

RxAda: An Ada implementation of the ReactiveX API

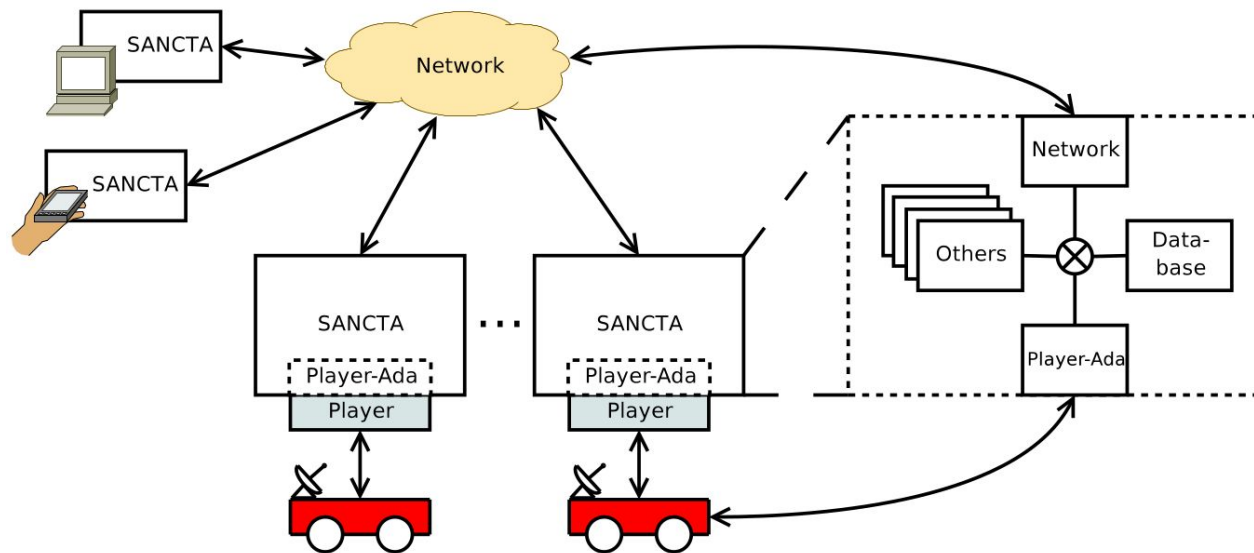
CUD

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2017-jun-13



Centro Universitario
de la Defensa Zaragoza

SANCTA: An Ada 2005 General-Purpose Architecture for *Mobile Robotics Research*



ABOUT ME



Robotics, Perception, and Real-Time group
(RoPeRT)

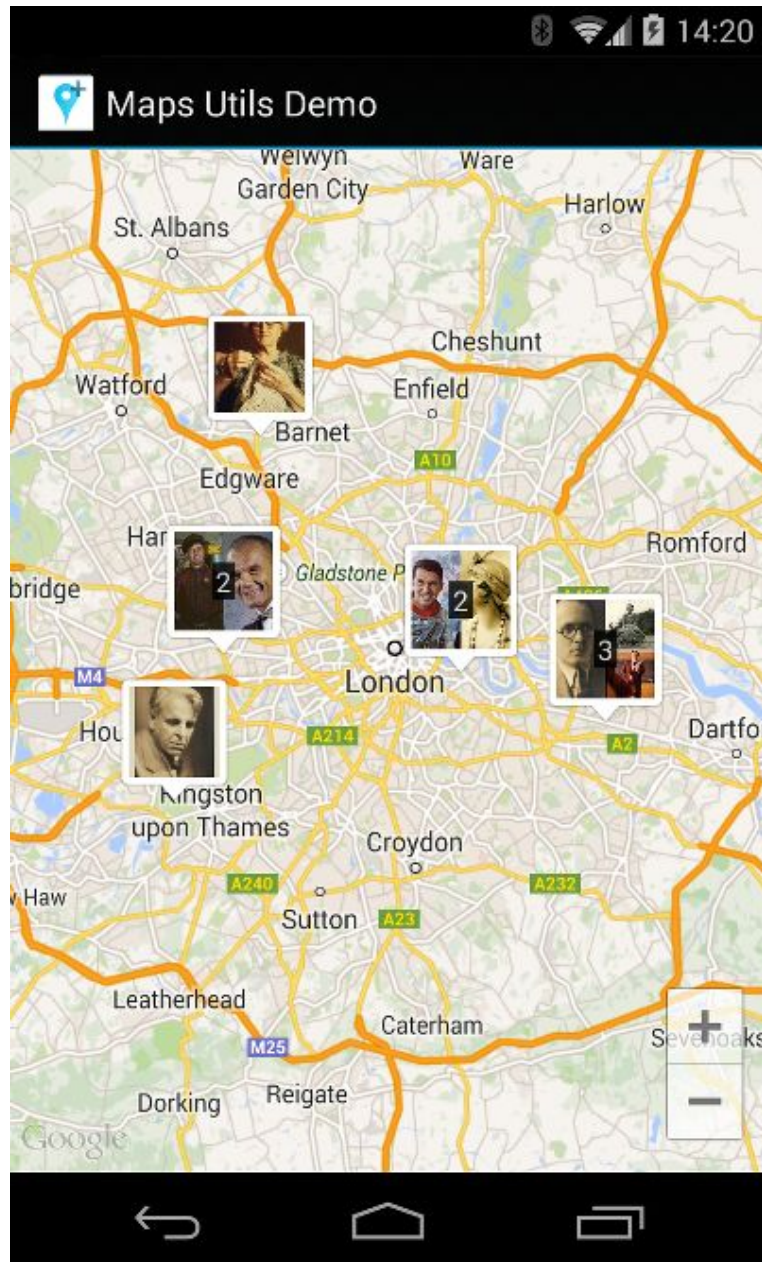
<http://robots.unizar.es/>

Universidad de Zaragoza, Spain

- Motivation
- What is ReactiveX
 - Language agnostic
 - Java
 - Ada
- RxAda
 - Design challenges/decisions
 - Current implementation status
 - Future steps

- Android development
 - Questionable design decisions for background tasks that interact with the GUI
- Found RxJava
 - Simpler, saner way of doing multitasking
 - Documented comprehensively
 - Very active community in the Rx world
- Achievable in Ada?
 - Aiming for the RxJava simplicity of use

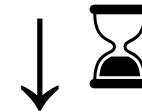
EVENT-DRIVEN / ASYNCHRONOUS SYSTEMS



<User drags map>



Find nearby items



Request images



Crop/Process image



Update GUI markers

Event-driven systems



Reactive Programming (**philosophy**)



ReactiveX / Rx (**specification**)



Rx.Net, RxJava, RxJS, RxC++, ...



RxAda

REACTIVE MANIFESTO (2014-sep-16 v2.0)

www.reactivemanifesto.org

*“(...) we want systems that are **Responsive, Resilient, Elastic and Message Driven**. We call these **Reactive Systems**.”*

Jonas Bonér
Dave Farley
Roland Kuhn
Martin Thompson

Sign the manifesto

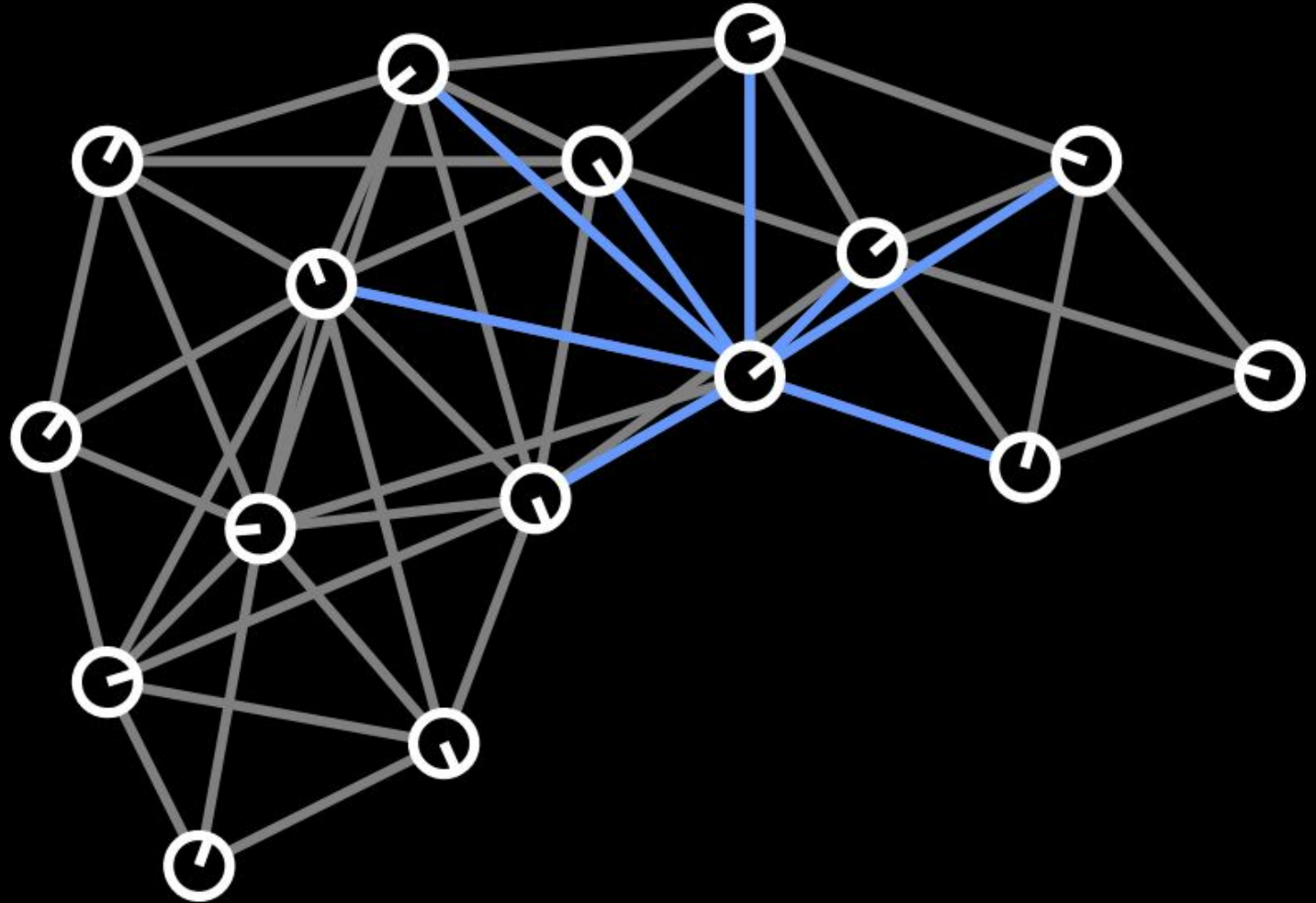
19082 people already signed ([Full list](#))



- Responsive
 - “the cornerstone of usability and utility”
 - “reliable upper bounds [on response time]”
 - “consistent quality of service”
- Resilient
 - “responsive in the face of failure”
 - “achieved by replication, containment, isolation and delegation”
 - “The client of a component is not burdened with handling its failures.”

- Elastic
 - “responsive under varying workload”
 - “react to changes in the input rate by increasing or decreasing the resources allocated”
 - “no contention points or central bottlenecks”
- Message driven
 - “rely on asynchronous message-passing (...) ensures loose coupling”
 - “enables load management, elasticity, and flow control”

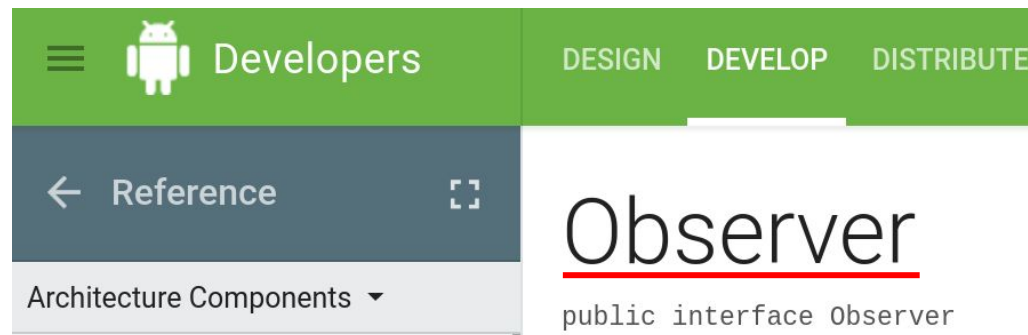
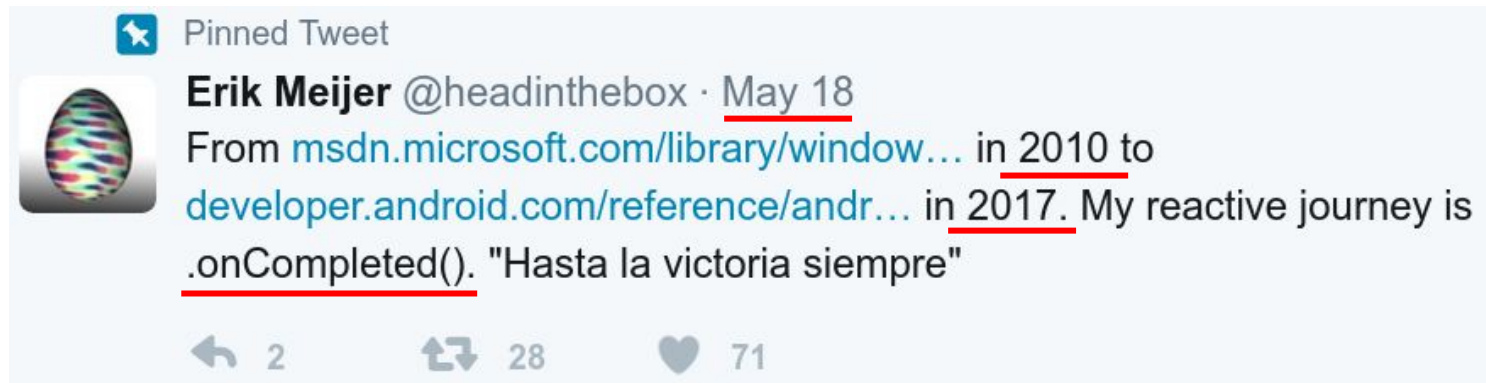
$r =$ 



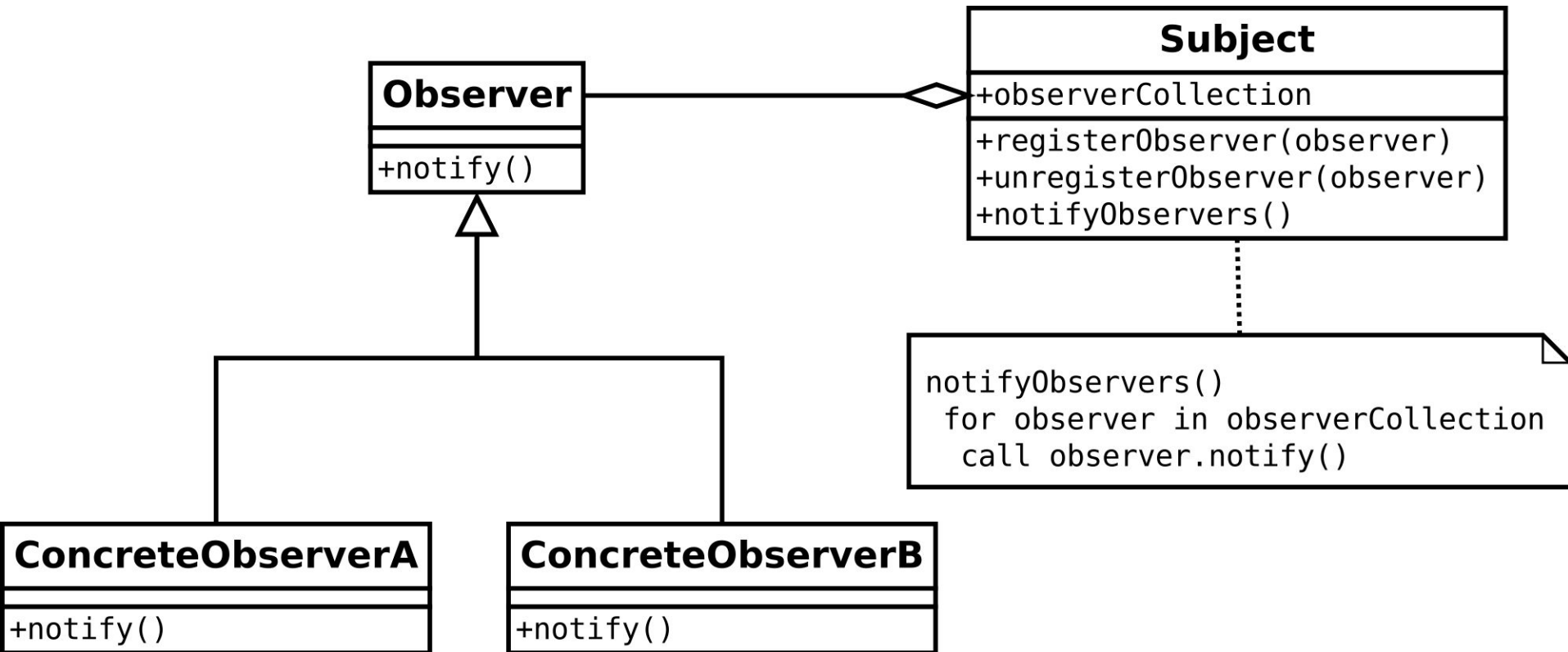
DISTRIBUTED CONSENSUS ALGORITHMS

ReactiveX ORIGINS

- There is no “universal” reactive solution
- ReactiveX is one among many
 - Roots in .NET (Reactive Extensions)
 - Erik Meijner



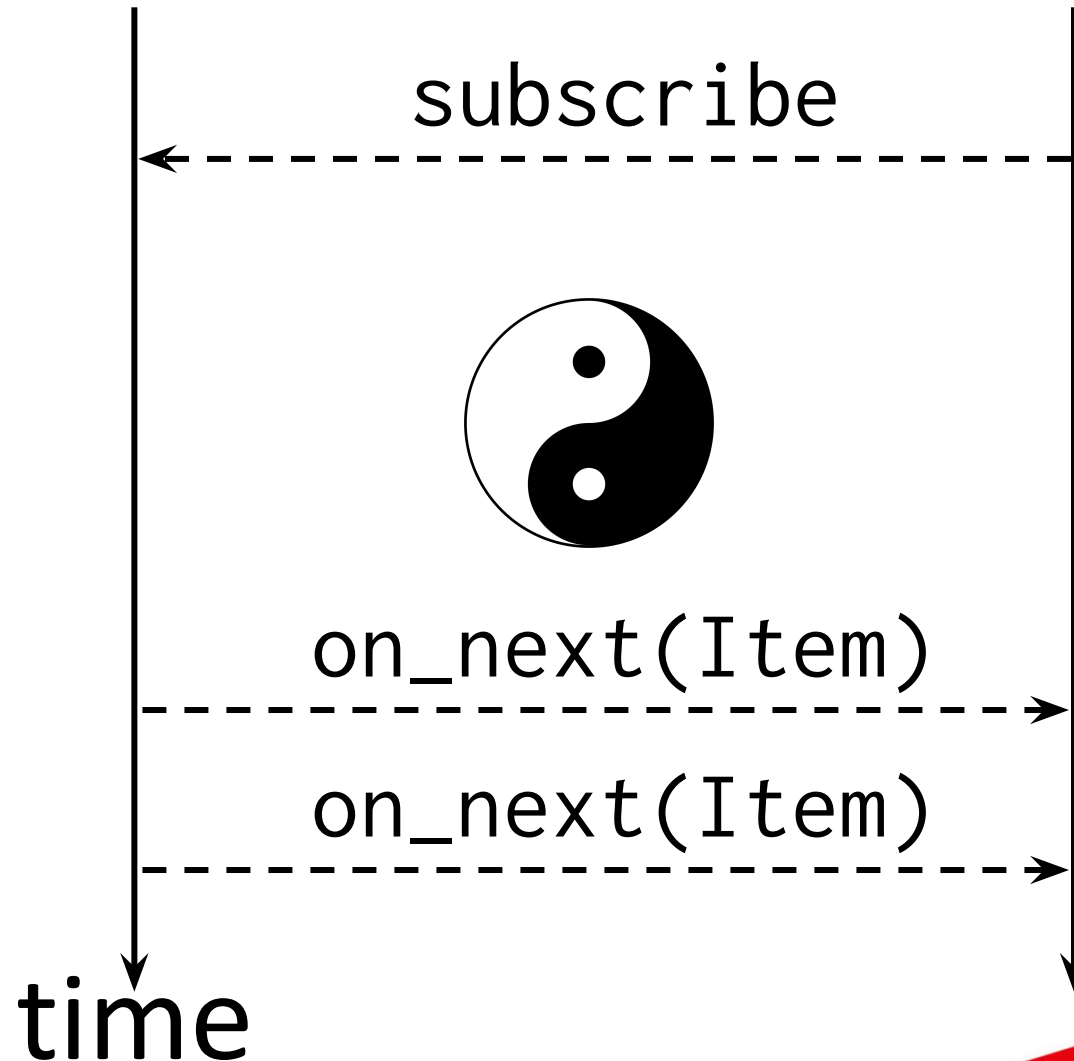
GANG OF FOUR'S OBSERVER PATTERN



PUSH-BASED FRAMEWORK

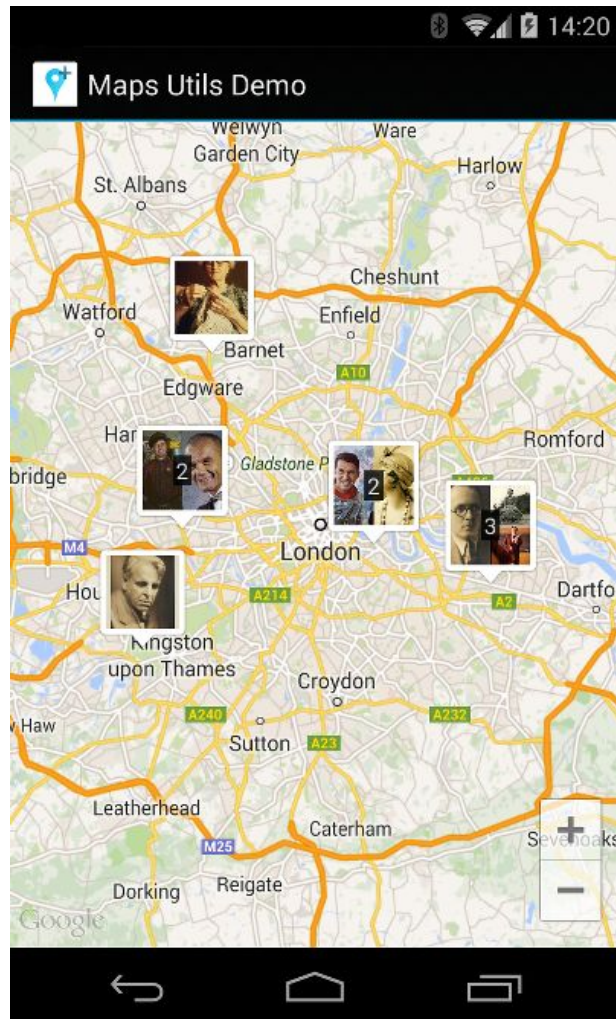
Observable

Observer



- Callbacks
- Futures/Promises (polling)
 - `asyncProcess.isDone()`
 - `asyncProcess.getResult()`
 - Can become unwieldy when futures depend on other futures
- Ada AI12-0197-1 (generator functions)
 - `yield Datum; -- “Queues” a ready datum`
 - ...
 - `for X of Datum_Generator do`
 - Blocks until data available

Main selling point: composability



Observable

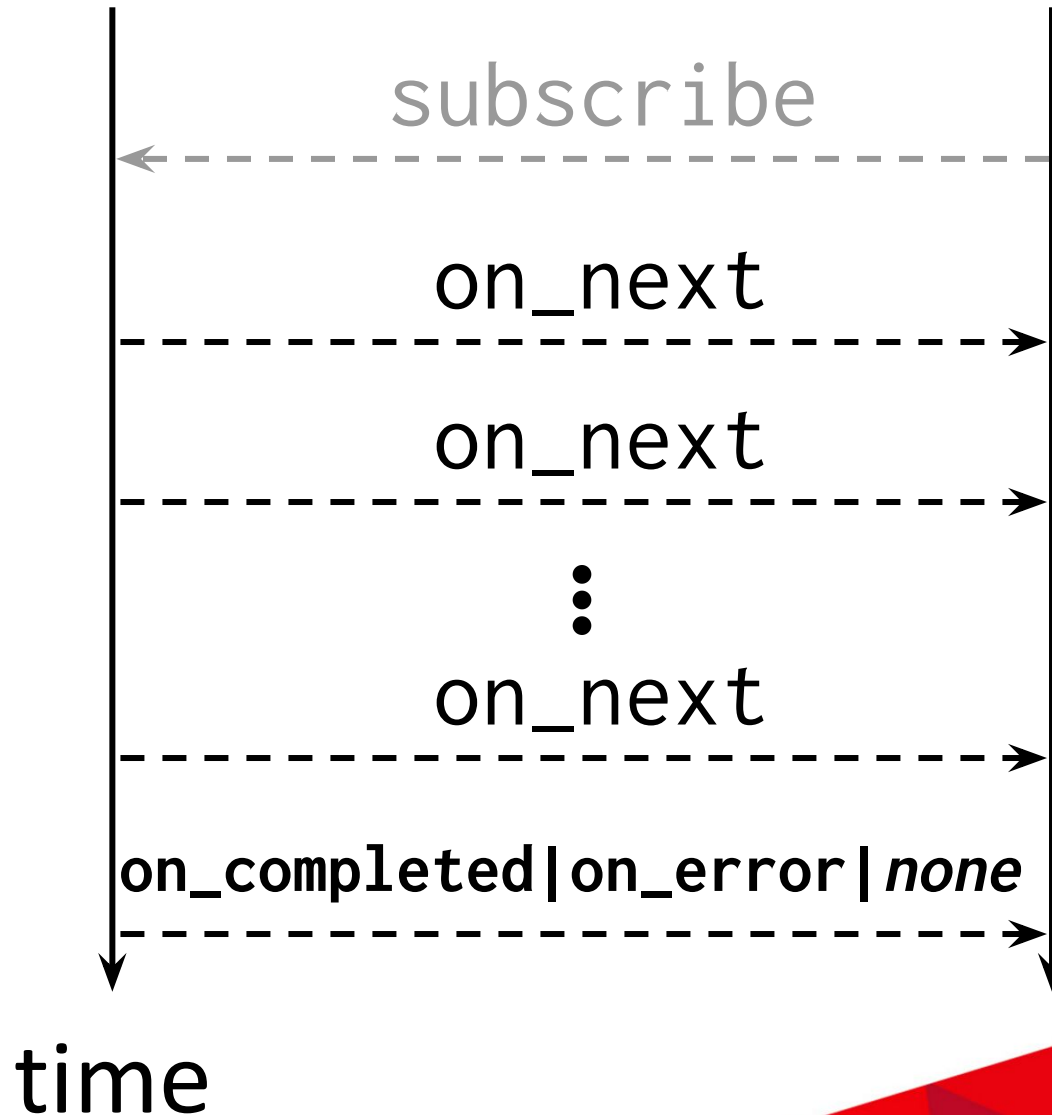
```
.from(Map.dragEvent)
.inBackground()
.do(Map.whoIsNear(event))
.doConcurrently
  (Users.getPicture(id))
.do(crop(image))
.inUiThread()
.do(updateMarker(image))
.subscribe()
```

- Advantages:
 - Imperative-like sequences
 - NOT executed when declared
 - Executed for every emitted item (event)
 - Abstract-away concerns like:
 - Low-level tasking
 - Synchronization
 - Thread-safety
 - Concurrent data structures
 - [Non-]Blocking I/O
 - Callback interactions

Rx CONTRACT

Observable

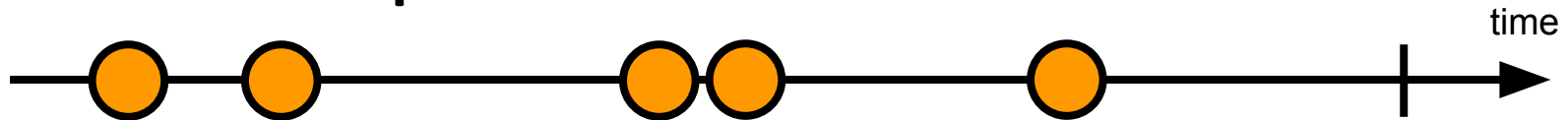
Observer



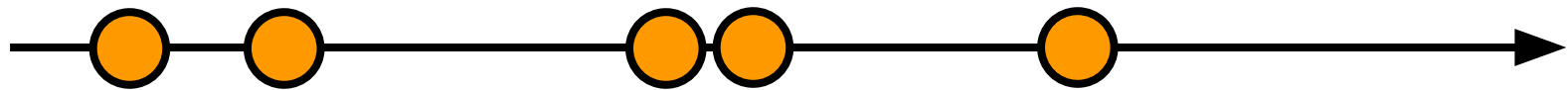
Rx CONTRACT / MARBLE DIAGRAMS

On_Next* (On_Completed|On_Error)?

- Finite sequence:



Infinite sequence:



- Failed sequence:



In mutual exclusion

- Ease of use (library clients)
 - Number of instantiations
 - Shallow learning curve
 - Boilerplate in creation of sequences
 - Preserve top-bottom order of actions when possible
- Ease of development
 - Reasonable (?) complexity
 - New features
 - Ongoing maintenance
 - Attract contributors
 - Avoid definite/indefinite multiplicity
 - Traits-based implementation

On_Next* (On_Completed|On_Error)?

```
generic
  type T (<>) is private; -- T is the type to be received by the Observer
package Rx.Contracts is

  type Observer is interface; -- Someone interested in receiving data

  procedure On_Next      (This : in out Observer; V : T) is abstract;
  procedure On_Complete (This : in out Observer) is abstract;
  procedure On_Error    (This : in out Observer; Error : Errors.Occurrence) is abstract;
  -- Errors encapsulate an Exception_Occurrence

  type Observable is interface; -- An emitter of data to which an observer can subscribe

  procedure Subscribe (Producer : in out Observable;
                      Consumer : in out Observer'Class) is abstract;

end Rx.Contracts;
```

Requires one instantiation per user type 

CLASSWIDE CONTRACT ALTERNATIVE (DISCARDED)

```
package Rx.Contracts is -- No longer generic
```

```
type Rx_Item is interface;
```

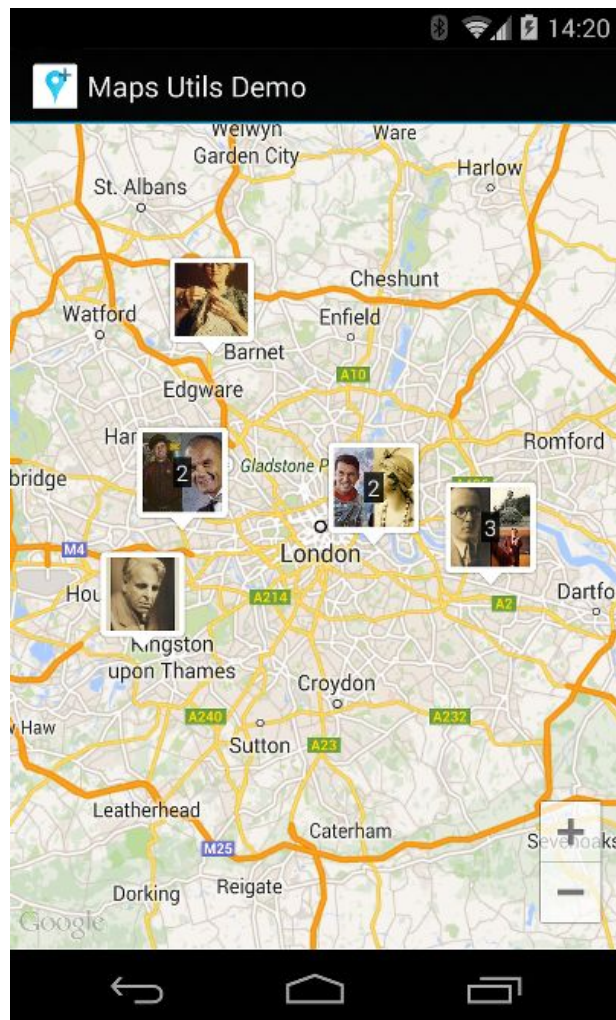
```
type Observer is interface; -- Someone interested in receiving data  
procedure On_Next (This : in out Observer; V : Rx_Item'Class) is abstract;
```

- Pros 😊:
 - No user instantiations
 - Dot notation available for all operators
- Cons 😞:
 - User view conversions
 - Runtime checks only
 - Code pollution with “downcasts”
 - Or some kind of marshalling
 - Would require instantiations anyway

COMPOSABILITY

Observable


```
.from(Map.dragEvent)
.inBackground()
.do(Map.whoIsNear(event))
.doConcurrently
  (Users.getPicture(id))
.do(crop(image))
.inUiThread()
.do(updateMarker(image))
.subscribe()
```

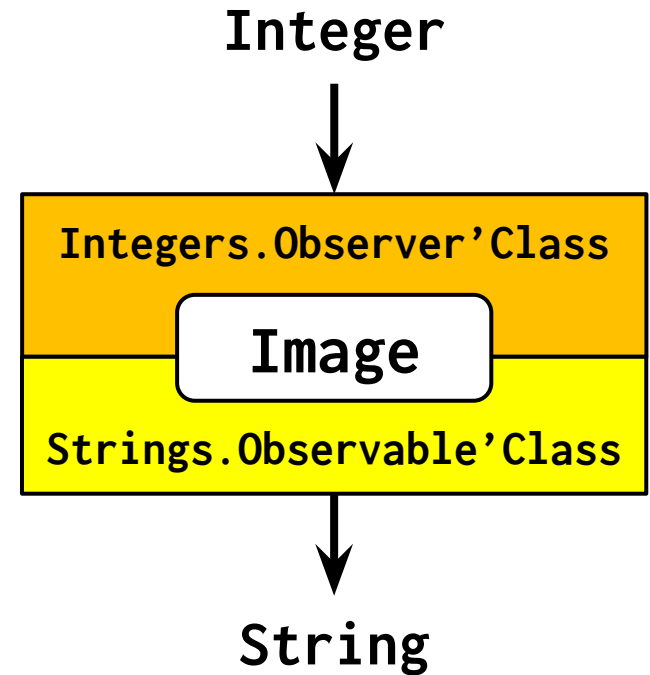


COMPOSITION: OPERATORS

- What is that between
 - Observable
 - ...
 - ...
 - ...
 - Observer

?

- Operators \approx Observer +  + Observable
 - Arbitrarily long sequences
 - Apply one operation
 - Push down the item
 - Inactive until subscription!



PREDEFINED OPERATORS (subset)

- **Creating**
 - Just, From
 - Interval, Range
- **Transforming**
 - Map, FlatMap
 - Buffer, Window
 - Scan
- **Filtering**
 - Filter, Last, Skip
 - Debounce, Sample
 - Distinct
- **Combining**
 - Merge, Zip
- **Tasking**
 - Interval, Timer
 - ObserveOn
 - SubscribeOn
 - Delay, Timeout
- **Logical**
 - TakeUntil
- **Mathematical**
 - Reduce

OPERATOR CONCATENATION (JAVA / C++)

- Java: dot notation
 - Chains an operator
 - Returns another observable

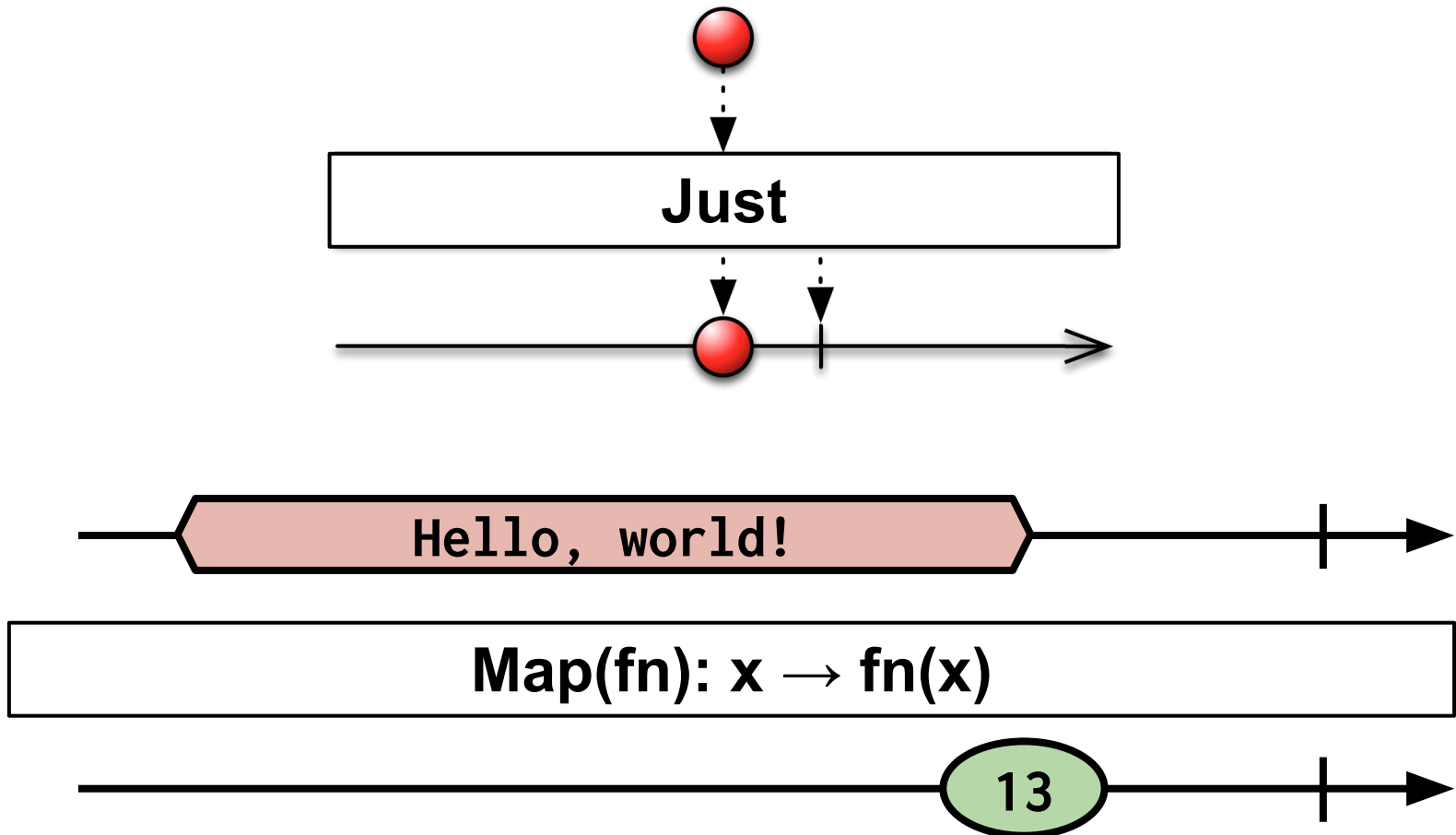
```
public class Observable<T> {  
    // T is the type emitted by this observable  
  
    public final Observable<java.lang.Integer> count()  
    // The result is another Observable that emits integers
```

- C++: pipe operator “|”
- Ada: “&”

TOY EXAMPLE

Observable

```
.just("Hello, world!")  
.map(str -> str.length())  
.subscribe(System.out::println);
```



- Ada syntax:

- No anonymous/lambdas → no inline code
 - 😊 We cannot have boilerplate in the sequence
 - 😊 😞 We must move logic elsewhere (a-la std containers)

declare

```
S : Rx.Subscriptions.Subscription;
```

begin

```
S := -- We can't ignore the resulting subscription in Ada  
Just ("Hello, world!") &  
Map (Length'Access) &  
Subscribe (Put_Line'Access);
```

- But also...

```
package Strings is new Rx.Indefinites (String);  
package Integers is new Rx.Definites (Integer);  
package Str_To_Int is new Rx.Operators  
    (Strings.Observables, Integers.Observables);
```

Ada DOT NOTATION

- First preference, but unusable:
 - Freezing rules
 - All subprograms at top package level
 - But transforming operators require a second type
 - ❌ In a child package
 - » Dot notation no longer available
 - ❌ Instantiate pairs of types
 - » Circular dependencies
- Settled on using the “&” function
 - Inspired by C++ and comp.lang.ada discussions
 - 😞 Requires “use” for every type mapping
 - Same_Type → Same_Type (e.g., Filter)
 - From_Type → Into_Type (e.g., Map)

FINAL EXAMPLE

- Every second,
 - take the corresponding integer (1, 2, ...),
 - Hash its string representation (in bg task)
 - Print it (in IO task)

```
S : constant Subscription :=  
    Interval (First => 1, Period => 1.0)  
    &  
    Observe_On (Schedulers.Computation)  
    &  
    Map (Image'Access)  
    &  
    Map (String_Hash'Access)  
    &  
    Observe_On (Schedulers.IO)  
    &  
    Subscribe (Put_Line'Access);
```

FINAL EXAMPLE: REQUISITES

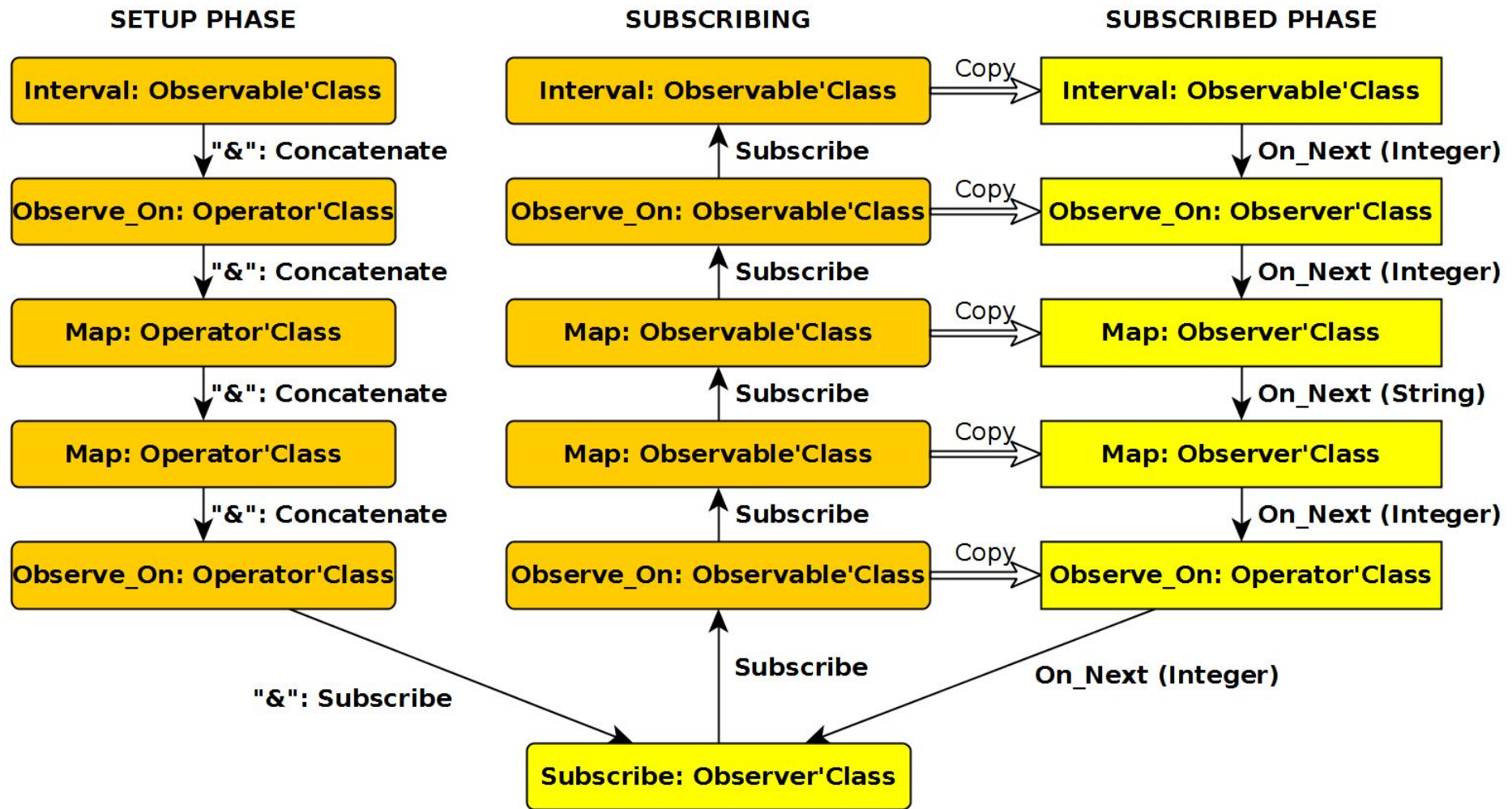
```
use Rx.Std;  
use Rx.Std.Integers;  
use Rx.Std.Integer_To_String;  
use Rx.Std.String_To_Integer;  
  
type Hashes is mod 2 ** 32;  
function Modular_Hash is  
  new System.String_Hash.Hash (Character, Rx_String, Hashes);  
  
function String_Hash (S : String) return Rx_Integer is  
  (Rx_Integer (Modular_Hash (S)));  
  
function Image (I : Rx_Integer) return String is  
  (Rx_Integer'Image (I));
```

FINAL EXAMPLE

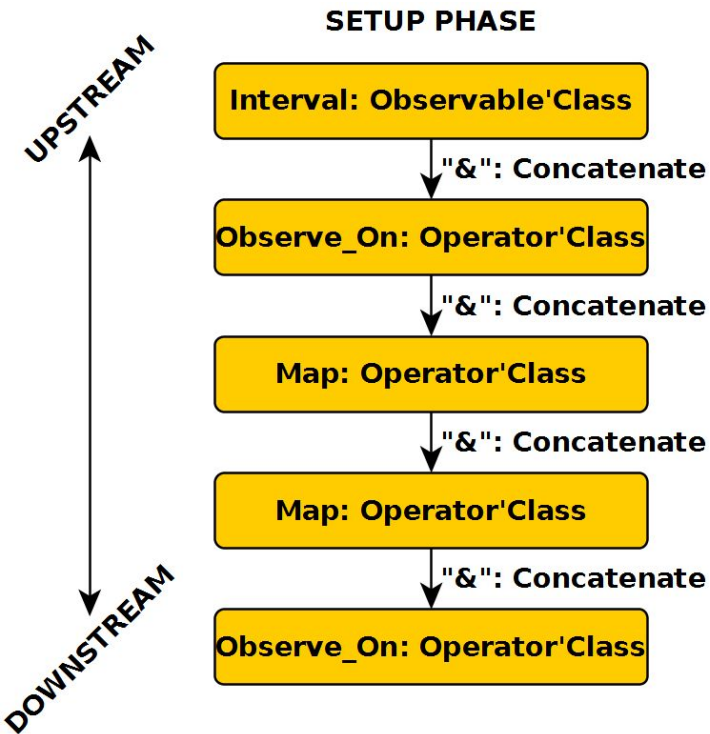
- Every second,
 - take the corresponding integer (1, 2, ...),
 - Hash its string representation (in bg)
 - Print it (in IO task)

```
S : constant Subscription :=  
    Interval (First => 1, Period => 1.0)  
    &  
    Observe_On (Schedulers.Computation)  
    &  
    Map (Image'Access)  
    &  
    Map (String_Hash'Access)  
    &  
    Observe_On (Schedulers.IO)  
    &  
    Subscribe (Put_Line'Access);
```


WHAT IS HAPPENING?



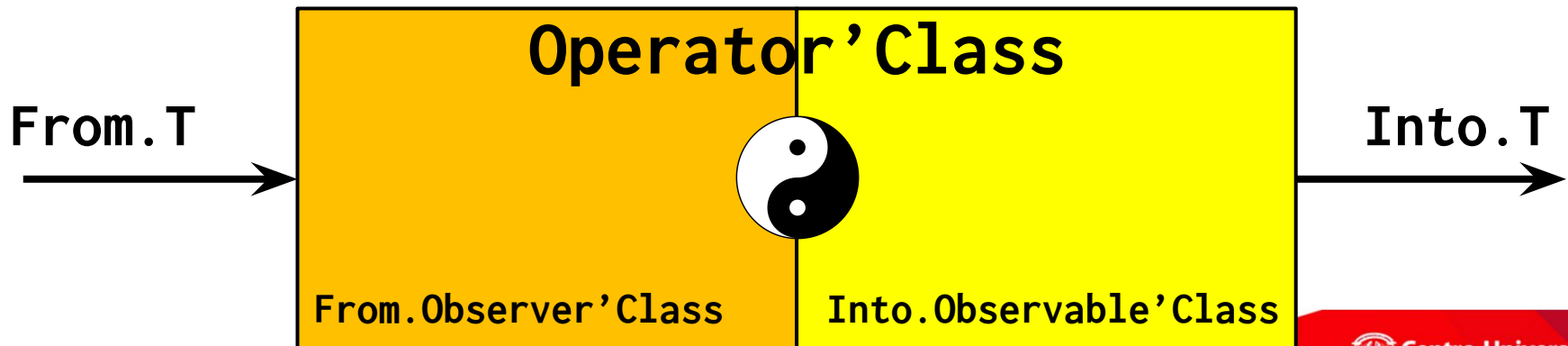
SETUP PHASE / OPERATOR ANATOMY



```
generic  
  with package From is new Rx.Impl.Typed (<>);  
  with package Into is new Rx.Impl.Typed (<>);  
package Rx.Impl.Transformers with Preelaborate is
```

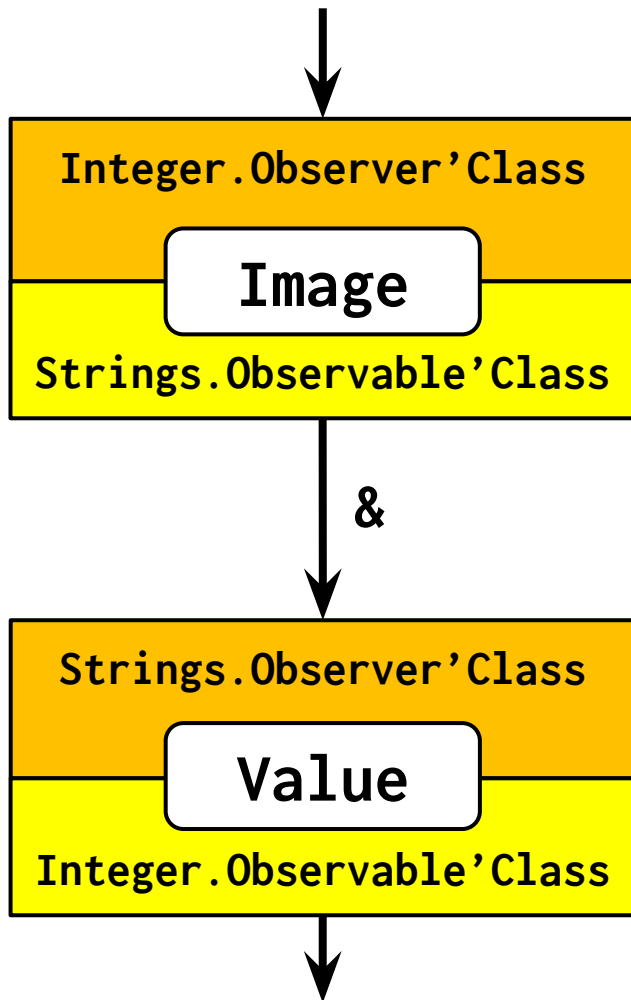
```
type Operator is new  
  Into.Contracts.Observable and  
  From.Contracts.Observer  
with private;
```

```
function "&" (Producer : From.Observable'Class;  
             Consumer : Operator'Class)  
  return Into.Observable'Class;
```



COMPILE-TIME OPERATOR CONSISTENCY

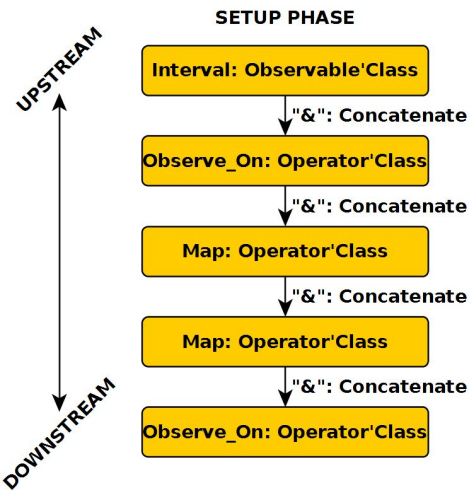
```
function "&" (Producer : From.Observable'Class;  
             Consumer : Operator'Class)  
return      Into.Observable'Class;
```



"&" returns the Observable view of the same Operator

Distinct "&" for every
[From.Observer
+
Into.Observable]
combination

SUBSCRIPTION ACTIVATION



constant Subscription :=

```
Interval (First => 1, Period => 1.0)
&
Observe_On (Schedulers.Computation)
&
Map (Image 'Access)
&
Map (String_Hash 'Access)
&
Observe_On (Schedulers.IO)
&
Subscribe (Put_Line 'Access);
```

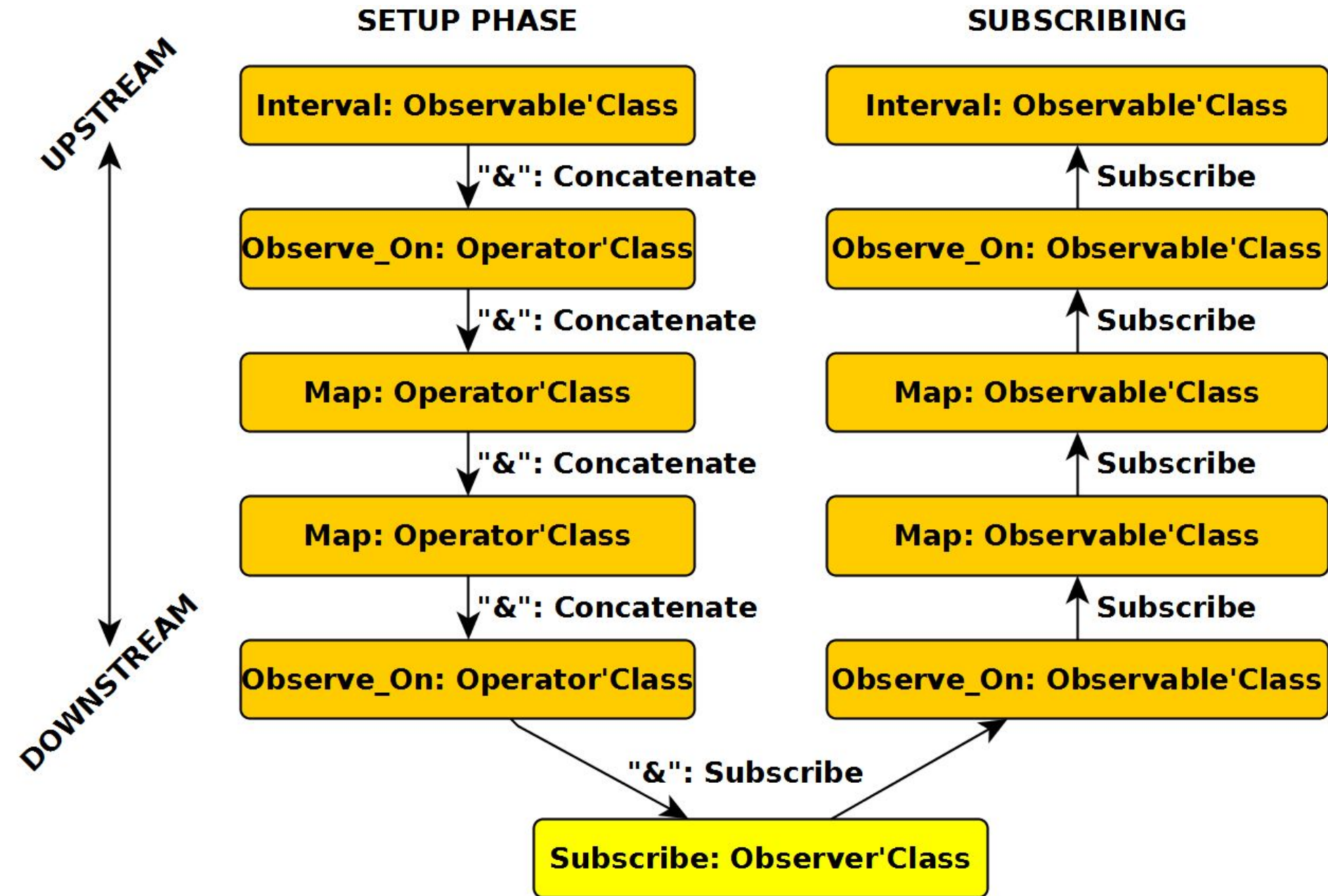
calls to
Concatenate

returns an
Operator

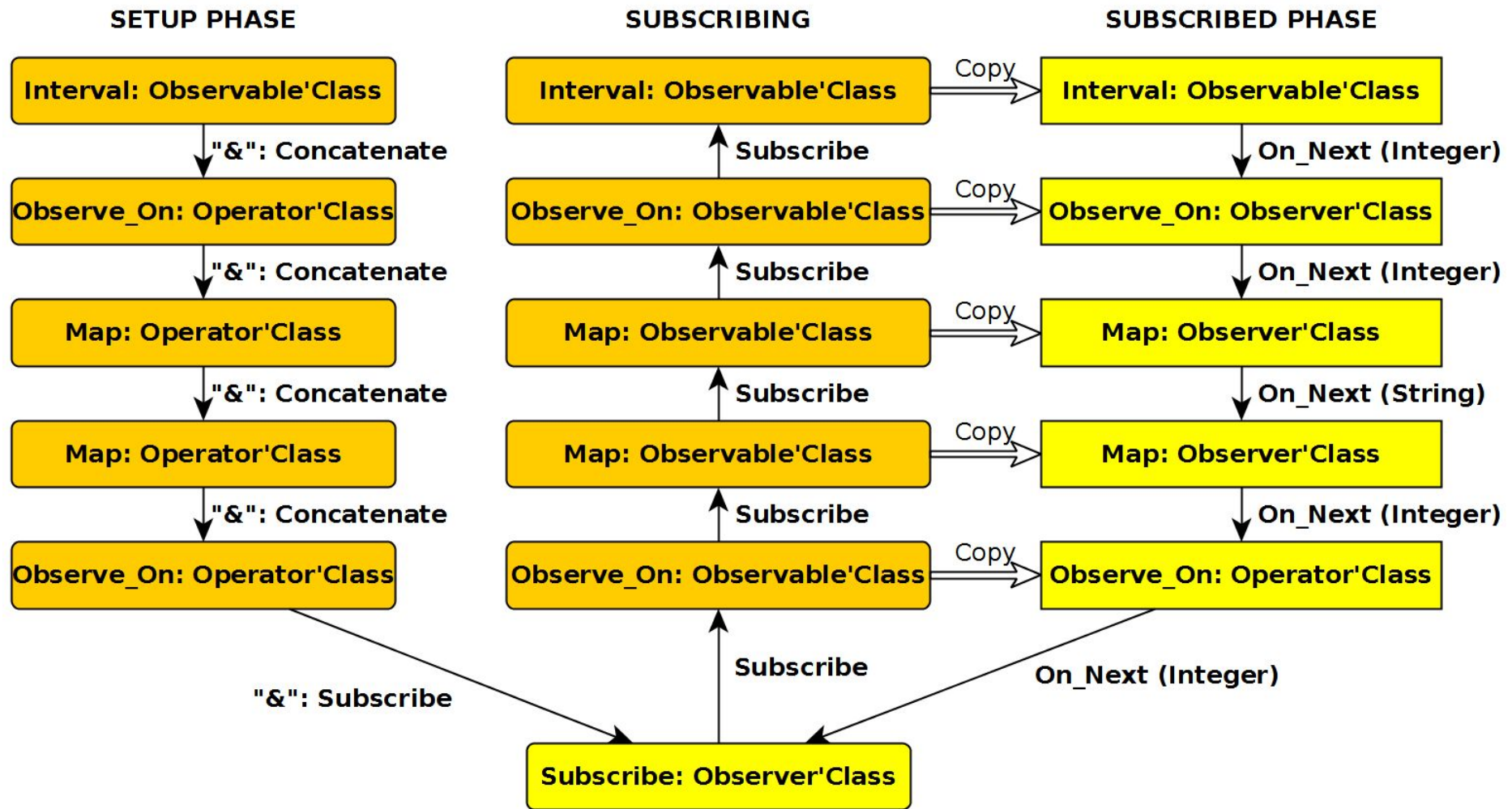
calls to
Subscribe

returns an Observer

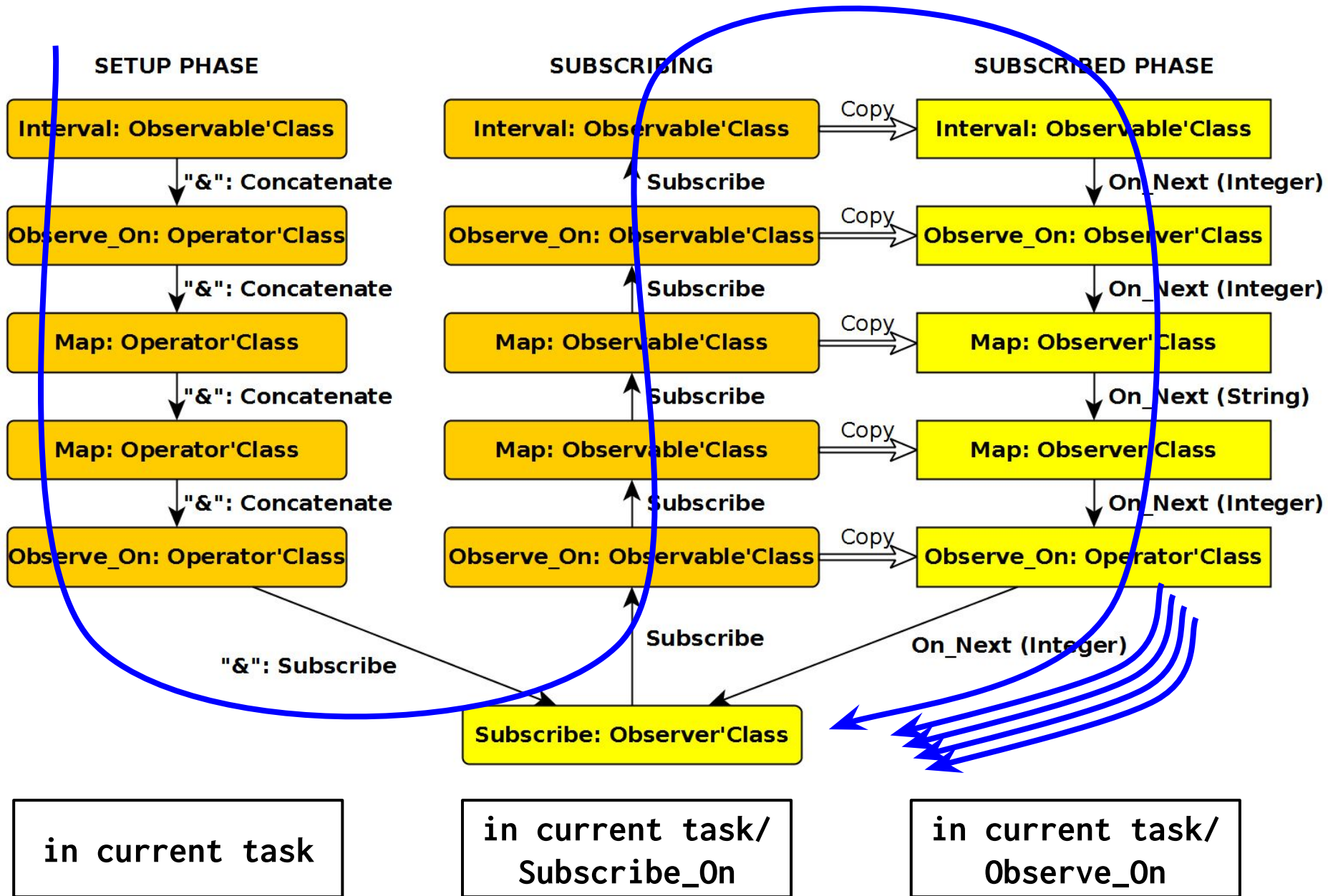
SUBSCRIPTION ACTIVATION



WHAT IS HAPPENING?



WHAT IS HAPPENING?



TASKING

```
type Scheduler is private;

function IO return Scheduler;
-- Thread pool that can grow unboundedly

function Computation return Scheduler;
-- Thread pool with as many threads as CPUs

function New_Thread return Scheduler;

package Pools is

    type Pool is tagged limited private;

    function Create (Max_Size : Positive;
                    Name      : String := "") return Pool;

    function Get_Next (This : in out Pool) return Scheduler;
    -- Round-robin use of threads

    function Get_Idle (This : in out Pool) return Scheduler;
    -- Returns a currently idle thread in the pool, if available

end Pools;
```

Subscribe_On
Observe_On
Op. param.

N-TO-1 PRODUCERS/CONSUMER

declare

S : Rx.Subscriptions.Subscription;

begin

S :=

Producer1 &

Merge(Producer2) &

Merge(Producer3) &

Subscribe;

end;

1-TO-N PRODUCER/CONSUMERS

Observable

```
.range(1, 1000)  
.flatMap(i -> Observable  
    .just(i)  
    .subscribeOn(Schedulers.computation())  
    .map(i2 -> intenseCalculation(i2)))  
.subscribe()
```

Main flow

Observable

```
.just(i)  
.subscribeOn(Schedulers.computation())  
.map(i2 -> intenseCalculation(i2))
```

Concurrent
subscriptions

Concurrent flows

1-TO-N PRODUCER/CONSUMERS

Observable

```
.range(1, 1000)  
.flatMap(i -> Observable  
  
.subscribe()
```

Main flow

Observable

```
.just(i)  
.subscribeOn(Schedulers.computation())  
.map(i2 -> intenseCalculation(i2))
```

Concurrent flows

```
function Single_Processor(W : Workload) -- At library level  
    return Workloads.Observable'Class
```

is

```
use Workloads;  
begin  
    return
```

```
    Just (W) &  
    SubscribeOn(Schedulers.Computation) &  
    Map (Intense_Calculation'Access);
```

```
end Single_Processor;
```

```
declare
```

```
    S : Rx.Subscriptions.Subscription;
```

```
begin
```

```
    S :=
```

```
    Whatever &  
    Flat_Map(Single_Processor'Access) &  
    Subscribe;
```

```
end;
```

- The good:
 - Personal goal achieved
 - Reasonable good-looking, working library
 - Most complexity under wraps (for clients)
- The not-so-good:
 - Number of instances needed
 - Code size, compilation time
 - “use” for all types involved

FUTURE STEPS

- More operators
 - Some unimplemented
 - Obscure variants
- Fix for GNAT GPL 2017
 - Compilation currently broken
 - Check fixes to bugs in GPL 2016
- Use in real/testbed project (!)
- Evaluate performance
 - Impact of copy semantics

THANKS FOR YOUR ATTENTION



<https://bitbucket.org/amosteo/rxada/>



amosteo@unizar.es



[@mosteobotic](https://twitter.com/mosteobotic)



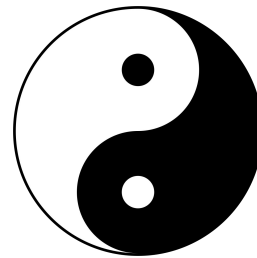
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Rx OBSERVABLE / OBSERVER duality

Observable
.subscribe

Observer
.on_next



Something that can
be observed

Something that
observes an
observable

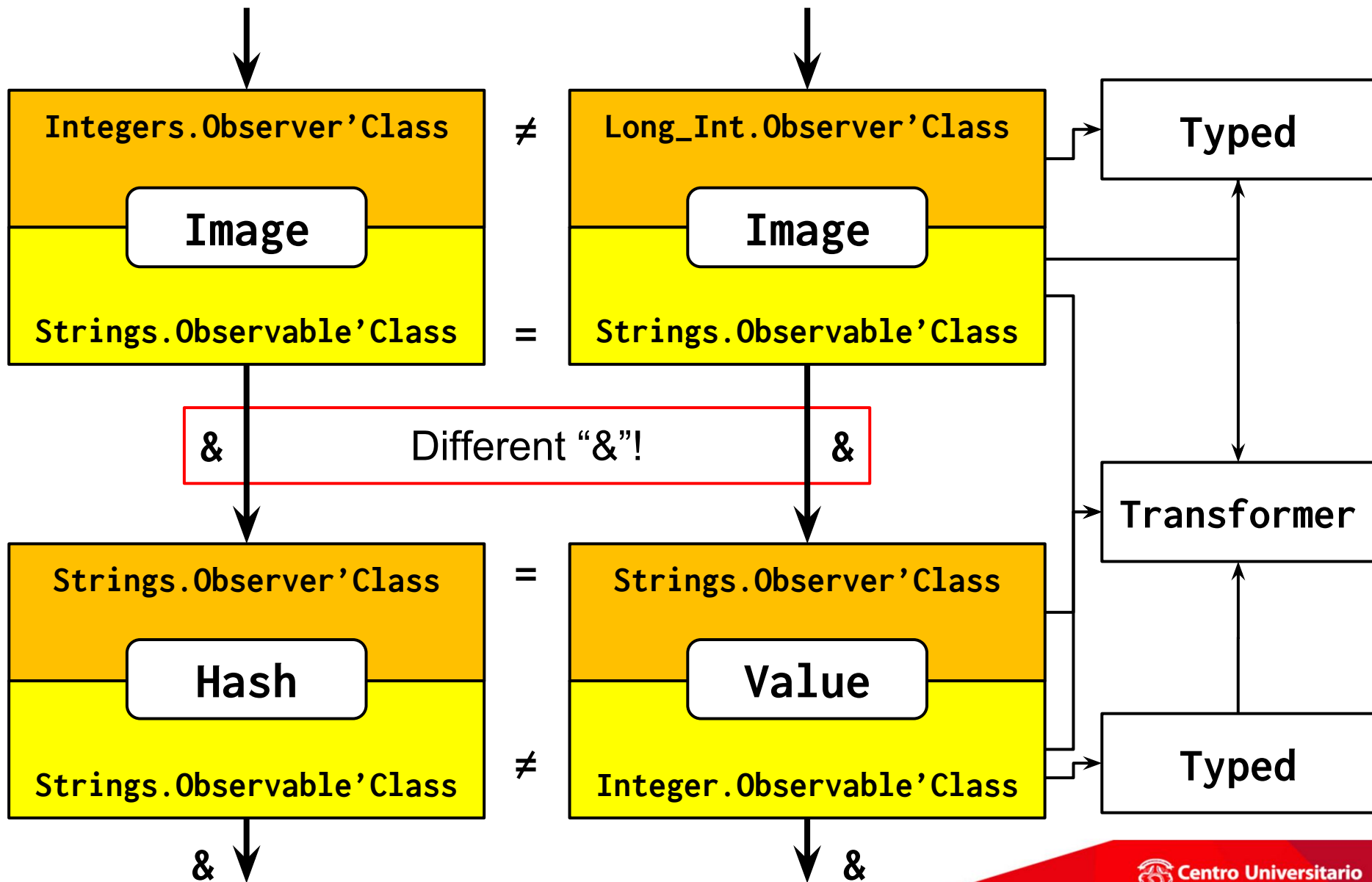
TRAITS-BASED IMPLEMENTATION

```
generic
  type T (<>) is private; -- The user-facing type
  type D      is private; -- Definite type for storage of T
  with function To_Definite   (V : T) return D is <>;
  with function To_Indefinite (V : D) return T is <>;
package Rx.Traits.Types with Preelaborate is
```

```
generic
  with package Type_Traits is new Rx.Traits.Types (<>);
package Rx.Impl.Typed with Preelaborate is
```

```
package Contracts is new Rx.Contracts (Type_Traits.T);
package Actions   is new Rx.Actions.Typed (Type_Traits.T);
```

COMPILE-TIME OPERATOR CONSISTENCY (II)

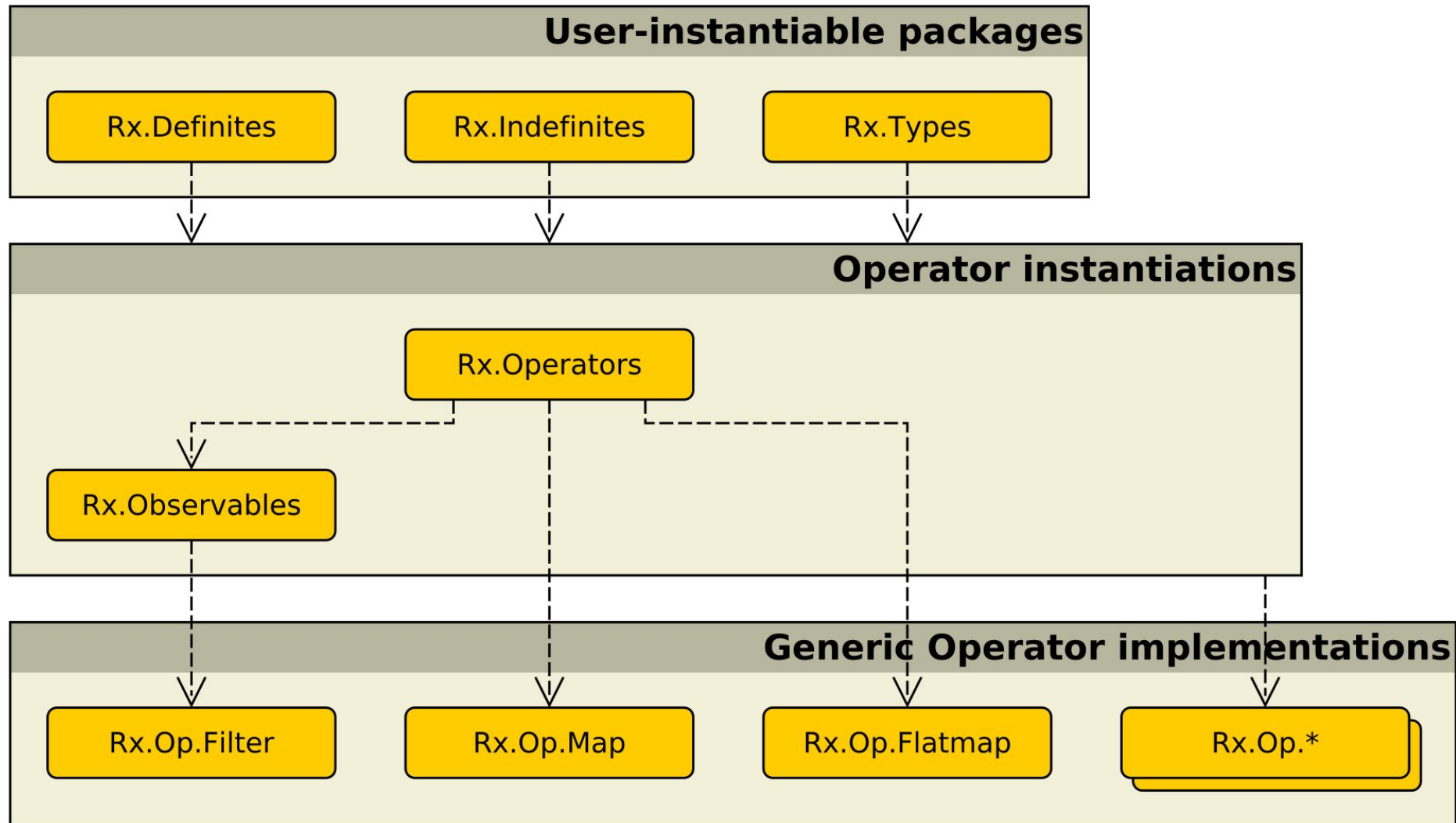


- No inline instantiation (nor inference)

```
public class Observable<T> {  
    // T is the type emitted by this observable  
  
    public final <R> Observable<R>  
        map(Func1<? super T, ? extends R> func);  
    // R is the result of func, and also  
    // the type emitted by the observable returned by Map
```

- Ada: Explicit instantiations for
 - Each user type
 - Each type conversion between user types
 - With distinct source/result
 - Integer → String
 - String → Integer

USER PACKAGES



Pre-Java 8 (anonymous classes)

Observable

```
.just("Hello, world!")
.map(new Func1<String, Integer>() {
    @Override
    public Integer call(String str) {
        return str.length();
    }
})
.subscribe(new Action1<Integer>() {
    @Override
    public void call(Integer o) {
        System.out.println(o);
    }
});
```

Post-Java 8 (inference/lambda/references)

Observable

```
.just("Hello, world!")
.map(str -> str.length())
.subscribe(System.out::println);
```


OPERATOR TESTS

- Many operators require parameters that are subprograms
 - Accesses to library level subprograms
 - Tagged types allow parameterization without generics

```
-- Test limit operator
Subs :=
  Integers.From ((1, 3, 2)) &
  Limit (2) &
  Subscribe (Checker' (Do_Count => True, Ok_Count => 2,
                      Do_First  => True, Ok_First  => 1,
                      Do_Last   => True, Ok_Last   => 3));
```

- BTW: Rx is lazy about tasks

“RUNNABLE” PARAMETERS

- Many operators require parameters that are subprograms
 - Accesses to library level subprograms
 - Tagged types allow parameterization without generics

```
package Rx.Actions with Preelaborate is
```

```
type Filter0 is access function return Boolean;
```

```
type TFilter0 is interface;
```

```
function Check (Filter : in out TFilter0)  
                return Boolean is abstract;
```

```
function Wrap (Check : Filter0) return TFilter0'Class;
```

OBSERVABLE EXAMPLE FROM GENERATOR

procedure Subscribe

(Producer : **in out** Observable;

Consumer : **in out** Observer'Class) is

begin

for Item **of** Producer.Generator **loop**

Consumer.On_Next(Item);

end loop;

Consumer.On_Completed;

exception

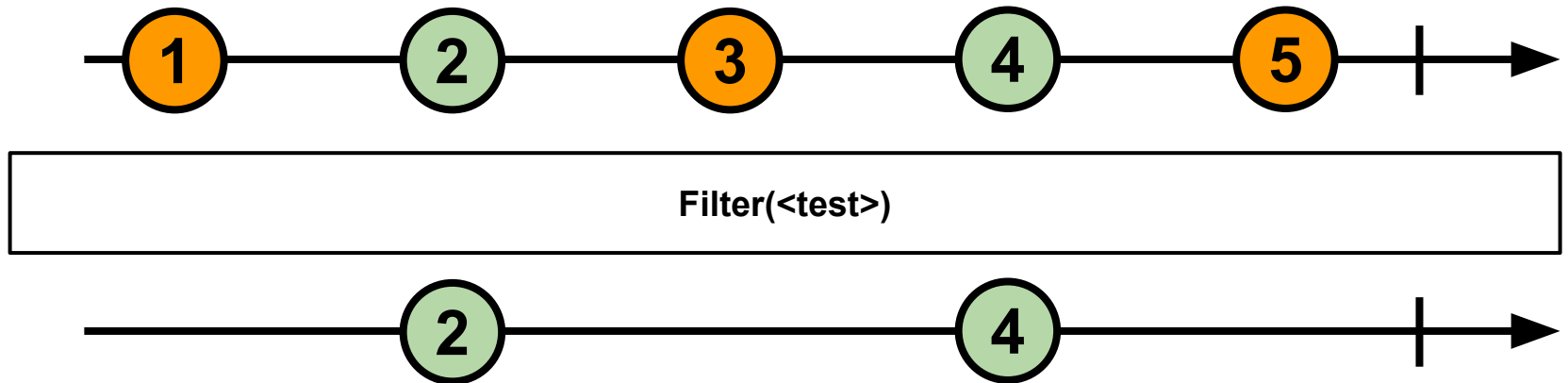
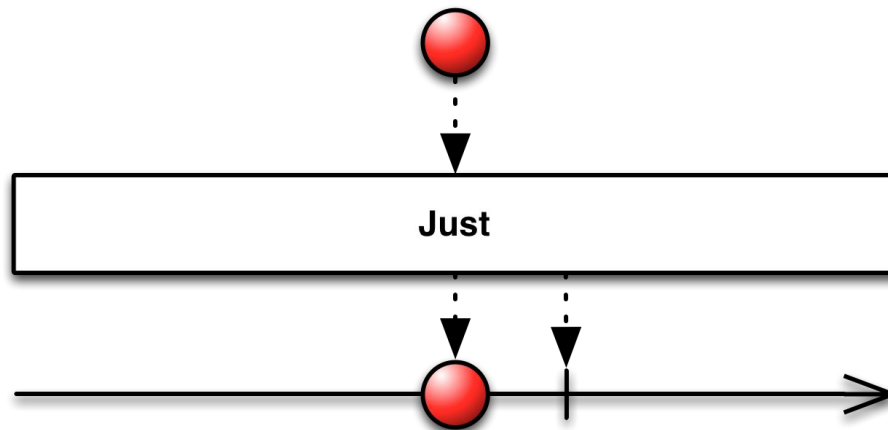
when E : **others** =>

Consumer.On_Error

(Errors.From_Exception(E));

end On_Subscribe;

JUST / FILTER



```
Observable.just(1, 2, 3, 4, 5)
    .filter(i -> (i % 2) == 0)
    .subscribe(System.out::println);
```