CYBERINFRASTRUCTURE
INTEGRATION RESEARCH CENTER
PERVASIVE TECHNOLOGY INSTITUTE

UX Q&A

Data Serialization and Binary RPC

February 2nd 2021

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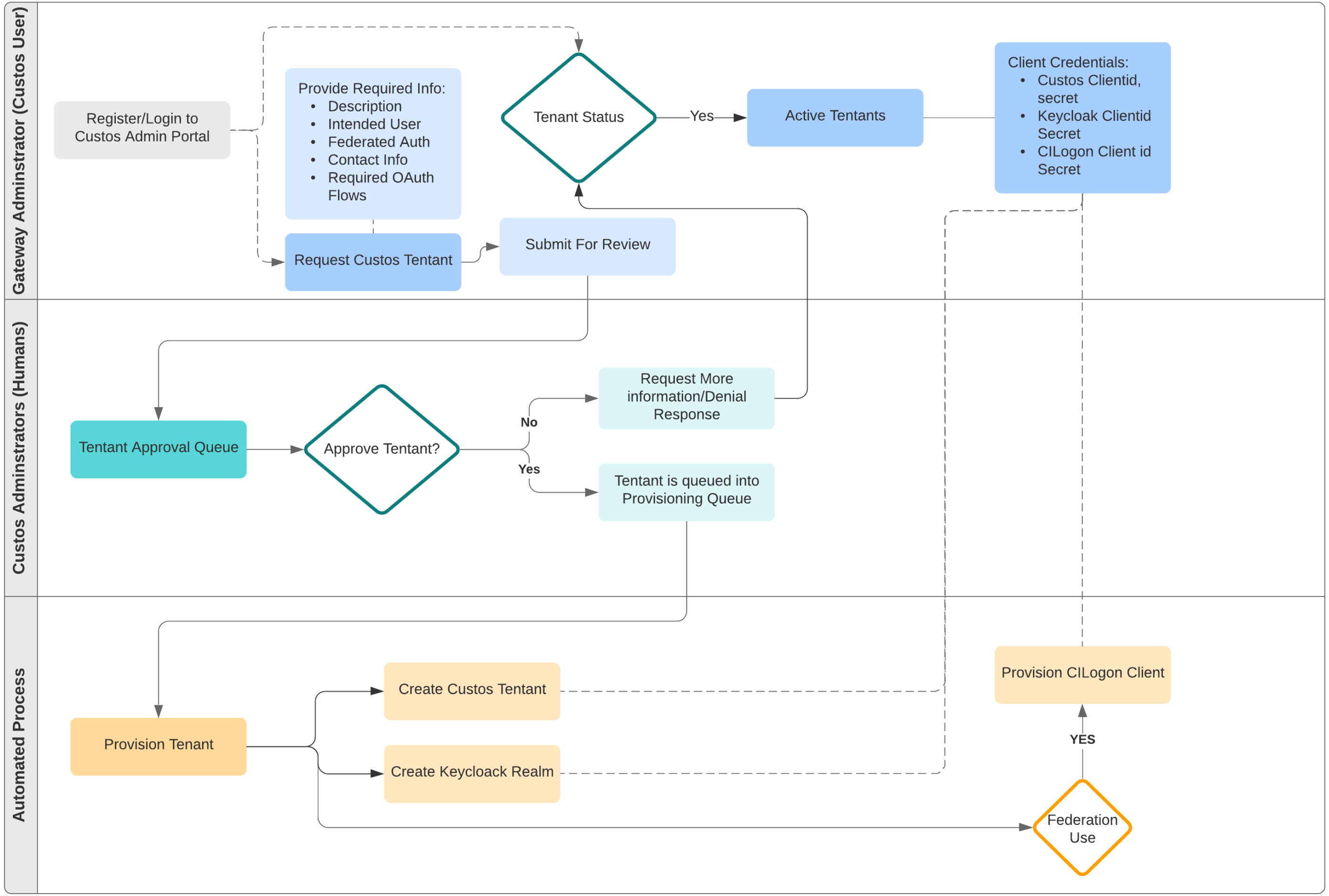
Project 1 anti-patterns

- “If it did not happen on your GitHub repo it did not happen”.
- You will need to iteratively improve any aspect of the course
  - Waiting for Saturday to work on the Sunday deadline is your best way to fail this course.
- Software engineering project vs Architectural thinking.
- The goal is to understand the project well and solicit feedback.
- We will only react to what you submit, so this is your chance to run it by us to make sure you understood what is expected from you remainder of the semester.

Custos Admin Portal Flow

Suresh Marru | May 13, 2020

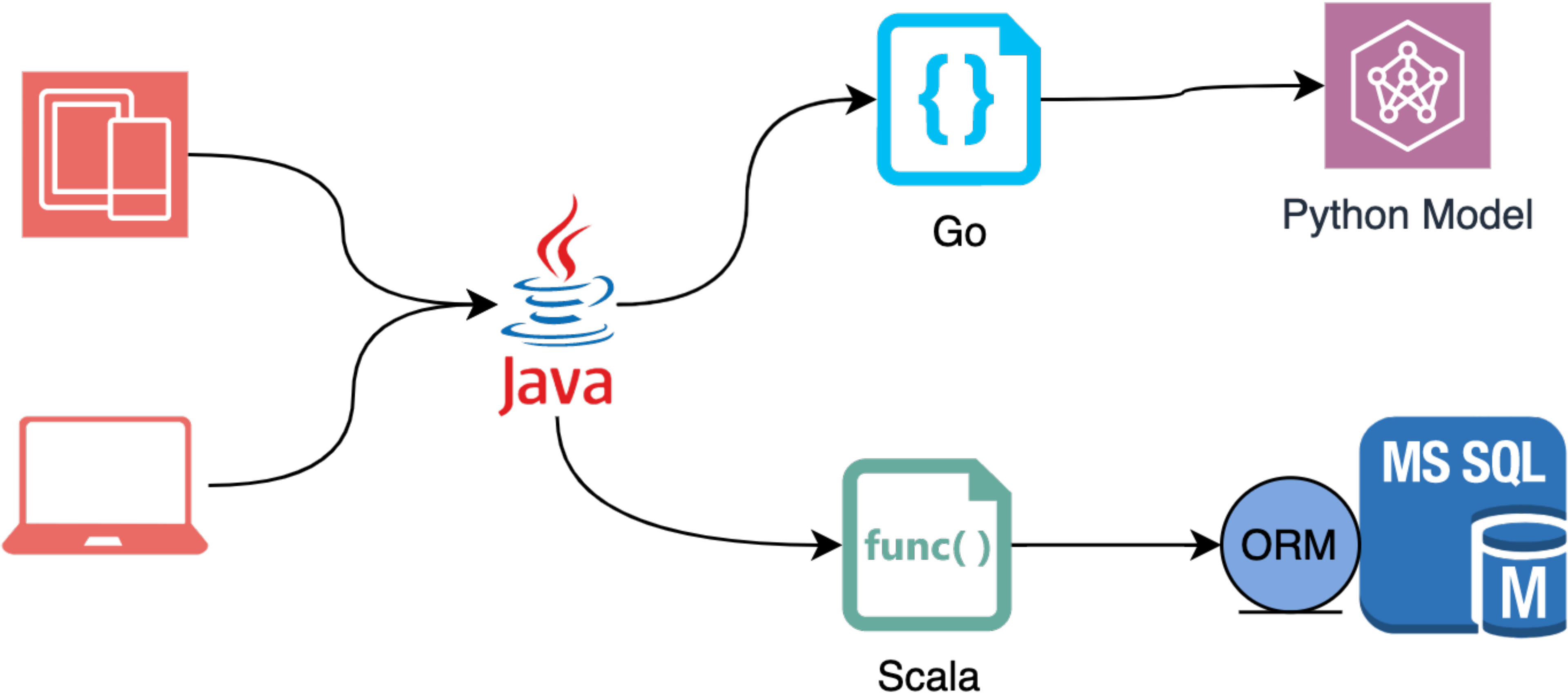


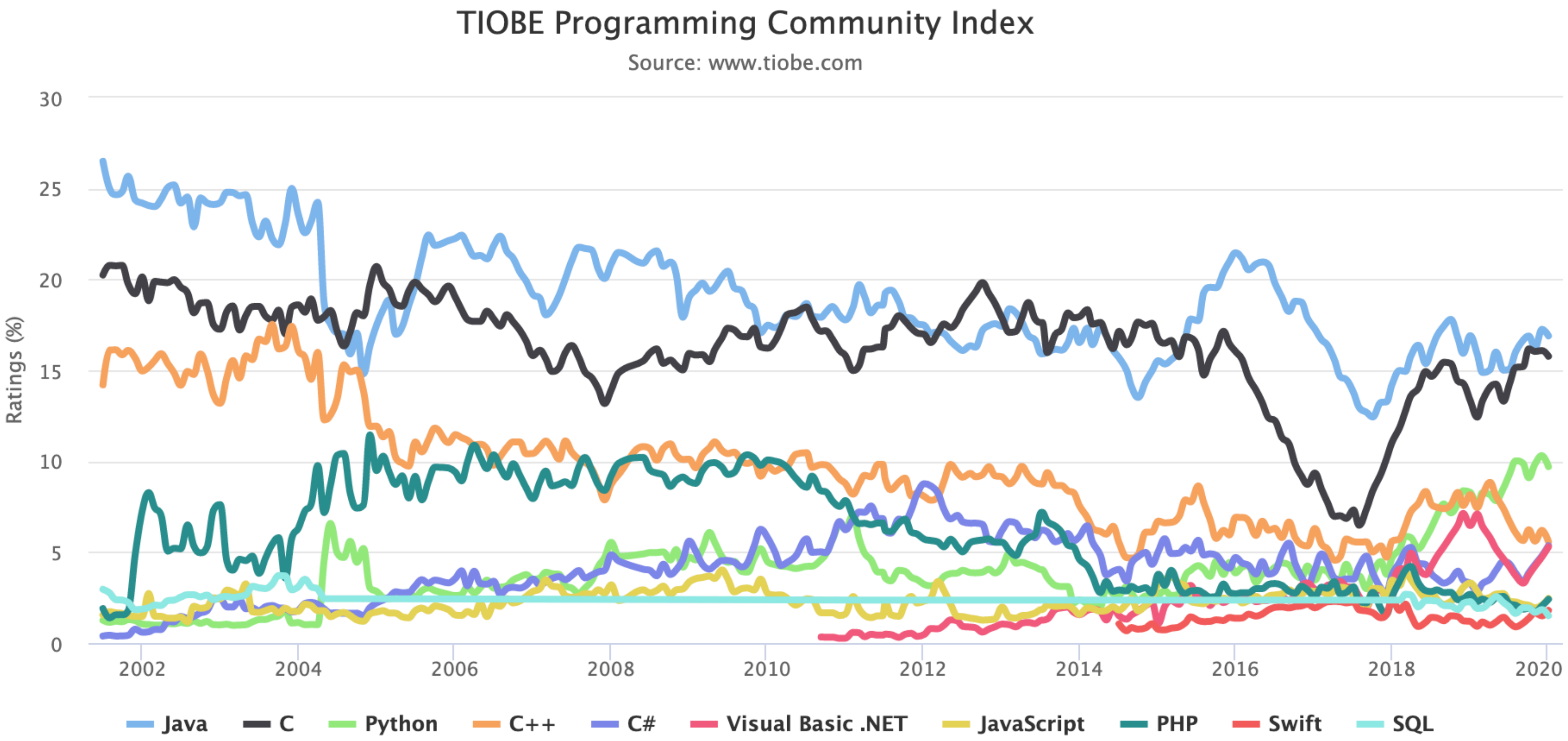
Project 2 Requirements

- Each of the components in the previous diagram is a microservice.
    - Each must run as a separate process.
- You must use at least 3 different programming languages
    - For example, one service in Python, one in Go, one in Java, ...
- You must use at least one DB technology
    - Only one microservice can connect to each DB
- You must choose and implement an internal communication strategy for your microservices
- You must define your API based on this lecture and other discussions
- Your entire system must be easily deployable by your peers, graders, and instructors

Reference Papers

- Verma, Abhishek, Luis Pedrosa, Madhukar Korupolu, David Oppenheimer, Eric Tune, and John Wilkes. "Large-scale cluster management at Google with Borg." In *Proceedings of the Tenth European Conference on Computer Systems*, pp. 1-17. 2015.
  - https://dl.acm.org/doi/pdf/10.1145/2741948.2741964
- Burns, Brendan, Brian Grant, David Oppenheimer, Eric Brewer, and John Wilkes. "Borg, omega, and kubernetes." *Queue* 14, no. 1 (2016): 70-93.
  - https://dl.acm.org/doi/pdf/10.1145/2898442.2898444


Go
Python Model
Java
func( )
Scala
ORM
MS SQL
M



TIOBE Programming Community Index

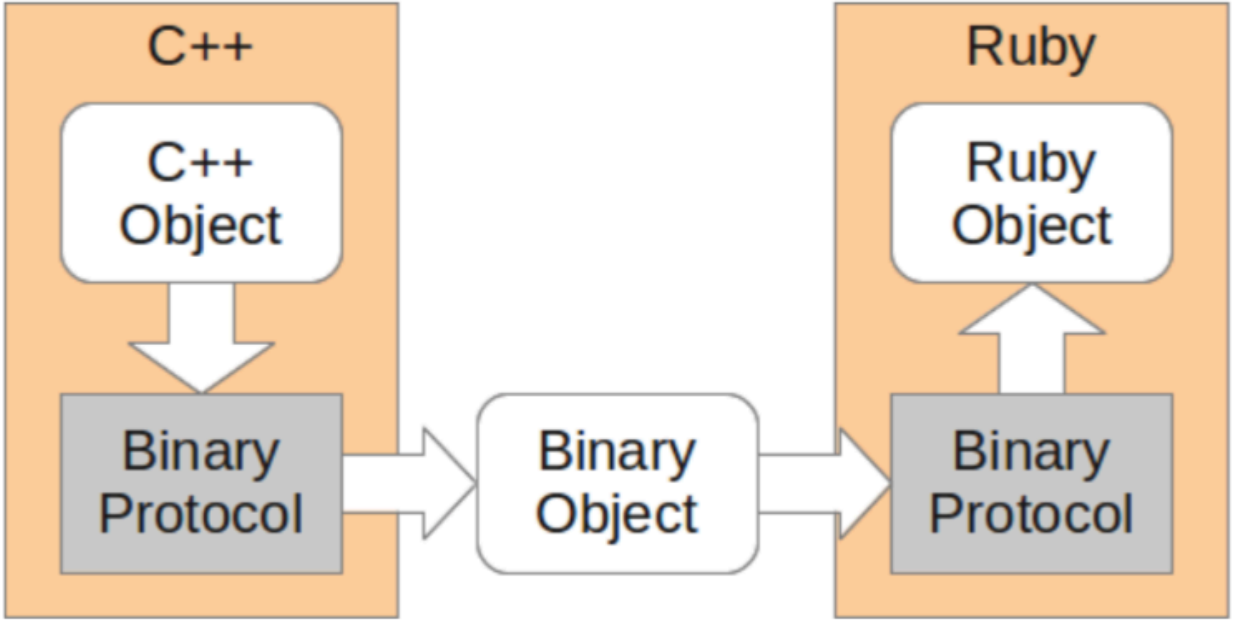
Source: www.tiobe.com

Programming Language “polyglotism”

- Modern distributed applications are rarely composed of modules written in a single language.
- Weaving together innovations made in a range of languages is a core competency of successful enterprises.
- Cross language communications are a necessity, not a luxury.
- In your projects you need to demonstrate this by using three or more languages.

Thrift, ProtoBuff and gRPC

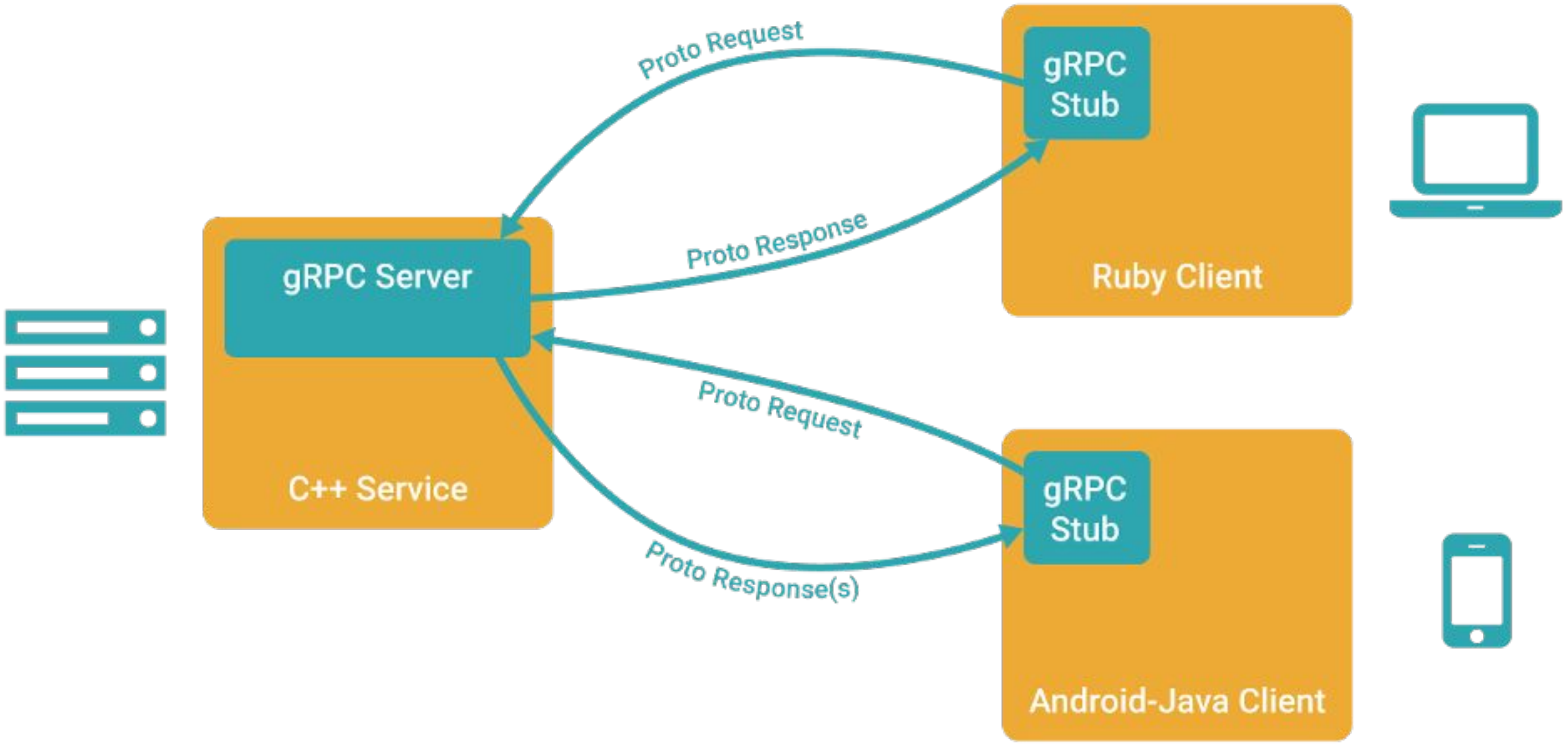
Cross-Language Communications



Source: Randy Abernethy. *The Programmer's Guide to Apache Thrift, Manning Publications Co.*

Other Motivations

- Large-scale distributed systems actually composed of microservices
  - Allows loosely-coupled and even multilingual development
  - Scalability: things, cores, devices, nodes, clusters, and data centers (DCs)
- Communication predominantly structured as RPCs
  - Many models of RPC communication
  - Terminology: Client uses a stub to call a method running on a service/server
  - Easiest interfaces (synchronous, unary) resemble local procedure calls
- Translated to network activity by code generator and RPC library
  - High-performance interfaces (async, streaming) look like Active Messaging
- Long way from textbook description of RPCs!



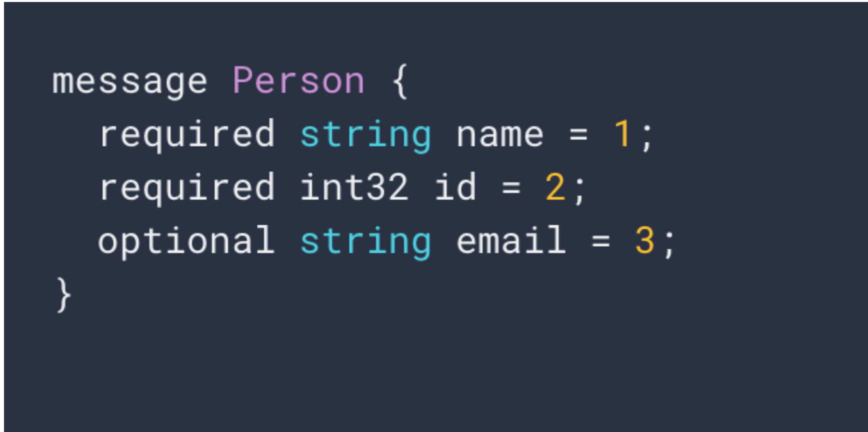
gRPC Server
C++ Service
Proto Request
Proto Response
gRPC Stub
Ruby Client
Proto Request
Proto Response(s)
gRPC Stub
Android-Java Client

Protocol Buffers

- “a language-neutral, platform-neutral, extensible way of serializing structured data for use in communications protocols, data storage, and more.”
- “Protocol buffers are a flexible, efficient, automated mechanism for serializing structured data – think XML, but smaller, faster, and simpler. ”
  - https://developers.google.com/protocol-buffers/docs/overview
- Started internally within Google in 2001 and Opened in 2008.

Protocol Buffers Contd.

- 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.



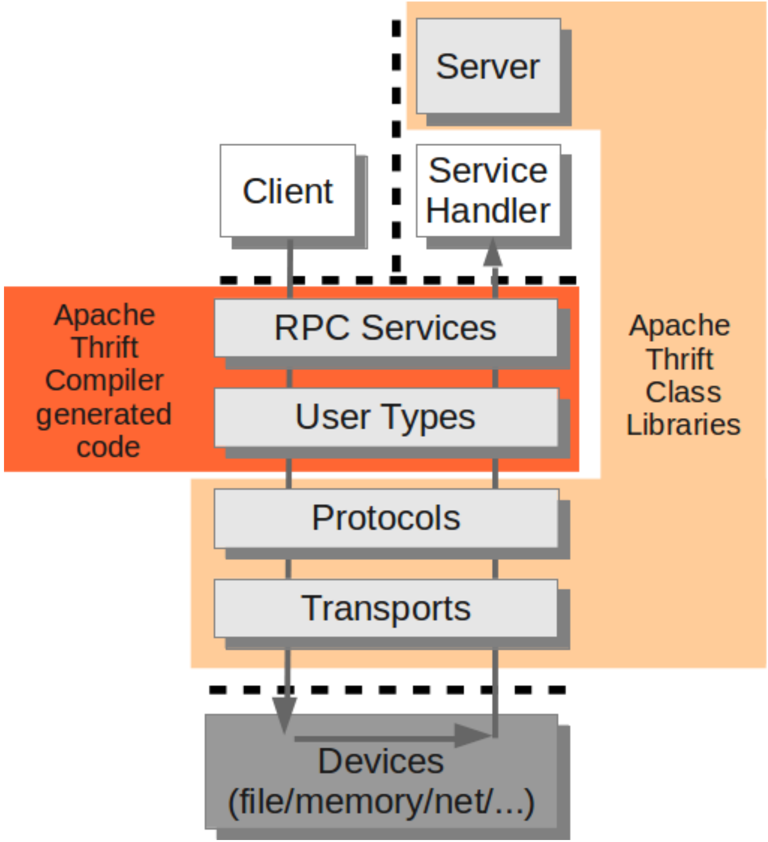
```
message Person {
  required string name = 1;
  required int32 id = 2;
  optional string email = 3;
}
```

Apache Thrift

- Thrift is Facebook’s implementation of Proto Buff open sourced under Apache.
- A high performance, scalable cross language serialization and RPC framework.
- Provides a full RPC Implementation with generated clients, servers, everything but the business logic.
- Thrift is is fast and efficient, solutions for minimal parsing overhead and minimal size.

Thrift for RPC Services

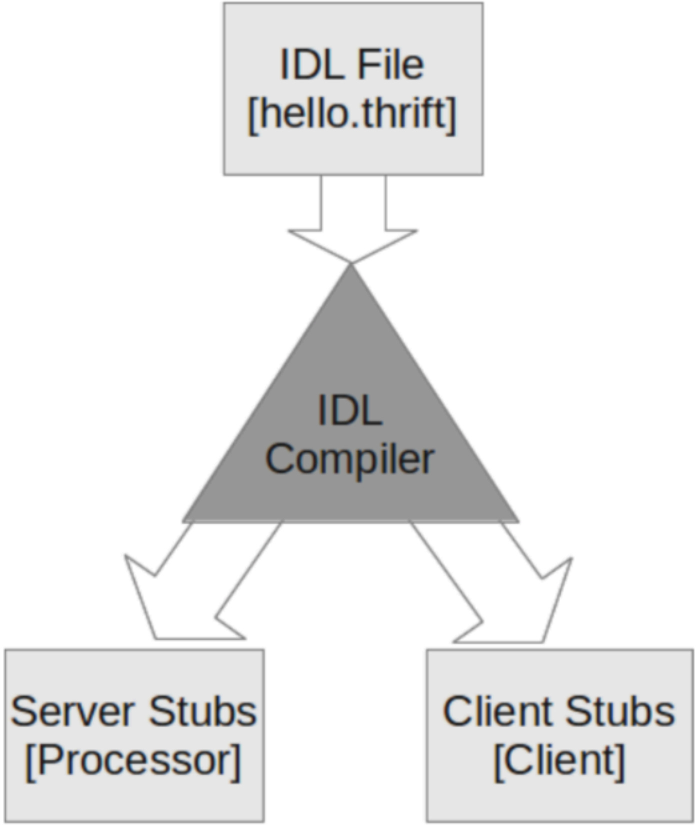
- User Code
  - client code calls RPC methods and/or [de]serializes objects
  - service handlers implement RPC service behavior
- Generated Code
  - RPC stubs supply client side proxies and server side processors
  - type serialization code provides serialization for IDL defined types
- Library Code
  - servers host user defined services, managing connections and concurrency
  - protocols perform serialization
  - transports move bytes from here to there


Server
Client
Service Handler
Apache Thrift Compiler generated code
RPC Services
User Types
Apache Thrift Class Libraries
Protocols
Transports
Devices (file/memory/net/...)

Source: Randy Abernethy. *The Programmer's Guide to Apache Thrift, Manning Publications Co.*

4 Simple Steps to Create a RPC microservice

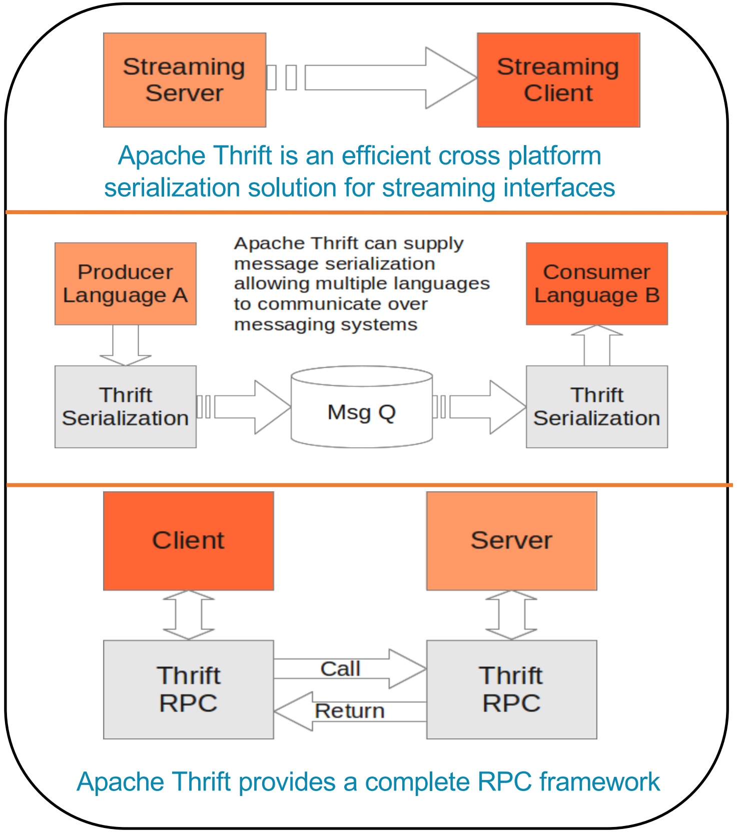
1. Define the service in a language neutral "Interface Description Language".
2. Compile the IDL to generate Server and Client "stubs" in desired programming languages.
3. Plug the server implementation in the pre-generated server stub.
4. Call the remote services as if they are making local method calls.



Source: Randy Abernethy. *The Programmer's Guide to Apache Thrift, Manning Publications Co.*

Thrift: Multiple Communication Schemes

- Streaming – Communications characterized by an ongoing flow of bytes from a server to one or more clients.
  - Example: An internet radio broadcast where the client receives bytes over time transmitted by the server in an ongoing sequence of small packets.
- Messaging – Message passing involves one way asynchronous, often queued, communications, producing loosely coupled systems.
  - Example: Sending an email message where you may get a response or you may not, and if you do get a response you don’t know exactly when you will get it.
- RPC – Remote Procedure Call systems allow function calls to be made between processes on different computers.
  - Example: An iPhone app calling a service on the Internet which returns the weather forecast.

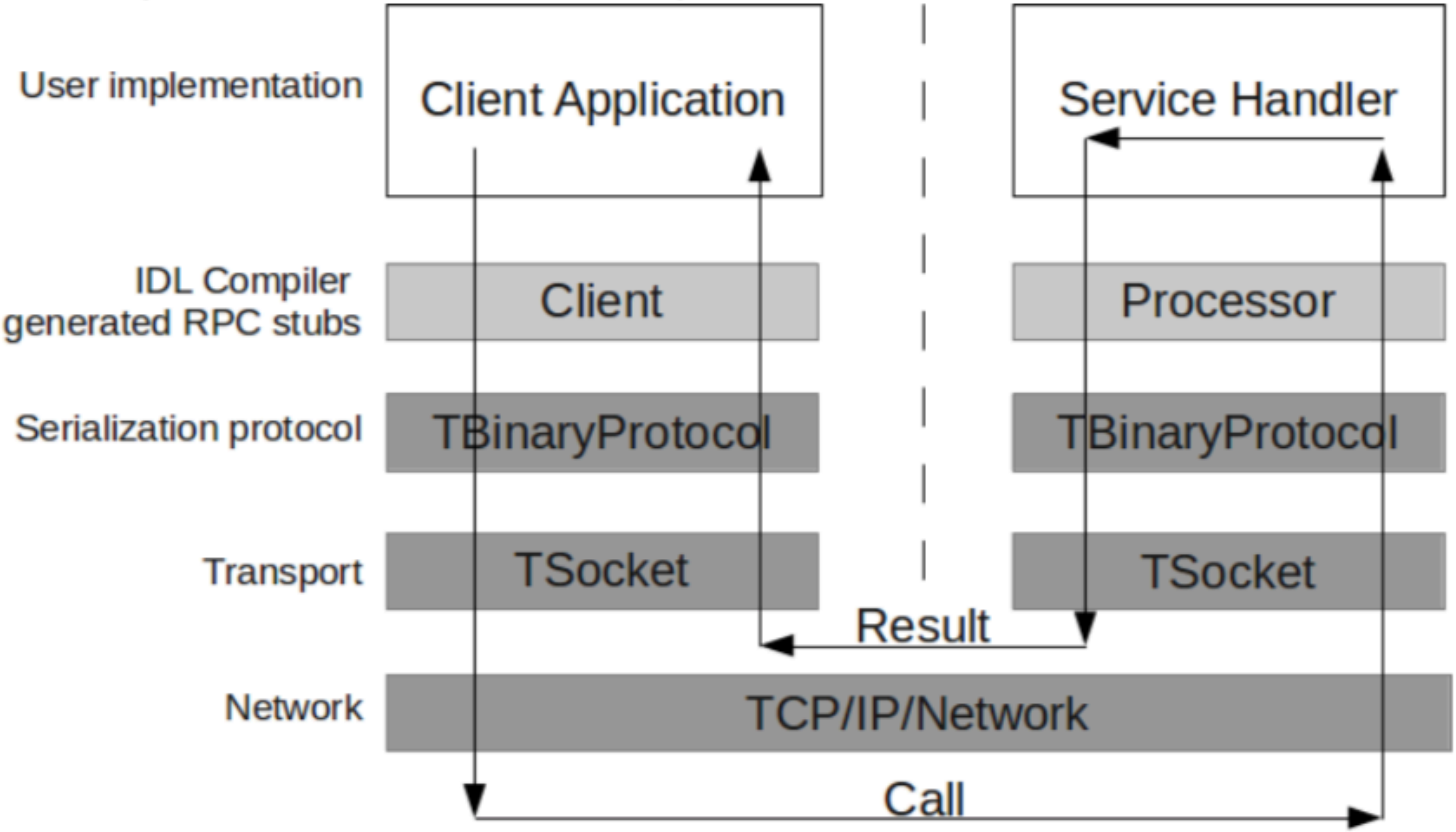


Apache Thrift is an efficient cross platform serialization solution for streaming interfaces

Apache Thrift can supply message serialization allowing multiple languages to communicate over messaging systems

Apache Thrift provides a complete RPC framework

Source: Randy Abernethy. *The Programmer’s Guide to Apache Thrift, Manning Publications Co.*



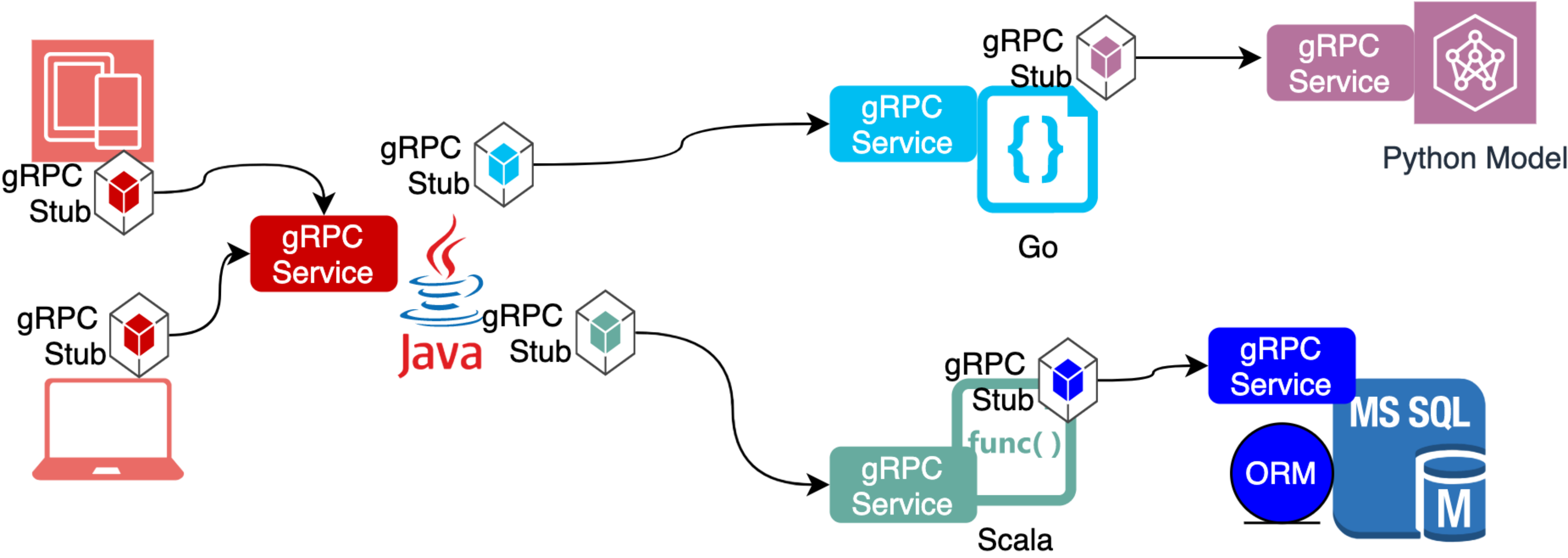
Source: Randy Abernethy. *The Programmer’s Guide to Apache Thrift, Manning Publications Co.*

GRPC

- Google open sourced in Feb 2015
- **Transport**: HTTP/2
- **Wire format**: `Protocol Buffers v3` (Binary)
- **Service definition**: `Protocol Buffers IDL`
- Libraries in ~10 languages (native C, Go, Java)
- Microservices framework

What is gRPC for? (from official FAQ)

- Low latency, highly scalable, distributed systems
- Developing mobile clients which are communicating to a cloud server
- Designing a new protocol that needs to be accurate, efficient and language independent
- Layered design to enable extension e.g. authentication, load balancing, logging and monitoring etc


gRPC
Stub
gRPC
Stub
gRPC
Service
Java
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Go
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gRPC
Service
Python Model
gRPC
Stub
func( )
gRPC
Service
Scala
gRPC
Service
MS SQL
ORM
M