

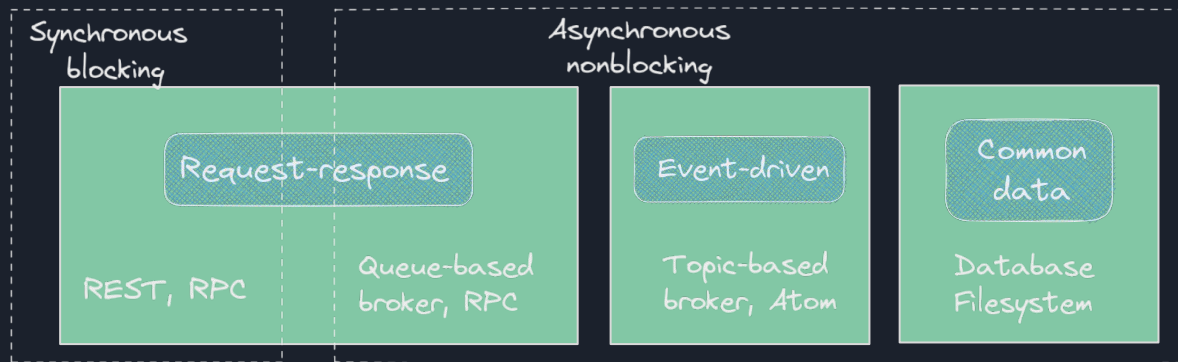
Introduction to

gRPC 



Motivation

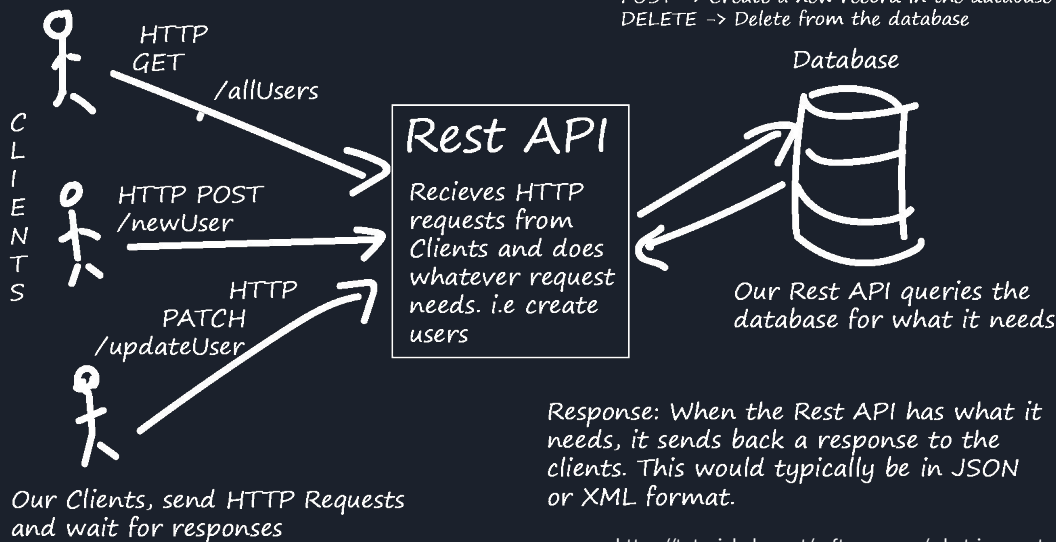
Microservice Communication Styles



REST (Representational State Transfer)

Overview

Rest API Basics



source: <https://tutorialedge.net/software-eng/what-is-a-rest-api/>



REST (Representational State Transfer)

Design Principles

Based on Protocol **HTTP/1.1**

Payload mostly **JSON**

Code generation **Swagger**

API contract optional

- response format between an API and the client

Synchronous communication between client and server

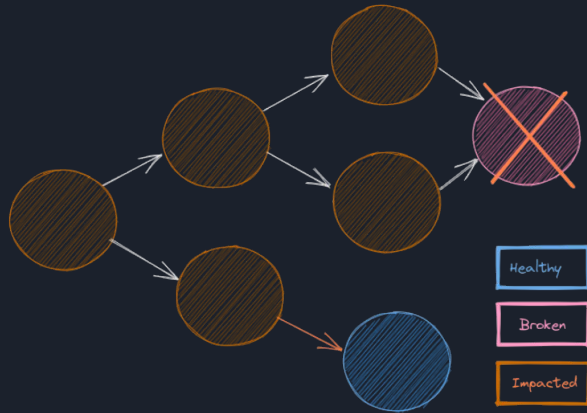
Advantages

- Simple to understand and implement
- Human readable payload
- Easy debuggable E.g. with curl or Postman
- Perfect fit for serverless (pay on execute)
- Ideal for public APIs



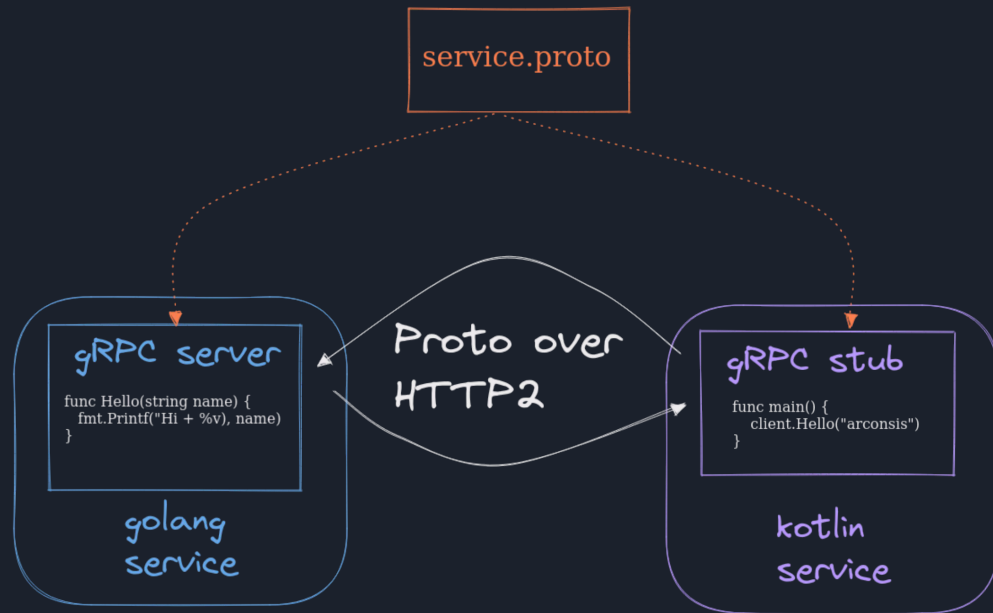
Disadvantages

-
- The diagram shows a flow from a 'Healthy' state (blue circle) to an 'Impacted' state (orange circle) and then to a 'Broken' state (red circle). A legend on the right identifies the colors: blue for 'Healthy', orange for 'Impacted', and red for 'Broken'.



gRPC (gRPC Remote Procedure Calls)

Overview





gRPC

Design Principles

“gRPC is a modern, open source remote procedure call (RPC) framework that can run anywhere. It enables client and server applications to communicate transparently, and makes it easier to build connected systems.”

Based on Protocol **HTTP/2.0**

Payload Agnostic but mostly **Protobuf**

Code generation **build-in**

API contract mandatory

- Request and response format defined using Protocol Buffer

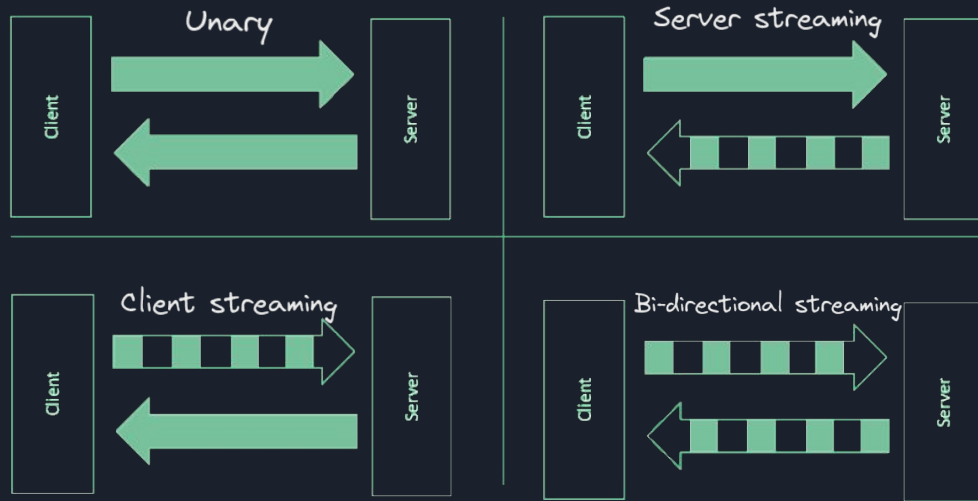
Blocking & Non-Blocking

- Support both asynchronous and synchronous processing of the sequence of messages exchanged by a client and server



gRPC

Streaming





gRPC

Advantages

- High performance due to compact message payload
- Streaming
- Code Generation
- Interoperability

Disadvantages

- Limited Browser Support
- Payload not human readable
- Harder to debug
- Steeper learning curve



Conclusion

When to use gRPC instead of REST?

- microservice-to-microservice communication
- When efficient communication is a goal (IoT)
- In multi-language environments
- Real-time communication services where you deal with streaming calls