NODEJS SUPERCOMPUTING

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HTTP://ARSTECHNICA.

COM/BUSINESS/2011/09/30000

-CORE-CLUSTER-BUILT-ON
AMAZON-EC2-CLOUD/



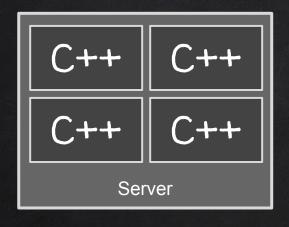
\$1,279-PER-HOUR, 30,000-CORE CLUSTER BUILT ON AMAZON EC2 CLOUD

EMBARRASSINGLY PARALLEL



- ☐ 3,809 COMPUTE INSTANCES
- EACH WITH EIGHT CORES
- RAN ACROSS DATA CENTERS
 IN THREE AMAZON REGIONS
- RAN FOR ABOUT SEVEN HOURS





OPENMP

THE OPENMP® API SPECIFICATION FOR PARALLEL PROGRAMMING

...MULTI-PLATFORM SHARED-MEMORY PARALLEL PROGRAMMING IN C/C++...



BESPOKE

HIGH BARRIER TO ENTRY

EXPENSIVE



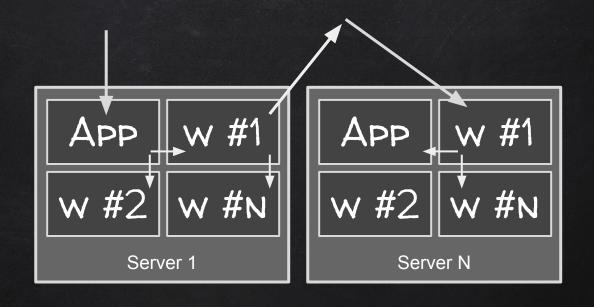
NodeJS

Laptop



```
var multi = require('./multi.js');
if (multi._isMaster) return;
multi.loadBalancer('localhost');
```







MULTITHREADED NODEJS

EASY!

REQUIRE("CLUSTER");



```
var cluster = require('cluster');
if (cluster.isMaster) {
  cluster.fork();
console.log("Ready"); // Occurs twice
```

MASTER

WORKER #1



```
var cluster = require('cluster');
if (cluster.isMaster) {
  cluster.setupMaster({ exec: module.filename });
  var numCPUs = require('os').cpus().length;
  while (numCPUs--) {
    cluster.fork();
  return;
```

WORKER #1

WORKER #2

Worker #3

WORKER #N



MOVING DATA BETWEEN PROCESSES

(1)

WORKER #1

Worker #2



EASY?

REQUIRE("CLUSTER");

```
if (cluster.isMaster) {
  var worker = cluster.fork();
  worker.send('hi there');
 else if (cluster.isWorker) {
  process.on('message', function(msg) {
    process.send(msg);
```



(1)

WORKER.SEND();

12,303 MILLISECONDS

(1)

WORKER.SEND();

16.25 MB/s

REDIS.SET() + REDIS.GET()
REDIS.PUBLISH() + REDIS.SUBSCRIBE()

5,388 MILLISECONDS

(1)

FS.READ() + FS.WRITE()

 $\left(1\right)$

TCP

(1)

FS.READ() + FS.WRITE()
/TMP (TMPFS RAM DISK)

UNIX SOCKET

UNIX SOCKET

826 MB/s



!! UNIX SOCKET !!



!TCP!

HTTPS://GITHUB.
COM/RIAEVANGELIST/NODE-IPC





SERIALISING COMPLEX OBJECTS

 $\left(2\right)$

WORKER #1

Worker #2





SERIALIZE NODE-SERIALIZE SERIALIZE-OBJ SERIALIZE-ERROR EXPRESS-SERIALIZE BACKBONE-SERIALIZE SERIALIZE-OBJECT FORM-SERIALIZE VDOM-SERIALIZE SERIALIZE-JAVASCRIPT SERIALIZE-TO-JS K-SERIALIZE-OBJECT SERIALIZE-LIKE-PHP SERIALIZE—FOR—XHR COMMONFORM—SERIALIZE EVAL—SERIALIZE SERIALIZE— DEPTREE SERIALIZE-SELECTION SERIALIZE-FLUX SERIALIZE-ELEM SERIALISE-JS SERIALISED-ERROR OBJECT-TOJSON SERIALISE-PROMISES SYSLOG-SERIALIZE SERIALIZE-DOM DOM-SERIALIZE PHP-SERIALIZE SERIALIZE-JS JSON-SERIALIZE MGSCARP-OPENINGHOURS-SERIALIZE EVAL-SERIALIZE-SERIALIZE-SVG-PATH TYPED-ARRAY EVAL-SERIALIZE-BUFFER USEFUL-WIND-SERIALIZE **EVAL** SERIALIZE-DATE EVAL-SERIALIZE-POSITIVE-INFINITY EVAL-SERIALIZE-NEGATIVE-INFINITY SERIALIZE-FORM SERIALIZE-STL SERIALIZE-ARRAY

(2)

```
var circular = { };
circular.loop = circular;
console.log(circular);
> { loop: [Circular] }
```

```
var circular = { };
circular.loop = circular;
console.log(JSON.stringify(circular));

> TypeError: Converting circular structure to JSON
> at Object.stringify (native)
```

```
var a = { foo: "bar" };
var b = { first: a, second: a };

console.log(b);

> { first: { foo: 'bar' }, second: { foo: 'bar' } }
```

(2)

```
var moment = require("moment");

var now = moment();
console.log(JSON.stringify(now));

> "2016-01-06T20:25:13.140Z"
```

```
var myClass = function() {
  this.foo = "bar";
};
var myInstance = new myClass();
console.log(myInstance);
> { foo: 'bar' }
```

CLOSURES

```
2
```

```
var getDataBuffer = function() {
  var last = null:
  return function(param) {
    var returnValue = last;
    last = param;
    return returnValue;
```

```
var buffer = getDataBuffer();
console.log(buffer(0)); // null
console.log(buffer(1)); // 0
console.log(buffer(2)); // 1
```

 $\left(2\right)$

WORKER #1

Worker #2



```
var serializer = require("/serious-js-serialiser.js");
serializer.using("someFactory", myFactory);

var myComplexObject = myFactory.buildMeAnObject();
var serial = serializer.serialize(myComplexObject);

// [ now send serial over the network, to file, redis, wherever ]
var clone = serializer.rebuild(serial);
```



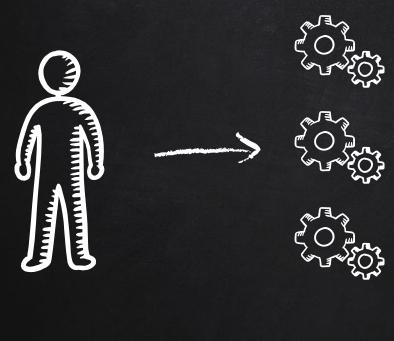


SCHEDULING







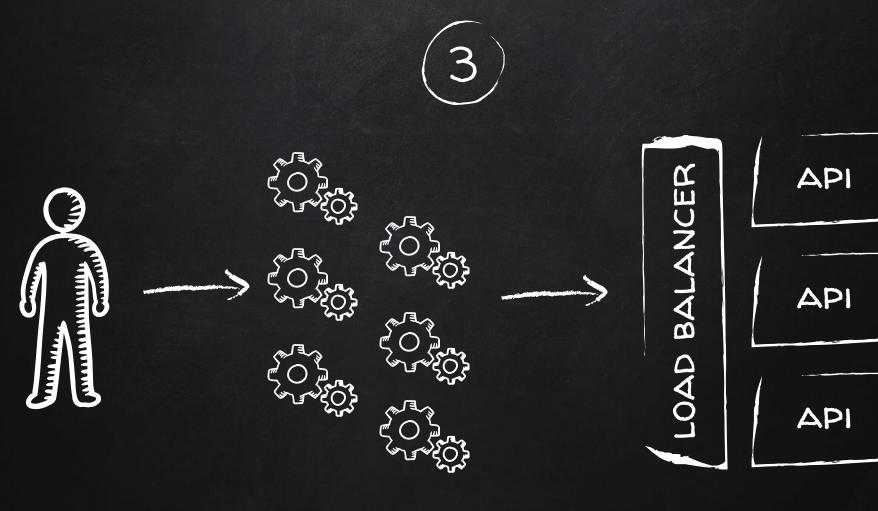








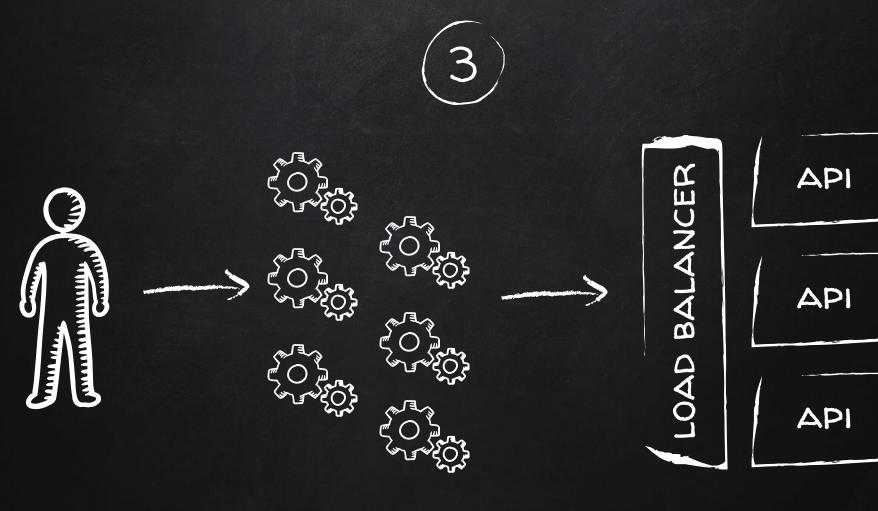
API

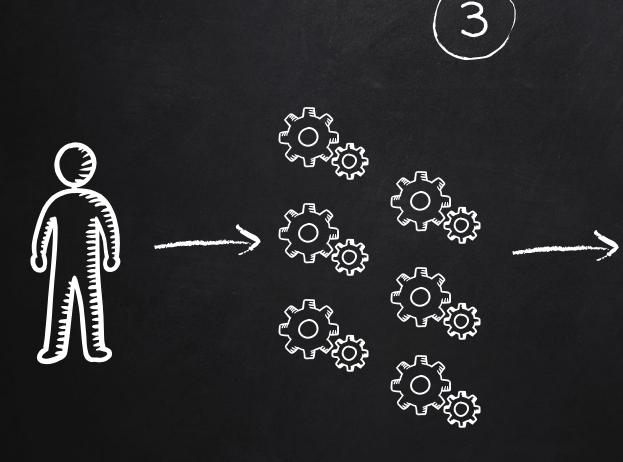




The cluster module supports two methods of distributing incoming connections.

The first one (and the default one..), is the round-robin approach, where the master process listens on a port, accepts new connections and distributes them across the workers in a round-robin fashion...









w #1

W #N

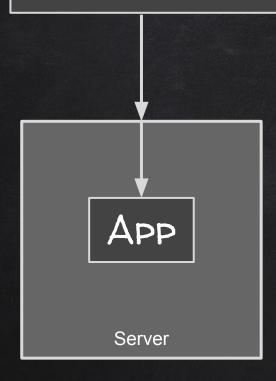
LOAD BALANCER CLUSTER Worker Server



DISTRIBUTING COMPLEXITY

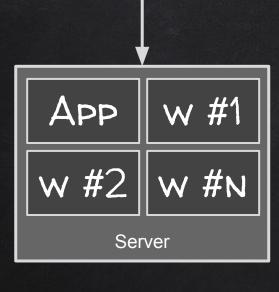


LOAD BALANCER

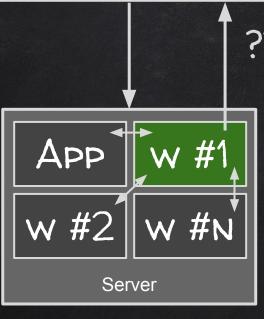


```
var multi = require('./multi.js');
if (multi._isMaster) return;
multi.loadBalancer('localhost');
```

LOAD BALANCER



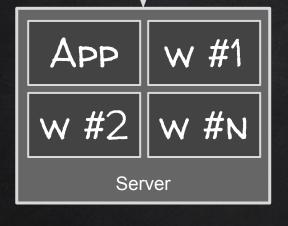
LOAD BALANCER



??Ms, ??MB/s

??Ms, ??MB/s

LOAD BALANCER





FUNCTION: MOD.FOO.BAR()

LOAD BALANCER





FUNCTION: MOD.FOO.BAR()

ASYNC: TRUE

Cost: 1500ms

BLOCKING: TRUE

LOAD BALANCER





FUNCTION: MOD.FOO.BAR()

DESTINATION: DEFAULT

LOAD BALANCER

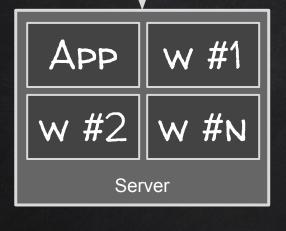




FUNCTION: MOD.FOO.BAR()

DESTINATION: LOCAL

LOAD BALANCER

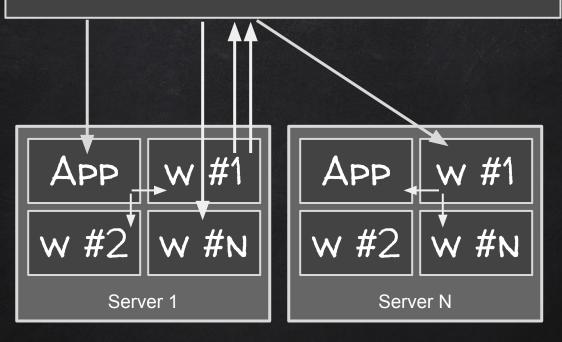




FUNCTION: MOD.FOO.BAR()

DESTINATION: REMOTE

LOAD BALANCER



module.exports = "Hello world!";



```
console.log(module)
> Module {
  exports: {},
  parent: null,
  filename: '/repos/module/mod.js',
  children: []
```

MODULE PARENT { } MODULE ➤ EXPORTS { } CHILDREN [] MODULE DU MODU MODULE



```
console.log(require);
> { [Function: require]
  main: [ Module ],
  cache: {
    '/repos/jsonapi-server/server.js': [ Module ],
    '/repos/jsonapi-server/resources/photos.js': [ Module ],
    '/repos/jsonapi-server/resources/tags.js': [ Module ]
```

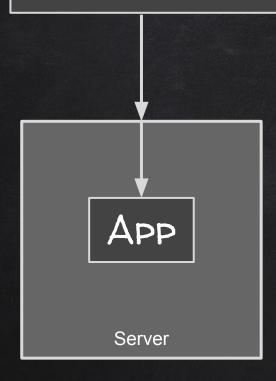
MODULE MAIN REQUIRE CACHE { } MODULE DOL MODU MODULE

HTTPS://GITHUB.
COM/HOLIDAYEXTRAS/HXTRACER

HTTPS://GITHUB.
COM/HOLIDAYEXTRAS/MOCHAPERFORMANCE

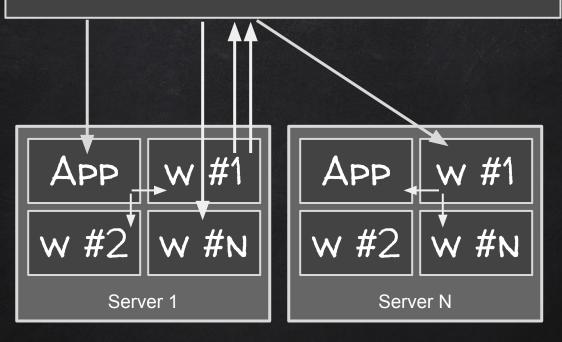


LOAD BALANCER



```
var multi = require('./multi.js');
if (multi._isMaster) return;
multi.loadBalancer('localhost');
```

LOAD BALANCER



DEEMM00000000000!!!!

HTTPS://GITHUB.
COM/THENINJ4/LNUG-01-16

CREDITS

Special thanks to all the people who made and released these awesome resources for free:

- Presentation template by <u>SlidesCarnival</u>
- Photographs by <u>Unsplash</u>