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ShareLatex on the Edge: Evaluation of the Hybrid Core/Edge Deployment of a Microservices-based Application

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ABSTRACT
Collaborative web applications benefit from good responsiveness. This can be difficult to achieve with deployments on core data centers subject to high network latencies. Hybrid deployments using a mix of core and edge resources closer to end users are a promising alternative. Many challenges are associated with hybrid deployments of applications, starting from their decomposition into components able to be replicated dynamically onto edge resources to the management and consistency of these components’ state.

We report on our experience with the hybrid deployment of ShareLatex, a legacy collaborative web application. We show how its design based on the use of microservices and resource-oriented APIs allow for an efficient modular decomposition. We detail how we adapted the application configuration for a hybrid deployment with no modification to its source code. Our experiments using a fleet of emulated users show that the use of a hybrid deployment for this legacy collaborative application can decrease user-perceived application latencies for common operations at the cost of increasing them for operations involving core/edge coordination traffic.

1 INTRODUCTION
The demand for low-latency internet services generates great interest towards using edge resources as a complement to traditional “core” cloud resources in data centers. Edge computing resources may offer more limited capacities or reliability guarantees than core resources, but are geographically spread closer to the end users, providing smaller network latencies [12].

A great diversity of applications can benefit from hybrid core/edge deployments [9, 18]. We are interested in this paper in collaborative edition environments, web-based applications that allow geographically distributed users to concurrently edit a document. Examples include SaaS applications such as Google Documents, Microsoft Word online, Nuclino and ShareLatex. User-perceived latencies are very important for these applications. Low delays between the action of a user and the visibility of its result by other users reduce the risk of conflicts and improve the global user experience.

While edge servers have been used to improve latencies by offloading localized computation or caching static content [20], the impact of core/edge deployments for dynamic interactive applications, such as collaborative environments, is still relatively unclear [6], in particular for legacy, off-the-shelf applications.

The ability of a legacy collaborative application to be deployed over both core and edge resources strongly depends on its software architecture. Monolithic applications linking to a unique database are not a good fit for hybrid deployments, for the same reasons they are not easily scaled horizontally in a single datacenter. A hybrid core/edge deployment requires instead the application to have a modular architecture, in order to be able to move or clone some of its constituents from core to edge resources, based on performance, reliability and durability considerations. The design principle of microservices [16] has gained a strong momentum for building of large web applications in cloud environments. Under this model, the application is split in a collection of independent single-purpose services whose implementation is independent from that of other microservices. Each microservice may use a different solution for managing its state and be independently scaled horizontally. Interaction between services typically happen through resource-oriented HTTP APIs following REST principles [13].

Microservices-based applications naturally appear to be good candidates for hybrid core/edge deployments. For availability reasons, microservices that handle durable, long-term information should remain in the core, while other microservices can be delegated or cloned to the edge. Deciding which microservice(s) should, or should not, be deployed at the edge is not simple. User-perceived latencies are typically a result of multiple interactions between microservices, and delays between edge and core resources may accumulate and result in poorer performance than in the initial core deployment. Furthermore, while stateless microservices are easier to clone to the edge, stateful microservices require special care, as their state may need to be kept consistent across multiple copies, which can yield more costs than benefits.

Contributions. We report on our experience of porting a legacy collaborative application for a hybrid core/edge deployment, and present the lessons learnt in the process. Our target application is ShareLatex, an open-source collaborative editing tool for \LaTeX documents. Our goal is to assess whether porting such an existing complex application for a hybrid deployment is feasible with appropriate configuration but without changes to its code.

Our contributions are the following. We discuss criteria for edge deployment of microservices, including aspects linked to state management and consistency, and apply these criteria to the ShareLatex application (section 3). We describe the mechanisms that support this hybrid deployment with no modification to the application source code (section 4). We detail our benchmarking toolset featuring simulated behaviors of users collectively editing \LaTeX documents. We experimentally demonstrate the performance improvement in terms of user-perceived latencies for some operations on joint documents and the tradeoffs that exist for other operations due to the hybrid, multi-site resulting deployment (section 5).

2 RELATED WORK
An overview of the field of edge and fog computing can be found in a survey by Li et al. [12]. Our work targets the evaluation of the hybrid core/edge deployment of a legacy application. A complementary line of work proposes new programming and software engineering models for building new applications in edge/cloud environments. This includes component-based approaches such as Jolie [15], solutions based on eventually-consistent convergent data types (CRDTs) such as LASP [14] or development frameworks for stream processing such as Steel [17].
We review microservices principles and define categories of stateful services support dynamic relocation. This feature is already leveraged less services are easily replicable. Replicated stateful services are on whether the service is stateful (i.e. it maintains state across differ- ments, it is desirable to support the creation of replicas of services to one (or several) of the edge sites. This ability primarily depends on whether the service is stateful (i.e. it maintains state across different calls) or stateless (i.e. it may maintain temporary state for an ongoing request, but no state is kept between requests). Stateless services are easily replicable. Replicated stateful services are however concerned with consistency, as simply creating a clone of their existing database to another site may lead to diverging and irreconcilable states. Fortunately, we can observe that in many cases replicating or splitting a stateful service and its database to the edge may only have a limited impact on application correctness. Identifying such services in a legacy application is actually key to deciding which can or cannot benefit from a deployment to the edge. We define four cases, illustrated by Figure 1.

- **Sync-replicable** services require the full current state to be available on all instances of the service in order to maintain correct application behavior. They also require that this state be kept strongly consistent across replicas. Replicating such services generally leads to poor performance/cost tradeoffs, unless they have read-mostly accesses and are able to employ a strong consistency model that allows local reads, such as sequential consistency.

- **No-sync-replicable** services require a copy of the full service state for a new (edge) replica, but can preserve application behavior without enforcing strong consistency with the original (core) replica. The cost for replicating such services therefore only depends on the initial cost of copying the state from the core to the edge.

- **Splittable** services can provide semantically-equivalent service with only a subset of the original full service state. As partial states (shards) are disjoint between services instances, there is no need for consistency enforcement. The cost of replication in this case is the cost of splitting and outsourcing one of the shards to the edge.

- **Partially-splittable** services are a hybrid between sync-replicable and splittable services where only part of the state has to be shared and maintained strongly consistent between replicas. Replicating these services to the edge without falling back to the sync-replicable mode is however difficult. It typically requires modifying their implementation to redirect accesses to shared and disjoint states to different databases, or using geo-replicated databases that can leverage the partial split information [10, 11].

The **no-sync-replicable, splittable, and partially-splittable** assume a preferential attachment from users to a particular site, when accessing the service for a specific resource. It is necessary to deterministically redirect calls to this specific site. When there is no modification to the application code, this redirection has to rely on externally-visible information. This constraints is often met by microservices in the form of the URI resource name in the HTTP REST calls. This strengthens their potential for edge placement.

**Use case application: ShareLatex.** Our goal is to study the hybrid deployment of a legacy collaborative editing application, with no modification to its source code. We target an application based on microservices. We select ShareLatex, a collaborative tool popular in...
Table 1: ShareLaTeX services, their categories and additional attributes: critical (Cr.), latency-sensitive (LS), Frequent (Fr.)

<table>
<thead>
<tr>
<th>Service</th>
<th>Description</th>
<th>Category</th>
<th>Cr.</th>
<th>LS</th>
<th>Fr.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. docstore</td>
<td>CRUD ops on tex files</td>
<td>Splittable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>2. filestore</td>
<td>CRUD ops on binary files</td>
<td>Splittable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>3. csls</td>
<td>Compile project</td>
<td>No-sync-replicable</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. contacts</td>
<td>Manage contacts</td>
<td>Splittable</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. spelling</td>
<td>Spell checking</td>
<td>Splittable</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. chat</td>
<td>Chat service</td>
<td>Splittable</td>
<td>✓</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7. tags</td>
<td>Folders, tags</td>
<td>Splittable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. track-changes</td>
<td>History of changes</td>
<td>Splittable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>9. real-time</td>
<td>Websocket server</td>
<td>Stateless</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10. notifications</td>
<td>Notifications between users</td>
<td>Sync-replicable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11. document-updater</td>
<td>Maintain consistent document state</td>
<td>Splittable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12. web</td>
<td>User interface and service hub</td>
<td>Sync-replicable</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td></td>
<td>Redis (db)</td>
<td>Splittable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>MongoDB (db)</td>
<td>DB for internal static data</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Figure 2: ShareLaTeX microservices architecture and their replication categories as defined in Figure 1.

Most ShareLaTeX microservices are splittable services. In particular, we observe that we can split their database either using the project identifier present in the REST calls URIs (services document-updater, track-changes, docstore, filestore, chat) or by the user identifier available in the same way (services contacts, tags, spelling). Two services, web and notifications are sync-replicable as their state cannot be replicated without full synchronization. The csls service is no-sync-replicable: replicating it with no further consistency between replicas does not impact correctness. This service handles the compilation of \LaTeX sources. For performance, it maintains a cache of the project elements including images and indexes, but loosing this state only result in these being fetched again from the docstore and filestore services.

All services could be potentially replicated from the core to one or more edge sites, but it arguably makes more sense for no-sync-replicable and splittable ones. There are however other non-functional aspects that must be considered for deciding on an appropriate placement. We identify three key aspects: criticality, latency-sensitivity and frequency. Critical microservices are essential for the resiliency and availability of the application. Data loss in this case must be avoided, requiring reliable hardware typically available only in the core, and this is where these services should stay. Services maintaining state but performing periodic checkpoints to another critical service can often be considered non-critical. Latency-sensitive services typically benefit highly from being replicated to the edge, especially when they can leverage the locality between users. Similarly, frequently-used services are more

4 HYBRID CORE/EDGE DEPLOYMENT
We seek to determine a split of the application, that is a set of replication possibilities for the microservices and a suggested placement on core and edge resources. We leverage the mapping into service categories defined in Section 3. Categories for all services are listed in Table 1. No service in ShareLaTeX is partially-splittable.

research and teaching communities. It enables concurrent real-time modifications by various users on the same \LaTeX document.

Collaborators in ShareLaTeX are likely to come from the same location. Typical examples could be a student and her supervisors, or researchers across local institutions working on a joint paper. Responsiveness is an important aspect for this application, as oftentimes editors can work collaboratively on the same parts of the document, and need to get updates and notifications from other users in near-real-time.

ShareLaTeX features 12 microservices and 2 databases, listed in Table 1. Their interactions are shown in Figure 2. We observe that the interaction is roughly centralized: the web service acts as hub for all other services and as the interface to the user (therefore playing the role of an API gateway). We also see that the web, track-changes, document-updater and real-time services are all interconnected through a Redis database, which is in charge of storing the real-time state of a document under edition (list of modifications, cursor positions, etc). This state is saved periodically in a long-term storage for documents with a call to the docstore service.

We should note that microservices principles are best practices in nature. They are not necessarily strictly and consistently enforced across entire applications. This is the case for ShareLaTeX. Service decoupling and state isolation are key principles in microservices, but we can observe that in this application the Redis service, acting as a container for the database of the same name, is used as a shared state for various other services. This inevitably affects the possibilities we have for replicating and deploying these services to the edge. Our goal is to study the impact of hybrid deployment for an unmodified, legacy application. We choose therefore to work with the application as it stands, and leave the evaluation of “pure microservices” applications to future work. We note that the lack of availability of such application for benchmarking has been pointed out by other authors before us [4].
These are not used by edge users but are useful for other users who assume in this feasibility study that the location of a specific project is the closest to the user that creates this project. Note that we can however implement this redirection at the level of REST calls between services, thanks to the resource-centric nature of REST and to the use of HTTP URIs for services endpoints. All user calls are intercepted by a reverse-proxy (nginx [3]) which redirects them to the local web service. The HTTP request to a splittable service contains a resource identifier that can be used to decide on a redirection to an edge location. Resources that are not subject to such a redirection are simply directed to the core by default. We modify the configuration of nginx to redirect calls to the correct site through a rule based on the project identifier: For any known mapping between a project identifier and some edge site, the call is redirected transparently.

5 EVALUATION

We evaluate the performance of the hybrid deployment of ShareLaTeX. We use 3 server-grade nodes from Grid'5000 [1], each with 2 Intel Xeon E5-2630 v3 CPUs and 128 GB of RAM. Our experiments do not focus on scalability or resource saturation. As a result, we use the same machines at low utilization rates for emulating core and edge sites as well as emulated users. We emulate WAN latencies between sites using the tc (traffic control) tool. We use a 50 ms roundtrip latency between the core and any edge site, and a 70 ms roundtrip latency between two edge sites. Users are considered as being close to one of the edge sites, to which they connect with a 5 ms roundtrip latency. We package the split ShareLaTeX application of Figure 3 and its support services (e.g. nginx and its configuration) as containers deployed using the Docker CE platform.

Emulating real users. We focus on user-visible application responsiveness. We are therefore interested in delays between actions by one user and the visibility by other users inside the actual web application running in a browser. This latency is a conjunction of multiple factors that cannot be fully modeled by measuring API-level latencies. We emulate a set of users using Locust [2], a load testing tool that allows programmatically describing the behavior of users as a list of actions, under specific scenarios and occurrence frequencies. Actions are HTTP or WebSocket requests. For example, opening a project requires an HTTP call to the project URL and establishing a WebSocket connection. This connection is then used to write content to the project, which is another action which has a high frequency as it is the most common interactive one. Locust simulates a number of concurrent users by executing actions and scenarios in separate pseudo-threads (greenlets). Our user behavior is similar to the one used by Sieve [19].

To measure end-to-end user-perceived application latencies, we collect timestamps for each action start by some user, and corresponding events occurring on the application interface of other users (e.g. a cursor position change and its visibility).

Centralized vs. hybrid deployment. We start by comparing perceived latencies between a centralized deployment and a hybrid deployment using a single edge site. We use 5 concurrent emulated users who open and modify the same shared projects. Figure 4
shows the setup. Users first share a project fully hosted in the core. This represents our baseline. Measurements for a different set of actions are taken for a period of 10 minutes. Users then switch to working with another project hosted on the edge site, and run the same measurements for another 10 minutes.

We present results for the six following common actions: writing, moving the cursor, spell checking, sending chat messages, compiling the project and displaying the history of modifications. Figure 5 shows the distribution of perceived latencies for each of them. In the first row we observe that for common actions such as writing, cursor update and spell checking, users take advantage of reduced latencies when connecting to the project when hosted on the local edge site. These actions are indeed handled in our split by services (or services shards) that are all replicated to the edge. The other three actions, present in the second row, are negatively impacted by the hybrid deployment and the hosting of the project on the edge. The main services in charge of these actions are chat, cts (for compiling) and track-changes (for history). These services have replicas running on the edge site in the hybrid deployment, but their interactions require communication with services instances remaining in the core, which results in additional latencies. For instance, although the document is compiled at the edge, the base document is retrieved first from the docstore service, which we kept in the core for availability reasons. In other cases, such as sending a chat message, the added latency comes due to the web service which needs to access its remote database to check if the user has the right permission to perform the task and does not cache this information. Our goal is to keep the application unmodified but implementing a fix would be relatively easy.

Impact of redirections. In a second experiment, we evaluate the impact of using redirections when the project accessed by users is not managed on the site (core or edge) they are connecting to. We consider the scenario with two edge sites, Edge 1 and Edge 2, shown by Figure 6. We distinguish three user groups based on the site they connect to: Edge 1 users, Edge 2 users and users connecting directly to the core. Two separate projects are hosted on Edge 1 and in the core - we refer to them as project "Edge" and project "Core". We emulate using Locust 5 users who simultaneously access and perform actions on the same project. These 5 users are in the same location, and we alternate between the 3 groups and 2 projects for 6 possible configurations.

Figure 7 shows the distributions of user-perceived latencies for the six operations we used previously, and for the six considered configurations. Perceived latencies for updating the text or the cursor position for the "Core" project are similar for all access
locations, with a slight increase for users connecting through one of the edge sites. This small increase highlights the low cost of the unique redirection implemented by nginx. For the “Edge” project hosted on Edge 1, latencies for these two operations are greatly reduced for local accesses (when users connect to the Edge 1 site) while accesses through the other sites is impacted, mostly due to the addition of network latencies between sites, as the redirection operation itself remains of low cost. Observed latencies are in line with the emulated network configuration: 50 ms to the core and 50 ms more from the core to Edge 1 in the first case, or 5 ms to Edge 2 and 70 ms from Edge 2 to Edge 1 in the second case. Interestingly, we can observe that the spelling operation benefits from locality for users connected to both Edge 1 and Edge 2. The reason is that the spelling service does not depend on a particular project instance or identifier: there is no need to redirect the call to a particular site if an instance of the service is deployed locally.

The second row of Figure 7 presents latencies distributions for operations that always involve interactions with services instances in the core. The cost of redirecting some of the calls to services in the core is expected to have a negative impact when accessing a project located in the edge, as we have shown in our previous experiment. We observe indeed that these 3 actions on the “Core” project have a lower latency than the same actions on the “Edge” project. Furthermore, for these three actions applied to the “Edge” project, we do not observe the better performance for users connecting to Edge 2 compared to those connecting to the core, that we could observe for the actions of the top row. The reason for this is that the additional latency of redirection paid by users connecting to the core is evened out by the use of calls to local core services that follow. Users connecting to Edge 1 have better latencies for the “Edge” project as they avoid the price of redirection for the initial call to the service, but still do not perform as well as when the project is hosted directly in the core. The calls to the chat service yields the same delays whether or not the project is hosted on the edge or core site for users connecting to Edge 1: in both cases there is a redirection to the corresponding service in the core. For other groups of users, we observe the cumulative costs of the redirections to this same service.

In general, we observe from our experiments that the hybrid core/edge deployment results in a compromise between the gain of performance of operations that involve services that can be replicated (or split) to the edge site, and the loss of performance that is observed for operations requiring interaction with services staying in the core.

6 CONCLUSION AND FUTURE WORK

ShareLatex is a legacy application originally designed for single-site deployment but using a modular implementation based on microservices. We have described the lessons learnt in adapting this application configuration for a hybrid core/edge deployment. We identified that the state management and service localization are the two critical aspects for deciding on replication of a microservice to the edge, in addition to considerations on costs and reliability. These allow us to propose and evaluate a split of the application that only required changes to its configuration and runtime environment, but no modification to its source code. This was made possible, to a large extent, by the microservices-based design and the resource-oriented REST API used between these microservices and allowing redirections. Our evaluation has shown that some common operations benefit from hosting the project by services replicated to a close-by edge site, while others see a drop in performance due to the inevitable interactions with services that had to stay in the cloud for reliability and persistence reasons.

This study motivates our future work towards automated hybrid core/edge deployments. Automated deployment would require automatic service discovery and redirection at runtime with strong consistency requirements. Stateful service types from our taxonomy and additional criteria may be determined by the programmer, but runtime decisions about which service to replicate or move from one site to the other require appropriate measurements and decision-making algorithm, possibly powered by machine learning.

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