

ZeroEQ

Zero Event Queue — Easy, safe, fast messaging for C++

- C++ library for event-driven distributed architectures
 - ZeroMQ: robust and efficient data transport
 - Zeroconf: automatic resource discovery
 - ZeroBuf: Efficient, strong typed, strong semantic Serializables
- Push-based event propagation
 - Subscribe to events, receive them when they appear
 - Loose coupling to event publishers
- HTTP GET/PUT server with JSON payload

Example: Publish-Subscribe

Emitting application

```
zerobuf::render::Camera camera;  
  
zeq::Publisher publisher;  
  
while( true )  
    publisher.publish( camera );
```

Receiving application

```
zerobuf::render::Camera camera;  
  
zeq::Subscriber subscriber;  
  
subscriber.subscribe( camera );  
subscriber.receive();
```

- Zeroconf auto-subscribes within the same session (=user)
 - zeq::Subscriber(URI) for explicit subscription
- Receive blocks for one event

Example: HTTP Server

HTTP Server

```
zerobuf::render::Camera camera;  
  
zeq::http::Server server( ":4020" );  
server.add( camera );  
  
while( true )  
    server.receive();
```

Web Client

```
> telnet localhost 4020  
Escape character is '^]'.  
GET /zerobuf/render/Camera HTTP/1.1  
  
HTTP/1.0 200 OK  
Content-Length: 197  
  
{  
    "lookAt" : {  
        "x" : 0,  
        "y" : 0,  
        "z" : 0  
    },  
    "origin" : {  
[...]
```

- Publisher
 - Publish objects with simple Serializable interface
 - ZeroBuf generates Serializable objects
- Subscriber
 - Register Serializable objects
 - Updated upon receive()
 - Serializable has update notification function

- HTTP Server
 - Synchronous due to HTTP design
 - Behaves similar to a combined publisher+subscriber
 - GET for registered objects
 - PUT for subscribed objects
 - JSON payload

- Loosely couple similar applications
 - Camera, selection, time, simulation results, ...
- Bridge C++ applications into web services
- Remotely execute components of an application
 - Computation, IO, ...
- Build distributed data processing applications
- Decouple GUI from application
 - `http::Server` + Javascript

- GET /object/schema for http::Server
- Management server
 - Query schema, state and subscriptions
 - Initiate subscribe to a concrete publisher and event
 - For manual configuration through a “nodegraph” GUI