

contents

foreword xv
preface xvii
acknowledgments xxi
about the cover illustration xxiii

PART 1 THE BASICS 1

1 *Entering the world of event processing* 3

1.1 Event-driven behavior and event-driven computing 4
What we mean by events 4 ▪ *Event-driven behavior in daily life* 5 ▪ *Examples of computerized event processing* 7
Categories of event processing applications 9

1.2 Introduction to event processing 10
What we mean by event processing 10 ▪ *Event processing and its relationship to the real world* 11 ▪ *Reasons for using event processing* 13

1.3 The business value of an event processing platform 14
Effectiveness issues 15 ▪ *Efficiency issues* 15 ▪ *When to use dedicated event processing software* 16

- 1.4 Event processing and its connection to related concepts 16
 - Event-driven business process management* 17 ▪ *Business Activity Monitoring (BAM)* 18 ▪ *Business intelligence (BI)* 18
 - Business rule management systems (BRMSs)* 19 ▪ *Network and System Management* 20 ▪ *Message-oriented middleware (MOM)* 20 ▪ *Stream computing* 21
- 1.5 The Fast Flower Delivery application 21
 - General description* 22 ▪ *Skeleton specification* 22
- 1.6 Using this book's website 24
- 1.7 Summary 27
 - Additional reading* 28 ▪ *Exercises* 28

2 Principles of event processing 30

- 2.1 Events and event-based programming 31
 - The background: request-response interactions* 31 ▪ *Events and the principle of decoupling* 33 ▪ *Push-style event interactions* 35
 - Channel-based event distribution* 36 ▪ *Using request-response interactions to distribute events* 37 ▪ *Event processing and service-oriented architecture* 39
- 2.2 Main concepts of event processing 40
 - Event processing architecture* 40 ▪ *Event processing networks* 43
 - Types of intermediary event processing* 44
- 2.3 Modeling event processing networks 47
 - What is a building block?* 47 ▪ *Information in a definition element* 49 ▪ *The seven fundamental building blocks* 50
 - Event processing agents* 51 ▪ *Event processing networks* 53
- 2.4 Summary 57
 - Additional reading* 57 ▪ *Exercises* 58

PART 2 THE BUILDING BLOCKS 59

3 Defining the events 61

- 3.1 Event types 62
 - Logical structure of an event* 62 ▪ *Event type building block* 64
- 3.2 Header attributes 65
 - Event type description attributes* 65 ▪ *Header attribute indicators* 67

- 3.3 Payload attributes 70
 - Data types* 70 ▪ *Attributes with semantic roles* 72 ▪ *Open content indicator* 73 ▪ *Payload example* 73
- 3.4 Relationships between event types 74
- 3.5 Event types in the Fast Flower Delivery example 75
 - Header attributes* 75 ▪ *Event type definition elements* 76
 - Event instance example* 78
- 3.6 Event representation in practice 79
 - Event structure* 79 ▪ *Defining event types in current event processing platforms* 81 ▪ *Standards for interchanging event types and event instances* 83
- 3.7 Summary 84
 - Additional Reading* 85 ▪ *Exercises* 85

4 Producing the events 86

- 4.1 Event producer: concept and definition element 87
 - Event producer definition element* 87 ▪ *Event producer details* 88 ▪ *Output terminal details* 89 ▪ *Producer relationships* 90
- 4.2 The various kinds of event producers 90
 - Hardware event producers* 91 ▪ *Software event producers* 92
 - Human interaction* 93 ▪ *Interfacing with an event producer* 94
 - Interaction patterns* 94 ▪ *Queryable event producers* 95
 - Interfacing mechanisms* 95
- 4.3 Producers in the Fast Flower Delivery application 96
 - The four event producers* 96
- 4.4 Summary 98
 - Additional reading* 98 ▪ *Exercises* 99

5 Consuming the events 100

- 5.1 Event consumer: concept and definition element 101
 - Event consumer definition element* 101 ▪ *Event consumer details* 102 ▪ *Input terminal details* 102 ▪ *Consumer relationships* 103
- 5.2 The various kinds of event consumers 103
 - Hardware event consumers* 104 ▪ *Human interaction* 105
 - Software event consumers* 108

- 5.3 Interfacing with event consumers 109
 - Interaction patterns* 110 ▪ *Interfacing mechanisms* 111
- 5.4 Consumers in the Fast Flower Delivery example 112
 - The three event consumers* 112
- 5.5 Summary 113
 - Additional reading* 114 ▪ *Exercises* 114

6 *The event processing network* 115

- 6.1 Event processing networks 116
 - Event processing network and its notation* 116 ▪ *Nested event processing networks* 118 ▪ *Implementation perspective* 119
 - Benefits of an event processing network model* 121
- 6.2 Event processing agents 121
 - Functions of an event processing agent* 121 ▪ *Types of event processing agents* 123 ▪ *Filter event processing agent* 123
 - Transformation event processing agents* 125 ▪ *Pattern detect event processing agent* 127 ▪ *Event processing agent definition element* 127 ▪ *Event processing agents in the Fast Flower Delivery application* 129
- 6.3 Event channels 134
 - Event channel notion* 134 ▪ *Routing schemes* 136 ▪ *Channels in the Fast Flower Delivery application* 136
- 6.4 Global state elements 138
- 6.5 Event processing networks in practice 140
- 6.6 Summary 141
 - Additional reading* 141 ▪ *Exercises* 142

7 *Putting events in context* 143

- 7.1 The notion of context and its definition element 144
- 7.2 Temporal context 147
 - Fixed interval* 149 ▪ *Event interval* 150 ▪ *Sliding fixed interval* 152 ▪ *Sliding event interval* 153
- 7.3 Spatial context 154
 - Fixed location* 155 ▪ *Entity distance location* 158 ▪ *Event distance location* 159

- 7.4 State-oriented context 160
- 7.5 Segmentation-oriented context 161
- 7.6 Context initiator policies 162
- 7.7 Composite contexts 164
 - The notion of composite context* 165 ▪ *Priority ordering in context composition* 166
- 7.8 Contexts in the Fast Flower Delivery application 168
- 7.9 Context definitions in practice 173
- 7.10 Summary 175
 - Additional reading* 175 ▪ *Exercises* 175

8 **Filtering and transformation** 176

- 8.1 Filtering in the event processing network 177
 - Filtering on an input terminal* 177 ▪ *Filtering in an event processing agent* 183 ▪ *Filtering and event processing contexts* 185 ▪ *Stateful filtering in an event processing agent* 186
- 8.2 Transformation in depth 187
 - Project, translate, and enrich* 188 ▪ *Split* 194
 - Aggregate* 196 ▪ *Compose* 199 ▪ *Header attributes and validation* 202
- 8.3 Examples in the Fast Flower Delivery application 205
- 8.4 Filtering and transformation in practice 210
- 8.5 Summary 212
 - Additional reading* 212 ▪ *Exercises* 213

9 **Detecting event patterns** 214

- 9.1 Introduction to event patterns 215
 - The Pattern detect event processing agent* 215 ▪ *Pattern definitions* 216 ▪ *Event pattern types* 219
- 9.2 Basic patterns 219
 - Logical operator patterns* 220 ▪ *Threshold patterns* 223
 - Subset selection pattern* 226 ▪ *Modal patterns* 227
- 9.3 Dimensional patterns 228
 - The temporal order patterns* 228 ▪ *Trend patterns* 230
 - Spatial patterns* 232 ▪ *Spatiotemporal patterns* 235

- 9.4 Pattern policies 237
 - Evaluation policies* 237 ▪ *Cardinality policies* 238 ▪ *Repeated type policies* 238 ▪ *Consumption policies* 240 ▪ *Order policies* 242
- 9.5 Patterns reference table 243
- 9.6 The Fast Flower Delivery patterns 244
- 9.7 Pattern detection in practice 247
- 9.8 Summary 250
 - Additional reading* 251 ▪ *Exercises* 251

PART 3 PRAGMATICS 253

10 *Engineering and implementation considerations* 255

- 10.1 Event processing programming in practice 256
 - Stream-oriented programming style* 256 ▪ *Rule-oriented languages* 260 ▪ *Development environments* 263
- 10.2 Non-functional properties 264
 - Scalability* 265 ▪ *Availability* 267 ▪ *Security* 268
- 10.3 Performance objectives 269
- 10.4 Optimization types 271
 - EPA assignment optimizations* 271 ▪ *EPA code optimizations* 274 ▪ *Execution optimizations* 276
- 10.5 Event processing validation and auditing 276
 - Static analysis of event processing networks* 277 ▪ *Dynamic analysis of event processing networks* 279 ▪ *Event processing auditing* 280
- 10.6 Summary 281
 - Additional reading* 281 ▪ *Exercises* 282

11 *Today's event processing challenges* 283

- 11.1 The temporal semantics of event processing 284
 - Occurrence time: time point versus interval* 284 ▪ *Temporal issues concerned with derived events* 286 ▪ *Event order and out-of-order semantics* 291
- 11.2 Inexact event processing 295
 - Uncertain events and inexact event content* 295 ▪ *Inexact matching between events and situations* 297 ▪ *Handling inexact event processing* 298

- 11.3 Retraction and causality 299
 - Event retraction* 299 ▪ *Event causality* 300
- 11.4 Summary 301
 - Exercises* 301

12 *Emerging directions of event processing* 303

- 12.1 Event processing trends 303
 - Going from narrow to wide* 304 ▪ *Going from monolithic to diversified* 304 ▪ *Going from proprietary to standards-based* 305
 - Going from programming-centered to semi-technical development tools* 306 ▪ *Going from stand-alone to embedded* 307 ▪ *Going from reactive to proactive* 309
- 12.2 Future directions in event processing technology 309
 - Event processing virtual platforms* 310 ▪ *Event processing optimization* 310 ▪ *Event processing software engineering* 311
 - Intelligent event processing* 311
- 12.3 Epilogue 312

appendix A *Definitions* 313

appendix B *The Fast Flower Delivery application* 323

index 351