



Man Group London Hackathon 2024

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whoami



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@_mtmk



@mtmk



NATS is a Distributed Messaging Middleware

- Everything in a single 16MB static Go binary with no dependencies
 - Messaging, streaming, data-store and service mesh all in a single binary
- Subject-based addressing
 - No sockets, IP, ports, load-balancers, service mesh or firewalls
- Official client libraries (plus many others)
- Secure (zero-trust), multi-tenant, encryption in-flight and at rest
- Incubating CNCF project
- Simple and easy to use!



Simplicity

- Single binary
- 8 MB docker image with no external dependencies
- “Text-based” protocol with just a handful of verbs

| PUB | SUB | UNSUB | CONNECT | INFO | MSG | -ERR | +OK | PING | PONG |

- Low Configuration
 - ✓ Clients only need a url and credentials
 - ✓ Servers auto-discover
 - ✓ You can share configuration files amongst servers
- Simple and Straightforward APIs



Patterns

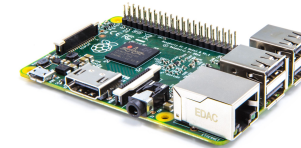
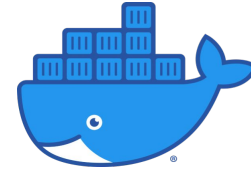
Messaging, streaming, and views

- Stateless, low-latency M:N messaging
 - Publish-subscribe, request-reply, queue groups, services
- Persistent streams and consumers
 - Retention policies, placement, server-side filtering
- Key-value
 - Historical values, expiry, watcher, optimistic updates
- Object store
 - Auto-chunking, expiry, watcher, references



Deployment Environments

- 128 Core and 1TB Memory Systems to a Raspberry Pi Zero2 for the Server
- MicroControllers for clients
- Kubernetes
- Docker
- Bare Metal
- VMs
- Edge Devices





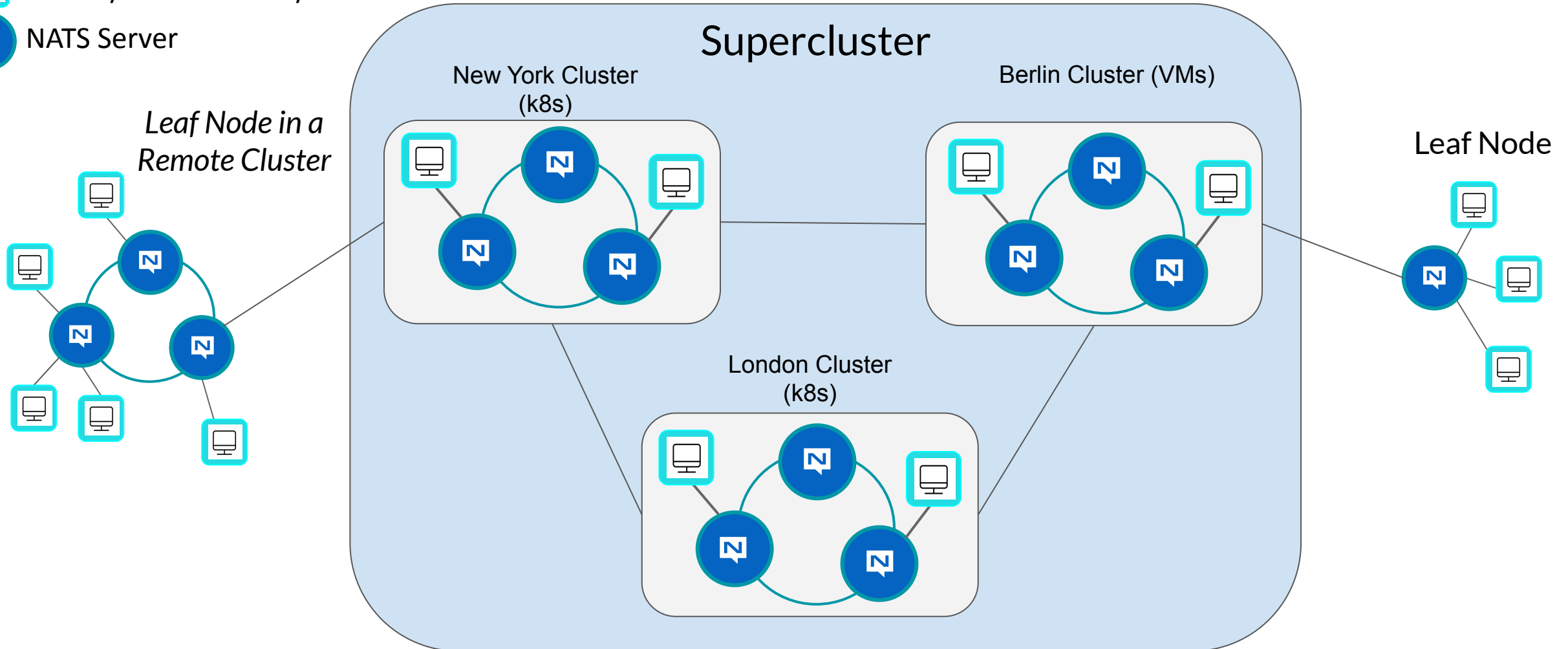
Deployment Topologies



Clients/Microservices/Devices



NATS Server



Why NATS?



Open Source. Simple. Secure. Scalable.

Thank You!



github.com/nats-io/**nats.net** 

github.com/nats-io/**nats.py** 

github.com/nats-io/**nats-server** 

<https://nats.io>