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Microsoft MVP Visual Studio and Development Technologies

https://mvp.microsoft.com/en-us/PublicProfile/9529

http://bit.ly/vs-summit-2018



Award Categories
Visual Studio and Development
Technologies

First year awarded:

Number of MVP Awards:

# O que é ZeroMQ?

- Intelligent socket library for messaging
  - Variedade nos padrões de comunicação
    - Request-Reply, Publisher-Subscriber, Push-Pull, Dealer-Router, ...
  - Suporta: inproc, IPC, TCP, TIPC, multicast
- Modelo de concorrência baseado em atores (*Erlang-style*)
- Open Source
- Multiplas plataformas
- Diversas linguagens (mais de 30)
  - C, C++, Java, C#, Python, ...
- Deploy simples (uma library)
- Alta performance
  - http://zeromq.org/results:multicore-tests
    - ~6 milhões de mensagens por segundo



# Destaque

#### Who is Using ZeroMQ?

Since ZeroMQ is free software we don't track who uses it. However, some organizations that we know use it are: AT&T, Cisco, EA, Los Alamos Labs, NASA, Weta Digital, Zynga, Spotify, Samsung Electronics, Microsoft, and CERN.

- Cisco: The Avalanche Project: When High Frequency Trading Meets Traffic Classification
- CERN: MIDDLEWARE TRENDS AND MARKET LEADERS 2011

http://accelconf.web.cern.ch/AccelConf/icalepcs2011/papers/frbhmult05.pdf

#### CHOOSING A ROBUST MESSAGING SYSTEM

The foundation of our architecture relies on choosing the right messaging library. This will be a key factor to determine how well our data processing pipeline will perform. I will save you from all the details of a descriptive comparison between all the technology, but ZeroMQ is one of the best messaging middleware available, and it is very well known in the finance world. It also provides an amazing paradigm to build a distributed system with different message passing patterns. During my analysis, some important metrics caught my attention:

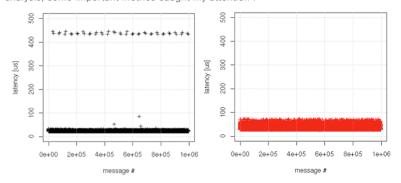




Figure 3: Summary of evaluated middleware products.

Source: http://zeromq.org/results:rt-tests-v031

## ZeroMQ: APIs essenciais

- http://api.zeromq.org/
  - zmq ctx new create new 0MQ context
  - **zmq** ctx term terminate 0MQ context
  - zmq socket create 0MQ socket
  - zmq close close OMQ socket
  - zmq bind accept incoming connections on a socket
  - **zmq** connect create outgoing connection from socket
  - zmq\_send send a message part on a socket
    - zmq\_send, zmq\_sendmsg, zmq\_send\_const
  - <u>zmq recv</u> receive a message part from a socket
    - zmq\_recv, zmq\_recvmsg
  - zmq setsockopt set OMQ socket options
  - zmq getsockopt get OMQ socket options



#### ZeroMQ API

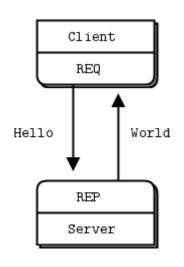
#### ØMQ/4.2.2 API Reference

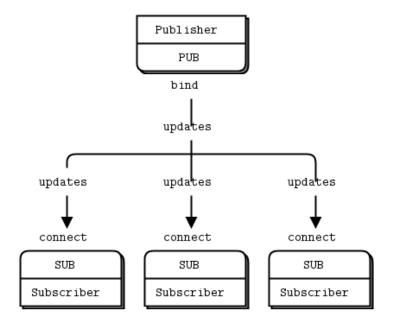
v4.2 master | v4.2 stable | v4.1 stable | v4.0 stable | v3.2 legacy

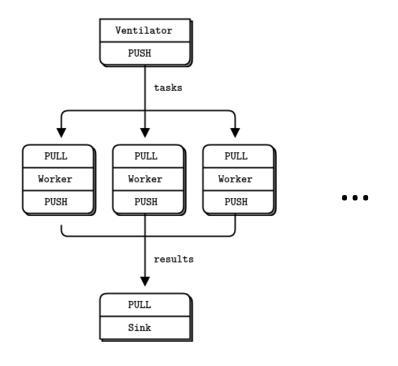
- · zmq 0MQ lightweight messaging kernel
- zmg atomic counter dec decrement an atomic counter
- zmq\_atomic\_counter\_destroy destroy an atomic counter
- zmq\_atomic\_counter\_inc increment an atomic counter
- zmq\_atomic\_counter\_new create a new atomic counter
- zmq\_atomic\_counter\_set set atomic counter to new value zmq\_atomic\_counter\_value - return value of atomic counter
- zmq\_bind accept incoming connections on a socket
- zmq\_close close 0MQ socket
- zmq\_connect create outgoing connection from socket
- zmq\_ctx\_destroy terminate a 0MQ context
- zmq\_ctx\_get get context options
- · zmq\_ctx\_new create new 0MQ context
- · zmq ctx set set context options
- zmq\_ctx\_shutdown shutdown a OMQ context
- zmq\_ctx\_term terminate a 0MQ context
- zmq\_curve\_keypair generate a new CURVE keypair
- zmq\_curve\_public derive the public key from a private key
- zmq\_curve secure authentication and confidentiality
- zmg disconnect Disconnect a socket
- · zmq\_errno retrieve value of errno for the calling thread
- zmq\_getsockopt get 0MQ socket options
- zmq\_gssapi secure authentication and confidentiality
- zmq\_has check a ZMQ capability
- zmq init initialise 0MQ context
- zmq\_inproc 0MQ local in-process (inter-thread) communication transport
- zmg ipc 0MO local inter-process communication transport
- zmq\_msq\_close release 0MQ message
- zmq\_msg\_copy copy content of a message to another message
- zmq\_msg\_data retrieve pointer to message content
- zmq\_msq\_gets get message metadata property
- zmq\_msg\_get get message property
- zmg msg init data initialise 0MQ message from a supplied buffer
- zmq\_msq\_init\_size initialise 0MQ message of a specified size
- zmq\_msq\_init initialise empty 0MQ message

## ZeroMQ: Patterns

Request Reply
 Publisher Subscriber
 Parallel Pipeline



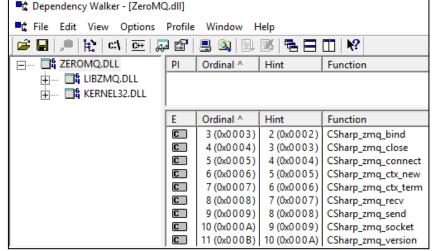




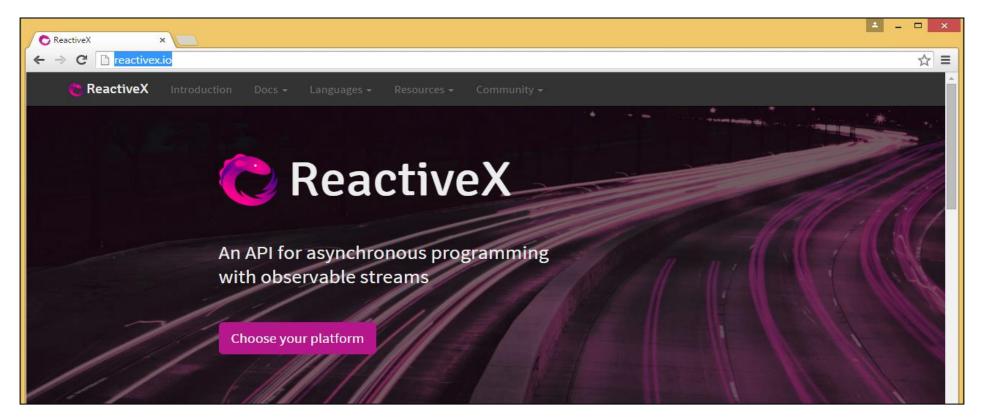
## ZeroMQ: SWIG

http://www.swig.org

```
Visual C++ 2017 (VC++ 15.0) - x64
                                                                                   \times
** Visual Studio 2017 Developer Command Prompt v15.0.26430.12
** Copyright (c) 2017 Microsoft Corporation
[vcvarsall.batl Environment initialized for: 'x64'
C:\Users\Fabio Galuppo>cd .\ZmqRxCSharp\sample4
C:\Users\Fabio Galuppo\ZmqRxCSharp\sample4>swig -csharp zmq.i
C:\Users\Fabio Galuppo\ZmqRxCSharp\sample4>cl /LD zmq_wrap.c /I ..\zmq_/link ..\
zmq\libzmq.lib /OUT:.\ZeroMQ.dll
Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25019 for x64 Copyright (C) Microsoft Corporation. All rights reserved.
zmg wrap.c
Microsoft (R) Incremental Linker Version 14.10.25019.0
Copyright (C) Microsoft Corporation. All rights reserved.
/out:zmg_wrap.dll
/implib:zmg wrap.lib
 .\zmg\libzmg.lib
/OUT:.\ZeroMO.dll
zma wrap.obi
```



### ReactiveX



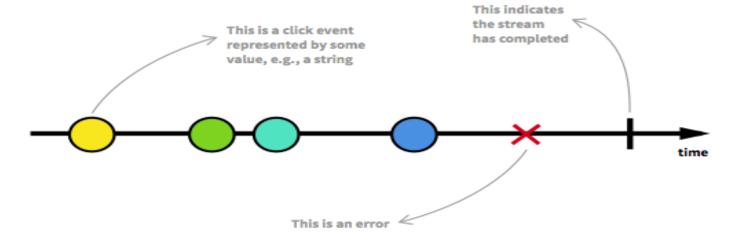
#### The Observer pattern done right

ReactiveX is a combination of the best ideas from the Observer pattern, the Iterator pattern, and functional programming

http://reactivex.io

## Programação Reativa

Reactive programming is programming with asynchronous data streams.



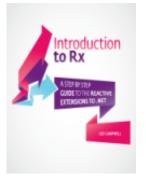
A stream is a sequence of **ongoing events ordered in time** It can emit three different things: a value (of some type), an error, or a "completed" signal. Consider that the "completed" takes place, for instance, when the current window or view containing that button is closed.

We capture these emitted events only **asynchronously**, by defining a function that will execute when a value is emitted, another function when an error is emitted, and another function when 'completed' is emitted. Sometimes these last two can be omitted and you can just focus on defining the function for values. The "listening" to the stream is called **subscribing**. The functions we are defining are observers. The stream is the subject (or "observable") being observed. This is precisely the Observer Design Pattern.

### Referências

- http://zeromq.org
- http://reactivex.io
- ZeroMQ
  - http://shop.oreilly.com/product/0636920026136.do
  - <a href="http://zguide.zeromq.org/">http://zguide.zeromq.org/</a>

- Introduction to Rx
  - http://www.introtorx.com/
  - ReactiveX para .NET





Messaging for Many Applications

By Pieter Hintjens

Publisher: O'Reilly Media Final Release Date: March 2013

Pages: 516



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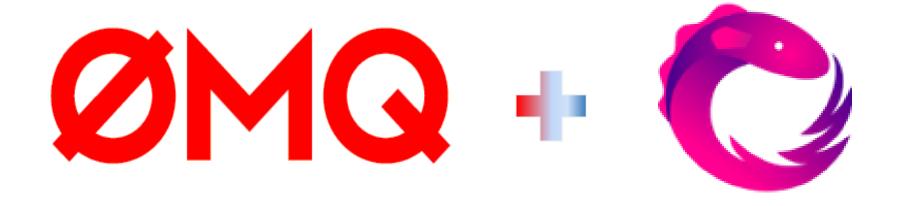
- <a href="https://pragprog.com/book/jwnode/node-js-the-right-way">https://pragprog.com/book/jwnode/node-js-the-right-way</a>
- Um capítulo dedicado a ZeroMQ
  - Robust Messaging Services
    - Advantages of ØMQ
    - · Importing External Modules with npm
    - · Message-Publishing and -Subscribing
    - · Responding to Requests
    - · Routing and Dealing Messages
    - · Clustering Node.js Processes
    - · Pushing and Pulling Messages
  - Wrapping Up







lessaging for Many Application



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