Multicore Programming
Reactive Programming

Louis-Claude Canon
louis-claude.canon@univ-fcomte.fr

Bureau 414C

Master 1 computer science – Semester 8
Reactive programming is programming with asynchronous data streams:

- Asynchronous like CompleteableFuture.
- Data streams like Stream.
Outline

General Concepts

Reactive Streams

Main Libraries

Summary and References
### Relation with Existing API

<table>
<thead>
<tr>
<th></th>
<th>Single Item</th>
<th>Multiple Items</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synchronous</td>
<td><code>T data</code></td>
<td><code>Stream&lt;T&gt; stream</code></td>
</tr>
<tr>
<td>Asynchronous</td>
<td><code>CompletableFuture&lt;T&gt; fut</code></td>
<td><code>Publisher&lt;T&gt; pub</code></td>
</tr>
</tbody>
</table>

- A future/promise is to a value as publishers are to iterables/collections.
- Reacting to the completion of multiple futures (asynchronously, without blocking operation).
This is a click event represented by some value, e.g., a string

This is an error

This indicates the stream has completed
Publish/Subscribe Model
Overflow Problem

- Too much *pressure* with push-based methods.
- Reactive programming is thus “pull-based” to control the pressure.
Backpressure

Asynchronous stream processing with non-blocking backpressure:
Other Characteristics

**Composable** chaining operations (like stream and completable future).

**Lazy evaluation** evaluated as late as possible (like stream).

**Asynchronous** non-blocking operations (like completable future).

**Reusable/Cacheable** results can be reused (like completable future).

**Push-based** the data source initiates the processing (pull-based for stream).

**Message passing** data producers exchange messages containing the data (no shared-memory mechanism).
History and Technological Context

- Kind of dataflow programming
- Also called FRP (Functional Reactive Programming): functional, no side effect, immutable state, pure function.
- Related to observer and iterator design patterns.
- Close to actor concurrency model.
Relation with Reactive Systems

- Reactive programming can be used to build a reactive system.
- The Reactive Manifesto states the features that must be offered by a reactive system: responsive, resilient, elastic, message-driven.
The system responds in a timely manner if at all possible. Responsiveness is the cornerstone of **usability**.

The system stays responsive in the face of **failure**.

The system stays responsive under **varying workload**. It can react to changes in the input rate by increasing or decreasing the resources allocated to service these inputs.

The system relies on **asynchronous message passing** to establish a boundary between components that ensures loose coupling, isolation, and location transparency.
Outline

General Concepts

Reactive Streams
  Flow API (Java 9)
    SubmissionPublisher
    Implementation Example

Main Libraries

Summary and References
Main Interfaces

```java
interface Publisher<T> {
    void subscribe(Subscriber<T> subscriber);
}

interface Subscriber<T> {
    void onSubscribe(Subscription subscription);
    void onNext(T item);
    void onError(Throwable throwable);
    void onComplete();
}

interface Subscription {
    void request(long n);
    void cancel();
}
```
## Dual to Iterable

<table>
<thead>
<tr>
<th>Event</th>
<th>Iterable (pull)</th>
<th>Observable (push)</th>
</tr>
</thead>
<tbody>
<tr>
<td>retrieve data</td>
<td><code>T next()</code></td>
<td><code>onNext(T)</code></td>
</tr>
<tr>
<td>discover error</td>
<td><code>throws Exception</code></td>
<td><code>onError(Exception)</code></td>
</tr>
<tr>
<td>complete</td>
<td><code>!hasNext()</code></td>
<td><code>onCompleted()</code></td>
</tr>
</tbody>
</table>
Outline

General Concepts

Reactive Streams

Flow API (Java 9)

SubmissionPublisher

Implementation Example

Main Libraries

Summary and References
Interface

Implementation of Flow.Publisher:

```java
SubmissionPublisher()
SubmissionPublisher(Executor executor,
    int maxBufferCapacity);
CompletableFuture<Void> consume(Consumer<T> cons)
int submit(T item)
void close()
```
Example

```java
var pub = new SubmissionPublisher<Integer>();
pub.consume(System.out::println);
pub.submit(1);
```
Outline

General Concepts

Reactive Streams
  Flow API (Java 9)
  SubmissionPublisher
  Implementation Example

Main Libraries

Summary and References
### Subscriber Example

```java
class CustomSub implements Subscriber<Integer> {
    private Subscription subscription;
    public void onSubscribe(Subscription subscription) {
        this.subscription = subscription;
        subscription.request(1); }
    public void onNext(Integer value) {
        System.out.println(value);
        subscription.request(1); }
    public void onError(Throwable t) {
        System.err.println(t.getMessage()); }
    public void onComplete() {
        System.out.println("Done!"); }
}
```
Chaining SubmissionPublisher

```java
var pub1 = new SubmissionPublisher<Integer>();
var pub2 = new SubmissionPublisher<Integer>();
var pub3 = new SubmissionPublisher<Double>();
var pub4 = new SubmissionPublisher<Double>();
pub1.consume(x -> { pub2.submit(x * x); });
pub1.consume(x -> { pub3.submit(x / 2.); });
pub2.consume(x -> {
    System.out.println("Square is: " + x);
});
pub3.consume(x -> { if (x > 2) pub4.submit(x); });
pub4.consume(x -> {
    System.out.println("Half (> 2) is: " + x);
});
pub1.submit(3);
pub1.submit(5);
```
Outline

General Concepts

Reactive Streams

Main Libraries

Summary and References
Main Libraries

**RxJava**  Reactive Extensions, Netflix (more than 50 different operations)

**Reactor**  from Spring (equivalent to RxJava)

**Akka**  actor model
RxJava Example

```java
Flowable<Integer> flow = Flowable.range(1, 5)
    .map(v -> v * v)
    .filter(v -> v % 3 == 0)
    .subscribe(System.out::println);
```

- Flowable implements Publisher.
- `subscribe` triggers the execution (as with terminal operations, lazy evaluation).
Marble Diagrams
Classic Operations

- `map { ... }`
- `allMatch(...)`
- `true`
- `skip(1)`
- `reduce { ... }`
- `exists`
- `false` to `true`
- `limit(2)`
Advanced Operations

- collect
- flatMap
- groupingBy

- merge
- zip
Concurrency Source

- By default, the main thread performs all operations (blocking).
- The operation `subscribeOn` specifies how data processing can be processed concurrently.
- The operation at each stage can be performed asynchronously on a specific executor.
Outline

General Concepts

Reactive Streams

Main Libraries

Summary and References
Official Documentation

- Documentation of class Flow
- Documentation of class SubmissionPublisher
- Documentation of class Flowable
- Documentation of class Flux
To Go Further

- https://akarnokd.blogspot.com/
- https://github.com/reactive-streams/reactive-streams-jvm
- Reactive Extensions (Rx) for Java or JavaScript:
  - http://reactivex.io/
  - https://github.com/ReactiveX/RxJava
  - http://introtorx.com/
  - https://gist.github.com/staltz/868e7e9bc2a7b8c1f754
- Reactor:
  - https://github.com/reactor/reactor-core
  - https://spring.io/blog/2016/06/13/notes-on-reactive-programming-part-ii-writing-some-code
  - https://spring.io/blog/2016/07/20/notes-on-reactive-programming-part-iii-a-simple-http-server
Other Sources

▶ http://alexsderkach.io/comparing-java-8-rxjava-reactor/
▶ https://spring.io/blog/2016/06/07/notes-on-reactive-programming-part-i-the-reactive-landscape
▶ https://grokonez.com/java/java-9-flow-api-reactive-streams
▶ https://www.futurice.com/blog/top-7-tips-for-rxjava-on-android/
▶ https://dzone.com/articles/5-things-to-know-about-reactive-programming