

# Sync vs Async Communication

Request and wait for a response  
Fire and forget with messages/events

@bayes123

## Synchronous



Request-response model

Send a request and wait for some response  
Example: API requests

## Asynchronous



Fire and forget model

Send message/event and forget  
Example: Event Driven Architecture

# Async Communication Framework

The IBM logo is displayed in a light blue, rounded rectangular bar. The letters 'I B M' are in a bold, black, sans-serif font. To the right of the bar, there is a red, semi-circular glow effect.

**I B M**

## **Async Communication Framework:**

**High Performance Computing and Communications** Ronald Perrott, 2007-09-17 This book constitutes the refereed proceedings of the Third International Conference on High Performance Computing and Communications HPCC 2007 held in Houston USA September 26 28 2007 The 75 revised full papers presented were carefully reviewed and selected from 272 submissions The papers address all current issues of parallel and distributed systems and high performance computing and communication as there are networking protocols routing and algorithms languages and compilers for HPC parallel and distributed architectures and algorithms embedded systems wireless mobile and pervasive computing Web services and internet computing peer to peer computing grid and cluster computing reliability fault tolerance and security performance evaluation and measurement tools and environments for software development distributed systems and applications database applications and data mining biological molecular computing collaborative and cooperative environments and programming interfaces for parallel systems

**Simulation Tools and Techniques** Houbing Song, Dingde Jiang, 2021-04-25 This two volume set constitutes the refereed post conference proceedings of the 12th International Conference on Simulation Tools and Techniques SIMUTools 2020 held in Guiyang China in August 2020 Due to COVID 19 pandemic the conference was held virtually The 125 revised full papers were carefully selected from 354 submissions The papers focus on simulation methods simulation techniques simulation software simulation performance modeling formalisms simulation verification and widely used frameworks

**Distributed Computing and Artificial Intelligence, 14th International Conference** Sigeru Omatu, Sara Rodríguez, Gabriel Villarrubia, Pedro Faria, Paweł Sitek, Javier Prieto, 2017-06-19 The 14th International Symposium on Distributed Computing and Artificial Intelligence 2017 DCAI 2017 provided a forum for presenting the application of innovative techniques to study and solve complex problems The exchange of ideas between scientists and technicians from both the academic and industrial sector is essential to advancing the development of systems that can meet the ever growing demands of today s society The book brings together past experience current work and promising future trends in distributed computing artificial intelligence and their applications to efficiently solve real world problems It combines contributions in well established and evolving areas of research including the content of the DCAI 17 Special Sessions which focused on multi disciplinary and transversal aspects such as AI driven methods for multimodal networks and processes modeling and secure management towards smart buildings and smart grids The symposium was jointly organized by the Polytechnic of Porto the Osaka Institute of Technology and the University of Salamanca The latest event was held in Porto Portugal from 21st to 23rd June 2017

**Microservices with Go** Alexander Shuiskov, 2022-11-25 Build scale and maintain microservices in Golang with ease Key Features Create and organize well structured Go microservices Learn industry best practices and gain insights into Go microservice development tools patterns and solutions Cover hands on Golang examples in each chapter Book Description This book covers the key benefits and common issues of microservices

helping you understand the problems microservice architecture helps to solve the issues it usually introduces and the ways to tackle them You'll start by learning about the importance of using the right principles and standards in order to achieve the key benefits of microservice architecture The following chapters will explain why the Go programming language is one of the most popular languages for microservice development and lay down the foundations for the next chapters of the book You'll explore the foundational aspects of Go microservice development including service scaffolding service discovery data serialization synchronous and asynchronous communication deployment and testing After covering the development aspects you'll progress to maintenance and reliability topics The last part focuses on more advanced topics of Go microservice development including system reliability observability maintainability and scalability In this part you'll dive into the best practices and examples which illustrate how to apply the key ideas to existing applications using the services scaffolded in the previous part as examples By the end of this book you'll have gained hands-on experience with everything you need to develop scalable reliable and performant microservices using Go What you will learn Get familiar with the industry's best practices and solutions in microservice development Understand service discovery in the microservices environment Explore reliability and observability principles Discover best practices for asynchronous communication Focus on how to write high quality unit and integration tests in Go applications Understand how to profile Go microservices Who this book is for This book is for all types of developers from people interested in learning how to write microservices in Go to seasoned professionals who want to take the next step in mastering the art of writing scalable and reliable microservice based systems A basic understanding of Go will come in handy

**The Communication Model of Virtual Universe** Marcelo Mendonça Teixeira, Tiago Alessandro Espínola Ferreira, 2014-01-08 Research Paper postgraduate from the year 2013 in the subject Communications Theories Models Terms and Definitions grade College and University Federal Rural University of Pernambuco Statistics and Informatics Department course Computer Science language English abstract The virtual environments can be considered as one of the factors driving the transformation of mass media associating new forms in network communication and making the information more accessible to any person that has access to the worldwide network of computers promoting the production and dissemination of information in science and technology for teaching and research in all areas of knowledge and different sectors of society In this sense our book plans to explore the communication in cyber universe as well the influence of ICT and cyberculture to network society

**Web Information Systems and Mining** Zhiguo Gong, Xiangfeng Luo, Junjie Chen, Jingsheng Lei, Fu Lee Wang, 2011-09-06 The two volume set LNCS 6987 and 6988 constitutes the refereed proceedings of the International Conference on Web Information Systems and Mining WISM 2011 held in Taiyuan China in September 2011 The 112 revised full papers presented were carefully reviewed and selected from 472 submissions The second volume includes 56 papers organized in the following topical sections management information systems semantic Web and ontologies Web content mining Web information classification Web information extraction Web

intelligence Web interfaces and applications Web services and e learning and XML and semi structured data

**Object-oriented System Development** Dennis De Champeaux, Douglas Lea, Penelope Faure, 1993 With this book software engineers project managers and tool builders will be able to better understand the role of analysis and design in the object oriented OO software development process This book presents a minimum set of notions and shows the reader how to use these notions for OO software construction The emphasis is on development principles and implementation IBM Framework for E-business I B M, 2001

**Technology of Object-oriented Languages and Systems : TOOLS 26** Raimund K. Ege, Madhu Singh, Bertrand Meyer, 1998 This collection of papers examines the field of database and information systems It includes topics such as distribution and concurrency application design patterns and frameworks Java formal aspects of OO modelling languages and measurement database

**Mathematical Frameworks for Component Software** Zhiming Liu, Jifeng He, 2006 The range of components technology is both wide and diverse but some common understanding is emerging through the ideas of model based development These include the notions of interfaces contracts services connectors and architectures Key issues in the application of the technology are becoming clearer including the consistent integration of different views of a component component composition component coordination and transformation for platforms However we still know little about theories that support analysis and synthesis of component based systems The distinct feature of this volume is its focus on mathematical models that identify the core concepts as first class modeling elements and its providing of techniques for integrating and relating them The volume contains eleven chapters by well established researchers writing from different perspectives Each chapter gives explicit definitions of components in terms of a set of key aspects and addresses some of the problems of integration and analysis of various views component specification component composition component coordination refinement and substitution and techniques for solving problems The concepts and techniques are motivated and explained with the help of examples and case studies

**Using a Proxy to Enable Communication Overlap with Computation** Stephen Lau, 2003 *Asynchronous Transfer Mode Networks* Yannis Viniotis, Raif O. Onvural, 1993 Technical aspects of asynchronous transfer mode the mode of choice for broadband integrated services digital networks are discussed in 17 papers that comprise the proceedings of TRICOMM DEGREES93 held in Raleigh NC April 1993 Among the topics are electropolitical correctness traffic management

**Designing Enterprise Applications with the J2EE Platform (Custom Version)** Inderjeet Singh, Beth Stearns, Mark Johnson, Enterprise Team, 2002-03-25 Formal Methods for Components and Objects, 2004 *Proceedings ... International Symposium on Asynchronous Circuit and Systems*, 2005

**Advanced Technologies** M. R. Beheshti, Khaldoun Zreik, K. Zreik, 1993 The 49 papers in this volume give an analysis on the planning and integration of advanced technologies as well as the current terms and conditions necessary for introducing the new tools offered by the latest developments in the fields of artificial intelligence robotics and image processing *Proceedings of the Eleventh Annual ACM Symposium on Principles of*

*Distributed Computing* ,1992      **Proceedings of the ... Annual ACM Symposium on Principles of Distributed Computing** ,1995      Proceedings of the Seventh International Workshop on Hardware/Software Codesign (CODES'99)  
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