

# Event Streaming

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# Event Streaming

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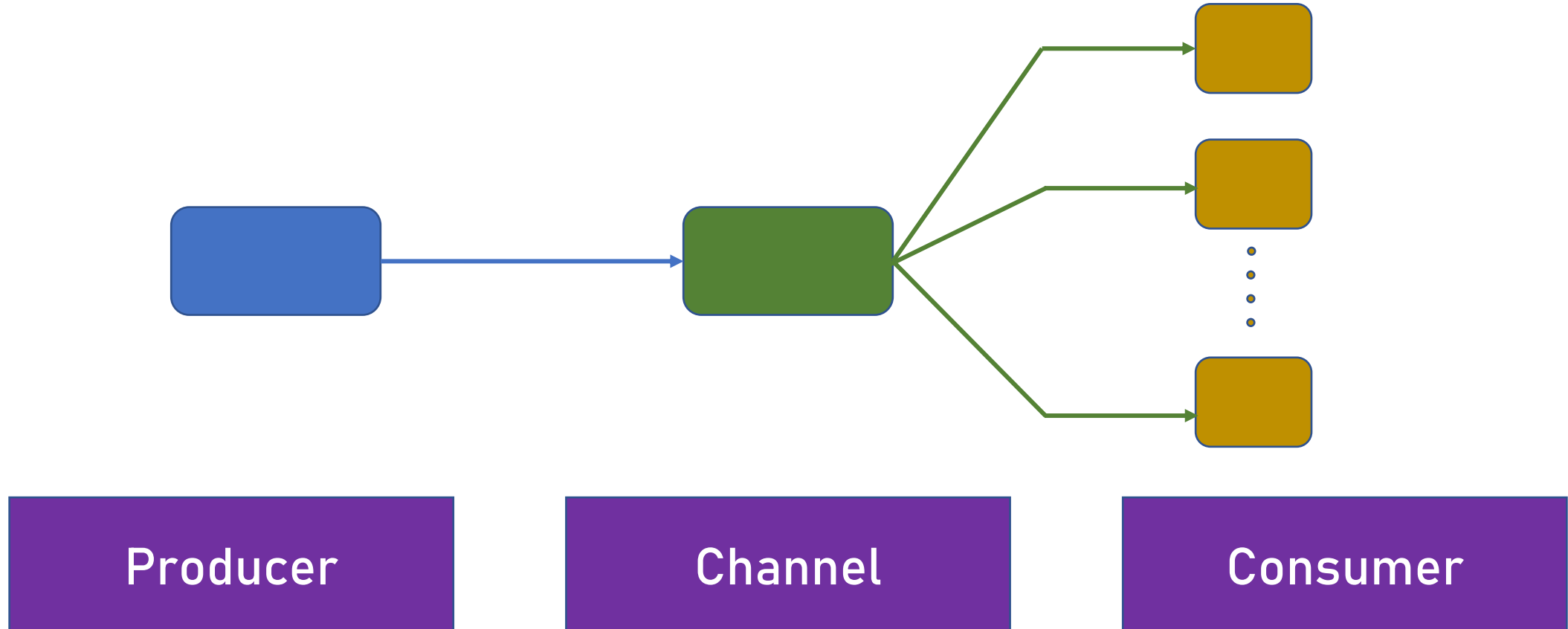
- So far we talked about Event Driven Architecture
  - Something happened
  - An event was created
  - Someone listened to the event and handled it
- Event Streaming is another event-oriented pattern
- These are not the same, but share similar characteristics

# What is Event Streaming

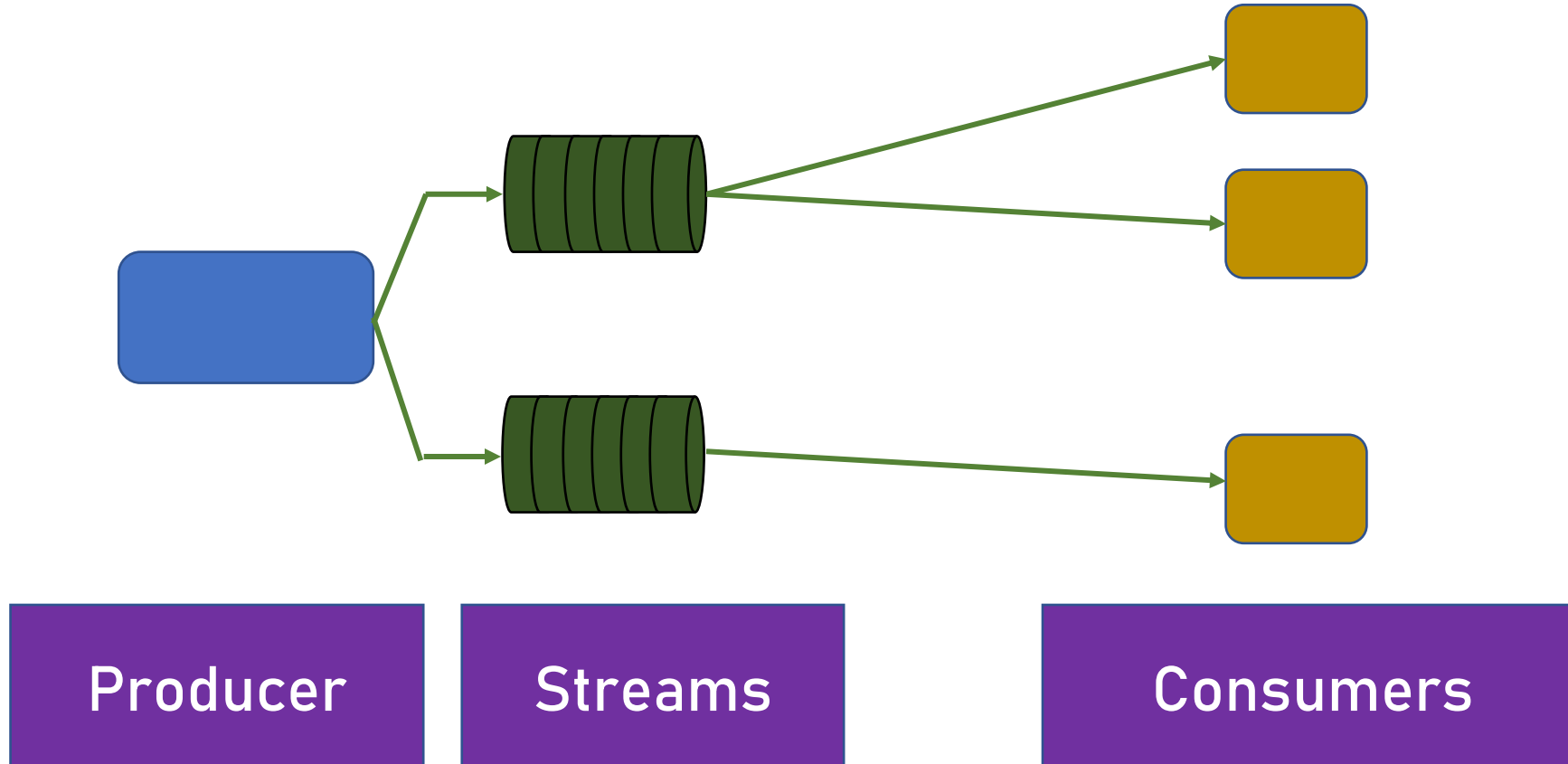
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- Event Streaming engines publish stream of events
  - E.g. Telemetry from sensors, system logs etc.
  - The events are published to a “stream”
  - Consumers subscribe to specific stream
  - Events are retained in a stream for a specified amount of time

# Regular EDA



# Event Streaming



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- Consumers can retrieve events that were sent in the past (usually up to a few days)
- Streaming Engine can be used as a central database
  - A single source of truth
- Not all events are necessarily handled
  - Some might be not relevant

# Event Streaming vs EDA

## Event Streaming

- Usually used for events generated outside of the system
- Events are retained
- Not all events are handled
- High load

## EDA

- Usually used for events happening inside the system
- Events are not retained
- All events are handled
- No high load

# When to Use Event Streaming

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- When the system needs to handle stream of events from the outside
  - E.g. Sensor data, logs, etc.
- When events should be retained for future use
- When high load is expected



# Implementing Event Streaming

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- Use specialized streaming tools
- The most notable one:

