## Reactive - land of confusion

Piotr Kafel (@PiotrKafel)

#### Confusion!



Following

So if it wasn't bad enough calling HTML a programming language, now we're calling ReactJS one too.

2:51 AM - 29 Apr 2017

## What are we going to talk about

- Reactive systems
- Reactive programming
- Reactive streams



## What are we NOT going to talk about

- Reactive functional programming
- Reactive developers



## Reactive Systems

## Statistics

2008

1,5 billion

Facebook

Internet

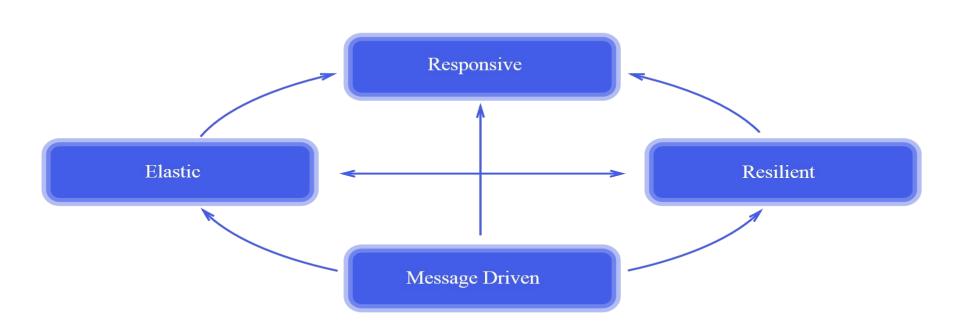
100 millions

2017

1,9 billion users

3,7 billion users

#### **Reactive Manifesto**



## **Message Driven**

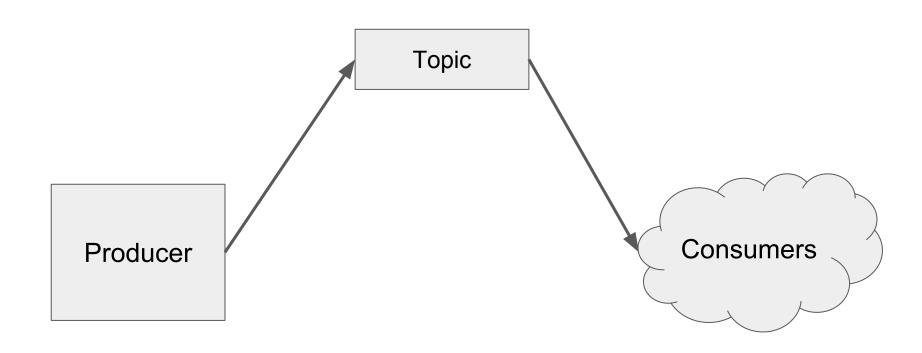
"Reactive Systems rely on asynchronous message-passing to establish a boundary between components that ensures loose coupling, isolation and location transparency.



Asynchronous vs synchronous

Non blocking vs blocking

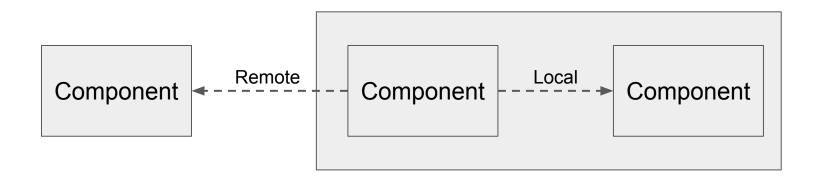
#### Event vs Message



#### **Event vs Message**



#### Location transparency



## **Elastic**

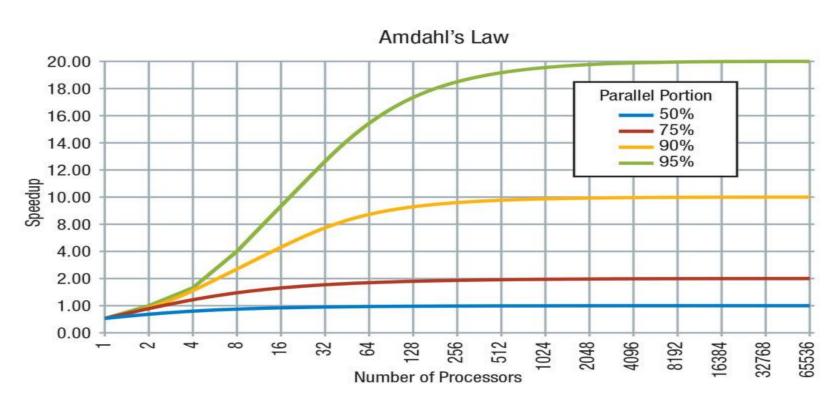


#### **Amdahl Law**

$$S(n) = N / (1 + \alpha (N - 1))$$
 where

- N is number of available threads
- α is the fraction of the program that is serialized

#### **Amdahl Law**



#### Tools





## Resilient

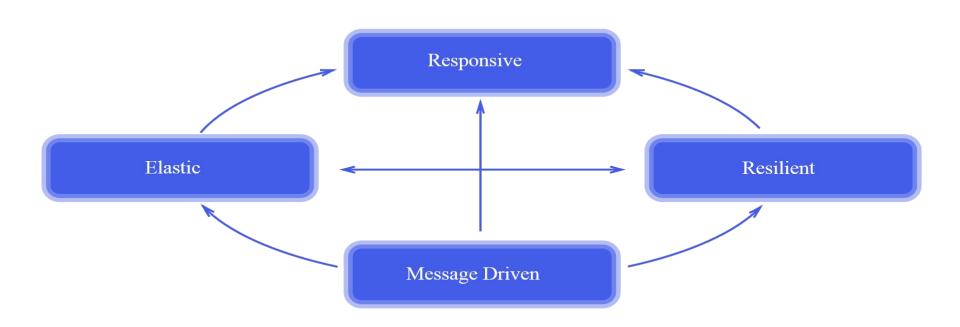


Replication, isolation and delegation

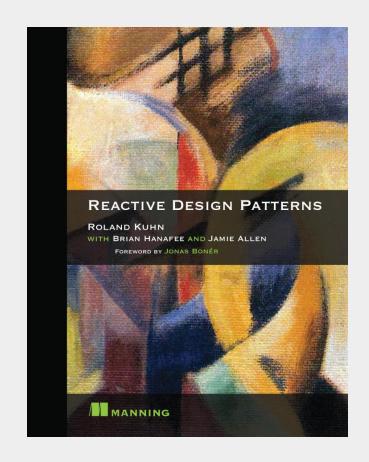
#### Tools



#### Lets wrap it up



# In order to get more information





Replying to @PiotrKafel

Just wait until he starts building distributed systems ;-)

## Reactive programming

"Reactive Programming is a subset of Asynchronous Programming and a paradigm where the availability of new information drives the logic forward rather than having control flow driven by a thread-of-execution."

"Reactive Programming versus Reactive Systems" Jonas Bonér and Viktor Klang

#### Example

#### Reactive streams

"Reactive Streams is an initiative to provide a standard for asynchronous stream processing with non-blocking back pressure."

#### Interfaces

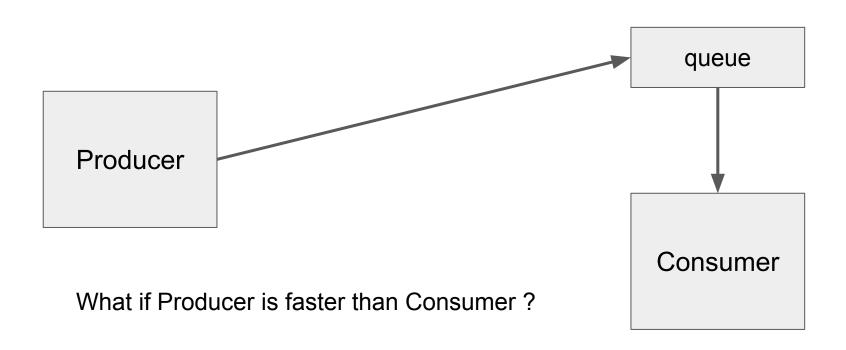
```
public interface Publisher<T> {
                                                public interface Subscription {
 public void subscribe(
                                                  public void request(long n);
    Subscriber<? super T> s);
                                                  public void cancel();
public interface Subscriber<T> {
                                                public interface Processor<T, R>
 public void onSubscribe(Subscription s);
                                                extends
 public void onNext(T t);
                                                  Subscriber<T>, Publisher<R> {
 public void onError(Throwable t);
 public void onComplete();
```

### **Implementations**

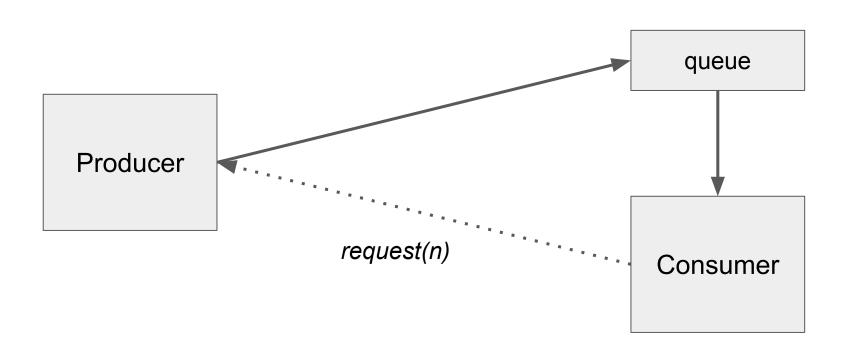


## Backpressure

#### Backpressure



#### Backpressure



# Can I use reactive streams to implement reactive system?

## Summary

## Thank you!

... and by the way...

#### We are hiring!

## M GROUPONMerchant.

#### Resources

- http://cdn-01.media-brady.com/store/stuk/media/catalog/product/cache/3/image/85e4522595efc69f496374d01ef2bf13/1420520593/d/m/dme
   u\_jan2013\_1\_std.lang.all.png
- http://www.reactivemanifesto.org/images/reactive-traits.svg
- http://www.elyomnew.com/sites/default/files/styles/large/public/news/2015/01/07/unnamed 5.jpg?itok=lwHFS5N5
- https://ae01.alicdn.com/kf/HTB1IYbSPXXXXXbBXXXXq6xXFXXXO/Century-of-font-b-Toys-b-font-Metal-Slinky-font-b-Rainbow-b-font-font-b.
   jpg
- http://cdn2.hubspot.net/hubfs/208250/apachejmeter.jpg
- http://gatling.io/wp-content/uploads/2017/02/Gatling-logo.png
- http://rtcmagazine.com/files/images/4733/rtc1306\_td\_vio\_fig01\_original\_large.jpg
- https://s-media-cache-ak0.pinimg.com/736x/7b/de/b6/7bdeb635b6f4ab129c282e9ce74b1506.jpg
- https://cdn-images-1.medium.com/max/318/1\*r15n693DUONwGqkRPmSC3g.png
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- http://doc.akka.io/docs/akka/current/images/akka-icon.svg
- https://avatars3.githubusercontent.com/u/4201559?v=3&s=400