
INTELLIGENCE AS A SERVICE. SELF-MANAGEMENT OF SERVICES
Intelligent infrastructure design for the IoT (DII)
(Part One)



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- ▶ Based on material created by Jorge Gómez Sanz

Introduction to the subject

- ▶ Remote Procedure Call
- ▶ Introduction SaaS and Serverless
- ▶ Introduction PaaS and IaaS

Remote Procedure Call

▶ REST or WS

- ▶ Makes a difference
- ▶ Hamad, H., Saad, M., & Abed, R. (2010). Performance Evaluation of RESTful Web Services for Mobile Devices. *Int. Arab J. e-Technol.*, 1(3), 72-78.

| Number of array elements | Message Size (byte) | | | | Time (Milliseconds) | | | |
|--------------------------|----------------------|------------------------|----------------------|------------------------|----------------------|------------------------|----------------------|------------------------|
| | SOAP/HTTP | | REST (HTTP) | | SOAP/HTTP | | REST (HTTP) | |
| | String Concatenation | Float Numbers Addition | String Concatenation | Float Numbers Addition | String Concatenation | Float Numbers Addition | String Concatenation | Float Numbers Addition |
| 2 | 351 | 357 | 39 | 32 | 781 | 781 | 359 | 359 |
| 3 | 371 | 383 | 48 | 36 | 828 | 781 | 344 | 407 |
| 4 | 395 | 409 | 63 | 35 | 828 | 922 | 359 | 375 |
| 5 | 418 | 435 | 76 | 39 | 969 | 1016 | 360 | 359 |
| 6 | 443 | 461 | 93 | 43 | 875 | 953 | 359 | 359 |
| 7 | 465 | 487 | 104 | 47 | 875 | 875 | 469 | 360 |
| 8 | 493 | 513 | 127 | 51 | 984 | 875 | 437 | 344 |

Service response time (milliseconds) and message size (bytes) of the concatenation string.

Remote Procedure Call

► A Complex Decision - Decision Overview

| Architectural Decision and AAs | REST | WS-* |
|--|------------------|---------------|
| Integration Style | 1 AA | 2 AAs |
| Shared Database | | |
| File Transfer | | |
| Remote Procedure Call Messaging | ✓ | ✓ |
| Contract Design | 1 AA | 2 AAs |
| Contract-first | | ✓ |
| Contract-last | | ✓ |
| Contract-less | ✓ | |
| Resource Identification | 1 AA | n/a |
| Do-it-yourself ^f | ✓ | |
| URI Design | 2 AA | n/a |
| "Nice" URI scheme | ✓ | |
| No URI scheme | ✓ | |
| Resource Interaction Semantics | 2 AAs | n/a |
| Lo-REST (POST, GET only) | ✓ | |
| Hi-REST (4 verbs) | ✓ | |
| Resource Relationships | 1 AA | n/a |
| Do-it-yourself ^f | ✓ | |
| Data Representation/Modeling | 1 AA | 1 AA |
| XML Schema | (✓) ^g | ✓ |
| Do-it-yourself ^f | ✓ | |
| Message Exchange Patterns | 1 AA | 2 AAs |
| Request-Response | ✓ | ✓ |
| One-Way | ✓ | ✓ |
| Service Operations Enumeration | n/a | ≥3 AAs |
| By functional domain | | ✓ |
| By non-functional properties and QoS | | ✓ |
| By organizational criterion (versioning) | | ✓ |
| Total Number of Decisions, AAs | 8, 10 | 5, ≥10 |

^fOptional

Table 2: Conceptual Comparison Summary

| Architectural Decision and AAs | REST | WS-* |
|--------------------------------|------------------|----------------|
| Transport Protocol | 1 AA | ≥7 AAs |
| HTTP | ✓ | ✓ ^h |
| waka [13] | (✓) ^g | |
| TCP | | ✓ |
| SMTP | | ✓ |
| JMS | | ✓ |
| MQ | | ✓ |
| BEEP | | ✓ |
| IIOP | | ✓ |
| Payload Format | ≥6 AAs | 1 AA |
| XML (SOAP) | ✓ | ✓ |
| XML (POX) | ✓ | |
| XML (RSS) | ✓ | |
| JSON [10] | ✓ | |
| YAML | ✓ | |
| MIME | ✓ | |
| Service Identification | 1 AA | 2 AA |
| URI | ✓ | ✓ |
| WS-Addressing | | ✓ |
| Service Description | 3 AAs | 2 AAs |
| Textual Documentation | ✓ | |
| XML Schema | (✓) ^g | ✓ |
| WSDL | (✓) ^d | ✓ |
| WADL [18] | ✓ | ✓ |
| Reliability | 1 AA | 4 AAs |
| HTTPR [38] | (✓) | (✓) |
| WS-Reliability | | ✓ |
| WS-ReliableMessaging | | ✓ |
| Native | | ✓ |
| Do-it-yourself ^f | ✓ | ✓ |
| Security | 1 AA | 2 AAs |
| HTTPS | ✓ | ✓ |
| WS-Security | | ✓ |

A Symposium 2008, Amsterdam
©2008 Cesare Pautasso

| Transactions | 1 AA | 3 AAs |
|---------------------------------------|----------------|----------------|
| WS-AT, WS-BA | | ✓ |
| WS-CAF | | ✓ |
| Do-it-yourself | ✓ | ✓ |
| Service Composition | 2 AAs | 2 AAs |
| WS-BPEL | | ✓ |
| Mashups | ✓ | ✓ |
| Do-it-yourself | ✓ | ✓ |
| Service Discovery | 1 AAs | 2 AAs |
| UDDI | | ✓ |
| Do-it-yourself | ✓ | ✓ |
| Implementation Technology | many | many |
| ... | ✓ | ✓ |
| Total Number of Decisions, AAs | 10, ≥17 | 10, ≥25 |

^hLimited to only the verb POST

ⁱStill under development

^gOptional

^dWSDL 2.0

^eNot standard

Table 3: Technology Comparison Summary

| Architectural Principle and Aspects | REST | WS-* |
|--|----------|----------|
| Protocol Layering | yes | yes |
| HTTP as application-level protocol | ✓ | |
| HTTP as transport-level protocol | | ✓ |
| Dealing with Heterogeneity | yes | yes |
| Browser Wars | ✓ | |
| Enterprise Computing Middleware | | ✓ |
| Loose Coupling, aspects covered | yes, 2 | yes, 3 |
| Time/Availability | | ✓ |
| Location (Dynamic Late Binding) | (✓) | ✓ |
| Service Evolution: | | |
| Uniform Interface | ✓ | ✓ |
| XML Extensibility | ✓ | ✓ |
| Total Principles Supported | 3 | 3 |

Table 1: Principles Comparison Summary

Remote Procedure Call

- ▶ **So far, they have seen web services and multi-tier architecture, and microservices.**
 - ▶ RPC implies that one program calls another program on another machine:
 - ▶ asynchronous
 - ▶ synchronous
 - ▶ It is different from a remote socket invocation in that sockets offer only two operations: read and write.
 - ▶ RPC makes it possible to provide a remote API. Google RPC is an implementation of this approach.
 - ▶ There are others, such as Java RMI or Apache Thrift
<https://thrift.apache.org/>.

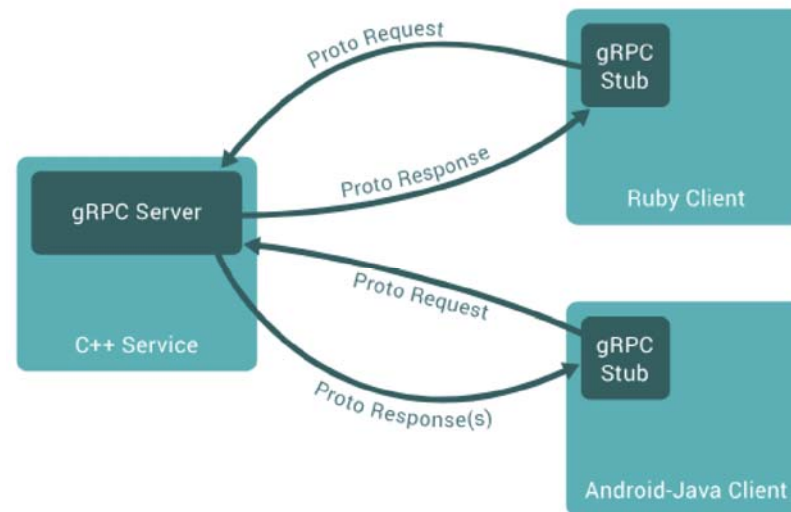
Remote Procedure Call

- ▶ **Questions that arise...**

- ▶ Do both programs have to be written in the same language ==> polyglot
- ▶ What does the other program do when it is not invoked?
- ▶ What happens if two or more computers want to invoke the program

Remote Procedure Call

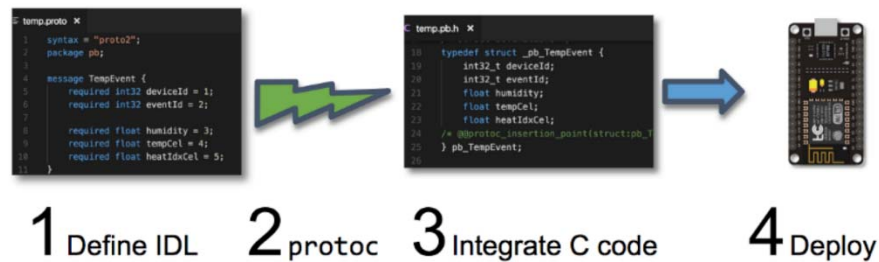
- ▶ **Google RPC**
 - ▶ A description of RPC elements



Remote Procedure Call

▶ Google RPC & IoT

- ▶ The main reason for integration is the relationship between backend and edge computing. Efficiency
- ▶ ESP8266 Programming
- ▶ But you can't directly use gRPC on an arduino!!!!
 - ▶ However, it can handle data streams:
https://www.youtube.com/watch?v=c9z_o5lu0dl



gRPC - <http://grpc.io>

Efficient IoT with the ESP8266, Protocol Buffers, Grafana, Go, and Kubernetes - <https://medium.com/grpc/efficient-iot-with-the-esp8266-protocol-buffers-grafana-go-and-kubernetes-a2ae214dbd29>

Remote Procedure Call

▶ gRPC Vs WS

- ▶ SOA also offers us an API / gRPC
 - ▶ WS requires a heavy infrastructure (JBoss, Tomcat) / gRPC does not.
 - ▶ WS may define the protocol / gRPC may not
 - ▶ WS can globally organize how different services are coordinated / gRPC cannot.
- ▶ WS cannot give uniform data types across the /gRPC infrastructure.
- ▶ Interesting new ideas: bidirectional streaming in gRPC
- ▶ A summary of why REST "*sucks*" when compared to gRPC:
https://www.youtube.com/watch?v=RoXT_Rkg8LA

Remote Procedure Call

- ▶ **Benchmark REST Vs gRPC**
 - ▶ Workload performance:
 - ▶ Normal loading: REST > gRPC => string concatenation
 - ▶ Heavy load: REST < gRPC => small numbers, big numbers, small and big sentences (??)
 - ▶ Each language has a different performance:

Remote Procedure Call

- ▶ **gRPC IoT**

- ▶ Benchmark (Research Gate):

- ▶ shorturl.at/mIPR4

- ▶ More Works (google Scholar):

- ▶ shorturl.at/ftKP8

Remote Procedure Call

▶ gRPC IoT - energy consumption (client side)

- ▶ Local: a smartphone Samsung S5 (ARM 2.1Gz Octacore)
- ▶ Remote: a windows 7 server (Intel Core 2 Duo 2.2Ghz)

| INPUT SIZE | INPUT TYPE | ALGORITHM | CASE | COMPLEXITY | LOCAL | REST | SOAP | SOCKET | GRPC |
|------------|------------|----------------|-------|-------------------------|---------------|--------|--------|--------|--------|
| 1000 | Int | Bubble Sort | Best | $\mathcal{O}(n)$ | 0,0066 | 0,0971 | 0,1957 | 0,4731 | 0,1535 |
| 1000 | Int | Heap Sort | Worst | $\mathcal{O}(n \log n)$ | 0,0084 | 0,0979 | 0,1281 | 0,2462 | 0,1173 |
| 1000 | Int | Heap Sort | Best | $\mathcal{O}(n \log n)$ | 0,0120 | 0,1105 | 0,1749 | 0,2819 | 0,2023 |
| 1000 | Int | Selection Sort | Worst | $\mathcal{O}(n^2)$ | 0,0144 | 0,0808 | 0,1116 | 0,2373 | 0,1345 |
| 1000 | Int | Bubble Sort | Worst | $\mathcal{O}(n^2)$ | 0,0273 | 0,1455 | 0,1888 | 0,1995 | 0,1032 |
| 1000 | Int | Selection Sort | Best | $\mathcal{O}(n^2)$ | 0,0286 | 0,1073 | 0,1723 | 0,3590 | 0,2247 |
| 10000 | Int | Bubble Sort | Best | $\mathcal{O}(n)$ | 0,0562 | 0,3842 | 5,2375 | 0,5723 | 0,6103 |
| 1000 | Float | Heap Sort | Worst | $\mathcal{O}(n \log n)$ | 0,0705 | 0,1379 | 0,2245 | 0,2734 | 0,1442 |
| 1000 | Float | Bubble Sort | Best | $\mathcal{O}(n)$ | 0,0788 | 0,1221 | 0,1796 | 0,2532 | 0,0909 |
| 1000 | Float | Heap Sort | Best | $\mathcal{O}(n \log n)$ | 0,0846 | 0,1164 | 0,1504 | 0,2004 | 0,1635 |
| 10000 | Int | Heap Sort | Worst | $\mathcal{O}(n \log n)$ | 0,0852 | 0,5927 | 0,6151 | 0,6963 | 1,0327 |
| 1000 | Float | Selection Sort | Worst | $\mathcal{O}(n^2)$ | 0,0859 | 0,1101 | 0,1304 | 0,2528 | 0,1669 |
| 1000 | Float | Selection Sort | Best | $\mathcal{O}(n^2)$ | 0,0908 | 0,1225 | 0,1044 | 0,3539 | 0,1566 |
| 10000 | Int | Heap Sort | Best | $\mathcal{O}(n \log n)$ | 0,0989 | 0,5654 | 0,6684 | 0,5826 | 1,5551 |
| 1000 | Float | Bubble Sort | Worst | $\mathcal{O}(n^2)$ | 0,1035 | 0,1103 | 0,1515 | 0,3035 | 0,1214 |

- Small vectors

Chamas, C. L., Cordeiro, D., & Eler, M. M. (2017, November). Comparing REST, SOAP, Socket and gRPC in computation offloading of mobile applications: An energy cost analysis. In Communications (LATINCOM), 2017 IEEE 9th Latin-American Conference on (pp. 1-6). IEEE.

Remote Procedure Call

► gRPC IoT - energy consumption (client side)

- Local: a smartphone Samsung S5 (ARM 2.1Gz Octacore)
- Remote: a windows 7 server (Intel Core 2 Duo 2.2Ghz)

| INPUT SIZE | INPUT TYPE | ALGORITHM | CASE | COMPLEXITY | LOCAL | REST | SOAP | SOCKET | GRPC |
|------------|------------|----------------|-------|-------------------------|----------------|-----------------|-----------------|-----------------|-----------------|
| 100000 | Float | Heap Sort | Best | $\mathcal{O}(n \log n)$ | 6,9552 | 7,9610 | 12,2928 | 5,5922 | 10,8711 |
| 10000 | Object | Selection Sort | Worst | $\mathcal{O}(n^2)$ | 44,3543 | 5,7710 | 15,4622 | 10,0284 | 10,8408 |
| 100000 | Float | Heap Sort | Worst | $\mathcal{O}(n \log n)$ | 8,4738 | 10,3493 | 7,4396 | 6,1408 | 12,7246 |
| 100000 | Float | Bubble Sort | Best | $\mathcal{O}(n)$ | 6,3832 | 10,3493 | 7,3783 | 6,6799 | 15,2624 |
| 10000 | Object | Bubble Sort | Worst | $\mathcal{O}(n^2)$ | 84,3696 | 9,7146 | 15,6492 | 10,9943 | 15,6132 |
| 100000 | Int | Selection Sort | Best | $\mathcal{O}(n^2)$ | 66,9138 | 13,4757 | 16,9476 | 11,9876 | 39,6920 |
| 100000 | Float | Selection Sort | Best | $\mathcal{O}(n^2)$ | 121,2813 | 16,0041 | 20,2135 | 22,1771 | 33,9588 |
| 100000 | Object | Bubble Sort | Best | $\mathcal{O}(n)$ | 20,0052 | 70,5636 | 104,8919 | 242,5625 | 166,3286 |
| 100000 | Object | Heap Sort | Best | $\mathcal{O}(n \log n)$ | 22,3046 | 44,8823 | 133,8276 | 77,6200 | 86,2444 |
| 100000 | Float | Selection Sort | Worst | $\mathcal{O}(n^2)$ | 194,0500 | 31,8115 | 31,3616 | 22,9645 | 35,6874 |
| 100000 | Int | Selection Sort | Worst | $\mathcal{O}(n^2)$ | 88,2045 | 29,5133 | 23,3795 | 34,6518 | 30,5247 |
| 100000 | Object | Heap Sort | Worst | $\mathcal{O}(n \log n)$ | 23,6646 | 199,2946 | 129,3667 | 57,9254 | 77,6200 |
| 100000 | Int | Bubble Sort | Worst | $\mathcal{O}(n^2)$ | 242,5625 | 47,9136 | 36,2710 | 46,1987 | 56,5979 |
| 100000 | Float | Bubble Sort | Worst | $\mathcal{O}(n^2)$ | 388,1000 | 50,7320 | 51,7467 | 37,6796 | 86,2444 |
| 100000 | Object | Selection Sort | Best | $\mathcal{O}(n^2)$ | - | 215,6111 | 251,9835 | 242,5625 | 232,86 |
| 100000 | Object | Selection Sort | Worst | $\mathcal{O}(n^2)$ | - | 250,3870 | 388,1 | 275,9824 | 277,2143 |
| 100000 | Object | Bubble Sort | Worst | $\mathcal{O}(n^2)$ | - | 388,1000 | 388,1000 | 388,1000 | 388,1000 |

- Large vectors

Chamas, C. L., Cordeiro, D., & Eler, M. M. (2017, November). Comparing REST, SOAP, Socket and gRPC in computation offloading of mobile applications: An energy cost analysis. In Communications (LATINCOM), 2017 IEEE 9th Latin-American Conference on (pp. 1-6). IEEE.

Remote Procedure Call

▶ To experience

- ▶ Clone: <https://github.com/escalope/examplegrpc>
- ▶ Execute the following instructions. First example of a simple client server.
 - ▶ `$ mvn verify`
 - ▶ `$ # Run the server in one terminal`
 - ▶ `$ mvn exec:java -Dexec.mainClass=io.grpc.examples.helloworld.HelloWorldServer`
 - ▶ `$ # In another terminal run the client`
 - ▶ `$ mvn exec:java -Dexec.mainClass=io.grpc.examples.helloworld.HelloWorldClient`
- ▶ Now a streaming client to the server:
 - ▶ `$ mvn verify`
 - ▶ `$ # Run the server in one terminal`
 - ▶ `$ mvn exec:java -Dexec.mainClass=io.grpc.examples.manualflowcontrol.ManualFlowControlServer`
 - ▶ `$ # In another terminal run the client`
 - ▶ `$ mvn exec:java -Dexec.mainClass=io.grpc.examples.manualflowcontrol.ManualFlowControlClient`

Remote Procedure Call

▶ Conclusions

- ▶ Integration between the different languages is possible.
- ▶ WS/RPC/REST are not the fastest/productive ones either.
- ▶ RPC requirements vs. WS requirements vs. REST requirements
- ▶ RPC: needs a daemon (a light one) WS: needs an application server (heavy)
- ▶ REst: need a light server