Event-Based Applications and Enabling Technologies

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The paper provides a detailed survey of event-driven technologies and their variation of composition, quality of service and level of abstraction across various domains. The authors start by defining the `event` and contributing technologies such as active databases, materialized views, stream processing, middlewares and data mining. This paper further analyze the 17 applications of even features.

The main contribution of this paper is defining the basic terminology of event-based applications and creating a common understanding across domains. They are also successful in identifying the contributing technology in even-based applications. The authors described a broad range of applications, their main features and identified the problems and research issues pertaining to event-based applications. Although this paper defines and analyzed the various event-driven technologies but they have not provided any innovations or contributions. The works described in here is already done and this paper contains a summary of previous works done in event-based technologies. They have not quantified the data in threat detection.

If we will compare this paper with the vision of the author of **Pervasive Computing**, we will notice that the even-based applications are an outcome of pervasive computing. The challenges mentioned in pervasive computing can be resolved by even-based applications and technologies. In **JEDI** paper, the authors mentioned a Java based event service which consists of active objects.