

# Advanced Message Queuing Protocol (AMQP) as a Communication Protocol Standard for IoT

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### **IoT Protocols**

- Infrastructure
- Identification
- Communication / Transport
- Discovery
- Data Protocols
- Device Management
- Semantic
- Multi-layer Frameworks



### **Data Protocols**

- Message Queuing Telemetry Transport (MQTT)
- Constrained Application Protocol (CoAP)
- Extensible Messaging and Presence Protocol (XMPP)
- Advanced Message Queuing Protocol (AMQP)



## **Development Reasons for AMQP**

- Need for an open standard for asynchronous messaging
- Only proprietary protocols or protocols with serious limitations
- Interoperability at enterprise-scale required by many different big actors in multiple different industries
  - Formation of AMQP working group
  - Iteratively developing the protocol based on feedback from the industry and developers
  - > Focus on reliability, scalability, performance and manageability



### Main Characteristics

- Symmetric
- Multiplexed
- Secure
- Compact
- Reliable
- Binary



### AMQP Model

Main elements:

- Containers, Nodes endpoints
- Connections, Channels, Sessions, Links routes
- Frames, Messages payloads



### **Containers and nodes**

### Container:

• Communicating application

### Node:

- Addressable entity within container
- Organized in any way
- Can be a consumer, producer, queue, relay or other entity



Picture source:



### **Connections and channels**

Connection:

- Between two containers
- Usually layered over TCP
- Provides reliably ordered sequence of frames



### Channel:

- Within connection
- Independent path through which messages can be sent
- Two channels can be bound together to form a session



### Sessions

- Within connection, between containers
- Binds two unidirectional channels
- Provides a window-based flow control model
- There can be multiple concurrent sessions within a connection



Picture source:





- Between nodes, within session
- Unidirectional message transfer route
- Named
- There can be multiple links within session
- Links can be recovered on a new connection in case connection breaks



Picture source:



### Frames

- Transported over channel
- Ordered sequence
- Maximum size negotiated
- Type describing AMQP operation

#### frame header

size, 4 bytes

offset, I byte

type, I byte (AMQP 0x00 / SASL 0x01)

channel-id (2 byte)

#### performative (@ size-offset\*4)

Open, Begin, Attach, Flow, Transfer, Disposition, Detach, End, Close

#### payload

AMQP Message (w/ Transfer)

Picture source:



### Frame transfer



- Containers connect to other containers
- Connections manage transfer capacity frame size, channel count
- Sessions formed over pairs of one-directional channels
- Connections and sessions are ephemeral if connection or session collapses, it cannot be recovered and must be setup again



### Messages

- Transported over link
- Message format is extensible
- Bare message is immutable, cannot be changed by any intermediary between sender and receiver
- Annotated message can be changed by intermediaries



Picture source:



### Message Transfer



- Unidirectional, named links formed over sessions
- Flow management through link credits
- In case of collapsed connection or session link can be recovered



### Questions

# • Can lack of competition from opensource standards be bad for AMQP?



### Questions

# • Complexity of AMQP – pro or con?



### Questions

 How important is community for IT projects, can AMQP grow without community behind it?



### The End

### Thank you for your attention! 😳