

# **Esper-Praktikum**

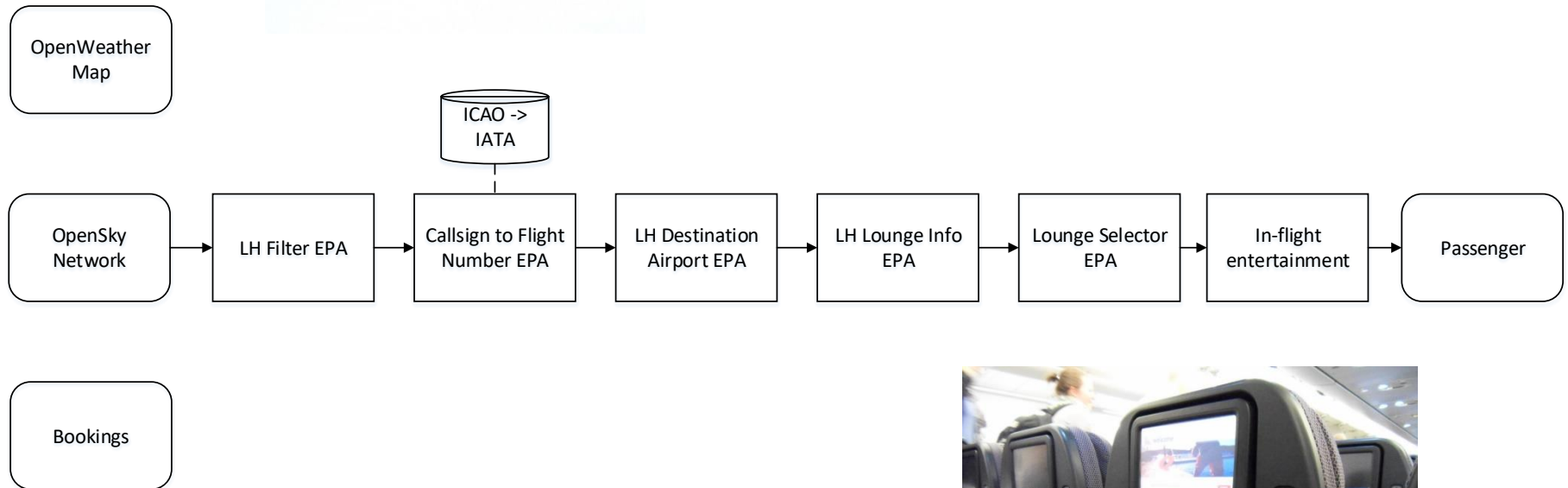
## Complex Event Processing

Sommersemester 2019

Fachgebiet Business Process Technology  
Stephan Haarmann

(Original: Kimon Batoulis, Sanklaita Mandal)

# Use Case: Airline EPN



# Wetter-Ereignis London

OpenWeather  
Map

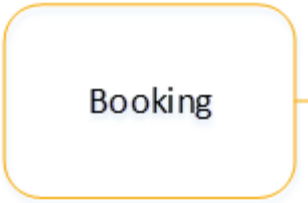
```
1 {  
2   "coord": {  
3     "lon": -0.13,  
4     "lat": 51.51  
5   },  
6   "weather": [  
7     {  
8       "id": 300,  
9       "main": "Drizzle",  
10      "description": "light intensity drizzle",  
11      "icon": "09d"  
12    }  
13  ],  
14  "base": "stations",  
15  "main": {  
16    "temp": 280.32,  
17    "pressure": 1012,  
18    "humidity": 81,  
19    "temp_min": 279.15,  
20    "temp_max": 281.15  
21  },  
22  "visibility": 10000,  
23  "wind": {  
24    "speed": 4.1,  
25    "deg": 80  
26  },  
27  "clouds": {  
28    "all": 90  
29  },  
30  "dt": 1485789600,  
31  "sys": {  
32    "type": 1,  
33    "id": 5091,  
34    "message": 0.0103,  
35    "country": "GB",  
36    "sunrise": 1485762037,  
37    "sunset": 1485794875  
38  },  
39  "id": 2643743,  
40  "name": "London"
```

# Ereignistyp StateVector

OpenSky  
Network

Index	Property	Type	Description
0	<i>icao24</i>	string	Unique ICAO 24-bit address of the transponder in hex string representation.
1	<i>callsign</i>	string	Callsign of the vehicle (8 chars). Can be null if no callsign has been received.
2	<i>origin_country</i>	string	Country name inferred from the ICAO 24-bit address.
3	<i>time_position</i>	int	Unix timestamp (seconds) for the last position update. Can be null if no position report was received by OpenSky within the past 15s.
4	<i>last_contact</i>	int	Unix timestamp (seconds) for the last update in general. This field is updated for any new, valid message received from the transponder.
5	<i>longitude</i>	float	WGS-84 longitude in decimal degrees. Can be null.
6	<i>latitude</i>	float	WGS-84 latitude in decimal degrees. Can be null.
7	<i>geo_altitude</i>	float	Geometric altitude in meters. Can be null.
8	<i>on_ground</i>	boolean	Boolean value which indicates if the position was retrieved from a surface position report.
9	<i>velocity</i>	float	Velocity over ground in m/s. Can be null.
10	<i>heading</i>	float	Heading in decimal degrees clockwise from north (i.e. north=0°). Can be null.
11	<i>vertical_rate</i>	float	Vertical rate in m/s. A positive value indicates that the airplane is climbing, a negative value indicates that it descends. Can be null.
12	<i>sensors</i>	int[]	IDs of the receivers which contributed to this state vector. Is null if no filtering for sensor was used in the request.
13	<i>baro_altitude</i>	float	Barometric altitude in meters. Can be null.
14	<i>squawk</i>	string	The transponder code aka Squawk. Can be null.
15	<i>spi</i>	boolean	Whether flight status indicates special purpose indicator.
16	<i>position_source</i>	int	Origin of this state's position: 0 = ADS-B, 1 = ASTERIX, 2 = MLAT

# Ereignistyp Booking



Booking

```
public class Booking {  
    private String flightNumber;  
    private CabinClass cabinClass;  
    private String passengerName;
```

```
public enum CabinClass { ECONOMY, PREMIUM_ECONOMY, BUSINESS, FIRST }
```

# Ereignistyp StateVector

OpenSky  
Network

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# Lufthansa API

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LH testing

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testing

LH Public API ▼

OAuth 2.0 Flow:

Client Credentials ▼

Client ID:

Client Secret:

Get Access Token

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Reference Data

[List Methods](#) | [Expand Methods](#)

GET

Countries references/countries/{countryCode}

Status of a particular flight (boarding, delayed, etc.).

Parameter	Value	Type	Description
{flightNumber}	<input type="text" value="LH123"/>	string	Flight number including carrier code and any suffix (e.g. 'LH400')
{date}	<input type="text" value="2018-06-07"/>	date	The departure date (YYYY-MM-DD) in the local time of the departure airport
limit	<input type="text"/>	string	Number of records returned per request. Defaults to 20, maximum is 100 (if a value bigger than 100 is given, 100 will be taken)
offset	<input type="text"/>	string	Number of records skipped. Defaults to 0
Accept	<input type="text" value="application/json"/>	string	http header: application/json or application/xml

[Try it!](#)[Clear Results](#)

#### Request URI

`https://api.lufthansa.com/v1/operations/flightstatus/LH123/2018-06-07`

#### Request Headers [Select content](#)

Accept: application/json  
Authorization: Bearer zdbmqnynjvk3qe38gxa4kw7  
X-Originating-IP: 141.89.226.146

#### Response Status [Select content](#)

200 OK

#### Response Headers [Select content](#)

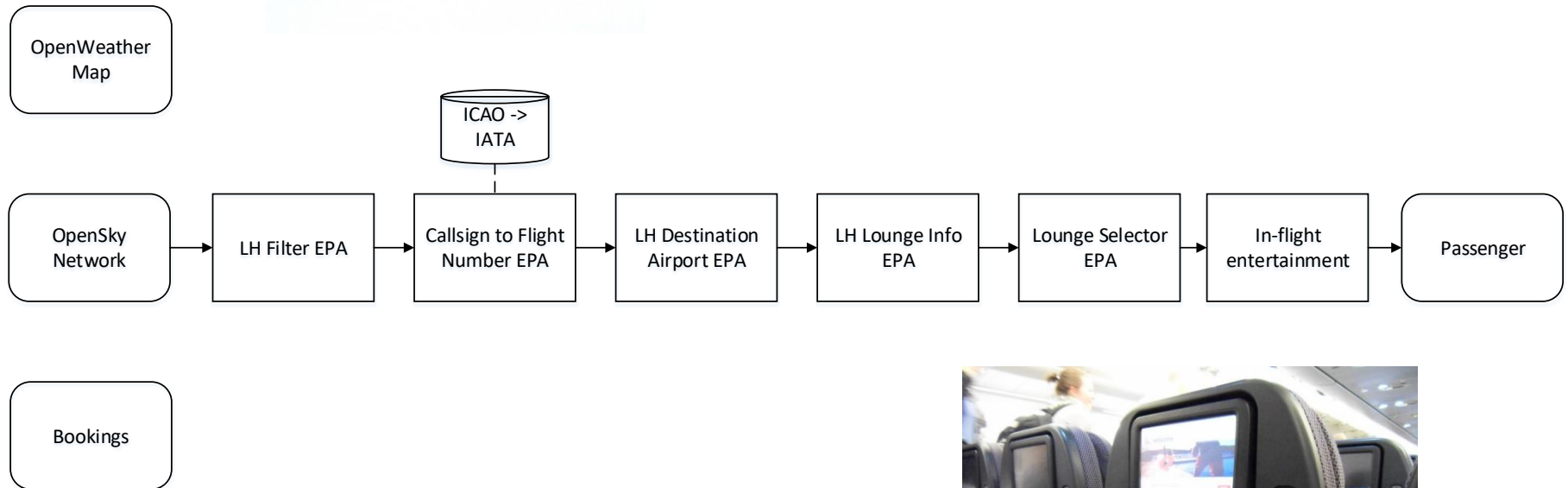
Content-Type: application/json; charset=UTF-8  
Date: Thu, 07 Jun 2018 08:48:08 GMT  
Server: Apache  
X-Frame-Options: SAMEORIGIN  
X-Mashery-Message-Id: 0ba736d0-caf2-4ecd-bc17-fee87cd7d6e3  
X-Mashery-Responder: prod-j-worker-eu-west-1c-23.mashery.com  
Content-Length: 974  
Connection: keep-alive

#### Response Body [Select content](#)

```
{
  "FlightStatusResource": {
    "Flights": {
      "Flight": {
        "Departure": {
          "AirportCode": "MUC",
          "ScheduledTimeLocal": {
            "DateTime": "2018-06-07T21:30"
          },
          "ScheduledTimeUTC": {
            "DateTime": "2018-06-07T19:30Z"
          },
          "TimeStatus": {
            "Code": "OT",
            "Definition": "Flight On Time"
          }
        }
      }
    }
  }
}
```



# Use Case: Airline EPN



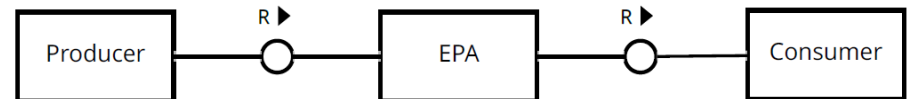
# Rückblick

## 1. Einführung

## 2. Grundlagen der Ereignisverarbeitung

1. Auftreten und Erkennen von Ereignissen

2. Event Processing Networks

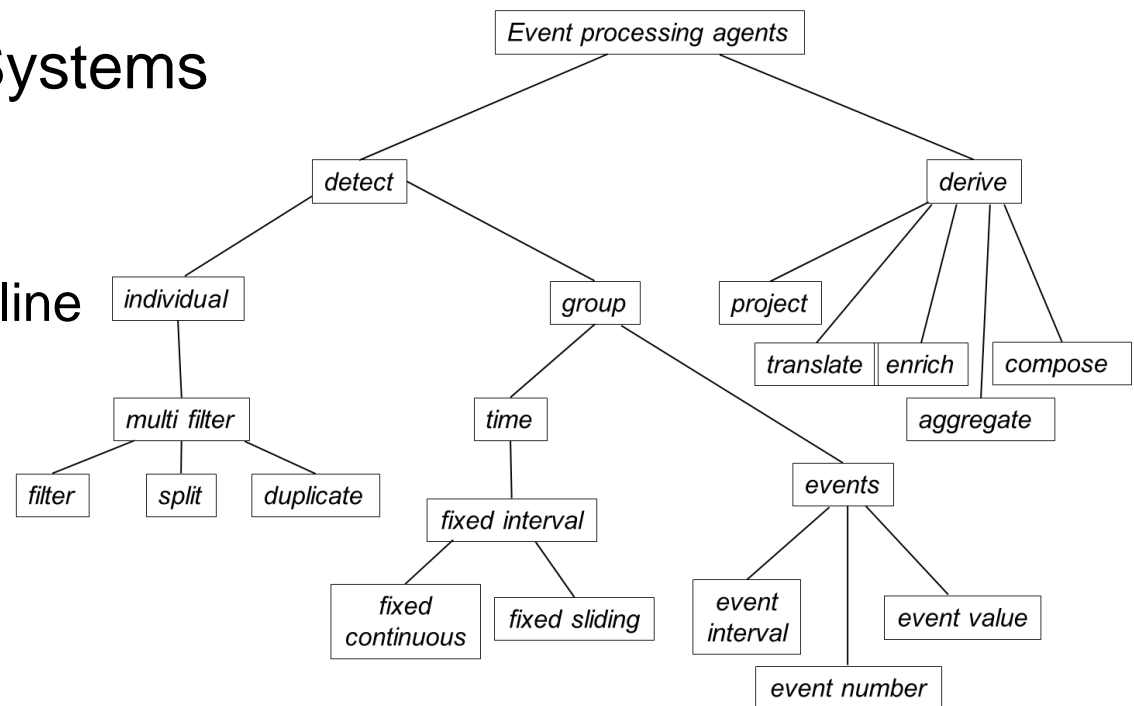


## 3. Event Processing Systems

1. Ereigniserkennung

2. Ereigniserzeugung

3. Beispielszenario Airline

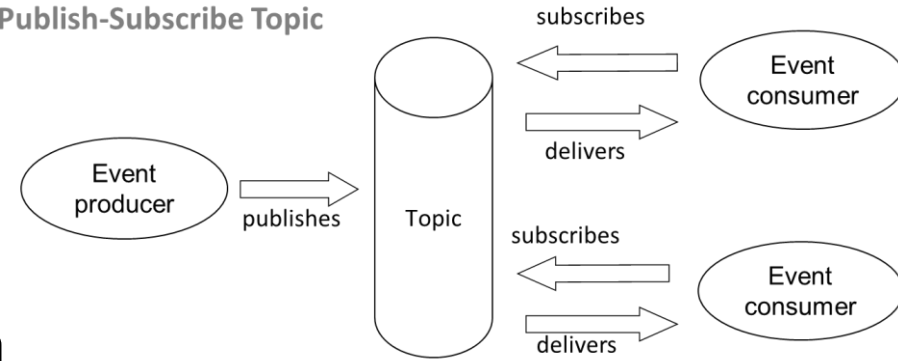


# Rückblick

## 4. Kommunikationsmodelle

1. Direkte Kommunikation
2. Kanalkommunikation
3. Kommunikationsverbindungen

Publish-Subscribe Topic

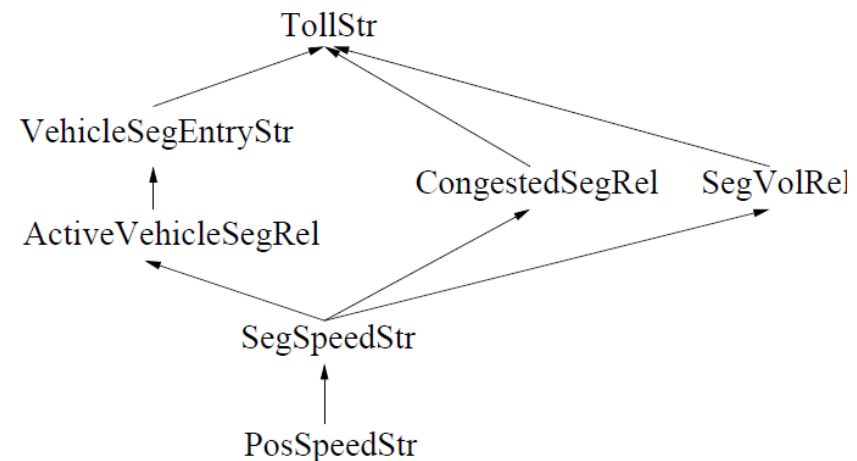


## 5. Continuous Query Language

1. Grundlagen von CQL
2. Operatoren der CQL
3. Zusammenfassendes Beispiel

## 6. Esper EPL

1. Einführung
2. Umsetzung von EPA in Esper

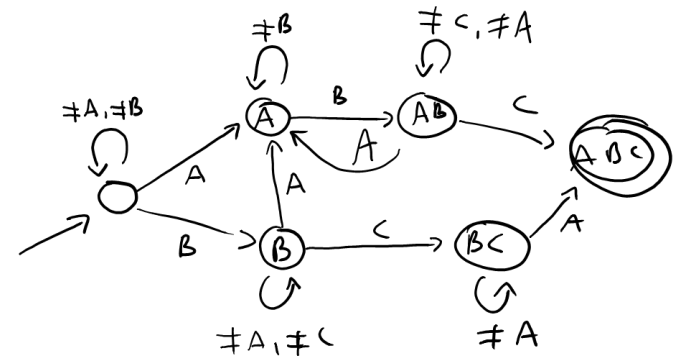


# Rückblick

B A C A

## 7. Mustererkennung

1. Wiederholungsmuster
2. Mustererkennung durch Automaten
3. Optimierte Mustererkennung
4. Umsetzung in Esper EPL



## 8. Ereignisverarbeitung im Prozessmanagement

1. Ereignisse in der BPMN
2. Publish / Subscribe für Prozessereignisse

## 9. Praktische Umsetzung

1. Unicorn und Chimera
2. Ereignisse und Prozesse
3. Beispiel und Praktikum

