

# Atom Over XMPP

(draft-saintandre-atompub-notify)

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# The Basic Idea

- XMPP is a pure XML transport for near-real-time messaging (RFC 3920)
- Can use it to transport any XML format
- Atom is XML, why not send it over XMPP?
- Real-time push, no need for HTTP polling
- Use XMPP publish-subscribe extension (JEP-0060)

# XMPP Publish

- Publisher publishes item to “node” hosted at pubsub service:

```
<iq type='set' to='service'>  
  <publish>  
    ... payload ...  
  </publish>  
</iq>
```

# XMPP Subscribe

- Subscriber receives item in near real time via XMPP `<message/>` with pubsub `<event/>`

```
<message>  
  <event>  
    ... payload ...  
  </event>  
</message>
```

# Use Cases

- Create item -- <publish/> with unique ID, service pushes out notify
- Modify item -- <publish/> with existing ID, service pushes out notify
- Delete item -- <retract/> with existing ID, service may push out notify

# Atom Over Pubsub

- Publisher = HTTP service with interface to XMPP network, end-user client (e.g., blogging client), etc.
- Subscriber = any XMPP entity (aggregator, end-user client, etc.)
- Item = one Atom entry, i.e., payload is

`<entry>...</entry>`