

# Présentation du protocole SAMP

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Thomas Boch - Réunion annuelle ASOV -  
12-13 novembre 2008



# Plan

- Présentation de SAMP
- Démonstration
- Implémenter SAMP dans votre application



# SAMP

- SAMP = Simple Application Messaging Protocol
- Un protocole permettant la communication entre applications s'exécutant sur une même machine
  - Echange d'images, de tables, sélections d'objets, ...
- Construit sur le succès et les principes de PLASTIC
  - Neutre par rapport aux langages
  - Multi-plateformes
  - Architecture similaire : "hub-based"
  - Adoption aisée par les développeurs d'applications



# Hub-based architecture

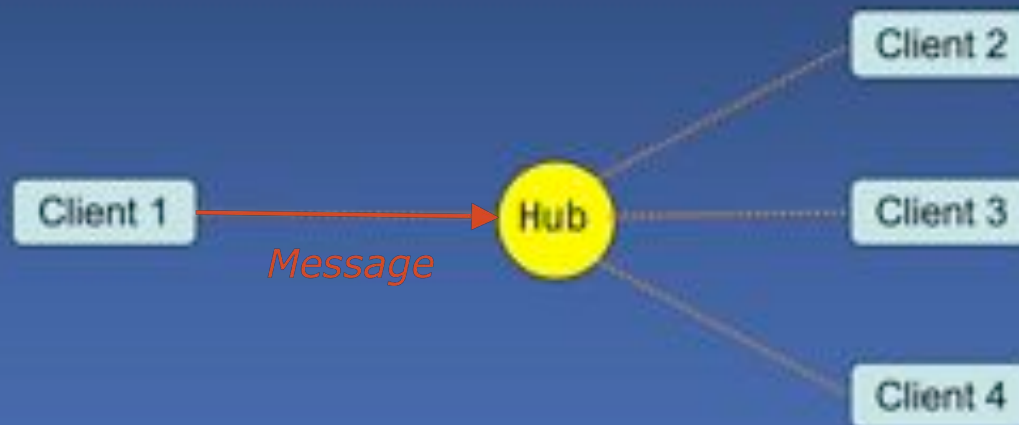
- Hub : broker service routing messages between clients





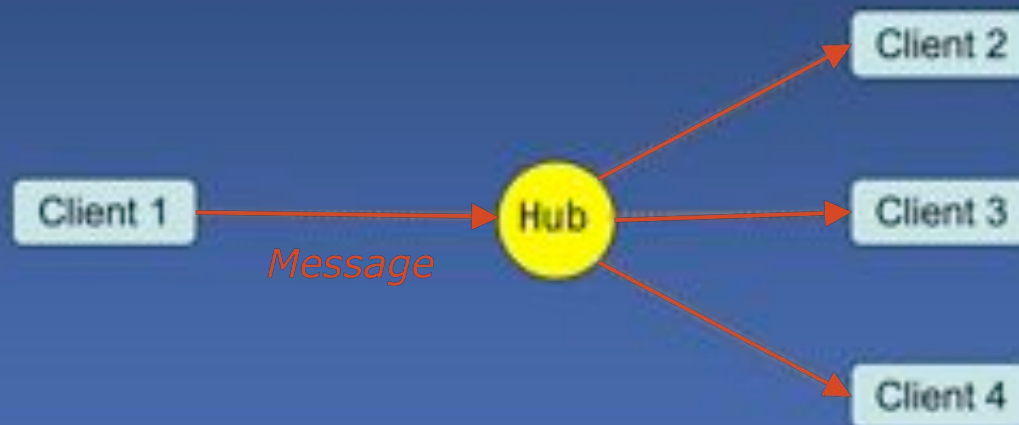
# Hub-based architecture

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- Hub : broker service routing messages between clients



# MType

- Message = MType + parameters
- MType : defines the Semantics of a Message and of its arguments and return values
  - Eg: 'display an image' --> *image.load(imname)*
  - Loose definition : exact behaviour to a given Mtype is specific of each SAMP client





# Message subscription (1/2)

- Each SAMP client subscribes to the MTypes it wants to receive
- A Message is delivered only to the clients subscribed to the corresponding MType

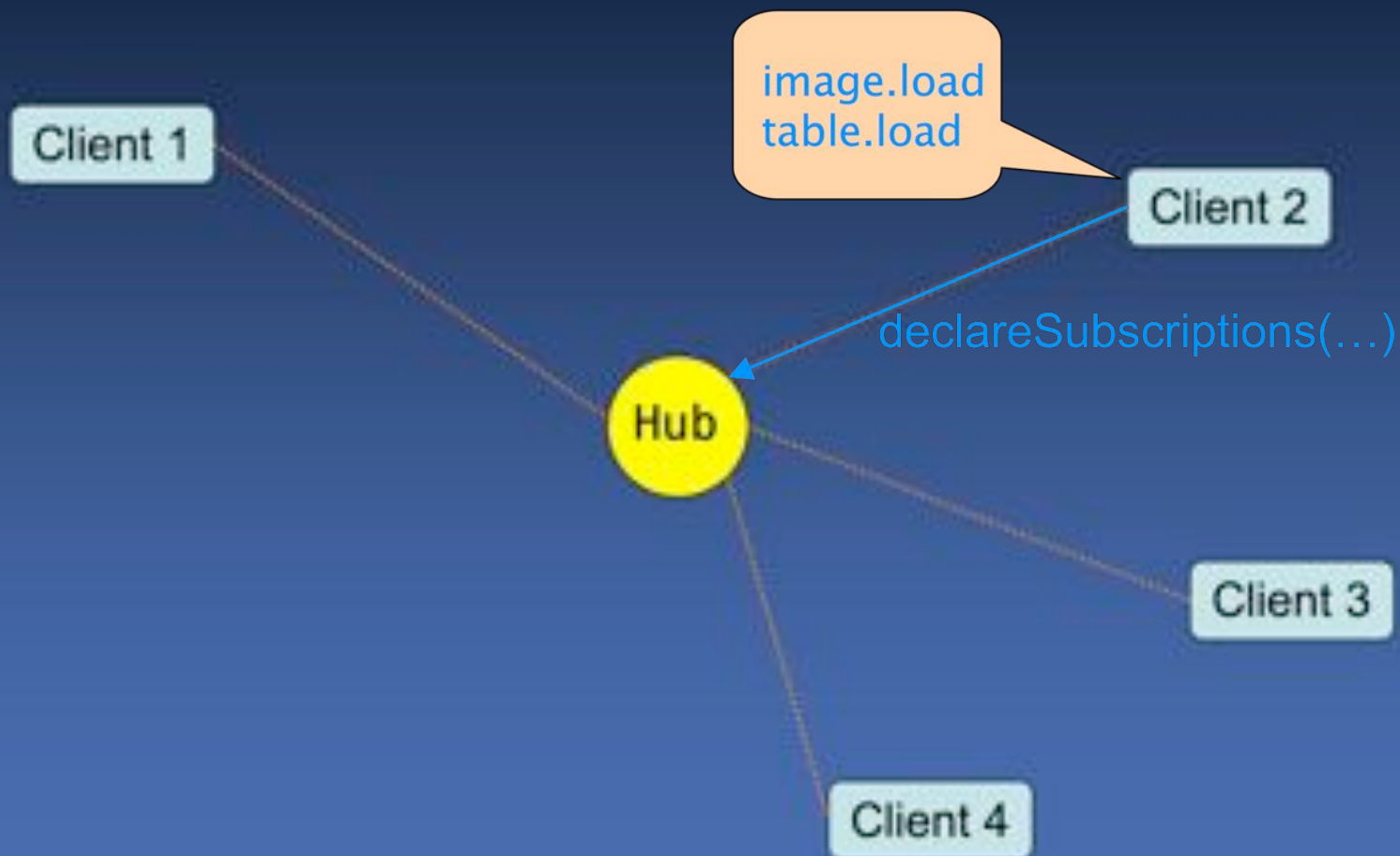




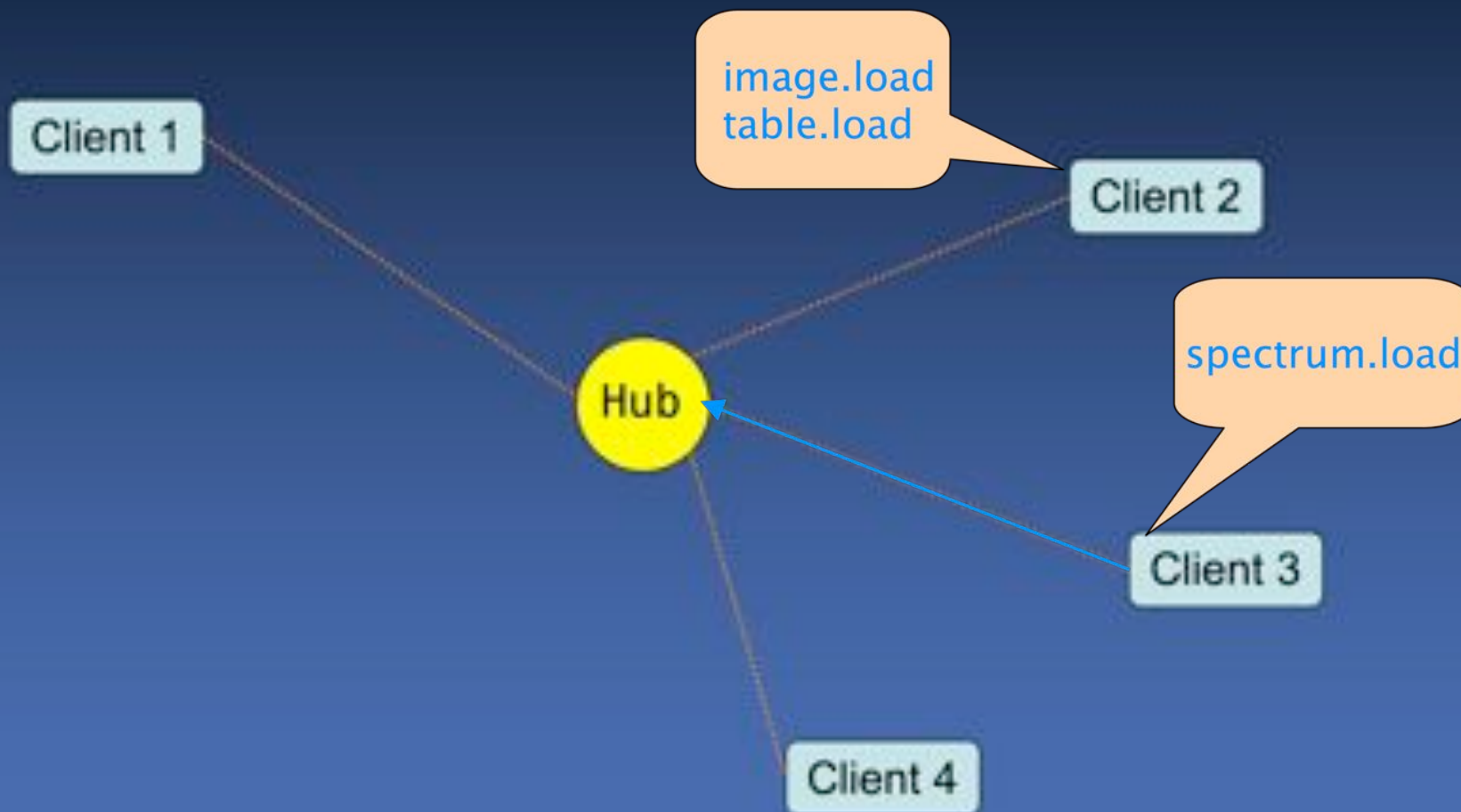
# Message subscription (2/2)



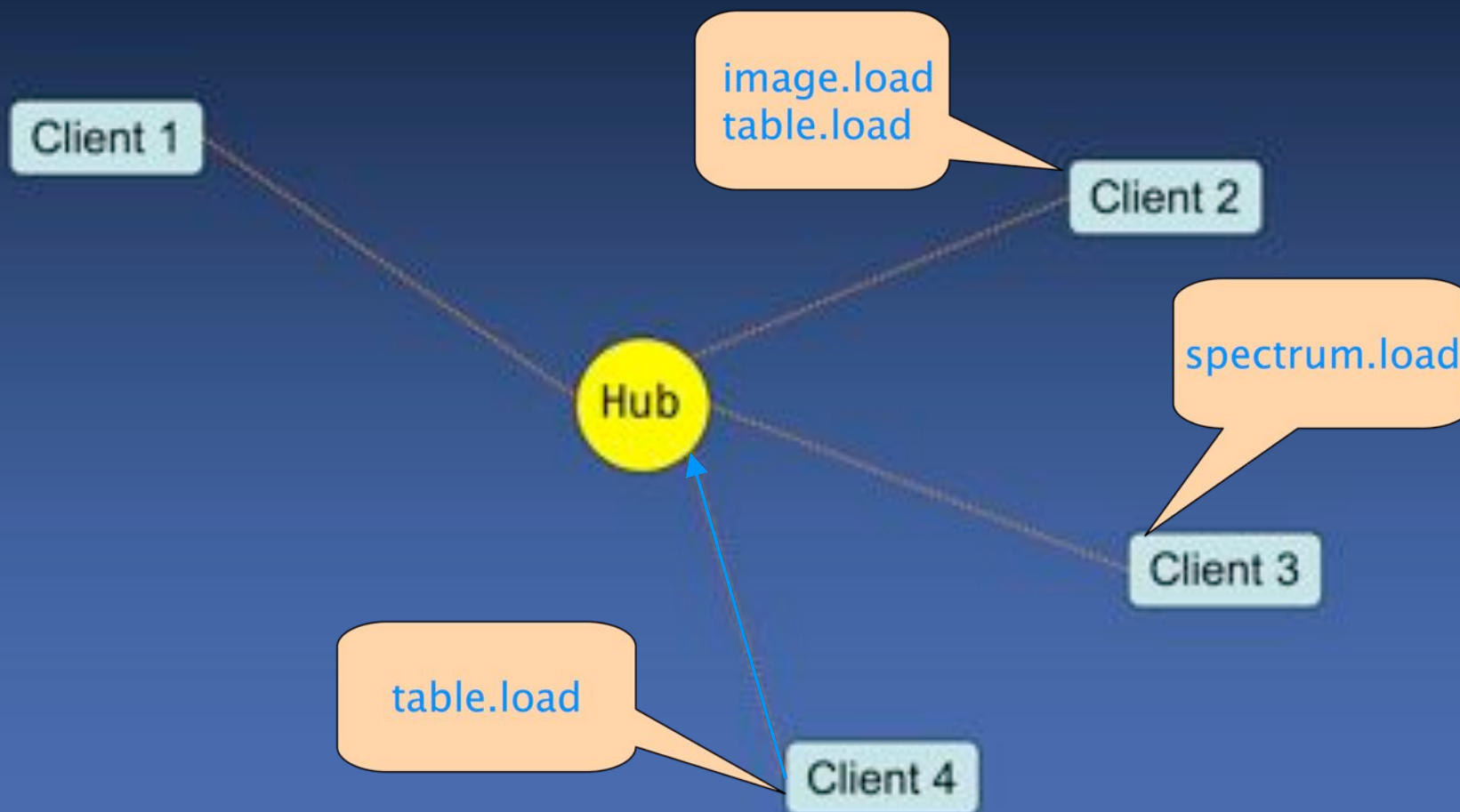
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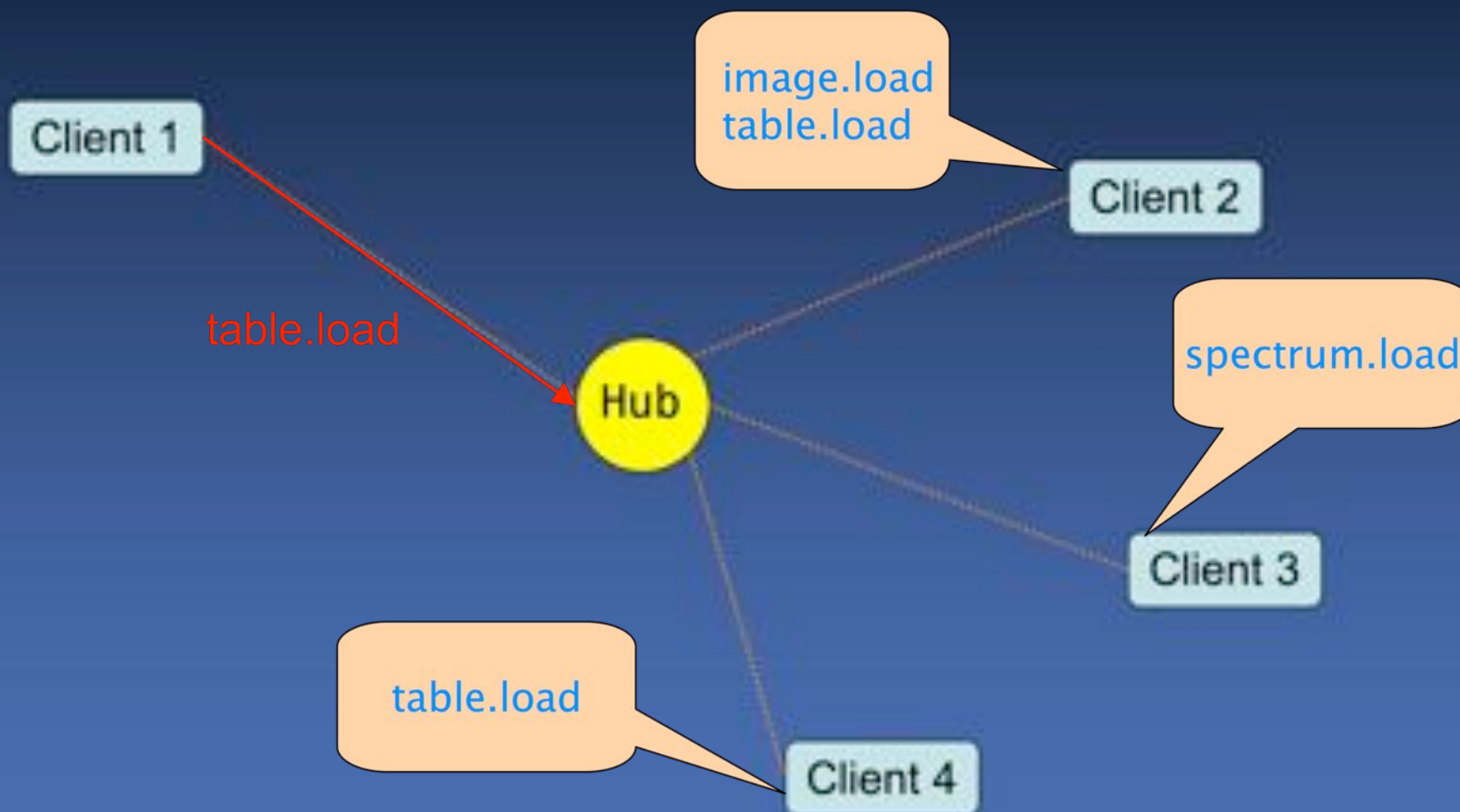


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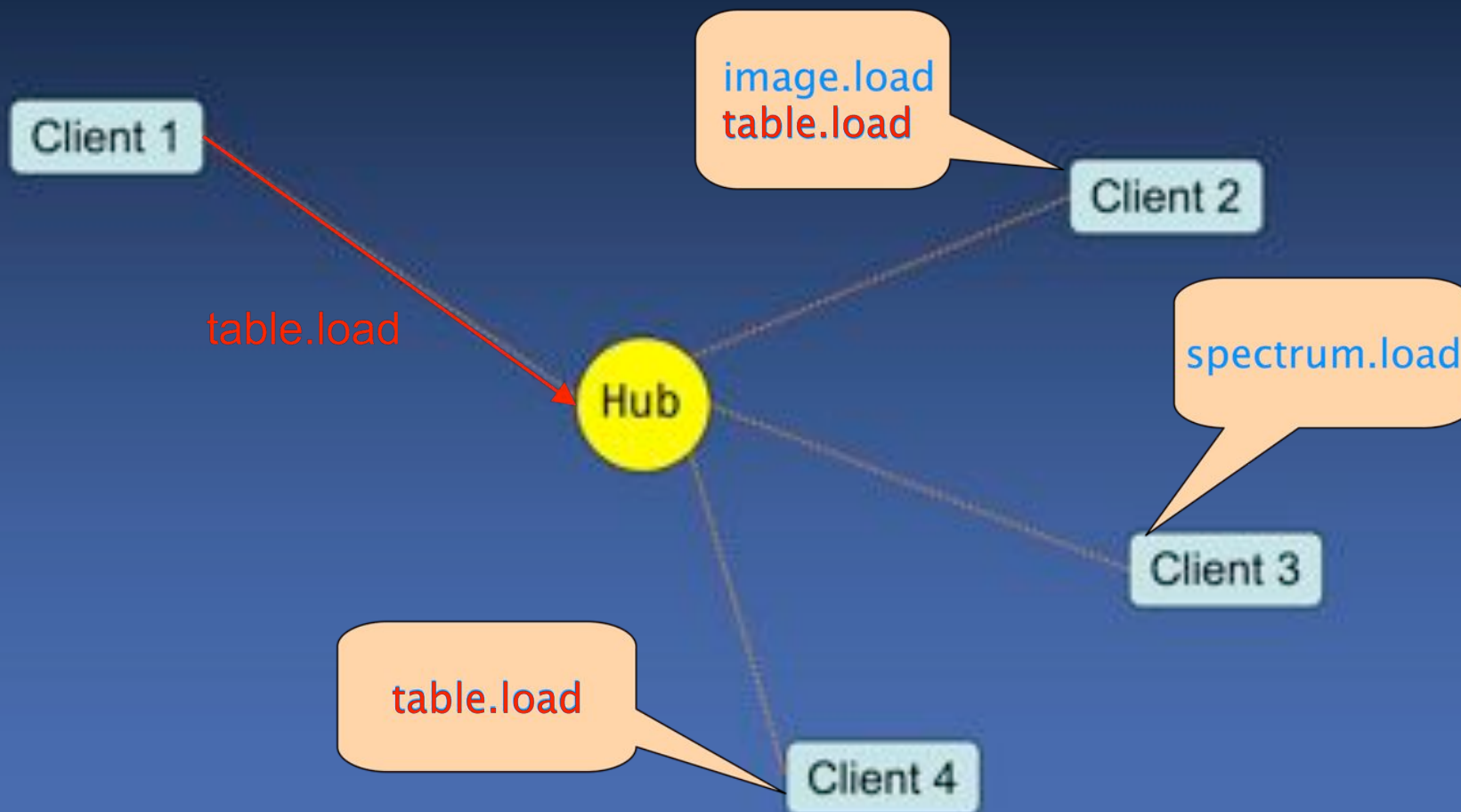




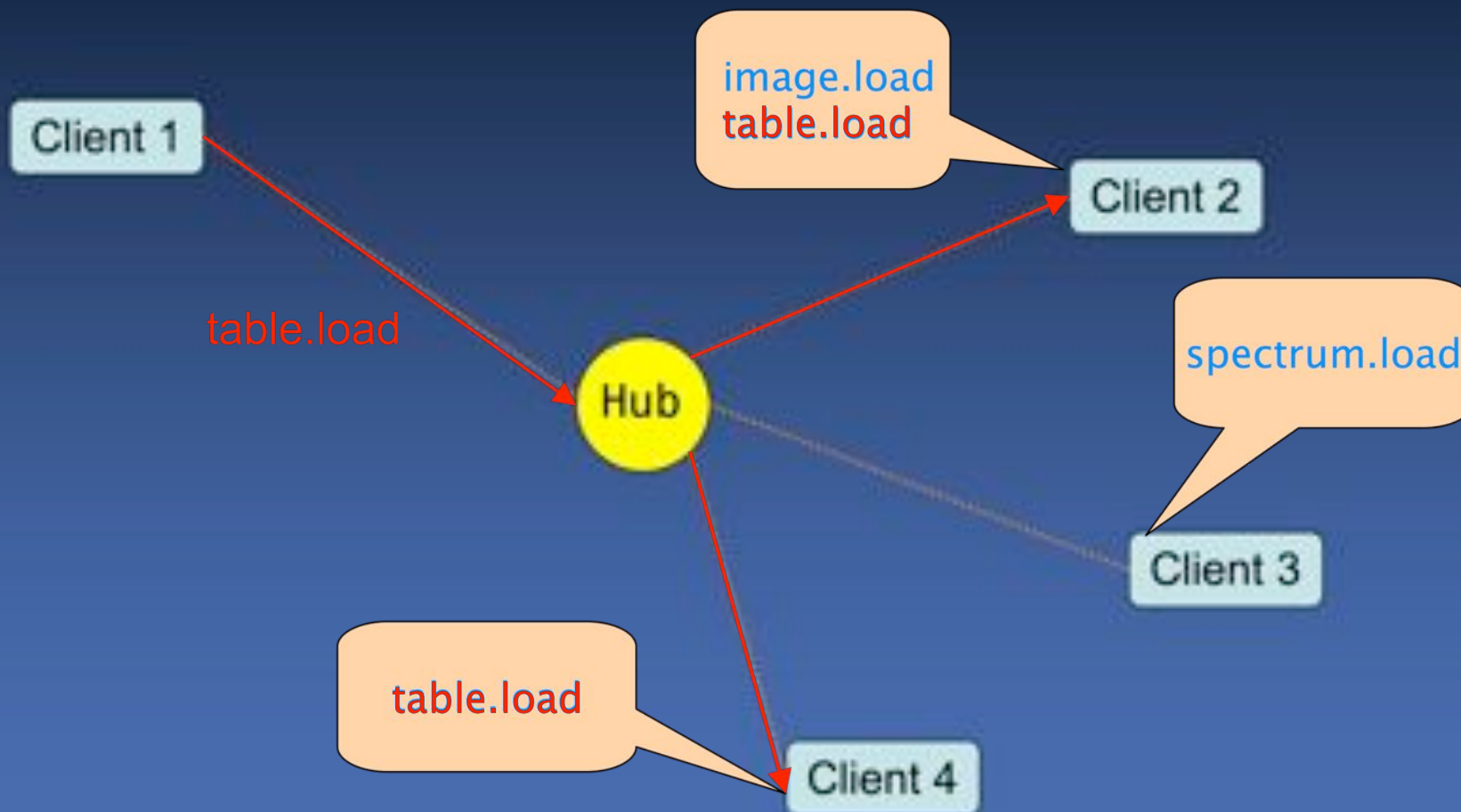
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# Delivery Patterns

- Notification
- Asynchronous Call/Response
- Synchronous Call/Response





# Delivery Patterns

- Notification

Sender

Hub

Recipient

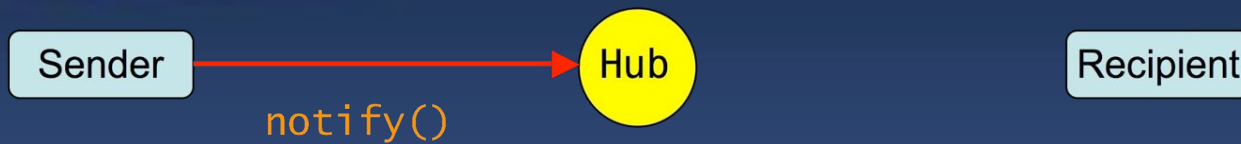
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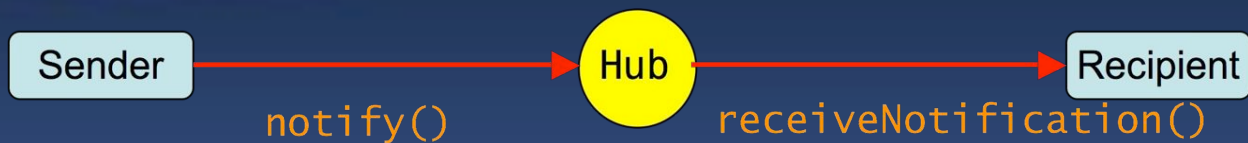
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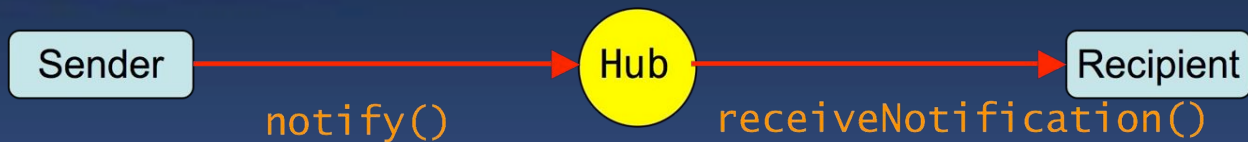
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- Asynchronous Call/Response



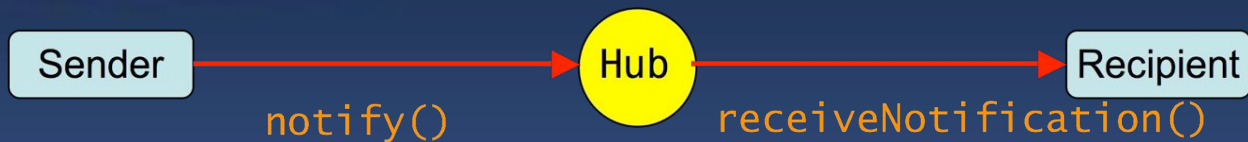
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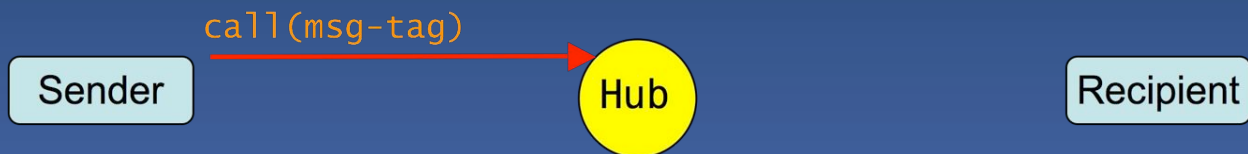


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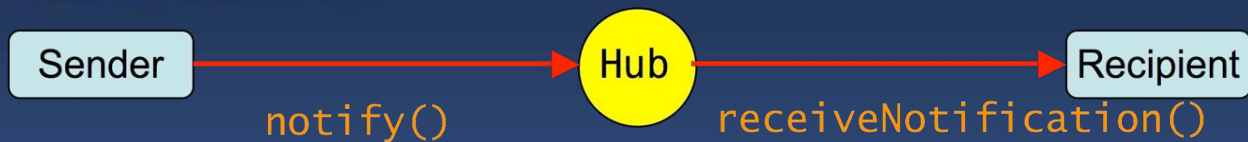


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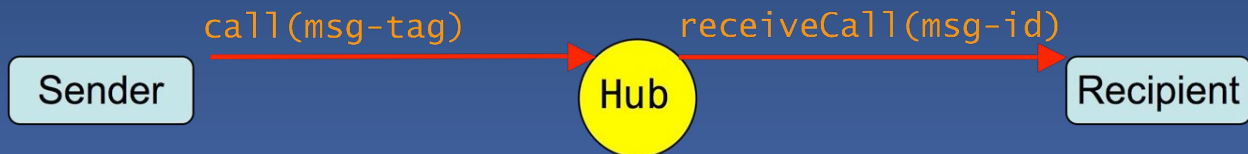


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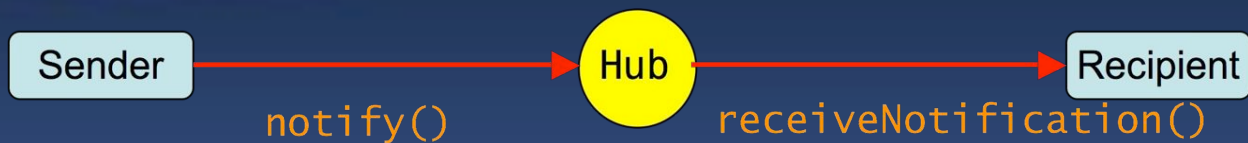


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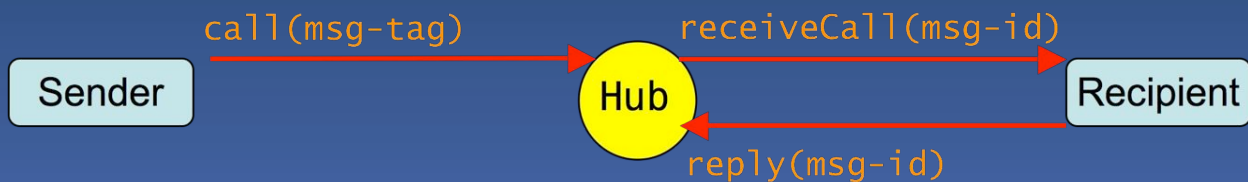


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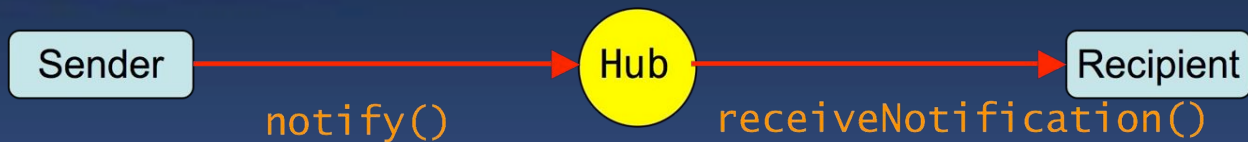


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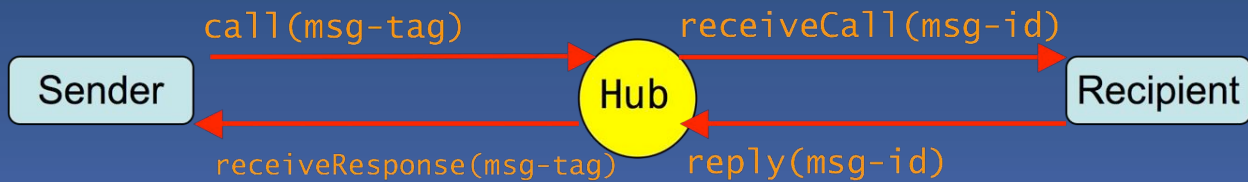


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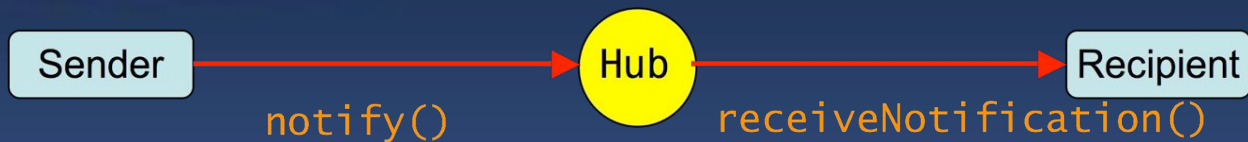
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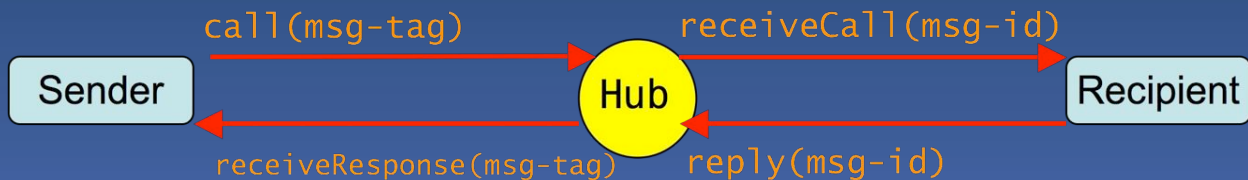


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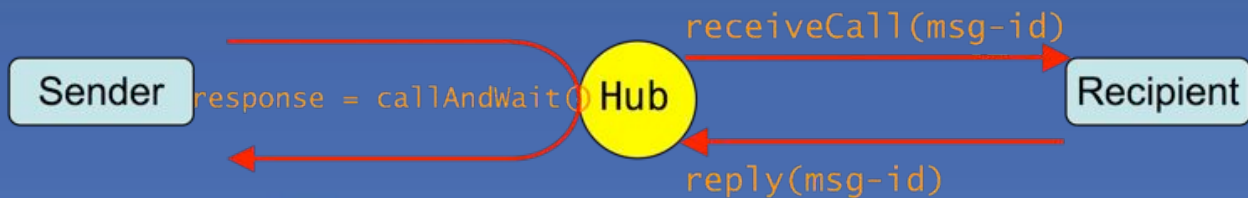
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- Asynchronous Call/Response



- Synchronous Call/Response



# Abstract APIs

- Provides a high level description of the messaging protocol
  - Independent from the transport mechanism
  - Stable core, robust to changes
- Includes
  - Hub discovery mechanism
  - SAMP data types (**string, list, map**)  
+ scalar type encoding convention (**SAMP int, SAMP float, SAMP boolean**)
  - Hub API
  - Client API



# Hub API

- Operations that a hub must support
  - `register()`, `unregister()`
  - `declareMetadata(map metadata)`,  
`getMetadata(...)`
  - `declareSubscriptions(map subscriptions)`,  
`getSubscriptions(client-id)`
  - `getRegisteredClients()`
  - `getSubscribedClients(list mtypes)`
  - `notify(...)`, `notifyAll(map message)`
  - `call(...)`, `callAll(map message)`
  - `response = callAndWait(map message)`
  - `reply(...)`





# Client API

- Operations which may be called (by the hub) on a callable client
  - `receiveNotification(...)`
  - `receiveCall(...)`
  - `receiveResponse(...)`





# Profiles

- A profile is a set of rules defining how abstract interfaces (APIs) are mapped to specific network operations
- Gives rooms for other Profiles if needed in future



# Standard Profile

- Relies on **XML-RPC** transport layer
- Mapping rules from abstract APIs to Standard profile
  - Hub discovery : lockfile in a well-known location
  - Data type mappings
  - API mapping
    - Hub/Client methods prefixed with *samp.hub/samp.client*
    - New method *setXmlrpcCallback()* to inform the hub of the XML-RPC endpoint of the client
    - New method *ping()* to ping the hub, and checks whether it is responding. Callable by non-registered applications



# SAMP client sample session

- Reading lock file
- Registering with the hub
- Declaring metadata
- Sending a notification
- Declaring supported MTypes
- Declaring XML-RPC callback (make the client callable)
- Processing a message





# SAMP lockfile

```
# SAMP lockfile written at 2008-05-16T22:26:23+0000
```

```
# Hub implementation by Alasdair Allan  
<alasdair@babilm.co.uk>
```

```
# Required keys:
```

```
samp.secret=HyP0f1AQVZZxqmH1a26W
```

```
samp.hub.xmlrpc.url=http://10.37.129.2:8001/
```

```
samp.profile.version=1.0
```





# XML-RPC request for registering

```
<?xml version='1.0'?>  
<methodCall>  
  <methodName>samp.hub.register</methodName>  
  <params>  
    <param><value>  
      <string>HyP0f1AQVZZxqmH1a26W</string>  
    </value></param>  
  </params>  
</methodCall>
```



# XML-RPC response from the hub

```
<?xml version="1.0"?>
<methodResponse>
  <params>
    <param><value><struct>
      <member>
        <name>samp.private-key</name>
        <value><string>client-key:1a52</string></value>
      </member>
      <member>
        <name>samp.hub-id</name>
        <value><string>client-id:0</string></value>
      </member>
    </struct></value></param></params>
</methodResponse>
```



# Roadmap

- En Proposed Recommendation dans les prochaines semaines
- RECommendation IVOA début 2009



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# Démonstrations

- Interactions entre Aladin et TOPCAT
- SkyView --> Aladin
- Contrôle d'applications SAMP depuis IDL





# SAMP pour le développeur

- Retour d'expérience sur l'implémentation de SAMP dans Aladin
- Etat des lieux de l'existant
  - Hubs
  - Applications compatibles SAMP
- SAMP dans votre application
  - Toolkits clients
  - Pré-requis pour rendre votre application compatible SAMP



# SAMPified Aladin



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- Beta version of a SAMP compatible Aladin available:
  - <http://cdsweb.u-strasbg.fr/~boch/SAMP/Aladin.jar>
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- Provides same features as PLASTICized Aladin
  - Load FITS images
  - Load VOTables
  - Select sources
  - Highlight source



# SAMPified Aladin

- Beta version of a SAMP compatible Aladin available:

image.load.fits

coord.pointAt.sky

table.load.votable

table.load.fits

table.highlight.row

table.select.rowList



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- Provides same features as PLASTICized Aladin
  - Load FITS images
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  - Select sources
  - Highlight source
- Includes JSAMP hub developed by M.Taylor





# SAMP from a developer's point of view

- SAMP could be named *PLASTIC 2*
  - Evolution, not revolution
  - Concepts are similar:
    - Hub-based
    - Publish-subscribe architecture
  - Migrating from PLASTIC to SAMP is fairly easy
- SAMP is a **better** PLASTIC
  - Not Java centric
  - Separation of registration, metadata declaration, declaration of supported messages
  - Named parameters allows easier extension of existing messages (optional parameters)
  - Different delivery patterns are clearly defined





# Supporting both SAMP and PLASTIC



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# Supporting both SAMP and PLASTIC

- Command-line flags enable SAMP or PLASTIC mode
  - *java -jar Aladin.jar [-samp|-plastic]*



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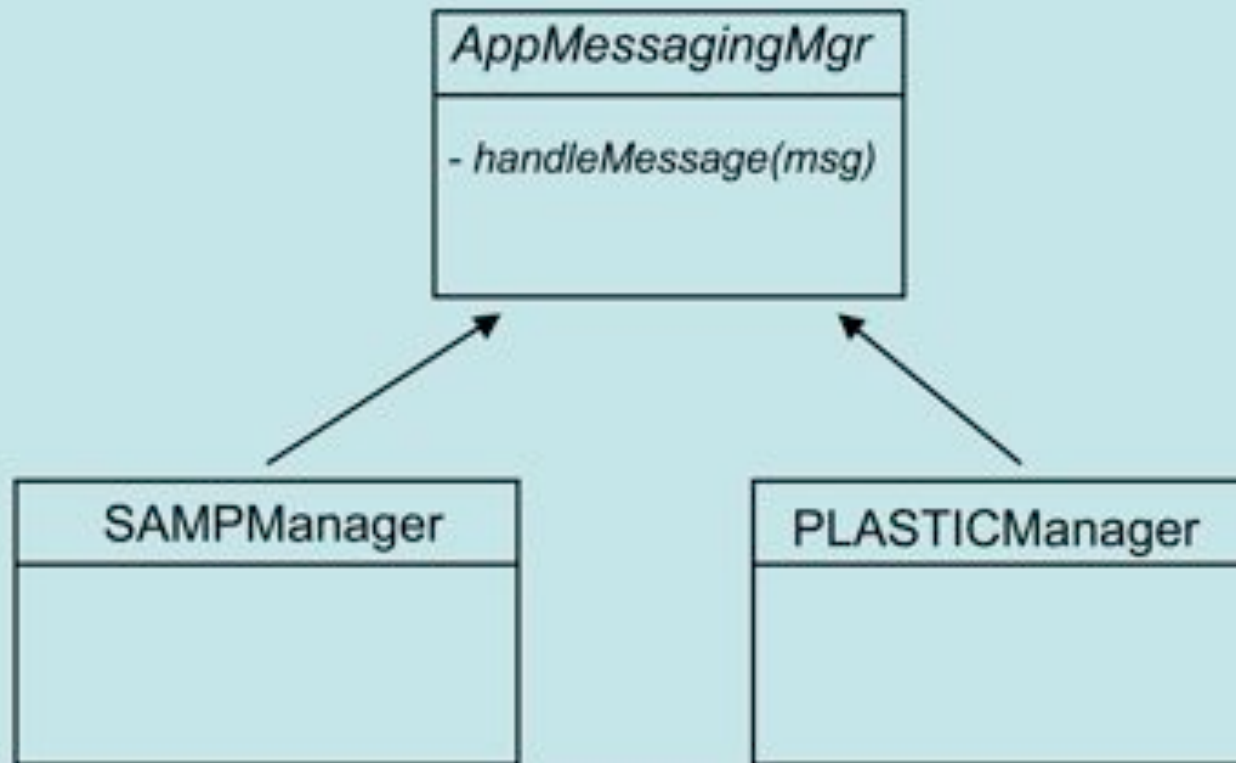
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- Require to refactor existing code
  - Abstract application messaging





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# Supporting both SAMP and PLASTIC

- Command-line flags enable SAMP or PLASTIC mode
  - *java -jar Aladin.jar [-samp|-plastic]*
- Require to refactor existing code
  - Abstract application messaging
  - Abstract message definition
- Supporting SAMP and PLASTIC in the same application session is trickier
  - Translation at super-hub level ?





# Hubs SAMP disponibles

- JSAMP (Mark Taylor)
  - Développé en Java
  - <http://deployer.astrogrid.org/software/jsamp/index.html>
  - Licence LGPL
- SAMPy (Luigi Paioro)
  - Développé en Python
  - <http://cosmos.iasf-milano.inaf.it/luigi/projects/vo/samp>
  - Licence GPL
- Hub Perl (Alasdair Allan)





# Applications compatibles SAMP

- TOPCAT
- Aladin
- SkyView
  
- A venir :
  - VOSpec
  - SPLAT-VO
  - DS9
  - Plugin Firefox SAMP
  - Google Sky, WWT ?
  - ... votre application



# Toolkits clients



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# Toolkits clients

- Java :
  - JSAMP
    - Gère la connexion au hub, la réception et l'envoi des messages XML-RPC



# Toolkits clients

```
// Construct a connector
ClientProfile profile = StandardClientProfile.getInstance();
HubConnector conn = new HubConnector(profile)

// Configure it with metadata about this application
Metadata meta = new Metadata();
meta.setName("Foo");
meta.setDescriptionText("Application that does stuff");
conn.declareMetadata(meta);

// This step required even if no custom message handlers added.
conn.declareSubscriptions(conn.computeSubscriptions());

// Keep a look out for hubs if initial one shuts down
conn.setAutoconnect(10);

// Broadcast a message
conn.getConnection().notifyAll(new Message("stuff.event.doing"));
```





# Toolkits clients

- Java :
  - JSAMP
    - Gère la connexion au hub, la réception et l'envoi des messages XML-RPC
- Python :
  - SAMPy



# Toolkits clients

- IDL :
  - A venir
  - Limité à l'envoi de messages dans un premier temps



# Autres langages

- Pour envoyer un message via SAMP, il faut pouvoir :
  - Lire et parser un fichier local (\$HOME/.samp)
  - Construire un document XML (XML-RPC)
  - Faire une requête HTTP POST
  - Parser un document XML
- Pour être en mesure de recevoir des messages (callable client), il faut en plus pouvoir :
  - Lancer un serveur HTTP sur un port dédié





# Liens

- Document SAMP :  
<http://www.ivoa.net/Documents/latest/SAMP.html>
- Liste préliminaire de Mtypes :  
<http://www.ivoa.net/cgi-bin/twiki/bin/view/IVOA/SampMTypes>
- IVOA Applications mailing-list :  
<http://ivoa.net/forum/apps/>
- SAMP mailing-list :  
<http://ivoa.net/forum/apps-samp/>

