

Odessa innovation week. Developers day

Interface Definition LanguageS

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Plan

- ❖ Historical Overview [1990-2015]
 - ❖ from Sun RPC and CGI to Thrift & RESTFull services
- ❖ Today-s landscape
 - ❖ IDL-s and today application patterns
- ❖ Future

Historical Overviews: early times

1990. Web not exists yet.

Protocols:

File exchange.

Terminal Access

Custom

Xamarin modes is discussed:

- two-sided hyperlinks
- decentralized document servers
- publishing hyperlink = publishing document

Services on top of command-line

or custom protocols



Historical Overview: ONC RPC

1991 - 1995 Sun (then ONC) RPC

RPC = Remote Procedure Call

Service specs = C structures
+ function definitions



Some RPC-based services are still in use
(NFS)

RPC still available in standard Unix-based
OS distributives. (Linux/MacOS/FreeBSD)

Historical Overview: ONC RPC (2)

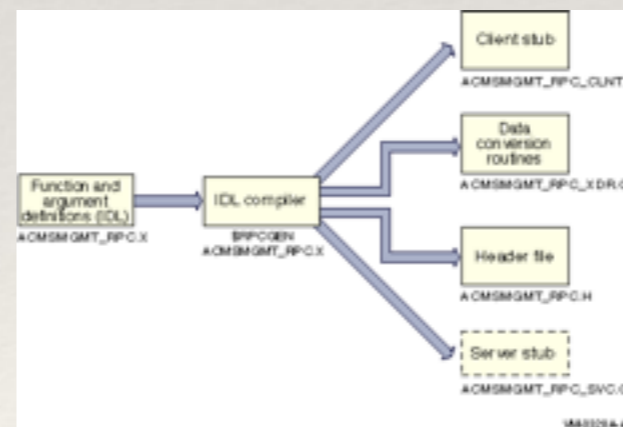
Service specs = C structures
+ function definitions

```
struct request {
    int from;
    int to;
};

struct result {
    int number;
    string line<>;
    struct result *next;
};

typedef result *res_list;
```

```
program DEMO_SERVER {
    version DEMO_VERSION {
        res_list get_line(request) = 1;
    } = 1;
} = 0x20000023;
```



generate code

Server stub

Client stub

Historical Overview: CGI

1993 CGI (NASA http server, than W3C)

CGI = Common Gateway Interface



No service specs.

Inputs of programs are request
Name/Value pairs (as strings)

Standard output of external program
directed to browser

Historical Overview: CGI (2)

```
local ($buffer, @pairs, $pair, $name, $value, %FORM);
# Read in text
# Split information into name / value pairs
@pairs = split(/&/, $buffer);
foreach $pair (@pairs)
{
    ($name, $value) = split(/=/, $pair);
    $value =~ tr/+//;
    $value =~ s/%(..)/pack("C", hex($1))/eg;
    $FORM{$name} = $value;
}
$first_name = $FORM{first_name};
$last_name = $FORM{last_name};
```

```
print "Content-type:text/html\r\n\r\n";
print "<html>";
print "<head>";
print "<title>Hello - Second CGI Program</title>";
print "</head>";
print "<body>";
print "&function()";
print "</body>";
print "</html>";
```

```
1;
```

Typed/Untyped interfaces

- ❖ Typed = IDL-based.

- ❖ RPC
- ❖ CORBA IDL
- ❖ SOAP
- ❖ Zeroc
- ❖ Thrift
- ❖ Google protobuf, gRPC
- ❖ Cap'n proto
- ❖ Message Pack
- ❖

- ❖ Untyped ...

- ❖ CGI, Fact-CGI, ...
- ❖ Plain XML
- ❖ Json, Jsonp
- ❖ RESTfull
- ❖ Auro
- ❖ Hessian
- ❖ Bjson
- ❖ BERT, BERT-RPC
- ❖

Dichotomy up to today

Historical Overview: CORBA

1991-1993. CORBA-1.0-1.2

- more general architecture guidelines then concrete standard.
- mapping to C

1996. CORBA-2.0

- IIOP (Interoperability)
- IDL mapping to C++ and Smalltalk,

1999 - 2001. Gold Times. CORBA-2.1 - 2.6

- Over 700 participants in OMG.
- W3C want to adopt CORBA as next web API (instead CGI)
- Portable Naming/Event/Service, Realtime specs, Valuetypes
- Official mapping to 14 programming languages (unofficial to all)

2002. CORBA-3.0

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2002. CORBA-3.0

Nobody cares, Industry have switched to XML

Historical Overview: CORBA

Reasons to migrate away from CORBA to XML-based RPC:

- ❖ CORBA Complexity and learning curve.
 - ❖ // XML is easy - just print
- ❖ XML can be read by human.
- ❖ Easy usage from script languages
- ❖ XML is HTTP-based / Not need to open firewalls for new ports
- ❖ First CORBA systems was too fine-grained and slow.
 - ❖ // When you print XML, you native design is coarse-grained

Historical Overview: XML-RPC/SOAP

1998. XML-RPC, (Microsoft)

- more general architecture guidelines then concrete standard.

2000. SOAP-1.1 = Simple Object Access Protocol.

- W3C recommendation
- RPC still guidelines. WSDL-1.0

2002 - 2005. Gold Times. SOAP-1.2 +

- WSDL-1.1 is formalization of WSDL-1.0
- OASIS: more than 100 XMLbased vertical standards.
- UDDI: universal registry of web applications.
- First public draft of WSDL-1.2

2007. WSDL-2.0 (=WSDL-1.2) become W3C standard

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Nobody cares, Industry have switched to JSON/REST

Historical Overview: XML-RPC/SOAP

Reasons to migrate away from XML-based RPC to JSON:

- ❖ WSDL/SOAP Complexity and learning curve.
 - ❖ // JSON is easy - just print
- ❖ JSON can be read by human.
- ❖ Easy usage from script languages.
- ❖ XML is too bloated.

Historical Overview: JSON-based API-s

2000. REST = Representational State Transfer.

- Phd of Roy Thomas.
- Architecture guidelines without concrete specification.
- Formulated in terms of XML API.

2001. JSON (Douglas Crockford)

- Used for interaction for client-side javascript

2002. Yahoo implements 1-st public JSON-based web service

2006 - 201(>5). Gold times.

- RESTfull/JSON is 'default' API for web apps
- Validation: JSONPath, JSONScheme, JSONRPC
- Typed extensions [Auro], binary variants [BJSON].

?

Mainstream loop

- ❖ Adoption <~~> Complexity
- ❖ Sometimes we need to do really complex things.
- ❖ Advanced technology become complex
- ❖ New loop with 'something simple'.



IDL-based architecture today

Actually useful

- ❖ google protocol buffers, grpc: google.

<https://developers.google.com/protocol-buffers/>

- ❖ thrift: facebook. (opened via submitting to Apache)

<https://thrift.apache.org/>

- ❖ cap-n-proto: Sandstorm.ua

<https://capnproto.org/>

*Pretty close to main ideas of CORBA IDL,
Still have no valuetypes*

- ❖ Other ...

- ❖ zeroc (<http://zeroc.com>)

- ❖ MessagePack (<http://msgpack.org>)

- ❖ FlatBuffers, SOE (Simple Object Encoding)

- ❖

IDL-based architecture today

Good as

- ❖ Hight-level micro service description.
- ❖ Javadoc-like tools (if you steel use Json/ REST: look at swagger)
- ❖ Static verification of interfaces.

Pay attention too:

- ❖ Async calls .
- ❖ Message passing interfaces (local API).
- ❖ Traceability. (req-id)

IDL-based architecture today

IDL & microservices.

- ❖ UI boundaries \neq IDL boundaries.
- ❖ UI = service with interface for:
 - ❖ event generation. (req)
 - ❖ event consumption
- ❖ Discovery (Naming)/ health monitoring
- ❖ Design for ~~failure~~ failure analysis
 - ❖ Structured logging

Future directions



Learning curve ~ task complexity

Gradual complexity

software development ~ car driving

Thanks for attention.

- ❖ Questions, discussions:
 - ❖ @rssh1
 - ❖ ruslan@shevchenko.kiev.ua
 - ❖ <https://github.com/rssh>