

# Where is my cache? Architectural patterns for caching microservices by example

Rafał Leszko Cloud Software Engineer Hazelcast



### About me

- Cloud Software Engineer at Hazelcast
- Worked at Google and CERN
- Author of the book "Continuous Delivery with Docker and Jenkins"
- Trainer and conference speaker
- Live in Kraków, Poland



### **About Hazelcast**

- Distributed Company
- Open Source Software
- 140+ Employees
- Hiring (Remote)!
- Recently Raised \$21M
- Products:
  - o Hazelcast IMDG
  - o Hazelcast Jet
  - Hazelcast Cloud





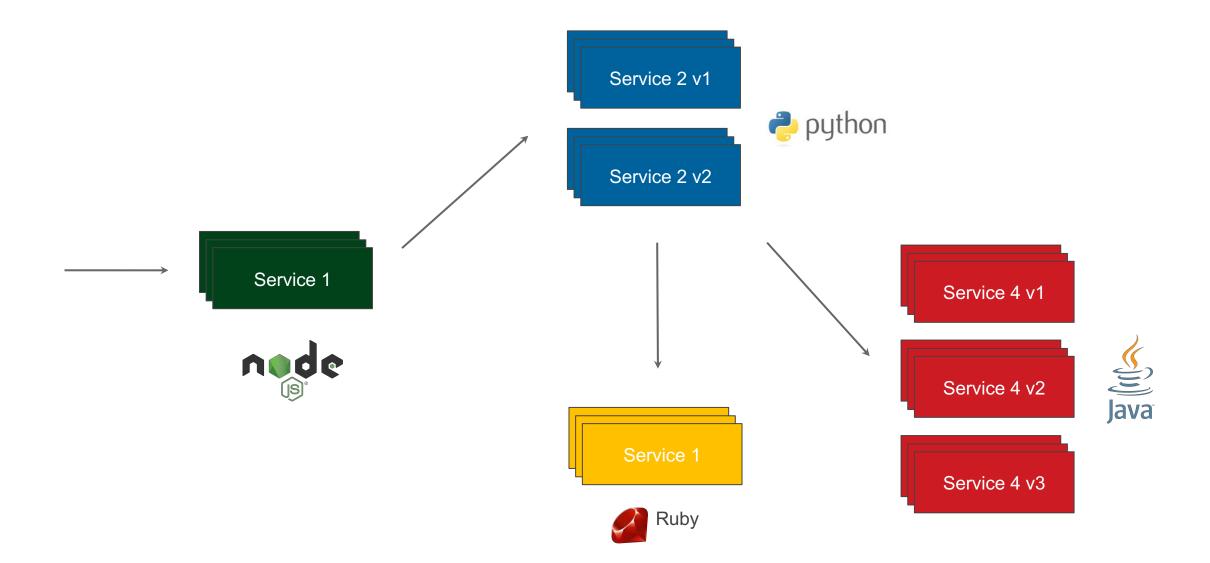
## Agenda

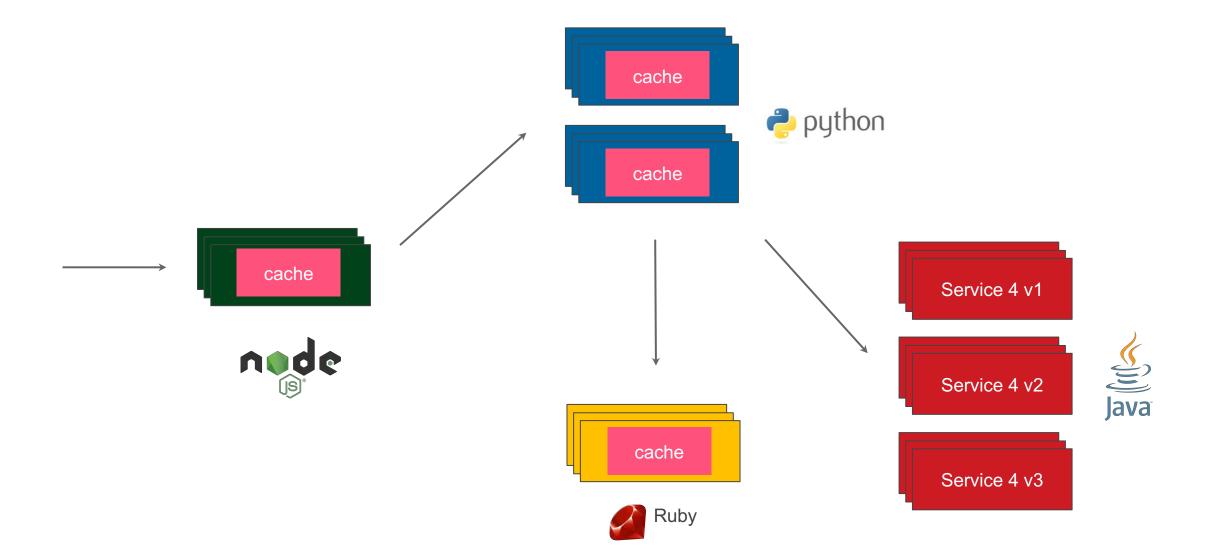
- Introduction
- Caching Architectural Patterns
  - o Embedded
  - o Embedded Distributed
  - o Client-Server
  - o Cloud
  - o Sidecar
  - o Reverse Proxy
  - o Reverse Proxy Sidecar
- Summary

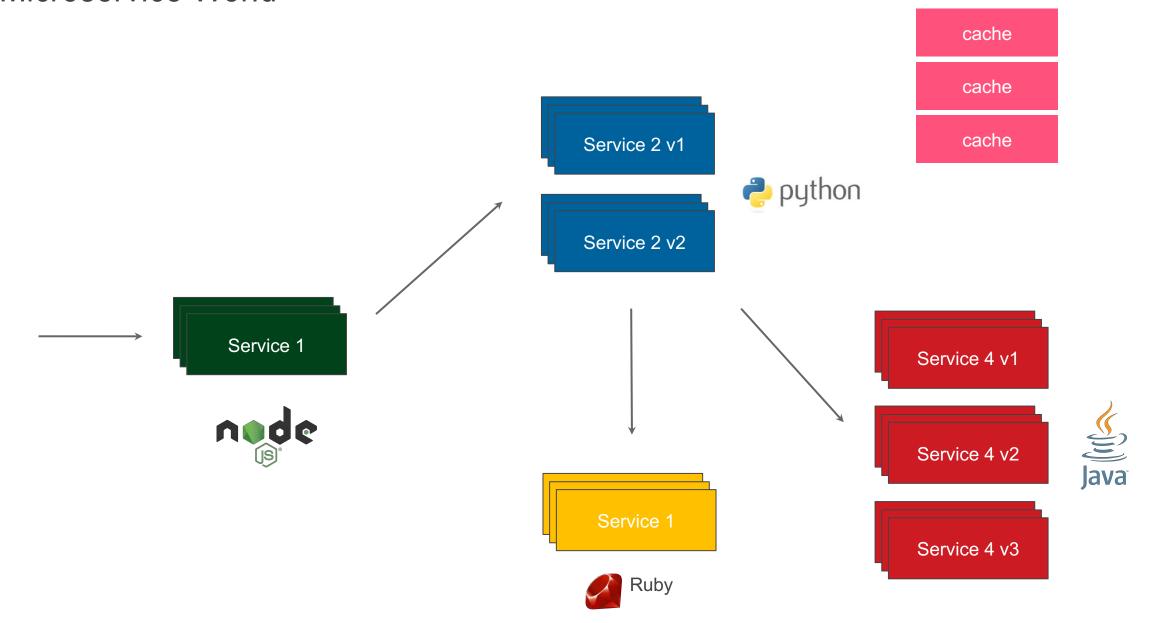
# Why Caching?

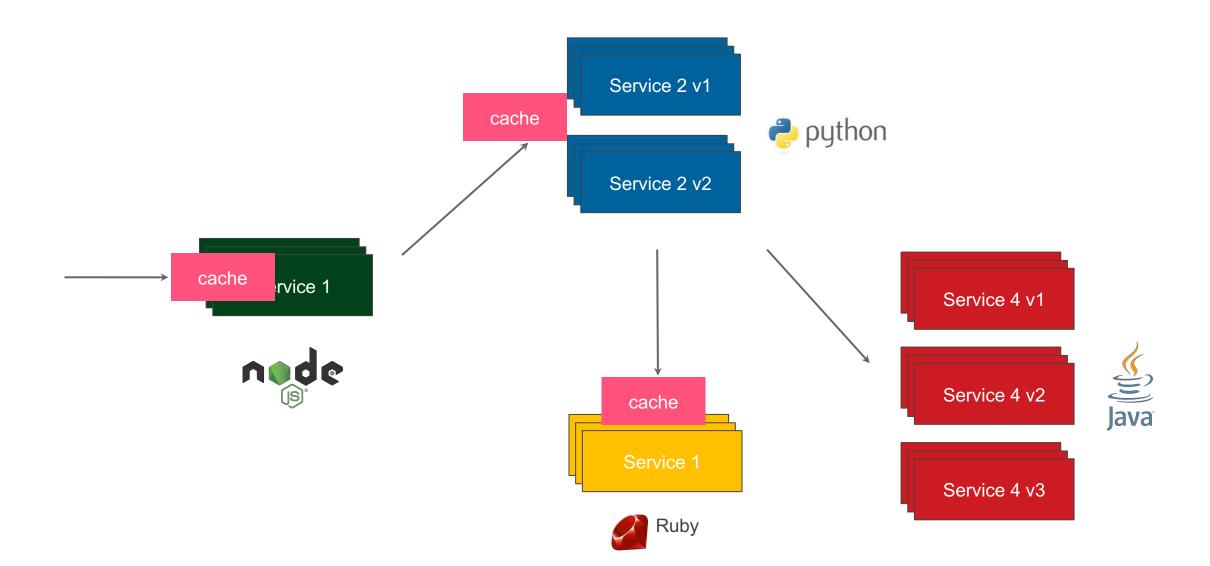
- Performance
  - Decrease latency
  - o Reduce load
- Resilience
  - High availability
  - Lower downtime





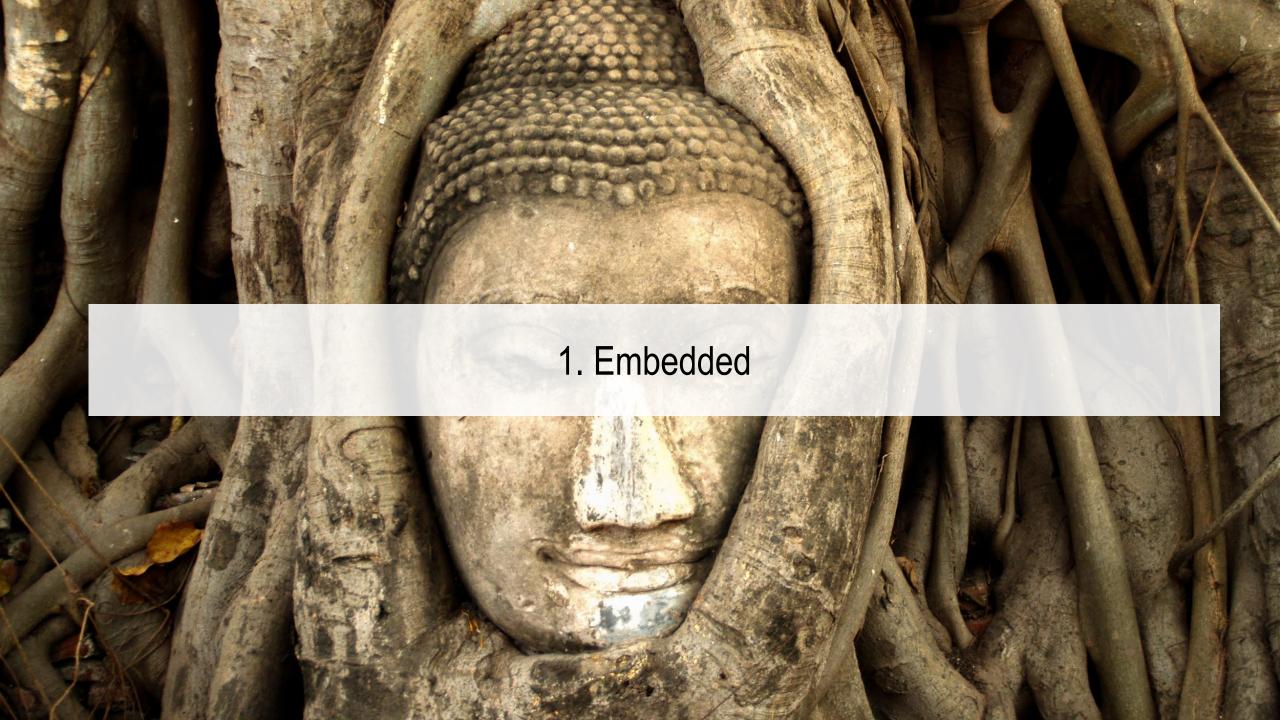




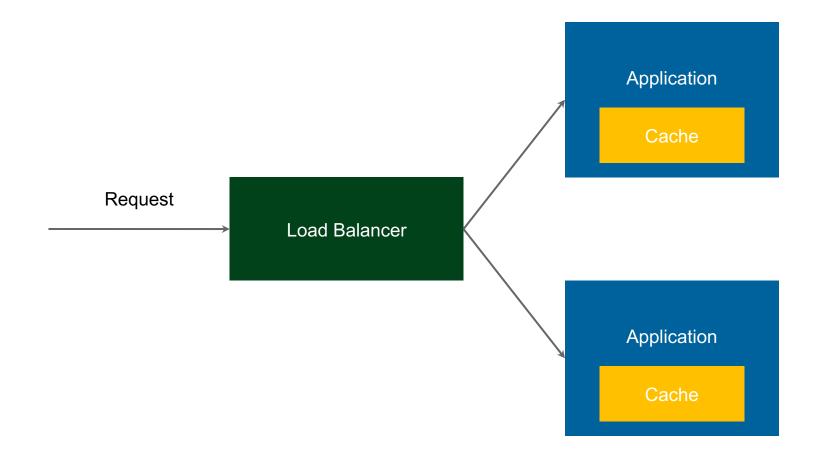


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## **Embedded Cache**



# Embedded Cache (Pure Java implementation)

# Embedded Cache (Pure Java implementation)

```
private ConcurrentHashMag
                                   String> cache =
                                      ew Concurrent
private String processRe
   if (cache.contains (reques
       return cache.get (request)
   String response = process
   cache.put (request, re
   return response;
```

### Java Collection is not a Cache!

- No Eviction Policies
- No Max Size Limit (OutOfMemoryError)
- No Statistics
- No built-in Cache Loaders
- No Expiration Time
- No Notification Mechanism



# Embedded Cache (Java libraries)



```
CacheBuilder.newBuilder()
    .initialCapacity(300)
    .expireAfterAccess(Duration.ofMinutes(10))
    .maximumSize(1000)
    .build();
```

### Embedded Cache (Java libraries)



```
CacheBuilder.newBuilder()
    .initialCapacity(300)
    .expireAfterAccess(Duration.ofMinutes(10))
    .maximumSize(1000)
    .build();
```



# Caching Application Layer

```
@Service
public class BookService {

    @Cacheable("books")
    public String getBookNameByIsbn(String isbn) {
        return findBookInSlowSource(isbn);
    }
}
```



# Caching Application Layer

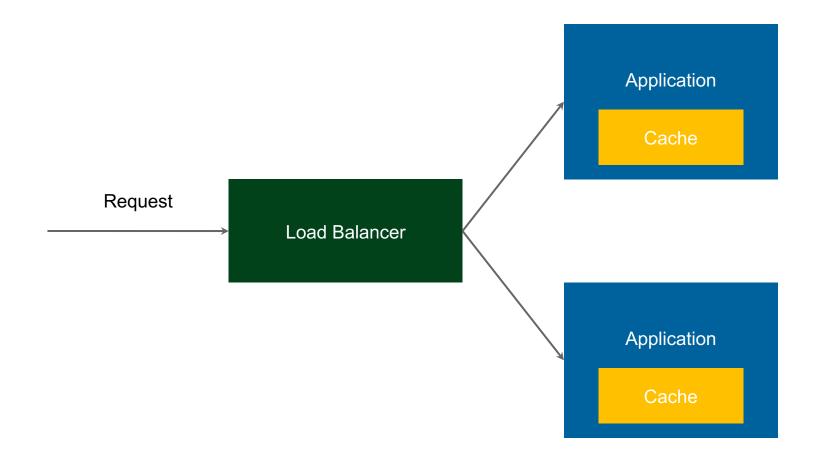
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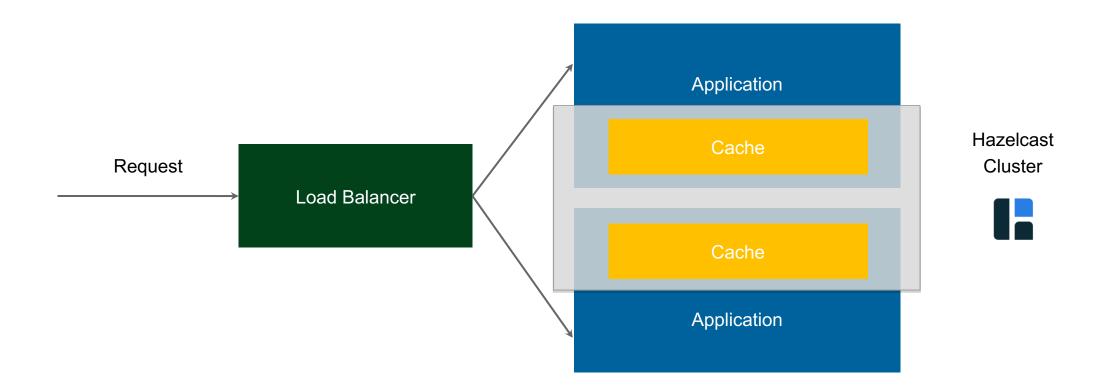
Be Careful, Spring uses ConcurrentHashMap by default!

## **Embedded Cache**





### **Embedded Distributed Cache**



# Embedded Distributed Cache (Spring with Hazelcast)

# **DEMO**



# Hazelcast Discovery Plugins





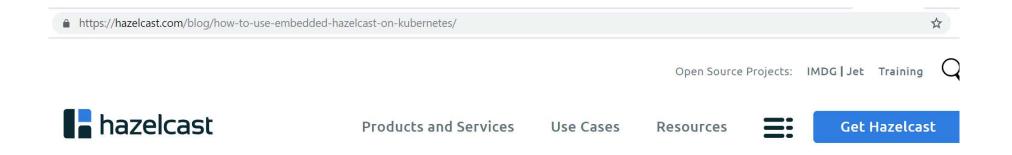








## Hazelcast Discovery Plugins



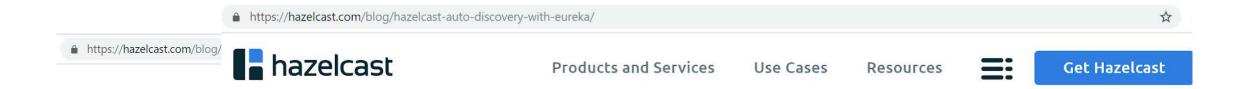
### How to Use Embedded Hazelcast on Kubernetes

Rafal Leszko | February 06, 2019



Hazelcast IMDG is a perfect fit for your (micro)services running on Kubernetes since it can be used in the embedded mode and therefore scale in and out together with your service replicas. This blog post presents a step-by-step description of how to embed Hazelcast into a Spring Boot application and deploy it in the Kubernetes cluster. The source code for this example can be found here.

# Hazelcast Discovery Plugins





### How to Use Hazelcast Auto-Discovery with Eureka

Rafal Leszko | April 24, 2019





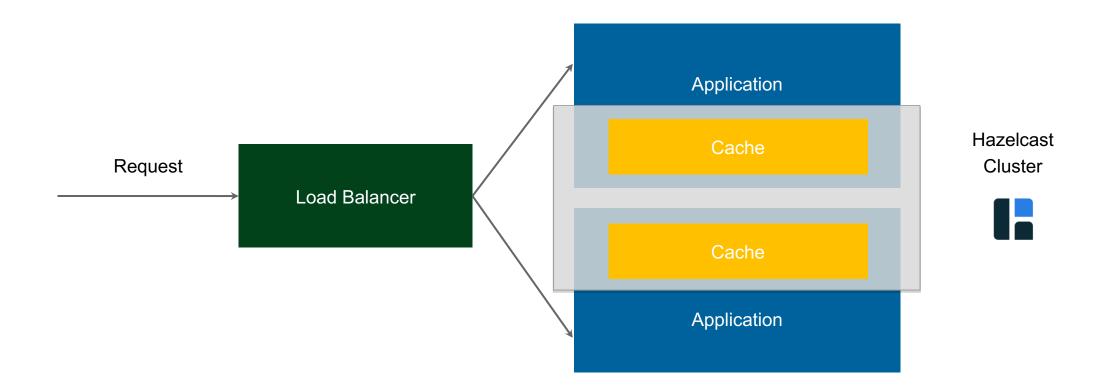
Hazelcast IMDG is a pe therefore scale in and Hazelcast into a Spring here.

Hazelcast IMDG supports auto-discovery for many different environments. Since we introduced the generic discovery SPI, a lot of plugins were developed so you can use Hazelcast seamlessly on Kubernetes, AWS, Azure, GCP, and more. Should you need a custom plugin, you are also able to create your own.

If your infrastructure is not based on any popular Cloud environment, but you still want to take advantage of the dynamic discovery rather than static IP configuration, you can set up your service registry. One of the more popular



### **Embedded Distributed Cache**



### **Embedded Cache**

### Pros

- Simple configuration / deployment
- Low-latency data access
- No separate Ops Team needed

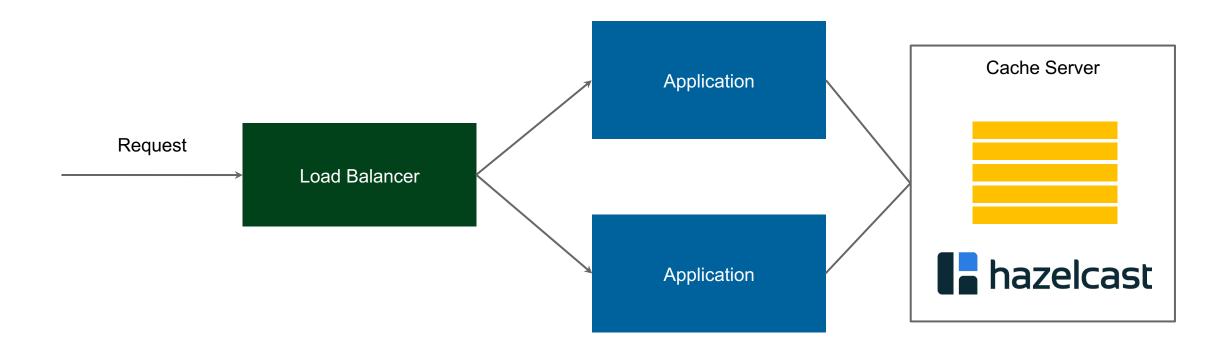
### Cons

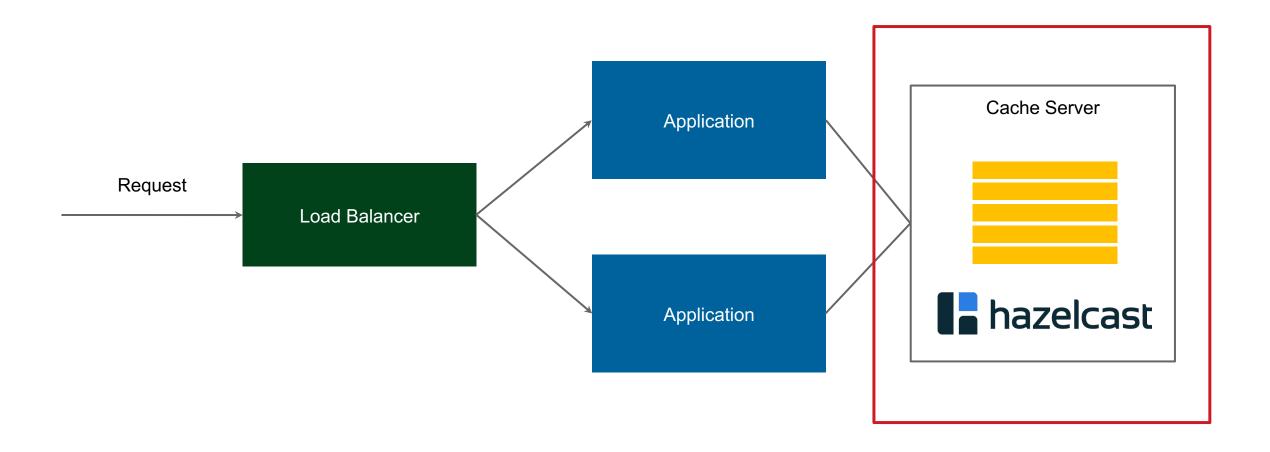
- Not flexible management (scaling, backup)
- Limited to JVM-based applications
- Data collocated with applications

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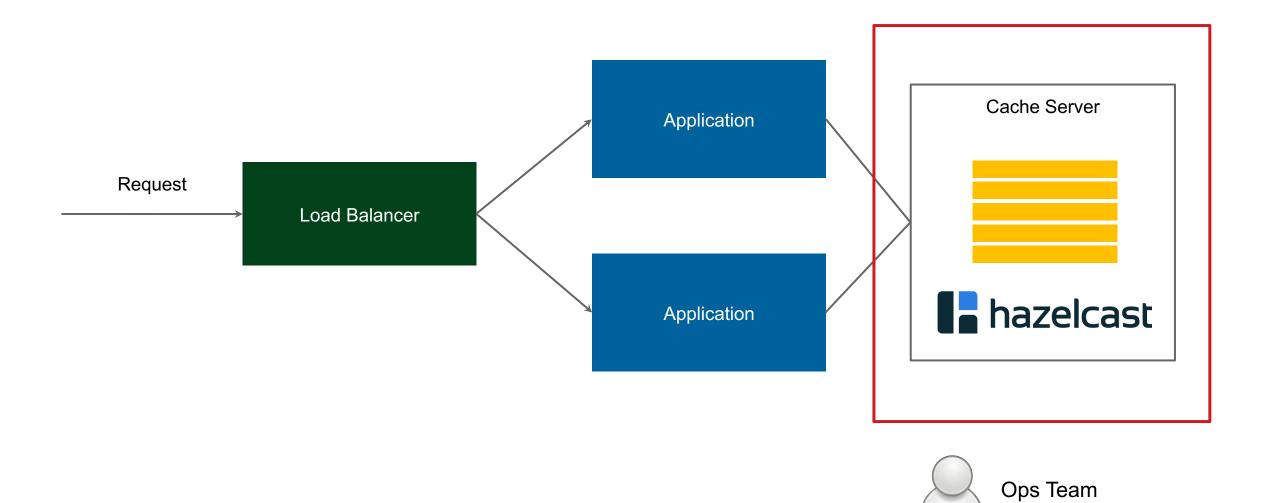


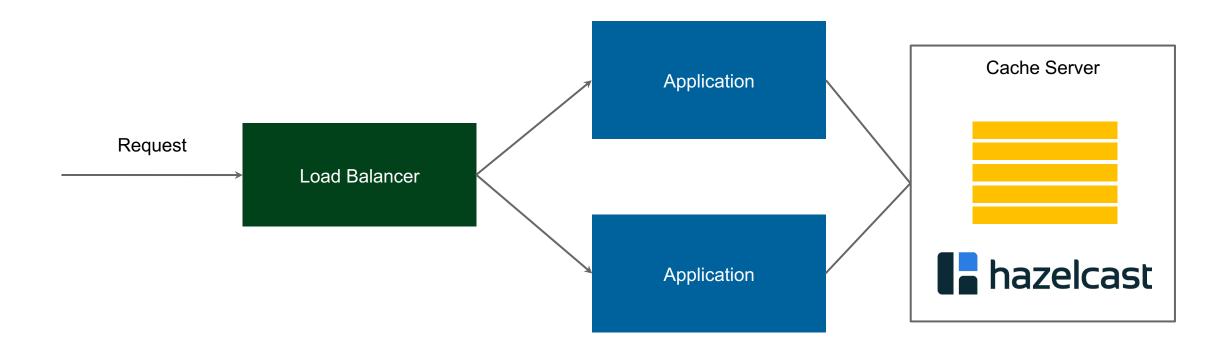


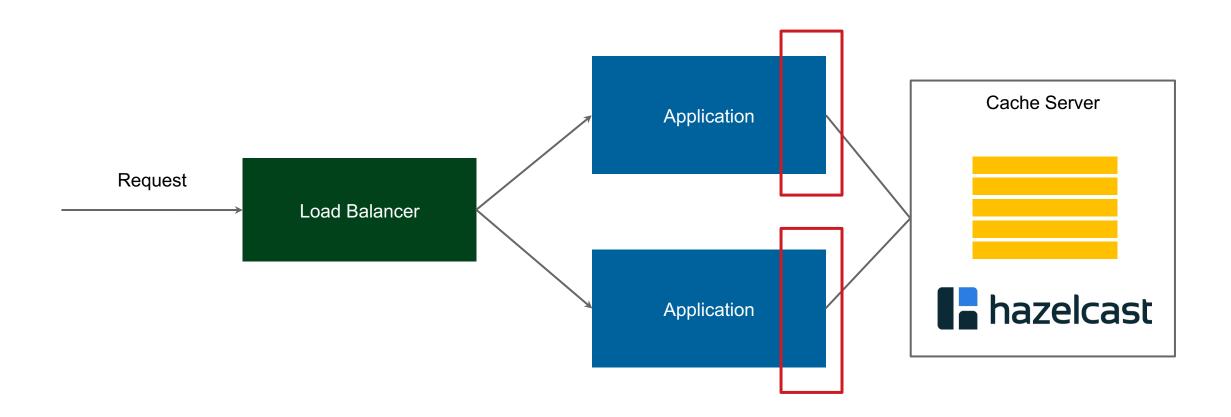


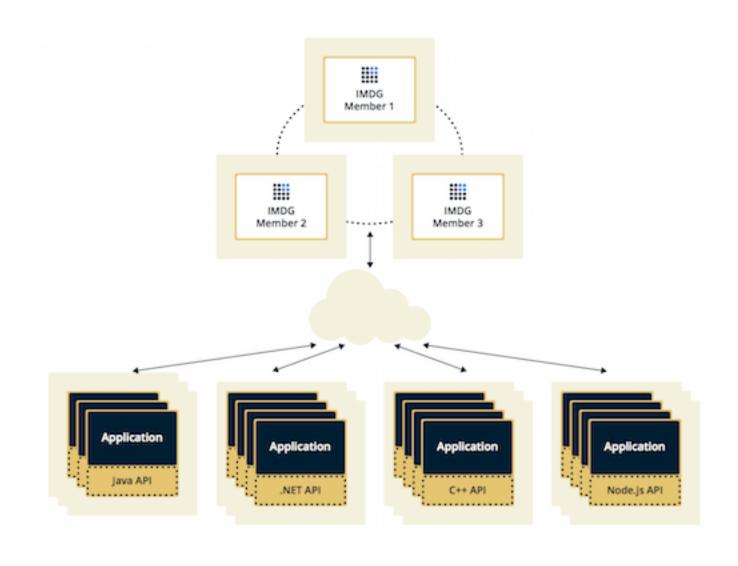
### Separate Management:

- backups
- (auto) scaling
- security















#### **Starting Hazelcast Cache Server (standalone)**

```
$ ./start.sh
```

#### **Starting Hazelcast Cache Server (Kubernetes)**

\$ helm install hazelcast/hazelcast

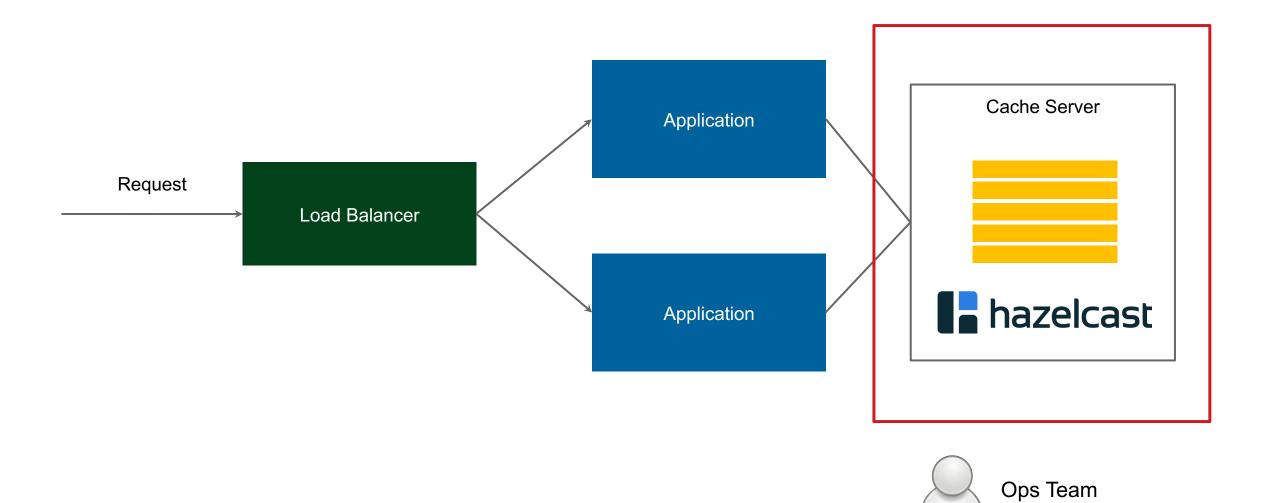
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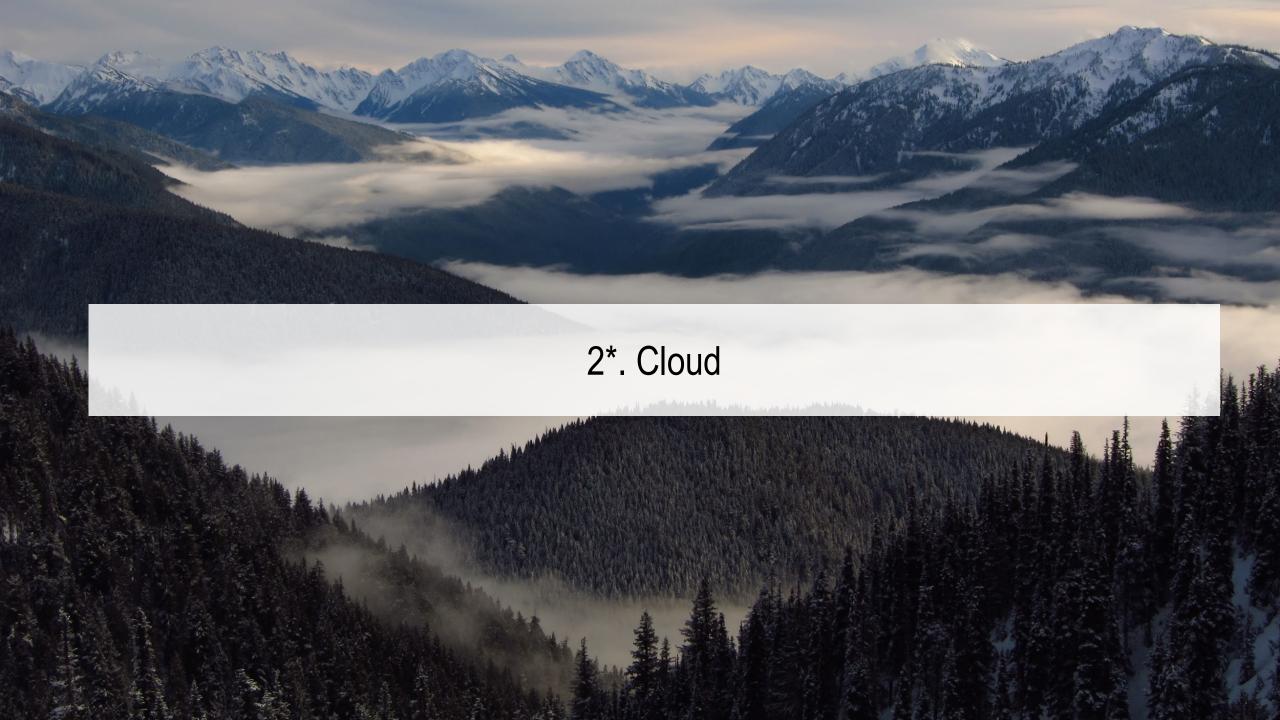
```
$ helm install hazelcast/hazelcast
```

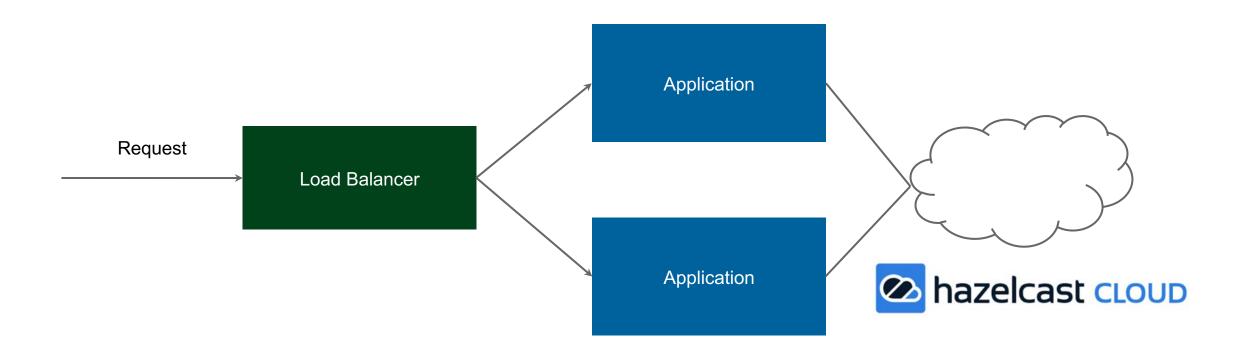
#### **Hazelcast Client (Kubernetes):**

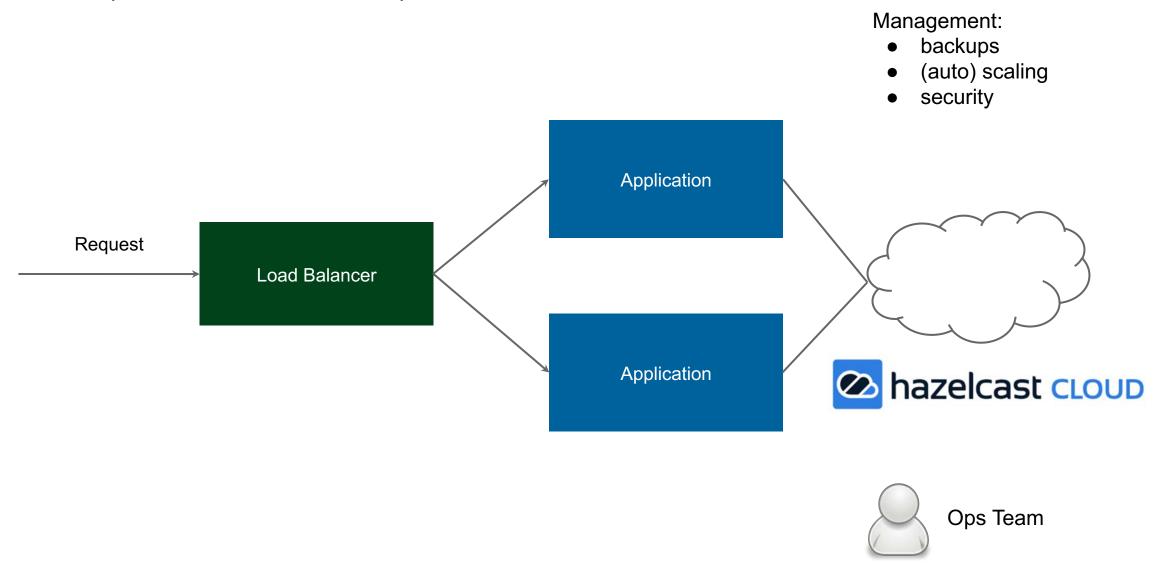
#### Separate Management:

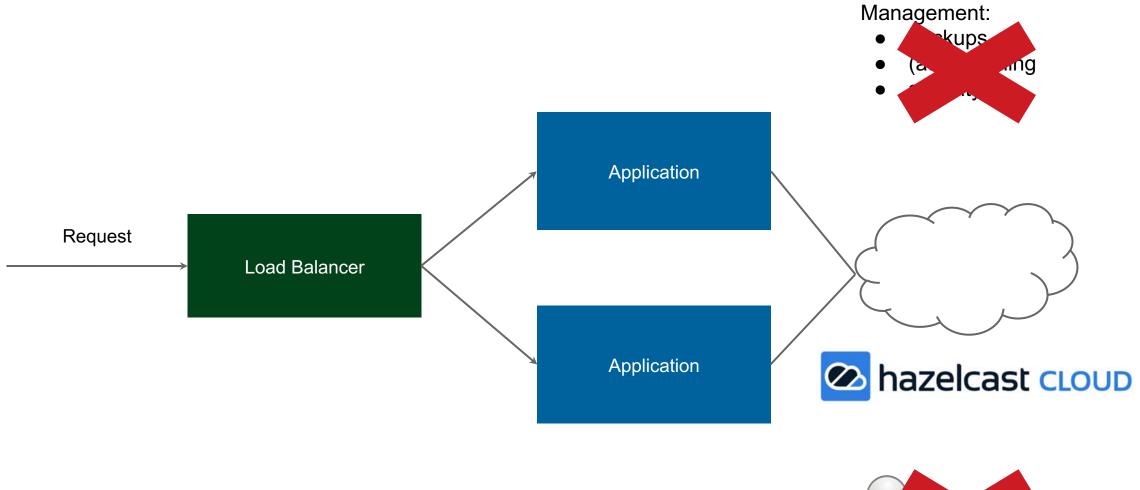
- backups
- (auto) scaling
- security



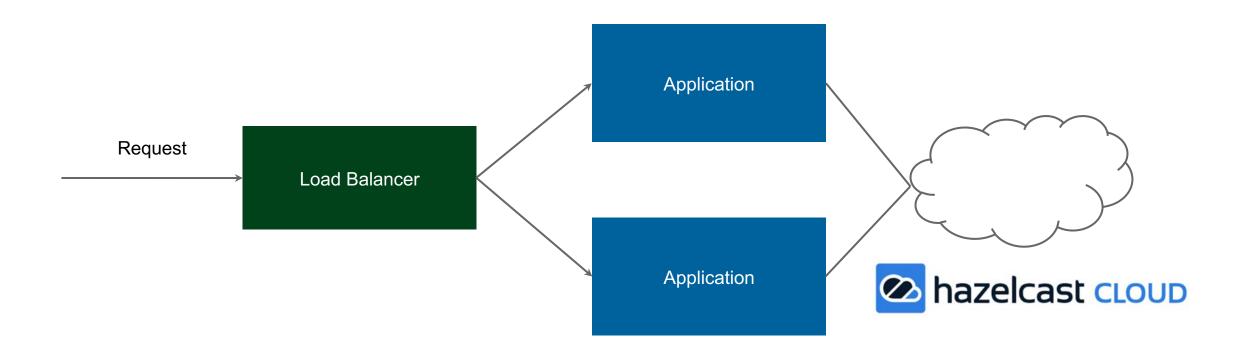












```
@Configuration
public class HazelcastCloudConfiguration {
   @Bean
   CacheManager cacheManager() {
       ClientConfig clientConfig = new ClientConfig();
       clientConfig.getNetworkConfig().getCloudConfig()
           .setEnabled(true)
           .setDiscoveryToken("KSXFDTi5HXPJGR0wRAjLgKe45tvEEhd");
       clientConfig.setGroupConfig(
           new GroupConfig("test-cluster", "b2f984b5dd3314"));
       return new HazelcastCacheManager (
                 HazelcastClient.newHazelcastClient(clientConfig));
```

# **DEMO** cloud.hazelcast.com



# Client-Server (Cloud) Cache

#### Pros

- Data separate from applications
- Separate management (scaling, backup)
- Programming-language agnostic

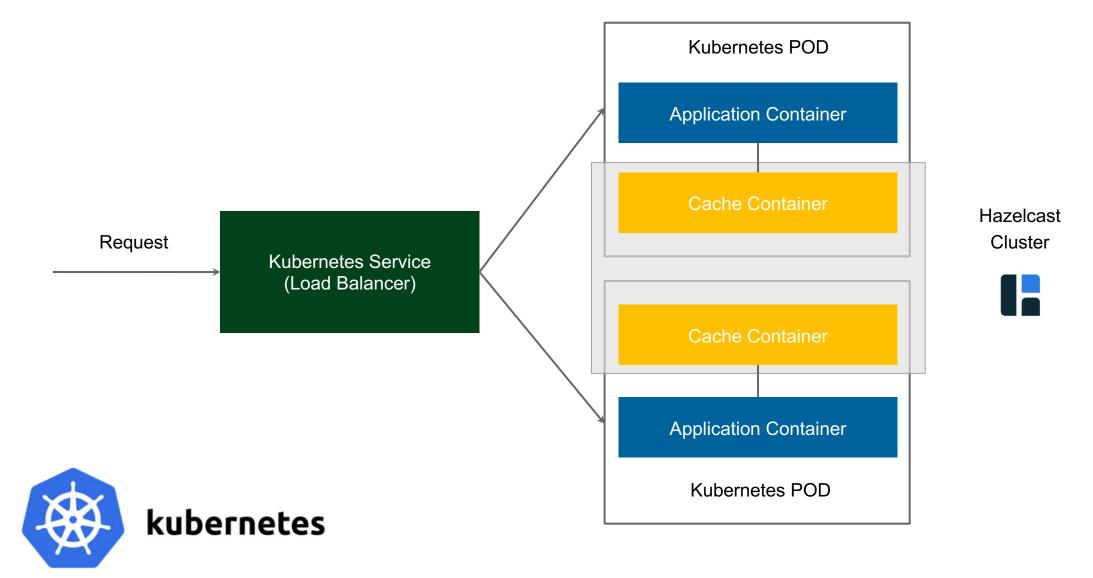
#### Cons

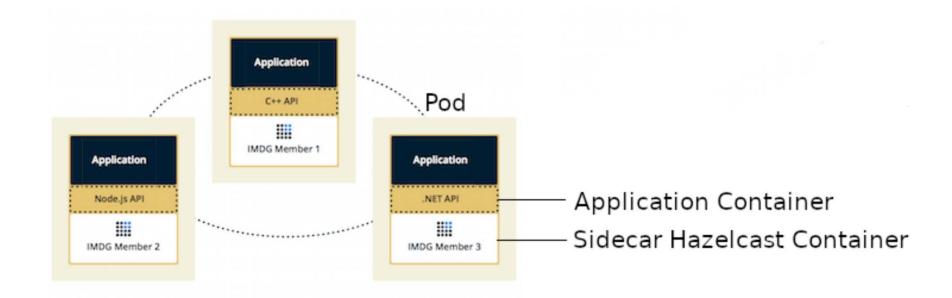
- Separate Ops effort
- Higher latency
- Server network requires adjustment (same region, same VPC)

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#### Similar to **Embedded**:

- the same physical machine
- the same resource pool
- scales up and down together
- no discovery needed (always localhost)

#### Similar to **Client-Server**:

- different programming language
- uses cache client to connect
- clear isolation between app and cache

#### Pros

- Simple configuration
- Programming-language agnostic
- Low latency
- Some isolation of data and applications

#### Cons

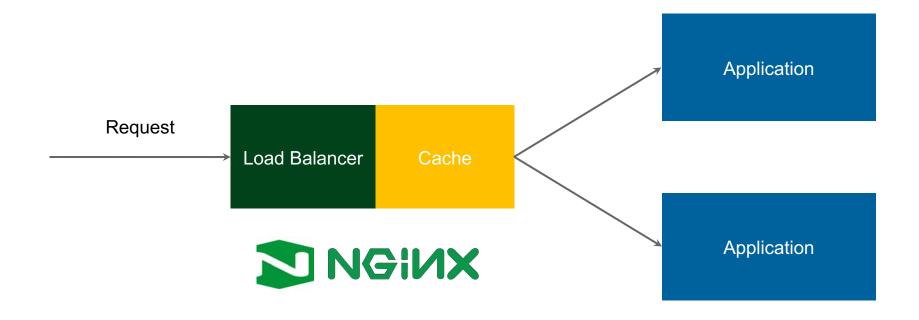
- Limited to container-based environments
- Not flexible management (scaling, backup)
- Data collocated with application PODs

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# Reverse Proxy Cache



# Reverse Proxy Cache



# NGINX Reverse Proxy Cache Issues

- Only for HTTP
- Not distributed
- No High Availability
- Data stored on the disk

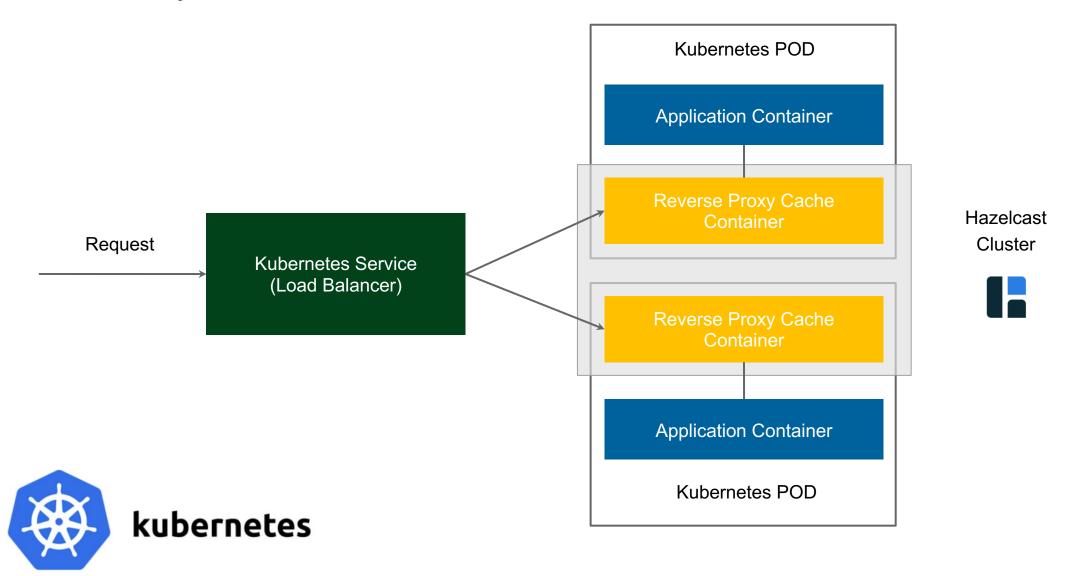
# NGINX Reverse Proxy Cache Issues

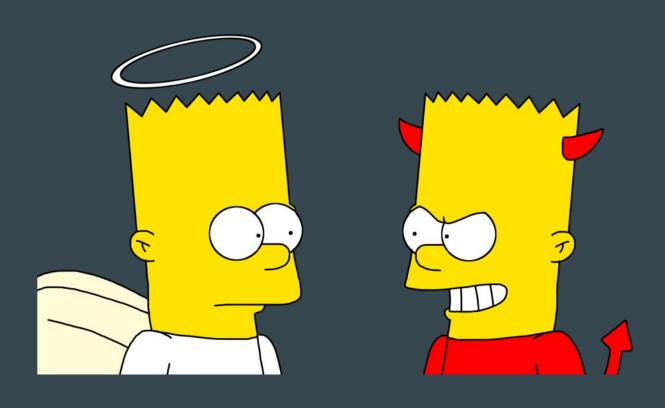
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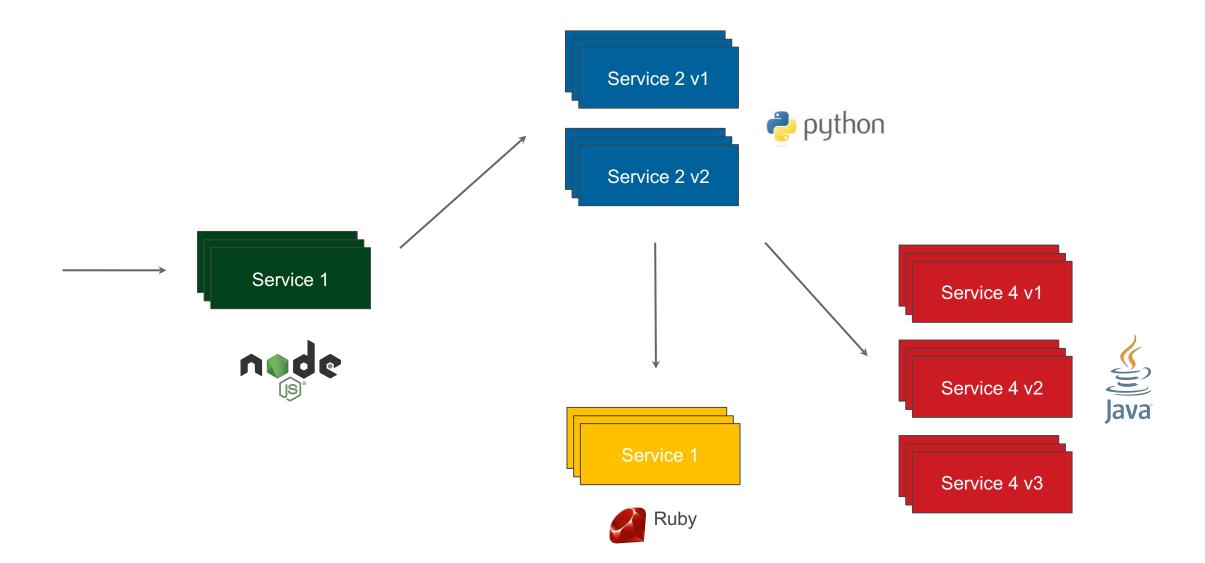


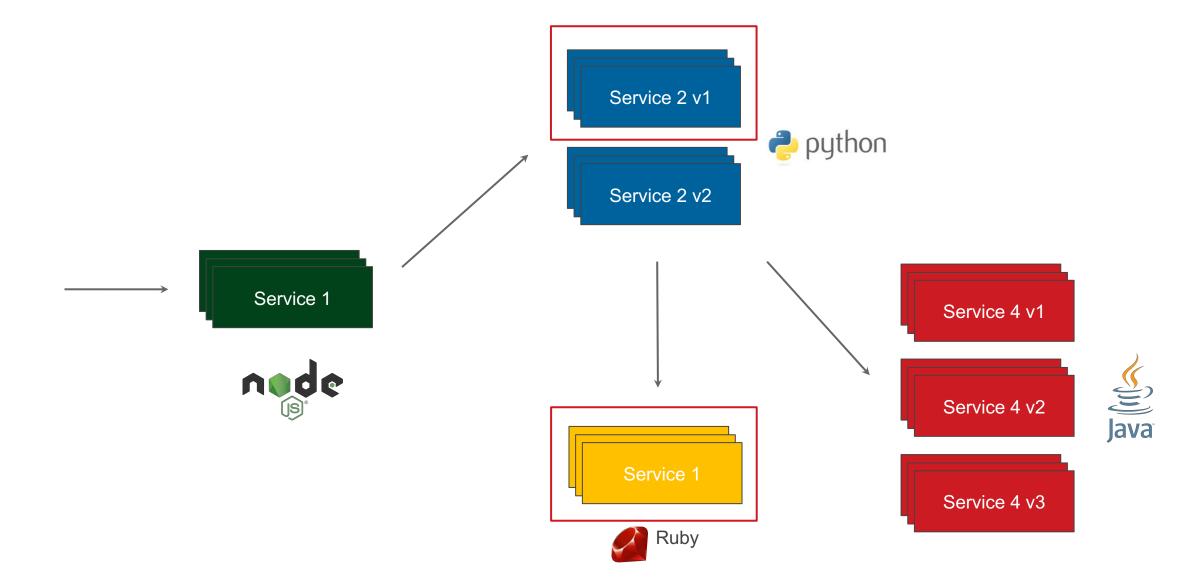




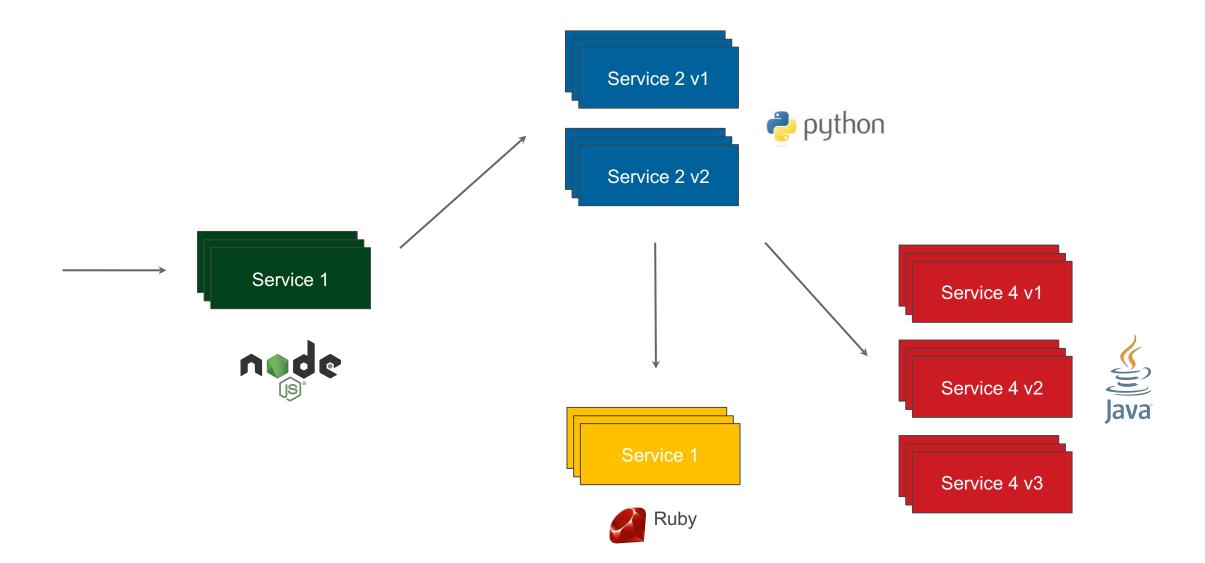


Good





```
apiVersion: apps/v1
kind: Deployment
. . .
spec:
template:
   spec:
     initContainers:
       - name: init-networking
         image: leszko/init-networking
     containers:
       - name: caching-proxy
         image: leszko/caching-proxy
       - name: application
         image: leszko/application
```

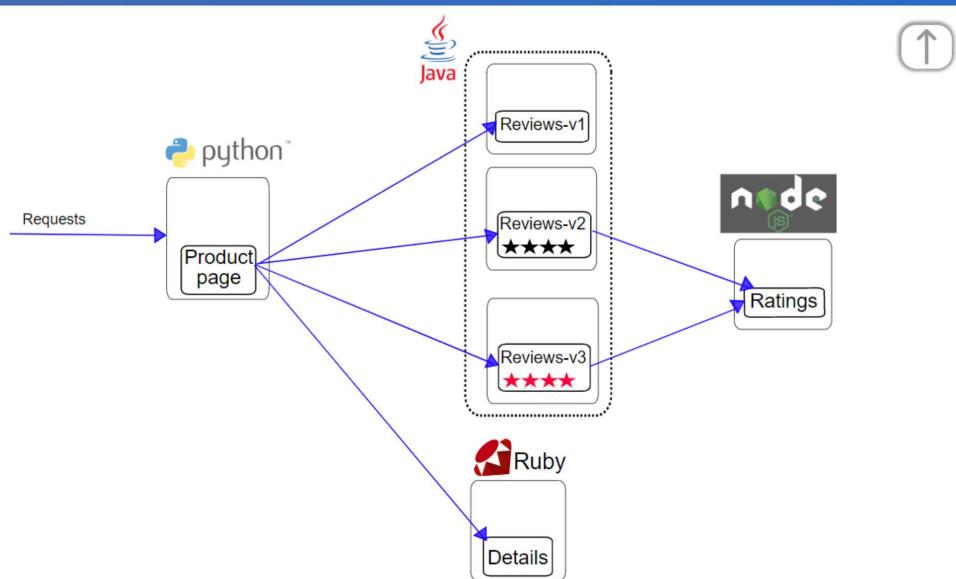


Docs

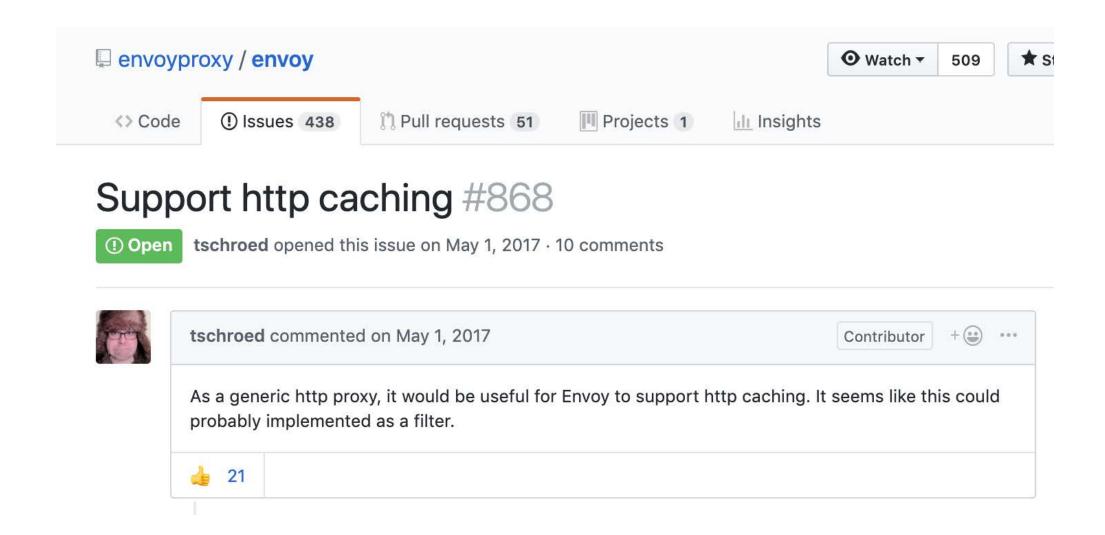
Blog FAQ About 💮 Q







# Reverse Proxy Sidecar Cache (Istio)



Bad













Q Search Quora

# What are some best practices for caching in a typical web app?

This question previously had details. They are now in a comment.



















4 Answers



Kellan Elliott-McCrea Answered Sep 4, 2010



The hardest part of caching is cache invalidation. If you're a content driven site, then your job is trivial. If you are building anything resembling social software caching involves a series of complex trade offs.

# Reverse Proxy Cache

#### **Application Cache:**

```
@CacheEvict(value = "someValue", allEntries = true)
public void evictAllCacheValues() {}
```

# Reverse Proxy Cache

#### **Application Cache:**

```
@CacheEvict(value = "someValue", allEntries = true)
public void evictAllCacheValues() {}
```

#### **Proxy Cache:**

```
http {
    ...
    location / {
        add_header Cache-Control public;
        expires 86400;
        etag on;
    }
}
```

# Reverse Proxy (Sidecar) Cache

#### Pros

- Configuration-based (no need to change applications)
- Programming-language agnostic
- Consistent with containers and microservice world

### Cons

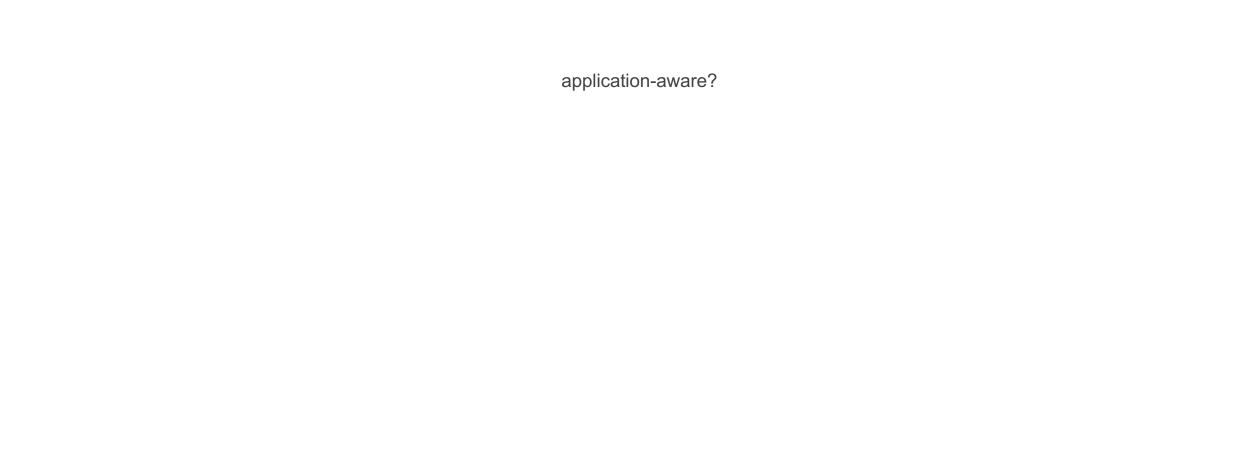
- Difficult cache invalidation
- No mature solutions yet
- Protocol-based (e.g. works only with HTTP)

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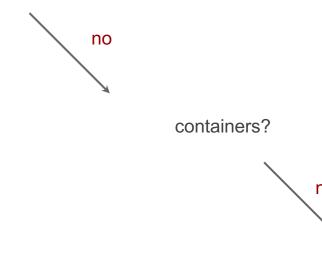


#### application-aware?



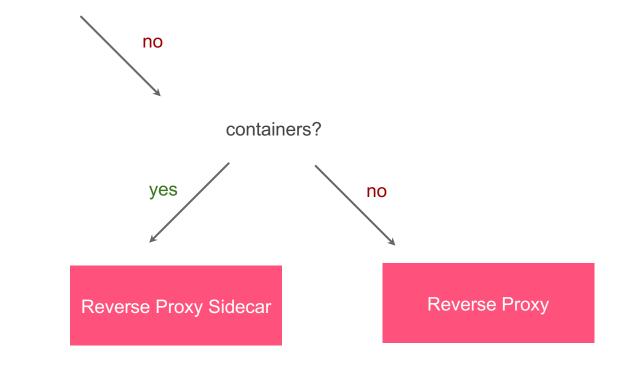
containers?

#### application-aware?



Reverse Proxy

#### application-aware?



application-aware?

yes

no

containers?

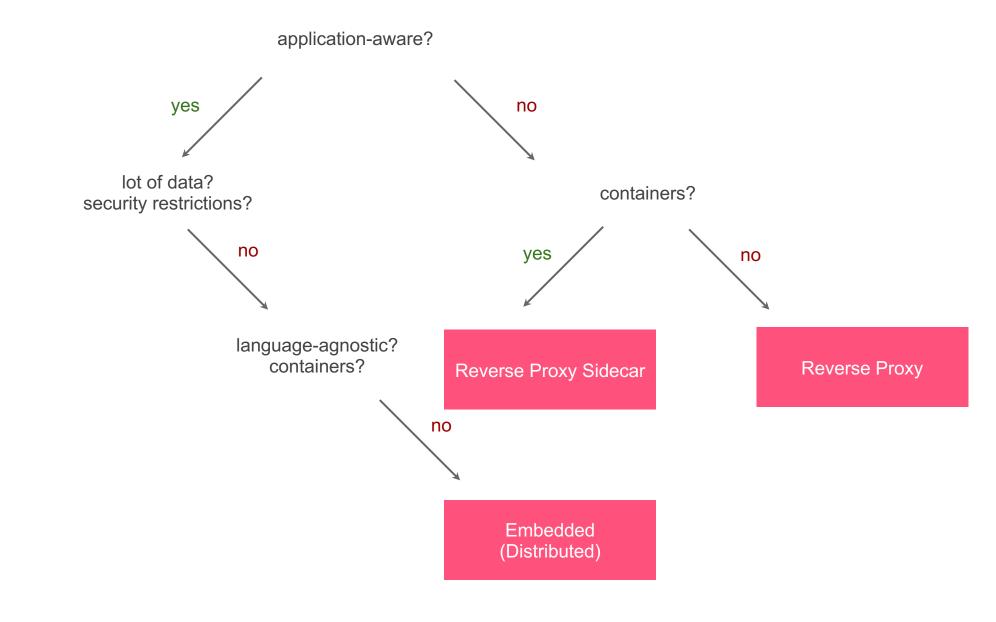
yes

no

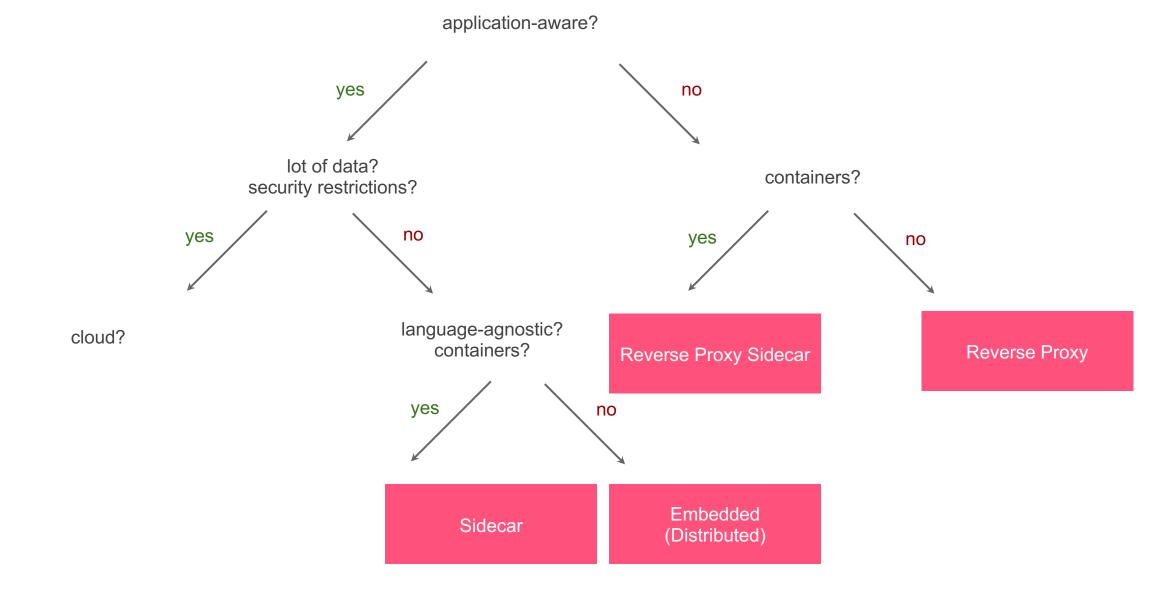
Reverse Proxy Sidecar

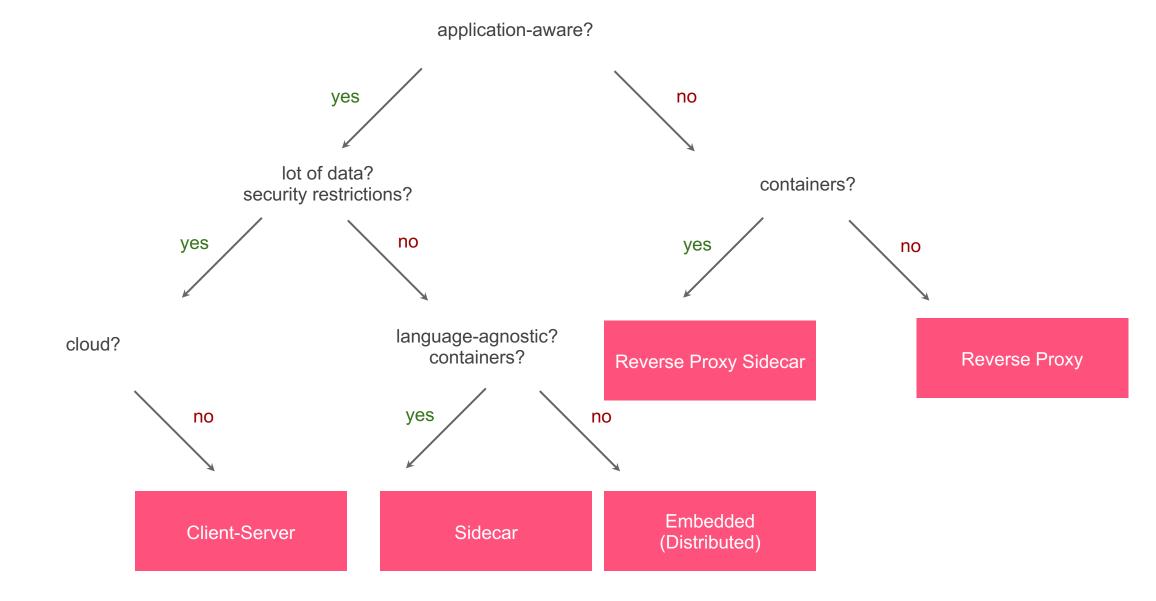
Reverse Proxy

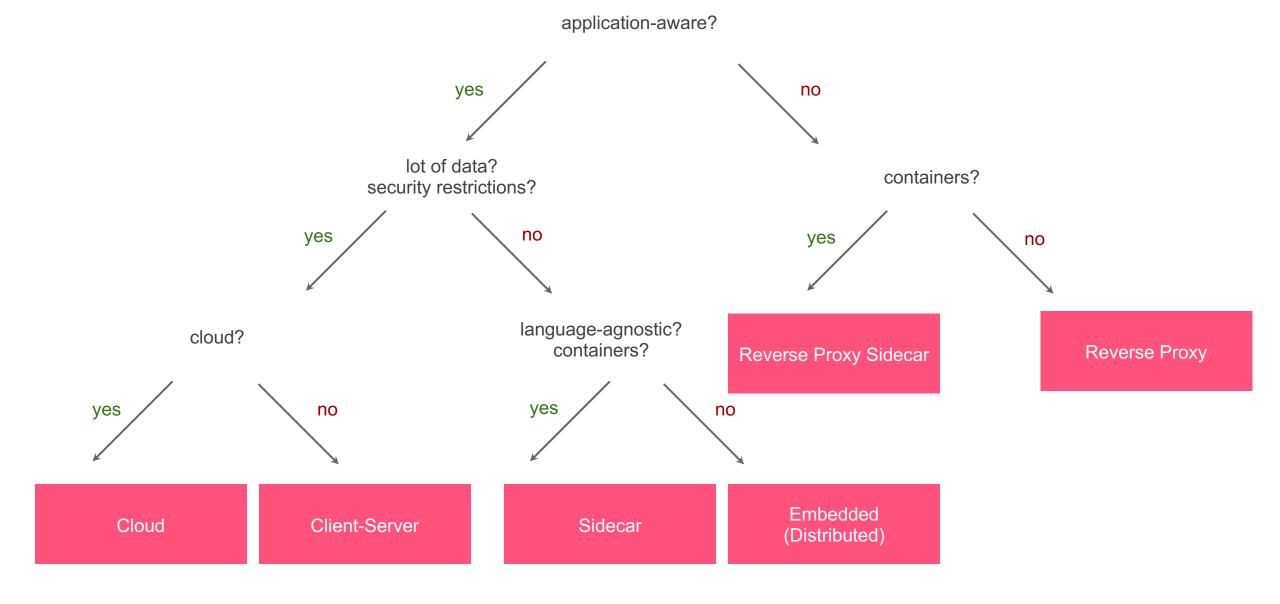
#### application-aware? yes no lot of data? containers? security restrictions? no yes no language-agnostic? containers? Reverse Proxy Reverse Proxy Sidecar



#### application-aware? yes no lot of data? containers? security restrictions? no yes no language-agnostic? containers? Reverse Proxy Reverse Proxy Sidecar yes no Embedded Sidecar (Distributed)







#### Resources

- Hazelcast Sidecar Container Pattern: <a href="https://hazelcast.com/blog/hazelcast-sidecar-container-pattern/">https://hazelcast.com/blog/hazelcast-sidecar-container-pattern/</a>
- Hazelcast Reverse Proxy Sidecar Caching Prototype: <a href="https://github.com/leszko/caching-injector">https://github.com/leszko/caching-injector</a>
- Caching Best Practices: <a href="https://vladmihalcea.com/caching-best-practices/">https://vladmihalcea.com/caching-best-practices/</a>
- NGINX HTTP Reverse Proxy Caching: https://www.nginx.com/resources/videos/best-practices-for-caching/

# Thank You!

Rafał Leszko

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