

SOFT8023

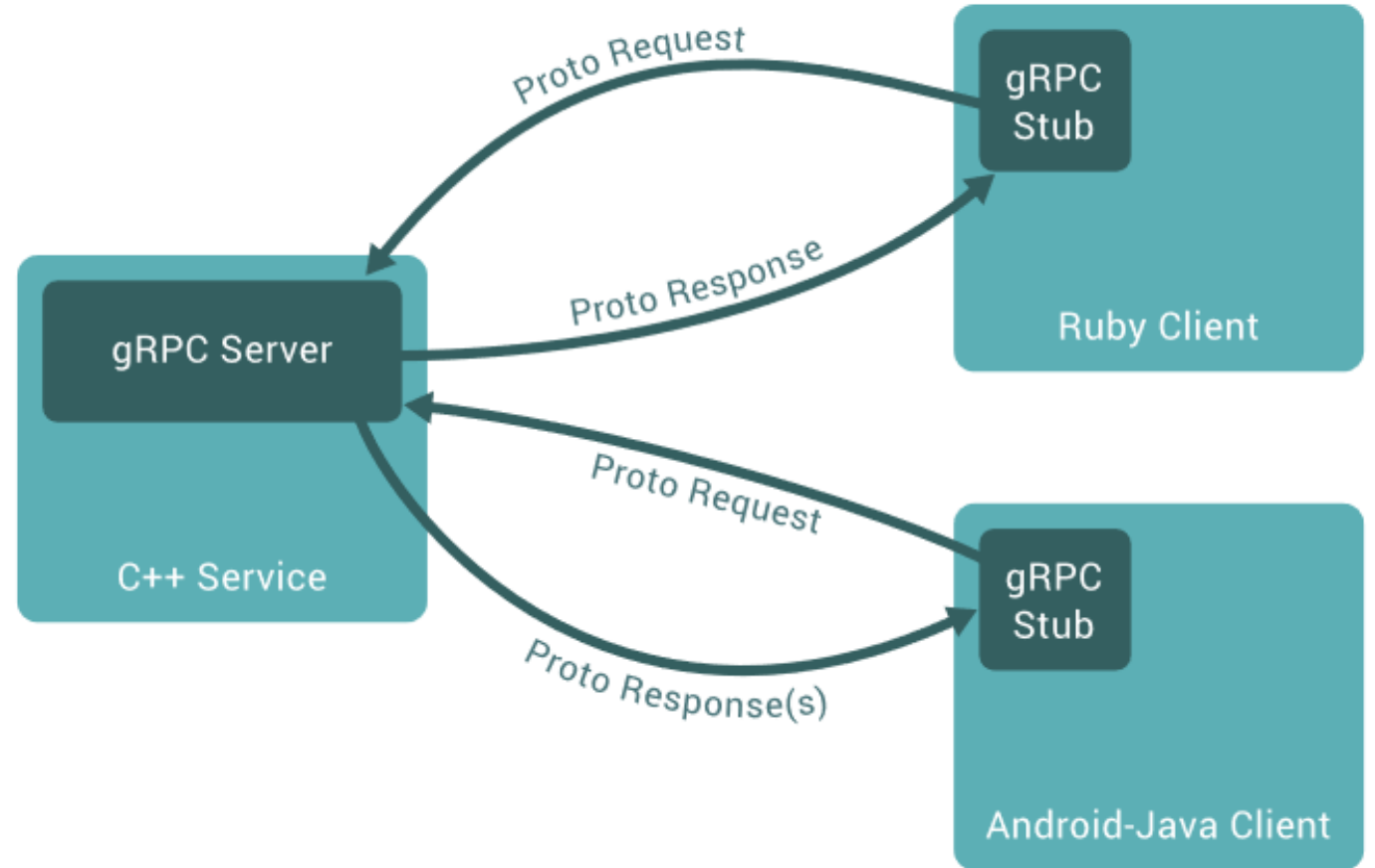
Protocol Buffers

gRPC

- Provides remote procedure calls (RPC) with data serialization
- Is agnostic and can work with Python, Go, C++, Node, PHP and more
- Uses HTTP/2 (modern network transfer protocol with streaming support) – faster than REST with HTTP/1.1
 - Bi-directional communication supported, not just request-response
- Support authentication mechanisms, such as SSL/TLS
- See <https://www.infoq.com/presentations/api-pb-grpc> for a presentation about an advanced case study
- Alternatives to gRPC: Apache Hadoop's Avro, Apache Thrift, Twitter's Finagle (JVM-based)

gRPC

- Service is defined, including methods that can be called and what parameters/types to use
- Server side runs gRPC service
- Client side has stub matching service provided by service



Protocol buffers

- Or *Protobufs*
- gRPC usually uses protocol buffers (something open-sourced by Google) to serialize structured data
- Message payloads are binary, so compact
- You create a proto file (using an IDL – interface definition language) that defines the service with *messages* containing *fields*, e.g. person.proto

```
message Person {  
    string name = 1;  
    int32 id = 2;  
    bool has_ponycopter = 3;  
}
```

- Then use the *protoc* compiler to compile the proto file for the language you are using, e.g. compile to a .pb.go or a pb.py file

Example

```
larkin@larkin-VirtualBox ~/go/src/github.com/ewanvalentine/shippy/consignment-service/proto/consignment $ cat consignment.proto
// consignment-service/proto/consignment/consignment.proto
syntax = "proto3";

package go.micro.srv.consignment;

service ShippingService {
  rpc CreateConsignment(Consignment) returns (Response) {}
  rpc GetConsignments(GetRequest) returns (Response) {}
}

message Consignment {
  string id = 1;
  string description = 2;
  int32 weight = 3;
  repeated Container containers = 4;
  string vessel_id = 5;
}

message Container {
  string id = 1;
  string customer_id = 2;
  string origin = 3;

  string user_id = 4;
}

message GetRequest {}

message Response {
  bool created = 1;
  Consignment consignment = 2;
  repeated Consignment consignments = 3;
}
```

Why use gRPC?

Our example is a simple route mapping application that lets clients get information about features on their route, create a summary of their route and exchange route information such as traffic updates with the server and other clients.

With gRPC we can define our service once in a .proto file and implement clients and servers in any of gRPC's supported languages, which in turn can be run in environments ranging from servers inside Google to your own tablet. All the complexity of communication between different languages and environments is handled for you by gRPC. We also get all the advantages of working with protocol buffers, including efficient serialization, a simple IDL, and easy interface updating.

Example code and setup

The example code for our tutorial is in [grpc/grpc-go/examples/note-guide](https://github.com/grpc/grpc-go/tree/master/examples/note-guide). To download the example, clone the `grpc-go` repository by running the following

pb.go file

- protoc will compile a protocol buffer depending on the language specific, e.g. `protoc -I --go_out=plugins=gprc:<insert path to proto file>`
- Or with Python:

```
$ python -m grpc_tools.protoc -I../.. /protos --python_out=. --grpc_python_out=../.. /protos/helloworld.proto
```
- See more here:
 - <https://grpc.io/docs/guides/#overview> (gRPC)
 - <https://developers.google.com/protocol-buffers/docs/overview> (Protocol Buffers)
 - <https://developers.google.com/protocol-buffers/docs/proto3> (Proto3 language guide)