

Advanced Message Processing System (AMPS)



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4.0

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Chapter 1. Introduction to 60East Technologies AMPS

Thank you for choosing the Advanced Message Processing System (AMPS™) from 60East Technologies®. AMPS is a feature-rich publish and subscribe message processing system that delivers previously unattainable low-latency and high-throughput performance to users.

1.1. Product Overview

AMPS, the Advanced Message Processing System, is built around an incredibly fast publish-subscribe engine. AMPS combines the capabilities necessary for scalable high-throughput, low-latency messaging in realtime deployments such as in financial services. AMPS goes beyond basic messaging to include advanced features such as high availability, historical replay, aggregation and analytics, content filtering and continuous query, last value caching, and more.

Furthermore, AMPS is designed and engineered specifically for next generation computing environments. The architecture, design and implementation of AMPS allows the exploitation of parallelism inherent in emerging multi-socket, multi-core commodity systems and the low-latency, high-bandwidth of 10Gb Ethernet and faster networks. AMPS is designed to detect and take advantage of the capabilities of the hardware of the system on which it runs.

AMPS does more than just publish and subscribe. AMPS was designed to lower the latency in real-world messaging deployments by focusing on the entire lifetime of a message from the message's origin to the time at which a subscriber takes action on the message. AMPS considers the full message lifetime, rather than just the "in flight" time, and allows you to optimize your applications to conserve network bandwidth and subscriber CPU utilization -- typically the first elements of a system to reach the saturation point in real messaging systems.

AMPS offers both topic and content based subscription semantics, which makes it different than most other publish/subscribe messaging platforms. Some of the highlights of AMPS include:

- Topic and content based publish and subscribe
- Client development kits for popular programming languages such as Java, C#, C++, C and Python
- Built in support for FIX, NVFIX, JSON, and XML messages. A BSON module and a module for uninterpreted binary messages are also provided.
- State-of-the-World queries
- Historical State-of-the-World queries
- Easy to use command interface
- Full PERL compatible regular expression matching
- Content filters with SQL92 **WHERE** clause semantics

- Built-in latency statistics and client status monitoring
- Advanced subscription management, including delta publish and subscriptions and out-of-focus notifications
- Basic CEP capabilities for real-time computation and analysis
- Aggregation within topics and joins between topics, including joins between different message types
- Replication for high availability
- Fully queryable transaction log
- Message replay functionality
- Extensibility API for adding message types, transports, authentication, and entitlement functionality

1.2. Software Requirements

AMPS is supported on the following platforms:

- Linux 64-bit (2.6 kernel or later) on x86 compatible processors



While 2.6 is the minimum kernel version supported, AMPS will select the most efficient mechanisms available to it and thus reaps greater benefit from more recent kernel and CPU versions.

1.3. Organization of this Manual

This manual is divided into the following chapters:



- Chapter 1 — Introduction to AMPS; (this chapter) describes the product, provides information on using this manual efficiently, and explains how to obtain technical support.
- Chapter 2 — AMPS Basics; covers installation, basic configuration, operation and usage. Start here if you want to start using AMPS immediately.
- Chapter 3 introduces the `spark` command-line utility for working with AMPS. This utility is provided for testing and troubleshooting AMPS, and provides many of the capabilities of the client libraries from a command-line interface.
- Chapter 4 through Chapter 24 contain feature-specific information:
 - Chapter 4 — Publishing and Subscribing
 - Chapter 5 — State of the World (SOW)
 - Chapter 6 — SOW Queries

- Chapter 7 — Content Filtering
- Chapter 8 — Regular Expressions
- Chapter 10 — Logging
- Chapter 11 — AMPS Event Topics
- Chapter 12 — Message Acknowledgement.
- Chapter 13 — Conflated Topics
- Chapter 14 — View Topics
- Chapter 15 — Message Expiration
- Chapter 16 — OOF - Out of Focus Messages
- Chapter 18 — Transactional Messaging and Bookmark Subscriptions
- Chapter 19 — Utilities
- Chapter 20 — Operation and Deployment
- Chapter 21 — Monitoring Interface
- Chapter 23 — High Availability
- Chapter 24 — Sample Use Cases

1.4. Document Conventions

This manual is an introduction to the 60East Technologies AMPS product. It assumes that you have a working knowledge of Linux, and uses the following conventions.

Table 1.1. Documentation Conventions

Construct	Usage
text	standard document text
code	inline code fragment
<i>variable</i>	variables within commands or configuration
	usage tip or extra information
	usage warning
required	required parameters in parameter tables

Construct	Usage
optional	optional parameters in parameter tables

Additionally, here are the constructs used for displaying content filters, XML, code, command line, and script fragments.

(expr1 = 1) OR (expr2 = 2) OR (expr3 = 3) OR (expr4 = 4) OR (expr5 = 5) OR (expr6 = 6) OR (expr7 = 7) OR (expr8 = 8)

Command lines will be formatted as in the following example:

```
find . -name *.java
```

1.5. Obtaining Support

For an outline of your specific support policies, please see your 60East Technologies License Agreement. Support contracts can be purchased through your 60East Technologies account representative.

Support Steps

You can save time if you complete the following steps before you contact 60East Technologies Support:

1. Check the documentation. The problem may already be solved and documented in the *User's Guide* or reference guide for the product. 60East Technologies also provides answers to frequently asked support questions on the support web site at <http://support.crankuptheamps.com>.

2. Isolate the problem.

If you require Support Services, please isolate the problem to the smallest test case possible. Capture erroneous output into a text file along with the commands used to generate the errors.

3. Collect your information.

- Your product version number.
- Your operating system and its kernel version number.
- The expected behavior, observed behavior and all input used to reproduce the problem.
- Submit your request.
- If you have a minidump file, be sure to include that in your email to crash@crankuptheamps.com.

The AMPS version number used when reporting your product version number follows a format listed below. The version number is composed of the following:

```
MAJOR.MINOR.MAINTENANCE.HOTFIX.TIMESTAMP.TAG
```

Each AMPS version number component has the following breakdown:

Table 1.2. Version Number Components

Component	Description
MAJOR	Increments when there are changes in functionality, file formats, configs, or deprecated functionality.
MINOR	Ticks when new functionality is added.
MAINTENANCE	Increments with standard bug fixing, maintenance, small features and enhancements.
HOTFIX	A release for a critical defect impacting a customer. A hotfix release is designed to be 100% compatible with the release it fixes (that is, a release with same MAJOR.MINOR.MAINTENANCE version)
TIMESTAMP	Proprietary build timestamp.
TAG	Identifier that corresponds to precise code used in the release.

Contacting 60East Technologies Support

Please contact 60East Technologies Support Services according to the terms of your 60East Technologies License Agreement.

Support is offered through the United States:

Toll-free:	(888) 206-1365
International:	(702) 979-1323
FAX:	(888) 216-8502
Web:	http://www.crankuptheamps.com
E-Mail:	sales@crankuptheamps.com
Support:	support@crankuptheamps.com

Chapter 2. Getting Started

Chapter 2 is for users who are new to AMPS and want to get up and running on a simple instance of AMPS. This chapter will walk new users through the file structure of an AMPS installation, configuring a simple AMPS instance and running the demonstration tools provided as part of the distribution to show how a simple publisher can send messages to AMPS.

2.1. Installing AMPS

To install AMPS, unpack the distribution for your platform where you want the binaries and libraries to be stored. For the remainder of this guide, the installation directory will be referred to as `$AMPSDIR` as if an environment variable with that name was set to the correct path.

Within `$AMPSDIR` the following sub-directories listed in Table 2.1.

Table 2.1. AMPS Distribution Directories

Directory	Description
api	Include files for modules that work directly with the AMPS server binary
bin	AMPS engine binaries and utilities
docs	Documentation
lib	Library dependencies
sdk	Include files for the extensibility API



AMPS client libraries are available as a separate download from the AMPS web site. See the AMPS developer page at <http://www.crankuptheamps.com/developer> to download the latest libraries.

2.2. Starting AMPS

The AMPS Engine binary is named `ampServer` and is found in `$AMPSDIR/bin`. Start the AMPS engine with a single command line argument that includes a valid path to an AMPS configuration file. For example, you can start AMPS with the demo configuration as follows:

```
$AMPSDIR/bin/ampServer $AMPSDIR/demos/amps_config.xml
```



AMPS uses the current working directory for storing files (logs and persistence) for any relative paths specified in the configuration. While this is important for real deployments, the demo configuration used in this chapter does not persist anything, so you can safely start AMPS from any working directory using this configuration.



On older processor architectures, `ampServer` will start the `ampServer-compat` binary. The `ampServer-compat` binary avoids using hardware instructions that are not available on these systems.

If your first start-up is successful, you should see AMPS display a simple message similar to the following to let you know that your instance has started correctly.

```
AMPS 4.0.0.0 - Copyright (c) 2006 - 2014 60East Technologies, Inc.  
(Built: Nov 16 2014 13:53:41)
```

```
For all support questions: support@crankuptheamps.com
```

If you see this, congratulations! You have successfully cranked up the AMPS!

2.3. Admin View of the AMPS Server

When AMPS has been started correctly, you can get an indication if it is up or not by connecting to its admin port with a browser at `http://<host>:<port>` where *<host>* is the host the AMPS instance is running on and *<port>* is the administration port configured in the configuration file. When successful, a hierarchy of information regarding the instance will be displayed. (For more information on the monitoring capabilities, please see *AMPS Monitoring Reference Guide*) for the demo configuration, try connecting to `http://localhost:8085`.

2.4. Interacting with AMPS Using Spark

AMPS provides the `spark` utility as a command line interface to interacting with an AMPS server. `spark` provides many of the capabilities of the AMPS client libraries through this interface. The utility lets you execute commands like 'subscribe', 'publish', 'sow', 'sow_and_subscribe' and 'sow_delete'.

You can read more about `spark` in the `spark` chapter of the AMPS User Guide. Other useful tools for troubleshooting AMPS are described in the *AMPS Utilities Guide*.

2.5. Next Steps

The next step is to configure your own instance of AMPS to meet your messaging needs. The AMPS configuration is covered in more detail in *AMPS Configuration Reference Guide*

After you have successfully configured your own instance, there are two paths where you can go next.

One path is to continue using this guide and learn how to configure, administer and customize AMPS in depth so that it may meet the needs of your deployment. If you are a system administrator who is responsible for the deployment, availability and management of data to other users, then you may want to focus on this User Guide.

The other path introduces the AMPS Client API for Java or Python. This path is targeted at software developers looking to integrate AMPS into their own solutions. The Java or Python AMPS Developer Guides are also available within the AMPS distribution in the `docs` directory.

Chapter 3. Spark

AMPS contains a command-line client, `spark`, which can be used to run queries, place subscriptions, and publish data. While it can be used for each of these purposes, Spark is provided as a useful tool for checking the status of the AMPS engine.

The `spark` utility is included in the `bin` directory of the AMPS install location. The `spark` client is written in Java, so running `spark` requires a Java Virtual Machine for Java 1.6 or later.

To run this client, simply type `./bin/spark` at the command line from the AMPS installation directory. AMPS will output the help screen as shown below, with a brief description of the `spark` client features.

```
%> ./bin/spark
=====
- Spark - AMPS client utility -
=====
Usage:

    spark help [command]

Supported Commands:

    help
    ping
    publish
    sow
    sow_and_subscribe
    sow_delete
    subscribe

Example:

    %> ./spark help sow

Returns the help and usage information for the 'sow' command.
```

Example 3.1. Spark Usage Screen

3.1. Getting help with spark

Spark requires that a supported command is passed as an argument. Within each supported command, there are additional unique requirements and options available to change the behavior of Spark and how it interacts with the AMPS engine.

For example, if more information was needed to run a `publish` command in Spark, the following would display the help screen for the Spark client's `publish` feature.

```
%> ./spark help publish
=====
- Spark - AMPS client utility -
=====
Usage:

    spark publish [options]

Required Parameters:

    server    -- AMPS server to connect to
    topic     -- topic to publish to

Options:
    delimiter -- decimal value of separator character
                for messages. Default is 10 (LF)
    delta     -- use delta publish
    file      -- file to publish records from,
                standard in when omitted
    prot      -- protocol to use (amps, fix, nvfix, xml)(default:
amps)
    rate      -- decimal value used to send messages
                at a fixed rate.  '.25' implies 1 message
                every 4 seconds.  '1000' implies 1000 messages
                per second.

Example:

    %> ./spark publish -server localhost:9003 -topic Trades
                -file data.fix

    Connects to the AMPS instance listening on port 9003
    and publishes records found in the 'data.fix'
    file to topic 'Trades'.
```

Example 3.2. Usage of spark publish Command

3.2. Spark Commands

Below, the commands supported by spark will be shown, along with some examples of how to use the various commands.

publish

The `publish` command is used to publish data to a topic on an AMPS server.

Options

Table 3.1. Spark publish options

Option	Definition
<code>server</code>	AMPS server to connect to.
<code>topic</code>	Topic to publish to.
<code>delimiter</code>	Decimal value of message separator character (default 10).
<code>delta</code>	Use delta publish.
<code>file</code>	File to publish messages from, stdin when omitted. <code>spark</code> interprets each line in the input as a message.
<code>proto</code>	Protocol type to use. In this release, <code>spark</code> supports <code>amps</code> , <code>fix</code> , <code>nvfix</code> , <code>json</code> and <code>xml</code> . Defaults to <code>amps</code> .
<code>rate</code>	Messages to publish per second. This is a decimal value, so values less than 1 can be provided to create a delay of more than a second between messages. <code>'.25'</code> implies 1 message every 4 seconds. <code>'1000'</code> implies 1000 messages per second.

Examples

The examples in this guide will demonstrate how to publish records to AMPS using the `spark` client in one of the three following ways: a single record, a python script or by file.

```
%> echo '{ "id" : 1, "data": "hello, world!" }' | \
    ./spark publish -server localhost:9007 -topic order

total messages published: 1 (50.00/s)
```

Example 3.3. Publishing a single XML message.

In Example 3.3 a single record is published to AMPS using the `echo` command. If you are comfortable with creating records by hand this is a simple and effective way to test publishing in AMPS.

In the example, the XML message is published to the topic `order` on the AMPS instance. This publish can be followed with a `sow` command in `spark` to test if the record was indeed published to the `ordertopic`.

```
%> python -c "for n in xrange(100): print '{\"id\":%d}' % n" | \
    ./spark publish -topic disorder -rate 50 \
    -server localhost:9007
```



```
total messages published: 100 (50.00/s)
```

Example 3.4. Publishing multiple messages using python.

In Example 3.4 the `-c` flag is used to pass in a simple loop and print command to the python interpreter and have it print the results to `stdout`.

The python script generates 10 JSON messages of the form `{"id":0}, {"id":1} ... {"id":99}`. The output of this command is then *piped* to spark using the `|` character, which will publish the messages to the *disorder* topic inside the AMPS instance.

```
%> ./spark publish -server localhost:9007 -topic chaos \
    -file data.json

total messages published: 50 (12000.00/s)
```

Example 3.5. Spark publish from a file

Generating a file of test data is a common way to test AMPS functionality. Example 3.5 demonstrates how to publish a file of data to the topic *chaos* in an AMPS server. As mentioned above, `spark` interprets each line of the file as a distinct message.

SOW

The `sow` command allows a `spark` client to query the latest messages which have been persisted to a topic. The SOW in AMPS acts as a database last update cache, and the `sow` command in `spark` is one of the ways to query the database. This `sow` command, supports regular expression topic matching and content filtering, which allow a query to be very specific when looking for data.

Options

Table 3.2. Spark sow options

Option	Definition
<code>server</code>	AMPS server to connect to.
<code>topic</code>	Topic to publish to.
<code>batchsize</code>	Batch Size to use during query. A batch size > 1 can help improve performance.
<code>filter</code>	The content filter to use.
<code>proto</code>	Protocol type to use. In this release, <code>spark</code> supports <code>amps</code> , <code>fix</code> , <code>nvfix</code> , <code>json</code> and <code>xml</code> . Defaults to <code>amps</code> .
<code>orderby</code>	An expression that AMPS will use to order the results.

Option	Definition
topn	Request AMPS to limit the query response to the first N records returned.

Examples

```
%> ./spark sow -server localhost:9004 -topic order \
    -filter "/id = '1'"

{ "id" : 1, "data" : "hello, world" }
Total messages received: 1 (Infinity/s)
```

Example 3.6.

This `sow` command will query the `order` topic and filter results which match the xpath expression `/msg/id = '1'`. This query will return the result published in Example 3.3.

subscribe

The `subscribe` command allows a `spark` client to query all incoming message to a topic in real time. Similar to the `sow` command, the `subscribe` command supports regular expression topic matching and content filtering, which allow a query to be very specific when looking for data as it is published to AMPS. Unlike the `sow` command, a subscription can be placed on a topic which does not have a persistent SOW cache configured. This allows a `subscribe` command to be very flexible in the messages it can be configured to receive.

Options

Table 3.3. Spark subscribe options

Option	Definition
server	AMPS server to connect to.
topic	Topic to subscribe to.
delta	Use delta subscription.
filter	Content filter to use.
proto	Protocol type to use. In this release, <code>spark</code> supports <code>amps</code> , <code>fix</code> , <code>nvfix</code> , <code>json</code> and <code>xml</code> . Defaults to <code>amps</code> .

Examples

```
%> ./spark subscribe -server localhost:9003 -topic chaos -filter "/
name = 'cup'"

1=cup^A2=cupboard
```

Example 3.7. Spark subscribe example

Example 3.7 places a subscription on the *chaos* topic with a filter that will only return results for messages where `/1 = 'cup'`. If we place this subscription before the `publish` command in Example 3.5 is executed, then we will get the results listed above.

sow_and_subscribe

The `sow_and_subscribe` command is a combination of the `sow` command and the `subscribe` command. When a `sow_and_subscribe` is requested, AMPS will first return all messages which match the query and are stored in the SOW. Once this has completed, all messages which match the subscription query will then be sent to the client.

The `sow_and_subscribe` is a powerful tool to use when it is necessary to examine both the contents of the SOW, and the live subscription stream.

Options

Table 3.4. Spark `sow_and_subscribe` options

Option	Definition
<code>server</code>	AMPS server to connect to.
<code>topic</code>	Topic to subscribe to.
<code>batchsize</code>	Batch Size to use during query.
<code>delta</code>	Request delta for subscriptions.
<code>filter</code>	Content filter to use.
<code>proto</code>	Protocol type to use. In this release, spark supports <code>amps</code> , <code>fix</code> , <code>nvfix</code> , <code>json</code> and <code>xml</code> . Defaults to <code>amps</code> .
<code>orderby</code>	An expression that AMPS will use to order the SOW query results.
<code>topn</code>	Request AMPS to limit the SOW query results to the first N records returned.

Examples

```
%> ./spark sow_and_subscribe -server localhost:9003 -topic chaos -
filter "/name = 'cup'"

{ "name" : "cup", "place" : "cupboard" }
```

Example 3.8.

In Example 3.8 the same topic and filter are being used as in the `subscribe` example in Example 3.7. The results of this query initially are similar also, since only the messages which are stored in the SOW are returned. If a publisher were started that published data to the topic that matched the content filter, then those messages would then be printed out to the screen in the same manner as a `subscription`.

sow-delete

The `sow_delete` command is used to remove records from the SOW topic in AMPS. It is recommended, but not required, to use a `filter` in conjunction with a SOW delete. If a filter is specified, only messages which match the filter will be removed.

It can useful to test a filter by first using the desired filter in a `sow` command and make sure the record returned match what is expected. If that is successful, then it is safe to use the filter for a `sow_delete`. Once records are deleted from the SOW, they are not recoverable.

Options

Table 3.5. Spark `sow-delete` options

Option	Definition
<code>server</code>	AMPS server to connect to.
<code>topic</code>	Topic to delete records from.
<code>filter</code>	Content filter to use.
<code>proto</code>	Protocol type to use. In this release, <code>spark</code> supports <code>amps</code> , <code>fix</code> , <code>nvfix</code> , <code>json</code> and <code>xml</code> . Defaults to <code>amps</code> .

Examples

```
%> ./spark sow_delete -server localhost:9005 \
    -topic order -filter "/name = 'cup'"

Deleted 1 records in 10ms.
```

Example 3.9.

In Example 3.9 we are asking for AMPS to delete records in the topic `order` which match the filter `/1 = 'cup'`. In this example, we delete the record we published and queried previously in the `publish` and `sow spark` examples, respectively. `spark` reports that one matching message was removed from the SOW topic.

ping

The `spark ping` command is used to connect to the amps instance and attempt to logon. This tool is useful to determine if an AMPS instance is running and responsive.

Options

Table 3.6. Spark ping options

Option	Definition
<code>server</code>	AMPS server to connect to.
<code>proto</code>	Protocol type to use. In this release, <code>spark</code> supports <code>amps</code> , <code>fix</code> , <code>nvfix</code> , <code>json</code> and <code>xml</code> . Defaults to <code>amps</code> .

Examples

```
%> ./spark ping -server localhost:9007
Successfully connected to tcp://user@localhost:9007/amps
```

Example 3.10. Successful ping using spark

In Example 3.10, `spark` was able to successfully log onto the AMPS instance that was located on port 9004.

```
%> ./spark ping -server localhost:9119
Unable to connect to AMPS
(com.crankuptheamps.client.exception.ConnectionRefusedException:
Unable to
connect to AMPS at localhost:9119).
```

Example 3.11. Unsuccessful ping using spark

In Example 3.11, `spark` was not able to successfully log onto the AMPS instance that was located on port 9119. The error shows the exception thrown by `spark`, which in this case was a `ConnectionRefusedException` from Java.

Chapter 4. Publish and Subscribe

AMPS is a publish and subscribe message delivery system, which routes messages from publishers to subscribers. “Pub/Sub” systems, as they are often called, are a key part of most enterprise message buses, where publishers broadcast messages without necessarily knowing all of the subscribers that will receive them. This decoupling of the publishers from the subscribers allows maximum flexibility when adding new data sources or consumers.

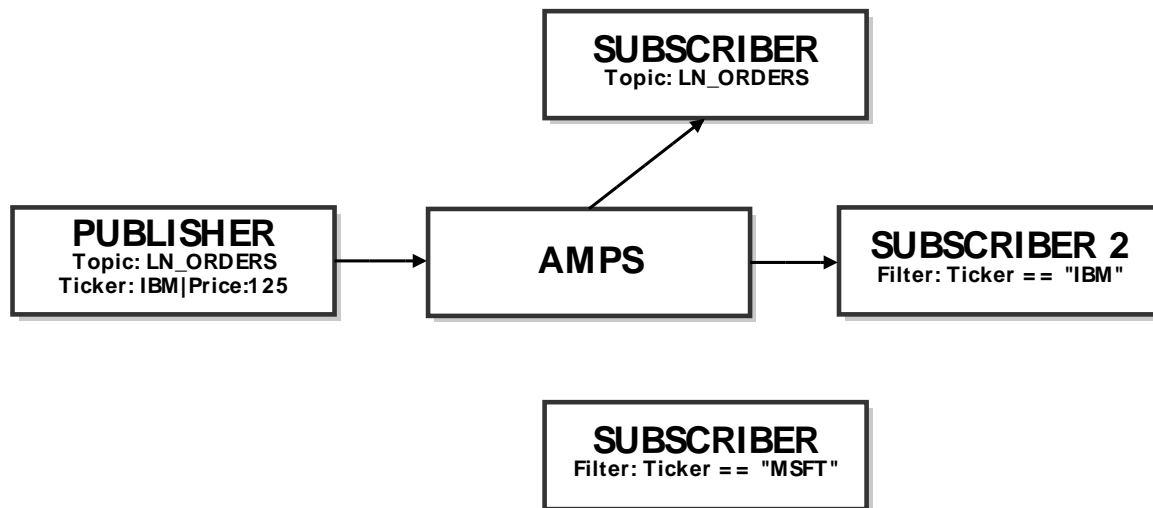


Figure 4.1. Publish and Subscribe

AMPS can route messages from publishers to subscribers using a topic identifier and/or content within the message’s payload. For example, in Chapter 4, there is a Publisher sending AMPS a message pertaining to the LN_ORDERS topic. The message being sent contains information on Ticker “IBM” with a Price of 125, both of these properties are contained within the message payload itself (i.e., the message content). AMPS routes the message to Subscriber 1 because it is subscribing to all messages on the LN_ORDERS topic. Similarly, AMPS routes the message to Subscriber 2 because it is subscribed to any messages having the Ticker equal to “IBM”. Subscriber 3 is looking for a different Ticker value and is not sent the message.

4.1. Topics

A topic is a string that is used to declare a subject of interest for purposes of routing messages between publishers and subscribers. Topic-based Publish and-Subscribe (e.g., Pub/Sub) is the simplest form of Pub/Sub filtering. All messages are published with a topic designation to the AMPS engine, and subscribers will receive messages for topics to which they have subscribed.

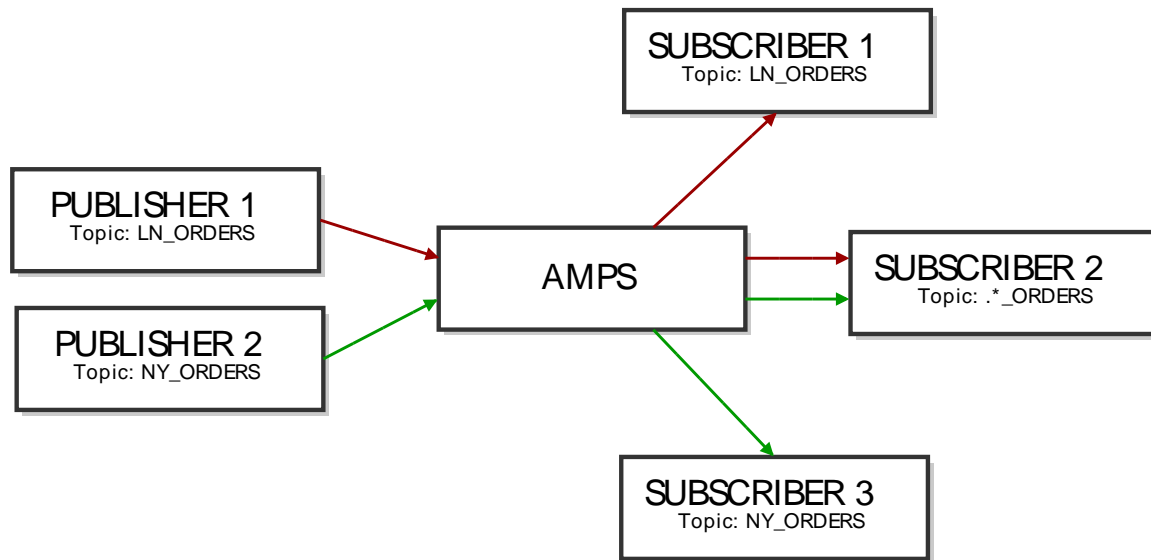


Figure 4.2. Topic Based Pub/Sub

For example, in Section 4.1, there are two publishers: Publisher 1 and Publisher 2 which publish to the topics `LN_ORDERS` and `NY_ORDERS`, respectively. Messages published to AMPS are filtered and routed to the subscribers of a respective topic. For example, Subscriber 1, which is subscribed to all messages for the `LN_ORDERS` topic will receive everything published by Publisher 1. Subscriber 2, which is subscribed to the regular expression topic `" .*_ORDERS"` will receive all orders published by Publisher 1 and 2.

Regular expression matching makes it easy to create topic paths in AMPS. Some messaging systems require a specific delimiter for paths. AMPS allows you the flexibility to use any delimiter. However, 60East recommends using characters that do not have significance in regular expressions, such as forward slashes. For example, rather than using `northamerica.orders` as a path, use `northamerica/orders`.

Regular Expressions

With AMPS, a subscriber can use a regular expression to simultaneously subscribe to multiple topics that match the given pattern. This feature can be used to effectively subscribe to topics without knowing the topic names in advance. Note that the messages themselves have no notion of a topic pattern. The topic for a given message is unambiguously specified using a literal string. From the publisher's point of view, it is publishing a message to a topic; it is never publishing to a topic pattern.

Subscription topics are interpreted as regular expressions if they include special regular expression characters. Otherwise, they must be an exact match. Some examples of regular expressions within topics are included in Table 4.1.

Table 4.1. Topic Regular Expression Examples

Topic	Behavior
trade	matches only “trade”.
client.*	matches “client”, “clients”, “client001”, etc.
.*trade.*	matches “NYSEtrades”, “ICEtrade”, etc.

For more information regarding the regular expression syntax supported within AMPS, please see the *Regular Expression* chapter in the *AMPS User Guide*.

AMPS can be configured to disallow regular expression topic matching. See the *AMPS Configuration Guide* for details.

4.2. Message Types

Message communication between the publisher and subscriber in AMPS is managed through the use of several different message types. Message types define the data contained within an AMPS message. Each topic has a specific message type.

All message types in AMPS are implemented as plug-in modules. For more information on plug-in modules, contact 60East support for access to the AMPS SDK.

Default Message Types

AMPS automatically loads modules for the following message types:

Table 4.2. AMPS Default Message Types

Message Type Name	Description
fix	FIX messages using numeric tags.
nvfix	NVFIX messages, using arbitrary alphanumeric tags.
json	JSON messages
xml	XML messages (of any schema)
bson	Binary JSON (BSON)
binary	Uninterpreted binary payload. Because this module does not attempt to parse the payload, it does not support content filtering or features that require a SOW. Likewise, because there is no set format for the payload, this message type cannot support features that construct messages (such as <code>/AMPS/*</code> topic subscriptions and <code>stats acks</code>).

With these message types, AMPS automatically loads the module and declares a message type. For efficiency, AMPS only parses the content of a message if required, and only to the extent required. For

example, if AMPS only needs to find the `id` tag in an NFIX message, AMPS will not fully parse the message, but will stop parsing the message after finding the `id` tag.

The FIX and NFIX message types support configuration of the field and message delimiters.

Loading Additional Message Types

AMPS includes the ability to load custom message types in external modules. As with all AMPS modules, custom message types are compiled into shared object files. AMPS dynamically loads these message types on startup, using the information provided in the configuration file. Once you have loaded and declared those types, you can use the type just as you use the default message types.

For example, the configuration below creates a message type named `custom-type` that uses a module named `libmy-type-module.so` and specifies a transport for messages of that type:

```
<Modules>
  <Module>
    ❶<Name>custom-type-module</Name>
    ❷<Library>./custom-modules/libmy-type-module.so</Library>
  </Module>
</Modules>

<MessageTypes>
  <MessageType>
    ❸<Name>custom-type</Name>
    ❹<Module>custom-type-module<;/Module>
  </MessageType>
</MessageTypes>

<Transports>
  <Transport>
    <Name>custom-type-tcp</Name>
    <Type>tcp</Type>
    <InetAddr>9008</InetAddr>
    ❺<MessageType>custom-type</MessageType>
    <Protocol>amps</Protocol>
  </Transport>
</Transports>
```

- ❶ Specifies the name to use to refer to this module in the rest of the configuration file
- ❷ Path to the library to load for this module. In this example, the path is a relative path below the directory where AMPS is started.
- ❸ The name to use for this message type in the rest of the configuration file.
- ❹ Reference to the module that implements this message type, using the `Name` defined in the `Module` configuration.
- ❺ The message type that this transport uses, using the `Name` defined in the `MessageType` configuration.

Once a message type has been declared, you can it in exactly the same way you use the default message types.

Notice, however, that custom-developed message types may only provide support for a subset of the features of AMPS. For example, the `binary` message type provided with AMPS does not support features that require AMPS to parse or construct a message, as described above. The developer of the message type must provide information on what capabilities the message type provides.

4.3. Content Filtering

One thing that differentiates AMPS from classic publish and subscribe systems is its ability to route messages based on message content. Instead of a publisher declaring metadata describing the message for downstream consumers, it can publish the message content to AMPS and let it examine the native message content to determine how best to deliver the message.

The ability to use content filters greatly reduces the problem of over subscription when topics are the only facility for subscribing to message content. The topic space can be kept simple and content filters used to deliver only the desired messages. The topic space can reflect broad categories of messages and does not have to be polluted with metadata that is usually found in the content of the message.

Content-based Pub/Sub is somewhat analogous to database queries with a `WHERE` clause specified. Topics can be considered tables into which rows are inserted. A subscription is similar to issuing a `SELECT` from the topic table with a `WHERE` clause to limit the rows which are returned. Topic-based Pub/Sub is analogous to a `SELECT` on a table with no limiting `WHERE` clause.

Example JSON Filter:

```
(/Order/Instrument/Symbol = 'IBM') AND  
(/Order/Px >= 90.00 AND /Order/Px < 91.00)
```

Example XML Filter:

```
(/FIXML/Order/Instrmt/@Sym = 'IBM') AND (/FIXML/Order/@Px  
    >= 90.00 AND /FIXML/Order/@Px < 91.0)
```

Example FIX Filter:

```
/35 < 10 AND /34 = /9
```

For more information about how content is handled within AMPS, check out the *Content Filtering* chapter in the *AMPS User Guide*.



Unlike some other messaging systems, AMPS lets you use a relatively small set of topics be used to categorize messages at a high level and content filters used to retrieve specific data published to those topics. Examples of good, broad topic choices:

trades, positions, MarketData, Europe, alerts

This approach makes it easier to administer AMPS, easier for publishers to decide which topics to publish to, and easier for subscribers to be sure that they've subscribed to all relevant topics.

Replacing the Content Filter on a Subscription

AMPS allows you to replace the content filter on an existing subscription. When this happens, AMPS begins sending messages on the subscription that match the new filter. When an application needs to bring more messages into scope, this can be more efficient than creating another subscription.

For example, an application might start off with a filter such as the following

```
/region = 'WesternUS'
```

The application might then need to bring other regions into scope, for example:

```
/region IN ('WesternUS', 'Alaska', 'Hawaii')
```

Chapter 5. State of the World (SOW)

One of the core features of AMPS is the ability to persist the most recent update for each message matching a topic. The State of the World can be thought of as a database where messages published to AMPS are filtered into topics, and where the topics store the latest update to a message. Since AMPS subscriptions are based on the combination of topics and filters, the State of the World (SOW) gives subscribers the ability to quickly resolve any differences between their data and updated data in the SOW by querying the current state of a topic, or a set of messages inside a topic.

AMPS also provides the ability to keep historical snapshots of the contents of the State of the World, which allows subscribers to query the contents of the SOW at a particular point in time, and replay changes from that point in time.

5.1. How Does the State of the World Work?

Much like a relational database, AMPS SOW topics contain the ability to persist the most recent update for each message, this is accomplished through the definition of key fields specified in the AMPS configuration which uniquely identify messages within the SOW.

Key definitions are similar to primary keys in a relational database. In AMPS, these unique keys are defined as one or more XPath's. The values of these XPath's for a given message uniquely identify the message. Subsequent messages with the same values for the key XPath's will be considered the same and will overwrite the previously stored message. Providing a key to define message uniqueness enables a SOW queries for a topic.

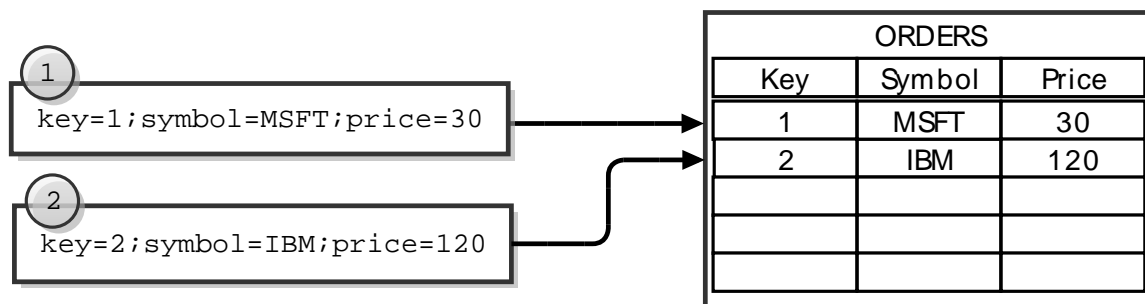


Figure 5.1. A SOW topic named ORDERS with a key definition of /Key

In Figure 5.1, two messages are published where neither of the messages have matching keys existing in the ORDERS topic, the messages are both inserted as new messages. Some time after these messages are processed, an update comes in for the MSFT order changing the price from 30 to 35. Since the MSFT order update has a key field of 1, this matches an existing record and overwrites the existing message containing the same key, as seen in Figure 5.2.

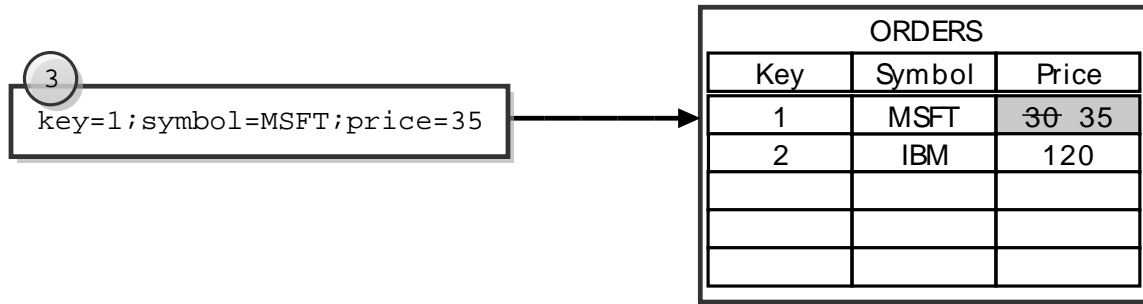


Figure 5.2. Updating the MSFT record by matching incoming message keys

By default, the state of the world is persistent. For persistent topics, AMPS stores the contents of the state of the world in a dedicated file. This means that the total state of the world does not need to fit into memory, and that the contents of the state of the world database are maintained across server restarts.

The state of the world file is separate from the transaction log, and you do not need to configure a transaction log to use a SOW. When a transaction log is present that covers the SOW topic, on restart AMPS uses the transaction log to keep the SOW up to date. When the latest transaction in the SOW is more recent than the last transaction in the transaction log (for example, if the transaction log has been deleted), AMPS takes no action. If the transaction log has newer transactions than the SOW, AMPS replays those transactions into the SOW to bring the SOW file up to date. If the SOW file is missing, AMPS rebuilds the state of the world by replaying the transaction log from the beginning of the log.

When the state of the world is transient, AMPS does not store the state of the world across restarts. In this case, AMPS does not synchronize the state of the world with the transaction log when the server starts. Instead, AMPS tracks the state of the world for messages that occur while the server is running, without replaying previous messages into the SOW.

5.2. Queries

At any point in time, applications can issue SOW queries to retrieve all of the messages that match a given topic and content filter. When a query is executed, AMPS will test each message in the SOW against the content filter specified and all messages matching the filter will be returned to the client. The topic can be a straight topic or a regular expression pattern. For more information on issuing queries, please see the *SOW Queries* chapter in the *AMPS User Guide*.

5.3. Configuration

Topics where SOW persistence is desired can be individually configured within the SOW section of the configuration file. Each topic will be defined with a `TopicDefinition` section enclosed within SOW. The *AMPS Configuration Reference* contains a description of the attributes that can be configured per topic.

Table 5.1. State of the World Parameters—TopicDefinition

Element	Description
FileName	<p>The file where the State of the World data will be stored.</p> <p>This element is required for State of the World topics with a Durability of persistent (the default) because those topics are persisted to the filesystem. This is not required for State of the World topics with a durability of transient.</p>
Key	<p>Defines the specific key (as an XPath) whose value makes a message unique. This determines when a new record is created versus updated. This element can be specified multiple times to create a composite key.</p>
MessageType	Type of messages to be stored.
Topic	SOW topic - all unique messages (see Key above) on this topic will be stored in a topic-specific SOW database.
Index	<p>AMPS supports the ability to index message fields using the Index configuration option. Adding one or more Index configurations to a TopicDefinition can improve retrieval performance on queries which contain the indexed fields.</p>
RecordSize	<p>Size (in bytes) of a SOW record for this topic.</p> <p>Default: 1024</p>
InitialSize	<p>Initial size (in records) of the SOW database file for this topic.</p> <p>Default: 2048</p>
IncrementSize	<p>Number of records to expand the SOW database (for this topic) by when more space is required.</p> <p>Default: 1000</p>
Expiration	<p>Time for how long a record should live in the SOW database for this topic. The expiration time is stored on each message, so changing the expiration time in the configuration file will not affect the expiration of messages currently in the SOW.</p> <p>A value of disabled specifies that AMPS will not process SOW expiration for this topic, regardless of any expiration value set on the message. The value must be set to disabled (the default) if History is enabled for this topic.</p> <p>A value of enabled specifies that AMPS will process SOW expiration for this topic, with no expiration set by default. Instead, AMPS uses the value set on the individual messages (with no expiration set for messages that do not contain an expiration value).</p> <p>Default: disabled (never expire)</p>

Element	Description
KeyDomain	The seed value for <code>SowKeys</code> used within the topic. The default is the topic name, but it can be changed to a string value to unify <code>SowKey</code> values between different topics.
Durability	<p>Defines the data durability of a SOW topic. SOW databases listed as <code>persistent</code> are stored to the file system, and retain their data across instance restarts. Those listed as <code>transient</code> are not persisted to the file system, and are reset each time the AMPS instance restarts.</p> <p>Default: <code>persistent</code></p> <p>Valid values: <code>persistent</code> or <code>transient</code></p> <p>Synonyms: <code>Duration</code> is also accepted for this parameter for backward compatibility with configuration prior to 4.0.0.1</p>
History	Configures AMPS support for historical queries on this SOW topic. <code>Expiration</code> must be disabled when <code>History</code> is enabled.
Window	Defines the window of time for which historical queries are enabled. The units for this configuration item use the standard AMPS format for time values.
Granularity	<p>Used within the <code>History</code> element.</p> <p>Sets the granularity of historical SOW queries. This option works by setting the time interval at which AMPS saves a queryable copy of the message in the SOW. AMPS stores these copies when an update to the message arrives.</p> <p>Used within the <code>History</code> element.</p> <p>For example, if the granularity is set to <code>10m</code>, AMPS preserves a queryable historical copy of the state of the message when the last stored copy of the message is more than 10 minutes old.</p> <p>To preserve every change, set a granularity of <code>0</code>.</p>



Even though the `RecordSize` defined may be smaller than the incoming message, the record will still be stored. Messages larger than the `RecordSize` will span multiple records. For example if the `RecordSize` is defined to be 128 bytes, and a message comes in that is 266 bytes in size, that record will be stored over 3 records. The maximum size for a single message is calculated as `RecordSize * IncrementSize`. AMPS reports an error if a single message exceeds this size.

The listing in Example 5.1 is an example of using `TopicDefinition` to add a SOW topic to the AMPS configuration. One topic named `ORDERS` is defined as having key `/55, /109` and `MessageType` of `json`. The persistence file for this topic be saved in the `sow/ORDERS.json.sow` file. For every message published to the `ORDERS` topic, a unique key will be assigned to each record with a unique combination of the fields `invoice` and `customerId`. A second topic named `ALERTS` is also defined with a `MessageType` of `xml` keyed off of `/client/id`. The SOW persistence file for `ALERTS` is saved in the `sow/ALERTS.sow` file.

```
<SOW>
  <TopicDefinition>
    <FileName>sow/%n.sow</FileName>
    <Topic>ORDERS</Topic>
    <Key>/invoice</Key>
    <Key>/customerId</Key>
    <MessageType>json</MessageType>
    <RecordSize>512</RecordSize>
  </TopicDefinition>

  <TopicDefinition>
    <FileName>sow/%n.sow</FileName>
    <Topic>ALERTS</Topic>
    <Key>/alert/id</Key>
    <MessageType>xml</MessageType>
  </TopicDefinition>
</SOW>
```

Example 5.1. Sample SOW configuration



Topics are scoped by their respective message types and transports.

For example, two topics named `Orders` can be created one which supports `MessageType` of `json` and another which supports `MessageType` of `xml`.

Each of the `MessageType` entries that are defined for the `litOrders` topic will require a unique `Transport` entry in the configuration file.

This means that messages published to the `Orders` topic must know the type of message they are sending (`fix` or `xml`) and the port defined by the transport.

Chapter 6. SOW Queries

When SOW topics are configured inside an AMPS instance, clients can issue SOW queries to AMPS to retrieve all of the messages matching a given topic and content filter. When a query is executed, AMPS will test each message in the SOW against the content filter specified and all messages matching the filter will be returned to the client. The topic can be a straight topic or a regular expression pattern.

6.1. SOW Queries

A client can issue a query by sending AMPS a `sow` command and specifying an AMPS topic. Optionally a filter can be used to further refine the query results. When AMPS receives the `sow` command request, it will validate the filter and start executing the query. When returning a query result back to the client, AMPS will package the `sow` results into a `sow` record group by first sending a `group_begin` message followed by the matching SOW records, if any, and finally indicating that all records have been sent by terminating with a `group_end` message. The message flow is provided as a sequence diagram in Figure 6.1.

For purposes of correlating a query request to its result, each query command can specify a `QueryId`. The `QueryId` specified will be returned as part of the response that is delivered back to the client. The `group_begin` and `group_end` messages will have the `QueryId` attribute set to the value provided by the client. The client specified `QueryId` is what the client can use to correlate query commands and responses coming from the AMPS engine.

AMPS does not allow a `sow` command on topics that do not have a SOW enabled. If a client queries a topic that does not have a SOW enabled, AMPS returns an error.



The ordering of records returned by a SOW query is undefined by default. You can also include an `OrderBy` parameter on the query to specify a particular ordering based on the contents of the messages.

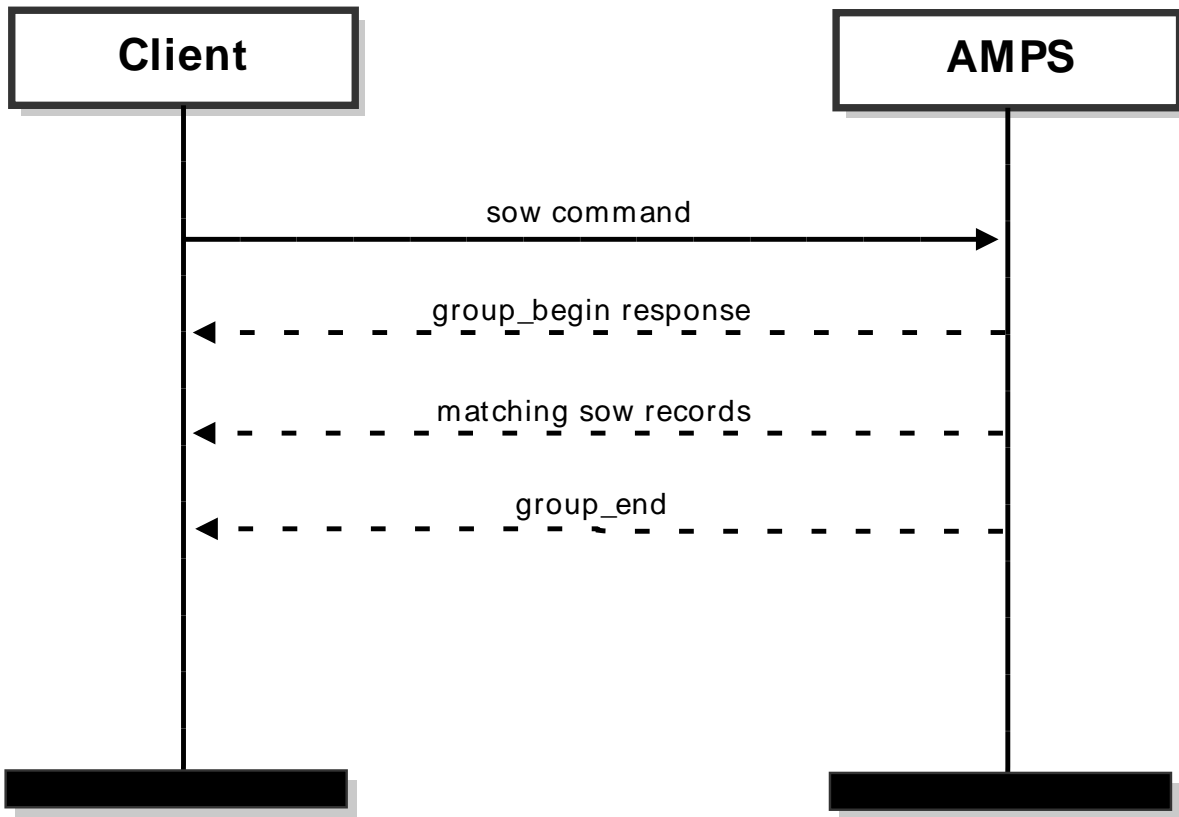


Figure 6.1. SOW Query Sequence Diagram

6.2. Historical SOW Queries

SOW topics can also be configured to include historical snapshots, which allows subscribers to retrieve the contents of the SOW at a particular point in time.

As with simple queries, a client can issue a query by sending AMPS a `sow` command and specifying an AMPS topic. For a historical query, the client also adds a timestamp that includes the point in time for the query. A filter can be used to further refine the query results based on the message content.

Window and Granularity

AMPS allows you to control the amount of storage to devote to historical SOW queries through the `Window` and `Granularity` configuration options.

The `Window` option sets the amount of time that AMPS will retain historical copies of messages. After the amount of time set by the `Window`, AMPS may discard copies of the messages.

The Granularity option sets the interval at which AMPS retains a historical copy of a message in the SOW. For example, if the Granularity is set to 10m, AMPS stores a historical copy of the message no more frequently than every 10 minutes, regardless of how many times the message is updated in that 10 minute interval. AMPS stores the copies when a new message arrives to update the SOW. This means that AMPS always returns a valid SOW state that reflects a published message, but -- as with a conflated topic -- the SOW may not reflect all of the states that a message passes through. This also means that AMPS uses SOW space efficiently. If no updates have arrived for a message, since the last time a historical message was saved, AMPS has no need to save another copy of the message.

When a historical SOW and Subscribe query is entered, and the topic is covered by a transaction log, AMPS returns the state of the SOW adjusted to the next oldest granularity, then replays messages from that point. In other words, AMPS returns the same results as a historical SOW query, then replays the full sequence of messages from that point forward.

Message Sequence Flow

The message sequence flow is the same as for a simple SOW query. Once AMPS has transmitted the messages that were in the SOW as of the timestamp of the query, the query ends. Notice that this replay includes messages that have been subsequently deleted from the SOW.

6.3. SOW Query-and-Subscribe

AMPS has a special command that will execute a query and place a subscription at the same time to prevent a gap between the query and subscription where messages can be lost. Without a command like this, it is difficult to reproduce the SOW state locally on a client without creating complex code to reconcile incoming messages and state.

For an example, this command is useful for recreating part of the SOW in a local cache and keeping it up to date. Without a special command to place the query and subscription at the same moment, a client is left with two options:

1. Issue the query request, process the query results, and then place the subscription, which misses any records published between the time when the query and subscription were placed; or
2. Place the subscription and then issue the query request, which could send messages placed between the subscription and query twice.

Instead of requiring every program to work around these options, the AMPS `sow_and_subscribe` command allows clients to place a query and get the streaming updates to matching messages in a single command.

In a `sow_and_subscribe` command, AMPS behaves as if the SOW command and subscription are placed at the exact same moment. The SOW query will be sent before any messages from the subscription are sent to the client. Additionally, any new publishes that come into AMPS that match the `sow` and `subscribe` filtering criteria and come in after the query started will be sent after the query finishes (and the query will not include those messages.)

AMPS allows a `sow_and_subscribe` command on topics that do not have a SOW enabled. In this case, AMPS simply returns no messages between `group_begin` and `group_end`.

The message flow as a sequence diagram for `sow_and_subscribe` commands is contained in Figure 6.2.

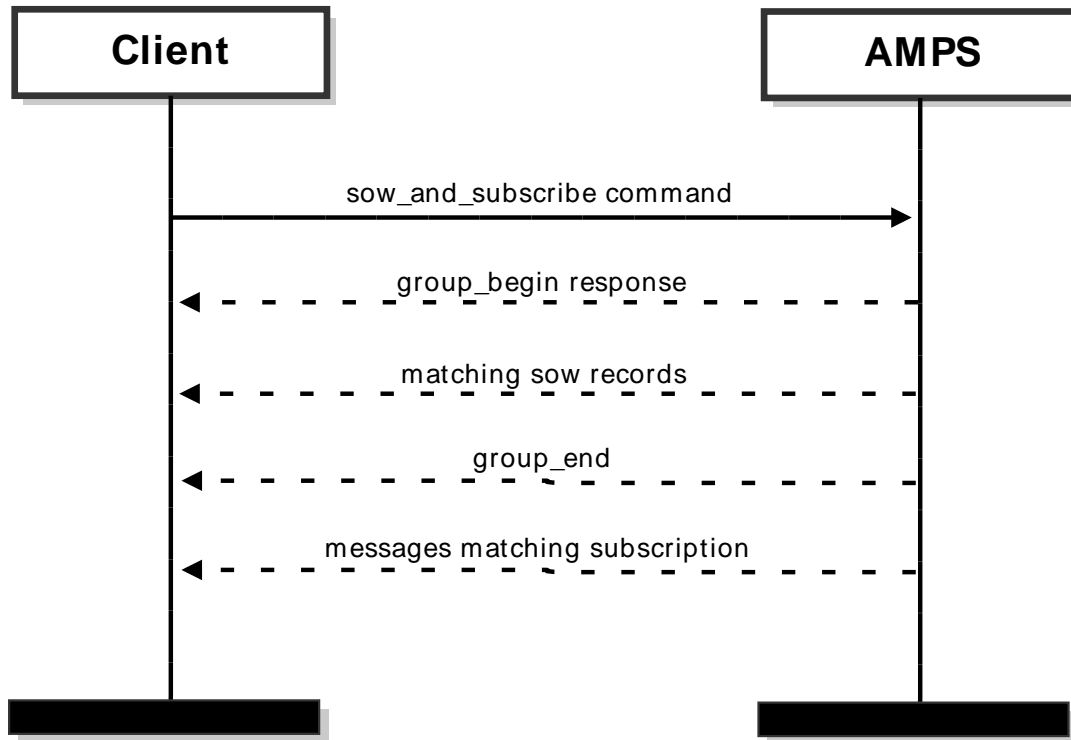


Figure 6.2. SOW-And-Subscribe Query Sequence Diagram

Historical SOW Query and Subscribe

AMPS SOW Query and Subscribe also allows you to begin the subscription with a historical SOW query. For historical SOW queries, the subscription begins at the point of the query with the results of the SOW query. The subscription then replays messages from the transaction log. Once messages from the transaction log have been replayed, the subscription then provides messages as AMPS publishes them.

In effect, a SOW Query and Subscribe with a historical query allows you to recreate the client state and processing as though the client had issued a SOW Query and Subscribe at the point in time of the historical query.

Replacing Subscriptions with SOW and Subscribe

As described in the section called “Replacing the Content Filter on a Subscription”, AMPS allows you to replace the filter on an existing subscription. When the subscription is a SOW and Subscribe, AMPS will re-run the SOW query delivering the messages that are in scope with the new filter. If the subscription requests out-of-focus (OOF) messages, AMPS will deliver out of focus messages for messages that matched the old filter but no longer match the filter. As with the initial query and subscribe, AMPS guarantees to deliver any changes to the SOW that occur after the point of the query.

6.4. SOW Query Response Batching

The number of messages returned between the `group_begin` and `group_end` messages depends on the number of matching messages and the value of the `BatchSize` parameter that can be specified in the query command. The default `BatchSize` value is 1, meaning 1 record is returned per containing `sow` message in the response. While the SOW is scanned for matches it will attempt to send them to the client in batches according to the value of the `BatchSize` value. The `BatchSize` is the maximum number that will be returned within a single message payload. Each message returned for a given query command will contain a `BatchSize` value in its header to indicate the number of messages in the batch. This number will be anywhere from 1 to `BatchSize`.

Notice that the format of messages returned from AMPS may be different depending on the message type requested. However, the information contained in the messages is the same for all message types.



When issuing a `sow_and_subscribe` command AMPS will return a `group_begin` and `group_end` segment of messages before beginning the live subscription sequence of the query. This is also true when a `sow_and_subscribe` command is issued against a non-SOW topic. In this later case, the `group_begin` and `group_end` will contain no messages.

Using a `BatchSize` greater than 1 can yield greater performance when querying a large number of small records. For example, over an Ethernet connection where the packet size may only be 1500 bytes, consuming 1 million 120 byte messages could take 1 million packets and the efficiency of the network would only be around 10%. In this same scenario, we could use a `BatchSize` of 10 to pack 10 messages into a single message of approximately 1230 (30 extra bytes for the `sow` message header) bytes and boost the network efficiency to 82%.



Using an appropriate `BatchSize` parameter is critical to achieve the maximum query performance with a large number of small messages.

Each message within the batch will contain `id` and `key` values to help identify each message that is returned as part of the overall response.

For XML, the format of the response is:

```
<?xml version="1.0" encoding="iso-8859-1"?>
<SOAP-ENV:Envelope>
  <SOAP-ENV:Header>
    <Cmd>sow</Cmd>
```

```

<TxmTm>20080210-17:16:46.066-0500</TxmTm>
<QId>100</QId>
<GrpSqNum>1</GrpSqNum>
<BtchSz>5</BtchSz>
<Tpc>order</Tpc>
</SOAP-ENV:Header>
<SOAP-ENV:Body>
  <Msg key="143101935596417" len="120"> ... </Msg>
  <Msg key="86456484160208" len="125"> ... </Msg>
  <Msg key="18307726844082" len="128"> ... </Msg>
  <Msg key="15874572074104" len="118"> ... </Msg>
  <Msg key="61711462299630" len="166"> ... </Msg>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>

```

For FIX, the format has the following form:

```
{sow header}❶{message header}❶{message data}❷{message
header}❶{message data}❷...
```

- ❶ header separator
- ❷ message separator

Each message header will contain the SowKey and the MessageLength attributes. The MessageLength is intended to help clients parse the response with minimal effort. It indicates the length of the message data contained in the message.

The following is an example FIX message SOW query response message:

```

20000=sow❶20004=20080210-17:16:46.066-0500❶20007=fix
❶20019=100❶20060=1❶20023=5❶20005=order
❶❷20059=1❶20058=128❶❷fix message data❸

```

- ❶ header separator
- ❷ header separator
- ❸ message separator



Care should be taken when issuing queries that return large results. When contemplating the usage of large queries and how that impacts system reliability and performance, please see the section called “Slow Clients ” for more information.

For more information on executing queries, please see the Developer Guide for the AMPS client of your choice.

6.5. SOW Query Options

AMPS allows you to control the results returned by a SOW query by including the following options on the query:

Table 6.1. SOW Query Options

Option	Result
TopN	Limits the results returned to the number of messages specified.
OrderBy	<p>Orders the results returned as specified. Requires a comma-separated list of identifiers of the form:</p> <pre>/field [ASC DESC]</pre> <p>For example, to sort in descending order by <code>orderDate</code> so that the most recent orders are first, and ascending order by <code>customerName</code> for orders with the same date, you might use a specifier such as:</p> <pre>/orderDate DESC, /customerName ASC</pre> <p>If no sort order is specified for an identifier, AMPS defaults to ascending order.</p>

For details on how to submit these options with a SOW query, see the documentation for the AMPS client library your application uses.

Chapter 7. Content Filtering

AMPS allows a subscriber to specify a content filter using syntax similar to that of SQL-92's **WHERE** clause. Content filters are used to provide a greater level of selectivity in messages sent over a subscription than provided by topic alone. When using a content filter, only the messages matching the requested topic and the content filter are delivered to the subscribing client.

7.1. Syntax

AMPS implements content filtering using *expressions* that combine SQL-92 and XPath syntax. Instead of table columns, XPath expressions are used to identify values within a message. The syntax of the filter expression is based on a subset of the SQL-92 search condition syntax.

Each expression compares two values. A value can be either an *identifier* that specifies a value in a message, a *literal* value, such as 42 or 'IBM', or a regular expression as described in Chapter 8. Comparison is done with either a logical operator or an arithmetic operator.

For example, the following expression compares the OrderQty value in each message with a number:

```
/OrderQty > 42
```

The following expression compares two fields in the message:

```
/21694 < /14
```

A content filter is made up of one or more expressions, joined together by logical operators and grouped using parentheses. For example:

```
(expression1 OR expression2 AND expression3) OR (expression4 AND  
    NOT expression5) ...
```

A content filter is evaluated left to right in precedence order. So in this example, `expression2` will be evaluated followed by `expression3` (since `AND` has higher precedence than `OR`), and if they evaluate to false, then `expression1` will be evaluated and so on.

Identifiers

AMPS identifiers use a subset of XPath to specify values in a message. AMPS identifiers specify the value of an attribute or element in an XML message, and the value of a field in a JSON, FIX or NVFIX message. Because the *identifier* syntax is only used to specify values, the subset of XPath does not need to include relative paths, arrays, predicates, or functions.

For example, when messages are in this XML format:

```
<Order update="full">
```



```
<ClientID>12345</ClientID>
<Symbol>IBM</Symbol>
<OrderQty>1000</OrderQty>
</Order>
```

The following identifier specifies the `Symbol` element of an `Order` message:

```
/Order/Symbol
```

The following identifier specifies the `update` attribute of an `Order` message:

```
/Order/@update
```

For FIX and NVIX, you specify fields using `/` and the tag name. AMPS interprets FIX and NVFIX messages as though they were an XML fragment with no root element. For example, to specify the value of FIX tag 55 (symbol), use the following identifier:

```
/55
```

Likewise, for JSON or other types that represent an object, you navigate through the object structure using the `/` to indicate each level of nesting.

AMPS checks the syntax of identifiers, but does not try to predict whether an identifier will match messages within a particular topic. It is not an error to submit an identifier that can never match. For example, AMPS allows you to use an identifier like `/OrderQty` with a FIX topic, even though FIX messages only use numeric tags.

Literals

String literals are indicated with single or double quotes. For example:

```
/FIXML/Order/Instrmt/@Sym = 'IBM'
```

AMPS supports the following escape sequences within string literals:

Table 7.1. Escape Sequences

Escape Sequence	Definition
<code>\a</code>	Alert
<code>\b</code>	Backspace
<code>\t</code>	Horizontal tab
<code>\n</code>	Newline
<code>\f</code>	Form feed
<code>\r</code>	Carriage return
<code>\xHH</code>	Hexadecimal digit where H is (0..9,a..f,A..F)
<code>\OOO</code>	Octal Digit (0..7)

Additionally, any character which follows a backslash will be treated as a literal character.

Numeric literals are either integer values or floating-point values. Integer values are all numerals, with no decimal point, and can have a value in the same range as a 64-bit integer. For example:

```
42
149
-273
```

Floating-point literals are all numerals with a decimal point:

```
3.1415926535
98.6
-273.0
```

or, in scientific notation:

```
31.4e-1
6.022E23
2.998e8
```

Literals can also be the Boolean values `true` or `false`.

Logical Operators

The logical operators are NOT, AND, and OR, in order of precedence. These operators have the usual Boolean logic semantics.

```
/FIXML/Order/Instrmt/@Sym = 'IBM' OR /FIXML/Order/Instrmt/@Sym = 'MSFT'
```

Arithmetic Operators

AMPS supports the arithmetic operators `+`, `-`, `*`, `/`, `%`, and `MOD` in expressions. The result of arithmetic operators where one of the operands is `NULL` is undefined and evaluates to `NULL`. Examples of filter expressions using arithmetic operators:

```
/6 * /14 < 1000

/Order/@Qty * /Order/@Prc >= 1000000
```

Numeric values in AMPS are always typed as either integers or floating point values. AMPS uses the following rules for type promotion when evaluating expressions:

1. If any of the values in the expression is NaN, the result is NaN.
2. Otherwise, if any of the values in the expression is floating point, the result is floating point.

3. Otherwise, all of the values in the expression are integers, and the result is an integer.

Notice that, for division in particular, the results returned are affected by the type of the values. For example, the expression `1 / 5` evaluates to 0 (the result interpreted as an integer), while the expression `1.0 / 5.0` evaluates to 0.2 (the result interpreted as a floating point value).



When using mathematical operators in conjunction with filters, be careful about the placement of the operator. Some operators are used in the XPath expression as well as for mathematical operation (for example, the `' / '` operator in division). Therefore, it is important to separate mathematical operators with white space, to prevent interpretation as an XPath expression.

Comparison Operators

The comparison operators can be loosely grouped into equality comparisons and range comparisons. The basic equality comparison operators, in precedence order, are `==`, `=`, `>`, `>=`, `<`, `<=`, `!=`, and `<>`. If these binary operators are applied to two operands of different types, AMPS attempts to convert strings to numbers. If conversion succeeds, AMPS uses the numeric values. If conversion fails, strings are always greater than numbers.

The following table shows some examples of how AMPS compares different types.

Table 7.2. Comparison Operator Examples

Expression	Result
<code>1 < 2</code>	TRUE
<code>10 < '2'</code>	FALSE, '2' can be converted to a number
<code>'2.000' <> '2.0'</code>	TRUE, both are strings
<code>10 < 'Crank It Up'</code>	TRUE, strings are greater than numbers

There are also set and range comparison operators. The **BETWEEN** operator can be used to check the range values.



The range used in the **BETWEEN** operator is inclusive of both operands, meaning the expression `/A BETWEEN 0 AND 100` is equivalent to `/A >= 0 AND /A <= 100`

For example:

```
/FIXML/Order/OrdQty/@Qty BETWEEN 0 AND 10000
/FIXML/Order/@Px NOT BETWEEN 90.0 AND 90.5
```

The **IN** operator can be used to perform membership operations on sets of values:

```
/Trade/OwnerID NOT IN ('JMB', 'BLH', 'CJB')
```

```
/21964 IN (/14*5, /6*/14, 1000, 2000)
```

AMPS includes two kinds of string comparison operators. The `BEGINS WITH` and `ENDS WITH` operators do literal matching on the beginning or end of a string:

```
/Department BEGINS WITH ('Engineering')  
/path NOT BEGINS WITH ('/public/dropbox')  
  
/filename ENDS WITH ('txt')  
/price NOT ENDS WITH ('99')
```

AMPS allows you to use set comparisons with `BEGINS WITH` and `ENDS WITH`:

```
/Department BEGINS WITH ('Engineering', 'Research', 'Technical')  
  
/filename ENDS WITH ('gif', 'png', 'jpg')
```

AMPS also provides a more general comparison operator, `LIKE`, that allows for regular expression matching on string values. A pattern is used for the right side of the `LIKE` operator. For more on regular expressions and the `LIKE` comparison operator, please see Chapter 8.

The `BEGINS WITH` and `ENDS WITH` operators are usually more efficient than equivalent `LIKE` expressions, particularly when used to compare multiple patterns.

Conditional Operators

AMPS contains support for a ternary conditional `IF` operator which allows for a Boolean condition to be evaluated to `true` or `false`, and will return one of the two parameters. The general format of the `IF` statement is

```
IF ( BOOLEAN_CONDITIONAL, VALUE_TRUE, VALUE_FALSE )
```

In this example, the `BOOLEAN_CONDITIONAL` will be evaluated, and if the result is `true`, the `VALUE_TRUE` value will be returned otherwise the `VALUE_FALSE` will be returned.

For example:

```
SUM( IF(( (/FIXML/Order/OrdQty/@Qty > 500) AND  
          (/FIXML/Order/Instrmt/@Sym = 'MSFT')), 1, 0 ))
```

In the above example, we are looking for the total number of orders that have been placed where the symbol is `MSFT` and the order contains a quantity more than 500.

The `IF` can also be used to evaluate results to determine if results are `NULL` or `NaN`.

For example:

```
SUM(/FIXML/Order/Instrmt/@Qty * IF(
  /FIXML/Order/Instmt/@Price IS NOT NULL, 1, 0))
```

NULL, NaN and IS NULL

XPath expressions are considered to be `NULL` when they evaluate to an empty or nonexistent field reference. In numeric expressions where the operands or results are not a valid number, the XPath expression evaluates to `NaN` (not a number). The rules for applying the `AND` and `OR` operators against `NULL` and `NaN` values are outlined in Table 6.2 and Table 6.3.

Table 7.3. Logical AND with NULL/NaN Values

Operand1	Operand2	Result
TRUE	NULL	NULL
FALSE	NULL	FALSE
NULL	NULL	NULL

Table 7.4. Logical OR with NULL/NaN Values

Operand1	Operand2	Result
TRUE	NULL	TRUE
FALSE	NULL	NULL
NULL	NULL	NULL

The `NOT` operator applied to a `NULL` value is also `NULL`, or “Unknown.” The only way to check for the existence of a `NULL` value reliably is to use the `IS NULL` predicate. There also exists an `IS NaN` predicate for checking that a value is `NaN` (not a number.)



To reliably check for existence of a `NULL` value, you must use the `IS NULL` predicate such as the filter: `/Order/Comment IS NULL`

Chapter 8. Regular Expressions

AMPS supports regular expression matching on topics and within content filters. Regular expressions are implemented in AMPS using the Perl-Compatible Regular Expressions (PCRE) library. For a complete definition of the supported regular expression syntax, please refer to:

<http://perldoc.perl.org/perlre.html>

8.1. Examples

Here is an example of a content filter for messages that will match any message meeting the following criteria:

- Symbols of 2 or 3 characters starting with “IB”
- Prices starting with “90”
- Prices less than 91

and, the corresponding content filter:

```
(/FIXML/Order/Instrmt/@Sym LIKE "^IB.?$") AND (/FIXML/Order/@Px LIKE "^90\..*" AND /FIXML/Order/@Px < 91.0)
```

Example 8.1. Filter Regular Expression Example

The tables below (Table 8.1, Table 8.2, and Table 8.3) contain a brief summary of special characters and constructs available within regular expressions.

Here are more examples of using regular expressions within AMPS.

Use (?i) to enable case-insensitive searching. For example, the following filter will be true regardless if /client/country contains “US” or “us”.

```
(/client/country LIKE "(?i)^us$")
```

Example 8.2. Case Insensitive Regular Expression

To match messages where tag 55 has a TRADE suffix, use the following filter:

```
(/55 LIKE "TRADE$")
```

Example 8.3. Suffix Matching Regular Expression

To match messages where tag 109 has a US prefix, but a TRADE suffix with case insensitive comparisons, use the following filter:

```
(/109 LIKE "(?i)^US.*TRADE$")
```

Example 8.4. Case Insensitive Prefix Regular Expression

Table 8.1. Regular Expression Meta-characters

Characters	Meaning
^	Beginning of string
\$	End of string
.	Any character except a newline
*	Match previous 0 or more times
+	Match previous 1 or more times
?	Match previous 0 or 1 times
	The previous is an alternative to the following
()	Grouping of expression
[]	Set of characters
{}	Repetition modifier
\	Escape for special characters

Table 8.2. Regular Expression Repetition Constructs

Construct	Meaning
a^*	Zero or more a 's
a^+	One or more a 's
$a^?$	Zero or one a 's
$a\{m\}$	Exactly m a 's
$a\{m,\}$	At least m a 's
$a\{m,n\}$	At least m , but no more than n a 's

Table 8.3. Regular Expression Behavior Modifiers

Modifier	Meaning
i	Case insensitive search
m	Multi-line search
s	Any character (including newlines) can be matched by a . character
x	Unescaped white space is ignored in the pattern.
A	Constrain the pattern to only match the beginning of a string.
U	Make the quantifiers non-greedy by default (the quantifiers are greedy and try to match as much as possible by default.)

Raw Strings

AMPS additionally provides support for raw strings which are strings prefixed by an 'r' or 'R' character. Raw strings use different rules for how a backslash escape sequence is interpreted by the parser.

In the example below, the raw string - noted by the `r` character in the second operand of the `LIKE` predicate (Example 8.5) - will cause the results to parse the same as example which does not implement the raw string in the “LIKE” predicate (Example 8.6). In this example we are querying for string that contains the programming language named C++. In the regular string, we are required to escape the `'+'` character since it is also used by AMPS as the “match previous 1 or more times” regular expression character. In the raw string we can use `r'C++'` to search for the string and not have to escape the special `'+'` character.

```
/FIXML/Language LIKE r'C++'
```

Example 8.5. Raw String Example

```
/FIXML/Language LIKE 'C\+\+'
```

Example 8.6. Regular String Example

Topic Queries

As mentioned previously, AMPS supports regular expression filtering for SOW topics, in addition to content filters. Topic filtering follows similarly to the regular expressions demonstrated in content filtering with a `LIKE` clause. Topic filtering is enabled by default.

Topic filtering will search for all matching records stored in an AMPS SOW where the name of the SOW matches the regular expression used in the Topic name of the query. For example, if your AMPS configuration has three SOW topics, `Topic_A`, `Topic_B` and `Topic_C` and you wish to search for all messages in all of your SOW topics for records where the Name field is equal to “Bob”, then you could use the following `FIX sow` command to perform this:

```
/20000=sow^A/20005="Topic_.*"^A^B/20006="/FIXML/@Name='Bob' "^A
```

Example 8.7. Topic Regular Expression



Results returned when performing a topic regular expression query will follow “configuration order” — meaning that the topics will be searched in the order that they appear in your AMPS configuration file. Using the above query example Example 8.7 with `Topic_A`, `Topic_B` and `Topic_C`, if the configuration file has these topics in that exact order, the results will be returned first from `Topic_A`, then from `Topic_B` and finally the results from `Topic_C`. As with other queries, AMPS does not make any guarantees about the ordering of results within any given topic query.

Chapter 9. Running AMPS as a Linux Service

AMPS is designed to be able to easily integrate into your existing infrastructure: AMPS includes all of the dependencies it needs to run, and is configured easily with a single configuration file. Some deployments integrate AMPS into a third-party service management infrastructure: for those deployments, the needs of that infrastructure determine how to install AMPS.

More typically, AMPS runs as a Linux service. This chapter describes how to install AMPS as a service.

9.1. Installing the Service

AMPS includes a shell script that installs the service. The shell script is included in the `bin` directory of your AMPS installation. Run the script with root permission, as follows:

```
$ sudo ./install-amps-daemon.sh
```

This script does the following installation work:

- Installs the AMPS distribution into `/opt/amps`
- Installs the service management script for AMPS to `/etc/init.d/amps`
- Runs `update-rc.d` to install the appropriate script links

In addition, you must copy the AMPS configuration file for the instance to `/var/run/amps/config.xml`.

You can only run one instance of AMPS as a service on a system at a given time using this script. AMPS does not enforce any restriction on how many instances can be run on the system at the same time through other means, but this script is designed to manage a single instance running as a service.

9.2. Configuring the Service

When running as a service, the following considerations apply to the configuration file:

AMPS Logging

60East recommends logging the most important AMPS messages to syslog when running as a service. For example, the following configuration file snippet logs messages of warning level and above to the system log:

```
<Logging>
```

```
<Target>
  <Protocol>syslog</Protocol>
  <Level>warning</Level>
  <Ident>amps</Ident>
  <Options>LOG_CONS,LOG_NDELAY,LOG_PID</Options>
  <Facility>LOG_USER</Facility>
</Target>
</Logging>
```

60East does not recommend logging a level lower than warning to syslog, since an active AMPS instance can produce a large volume of messages.

File Paths

When running as a service, file paths in the configuration file also require attention. In particular:

- For simplicity, use absolute paths for all file paths in the configuration file.
- Consider startup order, and ensure that any devices that AMPS uses are mounted before AMPS starts.

As with any other AMPS installation, it's also important to estimate the amount of storage space AMPS requires, and ensure that the device where AMPS stores files has the needed capacity.

Configuration File Location

The AMPS service scripts require the configuration file to be located at `/var/run/amps/config.xml`.

9.3. Managing the Service

The scripts that AMPS installs provide management functions for the AMPS service. The scripts are used in the same way scripts for other Linux services are used.

Starting the AMPS Service

To start the AMPS service, use the following command:

```
sudo /etc/init.d/amps start
```

Stopping the AMPS Service

To stop the AMPS service, use the following command:

```
sudo /etc/init.d/amps stop
```

Restarting the AMPS Service

To restart the AMPS service, use the following command:

```
sudo /etc/init.d/amps restart
```

View status for the AMPS Service

To restart the AMPS service, use the following command:

```
sudo /etc/init.d/amps status
```

9.4. Uninstalling the Service

AMPS includes a script that uninstalls AMPS as a service. The script reverses the changes that the install script makes to your system. Run the script with root permission, as follows:

```
$ sudo ./uninstall-amps-daemon.sh
```

The uninstall script does not remove any files or data that AMPS creates at runtime.

9.5. Upgrading the Service

To upgrade the service to a new version of AMPS, follow these steps:

1. Stop the service.
2. Uninstall the previous version of the service using the uninstall script included with that version.
3. If necessary, upgrade any data files or configuration files that you want to retain.
4. Install the new version of the service using the install script included with the new version.
5. Start the service

For AMPS instances that participate in failover, you must coordinate your upgrades as you would for a standalone AMPS instance.

Chapter 10. Logging

AMPS supports logging to many different targets including the console, syslog, and files. Every error message within AMPS is uniquely identified and can be filtered out or explicitly included in the logger output. This chapter of the *AMPS User Guide* describes the AMPS logger configuration and the unique settings for each logging target.

10.1. Configuration

Logging within AMPS is enabled by adding a Logging section to the configuration. For example, the following would log all messages with an 'info' level or higher to the console:

```
<AMPSConfig>
...
<Logging>
  ❶<Target>
    <Protocol>stdout</Protocol>
    ❷<Level>info</Level>
  </Target>
</Logging>
...
</AMPSConfig>
```

- ❶ The Logging section defines a single Target, which is used to log all messages to the stdout output.
- ❷ States that only messages with a log level of info or greater will be output to the screen.

10.2. Log Messages

An AMPS log message is composed of the following:

- Timestamp (eg: 2010-04-28T21:52:03.4766640-07:00)
- AMPS thread identifier
- Log Level (eg: info)
- Error identifier (eg: 15-0008)
- Log message

An example of a log line (it will appear on a single line within the log):

```
2011-11-23T14:49:38.3442510-08:00 [1] info: 00-0015 AMPS
initialization completed (0 seconds).
```

Each log message has a unique identifier of the form `TT-NNNN` where `TT` is the component within AMPS which is reporting the message and `NNNN` the number that uniquely identifies that message within the module. Each logging target allows the direct exclusion and/or inclusion of error messages by identifier. For example, a log file which would include all messages from module `00` except for `00-0001` and `00-0004` would use the following configuration:

```
<Logging>
  <Target>
    <Protocol>stdout</Protocol>
    <IncludeErrors>00-0002</IncludeErrors>
    <ExcludeErrors>00-0001,00-0004,12-1.*</ExcludeErrors>
  </Target>
</Logging>
```

The above Logging configuration example, all log messages which are at or above the default log level of `info` will be emitted to the logging target of `stdout`. The configuration explicitly wants to see configuration messages where the error identifier matches `00-0002`. Additionally, the messages which match `00-0001`, `00-0004` will be excluded, along with any message which match the regular expression of `12-1.*`.

10.3. Log Levels

AMPS has nine log levels of escalating severity. When configuring a logging target to capture messages for a specific log level, all log levels at or above that level are sent to the logging target. For example, if a logging target is configured to capture at the “error” level, then all messages at the “error”, “critical”, and “emergency” levels will be captured because “critical” and “emergency” are of a higher level. The following table Table 10.1 contains a list of all the log levels within AMPS.

Table 10.1. Log Levels

Level	Description
none	no logging
trace	all inbound/outbound data
debug	debugging statements
stats	statistics messages
info	general information messages
warning	problems that AMPS tries to correct that are often harmless
error	events in which processing had to be aborted
critical	events impacting major components of AMPS that if left uncorrected may cause a fatal event or message loss

Level	Description
emergency	a fatal event

Each logging target allows the specification of a `Level` attribute that will log all messages at the specified log level or with higher severity. The default `Level` is `none` which would log nothing. Optionally, each target also allows the selection of specific log levels with the `Levels` attribute. Within `Levels`, a comma separated list of levels will be additionally included.

For example, having a log of only `trace` messages may be useful for later playback, but since `trace` is at the lowest level in the severity hierarchy it would normally include all log messages. To only enable `trace` level, specify `trace` in the `Levels` setting as below:

```
<AMPSConfig>
...
<Logging>
  <Target>
    <Protocol>gzip</Protocol>
    <FileName>traces.log.gz</FileName>
    <Levels>trace</Levels>
  </Target>
</Logging>
...
</AMPSConfig>
```

Logging only `trace` and `info` messages to a file is demonstrated below:

```
<AMPSConfig>
...
<Logging>
  <Target>
    <Protocol>file</Protocol>
    <FileName>traces-info.log</FileName>
    <Levels>trace,info</Levels>
  </Target>
</Logging>
...
</AMPSConfig>
```

Logging `trace`, `info` messages in addition to levels of `error` and above (`error`, `critical` and `emergency`) is demonstrated below:

```
<Target>
  <Protocol>file</Protocol>
  <FileName>traces-error-info.log</FileName>
  <Level>error</Level>
  <Levels>trace,info</Levels>
```

```
</Target>
```

10.4. Logging to a File

To log to a file, declare a logging target with a protocol value of `file`. Beyond the standard `Level`, `Levels`, `IncludeErrors`, and `ExcludeErrors` settings available on every logging target, file targets also permit the selection of a `FileName` mask and `RotationThreshold`.

Selecting a Filename

The `FileName` attribute is a mask which is used to construct a directory and file name location for the log file. AMPS will resolve the file name mask using the symbols in Table 10.2. For example, if a file name is masked as:

```
%Y-%m-%dT%H:%M:%S.log
```

...then AMPS would create a log file in the current working directory with a timestamp of the form: `2012-02-23T12:59:59.log`.

If a `RotationThreshold` is specified in the configuration of the same log file, the the next log file created will be named based on the current system time, not on the time that the previous log file was generated. Using the previous log file as an example, if the first rotation was to occur 10 minutes after the creation of the log file, then that file would be named `2012-02-23T13:09:59.log`.

Log files which need a monotonically increasing counter when log rotation is enabled can use the `%n` mask to provide this functionality. If a file is masked as:

```
localhost-amps-%n.log
```

Then the first instance of that file would be created in the current working directory with a name of `localhost-amps-000000.log`. After the first log rotation, a log file would be created in the same directory named `localhost-amps-000001.log`.

Log file rotation is discussed in greater detail in the section called “Log File Rotation”.

Table 10.2. Log Filename Masks

Mask	Definition
%Y	Year
%m	Month
%d	Day
%H	Hour
%M	Minute

Mask	Definition
%S	Second
%n	Iterator which starts at 000000 when AMPS is first started and increments each time a <code>RotationThreshold</code> size is reached on the log file.

Log File Rotation

Log files can be “rotated” by specifying a valid threshold in the `RotationThreshold` attribute. Values for this attribute have units of bytes unless another unit is specified as a suffix to the number. The valid unit suffixes are:

Table 10.3. Log File Rotation Units

Unit Suffix	Base Unit	Examples
no suffix	bytes	“1000000” is 1 million bytes
k or K	thousands of bytes	“50k” is 50 thousand bytes
m or M	millions of bytes	“10M” is 10 million bytes
g or G	billions of bytes	“2G” is 2 billion bytes
t or T	trillions of bytes	“0.5T” is 500 billion bytes



When using log rotation, if the next filename is the same as an existing file, the file will be truncated before logging continues. For example, if “amps.log” is used as the `FileName` mask and a `RotationThreshold` is specified, then the second rotation of the file will overwrite the first rotation. If it is desirable to keep all logging history, then it is recommended that either a timestamp or the %n rotation count be used within the `FileName` mask when enabling log rotation.

Examples

The following logging target definition would place a log file with a name constructed from the timestamp and current log rotation number in the `./logs` subdirectory. The first log would have a name similar to `./logs/20121223125959-000000.log` and would store up to 2GB before creating the next log file named `./logs/201212240232-000001.log`.

```
<AMPSConfig>
...
<Logging>
  <Target>
    <Protocol>file</Protocol>
    <Level>info</Level>
    <FileName>./logs/%Y%m%d%H%M%S-%n.log</FileName>
    <RotationThreshold>2G</RotationThreshold>
  </Target>
</Logging>
```



```
...  
</AMPSConfig>
```

This next example will create a single log named `amps.log` which will be appended to during each logging event. If `amps.log` contains data when AMPS starts, that data will be preserved and new log messages will be appended to the file.

```
<AMPSConfig>  
...  
  <Logging>  
    <Target>  
      <Protocol>file</Protocol>  
      <Level>info</Level>  
      <FileName>amps.log</FileName>  
    </Target>  
  </Logging>  
...  
</AMPSConfig>
```

10.5. Logging to a Compressed File

AMPS supports logging to compressed files as well. This is useful when trying to maintain a smaller logging footprint. Compressed file logging targets are the same as regular file targets except for the following:

- the `Protocol` value is `gzip` instead of `file`;
- the log file is written with `gzip` compression;
- the `RotationThreshold` is metered off of the uncompressed log messages;
- makes a trade off between a small increase in CPU utilization for a potentially large savings in logging footprint.

Example

The following logging target definition would place a log file with a name constructed from the timestamp and current log rotation number in the `./logs` subdirectory. The first log would have a name similar to `./logs/20121223125959-0.log.gz` and would store up to 2GB of uncompressed log messages before creating the next log file named `./logs/201212240232-1.log.gz`.

```
<AMPSConfig>  
...  
  <Logging>
```

```
<Target>
  <Protocol>gzip</Protocol>
  <Level>info</Level>
  <FileName>./logs/%Y%m%d%H%M%S-%n.log.gz</FileName>
  <RotationThreshold>2G</RotationThreshold>
</Target>
</Logging>
...
</AMPSConfig>
```

10.6. Logging to the Console

The console logging target instructs AMPS to log certain messages to the console. Both the standard output and standard error streams are supported. To select standard out use a `Protocol` setting of `stdout`. Likewise, for standard error use a `Protocol` of `stderr`.

Example

Below is an example of a console logger that logs all messages at the `info` or `warning` level to standard out and all messages at the `error` level or higher to standard error (which includes `error`, `critical` and `emergency` levels).

```
<AMPSConfig>
...
<Logging>
  <Target>
    <Protocol>stdout</Protocol>
    <Levels>info,warning</Levels>
  </Target>
  <Target>
    <Protocol>stderr</Protocol>
    <Level>error</Level>
  </Target>
</Logging>
...
</AMPSConfig>
```

10.7. Logging to Syslog

AMPS can also log messages to the host's syslog mechanism. To use the syslog logging target, use a `Protocol` of `syslog` in the logging target definition.

The host's syslog mechanism allows a logger to specify an identifier on the message. This identifier is set through the `Ident` property and defaults to the AMPS instance name (see *AMPS Configuration Reference Guide* for configuration of the AMPS instance name.)

The syslog logging target can be further configured by setting the `Options` parameter to a comma-delimited list of syslog flags. The recognized syslog flags are:

Table 10.4. Logging Options Available for SYSLOG Configuration

Level	Description
LOG_CONS	Write directly to system console if there is an error while sending to system logger.
LOG_NDELAY	Open the connection immediately (normally, the connection is opened when the first message is logged).
LOG_NOWAIT	No effect on Linux platforms.
LOG_ODELAY	The converse of LOG_NDELAY; opening of the connection is delayed until <code>syslog()</code> is called. (This is the default, and need not be specified.)
LOG_PERROR	Print to standard error as well.
LOG_PID	Include PID with each message.



AMPS already includes the process identifier (PID) with every message it logs, however, it is a good practice to set the `LOG_PID` flag so that downstream syslog analysis tools will find the PID where they expect it.

The `Facility` parameter can be used to set the syslog “facility”. Valid options are: `LOG_USER` (the default), `LOG_LOCAL0`, `LOG_LOCAL1`, `LOG_LOCAL2`, `LOG_LOCAL3`, `LOG_LOCAL4`, `LOG_LOCAL5`, `LOG_LOCAL6`, or `LOG_LOCAL7`.

Finally, AMPS and the syslog do not have a perfect mapping between their respective log severity levels. AMPS uses the following table to convert the AMPS log level into one appropriate for the syslog:

Table 10.5. Comparison of AMPS Log Severity to Syslog Severity

AMPS Severity	Syslog Severity
none	LOG_DEBUG
trace	LOG_DEBUG
debug	LOG_DEBUG
stats	LOG_INFO
info	LOG_INFO
warning	LOG_WARNING
error	LOG_ERR
critical	LOG_CRIT
emergency	LOG_EMERG

Example

Below is an example of a syslog logging target that logs all messages at the `critical` severity level or higher and additionally the log messages matching `30-00001` to the syslog.

```
<AMPSConfig>
...
<Logging>
  <Target>
    <Protocol>syslog</Protocol>
    <Level>critical</Level>
    <IncludeErrors>30-0000</IncludeErrors>
    <Ident>\amps dma</Ident>
    <Options>LOG_CONS,LOG_NDELAY,LOG_PID</Options>
    <Facility>LOG_USER</Facility>
  </Target>
</Logging>
...
</AMPSConfig>
```

10.8. Error Categories

In the AMPS log messages, the error identifier consists of an error category, followed by a hyphen, followed by an error identifier. The error categories cover the different modules and features of AMPS, and can be helpful in diagnostics and troubleshooting by providing some context about where a message is being logged from. A list of the error categories found in AMPS are listed in Table 10.6.

Table 10.6. AMPS Error Categories

AMPS Code	Component
00	AMPS Startup
01	General
02	Message Processing
03	Expiration
04	Publish Engine
05	Statistics
06	Metadata
07	Client
08	Regex
09	ID Generator
0A	Diff Merge
0C	View

AMPS Code	Component
0D	Message Data Cache
0E	Conflated Topic
0F	Message Processor Manager
11	Connectivity
12	Trace In - for inbound messages
13	Datasource
14	Subscription Manager
15	SOW
16	Query
17	Trace Out - for outbound messages
18	Parser
19	Administration Console
1A	Evaluation Engine
1B	SQLite
1C	Meta Data Manager
1D	Transaction Log Monitor
1E	Replication
1F	Client Session
20	Global Heartbeat
21	Transaction Replay
22	TX Completion
23	Bookmark Subscription
24	Thread Monitor
25	Authorization
26	SOW cache
28	Memory cache
29	Authorization & entitlement plugins
2A	Message pipeline
2B	Module manager
2C	File management
2D	NUMA module
2F	SOW update broadcaster
30	AMPS internal utilities
70	AMPS networking
FF	Shutdown

10.9. Error Discovery with `ampserr`

In the `$AMPSDIR/bin` directory is the `ampserr` utility. Running this utility is useful for getting detailed information and messages about specific AMPS errors observed in the log files.

The *AMPS Utilities User Guide* contains more information on using the `ampserr` utility and other debugging tools.

Chapter 11. Event Topics

AMPS publishes specific events to internal topics that begin with the `/AMPS/` prefix, which is reserved for AMPS only. For example, all client connectivity events are published to the internal `/AMPS/ClientStatus` topic. This allows all clients to monitor for events that may be of interest.



Event topic messages can be subscribed with content filters like any other topic within AMPS.

A client may subscribe to event topics on any connection with a message type that supports views. This includes all of the default message types and `bson`, but does not include the `binary` message type.

Messages are delivered as the message type for the connection. For example, if the connection uses `JSON` messages, the event topic messages will be `JSON`. A connection that uses `FIX` will receive `FIX` messages from an event topic.

11.1. Client Status

The AMPS engine will publish client status events to the internal `/AMPS/ClientStatus` topic whenever a client issues a `logon` command, disconnects or issues a `subscribe` or `unsubscribe` command. In addition, upon a disconnect, a client status message will be published for each subscription that the client had registered at the time of the disconnect. This mechanism allows any client to monitor what other clients are doing and is especially useful for publishers.

To help identify clients, it is recommended that clients send a `logon` command to the AMPS engine and specify a meaningful client name. This client name is used to identify the client within client status event messages, logging output, and information on clients within the monitoring console. The client name must be unique if a transaction log is configured for the AMPS instance.

Each message published to the client status topic will contain an `Event` and a `ClientName`. For `subscribe` and `unsubscribe` events, the message will contain `Topic`, `Filter` and `SubId`.

When the connection uses the `xml` message type, the client status message published to the `/AMPS/ClientStatus` will contain a `SOAP` body with a `ClientStatus` section as follows:

```
<?xml version="1.0" encoding="iso-8859-1"?>
<SOAP-ENV:Envelope>
  <SOAP-ENV:Header>
    <Cmd>publish</Cmd>
    <TxmTm>20090106-23:24:40-0500</TxmTm>
    <Tpc>/AMPS/ClientStatus</Tpc>
    <MsgId>MAMPS-55</MsgId>
    <SubId>SAMPS-1233578540_1</SubId>
  </SOAP-ENV:Header>
```

```

<SOAP-ENV:Body>
  <ClientStatus>
    <Event>subscribe</Event>
    <ClientName>test_client</ClientName>
    <Topic>order</Topic>
    <Filter>(/FIXML/Order/Instrmt/@Sym = 'IBM')</Filter>
    <SubId>SAMPS-1233578540_10</SubId>
  </ClientStatus>
</SOAP-ENV:Body>
</SOAP-ENV:Envelope>

```

Table 11.1 defines the header fields which may be returned as part of the subscription messages to the /AMPS/ClientStatus topic.

Table 11.1. /AMPS/ClientStatus Event Message Fields

FIX	XML	JSON / BSON	Definition
20065	Time-stamp	timestamp	Timestamp in which AMPS sent the message
20066	Event	event	Command executed by the client
20067	Client-Name	client_name	Client Name
20068	Tpc	topic	Topic for the event (if applicable)
20069	Filter	filter	Filter (if applicable)
20070	SubId	sub_id	Subscription ID (if applicable)
20071	ConnName	connection_name	Internal AMPS connection name
20072	Options	options	The options for the subscription (if applicable)
20073	QId	query_id	The query id (if applicable)

11.2. SOW Statistics

AMPS can publish SOW statistics for each SOW topic which has been configured. To enable this functionality, specify the `SOWStatsInterval` in the configuration file. The value provided in `SOWStatsInterval` is the time between updates to the /AMPS/SOWStats topic.

For example, the following would be a configuration that would publish /AMPS/SOWStats event messages every 5 seconds.

```

<AMPSConfig>
  ...
  <SOWStatsInterval>5s</SOWStatsInterval>
  ...

```



```
</AMPSConfig>
```

When receiving from the AMPS engine using the `xml` protocol, the SOW status message published to the `/AMPS/SOWStats` topic will contain a SOAP body with a `SOWStats` section as follows:

```
<?xml version="1.0" encoding="iso-8859-1"?>
<SOAP-ENV:Envelope xmlns:SOAP-ENV="http://schemas.xmlsoap.org/soap/
envelope/">
  <SOAP-ENV:Header>
    <Cmd>publish</Cmd>
    <TxmTm>2010-09-08T17:49:06.9439120Z</TxmTm>
    <Tpc>/AMPS/SOWStats</Tpc>
    <SowKey>18446744073709551615</SowKey>
    <MsgId>AMPS-10548998</MsgId>
    <SubIds>SAMPs-1283968028_2</SubIds>
  </SOAP-ENV:Header>
  <SOAP-ENV:Body>
    <SOWStats>
      <Timestamp>2010-09-08T17:49:06.9439120Z</Timestamp>
      <Topic>MyTopic</Topic>
      <Records>10485760</Records>
    </SOWStats>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

In the `SOWStats` message, the `Timestamp` field includes the time the event was generated, `Topic` includes the topic, and `Records` includes the number of records.

Table 11.2 defines the header fields which may be returned as part of the subscription messages to the `/AMPS/SOWStats` topic.

Table 11.2. /AMPS/SOWStats Event Message Fields

FIX	XML	JSON/BSON	Definition
20065	Time-stamp	timestamp	Timestamp in which AMPS sent the message
20066	Topic	topic	Topic that statistics are being reported on
20067	Records	record_count	Number of records in the SOW topic

11.3. Persisting Event Topic Data

By default, AMPS event topics are not persisted to the SOW. However, because AMPS event topic messages are treated the same as all other messages, the event topics can be persisted to the SOW. Providing a

topic definition with the appropriate Key definition can resolve that issue by instructing AMPS to persist the messages.

The Key definition you specify must match the field name used for the message type specified in the SOW topic. That is, to track distinct records by client name for a SOW that uses json, you would use the following key:

```
<Key>/client_name</Key>
```

While to track distinct records by client name for a SOW that uses fix, you would use the following key:

```
<Key>/20067</Key>
```

For example, to persist the last /AMPS/SOWStats message for each topic in fix, xml and json format, the following TopicDefinition sections could be added to the AMPS configuration file:

```
<SOW>

  <!-- Persist /AMPS/SOWStats in FIX format -->
  <TopicDefinition>
    <FileName>./sow/sowstats.fix.sow</FileName>
    <Topic>/AMPS/SOWStats</Topic>
    <MessageType>fix</MessageType>
    <!-- use FIX field for the key -->
    <Key>/20066</Key>
  </TopicDefinition>

  <!-- Persist /AMPS/SOWStats in JSON format -->
  <TopicDefinition>
    <FileName>./sow/sowstats.json.sow</FileName>
    <Topic>/AMPS/SOWStats</Topic>
    <MessageType>json</MessageType>
    <!-- use the JSON field for the key -->
    <Key>/topic</Key>
  </TopicDefinition>

  <!-- Persist /AMPS/SOWStats in XML format -->
  <TopicDefinition>
    <FileName>./sow/sowstats.xml.sow
    <Topic>/AMPS/SOWStats</Topic>
    <MessageType>xml</MessageType>
    <!-- use the XML field for the key -->
    <Key>/Topic</Key>
  </TopicDefinition>
</SOW>
```

Every time an update occurs, AMPS will persist the /AMPS/SOWStats message and it will be stored three times, once to the fix SOW topic, once to the xml SOW topic, and once to the json SOW topic.

Each update to the respective SOW topic will overwrite the record with the same `Topic`, `topic` or `20066` tag value. Doing this allows clients to now query the `SOWStats` topic instead of actively listening to live updates.

Chapter 12. Message Acknowledgement

AMPS enables a client which sends commands to AMPS to request the status of those commands at various check points throughout the message processing sequence. These status updates are handled in the form of `ack` messages.

For many applications, it may not be necessary for the application to request message acknowledgements explicitly. The AMPS clients request a set of acknowledgements by default that balance performance with error detection.

AMPS supports a variety of `ack` types, and allows you to request multiple `ack` types on each command. For example, the `received` `ack` type requests that AMPS acknowledge when the command is received, while the `completed` `ack` type requests that AMPS acknowledge when it has completed the command (or the portion of the command that runs immediately). Each AMPS command supports a different set of types, and the precise meaning of the `ack` returned depends on the command that AMPS is acknowledging.

AMPS commands are inherently *asynchronous*, and AMPS does not provide acknowledgement messages by default. A client must both explicitly request an acknowledgement and then receive and process that acknowledgement to know the results of a command. It is normal for time to elapse between the request and the acknowledgement, and so AMPS acknowledgements provide ways to correlate the acknowledgement with the command that produced it. This is typically done with an identifier that the client assigns to a command, which is then returned in the acknowledgement for the command.

Acknowledgements for different commands may not arrive in the order that commands were submitted to AMPS. For example, a `publish` command to a topic that uses synchronous replication will not return a `persisted` acknowledgement until the synchronous replication destinations have persisted the message. If the client issues a `subscribe` command in the meantime, the `processed` acknowledgement for the `subscribe` command -- indicating that AMPS has processed the subscription request -- may well return before the `persisted` acknowledgement.

To see more information about the different commands and their supported acknowledgment types, please refer to the *AMPS Command Reference*, provided with 4.0 and greater versions of the AMPS clients and available on the 60East web site.

Chapter 13. Conflated Topics

To further reduce network bandwidth consumption, AMPS supports a feature called “conflated topics.” A conflated topic is a copy of one SOW topic into another with the ability to control the update interval.

To better see the value in a conflated topic, imagine a SOW topic called `ORDER_STATE` exists in an AMPS instance. `ORDER_STATE` messages are published frequently to the topic. Meanwhile, there are several subscribing clients that are watching updates to this topic and displaying the latest state in a GUI front-end.

If this GUI front-end only needs updates in five second intervals from the `ORDER_STATE` topic, then more frequent updates would be wasteful of network and client-side processing resources. To reduce network congestion, a conflated topic for the `ORDER_STATE` topic can be created which will contain a copy of `ORDER_STATE` updated in five second intervals. Only the changed records from `ORDER_STATE` will be copied to the conflated topic and then sent to the subscribing clients. Those records with multiple updates within the time interval will have their latest updated values copied to the conflated topic, and only those conflated values are sent to the clients. This results in substantial savings in bandwidth for records with high update rates. This can also result in substantial savings in processing overhead for a client.

13.1. Configuration

Configuration of a conflated topic involves creation of a `ConflatedTopic` section in the AMPS configuration file. Here is an example of a regular SOW topic named `FastPublishTopic` and a conflated topic definition, `conflated_FastPublishTopic`. In this example, the conflation interval is set at 5s (five seconds). For more information about how units work in AMPS configuration, see the *AMPS Configuration Reference*.

```
<SOW>
  <TopicDefinition>
    <Topic>FastPublishTopic</Topic>
    <FileName>./sow/%n.sow</FileName>
    <MessageType>json</MessageType>
    <Key>/updateId</Key>
  </TopicDefinition>

  <ConflatedTopic>
    <Topic>conflated_FastPublishTopic</Topic>
    <FileName>./sow/%n.sow</FileName>
    <MessageType>json</MessageType>
    <UnderlyingTopic>FastPublishTopic</UnderlyingTopic>
    <Interval>5s</Interval>
    <Filter>/region = 'A'</Filter>
  </ConflatedTopic>
</SOW>
```



Conflated Topics require underlying SOW topics. See Chapter 5 for more information on creating and configuring SOW topics.

The configuration parameters available when defining a conflating topic replica are included in Table 13.1. Each parameter should be included within a `ConflatedTopic` section.

Table 13.1. Conflated Topic Configuration Parameters

Parameter	Description
Topic	String used to define the name for the conflated topic.
UnderlyingTopic	String used to define the SOW topic which provides updates to the conflated topic.
FileName	The file location to store the data for the conflated topic.
MessageType	The message format of the underlying topic.
Interval	Default of 5 second interval between replication event. See the <i>Using Units in Configuration</i> section in the <i>AMPS Configuration Reference Guide</i> for more information on the time units associated with intervals.
Filter	Filter to be applied to the <code>UnderlyingTopic</code> to determine which messages are preserved in the conflated topic. Only messages that match the filter are preserved.



A conflated topic can only be created on a SOW topic that has been defined in the AMPS configuration. Non-SOW topics can not have replicas.



It is a good idea to name your conflated topic something similar to the underlying topic. For example, if the underlying topic is named `ORDER_STATE` then a good name for the conflated topic is something like `ORDER_STATE-CONFLATED` or `ORDER_STATE:5s`.



Messages cannot be published directly to a conflated topic. Messages published to the underlying topic will be published to subscribers of the conflated topic at the specified interval.

In previous releases of AMPS, conflated topics were known as *topic replicas*. For backward compatibility, AMPS accepts the `TopicReplica` element as a synonym for `ConflatedTopic`.

Chapter 14. Aggregating Data with View Topics

AMPS contains a high-performance aggregation engine, which can be used to project one SOW topic onto another, similar to the `CREATE VIEW` functionality found in most RDBMS software.

14.1. Understanding Views

Views allow you to aggregate messages from one or more SOW topics in AMPS and present the aggregation as a new SOW topic. AMPS stores the contents of the view in a user-configured file, similar to a materialized view in RDBMS software.

Views are often used to simplify subscriber implementation and can reduce the network traffic to subscribers. For example, if some clients will only process orders where the total cost of the order exceeds a certain value, you can both simplify subscriber code and reduce network traffic by creating a view that contains a calculated field for the total cost. Rather than receiving all messages and calculating the cost, subscribers can filter on the calculated field. You can also combine information from multiple topics. For example, you could create a view that contains orders from high-priority customers that exceed a certain dollar amount.

AMPS sends messages to view topics the same way that AMPS sends messages to SOW topics: when a message arrives that updates the value of a message in the view, AMPS sends a message on the view topic. Likewise, you can query a view the same way that you query a SOW topic.

Defining a view is straightforward. You set the name of the view, the SOW topic or topics from which messages originate and describe how you want to aggregate, or *project*, the messages. AMPS creates a topic and projects the messages as requested.



All message types that you specify in a view must support view creation. The AMPS default message types all support views.

Because AMPS uses the SOW topics of the underlying messages to determine when to update the view, the underlying topics used in a view must have a SOW configured. In addition, the topics must be defined in the AMPS configuration file before the view is defined.

AMPS persists the contents of views in a SOW file for the view. AMPS updates the file when a new message is published. This means that, like a SOW, AMPS makes small incremental changes to the file rather than calculating aggregates when a query arrives.

14.2. Creating Views and Aggregations

Multiple topic aggregation creates a view using more than one topic as a data source. This allows you to enrich messages as they are processed by AMPS, to do aggregate calculations using information published to more than one topic. You can combine messages from multiple topics and use filtered subscriptions to

determine which messages are of interest. For example, you can set up a topic that contains orders from high-priority customers.

You can join topics of different message types, and you can project messages of a different type than the underlying topic.

To create an aggregate using multiple topics, each topic needs to maintain a SOW. Since views maintain an underlying SOW, you can create views from views.

To define an aggregate, you decide:

- The topic, or topics, that contain the source for the aggregation
- If the aggregation uses more than one topic, how those topics relate to each other
- What messages to publish, or *project*, from the aggregation
- The message type of the aggregation

All of the message types included with AMPS fully support aggregation. If you are using a custom message type, check with the message type developer as to whether that message type supports aggregation.

Single Topic Aggregation: UnderlyingTopic

For aggregations based on a single topic, use the `UnderlyingTopic` element to tell AMPS which topic to use. All messages from the `UnderlyingTopic` will appear in the aggregation.

```
<UnderlyingTopic>MyOriginalTopic</UnderlyingTopic>
```

Multiple Topic Aggregation: Join

`Join` expressions tell AMPS how to relate underlying topics to each other. You use a separate `Join` element for each relationship in the view. Most often, the join expression describes a relationship between topics:

```
[topic].[field]=[topic].[field]
```

The topics specified must be previously defined in the AMPS configuration file. The square brackets `[]` are optional. If they are omitted, AMPS uses the first `/` in the expression as the start of the field definition. You can use any number of join expressions to define a multiple topic aggregation.

If your aggregation will join messages of different types, or produce messages of a different type than the underlying topics, you add message type specifiers to the join:

```
[messagetype].[topic].[field]=[messagetype].[topic].[field]
```

AMPS creates a projection in the aggregation that combines the messages from each topic where the expression is true. In other words, for the expression:

```
<Join>[Orders].[/CustomerID]=[Addresses].[/CustomerID]</Join>
```


AMPS projects every message where the same CustomerID appears in both the Addresses topic and the Orders topic. If a CustomerID value appears in only the Addresses topic, AMPS does not create a projection for the message. If a CustomerID value appears in only the Orders topic, AMPS projects the message with NULL values for the Addresses topic. In database terms, this is equivalent to a LEFT OUTER JOIN.

You can use any number of Join expressions in an underlying topic:

```
<Join>[nvfix].[Orders].[CustomerID]=[json].[Addresses].[CustomerID]</Join>
<Join>[nvfix].[Orders].[ItemID]=[nvfix].[Catalog].[ItemID]</Join>
```

In this case, AMPS creates a projection that combines messages from the Orders, Addresses, and Catalog topics for any published message where matching messages are present in all three topics. Where there are no matching messages in the Catalog and Addresses topics, AMPS projects those values as NULL.



A Join element can also contain only one topic. In this case, all messages from that topic are included in the view.

Setting the Message Type

The MessageType element of the definition sets the type of the outgoing messages. The message type of the aggregation does not need to be the same as the message type of the topics used to create the aggregation. However, if the MessageType differs from the type of the topics used to produce the aggregation, you must explicitly specify the message type of the underlying topics.

For example, to produce JSON messages regardless of the types of the topics in the aggregation, you would use the following element:

```
<MessageType>json</MessageType>
```

Defining Projections

AMPS makes available all fields from matching messages in the join specification. You specify the fields that you want to AMPS to project and how to project them.

To tell AMPS how to project a message, you specify each field to include in the projection. The specification provides a name for the projected field and one or more source field to use for the projected field. The data can be projected as-is, or aggregated using one of the AMPS aggregation functions, as described in Section 14.3 .

You refer to source fields using the XPath-like expression for the field. You name projected fields by creating an XPath-like expression for the new field. AMPS uses this expression to name the new field.

```
<Projection>
```

```
<Field>[Orders].[CustomerID]</Field>
<Field>[Addresses].[ShippingAddress] AS /DestinationAddress</Field>
<Field>SUM([Orders].[TotalPrice]) AS /AccountTotal</Field>
</Projection>
```

The sample above uses the `CustomerID` from the `orders` topic and the shipping address for that customer from the `Addresses` topic. The sample also calculates the sum of all of the orders for that customer as the `AccountTotal`. The sample also renames the `ShippingAddress` field as `DestinationAddress` in the projected message.

Grouping

Use grouping statements to tell AMPS how to aggregate data across messages and generate projected messages.

For example, an `Orders` topic that contains messages for incoming orders could be used to calculate aggregates for each customer, or aggregates for each symbol ordered. The grouping statement tells AMPS which way to group messages for aggregation.

```
<Grouping>
  <Field>[Orders].[CustomerID]</Field>
</Grouping>
```

The sample above groups and aggregates the projected messages by `CustomerId`. Because this statement tells AMPS to group by `CustomerId`, AMPS projects a message for each distinct `CustomerId` value. A message to the `Orders` topic will create an outgoing message with data aggregated over the `CustomerId`.

If your projection uses aggregation functions and specifies a `Grouping` clause, each field in the projection should either be an aggregate or be specified in the `Grouping` element. Otherwise, AMPS returns the last processed value for the field.

14.3. Functions

AMPS provides functions that you can use in your projections.

Aggregation Functions

These functions operate over groups of messages. They return a single value for each unique group.

Table 14.1. AMPS Aggregation Functions

Function	Description
AVG	Average over an expression. Returns the mean value of the values specified by the expression.

Function	Description
COUNT	Count of values in an expression. Returns the number of values specified by the expression.
MIN	Minimum value. Returns the minimum out of the values specified by the expression.
MAX	Maximum value. Returns the maximum out of the values specified by the expression.
SUM	Summation over an expression. Returns the total value of the values specified by the expression.

Null values are not included in aggregate expressions with AMPS, nor in ANSI SQL. COUNT will count only non-null values; SUM will add only non-null values; AVG will average only non-null values; and MIN and MAX ignore NULL values.

MIN and MAX can operate on either numbers or strings, or a combination of the two. AMPS compares values using the principles described for comparison operators. For MIN and MAX, determines order based on these rules:

- Numbers sort in numeric order.
- String values sort in ASCII order.
- When comparing a number to a string, convert the string to a number, and use a numeric comparison. If that is not successful, the value of the string is higher than the value of the number.

For example, given a field that has the following values across a set of messages:

```
24, 020, 'cat', 75, 1.3, 200, '75', '42'
```

MIN will return 1.3, MAX will return 'cat'. Notice that different message types may have different support for converting strings to numeric values: AMPS relies on the parsing done by the message type to determine the numeric value of a string.

14.4. Examples

Simple Aggregate View Example

For a potential usage scenario, imagine the topic ORDERS which includes the following NVFIX message schema:

Table 14.2. ORDERSTable Identifiers

NVFIX Tag	Description
OrderID	unique order identifier
Tick	symbol
ClientId	unique client identifier

NVFIX Tag	Description
Shares	currently executed shares for the chain of orders
Price	average price for the chain of orders

This topic includes information on the current state of executed orders, but may not include all the information we want updated in real-time. For example, we may want to monitor the total value of all orders executed by a client at any moment. If ORDERS was a SQL Table within an RDBMS, the “view” we would want to create would be similar to:

```
CREATE VIEW TOTAL_VALUE AS
SELECT ClientId, SUM(Shares * Price) AS TotalCost
FROM ORDERS
GROUP BY ClientId
```

As defined above, the TOTAL_VALUE view would only have two fields:

1. ClientId: the client identifier
2. TotalCost: the summation of current order values by client

Views in AMPS are specified in the AMPS configuration file in ViewDefinition section, which itself must be defined in the SOW section. The example above would be defined as:

```
<SOW>
  <TopicDefinition>
    <Topic>ORDERS</Topic>
    <MessageType>nvfix</MessageType>
    <Key>/OrderID</Key>
  </TopicDefinition>
  <ViewDefinition>
    <Topic>TOTAL_VALUE</Topic>
    <UnderlyingTopic>ORDERS</UnderlyingTopic>
    <FileName>./views/totalValue.view</FileName>
    <MessageType>nvfix</MessageType>
    <Projection>
      <Field>/ClientId</Field>
      <Field>SUM(/Shares * /Price) AS /TotalCost</Field>
    </Projection>
    <Grouping>
      <Field>/ClientId</Field>
    </Grouping>
  </ViewDefinition>
</SOW>
```



Views require an underlying SOW topic. See Chapter 5 for more information on creating and configuring SOW topics.

The `Topic` element is the name of the new topic that is being defined. This `Topic` value will be the topic that can be used by clients to subscribe for future updates or perform SOW queries against.

The `UnderlyingTopic` is the SOW topic or topics that the view operates on. That is, the `UnderlyingTopic` is where the view gets its data from. All XPath references within the `Projection` fields are references to values within this underlying SOW topic (unless they appear on the right-hand side of the AS keyword.)

The `Projection` section is a list of 1 or more `Fields` that define what the view will contain. The expressions can contain either a raw XPath value, as in `/ClientId` above, which is a straight copy of the value found in the underlying topic into the view topic using the same target XPath. If we had wanted to translate the `ClientId` tag into a different tag, such as `CID`, then we could have used the AS keyword to do the translation as in `/ClientId AS /CID`.



Unlike ANSI SQL, AMPS allows you to include fields in the projection that are not included in the `Grouping` or used within the aggregate functions. In this case, AMPS uses the last value processed for the value of these fields. AMPS enforces a consistent order of updates to ensure that the value of the field is consistent across recovery and restart.



An unexpected 0 (zero) in an aggregate field within a view usually means that the value is either zero or NaN. AMPS defaults to using 0 instead of NaN. However, any numeric aggregate function will result in a NaN if the aggregation includes a field that is not a number.

Finally, the `Grouping` section is a list of one or more `Fields` that define how the records in the underlying topic will be grouped. In this example, we grouped by the tag holding the client identifier. However, we could have easily made this the “Symbol” tag `/Tick`.

In the below example, we want to count the number of orders by client that have a value greater than 1,000,000:

```
<SOW>
  <ViewDefinition>
    <Topic>NUMBER_OF_ORDERS_OVER_ONEMILL</Topic>
    <UnderlyingTopic>ORDERS</UnderlyingTopic>
    <Projection>
      <Field>/ClientId</Field>
      <Field><![CDATA[SUM(IF(/Shares * /Price > 1000000, /Shares * /
Price, NULL)) AS /AggregateValue]]> </Field>
      <Field>SUM(IF(/Shares * /Price > 1000000, /Shares * /Price,
NULL)) AS /AggregateValue2</Field>
    </Projection>
    <Grouping>
      <Field>/ClientId</Field>
    </Grouping>
    <FileName>
      ./views/numOfOrdersOverOneMil.view
    </FileName>
    <MessageType>nvfix</MessageType>
  </ViewDefinition>
```

```
</SOW>
```

Notice that the `/AggregateValue` and `/AggregateValue_2` will contain the same value; however `/AggregateValue` was defined using an XML CDATA block, and `/AggregateValue_2` was defined using the XML `>` entity reference.



Since the AMPS configuration is XML, special characters in projection expressions must either be escaped with XML entity references or wrapped in a CDATA section.

Updates to underlying topics can potentially cause many more updates to downstream views, which can create stress on downstream clients subscribed to the view. If any underlying topic has frequent updates to the same records and/or a real-time view is not required, as in a GUI, then a replica of the topic may be a good solution to reduce the frequency of the updates and conserve bandwidth. For more on topic replicas, please see Chapter 13.

Multiple Topic Aggregate Example

This example demonstrates how to create an aggregate view that uses more than one topic as a data source. For a potential usage scenario, imagine that another publisher provides a `COMPANIES` topic which includes the following NVFIX message schema:

Table 14.3. `COMPANIES` Table Identifiers

NVFIX Tag	Description
CompanyId	unique identifier for the company
Tick	symbol
Name	company name

This topic includes the name of the company, and an identifier used for internal record keeping in the trading system. Using this information, we want to provide a running total of orders for that company, including the company name.

If `ORDERS` and `COMPANIES` were a SQL Table within an RDBMS, the “view” we would want to create would be similar to:

```
CREATE VIEW TOTAL_COMPANY_VOLUME AS
SELECT COMPANIES.CompanyId, COMPANIES.Tick, COMPANIES.Name,
       SUM(ORDERS.Shares) AS TotalVolume
FROM COMPANIES LEFT OUTER JOIN ORDERS
  ON COMPANIES.Tick = ORDERS.Tick
GROUP BY ORDERS.Tick
```

As defined above, the `TOTAL_COMPANY_VOLUME` table would have four columns:

1. `CompanyId`: the identifier for the company
2. `Tick`: The ticker symbol for the company

3. Name: The name of the company
4. TotalVolume: The total number of shares involved in orders

To create this view, use the following definition in the AMPS configuration file:

```
<SOW>
  <TopicDefinition>
    <Topic>ORDERS</Topic>
    <MessageType>nvfix</MessageType>
    <Key>/OrderID</Key>
    <FileName>./sow/%n.sow</FileName>
  </TopicDefinition>
  <TopicDefinition>
    <Topic>COMPANIES</Topic>
    <MessageType>nvfix</MessageType>
    <Key>/CompanyId</Key>
    <FileName>./sow/%n.sow</FileName>
  </TopicDefinition>
  <ViewDefinition>
    <Topic>TOTAL_COMPANY_VOLUME</Topic>
    <UnderlyingTopic>
      <Join>[ORDERS]./Tick = [COMPANIES]./Tick</Join>
    </UnderlyingTopic>
    <FileName>./views/totalVolume.view</FileName>
    <MessageType>nvfix</MessageType>
    <Projection>
      <Field>[COMPANIES]./CompanyId</Field>
      <Field>[COMPANIES]./Tick</Field>
      <Field>[COMPANIES]./Name</Field>
      <Field>SUM([ORDERS]./Shares) AS /TotalVolume</Field>
    </Projection>
    <Grouping>
      <Field>[ORDERS]./Tick</Field>
    </Grouping>
  </ViewDefinition>
</SOW>
```

As with the single topic example, first specify the underlying topics and ensure that they maintain a SOW database. Next, the view defines the underlying topic that is the source of the data. In this case, the underlying topic is a join between two topics in the instance. The definition next declares the file name where the view will be saved, and the message type of the projected messages. The message types that you join can be different types, and the projected messages can be a different type than the underlying message types. The projection uses three fields from the COMPANIES topic and one field that is aggregated from messages in the ORDERS topic. The projection groups results by the `Tick` symbols that appear in messages in the ORDERS topic.

Chapter 15. SOW Message Expiration

By default, SOW topics stores all distinct records until the record is explicitly deleted. For scenarios where message persistence needs to be limited in duration, AMPS provides the ability to set a time limit on the lifespan of SOW topic messages. This limit on duration is known as message expiration and can be thought of as a “Time to Live” feature for messages stored in a SOW topic.

15.1. Usage

Expiration on SOW topics is disabled by default. For AMPS to expire messages in a SOW topic, you must explicitly enable expiration on the SOW topic.

There are two ways message expiration time can be set. First, a SOW topic can specify a default lifespan for all messages stored for that SOW topic. Second, each message can provide an expiration as part of the message header.

The expiration for a given SOW topic message is first determined based on the message expiration specified in the message header. If a message has no expiration specified in the header, then the message will inherit the expiration setting for the topic expiration. If there is no message expiration and no topic expiration, then it is implicit that a SOW topic message will not expire.

Topic Expiration

AMPS configuration supports the ability to specify a default message expiration for all messages in a single SOW topic. Below is an example of a configuration section for a SOW topic definition with an expiration. Chapter 5 has more detail on how to configure the SOW topic.

```
<SOW>
  <TopicDefinition>
    <FileName>sow/%n.sow</FileName>
    <Topic>ORDERS</Topic>
    <Expiration>30s</Expiration>
    <Key>/55</Key>
    <Key>/109</Key>
    <MessageType>fix</MessageType>
    <RecordSize>512</RecordSize>
  </TopicDefinition>
</SOW>
```

Example 15.1. Topic Expiration

In this case, messages with no lifetime specified on the message have a 30 second lifetime in the SOW. When a message arrives and that message has an expiration set, the message expiration overrides the default expiration for the topic.

AMPS also allows you to enable expiration on a SOW topic, but to only expire messages that have message-level expiration set:

```
<SOW>
  <TopicDefinition>
    <FileName>sow/%n.sow</FileName>
    <Topic>ORDERS</Topic>
    <Expiration>enabled</Expiration>
    <Key>/55</Key>
    <Key>/109</Key>
    <MessageType>fix</MessageType>
    <RecordSize>512</RecordSize>
  </TopicDefinition>
</SOW>
```

Example 15.2. Topic Expiration

With this configuration file, expiration is enabled for the topic. The message lifetime is specified on each individual message. When expiration is disabled for a SOW topic, AMPS preserves any message expiration set on an individual message but does not expire messages.

AMPS processes expirations during startup when SOW expiration is enabled. This means that any record in the SOW which needs to be expired will be expired as AMPS starts. Notice that if the expiration period has changed in the configuration file (or expiration has been enabled or disabled), AMPS processes the SOW using the current expiration configuration. For messages that were not published with an explicit expiration, the lifetime defaults to the current expiration period for the topic.

Message Expiration

Individual messages have the ability to specify an expiration for a published message. Below is an example of an XML message that is publishing an Order, and has an expiration set for 20 seconds.

```
<?xml version="1.0" encoding="iso-8859-1"?>
<SOAP-ENV:Envelope>
  <SOAP-ENV:Header>
    <Cmd>publish</Cmd>
    <TxmTm>20061201-17:29:12.000-0500</TxmTm>
    <Expn>20</Expn>
    <Tpc>order</Tpc>
  </SOAP-ENV:Header>
  <SOAP-ENV:Body>
    <FIXML>
      <Order Side="2" Px="32.00">
        <Instrmt Sym="MSFT"/>
        <OrdQty Qty="100"/>
      </Order>
    </FIXML>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

```
</FIXML>  
</SOAP-ENV:Body>  
</SOAP-ENV:Envelope>
```

Example 15.3. Message Expiration

15.2. Example Message Lifecycle

When a message arrives, AMPS calculates the expiration time for the message and stores a timestamp at which the message expires in the SOW with the message. When the message contains an expiration time, AMPS use that time to create the timestamp. When the message does not include an expiration time, if the topic contains an expiration time, AMPS uses the topic expiration for the message. Otherwise, there is no expiration set on the message, and AMPS records a timestamp value that indicates no expiration.

Messages in the SOW topic can receive updates before expiration. When a message is updated, the message's expiration lifespan is reset. For example, a message is first published to a SOW topic with an expiration of 45 seconds. The message is updated 15 seconds after publication of the initial message, and the update resets the expiration to a new 45 second lifespan. This process can continue for the entire lifespan of the message, causing a new 45 second lifespan renewal for the message with every update.

If a message expires, then the message is deleted from the SOW topic. This event will trigger delete processing to be executed for the message, similar to the process of executing a **sow_delete** command on a message stored in a SOW topic.

Recovery and Expiration

When using message expiration, one common scenario is that the message has an expiration set, but the AMPS instance is shut down during the lifetime of the message.

To handle such a scenario, AMPS calculates and stores a timestamp for the expiration, as described above. Therefore, if the AMPS instance is shutdown, then upon recovery the engine will check to see which messages have expired since the occurrence of the shutdown. Any expired messages will be deleted as soon as possible.

Notice that, because the timestamp is stored with each message, changing the default expiration of a SOW topic does not affect the lifetime of messages already in the SOW. Those timestamps have already been calculated, and AMPS does not recalculate them when the instance is restarted or when the defaults on the SOW topic change.

Chapter 16. Out-of-Focus Messages (OOF)

One of the more difficult problems in messaging is knowing when a record that previously matched a subscription has been updated so that the record no longer matches the subscription. AMPS solves this problem by providing an out-of-focus, or *oof*, message to let subscribers know that a record they have previously received no longer matches the subscription. The *oof* messages help subscribers easily maintain state and remove records that are no longer relevant.

oof notification is optional. A subscriber must explicitly request that AMPS provide out-of-focus messages for a subscription.

When *oof* notification has been requested, AMPS produces an *oof* message for any record that has previously been received by the subscription at the point at which:

- The record is deleted,
- The record expires,
- The record no longer matches the filter criteria, *or*
- The subscriber is no longer entitled to view the new state of the record

AMPS produces an *oof* message for each record that no longer matches the subscription. The *oof* message is sent as part of processing the update that caused the record to no longer match. Each *oof* message contains information the subscriber can use to identify the record that has gone out of focus and the reason that the record is now out of focus.

Because AMPS must maintain the current state of a record to know when to produce an *oof* message, these messages are only supported for SOW topics.

16.1. Usage

Consider the following scenario where AMPS is configured with the following SOW key for the buyer topic:

```
<SOW>
  <TopicDefinition>
    <Topic>buyer</Topic>
    <MessageType>xml</MessageType>
    <Key>/buyer/id</Key>
  </TopicDefinition>
</SOW>
```

Example 16.1. Topic Configuration

When the following message is published, it is persisted in the SOW topic:

```
<buyer><id>100</id><loc>NY</loc></buyer>
```

Example 16.2. First Publish Message

A client issues a `sow_and_subscribe` request for the topic `buyer` with the filter `/buyer/loc="NY"` and the `oof` option set on the request. The client will be sent the messages as part of the SOW query result.

Subsequently, the following message is published to update the `loc` tag to `LN`:

```
<buyer><id>100</id><loc>LN</loc></buyer>
```

Example 16.3. Second Publish Message

The original message in the SOW cache is updated. The client does not receive the second publish message, because that message does not match the filter (`/buyer/loc="NY"`). This is problematic. The client has a message that is no longer in the SOW cache and that no longer matches the current state of the record. Because the `oof` option was set up the subscription, however, the AMPS engine sends an OOF message to let these clients know that the message that they hold is no longer in the SOW cache. The following is an example of what's returned:

```
<?xml version="1.0" encoding="iso-8859-1"?>
<SOAP-ENV:Envelope>
  <SOAP-ENV:Header>
    <Reason>match</Reason>
    <Tpc>buyer</Tpc>
    <Cmd>oof</Cmd>
    <MsgTyp>xml</MsgTyp>
    <SowKey>6387219447538349146</SowKey>
    <SubIds>SAMPS-1214725701_1</SubIds>
  </SOAP-ENV:Header>
  <SOAP-ENV:Body>
    <client>
      <id>100</id>
      <loc>LN</loc>
    </client>
  </SOAP-ENV:Body>
</SOAP-ENV:Envelope>
```

Example 16.4. oof xml example message

An easy way to think about the situations where AMPS sends an OOF message is to consider what would happen if the client re-issued the original `sow` request after the above message was published. The /

`client/loc="NY"` expression no longer matches the message in the SOW cache and as a result, this message would not be returned.

When AMPS returns an OOF message, the data contained in the body of the message represents the updated state of the OOF message. This will allow the client to make a determination as to how to handle the data, be it to remove the data from the client view or to change their query to broaden the filter thresholds. This enables a client to take a different action depending on why the message no longer matches. For example, an application may present a different icon for an order that moves to a status of `completed` than it would present for an order that moves to a status of `cancelled`.

When a `delta_publish` message causes the SOW record to go out of focus, AMPS returns the merged record.

When there is no updated message to send, AMPS sends the state of the record before the change that produced the OOF. This can occur when the message had been deleted, when the message has expired, or when an update causes the client to no longer have permission to receive the record.

16.2. Example

To help reinforce the concept of OOF messages, and how OOF messaging can be used in AMPS, consider a scenario where there is a GUI application whose requirement is to display all open orders of a client. There are several possible solutions to ensure that the GUI client data is constantly updated as information changes, some of which are examined below; however, the goal of this section is to build up a `sow_and_subscribe` message to demonstrate the power that OOF notifications add to AMPS.

Client-Side Filtering in a `sow_and_subscribe` Command

First, consider an approach that sends a `sow_and_subscribe` message on the topic `orders` using the filter `/Client="Adam"`:

AMPS completes the `sow` portion of this call by sending all matching messages from the `orders` SOW topic. AMPS then places a subscription whereby all future messages that match the filter get sent to the subscribing GUI client.

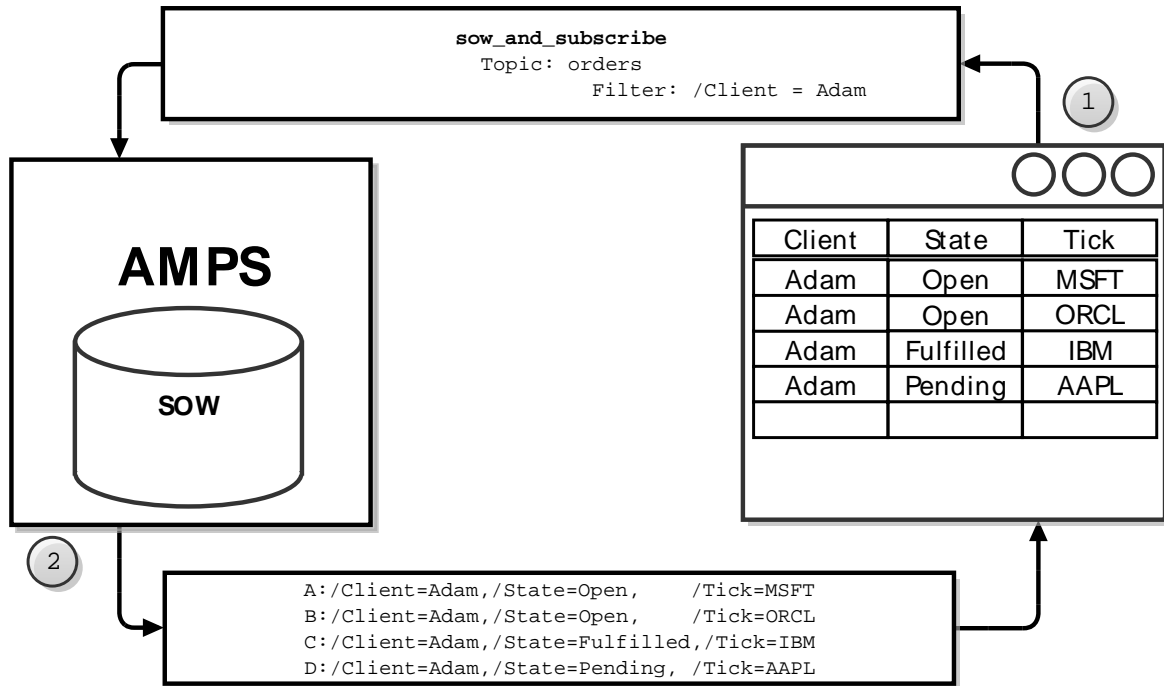


Figure 16.1. sow_and_subscribe example

As the messages come in, the GUI client will be responsible for determining the state of the order. It does this by examining the State field and determining if the state is equal to “Open” or not, and then updating the GUI based on the information returned.

This approach puts the burden of work on the GUI and, in a high volume environment, has the potential to make the client GUI unresponsive due to the potential load that this filtering can place on a CPU. If a client GUI becomes unresponsive, AMPS will queue the messages to ensure that the client is given the opportunity to catch up. The specifics of how AMPS handles slow clients is covered in the section called “Slow Clients”.

AMPS Filtering in a sow_and_subscribe command

The next step is to add an additional ‘AND’ clause to the filter. In this scenario we can let AMPS do the filtering work that was previously handled on the client. This is accomplished by modifying our original sow_and_subscribe to use the following filter:

```
/Client = "Adam" AND /State = "Open"
```

Similar to the above case, this sow_and_subscribe will first send all messages from the orders SOW topic that have a Client field matching “Adam” and a State field matching “Open.” Once all of the SOW topic messages have been sent to the client, the subscription will ensure that all future messages matching the filter will be sent to the client.

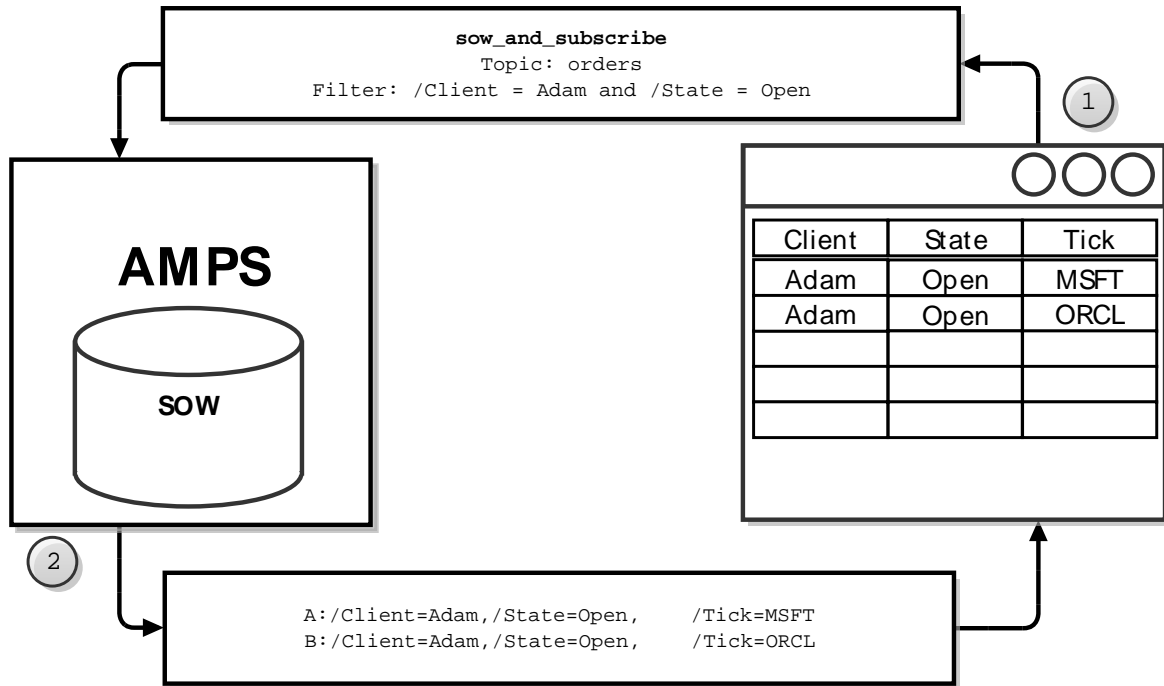


Figure 16.2. State Filter in a `sow_and_subscribe`

There is a less obvious issue with this approach to maintaining the client state. The problem with this solution is that, while it initially will yield all open orders for client “Adam”, this scenario is unable to stay in sync with the server. For example, when the order for Adam is filled, the State changes to State=Filled. This means that, inside AMPS, the order on the client will no longer match the initial filter criteria. The client will continue to display and maintain these out-of-sync records. Since the client is not subscribed to messages with a State of “Filled,” the GUI client would never be updated to reflect this change.

OOF Processing in a `sow_and_subscribe` command

The final solution is to implement the same `sow_and_subscribe` query which was used in the first scenario. This time, we use the filter requests only the State that we're interested in, but we add the `oof` option to the command so the subscriber receives OOF messages.

```
/Client = "Adam" AND /State = "Open"
```

AMPS will respond immediately with the query results, in a similar manner to a `sow_and_subscribe` (Figure 16.3) command.

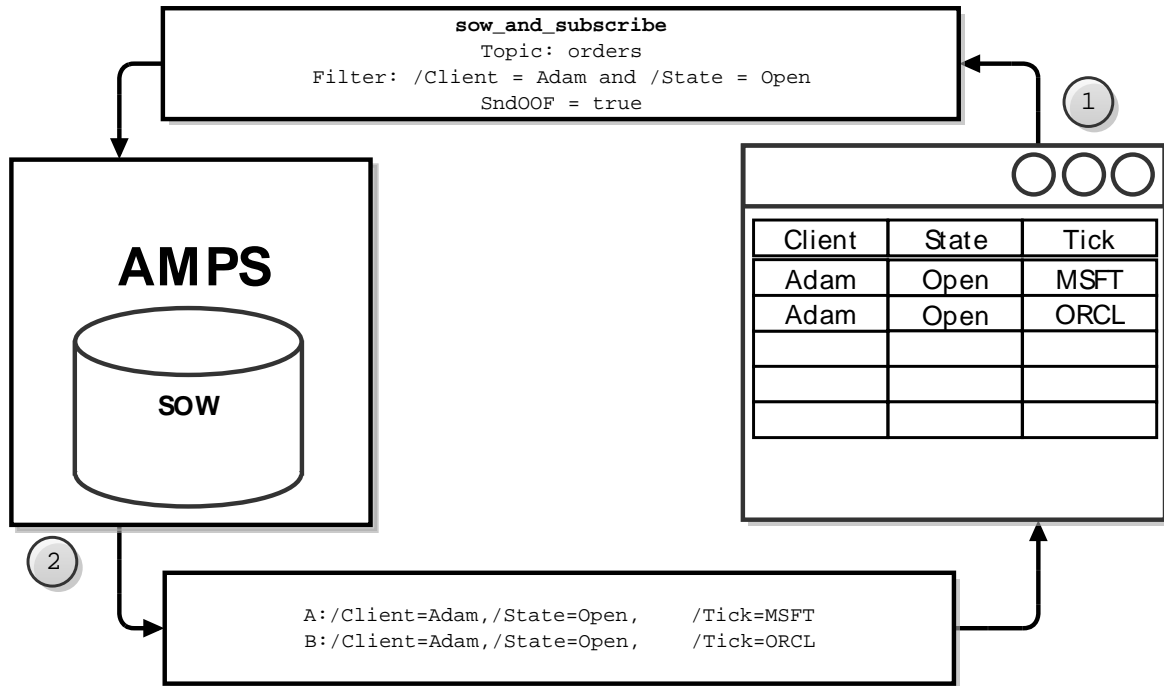


Figure 16.3. sow_and_subscribe with oof enabled

This approach provides the following advantage. For all future messages in which the same Open order is updated, such that its status is no longer Open, AMPS will send the client an OOF message specifying that the record which previously matched the filter criteria has fallen out of focus. AMPS will not send any further information about the message unless another incoming AMPS message causes that message to come back into focus.

In Figure 16.4 the Publisher publishes a message stating that Adam's order for MSFT has been fulfilled. When AMPS processes this message, it will notify the GUI client with an OOF message that the original record no longer matches the filter criteria. The OOF message will include a Reason field with it in the message header, defining the reason for the message to lose focus. In this case the Reason field will state match since the record no longer matches the filter

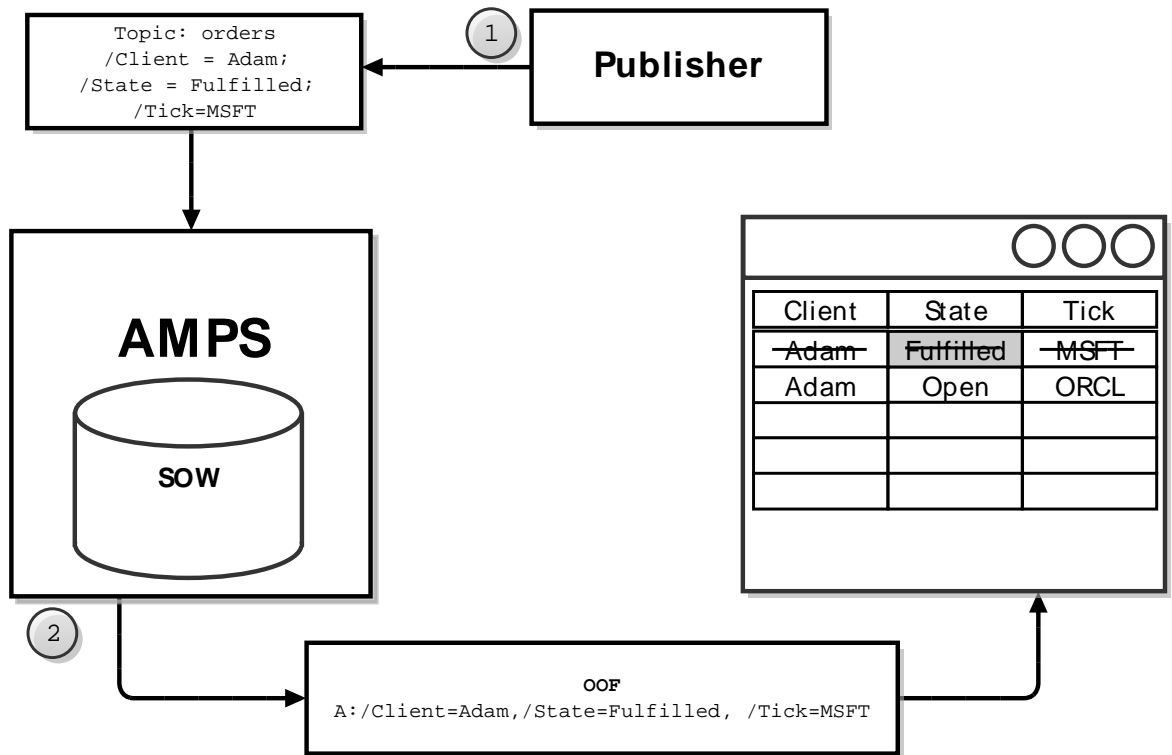


Figure 16.4. OOF message

AMPS will also send OOF messages when a message is deleted or has expired from the SOW topic.

We see the power of the OOF message when a client application wants to have a local cache that is a subset of the SOW. This is best managed by first issuing a query filter `sow_and_subscribe` which populates the GUI, and enabling the `oof` option. AMPS informs our application when those records which originally matched no longer do, at which time the program can remove them.

Chapter 17. Delta Messaging

AMPS *delta messaging* allows applications to work with only the changed parts of a message in the SOW. In high-performance messaging, it's important that applications not waste time or bandwidth for messages that they aren't going to use.

Delta messaging has two distinct aspects:

- *delta subscribe* allows subscribers to receive just the fields that are updated within a message.
- *delta publish* allows publishers to update and add fields within a message by publishing only the updates into the SOW,

While these features are often used together, the features are independent. For example, a subscriber can request a regular subscription even if a publisher is publishing deltas. Likewise, a subscriber can request a delta subscription even if a publisher is publishing full messages.

To be able to use delta messages, the message type for the subscription must support delta messages. All of the included AMPS message types, except for `binary`, support delta messages. For custom message types, contact the message type implementer to understand whether delta support is implemented.

17.1. Delta Subscribe

Delta subscribe allows applications to receive only the changed parts of a message when an update is made to a record in the SOW. When a delta subscription is active, AMPS compares the new state of the message to the old state of the message, creates a message for the difference, and sends the difference message to subscribers.

For example, consider a SOW that contains the following messages, with the `order` field as the key of

SOW

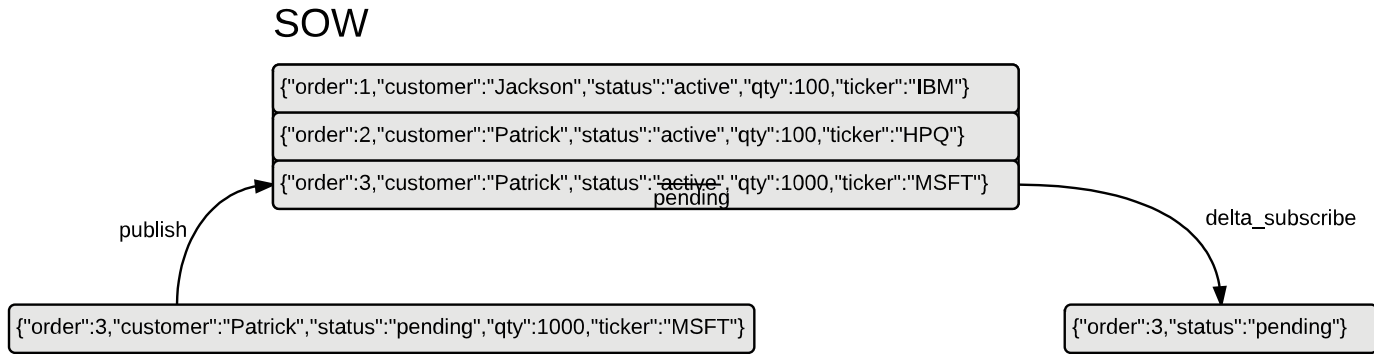
<code>{"order":1,"customer":"Jackson","status":"active","qty":100,"ticker":"IBM"}</code>
<code>{"order":2,"customer":"Patrick","status":"active","qty":100,"ticker":"HPQ"}</code>
<code>{"order":3,"customer":"Patrick","status":"active","qty":1000,"ticker":"MSFT"}</code>

the SOW topic:

Now, consider an update that changes the status of order number 3:

```
{"order":3,"customer":"Patrick","status":"pending","qty":1000,"ticker":"MSFT"}
```

For a regular subscription, subscribers receive the entire message. With a delta subscription, subscribers receive just the key of the SOW topic and any changed fields:



This can significantly reduce the amount of network traffic, and can also simplify processing for subscribers, since the only information sent is the information needed by the subscriber to take action on the message.

Using Delta Subscribe

Because a client must process delta subscriptions using substantially different logic than regular subscriptions, delta subscription is implemented as a separate set of AMPS commands rather than simply as an option on subscribe commands. AMPS supports two different ways to request a delta subscription:

Table 17.1. Delta subscribe commands

Command	Result
<code>delta_subscribe</code>	Register a delta subscription, starting with newly received messages.
<code>sow_and_delta_subscribe</code>	Replay the state of the SOW and atomically register a delta subscription.

Options for Delta Subscribe

The delta subscribe command accepts several options that control the precise behavior of delta messages:

Table 17.2. Options for delta subscribe

Option	Result
<code>no_emptyies</code>	Do not send messages if no data fields have been updated.
<code>send_keys</code>	Include the SOW key fields in the message. Because the SOW key fields indicate which message to update, without this option, updates to delta messages will never contain the SOW key fields. <i>AMPS accepts this option for backward compatibility. As of AMPS 4.0, this option is included on delta subscriptions by default.</i>

Option	Result
oof	AMPS will deliver out of focus messages on this subscription.

Identifying Changed Records

When an application that uses delta subscriptions receives a message, that message can either be a new record or an update to an existing record. AMPS offers two strategies for an application to tell whether the record is a new record or an existing record, and identify which record has changed if the message is an update to an existing record.

The two basic approaches are as follows:

1. Each message delivered through a delta subscription contains a SowKey header field. This field is the identifier that AMPS assigns to track a distinct record in the SOW. If the application has previously received a SowKey with that value, then the new message is an update to the record with that SowKey value. If the application has not previously received a SowKey with that value, then the new message contains a new record.
2. Delta messages can also contain the key fields from the SOW in the body of the message. This is controlled by the `send_keys` option on the subscription, which is always enabled as of AMPS 4.0. With this approach, the application parses the body of the message to find the key. If the application has previously received the key, then the message is an update to that existing record. Otherwise, the message contains a new record.

In either case, AMPS delivers the information the application needs to determine if the record is new or changed. The application chooses how to interpret that information, and what actions to take based on the changes to the record.

AMPS also supports out-of-focus notification for delta subscriptions, as described in Chapter 16. If your application needs to know when a record is deleted, expires, or no longer matches a subscription, you can use out-of-focus messages to be notified.

17.2. Delta Publish

Delta publish allows publishers to update a message in the SOW by providing just the key fields for the SOW and the data to update.

This can be particularly useful in cases where more than one worker acts on a record. For example, an order fulfillment application may need to check inventory, to ensure that the order is available, and check credit to be sure that the customer is approved for the order. These checks may be run in parallel, by different worker processes. With delta publish, each worker process updates the part of the record that the worker is responsible for, without affecting any other part of the record. Delta publish saves the worker from having to query the record and construct a full update, and eliminates the possibility of incorrect updates when two workers try to update the record at the same time.

For example, consider an order published to the SOW:

```
{"id":735,"customer":"Patrick","item":90123,"qty":1000,"state":"new"}
```

Using delta publishing, two independent workers can operate on the record in parallel, safely making updates and preparing the record for a final fulfillment process.

The inventory worker process is responsible for checking inventory. This worker subscribes to messages where the `/state = 'new'` AND `/inventory IS NULL` AND `/credit IS NULL`. This process receives the new message and verifies that the inventory system contains 1000 of the item # 90123. When it verifies this, it uses delta publish to publish the following update:

```
{"id":735,"inventory":"available"}
```

The credit worker process verifies that the customer is permitted to bill for the total amount. Like the inventory worker, this worker subscribes to messages where the `/state = 'new'` and `/inventory IS NULL` and `/credit IS NULL`. This process receives the new message and verifies that the customer is allowed to bill the total value of the order. When the check is complete, the credit worker publishes this message:

```
{"id":735,"credit":"approved"}
```

After both of these processes run, the SOW contains the following record:

```
{"id":735,"credit":"approved","inventory":"available",  
  "customer":"Patrick","item":90123,"qty":1000,  
  "state":"new"}
```

The fulfillment worker would subscribe to messages where `/state = 'new'` AND `/inventory IS NOT NULL` AND `/credit IS NOT NULL`.

Using Delta Publish

Because delta messages must be processed and merged into the existing SOW record, AMPS provides a distinct command for delta publish.

Table 17.3. Delta publish command

Command	Result
<code>delta_publish</code>	Publish a delta message. If no record exists in the SOW, add the message to the SOW. If a record exists in the SOW, merge the data from this record into the existing record.

Chapter 18. Transactional Messaging and Bookmark Subscriptions

AMPS includes support for transactional messaging, which includes persistence, consistency across restarts, and message replay. Transactional messaging is also the basis for replication, a key component of the high-availability capability in AMPS. All of these capabilities rely on the AMPS *transaction log*. The transaction log maintains a record of messages. You can choose which messages are included in the transaction log, filtering by content, topic, or both.

The AMPS transaction log differs from transaction logging in a conventional relational database system. Unlike transaction logs that are intended solely to maintain the consistency of data in the system, the AMPS transaction log is fully queryable through the AMPS client APIs. For applications that need access to historical information, or applications that need to be able to recover state in the event of a client restart, the transaction log allows you to do this, relying on AMPS as the definitive single version of the state of the application. There is no need for complex logic to handle reconciliation or state restoration in the client. AMPS handles the difficult parts of this process, and the transaction log guarantees consistency.

18.1. Transaction Log

The transaction log in AMPS contains a sequential, historical record of messages. The transaction log can record messages for a topic, a set of topics, or for filtered content on one or more topics. The transaction log allows clients to query and replay messages, with topic and content filtering equivalent to SOW queries. Like SOW queries, a client can query the transaction log and subscribe to updates with a single, atomic operation that guarantees no messages are lost.

In failure recovery, the historical query allows a client to fill gaps in received messages and resume subscriptions without missing a message. This feature also allows historical replay of messages for new clients, or for auditing or quality assurance.

Additionally, the transaction log is used in AMPS replication to ensure that all servers in a replication group are continually synchronized should one of them experience an interruption in service. For example, say an AMPS instance, as a member of a replication group, goes down. When it comes back up, it can query another AMPS instance for all of the messages it did not receive, thereby catching up to a point of synchronization with the other instances. This feature, when coupled with AMPS replication, ensures that message subscriptions are always available and up-to-date.

Understanding Message Persistence

To take advantage of transactional messaging, the publisher and the AMPS instance work together to ensure that messages are written to persistent storage. AMPS lets the publisher know when the message is persisted, so that the publisher knows that it no longer needs to track the message.

When a publisher publishes a message to AMPS, the publisher assigns each message a unique sequence number. Once the message has been written to persistent storage, AMPS uses the sequence number to acknowledge the message and let the publisher know that the message is persisted. Once AMPS has

acknowledged the message, the publisher considers the message published. For safety, AMPS always writes a message to the local transaction log before acknowledging that the message is persisted. If the topic is configured for synchronous replication, all replication destinations have to persist the message before AMPS will acknowledge that the message is persisted.

For efficiency, AMPS may not acknowledge each individual message. Instead, AMPS acknowledges the most recent persisted message to indicate that all previous messages have also been persisted. Publishers that need transactional messaging do not wait for acknowledgment to publish more messages. Instead, publishers retain messages that haven't been acknowledged, and republish messages that haven't been acknowledged if failover occurs. The AMPS client libraries include this functionality for persistent messaging.

Configuring a Transaction Log

Before demonstrating the power of the transaction log, we will first show how to configure the transaction log in the AMPS configuration file.

```
❶<TransactionLog>
  ❷<JournalDirectory>./amps/journal/</JournalDirectory>
  ❸<JournalArchiveDirectory>
    /mnt/somedev0/amps/journal
  </JournalArchiveDirectory>
  ❹<PreallocatedJournalFiles>1</PreallocatedJournalFiles>
  ❺<MinJournalSize>10MB</MinJournalSize>
  ❻<Topic>
    <Name>orders</Name>
    <MessageType>nvfix</MessageType>
    <Filter>/price &gt; 5</MessageType>
  </Topic>
  ❽<FlushInterval>40ms</FlushInterval>
</TransactionLog>
```

- ❶ All transaction log definitions are contained within the `TransactionLog` block. The following global settings apply to all `Topic` blocks defined within the `TransactionLog`: `JournalDirectory`, `PreallocatedJournalFiles`, and `MinJournalSize`.
- ❷ The `JournalDirectory` is the filesystem location where journal files will be stored.
- ❸ The `JournalArchiveDirectory` is the filesystem location to which AMPS will archive journals. Notice that AMPS does not archive files by default. You configure an action to archive journal files, as described in Section 22.6.
- ❹ `PreAllocatedJournalFiles` defines the number of journal files AMPS will create as part of the server startup. *Default: 2 Minimum: 1*
- ❺ The `MinJournalSize` is the smallest journal size that AMPS will create. *Default: 1GB Minimum: 10M*
- ❻ When a `Topic` is specified, then all messages which match exactly the specified topic or regular expression will be included in the transaction log. Otherwise, AMPS initializes the transaction logging, but does not record any messages to the transaction log.

The `Topic` section can be specified multiple times to allow for multiple topics to be published to the transaction log.

- ⑦ The `FlushInterval` is the interval with which messages will be written to the journal file from AMPS. *Default: 100ms Maximum: 100ms Minimum: 30us*

Bookmark Subscription

The Transaction Log in AMPS contains support for *bookmarks*. A *bookmark* is an opaque, unique identifier that is added to a `publish` message by AMPS. This field is added in the `Bookmark` field of the `publish` message header and consists of a monotonically increasing identifier.

A bookmark subscription placed by a client is similar to a non-bookmark subscription in AMPS with the following distinctions: in a bookmark subscription, AMPS publishes to the subscribing client only those messages that:

1. match the subscription's `Topic` and `Filter`,
2. have been written to the Transaction Log

In short, a bookmark subscription is limited to messages which are destined for the transaction log, whereas a non-bookmark subscription can subscribe to any available topic. When a client requests a bookmark subscription for a topic that is not being recorded in the transaction log, AMPS returns an error.

There are four different ways that a client can request a bookmark replay from the transaction log. Each of these bookmark types correlate to a different recovery strategy that a client can use. The sections below describe the recovery types, the cases in which they can be used, and how the client can implement them.



While there are similarities between a bookmark subscription used for replay and a SOW query, the transaction log and SOW are independent features that can be used separately. The SOW gives a snapshot of the current view of the latest data, while the journal is capable of playback of previous messages.

Recovery With an Epoch Bookmark

The epoch bookmark, when requested on a subscription, will replay the transaction log back to the subscribing client from the very beginning. Once the transaction log has been replayed in its entirety, then the subscriber will begin receiving messages on the live incoming stream of messages. A subscriber does this by requesting a 0 in the `bookmark` header field of their subscription.

This type of bookmark can be used in a case where the subscriber has begun after the start of an event, and needs to catch up on all of the messages that have been published to the topic.

To ensure that no messages from the subscription are lost during the replay, all message replay from the live subscription stream will be queued in AMPS until the client has consumed all of the messages from the replay stream. Once all of the messages from the replay stream have been consumed, AMPS will cut over to the live subscription stream and begin sending messages to the subscriber from that stream.

Bookmark Replay From NOW

The NOW bookmark, when requested on a subscription, declines to replay any messages from the transaction log, and instead begins streaming messages from the live stream - returning any messages that would be published to the transaction log, and those that match the subscription's `Topic` and `Filter`.

This type of bookmark is used when a client is concerned with messages that will be published to the transaction log, but is unconcerned with replaying the historical messages in the transaction log.

The NOW bookmark is performed using a subscribe query with `"0|1|"` as the `bookmark` field.

Bookmark Replay With a Bookmark

Clients that store the bookmarks from published messages can use those bookmarks to recover from an interruption in service. By placing a subscribe query with the last bookmark recorded, a client will get a replay of all messages persisted to the transaction log after that bookmark. Once the replay has completed, the subscription will then cut over to the live stream of messages.

To perform a bookmark replay, the client places a subscription with the last recorded bookmark in the `bookmark` header field.

Bookmark Replay From a Moment in Time

The final type of bookmark supported is the ASCII-formatted timestamp. When using a timestamp as the bookmark value, the transaction log replays all messages that occurred after the timestamp, and then cuts over to the live subscription once the replay stream has been consumed.

This bookmark has the format of `YYYYmmddTHHMMSS[Z]` where:

- `YYYY` is the four digit year.
- `mm` is the two digit month.
- `dd` is the two digit day.
- `T` the character separator between the date and time.
- `HH` the two digit hour.
- `MM` the minutes of the time.
- `SS` the two digit second.
- `Z` is an optional timezone specifier. AMPS timestamps are always in UTC, regardless of whether the timezone is included. AMPS only accepts a literal value of `Z` for a timezone specifier.

For example, a timestamp for January 2nd, 2015, at 12:35:

```
20150102T123500Z
```

Content Filtering

Similar to regular subscriptions, bookmark subscriptions support content filtering in cases where the `Filter` specified in the subscription query header can query an exact value, a range of values, or a regular expression. Bookmark subscriptions implement filtering on messages matching those that would be published to the transaction log. This means that AMPS will first check that the message matches the configuration's `Topic`, next it will match the `Filter` configured in the topic, after that it will attempt to match the subscription's topic, and finally, the content filter specified for the subscription.

Content filtering is covered in greater detail in Chapter 7.

Using the Live Option for a Subscription

Once replay from the transaction log is finished, AMPS sends messages to subscribers as the messages are processed. By default, AMPS waits until a message is persisted to the transaction log before sending the message to subscribers. Because each message delivered is persisted, this approach ensures that the sequence of messages is consistent across client and server restarts, and that no messages will be missed or duplicated during failover.

In some cases, reducing latency may be more important than consistency. To support these cases, AMPS provides a `live` option on bookmark subscriptions. For bookmark subscriptions that use the `live` option, AMPS will send messages to subscribers *before* the message has been persisted. This can reduce latency somewhat at the expense of increasing the risk of inconsistency upon failover. For example, if a publisher does not republish a message after failover, your application may receive a message that is not stored in the transaction log and that other applications have not received.



The `live` option increases the risk of inconsistent data between your program and AMPS in the event of a failover. 60East recommends using this option only if the risk is acceptable and if your application requires the small latency reduction this option provides.

Managing Journal Files

The design of the journal files for the transaction log are such that AMPS can archive, compress and remove these files while AMPS is running. AMPS actions provide integrated administration for journal files, as described in Chapter 22.

Archiving a file copies the file to an archival directory, typically located on higher-capacity but higher-latency storage. Compressing a file compresses the file in place. Archived and compressed journal files are still accessible to clients for replay and for AMPS to use in rebuilding any SOW files that are damaged or removed.

When defining a policy for archiving, compressing or removing files, keep in mind the amount of time for which clients will need to replay data. Once journal files have been deleted, the messages in those files are no longer available for clients to replay or for AMPS to use in recreating a SOW file.

To determine how best to manage your journal files, consider your application's access pattern to the recorded messages. Most applications have a period of time (often a day or a week) where historical data is in heavy use, and a period of time (often a week, or a month) where data is infrequently used. One common strategy is to create the journal files on high-throughput storage. The files are archived to slower, higher-capacity storage after a short period of time, compressed, and then removed after a longer period of time. This strategy preserves space on high-throughput storage, while still allowing the journals to be used. For example, if your applications frequently replay data for the last day, occasionally replay data older than the last week, and never request data older than one month, a management strategy that meets these needs would be to archive files after one day, compress them after a week, and remove them after one month.



If you remove journal files when AMPS is shut down, keep in mind that the removal of journal files must be sequential and can *not* leave gaps in the remaining files. For example, say there are three journal files, 001, 002 and 003. If only 002 is removed, then the next AMPS restart could potentially overwrite the journal file 003, causing an unrecoverable problem.

When using AMPS actions to manage journal files, AMPS ensures that all replays from a journal file are complete and all messages from a journal file have been successfully replicated before removing the file.

Chapter 19. Utilities

AMPS provides several utilities that are not essential to message processing, but can be helpful in troubleshooting or tuning an AMPS instance. Each of the following utilities is covered in greater detail in the *AMPS Utilities Guide*:

- `amps_sow_dump` is used to inspect the contents of a SOW topic store.
- `amps_journal_dump` is used to examine the contents of an AMPS journal file during debugging and program tuning.
- `ampserr` is used to expand and examine error messages that may be observed in the logs. This utility allows a user to input a specific error code, or a class of error codes, examine the error message in more detail, and where applicable, view known solutions to similar issues.
- AMPS provides a command-line Spark client as a useful tool for checking the status of the AMPS engine. The Spark client can also be used to run queries, place subscriptions, and publish data.
- `amps_upgrade` upgrades data files for existing AMPS instances to the current release of AMPS.

Chapter 20. Operation and Deployment

This chapter contains guidelines and best-practices to help plan and prepare an environment to meet the demands that AMPS is expected to manage.

20.1. Capacity Planning

Sizing an AMPS deployment can be a complicated process that includes many factors including configuration parameters used for AMPS, the data used within the deployment, and how the deployment will be used. This section presents guidelines that you can use in sizing your host environment for an AMPS deployment given what needs to be considered along every dimension: Memory, Storage, CPU, and Network.

Memory

Beyond storing its own binary images in system memory, AMPS also tries to store its SOW and indexing state in memory to maximize the performance of record updates and SOW queries.

AMPS needs less than 1GB for its own binary image and initial start up state for most configurations. In the worst-case, because of indexing for queries, AMPS may need up to twice the size of messages stored in the SOW. And, finally AMPS needs some amount of memory reserved for the clients connected to it. While the per connection overhead is a tunable parameter based on the Slow Client Disconnect settings (see the best practices later in this chapter) it is advised to use 50MB per connected client.

This puts the worst-case memory consumption estimate at:

Equation 20.1. Memory estimation equation

$$1\text{GB} + (2S * M) + (C * 50\text{MB})$$

where:

S = Average SOW Message Size

M = Number of SOW Messages

C = Number of Clients

Equation 20.2. Example memory estimation equation

$$1\text{GB} + (2 * 1024 * 20,000,000) + (200 * 50\text{MB}) \approx 52\text{GB}$$

where:

S = 1024

M = 20,000,000

C = 200

An AMPS deployment expected to hold 20 million messages with an average message size of 1KB and 200 connected clients would consume 52GB. Therefore, this AMPS deployment would fit within a host containing 64GB with enough headroom for the OS under most configurations.

Storage

AMPS needs enough space to store its own binary images, configuration files, SOW persistence files, log files, transaction log journals, and slow client offline storage, if any. Not every deployment configures a SOW or transaction log, so the storage requirements are largely driven by the configuration.

AMPS log files. Log file sizes vary depending on the log level and how the engine is used. For example, in the worst-case, trace logging, AMPS will need at least enough storage for every message published into AMPS and every message sent out of AMPS plus 20%.

For info level logging, a good estimate of AMPS log file sizes would be 2MB per 10 million messages published.

Logging space overhead can be capped by implementing a log rotation strategy which uses the same file name for each rotation. This strategy effectively truncates the file when it reaches the log rotation threshold to prevent it from growing larger.

SOW . When calculating the SOW storage, there are a couple of factors to keep in mind. The first is the average size of messages stored in the SOW, the number of messages stored in the SOW and the RecordSize defined in the configuration file. Using these values, it is possible to estimate the minimum and maximum storage requirements for the SOW:

Equation 20.3. Minimum SOW Size

$$\text{Min} = S * M$$

where

Min = Minimum SOW Size

S = Average SOW Message Size

M = Number of SOW Messages

C = Number of processor cores in the system

Equation 20.4. Maximum SOW Size

$$\text{Max} = (S + R) * M$$

where

Max = Maximum SOW Size

S = Average SOW Message Size

R = Record Size

M = Number of SOW Messages

The storage requirements should be between the two values above, however it is still possible for the SOW to consume additional storage based on the unused capacity configured for each SOW topic. Further, notice that AMPS reserves the initial size for each processor core in the system.

For example, in an AMPS configuration file which has the `InitialSize` is set to 1000 messages and the `RecordSize` is set to 1024, the SOW for this topic will consume 1MB per processor core with no messages stored in the SOW. Pre-allocating SOW capacity in chunks is more efficient for the operating system, storage devices, and helps amortize the SOW extension costs over more messages.

It is also important to be aware of the maximum message size that AMPS can hold in the SOW. The maximum message size is calculated in the following manner:

Equation 20.5. Maximum Message Size allowed in SOW

$$\text{Max} = (R * I) - 64\text{bytes}$$

where

Max = Maximum SOW Size

R = SOW Topic Record Size

I = SOW Topic Increment Size

This calculation says that the maximum message size that can be stored in the sow in a single message storage is the `RecordSize` multiplied by the `IncrementSize` minus 64 bytes for the record header information.

Transaction logs. Transaction logs are used for message replay, replication, and to ensure consistency in environments where each message is critical. Transaction logs are optional in AMPS, and transaction logs can be configured for individual topics or filters. When planning for transaction logs, there are three main considerations:

- The total size needed for the transaction log
- The size to allow for each file that makes up the transaction log
- How many files to preallocate

You can calculate the approximate total size of the transaction log as follows:

Equation 20.6. Transaction Log Sizing Approximation

$$\text{Capacity} = (S + 512\text{bytes}) * N$$

where

Capacity = Estimated storage capacity required for transaction log

S = Average message size

N = Number of messages to retain

Size your files to match the aging policy for the transaction log data. To remove data from the transaction log, you simply archive or delete files that are no longer needed. You can size your files to make this easier. For example, if your application typically generates 100GB a day of transaction log, you could size your files in 10GB units to make it easier to remove 100GB increments.

AMPS allows you to preallocate files for the transaction log. For applications that are very latency-sensitive, preallocation can help provide consistent latency. We recommend that those applications preallocate files, if storage capacity and retention policy permit. For example, an application that sees heavy throughput during a working day might preallocate enough files so that there is no need for additional allocation within the working day.

Other Storage Considerations. The previous sections discuss the scope of sizing the storage, however scenarios exist where the performance of the storage devices must also be taken into consideration.

One such scenario is the following use case in which the AMPS transaction log is expected to be heavily used. If performance greater than 50MB/second is required out of the AMPS transaction log, experience has demonstrated that flash storage (or better) would be recommended. Magnetic hard disks lack the performance to produce results greater than this with a consistent latency profile.

CPU

SOW queries with content filtering make heavy use of CPU-based operations and, as such, CPU performance directly impacts the content filtering performance and rates at which AMPS processes messages. The number of cores within a CPU largely determines how quickly SOW queries execute.

AMPS contains optimizations which are only enabled on recent 64-bit x86 CPUs. To achieve the highest level performance, consider deploying on a CPU which includes support for the SSE 4.2 instruction set.

To give an idea of AMPS performance, repeated testing has demonstrated that a moderate query filter with 5 predicates can be executed against 1KB messages at more than 1,000,000 messages per second, per core on an Intel i7 3GHz CPU. This applies to both subscription based content filtering and SOW queries. Actual messaging rates will vary based on matching ratios and network utilization.

Network

When capacity planning a network for AMPS, the requirements are largely dependent on the following factors:

- average message size
- the rate at which publishers will publish messages to AMPS
- the number of publishers and the number of subscribers.

AMPS requires sufficient network capacity to service inbound publishing as well as outbound messaging requirements. In most deployments, outbound messaging to subscribers and query clients has the highest bandwidth requirements due to the increased likeliness for a “one to many” relationship of a single published message matching subscriptions/queries for many clients.

Estimating network capacity requires knowledge about several factors, including but not limited to: the average message size published to the AMPS instance, the number of messages published per second, the average expected match ratio per subscription, the number of subscriptions, and the background query load. Once these key metrics are known, then the necessary network capacity can be calculated:

Equation 20.7. Network capacity formula

$$R * S(1 + M * S) + Q$$

where

R = Rate

S = Average Message Size

M = Match Ratio

Q = Query Load

where “Query Load” is defined as:

$$M_q * S * Q_s$$

where

M_q = Messages Per Query

S = Average Message Size

Q_s = Queries Per Second

In a deployment required to process published messages at a rate of 5000 messages per second, with each message having an average message size of 600 bytes, the expected match rate per subscription is 2% (or 0.02) with 100 subscriptions. The deployment is also expected to process 5 queries per 1 minute (or 12 queries per second), with each query expected to return 1000 messages.

$$5000 * 600B * (1 + 0.02 * 100) + (1000 * 600B * \frac{1}{12}) \approx 9MB/s \approx 72Mb/s$$

Based on these requirements, this deployment would need at least 72Mb/s of network capacity to achieve the desired goals. This analysis demonstrates AMPS by it self would fall into a 100Mb/s class network. It is important to note, this analysis does not examine any other network based activity which may exist on the host, and as such a larger capacity networking infrastructure than 100Mb/s would likely be required.

NUMA Considerations

AMPS is designed to take advantage of non-uniform memory access (NUMA). For the lowest latency in networking, we recommend that you install your NIC in the slot closest to NUMA node 0. AMPS runs critical threads on node 0, so positioning the NIC closest to that node provides the shortest path from processor to NIC.

20.2. Linux Operating System Configuration

This section covers some settings which are specific to running AMPS on a Linux Operating System.

ulimit

The `ulimit` command is used by a Linux administrator to get and set user limits on various system resources.

ulimit -c. It is common for an AMPS instance to be configured to consume gigabytes of memory for large SOW caches. If a failure were to occur in a large deployment it could take seconds (maybe even hours, depending on storage performance and process size!) to dump the core file. AMPS has a minidump reporting mechanism built in that collects information important to debugging an instance before exiting. This minidump is much faster than dumping a core file to disk. For this reason, it is recommended that the per user core file size limit is set to 0 to prevent a large process image from being dumped to storage.

ulimit -n. The number of file descriptors allowed for a user running AMPS needs to be at least double the sum of counts for the following: connected clients, SOW topics and pre-allocated journal files. *Minimum: 1024. Recommended: 16834*

/proc/sys/fs/aio-max-nr

Each AMPS instance requires AIO in the kernel to support at least 16384 plus 8192 for each SOW topic in simultaneous I/O operations. The setting `aio-max-nr` is global to the host and impacts all applications. As such this value needs to be set high enough to service all applications using AIO on the host. *Minimum: 65536. Recommended: 1048576*

To view the value of this setting, as root you can enter the following command:

```
cat /proc/sys/fs/aio-max-nr
```

To edit this value, as root you can enter the following command:

```
sysctl -w fs.aio-max-nr = 1048576
```

This command will update the value for `/proc/sys/fs/aio-max-nr` and allow 1,048,576 simultaneous I/O operations, but will only do so until the next time the machine is rebooted. To make a permanent change to this setting, as a root user, edit the `/etc/sysctl.conf` file and either edit or append the following setting:

```
fs.aio-max-nr = 1048576
```

/proc/sys/fs/file-max

Each AMPS instance needs file descriptors to service connections and maintain file handles for open files. This number needs to be at least double the sum of counts for the following: connected clients, SOW topics and pre-allocated journal files. This file-max setting is global to the host and impacts all applications, so this needs to be set high enough to service all applications on the host. *Minimum: 262144 Recommended: 6815744*

To view the value of this setting, as root you can enter the following command:

```
cat /proc/sys/fs/file-max
```

To edit this value, as root you can enter the following command:

```
sysctl -w fs.file-max = 6815744
```

This command will update the value for `/proc/sys/fs/file-max` and allow 6,815,744 concurrent files to be opened, but will only do so until the next time the machine is rebooted. To make a permanent change to this setting, as a root user, edit the `/etc/sysctl.conf` file and either edit or append the following setting:

```
fs.file-max = 6815744
```

20.3. Best Practices

This section covers a selection of best practices for deploying AMPS.

Monitoring

AMPS exposes the statistics available for monitoring via a RESTful interface, known as the Monitoring Interface, which is configured as the administration port. This interface allows developers and administrators to easily inspect various aspects of AMPS performance and resource consumption using standard monitoring tools.

At times AMPS will emit log messages notifying that a thread has encountered a deadlock or stressful operation. These messages will repeat with the word “stuck” in them. AMPS will attempt to resolve these issues, however after 60 seconds of a single thread being stuck, AMPS will automatically emit a minidump

to the previously configured minidump directory. This minidump can be used by 60East support to assist in troubleshooting the location of the stuck thread or the stressful process.

Another area to examine when monitoring AMPS is the `last_active` monitor for the processors. This can be found in the `/amps/instance/processors/all/last_active` url in the monitoring interface. If the `last_active` value continually increases for more than one minute and there is a noticeable decline in the quality of service, then it may be best to fail-over and restart the AMPS instance.

SOW Parameters

Choosing the ideal `InitialSize`, `IncrementSize`, and `RecordSize` for your SOW topic is a balance between the frequency of SOW expansion and storage space efficiency. A large `InitialSize` will preallocate space for records on start up, however this value may end up being too large, which would result in wasted space.

An `IncrementSize` that is too small results in frequent extensions of your SOW topic to occur. These frequent extensions can have a negative impact on the rate at which AMPS is able to process messages.

If the `IncrementSize` is large, then the risk of the SOW resize impacting performance is reduced; however this has a trade-off of reduced space utilization efficiency.

A good starting point for the `InitialSize` setting is 20% of the total messages a topic is expected to have, with `IncrementSize` being set to 10% of the total messages. This will minimize the number SOW size extensions while converging to a storage efficiency greater than 90%.

The `RecordSize` trade-offs are unique to the `InitialSize` and `IncrementSize` configuration discussed previously. A `RecordSize` that is too large results in space which will be wasted in each record. A `RecordSize` value which is too small and will result in AMPS using more CPU cycles managing space within the SOW.

AMPS can split large messages across records. However, AMPS restricts the size of messages in the SOW to a maximum of `RecordSize * IncrementSize`. The product of these values must be at least as large as the largest message you will need to store.

If performance is critical and space utilization is a lesser concern, then consider using a `RecordSize` which is 2 standard deviations above your average message size. If storage space is a greater limiting factor, then look at the sizing histogram feature of the `amps_sow_dump` utility for guidance when sizing (see the *amps_sow_dump* section in the *AMPS Utilities Guide* for more information).

Slow Clients

This section discusses tuning slow client handling to achieve your availability goals.

The first tunable parameter for slow clients is the `ClientBufferThreshold`, which determines the number of bytes that can queue up for a client before AMPS will start queueing or “off-lining” the additional messages to disk. This setting should be sufficiently large to hold any query that a client could issue.

Typically when AMPS prepares the messages for a client, it is common for query results to be queued in memory but immediately dequeued when the messages are sent to the client.



To prevent potential unbounded memory growth, by default `SlowClientDisconnect` and `ClientOffline` are enabled with `ClientBufferThreshold` set to 50MB. AMPS has an offline file size limit of 1G.

For example, if a client is expected to have a maximum query size of 30,000 messages and the average message size is 1KB, then having `ClientBufferThreshold` set to 40MB would be a good initial configuration. This would cap the memory consumption per client at approximately 50MB (assuming a standard 10MB of additional client-specific overhead such as filters and subscription information.)

Once AMPS exceeds the `ClientBufferThreshold` of queued messages for a client, AMPS will start enqueueing the messages to disk. AMPS writing the messages to disk has now changed a potential unbounded memory-growth problem into a potentially unbounded storage-growth problem. To deal with the potential problem of a client not responding while AMPS has started enqueueing its messages to disk, AMPS provides the `ClientOfflineThreshold` configuration parameter. This allows an AMPS administrator to tune the message threshold which AMPS will store on disk before disconnecting a slow client. For example, if we want to store at most 200MB of offlined data for a slow client, then we would set the `ClientOfflineThreshold` to a number of messages that will consume 200MB.



When using AMPS within a development environment where a client consumer could be paused during debugging, it is often helpful to set the `Offlining` and `SlowClientDisconnect` thresholds larger than would normally exist in a production environment, or even turning the slow client disconnect feature off. This will reduce or prevent AMPS from disconnecting a client while it is in the process of testing or debugging a feature.

Example 20.1 shows a configuration of a Transport with `SlowClientDisconnect` enabled (`true`). In this example, a slow client will first start to offline messages when the client falls behind by 4MB, as determined by the `ClientBufferThreshold` limit which is set to 4194304. AMPS will offline messages until the client falls behind by 10,000 messages as determined by the `ClientOfflineThreshold` setting. If the client falls behind by more than 10,000 messages, AMPS will disconnect the client.

```
<Transports>
  <Transport>
    <Name>fix-tcp</Name>
    <Type>tcp</Type>
    <InetAddr>10200</InetAddr>
    <ReuseAddr>true</ReuseAddr>
    <MessageType>nvfix</MessageType>
    <ClientBufferThreshold>4194304</ClientBufferThreshold>
    <ClientOffline>enabled</ClientOffline>
    <ClientOfflineThreshold>10000</ClientOfflineThreshold>
    <SlowClientDisconnect>true</SlowClientDisconnect>
  </Transport>
```

```
</Transports>
```

Example 20.1. Example of FIX Transport with Slow Client Configuration

When monitoring for slow clients, a good place to look is in the `queue_depth_out` or in the `queue_bytes_out` parameters which are tracked for each client in the monitoring interface. These parameters are located in `/amps/instance/clients/*/queue_depth_out` or in `/amps/instance/clients/*/queued_bytes_out` where the `*` is the client being monitored. If the `queued_bytes_out` or `queue_depth_out` values continually increase and a client notices that they have fallen behind, then that client should be disconnected. Additionally, if this happens repeatedly, then you should investigate proper usage of the `SlowClientDisconnect` functionality within AMPS using the guidelines listed previously, or examine the selectivity of the filters to improve consumption and performance of the client.

Minidump

AMPS includes the ability to generate a minidump file which can be used in support scenarios to attempt to troubleshoot a problematic instance. The minidump captures information prior to AMPS exiting and can be obtained much faster than a standard core dump (see the section called “ulimit” for more configuration options). By default the minidump is configured to write to `/tmp`, but this can be changed in the AMPS configuration by modifying the `MiniDumpDirectory`.

Generation of a minidump file occurs in the following ways:

1. When AMPS detects a crash internally, a minidump file will automatically be generated.
2. When a user clicks on the `minidump` link in the `amps/instance/administrator` link from the administrator console (see the *AMPS Monitoring Reference* for more information).
3. By sending the running AMPS process the `SIGQUIT` signal.
4. If AMPS observes a single stuck thread for 60 seconds, a minidump will automatically be generated. This should be sent to AMPS support for evaluation along with a description of the operations taking place at the time.

Chapter 21. Monitoring Interface

AMPS includes a monitoring interface which is useful for examining many important aspects about an AMPS instance. This includes health and monitoring information for the AMPS engine as well as the host AMPS is running on. All of this information is designed to be easily accessible to make gathering performance and availability information from AMPS easy.

For a reference regarding the fields and their data types available in the AMPS monitoring interface, see the *AMPS Monitoring Reference*

21.1. Configuration

The AMPS monitoring interface is defined in the configuration file used on AMPS start up. Below is an example configuration of the `Admin` tag.

```
<!-- Configure the admin/stats HTTP server -->
<Admin>
  <FileName>stats.db</FileName>
  <InetAddr>localhost:8085</InetAddr>
  <Interval>10s</Interval>
</Admin>
```

In this example `localhost` is the hostname and `8085` is the port assigned to the monitoring interface. This chapter will assume that

`http://localhost:8085/`

is configured as the monitoring interface URL.

The `Interval` tag is used to set the update interval for the AMPS monitoring interface. In this example, statistics will be updated every 10 seconds.



It is important to note that by default AMPS will store the monitoring interface database information in system memory. If the AMPS instance is going to be up for a long time, or the monitoring interface statistics interval will be updated frequently, it is strongly recommended that the `FileName` setting be specified to allow persistence of the data to a local file. See the *AMPS Configuration Reference Guide* for more information.

The administrative console is accessible through a web browser, but also follows a Representational State Transfer (RESTful) URI style for programmatic traversal of the directory structure of the monitoring interface.

The root of the AMPS monitoring interface URI contains two child resources—the `host` URI and the `instance` URI—each of which is discussed in greater detail below. The `host` URI exposes information

about the current operating system devices, while the `instance` URI contains statistics about a specific AMPS deployment.

21.2. Time Range Selection

AMPS keeps a history of the monitoring interface statistics, and allows that data to be queried. By selecting a leaf node of the monitoring interface resources, a time-based query can be constructed to view a historical report of the information. For example, if an administrator wanted to see the number of messages per second consumed by all processors from midnight UTC on October 12, 2011 until 23:25:00 UTC on October 10, 2011, then pointing a browser to

```
http://localhost:8085/amps/instance/processors/all/messages_received
per_sec?t0=20111129T0&t1=20111129T232500
```

will generate the report and output it in the following plain text format (note: entire dataset is not presented, but is truncated).

```
20111130T033400,0
20111130T033410,0
20111130T033420,0
20111130T033430,94244
20111130T033440.000992,304661
20111130T033450.000992,301078
20111130T033500,302755
20111130T033510,308922
20111130T033520.000992,306177
20111130T033530.000992,302140
20111130T033540.000992,302390
20111130T033550,307637
20111130T033600.000992,310109
20111130T033610,309888
20111130T033620,299993
20111130T033630,310002
20111130T033640.000992,300612
20111130T033650,299387
```



All times used for the report generation and presentation are ISO- 8601 formatted. ISO-8601 formatting is of the following form: `YYYYMMDDThhmmss`, where `YYYY` is the year, `MM` is the month, `DD` is the day, `T` is a separator between the date and time, `hh` is the hours, `mm` is the minutes and `ss` is the seconds. Decimals are permitted after the `ss` units.



As discussed in the following sections, the date-time range can be used with plain text (html), comma-separated values (csv), and XML formats.

21.3. Output Formatting

The AMPS monitoring interface offers several possible output formats to ease the consumption of monitoring reporting data. The possible options are XML, CSV and RNC output formats, each of which is discussed in more detail below.

XML Document Output

All monitoring interface resources can have the current node, along with all child nodes list its output as an XML document by appending the `.xml` file extension to the end of the resource name. For example, if an administrator would like to have an XML document of all of the currently running processors—including all the relevant statistics about those processors—then the following URI will generate that information:

`http://localhost:8085/amps/instance/processors/all.xml`

The document that is returned will be similar to the following:

```
<amps>
  <instance>
    <processors>
      <processor id='all'>
        <denied_reads>0</denied_reads>
        <denied_writes>0</denied_writes>
        <description>AMPS Aggregate Processor Stats</description>
        <last_active>1855</last_active>
        <matches_found>0</matches_found>
        <matches_found_per_sec>0</matches_found_per_sec>
        <messages_received>0</messages_received>
        <messages_received_per_sec>0</messages_received_per_sec>
        <throttle_count>0</throttle_count>
      </processor>
    </processors>
  </instance>
</amps>
```

Appending the `.xml` file extension to any AMPS monitoring interface resource will generate the corresponding XML document.

CSV Document Output

Similar to the XML document output discussed above, the `.csv` file extension can be appended to any of the leaf node resources to have a CSV file generated to examine those values. This can also be coupled with the time range selection to generate reports. See Section 21.2 for more details on time range selection.

Below is a sample of the `.csv` output from the monitoring interface from the following URL:

`http://localhost:8085/amps/instance/processors/all/
matches_found_per_sec.csv?t0=20111129T0`

This resource will create a file with the following contents:

```
20111130T033400,0
20111130T033410,0
20111130T033420,0
20111130T033430,94244
20111130T033440.000992,304661
20111130T033450.000992,301078
20111130T033500,302755
20111130T033510,308922
20111130T033520.000992,306177
20111130T033530.000992,302140
20111130T033540.000992,302390
20111130T033550,307637
20111130T033600.000992,310109
20111130T033610,309888
20111130T033620,299993
20111130T033630,310002
20111130T033640.000992,300612
20111130T033650,299387
20111130T033700.000992,304548
```

JSON Document Output

All monitoring interface resources can have the current node, along with all child nodes list its output as an JSON document by appending the `.json` file extension to the end of the resource name. For example, if an administrator would like to have an JSON document of all of the CPUs on the server—including all the relevant statistics about those CPUs—then the following URI will generate that information:

`http://localhost:8085/amps/host/cpus.json`

The document that is returned will be similar to the following:

```
{
  "amps":{
    "host":{
      "cpus":[
        {"id":"all"
          , "idle_percent":"62.452316076294"
          , "iowait_percent":"0.490463215259"
          , "system_percent":"10.681198910082"
          , "user_percent":"26.376021798365"
```

```
}
  ,{"id":"cpu0"
    ,"idle_percent":"75.417130144605"
    ,"iowait_percent":"0.333704115684"
    ,"system_percent":"7.563959955506"
    ,"user_percent":"16.685205784205"
  }
  ,{"id":"cpu1"
    ,"idle_percent":"50.0000000000000"
    ,"iowait_percent":"0.642398286938"
    ,"system_percent":"13.597430406852"
    ,"user_percent":"35.760171306210"
  }
]
}
}
```

Appending the `.json` file extension to any AMPS monitoring interface resource will generate the corresponding JSON document.

RNC Document Output

AMPS supports generation of an XML schema via the Relax NG Compact (RNC) specification language. To generate an RNC file, enter the following URL in a browser `http://localhost:port/amps.rnc` and AMPS will display the RNC schema.

To convert the RNC schema into an XML schema, first save the RNC output to a file:

```
%> wget http://localhost:9090/amps.rnc
```

The output can then be converted to an xml schema using Trang (available at <http://code.google.com/p/jing-trang/>) with

```
trang -I rnc -O xsd amps.rnc amps.xsd
```

Chapter 22. Automating Administration With Actions

AMPS provides the ability to run scheduled tasks or respond to events, such as Linux signals, using the Actions interface.

To create an action, you add an `Actions` section to the AMPS configuration file. Each `Action` contains one or more `On` statement, which specifies when the action occurs, and one or more `Do` statements, which specify what the AMPS server does for the action. Within an action, AMPS performs each `Do` statement in the order in which they appear in the file.

AMPS actions are implemented as AMPS modules. AMPS provides the modules described in the following sections by default.

22.1. Running an Action on a Schedule

AMPS provides the `amps-action-on-schedule` module for running actions on a specified schedule.

The options provided to the module define the schedule on which AMPS will run the actions in the `Do` element.

Table 22.1. Parameters for Scheduling Actions

Parameter	Description
Every	<p>Specifies a recurring action that runs whenever the time matches the provided specification. Specifications can take three forms:</p> <ul style="list-style-type: none">• <i>Timer action.</i> A specification that is simply a duration, such as <code>4h</code> or <code>1d</code>, creates a timer action. AMPS starts the timer when the instance starts. When the timer expires, AMPS runs the action and resets the timer.• <i>Daily action.</i> A specification that is a time of day, such as <code>00:30</code> or <code>17:45</code>, creates a daily action. AMPS runs the action every day at the specified time. AMPS uses a 24 hour notation for daily actions.• <i>Weekly action.</i> A specification that includes a day of the week and a time, such as <code>Saturday at 11:00</code> or <code>Wednesday at 03:30</code> creates a weekly action. AMPS runs the action each week on the day specified, at the time specified. AMPS uses a 24 hour notation for weekly actions. <p>AMPS accepts both local time and UTC for time specifications. To use UTC, append a <code>Z</code> to the time specifier. For example, the time specification <code>11:30</code> is 11:30 AM local time. The time specification <code>11:30Z</code> is 11:30 AM UTC.</p>
Name	The name of the schedule. This name appears in log messages related to this schedule.

Parameter	Description
	Default: unknown

22.2. Running an Action in Response to a Signal

AMPS provides the `amps-action-on-signal` module for running actions when AMPS receives a specified signal.

The module requires the `Signal` parameter:

Table 22.2. Parameters for Responding to Signals

Parameter	Description
<code>Signal</code>	<p>Specifies the signal to respond to. This module supports the standard Linux signals. Configuring an action uses the standard name of the signal.</p> <p>For example, to configure an action to <code>SIGUSR1</code>, the value for the <code>Signal</code> element is <code>SIGUSR1</code>. To configure an action for <code>SIGHUP</code>, the value for the <code>Signal</code> element is <code>SIGHUP</code> and so on.</p> <p>AMPS reserves <code>SIGQUIT</code> for producing minidumps, and does not allow this module to override <code>SIGQUIT</code>. AMPS registers actions for several signals by default. See ??? for details.</p>



Actions can be used to override the default signal behavior for AMPS.

22.3. Running an Action on Startup or Shutdown

AMPS includes modules to run actions when AMPS starts up or shuts down.

The `amps-action-on-startup` module runs actions as the last step in the startup sequence. The `amps-action-on-shutdown` module runs actions as the first step in the AMPS shutdown sequence.

In both cases, actions run in the order that the actions appear in the configuration file.

22.4. Rotate Log Files

AMPS provides the following module for rotating log files. AMPS loads this module by default:

Table 22.3. Managing Logs

Module Name	Does
<code>amps-action-do-rotate-logs</code>	Rotates logs that are older than a specified age, for log types that support log rotation. Rotating a log involves closing the log and opening the next log in sequence. AMPS will use the name specifier provided in the AMPS configuration for the new log file. This may overwrite the current log file if the specifier results in the same name as the current log file.

This module requires an `Age` parameter that specifies the age of the log files to process, as determined by the last message written to the file.

Table 22.4. Parameters for Rotating Log Files

Parameter	Description
<code>Age</code>	Specifies the age of files to process. The module processes any file older than the specified <code>Age</code> . For example, when the <code>Age</code> is <code>5d</code> , only files that have been unused for longer than 5 days will be processed by the module. AMPS does not process the current log file, even if it has been inactive for longer than the <code>Age</code> parameter. There is no default for this parameter.

22.5. Manage Statistics Files

AMPS provides the following module for managing statistics. AMPS loads this module by default:

Table 22.5. Managing Logs

Module Name	Does
<code>amps-action-do-truncate-statistics</code>	Removes statistics that are older than a specified age.
<code>amps-action-do-vacuum-statistics</code>	Remove unused space in the statistics file to reduce the size of the file. In general, it is not necessary to remove unused space in the statistics file. If storage space is in high demand, removing space from the file can sometimes reduce the space needs.

The `amps-action-do-truncate-statistics` module requires an `Age` parameter that specifies the age of the statistics to process.

Table 22.6. Parameters for Managing Statistics

Parameter	Description
Age	Specifies the age of the statistics to remove. The module processes any file older than the specified Age. For example, when the Age is 5d, the module removes statistics that are older than 5d. There is no default for this parameter.

22.6. Manage Journal Files

AMPS provides the following modules for managing journal files. AMPS loads these modules by default:

Table 22.7. Managing Journals

Module Name	Does
amps-action-do-archive-journal	Archives journal files that are older than a specified age to the <code>JournalArchiveDirectory</code> specified for the transaction log.
amps-action-do-compress-journal	Compresses journal files that are older than a specified age.
amps-action-do-remove-journal	Deletes journal files that are older than a specified age.

Each of these modules requires an Age parameter that specifies the age of the journal files to process.

Table 22.8. Parameters for Managing Journals

Parameter	Description
Age	Specifies the age of files to process. The module processes any file older than the specified Age. For example, when the Age is 5d, only files that have been unused for longer than 5 days will be processed by the module. AMPS does not process the current log file, or files that are being used for replay or replication, even if the file has been inactive for longer than the Age parameter. There is no default for this parameter.

22.7. Removing Files

AMPS provides the following module for removing files. Use this action to remove error log files that are no longer needed. AMPS loads this module by default. This action cannot be used to safely remove journal files (also known as transaction log files). For those files, use the journal management actions described in Section 22.6.



This action removes files that match an arbitrary pattern. If the pattern is not specified carefully, this action can remove files that contain important data, are required for AMPS, or are required by the operating system.



This action cannot be used to safely remove journal files. Use the actions in Section 22.6 to manage journal files.

Table 22.9. Removing Files

Module Name	Does
amps-action-do-remove-files	<p>Removes files that match the specified pattern that are older than the specified age. This action accepts an arbitrary pattern, and removes files that match that pattern. While AMPS attempts to protect against deleting journal files, using a pattern that removes files that are critical for AMPS, for the application, or for the operating system may result in loss of data.</p> <p>The module does not recurse into directories. It skips open files. The module does not remove AMPS journals (that is, files that end with a <code>.journal</code> extension), and reports an error if a file with that extension matches the specified Pattern.</p> <p>The commands to remove files are executed with the current permissions of the AMPS process.</p>

This module requires an `Age` parameter that specifies the age of the files to remove, as determined by the update to the file. This module also requires a `Pattern` parameter that specifies a pattern for locating files to remove.

Table 22.10. Parameters for Removing Files

Parameter	Description
Age	<p>Specifies the age of files to process. The module removes any file older than the specified <code>Age</code> that matches the specified <code>Pattern</code>. For example, when the <code>Age</code> is <code>5d</code>, only files that have not modified within 5 days and that match the pattern will be processed by the module.</p> <p>There is no default for this parameter.</p>
Pattern	<p>Specifies the pattern for files to remove. The module removes any files that match the specified <code>Pattern</code> that have not been modified more recently than the specified <code>Age</code>.</p> <p>This parameter is interpreted as a Unix shell globbing pattern. It is <i>not</i> interpreted as a regular expression.</p> <p>As with other parameters that use the file system, when the pattern specified is a relative path the parameter is interpreted relative to the current working directory of the AMPS process. When the pattern specified is an absolute path, AMPS uses the absolute path.</p> <p>There is no default for this parameter.</p>

22.8. Manage SOW Contents

The `amps-do-delete-sow` module deletes messages from SOW topics. The module accepts the following options:

Table 22.11. Parameters for Deleting SOW Messages

Parameter	Description
<code>MessageType</code>	The <code>MessageType</code> for the SOW topic. There is no default for this parameter.
<code>Topic</code>	The name of the SOW topic from which to delete messages. There is no default for this parameter
<code>Filter</code>	Set the filter to apply. If a <code>Filter</code> is present, only messages matching that filter will be deleted.

22.9. Create Mini-Dump

AMPS minidumps provide a way for the 60East Technologies engineering team to inspect the state of a running AMPS system.

The `amps-do-minidump` module creates a minidump. This module is typically used with the `amps-action-on-signal` module to provide a way for a developer or administrator to easily create a minidump for diagnostic purposes.

22.10. Manage Security

AMPS provides modules for managing the security features of an instance.

Authentication and entitlement can be enabled or disabled, which is useful for debugging or auditing purposes. You can also reset security and authentication, which clears the AMPS internal caches and gives security and authentication modules the opportunity to reinitialize themselves, for example, by re-parsing an entitlements file.

AMPS loads the following modules by default:

Table 22.12. Security Modules

Module Name	Does
<code>amps-action-do-disable-authentication</code>	Disables authentication for the instance.
<code>amps-action-do-disable-entitlement</code>	Disables entitlement for the instance.

Module Name	Does
amps-action-do-enable-authentication	Enables authentication for the instance.
amps-action-do-enable-entitlement	Enables entitlement for the instance.
amps-action-do-reset-authentication	Resets authentication by clearing AMPS caches and reinitializing authentication
amps-action-do-reset-entitlement	Resets entitlement by clearing AMPS caches and reinitializing entitlement

These modules require no parameters.

22.11. Manage Transports

AMPS provides modules that can enable and disable specific transports.

Table 22.13. Transport Action Modules

Module Name	Does
amps-action-do-enable-transport	Enables a specific transport.
amps-action-do-disable-transport	Disables a specific transport.

These modules accept the following options:

Table 22.14. Parameters for Managing Transports

Parameter	Description
Transport	The Name of the transport to enable or disable. If no Name is provided, the module affects all transports.

22.12. Manage Replication

AMPS provides modules for downgrading replication destinations that fall behind and upgrading them again when they catch up.

Table 22.15. Replication Modules

Module Name	Does
amps-action-do-downgrade-replication	Downgrades replication connections from synchronous to asynchronous if the age of the last acknowledged message is older than a specified time period.

Module Name	Does
amps-action-do-upgrade-replication	Upgrades previously-downgraded replication connections from asynchronous to synchronous if the age of the last acknowledged message is more recent than a specified time period.

The modules determine when to downgrade and upgrade based on the age of the oldest message that a destination has not yet acknowledged. When using these modules, it is important that the thresholds for the modules are not set too close together. Otherwise, AMPS may repeatedly upgrade and downgrade the connection when the destination is consistently acknowledging messages at a rate close to the threshold values. To avoid this, 60East recommends that the `Age` set for the upgrade module is 1/2 of the age used for the downgrade module.

The `amps-action-do-downgrade-replication` module accepts the following options:

Table 22.16. Parameters for Downgrading Replication

Parameter	Description
Age	Specifies the maximum message age at which AMPS downgrades a replication destination to <code>async</code> . When this action runs, AMPS downgrades any destination for which the oldest unacknowledged message is older than the specified <code>Age</code> . For example, when the <code>Age</code> is 5m, AMPS will downgrade any destination where a message older than 5 minutes has not been acknowledged. There is no default for this parameter.
GracePeriod	The approximate time to wait after start up before beginning to check whether to downgrade links. The <code>GracePeriod</code> allows time for other AMPS instances to start up, and for connections to be established between AMPS instances.

The `amps-action-do-upgrade-replication` module only applies to destinations configured as `sync` that have been previously downgraded. The module accepts the following options:

Table 22.17. Parameters for Upgrading Replication

Parameter	Description
Age	Specifies the maximum message age at which a previously-downgraded destination will be upgraded to <code>sync</code> mode. When this action runs, AMPS upgrades any destination that has been previously downgraded where the oldest unacknowledged message to AMPS is more recent than time value specified in the <code>Age</code> parameter. For example, if a destination has been downgraded to <code>async</code> mode and the <code>Age</code> is 2m, AMPS will upgrade the destination when the oldest unacknowledged message to that destination is less than 2 minutes old. There is no default for this parameter.

Parameter	Description
GracePeriod	The approximate time to wait after start up before beginning to check whether to upgrade links. The GracePeriod allows time for other AMPS instances to start up, and for connections to be established between AMPS instances.

22.13. Do Nothing

The `amps-action-do-nothing` module does not modify the state of AMPS in any way. The module simply logs that it was called.

The module provides a convenient way of testing schedule specifications or signal handling without requiring further configuration.

Table 22.18. Do Nothing Module

Module Name	Does
<code>amps-action-do-nothing</code>	Takes no action.

22.14. Action Configuration Examples

Archive Files Older Than One Week, Every Saturday

The listing below asks AMPS to archive files older than 1 week, every Saturday at 12:30 AM:

```
<Actions>
  <Action>
    <On>
      <Module>amps-action-on-schedule</Module>
      <Options>
        <Every>Saturday at 00:30</Every>
        <Name>Saturday Night Fever</Name>
      </Options>
    </On>
    <Do>
      <Module>amps-action-do-archive-journal</Module>
      <Options>
        <Age>7d</Age>
      </Options>
    </Do>
  </Action>
```

```
</Actions>
```

Disable and Re-enable Security on Signal

The listing below disables authentication and entitlement when AMPS receives on the USR1 signal. When AMPS receives the USR2 signal, AMPS re-enables authentication and entitlement. This configuration is, in effect, the configuration that AMPS installs by default for these signals:

```
<Actions>
  <Action>
    <On>
      <Module>amps-action-on-signal</Module>
      <Options>
        <Signal>SIGUSR1</Signal>
      </Options>
    </On>
    <Do>
      <Module>amps-action-do-disable-authentication</Module>
    </Do>
    <Do>
      <Module>amps-action-do-disable-entitlement</Module>
    </Do>
  </Action>
  <Action>
    <On>
      <Module>amps-action-on-signal</Module>
      <Options>
        <Signal>SIGUSR2</Signal>
      </Options>
    </On>
    <Do>
      <Module>amps-action-do-enable-authentication</Module>
    </Do>
    <Do>
      <Module>amps-action-do-enable-entitlement</Module>
    </Do>
  </Action>
</Actions>
```

Chapter 23. Replication and High Availability

This chapter discusses the support that AMPS provides for replication, and how AMPS features help to build systems that provide high availability.

23.1. Overview of AMPS High Availability

AMPS is designed for high performance, mission-critical applications. Those systems typically need to meet availability guarantees. To reach those availability guarantees, systems need to be fault tolerant. It's not realistic to expect that networks will never fail, components will never need to be replaced, or that servers will never need maintenance. For high availability, you build applications that are fault tolerant: that keep working as designed even when part of the system fails or is taken offline for maintenance. AMPS is designed with this approach in mind. It assumes that components will occasionally fail or need maintenance, and helps you to build systems that meet their guarantees even when part of the system is offline.

When you plan for high availability, the first step is to ensure that each part of your system has the ability to continue running and delivering correct results if any other part of the system fails. You also ensure that each part of your system can be independently restarted without affecting the other parts of the system.

The AMPS server includes the following features that help ensure high availability:

- **Transaction logging** writes messages to persistent storage. In AMPS, the transaction log is not only the definitive record of what messages have been processed, it is also fully queryable by clients. Highly available systems make use of this capability to keep a consistent view of messages for all subscribers and publishers. The AMPS transaction log is described in detail in Chapter 18.
- **Replication** allows AMPS instances to copy messages between instances. AMPS replication is peer-to-peer, and any number of AMPS instances can replicate to any number of AMPS instances. Replication can be filtered by topic. An AMPS instance can also replicate messages received from another instance using *passthrough replication*: the ability for instances to pass replication messages to other AMPS instances.
- **Heartbeat monitoring** to actively detect when a connection is lost. Each client configures the heartbeat interval for that connection.

The AMPS client libraries include the following features to help ensure high availability:

- **Heartbeat monitoring** to actively detect when a connection is lost. As mentioned above, the interval for the heartbeat is configurable on a connection-by-connection basis. The interval for heartbeat can be set by the client, allowing you to configure a longer timeout on higher latency connections or less critical operations, and a lower timeout on fast connections or for clients that must detect failover quickly.
- **Automatic reconnection and failover** allows clients to automatically reconnect when disconnection occurs, and to locate and connect to an active instance.

- **Guaranteed publication** from clients, including an optional persistent message store. This allows message publication to survive client restarts as well as server failover.
- **Subscription recovery** and **transaction log playback** allows clients to recover the state of their messaging after restarts. These features guarantee that clients receive all messages published in the order published, including messages received while the clients were offline. These features are provided by the transaction log, as described in Chapter 18.

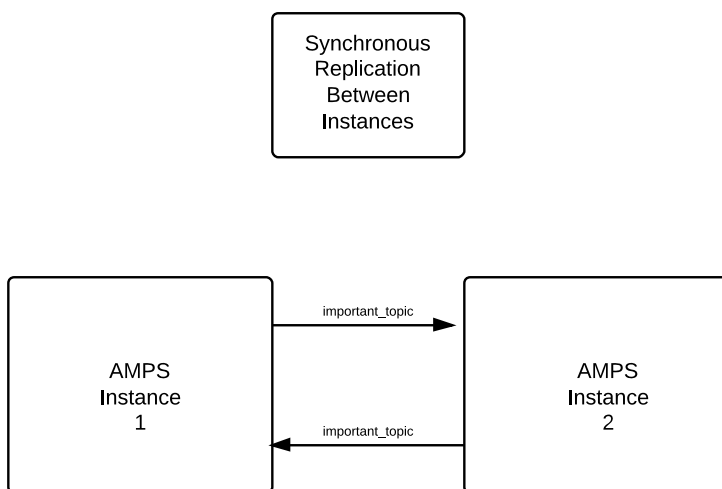
For details on each client library, see the developer's guide for that library. Further samples can be found in the evaluation kit for the client, available from the 60East website at <http://www.crankuptheamps.com/evaluate>.

23.2. High Availability Scenarios

You design your high availability strategy to meet the needs of your application, your business, and your network. This section describes commonly-deployed scenarios for high availability.

Failover Scenario

One of the most common scenarios is for two AMPS instances to replicate to each other. This replication is synchronous, so that both instances persist a message before AMPS acknowledges the message to the publisher. This makes a hot-hot pair. In the figure below, any messages published to `important_topic` are replicated across instances, so both instances have the messages for `important_topic`.

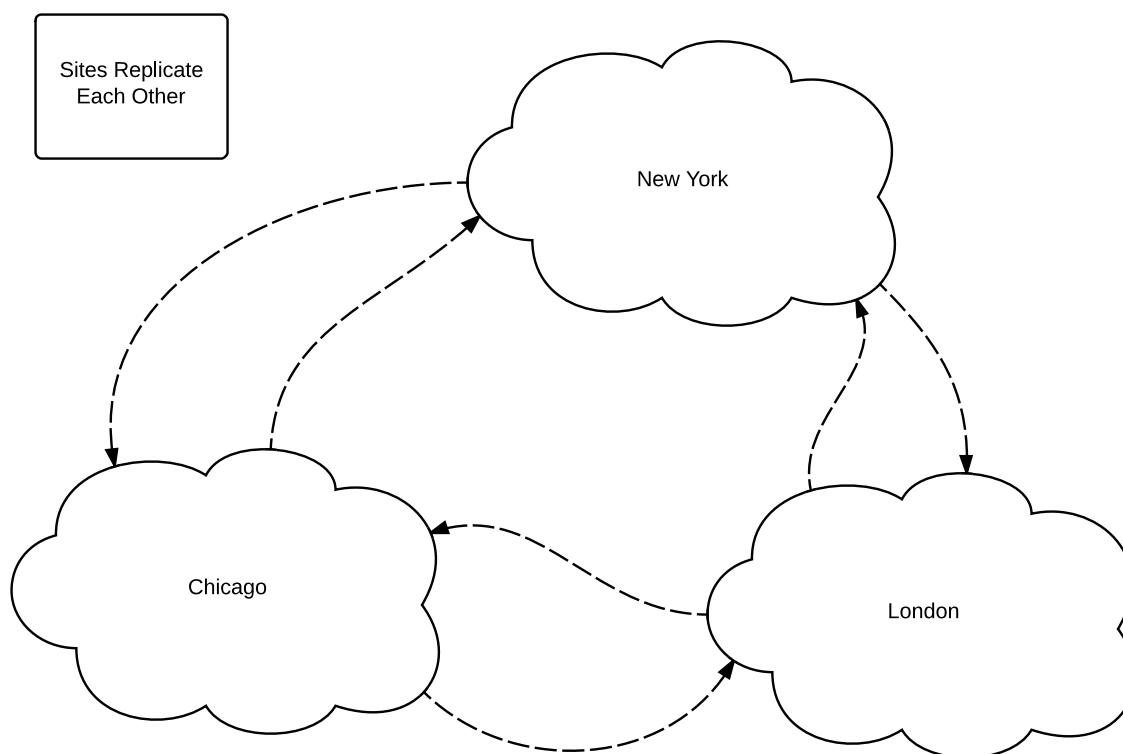


Notice that, because AMPS replication is peer-to-peer, clients can connect to either instance of AMPS when both are running. Further, messages can be published to either instance of AMPS and be replicated to the other instance. In this case, clients are configured with the addresses of both AMPS instances.

In this case, clients are configured with Instance 1 and Instance 2 as equivalent server addresses. If a client cannot connect to one instance, it tries the other. Because both instances contain the same messages for `important_topic`, there is no functional difference in which instance a client connects to.

Geographic Replication

AMPS is well suited for replicating messages to different regions, so clients in those regions are able to quickly receive and publish messages to a local instance. In this case, each region replicates all messages on the topic of interest to the other two regions. A variation on this strategy is to use a region tag in the content, and use content filtering so that each replicates messages intended for use in the other regions or worldwide.



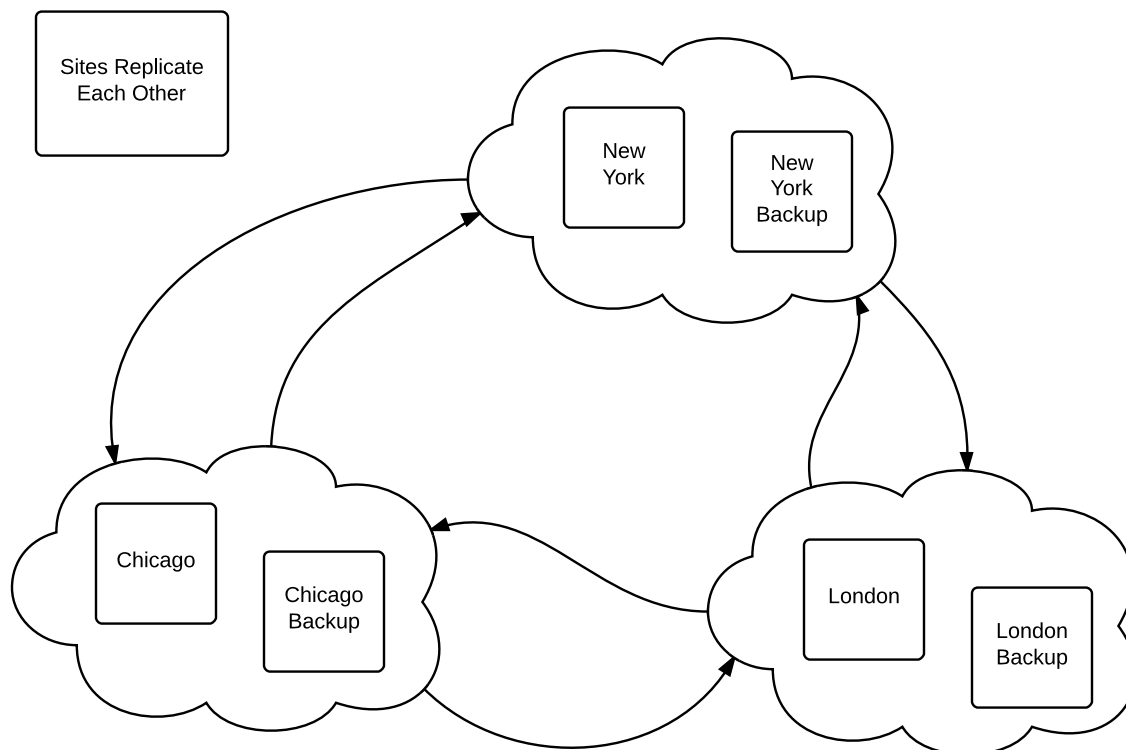
For this scenario, an AMPS instance in each region replicates to an instance in the two other regions. For the best performance, replication between the regions is asynchronous, so that once an instance in one region has persisted the message, the message is acknowledged back to the publisher.

In this case, clients in each region connect to the AMPS instance in that region. Bandwidth within regions is conserved, because each message is replicated once to the region, regardless of how many subscribers in that region will receive the message. Further, publishers are able to publish the message once to a local instance over a relatively fast network connection rather than having to publish messages multiple times to multiple regions.

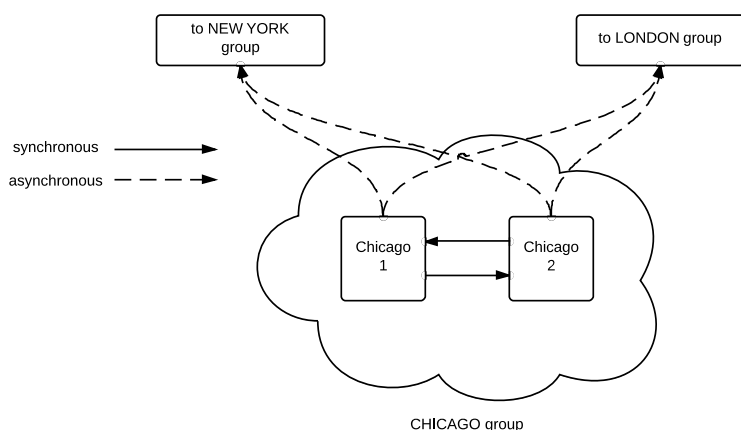
To configure this scenario, the AMPS instances in each region are configured to forward messages to known instances in the other two regions.

Geographic Replication with High Availability

Combining the first two scenarios allows your application to distribute messages as required and to have high availability in each region. This involves having two or more servers in each region, as shown in the figure below.



Each region is configured as a group. Within each group, the instances replicate to each other synchronously, and replicate to the remote instances asynchronously. The figure below shows the expanded detail of the configuration for these servers.



The instances in each region are configured to be part of a group for that region. Within a region, the instances synchronously replicate to each other, and asynchronously replicate to instances at each remote site. The instances use the replication downgrade action to ensure that message publishing continues in the event that one of the instances goes offline.

Each instance at a site provides passthrough replication from the other sites to local instances, so that once a message arrives at the site, it is replicated to the other instances at the local site. The remote sites are configured in the same way. This configuration balances fault-tolerance and performance.

In this case, publishers at each site publish to the primary local AMPS instance, and subscribers subscribe to messages from their local AMPS instances. Both publishers and subscribers use the high availability features of the AMPS client libraries to ensure that if the primary local instance AMPS fails, they automatically failover to the other instance. Replication is used to deliver both high availability and disaster recovery.

23.3. AMPS Replication

Messages stored to a transaction log can be replicated to downstream AMPS instances. AMPS supports two forms of replication links: *synchronous* and *asynchronous*; these control when publishers of messages are sent persisted acknowledgments.

Replication in AMPS involves the configuration of two or more instances designed to share some or all of the published messages. Replication is an efficient way to split and share message streams between multiple sites where each downstream site may only want a subset of the messages from the upstream instances. Additionally, replication can be used to improve the availability of a set of AMPS instances by creating redundant instances for fail-over cases.



To replicate between two instances, both instances must have the same major and minor version number of AMPS. For example, an instance running 3.5.0.5 can replicate to an instance running 3.5.0.6, but could not replicate to an instance running 3.8.0.0. .

Configuration

Replication configuration involves the configuration of two or more instances of AMPS. For testing purposes both instances of AMPS can reside on the same physical host before deployment into a production environment. When running both instances on one machine, the performance characteristics will differ from production, so running both instances on one machine is more useful for testing configuration correctness than testing overall performance.



It's important to make sure that when running multiple AMPS instances on the same host that there are no conflicting ports. AMPS will emit an error message and will not start properly if it detects that a port is already in use.

For the purposes of explaining this example, we're going to assume a simple primary-secondary replication case where we have two instances of AMPS - the first host is named `amps-1` and the second host is named `amps-2`. Each of the instances are configured to replicate data to the other —that is to say, all messages published to `amps-1` are replicated to `amps-2` and vice versa. This configuration ensures that the data on our two instances are always synchronized in case of a failover.

We will first show the relevant portion of the configuration used in `amps-1`, and then we will show the relevant configuration for `amps-2`.



All replication topics must also have a Transaction Log defined. The examples below omit the Transaction Log configuration for brevity. Please reference the Transaction Log chapter for information on how to configure a transaction log for a topic.

```
<AMPSConfig>
  <Name>amps-1</Name>

  ...

  <Transports>
    <Transport>
      ❶<Name>amps-replication</Name>
      <Type>amps-replication</Type>
      <InetAddr>localhost:10004</InetAddr>
      <ReuseAddr>true</ReuseAddr>
    </Transport>
    <Transport>
      ❷<Name>tcp-fix</Name>
      <Type>fix</Type>
      <InetAddr>localhost:9004</InetAddr>
```

```

    <ReuseAddr>true</ReuseAddr>
  </Transport>
</Transports>

...

❸<Replication>
  ❹<Destination>
    ❺<Topic>
      <MessageType>fix</MessageType>
      ❻<Name>orders</Name>
      ❼<Filter>/55='IBM'</Filter>
    </Topic>
    <Name>amps-2</Name>
    ❽<SyncType>sync</SyncType>
    ❾<Transport>
      ⓫<InetAddr>amps-2-server.example.com:10005</InetAddr>
      <Type>amps-replication</Type>
    </Transport>
  </Destination>
</Replication>

...

</AMPSConfig>

```

Example 23.1. Configuration used for amps-1

- ❶ The `amps-replication` transport is required. This is a proprietary message format used by AMPS to replicate messages between instances. This AMPS instance will receive replication messages on this transport. The instance can receive messages from any number of upstream instances on this transport.
- ❷ The `fix` transport defines the message transport on port 9004 to use the FIX message type. All messages sent to this port will be parsed as FIX messages.
- ❸ All replication destinations are defined inside the `Replication` block.
- ❹ Each individual replication destination requires a `Destination` block.
- ❺ The replicated topics and their respective message types are defined here. The `Topic` name must match the name of a `Topic` definition in a transaction log.
- ❻ The `Name` definition in any replication instance is required, and must be unique for each instance within the configuration file.
- ❼ This topic definition uses a filter that matches only when the FIX tag 55 matches the string 'IBM'. This means that messages that match only messages in topic orders with ticker symbol (tag 55) of IBM will be sent to the downstream replica `amps-2`.

The `Topic` and `Filter` options support regular expression matching, in much the same way that content filtering is supported in AMPS `sow` and `subscribe` commands. This filtering provides for greater control over the flow of messages to replicated instances.

- ❽ Replication `SyncType` can be either `sync` or `async`.

- ⑨ The Transport definition defines the location to which this AMPS instance will replicate messages. The `InetAddr` points to the hostname and port of the downstream replication instance. The Type for a replication instance should always be `amps-replication`.
- ⑩ The address, or list of addresses, for the replication destination.

For the configuration `amps-2`, we will use the following in Example 23.2. While this example is similar, only the differences between the `amps-1` configuration will be called out.

```
<AMPSConfig>
  <Name>amps-2</Name>

  ...

  ❶<Transports>
    <Transport>
      <Name>amps-replication</Name>
      <Type>amps-replication</Type>
      ❷<InetAddr>10005</InetAddr>
      <ReuseAddr>true</ReuseAddr>
    </Transport>
    <Transport>
      <Name>tcp-fix</Name>
      <Type>fix</Type>
      <InetAddr>localhost:9005</InetAddr>
      <ReuseAddr>true</ReuseAddr>
    </Transport>
  </Transports>

  ...

  <Replication>
    <Destination>
      <Topic>
        <MessageType>fix</MessageType>
        <Name>topic</Name>
      </Topic>
      <Name>amps-1</Name>
      ❸<SyncType>async</SyncType>
      <Transport>
        ❹<InetAddr>amps-1-server.example.com:10004</InetAddr>
        <Type>amps-replication</Type>
      </Transport>
    </Destination>
  </Replication>

  ...

</AMPSConfig>
```

Example 23.2. Configuration used for amps-2

- ❷ The port where `amps-2` listens for replication messages matches the port where `amps-1` is configured to send its replication messages. This AMPS instance will receive replication messages on this transport. The instance can receive messages from any number of upstream instances on this transport.
- ❸ The `amps-2` instance is configured to use a `async` for the replication destination's `SyncType`. A detailed explanation of the difference between the `sync` and `async` options for the `SyncType` can be found here: the section called “Sync vs Async”.
- ❹ The replication destination port for `amps-2` is configured to send replication messages to the same port on which `amps-1` is configured to listen for them.

Benefits of Replication

Replication can serve two purposes in AMPS. First, it can increase the fault-tolerance of AMPS by creating a spare instance to cut over to when the primary instance fails. Second, replication can be used in message delivery to a remote site.

In order to provide fault tolerance and reliable remote site message delivery, for the best possible messaging experience, there are some guarantees and features that AMPS has implemented. Those features are discussed below.

Replication in AMPS supports filtering by both topic and by message content. This granularity in filtering allows replication sources to have complete control over what messages are sent to their downstream replication instances.

Additionally, replication can improve availability of AMPS by creating a redundant instance of an AMPS server. Using replication, all of the messages which flow into a primary instance of AMPS can be replicated to a secondary spare instance. This way, if the primary instance should become unresponsive for any reason, then the secondary AMPS instance can be swapped in to begin processing message streams and requests.

Sync vs Async

When publishing to AMPS, it is recommended that publishers request a `persisted` acknowledgment message response. The `persisted` acknowledgement message is one of the ways in which AMPS guarantees that a message received by AMPS is stored in accordance with the configuration.

Depending on how AMPS is configured, that `persisted` acknowledgment message will be delivered to the publisher at different times in the replication process. There are two options: *synchronous* or *asynchronous*. These two `SyncType` configurations control when publishers of messages are sent `persisted` acknowledgments.

In *synchronous* replication, AMPS will not return a `persisted` acknowledgment to the publisher for a message until the message has been stored to the local transaction log, to the SOW, and to all downstream

synchronous replication destinations. Figure 23.1 shows the cycle of a message being published in a replicated instance, and the persisted acknowledgment message being returned back to the publisher.

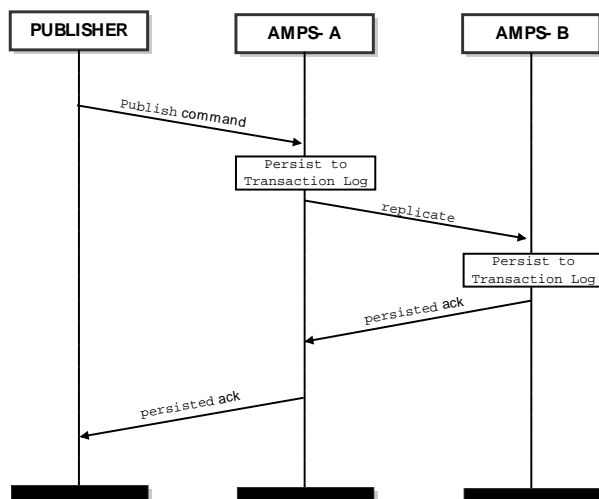


Figure 23.1. Synchronous Persistence Acknowledgment

In *asynchronous* replication, the primary AMPS instance sends the persisted acknowledgment message back to the publisher as soon as the message is stored in the local transaction log and SOW stores. The primary AMPS instance then sends the message to downstream replica instances. Figure 23.2 shows the cycle of a message being published with a SyncType configuration set to *asynchronous*.

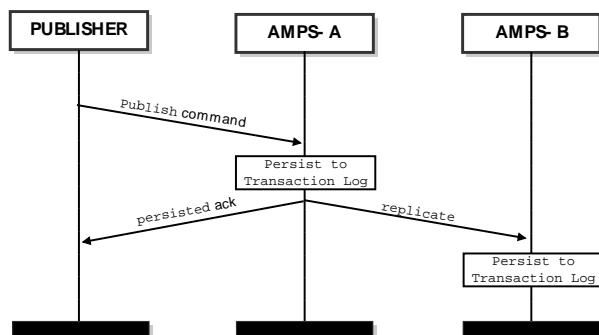


Figure 23.2. Asynchronous Persistence Acknowledgment

Destination Server Failover

Your replication plan may include replication to a server that is part of a highly-available group. There are two common approaches to destination server failover.

Wide IP AMPS replication works transparently with wide IP, and many installations use wide IP for destination server failover. The advantage of this approach is that it requires no additional configuration in AMPS, and redundant servers can be added or removed from the wide IP group without reconfiguring the instances that replicate to the group. A disadvantage to this approach is that failover can require several seconds, and messages are not replicated during the time that it takes for failover to occur.

AMPS failover AMPS allows you to specify multiple downstream servers in the `InetAddr` element of a destination. In this case, AMPS treats the set list of servers as a list of equivalent servers, listed in order of priority.

When multiple addresses are specified for a destination, each time AMPS needs to make a connection to a destination, AMPS starts at the beginning of the list and attempts to connect to each address in the list. If AMPS is unable to connect to any address in the list, AMPS waits for a timeout period, then begins again with the first server on the list. Each time AMPS reaches the end of the list without establishing a connection, AMPS increases the timeout period.

This capability allows you to easily set up replication to a highly-available group. If the server you are replicating to fails over, AMPS uses the prioritized list of servers to re-establish a connection.

Back Replication

Back Replication is a term used to describe a replication scenario where there are two instances of AMPS—termed AMPS-A and AMPS-B for this example—in a special replication configuration. AMPS-A will be considered the primary replication instance, while AMPS-B will be the backup instance.

In a *back replication*, messages that are published to AMPS-A are replicated to AMPS-B. Likewise, all messages which are published to AMPS-B are replicated to AMPS-A. This replication scheme is used when both instances of AMPS need to be in sync with each other to handle a failover scenario with no loss of messages between them. This way, if AMPS-A should fail at any point, the AMPS-B instance can be brought in as the primary instance. All publishers and subscribers can quickly be migrated to the AMPS-B instance, allowing message flow to resume with as little downtime as possible.

In back replication, you need to decide if replication is synchronous in both directions, or synchronous from the primary, AMPS-A, to the secondary, AMPS-B, and asynchronous from the secondary to the primary. If clients are actively connecting to both instances, synchronous replication in both directions provides the most consistent view of message state. If AMPS-B is only used for failover, then asynchronous replication from AMPS-B to AMPS-A is recommended. For any synchronous replication, consider configuring automatic replication downgrade, described below.

Passthrough Replication

Passthrough Replication is a term used to describe the ability of an AMPS instance to pass along replicated messages to another AMPS instance. This allows you to easily keep multiple failover or DR destinations in sync from a single AMPS instance. Unless passthrough replication is configured, an AMPS instance only replicates messages published to that instance.

Passthrough replication uses the name of the originating AMPS group to indicate that messages that arrive from that group are to be replicated to the specified destination. Passthrough replication supports regex server groups, and allows multiple server groups per destination. Notice that if no group is specified, the name of the server is the name of the group.

```
<Replication>
  <Destination>
```



```

    <Name>AMPS2-HKG</Name>
    <Transport>
      <Name>amps-replication</Name>
      <Type>amps-replication</Type>
      <InetAddr>secondaryhost:10010</InetAddr>
      <ReuseAddr>true</ReuseAddr>
    </Transport>
    <Topic>
      <Name>/rep_topic</Name>
      <MessageType>fix</MessageType>
    </Topic>
    <Topic>
      <Name>/rep_topic2</Name>
      <MessageType>fix</MessageType>
    </Topic>
    <SyncType>sync</SyncType>
    ❶ <PassThrough>NYC</PassThrough>
  </Destination>
</Replication>

```

- ❶ The server group from which messages will be passed through. This example passes along messages from AMPS instances from the group name NYC. Messages from instances that are not in this group are not passed through to this destination. While the `Passthrough` element supports regular expressions for group names, in most cases all instances for a passthrough rule will be in the same group.

When a message is eligible for passthrough replication, topic and content filters in the replication destination still apply. The passthrough directive means that the message is eligible for replication from this instance if it comes from the specified instance.

AMPS protects against loops in passthrough replication by tracking the instance names that a message has passed through. A message cannot travel through the same instance more than once.

Guarantees on ordering

Ordering of messages in AMPS is guaranteed to deliver messages to subscribers in the same order that the messages were published by the original publisher. This guarantee holds true regardless of how many publishers or how many subscribers are connected to AMPS at any one time.

This guarantee means that subscribers will not spend unnecessary CPU cycles checking timestamps or other message content to verify which message is the most recent, freeing up subscriber resources to do more important work.

Downgrading an AMPS instance

The AMPS administrative console provides the ability to downgrade a replication link from *synchronous* to *asynchronous*. This feature is useful should a downstream AMPS instance prove unstable, unresponsive, or introduce additional latency.

Downgrading a replication link to *asynchronous* means that any persisted acknowledgment message that a publisher may be waiting on will no longer wait for the downstream instance to confirm that it has committed the message to its downstream Transaction Log or SOW store.

AMPS can be configured to automatically downgrade a replication link to *asynchronous* if the remote side of the link cannot keep up with persisting messages or becomes unresponsive. This option prevents unreliable links from holding up publishers, but increases the chances of a single instance failure resulting in message loss, as described above.

Automatic downgrade is implemented as an AMPS action. To configure automatic downgrade, add the appropriate action to the configuration file as shown below:

```
<AMPSConfig>
...
<Actions>
  <Action>
    <On>
      <Module>amps-action-on-schedule</Module>
      <Options>
        ❶<Every>15s</Every>
      </Options>
    </On>
    <Do>
      <Module>amps-action-do-downgrade-replication</Module>
      <Options>
        ❷<Age>30s</Age>
      </Options>
    </Do>
  </Action>
</Actions>
...
</AMPSConfig>
```

- ❶ This option determines how often AMPS checks whether destinations have fallen behind. In this example, AMPS checks destinations every 15 seconds. In most cases, 60East recommends setting this to half of the `Interval` setting.
- ❷ The maximum amount of time for a destination to fall behind. If AMPS has been waiting for an acknowledgement from the destination for longer than the `Interval`, AMPS downgrades the destination. In this example, AMPS downgrades any destination for which an acknowledgment has taken longer than 30 seconds.

In this configuration file, AMPS checks every 15 seconds to see if a destination has fallen behind by 30 seconds. This helps to guarantee that a destination will never exceed the `Interval`, even in situations where the destination begins falling behind exactly at the time AMPS checks for the destination keeping up.

Replication Security

AMPS allows authorization and entitlement to be configured on replication destinations. For the instance that receives connections, you simply configure Authentication and Entitlement for the transport definition for the destination, as shown below:

```
<Transports>
  <Transport>
    <Name>amps-replication</Name>
    <Type>amps-replication</Type>
    <InetAddr>10005</InetAddr>
    <ReuseAddr>true</ReuseAddr>
    ❶<Entitlement>
      <Module>amps-default-entitlement-module</Module>
    </Entitlement>
    ❷<Authentication>
      <Module>amps-default-authentication-module</Module>
    </Authentication>
  </Transport>
  ...
</Transports>
```

- ❶ Specifies the entitlement module to use to check permissions for incoming connections. The module specified must be defined in the `Modules` section of the config file, or be one of the default modules provided by AMPS. This snippet uses the default module provided by AMPS for example purposes.
- ❷ Specifies the authorization module to use to verify identity for incoming connections. The module specified must be defined in the `Modules` section of the config file, or be one of the default modules provided by AMPS. This snippet uses the default module provided by AMPS for example purposes.

For incoming connections, configuration is the same as for other types of transports.

For connections from AMPS to replication destinations, you can configure an Authenticator module for the destination transport. Authenticator modules provide credentials for outgoing connections from AMPS. For authentication protocols that require a challenge and response, the Authenticator module handles the responses for the instance requesting access.

```
<Replication>
  <Destination>
    <Topic>
      <MessageType>fix</MessageType>
      <Name>topic</Name>
    </Topic>
    <Name>amps-1</Name>
    <SyncType>async</SyncType>
    <Transport>
      <InetAddr>amps-1-server.example.com:10004</InetAddr>
      <Type>amps-replication</Type>
      ❶<Authenticator>
```

```
        <Module>amps-default-authenticator-module</Module>
    </Authenticator>
</Transport>
</Destination>
</Replication>
```

- ❶ Specifies the authenticator module to use to provide credentials for the outgoing connection. The module specified must be defined in the `Modules` section of the config file, or be one of the default modules provided by AMPS. This snippet uses the default module provided by AMPS for example purposes.

Maximum downstream destinations

AMPS has support for up to 64 synchronous downstream replication instances and unlimited asynchronous destinations.

23.4. High Availability

AMPS High Availability, which includes multi-site replication and the transaction log, is designed to provide long uptimes and speedy recovery from disasters. Replication allows deployments to improve upon the already rock-solid stability of AMPS. Additionally, AMPS journaling provides the persisted state necessary to make sure that client recovery is fast, painless, and error free.

Guaranteed Publishing

An interruption in service while publishing messages could be disastrous if the publisher doesn't know which message was last persisted to AMPS. To prevent this from happening, AMPS has support for *guaranteed publishing*.

The `logon` command supports a processed acknowledgment message, which will return the `Sequence` of the last record that AMPS has persisted. When the processed acknowledgment message is returned to the publisher, the `Sequence` corresponds to the last message persisted by AMPS. The publisher can then use that sequence to determine if it needs to 1) re-publish messages that were not persisted by AMPS, or 2) continue publishing messages from where it left off. Acknowledging persisted messages across logon sessions allows AMPS to guarantee publishing.



It is recommended as a best practice that all publishers request a processed acknowledgment message with every `logon` command. This ensures that the `Sequence` returned in the acknowledgement message matches the publisher's last published message.

In addition to the acknowledgment messages, AMPS also keeps track of the published messages from a client based on the client's name. When sending a `logon` command, the client should also set the `ClientName` field during the `logon`.



All publishers must set a unique `ClntName` field as part of their logon. This allows AMPS to correlate `SeqId` fields and acknowledgment messages with a specific client in the event that they should need to reconnect. In the event that multiple publishers have the same `ClntName`, AMPS can no longer reliably correlate messages using the `SeqId` and `ClntName`.

Durable Publication and Subscriptions

The AMPS client libraries include features to enable durable subscription and durable publication. In this chapter we've covered how publishing messages to a transaction log persists them. We've also covered how the transaction log can be queried (subscribed) with a bookmark for replay. Now, putting these two features together yields *durable subscriptions*.

A *durable subscriber* is one that receives all messages published to a topic (including a regular expression topic), even when the subscriber is offline. In AMPS this is accomplished through the use of the bookmark subscription on a client.

Implementation of a *durable subscription* in AMPS is accomplished on the client by persisting the last observed bookmark field received from a subscription. This enables a client to recover and resubscribe from the exact point in the transaction log where it left off.

A *durable publisher* maintains a persistent record of messages published until AMPS acknowledges that the message has been persisted. Implementation of a durable publisher in AMPS is accomplished on the client by persisting outgoing messages until AMPS sends a `persisted` acknowledgement that says that this message, or a later message, has been persisted. At that point, the publishers can remove the message from the persistent store. Should the publisher restart, or should AMPS fail over, the publisher can re-send messages from the persistent store. AMPS uses the sequence number in the message to discard any duplicates. This helps ensure that no messages are lost, and provides fault-tolerance for publishers.

The AMPS C++, Java, C# and Python clients each provide different implementation of persistent subscriptions and persistent publication. Please refer to the *High Availability* chapter of the *Client Development Guide* for the language of your choice to see how this feature is implemented.

Heartbeat in High Availability

Use of the heartbeat feature allows your application to quickly recover from detected connection failures. By default, connection failure detection occurs when AMPS receives an operating system error on the connection. This system may result in unpredictable delays in detecting a connection failure on the client, particularly when failures in network routing hardware occur, and the client primarily acts as a subscriber.

The heartbeat feature of the AMPS server and the AMPS clients allows connection failure to be detected quickly. Heartbeats ensure that regular messages are sent between the AMPS client and server on a predictable schedule. The AMPS client and server both assume disconnection has occurred if these regular heartbeats cease, ensuring disconnection is detected in a timely manner.

Heartbeats are initialized by the AMPS client by sending a `heartbeat` message to the AMPS server. To enable heartbeats in your application, refer to the *High Availability* chapter in the *Client Developer Guide* for your specific client language.

Slow Client Management

Sometimes, AMPS can publish messages faster than an individual client can consume messages, particularly in applications where the pattern of messages includes "bursts" of messages. Clients that are unable to consume messages faster or equal to the rate messages are being sent to them are "slow clients". By default, AMPS queues messages for a slow client in memory to grant the slow client the opportunity to catch up. However, scenarios may arise where a client can be "over-subscribed" to the point it cannot consume messages as fast as messages are being sent to it.

There are two methods that AMPS uses for managing slow clients to minimize the effect of slow clients on the AMPS instance:

- *Client offlining.* When client offlining is enabled, AMPS begins writing messages to disk when the amount of memory consumed by messages for a given client exceeds the `ClientBufferThreshold`. To enable client offlining for a transport, set the `ClientOffline` option in the transport configuration to true, and provide a `ClientOfflineDirectory` with the path that AMPS will use to store messages.
- *Disconnection.* AMPS disconnects clients when the messages that the client has not consumed exceed a configurable limit. AMPS uses a different measurement for disconnection depending on whether client offlining is enabled. When offlining is enabled, AMPS disconnects a client when the *number of messages* offlined for that client exceeds the limit set in the `ClientOfflineThreshold`. When offlining is not enabled, AMPS disconnects a client when the *amount of memory* consumed by messages for that client exceeds the limit set in the `ClientMaxBufferThreshold`.

By default, AMPS enables slow client disconnection, and does not enable client offlining.

Chapter 24. Sample Use Cases

To further your understanding of AMPS, we provide some sample use cases that highlight how multiple AMPS features can be leveraged in larger messaging solutions. For example, AMPS is often used as a back-end persistent data store for client desktop applications.

The provided use case shows how a client application can use the AMPS command `sow_and_subscribe` to populate an order table that is continually kept up-to-date. To limit redundant data from being sent to the GUI, we show how you can use a delta subscription command. You will also see how to improve performance and protect the GUI from over-subscription by using the `TopN` query limiter along with a `stats` acknowledgement.

24.1. View Server Use Case

Many AMPS deployments are used as the back-end persistent store for desktop GUI applications. Many of the features covered in previous chapters are unique to AMPS and make it well suited for this task. In this example AMPS will be act as a data store for an application with the following requirements:

- allow users to query current order-state (SOW query)
- continually keep the returned data up to date by applying incremental changes (subscribe)

For purposes of highlighting the functionality unique to AMPS, we'll skip most of the details and challenges of GUI development.

Setup

For this example, let's configure AMPS to persist FIX messages to the topic ORDERS. We use a separate application to acquire the FIX messages from the market (or other data source) and publish them into AMPS. AMPS accumulates all of the orders in its SOW persistence, making the data available for the GUI clients to consume.

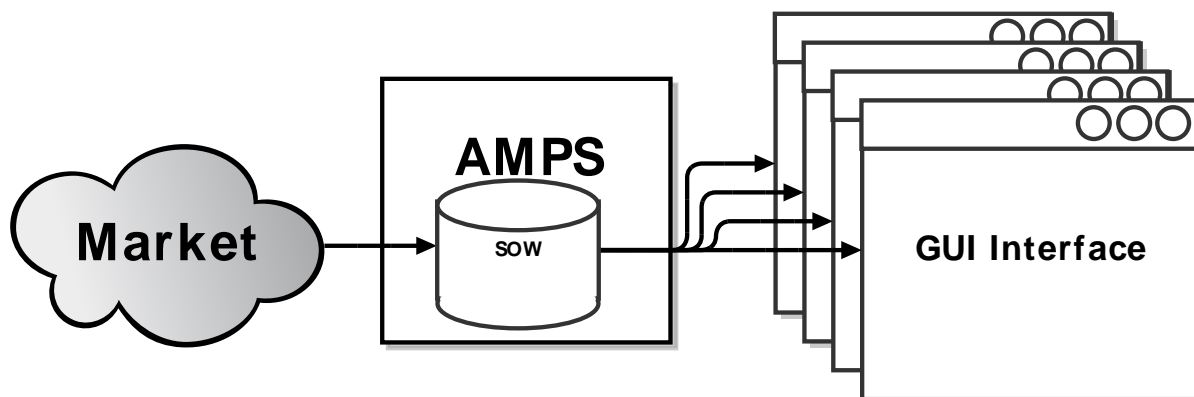


Figure 24.1. AMPS View Server Deployment Configuration

SOW Query and Subscription

The GUI will enable a user to enter a query and submit it to AMPS. If the query filter is valid, then the GUI displays the results in a table or “grid” and continually applies changes as they are published from AMPS to the GUI. For example, if the user wants to display active orders for `Client-A`, then they may use a query similar to this:

```
/11 = 'Client-A' AND /39 IN (0, 'A')
```

This filter matches all orders for `Client-A` that have FIX tag 39 (the FIX order status field) as 0 ('New') or 'A' ('Pending New').

From a GUI client, we want to first issue a query to pull back all current orders and, at the same time, place a subscription to get future updates and new orders. AMPS provides the `sow_and_subscribe` command for this purpose.



A more realistic scenario may involve a GUI Client with multiple tables, each subscribing with a different AMPS filter, and all of these subscriptions being managed in a single GUI Client. A single connection to AMPS can be used to service many active subscriptions if the subscription identifiers are chosen such that they can be demultiplexed during consumption.

The GUI issues the `sow_and_subscribe` command, specifying a topic of `ORDERS` and possibly other filter criteria to further narrow down the query results. Once the `sow_and_subscribe` command has been received by AMPS, the query returns to the GUI all messages in the SOW that, at the moment, match the topic and content filter. Simultaneously, a subscription is placed to guarantee that any messages not included in the initial query result will be sent after the query result.

The GUI client then receives a `group_begin` message from AMPS, signaling the beginning of a set of records returned as a result of the query. Upon receiving the initial SOW query result, this GUI inserts the returned records into the table, as shown in Figure 24.2. Every record in the query will have assigned to it a unique `SowKey` that can be used for future updates.

The receipt of the `group_end` message serves as a notification to the GUI that AMPS has reached the end of the initial query results and going forward all messages from the subscription will be live updates.

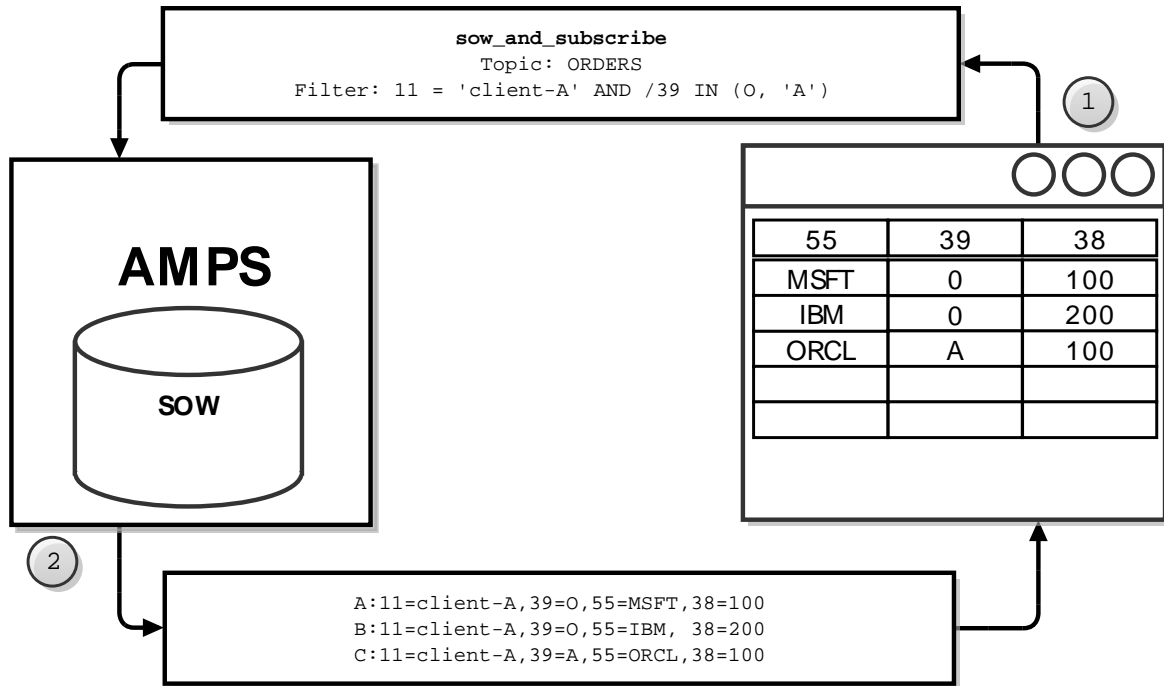


Figure 24.2. AMPS GUI Instance With sow_and_subscribe

Once the initial SOW query has completed, each publish message received by the GUI will be either a new record or an update to an existing record. The SowKey sent as part of each publish message is used to determine if the newly published record is an update or a new record. If the SowKey matches an existing record in the GUI's order table, then it is considered an update and should replace the existing value. Otherwise, the record is considered to be a new record and can be inserted directly into the order table.

For example, assume there is an update to order C that changes the order status (tag 39) of the client's ORCL order from 'A' to 0. This is shown below in Figure 24.3

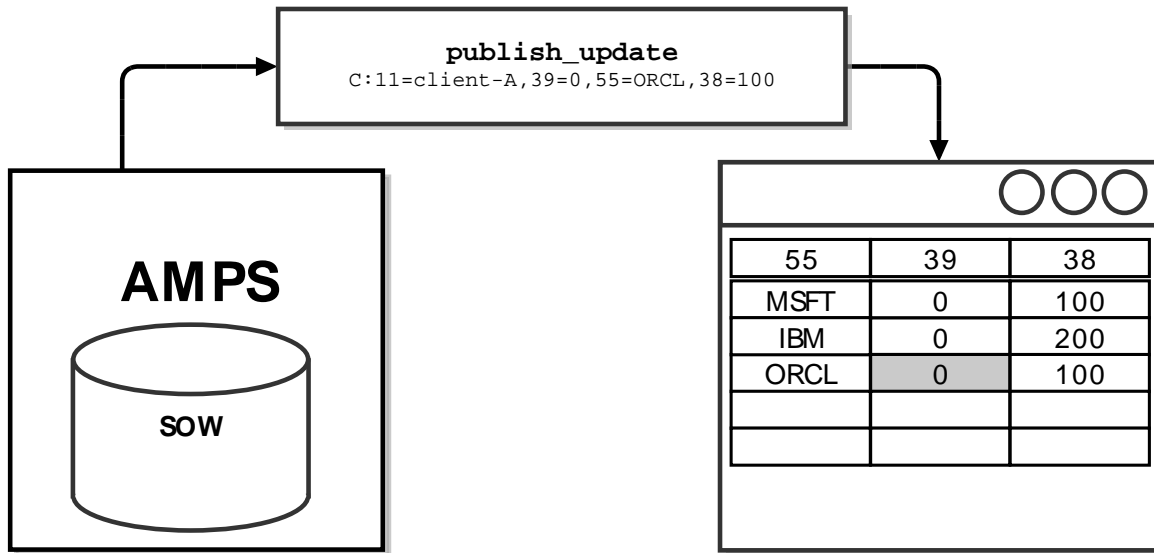


Figure 24.3. AMPS Message Publish Update

Out-of-Focus (OOF) Processing

Let's take another look at the original filter used to subscribe to the `ORDERS SOW` topic. A unique case exists if an update occurs in which an `ORDER` record status gets changed to a value other than 0 or 'A'. One of the key features of AMPS is OOF processing, which ensures that client data is continually kept up-to-date. OOF processing is the AMPS method of notifying a client that a new message has caused a `SOW` record's state to change, thus informing the client that a message which previously matched their filter criteria no longer matches or was deleted. For more information about OOF processing, see Chapter 16.

When such a scenario occurs, AMPS won't send the update over a normal subscription. If OOF processing is enabled within AMPS by specifying the `oof` option for this subscription, then updates will occur when previously matching records no longer match due to an update, expiration, or deletion.

For example, let's say the order for `MSFT` has been filled in the market and the update comes into AMPS. AMPS won't send the published message to the GUI because the order no longer matches the subscription filter; AMPS instead sends it as part of an OOF message. This happens because AMPS knows that the previous matching record was sent to the GUI client prior to the update. Once an OOF message is received, the GUI can remove the corresponding order from the orders table to ensure that users see only the up-to-date state of the orders which match their filter.

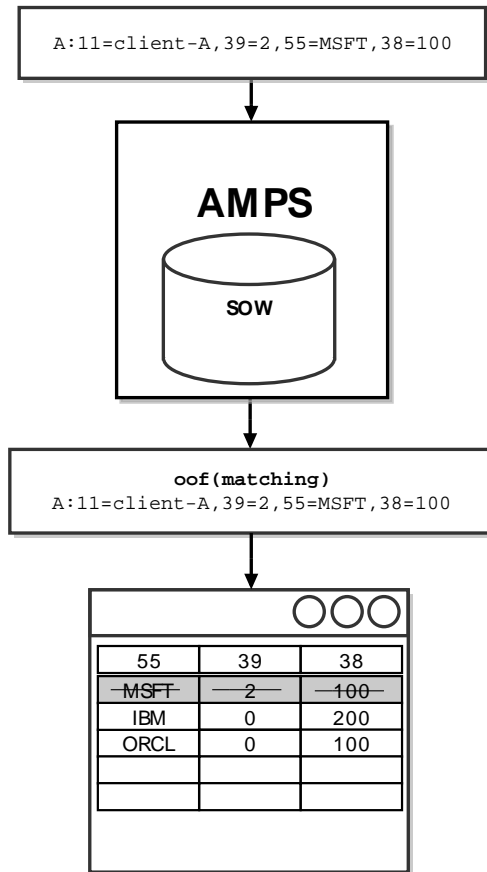


Figure 24.4. AMPS OOF Processing

Conclusion and Next Steps

In summary, we have shown how a GUI application can use the `sow` and `subscribe` command to populate an order table, which is then continually kept up-to-date. AMPS can create further enhancements, such as those described below, that improve performance and add greater value to a GUI client implementation.

sow_and_delta subscribe

The first improvement that we can make is to limit redundant data being sent to the GUI, by placing a `sow_and_delta_subscribe` command instead of a `sow_and_subscribe` command. The `sow_and_delta_subscribe` command, which works with the `FIX` and `NVFIX` message types, can greatly reduce network congestion as well as decrease parsing time on the GUI client, yielding a more responsive end-user experience.

With a delta subscription, AMPS Figure 24.3 sends to the subscriber only the values that have changed: `C:39=0` instead of all of the fields that were already sent to the client during the initial SOW query result. This may seem to make little difference in a single GUI deployment; but it can make a significant

difference in an AMPS deployment with hundreds of connected GUI clients that may be running on a congested network or WAN.

TopN and Stats

We can also improve client-side data utilization and performance by using a `TopN` query limiter with a `stats` acknowledgment, which protects the GUI from over-subscription.

For example, we may want to put a 10,000 record limit on the initial query response, given that users rarely want to view the real-time order state for such a large set. If a `TopN` value of 10000 and an `AckType` of `stats` is used when placing the initial `sow` and `subscribe` command, then the GUI client would expect to receive up to 10,000 records in the query result, followed by a `stats` acknowledgment.

The `stats` acknowledgement is useful for tracking how many records matched and how many were sent. The GUI client can leverage the `stats` acknowledgment metrics to provide a helpful error to the user. For example, in a scenario where a query matched 130,000 messages, the GUI client can notify the user that they may want to refine their content filter to be more selective.

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25.5. libnuma

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25.12. zlib

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://www.ietf.org/rfc/rfc1950.txt> (zlib format), [rfc1951.txt](http://www.ietf.org/rfc/rfc1951.txt) (deflate format) and [rfc1952.txt](http://www.ietf.org/rfc/rfc1952.txt) (gzip format).

Glossary of AMPS Terminology

acknowledgement	a networking technique in which the receiver of a message is responsible for informing the sender that the message was received
conflated topic	a copy of a SOW topic that conflates updates on a specified interval. This helps to conserve bandwidth and processing resources for subscribers to the conflated topic.
conflation	the process of merging a group of messages into a single message. e.g. when sending acknowledgment messages for a group of sequential messages, sending only the most recent message can be used to conflate all messages which have outstanding acknowledgments waiting to be processed.
filter	a text string that is used to match a subset of messages from a larger set of messages.
message expiration	the process where the life span of records stored are allowed limited.
message type	the data format used to encapsulate messages
oof (out of focus)	the process of notifying subscribing clients that a message which was previously a result of a SOW or a SOW subscribe filter result has either expired, been deleted from the SOW or has been updated such that it no longer matches the filter criteria.
replication	the process of duplicating the messages stored into an AMPS instance for the purpose of enabling high availability features.
replication source	an instance of AMPS which is the primary recipient of a published message which are then sent out to a replication destination.
replication destination	the recipient of replicated messages from the replication source.
slow client	a client that is over-subscribed and being sent messages at a rate which is faster than it can consume.
SOW (State of the World)	the last value cache used to store the current state of messages belonging to a topic.
topic	a label which is affixed to every message by a publisher which used to aggregate and group messages.
transport	the network protocol used to to transfer messages between AMPS subscribers, publishers and replicas.
transaction log	a history of all messages published which can be used to recreate an up to date state of all messages processed.
view	a data relation which is constructed from the records of a SOW topic.

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