

# Publish/Subscribe

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# Business Process Execution & Web Service Composition



Publish/Subscribe Lecture

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# Other "Similar" Applications

- Selective information dissemination
- Location-based services
- Personalization
- Alerting services
- Application integration
- Job scheduling
- Monitoring, surveillance, and control
- Network and distributed system management
- Workforce management
- (Scientific) workload management
- Business activity monitoring
- Business process management, monitoring, and execution



# Asynchronous state transitions captured as events that

- drive and underlay
  - all applications and
  - infrastructures implementing these applications
- Require middleware support for event processing
- Publish/Subscribe is ideally suited to fulfill these requirements



## Publish/Subscribe

# Publish/Subscribe







That's Like Data Base Querying Θ !!



*Query* and *subscription* is very similar. *Set of tuples* and *publication* is very similar.

However, the two problem statements are inverse.



- Decoupling of publishers and subscribers
  - Publishers do not need to know subscribers
  - Publishers and subscribers do not need to be up simultaneously
  - Amenable for physical distribution

# Benefits of Publish/Subscribe



- **independence** of participants
- Iends itself well to distributed system development
  - de-coupled development & processing
  - dynamic) system evolution
- interaction with large number of entities facilitated
- naturally supports non-continuous operations
- potential for scalability & fault-tolerance
- open for (legacy) **system integration** on either end

Of course it is not a *one size fits all* paradigm, but a good solution for certain kinds of problems.



- Given a set of subscriptions, S, and a publication, e, return all s in S matched by e.
- e is referred to as event or publication
- Splitting hairs
  - Event is a state transition of interest in the environment
  - Publication is the information about e submitted to the publish/subscribe system
- Simple problem statement, widely applicable, and lots of open questions



## Problem Instantiations I

- Text / search strings (information filtering)
- Semi-structured data / queries
  - attribute-value pairs / attribute-operator-valuepredicates
  - XML, HTML
- Tree-structured data / path expressions
  XML ./ XPath expressions
- Graph-structured data / graph queries
  RDF / RDF queries (e.g., SPARQL)
- Regular languages / regular expressions
- Tables / SQL queries





- Different matching semantics
  - Crisp
  - Approximate,
  - Similar
  - n-of-m (n of m predicates match)
  - Probability of match

Problem Instantiations III



- Centralized and **distributed** instantiation
- Networking architecture
  - Internet (as overlay network)
  - Peer-to-peer style interface (DHT, table-lookup)
  - With mobile publishers, subscribers, brokers
  - Ad hoc network

# Publish/Subscribe Models



- Channel-based model
  - Subscribe & publish to a channel
- Topic-based model
  - □ ... topics and topic hierarchy
- Type-based model
  - □ ... typed objects
- Content-based model
  - ... to content of messages
- Subject-spaces (State-based model)
  - Maintain state in publications and subscriptions



### Channel-based







# The Content-based Model



#### Language and Data model

- Conjunctive Boolean functions over predicates
- Predicates are attribute-operator-value triples
  - [class,=,trigger]
- Subscriptions are conjunctions of predicates
  - [class,=,trigger],[appl,=,payroll],[gid,=,g001]
- Publications are sets of attribute-value pairs
  - [class,trigger],[appl,printer],[gid,g007]
- Matching semantic
  - A subscription matches if all its predicates are matched

Content-based routing



- Distributed publish/subscribe
- Network of publish/subscribe brokers
- Subscriptions & publications are injected into network at closest edge broker
- Routing protocol distributes subscriptions throughout network
- Network routes relevant publications to interested subscribers
- Routing is based on content; it is not based on addresses, which are not available
- Subscriptions may change dynamically



Declarative

Responsive

Decoupled





#### Supply chain and logistics



Service oriented architecture

RFID and sensor networks

Workflows, business processes

# Publish/Subscribe in Industry



- Standards
  - CORBA Event Service
  - CORBA Notification Service
  - OMG Data Dissemination Service
  - Java Messaging Service
  - WS Eventing
  - WS Notification
  - INFO-D (Grid Forum)

- Emerging technologies
  - RSS aggregators
    - PubSub.com, FeedTree
  - Real-time data dissemination
    - TIBCO, RTI Inc., Mantara Software
  - Application integration
    - Softwired
  - Hardware-based brokers
    - Sarvega (Intel), Solace
      Systems, DataPower
      (IBM)



# Publish/Subscribe in Academia

Research projects

- Elvin (Australia)
- Gryphon (IBM)
- Hermes (Cambridge)
- SIENA (Boulder)
- REBECA (Darmstadt)
- ToPSS (UofT)
- PADRES (UofT)

# The Toronto Publish/Subscribe System Family (ToPSS)

- Matching algorithms
  - Language expressiveness, scalability, speed
- Routing protocols
  - Network architectures, scalability
- Higher level abstractions
  - Workflow execution
  - Monitoring

ToPSS	A-TOPSS CS-TOPSS
(matching)	(approximate) (composite subs)

S-ToPSS L-(semantic) (loca

L-TOPSS Rb-TOPSS (location-based) (rule-based)

X-ToPSS (XML matching) persistent-ToPSS (subject spaces)

M-ToPSS P2P-ToPSS LB-ToPSS (mobile) (peer-to-peer) (load balancing)

Federated-ToPSS Ad hoc-ToPSS (federation of ToPSS brokers) (ad hoc networking)

Historic-ToPSS (historic data) FT-ToPSS (fault tolerance)

JS-ToPSS (job scheduling)



## Overall Project Vision









# Matching Algorithms



- For solving the pub/sub matching problem
- Tree-based algorithms
- Graph-based algorithms
- Automaton-based algorithms (NFA, DFA)
- Two-staged algorithms
  - predicate matching
  - subscription matching



# Predicate Matching

Predicate matching problem



 Given a set P of predicates and an event e, identify all predicates p of P which evaluate to true under e.

Example:

e = {..., (price, 5), (color, white) ...}

p1: price > 5; p2: color = red; p3: price < 4

p1 is false p2 is false p3 is true predicate bit vector:



### Data structure overview







### Predicate Index

#### price



- one ordered linked list per operator
- insert, delete, match are O(n)-operations (per attribute name in e and per operator)
- alternatively, use a B-tree or B+-tree etc.

## Observations



- countable domain types with small cardinality
  - integer intervals
  - collections (enums)
  - a set of tags

#### Examples

- □ price : [0, 1000], models variety of prices
- □ color, city, state, country, size, weight
- all tags defined in a given DTD
- predicate domain is often context dependant, but limited in size
  - prices of cars vs. prices of groceries



# Predicate Matching for Finite Domains



p1: price > 5; p3: price < 4; p4: price = 5; p9: price != 5...







## Experiments and evaluation



# Predicate Matching Performance (list-based scheme)





#### Predicate Matching Performance (table-based scheme)





Predicate Matching Performance (tables-based vs. list-based scheme)









# Subscription Matching



# Multiple one-dimension indexes

- One-dimension indexes.
  - hash tables
  - B-trees
  - Interval Skip Lists
- Counting algorithm
- Hanson algorithm
- Propagation algorithm

# Counting algorithm



#### Subscriptions consist of a set of predicates

- □ S1:  $(2 \le A \le 4) \& (B = 6) \& (C \ge 4) \Rightarrow pA : (2 \le A \le 4), pB (B = 6), pC:(C \ge 4)$
- □ S1:  $(2 \le A \le 4) \& (C = 3) \Rightarrow pA : (2 \le A \le 4) pC: (C = 3)$
- A Subscription matches the event if all its predicates are satisfied.
- Idea: Count the number of satisfied predicates per subscription

# Data structures for the counting algorithm



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# Counting algorithm





# Subscription Matching





# Clustering Algorithm



