

Resilient Javascript From Front to Back End With Circuit Breakers

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Resilience

Resiliency is defined as the capability of a system to maintain its functions and structure in the face of internal and external change and to degrade gracefully when it must.

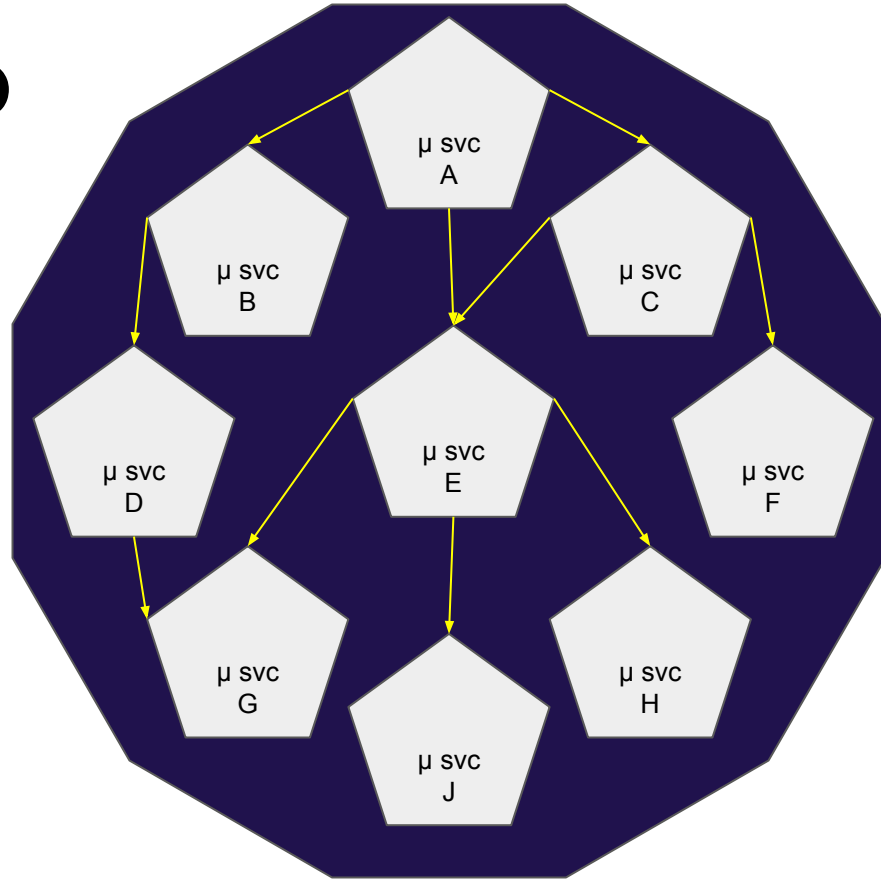
TOWARD INHERENTLY SECURE AND RESILIENT SOCIETIES

Brad Allenby, Jonathan Fink

<http://science.sciencemag.org/content/309/5737/1034.full>

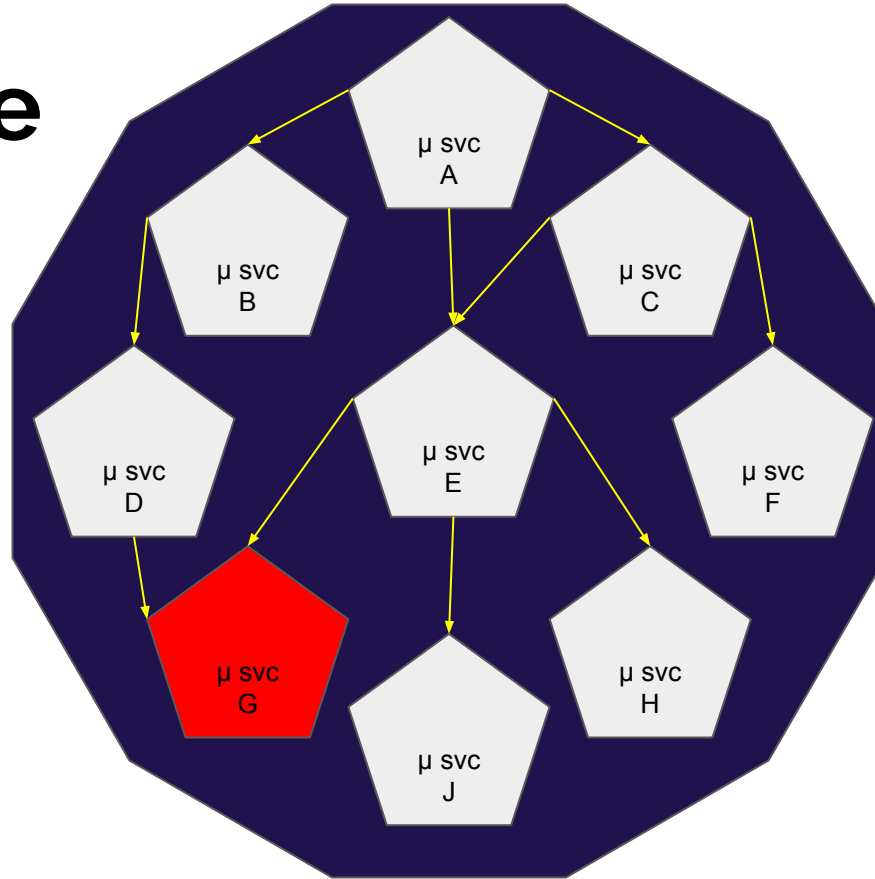
Microservices

My App



**Microservices are not a
panacea**

A Single Failure



```
function wait (timeout) {  
  return new Promise(resolve => {  
    setTimeout(resolve, timeout)  
  });  
}
```

```
const MAX_ATTEMPTS = 10;
let retryAttempts = 0;

function fetchData (url) {
  return request.get(url)
    .then(formatData)
    .catch(err => {
      if (retryAttempts > MAX_ATTEMPTS) return Promise.reject(err);
      retryAttempts++;
      await wait(500);
      return fetchData(url);
    });
}
```

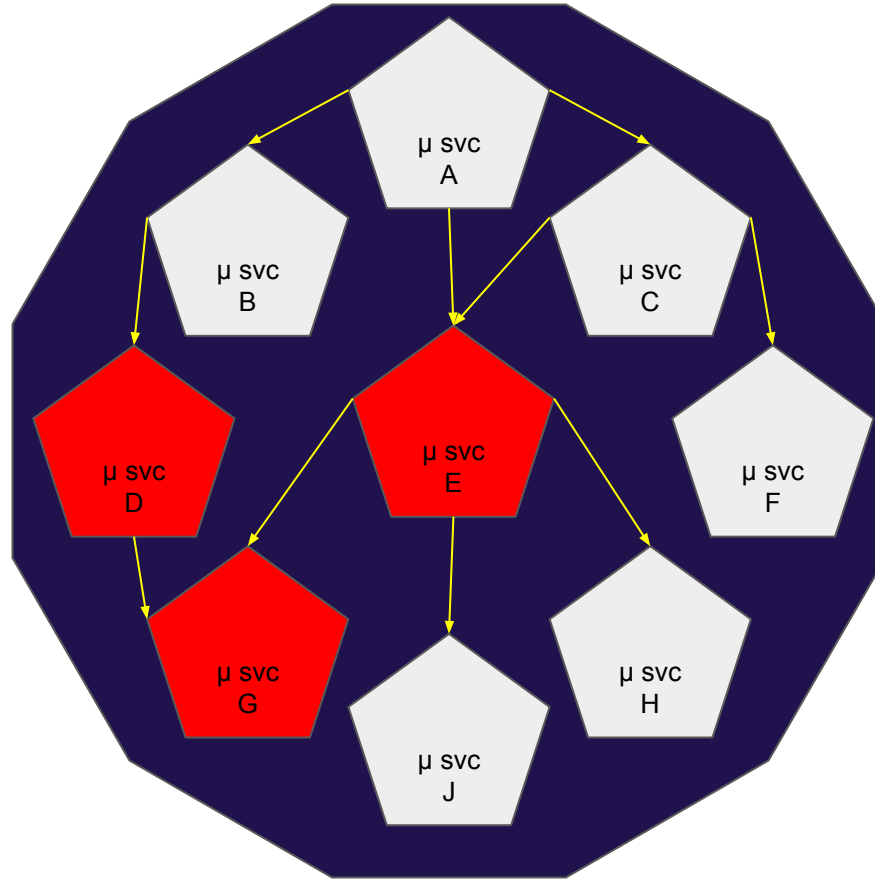

What Happens When We Keep On Trying?

(hint: things get worse)

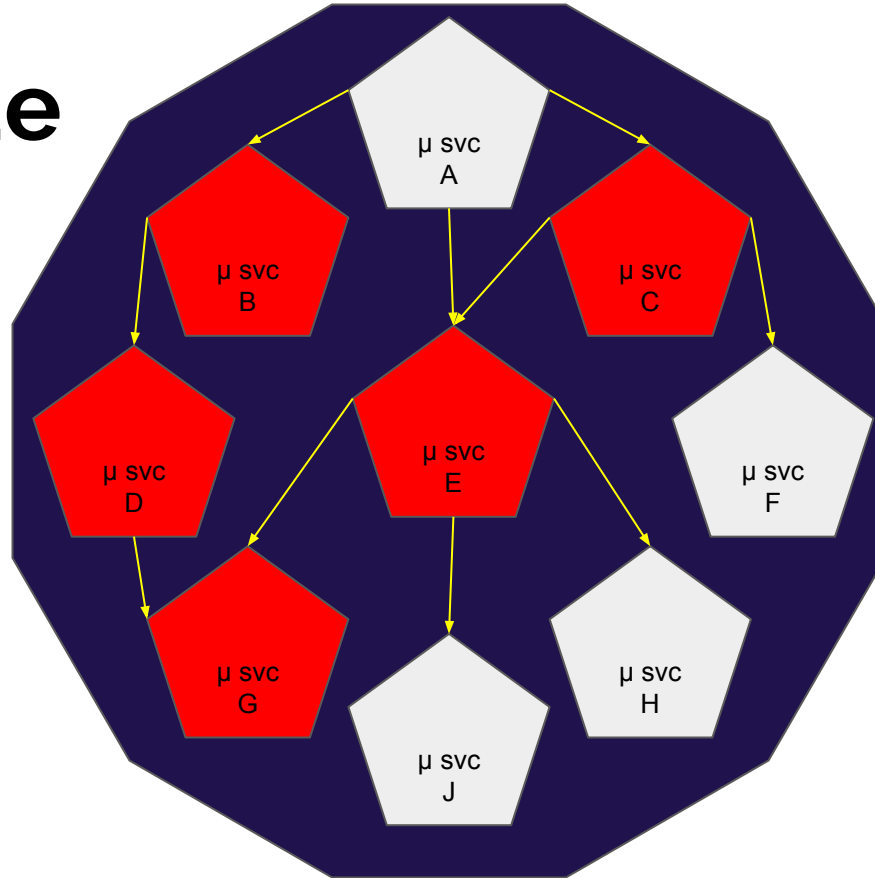
μ -Service G Causes D and E to Block

So now what?

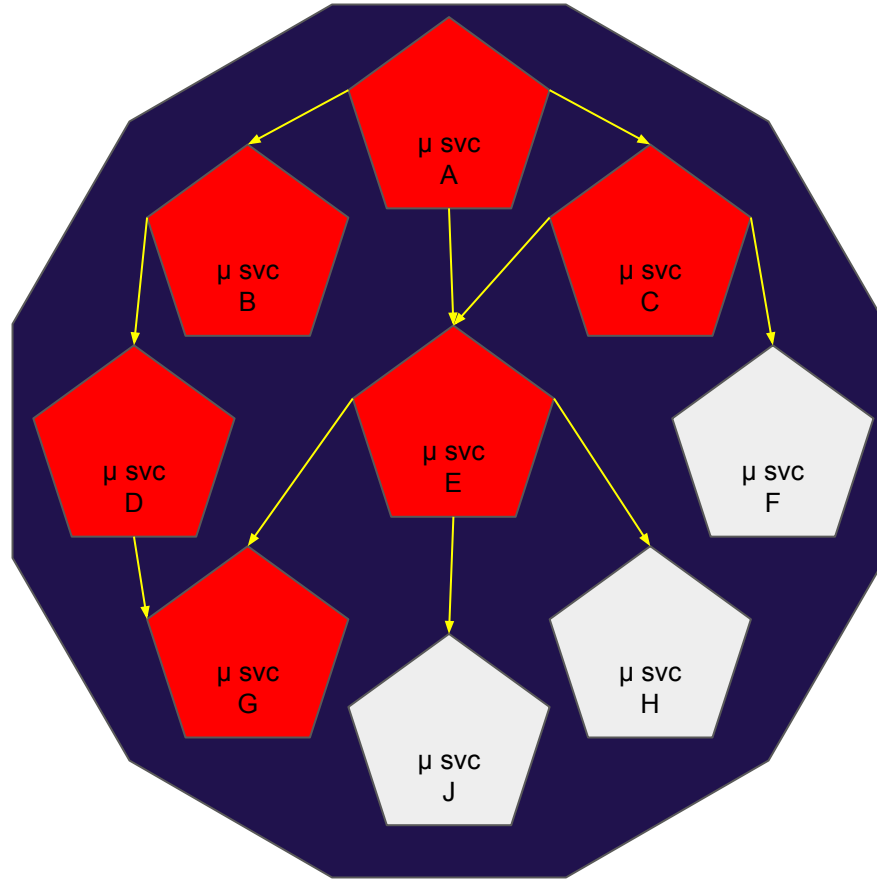
Causes More



Cascade



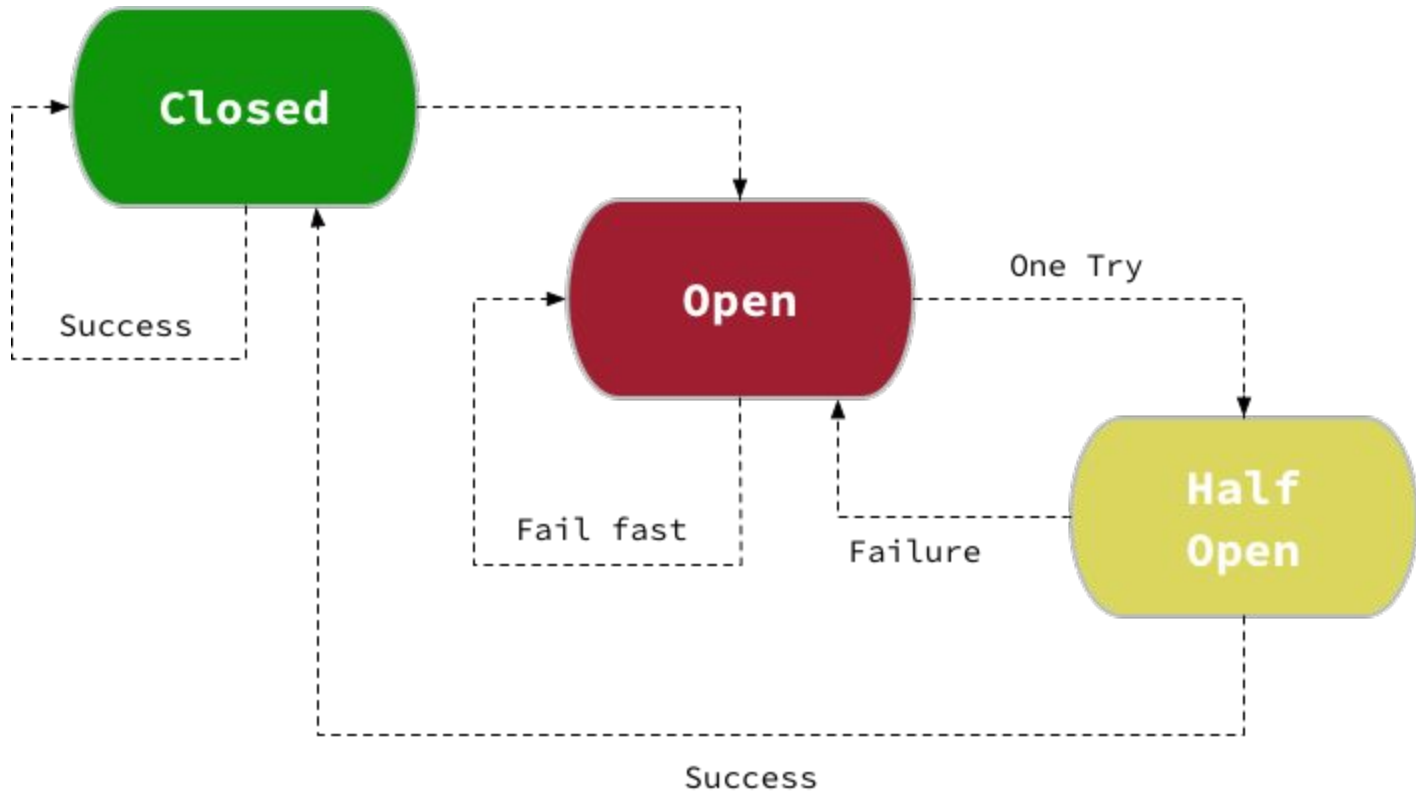
Dead App



Assume that an application connects to a remote service 100 times per second and the service fails. The application developer *does not want to have the same error reoccur* constantly. They also want to handle the error *quickly and gracefully* without waiting for TCP connection timeout.

**Naive Implementations
are a Band-Aid**

Circuit Breakers



```
const CircuitBreaker = require('opossum');
```

```
const options = {  
  timeout: 1000,  
  errorThresholdPercentage: 50,  
  resetTimeout: 5000  
}
```

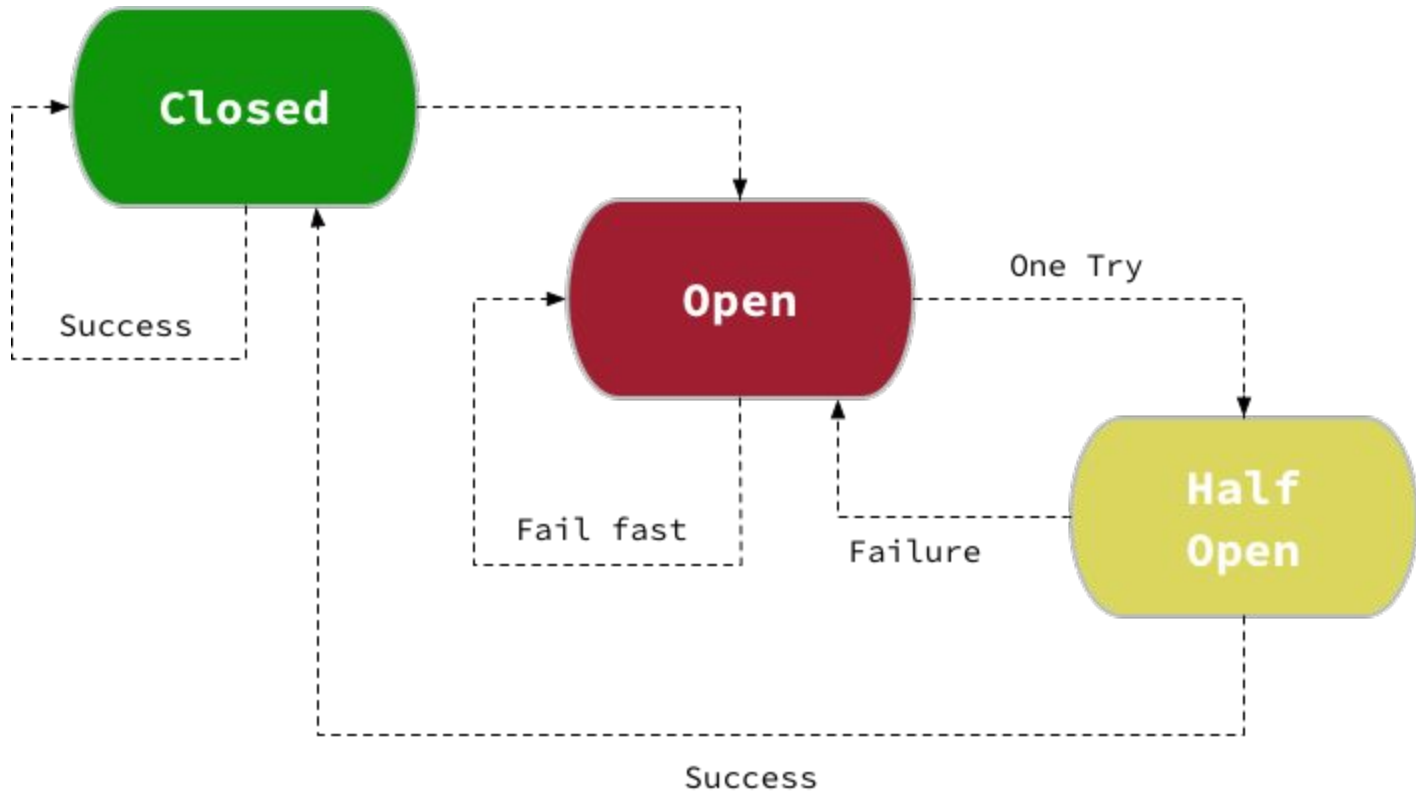
```
const circuit =  
  CircuitBreaker( fetchData('/some/url'), options );
```

```
function fetchData (url) {  
  return _ => {  
    return request.get(url)  
      .then(formatData)  
      .catch(err => {  
        console.log(err)  
      });  
  }  
}
```

```
circuit.fallback(  
  _ => 'Sorry, out of service right now'  
);
```

```
circuit.on('fallback',  
  result => reportFallbackEvent(result));
```

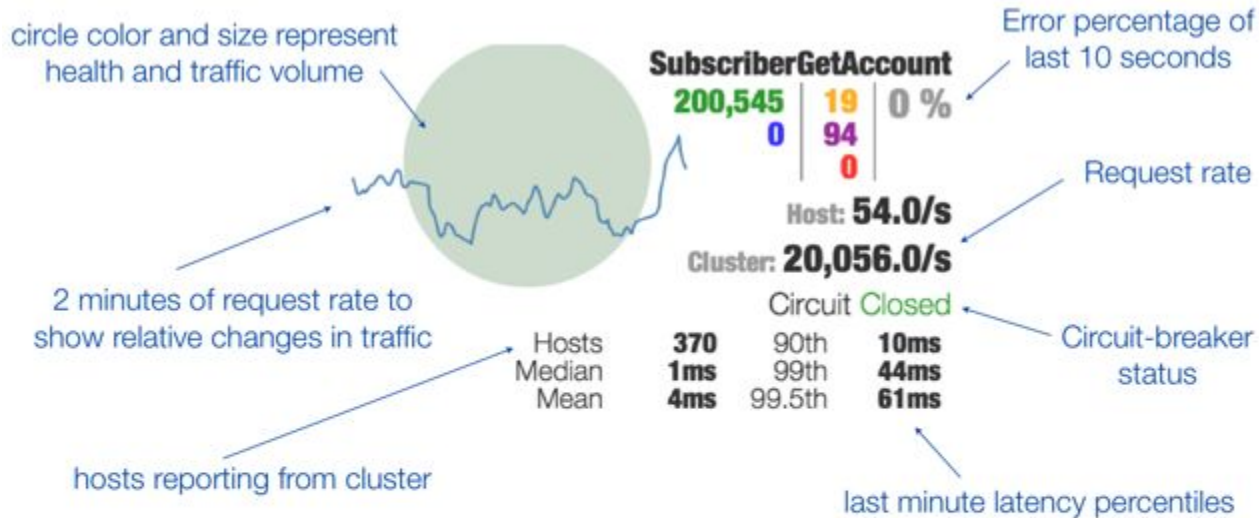
Events



Events

- ★ fire
 - When the circuit is fired
- ★ success
 - When the call is successful
- ★ failure
 - When the call fails
- ★ open
 - When the circuit opens
- ★ close
 - When the circuit closes
- ★ halfOpen
 - When the circuit enters half-open state
- ★ fallback
 - When a fallback function is called
- ★ cacheHit
 - A success value is in the cache
- ★ cacheMiss
 - A value was not found in the cache
- ★ timeout
 - When the call times out
- ★ semaphore-locked
 - When resources are used up and no more calls can be made
- ★ health-check-failed
 - When a user-supplied health check function fails
- ★ snapshot
 - When a statistics snapshot is taken

Statistics Snapshots



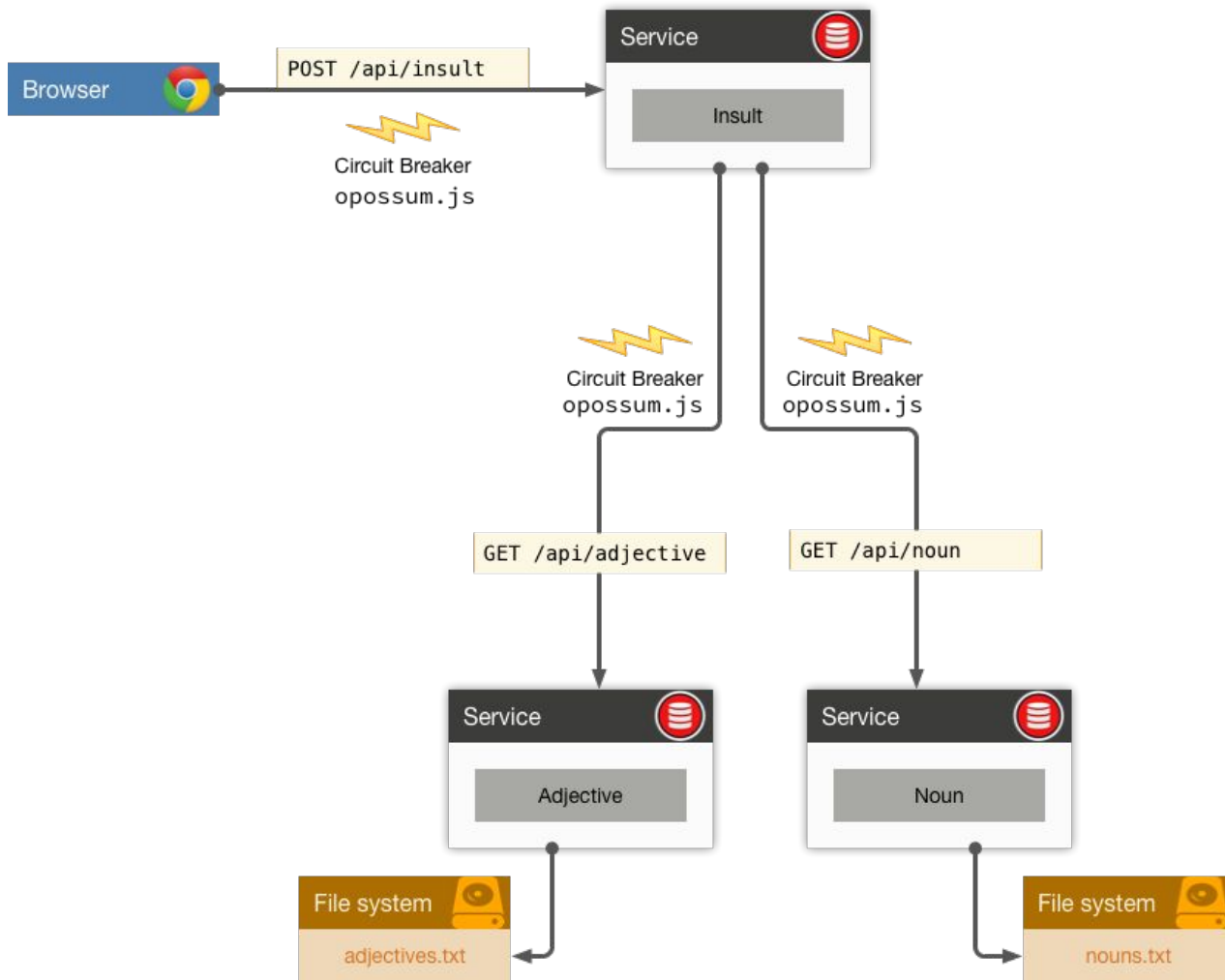
Rolling 10 second counters
with 1 second granularity

Successes	200,545	19	Thread timeouts
Short-circuited (rejected)	0	94	Thread-pool Rejections
		0	Failures/Exceptions

RHOAR Circuit Breaker

Demo Time!

**But What About
The Front End?**



Elizabethan Insults

Moar Demo Time!

```
const insult = circuitBreaker(getOrPostInsult, circuitBreakerOptions);
insult.fallback(_ => {
  return {
    name: 'Server Admin',
    adj1: 'sleep-addled',
    adj2: 'half witted',
    noun: 'bumbershoot'
  };
});

insult.on('failure', console.log);
insult.on('reject', console.log);
insult.on('open', console.log);

$('#invoke').click(e => insult.fire(e).then(updateInsultList));
$('#form-submit').submit(e => insult.fire(e).then(updateInsultList));
$('#clear').click(clearInsultList);
```

Merci Beaucoup!

<https://github.com/bucharest-gold/nodejs-circuit-breaker>

<https://github.com/lance/elizabethan-insults>

<https://github.com/bucharest-gold/opossum>

<https://launch.openshift.io>