Middleware Architectures 2
Lecture 1: Asynchronous I/O

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Overview

- Asynchronous I/O Overview
- Asynchronous I/O in JavaScript
- JavaScript Language Overview

Recall: Application Server

- Environment that runs an application logic
  - *Client communicates with AS via an application protocol*
  - *Client – Browser, application protocol – HTTP*

- Terminology
  - *Application Server × Web Server × HTTP Server*
    - → *AS is a modular environment; provides technology to realize enterprise systems*
    - → *AS contains a Web server/HTTP server*
  - *We will deal with Web server only*

- Two major models to realize communication
  - *Blocking I/O (also called synchronous I/O)*
  - *Non-blocking I/O (also called asynchronous I/O)*

- A technology we will work with
  - *Node.js – runs server-side Javascript*

Programming Models

- Concurrency
  - *Multiple tasks have the ability to run in an overlapping manner*
  - *Concurrency does not imply parallelism!*

- Multiprocessing
  - *CPU-bounded tasks*
  - *Allows to process multiple processes on different CPUs*

- Multithreading
  - *I/O bound tasks*
  - *Multiple threads execute tasks*
  - *A process may contain multiple threads*
  - *It uses **preemtive multitasking***
    - → *OS decides how long a task should run (no tasks cooperation)*
    - → *context switching*
  - *Threads can access shared memory; you need to controll this*

Asynchronous I/O

- Asynchronous I/O
  - *A style of concurrent programming; it is not a parellelism*
  - *Single-threaded, single process design*
  - *It uses **cooperative multitasking***

- Asynchronous processing of a task
  - *Tasks are running in so called **event loop***
  - *A task is able to "pause" when they wait for some result*
    - → *A task let other tasks to run*
  - *Asynchronous code faciliates concurrent execution*
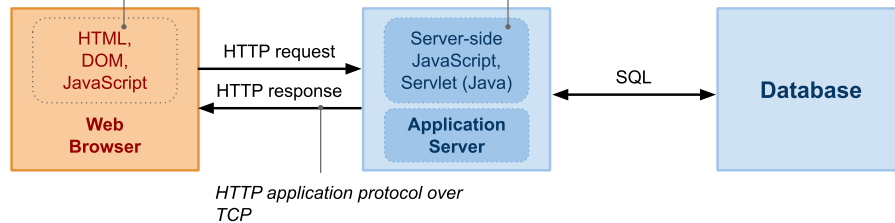   - → *It gives the "look and feel" of concurrent execution*

Overview

- Asynchronous I/O Overview
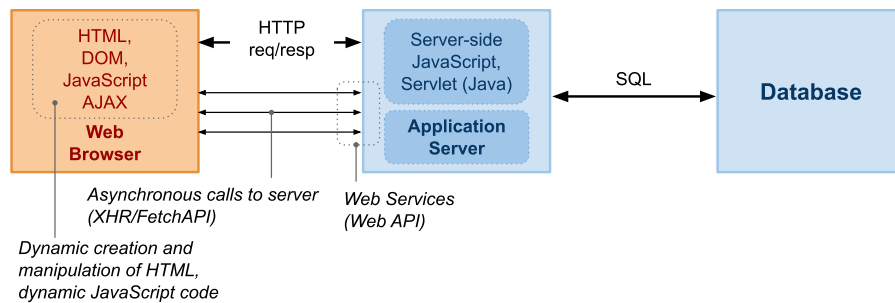- Asynchronous I/O in JavaScript
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Web 2.0 Application Architecture

Web Application

client-side technologies for presentation and user interactions

App server technologies

HTML, DOM, JavaScript

Web Browser

HTTP request

HTTP response

Server-side JavaScript, Servlet (Java)

Application Server

SQL

Database

HTTP application protocol over TCP

Web 2.0 Application

HTML, DOM, JavaScript AJAX

Web Browser

HTTP req/resp

Server-side JavaScript, Servlet (Java)

Application Server

SQL

Database

Asynchronous calls to server (XHR/FetchAPI)

Web Services (Web API)

Dynamic creation and manipulation of HTML, dynamic JavaScript code

JavaScript

- Lightweight, interpreted, object-oriented language
- Client-side (browser) and server-side (node.js, AppsScript)
- Standard
  – *Current stable release is ECMAScript 2021/June 2021*
- Major characteristics
  – *Function is an Object*
    → *passing functions as arguments to other functions*
    → *returning functions as values from other functions*
    → *assigning functions to variables*
    → *storing functions in data structures.*
  – *Anonymous functions*
    → *declared without any named identifier to refer to it*
  – *Arrow functions*
  – *Closures*

Javascript Runtime

- Stack
  - *Contains frames, i.e. function parameters and local variables*
- Heap
  - *Objects are allocated in a heap, a region of memory.*
- Queue
  - *A list of messages to be processed*
  - *Message is data and callback to be processed*

Stack

- When running a program...

```
1  function foo(b) {
2    let a = 10
3    return a + b + 11
4  }
5
6  function bar(x) {
7    let y = 3
8    return foo(x * y)
9  }
10
11 console.log(bar(7)) //returns 42
```

1. *calling* bar: *a frame is created with bar's arguments and variables.*
2. bar *calls* foo: *a new frame with foo's args and vars is created.*
3. foo *returns: the top frame element is popped out of the stack.*
4. bar *returns: the stack is empty.*

Event Loop

- Event loop

```
1  while (queue.waitForMessage()) {
2    queue.processNextMessage()
3  }
```

  – *Message = data + callback to be processed*
  – *Messages are process completely one by one*
      → *No "clashes" across messages' processing*
      → *Processing should not block for a long time – Workers*
  – *Brwoser adds a new message when an event occurs and there is an event listener*

- Run-to-completion
  – *Each message is processed fully before any other message is processed.*
  – *A function runs entirely before any other code runs*
      → *unlike in preemtive multitasking*
  – *If a message takes much time to complete, all work can be blocked!*

Handling Request

Multiple Runtimes

- Runtime
  - *Stack, Heap, Message Queue*
  - `iframe` *and a Web worker has its own runtimes*

- Communication between runtimes
  - *Runtimes communicate via* `postMessage`
  - *A runtime can receive a message if it listens to message events*

Web Workers

- A code that runs in a worker thread
  - *Every worker runs event loop; communicate via posting messages*
  - *Can do anything, but manipulate DOM*
  - *Can spawn a new workers*
  - *They are thread-safe*

- Workers Types
  - *Dedicated workers – accessible by scripts that created them*
  - *Shared workers – accessible by multiple scripts (iframes, windows, workers)*

- Example

```
1    // main.js
2    var myWorker = new Worker('worker.js');
3
4    something.onchange = function() {
5      myWorker.postMessage([value1,value2]);
6    }
7
8    // worker.js
9    onmessage = function(e) {
10     var workerResult = 'Result: ' + (e.data[0] * e.data[1]);
11     postMessage(workerResult);
12   }
13
14   // ... and terminate
15   myWorker.terminate()
```

Node.js

- Node.js
  - *Web server technology, very efficient and fast!*
  - *Event-driven I/O framework, based on JavaScript V8 engine*
    - → *Any I/O is non-blocking (it is asynchronous)*
  - *One worker thread to process requests*
    - → *You do not need to deal with concurrency issues*
  - *More threads to realize I/O*
  - *Open sourced, @GitHub, many libraries*
  - *Future platform for Web 2.0 apps*

- Every I/O as an event
  - *reading and writing from/to files*
  - *reading and writing from/to sockets*

```
1  // pseudo code; ask for the last edited time of a file
2  stat( 'somefile', function( result ) {
3    // use the result here
4  } );
```

Node.js Event Loop

- Allows Node.js to perform asynchronous I/O operations.

  - *Six phases, each phase has a FIFO queue of callbacks to execute.*
    - → ***timers*** *– executes callbacks sheduled by* `setTimeout()` *and* `setInterval()`
    - → ***I/O callbacks*** *– executes all I/O callbacks except close callbacks.*
    - → ***idle/prepare*** *– used internally*
    - → ***poll*** *– retrieve new I/O events*
    - → ***check*** *– invokes* `setImmediate()` *callbacks*
    - → ***close callbacks*** *– executes close callback, e.g. socket.on('close', ...).*

HTTP Server in Node.js

- HTTP Server implementation
  - *server running at* 127.0.0.1, *port* 8080.

```javascript
const http = require('http');

const hostname = '127.0.0.1';
const port = 3000;

const server = http.createServer((req, res) => {
  res.statusCode = 200;
  res.setHeader('Content-Type', 'text/plain');
  res.end('Hello World');
});

server.listen(port, hostname, () => {
  console.log(`Server running at http://${hostname}:${port}/`);
});
```

Google Apps Script

- Google Apps Script
  - *JavaScript cloud scripting language*
  - *easy ways to automate tasks across Google products and third party services*
- You can
  - *Automate repetitive processes and workflows*
  - *Link Google products with third party services*
  - *Create custom spreadsheet functions*
  - *Build rich graphical user interfaces and menus*

```javascript
// create spreadsheet menu
function onOpen() {
  var ss = SpreadsheetApp.getActiveSpreadsheet();
  var menuEntries = [ {name: "Say Hi", functionName: "sayHi"},
                      {name: "Say Hello", functionName: "sayHello"} ];
  ss.addMenu("Tutorial", menuEntries);
}

function sayHi() {
  Browser.msgBox("Hi");
}

function sayHello() {
  Browser.msgBox("Hello");
}
```

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Objects and Arrays

- Objects and Arrays

```
1   // objects - key/value pairs
2   var obj = { name: "Tomas", "main-city" : "Innsbruck", value : 3 };
3   obj.name = "Peter"; // assign the name property another value
4   obj["main-city"] = "Prague"; // another way to access object's values; it's not an array
5
6   // arrays
7   var a = ["Tomas", "Peter", "Alice"];
8   for (var i = 0; i < a.length; i++)
9       // do something with a[i]
10
11  // combinations of arrays and objects
12  var obj_a = [
13      { name: "Tomas", city: "Innsbruck" },
14      { name : "Peter", city : "Prague" },
15      { name : "Alice", cities : ["Prague", "Brno"] } ];
16
17  for (var j = 0; j < obj_a.length; j++)
18      // do something with obj_a[j].name, ...
```

- Functions

```
1   // assign a function to a variable
2   var minus = function(a, b) {
3       return a - b;
4   }
5
6   // call the function;
7   // now you can pass 'minus' as a parameter to another function
8   var r2 = minus(6, 4);
```

Functions

- Function Callbacks
  - *You can use them to handle asynchronous events occurrences*
    ```
    1  // function returns the result through a callback, not directly;
    2  // this is not a non-blocking I/O, just demonstration of the callback
    3  function add(a, b, callback) {
    4      callback(a + b);
    5  }
    6
    7  // assign the callback to a variable
    8  var print = function(result) {
    9      console.log(result);
    10 };
    11
    12 // call the function with callback as a parameter
    13 add(7, 8, print);
    ```

- Functions as values in object
    ```
    1  var obj = {
    2      data : [2, 3, "Tomas", "Alice", 4 ],
    3
    4      getIndexdOf : function(val) {
    5          for (var i = 0; i < this.data.length; i++)
    6              if (this.data[i] == val)
    7                  return i;
    8          return -1;
    9      }
    10 }
    11
    12 obj.getIndexOf(3); // will return 1
    ```

Closures

- Closures
  - *A function value that references variables from outside its body*
    ```
    1  function adder() {
    2      var sum = 0;
    3      return function(x) {
    4          sum += x;
    5          return sum;
    6      }
    7  }
    8
    9  var pos = adder();
    10
    11 console.log(pos(3)); // returns 3
    12 console.log(pos(4)); // returns 7
    13 console.log(pos(5)); // returns 12
    ```

Objects

- `this` problem
  - *A new function defines its own `this` value.*
    ```
    1   function Person() {
    2     // The Person() constructor defines `this` as an instance of itself.
    3     this.age = 0;
    4
    5     setInterval(function growUp() {
    6       // the growUp() function defines `this` as the global object,
    7       // which is different from the `this`
    8       // defined by the Person() constructor.
    9       this.age++;
    10    }, 1000);
    11  }
    12
    13  var p = new Person();
    ```
  - *Solution*
    ```
    1   function Person() {
    2     var that = this;
    3     that.age = 0;
    4
    5     setInterval(function growUp() {
    6       // The callback refers to the `that` variable of which
    7       // the value is the expected object.
    8       that.age++;
    9     }, 1000);
    10  }
    ```

Arrow Functions

- Arrow function expression
  - *defined in ECMAScript 2015*
  - *shorter syntax than a function expression*
  - *non-binding of `this`*
    ```
    1   function Person(){
    2     this.age = 0;
    3
    4     setInterval(() => {
    5       this.age++; // |this| now refers to the person object
    6     }, 1000);
    7   }
    8
    9   var p = new Person();
    ```

- Syntax, function body
    ```
    1   // concise body syntax, implied "return"
    2   var func = x => x * x;
    3
    4   // with block body, explicit "return" required
    5   var func = (x, y) => { return x + y; };
    6
    7   // object literal needs to be wrapped in parentheses
    8   var func = () => ({foo: 1});
    ```

Callback Hell

- Callback in callback

```
1   loadScript('/my/script1.js', function(script) {
2
3     loadScript('/my/script2.js', function(script) {
4
5       loadScript('/my/script3.js', function(script) {
6         // ...continue after all script 1,2 and 3 are loaded
7       });
8
9     })
10
11  });
```

  – *Complex asnychronous code is hard to understand and manage*
- Solution
  – *Promise – a proxy to a "future" value of the function*
  – *Async/await – language constructs to work with asynchronous code*

Promise Object

- Promise
  – *An object representing completion or failure of an asynchronous operation.*
  – *A proxy for a value not necessarily known when the promise is created.*

Callback Hell Example

- A callback in a callback

```
1   const request = require('request');
2
3   request("http://w20.vitvar.com/toc.json", { json: true },
4   (err, res, body) => {
5      if (err)
6         console.log("error: " + err)
7      else {
8         console.log(body)
9         request("http://mdw.vitvar.com/toc.json", { json: true },
10        (err, res, body) => {
11           if (err)
12              console.log("error: " + err)
13           else
14              console.log(body)
15        })
16     }
17  })
```

Promise Example

- A chain of Promise objects

```
1   const request = require('request');
2
3   function get_json(url) {
4      return new Promise((resolve,reject)=>{
5         request(url, { json: true }, (err, res, body) => {
6            if (err)
7               reject(err)
8            else
9               resolve(body)
10        })
11     })
12  };
13
14  get_json('http://w20.vitvar.com/toc.json')
15  .then((data)=>{
16     console.log(data)
17     return get_json('http://mdw.vitvar.com/toc.json')
18  })
19  .then((data)=>{
20     console.log(data)
21  })
22  .catch((err)=>{
23     console.log("error: " + err)
24  })
```

async/await

- async
  - *the function always returns a Promise*
  - *if there is no Promise, the returned value is wrapped into Promise*

```
1    async function f() {
2        return 1;
3    }
4
5  f().then((v) => alert(v));
```

- await
  - *makes program to wait until the promise is resolved or rejected*
  - *it returns the resolved value and throws an exception when the promise is rejected*
  - *can only be usded inside* async *function*

```
1  async function f() {
2    var promise = new Promise((resolve, reject) => {
3      setTimeout(() => resolve("done!"), 1000)
4    });
5
6    var result = await promise; // wait untill the promise is resolved
7
8    alert(result);
9  }
10
11 f();
```