

# Pricing Engine Build Above Rule Engine

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# As developers, how we implement business rules?

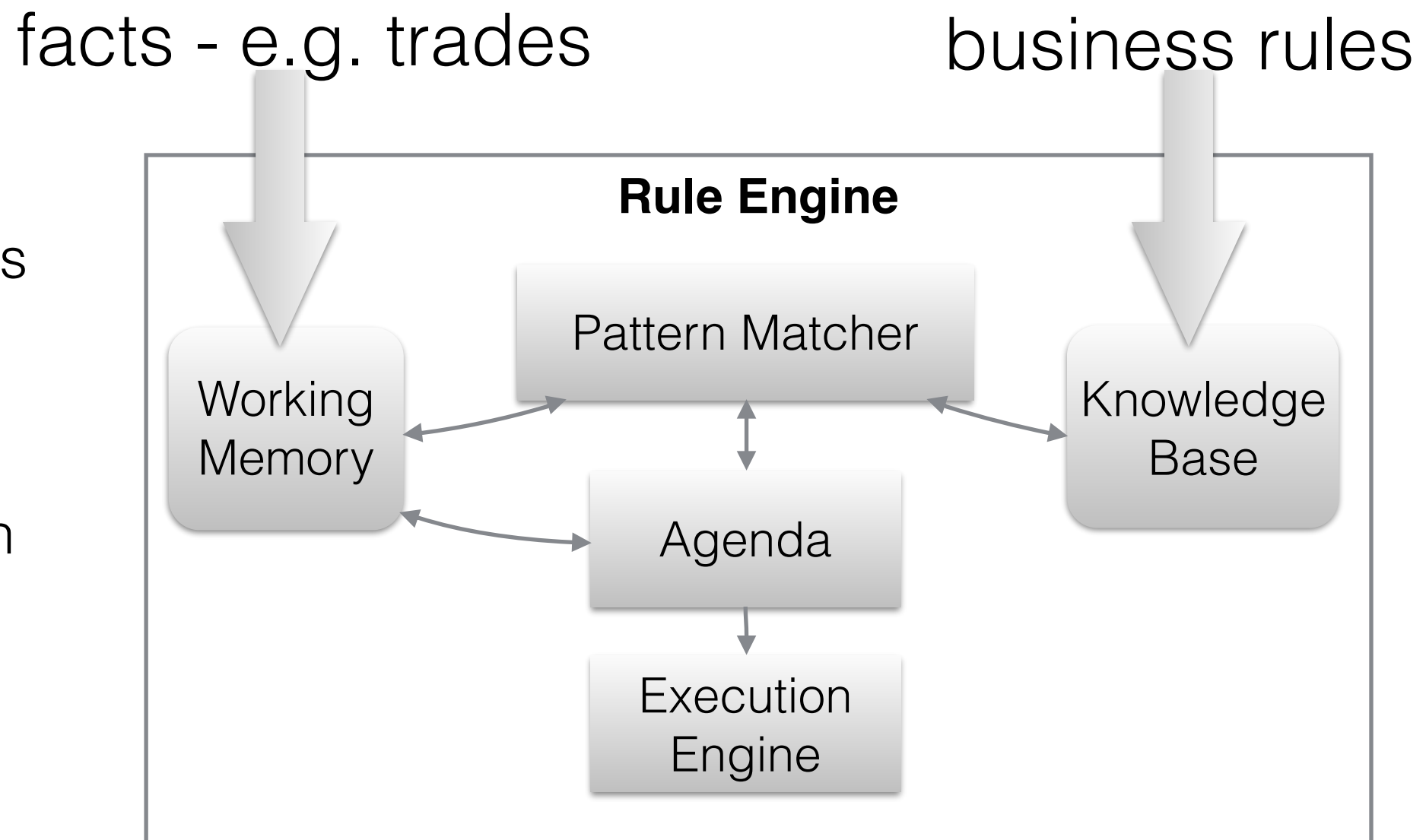
- No matter what programming language we use, C/C++, JAVA, Scala etc, most likely we implement business rules using “IF-ELSE” or “CASE” or “SWITCH”, etc.

# What is wrong to use “IF-Else” for business rules?

- It is good for simple, static rules, the rules are coded in applications as “if - else - then”. If you find your codes have too many “if - else - then”, and business asks you to change the logic often, then you have trouble. Any logic change, even single line of codes, is required **IT code changes, test, QA and code release**
- Yes, we can build data driven applications, most likely, rules are stored as data and coded as stored procedures inside database. But when new line of business added or changed, **IT must remodel the database and implement new logic in stored procedures, which need IT code development and release. The programming language is PL/SQL or T-SQL and the performance is depending on data volume and database load**

# What is Rule Engine?

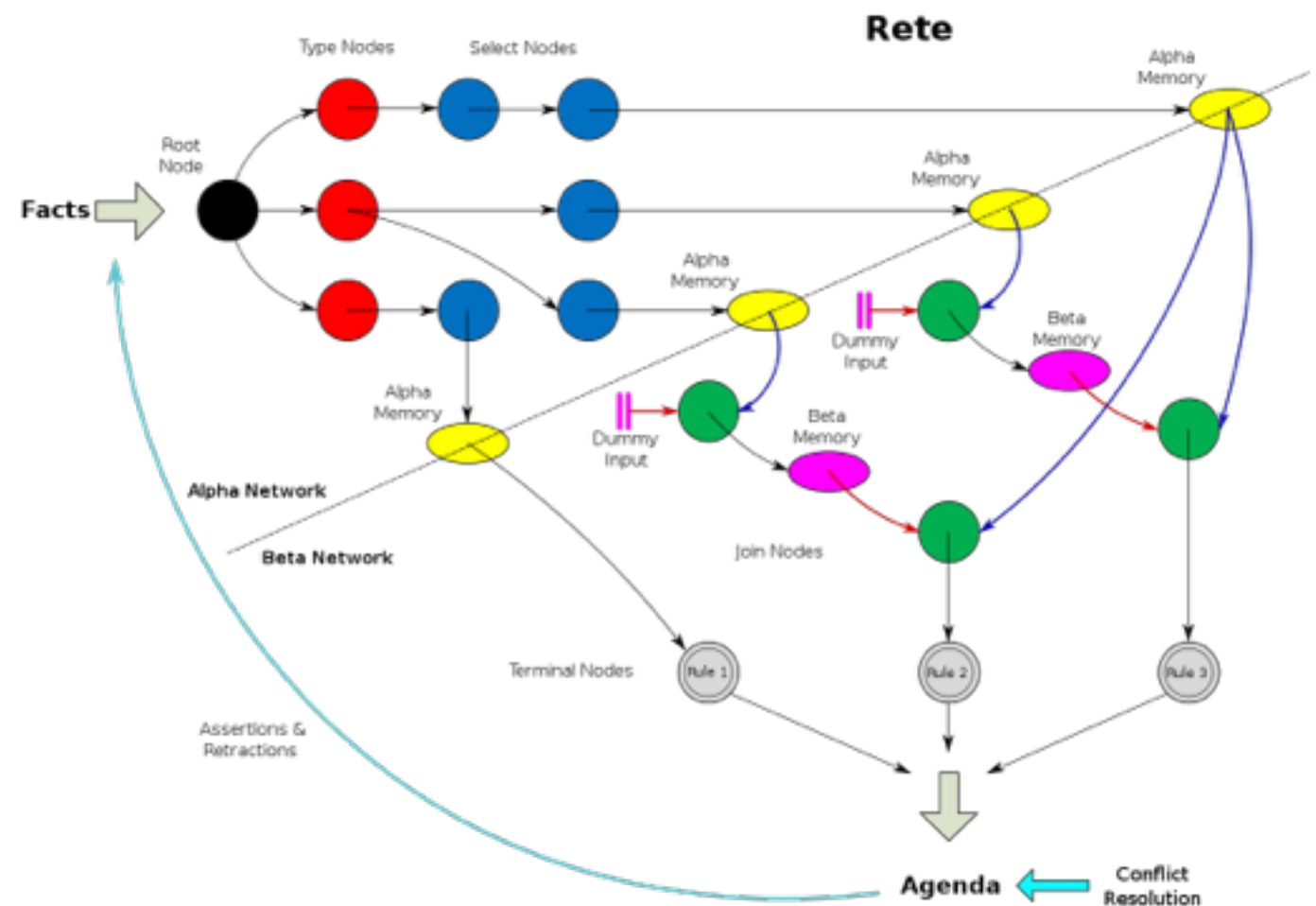
- The rule engine is an application which executes one or more actions based on fact and rules



# Rete Algorithm

Designed by Dr. Charles L. Fogy

- Rules are loaded into memory as network of nodes, each node is a pattern of left-hand-side rule (condition). when a fact is inserted into working memory, the root node passes it to its child nodes and then propagates through the network until it reaches the terminal node ...



# Who needs pricing engine?

- Financial Company - Commission calculation
- Insurance Company - Claim adjudication and payment
- Service provider - Pharmacy Benefit Management, pharmacy claim adjudication, billing and payment
- Any company needs to dynamically price the product based on complex business rules

# Benefits Of Using Rule Engine

- Separate business logic from application codes
- Dynamically change rules without compiling
- Significantly Performance gain for a system with large set of complex rules (10K against 100 rules, 500 transaction/s, 30 - 50 ms difference)
- DSL for business users to read and write rules

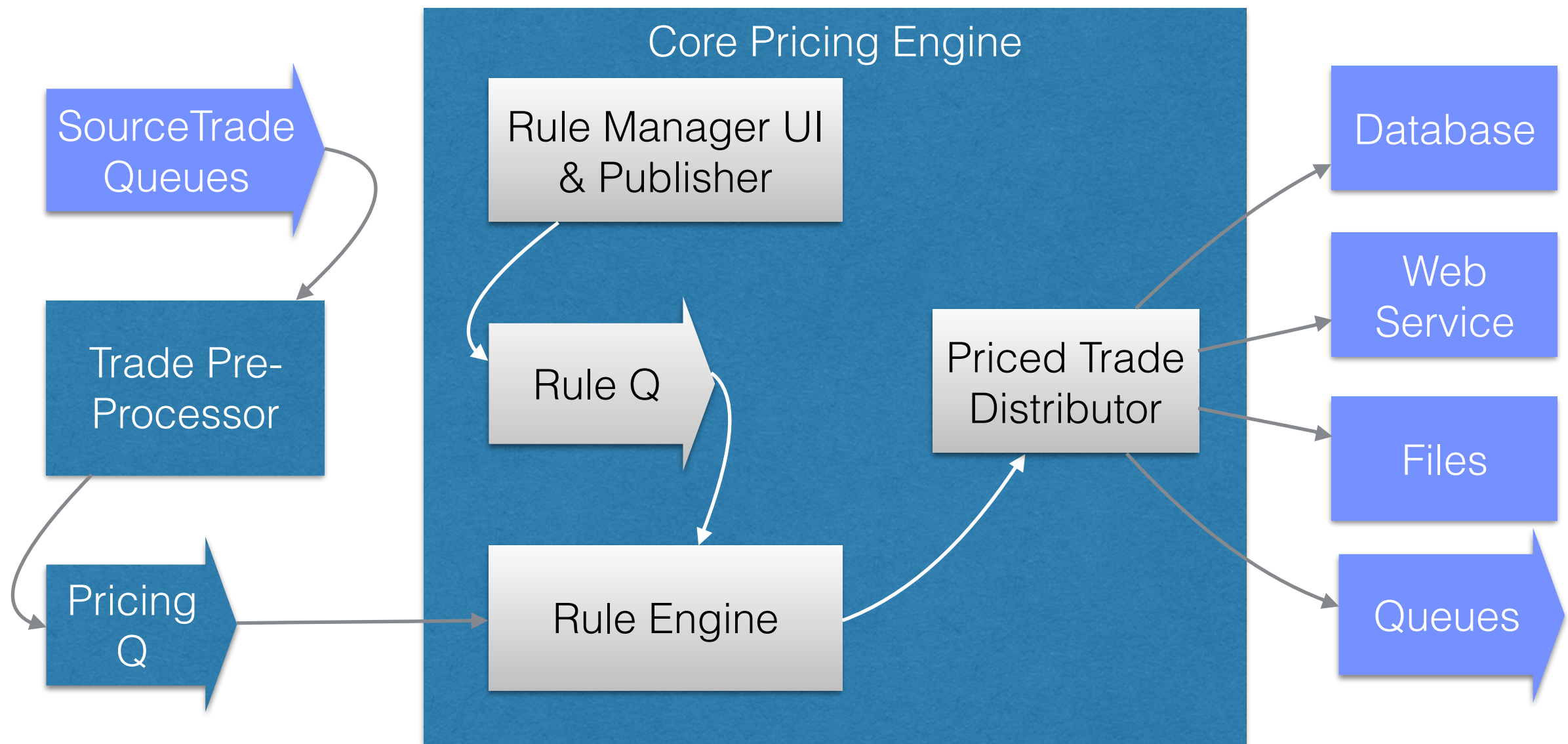
# Example 1 - Pricing Engine for trading commission



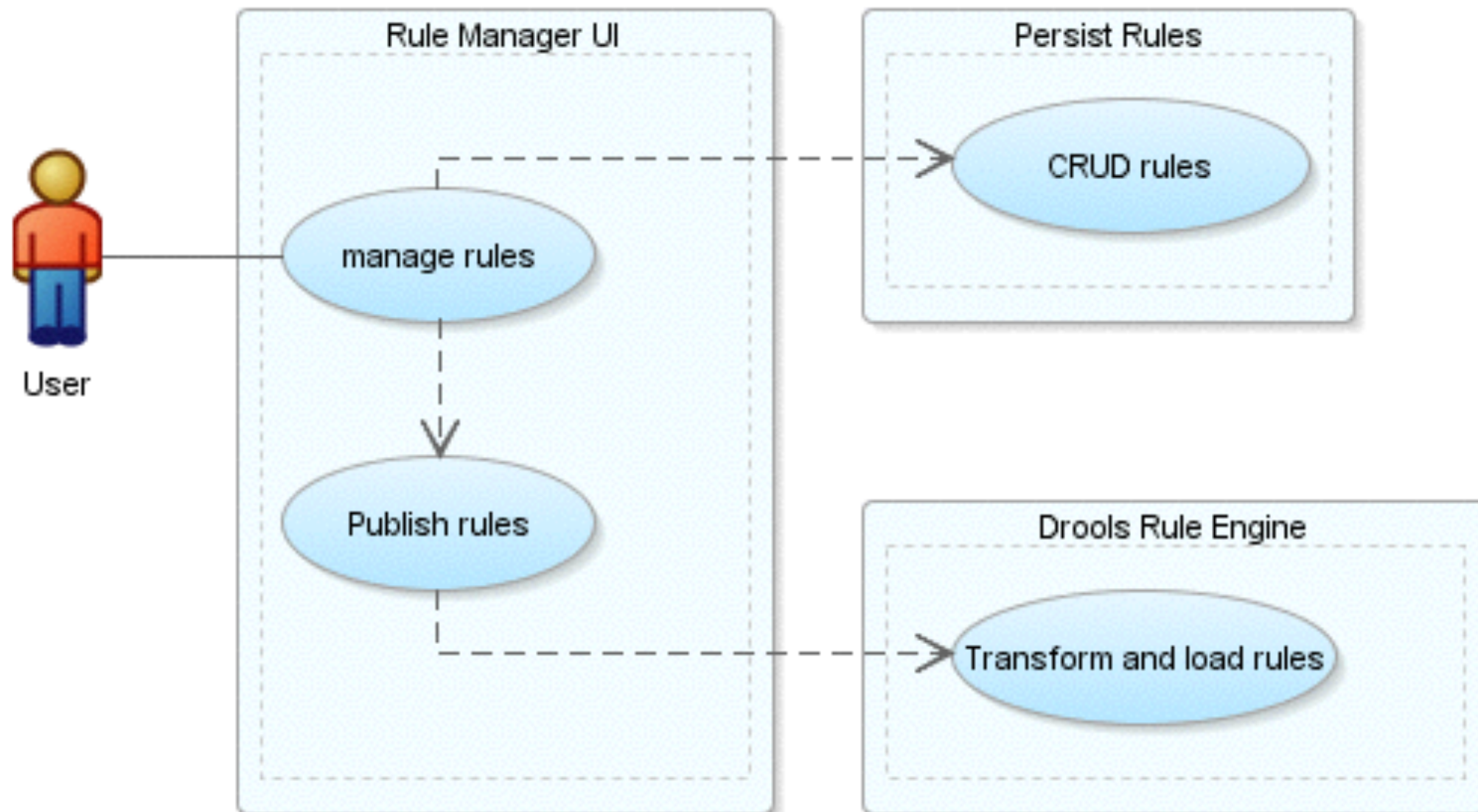
# Business Requirements

- Realtime
- Multiple layers (regular pricing, risk pricing etc).
- Any combination of trade attributes can be part of business rule(s)
- Rules are managed by business users
- Support real time P & L calculation and real time client balance calculation

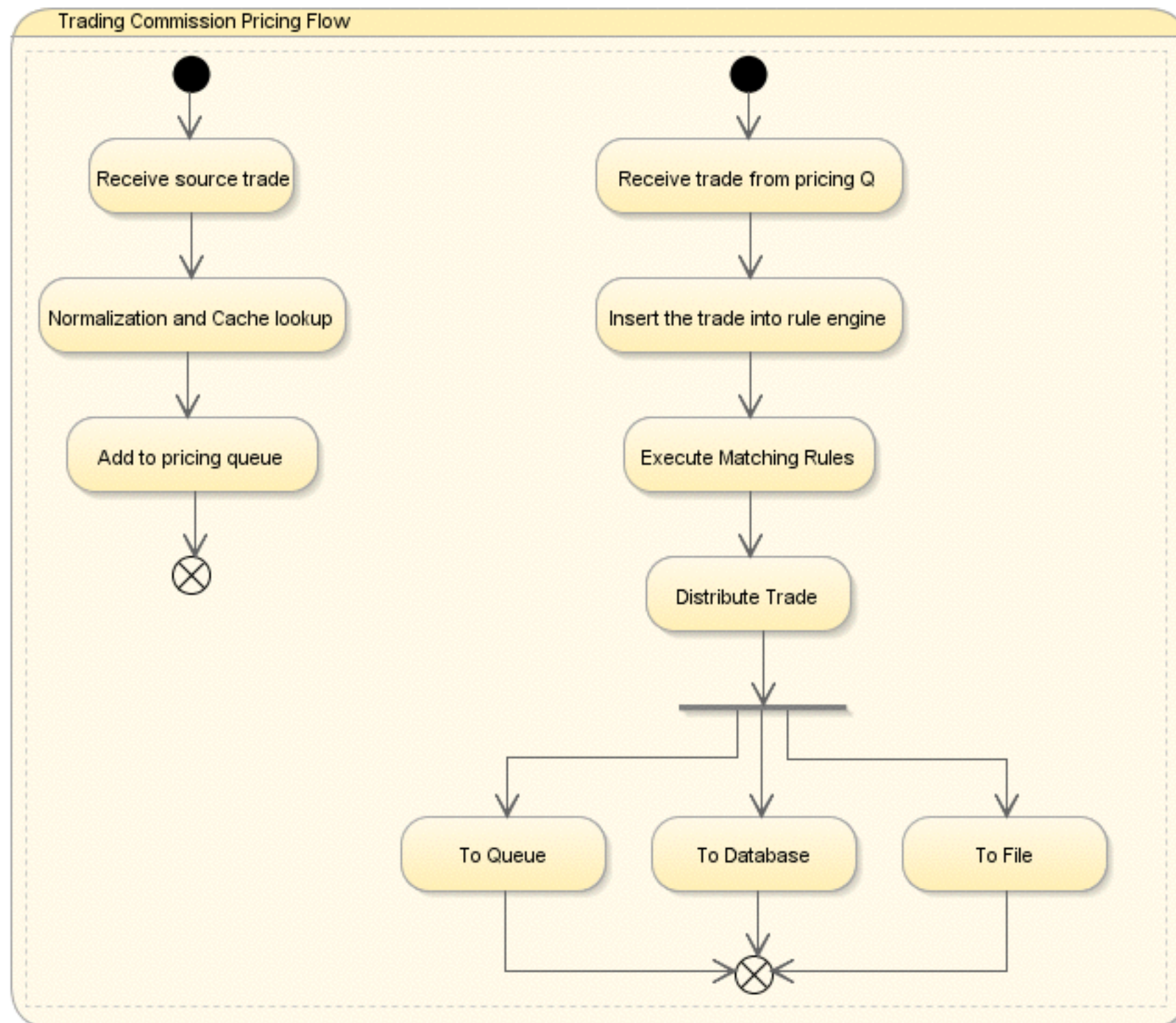
# Trading Commission Pricing Engine Conceptual Architecture



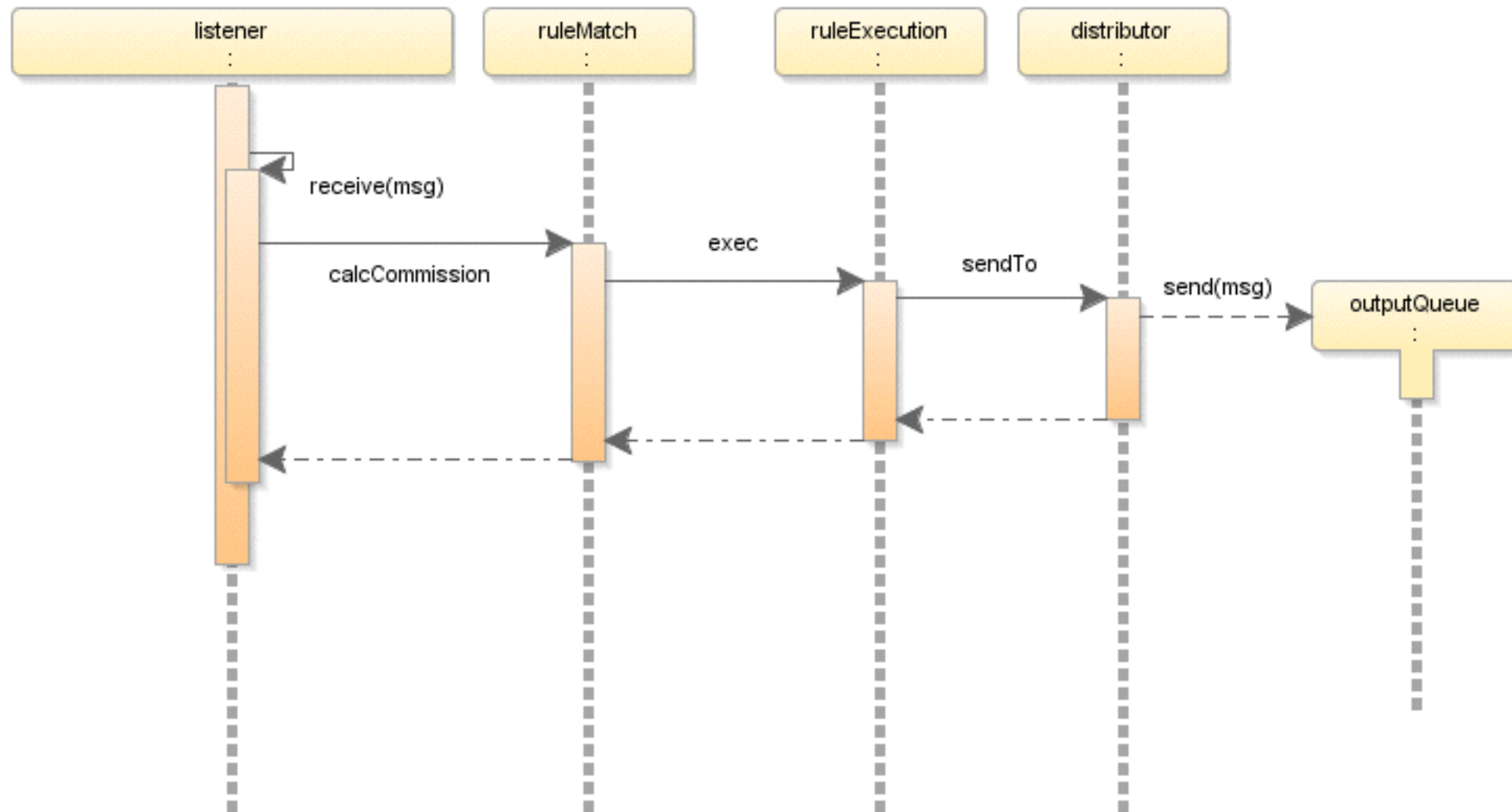
# Rule Manager Use Case



# Commission Calculation Flow Diagram



# Commission Calculation Sequence Diagram



# Before and After using Rule Engine

- Overnight batch processes
- Tiered pricing can't be handled automatically, like risk commission calculation, must be processes manually by business team.
- New type business contract needs to take weeks to be implemented by IT team.

- **Fully automated realtime pricing**
- **Tiered pricing with risk models are supported**
- **New business rules are created and managed effortlessly**

# Data Model and Formats

- Source trade messages are serialized binary JSON
- Pricing rule data are saved in database modeled as relational tables. Rule data are published to rule engine in xml format then transformed into DRL.
- Trade messages are serialized java objects

# Rule Examples

```
package com.upupconsultant.pricing.rule.client.Client123
import com.upupconsultant.pricing.model.Trade
import com.upupconsultant.pricing.model.BasicPricingInstruction
global com.upupconsultant.pricing.service.PricingService services
dialect "mvel"
declare Trade
    @role ( event )
    @expires( 2s )
end

rule "Regular Client123 99123478"
    salience 1000
    activation-group "REG GRP"
    agenda-group "REG PRICING"
when
    $t: Trade(
        clientId=="123",
        country=="US",
        currency=="USD",
        ticker="IBM",
    ) from entry-point "trade stream"
then
    #BASE
    BasicPricingInstruction inst = new BasicPricingInstruction("PERCENT",0.4)
    services.regularPricing($t,inst,kcontext.getRule().getName())
end
```



# Rule Examples - continue

```
rule "Risk Client123 99123479"  
  salience 1000  
  activation-group "RISK GRP"  
  agenda-group "RISK PRICING"  
when  
  $t: Trade(  
    clientId=="123",  
    riskPercentage>=0.5  
  
    ) from entry-point "trade stream"  
then  
  #RISK PRICING  
  BasicPricingInstruction inst = new BasicPricingInstruction("RISK","MODEL","1")  
  services.riskPricing($t,inst,kcontext.getRule().getName())  
end
```

# Example 2 - Pricing Engine for medical claim payment

# Business Requirements

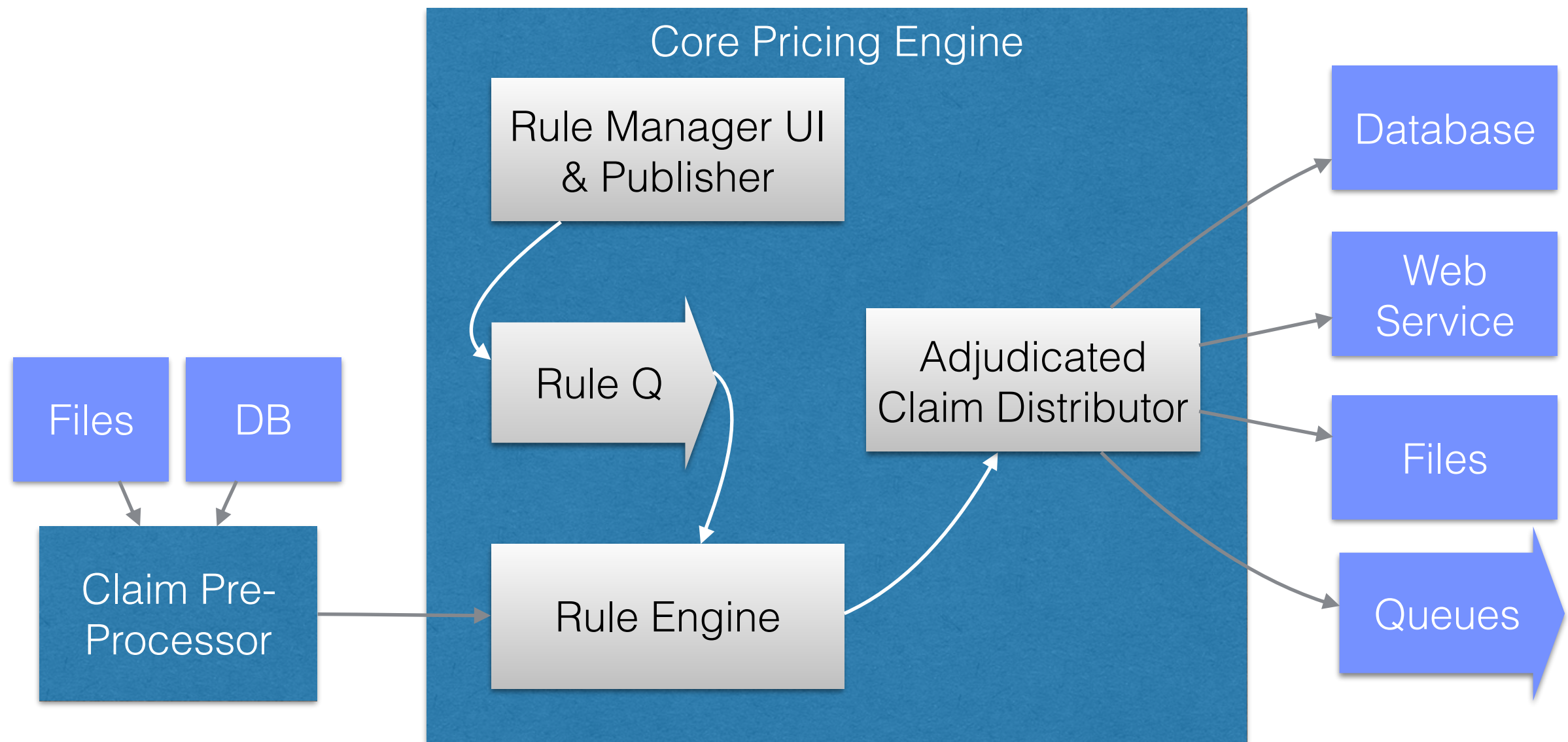
- Multiple layers pricing (co-pay / co-insurance, in-network / out-network provider, maximum out of pocket expense etc).
- Eligibility rules are complex and managed by enrollment and service team.
- Pricing models are created or modified and needs to be tested by re-adjudicating the historical claims.
- Priced claims should be integrated with payment system with multiple protocols - SOA or MQ

# Commercial Pricing Engine solution is very expensive ...

- Tens of Millions dollars project ..., and it is a blackbox.
- Doesn't support multi-tiered pricing out of box, customer solution is required ...

- **Open source solution is much cheaper ...**
- **All the functions and features needed are there or easy to be build ...**
- **Performance is well approved by many companies cross industries ...**

# Medical Claim Pricing Engine High Level Architecture



# Prototype and Demo

Q & A

# Reference

- [http://en.wikipedia.org/wiki/Rete\\_algorithm](http://en.wikipedia.org/wiki/Rete_algorithm)
- [http://docs.jboss.org/drools/release/6.1.0.Final/drools-docs/html\\_single/index.html](http://docs.jboss.org/drools/release/6.1.0.Final/drools-docs/html_single/index.html)