

# Tech Stack Intro

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# Incomplete tech stack

- Mybatis
- Spring
- Akka
- Finagle/Thrift
- Jesque
- Zk/Consul
- Miscellanies
  - Guava, Lombok

# Mybatis

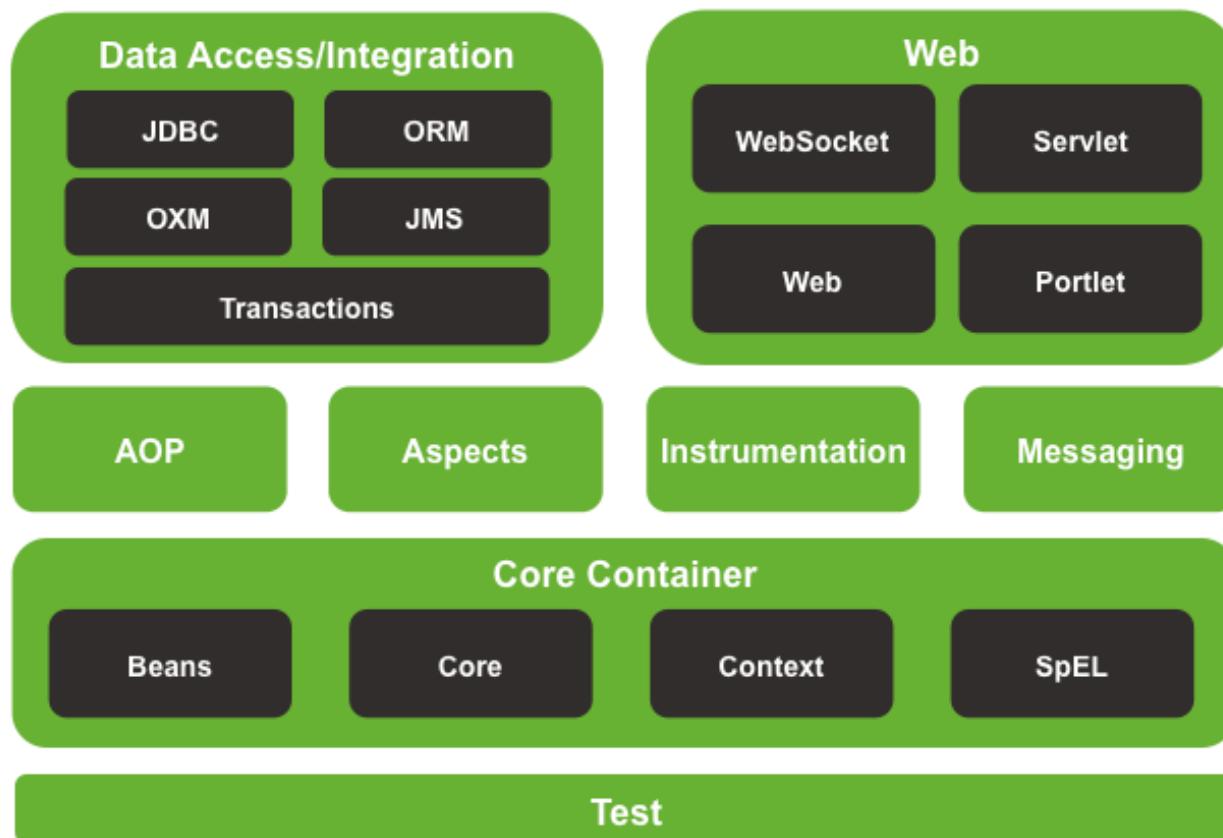
- Mybatis migration
  - mvn migration:up
- Mybatis generator
  - mvn mybatis-generator:generate
- Mybatis ORM

# Spring

- Comprehensive library/framework in Java:
  - Dependency Injection
  - Aspect Oriented Programming
  - MVC web framework
- 
- Spring-boot: quick start for spring application



## Spring Framework Runtime



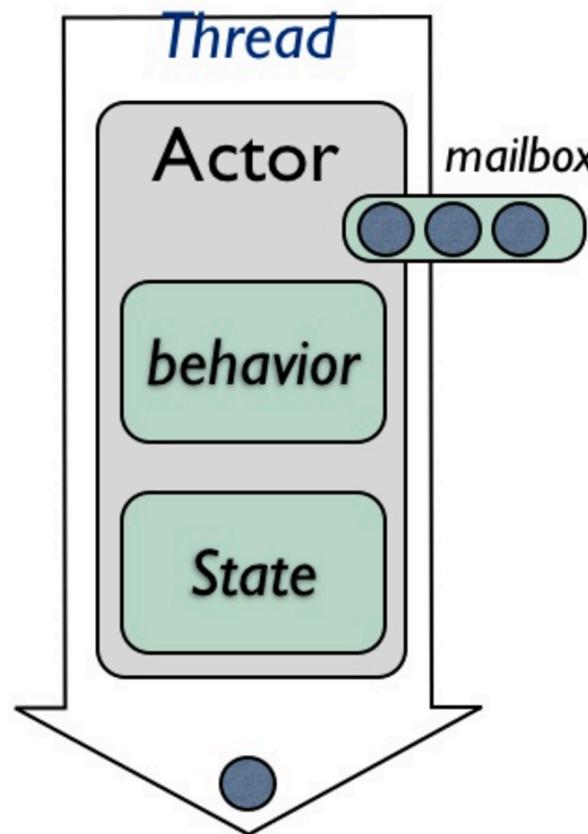
# Akka

# Actor Model

- Is a computational entity
  - State
  - Behavior
  - Message
- When received a message, an actor can
  - Create other actors
  - Send message to other actors
  - Change behavior

# Actor

- An actor changes state and behavior only by received messages
- An actor processes messages sequentially
- An actor is **thread safe**
- Concurrency is achieved by multiple actors



# Akka

- Actor implementation on JVM (Scala/Java API)
- Light-weight actors, high performance
  - 50m/s messages on a single machine
  - 2.5m actors per GB heap
- Distribution (remoting)
- Fault tolerance (supervision)

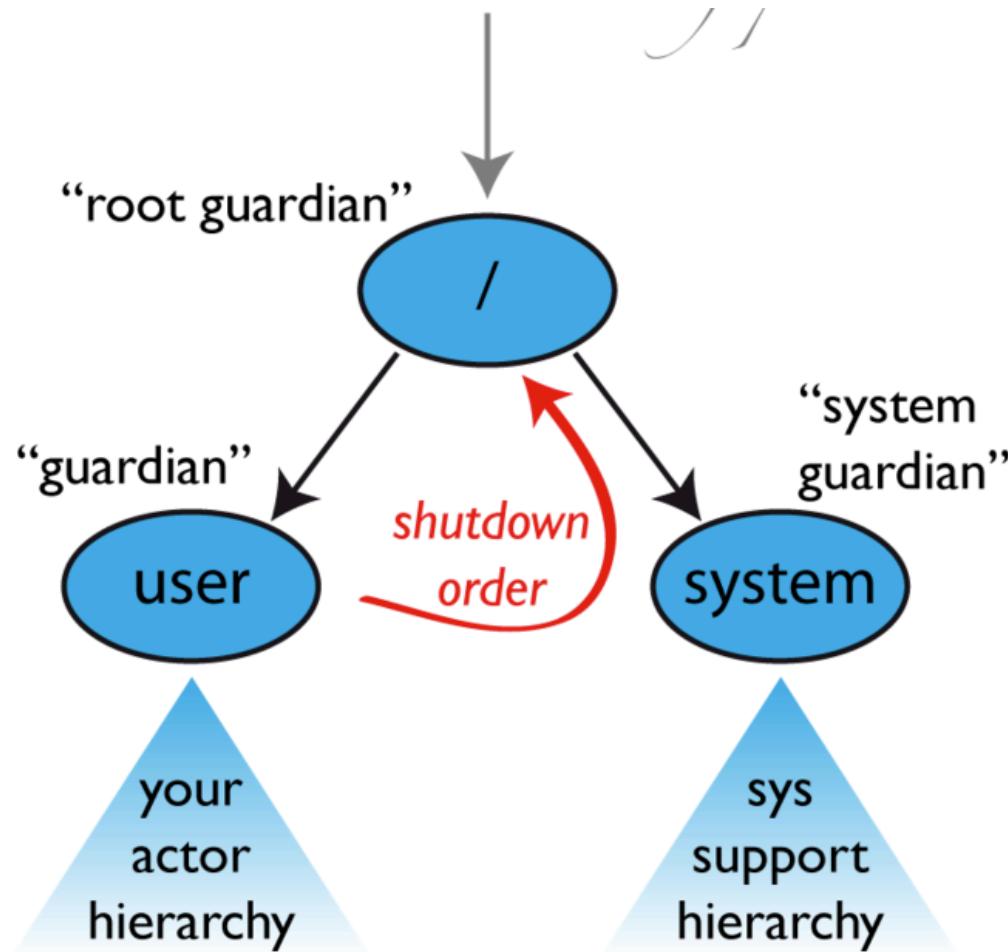
# Actor

```
public class ExeReportActor extends UntypedActor {  
    private int count = 0;  
    @Override  
    public SupervisorStrategy supervisorStrategy() {  
        return new OneForOneStrategy(10, Duration.create("1 minute"),  
            new Function<Throwable, Directive>() {  
                @Override  
                public Directive apply(Throwable t) {  
                    return restart();  
                }  
            };  
    }  
    @Override  
    public void onReceive(Object message) throws Exception {  
        count++;  
        if (message instanceof ExecutionReport) {  
            childrenActor.tell(message, this);  
        }  
    }  
}
```

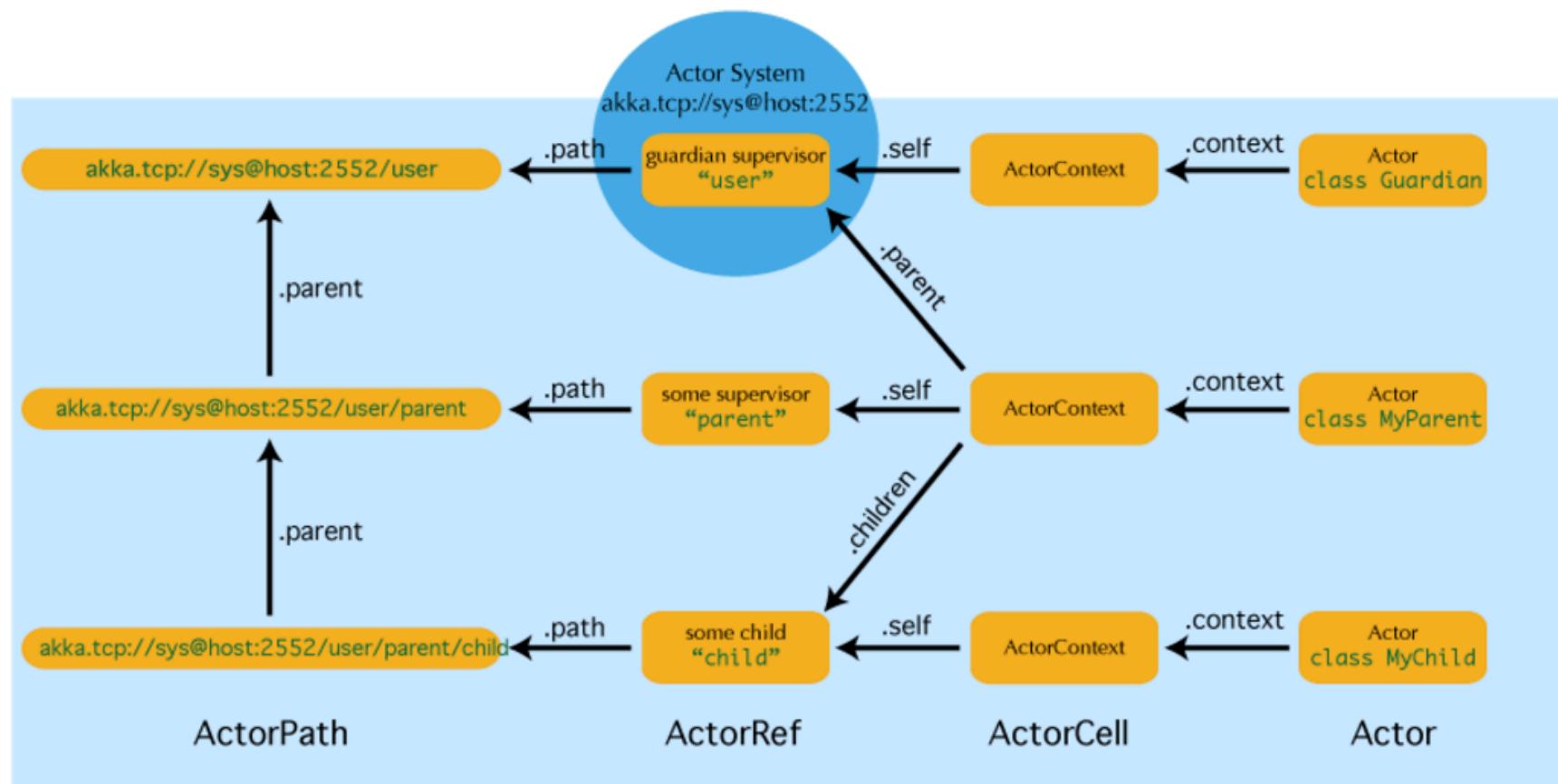
# Hierarchical structure

- Parent creates and supervises children
  - Parent(supervisor) can resume, restart, stop them when they encountered failures
  - Restart: create new actor instance and replace old one
- Error kernel pattern(let it crash)
  - Dispatch (dangerous) sub-task to children
  - Handle their failures
- Like a corporation in human society

# Actor System

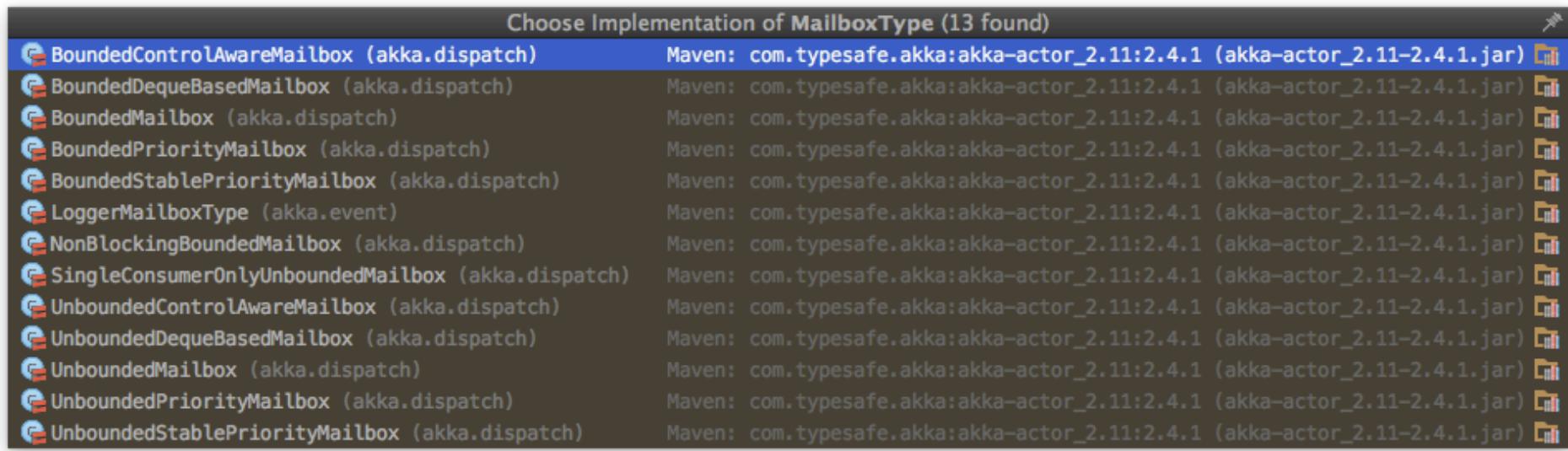


# Location transparency



# Mailbox

- each actor has a mailbox, which is a message queue, stores received messages
- Different implements
  - Default is UnboundedMailbox



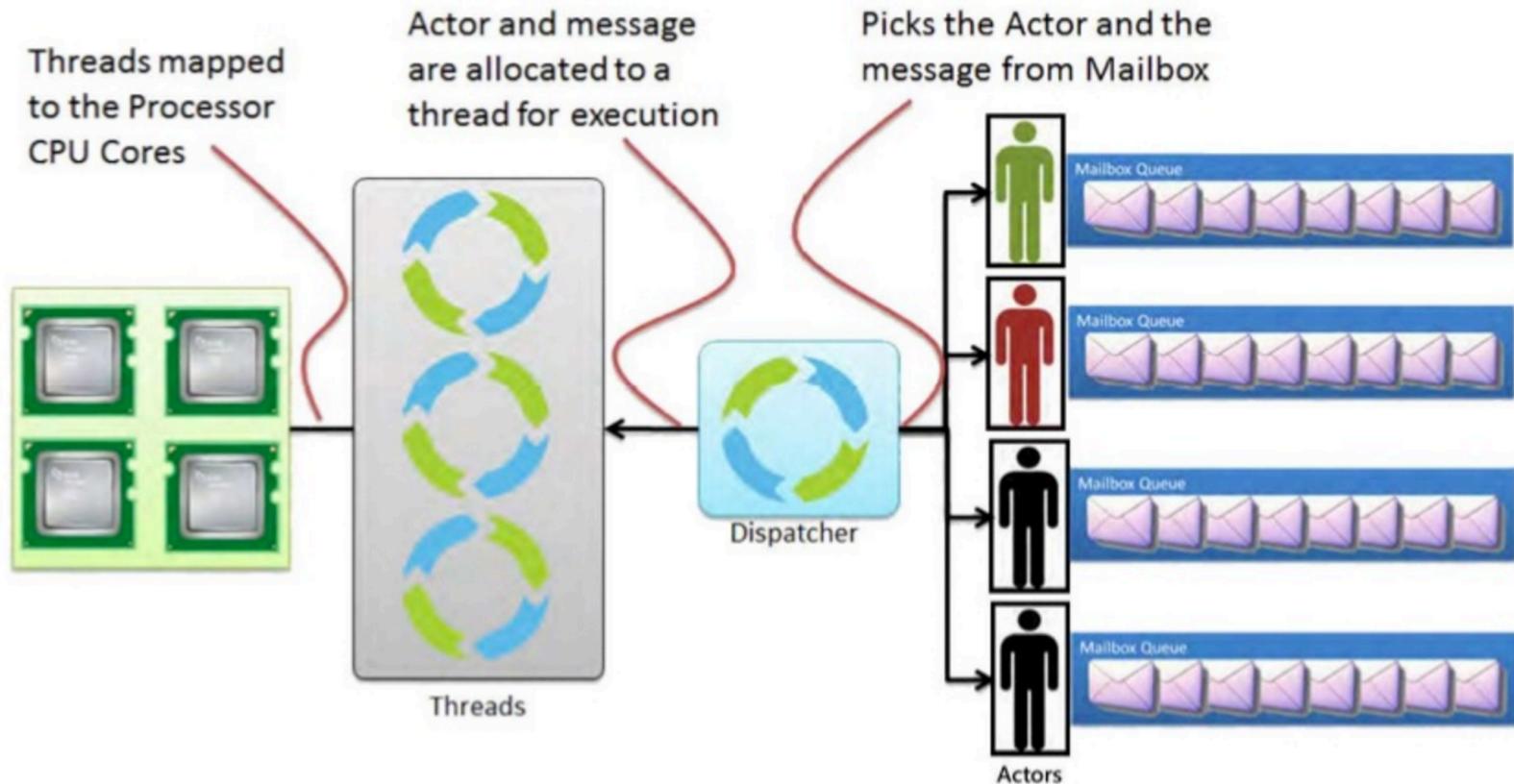
# Dispatchers

- Dispatchers
  - Dispatcher:
    - a set of actors bind to a thread pool
  - PinnedDispatcher
    - A actor bind to a thread
  - CallingThreadDispatcher
    - Actor run on current thread

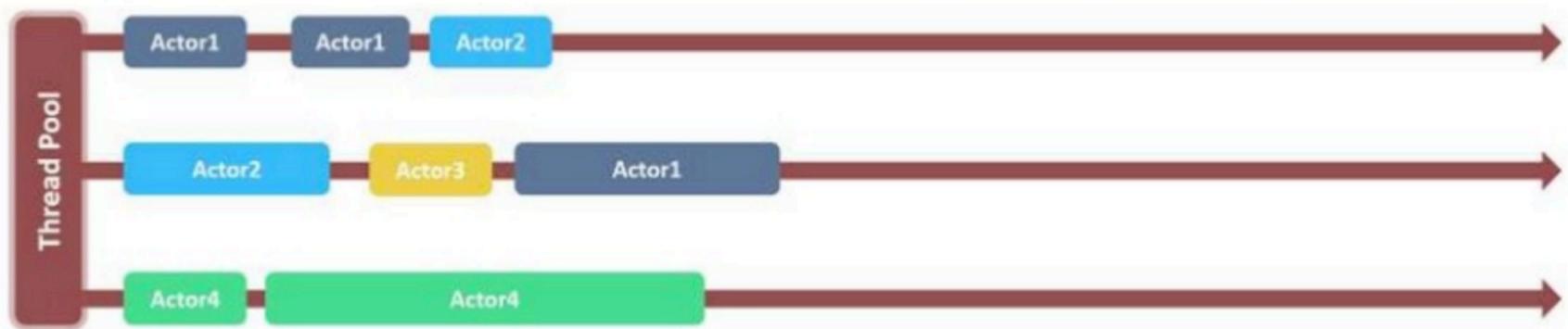
```
blocking-io-dispatcher {  
    type = Dispatcher  
    executor = "thread-pool-executor"  
    thread-pool-executor {  
        fixed-pool-size = 32  
    }  
    throughput = 1  
}
```

# Dispatcher

## Dispatcher



# Dispatcher

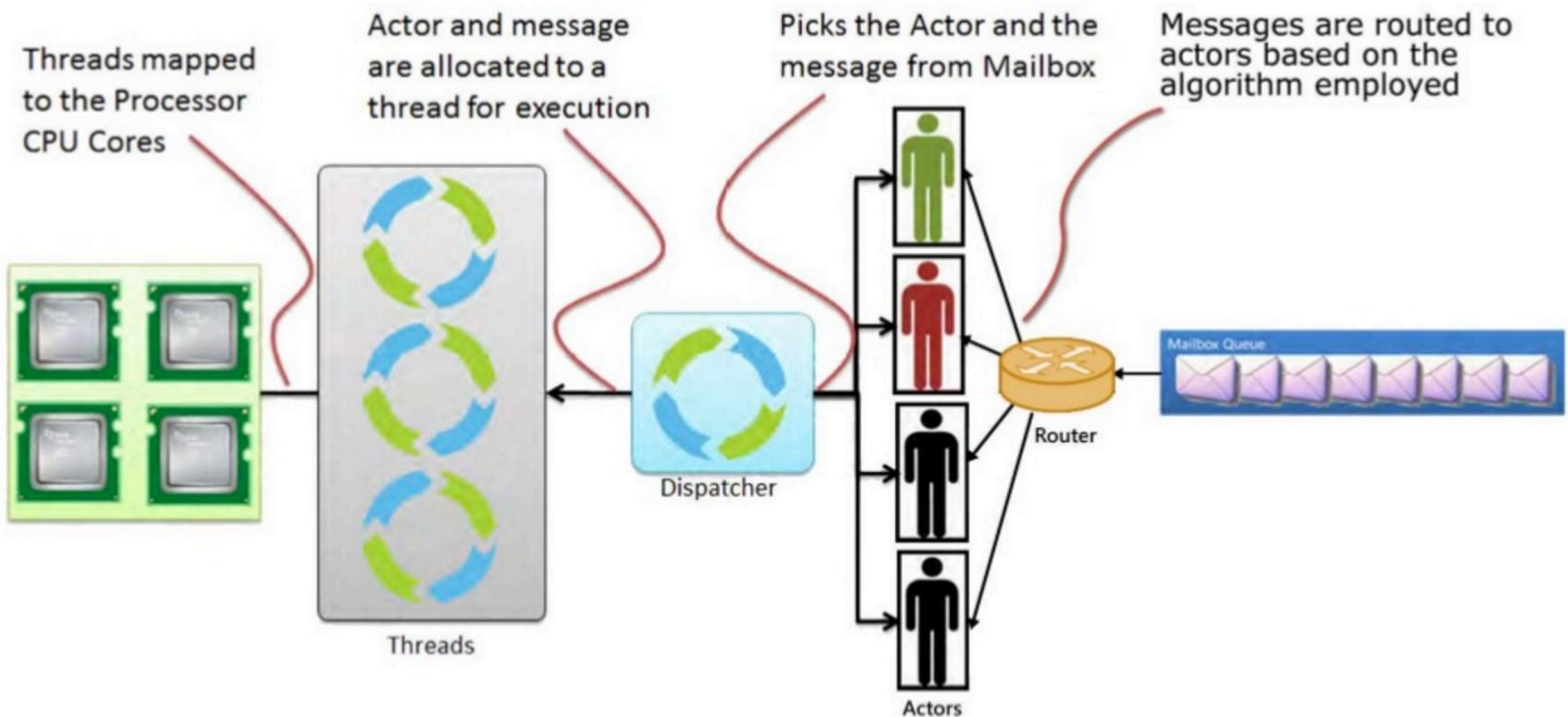


# Routing

- Routing
  - Two kinds of routers:
    - Pool: router creates routees as children actors and remove them if they terminate
    - Group: routees are created outside router
  - Route logic: round robin, load balance, random, consistent hash, broadcast...

# Routing

## Router



# Create and config instances

```
Props props = Props.create(ExeReportActor.class)
    .withRouter(new RoundRobinPool(10))
    .withDispatcher("blocking-io-dispatcher")
    .withMailbox("bounded-mailbox");
```

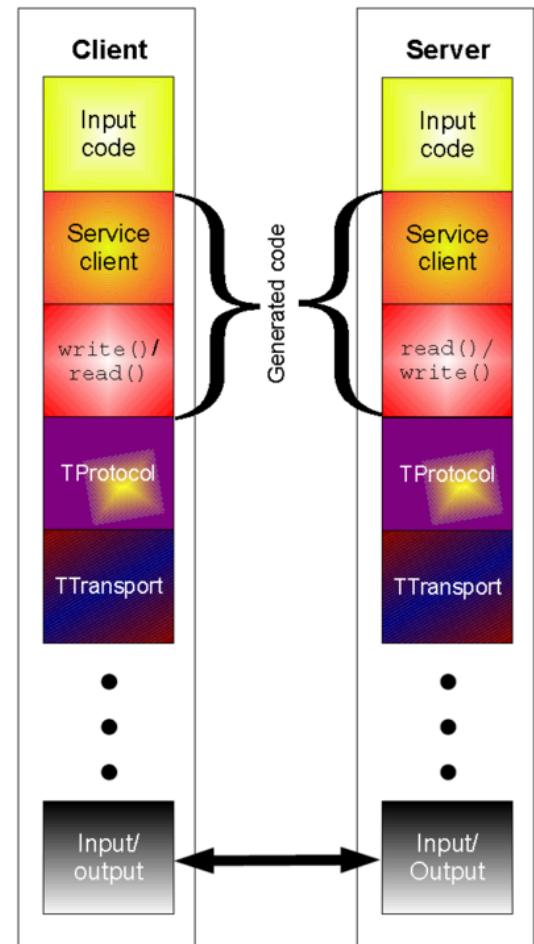
```
ActorRef exeReportActor = context.actorOf(props, "exeReportActor");
```

application.conf:

```
akka {
    actor {
        bounded-mailbox {
            mailbox-type = "akka.dispatch.BoundedMailbox"
            mailbox-capacity = 1000
            mailbox-push-timeout-time = 10s
        }
    }
}
```

# Thrift

- Cross-language serialization & RPC framework
- Transport layer
  - TSocket: blocking IO
  - TFrameTransport: non-blocking
- Protocol layer
  - TBinaryProtocol
  - TCompactProtocol
  - TJSONProtocol
- Servers
  - TSimpleServer/TThreadPoolServer
  - TNonblockingServer/THsHaServer



# Thrift type system

- Base Types
  - Bool, byte, i16, i32, i64, double, string, enum, binary
- Struct
- Container
  - List, set, map
- Exception
- Service
- Thrift File Example

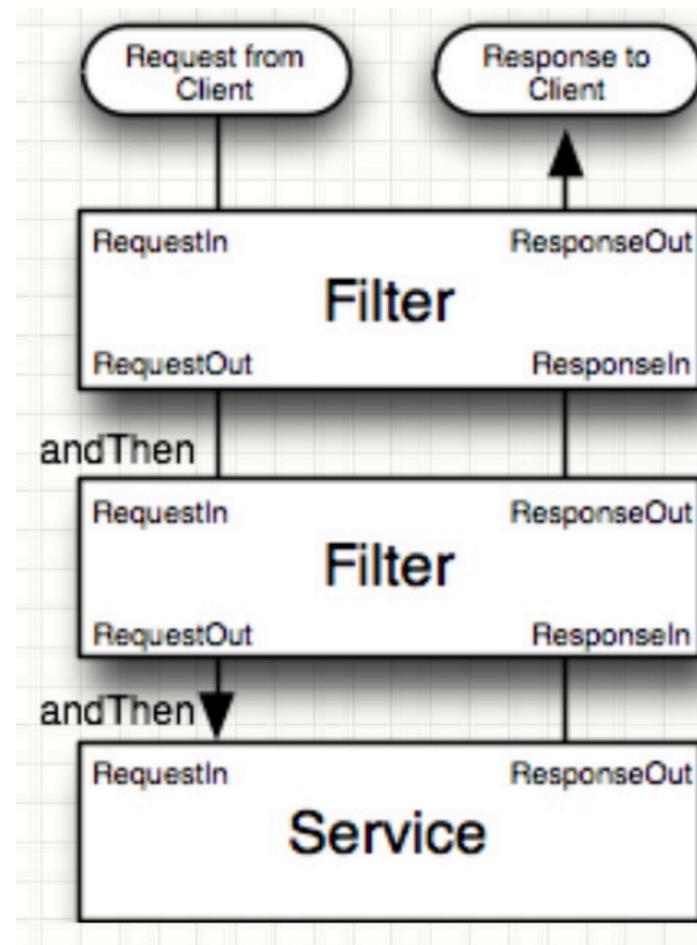
# Finagle

# Finagle

- Twitter open-sourced fault tolerant, extensible RPC system
- High performance servers & clients
- Support multiple protocols
  - http,
  - thrift
  - mysql
  - redis,
  - memcached...

# Finagle

- Modules based implementation
- Future
- Service[Req, Rep]
  - $\text{Req} \Rightarrow \text{Future}[\text{Rep}]$
- Filter
  - $(\ast \text{ MyService } \ast)$
  - $[\text{ReqIn} \rightarrow (\text{ReqOut} \rightarrow \text{RepIn}) \rightarrow \text{RepOut}]$
  - $\text{service: String} \Rightarrow \text{Int}$
  - $\text{filter: ThriftIn} \Rightarrow (\text{String} \Rightarrow \text{Int}) \Rightarrow \text{ThriftOut}$
  - $\text{filter andThen service: ThriftIn} \Rightarrow \text{ThriftOut}$



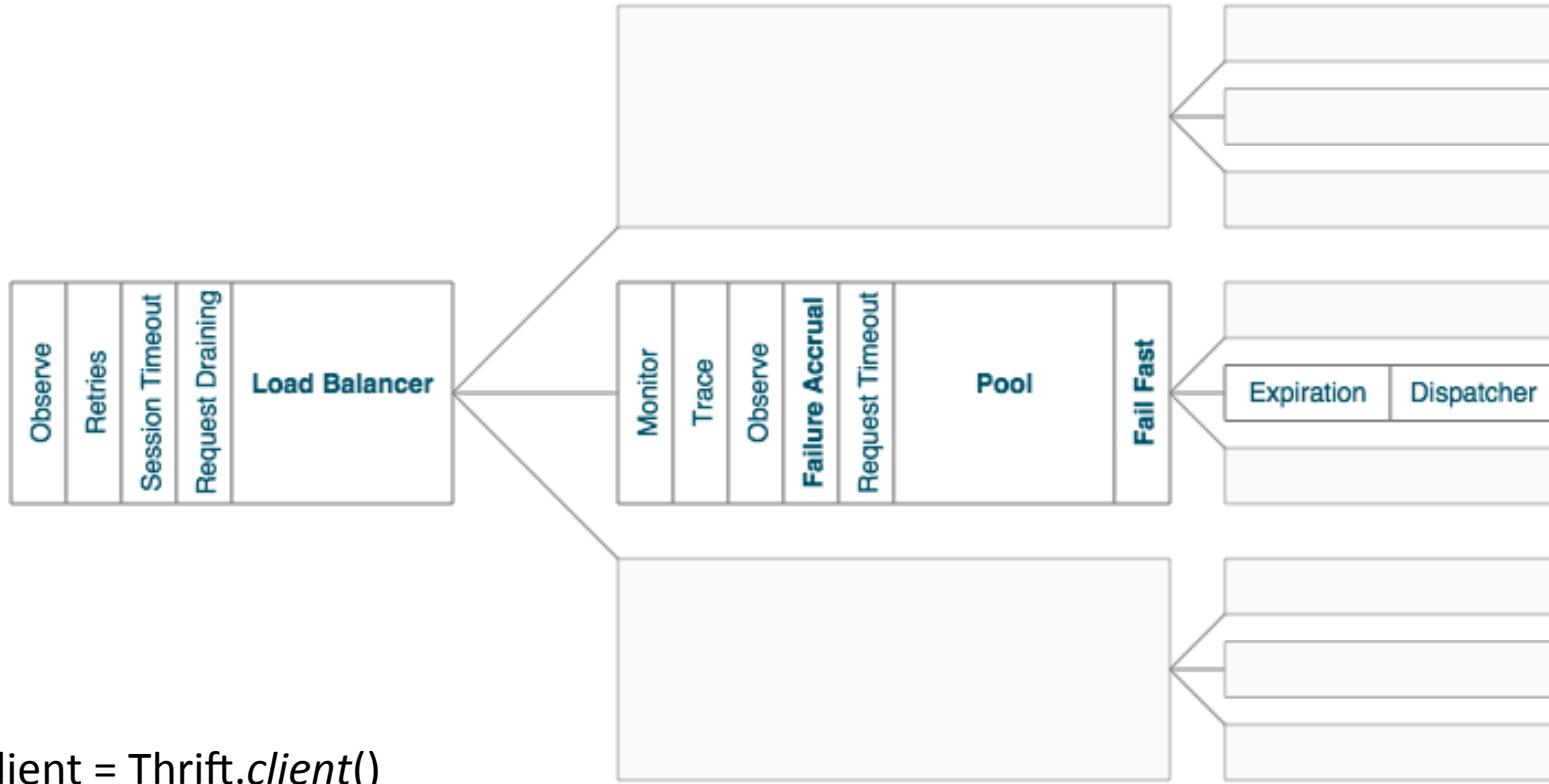
# Finagle Server



```
server = Thrift.server()  
    .withLabel("oes_server")  
    .withRequestTimeout(Duration.fromSeconds(10))  
    .servelface(new InetSocketAddress(this.port), service);
```

```
server.announce("zk!127.0.0.1:2181!/oes_servers!0")
```

# Finagle Client



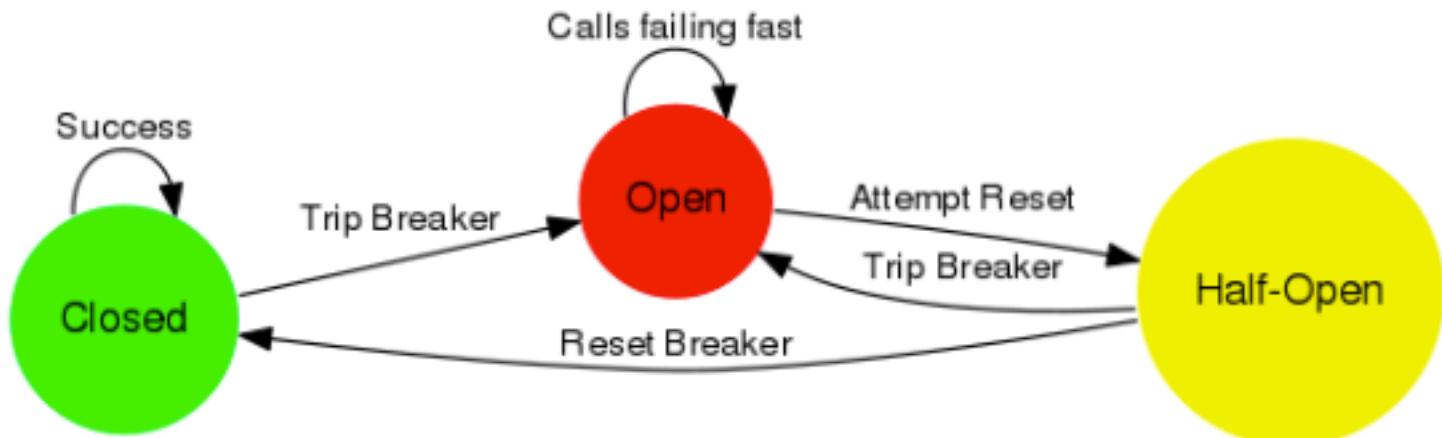
```
client = Thrift.client()  
.withLabel("oes_client")  
.withSessionPool().minSize(10)  
.withSessionQualifier().noFailFast()  
.withRequestTimeout(Duration.fromSeconds(10))  
.newIface(serverAddr, "oes_client", OESClient.FutureIface.class);
```

# Finagle Client

- Observe/Monitor/Trace
- Service Discovery/name resolve
  - zk!127.0.0.1:2181!/my/zk/path!0
- Load Balancing
  - P2C + least loaded
- Retry: RetryBudget/RetryBackoff
- Timeout
  - sessionTimeout, requestTimeout
- Circuit breaker: fail fast/failure accrual
- Connection pool

# Circuit Breaker

- used to provide stability and prevent cascading failures in distributed systems.
- Example: web service with DB overloaded



# Finagle-thrift

- Use [scrooge](#) to generate code
- Don't support multiple services on one port
  - Need implement MultiplexedFinagleService
- Register service through zookeeper

Jesque

# Jesque

- Implementation of Resque in Java
- Resque is GitHub open-sourced job queue based on redis
- GitHub use resque to process jobs:
  - warming caches
  - building tarballs
  - firing off web hooks
  - building graphs
  - deleting users
  - updating search index
  - ...

# Jesque Client

- Normal job

```
Client client = new ClientImpl(new ConfigBuilder().build());  
Job job = new Job(className,  Object... args);  
String queueName = "test:normal";  
client.enqueue(queueName, job);
```

- Delayed job

```
client.delayedEnqueue("test:delayed", job, now() + 1000);  
client.removeDelayedEnqueue("test:delayed", job);
```

- Recurring job

```
client.recurringEnqueue("test:recurring", job, now() + 1000, 5000);
```

# Jesque Worker

- Job runner implement Runnable/Callable

```
public static class HelloJob implements Runnable {  
    private String name;  
    public HelloJob(String name) { this.name = name; }  
    @Override  
    public void run() {  
        System.out.println("hello " + );  
    }  
}
```

- Worker register queues & runners

```
Map<String, Class<?>> jobMap = new HashMap<>();  
jobMap.put(jobType, HelloJob.class);  
MapBasedJobFactory jobFactory = new MapBasedJobFactory(jobMap);  
Worker worker = new WorkerImpl(config, Arrays.asList("test:normal", "test:delayed"), jobFactory);  
executorService.submit(worker);
```

# Jesque Web

**Overview**

Working

Failed

Queues

Workers

Stats

## Queues

The list below contains all the registered queues with the number of jobs currently in the queue. Select a queue from above to view all jobs on the queue.

Name	Jobs
<a href="#"><u>test:delayed</u></a>	0
<a href="#"><u>test:hello</u></a>	0
<a href="#"><u>failed</u></a>	3

## 0 of 0 Workers Working

The list below contains all workers which are currently running a job.

	Where	Queue	Processing
<i>Nothing is happening right now...</i>			

# Lombok

- Avoid boilerplate code for value class
- Auto code generator
- IntelliJ Idea plugin

```
@Data  
public class Person {  
    private String name;  
    private int age;  
}
```

# Google Guava

- Collections
  - Immutable collections
  - New collection types
    - Multiset, multimap, BiMap...
  - Utility classes

- Cache

```
CacheBuilder.newBuilder().maximumSize(1000)
    .expireAfterWrite(10, TimeUnit.MINUTES).build(
        new CacheLoader<Key, Value>() {
            public Value load(Key key) {
                return dao.get(key);
            }
        });
    
```

# Google Guava

- Concurrency
- Strings
- Primitives
- Reflection
- ...