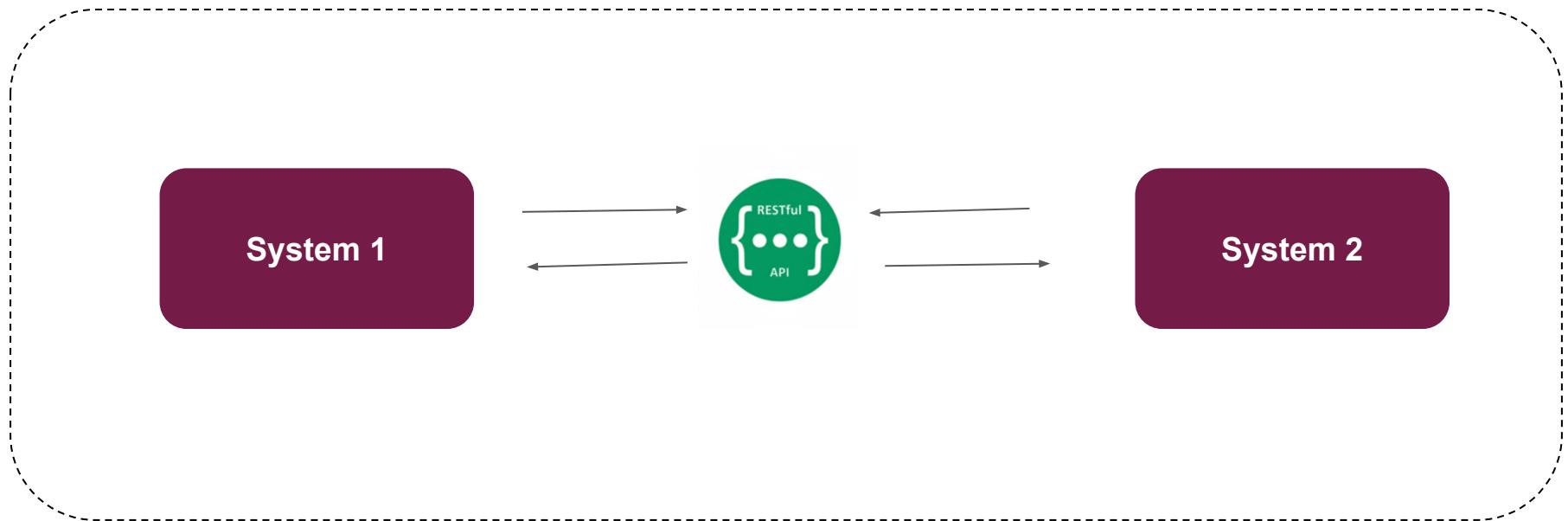


RabbitMQ

ENG. ISMAIL ANJRINI

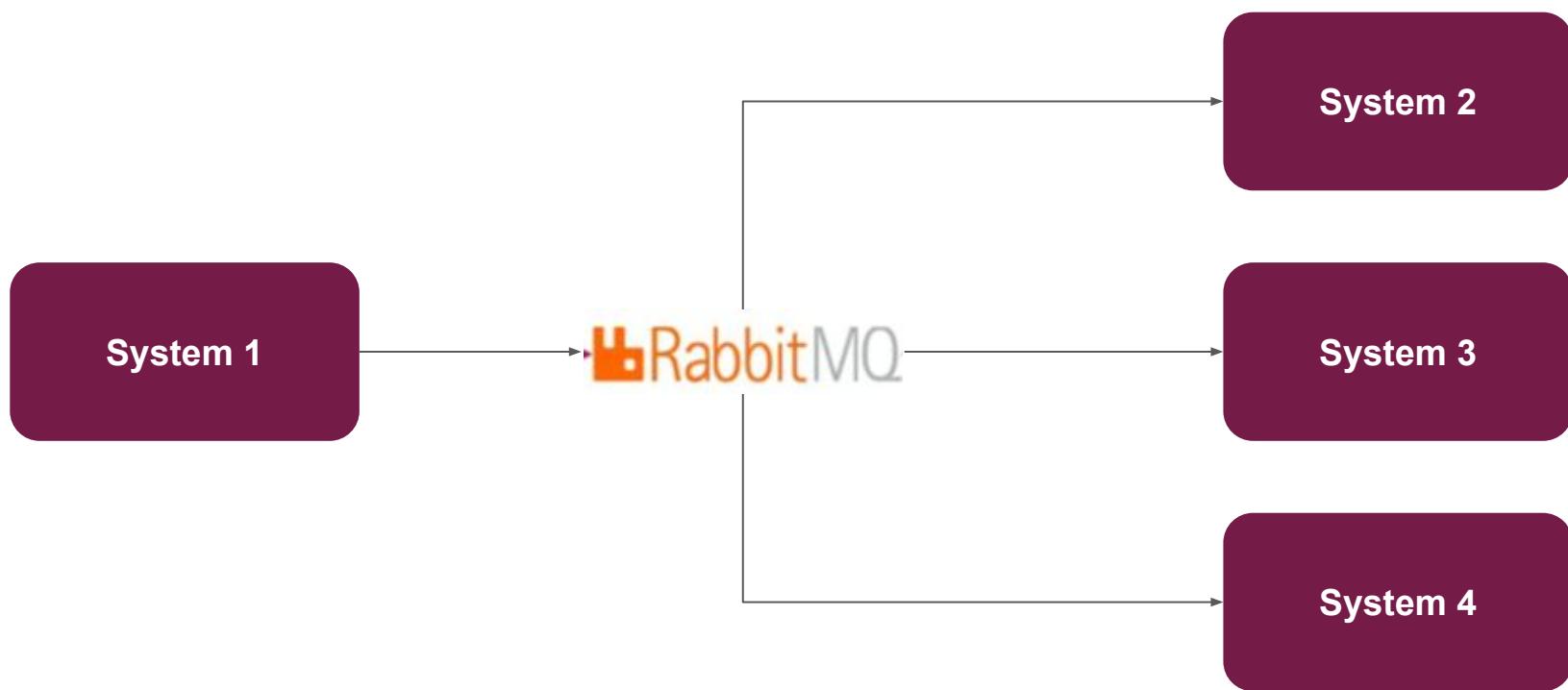
ENG. Mouaz Alsayyad (writer)

Sync



Async

Event Driven



- **RabbitMQ is the most widely deployed open source message broker**
- **RabbitMQ is lightweight and easy to deploy on premises and in the cloud**
- **RabbitMQ can be deployed in distributed and federated configurations to meet high-scale, high-availability requirements**
- **Asynchronous Messaging**
- **Develop cross-language messaging with favorite programming languages**
- **Management Monitoring**
- **OSS vs Commercial**

Broker

Messaging brokers receive messages

Publisher

Producer

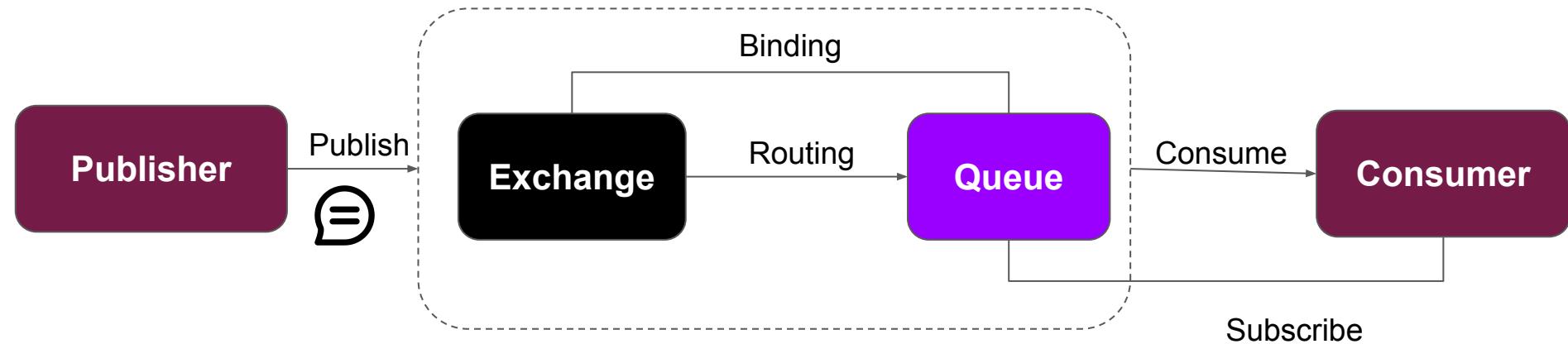
Consumer

Subscriber

Applications that publish messages

Applications that process message

Pub/Sub



Create Exchange

Exchange Type

direct fanout headers topic

Name

direct: The direct exchange will route the message to a queue whose binding key matches the routing key of the message exactly. So if you bind a queue to a direct exchange with the binding key “blue”, all messages published to that exchange with the routing key “blue” will end up in that queue. One queue can have multiple bindings to the same exchange with different binding keys.

topic: It is similar to the [direct exchange](#) in that it will route messages where the routing key matches the binding key from the queue binding. However, with a topic exchange, you can also use wildcards in the binding key. When using a topic exchange the routing key of the message must be a list of words separated by dots, like “metrics.server.cpu”. The reason is that topic exchange allows you to match on parts of the routing key and uses dots as separators.

fanout: The fanout exchange will route published messages to any queues bound to it without any conditions and no balancing between the queues.

headers: A headers exchange routes messages based on arguments containing headers and optional values. Headers exchanges are very similar to topic exchanges, but route messages based on header values instead of routing keys. A message matches if the value of the header equals the value specified upon binding.

Create Exchange

Durability	Durable Transient
	Durable: Survive restarts; auto-redeclared
	Transient: Lost on restart; must redeclare
Auto delete	Auto delete: Automatic cleanup, reduces orphaned exchanges
Internal	
Arguments	Arguments: alternate-exchange

Exchange Types

Default Exchange

Direct Exchange

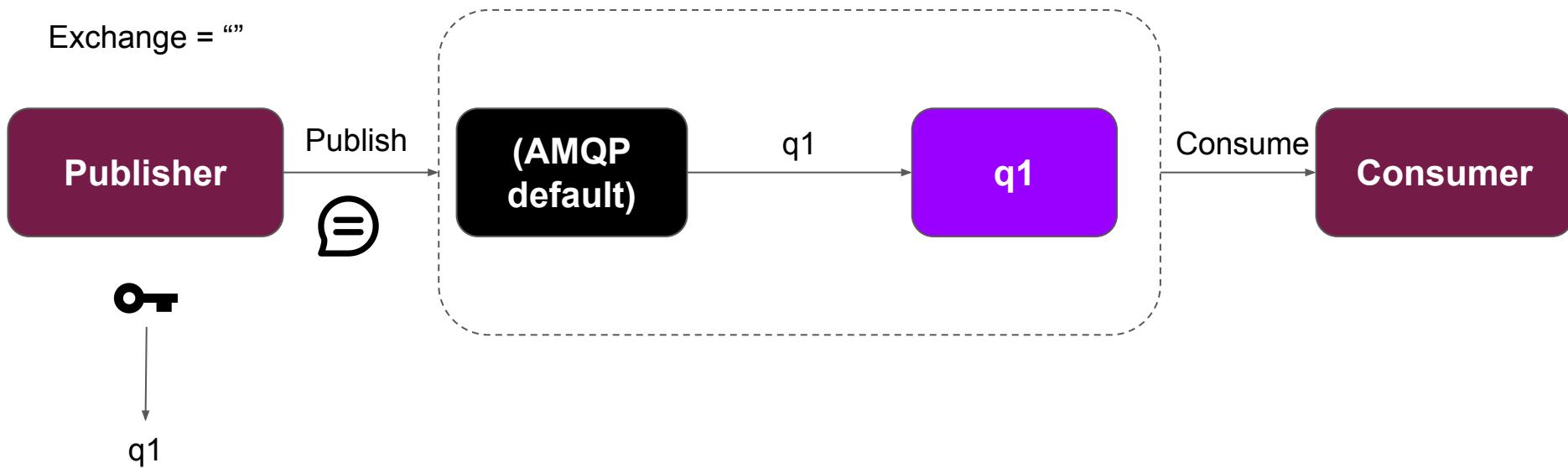
Fanout Exchange

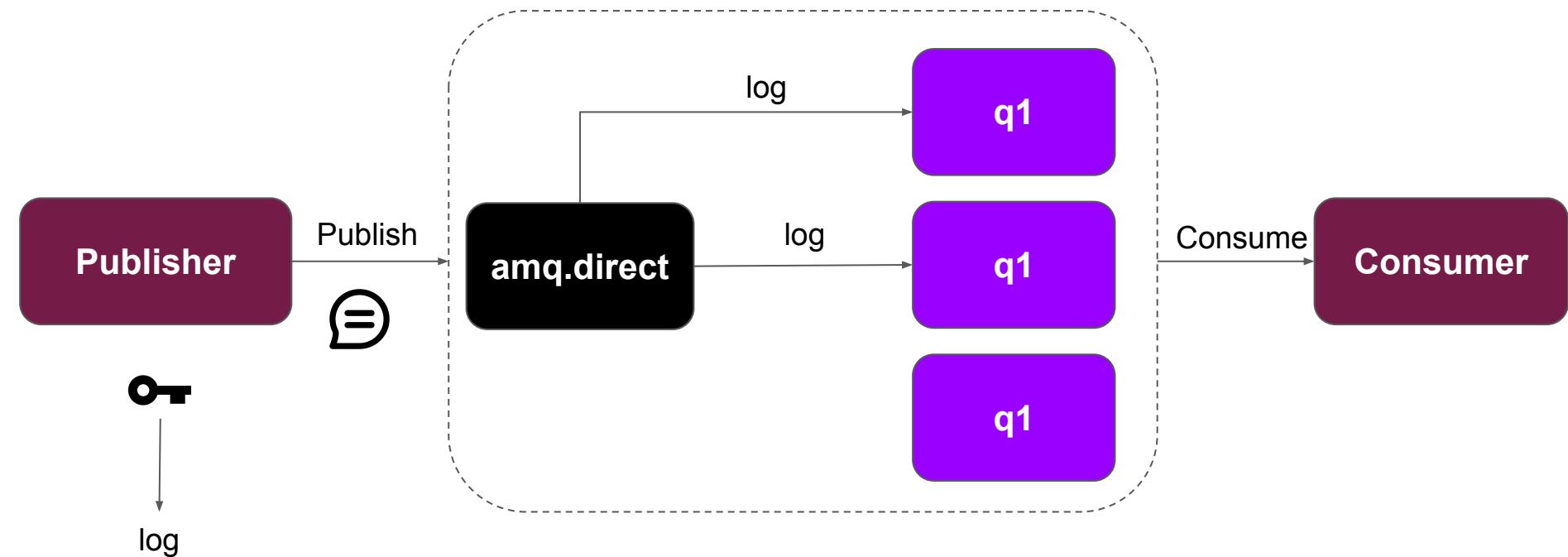
Topic Exchange

Headers Exchange

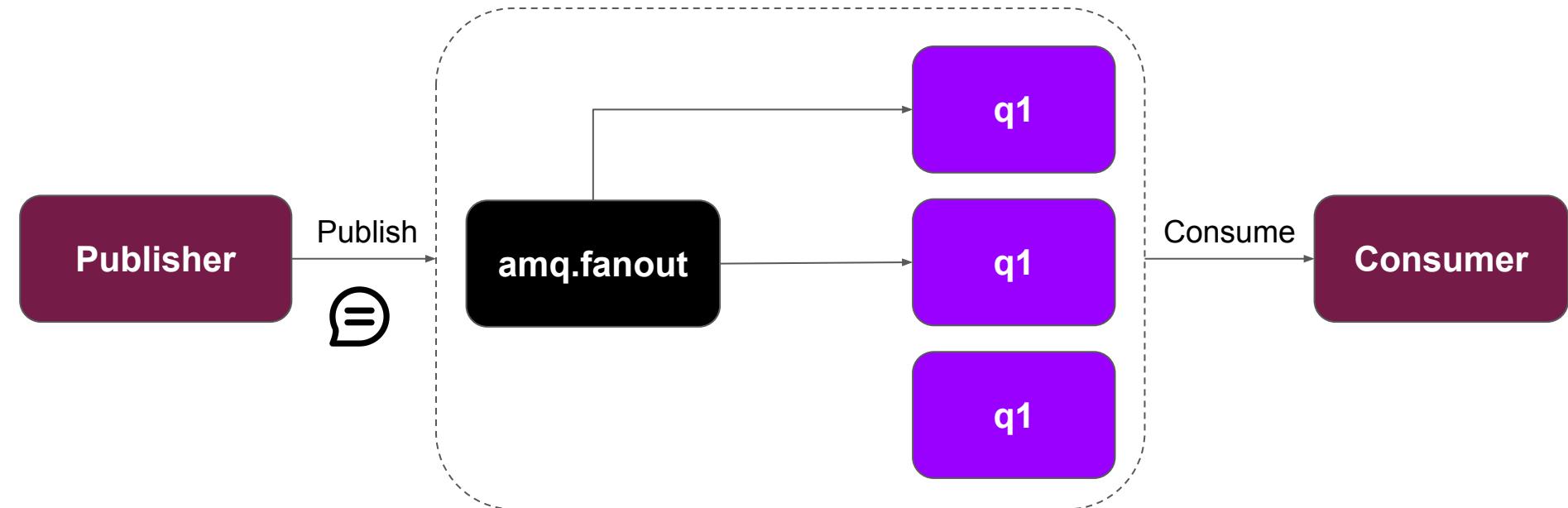


Exchange = “”

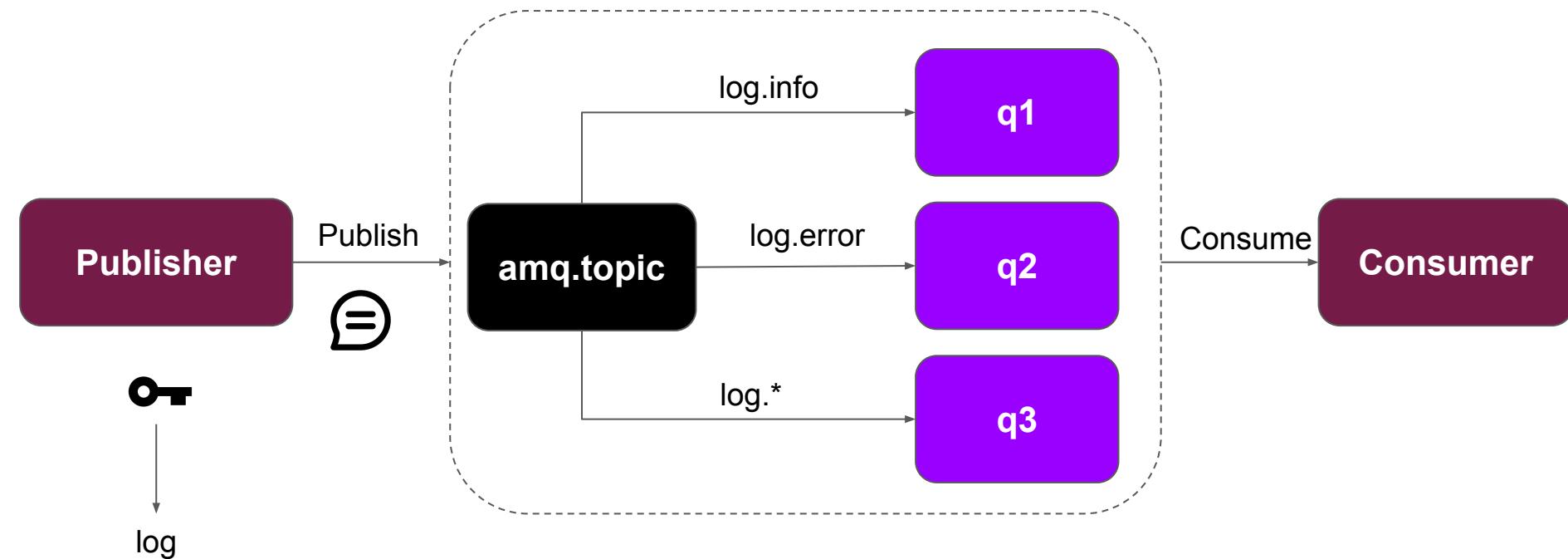




RabbitMQ

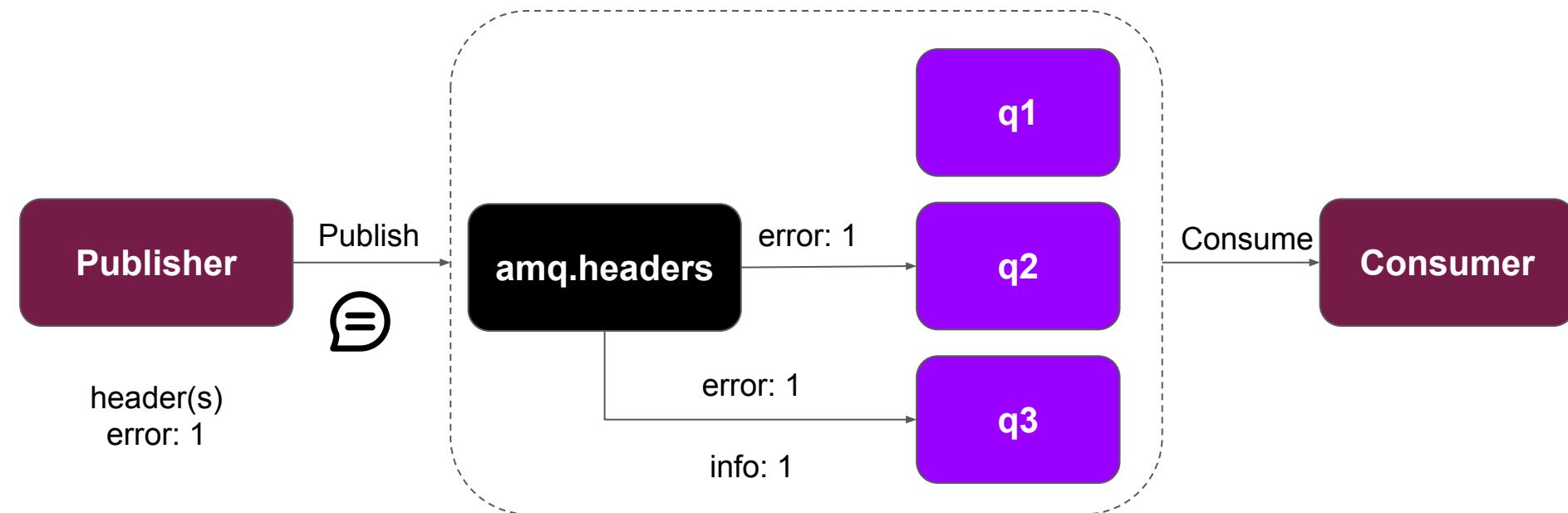


RabbitMQ



Header Exchange

x-match	any	all
	any-with-x	all-with-x



Create Queue

Name

Exclusive

Only one connection can use it, and it auto-deletes when that connection ends.

Durability

Durable Transient

Auto delete

Arguments

x-expires	x-message-ttl	x-max-length
x-dead-letter-routing-key	x-dead-letter-exchange	

dead-queue

x-dead-letter-routing-key
x-dead-letter-exchange

Dead Exchange

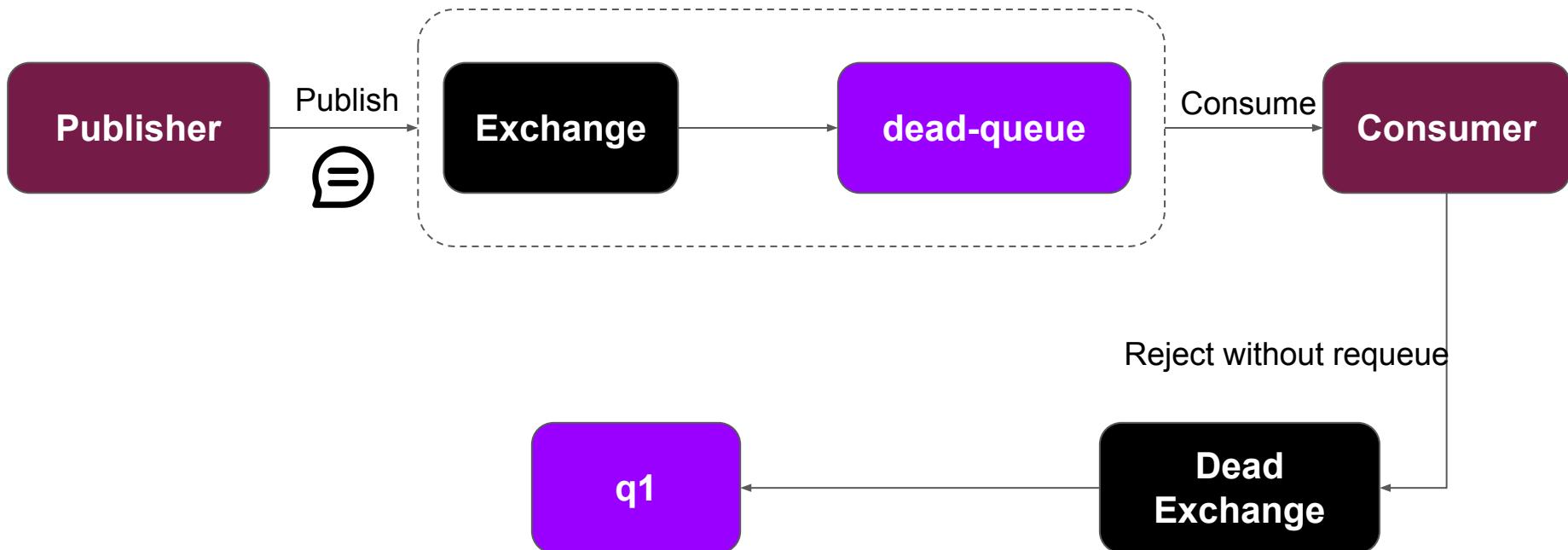


x-dead-letter-routing-key

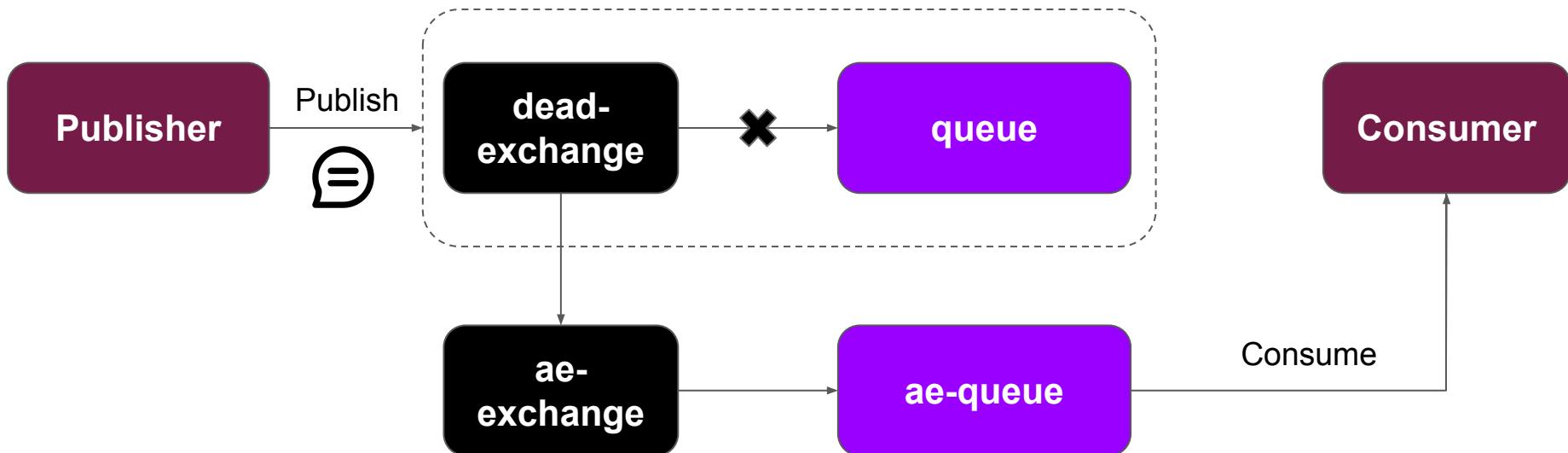
q1

Exchange	dead-letter-exchange
Routing Key	dead-key
Redelivered	o
Properties	delivery_mode: 1 headers: x-death: count: 1 exchange: queue: dead-queue reason: rejected routing-keys: dead-queue time: 1763811976
Payload	x-first-death-exchange: x-first-death-queue: dead-queue x-first-death-reason: rejected x-last-death-exchange: x-last-death-queue: dead-queue x-last-death-reason: rejected
Encoding:	string

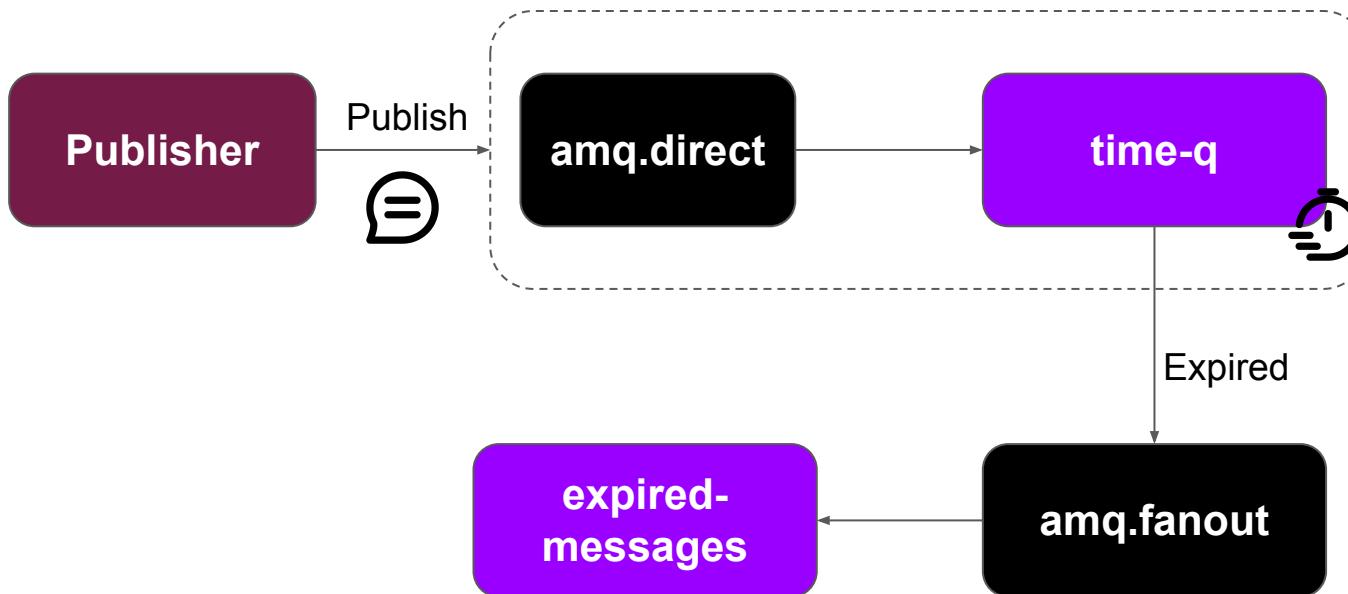
Hi, I am not good message



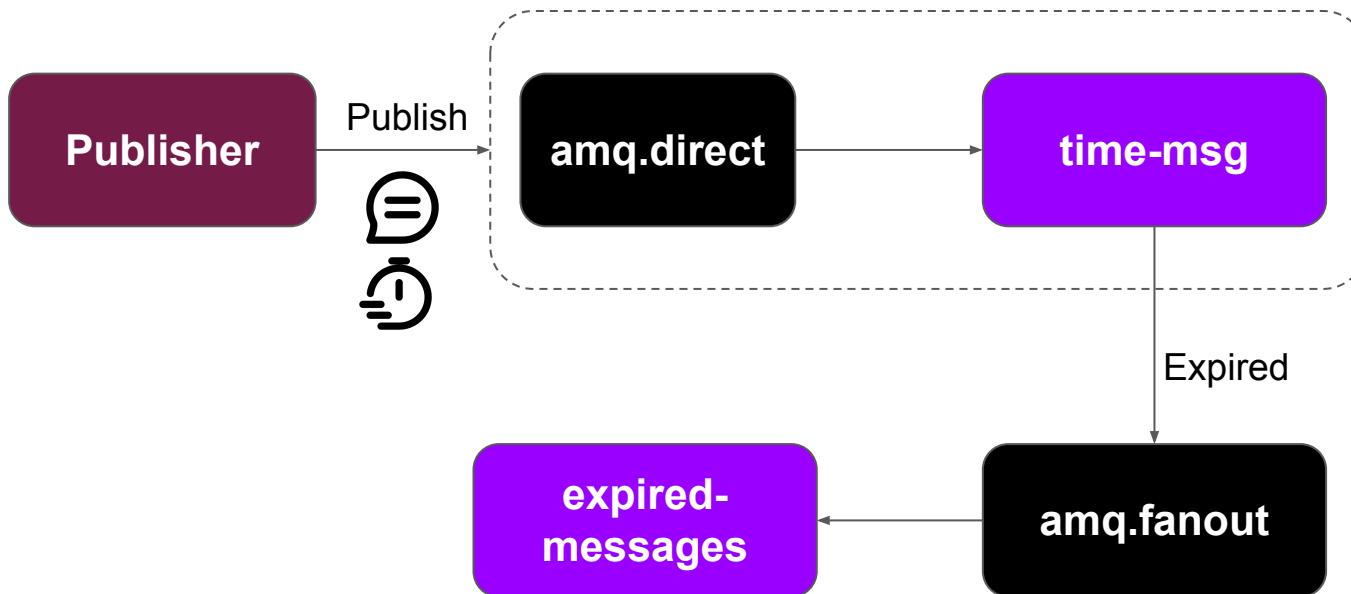
Alternate Exchange



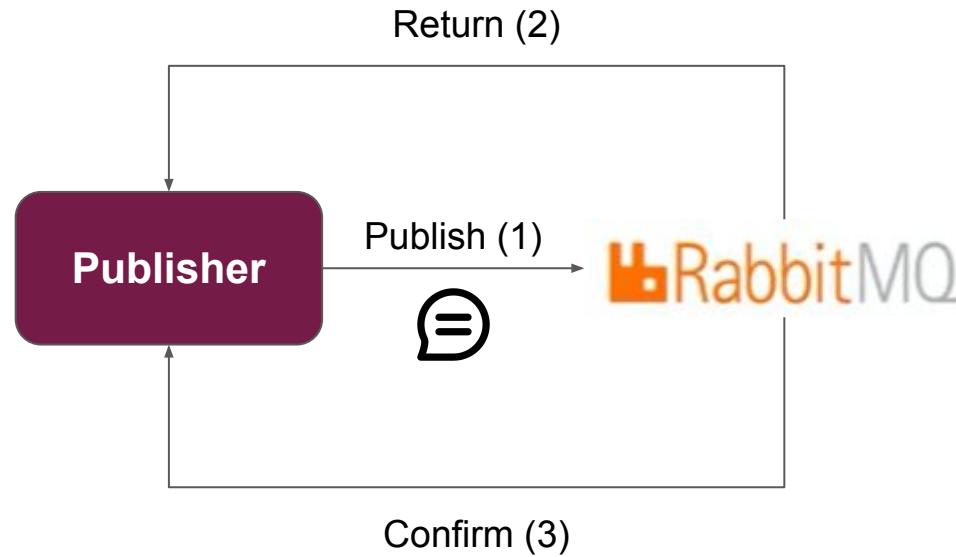
Message Expiry Time



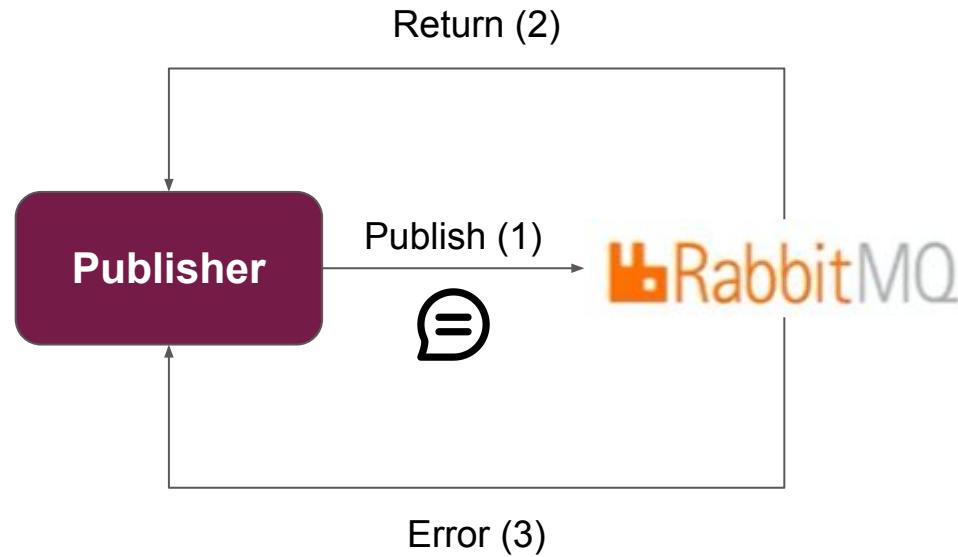
Message Expiry Time



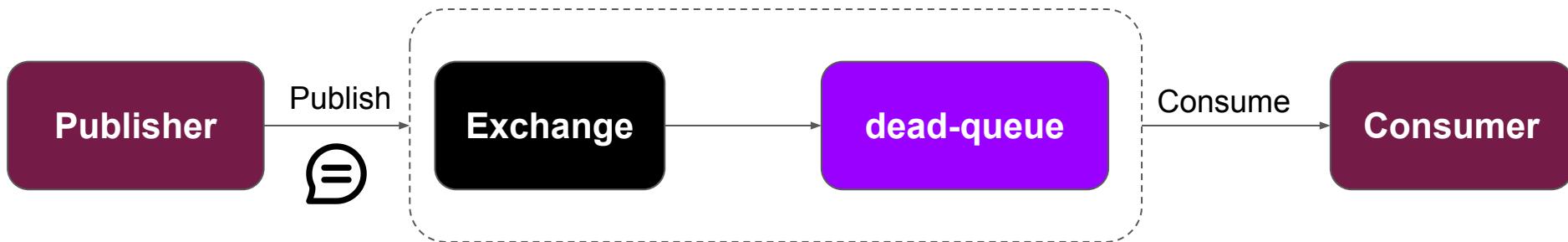
Reliable Publishing



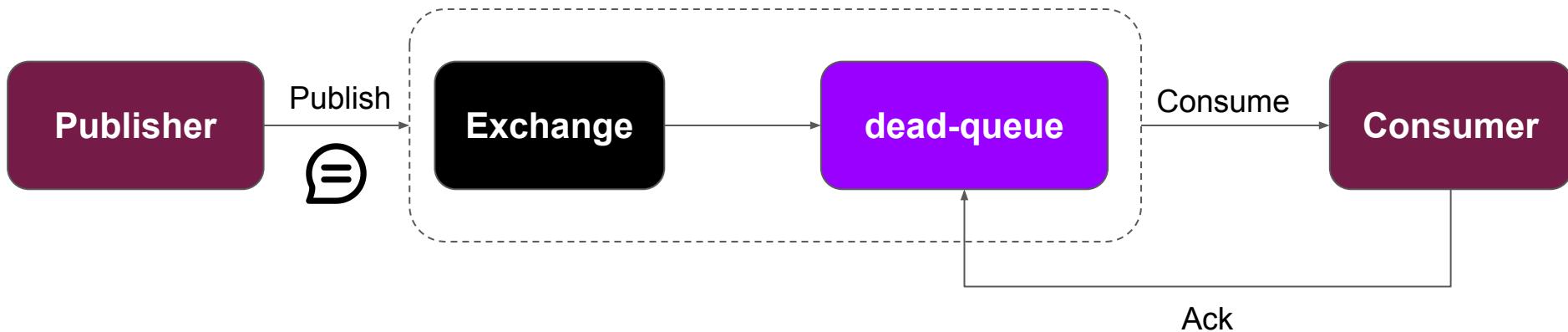
Reliable Publishing



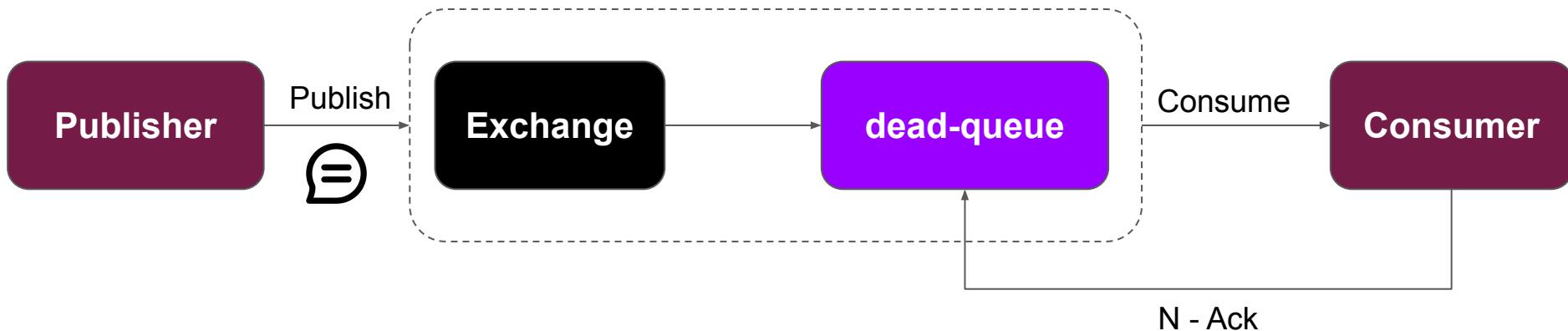
Auto Positive Ack



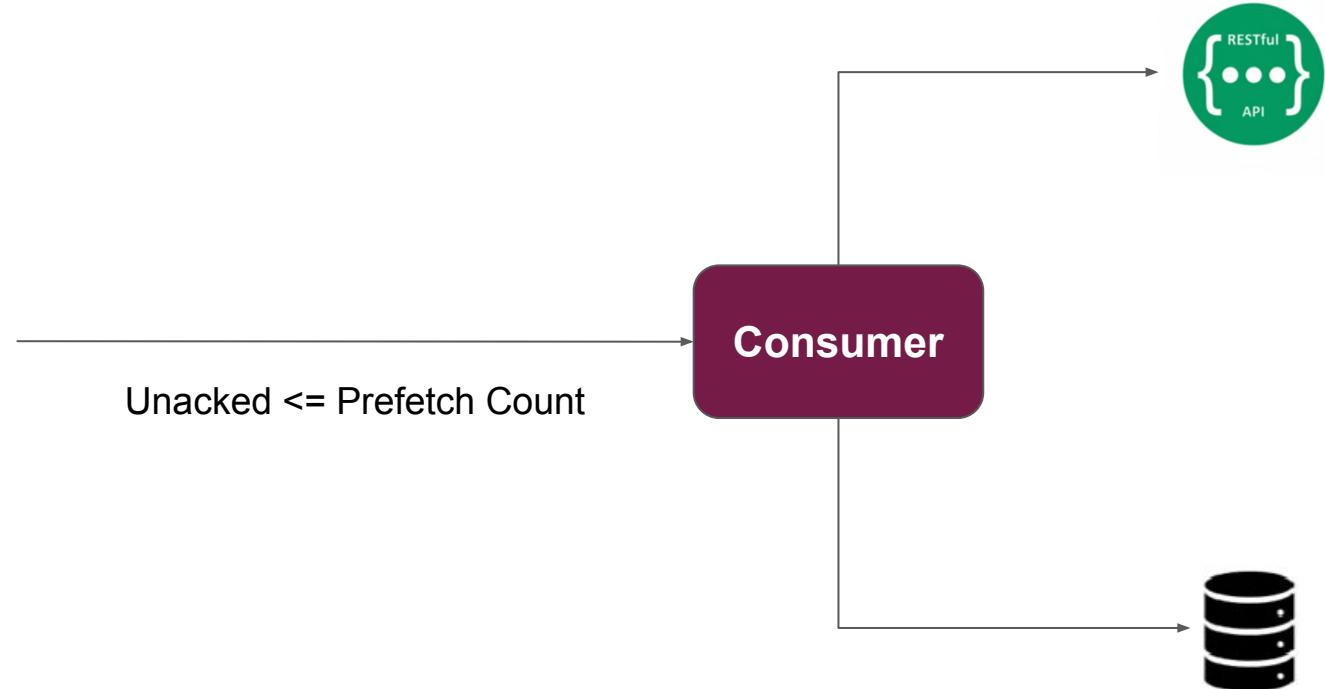
Manual Positive Ack



Negative Ack



Consumer Prefetch

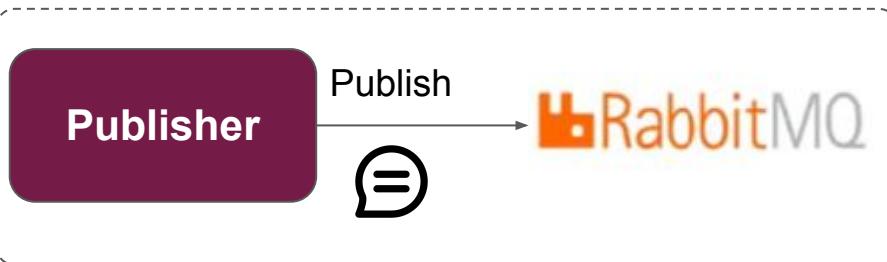


Queue - Max Length

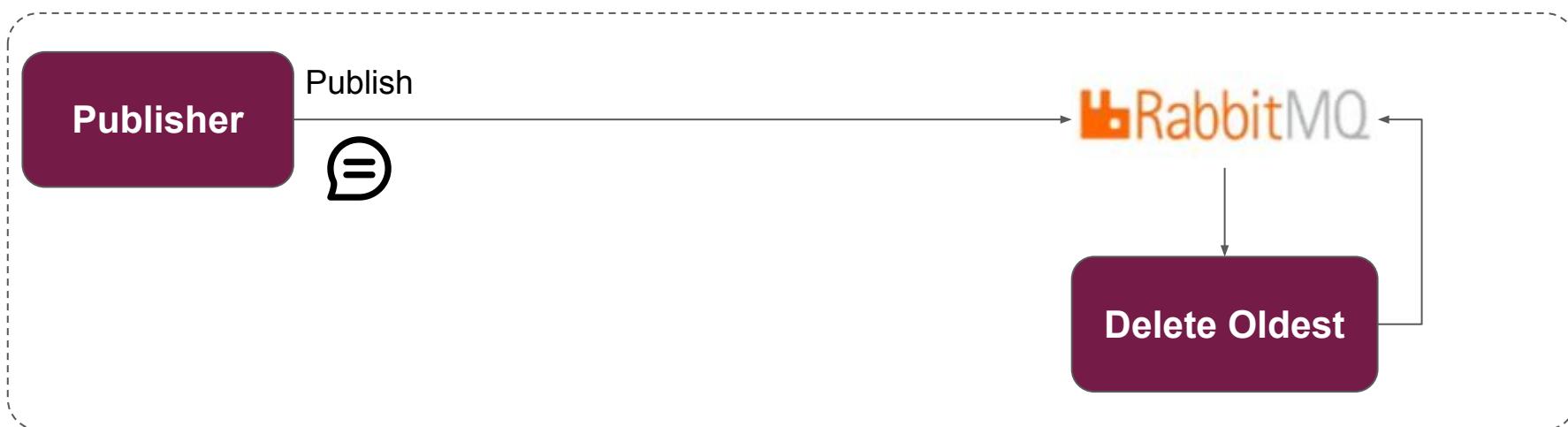
max-q

Max Length = 3

count < max



count = max

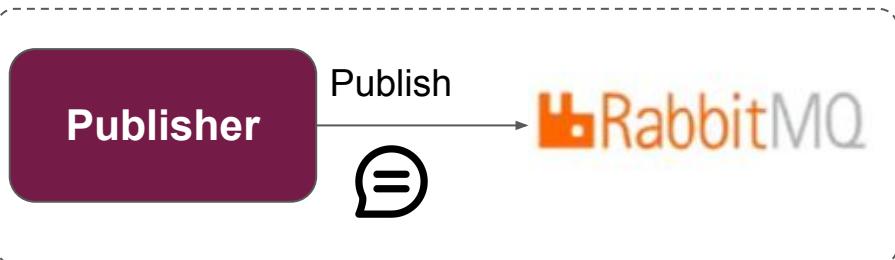


Queue - Max Length - Overflow

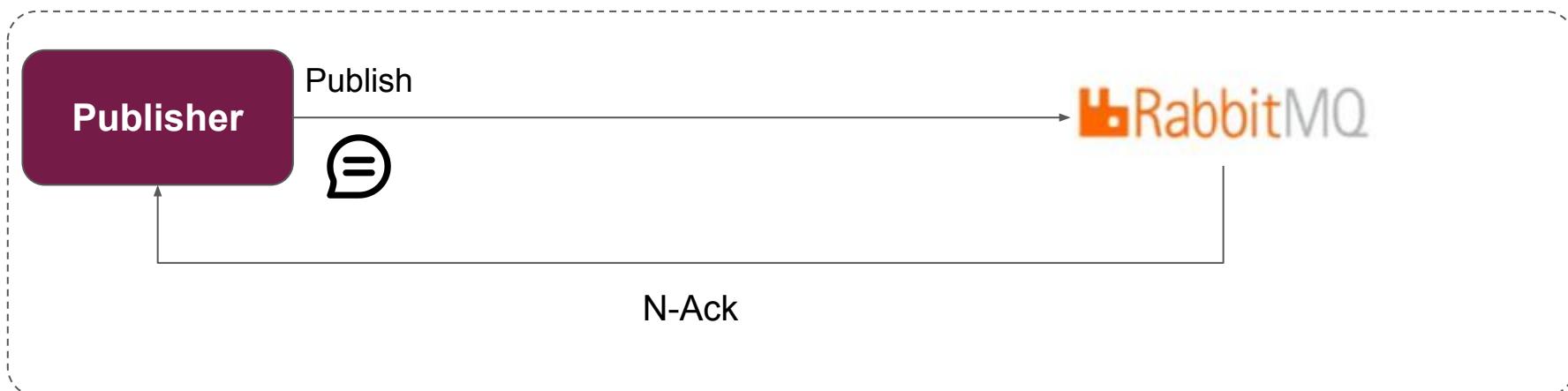
max-q

Max Length = 3

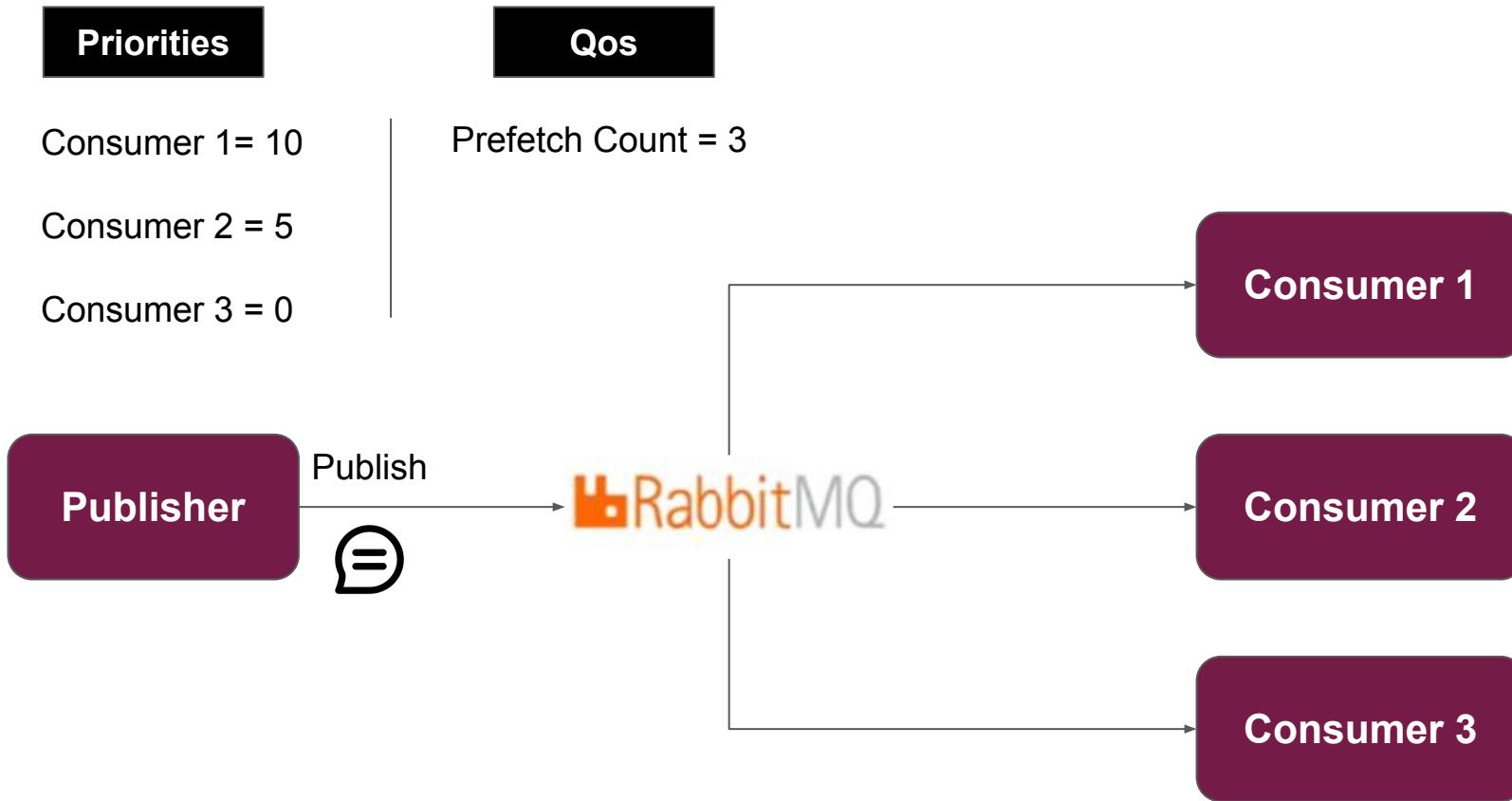
count < max



count = max



Consumer Priorities



Message Persistence

Queue - Durability

Durable (True)

Transient (False)

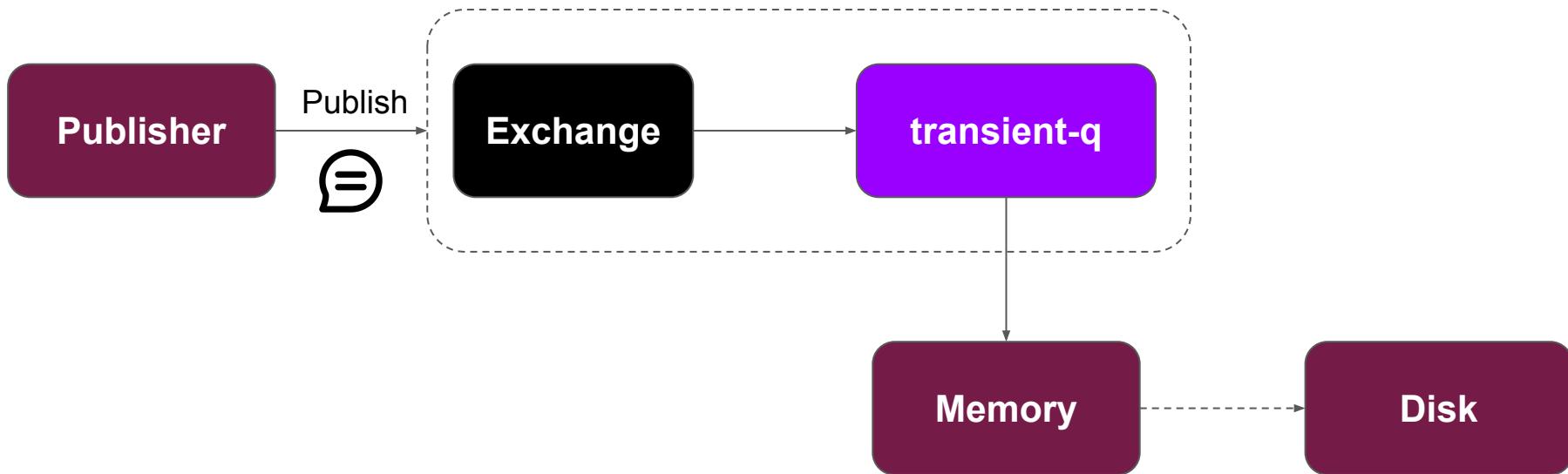
Message - Delivery mode

1 - Non-persistent

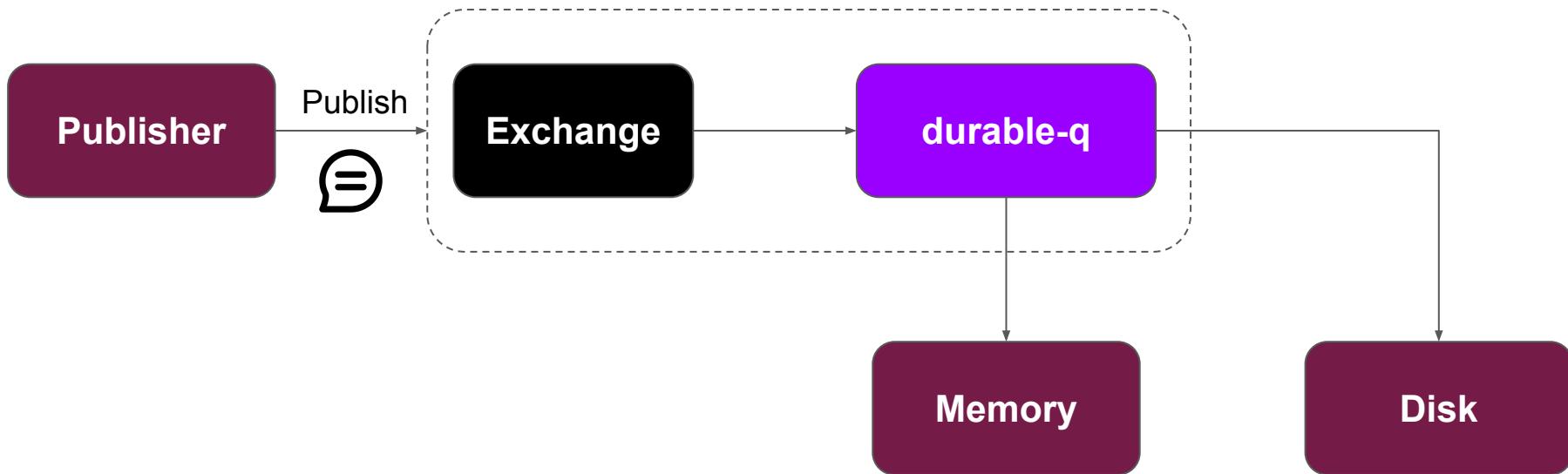
2 - Persistent

Queue	Delivery mode	Message
Durable	Non-persistent	Non-persistent
Durable	Persistent	Persistent
Transient	Non-persistent	Non-persistent
Transient	Persistent	Non-persistent

Non Persistent Message



Persistent Message



Virtual Hosts (Multi Tenancy)

Client Connections

Delete

Exchanges

Limits

Queues

User Permissions

Bindings

Messages

Overview Connections Channels Exchanges Queues and Streams Admin

Virtual Hosts

▼ All virtual hosts

Filter: Regex ?

1 item, page size up to

Overview			Messages			Network		Message rates		+/-
Name	Users	State	Ready	Unacked	Total	From client	To client	publish	deliver / get	
/	guest	running	0	0	0	0 B/s	0 B/s	0.00/s	0.00/s	

▼ Add a new virtual host

Name: *

Description:

Tags:

Default Queue Type:

Add virtual host

Users

Virtual Hosts

Feature Flags

Deprecated Features

Policies

Limits

Cluster

Virtual Hosts (Multi Tenancy)

Overview	Connections	Channels	Exchanges	Queues and Streams		Admin				
virtual host	name		type	features	state	ready	unacked	total	incoming	deq
/	dead-queue		classic	D DLX DLK Args	idle	0	0	0		
/	expired-messages		classic	D Args	idle	0	0	0		
/	log.all		classic	D Args	idle	0	0	0		
/	log.error		classic	D Args	idle	0	0	0		
/	log.info		classic	D Args	idle	0	0	0		
/	max-length-queue-drop-head		classic	D Lim Ovfl Args	idle	0	0	0		
/	max-length-queue-reject-publish		classic	D Lim Ovfl Args	idle	0	0	0		
/	persistence-queue		classic	D Args	idle	0	0	0	0.00/s	
/	priority-queue		classic	D Args	idle	0	0	0		
/	q1		classic	D Args	idle	0	0	0		
/	q2		classic	D Args	idle	0	0	0		
/	q3		classic	D Args	idle	0	0	0		
/	time-msg		classic	D DLX Args	idle	0	0	0		
/	time-q		classic	D TTL DLX Args	idle	0	0	0		

Add a new queue

Virtual host: /

Type: / for virtual host

Name: sys1 *

Durability: Durable

Limits

Virtual host Limits

Set / update a virtual host limit

Virtual host: /

Limit: / connections

Value: sys1 *

Set / update limit

User Limits

Set / update a user limit

User: guest

Virtual Hosts

guest user

Create user

Permissions

configure

write

read

^(amq.fanout)\$

^(amq.*)\$

^(amq.fanout|amq.direct)\$

▼ Add a user

Username:

Password: (confirm)

Tags:

Set Admin | Manager ?

Current permissions

Virtual host	Configure regexp	Write regexp	Read regexp	
/	.*	.*	.*	<button>Clear</button>

Set permission

Virtual Host: /

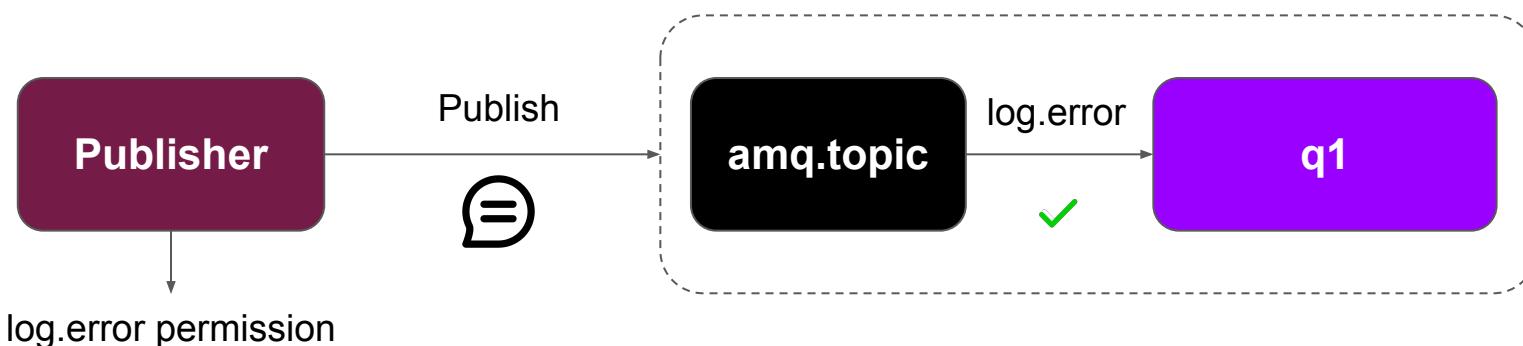
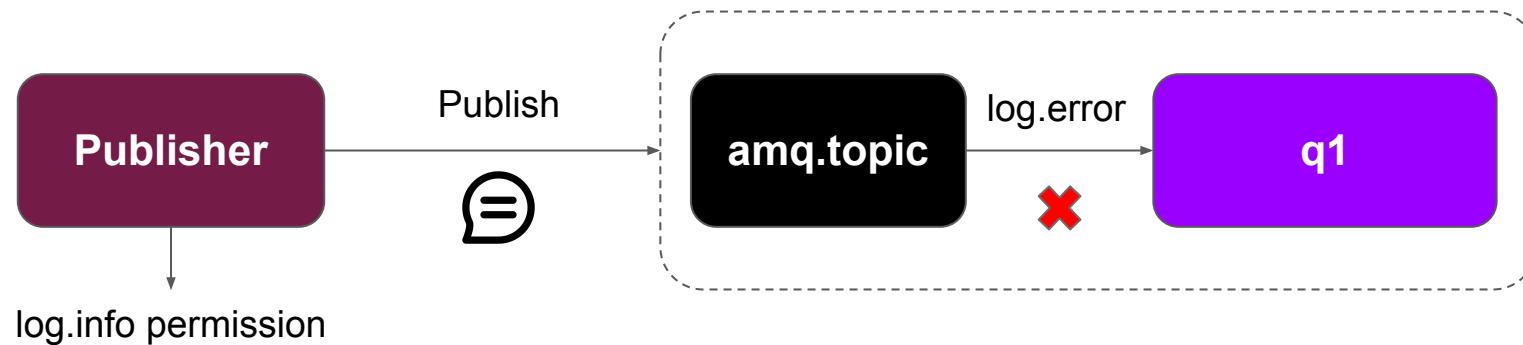
Configure regexp: .*

Write regexp: .*

Read regexp: .*

		Permission		
Operation		configure	write	read
exchange.declare	(passive=false)	exchange		
exchange.declare	(passive=true)			
exchange.declare	(with AE)	exchange	exchange (AE)	exchange
exchange.delete		exchange		
queue.declare	(passive=false)	queue		
queue.declare	(passive=true)			
queue.declare	(with DLX)	queue	exchange (DLX)	queue
queue.delete		queue		
exchange.bind			exchange (destination)	exchange (source)
exchange.unbind			exchange (destination)	exchange (source)
queue.bind			queue	exchange
queue.unbind			queue	exchange
basic.publish			exchange	
basic.get				queue
basic.consume				queue
queue.purge				queue

Topic Write Permissions



Quorum Queue

Durable, replicated FIFO queue based on the Raft consensus algorithm

Quorum queues and streams replace durable mirrored queues

Quorum queues are optimized where data safety is a top priority

A client library that can use regular mirrored queues will be able to use quorum queues

Feature	Classic	Quorum
Non-durable queues	Yes	No
Exclusivity	Yes	No
Per message persistence	Yes	Always
Membership changes	Automatic	Manual
Message TTL	Yes	Yes
TTL	Yes	Yes
Queue length limits	Yes	Yes
Lazy behavior	Yes	Always
Message priority	Yes	No
Consumer priority	Yes	Yes
Dead letter exchanges	Yes	Yes
Adheres to policies	Yes	Yes
Poison message handling	No	Yes
Global QoS Prefetch	Yes	No

Quorum Queue

Streams are a new persistent and replicated data structure

They can be used via a RabbitMQ client library as if it was a queue

Or through a dedicated binary protocol plugin and associated client

Large fan-outs

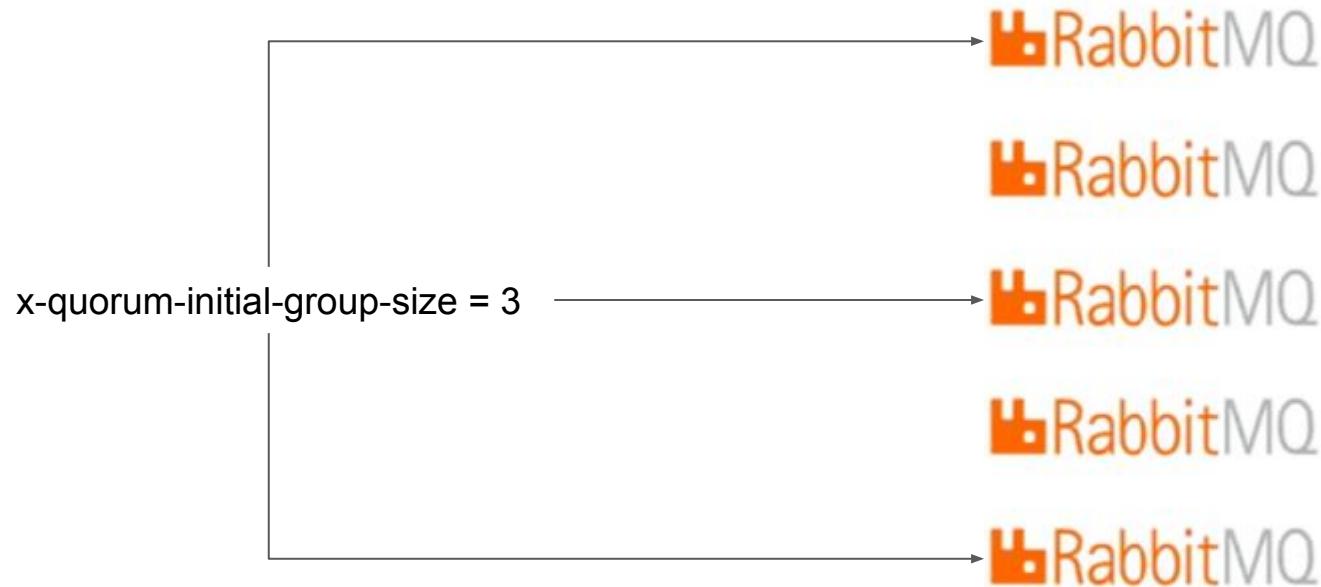
Replay / Time-travelling

Throughput Performance

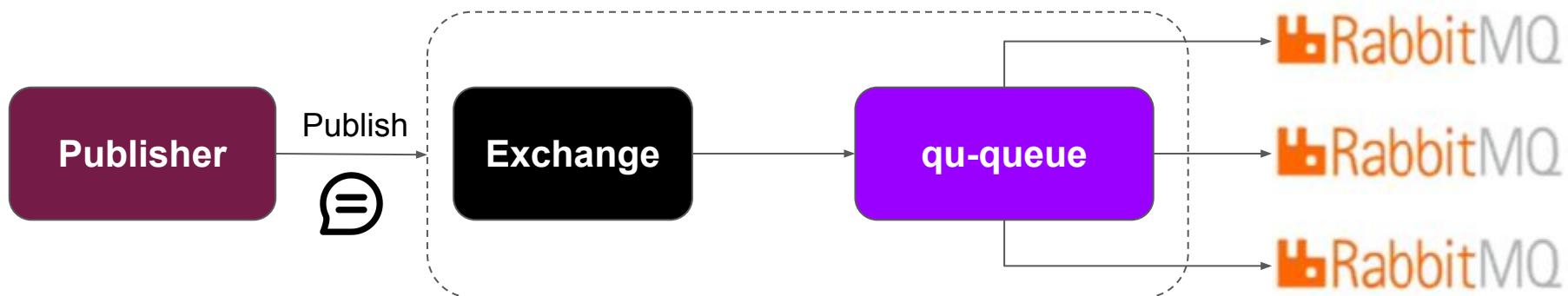
Large logs

Feature	Classic	Stream
Non-durable queues	Yes	No
Exclusivity	Yes	No
Per message persistence	Yes	Always
Membership changes	Automatic	Manual
Message TTL	Yes	No
Queue length limits	Yes	No
Lazy behavior	Yes	Inherent
Message priority	Yes	No
Consumer priority	Yes	No
Dead letter exchanges	Yes	No
Adheres to policies	Yes	Check retention
Reacts to memory alarms	Yes	No
Poison message handling	No	No
Global QoS Prefetch	Yes	No

Quorum Replicas



x-quorum-initial-group-size (cont.)



Dead Letter Strategy

x-dead-letter-strategy = at-least-once

default = at-most-once

x-overflow = reject-publish

x-dead-letter-exchange = x

stream_queue is enabled

	Overview	Connections	Channels	Exchanges	Queues and Streams	Admin	
/	q1			classic	D Args	idle	0 0
/	q2			classic	D Args	idle	0 0
/	q3			classic	D Args	idle	0 0
/	time-msg			classic	D DLX Args	idle	0 0
/	time-q			classic	D TTL DLX Args	idle	0 0
/	topic-permissions-queue			classic	D Args	idle	0 0
/	users-permissions-queue			classic	D Args	idle	0 0

▼ Add a new queue

Virtual host: /

Type: Quorum

Name: *

Arguments:

x-dead-letter-strategy	= at-most-once	String
x-overflow	= reject-publish	String
x-dead-letter-exchange	= dead-exchange	String
	=	String

Add Auto expire | Message TTL | Overflow behaviour
Single active consumer | Dead letter exchange | Dead letter routing key
Max length | Max length bytes | Delivery limit | Initial cluster size
Target cluster size | Dead letter strategy | Leader locator

Add queue

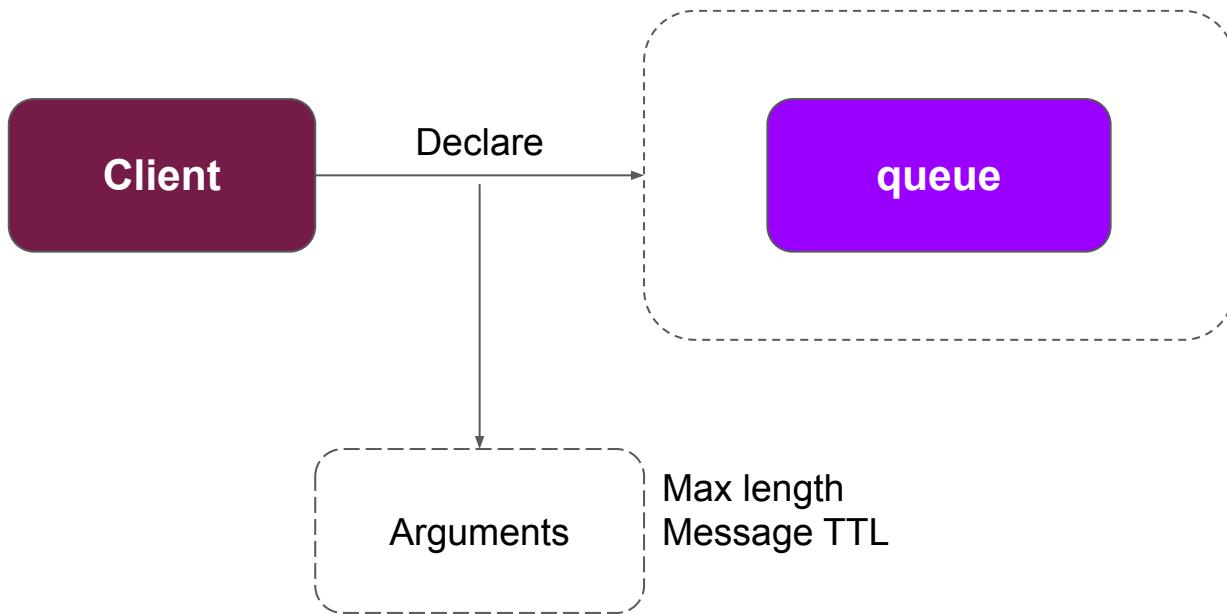
Retention Arguments

x-max-age Y, M, D, h, m, s

x-max-length-bytes

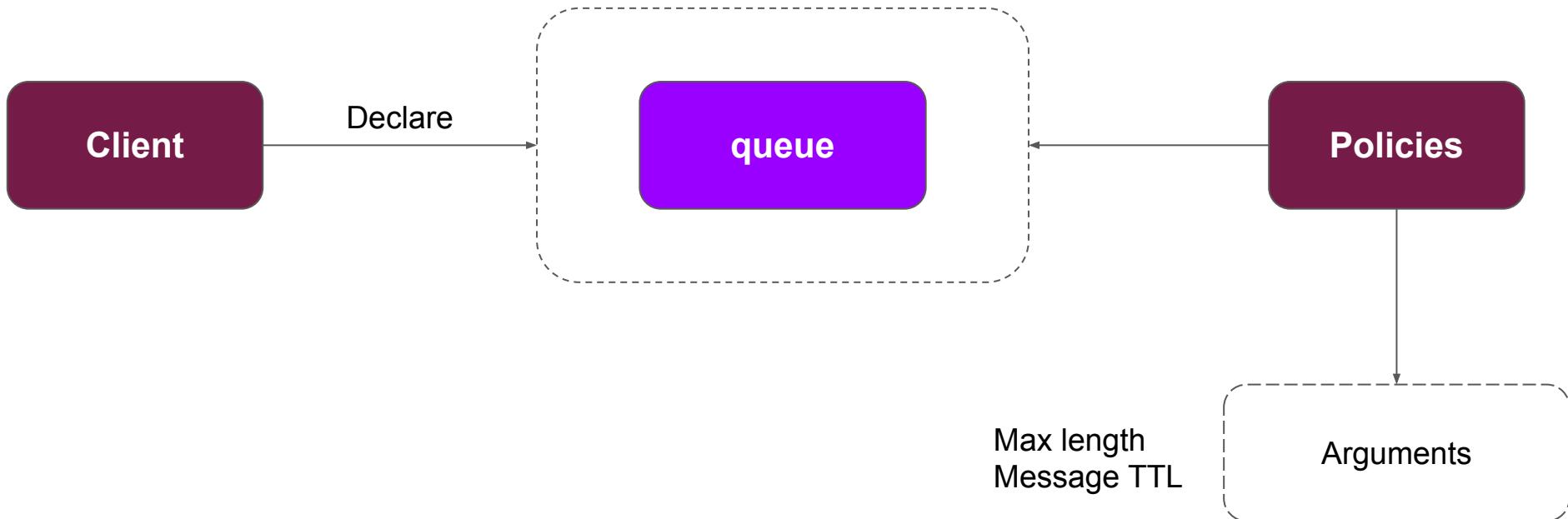
x-stream-max-segment-size-bytes

Why Policies were introduced?

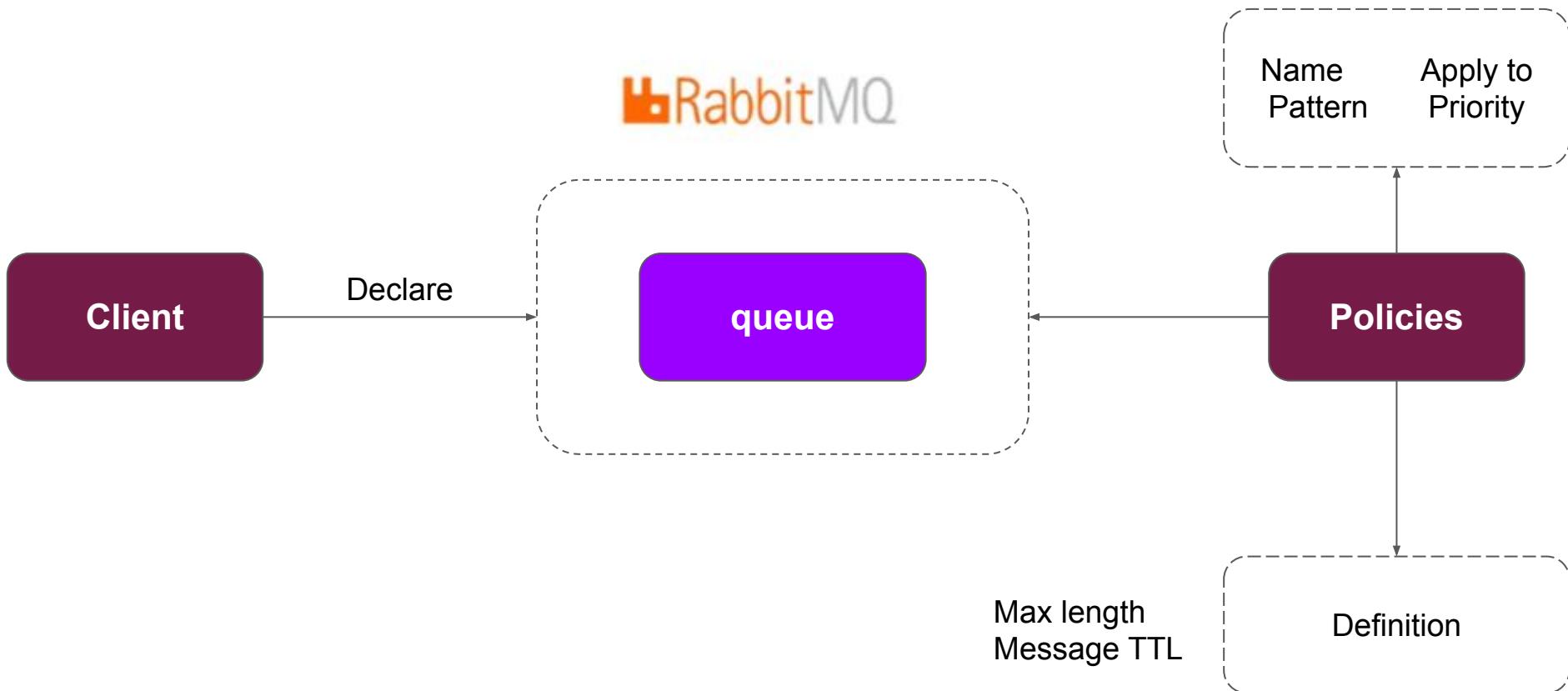


Why Policies were introduced? (cont.)

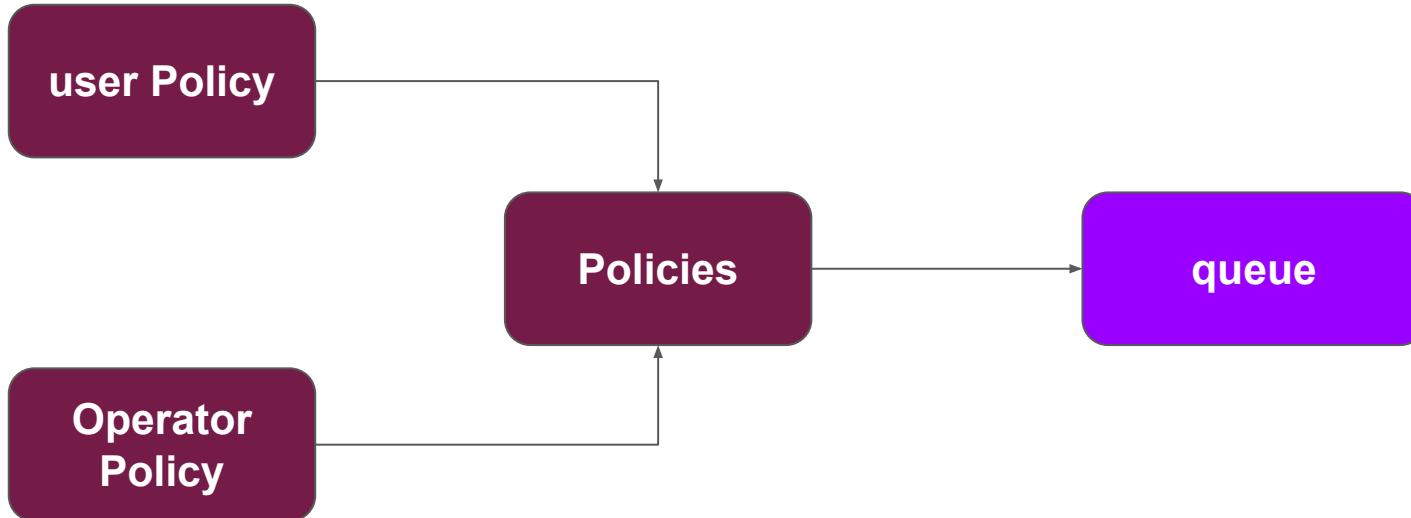
RabbitMQ



How Policies Work?



How Operator Policy Works?



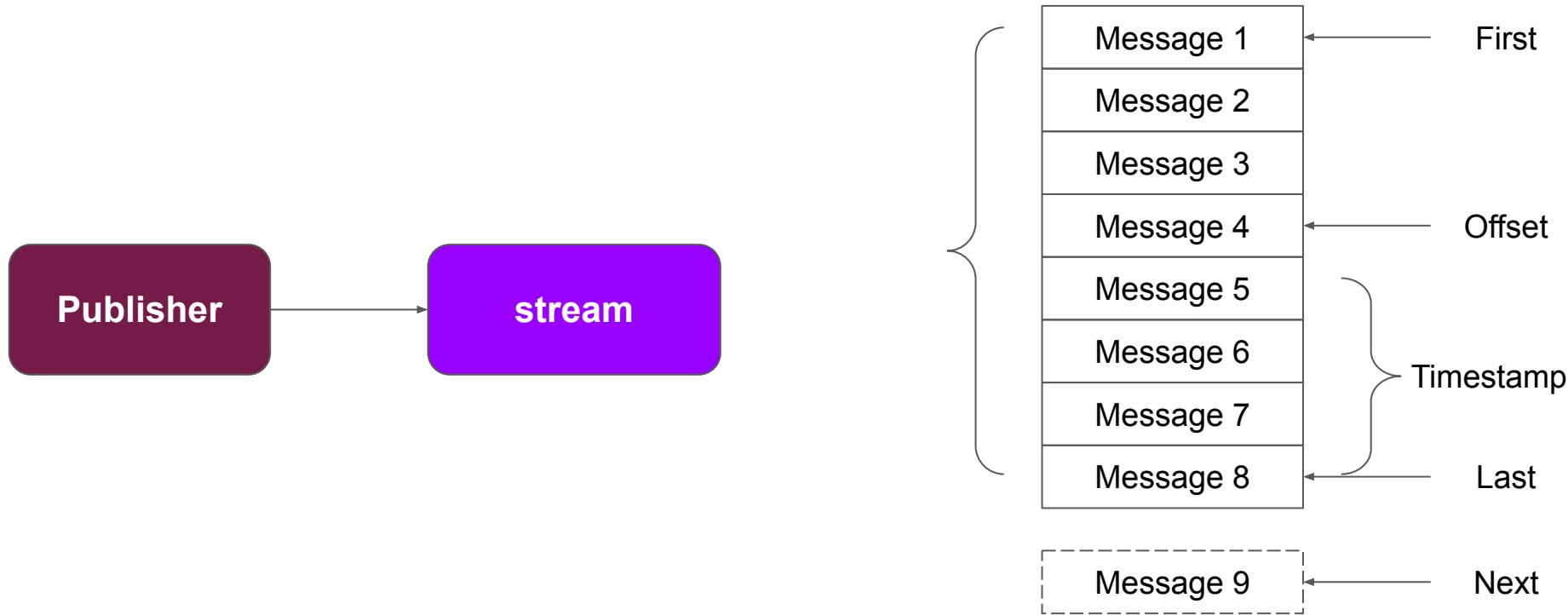
Consumer Stream by DOTNET

rabbitmq-plugins enable rabbitmq_stream

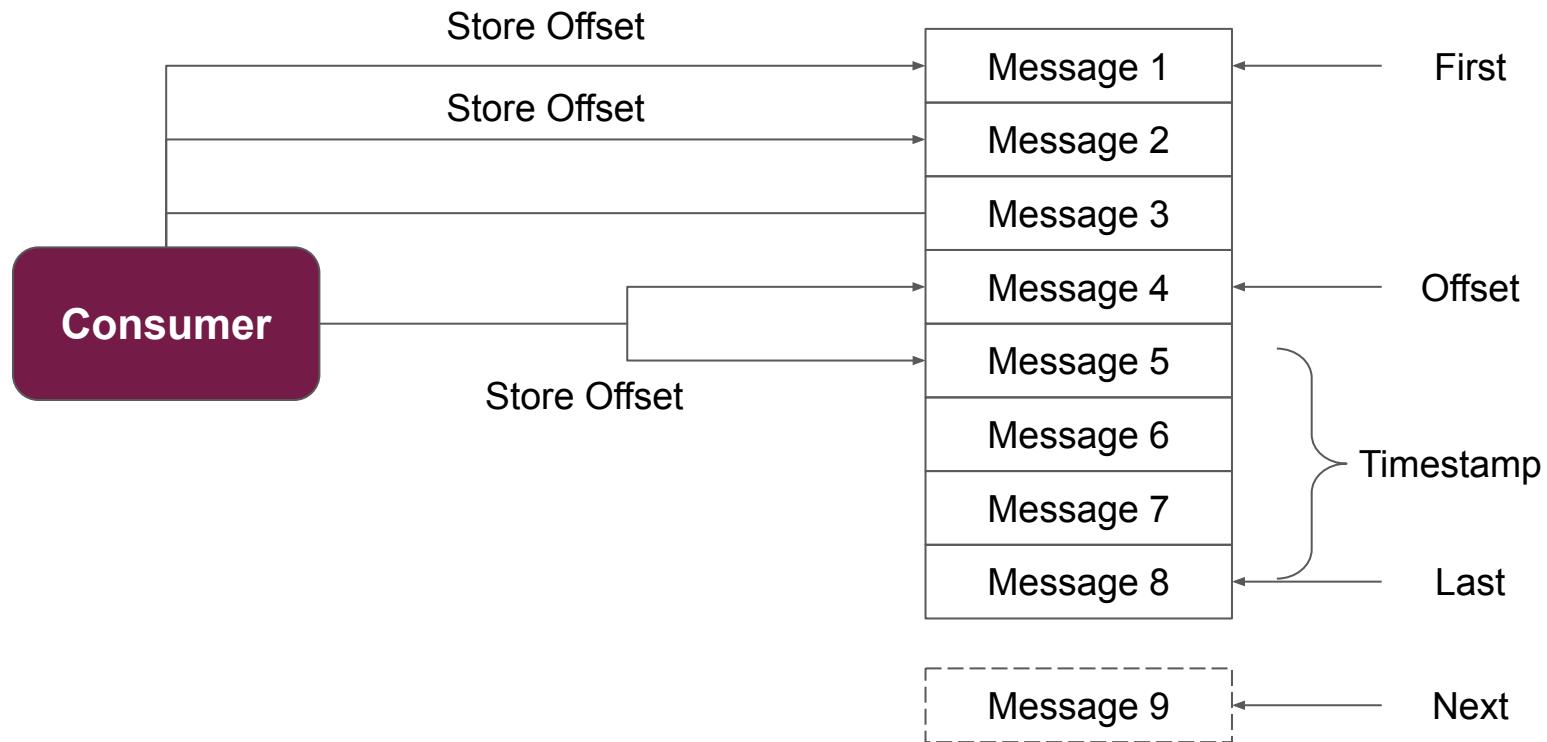
RabbitMQ.Stream.Client

Create user, guest user ?

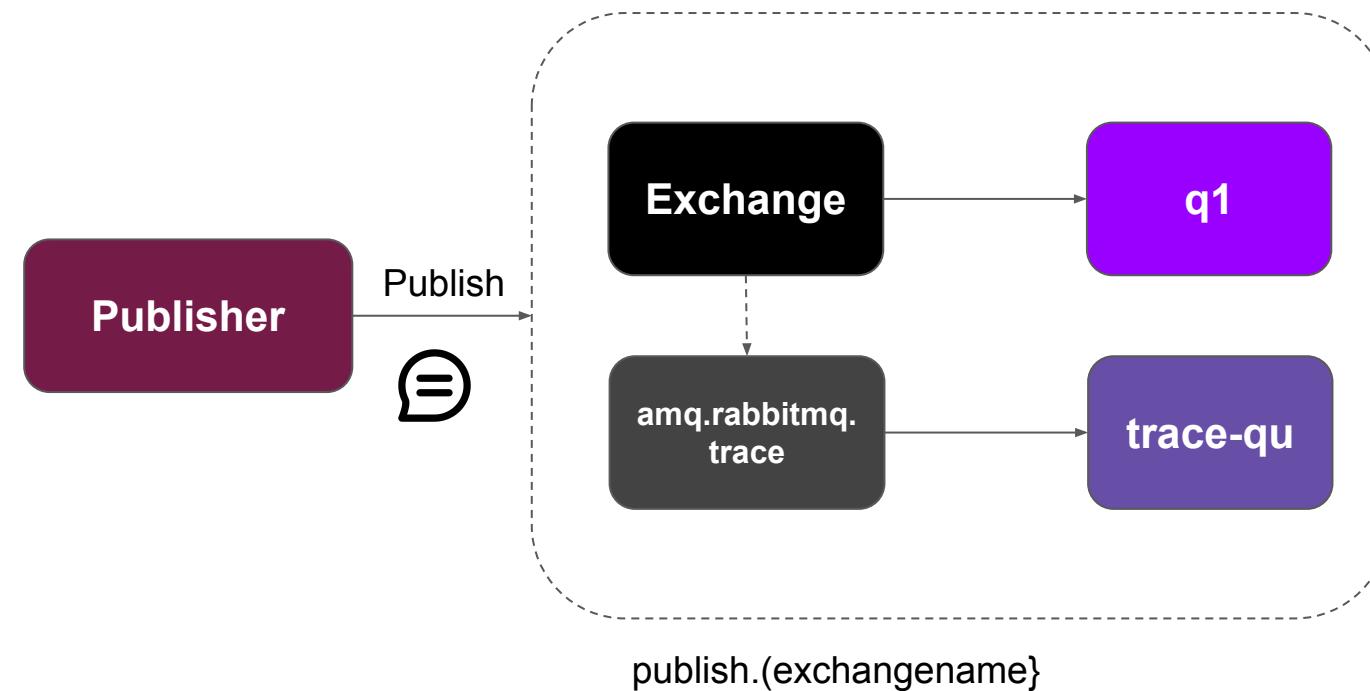
Consumer Stream - Offset



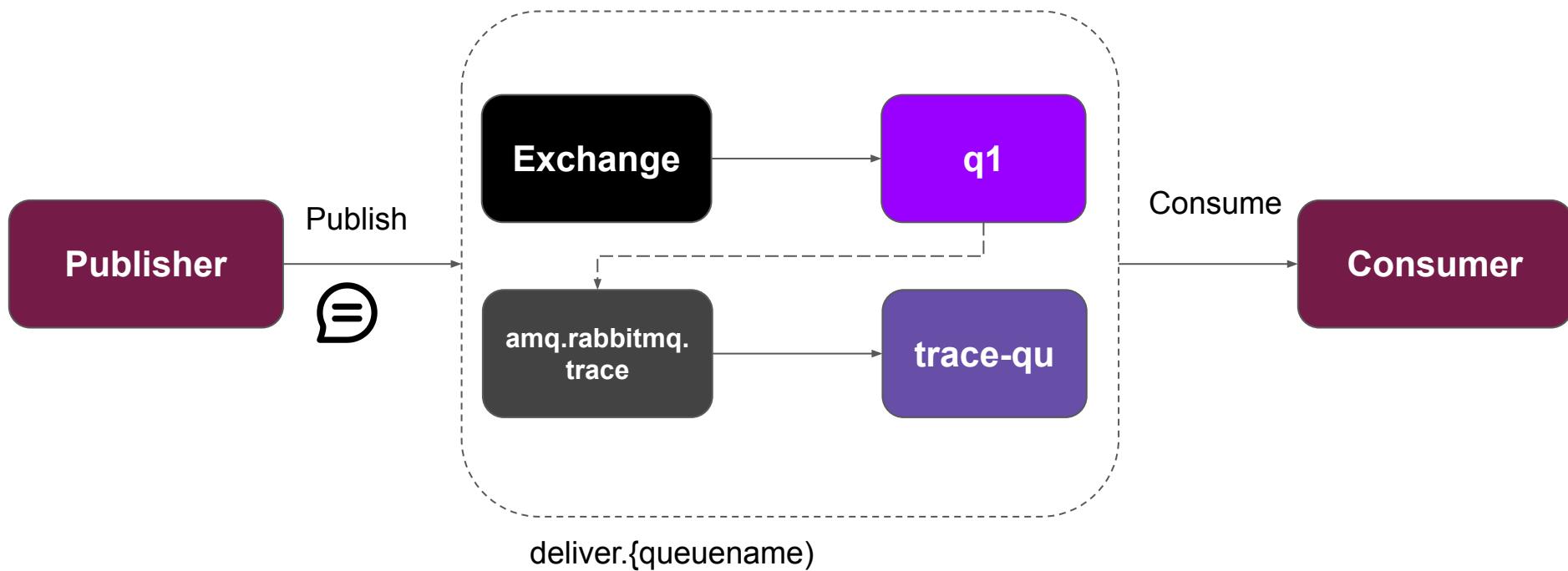
Manage Consumer Offset



Firehose Plugin



Firehose Plugin (cont.)



Firehose Plugin (cont.)

rabbitmq-plugins enable rabbitmq_tracing

rabbitmqctl trace_on

rabbitmqctl trace_off

Event Exchange Plugin



Event Exchange Plugin (cont.)

rabbitmq-plugins enable rabbitmq_event_exchange

RabbitMQ Cluster



node01

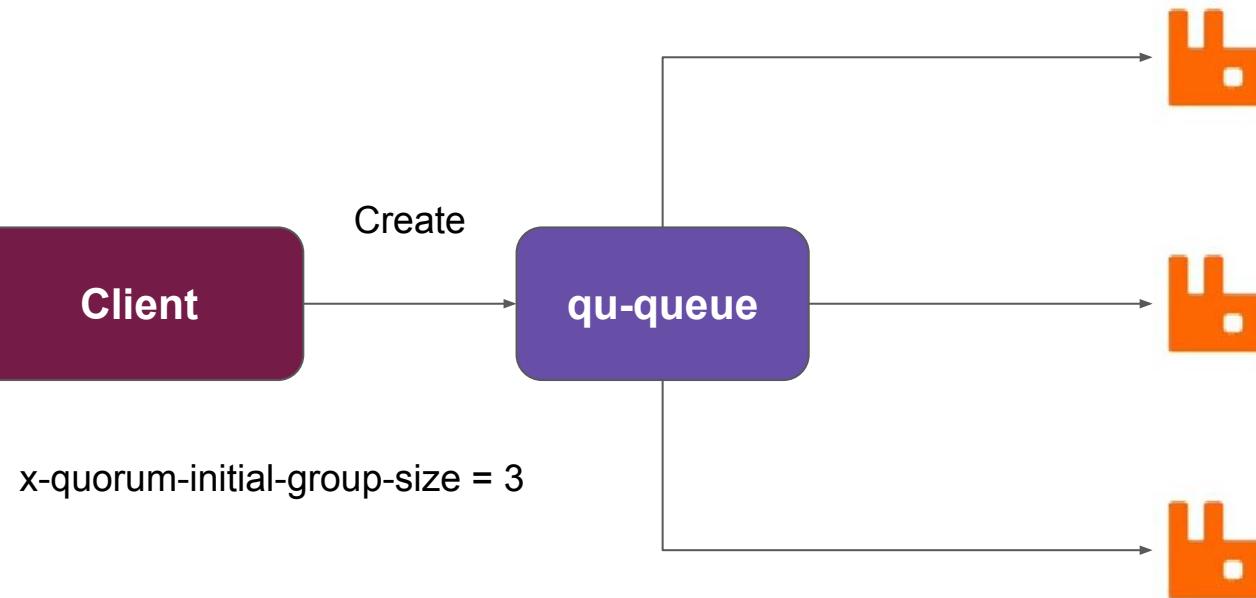


node02

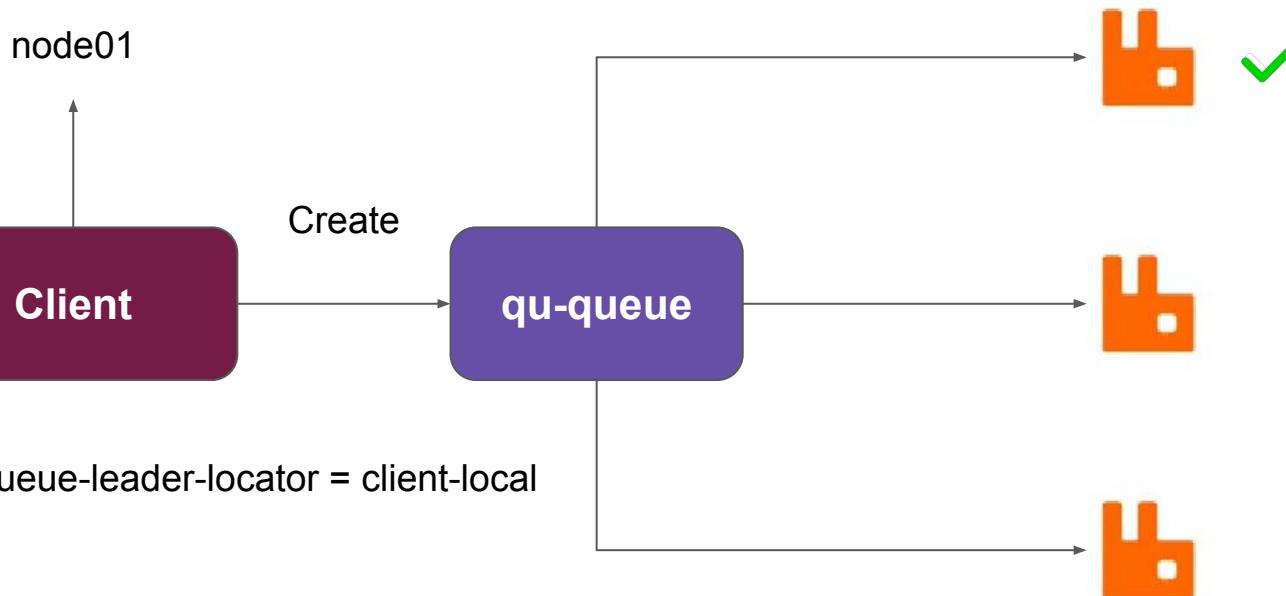


node03

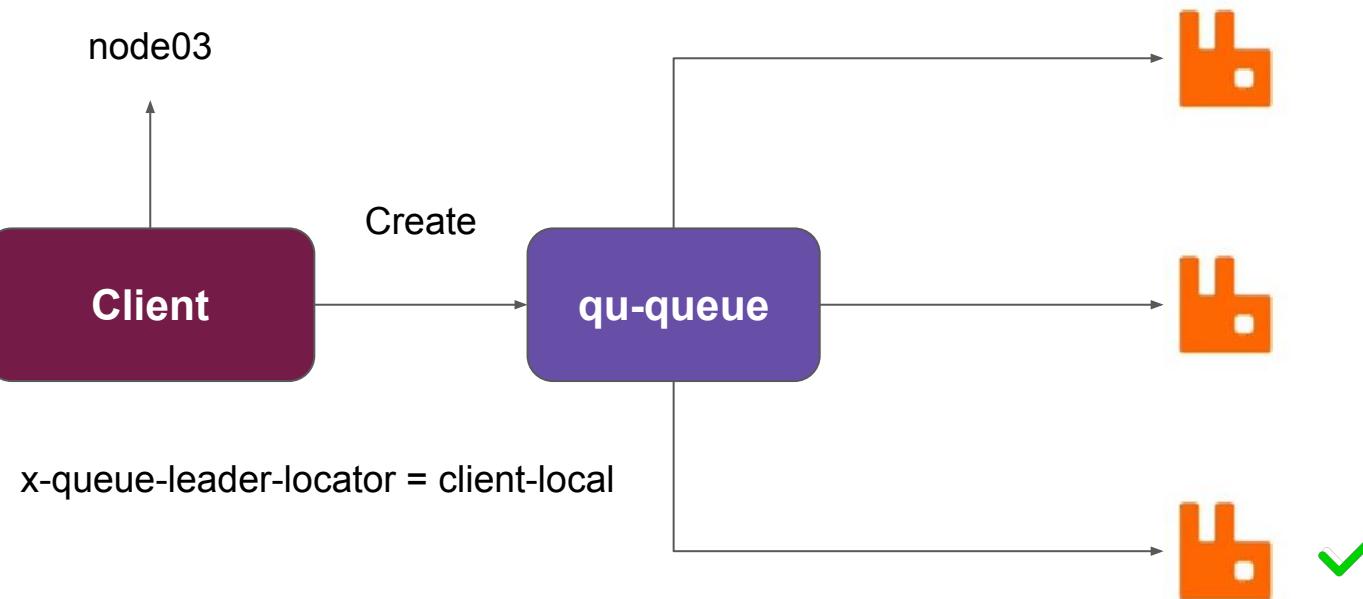
x-quorum-initial-group-size



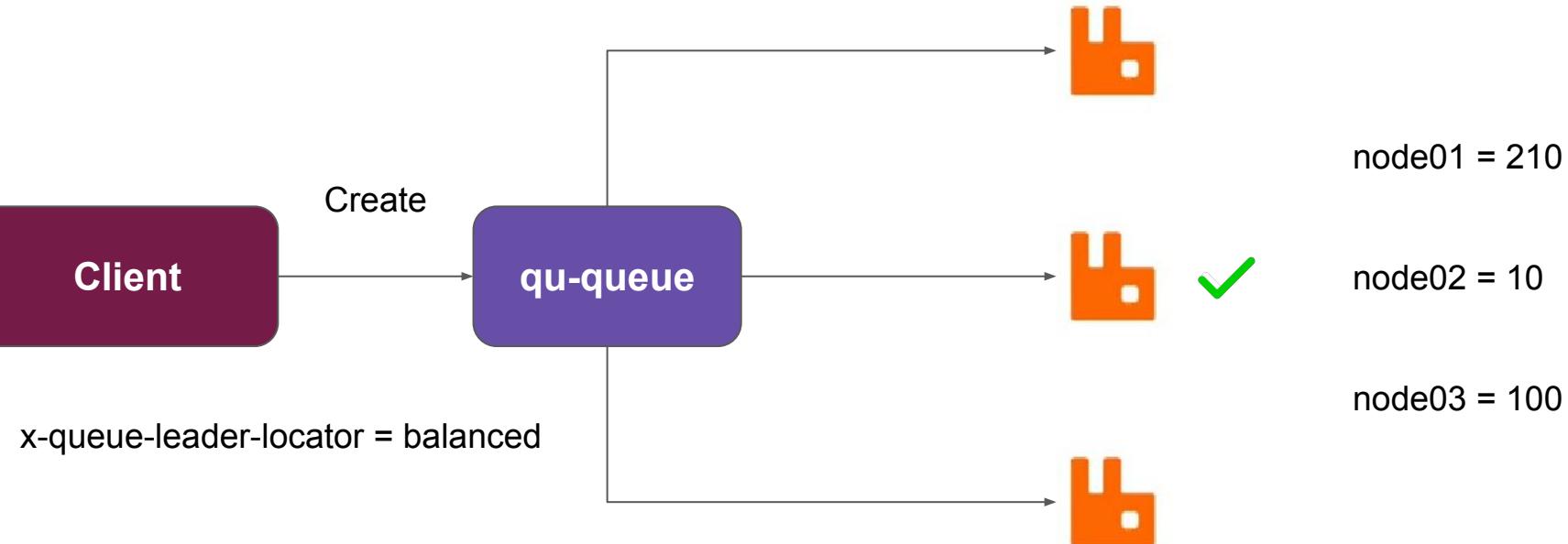
x-queue-leader-locator



X-queue-leader-locator (cont.)



X-queue-leader-locator (cont.)



Nodes

Name	File descriptors ?	Socket descriptors ?	Erlang processes	Memory ?	Disk space	Uptime	Info	Reset stats
node01@mais	0 65536 available	0 58892 available	387 1048576 available	63 MiB 6.3 GiB high watermark	101 GiB 48 MiB low watermark	12h 51m	basic disc 1 rss	This node All nodes
node02@mais	0 65536 available	0 58890 available	385 1048576 available	65 MiB 6.3 GiB high watermark	101 GiB 48 MiB low watermark	12h 48m	basic disc 1 rss	This node All nodes
node03@mais	0 65536 available	0 58893 available	385 1048576 available	62 MiB 6.3 GiB high watermark	101 GiB 48 MiB low watermark	4h 40m	basic disc 1 rss	This node All nodes

Add a new queue

Type: Quorum [?](#)

Name: qu-queue [?](#)

Node: node01@mais [?](#)

Arguments:

x-quorum-initial-group-size	= 3	Number ?
x-queue-leader-locator	= client-local	String ?
	=	String ?

Add Auto expire [?](#) | Message TTL [?](#) | Overflow behaviour [?](#)

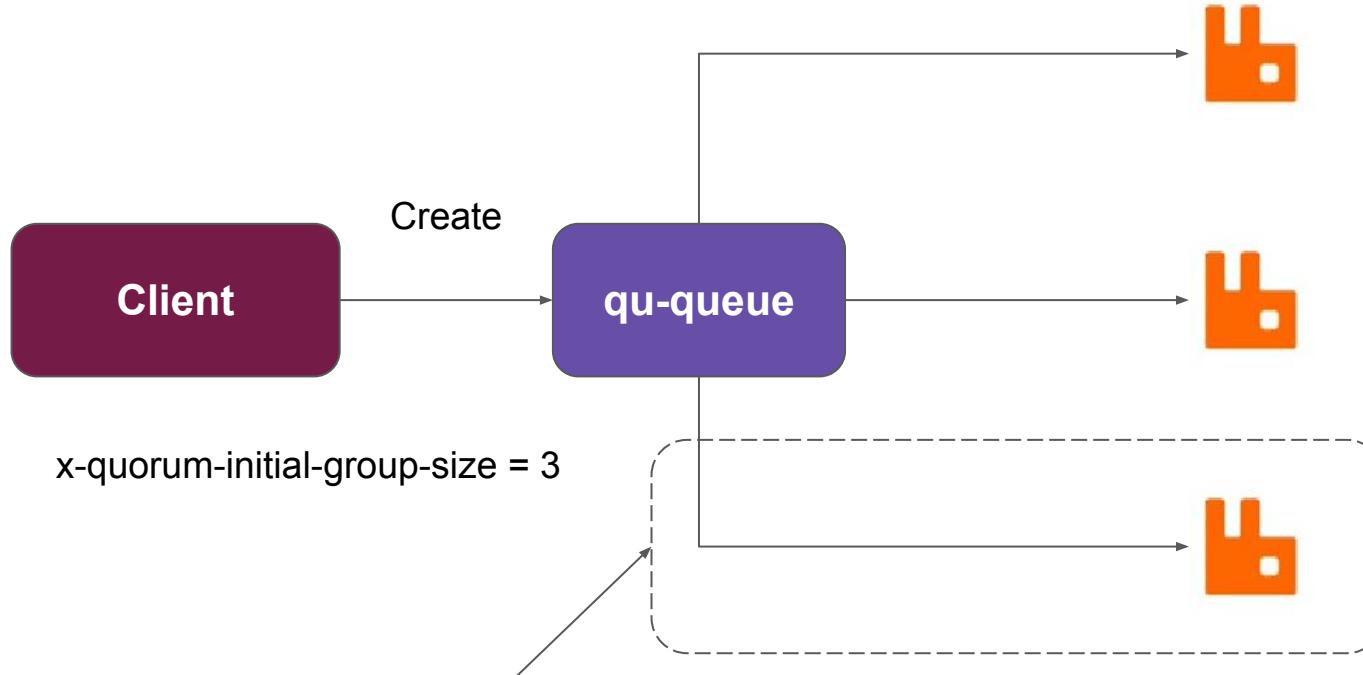
Single active consumer [?](#) | Dead letter exchange [?](#) | Dead letter routing key [?](#)

Max length [?](#) | Max length bytes [?](#)

Delivery limit [?](#) | Initial cluster size [?](#)

Dead letter strategy [?](#) | Leader locator [?](#)

x-quorum-initial-group-size

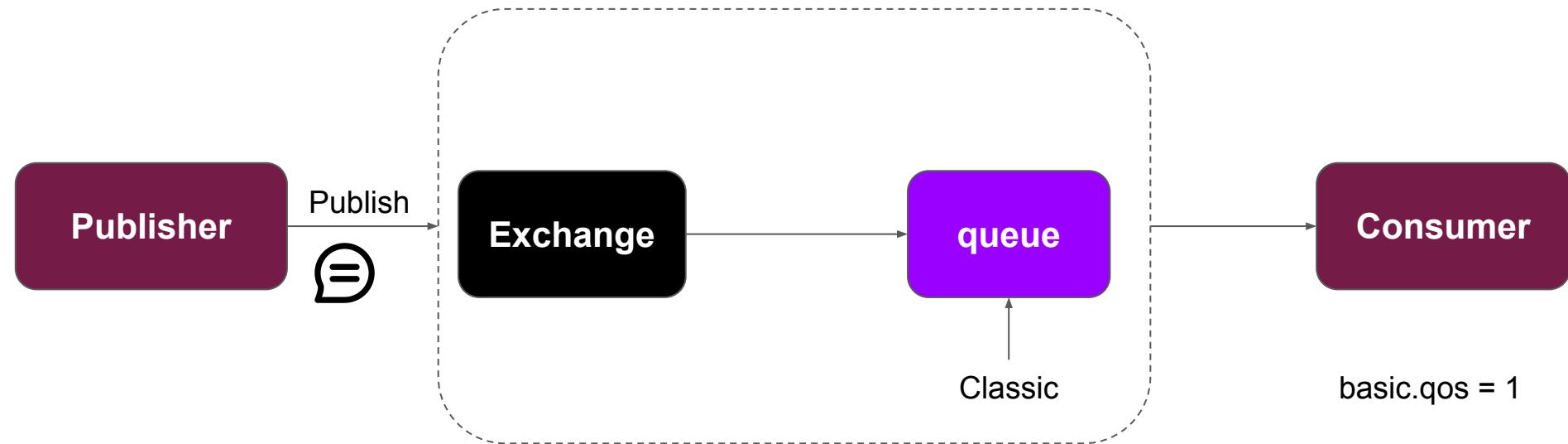


```
rabbitmq-queues add_member qu-queue node03@mais
```

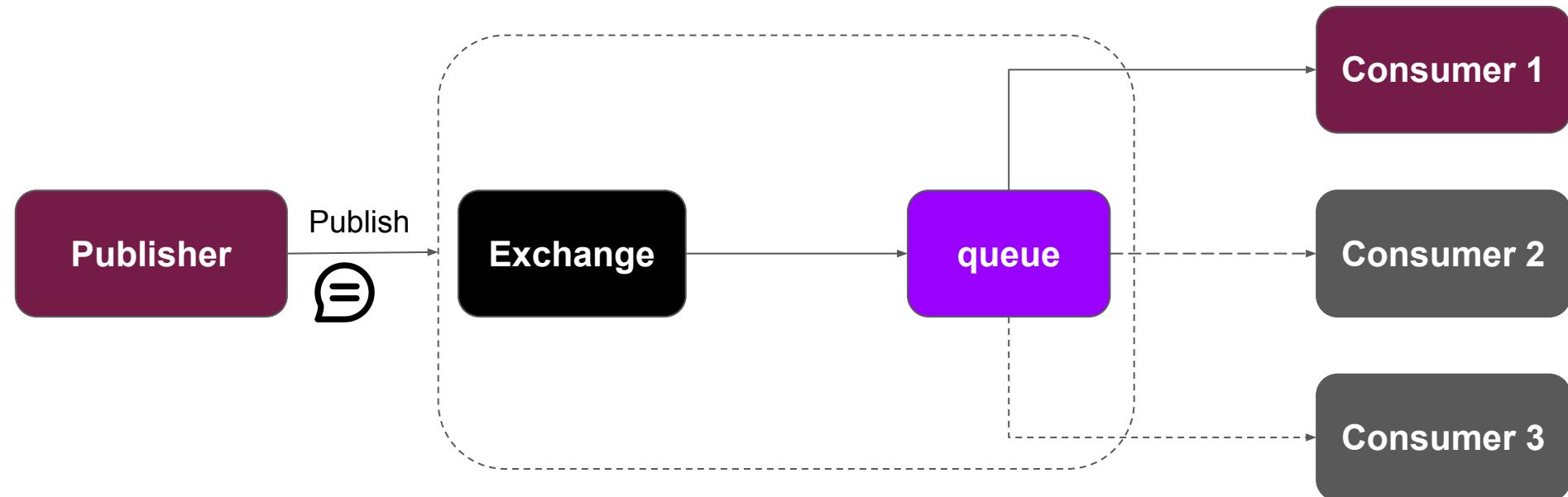
Message Ordering



Prefetch Count = 1



Single Active Consumer



Arguments: `x-single-active-consumer` = true

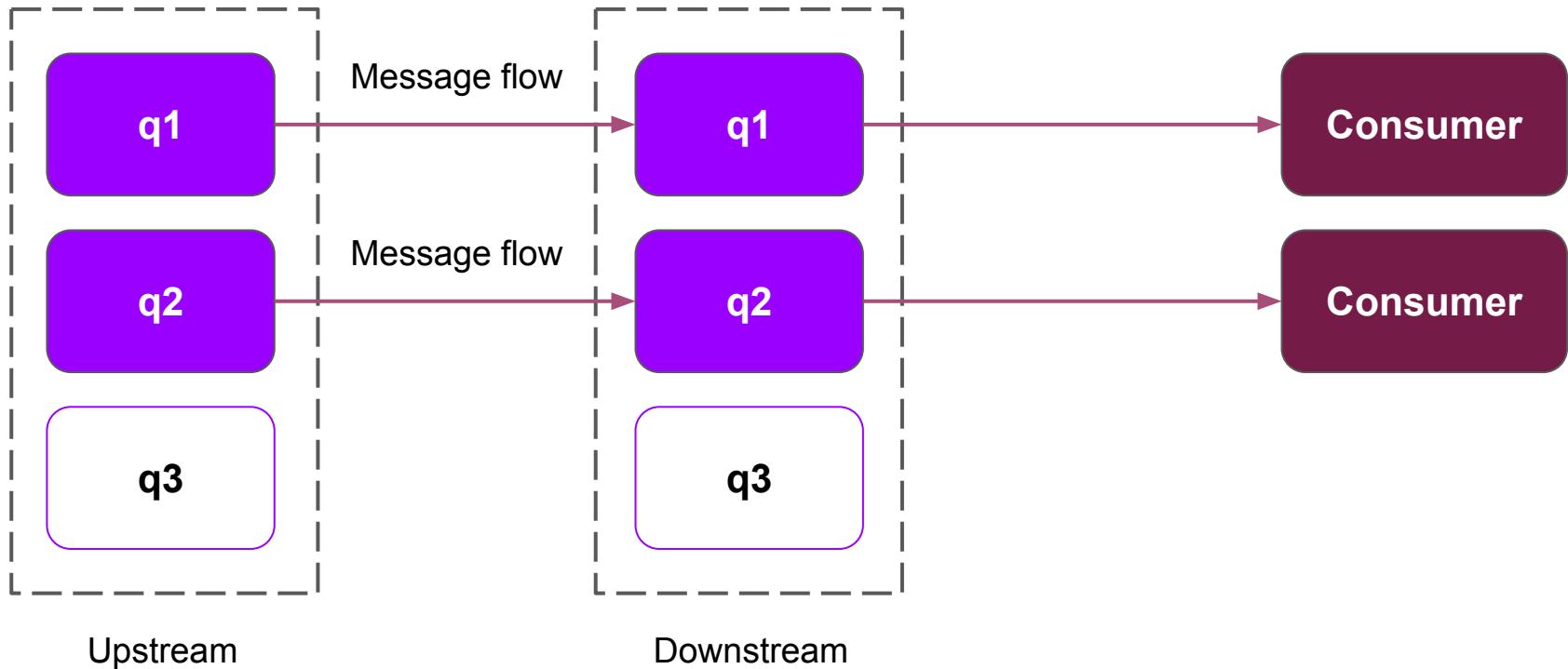
Boolean ▾

Overview Federation

The goal of the Federation plugin is to transmit messages between brokers

The federation plugin is designed to tolerate intermittent connectivity

The federation plugin makes exchanges and queues federated

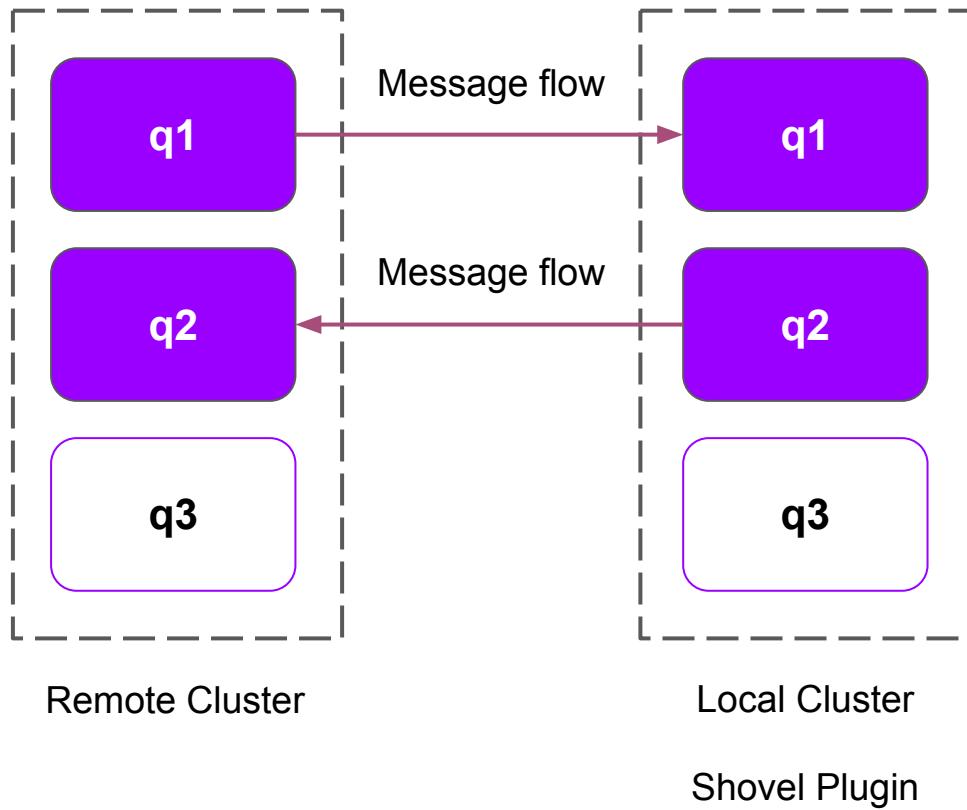


Shovel Overview

Moves messages from a source to a destination

Can move messages between brokers (or clusters) in different geographic or administrative domains

The shovel plugin is designed to tolerate intermittent connectivity



MQTT Overview

The Standard for IoT Messaging

It is designed as an extremely lightweight publish/subscribe messaging transport

It is ideal for connecting remote devices with a simple code and minimal network bandwidth

MQTT can scale to connect with millions of IoT devices

Support for Unreliable Networks

Reliable Message Delivery

MQTT Products



MQTT Plugin

RabbitMQ supports MQTT 3.1.1 via a plugin that ships in the core distribution

The plugin must be enabled on all cluster nodes

Supported MQTT 3.1.1 features

- QoS0 and QoS1 publish & consume

- QoS2 publish (downgraded to QoS1)

- Last Will and Testament (LWT)

- TLS

- Session stickiness

- Retained messages with pluggable storage backends

RabbitMQ does not support QoS2 subscriptions

MQTT QoS X

MQTT QoS0

QoS0 ensures that a message is sent only once but doesn't guarantee delivery



MQTT QoS X

MQTT QoS1

QoS1 ensures that a message will be delivered and received at least once



MQTT QoS X

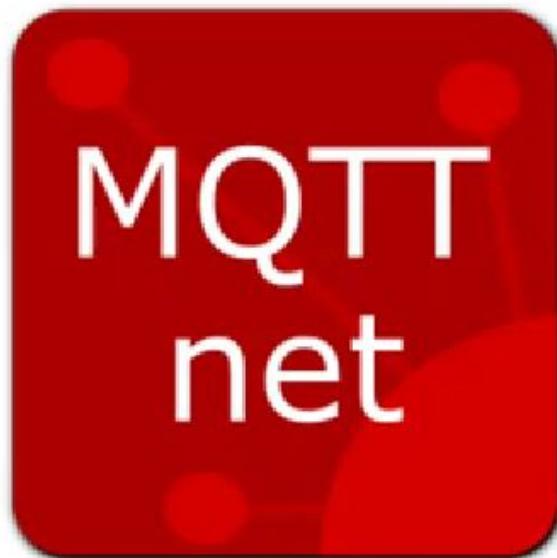
MQTT QoS2

QoS 2 ensures that subscribers receive a message exactly once



MQTT Plugin

rabbitmq-plugins enable rabbitmq_mqtt



Stream Filtering



Stream Overview

RabbitMQ Streams is a **persistent replicated** data structure

Streams model an **append-only** log of messages that can be repeatedly read **until they expire**

Streams Use Cases:

- Large fan-outs

- Replay (Time-travelling)

- Throughput Performance

- Large backlogs

Stream - Grouped Single Consumer

Consuming all messages from multiple group of consumers

Order Object

Publisher



Order Object

Order Object

G1

Consumer 1

Consumer 2

Save Data



G2

Consumer 1

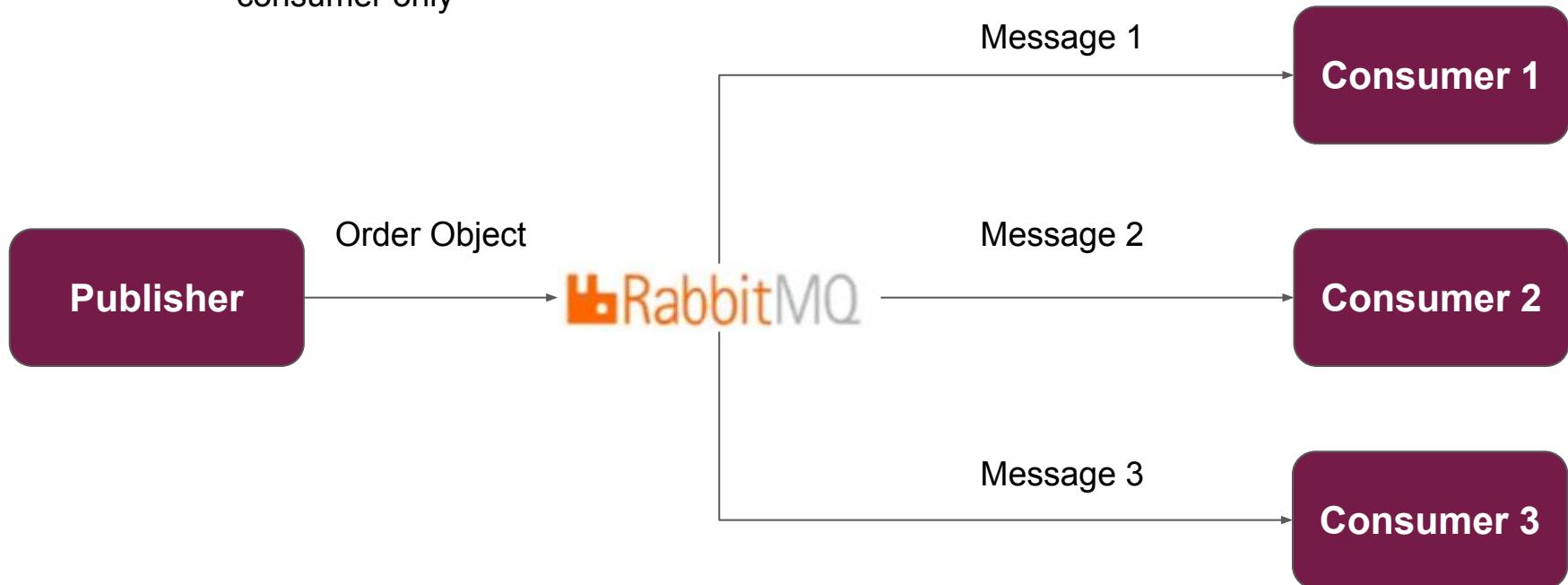
Consumer 2

SMS



Super Streams

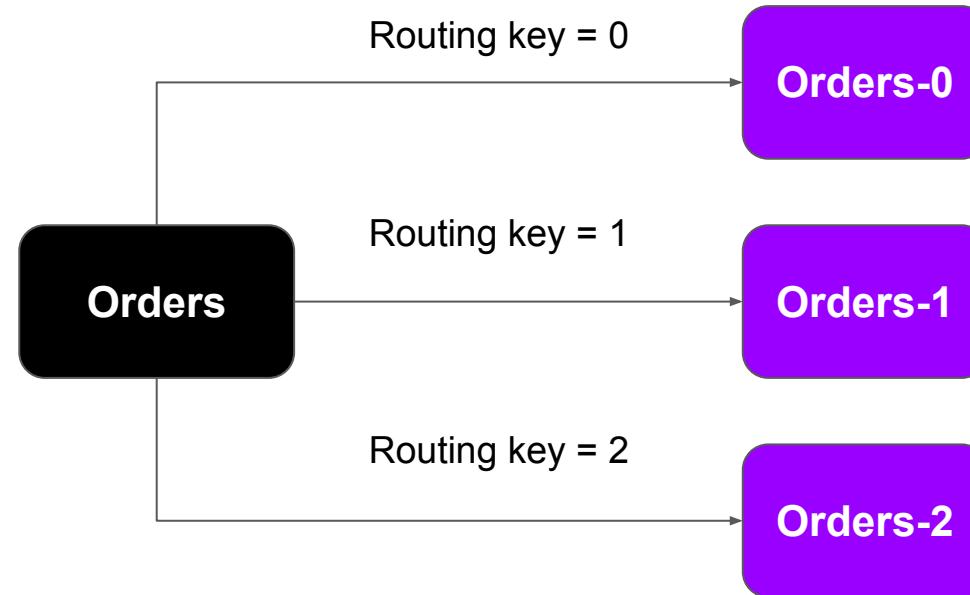
Consuming the same message from one consumer only



Super Streams

```
rabbitmq-streams add_super_stream orders --partitions 3
```

```
rabbitmq-streams delete_super_stream orders
```



Super Streams

