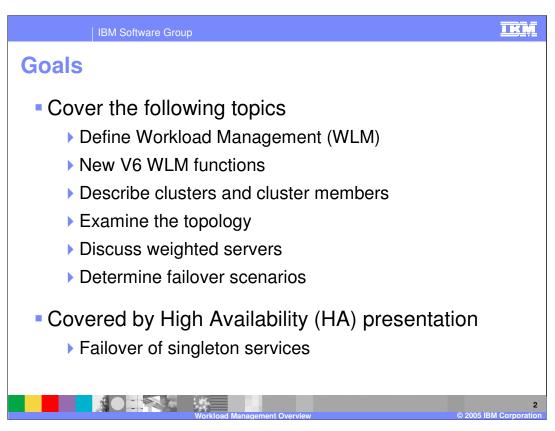
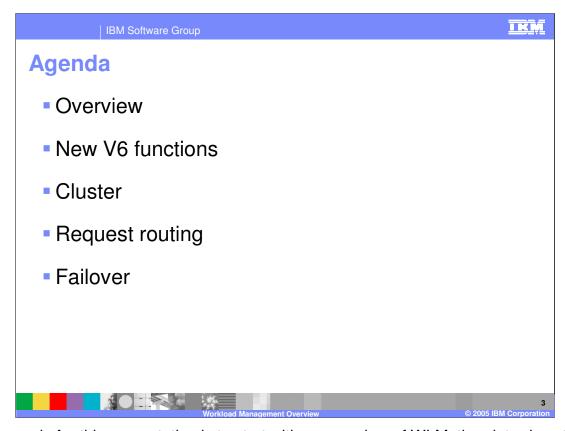


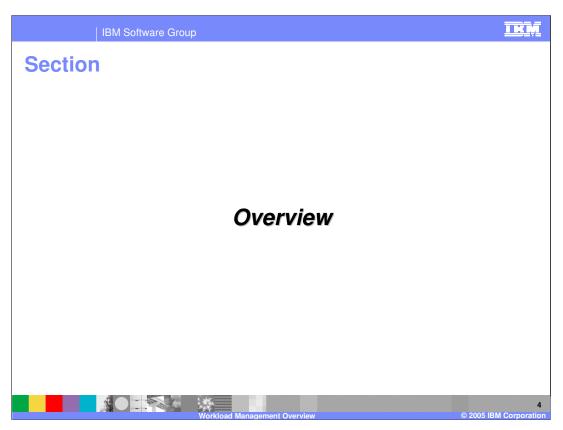
This presentation will provide an overview of Workload Management for WebSphere Application Server V6.



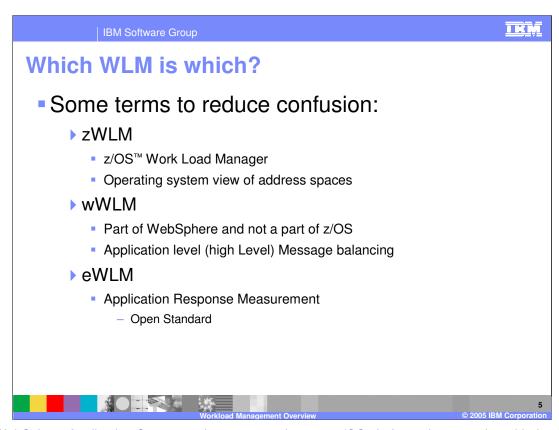
The goal of this presentation is to define and explain Workload Management. Related High Availability information can be found in separate presentations.



The agenda for this presentation is to start with an overview of WLM, then introduce the new features of V6.



This section is the overview.

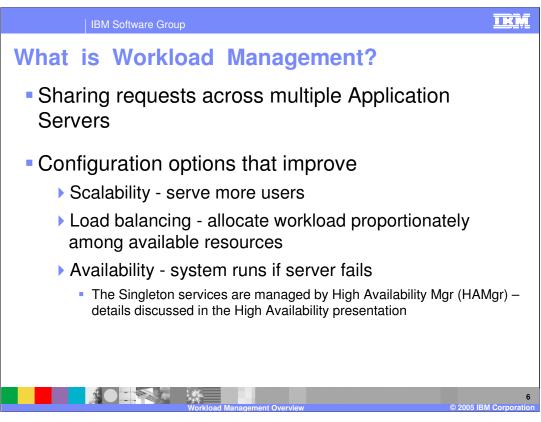


With WebSphere Application Server version 6.0.1 running on a z/OS platform, there are three kinds of Work Load Managers active. These three Work Load Managers cooperate to make WebSphere perform optimally.

Work Load Manager for z/OS, referred to as zWLM in this presentation, is an integral part of the z/OS operating system. zWLM maintains an operating system view of WebSphere and WebSphere applications. The standard parts of z/OS that were present in WebSphere for z/OS version 5 are still used by v 6.0.1. These include zWLM, Resource Recovery Services (RRS), Peer Restart and Recovery (PRR) and Automatic Restart Manager (ARM). Some of these have some restrictions, which are discussed in other areas of this section of IBM Education Assistant. An example of one of these restrictions is that WebSphere High Availability (HA), if selected, prevents the use of PRR and ARM.

The second WLM is the WebSphere Work Load Manager, referred to as wWLM in this presentation, which is an integral part of WebSphere and maintains an Application view of the requests and processing within WebSphere and WebSphere applications. wWLM is a message router used for load balancing in this context. wWLM is the focus of this presentation. This presentation will provide a closer look at wWLM and related functions.

The final form of WLM is enterprise Work Load Manager, referred to as eWLM in this presentation. The core of eWLM is another overloaded abbreviation: Application Response Monitoring (ARM), which is an application programming interface developed by a group of leading technology vendors that can be used to monitor the availability and performance of business transactions within and across diverse applications and systems. An interesting aspect of ARM is that it feeds information back into zWLM in order to provide a wider view of the environment. Finally, ARM is an open standard, the details of which can be viewed at http://www.opengroup.org/tech/management/arm/.

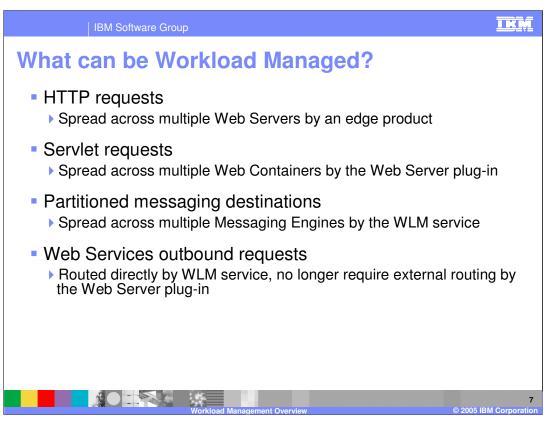


WebSphere workload management optimizes the distribution of client processing requests.

Incoming work requests are distributed to the application servers, enterprise beans, servlets, and other objects that can most effectively process the requests.

Workload management also provides failover when servers are not available, improving application availability.

In the WebSphere Application Server environment, workload management is implemented by using Clusters of application servers.



Several types of requests can be workload managed

HTTP Requests can be shared across multiple HTTP Servers.

This requires a TCP/IP sprayer to distribute the incoming requests. There are both hardware and software products available to spray TCP/IP requests. Network Dispatcher is a software solution that is part of the WebSphere Edge Server. Network Dispatcher applies intelligent load balancing to HTTP requests.

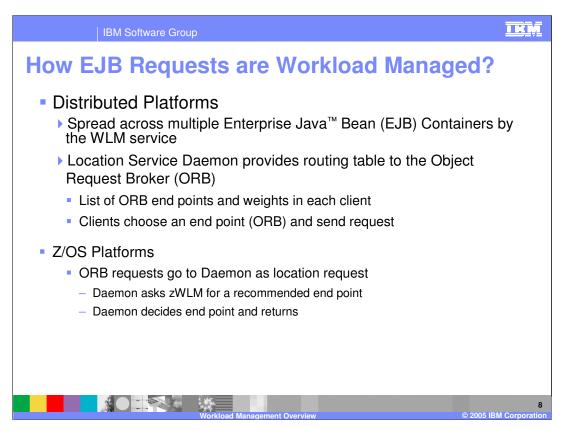
Servlet Requests can be shared across multiple Web Containers.

The WebSphere Plug-in to the HTTP Server distributes Servlet requests.

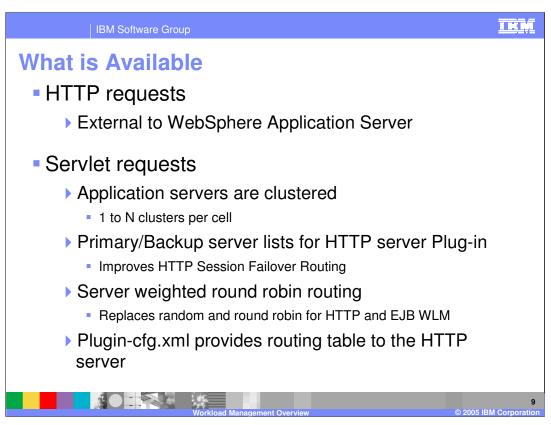
Web Containers can be configured on the same host system or multiple systems.

Partitioned messaging destinations utilize workload management to distribute messaging workload across multiple Messaging Engines.

Web Services outbound requests are now routed directly, and no longer require an external process, such as the Web Server plug-in to act as an intermediary.



Although EJB Requests can be shared across multiple EJB Containers on all platforms, EJB requests are handled differently on distributed and z/OS platforms. On distributed platforms, the Workload Management Plug-in to the Object Request Broker (ORB) distributes EJB requests. EJB requests can come from clients, including Servlets, Java client applications, or another EJB. The clients determine the end points based on the routing information provided by the Location Service Daemon. On z/OS platforms, clients send locate requests to the Daemon and the Daemon, with the advice of zWLM, determines the end point.



As mentioned previously, HTTP Requests are workload managed externally to WebSphere Application servers.

For Servlet requests, you can configure multiple Clusters in a cell and multiple cluster members within a cluster, as logic dictates for a given scenario. The HTTP server plug-in reads a list of servers it can route to from the plugin-cfg.xml file. In the unlikely event that all the servers fail to respond, the plug-in also has a back-up server list to route to.

Each of those servers also has an associated weight, which will be discussed momentarily. The routing option is a weighted round robin.



This section includes the new workload management functions in V6.

IBM Software Group

Unified Clustering Framework

- Common clustering logic across different resources that require clustering
 - ▶ The view and use of clusters is administered in a unified and consistent manner for all protocols (HTTP, EJB, JMS, and others)
- New WLM functions can be implemented once for all protocols
- High Availability
 - Makes WLM routing a highly available service, which makes cluster and routing information always available



This unified view is not limited to application servers. Several kinds of servers can be administrated from the Administrative Console and the administration of servers in a given server type has the same appearance. WebSphere V6.0.1 on distributed and z/OS platforms handle IIOP differently as discussed earlier (EJB Requests).

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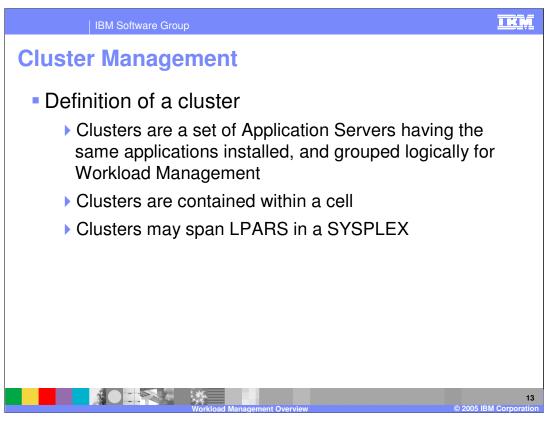
IBM Software Group

Failover of Stateful Session EJBs

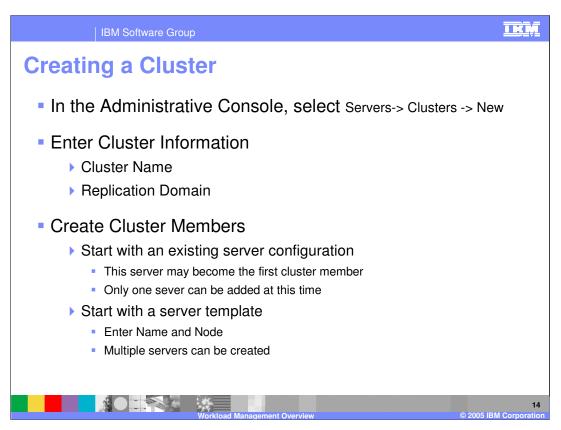
- Uses the Data Replication Service, similar to HTTP session failover
- Can be enabled on a per-Application basis
- WLM will fail beans over to a server that already has a copy of the session data in memory if possible
- Ability to collocate stateful session bean replicas with http session replicas with hot failover
 - J2EE 1.4 spec requires HTTP session state objects to be able to contain local references to EJBs



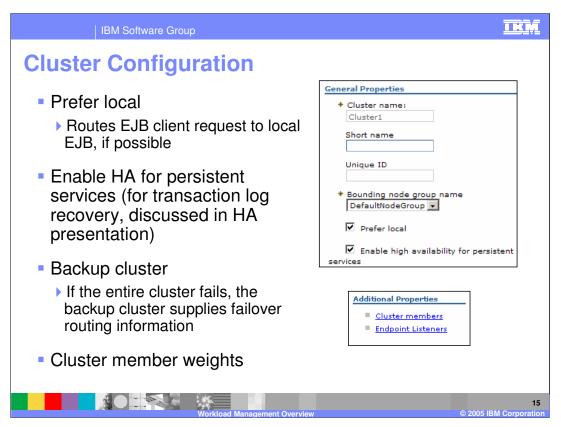
WebSphere Application Server Version 6.0.1 enables you to construct applications with the assumption that your applications using stateful session beans are not limited by unexpected server failures. Version 6.0.1 utilizes the functions of the Data Replication Service (DRS) and Workload Management (WLM) so you can enable stateful session bean failover. Because you might not want to enable failover for every single stateful session bean installed in the EJB container, you can override the EJB container settings at either the application or EJB module level. WLM will failover to a "hot" system that already has the session state and caches that have been DRS enabled.



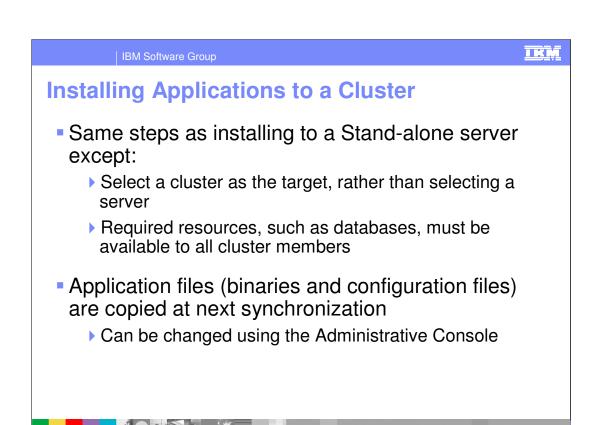
Clusters increase availability when they span multiple LPARS with a SYSPLEX. Several application servers can run on a single system, but there is no requirement that they all be in the same cluster. Clustering is a logical grouping, not a physical one. All members of a cluster are nearly identical 'clones' of a common ancestor.



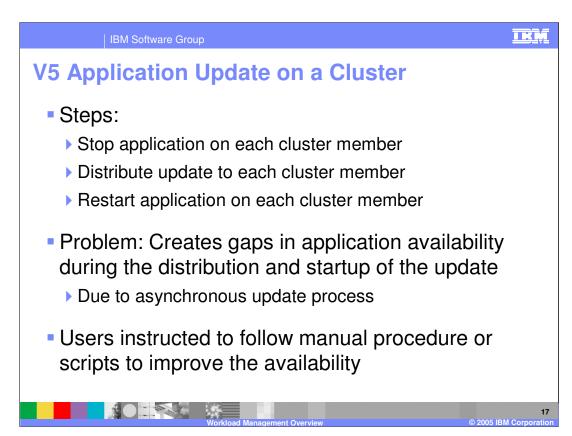
Creating a cluster is a straightforward process. The fist step is to choose a name for the cluster and decide if a replication domain is to be created for this cluster. The next step is to include servers in the new cluster. You can include multiple servers as you create a new cluster, an existing server, or several new servers. If you include an existing server in the cluster and multiple new servers, the new servers will have the same application running on them as the pre-defined one.



Once a cluster has been created, the basic fields for cluster administration are shown here. Here you can change several of the properties of the cluster and alter the cluster membership and endpoint listeners. For example, you can specify the node group that bounds this cluster. All application servers that are members of a cluster must be on nodes that are members of the same node group. The enable high availability for persistent services turns HA on or off. If HA is off, Peer Restart and Recovery must be used for high availability. If HA is turned on, Peer Restart and Recovery must not be used. More about HA can be found in the presentation on High Availability in this section of the IBM Education Assistant. Finally, an endpoint listener receives requests from service requester applications within a specific application server or cluster.



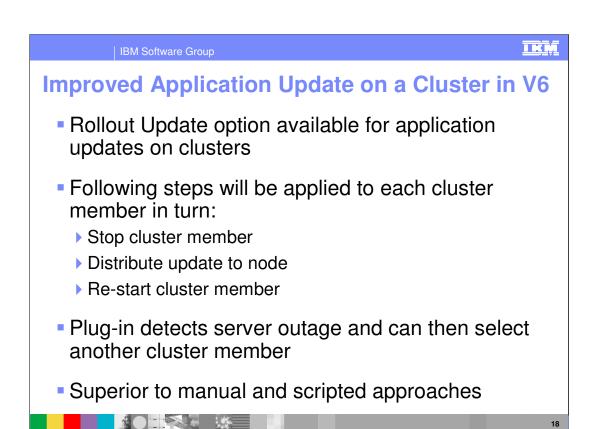
Updating applications in a cluster is done in the same manner as updating applications in a stand-alone server.



In version 5, users were instructed to follow manual or scripted procedures to ensure availability during application update. The procedure varied slightly between Distributed and z/OS® platforms, but followed a similar pattern consisting of:

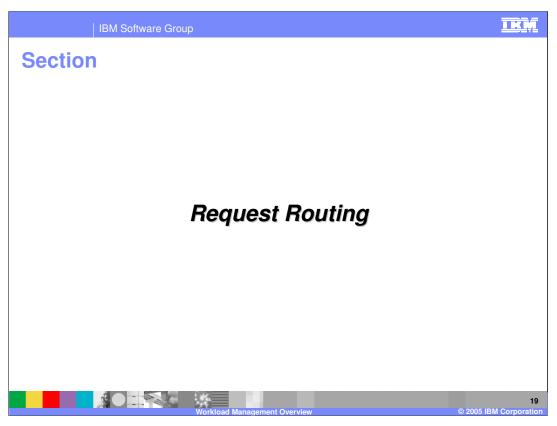
- 1. Route work away from cluster member
- 2. Stop application
- 3. Distribute update to node
- 4. Re-start application
- 5. Resume routing work to cluster member

To increase availability, it is necessary to write wsadmin scripts.

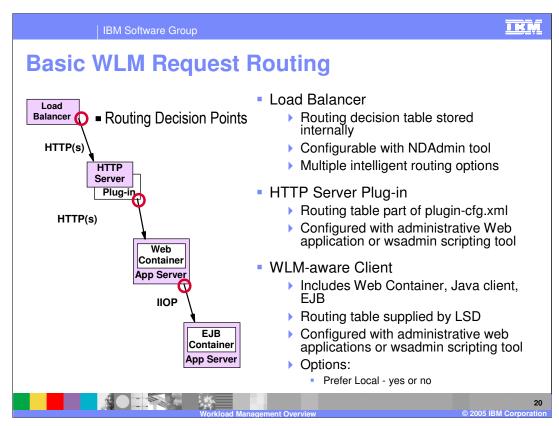


If a modified application or module is deployed on a cluster, roll out the changes to all cluster members of the cluster on which the application or module is deployed. Click Rollout Update on the Enterprise Applications page to propagate the modified application to all members of the cluster on which the application or module is deployed. Rollout Update sequentially updates the configuration on the nodes that contain cluster members performing the sequence described on this slide.

Tip: At the end of the *Installing* messages displayed by the console during application or module installation, click Manage Applications to go to the <u>Enterprise Applications page</u>. Do not save changes to your configuration until after you roll out the changes.



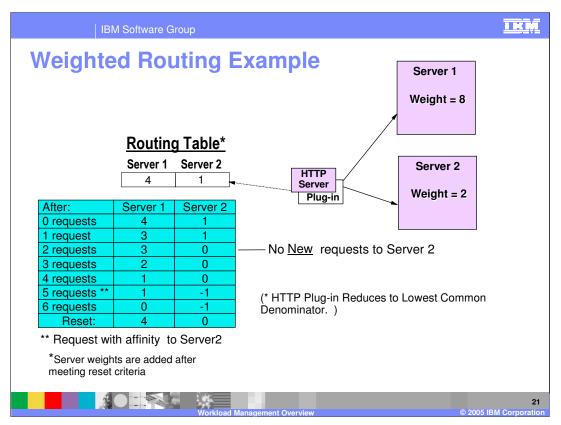
This section describes request routing.



This section addresses the scenario where everything works as planned. Failover situations will be addressed later.

The Load Balancer is an IP sprayer that makes intelligent load balancing decisions. Using the NDAdmin tool, you can set it up to route to your HTTP servers based on Round Robin, Statistical Round Robin, Best, Custom Advisor, or Content Based Routing.

Once the request arrives at an HTTP server, the routing is Weighted Round Robin. The only configuration option is how much weight to assign each server. The routing information, the list of available servers and their weights, is ultimately stored by the Deployment Manager. This configuration is used to create the plugin-cfg.xml file for the HTTP server plug-in.



When the HTTP Server plug-in is generated, servlet request routing weights are written into the plugin-cfg.xml file, which the HTTP server will reload at configurable intervals.

When a client requests an IOR for an EJB, the Location Service Daemon returns the IOR and a copy of the routing table. The client uses two in-memory copies of the table, one static and one dynamic. The static copy is used only to cache a local copy of the weights.

When the HTTP Server plug-in is generated, servlet request routing weights are written into the plugin-cfg.xml file, which the HTTP server will reload at configurable intervals.

There is a distinct Routing Table for each cluster.

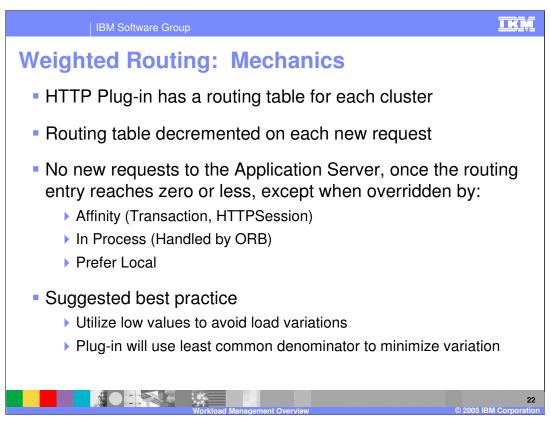
The table illustrated here has two entries, Server 1 and Server 2. The initial values are 4 and 1 (the Least Common Denominator is calculated). The first request is sent to Server 1, and the counter for Server 1 will be decremented by one. The next request will be routed to Server 2, and the count for server 2 will be decremented.

Routing is Round Robin for all servers with non-zero table values.

Requests with affinity are used to decrement the table. As you can see this can cause a server to go "negative",

When all servers have a zero or lower value, the weights are added to the values in the table.

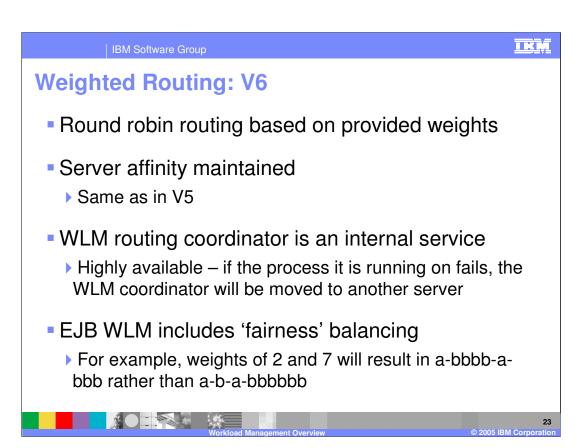
This assures a more even distribution since requests with affinity are part of the calculation.



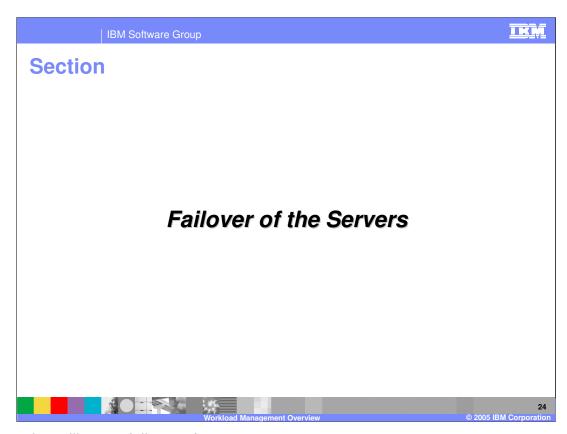
One thing to emphasize is that only new requests are subject to the weighted routing. Requests that have sessions already in progress will be sent to the server that started the session. Either session Affinity or transaction affinity will override the routing.

There are actually two tables passed when Prefer Local is set. Only the 'Local' table is used, unless all the servers in the Local table have failed. At that point, the other table comes into play.

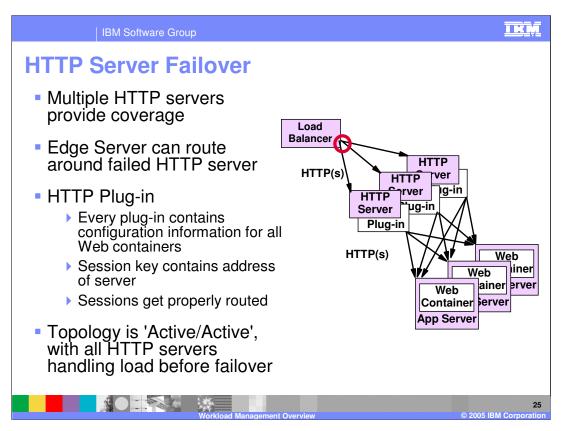
Since the difference between the values in the tables is handled sequentially, it is a good idea to use small numbers for the weights.



Here is a summary of the Weighted Round robin found in WebSphere v 6.0.1. Remember that EJB routing in z/OS is determined by the Daemon.



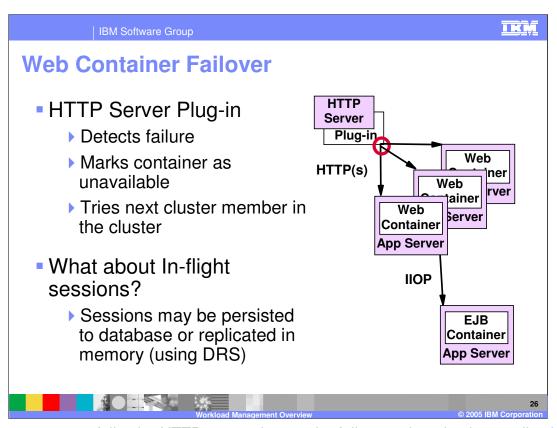
This section will cover failover of servers



A typical production environment will have multiple HTTP servers. Each of those HTTP servers will route to multiple WebSphere Application Server instances.

Each plug-in contains configuration information for all of the servers; it has a server list and a back-up server list. If all the servers in the server list are unavailable, it will route to the backup list. This must be manually edited into the plugin-cfg.xml file.

If any HTTP server fails, the Load Balancer will simply route around it. The plug-in reads the cloneID from the session key, and can route the request to its originating server.



If a server process fails, the HTTP server detects the failure and marks that application server as unavailable. It then routes the request to the next cluster member.

Sessions already in progress will have a server ID for that failed server; the HTTP server routes them to the next server. Session data can be handled in two ways. Session Persistence to a Database, or internal messaging of session information.

Database session persistence functions largely as it did in version 4.0.

WebSphere Internal Messaging was new in 5.0, and the details are in the Data Replication Service module. The routing algorithm is a round robin algorithm, so if a server fails, requests for that server will always go to the same 'next' server. This allows you to use the configuration where servers get memory information from only one other server (The 'Buddy' System). This reduces the amount of memory replication necessary in a cluster.

One path through the GUI to session configuration settings is:

Servers->Application Servers -> <Server Name>->Web Container->Session Management->Distributed Environment Settings

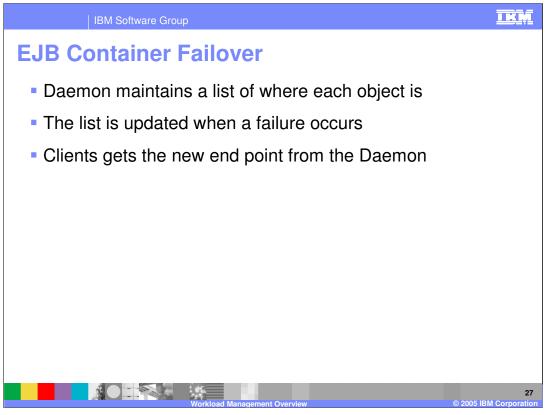
Then either:

->Database

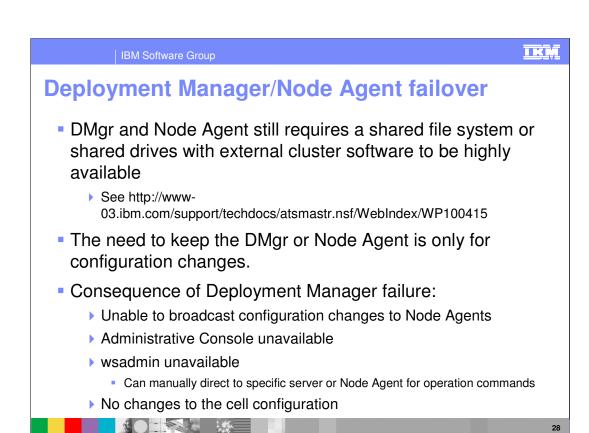
or

->Memory to Memory Replication

In version 6, the scope of the replication domain is the core group; DRS will coordinate with the WLM component to determine which cluster members should hold backup session information for a specific cluster member.

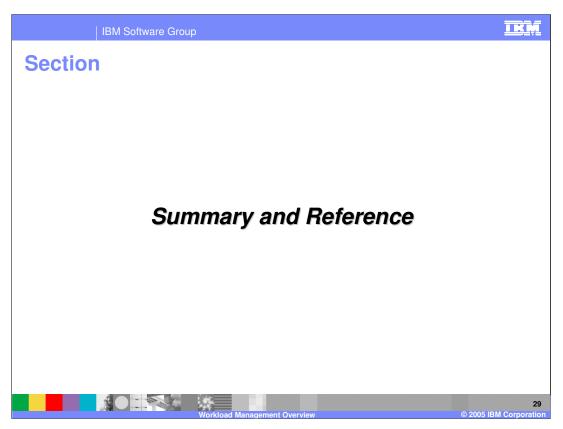


On z/OS platforms, EJB container failover is still handled by the daemon. The system detects a failed server and moves the internal pointers to a new copy of the object on a different server. When an EJB client detects the failure, a locate request is sent to the daemon which returns the new object.

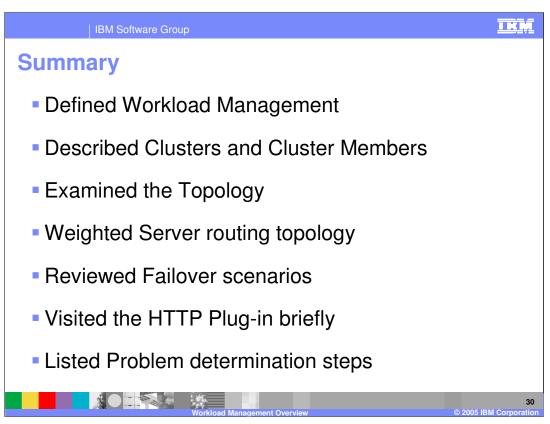


In the event of a Deployment Manager failover.

The Deployment Manager and the Node Agent do not handle client requests, they only handle the configuration repository. Since the configuration information is replicated from the Deployment Manager to the servers through the Node Agents, the only impact of a failed deployment manager or node agent is that administrative configuration changes cannot be passed down to the application servers.



This is the summary and reference section.



In summary, this presentation has provided a basic definition of Workload Management. Next, topology was discussed, including where request routing decisions are made. Failover scenarios were also explained, including how various components are configured to avoid a Single Point of Failure (SPOF).

Finally, some problem determination suggestions were offered.



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