Implementation of gRPC with Go

The module (github.com/grpc/grpc-go) contains the Go language implementation of gRPC. HTTP/2 based RPC with instruction

The blog (grpc.io/core-concepts) contains the introduction to key gRPC concepts, with an overview of gRPC architecture and RPC life cycle

gRPC vs REST

This blog finds that gRPC is **25 times more performant** than REST API (as defined as time to have the response for an specific API)

GRPC	REST
Protocol Buffers - smaller, faster	JSON - text based, slower, bigger
HTTP/2 (lower latency) – from 2015	HTTP1.1 (higher latency) – from 1997
Bidirectional & Async	Client => Server requests only
Stream Support	Request / Response support only
API Oriented – "What" (no constraints – free design)	CRUD Oriented (Create – Retrieve – Update – Delete / POST GET PUT DELETE)
Code Generation through Protocol Buffers in any language -1 st class citizen	Code generation through OpenAPI / Swagger (add-on) – 2 nd class citizen
RPC Based - gRPC does the plumbing for us	HTTP verbs based – we have to write the plumbing or use a 3 rd party library

Protocol Buffers

The module (github.com/golang/protobuf) contains Go bindings for Protocol Buffers

The documentation and tutorials by Google can be found at Protocol Buffers Go tutorials

My repository for Go bindings for Protocol Buffers instruction and theory can be found at github.com/minhtran241/protocol_buffers_go_generate

gRPC with Go

Follow the module (github.com/grpc/grpc-go) to install compiler and packages supporting gRPC with Go

To generate gRPC services for your application:

• Update your PATH so that the protoc compiler can find the plugins

```
PATH="${PATH}:${HOME}/go/bin"
```

· Generate services:

```
protoc --go-grpc_out=require_unimplemented_servers=false:.
//yourpath/to.protofile/*.proto
```

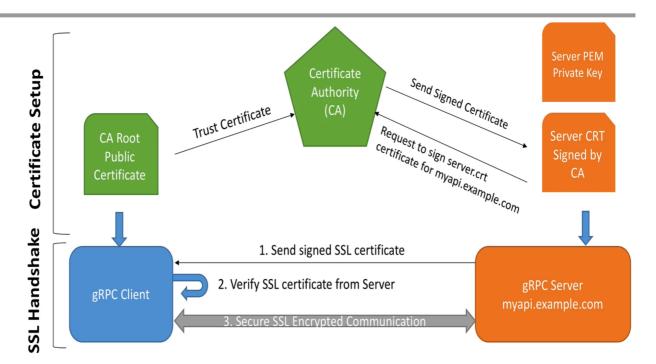
Demo Application applied gRPC with Go

The application contains:

- The demo of 4 main types of RPCs
 - Unary RPCs
 - Server Streaming RPCs
 - Client Streaming RPCs
 - o Bi-Directional Streaming RPCs
 - Blog Service with MongoDB
- gRPC Error Handling
 - How gRPC deals with error can be found at grpc_io/docs/guides/error
 - Reference to implementation oof error codes can be found at avi.im/grpc-errors/#go
 - If an application needs to return extra information on top of an error code, it can use the metadata context
- gRPC Deadlines
 - Deadlines allow gRPC clients to specify how long they are willing to wait for an RPC to complete before the RPCis terminated with the error DEADLINE_EXCEEDED
 - The gRPC documentation recommends you set a deadline for all client RPC calls
 - Setting the Deadlines is up to you, how long do you feel your API should have to complete?
 - The server should check if the deadline has exceeded and cancel the work it is doing
 - o defer cancel() calls the cancel() function when the deadline has exceeded
 - This blog describe Deadlines in depth grpc.io/blog/deadlines
 - Note: Deadlines are propagated across if gRPC calls are chained
 - A => B => C (Deadline for A is passed to B and then passed to C)
- SSL Encryption in gRPC
 - SSL encryption is done by generating SSL certificates
 - SSL allows communication to be secure end-to-end and ensuring no Man in the middle attack can be performed
 - o SSL allows clients and servers to encrypt packet
 - Routers can not view the content of the internet packets
 - TLS (Transport Layer Security)
 - Successor of SSL, encrypts the connection between 2 endpoints for secure data exchange
 - Two ways of using SSL (gRPC can use both)
 - 1-way verification, e.g. browser => WebServer
 - 2-way verification, e.g. SSL authentication
 - Detailed Setup of SSL for Encryption

Detailed Setup of SSL For Encryption





- All steps and command lines are noted in file ssl/instructions.sh
- All the configuration for generating SSL certificates is specified in file ssl/ssl.cnf
- Using SHA256 algorithm for authentication
- gRPC Reflection & CLI
 - Why gRPC Reflection?
 - As we've seen, for Clients to connect to our Server, they need to have a proto file which defines the service
 - This is fine for production (we definitely want to know the API definition in advance)
 - For development, when you have a gRPC server you don't know, we have to know what APIs the server has
 - Reflection is the solution
 - o Reflection helps us
 - Having servers "expose" which endpoints are available
 - Allowing CLI to talk to our server without have a preliminary proto file
 - This project uses the evans REPL to practice on the client side
 - To register server reflection on a gRPC server:

```
import "google.golang.org/grpc/reflection"

s := grpc.NewServer()
pb.RegisterYourOwnServer(s, &server{})
```

```
// Register reflection service on gRPC server.
reflection.Register(s)
s.Serve(lis)
```

 More information about gRPC Reflection can be found at pkg.go.dev/google.golang.org/grpc/reflection

Blog Service with MongoDB

- The Blog Service contains 5 RPCs (4 Unary RPCs and 1 Server Streaming RPC)
- CRUD services
- Database
 - Find more information about MongoDB Driver for Go at github.com/mongodb/mongo-go-driver
 - Installation

```
go get go.mongodb.org/mongo-driver/mongo
```

MongoDB runs on localhost:27017

Project Usage

- The project contains services
 - Greeting Service
 - Calculator Service
 - Blog Service
- Start Demo (run all the services respectively)
 - Start the server of one service

```
go run service/service_server/server.go
```

Start the client of one service

```
go run service/service_client/client.go
```

- Play with the services by using ktr0731/evans REPL mode
 - Installation

MacOS

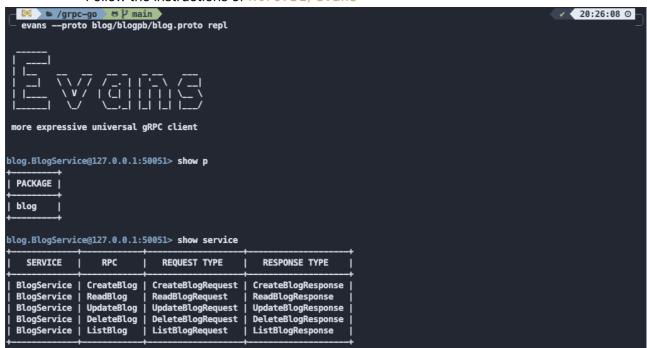
brew tap ktr0731/evans brew install evans

Usage

• Go to the one of the services you want to play with and trigger evans in REPL mode

evans --proto service/service_pb/service.proto repl

■ Follow the instructions of ktr0731/evans



Contributor

• Minh Tran (Me)