

### JBoss Rules – Viva Le Drools

## **Declarative Behavioural Modelling**

An Integrated Al approach

**Mark Proctor** 



### **More Expression**

- 3.0.x only allows comma seperated field constraints. 'or' could be used at the CE level, but resulted in subrule generation.
  - Can now use && and || inside the pattern for multiple values on the same field and across files – no subrule generation.
  - Person(age > 30 && < 40 || hair =="black")</li>
- 3.0.x auto-have autovivification of variables in dialect expressions
  - Before: Cheese( oldPrice : oldPrice, newPrice ==

( oldPrice \* 1.10 ) )



## **More Expression**

- 3.0.x had to always declare the variable, causing cluter, can now access direct properties of pattern variables.
  - Before: p : Person(personId : id)i : Item(id == personId, value > 100 )
  - Now: p : Person()i : Item(id == p.id, value > 100 )
- Eval rewrite for complex expressions
  - Before: Person(\$pets:pets eval(\$pets['rover'].type == "dog")
  - Now: Person( pets['rover'].type == "dog" )



## **Pluggeable Dialects**

 Return-value, predicate, evals and consequences can now specify dialects, now suppors Java and MVEL.

```
    Cheese(type == "stilton",
eval(price == (new Integer(5) + 5)),
price == (new Integer(5) + 5))
```

Assert (new Person()) ( name = "mark", age = 31 );



# Why MVEL

- Reflection/bytecode(JIT) compilation and execution modes.
  - For huge systems we need to be able to avoid excessive bytecode generation, but still have the option for bytecode JIT for performance sensitive areas.
- Fast reflection mode.
  - We originally started with our own language JFDI, which was designed to be a simple and fast reflection based language, the idea is all work is done at compile time so runtime is just a series of reflection invokers.
     This design has been carried through to MVEL, so that it has good enough reflection performance. Where as other languages have to drop reflection mode and use bytecode to get any reasonable level of performance.
- Pluggeable resolvers.
  - Dictionary population is too slow, MVEL can resolve it's variable direct from the provided resolvers, which we make array based for performance.
- Size.



- Custom language extensions.
  - MVEL is extending the language to support rule friendly constructs, in particular block setters. So I can do "modify (person) (age += 1, location = "london")" with the ability to treat that as a transaction block so I can run before and after interceptors on the entire block. This is made easier through the use of macros, so we can define our own keywords and have them expanded into mvel code.
- Static/Inferred typed or dynamic modes.
  - Variables can be untyped and totally dynamic.
  - Variables can be statically typed or type can be inferred, casting is supported.
  - Optional verifier for "typed mode", disallows dynamic variables and ensures all types and method calls are correct. Which helps with.
    - Authoring time validation.
    - Code completion.
    - Refactoring.
- Configurable language feature support.



### **Powerful new Ces**

- Forall
  - True when the pattern is true for all facts
  - Forall( Bus(color == "red") )
- From
  - Pulls and unifies against none working memory data
    - Can call hibernate querries
    - Sub fields
    - Restaurant( rating == "five star" )
       from hbSession.getNamedQuery( "restaurant query" ).
       setProperties( key1 : value1, key2 : value2).list()



#### **Powerful new Ces**

#### Collect

- Allows you to use cardinality
- When there are more than 6 red buses
- List(size > 6) from collect ( Bus(color == "red") )
- 'from' can be chained. Following is true if all items in a cart have a price creater than 10
- List(size == (\$list.size)) from collect(Item(price > 10 )from \$cart.items

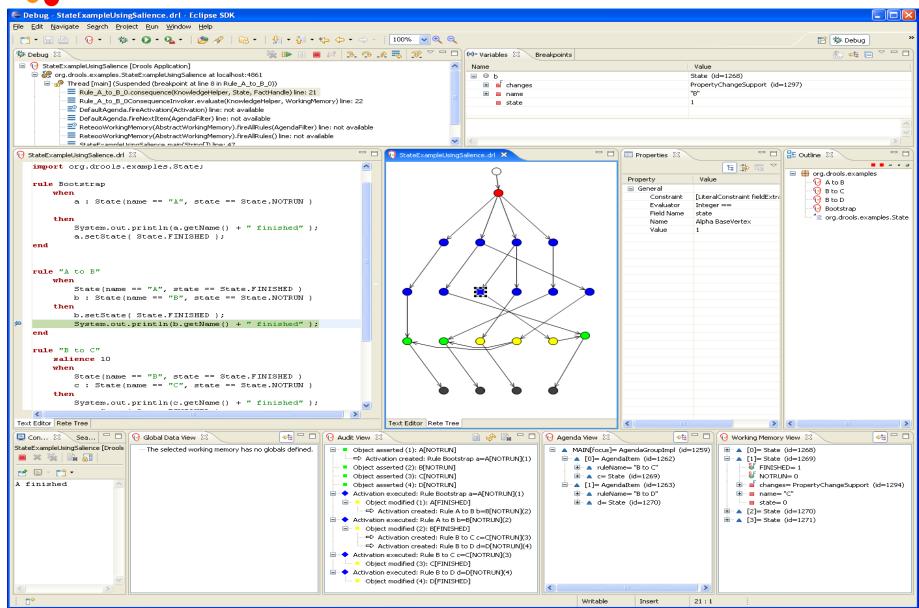


#### **Powerful new Ces**

- Accumulate
  - More powerful 'collect' allows you to execute actions on each matched fact in the set
  - \$total : Integer()
     from accumulate( \$item : Item( )
     init(count = 0; total=0)
     action(count++;total += \$item.price)
     result( return total/count )

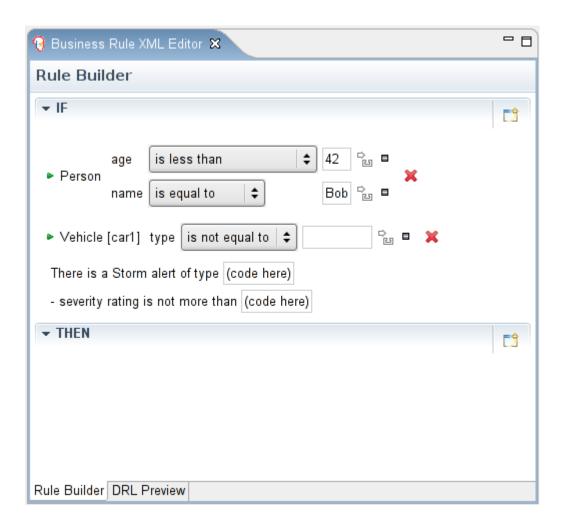


## Line Debugger and new Rete Viewer



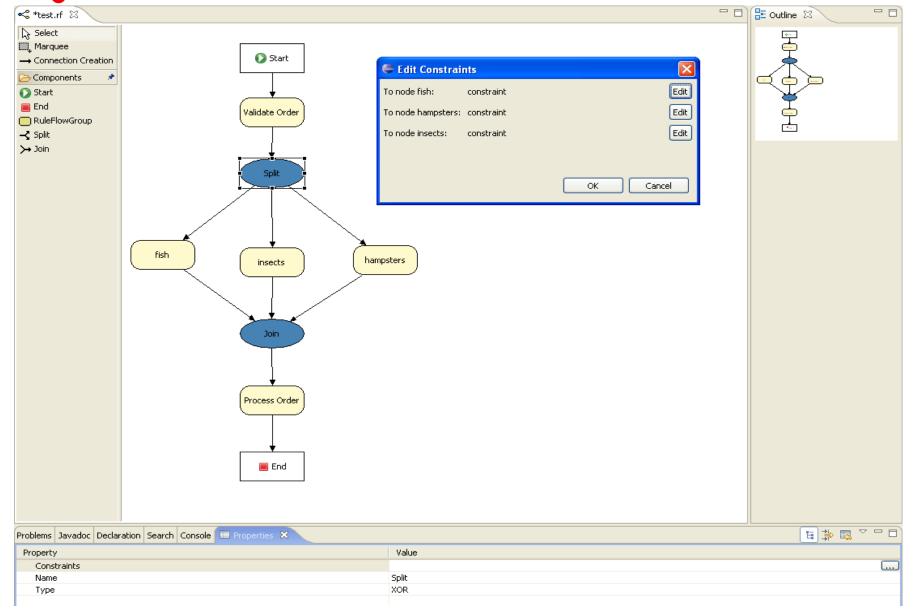


## **Eclipse Guided Editor**



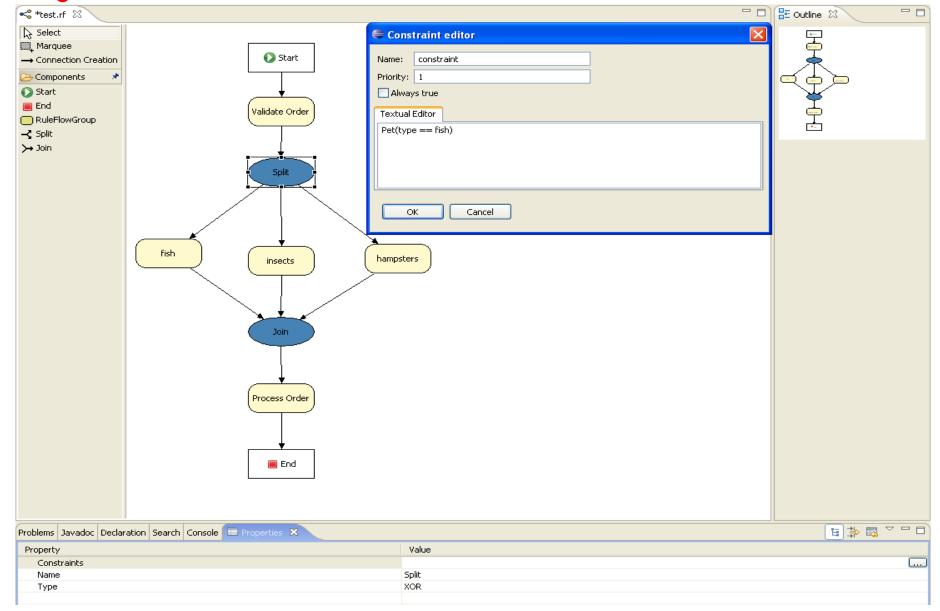


### **Boss** Rule Flow





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### RuleFlow

- Execution control of sets of rules, a node can fire 1 or it can fire 10K rules.
- Is not transactional
- Does not persist per propagation
- No configurable services

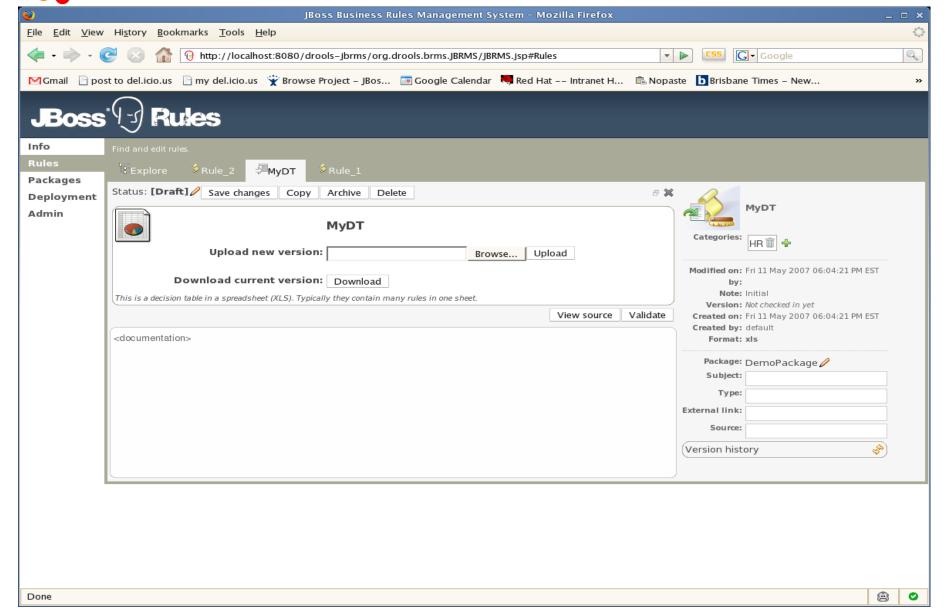


### **BRMS**

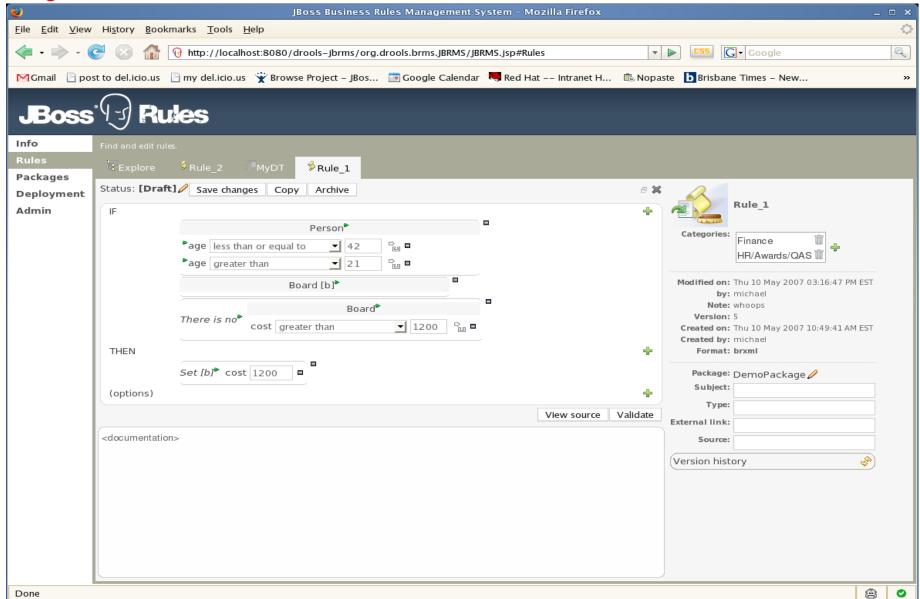
- Web 2.0 based BRMS using
  - Built with JackRabbit JCR and GWT/Seam
  - Rule/package management
    - version control, categorisation, configuration, deployment
  - Upload
    - drls, dsls, excel decision tables, dependencies (jars)
  - Web Authoring
    - Text pasting
    - Guided editor



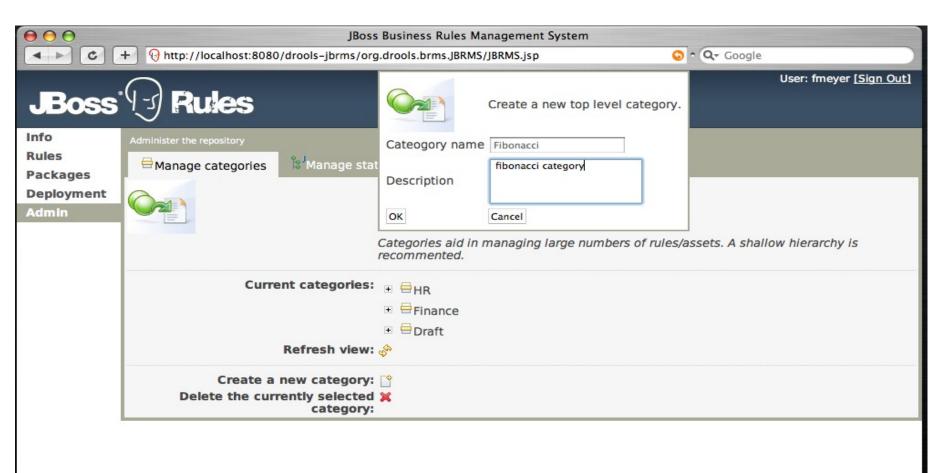
### **BRMS**













### **BRMS**

