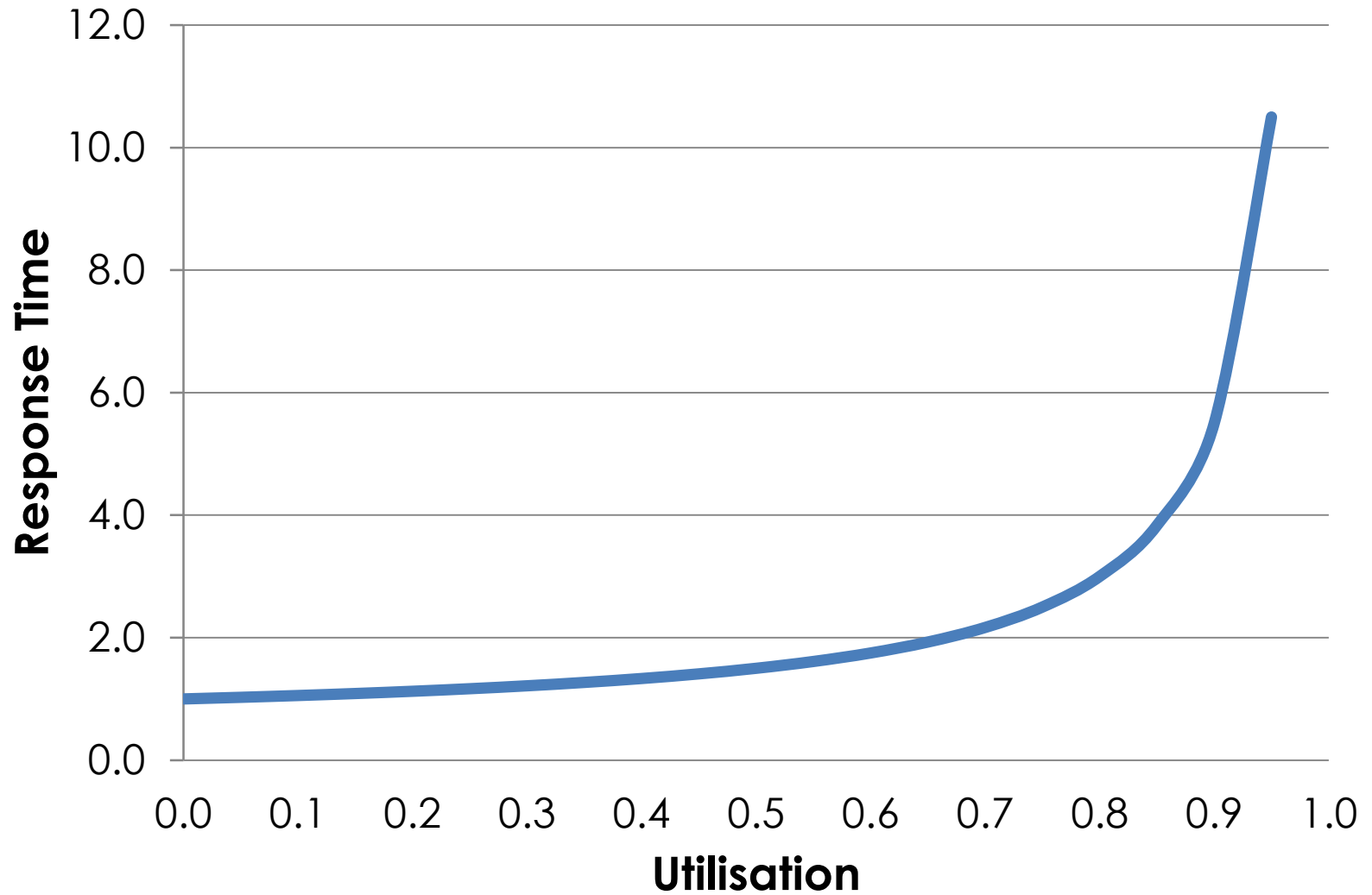
# Scalability



**UK Border**



# Queuing Theory

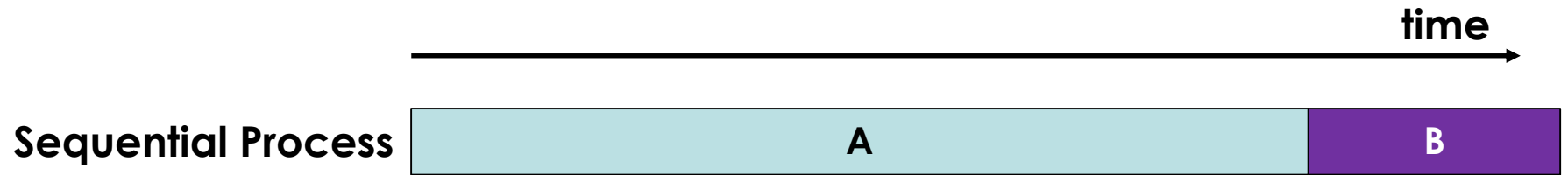


**Pro Tip:** Ensure you have  
sufficient capacity

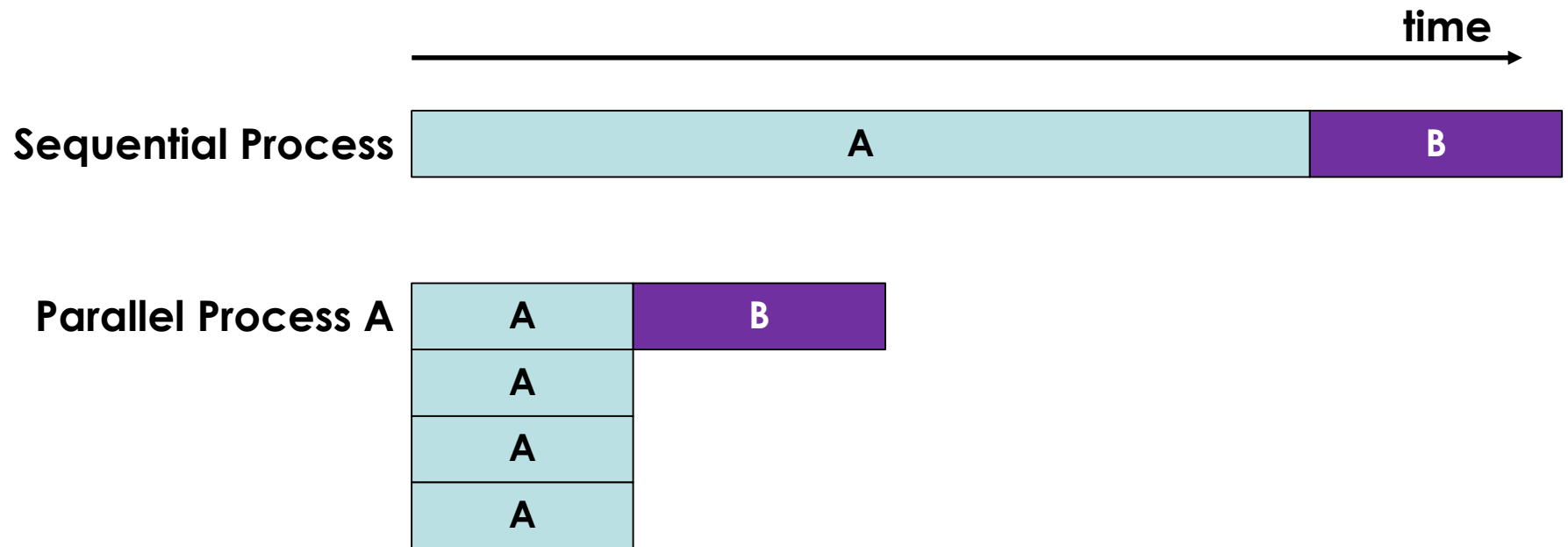


**Can we go parallel to speedup?**

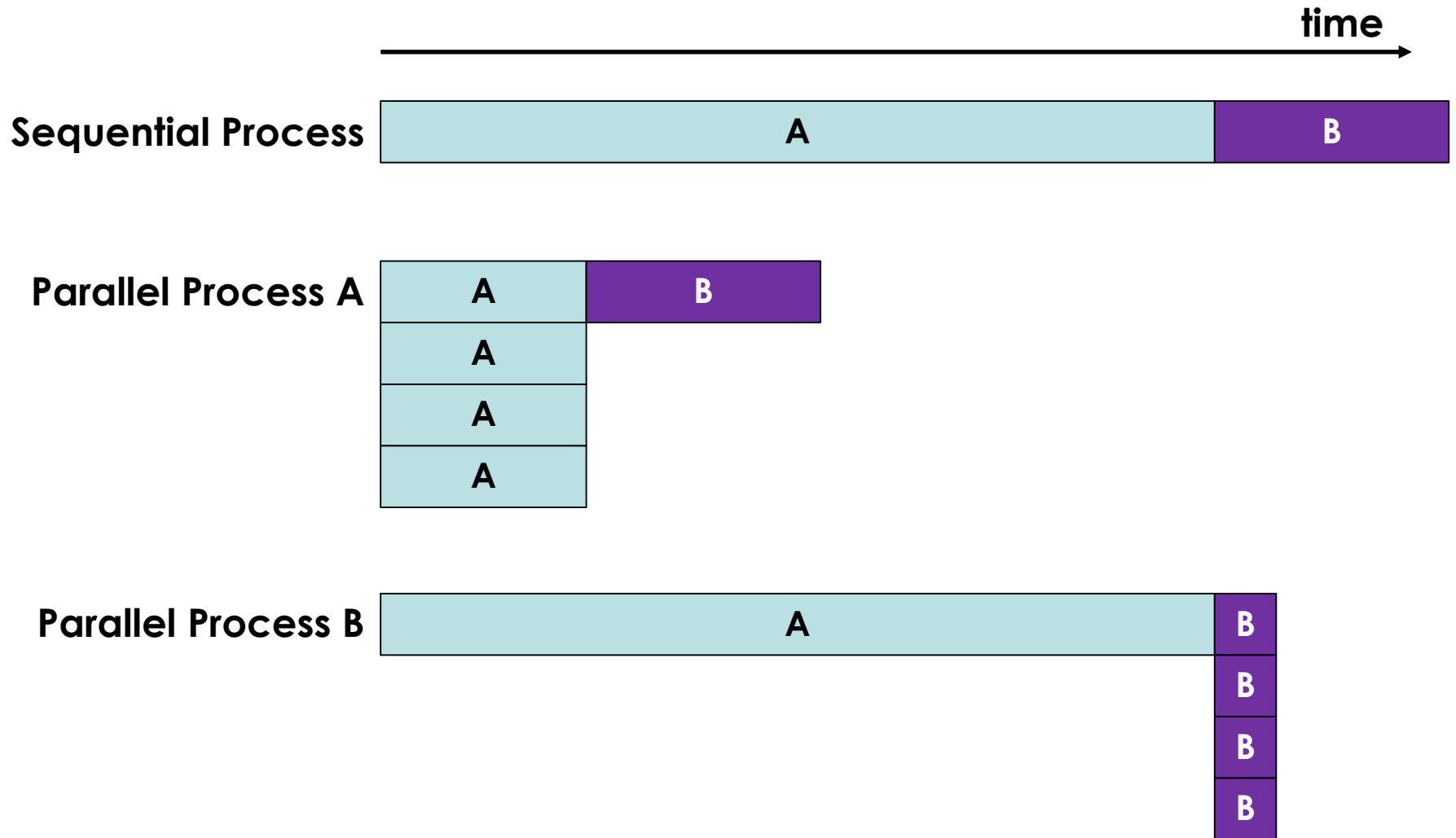
# Amdahl's Law



# Amdahl's Law

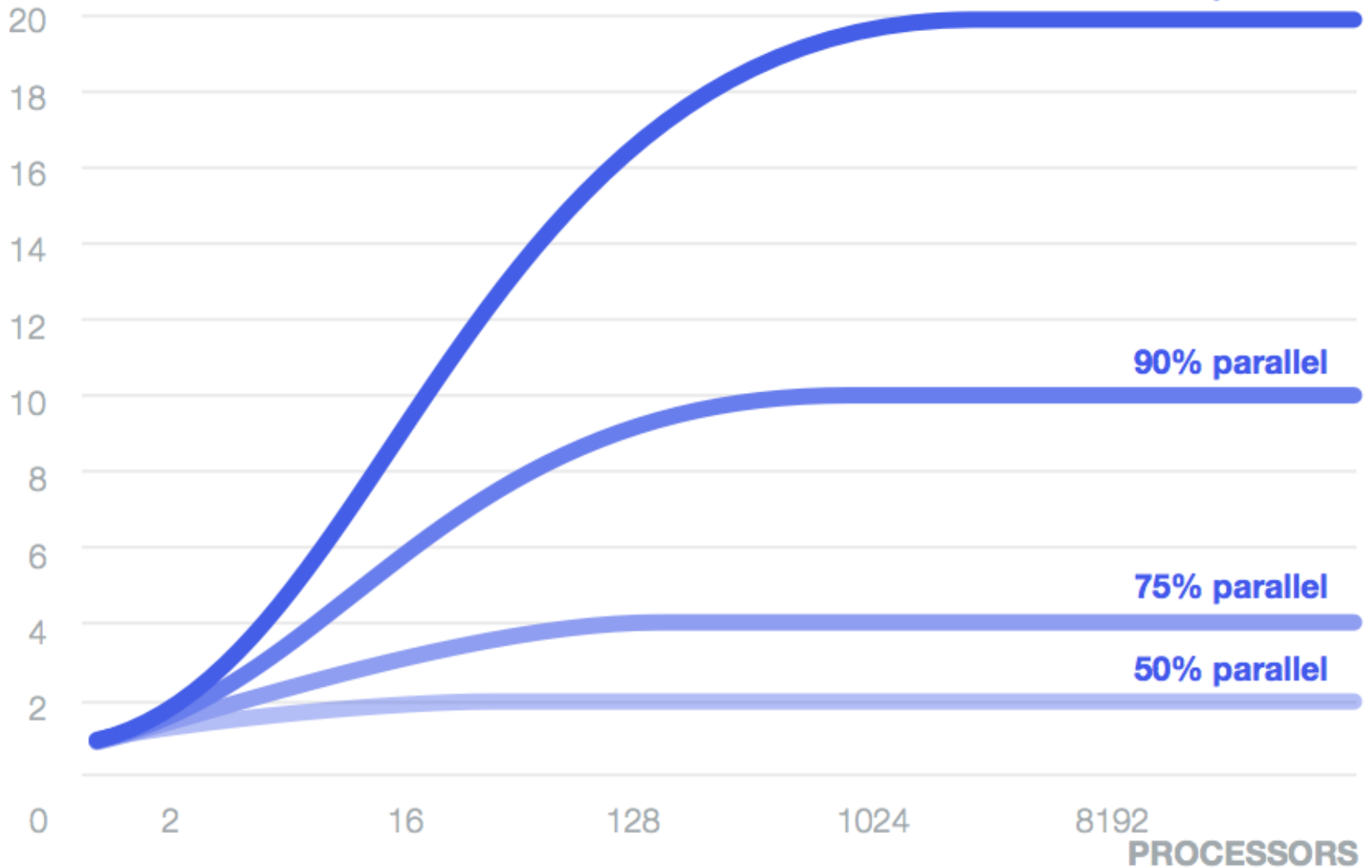


# Amdahl's Law



# Amdahl's Law

**SPEEDUP**



# Universal Scalability Law

$$C(N) = N / (1 + \alpha(N - 1) + ((\beta * N) * (N - 1)))$$

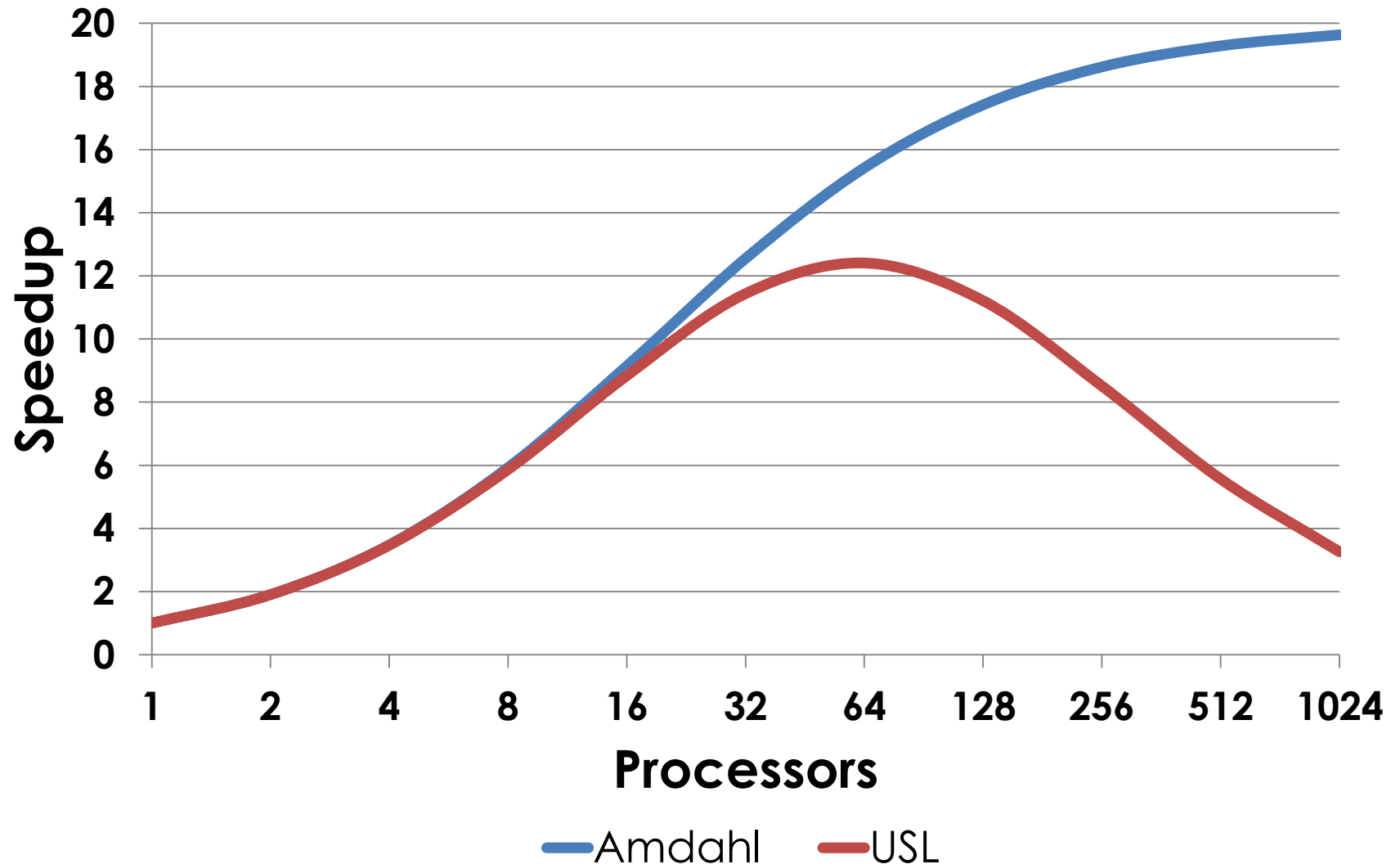
**C** = capacity or throughput

**N** = number of processors

$\alpha$  = **contention** penalty

$\beta$  = **coherence** penalty

# Universal Scalability Law



***Clean & Representative***



- Clean

***“Morally **uncontaminated**;  
pure; innocent”***

- Oxford English Dictionary

- Representative

***“Serving as a **portrayal** or symbol of something”***

- Oxford English Dictionary

- **Representative**

***Code is the best place to  
capture current understanding  
of a model***

# ***Abstractions***

# Rules of Abstraction

1. **Don't use abstraction**
2. **Don't use abstraction**
3. **Only consider abstracting when you see at least 3 things that ARE the same**
4. **Abstractions must pay for themselves**
5. **Beware DRY, the evil siren that tricks you into abstraction**

# Abstraction

***Megamorphism => Branch Hell***

# Abstraction

***Not Representative => Big Smell***

# Abstraction

***Say no to big frameworks!***





You  
are  
missing  
the  
point of  
traveling  
light.

**Pro Tip:** Abstract when you are  
sure of the benefits

# Law of Leaky Abstractions

***“All non-trivial abstractions,  
to some extent, are leaky.”***

**- Joel Spolsky**

# Law of Leaky Abstractions

***“The detail of underlying complexity cannot be ignored.”***

***“the purpose of abstracting  
is not to be vague, but to create  
a new semantic level in which  
one can be absolutely precise”***

**- Dijkstra**

***How can we abstract  
memory systems?***

- It's about 3 bets!

1. *The Temporal Bet*

- It's about 3 bets!

1. *The Temporal Bet*

2. *The Spatial Bet*



- It's about 3 bets!

1. The *Temporal* Bet
2. The *Spatial* Bet
3. The *Striding* Bet

# ***Model Implementation***

# ***Coupling vs Cohesion***

# Coupling vs Cohesion

```
public class Queue
{
    private final Object[] buffer;
    private final int capacity;

    // Rest of the code

}
```

# Coupling vs Cohesion

```
public class Queue
{
    private final Object[] buffer;
    private final int capacity;

    // Rest of the code

}
```

# Coupling vs Cohesion



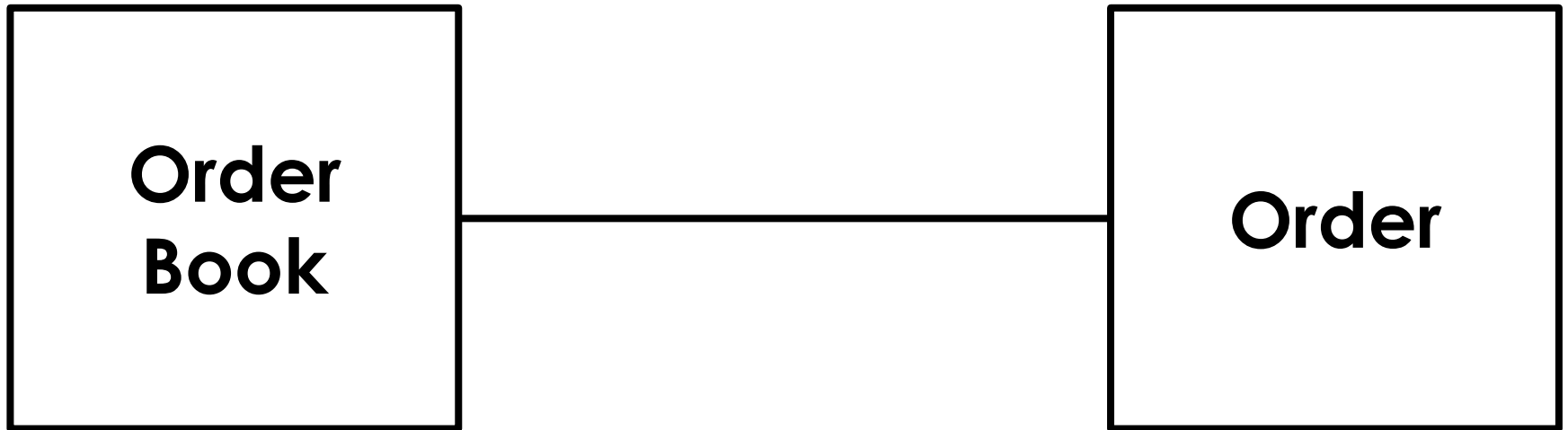
***Properties Bag***

**Pro Tip:** **Respect  
Locality of Reference**

# ***Relationships***



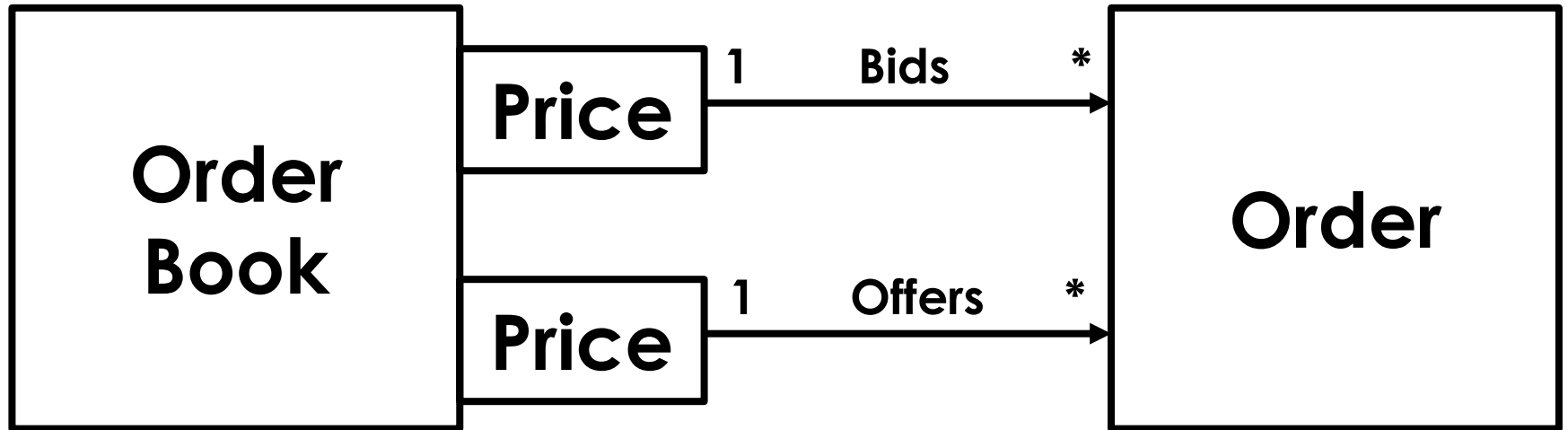
# Relationships



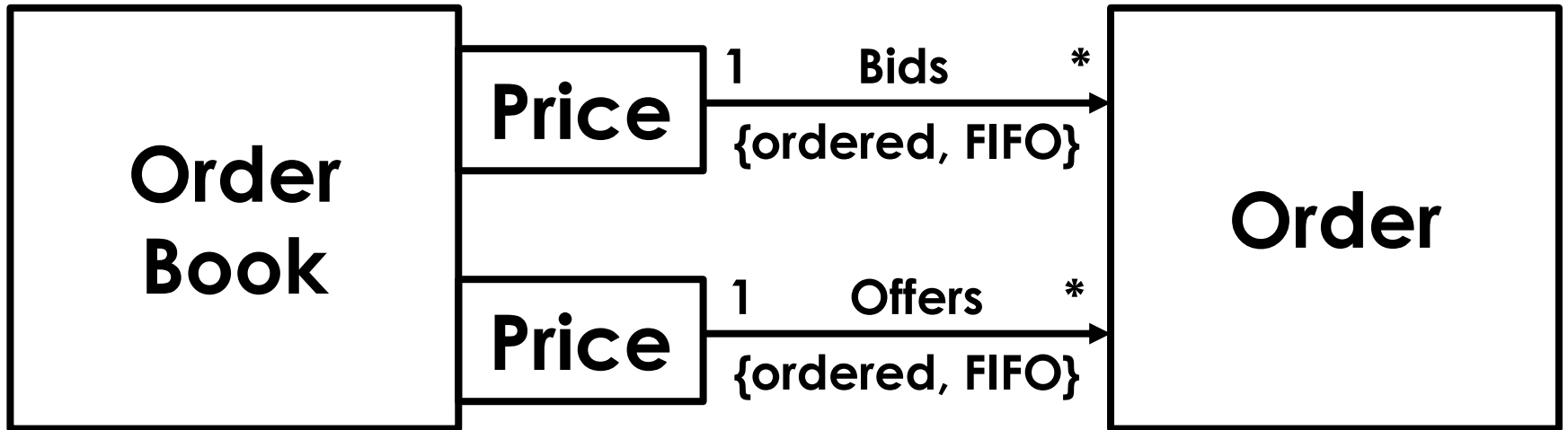
# Relationships



# Relationships



# Relationships

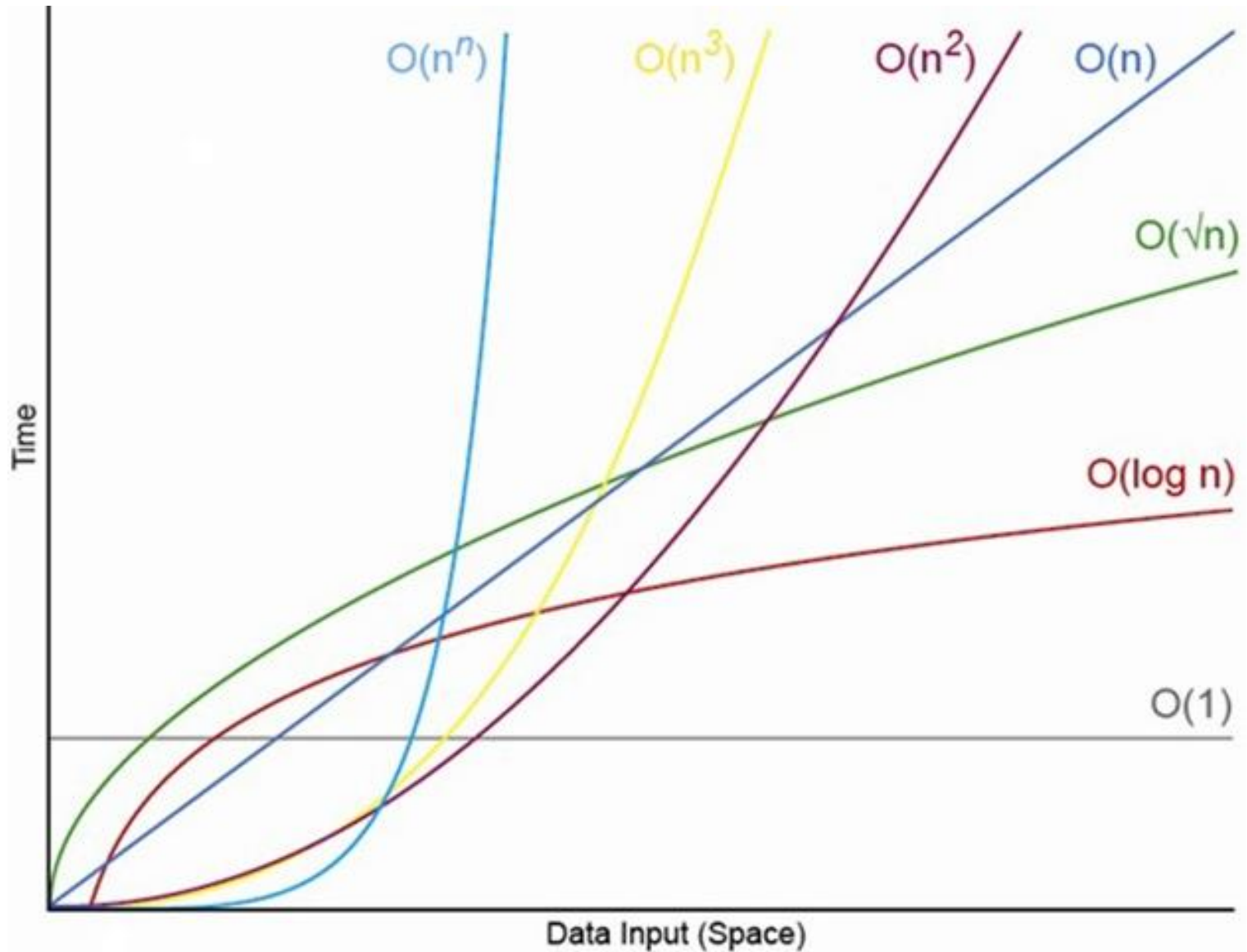


**Pro Tip:** *Make friends with your  
Data Structures*

**Pro Tip:** Document, discuss,  
design tests, before  
going to code

# ***Algorithms***

# Order of Algorithms





# Order of Algorithms

*Magnitude of  **$n$** ?*

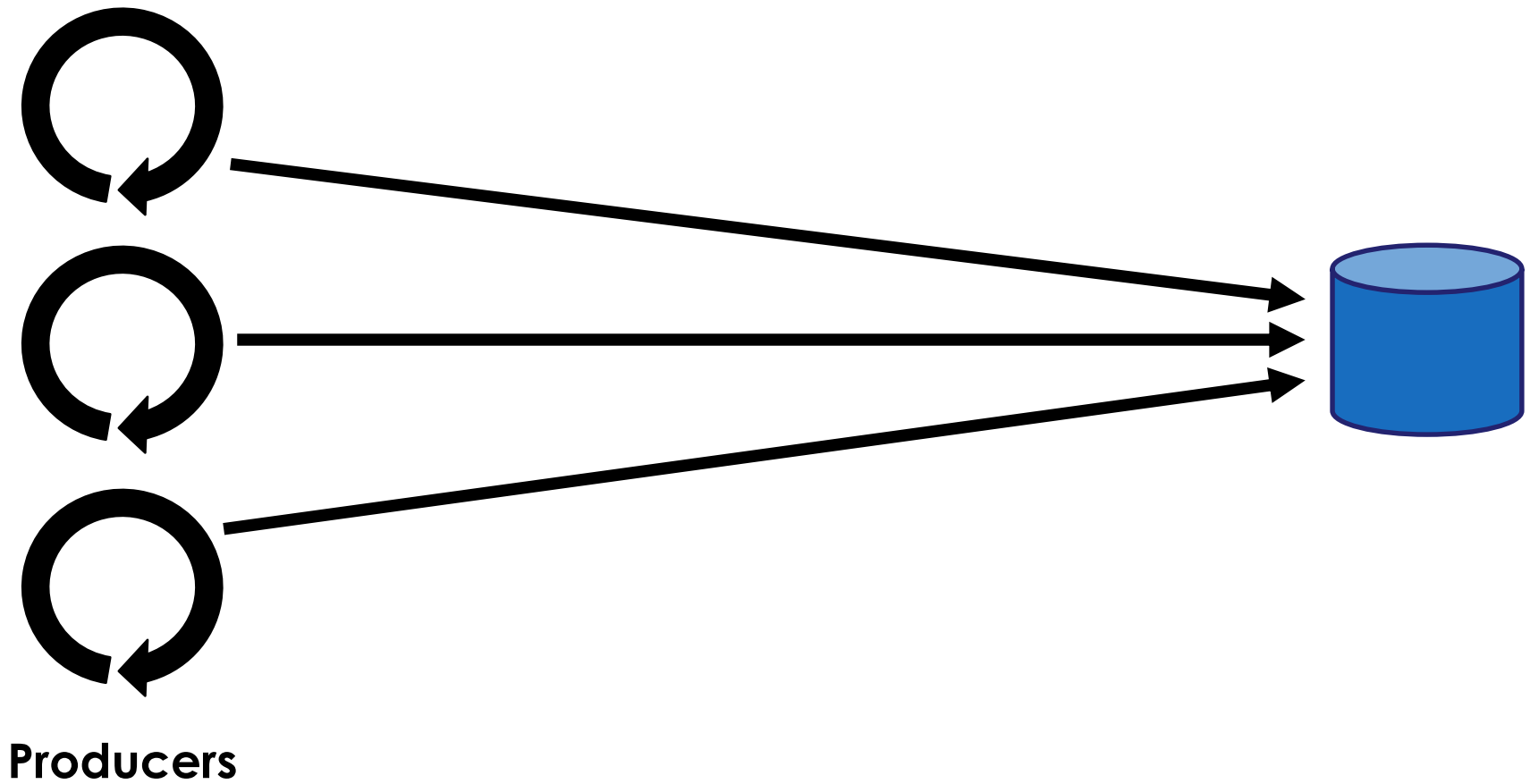
**Pro Tip:** Know the cardinality  
of all  
significant relationships

**Pro Tip:** Algorithms are your  
key to service time

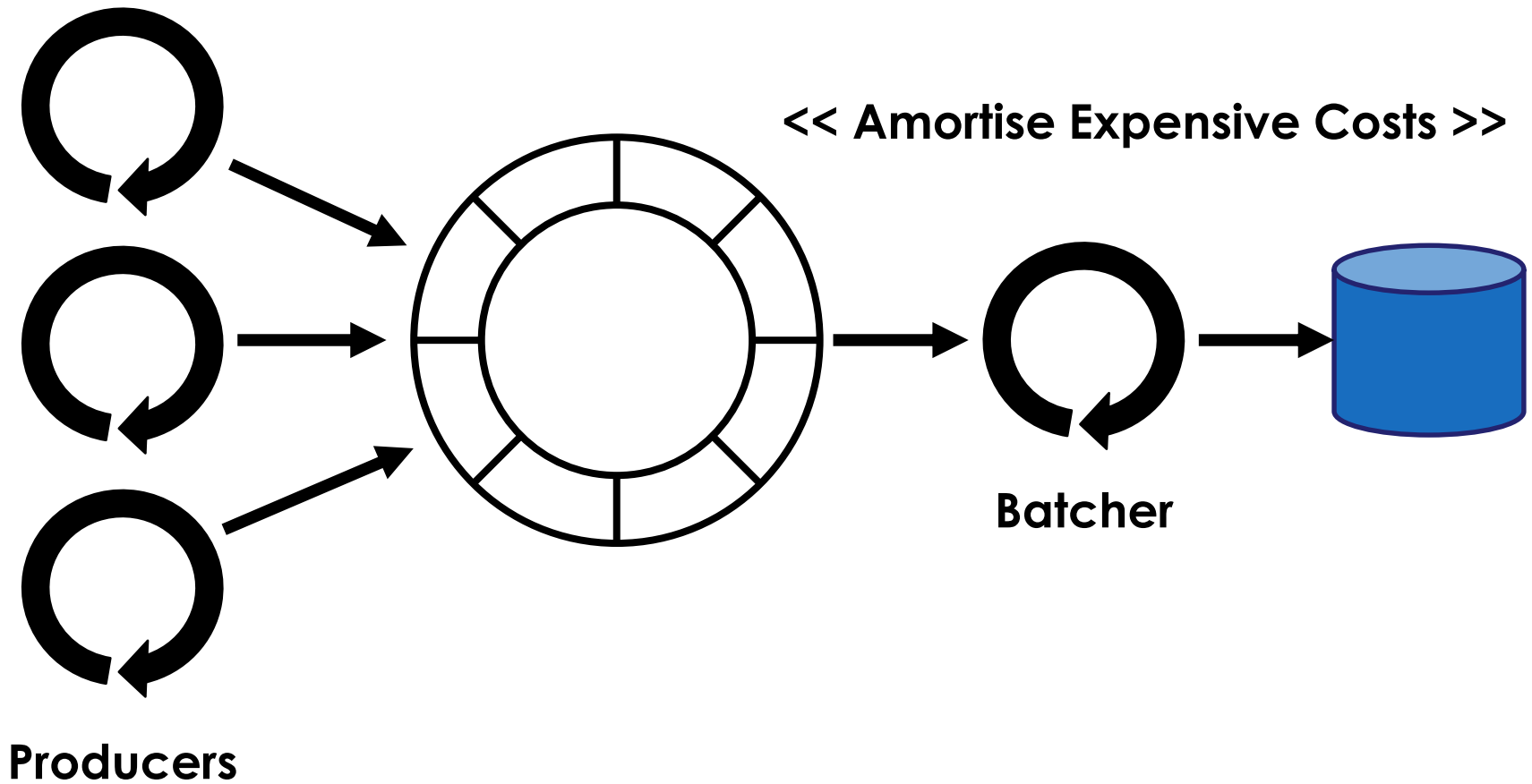
***Batching***

***Amortise the expensive costs***

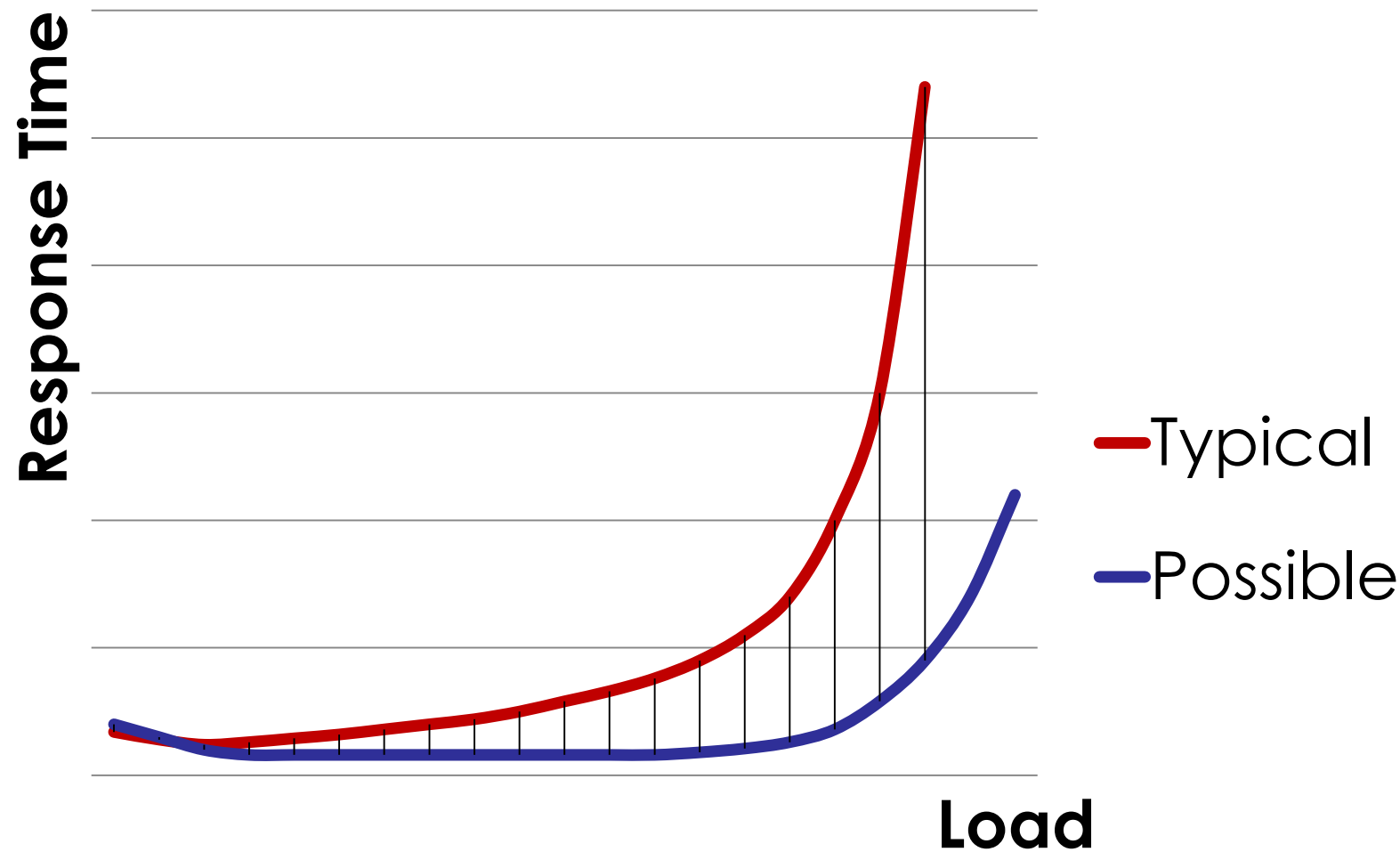
# Natural Batching



# Natural Batching



# Natural Batching





**Pro Tip:** Batch processing is not just for offline

***Branches, branches,  
branches...***

# Branches

```
public void doStuff(List<String> things)
{
    if (null == things || things.isEmpty())
    {
        return;
    }

    for (String thing : things)
    {
        // Do useful work
    }
}
```

# Branches

```
public void doStuff(List<String> things)
{
    if (null == things || things.isEmpty())
    {
        return;
    }

    for (String thing : things)
    {
        // Do useful work
    }
}
```

# Branches

```
public void doStuff(List<String> things)
{
    for (String thing : things)
    {
        // Do useful work
    }
}
```

**Pro Tip:** Respect the Principle  
of least surprise

# ***Loops***

# Loops

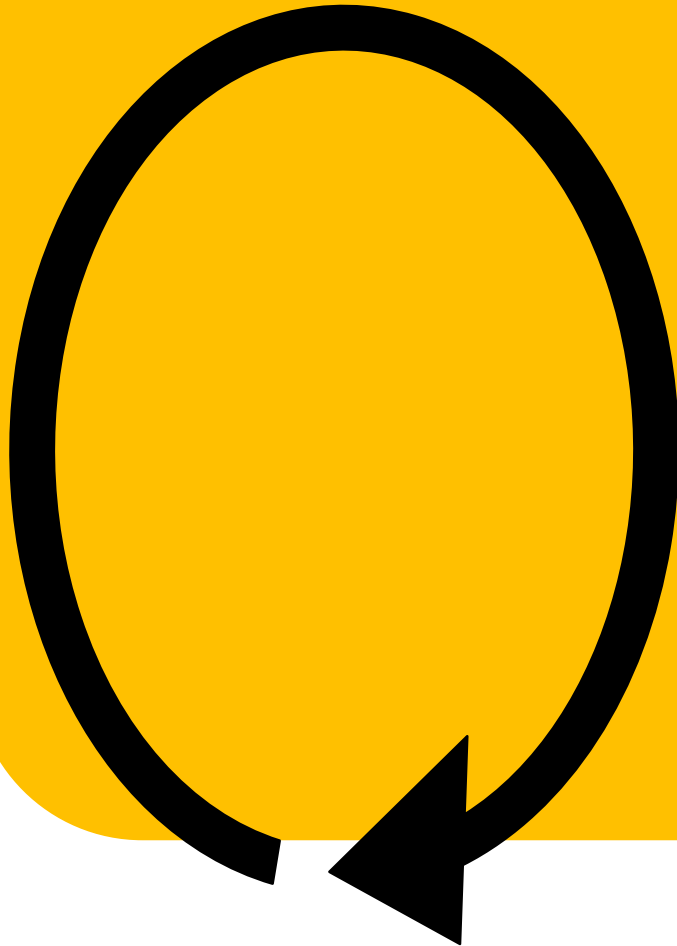
***“If I had more time, I would have written a shorter letter.”***

**- Blaise Pascal**

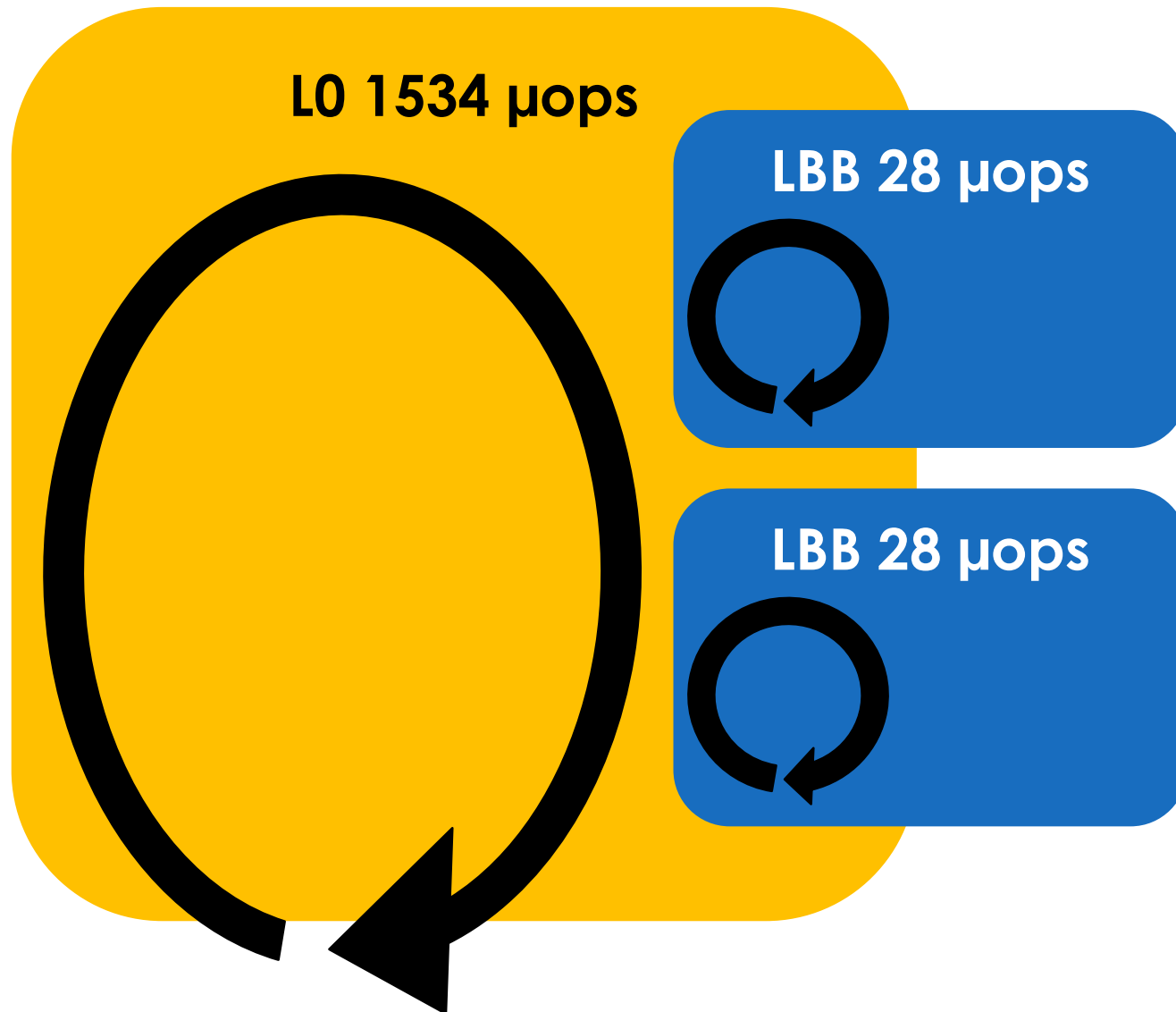


# Loops

L0 1534  $\mu$ ops



# Loops



**Pro Tip:** Craft major loops like  
good prose

# ***Composition***

# Composition

***Size matters***

# Composition

***“Inlining is THE optimisation.”***

**- Cliff Click**

# Composition

***Single Responsibility***

**Pro Tip:** Small atoms can  
compose to build  
anything



***Data***

# Data

[illegible]

# Data

[illegible]

# Data

[illegible]

# Data

[illegible]

# Data

[illegible]

**Pro Tip:** Embrace Set Theory  
and FP techniques

# ***Performance Testing***



***Define Performance Goals***

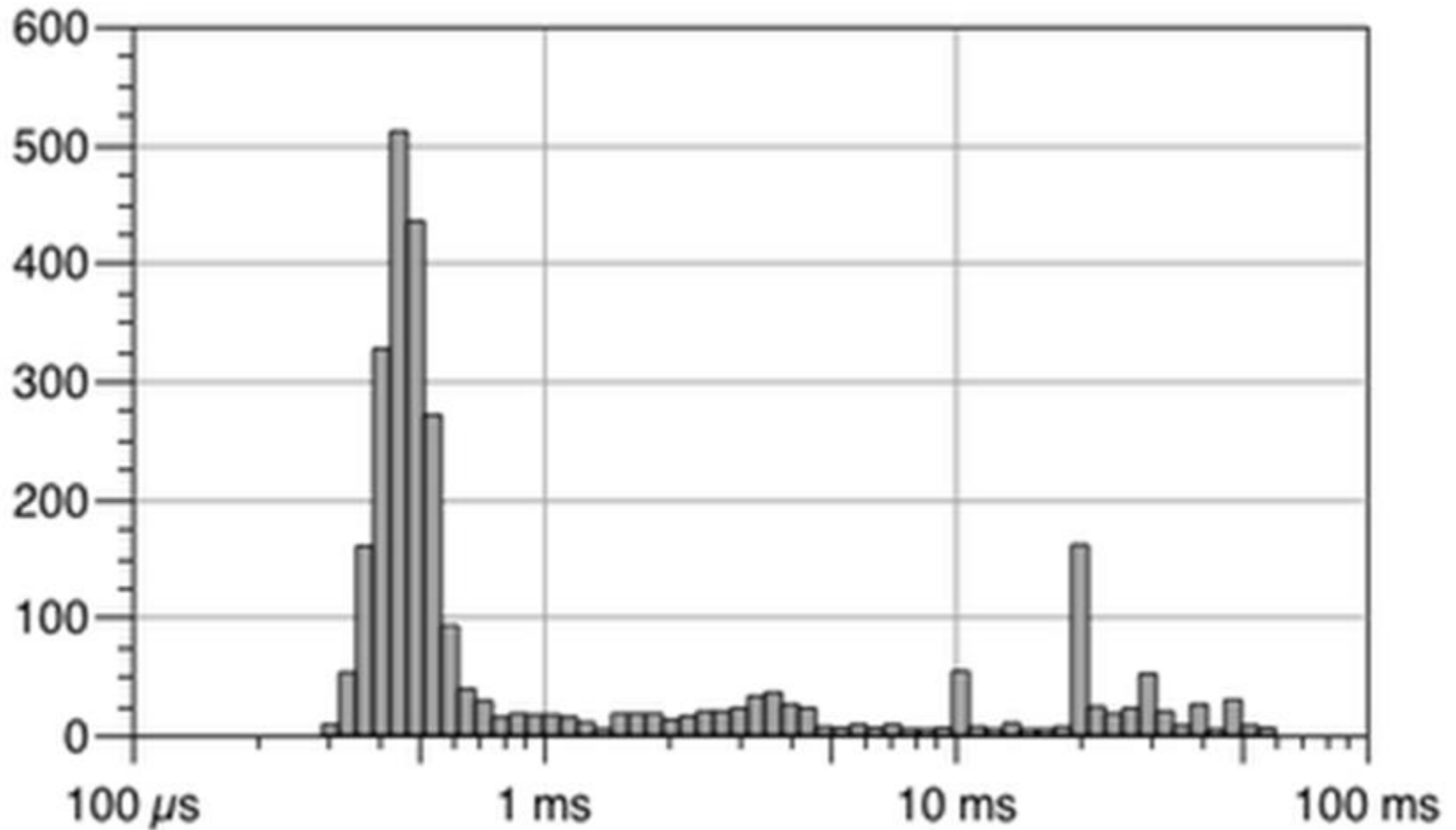
***Establish Design Principles***

# Aeron Design Principles

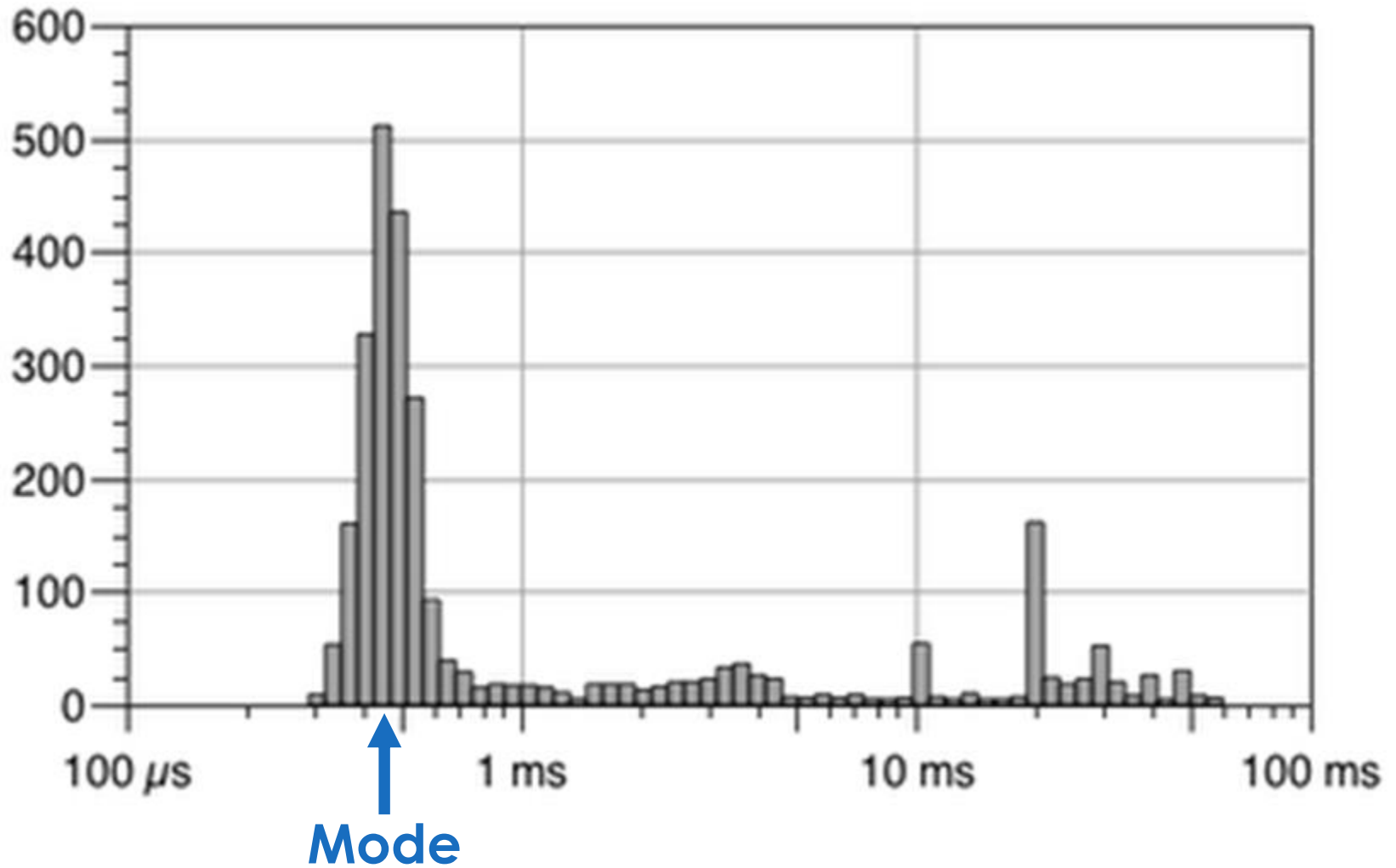
1. **Garbage free in steady state running**
2. **Smart Batching in the message path**
3. **Lock-free algos in the message path**
4. **Non-blocking IO in the message path**
5. **No exceptional cases in message path**
6. **Apply the *Single Writer Principle***
7. **Prefer unshared state**
8. **Avoid unnecessary data copies**

***How to measure response time?***

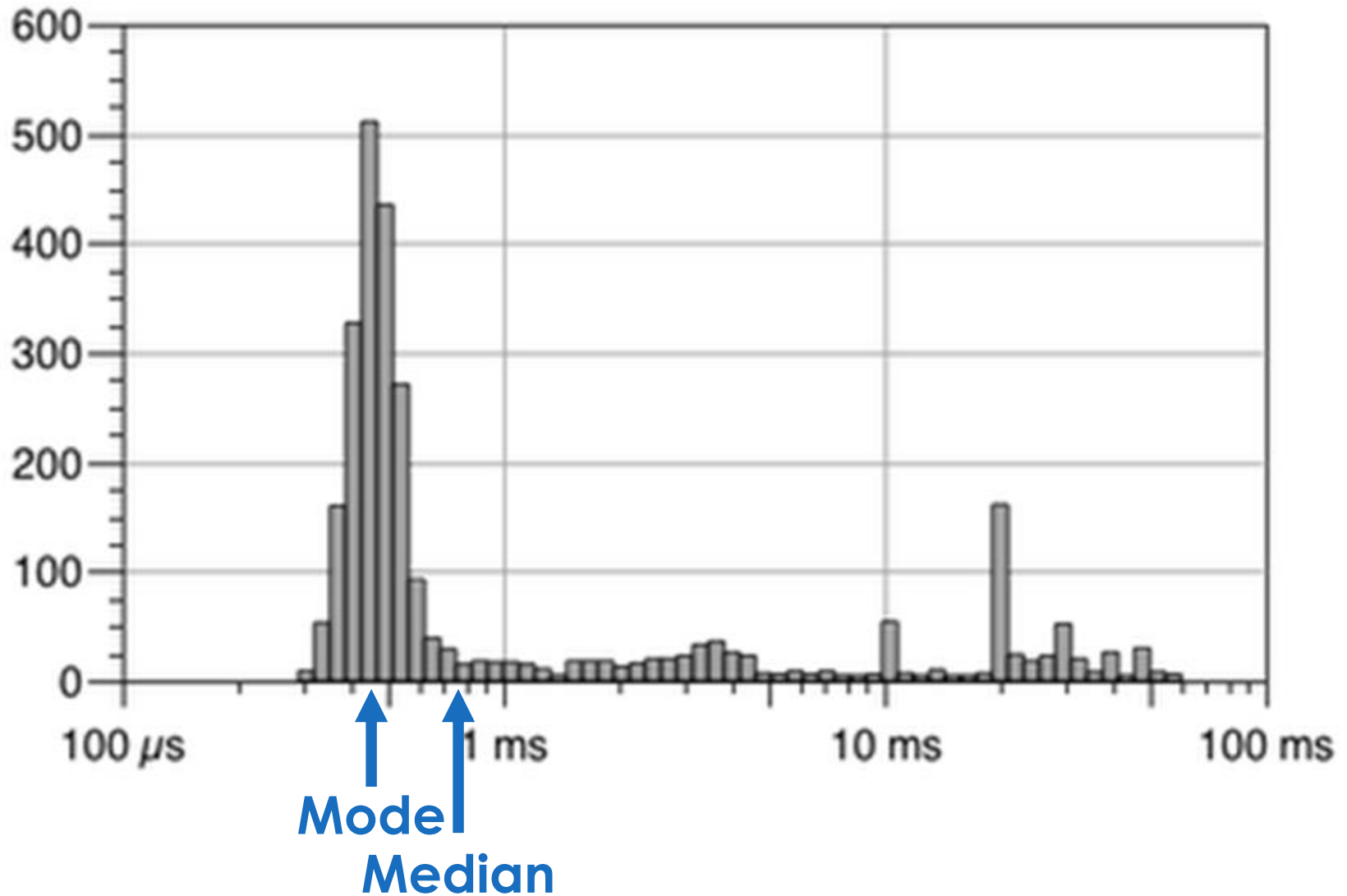
# Response Time Histograms



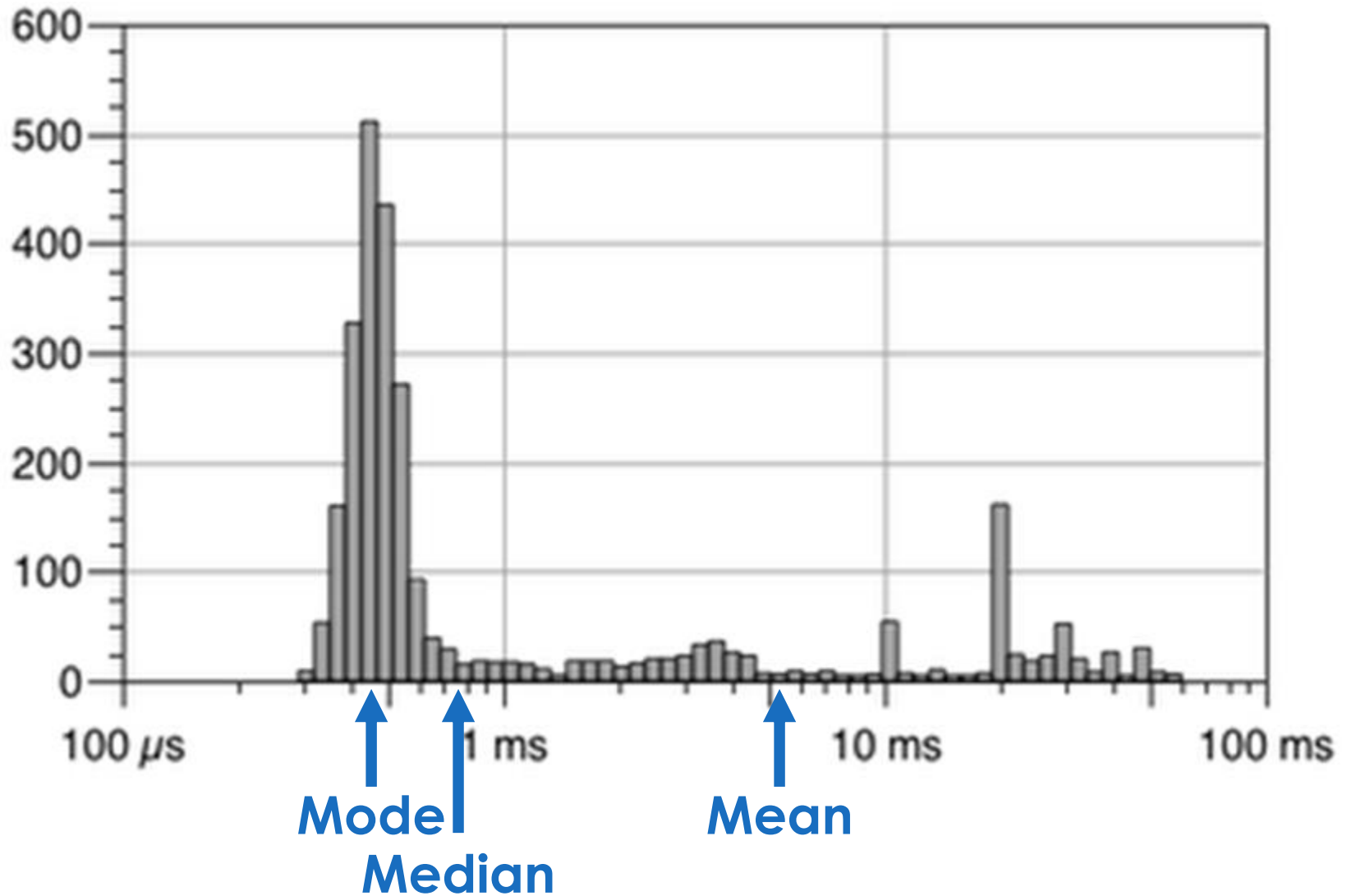
# Response Time Histograms



# Response Time Histograms



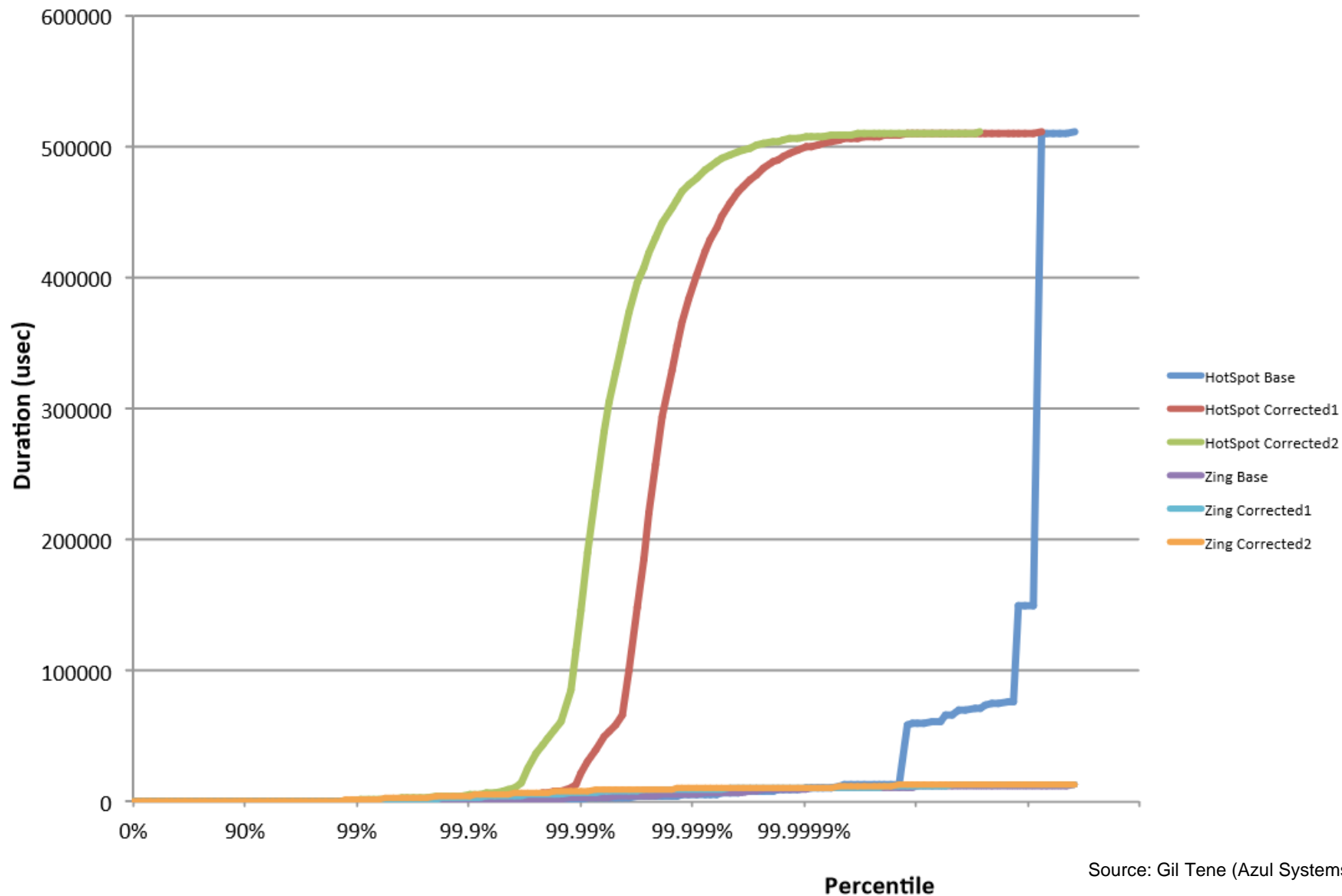
# Response Time Histograms





# Coordinated Omission

Duration by Percentile Distribution



***HdrHistogram***

# ***Java Microbenchmark Harness***

# ***CPU Performance Counters***

# ***Performance test as part of Continuous Integration***

***Can your acceptance tests run  
as performance tests?***

***Build telemetry into  
production systems***

**AGAIN!!!**

***Build telemetry into  
production systems***



## **Counters of:**

- **Queue Lengths**
- **Concurrent Users**
- **Exceptions**
- **Transactions - orders, trades**
- **Etc.**

## **Histograms of:**

- **Response Times**
- **Service Times**
- **Queue Lengths**
- **Concurrent Users**
- **Etc.**

***In closing...***

***Clean => Uncontaminated***

***Representative => True Portrayal***

***Does it pass the “Out Loud” test?***

***Measure – Don't Guess!!!***





# Questions?

<http://mechanical-sympathy.blogspot.com/>

Twitter: @mjpt777

***“It does not matter how intelligent you are, if you guess and that guess cannot be backed up by experimental evidence – then it is still a guess.”***

**- Richard Feynman**