



Event-Driven Architectures for Distributed Crisis Management

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What is a Crisis?

- Usually are uncontrollable, unpredictable, and have dire consequences
 - Airplane crashes, power outages, wildfires, etc.
- Require quick, decisive action
- Require groups of people to work together
 - Police, fire departments, news teams, etc.
 - Distributed due to control issues



Dealing With Crises

- Three primary problems arise
 - Acquiring data
 - Analyzing data
 - Executing actions
- Normal management schemes often are inadequate
 - Rules engines, enterprise computing systems, etc.
- Abstract and concrete models proposed to cover these crises



Abstract Model: Variables

- *External variables* represent real-world quantities
- *Internal variables* are the results of computations concerning other variables
- Special *time* variable reflects progress of time in real world



Abstract Model: Execution

- *When-then rules* sole means of specifying system behavior
 - *When* history-predicate *then* state-change-specification
- When new information becomes available, all when-then rules executed immediately and concurrently
- Cannot be implemented
- Useful as a starting point for a concrete model



Concrete Model Overview

- Three components comprise system: *sensors, actuators, and event processors*
 - Sensors generate events based on external properties of the monitored system
 - Actuators consume events and change external properties
 - Event processors consume events and generate new ones
- New information entering the system is represented by *events*



The Role of Sensors

- Send information into the network
- All information specified as attribute-value pairs
 - (subject, earthquake)
 - (time, 9:15:35)
 - (intensity, 3.0)
 - (latitude, 34.057°N)
 - (longitude, 118.834°W)



The Role of Actuators

- Specify reactions to information
- Reaction can notify other software or individuals
 - Can cause change in the real world
- Must be activated via events
 - Cell phones, pagers, sirens, etc.



The Role of Event Processors

- Event processors implement the internal variables and *when* part of when-then rules
- Operate only over local variables
- Specify a set of *input ports*, a *state transition function*, an *event generation function*, and a *timeout* value



Event Processor Specification

- State transition function updates local variables
- Event generation function creates new events
- Timeout acts as an event if none received in specified time
 - Can be changed by state transition function
- Set of input ports dictates information to process
 - Can be prioritized



Example: Blood Supply

- Monitor blood supplies throughout L.A. County
- Event processor for health director implements when-then rule
 - **when**
one-week moving-point average blood plasma usage in L.A. County exceeds three-quarters of one-week moving-point average blood plasma inventory available in L.A. County,
 - **then**
send alert



Example: Blood Supply

- Event processor for health director:
 - Has two ports: *blood_available* and *blood_used*
 - Local variables *blood_available[]*, *blood_used[]*, *avg_blood_available* and *avg_blood_used*
 - State transition function appropriately modifies local variables based on new information
 - Event generation function sends out alert to director when critical condition satisfied
 - *Timeout* is 24hrs



Example: Blood Supply

Hospitals



Blood Banks



Health Director



Example: Blood Supply



Hospitals



Blood Banks



Health Director

 *blood_used*  *blood_available*

avg_blood_used:

avg_blood_available:

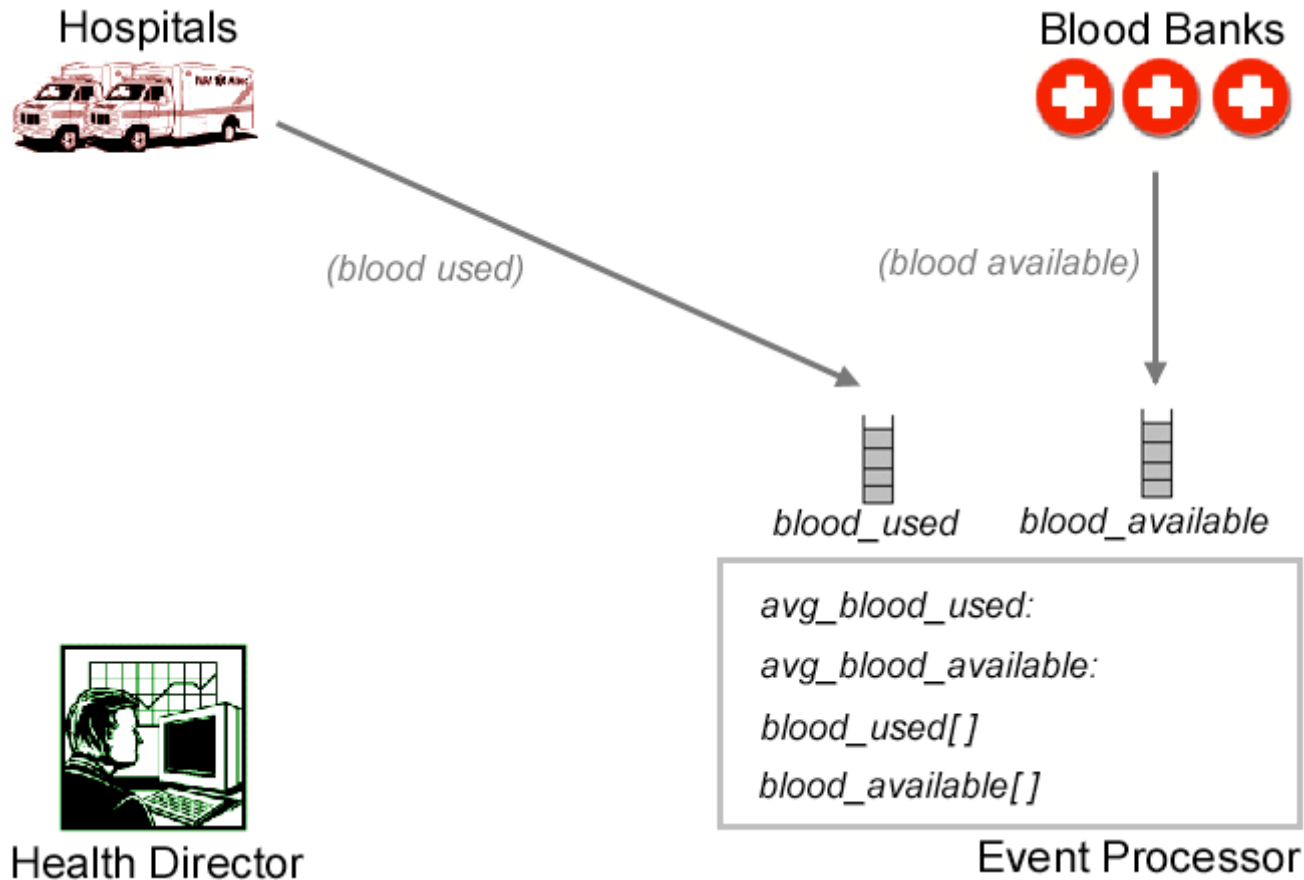
blood_used[]

blood_available[]

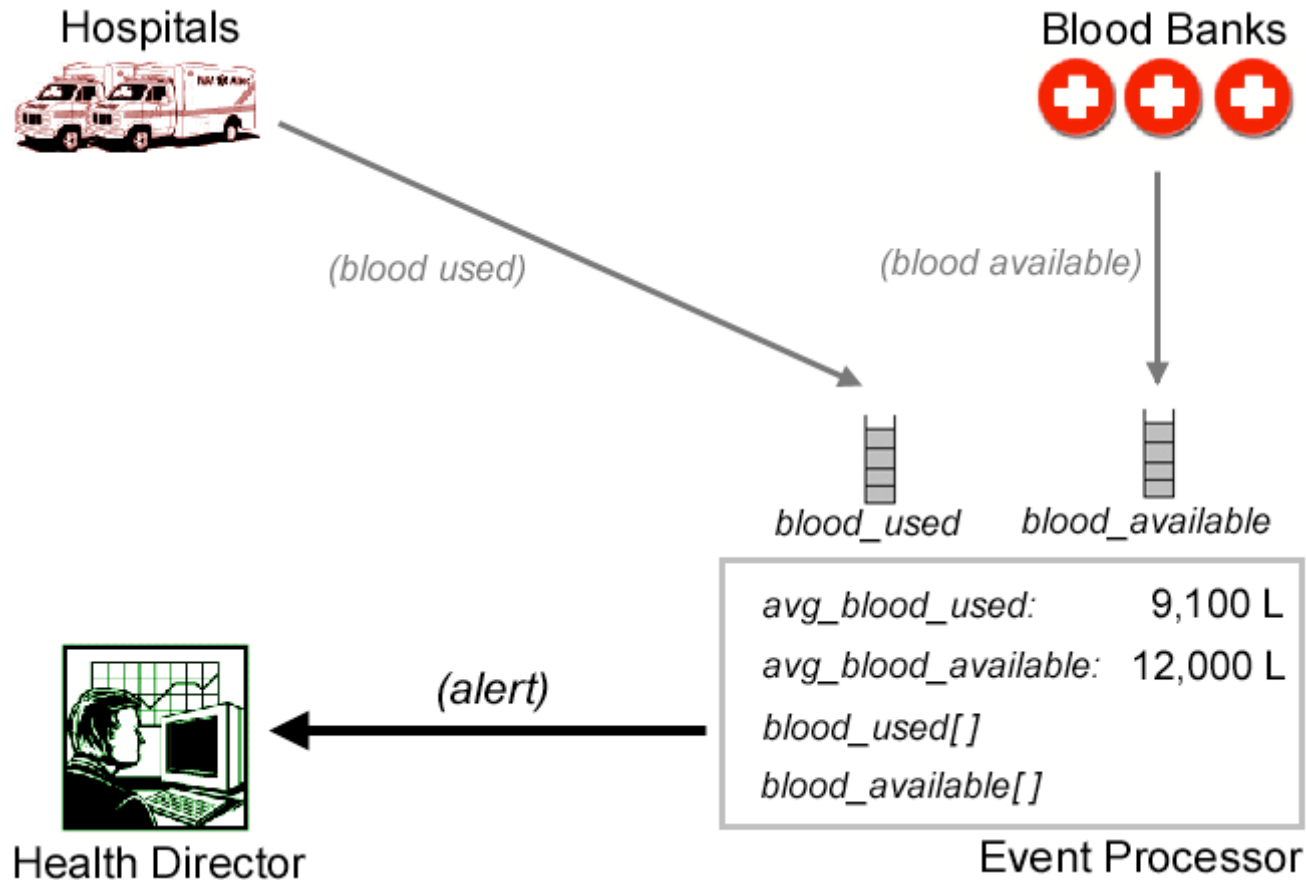
Event Processor



Example: Blood Supply



Example: Blood Supply



Implementation

- Messages implemented in XML
- States for processors implemented in XML, transitions implemented in XSLT
- System implemented in Java
- Persistent storage used to catalog information



Further Work

- Increase system robustness and fault tolerance
- Address security issues
- Create simpler interface for use by non-technical personnel



Conclusions

- *When-then rules* provide a simple way to help emergency response teams deal with dynamic, complex crises
- When-then rules can be adequately approximated by *event processors*
- First step towards a truly generic crisis management system



Questions?



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