LAB 3: AMQP

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A) PART-1

1. In the directory *"/home/usertp/amqp"*, you may find the code of a sender and a receiver, written in Python.

Below are the two python codes:

sender.py

```
from __future__ import print_function, unicode_literals
import optparse
from proton import Message
from proton.handlers import MessagingHandler
from proton.reactor import Container

class Send(MessagingHandler):
    def __init__(self, url, messages):
        super(Send, self).__init__()
        self.url = url
        self.sent = 0
        self.confirmed = 0
        self.total = messages

    def on_start(self, event):
        event.container.create_sender(self.url)

    def on_sendable(self, event):
        while event.sender.credit and self.sent < self.total:
            msg = Message(id=(self.sent+1), body={'sequence':(self.sent+1)})
            event.sender.send(msg)
            self.sent += 1

    def on_accepted(self, event):
        self.confirmed += 1
        if self.confirmed == self.total:
            print("all messages confirmed")
            event.connection.close()

    def on_disconnected(self, event):
        self.sent = self.confirmed

parser = optparse.OptionParser(usage="usage: %prog [options]",
                               description="Send messages to the supplied address.")
parser.add_option("-a", "--address", default="usertp-VirtualBox:5672/examples",
                  help="address to which messages are sent (default %default)")
parser.add_option("-m", "--messages", type="int", default=100,
                  help="number of messages to send (default %default)")
opts, args = parser.parse_args()

try:
    Container(Send(opts.address, opts.messages)).run()
except KeyboardInterrupt: pass
```

receiver.py

```
from __future__ import print_function
import optparse
from proton.handlers import MessagingHandler
from proton.reactor import Container

class Recv(MessagingHandler):
    def __init__(self, url, count):
        super(Recv, self).__init__()
        self.url = url
        self.expected = count
        self.received = 0

    def on_start(self, event):
        event.container.create_receiver(self.url)

    def on_message(self, event):
        if event.message.id and event.message.id < self.received:
            # ignore duplicate message
            return
        if self.expected == 0 or self.received < self.expected:
            print(event.message.body)
            self.received += 1
            if self.received == self.expected:
                event.receiver.close()
                event.connection.close()

parser = optparse.OptionParser(usage="usage: %prog [options]")
parser.add_option("-a", "--address", default="usertp-VirtualBox:5672/examples",
                  help="address from which messages are received (default %default)")
parser.add_option("-m", "--messages", type="int", default=100,
                  help="number of messages to receive; 0 receives indefinitely (default %default)")
opts, args = parser.parse_args()

try:
    Container(Recv(opts.address, opts.messages)).run()
except KeyboardInterrupt: pass
```

2. Explain each line of the code?

Explanation of the sender code provided in comments:

```
# This statement enables the use of the Python 3 print() function in a Python 2 program
# and changes the behavior of string literals to be more consistent with Python 3.
from __future__ import print_function, unicode_literals

# These import statements bring in classes and functions from  different modules that are used to implement an AMQP messaging.
# optparse is used to handle command-line arguments
# proton provides an AMQP messaging library,
# proton.reactor provides a high-level interface for running AMQP applications.
import optparse
from proton import Message
from proton.handlers import MessagingHandler
from proton.reactor import Container
```

```
# The class Send inherits from the class MessagingHandler provided by the Proton library.
# It defines an initializer that takes in a URL and a number of messages to send.
# It initializes some instance variables that will be used later in the send process.

class Send(MessagingHandler):
    def __init__(self, url, messages):
        super(Send, self).__init__()
        self.url = url
        self.sent = 0
        self.confirmed = 0
        self.total = messages

# The on_start() method creates a sender by calling the create_sender() method on the container provided by the event.
    def on_start(self, event):
        event.container.create_sender(self.url)
```

```
# The on_sendable() method is called when the sender is ready to send messages.
# It sends messages by creating a new Message object and calling the send() method on the sender provided by the event.
    def on_sendable(self, event):
        while event.sender.credit and self.sent < self.total:
            msg = Message(id=(self.sent+1), body={'sequence':(self.sent+1)})
            event.sender.send(msg)
            self.sent += 1
# The on_accepted() method is called when the receiver accepts a message.
# It increments the confirmed counter and checks if all messages have been confirmed.
    def on_accepted(self, event):
        self.confirmed += 1
        if self.confirmed == self.total:
            print("all messages confirmed")
            event.connection.close()
```

```
# The on_disconnected() method is called when the connection is lost.
# It sets the sent counter to the value of the confirmed counter
# indicating that all messages up to that point have been sent and confirmed.
    def on_disconnected(self, event):
        self.sent = self.confirmed

# This block defines an OptionParser object to parse command-line arguments
parser = optparse.OptionParser(usage="usage: %prog [options]",
                               description="Send messages to the supplied address.")
parser.add_option("-a",
                  "--address",
                  default="usertp-VirtualBox:5672/examples",
                  help="address to which messages are sent (default %default)")
parser.add_option("-m",
                  "--messages", type="int",
                  default=100,
                  help="number of messages to send (default %default)")
```

```
                  help="address to which messages are sent (default %default)")
parser.add_option("-m",
                  "--messages", type="int",
                  default=100,
                  help="number of messages to send (default %default)")
opts, args = parser.parse_args()

# The try block runs the Container.run() method, which starts the container and begins processing AMQP messaging events.
# The except block catches a KeyboardInterrupt exception that is raised if the user interrupts the program with Ctrl+C,
# and allows the program to stop gracefully.
try:
    Container(Send(opts.address, opts.messages)).run()
except KeyboardInterrupt:
    pass
```

Explanation of receiver code provided in comments:

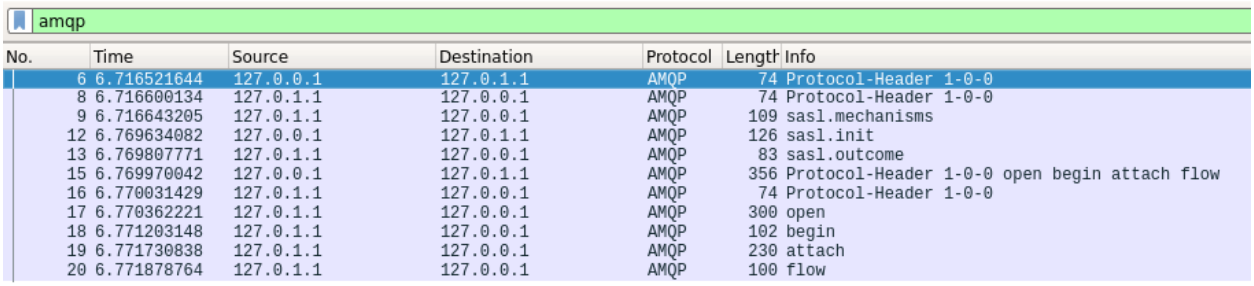
```
# This line imports the print_function from the future module,
# which allows the use of the print function as it is used in Python 3 version.
from __future__ import print_function
# This line imports the optparse module used to parse command-line options.
import optparse
# This line imports the MessagingHandler from the proton.handlers
from proton.handlers import MessagingHandler
# This line imports the Container from the proton.reactor
# These classes are used to implement the messaging client.
from proton.reactor import Container
# Recv is a class defined that extends the MessagingHandler class.
class Recv(MessagingHandler):
# This is the constructor method for the Recv class. It takes two parameters: url and count.
# The super() method is used to call the constructor of the parent class (MessagingHandler).
# The url parameter is used to specify the address from which messages will be received.
# The count parameter is used to specify the number of messages that the client expects to receive.
# The expected and received variables are initialized to zero.
```

```
    def __init__(self, url, count):
        super(Recv, self).__init__()
        self.url = url
        self.expected = count
        self.received = 0
# This is an event handler method that is called when the connection is established.
# It creates a new receiver for the specified address.
    def on_start(self, event):
        event.container.create_receiver(self.url)
# This is an event handler method that is called when a message is received.
# It checks if the message is a duplicate by comparing its ID to the last message received.
# If the expected number of messages has not been received, it prints the message body and properties
# and increments the received counter.
# If the expected number of messages has been received, it closes the receiver and connection.
    def on_message(self, event):
        if event.message.id and event.message.id < self.received:
            # ignore duplicate message
```

```
            return
        if self.expected == 0 or self.received < self.expected:
            print(event.message.body)
            print(event.message.properties)
            self.received += 1
            if self.received == self.expected:
                event.receiver.close()
                event.connection.close()
# This block creates an option parser to parse the command-line arguments.
parser = optparse.OptionParser(usage="usage: %prog [options]")
parser.add_option("-a", "--address", default="localhost:5672/examples",
                  help="address from which messages are received (default %default)")
parser.add_option("-m", "--messages", type="int", default=100,
                  help="number of messages to receive; 0 receives indefinitely (default %default)")
opts, args = parser.parse_args()
```

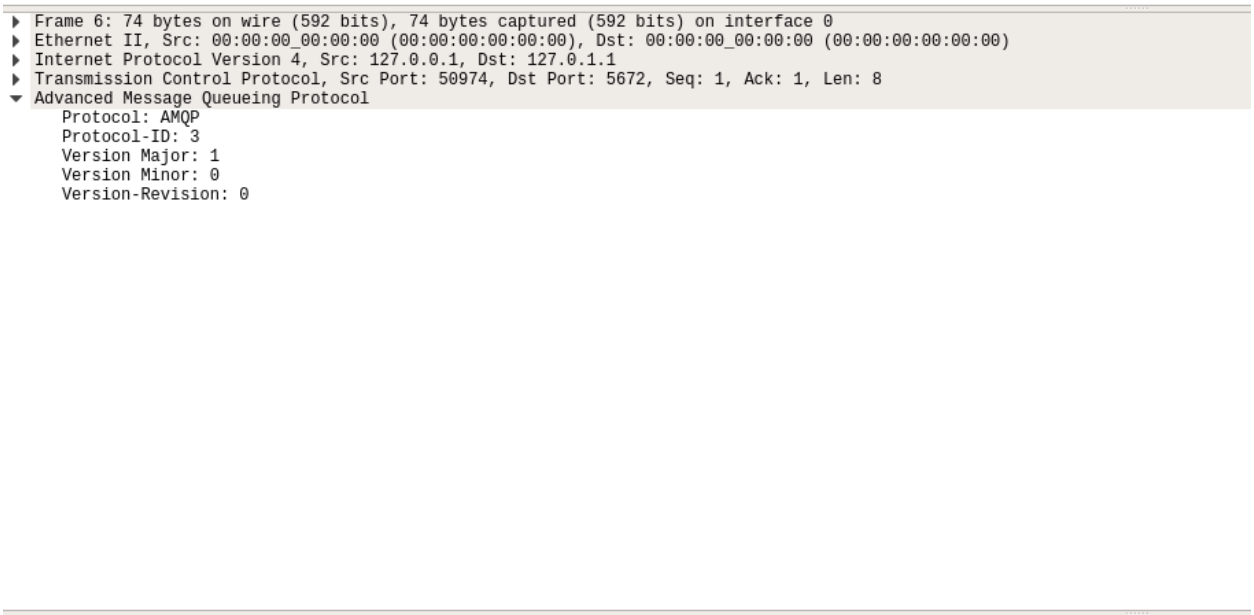
```
# This code creates a new instance of the Container class and passes it an instance of the Recv class,
# along with the parsed command-line options.
# The run() method is called to start the client.
# If a KeyboardInterrupt exception is raised (i.e., the user presses Ctrl+C), the program exits gracefully.
try:
    Container(Recv(opts.address, opts.messages)).run()
except KeyboardInterrupt: pass
```

3. Start Wireshark, and launch a capture. You may use AMQP filter to see only AMQP messages. Launch the receiver. Stop the capture.

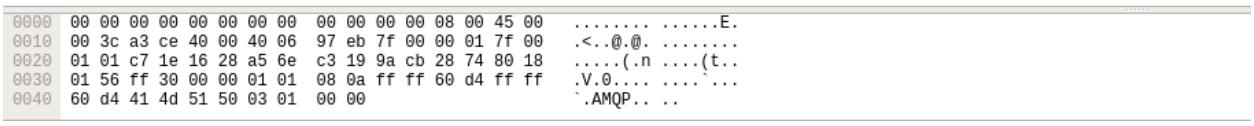


amqp

No.	Time	Source	Destination	Protocol	Length	Info
6	6.716521644	127.0.0.1	127.0.1.1	AMQP	74	Protocol-Header 1-0-0
8	6.716600134	127.0.1.1	127.0.0.1	AMQP	74	Protocol-Header 1-0-0
9	6.716643205	127.0.1.1	127.0.0.1	AMQP	109	sasl.mechanisms
12	6.769634082	127.0.0.1	127.0.1.1	AMQP	126	sasl.init
13	6.769807771	127.0.1.1	127.0.0.1	AMQP	83	sasl.outcome
15	6.769970042	127.0.0.1	127.0.1.1	AMQP	356	Protocol-Header 1-0-0 open begin attach flow
16	6.770031429	127.0.1.1	127.0.0.1	AMQP	74	Protocol-Header 1-0-0
17	6.770362221	127.0.1.1	127.0.0.1	AMQP	300	open
18	6.771203148	127.0.1.1	127.0.0.1	AMQP	102	begin
19	6.771730838	127.0.1.1	127.0.0.1	AMQP	230	attach
20	6.771878764	127.0.1.1	127.0.0.1	AMQP	100	flow



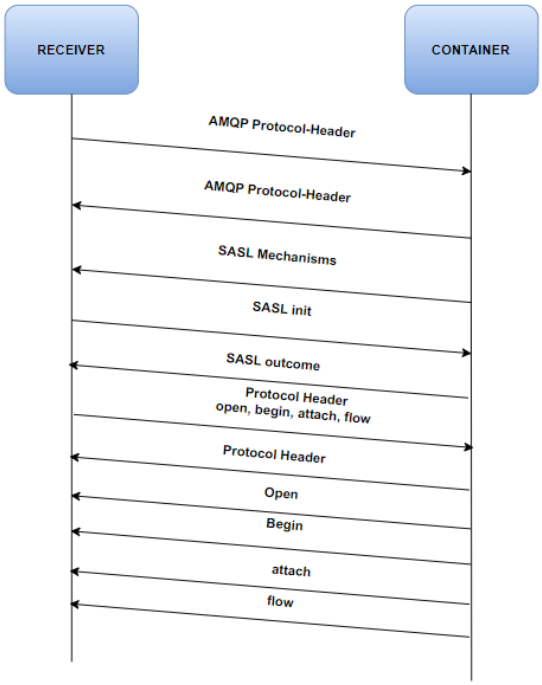
```
▸ Frame 6: 74 bytes on wire (592 bits), 74 bytes captured (592 bits) on interface 0
▸ Ethernet II, Src: 00:00:00_00:00:00 (00:00:00:00:00:00), Dst: 00:00:00_00:00:00 (00:00:00:00:00:00)
▸ Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.1.1
▸ Transmission Control Protocol, Src Port: 50974, Dst Port: 5672, Seq: 1, Ack: 1, Len: 8
▾ Advanced Message Queueing Protocol
    Protocol: AMQP
    Protocol-ID: 3
    Version Major: 1
    Version Minor: 0
    Version-Revision: 0
```



```
0000  00 00 00 00 00 00 00 00  00 00 00 00 08 00 45 00   ........ ......E.
0010  00 3c a3 ce 40 00 40 06  97 eb 7f 00 00 01 7f 00   .<..@.@. ........
0020  01 01 c7 1e 16 28 a5 6e  c3 19 9a cb 28 74 80 18   .....(.n ....(t..
0030  01 56 ff 30 00 00 01 01  08 0a ff ff 60 d4 ff ff   .V.0.... ....`...
0040  60 d4 41 4d 51 50 03 01  00 00                     `.AMQP.. ..
```

4. What are the exchanged messages? Draw an exchange diagram.

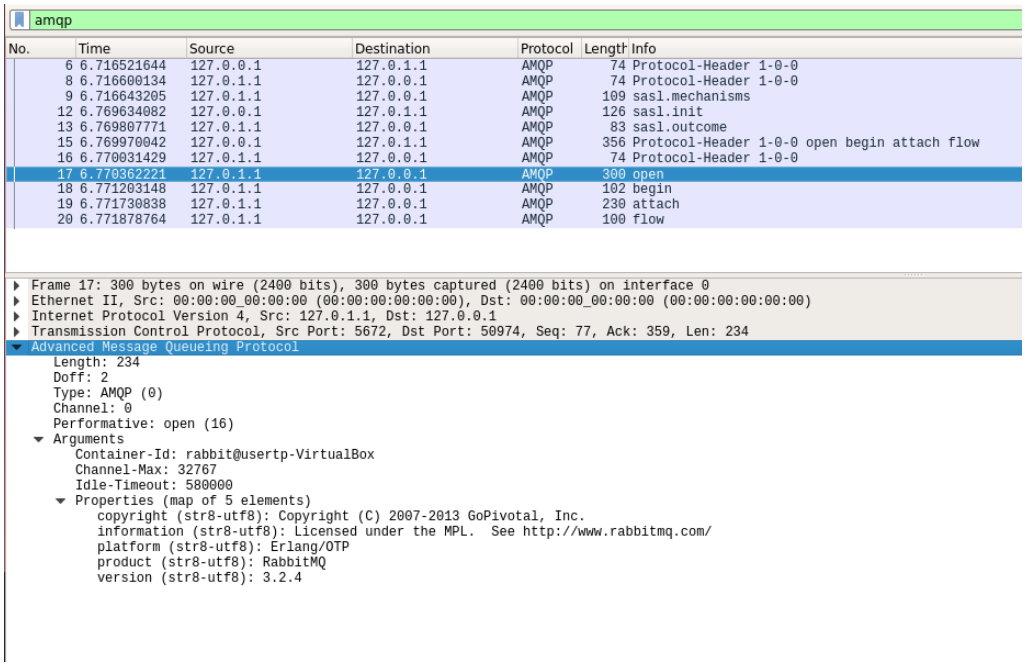
From the above capture, the exchanged messages are Protocol-Header, SASL mechanisms, Open, Begin, Attach and Flow.



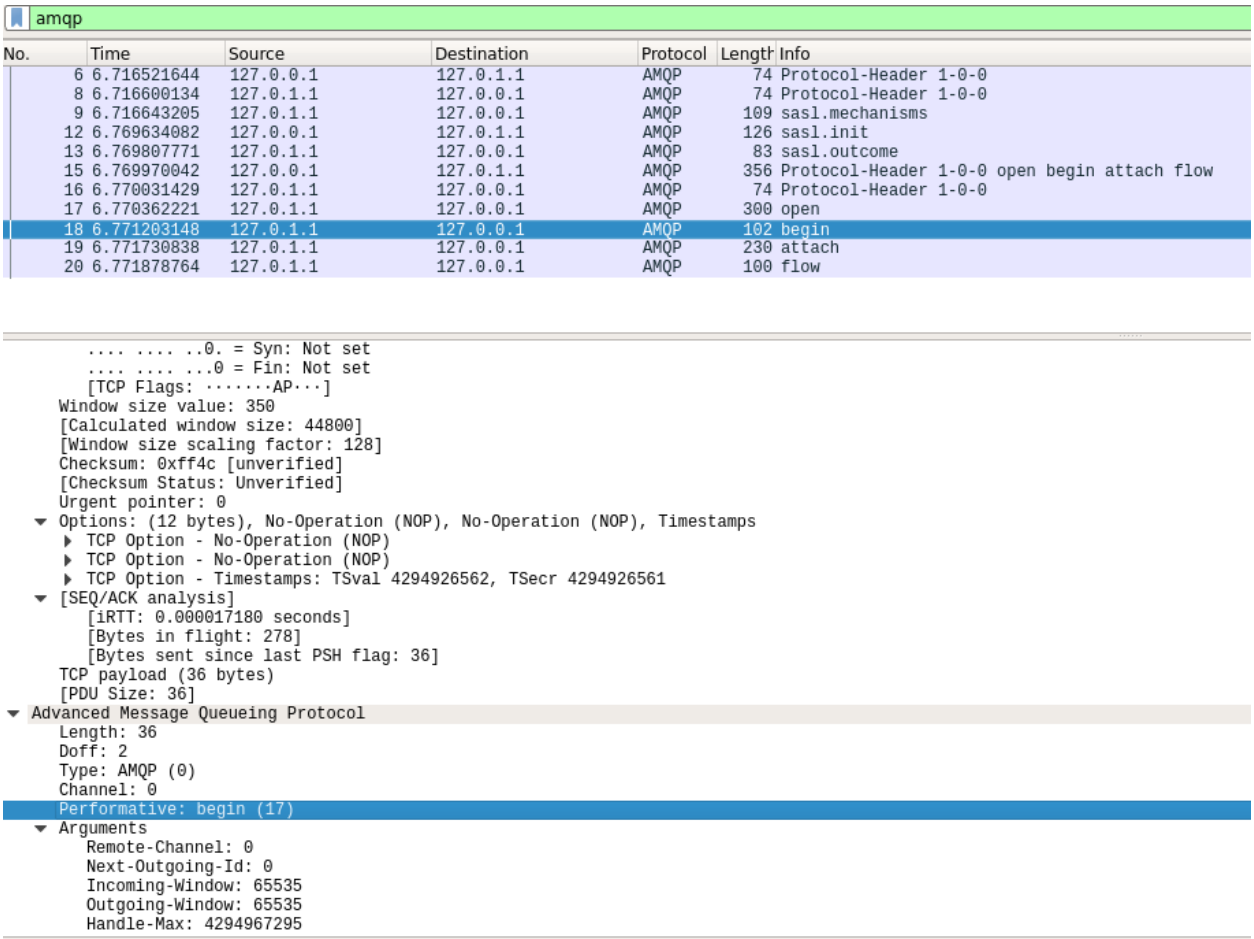
5. Describe the characteristics of the connection, session and link? Credit, window size, maximum frame size? What are the objectives behind these values?

- To establish a connection between two containers in AMQP, the following steps are taken: A TCP connection is established between the two containers. A header frame is exchanged to negotiate the version of AMQP to be used. The Open frame is sent to initiate the connection between the containers. Connections are subject to idle timeout threshold. Timeout is triggered by local peer if no AMQP frames are received after threshold exceeded. The open frame can only be sent on channel 0.
- A session binds together two uni-directional channels to form a bidirectional, sequential conversation between two containers. Session is created using Begin performative
- Links provide a credit-based flow control scheme based on the number of messages transmitted, allowing applications to control which nodes to receive messages from at a given point. Links are created using performative attach.
- The objective of these values is used to control the flow of communication at different layers in the AMQP protocol.

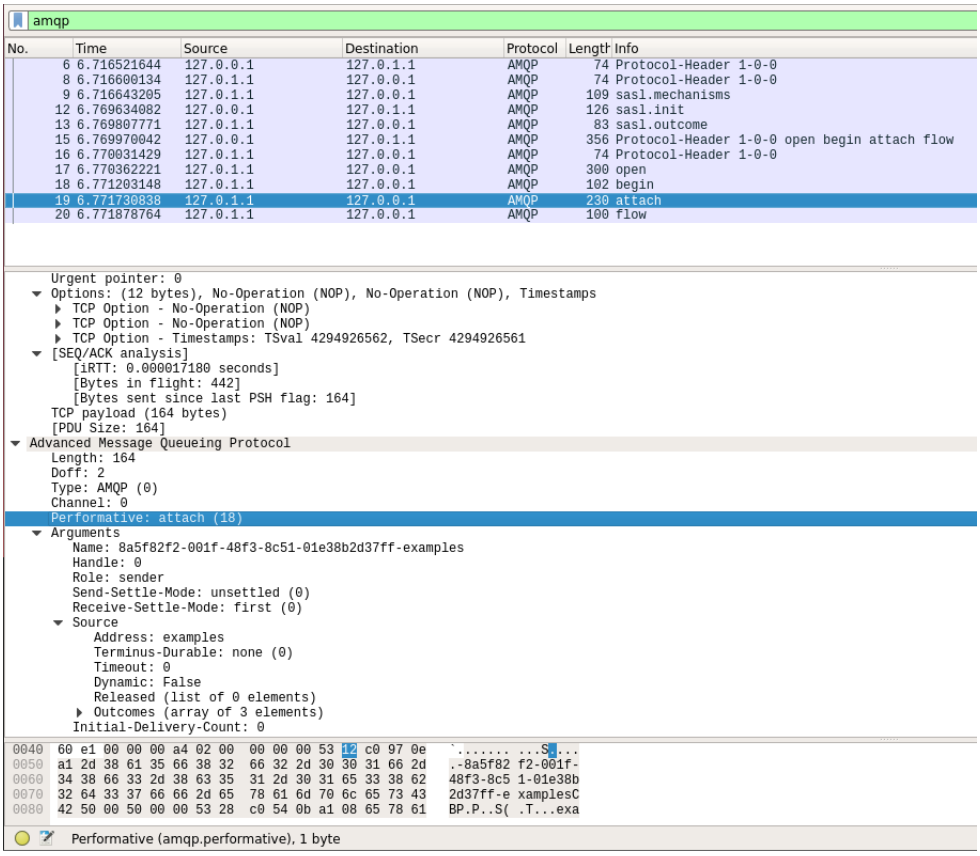
Connection: Container-Id, Channel-Max and Idle Timeout values can be seen in the below capture. Also, the channel below is 0.

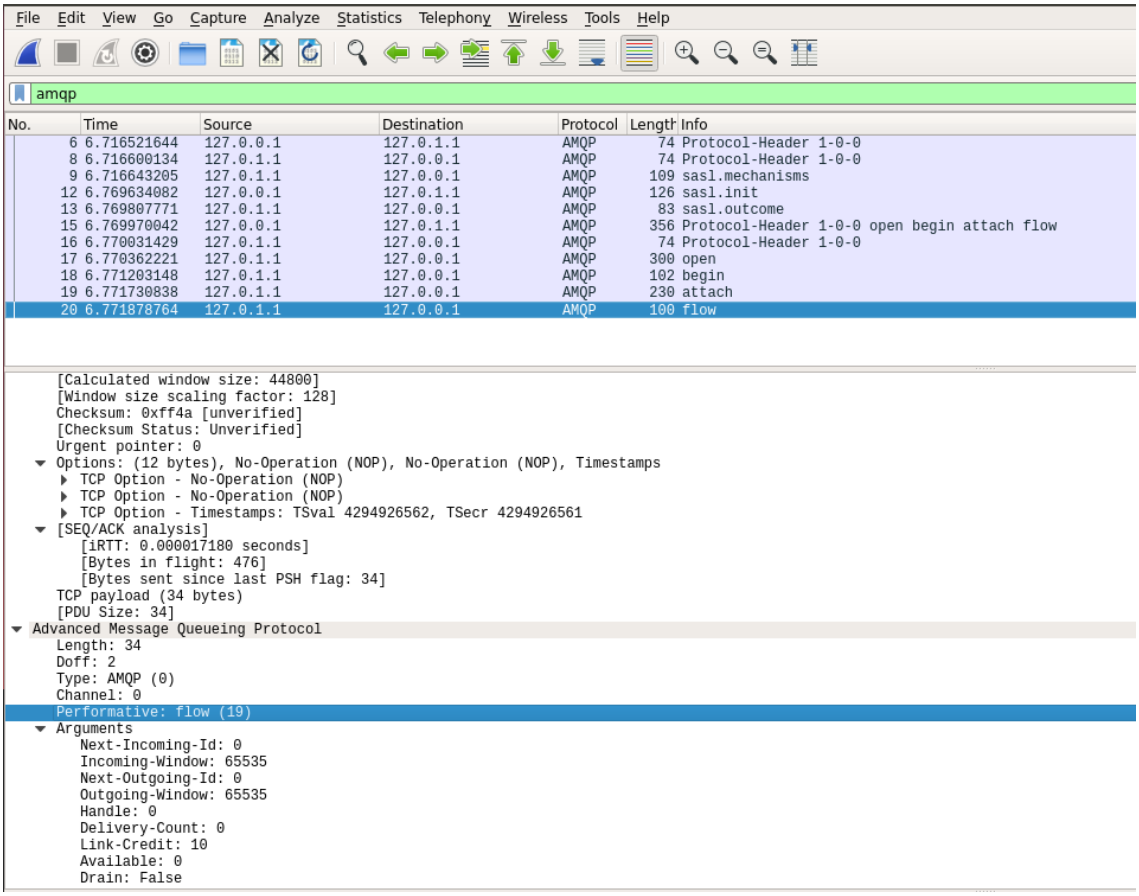


Session: Incoming-Window, Outgoing-Window and Handle-Max values can be seen in the below capture.



Link: Link-credit, target and address values can be seen in the below capture.





6. What are the used performatives? At which level is this information?

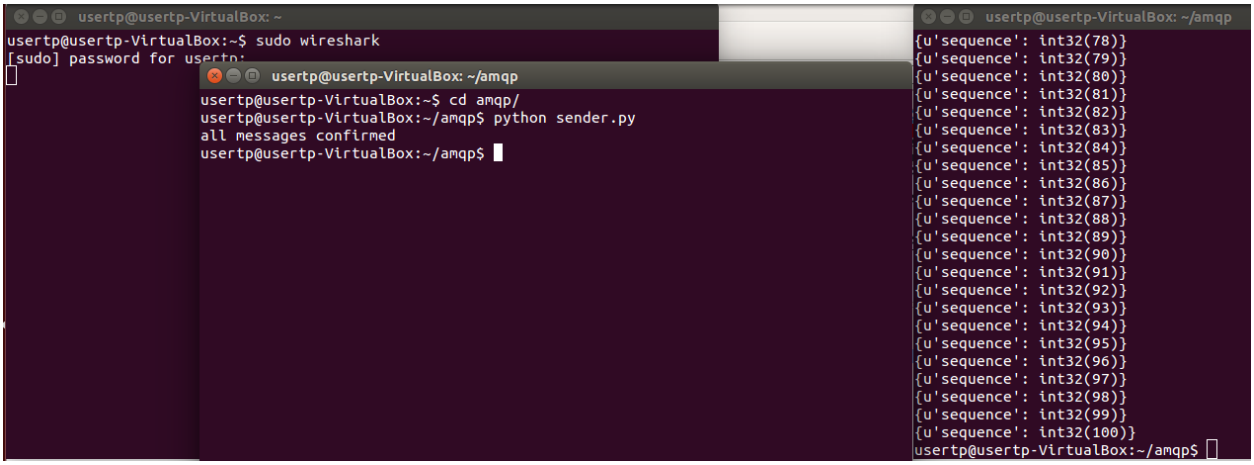
- **Open**: Connection level
- **Begin**: Session level
- **Attach**: Link level
- **Flow**: Link level

7. What is the "id" of the used channel?

The id of the used channel is **0**.

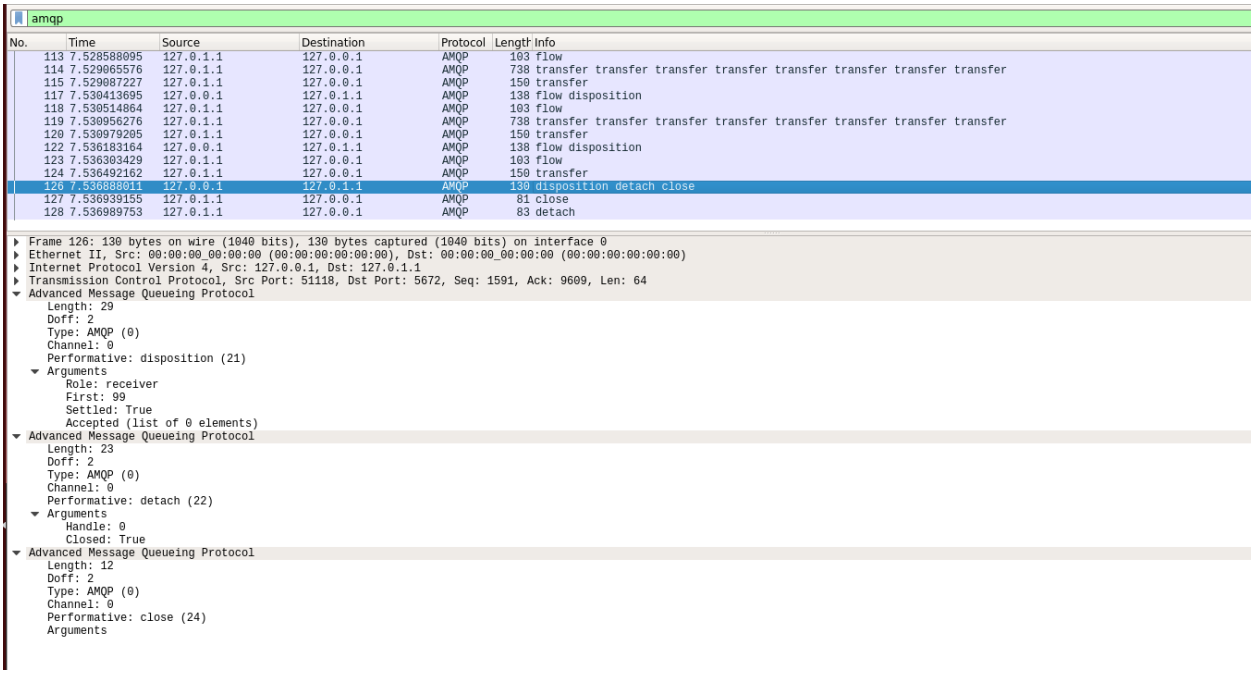
8. Start Wireshark, and launch a capture. Launch the sender. Stop the capture.

Terminal Captures on launching the sender:



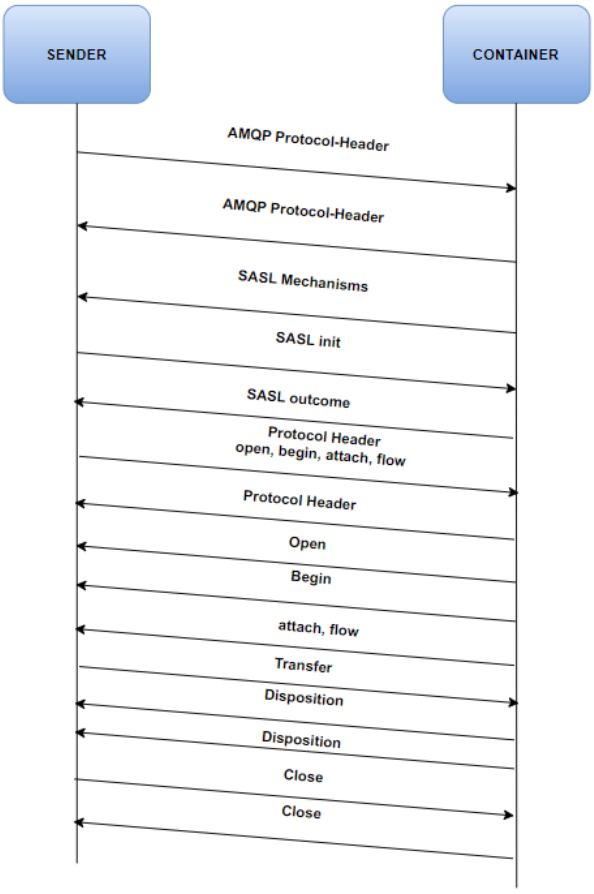

```
usertp@usertp-VirtualBox:~$ cd amqp/
usertp@usertp-VirtualBox:~/amqp$ python receiver.py
{u'sequence': int32(1)}
{u'sequence': int32(2)}
{u'sequence': int32(3)}
{u'sequence': int32(4)}
{u'sequence': int32(5)}
{u'sequence': int32(6)}
{u'sequence': int32(7)}
{u'sequence': int32(8)}
{u'sequence': int32(9)}
{u'sequence': int32(10)}
{u'sequence': int32(11)}
{u'sequence': int32(12)}
{u'sequence': int32(13)}
{u'sequence': int32(14)}
{u'sequence': int32(15)}
{u'sequence': int32(16)}
{u'sequence': int32(17)}
{u'sequence': int32(18)}
{u'sequence': int32(19)}
{u'sequence': int32(20)}
{u'sequence': int32(21)}
{u'sequence': int32(22)}
```

Below is a Wireshark capture:



9. What are the exchanged messages? Draw an exchange diagram.

The exchanged messages are Protocol-Header, SASL mechanisms, open, begin, attach, flow, transfer, deposition and close.

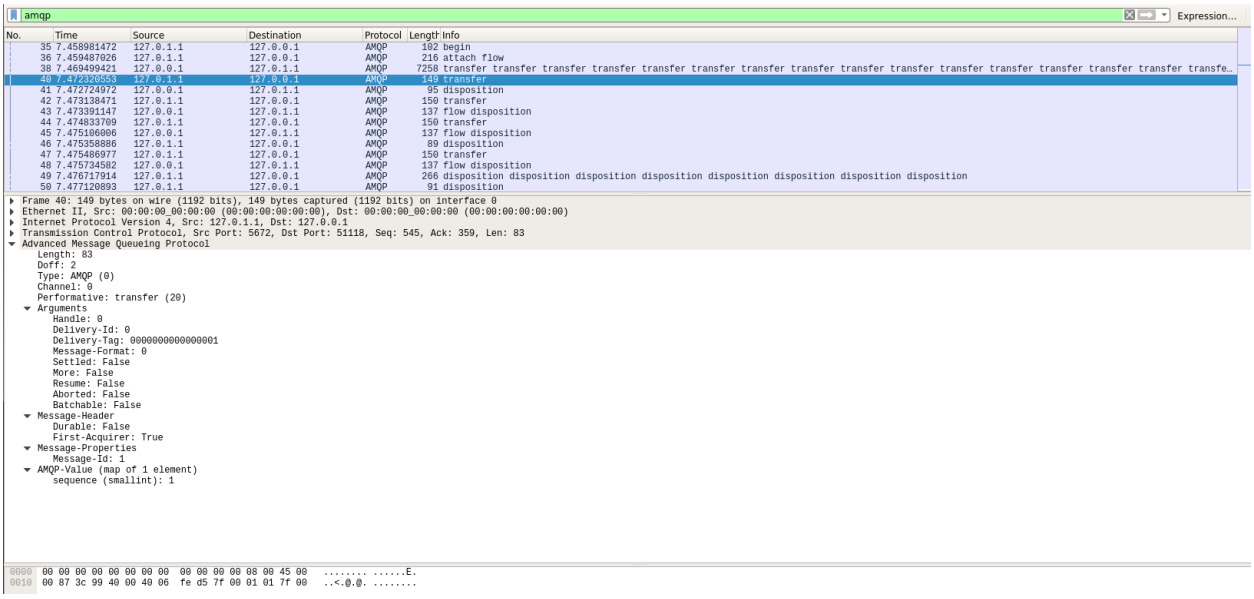


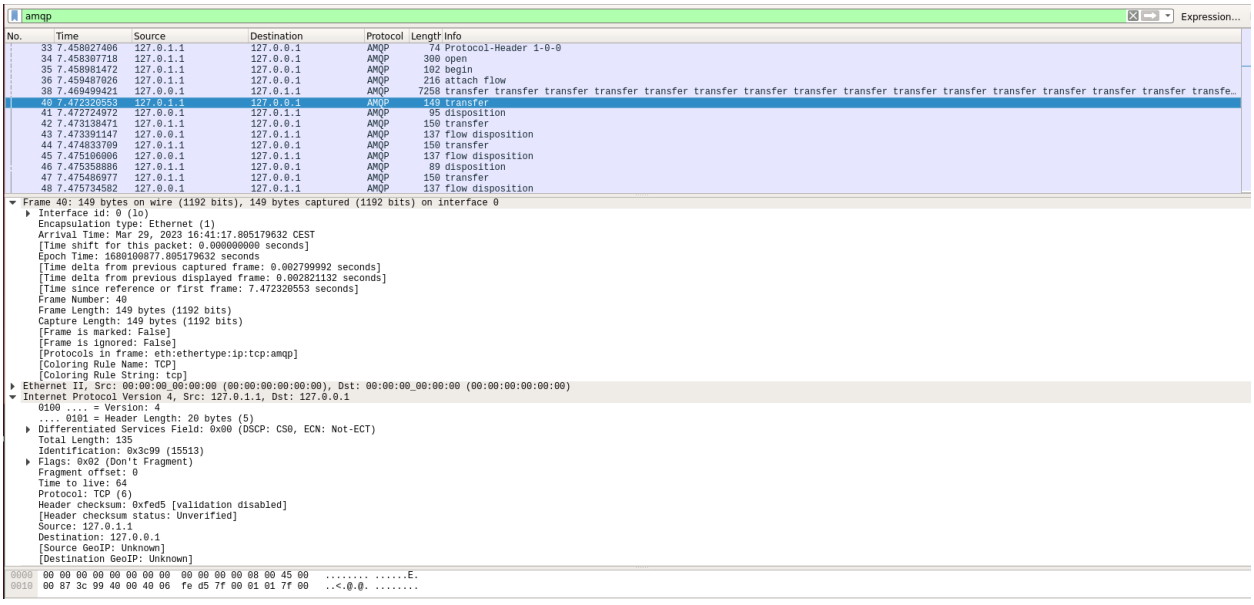
10. What are the used performatives? Explain?

- Open - To open a connection.
- Begin - To begin a session.
- Attach - To attach a link to a session.
- Flow - To control the flow of messages on a link.
- Transfer - To send messages on a link.
- Disposition - To inform the receiver of the outcome of message processing.
- Close - To close a connection or a session.

11. Locate in the “transfer” packet the frame header and the message header? How many messages are present? Why?

Below captures are for the “transfer” packet:





Also, there are 100 messages present:

```
▼ Arguments
    Handle: 0
    Delivery-Id: 99
    Delivery-Tag: 0000000000000064
    Message-Format: 0
    Settled: False
    More: False
    Resume: False
    Aborted: False
    Batchable: False
▼ Message-Header
    Durable: False
    First-Acquirer: True
▼ Message-Properties
    Message-Id: 100
▼ AMQP-Value (map of 1 element)
    sequence (smallint): 100
```

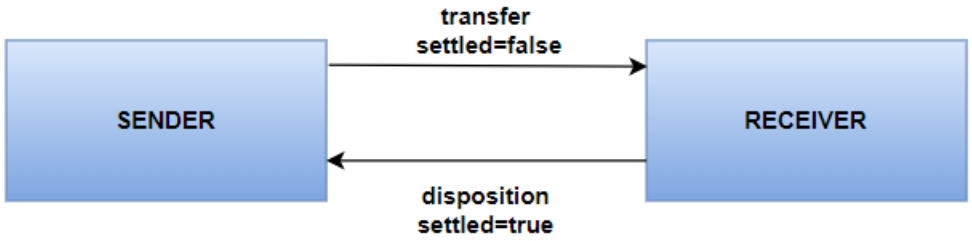
In the sender.py code, the below line is used to define an option for the script that takes an integer value and is used to set the number of messages to be sent by the sender. By default, this value is 100.

parser.add_option ("-m","--messages", type="int", default=100,

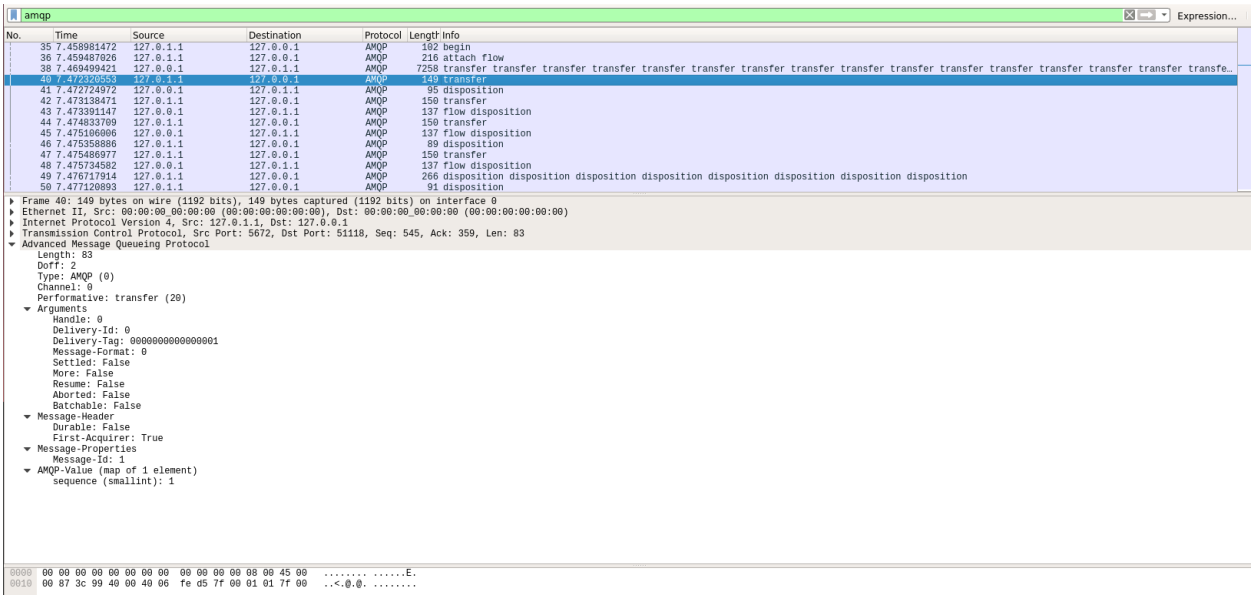
help="number of messages to send (default %default)")

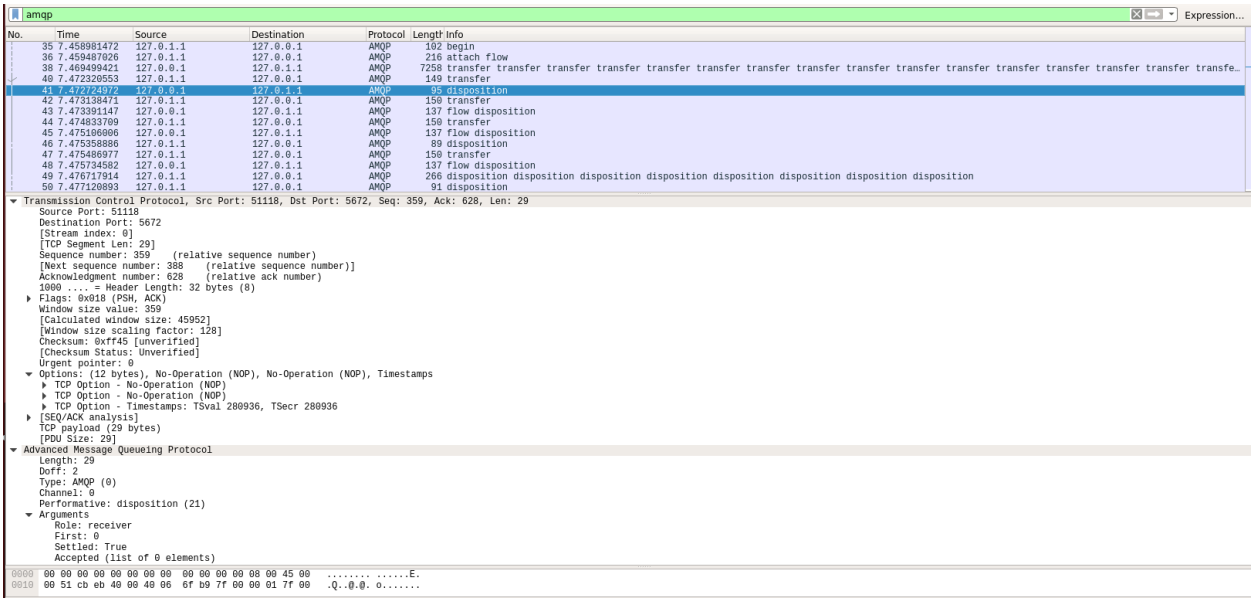
12. What is the type of QoS? (Hint: have a look to transfer and disposition messages).

The QoS is 1 (at-least once). Sender sends delivery with settled = false and only settle when settled = true disposition received from the receiver.



Below are the Wireshark captures where we can see the **"Settled"** values for the transfer and disposition packets:





13. Check the window size evolution. What do you remark? Why?

In the packet "**open begin attach**", the window size is 2147483647. In the **"begin"** packet, the window size is 65535. This tells the sender that the exchange is capable of receiving this in/out window size and the sender has to reduce its window size.

```
Type: AMQP (0)
Channel: 0
Performative: begin (17)
▼ Arguments
    Next-Outgoing-Id: 0
    Incoming-Window: 2147483647
    Outgoing-Window: 2147483647
```

```
        .... .... ..0. = Syn: Not set
        .... .... ...0 = Fin: Not set
        [TCP Flags: ·····AP···]
    Window size value: 350
    [Calculated window size: 44800]
    [Window size scaling factor: 128]
    Checksum: 0xff4c [unverified]
    [Checksum Status: Unverified]
    Urgent pointer: 0
  ▾ Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps
    ▸ TCP Option - No-Operation (NOP)
    ▸ TCP Option - No-Operation (NOP)
    ▸ TCP Option - Timestamps: TSval 4294926562, TSecr 4294926561
  ▾ [SEQ/ACK analysis]
        [iRTT: 0.000017180 seconds]
        [Bytes in flight: 278]
        [Bytes sent since last PSH flag: 36]
    TCP payload (36 bytes)
    [PDU Size: 36]
▾ Advanced Message Queueing Protocol
    Length: 36
    Doff: 2
    Type: AMQP (0)
    Channel: 0
    Performative: begin (17)
  ▾ Arguments
        Remote-Channel: 0
        Next-Outgoing-Id: 0
        Incoming-Window: 65535
        Outgoing-Window: 65535
        Handle-Max: 4294967295
```

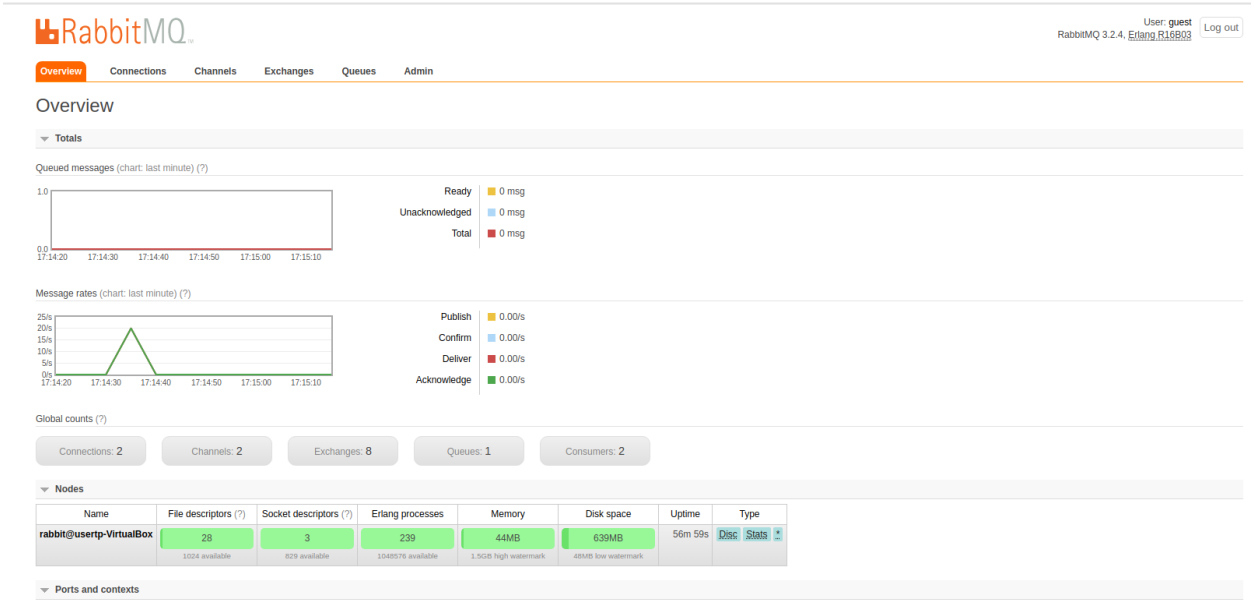
In the next message, the container adjusts the value of the in/out window to match the previous value.

```
    Type: AMQP (0)
    Channel: 0
    Performative: flow (19)
  ▾ Arguments
        Next-Incoming-Id: 0
        Incoming-Window: 65535
        Next-Outgoing-Id: 0
        Outgoing-Window: 65535
        Handle: 0
        Link-Credit: 65536
        Drain: False
        Echo: False
```

14. RabbitMQ comes with a web-based management interface. You may enter the following URL:

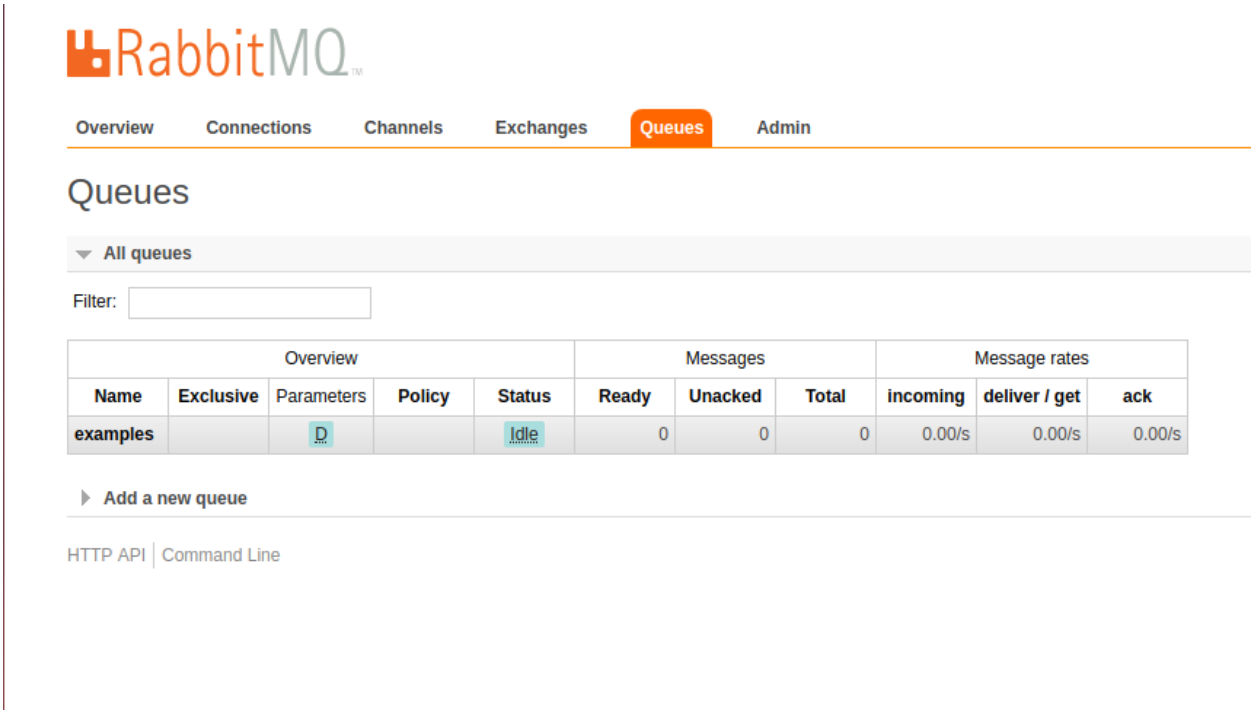
http://localhost: 15672.

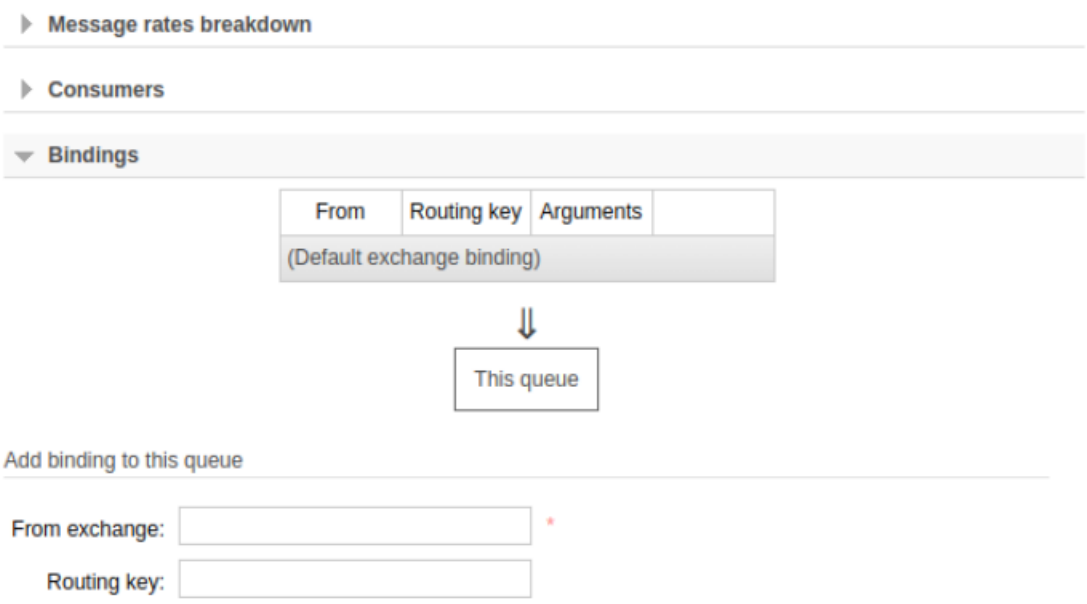
Please refer to the documentation available on the website of RabbitMQ to see the features available with the management interface. The account to use is login: guest, passwd: guest. Add another receiver, and start it.



15. Check in RabbitMQ the status of the queues? What is the name of the queue used by the receiver and sender? Which type of binding is used?

The name of the queue is "**examples**" and the status is "**Idle".** The binding type used here is the default exchange binding. The message is routed to the queue based on the queue name. If the queue name is not specified, then the message is routed to a queue with the same name as the routing key. This binding type is often used when the receiver and the sender are both using the same queue.





B) PART-2

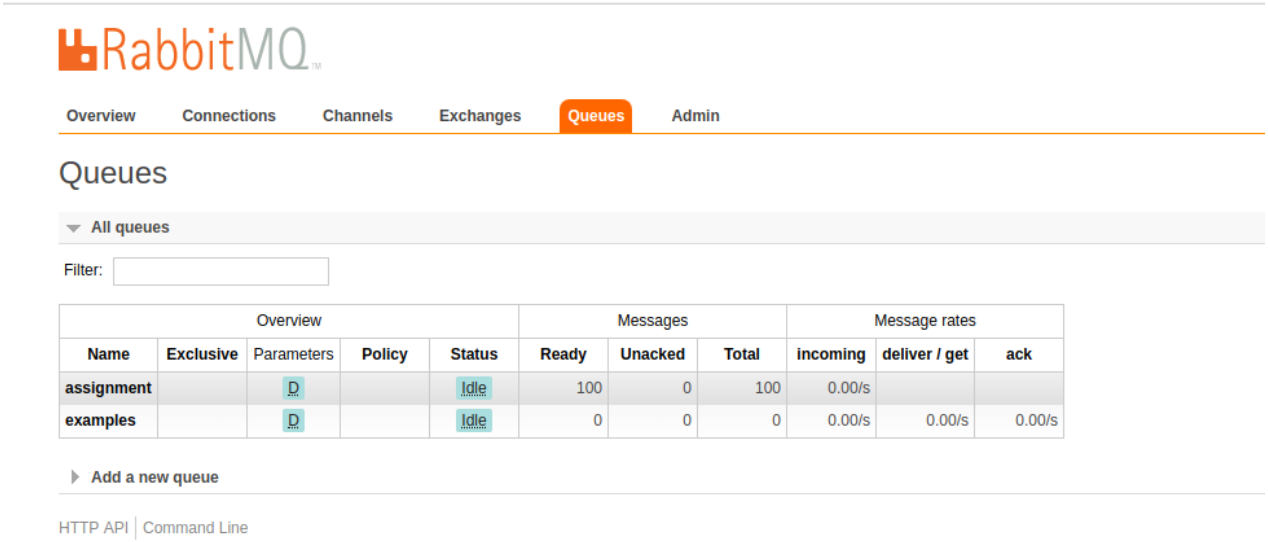
1. Modifying the sender to publish not a batch of messages, but generate a random value periodically using temperature as a topic.

```
from proton.reactor import Container
import time
import random
class Send(MessagingHandler):
    def __init__(self, url, messages):
        super(Send, self).__init__()
        self.url = url
        self.sent = 0
        self.confirmed = 0
        self.total = messages
    def on_start(self, event):
        event.container.create_sender(self.url)
    def on_sendable(self, event):
        while event.sender.credit and self.sent < self.total:
            value = random.randint(10, 40)
            msg = Message(id=(self.sent + 1), body={'temperature': value})
            event.sender.send(msg)
```

```
parser.add_option("-a",
                  "--address",
                  default="localhost:5672/assignment",
                  help="address to which messages are sent (default %default)")
parser.add_option("-m",
                  "--messages", type="int",
                  default=100,
                  help="number of messages to send (default %default)")
opts, args = parser.parse_args()

try:
    i = 0
    while i < 100:
        Container(Send(opts.address, opts.messages)).run()
        time.sleep(5)
        i += 1
except KeyboardInterrupt:
```

```
{u'Temperate value ': int32(17)}
{u'Temperate value ': int32(23)}
{u'Temperate value ': int32(21)}
{u'Temperate value ': int32(39)}
{u'Temperate value ': int32(11)}
{u'Temperate value ': int32(38)}
{u'Temperate value ': int32(18)}
{u'Temperate value ': int32(28)}
{u'Temperate value ': int32(36)}
{u'Temperate value ': int32(36)}
{u'Temperate value ': int32(19)}
{u'Temperate value ': int32(27)}
{u'Temperate value ': int32(34)}
{u'Temperate value ': int32(19)}
{u'Temperate value ': int32(36)}
{u'Temperate value ': int32(14)}
{u'Temperate value ': int32(27)}
{u'Temperate value ': int32(23)}
{u'Temperate value ': int32(18)}
{u'Temperate value ': int32(11)}
{u'Temperate value ': int32(37)}
{u'Temperate value ': int32(40)}
{u'Temperate value ': int32(13)}
{u'Temperate value ': int32(13)}
{u'Temperate value ': int32(40)}
{u'Temperate value ': int32(40)}
{u'Temperate value ': int32(18)}
{u'Temperate value ': int32(39)}
```



2. Build the messages using the fields seen in the lecture on AMQP.

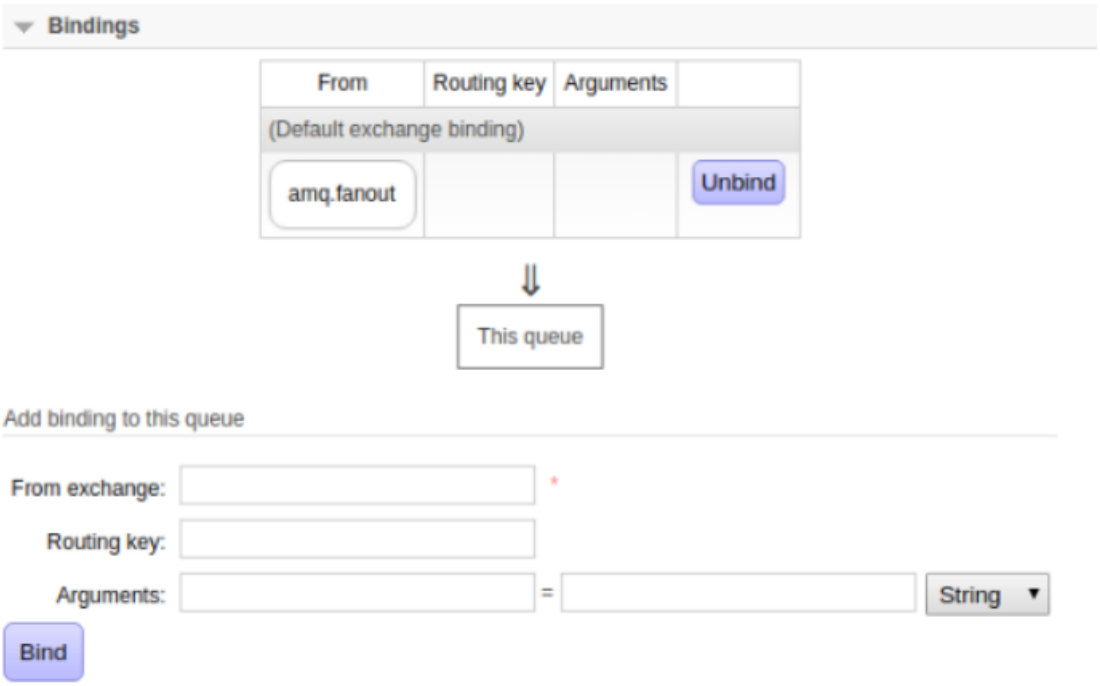
```
def on_sendable(self, event):
    while event.sender.credit and self.sent < self.total:
        value = random.randint(10, 40)
        msg = Message(body={'temperature': value})
        msg.id = str(self.sent + 1) # unique identifier for the message
        msg.to = "Broker" # identifies the destination node for the message
        msg.subject = "Temperature" # summary information about the message content
        msg.reply_to = "Sensor" # address of the node to send replies to
        msg.correlation_id = msg.id # used for correlation between a request message and related response
        msg.content_type = "application/json" # content type of the opaque payload
        msg.absolute_expiry_time = int(time.time()) + 60 # time when the message is considered to be expired
        event.sender.send(msg)
        self.sent += 1
```

3. Modify the QoS to at least once.

```
def on_start(self, event):
        event.container.create_sender(self.url, options=AtLeastOnce())
```

4. Try to use different binding at the RabbitMQ.

The name of the exchange = amq.fanout binding


Bindings
From
Routing key
Arguments
(Default exchange binding)
amq.fanout
Unbind
This queue
Add binding to this queue
From exchange:
Routing key:
Arguments:
String
Bind