GRASP Application Programming Interface
draft-liu-anima-grasp-api-01
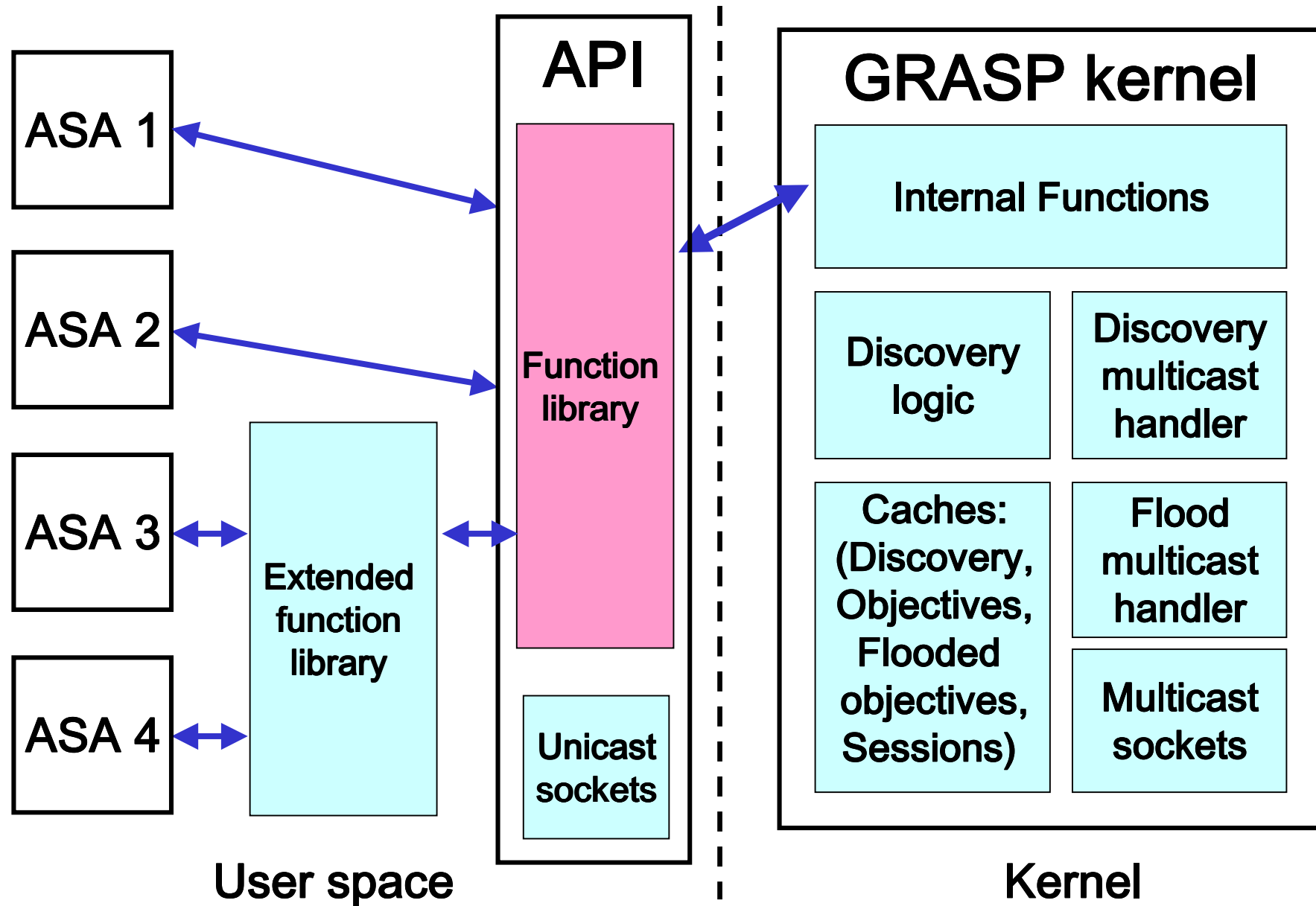
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Topics

- Overview
- Discussion, next steps

Implementation model

ASA 1

ASA 2

ASA 3

ASA 4

Extended function library

API

Function library

Unicast sockets

GRASP kernel

Internal Functions

Discovery logic

Discovery multicast handler

Caches: (Discovery, Objectives, Flooded objectives, Sessions)

Flood multicast handler

Multicast sockets

User space

Kernel

Important data structures

- objective

  .name

  .syn *or* .neg

  .loop_count

  .value   # any structure you want

- ASA_locator

  .locator # normally IPv6 address

  .protocol # IPPROTO_TCP or IPPROTO_UDP

  .port

  .*etc*

Simplified summary of calls (1)

- **register_asa(asa_name)**
- **register_objective(objective)**
- **discover(objective)**

Simplified summary of calls (2)

- request_negotiate(objective, peer)
- listen_negotiate(objective)
- negotiate_step(objective)
- negotiate_wait(timeout)
- end_negotiate(result, reason)

Simplified summary of calls (3)

- **synchronize(objective, peer)**
- **listen_synchronize(objective)**
- **flood(objectives)**

Discussion + next steps

- Comments? Questions?
- Should the WG take up this topic?