Distributed Event-Based System — Basics

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Outline

1. Motivations and objectives/requirements
2. Definition of Event-Based Systems
3. Which Topic-based filtering DEBS?
4. Topic-based filtering w/ OASIS AMQP v.0.9.1
5. Topic-based filtering w/ OASIS MQTT v.3.1.1
6. Topic-based filtering w/ Apache Kafka
7. Content-based data and filter models
8. Distributed notification routing
The content of these slides is mainly extracted from the following references:

- https://kafka.apache.org/documentation/
1 Motivations and objectives/requirements

1.1 E.g. IoT platforms
1.2 E.g. Web services with “Event sourcing”
1.3 E.g. Data-driven inference cycle
1.4 E.g. Autonomic computing—MAPE-K loop
1.5 Requirements
1.6 Example of unified architecture model: Context data distribution
1.1 E.g. IoT platforms I

- Communicate with lots of devices that are volatile
  \[\implies\] Scalability (\#clients, \#events)
  + Space-, time-, and synchronisation-decoupling

- E.g., Amazon IoT platform

https://aws.amazon.com/fr/iot-core/
1.1 E.g. IoT platforms II

- E.g. Microsoft Azure reference architecture

https://docs.microsoft.com/fr-fr/azure/architecture/reference-architectures/iot/index
1.2 E.g. Web services with “Event sourcing” I

Routing, event-driven for high performance, scalability (number of events per second, GB per second)

1.2 E.g. Web services with “Event sourcing” II

- Kafka = Replayable log-based approach
  - React to events that are happening now
  - Push whole datasets to wherever they may be needed

1.3 E.g. Data-driven inference cycle

- Streams of events with data transfer and storage + functional programming

1.4 E.g. Autonomic computing—MAPE-K loop

Example of decomposition into microservices that don’t share their databases with one another (Cf. Integration Database antipattern)

1.5 Requirements

- Data production/consumption decoupling
  - Synchronisation decoupling: asynchronous and anonymous communication
  - Space decoupling: unknown producers and consumers
  - Time decoupling: production and consumption at different times

- Scalability: in messages per minute, in data per second, in clients (producers and consumers) at a given instant

- Data life-cycle management + filtering + aggregation

- Adaptation to mobile and heterogeneous environments

- One name for many “technologies”: distributed event-based systems, distributed publish-subscribe systems, distributed messaging service, message-oriented middleware, active databases, etc.

1.6 Example of unified architecture model: Context data distribution

- E.g. for the events from the Internet of Things

1.6.1 Classification of Context Data Routing (in an overlay)

- Centralized Architecture
- Decentralized Architecture
  - Flat distributed
  - Hierarchical distributed

1.6.2 Classification of Context Data Dissemination

2 Definition of Event-Based Systems

2.1 Models of interaction and EBS
2.2 Constituents of an EBS
2.3 Notification filtering mechanisms
2.1 Models of interaction and EBS

2.1.1 Reminder: “Request/Reply”
2.1.2 Reminder: “Callback”
2.1.3 Reminder: “Anonymous Request/Reply”
2.1.4 New in this presentation: “Event-Based”
2.1.5 Recap: Models of interaction and EBS
2.1.1 Reminder: “Request/Reply”

- The consumer initiates the interaction
- The consumer knows the address of the producer for issuing the request
- The consumer waits for the reply: the call is synchronous
- The producer knows the address of the consumer
2.1.2 Reminder: “Callback”

- This is the Observable—Observer design pattern
- The consumer creates a data handler to manage registration and receptions
- The consumer knows the address of the producer and registers with it
- The producer sends the data updates to the consumer
- Consumer and DataHandler in the same process $\implies$ multi-threading
2.1.3 Reminder: “Anonymous Request/Reply”

- The consumer initiates the interaction without knowing the address of the potential producers: there is an intermediate “entity” or “mechanism”
- The producers that can provide the requested data receive the request
- The producers reply to the consumer—they know the address of the consumer
- The consumer is willing to receive several replies
This is the Publish—Subscribe design pattern

- The consumer and the producers know the address of the PubSubSystem
- The consumer subscribes a filter to the PubSubSystem
- The producers publish data to the PubSubSystem
- The PubSubSystem applies subscription filters and notifies the relevant consumers
2.1.5 Recap: Models of interaction and EBS

- **Initiator**: describes whether the consumer or the provider initiates the interaction.
- **Addressing**: indicates whether the addressee of the interaction is known or unknown at the beginning of the interaction.
- **The trade-off is between the simplicity of request/reply and the flexibility of event-based interaction.**

<table>
<thead>
<tr>
<th>Adressee</th>
<th>Initiator Consumer</th>
<th>Initiator Provider</th>
</tr>
</thead>
<tbody>
<tr>
<td>Direct</td>
<td>Request/Reply</td>
<td>Callback</td>
</tr>
<tr>
<td>Indirect</td>
<td>Anonymous Request/Reply</td>
<td>Event-Based</td>
</tr>
</tbody>
</table>
2.2 Constituents of an EBS

F, F’ : Filters
N : Notification

1.a. advertise (F)
2. publish (N)
1.b. subscribe (F’)
3. notify (N)

Notification Service

[optional]

Communication Implementation

Publisher/Subscriber interface
2.2.1 Terminology

- **Event**: any happening of interest that can be observed from within a computer
  - Event example: physical event, timer event, etc.
- **Notification**: an object that contains data describing the event
- **Producer**: a component that publishes notifications
- **Consumer**: a component that reacts to notifications delivered to them by the notification service
- **Subscription**: describes a set of notifications a consumer is interested in
- **Advertisement**: is issued by a producer to declare the notifications it is willing to send
2.2.2 Publish/subscribe interface

- Specifies the functionalities for decoupling producers from consumers
- Proposes the following operations:
  - `publish(n)`: a producer pushes notification n to the notification service
  - `advertise(F)`: a producer advertises that it will send notifications that match the filter F
  - `subscribe(F)`: a consumer subscribes to receive notifications that match the filter F
  - `notify(n)`: the notification service delivers the notification n to those consumers that have a matching subscription
2.3 Notification filtering mechanisms

2.3.1 Channels-based filtering
2.3.2 Subject-based (a.k.a. topic-based) filtering
2.3.3 Type-based filtering
2.3.4 Content-based filtering
2.3.1 Channels-based filtering

- Producers select a channel into which a notification is published
- Consumers select a channel and will get all notifications published therein
- Channel identifier is only the visible message part to the event-based service
- Framework examples: CORBA Event Service, CORBA Notification Service, OASIS AMQP standard version 0.9.1 (Advanced Message Queuing Protocol)
2.3.2 Subject-based (a.k.a. topic-based) filtering

- Uses string matching for notification selection
- Each notification and subscription is defined as a rooted path in a tree of subjects
- **Example:**
  - A stock exchange application publishes new quotations of FooBar under the subject: /Exchange/Europe/London/Technology/FooBar
  - Consumers subscribe for /Exchange/Europe/London/Technology/* to get all technologies quotations
- The subject/topic is in message header, the content is “opaque”
- **Example of solution:** OASIS AMQP standard version 0.9.1 (Advanced Message Queuing Protocol), OASIS MQTT standard version 3.1.1, TIBCO Rendezvous, JMS (Java Message Queue), WebSphere MQ Publish/Subscribe (WMQPS), Apache Kafka, Apache Qpid, Spring/Pivotal RabbitMQ, Amazon IoT Core, Microsoft Azure IoT Hub
2.3.3 Type-based filtering

- Uses subtype inclusion to select notifications
- If a consumer subscribes to the type StockQuote, it will receive Technology quotations and other notifications that are sub-types of StockQuote

All the producers and consumers must agree on the hierarchy of types

⇒ Not flexible at all, thus not used
2.3.4 Content-based filtering

- Filters are evaluated on the whole content of notifications
- Example solutions: template matching, extensible filter expressions on name value pairs, XPath expressions on XML schemas, etc.
- Example
  
  \[m1\]: \{'\(company\) = \"Telco\)' \(\text{, price}\) \(=\) 120 \}'
  
  \[m2\]: \{'\(company\) = \"Telco\)' \(\text{, price}\) \(<\) 90 \}'
  
  Filter F: \{'\(company\) = \"Telco\)' \(\text{, price}\) \(<\) 100 \}'

```
P Publisher
m1 m2
LondonStockMarket
m2
S Subscriber
```

```
LondonStockMarket
Publish
Notify
Subscribe
```
3 Which Topic-based filtering DEBS?

- Topic-based filtering DEBS: the current type of DEBS used by IT industry
  - Channels-based filtering: previous middleware like CORBA
  - Type-based filtering: not usable
  - Content-based filtering: a hot topic in research studies

- OASIS AMQP: introduce the concept of “broker”
- OASIS MQTT: adapt to IoT constraints
- Apache Kafka: introduce replayable log-based approach with storage
4 Topic-based filtering w/ OASIS AMQP v.0.9.1

4.1 Overview of a topic-based filtering system
4.2 Producer, queue, and consumer
4.3 Exchange
4.4 Message delivery properties

The content of this section is extracted from
http://www.amqp.org/specification/0-9-1/amqp-org-download and from
4.1 Overview of a topic-based filtering system

- Lots of implementations: RabbitMQ, Apache Qpid, Microsoft Azure IoT Hub, etc.
- We propose to follow a tutorial on RabbitMQ
4.2 Producer, queue, and consumer

- **Producer** = A program that sends messages to a queue
- **Queue** = name for a “post box” that lives inside the AMQP server
  - Messages are only stored inside a queue
  - A queue is essentially a large message buffer
  - Many producers can send messages that go to one queue
  - Many consumers can try to receive data from one queue
- **Consumer** = A program that waits to receive messages
4.3 Exchange

- An exchange = A matching and routing engine
  - It inspects notifications (headers)
  - Using its binding tables, decides how to forward these notifications to message queues or other exchanges

- A binding = A relationship (queue, exchange) with a binding key

- A binding key = A notification routing criteria

- An exchange never store notifications

- An exchange receives notifications from publishers and routes them to message queues based on binding key/criteria
4.3.1 Exchange of type “fan-out”

- The “fan-out” exchange type implements channel-based filtering
  - A message queue binds to the exchange with no arguments
    - Nothing on the arrow/binding from the exchange to the queue
  - A publisher sends notifications to the exchange
  - The notification is passed to the message queue unconditionally
4.3.2 Exchange of type “direct”

- The “direct” exchange type implements a simplistic form of topic-based filtering
  - A message queue binds to the exchange using a routing key K (a string)
  - A publisher sends to the exchange a notification with the routing key R
  - The notification is passed to the message queue if $K = R$
4.3.3 Exchange of type “topic”

- The “topic” exchange type works as follows:
  - A queue binds to the exchange using a binding key $B$ as the routing pattern
  - A publisher sends to the exchange a notification with the routing key $R$
  - The notification is passed to the message queue if $R$ matches $B$

- Routing key used for a topic exchange = 0 or more words delimited by dots
- Each word may contain [A--Z], [a--z], and [0--9]
- The binding key follows the same rules as the routing key with: “*” that matches a single word and “#” that matches 0 or more words
4.3.4 Emulation of RPC-like call

Using message properties

- The AMQP 0-9-1 protocol defines a set of 14 message properties
- "deliveryMode": Marks a message as persistent or transient
- "contentType": Used to describe the mime-type of the encoding (e.g. application/json)
- "replyTo": Commonly used to name a callback queue
- "correlationId": Useful to correlate RPC responses with requests
4.4 Message delivery properties

- **Message acknowledgement**
  - What happens if a consumer fails while treating a message?
  - Consumer can choose to autoAck or not
    1. autoAck=true: Once delivered, the server immediately marks the message for deletion
       ⟷ May be lost if the consumer fails
    2. autoAck=false: The server waits for an explicit acknowledgement
       ⟷ Memory leakage if the consumer forgot to send the acknowledgement

- **Message durability**
  - When the server quits/crashes it forgets queues and messages unless told to do so
  - Two properties to make nearly sure that messages aren’t lost:
    1. Mark both the queue and messages as “durable”
    2. Mark messages of queue as “persistent”
4.4.1 More about message reliability

- A server forgets the queues and messages unless it is told not to

- Message reliability capabilities in a continuum:
  
  1. Mark queues and messages as durable = eventually stored in database
     - But, e.g., RabbitMQ doesn’t do fsync(2) for every message
       - Messages may be just saved to cache and not really written to the disk
  
  2. Clustering = Replicate broker for highly available queues (active replication)
     - Not in the AMQP specification, but provided in RabbitMQ for instance
  
  3. Publisher confirms =
     - Consumers acknowledge the treatment of a message
     - The broker sends a confirm message to the publisher when all the clients have acknowledged
5 Topic-based filtering w/ OASIS MQTT v.3.1.1

5.1 MQTT features
5.2 Topic filters w. wildcards and topic names
5.3 QoS—Message reliability
5.4 Disconnections

The content of this section is extracted from

5.1 MQTT features

- Initially, a proposition made by IBM

- MQTT v.3.1: an OASIS standard in Oct. 2014
  Then, MQTT v.3.1: an ISO/IEC standard (20922:2016) in June 2016
  Today, MQTT v.3.1.1 Plus Errata 01: an OASIS standard in Dec. 2015

- It runs over TCP/IP, or over other network protocols that provide ordered, lossless, bidirectional connections
  - MQTT-SN was proposed for sensor networks in which these network conditions cannot be assumed, for instance using UDP

- Topic-based filtering with 3 levels of Quality of Service / message reliability

- Concept of sessions, in addition to connections

- Popular implementations: Eclipse Mosquitto and Paho, Amazon IoT Core, Microsoft Azure IoT Hub
5.2 Topic filters w. wildcards and topic names

- Topic filter = an expression contained in a subscription
- Topic name = the label attached to a message which is matched against the subscriptions
  - A server can change the topic name of a publish packet
- “/,#,+” can be used in topic filters, but not within topic names
- The forward slash (“/”) is used to separate each level within a topic tree and provide a hierarchical structure to the topic names
5.2 Topic filters w. wildcards and topic names II

- The number sign ("#") matches any number of levels within a topic
  - The multi-level wildcard represents the parent and any number of child levels
  - "#" must be specified either on its own or following a topic level separator
  - "#" must be the last character specified in the topic filter
  - E.g. "sport/tennis/player1/#!" matches "sport/tennis/player1", "sport/tennis/player1/ranking", and "sport/tennis/player1/score/wimbledon"
  - E.g. "sport/#!" matches "sport", since "#" includes the parent level
  - E.g. "sport/tennis#!" is not valid
  - E.g. "sport/tennis/#!/ranking" is not valid
5.2 Topic filters w. wildcards and topic names III

- The plus sign ("+") matches only one topic level
  - The single-level wildcard can be used at any level in the Topic Filter, including first and last levels
  - Where it is used it must occupy an entire level of the filter
  - E.g. “sport/tennis/+” matches “sport/tennis/player1” and “sport/tennis/player2”, but not “sport/tennis/player1/ranking”
  - E.g. “sport/+” does not match “sport” but it does match “sport/”
  - E.g. “+” and “+/tennis/#” are valid
  - E.g. “sport+” is not valid
  - E.g. “/finance” matches “+/+” and “/+”, but not “+”.
5.2 Topic filters w. wildcards and topic names IV

- Special character “$”
  - Server implementations may use topic names that start with a leading “$” character for other purposes
    - E.g. “$SYS/” has been widely adopted as a prefix to topics that contain server-specific information or control APIs
  - The server must not match topic filters starting with a wildcard character (“#” or “+”) with topic names beginning with “$”
  - The server should prevent clients from using such topic names to exchange messages with other Clients
5.3 QoS—Message reliability

- Published messages have associated quality of service (QoS)
  - QoS0/“At most once”: best efforts of the operating environment
    - Message loss can occur
    - This level could be used, for example, with ambient sensor data where it does not matter if an individual reading is lost as the next one will be published soon after
  - QoS1/“At least once”: assured to arrive but duplicates can occur
  - QoS2/“Exactly once”: assured to arrive exactly once
  - Client and server store session state in order to provide QoS levels 1 and 2

- A subscription contains a topic filter and a maximum QoS
  - The server might grant a lower maximum QoS than the subscriber requested
  - QoS properties are associated with a single session (possibly several connections)
  - When filters overlap, the delivery respects the maximum QoS of all the matching subscriptions
5.3.1 Subscription and publication with QoS0/“At most once”

- The server grants a maximum QoS0

- A QoS1/“At least once” message might either get lost or duplicated

- A QoS2/“Exactly once” message might get lost but the server should never send a duplicate
5.3.2 Delivery of QoS0/“At most once” messages

- The delivery protocol is concerned solely with the delivery of an application message from a single sender to a single receiver.

- No response is sent by the receiver and no retry is performed by the sender.

- The sender sends a publish packet with QoS=0, DUP=0\(^1\)

- The receiver accepts ownership of the message when it receives the publish packet.

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1. DUP is set to 1 when the sender knows it is a duplicate.
5.3.3 Subscription and publication with QoS1/“At least once”

- The server grants a maximum QoS1

- A QoS0 message matching the filter is delivered at QoS0/“At most once”

- A QoS2 message published to the same topic is downgraded by the server to QoS1

- Client might receive duplicate copies of the message
5.3.4 Delivery of QoS1/“At least once” messages

- A QoS1 publish packet has an Id and is acknowledged
- The Sender:
  1) assigns an Id and sends a publish packet containing Id, QoS=1, DUP=0
- The Receiver:
  1) acknowledges, having accepted ownership of the message
  2) treats any incoming publish packet with same Id as being a new publication, irrespective of the setting of its DUP flag

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Sender

- Send PUBLISH with QoS=1, DUP=0, <Id>

Discard message (*2)

Receiver

- Send PUBACK <Id>

Initiate onward delivery of the Application Message (*1)

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(*1) The receiver is not required to complete the delivery before sending the PUBACK
(*2) The sender knows that ownership of the message is transferred to the receiver
5.3.5 Subscription and publication with QoS2/“Exactly once”

- The server grants a maximum QoS2
- A topic filter at QoS 2 = delivery of a message at the QoS with which it were published
5.3.6 Delivery of QoS2/“Exactly once” messages

- The receiver acknowledges receipt with a two-step acknowledgement process.

- The Sender:
  1) assigns an Id and sends a publish packet containing Id, QoS=2, DUP=0
  3) treats the publish packet as “unack” until it has received the PUBREC
  4) sends a PUBREL (release) packet when it receives a PUBREC packet
  5) treats the PUBREL packet as “unack” until it has received the PUBCOMP (complete)
  6) do not re-send the publish packet once it has sent the PUBREL.

- The Receiver:
  1) responds with a PUBREC, having accepted ownership of the message
  2) until it has received the corresponding PUBREL packet, acknowledges any subsequent publish packet with the same PUBREC
  3) responds to a PUBREL packet by sending a PUBCOMP.
5.3.6 Delivery of QoS2/“Exactly once” messages

Sender

Store message

Send PUBLISH with QoS=2, DUP=0, <Id>

...sender may resend content

Discard message (*1) and store PUBREC received <Id>
Sender stops resending content
Sender sends "<Id> can be released"

Discard stored data

Receiver

Store <Id> and then initiate onward delivery
Receiver acknowledges content i.e. asks for "stop sending content"

Send PUBREC <Id>

Send PUBREL <Id>

Discard <Id>, no more duplicate

Send PUBCOMP <Id>

Receiver sends "<Id> can be removed"

(*1) The sender knows that ownership of the message is transferred to the receiver
5.4 Disconnections

5.4.1 Sessions
5.4.2 RETAIN flag in a publish packet
5.4.3 Message ordering
5.4.1 Sessions

- Session = A stateful interaction between a client and a server/broker

- Some sessions last only as long as the network connection, others can span multiple consecutive network connections

- When a client connects with `CleanSession` set to 0, it is requesting that the server maintain its state after disconnection

- When a client has determined that it has no further use for the session, it should connect with `CleanSession` set to 1 and then disconnect

- A server is permitted to disconnect a client that it determines to be inactive or non-responsive at any time
5.4.2 RETAIN flag in a publish packet

- If the RETAIN flag is set to 1, the server must store the message and its QoS so that it can be delivered to future subscribers.

- When a new subscription is established, the last retained msg (if any) is sent.

- If the server receives a QoS0/“At most once” message with the RETAIN flag, it discards any message previously retained for that topic:
  - It should store the new message as the new retained message for that topic.
  - But it may choose to discard it at any time.
  - If this happens there will be no retained message for that topic.
5.4.3 Message ordering

- When a client reconnects with `CleanSession` set to 0 when connecting, both the client and server must re-send any unacknowledged publish packets (where QoS > 0) and PUBREL packets using their IDs.

- A server must by default treat each topic as an “Ordered Topic”.
  - It may provide an administrative or other mechanism to allow one or more topics to be treated as an “Unordered Topic”.

6 Topic-based filtering w/ Apache Kafka

6.1 Cluster-based architecture
6.2 Topics as structured commit logs
6.3 Consumer groups
6.4 Fault tolerance
6.5 From Event Collaboration to CQRS
6.1 Cluster-based architecture

- Kafka is run as a cluster on servers that can span multiple datacenters
- The Kafka cluster stores streams of records in categories called topics
- Each record consists of a key, a value, and a timestamp
- Producers publish a stream of records to one or more Kafka topics
- Consumers consume an input stream from one or more topics
6.2 Topics as structured commit logs

- A topic = stream of records = partitioned log = structured commit log
- Each partition is an ordered, immutable sequence of records that is continually appended to
- A partition must fit on the server that hosts it
- A topic may have many partitions $\Rightarrow$ an arbitrary amount of data
- Partitions act as the unit of parallelism
- Records are assigned a sequential id number called the offset
- Consumers can consume records in any order they likes
6.3 Consumer groups

- Consumers join groups, which are labelled with a consumer group name
- Consumer instances can be in separate processes or on separate machines
- Each record published to a topic is delivered to one consumer instance within each subscribing consumer group
  - If all the consumers are in the same group, then records are load balanced
  - If all the consumers are in different groups, then records are replicated
- There cannot be more consumer instances in a group than partitions
6.4 Fault tolerance

- Each partition is replicated across a configurable number of hosts.
- One host acts as the “leader” and the others act as “followers.”
- Each host acts as a leader for some of its partitions and a follower for others.
- The process of maintaining membership in the group is handled by Kafka dynamically:
  - If an instance joins a group, it takes over partitions from existing instances.
  - If an instance dies, its partitions are distributed to the remaining instances.
- Total order over records within a partition, not between different partitions in a topic.
6.5 From Event Collaboration to CQRS

6.5.1 Design pattern “Event Collaboration”
6.5.2 Design pattern “Event Sourcing”
6.5.3 Design pattern “Command Query Responsibility Segregation”
6.5.1 Design pattern “Event Collaboration”

- Each (micro-)service listens events and creates new events
- No service knows the other services nor owns the entire workflow
  - This is called a choregraphy
  - ≠ An orchestration in which a process controls the whole workflow

Image from B. Stopford, “Designing Event-Driven Systems: Concepts and Patterns for Streaming Services with Apache Kafka”, O’Reilly, 2018

6.5.2 Design pattern “Event Sourcing”

- [https://martinfowler.com/eaaDev/EventSourcing.html](https://martinfowler.com/eaaDev/EventSourcing.html)

- Use Kafka as a data store of the events in the order of their creation

- Consider (micro-)services that have a pseudo-deterministic execution
  - Any state of the execution can be computed from an initial state and the sequence of events that leads to this state

- Fault-tolerance using passive replication by rollback recovery
  - Periodic creation of snapshots + replay of events in order
6.5.3 Design pattern “Command Query Responsibility Segregation”

- Separate the write path from the read path and links them with an asynchronous channel.
- Make the events “the source of truth”: include commands into Kafka log.
- Provide adequate view(s) of the (micro-)service and query the view(s).

Image from B. Stopford, “Designing Event-Driven Systems: Concepts and Patterns for Streaming Services with Apache Kafka”, O’Reilly, 2018

[https://martinfowler.com/eaaDev/EventSourcing.html](https://martinfowler.com/eaaDev/EventSourcing.html)
7 Content-based data and filter models

7.1 Data model and Filter model
7.2 Tuples
7.3 Structured records
7.4 Semi-structured records
7.5 Objects
### 7.1 Data model and Filter model

- **Data model**: how the content of notifications is structured
- **Filter model**: how subscriptions can be specified
  - How notifications can be selected by applying filters that evaluate predicates over the content of notifications
7.2 Tuples

- **Data model:**
  - A notification is a tuple: an ordered set of attributes

- **Filter model:**
  - A subscription is defined as a template
  - The attributes of notifications and templates are matched to each other according to their position

- **Example:** the notification \((\text{StockQuote}, \text{"Foo Inc"}, 45)\) is matched by the subscription template \((\text{StockQuote}, \text{"Foo Inc"}, *)\)

  - Tuples with templates provide a simple model that is not flexible
    - Because attributes cannot be optional
7.3 Structured records

- **Data model:**
  - A notification $n$ is a nonempty set of attributes $\{a_1, ..., a_n\}$
  - $a_i$ is a (name,value) pair: $(n_i, v_i)$
  - Attribute names are unique: $i \neq j \Rightarrow n_i \neq n_j$
  - Example of notification: $\{(\text{type, StockQuote}), (\text{name, “Infineon”}), (\text{price, 45.0})\}$
  - More powerful than tuples since attributes can be optional in subscriptions and notifications

- **Filter model:**
  - Attribute filter: triple $A_i = (n_i, Op_i, C_i)$
    with $n_i =$ attribute name, $Op_i =$ test operator, $C_i =$ value for the test
  - Filter $F = \text{conjunction of simple filters: } F = A_1 \land ... \land A_n$
    - E.g., $(\text{type = StockQuote}) \land (\text{name = “Foo Inc”}) \land (\text{price } \notin [30, 40])$
  - Attributes can be optional in the notification
  - New attributes can be added without affecting existing filters
7.4 Semi-structured records

Data model:
- Notification = XML document = set of elements arranged in a tree
  - Element = set of attributes + subordinate child elements
    - Attributes = pairs \((name, value)\)
    - Sibling attributes can have same name
      \(\Rightarrow\) names address sets of attributes

```
1  <notification>
2    <auction endtime="05/18/02 22:17:42" minprice="50" >
3      <seller name="Smith" id="1234"/>
4    <item>
5      <board ... />
6    </item>
7    <item>
8      <cpu manufacturer="AMD" type="Athlon" clock="800" />  
9    </item>
10   </auction>
11  </notification>
```
7.4 Semi-structured records II

**Filter model:**

- A filter model uses a path expression (e.g., XPath)
  - Select a set of attributes and Impose constraints on the selected attributes
- A filter is a conjunction of path filters: \( F = \bigwedge_i P_i \)
- A path filter \( P = (S, C) \): element selector \( S \) and an element filter \( C \)
  - **Element selector:** selects a subset of the elements of a notification
    - An absolute path: e.g. `/notification/auction/item/cpu`
    - An abbreviated path: e.g. `//cpu`
  - **Element filter:** conjunction of a nonempty set of attribute filters, \( C = \bigwedge_i A_i \)
    - e.g. `[@manufacturer = "AMD" \& \@clock \geq 700]`
- Example of path filter:
  `/notification/auction/item/cpu[@manufacturer = "AMD" \& \@clock \geq 700]`
7.5 Objects

- Model notifications and filters as objects

- Calling methods on attribute objects
  - Methods can be invoked on the objects embedded in the notification
  - The return value of the method can be a boolean value that is interpreted as a result of the attribute filter or a value that is used to evaluate the constraint

  **Example:** An instance of a class *StockQuote* has been embedded in a notification
  - The object possesses an attribute with the name *quote*
  - \( A = (\text{quote}.\text{id}()) = \text{“IBM”} \)
  - \( A \) covers
    \[ (\text{quote}.\text{isRealTime}()) \land (\text{quote}.\text{id}()) = \text{“IBM”} \land (\text{quote}.\text{price}()) > 45.0 \)
8 Distributed notification routing

8.1 Architecture of the distributed service
8.2 Strategies of notification routing
8.3 Strategies of filter-based routing
8.1 Architecture of the distributed service

- The notification service forms an overlay network in the underlying system
- The overlay consists of event brokers that run as processes on nodes
  - Local brokers put the first message into the network
  - Border and inner brokers forward the message to neighbouring brokers according to filter-based routing tables and routing strategies
  - Messages are sent to local brokers
  - Local brokers deliver the message to the application components
8.2 Strategies of notification routing

Routing =
- Matching of all the notifications with all the subscriptions
- Delivering of the notifications to all the clients and the neighbouring brokers with a matching subscription

1. Flooding:
- Brokers forward notifications to all the neighbouring brokers
- Only brokers to which subscribers are connected test on matching subscriptions
- Advantage: guarantee that all the notifications will reach their destination
- Drawback: many unnecessary messages are exchanged among brokers

2. Filter-based: depends on routing tables (RT), which are maintained by brokers
- A routing entry is a filter-destination pair \((F, D)\)
- Entries are updated by sending control messages

3. Gossiping (not studied here)
8.3 Strategies of filter-based routing

- **Simple routing:**
  - Each broker has global knowledge about all active subscriptions
    - Routing tables may grow excessively
    - High filter forwarding overhead if subscriptions change frequently

- **Advanced routing:**
  - **Identity-based routing:** avoids forwarding of a subscription that matches identical subscriptions
  - **Covering-based routing:** avoids forwarding of those subscriptions that only accept a subset of notifications matched by a previously forwarded subscription
  - **Merging-based routing:** the broker creates a new cover for the merged routing entries that replaces the old ones