

Introduction to Apache Qpid Proton

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Overview

- Introduction
- Background
- Protocol Engine
- Messenger
- Summary

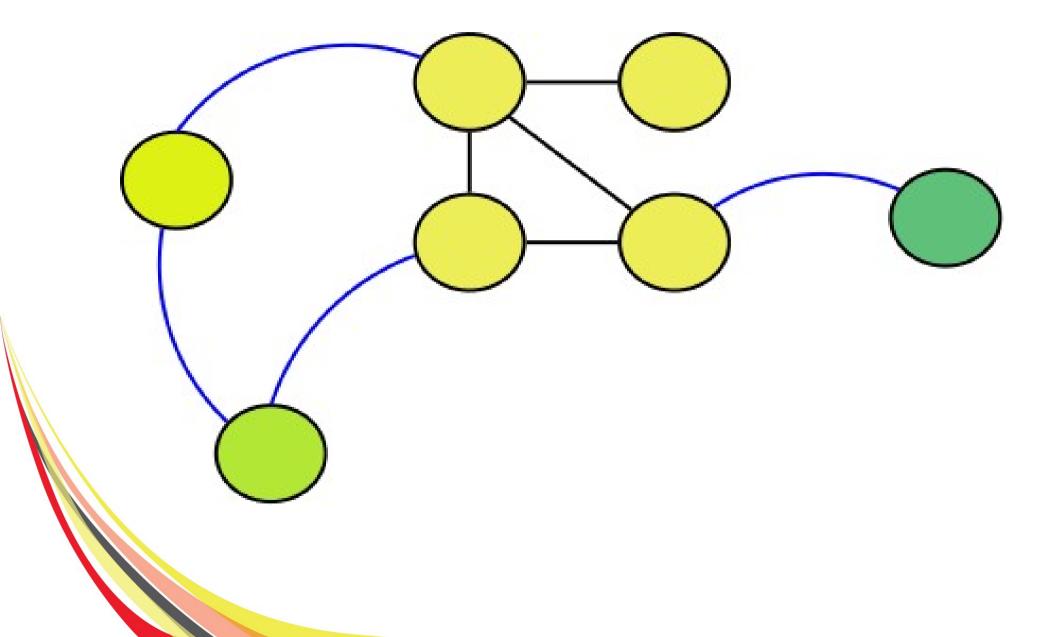


Introduction

- Proton: A toolkit for speaking AMQP
 - Includes:
 - The AMQP Protocol Engine API
 - The AMQP Messenger API
- Part of the Apache Qpid project
 - Qpid is the home for AMQP at Apache

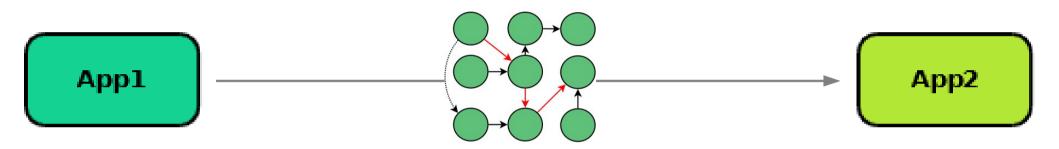


Proton is network based and decentralized



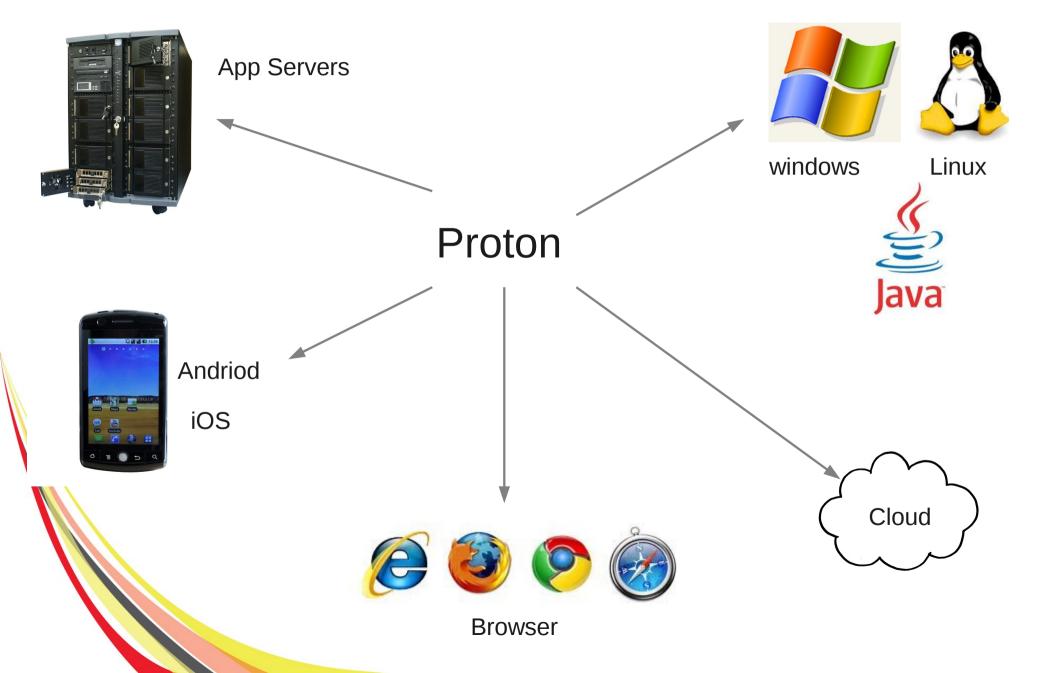


Proton Can Scale Transparently.





Proton is Highly Embeddable





Designed For Maximum Embeddability

- Minimal assumptions about the host environment.
- Minimal assumptions about the application threading model.
- Minimal dependencies.



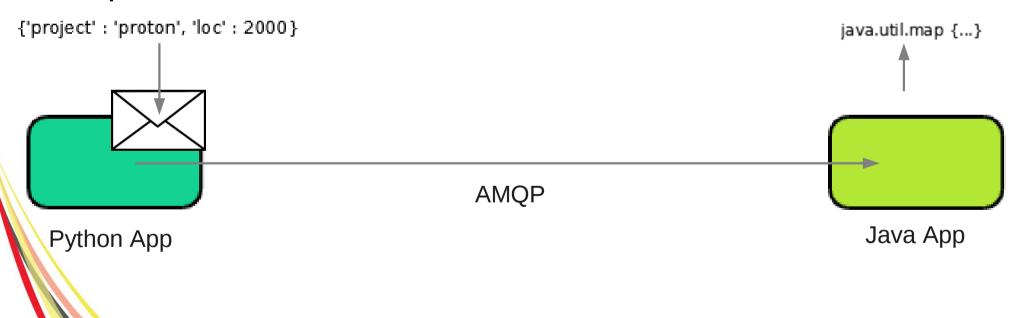
Proton Design Goals.

- Multi-language support.
 - Pure Java and pure C stacks.
 - Java Script will be added shortly.
 - Common design across the language implementations.
 - Common API across the language implementations.
 - Designed for easy language bindings. Using swig
 - Python
 - Ruby
 - PHP

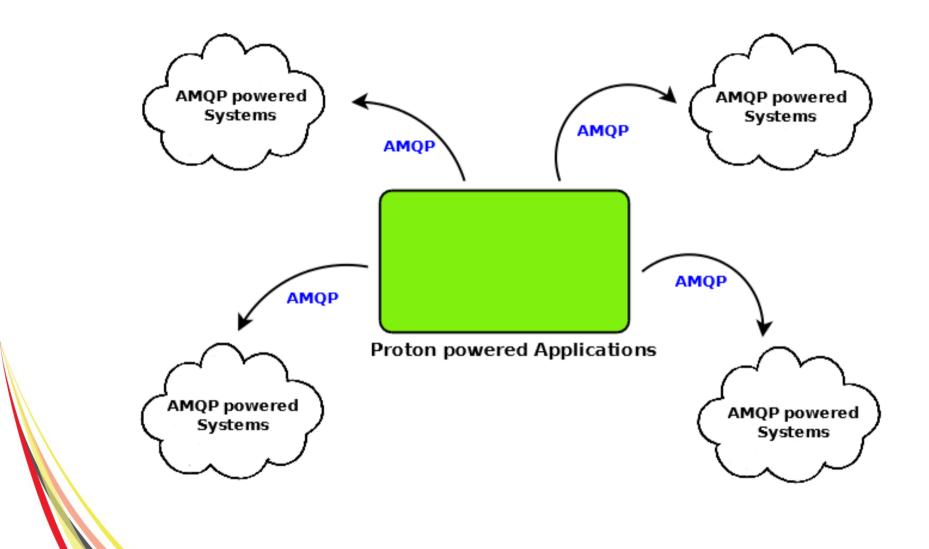
ADAPTEDO

Out of the box support for common data structures

- Strings
- Lists
- Maps



Proton is based on a Standard - AMQP Sth-8th November 2012

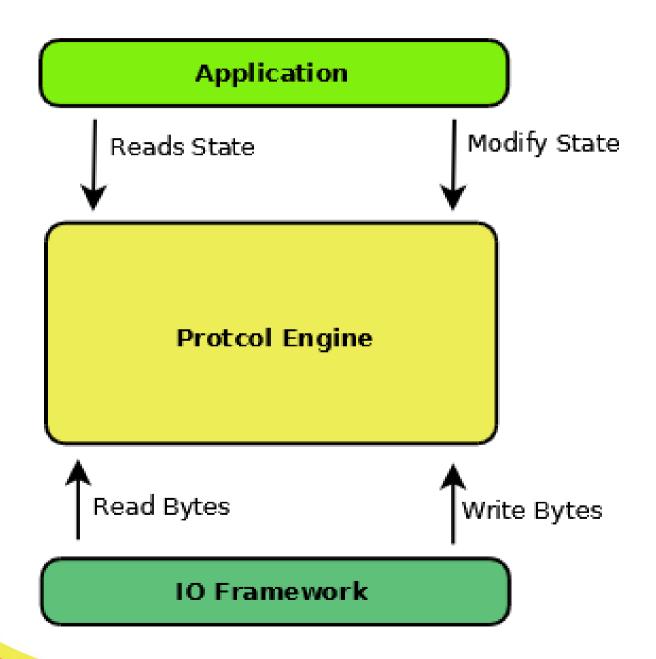


Proton Provides You With Two Options Strang 5th-8th November 2012

 The AMQP Messenger API, a simple but powerful interface to send and receive message over AMQP.

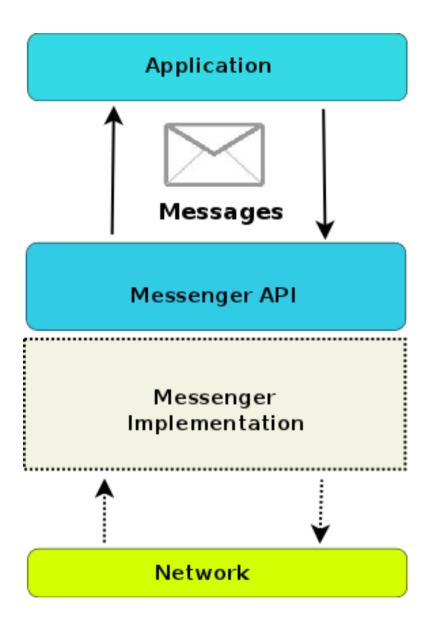
 AMQP Protocol Engine, a succinct encapsulation of the full AMQP protocol machinery.





ADAPTEDI EIIODE Sinsheim, Germany 5th-8th November 2012

Messenger API





- Proton is a *protocol* implementation
 - Previous attempts to standardize messaging have been client/server based, i.e. RPC
 - AMQP 1.0 is a protocol specification
 - Network oriented: Symmetric, Decentralized
 - Provides intermediated messaging semantics, but does not restrict to hub and spoke topology
 - Not just a standard way to talk to a traditional broker
 - AMQP 1.0 makes a protocol implementation possible



- Traditional MOM transformed
 - Traditional MOMs conflate both
 - store and forward infrastructure
 - specialized application behaviors
 - special queues: last value, ring queues
 - message transformation
 - Driven by Scalability and Standardization
- With AMQP 1.0, these features can be
 - distributed, scalable, heterogeneous



- Many things benefit from speaking AMQP
 - A concise expression of a very general set of messaging semantics
 - Flow control
 - Settlement
 - Transactions
 - Data binding
 - Not everyone wants to implement all this down to the wire



- Proton Goals
 - Make it easy to speak AMQP
 - minimal dependencies
 - minimal threading assumptions
 - multilingual
 - C, Java, Javascript
 - C Bindings in python, ruby, php, perl, ...
 - multi-platform
 - Linux/unix, windows, android, iOS



Sending

```
messenger = Messenger()
messenger.start()

msg = Message()
msg.address = "0.0.0.0"
msg.body = u"Hello World!"

messenger.put(msg)
messenger.send()
```

Receiving

```
messenger = Messenger()
messenger.subscribe("~0.0.0.0")
messenger.start()

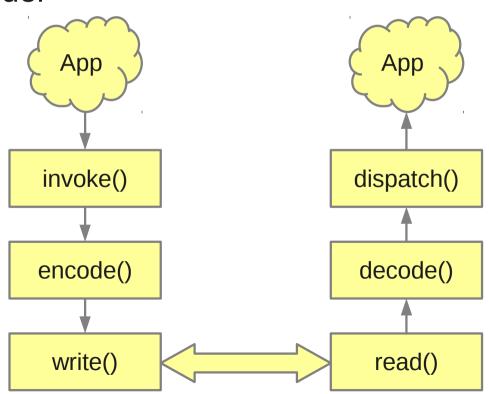
msg = Message()

while True:
   messenger.recv(10)
   while messenger.incoming:
       messenger.get(msg)
       print msg.body

messenger.stop()
```

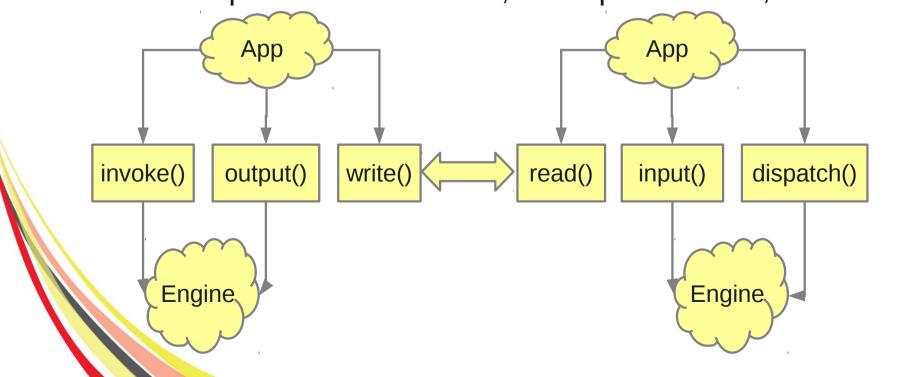


- NOT a traditional "RPC-like" pattern:
 - protocol implementation does I/O
 - Coupled to OS interfaces, I/O strategy, threading model



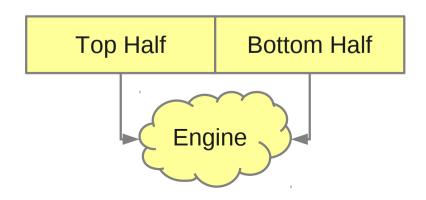


- Engine pattern:
 - application does I/O
 - engine encapsulates protocol state
 - pure state machine, no dependencies, no callbacks





- Engine interface: "top" and "bottom" half
 - Top half
 - traditional protocol interface in non blocking form
 - establish senders and receivers, send/recv message data
 - Bottom half
 - transport interface, inverted
 - normal transport pushes bytes to a socket
 - inverted transport pulls bytes from the engine





- Benefit: flexibility
 - Single protocol implementation can be shared
 - Used in a simple client
 - Easy to embed into existing servers
 - Thread agnostic
 - works with single threaded and multithreaded servers of any architecture
 - Easy to swig
 - no callbacks
 - simple interface



Sending

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Receiving

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msg = Message()

while True:
   messenger.recv(10)
   while messenger.incoming:
       messenger.get(msg)
       print msg.body

messenger.stop()
```



- Message oriented, not connection oriented
 - (re) creates and pools the minimal number of connections behind the scenes
 - simplifies failover
 - topology is invisible to application
- Simple, but not a toy
 - batch oriented interface
 - high performance



Sending Reliably

```
messenger = Messenger()

messenger.incoming = 100
messenger.start()

msg = Message()
msg.address = "0.0.0.0"
msg.body = u"Hello World!"

tracker = messenger.put(msg)
messenger.send()
print messenger.status(tracker)

messenger.stop()
```

Receiving Reliably

```
messenger = Messenger()
messenger.subscribe("~0.0.0.0")
messenger.start()

msg = Message()

while True:
   messenger.recv(10)
   while messenger.incoming:
        messenger.get(msg)
        print msg.body
        messenger.accept()
```



Message

- mutable and reusable holder of content
 - works with batch send
 - more performance
 - doesn't conflate delivery with message
 - flexible: modify a received message and resend it
- data binding from AMQP to native types
- usable with Messenger or Engine



Summary

- AMQP 1.0 is a new kind of messaging
 - brings messaging to the masses
- Proton
 - The AMQP Protocol Engine
 - advanced architecture
 - based on years of enterprise experience
 - The AMQP Messenger API
 - simple but powerful programming API
- This is the basis of next gen applications

More Information

- http://qpid.apache.org/proton
- proton@qpid.apache.org
- http://www.amqp.org