

Client CapabilitiesDraft Update

<http://tools.ietf.org/id/draft-levine-vwrap-clientcap-01.txt>

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Goals

- Making the client visible to services
- The bare minimum of “wiring” we need to layer into the specifications
- Moving from implicit to explicit routing of messages aimed at the client
- Allowing asynchronous messages to reach the client from a broad range of possibly deployed services.

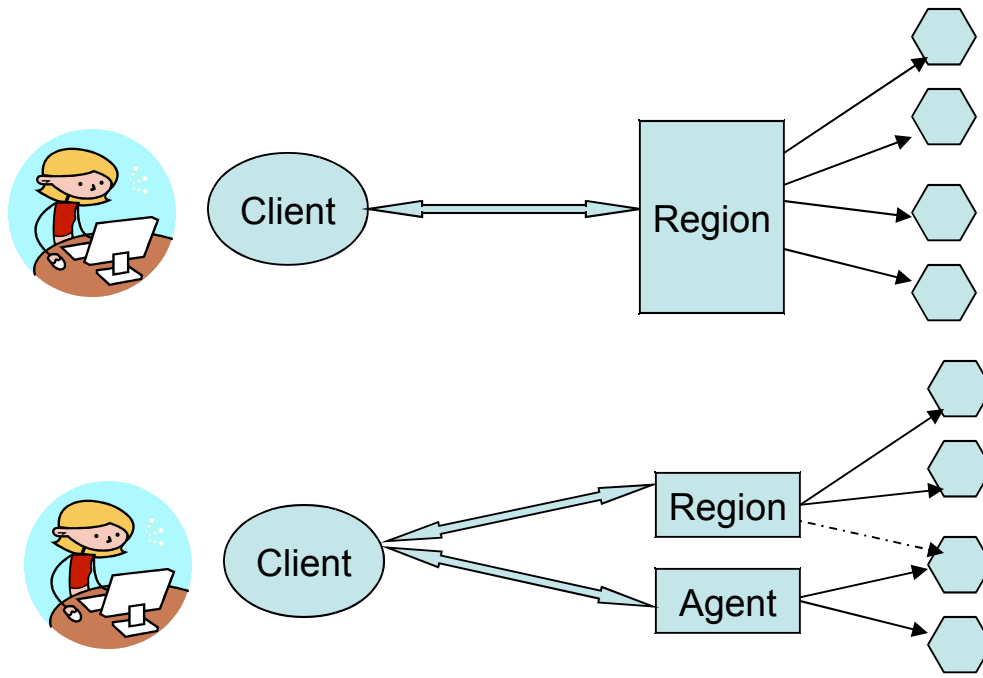
Status

- Draft submitted
- A few minimal comments
- Time is ripe to solve this before we add new drafts such as Teleport into the specifications pile
- Good time to ensure WebSockets, etc. have our requirements

Region to Facades to Generality

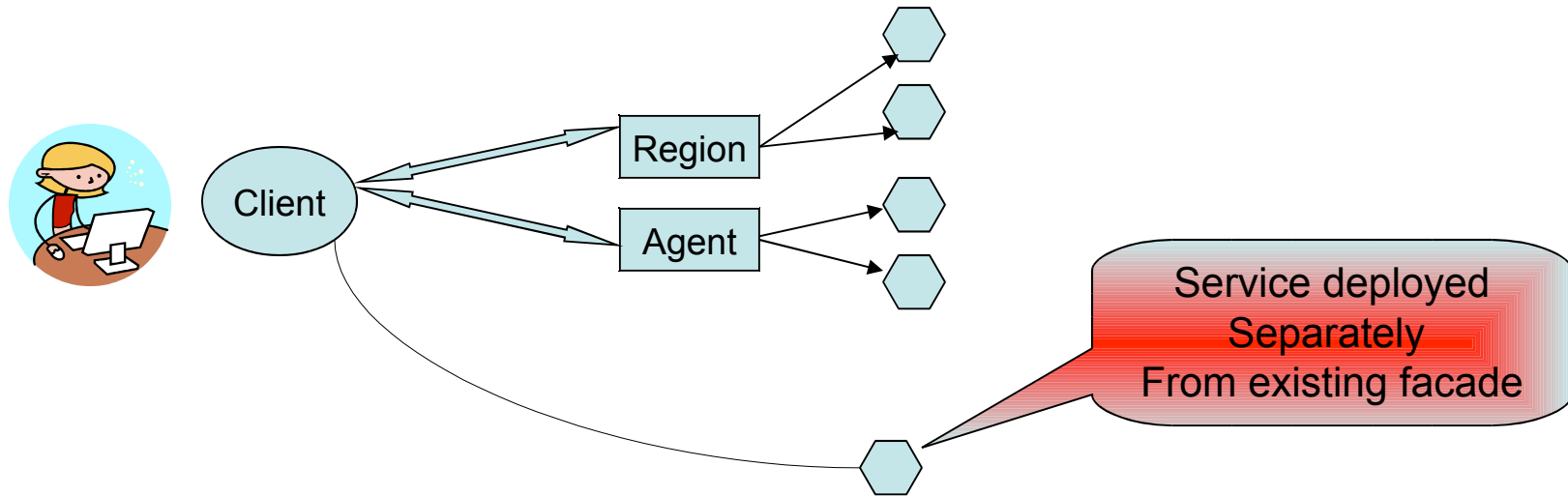
- Single Region as proxy is simplest case
- Current approach creates a pair of facades, one for Region, one for “agent” services
- Allowing general deployment pattern adds new challenges
- Asynchronous notification delivery is the core challenge
- Supporting multiple protocols over time is a related challenge

Region as proxy to facade



- Routing is implicit
- As soon as there are regions which want to talk to back end services outside their own cloud, we are exposing some back end service interfaces

Façade to general



- How does the separate service deliver asynchronous updates – especially when the client is behind a firewall
- How do we manage if the separate service wants to use Hybi, XMPP, or other transport

If “client” is addressable (Not firewalled)

- Just need a URI to delivery your messages to
- Currently we don't have one
- Client caps proposes to make that explicit
- URI also covers transport choices
- Ensure that this happens in core

If “client” is firewalled

- Need non direct address or reversed transport
- WebSocket (hybi), Comet style long polling, etc.
- Non direct address has implications
- WebSocket requires client to setup, and requires proper addressing to service setup happens