

# S

# A Scripting Language for High-Performance RESTful Web Services

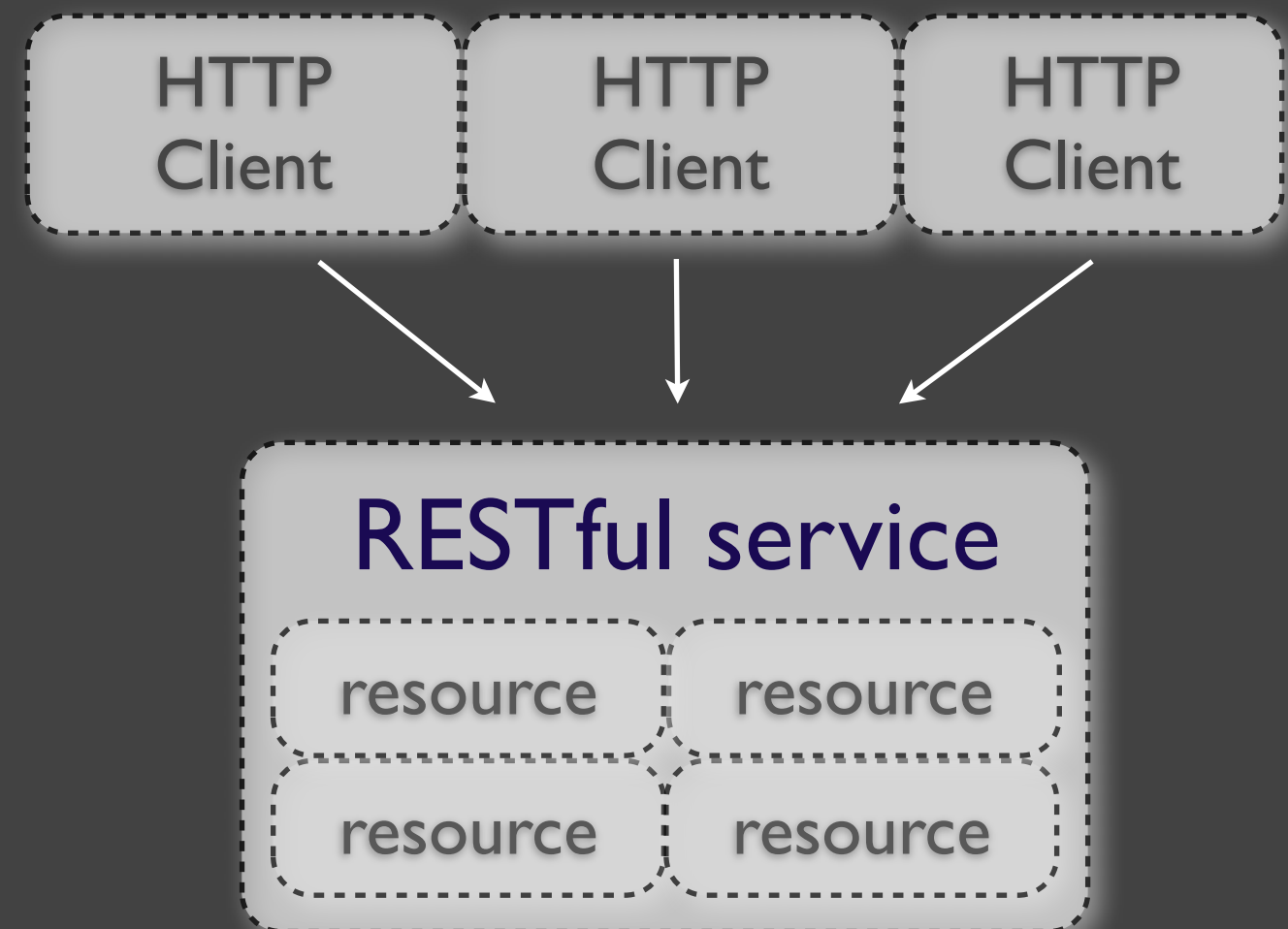
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University of Lugano - USI  
Switzerland

<http://sosoia.inf.usi.ch/s>

# RESTful Web Services

## Services using the HTTP protocol

**REST Architectural Style**  
 Client-Server Architecture  
 Stateless Interaction  
 Resources (Stateful, URIs)  
 Uniform Interface  
 (GET,PUT,DELETE,POST,...)



Develop and compose RESTful  
services that *scale*

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#clients

# Goal

Develop and compose RESTful  
services that *scale*

#clients

#cores

# Goal

Develop and compose RESTful  
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using safe implicit parallelism

## Asynchronous Event-loop based solution

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```
on( 'request', function(req,res) {  
    // ...  
})  
  
on( 'response', function(req,res) {  
    // ...  
})
```



## Asynchronous Event-loop based solution

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on( 'request', function(req,res) {  
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Asynchronous nonblocking I/O ✓

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Callbacks need to be short: never block ✗

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on( 'request', function(req,res) {  
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Asynchronous nonblocking I/O ✓

No locks/synchronization ✓

Sequential composition: nested callbacks ✗

Callbacks need to be short: never block ✗

Master worker parallelism ✗

# The S Scripting Language

## A DSL for RESTful Web Services Development and Composition

# Stateful Services

# The S Scripting Language

## A DSL for RESTful Web Services

## Development and Composition

Scalable  
Stateful Services

# The S Scripting Language

A DSL for RESTful Web Services  
Development and Composition



# S: Design Principles

High-level architectural abstractions

Simple, clean programming model

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## High-level architectural abstractions

Services compose resources

No threads/processes, no synchronization/locks

Stateful services

## Simple, clean programming model

# S: Design Principles

## High-level architectural abstractions

Services compose resources  
No threads/processes, no synchronization/locks  
Stateful services

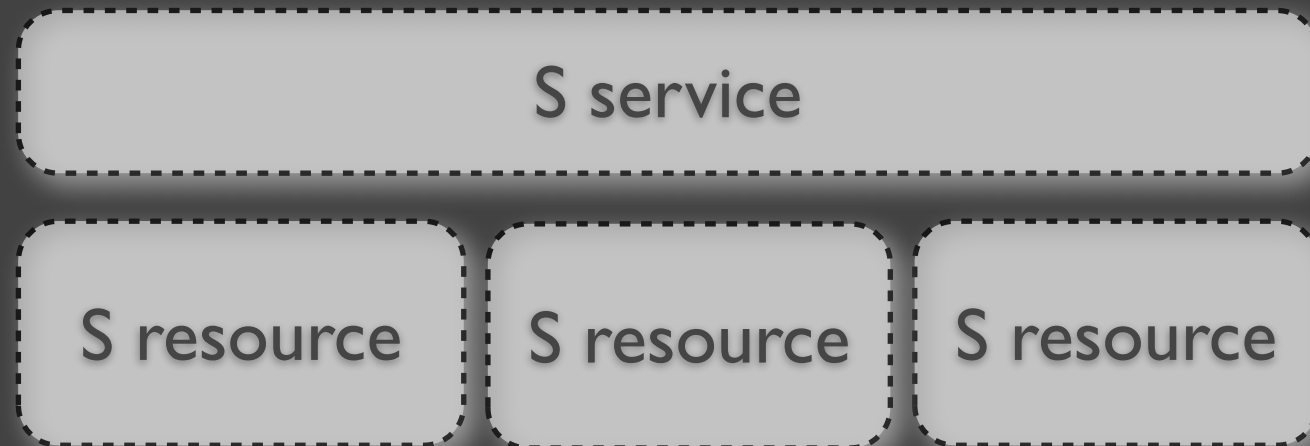
## Simple, clean programming model

Allow blocking function calls  
Synchronous I/O + parallel constructs  
Uniform interface and URIs

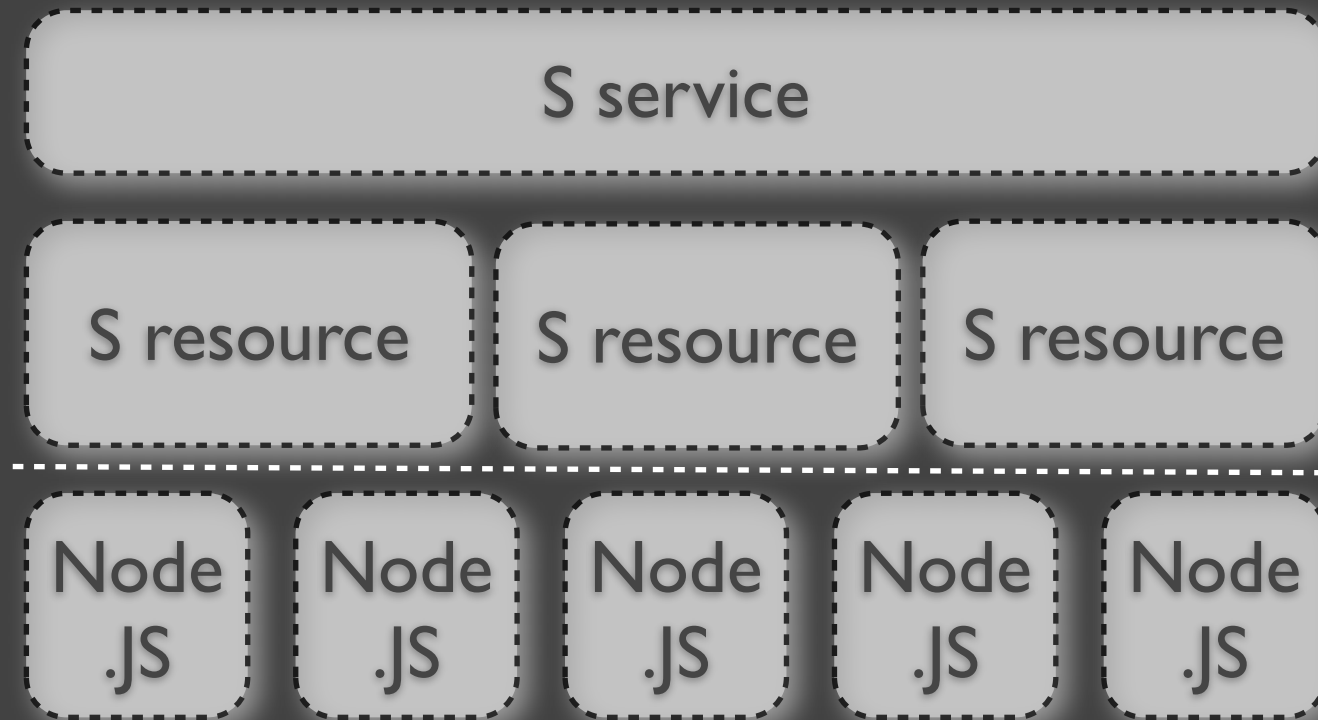
# S: Architecture

S service

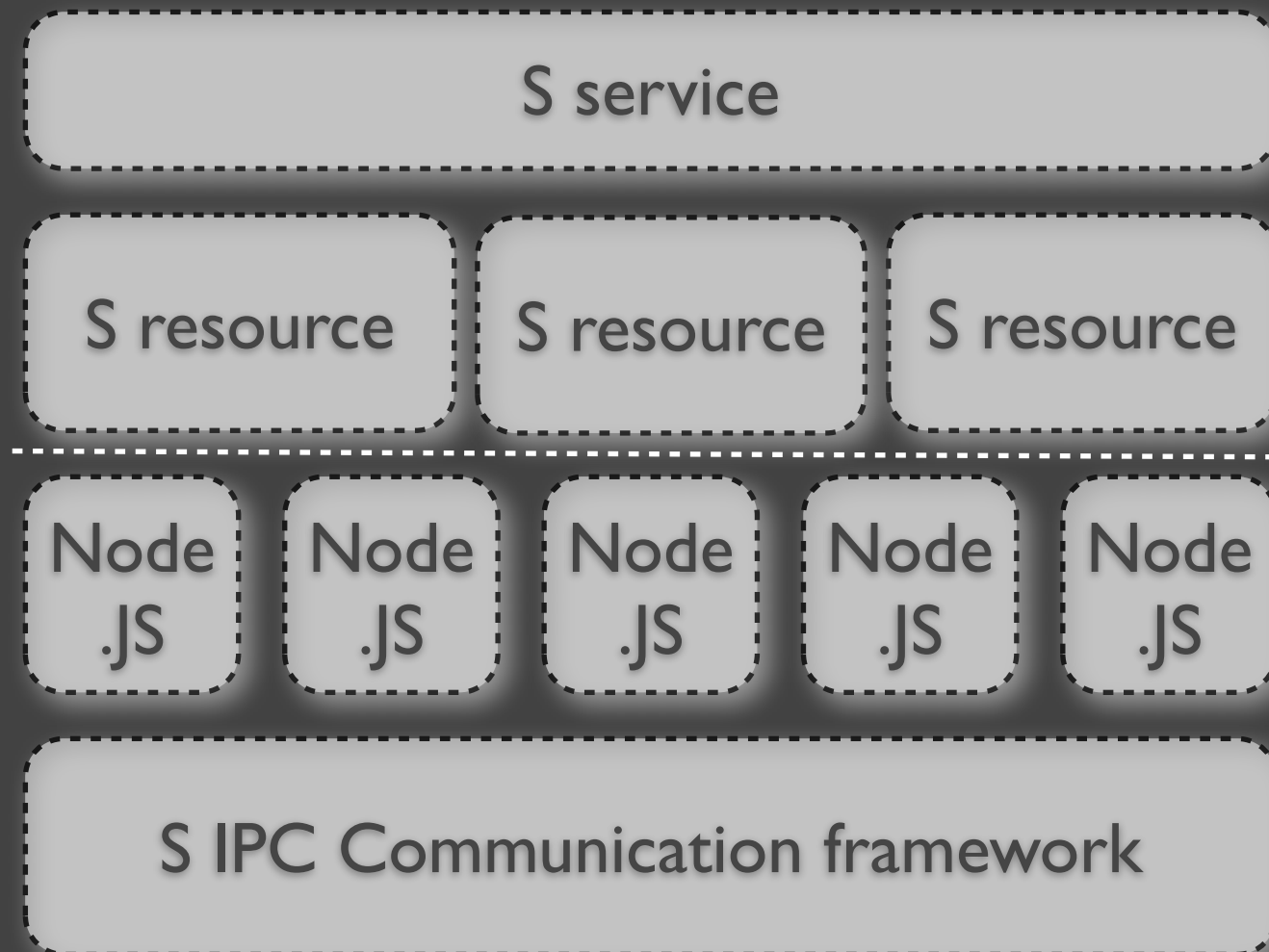
# S: Architecture



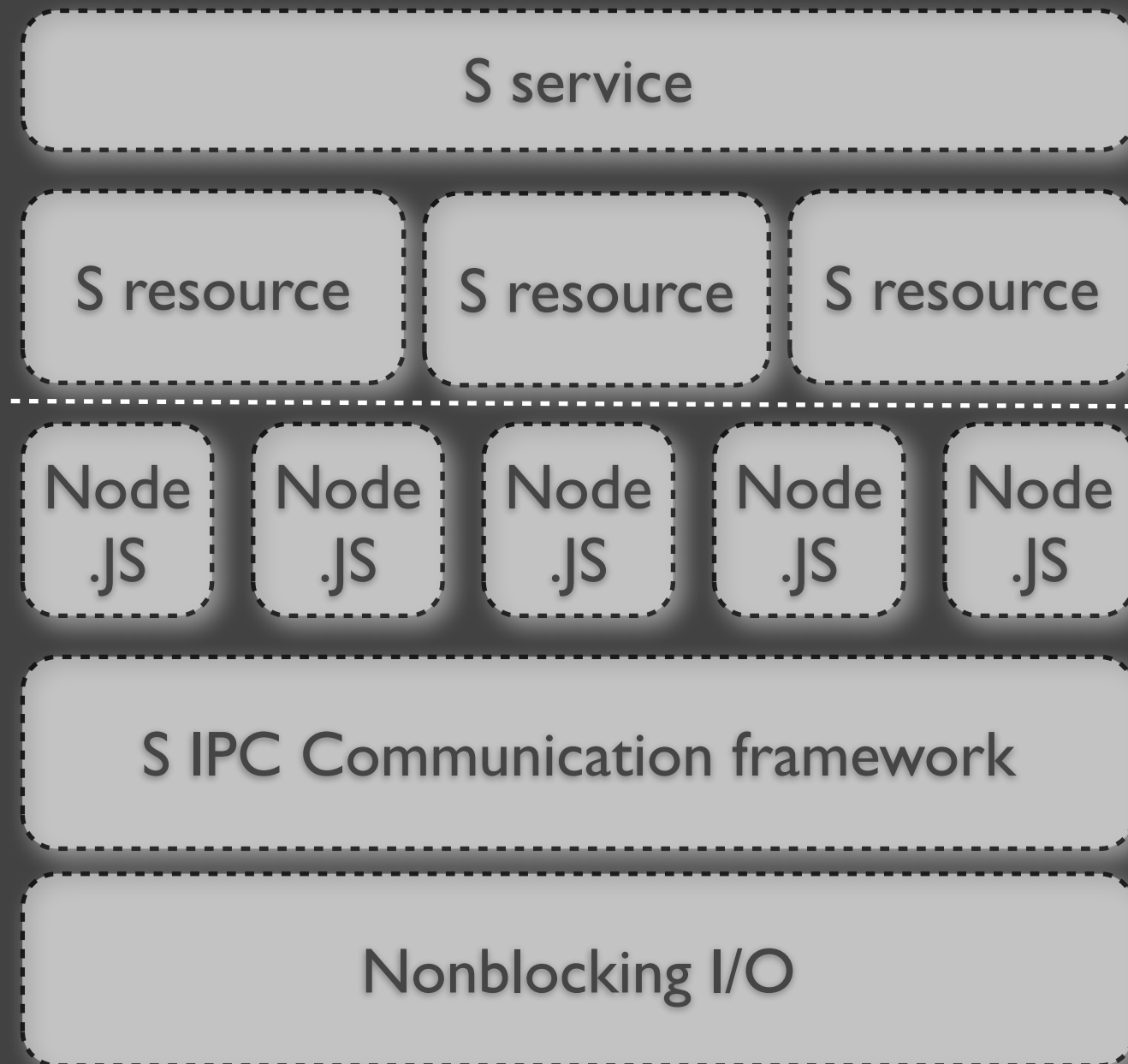
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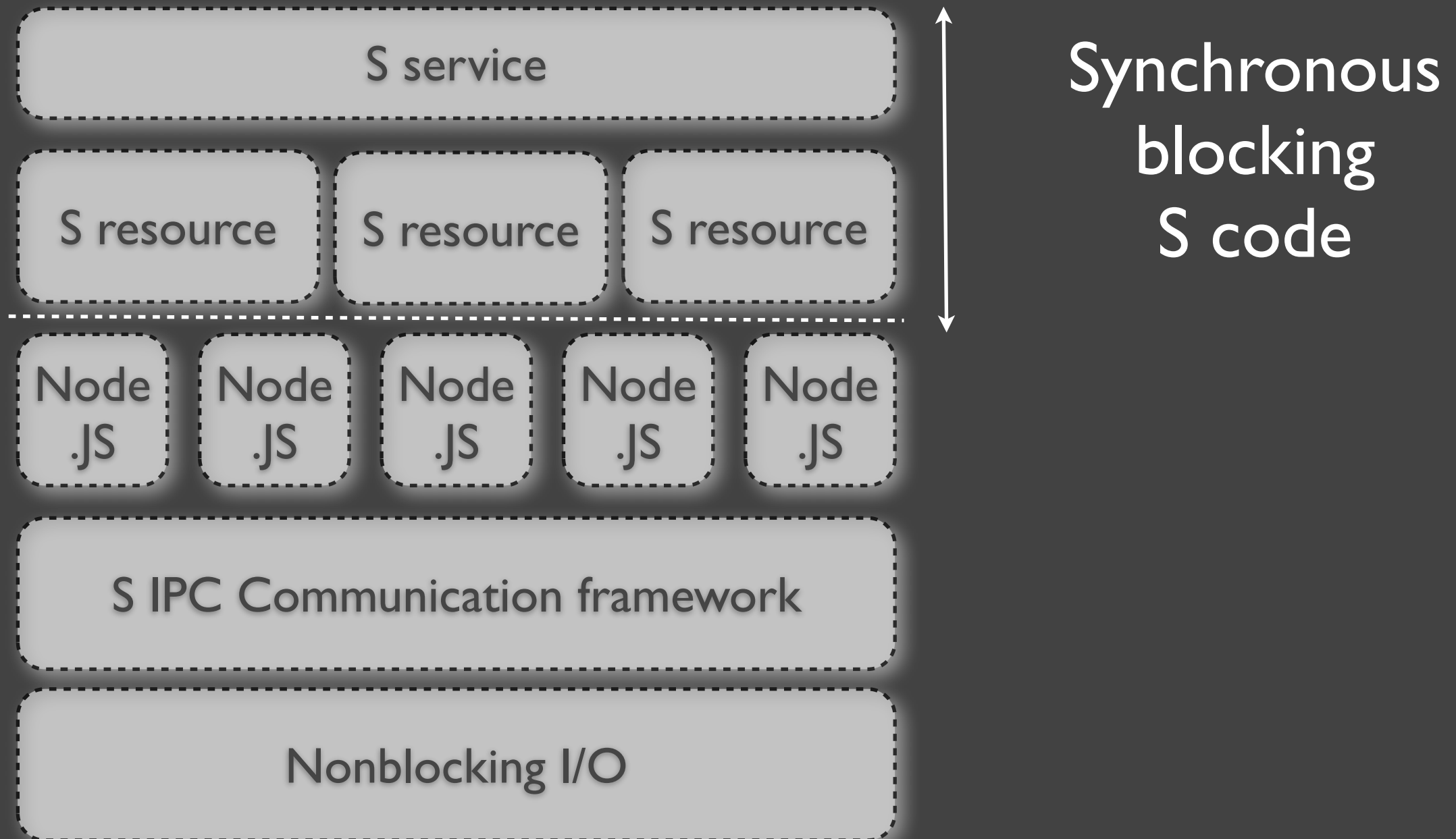


# S: Architecture

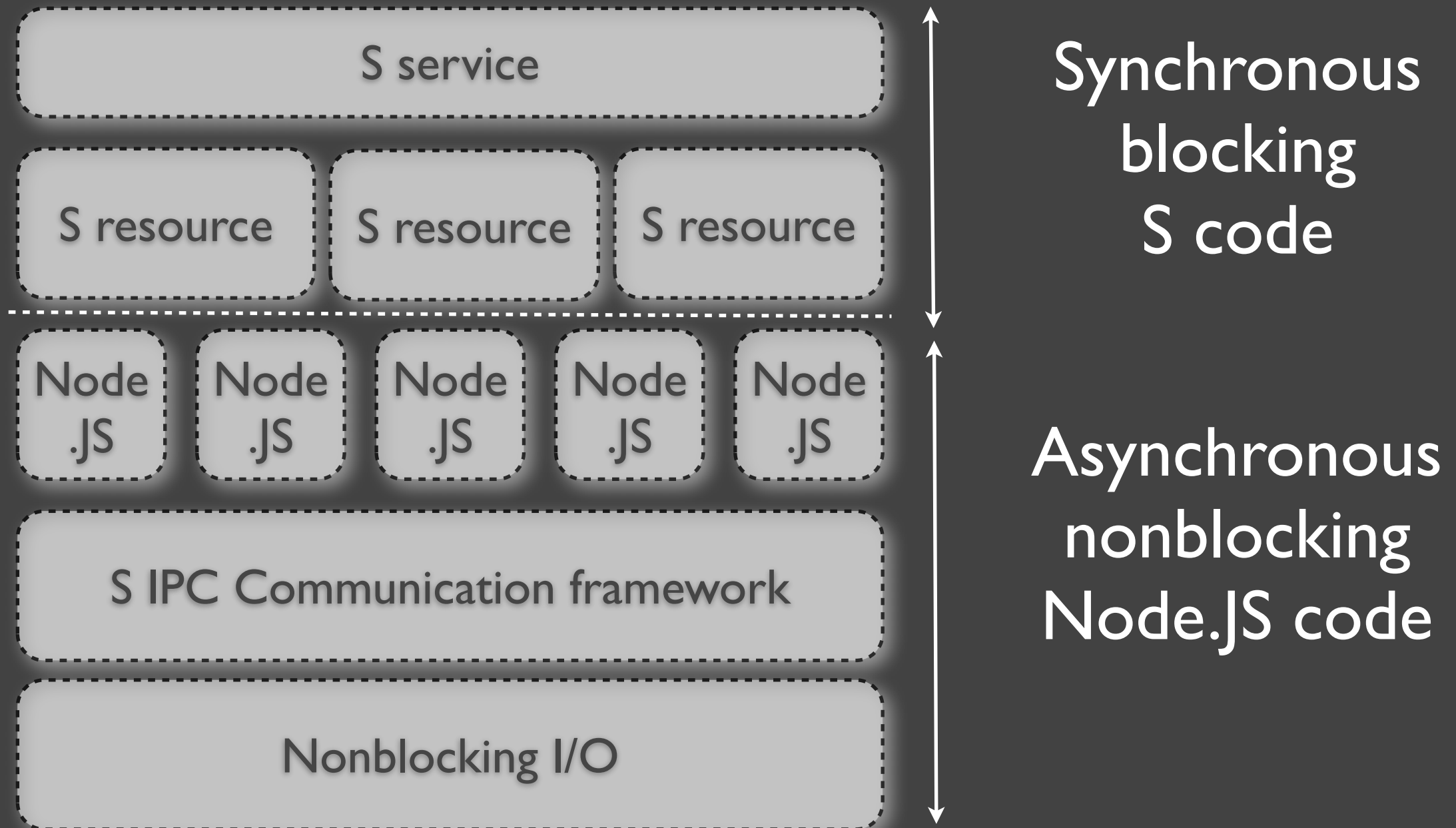




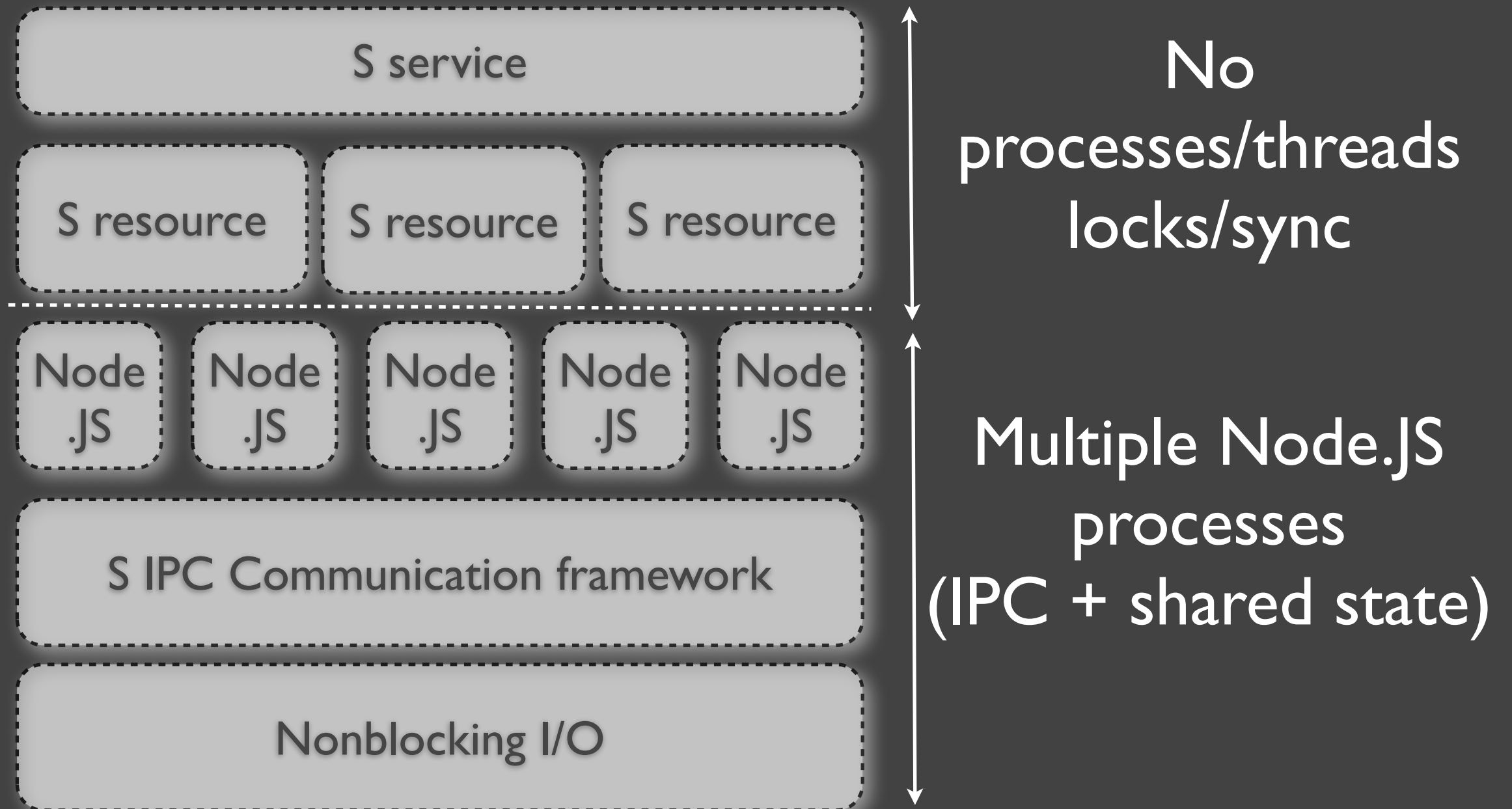
# S: Architecture



# S: Architecture



# S: Architecture



# Hello S

```
res '/hello' on GET {  
  respond 'World!'  
}
```

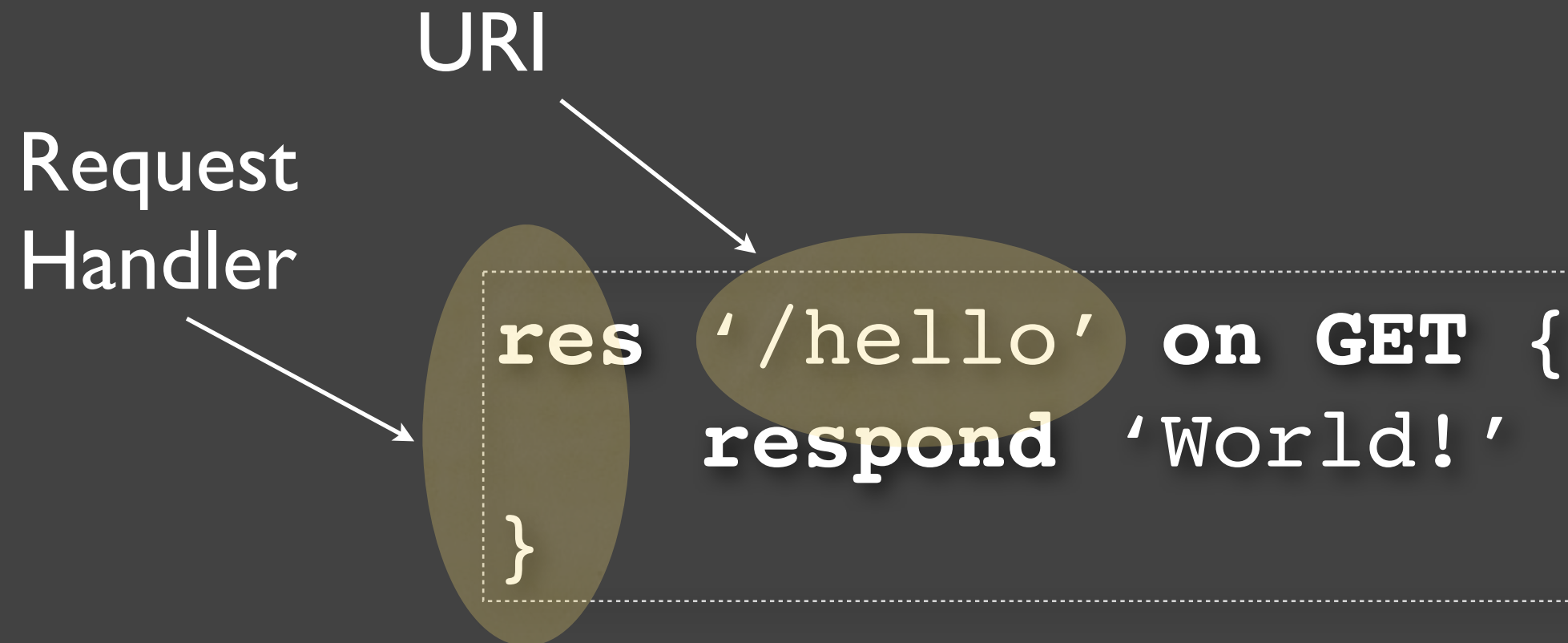
# Hello S

Request  
Handler

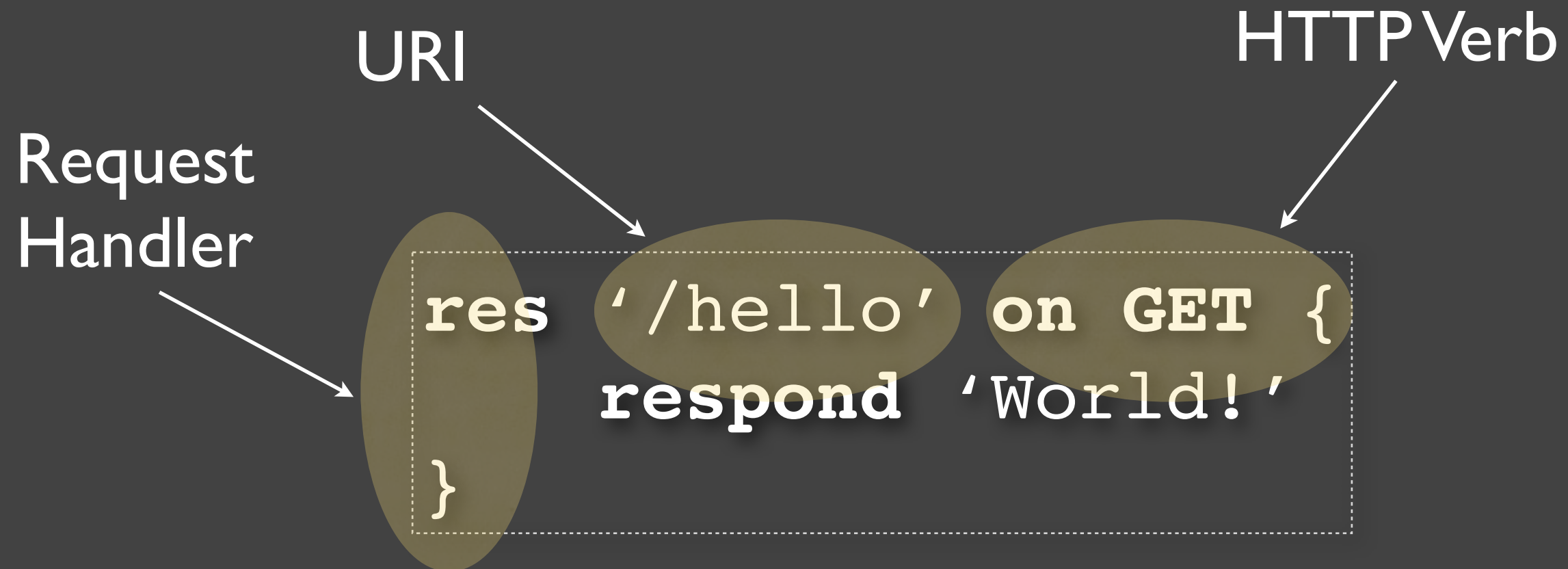


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```

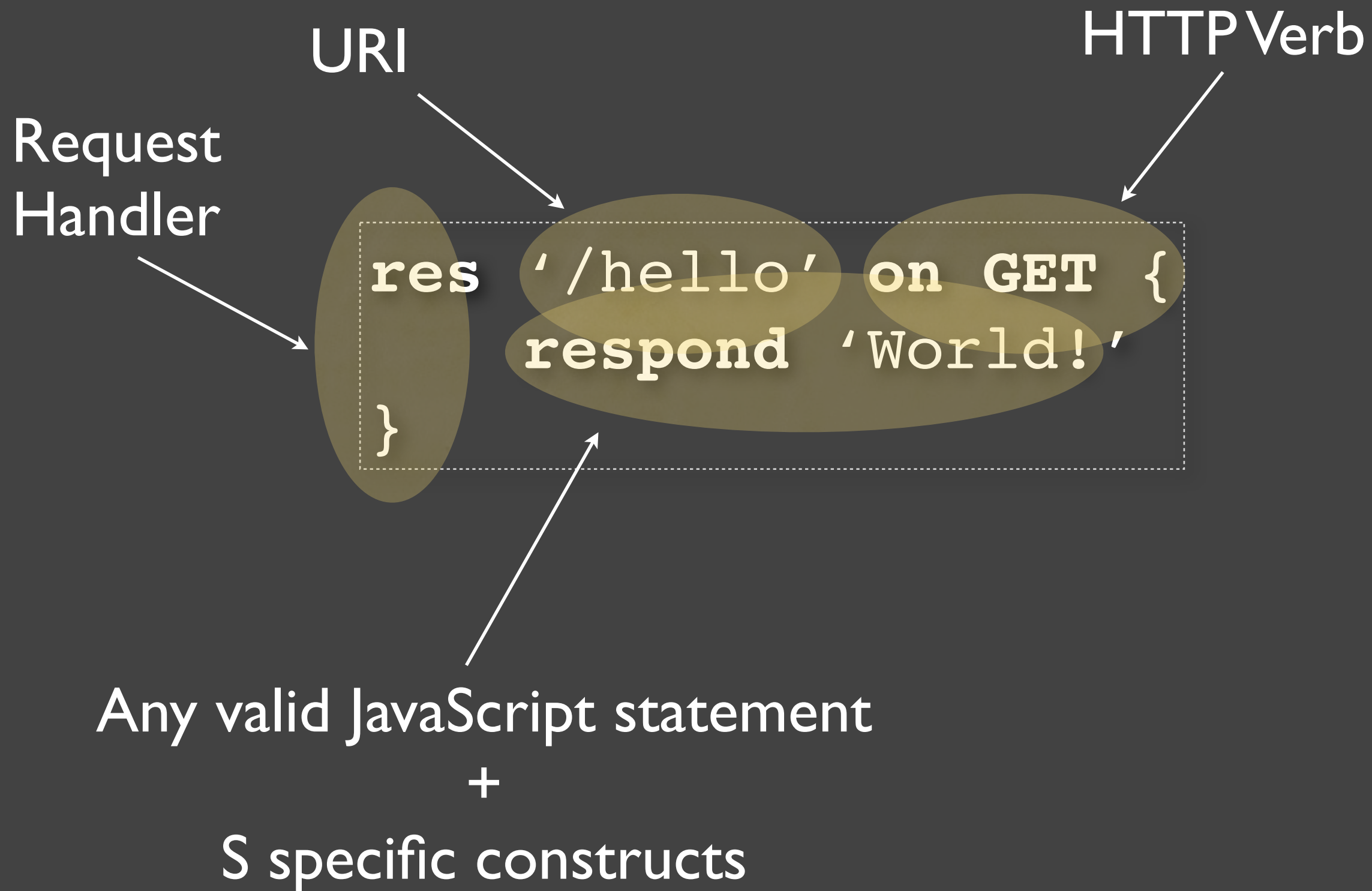
# Hello S



# Hello S



# Hello S





# Hello S

```
res '/hello' on GET {  
  respond 'World!'  
}
```

HTTP  
Client

S  
Service

# Hello S

```
res '/hello' on GET {  
  respond 'World!'  
}
```



```
GET /hello HTTP/1.1  
User-Agent: curl  
Accept: */*  
Host: your.host
```

# Hello S

```
res '/hello' on GET {  
  respond 'World!'  
}
```



**HTTP/1.1 200 OK**

Content-Type: text/plain

World!

# Compositions

```
res '/hello1' on GET {  
  respond get 'http://www.a.b'  
}
```

```
res '/hello2' on GET {  
  respond get '/hello1'  
}
```

# Compositions

```
res '/hello1' on GET {  
  respond get 'http://www.a.b'  
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```

```
res '/hello2' on GET {  
  respond get '/hello1'  
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```

Native HTTP support

# Compositions

```
res '/hello1' on GET {  
  respond get 'http://www.a.b'  
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```

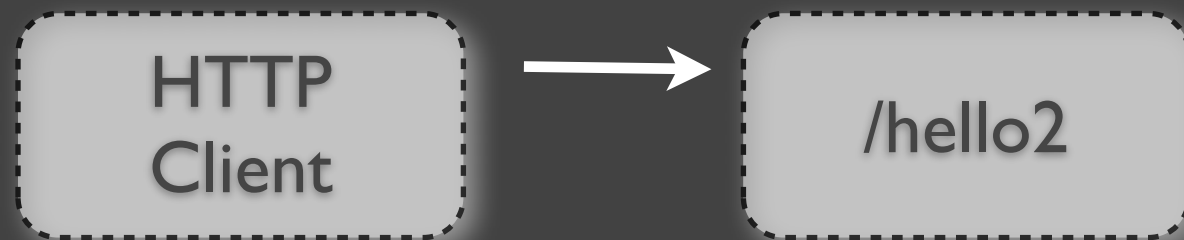
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res '/hello2' on GET {  
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```

HTTP  
Client

# Compositions

```
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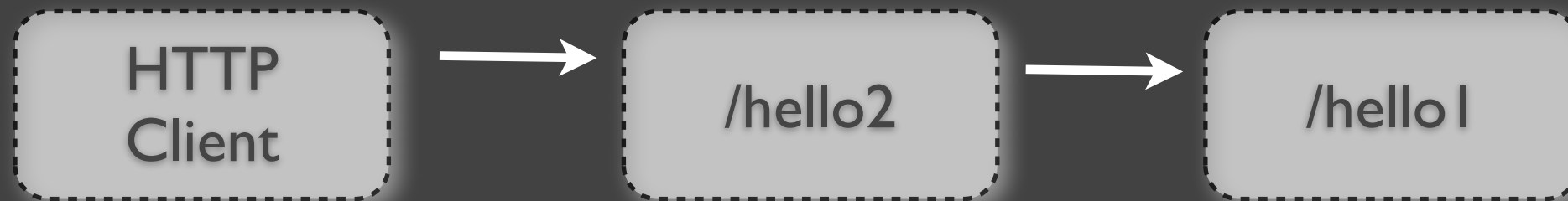
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# Compositions

```
res '/hello1' on GET {  
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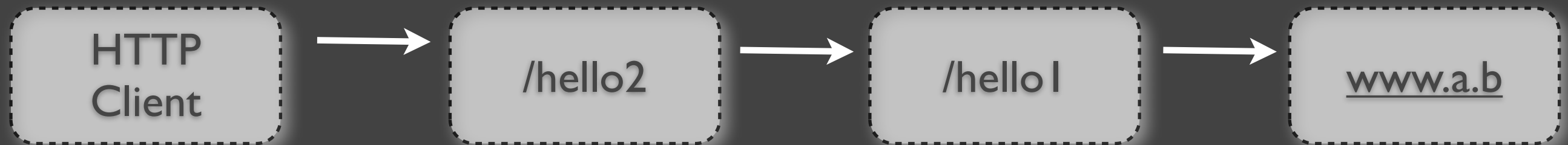




# Compositions

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}
```

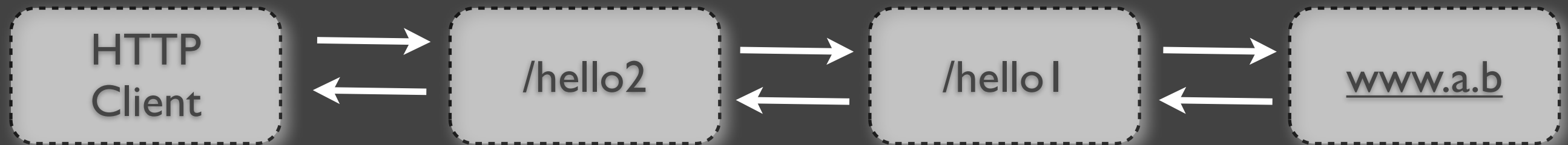
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res '/hello2' on GET {  
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```



# Compositions

```
res '/hello1' on GET {  
  respond get 'http://www.a.b'  
}
```

```
res '/hello2' on GET {  
  respond get '/hello1'  
}
```



# Concurrency & Parallelism

```
res '/res1' on GET {  
  
    // ...  
  
    // CPU/bound blocking call  
    var a = foo()  
    respond a  
}  
  
res '/res2' on GET {  
  
    // ...  
    res r = 'http://www.google.ch/search=@'  
  
    // I/O bound operation  
    boo = r.get('key')  
    respond boo  
}
```

# Concurrency & Parallelism

```
res '/res1' on GET {
```

```
// ...
```

```
// CPU/bound blocking call  
var a = foo()  
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```

```
}
```

```
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```

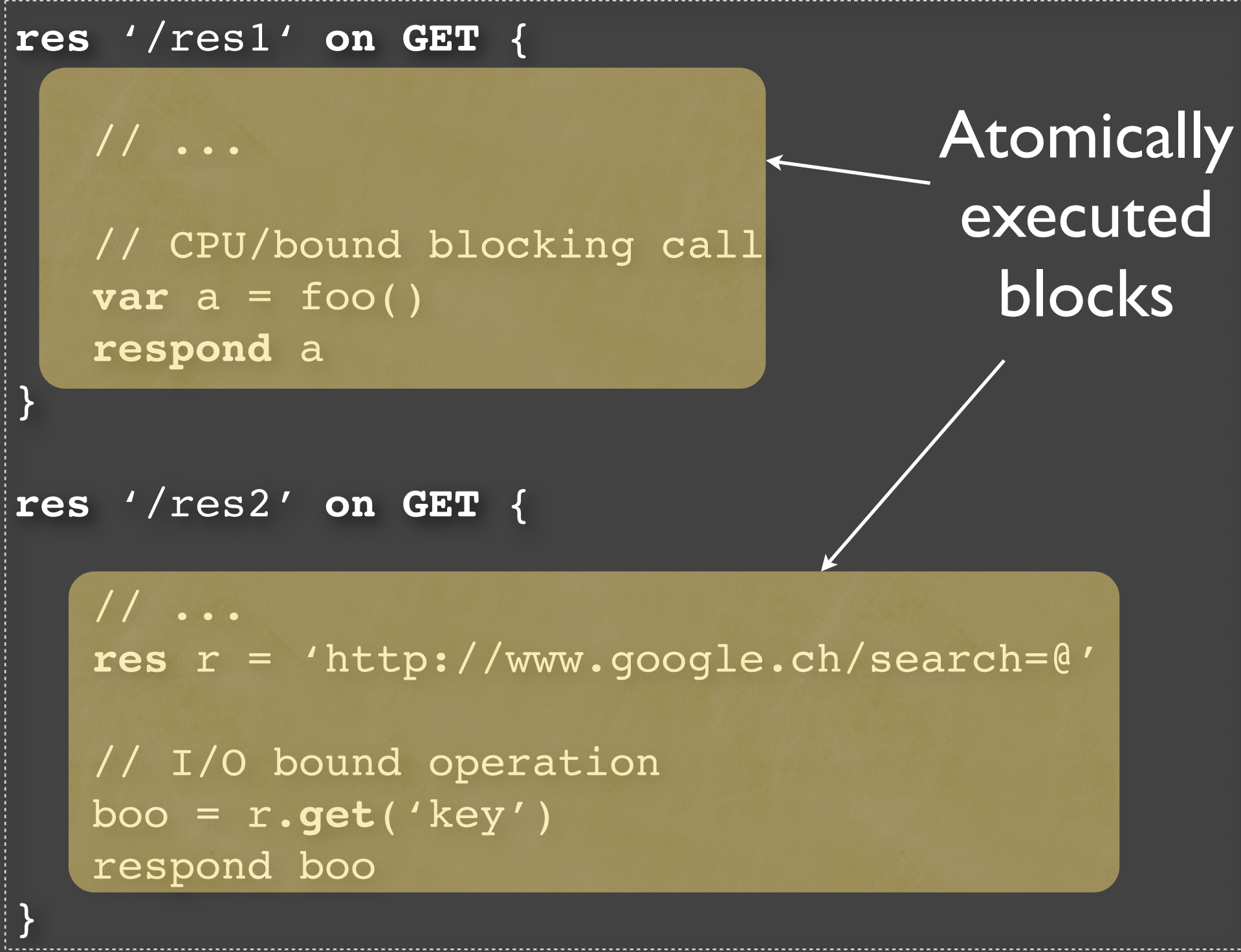
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// ...
```

```
res r = 'http://www.google.ch/search=@'
```

```
// I/O bound operation  
boo = r.get('key')  
respond boo
```

```
}
```

Atomically  
executed  
blocks



# Concurrency & Parallelism

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res '/res1' on GET {
```

```
// ...
```

```
// CPU/bound blocking call
```

```
var a = foo()
```

```
respond a
```

```
}
```

```
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```
// ...
```

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```
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boo = r.get('key')
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```
respond boo
```

```
}
```

Parallel  
resources



# Concurrency & Parallelism

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```

```
  // ...
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```
  // CPU/bound blocking call
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  var a = foo()
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```
  respond a
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  // ...
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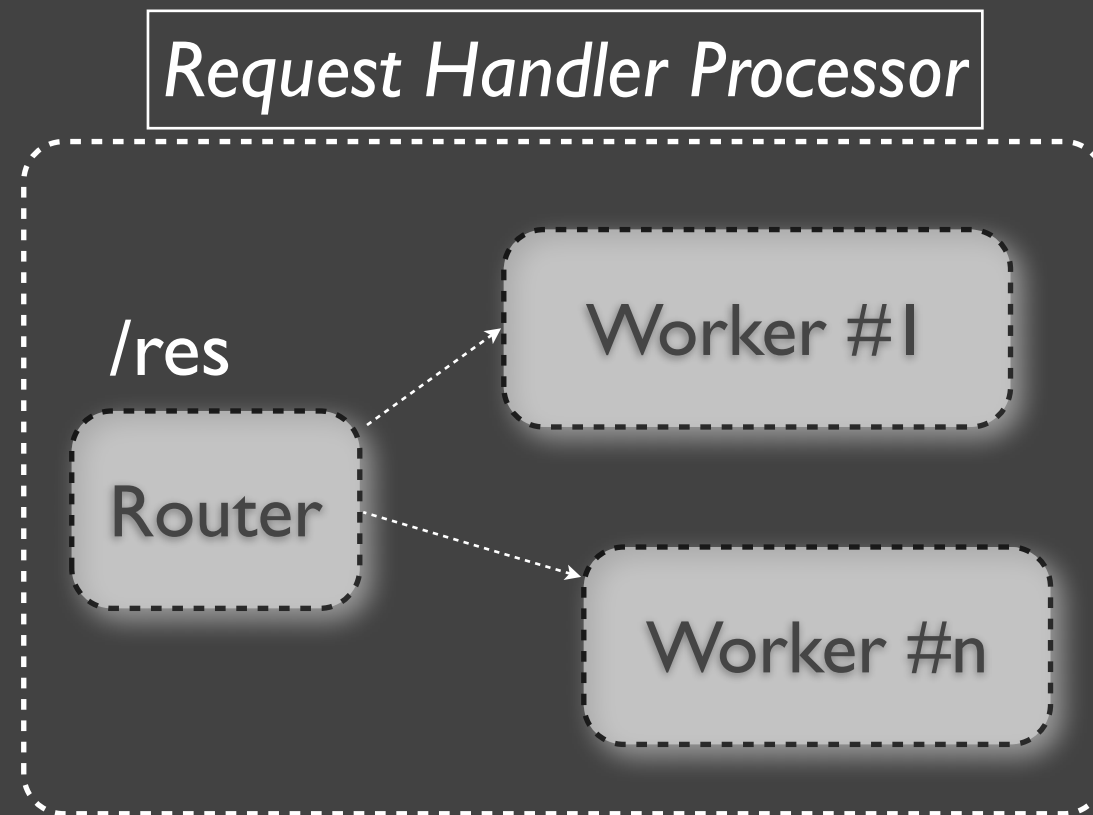
```
  respond boo
```

```
}
```

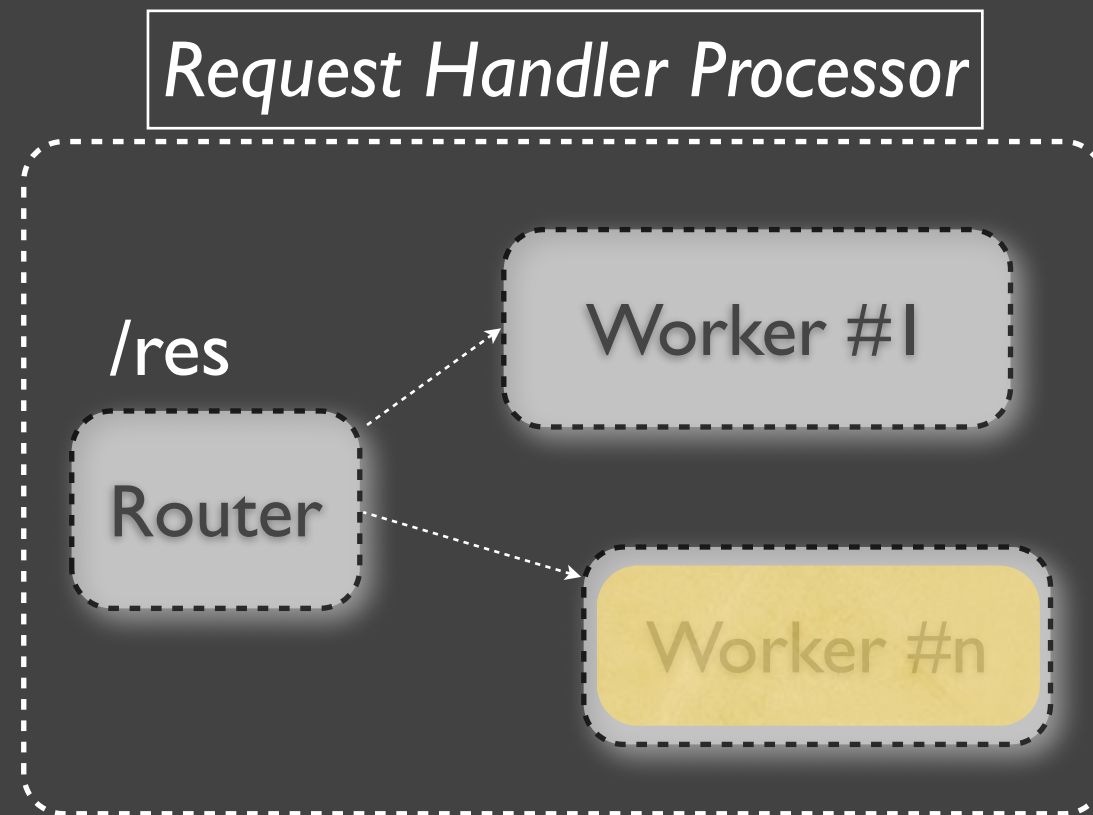
Synchronous  
operations



# (1) CPU-bound Operations

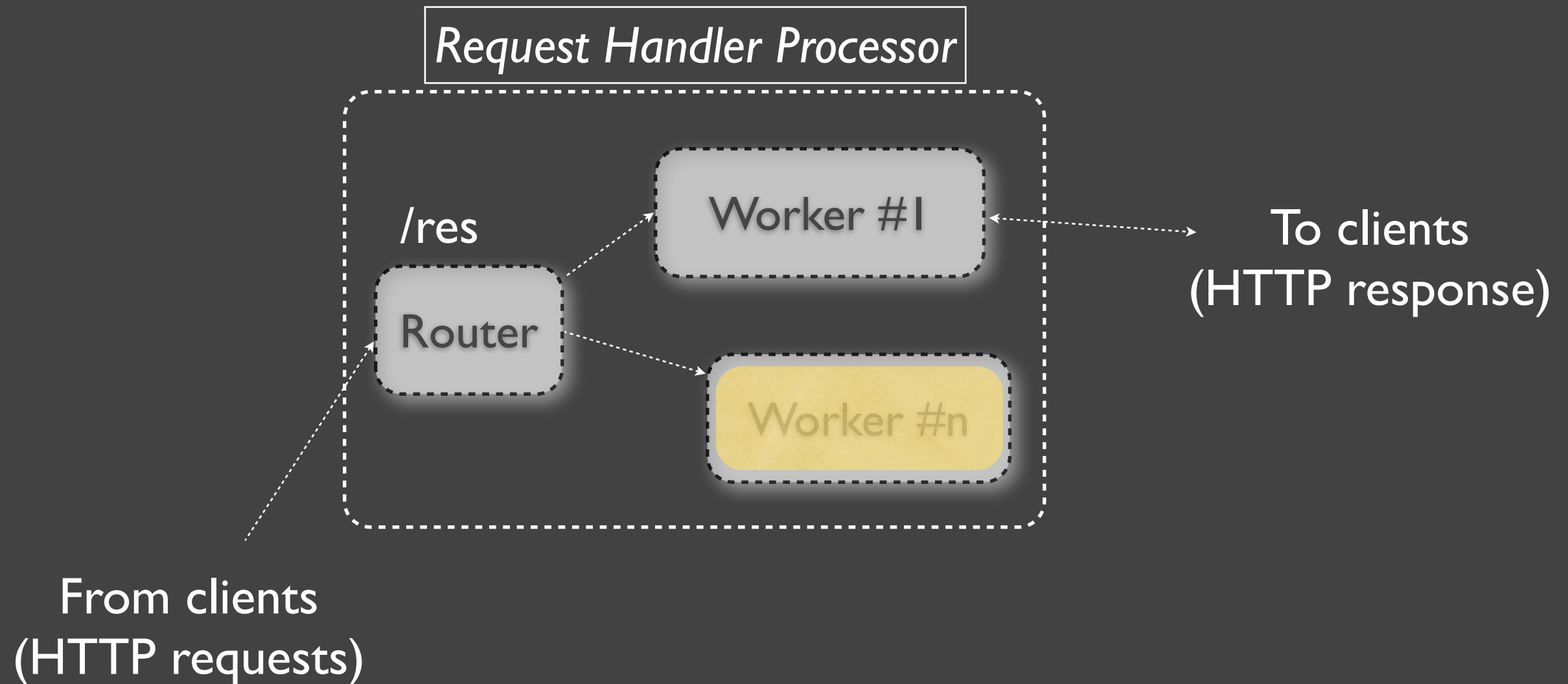


# (1) CPU-bound Operations

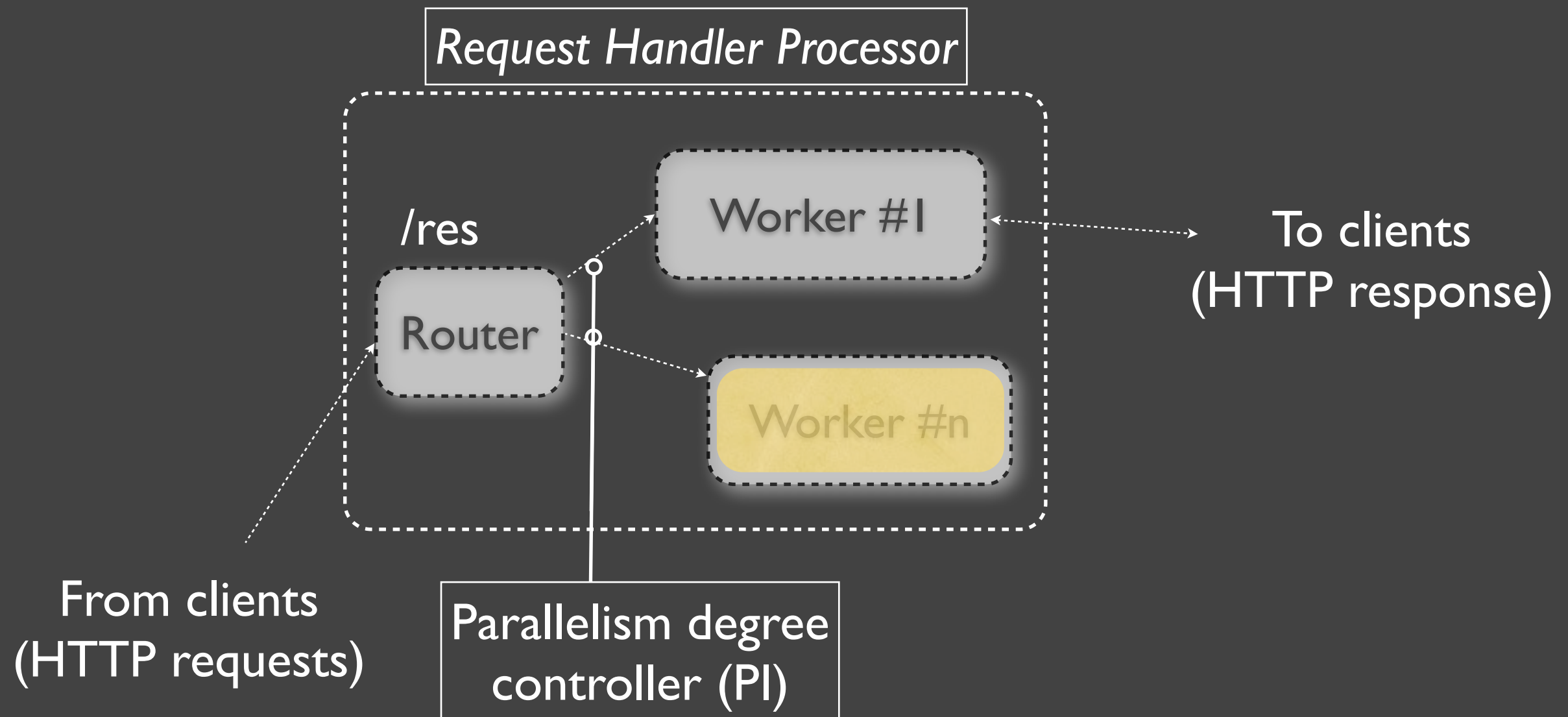




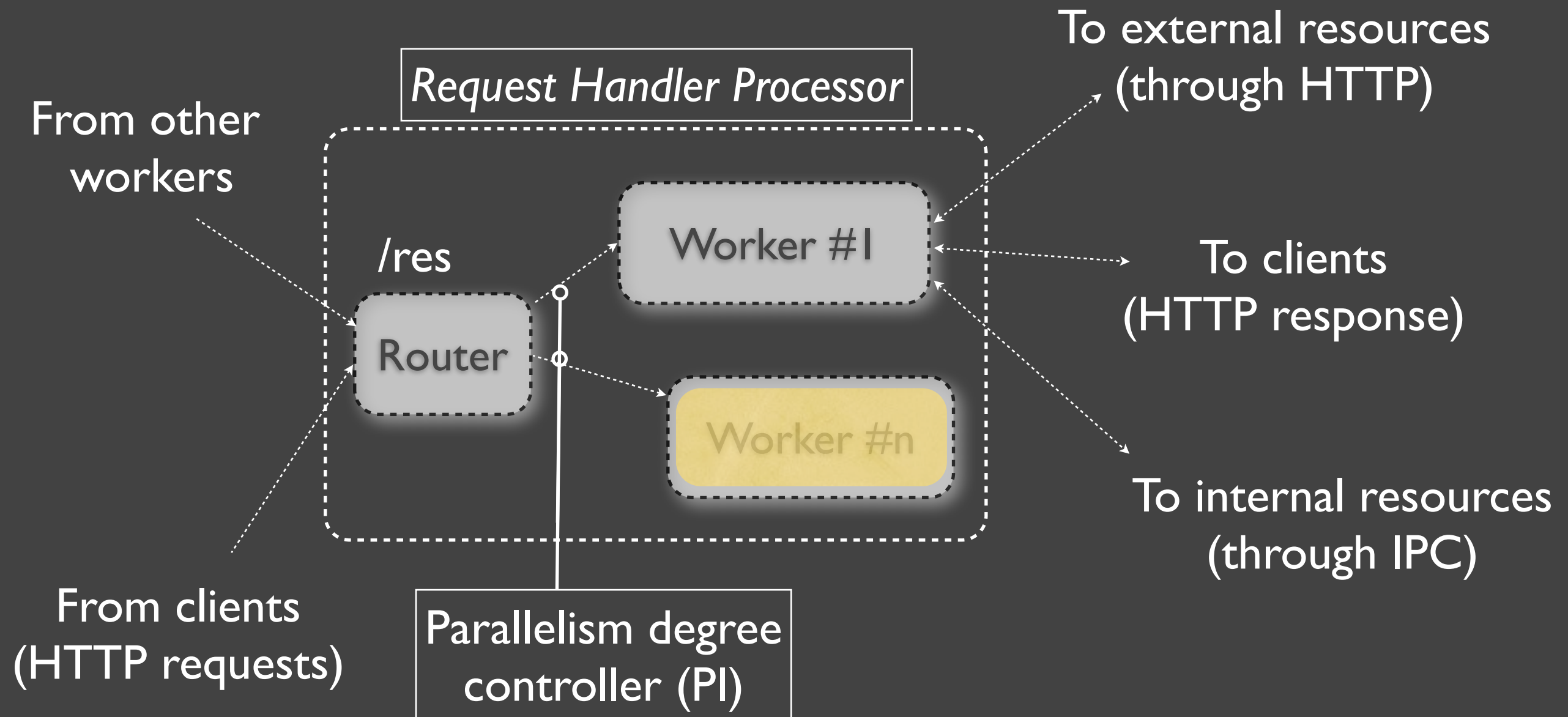
# (1) CPU-bound Operations



# (1) CPU-bound Operations (2) I/O-bound Operations



# (1) CPU-bound Operations (2) I/O-bound Operations



## (2) I/O-bound Operations

Event-based compilation output targeting Node.js

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### Event-based compilation output targeting Node.js

- Synchronous I/O operations are desynchronized by the compiler using multiple callbacks

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### Event-based compilation output targeting Node.js

- Synchronous I/O operations are desynchronized by the compiler using multiple callbacks
- Callbacks are scheduled by the runtime using an event-based approach.

# Sync to Async Compilation

## S vs. Node.JS

```
res '/example' on GET {  
  var a = get 'www.google.com'  
  var b = get 'www.bing.com'  
  var c = get 'www.yahoo.com'  
  respond a+b+c  
}
```

# Sync to Async Compilation

## S vs. Node.JS

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res '/example' on GET {  
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  var b = get 'www.bing.com'  
  var c = get 'www.yahoo.com'  
  respond a+b+c  
}
```

```
http.createServer(function(creq,cres){  
  if(creq.method=='GET' && creq.url=='/example') {  
    var a,b,c = ''  
    startGet('www.google.com',  
      function(req,res) {  
        a = res.body  
        startGet('www.bing.com',  
          function(req,res) {  
            b = res.body  
            startGet('www.yahoo.com',  
              function(req,res) {  
                c = res.body  
                cres.end(a+b+c)  
              })  
            })  
          })  
        })  
      })  
    })  
  }  
})
```



# Sync to Async Compilation

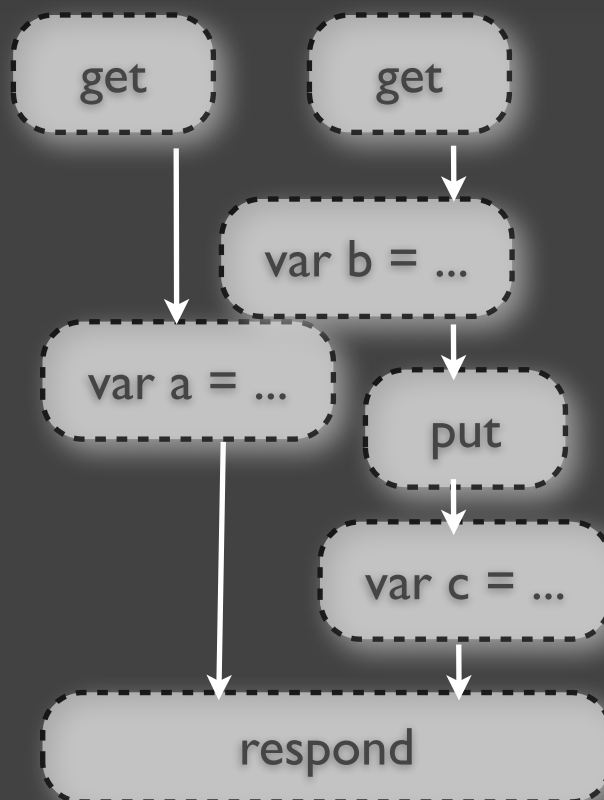
## S vs. Node.JS

```
res '/example' on GET {  
  par {  
    var a = get 'www.google.com'  
    var b = get 'www.bing.com'  
    var c = put 'www.a.b/?d=' + b  
    respond a+c  
  }  
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```

# Sync to Async Compilation

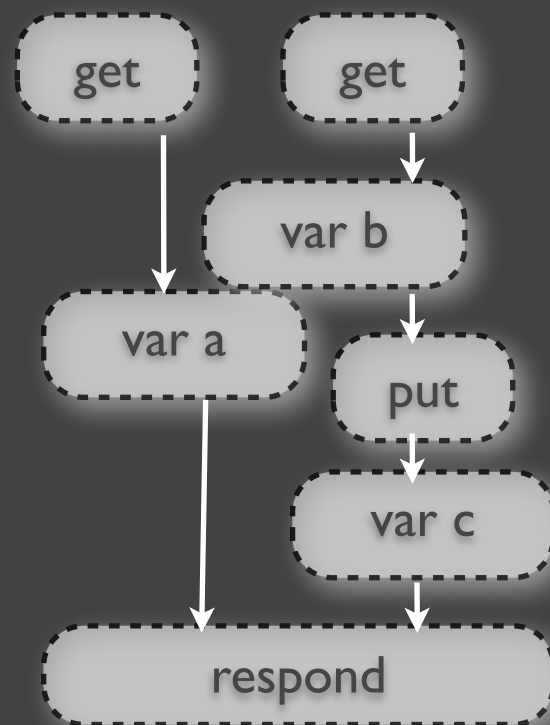
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    respond a+c  
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```
http.createServer(function(req,res) {  
  if(creq.method=='GET' && creq.url=='/example') {  
    var G = {}  
    on('done1', function(result){  
      G.a = result; emit('done3')})  
    on('done2', function(result){  
      G.b = result;  
      startPut('www.a.b/d?=' + G.b, 'done4')  
    })  
    on('done4', function(result) {  
      G.c = result;  
      emit('done5')  
    })  
    onAll(['done3', 'done5'], function() {  
      res.end(G.a+G.c)  
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  }  
})
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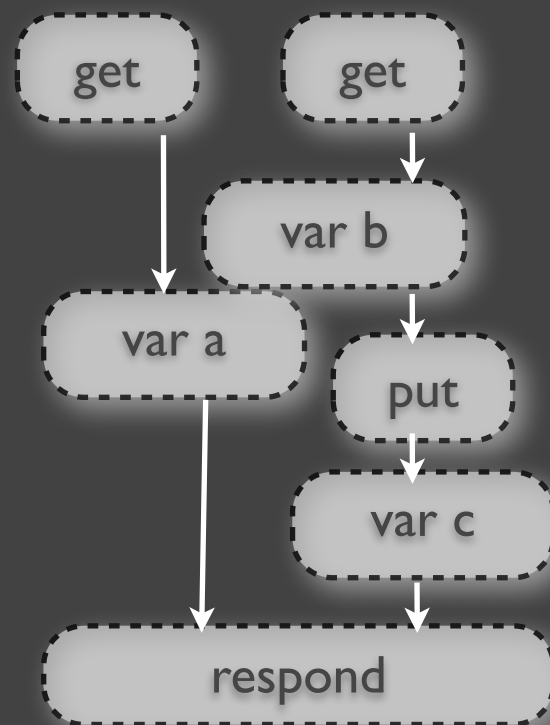
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# Sync to Async Compilation

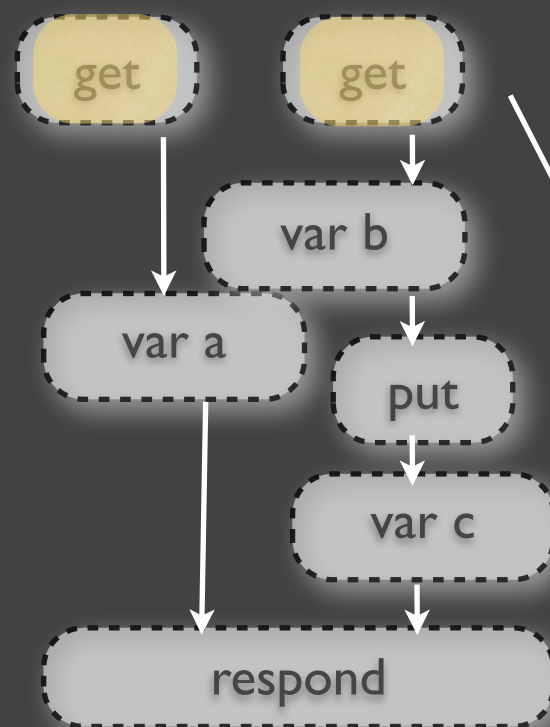
## Callbacks registration



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# Sync to Async Compilation

## Callbacks registration

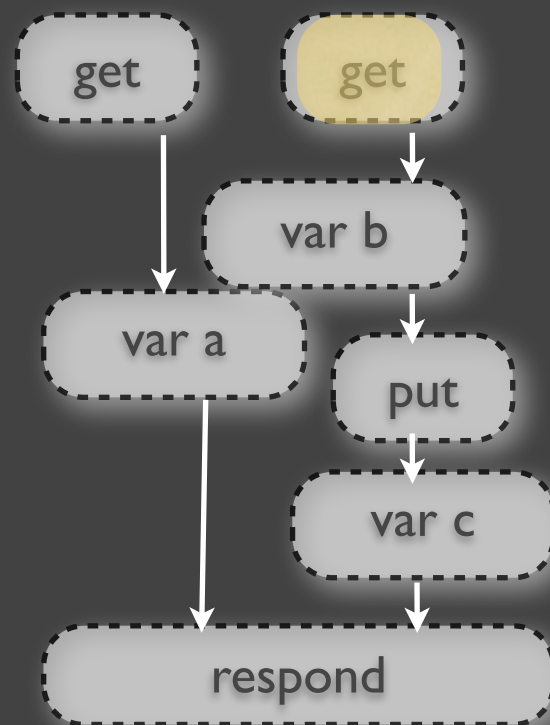


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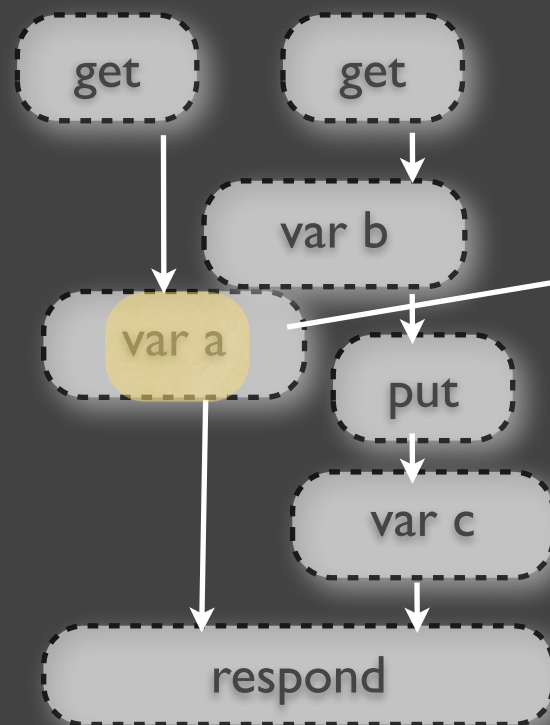
# Sync to Async Compilation



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  }
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```

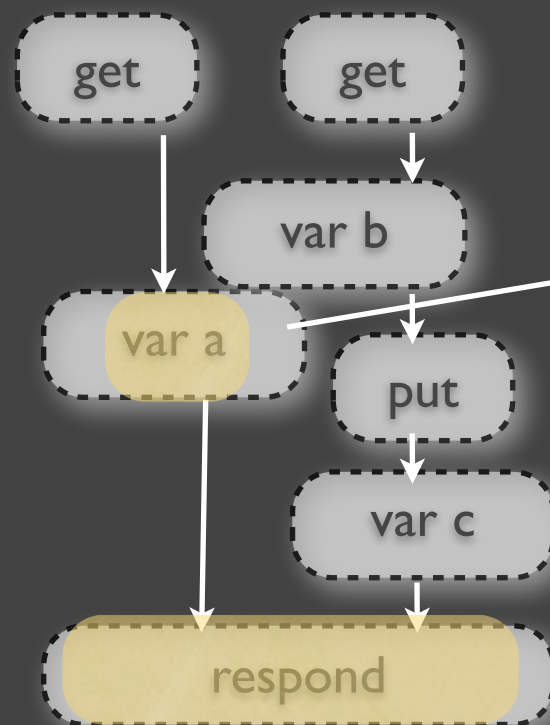
# Sync to Async Compilation



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# Sync to Async Compilation



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      res.end(G.a + G.c)
    })
    startGet('www.google.com', 'done1')
    startGet('www.bing.com', 'done2')
  }
})
  
```



# Other Constructs

## pfor

```
res '/pfor' on GET {  
  var L = [1,2,3]  
  var a = ''  
  res r = 'www.a.b/val=@'  
  pfor (var i in L) {  
    a += r.get(L[i])  
  }  
  respond a  
}
```

## res creation

```
res '/example' {  
  state s = 0  
  on POST {  
    s++  
    res '/newResource'+s {  
      on GET { respond s }  
      on DELETE {}  
    }  
  }  
}
```

# Stateful Services

```
res '/helloState' {  
  state s = 'world'  
  on GET {  
    respond 'hello' + s  
  }  
  on PUT {  
    s = req.name  
  }  
}
```

# Stateful Services

```
res '/helloState' {  
  state s = 'world'  
  on GET {  
    respond 'hello' + s  
  }  
  on PUT {  
    s = req.name  
  }  
}
```

Shared state



# Stateful Services

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res '/helloState' {  
  state s = 'world'  
  on GET {  
    respond 'hello' + s  
  }  
  on PUT {  
    s = req.name  
  }  
}
```

Shared state

Read-only operations

# Stateful Services

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res '/helloState' {  
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  on GET {  
    respond 'hello' + s  
  }  
  on PUT {  
    s = req.name  
  }  
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Shared state

Read-only operations

Write operation

## HTTP's Uniform Interface

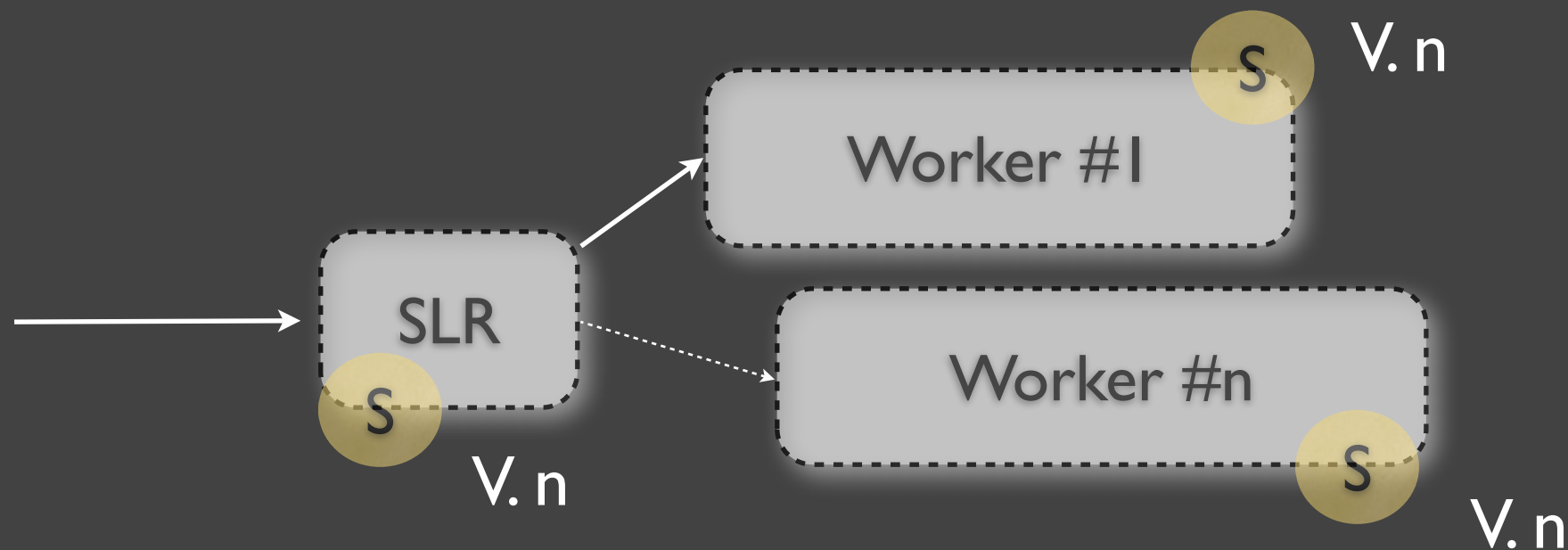
HTTP Verb	Properties	Parallelism
HTTP GET	Idempotent, safe, stateless	Yes
HTTP PUT	Idempotent, Side-effects	If stateless
HTTP DELETE	Idempotent, Side-effects	If stateless
HTTP POST	Side-effects	If stateless

# Versioned State Management

```
res '/res'
  state s
  on GET {
    // read s
  }
  on PUT {
    // alter s
  }
}
```

## Guarantees:

- Eventual (C)onsistency
- (A)vailability
- (P)artition Tolerance

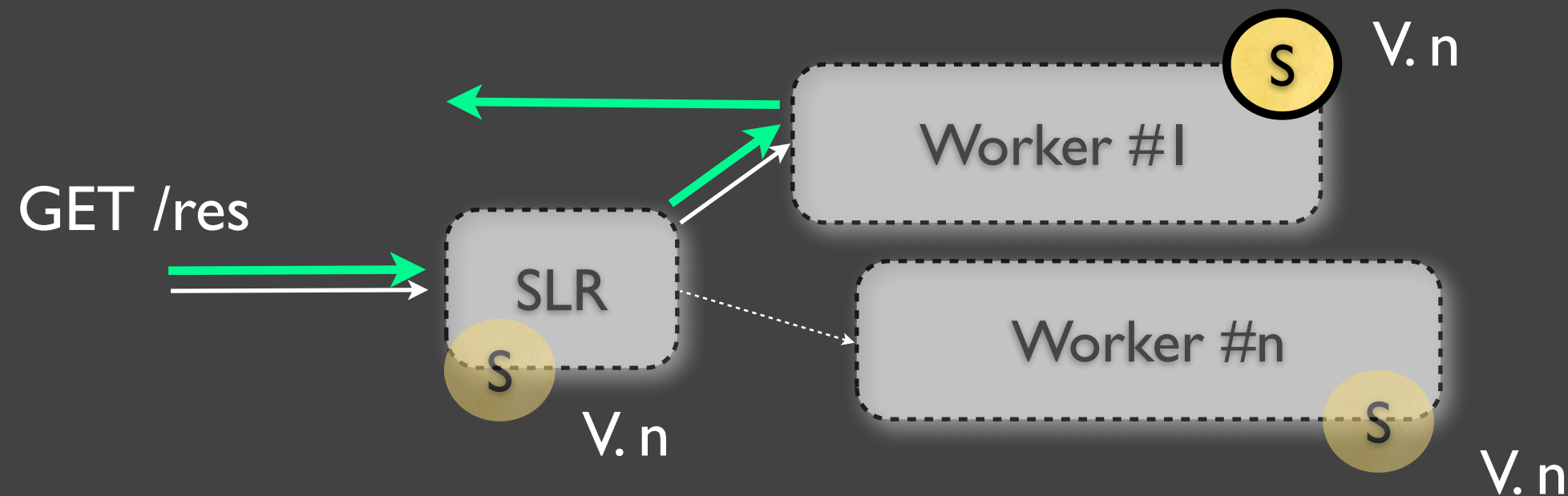


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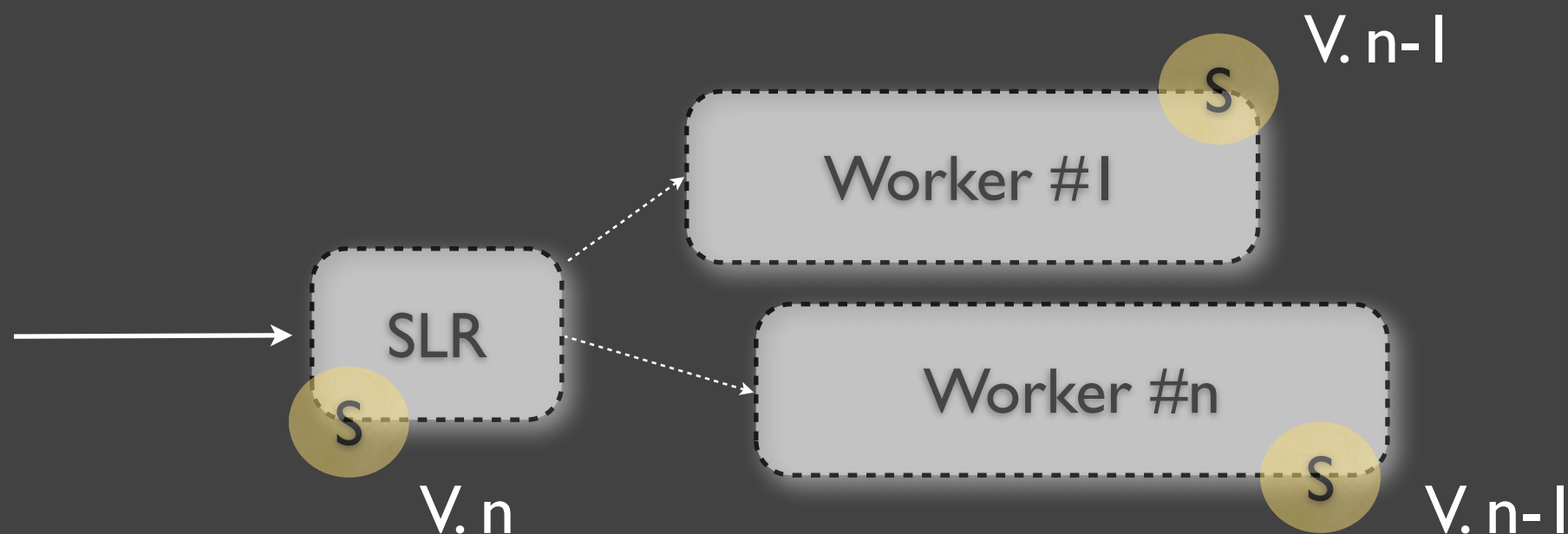


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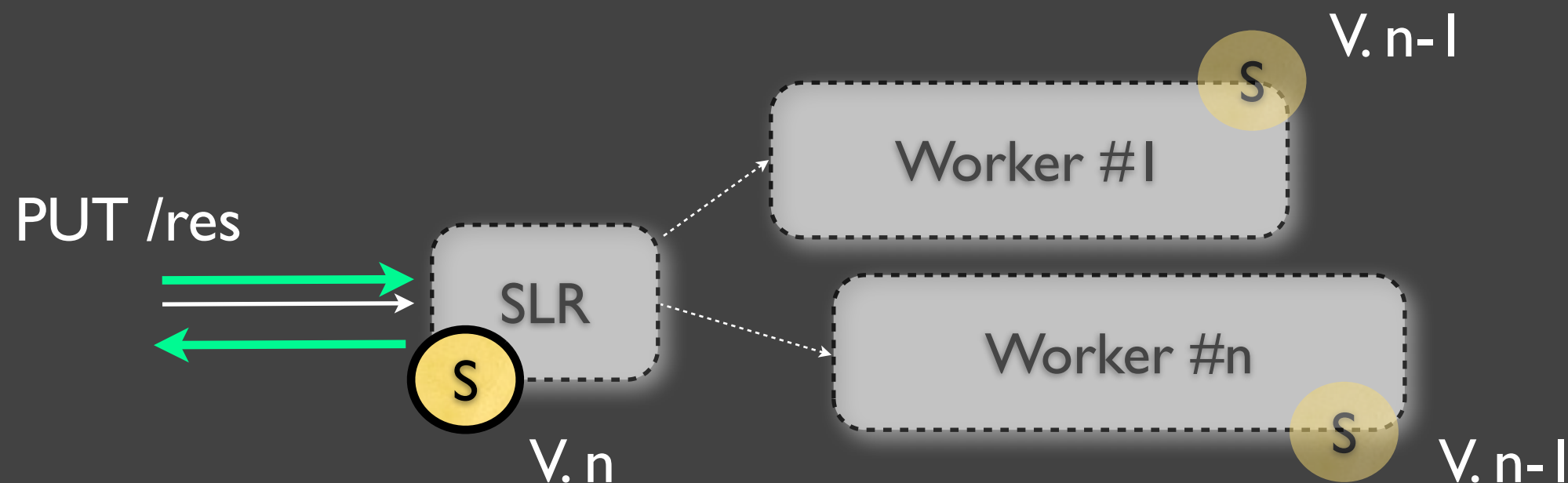


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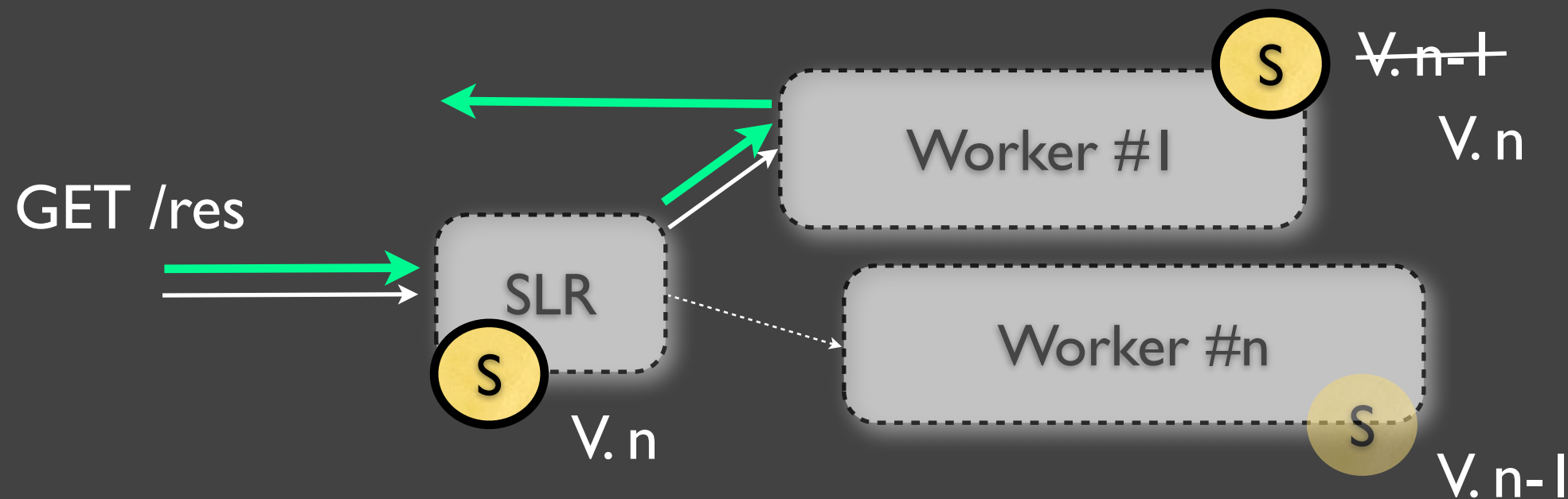


# Versioned State Management

```
res '/res'
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  on GET {
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## Guarantees:

- Eventual (C)onsistency
- (A)vailability
- (P)artition Tolerance



# Example: // Crawler

```
service crawl {
  res '/crawl' on PUT {
    var filter = require('HTMLparser.js').filter
    res store = '/store?value=@'
    res crawl = '/crawl?list=@'

    pfor(var i in req.list) {
      var list = filter(get req.list[i])
      par {
        store.put(list)
        crawl.put(list)
      }
    }
  }

  res '/store' {
    state s = ''
    on PUT {
      s += req.value
    }
    on GET {
      respond s
    }
  }
}
```

# Example: // Crawler

```
service crawl {  
  res '/crawl' on PUT {  
    var filter = require('HTMLparser.js').filter  
    res store = '/store?value=@'  
    res crawl = '/crawl?list=@'  
  
    pfor(var i in req.list) {  
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      par {  
        store.put(list)  
        crawl.put(list)  
      }  
    }  
  }  
  
  res '/store' {  
    state s = ''  
    on PUT {  
      s += req.value  
    }  
    on GET {  
      respond s  
    }  
  }  
}
```

JavaScript  
import



# Example: // Crawler

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      }  
    }  
  }  
  
  res '/store' {  
    state s = ''  
    on PUT {  
      s += req.value  
    }  
    on GET {  
      respond s  
    }  
  }  
}
```

JavaScript  
import

External  
resources  
declaration

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  }  
  
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    state s = ''  
    on PUT {  
      s += req.value  
    }  
    on GET {  
      respond s  
    }  
  }  
}
```

JavaScript  
import

External  
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declaration

Parallel  
recursive  
crawling



# Example: // Crawler

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    }
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      respond s
    }
  }
}

```

JavaScript  
import

External  
resources  
declaration

Parallel  
recursive  
crawling

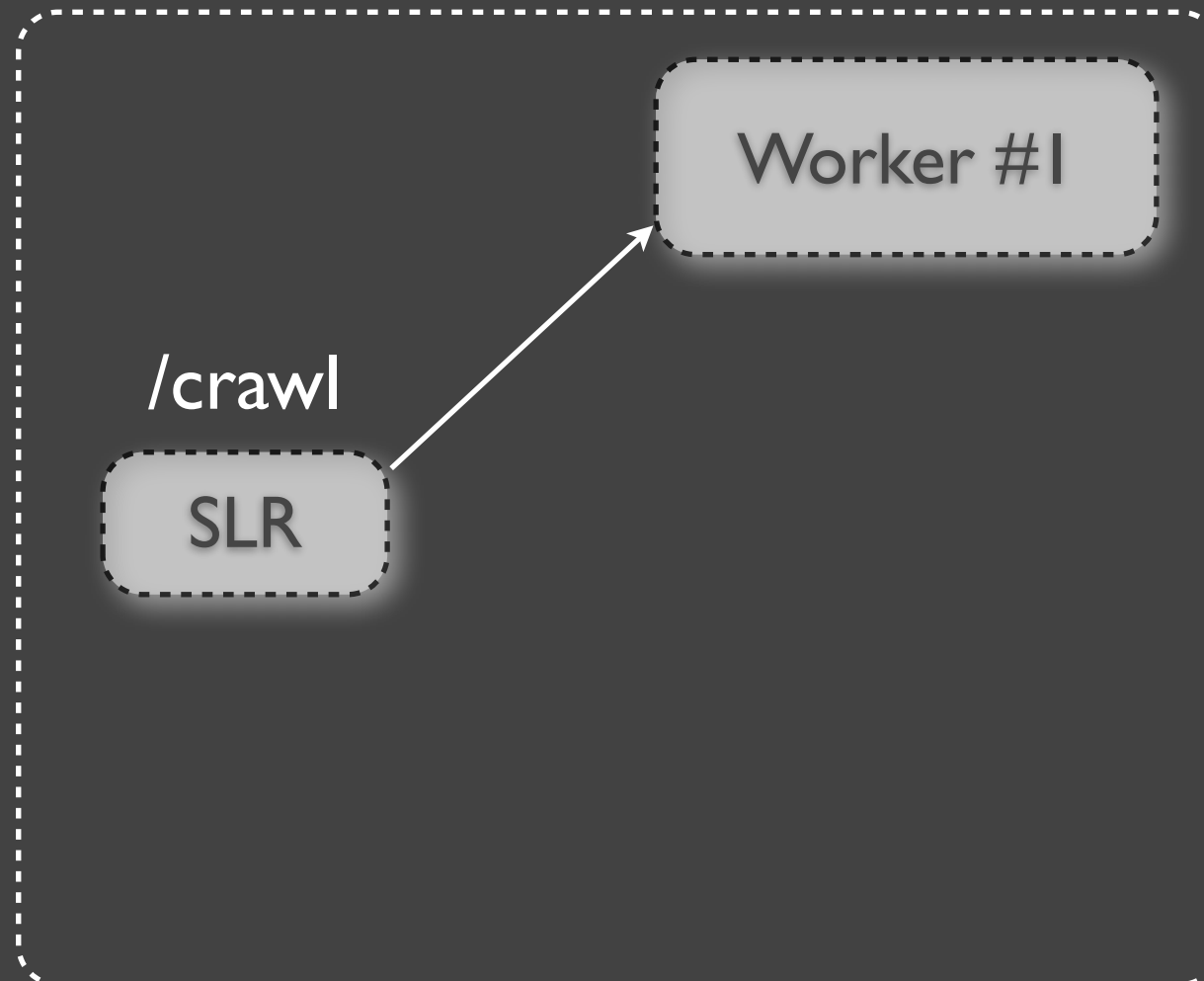
Result  
accumulation



# Crawler Runtime

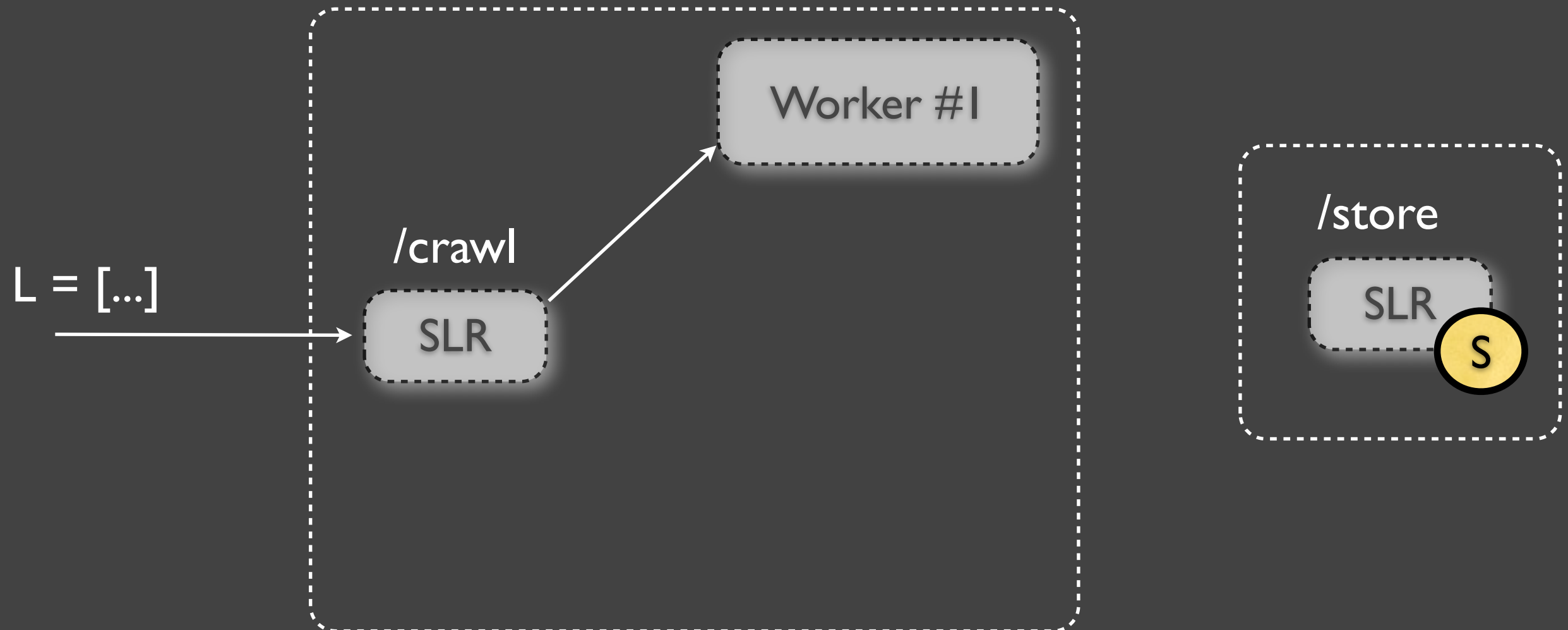
```
res '/crawl' on PUT {
    // ...
}

res '/store' on PUT {
    // ...
}
```



# Crawler Runtime

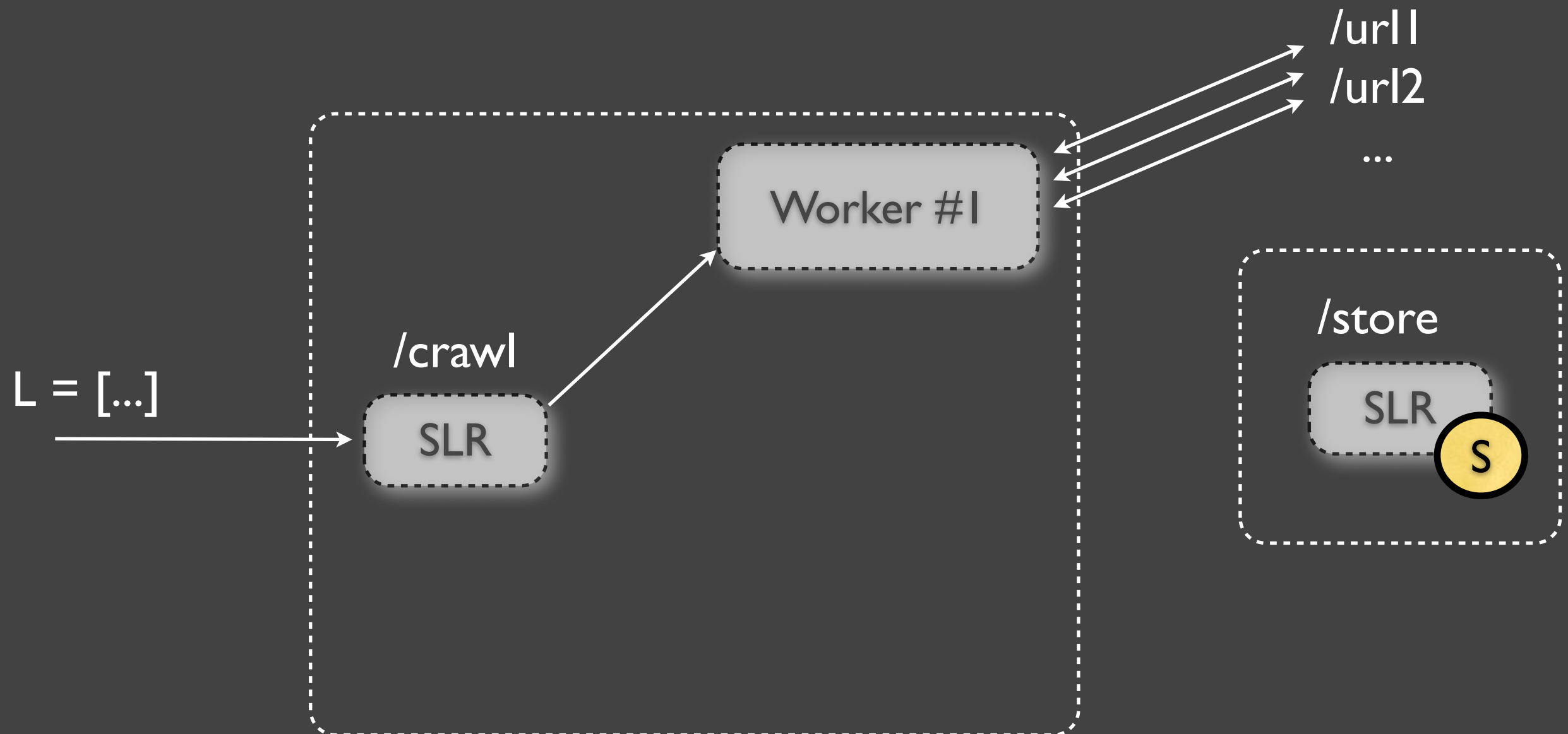
```
res '/crawl' on PUT {  
    // ...  
}  
  
res '/store' on PUT {  
    // ...  
}
```



# Crawler Runtime

```
res '/crawl' on PUT {
    // ...
}
```

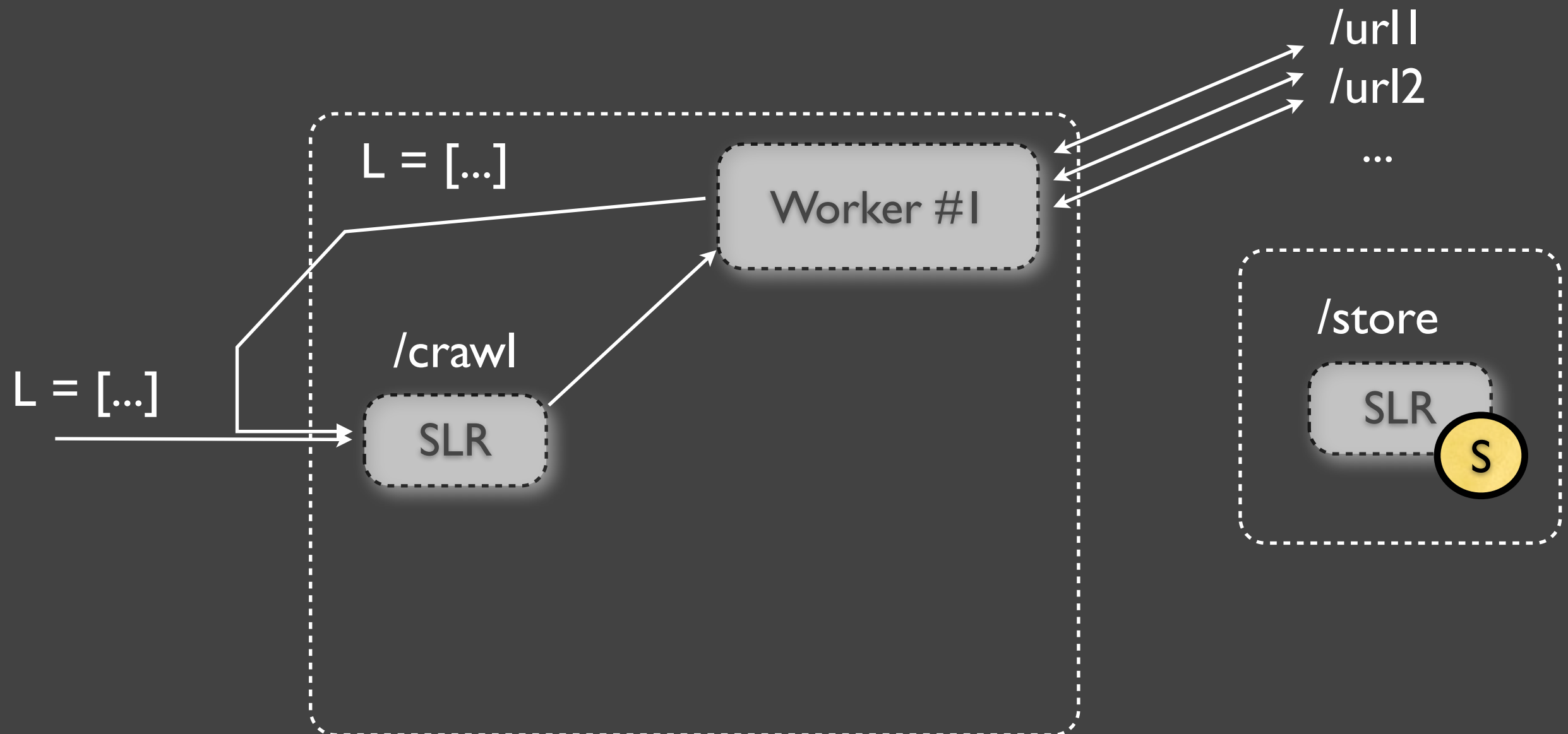
```
res '/store' on PUT {
    // ...
}
```



# Crawler Runtime

```
res '/crawl' on PUT {
    // ...
}
```

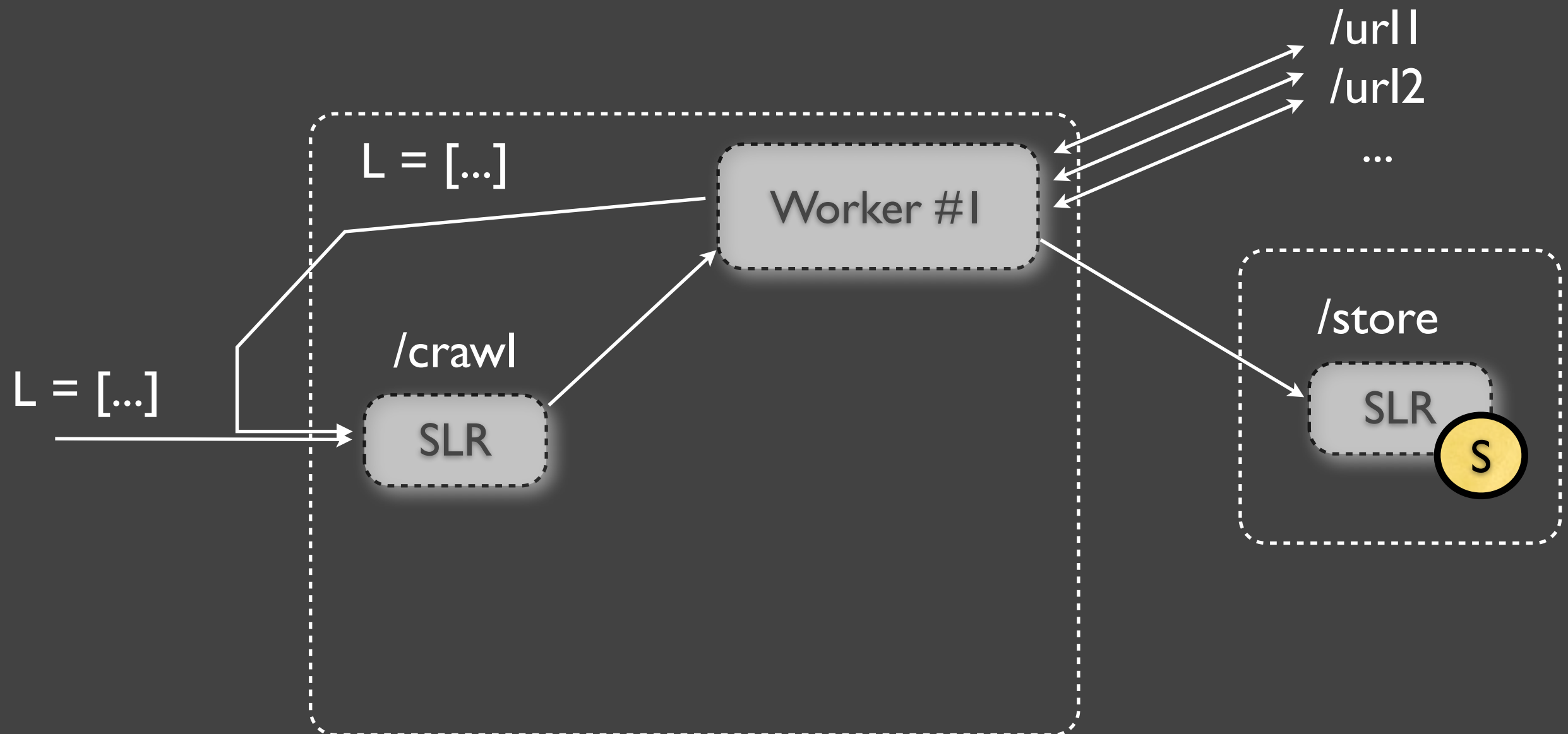
```
res '/store' on PUT {
    // ...
}
```



# Crawler Runtime

```
res '/crawl' on PUT {
    // ...
}
```

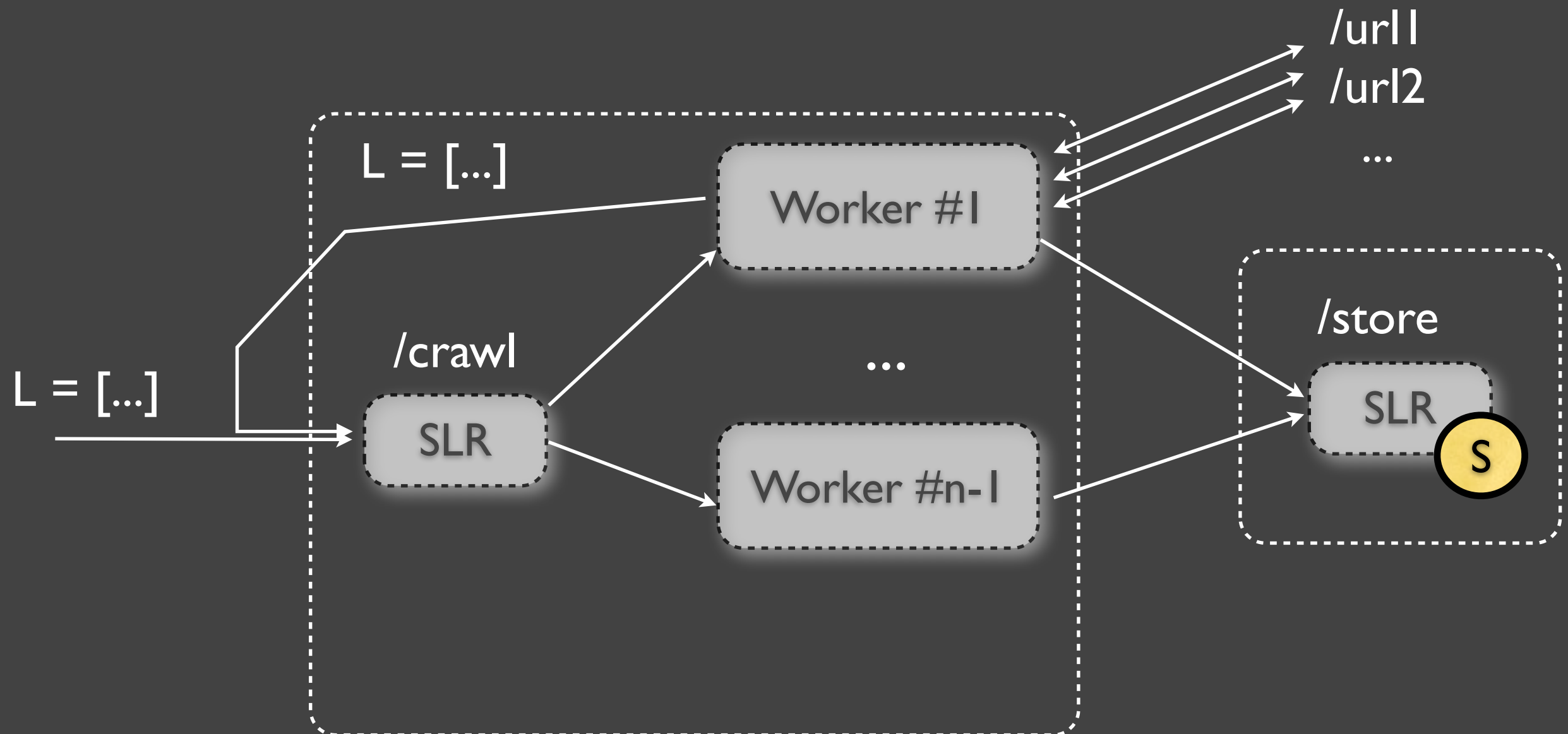
```
res '/store' on PUT {
    // ...
}
```



# Crawler Runtime

```
res '/crawl' on PUT {
    // ...
}
```

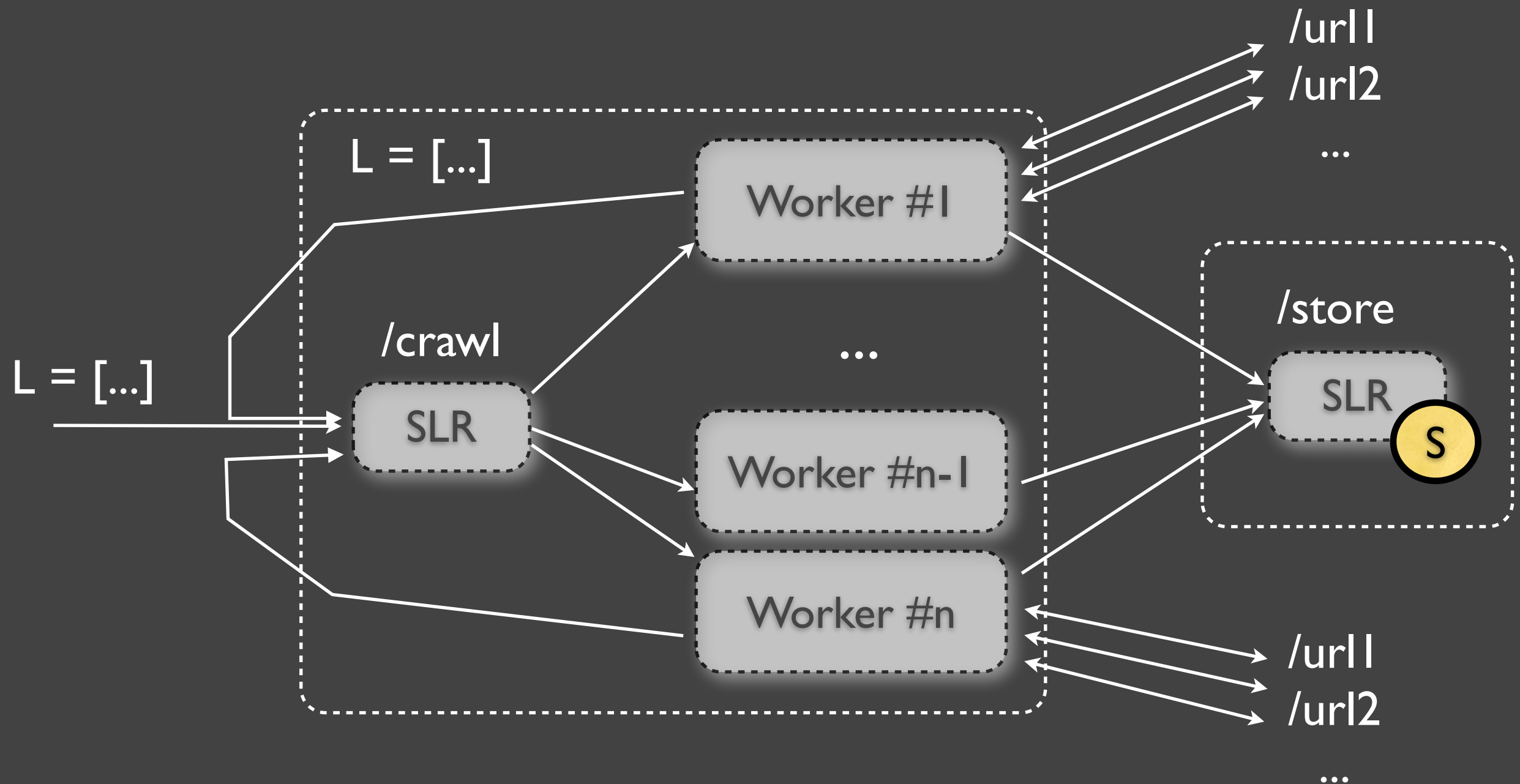
```
res '/store' on PUT {
    // ...
}
```



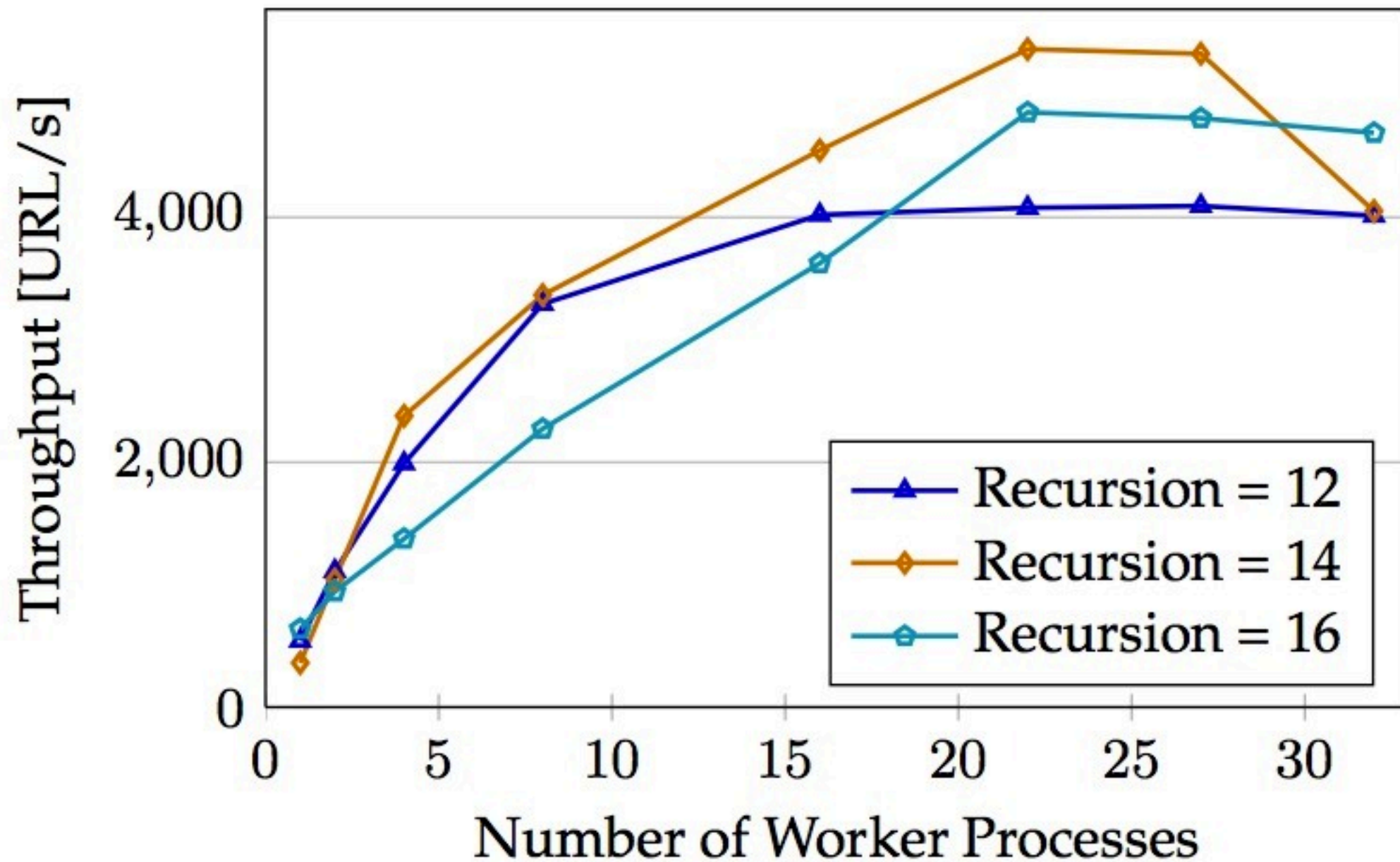
# Crawler Runtime

```
res '/crawl' on PUT {
    // ...
}
```

```
res '/store' on PUT {
    // ...
}
```

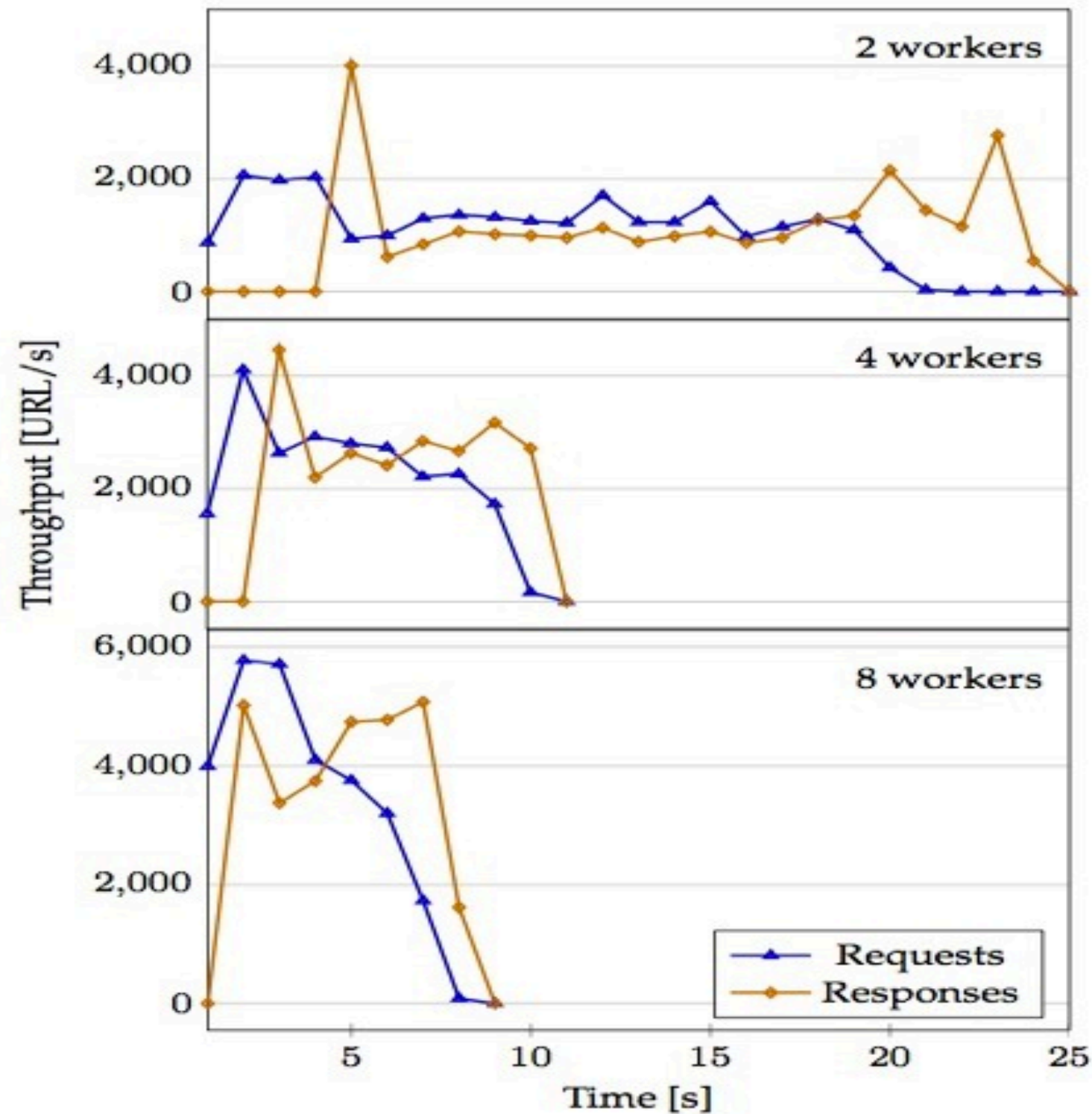


# Crawler Performance (24cores)





# Crawler Performance



# Conclusion

What is  $S$  ?

# Conclusion

What is S ?

Simple language for composing RESTful services  
Scalable parallel runtime system  
JavaScript compatible

# Conclusion

## What is S ?

Simple language for composing RESTful services  
Scalable parallel runtime system  
JavaScript compatible

Safe parallelism is possible for scripting stateful Web  
services if they are RESTful

# Conclusion

## Future work

JVM (Rhino Engine)  
REST + Streaming services  
Distributed deployment (Cloud)

# Thank You

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Switzerland