



Contents

- Get the feeling of what kind of applications you can build with Stateful Functions
- Get to know the core concepts
- Understand how it is realized as a Flink streaming graph
- Learn how to get started

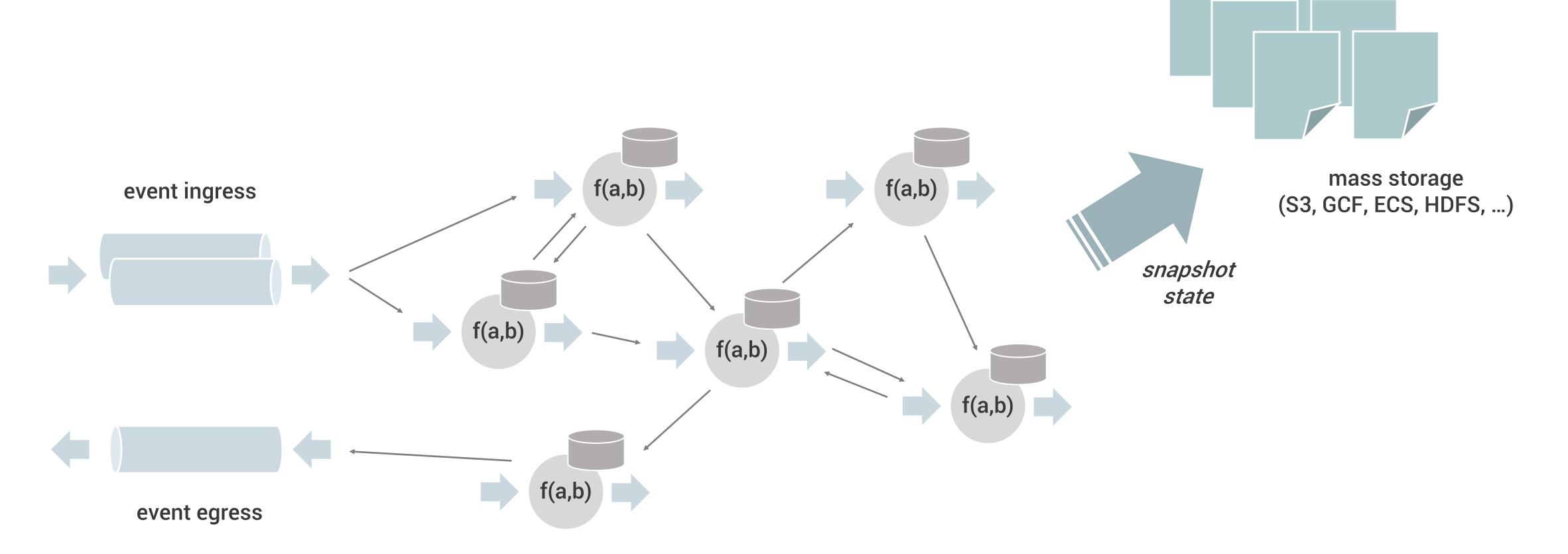


- A new SDK for building distributed stateful applications
- The SDK aims to simplify some of the challenges in building distributed stateful applications.
 - Scale
 - Reliable communication
 - Consistent state handling
- An implementation on top of Apache Flink, that leverages:
 - Distributed coordination
 - Multi TB state
 - Low latency, and high throughput networking
 - And much more

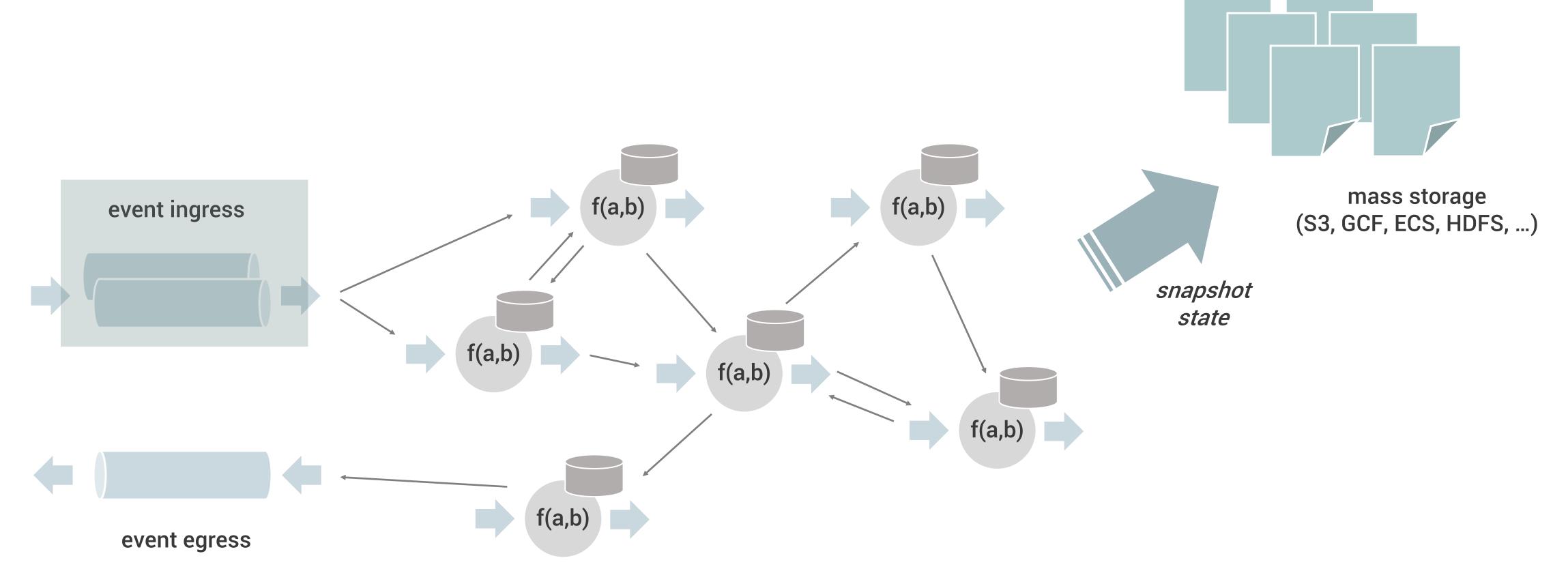


- Based on the concept of addressable virtual functions + local state
- Functions send events to each other with arbitrary addressing, no restriction to DAG
- State and messaging are consistent with exactly-once semantics
- Consistently checkpointed to an external storage



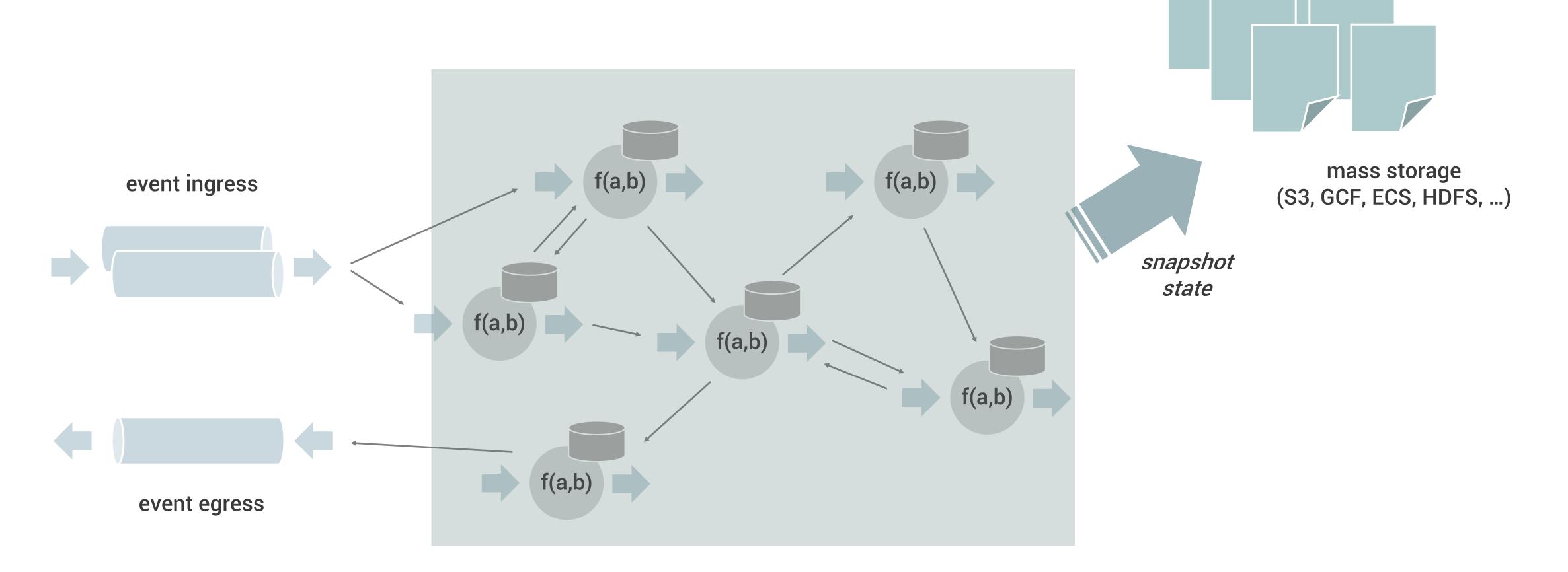






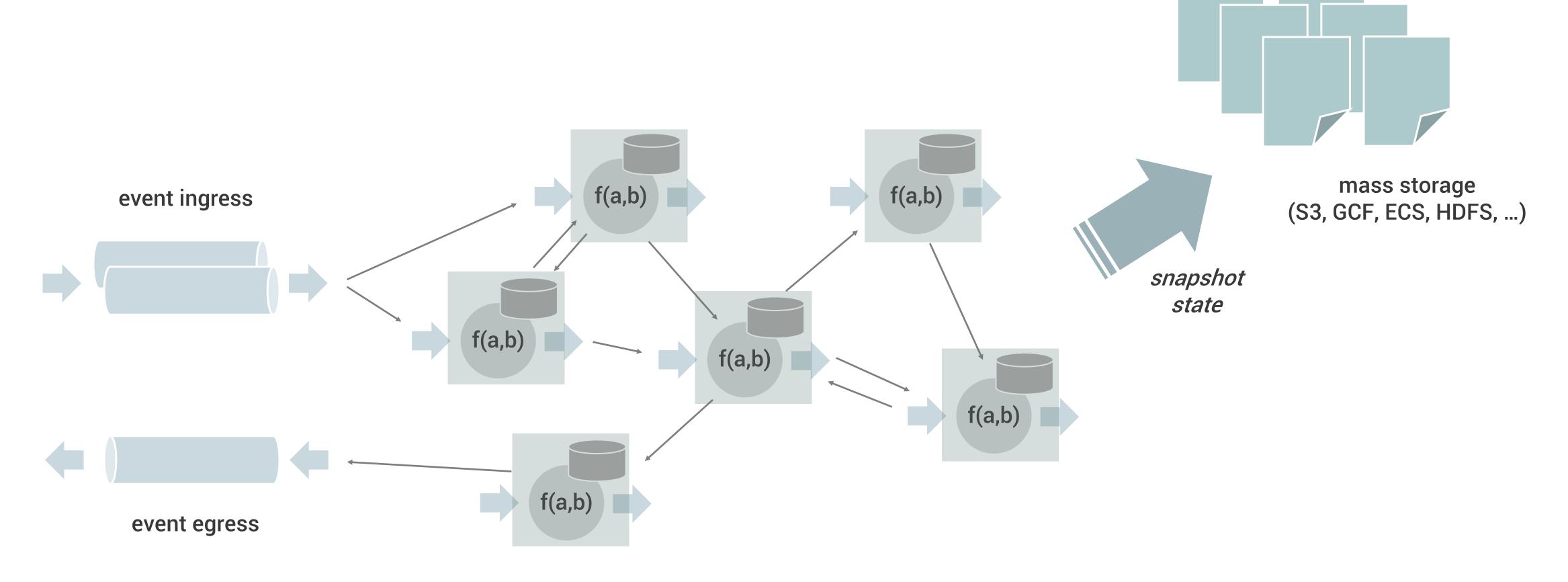
Event ingresses supply events that trigger functions





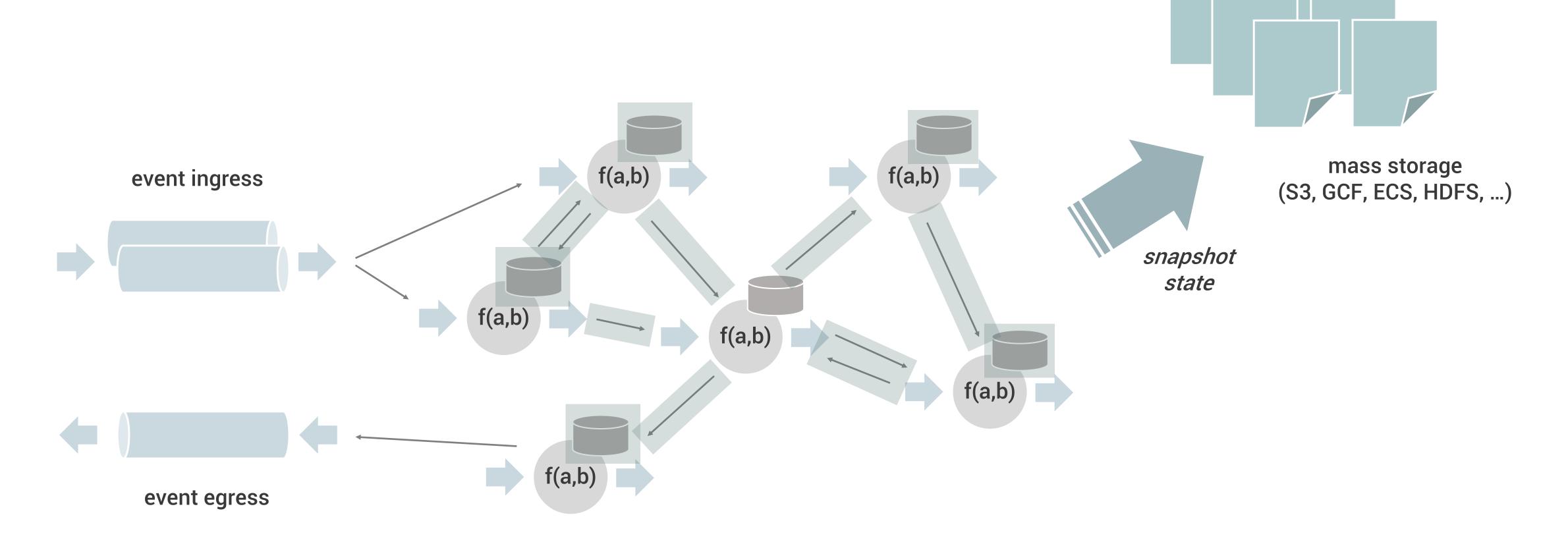
Multiple functions send event to each other Arbitrary addressing, no restriction to DAG





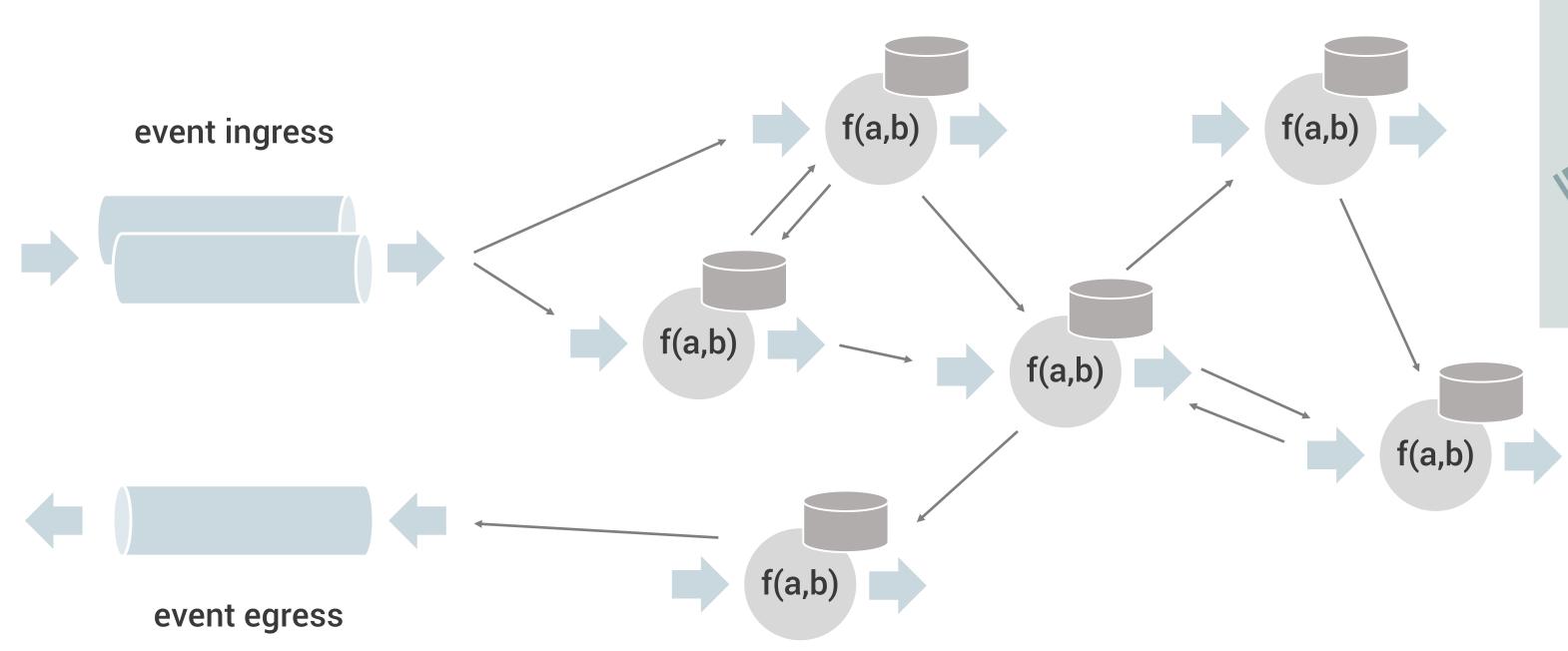
Functions have locally embedded state

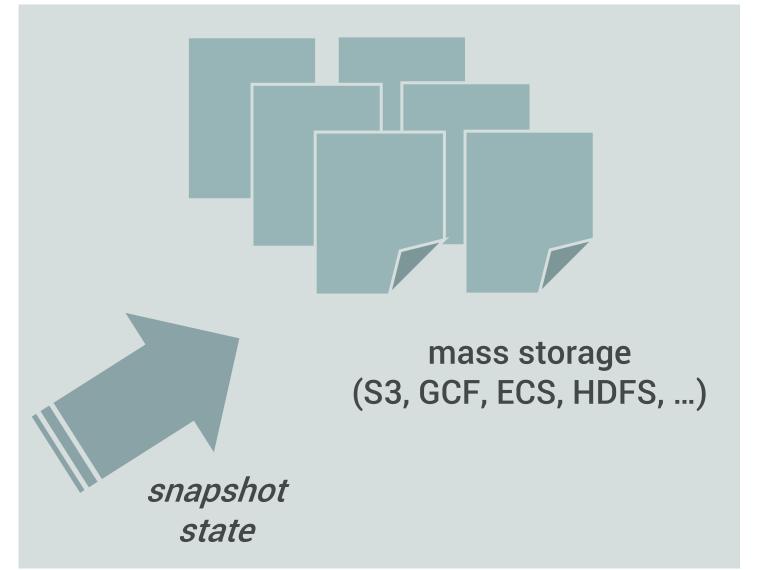




State and messaging are consistent with exactly-once semantics

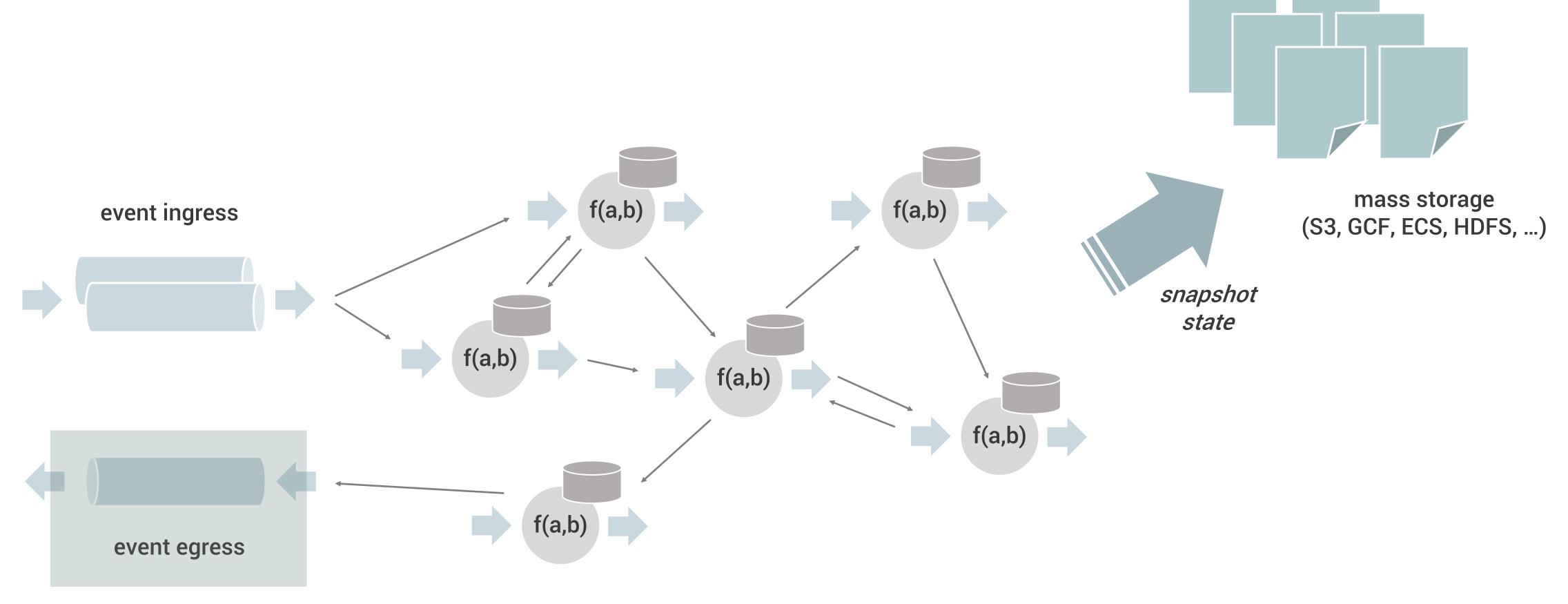






No database required All persistence goes directly to blob storage



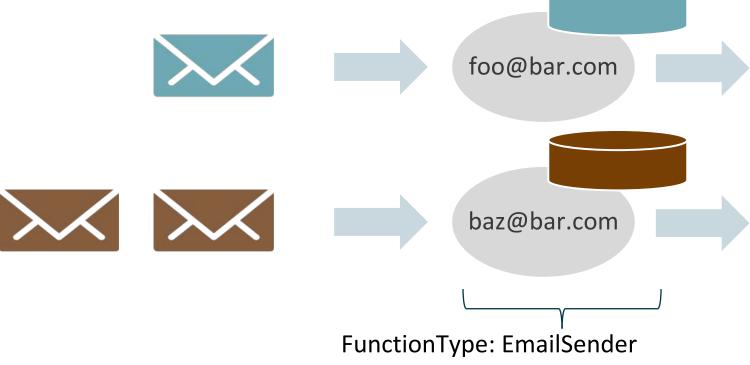


Event egresses to respond via event streams



SDK Concepts: Address

- Each function is associated with a FunctionType (~ class) and an id (~ instance)
- A combination of the two defines a unique stateful function instance ⇒ Address
- An **Address** is a logical and not physical (no service discovery needed, just use the logical address to send messages)
- The stateful function instances are partitioned by an Address across all the available compute cores
- For example
 FunctionType = EmailSender, id = foo@bar.com





SDK Concepts: Router

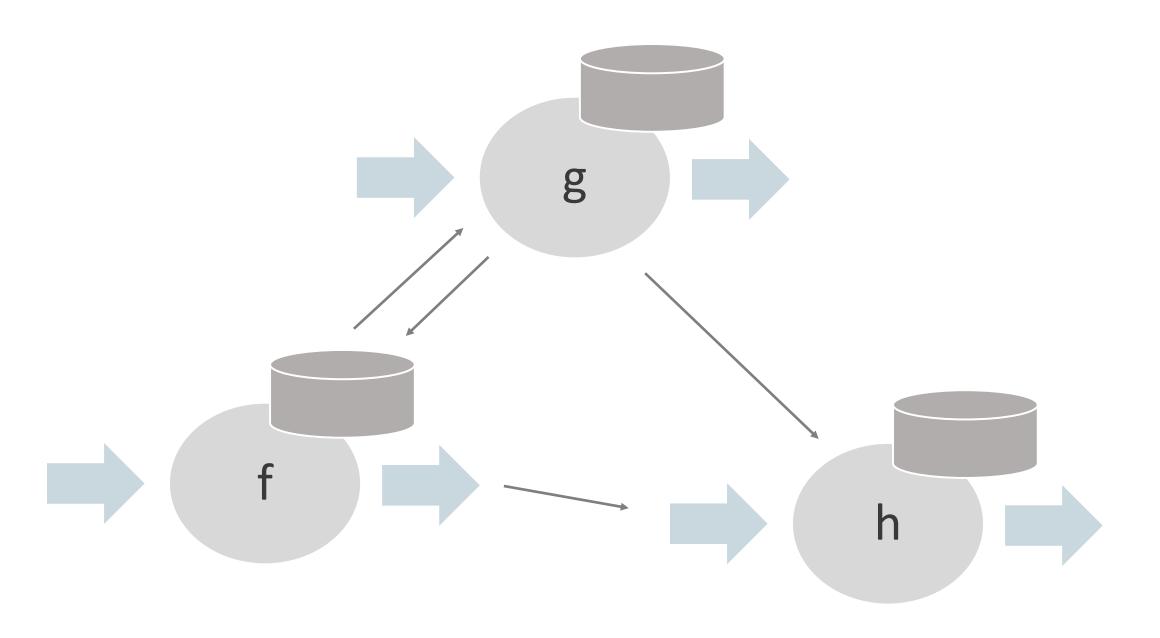
- A Router determines what functions to invoke for a given ingress message
- It is being invoked for each incoming ingress message
- It may chose to drop messages, forward them, or fanout a message to multiple functions.
- Multiple routers can be attached to a single Ingress

```
class GreetRouter implements Router<GreetRequest> {
    @Override
    public void route(GreetRequest message, Downstream<GreetRequest> downstream) {
        Address address = new Address(GreetStatefulFunction.TYPE, message.getUserId());
        downstream.forward(address, message);
}
```



SDK Concepts: Stateful Functions

- Applications are a collection of StatefulFunctions bundled together
- A stateful function reacts to incoming events and can
 - Perform a local computation
 - Access & modify its local state
 - Send messages to any other stateful function
 - Send messages to external systems





SDK Concepts: Stateful Functions

```
class GreetStatefulFunction implements StatefulFunction {
    static final FunctionType TYPE = new FunctionType( namespace: "ververica", type: "greeter");
    @Override
    public void invoke(Context context, Object input) {
        GreetRequest request = (GreetRequest) input;
        PersonalizedGreeting response = computePersonalizedGreeting(request);

    Address address = new Address(EmailSenderFn.TYPE, response.getUserEmail());
    context.send(address, response);
}
```



SDK Concepts: State

- All stateful functions may contain ... well state.
- A persistent, and fault tolerant state is declared by adding a PersistedValue class field
- The data can be accessed as if it was a regular class field

```
@Persisted
private final PersistedValue<Integer> seenCount = PersistedValue.of( name: "seen-count", Integer.class);

private PersonalizedGreeting computePersonalizedGreeting(GreetRequest request) {
    final String name = request.getFirstName();
    final int seen = seenCount.getOrDefault( orElse: 0);
    seenCount.set(seen + 1);

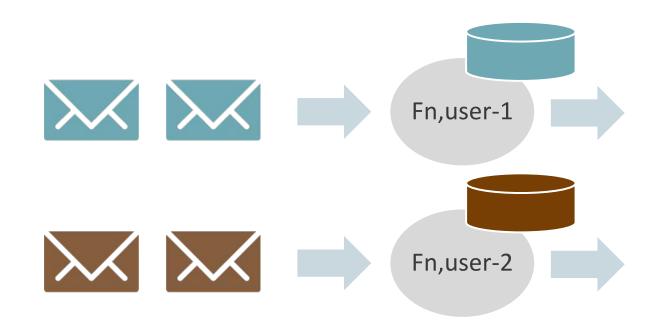
    String greeting = greetText(name, seen);
    return new PersonalizedGreeting(request, greeting);
}
```



SDK Concepts: Logical Instances

- There is a single (logical) instance of a function per an Address
- An instance of a StatefulFunction is created, on demand, transparently, by the runtime upon receiving a message addressed to it.
- Since there is a single instance per Address.

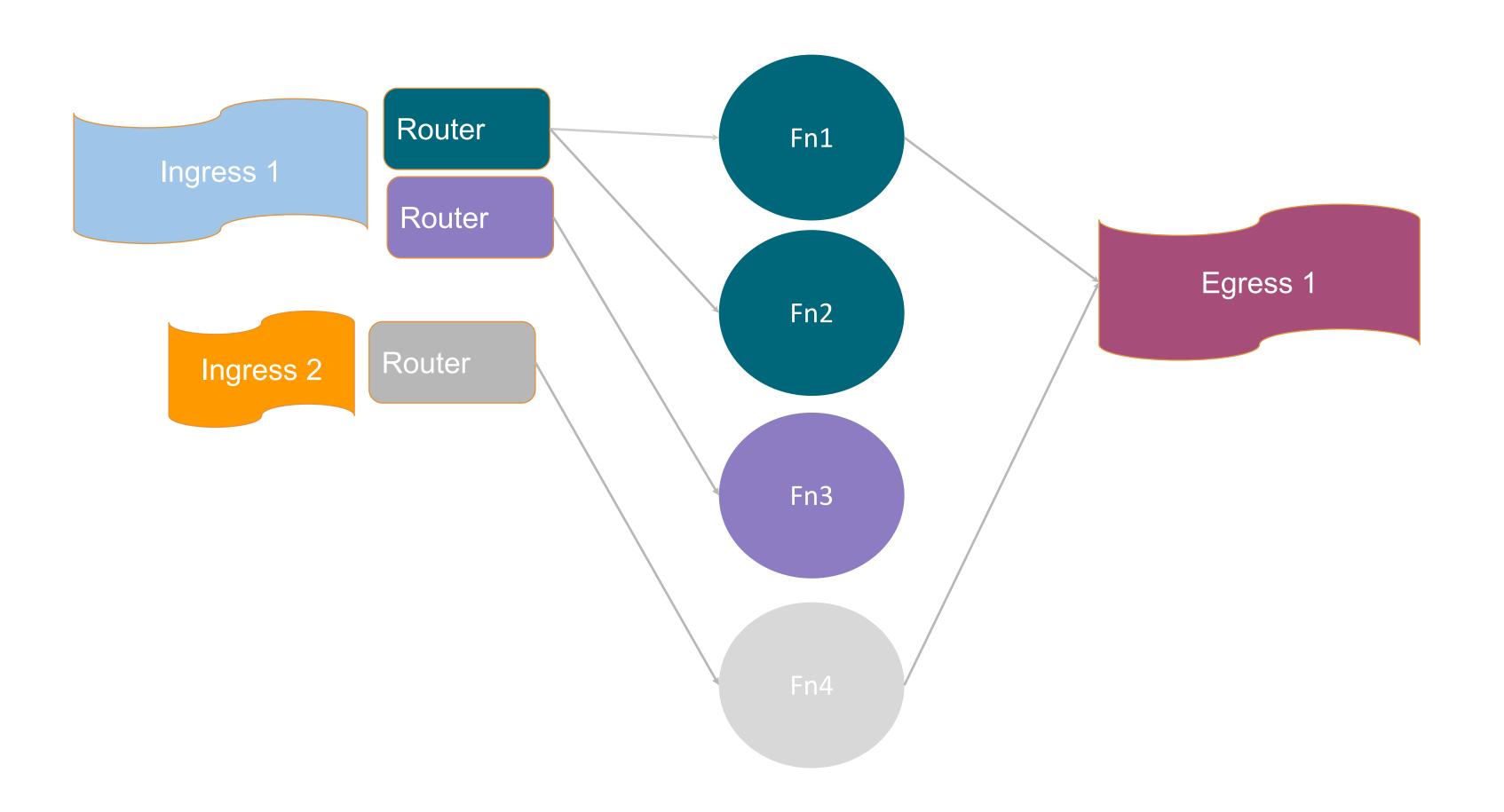
 The messages sent to an **Address** are processed sequentially by a single thread.
- Messages sent from function A to function B are always received in FIFO order





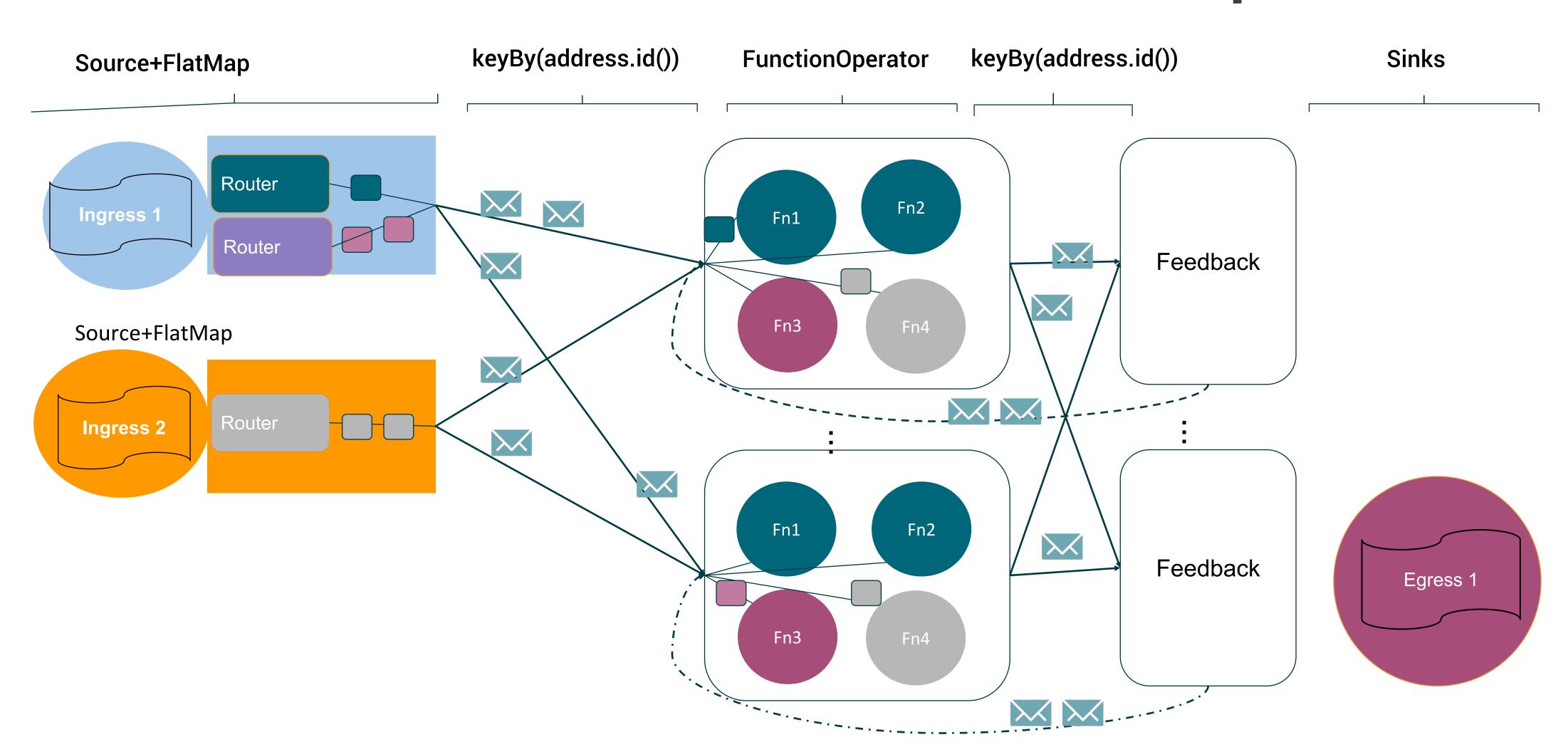


A Peek Under the Hood



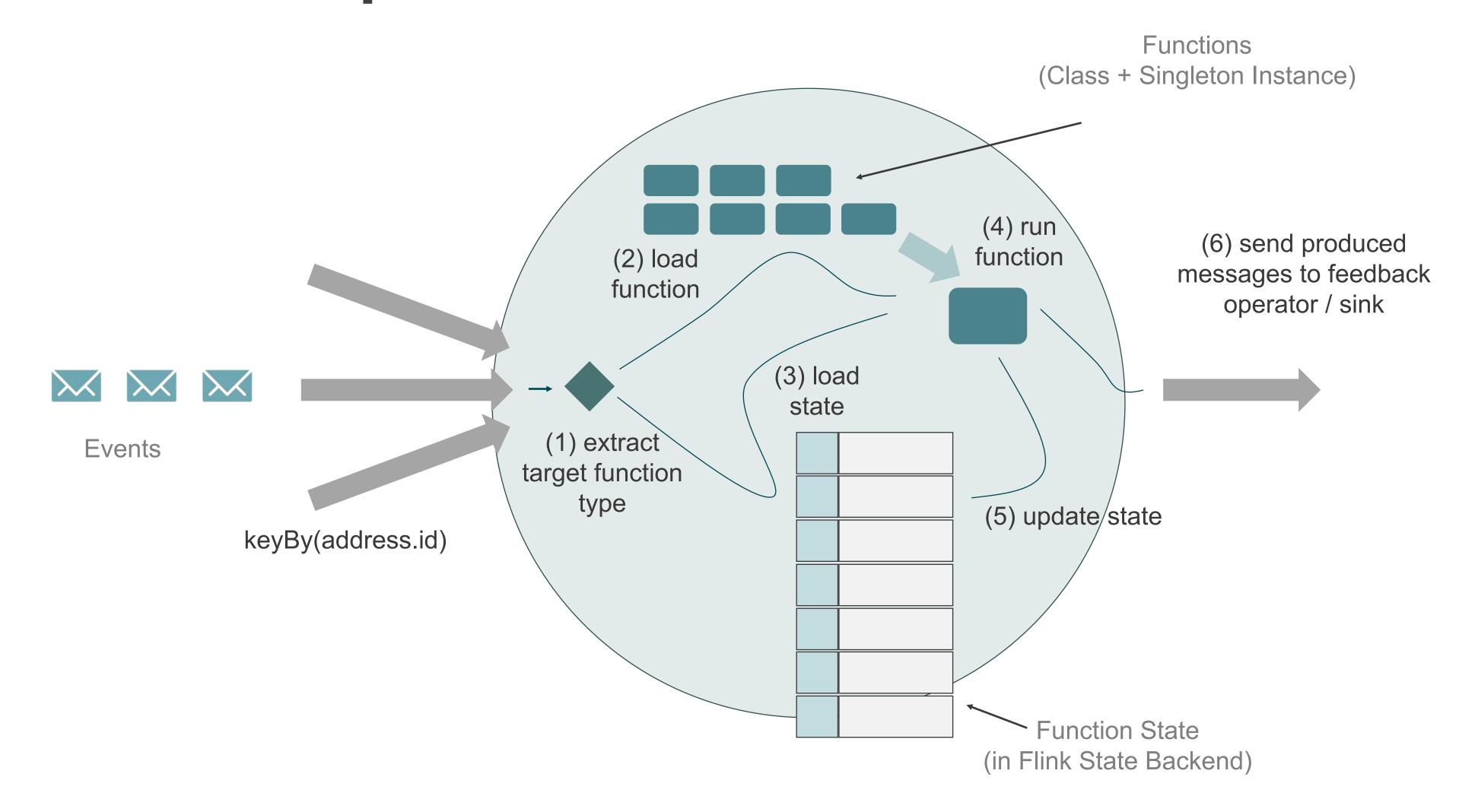


Translated Flink Stream Graph





Function Operator





Deployment: Modules

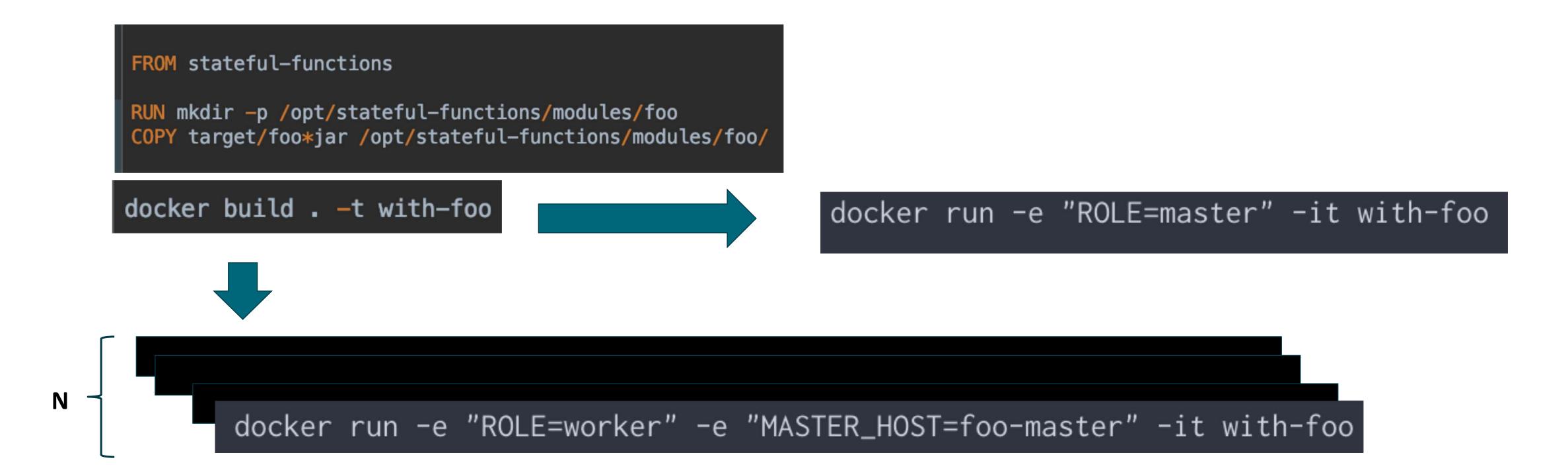
- Modules define an entry point.
- Multiple modules can exists within an Application
- They allow configuring:
 - Ingress/Egress definitions
 - Routers
 - Stateful function factory methods

```
class GreetingModule implements StatefulFunctionModule {
    @Override
    public void configure(Map<String, String> globalConfiguration, Binder binder) {
        configureGreetingIngress(globalConfiguration, binder);
        configureGreetingEgress(globalConfiguration, binder);
        configureGreetingFunctions(globalConfiguration, binder);
        configureGreetingRouters(globalConfiguration, binder);
}
```



Deployment: Dockerized

Stateful functions, ships with a self contained Docker image





Deployment: Existing Flink Cluster

Add a dependency to your stateful functions application

```
<dependency>
    <groupId>com.ververica</groupId>
    <artifactId>stateful-functions-flink-distribution</artifactId>
    <version>${version}</version>
    </dependency>
```

Create a jar-with-dependency and submit

```
bin/flink run -d -jar with-foo.jar
```



Example: Ride Sharing App





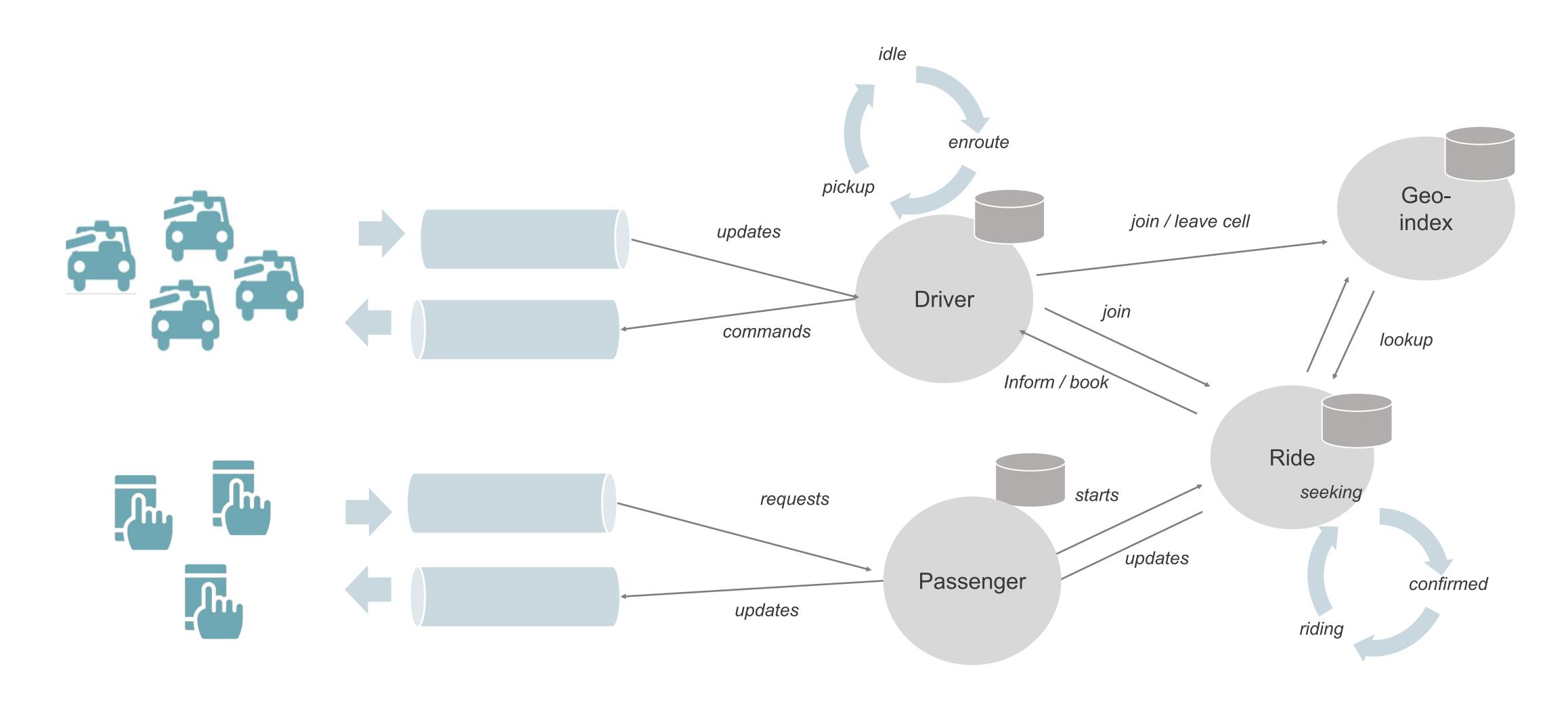


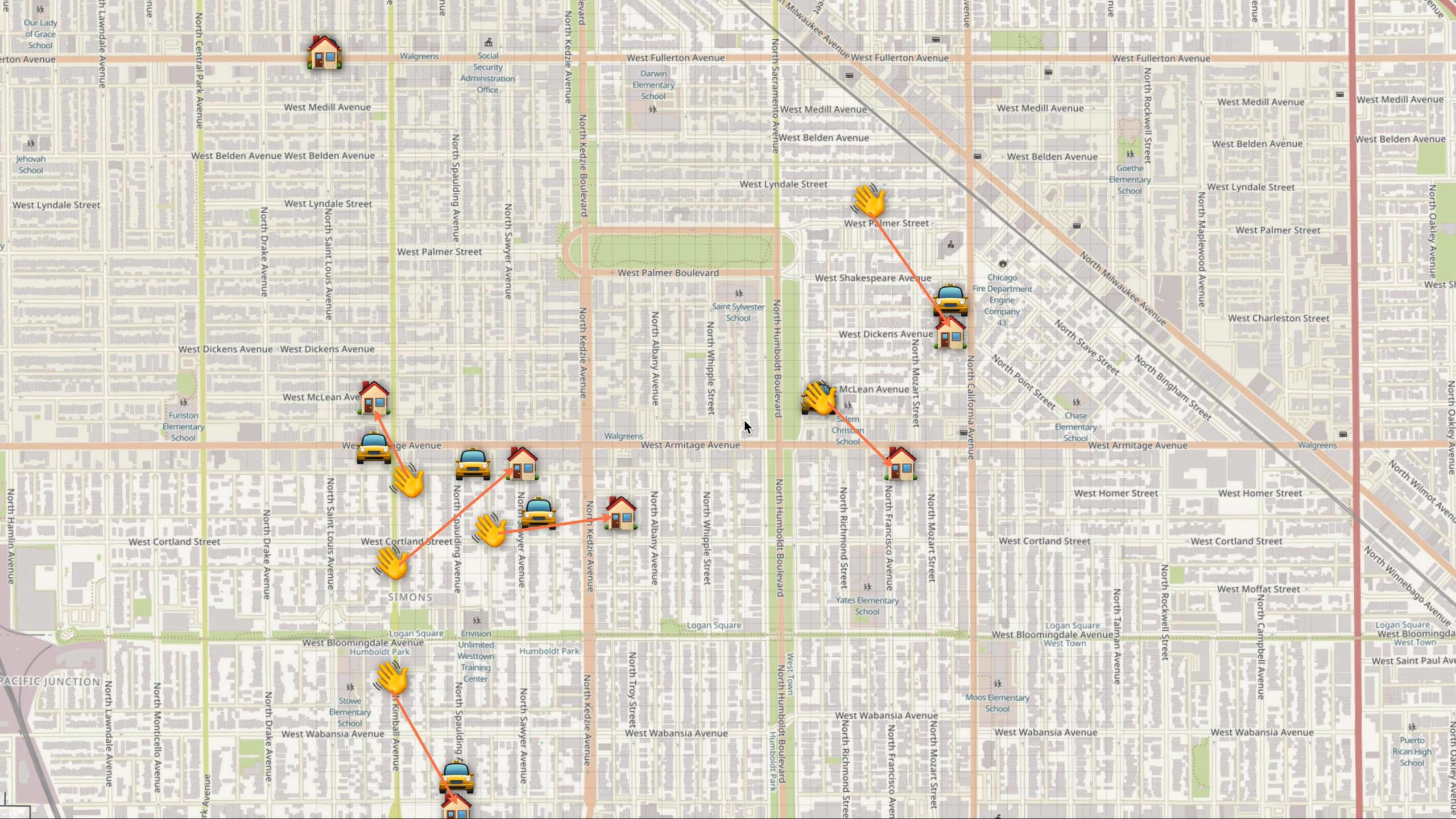






Example: Ride Sharing App







#