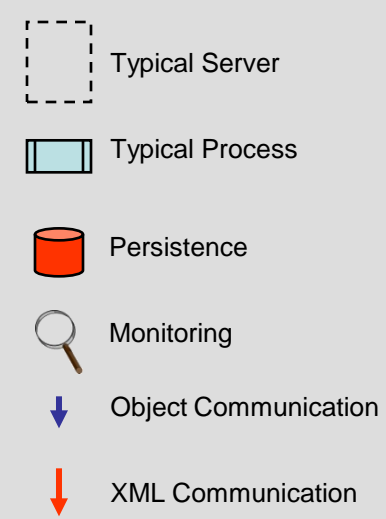
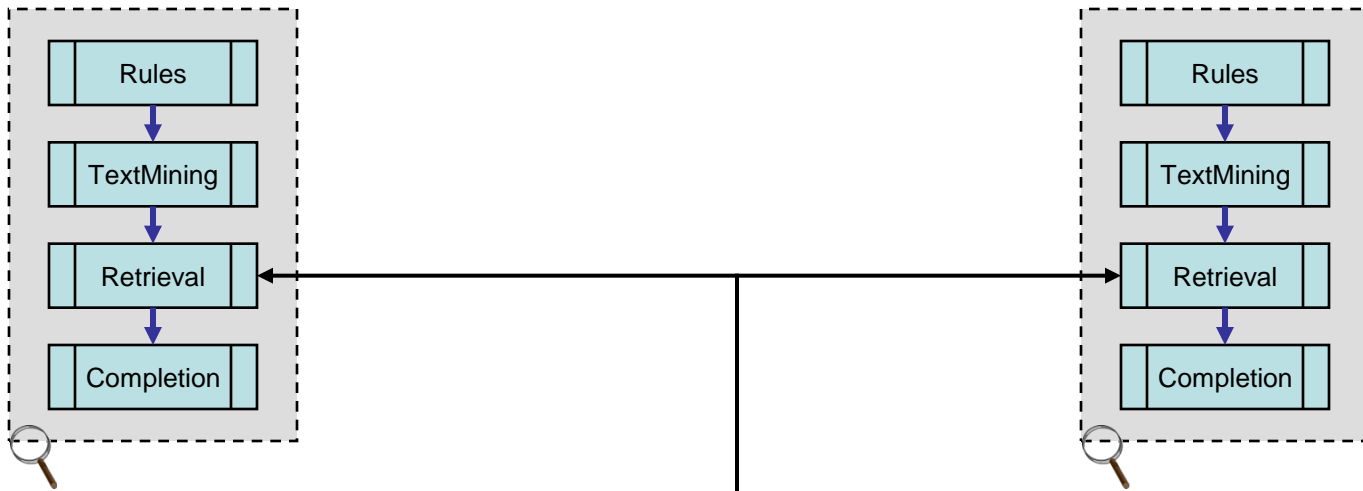


### Key Ideas

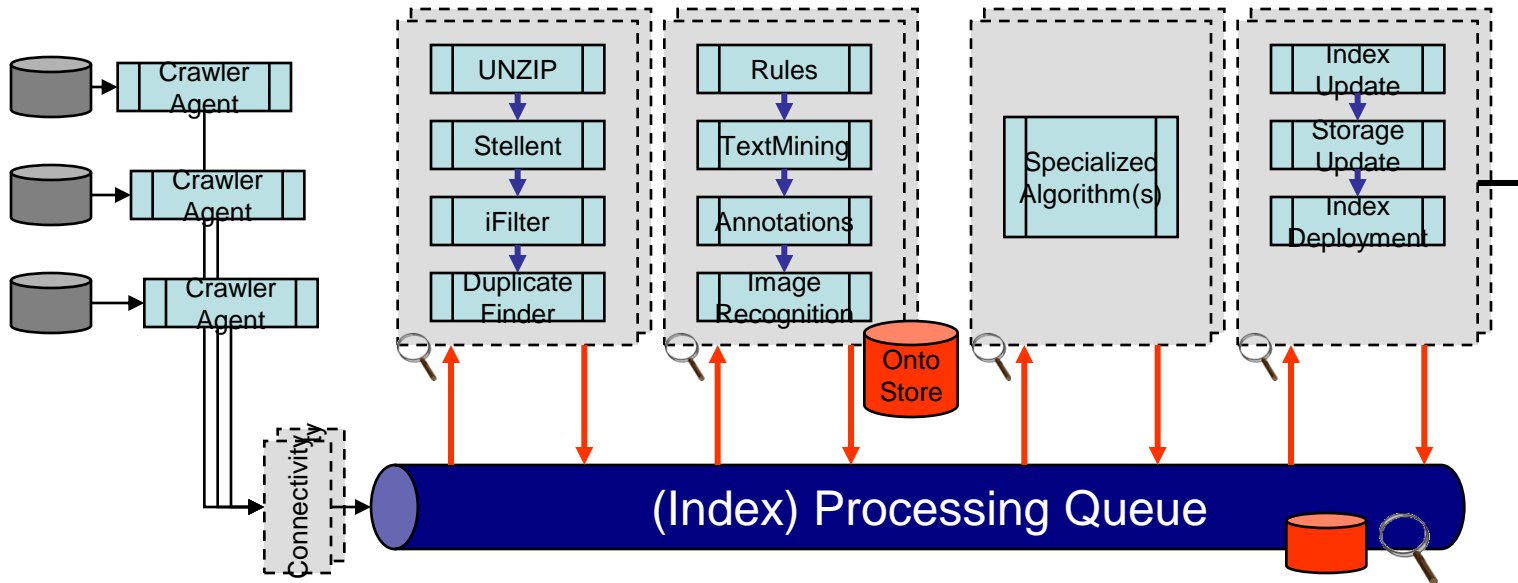
- Crawlers/Agents push data into Connectivity / Entry Point
- Connectivity Module filters, converts versions, extracts binaries etc. and pushes into queue
- Message-driven queue stores data and guarantees delivery
- 1...n servers respond to messages, process data and write back to queue
- Potentially multiple instances of servers for load balancing and increased throughput
  - Open issue: synchronization of persistence
- 1...n processes inside server arranged via BPEL (~pipelines, ~strategies)
- Search yet to be defined separately but the objective is to separate the processes of (a) filling the index and (b) using the index for search (unlike in e:IAS)

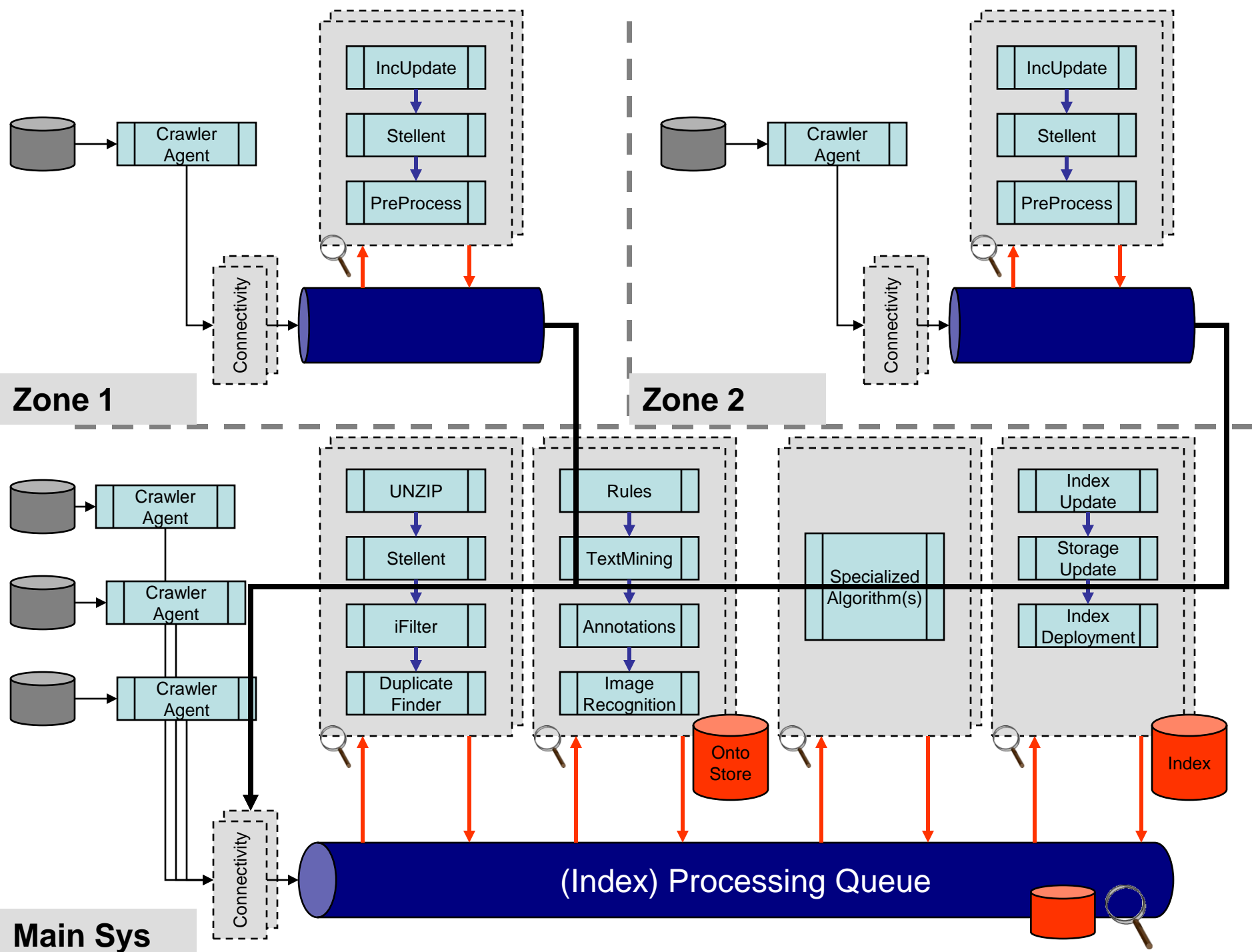


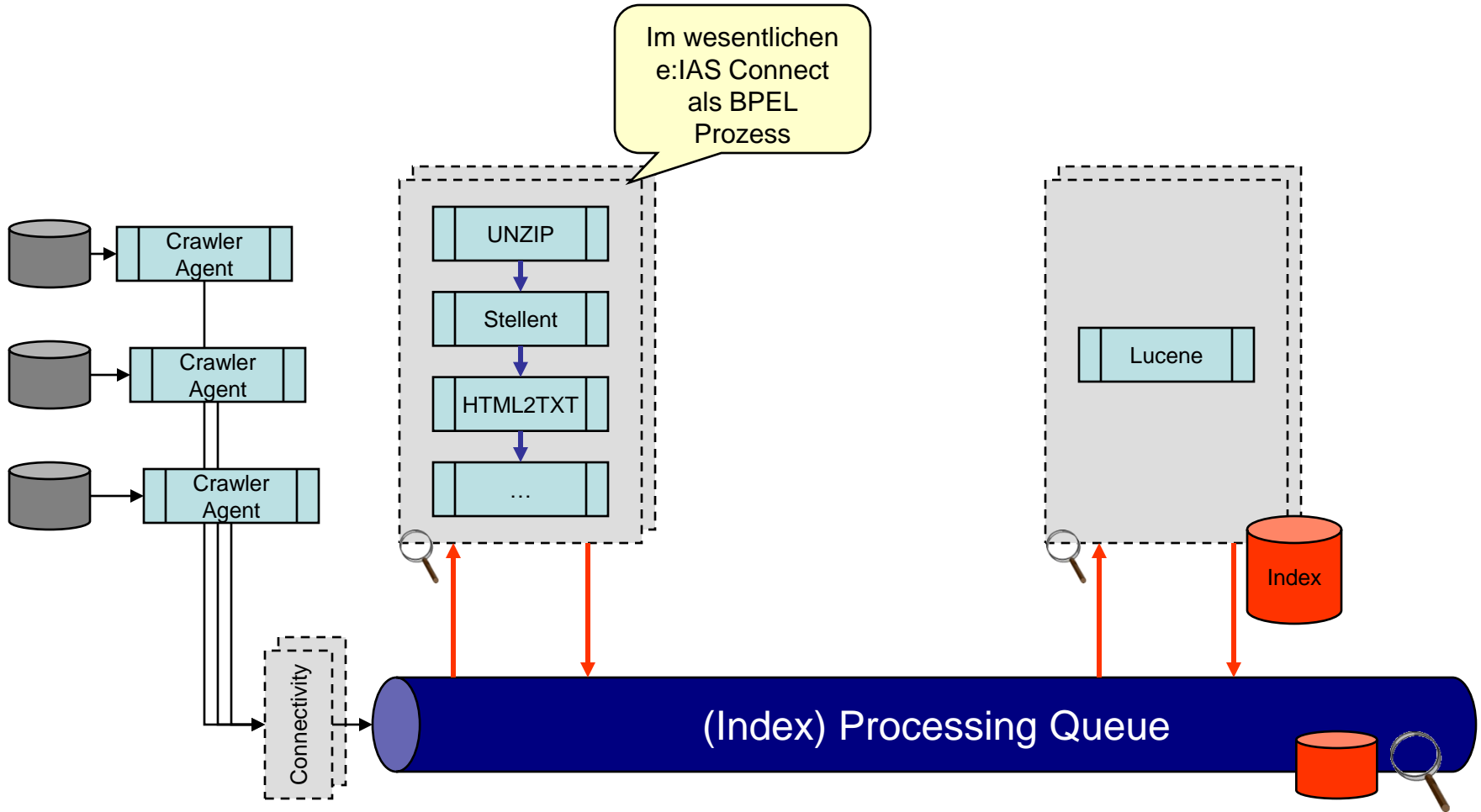


**Suche**

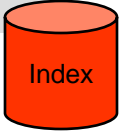
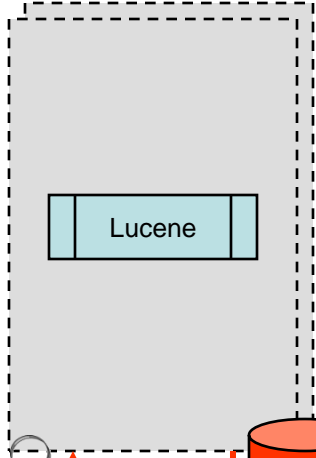
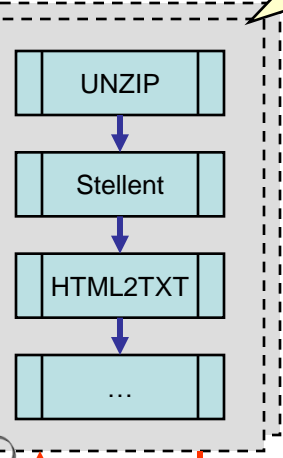
**Indizierung**



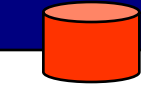


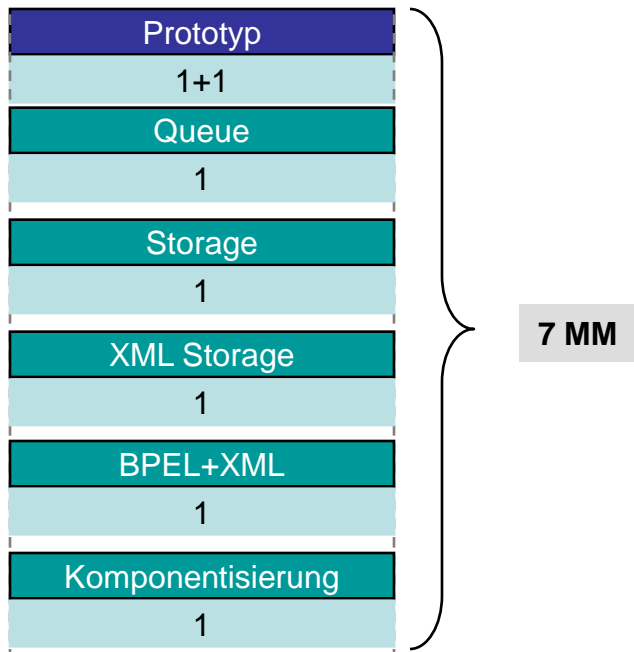


Im wesentlichen  
e:IAS Connect  
als BPEL  
Prozess

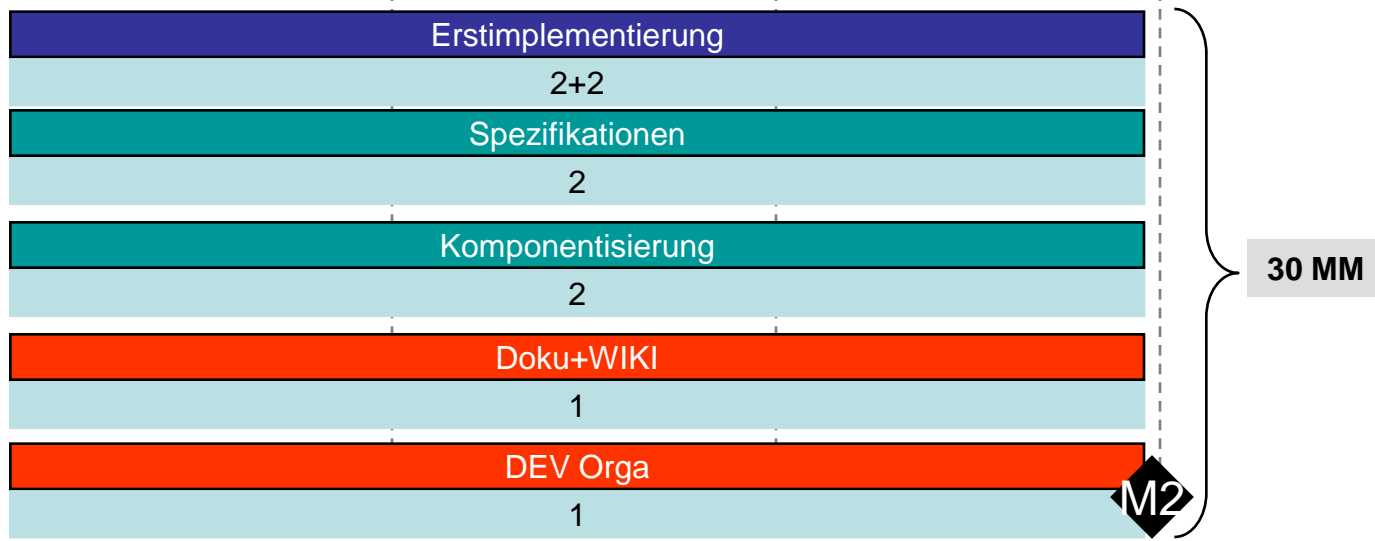


(Index) Processing Queue



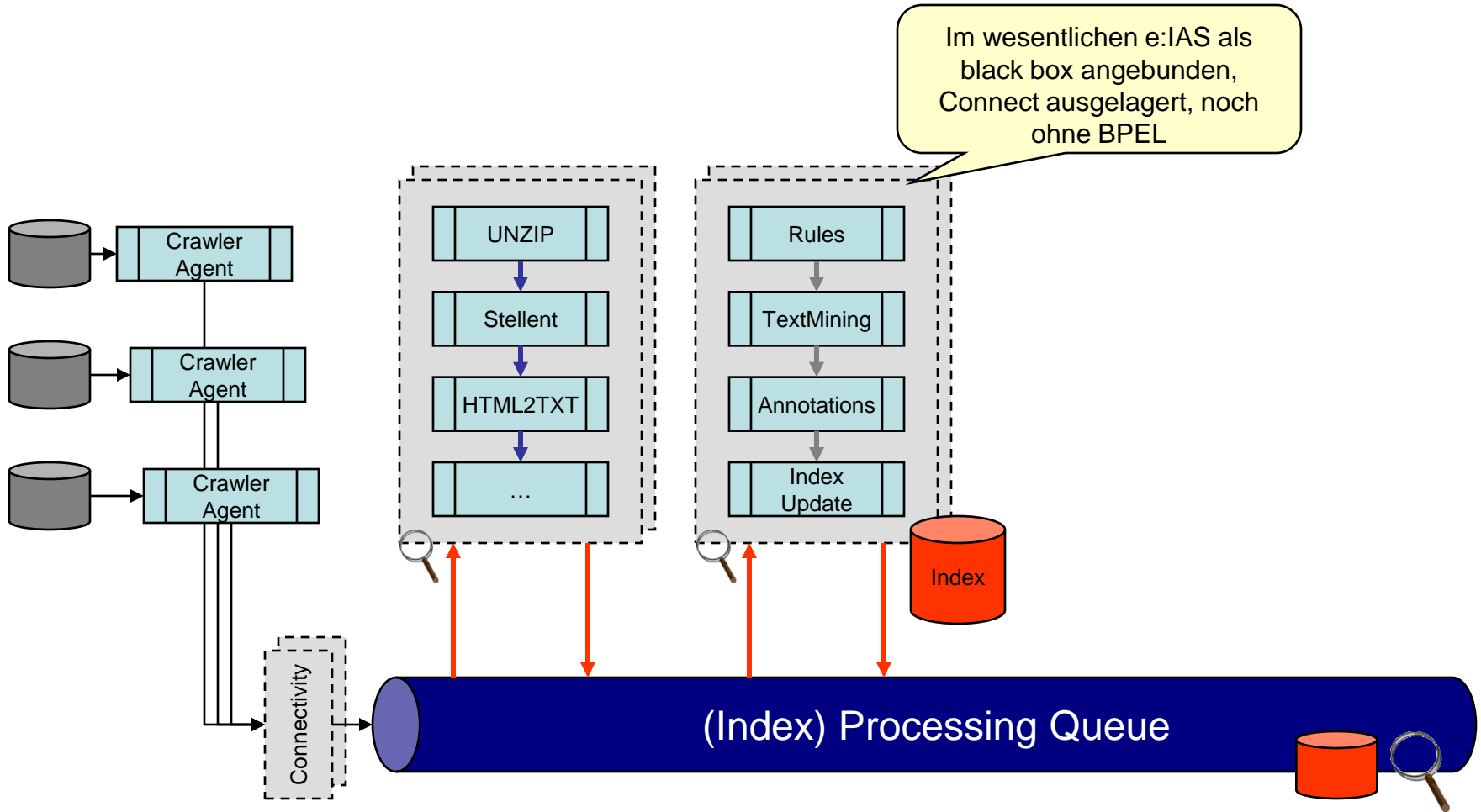


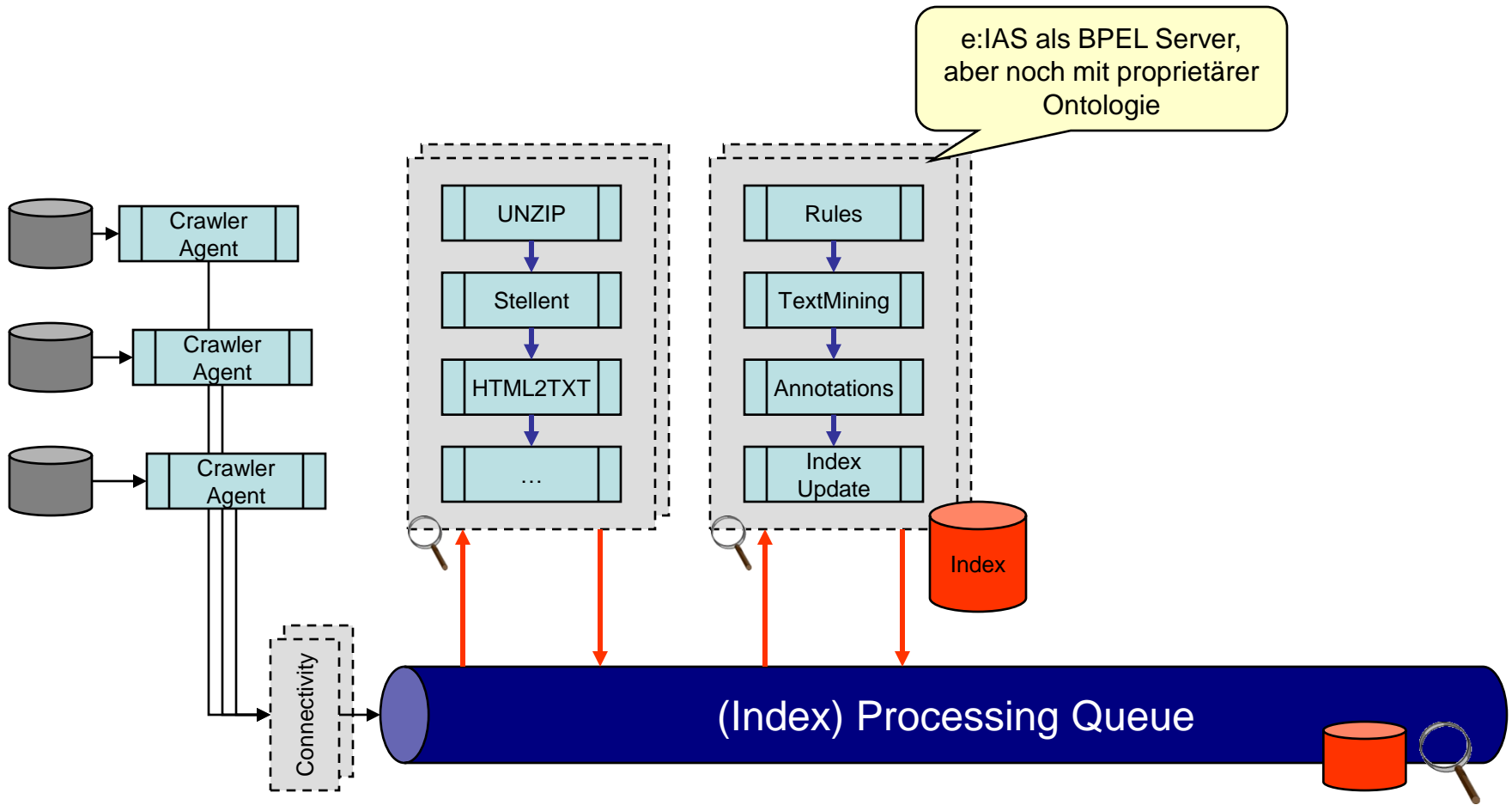
M1



M2

M0                      M1                      M1                      M1                      M4







Ontologie auf Basis RDF/OWL,  
e:IAS Services entkoppelt von  
OOML

