

Overview of Backpressure Models in the Project Reactor Flux Class

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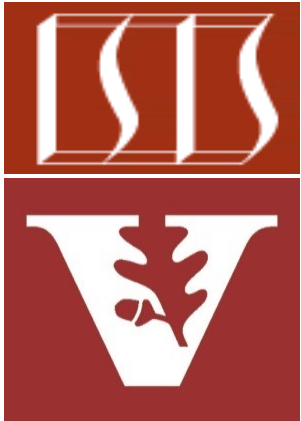
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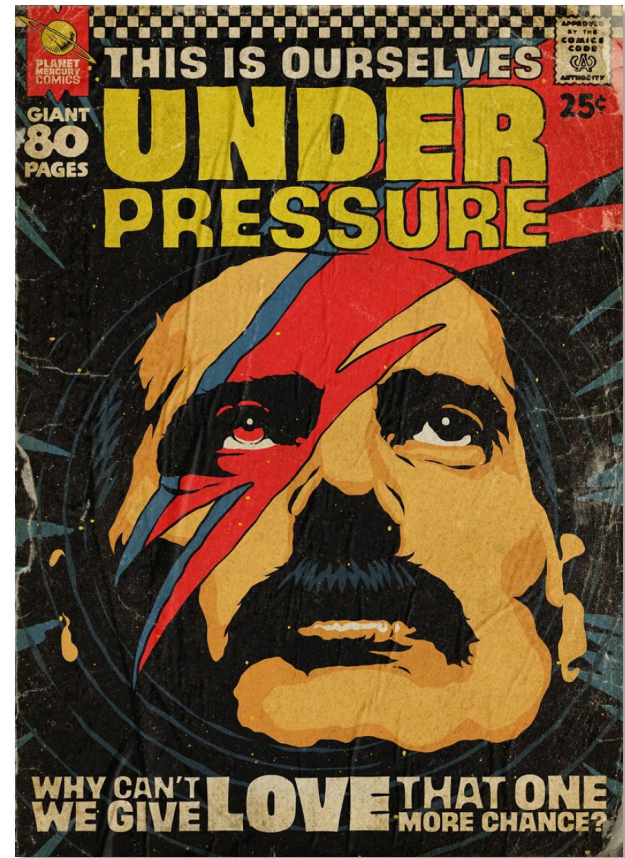
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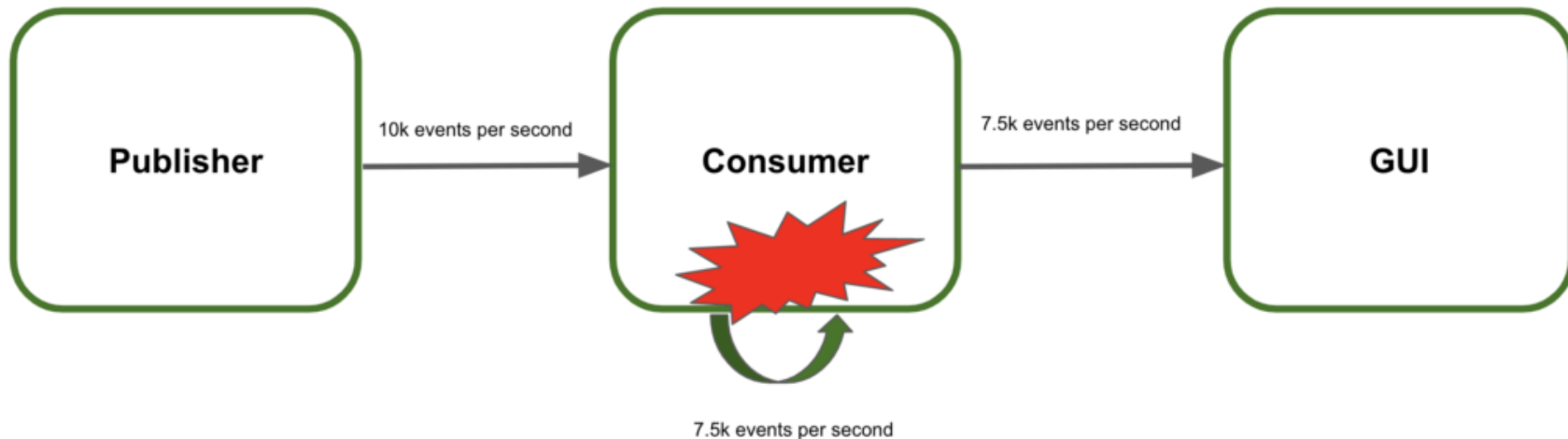
Learning Objectives in this Part of the Lesson

- Understand key classes in the Project Reactor API
- Know how Project Reactor Flux supports backpressure



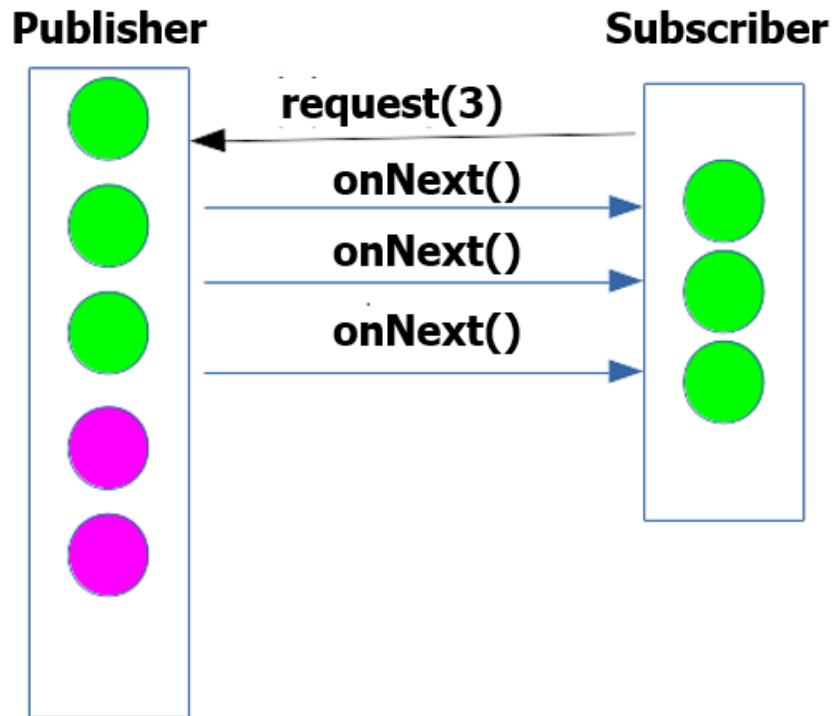
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- Know how Project Reactor Flux supports backpressure, e.g.,
 - What motivates the need for backpressure in reactive systems



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- Understand key classes in the Project Reactor API
- Know how Project Reactor Flux supports backpressure, e.g.,
 - What motivates the need for backpressure in reactive systems
- How the Subscription.request() mechanism supports “backpressure-aware” publishers & subscribers



Learning Objectives in this Part of the Lesson

- Understand key classes in the Project Reactor API
- Know how Project Reactor Flux supports backpressure, e.g.,
 - What motivates the need for backpressure in reactive systems
 - How the `Subscription.request()` mechanism supports “backpressure-aware” publishers & subscribers
 - & overflow strategies support “backpressure-unaware” publishers & subscribers

```
public static enum FluxSink.OverflowStrategy  
extends Enum<FluxSink.OverflowStrategy>
```

Enumeration for backpressure handling.

Enum Constant Summary

Enum Constants

Enum Constant and Description

BUFFER

Buffer all signals if the downstream can't keep up.

DROP

Drop the incoming signal if the downstream is not ready to receive it.

ERROR

Signal an `IllegalStateException` when the downstream can't keep up

IGNORE

Completely ignore downstream backpressure requests.

LATEST

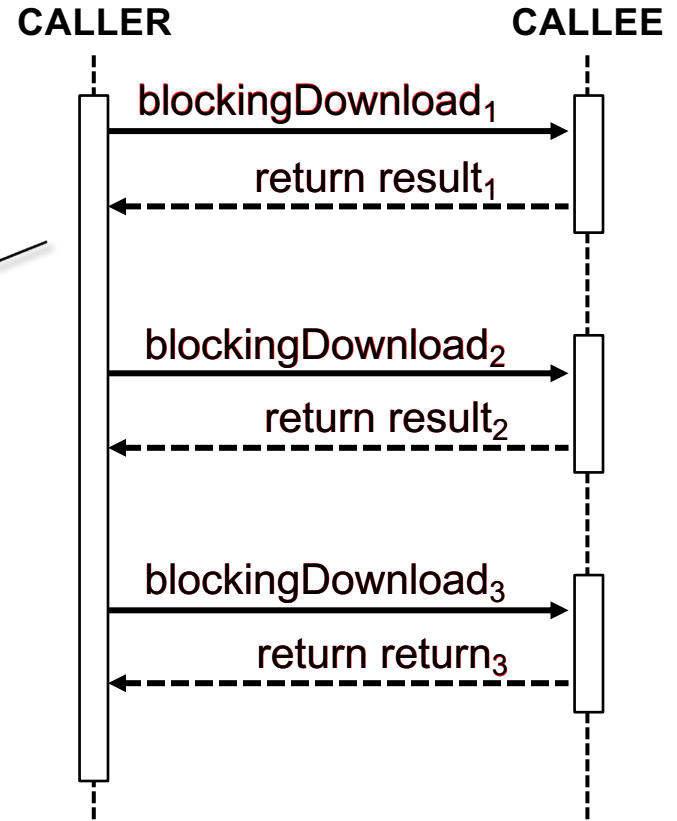
Downstream will get only the latest signals from upstream.

Motivation for Back pressure Mechanisms

Motivation for Backpressure Mechanisms

- Classic client/server systems don't need backpressure mechanisms since two-way synchronous request/response interactions provide a limited form of flow-control

*Note "request/response"
nature of these calls*



Motivation for Backpressure Mechanisms

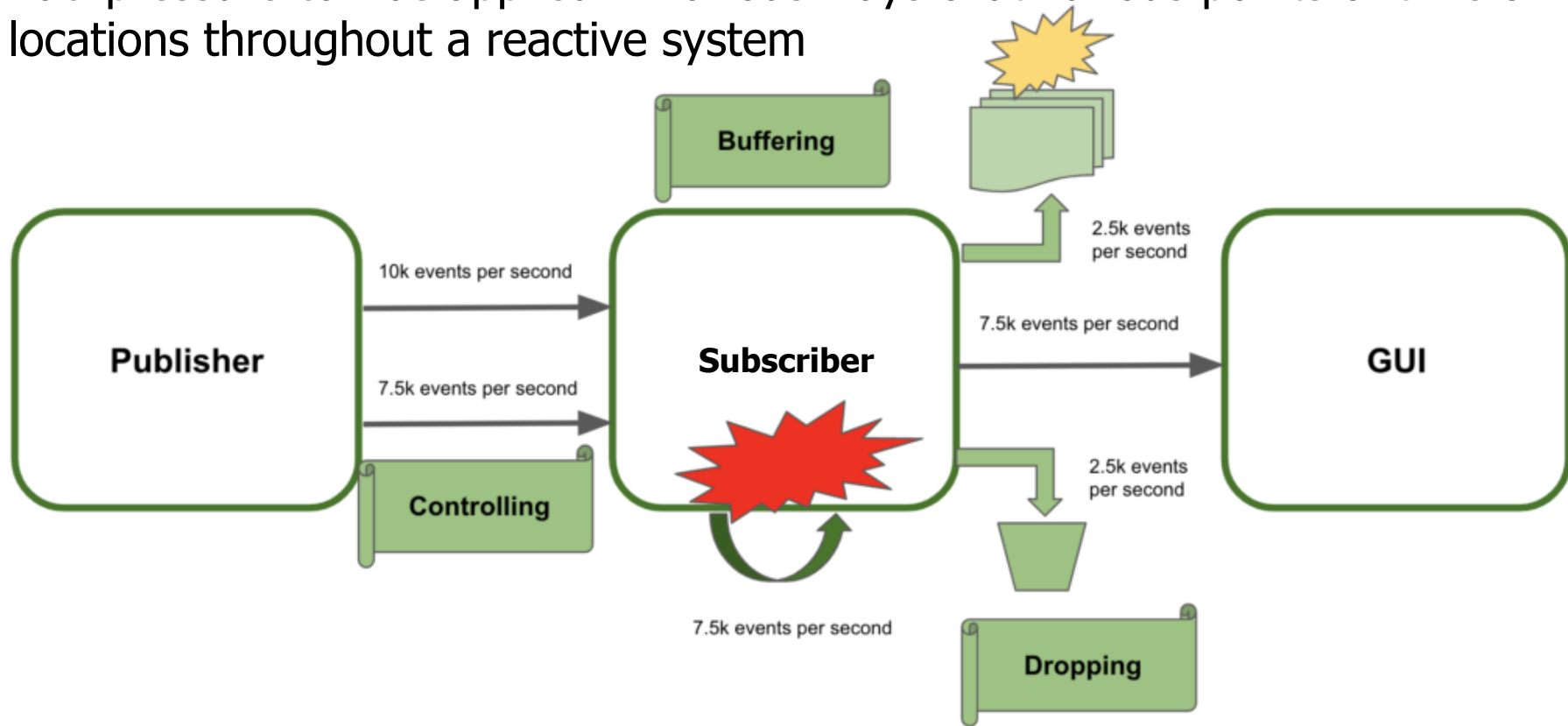
- Some form of backpressure is needed in reactive streams-based systems where Publisher(s) can produce events faster than Subscriber(s) are capable of consuming them



See www.baeldung.com/spring-webflux-backpressure

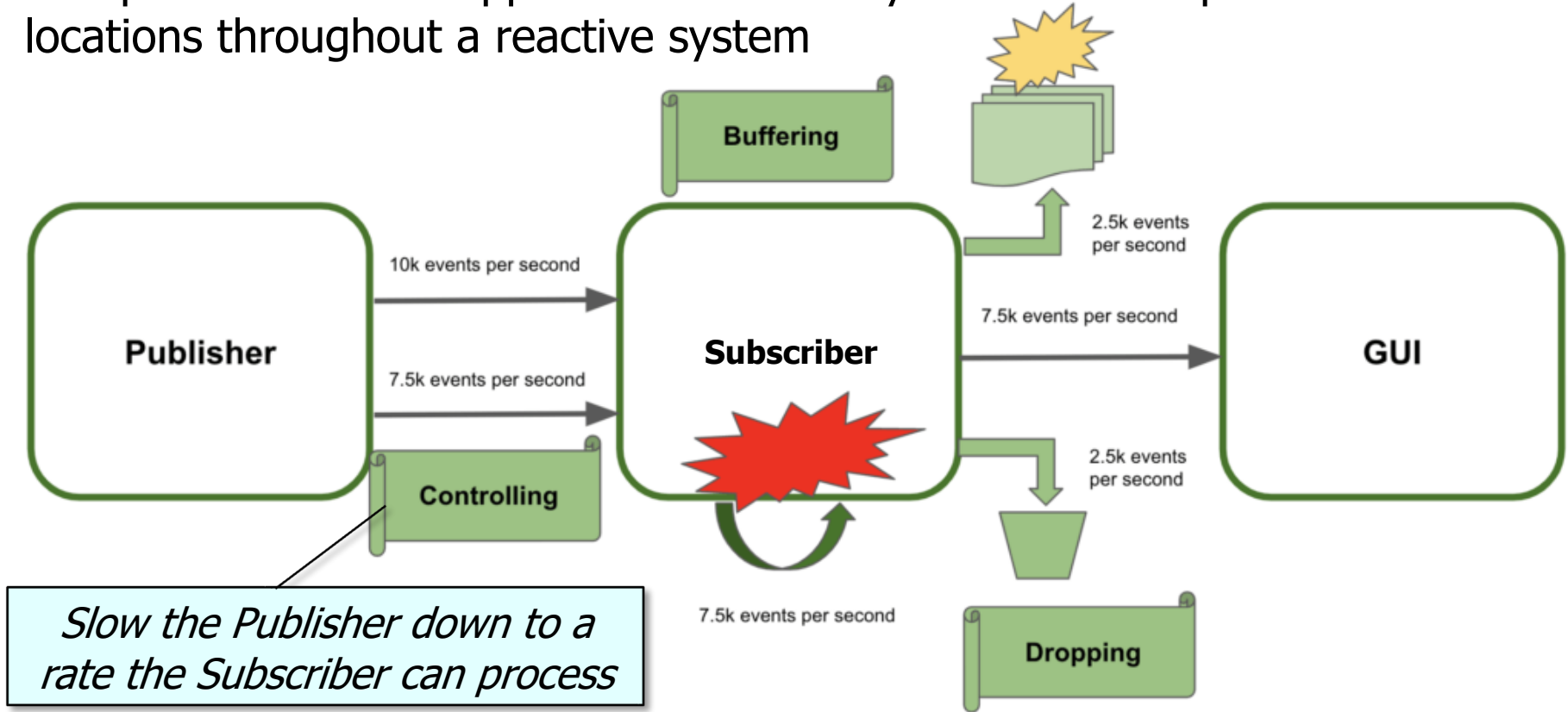
Motivation for Backpressure Mechanisms

- Backpressure can be applied in various ways & at various points of time & locations throughout a reactive system



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- Backpressure can be applied in various ways & at various points of time & locations throughout a reactive system

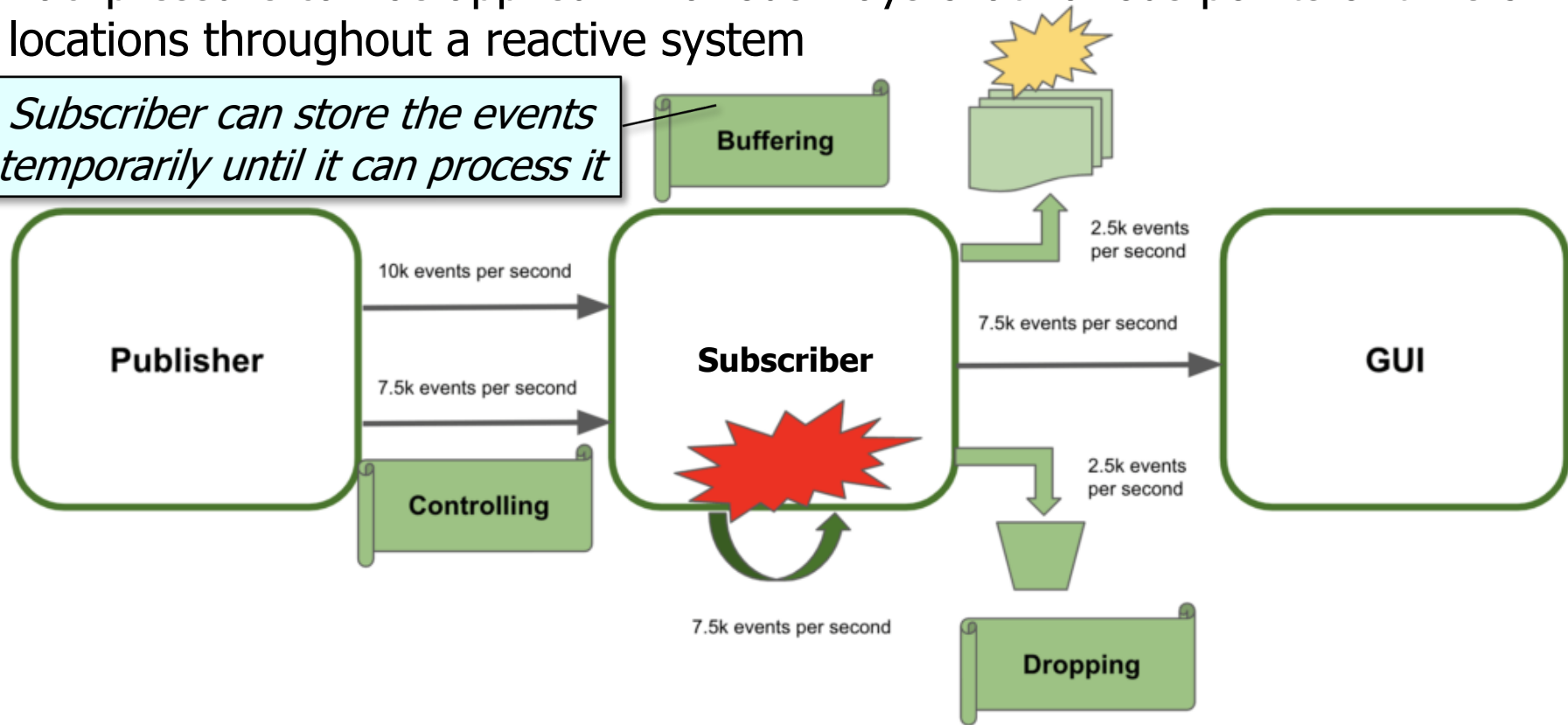


May not always be possible, especially for cyber-physical systems

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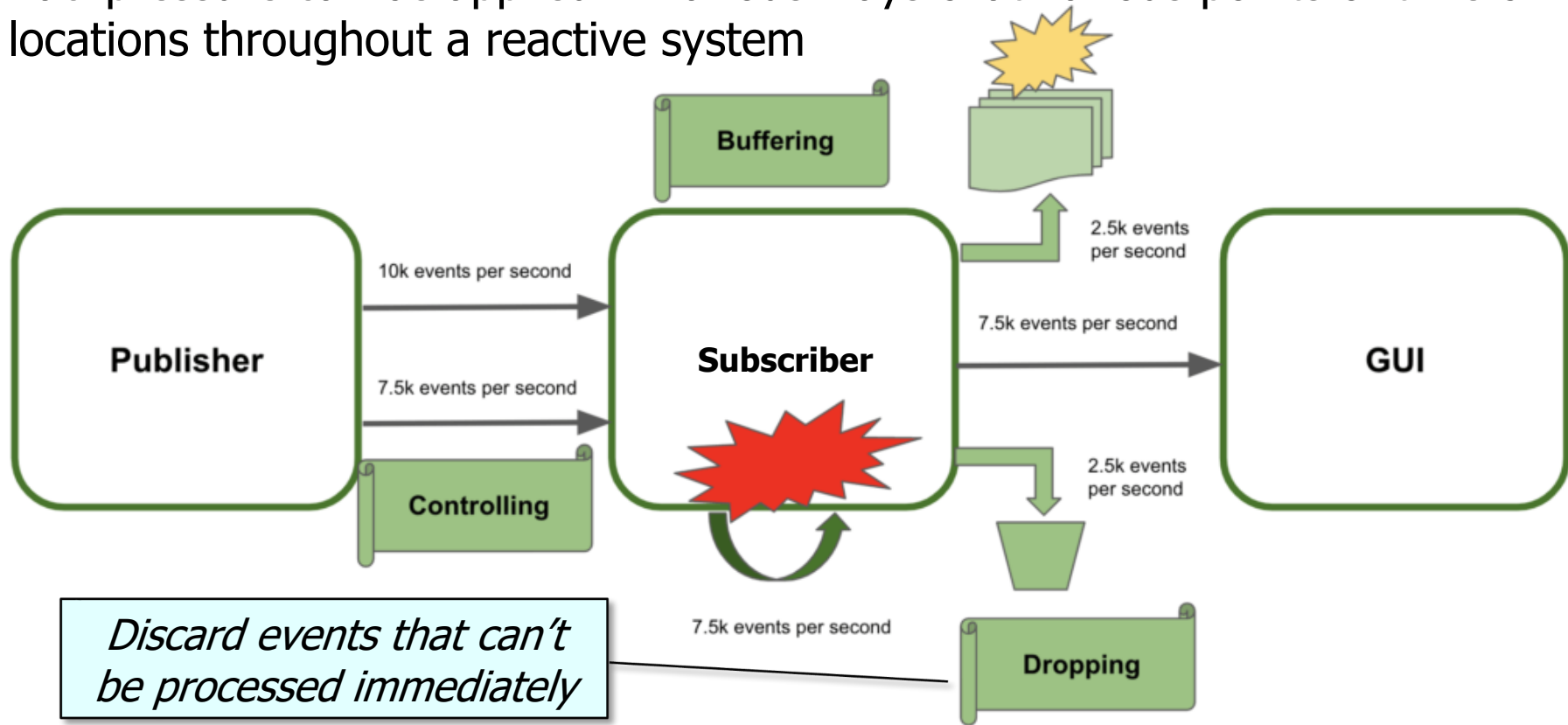
Subscriber can store the events temporarily until it can process it



May eventually cause "out-of-memory" exceptions!

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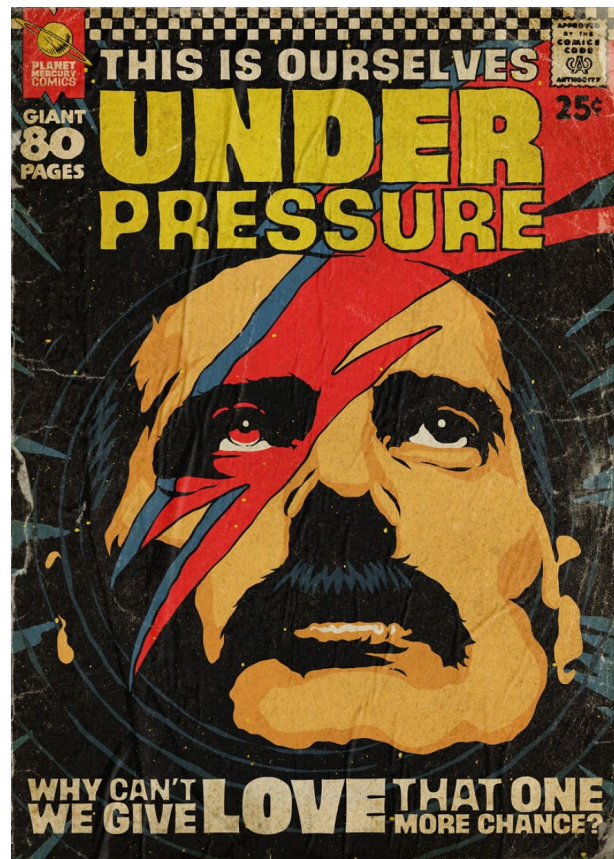


May be problematic if all events contain valuable data

Overview of Backpressure in Project Reactor Flux

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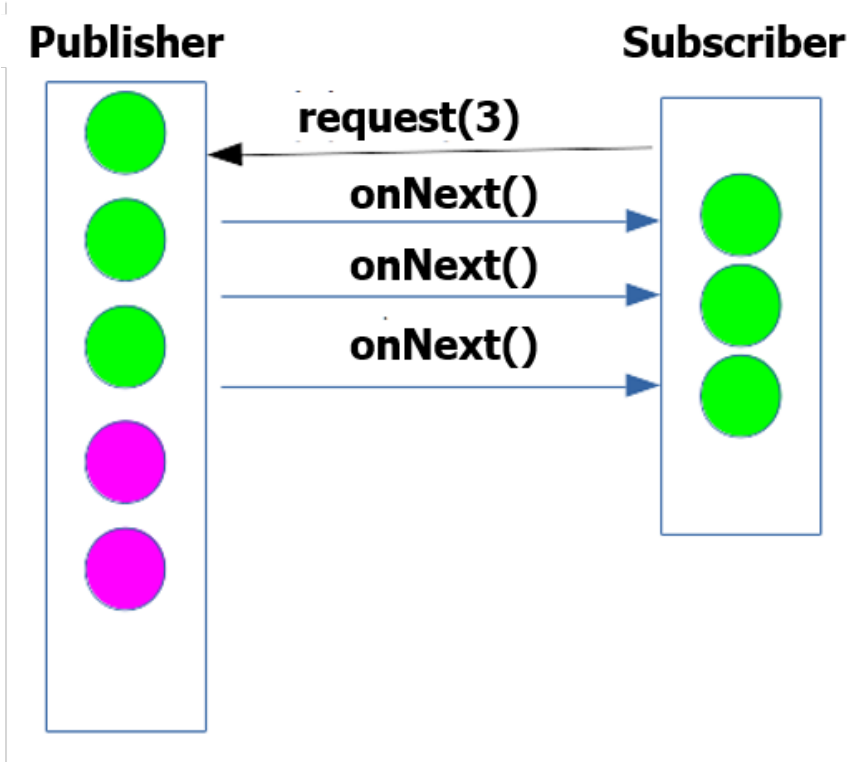
- Project Reactor Flux supports several types of backpressure



See jstobigdata.com/java/backpressure-in-project-reactor

Overview of Backpressure in Project Reactor Flux

- Project Reactor Flux supports several types of backpressure, e.g.
 - Backpressure-aware Subscriber(s) can inform Publisher(s) how much data they can consume



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- Project Reactor Flux supports several types of backpressure, e.g.
 - Backpressure-aware Subscriber(s) can inform Publisher(s) how much data they can consume
 - The goal is to avoid overwhelming memory/processing resources
 - i.e., flow-control Publisher(s) so they don't generate events faster than Subscriber(s) can consume them



Overview of Backpressure in Project Reactor Flux

- Project Reactor Flux supports several types of backpressure, e.g.
 - Backpressure-aware Subscriber(s) can inform Publisher(s) how much data they can consume
 - The goal is to avoid overwhelming memory/processing resources
 - Requires Publisher(s) & Subscriber(s) to interact & collaborate

```
void onSubscribe  
    (Subscription subscription) {  
    mSubscription =  
        subscription;  
  
    subscription  
        .request(mRequestSize) ;  
}
```

Subscriber(s) call the request() method on a Subscription passed by Publisher(s) to Subscriber(s) via the onSubscribe() hook method

Overview of Backpressure in Project Reactor Flux

- Project Reactor Flux supports several types of backpressure, e.g.
 - Backpressure-aware Subscriber(s) can inform publisher(s) how much data they can consume
 - Non-backpressure-aware Subscriber(s) can apply an overflow strategy if they can't keep up with faster Publisher(s)

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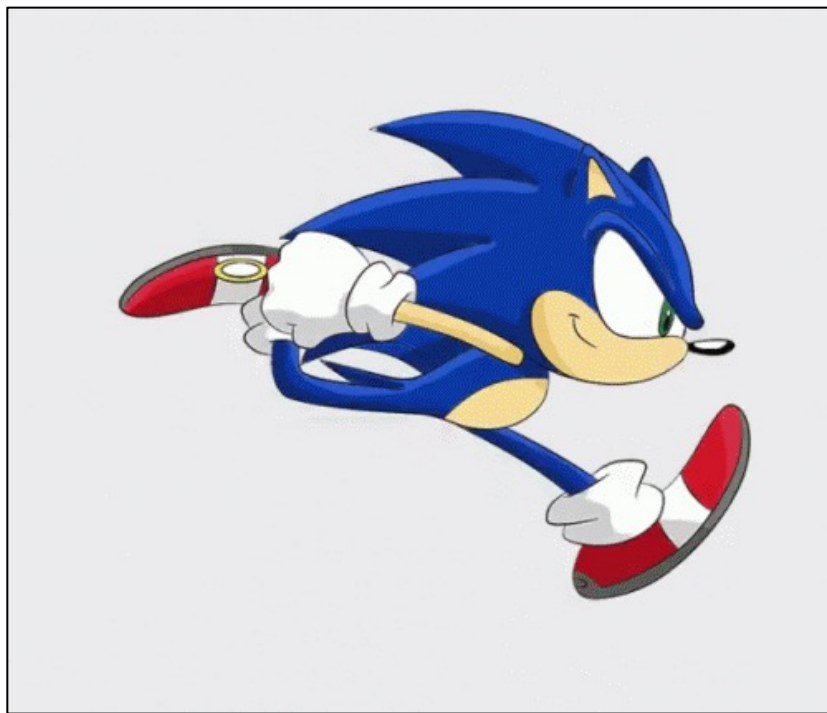
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 - Backpressure-aware Subscriber(s) can inform publisher(s) how much data they can consume
 - Non-backpressure-aware Subscriber(s) can apply an overflow strategy if they can't keep up with faster Publisher(s)
 - i.e., non-flow-controlled Publisher(s)



End of Overview of Backpressure Models in the Project Reactor Flux Class