

# The Architecture of **Wemlin Hub**

Ognen Ivanovski, Netcetera  
Jug.ch '15

Wemlin

# Travel



SBB Mobile



London Tube



SWISS



Wemlin



Fahrplan



ZRH Airport



MeteoSwiss

# Travel



SBB Mobile



London Tube



• SWISS



Wemlin



Fahrplan



ZRH Airport



MeteoSwiss

Data

Data



Planning Software



Planning Software



AVCS

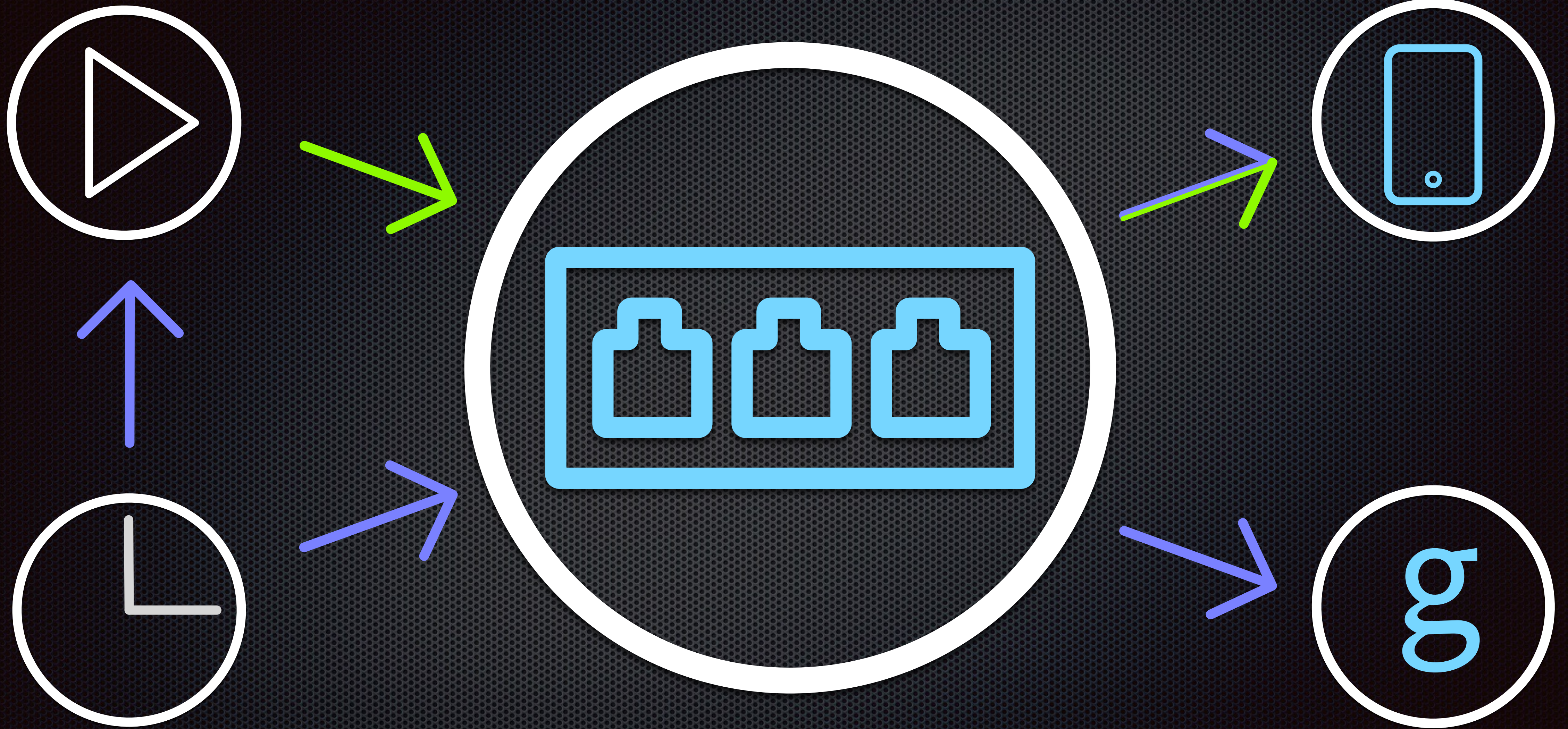




AVCS



Wemlin **Hub**



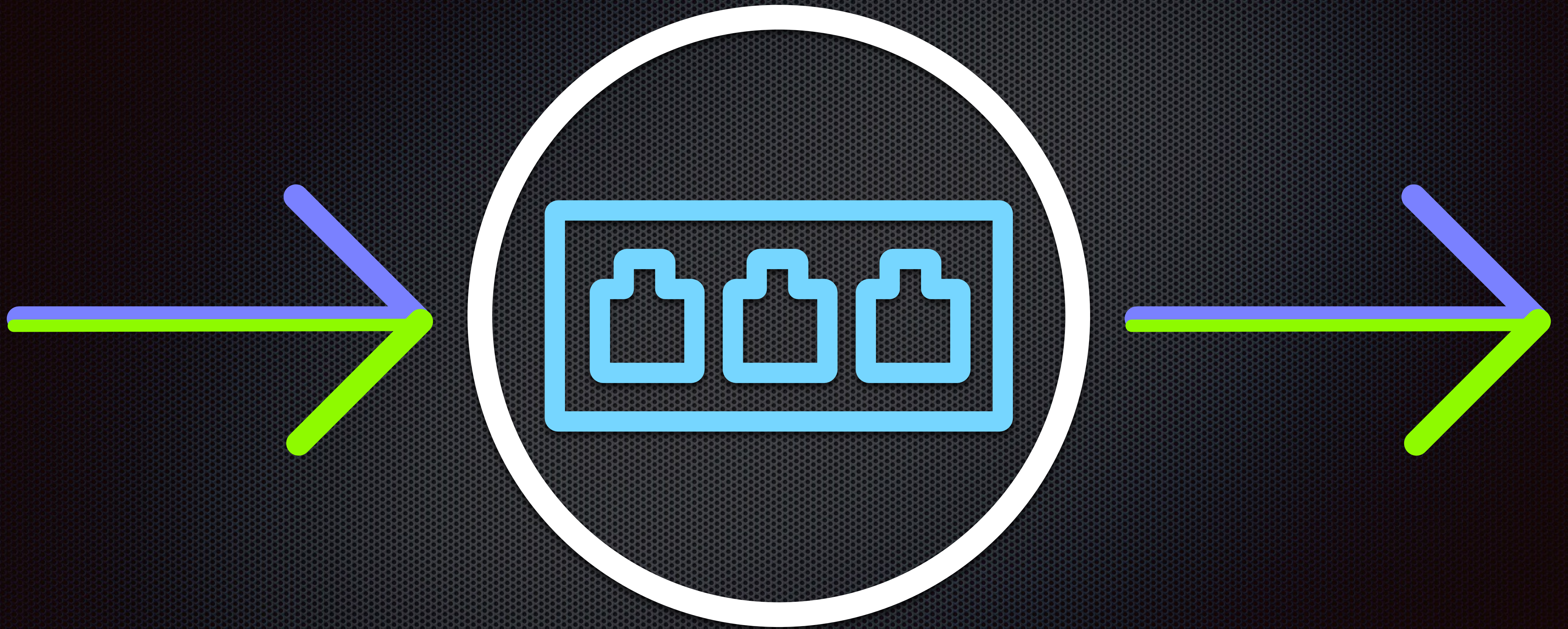
Wemlin **Hub**

# Plan Data

- ✦ transport schedule (plan) over certain time
- ✦ package in nature
- ✦ Formats: HAFAS, GTFS, VDV 453 REF, VDV 454 REF, REST

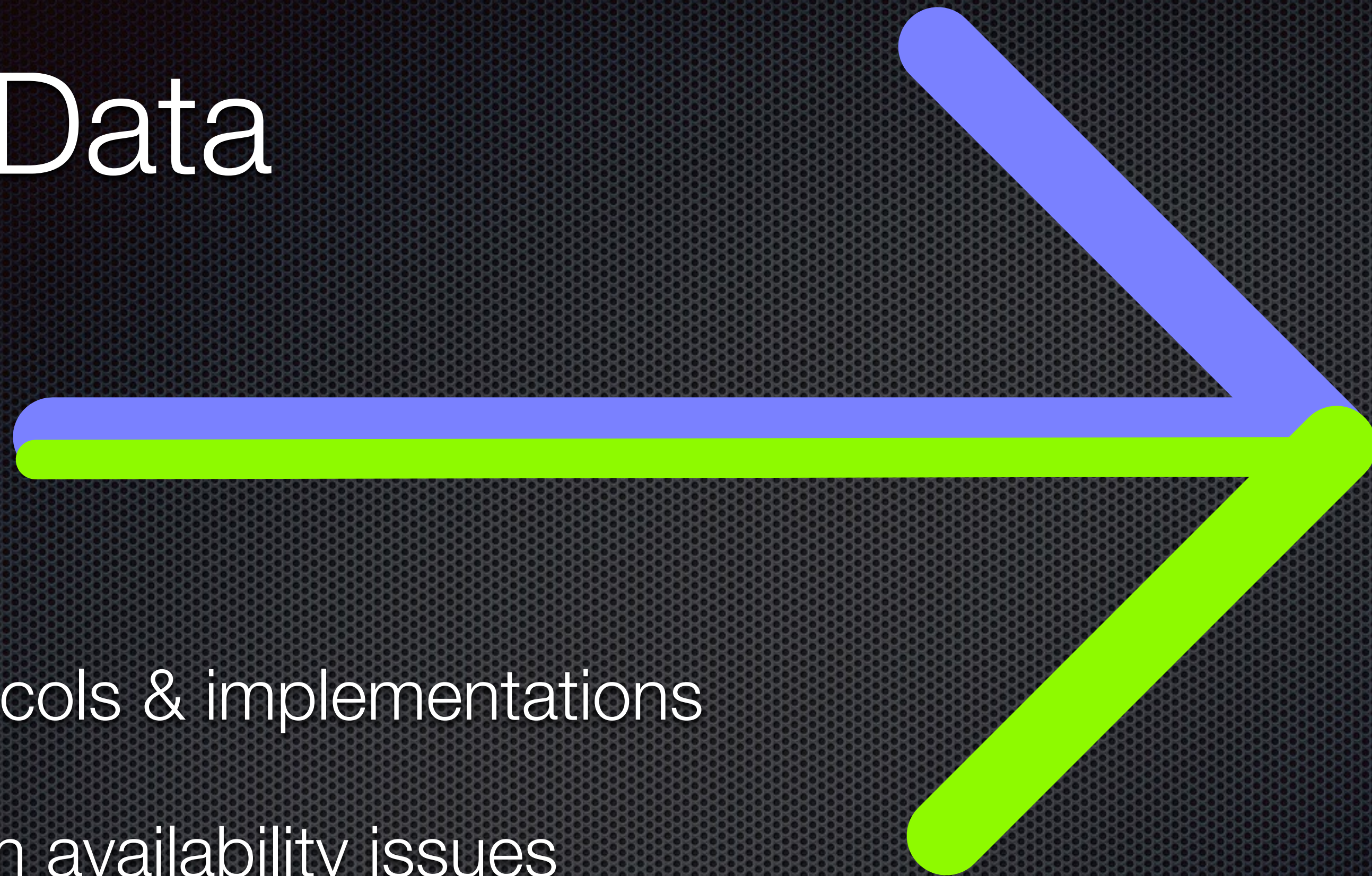
# RT Streams

- updates on planned data
- stream in nature
- Formats: GTFS RT, VDV-453, VDV-454, REST



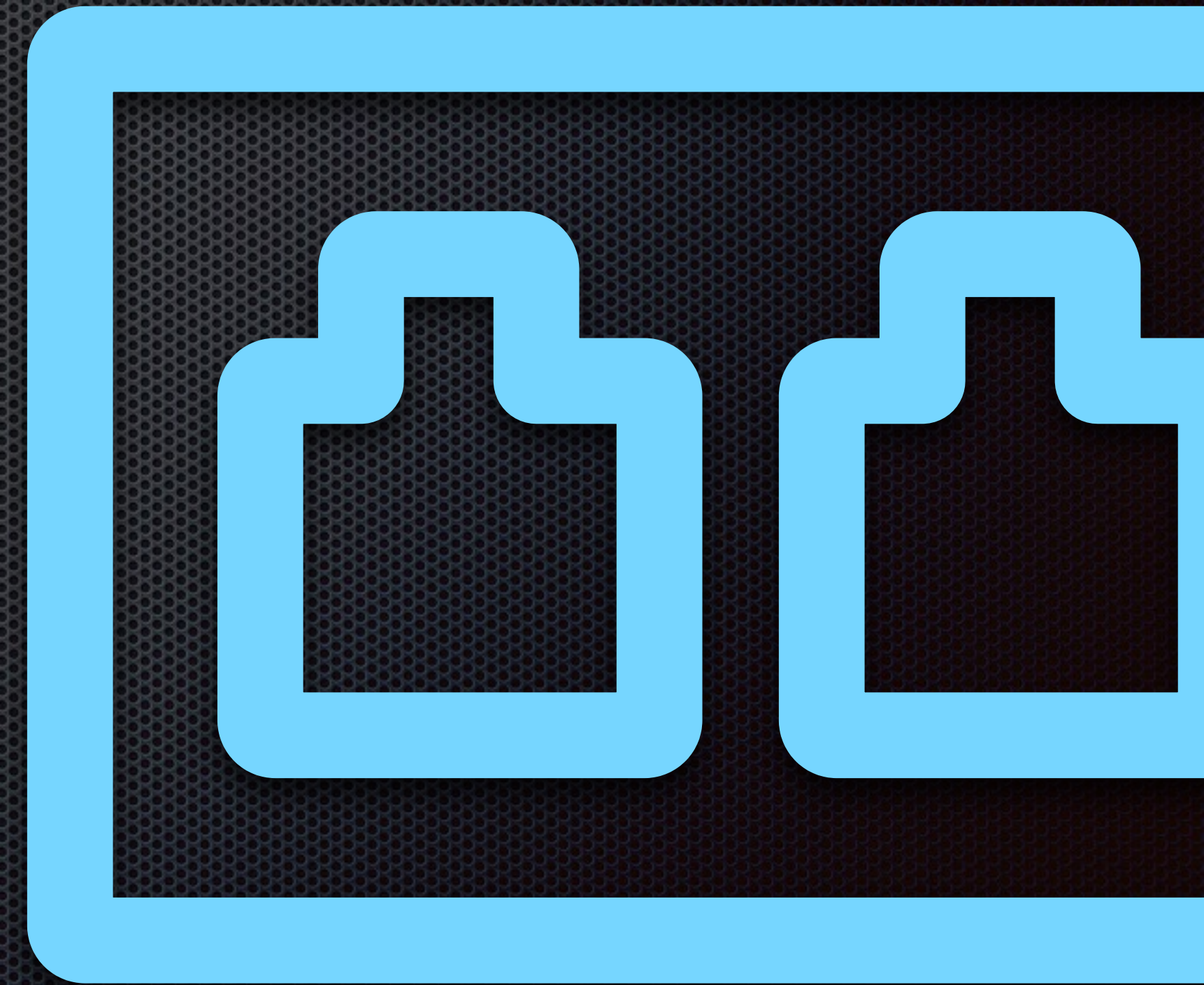
# Getting Data

- ✦ different protocols & implementations
- ✦ remote system availability issues



# Figuring things out

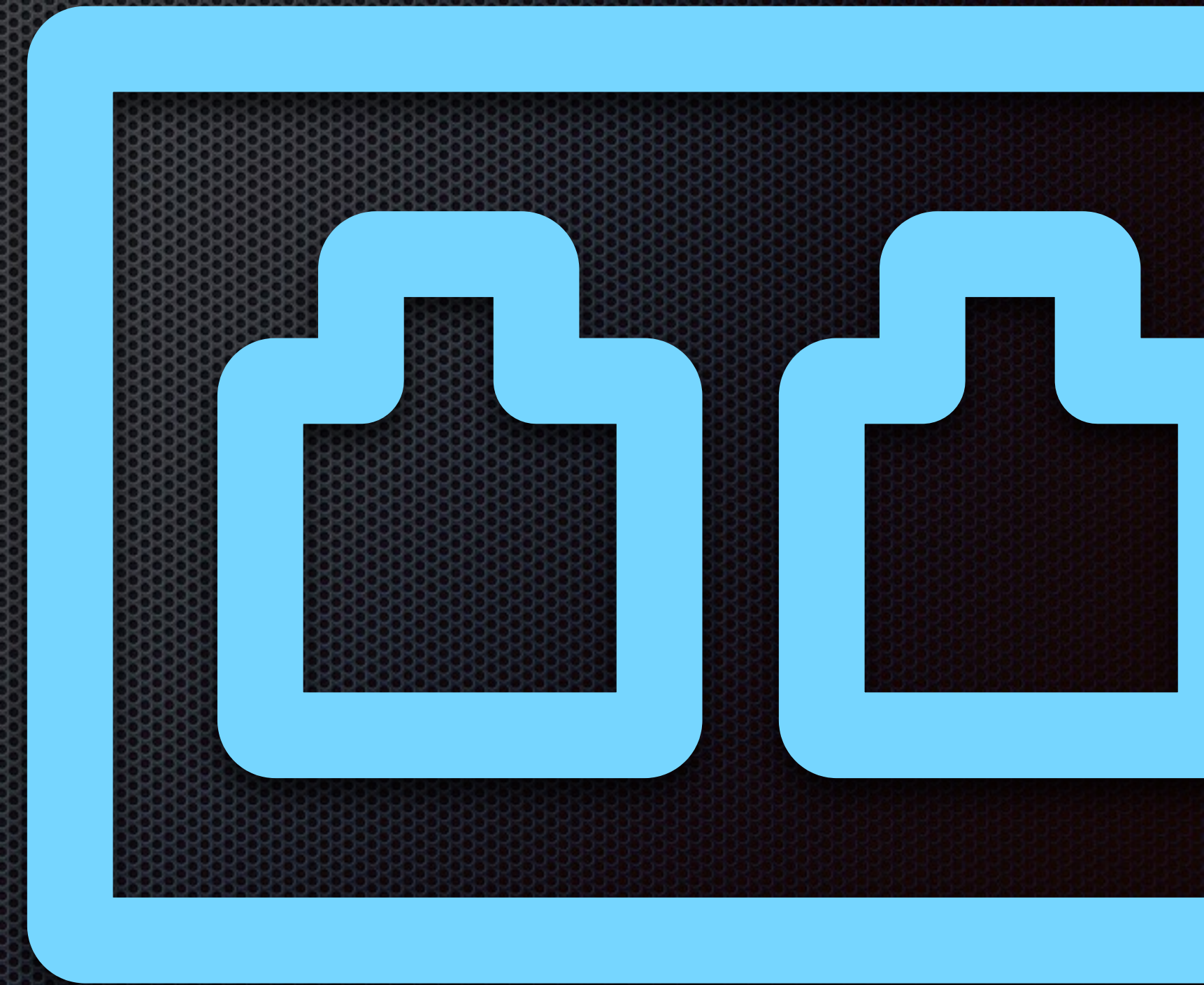
- ✦ different sources, no referential guarantees
- ✦ every data source is different
- ✦ data quality issues
  - ✦ Example: station refererences
  - ✦ Example: trip referrences



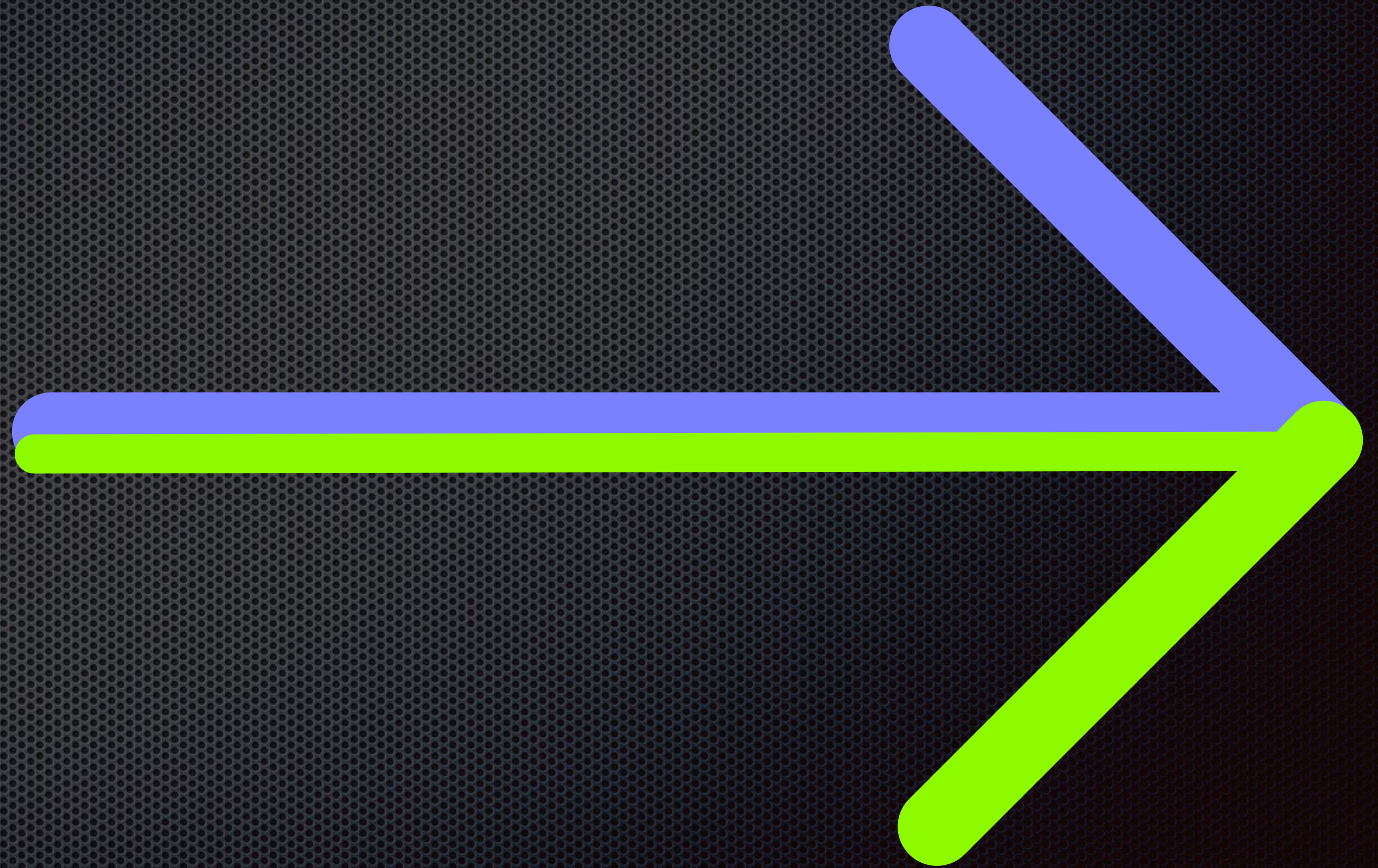
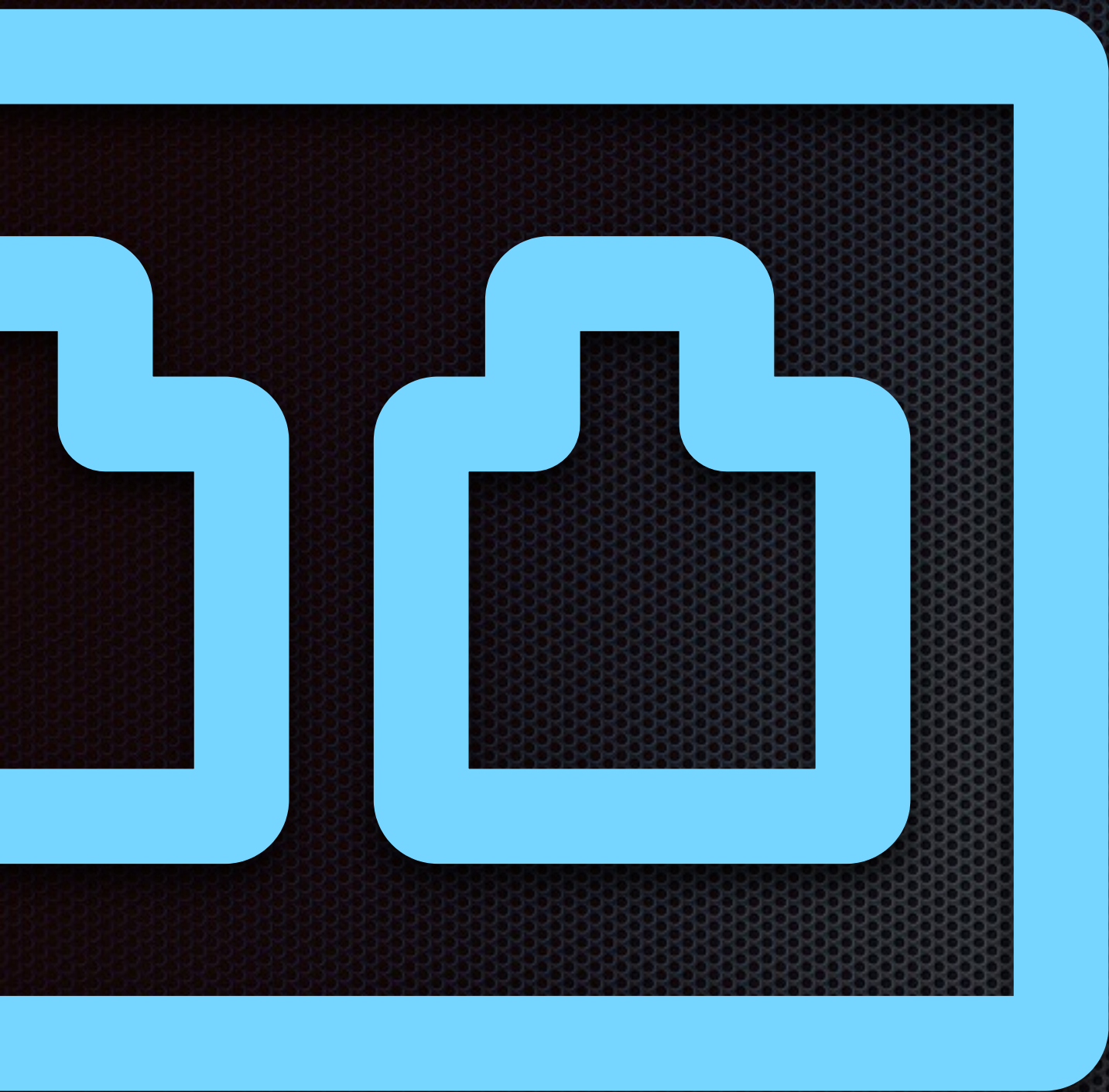


# Data Enrichment

- ✦ line colors
- ✦ location
- ✦ station metadata (e.g. which lines stop there, which stations are near by)



Serve many users



# Key Concerns

RT

**low latency**

throughput

**available**

**excellent failure management**

Batch

**throughput**

# Key Concerns

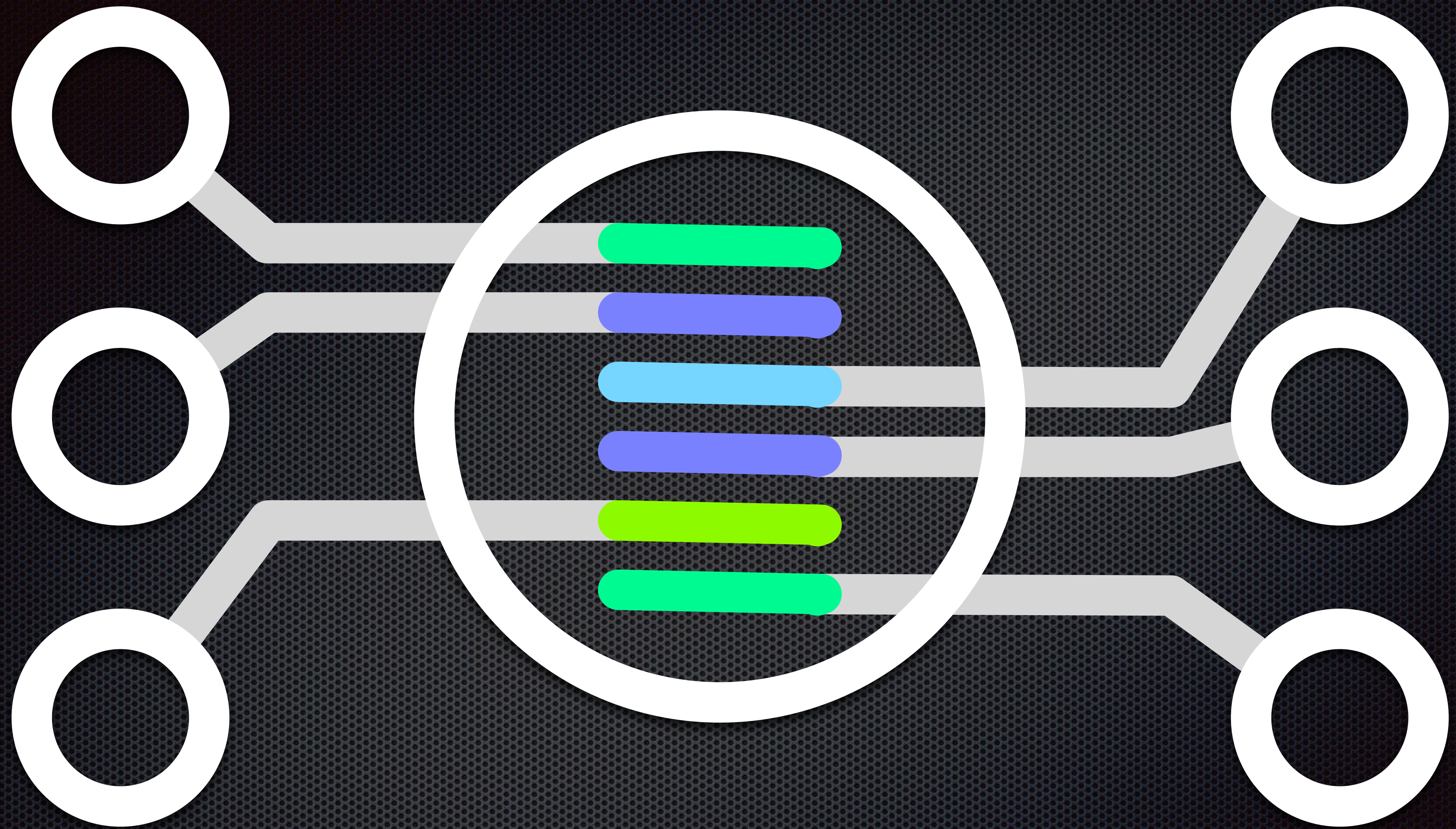
processing programs the same for both batch and RT data

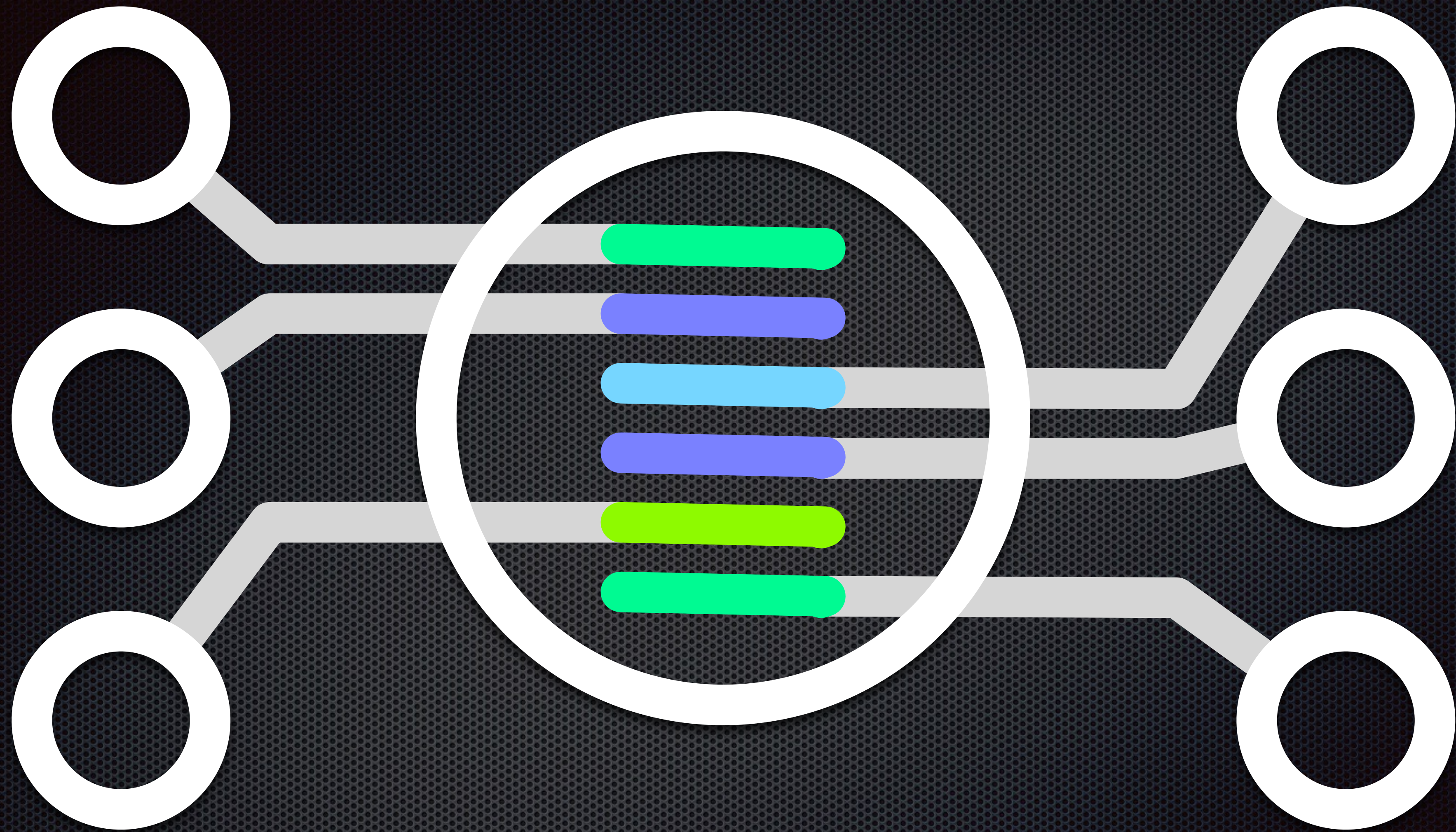
# Key Concerns

fast reaction to load changes

# Architecture

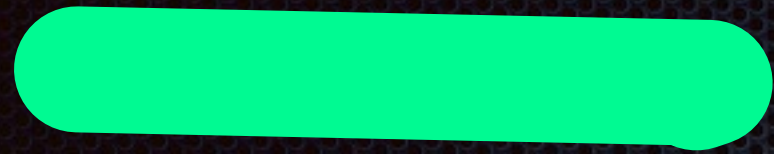
- ✦ Constraints
- ✦ decisions hard to change





Microkernel Architectural Style

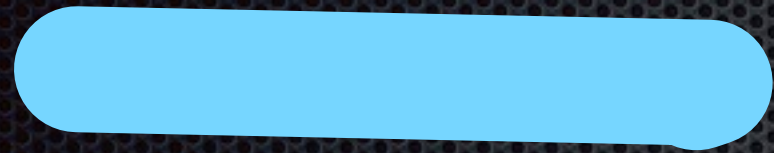




tap



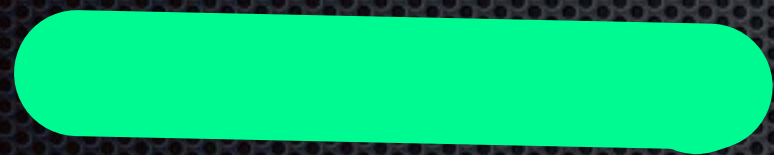
filter



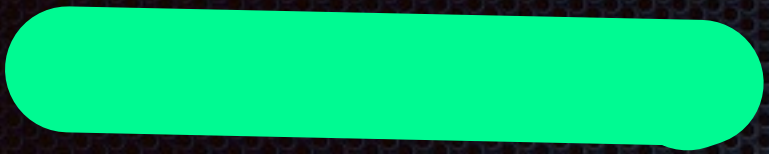
transform



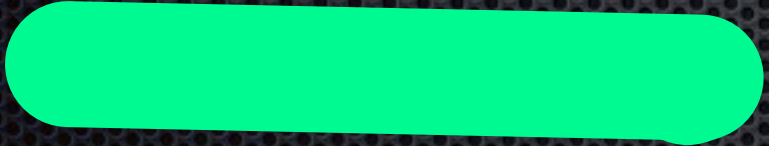
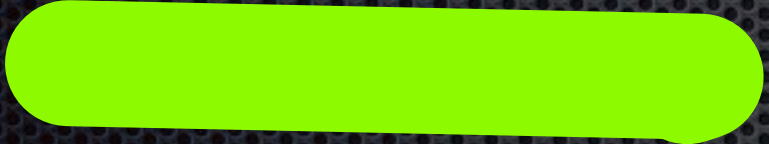
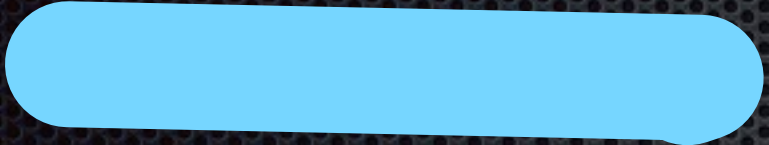
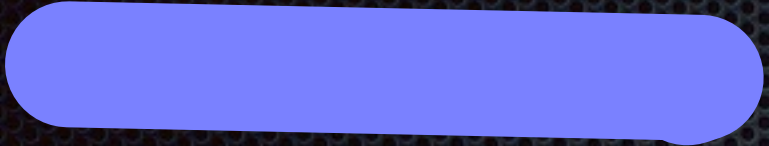
aggregate



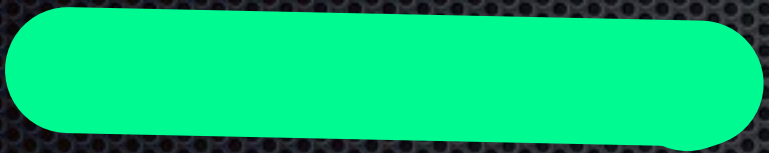
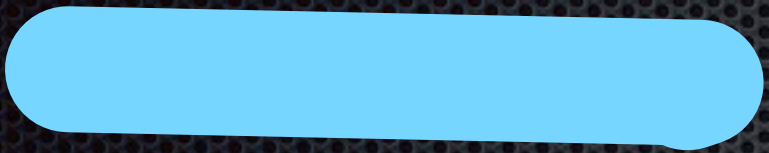
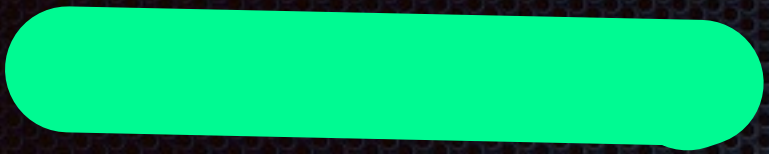
sink



tap



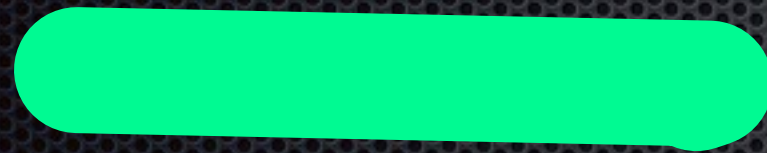
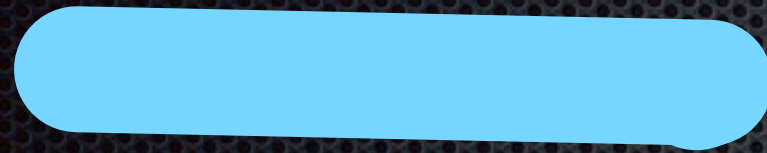
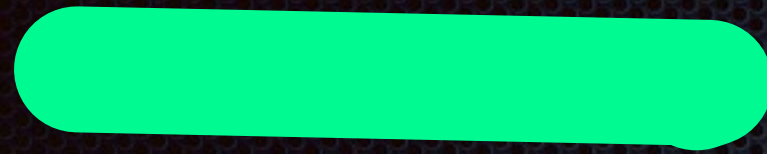
sink



filter

```
public interface Filter {  
    boolean accept(Object obj);  
}
```

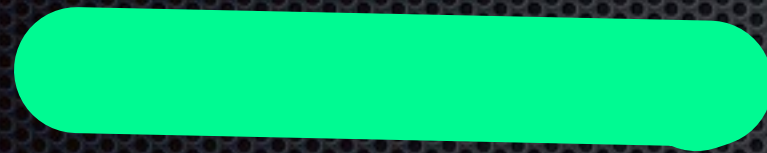
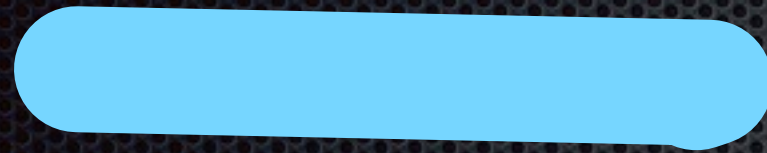
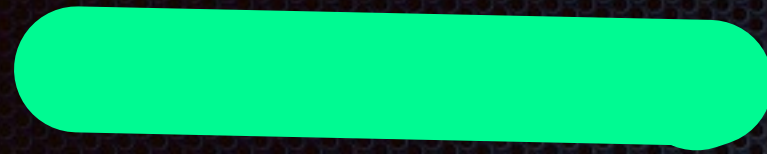
stateless



transform

```
public interface Transformer {  
    Object transform(Object original);  
}
```

stateless



aggregate

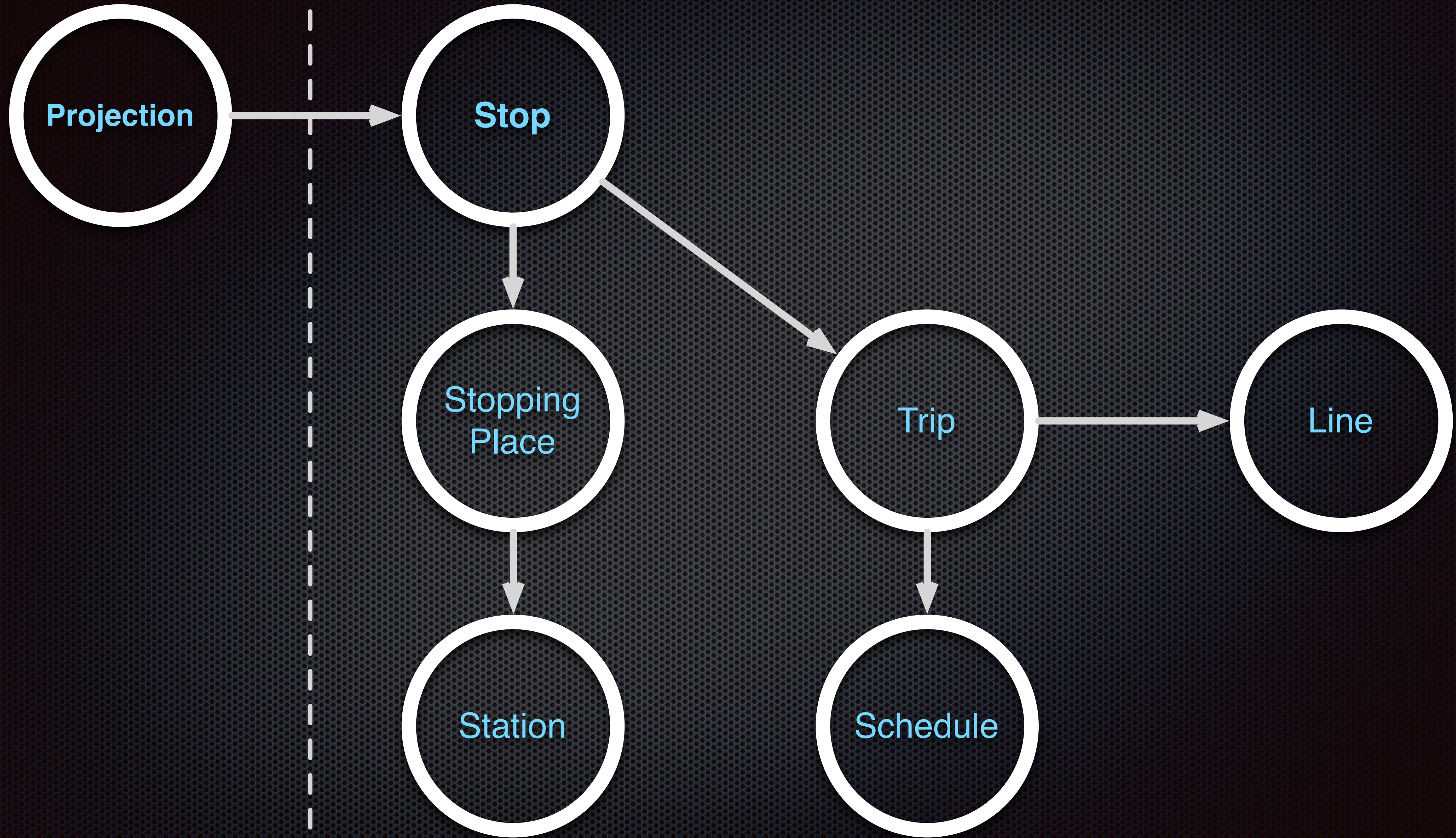
```
public interface Aggregator {  
    Optional<?> aggregate(Object obj);  
}
```

# Composition

```
pipeElement = PipelineBuilder.from(gtfsInputJunction())
    .transform(new StoppingPlaceResolver())
    .filter(new InvalidStopsFilter())
    .transform(new UnresolvedLineVehicleTypeAdder())
    .transform(new UnresolvedLineNameAdjuster())
    .transform(new LineResolver())
    .transform(
        new LineColorsEnricher(...))
    .aggregate(new CacheAggregator(cache()))
    .to(nullSink());
```

# Model

- ✦ **immutable**: model objects are values (changing means a new object)
- ✦ **algebraic**: each object identity is defined by it's contents.
- ✦ **pure**: in the sense of no external dependencies





# Architecture

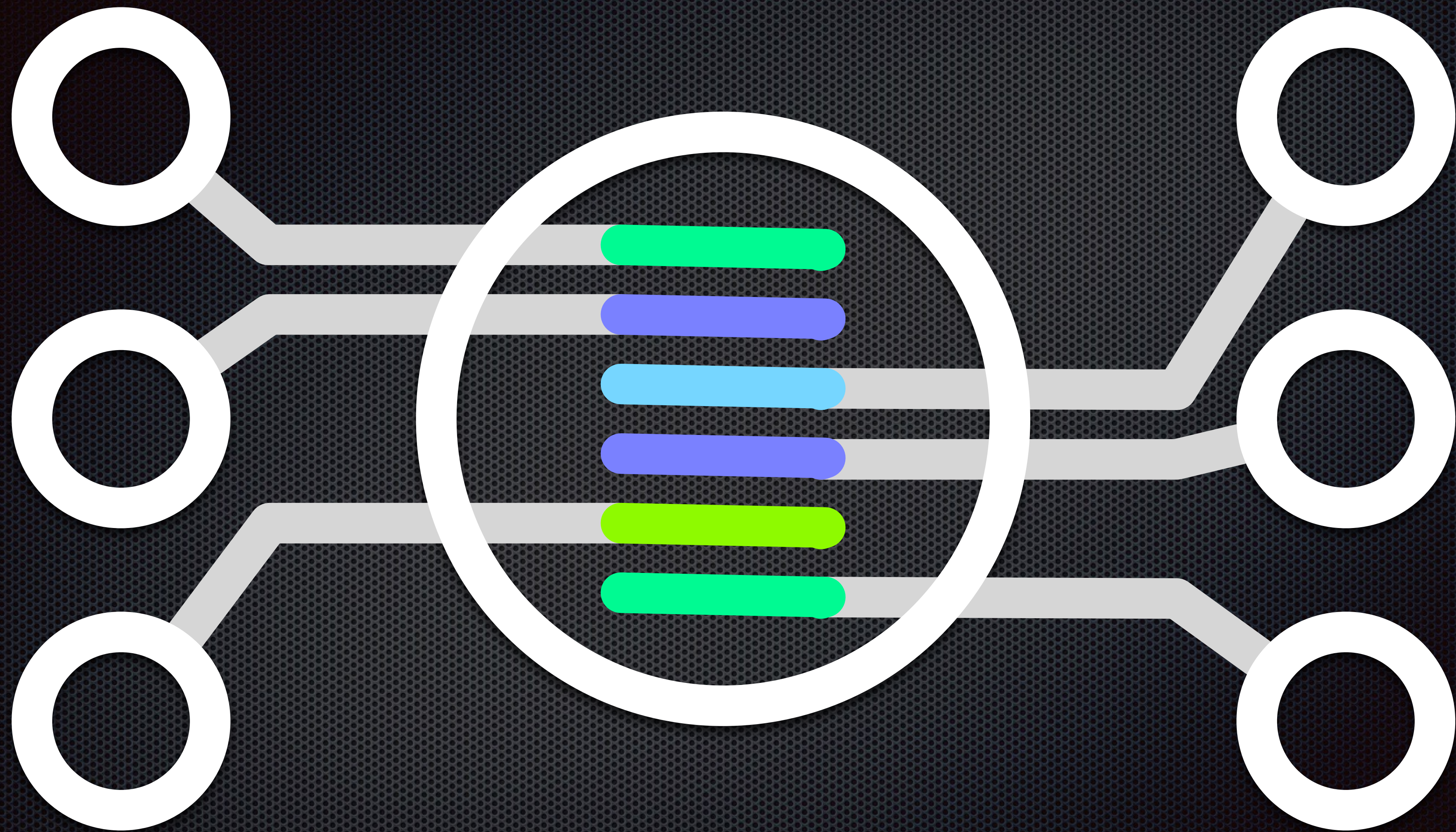
## Model

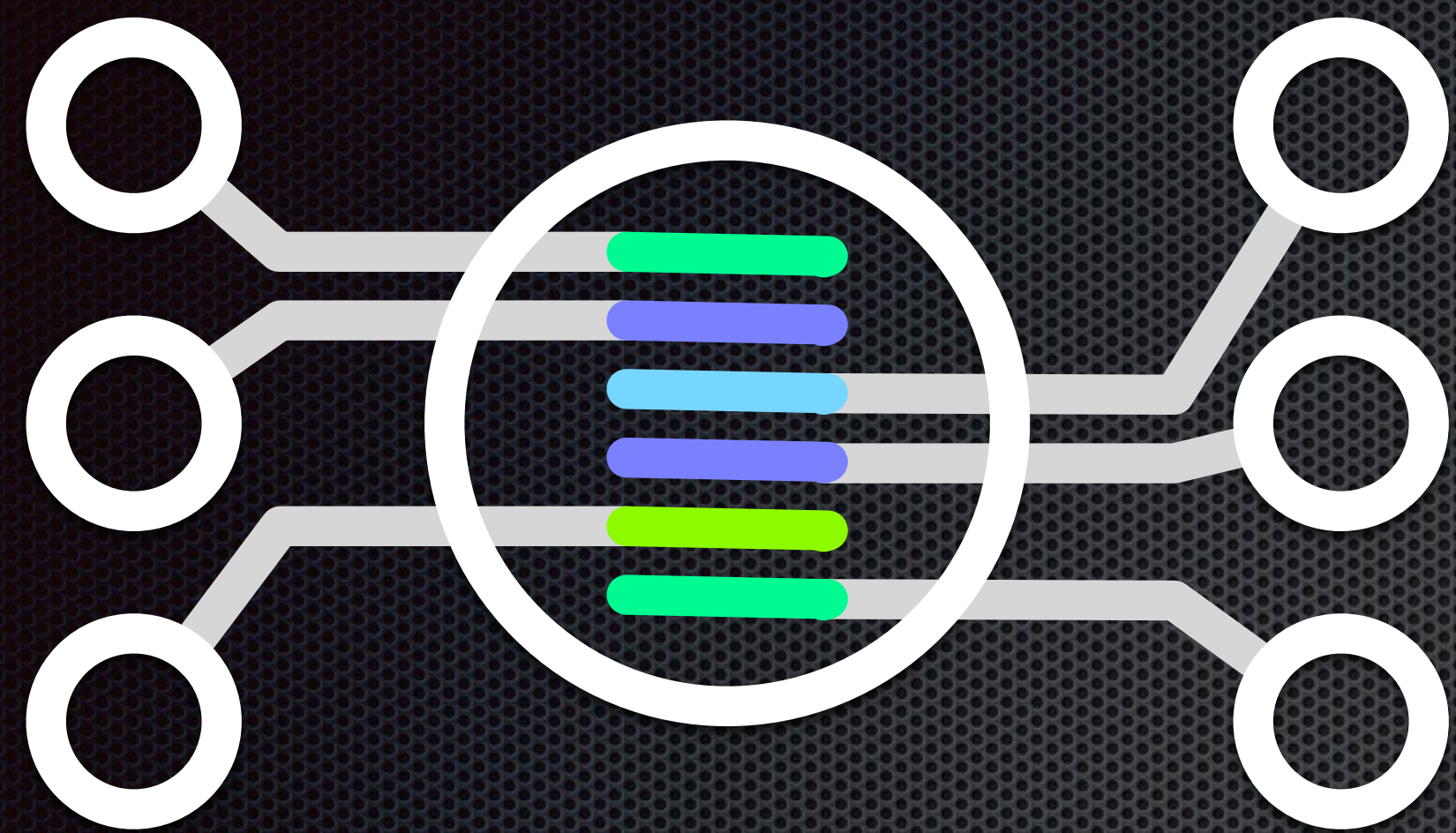
- Pure Java
- Immutable
- Algebraic
- Inverse References

## Pipeline

- Functional Microkernel
  - Filter (stateless, pure function)
  - Transformer (stateless, pure function)
  - Aggregator (stateful, function)
  - Sink (consumer) / Tap (producer)

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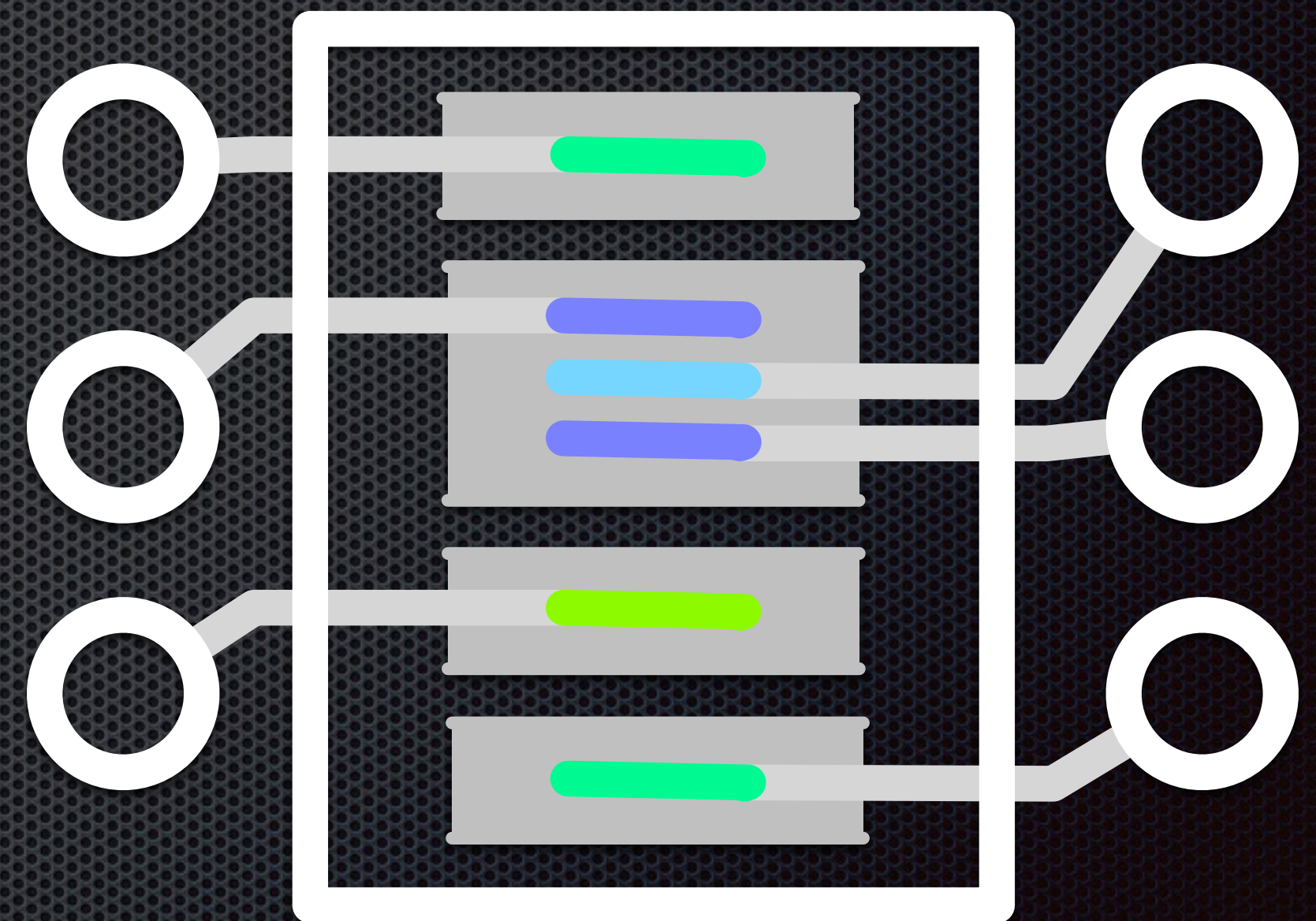




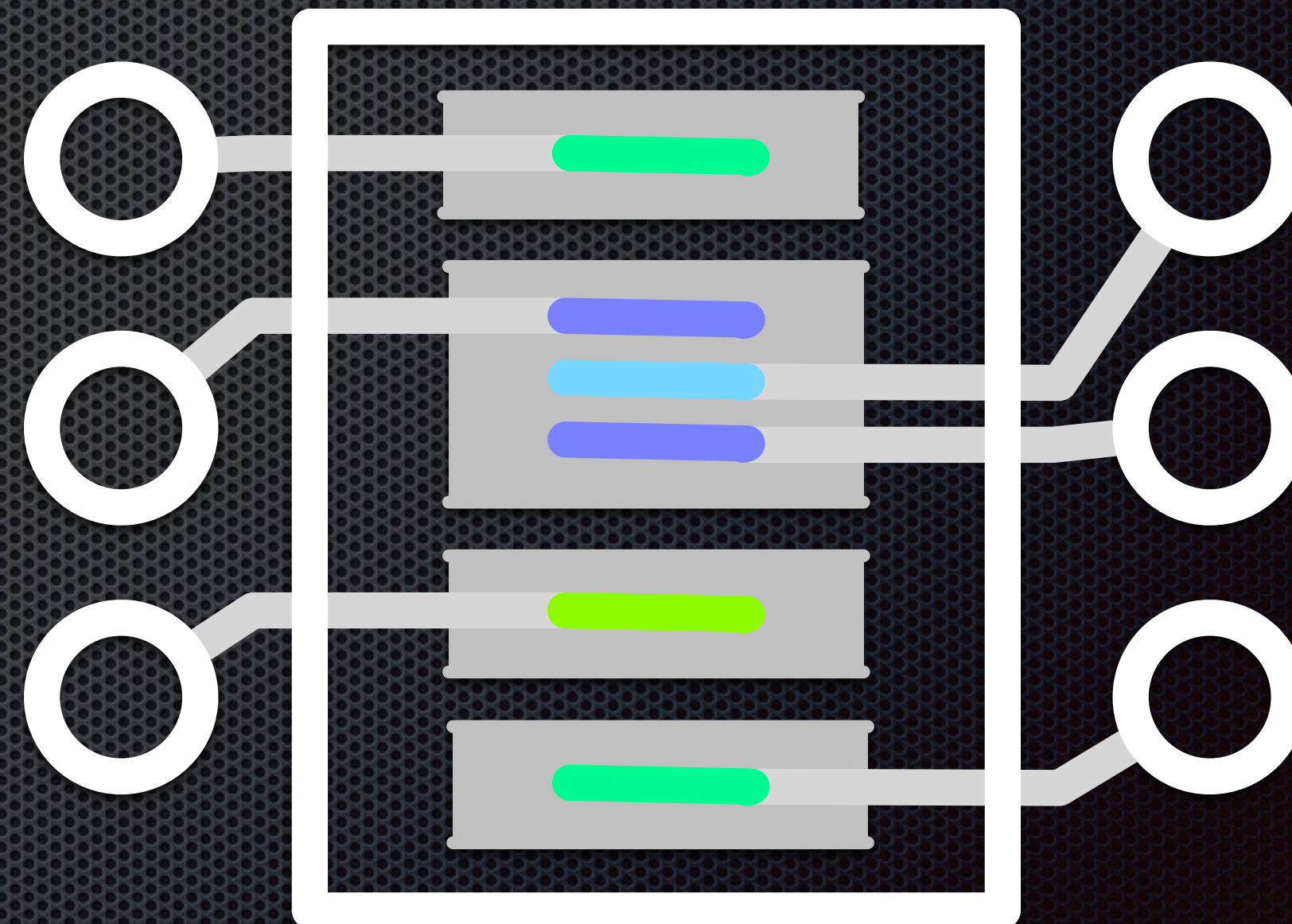
pipeline



“compile”



assembly





# Assemblies

- ✦ Spring Integration based
- ✦ Thread-pool based
- ✦ Fork-join based

# Segments

- parallel / serial
- separated by queues
- segmentation based on the used interfaces





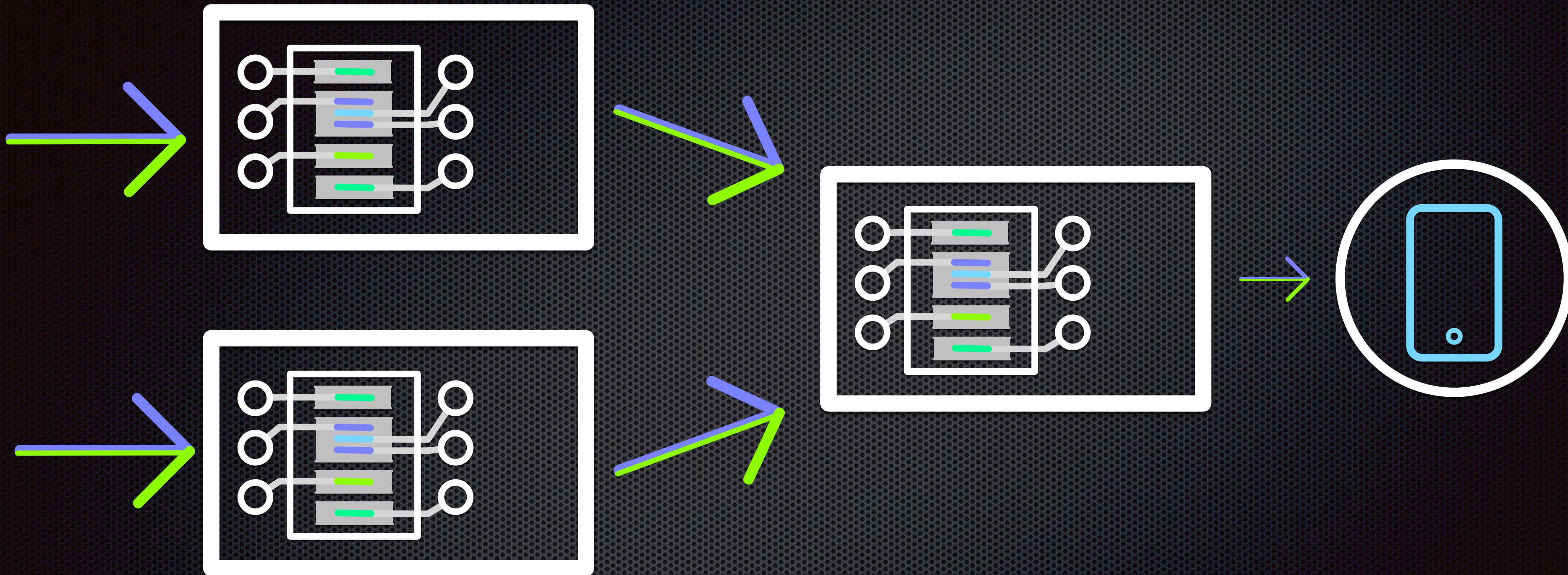
# Fork-Join

- ✦ to be effective, one must batch
- ✦ batching introduces latency (in RT)
- ✦ trick
- ✦ batch mode
- ✦ RT mode



# Memoization at construction time

- ✦ **Problem:** immutable objects —> lots of created objects
- ✦ @DesignatedFactoryMethod
- ✦ AspectJ runtime weaver

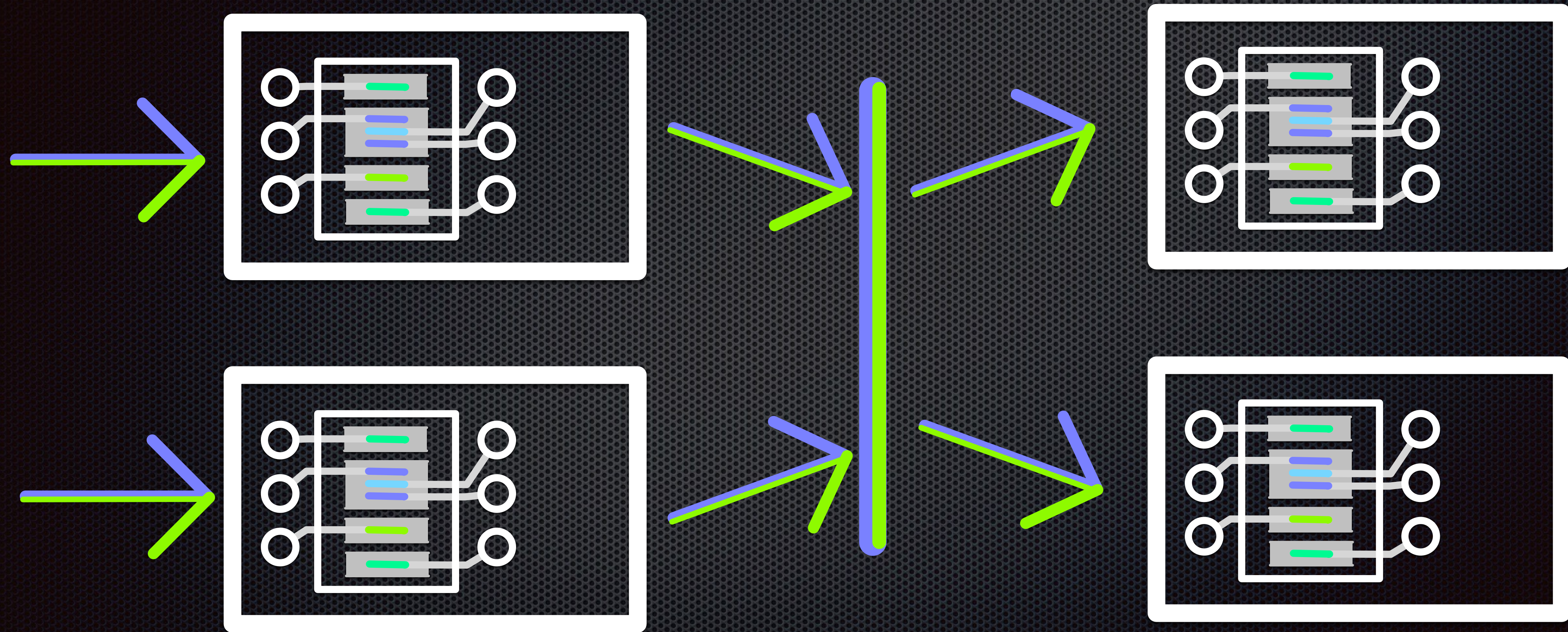


backends

hornet

frontend

# Scaling



# Storage

- ✦ In-memory custom store
- ✦ replacable
- ✦ just an *Aggregator*
- ✦ makes blue-green deployments a breeze

# Wins

## Constraint

- ✦ immutable model
- ✦ algebraic model
- ✦ Inverse references
- ✦ controlled state
- ✦ (functional) microkernel style

## Gain

- ✦ execution strategy freedom
- ✦ parallelism
- ✦ scalability
- ✦ memoization at constructor time
- ✦ cacheability
- ✦ composability

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# Architecture is Important

- ✦ It's the **set of constraints** you choose for your system
- ✦ It how those constraints **work in concert**
- ✦ It happens on a **smaller scale** than you usually think

# Acknowledgments

- Clojure  
(especially Rich Hickey's talk on values, state and identity)
- Lamina  
<https://github.com/ztellman/lamina>
- Apache Storm  
<https://storm.incubator.apache.org>
- Casading  
<http://www.cascading.org>
- Akka  
<http://akka.io>

# Thank You

[ognen.ivanovski@netcetera.com](mailto:ognen.ivanovski@netcetera.com)

@ognenivanovski

