The Cache Delusion

Not a Golden Hammer

Hello, I’m Toby!

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You might also know me from:

FRONTASTIC

tideways

Qafoo
passion for software quality

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Why this talk?

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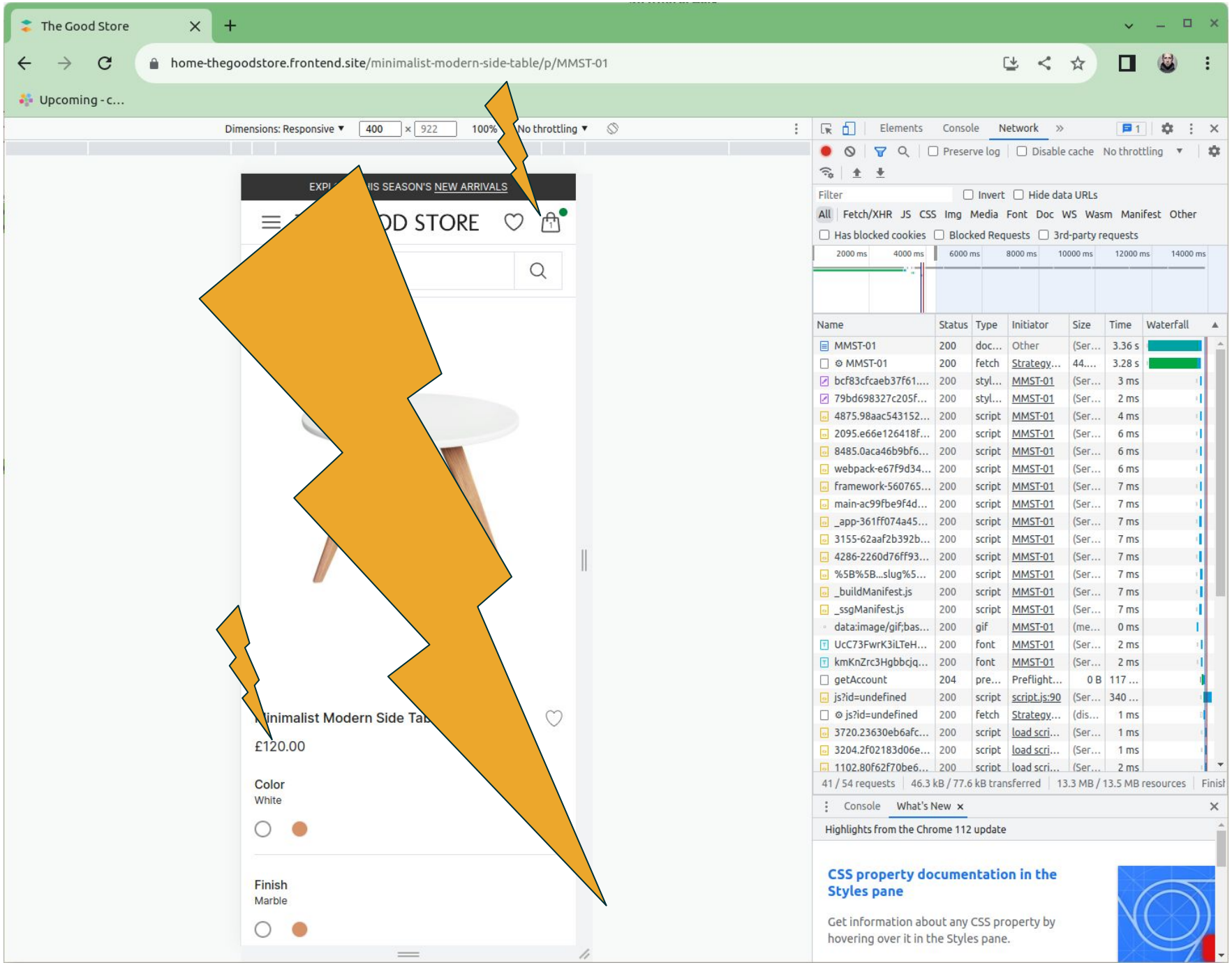
The Good Store
home-thegoodstore.frontend.site/minimalist-modern-side-table/p/MMST-01
Upcoming - c...
Dimensions: Responsive
400
922
100%
No throttling
Elements
Console
Network
Preserve log
Disable cache
No throttling
Filter
Invert
Hide data URLs
All
Fetch/XHR
JS
CSS
Img
Media
Font
Doc
WS
Wasm
Manifest
Other
Has blocked cookies
Blocked Requests
3rd-party requests
2000 ms
4000 ms
6000 ms
8000 ms
10000 ms
12000 ms
14000 ms
Name
Status
Type
Initiator
Size
Time
Waterfall
MMST-01 200 doc... Other (Ser... 3.36 s
MMST-01 200 fetch Strategy... 44.... 3.28 s
bcf83cfcaeb37f61.... 200 styl... MMST-01 (Ser... 3 ms
79bd698327c205f... 200 styl... MMST-01 (Ser... 2 ms
4875.98aac543152... 200 script MMST-01 (Ser... 4 ms
2095.e66e126418f... 200 script MMST-01 (Ser... 6 ms
8485.0aca46b9bf6... 200 script MMST-01 (Ser... 6 ms
webpack-e67f9d34... 200 script MMST-01 (Ser... 6 ms
framework-560765... 200 script MMST-01 (Ser... 7 ms
main-ac99fbe9f4d... 200 script MMST-01 (Ser... 7 ms
_app-361ff074a45... 200 script MMST-01 (Ser... 7 ms
3155-62aaf2b392b... 200 script MMST-01 (Ser... 7 ms
4286-2260d76ff93... 200 script MMST-01 (Ser... 7 ms
%5B%5B...slug%5... 200 script MMST-01 (Ser... 7 ms
_buildManifest.js 200 script MMST-01 (Ser... 7 ms
_ssgManifest.js 200 script MMST-01 (Ser... 7 ms
data:image/gif;bas... 200 gif MMST-01 (me... 0 ms
UcC73FwrK3iLTeH... 200 font MMST-01 (Ser... 2 ms
kmKnZrc3Hgbbcjq... 200 font MMST-01 (Ser... 2 ms
getAccount 204 pre... Preflight... 0 B 117 ...
js?id=undefined 200 script script.js:90 (Ser... 340 ...
js?id=undefined 200 fetch Strategy... (dis... 1 ms
3720.23630eb6afc... 200 script load scri... (Ser... 1 ms
3204.2f02183d06e... 200 script load scri... (Ser... 1 ms
1102.80f62f70be6... 200 script load scri... (Ser... 2 ms
41 / 54 requests
46.3 kB / 77.6 kB transferred
13.3 MB / 13.5 MB resources
Console
What's New
Highlights from the Chrome 112 update
CSS property documentation in the Styles pane
Get information about any CSS property by hovering over it in the Styles pane.
EXPL IS SEASON'S NEW ARRIVALS
OD STORE
inimalist Modern Side Tab
£120.00
Color
White
Finish
Marble

What actually is a cache?

```
function someFunction()
{
    return timeConsumingOperation();
}
```

```
function someFunction()
{
    $result = $cache->get('time-consuming-operation-result');
    if (!$result) {
        $result = timeConsumingOperation();
        $cache->put('time-consuming-operation-result', $result);
    }
    return $result;
}
```

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Variations

- Execute `timeConsumingOperation()` in another process
  - Re-calculation does not happen on the fly
- Implement cache for a larger number of operations in a dedicated layer
  - For example in an event system / pipes & filters
- Various individual adjustments …

Goals of this talk

- Many might know: I try to avoid caching where possible
- This talk should give you some insights into: WHY?
- It also should give you some tools to evaluate
  when and how
  caching can be a solution

Factors of cache design

01 Cache layer level

02 Currentness expectations

03 Cache dimensions

04 Purging / invalidation strategy

05 Examples: Caching gone wrong

06 Lessons to be learned

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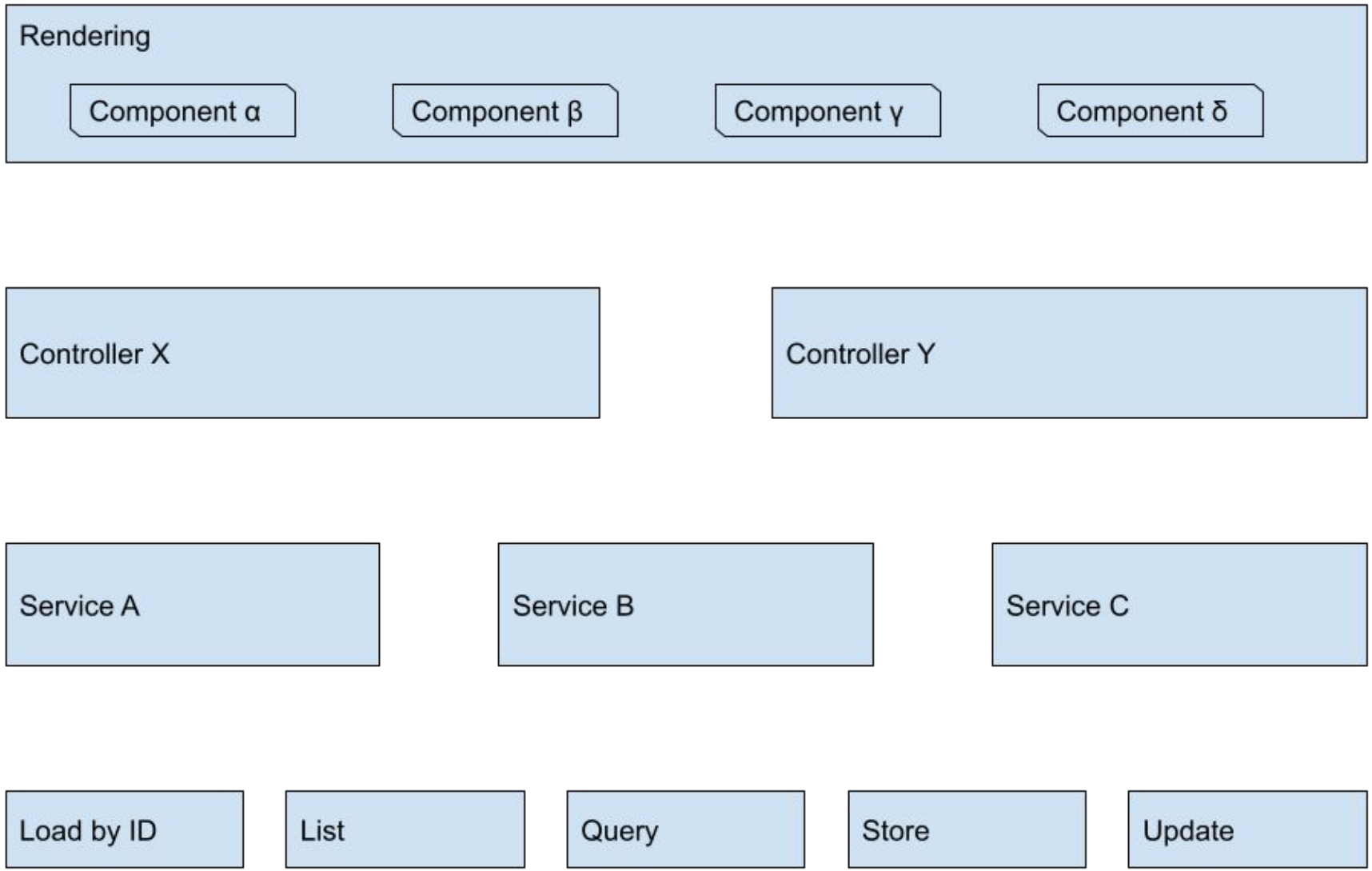
Caching on layers

… or where to put the pitfalls



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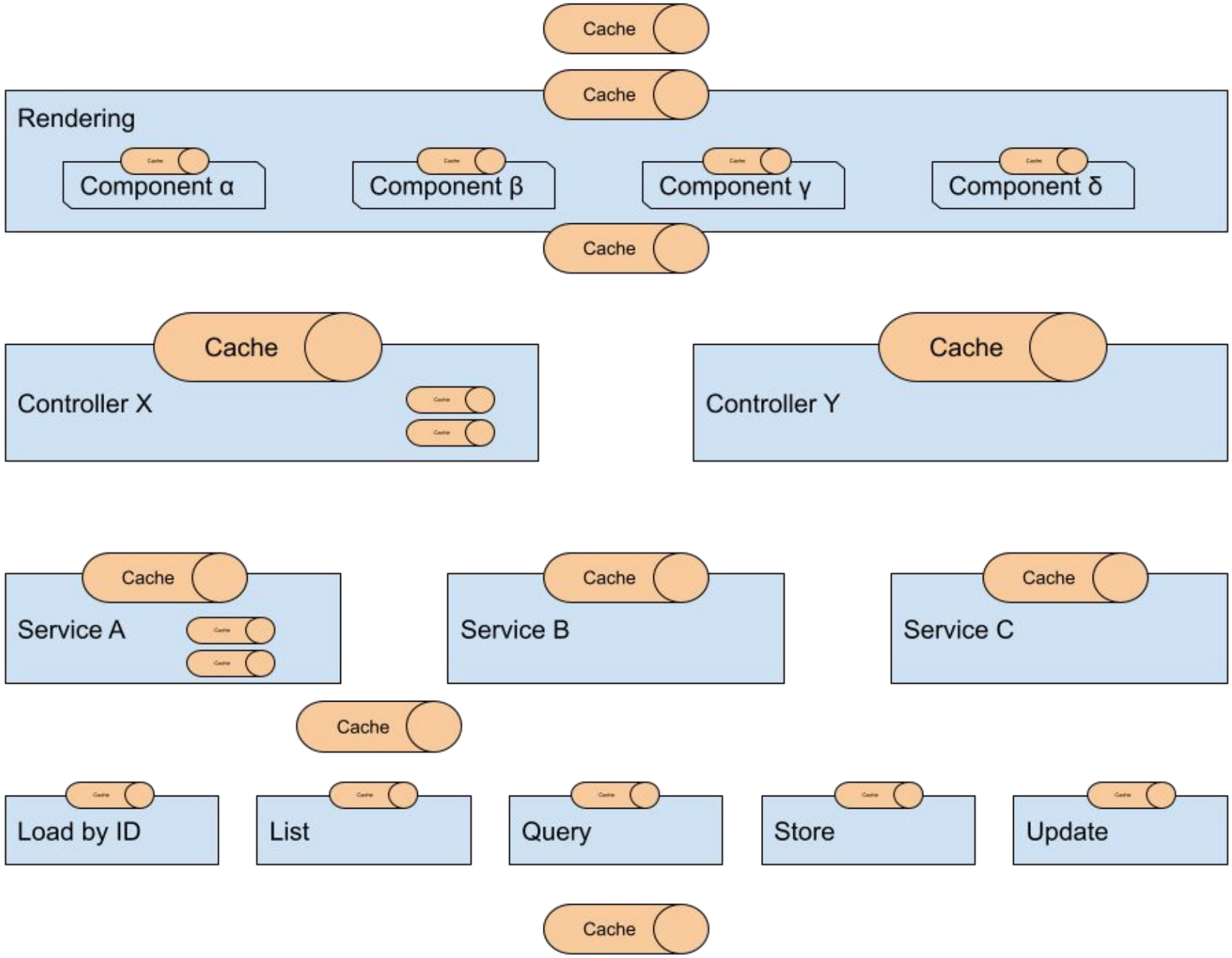

Cache
Cache
Rendering
Component α
Component β
Component γ
Component δ
Cache
Cache
Controller X
Cache
Controller Y
Cache
Service A
Cache
Service B
Cache
Service C
Cache
Load by ID
List
Query
Store
Update
Cache

Select the layer for caching wisely

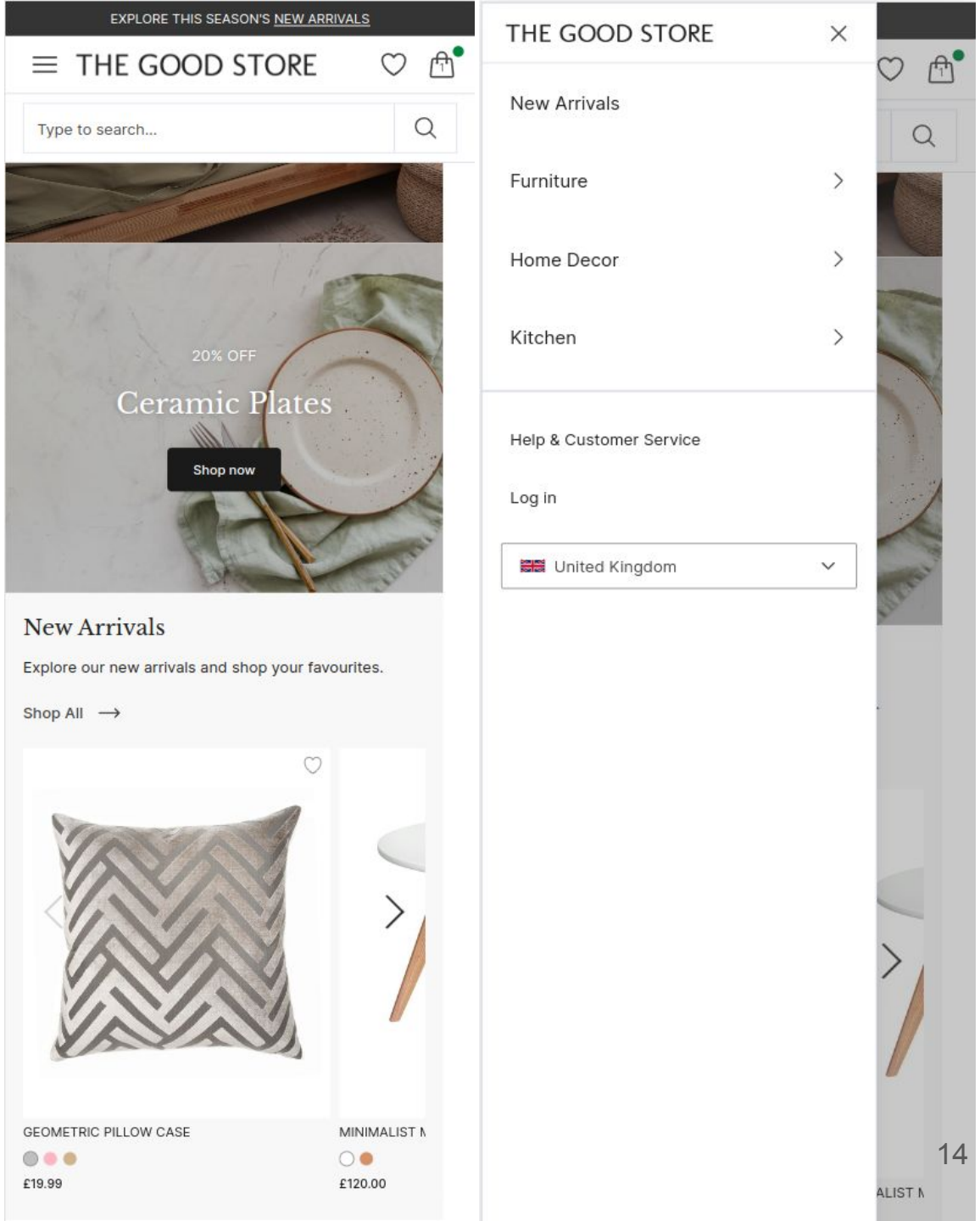
- Choose only a single layer for the cache
- Never implement caches on multi-level!
- If possible: Put the cache outside of the system
  - e.g. full-page frontend caching
  - e.g. HTTP cache in front of a REST API

Currentnes expectations

… or why caching is a business decision

Currentness expectations

- How long would you expect this page can be cached?



Currentness expectations

- Typical cache times by example:
  - 1 day (sitemap)
  - 15 minutes (start page with news articles)
  - 1 second (stock price on trading platform)
- If you cache complex structures: What is the most time-critical part?

Currentness expectations

- Do you accept staleness during re-calculation?
- Do you accept temporary inconsistencies?

Cache dimensions

… or how a cache becomes a system component

What cache size do you need?

- How big is a data item you want to cache?
  - 16 KB single coco product as JSON
  - 250 KB homepage, HTML only
  - 1.9 MB compiled Symfony container as PHP files
- How many items to you need to cache?
  - 75k products in a shop
  - 30k pages in a site (per language)
  - 1 compiled Symfony container per server
- + Meta-Data overhead, index, …

Where & how fast do you need to access your cache?

- CPU L1 cache 0.5 ns
- 1 MB in RAM 250 µs
- 1 MB on SSD 1 ms
- Network roundtrip CA -> NL -> CA 150 ms
- + Processing overhead in your program

Local server!

(1 ms = 1,000 µs = 1,000,000 ns)

- Credits: Latency numbers every programmer should know

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Typical cache storages

- Local hard disk / SSD
- Memcache
- Redis
- *MySQL

Purging / invalidation

… or when complexity kicks in

Invalidation or purging

- 2 typical invalidation strategies:
  - Passive invalidation via TTL (time to live)
  - Active via purge-on-update
- Let’s see the complexity in the upcoming examples

If your cache is too small

- Fast caches are typically small
- Cache purging strategies need to kick in, choose a strategy:
  - FIFO (first in, first out)
  - LRU (least recently used)
  - LFU (least frequently used)
  - Want more? Find here: https://en.wikipedia.org/wiki/Cache_replacement_policies

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Examples: Caching gone wrong

… or how I shot myself in the foot, Toby-edition

Login: The naive full page cache

- Idea:
  - Cache all pages fully for 120 seconds
- Pitfall:
  - Expose logged in user data to next visitor

CMS: Purge when page data changes

- Idea:
  - 1 full page = 1 cache item
  - Endless TTL
  - Purge cache for page when data changes
- Pitfall:
  - Render menu / links dynamically from page structure
  - →purge entire cache on change of every page

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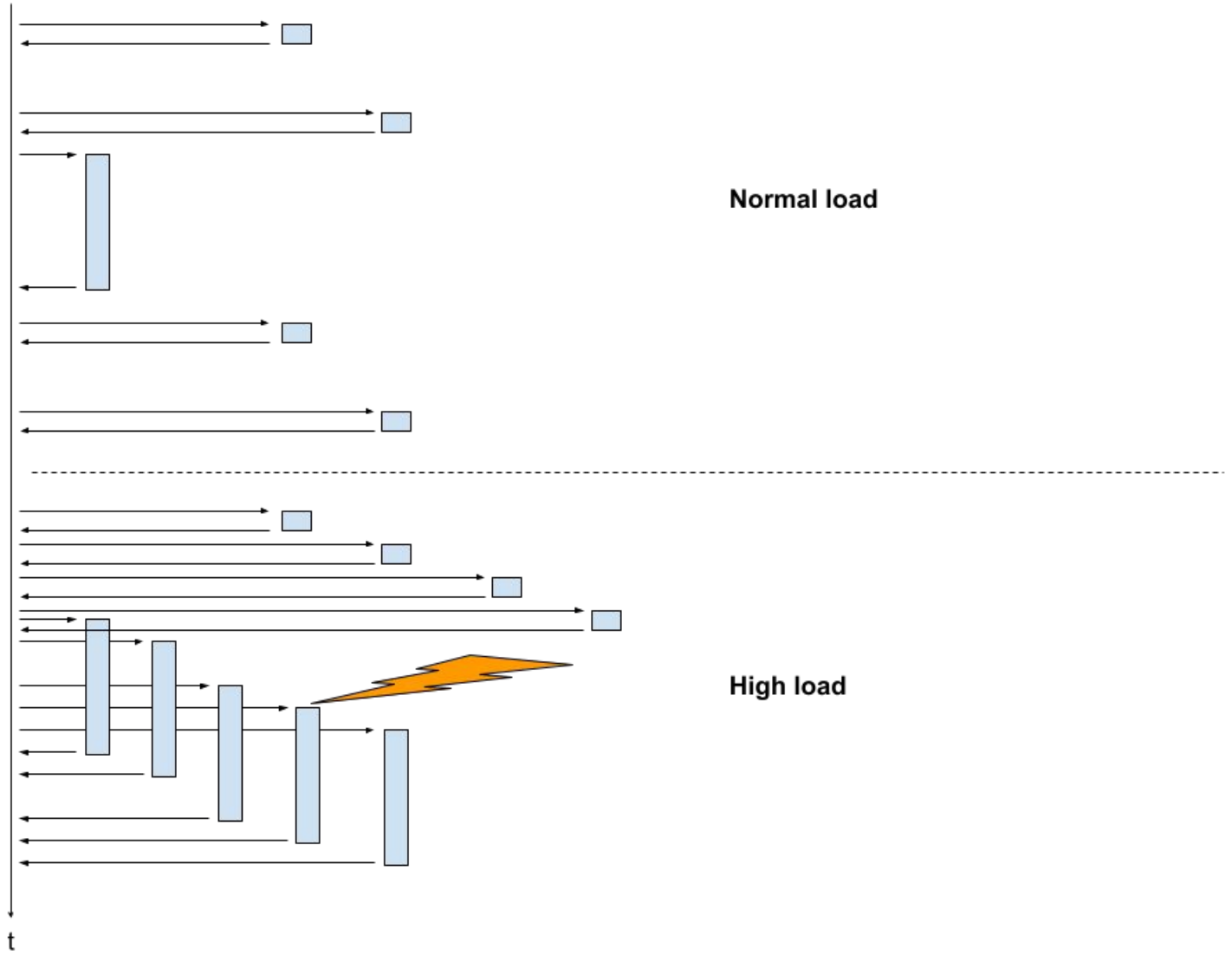
ORM: Cache single entities

- Idea:
  - Build cache into object relational mapping
  - Cache each entity by its ID
- Pitfall:
  - Fetching lists of entities: Needs full fetch + replacement of entities by ID
  - Partially fetched (complex) entities pollute the cache with incomplete data

Under load: Cache stampede



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Dynamic route cache

- Idea:
  - Routes are needed in every request
  - They are compiled from the node tree
  - Node tree changes only on incoming replication
  - →Compile & cache routes on incoming replication only (**local server!**)
- Pitfall:
  - With few instances: likelihood an instance receives replication is high
  - With many instances: instances end up with outdated route cache

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Sitemap rendering

- Idea:
  - Sitemaps are crawled only rarely
  - Generating them takes much time
  - →Run generation nightly on every server and store static files
- Pitfall:
  - Few deployments + load peeks
  - Newly created instances have outdated sitemaps

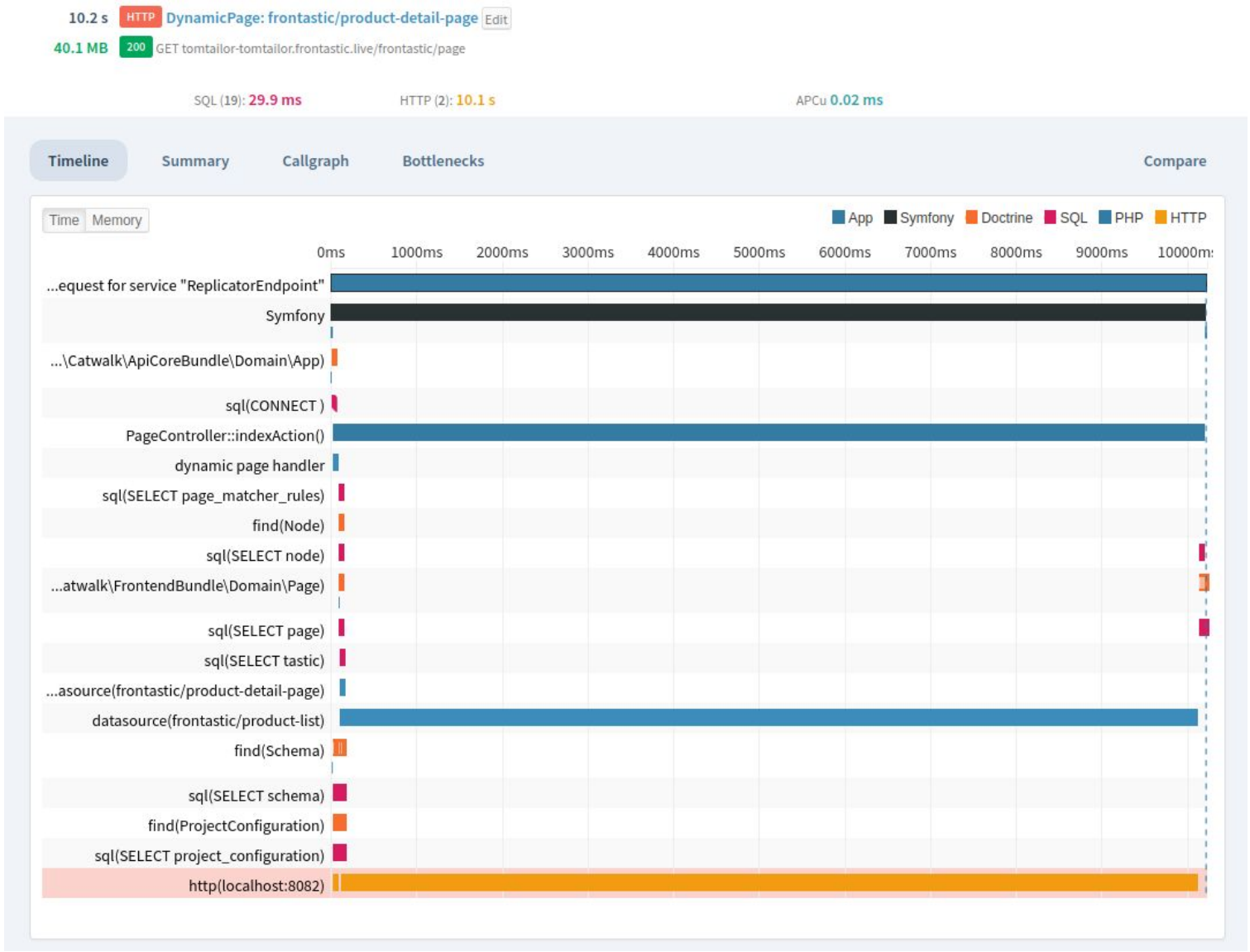
Lessons to be learned

… or how to prevent caching in the first place

What problem do you actually want to solve?

- Slow code execution
- Frequent request scaling
- Large resource consumption
- …

Analyze the cause of the problem!



Try to solve the issue without caching

- Database indexes
- Algorithmic improvements
- Make code asynchronous

If you cannot come around caching …

Design your cache thoughtfully!

- Choose a single layer for caching
- Try to keep the cache outside of the system
- Gather currentness expectations
- Calculate cache dimensions & buy enough RAM
- Create a proper system setup for your cache
- Take measurements to prevent typical issues like cache stampede

Conclusion

There are 3 essential challenges in computer science:

- Caching
- Off-by-one bugs

Questions? Answers!

Get the slides:
https://schlitt.info