

# Event-Driven Architecture

*Software Architecture*

Richard Thomas

March 30, 2026

*Definition 0.* Event

Something that has happened or needs to happen.

*Definition 0.* Event Handling

Responding to notification of an event.

### *Definition 0.* Asynchronous Communication

Sending a message to a receiver and not waiting for a response.

# Responsiveness

- Synchronous Communication
  - Send message
  - *Wait* for response
  - Continue processing



# Responsiveness

- Synchronous Communication

- Send message
- *Wait* for response
- Continue processing



- Asynchronous Communication

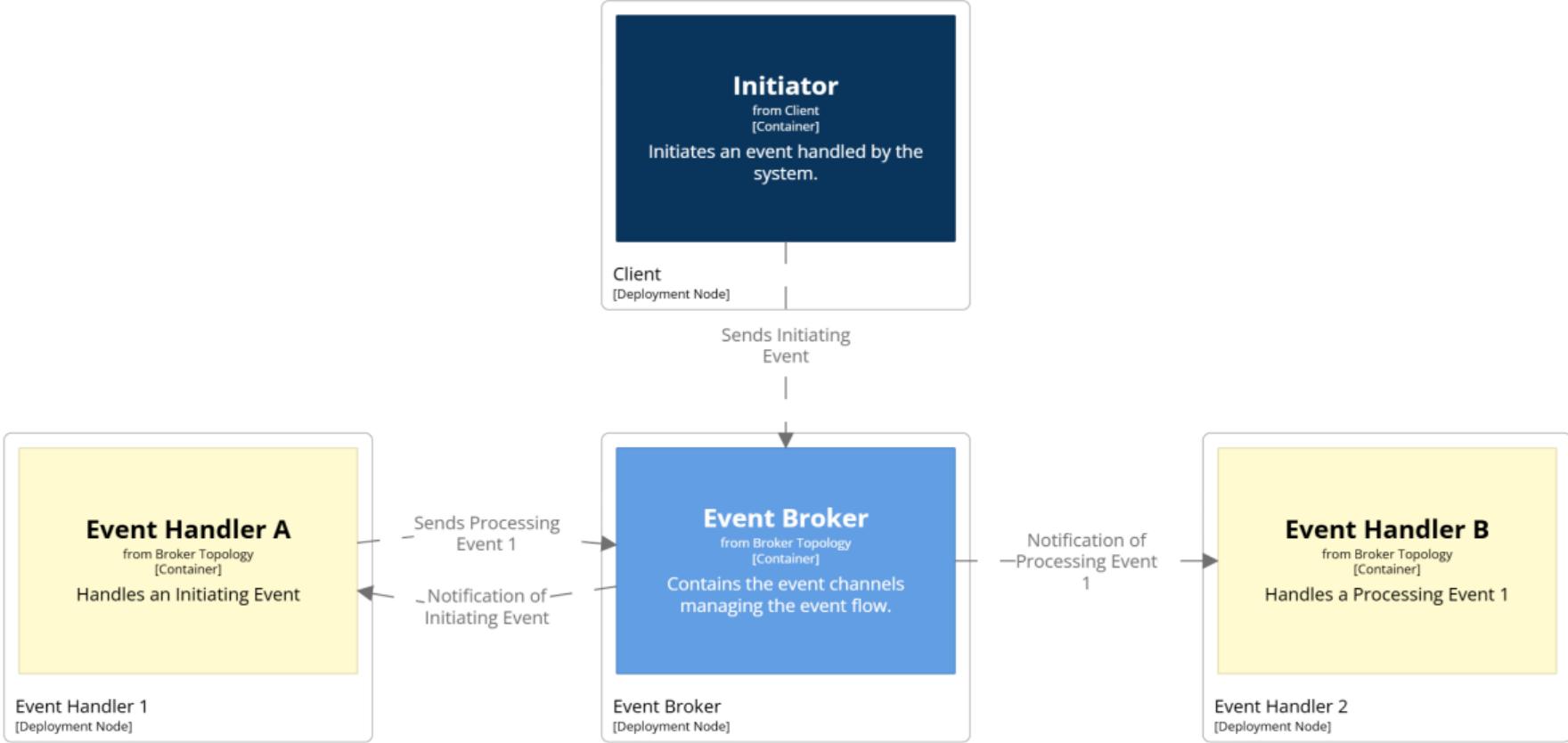
- Send message
- Continue processing
- *Optionally* receive response
- *Complex* error handling



### *Definition 0.* Event-Driven Architecture

Asynchronous distributed system that uses event processing to *coordinate* actions in a larger business process.

# Event-Driven Architecture



## Terminology

Initiating Event Starts the business process

## Terminology

Initiating Event Starts the business process

Processing Event Indicates next step in the process can be performed

## Terminology

Initiating Event Starts the business process

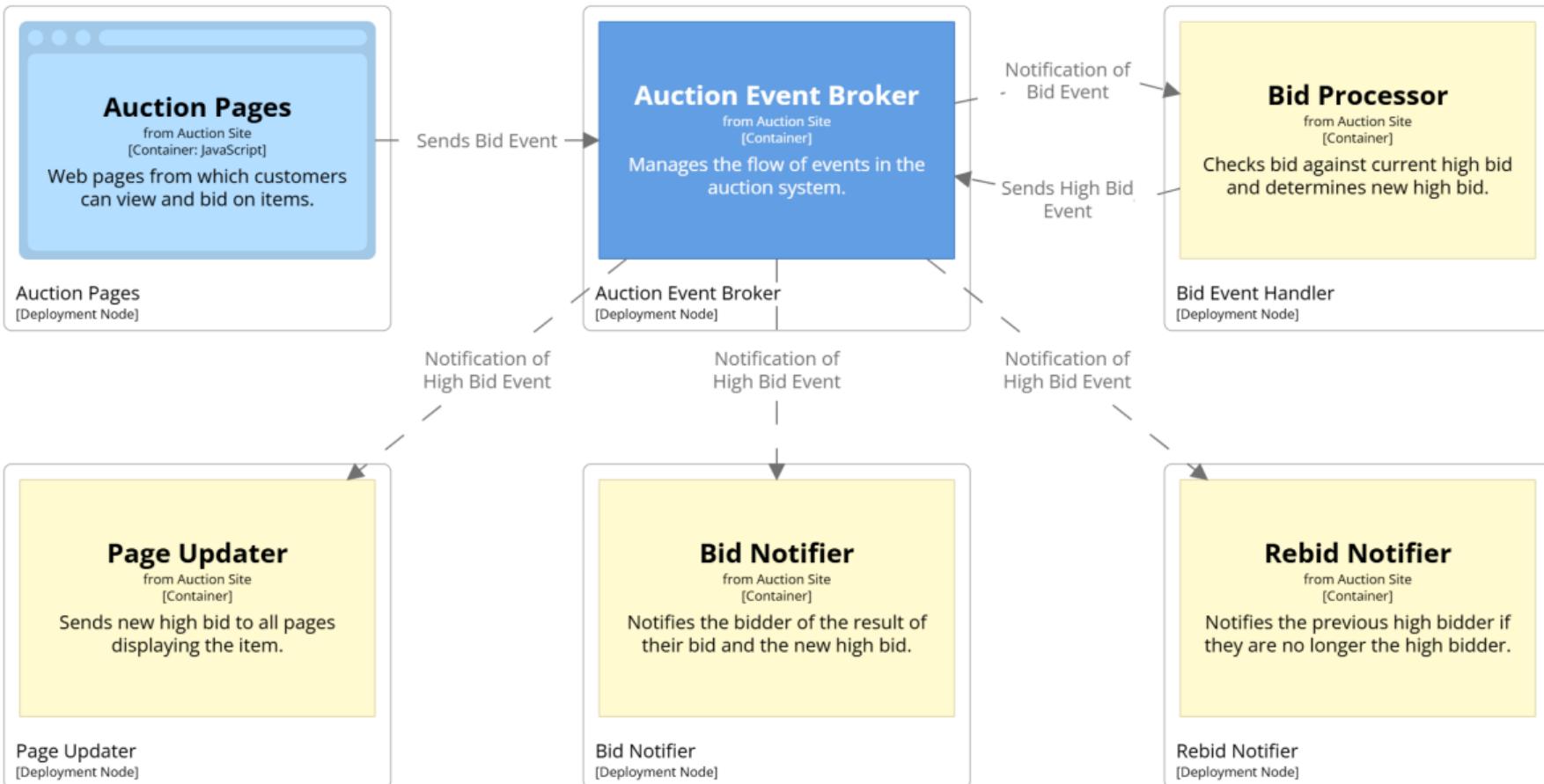
Processing Event Indicates next step in the process can be performed

Event Channel Holds events waiting to be processed

## Terminology

|                  |   |
|------------------|---|
| Initiating Event | Starts the business process   |
| Processing Event | Indicates next step in the process can be performed   |
| Event Channel    | Holds events waiting to be processed  |
| Event Handler    | Processes an event <ul style="list-style-type: none"><li>• Step, or part of a step, in the business process</li></ul> |

# Auction Example



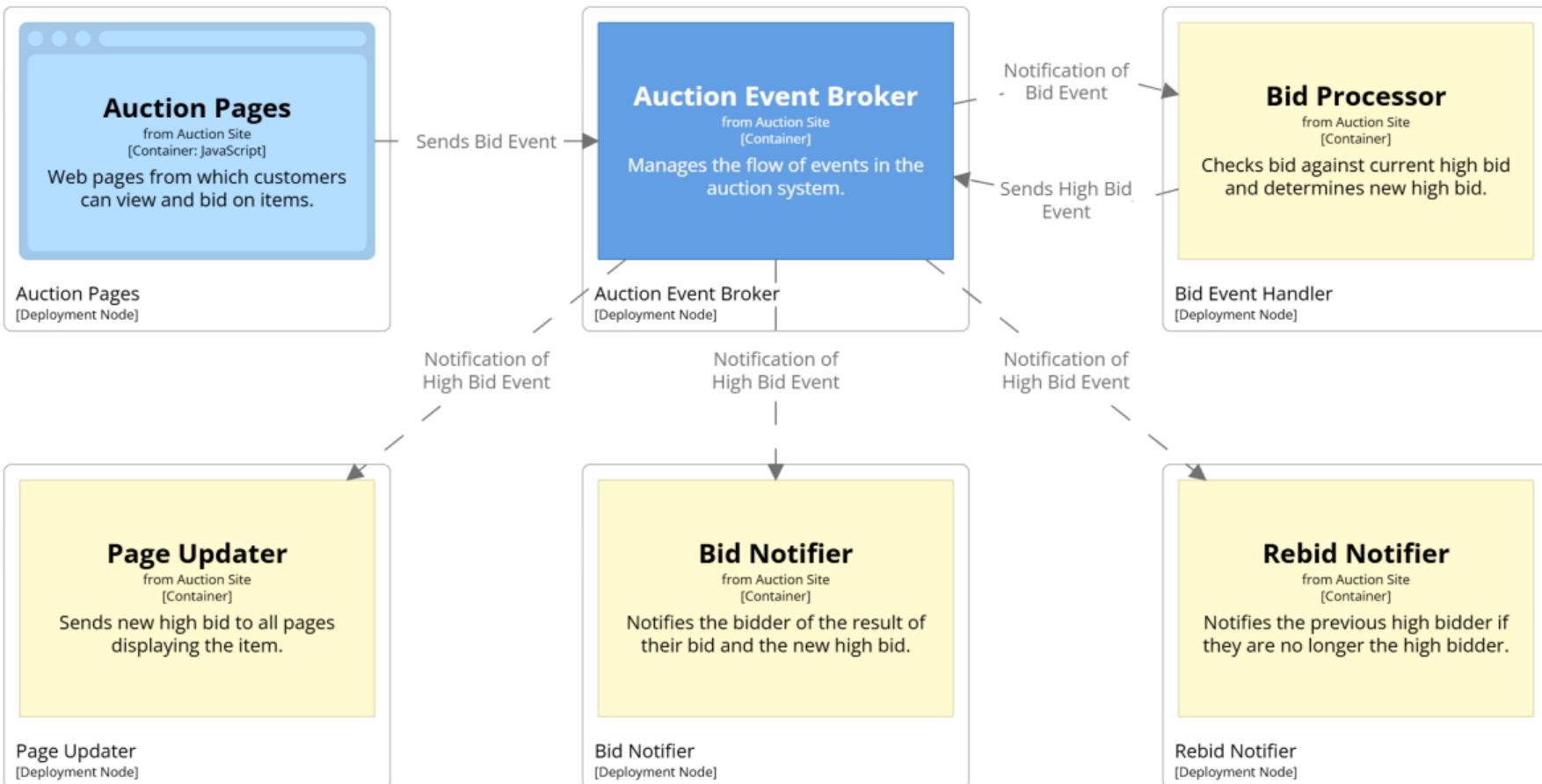
### *Definition 0.* Event Handler Cohesion Principle

Each event handler is a simple cohesive unit that performs a *single* processing task.

*Definition 0.* Event Handler Independence Principle

Event handlers should not depend on the *implementation* of any other event handler.

# Auction Example – Error Handling



## Topologies

Broker All events received by event broker

- Notifies event handlers of events
- Event handlers send processing events when they finish processing

## Topologies

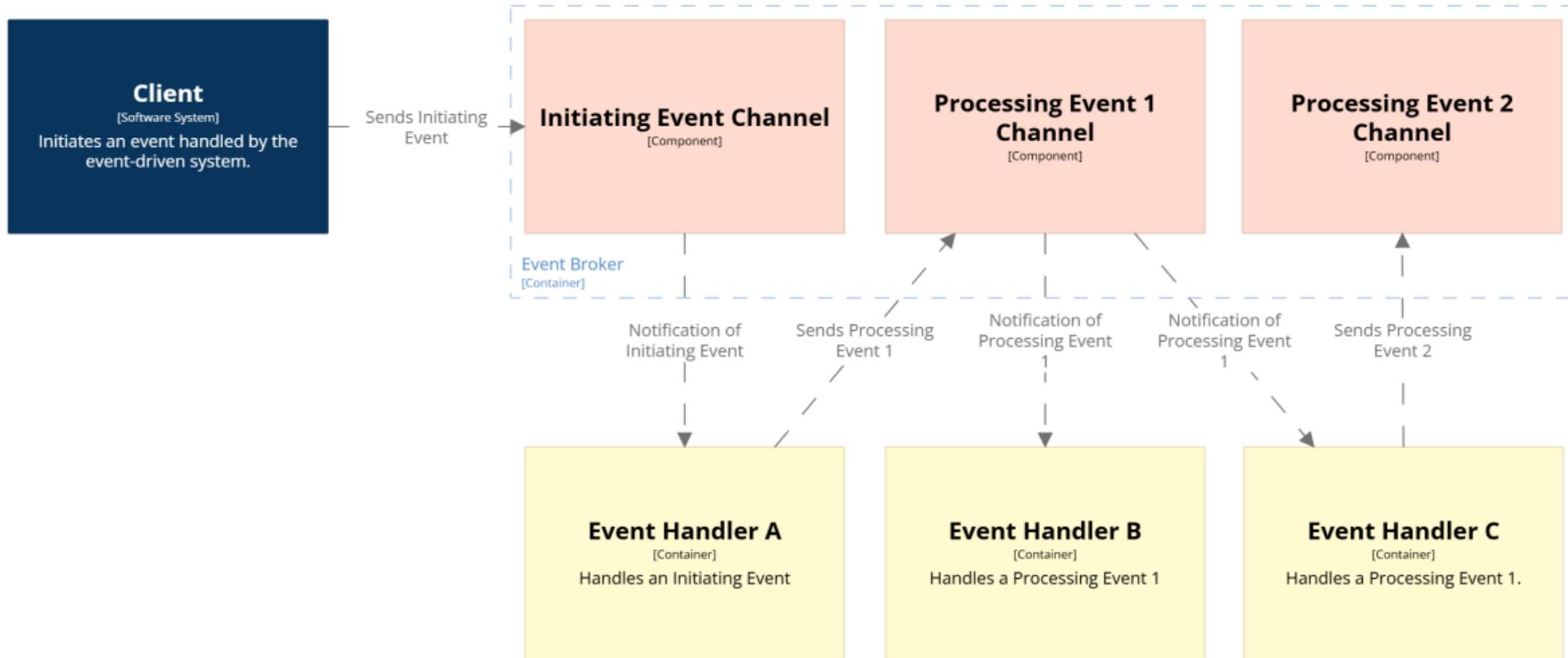
**Broker** All events received by event broker

- Notifies event handlers of events
- Event handlers send processing events when they finish processing

**Mediator** Manages business process

- Event queue of initiating events
- Event mediator sends processing events to event handlers
- Event handlers send async messages to mediator to report process finished

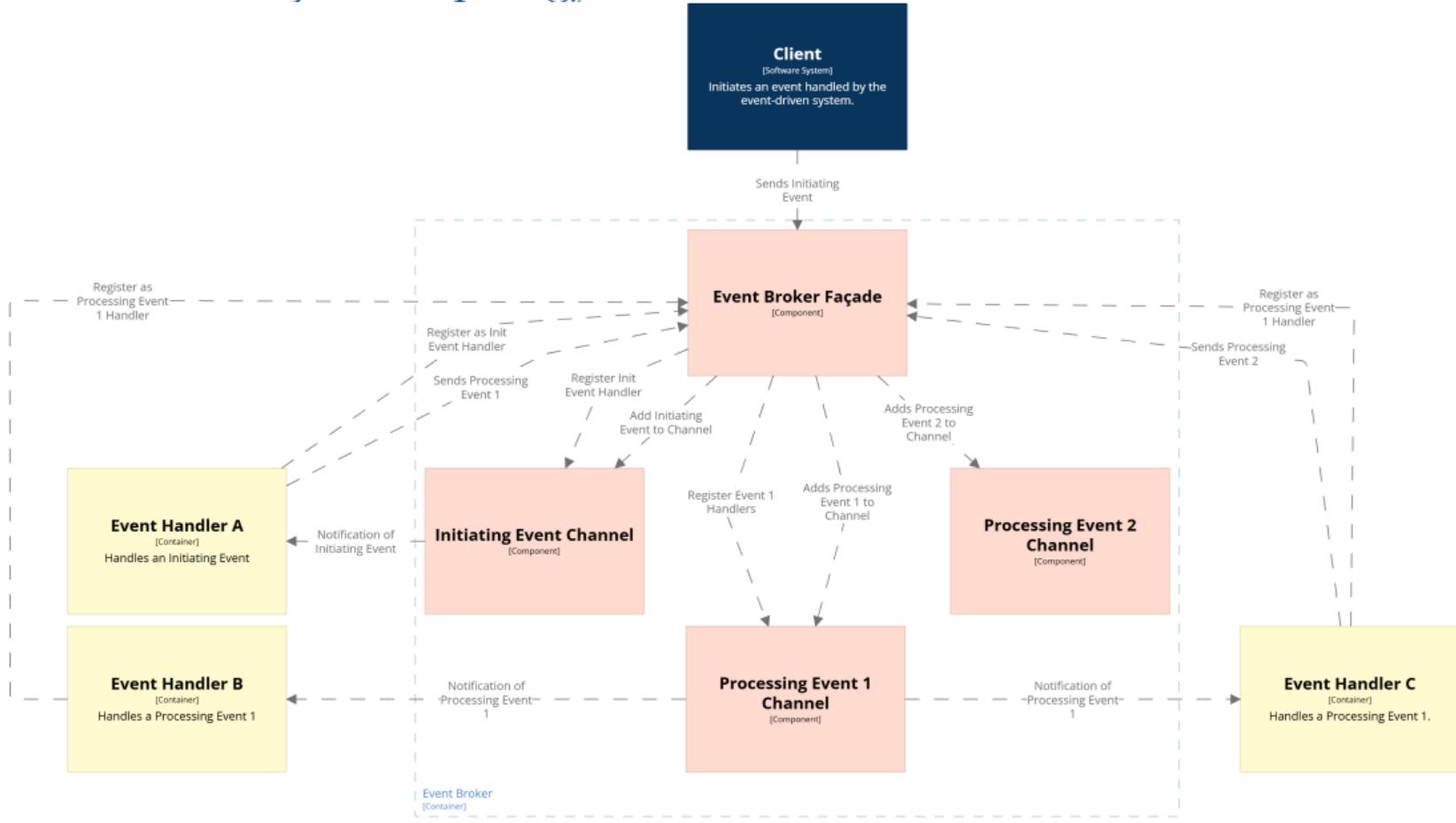
# Broker Topology



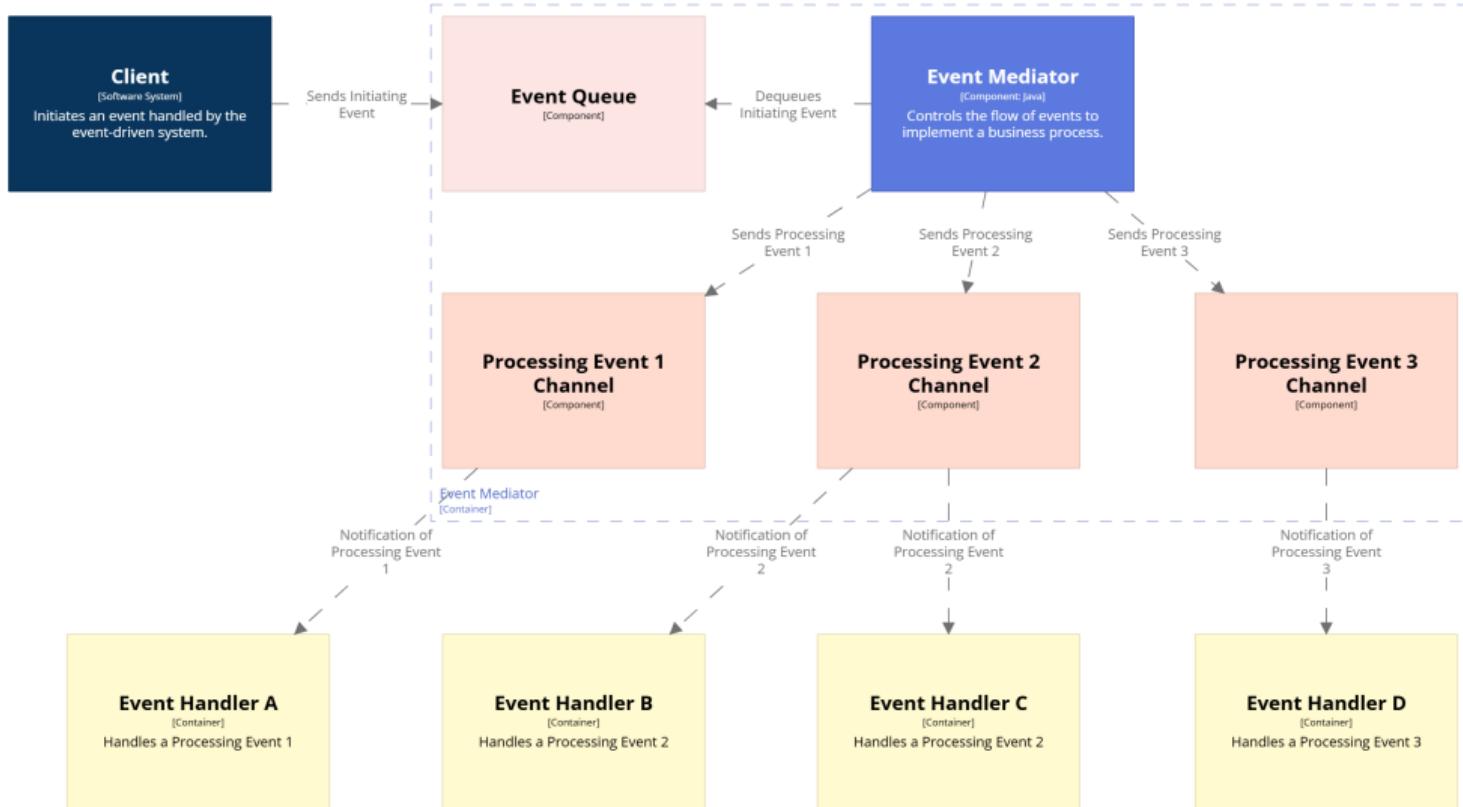
## *Event Broker Façade*

- Event handlers register to *listen* for events
- Receives events and *directs* them to the correct channel

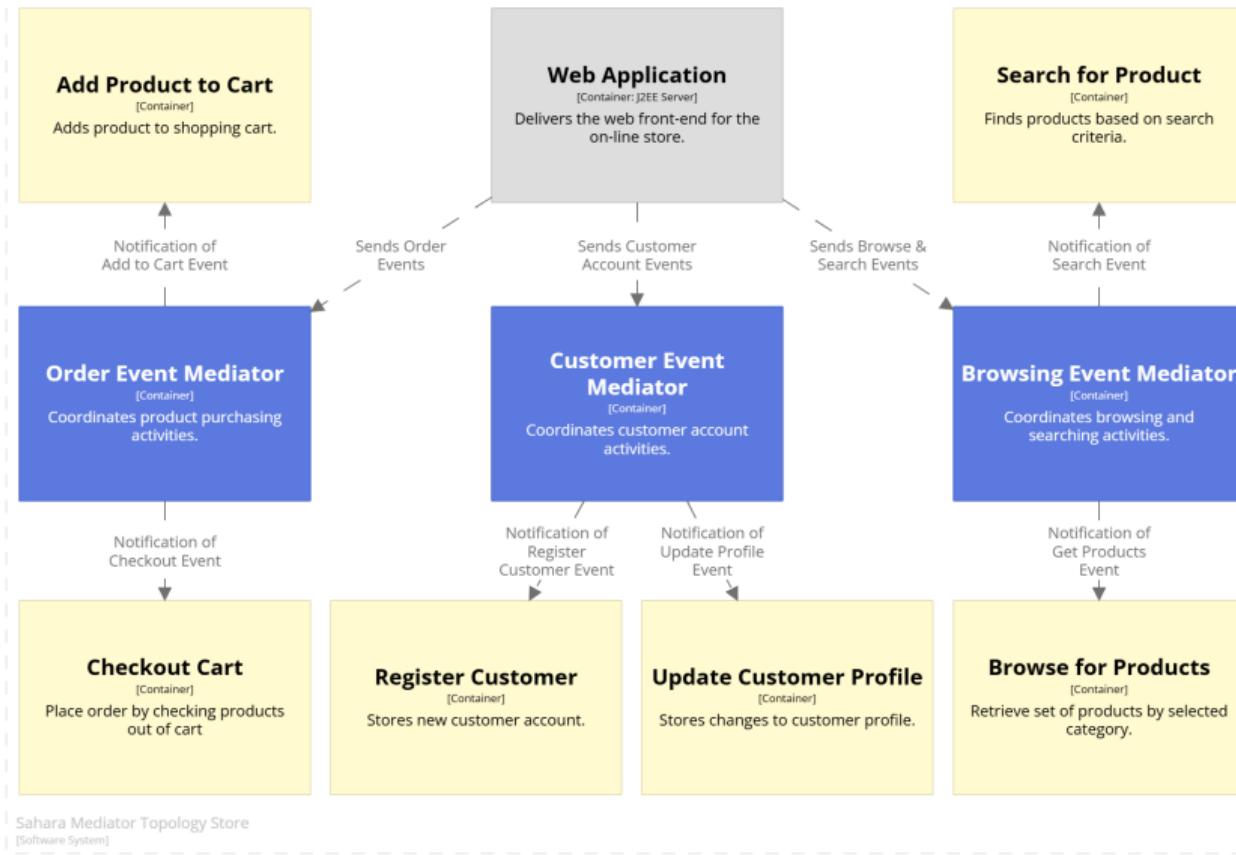
# Broker with Façade Topology



# Mediator Topology



# Sahara Mediator Topology



## Extensibility

- New behaviour for existing event

Broker Implement event handler & register with broker

- Existing ignored event hooks

Mediator Implement event handler & modify mediator logic

## Extensibility

- New behaviour for existing event
  - Broker** Implement event handler & register with broker
    - Existing ignored event hooks
  - Mediator** Implement event handler & modify mediator logic
- New event
  - Broker** Implement event & event handler, create event channel, modify broker façade
  - Mediator** Implement event & event handler, modify mediator logic

## Scalability

- Event handlers deployed independently
  - Scaled independently to manage load

## Scalability

- Event handlers deployed independently
  - Scaled independently to manage load
- Event broker federated
  - Distributed across multiple compute nodes

## Scalability

- Event handlers deployed independently
  - Scaled independently to manage load
- Event broker federated
  - Distributed across multiple compute nodes
- Event mediators for different domains
  - Distributes loads by domain  
(e.g. browse & search, account, & order events)
    - Scaled independently to manage load

## Queues

- Channels can be implemented as queues
  - FIFO behaviour

## Queues

- Channels can be implemented as queues
  - FIFO behaviour
- Multiple front of queue pointers
  - For each event handler

## Queues

- Channels can be implemented as queues
  - FIFO behaviour
- Multiple front of queue pointers
  - For each event handler
- Event removed when event handlers finish
  - Retry if a handler fails

## Queues

- Channels can be implemented as queues
  - FIFO behaviour
- Multiple front of queue pointers
  - For each event handler
- Event removed when event handlers finish
  - Retry if a handler fails
- Events persist until removed
  - Recovery from broker failure

## Streams

- Channels can be implemented as streams
  - Events are saved permanently

## Streams

- Channels can be implemented as streams
  - Events are saved permanently
- Handlers notified when event added to stream
  - Observer pattern

## Streams

- Channels can be implemented as streams
  - Events are saved permanently
- Handlers notified when event added to stream
  - Observer pattern
- Handlers process events at their own pace
  - Cardiac arrest alarm vs. heart rate graph

## Streams

- Channels can be implemented as streams
  - Events are saved permanently
- Handlers notified when event added to stream
  - Observer pattern
- Handlers process events at their own pace
  - Cardiac arrest alarm vs. heart rate graph
- Events history
  - Redo processing
  - Review processing activities

## Queues vs. Streams

- Queue
  - Known steps in business process
  - Easier sequencing of steps in business process
  - “Exactly once” semantics
  - eCommerce system

# Queues vs. Streams

- Queue
  - Known steps in business process
  - Easier sequencing of steps in business process
  - “Exactly once” semantics
  - eCommerce system
- Stream
  - Very large number of events or handlers
  - Handlers can ignore events
  - Analysis of past activity
  - Event sourcing

## Broker vs. Mediator Topologies

Broker dumb pipe

Broker events have occurred

## Broker vs. Mediator Topologies

Broker dumb pipe

Broker events have occurred

Mediator smart pipe

Mediator events are commands to process

## Broker vs. Mediator Topologies

### *Broker Advantages*

- Scalability
- Reliability
- Extensibility
- Low coupling

# Broker vs. Mediator Topologies

## *Broker Advantages*

- Scalability
- Reliability
- Extensibility
- Low coupling

## *Mediator Advantages*

- Complex business process logic
- Error handling
- Maintain process state
- Error recovery

# Pros & Cons

Modularity Event Handlers



Extensibility



Reliability Event Handlers



Interoperability Events



Scalability Event Handlers



Security



Simplicity



Deployability



Testability Complex Interactions

