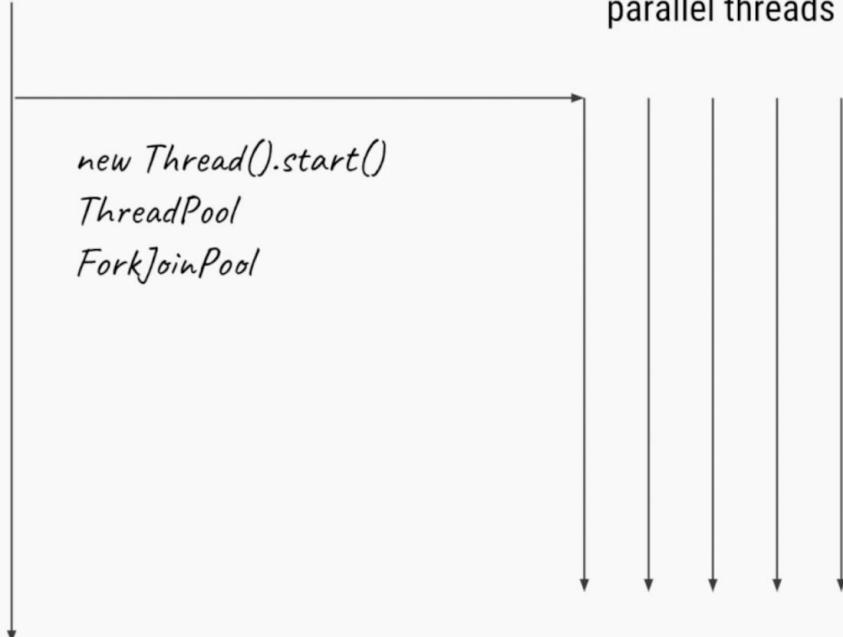


# Java - Async Programming

# Need for speed

main thread

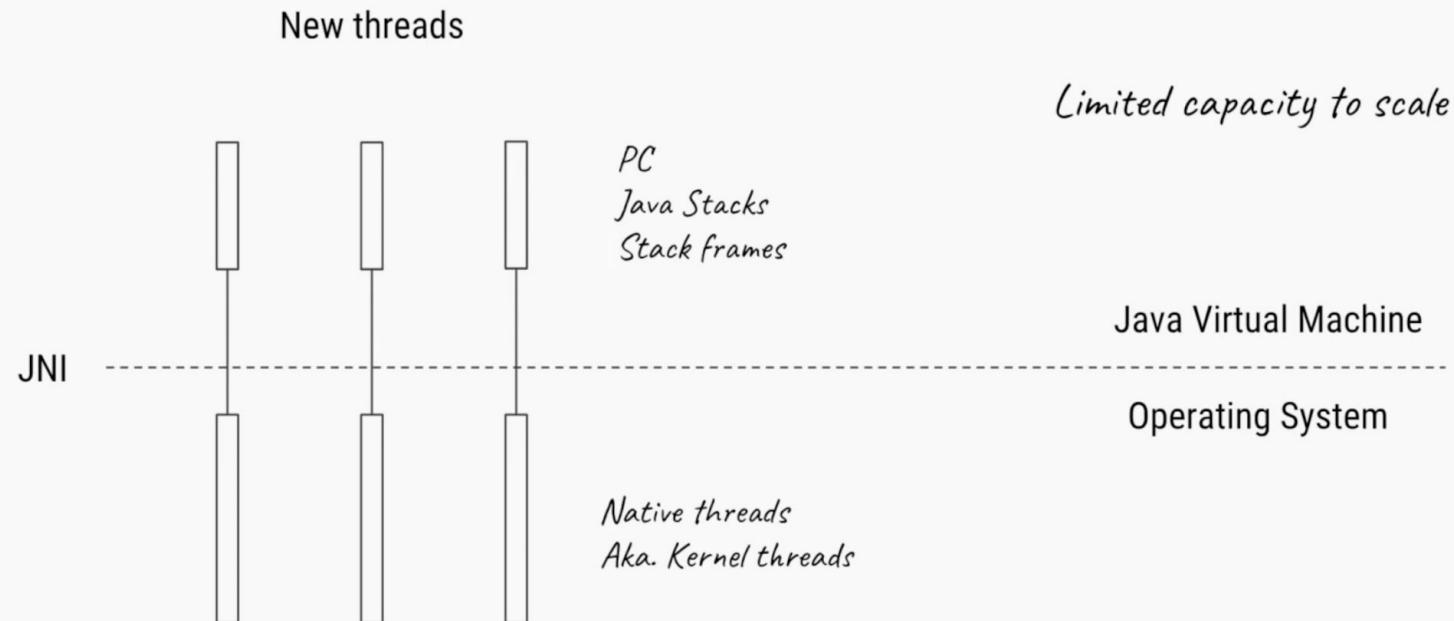
parallel threads



Core 1	Core 2
Core 3	Core 4

CPU

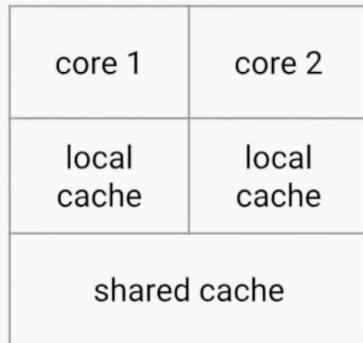
# Java thread = OS thread



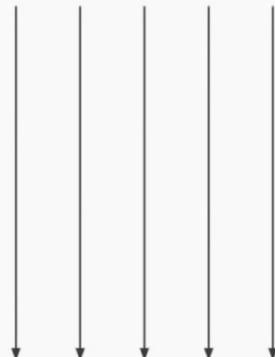
# Other issues too...

*Scheduling Overhead,*

*Data Locality*



CPU

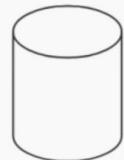


# IO operations require more threads

main thread

*Limited capacity to scale IO ops*

*Blocked  
(wait state)*



- Network (HTTP / DB)
- File IO

*Runnable*

## Synchronous API

```
for (Integer id : employeeIds) {  
  
    // Step 1: Fetch Employee details from DB  
    Future<Employee> future = service.submit(new EmployeeFetcher(id));  
    Employee emp = future.get(); // blocking  
  
    // Step 2: Fetch Employee tax rate from REST service  
    Future<TaxRate> rateFuture = service.submit(new TaxRateFetcher(emp));  
    TaxRate taxRate = rateFuture.get(); // blocking  
  
    // Step 3: Calculate current year tax  
    BigDecimal tax = calculateTax(emp, taxRate);  
  
    // Step 4: Send email to employee using REST service  
    service.submit(new SendEmail(emp, tax));  
}
```

# Problem

Expensive Threads

&

Blocking IO Ops

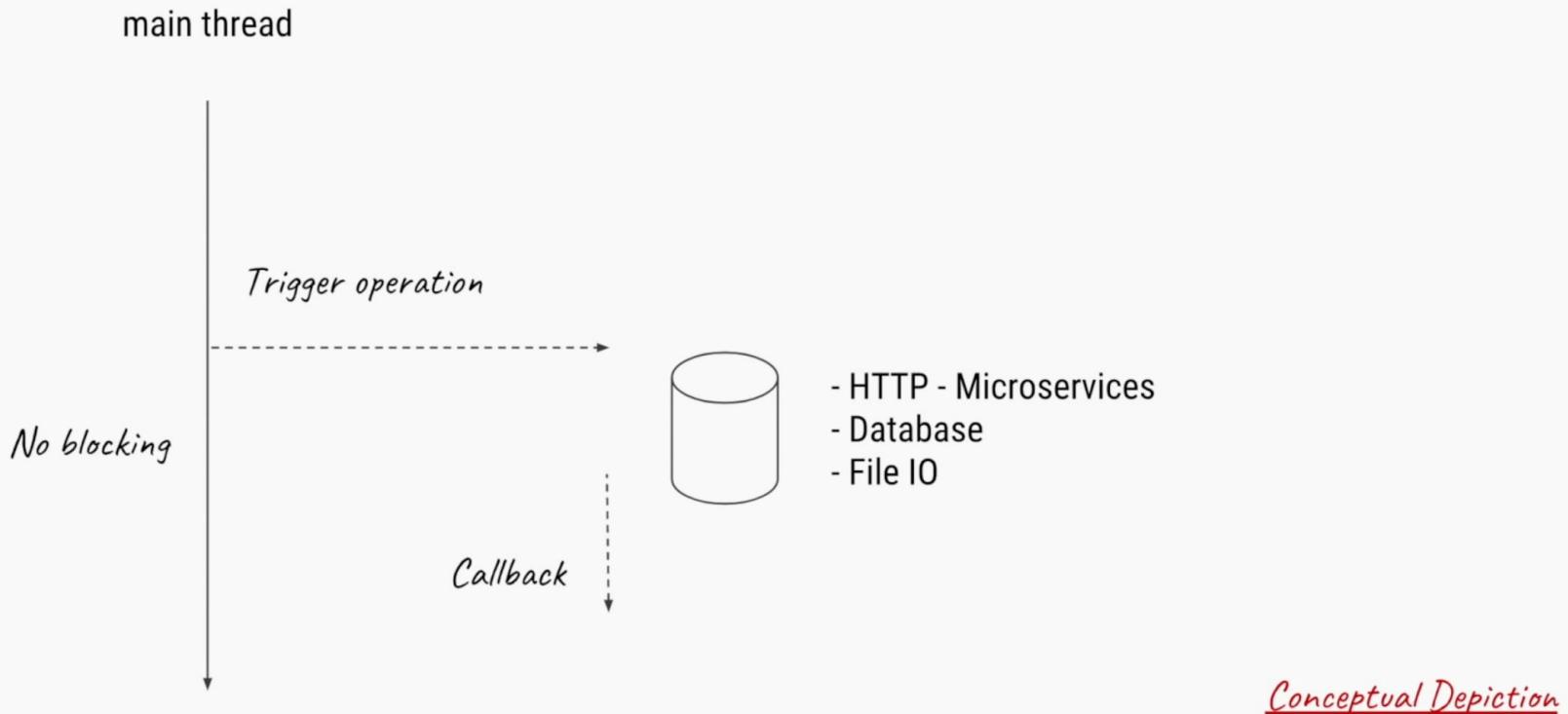
=

Limited Scalability

# Solution

Non-blocking IO  
&  
Asynchronous API

# Non-blocking IO



# Java NIO

- Buffers, Channels, Selectors
- Low-level API for asynchronous / non-blocking IO
- Applicable for Files, Sockets,
- Listener based (callbacks)

```
ByteBuffer buffer = ByteBuffer.allocate(1024);

Path path = Paths.get("/home/file2");
AsynchronousFileChannel fileChannel = AsynchronousFileChannel.open(path, StandardOpenOption.READ);

fileChannel.read(buffer, position: 0, buffer, new CompletionHandler<Integer, ByteBuffer>() {

    @Override
    public void completed(Integer result, ByteBuffer data) {           <= Callback
        // process data
    }
})
```

## Servlets 3.0 - Allows more concurrent requests

```
@WebServlet(urlPatterns={"/user"}, asyncSupported=true)
public class UserAsyncServlet extends HttpServlet {

    @Override
    public void doGet(HttpServletRequest request,
                      HttpServletResponse response) {

        final AsyncContext context = request.startAsync();
        context.start(new Runnable() {
            public void run() {
                // make the network call
                ServletResponse response = context.getResponse();
                // print to the response
                context.complete();
            }
        });
    }
}
```

*Run operations in  
separate thread*

*Immediately return  
to serve other requests*



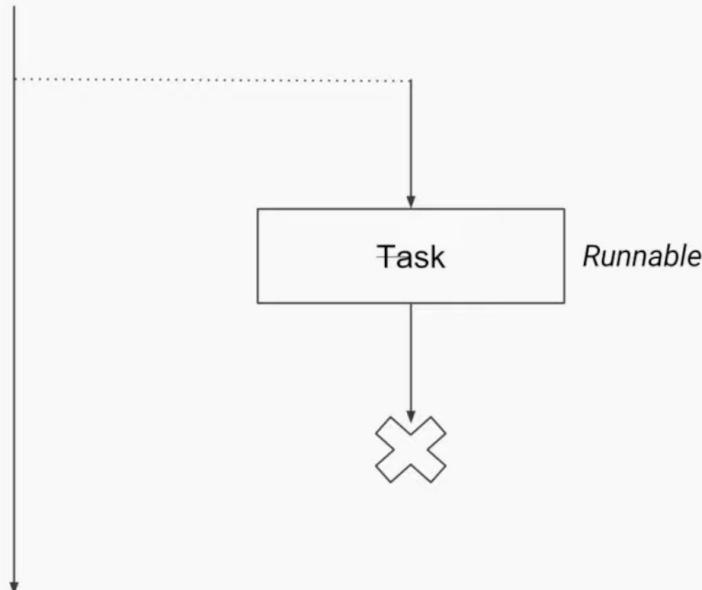
# CompletableFuture

What is it used for?

*Perform possible asynchronous (non-blocking) computation and trigger dependant computations which could also be asynchronous.*

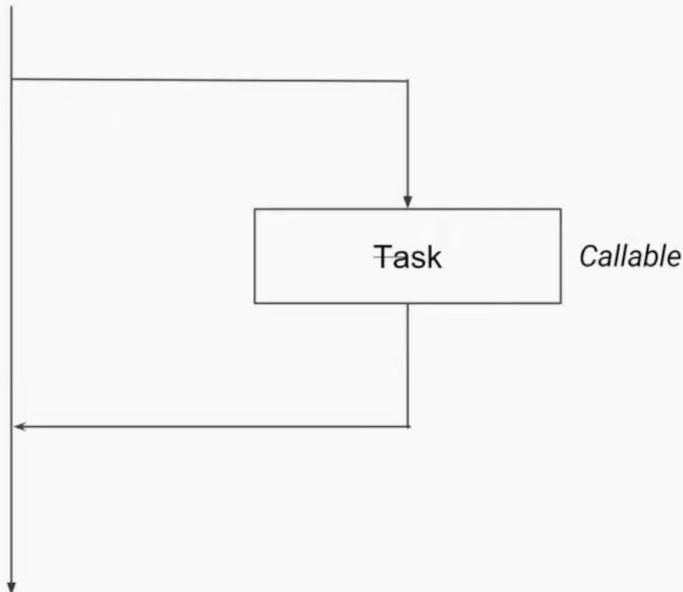
main thread

separate thread



main thread

separate thread



## Working with Callable / Futures

```
public static void main(String[] args) {  
  
    ExecutorService service = Executors.newFixedThreadPool( nThreads: 10 );  
  
    // submit task and accept the placeholder object for return value  
    Future<Integer> future = service.submit(new Task());  
  
    try {  
        // get the task return value  
        Integer result = future.get(); // blocking  
        System.out.println("Result from the task is " + result);  
  
    } catch (InterruptedException | ExecutionException e) {  
        e.printStackTrace();  
    }  
}  
  
static class Task implements Callable<Integer> {  
    @Override  
    public Integer call() {  
        return new Random().nextInt();  
    }  
}
```

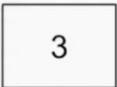
## main thread

```
// task implements Callable  
Future f = service.submit(new Task());
```



placeholder

Once result is ready



Set value of placeholder

## thread-pool

blocking queue

task1	task2	task3	task4	.....
-------	-------	-------	-------	-------

Fetch next task  
from queue

Execute it

t0

t1

t2

t9

## main thread

```
// task implements Callable  
Future f = service.submit(new Task());
```

blocked



f.get();

3

Set value of placeholder

Runnable

Run dependant task

## thread-pool

blocking queue

task1	task2	task3	task4	.....
-------	-------	-------	-------	-------

Fetch next task  
from queue

Execute it

t0

t1

t2

t9

## main thread

```
for 1..4  
    service.submit(new Task());
```

blocked

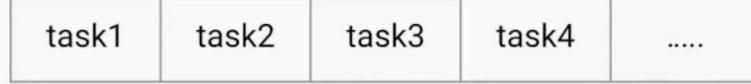


Runnable

*Run dependant task*

## thread-pool

blocking queue



Fetch next task  
from queue

Execute it

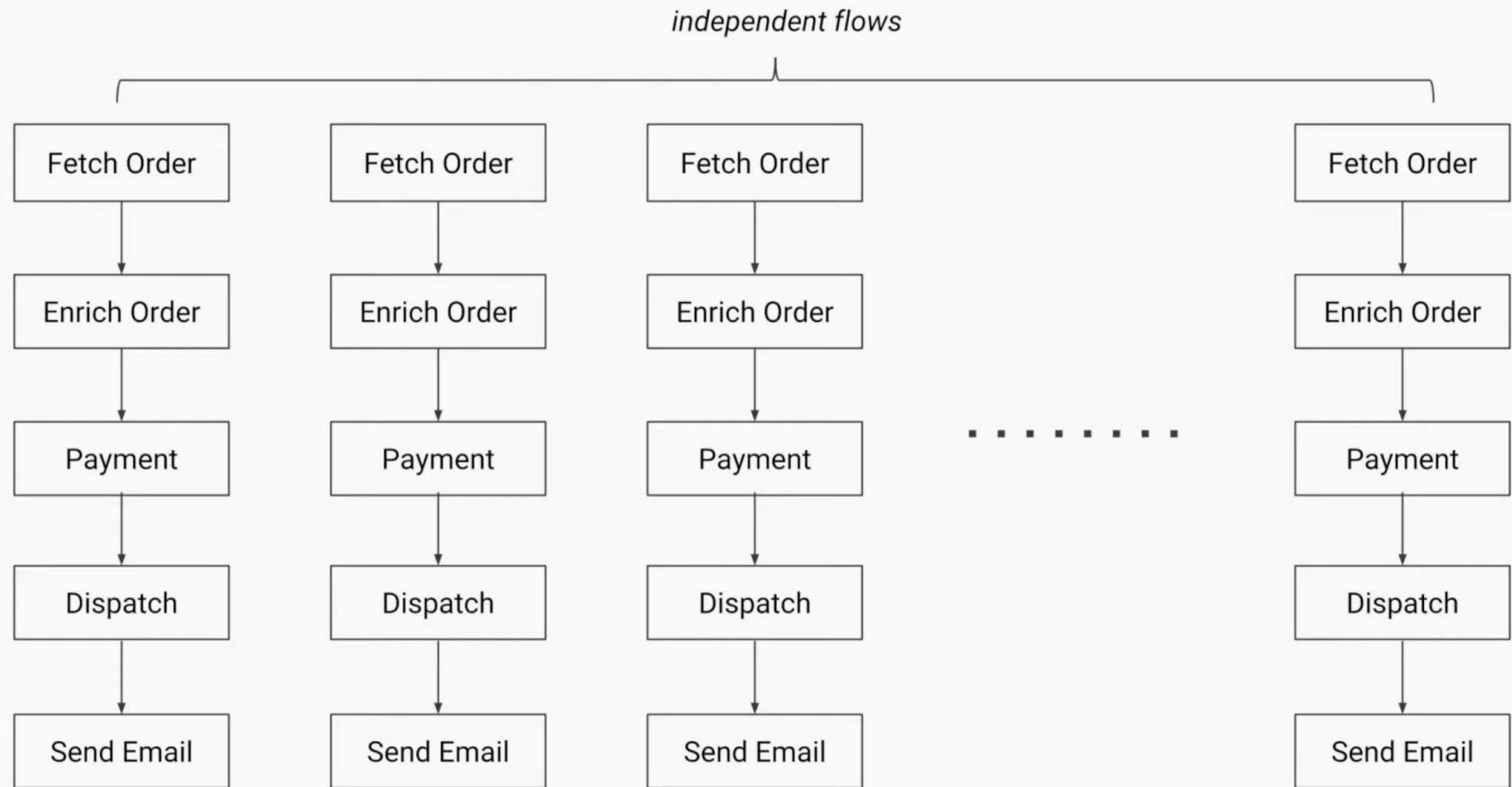
t0

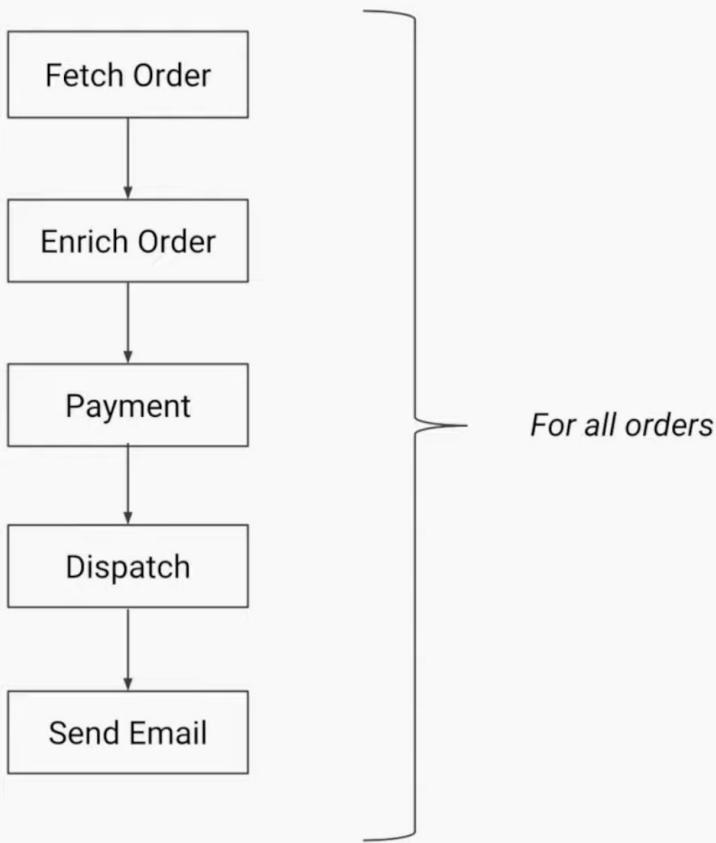
t1

t2

t9

There is a problem!





```
ExecutorService service = Executors.newFixedThreadPool( nThreads: 10 );

try {

    Future<Order> future = service.submit(getOrderTask());
    Order order = future.get(); // blocking

    Future<Order> future1 = service.submit(enrichTask(order));
    order = future1.get(); // blocking

    Future<Order> future2 = service.submit(performPaymentTask(order));
    order = future2.get(); // blocking

    Future<Order> future3 = service.submit(dispatchTask(order));
    order = future3.get(); // blocking

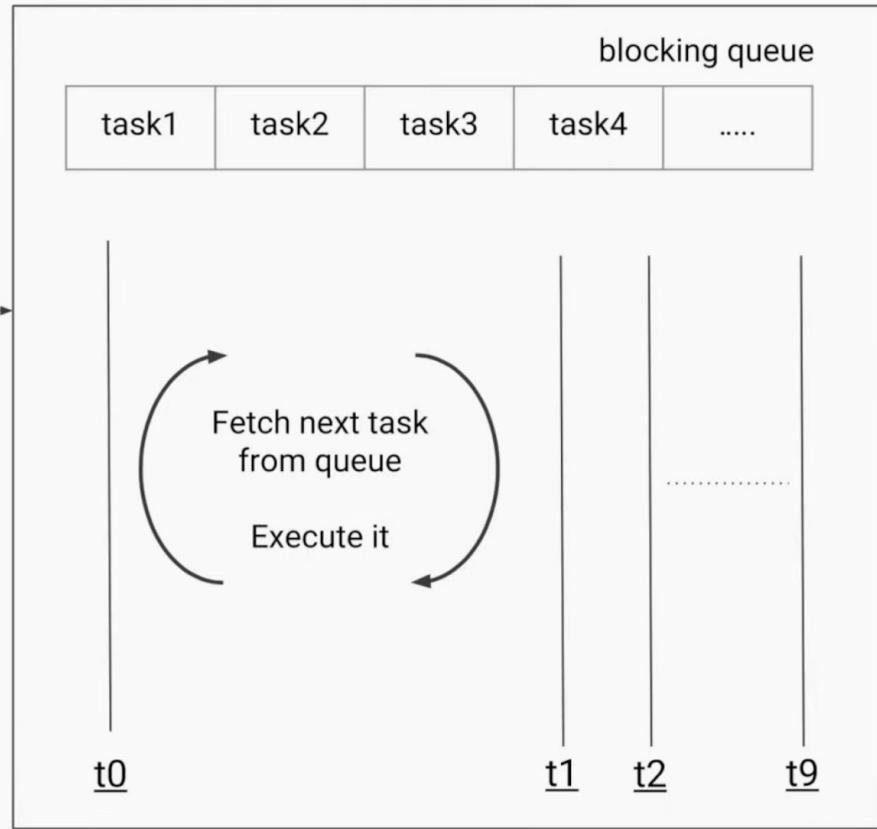
    Future<Order> future4 = service.submit(sendEmailTask(order));
    order = future4.get(); // blocking

} catch (InterruptedException | ExecutionException e) {
    e.printStackTrace();
}
```

## main thread

for 1..n  
Run the task  
Once done, run the dependant task  
Once done, runs its dependant task  
And so on.

## thread-pool



## main thread

for 1..n  
Run the task  
Once done, run the dependant task  
Once done, runs its dependant task  
And so on.

## thread-pool

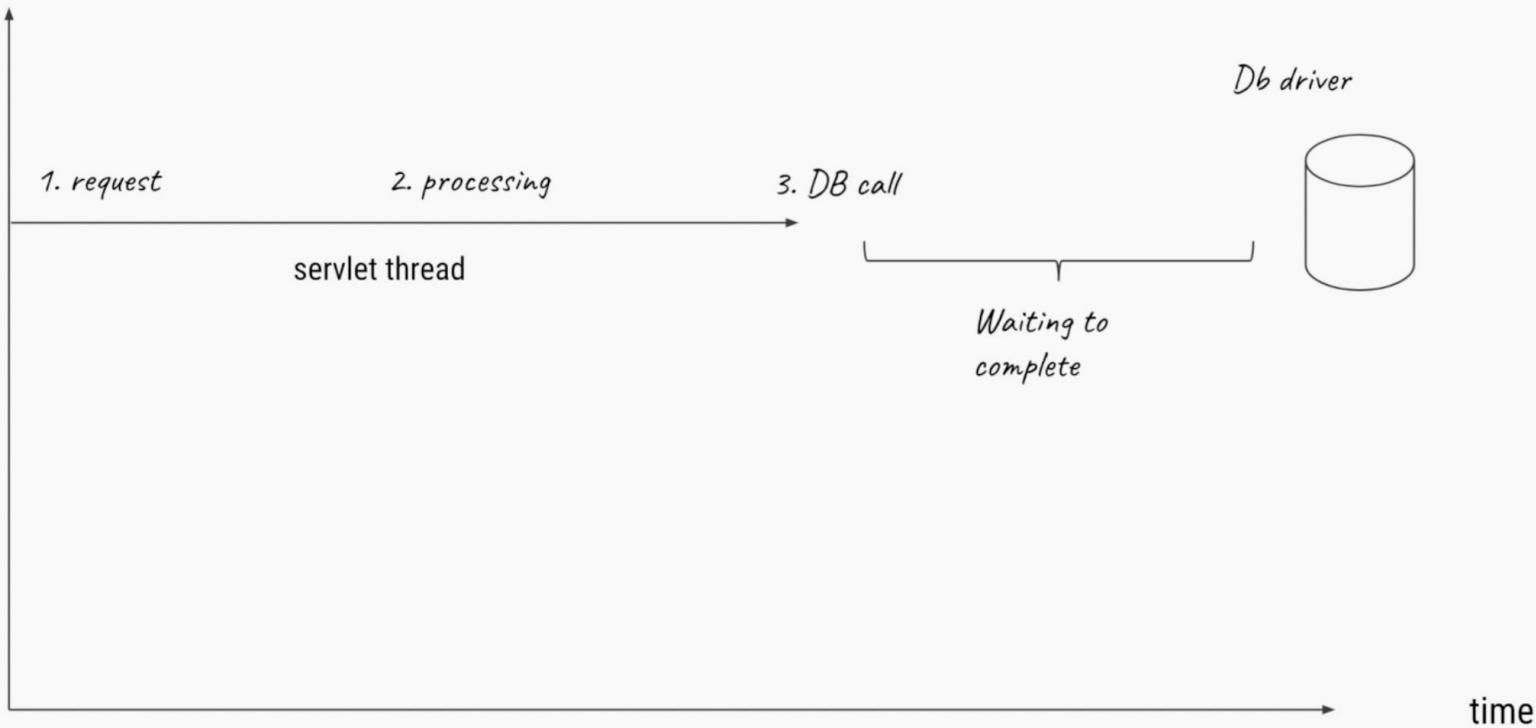
*I don't care how*

*Don't bother me*

# Thread Perspective

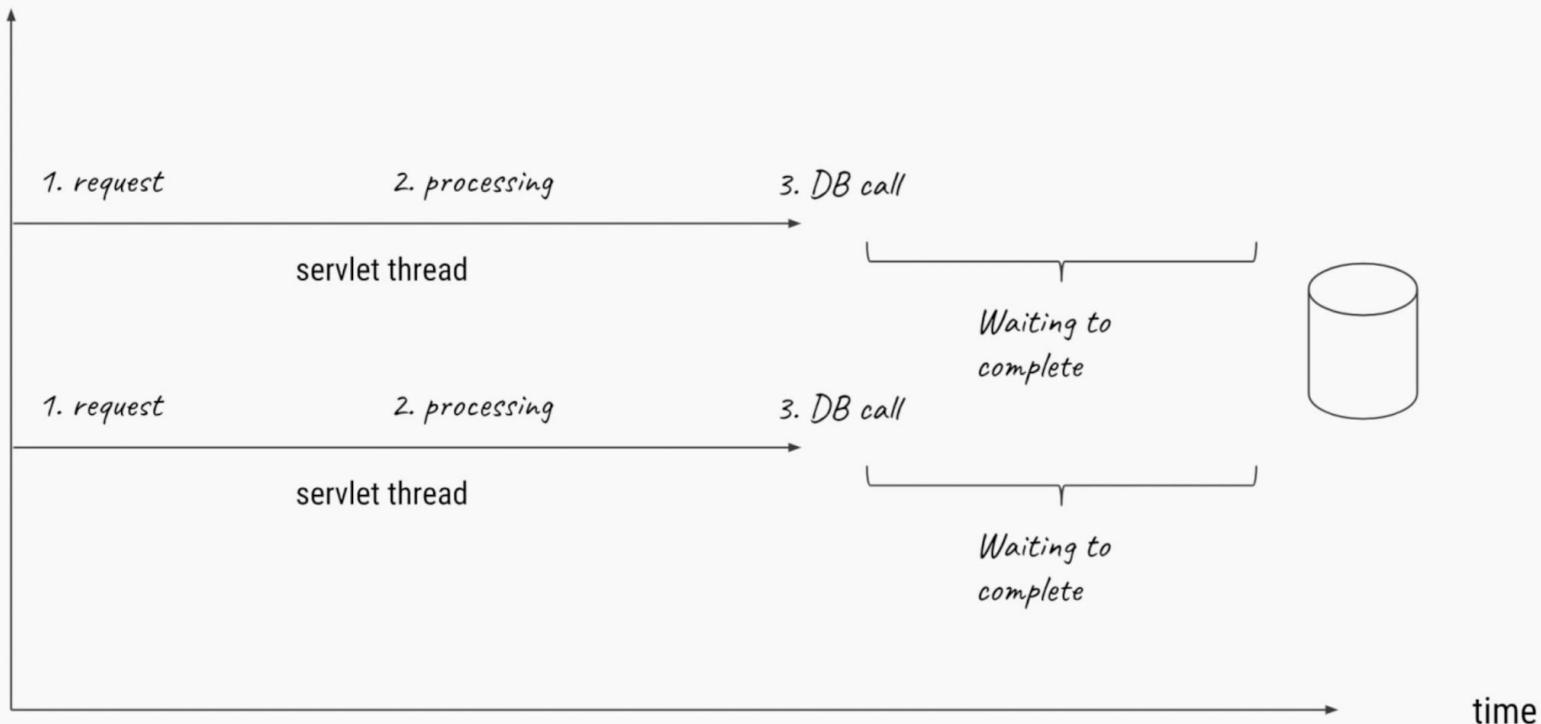
# Web requests with IO

threads

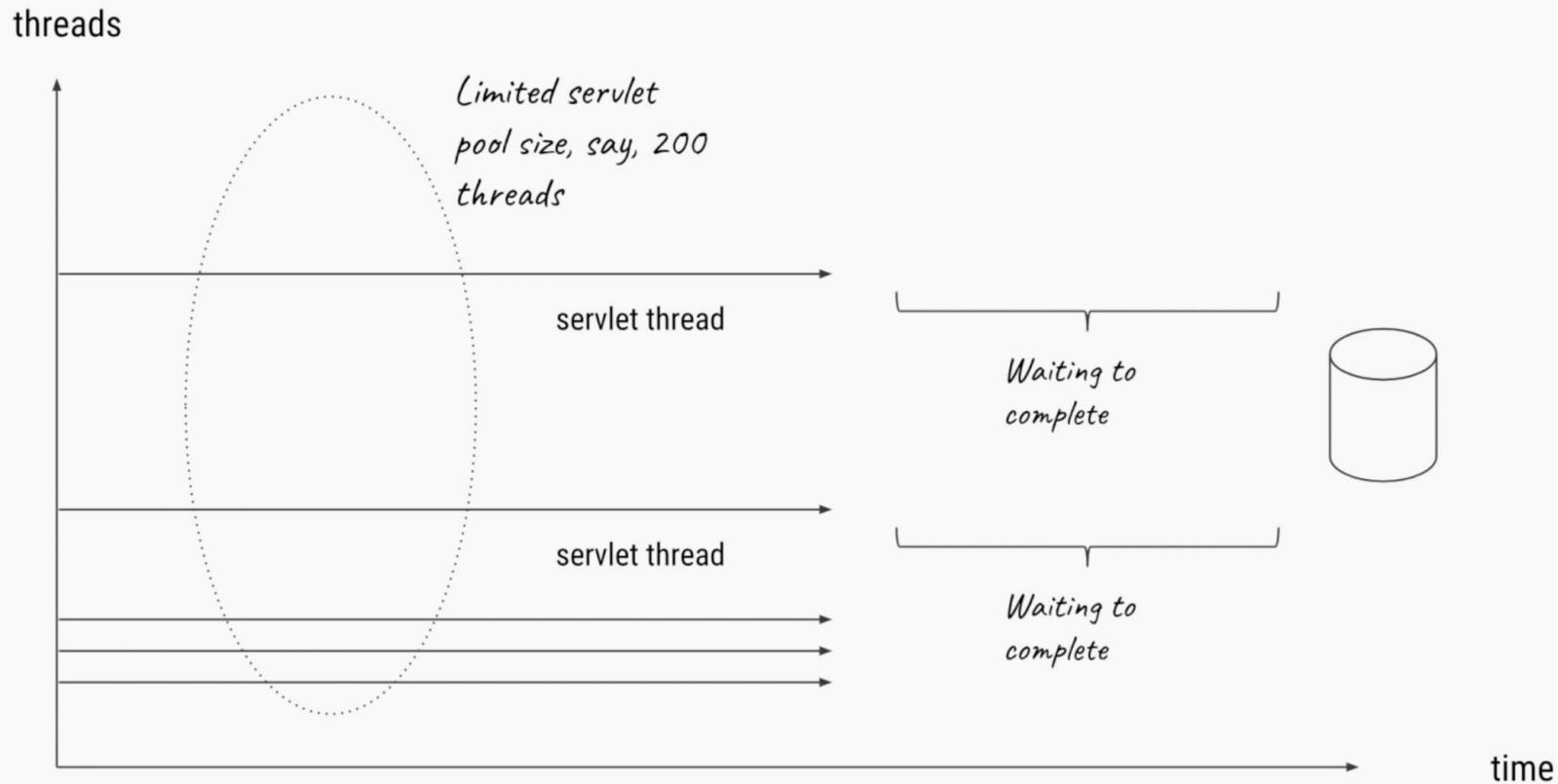


# Web requests with IO

threads

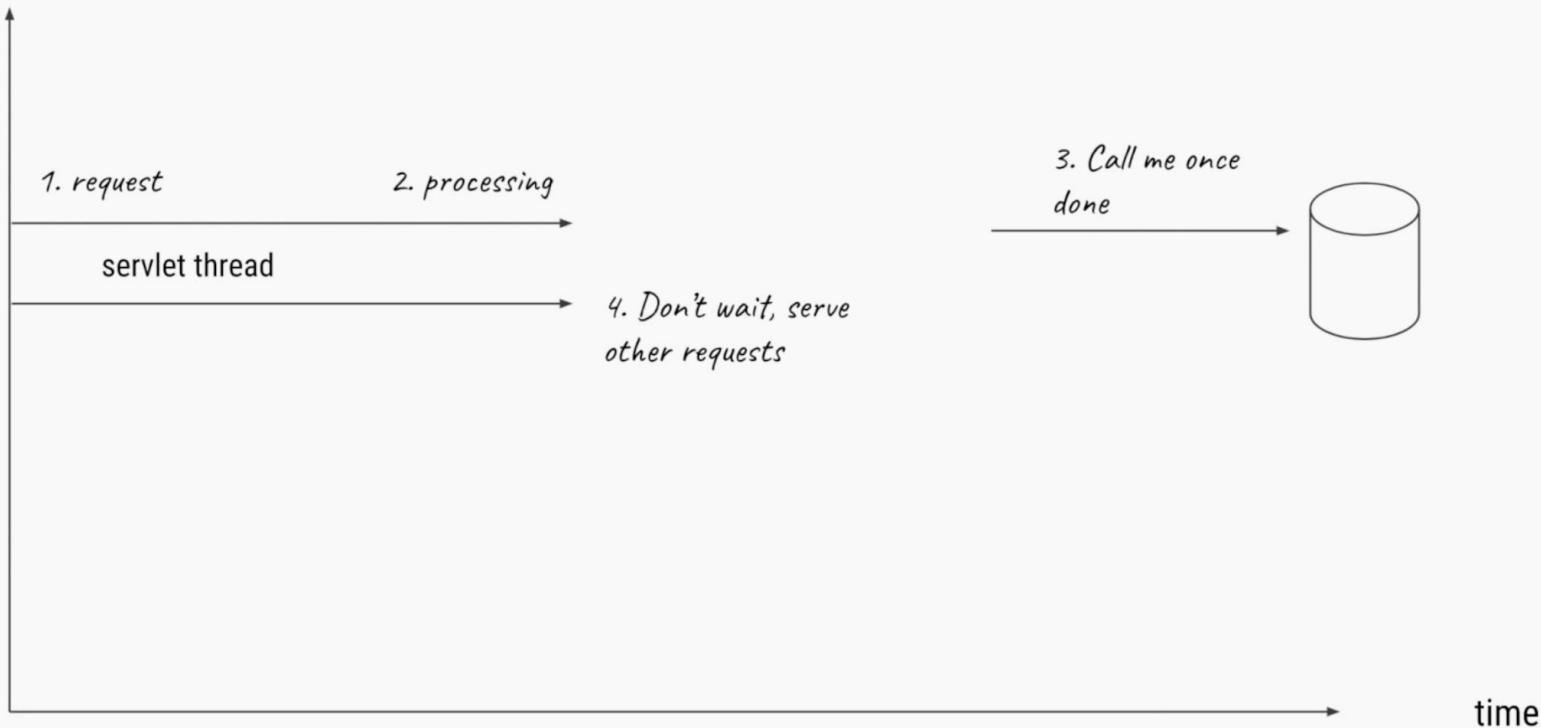


# Web requests with IO



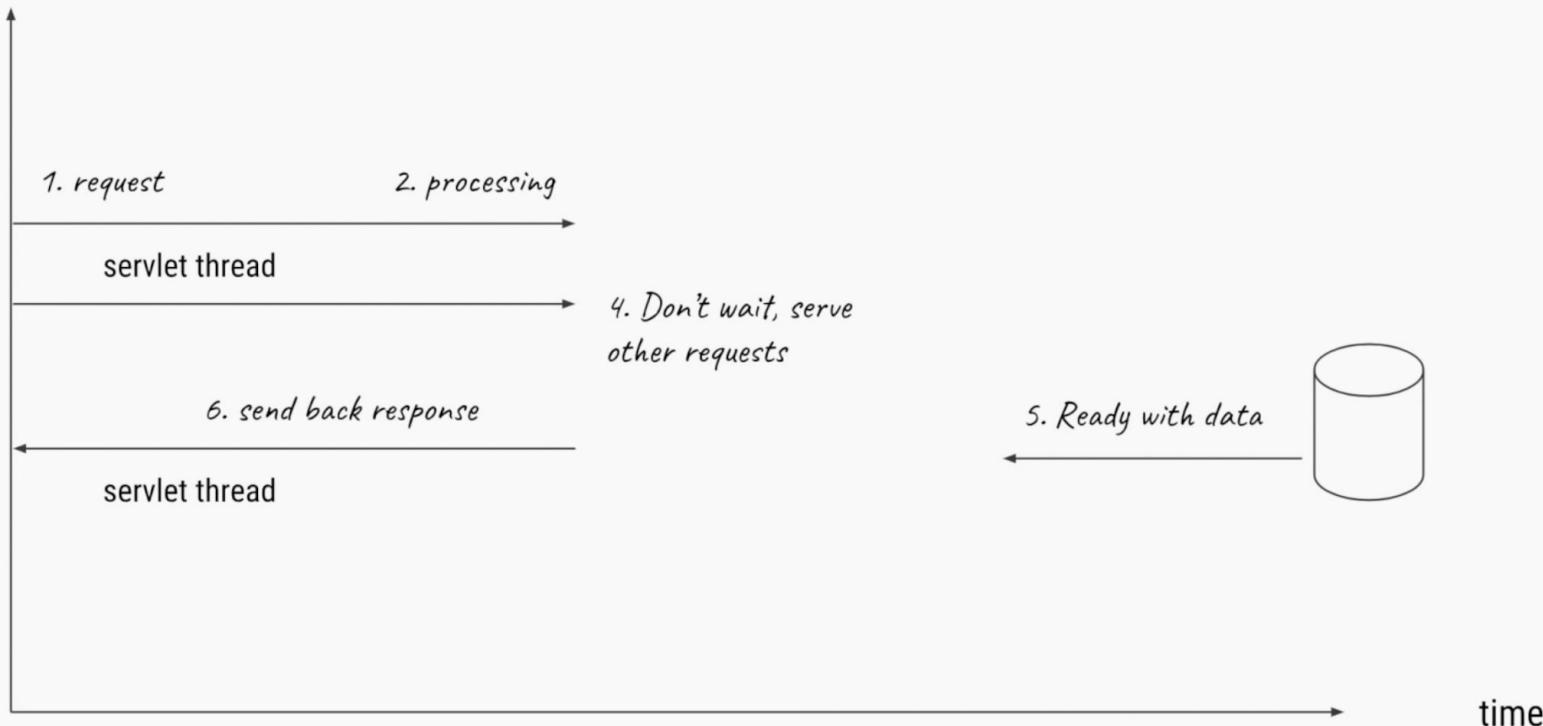
# Web requests with IO

threads



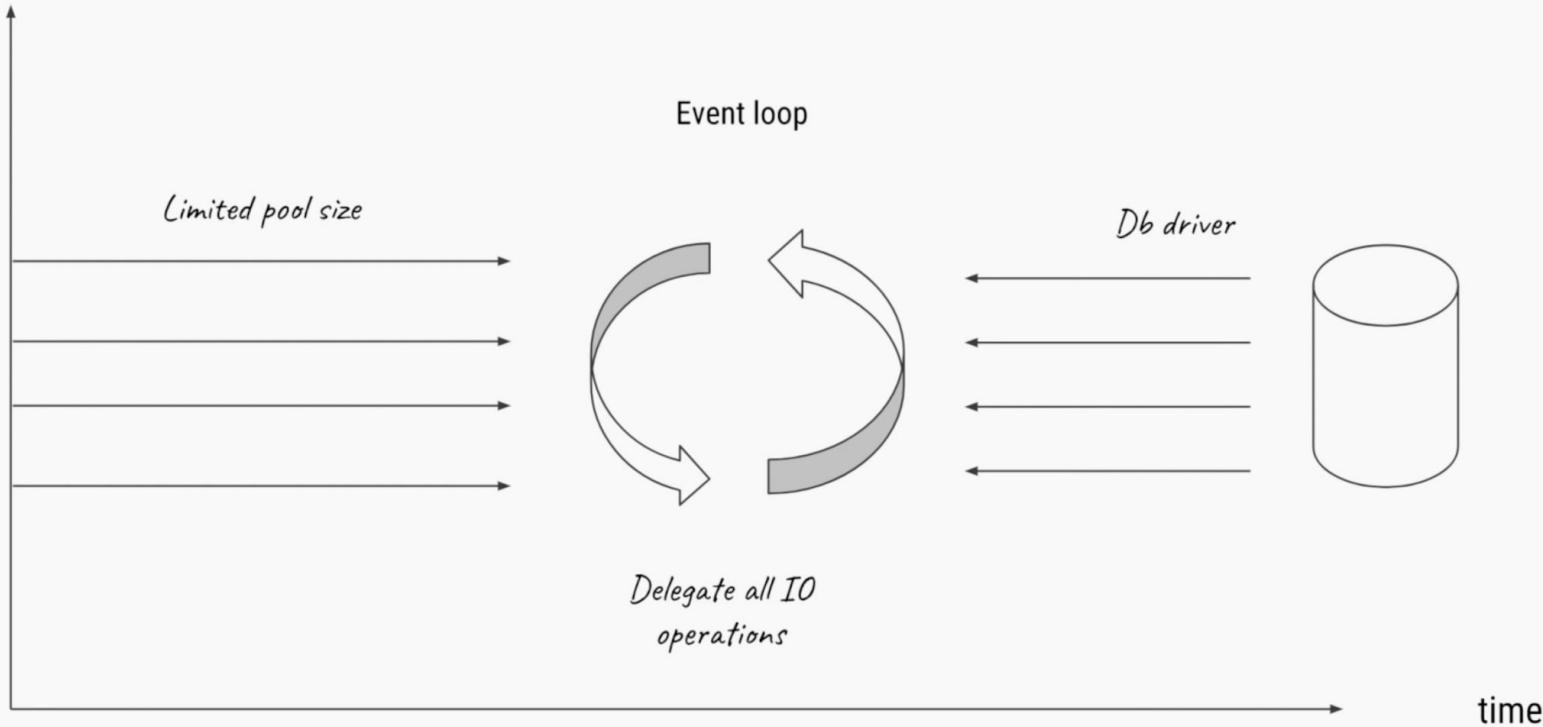
# Web requests with IO

threads



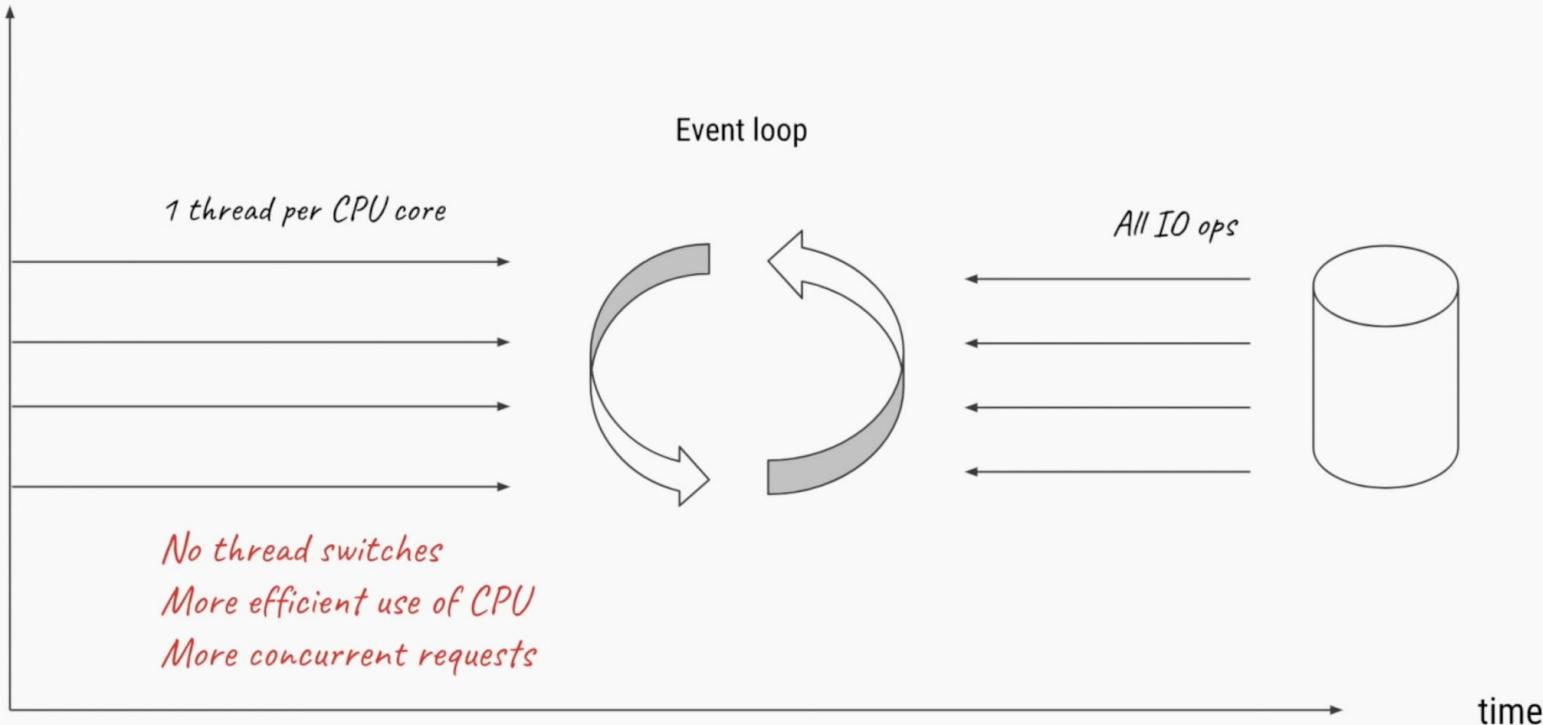
# High throughput

threads



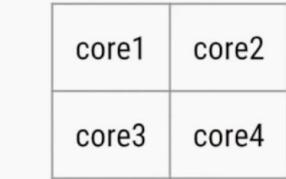
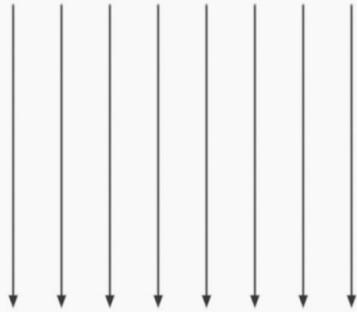
# High throughput

threads



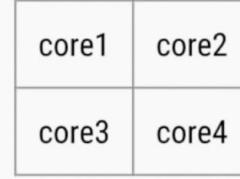
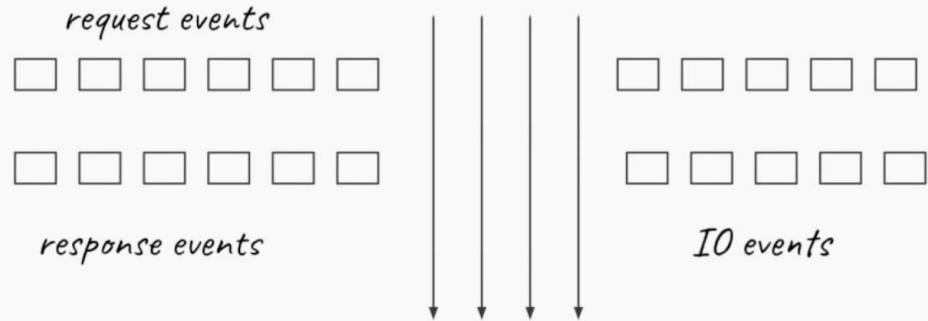
# Traditional vs Event Loop

1 thread per request flow



Lot of thread switches  
Scheduling of threads

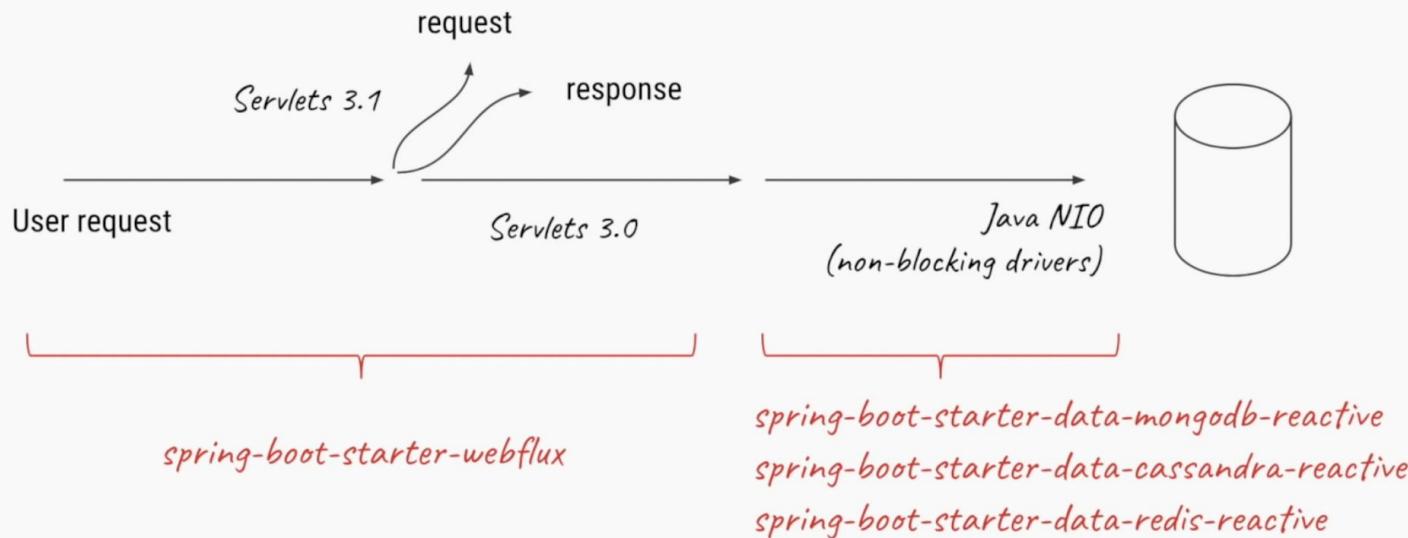
1 thread per CPU core



No thread switching  
Increased complexity

## End to end reactive

- Servlets 3.0 and 3.1 (Async and NIO)
- Java NIO (File, Network IO)
- MongoDB, Cassandra, Redis (more to come)



# Code Perspective

## Simple web request flow

```
@RestController  
public class MyRestController {  
    •  
    @Autowired  
    private UserRepository userrepository;  
  
    @GetMapping("/get/user/{id}")  
    public User getUser(@PathVariable String id) {  
        return userrepository.findUser(id);  
    }  
}
```

*Blocking call*

Future as placeholders?

```
@RestController
public class MyRestController {

    @Autowired
    private UserRepository userRepository;

    @GetMapping("/get/user/{id}")
    public Future<User> getUser(@PathVariable String id) {
        return userRepository.findUser(id);
    }
}
```

## CompletableFuture as placeholders?

```
@RestController
public class MyRestController {

    @Autowired
    private UserRepository userRepository;

    @GetMapping("/get/user/{id}")
    public CompletableFuture<User> getUser(@PathVariable String id) {
        return userRepository.findUser(id);
    }
}
```

## Spring Webflux - using Reactor

```
@RestController
public class MyRestController {

    @Autowired
    private UserRepository userRepository;

    @GetMapping("/get/user/{id}")
    public Mono<User> getUser(@PathVariable String id) {
        return userRepository.findUser(id);
    }
}
```

*Mono = 0..1 elements*

*Flux = 0..N elements*

## Continuous data responses

```
@RestController
public class PricingController {

    @Autowired
    private PricesRepository pricesRepository; Reactive DB driver

    @GetMapping("/get/prices/{id}")
    public Mono<Price> getPrice(@PathVariable String id) {
        return pricesRepository.findById(id); Single value
    }

    @GetMapping("/get/prices/all")
    public Flux<Price> getAllPrice() {
        return pricesRepository.findAll(); List of values
    }

    @GetMapping(value = "/get/prices/live", produces = "text/event-stream")
    public Flux<Price> getLivePrice() {
        return pricesRepository.findAll(); Live list of values
    }
}
```

# Continuous data responses

