Microservices and Event-Driven Architecture

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A Brief History of Time...

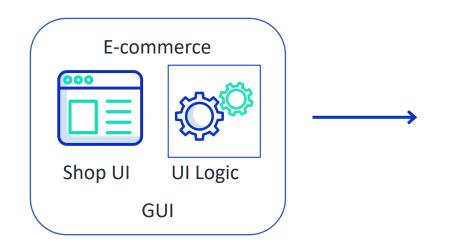


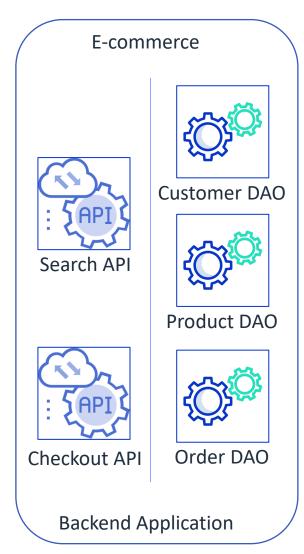
A Brief History of Time...

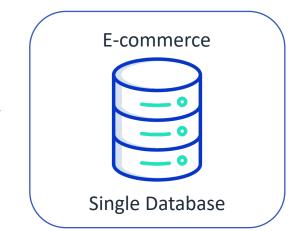
- Traditional App (3 tiers)
- SOA Approach
- Microservices



Traditional Application

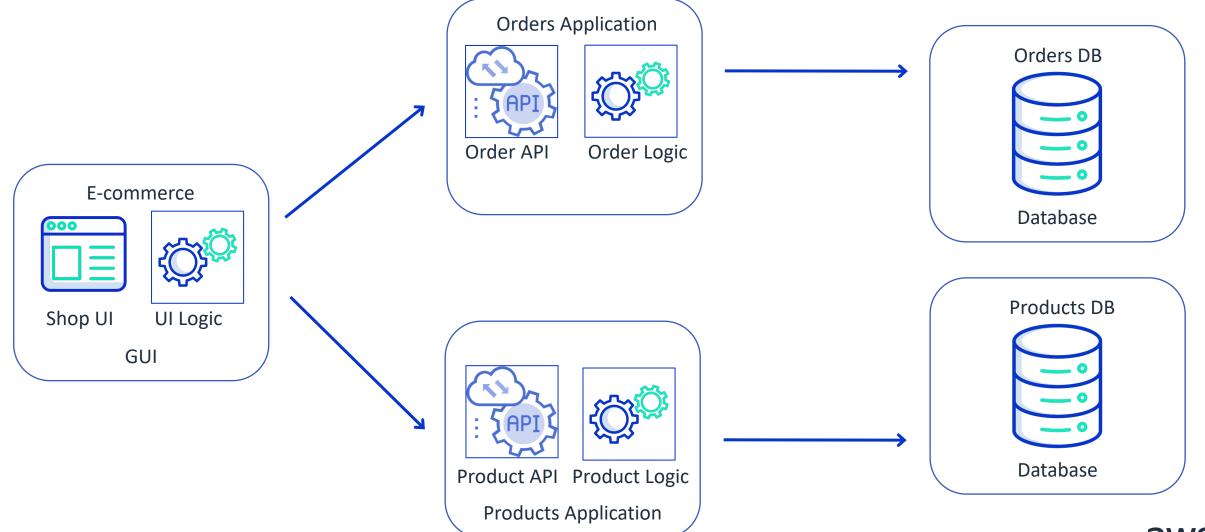






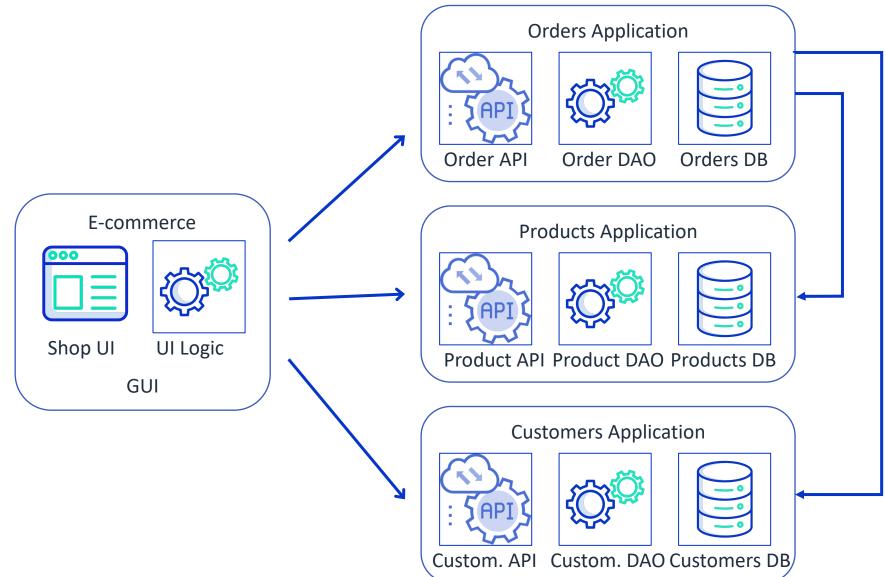


SOA Application



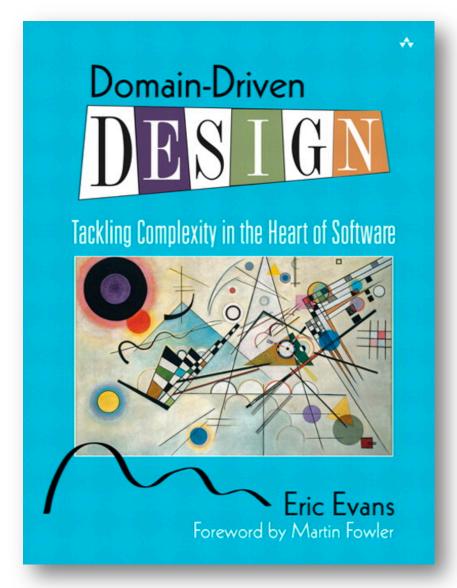


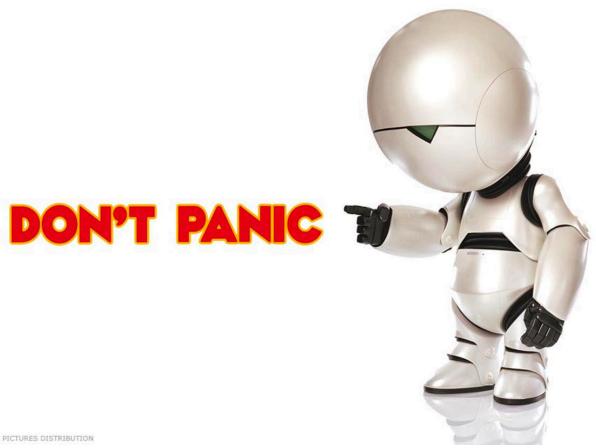
Microservices



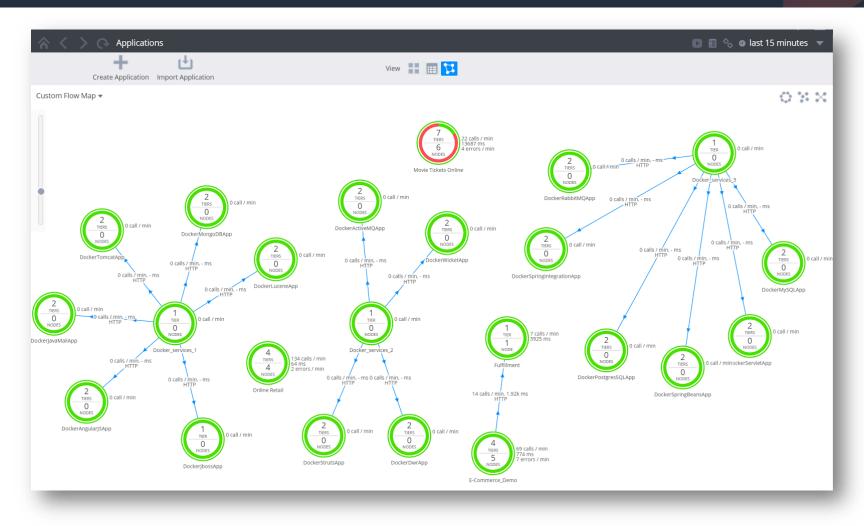


Wait!... And DDD?





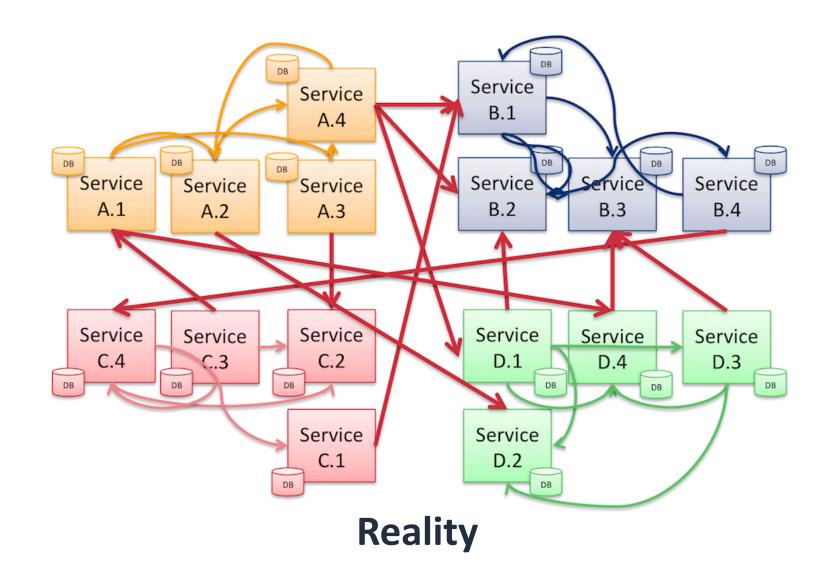
Microservices Communication



Expectation

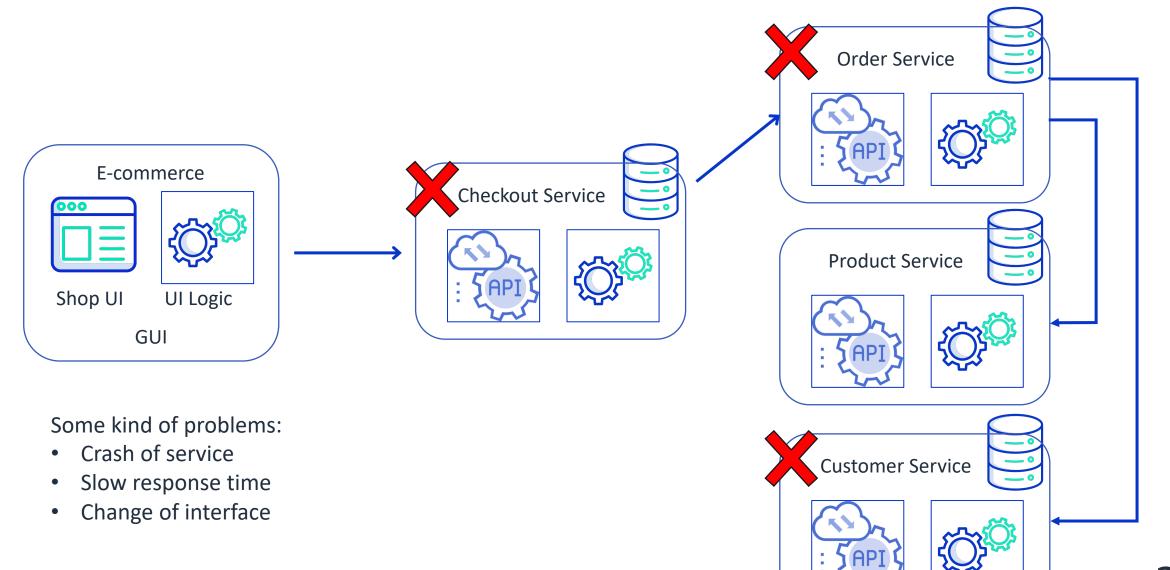


Microservices Communication





Point-to-point Couplings



Sync vs Async



Synchronous



Asynchronous



Reasons to Send a Message



Command

I want to do something



Query

I want to know something

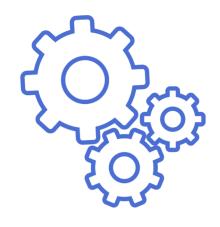


Event

Something has happened



Reasons to Send a Message



Command

I want a Pizza



Query

Is my pizza ready!?



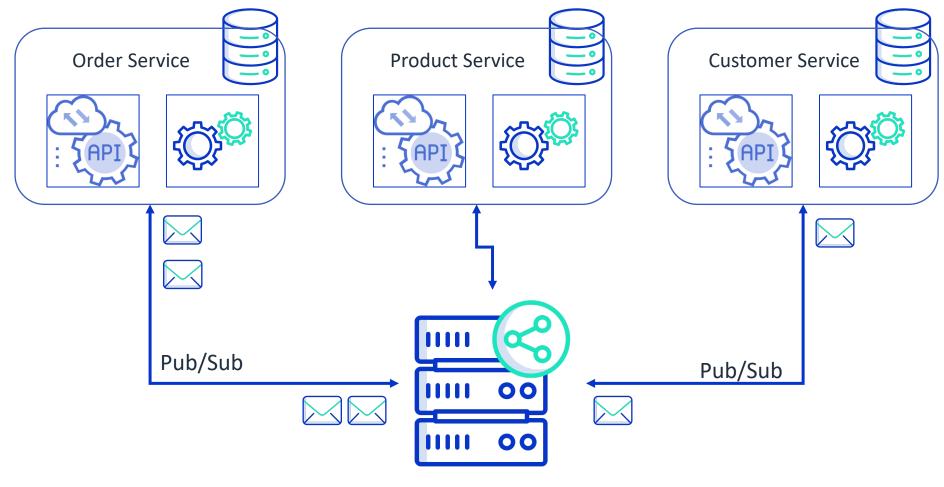
Event

Pizza **delivered**



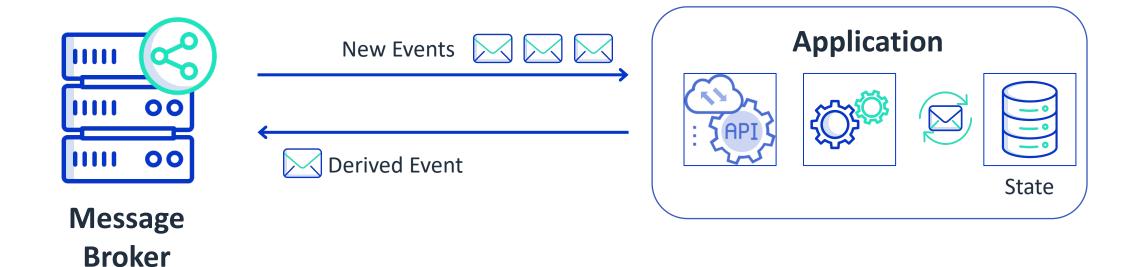
Event-Driven Microservices

Async Communication





Event-Driven Microservices Async Communication





"We have an amazing API...

...but please <u>subscribe</u> to our event streams instead."

Subscribe



Event-Driven

Simple Pattern for Streaming Data

Data Producer

Continuously creates data

Continuously writes data to a stream

Can be almost anything

Streaming Service

Durably stores data

Provides temporary buffer that preps data

Supports very highthroughput

Data Consumer

Continuously process data

Cleans, prepares, and Aggregates

Transforms data to information



Streams

Event Stream

2015-10-02	11,Peter,Muster,3010,Berne
2016-10-04	12,Paul,Steffen,8001,Zurich
2016-12-02	21,Lisa,Meier,3043,Ittigen
2017-05-03	11,Peter,Muster,3015,Berne
2017-05-03	21,Lisa,Steffen,8001,Zurich
2017-07-03	11,Peter,Muster, 3052,Zollikofen

State Stream (Change Log Stream)

2015-10-02	11,Peter,Muster,3010,Berne
2016-10-04	12,Paul,Steffen,8001,Zurich
2016-12-02	21,Lisa,Meier,3043,Ittigen
2017-05-03	11,Peter,Muster,3015,Berne
2017-05-03	21,Lisa,Steffen,8001,Zurich
2017-07-03	11,Peter,Muster,3052,Zollikofen



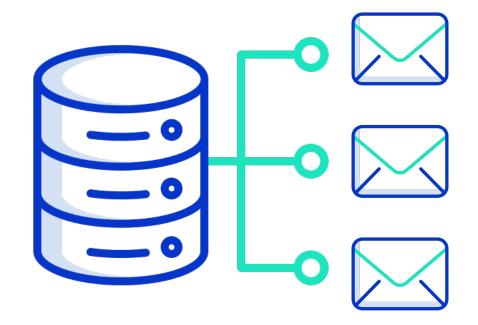
Event Sourcing vs Event Store

Persists the state of a entity as a sequence of state-changing events

Whenever state of entity changes, a new event is appended to the list of events

Saving an event is a **single operation** (atomic)

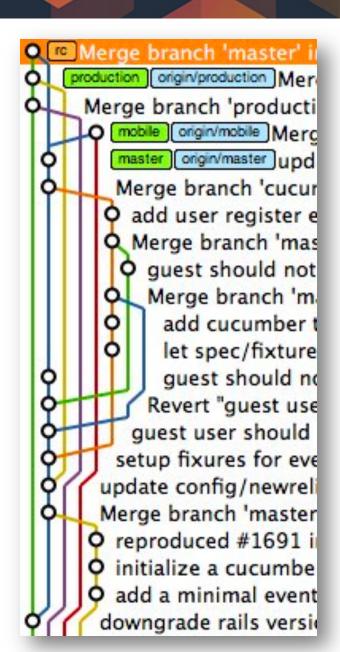
The application reconstructs an entity's current state by **replaying the events**



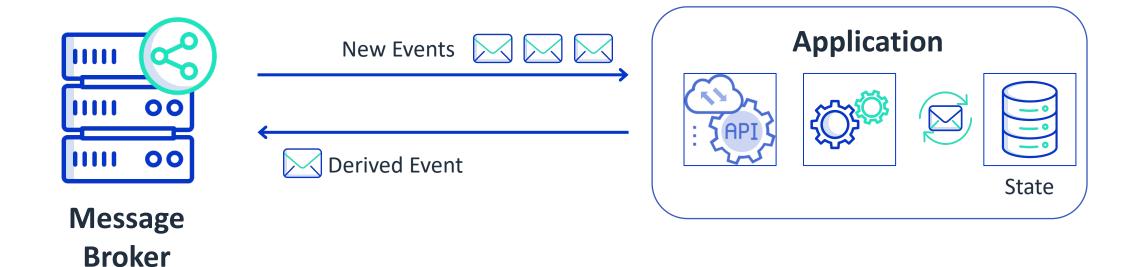


Event Sourcing - Example



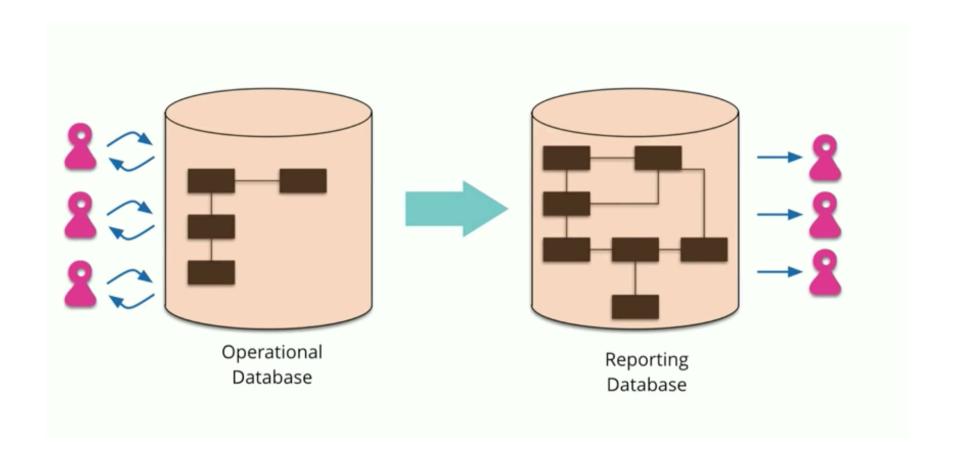


Event-Driven Microservices Async Communication





Old Idea? OLTP vs OLAP



Operational/Transactional Database vs Reporting/Analytical Database



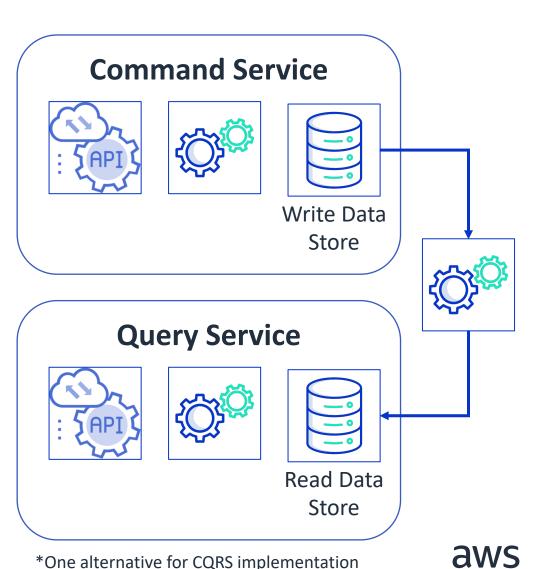
CQRS – Command Query Responsibility Segregation



Command that trigger change in state



Query that provide read access to the state



Event Sourcing & CQRS

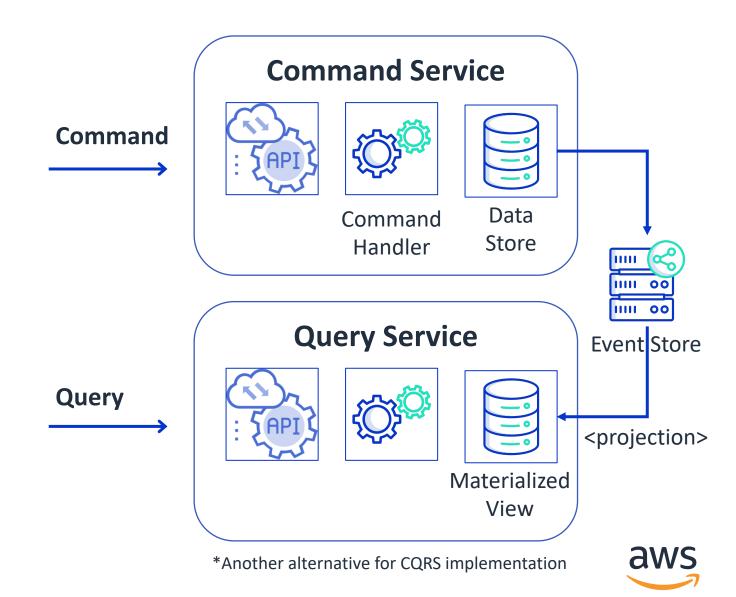
Optimize different nonfunctional requirements for **read and write**

Write Delay

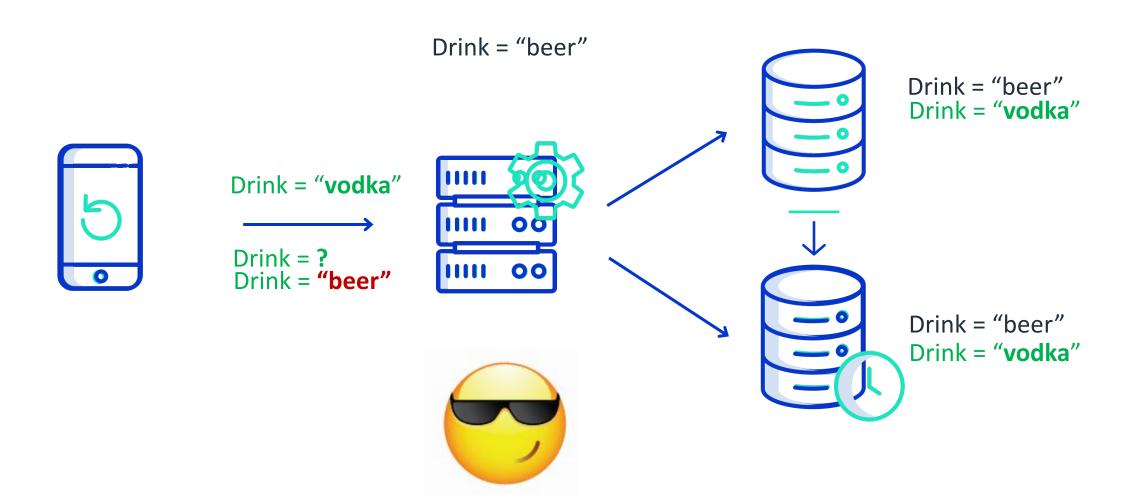
Eventual Consistency

Database as event publisher (optional)

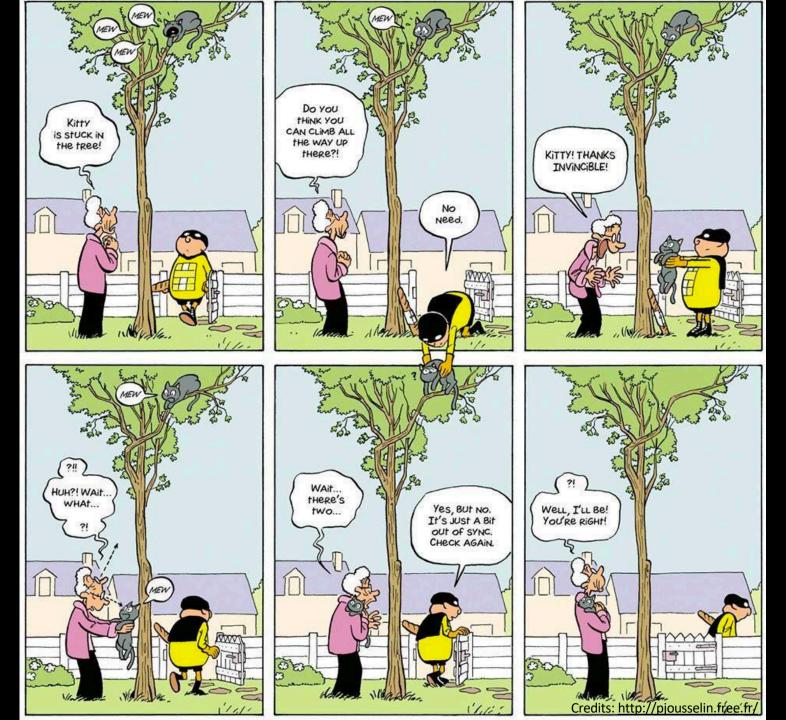
Data Projection and Materialized View



Eventual Consistency







Event Ordering



Expectation



Reality

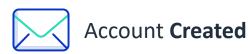


Event Ordering

"Don't do it, if you can avoid it."



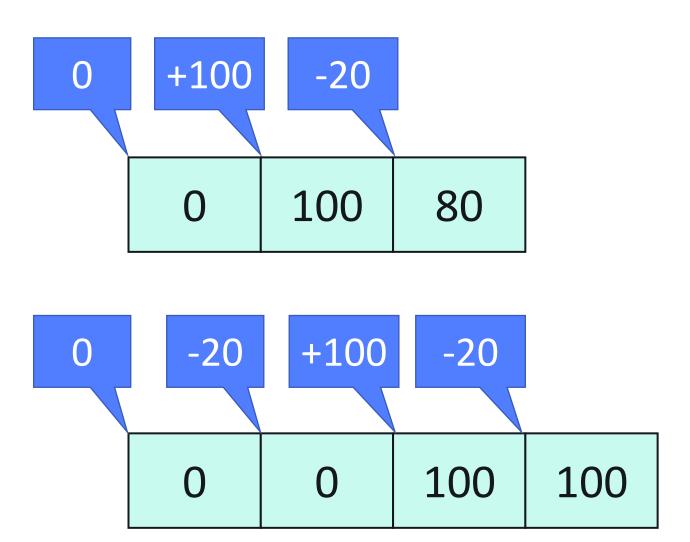
Event Ordering



Deposit: **100**

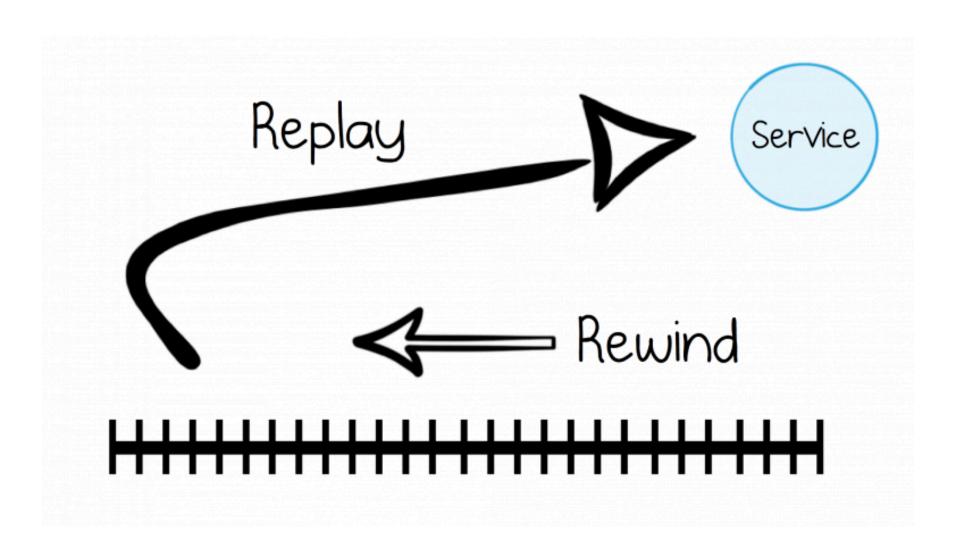
Withdraw: **20**

Withdraw: 20





Events are Immutable! Or not!?

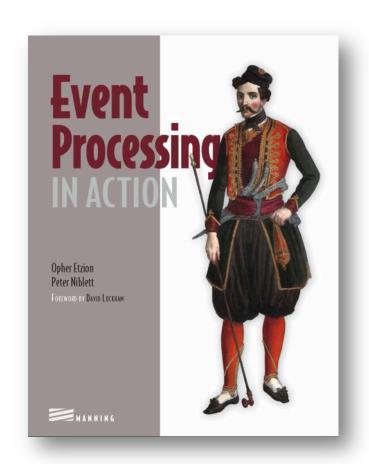


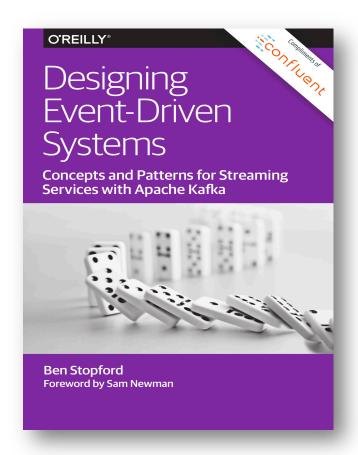


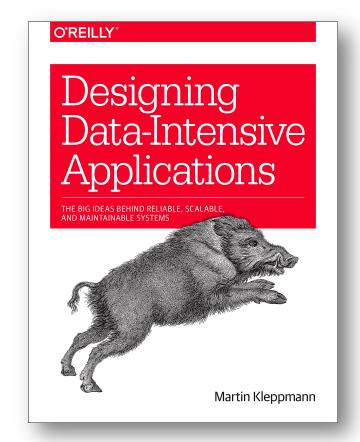




Some books...

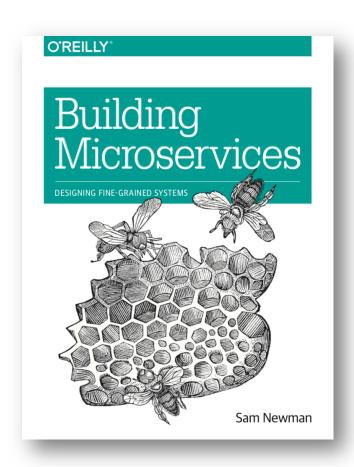


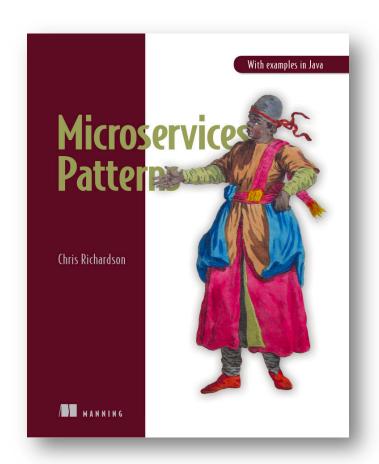


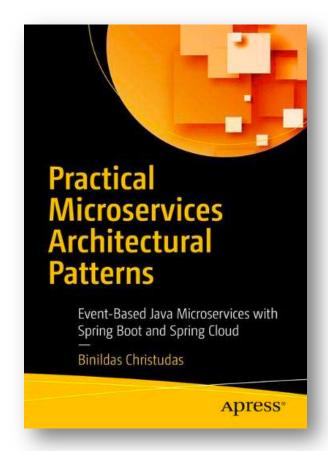




...and other books









... or just do this!



bit.ly/tdcpoa-2019



Thank you!

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