Deploying and Managing Apama Applications

Version 9.12

February 2017

APAMA

This document applies to Apama Version 9.12 and to all subsequent releases.

Specifications contained herein are subject to change and these changes will be reported in subsequent release notes or new editions.

Copyright © 20132017 Software AG, Darmstadt, Germany and/or Software AG USA Inc., Reston, VA, USA, and/or its subsidiaries and/or its affiliates and/or their licensors.

The name Software AG and all Software AG product names are either trademarks or registered trademarks of Software AG and/or Software AG USA Inc. and/or its subsidiaries and/or its affiliates and/or their licensors. Other company and product names mentioned herein may be trademarks of their respective owners.

Detailed information on trademarks and patents owned by Software AG and/or its subsidiaries is located at http://softwareag.com/licenses.

Use of this software is subject to adherence to Software AG's licensing conditions and terms. These terms are part of the product documentation, located at http://softwareag.com/licenses and/or in the root installation directory of the licensed product(s).

This software may include portions of third-party products. For third-party copyright notices, license terms, additional rights or restrictions, please refer to "License Texts, Copyright Notices and Disclaimers of Third Party Products". For certain specific third-party license restrictions, please refer to section E of the Legal Notices available under "License Terms and Conditions for Use of Software AG Products / Copyright and Trademark Notices of Software AG Products". These documents are part of the product documentation, located at http://softwareag.com/licenses and/or in the root installation directory of the licensed product(s).

Document ID: PAM-DEP-912-20170217

Table of Contents

About this Guide....7
Documentation roadmap....7
Online Information....9
Contacting customer support....10

Security Requirements for Apama....11

Overview of Deploying Apama Applications....13
About deploying components with Command Central....14
About deploying Apama applications with an Ant script....14
About Apama command line utilities....14
About deploying dashboards....14
About tuning applications for performance....15
Setting up the environment using the Apama Command Prompt....15

Deploying Apama Components with Command Central....17
Overview of deploying components with Command Central....18
Getting started with Command Central....18
Using Command Central Web Interface....19
Using Command Central Command Line Interface....19
Administering Apama in Command Central....20
Creating and Deleting Instances Using the Command Central Web User Interface....21
Configuring Instances Using the Command Central Web User Interface....22
Creating and Deleting Instances Using the Command Central CLI....23
Commands that Apama Components Support....25
Configuration Types that Apama Components Support....26
Configuration Types that Apama correlator Supports....27
The correlator Persistence Properties....29
The correlator License Key....30
Configuration Types that Apama IAF Supports....31
The IAF Configuration File....31
Configuration Types that Apama Display Server and Apama Data Server Support....32
Server Modes....33
Additional .jar Files....34
Memory Configuration....34
Component Endpoint Configuration....35
Usage Notes....37
Extra Arguments....37
Component Logging....39
Component Ports....39
Apama Environment Variables....41

Correlator Connections....42
Correlator Initializations....43
Configuring Digital Event Services for a Correlator Instance....43
Retrieving Configuration Data for Apama Component Instances....44
Lifecycle Actions for Apama Component Instances....45
Monitoring Apama from Command Central....46
Monitoring KPIs for Correlator....46
Monitoring KPIs for EPL Applications and Connectivity Plug-ins....47
Monitoring KPIs for IAF....50
Monitoring KPIs for Dashboard Servers....51
Viewing Log Files....52
Deploying a Designer project to Command Central....54

Deploying and Managing Queries....57
Overview of deploying and managing query applications....58
Query application architecture....58
Deploying query applications....59
Running queries on correlator clusters....60
Deploying queries on multiple correlators....60
Deploying BigMemory Terracotta Server Array....61
Configuring BigMemory driver....61
Using JMS to deliver events to queries running on a cluster....62
Mixing queries with monitors....63
Handling node failure and failover....64
Managing parameterized query instances....64
Creating new query instances by setting parameter values....64
Changing parameter values for queries that are running....65
Monitoring running queries....65

Tuning Correlator Performance....69
Scaling up Apama....70
Partitioning strategies....71
Engine topologies....75
Event correlator pipelining....77
Configuring pipelining with engine_connect....77
Connection configuration file....83
Configuring pipelining through the client API....84
Event partitioning....84

Managing and Monitoring over REST....87
Generic Management....91
Correlator Management....92
IAF Management....93
Dashboard Management....93

Correlator Utilities Reference....95

Starting the event correlator....96
Specifying log filenames....106
Examples for specifying log filenames....109
Descriptions of correlator status log fields....110
Text internationalization issues....113
Determining whether to disconnect slow receivers....113
Description of slow receivers....113
How frequently slow receivers occur....114
Correlator behavior when there is a slow receiver....114
Tradeoffs for disconnecting a slow receiver....115
Determining whether to disable the correlator's internal clock....115
Injection time of compiled runtime....116
Injecting code into a correlator....117
Deleting code from a correlator....120
Packaging EPL and Java code....123
Sending events to correlators....126
Receiving events from correlators....129
Watching correlator runtime status....132
Inspecting correlator state....137
Shutting down and managing components....140
Viewing garbage collection information....150
Using the EPL memory profiler....150
Using the CPU profiler....157
Setting logging attributes for packages, monitors and events....162
Rotating the correlator log file....165
Rotating all log files....166
Rotating specified log files....166
Using the command-line debugger....167
Obtaining online help for the command-line debugger....173
Enabling and disabling debugging in the correlator....173
Working with breakpoints using the command-line debugger....173
Controlling execution with the command-line debugger....174
The wait command....175
Command shortcuts for the command-line debugger....175
Examining the stack with the command-line debugger....177
Displaying variables with the command-line debugger....177
Generating code coverage information about EPL files....177
Recording code coverage information....178
Creating code coverage reports....180
Interpreting the HTML code coverage reports....182
Using EPL code coverage with PySys tests....183
Replaying an input log to diagnose problems....184
Creating an input log file....184
Rotating an input log file....184
Performance when generating an input log....185

Reproducing correlator behavior from an input log....185
Event file format....187
Event representation....188
Event timing....188
Event types....190
Event association with a channel....190
Using the data player command-line interface....191
Configuring the event correlator....193
Using YAML configuration files....194
Sample YAML configuration file for the correlator....194
Using properties files....195
Runtime parameterization of configuration....196
Binding server components to particular addresses....196
Ensuring that client connections are from particular addresses....197
Setting environment variables for Apama components....197
Setting log files and log levels in a YAML configuration file....198
Configuring persistence in a YAML configuration file....199
Specifying JVM options....200
Deploying Apama applications with a YAML configuration file....201
Using the Apama component extended configuration file....202
Binding server components to particular addresses....202
Ensuring that client connections are from particular addresses....203
Setting environment variables for Apama components....203
Sample extended configuration file....204

About this Guide

Deploying and Managing Apama Applications discusses the following topics:

- Issues involved in deploying the components that make up an Apama application
- Deploying components with Command Central
- Deploying and managing query applications
- Tuning Apama applications for optimum performance
- Managing Apama applications over REST
- Using correlator utilities and configuration files

Documentation roadmap

Apama provides documentation in the following formats:

- HTML (viewable in a web browser)
- PDF (available from the documentation website)
- Eclipse help (accessible from Software AG Designer)

You can access the HTML documentation on your machine after Apama has been installed:

- **Windows.** Select **Start > All Programs > Software AG > Tools > Apama *n.n* > Apama Documentation *n.n***. Note that **Software AG** is the default group name that can be changed during the installation.
- **UNIX.** Display the `index.html` file, which is in the `doc/apama-onlinehelp` directory of your Apama installation directory.

The following table describes the different guides that are available.

Title	Description
Release Notes	Describes new features and changes since the previous release.
Installing Apama	Instructions for installing Apama.
Introduction to Apama	Introduction to developing Apama applications, discussions of Apama architecture and concepts, and pointers to sources of information outside the documentation set.

Title	Description
Using Apama with Software AG Designer	Instructions for using Software AG Designer to create and test Apama projects, develop EPL programs, define Apama queries, develop JMon programs, and store, retrieve and play back data.
Developing Apama Applications	Describes the different technologies for developing applications: EPL monitors, Apama queries, and Java. You can use one or several of these technologies to implement a single Apama application. In addition, there are C++, C, and Java APIs for developing components that plug in to a correlator. You can use these components from EPL.
Connecting Apama Applications to External Components	Describes how to connect Apama applications to any event data source, database, messaging infrastructure, or application. The general alternatives for doing this are as follows: ■ Implement standard Apama Integration Adapter Framework (IAF) adapters. ■ Create applications that use correlator-integrated messaging for JMS, webMethods Universal Messaging or Software AG Digital Event Services. ■ Use connectivity plug-ins written in Java or C++. ■ Develop adapters with Apama APIs for Java and C ++. ■ Develop client applications with Apama APIs for Java, .NET, and C++.
Building and Using Dashboards	Describes how to build and use an Apama dashboard, which provides the ability to view and interact with data views. An Apama project typically uses one or more dashboards, which are created in the Dashboard Builder. The Dashboard Viewer provides the ability to use dashboards created in Dashboard Builder. Dashboards can also be deployed as simple Web pages, applets, or WebStart applications. Deployed dashboards connect to one or more correlators by means of a Dashboard Data Server or Display Server.

Title	Description
Deploying and Managing Apama Applications	Describes how to deploy components with Software AG Command Central. Also provides information for: ■ Improving Apama application performance by using multiple correlators and saving and reusing a snapshot of a correlator's state. ■ Managing and monitoring over REST (Representational State Transfer). ■ Using correlator utilities.

In addition to the above guides, Apama also provides the following API reference information:

- API Reference for EPL in ApamaDoc format
- API Reference for Java in Javadoc format
- API Reference for C++ in Doxygen format
- API Reference for .NET in HTML format

Online Information

Software AG Documentation Website

You can find documentation on the Software AG Documentation website at http://documentation.softwareag.com. The site requires Empower credentials. If you do not have Empower credentials, you must use the TECHcommunity website.

Software AG Empower Product Support Website

You can find product information on the Software AG Empower Product Support website at https://empower.softwareag.com.

To submit feature/enhancement requests, get information about product availability, and download products, go to Products.

To get information about fixes and to read early warnings, technical papers, and knowledge base articles, go to the Knowledge Center.

Software AG TECHcommunity

You can find documentation and other technical information on the Software AG TECHcommunity website at http://techcommunity.softwareag.com. You can:

- Access product documentation, if you have TECHcommunity credentials. If you do not, you will need to register and specify "Documentation" as an area of interest.

- Access articles, code samples, demos, and tutorials.
- Use the online discussion forums, moderated by Software AG professionals, to ask questions, discuss best practices, and learn how other customers are using Software AG technology.
- Link to external websites that discuss open standards and web technology.

Contacting customer support

If you have an account, you may open Apama Support Incidents online via the eService section of Empower at https://empower.softwareag.com/. If you do not yet have an account, send an email to empower@softwareag.com with your name, company, and company email address and request an account.

If you have any questions, you can find a local or toll-free number for your country in our Global Support Contact Directory at https://empower.softwareag.com/public_directory.asp and give us a call.

1 Security Requirements for Apama

Security model

The Apama security model for correlator and IAF components is that untrusted users must not be given access to any related files or to send or receive data on any of the correlator or IAF network ports. It is assumed that any user able to access these files or ports is trusted and has permission to make arbitrary changes and read arbitrary data. Such users are also permitted to inject arbitrary code into a correlator and execute it with the permissions of the correlator process.

Security requirements

You must use the standard tools and configuration means of your operating system and network to restrict access to the IAF and correlator components to only trusted users.

You must use the standard tools of your operating system to restrict access to all configuration and data files to only trusted users.

Correlator and IAF log levels must be set to `INFO` (or more verbose) to ensure that all security-relevant events are written to the log files.

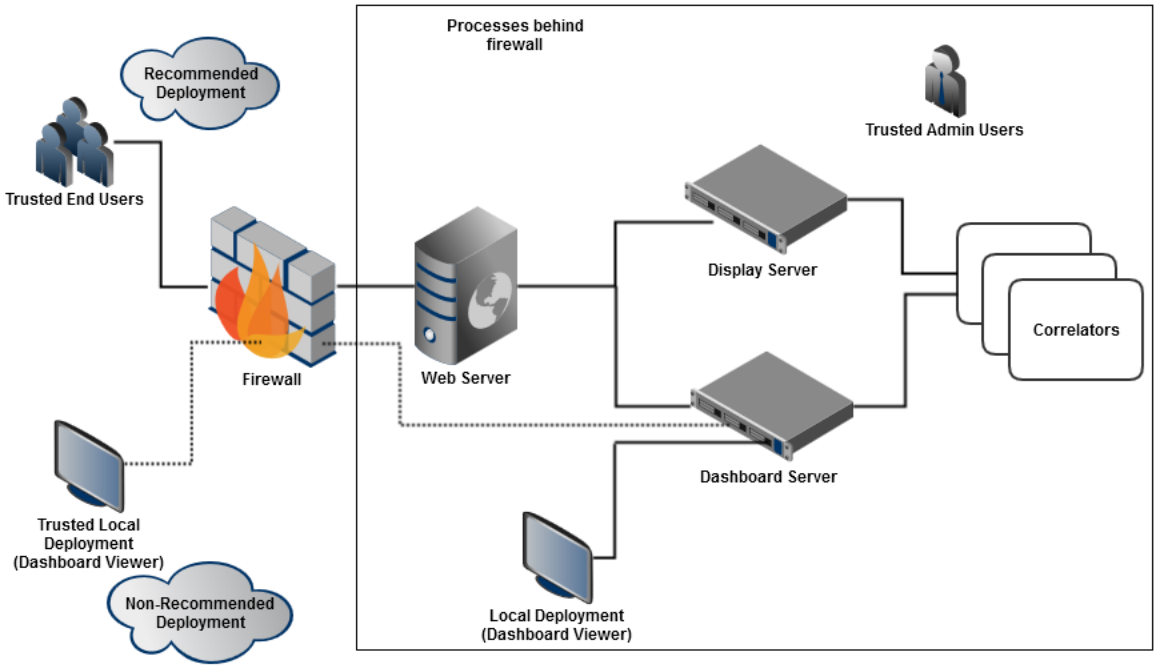
If components must connect across an untrusted network, then either a standard overlay tool such as a VPN must be used, or the interconnection has to be done via Universal Messaging with appropriate controls and restrictions configured in Universal Messaging.

If you need to restrict the data sent from certain users to the correlator, then all interconnections must be done via Universal Messaging with appropriate controls and restrictions configured in Universal Messaging.

Dashboards

For access from untrusted hosts, you should deploy your dashboards to the web server using either a Display Server, applet and/or WebStart deployment option. The Dashboard Server or Display Server processes should be running the behind a firewall, just like the correlators. When accessing the Dashboard Server by using a standalone Dashboard Viewer outside the firewall, make sure to run the Dashboard Server with the `--ssl` option, which will ensure secure sockets for client communication using the data port. You must also ensure that the management ports of both servers are not exposed to end users.

The following diagram depicts the recommended dashboard deployment options:



Authentication for the Display Server is done via JAAS and your authentication mechanism of choice.

Important: You must customize your own JAAS modules. The out-of-the-box authentication/authorization modules for dashboards cannot be used. This means that there is no authentication by default, and the basic authorization mechanism is shipped. For details on how to configure your own JAAS modules, see "Administering Dashboard Security" in *Building and Using Dashboards*.

For a dashboard audit trail, you must load the Dashboard Support bundle into the correlator processing audit events and handle the `DashboardClientConnected` and `DashboardClientDisconnected` events, logging them in an appropriate manner.

2 Overview of Deploying Apama Applications

- About deploying components with Command Central 14
- About deploying Apama applications with an Ant script 14
- About Apama command line utilities 14
- About deploying dashboards 14
- About tuning applications for performance 15
- Setting up the environment using the Apama Command Prompt 15

About deploying components with Command Central

Software AG Command Central can be used to configure, deploy and monitor various Apama components across multiple hosts. See "Deploying Apama Components with Command Central" on page 17 for detailed information.

About deploying Apama applications with an Ant script

The recommended approach for script-based deployment of Apama is to use an Ant script, making use of the Ant macro definitions provided in the apama-macros.xml file. You can find this file in the etc directory of your Apama installation. See the comments in that file for more detailed information about the available macros.

Software AG Designer has an Ant export wizard that can generate a simple Ant script for deploying your Apama project. See "Exporting to a deployment script" in *Using Apama with Software AG Designer* for more information.

Instead of using Ant to inject the EPL, you can also do this using a YAML configuration file (see "Deploying Apama applications with a YAML configuration file" on page 201). If a YAML configuration file is used for this purpose, then Ant should not inject the EPL.

About Apama command line utilities

Apama provides a variety of command line tools for managing and monitoring Apama correlators. For information and instructions on using these tools to monitor and manage event correlators, see "Correlator Utilities Reference" on page 95.

About deploying dashboards

Dashboard deployment and administration involves the following activities:

- Deployment package installation and configuration — see "Deploying Dashboards" in *Building and Using Dashboards*.
- Data Server and Display Server management — see "Managing the Dashboard Data Server and Display Server" in *Building and Using Dashboards*.
- Security administration — see "Administering Dashboard Security" in *Building and Using Dashboards*.

Before you perform these tasks, you should familiarize yourself with the deployment and administration concepts described in "Dashboard Deployment Concepts" in *Building and Using Dashboards*.

Deployment options

Dashboards can be deployed as simple, thin-client Web pages, as Java applets, as Java Web Start applications, or as files that can be loaded into a locally-installed, desktop application, the Dashboard Viewer. These deployment options are described and compared in "Deployment options" in *Building and Using Dashboards*.

Data server and display server

Scalability and security of dashboard deployment are supported by the use of the Data Server and Display Server, which mediate dashboard access to running DataViews. The Data Server and Display Server are introduced in "Data server and display server" in *Building and Using Dashboards*.

Process architecture

Applet and Web Start dashboards communicate with the Data Server via servlets running on an application server. Simple, thin-client, Web-page dashboards communicate with the Display Server via servlets running on your application server. Locally-deployed dashboards communicate directly with the Data Server. The structure of deployed configurations is detailed in "Process architecture" in *Building and Using Dashboards*.

Builders and administrators

Dashboard deployment involves the use of a dashboard deployment package that was generated by Apama's Dashboard Deployment Configuration Editor in Software AG Designer. In some cases the user that generated the deployment package is different from the user that installs and configures the deployment and administers the Data Server. The information that must be transferred between these two types of users is discussed in "Builders and administrators" in *Building and Using Dashboards*.

About tuning applications for performance

The performance of Apama applications can be enhanced by employing multiple correlators. For information about strategies for deploying multiple correlators and the Apama tools available for accomplishing this, see "Tuning Correlator Performance" on page 69. The section also contains information about preserving a correlator's runtime state.

Setting up the environment using the Apama Command Prompt

Before you can run any of the Apama tools (such as `engine_send` or `engine_inject`) or any of the Apama servers (such as the correlator or the Integration Adapter Framework which is also known as the IAF) from a normal command prompt, you have to set up

your environment correctly. This includes setting the paths to the Apama installation directory, the Apama work directory, the location of the libraries, the Java location, and other environment variables. Apama provides a batch file (Windows) or shell script (UNIX) for this purpose, which is called the "Apama Command Prompt".

- **On Windows**, you invoke the Apama Command Prompt by choosing the following command from the Start menu:

  Software AG > Tools > Apama *n.n* > Apama Command Prompt *n.n*

  Keep in mind that "Software AG" is the default group name that you can change during the installation.

  Alternatively, if you are already in a regular Windows command prompt, you can run the file apama_env.bat which is located in the bin directory of your Apama installation.

- **On UNIX**, you invoke the shell script from a Bash shell. Please note csh (C Shell) is not supported. Use the following command from within your Apama installation directory:

  ```
  source bin/apama_env
  ```

  It is important that you use `source` because invoking apama_env directly will not work.

  You can add the above command to your shell initialization script (which is .bashrc in the case of the Bash shell). If you do so, every shell you use will be an Apama Command Prompt.

3 Deploying Apama Components with Command Central

- Overview of deploying components with Command Central 18
- Getting started with Command Central 18
- Administering Apama in Command Central 20
- Monitoring Apama from Command Central 46
- Deploying a Designer project to Command Central 54

Overview of deploying components with Command Central

Software AG Command Central is a tool that release managers, infrastructure engineers, system administrators, and operators can use to perform administrative tasks from a single location. Command Central can assist with the following configuration, management, and monitoring tasks:

- Infrastructure engineers can see at a glance which products and fixes are installed, and where. Engineers can also easily compare installations to find discrepancies.
- System administrators can configure environments using a single web UI, command line tool, or API so maintenance can be performed with a minimum effort of risk.
- Release managers can prepare and deploy changes to multiple servers using command-line scripting for simpler, safer lifecycle management.
- Operators can monitor server status and health, as well as start and stop servers from a single location. They can also configure alerts to be sent to them in case of unplanned outages.

For Apama components, Command Central supports the following features:

- Installing Apama product and fixes using Command Central. For more information, see *Installing Apama*.
- Creating, deleting, starting, stopping, and configuring Apama component instances (correlator, Integration Adapter Framework (IAF), Dashboard Data Server, and Dashboard Display Server instances).
- Monitoring whether component instances are started or stopped.

Getting started with Command Central

Ensure that you have installed both Apama Server (PAMServer) and Apama Platform Manager Plug-in (PAMspm) on every machine on which you wish to start Apama components, and have also installed the Command Central server on at least one machine. For more information, see "Installing Apama Using Command Central" in *Installing Apama*. For more information about using Command Central, see *Software AG Command Central Help*.

Perform any required post installation tasks as described in "Performing Post Installation Configuration" section in *Software AG Command Central Help*.

The following topics provide information about creating and configuring instances in Command Central:

- "Creating and Deleting Instances Using the Command Central Web User Interface" on page 21
- "Creating and Deleting Instances Using the Command Central CLI" on page 23

- "Configuration Types that Apama Components Support" on page 26
- "Lifecycle Actions for Apama Component Instances" on page 45

Using Command Central Web Interface

You can use the Command Central web interface to install Apama product and fixes, create, delete, and configure Apama component instances. For information about installing Apama product and fixes using Command Central, see *Installing Apama*. To use the Command Central web interface

1. Log on to Command Central server. The default credentials are
   - Username: Administrator (case-sensitive)
   - Password: manage
2. In the **Installations** tab, select the installation in which you want to create an instance.
3. In the **Instances** tab, create the instances for the Apama components.

Using Command Central Command Line Interface

To use the Command Central command line interface

- Optional. Define environment variables so that you can invoke Command Central and Platform Manager commands from any location on the machine. To do so:
  1. Set the `CC_CLI_HOME` environment variable to the following directory: Software AG_directory\CommandCentral\client.

     Examples:
     - Windows: `set CC_CLI_HOME=C:\SoftwareAG\CommandCentral\client`
     - UNIX: `export CC_CLI_HOME="/opt/SoftwareAG/CommandCentral/client"`
  2. Add `$CC_CLI_HOME/bin` to the PATH environment variable.

     Examples:
     - Windows: `set PATH=%PATH%;%CC_CLI_HOME%\bin`
     - UNIX: `export PATH="$PATH:$CC_CLI_HOME/bin"`
- Define `CC_USERNAME` and `CC_PASSWORD` environment variables to a user name and password. The default username is *Administrator* and password is *manage*.

  Examples:
  - Windows: `set CC_USERNAME=Administrator`
  - Windows: `set CC_PASSWORD=manage`
  - UNIX: `export CC_USERNAME="Administrator"`

- UNIX: `export CC_PASSWORD="manage"`

- Open command prompt. Change the directory to Software AG_directory \CommandCentral\client\bin (you do not have to change the directory if you have defined `CC_CLI_HOME` environment variable). The bin folder contains all the executable files for the Command Central commands.
- Most tasks can be performed using the Command Central web interface or command line interface. For more information about using the Command Central command line interface see *Software AG Command Central Help*.

  The following examples illustrate how the Command Central command line interface can be used to perform some of the most common operations for Apama component instances. These examples assume that you have set the `CC_PASSWORD` environment variable and you are running the command line tool on the machine where Command Central is installed, and configuring the components to run on the Platform Manager node with the default node alias of `local`.

In the following example commands, `<nodeAlias>` is local.

runtimeComponentID is the ID of an instance in the format *Apama-ComponentType-InstanceName* , where

- *ComponentType* is one of the supported Apama components `correlator`, `iaf`, `displayserver`, or `dataserver`.
- `myCorrelator`, `myIAFmyDisplayServer`, and `myDataServer` are the *InstanceName* when the instance was created.

configurationTypeId is one of the supported configuration types:

- APAMA-ARGS
- COMMON-PORTS
- COMMON-LICENSE
- COMMON-LICLOC
- APAMA-ENVVAR
- APAMA-ENGINE-CONNECT
- COMMON-MEMORY
- COMMON-COMPONENT-ENDPOINTS

For information about all the options for `sagcc` command, *Software AG Command Central Help*.

Administering Apama in Command Central

This section describes the details specific to Apama integration with Command Central. Apama supports the following component types:

- Correlator
- Integration Adapter Framework (IAF)
- Dashboard Display Server
- Dashboard Data Server

For more information about using Command Central, see *Software AG Command Central Help*.

Creating and Deleting Instances Using the Command Central Web User Interface

By default, the working directory of an instance is APAMA_HOME/command-central/instances/*ComponentType* /*instance_name* . All the log files including stdout and stderr are located in the *instance_name* /logs folder. The environment variables *${APAMA_WORK}* and *${APAMA_HOME}* can be used inside extraArgs, iafConfigFile and log files, and this will be replaced with the location of those directories.

For correlator and IAF components, the environment variables *PATH* and *LD_LIBRARY_PATH* will be set as in a normal Apama command prompt. Any `.dll` and `.so` files placed in `${APAMA_WORK}/lib` directory will be automatically included in *PATH* and *LD_LIBRARY_PATH* variables for correlator and IAF components.

To create an instance

1. In the **Environments** pane, select the environment in which you want to configure a product instance.
2. Click the **Installations** tab.
3. Select the installation to create an instance. For example, **Local**.
4. Click the **Instances** tab.
5. Click and select the Apama component.
6. Enter the instance properties and click **Next**.
7. Click **Finish**.

Click to view the instance under the Instances tab.

To delete an instance

1. In the **Instances** tab, select the instance and click .
2. Click **Finish**.

Configuring Instances Using the Command Central Web User Interface

On the Configuration tab of an instance, you can add, edit, or delete items for a product instance configuration type over Command Central.

To configure an instance

1. In the Environments pane, select the environment in which you want to configure a product instance.
2. Select the **Instances** tab.
3. Click the name of the instance you want to configure.
4. Select the **Configuration** tab.
5. From the list of available configuration types, select a configuration type.

   Command Central displays the default or available values for the configuration data for the selected instance.
6. Configure the selected instance as follows:

To	Click
Add new data	
Edit data	To edit an item for a configuration type, click on the item that you want to update and click **Edit**.
Delete data	
Test whether data is added or edited successfully. For example, you can test new configuration data to perform a field-level validation before you save the configuration data.	**Test**

7. Click **Save** to save the configuration data.

Creating and Deleting Instances Using the Command Central CLI

By default, the working directory of an instance is APAMA_HOME/command-central/instances/*ComponentType*/*instance_name*. All the log files including stdout and stderr are located in the *instance_name*/logs folder. The environment variables *${APAMA_WORK}* and *${APAMA_HOME}* can be used inside extraArgs, iafConfigFile and log files, and this will be replaced with the location of those directories.

For correlator and IAF components, the environment variables *PATH* and *LD_LIBRARY_PATH* will be set as in a normal Apama command prompt. Any `.dll` and `.so` files placed in `${APAMA_WORK}/lib` directory will be automatically included in *PATH* and *LD_LIBRARY_PATH* variables for correlator and IAF components.

For all configuration instances that use a properties file as input, the contents of these files are interpreted using the rules of the standard Java Properties File Format, and therefore any backslashes should be escaped (as `\\`). In most cases no special escaping should be performed when editing the equivalent values in the web interface, except for the environment variables text box which does need escaping of backslashes, as it contains the raw contents of a .properties file.

You can create and delete Apama component instances using the Command Central command line interface as well.

Use the following command to create an instance of an Apama component:

```
sagcc create instances nodeAlias productId
 [param1=value1 param2=value2 ...]
```

Where *nodeAlias* specifies the alias name of the installation in which to create the Apama component instance, and *productID* is always `PAMServer` when administering Apama components.

For example:

```
sagcc create instances local PAMServer
 instance.name=myCorrelator instance.type=correlator instance.port=15993
```

Where *productID* is `PAMServer`, and *`[param1=value1 param2=value2 ...]`* is `instance.name=myCorrelator instance.type=correlator instance.port=15993`. Here, `instance.type` indicates the Apama component type `correlator`, `iaf`, `displayserver`, or `dataserver`.

Use the following command to delete an instance of an Apama component:

```
sagcc delete instances nodeAlias runtimeComponentId
```

The *runtimeComponentID* is the ID of an instance in the format *Apama-ComponentType-InstanceName*, where:

- *ComponentType* is one of the supported Apama components `correlator`, `iaf`, `displayserver`, or `dataserver`.
- `myCorrelator`, `myIAFmyDisplayServer`, and `myDataServer` are the *InstanceName* when the instance was created.

For example:

```
sagcc delete instances local Apama-correlator-myCorrelator
```

Where the *runtimeComponentID* is `Apama-correlator-myCorrelator`.

For more information on using the commands, see *Software AG Command Central Help*.

The following table lists the properties required to create and update an Apama component instances. You do not have to specify any properties to delete an instance.

Component	Required Properties

correlator	`instance.name`
	`instance.type`
	`instance.port`

IAF	`instance.name`
	`instance.type`
	`instance.port`
	`iafConfigFile`

Dashboard Display Sever	`instance.name` `instance.type`
Dashboard Data Server	`instance.name` `instance.type`

Examples when executing on Command Central

- To create an instance of IAF with the name “myIAF” in the installation with alias “local”. The instance uses connection port 15993 and a configuration file with the name “iaf-config.xml”:

  ```
  sagcc create instances local PAMServer instance.name=myIAF
   instance.type=iaf instance.port=15993 iafConfigFile=iaf-config.xml
  ```

- To create an instance of Display Server with the name “myDisplayServer” in the installation with alias “local”. The instance uses connection port 3279 and management port 28889:

  ```
  sagcc create instances local PAMServer instance.name=myDisplayServer
   instance.type=displayserver dataPort=3279
   managementPort=28889
  ```

- To create an instance of Data Server with the name “myDataServer” in the installation with alias “local”. The instance uses data port 3278 and management port 28888:

```
sagcc create instances local PAMServer instance.name=myDataServer
 instance.type=dataserver dataPort=3278
 managementPort=28888
```

- To delete an instance of correlator with runtime component ID “Apama-correlator-myCorrelator” from the installation with alias “local”:

```
sagcc delete instances local Apama-correlator-myCorrelator
```

- To delete an instance of IAF with runtime component ID “Apama-iaf-myIAF” from the installation with alias “local”:

```
sagcc delete instances local Apama-iaf-myIAF
```

- To delete an instance of Display Server with runtime component ID “Apama-displayserver-myDisplayServer” from the installation with alias “local”:

```
sagcc delete instances local
 Apama-displayserver-myDisplayServer
```

- To delete an instance of Data Server with runtime component ID “Apama-dataserver-myDataServer” from the installation with alias “local”:

```
sagcc delete instances local
 Apama-dataserver-myDataServer
```

After an instance is created, the instance is referred to in the other commands by the component identifier `Apama-`*`instance.type-instance.name`*.

Commands that Apama Components Support

You can use the following commands with Apama components:

Command	For more information, see...
`sagcc create instances`	For general information about the command, see *Software AG Command Central Help*. For component-specific information about using the command, see "Creating and Deleting Instances Using the Command Central CLI" on page 23.
`sagcc delete instances`	For general information about the command, see *Software AG Command Central Help*.
`sagcc update configuration data`	For general information about the command, see *Software AG Command Central Help*.
`sagcc update configuration license`	Applies to correlator only. For general information about the command, see *Software AG Command Central Help*. For component-specific information about using the command, see

Command	For more information, see...
	"Configuration Types that Apama correlator Supports" on page 27.
`sagcc create configuration data`	For general information about the command, see *Software AG Command Central Help*. For component-specific information about using this command, see "Commands that Apama Components Support" on page 25.
`sagcc exec lifecycle`	For general information about the command, see *Software AG Command Central Help*.
`sagcc list diagnostics logs`	For general information about the command, see *Software AG Command Central Help*. For component-specific information about using this command, see "Viewing Log Files" on page 52.
`sagcc get diagnostics logs`	For general information about the command, see *Software AG Command Central Help*. For component-specific information about using this command, see "Viewing Log Files" on page 52.
`sagcc get monitoring runtimestate`	For general information about the command, see *Software AG Command Central Help*. For component-specific information about using this command, see "Monitoring KPIs for Correlator" on page 46.

Configuration Types that Apama Components Support

You can update the configuration type of an instance from Command Central web interface and command line interface. You can use various configuration types that Command Central provides to configure Apama component instances. The configuration types include properties that are used to create and update Apama component instances.

For information about how to update a configuration type using the command line interface, see *Software AG Command Central Help*.

Configuration Types that Apama correlator Supports

The following table lists the configuration types that are specific to the Apama correlator component:

Configuration Type	Use to configure...
APAMA-ARGS	Use to configure command line arguments that are not represented by any other configuration type. For correlator, the following properties are available: - extraArgs - for more information, see"Extra Arguments" on page 37. - Logging properties - for more information, see "Component Logging" on page 39. - Persistence properties - for more information, see "The correlator Persistence Properties" on page 29.
COMMON-PORTS	Use to configure ports for Apama component instances. The available property for correlator is port. For more information, see "Component Ports" on page 39.
COMMON-LICENSE	Use to set the license key file assigned to the license key alias of the correlator run-time component. For more information, see "The correlator License Key" on page 30.
COMMON-LICLOC	This configuration type contains the location of the license key file. After you set the license key file using the COMMON-LICENSE configuration type, the license key file information is available at APAMA_HOME/command-central/instances/correlator/instancename / ApamaCorrelatorLicense.xml. This license key location is stored in COMMON-LICLOC configuration type. This configuration type is read-only. This configuration type is not available in the web interface.
APAMA-ENVVAR	Use to define the environment variables. The defined variables are set when you start the instances. You must define the environment

Configuration Type	Use to configure...
	variables in the properties file. For more information, see "Apama Environment Variables" on page 41.
`APAMA-ENGINE-CONNECT`	Use to connect a source correlator (the sender) to a target correlator (the receiver). The target correlator will receive events from the specified channels of the source correlator. For more information, see "Correlator Connections" on page 42.
`APAMA-CORRELATOR-INITIALIZE`	Sets an Apama application to initialize the correlator on startup. To use this feature, you must set the `initializePath` property. This property specifies a file or directory indicating the files that make up the Apama application. The path can be one of the following: ■ A text file containing a list of files making up the application. For example, .mon, .jar, .qry. The correlator initialization fails if any of the named files does not exist. ■ A directory containing the files making up the application. For example, .mon, .jar, .qry. ■ A `.deploy` file. The deployment file contains the launch configuration information to launch an Apama project. You can locate the deployment file in the project's `config\launch` folder. For more information, see "Default launch configuration" and "Exporting to a deployment script" sections in *Using Apama with Software AG Designer*. ■ A `.deploy` file with correlator. If there are multiple correlators in a deployment file, you can specify the correlator for initialization. For example, `C:\project.deploy!defaultCorrelator` **Note:** Any Apama projects that make use of digital events can only be initialized using a .deploy file. `initializePropertiesFile`. Optionally, specify a properties file containing any `${var}` property

Configuration Type	Use to configure...
	substitutions required in the deployment path text file and deployment files. For more information, see "Correlator Initializations" on page 43.
`APAMA-CORRELATOR-APP-MONITORING`	Use to create, and monitor status and KPIs of an EPL application. The configuration values are a comma separated list of `SUBCOMPONENT_ID` strings. The `SUMCOMPONENT_ID` strings represent the EPL application names. The EPL files are injected into the correlator to publish the status and KPIs in Command Central. For more information, see "Monitoring KPIs for EPL Applications and Connectivity Plug-ins" on page 47.

The correlator Persistence Properties

You can configure persistence properties when you create a correlator instance or update the correlator instance. For more information on correlator persistence, see "Using Correlator Persistence" in *Developing Apama Applications*.

The correlator component supports the following persistence properties:

Property	Description
`enableCorrelatorPersistence`	Optional. Enables or disables correlator persistence. Valid values are: - `true` - enables correlator persistence. - `false` - disables correlator persistence. The value of this property is not case-sensitive. The default value is `false`.
`persistenceDatastorePath`	Optional. Specifies the path to the file in which correlator stores persistent state. Correlator uses the file specified by this property to restore its state on startup. The relative path of the file is resolved from the instance directory. If you do not specify this property, correlator uses the persistence.db file from the instance directory to store persistence state. This property is ignored if correlator persistence is disabled.

Property	Description
`clearPersistenceStateOnStartup`	Optional. Specifies whether the contents of the recovery datastore are cleared when correlator starts. Valid values are: ■ `true` - the content of the recovery datastore is cleared. ■ `false` - the content of the recovery datastore is not cleared. The value of this property is not case-sensitive. The default value is `false`.

Note: If the `clearPersistenceStateOnStartup` option is disabled and the initializations fail during correlator startup, the correlator instance will be shut down. If initialization fails due to an issue with the persisted state, you must manually enable the `clearPersistenceStateOnStartup` option before restarting the correlator to clear the persisted state. Once the correlator is properly started, be sure to disable the `clearPersistenceStateOnStartup` option to retain the state of the correlator upon restart of the correlator.

To specify persistence properties when creating a correlator instance, enter the properties in key-value pairs, as parameters of the `sagcc create instances` command, for example:

```
enableCorrelatorPersistence=true persistentDatastorePath=C:\myStore.db
clearPersistentStateOnStartup=false
```

To modify persistence properties when updating a correlator instance, specify the persistence properties in key-value pairs in the properties file of that instance.

The correlator License Key

Before you can set or update the license key file for a correlator instance, you must add the license key alias for the license key file. To add license key alias, see the topic about adding license keys in *Software AG Command Central Help*.

To set the license key file using the Command Central web interface, you must provide the file path of the license key file to upload the license key file. See the topic about changing license keys for a product instance in this help.

To set the license key file using the command line interface, you must provide the license key alias of the license key file for the Apama correlator run-time component. Use the `sagcc update configuration license` command to set the license key file for a run-time component instance, for example:

```
sagcc update configuration license nodeAlias runtimeComponentId
 configurationInstanceId  licenseKeyAlias
```

Examples when executing on Command Central

```
sagcc update configuration license local Apama-correlator-Correlator1
```

```
COMMON-LICENSE-Apama-correlator-Correlator1 CorrelatorLicenseAlias
```

After you set the license key file, the license key file information will be available at APAMA_HOME/command-central/instances/correlator/<instancename>/ ApamaCorrelatorLicense.xml. If you do not provide a license key file to an instance, then the license key at APAMA_WORK/license/ApamaServerLicense.xml will be used.

Configuration Types that Apama IAF Supports

The following table lists the configuration types that are specific to the Apama IAF component.

Configuration Type	Use to configure...
APAMA_ARGS	Use to configure all the command line arguments not represented by any other configuration type. For IAF, the following types are available: ■ extraArgs - for more information, see"Extra Arguments" on page 37. ■ iafConfigFile- for more information, see"Extra Arguments" on page 37. ■ Logging properties - for more information, see "Component Logging" on page 39.
COMMON-PORTS	Use to configure ports for Apama component instances. The available property for IAF is port. For more information, see "Component Ports" on page 39
APAMA-ENVVAR	Use to define the environment variables. The defined variables are set when you start the instances. You must define the environment variables in the properties file. See Usage Notes. For more information, see "Apama Environment Variables" on page 41

The IAF Configuration File

The IAF configuration file refers to the location of the configuration file that the IAF process uses while launching. The static files are also supported by the Command Central launch as long as they are resolved in the similar manner as the command line launch. The location of IAF configuration file can be absolute path or relative path. The relative path is resolved from APAMA_HOME/commandcentral/ instances/ iaf/<instancename> directory. This property is required. For more information, see *Connecting Apama Applications to External Components*.

Configuration Types that Apama Display Server and Apama Data Server Support

The following table lists the configuration types that are specific to the Apama Display Server and Apama Data Server components.

Configuration Type	Use to configure...
`APAMA-ARGS`	Use to configure all the command line arguments not represented by any other configuration type. For Display Server and Data Server, the following types are available: ■ `extraArgs` - for more information, see"Extra Arguments" on page 37. ■ Logging properties - for more information, see "Component Logging" on page 39 ■ Server modes - for more information, see"Server Modes" on page 33. ■ `dashboardExtraJars` - for more information, see"Extra Arguments" on page 37. ■ `enhancedQuery` - make SQL-based instance tables available as data tables for visualization attachments. ■ `apama.extendedArgs` - the apama.extendedArgs provides advanced options to dashboard/display server processes. Use this option only as directed by Apama Technical Support. ■ `inclusionFilter` - set scenario inclusion filters. Use this option to control scenario/ DataView discovery. ■ `exclusionFilter` - set scenario exclusion filters. Use this option to exclude specific scenarios/DataViews from being retained in the memory of dashboard processes. If an inclusion filter is specified, any exclusion filters are ignored. For more information on these properties, see *Building and Using Dashboards* in the Apama documentation.

Configuration Type	Use to configure...
`COMMON-PORTS`	Use to configure ports for Apamacomponent instances. The available properties are: ■ `managementPort` - this port is required to start the server instance and not specific to Command Central integration. The default value for Display Server is `28889`. The default value for Data Server is `28888`. ■ `dataPort` - this port is required to start the server instance and not specific to Command Central integration. The default value for Display Server is `3279`. The default value for Data Server is `3278`. Form more information about port configuration, see "Component Ports" on page 39.
`COMMON-MEMORY`	Use to configure Java Virtual Machine (JVM) initial memory, maximum memory, and advanced properties. Fo more information, see "Memory Configuration" on page 34.
`COMMON-COMPONENT-ENDPOINTS`	Use to configure a connection to another Apama component instance. You can add, update, and delete endpoint configuration for Display Server and Data Server. The available types of endpoints configurations are: ■ **correlator** - for connections to correlator. ■ **dataserver** - for connections to Data Server. There can be multiple endpoint configuration instances, each connecting to a correlator or a Data Server identified by the host and port. You must specify these properties in the configuration file. For more information, see"Component Endpoint Configuration" on page 35.

Server Modes

The following server modes are available:

Server mode	Description
`connectMode`	Connection mode to Apama correlator. Valid values are: ■ `always` - Data Server or Display Server connects to correlator at startup ■ `asNeeded` - Data Server or Display Server connects to correlator as needed ■ `default` - Data Server or Display Server does not connect to correlator. The default value is `asNeeded`.
`namedServerMode`	Start as named server. Applies only to Data Server. Valid values are: ■ `true` - starts the server as a named server. ■ `false`

You must specify these properties in key-value pairs in the properties file. For an example of a properties file, see "Extra Arguments" on page 37.

For more information on server mode properties, see *Building and Using Dashboards*.

Additional .jar Files

The `dashboardExtraJars` property specifies the jar files for custom functions, custom commands or any other 3rd party jars (for example, JDBC jar). Use a semi-colon as separator to specify multiple jar files.

For more information on this property, see *Building and Using Dashboards*.

Memory Configuration

Use to configure Java Virtual Machine (JVM) initial memory, maximum memory, and advanced properties in key-value pairs, in one of the following ways:

`-XX:`*`key=value`*

or

`-D`*`key=value`*

You must specify these properties in the configuration file.

Example format of the MemoryConfiguration.xml file:

```
<MemorySettings>
      <InitSize>256</InitSize>
      <MaxSize>1024</MaxSize>
      <ExtendedProperties>
          <Property name="-XX:MaxPermSize">128M</Property>
```

```
          <Property name="-XX:MaxDirectMemorySize">1G</Property>
          <Property name="-DProperty1">Value1</Property>
      </ExtendedProperties>
</MemorySettings>
```

Examples when executing on Command Central

- To update the memory settings for a Display Server:

```
sagcc update configuration data local Apama-displayserver-myDisplayServer
 COMMON-MEMORY --input C:\MemoryConfiguration.xml
```

- To update the memory settings for a Data Server:

```
sagcc update configuration data local Apama-dataserver-myDataServer
 COMMON-MEMORY --input C:\MemoryConfiguration.xml
```

- To fetch the memory settings of a Display Server:

```
sagcc get configuration data local Apama-displayserver-myDisplayServer
 COMMON-MEMORY
```

- To fetch the memory settings of a Data Server:

```
sagcc get configuration data local Apama-dataserver-myDataServer
 COMMON-MEMORY
```

Component Endpoint Configuration

The following component endpoint configuration properties are available:

`alias`	Required. Specifies the logical name for the host, for example: `<Endpoint alias="${logicalName}">`.
`Host`	Required. Specifies the host name of the correlator or Data Server for a specified alias.
`Port`	Required. Specifies the port of the correlator or Data Server.
`type`	Required. Specifies the type of endpoint configuration.
`isRaw`	Specifies whether to use the raw channel for communication. Valid values are: - `true` - `false` The default value is `false`. This property applies only to the correlator endpoint type.

When you create a new endpoint configuration instance, you must use `COMMON-COMPONENT-ENDPOINTS` as the configuration type ID.

When you update or delete an endpoint configuration instance, you must use the following configuration instance ID:

`COMMON-COMPONENT-ENDPOINTS-`*`endpoint type-alias`*.

Examples when executing on Command Central

- To create the endpoint configuration instance for a Display Server instance:

```
sagcc create configuration data local Apama-displayServer-myDisplayServer
COMMON-COMPONENT-ENDPOINTS -i AddDisplayServerEndpoint.xml
```

- To update the endpoint configuration instance for a Display Server instance for endpoint type `correlator`:

```
sagcc update configuration data local Apama-displayServer-myDisplayServer
COMMON-COMPONENT-ENDPOINTS-correlator-alias1
 -i UpdateDisplayServerEndpoint.xml
```

- To update the endpoint configuration instance for a Display Server instance for endpoint type `dataserver`:

```
sagcc update configuration data local Apama-displayServer-myDisplayServer
COMMON-COMPONENT-ENDPOINTS-dataserver-alias1
 -i UpdateDisplayServerEndpoint.xml
```

- To delete the endpoint configuration instance for a Display Server instance for endpoint type `correlator`:

```
sagcc delete configuration data local Apama-displayServer-myDisplayServer
COMMON-COMPONENT-ENDPOINTS-correlator-alias1
```

- To delete the endpoint configuration instance for a Display Server instance for endpoint type `dataserver`:

```
sagcc delete configuration data local Apama-displayServer-myDisplayServer
COMMON-COMPONENT-ENDPOINTS-dataserver-alias1
```

- To create the endpoint configuration instance for a Data Server instance:

```
sagcc create configuration data local Apama-dataserver-myDataServer
COMMON-COMPONENT-ENDPOINTS -i AddDataServerEndpoint.xml
```

- To update the endpoint configuration instance for a Data Server instance for endpoint type `correlator`:

```
sagcc update configuration data local Apama-dataserver-myDataServer
COMMON-COMPONENT-ENDPOINTS-correlator-alias1 -i UpdateDataServerEndpoint.xml
```

- To update the endpoint configuration instance for a Data Server instance for endpoint type `dataserver`:

```
sagcc update configuration data local Apama-dataserver-myDataServer
COMMON-COMPONENT-ENDPOINTS-dataserver-alias1 -i UpdateDataServerEndpoint.xml
```

- To delete the endpoint configuration instance for a Data Server instance for endpoint type `correlator`:

```
sagcc delete configuration data local Apama-dataserver-myDataServer
COMMON-COMPONENT-ENDPOINTS-correlator-alias1
```

- To delete the endpoint configuration instance for a Data Server instance for endpoint type `dataserver`:

```
sagcc delete configuration data local Apama-dataserver-myDataServer
COMMON-COMPONENT-ENDPOINTS-dataserver-alias1
```

Note: You cannot update alias and endpoint type.

Example format of the XML file for `correlator` type endpoint for the instance ID `COMMON-COMPONENT-ENDPOINTS-correlator-alias1`:

```
<Endpoint alias="alias1">
  <Transport>
    <Host>localhost</Host>
    <Port>15903</Port>
  </Transport>
  <Auth/>
  <ExtendedProperties>
   <Property name="isRaw">true</Property>
   <Property name="type">correlator</Property>
  </ExtendedProperties>
</Endpoint>
```

Example format of the XML file for `dataserver` type endpoint for the instance ID `COMMON-COMPONENT-ENDPOINTS-dataserver-alias1`:

```
<Endpoint alias="alias1">
  <Transport>
   <Host>localhost</Host>
   <Port>2888</Port>
  </Transport>
  <Auth/>
  <ExtendedProperties>
   <Property name="type">dataserver</Property>
  </ExtendedProperties>
</Endpoint>
```

Usage Notes

Extra Arguments

In the web interface, the **Extra Args** is the text area that is used to provide any extra arguments which are not supported through explicit property or configuration. You can use newlines in the **Extra args** field, and the newlines are treated as a space character. If an argument value has spaces, then the argument must be specified within quotes, for example: `--name "Correlator Instance 1"`.

In the command line interface, the `extraArgs` is a property that must be updated in the properties file.

If you are updating the configuration type using the command line interface, use the following command to update the configuration of an instance:

```
sagcc update configuration data nodeAlias runtimeComponentId
 configurationInstanceId -i properties file
```

Use `sagcc get configuration instances` command to retrieve information about an instance such as the instance ID, the display name for an instance, and the description for an instance. For example, the following command displays the information of a correlator instance.

```
sagcc get configuration instances local Apama-correlator-myCorrelator
```

For more information on extra command line arguments for correlator, see *Deploying and Managing Apama Applications*.

For more information on extra command line arguments for IAF, see *Connecting Apama Applications to External Components*.

For more information on extra arguments for Display Server and Data Server, see *Building and Using Dashboards*.

Examples when executing on Command Central

- To update configuration type for a correlator instance:

```
sagcc update configuration data local
 Apama-correlator-myCorrelator APAMA-ARGS -i C:\CorrelatorProps.properties
```

- To update configuration type for a IAF instance:

```
sagcc update configuration data local
 Apama-iaf-myIAF APAMA-ARGS -i C:\IafProps.properties
```

- To update configuration type for a Display Server instance:

```
sagcc update configuration data local
 Apama-displayserver-myDisplayServer APAMA-ARGS
 -i C:\DisplayServerProps.properties
```

- To update configuration type for a Data Server instance:

```
sagcc update configuration data local
 Apama-dataserver-myDataServer APAMA-ARGS -i C:\DataserverProps.properties
```

Example format of a properties file for a correlator:

```
extraArgs= -V DEBUG
logLevel=CRIT
inputLog=default-correlator-input_testing.log
outputLog=testing.log
enableCorrelatorPersistence=true
persistentDatastorePath=C:\myStore.db
clearPersistentStateOnStartup=true
```

Example format of a properties file for an IAF:

```
extraArgs= -v INFO
iafConfigFile= C:\iaf-config.xml
logLevel=DEBUG
outputLog=C:\output.txt
```

Example format of a properties file for a Display Server:

```
extraArgs= -v INFO
logLevel=DEBUG
outputLog=C:\output.txt
connectMode=always
dashboardExtraJars=${APAMA_WORK}/extra1.jar;${APAMA_WORK}/extra2.jar
enhancedQuery=true
inclusionFilter=Scenario_Iceberg,Scenario_Crossover
```

Example format of a properties file for a Data Server:

```
extraArgs= -v INFO
logLevel=DEBUG
outputLog=C:\output.txt
connectMode=always
```

```
namedServerMode=true
dashboardExtraJars=${APAMA_WORK}/extra1.jar;${APAMA_WORK}/extra2.jar
enhancedQuery=true
exclusionFilter=DV_Weather
```

Component Logging

You can configure the log files and log level when you create or update an instance of Apama component. These properties are optional. If you do not define these properties, the default values are assigned. The default logging level for all components is `-INFO`. The default log files are:

Component	Log location
correlator	logs/correlator-${INSTANCE_NAME}-${START_TIME}.log
IAF	logs/iaf-${INSTANCE_NAME}-${START_TIME}.log
Display Server	logs/display-server-${INSTANCE_NAME}-${START_TIME}.log
Data Server	logs/data-server-${INSTANCE_NAME}-${START_TIME}.log

The default value for the `inputLog` property for correlator is *<empty>*

The location of log files can be absolute path or relative path. The relative path of the log files is resolved from APAMA_HOME/command-central/instances/<ComponentType>/<instancename>/logs/ directory.

To specify the log files and log level when you create an instance of Apama component, you must specify the logging properties in key-value pairs in `sagcc create instances` command as parameters. For example, `logLevel=CRIT inputLog=default-correlator-input.log outputLog=correlator-output.log`.

To specify the log files and log level when you update an instance of Apama component, you must specify the logging properties in key-value pairs in the properties file.

The log files are located at APAMA_HOME/command-central/instances/<ComponentType>/<instancename>/logs/.

For more information on logging properties, see "Setting logging attributes for packages, monitors and events" on page 162.

Component Ports

You can update port configuration of an Apama component instance using the web interface and the command line interface. Port configuration can only be updated. It cannot be created or deleted. The port number is validated when a request to update the port number is specified. The update of port number fails if the validation fails.

Examples when executing on Command Central

- To update port configuration for a correlator instance:

```
sagcc update configuration data local Apama-correlator-myCorrelator
 COMMON-PORTS-port -i Correlator.xml
```

- To update port configuration for an IAF instance:

```
sagcc update configuration data local Apama-iaf-myIAF
COMMON-PORTS-port -i IAF.xml
```

- To update data port configuration for a Display Server instance:

```
sagcc update configuration data local Apama-displayserver-myDisplayServer
 COMMON-PORTS-dataPort -i DataPort_displayServer.xml
```

- To update management port configuration for a Display Server instance:

```
sagcc update configuration data local Apama-displayserver-myDisplayServer
 COMMON-PORTS-managementPort -i ManagementPort_displayServer.xml
```

- To update data port configuration for a Data Server instance:

```
sagcc update configuration data local Apama-dataserver-myDataServer
 COMMON-PORTS-dataPort -i DataPort_dataServer.xml
```

- To update management port configuration for a Data Server instance:

```
sagcc update configuration data local Apama-dataserver-myDataServer
 COMMON-PORTS-managementPort -i ManagementPort_dataServer.xml
```

Example format of the XML file for IAF and correlator for the instance ID `COMMON-PORTS-port`:

```
<PortSettings>
    <Port alias="port">
        <Number>12345</Number>
        <Protocol>HTTP</Protocol>
    </Port>
</PortSettings>
```

Example format of the XML file for dashboard management Port with the instance ID `COMMON-PORTS-managementPort`:

```
<PortSettings>
    <Port alias="managementPort">
        <Number>12345</Number>
        <Protocol>HTTP</Protocol>
    </Port>
</PortSettings>
```

Example format of XML file for dashboard data Port with the instance ID `COMMON-PORTS-dataPort`:

```
<PortSettings>
    <Port alias="dataPort">
        <Number>12345</Number>
        <Protocol>HTTP</Protocol>
    </Port>
</PortSettings>
```

Note: The protocol value HTTP is not optional. However, it will not be considered by Apama configuration managers.

Apama Environment Variables

Use to define the environment variables for Apama correlator and IAF instances. The defined variables are set when you start the instances. You can define the environment variables using the web interface and the command line interface. You can define the environment variables only when you update the configuration of an instance. The environment variables must be defined in key-value pairs syntax as a properties file. Use the `sagcc update configuration data` command to define the environment variables. If an environment variable is already defined and if you define that environment variable again, the old value is replaced by the new value.

Using existing environment variables

You can use an existing environment variable in the definition of a new environment variable using the syntax `${env:EnvironmentVariableName}`. The same syntax can also be used to update the value of an existing environment variable, for example:

```
MY_HOME=C:\project1
PATH=C:\Program Files
# Define MY_BIN environment variable using existing MY_HOME environment
# variable
MY_BIN=${env:MY_HOME}/bin
# Update PATH environment variable with MY_BIN value to existing PATH value
PATH=${env:MY_BIN};${env:PATH}
```

Where the value of `MY_BIN` environment variable during runtime is C:\project1\bin. The value of PATH environment variable after update is `C:\project1\bin; C:\Program Files`. Environment variables are evaluated and defined when an instance is started. Any existing environment variable used with syntax `${env:EnvironmentVariableName}` is replaced with its current value known at the time of evaluation. If an environment variable is not defined and is used in another environment variable, the undefined variable is replaced by an empty string. For example:

```
# MY_HOME is not defined
# Define MY_BIN
MY_BIN=${env:MY_HOME}/bin
```

In the above example, the value of `MY_BIN` environment variable is `/bin`, because `${env:MY_HOME}` is replaced by an empty string. The order of defining an environment variable is very important. The environment variable used in the definition of another environment variable must be defined before it is used. For example, if you want to use `MY_HOME` in the definition of `MY_BIN`, ensure that you have defined `MY_HOME` before using it `MY_BIN`.

Using special substitution variables

You can also use special substitution variables when defining an environment variable. The special substitution variables must be used in the syntax `${VARIABLE_NAME}`. At present, only the following special substitution variables are supported:

- `APAMA_HOME`
- `APAMA_WORK`

- `INSTANCE_NAME`
- `START_TIME` (date and time at which the instance is started)
- `$` (the value of this substitution variable $ is $)

Example for using special substitution variables:

```
MY_CONFIGS = ${APAMA_WORK}/project/${INSTANCE_NAME}/configs
```

Using special substitution variable $

You can use the special substitution variable `$` to escape any defined or undefined environment variables, and special substitution variables. That is, if you want to use `${ENV_VAR}` as a value and do not want it to be expanded, you should use `$` as `${$}` so that `ENV_VAR` is not expanded and the value will be `${ENV_VAR}`. For example:

```
ENV1 = ${$}{env:PATH}:/bin
ENV2 = ${$}{env:SOME_ENV}:/example
ENV3 = ${$}{APAMA_HOME}/samples
ENV4 = ${$}{MY_VAR}/demo
```

The values of ENV1, ENV2, ENV3 and ENV4 are:

```
${env:PATH}:/bin
${env:SOME_ENV}:/example
${APAMA_HOME}/samples
${MY_VAR}/demo
# Here, the environment variables are not expanded
# because of the special substitution variable $,
# and ${$} is replaced by $.
```

Example format of a properties file:

```
MY_HOME=C:\project1
MY_BIN=${env:MY_HOME}/bin
MY_CONFIG=${APAMA_WORK}/project/${INSTANCE_NAME}/configs
```

Examples when executing on Command Central

- To define environment variables for a correlator instance:

  ```
  sagcc update configuration data local Apama-correlator-myCorrelator
   APAMA-ENVVAR -i Correlator.properties
  ```

- To define environment variables for an IAF instance:

  ```
  sagcc update configuration data local Apama-iaf-myIAF
  APAMA-ENVVAR -i IAF.properties
  ```

Correlator Connections

You can connect a source correlator (the sender) to a target correlator (the receiver). The target correlator will receive events from the specified channels of the source correlator.

Examples when executing on Command Central

- To create the APAMA-ENGINE-CONNECT configuration for a correlator instance:

  ```
  sagcc create configuration data local Apama-correlator-myCorrelator
  APAMA-ENGINE-CONNECT -i correlator-connection-config.xml
  ```

- To update the APAMA-ENGINE-CONNECT configuration for a correlator instance:

```
sagcc update configuration data local Apama-correlator-myCorrelator
APAMA-ENGINE-CONNECT-localhost-15993 -i correlator-connection-config.xml
```

- To delete the APAMA-ENGINE-CONNECT configuration for a correlator instance:

```
sagcc delete configuration data local Apama-correlator-myCorrelator
APAMA-ENGINE-CONNECT-localhost-15993
```

Example format of the XML file for a correlator instance:

```
<Endpoint alias="">
 <Transport>
  <Host>localhost</Host>
  <Port>15993</Port>
 </Transport>
 <Auth/>
  <ExtendedProperties>
   <Property name="channels">c1</Property>
   <Property name="mode">legacy</Property>
   <Property name="disconnectOnSlow">true</Property>
  </ExtendedProperties>
</Endpoint>
```

Correlator Initializations

You can set an Apama application to initialize the correlator on startup. To use this feature, you must set the `initializePath` property.

Examples when executing on Command Central

- To update the APAMA-CORRELATOR-INITIALIZE configuration for a correlator instance:

```
sagcc update configuration data local Apama-correlator-myCorrelator
APAMA-CORRELATOR-INITIALIZE -i correlator_initialize.xml
```

  Example format of the XML file for a correlator instance:

```
<properties>
  <entry key="initializePath">C:\User_Project.deploy</entry>
  <entry key="initializePropertiesFile">C:\User_project.properties</entry>
</properties>
```

Configuring Digital Event Services for a Correlator Instance

You can configure the Digital Event Services subcomponent under a correlator instance in the Command Central web user interface. For more information on using Digital Event Services, see "Using Digital Event Services in Apama Applications" in *Connecting Apama Applications to External Components*.

To configure Digital Event Services for a correlator instance

1. In the Environments pane, select the environment in which you want to configure a product instance.
2. Select the **Instances** tab.

3. Click the correlator instance for which you want to configure Digital Event Services.
4. Click the Digital Event Services subcomponent under the correlator instance in the left pane.
5. From the list of available configuration types for Digital Event Services, select a configuration type.

   Command Central displays the default or available values for the configuration data for the selected instance.
6. Configure the selected instance as follows:

To	Click
Add new data	
Edit data	To edit an item for a configuration type, click on the item that you want to update and click **Edit**.
Delete data	
Test whether data is added or edited successfully. For example, you can test new configuration data to perform a field-level validation before you save the configuration data.	**Test**

7. Click **Save** to save the configuration data.

Retrieving Configuration Data for Apama Component Instances

Use `sagcc get configuration instances` command to retrieve information about an instance such as the instance ID, the display name for an instance, and the description for an instance.

Examples when executing on Command Central

- To display information of a correlator instance:

```
sagcc get configuration instances local Apama-correlator-myCorrelator
```

- To display information of an IAF instance:

```
sagcc get configuration instances local Apama-iaf-myIAF
```

- To display information of a Display Server instance:

```
sagcc get configuration instances local Apama-displayserver-myDisplayServer
```

- To display information of a Data Server instance:

```
sagcc get configuration instances local Apama-dataserver-myDataServer
```

Lifecycle Actions for Apama Component Instances

Apama runtime components support the following lifecycle actions with the `sagcc exec lifecycle` command:

`start`	Starts an Apama component instance.
`stop`	Stops an Apama component instance. If an instance fails to stop, it will be terminated after 60 seconds.
`restart`	Restarts an Apama component instance.

Apama runtime components do not support the following lifecycle actions:

- `start in debug mode`
- `pause`
- `resume`

You can perform lifecycle actions in web user interface using the drop down list from the **Status** icon of an instance.

For more information about how to execute lifecycle actions using the Command Central command line interface, see *Software AG Command Central Help*.

Examples when executing on Command Central

- To start a correlator instance with runtime component ID “Apama-correlator-myCorrelator” in the installation with alias “local”:

```
sagcc exec lifecycle start local Apama-correlator-myCorrelator
```

- To start an IAF instance with runtime component ID “Apama-iaf-myIAF” in the installaion with alias “local”:

```
sagcc exec lifecycle start local Apama-iaf-myIAF
```

- To start a Display Server instance with runtime component ID “Apama-displayserver-myDisplayServer” in the installation with alias “local”:

```
sagcc exec lifecycle start local Apama-displayserver-myDisplayServer
```

- To start a Data Server instance with runtime component ID “Apama-dataserver-myDataServer” in the installation with alias “local”:

```
sagcc exec lifecycle start local Apama-dataserver-myDataServer
```

- To stop a correlator instance with runtime component ID “Apama-correlator-myCorrelator” in the installation with alias “local”:

```
sagcc exec lifecycle stop local Apama-correlator-myCorrelator
```

- To restart a correlator instance with runtime component ID “Apama-correlator-myCorrelator” in the installation with alias “local”:

```
sagcc exec lifecycle restart local Apama-correlator-myCorrelator
```

Monitoring Apama from Command Central

You can monitor the KPIs for correlator, EPL applications, IAF and dashboard servers.

Monitoring KPIs for Correlator

With Command Central you can view basic Key Performance Indicators (KPIs) for each correlator instance that is online.

To view the KPIs in command line interface, use the following command:

```
sagcc get monitoring runtimestate nodeAlias runtimeComponentId
```

Apama supports the KPIs listed in the following table:

KPI	Description
Input queue size of slowest context	Use this KPI to monitor the number of events on the input queue of the slowest context. This KPI is represented by the `lcq` field in the correlator status log. This KPI is also present in the status message `Slowest context queue size` returned by the `engine_watch` tool. - Marginal value - 2000 events. - Critical value - 10000 events. - Maximum value - 20000 events.
Output queue size of slowest receiver	Use this KPI to monitor the number of events waiting to be processed by the slowest receiver. This KPI is represented by `srq` field in the correlator status log. This KPI is also present in the status message `Slowest receiver queue size` returned by the `engine_watch` tool. - Marginal value - 2000 events.

KPI	Description
	■ Critical value - 5000 evens. ■ Maximum value - 10000 events.
Resident memory usage	This KPI represents the resident memory in MB used by the correlator process. ■ Marginal value - 75% of the maximum amount of physical memory. ■ Critical value - 90% of the maximum amount of physical memory. ■ Maximum value - the total amount of physical memory of the machine.

The maximum values of the input and output queue size KPIs are indicative. It is possible for the actual queue size to be larger than the maximum value specified.

For more information about correlator runtime statuses, see "Watching correlator runtime status" on page 132.

For more information about status log fields, see "Descriptions of correlator status log fields" on page 110.

Example when executing on Command Central

To retrieve the KPIs for a correlator instance with the runtime component ID “Apama-correlator-myCorrelator” in the installation with alias name “local”:

```
sagcc get monitoring runtimestate local Apama-correlator-myCorrelator
```

Monitoring KPIs for EPL Applications and Connectivity Plug-ins

In Command Central, you can monitor the status and KPIs of one or more parts of your application, each of which will be represented in Command Central as a subcomponent of the correlator instance. Status can be reported by both EPL code and connectivity plug-ins. In Command Central, each component can show status (for example, online/offline) and up to three numeric KPIs.

To monitor the KPIs of an application component:

1. Specify the components of your application to be monitored using the **Application KPI** configuration type. Specify the *subcomponent_identifier* in the Monitor Applications field. You can specify multiple names using a comma separator. Each *subcomponent_identifier* specified here is represented as a subcomponent under the correlator instance. You can update the **Application monitoring configuration** in Command Central web interface and command line interface.

   To update the configuration in command line interface

```
sagcc update configuration data local Apama-correlator-myCorrelator
 APAMA-CORRELATOR-APP-MONITORING -i C:\EPLService.properties
```

Example format of a properties file for **Application KPI** configuration type:

```
MyEPLService, MyEPLService1, MyEPLService2,
MyConnectivityChain1.MyConnectivityTransportPlugin
```

2. Update your application's EPL files to report status and KPIs for each component of your EPL application by calling the EPL API `com.apama.correlator.Component.setUserStatus`. See also the *API Reference for EPL (ApamaDoc)* and "Using the Management interface" in *Developing Apama Applications*.

   If using Software AG Designer, add the **Correlator Management** bundle to make this event definition available to your project. For the EPL application subcomponent to report the status or KPIs in Command Central, you must follow certain conventions in the EPL files as mentioned in the following list:

   - **EPL convention**. `component.setUserStatus(`*`subcomponent_identifier`*`+".status", `*`status`*`);`

     Description. Provides the status of the component. The *subcomponent_identifier* is a user defined unique string prefix to identify a component of an EPL application. This unique string is used to identify the components that are monitored in the correlator's **Application KPI** configuration in Command Central.

     Values: ONLINE, OFFLINE, UNKNOWN

     Default value: UNKNOWN

     Example:

     ```
     constant string SUBCOMPONENT_ID := "MyEPLService";
     component.setUserStatus(SUBCOMPONENT_ID+".status", "ONLINE");
     ```

   - **EPL convention**. `component.setUserStatus(`*`subcomponent_identifier`*`+".KPIs", `*`KPI_list`*`);`

     Description. The *KPI_list* is a comma separated list of KPIs to be monitored.

     Example:

     ```
     constant string KPI_USERS := "MyEPLService active users";
     constant string KPI_ERRORS := "MyEPLService errors in last hour";
     constant string KPI_MEMORY := "MyEPLService memory used";
     constant string KPI_MESSAGE_RATE := "MyEPLService message rate";
     component.setUserStatus(SUBCOMPONENT_ID+".KPIs",
     ",".join([KPI_USERS, KPI_ERRORS, KPI_MEMORY, KPI_MESSAGE_RATE]);
     ```

     Only the first three KPIs are displayed in the Command Central web interface.

   - **EPL convention**. `component.setUserStatus(`*`KPI_identifier`*`, "0");`

     Description. Publishes a KPI value for a monitored component of the EPL application. The *KPI_identifier* is a user defined unique identifier to identify the KPI which must be specified in `subcomponentid.KPIs` for the subcomponent it applies to. It is recommended that this string includes the *subcomponent_identifier* to differentiate from other subcomponents. Also, define an EPL string constant for each KPI so that it is convenient to add various suffixes if you wish to monitor

optional information such as units and maximum value of this KPI. The KPI value can be an integer or a float, represented as an EPL string.

Default value: 0

Example:

```
string KPI_MESSAGE_RATE := SUBCOMPONENT_ID+" message rate";
component.setUserStatus(KPI_MESSAGE_RATE, messageRate.toString());
```

- **EPL convention**. `component.setUserStatus(`*`KPI_identifier`* `+".units",` *`name`*`);`

  Description. Name to be used for displaying the units against which the KPI numbers are reported. Command Central displays these units in the graphs.

  Example:

  ```
  component.setUserStatus(KPI_MESSAGE_RATE +".units", "evt/sec");
  ```

- **EPL convention**. `component.setUserStatus(`*`KPI_identifier`* `+".max",` *`value`*`);`

  Description. Represents the maximum value of the KPI that is published. This defines the maximum point of the vertical axis on which the KPI value is displayed. The *value* attribute must be a string representation of an integer or float.

  Default value: VALUE +1

  Example:

  ```
  component.setUserStatus(KPI_MESSAGE_RATE +".max", "1000");
  ```

- **EPL convention**. `component.setUserStatus(`*`KPI_identifier`* `+".marginal",` *`value`*`);`

  Description. Represents the marginal value of the KPI that is published. When the KPI value is above this level, the KPI will be shown with a warning alert. The *value* attribute must be a string representation of an integer or float.

  Default value: VALUE +1

  Example:

  ```
  component.setUserStatus(KPI_MESSAGE_RATE +".marginal", "100");
  ```

- **EPL convention**. `component.setUserStatus(`*`KPI_identifier`* `+".critical",` *`value`*`);.`

  Description. Represents the critical value of the KPI that is published. When the KPI value is above this level, the KPI will be shown with an error alert. The *value* attribute must be a string representation of an integer or float.

  Default value: VALUE +1

  Example:

  ```
  component.setUserStatus(KPI_MESSAGE_RATE +".critical", "500");
  ```

- **EPL convention**. `component.setUserStatus(`*`KPI_identifier`* `+".display",` *`name`*`);`.

  Description. Represents the name to be used as a display name in Command Central when KPI names are longer.

  Default value: *KPI_identifier*

  Example:

  ```
  component.setUserStatus(KPI_MESSAGE_RATE +".display", "Message Rate");
  ```

3. Connectivity plug-ins can be written to report status and KPIs using the `StatusReporter` interface, typically using the plugin's `chainId+"."+pluginName` as the *subcomponent_identifier* . The conventions listed above should be followed.

Note: The status keys, subcomponent identifiers, and the suffixes `.status, .KPIs, .max, .min, .display` are case sensitive.

Monitoring KPIs for IAF

With Command Central, you can view basic Key Performance Indicators (KPIs) for an IAF instance that is online.

To view the KPIs in command line interface, use the following command:

```
sagcc get monitoring runtimestate nodeAlias runtimeComponentId
```

Apama supports the KPIs listed in the following table:

KPI	Description
Receive rate	Use this KPI to monitor the rate at which the adapter is receiving Apama events from the correlator (towards the transport). There are no threshold alerts for this KPI.
Sent rate	Use this KPI to monitor the rate at which the adapter is sending Apama events to the correlator (from the transport). There are no threshold alerts for this KPI.
Resident memory usage	This KPI represents the resident memory in MB used by the IAF process. ■ Marginal value - 75% of the maximum amount of physical memory. ■ Critical value - 90% of the maximum amount of physical memory.

KPI	Description
	■ Maximum value - the total amount of physical memory of the machine.

Example when executing on Command Central

To retrieve the KPIs for an IAF instance with the runtime component ID “Apama-iaf-myIAF” in the installation with alias name “local”:

```
sagcc get monitoring runtimestate local Apama-iaf-myIAF
```

Monitoring KPIs for Dashboard Servers

With Command Central you can view basic Key Performance Indicators (KPIs) for each dashboard server instance while its status is online.

To view the KPIs in command line interface, use the following command:

```
sagcc get monitoring runtimestate nodeAlias runtimeComponentId
```

Apama supports the KPIs listed in the following table:

KPI	Description
Average instance table query (seconds)	Use this KPI to monitor the average number of seconds taken to retrieve the values across all instance tables (which hold the current values for each instance) over the last 10 minutes. This gives a measure of the responsiveness of the dashboard to end-users. ■ Marginal value - 2 seconds ■ Critical value - 10 seconds ■ Maximum value - 15 seconds
Average trend table query (seconds)	Use this KPI to monitor the average number of seconds taken to retrieve the values across all trend tables (which hold the history of recent values for each instance) over the last 10 minutes. This gives a measure of the responsiveness of the dashboard to end-users. ■ Marginal value - 2 seconds ■ Critical value - 10 seconds ■ Maximum value - 15 seconds

KPI	Description
Memory	Use this KPI to monitor the amount of memory the dashboard server is using as a percentage of the maximum heap size allocated in memory configuration. ■ Marginal value - 75% ■ Critical value - 90% ■ Maximum value - 100%

For more information about instance table and trend table, see "Dashboard data tables" in *Building and Using Dashboards*.

You can also monitor these and other dashboard statistics using the Generic Management REST API. See "Generic Management" on page 91.

Example when executing on Command Central

To retrieve the KPIs for dashboard server instance with the runtime component ID “Apama-displayserver-myDisplayServer" and ”Apama-dataserver-myDataServer" in the installation with alias name “local”:

```
sagcc get monitoring runtimestate local Apama-displayserver-myDisplayServer
sagcc get monitoring runtimestate local Apama-dataserver-myDataServer
```

Viewing Log Files

In Command Central you can view the following log files for Apama component instances:

- Log files from the <instanceDir>/logs directory and its subdirectories that have the following extensions:
  - `.log`
  - `.out`
  - `.err`
- `OutputLog` of any Apama component instance.
- `InputLog` for the correlator instance (if available).

If two log files have the same file names, the `logAlias` of the second log file is prefixed with `(1)`. For example:

```
outputLog=C:\output.log
inputLog=C:\input\output.log
# The log files are in different directories but have the
# same file name.
# The logAlias for these log files will be:
# output.log for C:\output.log
# (1)output.log for C:\input\output.log
```

You can view and download the log files in web user interface using the **Logs** tab of an instance.

For information about viewing log files and log entries using the Command Central command line interface, see *Software AG Command Central Help*.

Examples when executing on Command Central

- To list the log files of a correlator instance with the runtime component ID “Apama-correlator-myCorrelator” from the installation with alias name “local”:

```
sagcc list diagnostics logs local Apama-correlator-myCorrelator
```

- To list the log files of an IAF instance with the runtime component ID “Apama-iaf-myIAF” from the installation with alias name “local”:

```
sagcc list diagnostics logs local Apama-iaf-myIAF
```

- To list the log files of a Display Server instance with the runtime component ID “Apama-displayserver-myDisplayServer” from the installation with alias name “local”:

```
sagcc list diagnostics logs local Apama-displayserver-myDisplayServer
```

- To list the log files of a Data Server instance with the runtime component ID “Apama-dataserver-myDataServer” from the installation with alias name “local”:

```
sagcc list diagnostics logs local Apama-dataserver-myDataServer
```

- To retrieve log entries from a log file of a correlator instance:

```
sagcc get diagnostics logs local Apama-correlator-myCorrelator Correlator.err
```

- To retrieve log entries from the log file with file name “Apama-iaf-myIAF IAF.err” of the IAF instance with runtime component ID “Apama-iaf-myIAF” from the installation with alias name “local”:

```
sagcc get diagnostics logs local Apama-iaf-myIAF IAF.err
```

- To retrieve log entries from the log file with file name “DisplayServer.err” of the Display Server instance with runtime component ID “Apama-dataserver-myDataServer” from the installation with alias name “local”:

```
sagcc get diagnostics logs local Apama-displayserver-myDisplayServer
 DisplayServer.err
```

- To retrieve log entries from the log file with file name “DataServer.err” of the Data Server instance with runtime component ID “Apama-dataserver-myDataServer” from the installation with alias name “local”:

```
sagcc get diagnostics logs local Apama-dataserver-myDataServer DataServer.err
```

- To export a zip file with the log files of a correlator instance with runtime component ID “Apama-correlator-myCorrelator” from the installation with alias name “local”. The zip file includes log files with the names “Correlator.err” and “Correlator.out:

```
sagcc get diagnostics logs local Apama-correlator-myCorrelator
 Correlator.err+Correlator.out export -o CorrelatorLog.zip
```

- To export log files of a zip file with the log files of an IAF instance with runtime component ID “Apama-iaf-myIAF”. The zip file includes log files with the names “IAF.err” and “IAF.out:

```
sagcc get diagnostics logs local Apama-iaf-myIAF IAF.err+IAF.out
 export -o IAFLog.zip
```

- To export log files of a zip file with the log files of a Display Server instance with runtime component ID “Apama-displayserver-myDisplayServer” from the installation with alias name “local”. The zip file includes log files with the names “DisplayServer.err” and “DisplayServer.out”:

```
sagcc get diagnostics logs local Apama-displayserver-myDisplayServer
 DisplayServer.err+DisplayServer.out -o DisplayServerLog.zip
```

- To export log files of a zip file with the log files of a Data Server instance with runtime component ID “Apama-dataserver-myDataServer” from the installation with alias name “local”. The zip file includes log files with the names “DataServer.err” and “DataServer.out”:

```
sagcc get diagnostics logs local Apama-dataserver-myDataServer
 DataServer.err+DataServer.out -o DataServerLog.zip
```

Deploying a Designer project to Command Central

To deploy a working Apama project in Command Central, you must configure the Apama component instances in Command Central:

- For the correlator
  - Use the correlator's **Initialization** configuration type to specify the files (.deploy, project directory, .txt) that need to be injected into the correlator at startup.
    - It is recommended to specify the path of the `.deploy` file of your project's Software AG Designer launch configuration so that Command Central initializes the correlator using the same files as Software AG Designer.
    - If you have more than one correlator in the launch configuration, you must explicitly specify the name of the correlator for initialization. To specify the correlator name, use the syntax *`deployment_file_path`*`!`*`correlator_name`*.
    - By default, you will have a single launch configuration with the same name as the project. In this case, you must specify the initialization path as *`project_directory`*`/config/launch/`*`launch_configuration_name`*`.deploy!defaultCorrelator`.
  - If your project is using a connectivity bundle, be sure to add `--config` arguments pointing to the directory containing the YAML and properties files for that bundle. For example:

    ```
    --config project_directory/config/connectivity/DigitalEventServices/
    ```

  - Configure any other required command line arguments for the correlator component.

- For the IAF, create the IAF instance in Command Central using the IAF configuration file available in the project directory at \adapters\iaf_config.xml.
- For the Dashboard servers, if your configuration needs to access any resources from the Apama project, you must map or mount the dashboards folder in the project directory on the SPM server.

Note: Ensure that the paths you specify for the files, for example initialization files, configuration files are available on the system where Platform Manager is running. For example, you can specify a network path.

4 Deploying and Managing Queries

- Overview of deploying and managing query applications 58
- Query application architecture 58
- Deploying query applications 59
- Running queries on correlator clusters 60
- Managing parameterized query instances 64
- Monitoring running queries 65

As mentioned elsewhere, scaling, both vertically (same machine) and horizontally (across multiple machines), is inherent in Apama query applications. Scaled deployments on multiple machines use distributed cache technology to maintain and share application state. Consequently, deployment of Apama query applications includes setting up a distributed cache as well as some kind of messaging. The topics in this section provide instructions for doing this with the recommended platforms.

Overview of deploying and managing query applications

Typically, query application deployments script the start up and management of all Apama query application components outside of the Apama development environment in Software AG Designer. Apama recommends the use of the following to aid in this:

- the Ant export facility of Software AG Designer, or
- Command Central

Queries can also be run from Software AG Designer. However, Software AG Designer can run only a single correlator deployment. To deploy multiple correlator deployments, use either Apama macros for Ant or Command Central.

Queries can be deployed on a single node, but typically would be deployed across multiple nodes, forming a cluster. While involving more components, a cluster provides:

- Scale out across multiple hosts
- Resiliency against failures
- Continued availability if some nodes fail

Using a cluster will involve the following:

- Some number of correlators that are executing queries
- A BigMemory distributed cache for storing event history
- A JMS bus for distributing events to correlators

Queries use the store name "ApamaQueriesStore". If you want to use BigMemory, you need to configure the BigMemory driver to use that as the store name, else an in-process only memory store will be used. See "Configuring BigMemory driver" on page 61.

Query application architecture

In a query deployment, incoming events are delivered to correlators, typically via a JMS message bus, such that every event is delivered to one correlator. The correlators store the event history for each query in BigMemory, a distributed cache. On every event, one correlator reads the latest history for the partition or partitions to which the event belongs, and writes that event to the distributed cache for access by other correlators. The entire window history is then evaluated against the query patterns.

Queries can make use of the following technologies to provide a scalable platform:

- JMS queues — these are used to distribute events to multiple correlators, which automatically spreads the load across a number of servers.
- BigMemory distributed cache — this allows state (event history) to be accessed quickly across multiple servers, and replicated to safeguard against hardware failures. This should be configured to give the desired amount of resiliency and scaled appropriately to the deployment.

It is possible to use Apama queries in a standalone mode on a single correlator. This allows easy testing by means of event files. However, all state is stored in-memory, and is lost when the correlator is stopped. Thus, this mode is only recommended for development, not for deployments.

When an event is sent to a cluster of correlators over a JMS queue, this is what happens:

1. Each event goes to one correlator.
2. A received event is handled by one of several processing threads within that correlator.
3. The key of the event is extracted based on the definitions of running queries that use that event.
4. The window of events for that key value is retrieved from the distributed cache.
5. The current event is added to the retrieved window, which is written back to the cache.
6. The event pattern of interest (what you are looking for) is evaluated against the stored window to determine whether there is a match.

Because events are sent to multiple threads in different correlators, small differences in timing across hosts can result in events being processed out of order. If there are a large number of events in the window, the cost of reading and writing the historic window will be excessive. Events for the same key may be processed by different correlators. Consequently, between events, the only state kept by the system is the window of historic event data.

Upon matching an event pattern, queries may send events to other monitors or to adapters. These can be shared adapters across the cluster, or more typically, adapters local to each correlator.

Deploying query applications

Apama recommends that you use the Ant export facility in Software AG Designer to help you deploy your query application. The general steps for deploying an Apama query application include:

1. In Software AG Designer, configure JMS bus access and distributed cache access. See "Correlator arguments" in *Using Apama with Software AG Designer*.

2. In Software AG Designer, generate an Ant deployment script. The generated files are placed in a directory that you specify. See "Exporting to a deployment script" in *Using Apama with Software AG Designer*.
3. Copy the resultant directory onto each host that will run a correlator.
4. If necessary, edit the `environment.properties` file on each correlator host.
5. Ensure that the BigMemory and JMS servers are running.
6. On each correlator host, run the Ant deployment script to start the correlator.

If the project does not contain a distributed cache configuration, a local in-process MemoryStore will be used to store events. This is not shared or persistent, so only supports a single correlator deployment. If this correlator stops, it will drop all event history data. Apama recommends a BigMemory server and configuration for production use. See "Deploying BigMemory Terracotta Server Array" on page 61 and "Configuring BigMemory driver" on page 61.

Apama does not recommend running multiple correlators on a single machine. The assumption is that each correlator can use all of the CPU resources available. Also, running multiple correlators on one host does not provide any extra resilience. However, it is possible to run multiple correlators on a single machine. To do so:

1. Copy the exported deployment directory to separate directories on the correlator host machine.
2. Edit the `environment.properties` file to specify a different port number for each correlator and for each (if any) adapter in your project.

Running queries on correlator clusters

The following topics describe how to run queries on correlator clusters.

Deploying queries on multiple correlators

When using multiple correlators to deploy an Apama query application, it is the administrator's responsibility to keep the resources of the exported project up to date. If changes are made to a query, if queries are added or removed from a project, then all correlators should be updated to reflect the new state. It is possible to inject queries into a live running correlator, or delete queries from a correlator. Make sure that the injections and deletions are performed on all correlators in the cluster.

The queries runtime assumes that all members of a cluster:

- Share access to the same Distributed MemoryStore state - by using BigMemory Terracotta Server Array.
- Can connect freely between nodes.

- Run with clocks synchronized to within 1 second of each other. Apama recommends the use of the Network Time Protocol (NTP) to synchronize clocks.

The queries runtime will nominate a single member of the cluster as master, which will handle book keeping tasks such as garbage collecting nodes or handling failed cluster nodes.

If a correlator member of a cluster is using external clocking, then some functionality may not be available. The members will be able to share the same data, but an externally clocked node cannot be a master of other nodes and timers will not be failed over from an externally clocked node. In normal operation, external clocking should only be used for testing purposes on a single node (where failover and scalability is not required).

A production deployment of multiple nodes would not use external clocking for routine processing of events. Use the source timestamp feature (see "Using source timestamps of events" in *Developing Apama Applications*) if the events may be delayed or delivered out of order.

Deploying BigMemory Terracotta Server Array

To deploy BigMemory, see the BigMemory Max documentation.

For resilient operations, Apama recommends at least one backup on a separate host. You may want to consider using multiple stripes in order to improve performance. Ensure that the BigMemory server is accessible from all cluster members.

Configuring BigMemory driver

To configure the BigMemory driver

1. In Software AG Designer, add the Distributed MemoryStore adapter bundle to your Apama project.

   In the **Distributed MemoryStore Configuration Wizard**, specify `ApamaQueriesStore` as the store name.

   > **Note:** If you specify a different store name or do not specify a name at all, an in-process only memory store will be used.

   See also "Adding adapters to projects" in *Using Apama with Software AG Designer*.
2. Check that the cluster name is set correctly for the host/port pairs of all of the BigMemory Terracotta Server Array.
3. Set the **providerDir** property to the Terracotta installation directory.
4. Optionally, edit the on-heap and off-heap storage and other parameters as needed (see "BigMemory Max driver specific details" in *Developing Apama Applications*. The `useCompareAndSwap` property should be left in its default `true` configuration for correct behavior of Apama queries.

Using JMS to deliver events to queries running on a cluster

When running queries across multiple correlators in a cluster, as well as configuring all correlators to access the same BigMemory store, Apama recommends that all events are delivered into the cluster using a JMS queue. By using a JMS queue, each correlator will pull events from the JMS queue unless it has a full input queue (that is, it is behind on processing events) or has stopped running (e.g. shut down for maintenance or suffered a hardware failure). In either case, events will continue to be processed by other correlators in the cluster. Correlators can also be added to or removed from the cluster to scale the cluster capacity if desired. It is also possible to use per-correlator adapters for incoming events, but the adapters must co-ordinate so that every event is sent to only one correlator, and should one adapter/correlator pair fail, then other adapters process events that the failed node would have processed. Each event should only be delivered to one correlator, else multiple correlators will store the event in the shared cache, which can result in erroneous matches. Using JMS queues, this happens automatically, giving an 'elastic' system that can be scaled and continues running in the face of failure.

To run queries across multiple correlators in a cluster:

- Configure each correlator to access the same BigMemory store. This is a requirement.
- Use a JMS queue to deliver events into the cluster. This is a recommendation.

When the cluster uses a JMS queue, each correlator pulls events from the queue. If the input queue of one correlator in the cluster becomes full and it cannot pull events from the JMS queue the other correlators continue to do so and continue to process events. A correlator may stop pulling events because the correlator is behind on processing events or because it has stopped running, perhaps for maintenance or because of a hardware failure.

Using a JMS queue makes it easy to scale the cluster capacity by adding or removing correlators.

An alternative to using a JMS queue is to use an adapter for each correlator. For example, by having an IAF-based adapter connected to each correlator, it is possible to send messages to and from a query application without using JMS. A disadvantage of using per-correlator adapters is that the adapters must coordinate the following:

- Each event goes to only one correlator in the cluster. If an event goes to more than one correlator then multiple correlators store the same event in the shared cache. This can result in erroneous matches.
- Should one adapter/correlator pair fail then the other adapters process the events that the failed node would have processed.

Use of a JMS queue automatically ensures that an event goes to only one correlator and that all received events are processed. The result is an 'elastic' system that can be scaled and that continues to run even if a node fails.

Similar to using multiple contexts in a correlator, delivering events through JMS can result in events that occur close together in time being processed in an order that is different than the order in which they were created or sent to the JMS message bus.

Queries do not support reliable message delivery. Consequently, if a correlator fails, perhaps because of a hardware failure, all events that had been received by the failed correlator but not yet written to BigMemory may be lost, and output events from queries can be lost. However, if the system is correctly scaled then the number of messages lost will be small.

Configure your JMS bus to have one or more queues, and configure a static JMS receiver connection. See "Getting started with simple correlator-integrated messaging for JMS" in *Connecting Apama Applications to External Components*. You will also need to provide mapping for all event types that flow into the queries. See "Mapping Apama events and JMS messages" also in *Connecting Apama Applications to External Components*.

The queries runtime ensures that after all queries have been injected into the correlator and started, they automatically start to receive events from JMS queues. There is no need to explicitly call `jms.onApplicationInitialized()` as described in "Using EPL to send and receive JMS messages" in *Connecting Apama Applications to External Components*.

For all applications that do not consist entirely of queries, for example, applications that contain additional EPL monitors or Java monitors, then it may be required to delay starting JMS until the application and queries are both ready to process events. The auto-starting of JMS behaviour of queries can be controlled by sending a `QueriesShouldNotAutoStartJMS()` event to the main context. This event can be routed by an application's `onload()` method. If this is done then a monitor in the main context should listen for a `QueriesStarted()` event and should wait until both the application and queries have started. The monitor can then call `jms.onApplicationInitialized()` directly. For example, the following monitor delays starting JMS until queries are started and a `StartMyApp()` event has been processed:

```
using com.apama.queries.QueriesShouldNotAutoStartJMS;
using com.apama.queries.QueriesStarted;
event StartMyApp {
}
monitor MyApp {
   import "JMSPlugin" as jms;
   action onload() {
      route QueriesShouldNotAutoStartJMS();
      on QueriesStarted() and StartMyApp() {
         jms.onApplicationInitialized();
      }
   }
}
```

Mixing queries with monitors

It is possible to have both monitors and queries in a project.

Events that are to be processed by queries should be sent to the `com.apama.queries` channel from monitors. Queries may send events to any channel, which EPL monitors may be subscribed to.

While queries will automatically scale and share state across a cluster, EPL monitors will not. Thus, be aware that a query may process subsequent events matching a pattern on different nodes. On different nodes, monitors with potentially different state will

be executing. Similarly, the state of EPL monitors is not automatically stored in the distributed cache.

Both EPL monitors and Apama queries can make use of actions defined on events, subject to some limitations on the use of `spawn`, `die`, and event listeners. See "Restrictions in queries" in *Developing Apama Applications*.

Handling node failure and failover

A node may stop processing events from time to time. This may be because it is stopped for planned maintenance, or the node failed in some way. In these cases:

- Events that have been delivered to the node but not yet processed will be lost. This will typically be a small window of events.
- Patterns that end with a `wait` operator may be dropped if they are being handled by a node that has stopped. For example, if a query contains the pattern `MyEvent:e -> wait(5.0)`, and the node that receives a matching `MyEvent` stops before 5 seconds are up, then the pattern will not be matched in this instance.
- If using JMS, then events continue to be delivered to and processed by other correlators in the cluster. The failed correlator will not hold up processing on other nodes. Other nodes continue processing events, including matching against events that the failed node had previously received (if they had been processed).
- Any clients connected to the failed correlator will need to re-connect to another correlator. The same set of parameterized query instances is kept in synchronization across the cluster. See "Managing parameterized query instances" on page 64.

Similarly, nodes running a BigMemory Terracotta Server Array may fail. For this reason, BigMemory should be configured with sufficient backups to ensure no data is lost in this case. Consult the Terracotta documentation.

Managing parameterized query instances

When using parameterized queries, Apama recommends that you use one Scenario Service client at a time to manage parameterizations. Use of more than one client can result in undefined behavior if they both attempt to edit a parameterized instance concurrently. You can connect to any correlator in the cluster, and Apama will automatically synchronize the state of parameterized instances across the cluster. This assumes that the same query definitions have been injected into the correlators on all cluster nodes. If a node fails, you will need to connect to another correlator in the cluster.

Creating new query instances by setting parameter values

Use Scenario Browser to set parameter values for a parameterized query and thus create new parameterized query instances, also referred to as parameterizations.

Changing parameter values for queries that are running

Use Scenario Browser to change the parameter values for a running parameterized query instance, also referred to as a parameterization.

Monitoring running queries

To help you monitor queries that are running on a given correlator, Apama provides data about active queries in DataViews. To display the information provided by these DataViews, you can create a dashboard in which an end user can:

- Monitor query runtime performance.
- Determine whether a query is behaving as intended. For example, you can see how incoming events are distributed across partitions. If you are expecting a particular send and match rate you can see if you are getting the results you expect.
- Ensure that the window size (the number of events in the window) is not too large. The expectation is that your application is designed so that partitioning keeps any given window size as small as possible.

The Queries_Statistics_Sample that is provided with Apama (located in APAMA_HOME\samples\queries) contains such a dashboard. It shows you how to build a dashboard that allows you to monitor the performance of running queries.

For information about exposing DataViews in dashboards, see *Building and Using Dashboards*.

A running query is either a non-parameterized query instance or a parameterization. For each running query, there is a DataView for each of its input event types. For example, if a query instance has two input event types then there are two DataViews that provide statistics for that query, one for each input event type.

Each DataView:

- Contains data about the activity during the last second of one running query and one of its input event types.
- Contains the fields described in the table below. The value contained in each field is an exponentially weighted moving average (EWMA).
- Is updated every second if the information has changed in the last second.

Statistical Field	Description
`% Threads Active EWMA`	Apama uses multiple threads to process a given query. This is the percentage of those threads that were used within the last second to process the input event type

Statistical Field	Description
	that this DataView provides information for. While there is not a linear correlation, as this percentage goes down, the reliability of the rest of the statistics becomes weaker. This is because a smaller proportion of threads are contributing information.
`Avg. Inbound Event Rate/s EWMA`	The average rate per second at which events of this type are being processed.
`Avg. % of Successful Matches EWMA`	The average percentage of the number of received events that cause a match.
`No. Unique Keys Processed EWMA`	The number of unique query partitions that were accessed for this event type within the past second.
`Avg. Window Size/Key EWMA`	The average window size (number of events that it contains) of each unique partition that was accessed within the past second.

The display name of these DataViews is **Correlator Query Statistics**.

After a non-parameterized query is injected into the correlator, Apama provides a DataView for each input event type and begins writing data to it. After a non-parameterized query is deleted, Apama no longer makes the DataViews for that query instance available.

For a parameterized query, after a parameterization is created then Apama adds new DataViews and begins populating them. When a parameterization is deleted then Apama no longer provides the DataViews that correspond to that parameterization. If the definition of a parameterized query is deleted then Apama no longer provides DataViews for any parameterizations of that query.

To help you monitor queries that are running across multiple correlators in a cluster, Apama also provides the same type of performance statistics provided for a given correlator but where the underlying data has been aggregated across all the clustered correlators running those queries.

The display name of these DataViews is **Cluster-Wide Query Statistics**.

This means that for each query running on a correlator two types of monitoring data is provided:

- Statistics generated from data from only that correlator.
- Statistics generated from data aggregated across all correlators in the cluster running that same query.

5 Tuning Correlator Performance

- Scaling up Apama 70
- Partitioning strategies 71
- Engine topologies 75
- Event correlator pipelining 77

This section addresses how to scale up Apama to improve upon the performance of a single event correlator. It describes the Apama features you can use to send events to multiple event correlators to increase an application's capacity.

Scaling up Apama

Apama provides services for real-time matching on streams of events against hundreds of different applications concurrently. This level of capacity is made possible by the advanced matching algorithms developed for Apama's event correlator component and the scalability features of the correlator platform.

Should it prove necessary, capacity can further be increased by using multiple event correlators on multiple hosts. To facilitate such multi-process deployments, Apama provides features to enable connecting components to pass events between them. It is recommended that each correlator is run on a separate host, to assist in the configuration of scaled-up topologies. However, it is possible to run multiple correlators on a single host. There are two methods of configuration:

- Using the configuration tools from the command line or Apama macros for Ant.
- Programmatically through a client programming API.

This guide describes both approaches, but first discusses different ways in which Apama can be distributed and what factors affect the choice of the distribution strategy.

Note: This topic focuses on scaling Apama for applications written in EPL. JMon has less scaling features as it does not support the use of multiple contexts. Java plug-ins can be used if invocation of Java code is required on multiple threads, either directly from EPL or by registering an event handler. See "Using Java plug-ins" in the "Developing Correlator Plug-ins" part of *Developing Apama Applications*. Knowledge of aspects of EPL is assumed, specifically monitors, spawning, listeners and channels. Definitions of these terms can be found in "Getting Started with Apama EPL" in *Developing Apama Applications*.

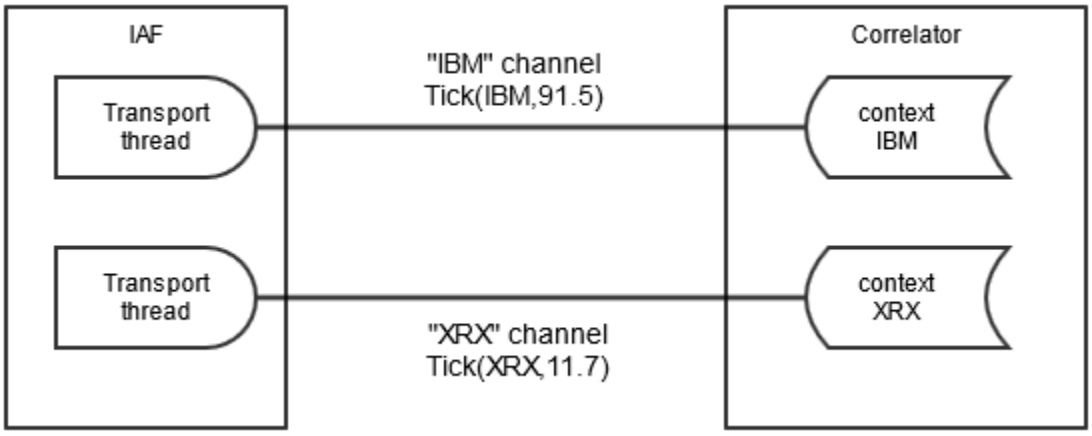
The core event processing and matching service offered by Apama is provided by one or more event correlator processes. In a simple deployment, Apama comprises a single event correlator connected directly to at least one input event feed and output event receiver. Although this arrangement is suitable for a wide variety of applications (the actual size depending on the hardware in use, networking, and other available resources), for some high-end applications it may be necessary to scale up Apama by deploying multiple event correlator processes on multiple hosts to partition the workload across several machines.

Partitioning strategies

Using the patterns and tools described in this guide it is possible to configure the arrangement of multiple contexts within a single correlator or multiple event correlators within Apama (the engine topology). It is important to understand that the appropriate engine topology for an application is firmly dependent on the partitioning strategy to be employed. In turn, the partitioning strategy is determined by the nature of the application itself, in terms of the event rate that must be supported, the number of contexts, spawned monitors expected and the inter-dependencies between monitors and events. The following examples illustrate this.

The `stockwatch` sample application (in the `samples\monitorscript` folder of your Apama installation directory) monitors for changes in the values of named stocks and emits an event should a stock of interest fall below a certain value. The stocks to watch for and the prices on which to notify are set up by initialization events, which cause monitors that contain the relevant details to be spawned. In this example, the need for partitioning arises from a very high event rate (perhaps hundreds of thousands of stock ticks per second), which is too high a rate for a single context to serially process.

A suitable partitioning scheme here might be to split the event stream in the adapter, such that different event streams are sent on different channels. The illustration below shows how this can be accomplished:



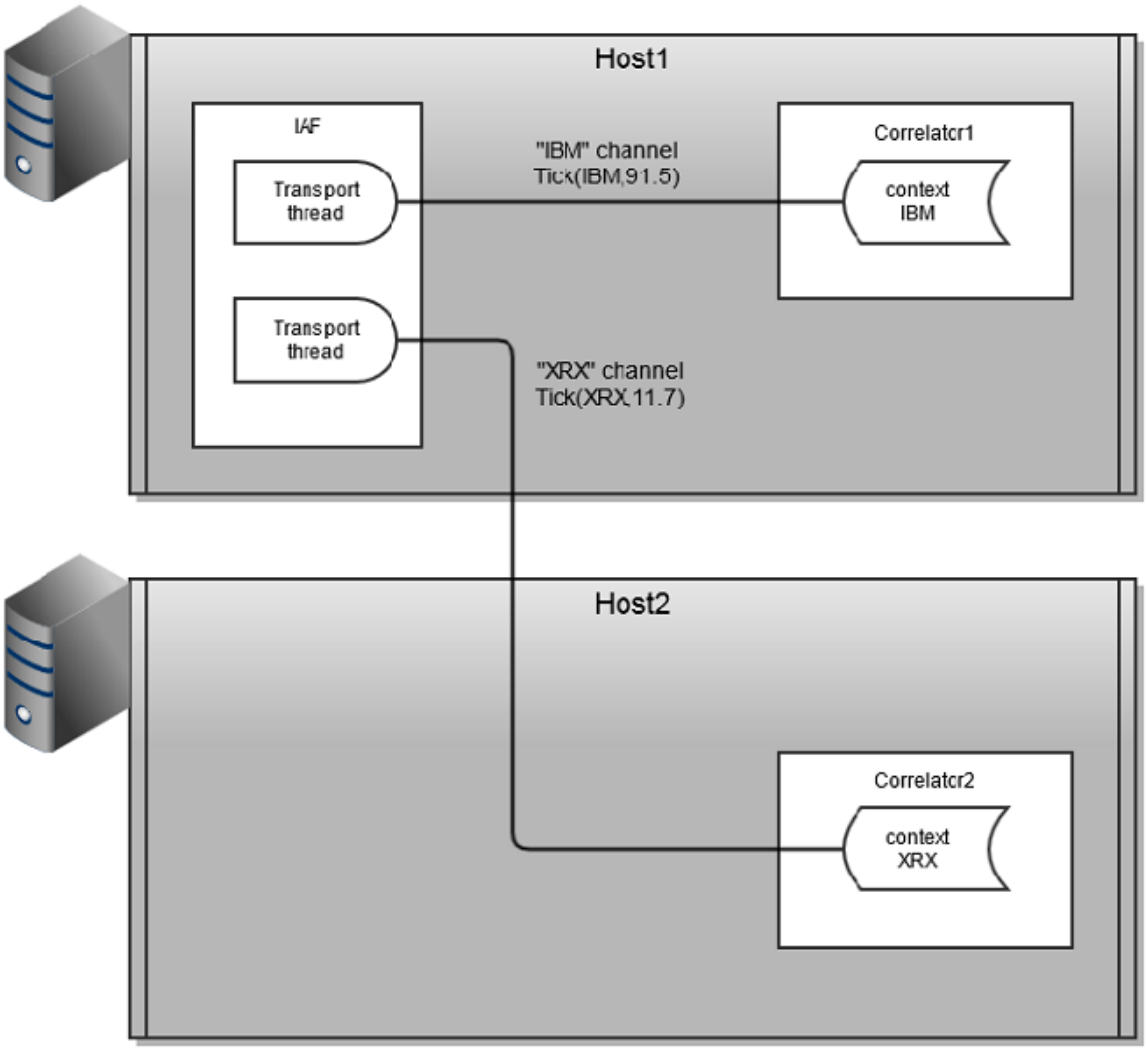
This diagram shows an adapter sending events to different channels based on the symbol of the stock tick. The adapter transport configuration file would specify a `transportChannel` attribute for the stock event that named a field in the `NormalisedEvent` that specified the stock symbol. Either a thread per symbol or a single thread (which could become a bottleneck) managed by the transport, depending on what the system the transport is connecting to allows, is used to send `NormalisedEvent`s to the semantic mapper to be processed. The IAF thus sends the events on the channel in the stock symbol value in the `NormalisedEvent`.

In this example, the stock symbol is either `IBM` or `XRX`. The IAF will send events to all sinks (typically one) that are specified in the IAF's configuration file. In the correlator,

all monitors interested in events for a given symbol would need to set up listeners in a context where a monitor has subscribed to that symbol. To achieve good scaling, the application is arranged so that each context is subscribed to only one symbol. For the `stockwatch` application, a separate context per symbol would be created, and the `stockwatch` monitor spawns a new monitor instance to each context. In each context, the monitor instance would execute `monitor.subscribe(stockSymbol);` where `stockSymbol` would have the value `"IBM"` or `"XRX"` corresponding to the stock symbol it is interested in. This application will scale well, as each event stream (for the different stock symbols) can run in parallel on the same host; this is referred to as scale-up.

Listeners in each context would listen for events matching a pattern, such as `on all Tick(symbol="IBM", price < 90.0).`

If the number of stock symbols is very large and the amount of processing for each stock symbol is large, then it may be required to run correlators on more than one host to use more hardware resources than are available in a single machine. This is referred to scale-out. To achieve scale-out, connections per channel need to be made between the Apama components using the `engine_connect` tool (or the equivalent call from Ant macros or the client API). The `engine_connect` tool can connect any two Apama components, either correlator to correlator, or IAF to correlator. For best scaling, multiple connections are required between components, which `engine_connect` provides in the parallel mode. The following image shows a scaled out configuration.



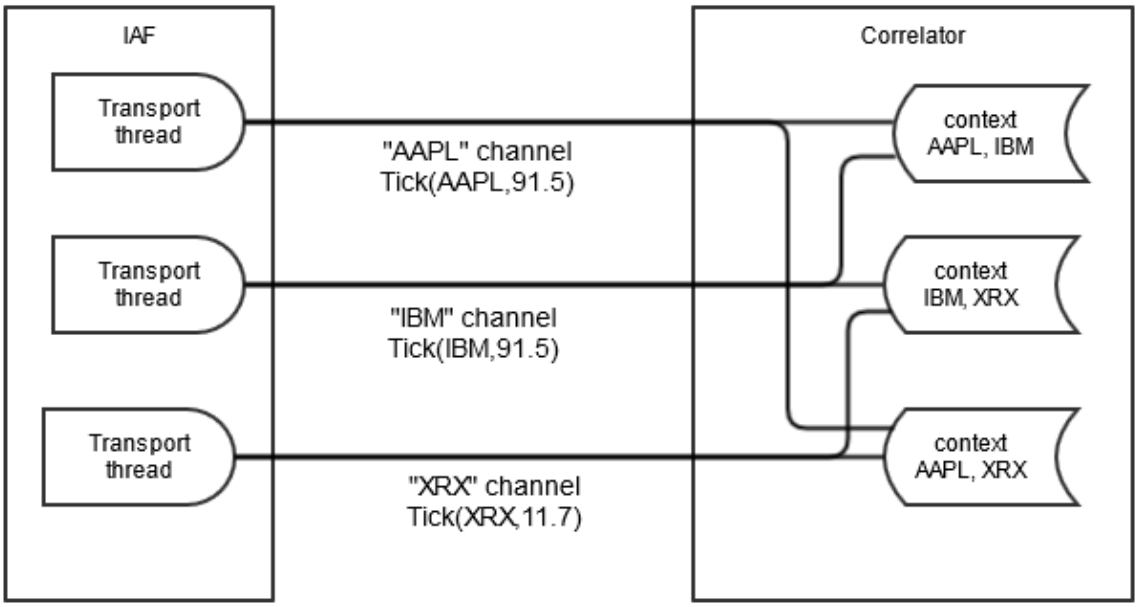
This configuration allows many contexts to run on two hosts and requires use of `engine_connect` to set up the topology.

Now consider a portfolio monitoring application that monitors portfolios of stocks, emitting an event whenever the value of a portfolio (calculated as the sum of stock price * volume held) changes by a percentage. A single spawned monitor manages each portfolio and any stock can be added to/removed from a portfolio at any time by sending suitable events.

This application potentially calls for significant processing with each stock tick, as values of all portfolios containing that stock must be re-calculated. If the number of portfolios being monitored grows very large, it may not be possible for a single context to perform the necessary recalculations for each stock tick, thus requiring the application to be partitioned across multiple contexts.

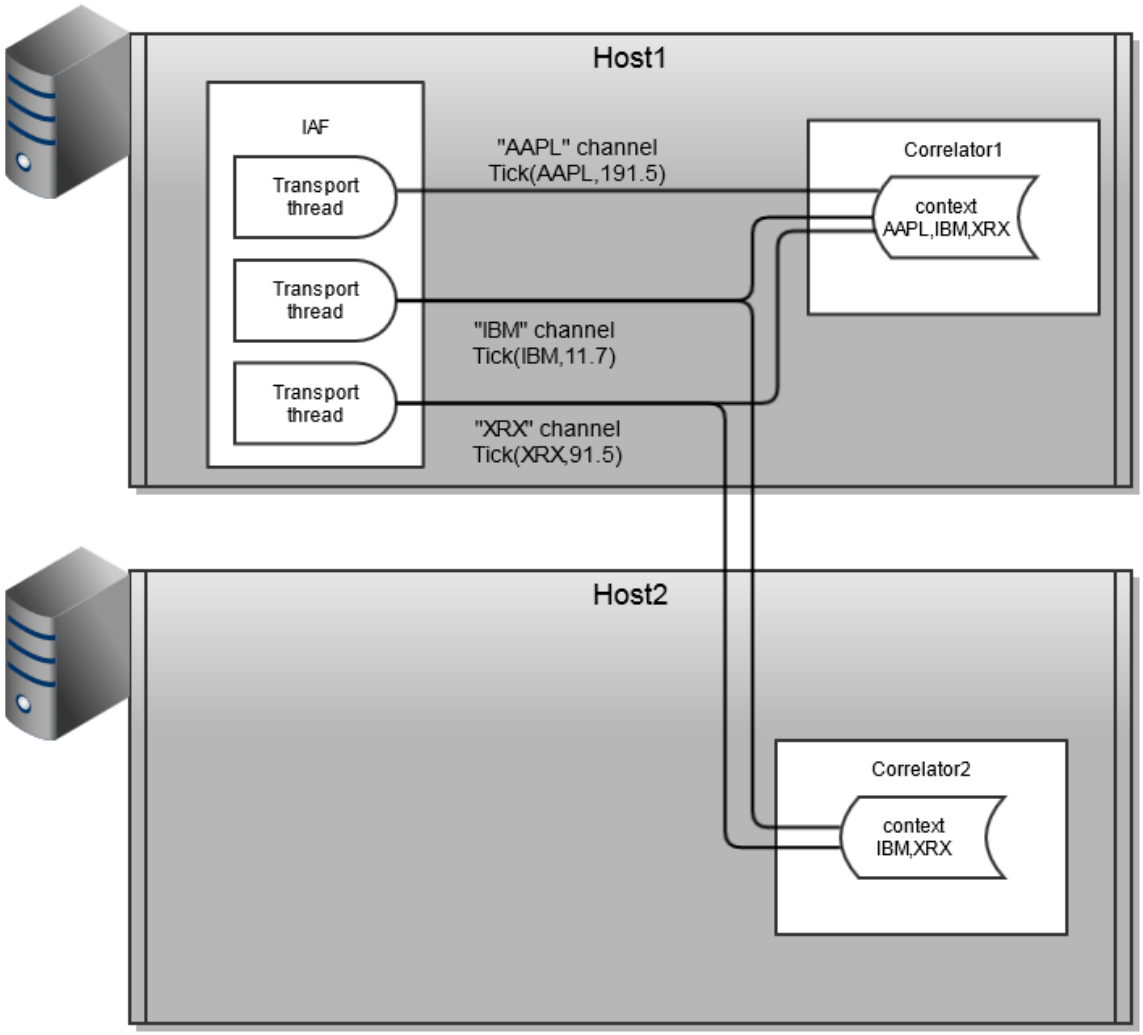
Unlike the stockwatch application, it is not possible to achieve scaling to larger numbers of portfolios by splitting the event stream. Each portfolio can contain multiple stocks, and stocks can be dynamically added and removed, thus one event may be required by

multiple contexts. In this case, a suitable partitioning scheme is to partition the monitor instances across contexts (as with `stockwatch`) but to duplicate as well as split the event stream to each event correlator. The following images shows the partitioning strategy for the portfolio monitoring application.



Again, each monitor instance is spawned to a new context and subscribes to the channels (stock symbols in this application) that it requires data for. Note that while the previous example would scale very well, this will not scale as well. In particular, if one monitor instance requires data from all or the majority of the channels, then it can become a bottleneck. However, there may be multiple such monitor instances running in parallel if they are running in separate contexts.

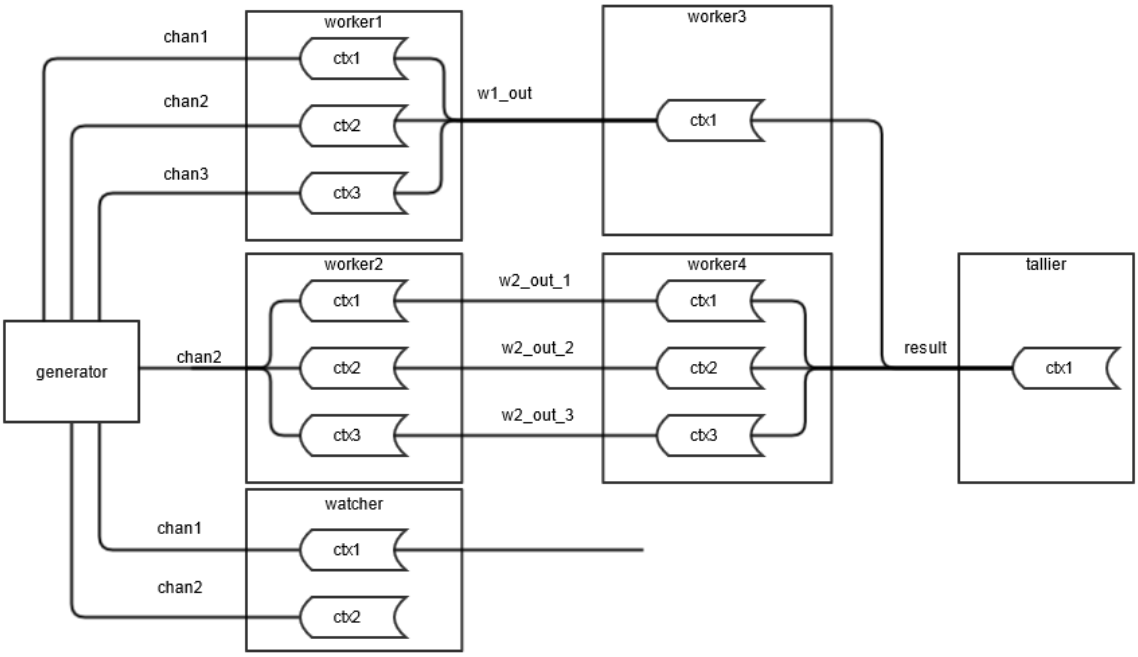
Similar to the `stockwatch` application, the portfolio monitoring application may require scale-out across multiple hosts, as shown below.



In summary, the partitioning strategy can be thought of as a formula for splitting and duplicating monitors and/or events between event correlators while preserving the correct behavior of the application. In some circumstances, it may be necessary to re-write monitors that work correctly on a single correlator to allow them to be partitioned across correlators, as the following section describes.

Engine topologies

Once the partitioning strategy has been defined, in terms of which events and monitors go to which correlators, it is necessary to translate this into an engine topology. This is achieved by connecting source and target event correlators on separate channels, such that events sent by a source correlator on a specific channel find their way to the correct contexts in the target correlator. A set of two or more event correlators connected in this way is known as a correlator pipeline, as shown in the following image. This figure represents an example topology for a high-end application – the majority of applications use a single correlator only, or have far simpler topologies.



In this image, an event correlator can perform the function of each of the 7 nodes (generator, worker, watcher, tallier). Each target correlator performs some processing before passing the results to a second worker correlator (`worker3`, `worker4`) in the form of events, sent on the channels as marked on the diagram. `tallier` collates the results from these correlators for forwarding to any registered receivers. A final correlator, `watcher`, monitors the events emitted by `generator` on `chan1` and `chan2` and emits events (possibly containing status information or statistical analysis of the incoming event stream) to any registered receivers.

To deploy an application on a topology like that shown above requires separating the processing performed into a number of self-contained chunks. In the previous figure, it is assumed that the core processing can be serialized into three chunks, with the first two chunks split across two correlators each (`worker1/2` and `worker3/4` respectively) and the third chunk residing on a single correlator (`tallier`). Intermediate results from each stage of processing are passed to the next stage as sent events, which contexts in the connected correlators receive by subscribing to the appropriate channels.

To realize this application structure requires coding each chunk of processing as one or more separate monitors, which send intermediate results as an event of known type on a pre-determined channel. These monitors can then be loaded onto the appropriate correlator. This may require an existing application that grows beyond the capacity of a single event correlator, to be re-written as a number of (smaller) monitors to allow partitioning of the application processing into separate chunks in the manner described above.

Event correlator pipelining

To implement engine topologies comprising multiple event correlators requires a method of connecting correlators in pipelined configurations. This can be achieved in the following ways:

- Directly using the `engine_connect` tool. See "Configuring pipelining with engine_connect" on page 77.
- Indirectly using Software AG's Universal Messaging message bus. For complex deployments where parts of the application may be moved between Apama correlators, this is likely to be the best alternative. When using Universal Messaging, each correlator connects to the same Universal Messaging realm. See "Using Universal Messaging in Apama Applications" in *Connecting Apama Applications to External Components*.
- Programmatically via the client API, see "Configuring pipelining through the client API" on page 84.
- Using a custom launch configuration in Software AG Designer. See "Connecting correlators" in *Using Apama with Software AG Designer*.

Configuring pipelining with engine_connect

The `engine_connect` tool allows direct connection of running correlator instances. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To configure pipelining, run the following command:

```
engine_connect [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

`engine_connect` connects a source correlator (the sender) to a target correlator (the receiver). The target correlator will receive events from the specified channel(s) of the source correlator. Source and target correlators must already be running.

Alternatively, if you specify the `-f` option, `engine_connect` reads connection information from the specified file and sets up each connection found therein (see "Configuring pipelining through the client API" on page 84 for details of the file format). The `engine_connect` tool expects the specified file to be in the local character set. If the configuration file is in UTF-8, specify the `-u` option in addition to the `-f`

option. If the filename provided to `-f` is a hyphen (`-`), then connection information is read from the standard input device (`stdin`) until end-of-file.

The connection between the source and target correlators is persistent. When one of the correlators stops running, then when that correlator restarts it automatically reconnects with the other correlator.

The tool is silent by default unless an error occurs. For verbose progress information, use the `-v` option.

Options

The `engine_connect` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information.
`-sn` *host* `| --sourcehost` *host*	Name of the host on which the source (event sending) correlator is running. The default is `localhost`. However, you can use the default or specify `localhost` only when the source correlator and the target correlator are running on the same host. In all other situations, you must specify the public IP address or the name of the host. This ensures that the host of the target correlator can resolve the name/address of the source correlator host. Non-ASCII characters are not allowed in host names.
`-sp` *port* `| --sourceport` *port*	Port on which the source (event sending) correlator is listening. The default is `15903`.
`-tn` *host* `| --targethost` *host*	Name of the host on which the target (event receiving) correlator is running. The default is `localhost`. However, you can use the default or specify `localhost` only when the source correlator and the target correlator are running on the same host. In all other situations, you must specify the public IP address or the name of the host. This ensures that the host of the source correlator can resolve the name/address of the target correlator host. Non-ASCII characters are not allowed in host names.
`-tp` *port* `| --targetport` *port*	Port on which the target (event receiving) correlator is listening. The default is `15903`.

Option	Description
`-c channel | --channel channel`	Named channel on which to send/receive events. You can specify the `-c` option multiple times to send/receive events on multiple channels. You must specify the `-c` option at least once for each sender/target pair. Until you do, no events emitted by the sender correlator are received by the target correlator. An event is discarded if it is sent on a channel for which you did not specify the `-c` option.
`-m mode | --mode mode`	Indicates whether there is one connection (`-m legacy`) between the sender and target correlators or one connection for each specified channel (`-m parallel`). The default behavior is that there is one connection between the sender and target correlators. The tool uses the same connection for every channel. Events sent on any channel are delivered to the default channel in the target correlator and all events are delivered in order. You can specify default behavior by specifying `-m legacy` or `--mode legacy`. To create a connection for each specified channel, specify `-m parallel` or `--mode parallel`. Events sent on a named channel are delivered to the same named channel in the target correlator. Events sent on the same channel are delivered in order. Events sent on different channels may be re-ordered. You also specify the `-m` option when you specify the `-x` option to disconnect. If you are using a separate connection for each channel, you should specify `-m parallel` when you specify the `-x` option. If you are using one connection for all channels, you should specify `-m legacy` when you specify the `-x` option. See also "Avoid mixing connection modes" on page 82.
`-x | --disconnect`	When you specify the `-x` option, the behavior depends on whether you also specify the `-c` option. If you specify the `-x` option and you do not also specify the `-c channel` option, then the source correlator stops sending events to the target correlator. Each connection between the source correlator and the target correlator is terminated.

Option	Description
	If you specify the `-x` option and the `-c channel` option and the tool is using one connection for each channel, then the source correlator terminates only the connection(s) it was using for the channel(s) you specify. Any other connections being used for other channels continue to be used. You can specify the `-x` option with one or more instances of the `-c channel` option. Remember to also specify `-m parallel`. If you specify the `-x` option and the `-c channel` option and the tool is using one connection for all channels, then the source correlator stops sending events on only the channel(s) you specify. The source correlator continues to send events on any other channels it was already sending events on. If there are no other channels, then the source correlator no longer sends events to the target correlator. However, the connection between the two correlators remains in place. Remember to also specify `-m legacy`.
`-s | --qdisconnect`	Disconnect if slow (only takes effect on the first connection).
`-f file | --filename file`	Read connection information from the named file. If this option is specified, the options `-sn`, `-sp`, `-tn`, `-tp` and `-c` are all ignored. This file must be in the local character set or in UTF-8 format. If it is UTF-8, specify the `-u` option in addition to this option.
`-u | --utf8`	Indicates that the connection information file is in UTF-8.
`-v | --verbose`	Requests verbose output during `engine_connect` execution.
`-V | --version`	Displays version information for the `engine_connect` tool.

Exit status

The `engine_connect` tool returns the following exit values:

Value	Description
0	All connections were established successfully.
1	One or more source correlators could not be contacted.
2	One or more target correlators could not be contacted.
3	A problem occurred establishing the connection; request invalid.
4	Target correlator failed to contact the source.
5	Some other error occurred.

Comparison of legacy and parallel connection modes

Legacy connection mode	Parallel connection mode
0 or 1 connection between two correlators.	Any number of connections between correlators.
Events sent on different channels are delivered in the order in which they are sent.	Events sent on different channels may be delivered in a different order from the order in which they were sent.
Sending an event to a named channel delivers the event to the default channel.	Sending an event to a named channel delivers it to only that channel.
Unlike Universal Messaging for passing events between correlators.	Similar to Universal Messaging for passing events between correlators.
Same behavior as releases earlier than Apama 5.2.	New behavior starting with Apama 5.2.

Universal Messaging has no mechanism for enforcing ordering among events sent on different channels. However, Universal Messaging is the better alternative when you want to use a large number of channels to send events between components. Without Universal Messaging, the use of two TCP connections with threads on both ends of the connection might reach the limit of how many channels can have dedicated connections.

Avoid mixing connection modes

Successive command lines that specify the same source/target hosts/ports build on each other. While this makes it possible to mix the legacy and parallel connection modes, you should avoid doing that. Mixing connection modes can cause an event to be delivered twice to the same channel. For example:

```
engine_connect -tp 15902 -sp 15903 -c channelA -c channelB
engine_connect -tp 15902 -sp 15903 -c channelA -c channelC -m legacy
```

The result of the first command is that there is one (legacy) connection for sending/receiving events on `channelA` and `channelB`. The result of the second command is that there is a dedicated connection for sending/receiving events on `channelA` and a dedicated connection for sending/receiving events on `channelC`. Events sent on `channelA` would be delivered twice: once on the legacy connection and once on the dedicated connection.

Examples

Because you can specify command lines that build on each other, you could set up a connection and add named channels later. You can also unsubscribe the channels you have added so that no events are sent or received. The connection remains and you can re-add channels at a later time. However, until you specify the `-c` option for a given connection, no events emitted by the source correlator are received by the target correlator. Consider the following command line:

```
engine_connect -sn host1 -sp 15903 -tn host2 -tp 15904
```

The correlators on `host1` and `host2` are connected but no channels have been subscribed and therefore no events are sent/received. To send and receive events, specify the `-c` option as in the following command line:

```
engine_connect -sn host1 -sp 15903 -tn host2 -tp 15904 -c CHAN1 -c CHAN2
```

Now the connected correlators can use `CHAN1` and `CHAN2` to send/receive events. To add another channel, execute this command:

```
engine_connect -sn host1 -sp 15903 -tn host2 -tp 15904 -c CHAN3
```

The correlators are now using `CHAN1`, `CHAN2`, and `CHAN3` to send/receive events. To stop using `CHAN2`, execute the following command. The correlators continue to use `CHAN1` and `CHAN3`.

```
engine_connect -sn host1 -sp 15903 -tn host2 -tp 15904 -x -c CHAN2
```

To stop sending and receiving events, execute the following command. Note that the correlators remain connected until one of them stops. There is no penalty for this connection.

```
engine_connect -sn host1 -sp 15903 -tn host2 -tp 15904 -x
```

In this example, the following command is equivalent to the previous command.

```
engine_connect -sn host1 -sp 15903 -tn host2 -tp 15904 -x -c CHAN1 -c CHAN3
```

Connection configuration file

`engine_connect` can take connection information from a file for connecting and disconnecting event correlators. A sample of such a configuration file is shown below, which defines the topology shown in "Engine topologies" on page 75.

```
# comments are allowed prefixed by a '#' - the rest of the line
# is ignored
generator:dopey.apama.com:1234
worker1:sleepy.apama.com:1234:generator{chan1,chan2,chan3}
worker2:grumpy.apama.com:1234:generator{chan2}
worker3:sneezy.apama.com:1234:worker1{w1_out}
worker4:bashful.apama.com:1234:worker2{w2_out_1,w2_out_2,w2_out_3}
tallier:happy.apama.com:1234:worker3{result},worker4{result}
watcher:doc.apama.com:1234:generator{chan1,chan2}
```

Connection configuration file format

Each entry in the configuration file specifies connection information for a single correlator in the deployment. Entries can be specified in any order. The general format of an entry is:

```
correlator_name[:host][:port][:connection[,connection...]]
```

where `<connection>` is defined as:

```
correlator_name[ {channel_name[,channel_name...]}]
```

`correlator_name` is a symbolic identifier for a correlator, used to identify source correlators in target correlator connection information. It can consist of any combination of characters other than whitespace, colon, comma or open/close brace characters, which are reserved as separators. *`host`* and *`port`* identify the specific correlator this entry applies to. They can be omitted, in which case the defaults of `localhost` and `15903` are used respectively.

Following this information are details of all connections to source correlators for the current (target) entry. This information is omitted if no correlators sit 'upstream' of the current entry (as with the correlator `generator`, above). If there are multiple upstream source correlators, each name should be separated by a comma (as with `tallier`, above, which takes events from `worker3` and `worker4`).

For each connection it is possible to specify the channel(s) on which the target correlator will listen. If no channels are specified the target correlator will register to receive all events emitted by the source correlator regardless of channel (as with correlators `worker3` and `worker4` which register for all events from `worker1` and `worker2` respectively). One can specify specific channel names by enclosing them in braces and separating multiple channels by commas (as with `watcher` which registers with `generator` for all events on channels `chan1` and `chan2`).

In effect, the configuration file is a convenient way of grouping several calls to `engine_connect`. For example to set up the connections for the correlator `tallier` would require two commands using `engine_connect`:

```
>engine_connect -m parallel -sn sneezy.apama.com -sp 1234 -tn happy.apama.com
    -tp 1234 -c result
```

```
>engine_connect -m parallel -sn bashful.apama.com -sp 1234 -tn happy.apama.com
    -tp 1234 -c result
```

Errors in the configuration file

The configuration file can be used to both establish and remove connections in a multi-correlator engine topology. For example, assuming the above file is saved as `topology.dat`, the following commands will first set up then tear down all the connections specified therein:

```
>engine_connect -m parallel -f topology.dat
>engine_connect -m parallel -x -f topology.dat
```

In each of these cases, `engine_connect` will exit with non-zero exit status on the first error it detects in the configuration file. An error message will be printed to standard error (`stderr`).

Re-playing the configuration file

The behavior of `engine_connect` without the `-x` option is additive. This means that successive calls to `engine_connect` will attempt to add the channels specified to any existing connection between the source and target correlator(s). For example, with reference to the configuration file above, these commands:

```
>engine_connect -m parallel -sn dopey.apama.com -sp 1234 -tn sleepy.apama.com
    -tp 1234 -c foo
>engine_connect -m parallel -f topology.dat
```

will first add a connection from correlator `generator` to `worker1` on channel `foo`, then (from the configuration file) extend that connection so that `worker1` also receives all events from `generator` emitted on channel `chan1`.

Once a connection is set up between two correlators on a channel, any further attempt to set up that connection on the same channel will have no effect. It is therefore possible to re-play the configuration file by invoking `engine_connect` without creating duplicate connections. This can be useful if there is an error in the configuration file signaled when `engine_connect` is called, as the error can be fixed and `engine_connect` re-run without requiring removal of connections that were successfully set up by the first call to `engine_connect`.

Configuring pipelining through the client API

Apama provides client software development kits (SDKs) that can be used to interface with a running event correlator or group of event correlators. You can use `attachAsConsumerOfEngine` of the EngineClient API in Java and .NET (or `attachAsConsumerOfEngine` of the lower-level EngineManagement API in Java, .NET, C++ and C). For more information, see "Developing Custom Clients" in *Connecting Apama Applications to External Components*.

Event partitioning

Using `engine_connect` or the Apama client library, it is possible to create topologies of correlators across which an application's monitors can be partitioned. Use the

`engine_inject` tool described in "Injecting code into a correlator" on page 117, or by means of the relevant functions of the client library, to load the relevant monitors directly on to the appropriate correlators, specifying the host and port for each correlator.

This scheme is suitable for most applications, as monitors can be loaded once when Apama is brought online. For some applications, however, there is a requirement for a dynamic routing mechanism that (depending on the requirements of the application) continually splits and/or duplicates the incoming event stream and sends it to two or more correlators. Use the IAF `transportChannel` attribute to specify the channel an event is sent to, and connect that channel to the appropriate correlators.

6 Managing and Monitoring over REST

- Generic Management 91
- Correlator Management 92
- IAF Management 93
- Dashboard Management 93

Apama provides a Representational State Transfer (REST) HTTP API with which you can monitor Apama components. The monitoring capabilities are available to third-party managing and monitoring tools or to any application that supports sending and receiving XML documents, or receiving JSON documents, over the HTTP protocol.

Apama components expose several URIs which can be used to either monitor or manage different parts of the system. Some are exposed by most Apama components. These are the generic management URIs. Some are exposed only by specific types of components. For example, a correlator running on the default port of 15903 will expose a URI at `http://localhost:15903/correlator/status`. If an HTTP `GET` is issued against the URI, the correlator will return a document with the current status of the correlator. The format of this document is depicted by the header set in the request, that is, `application/xml` for XML and `application/json` for JSON.

Most URIs are purely for informational purposes and will only respond to HTTP `GET` requests, and interacting with them will not change the state of the component. However, some URIs allow the state of the correlator to be modified. This is currently supported for XML only. They will respond to one or more of the other HTTP methods. For example, the `/logLevel` URI will accept an HTTP `PUT` request containing an XML document describing what the log level of the component should be set to. Note that in this case, it will also accept a `GET` request which will report the current log level of the component, in keeping with REST principles.

All requests and responses over these interfaces have the same, simple elements:

- In XML, these elements are:

  ```
  prop
  map
  list
  ```

  All elements have a `name` attribute. The `prop` element simply represents a name-value pair with the name contained in the `name` attribute and the value being the content of the element. The `map` element is an unordered list of named elements which might be any of the three sets of elements, though it is quite typically simply a `map` of `prop` elements. See the `/info` URI as an example. The list is very similar to the `map` element except that here the order is typically regarded as significant. All responses from these URIs have a top-level element with the name `apama-response` and similar all requests which are sent to these URIs should have a top-level element with the name `apama-request`. If there is an error, then a response called `apama-exception` will be returned.

- In JSON, these elements are:

  ```
  map {}
  list []
  ```

  All elements have a name-value pair. Name and value are separated by a colon (:) with the name to the left and the value to the right of the colon. The `map` element, which is represented by curly brackets, is an unordered list of named elements which might be any of `map` or `list` elements. See the `/info` URI as an example. The `list` element, which is represented by square brackets, is very similar to

the `map` element except that here the order is typically regarded as significant. If there is an error, then a response with the error message is returned, for example, `{"apamaErrorMessage":"Not found"}`.

For both formats, the `/connections` URL is a good example of all these elements being used together:

- In XML, the top-level element is a `map` which has two children, both `list` elements, called `senders` and `receivers`. Each list contains a `map` element for each sender and receiver. Each sender or receiver has a set of `prop` elements.
- In JSON, the top-level element is a `map {}` which has two children, both `list []` elements, called `senders` and `receivers`. Each list contains a `map {}` element for each sender and receiver. Each sender or receiver has a set of name-value pairs.

Method	URI	Supported Format	Description
`GET`	`/info`	XML, JSON	Summary information about the component including its name, version, etc.
`GET`	`/ping`	XML	Check if the component is running.
`GET`	`/deepPing`	XML	Check if the component is running.
`GET`	`/logLevel`	XML, JSON	Display the current log level of the component.
`PUT`	`/logLevel`	XML	Issues a request to change the log level of the component. Not supported for Dashboard Data Servers and Display Servers.
`GET`	`/connections`	XML, JSON	Display the connections to the component.
`GET`	`/info/argv`	XML	Display the arguments that were specified when the component was started.

Method	URI	Supported Format	Description
GET	/info/envp	XML	Display the names and values of the environment variables in use.
GET	/info/stats	XML, JSON	Dashboard Data Servers and Display Servers only. Display the statistics of instance/trend table queries to Dashboard Data Servers and Display Servers.
GET	/info/sysprop	XML, JSON	Dashboard Data Servers and Display Servers only. Display the names and values of the Java system properties of the component.
GET	/info/categories	XML	Display the categories available; for example `argv` and `envp`.
GET	/correlator/status	XML, JSON	Display the runtime status of a running correlator and the user-defined status values.
GET	/correlator/info	XML, JSON	Display information about the state of a running event correlator.
GET	/correlator/types	XML, JSON	Display all the types currently known to the correlator.
GET	/correlator/appLogging	XML, JSON	Display information around the application logging at different levels.
GET	/iaf/status	XML, JSON	Summary information about the IAF component.

Two examples are provided below, one for JSON and another for XML. Each example shows only a possible hierarchy of a response. To get the actual format of the response for each request, it is recommended that you actually make the request.

Example for JSON:

```
{
  "Key1": [
    {"Key1.1.1":"Value1.1.1","Key1.1.2":"Value1.1.2"},
    {"Key1.2.1":"Value1.2.1","Key1.2.2":"Value1.2.2"}
   ],
  "Key2":[],
  "Key3":
   [
    {"Key3.1.1":"Value3.1.1","Key3.1.2":[]}
   ],
  "Key4":[]
}
```

Example for XML:

```
<?xml version="1.0"?>
<?xml-stylesheet type="text/xsl" href="/resources/transform.xslt"?>
<map name="apama-response">
  <list name="Key1">
    <map name="Key1.1">
      <prop name="Key1.1.1">Value1.1.1</prop>
      <prop name="Key1.1.2">Value1.1.2</prop>
    </map>
    <map name="Key1.2">
      <prop name="Key1.2.1">Value1.2.1</prop>
      <prop name="Key1.2.2">Value1.2.2</prop>
    </map>
  </list>
  <list name="Key2"/>
  <list name="Key3">
    <map name="Key3.1">
      <prop name="Key3.1.1">Value3.1.1</prop>
      <list name="Key3.1.2"/>
    </map>
  </list>
  <list name="Key4"/>
</map>
```

Generic Management

The Apama REST API `GET` methods return information about correlators and IAFs, and the `PUT /logLevel` method changes the specified log level. The `GET` methods also return information on the Dashboard Data Servers and Display Servers, with the restrictions mentioned below.

GET /info

This method returns summary information about the component including its name, version, etc. This is analogous to the data that can be retrieved with the Apama `engine_management` tool, for example, the `hostname` field is exactly what `engine_management --gethostname` gives you.

GET /ping and GET /deepPing

Checks if the component is still running. If the component is running the client receives an empty response. A failure is a timeout waiting for the response.

GET /logLevel

This method displays the log level of a component.

PUT /logLevel

This methods sets the log level of a component. Not supported for Dashboard Data Servers and Display Servers.

GET /connections

Gets the incoming and outgoing messaging connections to the given component, along with the channels subscribed to and whether or not the receivers are slow. For Dashboard Data Servers and Display Servers, it shows the connected correlators as well as any configured named Dashboard Data Servers and Display Servers.

GET /info/argv

This method returns the arguments used when starting the component as a list of name-value pairs.

GET /info/envp

This method returns a list the environment variables in use as a list of name-value pairs.

GET /info/stats

Dashboard Data Servers and Display Servers only. This method returns the statistics of instance/trend table queries to Dashboard Data Servers and Display Servers.

GET /info/sysprop

Dashboard Data Servers and Display Servers only. This method returns the names and values of the Java system properties of the component.

GET /info/categories

This method returns the names of the categories for which you can get general information.

Correlator Management

The Apama REST API provides URIs to use with the `GET` method in order to return information about running Apama correlators. This information includes data such as the number of listeners, monitors, and contexts in the correlator, the number and

types of events, and the number of JMon applications. For details about the type of information returned by these methods, see "Watching correlator runtime status" on page 132 and "Inspecting correlator state" on page 137.

GET /correlator/status

This is analogous to the information reported by the Apama `engine_watch` tool.

GET /correlator/info

This is analogous to the information reported by the Apama `engine_inspect` tool.

IAF Management

The Apama REST API provides a URI to use with the `GET` method in order to return information about adapters running in the Apama Integration Adapter Framework (IAF). This information includes data such as the number of codecs and transports in use and the number of events sent and received.

GET /iaf/status

This returns the same information as the output of the Apama `iaf_watch` tool.

Dashboard Management

The Apama REST API does not provide a dashboard-specific management interface. You can manage the information about the dashboard data server and display server components either as described in "Generic Management" on page 91 or using the `dashboard_management` tool (see "Managing and stopping the Data Server and Display Server" in *Building and Using Dashboards*).

The `component_management` tool can also be used for many of these tasks. See "Shutting down and managing components" on page 140.

7 Correlator Utilities Reference

- Starting the event correlator 96
- Injecting code into a correlator 117
- Deleting code from a correlator 120
- Packaging EPL and Java code 123
- Sending events to correlators 126
- Receiving events from correlators 129
- Watching correlator runtime status 132
- Inspecting correlator state 137
- Shutting down and managing components 140
- Using the command-line debugger 167
- Generating code coverage information about EPL files 177
- Replaying an input log to diagnose problems 184
- Event file format 187
- Using the data player command-line interface 191
- Configuring the event correlator 193
- Using the Apama component extended configuration file 202

The Apama event correlator is at the heart of Apama applications. The correlator is Apama's core event processing and correlation engine. This section provides information and instructions for using command-line tools to monitor and manage event correlators.

For information about EPL, event definitions, monitors, namespaces and packages, see "Getting Started with Apama EPL" in *Developing Apama Applications*.

Starting the event correlator

The `correlator` tool starts the event correlator. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To start the event correlator, run the following command:

```
correlator [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

By default, the `correlator` tool starts an event correlator process on the current host, and configures it to listen on port `15903` for monitoring and management requests.

On start-up, the executable displays the current version number and configuration settings.

To terminate an event correlator process, press Ctrl+C in the window in which it was started. Alternatively, you can issue the `engine_management` command with the `--shutdown` option. See "Shutting down and managing components" on page 140. Regardless of which technique you use to terminate the correlator, Apama first tries to shut down the correlator cleanly. If this is not possible, for example, perhaps because of a monitor in an infinite loop, Apama forces the correlator to shut down.

Note: If a license file cannot be found, the correlator will run with reduced capabilities. See "Running Apama without a license file" in *Introduction to Apama*.

Options

The `correlator` tool takes the following options:

Option	Description
`-V | --version`	Displays version information for the correlator.
`-h | --help`	Displays usage information.
`-p port | --port port`	Specifies the port on which the event correlator should listen for monitoring and management requests. The default is `15903`.
`-f file | --logfile file`	Specifies the path of the status log file that the event correlator writes messages to. The default is `stdout`. See "Specifying log filenames" on page 106 and "Descriptions of correlator status log fields" on page 110.
`-v level | --loglevel level`	Specifies the level of information that the event correlator sends to the correlator status log file. In increasing amount of information order, the value must be one of the following: `OFF`, `CRIT`, `FATAL`, `ERROR`, `WARN`, `INFO`, `DEBUG`, `TRACE`. The default is `INFO`.
`-t | --truncate`	Specifies that if the correlator status log file already exists, the correlator should empty it first. The default is to append to it.
`-N name | --name name`	Assigns a name to the correlator. The default is `correlator`. If you are running a lot of correlators you might find it useful to assign a name to each correlator. A name can make it easier to use the `engine_management` tool to manage correlators and adapters.
`-l file | --license file`	Specifies the path to the license file.
`-m num | --maxoutstandingack num`	Specifies that you want the correlator to buffer messages for up to *num* seconds for each receiver that the correlator sends events to. The default is `10`. For additional information, see "Determining whether to disconnect slow receivers" on page 113.

Option	Description
`-M num | --maxoutstandingkb num`	Specifies that you want the correlator to buffer the events for each receiver up to the size in kb represented by `num`.
`-x | --qdisconnect`	Specifies that you want the correlator to disconnect receivers that are consuming events too slowly. For details, see "Determining whether to disconnect slow receivers" on page 113. The default is that the correlator does not disconnect slow receivers.
`--logQueueSizePeriod p`	Sets the interval at which the correlator sends information to its log file. The default is 5 seconds. Replace `p` with a `float` value for the period you want. **Caution** Setting `logQueueSizePeriod` to `0` turns logging off. Without correlator logging information, it is impossible to effectively troubleshoot problems. See also "Descriptions of correlator status log fields" on page 110.
`--distMemStoreConfig dir`	Specifies that the distributed MemoryStore is enabled, using the configuration files in the specified directory. Note that the configuration filenames must end with `*-spring.xml` and the correlator will not start unless the specified directory contains at least one configuration file. For more information on a distributed MemoryStore's configuration files, see "Using the distributed MemoryStore" in *Developing Apama Applications*.
`--jmsConfig dir`	Specifies that correlator-integrated messaging is enabled using the configuration files in the specified directory. Note that the configuration filenames must end with `*-spring.xml` and the correlator will not start unless the specified directory contains at least one configuration file. For more information on the configuration files for correlator-integrated messaging for JMS, see

Option	Description
	"Configuration files" in *Connecting Apama Applications to External Components*.
`-j | --java`	Enables support for Java applications, which is needed to inject a Java application or plug-in using `engine_inject -j`.
`-J` *option* `| --javaopt` *option*	Specifies an option or property that you want the correlator to pass to the embedded JVM. You must specify the `-J` option for each JVM option. You can specify the `-J` option multiple times in the same `correlator` command line. For example: `-J "-Djava.class.path=`*path*`" -J "-Da=value1" -J "-Db=value2" -J "-Xmx400m"` When you use this option to pass the classpath to the JVM, Apama prepends the correlator-internal `JAR` files to the path you specify. If you set the `CLASSPATH` environment variable and also specify this option when you start the correlator, the path you specify in the correlator start-up command takes precedence. You can also specify JVM options in YAML configuration files. If the same JVM option is specified with the `-J` option on the command line as well as in the configuration file, the command line takes precedence. See also "Specifying JVM options" on page 200.
`--inputLog` *file*	Specifies the path of the input log file. The event correlator writes only input messages to the input log file. If there is a problem with your application, Software AG Global Support can use the input log to try to diagnose the problem. An input log contains only the external inputs to the correlator. There is no information about multi-context ordering. Consequently, if there is more than one context, there is no guarantee that you can replay execution in the same order as the original execution. See "Replaying an input log to diagnose problems" on page 184.

Option	Description
`--XsetRandomSeed` *int*	Starts the correlator with the random seed value you specify. Specify an integer whose value is in the range of 1 to 2^{32}. The correlator uses the random seed to calculate the random numbers returned by the `integer.rand()` and `float.rand()` functions. The same random seed returns the same sequence of random numbers. This option is useful when your application uses the `integer.rand()` and `float.rand()` functions and you are using an input log to capture events and messages coming into a correlator. If you need to reproduce correlator behavior from that input log, you will want the correlator to generate the same random numbers as it generated when the original input was captured.
`-XignoreEnqueue`	For internal use only. Instructs the correlator to ignore `enqueue` statements when replaying an input log.
`--inputQueueSize` *int*	Sets the maximum number of spaces in every context's input queue. The default is that each input queue has 20,000 spaces. If events are arriving on an input queue faster than the correlator can process them the input queue can fill up. You can set the `inputQueueSize` option to allow all input queues to accept more events. Typically, the default input queue size is enough so if you find that you need to increase the size of the input queue you should try to understand why the correlator cannot process the events fast enough to leave room on the default-sized queue. If you notice that adapters or applications are blocking it might be because a public context's input queue is full. To determine if a public context's input queue is full, use output from the `engine_inspect` tool in conjunction with the status messages in the correlator log file.
`-g | --nooptimize`	Disables correlator optimizations that hinder debugging. Specify this option when you plan

Option	Description
	to run the `engine_debug` tool. You cannot run the `engine_debug` tool if you did not specify the `-g` option when you started the correlator. Software AG Designer automatically uses the `-g` option when it starts a correlator from a debug launch configuration. However, if you are connecting to an externally-started correlator, and you want to debug in that correlator, you must ensure that the `-g` option was specified when the externally-started correlator was started.
`-P`	Enables correlator persistence. You must specify this option to enable correlator persistence. If you do not specify any other correlator persistence options, the correlator uses the default persistence behavior as described in "Enabling correlator persistence" in *Developing Apama Applications*. If you specify one or more additional correlator persistence options, the correlator uses the settings you specify for those options and uses the defaults for the other persistence options.
`-PsnapshotInterval=`*`interval`*	Specifies the period between persistence snapshots. The default is 200 milliseconds.
`-PadjustSnapshot=`*`boolean`*	Indicates whether or not the correlator should automatically adjust the snapshot interval according to application behavior. The default is true, which means that the correlator does automatically adjust the snapshot interval. You might want to set this to false to diagnose a problem or test a new feature.
`-PstoreLocation=`*`path`*	Specifies the path for the directory in which the correlator stores persistent state. The default is the current directory, which is the directory in which the correlator was started.
`-PstoreName=`*`file`*	Specifies the name of the file that contains the persistent state. This is the recovery datastore. The default is `persistence.db`.

Option	Description
`-Pclear`	Specifies that you want to clear the contents of the recovery datastore. This option applies to the recovery datastore you specify for the `-PstoreName` option or to the default `persistence.db` file if you do not specify the `-PstoreName` option. When the correlator starts it does not recover from the specified recovery datastore.
`-XrecoveryTime` *num*	For correlators that use an external clock, this is a time expression that represents the time of day that a correlator starts at when it recovers persistent state and restarts processing. The default is the time expression that represents the time of day captured in the last committed snapshot. This option is useful only for replaying input logs that contain recovery information. To change the default, specify a number that indicates seconds since the epoch.
`-noDatabaseInReplayLog`	Specifies that the correlator should not copy the recovery datastore to the input log when it restarts a persistence-enabled correlator. The default is that the correlator does copy the recovery datastore to the input log upon restarting a persistence-enabled correlator. You might set this option if you are using an input log as a record of what the correlator received. The recovery datastore is a large overhead that you probably do not need. Or, if you maintain an independent copy of the recovery datastore, you probably do not want a copy of it in the input log.
`--pidfile` *file*	Specifies the name of the file that contains the process ID. This file is created at process startup and can be used, for example, to externally monitor or terminate the process. The correlator will remove that file after a clean shutdown. It is recommended that the file name includes the port number to distinguish different correlators, for example:

Option	Description
	correlator-15903.pid
`--runtime` *mode*	On Linux 64-bit systems, you can specify whether you want the correlator to use the compiled runtime or the interpreted runtime, which is the default. Specify `--runtime compiled` or `--runtime interpreted`. The interpreted runtime compiles EPL into bytecode whereas the compiled runtime compiles EPL into native code that is directly executed by the CPU. For many applications, the compiled runtime provides significantly faster performance than the interpreted runtime. Applications that perform dense numerical calculations are most likely to have the greatest performance improvement when the correlator uses the compiled runtime. Applications that spend most of their time managing listeners and searching for matches among listeners typically show a smaller performance improvement. Using the compiled runtime requires that the binutils package is installed on the Linux system. Other than performance, the behavior of the two runtimes is the same except for the following: ■ The interpreted runtime allows for the profiler and debugger to be switched on during the execution of EPL. The compiled runtime does not permit this. For example, you cannot switch on the profiler or debugger in the middle of a loop. ■ The amount of stack space available is different for the two runtimes. This means that recursive functions run out of stack space at a different level of recursion on the two runtimes. **Note:** If you are using both correlator persistence and the compiled runtime (`--runtime compiled` option), we recommend the

Option	Description
	use of the `--runtime-cache` option to improve recovery times.
`--runtime-cache` *dir*	Enables caching of compiled runtime objects in the specified directory. Subsequent injections of the same files to any correlator using that cache will be quicker. For more information, see "Injection time of compiled runtime" on page 116.
`--frequency` *num*	Instructs the correlator to generate clock ticks at a frequency of *num* per second. Defaults to `10`, which means there is a clock tick every 0.1 seconds. Be aware that there is no value in increasing *num* above the rate at which your operating system can generate its own clock ticks internally. On UNIX and some Windows machines this is 100 and on other Windows machines it is 64.
`-Xclock | --externalClock`	Instructs the correlator to disable its internal clock. By default, the correlator uses internally generated clock ticks to assign a timestamp to each incoming event. When you specify the `-Xclock` option, you must send time events (`&TIME`) to the correlator. These time events set the correlator's clock. For additional information, see "Determining whether to disable the correlator's internal clock" on page 115.
`-r` *list* `| --rnames` *list*	**Note:** This option is deprecated. It applies to the old Universal Messaging integration which will be removed in a future release. It is recommended that you use the new Universal Messaging connectivity plug-in. Specifies one or more Universal Messaging realm names that you want this correlator to connect to. Separate names with commas. See "Starting correlators that use Universal Messaging" in *Connecting Apama Applications to External Components*. If you specify the `--rnames` option and also the `--umConfigFile` option, the specified

Option	Description
	Universal Messaging configuration file takes precedence.
`-UMconfig` *file* | `--umConfigFile` *file*	**Note:** This option is deprecated. It applies to the old Universal Messaging integration which will be removed in a future release. It is recommended that you use the new Universal Messaging connectivity plug-in. Specifies the name of a properties file that defines the Universal Messaging configuration for this correlator. See "Defining Universal Messaging properties for Apama applications" in *Connecting Apama Applications to External Components*. If you specify the `--rnames` option and also the `--umConfigFile` option, the specified Universal Messaging configuration file takes precedence.
`--config` *file*	Used to configure the correlator. Specifies one of the following: ■ The name of a .properties file. See also "Using properties files" on page 195. ■ The name of a .yaml file. See also "Using YAML configuration files" on page 194. ■ The name of a directory containing .yaml files and .properties files. In this case, the files are processed in alphabetical order. ■ A semicolon-delimited list of .properties files, .yaml files and directories. This option can be specified multiple times. The options are processed in the same sequence in which they are specified on the command line. If multiple .yaml files are specified, they are merged together based on the contents of the top-level maps they each contain. For example, if two files have a top-level map called `connectivityPlugins`, the merged document has a single `connectivityPlugins` map with all keys and

Option	Description
	values. Both maps, however, must not contain the same keys, otherwise an error will occur. For more information, see "Configuring the event correlator" on page 193.
`-Dkey=value`	Specifies a value for a substitution property to be used by configuration files specified with `--config`. Using this option is similar to specifying the substitution using a .properties file (see also "Using properties files" on page 195). The `-D` arguments always take precedence over any arguments defined in a .properties file. Therefore, they are processed before any `--config` arguments, regardless of the order on the command line. `-D` properties are available for use only in Apama configuration files specified with `--config`, and are not related to Java system properties. If your intention is to set a Java system property, use `-J-Dkey=value` (and not `-Dkey=value`). `-D` properties currently do not have any impact on correlator-integrated messaging for JMS or distributed MemoryStore configurations, which have their own properties files.

Exit status

The `correlator` tool returns the following exit values:

Value	Description
`0`	The event correlator terminated successfully.
`1`	An error occurred which caused the event correlator to terminate abnormally.

Specifying log filenames

A correlator can send information to the following log files:

- **Correlator status log file.** Upon correlator startup, the default behavior is that the correlator logs status information to `stdout`. To send correlator status information to a file, specify the `-f file` or `--logfile file` option and replace *`file`* with a log filename. The format for specifying a log filename is described below.

  Before you specify a log filename, you should consider your log rotation policy, which can determine what you want to specify for the log filename. See "Rotating the correlator log file" on page 165.

- **Correlator input log file.** When you start a correlator, you can specify the `--inputlog file` option so that the correlator maintains a special log file for all inputs. Again, before you specify the log filename, consider the rotation policy for your input log files. See "Rotating an input log file" on page 184.

- **Application log files.** You can create log files for packages, monitors, and events in your application. The format you use to specify these log filenames is the same as for status logs and input logs. For details about how to create application log files, see "Setting logging attributes for packages, monitors and events" on page 162.

The format for specifying a log filename is as follows:

```
file [${START_TIME}][${ROTATION_TIME}][${ID}][${PID}].log
```

The following table describes each part of a log filename specification. You cannot include spaces. You can separate the parts of the filename specification with underscores. You can specify `${START_TIME}`, `${ROTATION_TIME}`, `${ID}` and/or `${PID}` in any order. For examples, see "Examples for specifying log filenames" on page 109.

Element	Description
`file`	Replace *`file`* with the name of the file that you want to be the log file. If you specify the name of a file that exists, the correlator overwrites it on Windows or appends to it on UNIX. Required. If you also specify `${START_TIME}` and/or `${ROTATION_TIME}` and/or `${ID}` and/or `${PID}`, the correlator prefixes the name you specify to the time the correlator was started and/or the time the log file was rotated (logging to a new file began) and/or an ID beginning with `001` and/or the process ID. Be sure to specify a location that allows fast access.
`${START_TIME}`	Tag that indicates that you want the correlator to insert the date and time that it started into the log filename.

Element	Description
	Optional, however you probably want to always specify either this option or `${ROTATION_TIME}` to avoid overwriting log files.
`${ROTATION_TIME}`	Tag that indicates that you want the correlator to insert the date and time that it starts sending messages to a new log file into the log filename. Optional. If you specify `${ROTATION_TIME}` and this log filename specification appears in a correlator start-up command then the name of the initial log file contains the time the correlator started.
`${ID}`	Tag that indicates that you want the correlator to insert a three-digit ID into the log filename. The ID that the correlator inserts first is `001`. Optional. The log ID increment is related only to rotation of log files. See "Rotating the correlator log file" on page 165 and "Rotating an input log file" on page 184. The ID allows you to create a sequence of log files. Each time the log file is rotated, the correlator increments the ID. A sequence of log files have the same name except for the ID. If you also specify `${ROTATION_TIME}` then a sequence of log files have the same name except for the rotation time and the ID. Restarting the correlator always resets the ID portion of the log filename to `001`.
`${PID}`	Tag that indicates that you want the correlator to insert the process ID into the log file name. Optional. The process ID will be constant for the lifetime of the process. Therefore, if you start multiple processes with the same arguments, they get different file names.

If you plan to rotate log files then be sure to specify `${ROTATION_TIME}` or `${ID}`. You can also specify both.

Examples for specifying log filenames

This topic provides examples of specifying log filenames. The format for specifying a log filename is the same in the following cases:

- Starting the correlator and specifying a correlator status log file with the `--logfile` option.
- Starting the correlator and specifying a correlator input log file with the `--inputLog` option.
- Invoking `engine_management --setLogFile` to rotate the correlator status log.
- Invoking `engine_management --setApplicationLogFile` to create a log file for a package, monitor or event.

The following specifies that the name of the status log is `correlator_status.log`:

```
--logfile corelator_status.log
```

Suppose that the correlator processes events for a while, sends information to `correlator_status.log`, and then you find that you need to restart the correlator. If you restart the correlator and specify the exact same log filename, the correlator overwrites the first `correlator_status.log` file. To avoid overwriting a status log, specify `${START_TIME}` in the log file name specification when you start the correlator. For example:

```
--logfile correlator_status_${START_TIME}.log
```

The above command opens a status log with a name something like the following:

```
correlator_status_2015-03-12_15:12:23.log
```

This ensures that the correlator does not overwrite a log file. Now suppose that you want to be able to rotate the log, so you specify the `${START_TIME}` and `${ID}` tags:

```
correlator_status_${START_TIME}_${ID}.log
```

The initial name of the log file is something like the one on the first line below. If you then rotate the log file then the correlator closes that file and opens a new file with a name like the one on the second line:

```
correlator_status_2015-03-12_15:12:23_001.log
correlator_status_2015-03-12_15:12:23_002.log
```

To specify an application log filename for messages generated in `com.example.mypackge`, you can specify the log filename as follows:

```
mypackage_${ID}_${ROTATION_TIME}.log
```

With that specification, messages generated in `com.example.mypackage` will go to a file with a name such as the one on the first line below. The time in the initial application log filename is the time that the initial log file is created. If you rotate the logs every 24 hours at midnight then the names of subsequent application log files will be something like the names in the second and third lines below.

```
mypackage_001_2015-03-21_18:42:06.log
mypackage_002_2015-03-22_00:00:00.log
mypackage_003_2015-03-23_00:00:00.log
```

If you want to run multiple correlators with the same arguments but with separate log files, you can use the process ID to differentiate them:

```
--logfile correlator_${PID}.log
```

The above command will produce a log file with a name such as the following, where each correlator will have a unique log file:

```
correlator_23487.log
```

UNIX note

In most UNIX shells, when you start a correlator you most likely need to escape the tag symbols, like this:

```
correlator -l license --inputLog input_\${START_TIME}_\${ID}.log
```

Descriptions of correlator status log fields

The correlator sends information to its status log file every five seconds (the default behavior) or at an interval that you specify with the `--logQueueSizePeriod` option when you start the correlator. When logging at `INFO` level, this information contains the following:

```
Status: sm=2 nctx=2 ls=3 rq=0 eq=0 iq=0 oq=0 icq=12 lcn="input ctx one"
lcq=12 lct=0.8 rx=5 tx=20 rt=7 nc=1 vm=369768 pm=956240 runq=0 si=0.0
so=0.0 srn="apamacluster1_node3" srq=3
```

Where the fields have the following meanings:

Field	Description
`sm`	Sub-Monitors. Number of monitor instances, sometimes called sub-monitors. This is the sum of monitor instances in the main context plus monitor instances in any other context.
`nctx`	Number of contexts. For applications developed prior to Apama 4.1, this is always `1`.
`ls`	Listener sum. This is the number of listeners in the main context plus the number of listeners in any other context. This includes each `on` statement and each stream source template, for example, `all Tick(symbol="APMA")` in the following: `stream<Tick> ticks := all Tick(symbol="APMA");`
`rq`	Route queue. Sum of the number of routed events on the input queues of all contexts. A routed event is any event that has been generated by EPL's `route` keyword or JMon's `route()` method. A routed event goes to the front of that context's input queue. This ensures that the correlator processes routed events before processing external events.

Field	Description
	This number can go up and down, and it tends to be `0` for an idle correlator.
`eq`	Enqueue queue. Number of events on the enqueued events queue. An enqueued event is any event that has been generated with the EPL `enqueue` keyword (not `enqueue...to`) or JMon `enqueue()` method. A separate thread moves events from the enqueued events queue to the input queue of each public context. The size of the enqueued events queue is unbounded. Consequently, it is possible for this queue to use a large amount of memory if one or more input queues are full.
`iq`	Input queue. Sum of the number of entries on the input queues of all contexts. This number excludes routed events. It includes events from external sources, injections of EPL files, delete requests, time ticks, pending spawn-to operations, and enqueued events. This number goes up and down, and tends to be `0` for an idle correlator. It is possible for the total number of input queue entries (`iq`) to be greater than the number of events the correlator has received from external sources (`rx`).
`oq`	Output queue. Number of events on the correlator's output queue. This is the number of events that the correlator has emitted but not yet sent to any receivers. If the correlator is idle, this number is `0`.
`icq`	Sum of enqueued events on the input queues of all public contexts. These events are a subset of the events included in the `iq` count.
`lcn`	Name of the slowest context. This is the context most backed up in time. If no context has entries on its input queue, then this value is `"<none>"`. The name of the main context is always `main`.
`lcq`	For the context identified by `lcn`, this is the number of entries on its queue.
`lct`	For the context identified by `lcn`, this is the time difference between its current logical time and the most recent time tick added to its input queue.
`rx`	Number of events the correlator has received from external sources since the correlator was started. The correlator increments this count as soon as it receives an event. After incrementing this count, the correlator parses the event to determine if it is an event for which a definition has already been injected. If the correlator can successfully parse the event, the event goes to the input queue of each public

Field	Description
	context. If the correlator cannot parse the event, the correlator discards the event. This is not the number of events that the correlator has processed. This count does not include routed and enqueued events. This number never goes down; it can only go up.
`tx`	Number of events the correlator has sent to receivers since the correlator was started. This number includes duplicate events sent to multiple receivers. For example, suppose you inject EPL code that emits an event, and there are five receivers that are subscribed to channels that publish that event. In this situation, the `tx` count goes up by five. Although there was 1 event, it was sent five times: once to each subscribed receiver.
`rt`	Route total. Total number of events that have been routed across all contexts since the correlator was started.
`nc`	Number of receivers.
`vm`	Virtual memory. Number of kilobytes of virtual memory being used by the correlator process.
`pm`	Physical/resident memory. Number of kilobytes of physical/resident memory being used by the correlator process.
`runq`	Run queue. Number of contexts (public and private) that have work to do but are not currently running. These contexts are waiting for processing resources. This indicator is a measure of the load on the system. When this number is consistently more than 0 and latency is a problem you might want to consider adding CPUs to your configuration.
`si`	The rate (pages per second) at which pages are being read from swap space.
`so`	The rate (pages per second) at which pages are being written to swap space.
`srn`	Slowest receiver name. Name of the receiver whose queue has the largest number of entries. If no receivers have queue entries, then this value is `"<none>"`.

Field	Description
`srq`	Slowest receiver queue. For the receiver identified by `srn`, the slowest receiver, this is the number of entries on its queue.

The above table uses the term "receiver". See "Watching correlator runtime status" on page 132 for information on the possible types of receivers.

Correlators with correlator-integrated messaging for JMS enabled send additional information to the status log file. For details on this information, see "Logging correlator-integrated messaging for JMS status" in *Connecting Apama Applications to External Components*.

Text internationalization issues

Apama translates the contents of the correlator status log from UTF-8 to the local character set before displaying it in a console or terminal.

Determining whether to disconnect slow receivers

The correlator sends events to multiple receivers. Sometimes, a receiver cannot consume its events fast enough for the correlator to continue sending them. When this happens, the default behavior is that the correlator suspends processing until the receiver disconnects or starts consuming events fast enough. In other words, a slow receiver can prevent other consumers from receiving events. However, you might prefer to have the correlator disconnect a slow receiver and continue processing and sending events to other consumers. Information in this section can help you determine whether to disconnect slow receivers.

See also "Handling slow or blocked receivers", in the testing and tuning section of *Developing Apama Applications*.

Description of slow receivers

Every event that the correlator sends to one of its receivers has a sequence number. After a receiver processes an event, it sends the event's sequence number back to the correlator as an acknowledgment that the receiver processed that event. By default, if the correlator does not receive an acknowledgment within 10 seconds after the correlator sent the event, the correlator marks that receiver as being slow to consume events.

You can control the length of time within which the receiver must acknowledge an event before it is marked as a slow receiver. When you start the correlator, you can specify the `-m` (or `--maxoutstandingack`) option and specify a number.

For example:

```
correlator -l ApamaServerLicense.xml -m 15
```

If you start the correlator with this command, the correlator marks a receiver as slow if the correlator does not receive an acknowledgment within 15 seconds. If you do not

specify the `-m` option, the default is 10 seconds. You should not specify a value under 1 second because doing so raises the risk that the correlator might designate a receiver as slow when it is in fact not slow.

The mechanism that flags a receiver as slow is not precise. If a receiver does not acknowledge an event sequence after 10 seconds (the default setting), the correlator does not immediately designate the receiver as slow. Typically, the designation happens within the next 5 seconds. If you change the value of the `-m` option, the slow designation takes effect between 1 and 1.5 times the value of the `-m` option.

How frequently slow receivers occur

In practice, sending acknowledgments should not be slow because a dedicated thread sends acknowledgments. Network interruptions are the most common cause of delayed acknowledgments. Of course, network interruptions affect events being sent as well.

Most receivers, including the `engine_receive` tool, normally send acknowledgments 0.1 seconds after the message was sent. Consequently, there is very little chance of a receiver being mistakenly designated as slow. In production, slow receivers should be rare as long as you have done the appropriate load testing before deployment.

If an engine library client blocks in the middle of a `sendEvents` call, the receiver cannot acknowledge messages while the client is blocked. As you know, a receiver is made up of an engine library and a client. Clients receive events by registering a `sendEvents` callback with the engine library. When the engine library gets an event from the correlator, it calls `sendEvents`. Problems that can cause a client to block are typically related to I/O, networking, or synchronization. The `sendEvents` call cannot complete until the problem is resolved. The receiver cannot send the acknowledgment until the `sendEvents` call completes. For example, the `engine_receive` tool is a receiver that is made up of an engine library and a client whose `sendEvents` callback writes events received to a disk file. If the client has to wait for the disk, then it is blocked. The likelihood of a `sendEvents` callback being blocked depends on what the client is doing. If the client is writing to a local disk, the process might block sometimes, but never more than a fraction of a second. However, sending the events over a slow or unreliable network might block for a while if the network, or the remote system cannot keep up with the event rate.

During development of event consumers, however, slow receivers are more likely. This can happen when a newly developed consumer receives an event from the correlator but cannot send the acknowledgment because of a deadlock. Another development problem might be that the event consumer cannot keep up with the load. If you have problems with slow receivers during development, you probably need to evaluate the design of your application.

Correlator behavior when there is a slow receiver

When the correlator has a slow receiver, it can behave in one of two ways:

- The default behavior is that the correlator blocks further processing. This is because a slow receiver causes the correlator's event output queue to become full. When the queue is full, the correlator stops processing because it has no place to put events.

The processing thread stops and does not execute any more EPL code. The transport thread does not send any more events to any of the correlator's other receivers. The correlator resumes processing when the slow receiver disconnects or acknowledges the outstanding sequence number.

- The correlator disconnects the slow receiver, and continues processing events and sending them to its other receivers. To obtain this behavior, you specify the `-x` (or `--qdisconnect`) option when you start the correlator. The correlator sends a message to the receiver to indicate that the correlator is disconnecting the receiver. It is up to the receiver to reconnect.

To ensure that it has received an acknowledgment for every event sent, the correlator buffers each event that it sends until it receives the message's corresponding acknowledgment. When there is a slow receiver, this can use a lot of memory if the correlator is sending a large number of messages.

Tradeoffs for disconnecting a slow receiver

When you specify the `-x` option when you start the correlator, it means that the correlator always disconnects a slow receiver. There are two main disadvantages to this:

- The correlator loses the events that it sent to that receiver.
- It is possible for the correlator to disconnect a receiver that is temporarily overloaded, and to therefore lose events unnecessarily.

Clearly, losing events can be a very serious problem. This is why the default is that the correlator does not disconnect slow receivers.

The advantage of disconnecting a slow receiver is that the correlator continues processing events.

The correlator always sends a warning message to its status log when it detects a slow receiver. This lets you see where there are potential problems.

If you cannot allow the correlator to lose events, do not specify the `-x` option when you start the correlator.

Determining whether to disable the correlator's internal clock

When you start the correlator, you can specify the `-Xclock` option to disable the correlator's internal clock. By default, the correlator uses internally generated clock ticks to assign a timestamp to each incoming event. When you specify the `-Xclock` option, you must send time events (`&TIME`) to the correlator. These time events set the correlator's clock.

Use `&TIME` events in place of the correlator's internal clock when you want to reproduce the historic behavior of an application. For example, Apama's Data Player in Software AG Designer starts a correlator with a command that specifies the `-Xclock` option. The Data Player then sends `&TIME` events that let you play back events from the database.

A situation in which you might want to generate `&TIME` events is when you want to run experiments at faster than real time but still obtain correct timestamp behavior. In this situation, the correlator uses the externally generated time events instead of real time to invoke timers and wait events.

Disabling the correlator's internal clock, and sending external time events, affects all temporal operations, such as timers and `wait` statements.

Regardless of whether the correlator generates internal clock ticks, or receives external time events, the correlator assigns a timestamp to each incoming event. The timestamp indicates the time that the event arrived on the context's input queue. The value of the timestamp is the same as the last internally-generated clock tick or externally-generated time event. For example, suppose you have the following events and clock ticks:

```
&TIME(1)
A()
B()
&TIME(2)
C()
```

`A` and `B` receive a timestamp of `1`. `C` receives a timestamp of `2`.

For additional information about using external time events, see "Apama Concepts" in *Introduction to Apama*.

Injection time of compiled runtime

Injection times for systems using the compiled runtime can be very long - significantly longer than if using only the interpreted runtime. Subsequent injection times can be improved by using the `--runtime-cache` *`dir`* option, which specifies a directory where the correlator can cache the compilation state (see "Starting the event correlator" on page 96). This stores the results of compiling EPL code on disk to be used for subsequent injections of the same code.

The compiled EPL code is specific to the system on which it was compiled and the version of Apama that was used to compile it. This means that while a cache can be moved or shared between machines to improve startup on a new machine, it must be identical to the original. Otherwise, the cached version cannot be used and it must be recompiled

An injection is able to use a cached version of a previous injection if all of the following are the same as in a previous injection:

- The EPL source code.
- The source code of all files that contain any type that an injection depends on.
- The correlator version.
- The host operating system.
- The CPU model.

The results of injections can be affected by any of the above. Therefore, if any change occurs, the correlator will re-compile the EPL.

The cache is designed to be used to speed up re-injection on production systems and not for quicker development cycles, which should typically use the interpreter for faster injection times. If there are identical user acceptance testing (UAT) and production environments, then the UAT environment can prime a cache which can then be used by the production correlator to improve initial startup times. However, the two systems must be identical. The strings used to disambiguate systems are logged at correlator startup when using the compiled runtime and can be used to compare the systems.

The cache contents are never removed by the correlator. If you change your source, correlator versions or platform, then the cache may grow and contain stale items which are no longer needed. If cache sizes become a problem, then we either recommend deleting the entire cache, or just the cache files with the oldest timestamps. The correlator will transparently recompile any needed files which are missing from the cache.

Injecting code into a correlator

To inject EPL files, JMon applications, or correlator deployment packages (CDPs) into the correlator, invoke the `engine_inject` tool. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To inject applications into the event correlator, run the following command:

```
engine_inject [ options ] [ file1 [ file2 ... ] ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `engine_inject` tool reads application definitions from the specified file(s) and injects them into an event correlator. If you do not specify a filename, or if you specify a hyphen (-) as the filename, the correlator reads data from the standard input device (`stdin`) until you indicate the end of the file: CTRL+D on UNIX and CTRL+Z on Windows.

Application definitions can be monitors scripted in Apama's Event Processing Language. For more information on EPL, see "Introduction to Apama Event Processing Language" in *Developing Apama Applications*. Alternatively, you can specify the `-j` or `-c` options. The `-j` option specifies that you will inject an application written in Java. The `-c` option specifies that you will inject a correlator deployment package file.

When you specify the `-j` option, each file you inject must be a Java archive file (`JAR`) that contains a single JMon application. For more information, see "Overview of JMon Applications" in *Developing Apama Applications*.

When you specify the `-c` option, the file you inject must be an Apama correlator deployment package (CDP). For more information on preparing a CDP, see "Packaging EPL and Java code" on page 123.

By default, the `engine_inject` tool is silent unless an error occurs. To view information about `engine_inject` execution, specify the `--verbose` option.

If you try to inject invalid EPL files or invalid JMon applications, the event correlator generates an error. None of the application data in the invalid file is loaded. The `engine_inject` tool terminates. If you specify multiple EPL or Java files for injection the `engine_inject` tool injects all of them or terminates when it reaches the first file that contains an error. For example:

```
engine_inject 1.mon 2.mon 3.mon
```

If the `2.mon` file contains an error, then `engine_inject` successfully injects `1.mon` and then terminates when if finds the error in `2.mon`. The tool does not operate on `3.mon`.

If you try to inject a CDP, the correlator processes each EPL file packaged in the CDP separately. If one file in a CDP contains an error, then the correlator reports an error for that file and does not run it but it does run the other files in the CDP (if they have no errors). It does not matter which file in the CDP contains the error. That is, the first file in the CDP that the correlator processes can contain an error and the correlator still runs the other files in the CDP if they contain no errors.

Note: If a license file cannot be found, the correlator does not allow the injection of user-generated CDPs. See "Running Apama without a license file" in *Introduction to Apama*.

Options

The `engine_inject` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information.
`-n` *`host`* `| --hostname` *`host`*	Name of the host on which the event correlator is running. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p` *`port`* `| --port` *`port`*	Port on which the event correlator is listening. The default is `15903`.

Option	Description
`-v | --verbose`	Requests verbose output during `engine_inject` execution.
`-u | --utf8`	Indicates that input files are in UTF-8 encoding. The default is that the `engine_inject` tool assumes that the EPL files to be injected are in the native character set of your platform. Set this option to override this assumption. The `engine_inject` tool then assumes that all input files are in UTF-8.
`-V | --version`	Displays version information for the `engine_inject` tool.
`-j | --java`	Indicates that each operand is a Java archive file (`JAR` file) that contains a single JMon application.
`-c | --cdp`	Indicates that each operand is a correlator deployment package (CDP) file.
`-s | --hashes`	Indicates that instead of injecting the specified files you want to print the hashes (UTF8-encoded) for the files. If `engine_inject` is operating on Java or correlator deployment package (CDP) files, then you must also specify `-j` or `-c`.

Operands

The `engine_inject` tool takes the following operands:

Operand	Description
`[ file1 [ file2 ... ] ]`	The names of zero or more files that contain application data in Apama EPL, JMon, or correlator deployment package (CDP) files. If you do not specify one or more filenames, the `engine_inject` tool takes input from `stdin`.

Exit status

The `engine_inject` tool returns the following exit values:

Value	Description
0	All definitions were injected into the event correlator successfully.
1	No connection to the event correlator was possible or the connection failed.
2	Other error(s) occurred while injecting the supplied definitions.

Text encoding

By default, the `engine_inject` tool uses the default system encoding to determine the local character set. The `engine_inject` tool then translates all submitted EPL text from the local character set to UTF-8. Consequently, it is important to correctly set the machine's locale.

However, some input files might start with a UTF-8 Byte Order Mark. The `engine_inject` tool treats such input files as UTF-8 and does not do any translation. Alternatively, you can specify the `-u` option when you run the `engine_inject` tool. This forces the tool to treat each input file as UTF-8.

Deleting code from a correlator

The `engine_delete` tool removes EPL code and JMon applications from the correlator. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To remove applications from the event correlator, run the following command:

```
engine_delete [ options ] [ name1 [ name2 ... ] ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `engine_delete` tool deletes named applications, monitors and event types from an event correlator. Names are the full package names as previously assigned to an application monitor or event type when injected into the event correlator.

To specify the items you want to delete, you can specify any one of the following in the `engine_delete` command line:

- Names of the items to delete.
- The `-f` option with the name of a file that contains the names of the items you want to delete. In this file, specify each name on a separate line.
- Neither of the above. In this case, the `engine_delete` tool reads names from `stdin` until you type an end-of-file signal, (CTRL+D on UNIX and CTRL+Z on Windows). If you want, you can specify a hyphen (-) in the command line to indicate that input will come from `stdin`.

The tool is silent by default unless an error occurs. To receive progress information, specify the `-v` option.

The tool permits two kinds of operations: delete and kill. These cause different side-effects. Therefore, you must use them carefully.

- When you delete a monitor, the correlator tries to terminate all of that monitor's instances. If they are responsive (not in some deadlocked state), each one executes its `ondie()` action, and when the last one exits the correlator calls the monitor's `onunload()` action. This assumes that the monitor you are deleting defines `ondie()` and `onunload()` actions.

  If a monitor instance does not respond to a delete request, the correlator cannot invoke the monitor's `onunload()` action. In this case, you must kill, rather than delete, the monitor instance.
- When you kill a monitor, the correlator immediately terminates all of the monitor's instances, without invoking `ondie()` or `onunload()` actions.

Options

The `engine_delete` tool takes the following command line options:

Option	Description
`-h | --help`	Displays usage information. Optional.
`-n` *`host`* `| --hostname` *`host`*	Name of the host on which the event correlator is running. The default is `localhost`. Optional. Non-ASCII characters are not allowed in host names.
`-p` *`port`* `| --port` *`port`*	Port on which the event correlator is listening. Optional. The default is `15903`.
`-f` *`filename`* `| --file` *`filename`*	Indicates that you want the `engine_delete` tool to read names of items to delete from the specified file. In this file, each line contains one name. Optional. The default is that input comes from `stdin`.

Option	Description
`-F | --force`	Forces deletion of named event types even if they are still in use. That is, they are referenced by active monitors or applications. A forced delete also removes all objects that refer to the event type you are deleting. For example, if monitor `A` has listeners for `B` events and `C` events and you forcibly delete `C` events, the operation deletes monitor `A`, which of course means that the listener for `B` events is deleted. Optional. The default is that event types that are in use are not deleted.
`-k | --kill`	Kills all instances of the named monitor regardless of whether an instance is in use. For example, you can specify this option to remove a monitor that is stuck in an infinite loop. Any `ondie()` and `onunload()` actions defined in killed monitors are not executed.
`-a | --all`	Forces deletion of all applications, monitors, and event types. The correlator finishes processing any events on input queues and then does the deletions. Any events sent after invoking `engine_delete -a` are not recognized. Specifying this option does not stop a monitor that is in an infinite loop. You must explicitly kill such monitors. Specifying the `-a` option is equivalent to specifying the `-F` option and naming every object in the correlator. If you want to kill every object in the correlator, shut down and restart the correlator. See "Shutting down and managing components" on page 140.
`-y | --yes`	Removes the "are you sure?" prompt when using the `-a` option.
`-v | --verbose`	Requests verbose output.
`-u | --utf8`	Indicates that input files are in UTF-8 encoding. This specifies that the `engine_delete` tool should not convert the input to any other encoding.

Option	Description
`-V | --version`	Displays version information for the `engine_delete` tool.

Operands

The `engine_delete` tool takes the following operands:

Operand	Description
`[ name1 [ name2 ... ] ]`	The names of zero or more EPL or JMon applications, monitors and/or event types to delete from the event correlator. If you do not specify at least one item name, and you do not specify the `-f` option, the `engine_delete` tool expects input from `stdin`.

Exit status

The `engine_delete` tool returns the following exit values:

Value	Description
`0`	The items were deleted from the event correlator successfully.
`1`	No connection to the event correlator was possible or the connection failed.
`2`	Other error(s) occurred while deleting the named items.

Packaging EPL and Java code

The `engine_package` tool assembles EPL files and JAR files into a correlator deployment package (CDP). You can inject a CDP file into the correlator just as you inject an EPL file or a JAR file containing a JMon application. CDP files use a proprietary, non-plaintext format that treats files in a manner similar to the way a JAR file treats a collection of Java files. In addition, using a CDP file guarantees that all files, assuming no errors, are injected and are injected in the correct order. See "Injecting code into a correlator" on page 117 for details about how the correlator handles an error in a file that is in a CDP.

While the names of events, monitors, aggregates, and JAR files that are contained in a CDP file are visible to the correlator utilities `engine_inspect`, `engine_manage`, and `engine_delete`, the code that defines them is not.

The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To package files into a CDP file, run the following command:

```
engine_package [ options ] [ file1 [ file2 ... ] ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `engine_package` tool creates a correlator deployment package (CDP). A CDP file contains one or more files. You specify the name of the CDP file to create as an argument to the `-o` option.

You can specify the files you want to include on the command line, or you can use the `-m` option and specify a manifest file that contains the names of the files. The manifest file is a text file; each line in the file specifies a relative or absolute path to a file. Files should be listed in the order in which you want them to be injected into the correlator.

Options

The `engine_package` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information.
`-V | --version`	Displays version information for the `engine_package` tool.
`-o` *`filename`* `| --output` *`filename`*	Name of the CDP file to create. Required.
`-m` *`filename`* `| --manifest` *`filename`*	Name of the manifest file that lists the files you want to package.
`-u | --utf8`	Indicates that input files are in UTF-8 encoding. The default is that the `engine_package` tool assumes that the files to be packaged are in the native

Option	Description
	character set of your platform. Set the `-u` option to override this assumption. The `engine_package` tool then assumes that all input files are in UTF-8.

Operands

The `engine_package` tool takes the following operands:

Operand	Description
`[ file1 [ file2 ... ] ]`	The names of the EPL or JAR files that contain code. The order in which these files are specified will become the order in which they are injected into the correlator when the CDP file is injected. Instead of listing the files on the command line, you can list them in a manifest file and use the `-m` option.

Exit status

The `engine_package` tool returns the following exit values:

Value	Description
`0`	Returned on success.
`1`	Returned on any error.

Example

The following example describes how to create a correlator deployment package file with multiple monitor files and inject the CDP file into a running correlator.

1. Create a manifest file containing a list of files to include in the CDP. For this example, the file is named `manifest.txt` and each line contains the full path name of an EPL file or JAR file:

   ```
   c:\dev\sample\monitor1.mon
   c:\dev\sample\monitor2.mon
   C:\dev\sample\jmon-app.jar
   ```

2. To create the CDP file, call the `engine_package` tool stating the output filename and the manifest file to include in the CDP. (Note, instead of using a manifest file, you can list the files individually in the `engine_package` arguments.)

   ```
   engine_package.exe -o c:\sample.cdp -m c:\dev\sample\manifest.txt
   ```

3. To inject the CDP file, call the `engine_inject` tool with `-c` (or `--cdp`). This injects each file that is included in the CDP file into the correlator.

```
engine_inject.exe -c c:\sample.cdp
```

Sample output from the correlator:

```
2012-07-11 13:51:33.156 INFO  [3852] - Injected CDP from file
        c:\sample.cdp (b2f097b02791e5dd4ac73cda38e153e9),
        size 313 bytes, decoding and compile time 0.00 seconds
```

Sending events to correlators

The `engine_send` tool sends Apama-format events into an event correlator or IAF adapter. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

If the events you want to send are not in Apama format, you must use an adapter that can transform your event format into Apama event format.

Synopsis

To send Apama-format events to an event correlator or IAF adapter, run the following command:

```
engine_send [ options ] [ file1 [ file2 ... ] ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `engine_send` tool sends Apama-format events to an event correlator. In Apama-format event files, you can specify whether to send the events in batches of one or more events or at set time intervals.

The correlator reads events from one or more specified files. Alternatively, you can specify a hyphen (-) or not specify a filename so that the correlator reads events from `stdin` until it receives an end-of-file signal (CTRL+D on UNIX and CTRL+Z on Windows).

For details about Apama-format events, see "Event file format" on page 187.

By default, the `engine_send` tool is silent unless an error occurs. To view progress information during `engine_send` execution, specify the `-v` option when you invoke `engine_send`.

You can also use `engine_send` to send events directly to the Integration Adapter Framework (IAF). To do this, specify the port of the IAF. By default, this is `16903`.

Options

The `engine_send` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information. Optional.
`-n` *`host`* `| --hostname` *`host`*	Name of the host on which the event correlator to which you want to send events is running. Optional. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p` *`port`* `| --port` *`port`*	Port on which the event correlator is listening. Optional. The default is `15903`.
`-c` *`channel`* `| --channel` *`channel`*	For events for which a channel is not specified, this option designates the delivery channel. If a channel is not specified for an event and you do not specify this option, the event is delivered to the default channel, which is the empty string. All public contexts receive events sent to the default channel. All queries receive events sent to the default channel. To send events to only running Apama queries, specify the `com.apama.queries` channel. See "Defining Queries" in *Developing Apama Applications*.
`-l` *`count`* `| --loop` *`count`*	Number of times to cycle through and send the input events. Optional. Replace *count* with one of the following values: ■ `0` — Indicates that you want the `engine_send` tool to iterate through and send the input data once. This is the default. ■ Any negative integer— Indicates that you want the `engine_send` tool to indefinitely cycle through and send the input events. ■ Any positive integer — Indicates the number of times to cycle through and send the input events. The `engine_send` tool ignores this option if you specify it and the input is from `stdin`.

Option	Description
`-v | --verbose`	Requests verbose output during execution. Optional.
`-u | --utf8`	Indicates that input files are in UTF-8 encoding. This specifies that the `engine_send` tool should not convert the input to any other encoding.
`-V | --version`	Displays version information for the `engine_send` tool. Optional.

Operands

The `engine_send` tool takes the following operands:

Operand	Description
`[ file1 [ file2 ... ] ]`	Specify zero, one, or more files that contain event data. Each file you specify must comply with the event file format described in "Event file format" on page 187. If you do not specify any filenames, the `engine_send` tool takes input from `stdin`.

Exit status

The `engine_send` tool returns the following exit values:

Value	Description
`0`	The events were sent successfully.
`1`	No connection to the event correlator was possible or the connection failed.
`2`	One or more other errors occurred while sending the events.

Operating notes

To end an indefinite cycle of sending events, press CTRL+C in the window in which you invoked the `engine_send` tool.

You might want to indefinitely cycle through and send events in the following situations:

- In test environments. For example, you can use `engine_send` to simulate heartbeats. If you then kill the `engine_send` process, you can test your EPL code that detects when heartbeats stop.
- In production environments. For example, you can use the `engine_send` tool to initialize a large data table in the correlator.

Text encoding

By default, the `engine_send` tool checks the environment variable or global setting that specifies the locale because this indicates the local character set. The `engine_send` tool then translates EPL text from the local character set to UTF-8. Consequently, it is important to correctly set the machine's locale.

However, some input files might start with a UTF-8 Byte Order Mark. The `engine_send` tool treats such input files as UTF-8 and does not do any translation. Alternatively, you can specify the `-u` option when you run the `engine_send` tool. This forces the tool to treat each input file as UTF-8.

Receiving events from correlators

The `engine_receive` tool lets you connect to a running event correlator and receive events from it. Events received and displayed by the `engine_receive` tool are in Apama event format. This is identical to the format used to send events to the correlator with the `engine_send` tool. Consequently, it is possible to reuse the output of the `engine_receive` tool as input to the `engine_send` tool.

The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To receive Apama-format events from an event correlator, run the following command:

```
engine_receive [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `engine_receive` tool receives events from an event correlator and writes them to `stdout` or to a file that you specify. The correlator output format is the same as that used for event input and is described in "Event file format" on page 187.

You can specify one or more channels on which to listen for events from the correlator. The default is to receive all output events. For more information, see "Subscribing to channels" in *Developing Apama Applications*.

To view progress information during `engine_receive` execution, specify the `-v` option.

You can also use `engine_receive` to receive events emitted by the Integration Adapter Framework (IAF) directly. To do this, specify the port of the IAF. By default, this is `16903`.

Options

The `engine_receive` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information. Optional.
`-n` *`host`* `| --hostname` *`host`*	Name of the host on which the event correlator is running. Optional. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p` *`port`* `| --port` *`port`*	Port on which the event correlator is listening. Optional. The default is `15903`.
`-c` *`channel`* `| --channel` *`channel`*	Named channel on which to listen for output events from the correlator. Optional. The default is to listen for all output events. You can specify the `-c` option multiple times to listen on multiple channels.
`-f` *`file`* `| --filename` *`file`*	Dumps all received events in the specified file. Optional. The default is to write the events to `stdout`.
`-s | --suppressBatch | --suppressbatch`	Omits `BATCH` timestamps from the output events. Optional. The default is to preserve `BATCH` timestamps in events.
`-z | --zeroAtFirstBatch | --zeroatfirstbatch`	Records the first received batch of events as being received at 0 milliseconds after the `engine_receive` tool was started. Optional. The default is that the first received batch of events is received at the number of milliseconds since `engine_receive` actually started.
`-C | --logChannels`	Specifies that you want `engine_receive` output to include the channel that an event arrives on. If you then use the `engine_receive` output as input to `engine_send`, events are delivered back to the same-named channels. See "Event association with a channel" on page 190.

Option	Description
`-r | --reconnect`	Automatically (re)connect to the server when available.
`-x | --qdisconnect`	Disconnect from the correlator if the `engine_receive` tool cannot keep up with the events from the correlator.
`-v | --verbose`	Requests verbose output during `engine_receive` execution. Optional.
`-u | --utf8`	Indicates that received event files are in UTF-8 encoding. This specifies that the `engine_receive` tool should not convert the input to any other encoding.
`-V | --version`	Displays version information for the `engine_receive` tool. Optional.
`-Xconfig` *`file`* `| --configFile` *`file`*	Specifies a special configuration file that the correlator uses to initialize its networking. Specify this option only as directed by Apama Technical Support to troubleshoot networking problems. For more information, see "Using the Apama component extended configuration file" on page 202.

Exit status

The `engine_receive` tool returns the following exit values:

Value	Description
`0`	All events were received successfully.
`1`	No connection to the event correlator was possible or the connection failed.
`2`	Other error(s) occurred while receiving events.

Text encoding

The `engine_receive` tool translates all events it receives from UTF-8 into the current character locale. It is therefore important that you correctly set the machine's locale. To force the `engine_receive` tool to output events in UTF-8 encoding, specify the `-u` option.

Watching correlator runtime status

The `engine_watch` tool lets you monitor the runtime operational status of a running event correlator. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To monitor the operation of an event correlator, run the following command:

```
engine_watch [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

This tool periodically polls an event correlator for status information, writing the standard status messages to `stdout` (see the status messages listed further below). When you also specify the `-a` option, any user-defined status values are appended to the standard status messages. For additional progress information, use the `-v` option.

Options

The `engine_watch` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information. Optional.
`-n host | --hostname host`	Name of the host on which the event correlator is running. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p port | --port port`	Port on which the event correlator is listening. Optional. The default is `15903`.
`-i ms | --interval ms`	Specifies the poll interval in milliseconds. Optional. The default is `1000`.
`-f filename | --filename filename`	Writes status output to the named file. Optional. The default is to send status information to `stdout`.
`-r | --raw`	Indicates that you want raw output format, which is more suitable for machine parsing. Raw output

Option	Description
	format consists of a single line for each status message. Each line is a comma-separated list of status numbers. This format can be useful in a test environment. If you do not specify that you want raw output format, the default is a multi-line, human-readable format for each status message.
`-a | --all`	Outputs all user-defined status values after the standard status messages. Optional. The default is to output only the standard status messages.
`-t | --title`	If you also specify the `--raw` option, you can specify the `--title` option so that the output contains headers that make it easy to identify the columns.
`-o | --once`	Outputs one set of status information and then quits. Optional. The default is to indefinitely return status information at the specified poll interval.
`-v | --verbose`	Displays process names and versions in addition to status information. Optional. The default is to display only status information.
`-V | --version`	Displays version information for the `engine_watch` tool. Optional. The default is that the tool does not output this information.

Standard status messages

The `engine_watch` tool returns the following standard status messages:

Status message	Meaning
`Uptime (ms)`	The time in milliseconds since this correlator was started. This figure is unaffected if the state of the correlator is restored from a checkpoint file.
`Number of monitors`	The number of EPL monitor definitions injected into the correlator. This figure changes upwards and downwards as monitors are injected, deleted or just expire. A monitor expires when each of

Status message	Meaning
	its instances dies, or it has no listeners or streams left, or it causes a runtime error.
`Number of sub-monitors`	The number of EPL monitor instances across all contexts in the correlator. In monitors, `spawn` actions create monitor instances. This figure changes upwards and downwards as monitor instances are spawned, killed or just expire.
`Number of contexts`	The number of contexts in the correlator. This includes the main context plus any user-defined contexts.
`Number of Java applications`	The number of Java applications loaded in the correlator. Java applications do not expire, so this value only decreases when you explicitly unload a Java application.
`Number of listeners`	This is the sum of listeners in all contexts. This includes each `on` statement and each stream source template, for example, `all Tick(symbol="APMA")` in the following: `stream<Tick> ticks := all Tick(symbol="APMA");`
`Number of sub-listeners`	The number of sub-listeners that have been created by listeners across all contexts. A stream source template always has exactly one sub-listener. An `on` statement can have multiple sub-listeners.
`Number of event types`	The total number of event types defined within the correlator. This figure decreases when you delete event types from the correlator.
`Events on input queue`	The total number of events waiting to be processed on all input queues. The main context has its own input queue and any user-defined contexts each have an input queue. This includes private contexts as well as public contexts.
`Events received`	The total number of events ever received by the correlator. A checkpoint preserves this value. If you restore the state of the correlator from a checkpoint file, this number reflects the total

Status message	Meaning
	number of the events seen by the correlator from which the checkpoint was originally made. Note that if an event is on an input queue, it has been received but not processed.
`Events processed`	The total number of events processed by the correlator in all contexts. This includes external events and events routed to contexts by monitors. An event is considered to have been processed when all listeners and streams that were waiting for it have been triggered, or when it has been determined that there are no listeners for the event.
`Events on internal queue`	Total number of routed events waiting to be processed across all contexts. The internal routing queue in each context is a high priority queue for events that you internally routed with the `route` instruction in EPL. The correlator always processes events on the internal queue before any events on the normal input queue.
`Events routed internally`	The total number of events ever routed internally to the internal queues on this correlator. A checkpoint preserves this value. If you restore the state of a correlator from a checkpoint file, this number reflects the total number of the events routed to the internal queues for the correlator from which the checkpoint was originally made.
`Number of consumers`	The number of event consumers (also called "receivers" here) registered with the correlator. Receivers receive events emitted by the correlator.
`Events on output queue`	The number of events waiting on the correlator's output queue to be dispatched to any registered receivers.
`Output events created`	The total number of output events created by the correlator. A checkpoint preserves this value. If you restore the state of a correlator from a checkpoint file, this number reflects the total number of output events created by the correlator from which the checkpoint was originally made.

Status message	Meaning
`Output events sent`	The total number of output events that the correlator has sent to receivers. For example, suppose the correlator created 10 output events and sent each event to two receivers. The number of output events sent is 20. A checkpoint preserves this value. If you restore the state of a correlator from a checkpoint file, this number reflects the total number of output events sent by the correlator from which the checkpoint was originally made.
`Event rate over last interval (ev/s)`	The number of events per second currently being processed by the correlator across all contexts. This value is computed with every status refresh and is only an approximation.
`Events on input context queues`	The total number of events on all input context queues. This is the sum of the queue size of main context and any context marked as input by passing `true` as the second parameter to the context constructor.
`Slowest context name`	The context which is the slowest - most behind in time or number of events.
`Slowest context queue size`	The number of events on the slowest context's input queue.
`Slowest receiver name`	The receiver with the largest number of incoming events waiting to be processed.
`Slowest receiver queue size`	For the receiver with the largest number of incoming events waiting to be processed, this is the number of events that are waiting.

Types of receivers

The term "receiver" which is used in the above table refers to any of the following:

- EPL, Java or C++ plug-ins using the `Correlator.subscribe` method.
- Connectivity plug-ins for "towards" transport events.
- JMS or UM connections sending events out of the correlator.

- Client library connections, including other correlators that have been connected with the `engine_connect`, `iaf` or `engine_receive` tools.

Exit status

The `engine_watch` tool returns the following exit values:

Value	Description
`0`	All status requests were processed successfully.
`1`	No connection to the event correlator was possible or the connection failed.
`2`	Other error(s) occurred while requesting/processing status.

Inspecting correlator state

The `engine_inspect` tool lets you inspect the state of a running event correlator. This means you can review the applications loaded and running on a correlator. The executable for this tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To inspect applications on a running event correlator, run the following command:

```
engine_inspect [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `engine_inspect` tool retrieves state information from a running event correlator and sends it to `stdout`. By default, the tool outputs information on the monitors, JMon applications, event types and container types currently injected in an event correlator.

You can filter this list by specifying command-line options. When you specify one or more of the `-m`, `-j`, `-e`, `-t`, `-x`, `-P`, or `-R` options, the `engine_inspect` tool displays only the information indicated by the option(s) you specify. See the table below for more information on these options.

Options

The `engine_inspect` tool takes the following options:

Option	Description
`-m | --monitors`	Displays the names of all EPL monitors in the event correlator and the number of sub-monitors each monitor has spawned.
`-j | --java`	Displays the names of all JMon applications in the event correlator and the number of event listeners each JMon application has created.
`-e | --events`	Displays the names of all event types in the correlator and the number of templates of each type, as defined in listener specifications. This includes each event template in an `on` statement and each stream source template, for example, `stream<A> := all A()`. For more information about event types and listeners, see "Introduction to Apama Event Processing Language" in *Developing Apama Applications*.
`-t | --timers`	Displays the current EPL timers active within the system. The four types of timers which may be displayed here are `wait`, `within`, `at`, and `stream`. The `stream` timers are those set up to support the operation of a stream network.
`-x | --contexts`	Displays the names of any user-defined contexts, how many monitor instances are running in each context, what channels each context is subscribed to, and how many entries are on each context's input queue.
`-a | --aggregates`	Displays a list of the custom (user-defined) aggregate functions that have been injected. You use aggregate functions in stream queries. Apama built-in aggregate functions are not listed.
`-P | --pluginReceivers`	Displays the names of any plug-in receivers, the channels the plug-in is subscribed to, and the number of items on the plug-in's input queue. A plug-in receiver is an EPL plug-in that is subscribed to one or more channels.
`-R | --receivers`	Displays the names of any external receivers, each receiver's address, the channels each receiver is subscribed to, and the number of entries on each receiver's output queue.

Option	Description

`-r | --raw`	Indicates that you want raw output, which is more suitable for machine parsing. Raw output provides the name of each entity in the correlator followed by the number of instances associated with that entity. For a monitor, you get the number of its monitor instances. For a JMon application, you get the number of its listeners. For an event type, you get the number of its templates. For example:
	`com.apama.samples.stockwatch.StockWatch 1`
	`Tick 1`

`-h | --help`	Displays usage information.
`-n` *`host`* `| --hostname` *`host`*	Name of the host on which the event correlator is running. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p` *`port`* `| --port` *`port`*	Port on which the event correlator is listening. The default is `15903`.
`-v | --verbose`	Displays process names and versions in addition to application information. Optional. The default is to display only application information.
`-V | --version`	Displays version information for the `engine_inspect` tool.

Exit status

The `engine_inspect` tool returns the following exit values:

Value	Description
`0`	All status requests were processed successfully.
`1`	No connection to the event correlator was possible or the connection failed.
`2`	Other error(s) occurred while requesting/processing status.

Shutting down and managing components

All Apama components (correlator, IAF, dashboard data server, and dashboard display server) implement an interface with which they can be asked to shut themselves down, provide their process ID, and respond to communication checks.

For historical reasons, there are several tools that all do the same thing. You can use any of these tools to manage any component:

- `engine_management`
- `component_management`
- `iaf_management`

When managing a correlator, the recommendation is to use the `engine_management` tool, which provides some additional correlator-specific options that are not available in the other tools. The only other differences in behavior among these tools are:

- `engine_management` and `component_management` default to the local correlator port (`15903`).
- `iaf_management` defaults to the default IAF port (`16903`).

The executable for the `engine_management` tool is located in the `bin` directory of the Apama installation. Running the tool in the Apama Command Prompt (see "Setting up the environment using the Apama Command Prompt" on page 15) ensures that the environment variables are set correctly.

Synopsis

To use the event correlator's management tool, run the following command:

```
engine_management [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

Use the `engine_management` tool to connect to a running component. Once connected, the tool can shut down the component or return information about the component. The `engine_management` tool can connect to any of the following types of components:

- Event correlator
- Adapter
- Dashboard data server and dashboard display server (using the management port, and not the data port)

  If you want to use the dedicated `dashboard_management` tool, see "Managing and stopping the Data Server and Display Server" in *Building and Using Dashboards*.

The `engine_management` tool sends output to `stdout`.

Options

The `engine_management` tool takes the following options. These options are also available for the `component_management` and `iaf_management` tools. Keep in mind that all of these tools use different ports (see above). To obtain all information for a particular component, specify the `-a` option. All options are optional.

Option	Description
`-V | --version`	Displays version information for the `engine_management` tool.
`-h | --help`	Display usage information.
`-v | --verbose`	Displays information in a more verbose manner. For example, when you specify the `-v` option, the `engine_management` tool displays status messages that indicate that it is trying to connect to the component, has connected to the component, is disconnecting, is disconnected, and so on. If you are having trouble obtaining the information you want, specify the `-v` option to help determine where the problem is.
`-n` *host* `| --hostname` *host*	Name of the host on which the component is running. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p` *port* `| --port` *port*	Port on which the component you want to connect to is listening. The default is `15903`.
`-w | --wait`	Instructs the `engine_management` tool to wait for the component to start and be in a state that is ready to receive EPL files. This option is similar to the `-W` option, except that this option (the `-w` option) instructs the tool to wait forever. The `-W` option lets you specify how many seconds to wait. See the information for the `-W` option for an example.

Option	Description

`-W num | --waitFor num`	Instructs the `engine_management` tool to wait *`num`* seconds for the component to start and be in a state that is ready to receive EPL files. If the component is not ready to receive EPL files before the specified number of seconds has elapsed, the `engine_management` tool terminates with an exit code of `1`.
	
	This option is most useful in scripts, when the component you want to operate on has not yet started. For example, suppose a script specifies the following commands:
	
	`correlator.exe options`
	`engine_inject some_EPL_files`
	
	It can sometimes take a few seconds for a component to start, and this number of seconds is not always exactly predictable. If the `engine_inject` tool runs before the correlator is ready to receive EPL files, the `engine_inject` tool fails. To avoid this for a local correlator that is listening on the default port, insert the following command between these commands:
	
	`engine_management -W 10`
	
	This lets the `engine_management` tool wait for up to 10 seconds for the correlator's management interface to be available. To set an appropriate wait time for your application, monitor your application's performance and adjust as needed.

`-N | --getname`	Displays the name of the component. For example, when you start a correlator, you can give it a name with the `-N` option. This is the name that the `engine_management` tool returns. If you do not assign a name to a correlator when you start it, the default name is `correlator`.
`-T | --gettype`	Displays the type of the component that the `engine_management` tool connects to. The returned value is one of the following: `correlator` or `iaf`. If you see that a port is in use, you can specify this option to

Option	Description
	determine the type of component that is using that port.
`-M | --getuptime`	Gets the uptime of the component in milliseconds. This can be useful if you wish to track when and for how long a particular component has been running for.
`-Vm | --getvmemory`	Gets the virtual memory usage of the component in megabytes. This can be useful if you wish to measure the virtual memory usage of a component, for example, to identify possible memory leaks. For the Java-based dashboard data server and display server, the virtual memory value returned is the total of the heap and non-heap "used" memory, as given by the `java.lang.management.MemoryMXBean` class.
`-Pm | --getpmemory`	Gets the physical memory usage of the component in megabytes. This can be useful if you wish to measure the physical memory usage of a component, for example, to identify possible memory leaks. For the Java-based dashboard data server and display server, the physical memory value returned is the total of the heap and non-heap "committed" memory, as given by the `java.lang.management.MemoryMXBean` class.
`-Y | --getphysical`	Displays the physical ID of the component. This can be useful if you are looking at status log information that identifies components by their physical IDs.
`-L | --getlogical`	Displays the logical ID of the component. This can be useful if you are looking at

Option	Description
	status log information that identifies components by their logical IDs.
`-O | --getloglevel`	Displays the log level of the component. The returned value is one of the following: `TRACE`, `DEBUG`, `INFO`, `WARN`, `ERROR`, `CRIT`, `FATAL`, or `OFF`.
`-C | --getversion`	Displays the version of the component. For example, when the tool connects to a correlator, it displays the version of the correlator software that is running.
`-R | --getproduct`	Displays the product version of the component. For example, when the tool connects to a correlator, it displays the version of the UNIX software that is running.
`-B | --getbuild`	Displays the build number of the component. This information is helpful if you need technical support. It indicates the exact software contained by the component you connected to.
`-F | --getplatform`	Displays the build platform of the component. This information is helpful if you need technical support. It indicates the set of libraries required by the component you connected to.
`-P | --getpid`	Displays the process ID of the correlator you are connecting to. This can be useful if you are looking at log information that identifies components by their process ID.
`-H | --gethostname`	Displays the host name of the component. When debugging connectivity issues, this option is helpful for obtaining the host name of a component that is running behind a proxy or on a multihomed system.

Option	Description
`-U | --getusername`	Displays the user name of the component. On a multiuser machine, this is useful for determining who owns a component.
`-D | --getdirectory`	Displays the working (current) directory of the component. This can be helpful if a plug-in writes a file in a component's working directory.
`-E | --getport`	Displays the port of the component.
`-c | --getconnections`	This option is for use by technical support. It displays all the connections to the component.
`-a | --getall`	Displays all information for the component.
`-xs` *`id:id reason`* `| --disconnectsender` *`id:id reason`*	Disconnects the sender that has the physical ID you specify. If you specify a reason, the `engine_management` tool sends the reason to the correlator. The correlator then logs the message, sends the reason to the sender, and disconnects the sender. You can specify the component ID as *`physical_ID/logical_ID`*.
`-xr` *`id:id reason`* `| --disconnectreceiver` *`id:id reason`*	Disconnects the receiver that has the physical ID you specify. If you specify a reason, the `engine_management` tool sends the reason to the correlator. The correlator then logs the message, sends the reason to the receiver, and disconnects the receiver. You can specify the component ID as *`physical_ID/logical_ID`*.
`-I` *`category`* `| --getinfo` *`category`*	This option is for use by technical support. It displays component-specific information for the specified category.
`-d | --deepping`	Ping the component. This confirms that the component process is running and acknowledging communications.

Option	Description
`-l level | --setloglevel level`	Sets the amount of information that the component logs. In order of decreasing verbosity, you can specify `TRACE`, `DEBUG`, `INFO`, `WARN`, `ERROR`, `FATAL`, `CRIT`, or `OFF`.
`-r type arg* | --dorequest type arg*`	This option sends a component-specific request. For example: `engine_management -r cpuProfile frequency`. This returns the profiling frequency in Hertz. The following request types are available and apply to the correlator only: - `applicationEventLogging` — Sends detailed application information to the correlator log file. See "Viewing garbage collection information" on page 150. - `codeCoverage` — Lets you check which lines in an EPL file have been executed. See "Recording code coverage information" on page 178. - `flushAllQueues` — Sends a request into the correlator that waits until every event/injection sent or enqueued to a context before the `flushAllQueues` request started has been processed, and every event emitted as a result of those events has been acknowledged. This may block if a slow receiver is connected to the correlator. Events enqueued to a context after the request has started may or may not be processed — thus if you want to see the results of one context enqueueing to a second, which enqueues to a third, you should execute `engine_management -r flushAllQueues` three times, to ensure it has been processed by each context. This does not change the behavior of the correlator (the correlator will always flush all queues as soon as it is able to), it just waits for events currently on input queues to complete. - `flushChannelCache` — Notifies all `dynamicChainManagers` again (currently Digital Event Services and Universal

Option	Description
	Messaging) about all channels which contexts are subscribed to or have sent to. This allows the manager to change its decision about whether it needs to subscribe to the channel (for example, when a channel has been created on Universal Messaging after the correlator was started). ■ `eplMemoryProfileOverview` — Returns information on all the monitors in the correlator. See "Using the EPL memory profiler" on page 150. ■ `eplMemoryProfileMonitorInstanceDetail` — Returns monitor instance details. See "Using the EPL memory profiler" on page 150. ■ `eplMemoryProfileMonitorDetail` — Returns aggregated monitor instance details. See "Using the EPL memory profiler" on page 150. ■ `cpuProfile` — Lets you profile Apama EPL applications. See "Using the CPU profiler" on page 157. ■ `verbosegc` — Enables logging of garbage collection events. See "Viewing garbage collection information" on page 150. ■ `setOOB` — Enables out of band notifications for a correlator. See Out of band connection notifications" in *Developing Apama Applications*. ■ `toStringQueues` — Outputs the current contents of all input and output queues within the running correlator. This can be helpful for identifying slow senders/ receivers and potential causes (such as very large events or excessive flow). The following request type applies to the IAF only: ■ `getEventTypes` — Returns a string representation of the event types known to the running IAF.

Option	Description
	Certain other requests for the `-r` option are available for use by Apama technical support. See "Management requests" on page 148 for additional options.
`-s` *why* | `--shutdown` *why*	Instructs the component to shut down and specifies a message that indicates the reason for termination. The component inserts the string you specify in its status log file with a `CRIT` flag, and then shuts down.

Management requests

The options in the tables below replicate `-r` (or `--dorequest`) request types of the same name.

The following options are specific to the correlator:

Option	Description
`--rotateLogs`	Rotates all the log files. See "Rotating all log files" on page 166.
`--setApplicationLogFile` [*node*=]*path*	Sets the log file for application log messages (global or per-package). For more information on how to set, get and unset the log file, see "Setting logging attributes for packages, monitors and events" on page 162.
`--setApplicationLogLevel` [*node*=]*level*	Sets the log level for application log messages (global or per-package). For more information on how to set, get and unset the log level, see "Setting logging attributes for packages, monitors and events" on page 162.
`--getApplicationLogFile` *node*	Displays the application log file for this node.

Option	Description
`--getApplicationLogLevel` *node*	Displays the application log level for this node.
`--getRootApplicationLogFile`	Displays the root application log file.
`--getRootApplicationLogLevel`	Displays the root application log level.
`--unsetApplicationLogFile` *node*	Unsets the application log file for this node.
`--unsetApplicationLogLevel` *node*	Unsets the application log level for this node.
`--unsetRootApplicationLogFile`	Unsets the root application log file.
`--unsetRootApplicationLogLevel`	Unsets the root application log level.

The following option is specific to the correlator and the IAF:

Option	Description
`--setLogFile` *path*	Instructs the component to close the log file it is using and open a new log file with the name you specify. See "Rotating specified log files" on page 166 and "IAF log file rotation" in *Connecting Apama Applications to External Components*.

The following option is specific to the IAF:

Option	Description
`--reopenLog`	Reopens the log file of the component. See "IAF log file rotation" in *Connecting Apama Applications to External Components*.

Exit values

The `engine_management` tool returns the following exit values:

Value	Description
0	All status requests were processed successfully.
1	Indicates one of the following: ■ No connection to the specified component was possible. ■ The connection failed. ■ You specified the `waitFor` option and the specified time elapsed without the component starting.
2	One or more errors occurred while requesting/processing status.
3	Deep ping failed.

Viewing garbage collection information

A handy way to view garbage collection information for the correlator is to execute the following command:

```
engine_management -r verbosegc on
```

This command enables logging of garbage collection events, and is particularly useful in production environments. The additional garbage collection information goes to the correlator log. To disable logging of garbage collection information, execute the following:

```
engine_management -r verbosegc off
```

These commands provide an alternative to the following command, which provides a great deal of detailed output in addition to garbage collection information. Again, this output goes to the correlator log.

```
engine_management -r applicationEventLogging on
```

To turn this off:

```
engine_management -r applicationEventLogging off
```

Using the EPL memory profiler

You use the EPL memory profiler to display information on monitors and monitor instances.

The EPL memory profiler is invoked using the `-r` (or `--dorequest`) option of the `engine_management` tool, followed by a request. Several requests are available for the EPL memory profiler, which are described below.

Important: Do not use these requests on latency-sensitive applications. You should use them routinely only when developing or debugging.

When a request is issued, the correlator execution is momentarily paused to gather statistics.

The information that is returned for a request can be viewed directly (for example, in the Apama Command Prompt), or it can be written to a comma-separated values (CSV) file which can easily be viewed in tabular form using a tool such as Microsoft Excel.

Note: All byte counts returned by a request are approximate values. In theory, they will add up to total memory usage of all objects. Certain objects such as strings, however, are shared. Therefore, the memory usage is always approximate and not an exact value.

The values returned for the number of bytes and the number of EPL objects also include EPL objects that are no longer being used, and have not yet been garbage-collected. Therefore, the values will never be precise unless you are lucky enough to make this request just after garbage collection has run. See also "Garbage collection" in *Developing Apama Applications*.

The size of event expressions, including internal data structures associated with them, is excluded (and is typically small).

Each request returns the following string, in addition to the column headers described below:

`"Version:`*`version`*`, Snapshot time:`*`time`*`, Component ID:`*`id`*`, Host:`*`host-name`*`, Port:`*`port`*`, EPL memory:`*`bytes`*`"`

String element	Output
`Version:`*`version`*	Information on the correlator version.
`Snapshot time:`*`time`*	Time at which the EPL memory profiler has taken the snapshot. This is the date in milliseconds. The date "1446716459541", for example, translates into "Thu Nov 05 2015 09:40:59" in UTC time.
`Component ID:`*`id`*	Correlator component ID.
`Host:`*`host-name`*	Name of the host on which the correlator is running.
`Port:`*`port`*	Port number on the above host.
`EPL memory:`*`bytes`*	Total memory used by the EPL types in the correlator.

Returning information on all monitors

The following command returns information on all the monitors in the correlator:

```
engine_management -r eplMemoryProfileOverview
```

This request does not take arguments. If arguments are passed, they are ignored.

The output shows the following information in the following order:

Column header	Information shown in this column
Monitor	The name of the monitor.
Monitor instances	The number of monitor instances.
EPL objects	The number of EPL objects created by the monitor instances (for example, dictionaries, events, sequences, and so on).
Listeners	The number of active listeners.
Bytes	The approximate number of bytes used by EPL objects created by the monitor instances.
Overhead bytes	The approximate number of bytes covering miscellaneous internals that the correlator maintains for book-keeping per monitor instance.

Returning monitor instance details

The following command returns information for all EPL types across the monitor instances of a specific monitor in the correlator:

```
engine_management -r eplMemoryProfileMonitorInstanceDetail monitor-name
```

where *monitor-name* is the name of the monitor. You can also specify `all` to list the instance details of all monitors, sorted by the monitor name.

The output shows the following information in the following order:

Column header	Information shown in this column
Monitor	The name of the monitor.
Persistent	`true` if the monitor is persistent. `false` it is not persistent.
EPL type	The type of the EPL object (see "Types" in the "EPL Reference", which is part of *Developing Apama Applications*)

Column header	Information shown in this column
	and also any active listeners. The output shows one entry for each listener. For example, if there is a monitor with one instance, and which has 2 listeners where each listener has 10 active instances, then the output will contain 2 rows. The number of EPL objects will then be 10 for each row.
Context name	The name of the context.
Context ID	The ID of the context.
Monitor instance ID	The ID of the monitor instance.
EPL objects	The number of EPL objects created by the monitor instances (for example, dictionaries, events, sequences, and so on).
Bytes	The approximate number of bytes used by EPL objects created by the monitor instances.

The output for the context is a combination of EPL type and monitor instance. For example, if there are 10 monitor instances where each instance has lots of objects of 3 different types, then the output will have 30 rows.

Unlike other EPL objects which belong to a single monitor instance, some strings are shared between several monitor instances. When a string is only used by a single monitor instance, it is shown like any other object in the output of the request, that is, with an EPL type of "string". However, if the same string is shared between multiple monitor instances, then each monitor or monitor instance that is using it will show the EPL type as "string (shared)". This is a performance optimization which avoids unnecessary copying. For example, a string may be shared in the following cases:

- When a monitor containing a string spawns to another monitor instance.
- When a monitor has a string that it sends inside an event to a monitor in another context.
- When an input event containing strings is received by multiple monitor instances which then store these strings.

One of the implications of sharing is double-counting, for both the number of EPL objects and the number of bytes. If multiple monitor instances refer to the same shared strings, the output of the request will include these numbers against each monitor instance separately. However, the duplication is eliminated when object sizes are summed up for the "EPL memory" value, so it may end up being notably lower than the sum of the "Bytes" in each row.

Note: For reference types (such as sequence and dictionaries), the size is not reflected in the object referencing it. Instead, the size is associated with the actual object which is referenced. For example, if an event references/contains a sequence, the size of the sequence has no effect on the byte count of that event.

Returning aggregated monitor instance details

The following command is similar to `eplMemoryProfileMonitorInstanceDetail`, except that it aggregates the object count and size from each monitor instance, displaying data per monitor rather than per monitor instance.

```
engine_management -r eplMemoryProfileMonitorDetail monitor-name
```

where *`monitor-name`* is the name of the monitor. You can also specify `all` to list all monitors, sorted by the monitor name.

The output shows the following information in the following order:

Column header	Information shown in this column
Monitor	The name of the monitor.
Persistent	`true` if the monitor is persistent. `false` it is not persistent.
EPL type	The type of the EPL object (see "Types" in the "EPL Reference", which is part of *Developing Apama Applications*) and also any active listeners. The output shows one entry for each listener. For example, if there is a monitor with one instance, and which has 2 listeners where each listener has 10 active instances, then the output will contain 2 rows. The number of EPL objects will then be 10 for each row.
EPL objects	The number of EPL objects created by the monitor instances (for example, dictionaries, events, sequences, and so on).
Bytes	The approximate number of bytes used by EPL objects created by the monitor instances.

This request also takes account of shared strings. See the description of the `eplMemoryProfileMonitorInstanceDetail` request for details.

Note: In the case of reference types (such as sequence and dictionaries), the size is not reflected in the object referencing it. Instead, the size is associated with the actual object which is referenced. For example, if an event references/contains a sequence, the size of the sequence has no effect on the byte count of that event.

Visualizing the EPL memory profiler information in Microsoft Excel

You can write the output from each of the above requests to a comma-separated values (CSV) file which can easily be viewed in tabular form using a tool such as Microsoft Excel.

The example below shows how to visualize the output of the `eplMemoryProfileMonitorInstanceDetail` request in Microsoft Excel using a pivot table.

1. Save the output of the request in a CSV file and open this file with Microsoft Excel.
2. Create a new **PivotTable** in Microsoft Excel, and in the resulting dialog select the range of data for the pivot table (ideally, the information for the entire range is already provided in the corresponding text box).
3. For this example, add the following fields to the report:

   Monitor
   EPL type
   Context name
   EPL objects
   Bytes

   If required, you can also add the following fields:

   Monitor instance ID
   Context ID

   The monitor instance ID is helpful if multiple monitor instances exist within the same context.

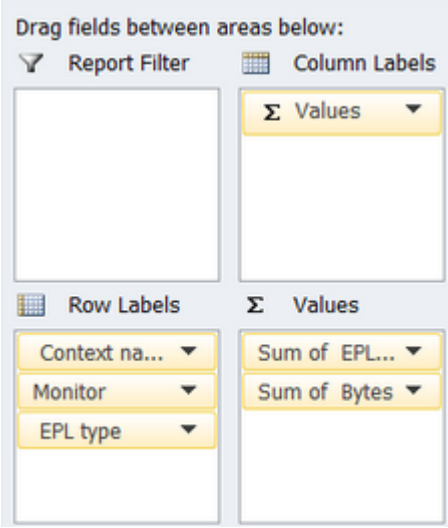
   After you have added the fields, you can see the following in the table:

   - row labels which include the monitor name, the context name and the EPL type, and
   - columns which sum up the number of EPL objects and the approximate number of bytes.

   For example:

Row Labels	Sum of EPL objec	Sum of Bytes
com.apama.primitive.PrimitiveMonitor	**38**	**25600**
main	**14**	**1952**
com.apama.primitive.Configure	1	120
com.apama.primitive.PrimitiveMonitor.Global Variables	1	136
context	4	384
Listener - PrimitiveMonitor.mon:29	1	192
Listener - PrimitiveMonitor.mon:31	4	800
Listener - PrimitiveMonitor.mon:40	1	200
sequence<float>	1	112
string	1	8
Primitive-Context1	**6**	**4840**
com.apama.primitive.Configure	1	120
com.apama.primitive.PrimitiveMonitor.Global Variables	1	120
Listener - PrimitiveMonitor.mon:48	1	192
Listener - PrimitiveMonitor.mon:52	1	192
sequence<float>	1	4208
string	1	8
Primitive-Context2	**6**	**17128**
com.apama.primitive.Configure	1	120
com.apama.primitive.PrimitiveMonitor.Global Variables	1	120
Listener - PrimitiveMonitor.mon:48	1	192
Listener - PrimitiveMonitor.mon:52	1	192
sequence<float>	1	16496
string	1	8
Primitive-Context3	**6**	**808**
com.apama.primitive.Configure	1	120
com.apama.primitive.PrimitiveMonitor.Global Variables	1	120
Listener - PrimitiveMonitor.mon:48	1	192
Listener - PrimitiveMonitor.mon:52	1	192
sequence<float>	1	176
string	1	8
Primitive-Context4	**6**	**872**
com.apama.primitive.Configure	1	120
com.apama.primitive.PrimitiveMonitor.Global Variables	1	120
Listener - PrimitiveMonitor.mon:48	1	192
Listener - PrimitiveMonitor.mon:52	1	192
sequence<float>	1	240
string	1	8
com.apama.reference.ReferenceTypeMonitor	**12139**	**1471080**
main	**15**	**2280**
com.apama.reference.Configure	1	120
com.apama.reference.ReferenceTypeMonitor.Global Variables	1	136

4. If you want to get an overview of the context level in the row labels, just drag the **Context name** label above the **Monitor** label as shown in the example below, and then check the changes in the report:



5. Similarly, if you want to see how the EPL objects are distributed over the different contexts and monitors, just move the **EPL type** to the very top of the row labels, followed by the **Monitor** and **Context name** labels.
6. Once the data is shown as wanted in the table, you can conditionally format the table to highlight individual columns, for example, to show high values or values that are above the threshold or above the average. Detailed information on how to do this can be found in the Excel help.

   A basic use case is to highlight the values for the object count and byte count that are above the average. To do so, select the **Sum of EPL objects** column and then choose the following command: **Conditional Formatting > Top/Bottom Rules > Above Average**. You can then select a formatting option from a dialog, for example, red text. As a result, all values in the cells of the **Sum of EPL objects** column that are above the average are shown in red. If you want, you can do the same for the **Sum of Bytes** column.

   You can also use additional conditional formatting (for example, color scales) to highlight the cells with values above the average.

Using the CPU profiler

Using the CPU profiler, you can profile applications written with EPL. Data collected in the profiler allows you to identify possible bottlenecks in an EPL application. When testing an application, or after you deploy an application, you might find it handy to write a script that includes obtaining profile information. The CPU profiler that is described here allows you to obtain profile information without the overhead of Software AG Designer (see also "Profiling EPL Applications" in *Using Apama with Software AG Designer*).

The CPU profiler is invoked using the `-r` (or `--dorequest`) option of the `engine_management` tool:

```
engine_management -r cpuProfile argument
```

where *argument* can be one of the following:

Argument	Description
`on`	Starts to capture the state of all contexts in the correlator.
`off`	Stops capturing profile data.
`get`	Returns the samples collected since the correlator was started or since the profiler was reset. Returned data is in CSV (comma-separated values) format. A sample is the state of the correlator at the moment the profiler collects data.
`gettotal`	Returns totals for all contexts.
`reset`	Clears profiling samples collected.
`frequency`	Returns the profiling frequency in Hertz.

If a context is executing, it is typically in the EPL interpreter. However, it might also be doing something such as matching events or collecting garbage. For EPL execution, there is a call stack for each context. For the purposes of the profiler, there is one entry at the top for the monitor name, then comes the listener/`onload` action, and then any actions that is calling, and so on. The only action that the correlator is actually executing is at the bottom of the stack.

A context can be in one or two of the following states:

- **CPU.** The correlator is executing code in this context.
- **Runnable.** The correlator has work to do in this context, but it has been rescheduled because the correlator is executing code in another context.
- **Idle.** The correlator has no work to do in this context.
- **Non-Idle.** The correlator has work to do in this context. When a context is in this state, it is also in one other state: CPU, Plug-in, Blocked, or Runnable.
- **Plug-in.** The correlator is executing a plug-in in this context.
- **Blocked.** The correlator cannot make progress in this context. It is blocked because of a full queue. The full queue might be the correlator output queue (the context is trying to emit an event) or another context's input queue.

When the profiler takes a sample, it examines every context in the correlator. Every entry in each context's call stack results in addition or modification of a line in the profiler output. The Cumulative column is incremented for all samples, and one or more of the other columns is incremented for the lowest (deepest) call stack element according to what states the context is in.

When the correlator is not executing EPL code, there is only one element in the stack, for example, when the correlator is processing an event.

The profiler's resolution is to a EPL action. That is, the profiler does not distinguish between lines within an action. The line number in the output is the first line of the action that generates code. For example, variable declarations without initializers, and comments do not generate code, while statements, and declarations with initializers, do generate code. The profiler treats the body of a listener (the code the correlator executes when the listener fires) as an action with the name `::listenerAction::`.

If you want to profile parts of a single large action, you need to split the action into multiple actions in order to determine where time is spent. Remember that action calls have some cost, so that could skew the results.

The `cpuProfile get` or `cpuProfile gettotal` request returns samples to `stdout` as lines of comma-separated values.

Output is sorted by context and then by CPU time. For example:

```
Context ID,Context name,Location,Filename and line number,Cumulative time,
CPU time,Empty,Non-Idle,Idle,Runnable,Plug-in,Blocked,Total ticks:573
3,3,processor:processor.::listenerAction::,create-state.mon:
50,556,293,0,556,0,0,263,0
```

In the above output, nearly all of the time of this context (3) is spent in the listener that starts on line 50 of `create-state.mon`. The time is spread between executing EPL code (293 samples) and executing a plug-in (263 samples). Each context spent similar amounts of time executing EPL and executing plug-ins but in different listeners (notice the different line numbers).

This output is intended to be imported to a spreadsheet, such as Microsoft Excel. If you do that, then the values in one sample (one row) provide the following information in the following order:

Column header	Information shown in this column
Context ID	ID of the context. A context ID is not present in data returned by `-r cpuProfile gettotal`.
Context name	Name of the context. A context name is not present in data returned by `-r cpuProfile gettotal`.
Location	What the correlator is doing or where the correlator is executing code at the moment the sample was collected. The value is one of the following: ■ `Monitor:`*`monitor_name`* — The top-level entry for the monitor. ■ *`monitor_name.code_owner.action_name`* — For example, if monitor `monny` calls an action `act` on event `pkg.evie`, this location would be `monny.pkg.evie.act`.

Column header	Information shown in this column
	If a listener has been triggered, the action name is always `::listenerAction::`. ■ *`monitor_name`*`.;GC` — Garbage collection. ■ `Event:`*`event_name`* — Event matching or chastenment of an event of that type. ■ `Idle` — Correlator has no work to do. ■ There are other possible values that you might rarely see. They are self explanatory.
Filename and line number	If the correlator is executing EPL code, indicates the filename and line number of the beginning of the action that is executing.
Cumulative time	Cumulative time indicates time spent in this location or in something that this location was calling (directly or indirectly). CPU time shows time spent in this location, not the actions it called.
CPU time	Number of samples in which the correlator is executing the location/action and is not in a plug-in (see Plug-in later in this table). CPU time is a subset of Cumulative time. It does not include time spent in the location(s) called by this location.
Empty	Number of samples in which the context was empty. An empty context should happen very rarely. A context might be empty if there is a race between getting the location and the state.
Non-Idle	Number of samples in which the context was at this row's location and not idle. Each sample in this count is also in the count for CPU time, Runnable, Plug-in, or Blocked.
Idle	Number of samples in which the context was idle. This should correspond to a location of `Idle` or `Only just started profiling`, which means it is an unknown state. As with other cumulative counters, races can result in misleading results. For example, `Idle` in an action, but those are best ignored and should be small.
Runnable	Number of samples in which the location was the lowest point on the call stack and the context was runnable. Runnable means it could have made progress, but the

Column header	Information shown in this column
	scheduler determined that the correlator should run something else instead. When all rows contain `0` for this entry, it means that the correlator never (or very rarely) had to re-schedule one context to run another context. A non-zero value means this location was running for a long time, and it was suspended so that other contexts could run.
Plug-in	Number of samples in which the location is executing an EPL plug-in.
Blocked	Number of samples in which the context was unable to make progress. For example, it was trying to emit an event but the correlator output queue was full, or it was trying to enqueue an event to a particular context but that context's input queue was full.

The `cpuProfile` request returns the following string, in addition to the column headers described above:

"`Version:`*`version`*`, Snapshot time:`*`time`*`, Profile start time:`*`time`*`, Component ID:`*`id`*`, Host:`*`host-name`*`, Port:`*`port`*"

String element	Output
`Version:`*`version`*	Information on the correlator version.
`Snapshot time:`*`time`*	Time at which the CPU profiler has taken the snapshot. This is the date in milliseconds. The date "1446716459541", for example, translates into "Thu Nov 05 2015 09:40:59" in UTC time.
`Profile start time:`*`time`*	Time at which the CPU profiler has been started. This is the date in milliseconds.
`Component ID:`*`id`*	Correlator component ID.
`Host:`*`host-name`*	Name of the host on which the correlator is running.
`Port:`*`port`*	Port number on the above host.

Setting logging attributes for packages, monitors and events

You can configure per-package logging in two ways:

- Statically, in a YAML configuration file when starting the correlator. See "Configuring the event correlator" on page 193 for detailed information.
- Dynamically, using the following options of the `engine_management` tool that are described here:

```
--setApplicationLogFile

--setApplicationLogLevel
```

In EPL code, you can specify `log` statements as a development or debug tool. By default, `log` statements that you specify in EPL send information to the correlator log file. If a log file was not specified when the correlator was started, and you have not executed the `engine_management` tool to associate a log file with the correlator, `log` statements send output to `stdout`.

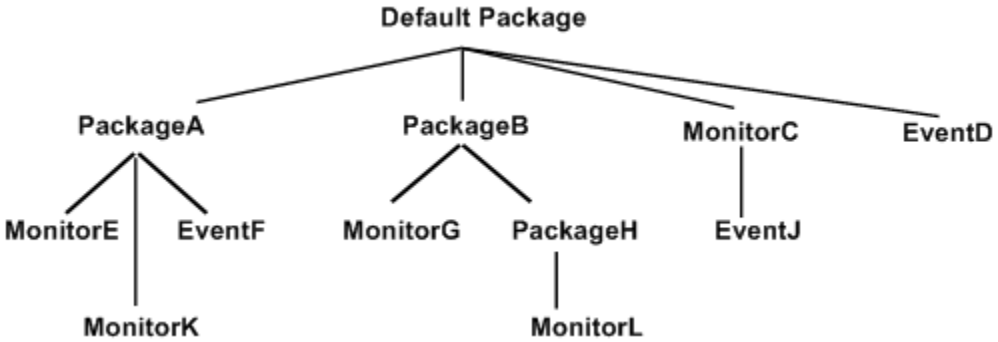
In place of this default behavior, you can specify different log files for individual packages, monitors and events. This can be helpful during development. For example, you can specify a separate log file for a package or monitor you are implementing, and direct log output from only your development code to that file.

Also, you can specify a particular log level for a package, monitor, or event. The settings of log files and log levels are independent of each other. That is, you can set only a log level for a particular package, monitor or event, or you can set only a log level for a particular element. The topics below provide information for managing individual log files and log levels.

See also "Rotating the correlator log file" on page 165.

Tree structure of packages, monitors, and events

Packages, monitors and events form a tree as illustrated in the figure below. For each node in the tree, you can specify a log file and/or a log level. Nodes for which you do not specify log settings inherit log settings from their parent node.



The root of the tree is the default package, which contains code that does not explicitly specify a package with the `package` statement. Specified packages are intermediate

nodes. Packages can nest inside each other. Monitors and events in specified packages are leaf nodes. If you specify an event type in a monitor, that event is a leaf node and its containing monitor is an intermediate node.

For example, suppose you specify `packageA.log` as the log file for `packageA`. The `packageA.log` file receives output from `log` statements in `MonitorE` and `MonitorK`. If `EventF` contains any `action` members that specify `log` statements, output would go to the `packageA.log` file.

Now suppose that you set `ERROR` as the log level for the default package and you set `INFO` as the log level for `PackageB`. For `log` statements in `MonitorG`, `PackageH`, and `MonitorL`, the correlator compares the log statement's log level with `INFO`. For `log` statements in the rest of the tree, the correlator compares the `log` statement's log level with `ERROR`. For details, see the table in "Managing application log levels" on page 163.

Managing application log levels

To set the log level for a package, monitor or event, invoke the `engine_management` tool as follows:

```
engine_management --setApplicationLogLevel [node=]logLevel
```

Option	Description
node	Optionally, specify the name of a package, monitor or event. If you do not specify a node name, the tool sets the log level for the default package.
logLevel	Specify `OFF`, `CRIT`, `FATAL`, `ERROR`, `WARN`, `INFO`, `DEBUG`, or `TRACE`.

To obtain the log level for a particular node, invoke the tool as follows:

```
engine_management --getApplicationLogLevel [node]
```

If you do not specify a node, the tool returns the log level for the default package. To remove the log level for a node, so that it takes on the log level of its parent node, invoke the tool as follows. Again, if you do not specify a node, you remove the log level for the default package. The default package then takes on the log level in effect for the correlator. The default correlator log level is `INFO`.

```
engine_management --unsetApplicationLogLevel [node]
```

To manage the log level for an event that you define in a monitor, see "Managing event logging attributes" on page 165.

After the correlator identifies the applicable log level, the log level itself determines whether the correlator sends the `log` statement output to the appropriate log file. The following table indicates which log level identifiers cause the correlator to send the log statement to the appropriate log file.

Log Level in Effect	Log Statements With These Identifiers Go to the Appropriate Log File	Log Statements With These Identifiers are Ignored
OFF	None	CRIT, FATAL, ERROR, WARN, INFO, DEBUG, TRACE
CRIT	CRIT	FATAL, ERROR, WARN, INFO, DEBUG, TRACE
FATAL	CRIT, FATAL	ERROR, WARN, INFO, DEBUG, TRACE
ERROR	CRIT, FATAL, ERROR	WARN, INFO, DEBUG, TRACE
WARN	CRIT, FATAL, ERROR, WARN	INFO, DEBUG, TRACE
INFO	CRIT, FATAL, ERROR, WARN, INFO	DEBUG, TRACE
DEBUG	CRIT, FATAL, ERROR, WARN, INFO, DEBUG	TRACE
TRACE	CRIT, FATAL, ERROR, WARN, INFO, DEBUG, TRACE	None

See also "Log levels determine results of log statements" in *Developing Apama Applications*.

Managing application log files

To specify a log file for a package, monitor or event, invoke the `engine_management` tool as follows:

```
engine_management --setApplicationLogFile  [node=]logFile
```

Option	Description
node	Optionally, specify the name of a package, monitor or event. If you do not specify a node name, the tool associates the log file with the default package.
logFile	Specify the path of the log file. You specify the name of an application log file in the same way that you specify the

Option	Description
	name of a correlator status file or input file. See "Specifying log filenames" on page 106.

To obtain the path of the log file for a particular node, invoke the tool as follows:

```
engine_management --getApplicationLogFile [node]
```

If you do not specify a node, the tool returns the log file for the default package. To disassociate a log file from its node, so that the node uses the log file of its parent node, invoke the tool as follows. Again, if you do not specify a node, you disassociate the log file from the default package. The correlator log file is then in effect for the default package. If a log file has not been specified for the correlator, the default is `stdout`.

```
engine_management --unsetApplicationLogFile [node]
```

Managing event logging attributes

If you specify an event type in a monitor, that event does not inherit the logging configuration from the enclosing monitor. It is expected that this will change in a future release. To explicitly set logging attributes for an event type defined in a monitor, invoke the `engine_management` tool and specify an unqualified event type name. Do not specify an enclosing scope, such as `com.apamax.myMonitor.NestedEventType`. For example:

```
engine_management --setApplicationLogFile NestedEventType=foo.log
engine_management --setApplicationLogLevel NestedEventType=DEBUG
```

Rotating the correlator log file

Rotating the correlator log file refers to closing the status log file of a running correlator and opening a new status log file. This lets you archive log files and avoid log files that are too large to easily view.

Each site should decide on and implement its own correlator log rotation policy. You should consider

- How often to rotate log files
- How large a correlator log file can be
- What correlator log file naming conventions to use to organize log files.

There is a lot of useful header information in the log file being used when the correlator starts. If you need to provide log files to Apama technical support, you should be able to provide the log file that was in use when the correlator started, as well as any other log files that were in use before and when a problem occurred.

To rotate the correlator log file and also rotate any other log file the correlator is using (input log file, application log files), see "Rotating all log files" on page 166.

To rotate only the correlator log file, see "Rotating specified log files" on page 166.

Rotating all log files

To invoke rotation of all log files that the correlator is using, you can do the following:

- Invoke the `engine_management` tool and specify `--rotateLogs`.

  This rotates the correlator status log, the correlator input log if it is being generated, and any application logs that are being generated. When you invoke this management request then the correlator closes each log file it was using.

  If the log filename specification declared `${START_TIME}`, `${ROTATION_TIME}` and/or `${ID}` then the correlator starts new log files with updated names according to the log filename specification, for example, if `${ID}`was specified then the ID portion of a log filename would be incremented by 1.

- In EPL, create a monitor that uses the Management interface EPL plug-in to trigger log rotation on a schedule. See "Using the Management interface" in *Deploying and Managing Apama Applications*.

- On UNIX only, you can write a `cron` job that periodically sends a `SIGHUP` signal to Apama processes.

  The standard UNIX `SIGHUP` mechanism causes Apama processes to re-open their log files. If the log file names were specified with the `${ROTATION_TIME}` and/or `${ID}` then the re-opened files have names that contain the rotation time and/or the incremented ID.

If you want a log filename to always be the same and so did not declare `${START_TIME}`, `${ROTATION_TIME}` or `${ID}` in the log filename specification then the correlator starts new log files that have the same names as the log files it closed. On Windows, this would overwrite the closed log files so you must move the log files before invoking rotation. On UNIX, log files are appended to if the names are the same.

Rotating specified log files

Run one of the following utilities to rotate a particular log file. On Windows, set up scheduled tasks that run the utilities. On UNIX, write a `cron` job that periodically runs the utilities. The behavior is the same on both Windows and UNIX, except as noted. The only way to rotate the correlator input log is to rotate all log files. See "Rotating all log files" on page 166.

- The following command instructs the correlator to close its status log file and start using a status log file that has the name you specify. If the name of the file contains blanks, be sure enclose it in quotation marks.

  ```
  engine_management --setLogFile log-filename
  ```

- The following command instructs the correlator to use the specified file as the log file for the specified node, which can be a package, monitor, or event. See also "Setting logging attributes for packages, monitors and events" on page 162.

  ```
  engine_management --setApplicationLogFile [node=]log-filename
  ```

If you use separate log files for particular packages, monitors, or events you might want to rotate those logs at the same time that you rotate the correlator status log. This keeps your Apama log files in sync with each other. See "Rotating all log files" on page 166.

On Windows, when you rotate a log file you must ensure that the new log filename is different from the name of the log file that was in use. Apama takes care of this for you if you specify `${ROTATION_TIME}` and/or `${ID}` in the *`log-filename`* specification. If the name is not different, the old file is overwritten. If you want to use the same log filename then you must move the file before you rotate it.

On UNIX, a log file is never overwritten. If you rotate a log file and specify the same name then Apama appends messages to the content already there.

Apama does not support automatic log file rotation based on log file size.

The only way to rotate the correlator input log is to rotate all log files. See "Rotating all log files" on page 166.

Using the command-line debugger

The `engine_debug` tool lets you control execution of EPL code in the correlator and inspect correlator state. This tool is a correlator client that runs a single command from the command line. It is not an interactive command-line debugger. The executable for this tool is located in the `bin` directory of the Apama installation.

In general, this tool is expected to be most useful when you are ready to deploy your application or after deployment. During development, the interactive debugger in Software AG Designer will probably be most useful to you.

Before you run the `engine_debug` tool, specify the `-g` option when you start the correlator. Specification of this option disables some correlator optimizations. If you run the `engine_debug` tool and you did not specify the `-g` option when you started the correlator, the optimizations hinder the debugging process. For example, the correlator might simultaneously execute multiple statements over multiple lines even if you are using debugger commands to step through the program line by line.

Synopsis

To debug applications on a running event correlator, run the following command:

```
engine_debug [ [ global-options ] [command [options]] ... ]
```

To obtain a usage message, run the command with the `help` option.

Description

Debugging a running correlator has some effect on the other programs that connect to that correlator. While you pause a correlator, the expected behavior of connected components is as follows:

- Sending events to the correlator continues to put events on the input queue of each public context. However, since the input queues are not being drained, if an input queue fills up, this will block senders, including the `engine_send` tool and adapters.
- The correlator sends out any events on its output queue. When the output queue is empty, receivers no longer receive events; no contexts are sending events.
- Other inspections of the correlator proceed as normal. For example, `engine_watch`, `engine_management`, and profiling data.
- You can shut down the correlator.
- You can inject monitors while the correlator is stopped. They will not run any of the `onload()` or similar code until the correlator resumes, but the inject call should succeed.
- Java applications continue to run completely independently of whether the correlator is stopped.
- All other requests block until the correlator resumes processing. This includes dumping correlator state, loading, and changing debug or profiling state.

The `engine_debug` tool is stateless. Consequently, during debugging, you can have multiple concurrent connections to the same correlator.

Debug commands

The ordering of arguments to `engine_debug` commands works as follows:

- All arguments before the first command apply to all commands in that command line. This is useful for setting the host and port if you are not using the local defaults.
- All arguments following a command apply to only that command and they override any applicable arguments specified before the first command.
- The arguments to a particular command can be in any order
- When there are multiple commands in a line, the debugger executes them in the order in which they are specified. Execution continues until either all complete, or one fails, which prevents execution of any subsequent commands.

The `engine_debug` tool takes the following commands as options:

Abbreviation	Command	Description
`h [`*`command`*`]`	`help [`*`command`*`]`	Displays a usage message. To obtain help for a particular `engine_debug` command, specify that command.

Abbreviation	Command	Description
`p`	`status`	Displays the current debugger state, and position if stopped.
`ha`	`hashes`	Lists injected files and their hashes.
`si`	`stepinto`	Steps into an action.
`sot`	`stepout`	Steps out of an action.
`sov`	`stepover`	Steps over an instruction.
`r`	`run`	Begins processing instructions.
`b`	`stop`	Stops processing instructions.
`w [-to` *`int`*`]`	`wait [--timeout timeout]`	Waits for the correlator to stop processing instructions. Specify an integer that indicates the number of seconds to wait. The debugger waits forever if you do not specify a timeout. See "The wait command" on page 175 for more information.
`s`	`stack [--context contextid] | [--frame frameid]`	Displays current stack information for all contexts. The output includes the frame ID associated with each variable. To display stack information for only a particular context, specify the `--context` argument. To display stack information for only a particular frame, specify the `--frame` argument.

Abbreviation	Command	Description
`i`	`inspect --instance monitorinstance | --instance monitorinstance --frame frameid | --instance monitorinstance --variable variablename | --instance monitorinstance --frame frameid --variable variablename | --frame frameid | --frame frameid --variable variablename`	Displays the value of one or more variables. Specify a monitor instance and/or a frame ID and/or a variable name to display a list of variables in that monitor or in a particular monitor frame, or to display the value of a particular variable. Obtain monitor instance IDs from `engine_inspect` output or correlator log statements. Obtain frame IDs from `engine_inspect stack` output.
`c`	`context [--context contextid]`	Displays information about all contexts in the correlator or about only the context you specify. Information displayed includes context name, context ID, monitor instances in the context, and monitor instance IDs.
`e`	`enable`	Enables debugging. You must run this in order to do any debugging.
`d`	`disable`	Disables debugging. You must run this to disable debugging. If you do not disable debugging, the correlator runs more slowly and continues to stop when it hits breakpoints.

Abbreviation	Command	Description
`boe`	`breakonerror enable`	Causes the debugger to pause if it encounters an error.
`boeoff`	`breakonerror disable`	Causes the debugger to continue processing if it encounters an error.
`ba`	`breakpoint add [--breakonce] --file filename --line linenumber | [--breakonce] --owner ownername --action actionname --line linenumber`	Adds a breakpoint at the beginning of the specified line. If you do not specify `--breakonce`, the correlator always pauses at this point when debugging is enabled. You must specify the line number where you want the breakpoint. As usual, this is the absolute offset from the beginning of the file. You must specify either the name of the file that contains the breakpoint or the owner and action name that contains the breakpoint. When the owner is a monitor instance, specify *`package_name.monitor_name`* or just *`monitor_name`* if there is no package.
`bd`	`breakpoint delete --file filename --line linenumber | --owner ownername --action actionname --line linenumber | --breakpoint breakpointid`	Removes a breakpoint. Specify one of the following: ■ File name and line number. ■ Owner name, action name and line number. When the owner is a monitor instance, specify *`package_name.monitor_name`* or just *`monitor_name`* if there is no package.

Abbreviation	Command	Description
		■ Breakpoint ID. You can obtain a breakpoint ID by executing the `breakpoint list` command.
`bls`	`breakpoint list`	For each breakpoint in the correlator, this displays the following: ■ Breakpoint ID. ■ Name of file that contains the breakpoint. ■ Name of the action that contains the breakpoint. ■ Name of the owner of the breakpoint. ■ Number of the line that the breakpoint is on. The breakpoint owner is the name of the monitor that contains the breakpoint or the name of the event type definition that contains the breakpoint. If the breakpoint is in an event type definition, the definition must specify an action and processing must create a closure between an event instance and an action call. For information about closures, see "Using action type variables" in *Developing Apama Applications*.

Exit status

The `engine_debug` tool returns the following exit values:

Value	Description
`0`	Success. All requests were processed successfully.
`1`	Failure. The correlator could not parse the command line, or an exception occurred, such as losing a connection or trying to use a non-existent ID.

Obtaining online help for the command-line debugger

The command-line debugger provides online help. To obtain general information, enter the following:

```
engine_debug help
```

To get help for a particular command, specify that command after the `help` keyword.

For example, if you want to find out what the `status` command does, enter the following:

```
engine_debug help status
```

Or to find out which options you can specify with the `breakpoint add` command, enter the following:

```
engine_debug help breakpoint add
```

Enabling and disabling debugging in the correlator

To use the debugger, you must enable debugging in the correlator. To enable debugging locally on the default port, enter the following:

```
engine_debug enable
```

When you are done debugging, you should disable debugging in the correlator. If you do not, the correlator runs more slowly and continues to pause when it hits a breakpoint. To disable debugging in the local correlator on the default port, enter the following:

```
engine_debug disable
```

You can also enable and disable the debugger in a remote correlator by specifying the host name and the port number. For example:

```
engine_debug enable --host foo.bar.com --port 1234
engine_debug disable --host foo.bar.com --port 1234
```

Working with breakpoints using the command-line debugger

You can use the command-line debugger to add, list and remove breakpoints.

Adding breakpoints

There are two ways to add a breakpoint. If you know the EPL file name and the line number, you can enter something like the following:

```
engine_debug breakpoint add --file filename.mon --line 27
```

When you specify a file name, you must specify the exact path you specified when you injected the monitor. For example, suppose you ran the following:

```
engine_inject foo.mon
```

You can then specify `foo.mon` for the file name. Now suppose you ran this:

```
engine_inject c:\foo\bar\baz.mon
```

You must then specify `c:\foo\bar\baz.mon` for the file name.

If you prefer to use the monitor and action name, along with the line number, enter something like this:

```
engine_debug breakpoint add --monitor package.monitor --action actionName
   --line 27
```

The debugger output indicates the line number where it added the breakpoint. In some cases, the debugger does not set the breakpoint on the line you specified, for example, when a statement runs over multiple lines.

Listing breakpoints

To obtain a list of the breakpoints currently set in the correlator, enter the following:

```
engine_debug breakpoint list
```

Removing breakpoints

To remove a breakpoint by specifying the file name and the line number, enter something like the following:

```
engine_debug breakpoint delete --file filename.mon --line 27
```

To use the monitor name to remove a breakpoint, enter something like this:

```
engine_debug breakpoint delete --monitor package.monitor --action actionName
   --line 27
```

To delete a breakpoint by using the breakpoint ID that appears in the breakpoint list returned by the debugger, enter something like this:

```
engine_debug breakpoint delete --breakpoint 1
```

Controlling execution with the command-line debugger

When the correlator stops at a breakpoint, you can use the debugger to step over the next line:

```
engine_debug stepover
```

However, you most likely want to step over the line, confirm that the correlator stopped, and learn about the current state of the debugger. You can do this by entering multiple commands in one line. For example:

```
engine_debug stepover wait --timeout 10 status
```

This is the equivalent of the following three commands:

- `engine_debug stepover` — Causes the debugger to step over one line of EPL.
- `engine_debug wait --timeout 10` — Causes the debugger to pause until either a breakpoint is hit, or ten seconds pass.
- `engine_debug status` — Displays the debugger's current status.

Following are more examples of entering multiple commands in one line.

```
engine_debug stepinto wait --timeout 10 status
engine_debug stepout wait --timeout 10 status
```

To instruct the correlator to continue executing EPL code, run the following command:

```
engine_debug run
```

You use the `engine_debug run` command regardless of how the correlator was stopped — a breakpoint was reached, a step operation, a `wait` command.

To stop the correlator, enter the following command:

```
engine_debug stop
```

The wait command

The `wait` command connects to the correlator to determine if the correlator has suspended processing. If the correlator is in suspend mode, the `wait` command returns immediately and debugging continues. If the correlator is not in suspend mode, the `wait` command remains connected to the correlator. The `wait` command returns when something else suspends the correlator or when the timeout is reached. Operations that can suspend the correlator include reaching a breakpoint, stepping into or over a line, or some other client explicitly stopping the correlator. If the `wait` command reaches the timeout, it suspends the correlator before it returns.

Stepping can take a variable amount of time. For example, suppose the debugger stops at the end of a listener and you execute a step command. The debugger is now outside the flow of execution until another event comes in. The time that the debugger has to wait for the step to finish is dependent upon when the next matching event arrives.

Command shortcuts for the command-line debugger

Putting multiple commands in the same command line can get verbose. For example, suppose you want to step out of an action on a remote machine. You would need to enter something like this:

```
engine_debug stepout --host foo.bar.com --port 1234 wait --timeout 10
   --host foo.bar.com --port 1234 status --host foo.bar.com --port 1234
```

The command-line debugger provides easier ways to invoke this.

- Any arguments that you specify before the first debugging command apply to the entire command line.
- All individual commands and their arguments have abbreviations.

For example, the following command does the same thing as the previous verbose command:

```
engine_debug -h foo.bar.com -p 1234 sot w -to 10 p
```

The following table lists the abbreviations you can use for command arguments. For abbreviations of commands, see "Debug commands" on page 168.

Command	Abbreviation
`--action`	`-a`
`--breakonce`	`-bo`
`--breakpoint`	`-bp`
`--context`	`-c`
`--file`	`-f`
`--frame`	`-fm`
`--host`	`-n`
`--instance`	`-mt`
`--line`	`-l`
`--owner`	`-o`
`--port`	`-p`
`--raw`	`-R`
`--timeout`	`-to`
`--utf8`	`-u`
`--variable`	`-v`

Command	Abbreviation
`--verbose`	`-V`

Examining the stack with the command-line debugger

When the correlator stops at a breakpoint, you can display the stack with the following command:

```
engine_debug stack
```

The results of this command show the number of the frame that contains each variable. In the following example, the frame number is the number before the right parenthesis:

```
0 )
        C:/dev/adbc/apama-test/system/correlator-debug/testcases/
           correctness/Corr_Debug_cor_002/Input/test.mon:35
        foo.baz.test.runtest[master(2)/foo.baz.test(3)]
1 )
        C:/dev/adbc/apama-test/system/correlator-debug/testcases/
           correctness/Corr_Debug_cor_002/Input/test.mon:19
        foo.baz.test.::listenerAction::[master(2)/foo.baz.test(3)]
```

You can use these frame numbers (frame IDs) as arguments to the `engine_debug inspect` command.

To see just the contents of the top frame, run this command:

```
engine_debug stack --frame 0
```

Displaying variables with the command-line debugger

To list all variables in the current stack frame, enter the following:

```
engine_debug inspect
```

To obtain the value for a variable in the current stack frame, enter the following:

```
engine_debug inspect -variable variableName
```

To obtain the value for a variable further down the stack, run the `stack` command to determine the frame number and then enter the following:

```
engine_debug inspect -variable variableName -frame frameid
```

Generating code coverage information about EPL files

The correlator can generate "code coverage" information about EPL files indicating which lines have been executed. This is useful for measuring the quality of test cases, discovering lines of EPL code which are not being exercised by any tests, as well as for helping diagnose bugs or understand complex interactions in the EPL.

Recording code coverage information

The recording of code coverage information can be enabled and written (dumped) to disk using management requests, or using an environment variable that automatically writes out a coverage file when the correlator is shut down or when code is deleted from the correlator.

The `epl_coverage` tool can then be used to merge together the coverage files that have been produced by the correlator and produce summary statistics about how much of each source file is covered, as well as an HTML report where each source line is shown annotated with different colors to indicate which lines are not being covered. For detailed information, see "Creating code coverage reports" on page 180.

Enabling the code coverage feature will disable the compiled runtime, and it will also enable the debugger ("Using the command-line debugger " on page 167) and CPU profiler (see "Using the CPU profiler" on page 157).

Dumping code coverage information using management requests

One way to enable and dump code coverage information is via the `-r codeCoverage` option of the `engine_management` tool (see also "Shutting down and managing components" on page 140). You can send the following requests:

Request	Description
`codeCoverage on`	Enables the recording of code coverage information. This also disables optimizations for any subsequently injected files, disables use of the compiled runtime and enables the EPL debugger. Code coverage must be enabled before injecting EPL to record code coverage information. EPL injected before code coverage is enabled will be omitted from the coverage report (unless using the environment variable as described below). **Note:** This option is not suitable for production use.
`codeCoverage off`	Disables the recording of code coverage information. This also removes any in-memory coverage information stored so far, but does not reset any features changed by `codeCoverage on` such as optimizations and possibly the compiled runtime.
`codeCoverage dump [`*`filename`*`]`	Returns the code coverage information either for all EPL files in the correlator or just for the (optional) source EPL filename provided. The output format is

Request	Description
	suitable for input to the `epl_coverage` tool, and is encoded as a UTF-8 string.

Automatically writing code coverage information using an environment variable

It is also possible to start the correlator in a mode where it automatically writes code coverage information to disk when it is shut down or is given an `engine_delete --all` request (see also "Deleting code from a correlator" on page 120).

This mode is enabled by setting the `AP_EPL_COVERAGE_FILE` environment variable to the path of a file to which coverage information is to be written. If you do this, the correlator starts in code coverage collection mode with debugging enabled, the compiled runtime disabled and optimizations disabled. On shutdown, it writes the code coverage information to the path specified in the environment variable.

The environment variable can contain replacement tokens in the same format as the correlator log file (see "Specifying log filenames" on page 106). Given that the coverage file is not subject to log rotation, only the `${PID}` and `${START_TIME}` tags are appropriate.

Example (for Windows):

```
set AP_EPL_COVERAGE_FILE=c:\mypath\mycorrelator.${PID}.eplcoverage
start correlator
(run application, etc.)
engine_management --shutdown "Clean correlator shutdown from command line"
```

Of course, the correlator must be cleanly shut down for this to work, as no coverage information is written if the process is terminated without warning. If a dump is triggered by `engine_delete --all` and more EPL is then injected before the correlator is shut down, all coverage information written by `engine_delete` is overwritten by later coverage information and is thus lost. However, if `engine_delete` is immediately followed by a clean shutdown, there will be no new coverage information when the shutdown occurs. Therefore, the file will not be overwritten.

Code coverage and deletion of monitors

If you delete an event or monitor, or if the monitor has died or was transient, then this will remove all coverage information associated with that monitor or event, and nothing will be returned by a `codeCoverage dump` request or written to disk automatically on shutdown. You must dump coverage information before the associated code is deleted from the correlator (except when using `engine_delete --all` with the `AP_EPL_COVERAGE_FILE` environment variable, which is a special case that triggers an automatic dump to prevent the information being lost).

Common usage patterns

- Enable code coverage, inject your application and send typical events into the correlator. Then dump a coverage report. This gives you a complete list of code covered by initialization and events being processed in the system.

- Set the `AP_EPL_COVERAGE_FILE` environment variable before running your test suite. Then collate all the coverage reports. This lets you check that your tests exercise all the code paths.
- Enable code coverage and inject your application. Then disable and enable code coverage (to clear the reporting data). Then send a single event through and dump a coverage report. This lets you see what code is run by a single event.

Creating code coverage reports

The `epl_coverage` tool takes one or more coverage files that have been output by the correlator's code coverage feature, merges them together to create a new combined .eplcoverage file (which can be used as input for the tool), and creates a .csv and HTML report of the coverage of each source EPL file. The executable for this tool is located in the `bin` directory of the Apama installation.

Synopsis

To create code coverage reports, run the following command:

```
epl_coverage [ options ] file1.eplcoverage  [ file2.eplcoverage ... ]
```

Example (for Windows):

```
epl_coverage --output c:\mycoverage --source "%APAMA_WORK%\projects\myproject"
  --exclude "**/Apama/**/*.mon" *.eplcoverage
```

When you run this command with the `-h` option, the usage message for this command is shown.

Description

The `--output` argument specifies the directory into which the tool writes the output files. If not specified, the current directory is used.

The output includes the following files:

- **merged.eplcoverage**. A single file containing the combined EPL code coverage information from all the input files. This can be used as input to another invocation of the `epl_coverage` tool.
- **coverage_summary.csv**. Provides a summary of the percentage of lines and instructions covered in each source file in the standard "comma-separated values" text format (in the operating system's local character encoding). This file may be useful for reviewing coverage information in a spreadsheet, or as input for an automated tool that records coverage information as part of a continuous integration build/test system. The file starts with a header line beginning with the hash (#) character which identifies the columns used in the rest of the file. It is recommended that any tool that reads this file should use the header line to identify the contents of each column; this is helpful in case columns are added or reordered in a later release.

- **index.html** (and associated .css and .html files). An HTML summary of coverage information, including annotated copies of the source files showing which executable lines are covered.

The HTML report needs to be able to locate the original EPL source files in order to show an annotated view of them. In most cases, the absolute path of each file is provided when the source file is injected and these files will be found automatically by the tool, provided they were not deleted since the injection. In some cases, however, the full path will not be available, for example, if a source file was injected as part of a CDP (correlator deployment package) file. In such cases, you should use the `--source` option to specify the directory containing the source files. It will recursively search that directory for file names that match the ones which were injected. You should avoid having multiple files with the same names in different directories, else the `--source` searching may find the wrong file.

You can apply filters that remove information about unwanted EPL files from all of the output files (including merged.eplcoverage). The `--include` and `--exclude` options can each be specified multiple times. They specify file patterns to include or exclude (for example `**/foo/Bar*.mon`). These patterns use the following characters:

- forward slashes (/) to indicate directory separators (on all platforms),
- a single asterisk (*) to indicate any number of non-directory separator characters,
- two asterisks (**) to indicate any number of characters potentially including directory separators, and
- a question mark (?) to indicate a single character.

If no `--include` argument is provided, the default is to include all file paths, except those that are removed by `--exclude` arguments. These patterns are matched against the absolute paths of the files that were injected into the Correlator, and are not affected by the `--source` argument.

When the number of coverage input files is large, you can avoid an extremely long command line (which some operating systems do not support) by putting the coverage file list into a newline-delimited UTF-8 text file and providing the path to that file on the command line instead, prefixed with an `@` symbol. For example:

```
epl_coverage "@c:\mypath\coverage_file_list.txt"
```

Options

The `epl_coverage` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information.
`-V | --version`	Displays version information for the `epl_coverage` tool.

Option	Description
`-o dir | --output dir`	Specifies the directory into which the tool writes the output files. If not specified, the current directory is used.
`-i pattern | --include pattern`	Filtering option which specifies the EPL source files to include (defaults to `**`).
`-x pattern | --exclude pattern`	Filtering option which specifies the EPL source files to exclude (for example, `**/foo/Bar*.mon`).
`-s dir | --source dir`	HTML report option which specifies the search directory for locating any source files that were injected without specifying an absolute path.
`--title str`	HTML report option which specifies the title to write into the HTML file.

Interpreting the HTML code coverage reports

Many lines in an EPL file do not contain any executable instructions, for example, comments, event definitions (except where they contain actions) and event expressions used to declare listeners. These lines are not marked up by the `epl_coverage` tool.

Lines that do contain executable code may have one or more executable elements (instructions), and the `epl_coverage` tool reports whether all or only some of those instructions have been executed. It may therefore be useful to split complex EPL constructs (such as multi-part `if` statements) over multiple lines as much as possible to make the output clearer as to what is covered. The exact details of how many instructions are on any given line is subject to change and therefore not documented, but information on partial coverage may sometimes be useful for identifying branching constructs where not all branches are covered.

Tip: Every executable line that is not fully covered has the `(!)` string in the margin, which makes it possible to jump backwards and forwards between these lines using the Find functionality provided by most web browsers.

The purpose of the coverage information is to provide insight into areas of user EPL that are being missed by test cases. Although it is worth aiming for a high percentage of lines and instructions being covered, it is not always possible to write tests that cover every line. However, as long as someone looks at the lines that were missed, there is no need to worry about having less than 100 percent coverage.

Similarly, the information about partial line coverage can often be useful, particularly for control constructs where it might indicate a missed branch in an `if` statement, or

a `while` loop condition that always returns false. But it will not always be possible for users to get 100 percent coverage of every line, or (since the internal instructions used by EPL are not documented and may be changed at any time between versions) even to understand the reason why a line was not fully covered in some cases. Software AG support cannot provide explanations for why a given line of EPL was only partly covered.

Examples

The following code snippets illustrate some common cases.

- The following line is partially but not fully covered if `a()` returns `true` every time this line is executed, since the instructions for the value of `b()` are never checked in this case.

  ```
  if a() or b() {
  ```

- The following line is only partially covered unless the test is run with `DEBUG` logging enabled, since expressions in log statements are only evaluated if the log level is specified.

  ```
  log "Hello world" at DEBUG;
  ```

- Another common example is a stream query that uses an aggregate where nothing drops out of the window while the test is executed. For example, if less than 100 seconds pass after the first `E()` event, the following line is only partially covered:

  ```
  from a in all E() within 100.0 select com.apama.aggregates.sum(a.val): i
  ```

  If the test does not have anything drop out of the `within` window, then you will get amber coverage, as no code to remove a value from the set being aggregated over (by `sum`) is being executed. This may happen if no events go through this query, or if only less than 20 seconds pass since the first event.

- Any code in an `onunload` action will never be covered at all, since it is only executed with `engine_delete`, which also removes the coverage information.

Using EPL code coverage with PySys tests

The Apama installation includes the Python-based PySys test framework and some extension modules for Apama components.

The Apama extensions to the PySys test framework can enable code coverage recording, and automatically run a coverage report from the .eplcoverage files at the end of test execution, which will help users to create better test cases and to find code paths in their EPL applications that do not have adequate test coverage. To use this feature, start your tests with `-X eplcoverage=true`, for example:

```
pysys run -X eplcoverage=true
```

For an example, see README.txt in *software_ag_install_dir* /Apama/samples/pysys.

When recording coverage information, it is important to run PySys without the `--purge` argument. Otherwise, the .eplcoverage files will be automatically removed.

Replaying an input log to diagnose problems

When you start the correlator, you can specify that you want it to copy all incoming messages to a special file, called an input log. An input log is useful if there is a problem with either the correlator process or an application running on the correlator. If there is a problem, you can reproduce correlator behavior by replaying the messages captured in the input log. Incoming messages include the following:

- Events
- EPL
- Java
- Correlator deployment packages (CDPs)
- Connection, deletion, and disconnection requests

If you are unable to diagnose the problem, you can provide the input log to Software AG Global Support. A support engineer can then feed your input log into a new correlator to try to diagnose the problem.

The information in the following topics describes how to generate and use an input log. See also: "Examples for specifying log filenames" on page 109.

Creating an input log file

To create an input log, specify the following option when you start a correlator:

```
--inputLog filename[${START_TIME}][${ROTATION_TIME}][${ID}][${PID}].log
```

You specify the name of an input log file in the same way that you specify the name of a correlator status log file. See "Specifying log filenames" on page 106.

In addition, specify any other options that you would normally specify when you start the correlator.

Rotating an input log file

While the input log can get rather large, most file systems can handle large input logs with no special action on your part. However, you might encounter one of the following situations:

- You want to archive your input logs.
- Your operating system enforces a limit on file size.
- The input log has become too large.

In these situations, you can rotate the input log. Rotating the input log means that the correlator closes the current input log and starts sending messages to a new input log.

You should rotate the input log only when you have a specific need to do so. You do not want to have thousands of input logs in a directory since file systems do not handle this efficiently.

If you plan to rotate input logs, specify the `${ID}` tag when you specify the `--inputLog` option when you start the correlator. For examples, see "Examples for specifying log filenames" on page 109.

To rotate the input log, invoke the `engine_management` tool and specify the `--rotateLogs` option. The name of the new input log is the same as the name of the closed input log except that the correlator increments the ID portion of the input log filename by `1`. See "Rotating all log files" on page 166.

Performance when generating an input log

When the file system that hosts the input log is fast, generating an input log should not have any noticeable effect on correlator performance in most cases. It is possible to use the input log with connectivity plug-ins (see "Working with Connectivity Plug-ins" in *Connecting Apama Applications to External Components*), but the performance impact will be significant for chains using the `apama.eventMap` host plug-in and any chains that are using small batches of events. Consequently, the recommendation is to always run correlators that send information to input logs. Just make sure you have enough disk space for the input log. You need to monitor repeated use to determine how much space is required.

With the correlator generating an input log, you can implement your application so that it sends a minimum amount of information to the correlator status log. You do not need to log application information because you can always recover application information from the input log. Implementing an application that sends large amounts of application information to the correlator status log can negatively impact performance.

Reproducing correlator behavior from an input log

To use an input log to reproduce correlator behavior, you must do the following:

1. Run the `extract_replay_log` Python utility.
2. Run the `replay_execute` script that the `extract_replay_log` utility generates.

Invoking the extract script

The `extract_replay_log.py` script is in the `utilities` directory in your Apama installation directory. You must have at least Python 2.4 to run this utility. You can download Python from http://www.python.org. If you are using Linux, you probably already have Python installed.

The format for running the `extract_replay_log` utility is as follows:

```
extract_replay_log.py [options] inputLogFile
```

Replace *inputLogFile* with the path for the input log you want to extract. If you specify the first input log in a series, the subsequent input logs must be in the same directory as the first input log.

The options you can specify are as follows:

Option	Description
-o=*dir* | --output=*dir*	Specifies the directory that you want to contain the output from the extract_replay_log utility. The default is the current directory.
-l=*lang* | --lang=*lang*	Specifies the language of the script that the extract_replay_log utility generates. Replace *lang* with one of the following: ■ shell to generate the replay_execute.sh UNIX shell script. ■ batch to generate the replay_execute.bat Windows batch file. This is the default.
-c | --correlator	Specifies that the script that extract_replay_log generates should include the command line for starting a correlator. When you run the generated script, the correlator will be started with all of the command line options needed to replay the input log.
--licence	Specifies a path to a licence file for starting a correlator.
--port	Specifies a port on which to start the correlator.
-v | --verbose	Indicates that you want verbose utility output.
-h | --help	Displays help for the utility.

The extract_replay_log utility generates the following:

- A script whose execution duplicates the correlator activity captured by the input log.
- Event files where each one is prefixed with replay_.
- EPL and possibly JAR and correlator deployment package (CDP) files where each one is prefixed with replay_.

Invoking the replay script

Before you run the replay script, you can optionally edit the generated event files, EPL files, or JAR files to slightly modify the behavior you are about to replay. For example, you might add logging for debugging purposes. However, there are restrictions on what you can change:

- You cannot insert any of the following:
  - calls to `integer.getUnique()` or `rand()`
  - `send`, `emit`, `spawn...to`, `enqueue`, or `enqueue..to` statements
  - `context` constructors
- You cannot change the number of parseable events sent to the correlator. For example, you cannot attach a dashboard component to the input log because the dashboard components work by sending events to the correlator.
- You cannot change the number of event definitions and monitors injected.

Making any of these changes can potentially alter the behavior of later operations.

If you are using the MemoryStore and the correlator reads or writes to a store on disk then to accurately play back execution you must have a copy of that store as it was before the correlator modified it. Also, if you are using the MemoryStore from multiple contexts it is unlikely to replay correctly because the order of interaction with the MemoryStore is not in the input log.

After you have optionally edited the generated files, you are ready to invoke the `replay_execute` script. The `replay_execute` script tries to replay the contents of the input log into the correlator running on the default port.

While the correlator exactly reproduces the activity captured in the input log, it can execute the same activity faster during replay than when it was executed originally. This is because the correlator already has all the events it needs to process; it does not have to wait for any events. Replaying a log is typically significantly faster than original correlator activity. It is possible that you will find that the time it takes to replay a log is not much less than the time it took for the original activity. In this case, it is possible you were running too close to capacity during the original run. If that is the case, you risk not being able to keep up with the event flow during regular correlator execution. If you anticipate higher event flow then you should investigate optimizing your application or running it on a faster computer.

Event file format

You can use the `engine_send` tool to stream a sequence of events through the event correlator. The `engine_send` tool accepts input from one or more data files to support tests or simulations, or from `stdin` to allow dynamic generation of events. In the latter case, you can generate events from user input or by piping output from an event generation program to `engine_send`. In all cases, `engine_send` requires event data

formatted as described in this section. For detailed information on the `engine_send` tool, see "Sending events to correlators" on page 126.

The `engine_receive` tool outputs events in this same file format. This means you can use events generated by the `engine_receive` tool as input to a second event correlator that is executing the `engine_send` tool. For detailed information on the `engine_receive` tool, see "Receiving events from correlators" on page 129.

Event representation

A single event is identified by the event type name and the values of all fields as defined by that type. Event type names must be fully-qualified by prefixing the package name into which the corresponding event type was injected, unless the event was injected into the default package.

Each event is given on a separate line, separated by a new-line character. Only single-line comments are allowed. Start each comment line with `//` or `#`. Any blank lines are ignored.

For example, following are three valid events:

```
// This is an event file that contains some sample events.
// Here are three stock price events:
StockPrice("XRX", 11.1)
StockPrice("IBM",130.6)
StockPrice("MSFT", 70.5)
```

For those events, the following event type definition must be injected into the default package:

```
event StockPrice {
   string stockSymbol;
   float stockValue;
}
```

If the above events were saved in an `.evt` file, `engine_send` would send each event in turn, as soon as the previous event finished transmission. This behavior can optionally be modified in several ways:

- Specifying that batches of events should be sent at specified time intervals.
- Specifying that all events on all queues should be processed before sending the next event.

Event timing

In `.evt` files, it is possible to specify the following:

- Time intervals for sending batches of events to the correlator.
- Waiting for all events on all queues at that point in time to be processed before sending the next event.

Adding BATCH tags to send events at intervals

You can specify time intervals for sending batches of events to the correlator. This is achieved by specifying the BATCH tag followed by a time offset in milliseconds. For example, the following specifies two batches of events to be sent 50 milliseconds apart.

```
BATCH 50
StockPrice("XRX", 11.1)
StockPrice("IBM", 130.6)
StockPrice("MSFT", 70.5)
BATCH 100
StockPrice("XRX", 11.0)
StockPrice("IBM", 130.8)
StockPrice("MSFT", 70.1)
```

The addition of a "time" allows simulations of "bursts" of events, or more random distributions of event traffic. Times are measured as an offset from when the current file was opened. If only one file of events is being read and transferred, then this would be the same as since the start of a run (that is, from the time that the engine_send tool starts processing the event data). If multiple files are being read in, the timing starts all over again upon the (re)opening of each file.

If the time given for a batch is less than the current time, or if no time is given following a BATCH tag (or if no BATCH tag is provided), then the events are sent as soon as they are read in, immediately following the preceding batch.

Using &FLUSHING mode for more predictable event processing order

Sending events in flushing mode can help provide a more predictable event processing order. However, flushing mode is slower than the default behavior.

By default, events are delivered in an optimal way, not waiting for previously sent events to be processed before the next event is delivered to contexts (or other consumers of channels). When flushing mode is enabled the behavior is as follows:

1. The correlator sends an event.
2. The correlator processes all events on all queues at that point in time, repeating this as many times as specified in the flushing specification.
3. The correlator sends the next event.

To enable flushing mode, insert the following line in a .evt file:

```
&FLUSHING(n)
```

Replace *n* with an integer that specifies how many times to flush queues in between each event. Set this to the maximum length of a chain of send-to operations between contexts that could occur in your application. If you specify a number that is bigger than required the correlator simply repeats the flush operation, which incurs a small overhead. To disable flushing mode, insert the following line in the .evt file:

```
&FLUSHING(0)
```

Enabling or disabling flushing mode affects only the events sent on that connection or from that event file.

When sending `&TIME` events in to a multi-context application, the time ticks are delivered directly to all contexts. This can be different than the way in which events in the `.evt` file are sent in to the correlator and then sent between contexts in an application. This difference can result in processing events at an incorrect simulated time. In these cases, sending `&FLUSHING(1)`, for example, before sending time ticks and events can result in more predictable and reliable behavior.

Event types

The following example illustrates how each type is specified in an event representation. Given the event type definitions:

```
event Nested {
  integer i;
}
event EveryType {
  boolean b;
  integer i;
  float f;
  string s;
  location l;
  sequence<integer> si;
  dictionary<integer, string> dis;
  Nested n;
}
```

the following is a valid event representation for an `EveryType` event:

```
EveryType (
  true,               # boolean is true/false (lower-case)
  -10,                # positive or negative integer
  1.73,               # float
  "foo",              # strings are (double) quoted
  (1.0,1.0,5.0,5.0),  # locations are 4-tuples of float values
  [1,2,3],            # sequences are enclosed in brackets []
  {1:"a",2:"b"},      # dictionaries are enclosed in braces {}
  Nested(1)           # nested events include event type name
)
```

Note that this example is split over several lines for clarity; in practice this definition would all be written on the same line.

Types can of course be nested to create more complex structures. For example, the following is a valid event field definition:

```
sequence<dictionary<integer, Nested> >
```

and the following is a valid representation of a value for this field:

```
[{1:Nested(1)}, {2:Nested(2)}, {3:Nested(3)}]
```

Event association with a channel

The `engine_send` tool can send an event file that associates channels with events. Likewise, the `engine_receive` tool can output an event file that includes the channel on which an event was received. The event format is the same for both tools:

```
"channel_name",event_type_name(field_value1[, field_valuen]...)
```

For example, suppose you want to send `Tick` events, which contain a `string` followed by an `integer`, to the `PreProcessing` channel. The contents of the `.evt` file would look like this:

```
"PreProcessing",Tick("SOW", 35)
"PreProcessing",Tick("IBM", 135)
```

A channel name is optional. In a file being sent with the `engine_send` tool, you can mix event representations that specify channels with event representations that do not specify channels. Events for which a channel is specified go to only those contexts subscribed to that channel.

The default behavior is that events are sent on the default channel (the empty string) when a channel is not explicitly specified. Events sent on the default channel go to all public contexts. All running Apama queries receive events sent on the default channel. To change the default behavior for events sent by the `engine_send` tool, you can specify `engine_send -c` *`channel`*. If a channel is not explicitly specified for an event, then it is sent to the channel identified with the `-c` option . See "Sending events to correlators" on page 126.

Using the data player command-line interface

Apama's Data Player in Software AG Designer lets you play back previously saved event data as you develop your application. During playback, you can analyze the behavior of your application. Or, if you modify the saved event data, you can analyze how your application performs with the altered data. Software AG Designer plays back event data that has been stored in standard data formats.

When you are ready to test your application, the command-line interface to the Data Player lets you write scripts and unit tests to exercise the API layers. Or, if you just want to play back events to the correlator, using the command-line interface might be easier than using the Data Player GUI in Software AG Designer.

To use the command-line interface to the Data Player, you must have already used the GUI interface in Software AG Designer. That is, you must have already defined queries and query configurations in Software AG Designer. When you use the command-line interface (that is, the `adbc_management` tool), you specify query names and query configurations that you created in Software AG Designer. The executable for this tool is located in the `bin` directory of the Apama installation.

The Data Player relies on Apama Database Connector (ADBC) adapters that are specific to standard ODBC and JDBC database formats as well as the comma-delimited Apama Sim format. Apama release 4.1 and earlier captured streaming data to files in the Sim format. These adapters run in the Apama Integration Application Framework (IAF), which connects the data sources to the correlator. The information here assumes that you are already familiar with the information in "Using the Data Player" in *Using Apama with Software AG Designer*.

Synopsis

To use the Data Player from the command line, run the following command:

```
adbc_management --query queryName --configFile file [ options ]
```

When you run this command with the `-h` option, the usage message for this command is shown.

Options

The `adbc_management` tool takes the following options:

Option	Description
`-h | --help`	Displays usage information.
`-n host | --hostname host`	Name of the host on which the event correlator is running. The default is `localhost`. Non-ASCII characters are not allowed in host names.
`-p port | --port port`	Port on which the event correlator is listening. The default is `15903`.
`--query queryName`	Runs the specified query, which is defined in the query configuration file that you identify with the `--configFile` option. This is a query you created with Apama's Data Player in Software AG Designer. You did this when you clicked on the + button on the action bar. You specified a query name, and that is the name you need to specify here.
`--configFile file`	The query configuration file to use. This is the query configuration file associated with your project. In Software AG Designer, the query configuration file is always called `dataplayer_queries.xml` (in the project's `config` directory).
`--username user`	The user name to use for the database connection. Optional.
`--password password`	The password to use for the database connection. Optional.
`--returnType returnType`	The type of the playback events returned. The default is `Native`. The only other choice is `Wrapped`. A return type of `Native` means that each matching event is sent as-is to the correlator. When you

Option	Description
	specify `Wrapped`, each matching event is inside a container event. The name of the container event is `Historical` followed by the name of the event in the container, for example, `HistoricalTick`. The container event will be in the default namespace. Event wrapping allows events to be sent to the correlator without triggering application listeners. A separate, user-defined monitor can listen for wrapped events, modify the contained event, and reroute it such that application listeners can match on it.
`--backTest` *boolean*	This option is equivalent to the Data Player option to **Generate time event from data**. When the correlator is running with the `-Xclock` option, time in the correlator is controlled by `&TIME()` events. This is how the Data Player controls the playback speed. If the correlator is not running with the `-Xclock` option, the correlator keeps its own time. The default is `true`, which means that the correlator is running with the `-Xclock` option. Set this option to `false` when the correlator is not running with the `-Xclock` option.
`--speed` *playBackSpeed*	Specifies the speed for playing back the query. Optional. A float value less than or equal to `0.0` means that you want the correlator to play it back as fast as possible. A float value greater than `0.0` indicates a multiple for the playback speed. To play at normal speed, specify `1.0`. For half normal speed, specify `0.5`. For twice normal speed, specify `2.0`. For 100 times normal speed, specify `100.00`.

Configuring the event correlator

You can configure the event correlator using YAML configuration files and properties files. See the topics below for detailed information on these types of files, and on how to configure certain aspects of the correlator.

Note: The description in this section currently applies to configuring the correlator. The IAF and the `engine_receive` tool are still configured as described in "Using the Apama component extended configuration file" on page 202.

YAML configuration files are also used to configure connectivity plug-ins. See "Configuration file for connectivity plug-ins" in *Connecting Apama Applications to External Components* for further information.

Using YAML configuration files

You can specify one or more YAML files using the `--config` option when you start the correlator. See "Starting the event correlator" on page 96.

For detailed information on YAML, see http://www.yaml.org/spec/1.2/spec.html. A quick overview is given below.

YAML configuration files can contain maps, lists or simple values:

- A map contains a string key, followed by a colon and space, followed by a value (which can be a map, a list or a simple value). Typically, an entry with a simple value is written on one line, and collections (maps and lists) are written on a following line with indentation.
- A list contains a number of values, each of which is written on a new line with a preceding dash and space ("- ").
- A simple value includes a string or number. It is typically written on a single line. A string may be enclosed in quotes if needed, but this is not mandatory.
- Nesting is expressed using spaces to indent different levels of object. Tabs are forbidden in YAML files, all indentation must be performed using spaces.

For example:

```
myTopLevelMap:
  mykey: myvalue
  mylist:
    - item 1 # comment
    - item 2
    - "a quoted string value"
```

YAML is a superset of JSON. Thus, any valid JSON is also usable in the YAML configuration file. This is helpful if there is ambiguity in the way YAML expresses configuration.

YAML documents should be saved with the standard UTF-8 character encoding.

Sample YAML configuration file for the correlator

The following sample shows the format of a YAML configuration file for the correlator.

```
correlator:
  runtime: compiled
  runtime-cache: ${PARENT_DIR}/cache
environment:
  KEY1: value
  KEY2: value
messaging:
  maxOutstandingSecs: 3.5
  maxOutstandingBytes: 10000000
```

```
server:
  bindAddress:
    - host:${server.port}
    - host:${server.port}
  allowClient:
    - network/mask
    - network/mask
  pidfile: ${PARENT_DIR}/${server.port}.pid
eplLogging:
  .root: { file: foo.log }
  com.myCompany.Client:
    file: apama/Client.log
    level: DEBUG
  com.myCompany.Internal: { level: ERROR }
```

`runtime`, `runtime-cache` and `pidfile` have the same syntax and options as for the command line. See the descriptions of the `--runtime`, `--runtime-cache` and `--pidfile` options in "Starting the event correlator" on page 96.

`maxOutstandingSecs` and `maxOutstandingBytes` also have the same syntax and options as for the command line. See the descriptions of the `--maxoutstandingack` and `--maxoutstandingkb` options in "Starting the event correlator" on page 96. There is one difference however: `maxOutstandingBytes`, which is specified in the YAML configuration file, counts the size in bytes (and not in kilobytes as done with `--maxoutstandingkb`).

`bindAddress` and `allowClient` can be lists or single values. See also "Binding server components to particular addresses" on page 196 and "Ensuring that client connections are from particular addresses" on page 197.

For paths, we recommend using replacements like `${PARENT_DIR}` or `${APAMA_WORK}` to make the configuration files portable. See also the list of predefined properties in "Using properties files" on page 195.

You can use multi-line and single-line syntax for maps as shown above in the `eplLogging` case. See also "Setting log files and log levels in a YAML configuration file" on page 198.

Using properties files

Properties files (with the file extension .properties) can be used to specify values for substitution variables in YAML files (see also "Using YAML configuration files" on page 194). A properties file must be either in ISO-8859-1 encoding or in UTF-8 encoding if it begins with an UTF-8 byte order mark (BOM).

You can specify one or more properties files using the `--config` option when you start the correlator. See "Starting the event correlator" on page 96. The properties files are processed in the order in which they appear on the command line. Each properties file can refer to properties that have already been defined by a previously processed properties file, using `${varname}` syntax.

The properties file format is the same as the standard Java .properties file format, with `#` for comments and `\\` used to escape any occurrences of `\`. For example:

```
# my comment line
myplugin.mykey=c:\\my directory
```

You can use the following predefined properties:

Property	Description
`${PARENT_DIR}`	The absolute normalized path of the directory containing the properties file or YAML file currently being processed.
`${APAMA_HOME}`	The path to the Apama installation.
`${APAMA_WORK}`	The path to the Apama work directory.
`${$}`	The literal $ sign.

All properties are applied to all YAML files, although conventionally, there is often a .properties file named the same as each .yaml file. Properties files, however, are not actually tied in to YAML files in any way. It is therefore recommended that you prefix each property key with a unique string, such as the identifier of the chain to which it applies.

Note: Instead of using a properties file or in addition to using a properties file, you can also use the `-D` option of the `correlator` tool. See "Starting the event correlator" on page 96.

Runtime parameterization of configuration

Some components allow parameterization of configuration at runtime, for example, connectivity plug-in chains created from a manager or from EPL. Variables which must be replaced at runtime are denoted with `@{varname}` instead of `${varname}`. Strings using this syntax may need to be escaped with double quotes in the YAML configuration file. Instead of being supplied via the command line or via properties files, these substitutions are provided within the subsystem using that part of the configuration. See also "Creating dynamic chains from EPL" in *Connecting Apama Applications to External Components*.

Binding server components to particular addresses

To bind Apama server components to a particular address or set of addresses, specify a `bindAddress` definition for each address. Specify this in the `server` section of the YAML configuration file. For example:

```
server:
  bindAddress:
    - 127.0.0.1:15903
    - 10.0.0.1
```

You can specify as many `bindAddress` definitions as you want. Clients can connect to any of the listed addresses.

An IP address is required. If you do not specify a port, the Apama server components use the port that is specified when the correlator is started. This makes it possible to share YAML configuration files if you want to restrict connections according to only addresses.

If you do not specify a YAML configuration file when you start the correlator, or there are no `bindAddress` definitions in the YAML configuration file, the Apama components bind to the wildcard address (`0.0.0.0`).

Ensuring that client connections are from particular addresses

To ensure that client connections are from particular addresses, add one or more `allowClient` definitions to the YAML configuration file in the `server` section. For example:

```
server:
  allowClient:
    - 127.0.0.1
    - 192.168.128.0/17
```

An `allowClient` definition takes an IP address, as in the first example above, or a CIDR (Classless Inter-Domain Routing) address range, as in the second example above. With these example entries in the YAML configuration file, the Apama components allow connections from either the localhost (`127.0.0.1`) or IP addresses where the first 17 bits match the first 17 bits of `192.168.128.0`. The Apama components do not accept connections from any other IP addresses. This creates a "whitelist" of allowable IP addresses.

If you specify a YAML configuration file when you start the correlator, and if there are any `allowClient` definitions in the YAML configuration file, then the Apama components do not allow connections from any IP address that does not fall within one of the `allowClient` ranges specified. If you do not specify a YAML configuration file when you start the correlator, or there are no `allowClient` definitions in a YAML configuration file that you do specify, the Apama components accept connections from any client.

Important: This feature is intended to prevent mistakenly connecting to the wrong server. It is not intended to prevent malicious intruders since it provides no protection against address spoofing.

Setting environment variables for Apama components

You can use the YAML configuration file to set environment variables. Put environment variable declarations in the `environment` section. For example:

```
environment:
  MY_ENV_VAR: myvalue
```

If you specify a YAML configuration file when you start the correlator, and if there are any environment variable entries in the YAML configuration file, then the Apama components use those environment variable settings. If you do not specify a YAML configuration file when you start the correlator, or there are no environment variable entries in a YAML configuration file that you do specify, the Apama components use the environment variable settings specified elsewhere.

Note: You cannot use this feature to set variables such as `LD_PRELOAD` and `LD_LIBRARY_PATH` because UNIX dictates that they are set before the affected process starts execution. These environment variables should therefore be considered read-only.

Setting log files and log levels in a YAML configuration file

You can configure per-package logging in two ways:

- Statically, in the YAML configuration file when starting the correlator, as described here.
- Dynamically, using the following options of the `engine_management` tool:

  ```
  --setApplicationLogFile

  --setApplicationLogLevel
  ```

  See "Setting logging attributes for packages, monitors and events" on page 162 for detailed information.

To set log files and/or log levels for EPL root, packages, monitors, or events, specify entries in the `eplLogging` section of the YAML configuration file.

To set the default log file and level for the EPL root package, specify this in the following format:

```
eplLogging:
  .root:
     file: rootLogFilename
     level: ROOTLOGLEVEL
```

Replace *`rootLogFilename`* with the name of the log file for the EPL root package. No spaces are allowed in the log file name. Replace *`ROOTLOGLEVEL`* with `TRACE`, `DEBUG`, `INFO`, `WARN`, `ERROR`, `FATAL`, `CRIT` or `OFF`. For example:

```
eplLogging:
  .root:
     file: apama/root.log
     level: ERROR
```

You do not need to specify both a log file and a log level; you can specify one or the other. If you do not specify a log file or log level for the root package, it defaults to the correlator's log file/log level.

To set the default log file and level for an EPL package, monitor or event, specify this in the following format:

```
eplLogging:
```

```
  node :
     file: nodeLogFilename
     level: NODELOGLEVEL
```

Replace *node* with the name of the EPL package, monitor, or event for which you are setting the logging attribute. If a monitor or event is in a named package and not the root package, be sure to specify the fully qualified name. Replace *nodeLogFilename* with the name of the default log file for the specified EPL package, monitor or event. No spaces are allowed in the log file name. Replace *NODELOGLEVEL* with `TRACE`, `DEBUG`, `INFO`, `WARN`, `ERROR`, `FATAL`, `CRIT` or `OFF`. This is the default log level for the specified node. For example:

```
eplLogging:
  com.myCompany.Client:
    file: apama/Client.log
    level: DEBUG
  com.myCompany.Internal: { level: ERROR }
```

The above example shows both multi-line and single-line syntax. The single-line syntax is more compact when you are just setting either the log level or the file, but not both.

For a particular node, you do not need to specify both a log file and a log level; you can specify one or the other. If you do not specify a log file or log level for a particular node, it defaults to the settings for a parent node. See "Tree structure of packages, monitors, and events" on page 162.

There is no limit to the number of log settings that can appear in the YAML configuration file. The last line that refers to a given node takes priority over earlier lines. When you set log attributes in the YAML configuration file, the rules for hierarchical logging apply. See "Setting logging attributes for packages, monitors and events" on page 162.

If you pass a YAML configuration file to a correlator when you start that correlator and the configuration file contains an `eplLogging` section, the correlator uses the logging settings in that section. If you do not pass a configuration file when you start a correlator, or there are no settings in the `eplLogging` section, then correlator initialization does not include any log settings except for the default correlator log.

Whether or not you specify a YAML configuration file when you start a correlator, any log settings you specify can be overwritten after initialization by invoking the `engine_management` tool and specifying the `--setApplicationLogFile` and/or `--setApplicationLogLevel` options. See "Managing application log levels" on page 163 and "Managing application log files" on page 164.

Configuring persistence in a YAML configuration file

You can enable and configure correlator persistence in the following ways:

- Using a YAML configuration file as described here.
- On the command line, using the persistence options of the `correlator` tool. See "Starting the event correlator" on page 96 for more information on these options.

On the command line, the persistence options are given as `-Poption=value`.

In a configuration file, they are given as follows:

```
correlator:
  persistence:
option : value
```

All of persistence options for the command line can also be specified in a configuration file. Special notations are required for the following options:

- `-P` without further options enables persistence. In a configuration file, this is specified as follows:

  ```
  correlator:
    persistence:
      enabled: true
  ```

- `-Pclear` does not have a value; it is implicitly set to true. In a configuration file, this is specified as follows:

  ```
  correlator:
    persistence:
       clear: true
  ```

The following is a list of all the options that you can specify in a configuration file:

- `enabled: boolean`
- `snapshotInterval: interval`
- `adjustSnapshot: boolean`
- `storeLocation: path`
- `storeName: filename`
- `clear: boolean`

The following sample shows the format of a YAML configuration file that is used to specify the persistence options:

```
correlator:
  persistence:
    enabled: true
    snapshotInterval: 12000
    storeLocation: ${PARENT_DIR}/store
    storeName: mystore.db
    clear: false
```

For detailed information on correlator persistence, see "Using Correlator Persistence" in *Developing Apama Applications* and especially its subtopic "Enabling correlator persistence" which provides more information on the different persistence options.

Specifying JVM options

In a YAML configuration file, you can specify JVM options which the correlator is to pass to the embedded JVM. To do so, you provide a list of JVM options with the `jvmOptions` key. If an option has a leading hyphen, you have to enclose the option in quotes. But you can also specify the option without quotes by leaving out the leading

hyphen; in this case, the correlator will automatically add the hyphen. Thus, you can specify the JVM options as shown in the following example:

```
jvmOptions:
 - "-Dkey1=value1"
 - Dkey2=value2
 - "-Xms100m"
 - Xmx500m
```

You can specify JVM options in multiple configuration files. The options from all the files are then appended together in the order in which they have been specified. If the same JVM option is specified in the command line as well as in a configuration file, the command line takes precedence. For more details, see the description of the `-J` option in "Starting the event correlator" on page 96.

Deploying Apama applications with a YAML configuration file

Instead of having another process inject code and send events into a correlator at startup, it is also possible to use a YAML configuration file to list files to be loaded by the correlator at startup. This is useful for Docker containers or other minimal environments where only part of an Apama installation is available or it is not practical to run Java tools to perform the injections. It is also a better fit for Docker use cases as the correlator does not require any other coordination process for startup. For typical installations not using such environments, use of Ant macros or Command Central is recommended instead, which perform the injections after starting the correlator.

The YAML configuration file for the correlator is specified using the `--config` option when starting the event correlator (see also "Starting the event correlator" on page 96). The YAML file itself contains the following:

```
correlator:
    initialization:
        list:
            - ${PARENT_DIR}/bin/myPlugin.jar
            - ${PARENT_DIR}/eventdefinitions/evtdef.mon
            - ${APAMA_HOME}/monitors/ConnectivityPlugins.mon
            - ${PARENT_DIR}/monitors/app.mon
            - ${PARENT_DIR}/events/start.evt
        encoding: UTF8
```

It is recommended to use a substitution variable such as `${APAMA_HOME}` or `${PARENT_DIR}` rather than absolute or relative paths. This makes the configuration independent of the correlator's current working directory.

The `list` entries must have one of the following extensions:

- .mon for EPL monitor, aggregate and event definition source.
- .jar for JMon or EPL plug-ins written in Java.
- .cdp for correlator deployment packages.
- .evt for event files.

Note that Apama queries (.qry) or scenario definitions (.sdf) are not supported in source form. Scenarios and digital events have to be generated into EPL, and the generated EPL needs to be listed in the YAML configuration.

The `encoding` entry is optional. If `UTF8` is specified, all of the text input files (.mon, .evt) are read as UTF-8. If `local` is specified or if the `encoding` entry is not specified at all, the text files are assumed to be in the local encoding unless they start with a UTF-8 byte order mark (BOM) in which case they are treated as UTF-8.

This mechanism separates the build-time (calculating injection order, generating EPL) steps from the deployment-time steps, so no build steps are required in the environment where the correlator is running. This does mean that any changes to the project potentially require rewriting the YAML list and then redeploying, however, it allows separation of these concerns.

Using the Apama component extended configuration file

The Apama component extended configuration file is an optional file that can be used by the IAF and the `engine_receive` correlator tool. You can use it to do the following:

- Bind Apama server components to a particular set of addresses.
- Specify that Apama client connections must be from a particular IP address or range of IP addresses.
- Set environment variables for Apama components.

Note: The extended configuration file is deprecated for the correlator, see "Configuring the event correlator" on page 193 instead.

In an extended configuration file, if a line includes a special character that you want to be treated as a literal, you must escape it by inserting a backslash just before it. A character that follows two consecutive backslashes (\ \) is treated as a literal. Single quotes inside double quotes are treated as a literal. Double quotes inside single quotes are treated as a literal.

Binding server components to particular addresses

To bind Apama server components to a particular address or set of addresses, specify a `BindAddress` line for each address. Specify this in the `[Server]` section of the extended configuration file. For example:

```
[Server]
BindAddress=127.0.0.1:15903
BindAddress=10.0.0.1
```

You can specify as many `BindAddress` lines as you want. Clients can connect to any of the listed addresses.

An IP address is required. If you do not specify a port, the Apama server components use the port that is specified when the correlator is started. This makes it possible to

share extended configuration files if you want to restrict connections according to only addresses.

If you do not specify an extended configuration file when you start the correlator, or there are no `BindAddress` entries in the extended configuration file, the Apama components bind to the wildcard address (`0.0.0.0`).

Ensuring that client connections are from particular addresses

To ensure that client connections are from particular addresses, add one or more `AllowClient` entries to the extended configuration file in the `[Server]` section. For example:

```
[Server]
AllowClient=127.0.0.1
AllowClient=192.168.128.0/17
```

An `AllowClient` entry takes an IP address, as in the first example above, or a CIDR (Classless Inter-Domain Routing) address range, as in the second example above. With these example entries in the extended configuration file, the Apama components allow connections from either the localhost (`127.0.0.1`) or IP addresses where the first 17 bits match the first 17 bits of `192.168.128.0`. The Apama components do not accept connections from any other IP addresses. This creates a "whitelist" of allowable IP addresses.

If you specify an extended configuration file when you start the correlator, and if there are any `AllowClient` entries in the extended configuration file, then the Apama components do not allow connections from any IP address that does not fall within one of the `AllowClient` ranges specified. If you do not specify an extended configuration file when you start the correlator, or there are no `AllowClient` entries in an extended configuration file that you do specify, the Apama components accept connections from any client.

Important: This feature is intended to prevent mistakenly connecting to the wrong server. It is not intended to prevent malicious intruders since it provides no protection against address spoofing.

Setting environment variables for Apama components

You can use the extended configuration file to set environment variables. Put environment variable declarations in the `[Environment]` section. For example:

```
[Environment]
MY_ENV_VAR=myvalue
```

If you specify an extended configuration file when you start the correlator, and if there are any environment variable entries in the extended configuration file, then the Apama components use those environment variable settings. If you do not specify an extended configuration file when you start the correlator, or there are no environment variable entries in an extended configuration file that you do specify, the Apama components use the environment variable settings specified elsewhere.

Note: You cannot use this feature to set variables such as `LD_PRELOAD` and `LD_LIBRARY_PATH` because UNIX dictates that they are set before the affected process starts execution. These environment variables should therefore be considered read-only.

Sample extended configuration file

Save the extended configuration file as a text file. Blank lines are ignored. For example, the contents of `ApamaExtendedConfig.txt` might be as follows:

```
[Server]
BindAddress=127.0.0.1:15903
BindAddress=10.0.0.1
AllowClient=127.0.0.1
AllowClient=10.0.0.0/24
[Environment]
LD_LIBRARY_PATH=/usr/local/mydir
```