

Applying Drools Fusion Complex Event Processing (CEP) for Real-Time Intelligence

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Applying Drools Fusion

Agenda

- **Intro to Complex Event Processing (CEP)**
 -
- **Stateful Rules Engine + CEP = Real-Time Intelligence**
 - Drools Expert + Drools Fusion
 -
- **CEP Applied – FedEx Custom Critical Case Studies**
 - Demonstration, Architecture Review, and Code Walk-Through

Complex Event Processing

Defined

Complex Event Processing, or **CEP**, is primarily an event processing concept that deals with the task of processing multiple events with the goal of **identifying** the **meaningful** events within the event cloud.

CEP employs techniques such as **detection** of complex **patterns** of many events, event correlation and abstraction, event hierarchies, and **relationships** between events such as **causality**, **membership**, and **timing**, and event-driven processes.

--- wikipedia

Event Processing

Typical Scenarios

Usually receive large volume of events, but only a small percentage are of **real interest**.

Individual Events are usually not important. The system is typically more concerned about **patterns of related events**, their **relationships**, and what can be **inferred** from them.

Characteristics of a CEP Engine

Event Processing

Support processing high volume **Streams** of Events.

Typically fed from **SOA endpoints** such as JMS Queues/Topics, Web Service calls, Databases, flat files, or sockets.

An **Event** is a record of state change. It is something that already happened, and the past cannot be changed, events are immutable.

Drools Fusion – CEP Applied

Stateful Rules Engine + CEP = Real-Time Intelligence

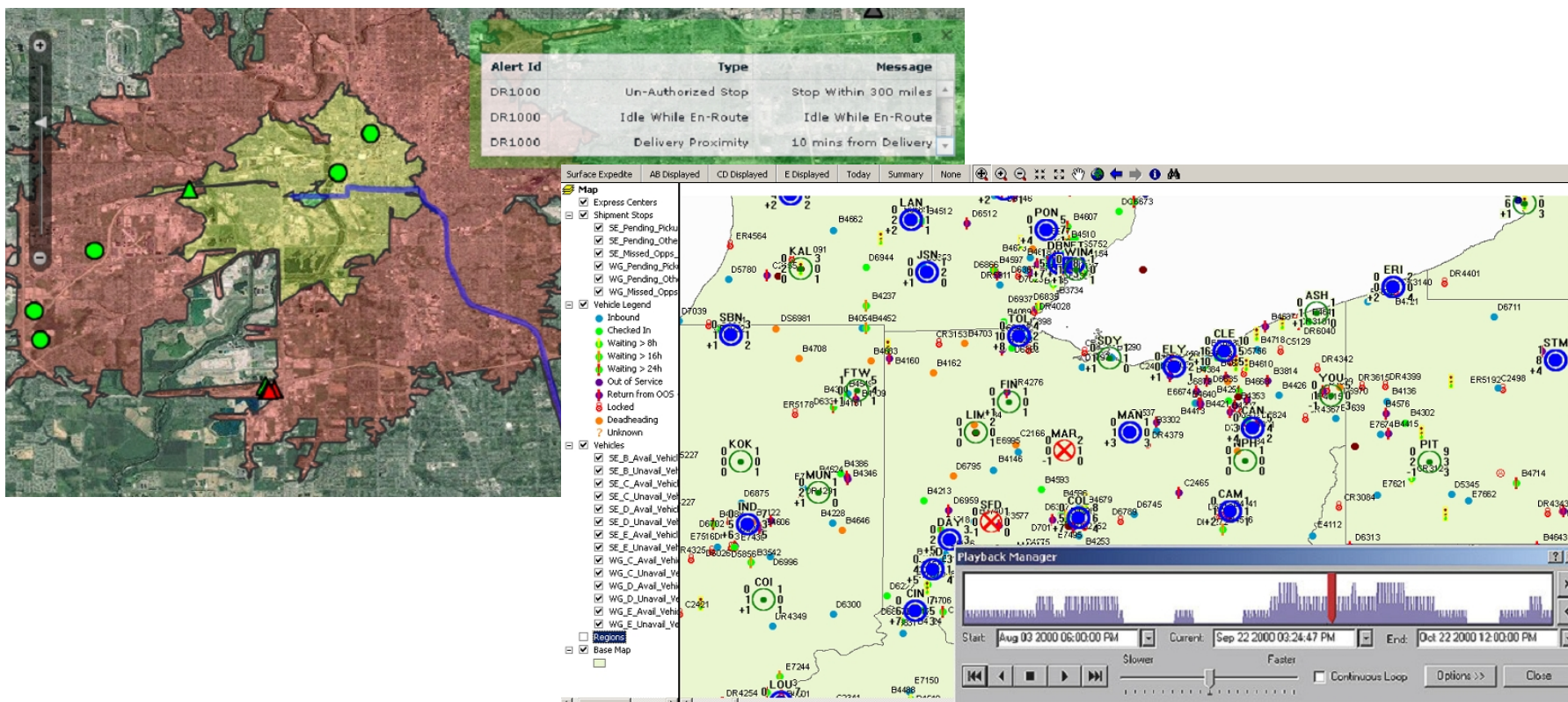
FedEx Custom Critical Case Studies

Dispatch Eligibility

Capacity Allocation Management

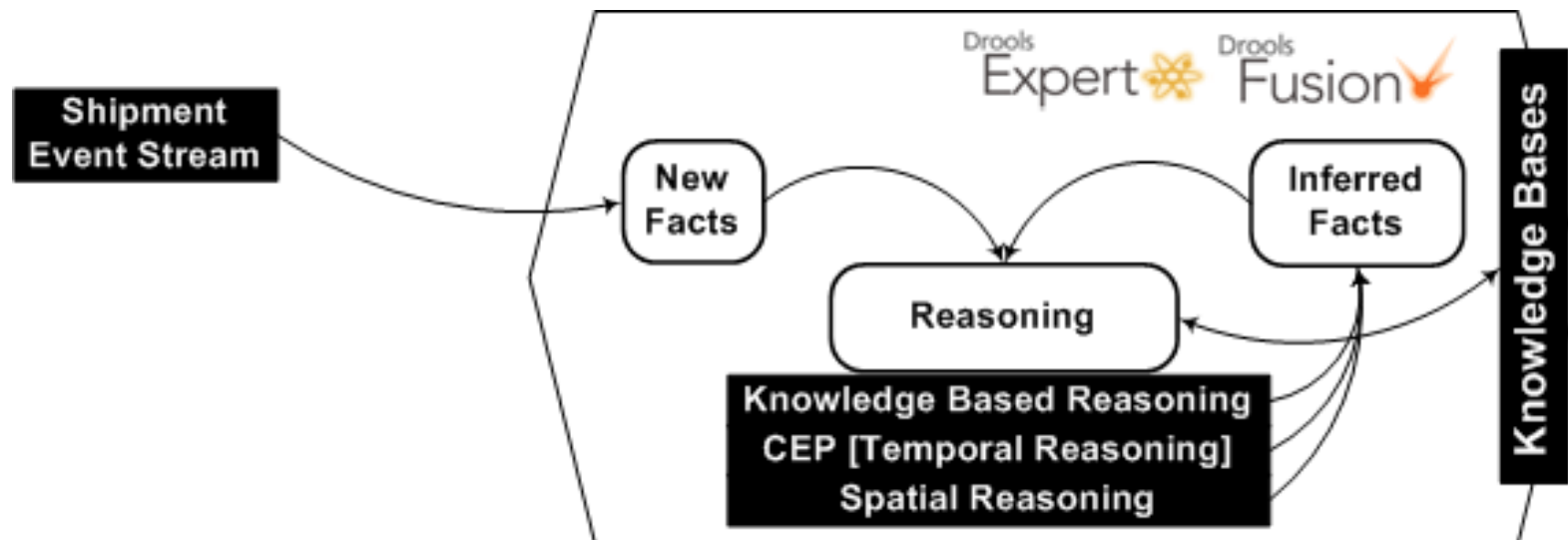
Accurate-ETA

En-Route Tracking



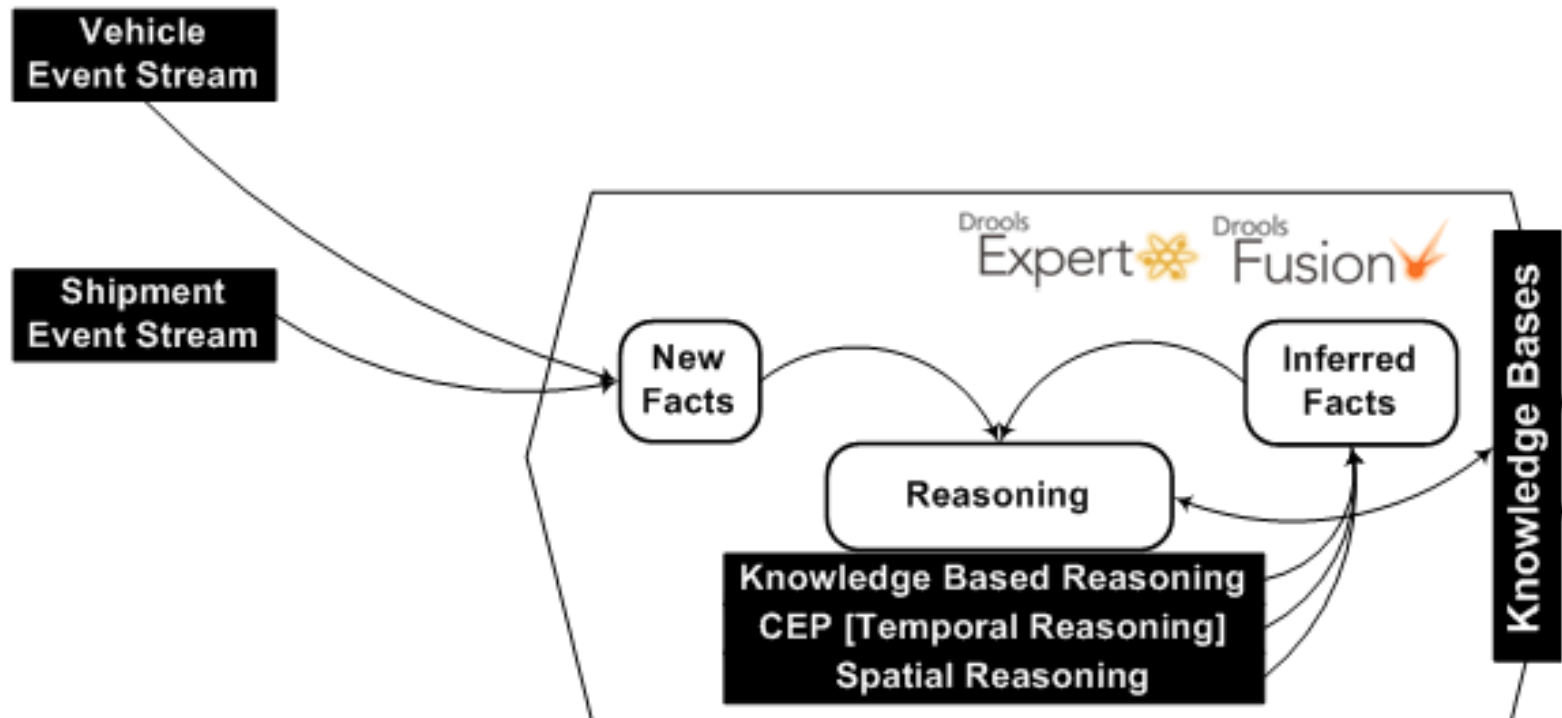
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CEP Applied



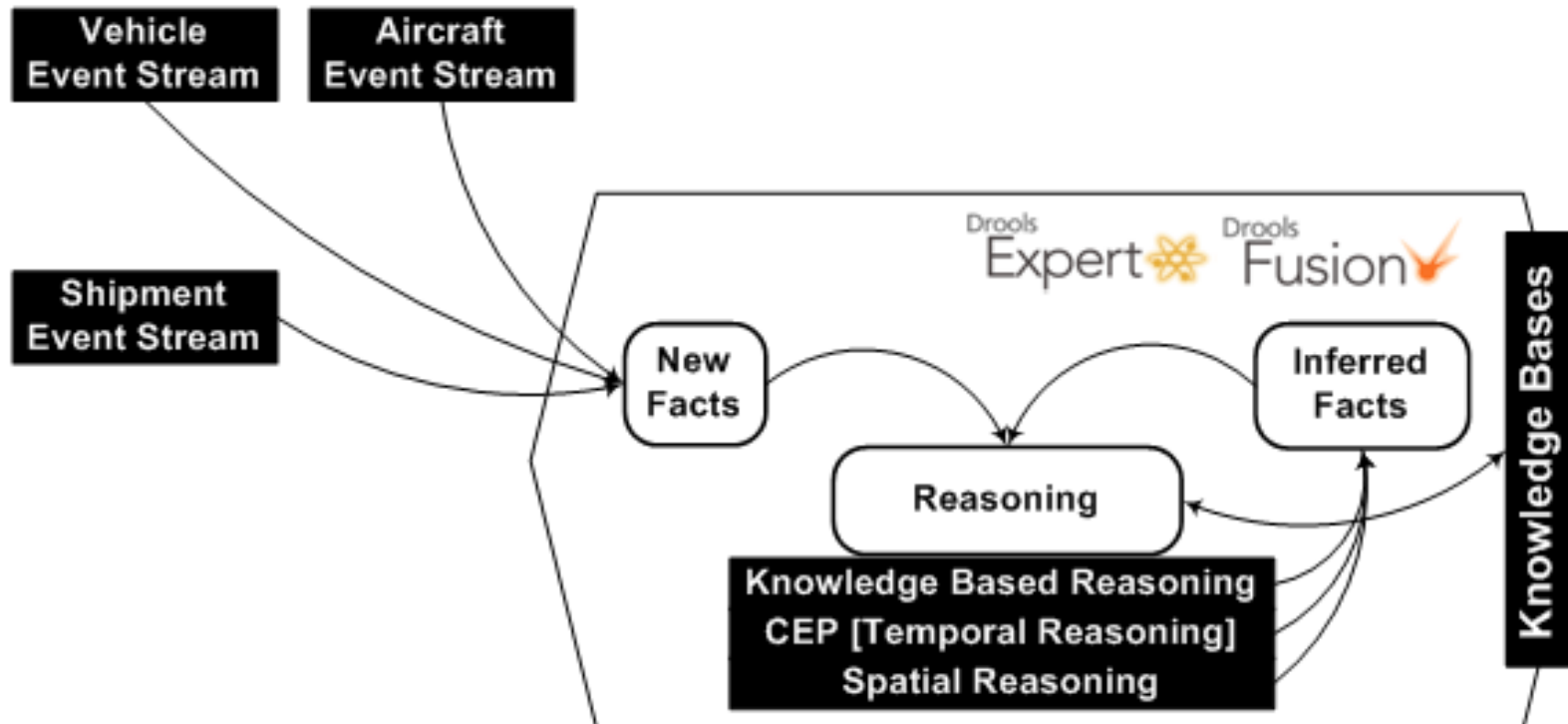
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CEP Applied



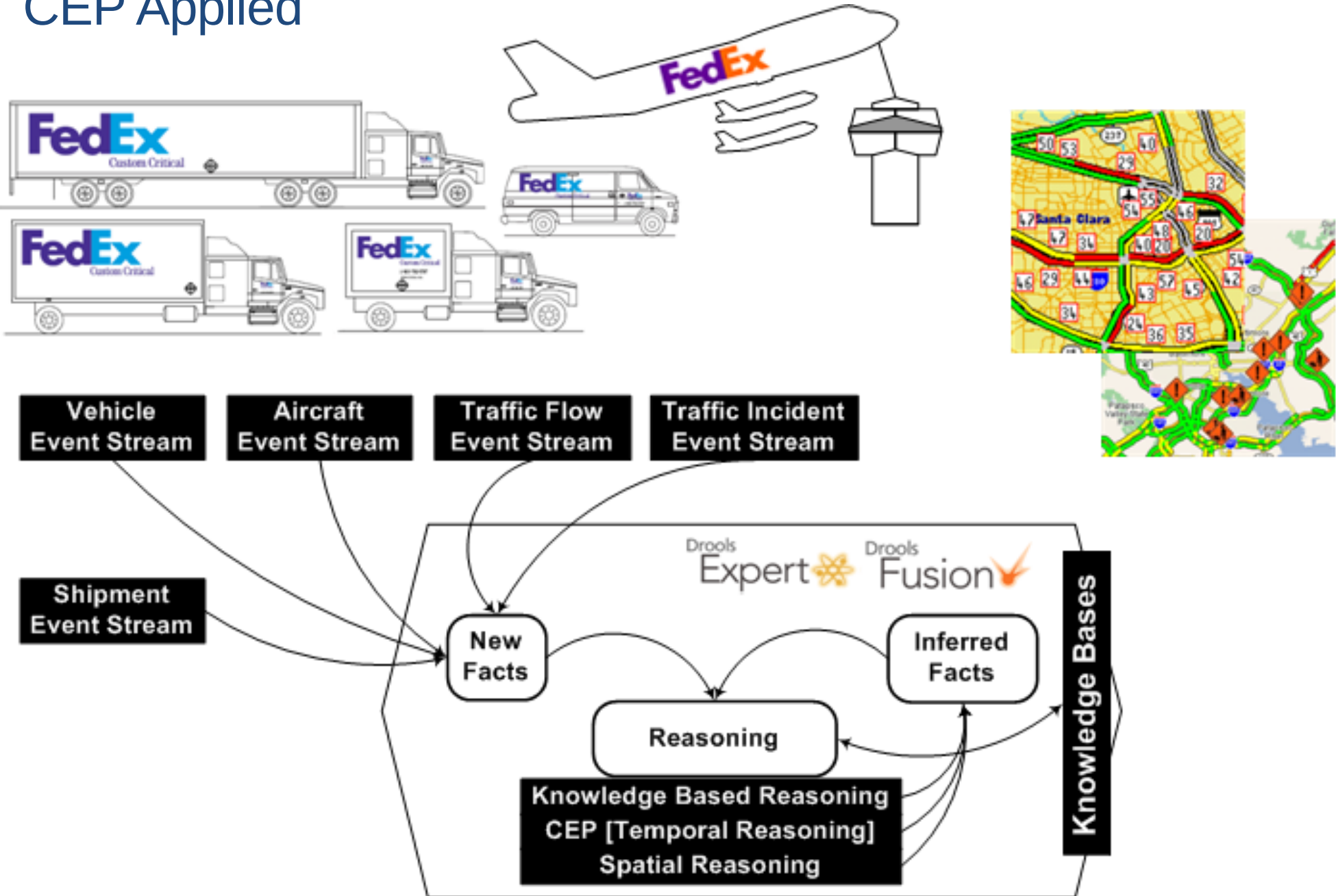
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CEP Applied



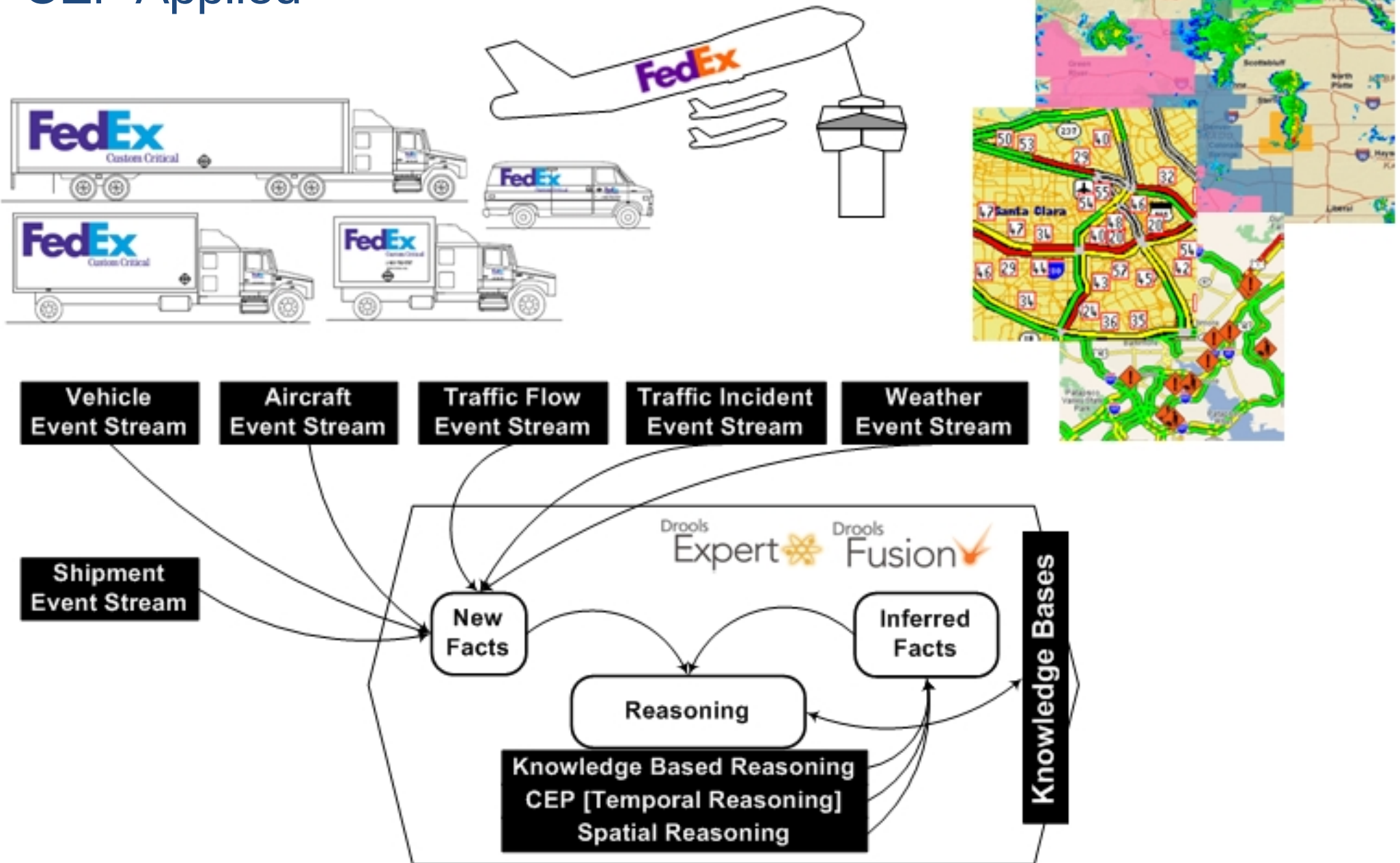
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CEP Applied



FedEx Custom Critical En-Route Tracking

CEP Applied





Guvnor 

Expert 

Fusion 

Flow 

from

rule “Find Vehicles for a given zip code”

```
$zipCode : ZipCode()
```

then

■ ■ ■

end

Conditional Expressions

accumulate

Accumulating Values

```
rule "accumulate"  
when  
    $acc : Number( intValue > 100 ) from accumulate  
        ( Vehicle( kind == "E", $s : shipmentCount )  
          sum( $s ) )  
then  
    print "Tractor/Trailer shipment count is " + $acc.sum;  
end
```

Conditional Expressions

accumulate

Patterns and Conditional Expressions can be chained with

Patterns and CE Chaining with 'from'

rule "collect"

when

\$zipCode : ZipCode()

\$acc : Number(intValue > 100) **from accumulate**

(Bus(kind == "E", \$s : shipmentCount)

from \$hibernate.getNamedQuery("FindVehicles")

.setParameters(["zipCode" : \$zipCode])

.list(), sum(\$s))

then

print "Tractor/Trailer shipment count for " + \$zipCode + " is " + \$acc.sum;

end

Concurrent Event Stream Processing

Misperception 1: Rules Engines do not scale for CEP

Rules Engines have historically had a single point of insertion. CEP allows for concurrent Streams of Events.

Rules Engine Scaling problem with CEP

```
ruleEngineSession.insert( event ); // Single point of entry
```

```
rule "Process Scheduled Pickup"
```

```
when
```

```
    $c : Customer( type == "VIP" )  
    ScheduledPickupEvent( customer == $c )
```

```
then
```

```
    ...
```

```
end
```

Patterns evaluate facts sequentially in a single thread.

Concurrent Event Stream Processing

entry-point = Scalable

Concurrent Event Stream Processing is made possible via

Using entry-point in a Rules-Engine for CEP

```
EntryPoint ep = session.getEntryPoint( "ShipmentEventsEP" );  
ep.insert( event ); // Now we can insert different streams concurrently
```

rule "Process Scheduled Pickup from Entry Point"
when

\$c : Customer(type == "VIP")

ScheduledPickupEvent(customer == \$c) **from entry-point** "ShipmentEP"

then

...

end

When not specified the
"default" entry-point is
used

Patterns can now
optionally
specify their entry-point

Automatic Life-Cycle Management

@role(event)

Fact life-cycles must be managed by the user, so retraction

Event life-cycles are automatically managed.

Declaring a type as an Event

```
declare VehiclePositionEvent
  @role( event )
end;  // will be retracted when it is no longer needed
```

```
declare VehiclePositionEvent
  @role( event )
  @timestamp( timestampAttr )
  vehicleId : String
  longitude : double
  latitude : double
  timestampAttr : long
end;
```

Temporal Operators

Reasoning over Time

Misperception 2: **Rule Engines do not have a rich enough s**

Temporal Operator 'after' Detection

rule "Confirm Pickup occurs within Pickup standard"

when

\$c : Customer(type == "VIP")

\$spe : ScheduledPickupEvent(customer == \$c)

from entry-point "ShipmentEP"

PickupEvent(relatedEvent == \$spe.id, **this after**[0m, 30m] \$spe)

from entry-point "VehicleEP"

then

...

end

PickupEvent must occur between
0 and 30 minutes 'after'
ScheduledPickupEvent

Temporal Operators

Reasoning over Time

Temporal Operator Not 'after' Detection

rule "Detect Pickups that have not occurred within Pickup standadr"

when

\$c : Customer(type == "VIP")

\$spe : ScheduledPickupEvent(customer == \$c)

from entry-point "ShipmentEP"

not PickupEvent(relatedEvent == \$spe.id, **this after**[1s, 10s] \$spe)

from entry-point "VehicleEP"

then

...

end

Existing Drools 'not' Conditional Elements
can be used to detect non-occurrence of events

Temporal Operators

Reasoning over Time















Allow for detection, correlation, aggregation, and composition

Temporal Constraint operators express relationship between

Temporal Constraint Operators		
coincides before after meets metby	overlaps overlappedby during includes	starts startedby finishes finishedby

Temporal Operators

Reasoning over Time

	Point-Point	Point-Interval	Interval-Interval
A before B			
A meets B			
A overlaps B			
A finishes B			
A includes B			
A starts B			
A coincides B			

Temporal Reasoning

Sliding Time Windows

Misperception 3: **Rule Engines react to events happening n**

```
TemperatureRead( vehicleId = "E1000" ) over window:time ( 10m )  
TemperatureRead( vehicleId = "E1000" ) over window:length ( 10 )
```

Temporal Reasoning

Aggregations

Misperception 4: **Rules Engines do not deal with aggregation**

```
rule "Average temperature reading for vehicle E1000 over last 10 minutes"  
when  
    $n : Number( intValue > 8 )  
        from accumulate ( $tr : TemperatureRead( vehicleId = "E1000"  
    )  
        over window:time( 10m ),  
        average( $tr.temperatureValue ) )  
then  
    ...  
end
```

Applying CEP at FedEx Custom Critical

Declaring point-in-time Vehicle Event

```
import com.fedex.enroutetracking.VehicleSensors;  
declare VehicleSensors  
  @role( event )  
  @timestamp ( lastEventTime.time )  
  @expires ( 1h30m ) // of the form: [#d] [#h] [#m] [#s] [#ms]  
end
```

Declaring interval-based TrafficIncident Event

```
import com.fedex.tracking.traffic.TrafficIncident;  
declare TrafficIncident  
  @role( event )  
  @timestamp ( startTime )  
  @duration ( incidentDuration ) // in milliseconds  
end
```

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Producing Events to an Entry-Point

```
KnowledgeBase kb = readKnowledgeBase();  
StatefulKnowledgeSession ks = kb.newStatefulKnowledgeSession();  
WorkingMemoryEntryPoint ep = ks.getWorkingMemoryEntryPoint("VehicleEP");  
Vehicle vehicle = ...;  
vehicleEP.insert(vehicle);
```

Consuming Events from an Entry-Point

```
rule "Revise Stop ETAs based on new Vehicle Position"  
when  
    $vehicle : Vehicle ( $vid : vehicleId, $pos : position,  
                        status == "EnRouteToStop" ) from entry-point "VehicleEP"  
    $stops : Stops ( vehicleId == $vid )  
then  
    $stops = EtaCalculator.reviseStopETAs( $vehicle, $stops );  
    update( $stops );  
end
```

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Detect and react to patterns in events for **Sliding Windows** of

Detecting Idle (Slow Moving) Vehicles

rule "Speed Idle En-Route Alert"

when

\$stats : SensorStatistics(\$vid : vehicleId)

\$alerts : Alerts(vehicle == \$vid)

\$vehicle : Vehicle (vehicleId == \$vid, inStopProximity == false)

Number (\$avgSpeedMph : floatValue < 15)

from accumulate (

VehicleSensors(vehicleId == \$vid, inStopProximity == false,
\$speedMph : speedMph)

over window:time (15m) **from entry-point** "VehicleEP",

average (\$speedMph))

then

\$alerts.addAlert(**new** Alert (...));

update (\$alerts);

end

Accumulator functions:
sum, count, min, max
collect, [custom
defined]

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Deterministic Simulation Testing (Pseudo-Clock)

Reasoning over time requires a **Reference Clock**.

Session Clock implements the GoF Strategy Pattern.

Rules Testing requires a **controlled** environment of input rules

To Replay or Simulate scenarios it is necessary to control the F

Regular Execution requires a **Real-Time Clock**.

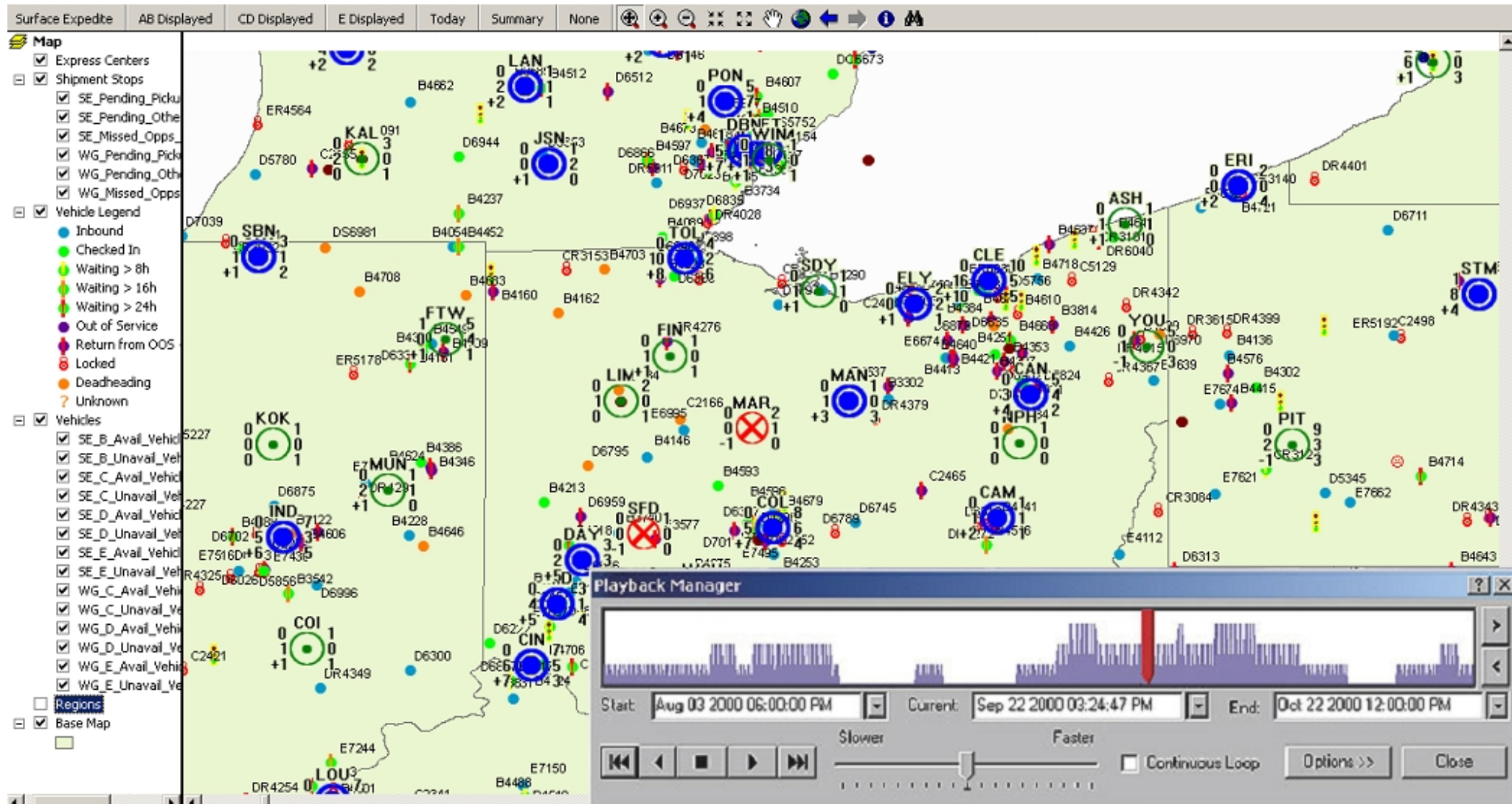
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En-Route Tracking Case Study

En-Route Tracking Situational Awareness

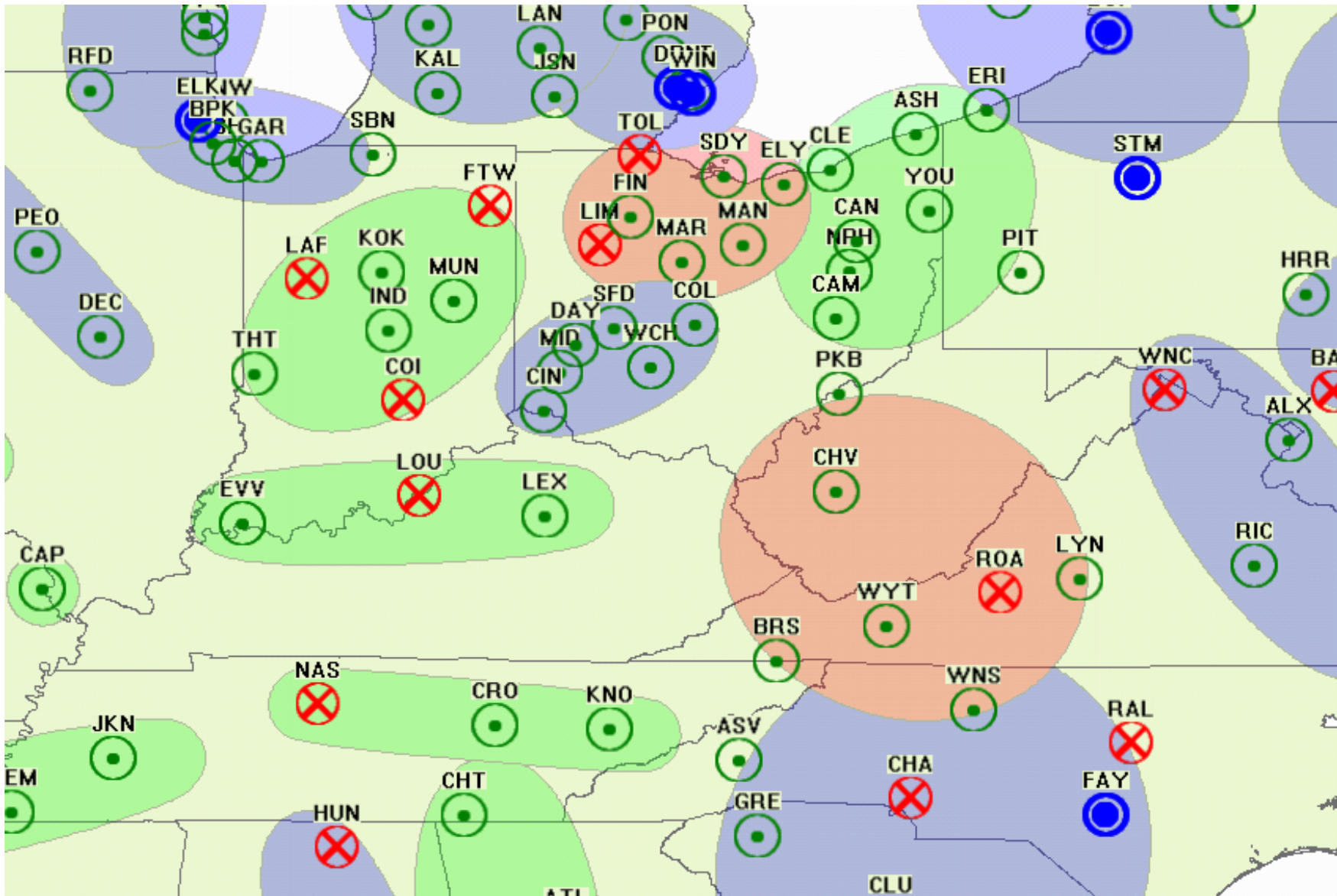
Demonstration,
Architecture Review,
and Code Walk-Through

Applying CEP at FedEx Custom Critical Capacity Allocation Management Case Study



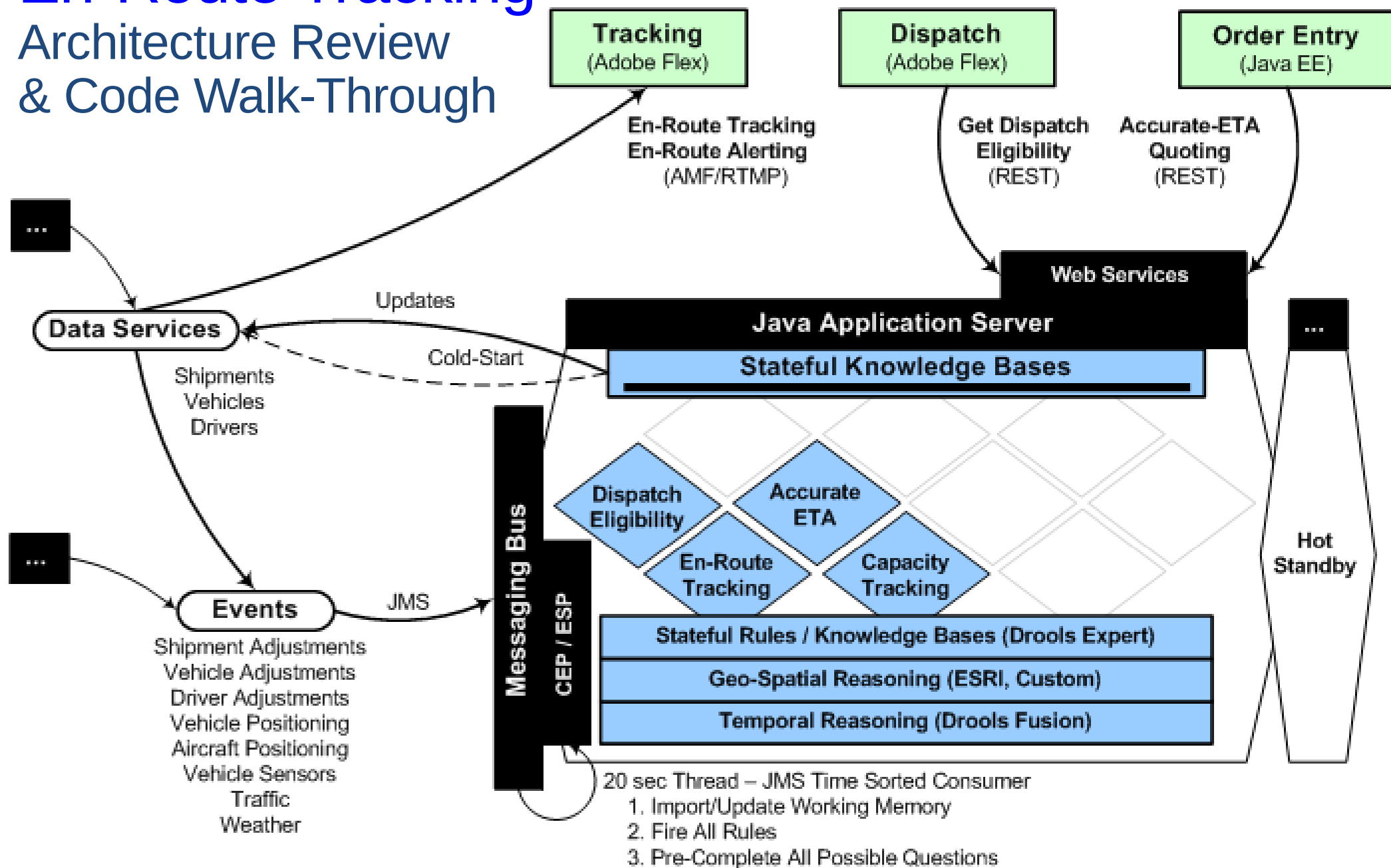
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Capacity Allocation Management Case Study



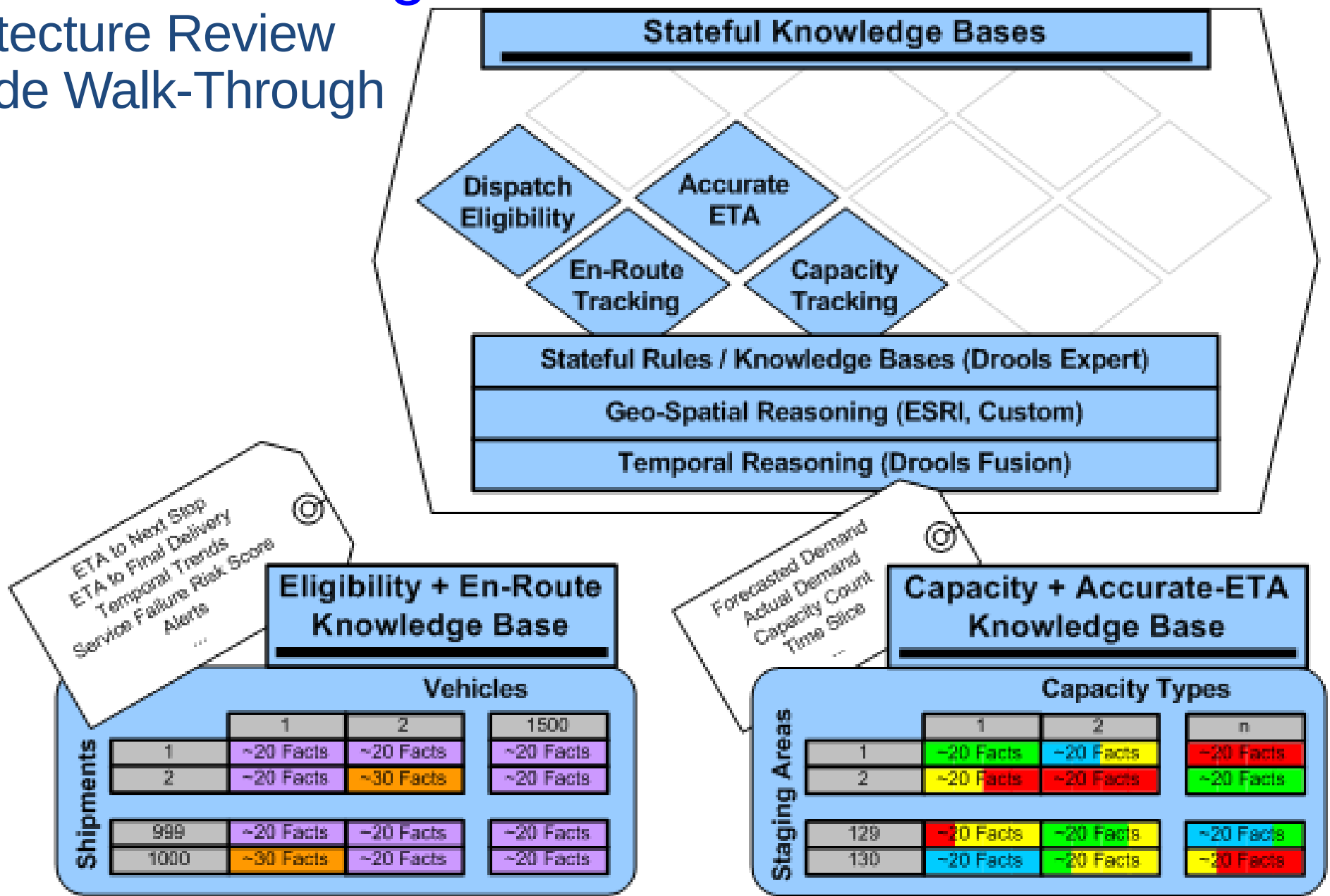
En-Route Tracking

Architecture Review & Code Walk-Through



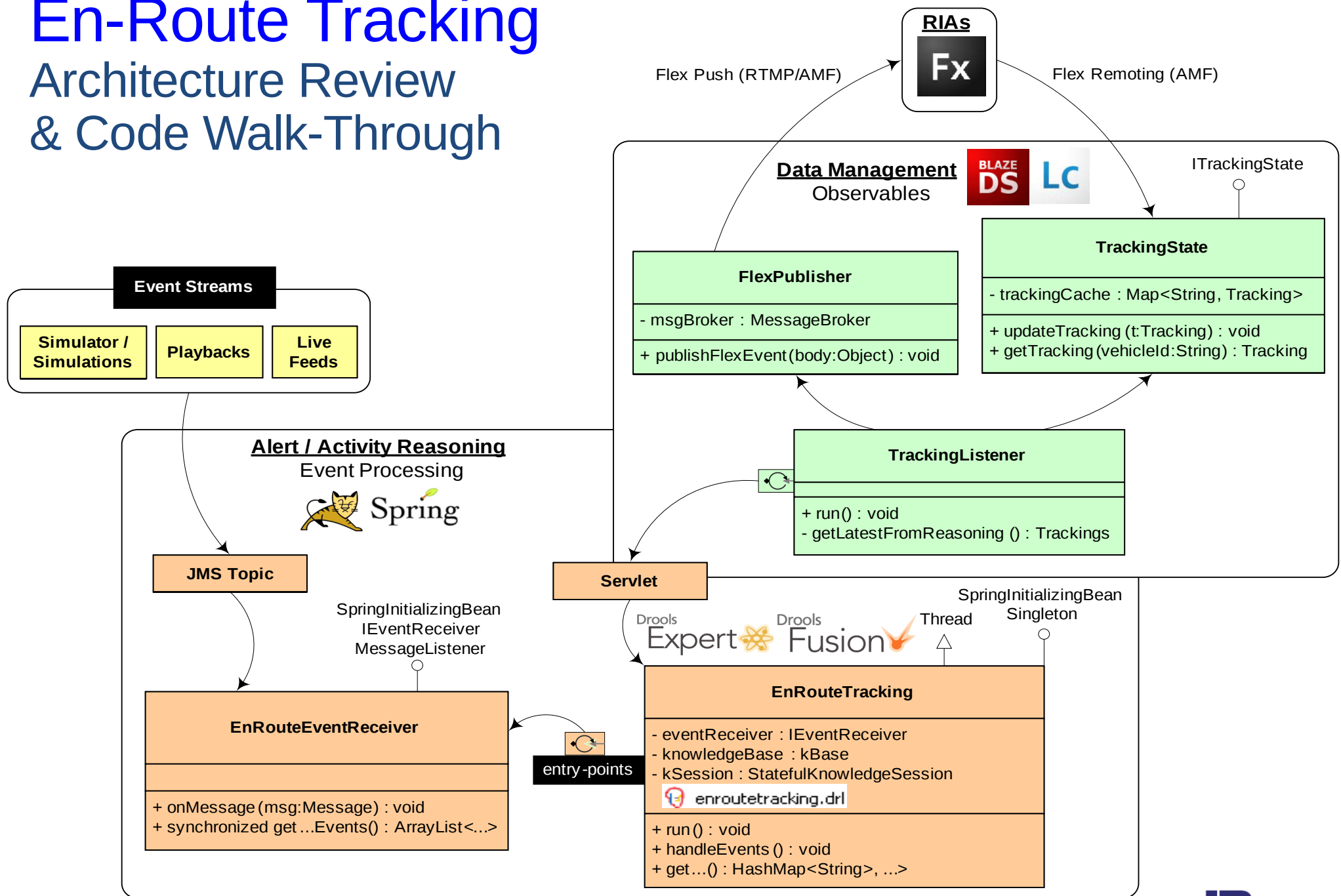
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Architecture Review & Code Walk-Through



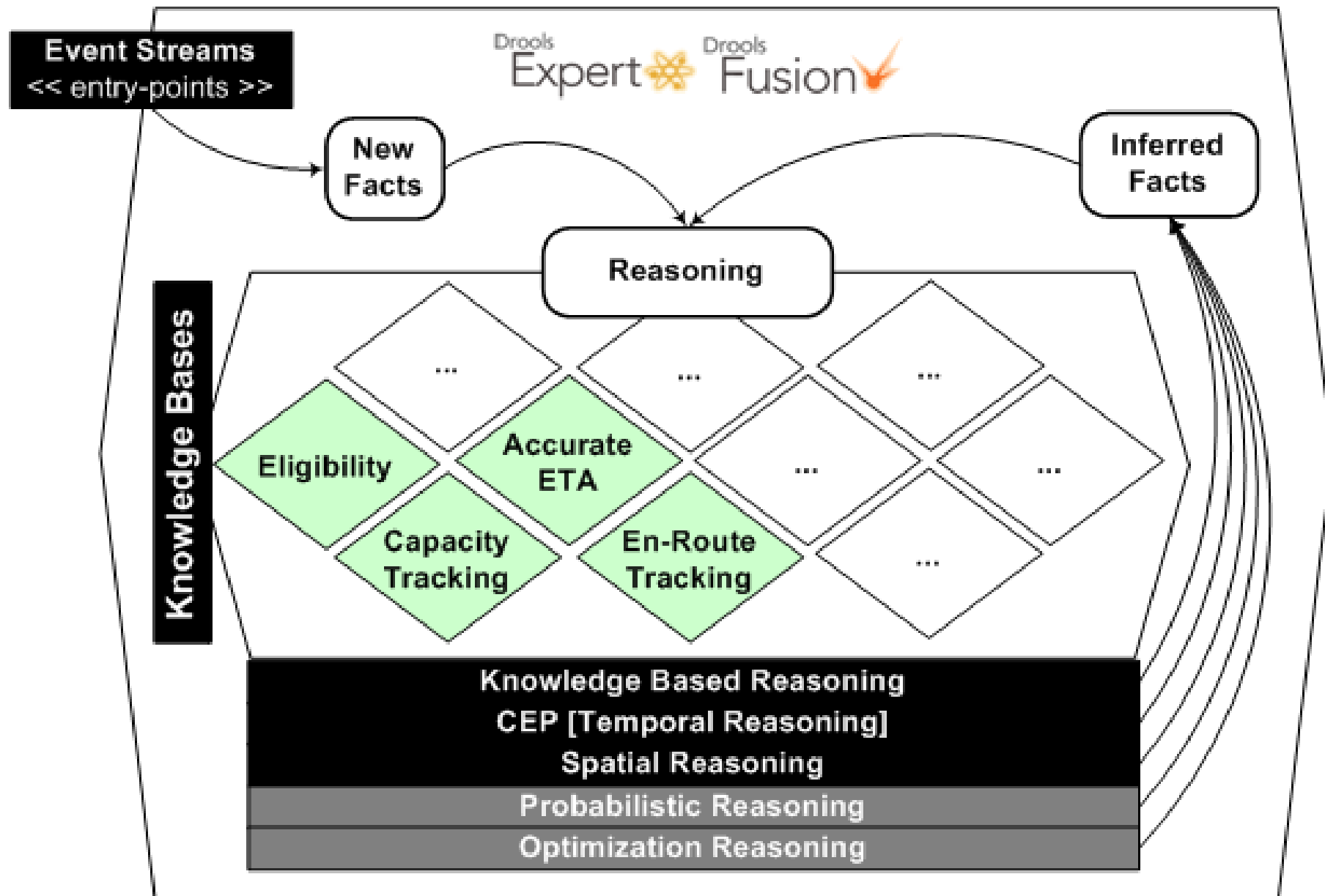
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Architecture Review & Code Walk-Through



Stateful Rules Engine + CEP

= Real-Time Intelligence

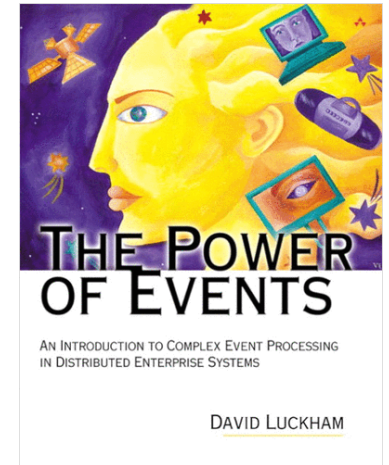


Where to Learn More

Complex Event Processing

“The Power of Events” by David Luckham

See also <http://complexevents.com>



Vendor Documentation

Drools Fusion, Drools Expert

<http://www.jboss.org.drools.documentation.html>

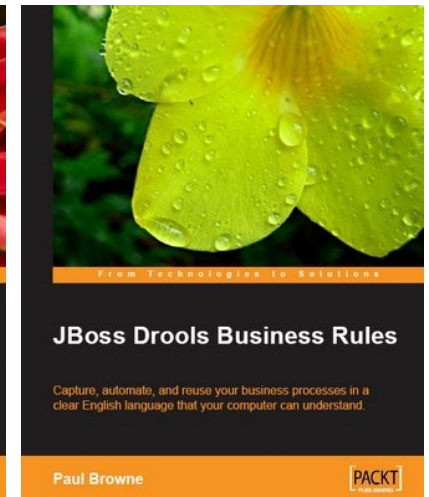
<http://www.jboss.com/drools>

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