



Squid Wrangling

DevOpsDays Hamburg, 2010

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ThoughtWorks®



DRW TRADING GROUP

User Browser

User Browser

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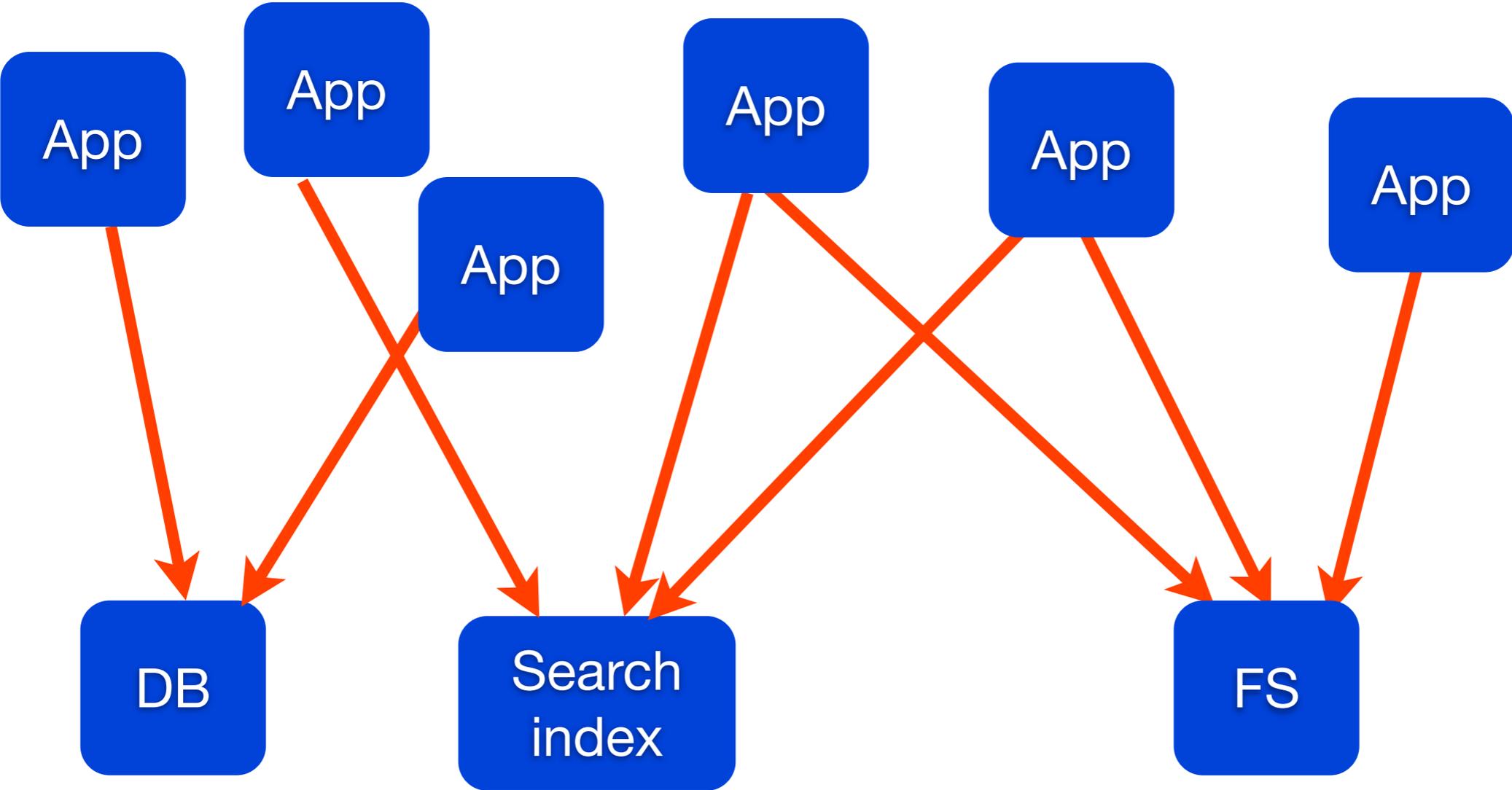
App

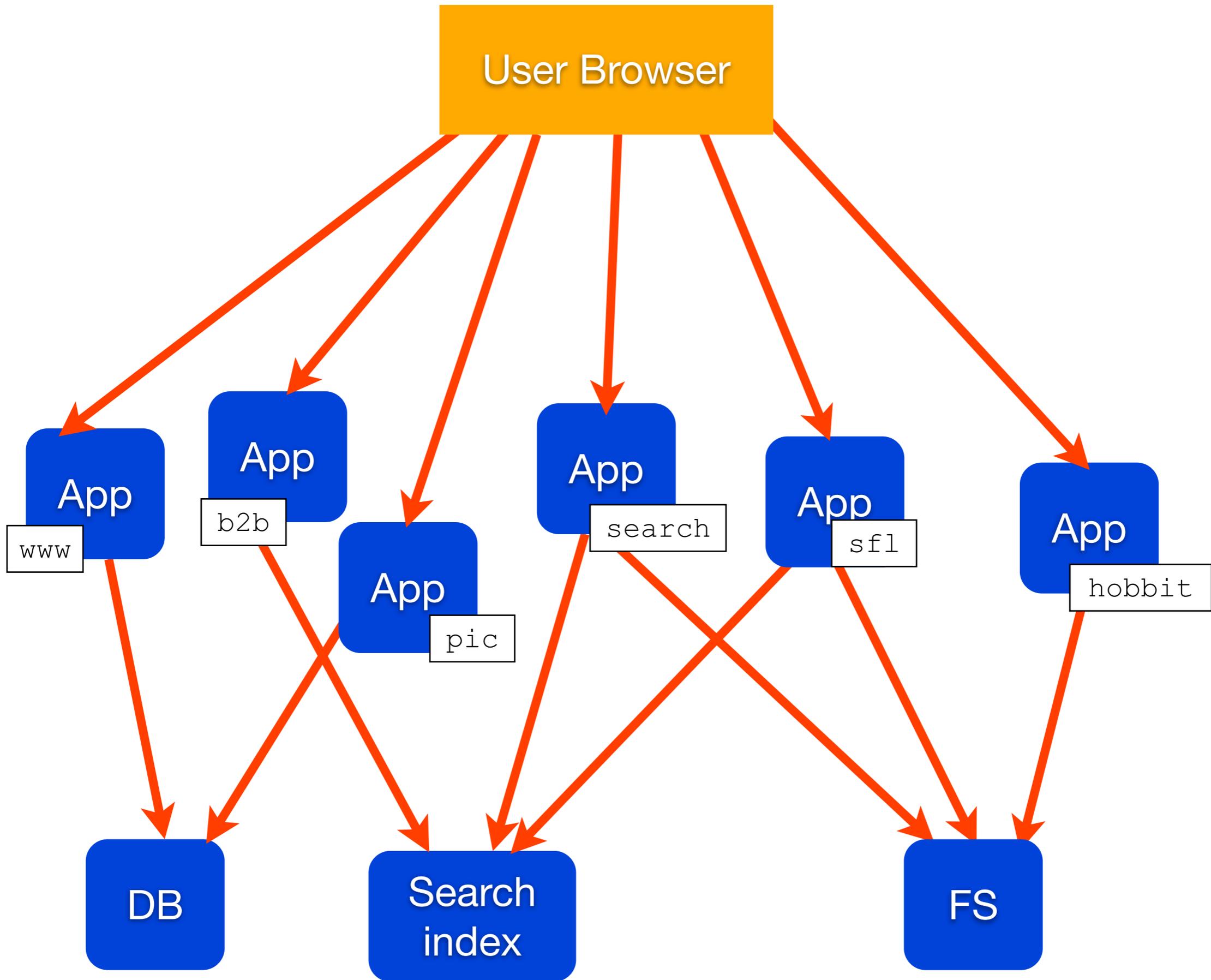
App

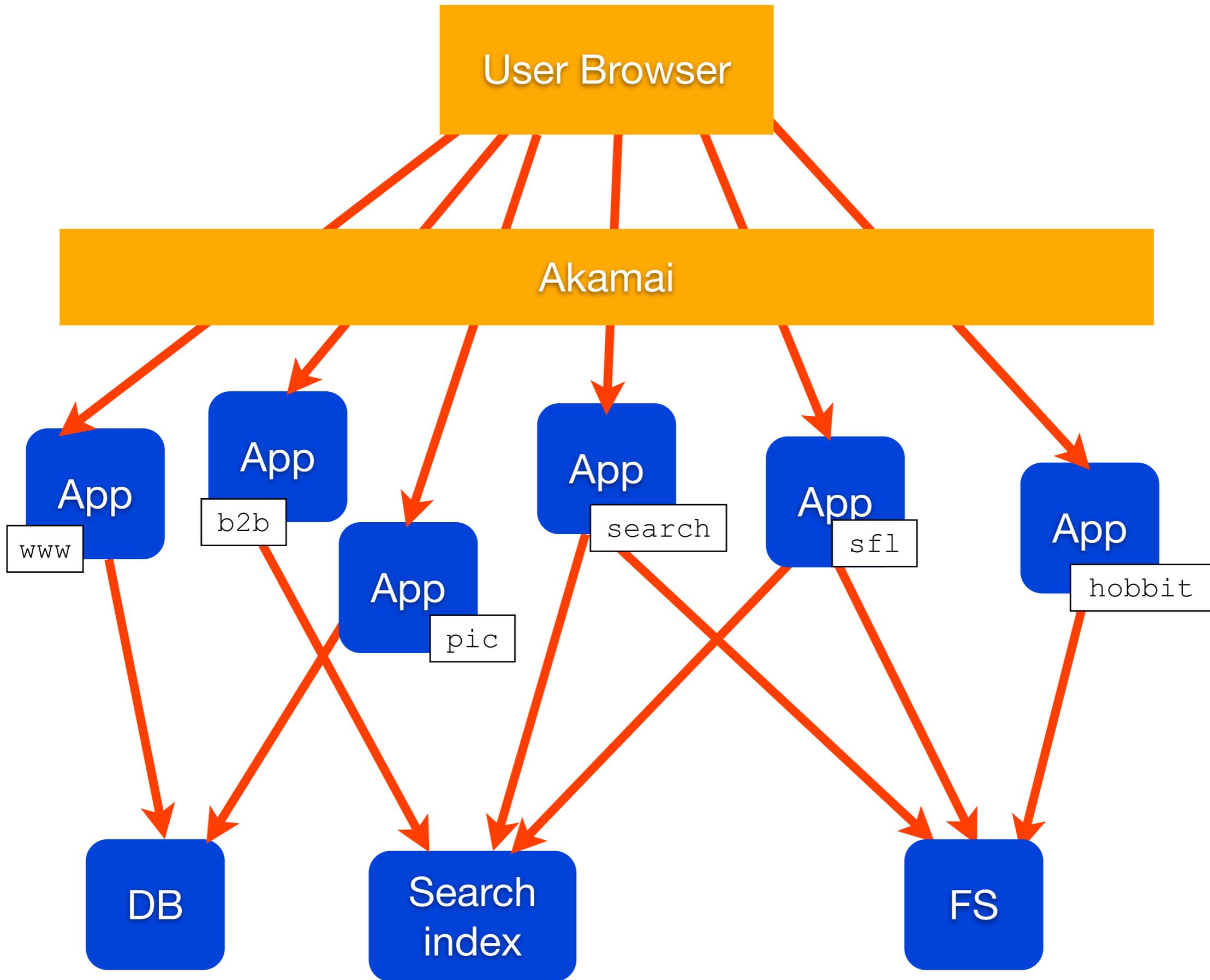
App

App

User Browser







So, there were a few issues...

Silos

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Little Code Re-use

Silos

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Poor Cache Handling

Silos

Messy & Often Failing Deployments

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Little Code Re-use

Poor Cache Handling

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Messy & Often Failing Deployments

So, there were a few issues...

Expensive Caching

Little Code Re-use

Poor Cache Handling

Silos

Messy & Often Failing Deployments

So, there were a few issues...

Expensive Caching

Poor Monitoring

Little Code Re-use

Poor Cache Handling

Platform For The Future?

Our Plan To Move Forwards

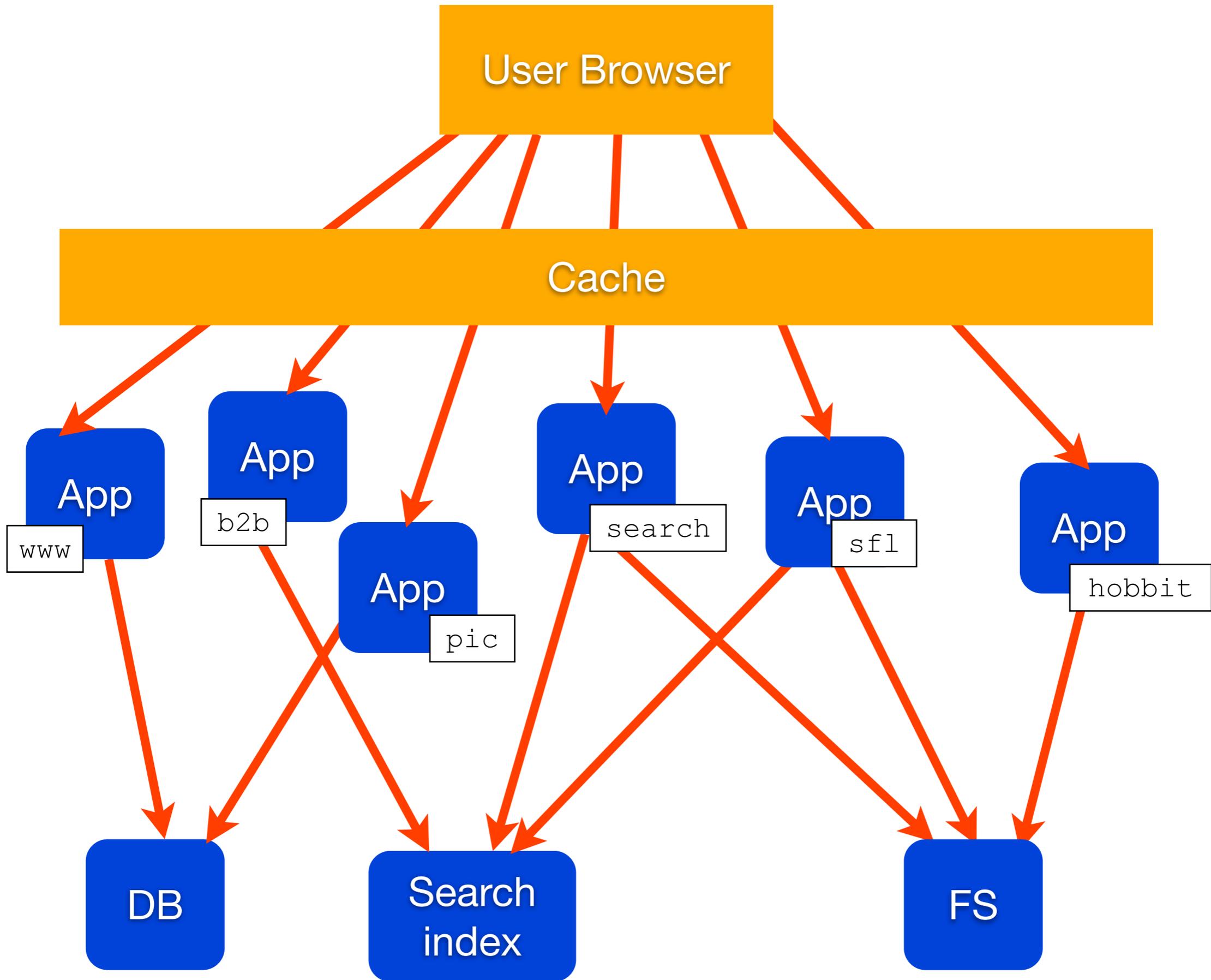
1. One Team, One Codebase

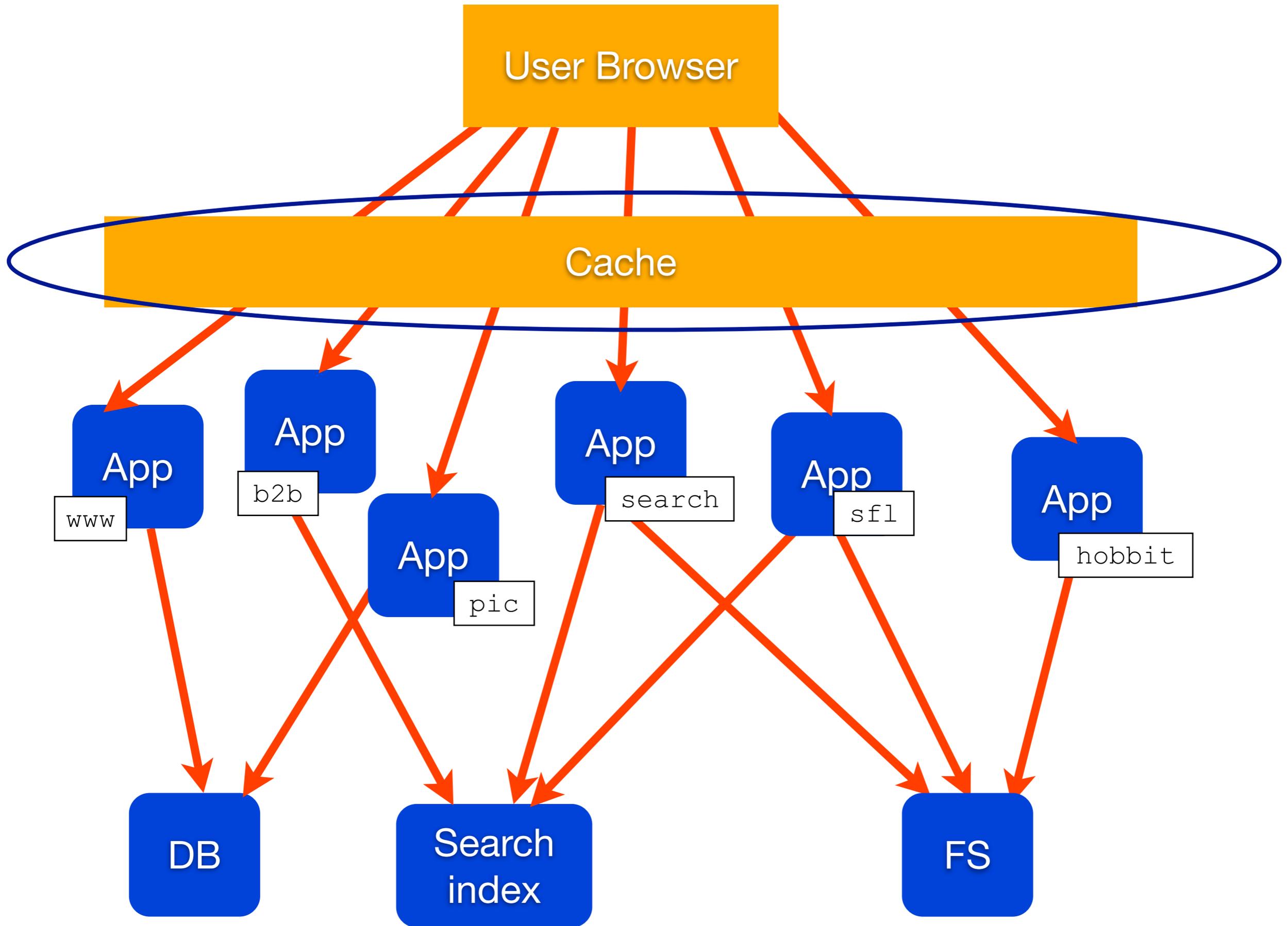
2. Easy To Build, Easy To Deploy

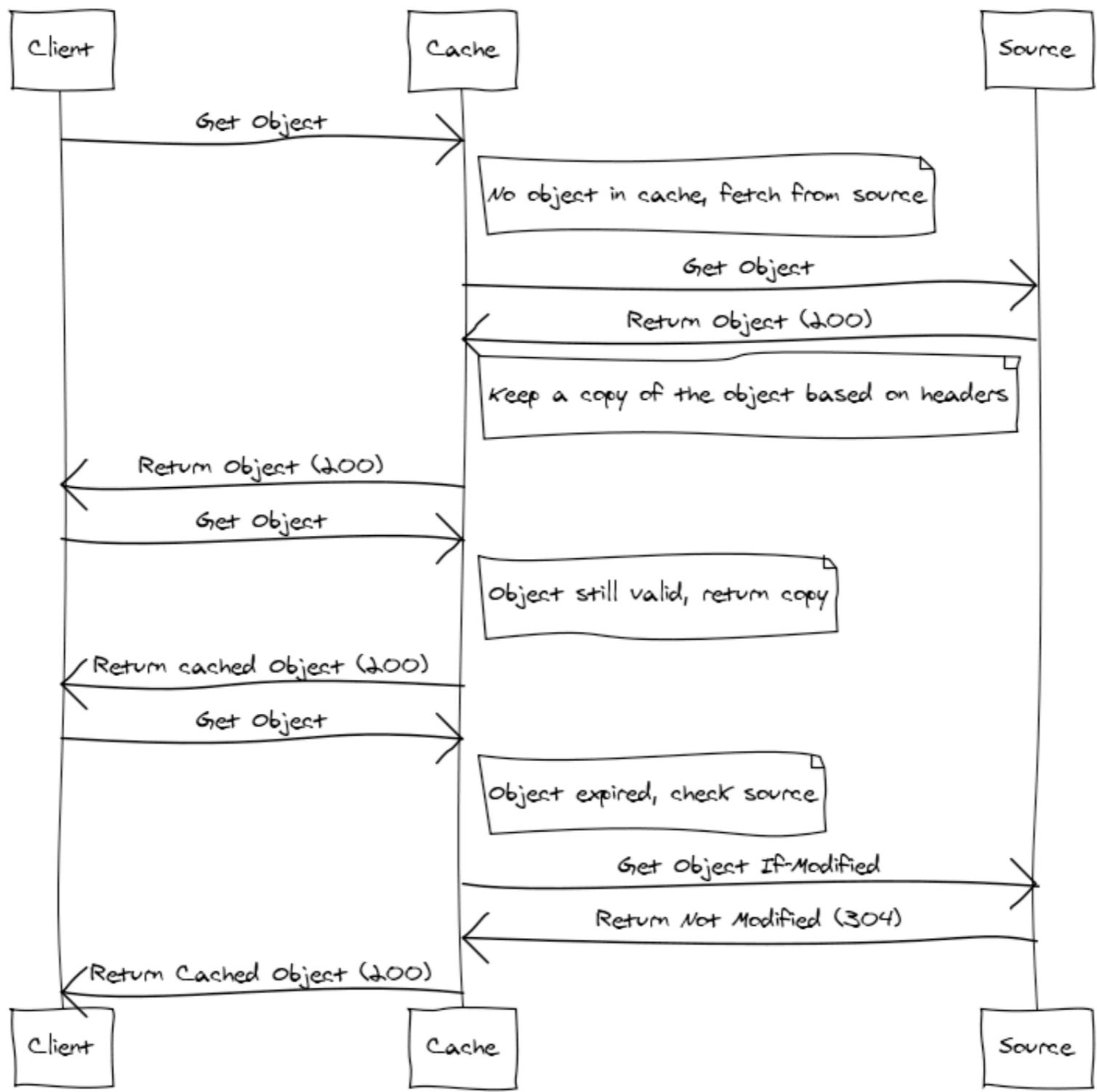
3. Segmentation By Freshness

4. Close Collaboration

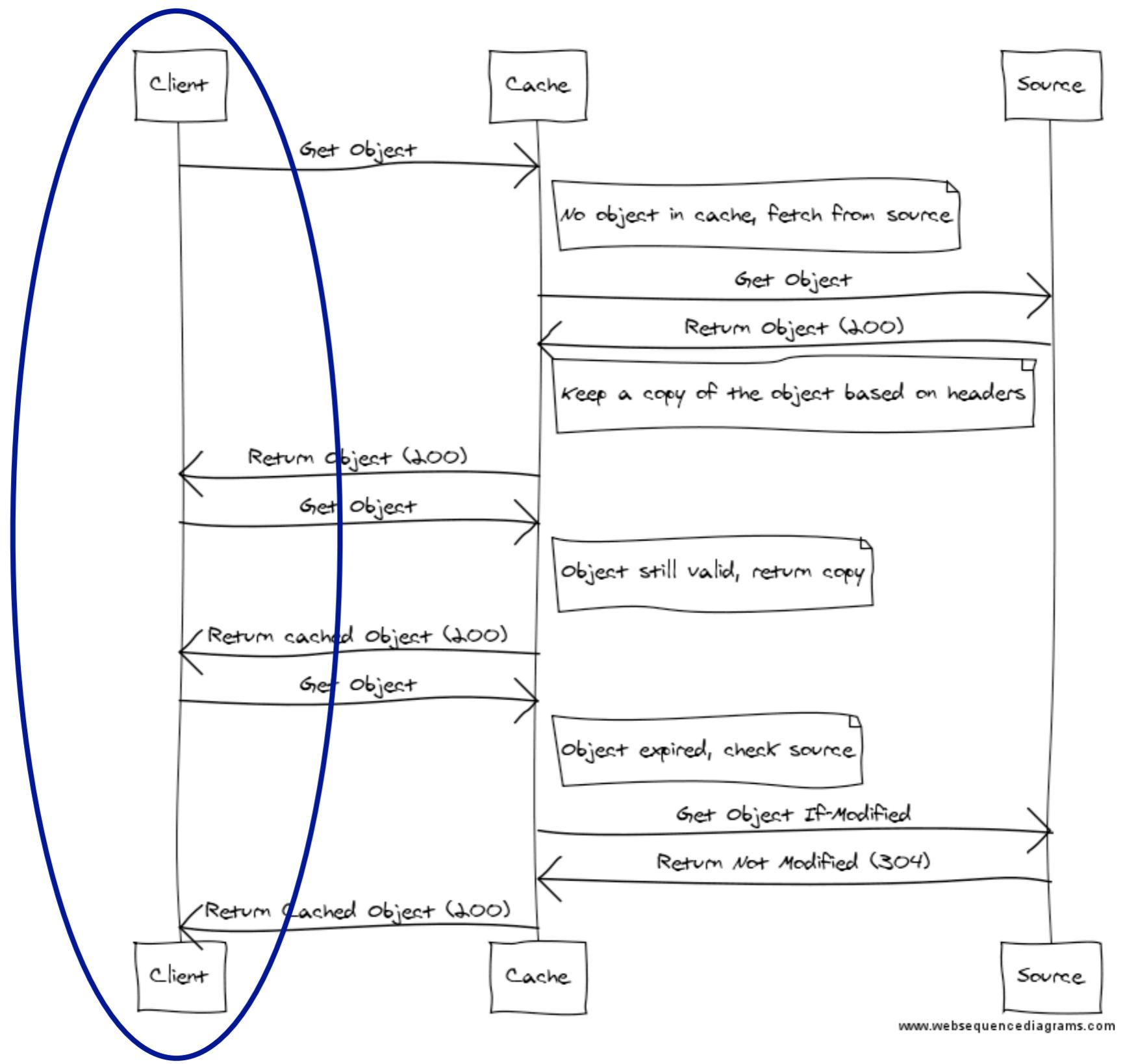
5. New Skills



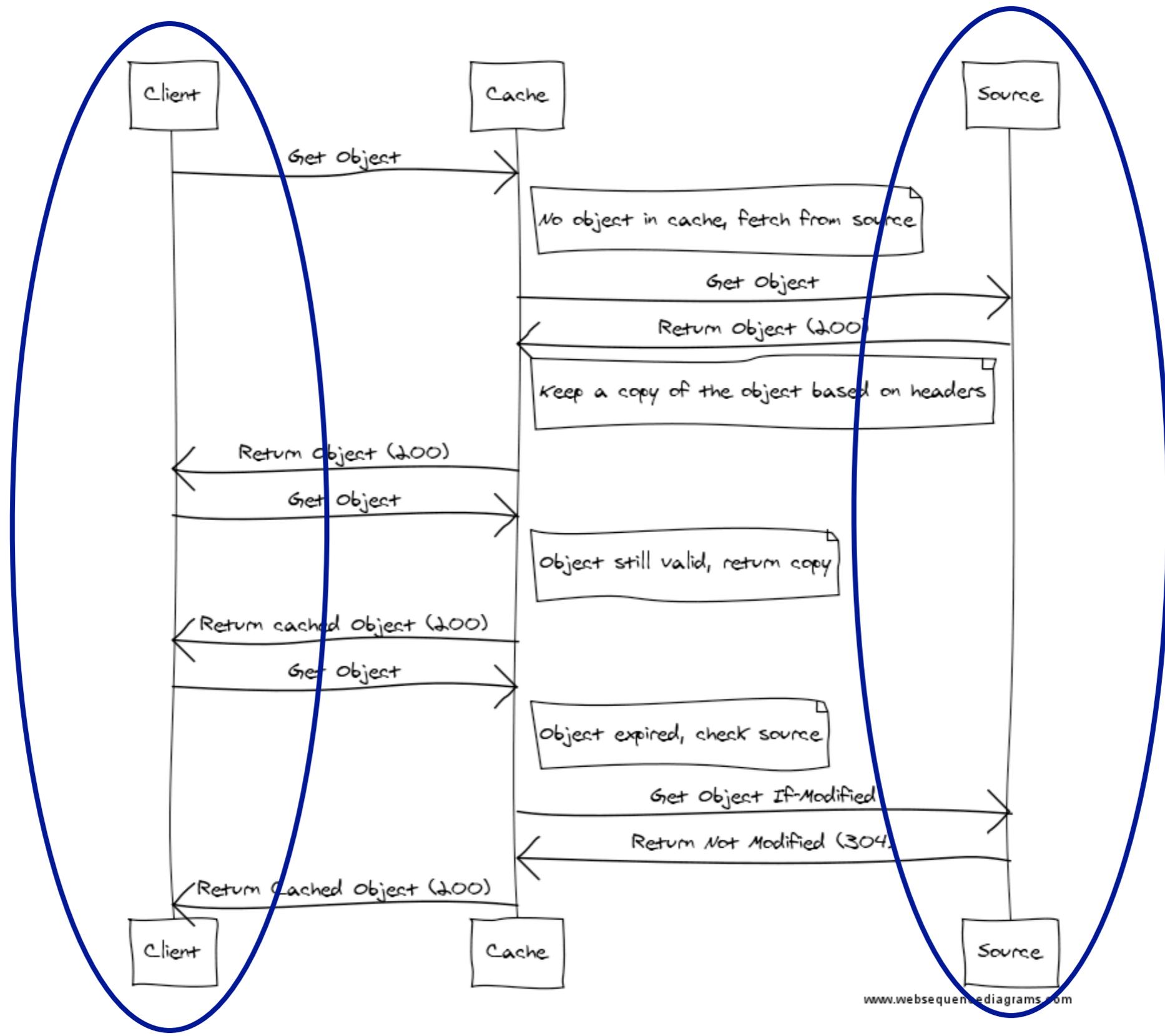




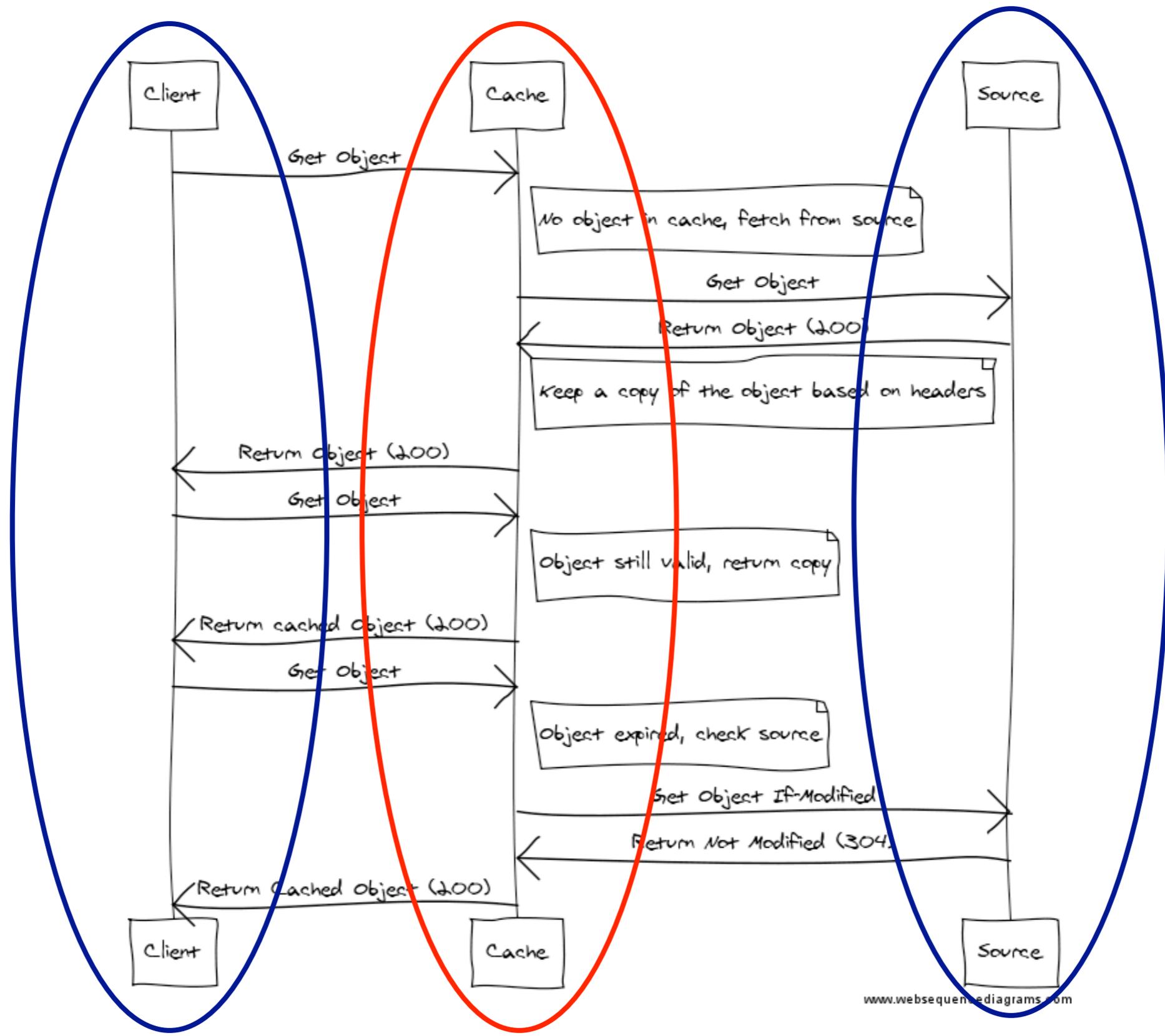
www.websequencediagrams.com



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www.websequencediagrams.com



www.websequencediagrams.com

Using Akamai Badly

All the caching logic in Akamai

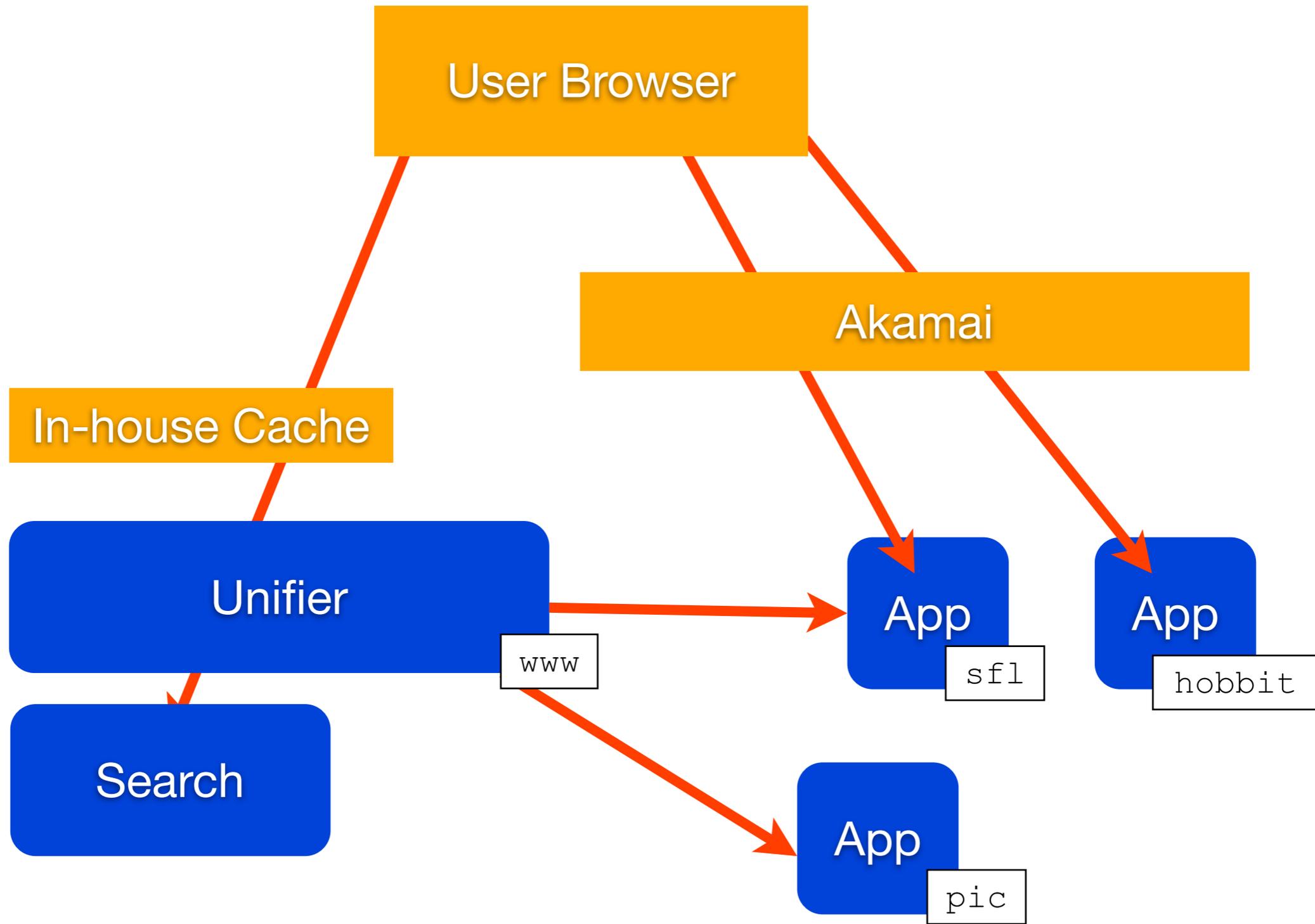
Manual flushing of expired pages

Synchronised deployment

Enter The Strangler



<http://www.flickr.com/photos/aylaujp/1349413806/>



Get The Right Cache

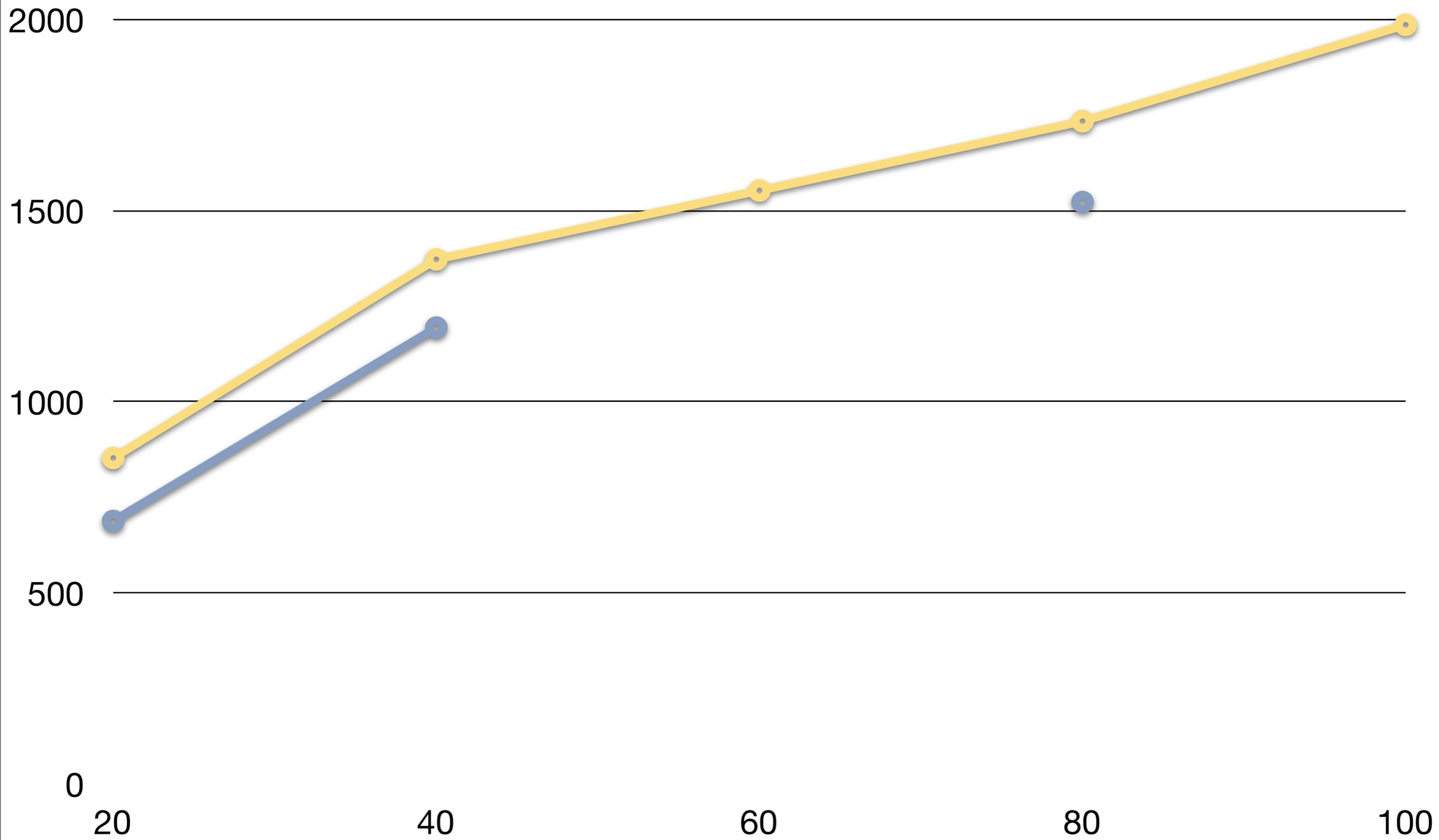
Cache Selection

Known performance requirements

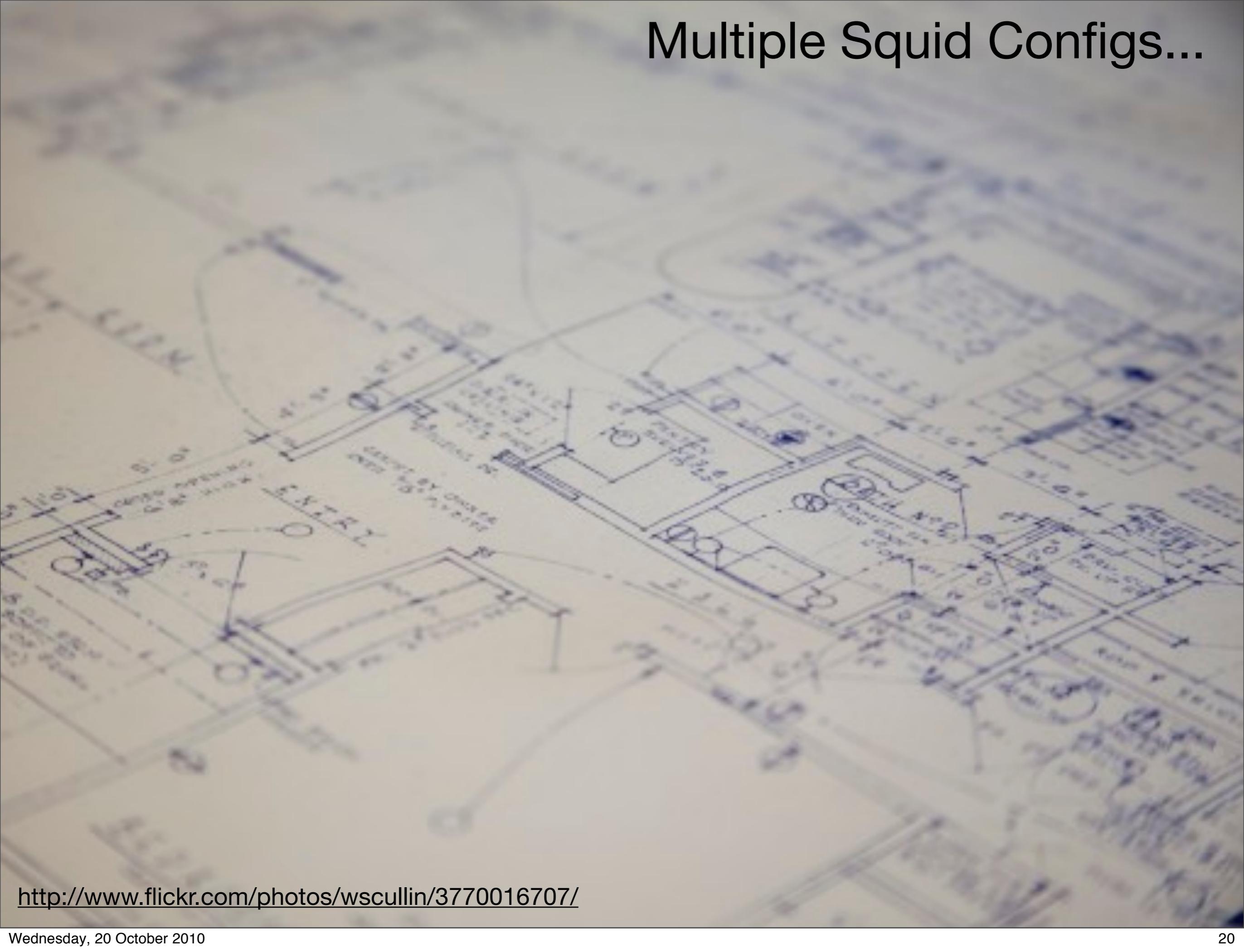
Custom SLAMD load scenario

Commercial Solution Failed

Squid 2.7 STABLE6
Varnish 2.0.4

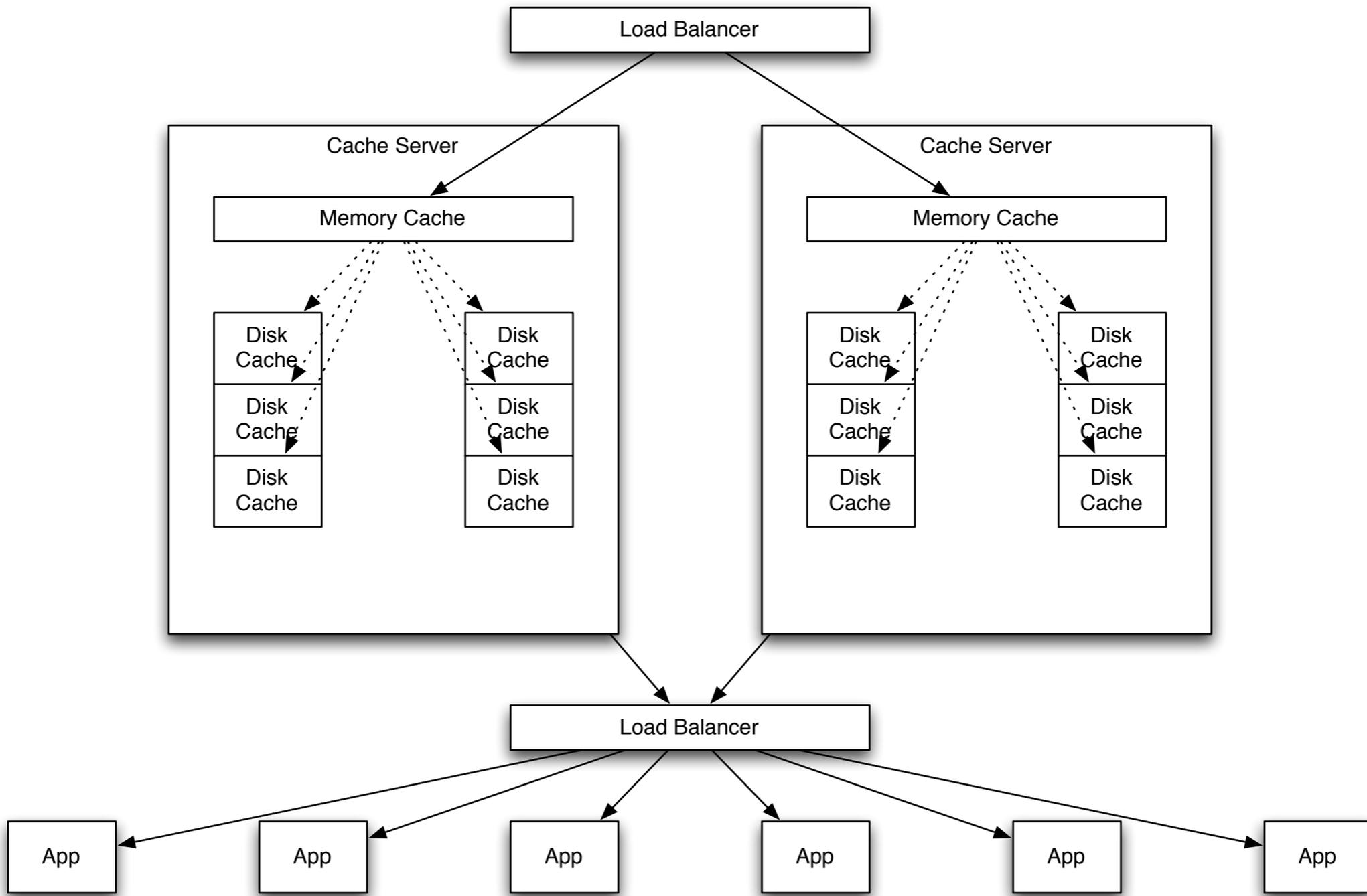


Multiple Squid Configs...

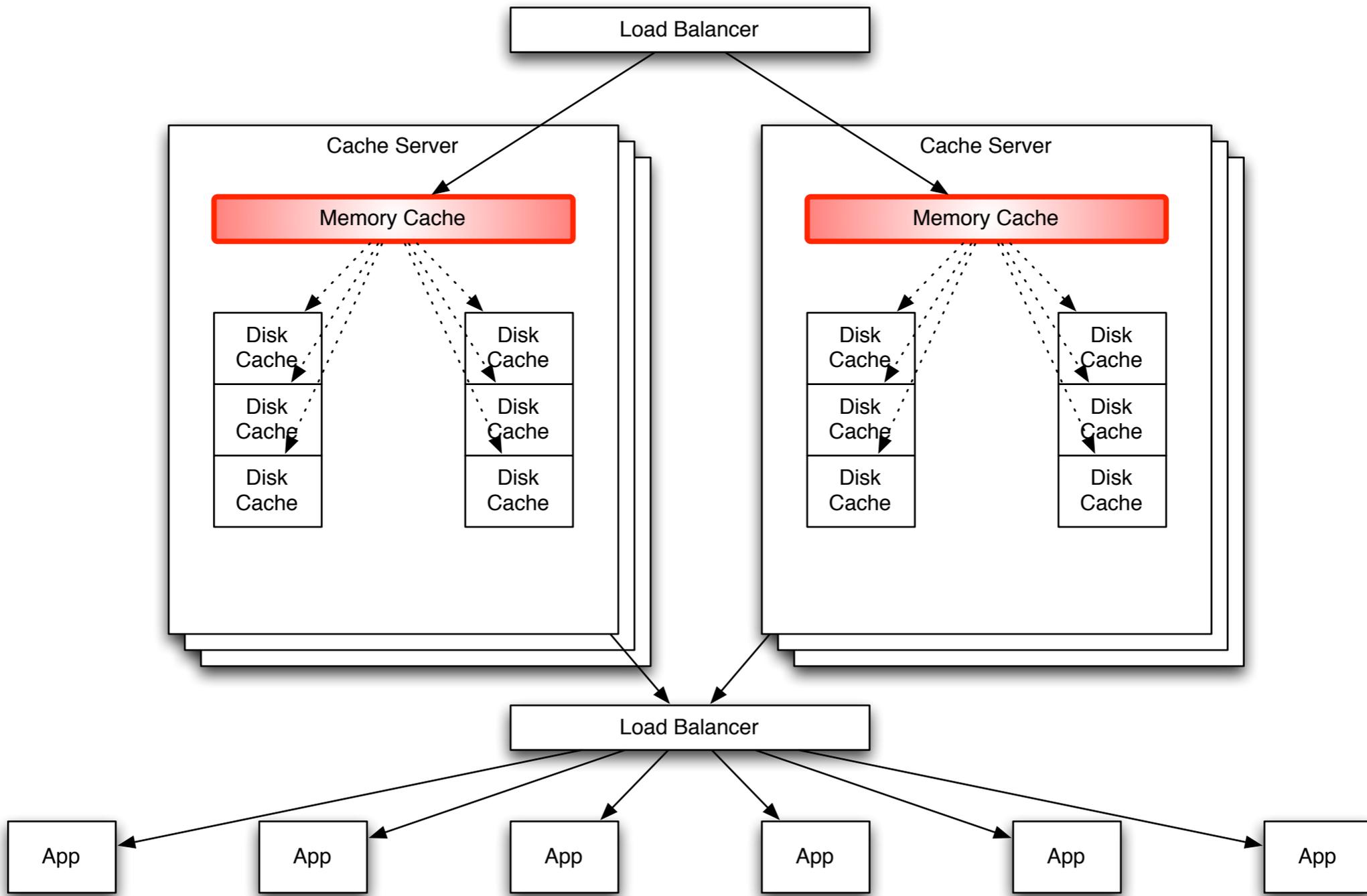


<http://www.flickr.com/photos/wscullin/3770016707/>

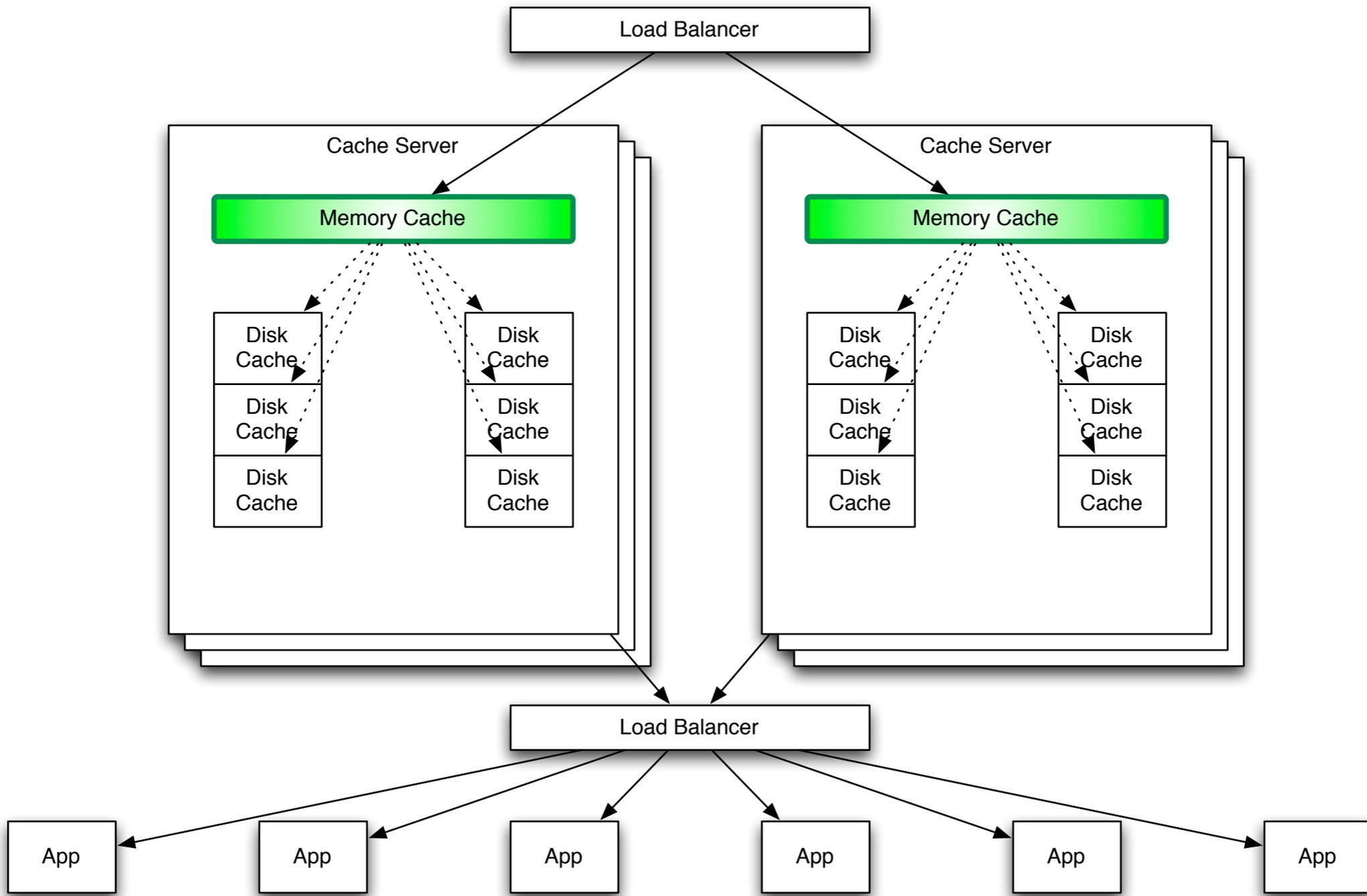
Version 1



Version 2



Version 3





But The Best Laid Plans...

<http://www.flickr.com/photos/cheesy42/4157090921/>

Cache Poisoning

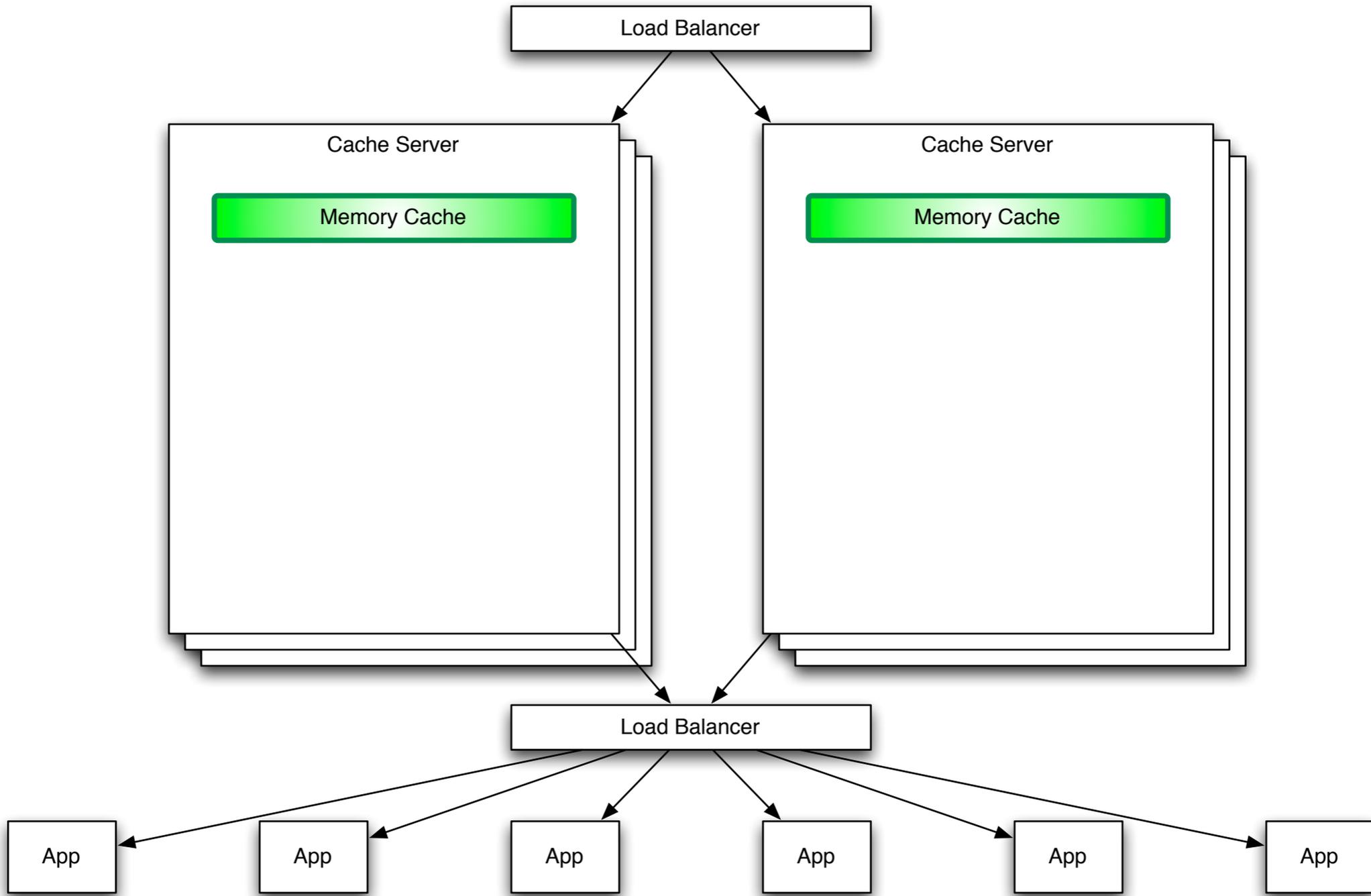


User Agent Screw-up

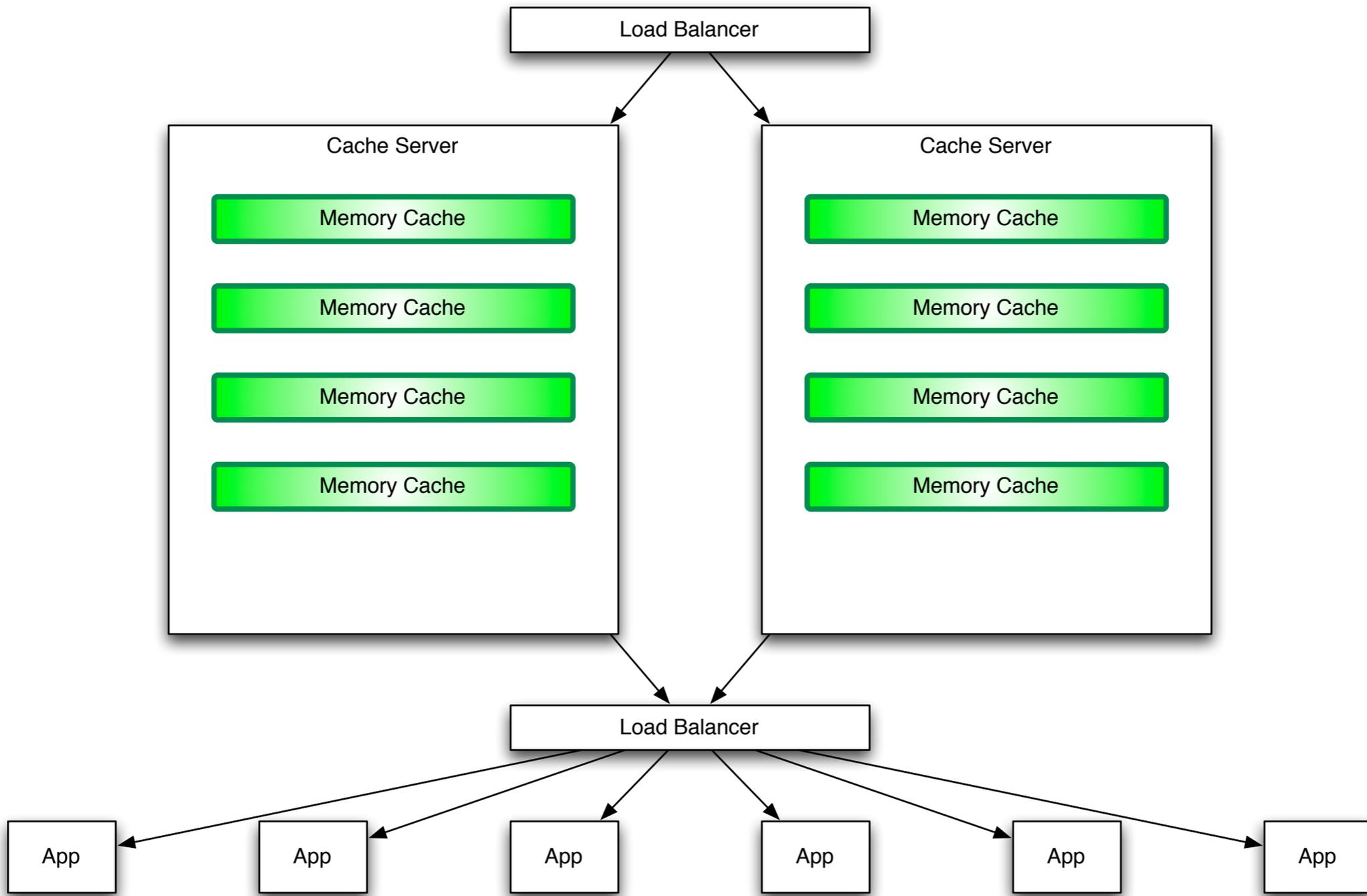


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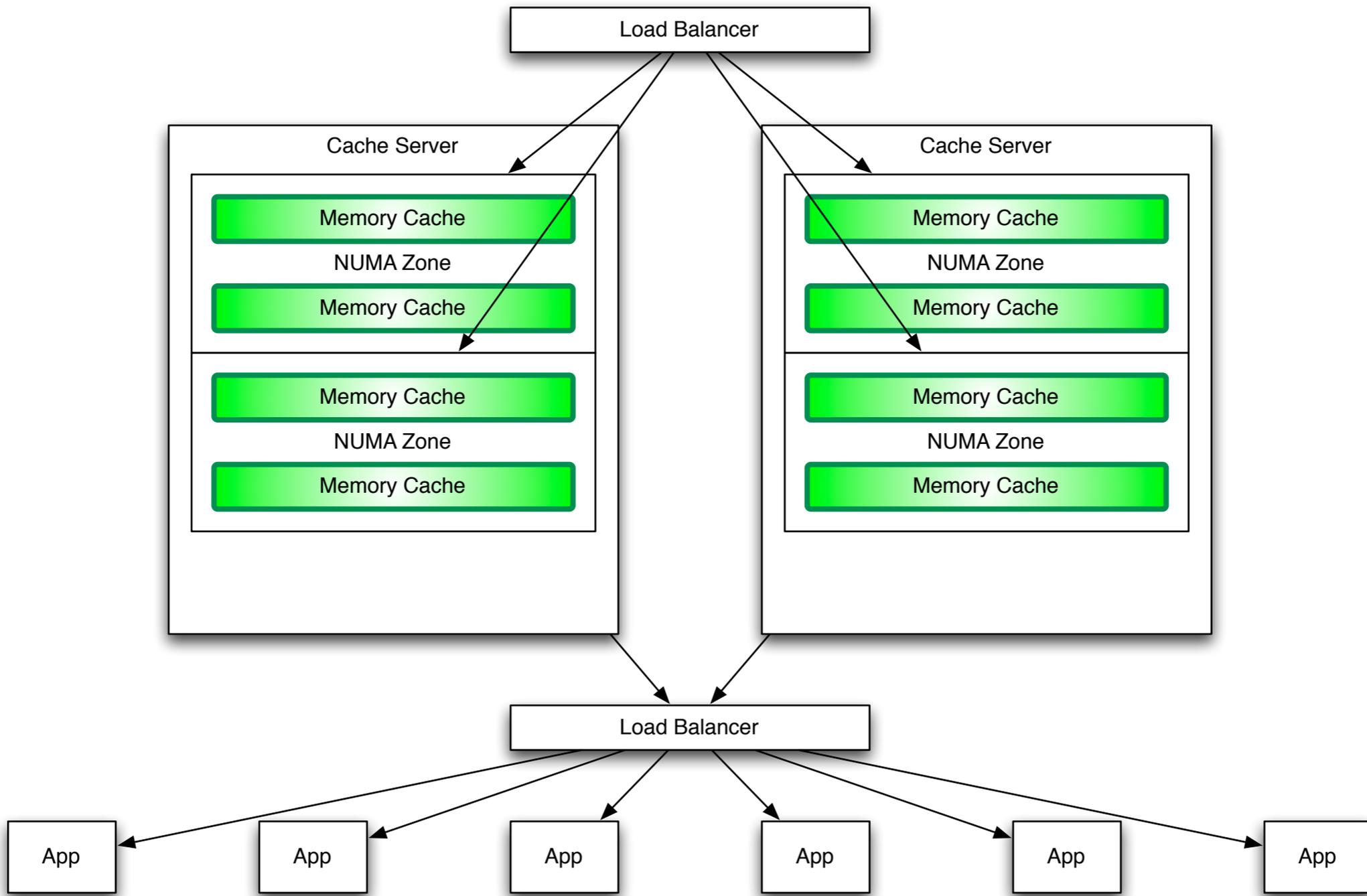
Version 4



Version 5



Version 6



The Result?

Squid Performance

Over a peak hour of 2.8M requests:

3000 HITS/sec

1400 MISSES/sec (proxied)

Corny cash=cache slide

Teams now talk to each other!