

A Technical Introduction

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Software

Agenda

- Product Overview
- Client Delivery Modes
- Realm Features
- Management and Administration
- Clustering & HA
- Scalability & Performance
- Getting Started



Product Overview

webMethods Nirvana Messaging - The Universal Middleware





Client Delivery Modes

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Delivery Mode: Channels/Topics (Pub/Sub)

- Individual messages delivered to multiple consumers
- Producers and consumers are decoupled
- Ideal for delivering same messages to multiple users

Delivery Mode: Channels/Topics (Pub/Sub)



Delivery Mode: Queues

- Each message delivered to one and only one consumer
- Messages are removed on delivery
- Ideal for implementing transactional request/reply style interactions

Delivery Mode: Queues



Delivery Mode: DataGroups

- Dynamic structure supporting remote subscription management
- User membership of one or more groups determines messages received
- Producers actively aware of / in control of group membership
- Ideal for transparently delivering messages to dynamic categories of users

Delivery Mode: Datagroups



Delivery Mode: P2P

- Two types of P2P service, Stream based or Event based
- Provides a One to One communication session
- Similar to socket concepts
- Stream services have Input / Output stream, read / write bytes
- Event services send / receive events

Delivery Mode: P2P





Realm Features

- Multiple protocol and standards supported
 - Unicast, Multicast and IPC messaging
 - Sockets, SSL Sockets, HTTP, HTTPS
 - JMS, MQTT, HTML5
 - HTML5 Websocket, XHR-Streaming-CORS, XHR-Longpoll-CORS, XDR Streaming/Longpoll, JSONP Longpoll, NoCrossDomain IFRAME Streaming, EventSource Streaming

- Interfaces
 - Binding different protocols to different physical interfaces
 - Multiple SSL certificate chains
 - Plugins File (Web Server), XML, SOAP, REST, Servlet,
 - ProxyPassThrough
 - NIO / Non NIO
 - HTTP/1.0, HTTP/1.1
 - Synchronous / Asynchronous delivery
 - Multicast
 - IPC via Shared Memory (SHM)

- Scheduling and Triggers support
- Security
 - Authentication
 - Entitlements
 - VIA Rules, i.e. authentication restrictions by interface and protocol

- Extensive Channel / Topic / Queue / DataGroup Attributes
 - Channel Keys Nirvana can manage channel events based on content
 - Channel Types Transient, Simple, Reliable, Persistent, Mixed
 - Age / Capacity set event TTL across channels / topics / queues, or capacity
 - Dead Message Stores
 - Fanout Engines Standard with Replay, JMS Fanout, Merge
 - Conflation Merge Engine, Delta Delivery, Last Value and Throttling
 - Additional Properties Disc Sync, Capacity Honouring, JMS Engine

- Publishing
 - Transactional
 - Asynchronous
- Consuming
 - Synchronous (Transactional, Reliable)
 - Asynchronous (Transactional, Reliable)
 - Named Subscriber Priority
- Selectors Advanced Filtering on embedded dictionaries, arrays, data
 - Nested arrays and Dictionaries : ccy[].name = 'eur'
 - Event data byte[]: EVENTDATA.AS-BYTE(0) = 16
 - Time and Location: Data_Sold < (NOW() 86400000) or DISTANCE(Lat, Long, Units)

Software

- Multiple Enterprise Languages Common APIs
 - Pub / Sub
 - DataGroups
 - Message Queues
 - Peer 2 Peer (P2P)
 - JMS (Java)
- Interoperable Common event model, for example
 - Publish JMS, consume in C++, Silverlight Or Native C#, Javascript
- Multiple Protocol Support In All APIs
 - Sockets (nsp), SSL Sockets (nsps), HTTP (nhp) & HTTPS (nhps)
 - For example :
 - Publish C++ Internally (nsp)
 - Consume Silverlight (nhp(s)) & Java (nhp(s)) externally
 - Proxy Support Basic Auth, Proxy Connect (nhpsc), NTLM etc
 - MQTT, HTML5

- Message routing (Joins)
 - Local routing (same realm)
 - Inter-realm routing
 - Inter-cluster routing
 - Optional message selector (content based)
 - Arithmetic operations and functions on selectors (e.g. distance)
 - Dynamically managed through Admin API
 - Automatic cyclic path prevention on bidirectional joins
 - Support for redundant routing paths
 - Max intermediate hop limit policy
 - Optional purge support
- No additional Components Required (No Web Server, Servlets, translators, connectors etc)

- Multicast (Java / .NET / C++)
 - Currently offered for Datagroups / Cluster communications only
 - Server binds to multicast address on an interface's unicast address
 - Server sends multicast configuration to clients / slave nodes over unicast
 - No configuration required on the client!
 - Encryption key rotates and updates sent over unicast
 - Nirvana provides layer on top of UDP for guaranteed delivery(ACK window, NACK window)
 - Falls back to unicast

- Inter Process Messaging IPC (Java / C++)
 - Using Shared Memory (SHM)
 - Extremely low latency for processes in the same box
 - Support for client APIs, admin APIs and Cluster communications
 - Requires multicore hardware



Management and Administration

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Management & Administration

• Principles

- Use Nirvana to manage Nirvana : Admin API Based on Java Client API, same drivers / protocols, security, etc
- Remote asynchronous monitoring information of multiple realms
- Remote configuration / management of multiple realms / clusters

Monitoring

- Connections, Threads, Memory, Logs, Topics, Queues, Audit, Throughput, Data
- JMX Mbeans

Configuration / Management

 Configuration Parameters, Realm Security, Topic / Queues, Interfaces, JNDI (JMS Bindings), Clusters, Scheduling

• Graphical Tool - Nirvana Enterprise Manager

- Developed using the nAdmin API
- Every aspect of the tool has corresponding API
- Monitor / Manage / Configure multiple realms and clusters from anywhere

Enterprise Manager

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Clustering & HA

Nirvana Clustering & HA

- Nirvana Cluster is a group of connected Nirvana Realms
- Clustering technology used successfully by SDPs for 10 years
- Cluster replicates data and state
- Master / Slaves
- Quorum
- Recovery
- All nodes are active
- Resilience and HA
- Load balancing

Typical Nirvana Cluster





Scalability & Performance

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Scalability

- Very high concurrent connection support
- Federated namespace support
- Unlimited node true clustering
- Inter-realm & inter-cluster event replication with optional filtering

Performance

- Very high message throughput
- Low latency
- Client Recovery for slow subscribers
- Sophisticated threading and memory models
- Heavily optimized IO subsystem
- Automatic peak / burst detection
- Highly tuneable for different models (e.g. latency, throughput)

webMethods Nirvana Messaging Customers



- Global customer base
- Market-leading vendor for high-performance messaging
- Powers 2 of the top 3 market-leading Foreign Exchange platforms



What can you do next?

Try Nirvana For Free

Developer License is Free Download URL: www.softwareag.com/GetNirvana

Run Our Demo

- Our standard install includes all demos and source code
- www.softwareag.com/NirvanaDemo