

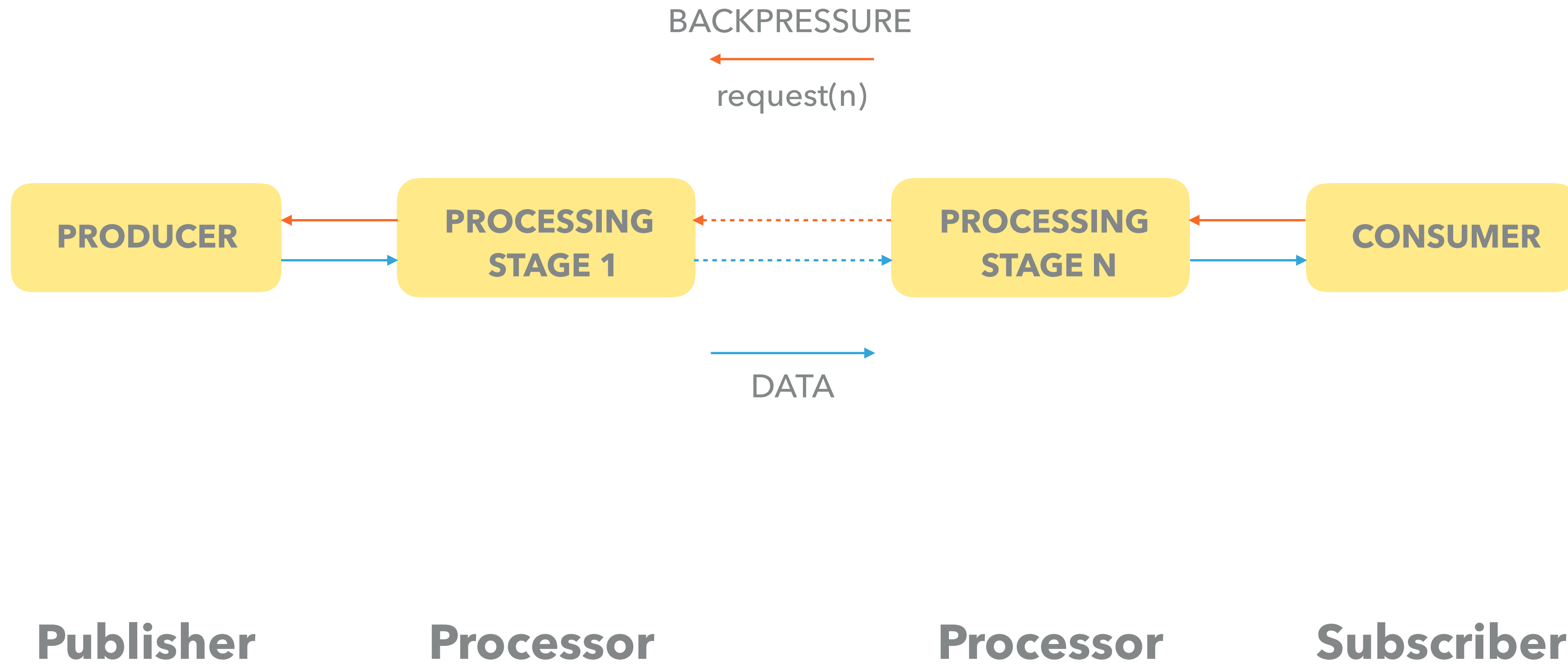
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HOW (NOT) TO USE REACTIVE STREAMS IN JAVA 9+

STREAM PROCESSING



REACTIVE STREAMS

- ▶ asynchronous
- ▶ non-blocking backpressure
 - ▶ reuse threads whenever possible
- ▶ slow consumers are represented in the domain model, e.g.
 - ▶ Twitter API can tell you that you're consuming too slow
 - ▶ `conflate()` in Akka Streams - aggregates when the downstream is slow

java.util.concurrent.Flow

`j.u.c.Flow.Publisher<T>`

- ▶ produces items of type `T` that subscribers are going to consume
- ▶ subscribers are registered via `subscribe(Subscriber<? super T>)`

j.u.c.Flow.Subscriber<T>

- ▶ subscribes to a producer in order to receive:
 - ▶ subscription confirmation via `onSubscribe(Subscription)`
 - ▶ items via `onNext(T)`
 - ▶ errors via `onError(Throwable)`
 - ▶ completion signal via `onComplete()`

j.u.c.Flow.Subscription

- ▶ connects a single producer to a single subscriber, allows to:
 - ▶ backpressure with `request(long)`
 - ▶ signal termination with `cancel()`

`j.u.c.Flow.Processor<T, R>`

- ▶ a combination of a `Subscriber<T>` and a `Publisher<R>`

`publisher.subscribe(subscriber)`

`onSubscribe`

`onNext*`

`(onComplete | onError)?`



FURTHER CHALLENGES

- ▶ unbounded recursion through `request()` -> `onNext()` -> `request()` -> ...
- ▶ handling infinite demand
 - ▶ just calling `onNext()` for each of `MAX_VALUE` elements will exhaust the threads
 - ▶ `long demand` + incrementing is not enough - overflow



SPI

SERVICE PROVIDER INTERFACE

EXISTING STREAMING ABSTRACTIONS

- ▶ `java.io.InputStream / OutputStream`
- ▶ `java.util.Iterator`
- ▶ `java.nio.channels.*`
- ▶ `javax.servlet.ReadListener/WriteListener`
- ▶ `java.sql.ResultSet`
- ▶ `java.util.Stream`
- ▶ `java.util.concurrent.Flow.*`

```
publisher.subscribe(subscriber)
```

MINIMUM OPERATION SET

- ▶ only interfaces at the moment
- ▶ no basic operations like `filter`, `map` etc.
- ▶ <https://github.com/lightbend/reactive-streams-utils>
- ▶ basic operations built-in, others pluggable like `-Djava.flow.provider=akka`

but politics:



vs



HTTP

- ▶ async Servlet IO (since 3.1)
- ▶ JDK 9+ HTTP client provides a `POST(Publisher<ByteBuffer>)`
- ▶ if the `HttpServletRequest` provided a body publisher, file upload would become:

```
POST(BodyPublisher.fromPublisher(req.getPublisher()))
```

DATABASE ACCESS

- ▶ ADBA (Asynchronous Database Access API)
- ▶ existing vendor-specific async drivers
- ▶ JPA - what if...

```
Publisher<User> users = entityManager  
    .createQuery("select u from users")  
    .getResultPublisher()
```

AND MORE

- ▶ reactive file IO (like a `Publisher<Byte>`)
- ▶ JMS
- ▶ websockets
- ▶ AWS - on the way
- ▶ Alpakka?

DEMO 2 – SIMPLE INTEGRATION

- ▶ Project Reactor's **Flux** as a publisher
- ▶ Akka Streams **Flow** as a processor
- ▶ RxJava as a subscriber

SUMMARY

- ▶ not a full Reactive Streams implementation
- ▶ an SPI that allows for interoperability between other implementations
- ▶ implementing it yourself is at least non-trivial
 - ▶ use the TCK

RESOURCES

- ▶ pluggable runtime: <https://github.com/lightbend/reactive-streams-utils>
- ▶ TCK: <https://github.com/reactive-streams/reactive-streams-jvm#specification>
- ▶ ADBA: <https://blogs.oracle.com/java/jdbc-next:-a-new-asynchronous-api-for-connecting-to-a-database>
- ▶ Advanced Reactive Java: <http://akarnokd.blogspot.com/>

THANK YOU!