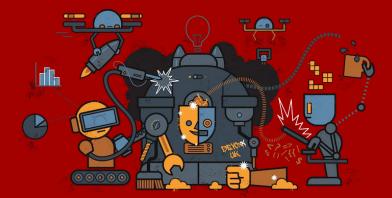


The Reactive Landscape

Clement Escoffier, Vert.x Core Developer, Red Hat

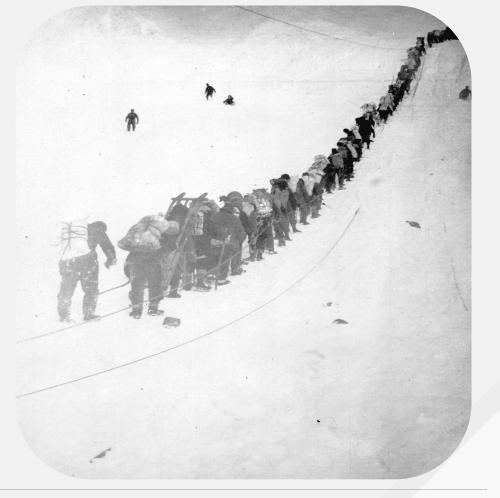


Reactive Fashionista

The new gold rush?

Reactive System, Reactive Manifesto, Reactive Extension, Reactive Programming, Reactive Spring, Reactive Streams...

Scalability, Asynchronous, Back-Pressure, Spreadsheet, Non-Blocking, Actor, Agent...





Reactive?

Oxford dictionary

- 1 Showing a response to a stimulus
 - 1.1 (Physiology) Showing an immune response to a specific antigen
 - **1.2** (of a disease or illness) caused by a reaction to something: *'reactive depression'*
- 2 Acting in response to a situation rather than creating or controlling it



Reactive Architecture / Software

Application to software

A software showing responses to stimuli

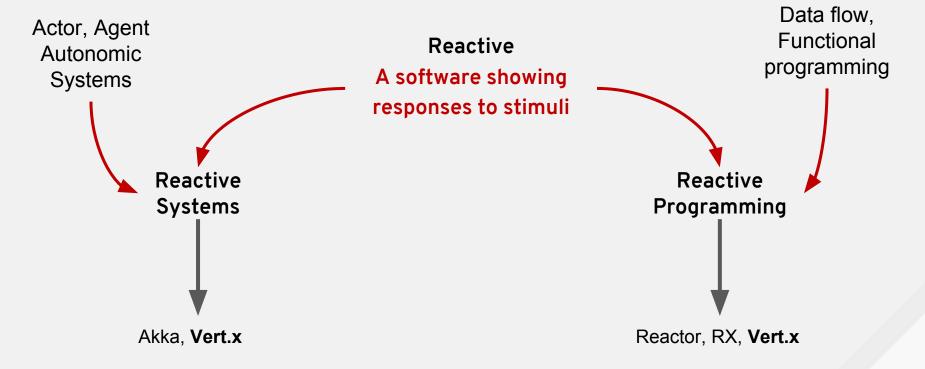
- Events, Messages, Requests, Failures, Measures, Availability...
- The end of the flow of control?

Is it new?

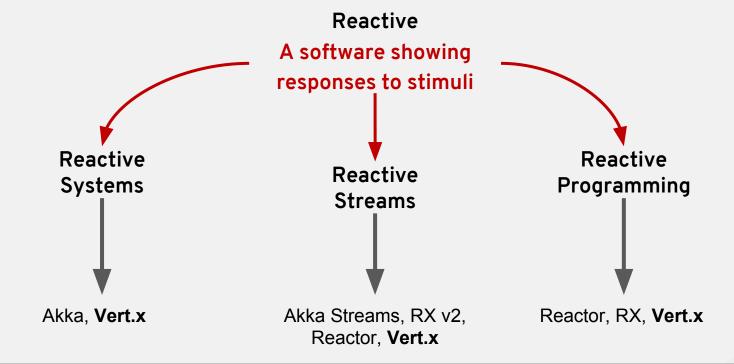
Actors, Object-oriented programming...



The 2+1* parts of the reactive spectrum

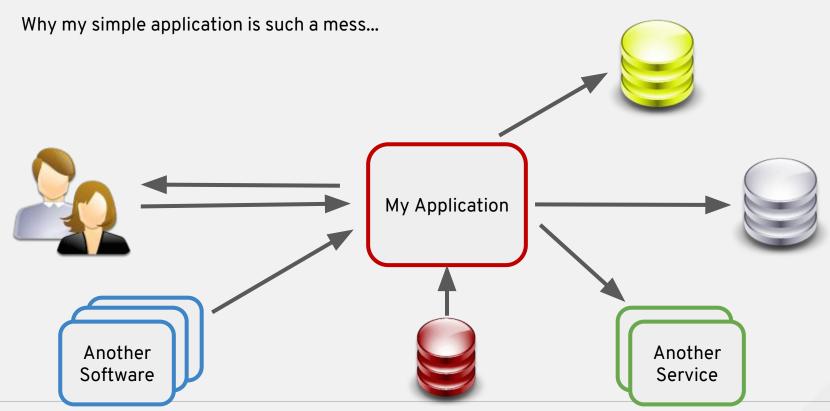


The 2+1* parts of the reactive spectrum



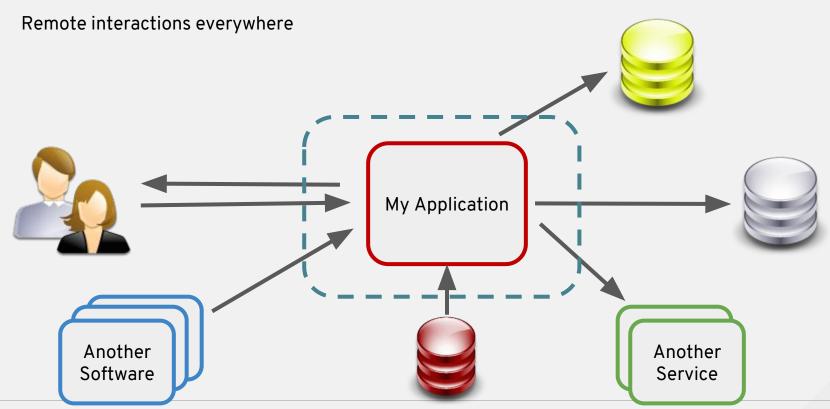


Modern software is not autonomous



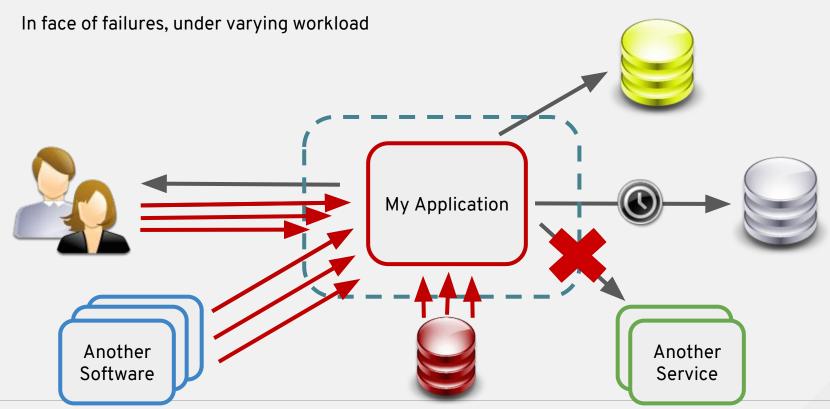


Modern software is not autonomous





Modern software is not autonomous





Reactive Systems => Responsive Systems

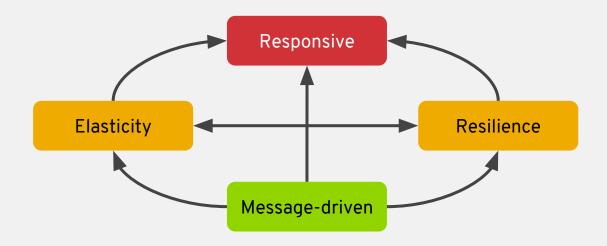




Reactive Manifesto

http://www.reactivemanifesto.org/

Reactive Systems are an architecture style focusing on responsiveness

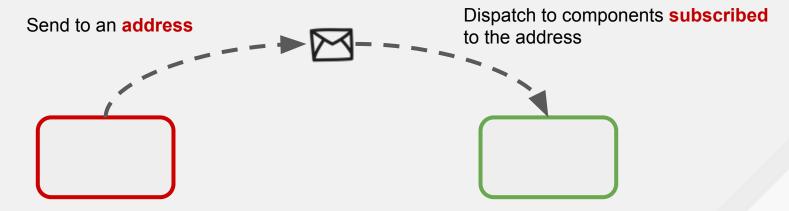




Asynchronous message passing

Components interacts using messages

Allow decoupling

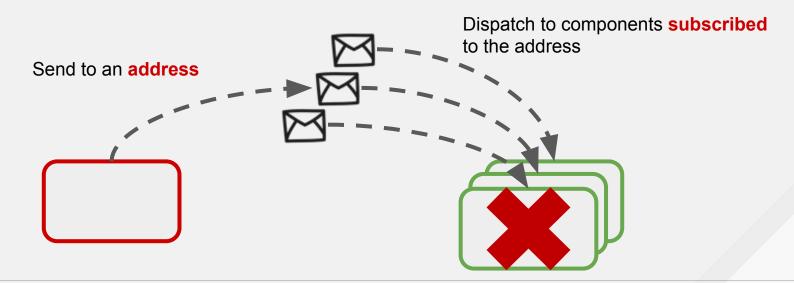




Asynchronous message passing

Messages allows elasticity

Resilience is not only about failures, it's also about self-healing





Reactive Systems

Distributed systems done right Another Another Software Service



Pragmatic reactive systems

And that's what Eclipse Vert.x offers to you

Development model => Embrace asynchronous

Simplified concurrency => **Event-loop**, not thread-based

1/0

Non-blocking I/O, if you can't isolate

Asynchronous non-blocking development model



Asynchronous development model





Asynchronous development models

Async programming

- Exists since the early days of computing
- Better usage of hardware resource, avoid blocking threads

Approaches

- Callbacks
- Future / Promise (single value, many read, single write)
- Data flow variables (cell)
- Data streams
- Continuation, Co-Routines



Don't wait, we will call you...

The Hollywood way

Synchronous

```
int res = compute (1, 2);
public int compute(int a, int b) {
   return ...;
Asynchronous
                                        compute (1, 2, res -> \{
public void compute(int a, int b,
                                           // Called with the
  Handler<AsyncResult<Integer>> h) {
                                           // async result
   // . . .
                                        });
   handler.handle(i);
```



Asynchronous development models

Web server example



Callbacks lead to...

Reality check

```
client.getConnection(conn -> {
  if (conn.failed()) {/* failure handling */}
  else {
       SQLConnection connection = conn.result();
       connection.query("SELECT * from PRODUCTS",
           rs -> {
               if (rs.failed()) {/* failure handling */}
               else {
                   List<JsonArray> lines = rs.result().getResults();
                   for (JsonArray 1 : lines) { System.out.println(new Product(1)); }
                   connection.close(
                      done -> {
                       if (done.failed()) {/* failure handling */}
                  });
       });
});
```



Reactive Programming - Tame the asynchronous





Do we have "Excel" users in the room?

My Expense Report	
Lunch	15£
Coffee	25£
Drinks	45£
Total	85£



Do we have "Excel" users in the room?

My Expense Report	
Lunch	15£
Coffee	25£ Observe
Drinks	45£
Total	=sum(B2:B4)



Observables / Streams

My Expense Report		
Lunch	15£	
Coffee	0£	
Drinks	30	

My Expense Report		
Lunch	15£	
Coffee	25£	
Drinks	30	
Total	40£	

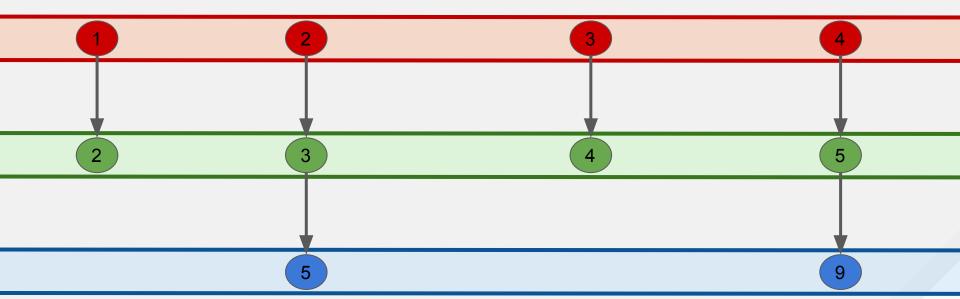
My Expense Report	
Lunch	15£
Coffee	25£
Drinks	45£
Total	85£

time



Reactive Programming

Observable and Subscriber





Reactive Extension - RX Java

```
Observable<Integer> obs1 = Observable.range(1, 10);
Observable < Integer > obs2 = obs1.map(i \rightarrow i + 1);
Observable<Integer> obs3 = obs2.window(2)
 .flatMap(MathObservable::sumInteger);
obs3.subscribe(
 i -> System.out.println("Computed " + i)
```



Reactive types & Asynchronous

Observables - Stream of data, Async reaction

- Bounded or unbounded stream of values
- Data, Error, End of Stream

Singles - Async operation

- Stream of one value
- Data, Error

Completables - Async operation (no return)

- Stream without a value
- Completion, Error

```
observable.subscribe(
   val -> { /* new value */ },
   error -> { /* failure */ },
   () -> { /* end of data */ }
);
single.subscribe(
   val \rightarrow \{ /* the value */ \},
   error -> { /* failure */ }
);
completable.subscribe(
   () -> { /* completed */ },
   error -> { /* failure */ }
);
```



Reactive types & Asynchronous

```
client.rxGetConnection() // Single(async op)
 .flatMapObservable(conn ->
   conn
     .rxQueryStream("SELECT * from PRODUCTS")
     .flatMapObservable(SQLRowStream::toObservable)
     .doAfterTerminate(conn::close)
 ) // Observable (rows)
 .map(Product::new) // Observable (products)
 .subscribe (System. out::println);
```



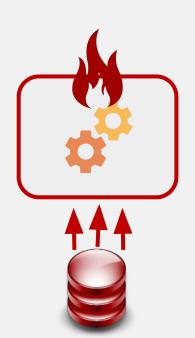
Back pressure & Reactive streams





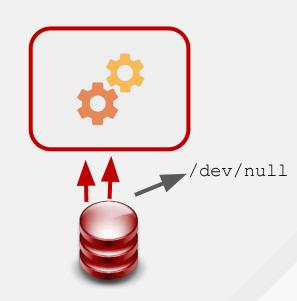
What if ... the processing can't keep up

```
public void start() {
  Observable<JsonObject> source = ...
  source.
   .concatMap(this::process)
   .subscribe(
    System.out::println,
    System.err::println);
process takes a long time to return.
```





When data loss is acceptable





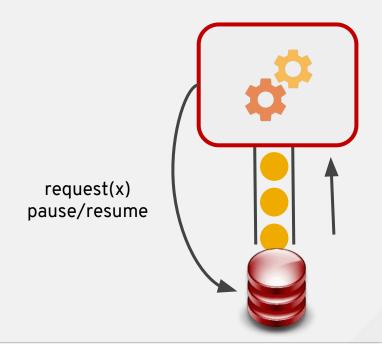
When you control the source

Control protocol between the consumer and the source

- The source send data only when requested by the consumer
- Reverse the control

Approaches

- Reactive Streams (request / subscription) -> Java 9 Flow
- Pause / Resume (Vert.x)





Vert.x - Unleash your reactive superpowers





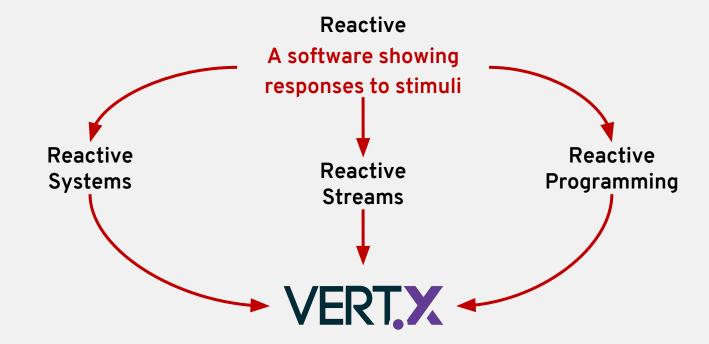
Eclipse Vert.x

Vert.x is a toolkit to build distributed and reactive systems

- Designed with reactive in mind
- Asynchronous Non-Blocking development model
- Simplified concurrency (event loop)
- Microservice, Web applications, IOT, API Gateway, High-volume event processing,
 Full-blown backend message bus



Vert.x - the all-in-one toolkit





Taming the asynchronous

Distributed systems done right My **Application Another Another Software Service**



Reactive Web Application

```
private void add(RoutingContext rc) {
 String name = rc.getBodyAsString();
 database.insert(name) // Single (async)
   .subscribe(
     () -> rc.response().setStatusCode(201).end(),
     rc::fail
                                                                             App
private void list(RoutingContext rc) {
 HttpServerResponse response = rc.response().setChunked(true);
 database.retrieve() // Observable (async)
   .subscribe(
     p -> response.write(Json.encode(p) +" \n\n"),
     rc::fail,
     response::end);
```



Orchestrating remote interactions

Sequential composition

```
WebClient pricer = ...
HttpServerResponse response = rc.response().setChunked(true);
database.retrieve()
 // For each row call...
  .flatMapSingle(p ->
    webClient
                                                                             App
      .get("/prices/" + p.getName())
      .rxSend()
      .map(HttpResponse::bodyAsJsonObject)
      .map(json -> p.setPrice(json.getDouble("price")))
  .subscribe(
    p -> response.write(Json.encode(p) + " \n\n"),
                                                                                       Another
    rc::fail,
                                                                                       Service
    response::end);
```



Push data using event bus bridges

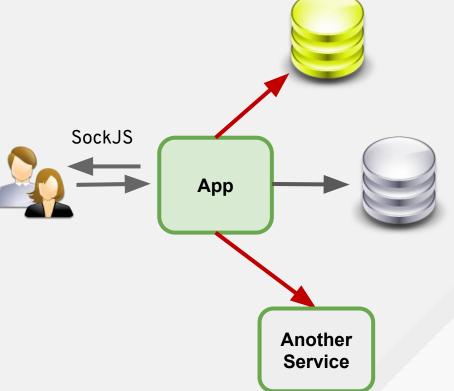
Web Socket, SSE...

```
String name = rc.getBodyAsString().trim();
database.insert(name)
                                                             SockJS
 .flatMap(...)
 .subscribe(
                                                                             App
    p -> {
      String json = Json.encode(p);
      rc.response().setStatusCode(201).end(json);
      vertx.eventBus().publish("products", json);
    rc::fail);
                                                                                       Another
                                                                                       Service
```



Executing several operations concurrently

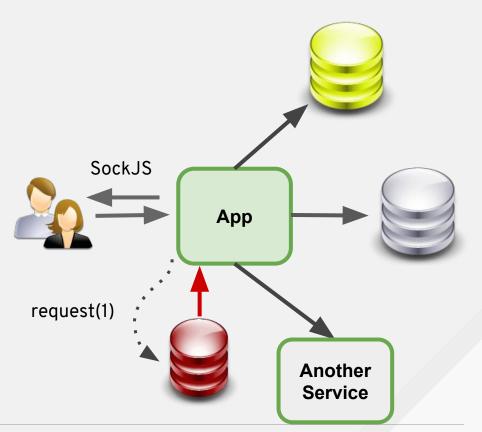
```
database.insert(name)
 .flatMap(p -> {
    Single<Product> price = getPriceForProduct(p);
    Single<Integer> audit = sendActionToAudit(p);
    return Single.zip(price, audit, (pr, a) -> pr);
 })
 .subscribe(
    p -> {
      String json = Json.encode(p);
       rc.response().setStatusCode(201).end(json);
      vertx.eventBus().publish("products", ison);
    rc::fail);
```





Reactive Streams

Publisher<Integer> publisher = new RandomIntegerPublisher(); Subscriber<Integer> subscriber = new RandomIntegerSubscriber(vertx); publisher.subscribe(subscriber);



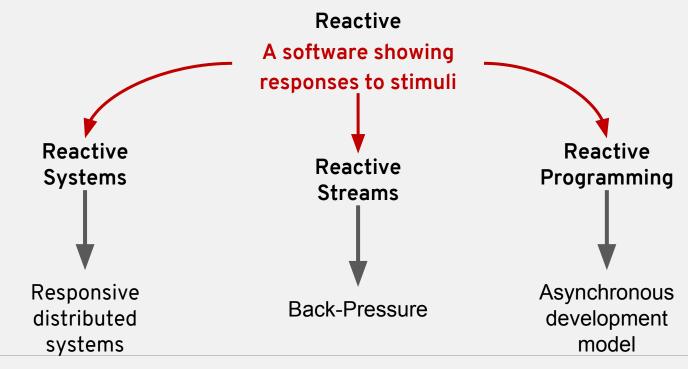


Reactive => Build better systems





The reactive landscape





All you need is (reactive) love





Don't let a framework lead, you are back in charge





@vertx_project

https://groups.google.com/forum/#!forum/vertx

https://developers.redhat.com/promotions/building-reactive-microservices-in-java

