

EventGrid

Overview

Issue 01
Date 2023-04-25



Copyright © Huawei Cloud Computing Technologies Co., Ltd. 2023. All rights reserved.

No part of this document may be reproduced or transmitted in any form or by any means without prior written consent of Huawei Cloud Computing Technologies Co., Ltd.

Trademarks and Permissions



HUAWEI and other Huawei trademarks are the property of Huawei Technologies Co., Ltd.

All other trademarks and trade names mentioned in this document are the property of their respective holders.

Notice

The purchased products, services and features are stipulated by the contract made between Huawei Cloud and the customer. All or part of the products, services and features described in this document may not be within the purchase scope or the usage scope. Unless otherwise specified in the contract, all statements, information, and recommendations in this document are provided "AS IS" without warranties, guarantees or representations of any kind, either express or implied.

The information in this document is subject to change without notice. Every effort has been made in the preparation of this document to ensure accuracy of the contents, but all statements, information, and recommendations in this document do not constitute a warranty of any kind, express or implied.

Huawei Cloud Computing Technologies Co., Ltd.

Address: Huawei Cloud Data Center Jiaoxinggong Road
Qianzhong Avenue
Gui'an New District
Gui Zhou 550029
People's Republic of China

Website: <https://www.huaweicloud.com/intl/en-us/>

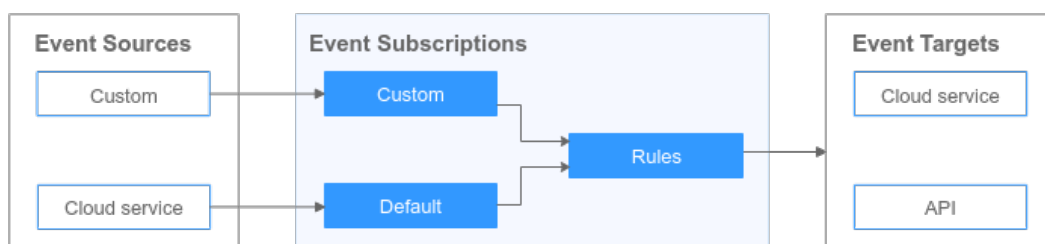
Contents

1 What Is EG?	1
2 Advantages	2
3 Application Scenarios	3
4 Features	5
5 Quotas	7
6 Billing	8
7 Concepts	9
8 Permissions Management	10

1 What Is EG?

EventGrid (EG) is a serverless event bus service for standard and centralized access of Huawei Cloud services and custom or SaaS applications. You can build a loosely coupled, distributed event-driven architecture to flexibly route events via CloudEvents.

Figure 1-1 EG architecture



- Event sources: Including Huawei Cloud services, custom applications, and SaaS applications. They produce event messages and publish them to subscriptions.
- Event subscriptions: Store received messages and route them to targets as specified by relevant rules.
- Event targets: Consume event messages.

2 Advantages

Openness and Compatibility

- Compatible with CloudEvents 1.0 and OpenSchema 1.0
- CloudEvents SDKs and APIs supported

High Concurrency and Availability

- Tens of millions of concurrent events
- Distributed cluster-based deployment with 99.99% availability and strong disaster recovery (DR)

Security and Reliability

- Connected to Identity and Access Management (IAM), Log Tank Service (LTS), Cloud Eye, and Cloud Trace Service (CTS) for secure event storage and access
- Encrypting persisted data with disk or specified key

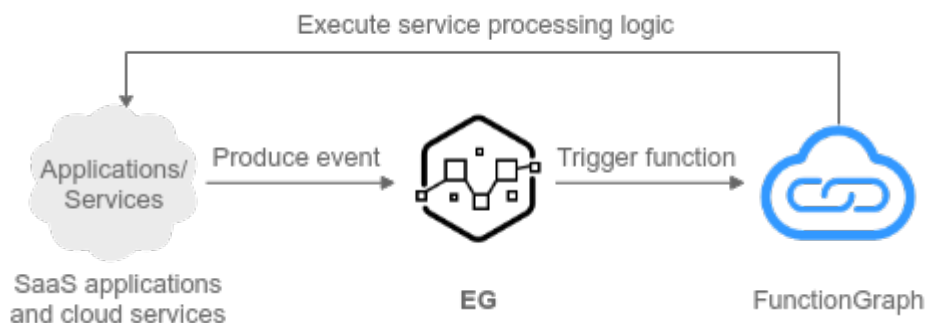
3 Application Scenarios

Scenario 1: Function Triggering

EG provides unified event source access to route standard events of SaaS applications and cloud services to FunctionGraph.

After receiving events generated by SaaS applications and cloud services, EG verifies, filters, routes, and transforms these events, and pushes them to functions that have subscribed to them to execute service processing logic.

Figure 3-1 Function triggering

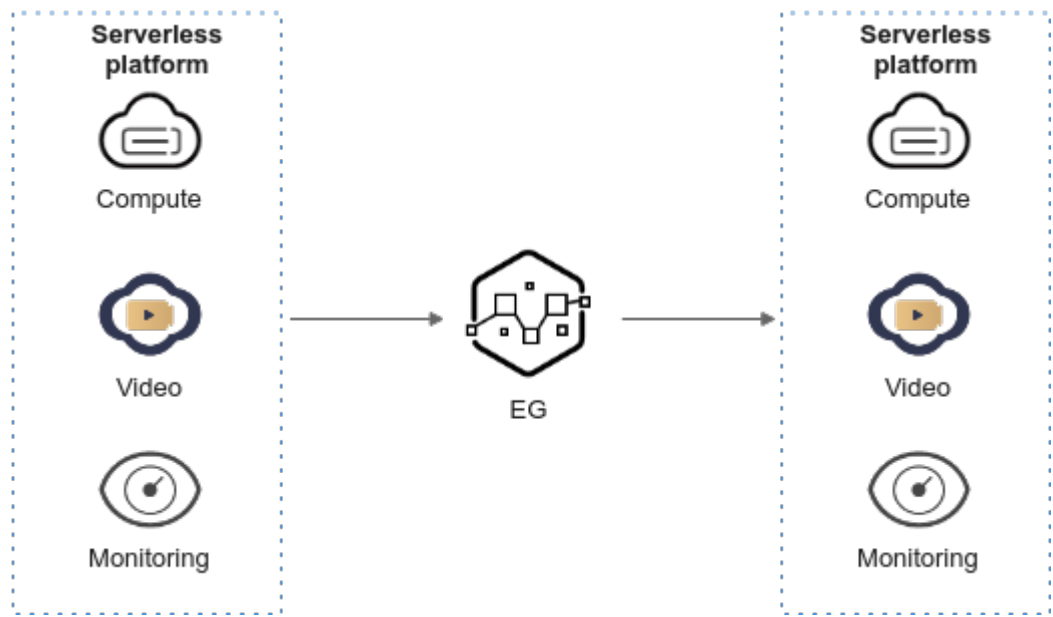


Scenario 2: Cloud Service Event Transfer

As the standard event center of Huawei Cloud, EG is a bridge between cloud services.

Cloud services deployed on the serverless application platform of Huawei Cloud as event sources or targets push real-time events to EG. Then EG filters, routes, and transforms these events to trigger the cloud services that have subscribed to them.

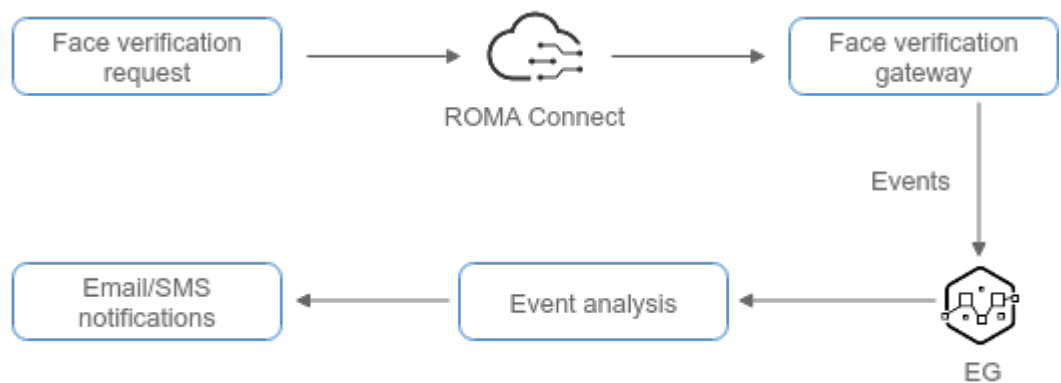
Figure 3-2 Cloud service event transfer



Scenario 3: Application Event Transfer

Events produced by applications can be pushed by EG to trigger other associated applications.

Figure 3-3 Application event transfer



4 Features

As a serverless event bus service, EG filters and routes events between multiple types of sources and targets.

Event Sources

Event sources are applications that produce events. EG supports the following event sources:

- Huawei Cloud service: Elastic Cloud Server (ECS), Object Storage Service (OBS), Cloud Container Engine (CCE), and other services
- Custom: connecting to EG via SDKs

Event Targets

Event targets are destinations that receive and process events. EG supports the following event targets:

- Huawei Cloud service: FunctionGraph
- Custom: HTTP and HTTPS Webhooks

Event Subscriptions

Subscriptions bind event sources, channels, and targets. Events of sources are routed to targets based on specified rules.

Resource Management

EG helps you manage the following resources:

- Custom event sources
- Event channels
- Event subscriptions
- Connections
- Endpoints

Event Processing

EG provides the following event processing capabilities:

- Transfer
- Filtering
- Routing

Network Management

You can manage your connections and endpoints.

- Connections: used to connect to Webhooks
- Endpoints: used to push custom events

Event Monitoring

EG monitors event subscriptions and channels, and allows you to query event access and delivery information.

5 Quotas

A quota is the maximum number of resources that you can create in EG. The following table lists all resource quotas.

Table 5-1 EG quotas

Resource	Quota (Count)
Total custom event sources	100
Custom RabbitMQ event sources	5
Custom RocketMQ event sources	5
Event channels	10
Event subscriptions	20
Event targets per subscription	5
Connections	3
Private endpoints	10

If a quota cannot meet your needs, apply for a higher quota. For details about how to view and modify quotas, see [My Quotas](#).

6 Billing

Billing Items

You will be billed by the number of custom and third-party events.

 **NOTE**

Events of Huawei Cloud services are free of charge in any status. You will not be billed for consuming these events.

Table 6-1 EG billing items

Billing Item	Description
Custom (including events of cloud service tenants) and third-party events	Billed by the number of events

Billing Mode

EG provides pay-per-use billing. You pay only for your actual usage, and there is no minimum payment due.

Renewal

To renew your subscription, go to the **Renewals** page on the management console. For details, see [Renewal Management](#).

Expiration and Overdue Payment

If your account is in arrears, view the arrears details in the Billing Center. To prevent resources from being stopped or released, top up your account at the earliest. For details, see [Top-Up and Repayment](#).

7 Concepts

Event

A state change record.

Event Source

An application that produces events.

Event Target

A destination that receives and processes events.

Event Channel

A hub that receives events from event sources.

Event Rule

A group of parameters that specify which events are routed to targets.

8 Permissions Management

You can use IAM to manage EG permissions and control access to your resources. IAM provides identity authentication, permissions management, and access control.

With IAM, you can use your Huawei Cloud account to create IAM users for your employees, and assign permissions to the users to control their access to specific resource types. For example, you can create IAM users for software developers and assign permissions to allow them to use EG resources but prevent them from deleting resources or performing any high-risk operations.

If your Huawei Cloud account does not require individual IAM users for permissions management, skip this section.

IAM can be used free of charge. You pay only for the resources in your account. For details, see [IAM Service Overview](#).

EG Permissions

By default, new IAM users do not have any permissions. You need to add them to one or more groups, and then add permissions policies or roles to these groups. The users inherit permissions from their groups and can then perform specified operations on cloud services.

EG is a project-level service deployed and accessed in specific physical regions. To assign permissions to a user group, set the scope to **Region-specific projects** and select projects for the permissions to take effect. If **All resources** is selected, the permissions will take effect for the user group in all region-specific projects. Switch to a region where you have been authorized to access EG.

You can grant users permissions by using roles and policies.

- **Roles:** A coarse-grained authorization mechanism that defines permissions related to user responsibilities. This mechanism provides only a limited number of service-level roles for authorization. When using roles to grant permissions, you also need to assign dependency roles. However, roles are not an ideal choice for fine-grained authorization and secure access control.
- **Policies:** A fine-grained authorization mechanism that defines permissions required to perform operations on specific cloud resources under certain conditions. This mechanism enables more flexible policy-based authorization

and meets secure access control requirements. For example, you can grant IAM users only the permissions for performing specific operations on event sources. Most policies define permissions based on APIs.

Table 8-1 lists all the system-defined roles and policies supported by EG.

Table 8-1 EG permissions

Role/Policy Name	Description	Type	Dependency
EG FullAccess	Full permissions for EG	System-defined policy	N/A
EG Publisher	Permissions for publishing events	System-defined policy	N/A
EG ReadOnlyAccess	Read-only permissions for EG	System-defined policy	N/A

Table 8-2 lists the common operations supported by each system-defined policy of EG. Please choose proper policies according to this table.

Table 8-2 Common operations supported by each system-defined policy

Operation	EG FullAccess	EG Publisher	EG ReadOnlyAccess
Create event subscription	√	×	×
Enable/Disable event subscription	√	×	×
Update event subscription	√	×	×
Delete event subscription	√	×	×
View event subscription	√	×	√
Create event source	√	×	×
Update event source	√	×	×
Delete event source	√	×	×

Operation	EG FullAccess	EG Publisher	EG ReadOnlyAccess
View event source	√	×	√
Create event channel	√	×	×
Update event channel	√	×	×
Delete event channel	√	×	×
View event channel	√	√	√
Create connection	√	×	×
Update connection	√	×	×
Delete connection	√	×	×
View connection	√	×	√
Create endpoint	√	×	×
Update endpoint	√	×	×
Delete endpoint	√	×	×
View endpoint	√	×	√
Publish event to event channel	√	√	×