

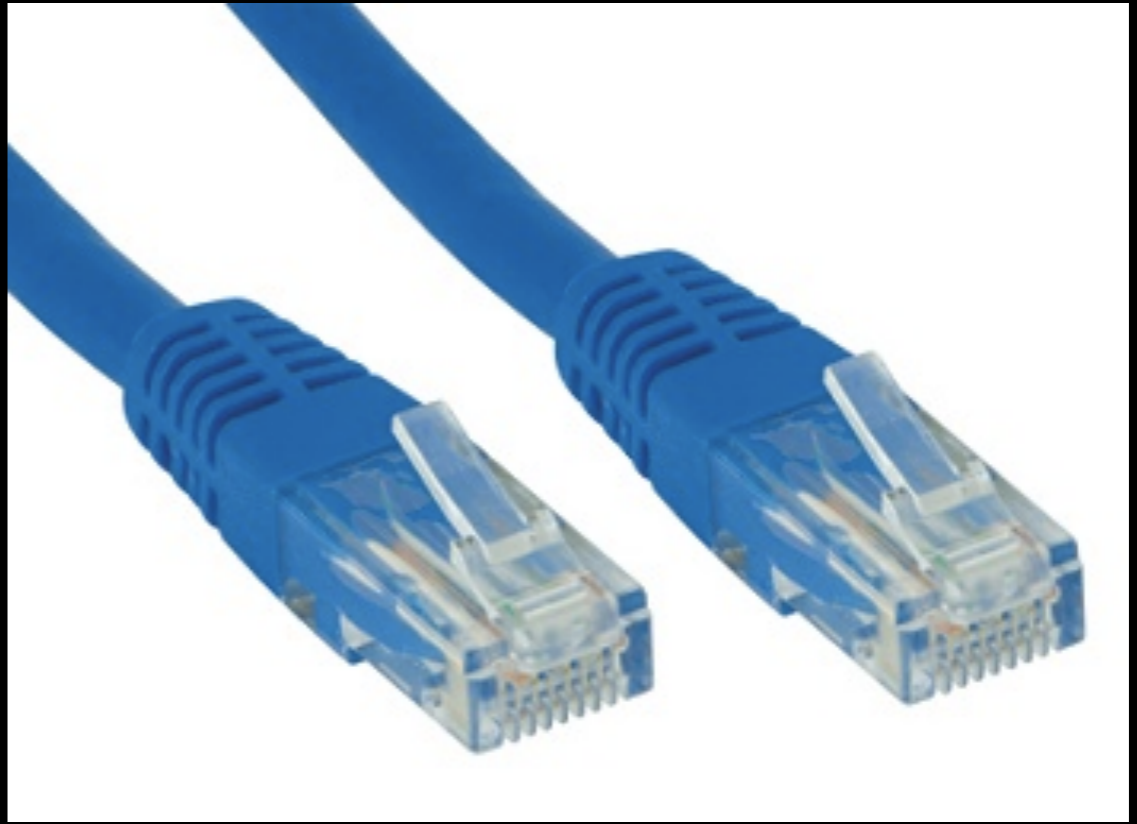
# Hot Swapping Architecture

Part 1

**Hot swapping (frequently called hot plugging) is replacing or adding components without stopping or shutting down the system.**

*-Wikipedia*



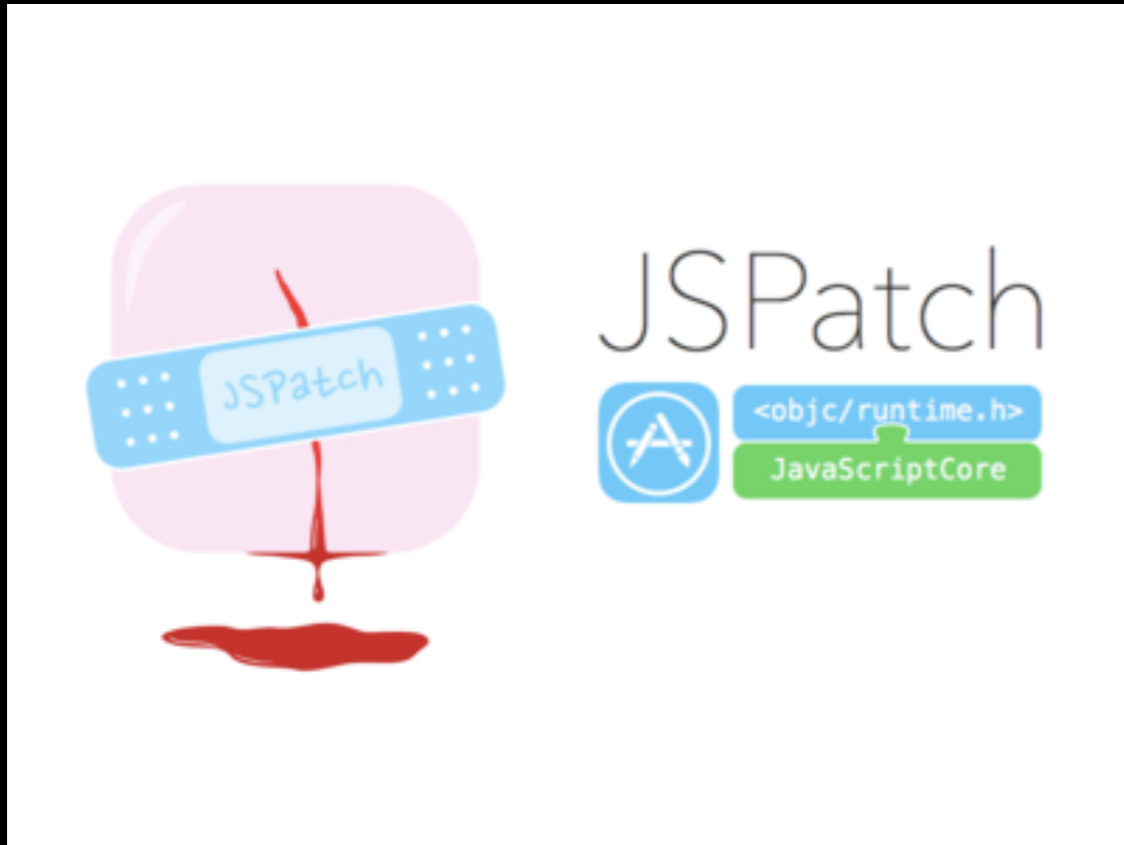




Video

# Why hot swappable?

1. Low use cost: no reinstall and no reboot
2. Low development cost: incremental build, runtime debug
3. Low maintenance cost: zero downtime

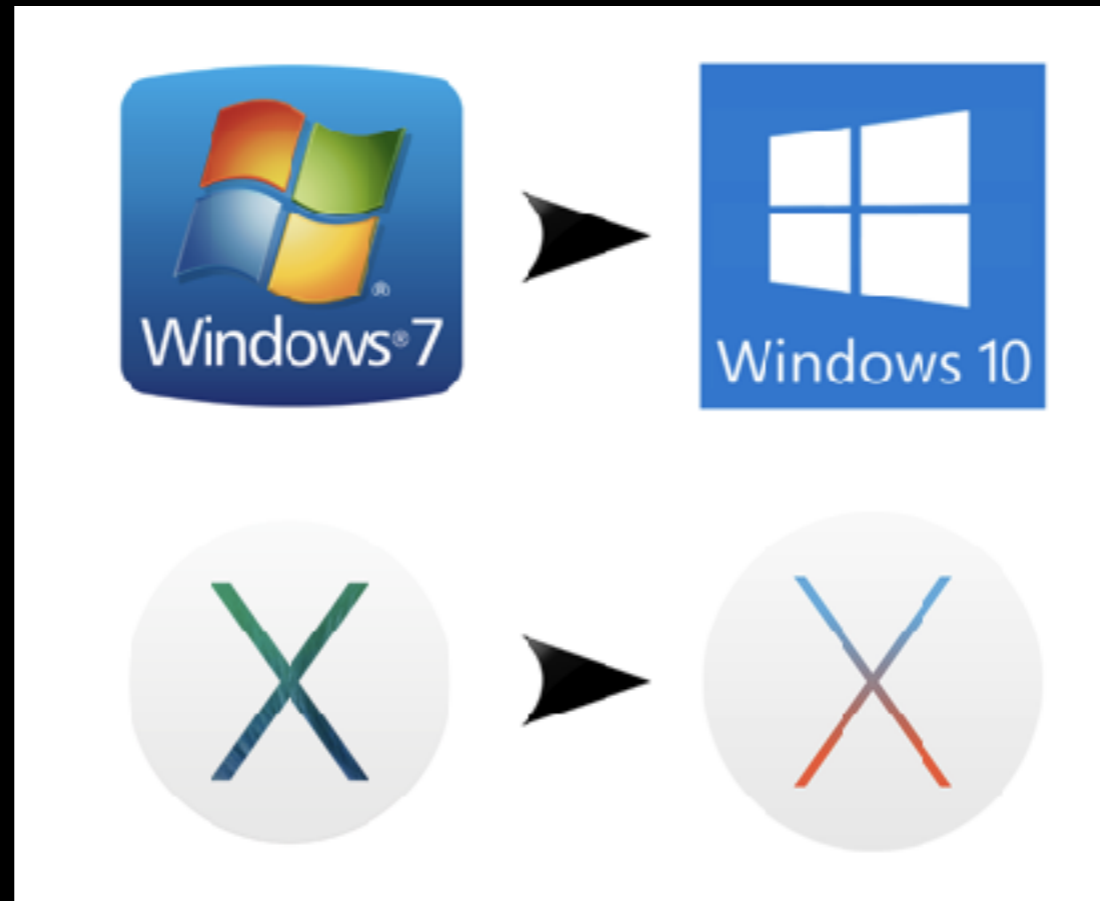




**How to**  
make your code HOT swappable?



# Basic principles



Full build and reboot are required. 😂

# Basic principles



In app, full build and reboot. 😂

In OS, no rebuild no reboot. 😊

# Basic principles



In webpage, full build and reboot are required. 😂

In browser, no rebuild no reboot. 😊

In OS, no rebuild no reboot. 😊

# Basic principles



In webpage, no full rebuild no reboot. 😊

In browser, no rebuild no reboot. 😊

In OS, no rebuild no reboot. 😊

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# Basic principles

1. No full rebuild
2. No reboot
3. Less impact if they are required

# Case: OSGi framework

OSGi is known as Open Services Gateway initiative

- defines the bundle which can be remotely installed, started, stopped, updated and uninstalled
- implements life cycle to management for bundles
- implements services layer to connect bundles with each other



# So we need

1. a component model to isolate swappable components from the software system

# Hot swapping steps

- Detect changes
- Load the new
- Swap out the old
- Free the old



# Case: nginx hot reload

When nginx hot-reloads the new configuration, the master process checks and applies the new

1. and then starts new worker processes to service new clients
2. and closes old worker processes gracefully
3. old worker processes are shut down once all clients are serviced

# So we need

1. a component model to isolate swappable components from the software system
2. a runtime to manage the swapping steps

# Let's code

## Using Node.js

- *main()* invokes *print()* every second
- edit and save `print.js`
- to make what *main()* prints change

# main-1.js

```
const print = require('./print')

function main() {
  setInterval(print, 1000)
}

main()
```

# main-2.js

```
function main() {  
  setInterval(() => {  
    const print = require('./print')  
    print()  
  }, 1000)  
}
```

```
main()
```

# main-3.js

```
const fs = require('fs')

function main() {
  setInterval(() => {
    fs.readFile('./print.js', (err, data) => {
      const module = { exports: null }
      eval(data.toString())
      module.exports()
    })
  }, 1000)
}

main()
```



# main-4.js

```
function main() {  
  setInterval(() => {  
    delete require.cache[require.resolve('./print')]  
    const print = require('./print')  
    print()  
  }, 1000)  
}
```

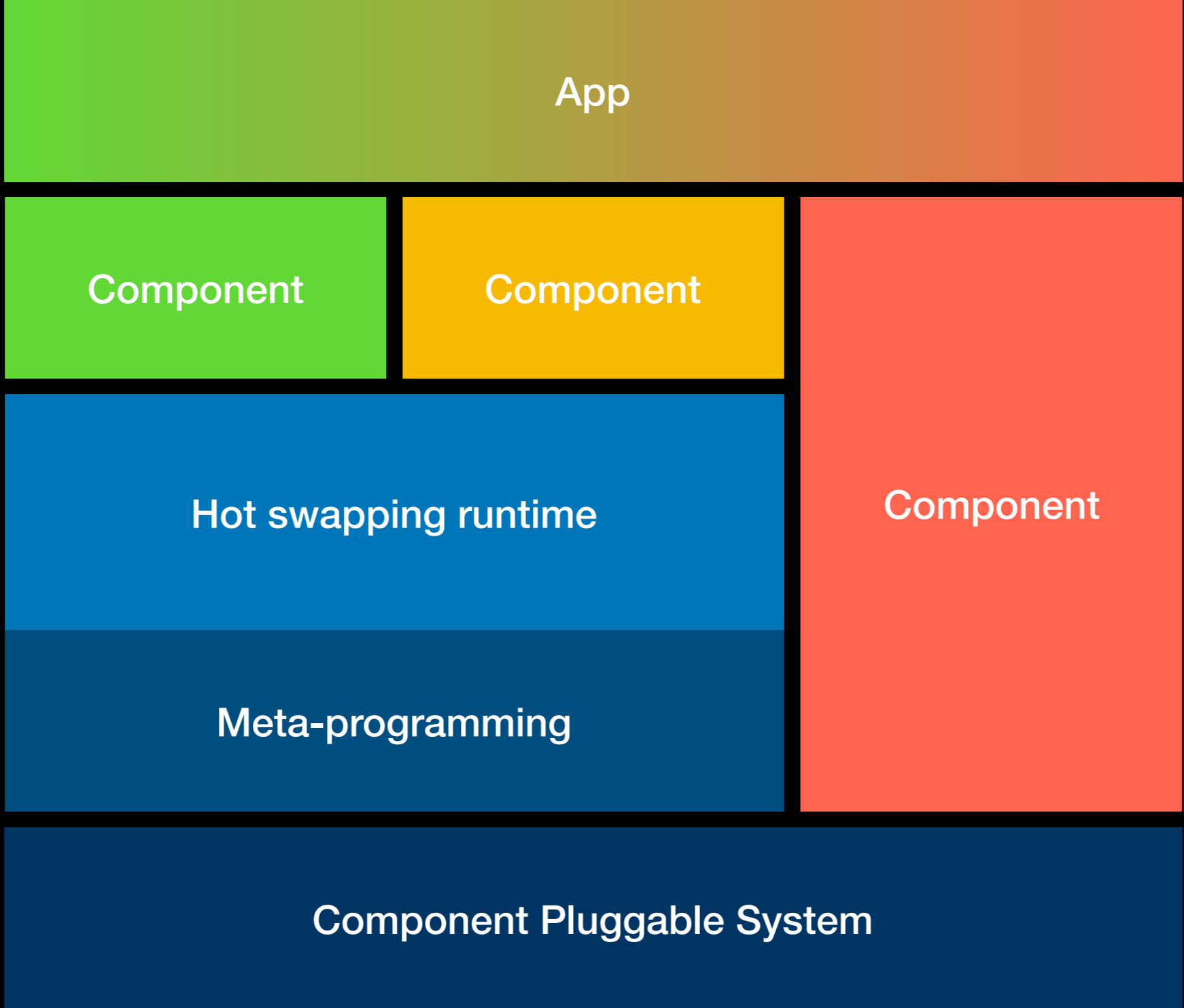
```
main()
```

**Metaprogramming is writing programs that operate on other programs.**

*<http://cs.lmu.edu/~ray/notes/metaprogramming/>*

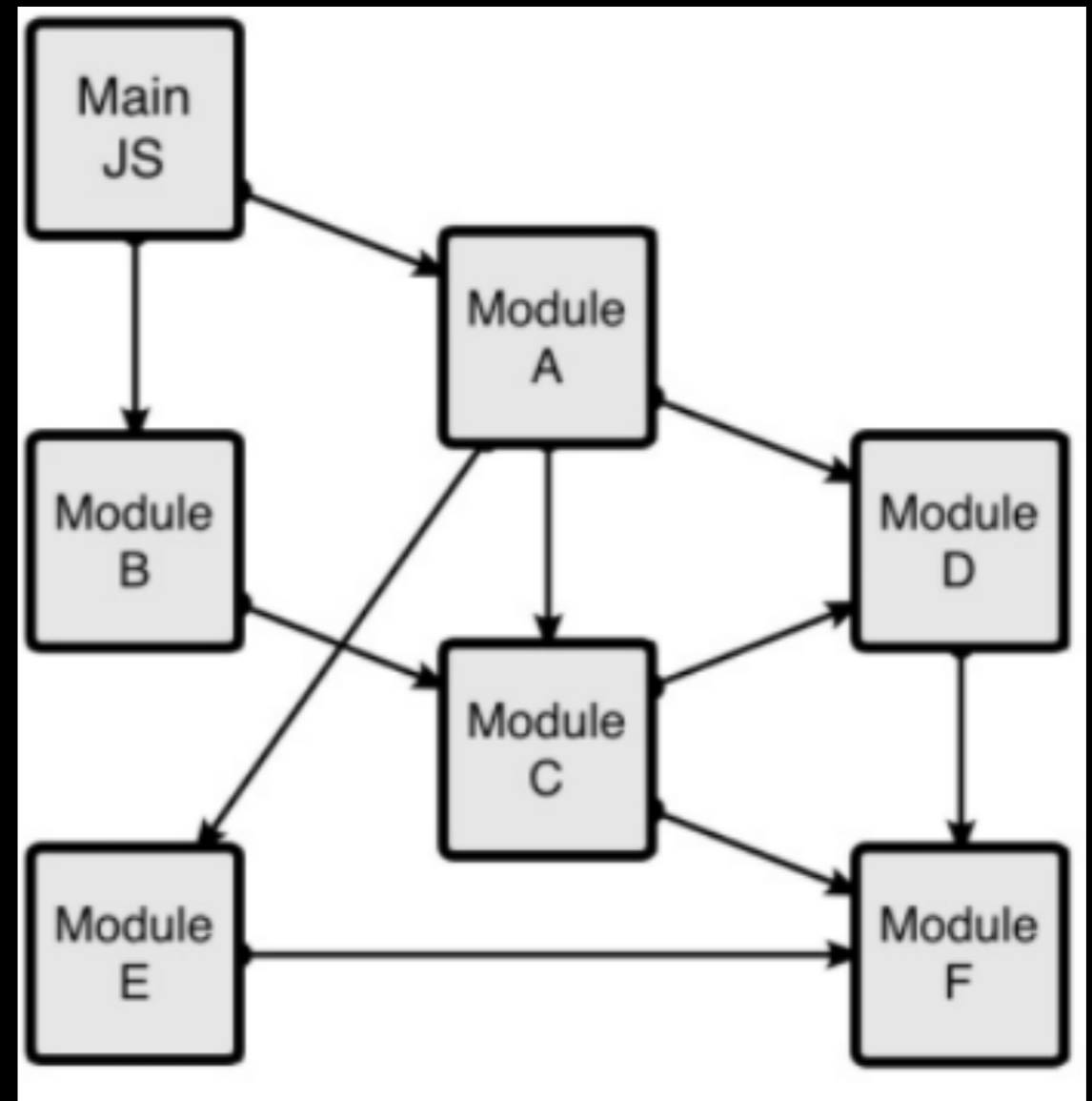
# So we need

1. a component model to isolate swappable components from the software system
2. a runtime to manage the swapping steps
3. meta-programming capability to link dynamically



# Case study

webpack HMR



# Component model

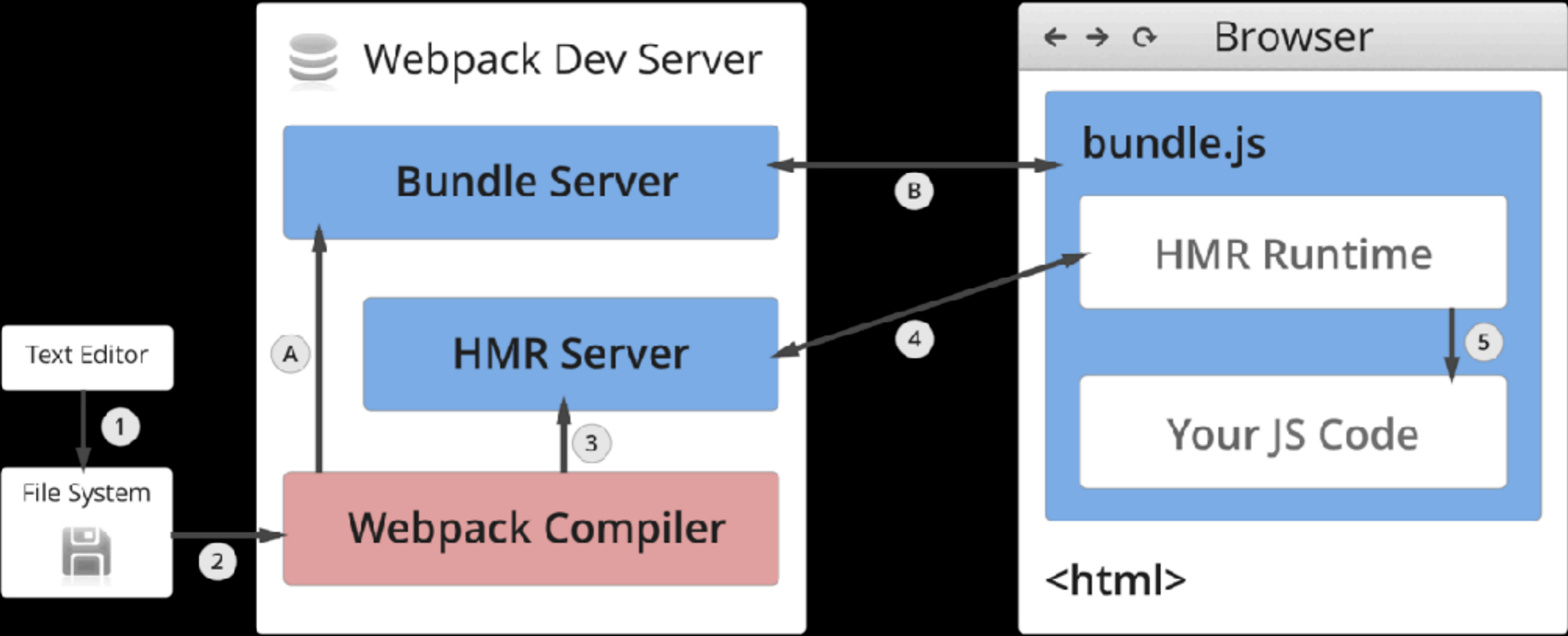
In webpack

- any file is a module
- code dependencies are abstracted as a module dependency graph with a single root
- require/import is reimplemented in order to manage modules' life cycle

# Steps management runtime

webpack injects HMR runtime

- via webpack-dev-server and HMR plugin
- to keep modules between browser and server in sync
- to check, download and apply the new modules
- and clear the old ones and their side effects

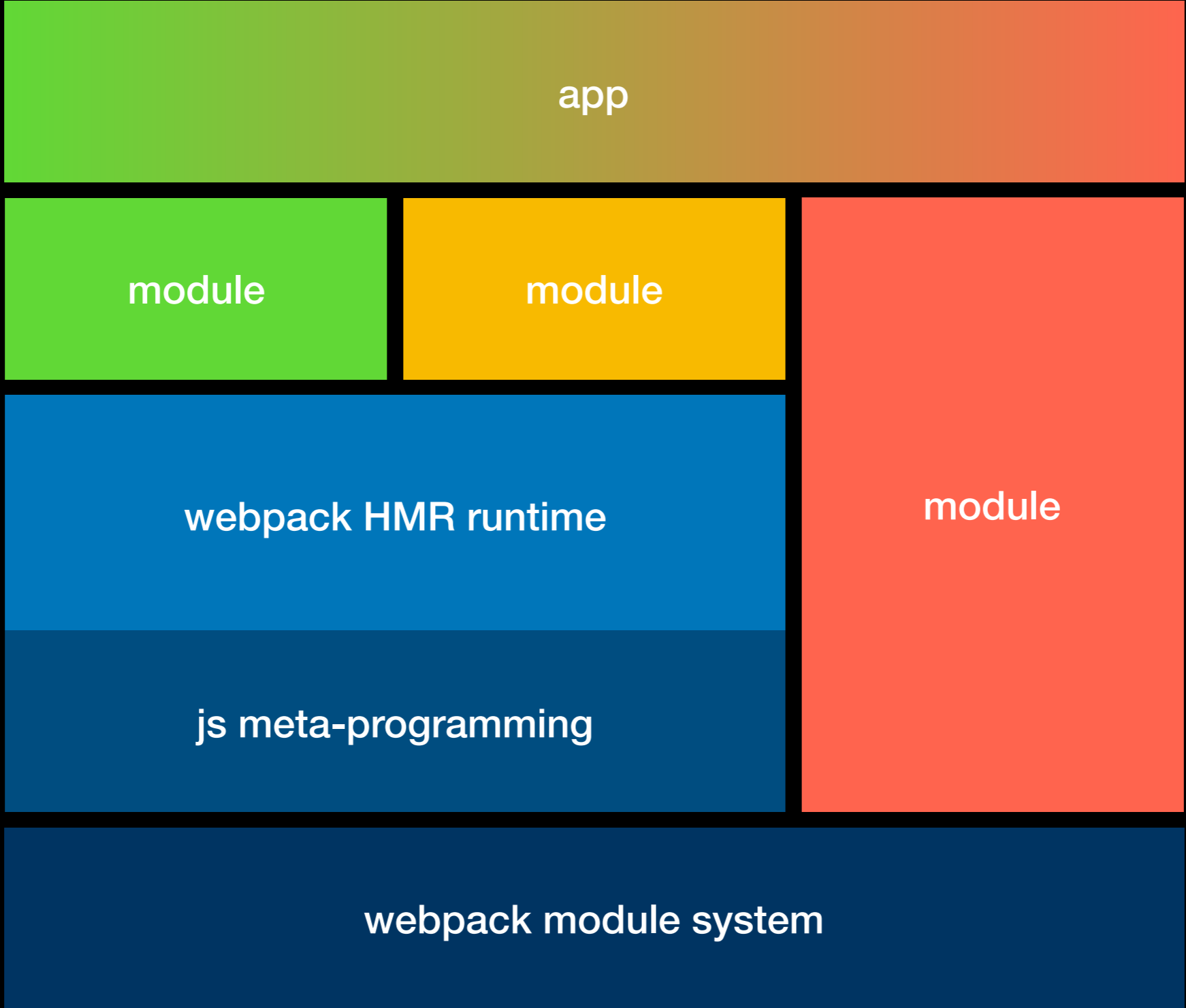




# Meta-programming feature

JavaScript is pretty dynamic so that it

- can link new codes by injecting `<script />`
- can run plain source code using 'eval'
- can modify any plain object easily, so that webpack can manage the module system easily it provides



# Questions

1. What is the so called component?
2. How to make it hot swappable?
  - How to transfer the state and handle side effects?
3. How to compose them?

# Component stack

webapps

business domains

react components

webpack modules

# Component model systems

webapps

something like portal project

business domains

something more powerful than dva.js  
or mirror.js

react components

react

webpack modules

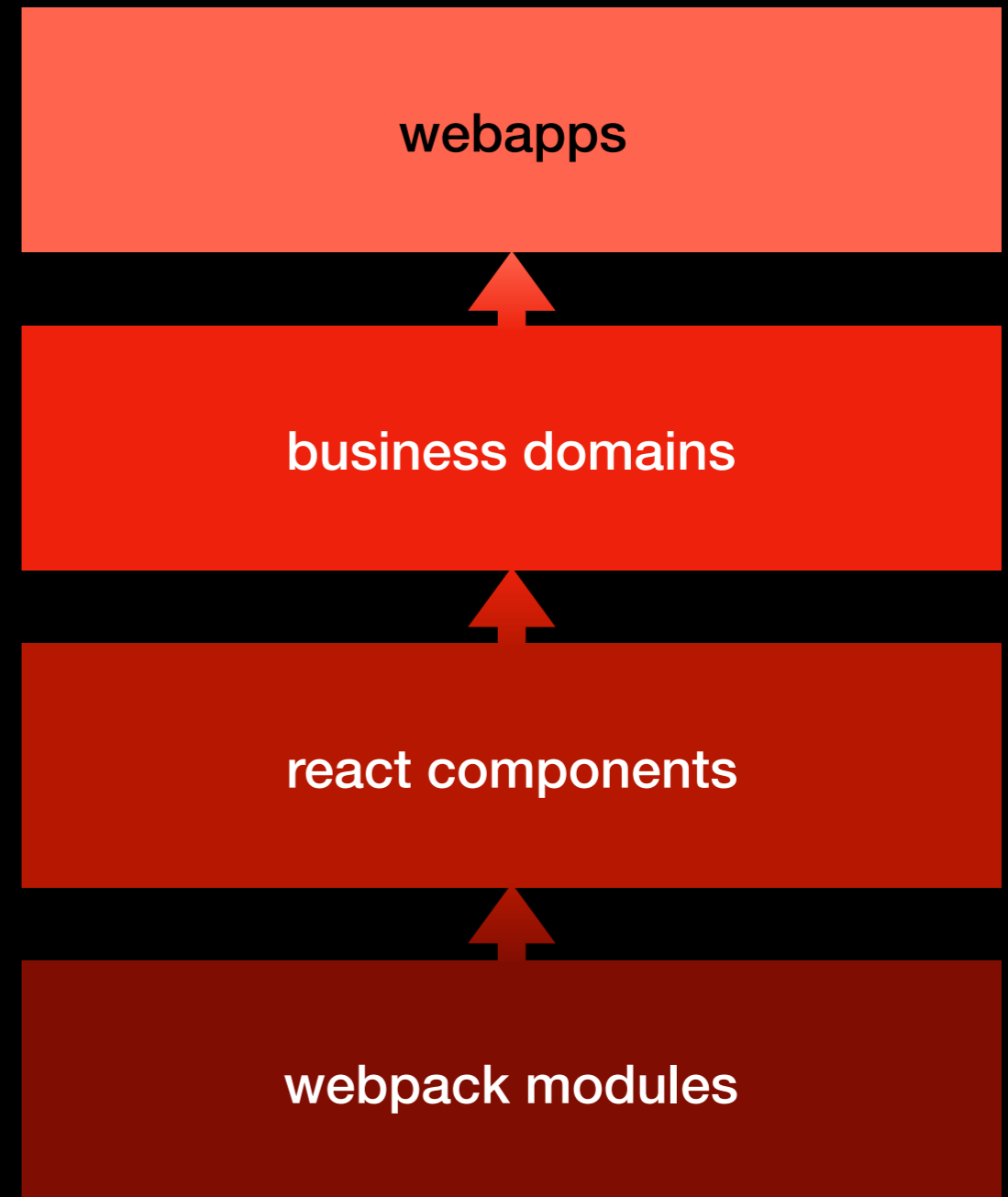
webpack module system

# So we should first

- figure out the component stack against to the specified hot swapping (no rebuild, no reinstall, no reboot or something else)
- make clear which layer should be focused on
- design the component model of that layer

# Runtime implementation

- If the lower layer is hot swappable. The upper layer could be hot swappable.
- If the lower layer is not hot swappable. Em, you have to reconstruct the stack.



# Case: react-hot-loader

- webpack module is hot swappable
- webpack provides HMR API
- react-hot-loader hacks every react component it loads
- and implements HMR logic underneath
- so that the modified component re-renders magically



# HMR API Demo

# A HS component should be

- pure
- impure but side effects revocable
- stateless or state transferable
- compatible
- none of the above, but tolerable to system

# Case: some real react app

Impure and side effects irrevocable

- log some info *onComponentDidMount*

State untransferable

- *var A = () => { var key = randomKey(); return <B key={key} />}*

Incompatible

- *props.id* is required but it is optional before

# State and side effects

Part 2 may cover this topic.

- They are very difficult and expensive to handle.
- They drive us to reboot our programs
- You can go into react-hot-loader and vue-loader for more details. 🙄

# Compose them together

Part 2 may cover.

Please refer to component based programming.

# Summary

To build a hot swappable architecture, we need

1. a component model which swappable components can be plugged in
2. a runtime to manage swapping things
3. meta-programming features underneath

# Summary

To make the component model hot swappable, we need

1. hot swappable components below
2. component features like pure and stateless
3. reasonable compound mode

**Thanks**