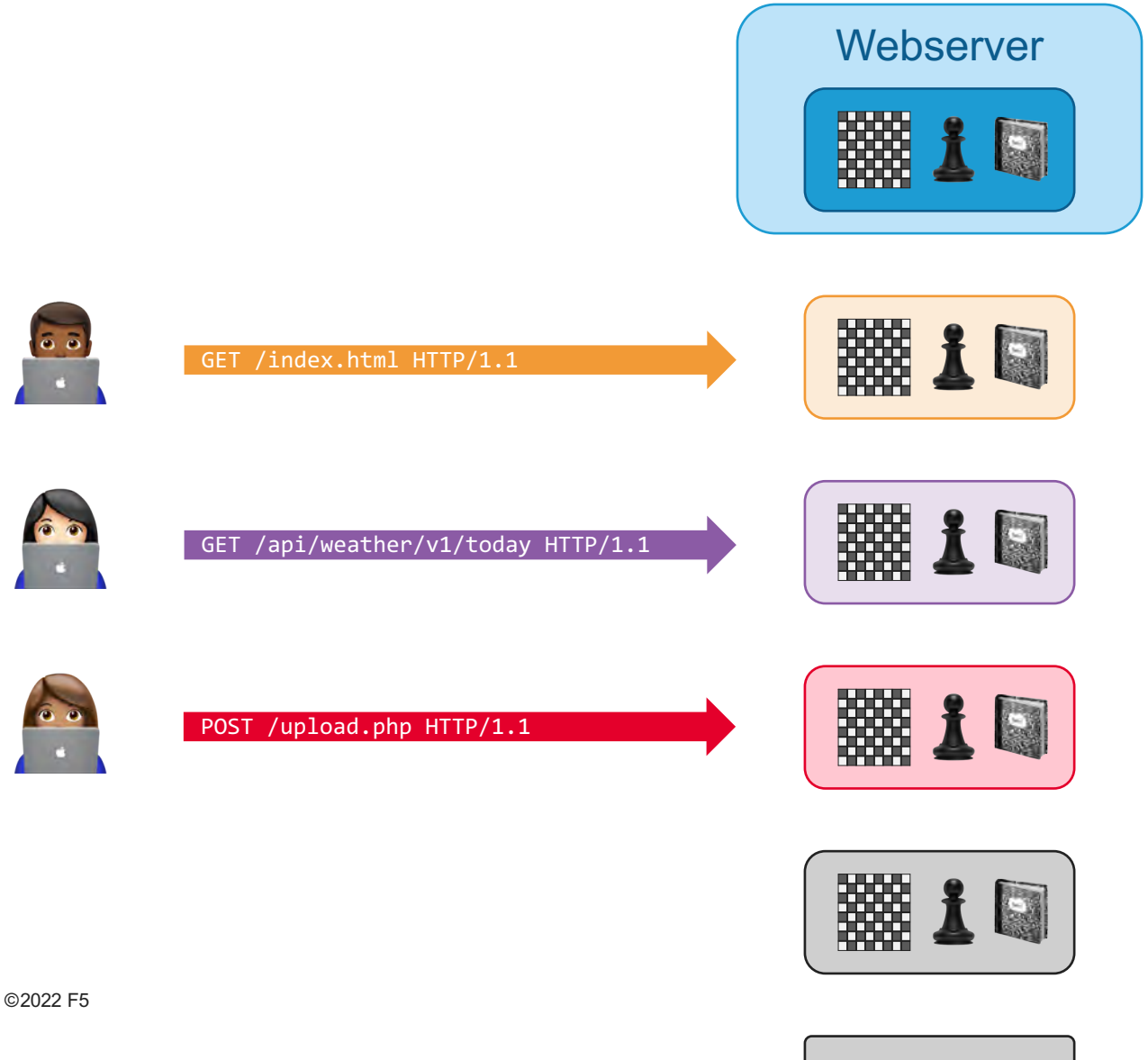
How webservers used to play chess



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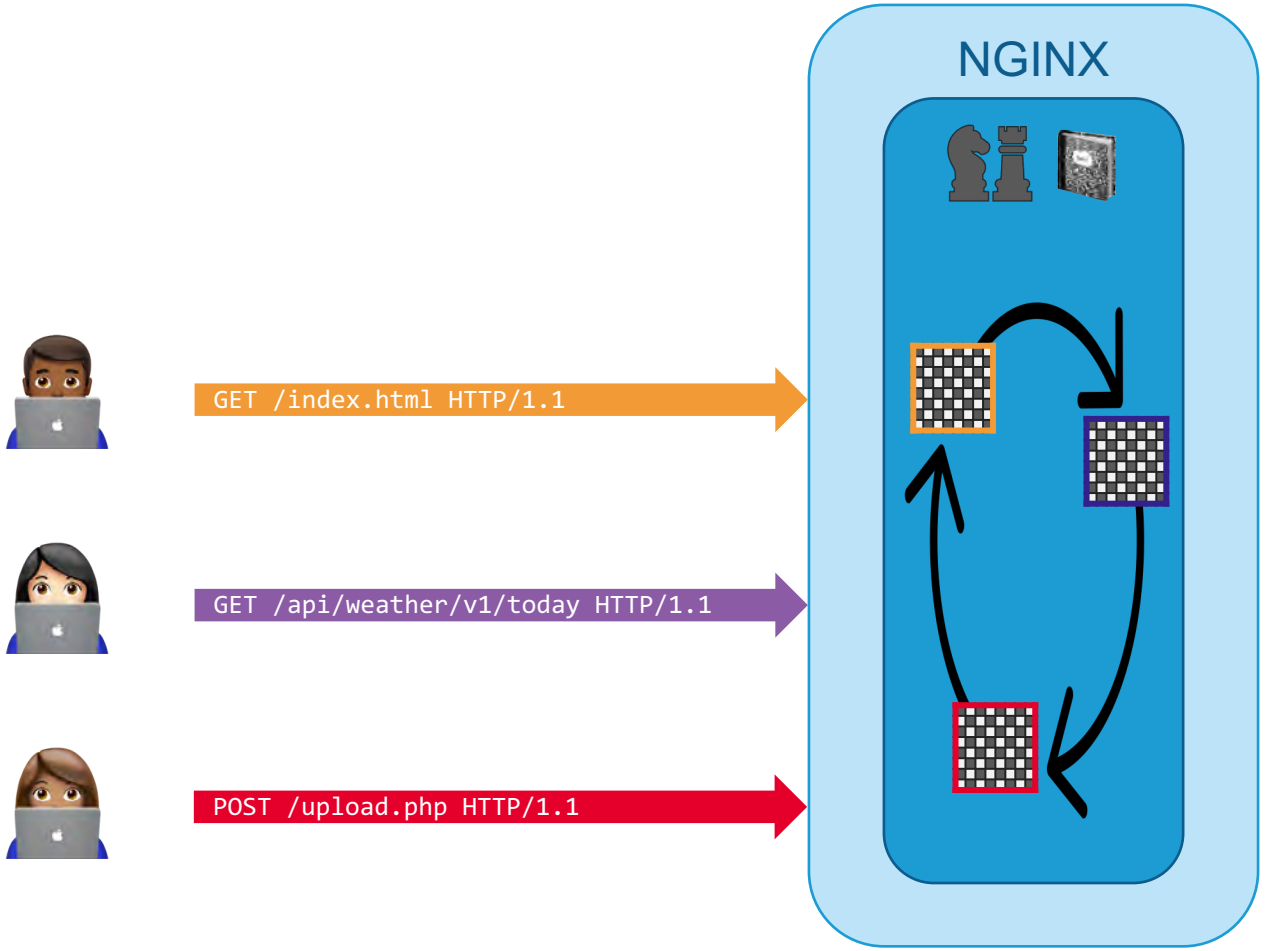
How NGINX plays chess



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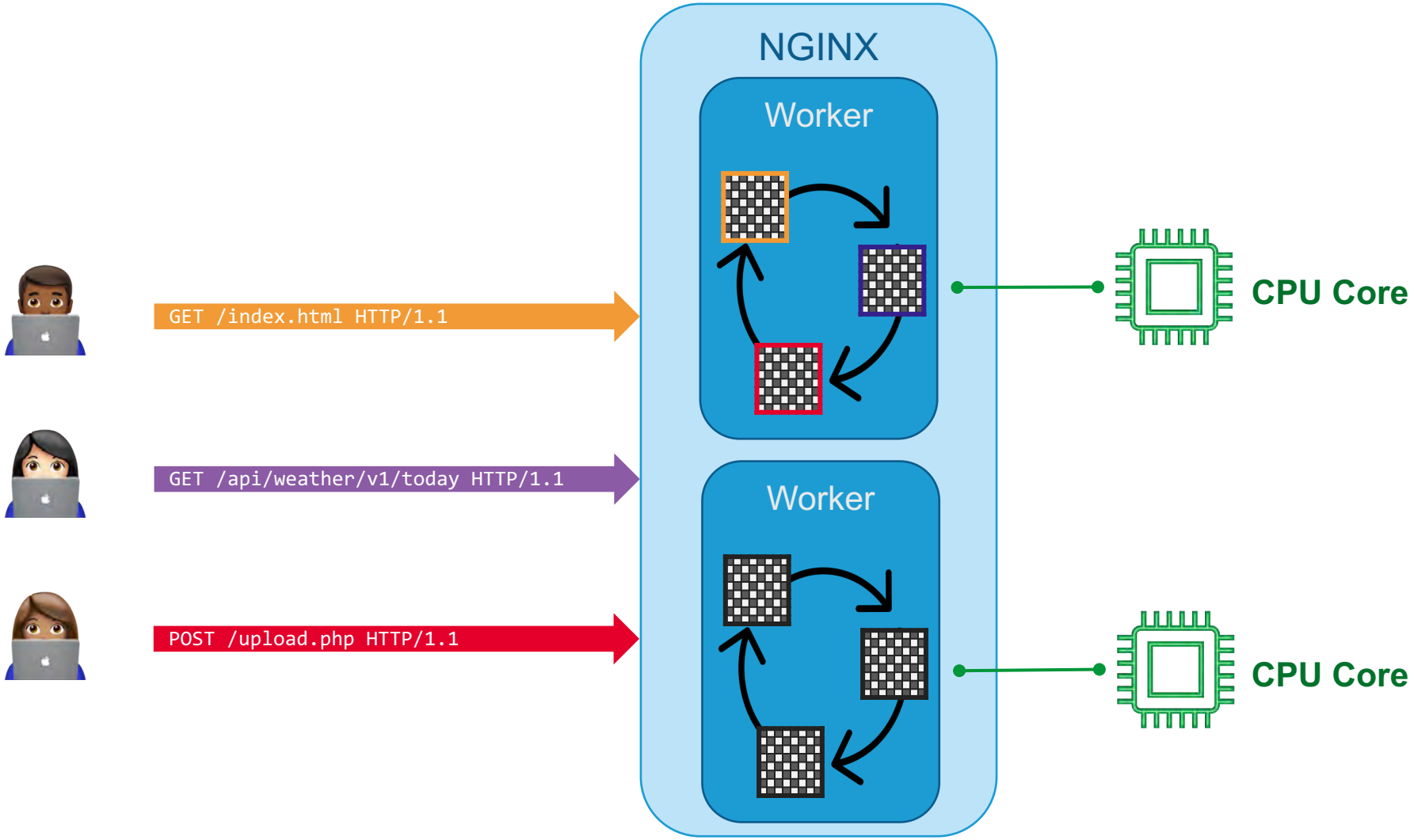
How NGINX plays lots of chess



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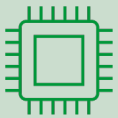
NGINX innovations

Asynchronous event loop

does more with less



Multi-process architecture

for near-linear CPU scaling

Configuration reload without interruption

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Web server developers: market share of all sites

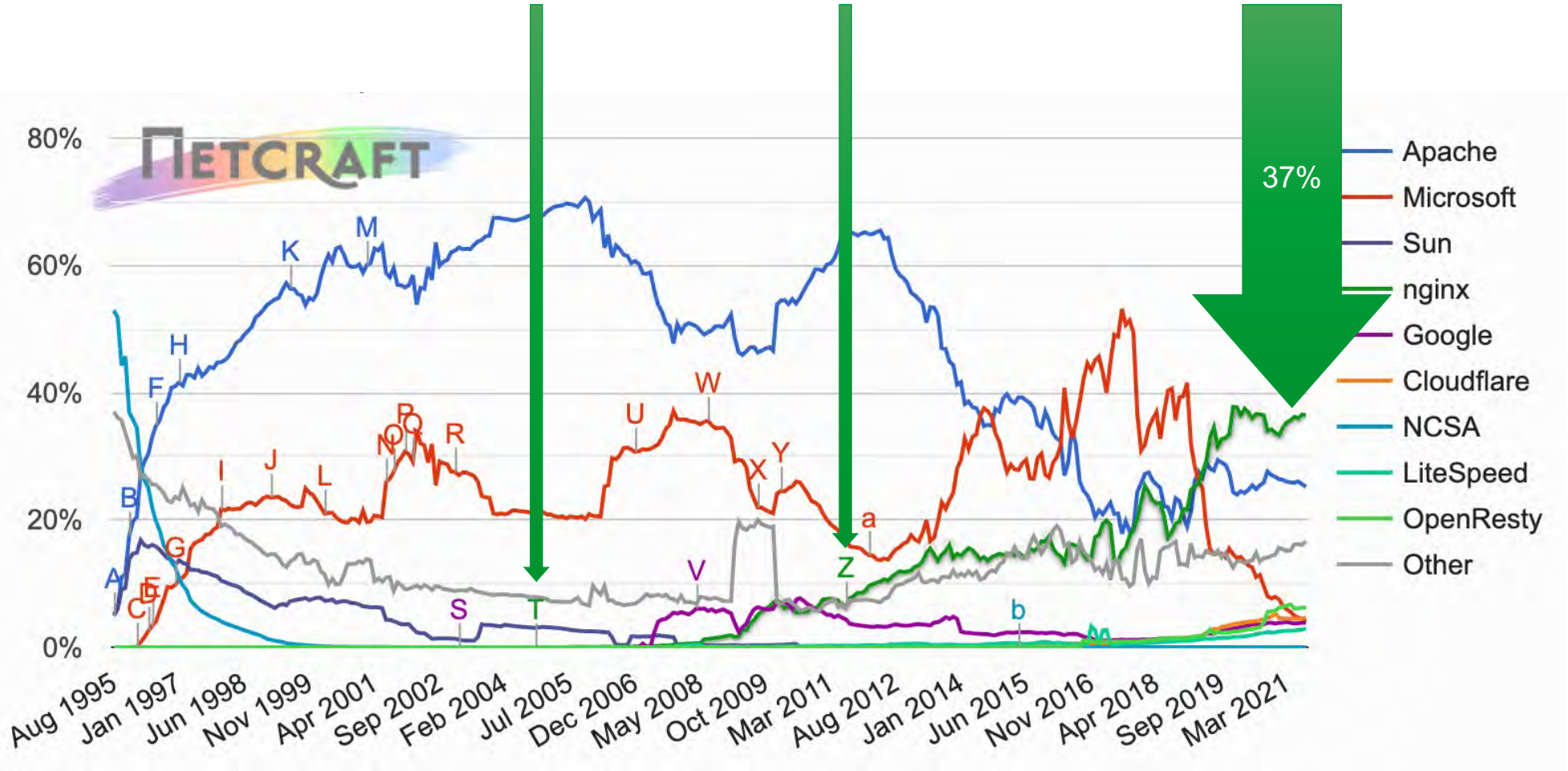
© Netcraft, August 2021

2001: genesis

2004: nginx-0.1 T

2011: nginx-1.0 Z

2019: No.1 server



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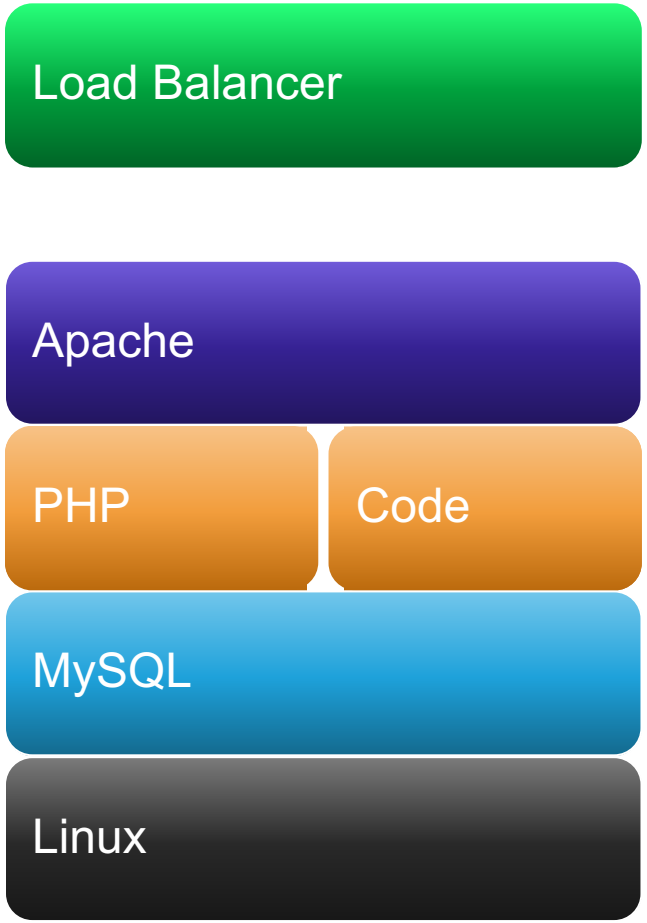
Evolution of reverse proxy to service proxy



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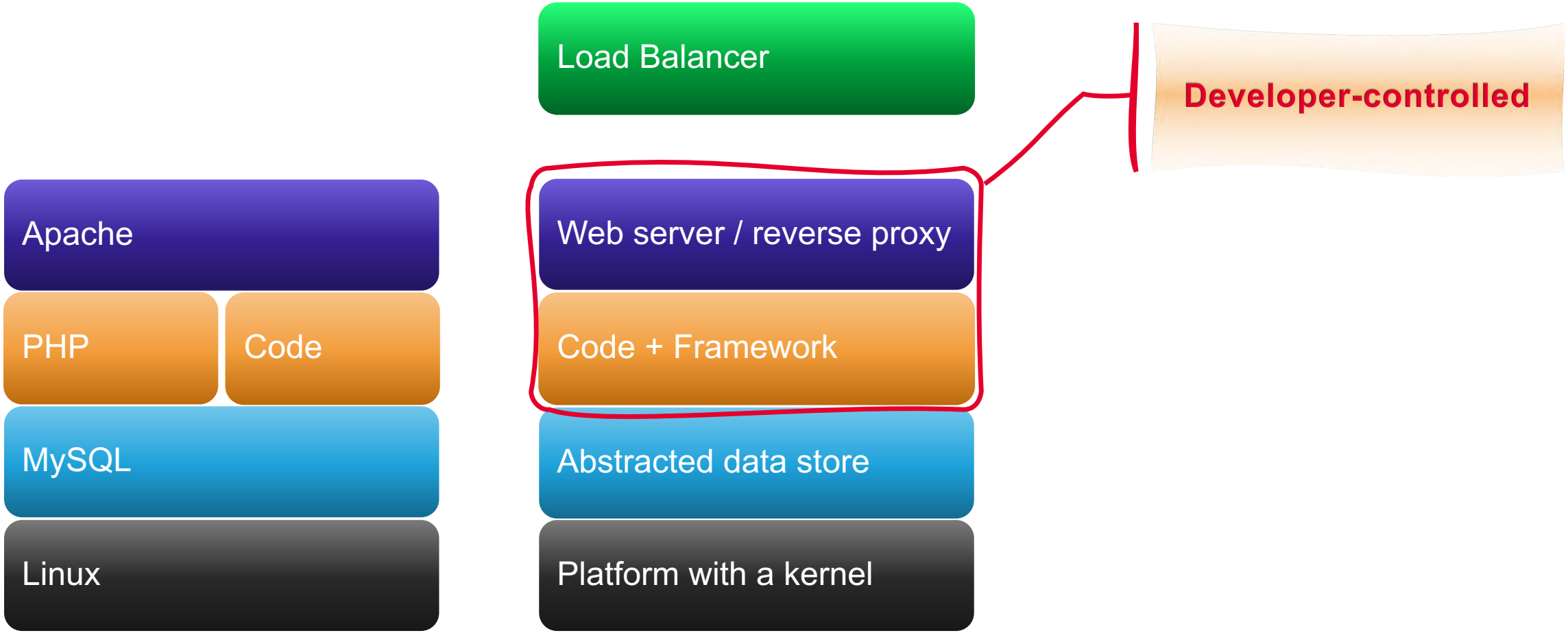
Evolution of reverse proxy to service proxy



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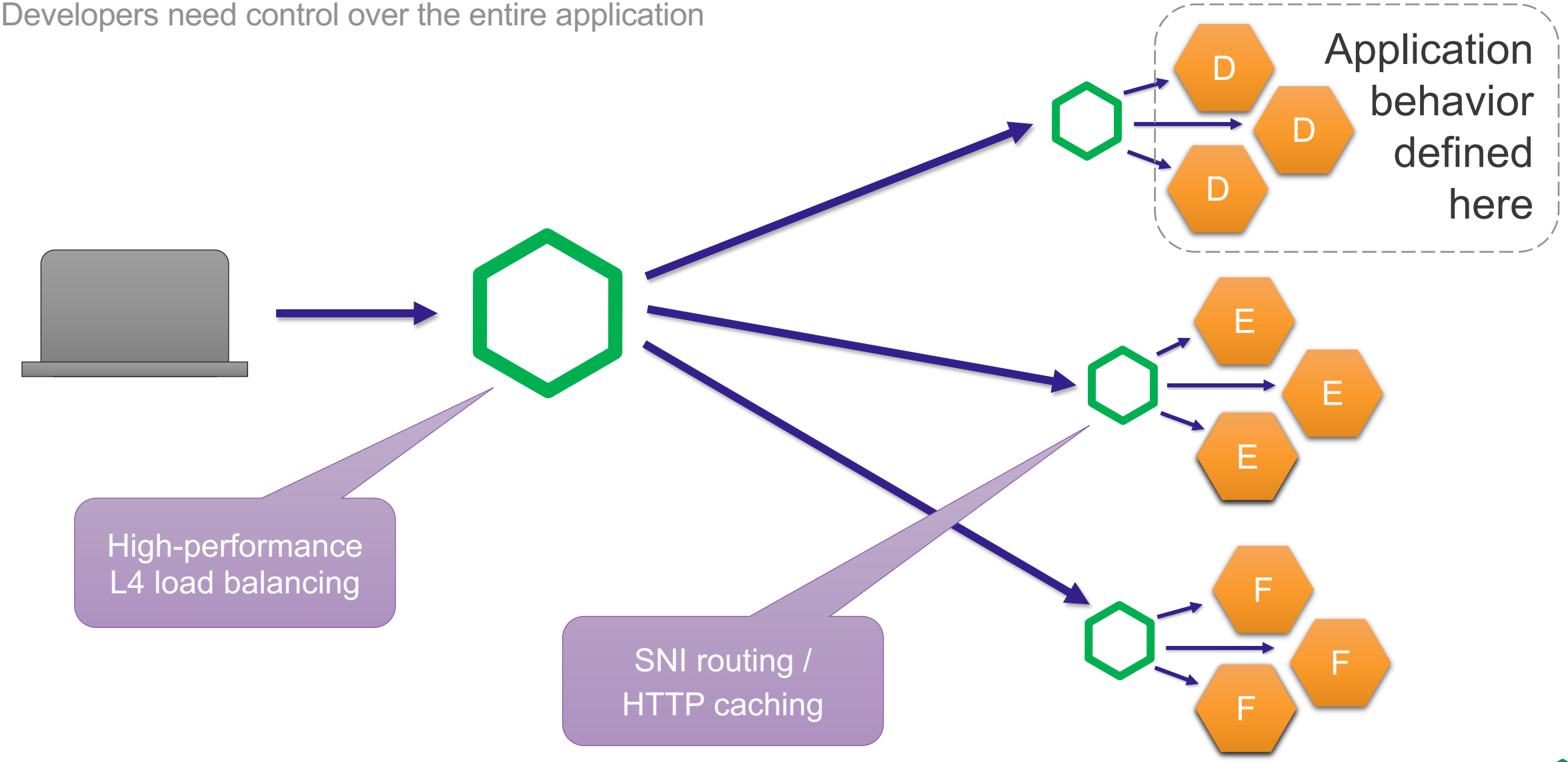
Eradicating the service proxy

Developers need control over the entire application



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How Unit was born

- Unit story begins half way along the NGINX timeline
  - Igor started experimenting with some ideas for "NGINX v2"
  - Sep-2015: Separate initiative to treat static and dynamic content equally: running PHP, Python, Ruby apps without a separate process manager
  - These ideas combine!
- Jul-2016: Initial prototype on a new codebase
- Sep-2017: First public release (v0.1) [Apache 2 license]
- Apr-2018: v1.0

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