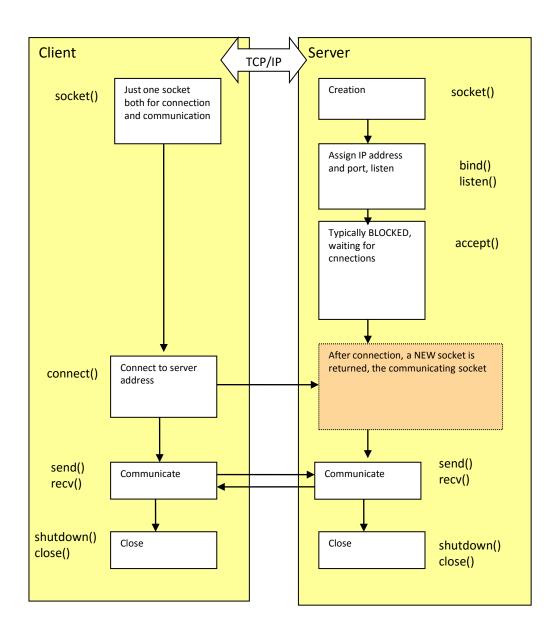
Intro to distributed systems in C/C++ with ZMQ

@diegorlosada

Meetup C++, Sydney 17-Jun-2016

Raw sockets



Raw sockets

- WSAStartup in Win
- Endian-nes

• ...

I would like to add you to my network and upgrade you to Windows 10





Other: nanomsg

- Licence: MIT
- Pure C
- Cleaner API
- Internals efficient:
 - Zero-copy
 - Thread-safety
- Cons:
 - Not as stable, mature

Other: Cap'n'proto

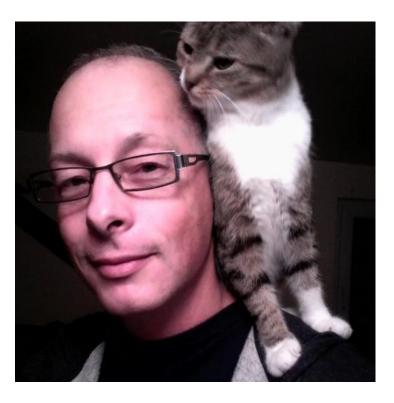
- Cap'n Proto is an insanely fast data interchange format
- RPC system. Asyn.
- Think JSON, except binary.
- Use padding (zeroes), then compress to send over the wire, achieve
 < size than Protobuf

```
struct Person {
  id @0 :UInt32;
  name @1 :Text;
  email @2 :Text:
  phones @3 :List(PhoneNumber);
  struct PhoneNumber {
    number @0 :Text:
    type @1 :Type;
    enum Type {
      mobile @0:
      home @1:
      work @2;
  employment :union {
    unemployed @4 :Void;
    employer @5 :Text;
    school @6 :Text:
    selfEmployed @7 :Void;
    # We assume that a person is only one of these.
struct AddressBook {
  people @0 :List(Person);
```

ZeroMQ: Sockets on steroids

- Pieter Hintjens (@hintjens)
- ZeroMQ:
 - Widely used in industry
 - Multiple languages implementations (python, Java)
- Characteristics:
 - Lightweight, multiplatform
 - Very high throughput
 - Carry messages (like UDP)
 - Multiple patterns: pub/sub, request/reply,...
 - TCP, IPC, PGM
 - No serialization, no protocol
 - License: LGPL





ZeroMQ

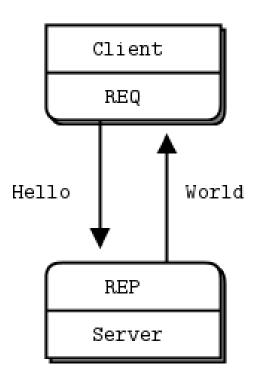
- libzmq
- zmqcpp
- Czmq
- zmqpp
- Malamute broker
- Zyre
- zproto
- ...

Check https://github.com/zeromq

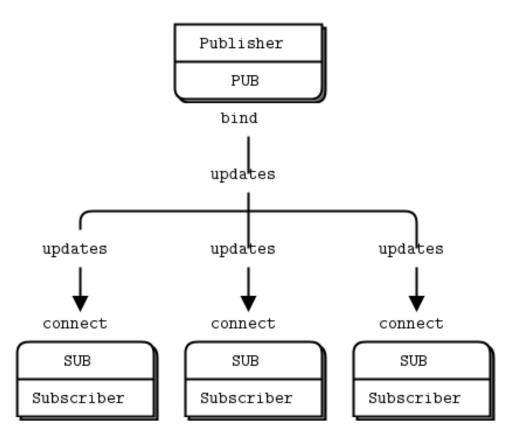
Patterns

https://github.com/drodri/zmq-examples

REQ-REP (RPC)

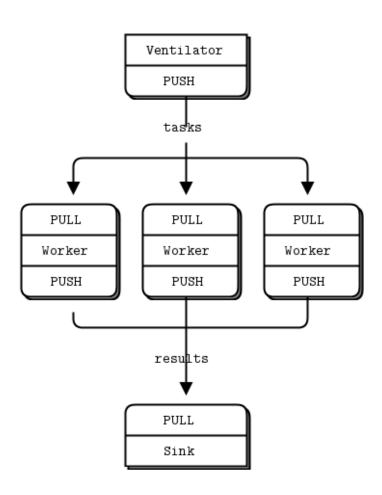


PUB-SUB

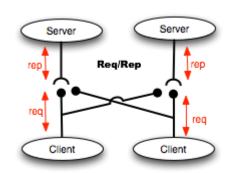


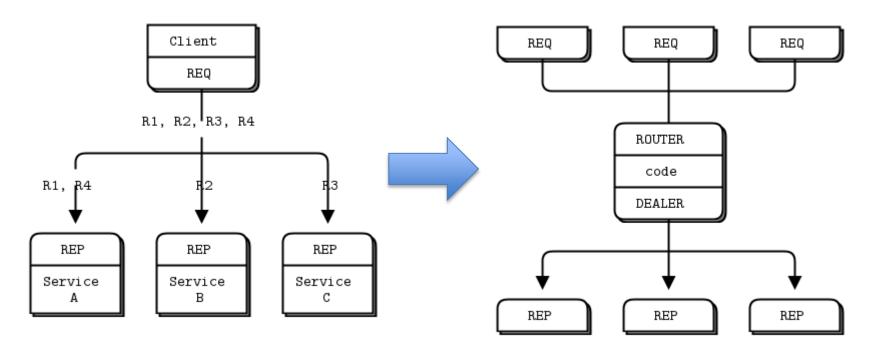
- -Slow joiners => msgs lost
- -Slow subs => msgs queue in server

PUSH-PULL

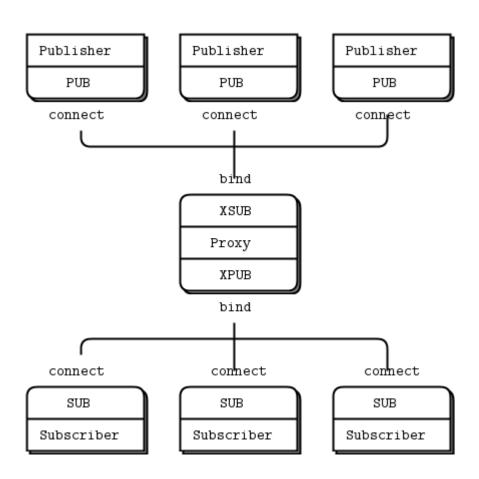


REQ-REP with broker





PUB-SUB with Proxy





CONAN C/C++ package manager

https://conan.io @conan_io info@conan.io