KAAZING

# IETF Hiroshima Meetup
## November 10, 2009

Real-world Web Sockets

# Introduction

- John Fallows, CTO @ Kaazing
- Kaazing Corporation
  - Founded May 2007
  - Based in Mountain View, California, USA
  - WebSocket vendor – Kaazing Enterprise Gateway

# WebSocket Contributions

- Naming JavaScript APIs
  - TCPConnection becomes WebSocket
- Wire Protocol Handshake
  - TCPConnection: Hello / Welcome
  - WebSocket: HTTP with Upgrade

# Use-case: Financial Institution

- Java Messaging Service in the browser
  - Full protocol capabilities, e.g. transactions
  - JMS over WebSocket
- Unified programming model
  - Desktop and browser clients
- Scaling out to large user population
  - > 100K connections

# Use-case: On-line Gaming

- Advanced Message Queuing Protocol
  - AMQP over WebSocket
  - Full protocol capabilities, e.g. flow control
- Scaling out to large user population
  - > 100K connections
  - Geographically distributed

# Use-case: Social Networking

- eXtensible Messaging and Presence Protocol
  - XMPP over WebSocket
  - Full protocol capabilities, e.g. presence
- Scaling out to large user population
  - > 100K connections
  - Geographically distributed

# DEMO

*"Web Sockets in action"*

# Summary

- WebSocket wire protocol easily implemented
  - HTTP-friendly TCP for the browser
- Minimizing network traffic reduces overhead
  - Reduced CPU, memory, improved scalability
- Customers value full protocol capabilities
  - Transactions, flow-control, presence
- WebSocket is a foundation for any protocol
  - TCP-based for now, possibly SCTP, others later