

AMQP Messaging Broker (Implemented in C++)

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Introduction

Qpid provides two AMQP messaging brokers:

- Implemented in C++ - high performance, low latency, and RDMA support.
- Implemented in Java - Fully JMS compliant, runs on any Java platform.

Both AMQP messaging brokers support clients in multiple languages, as long as the messaging client and the messaging broker use the same version of AMQP. See [AMQP Compatibility](#) to see which messaging clients work with each broker.

This manual contains information specific to the broker that is implemented in C++.

Chapter 1. Running the AMQP Messaging Broker

1.1. Running a Qpid C++ Broker

1.1.1. Building the C++ Broker and Client Libraries

The root directory for the C++ distribution is named `qpidc-0.4`. The `README` file in that directory gives instructions for building the broker and client libraries. In most cases you will do the following:

```
[qpidc-0.4]$ ./configure
[qpidc-0.4]$ make
```

1.1.2. Running the C++ Broker

Once you have built the broker and client libraries, you can start the broker from the command line:

```
[qpidc-0.4]$ src/qpidd
```

Use the `--daemon` option to run the broker as a daemon process:

```
[qpidc-0.4]$ src/qpidd --daemon
```

You can stop a running daemon with the `--quit` option:

```
[qpidc-0.4]$ src/qpidd --quit
```

You can see all available options with the `--help` option

```
[qpidc-0.4]$ src/qpidd --help
```

1.1.3. Most common questions getting qpidd running

1.1.3.1. Error when starting broker: "no data directory"

The `qpidd` broker requires you to set a data directory or specify `--no-data-dir` (see help for more details). The data directory is used for the journal, so it is important when reliability counts. Make sure your process has write permission to the data directory.

The default location is

```
/lib/var/qpidd
```

An alternate location can be set with `--data-dir`

1.1.3.2. Error when starting broker: "that process is locked"

Note that when `qpidd` starts it creates a lock file in the data directory it is being used. If you have a un-controlled exit, please mail the trace from the core to the `dev@qpidd.apache.org` mailing list. To clear the lock run

```
./qpidd -q
```

It should also be noted that multiple brokers can be run on the same host. To do so set alternate data directories for each `qpidd` instance.

1.1.3.3. Using a configuration file

Each option that can be specified on the command line can also be specified in a configuration file. To see available options, use `--help` on the command line:

```
./qpidd --help
```

A configuration file uses name/value pairs, one on each line. To convert a command line option to a configuration file entry:

a.) remove the `--` from the beginning of the option. b.) place a `=` between the option and the value (use `yes` or `true` to enable options that take no value when specified on the command line). c.) place one option per line.

For instance, the `--daemon` option takes no value, the `--log-to-syslog` option takes the values `yes` or `no`. The following configuration file sets these two options:

```
daemon=yes
log-to-syslog=yes
```

1.1.3.4. Can I use any Language client with the C++ Broker?

Yes, all the clients work with the C++ broker; it is written in C++, *but uses the AMQP wire protocol. Any broker can be used with any client that uses the same AMQP version. When running the C++ broker, it is highly recommended to run AMQP 0-10.*

Note that JMS also works with the C++ broker.

1.1.4. Authentication

1.1.4.1. Linux

The PLAIN authentication is done on a username+password, which is stored in the `sasldb_path` file. Usernames and passwords can be added to the file using the command:

```
saslpasswd2 -f /var/lib/qpidd/qpidd.sasldb -u <REALM> <USER>
```

The REALM is important and should be the same as the `--auth-realm` option to the broker. This lets the broker properly find the user in the `sasldb` file.

Existing user accounts may be listed with:


```
saslpasswd2 -f /var/lib/qpidd/qpidd.sasldb
```

NOTE: The sasldb file must be readable by the user running the qpidd daemon, and should be readable only by that user.

1.1.4.2. Windows

On Windows, the users are authenticated against the local machine. You should add the appropriate users using the standard Windows tools (Control Panel->User Accounts). To run many of the examples, you will need to create a user "guest" with password "guest".

If you cannot or do not want to create new users, you can run without authentication by specifying the no-auth option to the broker.

1.1.5. Slightly more complex configuration

The easiest way to get a full listing of the broker's options are to use the --help command, run it locally for the latest set of options. These options can then be set in the conf file for convenience (see above)

```
./qpidd --help
```

Usage: qpidd OPTIONS

Options:

-h [--help]	Displays the help message
-v [--version]	Displays version information
--config FILE (/etc/qpidd.conf)	Reads configuration from FILE

Module options:

--module-dir DIR (/usr/lib/qpidd)	Load all .so modules in this directory
--load-module FILE	Specifies additional module(s) to be loaded
--no-module-dir	Don't load modules from module directory

Broker Options:

--data-dir DIR (/var/lib/qpidd)	Directory to contain persistent data generated
--no-data-dir	Don't use a data directory. No persistent configuration will be loaded or stored
-p [--port] PORT (5672)	Tells the broker to listen on PORT
--worker-threads N (3)	Sets the broker thread pool size
--max-connections N (500)	Sets the maximum allowed connections
--connection-backlog N (10)	Sets the connection backlog limit for the server socket
--staging-threshold N (5000000)	Stages messages over N bytes to disk
-m [--mgmt-enable] yes no (1)	Enable Management
--mgmt-pub-interval SECONDS (10)	Management Publish Interval
--ack N (0)	Send session.ack/solicit-ack at least every N frames. 0 disables voluntary ack/solicit-ack

Daemon options:

-d [--daemon]	Run as a daemon.
-w [--wait] SECONDS (10)	Sets the maximum wait time to initialize the daemon. If the daemon fails to initialize, prints

-c [--check]	an error and returns 1 Prints the daemon's process ID to stdout and returns 0 if the daemon is running, otherwise returns 1
-q [--quit]	Tells the daemon to shut down
Logging options:	
--log-output FILE (stderr)	Send log output to FILE. FILE can be a file name or one of the special values: stderr, stdout, syslog
-t [--trace]	Enables all logging
--log-enable RULE (error+)	Enables logging for selected levels and components. RULE is in the form 'LEVEL+:PATTERN' Levels are one of: trace debug info notice warning error critical For example: '--log-enable warning+' logs all warning, error and critical messages. '--log-enable debug:framing' logs debug messages from the framing namespace. This option can be used multiple times
--log-time yes no (1)	Include time in log messages
--log-level yes no (1)	Include severity level in log messages
--log-source yes no (0)	Include source file:line in log messages
--log-thread yes no (0)	Include thread ID in log messages
--log-function yes no (0)	Include function signature in log messages

1.1.6. Loading extra modules

By default the broker will load all the modules in the module directory, however it will NOT display options for modules that are not loaded. So to see the options for extra modules loaded you need to load the module and then add the help command like this:

```
./qpidd --load-module libbdbstore.so --help
Usage: qpidd OPTIONS
Options:
  -h [ --help ]           Displays the help message
  -v [ --version ]        Displays version information
  --config FILE (/etc/qpidd.conf) Reads configuration from FILE
```

/ non module options would be here ... /

Store Options:

--store-directory DIR	Store directory location for persistence (overrides --data-dir)
--store-async yes no (1)	Use async persistence storage - if store supports it, enables AIO O_DIRECT.
--store-force yes no (0)	Force changing modes of store, will delete all existing data if mode is changed. Be SURE you want to do this!
--num-jfiles N (8)	Number of files in persistence journal
--jfile-size-pgs N (24)	Size of each journal file in multiples of read

1.2. Cheat Sheet for configuring Queue Options

1.2.1. Configuring Queue Options

The C++ Broker M4 or later supports the following additional Queue constraints.

- Section 1.2.1, “Configuring Queue Options ”
- Section 1.2.1.1, “Applying Queue Sizing Constraints ”
 - Section 1.2.1.2, “Changing the Queue ordering Behaviors (FIFO/LVQ) ”
 - Section 1.2.1.3, “Setting additional behaviors ”
 - Section 1.2.1.3.1, “Persist Last Node ”
 - Section 1.2.1.3.2, “Queue event generation ”
 - Section 1.2.1.4, “Other Clients ”

1.2.1.1. Applying Queue Sizing Constraints

This allows to specify how to size a queue and what to do when the sizing constraints have been reached. The queue size can be limited by the number messages (message depth) or byte depth on the queue.

Once the Queue meets/ exceeds these constraints the follow policies can be applied

- REJECT - Reject the published message
- FLOW_TO_DISK - Flow the messages to disk, to preserve memory
- RING - start overwriting messages in a ring based on sizing. If head meets tail, advance head
- RING_STRICT - start overwriting messages in a ring based on sizing. If head meets tail, AND the consumer has the tail message acquired it will reject

Examples:

Create a queue an auto delete queue that will support 100 000 bytes, and then REJECT

```
#include "qpidd/client/QueueOptions.h"
```

```
QueueOptions qo;  
qo.setSizePolicy(REJECT,100000,0);
```

```
session.queueDeclare(arg::queue=queue, arg::autoDelete=true, arg::arguments=qo
```

Create a queue that will support 1000 messages into a RING buffer

```
#include "qpidd/client/QueueOptions.h"
```

```
QueueOptions qo;  
qo.setSizePolicy(RING,0,1000);  
  
session.queueDeclare(arg::queue=queue, arg::arguments=qo);
```

1.2.1.2. Changing the Queue ordering Behaviors (FIFO/LVQ)

The default ordering in a queue in Qpid is FIFO. However additional ordering semantics can be used namely LVQ (Last Value Queue). Last Value Queue is define as follows.

If I publish symbols RHT, IBM, JAVA, MSFT, and then publish RHT before the consumer is able to consume RHT, that message will be over written in the queue and the consumer will receive the last published value for RHT.

Example:

```
#include "qpid/client/QueueOptions.h"  
  
QueueOptions qo;  
qo.setOrdering(LVQ);  
  
session.queueDeclare(arg::queue=queue, arg::arguments=qo);  
  
.....  
string key;  
qo.getLVQKey(key);  
  
.....  
for each message, set the into application headers before transfer  
message.getHeaders().setString(key, "RHT");
```

Notes:

- Messages that are dequeued and the re-queued will have the following exceptions. a.) if a new message has been queued with the same key, the re-queue from the consumer, will combine these two messages. b.) If an update happens for a message of the same key, after the re-queue, it will not update the re-queued message. This is done to protect a client from being able to adversely manipulate the queue.
- Acquire: When a message is acquired from the queue, no matter it's position, it will behave the same as a dequeue
- LVQ does not support durable messages. If the queue or messages are declared durable on an LVQ, the durability will be ignored.

A fully worked Section 1.6.4, “ LVQ Program Example ” can be found here

1.2.1.3. Setting additional behaviors

1.2.1.3.1. Persist Last Node

This option is used in conjunction with clustering. It allows for a queue configured with this option to persist transient messages if the cluster fails down to the last node. If additional nodes in the cluster are restored it will stop persisting transient messages.

Note

- if a cluster is started with only one active node, this mode will not be triggered. It is only triggered the first time the cluster fails down to 1 node.
- The queue MUST be configured durable

Example:

```
#include "qpuid/client/QueueOptions.h"

QueueOptions qo;
qo.clearPersistLastNode();

session.queueDeclare(arg::queue=queue, arg::durable=true, arg::arguments=qo);
```

1.2.1.3.2. Queue event generation

This option is used to determine whether enqueue/dequeue events representing changes made to queue state are generated. These events can then be processed by plugins such as that used for Section 1.7, “Queue State Replication”.

Example:

```
#include "qpuid/client/QueueOptions.h"

QueueOptions options;
options.enableQueueEvents(1);
session.queueDeclare(arg::queue="my-queue", arg::arguments=options);
```

The boolean option indicates whether only enqueue events should be generated. The key set by this is 'qpuid.queue_event_generation' and the value is an integer value of 1 (to replicate only enqueue events) or 2 (to replicate both enqueue and dequeue events).

1.2.1.4. Other Clients

Note that these options can be set from any client. QueueOptions just correctly formats the arguments passed to the QueueDeclare() method.

1.3. Cheat Sheet for configuring Exchange Options

1.3.1. Configuring Exchange Options

The C++ Broker M4 or later supports the following additional Exchange options in addition to the standard AMQP define options

- Exchange Level Message sequencing
- Initial Value Exchange

Note that these features can be used on any exchange type, that has been declared with the options set.

It also supports an additional option to the bind operation on a direct exchange

- Exclusive binding for key

1.3.1.1. Exchange Level Message sequencing

This feature can be used to place a sequence number into each message's headers, based on the order they pass through an exchange. The sequencing starts at 0 and then wraps in an AMQP int64 type.

The field name used is "qpidd.msg_sequence"

To use this feature an exchange needs to be declared specifying this option in the declare

```
....
    FieldType args;
    args.setInt("qpidd.msg_sequence",1);

...
    // now declare the exchange
    session.exchangeDeclare(arg::exchange="direct", arg::arguments=args);
```

Then each message passing through that exchange will be numbers in the application headers.

```
unit64_t seqNo;
//after message transfer
seqNo = message.getHeaders().getAsInt64("qpidd.msg_sequence");
```

1.3.1.2. Initial Value Exchange

This feature caches a last message sent to an exchange. When a new binding is created onto the exchange it will then attempt to route this cached message to the queue, based on the binding. This allows for topics or the creation of configurations where a new consumer can receive the last message sent to the broker, with matching routing.

To use this feature an exchange needs to be declared specifying this option in the declare

```
....
    FieldType args;
    args.setInt("qpidd.ive",1);

...
    // now declare the exchange
    session.exchangeDeclare(arg::exchange="direct", arg::arguments=args);
```

now use the exchange in the same way you would use any other exchange.

1.3.1.3. Exclusive binding for key

Direct exchanges in qpidd support a qpidd.exclusive-binding option on the bind operation that causes the binding specified to be the only one for the given key. I.e. if there is already a binding at this exchange with this key it will be atomically updated to bind the new queue. This means that the binding can be changed concurrently with an incoming stream of messages and each message will be routed to exactly one queue.

```
....
    FieldType args;
    args.setInt("qpId.exclusive-binding",1);

    //the following will cause the only binding from amq.direct with 'my-key'
    //to be the one to 'my-queue'; if there were any previous bindings for that
    //key they will be removed. This is atomic w.r.t message routing through the
    //exchange.
    session.exchangeBind(arg::exchange="amq.direct", arg::queue="my-queue",
                        arg::bindingKey="my-key", arg::arguments=args);

...

```

1.4. Broker Federation

Broker Federation allows messaging networks to be defined by creating *message routes*, in which messages in one broker (the *source broker*) are automatically routed to another broker (the *destination broker*). These routes may be defined between exchanges in the two brokers (the *source exchange* and the *destination exchange*), or from a queue in the source broker (the *source queue*) to an exchange in the destination broker. Message routes are unidirectional; when bidirectional flow is needed, one route is created in each direction. Routes can be durable or transient. A durable route survives broker restarts, restoring a route as soon as both the source broker and the destination are available. If the connection to a destination is lost, messages associated with a durable route continue to accumulate on the source, so they can be retrieved when the connection is reestablished.

Broker Federation can be used to build large messaging networks, with many brokers, one route at a time. If network connectivity permits, an entire distributed messaging network can be configured from a single location. The rules used for routing can be changed dynamically as servers change, responsibilities change, at different times of day, or to reflect other changing conditions.

Broker Federation is useful in a wide variety of scenarios. Some of these have to do with functional organization; for instance, brokers may be organized by geography, service type, or priority. Here are some use cases for federation:

- **Geography:** Customer requests may be routed to a processing location close to the customer.
- **Service Type:** High value customers may be routed to more responsive servers.
- **Load balancing:** Routing among brokers may be changed dynamically to account for changes in actual or anticipated load.
- **High Availability:** Routing may be changed to a new broker if an existing broker becomes unavailable.
- **WAN Connectivity:** Federated routes may connect disparate locations across a wide area network, while clients connect to brokers on their own local area network. Each broker can provide persistent queues that can hold messages even if there are gaps in WAN connectivity.
- **Functional Organization:** The flow of messages among software subsystems can be configured to mirror the logical structure of a distributed application.
- **Replicated Exchanges:** High-function exchanges like the XML exchange can be replicated to scale performance.
- **Interdepartmental Workflow:** The flow of messages among brokers can be configured to mirror interdepartmental workflow at an organization.

1.4.1. Message Routes

Broker Federation is done by creating message routes. The destination for a route is always an exchange on the destination broker. By default, a message route is created by configuring the destination broker, which then contacts the source broker to subscribe to the source queue. This is called a *pull route*. It is also possible to create a route by configuring the source broker, which then contacts the destination broker in order to send messages. This is called a *push route*, and is particularly useful when the destination broker may not be available at the time the messaging route is configured, or when a large number of routes are created with the same destination exchange.

The source for a route can be either an exchange or a queue on the source broker. If a route is between two exchanges, the routing criteria can be given explicitly, or the bindings of the destination exchange can be used to determine the routing criteria. To support this functionality, there are three kinds of message routes: queue routes, exchange routes, and dynamic exchange routes.

1.4.1.1. Queue Routes

Queue Routes route all messages from a source queue to a destination exchange. If message acknowledgement is enabled, messages are removed from the queue when they have been received by the destination exchange; if message acknowledgement is off, messages are removed from the queue when sent.

1.4.1.2. Exchange Routes

Exchange routes route messages from a source exchange to a destination exchange, using a binding key (which is optional for a fanout exchange).

Internally, creating an exchange route creates a private queue (auto-delete, exclusive) on the source broker to hold messages that are to be routed to the destination broker, binds this private queue to the source broker exchange, and subscribes the destination broker to the queue.

1.4.1.3. Dynamic Exchange Routes

Dynamic exchange routes allow a client to create bindings to an exchange on one broker, and receive messages that satisfy the conditions of these bindings not only from the exchange to which the client created the binding, but also from other exchanges that are connected to it using dynamic exchange routes. If the client modifies the bindings for a given exchange, they are also modified for dynamic exchange routes associated with that exchange.

Dynamic exchange routes apply all the bindings of a destination exchange to a source exchange, so that any message that would match one of these bindings is routed to the destination exchange. If bindings are added or removed from the destination exchange, these changes are reflected in the dynamic exchange route -- when the destination broker creates a binding with a given binding key, this is reflected in the route, and when the destination broker drops a binding with a binding key, the route no longer incurs the overhead of transferring messages that match the binding key among brokers. If two exchanges have dynamic exchange routes to each other, then all bindings in each exchange are reflected in the dynamic exchange route of the other. In a dynamic exchange route, the source and destination exchanges must have the same exchange type, and they must have the same name; for instance, if the source exchange is a direct exchange, the destination exchange must also be a direct exchange, and the names must match.

Internally, dynamic exchange routes are implemented in the same way as exchange routes, except that the bindings used to implement dynamic exchange routes are modified if the bindings in the destination exchange change.

A dynamic exchange route is always a pull route. It can never be a push route.

1.4.2. Federation Topologies

A federated network is generally a tree, star, or line, using bidirectional links (implemented as a pair of unidirectional links) between any two brokers. A ring topology is also possible, if only unidirectional links are used.

Every message transfer takes time. For better performance, you should minimize the number of brokers between the message origin and final destination. In most cases, tree or star topologies do this best.

For any pair of nodes A,B in a federated network, there should be only one path from A to B. If there is more than one path, message loops can cause duplicate message transmission and flood the federated network. The topologies discussed above do not have message loops. A ring topology with bidirectional links is one example of a topology that does cause this problem, because a given broker can receive the same message from two different brokers. Mesh topologies can also cause this problem.

1.4.3. Federation among High Availability Message Clusters

Federation is generally used together with High Availability Message Clusters, using clusters to provide high availability on each LAN, and federation to route messages among the clusters. Because message state is replicated within a cluster, it makes little sense to define message routes between brokers in the same cluster.

To create a message route between two clusters, simply create a route between any one broker in the first cluster and any one broker in the second cluster. Each broker in a given cluster can use message routes defined for another broker in the same cluster. If the broker for which a message route is defined should fail, another broker in the same cluster can restore the message route.

1.4.4. The `qpidd-route` Utility

qpidd-route is a command line utility used to configure federated networks of brokers and to view the status and topology of networks. It can be used to configure routes among any brokers that **qpidd-route** can connect to.

The syntax of **qpidd-route** is as follows:

```
qpidd-route [OPTIONS] dynamic add <dest-broker> <src-broker> <exchange>
qpidd-route [OPTIONS] dynamic del <dest-broker> <src-broker> <exchange>

qpidd-route [OPTIONS] route add <dest-broker> <src-broker> <exchange> <routing-key>
qpidd-route [OPTIONS] route del <dest-broker> <src-broker> <exchange> <routing-key>

qpidd-route [OPTIONS] queue add <dest-broker> <src-broker> <dest-exchange> <src-qu>
qpidd-route [OPTIONS] queue del <dest-broker> <src-broker> <dest-exchange> <src-qu>

qpidd-route [OPTIONS] list [<broker>]
qpidd-route [OPTIONS] flush [<broker>]
qpidd-route [OPTIONS] map [<broker>]

qpidd-route [OPTIONS] list connections [<broker>]
```

The syntax for **broker**, **dest-broker**, and **src-broker** is as follows:

```
[username/password@] hostname | ip-address [:<port>]
```

The following are all valid examples of the above syntax: **localhost**, **10.1.1.7:10000**, **broker-host:10000**, **guest/guest@localhost**.

These are the options for **qpidd-route**:

Table 1.1. qpidd-route options

-v	Verbose output.
-q	Quiet output, will not print duplicate warnings.
-d	Make the route durable.
--timeout N	Maximum time to wait when qpidd-route connects to a broker, in seconds. Default is 10 seconds.
--ack N	Acknowledge transfers of routed messages in batches of N. Default is 0 (no acknowledgements). Setting to 1 or greater enables acknowledgements; when using acknowledgements, values of N greater than 1 can significantly improve performance, especially if there is significant network latency between the two brokers.
-s [--src-local]	Configure the route in the source broker (create a push route).
-t <transport> [--transport <transport>]	Transport protocol to be used for the route. <ul style="list-style-type: none">• tcp (default)• ssl• rdma

1.4.4.1. Creating and Deleting Queue Routes

The syntax for creating and deleting queue routes is as follows:

```
qpidd-route [OPTIONS] queue add <dest-broker> <src-broker> <dest-exchange> <src-queue>
qpidd-route [OPTIONS] queue del <dest-broker> <src-broker> <dest-exchange> <src-queue>
```

For instance, the following creates a queue route that routes all messages from the queue named **public** on the source broker **localhost:10002** to the **amq.fanout** exchange on the destination broker **localhost:10001**:

```
$ qpidd-route queue add localhost:10001 localhost:10002 amq.fanout public
```

If the **-d** option is specified, this queue route is persistent, and will be restored if one or both of the brokers is restarted:

```
$ qpidd-route -d queue add localhost:10001 localhost:10002 amq.fanout public
```

The **del** command takes the same arguments as the **add** command. The following command deletes the queue route described above:

```
$ qpid-route queue del localhost:10001 localhost:10002 amq.fanout public
```

1.4.4.2. Creating and Deleting Exchange Routes

The syntax for creating and deleting exchange routes is as follows:

```
qpid-route [OPTIONS] route add <dest-broker> <src-broker> <exchange> <routing-key>
qpid-route [OPTIONS] route del <dest-broker> <src-broker> <exchange> <routing-key>
qpid-route [OPTIONS] flush [<broker>]
```

For instance, the following creates an exchange route that routes messages that match the binding key **global.#** from the **amq.topic** exchange on the source broker **localhost:10002** to the **amq.topic** exchange on the destination broker **localhost:10001**:

```
$ qpid-route route add localhost:10001 localhost:10002 amq.topic global.#
```

In many applications, messages published to the destination exchange should also be routed to the source exchange. This is accomplished by creating a second exchange route, reversing the roles of the two exchanges:

```
$ qpid-route route add localhost:10002 localhost:10001 amq.topic global.#
```

If the **-d** option is specified, the exchange route is persistent, and will be restored if one or both of the brokers is restarted:

```
$ qpid-route -d route add localhost:10001 localhost:10002 amq.fanout public
```

The **del** command takes the same arguments as the **add** command. The following command deletes the first exchange route described above:

```
$ qpid-route route del localhost:10001 localhost:10002 amq.topic global.#
```

1.4.4.3. Deleting all routes for a broker

Use the **flush** command to delete all routes for a given broker:

```
qpid-route [OPTIONS] flush [<broker>]
```

For instance, the following command deletes all routes for the broker **localhost:10001**:

```
$ qpid-route flush localhost:10001
```

1.4.4.4. Creating and Deleting Dynamic Exchange Routes

The syntax for creating and deleting dynamic exchange routes is as follows:

```
qpid-route [OPTIONS] dynamic add <dest-broker> <src-broker> <exchange>
qpid-route [OPTIONS] dynamic del <dest-broker> <src-broker> <exchange>
```

In the following examples, we will route messages from a topic exchange. We will create a new topic exchange and federate it so that we are not affected by other all clients that use the built-in **amq.topic** exchange. The following commands create a new topic exchange on each of two brokers:

```
$ qpid-config -a localhost:10003 add exchange topic fed.topic
$ qpid-config -a localhost:10004 add exchange topic fed.topic
```

Now let's create a dynamic exchange route that routes messages from the **fed.topic** exchange on the source broker **localhost:10004** to the **fed.topic** exchange on the destination broker **localhost:10003** if they match any binding on the destination broker's **fed.topic** exchange:

```
$ qpid-route dynamic add localhost:10003 localhost:10004 fed.topic
```

Internally, this creates a private autodelete queue on the source broker, and binds that queue to the **fed.topic** exchange on the source broker, using each binding associated with the **fed.topic** exchange on the destination broker.

In many applications, messages published to the destination exchange should also be routed to the source exchange. This is accomplished by creating a second dynamic exchange route, reversing the roles of the two exchanges:

```
$ qpid-route dynamic add localhost:10004 localhost:10003 fed.topic
```

If the **-d** option is specified, the exchange route is persistent, and will be restored if one or both of the brokers is restarted:

```
$ qpid-route -d dynamic add localhost:10004 localhost:10003 fed.topic
```

When an exchange route is durable, the private queue used to store messages for the route on the source exchange is also durable. If the connection between the brokers is lost, messages for the destination exchange continue to accumulate until it can be restored.

The **del** command takes the same arguments as the **add** command. The following command deletes the first exchange route described above:

```
$ qpid-route dynamic del localhost:10004 localhost:10003 fed.topic
```

Internally, this deletes the bindings on the source exchange for the the private queues associated with the message route.

1.4.4.5. Viewing Routes

The **route list** command shows the routes associated with an individual broker. For instance, suppose we have created the following two routes:

```
$ qpid-route dynamic add localhost:10003 localhost:10004 fed.topic
$ qpid-route dynamic add localhost:10004 localhost:10003 fed.topic
```

We can now use **route list** to show all routes for the broker **localhost:10003**:

```
$ qpid-route route list localhost:10003
localhost:10003 localhost:10004 fed.topic <dynamic>
```

Note that this shows only one of the two routes we created, the route for which **localhost:10003** is a destination. If we want to see the route for which **localhost:10004** is a destination, we need to do another route list:

```
$ qpid-route route list localhost:10004
localhost:10004 localhost:10003 fed.topic <dynamic>
```

The **route map** command shows all routes associated with a broker, and recursively displays all routes for brokers involved in federation relationships with the given broker. For instance, here is the output for the two brokers configured above:

```
$ qpid-route route map localhost:10003
```

```
Finding Linked Brokers:
  localhost:10003... Ok
  localhost:10004... Ok
```

```
Dynamic Routes:
```

```
  Exchange fed.topic:
    localhost:10004 <=> localhost:10003
```

```
Static Routes:
  none found
```

Note that the two dynamic exchange links are displayed as though they were one bidirectional link. The **route map** command is particularly helpful for larger, more complex networks. Let's configure a somewhat more complex network with 16 dynamic exchange routes:

```
qpid-route dynamic add localhost:10001 localhost:10002 fed.topic
qpid-route dynamic add localhost:10002 localhost:10001 fed.topic

qpid-route dynamic add localhost:10003 localhost:10002 fed.topic
qpid-route dynamic add localhost:10002 localhost:10003 fed.topic

qpid-route dynamic add localhost:10004 localhost:10002 fed.topic
qpid-route dynamic add localhost:10002 localhost:10004 fed.topic

qpid-route dynamic add localhost:10002 localhost:10005 fed.topic
qpid-route dynamic add localhost:10005 localhost:10002 fed.topic

qpid-route dynamic add localhost:10005 localhost:10006 fed.topic
qpid-route dynamic add localhost:10006 localhost:10005 fed.topic

qpid-route dynamic add localhost:10006 localhost:10007 fed.topic
qpid-route dynamic add localhost:10007 localhost:10006 fed.topic

qpid-route dynamic add localhost:10006 localhost:10008 fed.topic
qpid-route dynamic add localhost:10008 localhost:10006 fed.topic
```

Now we can use **route map** starting with any one broker, and see the entire network:

```
$ ./qpidd-route route map localhost:10001
```

Finding Linked Brokers:

```
localhost:10001... Ok
localhost:10002... Ok
localhost:10003... Ok
localhost:10004... Ok
localhost:10005... Ok
localhost:10006... Ok
localhost:10007... Ok
localhost:10008... Ok
```

Dynamic Routes:

```
Exchange fed.topic:
localhost:10002 <=> localhost:10001
localhost:10003 <=> localhost:10002
localhost:10004 <=> localhost:10002
localhost:10005 <=> localhost:10002
localhost:10006 <=> localhost:10005
localhost:10007 <=> localhost:10006
localhost:10008 <=> localhost:10006
```

Static Routes:

```
none found
```

1.4.4.6. Resilient Connections

When a broker route is created, or when a durable broker route is restored after broker restart, a connection is created between the source broker and the destination broker. The connections used between brokers are called *resilient connections*; if the connection fails due to a communication error, it attempts to reconnect. The retry interval begins at 2 seconds and, as more attempts are made, grows to 64 seconds, and continues to retry every 64 seconds thereafter. If the connection fails due to an authentication problem, it will not continue to retry.

The command **list connections** can be used to show the resilient connections for a broker:

```
$ qpidd-route list connections localhost:10001
```

Host	Port	Transport	Durable	State	Last Error
localhost	10002	tcp	N	Operational	
localhost	10003	tcp	N	Operational	
localhost	10009	tcp	N	Waiting	Connection refused

In the above output, **Last Error** contains the string representation of the last connection error received for the connection. **State** represents the state of the connection, and may be one of the following values:

Table 1.2. State values in \$ qpidd-route list connections

Waiting	Waiting before attempting to reconnect.
---------	---

Connecting	Attempting to establish the connection.
Operational	The connection has been established and can be used.
Failed	The connection failed and will not retry (usually because authentication failed).
Closed	The connection has been closed and will soon be deleted.
Passive	If a cluster is federated to another cluster, only one of the nodes has an actual connection to remote node. Other nodes in the cluster have a passive connection.

1.5. SSL

1.5.1. SSL How to

1.5.1.1. C++ broker (M4 and up)

- You need to get a certificate signed by a CA, trusted by your client.
- If you require client authentication, the clients certificate needs to be signed by a CA trusted by the broker.
- Setting up the certificates for testing.
 - For testing purposes you could use the ??? to setup your certificates.
 - In summary you need to create a root CA and import it to the brokers certificate data base.
 - Create a certificate for the broker, sign it using the root CA and then import it into the brokers certificate data base.
- Load the acl module using `--load-module` or if loading more than one module, copy `ssl.so` to the location pointed by `--module-dir`

Ex if running from source. `./qpidd --load-module /libs/ssl.so`

- Specify the password file (a plain text file with the password), certificate database and the brokers certificate name using the following options

Ex `./qpidd ... --ssl-cert-password-file ~/pfile --ssl-cert-db ~/server_db/ --ssl-`

- If you require client authentication you need to add `--ssl-require-client-authentication` as a command line argument.
- Please note that the default port for SSL connections is 5671, unless specified by `--ssl-port`

Here is an example of a broker instance that requires SSL client side authentication

`./qpidd ./qpidd --load-module /libs/ssl.so --ssl-cert-password-file ~/pfile --ssl-`

1.5.1.2. Java Client (M4 and up)

- This guide is for connecting with the Qpid c++ broker.
- Setting up the certificates for testing. In summary,
 - You need to import the trusted CA in your trust store and keystore
 - Generate keys for the certificate in your key store
 - Create a certificate request using the generated keys
 - Create a certificate using the request, signed by the trusted CA.
 - Import the signed certificate into your keystore.
- Pass the following JVM arguments to your client.

```
-Djavax.net.ssl.keyStore=/home/bob/ssl_test/keystore.jks  
-Djavax.net.ssl.keyStorePassword=password  
-Djavax.net.ssl.trustStore=/home/bob/ssl_test/certstore.jks  
-Djavax.net.ssl.trustStorePassword=password
```

1.5.1.3. .Net Client (M4 and up)

- If the Qpid broker requires client authentication then you need to get a certificate signed by a CA, trusted by your client.

Use the connectSSL instead of the standard connect method of the client interface.

connectSSL signature is as follows:

```
public void connectSSL(String host, int port, String virtualHost, String username,
```

Where

- host: Host name on which a Qpid broker is deployed
- port: Qpid broker port
- virtualHost: Qpid virtual host name
- username: User Name
- password: Password
- serverName: Name of the SSL server
- certPath: Path to the X509 certificate to be used when the broker requires client authentication
- rejectUntrusted: If true connection will not be established if the broker is not trusted (the server certificate must be added in your truststore)

1.5.1.4. Python & Ruby Client (M4 and up)

Simply use amqps:// in the URL string as defined above

1.6. LVQ

1.6.1. Understanding LVQ

Last Value Queues are useful you User Documentation are only interested in the latest value entered into a queue. LVQ semantics are typically used for things like stock symbol updates when all you care about is the latest value for example.

Qpid C++ M4 or later supports two types of LVQ semantics:

- LVQ
- LVQ_NO_BROWSE

1.6.2. LVQ semantics:

LVQ uses a header for a key, if the key matches it replaces the message in-place in the queue except a.) if the message with the matching key has been acquired b.) if the message with the matching key has been browsed In these two cases the message is placed into the queue in FIFO, if another message with the same key is received it will the 'un-accessed' message with the same key will be replaced

These two exceptions protect the consumer from missing the last update where a consumer or browser accesses a message and an update comes with the same key.

An example

```
[localhost tests]$ ./lvqtest --mode create_lvq
[localhost tests]$ ./lvqtest --mode write
Sending Data: key1=key1.0x7fffd3f3180
Sending Data: key2=key2.0x7fffd3f3180
Sending Data: key3=key3.0x7fffd3f3180
Sending Data: key1=key1.0x7fffd3f3180
Sending Data: last=last
[localhost tests]$ ./lvqtest --mode browse
Receiving Data:key1.0x7fffd3f3180
Receiving Data:key2.0x7fffd3f3180
Receiving Data:key3.0x7fffd3f3180
Receiving Data:last
[localhost tests]$ ./lvqtest --mode write
Sending Data: key1=key1.0x7fffe4c7fa10
Sending Data: key2=key2.0x7fffe4c7fa10
Sending Data: key3=key3.0x7fffe4c7fa10
Sending Data: key1=key1.0x7fffe4c7fa10
Sending Data: last=last
[localhost tests]$ ./lvqtest --mode browse
Receiving Data:key1.0x7fffe4c7fa10
Receiving Data:key2.0x7fffe4c7fa10
Receiving Data:key3.0x7fffe4c7fa10
Receiving Data:last
[localhost tests]$ ./lvqtest --mode consume
Receiving Data:key1.0x7fffd3f3180
Receiving Data:key2.0x7fffd3f3180
Receiving Data:key3.0x7fffd3f3180
```

```
Receiving Data:last  
Receiving Data:key1.0x7fffe4c7fa10  
Receiving Data:key2.0x7fffe4c7fa10  
Receiving Data:key3.0x7fffe4c7fa10  
Receiving Data:last
```

1.6.3. LVQ_NO_BROWSE semantics:

LVQ uses a header for a key, if the key matches it replaces the message in-place in the queue except a.) if the message with the matching key has been acquired In these two cases the message is placed into the queue in FIFO, if another message with the same key is received it will the 'un-accessed' message with the same key will be replaced

Note, in this case browsed messaged are not invalidated, so updates can be missed.

An example

```
[localhost tests]$ ./lvqtest --mode create_lvq_no_browse  
[localhost tests]$ ./lvqtest --mode write  
Sending Data: key1=key1.0x7fffce5fb390  
Sending Data: key2=key2.0x7fffce5fb390  
Sending Data: key3=key3.0x7fffce5fb390  
Sending Data: key1=key1.0x7fffce5fb390  
Sending Data: last=last  
[localhost tests]$ ./lvqtest --mode write  
Sending Data: key1=key1.0x7fff346ae440  
Sending Data: key2=key2.0x7fff346ae440  
Sending Data: key3=key3.0x7fff346ae440  
Sending Data: key1=key1.0x7fff346ae440  
Sending Data: last=last  
[localhost tests]$ ./lvqtest --mode browse  
Receiving Data:key1.0x7fff346ae440  
Receiving Data:key2.0x7fff346ae440  
Receiving Data:key3.0x7fff346ae440  
Receiving Data:last  
[localhost tests]$ ./lvqtest --mode browse  
Receiving Data:key1.0x7fff346ae440  
Receiving Data:key2.0x7fff346ae440  
Receiving Data:key3.0x7fff346ae440  
Receiving Data:last  
[localhost tests]$ ./lvqtest --mode write  
Sending Data: key1=key1.0x7fff606583e0  
Sending Data: key2=key2.0x7fff606583e0  
Sending Data: key3=key3.0x7fff606583e0  
Sending Data: key1=key1.0x7fff606583e0  
Sending Data: last=last  
[localhost tests]$ ./lvqtest --mode consume  
Receiving Data:key1.0x7fff606583e0  
Receiving Data:key2.0x7fff606583e0  
Receiving Data:key3.0x7fff606583e0  
Receiving Data:last  
[localhost tests]$
```

1.6.4. LVQ Program Example

```
/*
 *
 * Licensed to the Apache Software Foundation (ASF) under one
 * or more contributor license agreements. See the NOTICE file
 * distributed with this work for additional information
 * regarding copyright ownership. The ASF licenses this file
 * to you under the Apache License, Version 2.0 (the
 * "License"); you may not use this file except in compliance
 * with the License. You may obtain a copy of the License at
 *
 * http://www.apache.org/licenses/LICENSE-2.0
 *
 * Unless required by applicable law or agreed to in writing,
 * software distributed under the License is distributed on an
 * "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
 * KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations
 * under the License.
 */

#include <qpid/client/AsyncSession.h>
#include <qpid/client/Connection.h>
#include <qpid/client/SubscriptionManager.h>
#include <qpid/client/Session.h>
#include <qpid/client/Message.h>
#include <qpid/client/MessageListener.h>
#include <qpid/client/QueueOptions.h>

#include <iostream>

using namespace qpid::client;
using namespace qpid::framing;
using namespace qpid::sys;
using namespace qpid;
using namespace std;

enum Mode { CREATE_LVQ, CREATE_LVQ_NO_BROWSE, WRITE, BROWSE, CONSUME};
const char* modeNames[] = { "create_lvq","create_lvq_no_browse","write","browse", "

// istream/ostream ops so Options can read/display Mode.
istream& operator>>(istream& in, Mode& mode) {
    string s;
    in >> s;
    int i = find(modeNames, modeNames+5, s) - modeNames;
    if (i >= 5) throw Exception("Invalid mode: "+s);
    mode = Mode(i);
```

```
        return in;
    }

    ostream& operator<<(ostream& out, Mode mode) {
        return out << modeNames[mode];
    }

    struct Args : public qpidd::Options,
                  public qpidd::client::ConnectionSettings
    {
        bool help;
        Mode mode;

        Args() : qpidd::Options("Simple latency test optins"), help(false), mode(BROWSE)
        {
            using namespace qpidd;
            addOptions()
                ("help", optValue(help), "Print this usage statement")
                ("broker,b", optValue(host, "HOST"), "Broker host to connect to")
                ("port,p", optValue(port, "PORT"), "Broker port to connect to")
                ("username", optValue(username, "USER"), "user name for broker log in.")
                ("password", optValue(password, "PASSWORD"), "password for broker log")
                ("mechanism", optValue(mechanism, "MECH"), "SASL mechanism to use when")
                ("tcp-nodelay", optValue(tcpNoDelay), "Turn on tcp-nodelay")
                ("mode", optValue(mode, "'see below'"), "Action mode."
                "\ncreate_lvq: create a new queue of type lvq.\n"
                "\ncreate_lvq_no_browse: create a new queue of type lvq with no lvq o
                "\nwrite: write a bunch of data & keys.\n"
                "\nbrowse: browse the queue.\n"
                "\nconsume: consume from the queue.\n");
        }
    };

    class Listener : public MessageListener
    {
    private:
        Session session;
        SubscriptionManager subscriptions;
        std::string queue;
        Message request;
        QueueOptions args;
    public:
        Listener(Session& session);
        void setup(bool browse);
        void send(std::string kv);
        void received(Message& message);
        void browse();
        void consume();
    };

    Listener::Listener(Session& s) :
        session(s), subscriptions(s),
        queue("LVQtester")
    {}
```

```
void Listener::setup(bool browse)
{
    // set queue mode
    args.setOrdering(browse?LVQ_NO_BROWSE:LVQ);

    session.queueDeclare(arg::queue=queue, arg::exclusive=false, arg::autoDelete=f

}

void Listener::browse()
{
    subscriptions.subscribe(*this, queue, SubscriptionSettings(FlowControl::unlimi
    subscriptions.run();
}

void Listener::consume()
{
    subscriptions.subscribe(*this, queue, SubscriptionSettings(FlowControl::unlimi
    subscriptions.run();
}

void Listener::send(std::string kv)
{
    request.getDeliveryProperties().setRoutingKey(queue);

    std::string key;
        args.getLVQKey(key);
    request.getHeaders().setString(key, kv);

    std::ostringstream data;
    data << kv;
    if (kv != "last") data << "." << hex << this;
    request.setData(data.str());

    cout << "Sending Data: " << kv << "=" << data.str() << std::endl;
    async(session).messageTransfer(arg::content=request);

}

void Listener::received(Message& response)
{
    cout << "Receiving Data:" << response.getData() << std::endl;
    /*    if (response.getData() == "last"){
        subscriptions.cancel(queue);
    }
    */
}

int main(int argc, char** argv)
{
    Args opts;
    opts.parse(argc, argv);
```

```
if (opts.help) {
    std::cout << opts << std::endl;
    return 0;
}

Connection connection;
try {
    connection.open(opts);
    Session session = connection.newSession();
    Listener listener(session);

    switch (opts.mode)
    {
    case CONSUME:
        listener.consume();
        break;
    case BROWSE:
        listener.browse();
        break;
    case CREATE_LVQ:
        listener.setup(false);
        break;
    case CREATE_LVQ_NO_BROWSE:
        listener.setup(true);
        break;
    case WRITE:
        listener.send("key1");
        listener.send("key2");
        listener.send("key3");
        listener.send("key1");
        listener.send("last");
        break;
    }
    connection.close();
    return 0;
} catch(const std::exception& error) {
    std::cout << error.what() << std::endl;
}
return 1;
}
```

1.7. Queue State Replication

1.7.1. Asynchronous Replication of Queue State

1.7.1.1. Overview

There is support in qpidd for selective asynchronous replication of queue state. This is achieved by:

- (a) enabling event generation for the queues in question

- (b) loading a plugin on the 'source' broker to encode those events as messages on a replication queue (this plugin is called `replicating_listener.so`)
- (c) loading a custom exchange plugin on the 'backup' broker (this plugin is called `replication_exchange.so`)
- (d) creating an instance of the replication exchange type on the backup broker
- (e) establishing a federation bridge between the replication queue on the source broker and the replication exchange on the backup broker

The bridge established between the source and backup brokers for replication (step (e) above) should have acknowledgements turned on (this may be done through the `--ack N` option to `qpidd-route`). This ensures that replication events are not lost if the bridge fails.

The replication protocol will also eliminate duplicates to ensure reliably replicated state. Note though that only one bridge per replication exchange is supported. If clients try to publish to the replication exchange or if more than a the single required bridge from the replication queue on the source broker is created, replication will be corrupted. (Access control may be used to restrict access and help prevent this).

The replicating event listener plugin (step (b) above) has the following options:

Queue Replication Options:

<code>--replication-queue QUEUE</code>	Queue on which events for other queues are recorded
<code>--replication-listener-name NAME (replicator)</code>	name by which to register the replicating event listener
<code>--create-replication-queue</code>	if set, the replication will be created if it does not exist

The name of the queue is required. It can either point to a durable queue whose definition has been previously recorded, or the `--create-replication-queue` option can be specified in which case the queue will be created a simple non-durable queue if it does not already exist.

1.7.1.2. Use with Clustering

The source and/or backup brokers may also be clustered brokers. In this case the federated bridge will be re-established between replicas should either of the originally connected nodes fail. There are however the following limitations at present:

- The backup site does not process membership updates after it establishes the first connection. In order for newly added members on a source cluster to be eligible as failover targets, the bridge must be recreated after those members have been added to the source cluster.
- New members added to a backup cluster will not receive information about currently established bridges. Therefore in order to allow the bridge to be re-established from these members in the event of failure of older nodes, the bridge must be recreated after the new members have joined.
- Only a single URL can be passed to create the initial link from backup site to the primary site. this means that at the time of creating the initial connection the initial node in the primary site to which the connection is made needs to be running. Once connected the backup site will receive a membership update of all the nodes in the primary site, and if the initial connection node in the primary fails, the link will be re-established on the next node that was started (time) on the primary site.

Due to the acknowledged transfer of events over the bridge (see note above) manual recreation of the bridge and automatic re-establishment of the bridge after connection failure (including failover where either or both ends are clustered brokers) will not result in event loss.

1.7.1.3. Operations on Backup Queues

When replicating the state of a queue to a backup broker it is important to recognise that any other operations performed directly on the backup queue may break the replication.

If the backup queue is to be an active (i.e. accessed by clients while replication is on) only enqueues should be selected for replication. In this mode, any message enqueued on the source brokers copy of the queue will also be enqueued on the backup brokers copy. However no attempt will be made to remove messages from the backup queue in response to removal of messages from the source queue.

1.7.1.4. Selecting Queues for Replication

Queues are selected for replication by specifying the types of events they should generate (it is from these events that the replicating plugin constructs messages which are then pulled and processed by the backup site). This is done through options passed to the initial queue-declare command that creates the queue and may be done either through qpid-config or similar tools, or by the application.

With qpid-config, the --generate-queue-events options is used:

```
--generate-queue-events N
```

If set to 1, every enqueue will generate an event that can be processed by registered listeners (e.g. for replication). If set to 2, events will also be generated for dequeues

From an application, the arguments field of the queue-declare AMQP command is used to convey this information. An entry should be added to the map with key 'qpid.queue_event_generation' and an integer value of 1 (to replicate only enqueue events) or 2 (to replicate both enqueue and dequeue events).

Applications written using the c++ client API may find the qpid::client::QueueOptions class convenient. This has an enableQueueEvents() method on it that can be used to set the option (the instance of QueueOptions is then passed as the value of the arguments field in the queue-declare command. The boolean option to that method should be set to true if only enqueue events should be replicated; by default it is false meaning that both enqueues and dequeues will be replicated. E.g.

```
QueueOptions options;  
options.enableQueueEvents(false);  
session.queueDeclare(arg::queue="my-queue", arg::arguments=options);
```

1.7.1.5. Example

Lets assume we will run the primary broker on host1 and the backup on host2, have installed qpidd on both and have the replicating_listener and replication_exchange plugins in qpidd's module directory(*1).

On host1 we start the source broker and specify that a queue called 'replication' should be used for storing the events until consumed by the backup. We also request that this queue be created (as transient) if not already specified:


```
qpidd --replication-queue replication-queue --create-replication-queue true --
```

On host2 we start up the backup broker ensuring that the replication exchange module is loaded:

```
qpidd
```

We can then create the instance of that replication exchange that we will use to process the events:

```
qpidd-config -a host2 add exchange replication replication-exchange
```

If this fails with the message "Exchange type not implemented: replication", it means the replication exchange module was not loaded. Check that the module is installed on your system and if necessary provide the full path to the library.

We then connect the replication queue on the source broker with the replication exchange on the backup broker using the qpidd-route command:

```
qpidd-route --ack 50 queue add host2 host1 replication-exchange replication-queue
```

The example above configures the bridge to acknowledge messages in batches of 50.

Now create two queues (on both source and backup brokers), one replicating both enqueues and dequeues (queue-a) and the other replicating only dequeues (queue-b):

```
qpidd-config -a host1 add queue queue-a --generate-queue-events 2
qpidd-config -a host1 add queue queue-b --generate-queue-events 1

qpidd-config -a host2 add queue queue-a
qpidd-config -a host2 add queue queue-b
```

We are now ready to use the queues and see the replication.

Any message enqueued on queue-a will be replicated to the backup broker. When the message is acknowledged by a client connected to host1 (and thus dequeued), that message will be removed from the copy of the queue on host2. The state of queue-a on host2 will thus mirror that of the equivalent queue on host1, albeit with a small lag. (Note however that we must not have clients connected to host2 publish to- or consume from- queue-a or the state will fail to replicate correctly due to conflicts).

Any message enqueued on queue-b on host1 will also be enqueued on the equivalent queue on host2. However the acknowledgement and consequent dequeuing of messages from queue-b on host1 will have no effect on the state of queue-b on host2.

(*1) If not the paths in the above may need to be modified. E.g. if using modules built from a qpidd svn checkout, the following would be added to the command line used to start qpidd on host1:

```
--load-module <path-to-qpidd-dir>/src/.libs/replicating_listener.so
```

and the following for the equivalent command line on host2:

```
--load-module <path-to-qpidd-dir>/src/.libs/replication_exchange.so
```

1.8. High Availability Messaging Clusters

High Availability Messaging Clusters provide fault tolerance by ensuring that every broker in a *cluster* has the same queues, exchanges, messages, and bindings, and allowing a client to *fail over* to a new broker and continue without any loss of messages if the current broker fails or becomes unavailable. Because all brokers are automatically kept in a consistent state, clients can connect to and use any broker in a cluster. Any number of messaging brokers can be run as one *cluster*, and brokers can be added to or removed from a cluster while it is in use.

High Availability Messaging Clusters are implemented using the OpenAIS Cluster Framework [<http://www.openais.org/>].

An OpenAIS daemon runs on every machine in the cluster, and these daemons communicate using multicast on a particular address. Every qpidd process in a cluster joins a named group that is automatically synchronized using OpenAIS Closed Process Groups (CPG) — the qpidd processes multicast events to the named group, and CPG ensures that each qpidd process receives all the events in the same sequence. All members get an identical sequence of events, so they can all update their state consistently.

Two messaging brokers are in the same cluster if

1. They run on hosts in the same OpenAIS cluster; that is, OpenAIS is configured with the same `mcastaddr`, `mcastport` and `bindnetaddr`, and
2. They use the same cluster name.

High Availability Clustering has a cost: in order to allow each broker in a cluster to continue the work of any other broker, a cluster must replicate state for all brokers in the cluster. Because of this, the brokers in a cluster should normally be on a LAN; there should be fast and reliable connections between brokers. Even on a LAN, using multiple brokers in a cluster is somewhat slower than using a single broker without clustering. This may be counter-intuitive for people who are used to clustering in the context of High Performance Computing or High Throughput Computing, where clustering increases performance or throughput.

High Availability Messaging Clusters should be used together with Red Hat Clustering Services (RHCS); without RHCS, clusters are vulnerable to the "split-brain" condition, in which a network failure splits the cluster into two sub-clusters that cannot communicate with each other. See the documentation on the **--cluster-cman** option for details on running using RHCS with High Availability Messaging Clusters. See the CMAN Wiki [<http://sources.redhat.com/cluster/wiki>] for more detail on CMAN and split-brain conditions. Use the **--cluster-cman** option to enable RHCS when starting the broker.

1.8.1. Starting a Broker in a Cluster

Clustering is implemented using the `cluster.so` module, which is loaded by default when you start a broker. To run brokers in a cluster, make sure they all use the same OpenAIS `mcastaddr`, `mcastport`, and

bindnetaddr. All brokers in a cluster must also have the same cluster name — specify the cluster name in `qpidd.conf`:

```
cluster-name="local_test_cluster"
```

On RHEL6, you must create the file `/etc/corosync/uidgid.d/qpidd` to tell Corosync the name of the user running the broker. By default, the user is `qpidd`:

```
uidgid {  
    uid: qpidd  
    gid: qpidd  
}
```

On RHEL5, the primary group for the process running `qpidd` must be the `ais` group. If you are running `qpidd` as a service, it is run as the **qpidd** user, which is already in the `ais` group. If you are running the broker from the command line, you must ensure that the primary group for the user running `qpidd` is `ais`. You can set the primary group using **newgrp**:

```
$ newgrp ais
```

You can then run the broker from the command line, specifying the cluster name as an option.

```
[jonathan@localhost]$ qpidd --cluster-name="local_test_cluster"
```

All brokers in a cluster must have identical configuration, with a few exceptions noted below. They must load the same set of plug-ins, and have matching configuration files and command line arguments. They should also have identical ACL files and SASL databases if these are used. If one broker uses persistence, all must use persistence — a mix of transient and persistent brokers is not allowed. Differences in configuration can cause brokers to exit the cluster. For instance, if different ACL settings allow a client to access a queue on broker A but not on broker B, then publishing to the queue will succeed on A and fail on B, so B will exit the cluster to prevent inconsistency.

The following settings can differ for brokers on a given cluster:

- logging options
- cluster-url — if set, it will be different for each broker.
- port — brokers can listen on different ports.

The `qpidd` log contains entries that record significant clustering events, e.g. when a broker becomes a member of a cluster, the membership of a cluster is changed, or an old journal is moved out of the way. For instance, the following message states that a broker has been added to a cluster as the first node:

```
2009-07-09 18:13:41 info 127.0.0.1:1410(READY) member update: 127.0.0.1:1410(member  
2009-07-09 18:13:41 notice 127.0.0.1:1410(READY) first in cluster
```

Note

If you are using SELinux, the `qpidd` process and OpenAIS must have the same SELinux context, or else SELinux must be set to permissive mode. If both `qpidd` and OpenAIS are run as services, they have the same SELinux context. If both OpenAIS and `qpidd` are run as user processes, they have the same SELinux context. If one is run as a service, and the other is run as a user process, they have different SELinux contexts.

The following options are available for clustering:

Table 1.3. Options for High Availability Messaging Cluster

Options for High Availability Messaging Cluster	
--cluster-name <i>NAME</i>	Name of the Messaging Cluster to join. A Messaging Cluster consists of all brokers started with the same cluster-name and openais configuration.
--cluster-size <i>N</i>	Wait for at least N initial members before completing cluster initialization and serving clients. Use this option in a persistent cluster so all brokers in a persistent cluster can exchange the status of their persistent store and do consistency checks before serving clients.
--cluster-url <i>URL</i>	<p>An AMQP URL containing the local address that the broker advertizes to clients for fail-over connections. This is different for each host. By default, all local addresses for the broker are advertized. You only need to set this if</p> <ol style="list-style-type: none"> 1. Your host has more than one active network interface, and 2. You want to restrict client fail-over to a specific interface or interfaces. <p>Each broker in the cluster is specified using the form: url = ["amqp:"][user ["/" password] "@"] protocol_addr *("," protocol_addr) protocol_addr = tcp_addr / rdma_addr / ssl_addr / ... tcp_addr = ["tcp:"] host [":" port] rdma_addr = "rdma:" host [":" port] ssl_addr = "ssl:" host [":" port] In most cases, only one address is advertized, but more than one address can be specified in if the machine running the broker has more than one network interface card, and you want to allow clients to connect using multiple network interfaces. Use a comma delimiter (",") to separate brokers in the URL. Examples:</p> <ul style="list-style-type: none"> • amqp:tcp:192.168.1.103:5672 advertizes a single address to the broker for failover. • amqp:tcp:192.168.1.103:5672,tcp:192.168.1.105:5672 advertizes two different addresses to the broker for failover, on two different network interfaces.
--cluster-cman	CMAN protects against the "split-brain" condition, in which a network failure splits the cluster into two sub-clusters that cannot communicate with each other. When "split-brain" occurs, each of the sub-clusters can access shared resources without

Options for High Availability Messaging Cluster	
	<p>knowledge of the other sub-cluster, resulting in corrupted cluster integrity.</p> <p>To avoid "split-brain", CMAN uses the notion of a "quorum". If more than half the cluster nodes are active, the cluster has quorum and can act. If half (or fewer) nodes are active, the cluster does not have quorum, and all cluster activity is stopped. There are other ways to define the quorum for particular use cases (e.g. a cluster of only 2 members), see the CMAN Wiki [http://sources.redhat.com/cluster/wiki] for more detail.</p> <p>When enabled, the broker will wait until it belongs to a quorate cluster before accepting client connections. It continually monitors the quorum status and shuts down immediately if the node it runs on loses touch with the quorum.</p>
--cluster-username	SASL username for connections between brokers.
--cluster-password	SASL password for connections between brokers.
--cluster-mechanism	SASL authentication mechanism for connections between brokers

If a broker is unable to establish a connection to another broker in the cluster, the log will contain SASL errors, e.g:

```
2009-aug-04 10:17:37 info SASL: Authentication failed: SASL(-13): user not found:
```

You can set the SASL user name and password used to connect to other brokers using the **cluster-username** and **cluster-password** properties when you start the broker. In most environment, it is easiest to create an account with the same user name and password on each broker in the cluster, and use these as the **cluster-username** and **cluster-password**. You can also set the SASL mode using **cluster-mechanism**. Remember that any mechanism you enable for broker-to-broker communication can also be used by a client, so do not enable **cluster-mechanism=ANONYMOUS** in a secure environment.

Once the cluster is running, run **qpidd-cluster** to make sure that the brokers are running as one cluster. See the following section for details.

If the cluster is correctly configured, queues and messages are replicated to all brokers in the cluster, so an easy way to test the cluster is to run a program that routes messages to a queue on one broker, then connect to a different broker in the same cluster and read the messages to make sure they have been replicated. The **drain** and **spout** programs can be used for this test.

1.8.2. qpidd-cluster

qpidd-cluster is a command-line utility that allows you to view information on a cluster and its brokers, disconnect a client connection, shut down a broker in a cluster, or shut down the entire cluster. You can see the options using the **--help** option:

```
$ ./qpidd-cluster --help
```

```
Usage:  qpidd-cluster [OPTIONS] [broker-addr]
```

broker-addr is in the form: [username/password@] hostname | ip-addr
ex: localhost, 10.1.1.7:10000, broker-host:10000, guest/guest@localhost

Options:

```
-C [--all-connections] View client connections to all cluster members
-c [--connections] ID  View client connections to specified member
-d [--del-connection] HOST:PORT
                        Disconnect a client connection
-s [--stop] ID          Stop one member of the cluster by its ID
-k [--all-stop]         Shut down the whole cluster
-f [--force]            Suppress the 'are-you-sure?' prompt
-n [--numeric]          Don't resolve names
```

Let's connect to a cluster and display basic information about the cluster and its brokers. When you connect to the cluster using **qpidd-tool**, you can use the host and port for any broker in the cluster. For instance, if a broker in the cluster is running on localhost on port 6664, you can start **qpidd-tool** like this:

```
$ qpidd-cluster localhost:6664
```

Here is the output:

```
Cluster Name: local_test_cluster
Cluster Status: ACTIVE
Cluster Size: 3
Members: ID=127.0.0.1:13143 URL=amqp:tcp:192.168.1.101:6664,tcp:192.168.122
        : ID=127.0.0.1:13167 URL=amqp:tcp:192.168.1.101:6665,tcp:192.168.122
        : ID=127.0.0.1:13192 URL=amqp:tcp:192.168.1.101:6666,tcp:192.168.122
```

The ID for each broker in cluster is given on the left. For instance, the ID for the first broker in the cluster is **127.0.0.1:13143**. The URL in the output is the broker's advertised address. Let's use the ID to shut the broker down using the **--stop** command:

```
$ ./qpidd-cluster localhost:6664 --stop 127.0.0.1:13143
```

1.8.3. Failover in Clients

If a client is connected to a broker, the connection fails if the broker crashes or is killed. If heartbeat is enabled for the connection, a connection also fails if the broker hangs, the machine the broker is running on fails, or the network connection to the broker is lost — the connection fails no later than twice the heartbeat interval.

When a client's connection to a broker fails, any sent messages that have been acknowledged to the sender will have been replicated to all brokers in the cluster, any received messages that have not yet been acknowledged by the receiving client are queued to all brokers, and the client API notifies the application of the failure by throwing an exception.

Clients can be configured to automatically reconnect to another broker when it receives such an exception. Any messages that have been sent by the client, but not yet acknowledged as delivered, are resent. Any messages that have been read by the client, but not acknowledged, are delivered to the client.

TCP is slow to detect connection failures. A client can configure a connection to use a heartbeat to detect connection failure, and can specify a time interval for the heartbeat. If heartbeats are in use, failures will be detected no later than twice the heartbeat interval. The Java JMS client enables heartbeat by default. See the sections on Failover in Java JMS Clients and Failover in C++ Clients for the code to enable heartbeat.

1.8.3.1. Failover in Java JMS Clients

In Java JMS clients, client failover is handled automatically if it is enabled in the connection. Any messages that have been sent by the client, but not yet acknowledged as delivered, are resent. Any messages that have been read by the client, but not acknowledged, are sent to the client.

You can configure a connection to use failover using the **failover** property:

```
connectionfactory.qpidConnectionFactory = amqp://guest:guest@clientid/test?brokerl
```

This property can take three values:

Failover Modes

failover_exchange	If the connection fails, fail over to any other broker in the cluster.
roundrobin	If the connection fails, fail over to one of the brokers specified in the brokerlist .
singlebroker	Failover is not supported; the connection is to a single broker only.

In a Connection URL, heartbeat is set using the **idle_timeout** property, which is an integer corresponding to the heartbeat period in seconds. For instance, the following line from a JNDI properties file sets the heartbeat time out to 3 seconds:

```
connectionfactory.qpidConnectionFactory = amqp://guest:guest@clientid/test?brokerl
```

1.8.3.2. Failover and the Qpid Messaging API

The Qpid Messaging API also supports automatic reconnection in the event a connection fails. . Senders can also be configured to replay any in-doubt messages (i.e. messages which were sent but not acknowledged by the broker. See "Connection Options" and "Sender Capacity and Replay" in *Programming in Apache Qpid* for details.

In C++ and python clients, heartbeats are disabled by default. You can enable them by specifying a heartbeat interval (in seconds) for the connection via the 'heartbeat' option.

See "Cluster Failover" in *Programming in Apache Qpid* for details on how to keep the client aware of cluster membership.

1.8.4. Error handling in Clusters

If a broker crashes or is killed, or a broker machine failure, broker connection failure, or a broker hang is detected, the other brokers in the cluster are notified that it is no longer a member of the cluster. If a new broker is joined to the cluster, it synchronizes with an active broker to obtain the current cluster state; if this synchronization fails, the new broker exit the cluster and aborts.

If a broker becomes extremely busy and stops responding, it stops accepting incoming work. All other brokers continue processing, and the non-responsive node caches all AIS traffic. When it resumes, the broker completes processes all cached AIS events, then accepts further incoming work.

Broker hangs are only detected if the watchdog plugin is loaded and the **--watchdog-interval** option is set. The watchdog plug-in kills the `qpidd` broker process if it becomes stuck for longer than the watchdog interval. In some cases, e.g. certain phases of error resolution, it is possible for a stuck process to hang other cluster members that are waiting for it to send a message. Using the watchdog, the stuck process is terminated and removed from the cluster, allowing other members to continue and clients of the stuck process to fail over to other members.

Redundancy can also be achieved directly in the AIS network by specifying more than one network interface in the AIS configuration file. This causes Totem to use a redundant ring protocol, which makes failure of a single network transparent.

Redundancy can be achieved at the operating system level by using NIC bonding, which combines multiple network ports into a single group, effectively aggregating the bandwidth of multiple interfaces into a single connection. This provides both network load balancing and fault tolerance.

If any broker encounters an error, the brokers compare notes to see if they all received the same error. If not, the broker removes itself from the cluster and shuts itself down to ensure that all brokers in the cluster have consistent state. For instance, a broker may run out of disk space; if this happens, the broker shuts itself down. Examining the broker's log can help determine the error and suggest ways to prevent it from occurring in the future.

1.8.5. Persistence in High Availability Message Clusters

Persistence and clustering are two different ways to provide reliability. Most systems that use a cluster do not enable persistence, but you can do so if you want to ensure that messages are not lost even if the last broker in a cluster fails. A cluster must have all transient or all persistent members, mixed clusters are not allowed. Each broker in a persistent cluster has its own independent replica of the cluster's state in its store.

1.8.5.1. Clean and Dirty Stores

When a broker is an active member of a cluster, its store is marked "dirty" because it may be out of date compared to other brokers in the cluster. If a broker leaves a running cluster because it is stopped, it crashes or the host crashes, its store continues to be marked "dirty".

If the cluster is reduced to a single broker, its store is marked "clean" since it is the only broker making updates. If the cluster is shut down with the command `qpidd-cluster -k` then all the stores are marked clean.

When a cluster is initially formed, brokers with clean stores read from their stores. Brokers with dirty stores, or brokers that join after the cluster is running, discard their old stores and initialize a new store with an update from one of the running brokers. The **--truncate** option can be used to force a broker to discard all existing stores even if they are clean. (A dirty store is discarded regardless.)

Discarded stores are copied to a back up directory. The active store is in `<data-dir>/rhv`. Back-up stores are in `<data-dir>/_cluster.bak.<nnnn>/rhv`, where `<nnnn>` is a 4 digit number. A higher number means a more recent backup.

1.8.5.2. Starting a persistent cluster

When starting a persistent cluster broker, set the cluster-size option to the number of brokers in the cluster. This allows the brokers to wait until the entire cluster is running so that they can synchronize their stored state.

The cluster can start if:

- all members have empty stores, or
- at least one member has a clean store

All members of the new cluster will be initialized with the state from a clean store.

1.8.5.3. Stopping a persistent cluster

To cleanly shut down a persistent cluster use the command **qpidd-cluster -k**. This causes all brokers to synchronize their state and mark their stores as "clean" so they can be used when the cluster restarts.

1.8.5.4. Starting a persistent cluster with no clean store

If the cluster has previously had a total failure and there are no clean stores then the brokers will fail to start with the log message `Cannot recover, no clean store`. If this happens you can start the cluster by marking one of the stores "clean" as follows:

1. Move the latest store backup into place in the brokers data-directory. The backups end in a 4 digit number, the latest backup is the highest number.

```
cd <data-dir>
mv rhm rhm.bak
cp -a _cluster.bak.<nnnn>/rhm .
```

2. Mark the store as clean:

```
qpidd-cluster-store -c <data-dir>
```

Now you can start the cluster, all members will be initialized from the store you marked as clean.

1.8.5.5. Isolated failures in a persistent cluster

A broker in a persistent cluster may encounter errors that other brokers in the cluster do not; if this happens, the broker shuts itself down to avoid making the cluster state inconsistent. For example a disk failure on one node will result in that node shutting down. Running out of storage capacity can also cause a node to shut down because the brokers may not run out of storage at exactly the same point, even if they have similar storage configuration. To avoid unnecessary broker shutdowns, make sure the queue policy size of each durable queue is less than the capacity of the journal for the queue.

1.9. ACL

1.9.1. v2 ACL file format for brokers

This new ACL implementation has been designed for implementation and interoperability on all Qpid brokers. It is currently supported in the following brokers:

Table 1.4. ACL Support in Qpid Broker Versions

Broker	Version
C++	M4 onward
Java	M5 anticipated

Contents

- Section 1.9.1, “ v2 ACL file format for brokers ”
- • Section 1.9.1.1, “ Specification ”
- Section 1.9.1.2, “ Validation ”
- Section 1.9.1.3, “ Example file: ”
- Section 1.9.2, “ Design Documentation ”
- • Section 1.9.2.1, “ Mapping of ACL traps to action and type ”
- Section 1.9.3, “ v2 ACL User Guide ”
- • Section 1.9.3.1, “ Writing Good/Fast ACL ”
- Section 1.9.3.2, “ Getting ACL to Log ”
- Section 1.9.3.3, “ User Id / domains running with C++ broker ”

1.9.1.1. Specification

Notes on file formats

- A line starting with the character '#' will be considered a comment, and are ignored.
- Since the '#' char (and others that are commonly used for comments) are commonly found in routing keys and other AMQP literals, it is simpler (for now) to hold off on allowing trailing comments (ie comments in which everything following a '#' is considered a comment). This could be reviewed later once the rest of the format is finalized.
- Empty lines ("") and lines that contain only whitespace (any combination of ' ', '\f', '\n', '\r', '\t', '\v') are ignored.
- All tokens are case sensitive. "name1" != "Name1" and "create" != "CREATE".
- Group lists may be extended to the following line by terminating the line with the '\' character. However, this may only occur after the group name or any of the names following the group name. Empty extension lines (ie just a '\' character) are not permitted.

Examples of extending group lists using a trailing '\' character

```
group group1 name1 name2 \  
                name3 name4 \  
                name5
```

```
group group2 \  
        group1 \  
        name6
```

The following are illegal:

```
# '\' must be after group name
group \
    group3 name7 name8
```

```
# No empty extension lines
group group4 name9 \
    \
    name10
```

- Additional whitespace (ie more than one whitespace char) between and after tokens is ignored. However group and acl definitions must start with "group" or "acl" respectively and with no preceding whitespace.
- All acl rules are limited to a single line.
- Rules are interpreted from the top of the file down until the name match is obtained; at which point processing stops.
- The keyword "all" is reserved, and matches all individuals, groups and actions. It may be used in place of a group or individual name and/or an action - eg "acl allow all all", "acl deny all all" or "acl deny user1 all".
- The last line of the file (whether present or not) will be assumed to be "acl deny all all". If present in the file, any lines below this one are ignored.
- Names and group names may contain only a-z, A-Z, 0-9, '-', '_'.
- Rules must be preceded by any group definitions they may use; any name not previously defined as a group will be assumed to be that of an individual.
- ACL rules must have the following tokens in order on a single line:
 - The string literal "acl";
 - The permission;
 - The name of a single group or individual or the keyword "all";
 - The name of an action or the keyword "all";
 - Optionally, a single object name or the keyword "all";
 - If the object is present, then optionally one or more property name-value pair(s) (in the form property=value).

```
user = username[@domain[/realm]]
user-list = user1 user2 user3 ...
group-name-list = group1 group2 group3 ...
```

```
group <group-name> = [user-list] [group-name-list]
```

```
permission = [allow|allow-log|deny|deny-log]
action = [consume|publish|create|access|bind|unbind|delete|purge|update]
object = [virtualhost|queue|exchange|broker|link|route|method]
property = [name|durable|owner|routingkey|passive|autodelete|exclusive|type|altern
```

```
acl permission {<group-name>|<user-name>|"all"} {action|"all"} [object|"all"] [pro
```

1.9.1.2. Validation

The new ACL file format needs to perform validation on the acl rules. The validation should be performed depending on the set value:

strict-acl-validation=none The default setting should be 'warn'

On validation of this acl the following checks would be expected:

```
acl allow client publish routingkey=exampleQueue exchange=amq.direct
```

1. The If the user 'client' cannot be found, if the authentication mechanism cannot be queried then a 'user' value should be added to the file.
2. There is an exchange called 'amq.direct'
3. There is a queue bound to 'exampleQueue' on 'amq.direct'

Each of these checks that fail will result in a log statement being generated.

In the case of a fatal logging the full file will be validated before the broker shuts down.

1.9.1.3. Example file:

```
# Some groups
group admin ted@QPID martin@QPID
group user-consume martin@QPID ted@QPID
group group2 kim@QPID user-consume rob@QPID
group publisher group2 \
    tom@QPID andrew@QPID debbie@QPID

# Some rules
acl allow carlt@QPID create exchange name=carl.*
acl deny rob@QPID create queue
acl allow guest@QPID bind exchange name=amq.topic routingkey=stocks.ibm.# owner=s
acl allow user-consume create queue name=tmp.*

acl allow publisher publish all durable=false
acl allow publisher create queue name=RequestQueue
acl allow consumer consume queue durable=true
acl allow fred@QPID create all
acl allow bob@QPID all queue
acl allow admin all
acl deny kim@QPID all
acl allow all consume queue owner=self
acl allow all bind exchange owner=self

# Last (default) rule
```

```
acl deny all all
```

1.9.2. Design Documentation

1.9.2.1. Mapping of ACL traps to action and type

The C++ broker maps the ACL traps in the follow way for AMQP 0-10: The Java broker currently only performs ACLs on the AMQP connection not on management functions:

Table 1.5. Mapping ACL Traps

Object	Action	Properties	Trap C++	Trap Java
Exchange	Create	name type alternate passive durable	ExchangeHandlerImpl::create	ExchangeDeclareHandler
Exchange	Delete	name	ExchangeHandlerImpl::delete	ExchangeDeleteHandler
Exchange	Access	name	ExchangeHandlerImpl::query	
Exchange	Bind	name routingkey queue name owner	ExchangeHandlerImpl::bind	QueueBindHandler
Exchange	Unbind	name routingkey	ExchangeHandlerImpl::unbind	ExchangeUnbindHandler
Exchange	Access	name queue name routingkey	ExchangeHandlerImpl::bound	
Exchange	Publish	name routingKey	SemanticState::route	BasicPublishMethodHandler
Queue	Access	name	QueueHandlerImpl::query	
Queue	Create	name alternate passive durable exclusive autodelete	QueueHandlerImpl::create	QueueDeclareHandler
Queue	Purge	name	QueueHandlerImpl::purge	QueuePurgeHandler
Queue	Purge	name	Management::Queue::purge	
Queue	Delete	name	QueueHandlerImpl::delete	QueueDeleteHandler
Queue	Consume	name (possibly add in future?)	MessageHandlerImpl::consume	BasicConsumeMethodHandler BasicGetMethodHandler
<Object>	Update		ManagementProperty::set	
<Object>	Access		ManagementProperty::read	
Link	Create		Management::connect	
Route	Create		Management::createFederationRoute-	
Route	Delete		Management::deleteFederationRoute-	
Virtualhost	Access	name	TBD	ConnectionOpenMethodHandler

Management actions that are not explicitly given a name property it will default the name property to management method name, if the action is 'W' Action will be 'Update', if 'R' Action will be 'Access'.

for example, if the mgnt method 'joinCluster' was not mapped in schema it will be mapped in ACL file as follows

Table 1.6. Mapping Management Actions to ACL

Object	Action	Property
Broker	Update	name=joinCluster

1.9.3. v2 ACL User Guide

1.9.3.1. Writing Good/Fast ACL

The file gets read top down and rule get passed based on the first match. In the following example the first rule is a dead rule. I.e. the second rule is wider than the first rule. DON'T do this, it will force extra analysis, worst case if the parser does not kill the dead rule you might get a false deny.

```
allow peter@QPID create queue name=tmp <-- dead rule!!
allow peter@QPID create queue
deny all all
```

By default files end with

```
deny all all
```

the mode of the ACL engine can be swapped to be allow based by putting the following at the end of the file

```
allow all all
```

Note that 'allow' based file will be a LOT faster for message transfer. This is because the AMQP specification does not allow for creating subscribes on publish, so the ACL is executed on every message transfer. Also, ACL's rules using less properties on publish will in general be faster.

1.9.3.2. Getting ACL to Log

In order to get log messages from ACL actions use allow-log and deny-log for example

```
allow-log john@QPID all all
deny-log guest@QPID all all
```

1.9.3.3. User Id / domains running with C++ broker

The user-id used for ACL is taken from the connection user-id. Thus in order to use ACL the broker authentication has to be setup. i.e. (if --auth no is used in combination with ACL the broker will deny everything)

The user id in the ACL file is of the form <user-id>@<domain> The Domain is configured via the SASL configuration for the broker, and the domain/realm for qpidd is set using --realm and default to 'QPID'.

To load the ACL module use, load the acl module cmd line or via the config file

```
./src/qpidd --load-module src/.libs/acl.so
```

The ACL plugin provides the following option '--acl-file'. If an ACL file is supplied the broker will not enforce ACL. If an ACL file name is supplied, and the file does not exist or is invalid the broker will not start.

ACL Options:

--acl-file FILE The policy file to load from, loaded from data dir

1.10. AMQP compatibility

Qpid provides the most complete and compatible implementation of AMQP. And is the most aggressive in implementing the latest version of the specification.

There are two brokers:

- C++ with support for AMQP 0-10
- Java with support for AMQP 0-8 and 0-9 (0-10 planned)

There are client libraries for C++, Java (JMS), .Net (written in C#), python and ruby.

- All clients support 0-10 and interoperate with the C++ broker.
- The JMS client supports 0-8, 0-9 and 0-10 and interoperates with both brokers.
- The python and ruby clients will also support all versions, but the API is dynamically driven by the specification used and so differs between versions. To work with the Java broker you must use 0-8 or 0-9, to work with the C++ broker you must use 0-10.
- There are two separate C# clients, one for 0-8 that interoperates with the Java broker, one for 0-10 that interoperates with the C++ broker.

QMF Management is supported in Ruby, Python, C++, and via QMan for Java JMX & WS-DM.

1.10.1. AMQP Compatibility of Qpid releases:

Qpid implements the AMQP Specification, and as the specification has progressed Qpid is keeping up with the updates. This means that different Qpid versions support different versions of AMQP. Here is a simple guide on what use.

Here is a matrix that describes the different versions supported by each release. The status symbols are interpreted as follows:

Y supported

N unsupported

IP in progress

P planned

Table 1.7. AMQP Version Support by Qpid Release

Component	Spec				
-----------	------	--	--	--	--

		M2.1	M3	M4	0.5
java client	0-10		Y	Y	Y
	0-9	Y	Y	Y	Y
	0-8	Y	Y	Y	Y
java broker	0-10				P
	0-9	Y	Y	Y	Y
	0-8	Y	Y	Y	Y
c++ client/ broker	0-10		Y	Y	Y
	0-9	Y			
python client	0-10		Y	Y	Y
	0-9	Y	Y	Y	Y
	0-8	Y	Y	Y	Y
ruby client	0-10			Y	Y
	0-8	Y	Y	Y	Y
C# client	0-10			Y	Y
	0-8	Y	Y	Y	Y

1.10.2. Interop table by AMQP specification version

Above table represented in another format.

Table 1.8. AMQP Version Support - alternate format

	release	0-8	0-9	0-10
java client	M3 M4 0.5	Y	Y	Y
java client	M2.1	Y	Y	N
java broker	M3 M4 0.5	Y	Y	N
java broker	trunk	Y	Y	P
java broker	M2.1	Y	Y	N
c++ client/broker	M3 M4 0.5	N	N	Y
c++ client/broker	M2.1	N	Y	N
python client	M3 M4 0.5	Y	Y	Y
python client	M2.1	Y	Y	N
ruby client	M3 M4 0.5	Y	Y	N
ruby client	trunk	Y	Y	P
C# client	M3 M4 0.5	Y	N	N
C# client	trunk	Y	N	Y

1.11. Qpid Interoperability Documentation

This page documents the various interoperable features of the Qpid clients.

1.11.1. SASL

1.11.1.1. Standard Mechanisms

http://en.wikipedia.org/wiki/Simple_Authentication_and_Security_Layer#SASL_mechanisms

This table lists the various SASL mechanisms that each component supports. The version listed shows when this functionality was added to the product.

Table 1.9. SASL Mechanism Support

Component	ANONYMOUS	CRAM-MD5	DIGEST-MD5	EXTERNAL	GSSAPI/Kerberos	PLAIN
C++ Broker	M3[Section 1, “Standard Mechanisms” [43]]	M3[Section 1, “Standard Mechanisms” [43]]			M3[Section 1, “Standard Mechanisms” [43]]	M1
C++ Client	M3[Section 1, “Standard Mechanisms” [43]]					M1
Java Broker		M1				M1
Java Client		M1				M1
.Net Client	M2	M2	M2	M2		M2
Python Client						?
Ruby Client						?

1: Support for these will be in M3 (currently available on trunk).

2: C++ Broker uses Cyrus SASL [<http://freshmeat.net/projects/cyrussasl/>] which supports CRAM-MD5 and GSSAPI but these have not been tested yet

1.11.1.2. Custom Mechanisms

There have been some custom mechanisms added to our implementations.

Table 1.10. SASL Custom Mechanisms

Component	AMQPLAIN	CRAM-MD5-HASHED
C++ Broker		
C++ Client		
Java Broker	M1	M2
Java Client	M1	M2
.Net Client		
Python Client	M2	

Ruby Client	M2	
-------------	----	--

1.11.1.2.1. AMQPLAIN

1.11.1.2.2. CRAM-MD5-HASHED

The Java SASL implementations require that you have the password of the user to validate the incoming request. This then means that the user's password must be stored on disk. For this to be secure either the broker must encrypt the password file or the need for the password being stored must be removed.

The CRAM-MD5-HASHED SASL plugin removes the need for the plain text password to be stored on disk. The mechanism defers all functionality to the build in CRAM-MD5 module the only change is on the client side where it generates the hash of the password and uses that value as the password. This means that the Java Broker only need store the password hash on the file system. While a one way hash is not very secure compared to other forms of encryption in environments where the having the password in plain text is unacceptable this will provide an additional layer to protect the password. In particular this offers some protection where the same password may be shared amongst many systems. It offers no real extra protection against attacks on the broker (the secret is now the hash rather than the password).

Chapter 2. Managing the AMQP Messaging Broker

2.1. Managing the C++ Broker

There are quite a few ways to interact with the C++ broker. The command line tools include:

- `qpidd-route` - used to configure federation (a set of federated brokers)
- `qpidd-config` - used to configure queues, exchanges, bindings and list them etc
- `qpidd-tool` - used to view management information/statistics and call any management actions on the broker
- `qpidd-printevents` - used to receive and print QMF events

2.1.1. Using `qpidd-config`

This utility can be used to create queues exchanges and bindings, both durable and transient. Always check for latest options by running `--help` command.

```
$ qpidd-config --help
Usage:  qpidd-config [OPTIONS]
        qpidd-config [OPTIONS] exchanges [filter-string]
        qpidd-config [OPTIONS] queues    [filter-string]
        qpidd-config [OPTIONS] add exchange <type> <name> [AddExchangeOptions]
        qpidd-config [OPTIONS] del exchange <name>
        qpidd-config [OPTIONS] add queue <name> [AddQueueOptions]
        qpidd-config [OPTIONS] del queue <name>
        qpidd-config [OPTIONS] bind  <exchange-name> <queue-name> [binding-key]
        qpidd-config [OPTIONS] unbind <exchange-name> <queue-name> [binding-key]

Options:
  -b [ --bindings ]          Show bindings in queue or exchange l
  -a [ --broker-addr ] Address (localhost) Address of qpidd broker
                             broker-addr is in the form:  [username/password@] hostname | ip-address
                             ex:  localhost, 10.1.1.7:10000, broker-host:10000, guest/guest@localhost

Add Queue Options:
  --durable                Queue is durable
  --cluster-durable        Queue becomes durable if there is only one functioning cl
  --file-count N (8)       Number of files in queue's persistence journal
  --file-size N (24)       File size in pages (64Kib/page)
  --max-queue-size N       Maximum in-memory queue size as bytes
  --max-queue-count N      Maximum in-memory queue size as a number of messages
  --limit-policy [none | reject | flow-to-disk | ring | ring-strict]
                             Action taken when queue limit is reached:
                             none (default) - Use broker's default policy
                             reject         - Reject enqueued messages
                             flow-to-disk   - Page messages to disk
                             ring          - Replace oldest unacquired message wi
```

```
ring-strict      - Replace oldest message, reject if ol
--order [fifo | lvq | lvq-no-browse]
    Set queue ordering policy:
        fifo (default) - First in, first out
        lvq             - Last Value Queue ordering, allows qu
        lvq-no-browse  - Last Value Queue ordering, browsing
--generate-queue-events N
    If set to 1, every enqueue will generate an event that ca
    registered listeners (e.g. for replication). If set to 2,
    generated for enqueues and dequeues
```

Add Exchange Options:

```
--durable      Exchange is durable
--sequence     Exchange will insert a 'qpuid.msg_sequence' field in the message h
               with a value that increments for each message forwarded.
--ive          Exchange will behave as an 'initial-value-exchange', keeping a re
               to the last message forwarded and enqueueing that message to newly
               queues.
```

Get the summary page

```
$ qpuid-config
Total Exchanges: 6
    topic: 2
    headers: 1
    fanout: 1
    direct: 2
Total Queues: 7
    durable: 0
    non-durable: 7
```

List the queues

```
$ qpuid-config queues
Queue Name                                     Attributes
=====
pub_start
pub_done
sub_ready
sub_done
perftest0                                     --durable
reply-dhcp-100-18-254.bos.redhat.com.20713  auto-del excl
topic-dhcp-100-18-254.bos.redhat.com.20713  auto-del excl
```

List the exchanges with bindings

```
$ ./qpuid-config -b exchanges
Exchange '' (direct)
    bind pub_start => pub_start
    bind pub_done  => pub_done
    bind sub_ready => sub_ready
```

```
bind sub_done => sub_done
bind perftest0 => perftest0
bind mgmt-3206ff16-fb29-4a30-82ea-e76f50dd7d15 => mgmt-3206ff16-fb29-4a30-82ea
bind repl-3206ff16-fb29-4a30-82ea-e76f50dd7d15 => repl-3206ff16-fb29-4a30-82ea
Exchange 'amq.direct' (direct)
bind repl-3206ff16-fb29-4a30-82ea-e76f50dd7d15 => repl-3206ff16-fb29-4a30-82ea
bind repl-df06c7a6-4ce7-426a-9f66-da91a2a6a837 => repl-df06c7a6-4ce7-426a-9f66
bind repl-c55915c2-2fda-43ee-9410-b1c1cbb3e4ae => repl-c55915c2-2fda-43ee-9410
Exchange 'amq.topic' (topic)
Exchange 'amq.fanout' (fanout)
Exchange 'amq.match' (headers)
Exchange 'qpid.management' (topic)
bind mgmt.# => mgmt-3206ff16-fb29-4a30-82ea-e76f50dd7d15
```

2.1.2. Using qpid-route

This utility is to create federated networks of brokers. This allows you to forward messages between brokers in a network. Messages can be routed statically (using "qpid-route route add") where the bindings that control message forwarding are supplied in the route. Message routing can also be dynamic (using "qpid-route dynamic add") where the messages are automatically forwarded to clients based on their bindings to the local broker.

```
$ qpid-route
Usage:  qpid-route [OPTIONS] dynamic add <dest-broker> <src-broker> <exchange> [target]
        qpid-route [OPTIONS] dynamic del <dest-broker> <src-broker> <exchange> [target]

        qpid-route [OPTIONS] route add    <dest-broker> <src-broker> <exchange> <route>
        qpid-route [OPTIONS] route del    <dest-broker> <src-broker> <exchange> <route>
        qpid-route [OPTIONS] queue add    <dest-broker> <src-broker> <exchange> <queue>
        qpid-route [OPTIONS] queue del    <dest-broker> <src-broker> <exchange> <queue>
        qpid-route [OPTIONS] route list   [<dest-broker>]
        qpid-route [OPTIONS] route flush  [<dest-broker>]
        qpid-route [OPTIONS] route map    [<broker>]

        qpid-route [OPTIONS] link add    <dest-broker> <src-broker>
        qpid-route [OPTIONS] link del    <dest-broker> <src-broker>
        qpid-route [OPTIONS] link list   [<dest-broker>]

Options:
  -v [ --verbose ]          Verbose output
  -q [ --quiet ]            Quiet output, don't print duplicate warnings
  -d [ --durable ]          Added configuration shall be durable
  -e [ --del-empty-link ]   Delete link after deleting last route on the link
  -s [ --src-local ]        Make connection to source broker (push route)
  -t <transport> [ --transport <transport> ]
                              Specify transport to use for links, defaults to tcp
```

dest-broker and src-broker are in the form: [username/password@] hostname | ip-
ex: localhost, 10.1.1.7:10000, broker-host:10000, guest/guest@localhost

A few examples:

```
qpidd-route dynamic add host1 host2 fed.topic
qpidd-route dynamic add host2 host1 fed.topic
```

```
qpidd-route -v route add host1 host2 hub1.topic hub2.topic.stock.buy
qpidd-route -v route add host1 host2 hub1.topic hub2.topic.stock.sell
qpidd-route -v route add host1 host2 hub1.topic 'hub2.topic.stock.#'
qpidd-route -v route add host1 host2 hub1.topic 'hub2.#'
qpidd-route -v route add host1 host2 hub1.topic 'hub2.topic.#'
qpidd-route -v route add host1 host2 hub1.topic 'hub2.global.#'
```

The link map feature can be used to display the entire federated network configuration by supplying a single broker as an entry point:

```
$ qpidd-route route map localhost:10001
```

Finding Linked Brokers:

```
localhost:10001... Ok
localhost:10002... Ok
localhost:10003... Ok
localhost:10004... Ok
localhost:10005... Ok
localhost:10006... Ok
localhost:10007... Ok
localhost:10008... Ok
```

Dynamic Routes:

Exchange fed.topic:

```
localhost:10002 <=> localhost:10001
localhost:10003 <=> localhost:10002
localhost:10004 <=> localhost:10002
localhost:10005 <=> localhost:10002
localhost:10006 <=> localhost:10005
localhost:10007 <=> localhost:10006
localhost:10008 <=> localhost:10006
```

Exchange fed.direct:

```
localhost:10002 => localhost:10001
localhost:10004 => localhost:10003
localhost:10003 => localhost:10002
localhost:10001 => localhost:10004
```

Static Routes:

```
localhost:10003(ex=amq.direct) <= localhost:10005(ex=amq.direct) key=rkey
localhost:10003(ex=amq.direct) <= localhost:10005(ex=amq.direct) key=rkey2
```

2.1.3. Using qpidd-tool

This utility provided a telnet style interface to be able to view, list all stats and action all the methods. Simple capture below. Best to just play with it and mail the list if you have questions or want features added.

```

qpidd:
qpidd: help
Management Tool for QPID
Commands:
    list                    - Print summary of existing objects by class
    list <className>       - Print list of objects of the specified class
    list <className> all   - Print contents of all objects of specified c
    list <className> active - Print contents of all non-deleted objects of
    list <list-of-IDs>      - Print contents of one or more objects (infer
    list <className> <list-of-IDs> - Print contents of one or more objects
        list is space-separated, ranges may be specified (i.e. 1004-1010)
    call <ID> <methodName> <args> - Invoke a method on an object
    schema                  - Print summary of object classes seen on the
    schema <className>     - Print details of an object class
    set time-format short   - Select short timestamp format (default)
    set time-format long    - Select long timestamp format
    quit or ^D             - Exit the program

qpidd: list
Management Object Types:
  ObjectType      Active  Deleted
  =====
  qpidd.binding   21      0
  qpidd.broker    1       0
  qpidd.client    1       0
  qpidd.exchange  6       0
  qpidd.queue     13      0
  qpidd.session   4       0
  qpidd.system    1       0
  qpidd.vhost     1       0

qpidd: list qpidd.system
Objects of type qpidd.system
  ID      Created   Destroyed  Index
  =====
  1000    21:00:02   -          host

qpidd: list 1000
Object of type qpidd.system: (last sample time: 21:26:02)
  Type      Element      1000
  =====
  config    sysId        host
  config    osName       Linux
  config    nodeName    localhost.localdomain
  config    release     2.6.24.4-64.fc8
  config    version     #1 SMP Sat Mar 29 09:15:49 EDT 2008
  config    machine     x86_64

qpidd: schema queue
Schema for class 'qpidd.queue':
  Element              Type              Unit              Access      Notes      Descript
  =====
  vhostRef              reference              ReadCreate      index
  name                  short-string          ReadCreate      index
  durable               boolean              ReadCreate
  autoDelete            boolean              ReadCreate
  exclusive              boolean              ReadCreate
  arguments              field-table          ReadOnly          Argument

```

Managing the AMQP Messaging Broker

storeRef	reference	ReadOnly	Referenc
msgTotalEnqueues	uint64	message	Total me
msgTotalDequeues	uint64	message	Total me
msgTxnEnqueues	uint64	message	Transact
msgTxnDequeues	uint64	message	Transact
msgPersistEnqueues	uint64	message	Persiste
msgPersistDequeues	uint64	message	Persiste
msgDepth	uint32	message	Current
msgDepthHigh	uint32	message	Current
msgDepthLow	uint32	message	Current
byteTotalEnqueues	uint64	octet	Total me
byteTotalDequeues	uint64	octet	Total me
byteTxnEnqueues	uint64	octet	Transact
byteTxnDequeues	uint64	octet	Transact
bytePersistEnqueues	uint64	octet	Persiste
bytePersistDequeues	uint64	octet	Persiste
byteDepth	uint32	octet	Current
byteDepthHigh	uint32	octet	Current
byteDepthLow	uint32	octet	Current
enqueueTxnStarts	uint64	transaction	Total en
enqueueTxnCommits	uint64	transaction	Total en
enqueueTxnRejects	uint64	transaction	Total en
enqueueTxnCount	uint32	transaction	Current
enqueueTxnCountHigh	uint32	transaction	Current
enqueueTxnCountLow	uint32	transaction	Current
dequeueTxnStarts	uint64	transaction	Total de
dequeueTxnCommits	uint64	transaction	Total de
dequeueTxnRejects	uint64	transaction	Total de
dequeueTxnCount	uint32	transaction	Current
dequeueTxnCountHigh	uint32	transaction	Current
dequeueTxnCountLow	uint32	transaction	Current
consumers	uint32	consumer	Current
consumersHigh	uint32	consumer	Current
consumersLow	uint32	consumer	Current
bindings	uint32	binding	Current
bindingsHigh	uint32	binding	Current
bindingsLow	uint32	binding	Current
unackedMessages	uint32	message	Messages
unackedMessagesHigh	uint32	message	Messages
unackedMessagesLow	uint32	message	Messages
messageLatencySamples	delta-time	nanosecond	Broker 1
messageLatencyMin	delta-time	nanosecond	Broker 1
messageLatencyMax	delta-time	nanosecond	Broker 1
messageLatencyAverage	delta-time	nanosecond	Broker 1
Method 'purge' Discard all messages on queue			
qpuid: list queue			
Objects of type qpuid.queue			
ID	Created	Destroyed	Index
=====			
1012	21:08:13	-	1002.pub_start
1014	21:08:13	-	1002.pub_done
1016	21:08:13	-	1002.sub_ready
1018	21:08:13	-	1002.sub_done
1020	21:08:13	-	1002.perftest0

Managing the AMQP
Messaging Broker

```

1038 21:09:08 - 1002.mgmt-3206ff16-fb29-4a30-82ea-e76f50dd7d15
1040 21:09:08 - 1002.repl-3206ff16-fb29-4a30-82ea-e76f50dd7d15
1046 21:09:32 - 1002.mgmt-df06c7a6-4ce7-426a-9f66-da91a2a6a837
1048 21:09:32 - 1002.repl-df06c7a6-4ce7-426a-9f66-da91a2a6a837
1054 21:10:01 - 1002.mgmt-c55915c2-2fda-43ee-9410-b1c1cbb3e4ae
1056 21:10:01 - 1002.repl-c55915c2-2fda-43ee-9410-b1c1cbb3e4ae
1063 21:26:00 - 1002.mgmt-8d621997-6356-48c3-acab-76a37081d0f3
1065 21:26:00 - 1002.repl-8d621997-6356-48c3-acab-76a37081d0f3

```

qpidd: list 1020

Object of type qpidd.queue: (last sample time: 21:26:02)

Type	Element	1020
config	vhostRef	1002
config	name	perftest0
config	durable	False
config	autoDelete	False
config	exclusive	False
config	arguments	{'qpidd.max_size': 0, 'qpidd.max_count': 0}
config	storeRef	NULL
inst	msgTotalEnqueues	500000 messages
inst	msgTotalDequeues	500000
inst	msgTxnEnqueues	0
inst	msgTxnDequeues	0
inst	msgPersistEnqueues	0
inst	msgPersistDequeues	0
inst	msgDepth	0
inst	msgDepthHigh	0
inst	msgDepthLow	0
inst	byteTotalEnqueues	512000000 octets
inst	byteTotalDequeues	512000000
inst	byteTxnEnqueues	0
inst	byteTxnDequeues	0
inst	bytePersistEnqueues	0
inst	bytePersistDequeues	0
inst	byteDepth	0
inst	byteDepthHigh	0
inst	byteDepthLow	0
inst	enqueueTxnStarts	0 transactions
inst	enqueueTxnCommits	0
inst	enqueueTxnRejects	0
inst	enqueueTxnCount	0
inst	enqueueTxnCountHigh	0
inst	enqueueTxnCountLow	0
inst	dequeueTxnStarts	0
inst	dequeueTxnCommits	0
inst	dequeueTxnRejects	0
inst	dequeueTxnCount	0
inst	dequeueTxnCountHigh	0
inst	dequeueTxnCountLow	0
inst	consumers	0 consumers
inst	consumersHigh	0
inst	consumersLow	0
inst	bindings	1 binding
inst	bindingsHigh	1

```
inst    bindingsLow          1
inst    unackedMessages      0 messages
inst    unackedMessagesHigh  0
inst    unackedMessagesLow   0
inst    messageLatencySamples 0
inst    messageLatencyMin     0
inst    messageLatencyMax     0
inst    messageLatencyAverage 0
qpidd:
```

2.1.4. Using qpidd-printevents

This utility connects to one or more brokers and collects events, printing out a line per event.

```
$ qpidd-printevents --help
Usage: qpidd-printevents [options] [broker-addr]...
```

Collect and print events from one or more Qpid message brokers. If no broker-addr is supplied, qpidd-printevents will connect to 'localhost:5672'. broker-addr is of the form: [username/password@] hostname | ip-address [:<port>] ex: localhost, 10.1.1.7:10000, broker-host:10000, guest/guest@localhost

Options:
-h, --help show this help message and exit

You get the idea... have fun!

2.2. Qpid Management Framework

- Section 2.2.1, “What Is QMF”
- Section 2.2.2, “Getting Started with QMF”
- Section 2.2.3, “QMF Concepts”
 - Section 2.2.3.1, “Console, Agent, and Broker”
 - Section 2.2.3.2, “Schema”
 - Section 2.2.3.3, “Class Keys and Class Versioning”
- Section 2.2.4, “The QMF Protocol”
- Section 2.2.5, “How to Write a QMF Console”
- Section 2.2.6, “How to Write a QMF Agent”

Please visit the ??? for information about the future of QMF.

2.2.1. What Is QMF

QMF (Qpid Management Framework) is a general-purpose management bus built on Qpid Messaging. It takes advantage of the scalability, security, and rich capabilities of Qpid to provide flexible and easy-to-use manageability to a large set of applications.

2.2.2. Getting Started with QMF

QMF is used through two primary APIs. The *console* API is used for console applications that wish to access and manipulate manageable components through QMF. The *agent* API is used for application that wish to be managed through QMF.

The fastest way to get started with QMF is to work through the "How To" tutorials for consoles and agents. For a deeper understanding of what is happening in the tutorials, it is recommended that you look at the *Qmf Concepts* section.

2.2.3. QMF Concepts

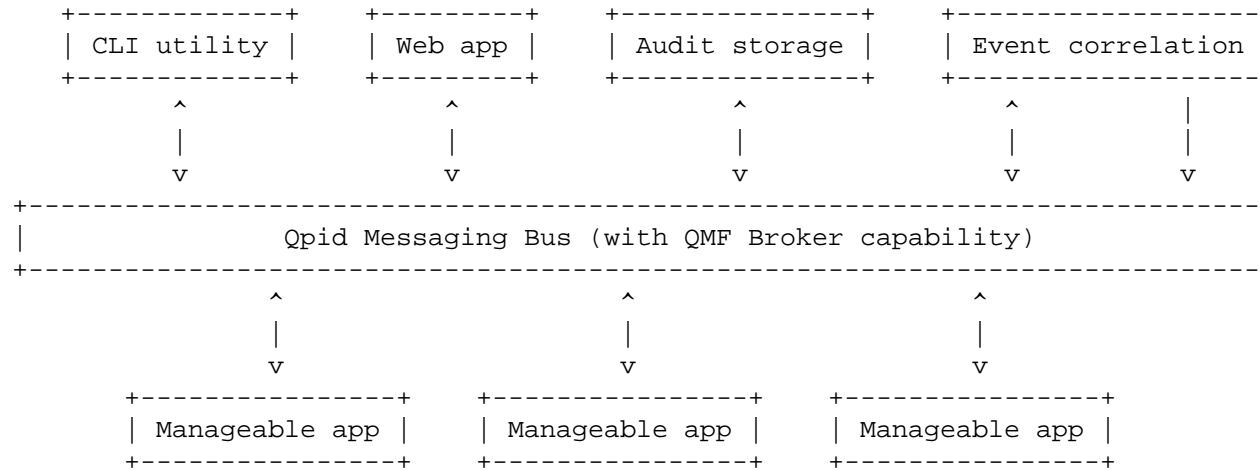
This section introduces important concepts underlying QMF.

2.2.3.1. Console, Agent, and Broker

The major architectural components of QMF are the Console, the Agent, and the Broker. Console components are the "managing" components of QMF and agent components are the "managed" parts. The broker is a central (possibly distributed, clustered and fault-tolerant) component that manages name spaces and caches schema information.

A console application may be a command-line utility, a three-tiered web-based GUI, a collection and storage device, a specialized application that monitors and reacts to events and conditions, or anything else somebody wishes to develop that uses QMF management data.

An agent application is any application that has been enhanced to allow itself to be managed via QMF.



In the above diagram, the *Manageable apps* are agents, the *CLI utility*, *Web app*, and *Audit storage* are consoles, and *Event correlation* is both a console and an agent because it can create events based on the aggregation of what it sees.

2.2.3.2. Schema

A *schema* describes the structure of management data. Each *agent* provides a schema that describes its management model including the object classes, methods, events, etc. that it provides. In the current QMF

distribution, the agent's schema is codified in an XML document. In the near future, there will also be ways to programatically create QMF schemata.

2.2.3.2.1. Package

Each agent that exports a schema identifies itself using a *package* name. The package provides a unique namespace for the classes in the agent's schema that prevent collisions with identically named classes in other agents' schemata.

Package names are in "reverse domain name" form with levels of hierarchy separated by periods. For example, the Qpid messaging broker uses package "org.apache.qpid.broker" and the Access Control List plugin for the broker uses package "org.apache.qpid.acl". In general, the package name should be the reverse of the internet domain name assigned to the organization that owns the agent software followed by identifiers to uniquely identify the agent.

The XML document for a package's schema uses an enclosing <schema> tag. For example:

```
<schema package="org.apache.qpid.broker">  
  
</schema>
```

2.2.3.2.2. Object Classes

Object classes define types for manageable objects. The agent may create and destroy objects which are instances of object classes in the schema. An object class is defined in the XML document using the <class> tag. An object class is composed of properties, statistics, and methods.

```
<class name="Exchange">  
  <property name="vhostRef"    type="objId" references="Vhost" access="RC" index=  
  <property name="name"       type="sstr"  access="RC" index="y"/>  
  <property name="type"       type="sstr"  access="RO"/>  
  <property name="durable"    type="bool"  access="RC"/>  
  <property name="arguments"  type="map"   access="RO" desc="Arguments supplied"  
  
  <statistic name="producerCount" type="hilo32" desc="Current producers on exch  
  <statistic name="bindingCount"  type="hilo32" desc="Current bindings"/>  
  <statistic name="msgReceives"   type="count64" desc="Total messages received"/>  
  <statistic name="msgDrops"     type="count64" desc="Total messages dropped (n  
  <statistic name="msgRoutes"    type="count64" desc="Total routed messages"/>  
  <statistic name="byteReceives" type="count64" desc="Total bytes received"/>  
  <statistic name="byteDrops"    type="count64" desc="Total bytes dropped (no m  
  <statistic name="byteRoutes"   type="count64" desc="Total routed bytes"/>  
</class>
```

2.2.3.2.3. Properties and Statistics

<property> and <statistic> tags must be placed within <schema> and </schema> tags.

Properties, statistics, and methods are the building blocks of an object class. Properties and statistics are both object attributes, though they are treated differently. If an object attribute is defining, seldom or never changes, or is large in size, it should be defined as a *property*. If an attribute is rapidly changing or is used to instrument the object (counters, etc.), it should be defined as a *statistic*.

The XML syntax for <property> and <statistic> have the following XML-attributes:

Table 2.1. XML Attributes for QMF Properties and Statistics

Attribute	<property>	<statistic>	Meaning
name	Y	Y	The name of the attribute
type	Y	Y	The data type of the attribute
unit	Y	Y	Optional unit name - use the singular (i.e. MByte)
desc	Y	Y	Description to annotate the attribute
references	Y		If the type is "objId", names the referenced class
access	Y		Access rights (RC, RW, RO)
index	Y		"y" if this property is used to uniquely identify the object. There may be more than one index property in a class
parentRef	Y		"y" if this property references an object in which this object is in a child-parent relationship.
optional	Y		"y" if this property is optional (i.e. may be NULL/not-present)
min	Y		Minimum value of a numeric attribute
max	Y		Maximum value of a numeric attribute
maxLen	Y		Maximum length of a string attribute

2.2.3.2.4. Methods

<method> tags must be placed within <schema> and </schema> tags.

A *method* is an invokable function to be performed on instances of the object class (i.e. a Remote Procedure Call). A <method> tag has a name, an optional description, and encloses zero or more arguments. Method arguments are defined by the <arg> tag and have a name, a type, a direction, and an optional description. The argument direction can be "I", "O", or "IO" indicating input, output, and input/output respectively. An example:

```
<method name="echo" desc="Request a response to test the path to the management
  <arg name="sequence" dir="IO" type="uint32"/>
  <arg name="body"      dir="IO" type="lstr"/>
```

</method>

2.2.3.2.5. Event Classes

2.2.3.2.6. Data Types

Object attributes, method arguments, and event arguments have data types. The data types are based on the rich data typing system provided by the AMQP messaging protocol. The following table describes the data types available for QMF:

Table 2.2. QMF Datatypes

QMF Type	Description
REF	QMF Object ID - Used to reference another QMF object.
U8	8-bit unsigned integer
U16	16-bit unsigned integer
U32	32-bit unsigned integer
U64	64-bit unsigned integer
S8	8-bit signed integer
S16	16-bit signed integer
S32	32-bit signed integer
S64	64-bit signed integer
BOOL	Boolean - True or False
SSTR	Short String - String of up to 255 bytes
LSTR	Long String - String of up to 65535 bytes
ABSTIME	Absolute time since the epoch in nanoseconds (64-bits)
DELTATIME	Delta time in nanoseconds (64-bits)
FLOAT	Single precision floating point number
DOUBLE	Double precision floating point number
UUID	UUID - 128 bits
FTABLE	Field-table - std::map in C++, dictionary in Python

In the XML schema definition, types go by different names and there are a number of special cases. This is because the XML schema is used in code-generation for the agent API. It provides options that control what kind of accessors are generated for attributes of different types. The following table enumerates the types available in the XML format, which QMF types they map to, and other special handling that occurs.

Table 2.3. XML Schema Mapping for QMF Types

XML Type	QMF Type	Accessor Style	Special Characteristics
objId	REF	Direct (get, set)	
uint8,16,32,64	U8,16,32,64	Direct (get, set)	
int8,16,32,64	S8,16,32,64	Direct (get, set)	

bool	BOOL	Direct (get, set)	
sstr	SSTR	Direct (get, set)	
lstr	LSTR	Direct (get, set)	
absTime	ABSTIME	Direct (get, set)	
deltaTime	DELTATIME	Direct (get, set)	
float	FLOAT	Direct (get, set)	
double	DOUBLE	Direct (get, set)	
uuid	UUID	Direct (get, set)	
map	FTABLE	Direct (get, set)	
hilo8,16,32,64	U8,16,32,64	Counter (inc, dec)	Generates value, valueMin, valueMax
count8,16,32,64	U8,16,32,64	Counter (inc, dec)	
mma32,64	U32,64	Direct	Generates valueMin, valueMax, valueAverage, valueSamples
mmaTime	DELTATIME	Direct	Generates valueMin, valueMax, valueAverage, valueSamples

Important

When writing a schema using the XML format, types used in <property> or <arg> must be types that have *Direct* accessor style. Any type may be used in <statistic> tags.

2.2.3.3. Class Keys and Class Versioning

2.2.4. The QMF Protocol

The QMF protocol defines the message formats and communication patterns used by the different QMF components to communicate with one another.

A description of the current version of the QMF protocol can be found at ???.

A proposal for an updated protocol based on map-messages is in progress and can be found at ???.

2.2.5. How to Write a QMF Console

Please see the ??? for information about using the console API with Python.

2.2.6. How to Write a QMF Agent

2.3. QMF Python Console Tutorial

- Section 2.3.1, “Prerequisite - Install Qpid Messaging ”

- Section 2.3.2, “ Synchronous Console Operations ”
- • Section 2.3.2.1, “ Creating a QMF Console Session and Attaching to a Broker ”
- Section 2.3.2.2, “ Accessing Managed Objects ”
- • Section 2.3.2.2.1, “ Viewing Properties and Statistics of an Object ”
- Section 2.3.2.2.2, “ Invoking Methods on an Object ”
- Section 2.3.3, “ Asynchronous Console Operations ”
- • Section 2.3.3.1, “ Creating a Console Class to Receive Asynchronous Data ”
- Section 2.3.3.2, “ Receiving Events ”
- Section 2.3.3.3, “ Receiving Objects ”
- Section 2.3.3.4, “ Asynchronous Method Calls and Method Timeouts ”
- Section 2.3.4, “ Discovering what Kinds of Objects are Available ”

2.3.1. Prerequisite - Install Qpid Messaging

QMF uses AMQP Messaging (QPid) as its means of communication. To use QMF, Qpid messaging must be installed somewhere in the network. Qpid can be downloaded as source from Apache, is packaged with a number of Linux distributions, and can be purchased from commercial vendors that use Qpid. Please see <http://qpid.apache.org> for information as to where to get Qpid Messaging.

Qpid Messaging includes a message broker (qpidd) which typically runs as a daemon on a system. It also includes client bindings in various programming languages. The Python-language client library includes the QMF console libraries needed for this tutorial.

Please note that Qpid Messaging has two broker implementations. One is implemented in C++ and the other in Java. At press time, QMF is supported only by the C++ broker.

If the goal is to get the tutorial examples up and running as quickly as possible, all of the Qpid components can be installed on a single system (even a laptop). For more realistic deployments, the broker can be deployed on a server and the client/QMF libraries installed on other systems.

2.3.2. Synchronous Console Operations

The Python console API for QMF can be used in a synchronous style, an asynchronous style, or a combination of both. Synchronous operations are conceptually simple and are well suited for user-interactive tasks. All operations are performed in the context of a Python function call. If communication over the message bus is required to complete an operation, the function call blocks and waits for the expected result (or timeout failure) before returning control to the caller.

2.3.2.1. Creating a QMF Console Session and Attaching to a Broker

For the purposes of this tutorial, code examples will be shown as they are entered in an interactive python session.

```
$ python
```



```
Python 2.5.2 (r252:60911, Sep 30 2008, 15:41:38)
[GCC 4.3.2 20080917 (Red Hat 4.3.2-4)] on linux2
Type "help", "copyright", "credits" or "license" for more information.
>>>
```

We will begin by importing the required libraries. If the Python client is properly installed, these libraries will be found normally by the Python interpreter.

```
>>> from qmf.console import Session
```

We must now create a *Session* object to manage this QMF console session.

```
>>> sess = Session()
```

If no arguments are supplied to the creation of *Session*, it defaults to synchronous-only operation. It also defaults to user-management of connections. More on this in a moment.

We will now establish a connection to the messaging broker. If the broker daemon is running on the local host, simply use the following:

```
>>> broker = sess.addBroker()
```

If the messaging broker is on a remote host, supply the URL to the broker in the *addBroker* function call. Here's how to connect to a local broker using the URL.

```
>>> broker = sess.addBroker("amqp://localhost")
```

The call to *addBroker* is synchronous and will return only after the connection has been successfully established or has failed. If a failure occurs, *addBroker* will raise an exception that can be handled by the console script.

```
>>> try:
...     broker = sess.addBroker("amqp://localhost:1000")
... except:
...     print "Connection Failed"
...
Connection Failed
>>>
```

This operation fails because there is no Qpid Messaging broker listening on port 1000 (the default port for qpidd is 5672).

If preferred, the QMF session can manage the connection for you. In this case, *addBroker* returns immediately and the session attempts to establish the connection in the background. This will be covered in detail in the section on asynchronous operations.

2.3.2.2. Accessing Managed Objects

The Python console API provides access to remotely managed objects via a *proxy* model. The API gives the client an object that serves as a proxy representing the "real" object being managed on the agent application. Operations performed on the proxy result in the same operations on the real object.

The following examples assume prior knowledge of the kinds of objects that are actually available to be managed. There is a section later in this tutorial that describes how to discover what is manageable on the QMF bus.

Proxy objects are obtained by calling the *Session.getObjects* function.

To illustrate, we'll get a list of objects representing queues in the message broker itself.

```
>>> queues = sess.getObjects(_class="queue", _package="org.apache.qpid.broker")
```

queues is an array of proxy objects representing real queues on the message broker. A proxy object can be printed to display a description of the object.

```
>>> for q in queues:
...     print q
...
org.apache.qpid.broker:queue[0-1537-1-0-58] 0-0-1-0-1152921504606846979:reply-loc
org.apache.qpid.broker:queue[0-1537-1-0-61] 0-0-1-0-1152921504606846979:topic-loc
>>>
```

2.3.2.2.1. Viewing Properties and Statistics of an Object

Let us now focus our attention on one of the queue objects.

```
>>> queue = queues[0]
```

The attributes of an object are partitioned into *properties* and *statistics*. Though the distinction is somewhat arbitrary, *properties* tend to be fairly static and may also be large and *statistics* tend to change rapidly and are relatively small (counters, etc.).

There are two ways to view the properties of an object. An array of properties can be obtained using the *getProperties* function:

```
>>> props = queue.getProperties()
>>> for prop in props:
...     print prop
...
(vhostRef, 0-0-1-0-1152921504606846979)
(name, u'reply-localhost.localdomain.32004')
(durable, False)
(autoDelete, True)
(exclusive, True)
(arguments, {})
>>>
```

The *getProperties* function returns an array of tuples. Each tuple consists of the property descriptor and the property value.

A more convenient way to access properties is by using the attribute of the proxy object directly:

```
>>> queue.autoDelete
```

```
True
>>> queue.name
u'reply-localhost.localdomain.32004'
>>>
```

Statistics are accessed in the same way:

```
>>> stats = queue.getStatistics()
>>> for stat in stats:
...     print stat
...
(msgTotalEnqueues, 53)
(msgTotalDequeues, 53)
(msgTxnEnqueues, 0)
(msgTxnDequeues, 0)
(msgPersistEnqueues, 0)
(msgPersistDequeues, 0)
(msgDepth, 0)
(byteDepth, 0)
(byteTotalEnqueues, 19116)
(byteTotalDequeues, 19116)
(byteTxnEnqueues, 0)
(byteTxnDequeues, 0)
(bytePersistEnqueues, 0)
(bytePersistDequeues, 0)
(consumerCount, 1)
(consumerCountHigh, 1)
(consumerCountLow, 1)
(bindingCount, 2)
(bindingCountHigh, 2)
(bindingCountLow, 2)
(unackedMessages, 0)
(unackedMessagesHigh, 0)
(unackedMessagesLow, 0)
(messageLatencySamples, 0)
(messageLatencyMin, 0)
(messageLatencyMax, 0)
(messageLatencyAverage, 0)
>>>
```

or alternatively:

```
>>> queue.byteTotalEnqueues
19116
>>>
```

The proxy objects do not automatically track changes that occur on the real objects. For example, if the real queue enqueues more bytes, viewing the *byteTotalEnqueues* statistic will show the same number as it did the first time. To get updated data on a proxy object, use the *update* function call:

```
>>> queue.update()
>>> queue.byteTotalEnqueues
```

```
19783
>>>
```

Be Advised

The *update* method was added after the M4 release of Qpid/Qmf. It may not be available in your distribution.

2.3.2.2.2. Invoking Methods on an Object

Up to this point, we have used the QMF Console API to find managed objects and view their attributes, a read-only activity. The next topic to illustrate is how to invoke a method on a managed object. Methods allow consoles to control the managed agents by either triggering a one-time action or by changing the values of attributes in an object.

First, we'll cover some background information about methods. A *QMF object class* (of which a *QMF object* is an instance), may have zero or more methods. To obtain a list of methods available for an object, use the *getMethods* function.

```
>>> methodList = queue.getMethods()
```

getMethods returns an array of method descriptors (of type *qmf.console.SchemaMethod*). To get a summary of a method, you can simply print it. The *_repr_* function returns a string that looks like a function prototype.

```
>>> print methodList
[purge(request)]
>>>
```

For the purposes of illustration, we'll use a more interesting method available on the *broker* object which represents the connected Qpid message broker.

```
>>> br = sess.getObjects(_class="broker", _package="org.apache.qpid.broker")[0]
>>> mlist = br.getMethods()
>>> for m in mlist:
...     print m
...
echo(sequence, body)
connect(host, port, durable, authMechanism, username, password, transport)
queueMoveMessages(srcQueue, destQueue, qty)
>>>
```

We have just learned that the *broker* object has three methods: *echo*, *connect*, and *queueMoveMessages*. We'll use the *echo* method to "ping" the broker.

```
>>> result = br.echo(1, "Message Body")
>>> print result
OK (0) - {'body': u'Message Body', 'sequence': 1}
>>> print result.status
0
>>> print result.text
OK
```

```
>>> print result.outArgs
{'body': u'Message Body', 'sequence': 1}
>>>
```

In the above example, we have invoked the *echo* method on the instance of the broker designated by the proxy "br" with a sequence argument of 1 and a body argument of "Message Body". The result indicates success and contains the output arguments (in this case copies of the input arguments).

To be more precise... Calling *echo* on the proxy causes the input arguments to be marshalled and sent to the remote agent where the method is executed. Once the method execution completes, the output arguments are marshalled and sent back to the console to be stored in the method result.

You are probably wondering how you are supposed to know what types the arguments are and which arguments are input, which are output, or which are both. This will be addressed later in the "Discovering what Kinds of Objects are Available" section.

2.3.3. Asynchronous Console Operations

QMF is built on top of a middleware messaging layer (Qpid Messaging). Because of this, QMF can use some communication patterns that are difficult to implement using network transports like UDP, TCP, or SSL. One of these patterns is called the *Publication and Subscription* pattern (pub-sub for short). In the pub-sub pattern, data sources *publish* information without a particular destination in mind. Data sinks (destinations) *subscribe* using a set of criteria that describes what kind of data they are interested in receiving. Data published by a source may be received by zero, one, or many subscribers.

QMF uses the pub-sub pattern to distribute events, object creation and deletion, and changes to properties and statistics. A console application using the QMF Console API can receive these asynchronous and unsolicited events and updates. This is useful for applications that store and analyze events and/or statistics. It is also useful for applications that react to certain events or conditions.

Note that console applications may always use the synchronous mechanisms.

2.3.3.1. Creating a Console Class to Receive Asynchronous Data

Asynchronous API operation occurs when the console application supplies a *Console* object to the session manager. The *Console* object (which overrides the *qmf.console.Console* class) handles all asynchronously arriving data. The *Console* class has the following methods. Any number of these methods may be overridden by the console application. Any method that is not overridden defaults to a null handler which takes no action when invoked.

Table 2.4. QMF Python Console Class Methods

Method	Arguments	Invoked when...
brokerConnected	broker	a connection to a broker is established
brokerDisconnected	broker	a connection to a broker is lost
newPackage	name	a new package is seen on the QMF bus
newClass	kind, classKey	a new class (event or object) is seen on the QMF bus
newAgent	agent	a new agent appears on the QMF bus

delAgent	agent	an agent disconnects from the QMF bus
objectProps	broker, object	the properties of an object are published
objectStats	broker, object	the statistics of an object are published
event	broker, event	an event is published
heartbeat	agent, timestamp	a heartbeat is published by an agent
brokerInfo	broker	information about a connected broker is available to be queried
methodResponse	broker, seq, response	the result of an asynchronous method call is received

Supplied with the API is a class called *DebugConsole*. This is a test *Console* instance that overrides all of the methods such that arriving asynchronous data is printed to the screen. This can be used to see all of the arriving asynchronous data.

2.3.3.2. Receiving Events

We'll start the example from the beginning to illustrate the reception and handling of events. In this example, we will create a *Console* class that handles broker-connect, broker-disconnect, and event messages. We will also allow the session manager to manage the broker connection for us.

Begin by importing the necessary classes:

```
>>> from qmf.console import Session, Console
```

Now, create a subclass of *Console* that handles the three message types:

```
>>> class EventConsole(Console):
...     def brokerConnected(self, broker):
...         print "brokerConnected:", broker
...     def brokerDisconnected(self, broker):
...         print "brokerDisconnected:", broker
...     def event(self, broker, event):
...         print "event:", event
...
>>>
```

Make an instance of the new class:

```
>>> myConsole = EventConsole()
```

Create a *Session* class using the console instance. In addition, we shall request that the session manager do the connection management for us. Notice also that we are requesting that the session manager not receive objects or heartbeats. Since this example is concerned only with events, we can optimize the use of the messaging bus by telling the session manager not to subscribe for object updates or heartbeats.

```
>>> sess = Session(myConsole, manageConnections=True, rcvObjects=False, rcvHeartbeats=True)
>>> broker = sess.addBroker()
>>>
```

Once the broker is added, we will begin to receive asynchronous events (assuming there is a functioning broker available to connect to).

```
brokerConnected: Broker connected at: localhost:5672
event: Thu Jan 29 19:53:19 2009 INFO org.apache.qpid.broker:bind broker=localhost
```

2.3.3.3. Receiving Objects

To illustrate asynchronous handling of objects, a small console program is supplied. The entire program is shown below for convenience. We will then go through it part-by-part to explain its design.

This console program receives object updates and displays a set of statistics as they change. It focuses on broker queue objects.

```
# Import needed classes
from qmf.console import Session, Console
from time import sleep

# Declare a dictionary to map object-ids to queue names
queueMap = {}

# Customize the Console class to receive object updates.
class MyConsole(Console):

    # Handle property updates
    def objectProps(self, broker, record):

        # Verify that we have received a queue object. Exit otherwise.
        classKey = record.getClassKey()
        if classKey.getClassName() != "queue":
            return

        # If this object has not been seen before, create a new mapping from objectID
        oid = record.getObjectId()
        if oid not in queueMap:
            queueMap[oid] = record.name

    # Handle statistic updates
    def objectStats(self, broker, record):

        # Ignore updates for objects that are not in the map
        oid = record.getObjectId()
        if oid not in queueMap:
            return

        # Print the queue name and some statistics
        print "%s: enqueues=%d dequeues=%d" % (queueMap[oid], record.msgTotalEnqueues,
```

```
# if the delete-time is non-zero, this object has been deleted. Remove it from
if record.getTimestamps()[2] > 0:
    queueMap.pop(oid)

# Create an instance of the QMF session manager. Set userBindings to True to allow
# this program to choose which objects classes it is interested in.
sess = Session(MyConsole(), manageConnections=True, rcvEvents=False, userBindings=True)

# Register to receive updates for broker:queue objects.
sess.bindClass("org.apache.qpid.broker", "queue")
broker = sess.addBroker()

# Suspend processing while the asynchronous operations proceed.
try:
    while True:
        sleep(1)
except:
    pass

# Disconnect the broker before exiting.
sess.delBroker(broker)
```

Before going through the code in detail, it is important to understand the differences between synchronous object access and asynchronous object access. When objects are obtained synchronously (using the *getObjects* function), the resulting proxy contains all of the object's attributes, both properties and statistics. When object data is published asynchronously, the properties and statistics are sent separately and only when the session first connects or when the content changes.

The script wishes to print the queue name with the updated statistics, but the queue name is only present with the properties. For this reason, the program needs to keep some state to correlate property updates with their corresponding statistic updates. This can be done using the *ObjectId* that uniquely identifies the object.

```
# If this object has not been seen before, create a new mapping from objectId
oid = record.getObjectId()
if oid not in queueMap:
    queueMap[oid] = record.name
```

The above code fragment gets the object ID from the proxy and checks to see if it is in the map (i.e. has been seen before). If it is not in the map, a new map entry is inserted mapping the object ID to the queue's name.

```
# if the delete-time is non-zero, this object has been deleted. Remove it from
if record.getTimestamps()[2] > 0:
    queueMap.pop(oid)
```

This code fragment detects the deletion of a managed object. After reporting the statistics, it checks the timestamps of the proxy. *getTimestamps* returns a list of timestamps in the order:

- *Current* - The timestamp of the sending of this update.
- *Create* - The time of the object's creation
- *Delete* - The time of the object's deletion (or zero if not deleted)

This code structure is useful for getting information about very-short-lived objects. It is possible that an object will be created, used, and deleted within an update interval. In this case, the property update will arrive first, followed by the statistic update. Both will indicate that the object has been deleted but a full accounting of the object's existence and final state is reported.

```
# Create an instance of the QMF session manager. Set userBindings to True to allow
# this program to choose which objects classes it is interested in.
sess = Session(MyConsole(), manageConnections=True, rcvEvents=False, userBindings=True)

# Register to receive updates for broker:queue objects.
sess.bindClass("org.apache.qpid.broker", "queue")
```

The above code is illustrative of the way a console application can tune its use of the QMF bus. Note that *rcvEvents* is set to *False*. This prevents the reception of events. Note also the use of *userBindings=True* and the call to *sess.bindClass*. If *userBindings* is set to *False* (its default), the session will receive object updates for all classes of object. In the case above, the application is only interested in *broker:queue* objects and reduces its bus bandwidth usage by requesting updates to only that class. *bindClass* may be called as many times as desired to add classes to the list of subscribed classes.

2.3.3.4. Asynchronous Method Calls and Method Timeouts

Method calls can also be invoked asynchronously. This is useful if a large number of calls needs to be made in a short time because the console application will not need to wait for the complete round-trip delay for each call.

Method calls are synchronous by default. They can be made asynchronous by adding the keyword-argument *_async=True* to the method call.

In a synchronous method call, the return value is the method result. When a method is called asynchronously, the return value is a sequence number that can be used to correlate the eventual result to the request. This sequence number is passed as an argument to the *methodResponse* function in the *Console* interface.

It is important to realize that the *methodResponse* function may be invoked before the asynchronous call returns. Make sure your code is written to handle this possibility.

2.3.4. Discovering what Kinds of Objects are Available