Packet Handling Service (PHS)

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# Introduction

This documentation intended to serve the purpose of giving detail level architecture description.

# Conventions/Requirements

* Performance bound
* Bidirectional communication interface from MS to PHS will be through AMQP
* Unidirectional communication interface from PPP to PHS will be through ZeroMQ
* PHS is a service that plugs into PPP component
* Packet outgoing interface will go through different interface than packet incoming interface
* Default PHS plugin will be ‘Packet Injection’

# Summary

PHS will be launched as daemon that can be null operation if nothing to be done on the packet in the case “passive” monitoring mode. In case of “active” monitoring mode, it will inject and route packets as specified. The mode of operations is fictitious to illustrate that the PHS can serve as packet router with storage backend consuming the packets instead of transparent caching solution. PHS by default set to inject packet. In this case, if interested packets are received from the PPP, packet injection will inform the video server to route the traffic to caching server while at the same time stop the current traffic flow. Example of PHS acting as packet injection plugin operation:

* TCP RST packet generation
* Redirection packet generation
* Raw packet vector injection

# Components

* Configuration and registration thread
* PHS master thread
* PHS worker threads

# Architecture

## Component descriptions: