

# Overview of Spring WebFlux

**Douglas C. Schmidt**

**[d.schmidt@vanderbilt.edu](mailto:d.schmidt@vanderbilt.edu)**

**[www.dre.vanderbilt.edu/~schmidt](http://www.dre.vanderbilt.edu/~schmidt)**

**Professor of Computer Science**

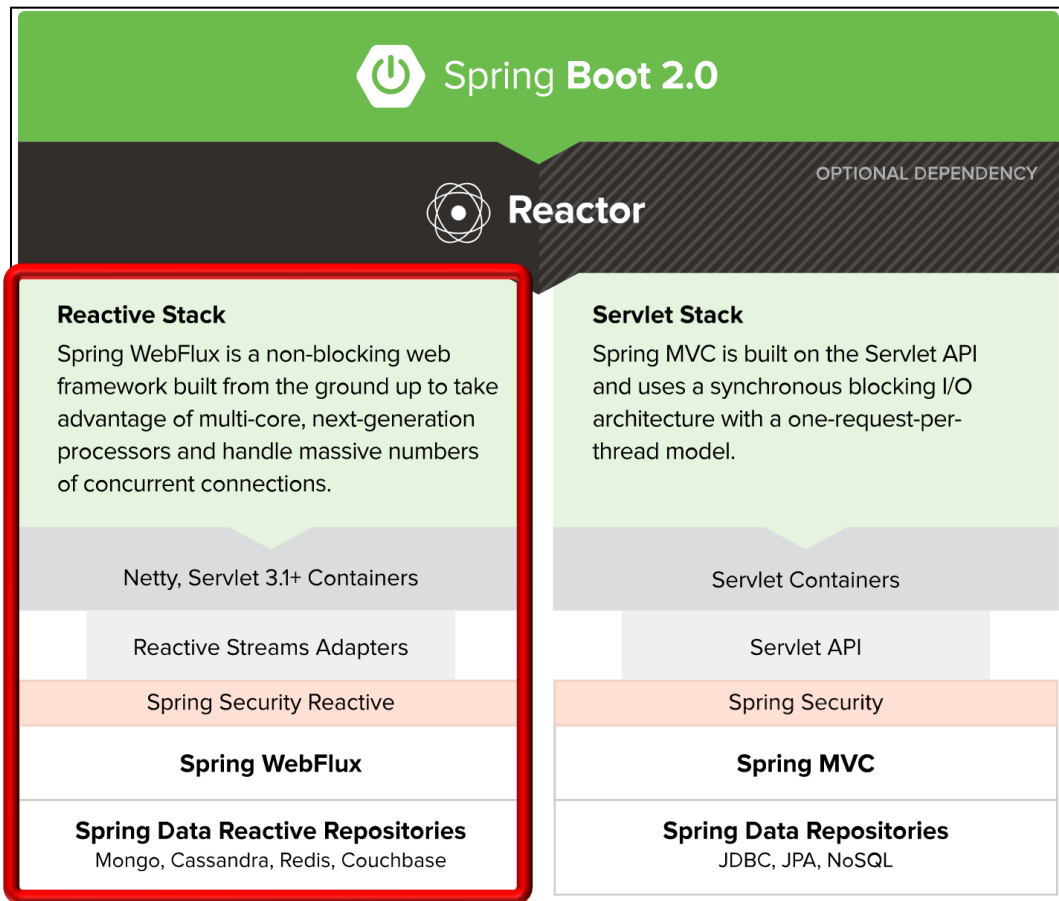
**Institute for Software  
Integrated Systems**

**Vanderbilt University  
Nashville, Tennessee, USA**



# Learning Objectives in this Lesson

- Understand the structure & functionality of the Spring WebFlux framework supported by Spring Boot 2.0



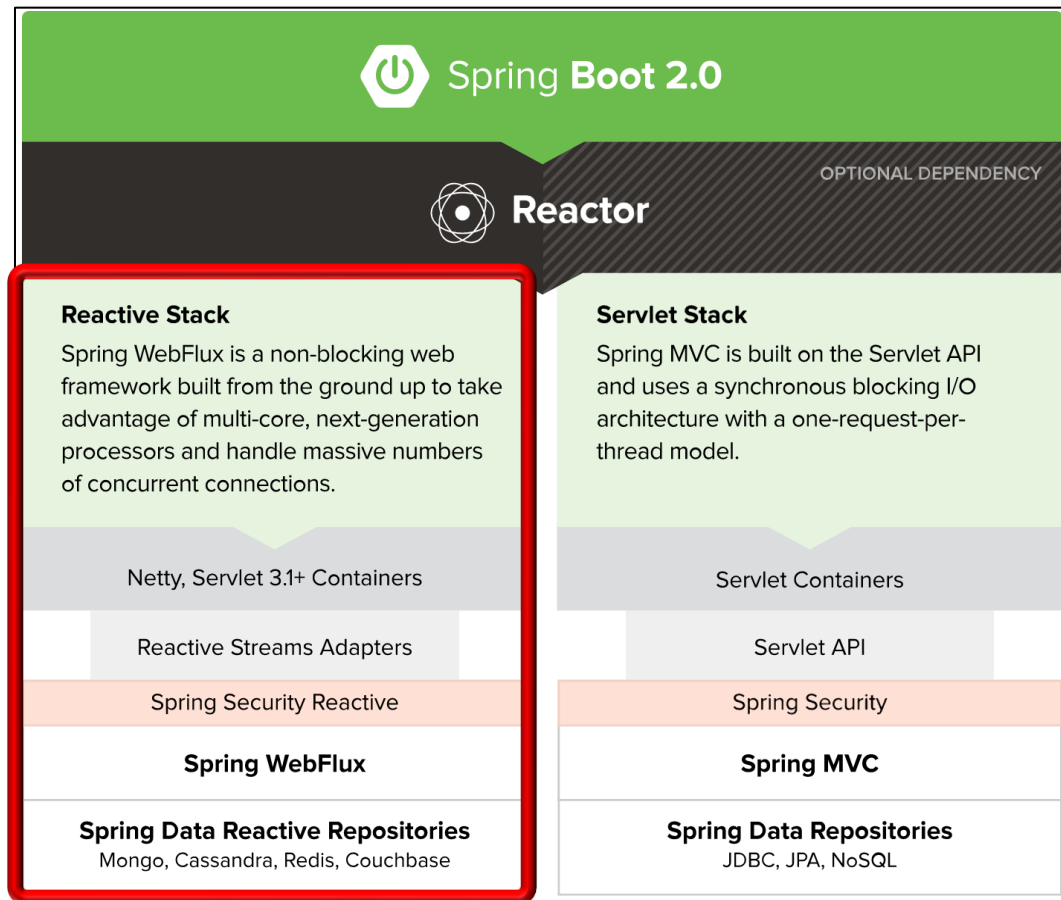
See [docs.spring.io/spring-framework/docs/current/reference/html/web-reactive.html#webflux](https://docs.spring.io/spring-framework/docs/current/reference/html/web-reactive.html#webflux)

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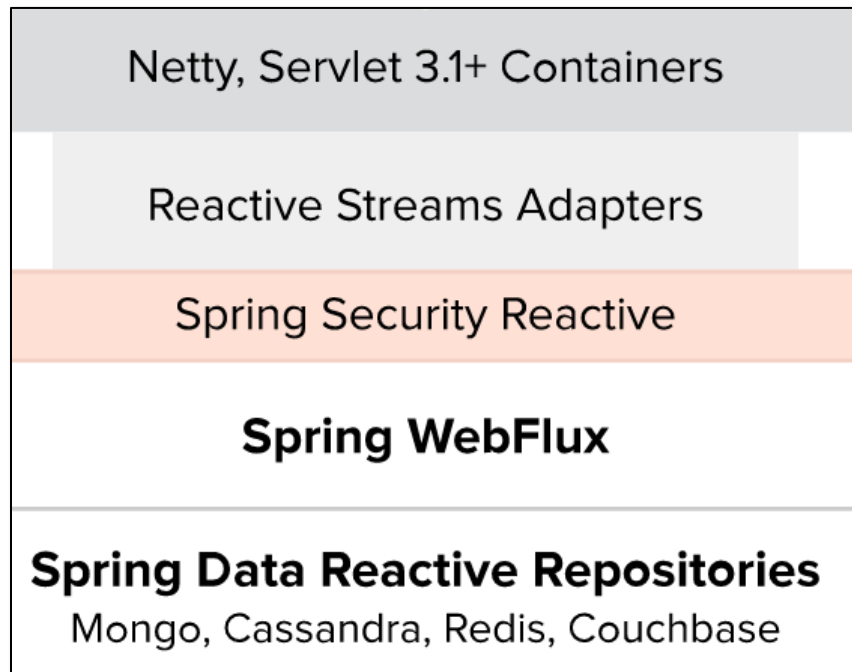
- Spring WebFlux



See [docs.spring.io/spring-framework/docs/current/reference/html/web-reactive.html#webflux](https://docs.spring.io/spring-framework/docs/current/reference/html/web-reactive.html#webflux)

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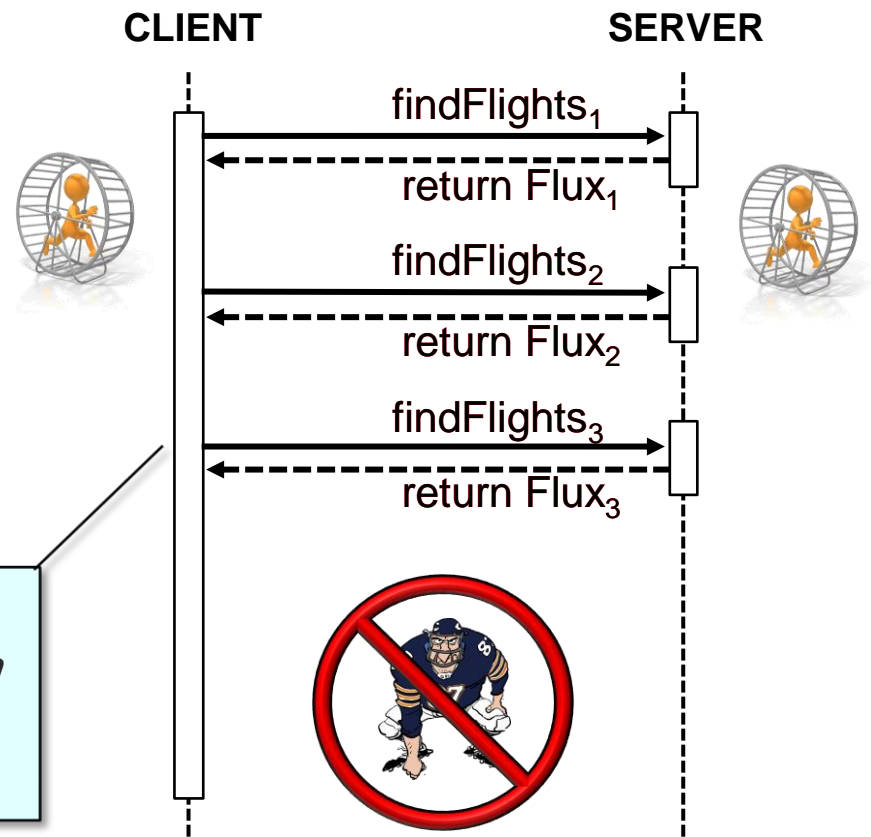
- Spring WebFlux
  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections



See [en.wikipedia.org/wiki/Non-blocking\\_algorithm](https://en.wikipedia.org/wiki/Non-blocking_algorithm)

# Overview of Spring WebFlux

- Spring WebFlux
  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
  - Requests are handled in an entirely asynchronous (& “lazy”) manner



*A request to a list of flights from a database over the network might take a few seconds, but the threads servicing requests & responses don't block*

See [en.wikipedia.org/wiki/Asynchrony\\_\(computer\\_programming\)](https://en.wikipedia.org/wiki/Asynchrony_(computer_programming))

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  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
    - Requests are handled in an entirely asynchronous (& “lazy”) manner
  - A small # of threads are thus required



See [www.baeldung.com/spring-webflux-concurrency](http://www.baeldung.com/spring-webflux-concurrency)

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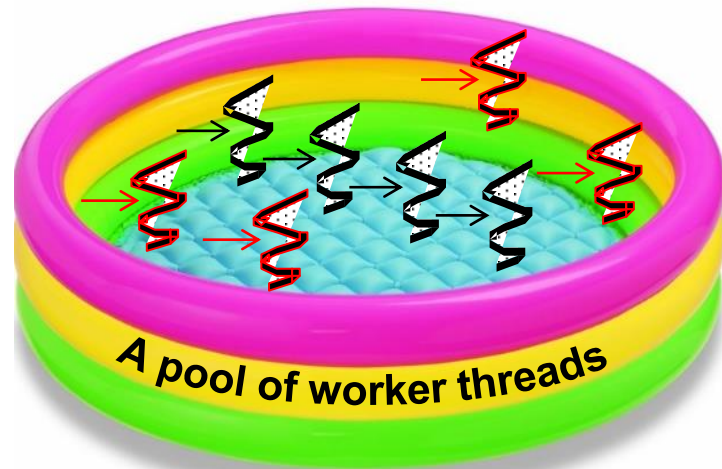
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    - Typically based on # of processor cores





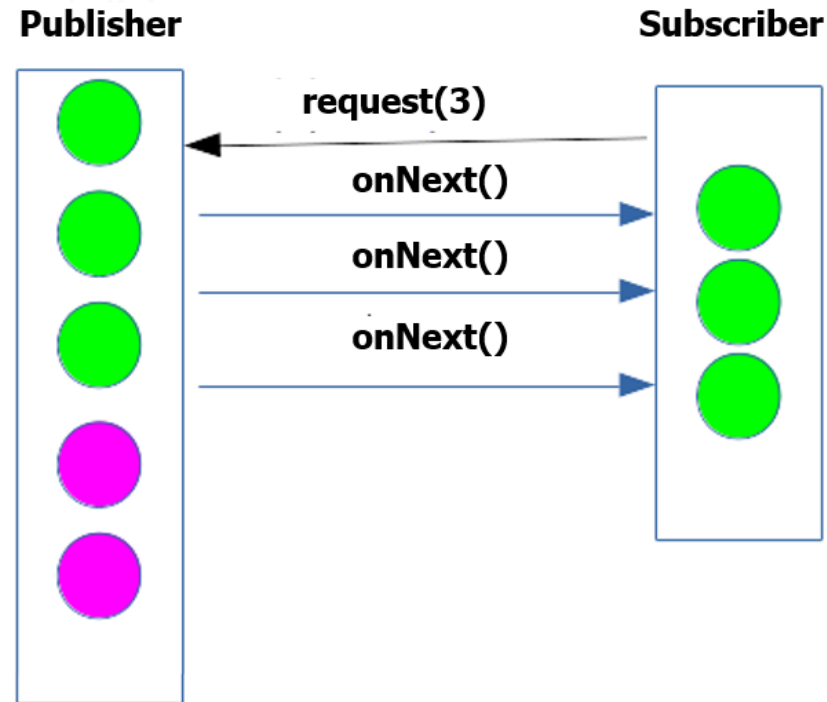
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    - Typically based on # of processor cores
    - I/O-bound operations may require adaptively increasing the # of threads



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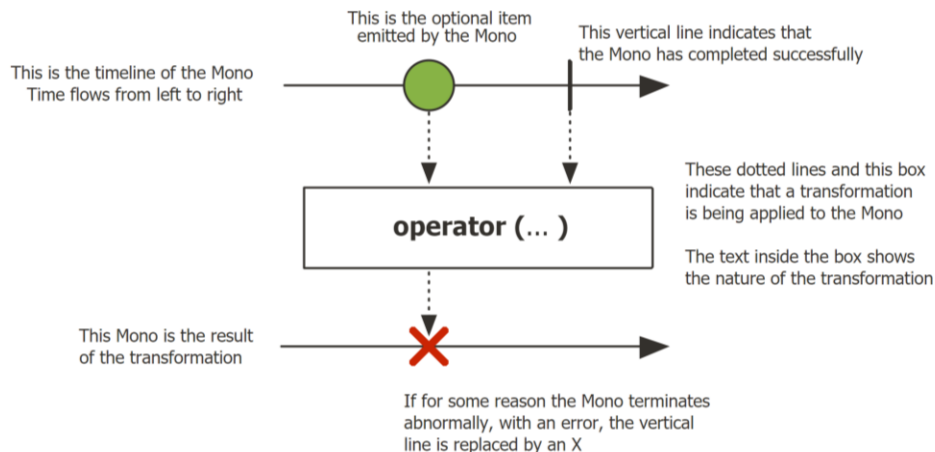
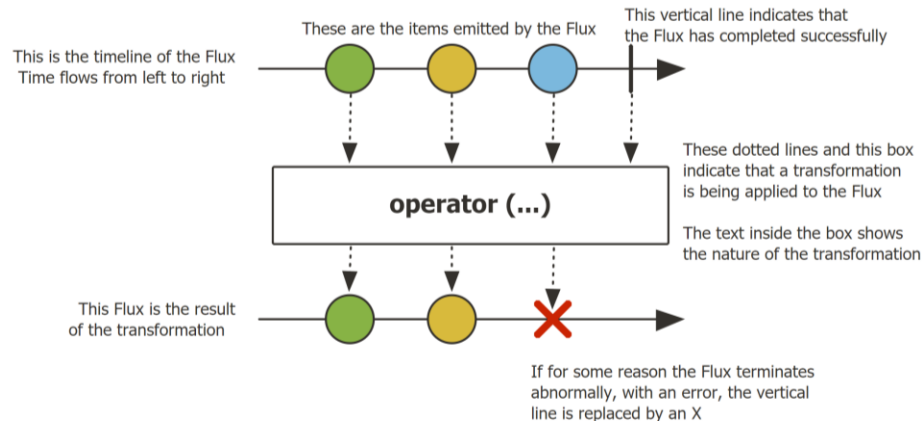
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  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
    - Requests are handled in an entirely asynchronous (& “lazy”) manner
    - A small # of threads are thus required
    - However, there’s often a need for non-blocking backpressure
      - i.e., control event rate so a fast publisher does not overwhelm a slower subscriber



See [www.baeldung.com/spring-webflux-backpressure](http://www.baeldung.com/spring-webflux-backpressure)

# Overview of Spring WebFlux

- Spring WebFlux
  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
  - Network communication uses Project Reactor reactive types



See [spring.io/blog/2016/04/19/understanding-reactive-types](https://spring.io/blog/2016/04/19/understanding-reactive-types)

# Overview of Spring WebFlux

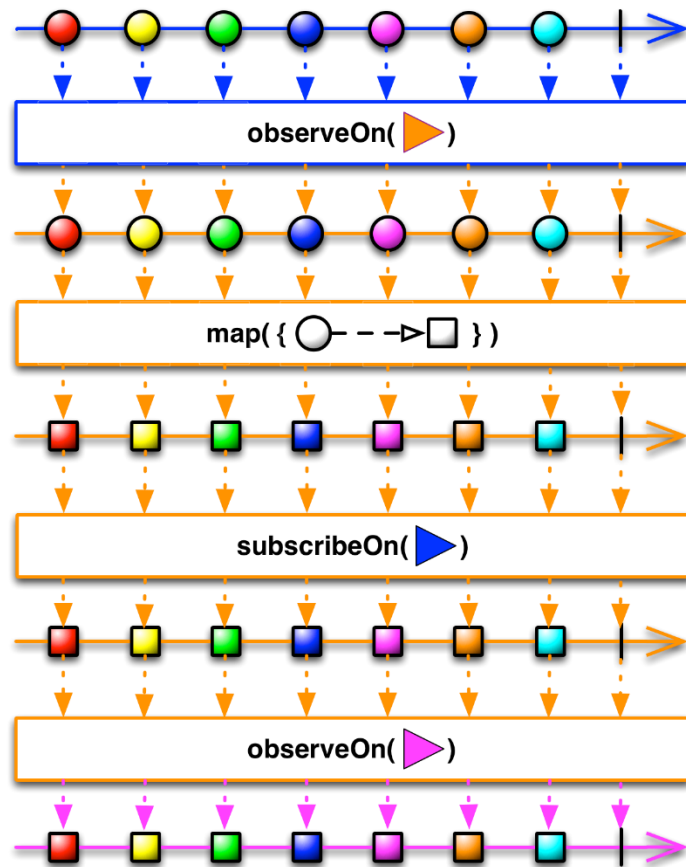
- Spring WebFlux
  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
  - Network communication uses Project Reactor reactive types
    - Work on data sequences of 0..1 (Mono) and 0..N (Flux)

```
public class FlightController {  
    ...  
    @GetMapping(FLIGHT_DATES)  
    Flux<LocalDate>  
        findDepartureDates  
        (@RequestParam String  
         departureAirport,  
         @RequestParam String  
         arrivalAirport) {...}  
    ...  
    @GetMapping(EXCHANGE)  
    Mono<ExchangeRate> getRate  
        (@RequestParam String from,  
         @RequestParam String to)  
        {...}  
}
```

See [flights-reactive-microservices/-/blob/master/src/main/java/server/flight/FlightController.java](https://github.com/spring-projects/spring-webflux/blob/master/src/main/java/server/flight/FlightController.java)

# Overview of Spring WebFlux

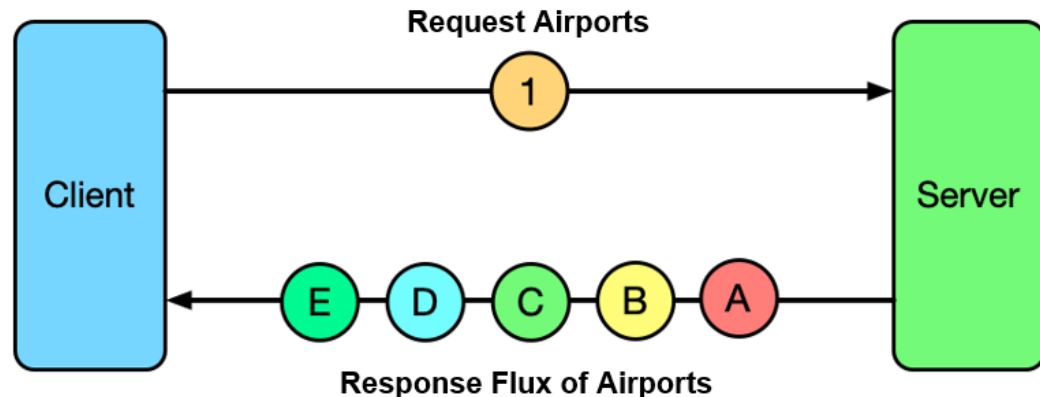
- Spring WebFlux
  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
- Network communication uses Project Reactor reactive types
  - Work on data sequences of 0..1 (Mono) and 0..N (Flux)
  - Provides a rich set of operators aligned with the ReactiveX vocabulary of operators



See [reactivex.io/documentation/operators.html](https://reactivex.io/documentation/operators.html)

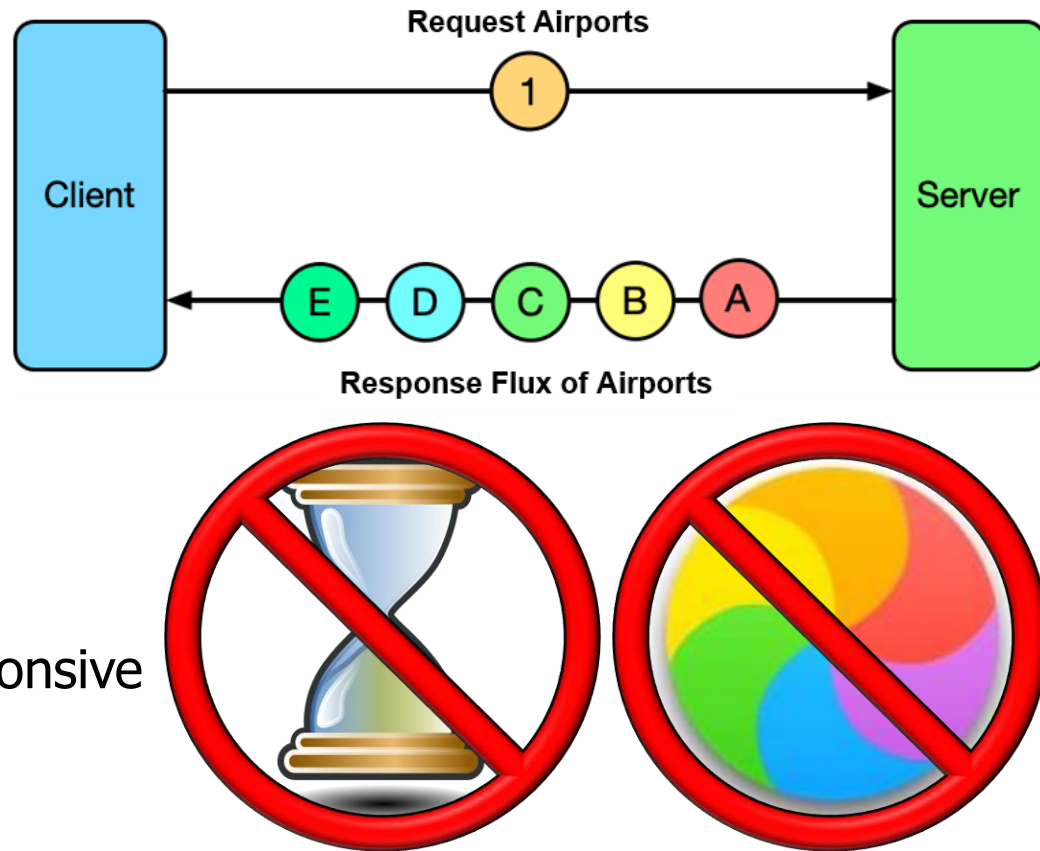
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  - Reactive Flux types can be streamed element-by-element



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  - A non-blocking web framework that leverages multiple cores & handles large # of concurrent connections
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  - Reactive Flux types can be streamed element-by-element
    - Clients can thus be more responsive



See [en.wikipedia.org/wiki/Responsiveness](https://en.wikipedia.org/wiki/Responsiveness)

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  - Clients can thus be more responsive
  - The stream can be kept “live” via Spring server-sent-events

```
public class FlightController {  
    ...  
    @GetMapping(RATES,  
        produces = MediaType.  
            TEXT_EVENT_STREAM_VALUE) {  
        Flux<ExchangeRate>  
            getRates (@RequestParam  
                    String toCurrency)  
                {...}  
    ...  
}
```

See [www.baeldung.com/spring-server-sent-events](http://www.baeldung.com/spring-server-sent-events)



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STATISTICS Servlet Stack				
Executions				
	Total	OK	KO	
	40000	39994	6	
Mean req/s	784.314	784.196	0.118	
Response Time (ms)				
	Total	OK	KO	
Min	202	202	2443	
50th percentile	2093	2093	3151	
75th percentile	3017	3017	3763	
95th percentile	4547	4547	4104	
99th percentile	5061	5061	4154	
Max	5356	5356	4166	
Mean	2102	2101	3216	
Std Deviation	1304	1304	660	

STATISTICS Reactive Stack				
Executions				
	Total	OK	KO	
	40000	40000	0	
Mean req/s	975.61	975.61	-	
Response Time (ms)				
	Total	OK	KO	
Min	201	201	-	
50th percentile	315	315	-	
75th percentile	422	422	-	
95th percentile	865	865	-	
99th percentile	1392	1392	-	
Max	1883	1883	-	
Mean	390	390	-	
Std Deviation	232	232	-	

*The reactive stack can have better response time & the # of request per second*

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# End of Overview of Spring WebFlux