# Package 'rmq'

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Title R Messaging and Queuing
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<b>Description</b> Package rmq provides messaging based on msgpack and websockets. It demonstrates calling from R into Golang (Go) libraries to extend R with functionality available in Go. We use the Go library https://github.com/ugorji/go/codec for msgpack encoding and decoding. This is a high performance implementation, and supports the updated msgpack 2 (current) spec only. For websockets, we use the terrific https://github.com/gorilla/websocket library.
<b>License</b> Apache 2.0. Individual vendored components include their own licenses, which are Apache 2, MIT, or BSD style. See the src/vendor subdirectories for details.
SystemRequirements golang 1.5.1 or later must be installed.
<pre>URL https://github.com/glycerine/rmq</pre>
<pre>BugReports https://github.com/glycerine/rmq/issues</pre>
Suggests testthat
R topics documented:
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r2r.call

from.msgpack

create an R object from raw msgpack bytes

## Description

Given a vector of raw bytes written in msgpack format, from.msgpack converts these into an R object.

## Usage

```
from.msgpack(x)
```

#### **Arguments**

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An raw byte vector of msgpack formatted bytes.

#### **Details**

Lists, numeric vectors, integer vectors, string vectors, and raw byte vectors are supported.

#### Value

The R object represented by x.

#### See Also

```
http://msgpack.org
```

Other rmq.functions: r2r.call; r2r.server; rmq.call; rmq.default.addr; rmq.server; to.msgpack

r2r.call

Send an R object to a listening RMQ server.

## **Description**

```
r2r.call() is the client counter-part to r2r.server()
```

#### Usage

```
r2r.call(msg, addr = rmq.default.addr)
```

#### **Arguments**

msg An R object. Can be a list. Internally this will be serialized using serialize,

then converted into a msgpack binary array and sent to the server.

addr A string of "IP:port" format. The server will bind addr, and it must be available.

Defaults to rmq.default.addr, which is "127.0.0.1:9090".

## See Also

```
Other rmq.functions: from.msgpack; r2r.server; rmq.call; rmq.default.addr; rmq.server; to.msgpack
```

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#### **Examples**

```
## Not run:
    x=list()
    x$arg=c(1,2,3)
    x$f = function(y) { sum(y) }
    r2r.call(x)
## End(Not run)
```

r2r.server

Start a server expecting serialized then msgpacked R objects.

#### **Description**

r2r.call calls on R's native serialize() function, the encodes those bytes in msgpack and sends them over to a waiting r2r.server, which turns them back into R objects before passing them to the handler.

## Usage

```
r2r.server(handler, addr = rmq.default.addr)
```

#### **Arguments**

handler A handler R function taking a single argument

addr A string of "IP:port" format. The server will bind addr, and it must be available.

Defaults to rmq.default.addr, which is "127.0.0.1:9090".

### **Details**

This is an example of how to use rmq. server to good effect. While rmq. server is designed to allow cross-language messaging, it may also be the case that only R sessions wish to communicate. If both client and server speak R's XDR based serialization protocol (e.g. if both ends are R sessions), then we can serialize() arbitrary R objects into msgpack RAW bytes, transmit those RAW bytes, and then unserialize() the XDR back into full R objects. Although not-interoperable with most other languages, this does mean that we can exchange \*any\* R object. The msgpack support for language interop is limited to numeric arrays, string arrays, RAW arrays, integer arrays, lists, and recursively nested lists. While this level of msgpack support does cover most of the inter-language use cases, sometimes we want to serialize full R objects without restriction. For such purposes, the approach demonstrated in the r2r.server() call and the r2r.call() come in handy.

Caveat: you client-server protocol can no longer be evolved by adding new fields to the msgpack. If you want to be able to evolve your cluster gracefully over time, you may be better sticking to msgpack.

## See Also

```
Other rmq.functions: from.msgpack; r2r.call; rmq.call; rmq.default.addr; rmq.server; to.msgpack
```

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#### **Examples**

```
## Not run:

## R session 1 - start the server, giving it
## a handler to call on arrival of each new message.

handler = function(x) {
    print("handler called back with argument x = ")
    print(x)
    print("computing and returning x$f(x$arg)")
    x$f(x$arg)
}

r = r2r.server(handler)

## lastly the client call - in R session #2
    x=list()
    x$arg=c(1,2,3)
    x$f = function(y) { sum(y) }
    r2r.call(x)

## End(Not run)
```

rmq

R Messaging and Queuing: msgpack2 serialization and RPC over websockets

#### **Description**

RMQ lets you do msgpack2 encoding and decoding, and provides a websocket based remote procedure call (RPC) mechanism.

#### **Details**

The basic server and client functions are rmq.server and rmq.call. The client and server communicate internally by encoding and decoding to msgpack2 bytes on the wire. Msgpack2 is the upgraded msgpack spec that distinguishes between blobs and utf8 strings.

Client and server use the websocket protocol which means the server can be accessed from the broswer-based javascript, and the calls will go through firewalls without issue. The gorilla websocket implementation supports TLS certificates for security. A user supplied R function is invoked by the server to handle each incoming client connection.

You can also make use of to.msgpack and from.msgpack diretly for situations that do not require remote procedure call or websockets.

In summary, see rmq.server and rmq.call for the basic RPC over websocket functionality that allows inter-operations with other languages using msgpack2. Check out r2r.server and r2r.call for R-to-R object transfer. See to.msgpack and from.msgpack for stand-alone fast msgpack2 serialization within an R session. The default listening address is defined in rmq.default.addr. This overview of RMQ is found under the title rmq. The package comes with two simple example scripts that illustrate the basic client and server functions. See https://github.com/glycerine/rmq/blob/master/example-client.R and https://github.com/glycerine/rmq/blob/master/example-server.R in the source package for these examples.

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#### References

```
https://github.com/glycerine/rmq, http://msgpack.org
```

rmq.call

Send a message to a listening RMQ server.

## **Description**

Send a message to a listening RMQ server.

## Usage

```
rmq.call(msg, addr = rmq.default.addr, timeout.msec = 5000)
```

## **Arguments**

msg An R object. Can be a list. Internally this will be converted into msgpack and

sent to the server.

addr A string of "IP:port" format. The server will bind addr, and it must be available.

Defaults to rmq.default.addr, which is "127.0.0.1:9090".

timeout.msec A timeout value in milliseconds. A value of 0 means wait forever for a reply. It is

recommended to use a small finite timeout such as the 5 second default, because there is no other way to interrupt the rmq.call() while it is waiting on the network. Issuing ctrl-c (SIGINT) in particular will not interrupt the rmq.call()

in progress.

## Value

The return value is the response from the rmq server to the given msg.

## See Also

```
Other rmq.functions: from.msgpack; r2r.call; r2r.server; rmq.default.addr; rmq.server; to.msgpack
```

## **Examples**

```
## Not run:
    rmq.call(msg, addr="10.0.0.1:7777", timeout.msec = 1000)
## End(Not run)
```

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rmq.default.addr

The default address bound by rmq. server.

## Description

The default address bound by rmq.server.

## Usage

```
rmq.default.addr
```

## **Format**

```
chr "127.0.0.1:9090"
```

#### See Also

Other rmq.functions: from.msgpack; r2r.call; r2r.server; rmq.call; rmq.server; to.msgpack

rmq.server

Start an RMQ server, listening on specified IP and port.

## **Description**

Start an RMQ server, listening on specified IP and port.

## Usage

```
rmq.server(handler, addr = rmq.default.addr)
```

## **Arguments**

handler A handler R function taking a single argument

addr A string of "IP:port" format. The server will bind addr, and it must be available.

Defaults to rmq.default.addr, which is "127.0.0.1:9090".

#### Value

No return value. Blocks forever listening and calling the handler function when a request arrives. Ctrl-c will interrupt the server and shut it down. Call rms.server() again to re-start the server.

## See Also

```
Other rmq.functions: from.msgpack; r2r.call; r2r.server; rmq.call; rmq.default.addr; to.msgpack
```

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#### **Examples**

```
## Not run:
  ## a) the simplest echo server - in R session #1.
  rmq.server(handler=function(msg) {msg}, addr="10.0.0.1:7777")
  ## b) This second example is a simple handler
  ## that echos the input it receives, and adds a few other things.
  ## This would also be in R session #1, as an alternative
  ## to a) above.
 handler = function(x) {
  print("handler called back with argument x = ")
  print(x)
   reply=list()
  reply$hi = "there!"
   replyyum = c(1.1, 2.3)
   replyinput = x
   reply
 }
 r = rmq.server(handler, addr=rmq.default.addr)
 ## c) lastly the client call. In R session #2. You'll
 ## always need to run c) after first starting the
 ## the server using a) or b) above in a separate
 ## R session.
 rmq.call("hello rmq!")
 ## d) illustrate how the client call can pass complex
 ## nested list structured data.
monster=list()
eyes=list()
 eyes$description = c("red", "glowing")
 monster$eyes = eyes
monstermeasurements = c(34, 22, 33)
 ## finally, send the monster to the server.
 rmq.call(monster)
## End(Not run)
```

to.msgpack

serialize an R object to raw msgpack bytes

#### **Description**

Given an R object, to msgpack will convert that object to a vector of raw bytes written in msgpack format.

## Usage

```
to.msgpack(x)
```

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## **Arguments**

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An R object to be serialized. Lists, numeric vectors, raw vectors, and string vectors are supported.

#### **Details**

Lists, numeric vectors, integer vectors, string vectors, and raw byte vectors are supported.

#### Value

A raw byte vector containing the msgpack serialized object.

## See Also

```
http://msgpack.org
Other rmq.functions: from.msgpack; r2r.call; r2r.server; rmq.call; rmq.default.addr;
rmq.server
```

## **Examples**

```
x=list()
  x$hello = "rmq"
  raw=to.msgpack(x)
  y=from.msgpack(raw)
  ## y and x should be equal
```

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