

# BEYOND THE BUZZWORD: A REACTIVE WEB APPLICATION IN PRACTICE

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JFOKUS 2016

# **AGENDA**

**1. EVOLUTION OF WEB APPLICATION ARCHITECTURE**

**2. EVOLUTION OF HARDWARE**

**3. SMALL REACTIVE WEB APPLICATION**

**4. (DEPLOYMENT)**

# WHO IS SPEAKING

- WEB. WEB. WEB
- FREELANCE SOFTWARE CONSULTANT
  - VIENNA SCALA USER GROUP
- ~~WRITING~~ WROTE A BOOK ON REACTIVE WEB-APPLICATIONS

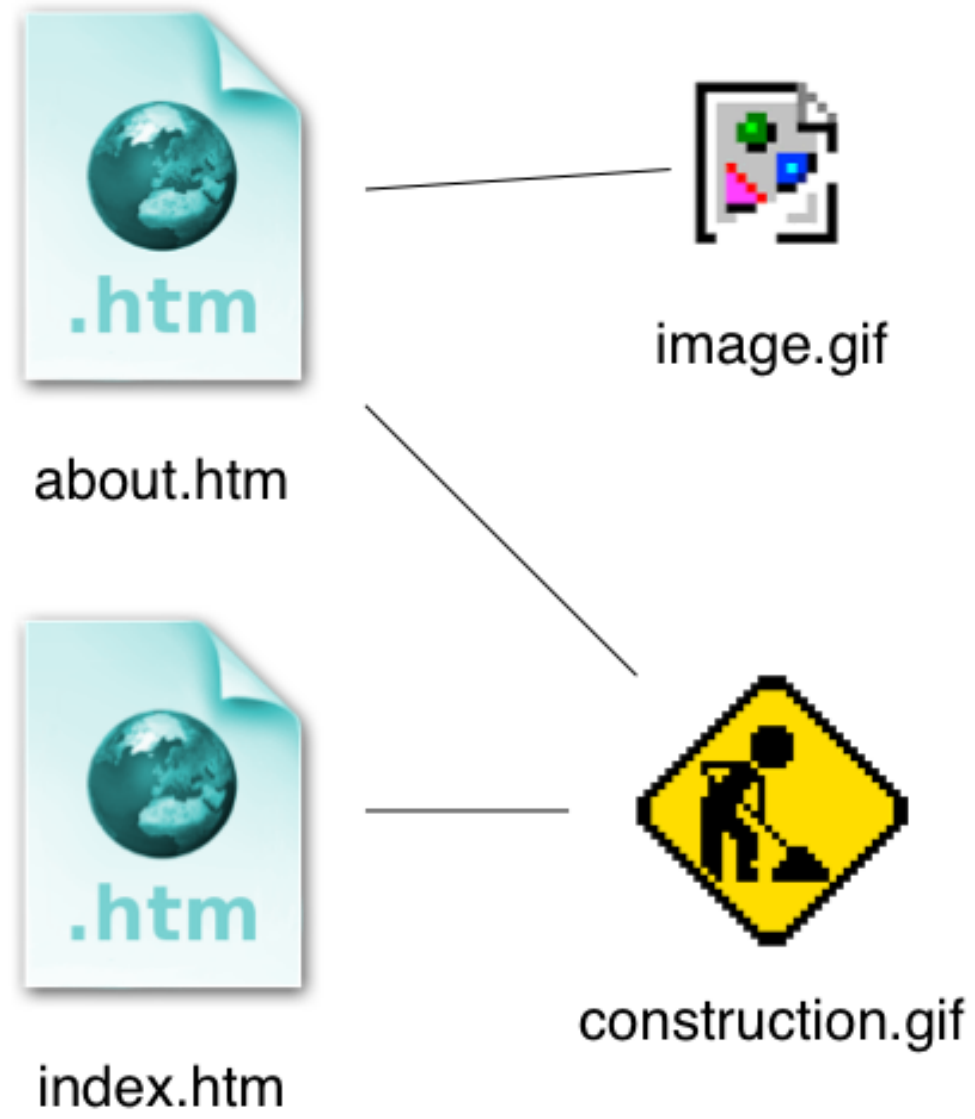
[HTTP://WWW.MANNING.COM/BOOKS/REACTIVE-WEB-APPLICATIONS](http://www.manning.com/books/reactive-web-applications)

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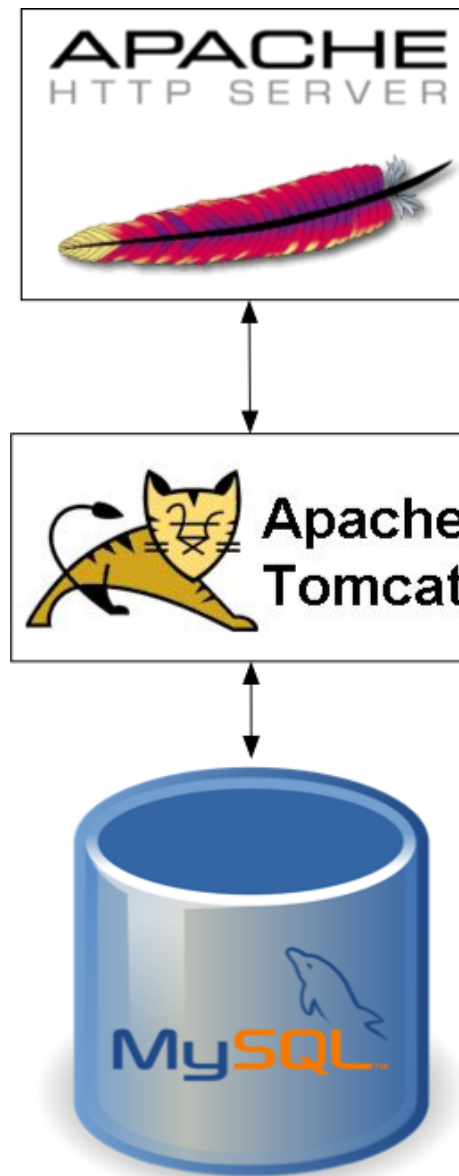


# **A SHORT (AND MOSTLY WRONG) HISTORY OF WEB APPLICATION ARCHITECTURE**

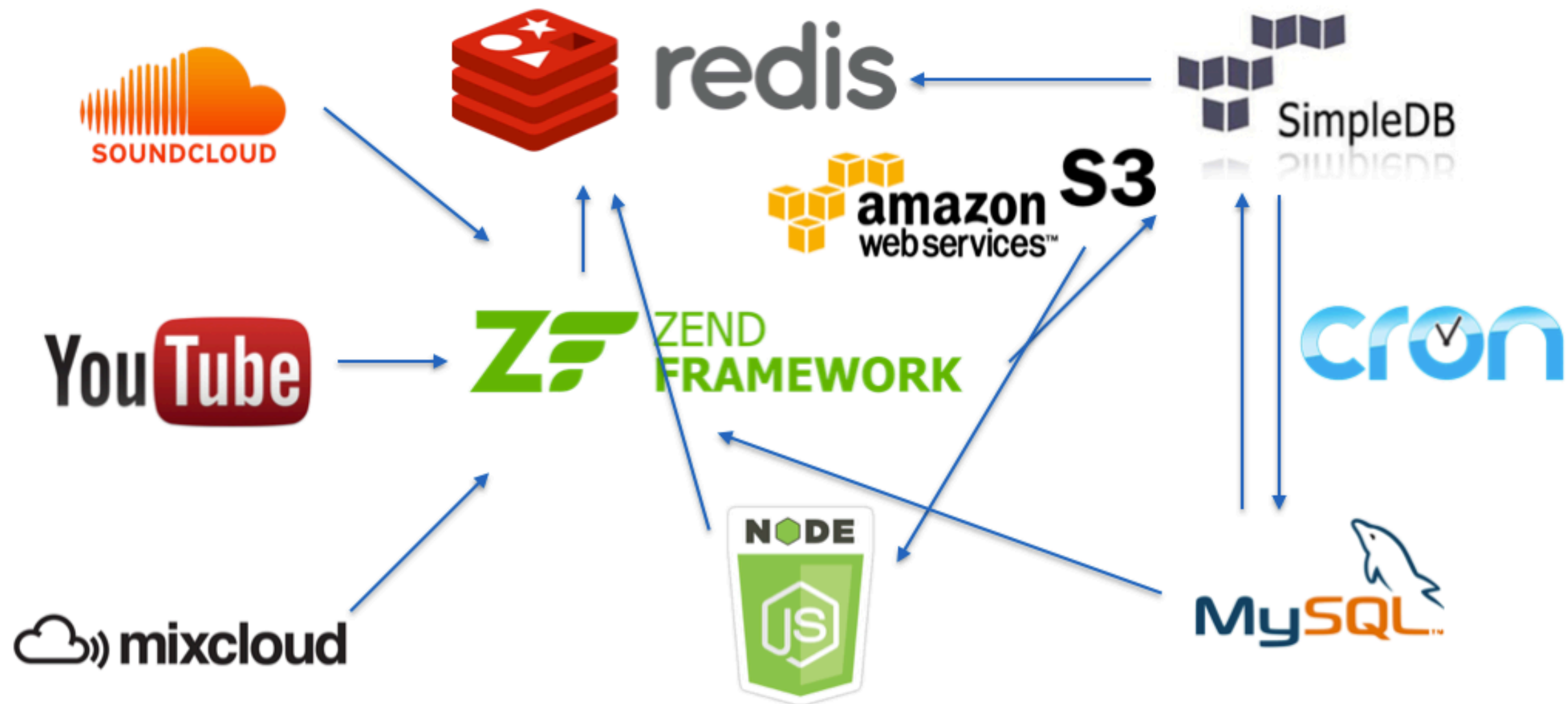
# 'GOOD OLD DAYS' ARCHITECTURE



# '3 TIER' ARCHITECTURE



# 'CLOUD' ARCHITECTURE





# 'CLOUD' ARCHITECTURE

## What the hell have you built.

- Did you just pick things at random?
- Why is Redis talking to MongoDB?
- Why do you even *use* MongoDB?

Goddamnit

Nevermind

FREE

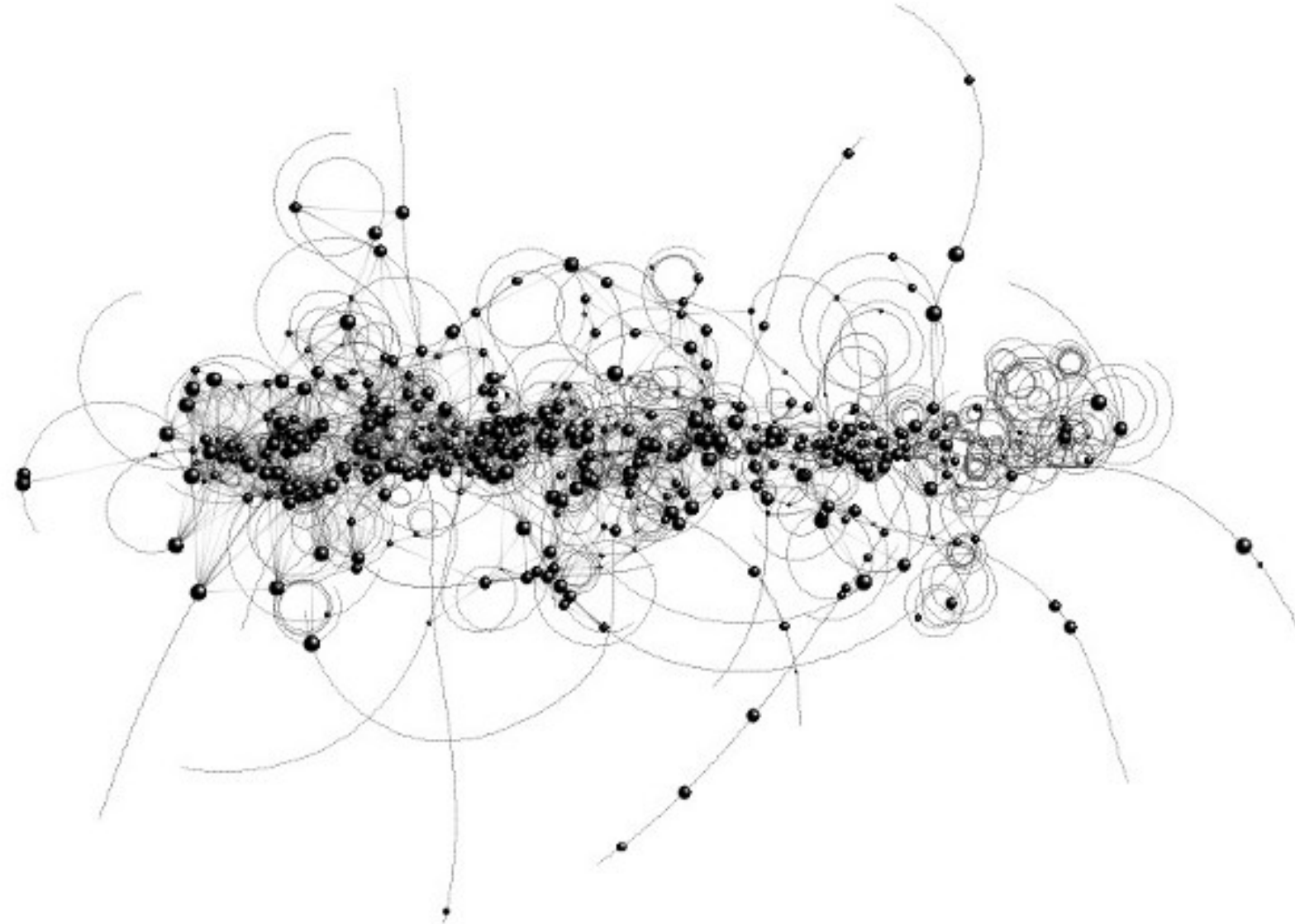


Jeff Atwood @codinghorror · Jun 18

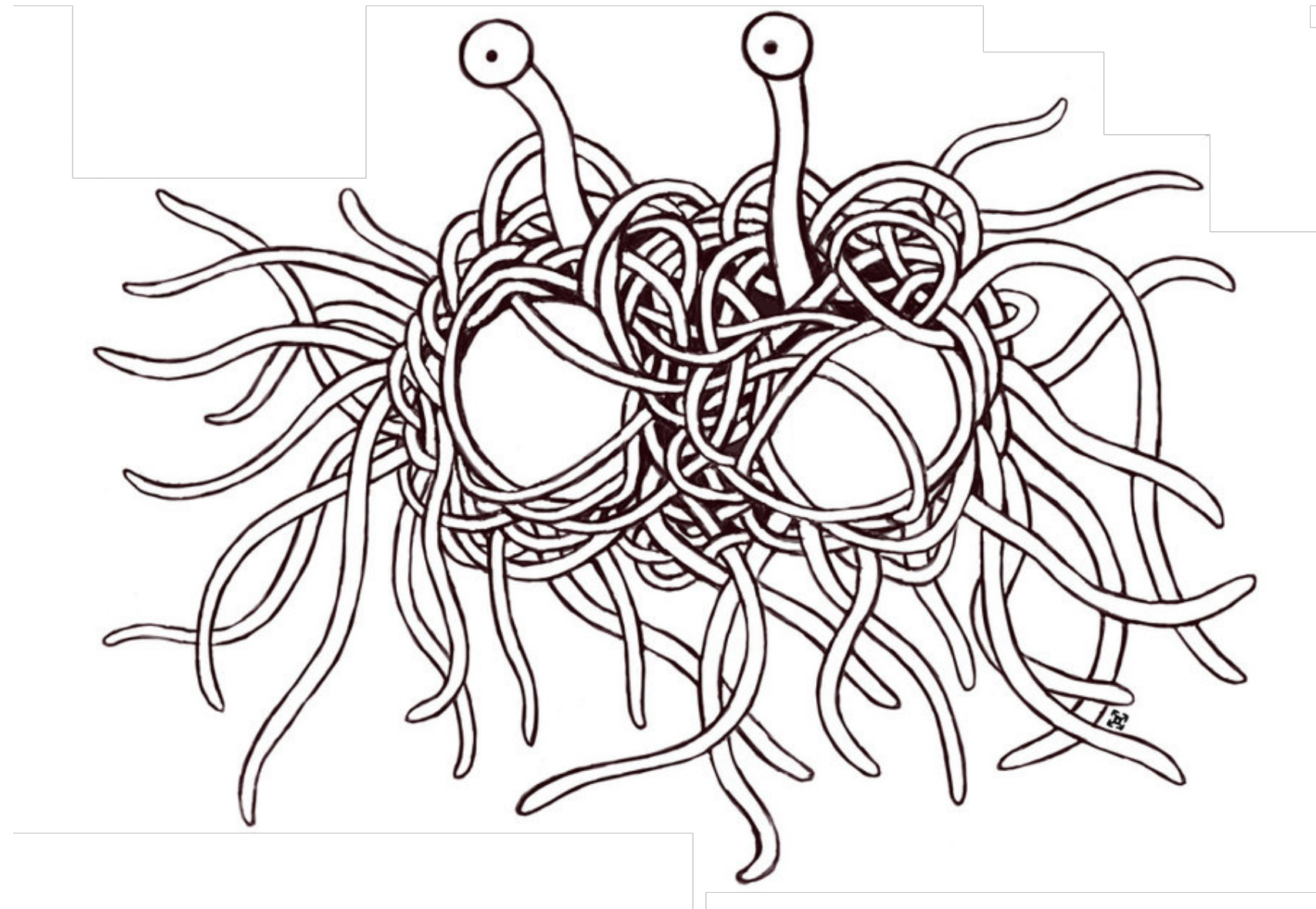
What the hell have you built. [pic.twitter.com/Tq7ktgDWzD](https://pic.twitter.com/Tq7ktgDWzD)



# 'MICROSERVICES' ARCHITECTURE



# 'MICROSERVICES' ARCHITECTURE





# TREND: INCREASING AMOUNT OF NETWORK I/O

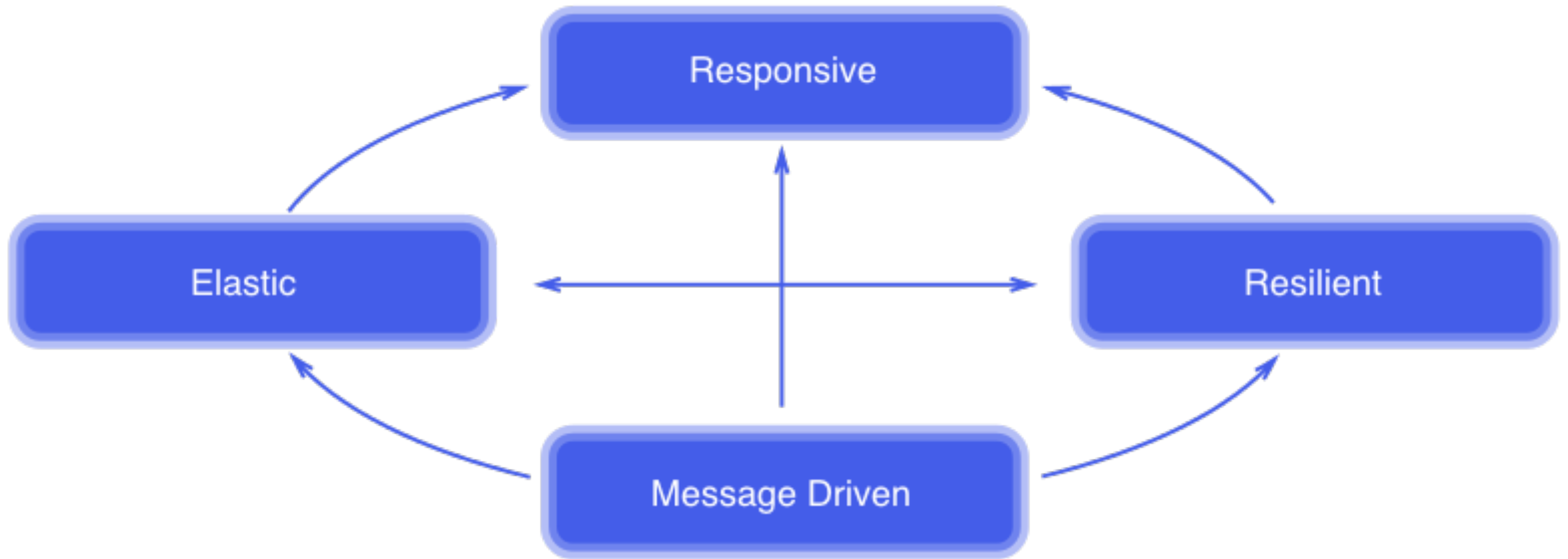




# TREND: INCREASING AMOUNT OF NETWORK I/O



# REACTIVE ARCHITECTURAL PATTERN



# **EVOLUTION OF HARDWARE**



24X<sub>mx</sub> CREATIVE

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128 KB L2 Cache 66MHz System Bus

7.5 GB Hard Drive Ultra DMA

40X CD-ROM 40X Max.

3D AGP Graphics Intel® Direct AGP

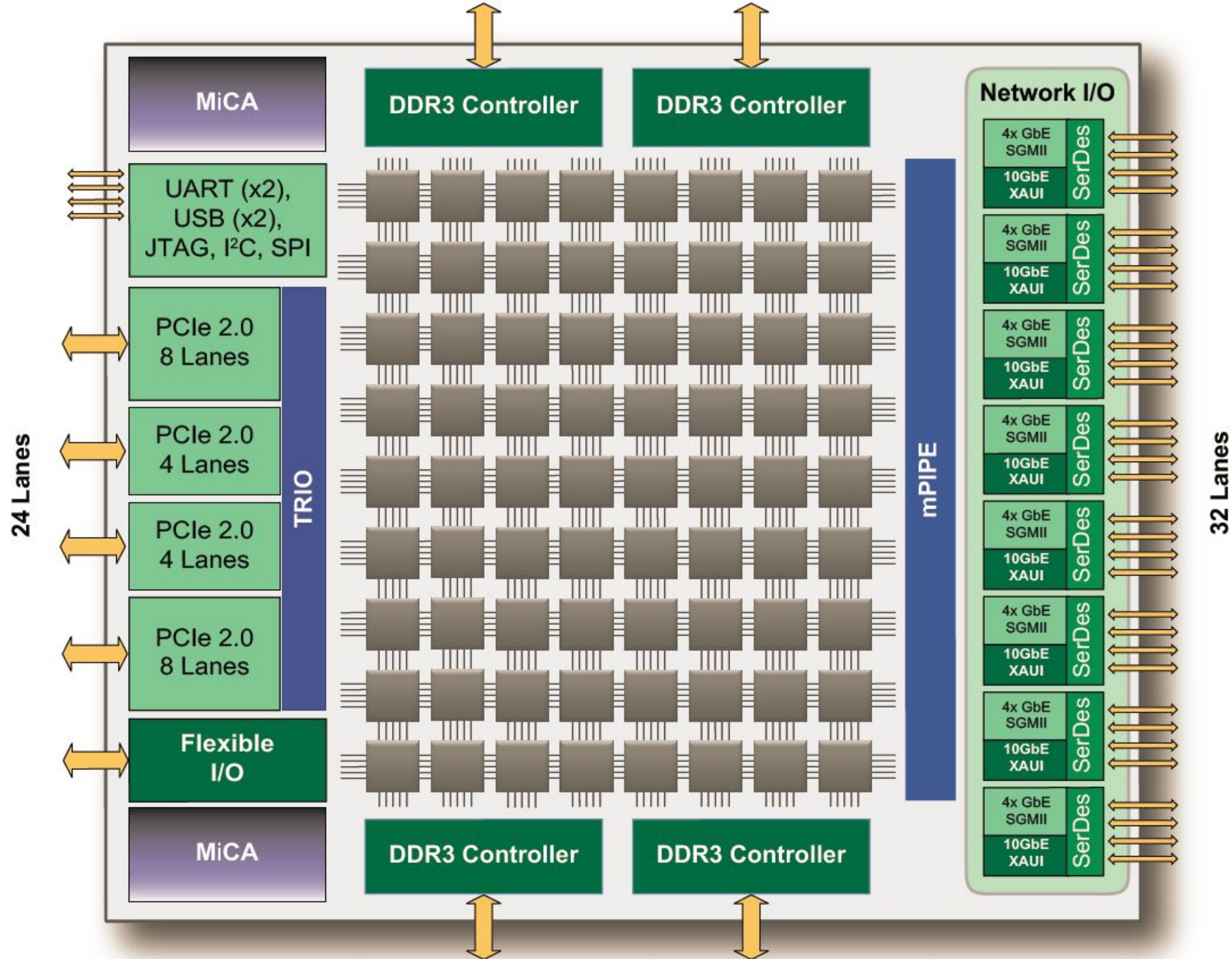
56K Fax Modem 170 Kbps max.

USB and Game PORTS

emachines




# EVOLUTION OF CPUS



TILE-Gx8072 Processor Block Diagram



Pad. 



RESEARCH, TECHNOLOGY &amp; ENGINEERING

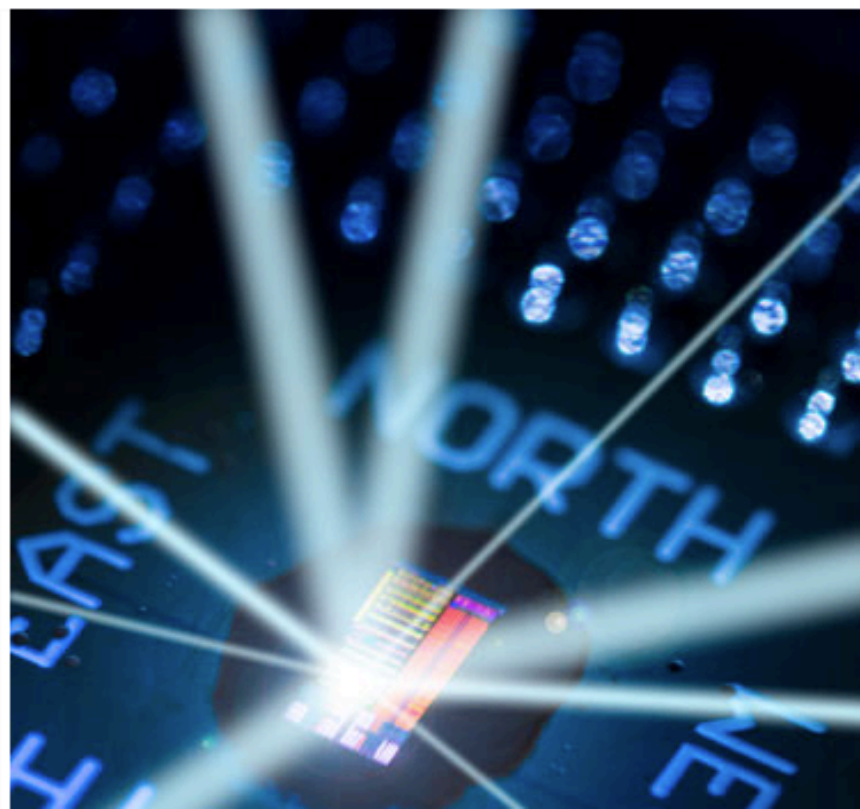
## Engineers demo first processor that uses light for ultrafast communications

By Sarah Yang | DECEMBER 23, 2015

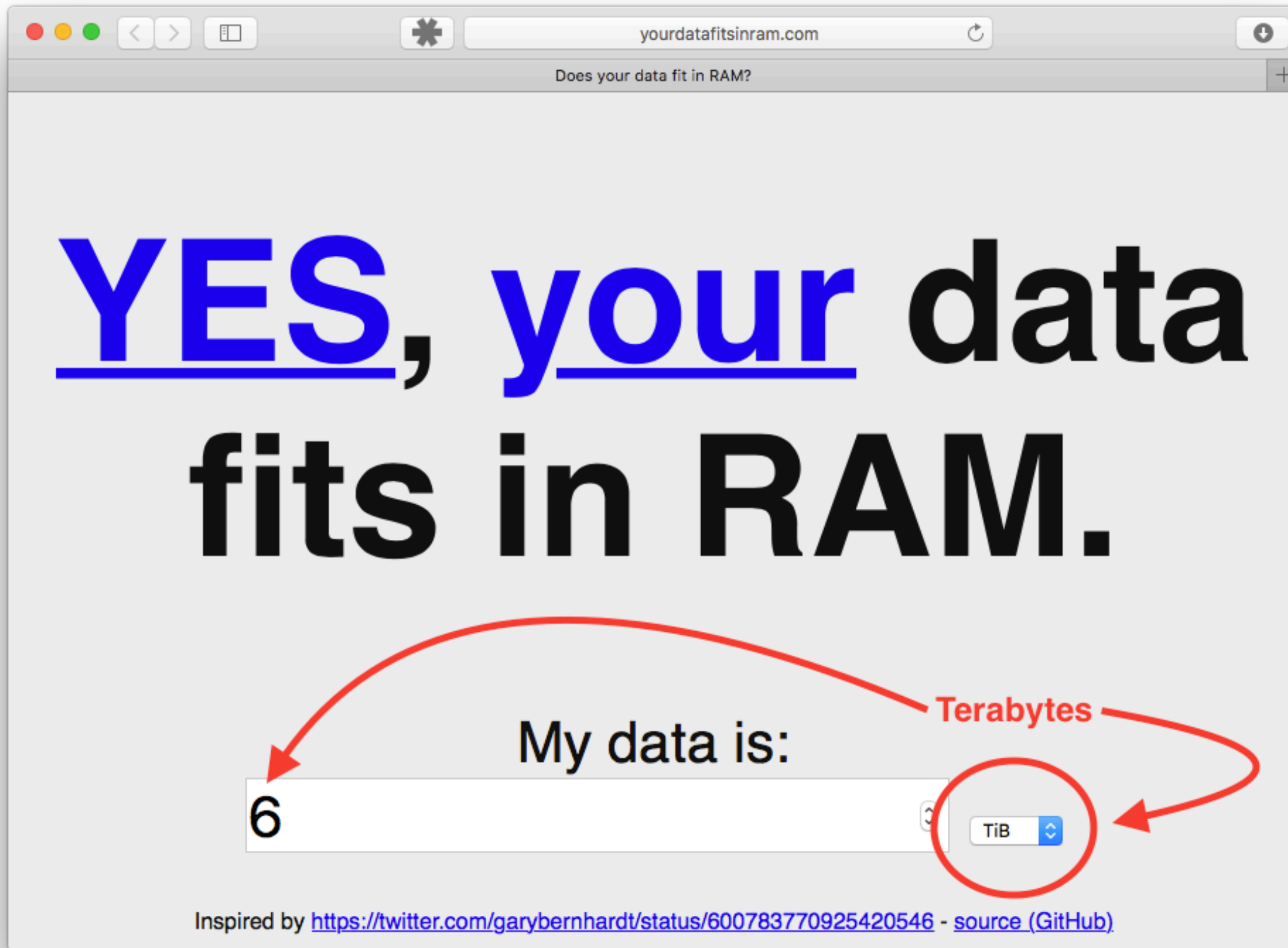


**E**ngineers have successfully married electrons and photons within a single-chip microprocessor, a landmark development that opens the door to ultrafast, low-power data crunching.

The researchers packed two processor cores with more than 70 million transistors and 850 photonic components onto a 3-by-6-millimeter chip. They fabricated the microprocessor in a foundry that mass-produces high-performance computer chips, proving that their design can be easily and quickly scaled up for commercial production.



# EVOLUTION OF MEMORY

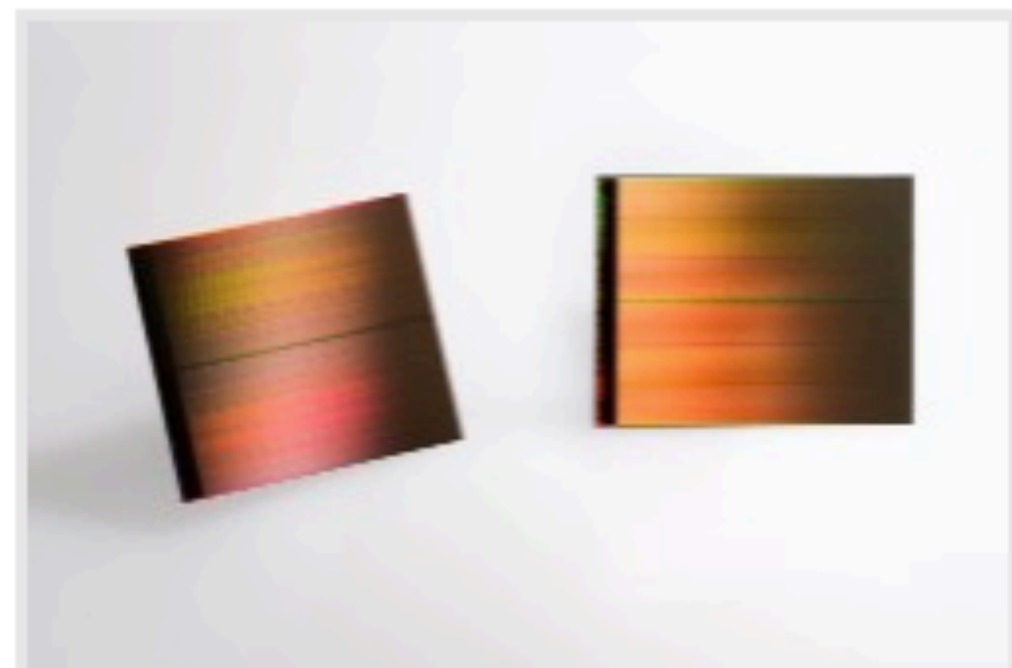


SANTA CLARA, Calif., and BOISE, Idaho, July 28, 2015 – Intel Corporation and Micron Technology, Inc. today unveiled 3D XPoint™ technology, a non-volatile memory that has the potential to revolutionize any device, application or service that benefits from fast access to large sets of data. Now in production, 3D XPoint technology is a major breakthrough in memory process technology and the first new memory category since the introduction of NAND flash in 1989.

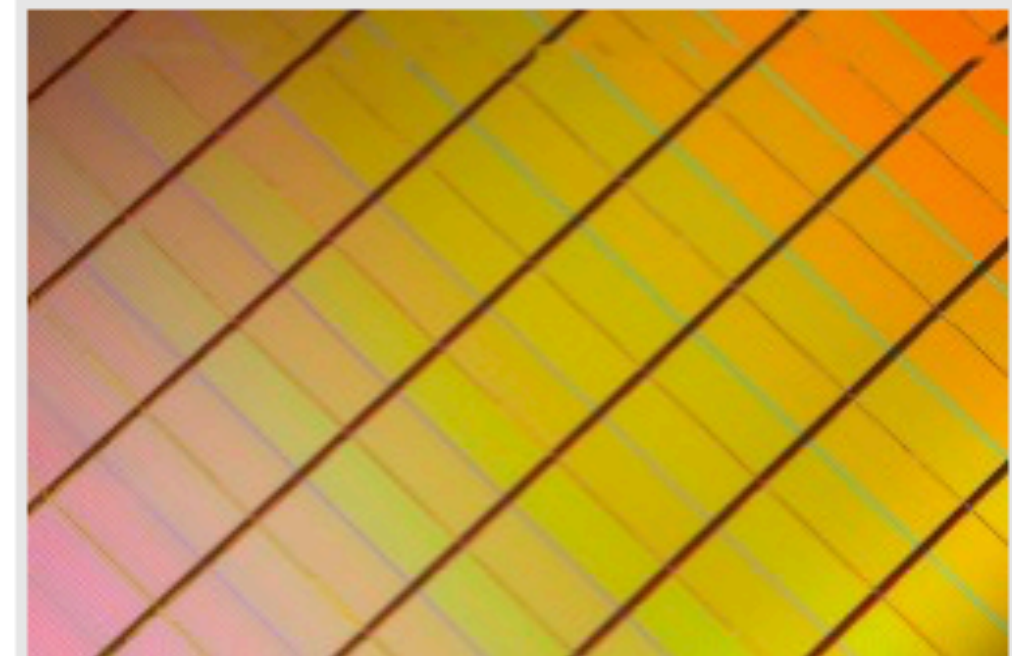
The explosion of connected devices and digital services is generating massive amounts of new data. To make this data useful, it must be stored and analyzed very quickly, creating challenges for service providers and system builders who must balance cost, power and performance trade-offs when they design memory and storage solutions. 3D XPoint technology combines the performance, density, power, non-volatility and cost advantages of all available memory technologies on the market today. The technology is up to 1,000 times faster and has up to 1,000 times greater endurance<sup>3</sup> than NAND, and is 10 times denser than conventional memory.

"For decades, the industry has searched for ways to reduce the lag time between the processor and data to allow much faster analysis," said Rob Crooke, senior vice president and general manager of Intel's Non-Volatile Memory Solutions Group. "This new class of non-volatile memory achieves this goal and brings game-changing performance to memory and storage solutions."

"One of the most significant hurdles in modern computing is the time it takes the processor to reach data on long-term storage," said Mark Adams, president of Micron. "This new class of non-volatile memory is a revolutionary technology that allows for quick access to enormous data sets and enables entirely new applications."



*3D Xpoint™ technology is up to 1000x faster than NAND and an individual die can store 128Gb of data*



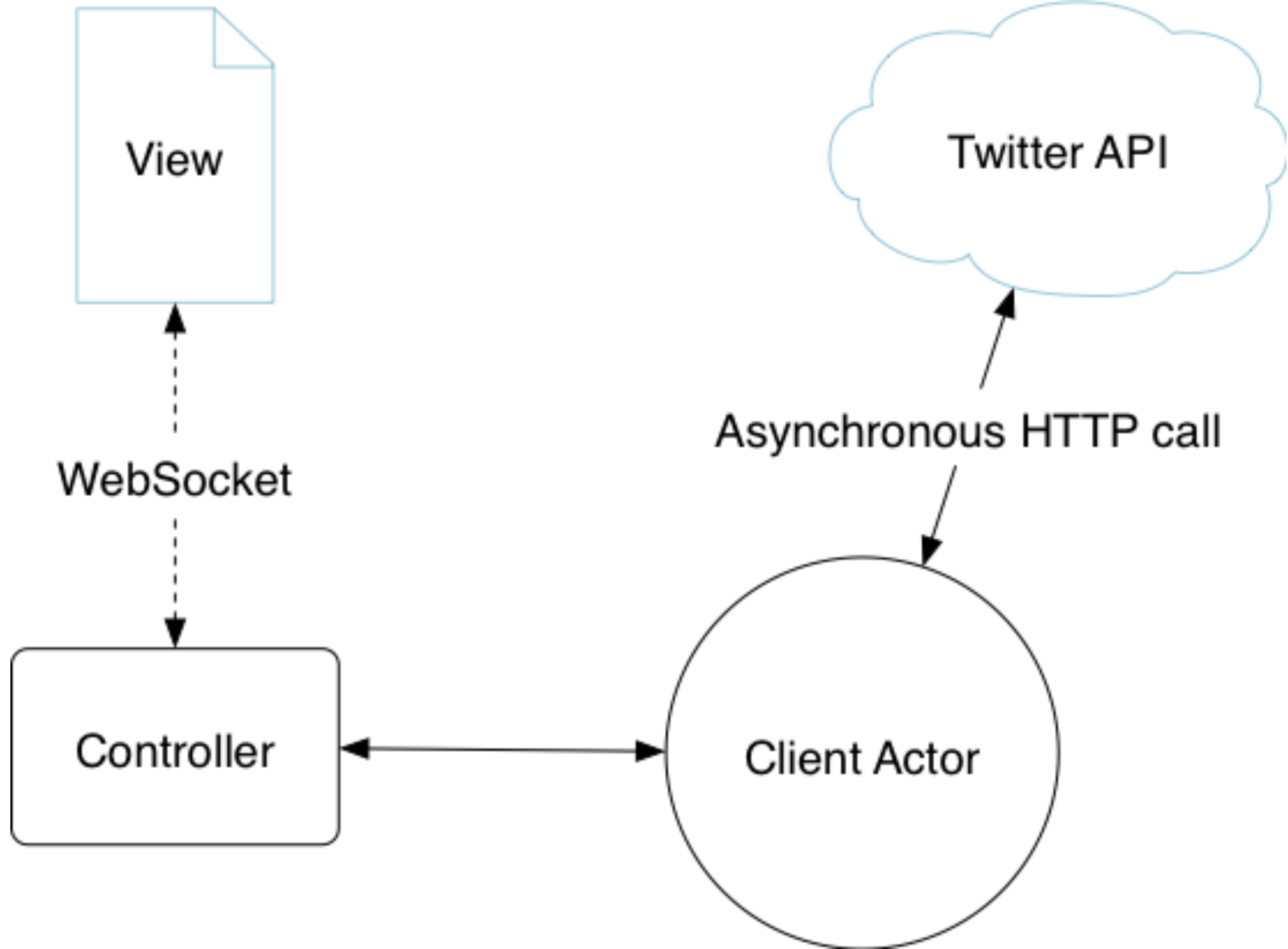
*3D Xpoint™ technology wafers are currently running in production lines at Intel Micron Flash Technologies fab*

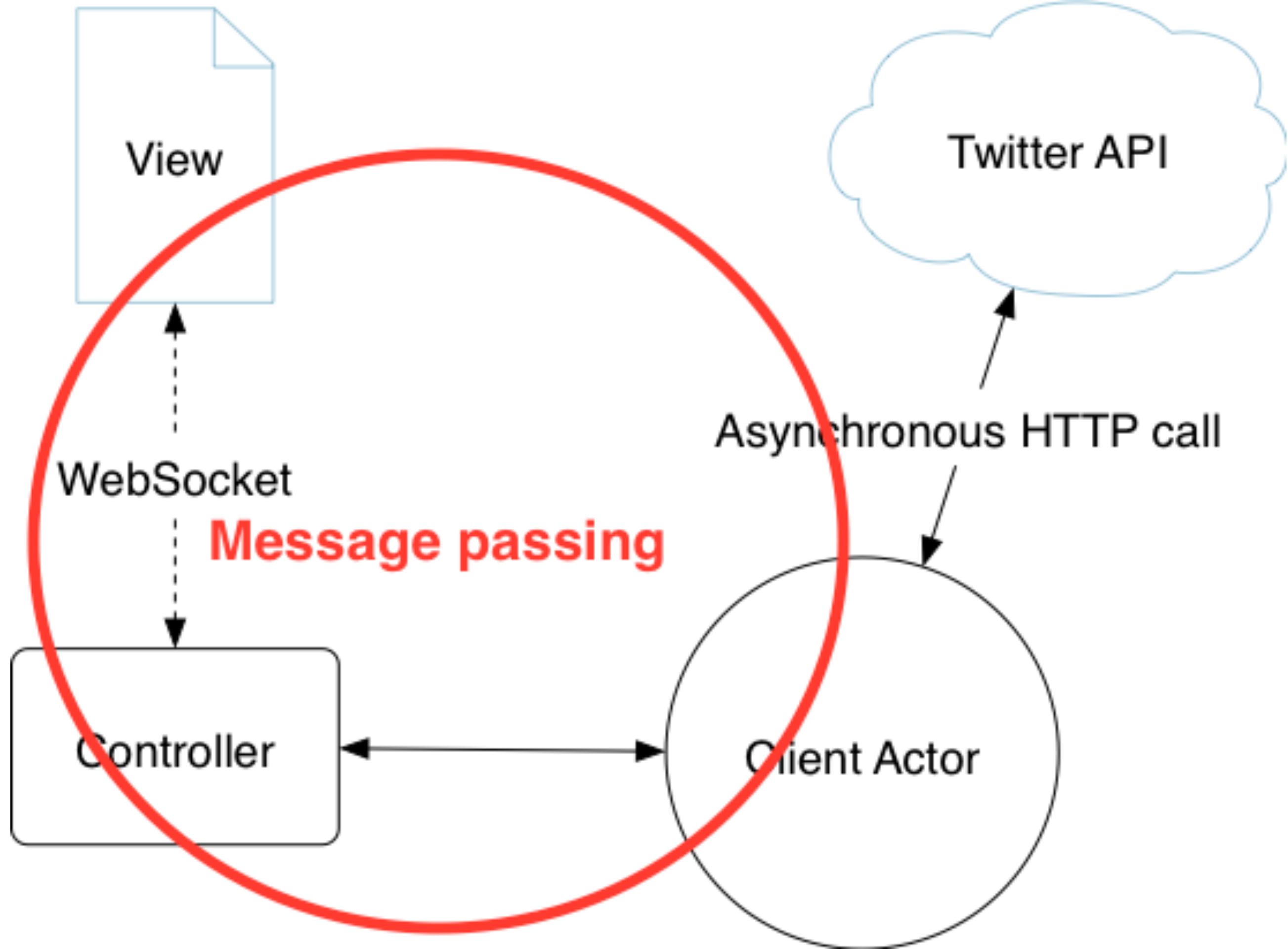


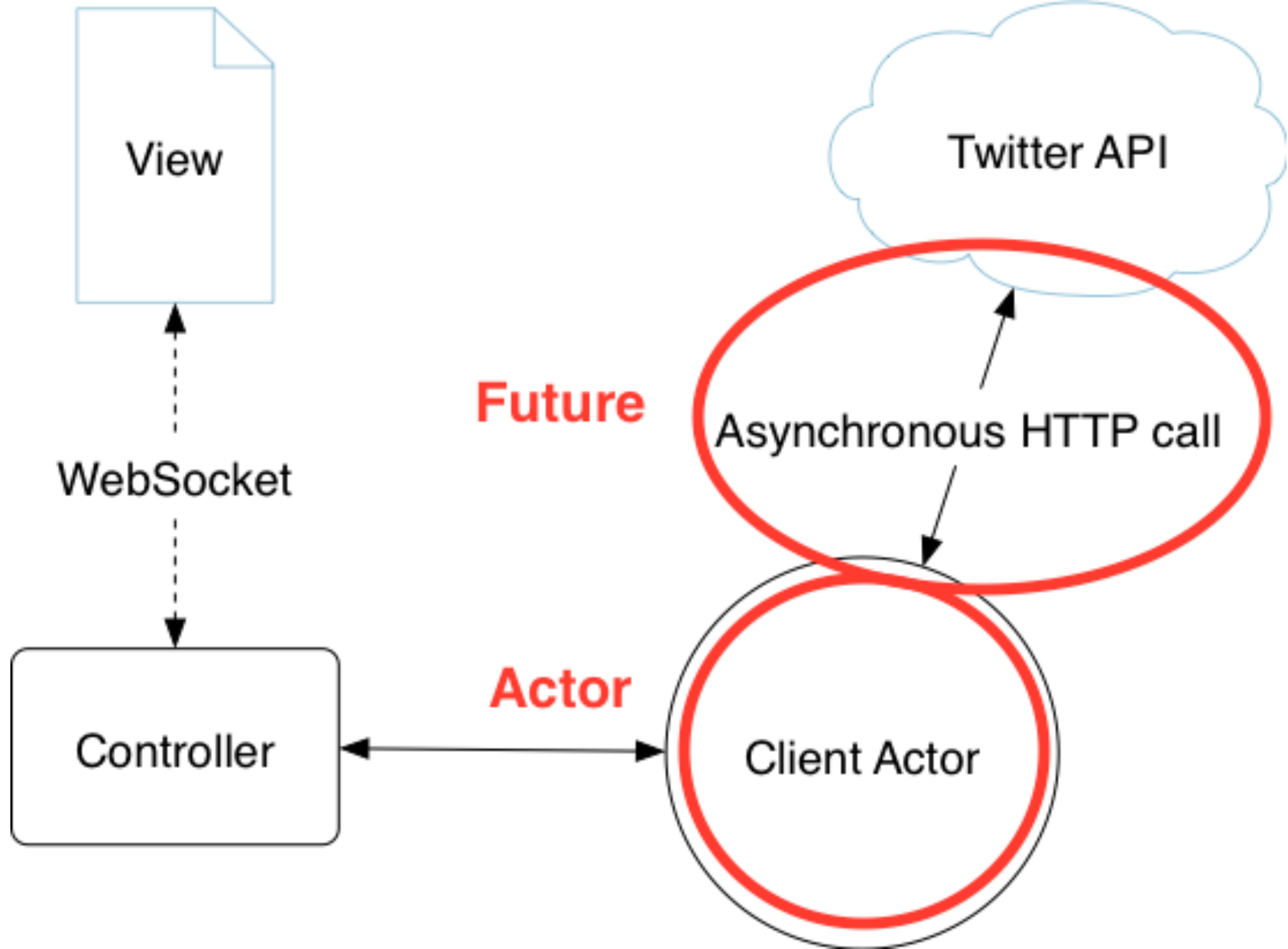
# CONCLUSION

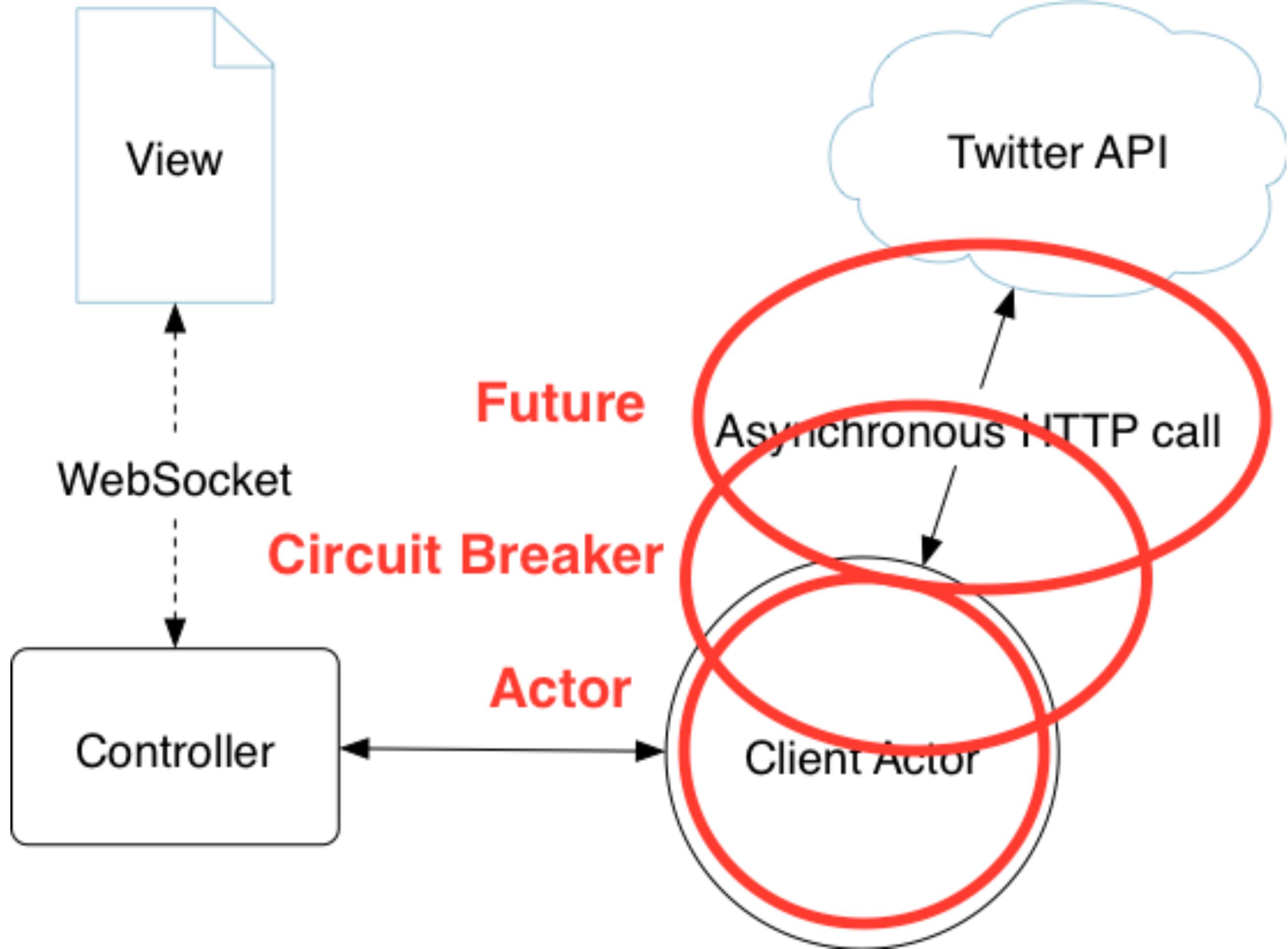
- **MANY-CORE & DISTRIBUTED SYSTEMS**
- **EXPLICIT** ASYNCHRONOUS PROGRAMMING **IS GETTING IMPORTANT**
- **EXPLICIT** FAILURE HANDLING **IS GETTING IMPORTANT**

**LET'S BUILD A  
SMALL  
REACTIVE WEB  
APPLICATION**





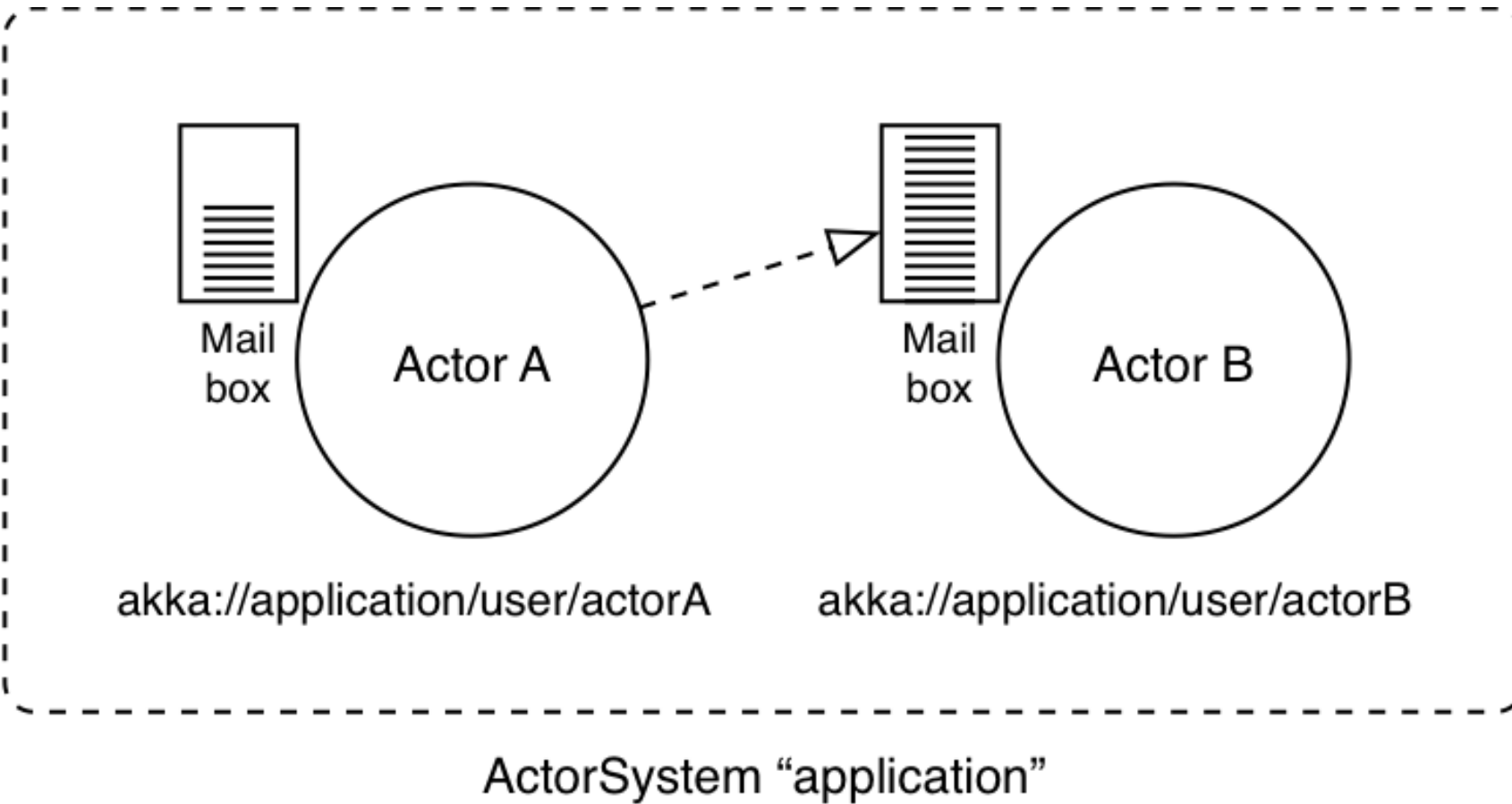




# ACTORS

- LIGHTWEIGHT OBJECTS
- SEND AND RECEIVE MESSAGES (MAILBOX)
- CAN HAVE CHILDREN (SUPERVISION)

"LONG-LIVED" ASYNC  
COMPUTATION





**CODING**

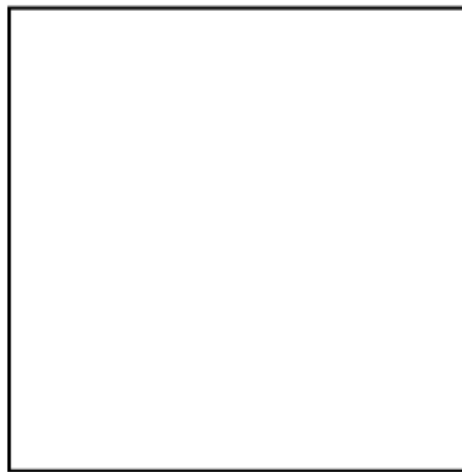
# FUTURES

`scala.concurrent.Future[T]`

- > HOLDS A VALUE OF TYPE T
- > CAN EITHER FAIL OR SUCCEED
- > ASYNC CODE DOES NOT BLOCK A THREAD WHILE WAITING FOR COMPLETION

"SHORT-LIVED" ASYNC  
COMPUTATION

`WS.url("https://api.twitter.com/...").get()`



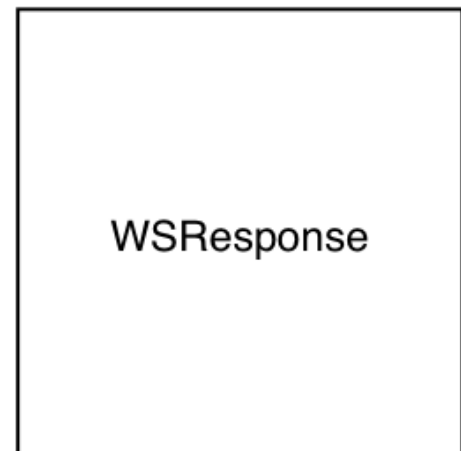
`Future[WSResponse]`

success

failure



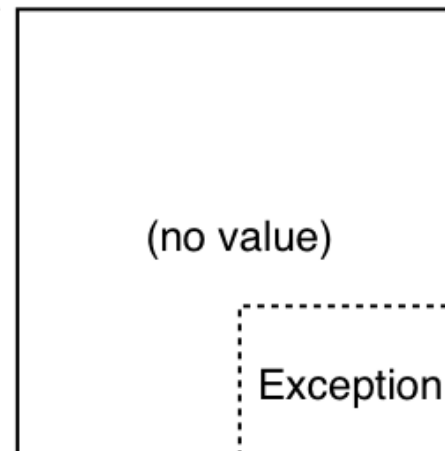
`WSResponse`



`Success[WSResponse]`

(no value)

Exception



`Failure[WSResponse]`

# PIPE

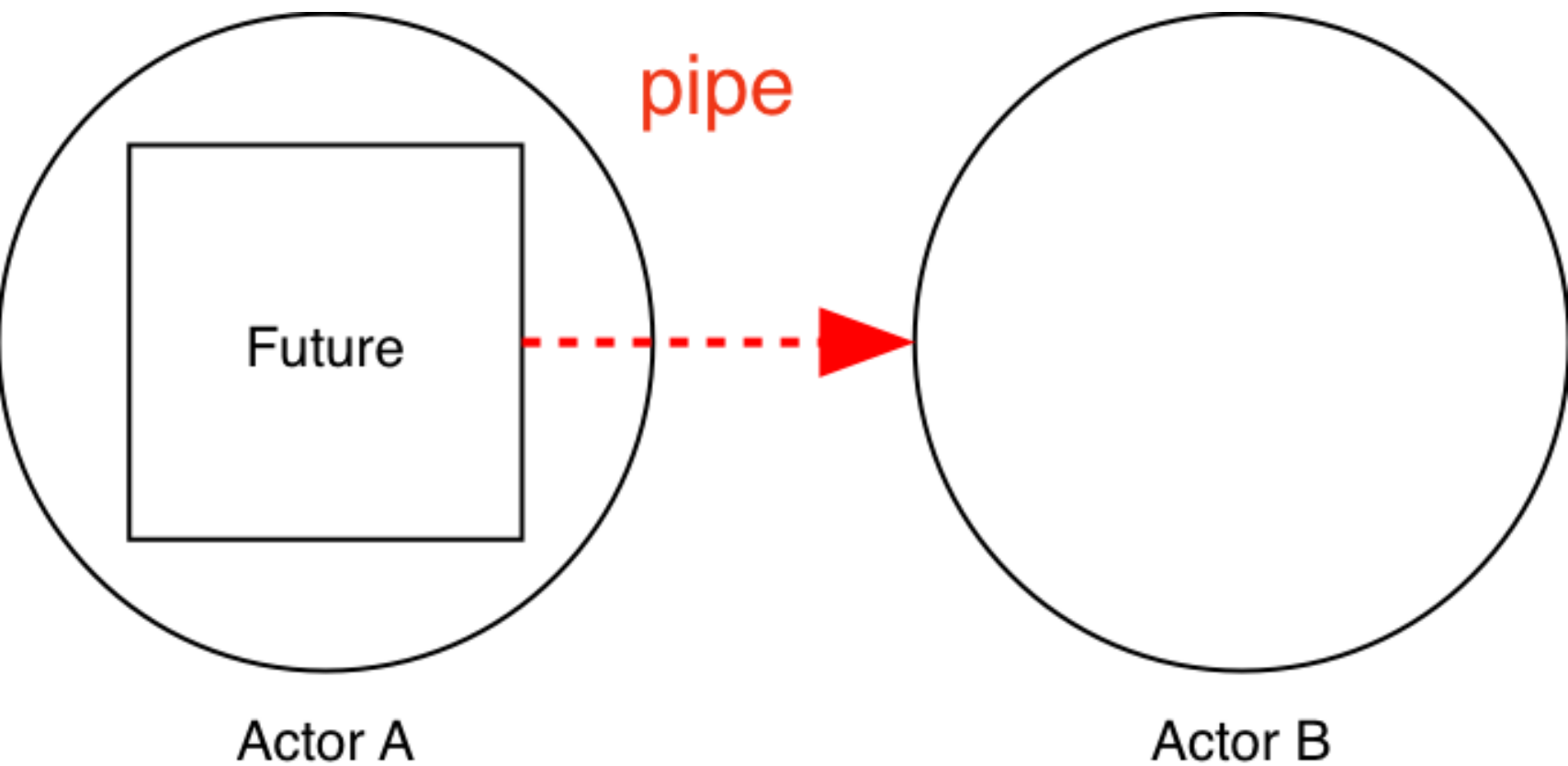
`akka.pattern.pipe`

- › **BRIDGE BETWEEN FUTURES AND ACTORS**
- › **IMPLEMENTED AS ANONYMOUS ACTOR**



# PIPE

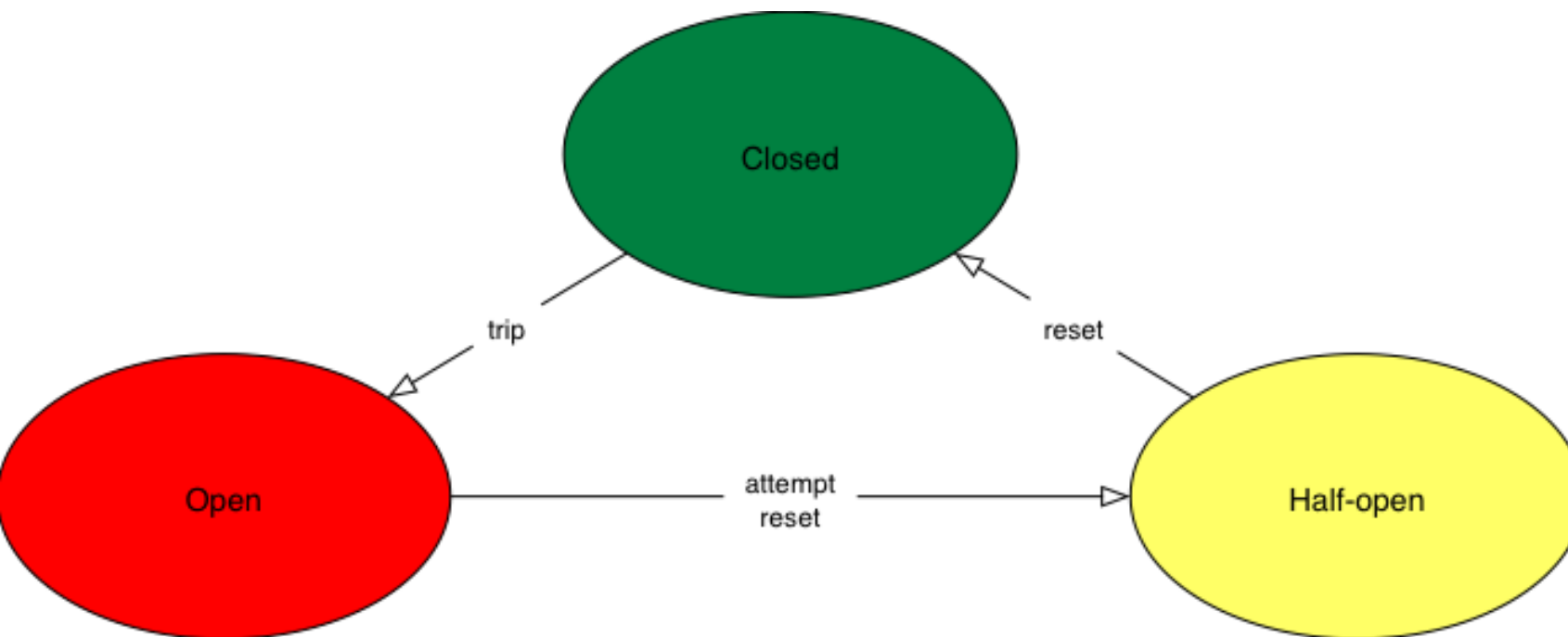
`akka.pattern.pipe`



- **BRIDGE BETWEEN FUTURES AND ACTORS**
- **IMPLEMENTED AS ANONYMOUS ACTOR**

# CIRCUIT BREAKER

`akka.pattern.CircuitBreaker`

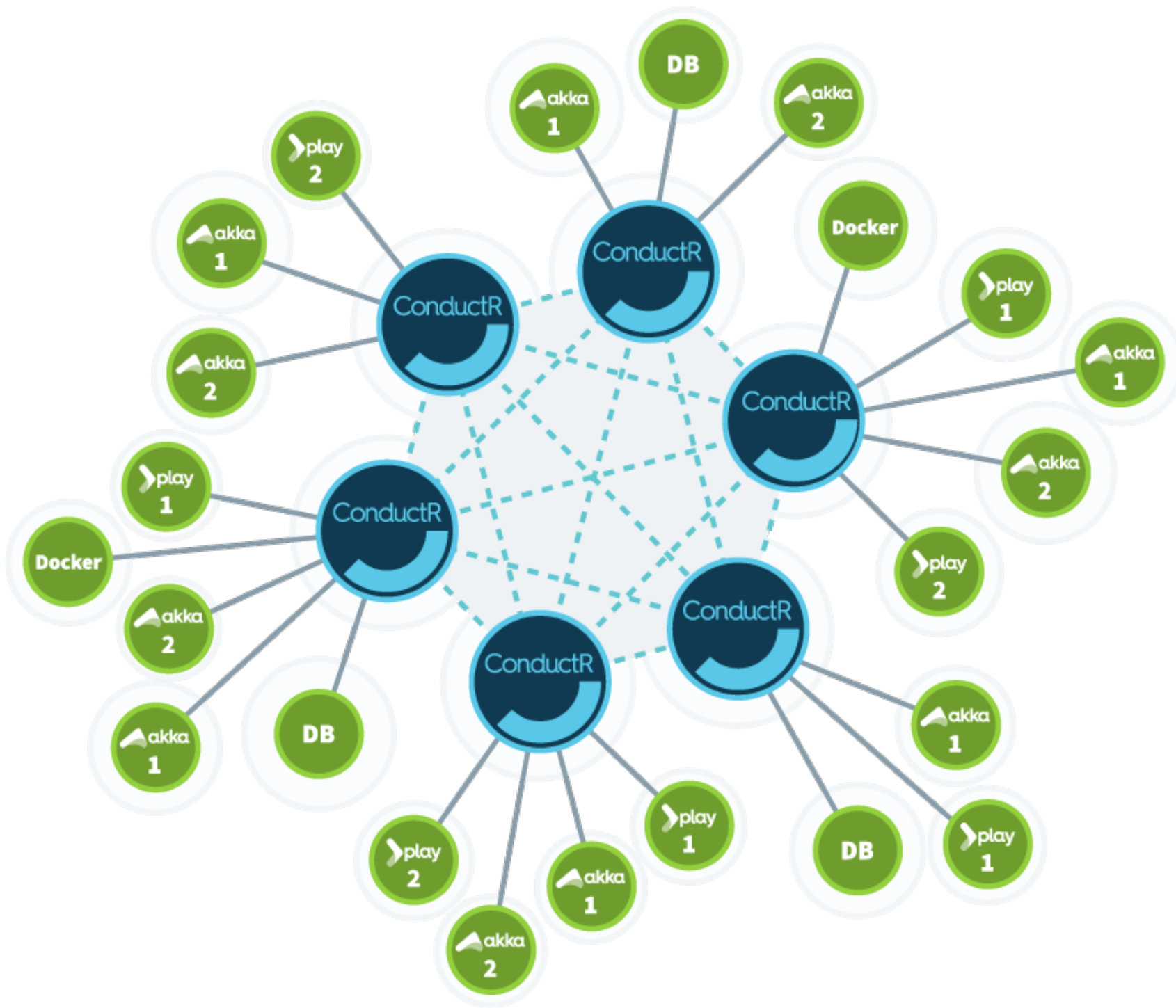


- **HELPFUL WHEN DEALING WITH LEGACY / SLOW SYSTEMS & PREVENTS CASCADING FAILURE**
- **LIKE AN ELECTRIC CIRCUIT BREAKER, TRIPS WHEN THERE'S A SURGE**
  - **TRIPS AFTER A GIVEN NUMBER OF FAILURES, FOR A GIVEN TIMEOUT, THEN ATTEMPTS RESET**

# DEPLOYMENT

- **STAND-ALONE VS. 'ELASTIC DEPLOYMENT'**
- **ELASTIC, FAULT-TOLERANT IS NOT TRIVIAL**
  - **USE A MANAGED SERVICE / SOLUTION**

# DEPLOYMENT



- **TYPESAFE CONDUCTR**
- **AUTOMATED CLUSTER MANAGEMENT FOR PLAY / AKKA / ... APPLICATIONS**
- **AUTOMATED NODE FAILURE & NETWORK PARTITION RESOLUTION**





# DEPLOYMENT

- FULLY MANAGED OPERATIONS
- AUTO SCALABILITY FEATURE (HORIZONTAL & VERTICAL)
  - ATTRACTIVE PRICING

Me

Organisation Manager

Add an application

simple-play-application

Add an add-on

Statistics

Information

Scalability

Domain names

Add-ons

Environment variables

Activity

Logs

Doc. for SBT

Console - Clever Cloud

Current configuration

Autoscalability:

DISABLED

Horizontal scaling:

1

Vertical scaling:

XS

Learn more about [scaling](#)

Your application will consume between **71.99€** and **2879.98€** for 30 days.

Autoscalability

Enable dynamic load balancing.  
You define a range of min and max values for scaler size and amount, and the system choose the best configuration according to your app's load.

ENABLED

DISABLED

Horizontal scaling

Select your min and max instances count.

5

20

Vertical scaling

Drag and Drop the sizes to choose which one will be activated during a scale-up scenario.

pico

nano

XS

S

M

L

XL

UPDATE CONFIGURATION

**THANK YOU**  
**@ELMANU**  
**MANUEL@BERNHARDT.IO**  
**QUESTIONS?**

39% OFF WITH CODE  
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# GATLING



- **OPEN-SOURCE LOAD TESTING FRAMEWORK**
- **BUILT WITH SCALA, AKKA AND NETTY**
- **TWO PHASES: RECORD AND RUN**

Gatling  
STRESS TOOL

Recorder mode  
HTTP Proxy

Network

Listening port\*: localhost HTTP/HTTPS 8000 HTTPS mode: Self-signed Certificate

Outgoing proxy: host: HTTP HTTP Username Password

Simulation Information

Package: Class Name\*: RecordedSimulation

☒ Follow Redirects? ☒ Infer html resources? ☒ Automatic Referers?

☒ Remove cache headers? ☐ Save & check response bodies?

Output

Output folder\*: user-files/simulations Browse

Encoding: Unicode (UTF-8)

Filters

Java regular expressions that matches the entire URI Strategy Disabled

Whitelist

Blacklist

+ - Clear

+ - Clear No static resources

Save preferences ☐ Start !



# GATLING SIMULATION FILE

```
// ...
setUp(
    scn.inject(
        nothingFor(4 seconds),
        rampUsers(100) over(10 seconds),
        atOnceUsers(10),
        constantUsersPerSec(2) during(15 seconds) randomized,
        splitUsers(500) into (
            rampUsers(50) over(10 seconds)
        ) separatedBy(2 seconds)
    ).protocols(httpProtocol)
)
```

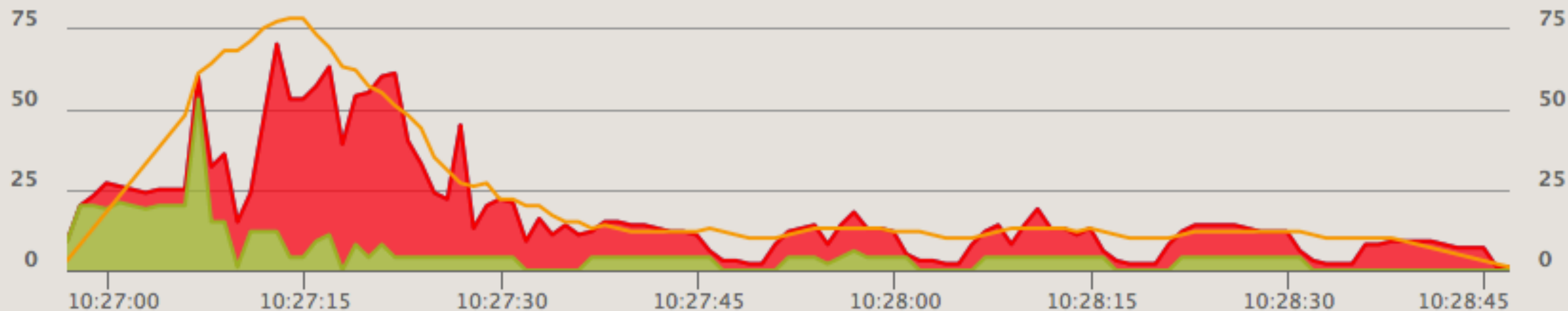
## Number of responses per second

Zoom **1m** 10m 1h All

— All ■ KO ■ OK — All Users



Number of responses



Active Users



## Response Time Distribution

