

FS20

DISTRIBUTED SYSTEMS

Message Queues

T. Bocek

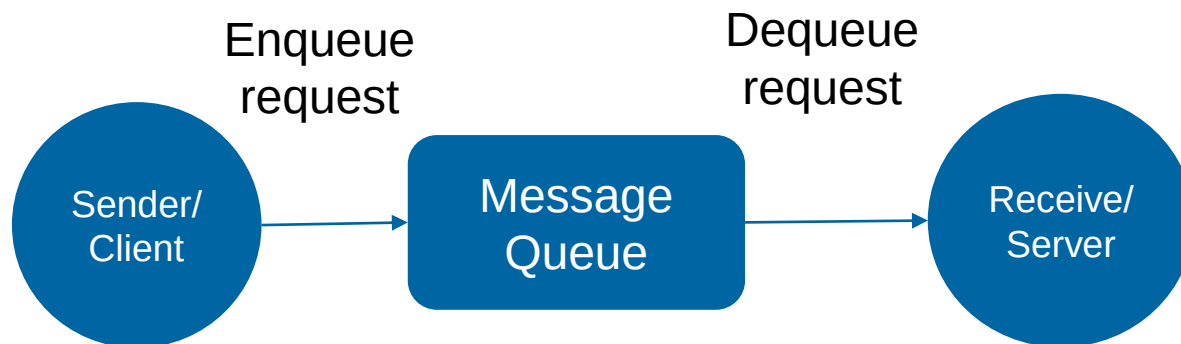
thomas.bocek@hsr.ch

Message Queues

■ Message Queues in Distributed Systems

- Communicating without continuous connection
- Decoupling: hardware is not reliable (lecture 1)
- Systems can be heterogeneous (small, large machines)

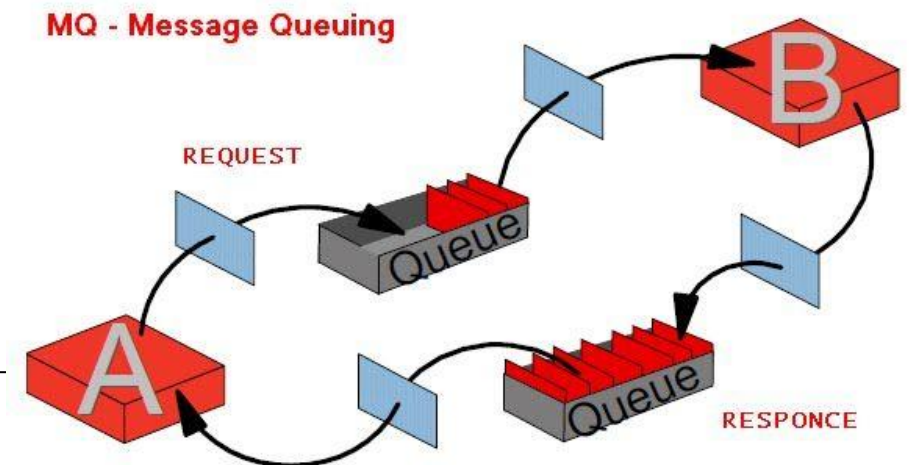
■ Messages placed on queue by one systems, taken by another system



■ Channels in Go (synchronization of goroutines)

■ Message queues and mailboxes

- Similar to Email
- Can be used for IPC
- Asynchronous communications protocol
 - Sender and receiver do not need to interact with message queue at the same time
- Messages in queues may be persisted



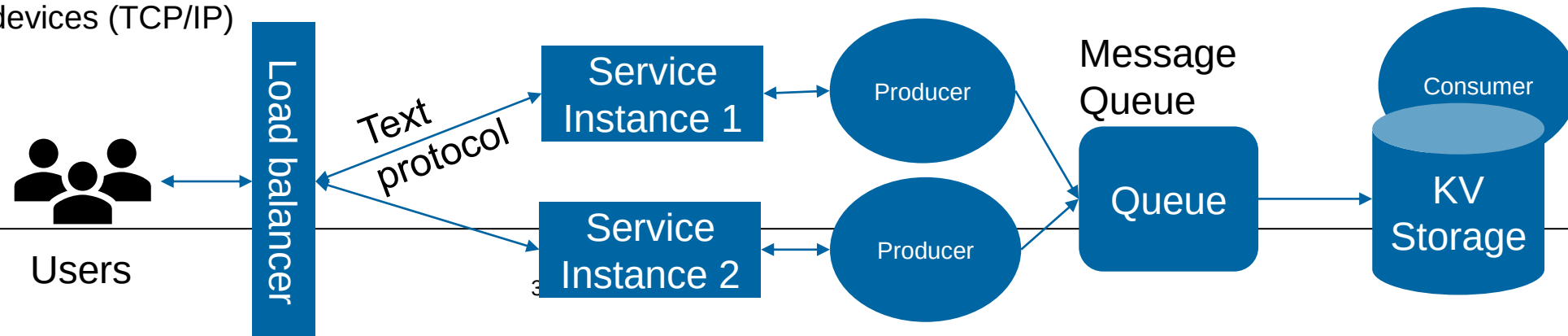
■ Standards

- Sun Microsystems' JMS specification
 - Early attempt, disadvantage API spec / Java only
- 3 standards being used - specification includes wire protocol
 - Advanced Message Queuing Protocol (**AMQP**) – feature-rich message queue protocol (HTTP)
 - Streaming Text Oriented Messaging Protocol (**STOMP**) – simple, text-oriented message protocol (HTTP)
 - **MQTT** (formerly MQ Telemetry Transport) - lightweight message queue protocol especially for embedded devices (TCP/IP)

■ RabbitMQ (AMQP, STOMP, MQTT), ActiveMQ (AMQP, STOMP, MQTT), QPID (AMQP), ZeroMQ (ZMTP, runs without broker)

- Message Queues in CT
- Stateless-service will only start if storage backend runs

→ Decouple it



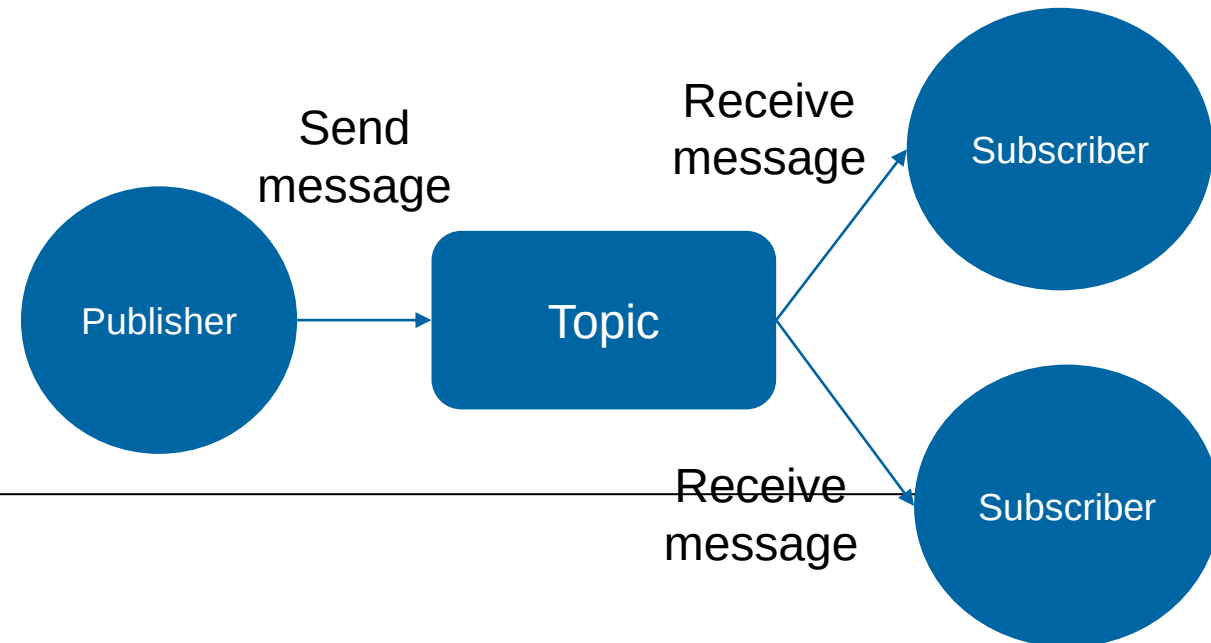
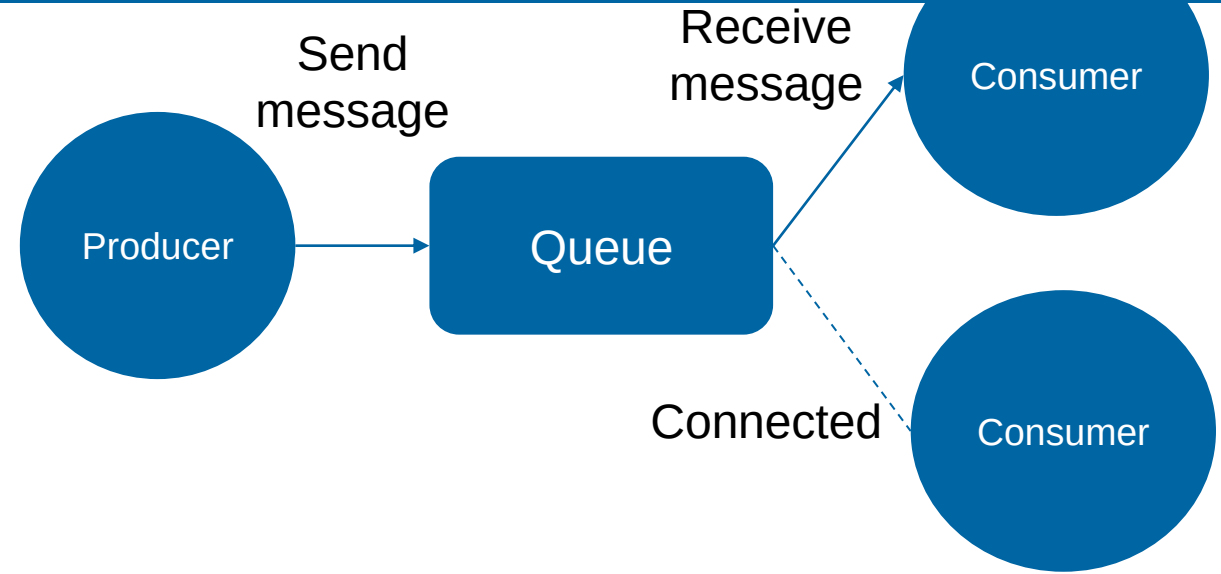
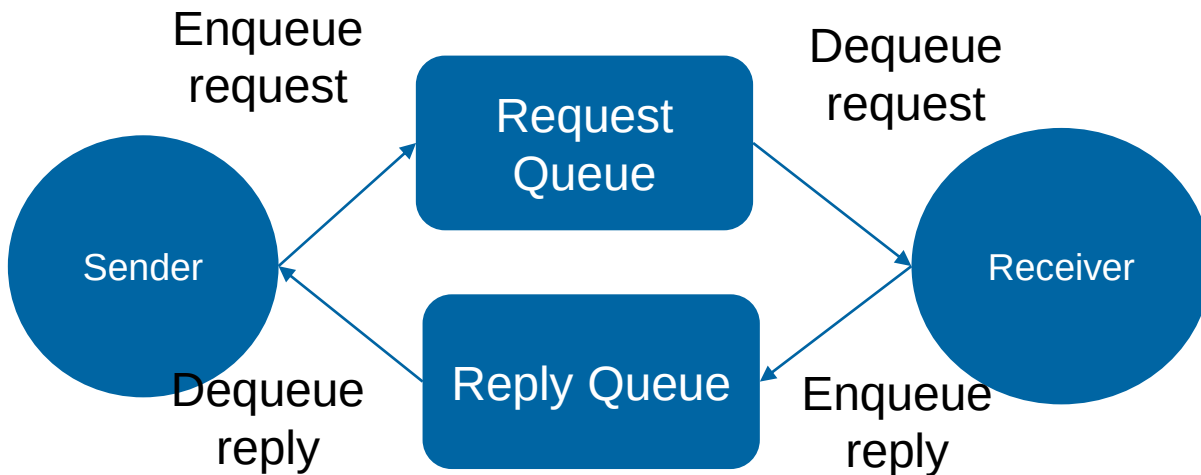
Message Queues

■ Topologies (Terminology!)

- Point-to-point, Producer-Consumer (can be used for load balancing)
- Publish-Subscribe
- Bidirectional Queues

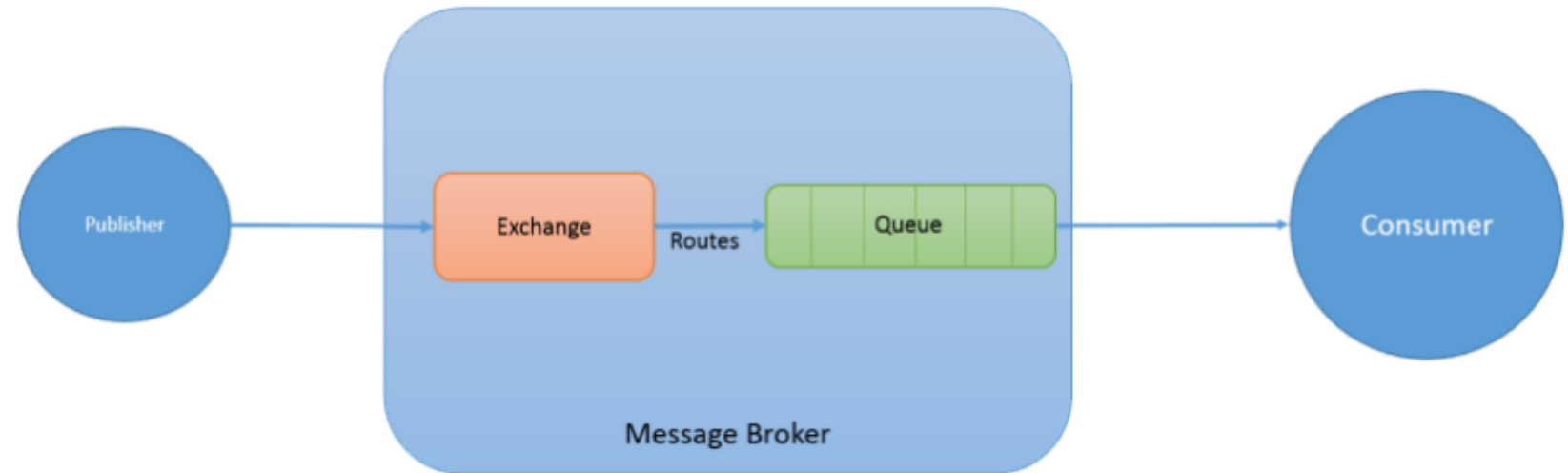
■ Terminology

- one-to-many, many-to-one, fanout, ...

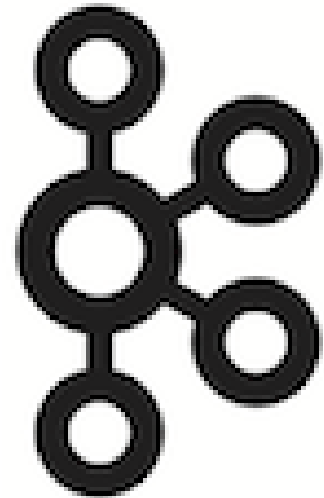


■ Message Brokers, e.g. in AMQP

- Exchange: routing keys selects relevant queue
- Queue: messages are stored, consumer can get the message (durable or transient)
- Example RabbitMQ
 - Ubuntu: apt install rabbitmq-server
 - systemctl start rabbitmq-server
- Management
 - rabbitmq-plugins enable rabbitmq_management



- **Apache Kafka**: Distributed streaming platform / Message Queue
 - Read and write streams of data (message queue)
 - Store streams of data in a distributed, replicated fault-tolerant cluster
 - Stream processing (Stream API) – aggregation or joining streams
 - Real-time data and streaming apps
- **Kafka uses ZooKeeper**
 - Distributed hierarchical key-value storage
 - Fast Processing in "read-dominant" workloads
 - Scalable: performance can be improved by adding nodes.
 - Used at Rackspace, Yahoo, Reddit, eBay, Swisscom...
- **Example – github**
 - Consumer / producer / streaming
 - Streams / Table



Questions?



Dr. Thomas Bocek
thomas.bocek@hsr.ch