

# ***ODF-WNPA Interface Description Document***

## ***Vancouver 2010 Olympic and Paralympic Winter Games***

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# Document control

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## Version history

Version	Date	Comments
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## Issue Control

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## Change Log

Version	Status	Changes on version
1.0	SFR	<ul style="list-style-type: none"><li>• First version.</li></ul>
1.1	SFR	<ul style="list-style-type: none"><li>• Changes from MEV DRF.</li></ul>
1.2	SFR	<ul style="list-style-type: none"><li>• Changes from MEV DRF.</li></ul>
1.3	SFA	<ul style="list-style-type: none"><li>• Changed Feed Flag values and size of Type on section 2.6.2</li><li>• Status changed.</li></ul>
1.4	SFA	<ul style="list-style-type: none"><li>• ODF Envelope removed</li><li>• Sequence number removed</li><li>• Duplicate checking removed</li><li>• Good Morning / Good Night definitions removed (refer to ODF documentation)</li><li>• Null message modified</li><li>• Reference changed</li></ul>

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# 1 Introduction

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## 1.1 This document

This document describes the current understanding of the data and processes associated to the ODF-WNPA Interface Description Document.

## 1.2 Objective

The objective of this document is to describe the technical standards to be used to transfer information between the information systems of the host organizers and those of news agencies, newspapers, International Sport Federations, Organising Committees and other users, for information related to the Summer and Winter Olympic Games and other sport competitions. This communication mechanism is known as the *Olympic Data Feed*.

## 1.3 Main audience

The main audience of this document is the RDF application user representatives for acceptance, the Information Services team for testing purposes, the RDF development team for development and the IOC and the World News Press Agencies for the reception of the Olympic Data Feed.

## 1.4 Glossary

Name	Abb.	Description
Info Diffusion System	IDS	This is the name of the project that comprises all the systems responsible for centralized Information Diffusion, i.e. WNPA Distribution, Print Distribution and INFO.
Olympic Data Feed	ODF	The feed providing start lists, results, rankings and records whose transmission is described in this document.
Results Data Feed	RDF	The IDS Application responsible of distribution of the ODF Feed

Name	Abb.	Description
World News Press Agencies	WNPA	The agencies receiving the ODF.

## 1.5 Related Documents

Ref	Description
Olympic Data Feed Requirements Documents	
ODF_REQ1	Olympic Data Feed Requirements Document Volume 1: General Requirements
ODF_REQ2	Olympic Data Feed Requirements Document Volume 2 (for each Discipline)
M17696948	IDS-Global Interface Description Document



## 2 Overall Perspective

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### 2.1 Objective

The objective of this document is to provide the ODF messages transmission interface, and to define ODF Envelope added to the messages defined in *Olympic Data Feed Requirements Documents*

### 2.2 End to end Data Flow

#### 2.2.1 Encoding

The character set to be used in all information exchange is the standard Unicode UTF-8.

#### 2.2.2 Message Structure

Messages will be built in XML format.

#### 2.2.3 Connectivity

ODF message transmission will be accomplished via a combination of an underlying TCP/IP based connection along with message transmission using the HTTP protocol.

This method of transmission requires that agencies be able to establish TCP based connectivity with the organizing committee's network along with having software capable of receiving and dealing with HTTP Post requests.

##### 2.2.3.1 HTTP Usage

Messages will be delivered to the agencies using the HTTP protocol. Specifically each message will be delivered using an HTTP Post request. This is a sample of what an ODF message posting would look like:

```
POST /path/ODFClient HTTP/1.1
Content-type: text/xml
User-Agent: RDF/1.0
Cache-Control: no-cache
Pragma: no-cache
Host: 172.24.44.85:997
Connection: keep-alive
Content-Length: 1402

<?xml version="1.0" encoding="UTF-8"?>
<Message Category="ODF" Origin="ATOS" Serial="12345" RSC="STM005102" Discipline="ST" Gender="M"
Event="005" Phase="1" Unit="02" Venue="XXX" Type="DT_RESULT" Format="D" Version="1" Correction="0"
Date="20100221" Time="1727544340" FeedFlag="P" Finish="N" ResultsStatus="OFFICIAL">
```

```

<OdfBody DocumentCode="STM005102" DocumentType="DT_RESULT" Version="1" FeedFlag="P" Date="20100221"
Time="1727544340" LogicalDate="20100221">
  <Competition Code="247" Label="Vancouver 2010">
    <Discipline Code="ST" Label="Short Track Speed Skating">
      <Gender Code="M" Label="Men">
        <Event Code="005">
          <Phase Code="1" Label="Final">
            <Unit Code="02" StartDate="2010-02-25T20:45:00+01:00">
              <Result Rank="1" ResultType="RT_TIME" Result="42.377" SortOrder="1">
                <Team Code="JPN" Country="JPN">
                  <TeamComposition>
                    <Athlete Code="48699" GivenName="Satoru" FamilyName="Terao" />
                  </TeamComposition>
                </Team>
              </Result>
            </Unit>
            <Result Rank="2" ResultType="RT_TIME" Result="42.398" SortOrder="2">
              <Team Code="ITA" Country="ITA">
                <TeamComposition>
                  <Athlete Code="48688" GivenName="Nicola" FamilyName="Rodigari" />
                </TeamComposition>
              </Team>
            </Result>
          </Phase>
        </Event>
      </Gender>
    </Discipline>
  </Competition>
</OdfBody>
</Message>

```

The above example assumes the following:

1. The request URI (in this case 'path/ODFClient') will be specified by each agency.
2. The TCP port the requests will be sent to will be specified by each agency. The default will be port 80 but each agency is free to change this.
3. The message payload will contain the ODF message including the ODF Transmission Envelope.

Upon receiving the HTTP request the agencies designated handler may do whatever it likes with the message but it should pass an HTTP response back with a return code of 200 to the sender to indicate successful reception of the message. Here's what the response would look like:

```
HTTP/1.0 200 OK
```

If the sending software does not receive a successful response within a specific timeframe (5 seconds) from the recipient the message should be queued again and resent at regular intervals (5 seconds) till a successful response is received. After some number of failed attempts an appropriate notification should be sent.

## 2.3 Operation modes

The interface defined in this document applies to Olympic Data Feed in testing and Games periods.

## **2.4 Periods of attended and unattended operations**

N/A

## **2.5 IT Departments' support functions**

N/A

## **2.6 Backup and recovery**

What has been referred to as the "Backup Message Store" (BMS) server will be the sole backup mechanism in place should there be a failure in the HTTP based delivery mechanism. The BMS will consist of a Website and an FTP site.

### **2.6.1 Backup Message Web Site**

An interactive web site where agencies will be able to retrieve previously posted ODF messages. The site will allow for filtering of the messages to be retrieved based on the following criteria:

- Games Day
- Language
- Category
- Format
- Time
- RSC Code (Sport, Gender, Event, Phase, Event Unit)
- Type

User can then select messages and:

- Compress them into one .zip file and download it. Those messages will have no ODF Envelope.

or

- (Re)distribute them to the ODF Feed (if available).

### **2.6.2 Backup FTP Site**

Along with the interactive web site all posted messages will be available to agencies via SFTP connection. The directory structure of this site should place messages in folders by WNPA date. The files

should be named in a way that allows agencies to be able to easily determine the following for the message:

- Five characters for category (“ODF\_\_” for ODF Messages)
- Nine characters for the RSC
- Twenty-five characters for the Type.
- Three characters for version
- Three characters for correction.
- One character for Feed Flag (“P” for production, “T” for Test).
- One character for format (“D” for XML Messages)
- Three characters for language
- Eight characters for generation date (yyyymmdd)
- Nine characters for generation time (hhmmssttt)

Eg:

ODF\_\_ASM010001RES\_\_\_\_\_001000PDENG20  
100130100927123.xml

... for a file with Category=ODF, RSC=ASM010001, Type=RES, Version=1, Correction=0, Feed flag=P, Format=D, Language=ENG, Generation date=20100130, Generation time=100927123

## 2.7 Disaster Recovery

Will be defined by Atos Origin in Vancouver.

## 3 Interface Description

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### 3.1 From ODF point of view (*ODF – WNPA*)

#### 3.1.1 Description

ODF should send XML messages following the general rules described in this document.

#### 3.1.2 Rules for the Interface

Generate syntactically valid messages.

Generate correctly UTF-8 encoded messages

Inform correctly header's attributes.

#### 3.1.3 Parameters

N/A

#### 3.1.4 Exceptions

N/A

#### 3.1.5 Functional conditions for the interface

- The messages will be distributed to all the subscribed users at the same time (in parallel).
- All generated and distributed messages (excluding *Null* messages) will be stored in a “WNPA database” for later re-distribution.
- Re-distribution to selected or all the users. The retransmission is manual based on search criteria defined in Section 2.6.1.
- Undelivered or partially delivered messages due to the loss of the connectivity should be queued and automatically transmitted after re-establishing the connectivity.
- The *Null* message will be sent out every 30 minutes of idle time to all the agencies as a check message to ensure that system is still running.

### **3.1.6 Frequency/Triggers**

Message triggering will be described in the Olympic Data Feed Requirements Documents.

### **3.1.7 Expected Results**

HTTP Response will be expected from the agencies as explained in *2.2.3.1 - HTTP Usage*.

## 4 Messages

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The transmitted unit is an XML message. Data messages providing content for Olympic Data Feed, including Global and Discipline/Venue Good Morning and Good Night messages are defined in the Olympic Data Feed Requirements Documents.

### 4.1 Null Message

#### 4.1.1 General Description

The purpose of *Null* message is to improve the control and management of the connectivity between the WNPA service provider computer and Agencies' computers. This message will be sent out after 30 minutes of inactivity to each agency as a keep-alive message.

#### 4.1.2 Trigger and Frequency

Null message will be triggered after 30 minutes of inactivity in the Agencies' feed.

#### 4.1.3 Message Structure

Null message will be an HTTP Post of an empty message.

## 5 Messages sequence

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### 5.1 WNPA Day

WNPA Day is a logical competition day. It starts when first competition related message is going to be sent and it finishes after last competition has finished, even if it's after midnight. The sequence of message during a WNPA day for each agency will be:

- Global Good Morning Message
- First data Message<sup>1</sup>
- ...
- Last Data Message<sup>2</sup>
- Global Good Night Message

No more Messages will be sent between a Good Night Message and the Good Morning Message corresponding to the following day.

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<sup>1</sup> First data message will be the first Discipline/Venue Good Morning message. Check ODF Requirements Documents for further information.

<sup>2</sup> Last data message will be the last Discipline/Venue Good Night message. Check ODF Requirements Documents for further information.



## **6 Constraints Requirements**

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Please, review Olympic Data Feed Requirements Documents for further constraints regarding to the ODF Messages.