

#ibminterconnect

# Java vs JavaScript for Enterprise Web Applications

Chris Bailey: STSM, IBM Runtime Monitoring



## InterConnect2015

The Premier Cloud & Mobile Conference

**February 22 – 26**

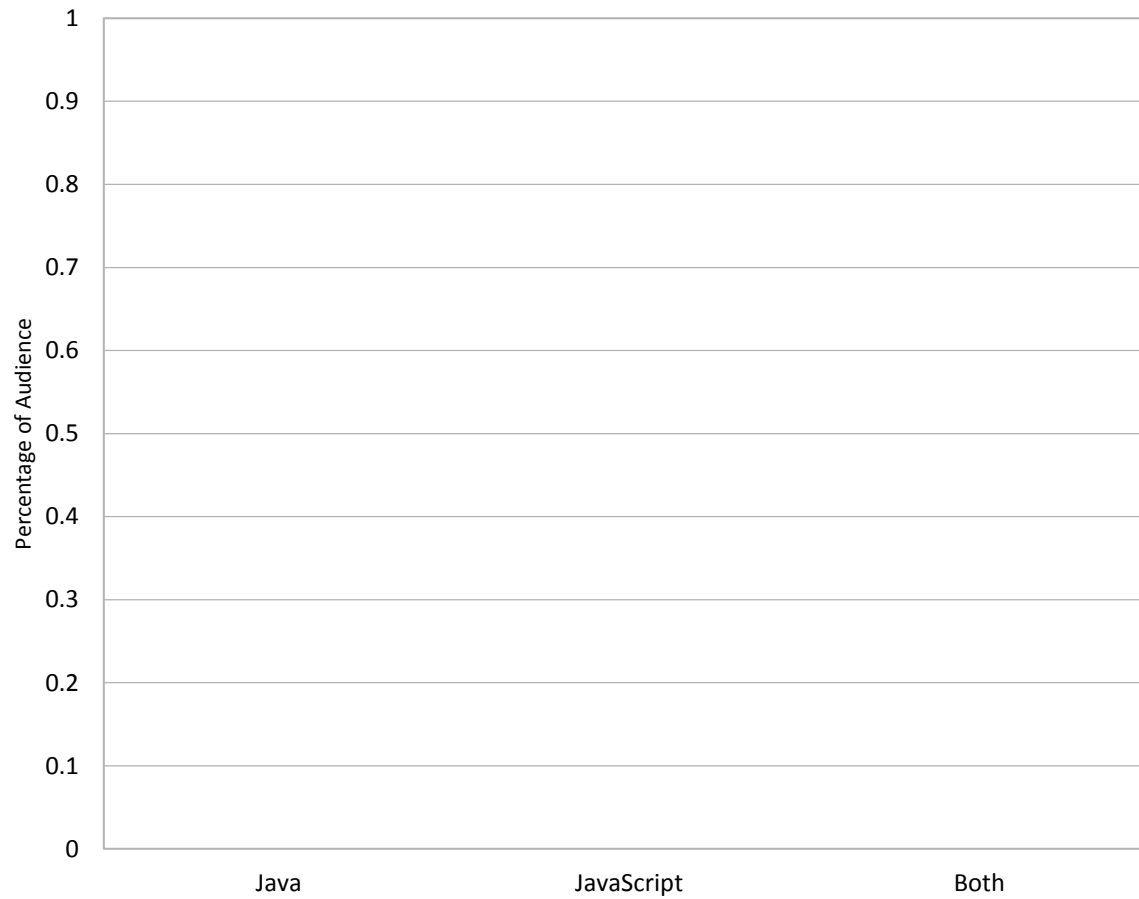
MGM Grand & Mandalay Bay | Las Vegas, Nevada

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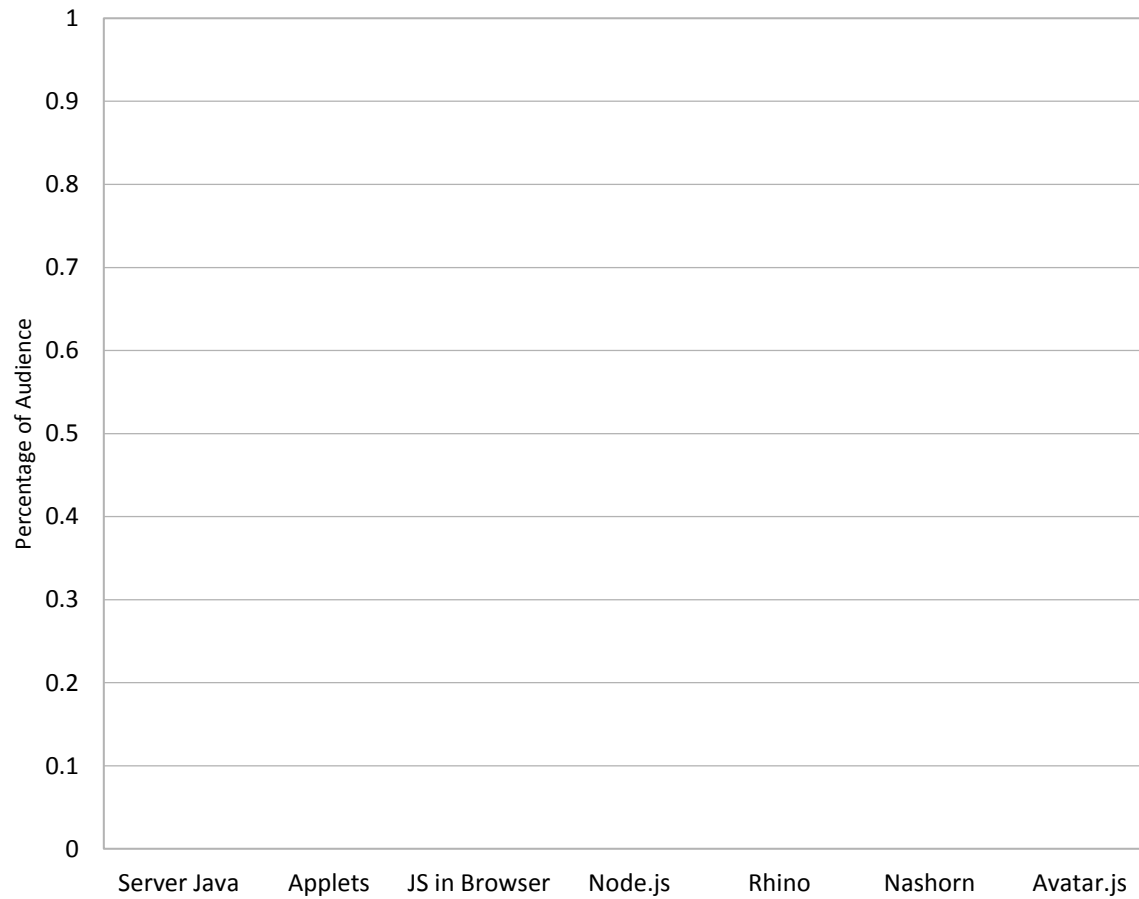


# A Quick Survey

# What languages do you use?



# What runtimes do you use for them?



# Introduction to the Speakers



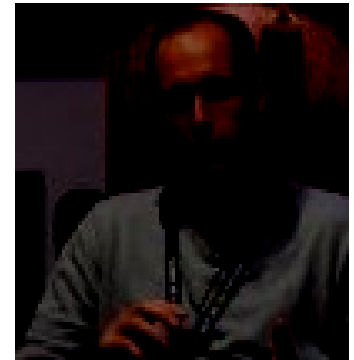
## •Chris Bailey

*STSM, IBM Runtime Monitoring and Diagnostics Architect*

- 14 years working with Java and JVM technologies
- 1 year working with Node.js and V8
- 6 months working with Ruby and Python

## •Recent work focus:

- Java monitoring, diagnostics and troubleshooting
- Java integration into the cloud
- JavaScript monitoring, diagnostics and troubleshooting



## •My contact information:

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- <http://www.linkedin.com/in/chrisbaileyibm>
- <http://www.slideshare.net/cnbailey/>
- @Chris\_\_Bailey

# Agenda

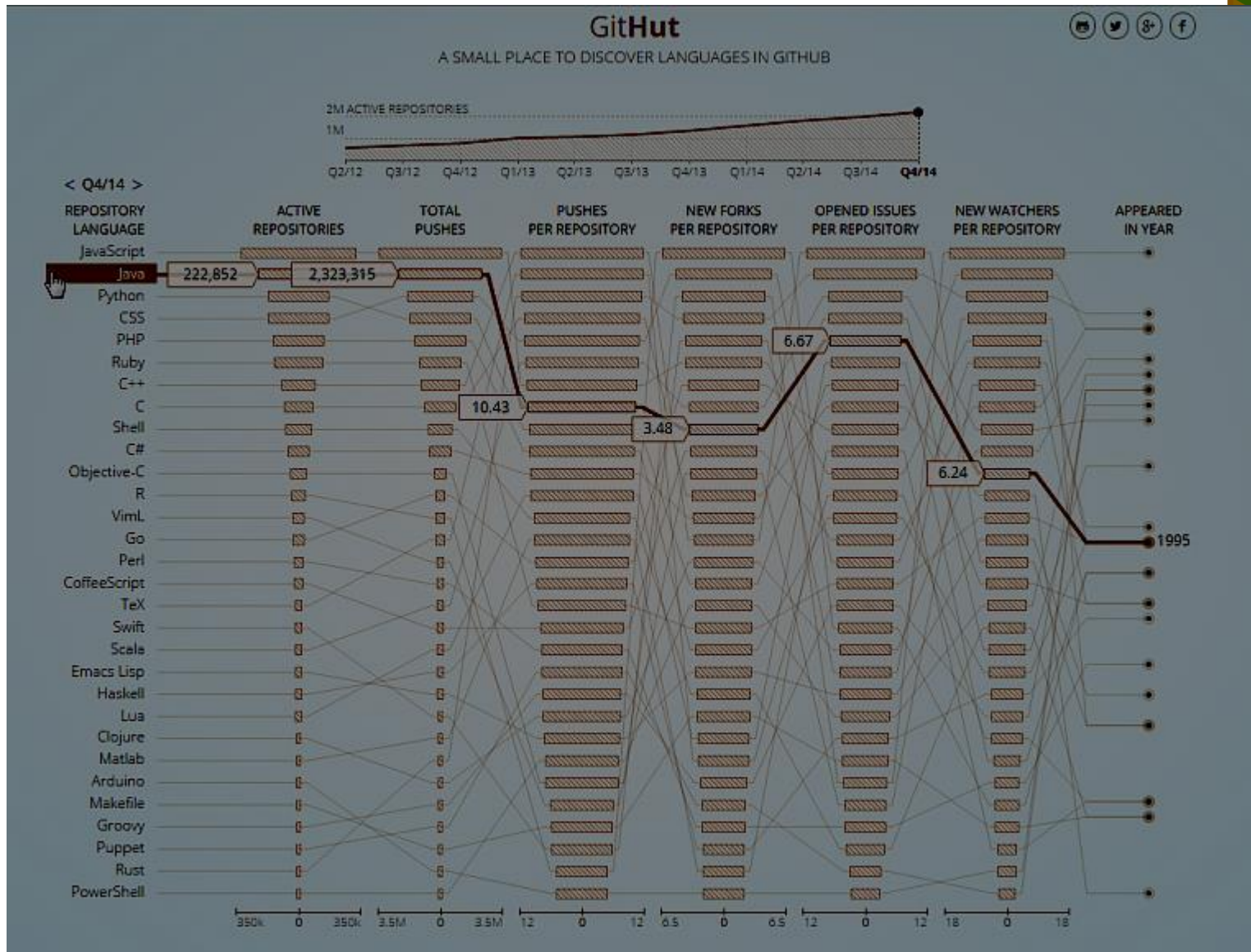


- Language Adoption
- Deployment Modes
- Asynchronous IO
- WebApplication Performance
- Under the Hood
- Enterprise Deployments
- IBM and Node.js



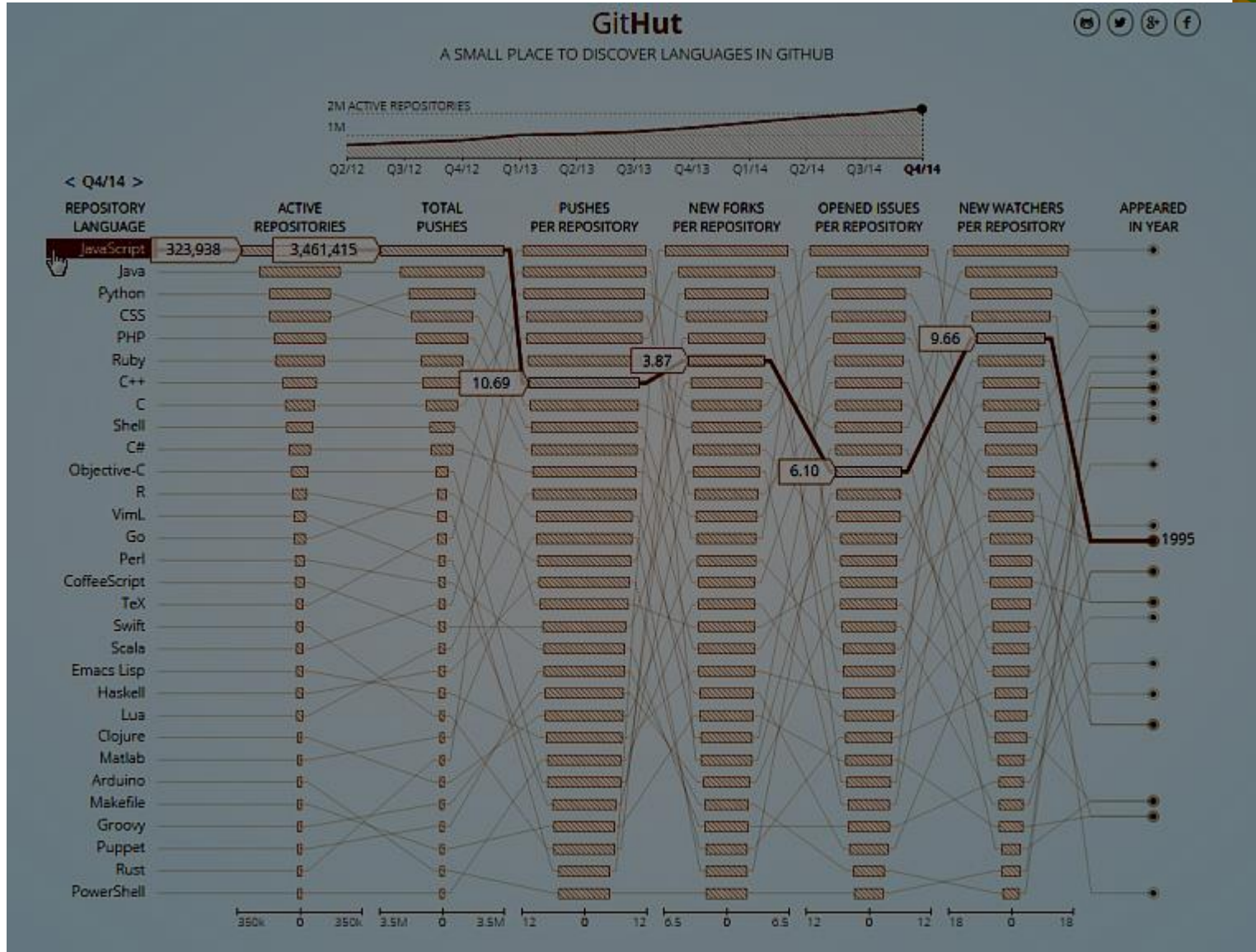
# Language Adoption

# GitHub Adoption: Java

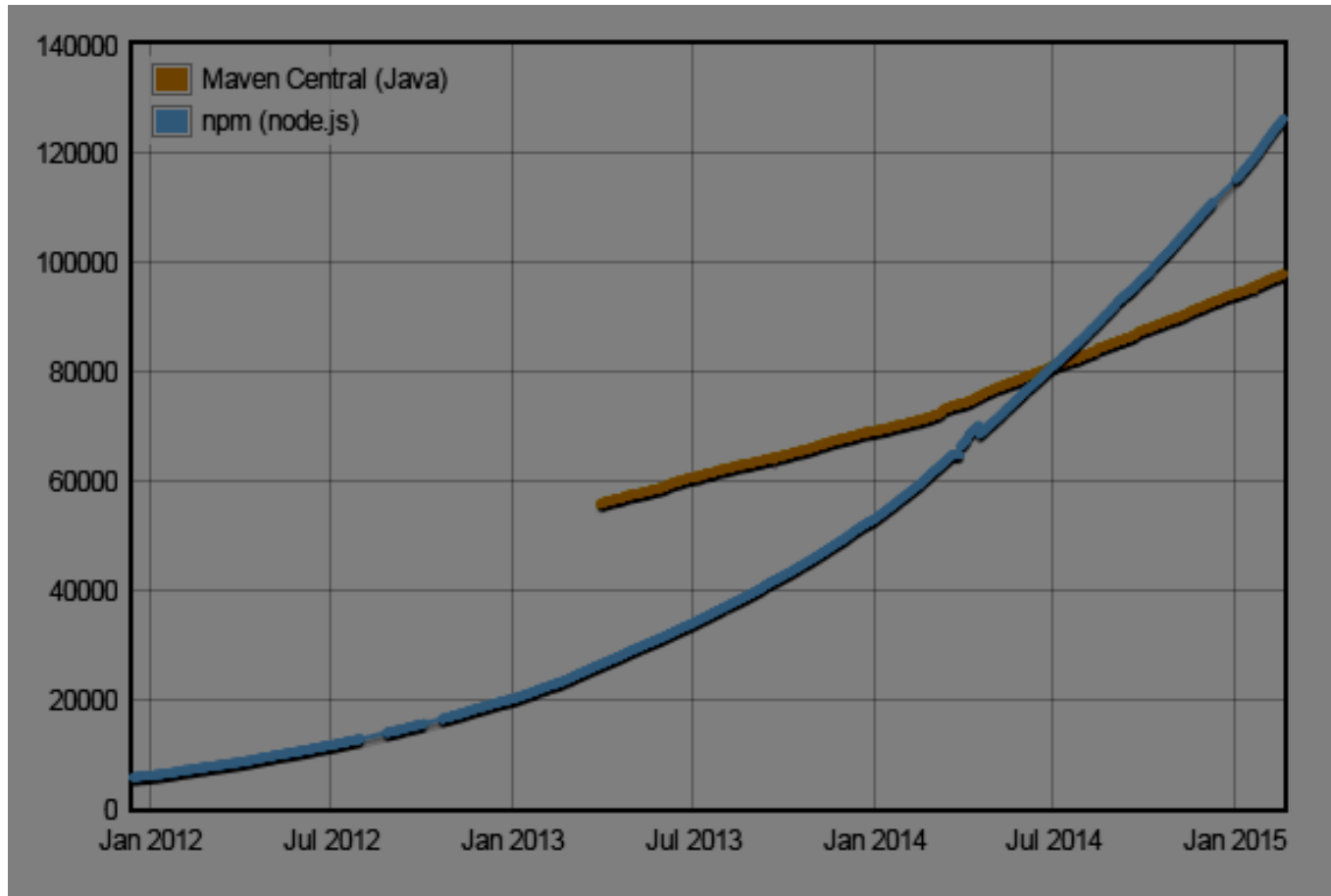




# GitHub Adoption: JavaScript

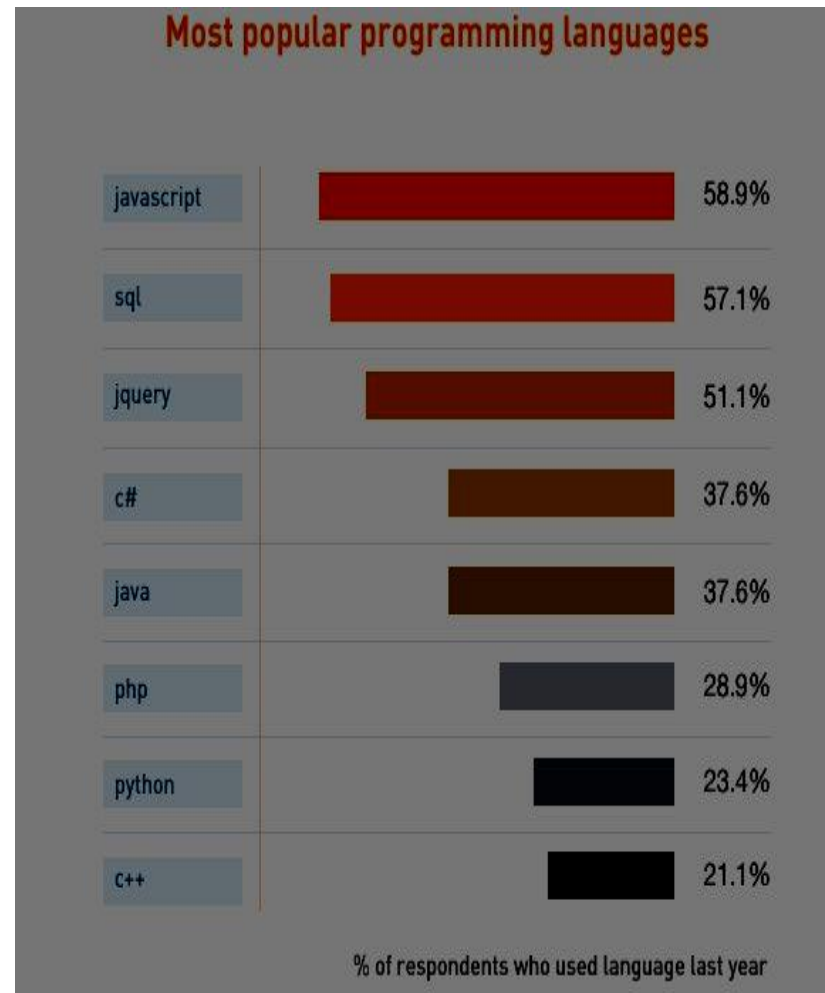


# modulecounts.com

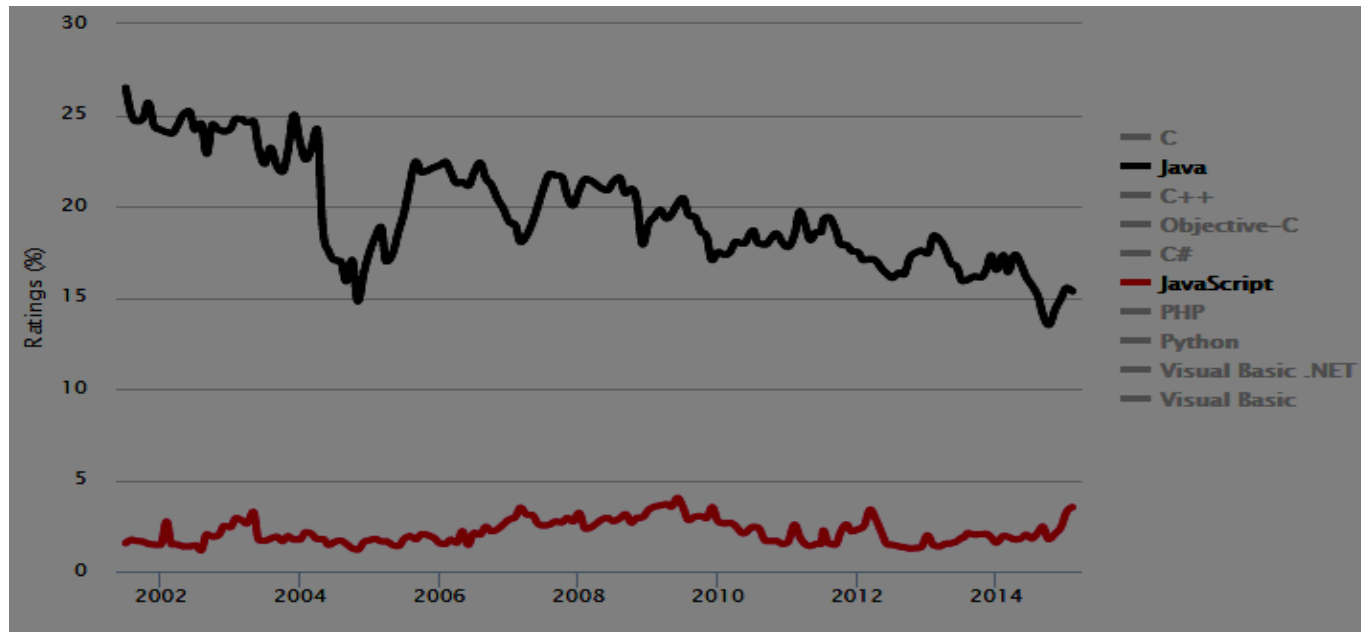


	Feb 12	Feb 13	Feb 14	Feb 15	Feb 16	Feb 17	Feb 18	Avg Growth
<u>npm (node.js)</u>	125055	125282	125466	125646	125887	126165	126382	221/day
<u>Maven Central (Java)</u>	97449	97493	97586	97632	97658	97834	97959	85/day

# StackOverflow User Survey



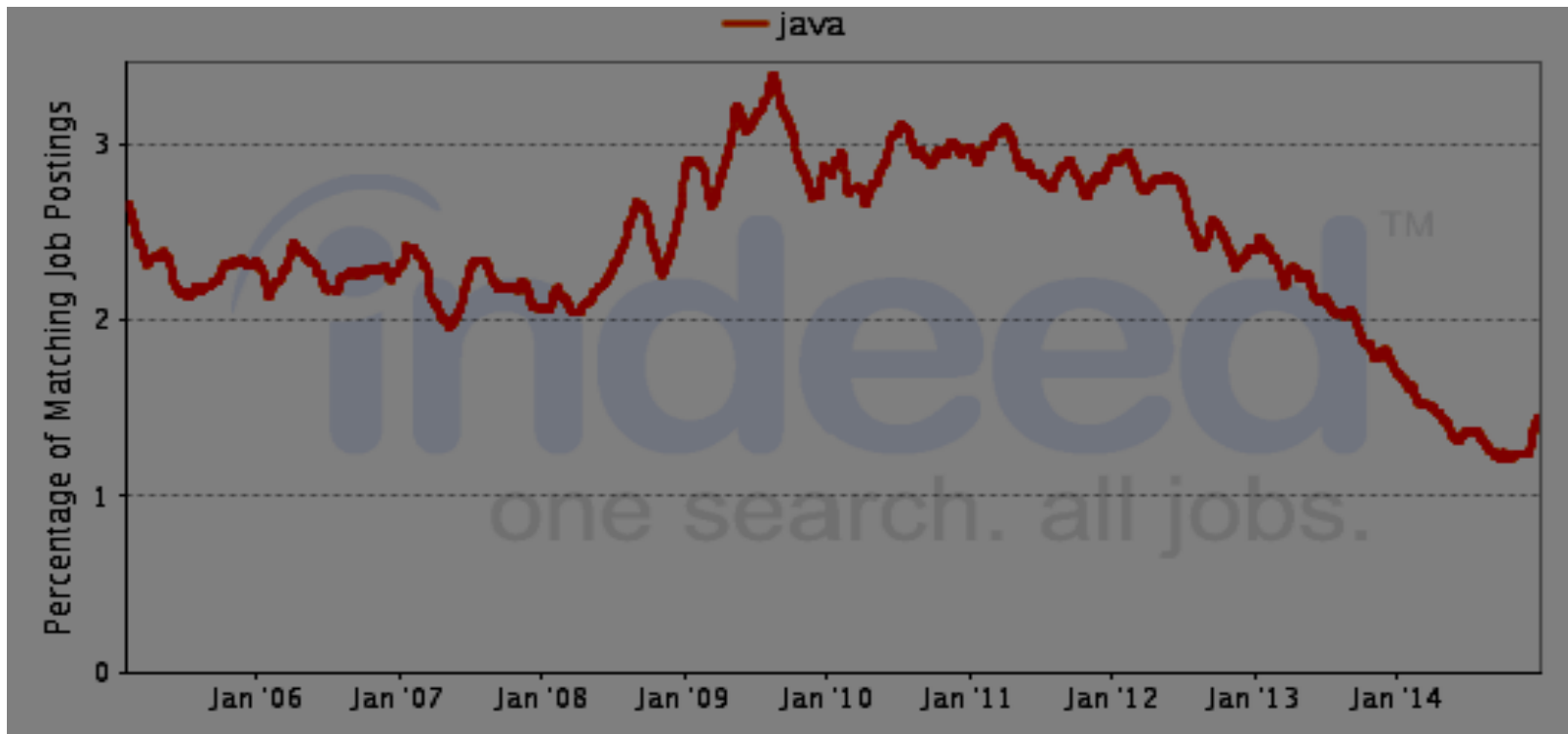
# Tiobe Community Programming Index



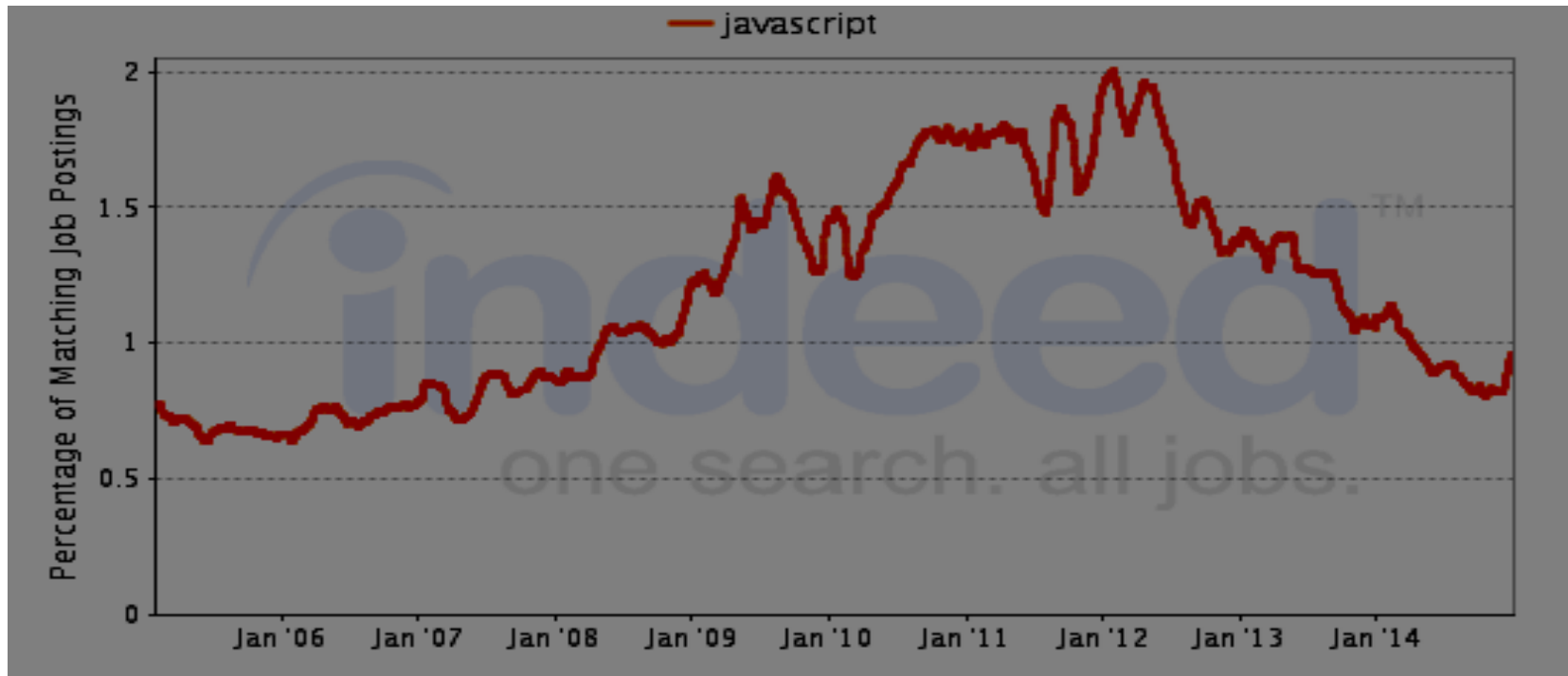
Feb 2015	Feb 2014	Change	Programming Language	Ratings	Change
1	1		C	16.488%	-1.85%
2	2		Java	15.345%	-1.97%
3	4	▲	C++	6.612%	-0.28%
4	3	▼	Objective-C	6.024%	-5.32%
5	5		C#	5.738%	-0.71%
6	9	▲	JavaScript	3.514%	+1.58%
7	6	▼	PHP	3.170%	-1.05%
8	8		Python	2.882%	+0.72%

Ratings based on the number of skilled engineers, courses and third party vendors.

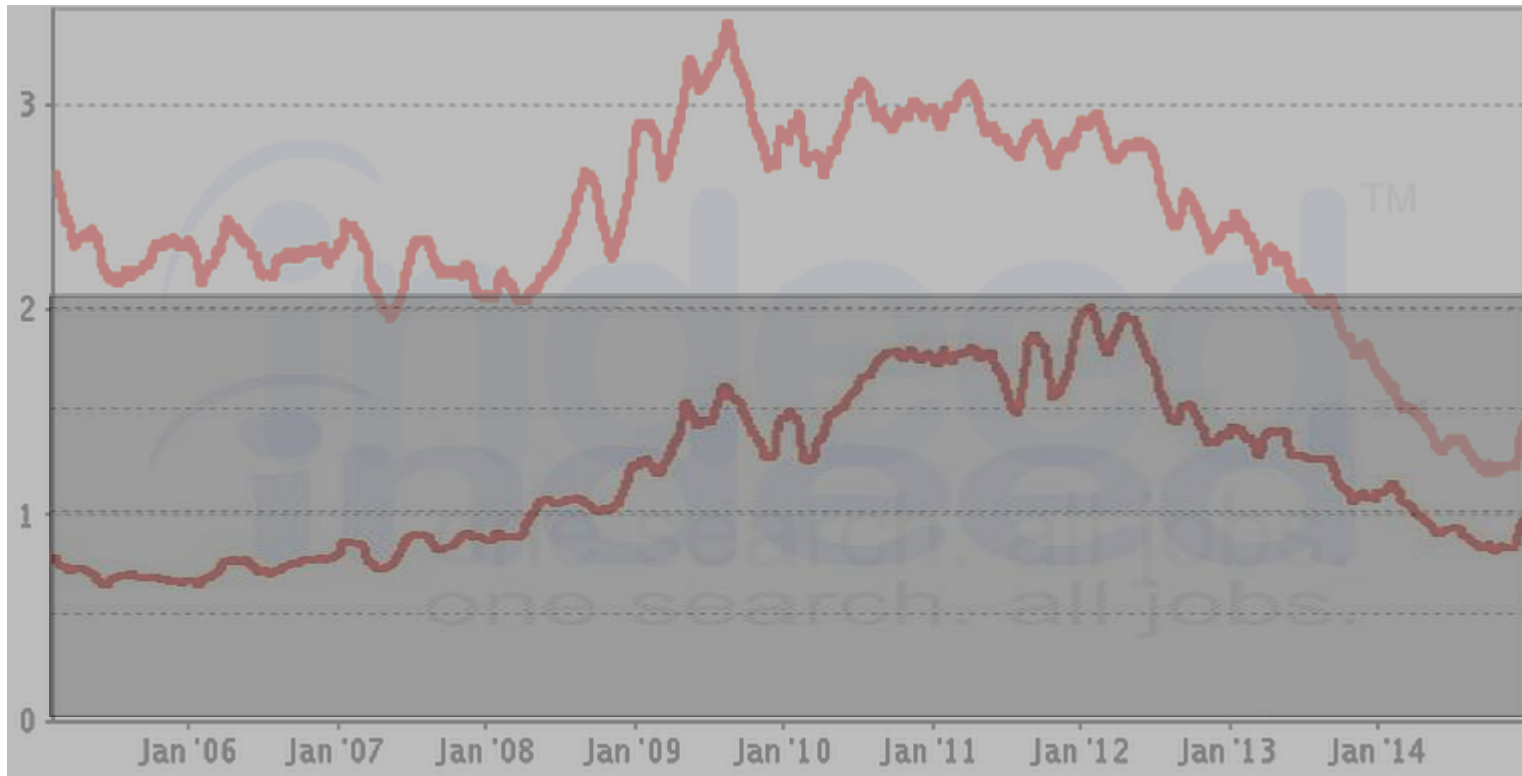
# Indeed.com Job Trends: Java



# Indeed.com Job Trends: JavaScript



# Indeed.com Job Trends



# Language Adoption



- JavaScript has a large developer base
  - #1 on GitHub with 45% more active repositories than Java
  - #1 on modulecounts.com with 29% more NPM modules than Maven
  - #1 used language by StackOverflow survey responders
  - #6 language on the Tiobe index
- Java remains hugely relevant, particularly on the server
  - #2 on GitHub with 52% more active repositories than the next language
  - #3 on modulecounts with 73.8% more modules than the next language
  - #2 language on the Tiobe index
  - #1 on indeed.com for developer jobs



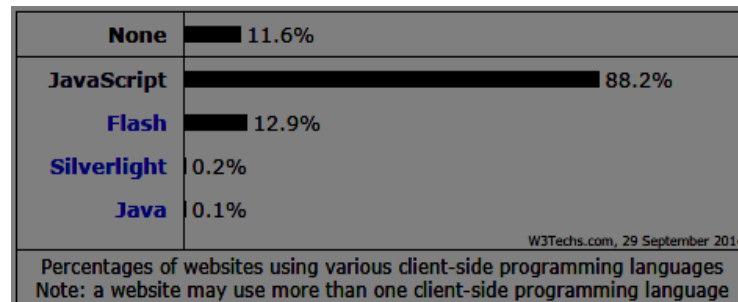


# Deployment Modes

# Usage in the browser



- JavaScript is ubiquitous in the browser
  - Supported in every browser
  - Full integration with HTML and CSS



- JavaScript is not affected by negative publicity....



*Unless it is **absolutely necessary** to run Java in web browsers, **disable it** as described below, even after updating to 7u11. This will help mitigate other Java vulnerabilities that may be discovered in the future.*



*This and previous Java vulnerabilities have been widely targeted by attackers, and new Java vulnerabilities are likely to be discovered. **To defend against this and future Java vulnerabilities, consider disabling Java in web browsers...***

# Usage on the server

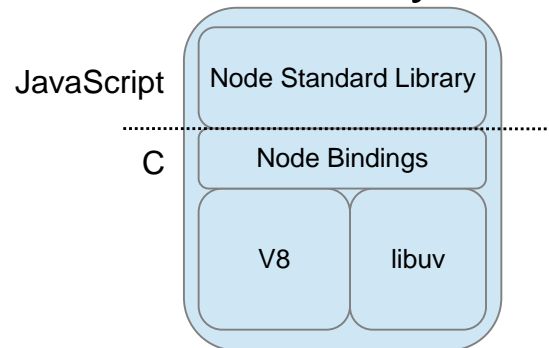


- Java has a long history on the server
  - JPE launched in 1998
  
- Java has rich platform support:
  - Linux x86, Linux POWER, zLinux
  - Windows, Mac OS, Solaris, AIX, z/OS
  
- JavaScript is a nascent language on the server
  - Limited platform support – although its growing
  - No API support to interact with the OS
- Part of the browser security model
  - Frameworks like Node.js have changed that.

# Server Side JavaScript: Node.js



- Single Threaded Event based JavaScript framework
  - Uses non-blocking asynchronous I/O
- Wraps the Chrome V8 JavaScript engine with I/O interfaces
  - Libuv provides interaction with OS/system



- Designed to build scalable network applications
  - Suited for real time delivery of data to distributed client
- Available on a growing set of platforms
  - Windows, Linux x86, Linux ARM, Mac OS, Solaris
  - Linux POWER, zLinux, AIX

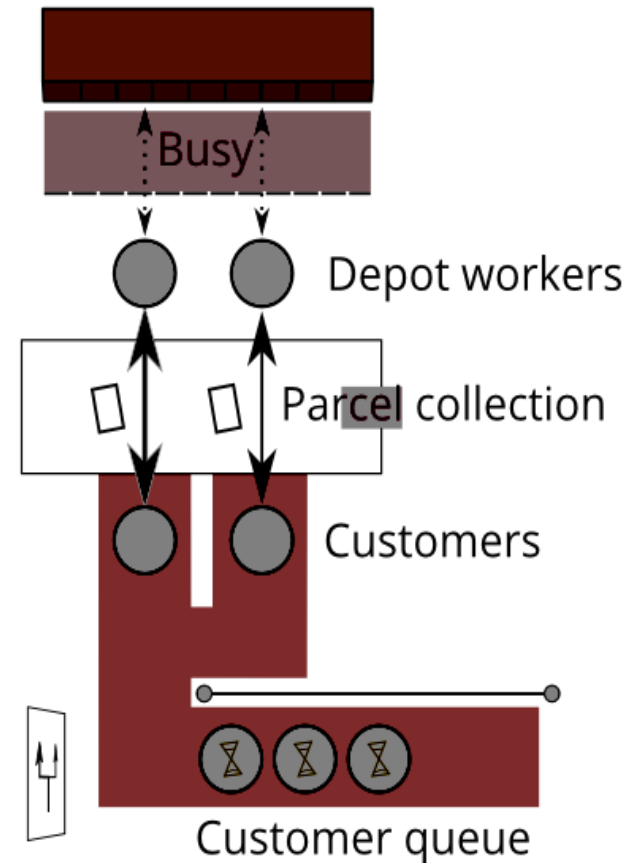


# Async I/O Model

# Typical approach to I/O

- One thread (or process) per connection
  - Each thread waits on a response
  - Scalability determined by the number of threads
- Each thread:
  - consumes memory
  - is relatively idle
- Number of concurrent customers determined by number of depot workers
- Additional customers wait in a queue with no response

## Parcel collection depot



# Asynchronous Non-Blocking I/O



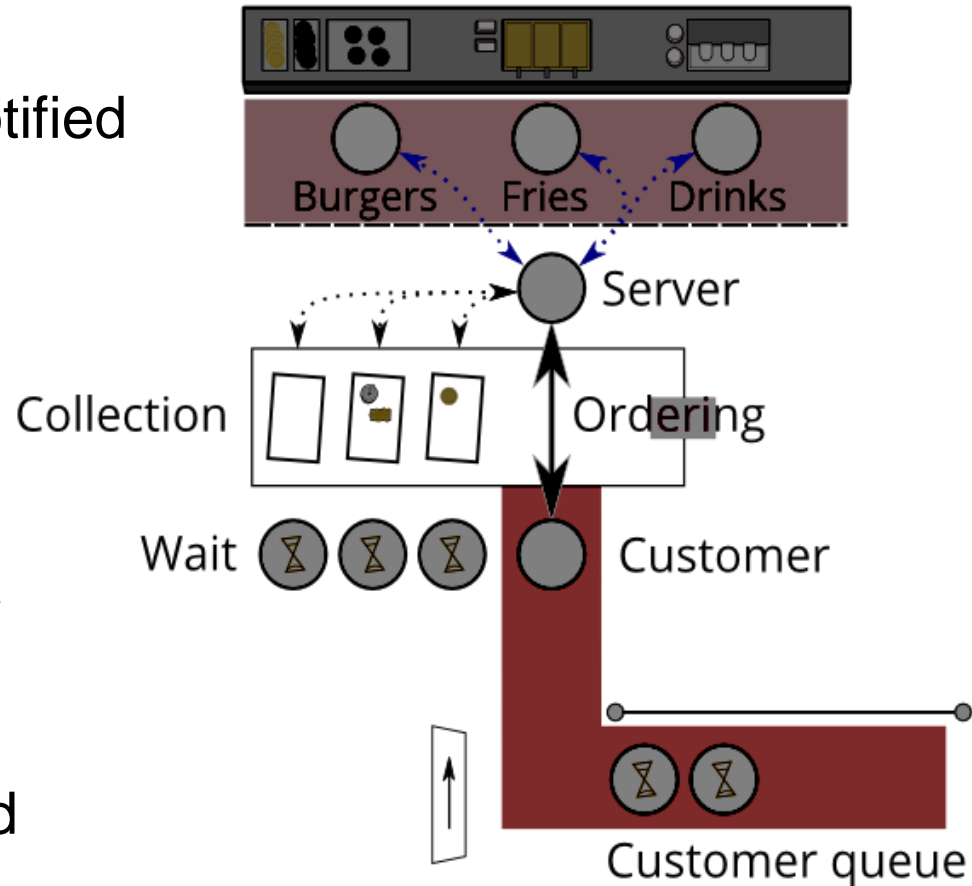
- One thread multiplexes for multiple requests
- No waiting for a response
- Handles return from I/O when notified

- Scalability determined by:
  - CPU usage
  - “Back end” responsiveness

- Number of concurrent customers determined by how fast the food Server can work

- Or until the kitchen gets slammed

## Fast food restaurant



# Drawbacks of Asynchronous I/O



- Tasks must execute quickly to avoid blocking the event queue
  - Analogous to work done under a lock
  - Stick to the right jobs, eg, I/O
  - Delegate CPU bound tasks to back end processes
  
- Easy to run out of memory
  - No direct bound on amount of parallel work
  - Holding state for each piece of work means unbounded memory usage



# JavaScript and Asynchronous I/O



- JavaScript is already event based in the browser
  - eg. onClick and onMouseOver events
- First class functions and closures fit well with events
  - Easy to create and pass function callbacks
  - Easy to execute callbacks in the context of the event
- Node.js execution is based on an event loop
  - Asynchronous I/O built in from the ground up
- Node.js execution uses a single thread
  - No need to worry about locking or shared data
  - Most machines are now multi-CPU, so cluster capabilities are provided

# HTTP Server Example



```
var cluster = require('cluster');
var cpus = require('os').cpus().length;
var http = require('http');

if (cluster.isMaster) {
  for (var i = 0; i < cpus; i++) {
    cluster.fork();
  }
  cluster.on('death', function(worker) {
    console.log("Worker" + worker.pid + "died");
  });
} else {
  http.createServer(function(request, response) {
    response.writeHead(200, {"Content-Type": "text/plain"});
    response.write("Hello World!\n");
    response.end();
  }).listen(8080);
}
```

# HTTP Server Example with Clustering



```
var cluster = require('cluster');
var cpus = require('os').cpus().length;
var http = require('http');

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    response.write("Hello World!\n");
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  }).listen(8080);
}
```

# JavaScript and Asynchronous I/O



- Very little time spent with events on the Event Loop
- Provides good scalability, so should provide great performance for IO bound apps
- Like WebApplications...



# WebApp Performance

# JSON Serialization

- JSON serialization of a newly instantiated object

- Maps

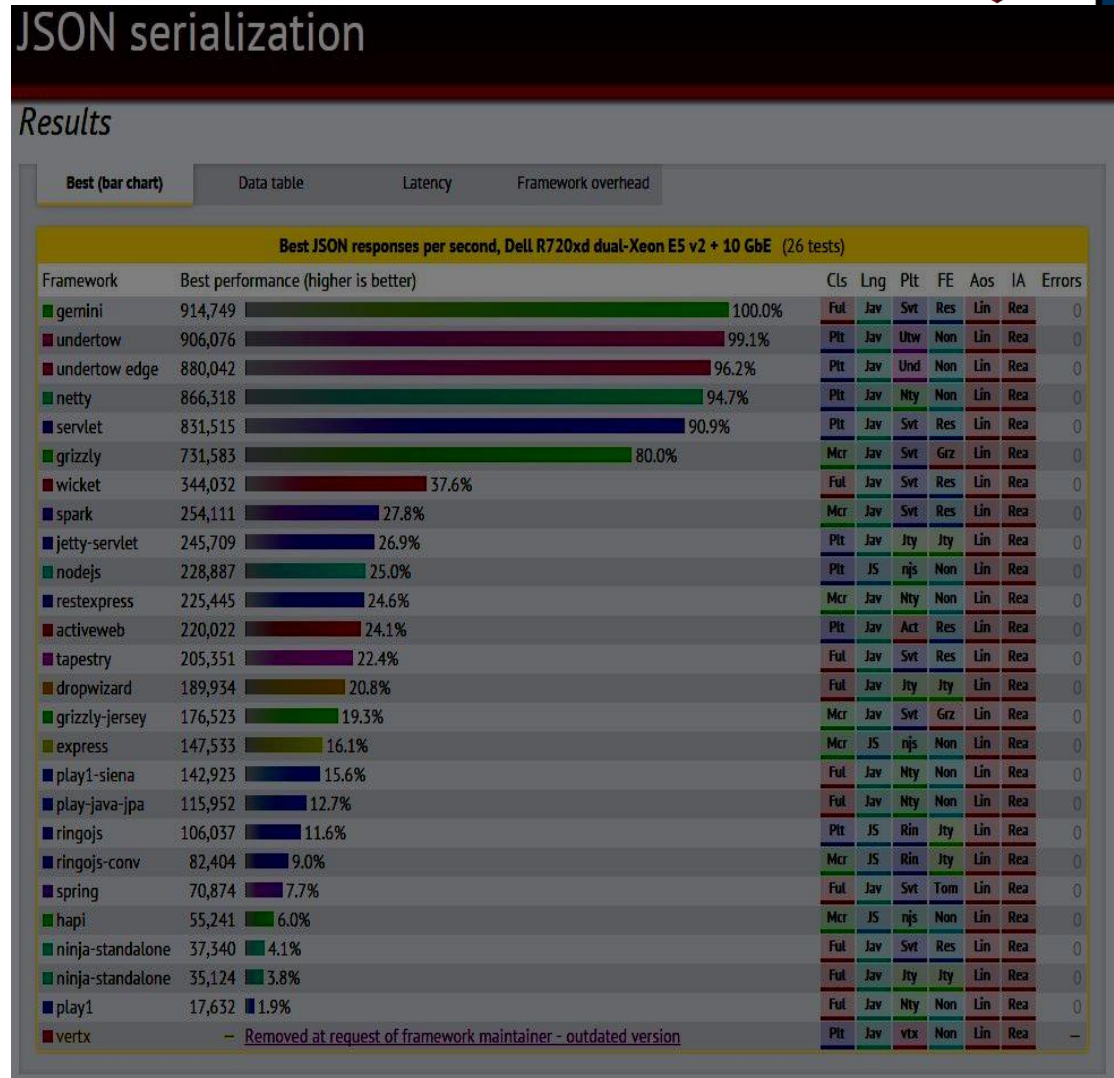
  - Key of *message*

  - Value of *Hello, World!*

- Example response:

```
HTTP/1.1 200 OK
Content-Type: application/json; charset=UTF-8
Content-Length: 28
Server: Example
Date: Wed, 17 Apr 2013 12:00:00 GMT

{"message":"Hello, World!"}
```



Results from TechEmpower.com Round 9 tests (2014-05-01)

# JSON Serialization

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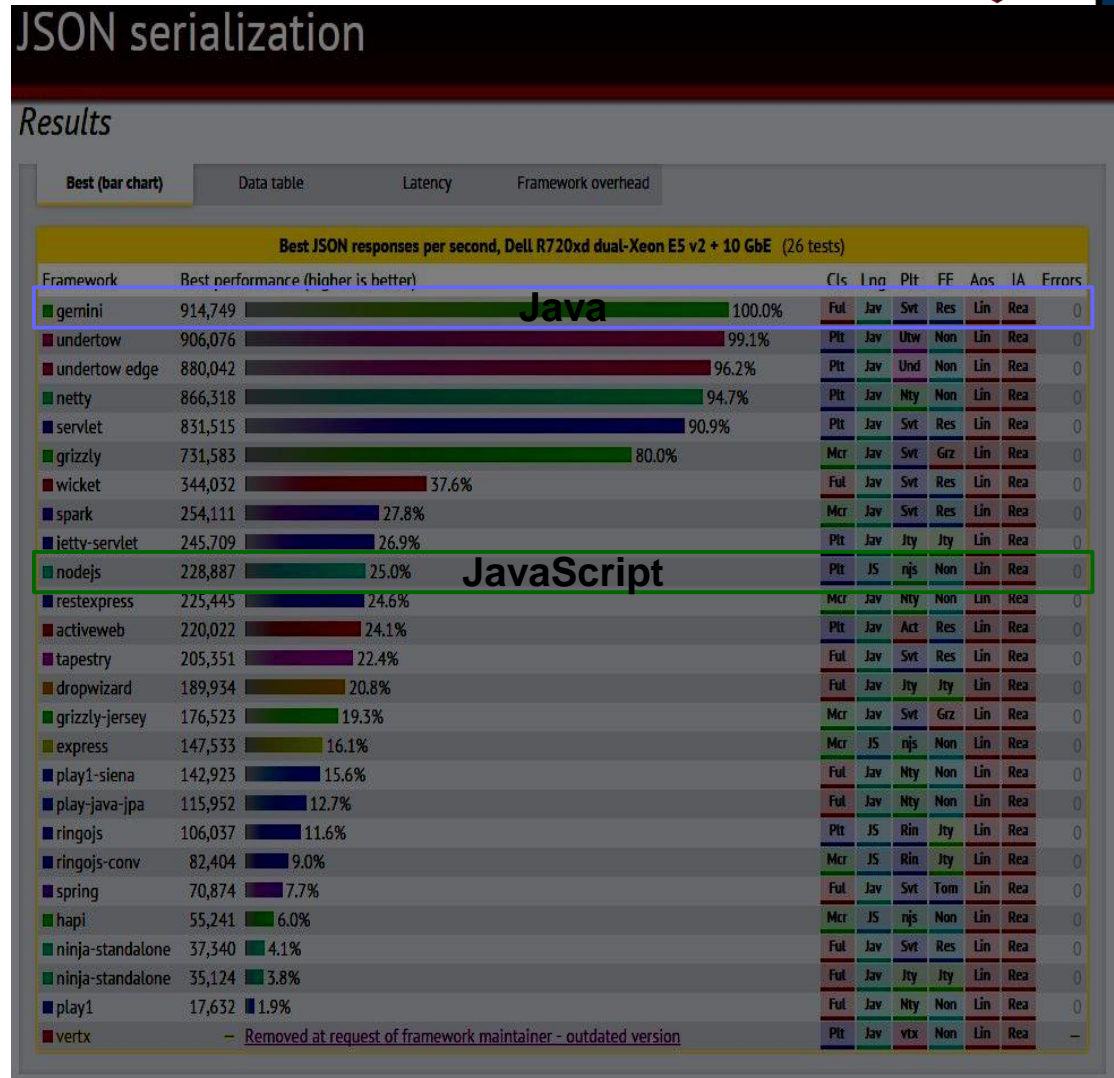
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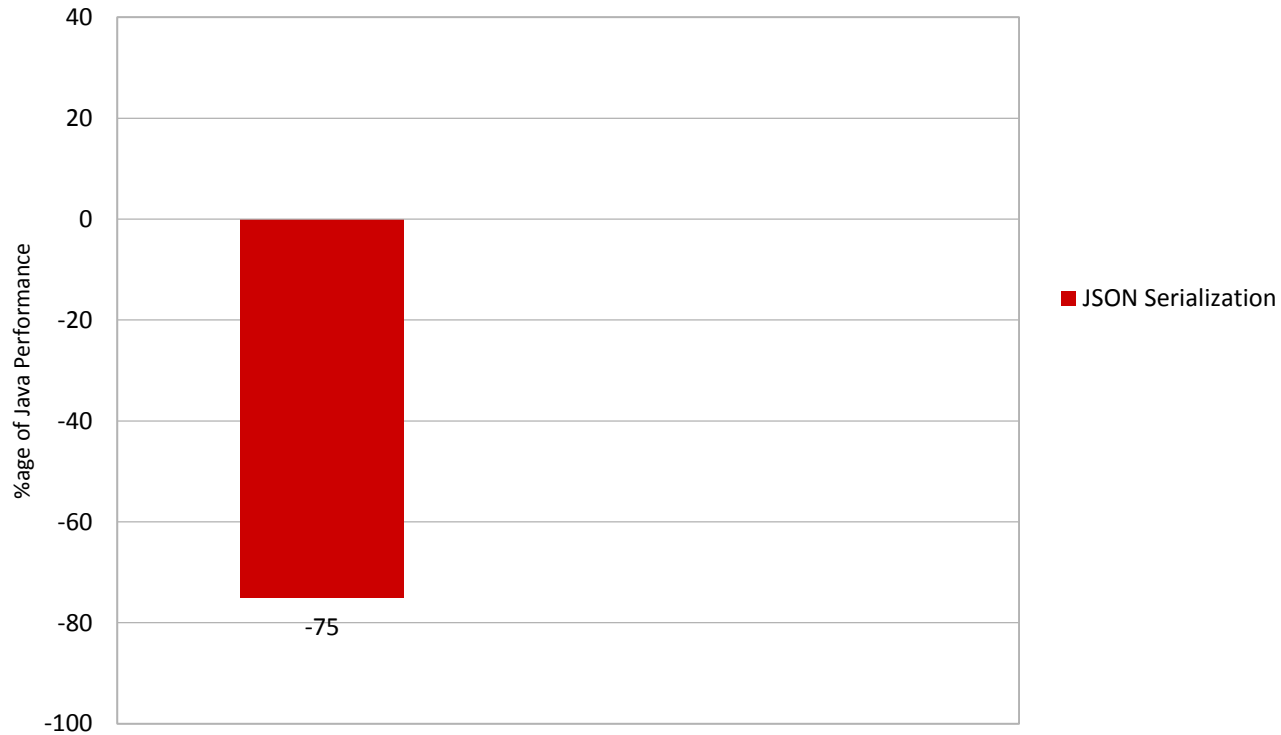


Results from TechEmpower.com Round 9 tests (2014-05-01)

# JavaScript WebApp Performance



Node.js Performance



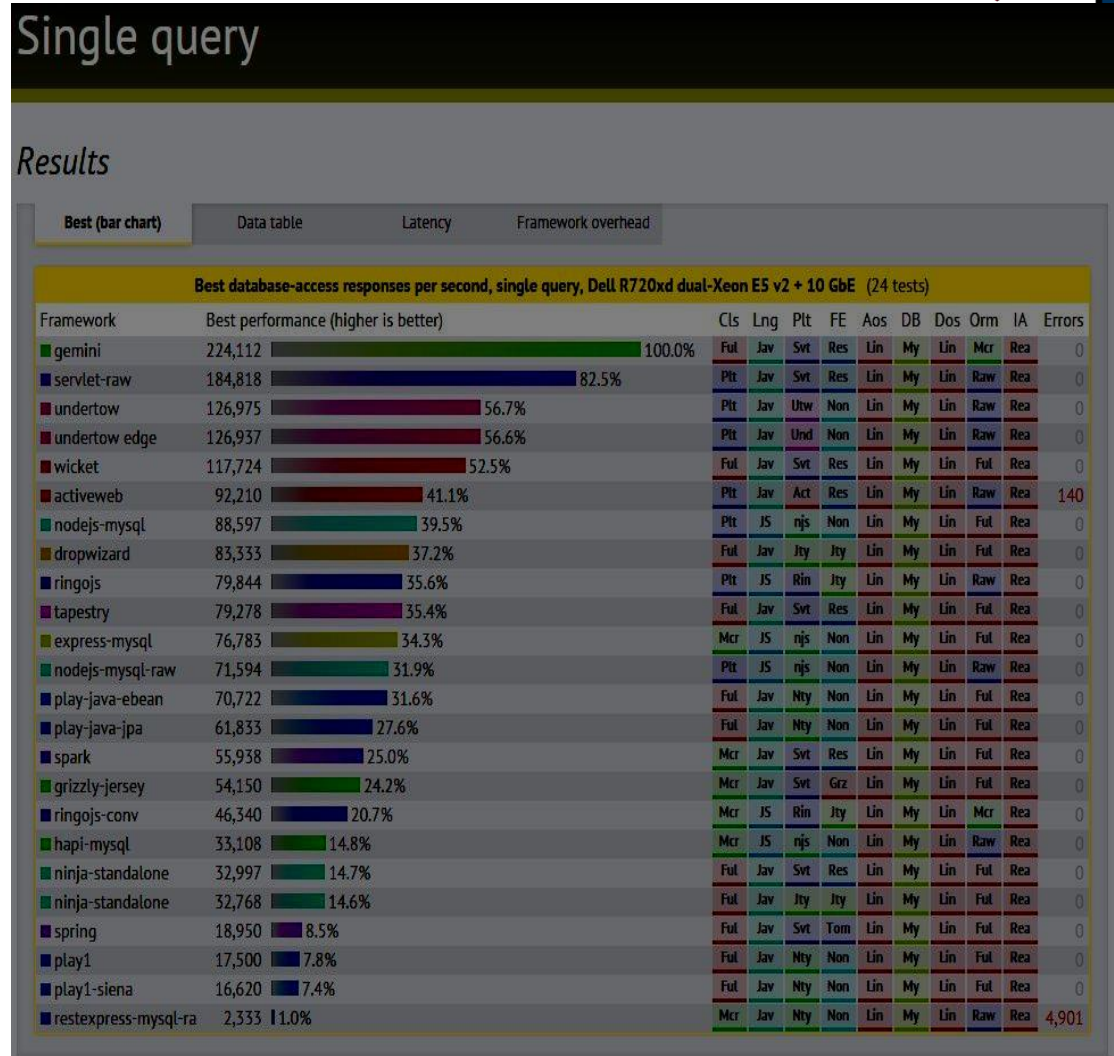


# Single Query

- Fetches single row from simple database table
- Row serialized as JSON

- Example response:

```
HTTP/1.1 200 OK
Content-Length: 32
Content-Type: application/json; charset=UTF-8
Server: Example
Date: Wed, 17 Apr 2013 12:00:00 GMT
{"id":3217,"randomNumber":2149}
```



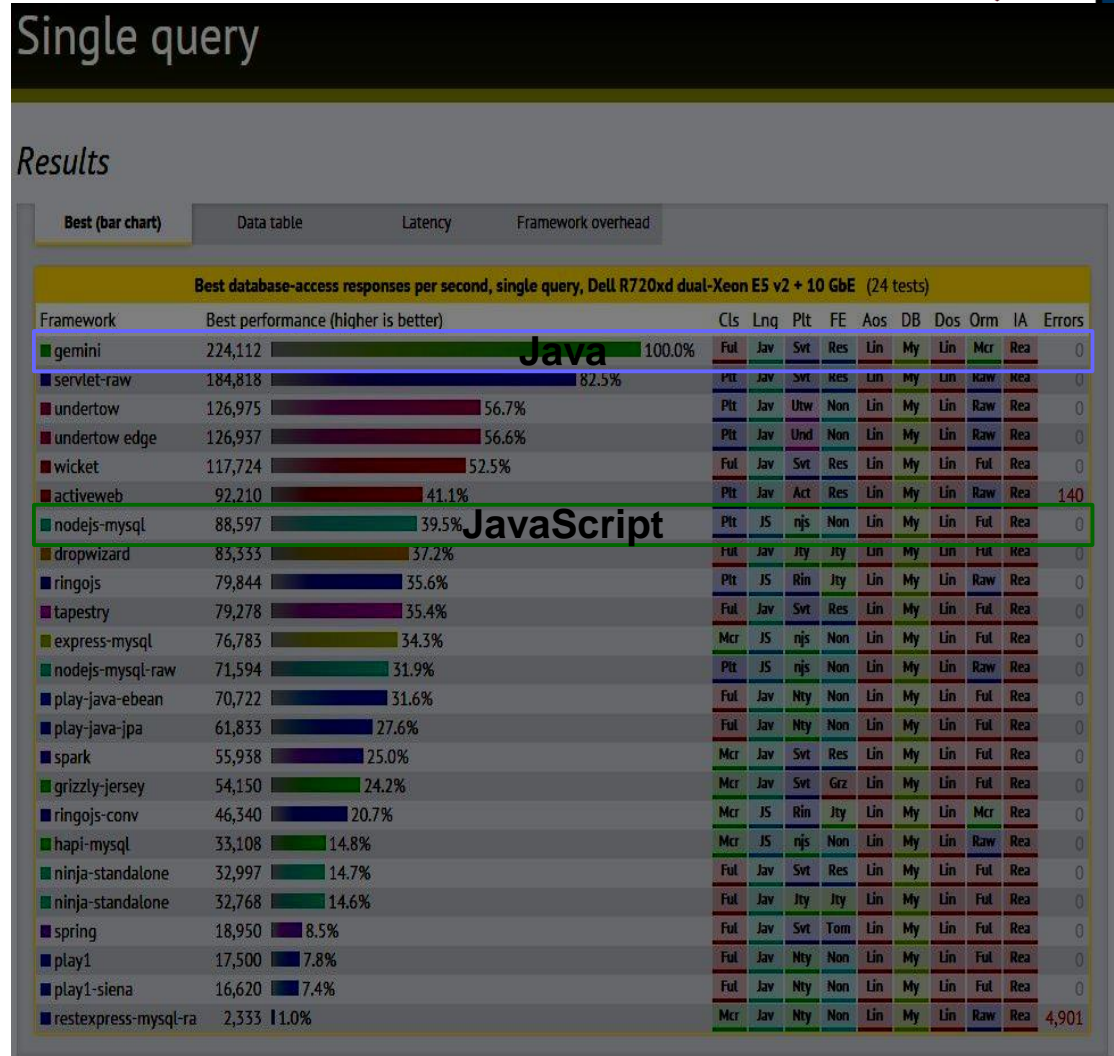
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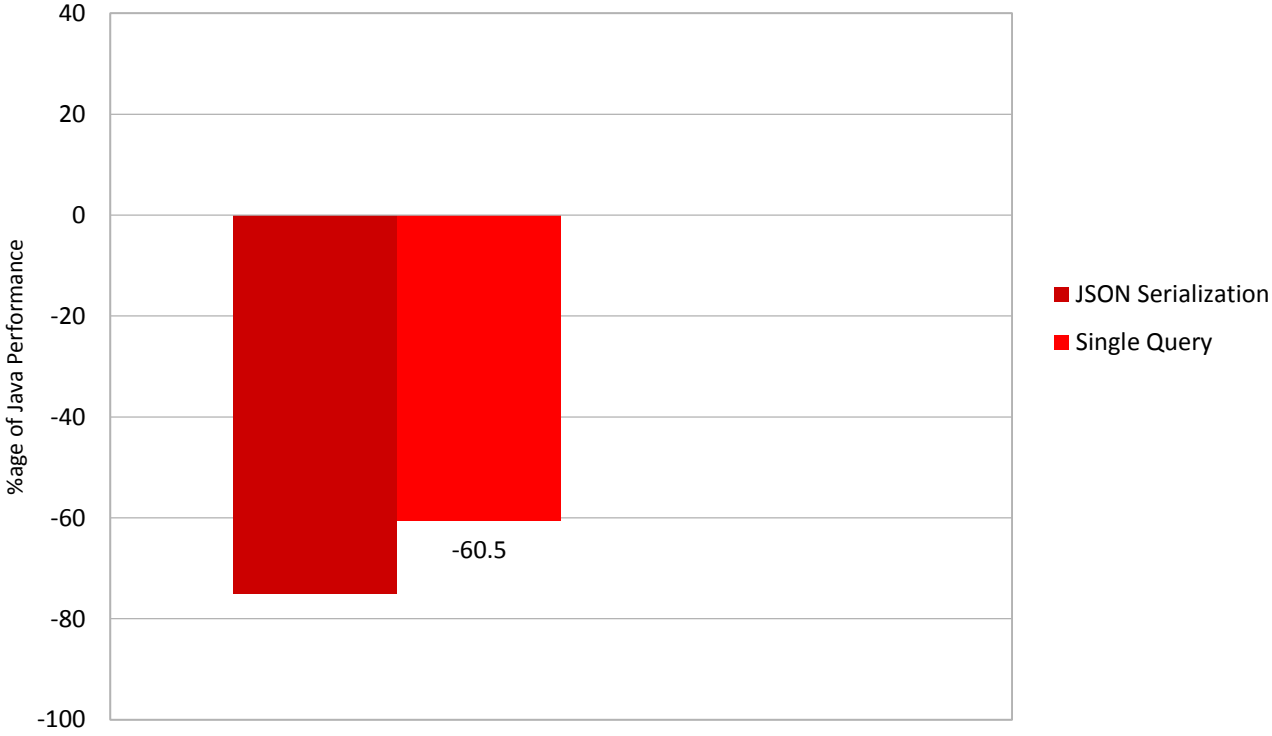


Results from TechEmpower.com Round 9 tests (2014-05-01)

# JavaScript WebApp Performance



Node.js Performance



# Multiple Queries

- Fetches multiple rows from a simple database table
- Rows serialized as JSON

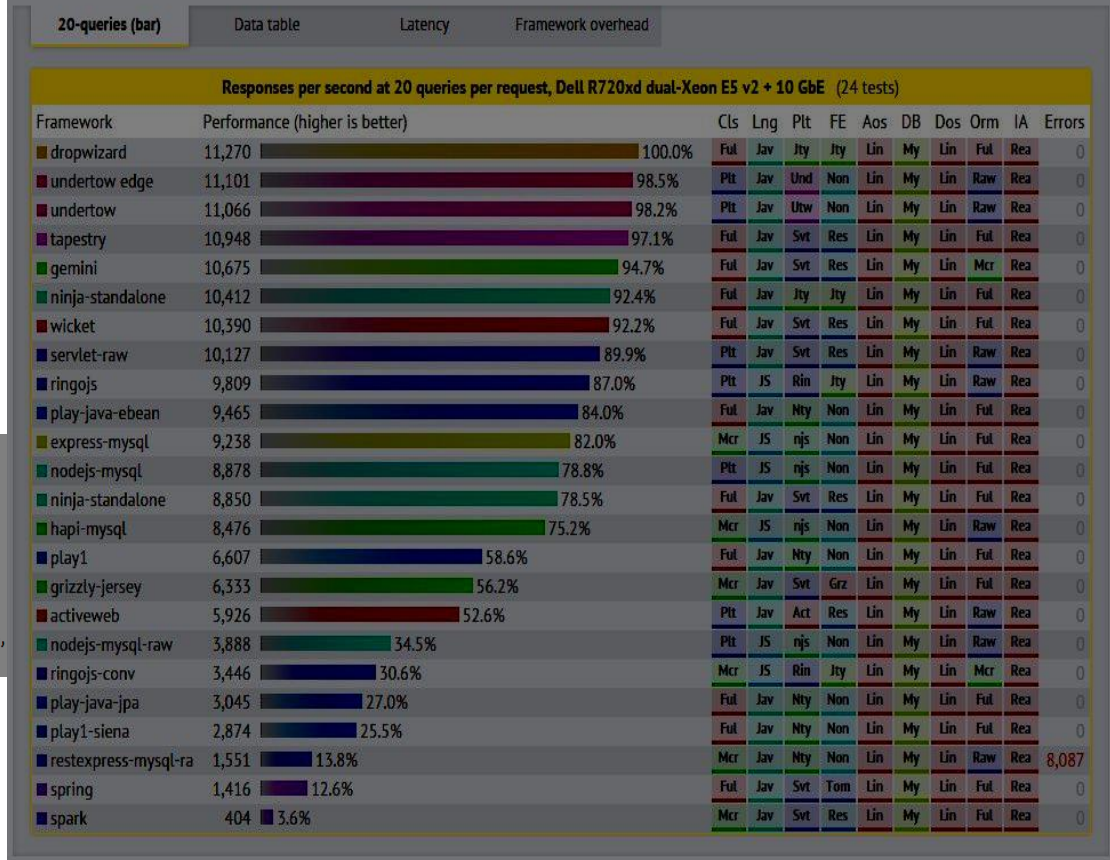
- Example response:

```
HTTP/1.1 200 OK
Content-Length: 315
Content-Type: application/json; charset=UTF-8
Server: Example
Date: Wed, 17 Apr 2013 12:00:00 GMT

[{"id":4174,"randomNumber":331}, {"id":51,"randomNumber":6544}, {"id":4462,"randomNumber":952}, {"id":2221,"randomNumber":532}, {"id":9276,"randomNumber":3097}, {"id":3056,"randomNumber":7293}, {"id":6964,"randomNumber":620}, {"id":675,"randomNumber":6601}, {"id":8414,"randomNumber":6569}, {"id":2753,"randomNumber":4065}]
```

## Multiple queries

### Results



Results from TechEmpower.com Round 9 tests (2014-05-01)

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- Fetches multiple rows from a simple database table
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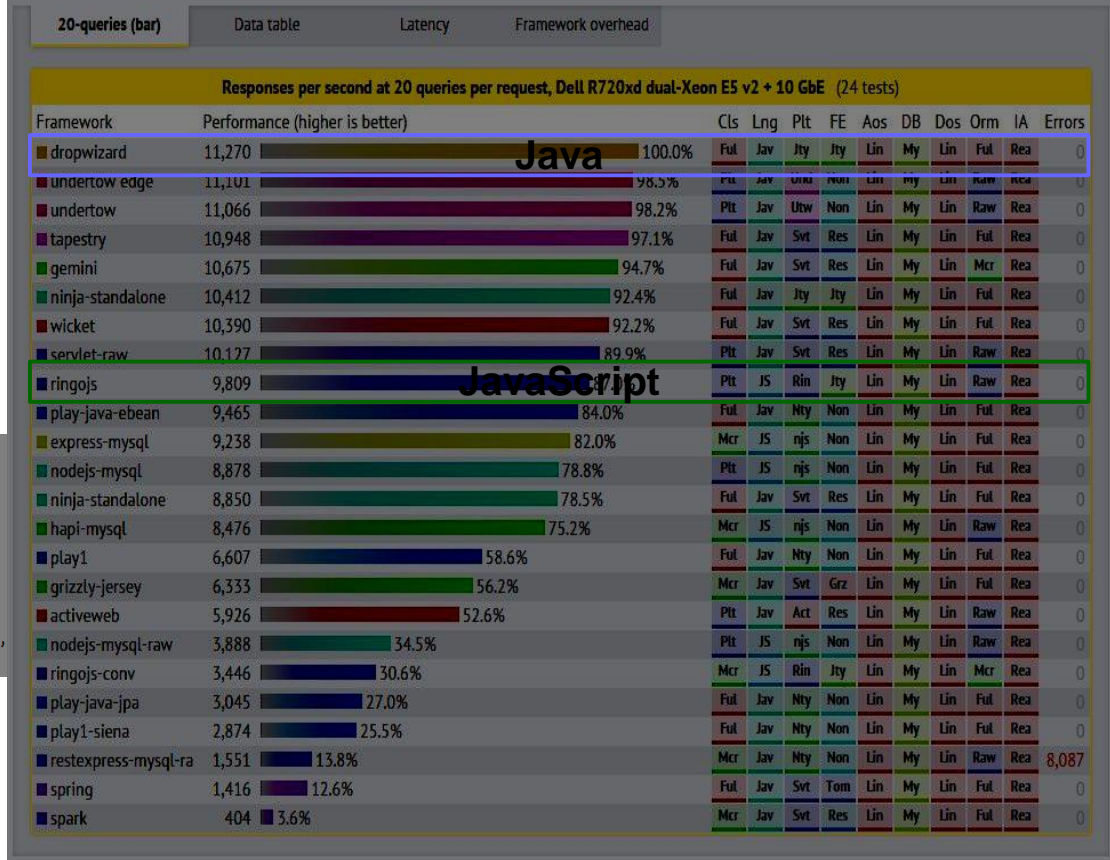
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```

## Multiple queries

### Results

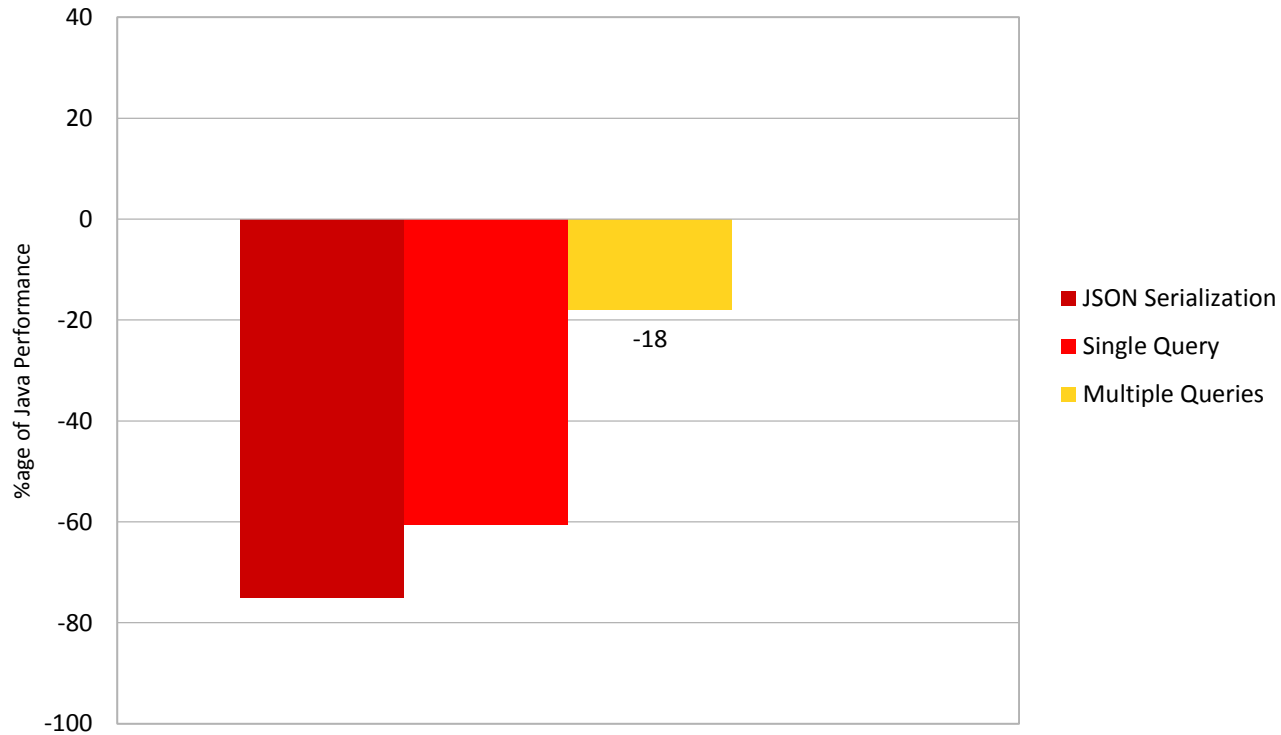


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# JavaScript WebApp Performance



Node.js Performance

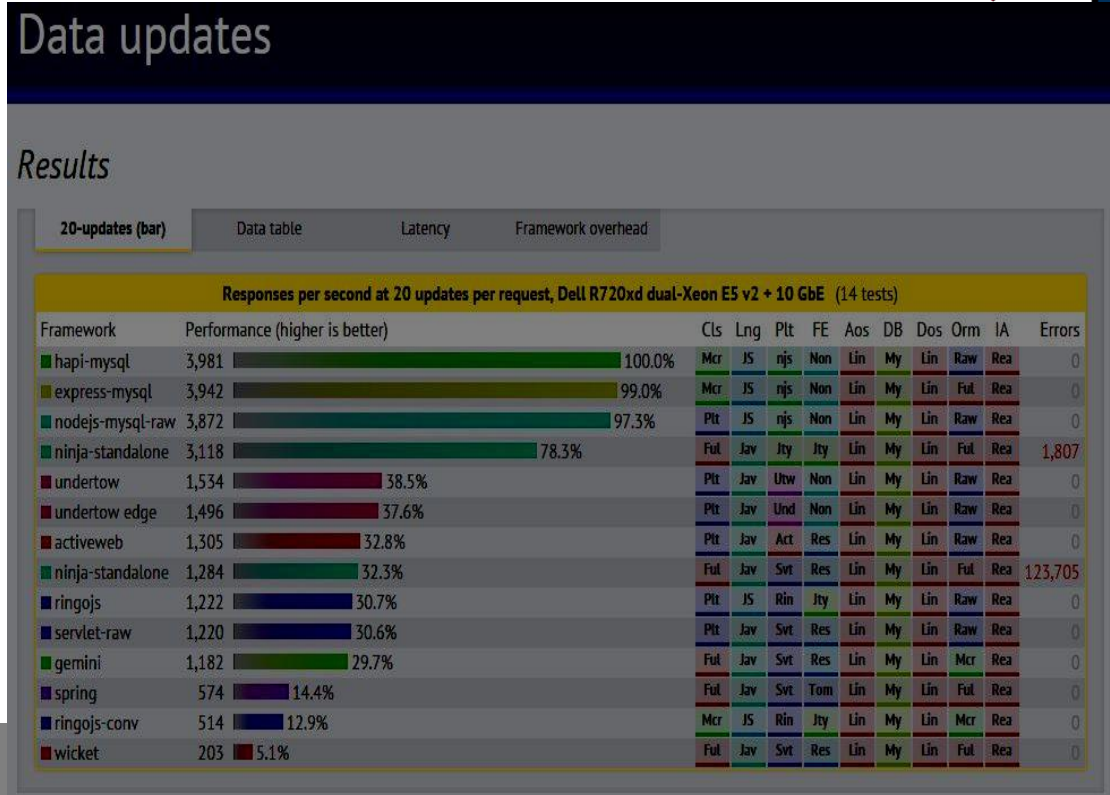


# Data Updates

- Fetches multiple rows from a simple database table
- Converts rows to objects and modifies one attribute of each object
- Updates each associated row and serializes as JSON
- Example Response:

```
HTTP/1.1 200 OK
Content-Length: 315
Content-Type: application/json; charset=UTF-8
Server: Example
Date: Wed, 17 Apr 2013 12:00:00 GMT

[{"id":4174,"randomNumber":331}, {"id":51,"randomNumber":6544}, {"id":4462,"randomNumber":952}, {"id":2221,"randomNumber":532}, {"id":9276,"randomNumber":3097}, {"id":3056,"randomNumber":7293}, {"id":6964,"randomNumber":620}, {"id":675,"randomNumber":6601}, {"id":8414,"randomNumber":6569}, {"id":2753,"randomNumber":4065}]
```

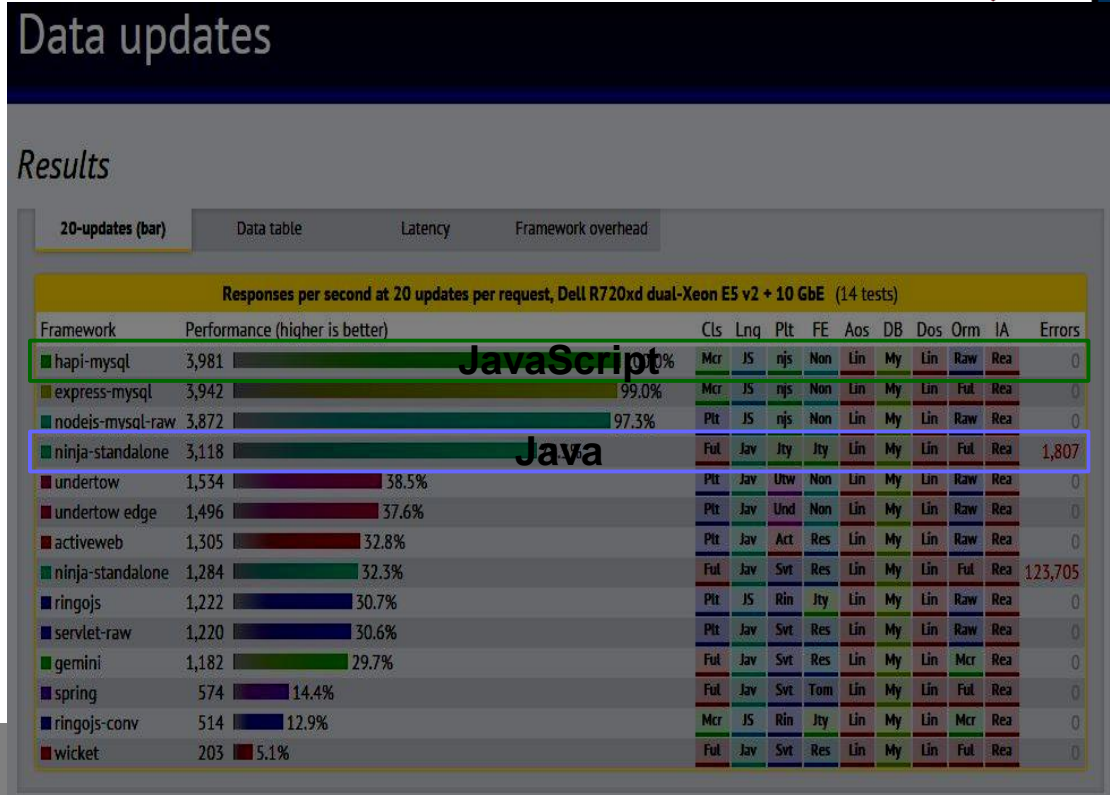


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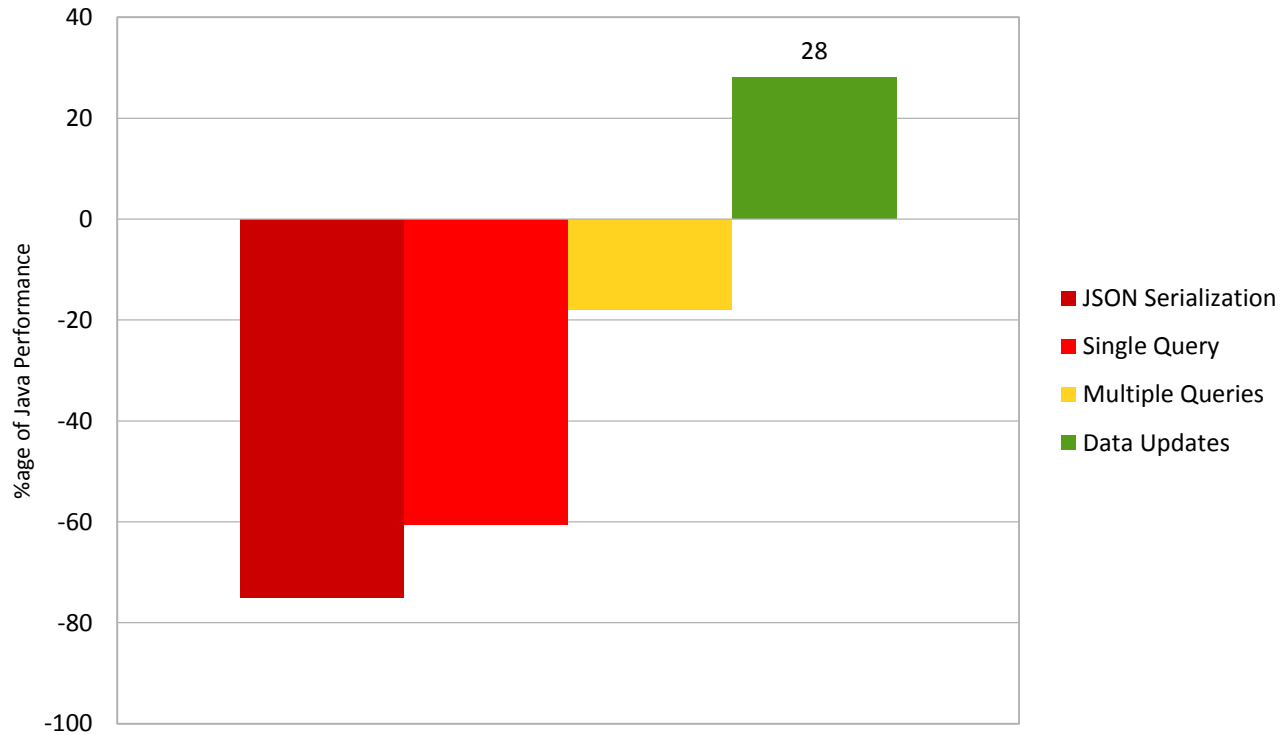




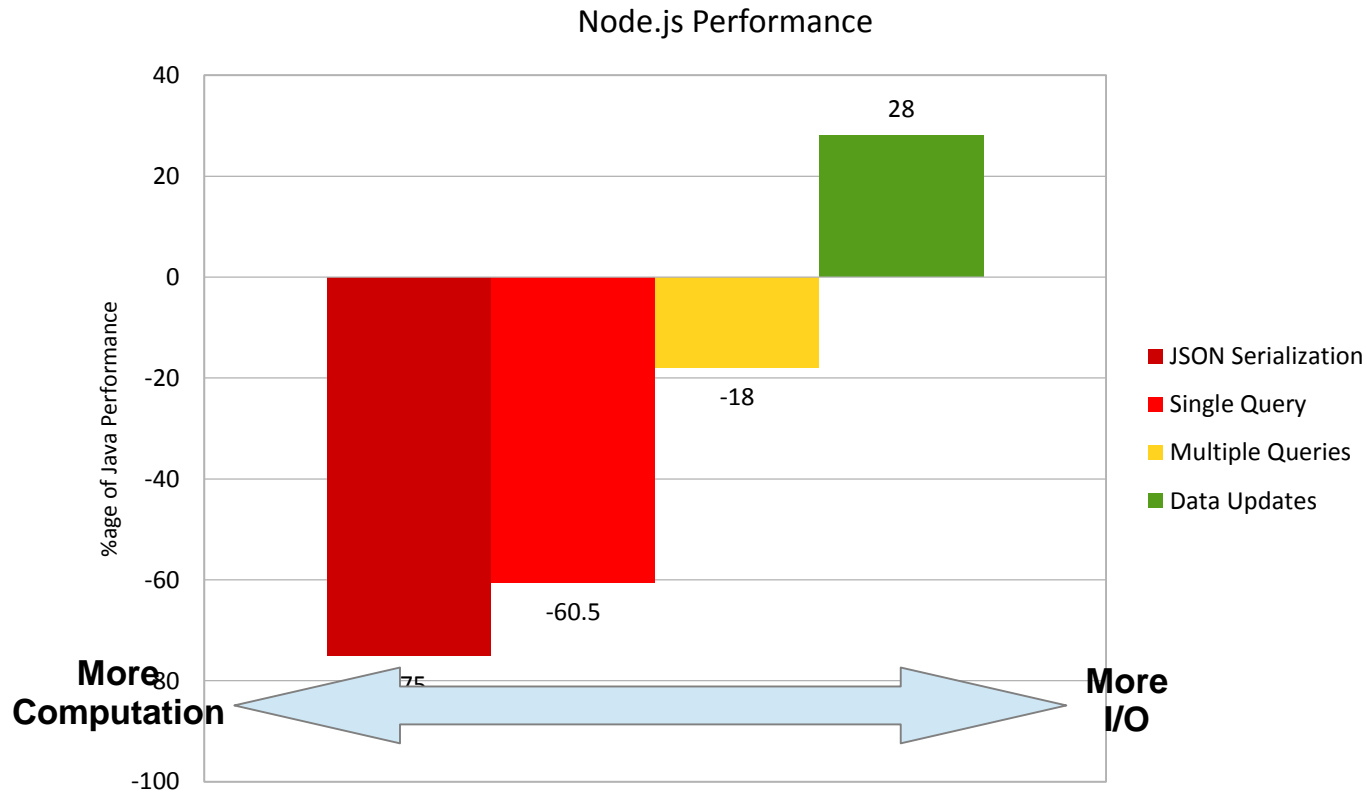
# JavaScript WebApp Performance



Node.js Performance



# JavaScript WebApp Performance



- Computation speed is (much) slower than Java
- I/O speed is higher than Java

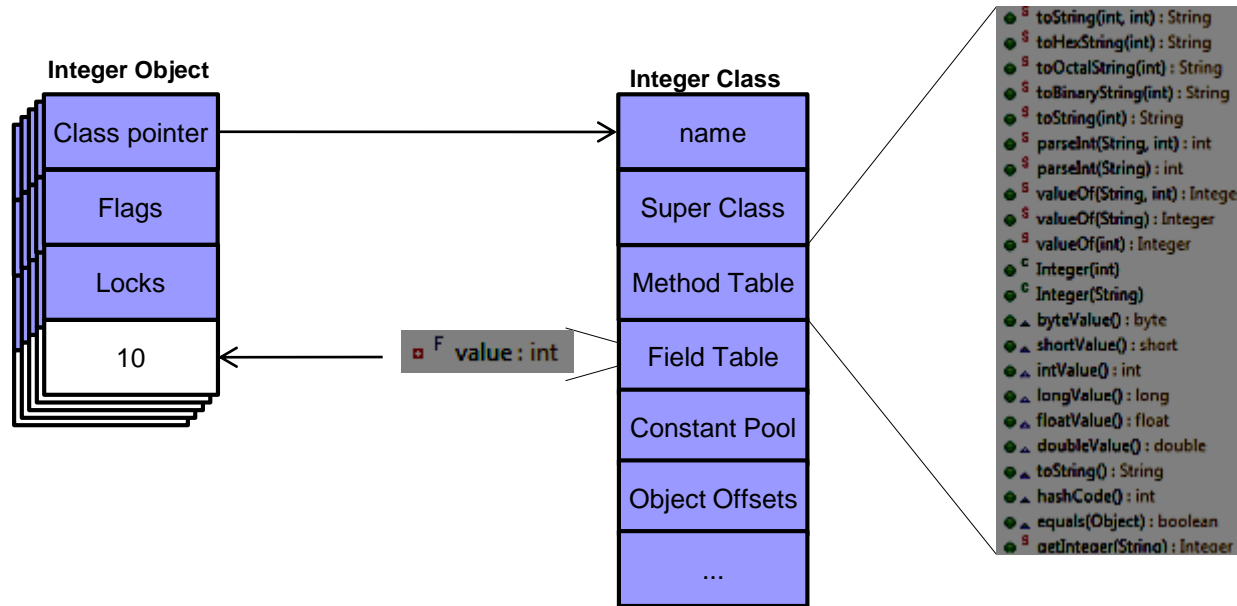


# Under the Hood

# Object Representation: Java



- Java objects are **fixed** in size and shape

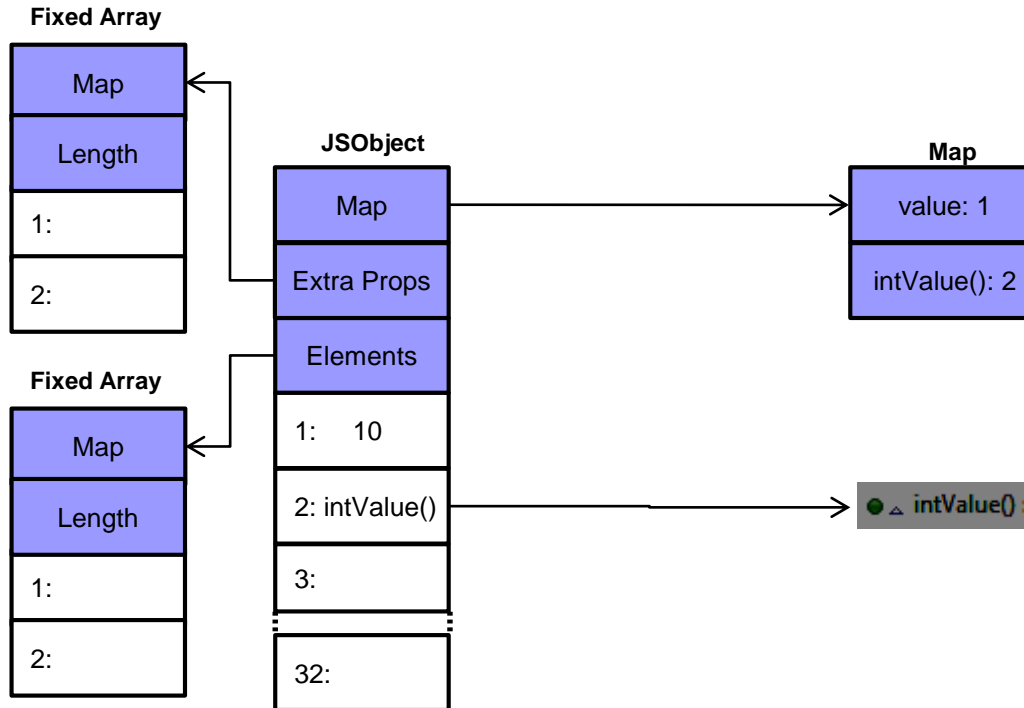


- Values associated with objects are fixed and typed (known what and where it is)
- Methods associated with objects are fixed and typed (parameters and return types)

# Object Representation: JavaScript



- JavaScript objects are **dynamic** in size and shape

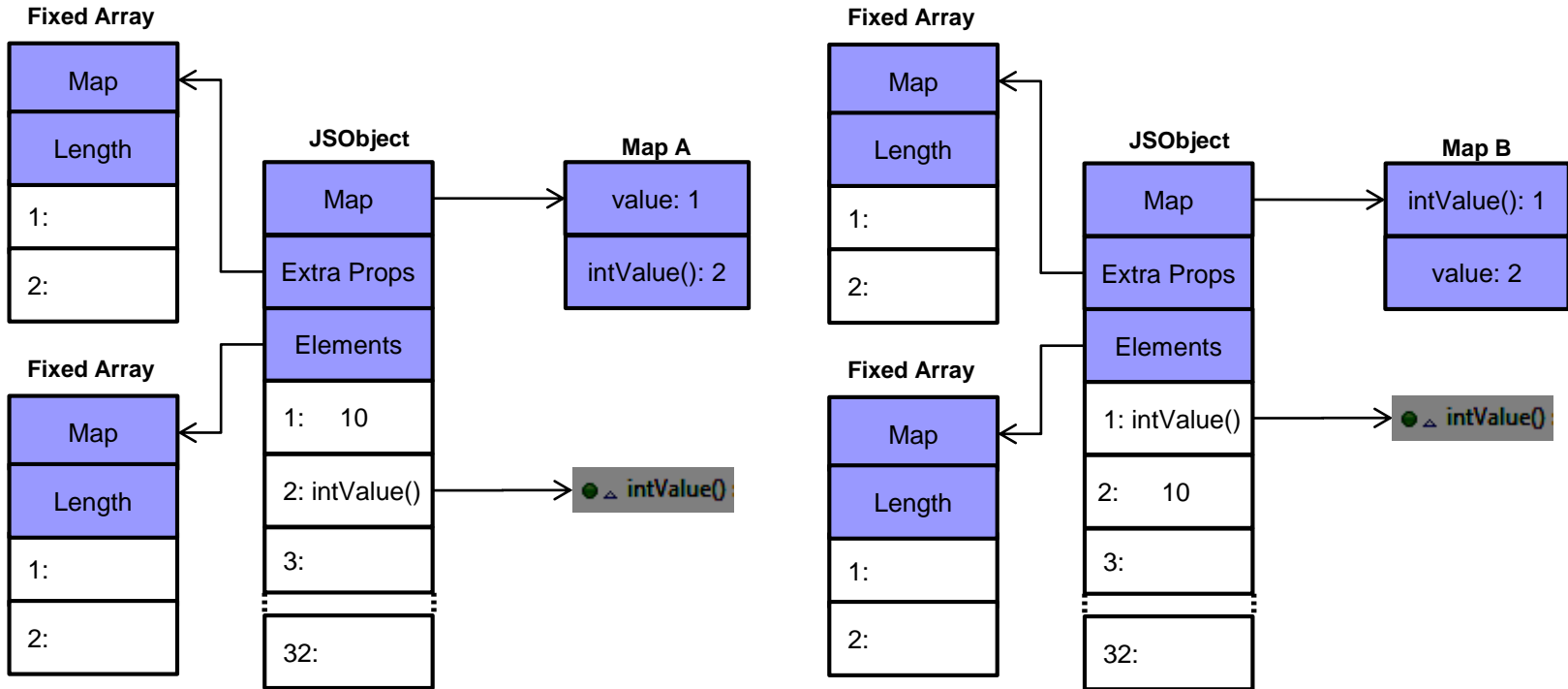


- Values associated with objects are dynamic and un-typed
- Methods associated with objects are dynamic and un-typed
  - 32 “slots” exist for method and values with overflow arrays if this is not enough
  - Every “slot” is 64bits as any type of data could be stored there

# Object Representation: JavaScript



- Order in which methods and fields are added matters



- Objects are equivalent and equal, but have different Maps and layouts

# JIT Compilation



- Functions are stored in JavaScript objects as fields

- No fixed set of methods for an object

- Objects are not typed, so data must be checked to determine how to handle it

eg. the '+' operator:

- number + number → addition

- string involved? → concatenation

- objects involved? → convert to primitives then addition or concatenation

eg. property load:

- Load prototype object

- Load getter method

- Load callback function

- Therefore not possible to determine what instructions to use just from the source code

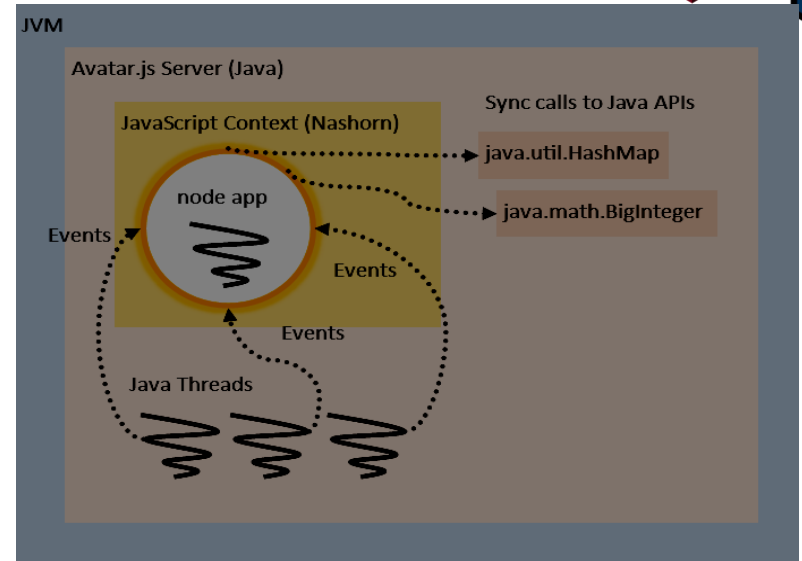


# JavaScript on the JVM?

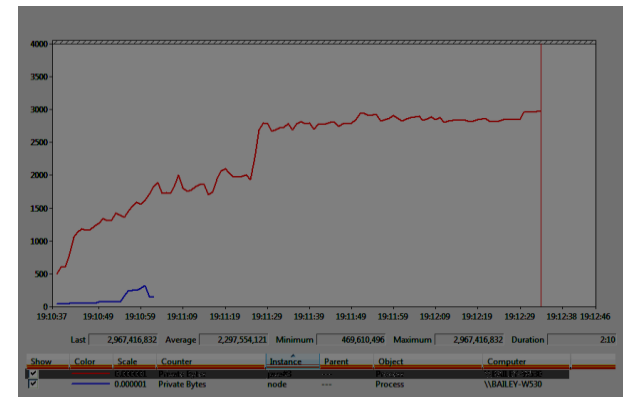


# Nashorn and Avatar.js

- Nashorn JavaScript engine delivered in JDK8
  - Utilizes new JVM level features for performance
- Avatar.js provides Node.js support on Nashorn



- Results of “Octane” JavaScript benchmark\*:
  - Node.js is 4.8x faster
  - Avatar.js is >10x larger

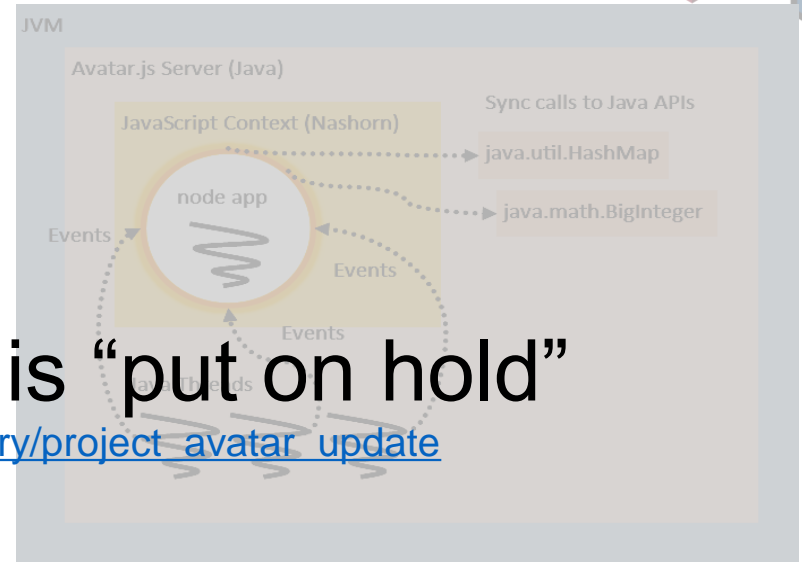


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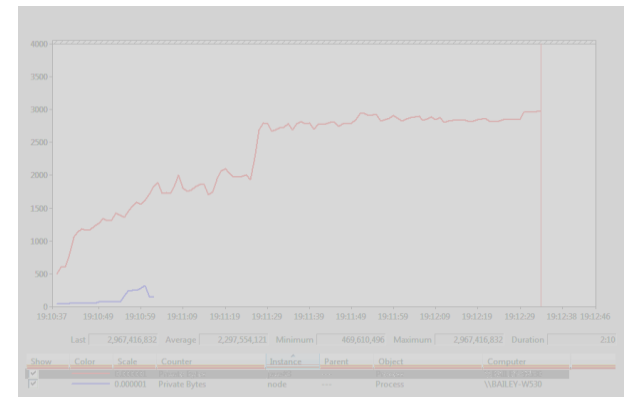
- Nashorn JavaScript engine delivered in JDK8
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- Avatar.js provides Node.js support on Nashorn

Feb 12<sup>th</sup>, 2015: Avatar is “put on hold”

[https://blogs.oracle.com/theaquarium/entry/project\\_avatar\\_update](https://blogs.oracle.com/theaquarium/entry/project_avatar_update)



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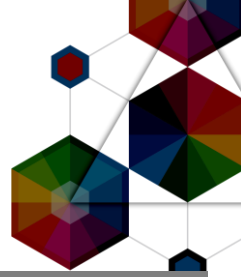


# Enterprise Deployments



# The PayPal Story

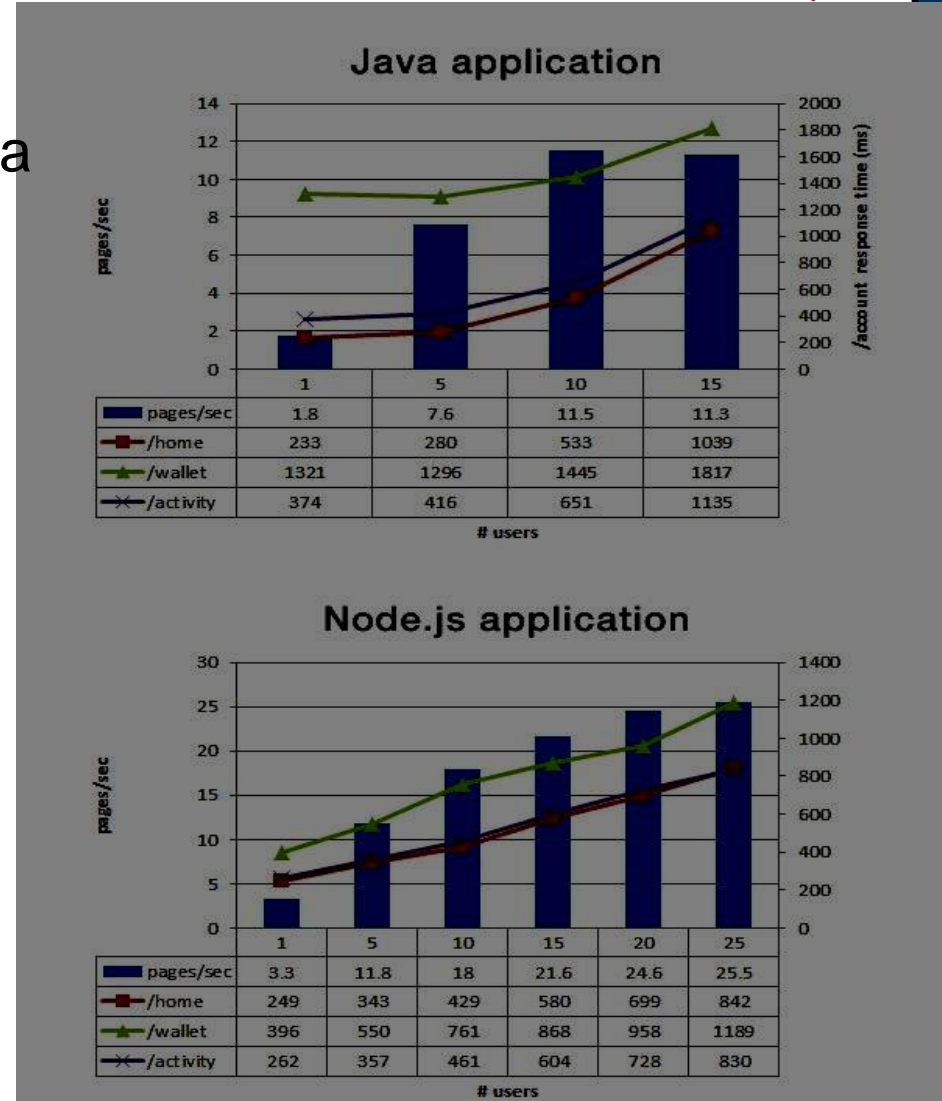
# PayPal and “Account Overview” Project



- 2013: PayPal evaluates use of Node.js for “Account Overview”
  - Implementation done in both Java and Node.js to compare

- Node.js implementation
  - 50% less development effort
  - 33% fewer lines of code
  - 40% fewer files
  - ~35% faster request response

- Note:** legacy Java frameworks involved.....





# The WalMart Story

# WalMart experiences Node.js memory leak



- 2013: Eran Hammer (WalMart) discovers 200+MB/day leak
  - Increasing memory usage at 200+MB/day per server
  
- Application improvements by Eran reduces leak to 8MB/day
  - Lots of progress made
  - But required months of investigation effort
  
- Identified remaining leak related to HTTP Client Requests
  - Unable to make further progress....
  
- Node.js runtime development team required to resolve issue
  - 5 core runtime developers/engineers
  - **InterConnect2015**
  - 3 weeks of effort



# IBM and Node.js



# IBM and Node.js



- Node.js Foundation Founding Member
  - Alongside Joyent, Linux Foundation, Microsoft, PayPal and Fidelity

- IBM SDK for Node.js v1.2

- Open source ports of Google V8 JavaScript engine

- Support for POWER and zLinux

- Runtimes available for all platforms to provide consistency

- AIX, Linux (Intel, POWER, System z, Windows, Mac OS X)

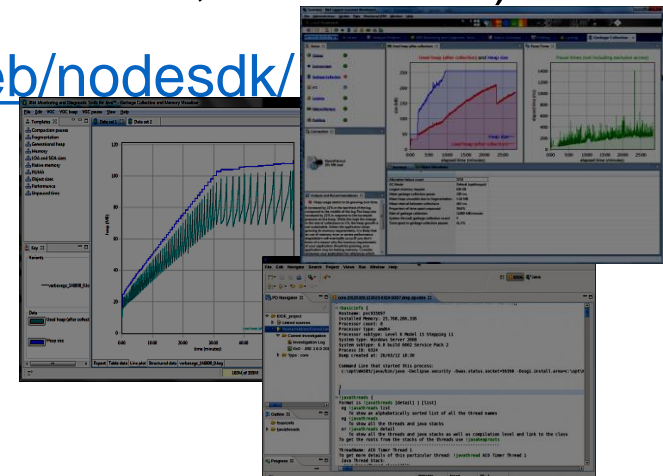
- <http://www.ibm.com/developerworks/web/nodesdk/>

- IBM Monitoring and Diagnostics Tools

- Live monitoring: Health Center

- GC log analysis: GCMV

- Dump analysis: IDDE



#ibminternconnect

# Summary



- JavaScript has a large amount of interest and is growing
  - Web applications with code sharing between server and browser
  - Async IO and event loop makes it easy to write scalable applications
  - Rich set of APIs available via the npm module ecosystem
  
- Dynamic nature makes development easier, but introduces challenges
  - Errors typically found during compilation are found at runtime
  - JIT compilation loves certainty, which is removed
  
- Additional “enterprise-grade” capabilities needed
  - Monitoring/Diagnostics, Security, Internationalization, etc
  - **InterConnect 2015** #ibminterconnect IBM contributing via the newly announce Node Foundation

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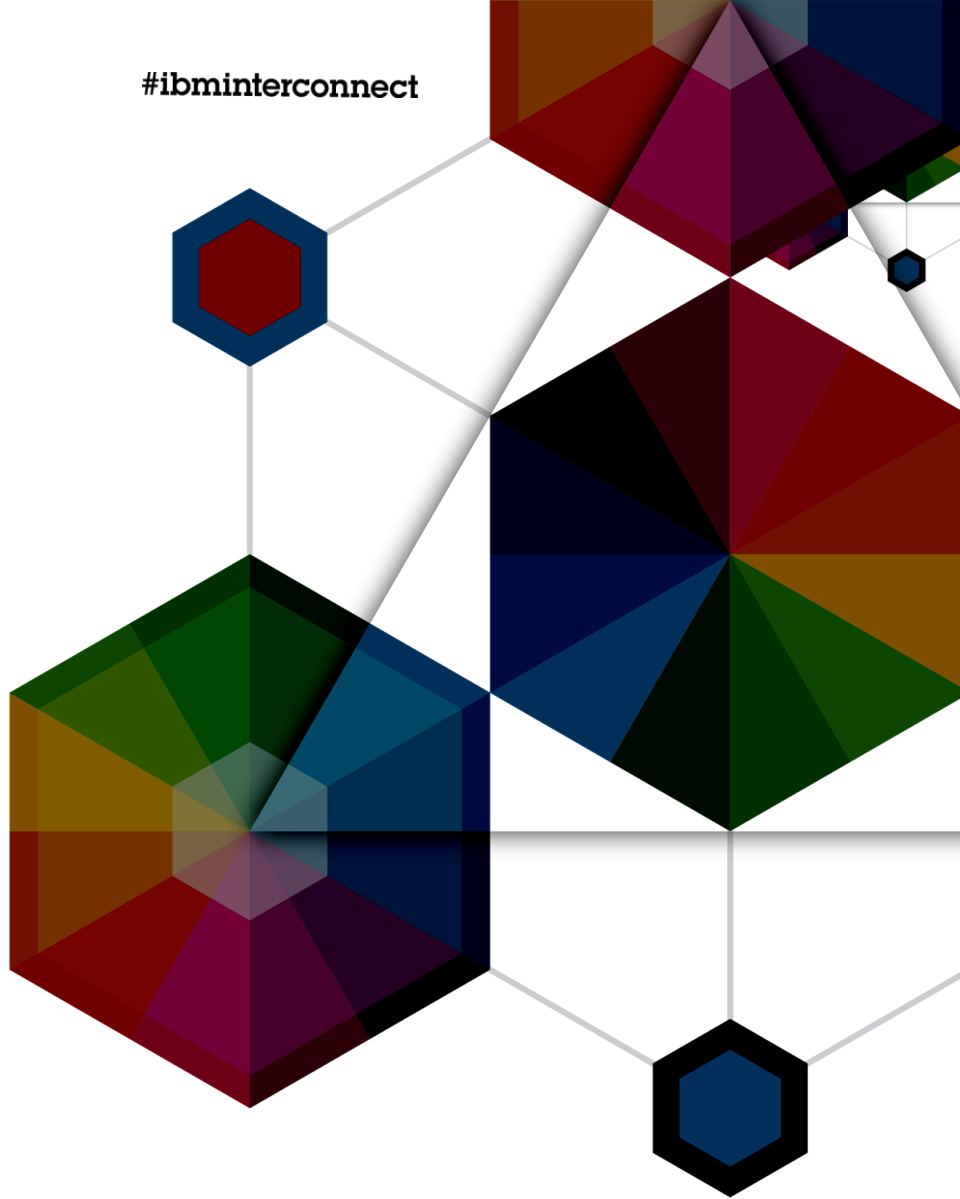
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