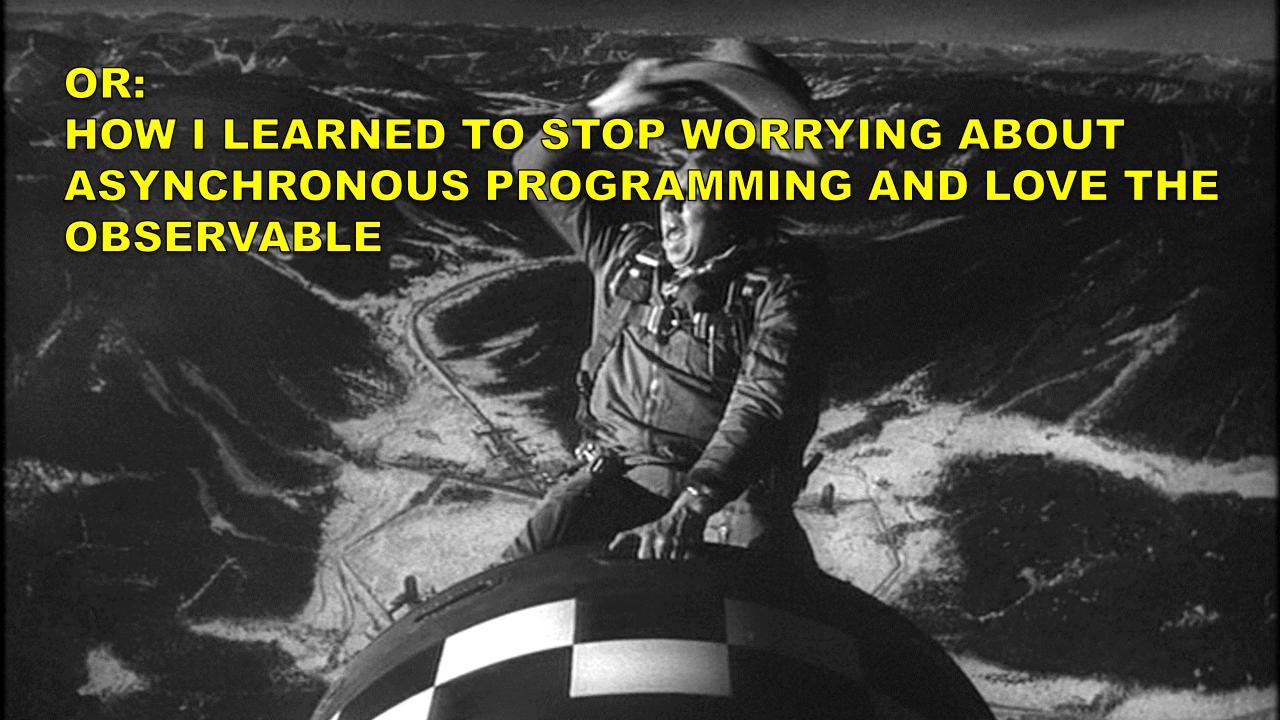


# Democratizing event processing at all scales and platforms with Reactive Extensions (Rx)

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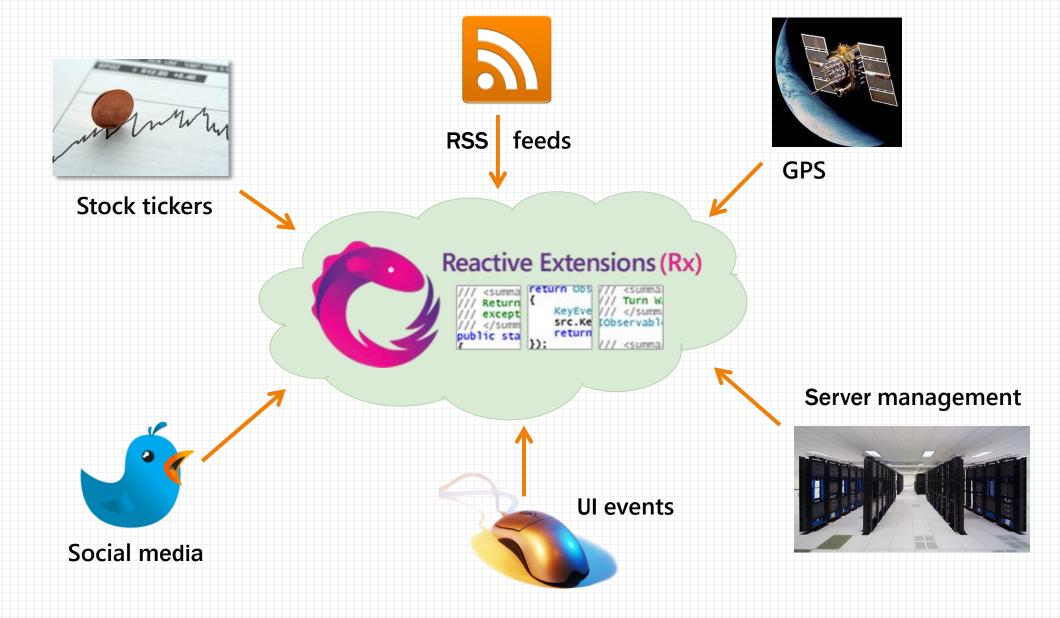
@ReactiveX







### Real-time is everywhere...

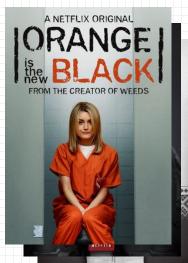


#### **Top-rated Movies Collection**

getTopRatedFilms(user)

```
Func<User, IObservable<Video>> getTopRatedFilms = user =>
    user.VideoLists
    .Select(videoList =>
        videoList.Videos
        .Where(video => video.Rating === 5.0)).
    Merge();
```

.Subscribe(film => Console.WriteLine(film));





## What if I told you...

...that you could create a drag event...

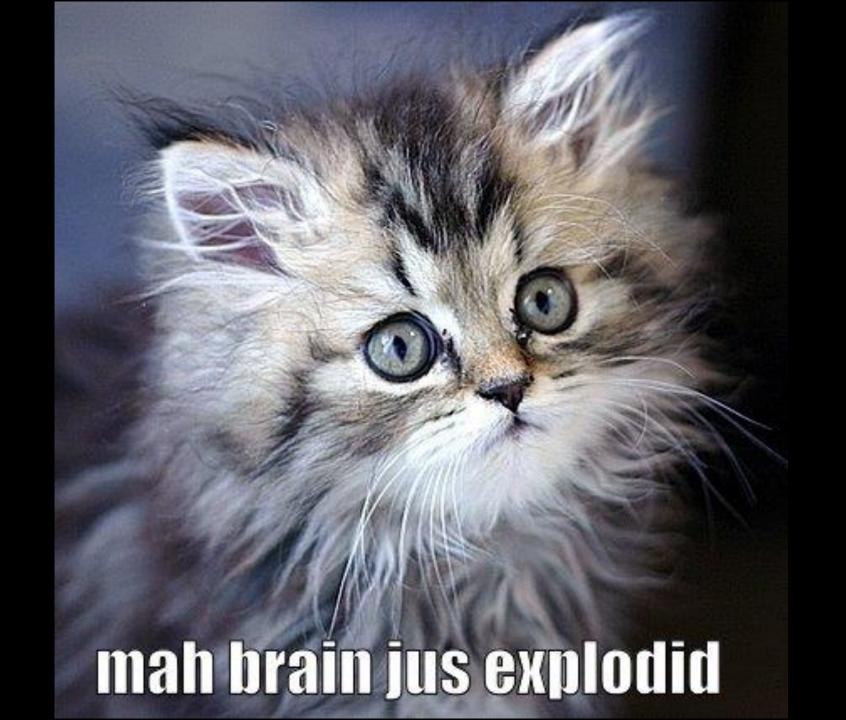
...with the almost the same code?



#### **Mouse Drags Collection**

```
Func<Element, IObservable<Event<EventArgs>> getElementDrags = elmt =>
   elmt.MouseDowns()
      .Select(mouseDown =>
         mainWindow.MouseMoves()
            Where .TakeUntil(elmt.MouseUps()))
      .Merge();
getElementDrags(image)
   .Subscribe(pos => image.Position = pos);
```





#### **Callback Hell**

```
function play(movieId, callback) {
   var movieTicket, playError,
        tryFinish = function () {
            if (playError) {
                 callback(null, playError);
            } else if (movieTicket && player.initialized) {
                 callback(null, ticket);
        };
    if (!player.initialized) {
        player.init(function (error) {
            playError = error;
            tryFinish();
    authorizeMovie( function (error, ticket) {
        playError = error;
       movieTicket = ticket;
       tryFinish();
   });
});
```



#### **Asynchronous Programming is Annoying**

Each language has its own way of expressing async/event-based programming

- Java promises are different from JavaScript promises are different from Clojure core.async)
- Each concept covers only part of the story

Wouldn't it be great to have a unifying concept to generalize how we think about concurrent/reactive programming?



#### **Reactive Manifesto**

http://www.reactivemanifesto.org

Merriam-Webster defines reactive as "readily responsive to a stimulus", i.e. its components are "active" and always ready to receive events. This definition captures the essence of reactive applications, focusing on systems that:

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the event-driven nature enables the following qualities

#### react to load

focus on scalability by avoiding contention on shared resources

#### react to failure

build resilient systems with the ability to recover at all levels

#### react to users

honor response time guarantees regardless of load



# OnNext: Reactive Applications Demo

#### **Ordinary Interactive Programming**

```
try {
    foreach (var item in collection)
        DoSomething();
                                            OnNext(T)
catch (Exception e) {
                                            OnError()
    HandleOrThrow(e);
DoCleanup();
                                            OnCompleted()
```

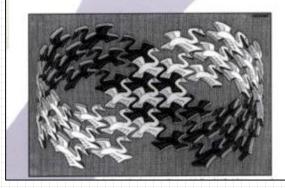


#### That was the iterator pattern

# Design Patterns

Elements of Reusable Object-Oriented Software

Erich Gamma Richard Helm Ralph Johnson John Vlissides

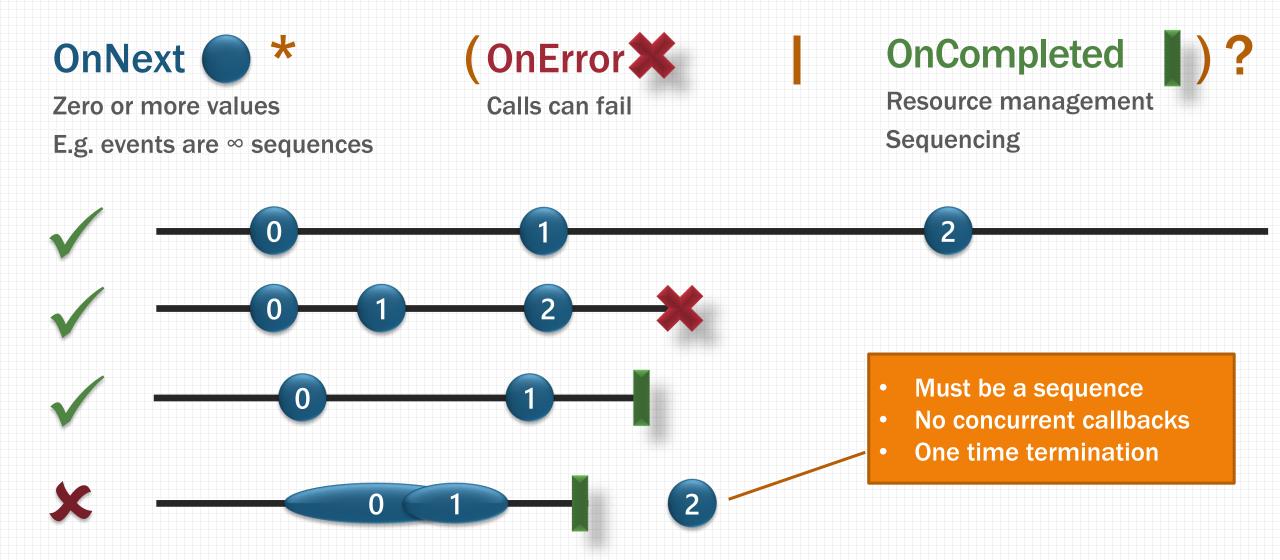




#### **Making it push-based**

```
IObservable<T> collection = ...
var obs = Observer.Create(
            onNext: x \Rightarrow DoSomething(x),
            onError: e => HandleError(e),
            onCompleted: () => DoCleanup());
var subscription = collection.Subscribe(obs);
// deterministically cleans up all resources
subscription.Dispose();
```

#### **Rx Grammar Police**



#### **First-Class Events**

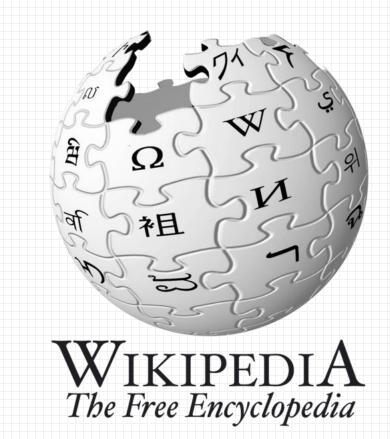
**Objects to the rescue** 

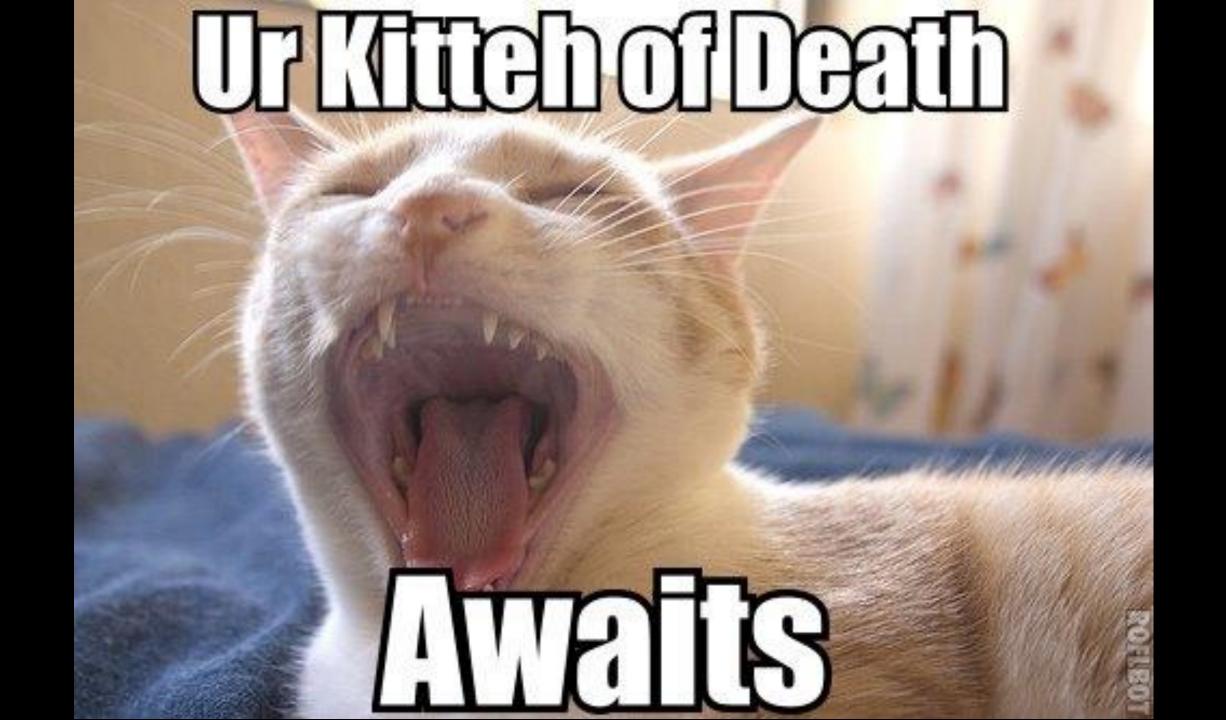
How about a query library?

An object is first-class when it:[4][5]

- can be stored in variables and data structures
- can be passed as a parameter to a subroutine
- can be returned as the result of a subroutine
- can be constructed at runtime
- has intrinsic idently (independent of any given name)

Or mocking for testing...?





#### **Observables are awaitable...**

```
static async Task<int> DoStuff()
   var observable = Observable.Return(42);
    return await observable;
static async void GetStuff()
   var value = await DoStuff();
   Console.WriteLine(value);
```





#### **Observables are more powerful...**

```
async Task<int> GetMovies()
   var observable = service.GetMovies().Retry(3)
    return await observable;
async void ProcessMovies()
   var movies = await GetMovies();
   Console.WriteLine(movies.Count);
```



#### What is Rx?

#### Language neutral model with 3 concepts:

- 1. Observer/Observable
- 2. Query operations (map/filter/reduce)
- 3. How/Where/When
  - Schedulers: a set of types to parameterize concurrency



#### Rx is everywhere\*

.NET

JavaScript (RxJS)

Ruby

Java (RxJava)

+ Scala, Groovy, Clojure

Objective-C (ReactiveCocoa)

C++

Swift???



<sup>\*</sup> Varying levels of completeness – YMMV

#### What is Rx?

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#### Reactive collections: the dual of iterable collections

```
IEnumerable pull push
foreach Subscribe(IObserver)

T Current, bool MoveNext() OnNext(T) OnError(Exception) returns OnCompleted()
```

```
// IEnumerable<<Stock>
// Historical stock data

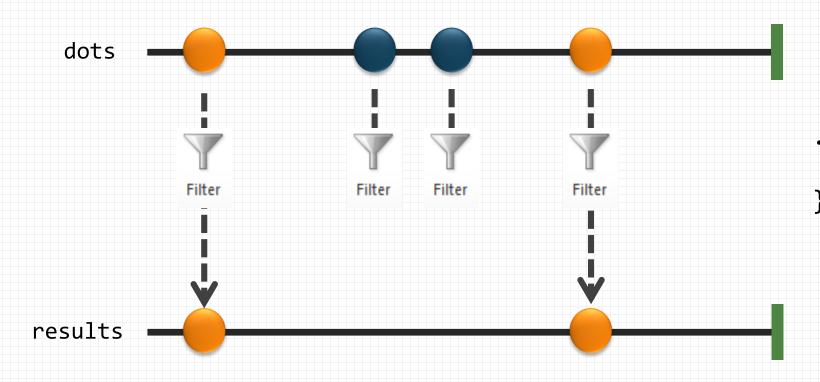
stocks
.Where(q => q.Symbol == "FB")
.Select(q => q.Quote)
.ForEach(Console.WriteLine);

// Incoming stock feed

stocks
.Where(q => q.Symbol == "FB")
.Select(q => q.Quote)
.Subscribe(Console.WriteLine);
.Subscribe(Console.WriteLine);
```



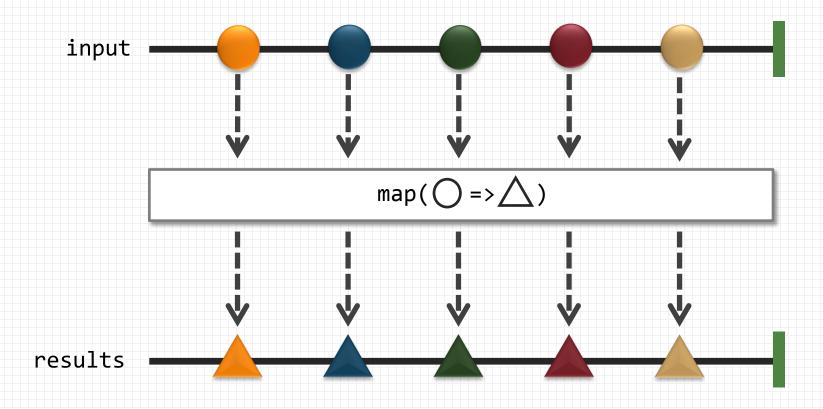
### Marble diagram: filter



```
.filter(function (dot) {
  return dot.isOrange();
})
```



#### Marble diagram: map

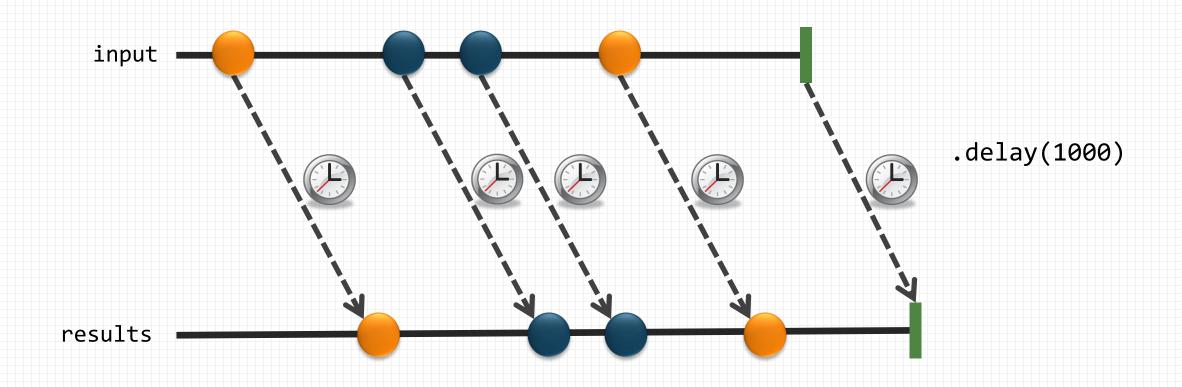


```
.map(function (item) {
  return transform(item);
})
```



### Marble diagram: delay

Since Observables are asynchronous, they have a notion of time





#### **The Asynchronous Programming Landscape**

#### IEnumerable<T>

```
res =
 stocks
  .Filter(q => q.Symbol == "FB")
  .Map(q => q.Quote)
foreach (var x in res)
```

#### IObservable<T>

```
res =
 stocks
  .Filter(q => q.Symbol == "FB")
  .Map(q => q.Quote)
res.Subscribe(x =>
```

```
var y = f(x);
var z = g(y);
```

#### Task<T>

```
var y = await fAsync(x);
var z = await gAsync(y);
```

# OnNext: Drag and Drop

#### **Querying UI Events**

```
var mousedrag = mousedown.flatMap(function (md) {
    // calculate offsets when mouse down
    var startX = md.offsetX,
    startY = md.offsetY;
```

For each mouse down

#### **Querying UI Events**

```
var mousedrag = mousedown.flatMap(function (md) {
    // calculate offsets when mouse down
    var startX = md.offsetX,
        startY = md.offsetY;
    // calculate diffs until mouse up
    return mousemove.map(function (mm) {
        return {
            left: mm.clientX - startX,
            top: mm.clientY - startY
        };
    })
});
```

For each mouse down

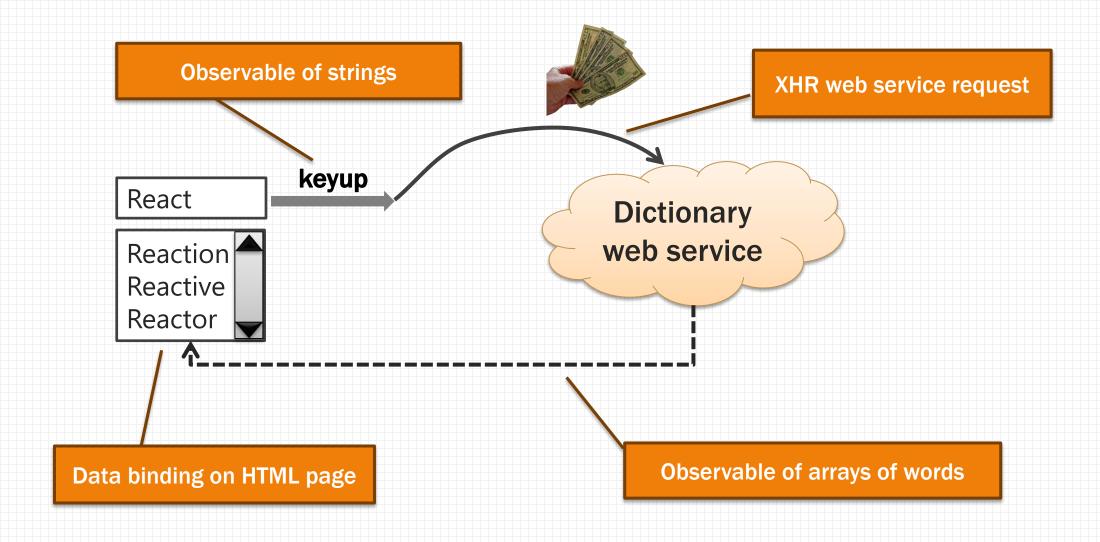
Take mouse moves

#### **Querying UI Events**

```
var mousedrag = mousedown.flatMap(function (md) {
    // calculate offsets when mouse down
                                                    For each mouse down
    var startX = md.offsetX,
        startY = md.offsetY;
    // calculate diffs until mouse up
    return mousemove.map(function (mm) {
                                                     Take mouse moves
        return {
             left: mm.clientX - startX,
            top: mm.clientY - startY
        };
    }).takeUntil(mouseup);
                                       until mouse up
});
```

#### **Composing Events and Promises**





#### **Composing Events and Promises**

```
sequence of strings
 var words = Rx.Observable.fromEvent()
                  input, "keyup")
                .map(function() { return input.value; })
                .throttle(500)
Reducing data
                                                     Latest response as
                .distinctUntilChanged()
traffic / volume
                                                        word arrays
                .flatMapLatest(
                   function(term) { return search(term); }
                );
                                                          Web service call returns
 words.subscribe(function(data) {
                                                           single value sequence
   // Bind data to the UI
 });
                                      Binding results to the UI
```

DOM events as a

### What is Rx?

Language neutral model with 3 concepts:

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- 3. How/Where/When
  - Schedulers: a set of types to parameterize concurrency



### The Role of Schedulers

### **Key questions:**

- How to run timers?
- Where to produce events?
- Need to synchronize with the UI?

#### **Schedulers are the answer:**

- Schedulers introduce concurrency
- Operators are parameterized by schedulers
- Provides test benefits as well

```
Cancellation Many implementations
```

```
= scheduler.schedule(
function () {
   // Asynchronously
   // running work
},
1000);

Optional time
```



# **Testing concurrent code: made easy!**

```
var scheduler = new TestScheduler();
var input = scheduler.createColdObservable(
    onNext(300, "NDC"),
    onNext(400, "OSLO"),
    onCompleted(500));
var results = scheduler.startWithCreate(function () {
    input.map(function (x) { return x.length; })
});
results.messages.assertEqual(
    onNext(300, 3),
    onNext(400, 4),
    onCompleted(500));
```



### More about Rx

### Open-sourced by MS Open Tech in Nov 2012

- Rx.NET
- RxJS
- RxCpp

#### Who uses Rx?

- Netflix ported it to Java (RxJava)
  - Heavily used in back-end
  - Use RxJS/Rx.NET on clients
- GitHub
  - GitHub for Windows (ReactiveUI + Rx.NET)
  - GitHub for Mac (ReactiveCocoa)







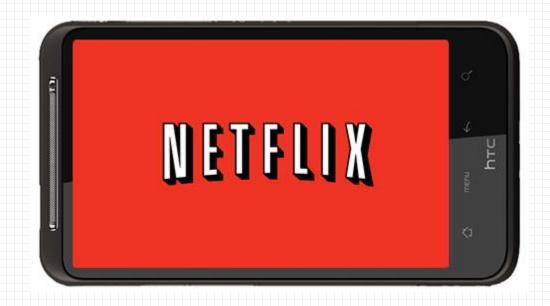








# **Reactive Programming at Netflix**





### **Netflix**

- Stream movies to your TV, game console, or mobile device
- Responsible for 1/3 of US Broadband Traffic



## Two Years Ago...

- Complex async code
- Client and Server developers tightly coupled
- Different platforms, different approaches to async



# **Today**

- Rx used on server and client
- 30+ developers using Rx in 5 different languages
- Same async model everywhere

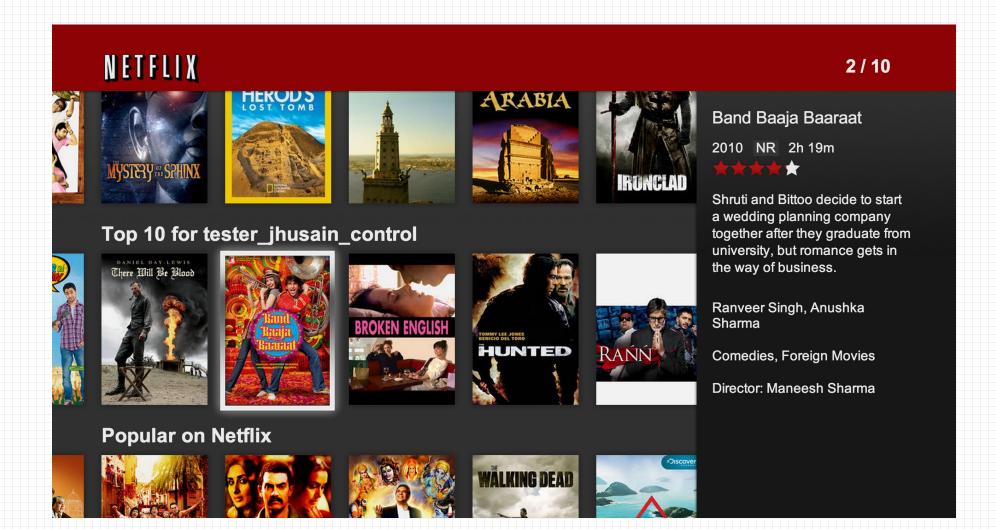


# **End to End Reactive Programming at Netflix**



### **Your Netflix Video Lists**

#### **Netflix Row Update Polling**





# **Client: Polling for Row Updates**

```
function getRowUpdates(row) {
    var scrolls = Rx.Observable.fromEvent(document, "scroll");
    var rowVisibilities =
        scrolls.throttle(50)
             .map(function (scrollEvent) { return row.isVisible(scrollEvent.offset); })
             .distinctUntilChanged()
             .publish().refCount();
    var rowShows = rowVisibilities.filter(function (v) { return v; });
    var rowHides = rowVisibilities.filter(function (v) { return !v) });
    return rowShows
       .flatMap(Rx.Observable.interval(10))
       .flatMap(function () { return row.getRowData().takeUntil(rowHides); })
       .toArray();
};
```

## **Server: Retrieving Social Row**

```
IObservable<List<dynamic>> GetSocialRowData() {
  return Observable.RelationalJoin(
      socialService.GetFriends(user),
     messageService.GetNotifications()
         .Where(notification => notification.Video.IsAvailable),
     friend => friend.Id, // join key selector
     notification => notification.Friend.Id, // join key
      (friend, notification) =>
        new {
            Id = notification.Id,
            Name = notification. Video. Name,
            Message = notification.Message,
            Friend = new { Name = friend.Name, Id = friend.Id }
         }).
         ToList();
```



### **Netflix uses Rx for...**

- Data Binding
- Data Access
- Animations
- Building Complex Events



### The Future Of Rx...

### What are the problems we're looking at next?

- Backpressure
- Distributed Rx
- Query Expressions in JavaScript
- Rx-Lite



## **Reactive Streams**

Reactive Streams is an initiative to provide a standard for asynchronous stream processing with non-blocking back pressure on the JVM.

#### The Problem

Handling streams of data—especially "live" data whose volume is not predetermined —requires special care in an asynchronous system. The most prominent issue is that resource consumption needs to be carefully controlled such that a fast data source does not overwhelm the stream destination. Asynchrony is needed in order to enable the parallel use of computing resources, on collaborating network hosts or multiple CPU cores within a single machine.

http://www.reactive-streams.org/



# A Glimpse into the Future - RxJS and Generators

```
var Rx = require('rx');
var request = require('request');
var get = Rx.Observable.fromNodeCallback(request);
Rx.spawn(function* () {
    var a = yield get('http://localhost/stocks1.csv').retry(3);
    console.log(a.length);
    try {
        var b = yield get('http://invalidhost');
    } catch (e) {
        console.log(e.code);
});
```



# **OnCompleted: Rx**

### Language neutral model with 3 concepts:

- 1. Observer/Observable
- 2. Query operations (map/filter/reduce)
- 3. Schedulers: a set of types to parameterize concurrency



@ReactiveX github.com/Reactive-Extensions rx.codeplex.com

# STAND UP

