### The Reactive Manifesto

A new term in Software Architecture

By

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At 216<sup>th</sup> TEHLUG Session JUNE 2015 / TIR 1394

... It's not about Event Handling, Data Flow or Graph Processing

### It's about Systems' Architecture

a manifesto that
Lead to design
Reliable and Scalable Softwares
According to New Needs

Old needs in <u>Telecom</u> & <u>Embedded Systems</u> And Now in <u>Everything</u> & <u>Everywhere</u>

#### Advancements in Hardware

Multicore CPUs, Variant Devices, IoT, ...

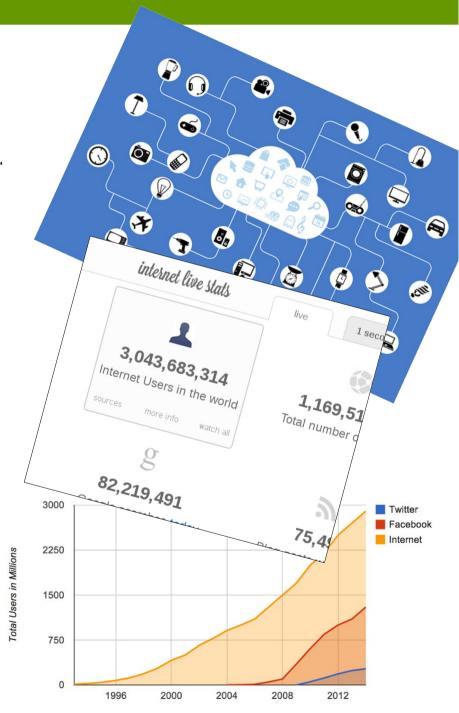
**Internet** has Grown

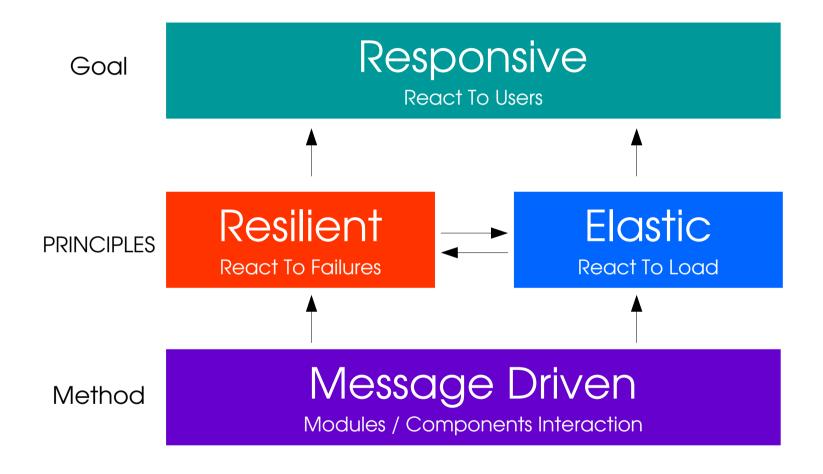
**Businnes** needs **Users**; And Users:

Don't Like "Slow Responses"



Hate "Unavailable Services"





### Responsiveness means

**React** to Users / Clients in Timely Manner

~= Soft Real-time

As far as they (USERS) know, when the response time exceeds their expectation, the system is down.

- Release It!

A slow response, on the other hand, ties up resources in the calling system and the called system.

- Release It!

Disk IO

Out Of Memory

TCP Backlog Swapping

**Fixed Connection Pool** 

File Descriptor

# Slow Systems aren't Usable Users Don't Like "Slow Responses"

When You Can't Respond in Timely Manner ...



A Responsive System Depends On Resilient and Elastic one



Resilient ~= Stability

A Resilient System React to Failures

A resilient system keeps processing transactions, even when there are transient impulses, persistent stresses, or component failures disrupting normal processing. This is what most people mean when they just say stability.

- Release It!

```
package enjoyment
                Remember Morphy's Law
import scalikejdbc._
import scala.concurrent.Future
                                                        Outage
                               Database
trait ImportantModule{
                                               Deadlock
 def persist[A](rsl:A) = {
   // Database Failure
                                        RunTime Exception
  DB futureLocalTx { implicit dbsession =>
    val id = sql"INSERT INTO objects VALUES ${rsl}".
     updateAndReturnGeneratedKey.apply
                                                      Web Service
                                 Starvation
    AnotherExternalService.signal(id)
                                                  Out Of Memory
      External Service Failure
      Web-Service, Other Storage Service, etc.
                                      Whatever Failure (x X)
                You Can't Test Everything:
           Integration, Longevity, Concurrency, ...
```

### Design For Resiliency In Real World



## Design For Resiliency In Real World

- Redundancy (No Single Point Of Failure)
- Supervisor
- Bulk Heads
- Delegating
- Low Coupled Compoenents
- ?

Isolation Over Functionality& Failures +
Abstraction Over Availability / Accessibility with
Message Driven Architecture



### Elasticity is about Resources

Resources are Constraint
Then It's Good to
Share N Resources \*

( on single machine or multiple machines )
Between M Applications

\*: CPU Cores, Memory, VMs, etc.

In other word Elasticity means Scalability \*

Scala Up / Out for Responding to USERS

Scale Down / In for Save COST

An Elastic System can allocate /deallocate resources for every individual component \* dynamically to match on demands.

<sup>\*:</sup> Scalability Needs Load Balancing

<sup>\*:</sup> Need To Decoupled Component

Scalability Haiku:

Avoid all shared resources,

But if you can not,

Try to batch, and never block.

(Benjamin Hindman - React 2014 - San Francisco)

And also Abstraction:
Thread vs. Task
Locking vs. Hiding & Proxying

Do Isolation and Abstraction Over
Resources and State
with
Message Driven Architecture



I'm sorry that I long ago coined the term "objects" for this topic because it gets many people to focus on the lesser idea.

The big idea is "Messaging" \*

- Alan Kay

Objects are Good for Construct Modules; But let Modules Interact with Messages

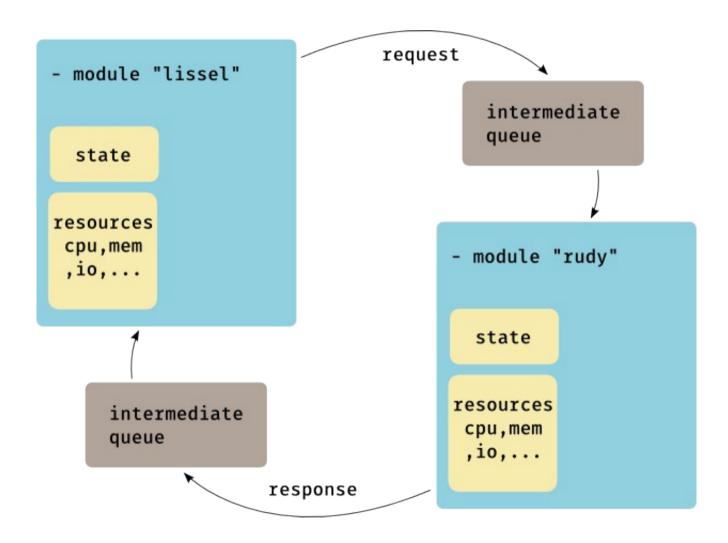
- me

<sup>\*</sup> http://lists.squeakfoundation.org/pipermail/squeak-dev/1998-October/017019.html

### Messaging, The Big Idea



Lock-free Non-Blocking
Share nothing
Location Transparency
Fault Tolerance
Scalable
Better Throughput



module: microservice, actor, ...

### Messaging Approaches:

- SOA with Brokers (With Any Language & Any Message Broker)
- Actor Model with Akka & Erlang

### And Other Ways:

- CSP with Clojure's core.async & Go's routines
- Event Looping with Vert.x & Node.JS

By Isolation Over Resources / State / Behavior we can achieve Resiliency and Elasticity for Better Throughput and Avg Latency

Your Quality of life after release 1.0 depends on choices you make long before that vital milestone.

- Release It!

- Any Question?

- Thanks

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