

JBoss Drools

Open-Source Business Logic Platform

Kris Verlaenen

Drools Developer

Overview

- Drools Expert
 - What is a rule?
 - Why rules?
 - How does a rule engine work?
- Drools Eclipse IDE
- Drools Guvnor
- Drools Flow
- Drools Fusion

What is a rule?

A principle or regulation governing conduct, action, procedure, arrangement, etc.

What is a rule?

Rule conditions = Pattern matching

```
p: Person ( age > 18, $ssn: ssn )
DriversLicense (
   type == "Category2",
   ssn == $ssn )
```

Rule consequence = Action
 System.out.println(p.getName());
 insert(new Person());

Drools language features

- Rule conditional elements
 - And, Or, Exists, Not
 - Accumulate, Collect
 - From
 - Forall
 - Temporal rules
- Rule consequence
 - Pluggable dialects (Java, MVEL)
- Functions, globals, queries, etc.

Drools Rule Formats

- DRL
- Domain-specific language
- Decision tables
- Guided rule editor
- XML

Drools Rule Language (DRL)

```
import org.drools.Person
global java.util.List myList
rule "RuleName" salience 20
   when
      p: Person( age > 20, name == "John" )
      r: Request( personId == (p.id) )
   then
      myList.add( r );
```

Domain-specific Language

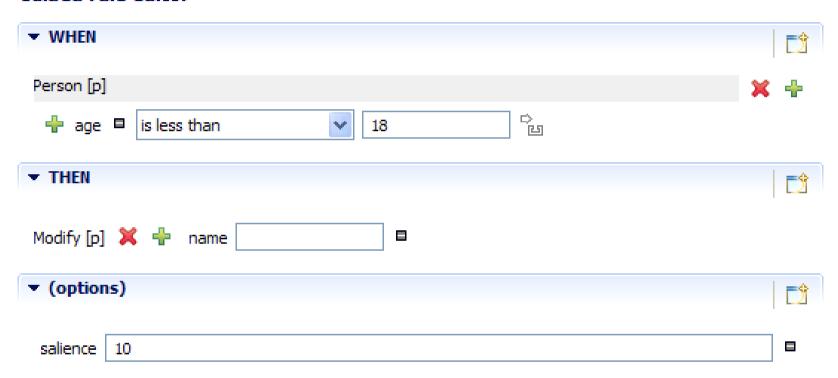
```
expander DSL.dsl
 4
 5@rule "Your First Rule"
         when.
 7
8
9
               There is a Notification of type "{type}"
               There is a Person
               - with age between {x} and {y}
10
11
         then <> - with age between {x} and {y}
12
                < > - with name "{name}"
13
                Instance is at least {number} and field is "{value}'
14 end
                There is a Notification of type "{type}"
15
                ♦ There is a Person.
                There is an Instance with field of "{value}"
                There is no current Instance with field: "{value}"
```

Decision Tables

| Base pricing rules | Age Bracket | Location risk profile | Number of prior claims | Policy type applying for | Base \$ AUD | Record Reason |
|--------------------|-------------|-----------------------|------------------------|--------------------------|--------------------|----------------------|
| Young safe package | 18, 24 | LOV | 1 | COMPREHENSIVE | 450 | |
| | | MED | | FIRE_THEFT | 200 | Priors not relevant |
| | | MED | 0 | COMPREHENSIVE | 300 | |
| | | LO¥ | | FIRE_THEFT | 150 | |
| | | LOV | 0 | COMPREHENSIVE | 150 | Safe driver discount |
| Young risk | 18,24 | MED | 1 | COMPREHENSIVE | 700 | |
| | 18,24 | HIGH | 0 | COMPREHENSIVE | 700 | Location risk |
| | 18,24 | HIGH | | FIRE THEFT | 550 | Location risk |
| Mature drivers | 25,30 | | 0 | COMPREHENSIVE | 120 | Cheapest possible |
| | 25,30 | | 1 | COMPREHENSIVE | 300 | |
| | 25,30 | | 2 | COMPREHENSIVE | 590 | |
| | 25,35 | | 3 | THIRD PARTY | 800 | High risk |

Guided Rule Editor

Guided rule editor



XML Rule Language

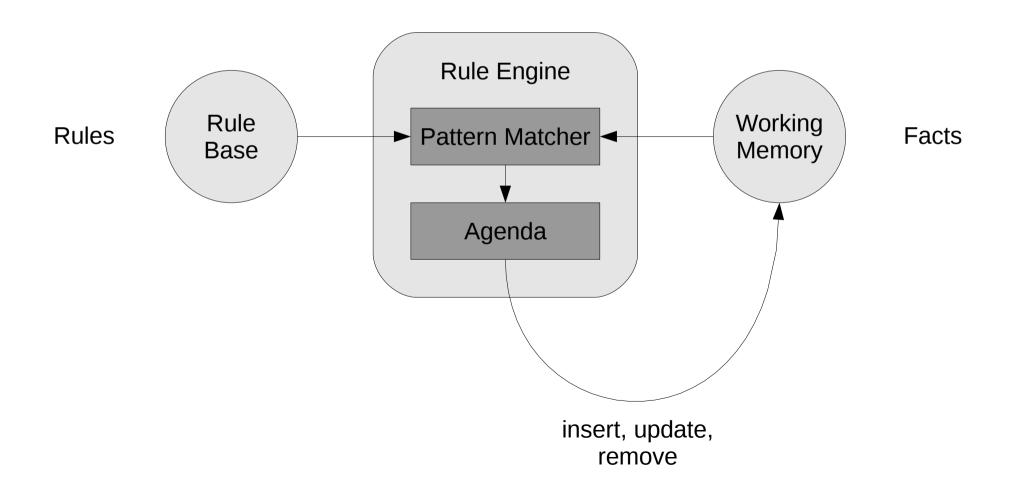
```
<rule name="simple_rule">
<rul><!rule-attribute name="salience" value="10" />
<lhs>
   <pattern identifier="$i" object-type="Integer">
    <from>
     <accumulate>
       <pattern object-type="Cheese"></pattern>
       <init> int total = 0; </init>
       <action> total += $cheese.getPrice(); </action>
       <result> new Integer( total ) ); </result>
      </accumulate>
    </from>
   </pattern>
</lhs>
<rhs> list1.add( $cheese ); </rhs>
</rule>
```

Why rules?

- Separate logic from application
- Understandability
 - Declarative, higher-level
- Speed and scalability
 - ReteOO
- Global enforcement, maintainability and agility
 - Logic is centralized, embrace change
- Traceability

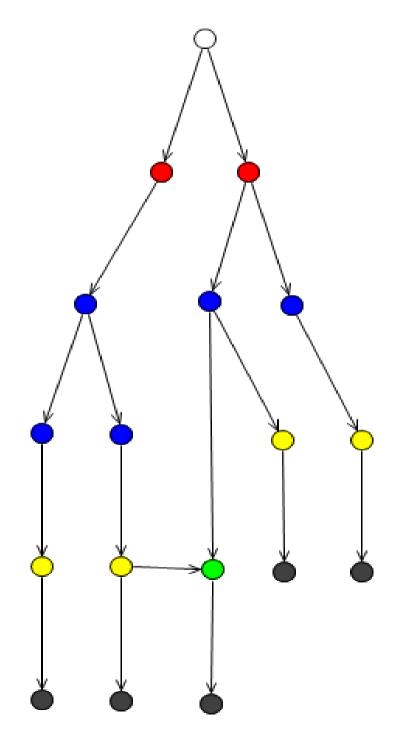
How does a rule engine work?

Production rule engine using forward chaining



ReteOO

- Rule base is compiled into a discrimination network
- Data propagates through network
- Node sharing



Other Drools Features

- Static rule analysis
 - Detect redundancy, completeness, etc.
- Audit (event listeners)
- JSR-94 compliant (Java Rule Engine API)
- Binary persistence strategy
- Community extensions
 - Uncertainty
 - Planning

Drools Code example

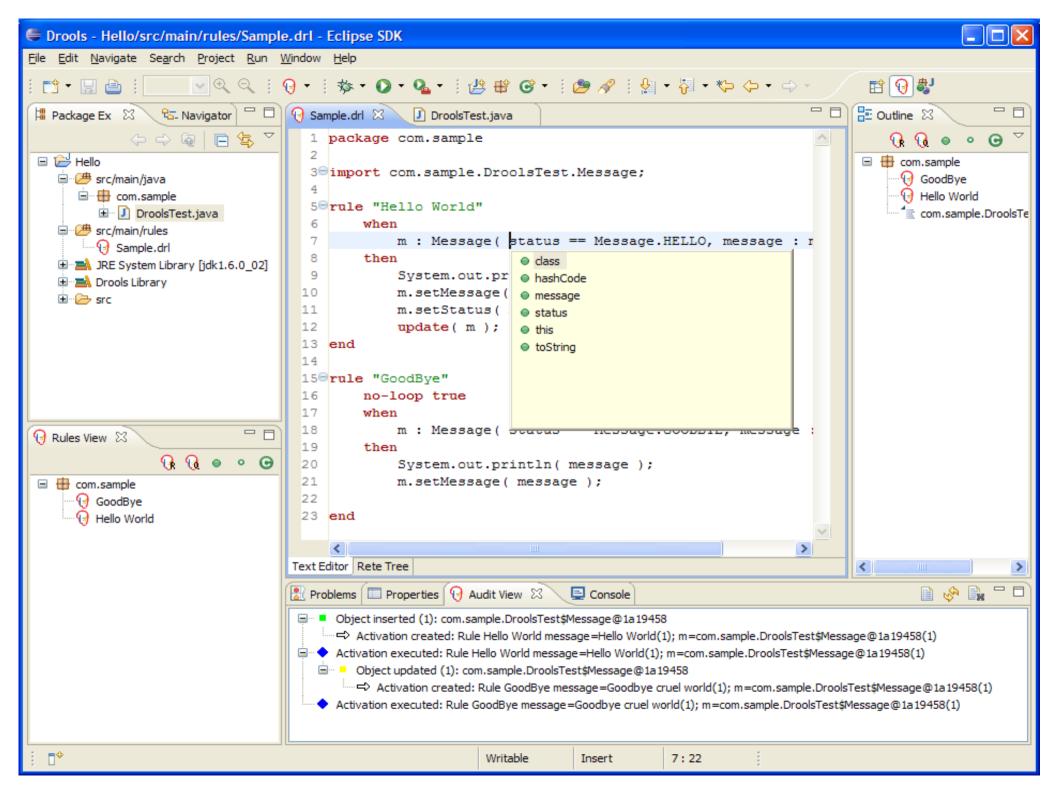
```
// Create a new rule base
PackageBuilder builder = new PackageBuilder();
builder.addPackageFromDrl( ... );
RuleBase ruleBase = RuleBaseFactory.newRuleBase();
ruleBase.addPackage( builder.getPackage() );
// Create working memory
WorkingMemory workingMemory =
  ruleBase.newStatefulSession();
// Insert facts
Message message = new Message( "Hello World" );
workingMemory.insert( message );
// Execute
workingMemory.fireAllRules();
```

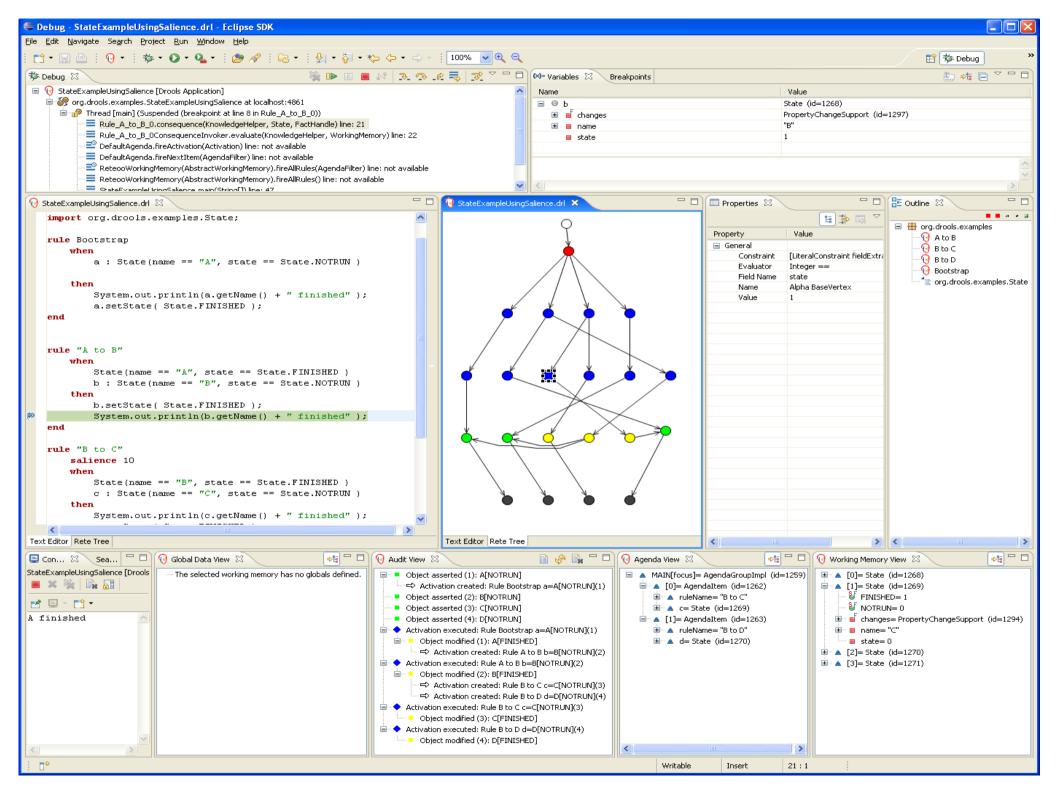
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Eclipse IDE

- Assist developer in
 - Authoring
 - Executing
 - Testing
 - Debugging
 - Managing
- Extends Eclipse workbench with specific views, editors, wizards, perspective, actions, builder, etc.





Overview

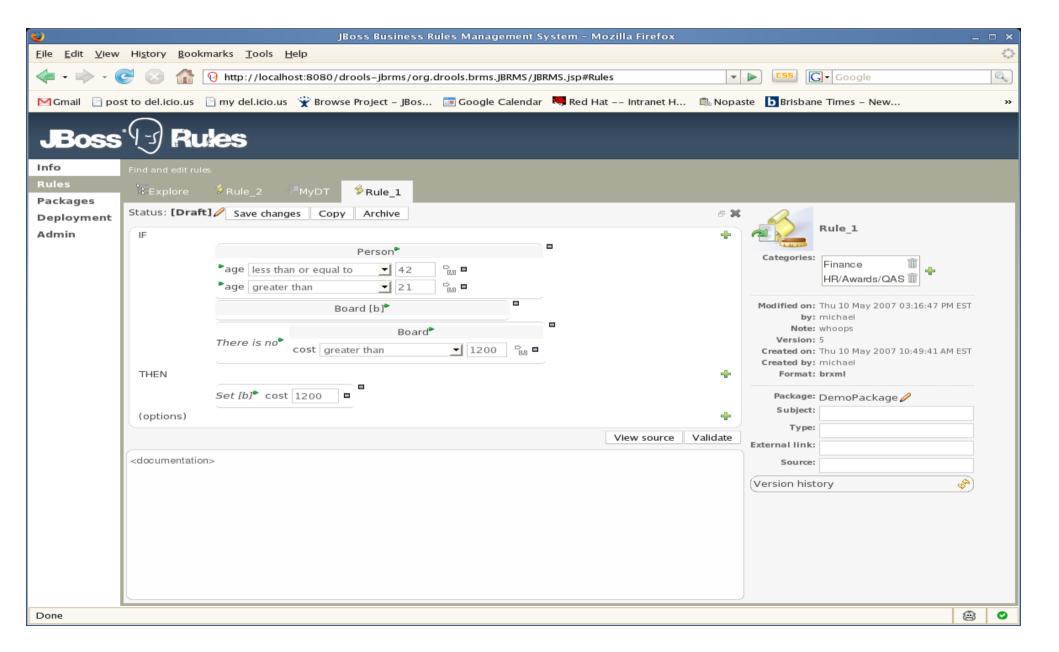
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Drools Guvnor

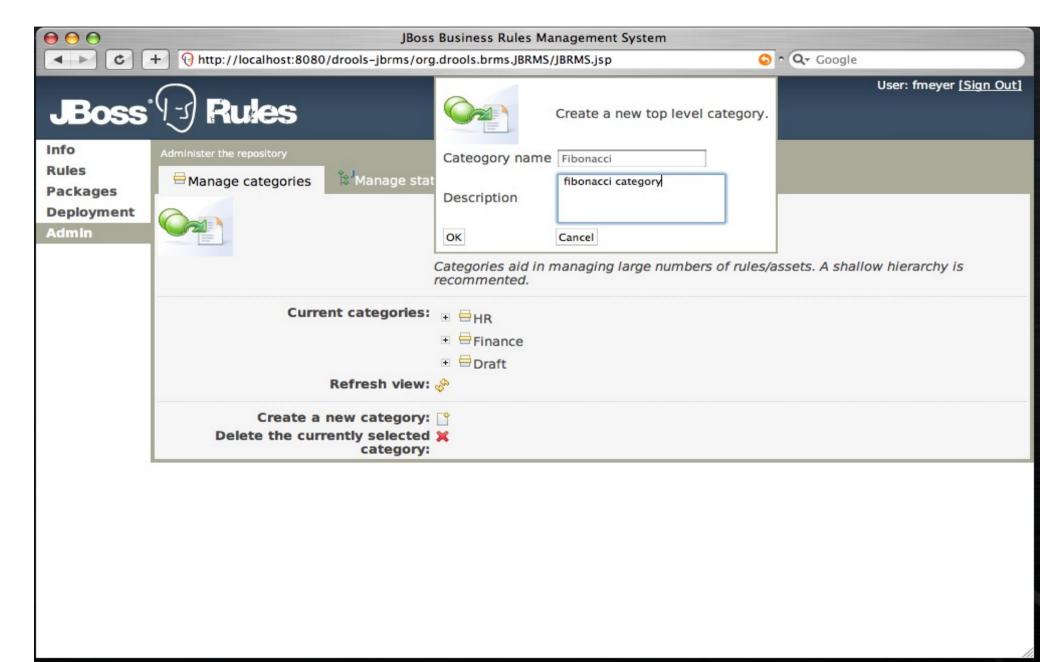
Web-based rule management, storage, editing and deployment environment

- Rule editing
 - text, guided, decision tables, etc.
- Version control
- Categorization
- Build and deploy
- Scenarios

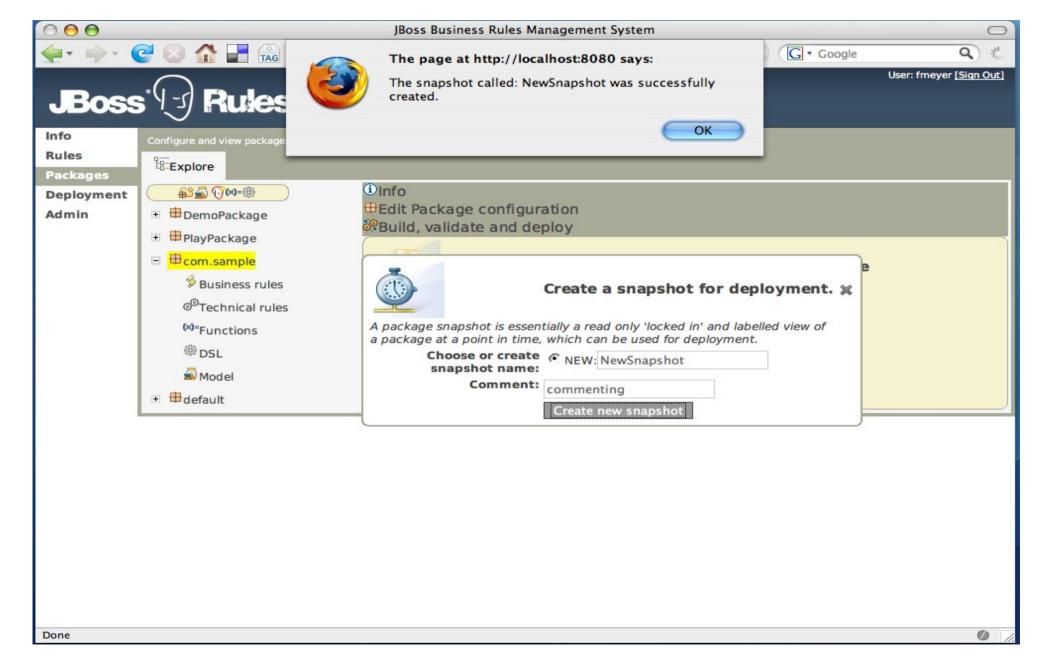
Guvnor Rule Editing



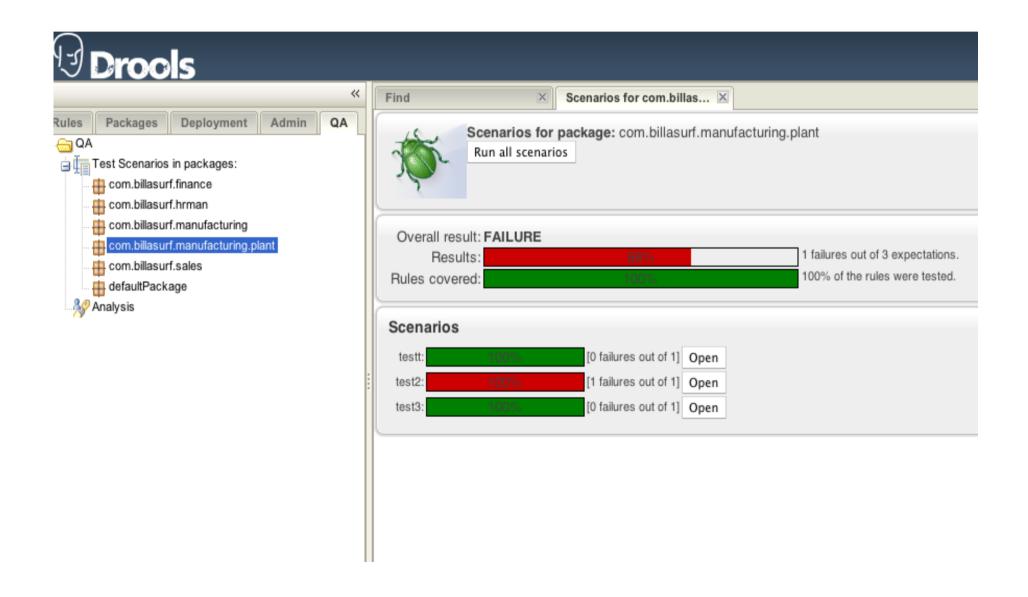
Guvnor Categorization



Guvnor Deployment



Guvnor Test Scenarios



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Drools Flow

A workflow engine combining processes and rules

- Integration
 - From loose coupling (decision services)
 - To advance integration (process rules)
- Unification
 - Rules and processes are different types of business knowledge assets
 - Tooling (IDE, repository, management, etc.)

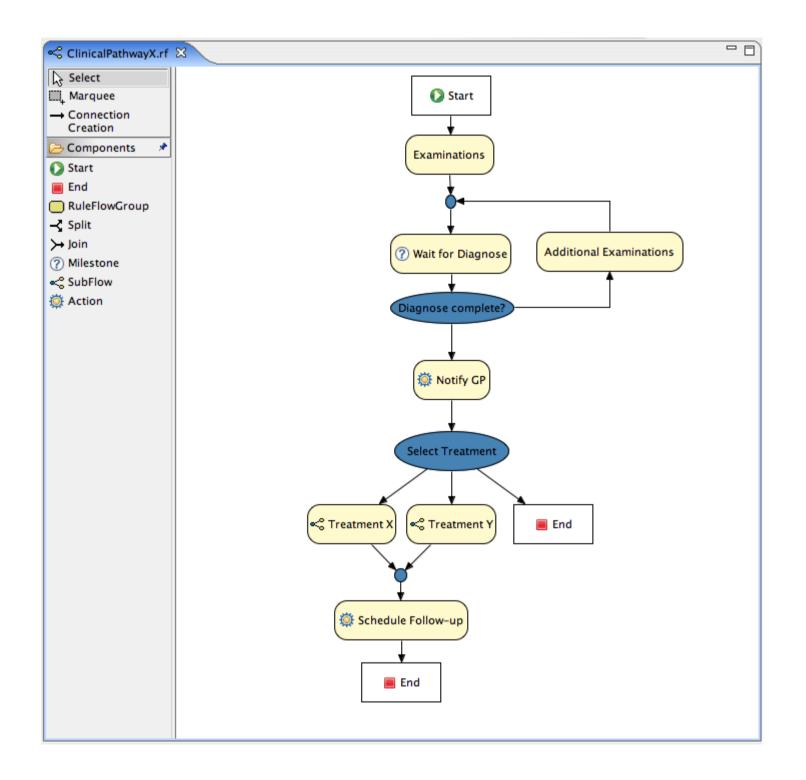
Why use rules in processes

Simplicity

- Complex decisions are sometimes easier to specify using rules
- Separate life cycle and different scope => Agility
 - Change rules without having to change process, rules can be reused accross processes or outside processes
- Declarative and higher-level
 - Focus on what instead of how, rules are additive
- Granularity
 - Easy to write rules for specific circumstances, processes should be more generic
- Performance

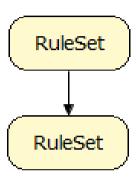
Drools Flow

- Unifies rules and processes in a single engine
 - Ability to use rules everywhere in your process
 - Decision nodes, constraints, exception and event handling, task assignment, etc.
 - Processes and rules see, reason and react on the same data
 - No data passing or synchronization
 - Processes and rules interact
 - Integrated tooling



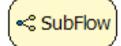
Drools Flow

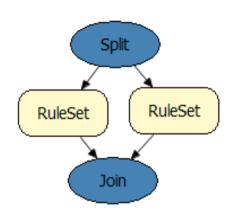
- Control flow
 - Sequence, Paralellism
 - Choice, Looping
- Data flow (variables)
- Nodes
 - Action, Milestone
 (State), Subflow,
 Timer, Composite,
 Human Tasks
 - Exceptions, Timers

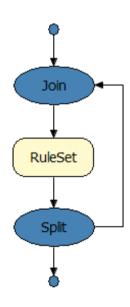








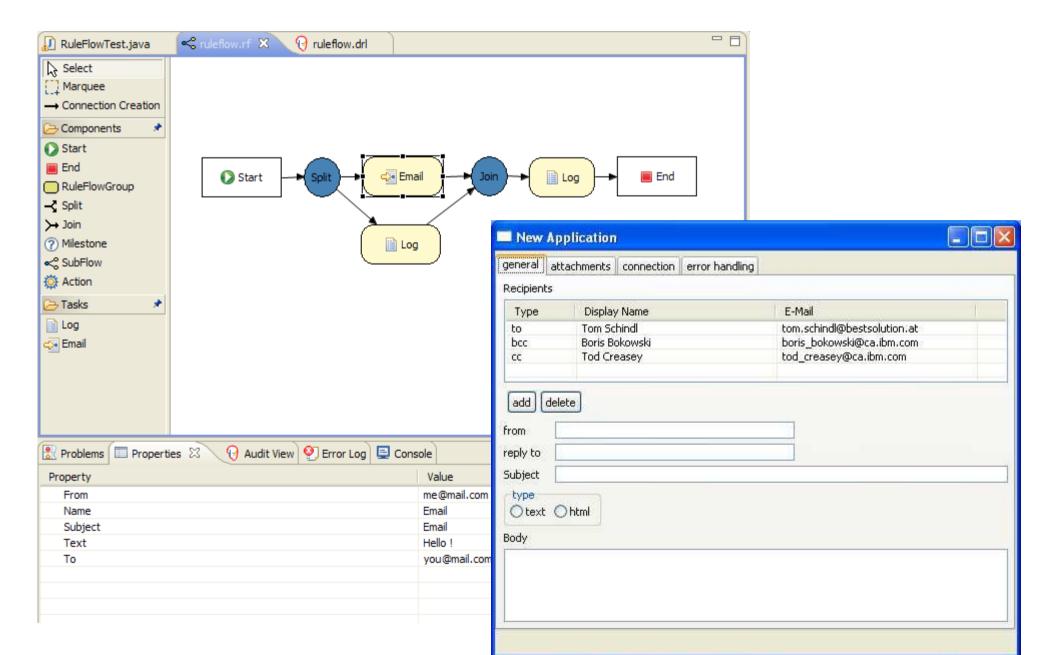




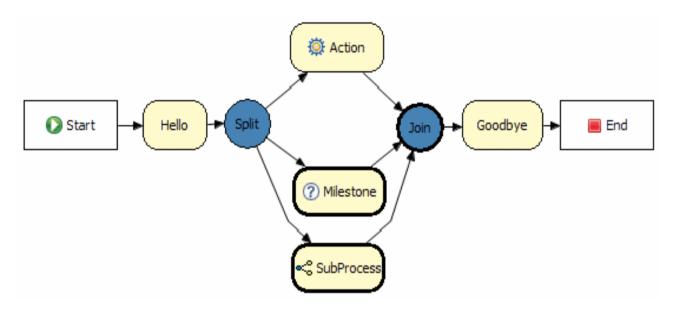
Additional Features

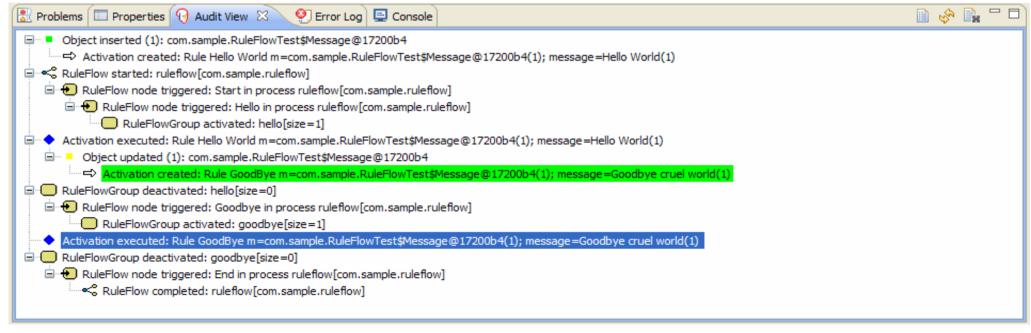
- Extensible process framework
 - Reusable set of core nodes
- Binary persistence of process instances
- Domain-specific work items
 - Plug in your own work nodes
 - Simplifies integration and testing
- Integrated debug and audit

Domain-specific Processes



Integrated debug and audit





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Drools Fusion

Temporal reasoning system to provide Complex Event Processing (CEP) capabilities

- Processing multiple events from an event cloud with the goal of identifying the meaningful events within the event cloud.
 - Event detection
 - Event correlation
 - Event abstraction

Requirements for event processing

Event Detection

 From an event cloud, select all the meaningful events and only them.

[Temporal] Event Correlation

- Ability to correlate events and facts declaring temporal and non-temporal constraints between them.
- Ability to reason over event aggregation

Event Abstraction

 Ability to declare composite complex events from simple atomic events

Requirements for event processing

Event Detection

- Leverages all the power and expressiveness of the rule language
- Extension for stream support: entry-points
- [Temporal] Event Correlation
 - Temporal extension to Rete Algorithm: before, after, meets, met-by, overlaps, overlapped-by, during, contains, starts, started-by, finishes, finished-by, concurrent
- Event Abstraction
 - Sliding window support

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Questions?

Drools Homepage

http://www.jboss.org/drools/

Drools Blog

http://blog.athico.com/

Drools Chat

irc.codehaus.org #drools

Drools Mailing List

rules-users@lists.jboss.org

