

## Indirect communication

# **Message queues**

# Characteristics

Whereas groups and publish/subscribe systems provide a one-to-many style of communication, messages queues provide a point-to-point service using the concept of a **message queue as an indirection**.

Message queues are also referred to as **Message-Oriented Middleware**.

Commercial middleware such as

- IBM WebSphere MQ
- Microsoft MSMQ
- Oracle Stream Advanced Queuing (AQ)

## Enterprise application integration (EAI)

- is an integration framework composed of a collection of technologies and services which form a **middleware** (e.g. distributed message queues) to enable integration of systems and applications across the enterprise

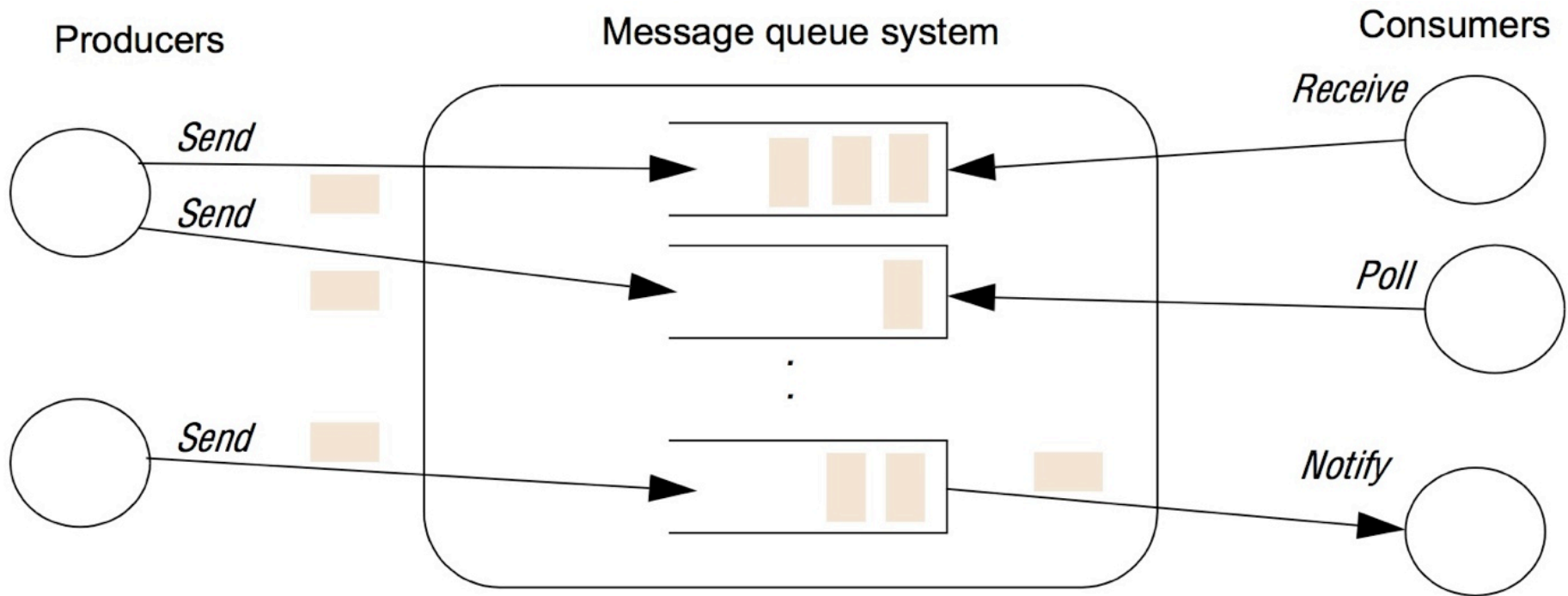
## Transaction Processing Systems

- Message queues have intrinsic support of transactions for transactions

## Message Queues

# The programming model

# Programming model



**Queuing policy** typically FIFO, priority or other selection criteria (e.g. metadata based)

# Styles of “Receive”

## *blocking receive*

- will block until an appropriate message is available

## *non-blocking receive* (a polling operation)

- will check the status of the queue and return a message if available, or a not available indication otherwise

## *notify operation*

- will issue an event notification when a message is available in the associated queue.

# Properties

## *Persistent messages*

- Messages are stored until they are consumed

## *Reliable delivery*

- Integrity: the message received is the same as the one sent, and no messages are delivered twice
- Validity: message is eventually received (but not guarantees about the timing of delivery)

Transactional: „all steps in a transaction or nothing“

- Typically supported by additional external transaction service

+ (message transformation, security, ...)

## Message Queues

# Implementation issues



# Centralized vs. Decentralized

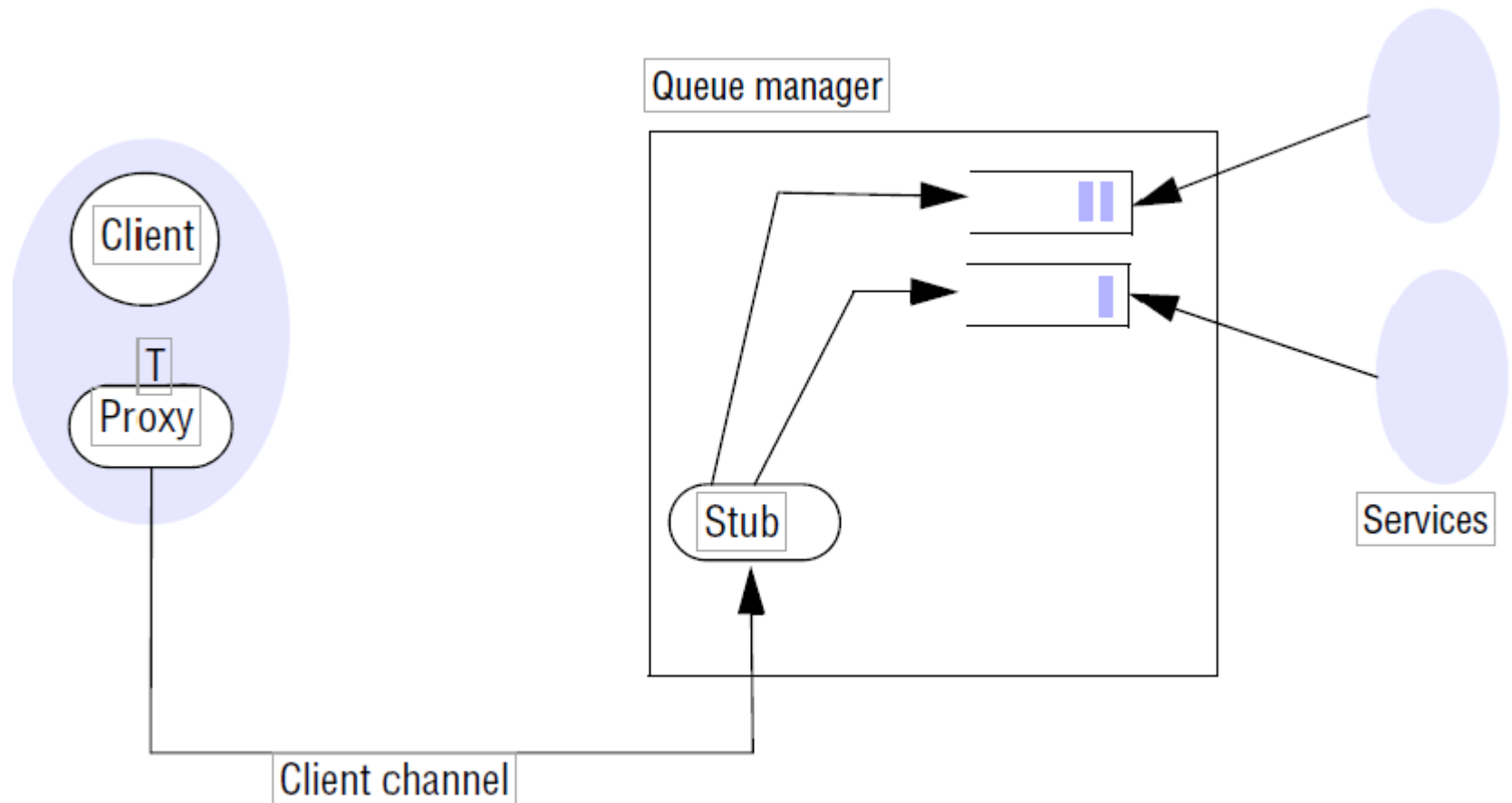
## Centralized

one or more message queues managed by a centralized queue manager located at a given node

- Advantage: simplicity
- Drawback: manager can become heavy-weight, bottleneck, single-point-of-failure

## Decentralized

federated structure with **message channel** as a unidirectional connection between two queue managers that is used to forward messages asynchronously from one queue to another. A message channel is managed by a **message channel agent** (MCA) at each end



**Client Channels** issue commands of the **Message Queue Interface** (MQI) on the proxy and sent them transparently to the **Message Queue Manager** via RPC.

Decentralized queue managers allow network topologies, e.g., trees, meshes or a bus-based networks

## Example: **Hub-and-spoke** approach

- Often used in large scale geographically distributed deployments
  - ability to connect to a local spoke over a high-bandwidth connection
- One queue manager is **hub** providing main services
  - placed somewhere appropriate in the network, on a node with sufficient resources to deal with the volume of traffic
- Clients connect through queue managers called **spokes** which relay messages to the queues of the hub
  - placed strategically around the network to support different clients