



gRPC: A multi-platform RPC system

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Microservices at Google
~ $O(10^{10})$ RPCs per second.

gRPC core

★ Star

4,235

🔗 Fork

714

gRPC java

★ Star

1,153

🔗 Fork

299

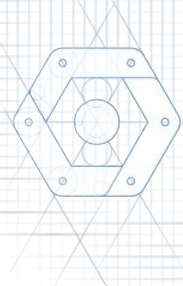


<http://grpc.io>

Open source on Github for C, C++, Java, Node.js,
Python, Ruby, Go, C#, PHP, Objective-C

OVERVIEW

gRPC is ...



Open Source RPC framework that makes it **easy** to build a heterogenous distributed system.

- Free as in beer! (and licensing)
- Based on HTTP/2 today (multiplexed, works with the Internet)
- Payload agnostic (we've implemented proto)
- Streaming & Flow-Controlled
- Designed for harsh environments (timeout, lameducking, load-balancing, cancellation, ...)
- Support in 10 languages & first class mobile support
- Layered & Pluggable - Bring your own monitoring, auth, naming, load balancing ...

Project Status

- Core features and protocol are fully specified
- Rolled out for public Google APIs and widely used internally
 - Lots of mobile adoption
- Approaching 1.0 (GA) release in all languages
 - Stable APIs for key features
- Benefit of layering on top of HTTP/2 standard
 - Interoperability with 3rd party proxies, tools, libraries..
 - WHATWG Fetch

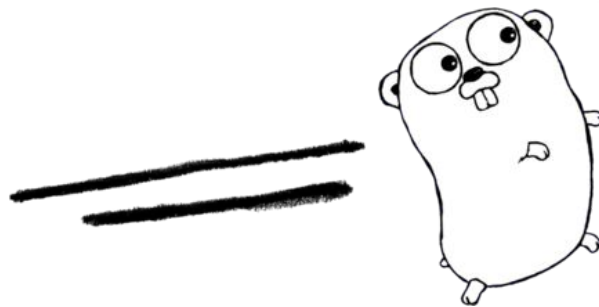
Multiple Languages



C#



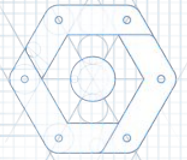
C/C++

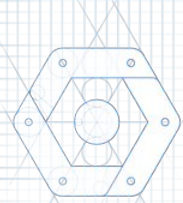


<http://www.http2demo.io/>

HTTP/1.1

HTTP/2





Protocol Buffers

IDL (Interface definition language)

Describe once and generate interfaces for any language.

Data Model

Structure of the request and response.

Wire Format

Binary format for network transmission.

```
message SubscribeRequest {  
    string topic = 1;  
}  
  
message Event {  
    string details = 1;  
}  
  
service Topics {  
    rpc Subscribe(SubscribeRequest)  
    returns (stream Event);  
}
```



Implementation Details

- Three complete stacks: C/C++, Java and Go.
- Other language implementations wrap C-Runtime libraries.
 - Hand-written wrappers to maintain language idioms
- Why wrap C?
 - Development costs & Implementation Consistency
 - Performance
 - Feature evolution
- Easy one line installation via packages e.g *npm install grpc*

USE CASES

Use Cases

Build distributed applications

- In data-centers
- In public/private cloud

Client-server communication

- Clients and servers across:
 - Mobile
 - Web
 - Cloud
- Also
 - Embedded systems, IoT

Access Google Cloud Services

- From GCP
- From Android and iOS devices
- From everywhere else

HOW TO GET STARTED

Typical development workflow

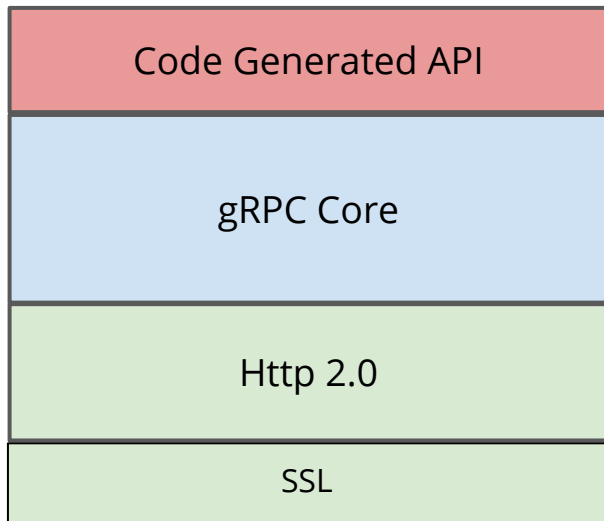
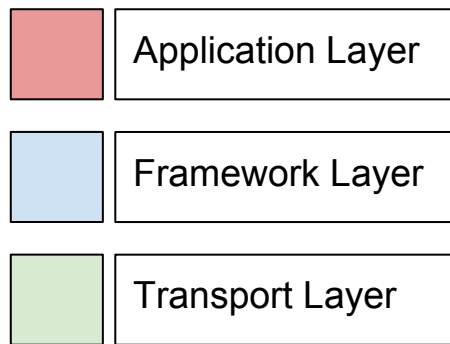
- Install
 - apt-get install protobuf-compiler
 - pip install grpcio
- Write the protos
- Use protoc to generate service interfaces, messages & stubs
- Implement services in server
- Client instantiates stub
- Test & Deploy

Advanced Deployment...

- Auth & Security - TLS [Mutual], Plugin auth mechanism (e.g. OAuth)
- Proxies - nghttp2, haproxy, Google LB, Nginx (in progress)
- Client-side load balancing - etcd, Zookeeper, Eureka, ...
- Monitor & Trace - Zipkin, Google, DIY
- Mobile - Reconnect, QUIC
- Web - [REST Adapter](#), WHATWG Fetch
- API Evolution - Protobuf, Versioning

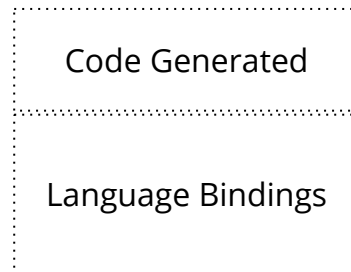
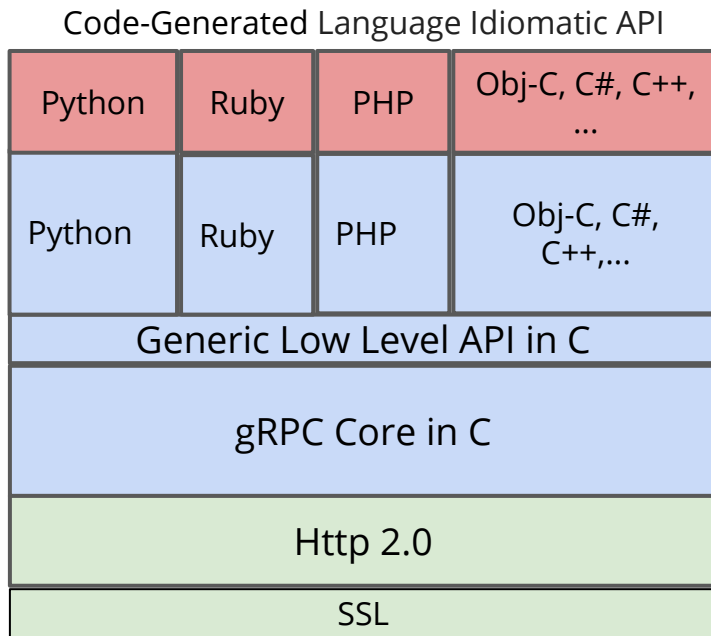
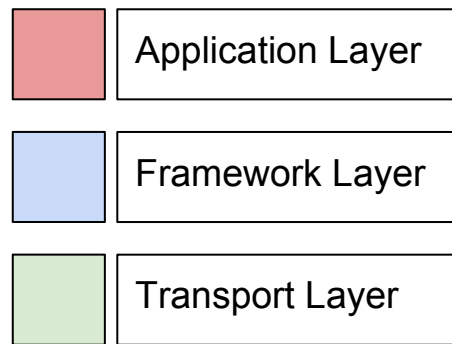
ARCHITECTURE

Architecture: Native Implementation in Language

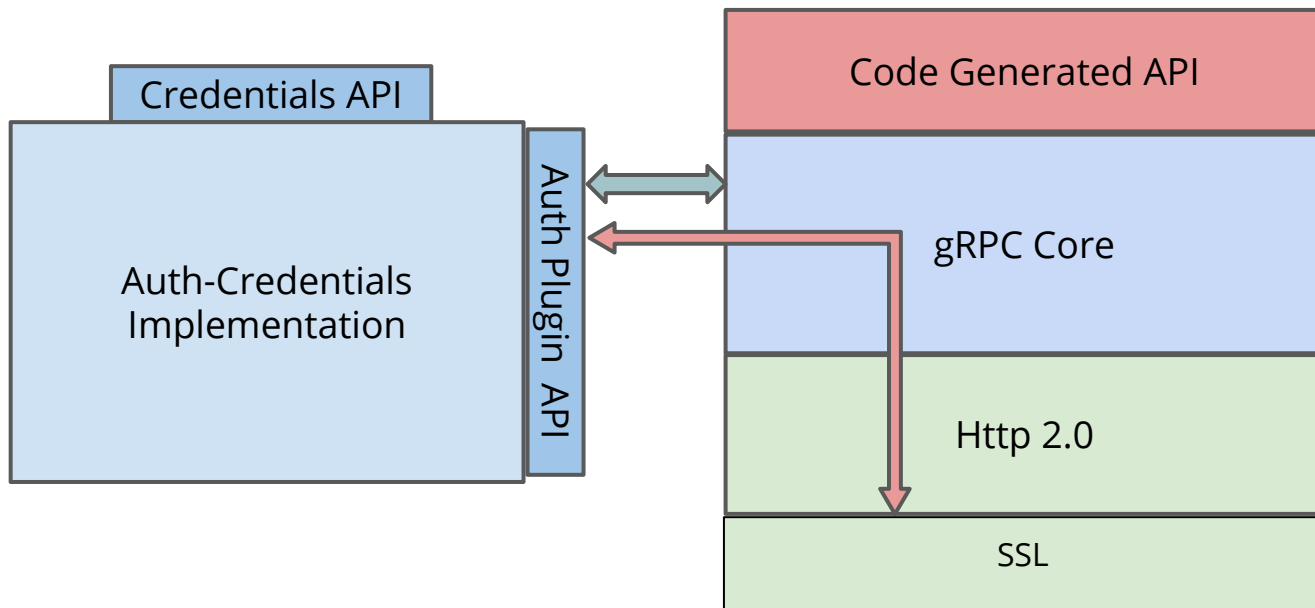


Planned in:
C/C++, Java, Go

Architecture: Derived Stack



Auth Architecture and API

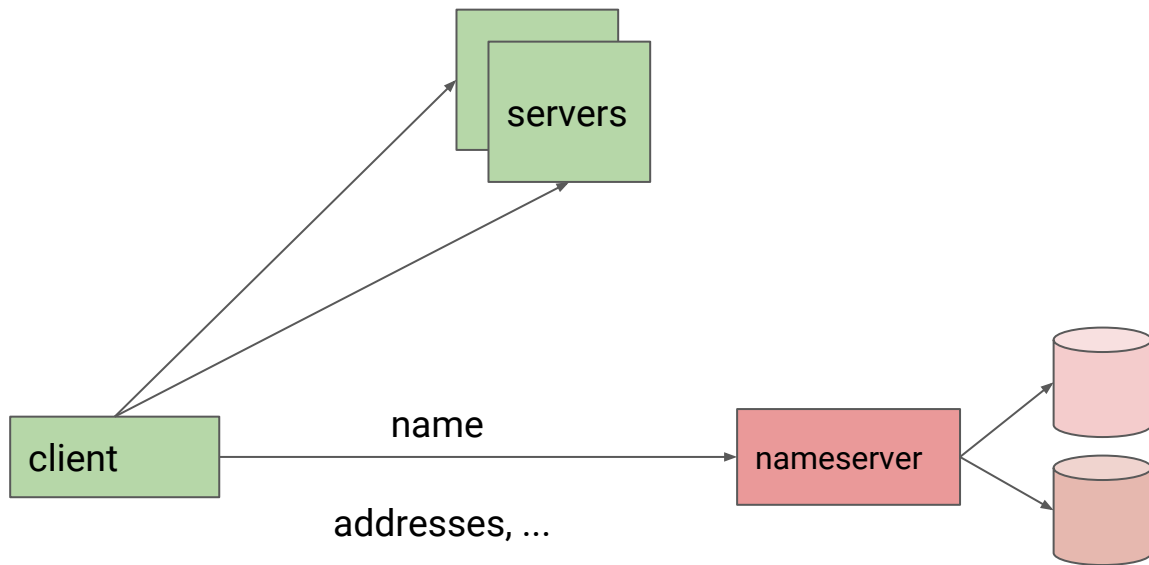


Metadata and Auth

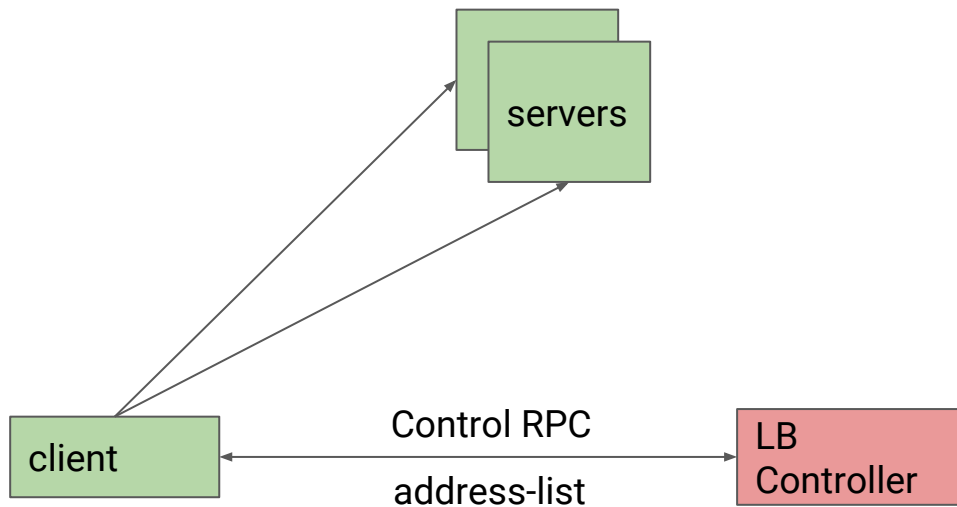
- Generic mechanism for attaching metadata to requests and responses
- Built into the gRPC protocol - always available
- Plugin API to attach “bearer tokens” to requests for Auth
 - OAuth2 access tokens
 - OIDC Id Tokens
- Session state for specific Auth mechanisms is encapsulated in an Auth-credentials object

ADVANCED FEATURES

gRPC: Naming

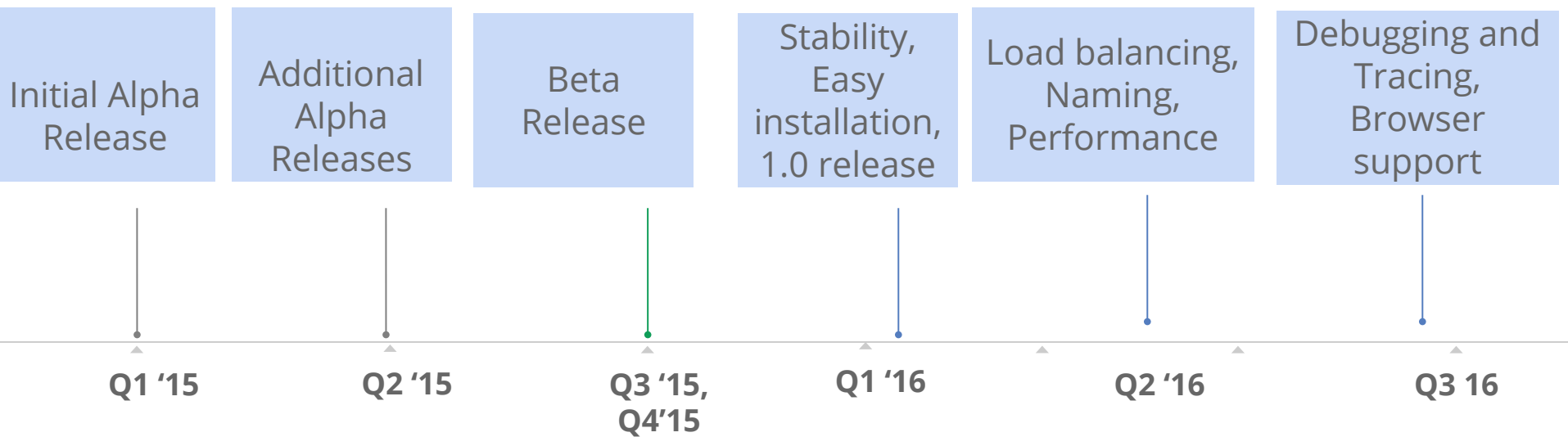


gRPC: LoadBalancing



ROADMAP..sorta !

Roadmap: Timeline



Thank you!

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