# ZeroMQ Distributed Messaging

return to the de facto Standards area

**Source:** ØMQ - The Guide

Table 1: Data Sheet for ZeroMQ (ØMQ).

| Characteristic | Value |
|---|---|
| Original author(s) | Pieter Hintjens |
| Developer(s) | iMatrix |
| Initial release | 2010 |
| Stable release | 4.3.1 |
| API Documentation | http://api.zeromq.org/4-3:_start |
| Repository | http://zeromq.org/intro:get-the-software or https://github.com/zeromq/libzmq |
| Written in | Mainly in C, but also in PHP, Java, Python, Lua, and Haxe |
| Example Languages | C++, C#, CL, Delphi, Erlang, F#, Felix, Haskell, Objective-C, Ruby, Ada, Basic, Clojure, Go, Haxe, Node.js, ooc, Perl, and Scala |
| Operating system | runs on most operating systems |
| Guide | http://zguide.zeromq.org/page:all |
| Available in | English and 27 languages other language |
| Type | Messaging Service |
| License | LGHPLv3 |
| Website | http://zeromq.org/ |

## Abstract

*ZeroMQ (also known as ØMQ, 0MQ, or zmq) looks like an embeddable networking library but acts like a concurrency framework. It gives you sockets that carry atomic messages across various transports like in-process, inter-process, TCP, and multicast. You can connect sockets N-to-N with patterns like fan-out, pub-sub, task distribution, and request-reply. It's fast enough to be the fabric for clustered products. Its asynchronous I/O model gives you scalable multicore applications, built as asynchronous message-processing tasks. It has a score of language APIs and runs on most operating systems. ZeroMQ is from iMatix and is LGPLv3 open source.*

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