

# 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 preemptive multitasking*
    - *OS decides how long a task should run (no tasks cooperation)*
    - *context switching*
  - *Threads can access shared memory; you need to control this*

# Asynchronous I/O

- Asynchronous I/O
  - *A style of concurrent programming; it is not a parallelism*
  - *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 lets other tasks to run*
  - *Asynchronous code facilitates concurrent execution*
    - *It gives the "look and feel" of concurrent execution*

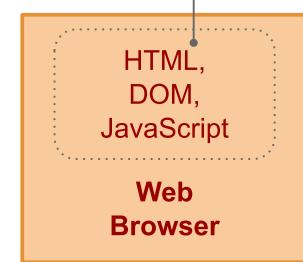
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- Asynchronous I/O in JavaScript
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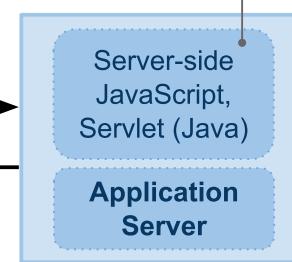
# Web 2.0 Application Architecture

## Web Application

*client-side technologies for presentation and user interactions*



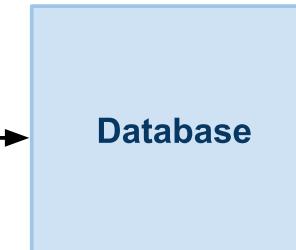
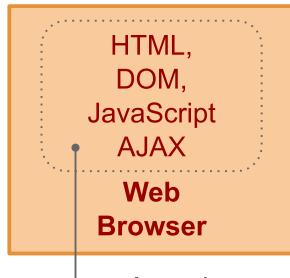
*App server technologies*



**Database**

*HTTP application protocol over TCP*

## Web 2.0 Application



**Database**

*HTTP req/resp*

*SQL*

*Asynchronous calls to server (XHR/FetchAPI)*

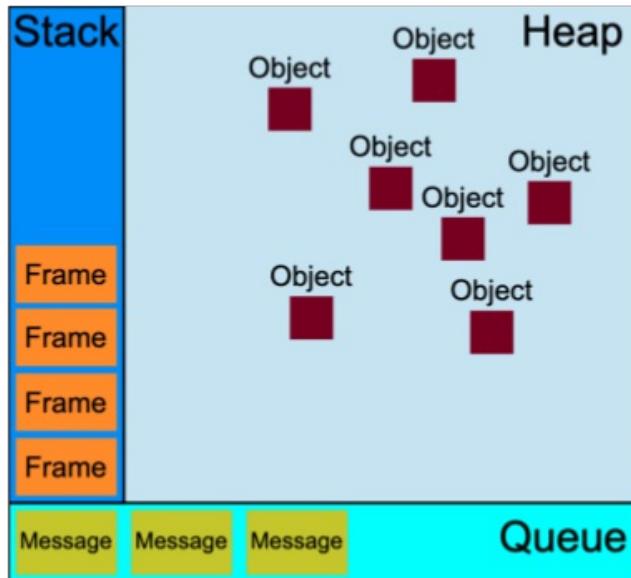
*Web Services (Web API)*

*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 2024/June 2024*
- 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



## Event Loop:

```
while (queue.waitForMessage()) {  
    queue.processNextMessage()  
}
```

- 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

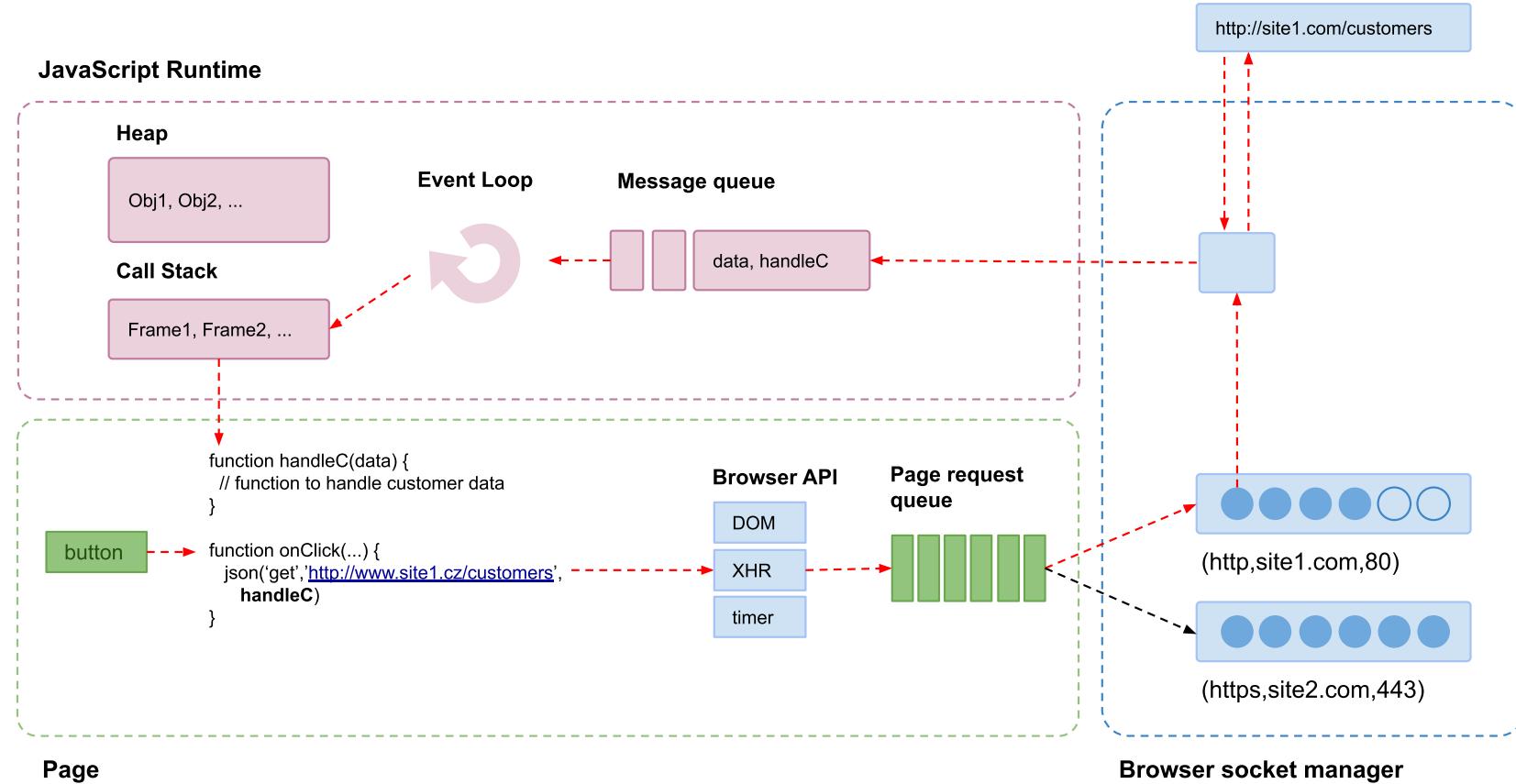
```
1 | while (queue.waitForMessage()) {  
2 |     queue.processNextMessage()  
3 | }
```

- *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
- Browser 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 preemptive 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()
```

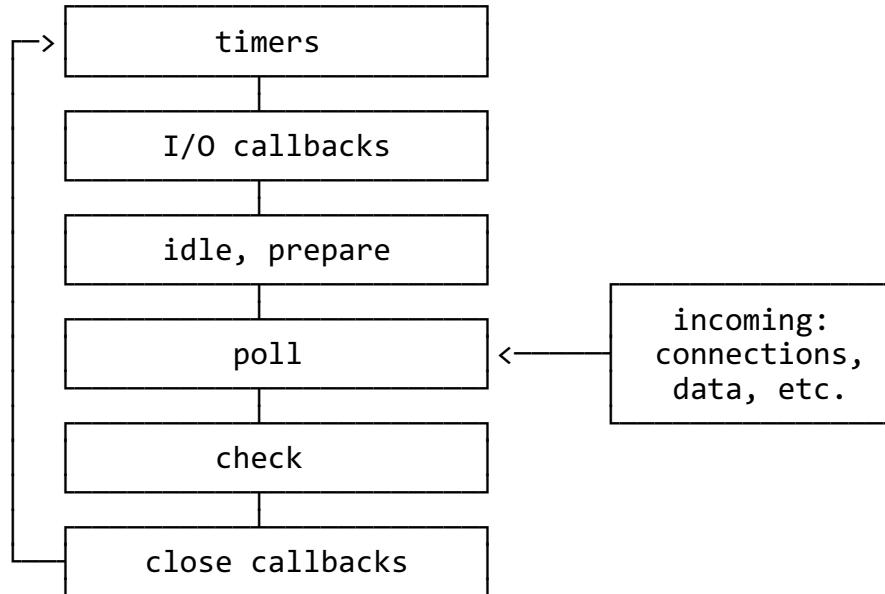
# Node.js

- 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 scheduled 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.*

```
1  const http = require('http');
2
3  const hostname = '127.0.0.1';
4  const port = 3000;
5
6  const server = http.createServer((req, res) => {
7    res.statusCode = 200;
8    res.setHeader('Content-Type', 'text/plain');
9    res.end('Hello World');
10);
11
12 server.listen(port, hostname, () => {
13   console.log(`Server running at http://${hostname}:${port}/`);
14});
```

# 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*

```
1 // create spreadsheet menu
2 function onOpen() {
3     var ss = SpreadsheetApp.getActiveSpreadsheet();
4     var menuEntries = [ {name: "Say Hi", functionName: "sayHi"}, 
5                         {name: "Say Hello", functionName: "sayHello"} ];
6     ss.addMenu("Tutorial", menuEntries);
7 }
8
9 function sayHi() {
10     Browser.msgBox("Hi");
11 }
12
13 function sayHello() {
14     Browser.msgBox("Hello");
15 }
```

# Overview

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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     getIndexof : 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 asynchronous code is hard to understand and manage

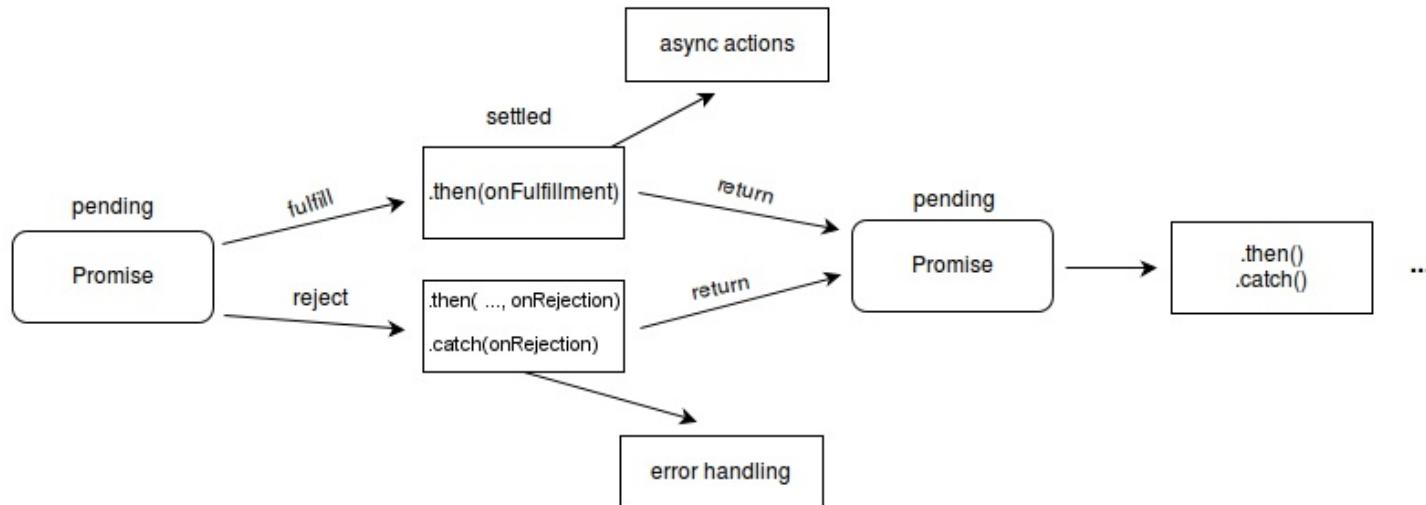
- Solution

– 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 used 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 until the promise is resolved  
7  
8      alert(result);  
9  }  
10  
11 f();
```