

# Event-Driven Architecture

CSSE6400

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## Definition 1. Event

Something that has happened or needs to happen.

## Definition 2. Event Handling

Responding to notification of an event.

### Definition 3. Asynchronous Communication

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

# Responsiveness

- Synchronous Communication



- Send message
- Wait for response
- Continue processing

- Asynchronous Communication



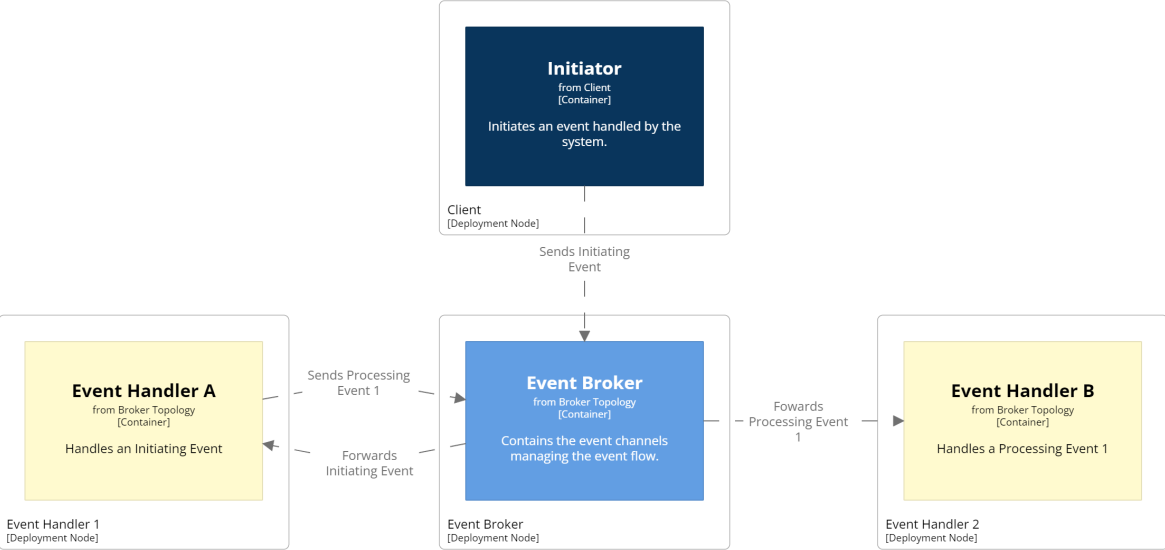
- Send message
- Continue processing
- Optionally receive response
- Complex error handling



## Definition 4. 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

**Processing Event** Indicates next step in the process can be performed

**Event Channel** Holds events waiting to be processed

**Event Handler** Processes events

- Step, or part of a step, in the business process



# Auction Example



### Definition 5. Event Handler Cohesion Principle

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

## Definition 6. Event Handler Independence Principle

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

# Topologies

## Broker All events received by event broker

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

## Mediator Manages the 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

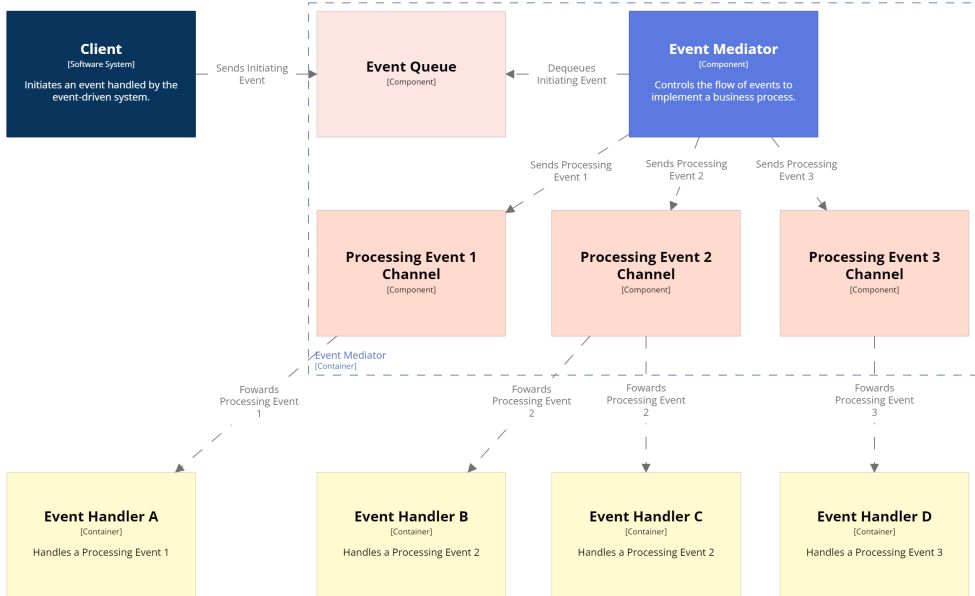
# Broker Topology



## Event Broker Façade

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

# 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

- New event

**Broker** Implement event & event handler, create event channel, modify broker façade

**Mediator** Implement event & event handler, modify mediator logic

# Broker Topology



# 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
- Multiple front of queue pointers
  - For each event handler
- Event removed when event handlers finish
  - Retry if a handler fails
- Events persisted until removed
  - Recovery from broker failure

## 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
- 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

Mediator smart pipe

Mediator events are commands to process

## 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

