

Simple, Fast, Secure Messaging for IoT, Cloud Native, and Microservices

Denver GO Meetup

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Created by Derek Collison Founder and CEO at Apcera

- CTO, Chief Architect at VMware
- Architected CloudFoundry
- Technical Director at Google
- SVP and Chief Architect at TIBCO

The Vision

Building Messaging Systems and Solutions > 20yrs

Experienced Messaging Team







What is NATS?

✓ NATS is messaging, made for developers who don't have the time to be messaging experts

High-Performance

Always on and available

Extremely lightweight

Easy to use

At Most Once (NATS) or At Least Once Delivery (NATS Streaming)

Publish/Subscribe

Distributed Queue

Request/Reply

Cloud Native



NATS DNA

- Go! NATS servers and canonical clients are golang
- Performance
- Simplicity
 - Single binary
 - Text-based protocol!
 (http://nats.io/documentation/internals/nats-protocol/)
 - No external dependencies
- Availability over anything Dial-tone
- Small footprint & embeddable
- Just what you need, and none of what you don't



Some ways NATS is being used by developers

- o loT Messaging
- High Fan-out Messaging
- Mobile and Big Data
- Microservices transport
- Service Discovery
- Replacing legacy messaging systems





How simple is simple?

NATS is very, very simple and lightweight







@jdsboston @brianflannery Layers how simple NATS image is: a Go binary, config file, and Docker params: imagelayers.io/? images=rabbit...





NATS is very, very simple and lightweight





NATS is the most focused and frictionless messaging system I have ever used, amazing piece of technology @nats_io

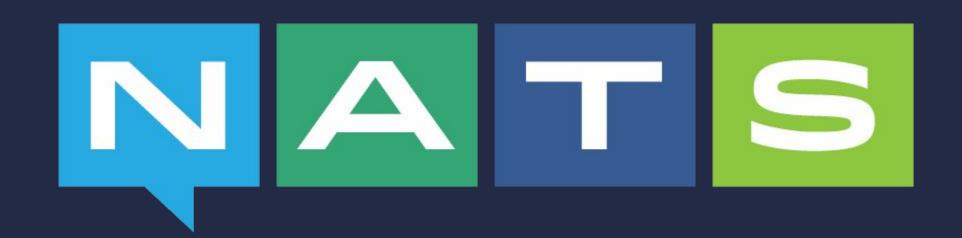


NATS is very, very simple and lightweight

NATS, What a beautiful protocol

Just had a quick glance at NATS and its protocol and I went: OMG, it's like so simple and therefore so tremendously beautiful. Why? I told you. It's simple. And I can read it. As in read it and understand it without having to read a boring specification about a binary fixed protocol format.





How fast is fast?

NATS is very, very fast

Benchmark	PubNo_Payload-8	20000000	88.6 ns/op
Benchmark	Pub8b_Payload-8	20000000	89.8 ns/op
Benchmark	Pub32b_Payload-8	20000000	97.3 ns/op
BenchmarkI	Pub256B_Payload-8	10000000	129 ns/op
Benchmark	Pub1K_Payload-8	5000000	216 ns/op
Benchmark	Pub4K_Payload-8	1000000	1123 ns/op
Benchmark	Pub8K_Payload-8	500000	2309 ns/op
Benchmark	PubSub-8	10000000	210 ns/op
Benchmark	_PubSubTwoConns-8	10000000	205 ns/op
Benchmark	_PubTwoQueueSub-8	10000000	231 ns/op
Benchmark	PubFourQueueSub-8	10000000	233 ns/op
Benchmark_Pu	ubEightQueueSub-8	5000000	231 ns/op



Derek Collison @derekcollison - Apr 5

A @nats_io community contribution from @nussjustin that results in ~2M msgs/sec bump. Now at > 11M msgs/sec!



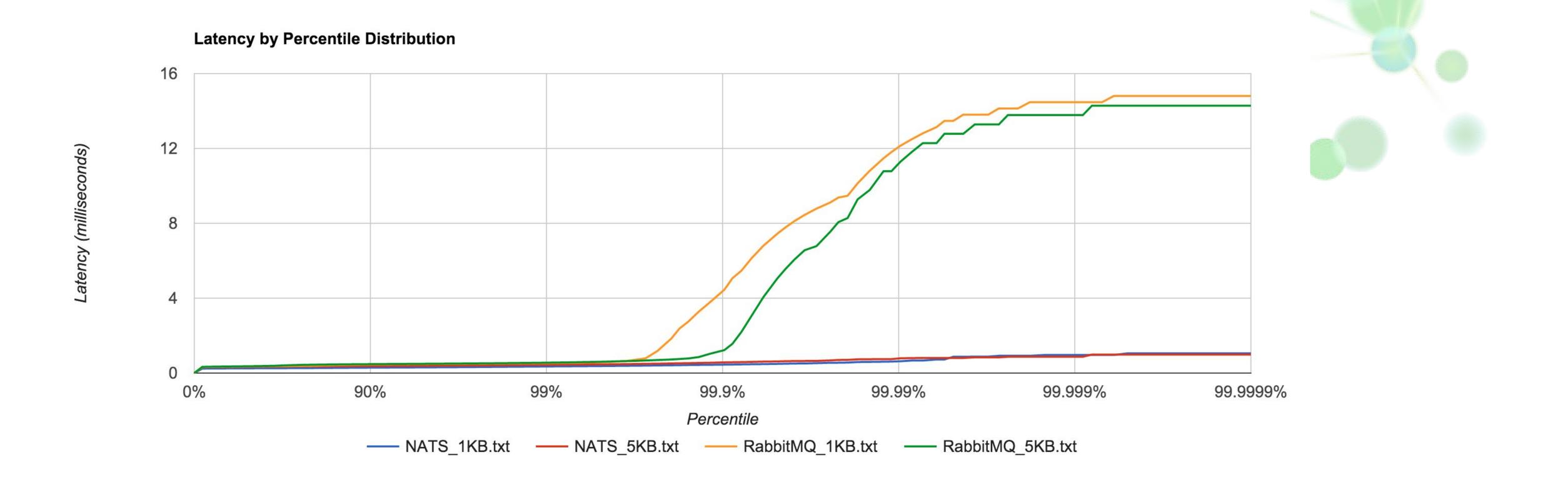




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NATS = ~0 latency







Demo

NATS Logging Demo

- NATS is so lightweight and simple use it for logging!
 - NATS is used as a logger in NATS Cloud (beta)
- Demo Code
 - A simple log utility that uses NATS to send log messages to subscribers.
 - https://github.com/ColinSullivan1/nats-logger
- Docker Logging Plugin Work in Progress
 - Based on:

https://github.com/moby/moby/pull/27841



Thank You!

Colin Sullivan

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Check out NATS at www.nats.io, and see dozens of excellent blog posts from the development community on www.nats.io/blog

Join the community! http://www.nats.io/community/

