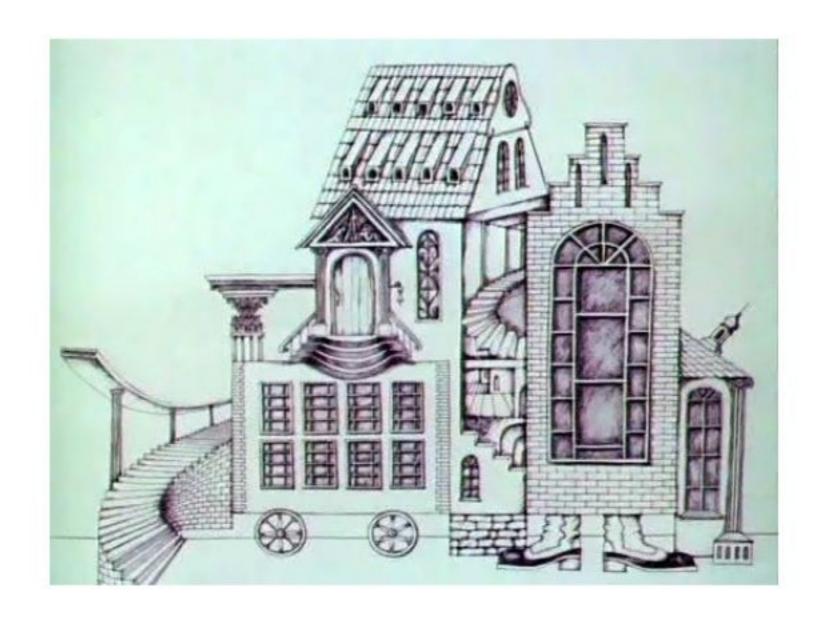


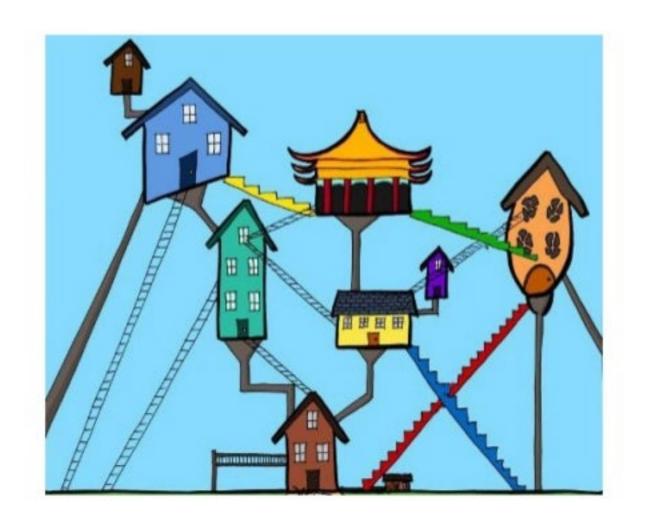
Integrating python to enable Analytics for C++

Borgardt Alexander

199x



20xx-2005



2006-2013





online Shop 0 online Shop

...

online Shop N online Shop 0 online Shop

...

online Shop N

Platform

online Shop 0 online Shop

...

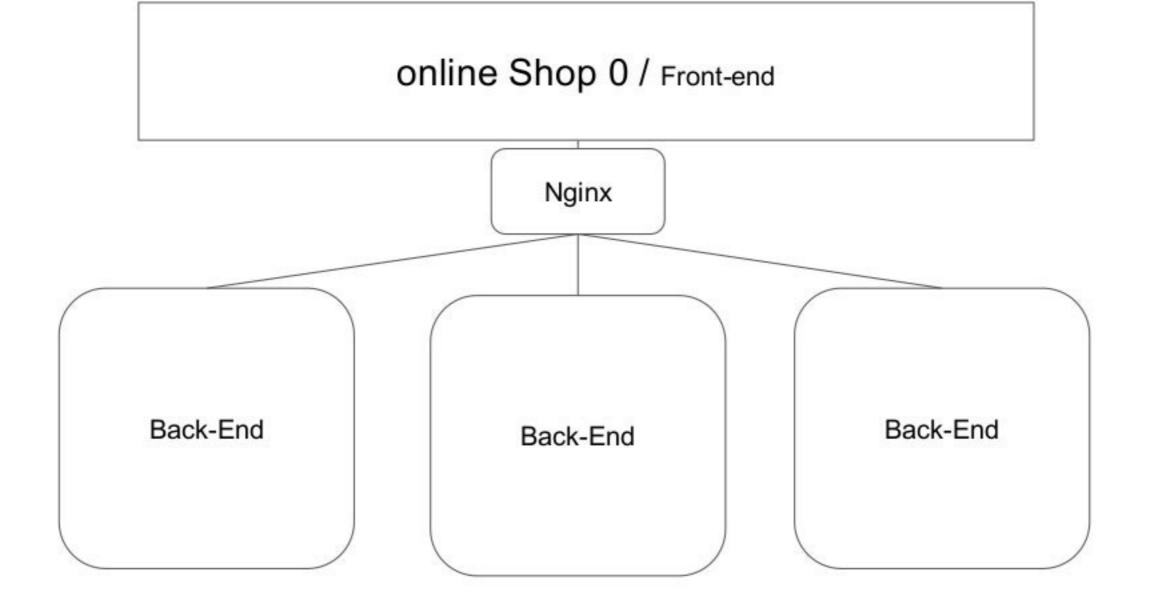
online Shop N

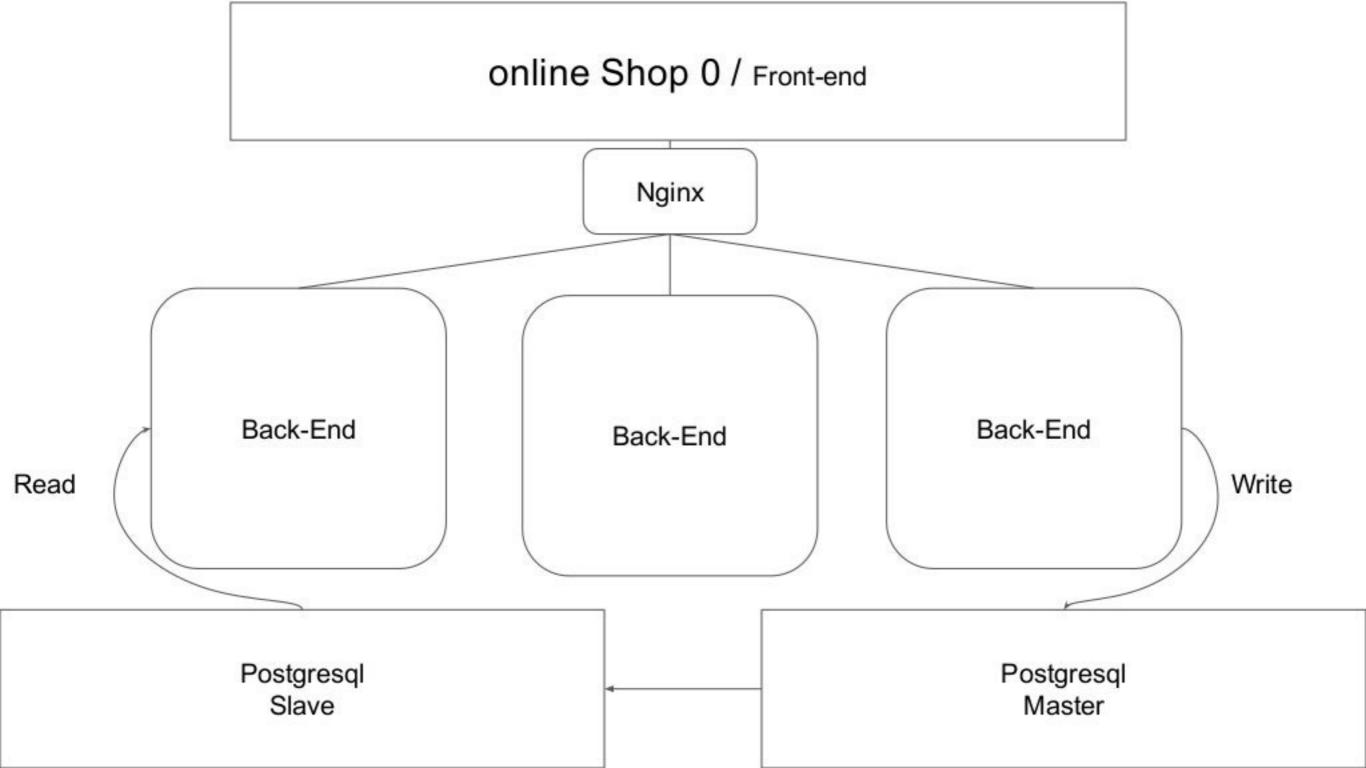
Platform

online Shop 0 / Front-end

online Shop 0 / Front-end

Nginx





threads + mutex +.....

FSM

FSM -> What to take from the library?

FSM -> What to take from the library?

Coroutines

FSM -> What to take from the library?

Coroutines -> ? C++ 20 ?

FSM -> What to take from the library?

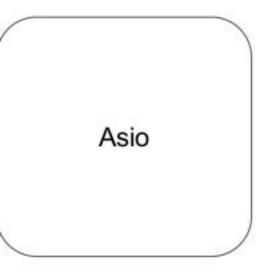
Coroutines -> ? C++ 20 ?

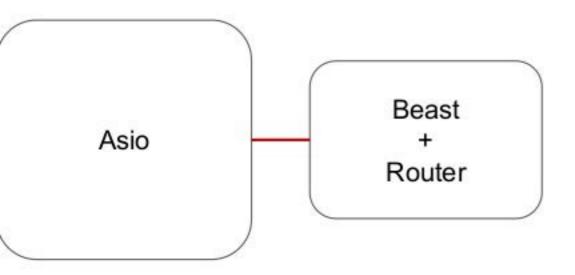
Actor-Model

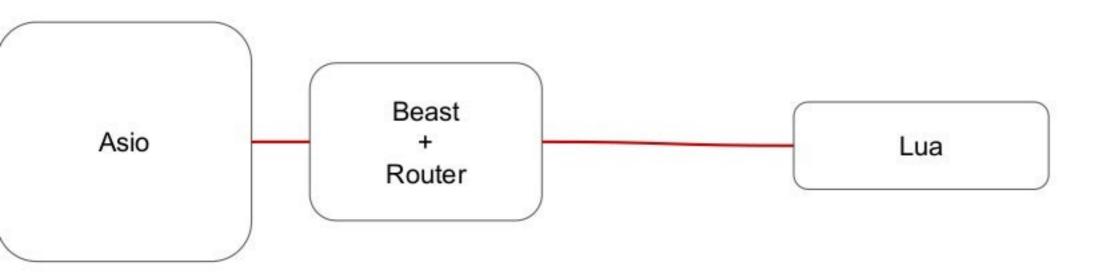
FSM -> What to take from the library?

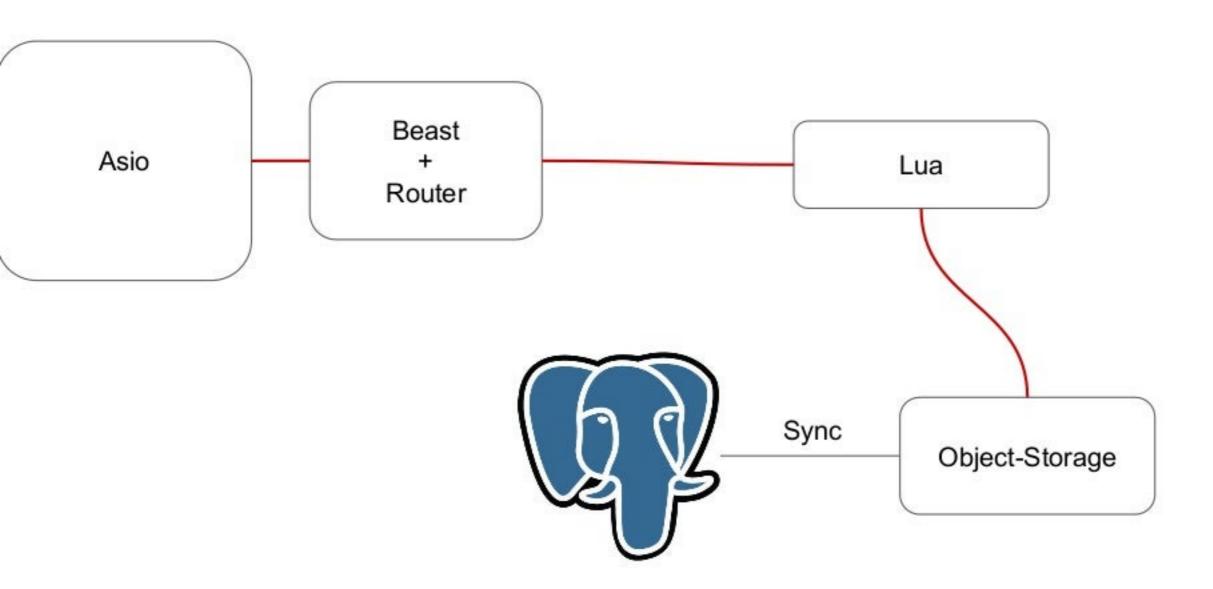
Coroutines -> ? C++ 20 ?

Actor-Model

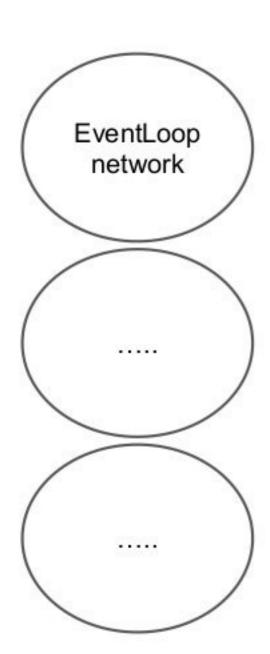


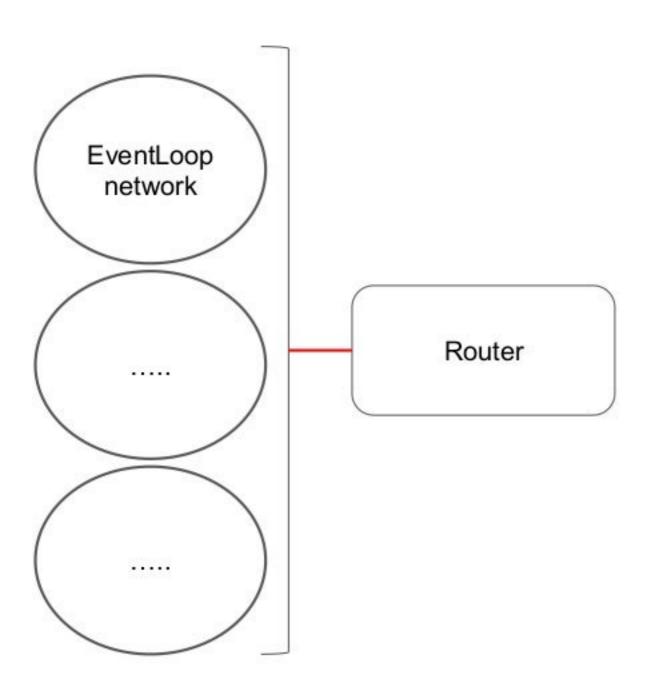


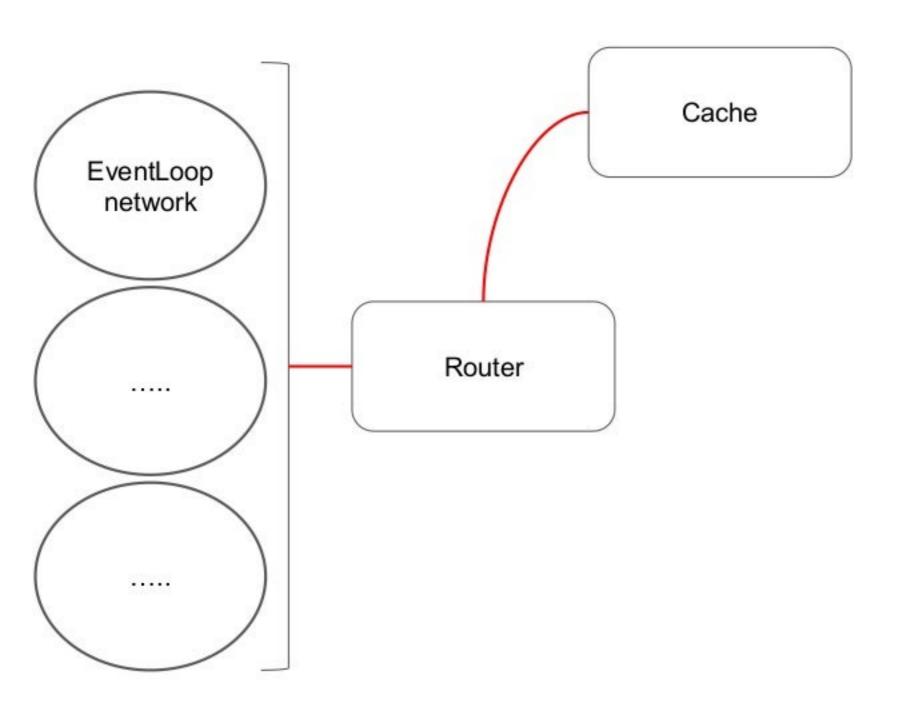


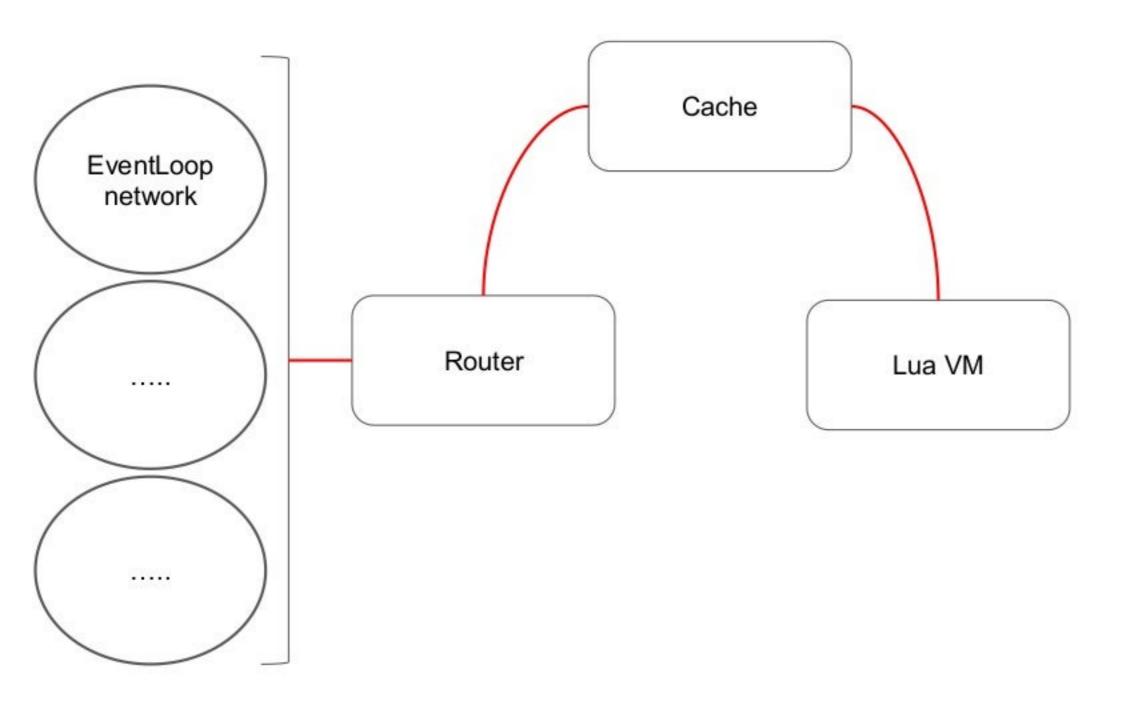


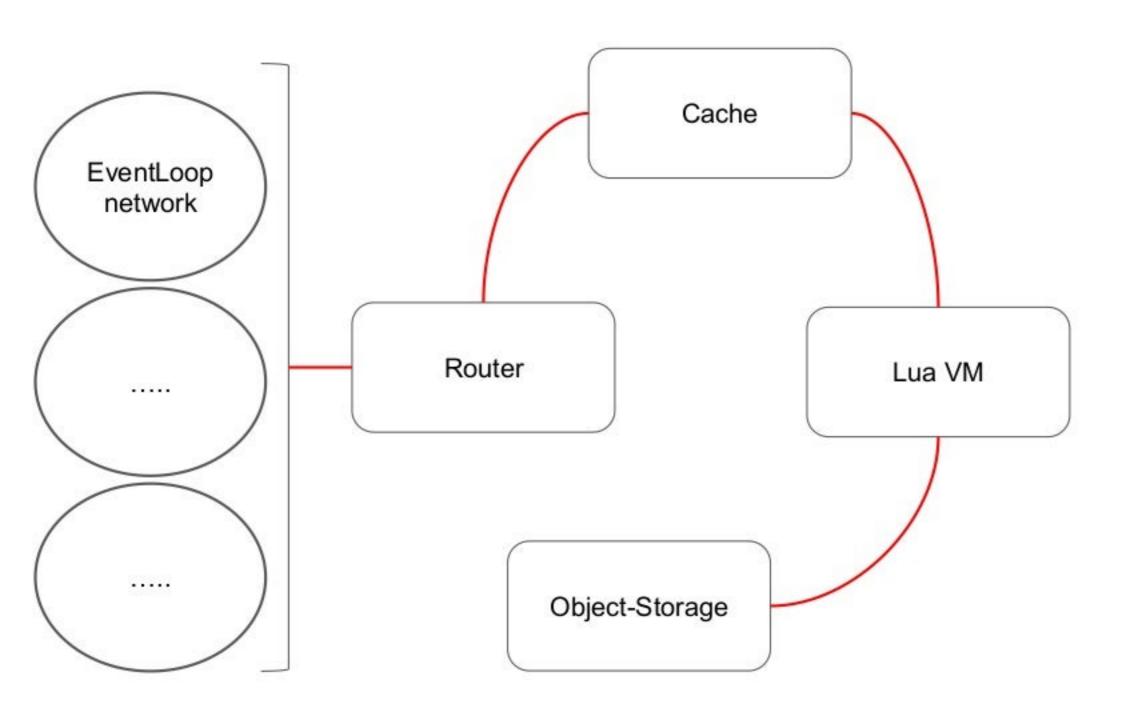
Back-End Cache Beast Asio Lua Router Sync Object-Storage

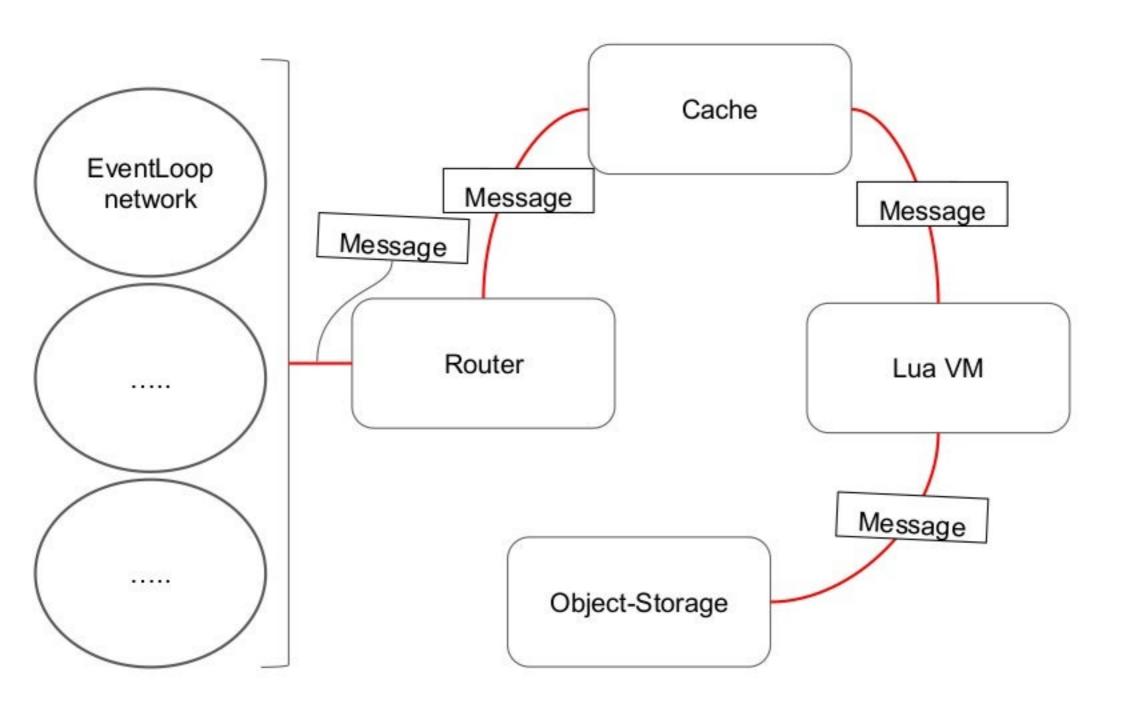


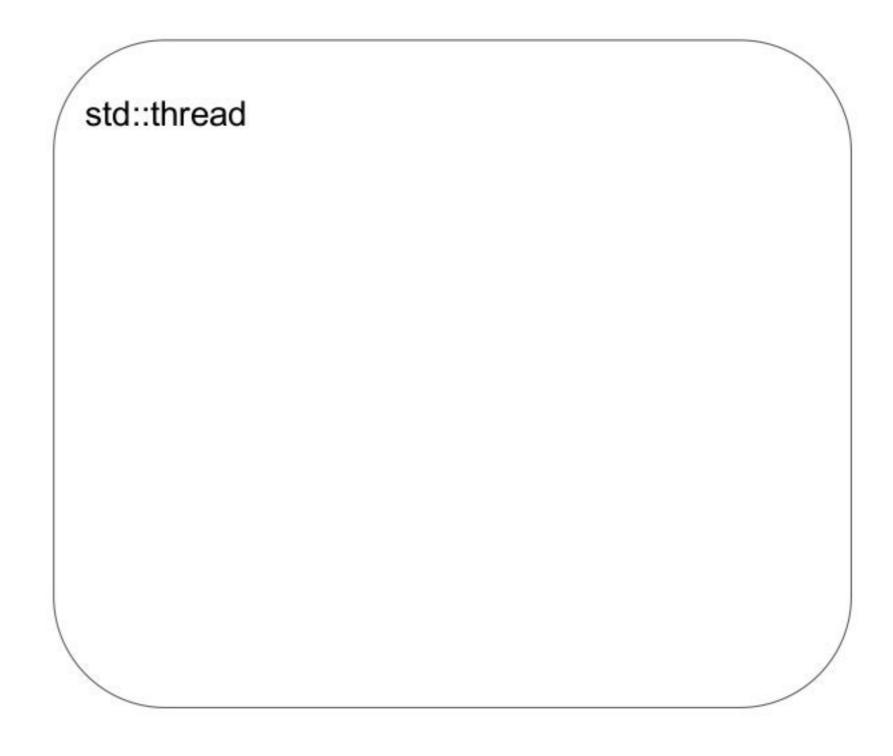








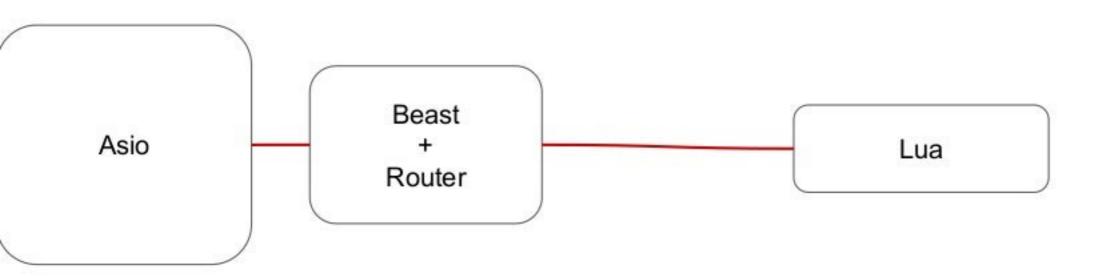


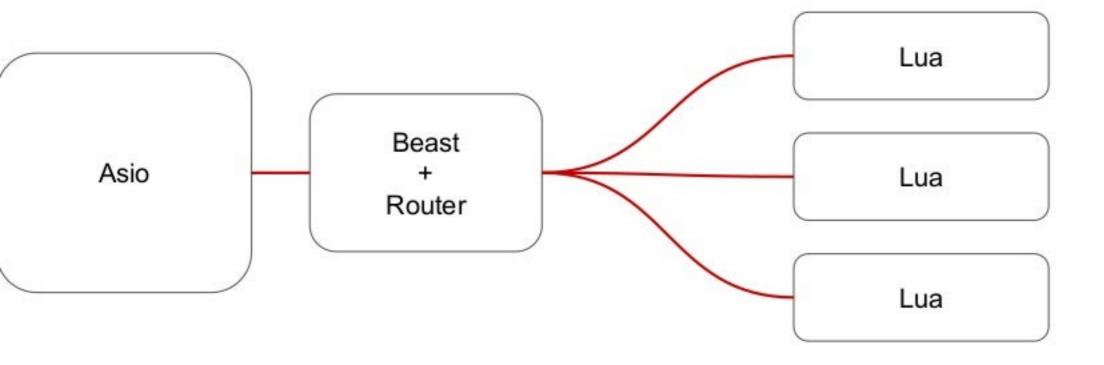


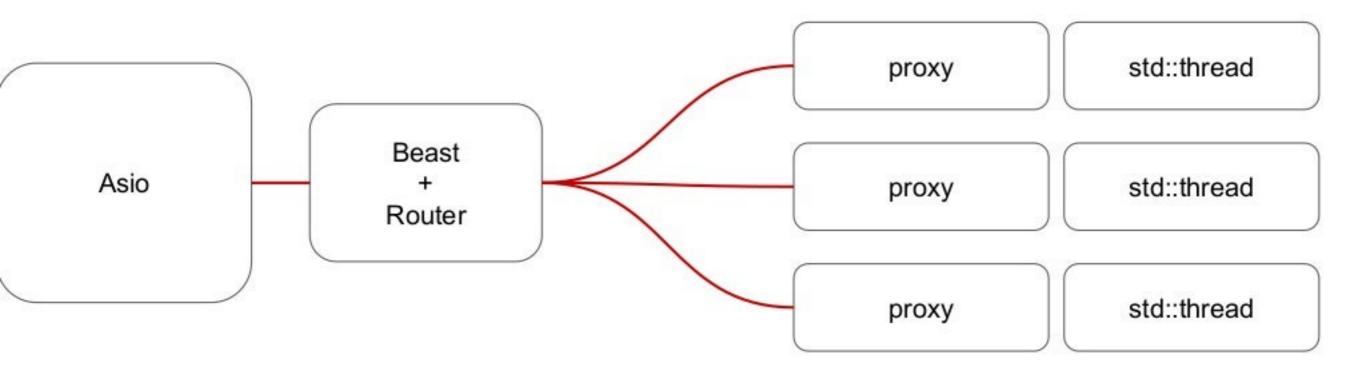
std::thread Lua VM

std::thread Lua external state Lua VM

std::thread Lua Local external Cache state Lua VM







```
int main(int argc, char **argv) {
///...
  goblin_engineer::dynamic_environment env;
  init service(env);
  env.initialize();
  return env.startup();
```

```
void init_service(goblin_engineer::dynamic_environment&env) {
///...

auto& lua = env.add_service<lua_engine::engine>();
auto& http = env.add_data_provider<http::server>(router);
http->add_shared(lua.address());
lua->add_shared(http.address());
```

///

```
class async_actor {
  virtual async_actor() {
```

```
struct abstract service: public actor zeta::async actor
 ~abstract service() = default;
 virtual void startup(goblin_engineer::context_t *) = 0;
 virtual void shutdown() = 0;
```

```
class lua engine final : public
goblin engineer::abstract service {
   ~lua engine() override;
   void startup(goblin engineer::context t *) override;
   void shutdown() override;
///...
private:
   wrapper ptr<std::thread> executor;
```

```
exuctor = std::make_unique<std::thread>(
       [this]() {
           auto script = lua.load_file(this->path_script);
     ///...
        script();
     ///...
```

online Shop 0

online Shop

online Shop N

Platform





online Shop N

Platform

Примеры механик аналитиков.

Примеры механик аналитиков.

• Оценка качества закупленного трафика

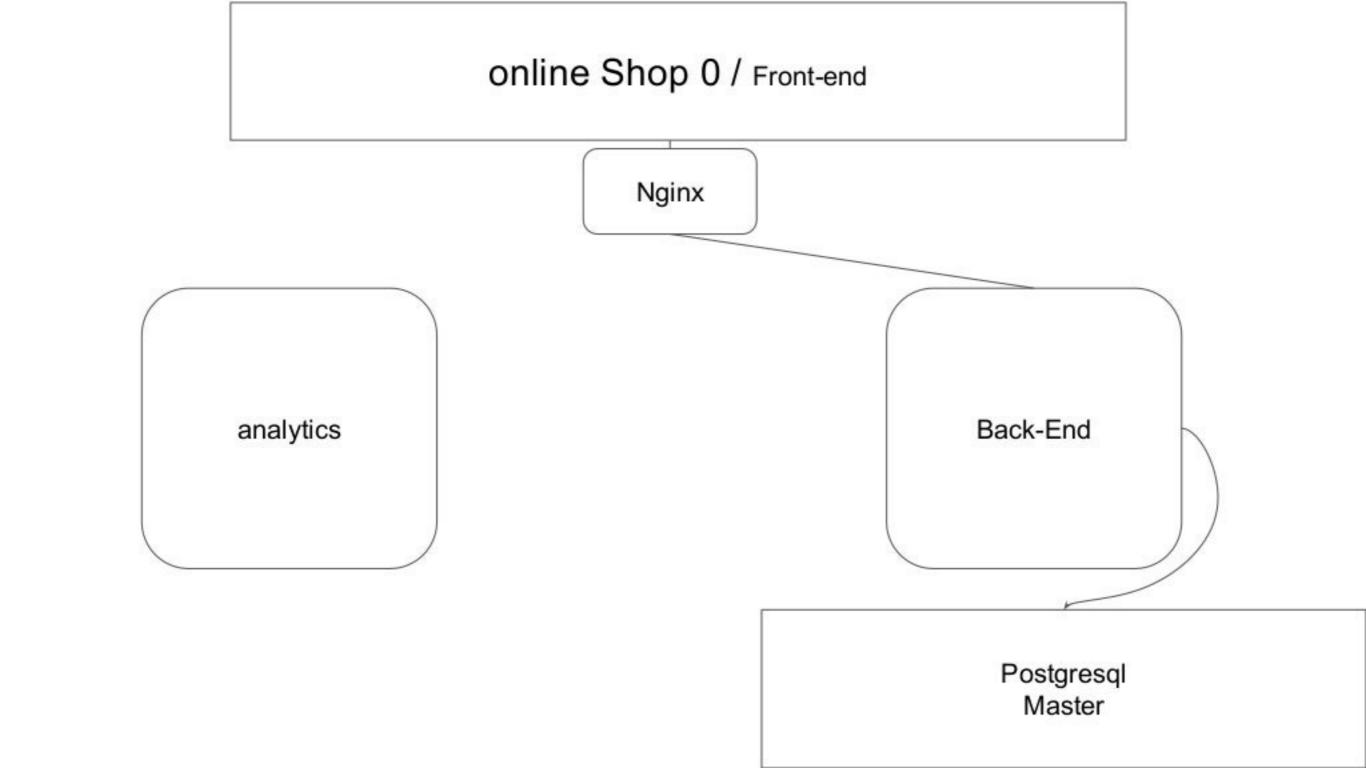
Примеры механик аналитиков.

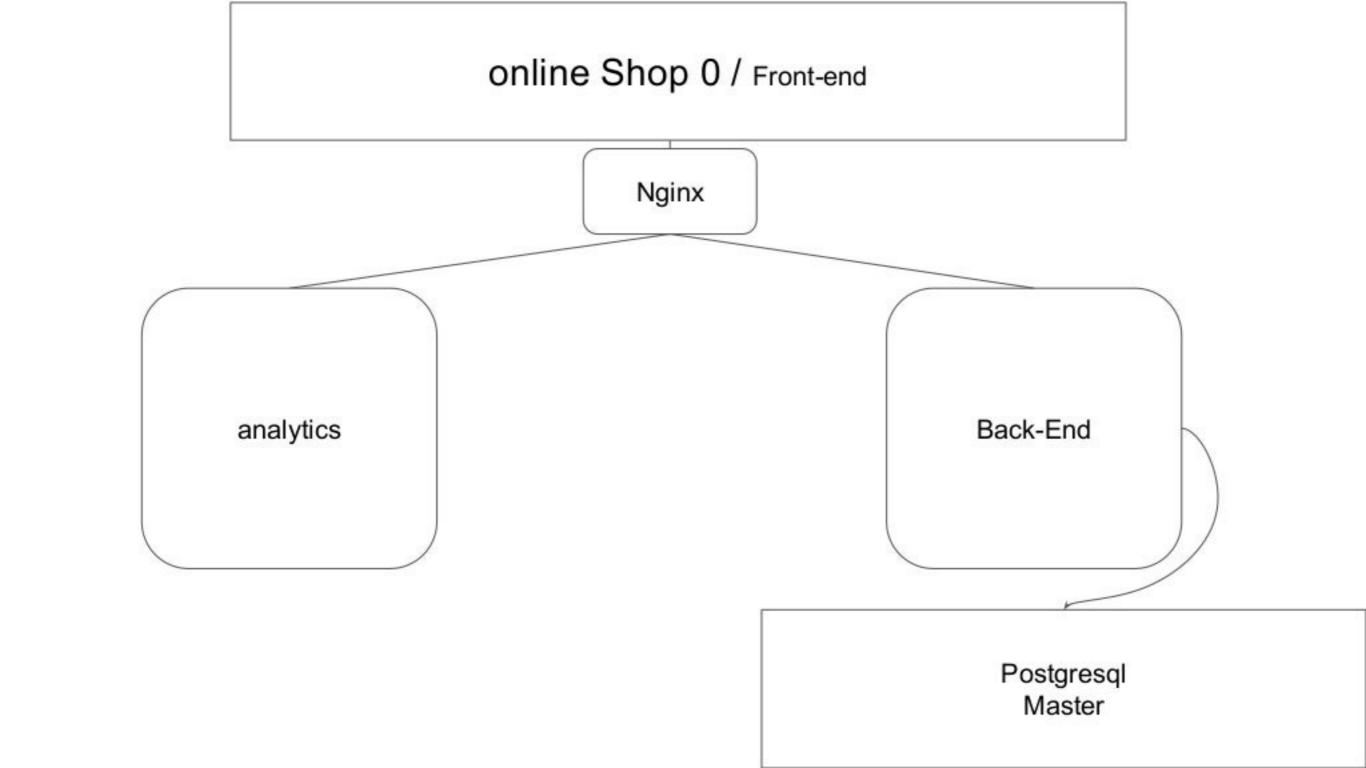
- Оценка качества закупленного трафика
- Рекомендации пользователя для пользователей

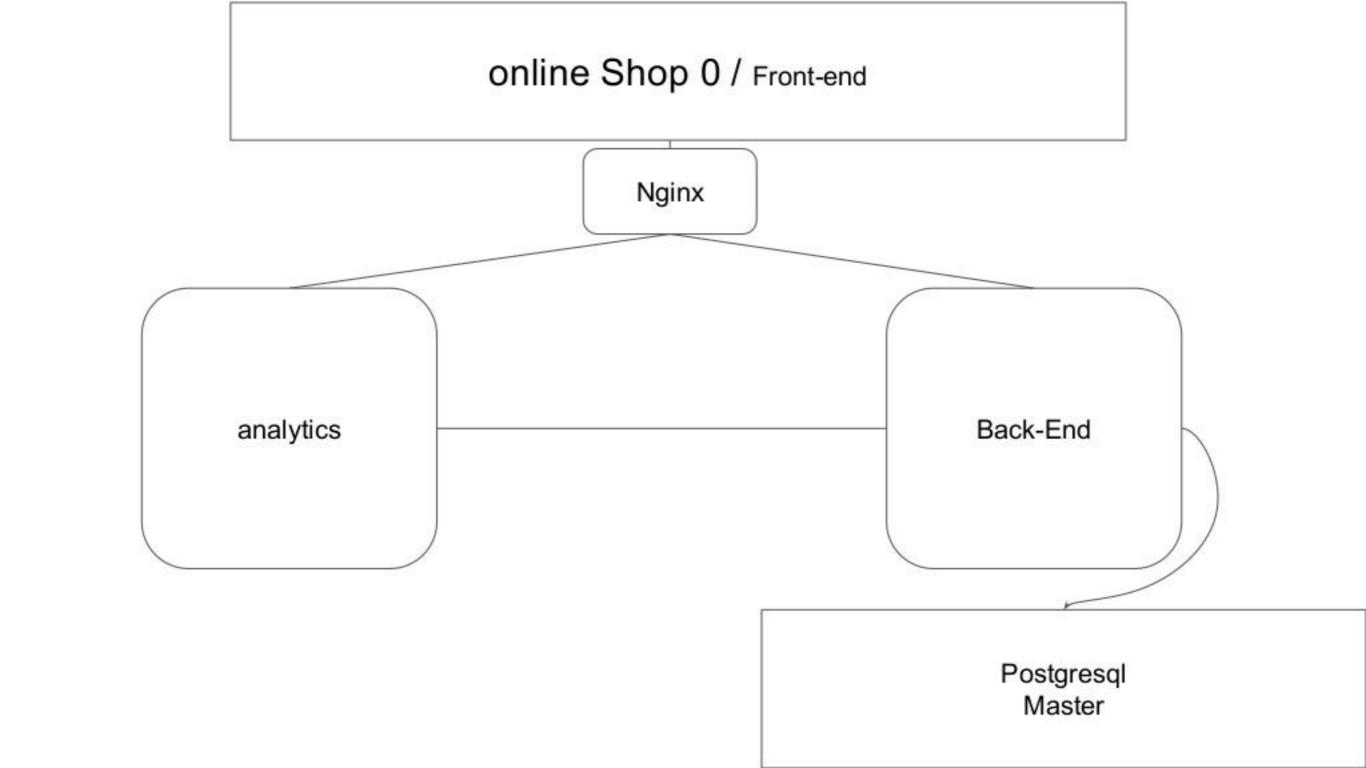
online Shop 0 / Front-end

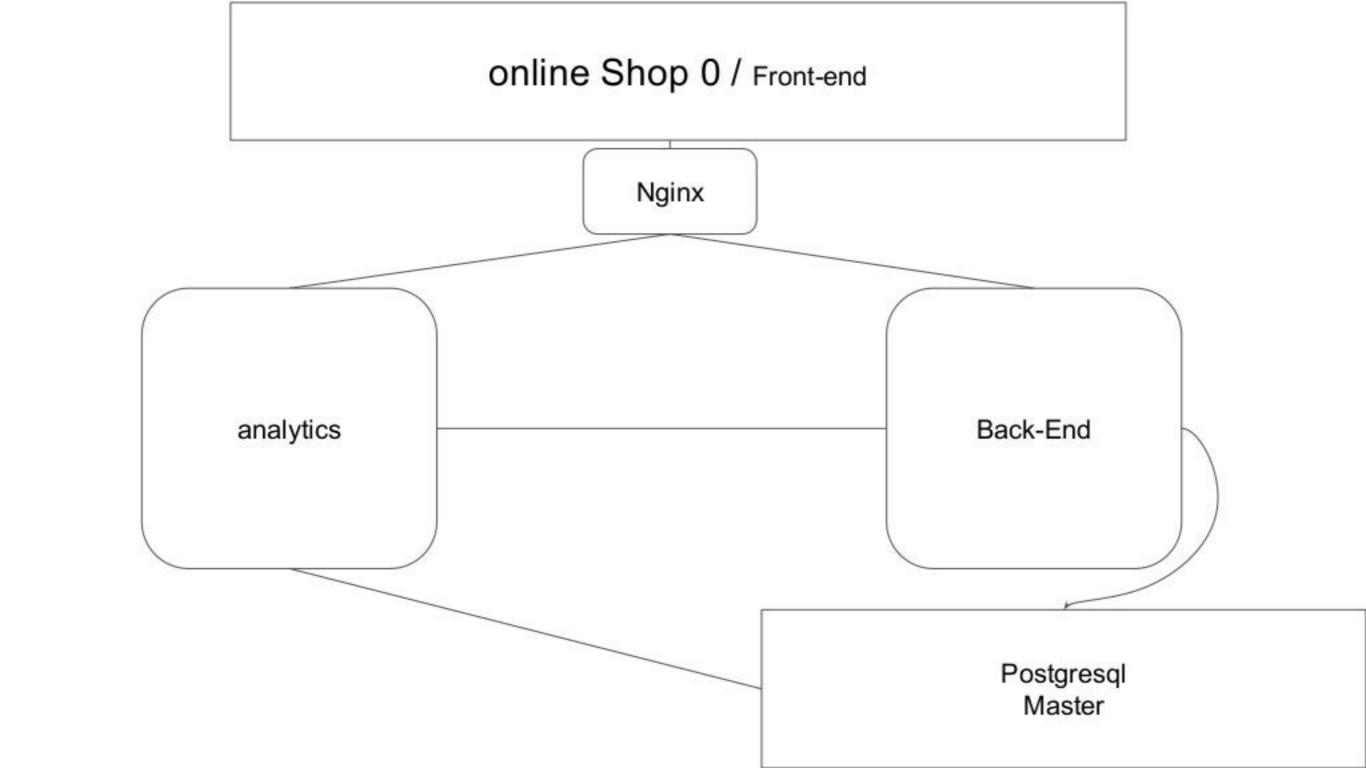
Nginx

online Shop 0 / Front-end Nginx Back-End Postgresql Master







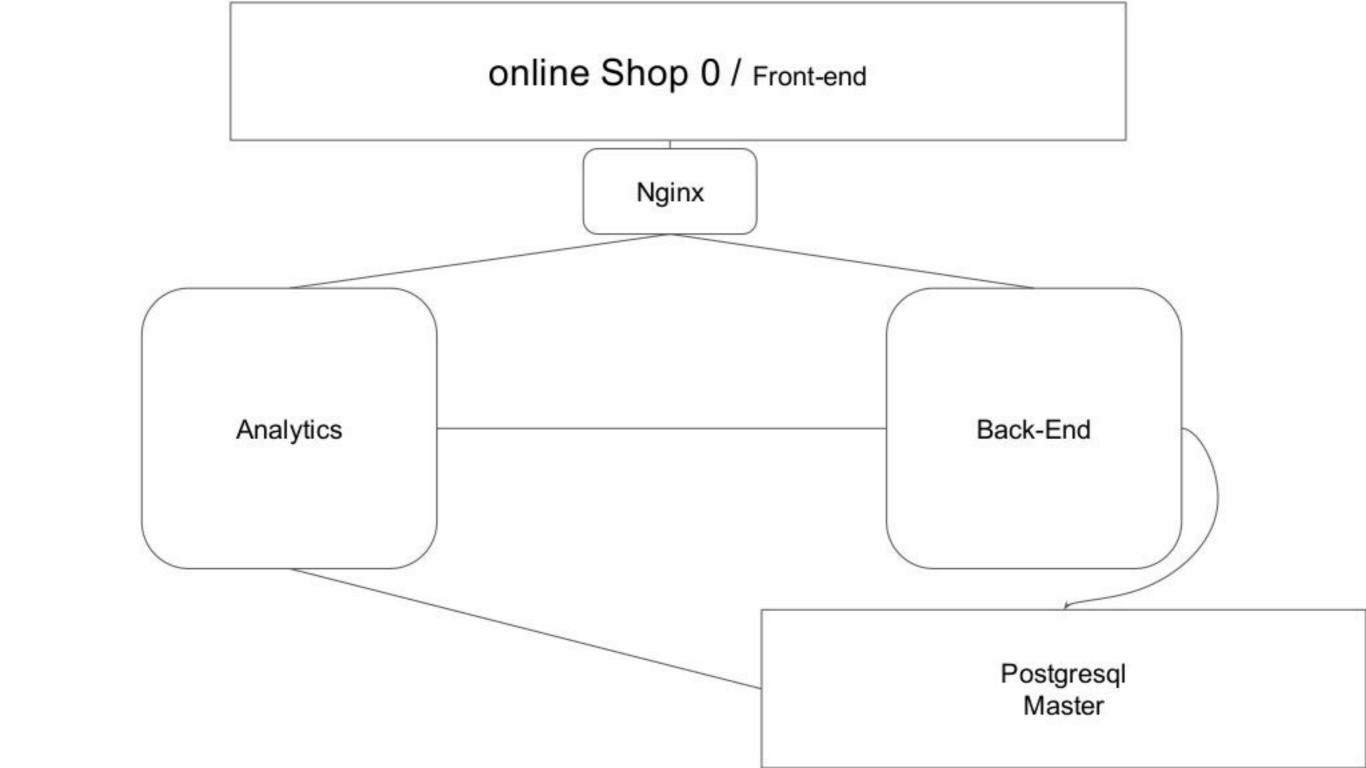


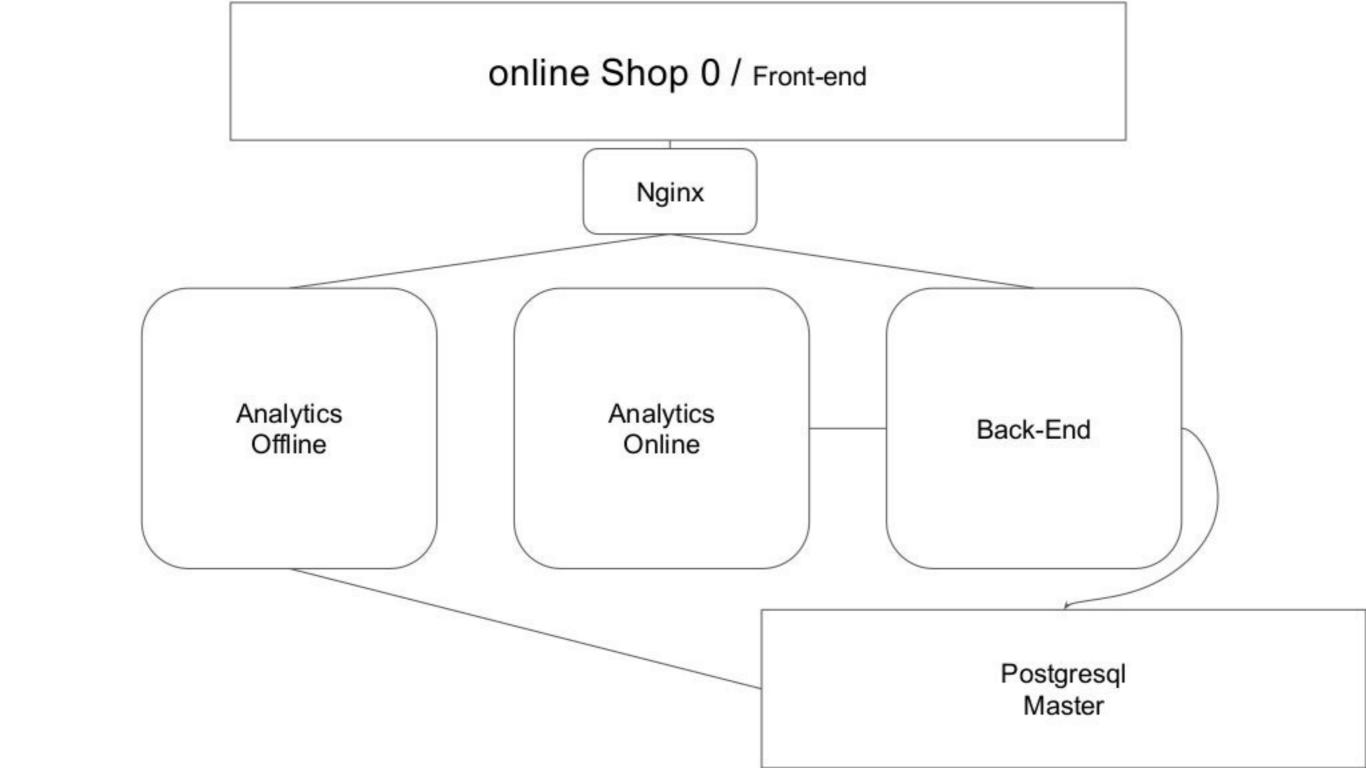
StartUp: 1m - 15m

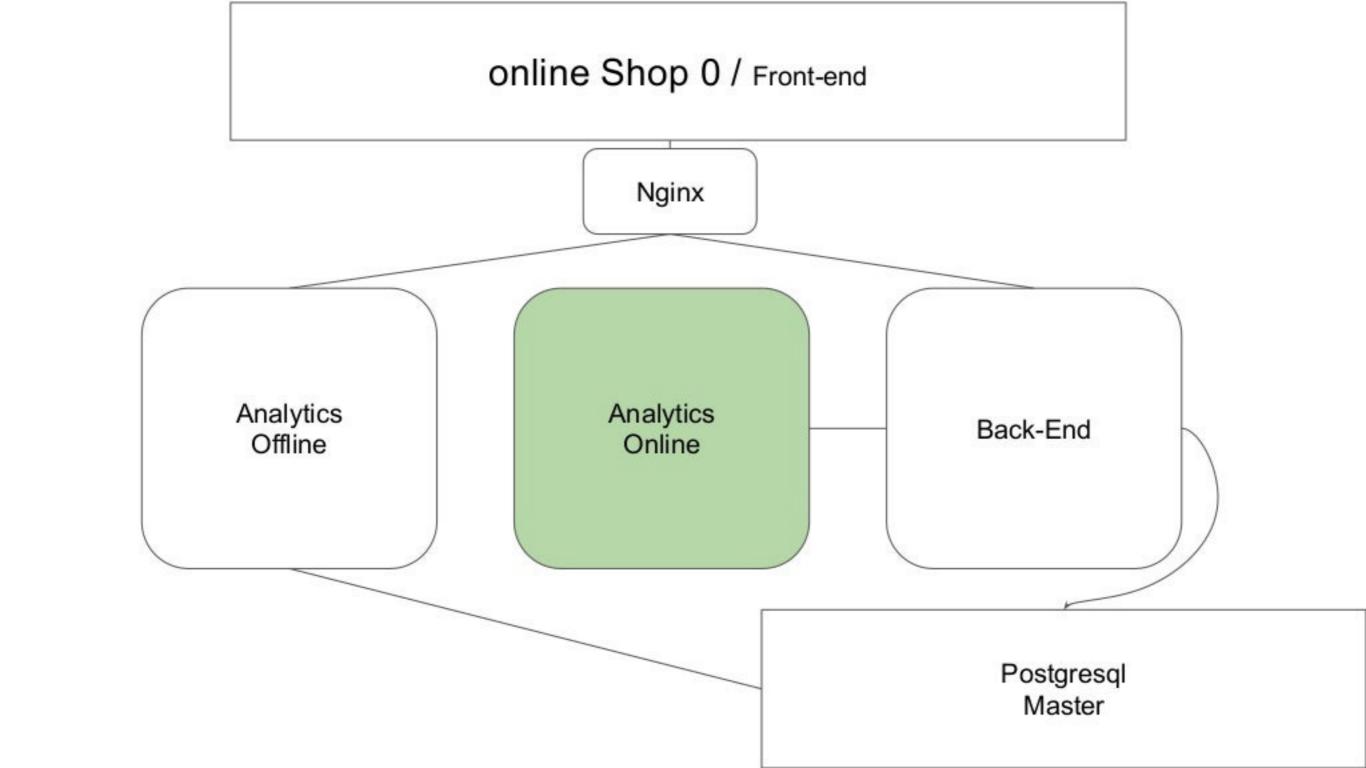
- StartUp : 1m 15m
- Response latency: 1s 1m

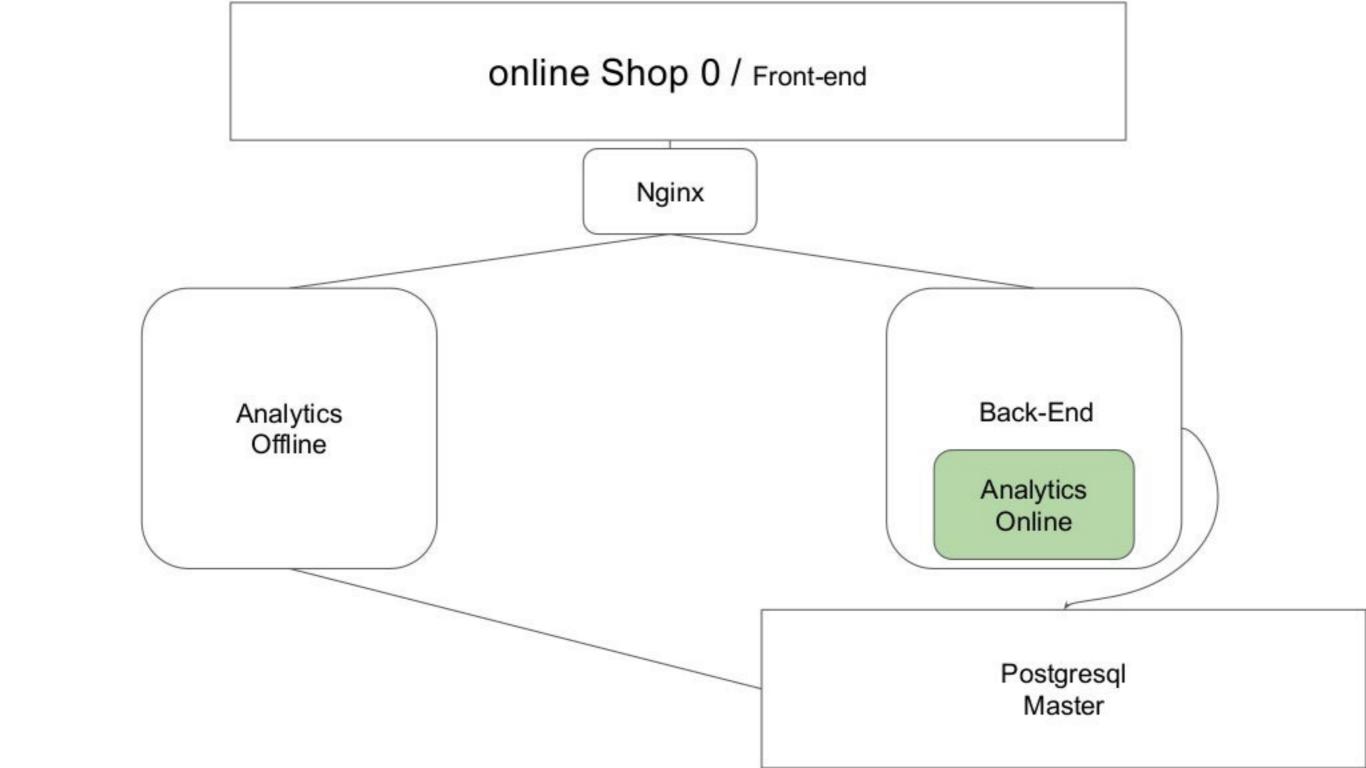
- StartUp: 1m 15m
- Response latency: 1s 1m
- Python

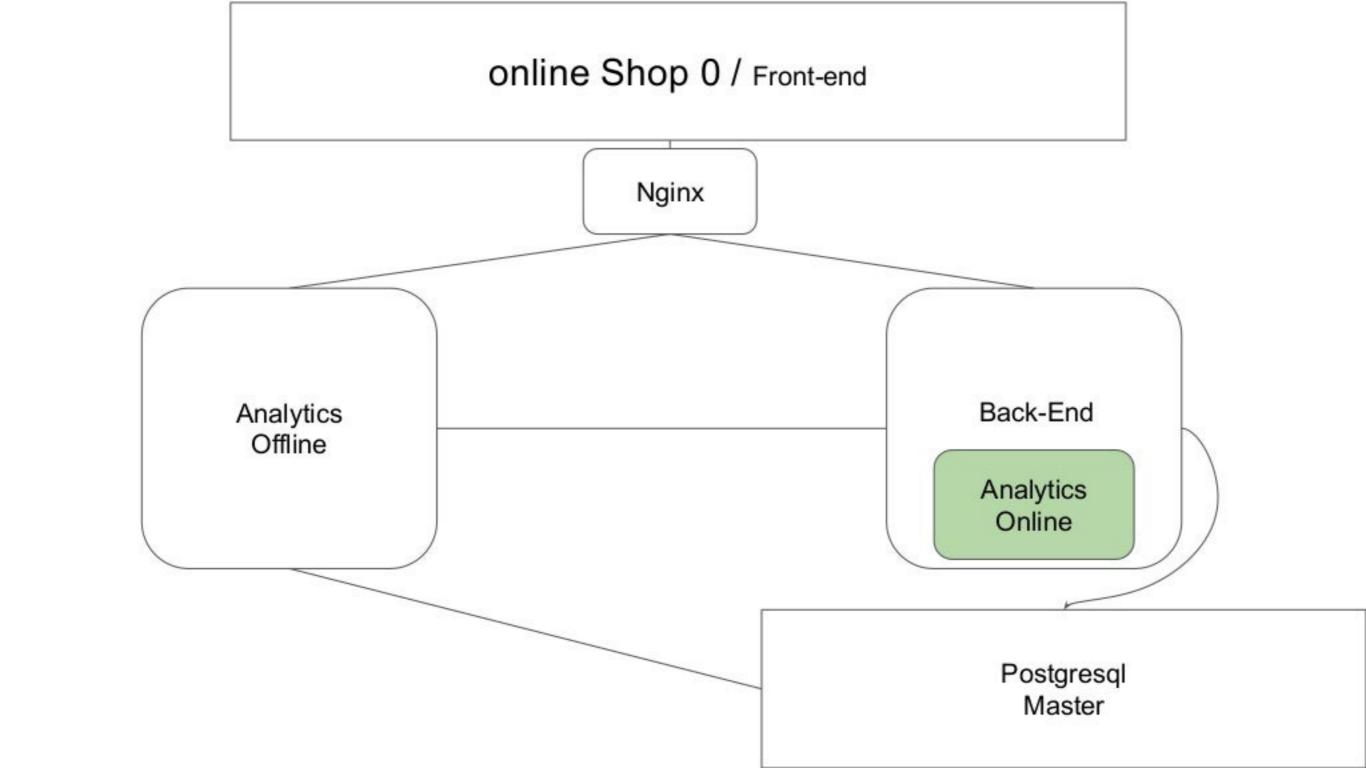
- StartUp: 1m 15m
- Response latency: 1s 1m
- Python
- Number of machines: 100

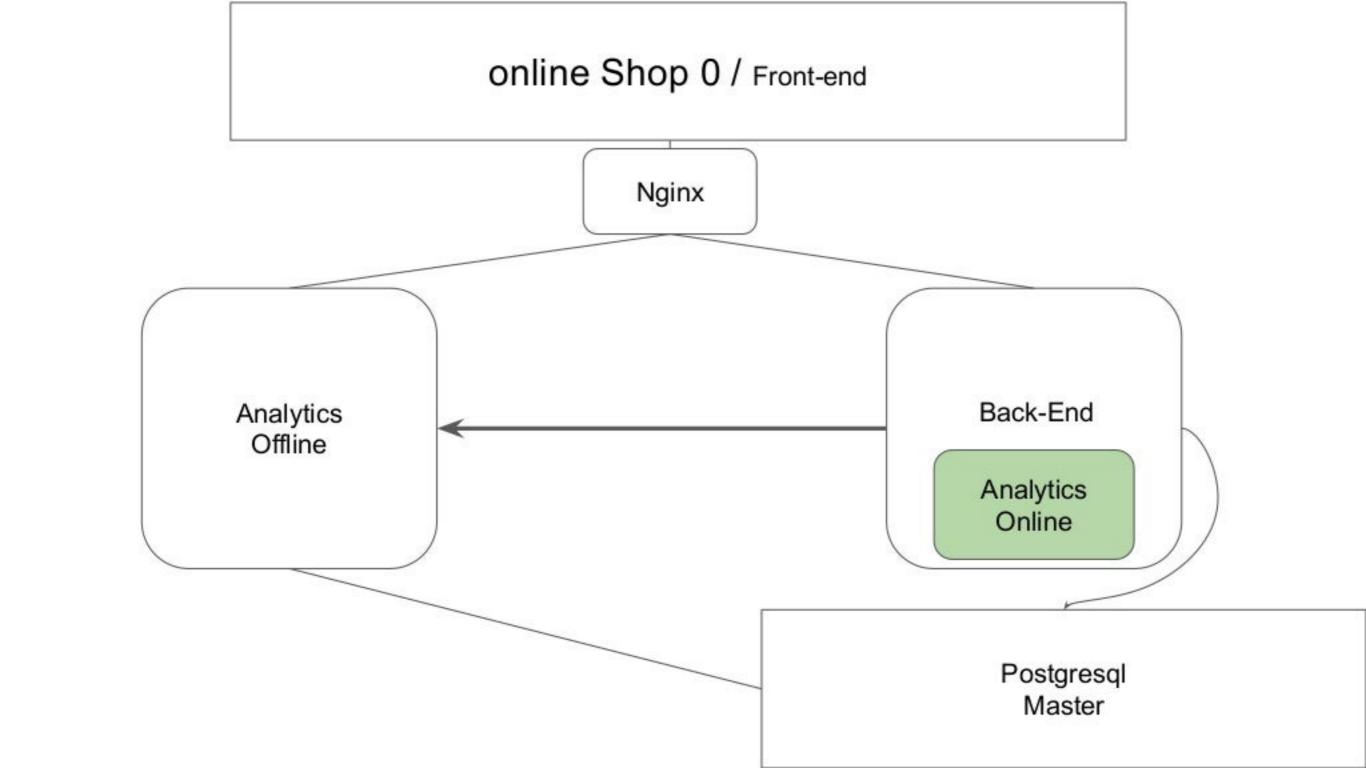






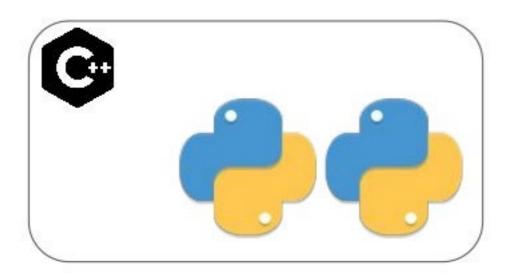


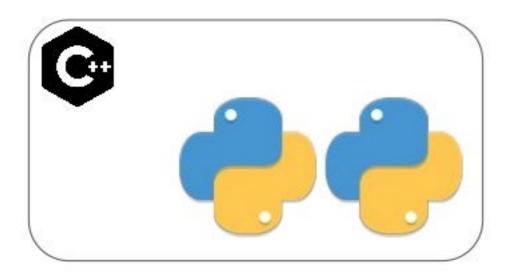


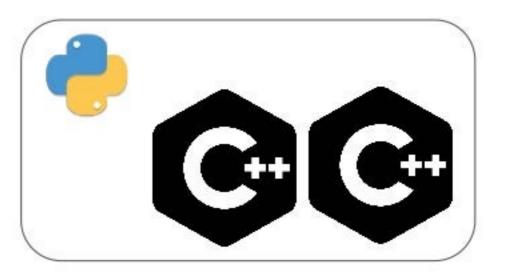


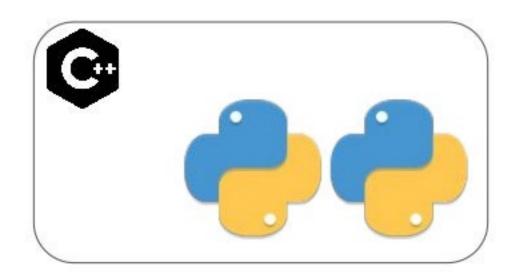
- StartUp: 1m 15m
- Response latency: 1s 1m
- Python
- Number of machines: 100

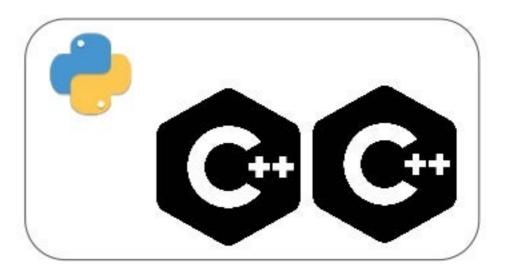
- StartUp : 1m 15m
- Response latency: 1s 1m
- Python
- Number of machines: 100

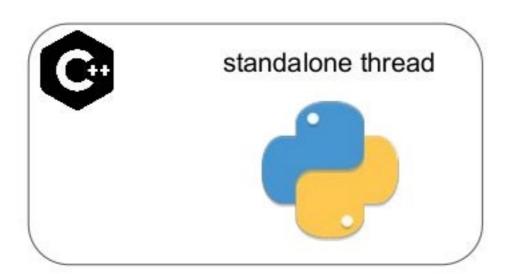


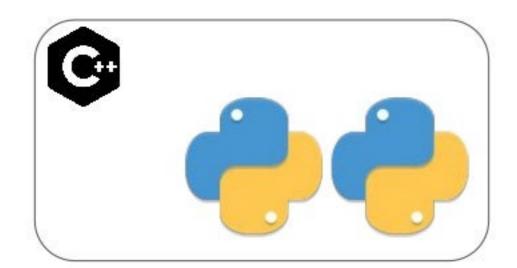


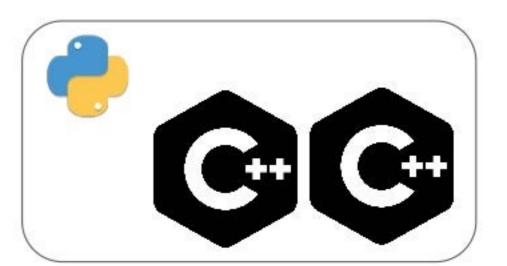


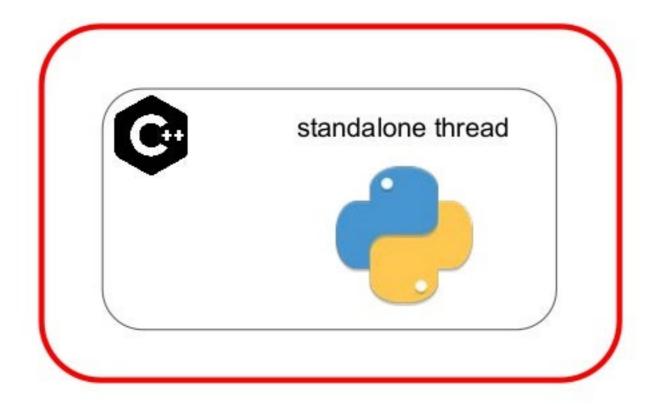




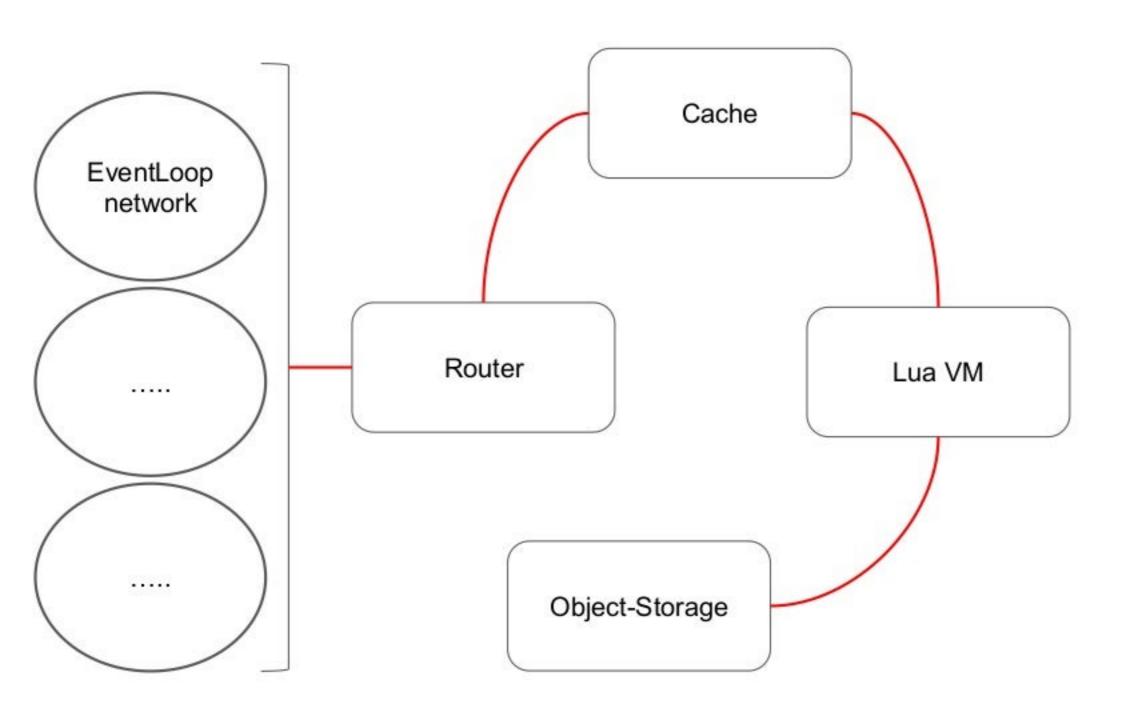


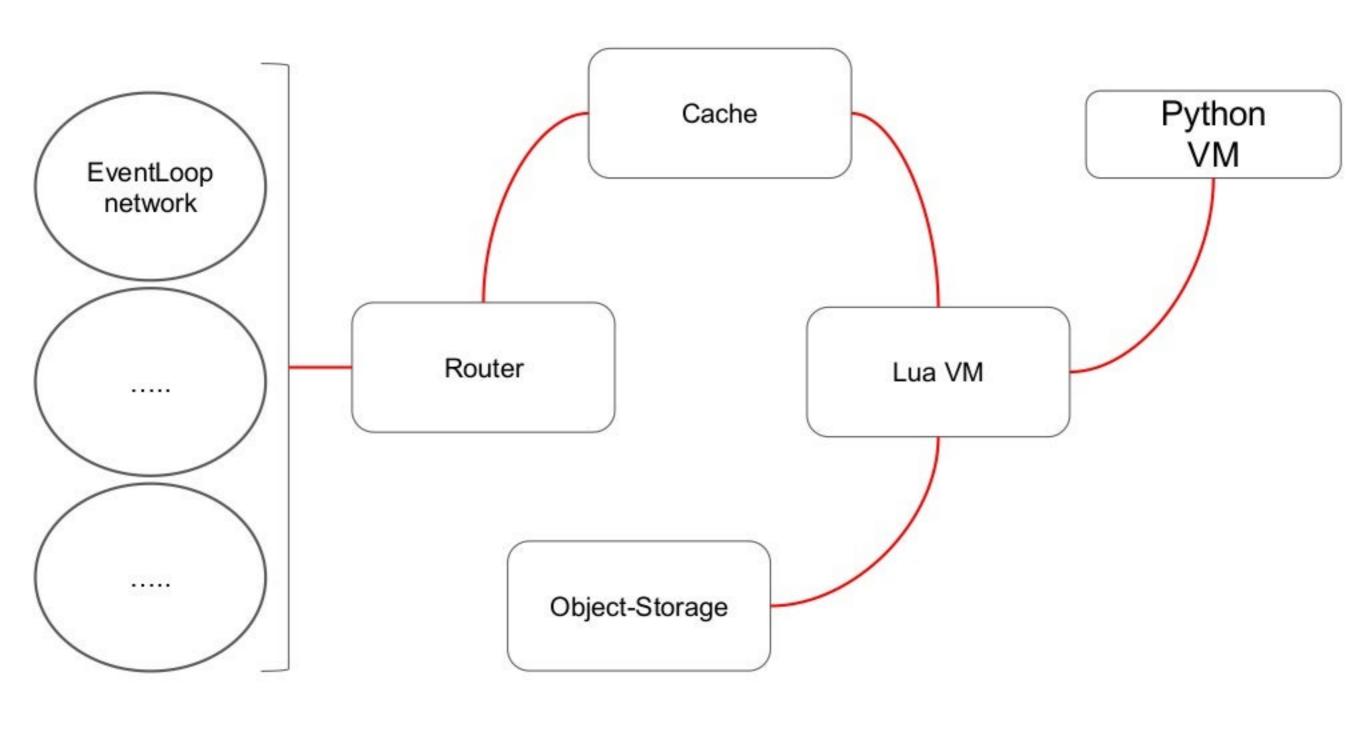


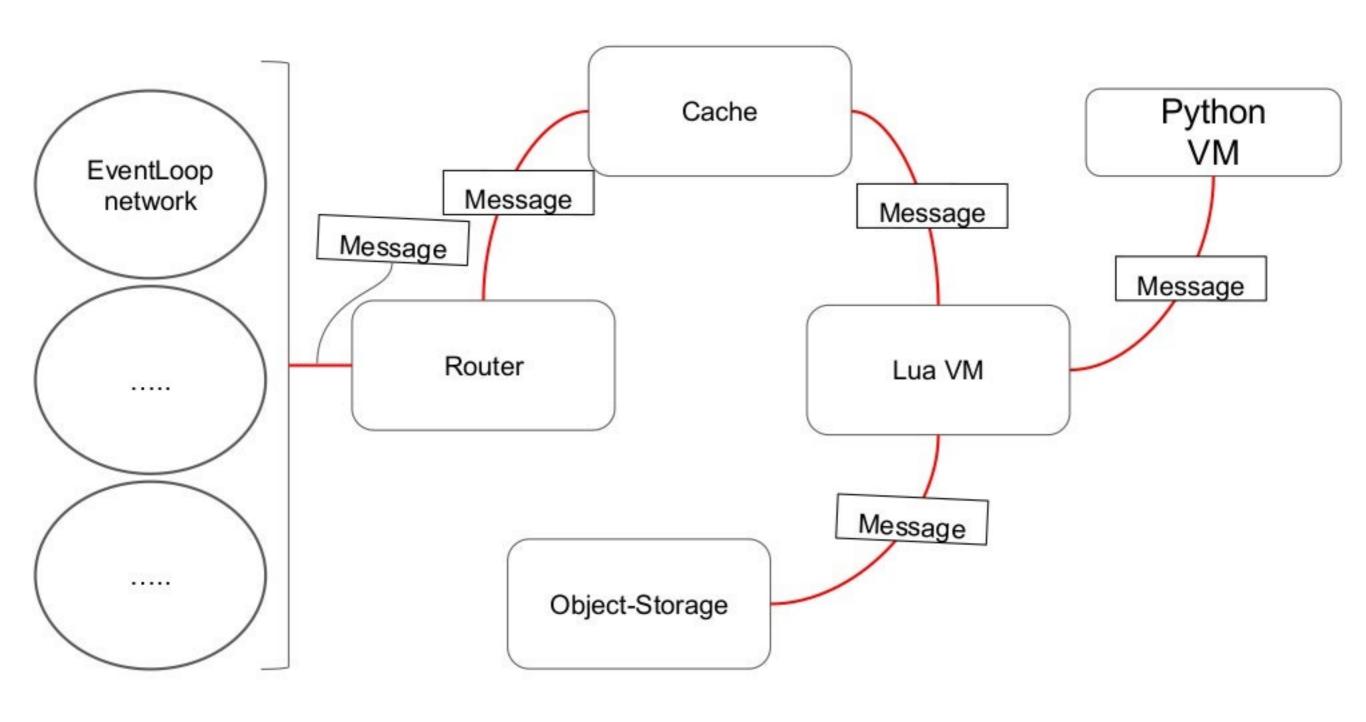


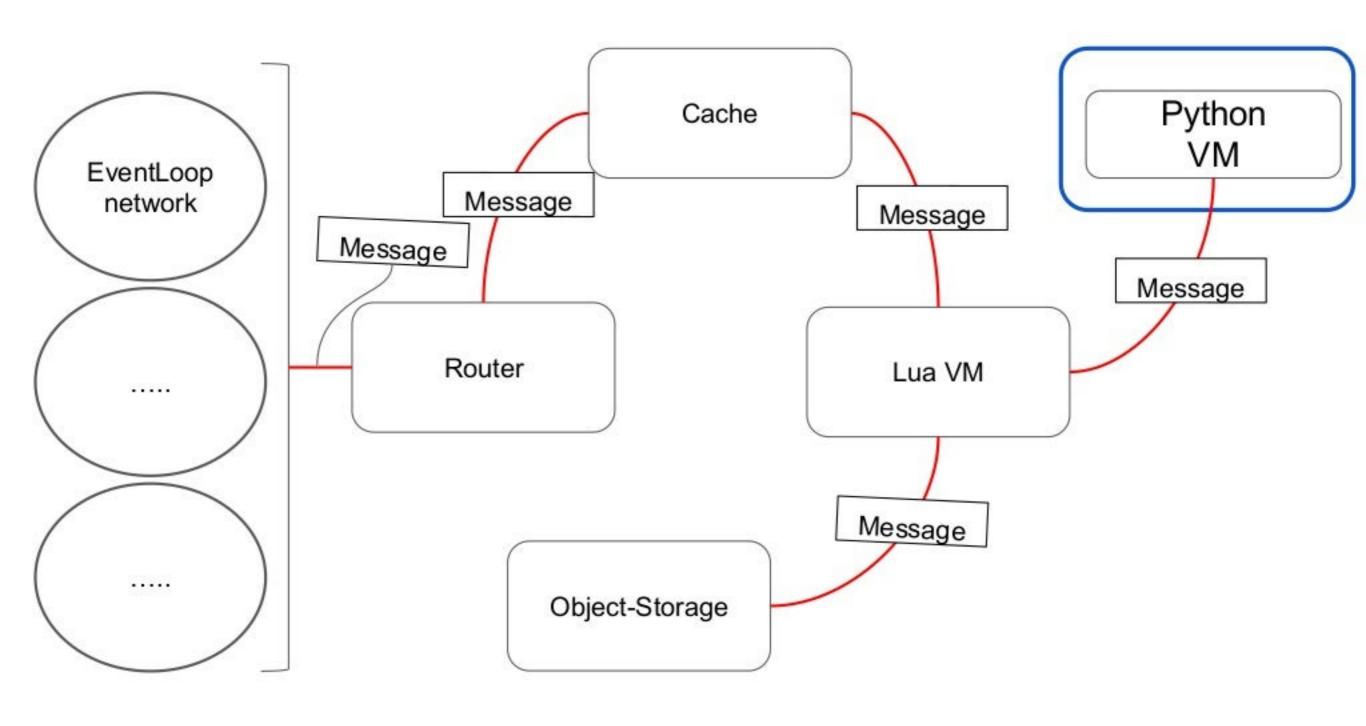


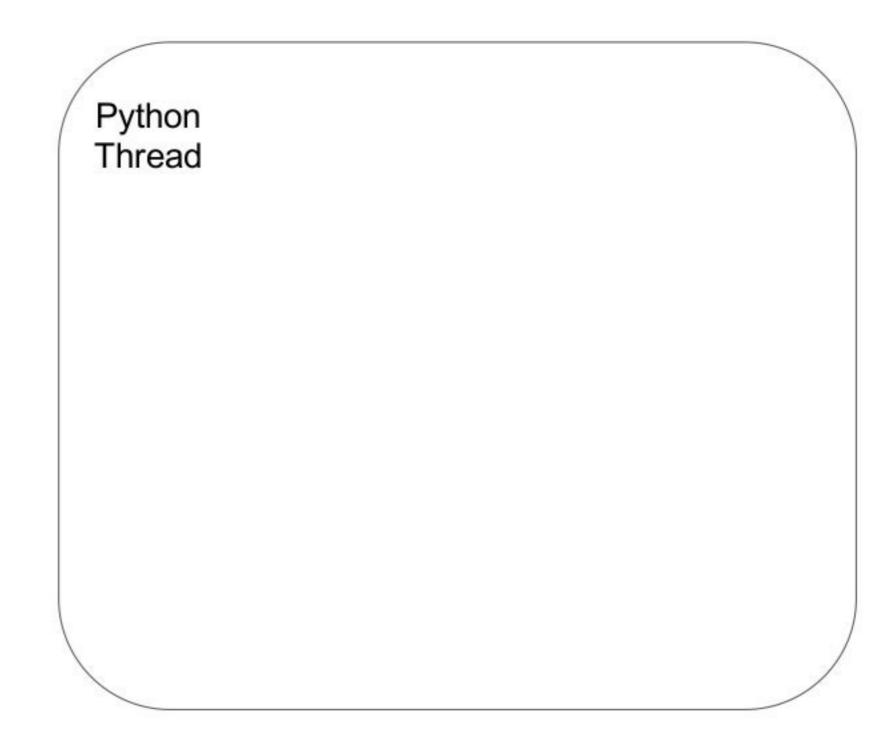
Back-End Cache Beast Asio Lua Router Python Sync Object-Storage





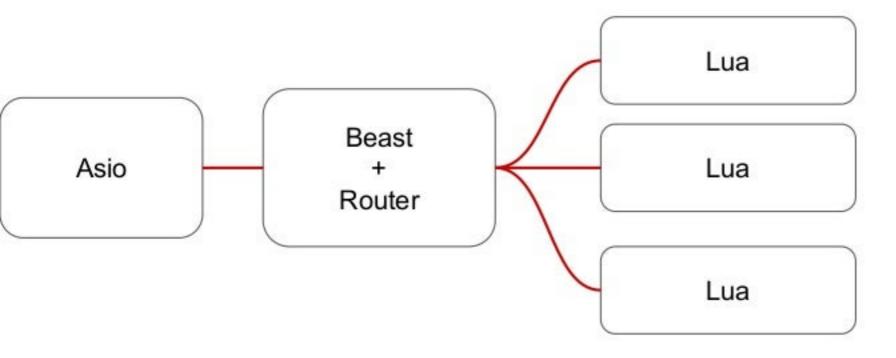


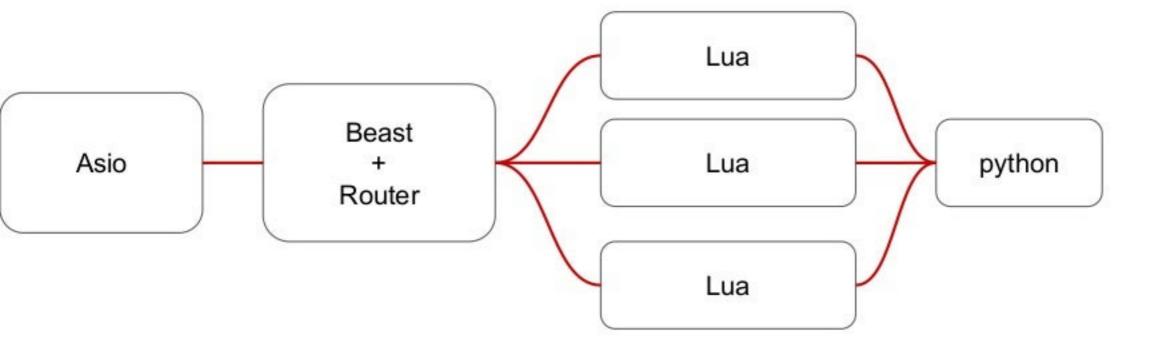


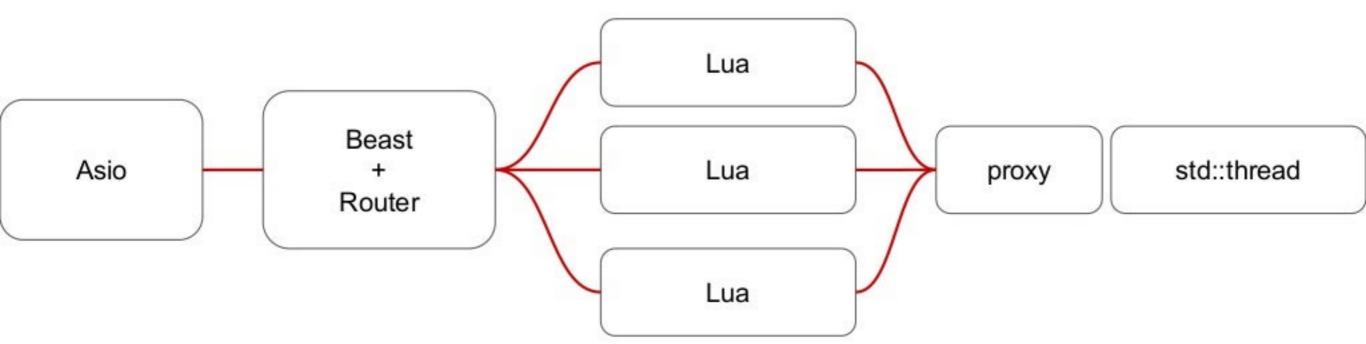


Python Thread Python VM

Python Thread Local Local Cache Cache internal External Python VM







```
void init service(goblin engineer::dynamic environment&env) {
///...
       auto& lua = env.add service<lua engine::engine>();
       auto& http =
env.add data provider<http::server>(router);
     http->add shared(lua.address());
     lua->add shared(http.address());
```

///...

```
void init_service(goblin_engineer::dynamic_environment&env) {

///...

    auto& lua = env.add_service<lua_engine::engine>();
    auto& python = env.add service<python_engine::engine>();

    auto& http = env.add_data_provider<http::server>(router);

    http->add_shared(lua.address()); ///... M:N

    lua->add_shared(http.address()); ///... M:N
```

///...

```
void init_service(goblin_engineer::dynamic_environment&env) {
///...
       auto& lua = env.add service<lua engine::engine>();
       auto& python = env.add_service<python_engine::engine>();
       auto& http = env.add data provider<http::server>(router);
     http->add shared(lua.address()); ///... M:N
     lua->add shared(http.address()); ///... M:N
     lua->join(python.address()); ///... M:1
```

```
#!/usr/bin/env python3
#...
def main() -> None:
#...
   run_app(init(config), host=config.app_host,
port=config.app_port)
if __name__ == '__main__':
   main()
```

```
async def init(config: Config) ->
Application:
   with open("big_file.txt", "r") as file:
       data = file.readline()
       data storage.update(transform(data))
   return app
```

```
\#...1m - 15m
async def init(config: Config) ->
Application:
   #...
   with open("big_file.txt", "r") as file:
       data = file.readline()
       data storage.update(transform(data))
   #...
   return app
```

Python Thread Local Local Cache Cache internal External Python VM

unorder_map<string,File>

Python Thread

> Local Cache internal

Local Cache External

Python VM

unorder_map<string,File>

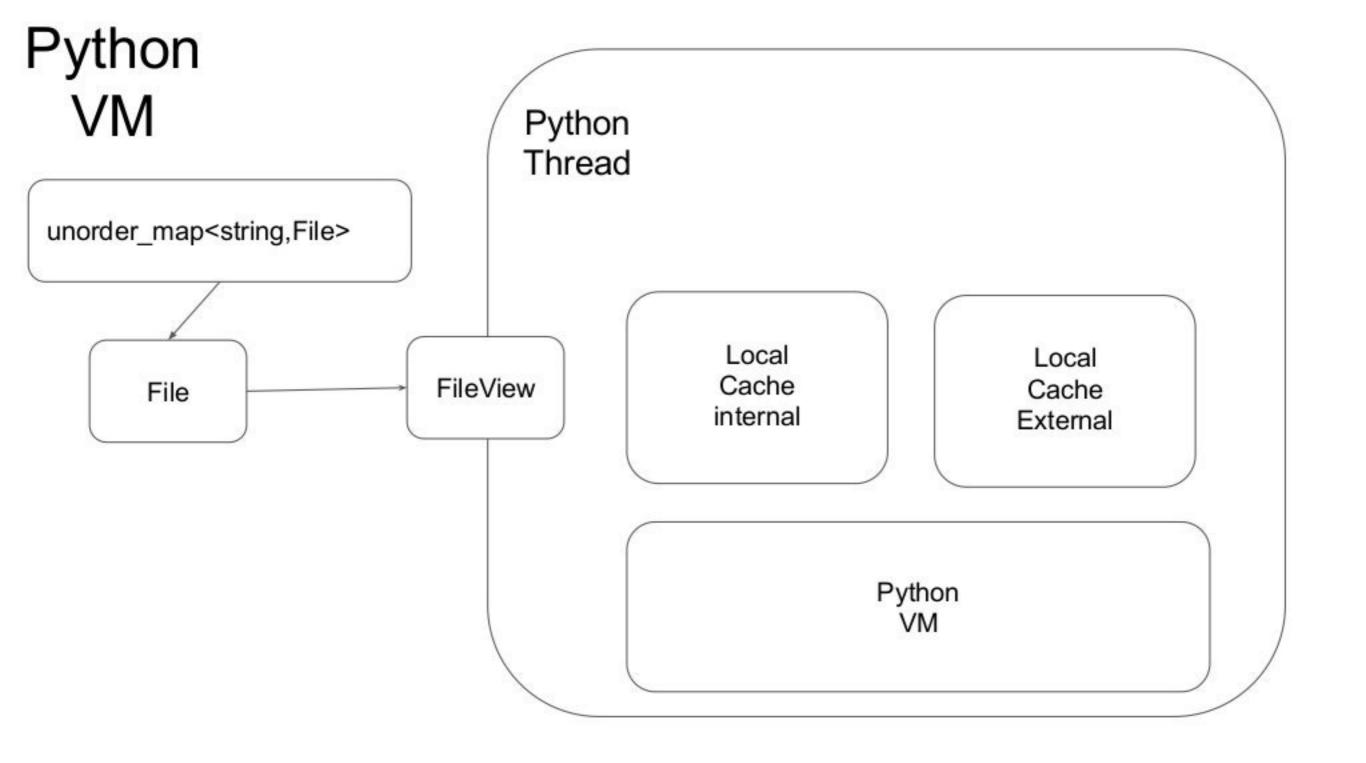
File

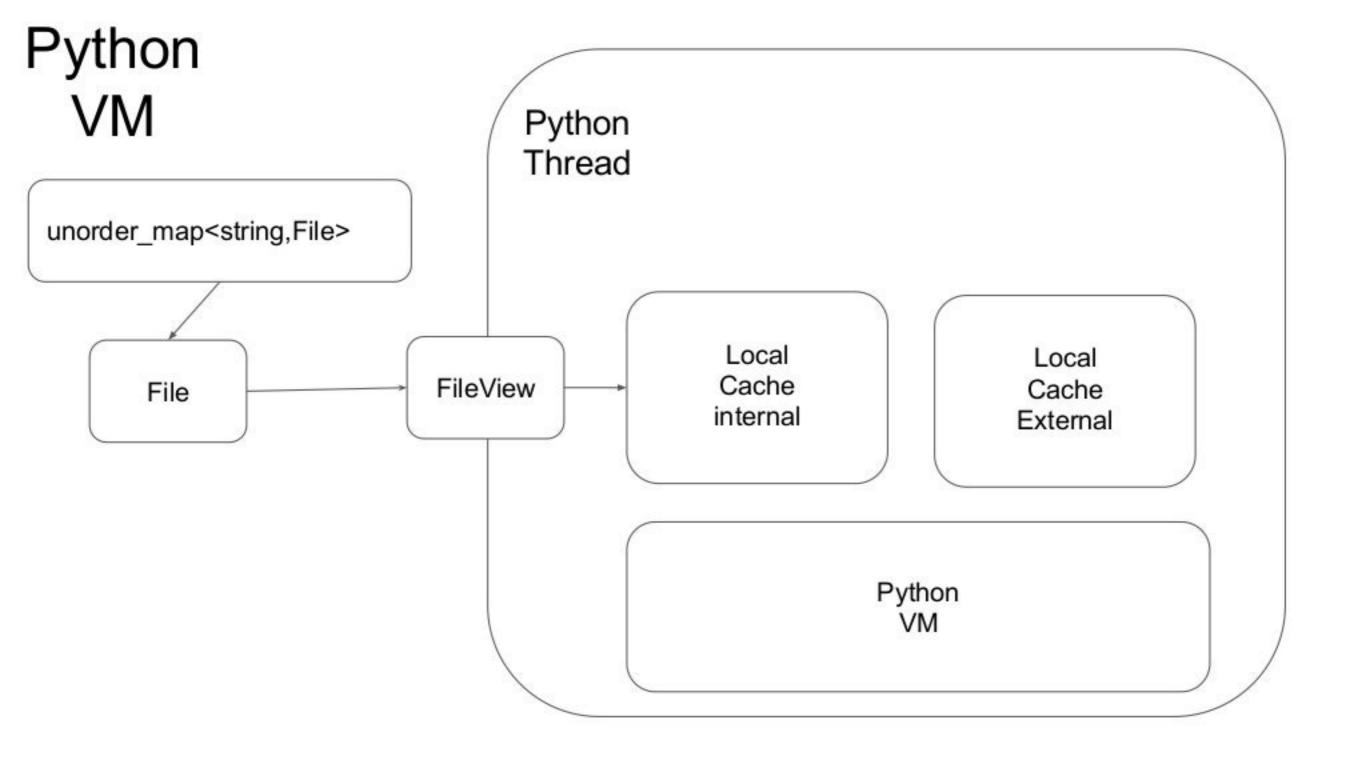
Python Thread

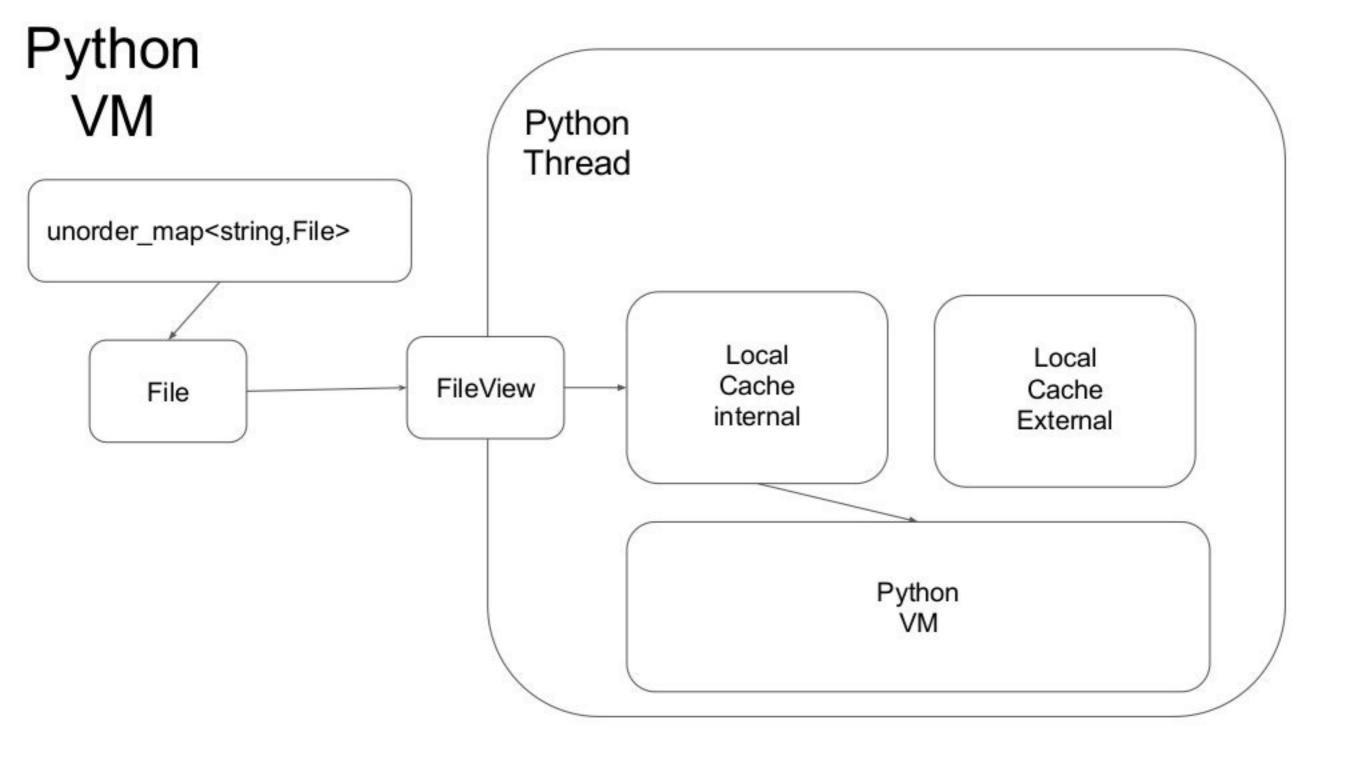
> Local Cache internal

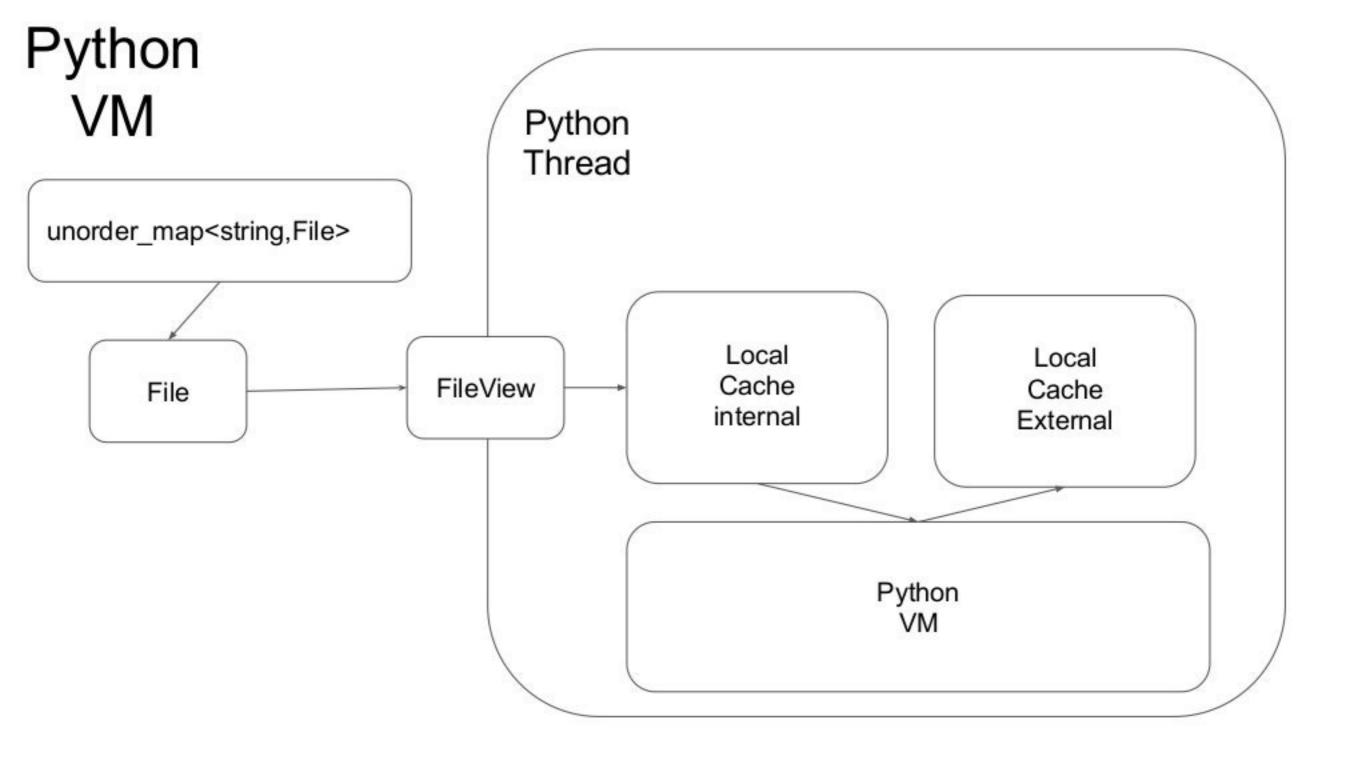
Local Cache External

Python VM









```
\#...1m - 15m
async def init(config: Config) ->
Application:
   #...
   with open("big_file.txt", "r") as file:
       data = file.readline()
       data storage.update(transform(data))
   #...
   return app
```

```
from pyrocketjoe import smart open
async def init(config: Config) ->
Application:
   #...
   with smart_open("big_file.txt", "r") as
file:
       data = file.readline()
       data storage.update(transform(data))
   #...
   return app
```

```
namespace py = pybind11;
class python engine final : public
goblin engineer::abstract service {
///...
  ~lua engine() override;
  void startup(goblin engineer::context t *) override;
  void shutdown() override;
private:----
   py::module pyrocketjoe
   wrapper ptr<std::thread> executor;
```

```
exuctor = std::make_unique<std::thread>(
       [this]() {
       ///...
auto locals = py::dict("path"_a=path_script,"pyrocketjoe"_a=pyrocketjoe);
           py::exec(R"(
                          import sys, os
                          from importlib import import module
                          sys.modules['pyrocketjoe'] = pyrocketjoe
                          sys.path.insert(0, os.path.dirname(path))
                          module_name, _ = os.path.splitext(path)
                          import_module(os.path.basename(module_name))
            )", py::globals(), locals);
      }
```

Выводы:

StartUp : 1m - 15m

StartUp: 1m - 5m

Выводы:

- StartUp : 1m 15m
- Python

- StartUp: 1m 5m
- Python + C++ extension

Выводы:

- StartUp : 1m 15m
- Python
- Number of machines in Analytics: 100

- StartUp: 1m 5m
- Python + C++ extension
- Number of machines in Analytics: 20
- Number of machines in Analytics + Product: 50

```
spdlog
Rapidjson
Boost.asio
Boost.beast
pybind11
yaml-cpp
sol
cxxopts
conan
```





aa.borgardt@yandex.ru

+ https://github.com/smart-cloud/RocketJoe https://github.com/smart-cloud/actor-zeta

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