Exploring Lightweight Event Sourcing

Erik Rozendaal < erikrozendaal



GOTO Amsterdam 2011

Goals

- The problem of data persistence
- Understand event sourcing
- Show why Scala is well-suited as implementation language



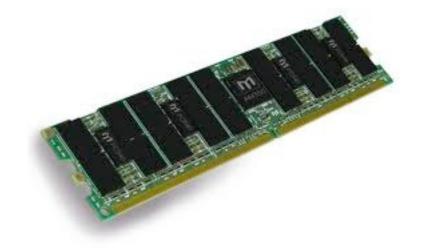
Problem



Data must be durable







But current applications are *lossy*





UPDATE invoice WHERE id = 1234
 SET total_amount = 230



- UPDATE invoice WHERE id = 1234
 SET total_amount = 230
 - What happened to the previous order amount?



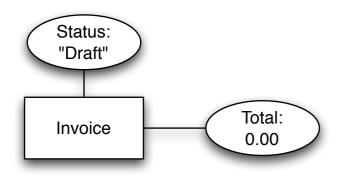
- UPDATE invoice WHERE id = 1234
 SET total_amount = 230
 - What happened to the previous order amount?
 - Why was the order amount changed?



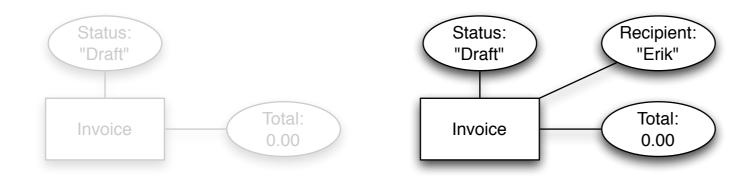
- UPDATE invoice WHERE id = 1234
 SET total_amount = 230
 - What happened to the previous order amount?
 - Why was the order amount changed?
- Application behavior is not captured!



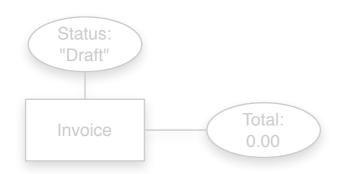


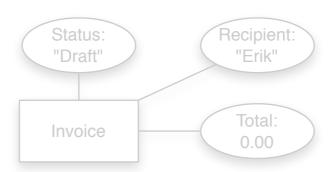


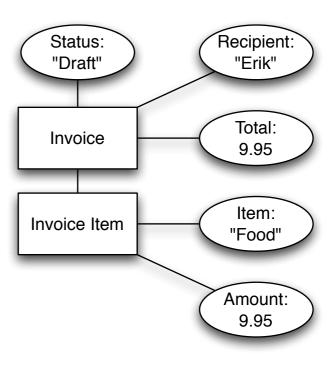






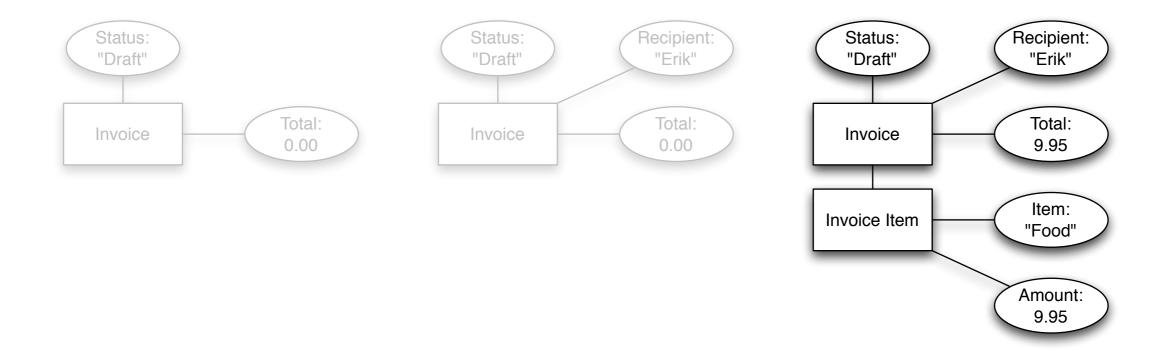








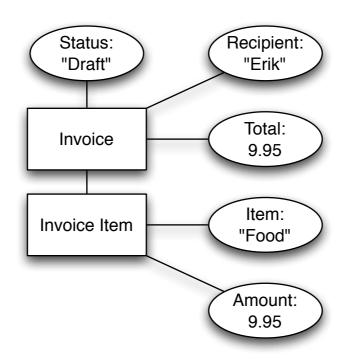
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Presentation, Service, and Data Layers



- Presentation, Service, and Data Layers
- Shared data model ("domain")



- Presentation, Service, and Data Layers
- Shared data model ("domain")
- Heavy use of a single, global, mutable variable ("the database")



Object-Relational Mapper

"Inexperienced programmers love magic because it saves their time. Experienced programmers hate magic because it wastes their time."

- @natpryce



Transactions

- Start transaction
- SELECT copy of data from database
- ORM hydrates objects to give program private copy of data
- ORM compares mutated program copy with initial copy to generate UPDATEs
- Commit transaction



 Do you know the queries generated by your ORM?



- Do you know the queries generated by your ORM?
- What's the query execution plan?



- Do you know the queries generated by your ORM?
- What's the query execution plan?
- Optimize reads versus writes





 Presentation layer needs wide access to many parts



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- Service layer is only interested in subset related to application behavior

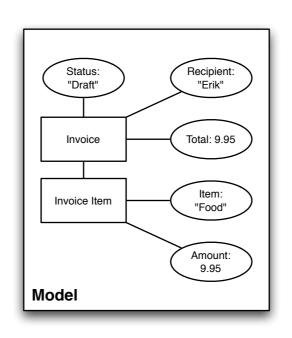


- Presentation layer needs wide access to many parts
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- ORM tightly couples domain to relational model

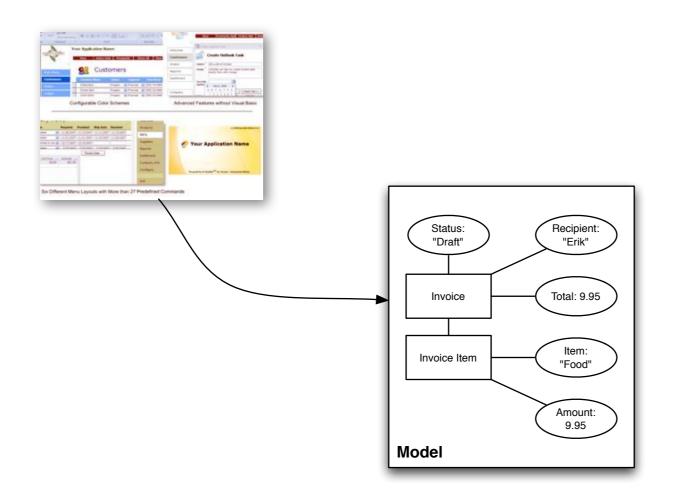


- Presentation layer needs wide access to many parts
- Service layer is only interested in subset related to application behavior
- ORM tightly couples domain to relational model
- High coupling, low cohesion

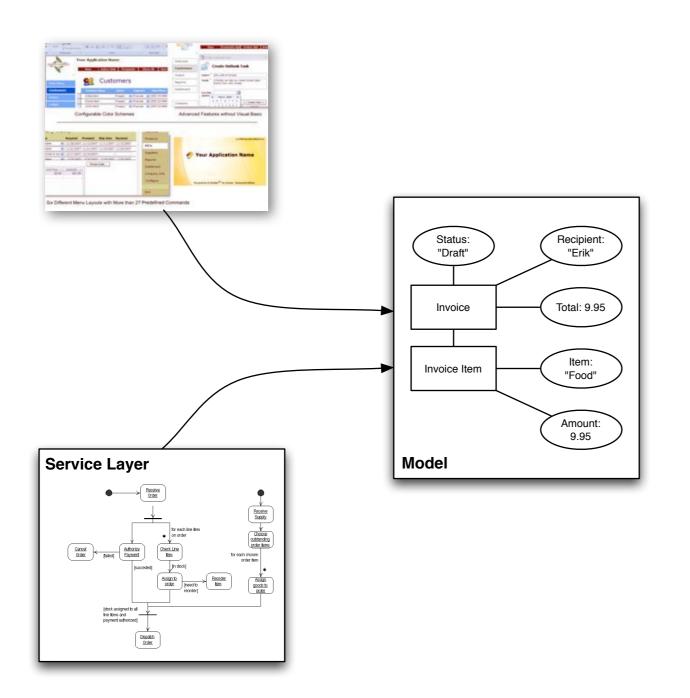




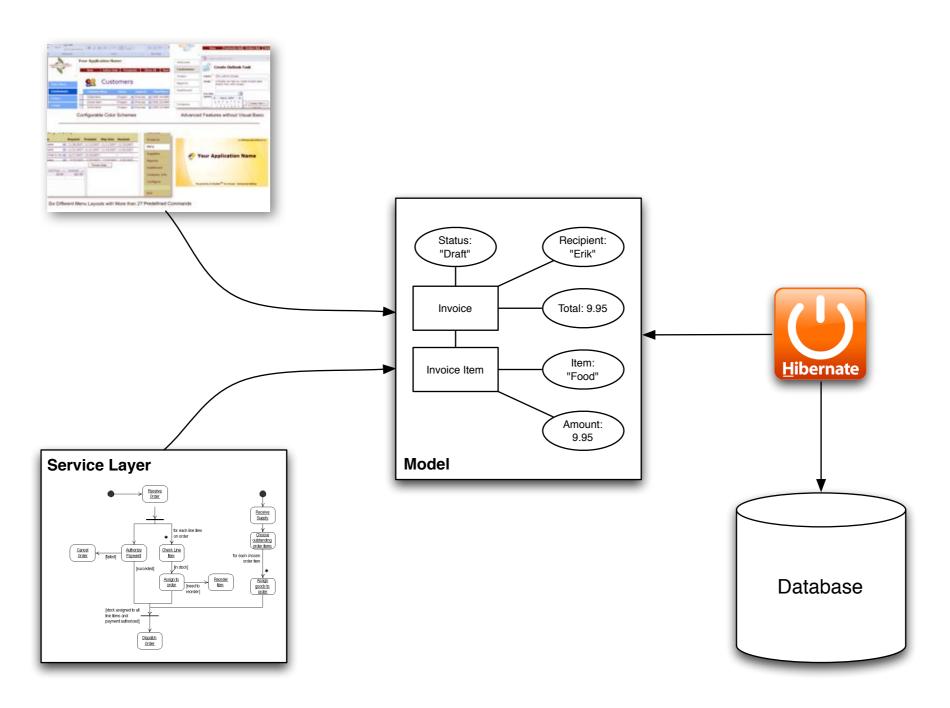














Is it any surprise that we're struggling to build modular, maintainable applications?



Domain Driven Design

- Domain-Driven Design An approach to software development that suggests that (I) For most software projects, the primary focus should be on the domain and domain logic; and (2) Complex domain designs should be based on a model.
- Domain Expert A member of a software project whose field is the domain of the application, rather than software development. Not just any user of the software, the domain expert has deep knowledge of the subject.
- Ubiquitous Language A language structured around the domain model and used by all team members to connect all the activities of the team with the software.



Event Sourcing

- All state changes are explicitly captured using domain events
- Capture the intent of the user and the related data
- Events represent the outcome of application behavior



Source Control



Source Control

CVS

Subversion

RCS

Darcs

Git

Mercurial

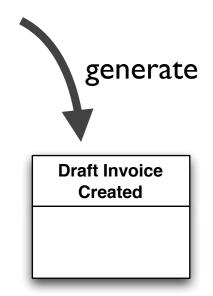
BitKeeper

SCCS

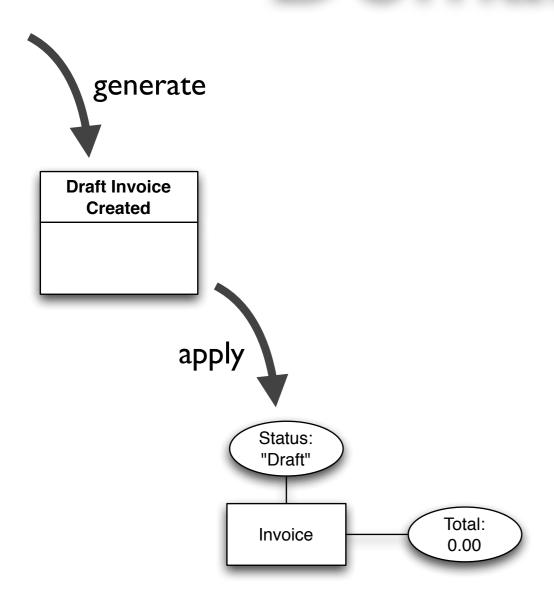
PVCS



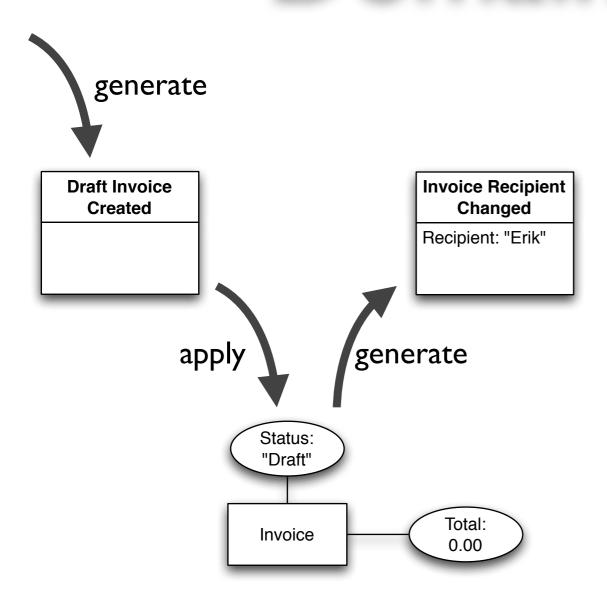




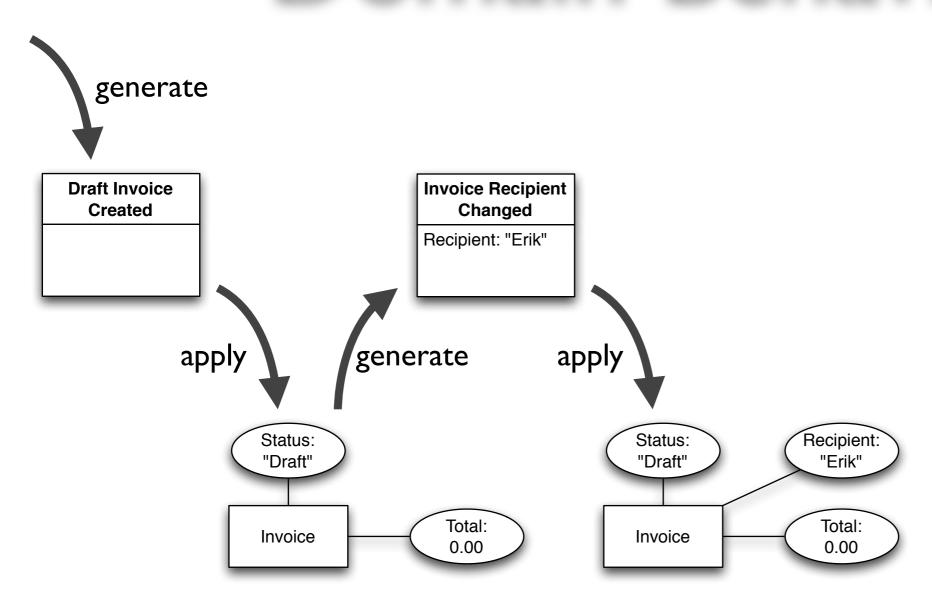




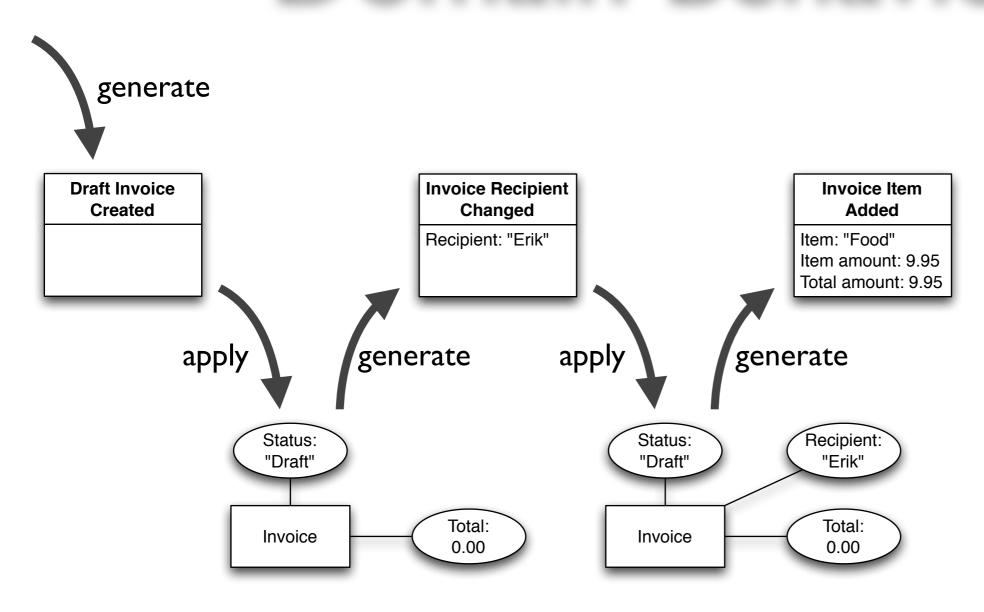




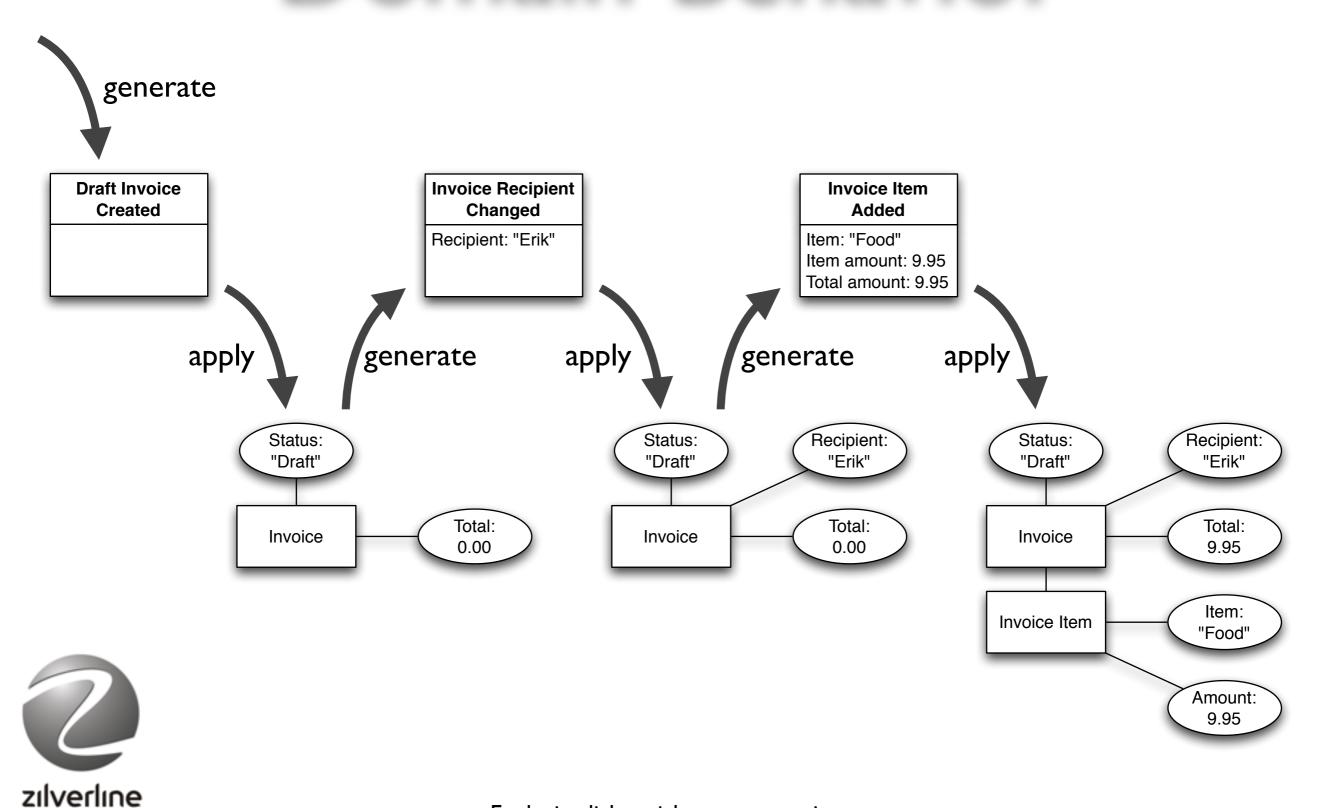




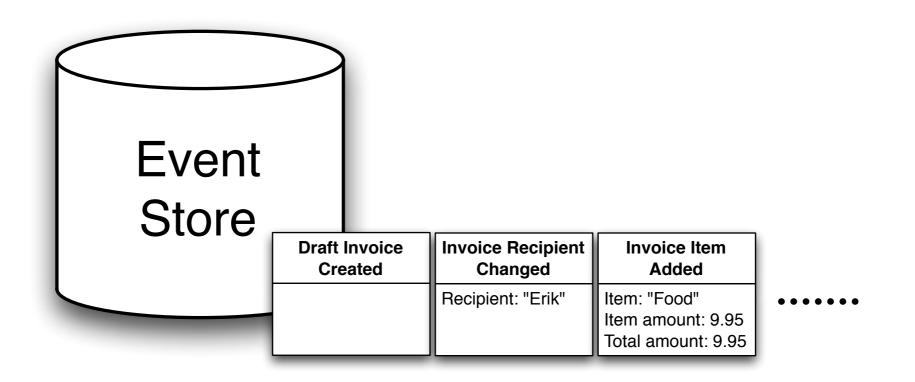






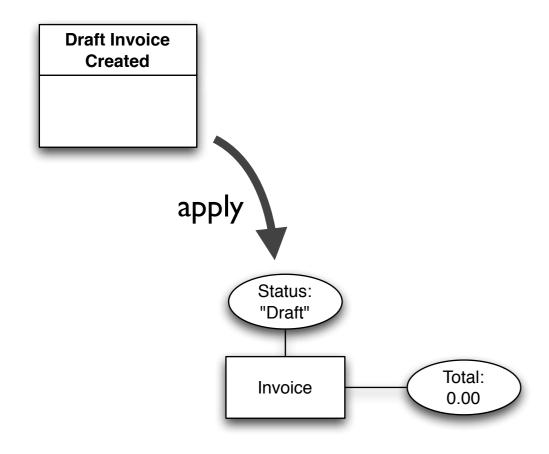


Only the events need to be stored on disk

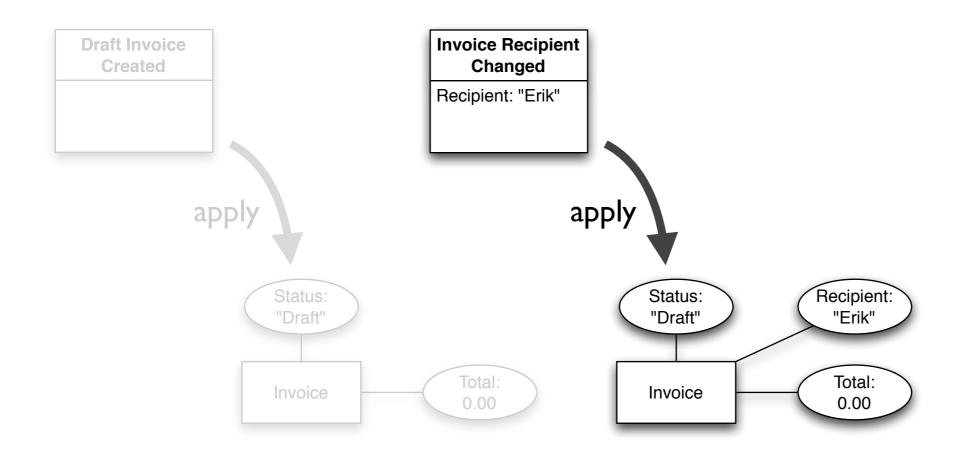




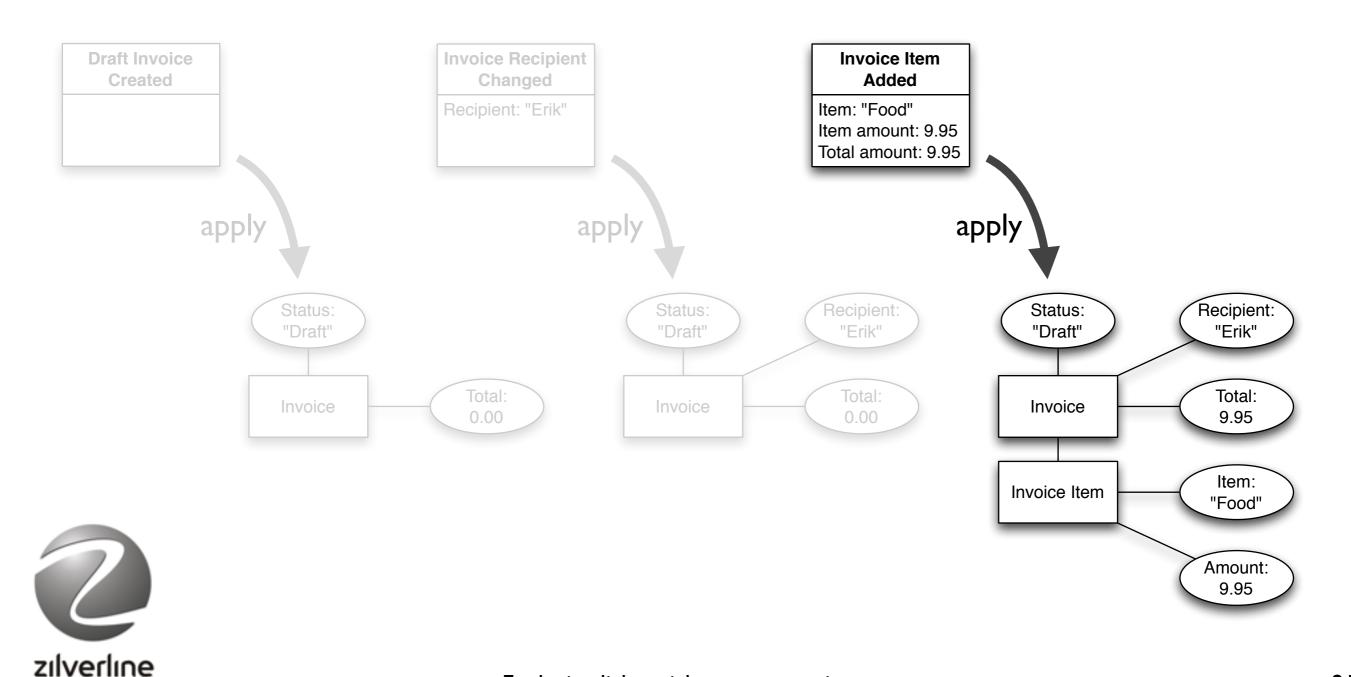


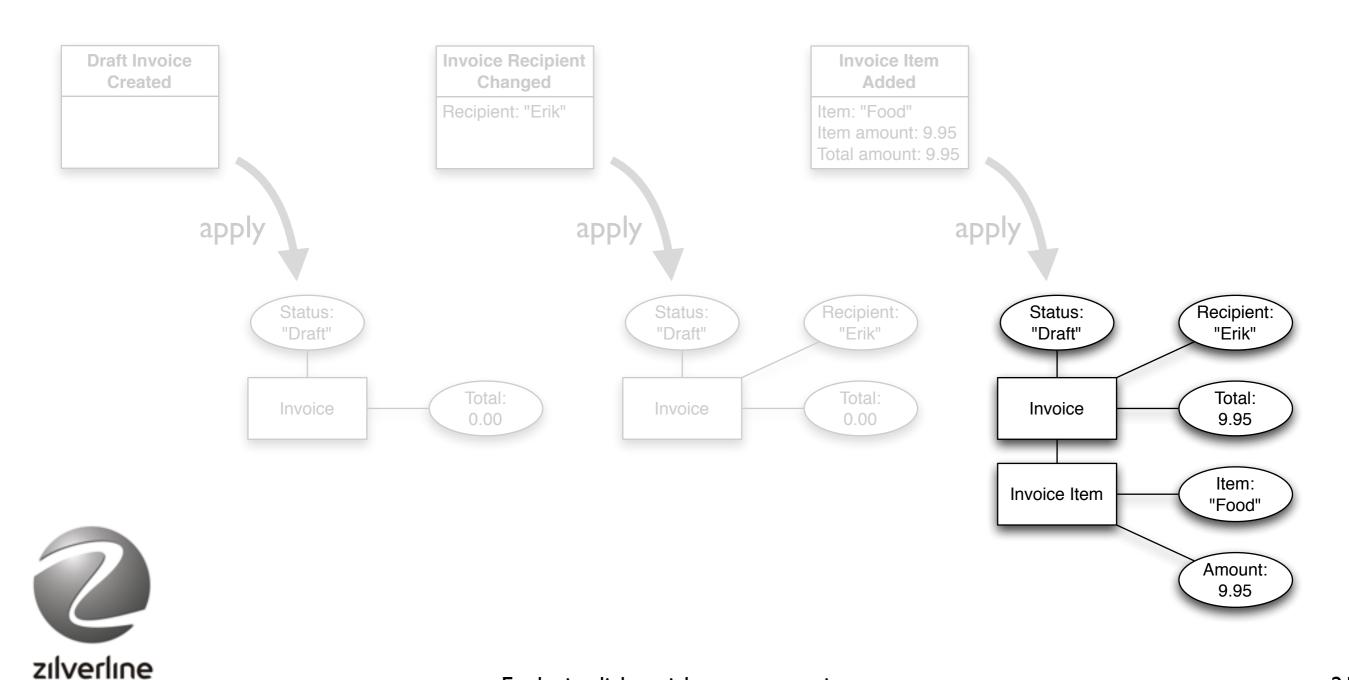














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- On the checkout page we'd like to promote products that customers previously removed from their shopping cart.
- Can you tell us how many people removed a product but bought it later anyway?
- ... over the past 5 years?
 - ... and how much time passed in-between?



• We have reports of a strange bug, but have not been able to isolate it. Could you look at the production data to find out what's going on?





 Make the event sourcing implementation as simple as possible



- Make the event sourcing implementation as simple as possible
- ... while avoiding the complexities of databases, ORMs, etc.



- Make the event sourcing implementation as simple as possible
- ... while avoiding the complexities of databases, ORMs, etc.
 - ... unless you want or need them :)







Events for durability





Events for durability

Keep current state in RAM

(Memory Image)





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Keep current state in RAM

(Memory Image)

 Scala case classes to define events and immutable data structures





Events for durability

 Keep current state in RAM (Memory Image)

 Scala case classes to define events and immutable data structures

 Independent components composed into a single application



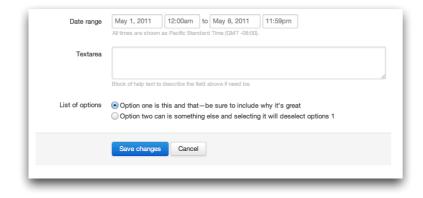
Simple functionality example

- "CRUD": no domain logic, so no aggregate
- So we'll persist events directly from the UI
- Useful to get started
- ... and even complex applications still contain simple functionality





Create/Update/Delete



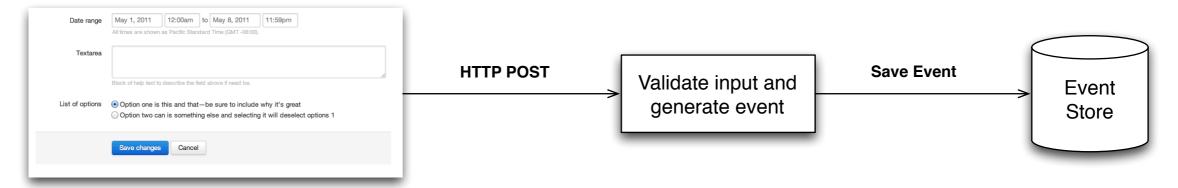


Create/Update/Delete



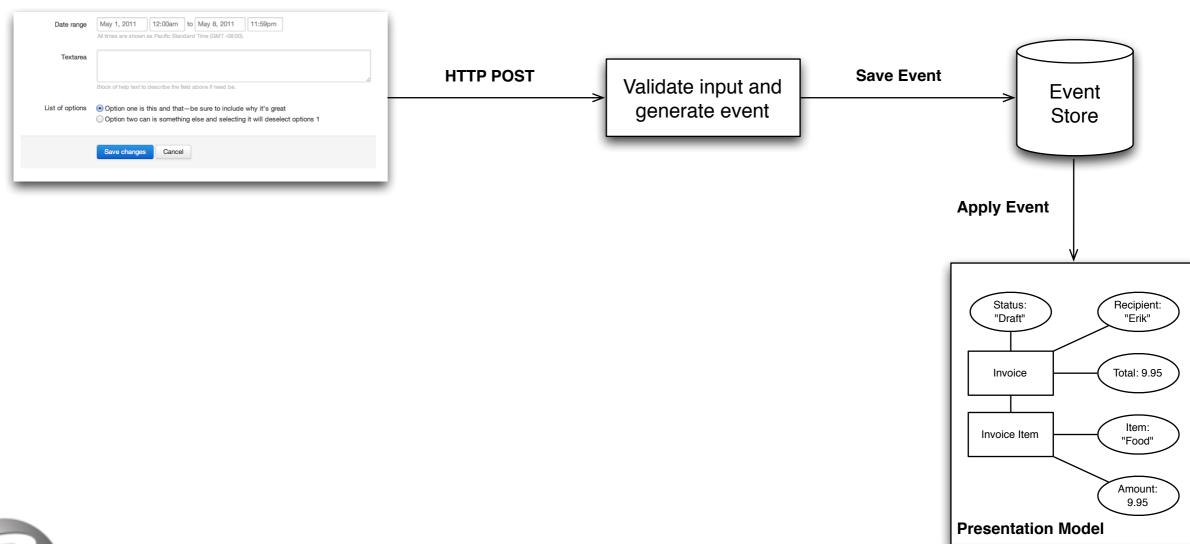


Create/Update/Delete



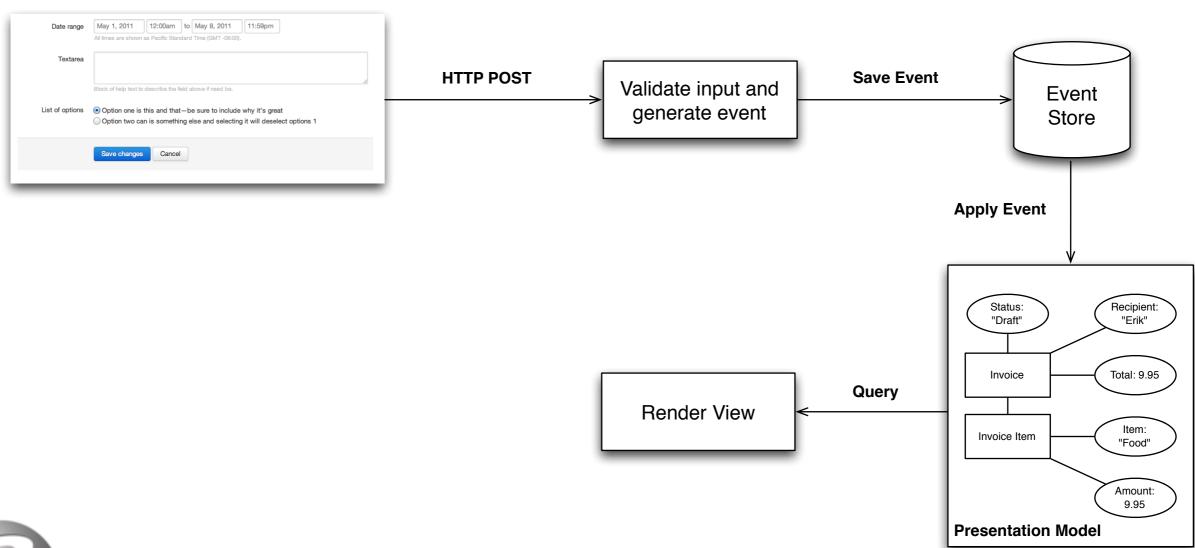


"CRUD"



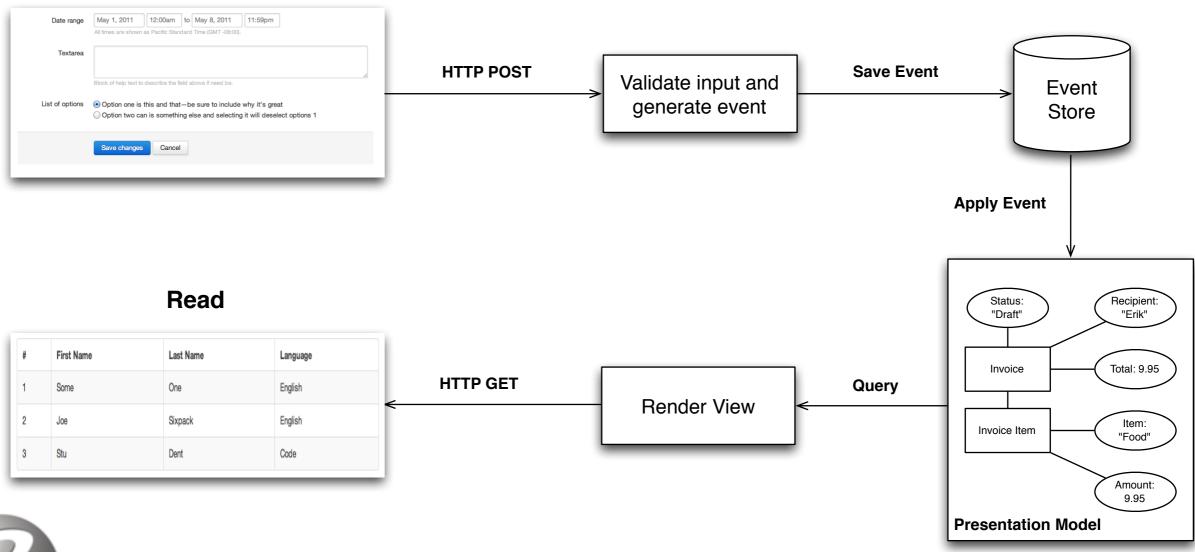


"CRUD"



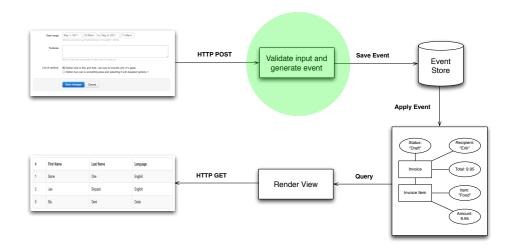


"CRUD"





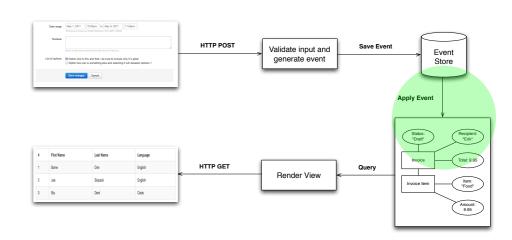
Controller



```
post("/todo") {
  field("text", required) match {
    case Success(text) =>
      commit(ToDoItemAdded(ToDoItem(UUID.randomUUID(), text)))
    redirect(url("/todo"))
    case Failure(error) =>
      new ToDoView(toDoItems, Some(error)),
  }
}
```



Memory Image



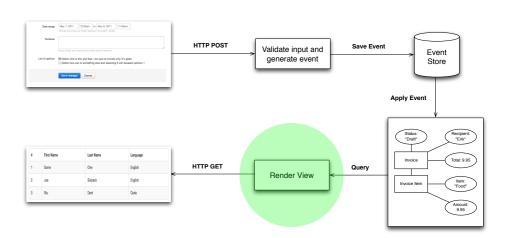
```
case class ToDoItems (
    all : Map[UUID, ToDoItem] = Map.empty,
    recentlyAdded: Vector[UUID] = Vector.empty) {

    def apply(event: ToDoItemEvent) = event match {
        case ToDoItemAdded(item) =>
            copy(all + (item.id -> item), recentlyAdded :+ item.id)
        // [... handle other event types ...]
    }

    def mostRecent(count: Int) = recentlyAdded.takeRight(count).map(all).reverse
}
```



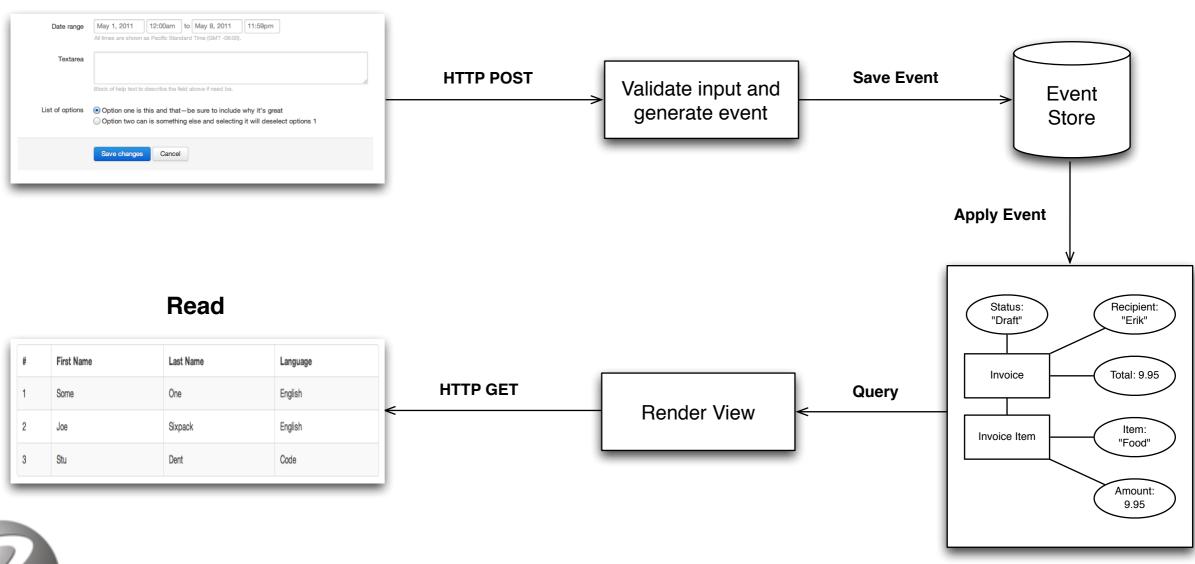
View



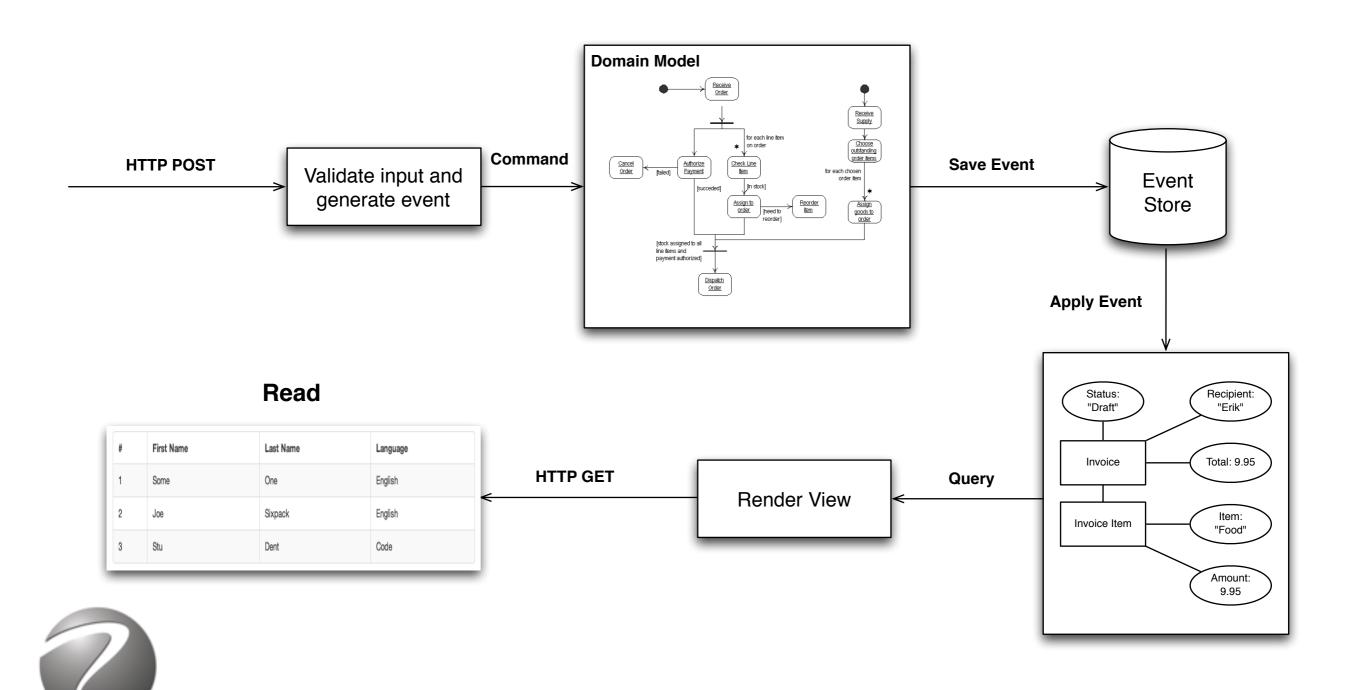
```
    <thead>To-Do</thead>
    {
        for (item <- toDoItems.mostRecent(20)) yield {
            <tr>{ item.text }
        }
        }
```



Domain Driven Design



Domain Driven Design



zılverline

```
sealed trait InvoiceEvent
case class InvoiceCreated() extends InvoiceEvent
case class InvoiceRecipientChanged(recipient: String) extends InvoiceEvent
case class InvoiceItemAdded(item: InvoiceItem, totalAmount: BigDecimal) extends InvoiceEvent
case class InvoiceSent(sentOn: LocalDate, paymentDueOn: LocalDate) extends InvoiceEvent
```



```
case class DraftInvoice(
 recipient: Option[String] = None,
 nextItemId: Int = 1,
 items: Map[Int, InvoiceItem] = Map.empty) extends Invoice {
 def addItem(description: String, amount: BigDecimal): Behavior[DraftInvoice] = ...
 // [... other domain logic ...]
 private def itemAdded = when[InvoiceItemAdded] { event =>
   // ...
```



```
case class DraftInvoice(
  recipient: Option[String] = None,
  nextItemId: Int = 1,
  items: Map[Int, InvoiceItem] = Map.empty) extends Invoice {

def addItem(description: String, amount: BigDecimal): Behavior[DraftInvoice] = ...

// [... other domain logic ...]
```

```
private def itemAdded = when[InvoiceItemAdded] { event =>
   // ...
}
```



```
case class DraftInvoice(
 recipient: Option[String] = None,
                                                                                 The "Brains"
 nextItemId: Int = 1,
 items: Map[Int, InvoiceItem] = Map.empty) extends Invoice {
 def addItem(description: String, amount: BigDecimal): Behavior[DraftInvoice] = ...
 // [... other domain logic ...]
                                                                                The "Muscle"
 private def itemAdded = when[InvoiceItemAdded] { event =>
   // ...
```

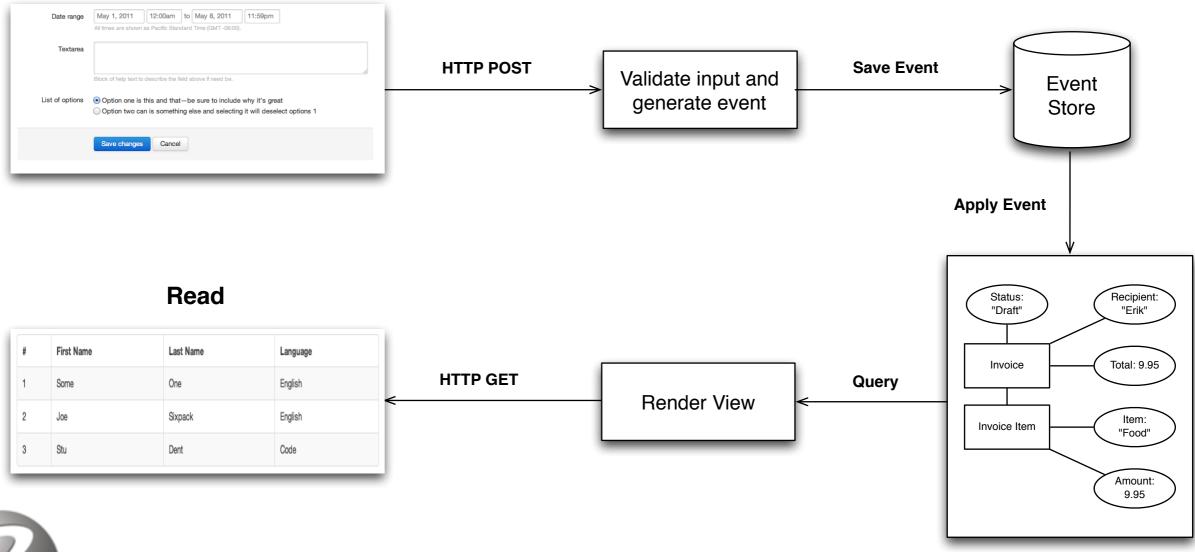


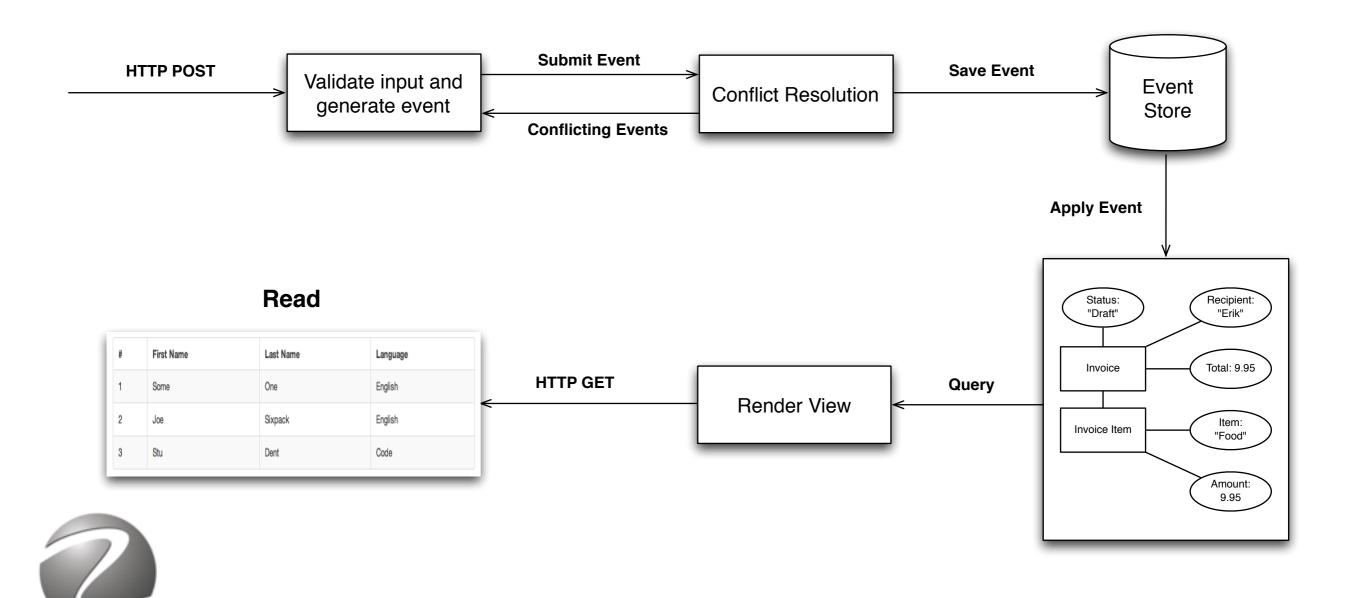
```
case class DraftInvoice(
 recipient: Option[String] = None,
 nextItemId: Int = 1,
 items: Map[Int, InvoiceItem] = Map.empty) extends Invoice {
 // ...
 def addItem(description: String, amount: BigDecimal): Behavior[DraftInvoice] =
   itemAdded(InvoiceItemAdded(InvoiceItem(nextItemId, description, amount), totalAmount + amount))
 private def totalAmount = items.values.map(_.amount).sum
 private def readyToSend_? = recipient.isDefined && items.nonEmpty
 // ...
 private def itemAdded = when[InvoiceItemAdded] { event =>
    copy(nextItemId = nextItemId + 1, items = items + (event.item.id -> event.item))
}
```



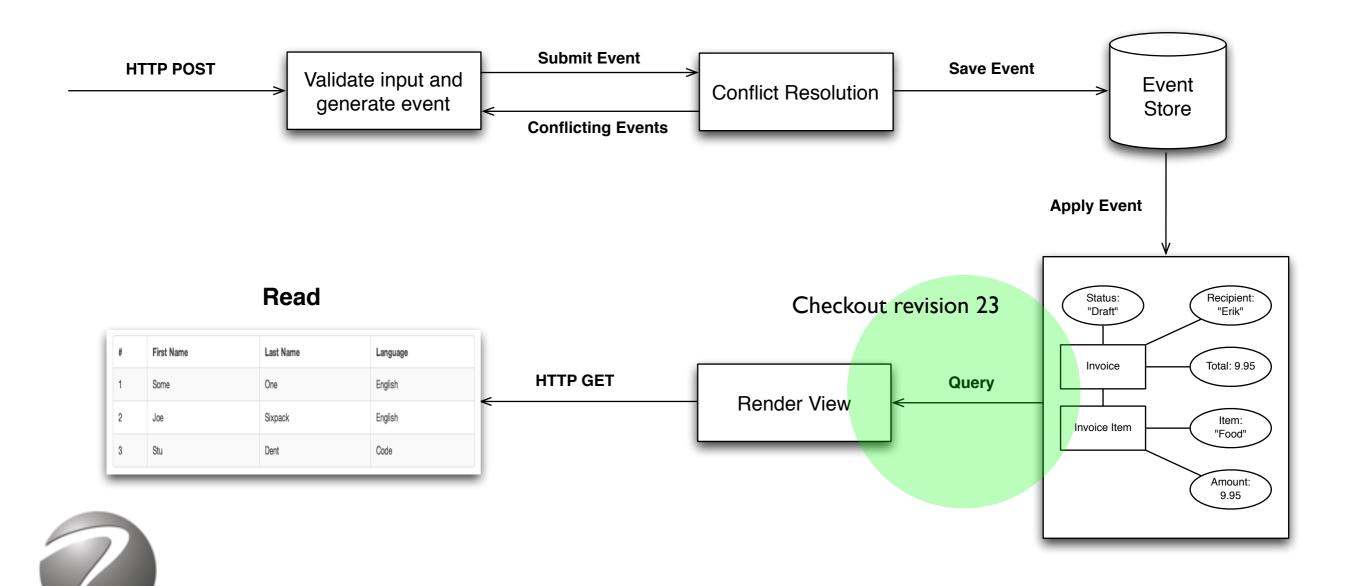
```
case class DraftInvoice(
  recipient: Option[String] = None,
  nextItemId: Int = 1,
  items: Map[Int, InvoiceItem] = Map.empty) extends Invoice {
    ...
    /** Reload from history. */
    protected[this] def applyEvent = recipientChanged orElse itemAdded orElse sent
    ...
}
```





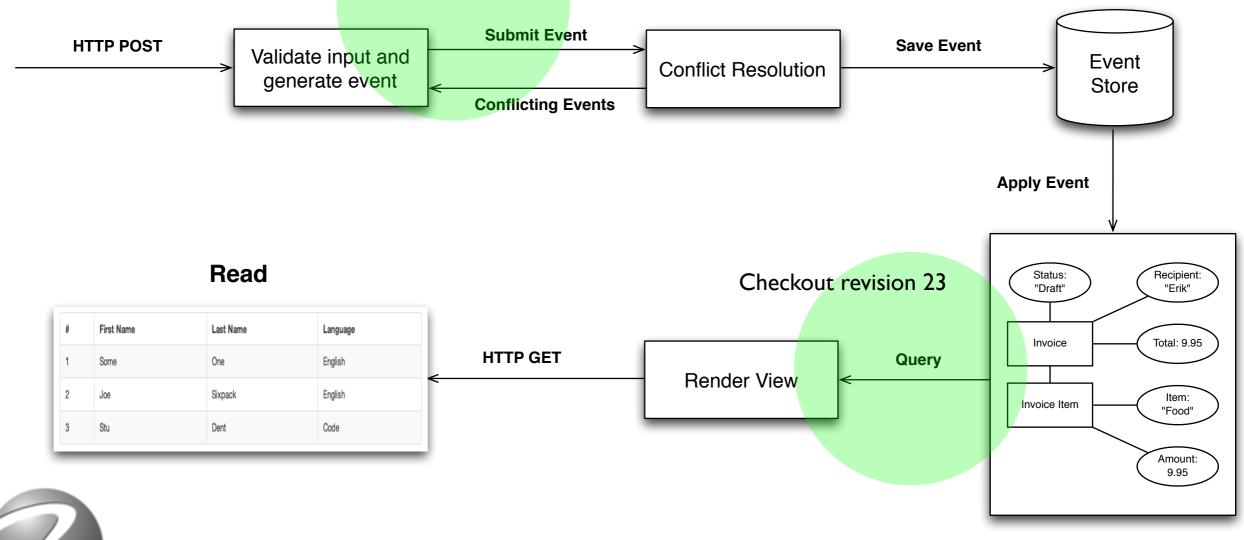


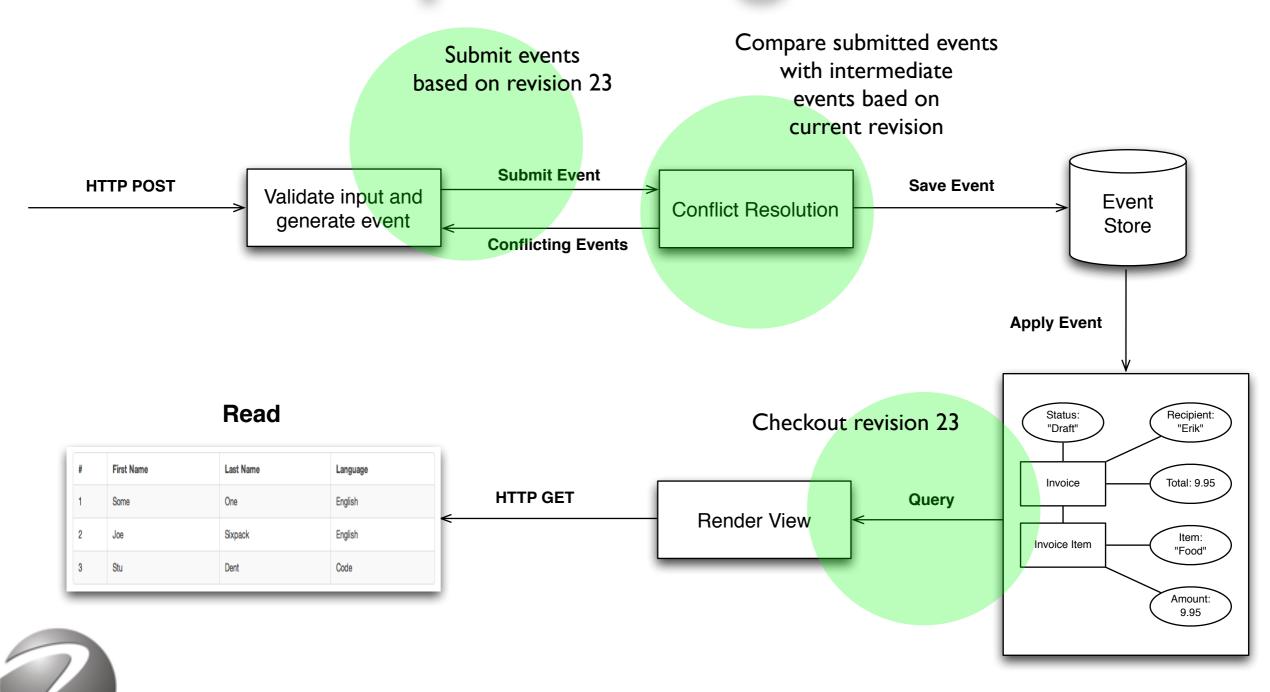
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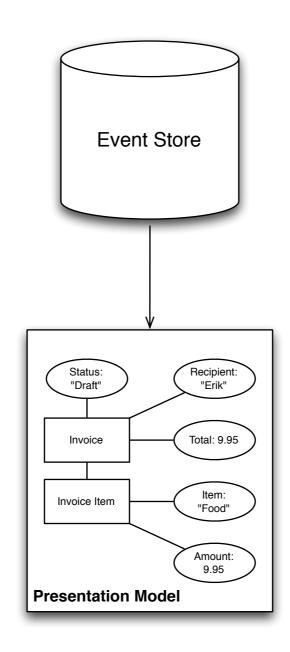
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Submit events based on revision 23

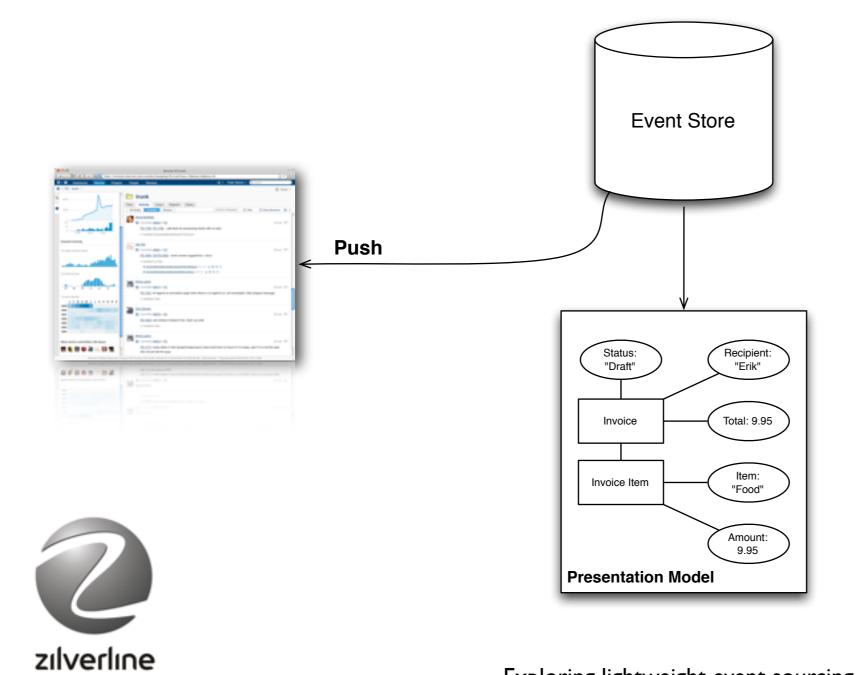


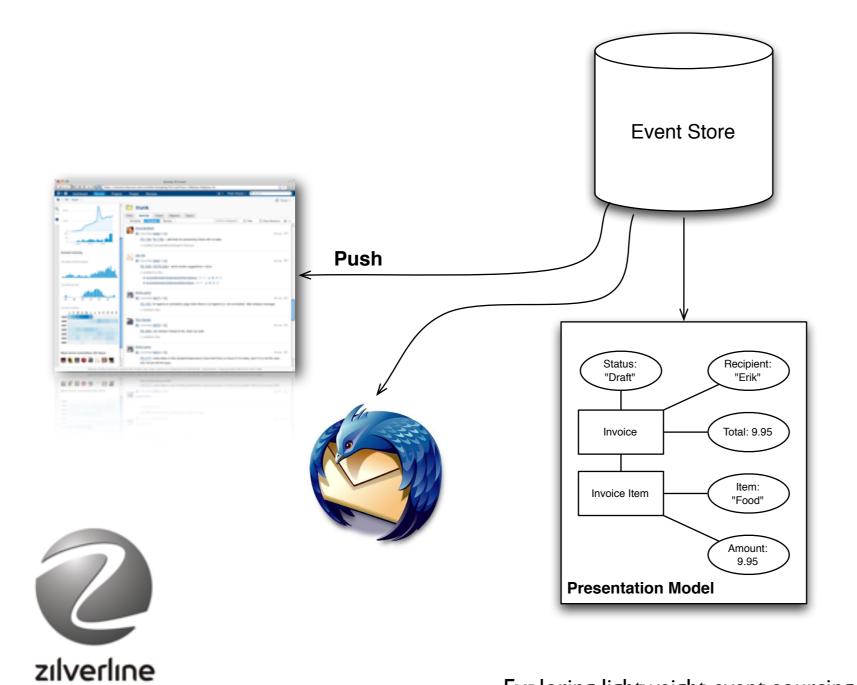


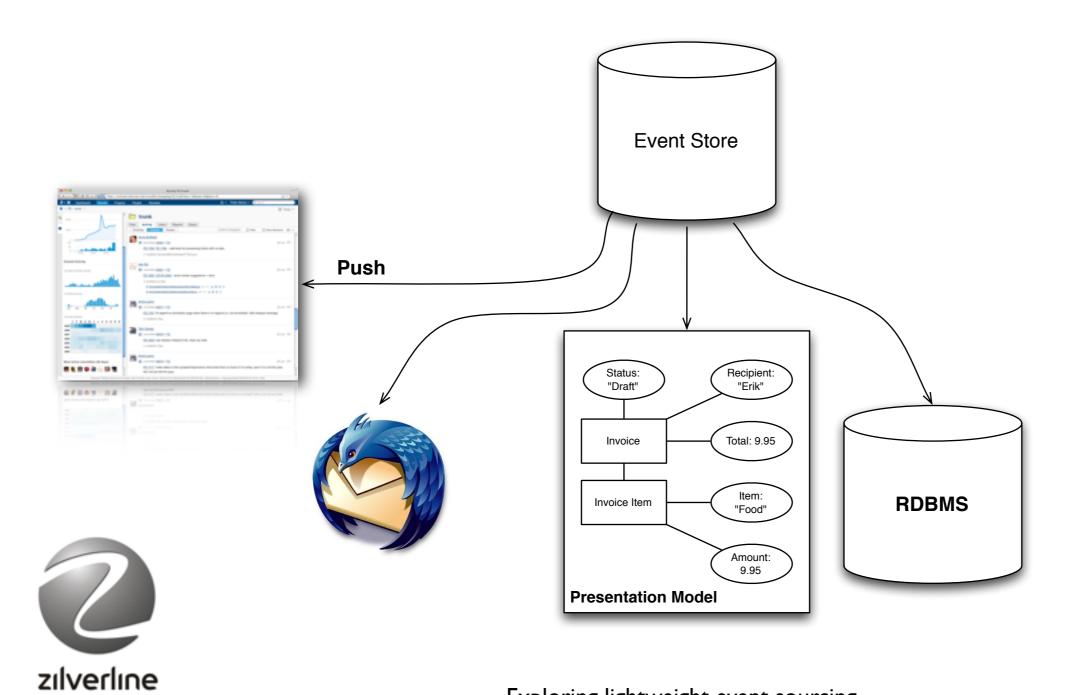
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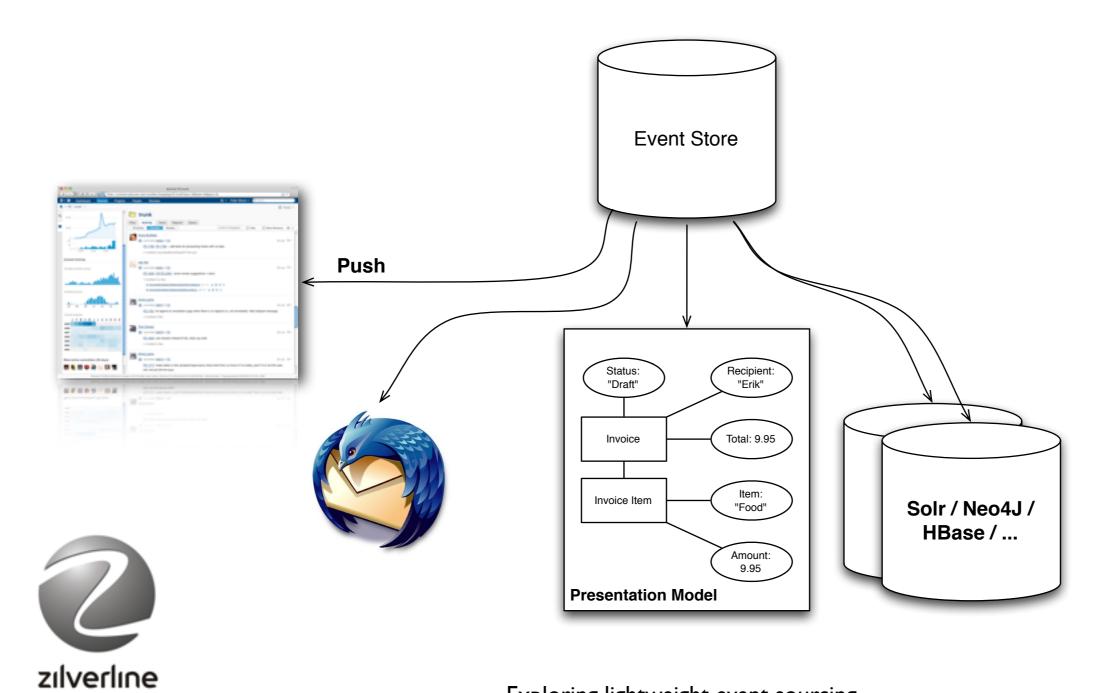


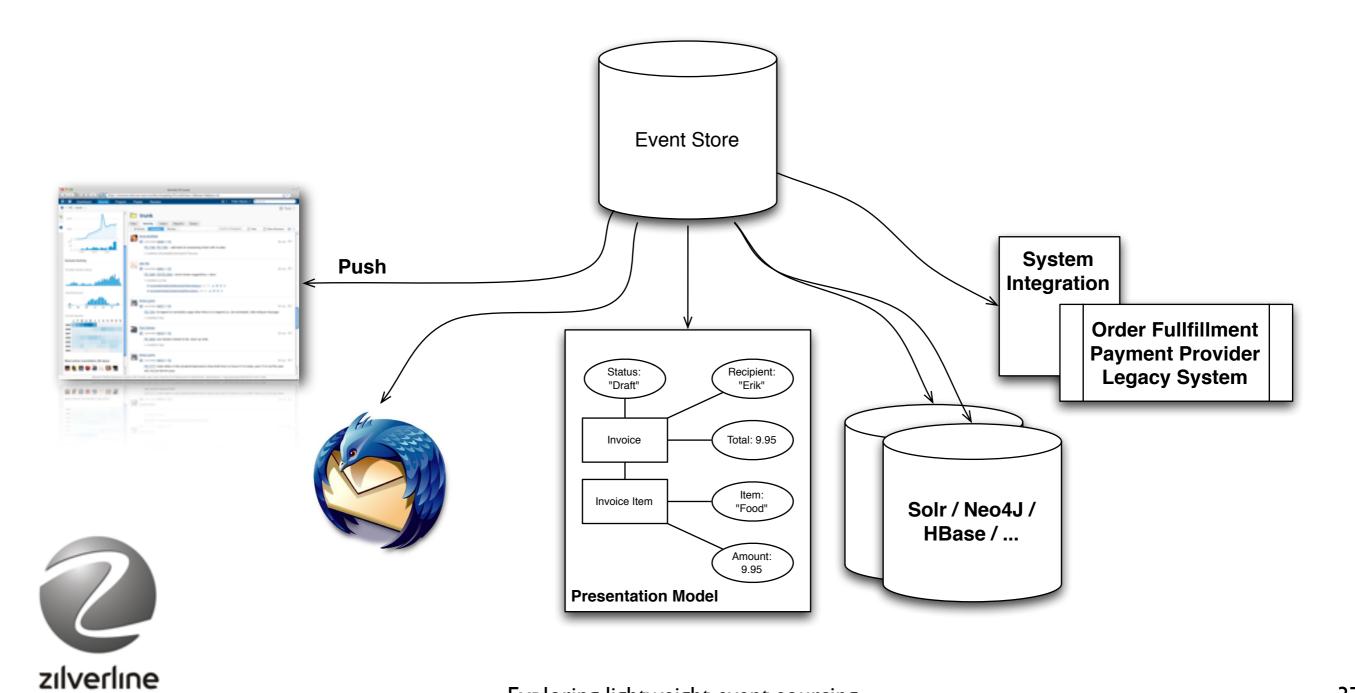


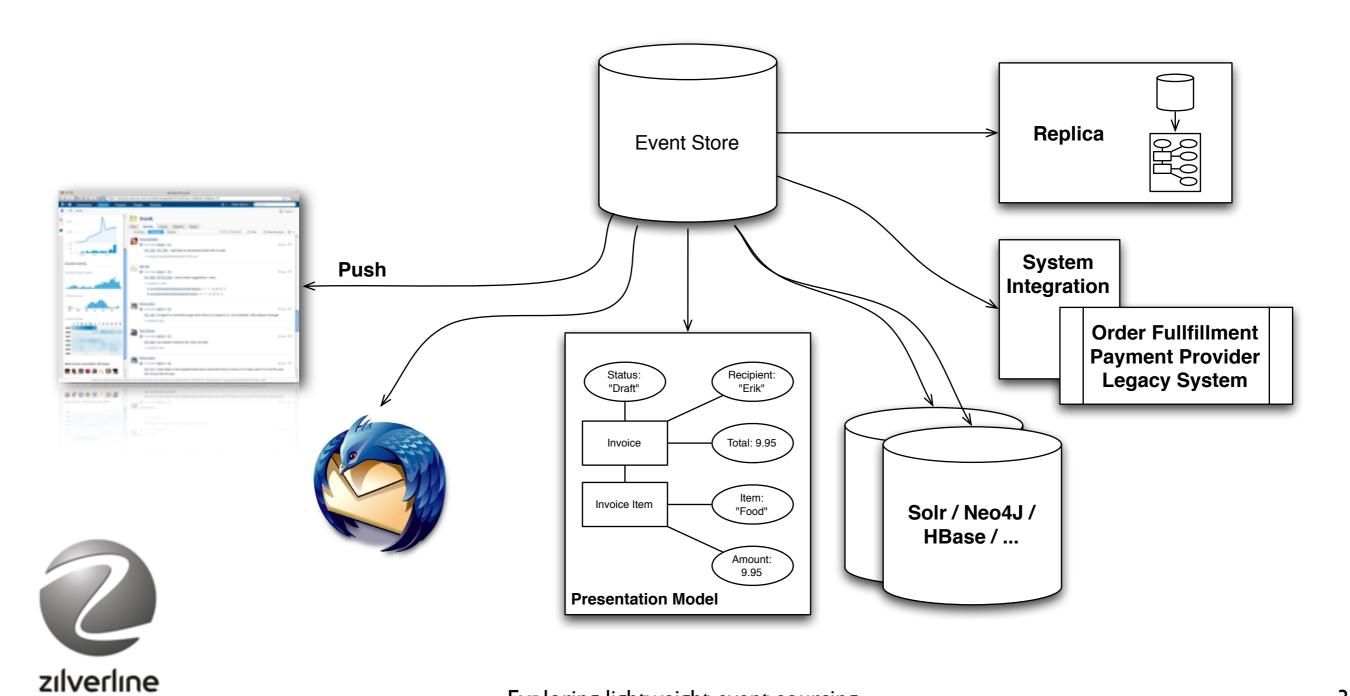


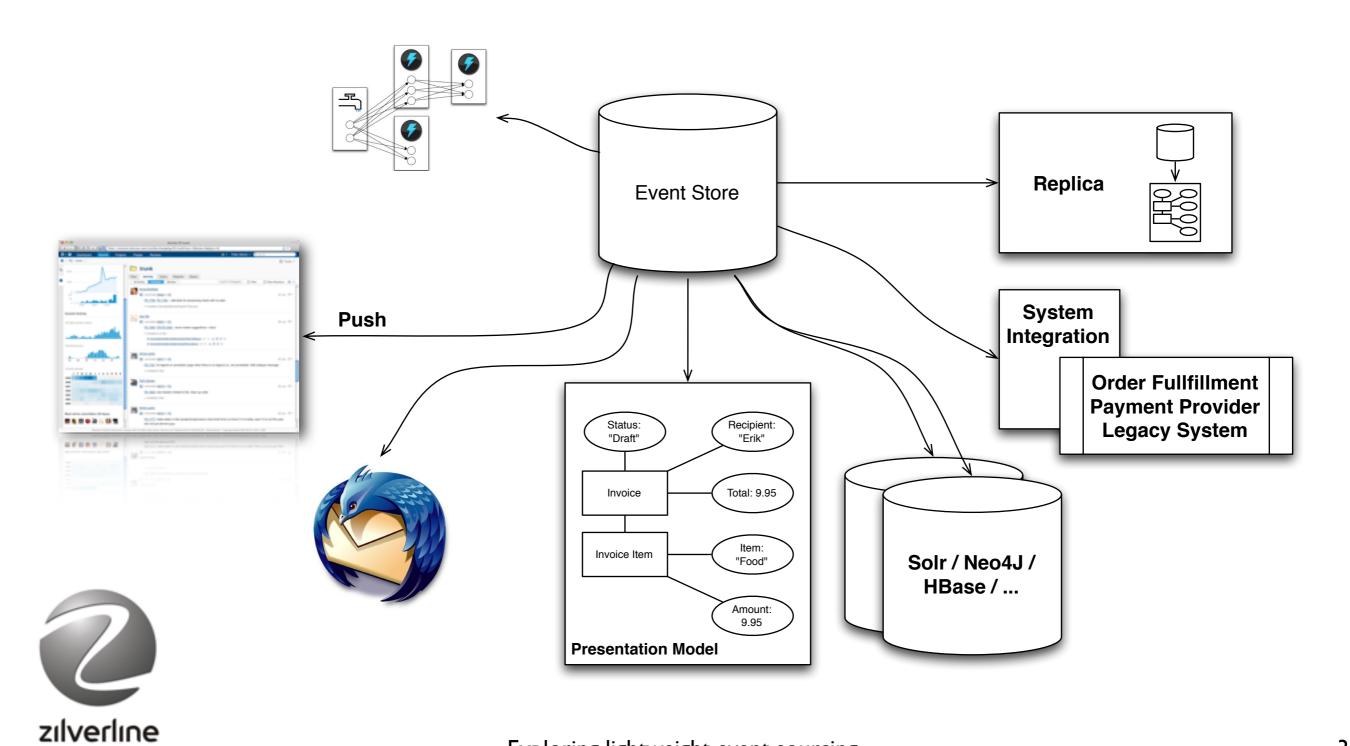


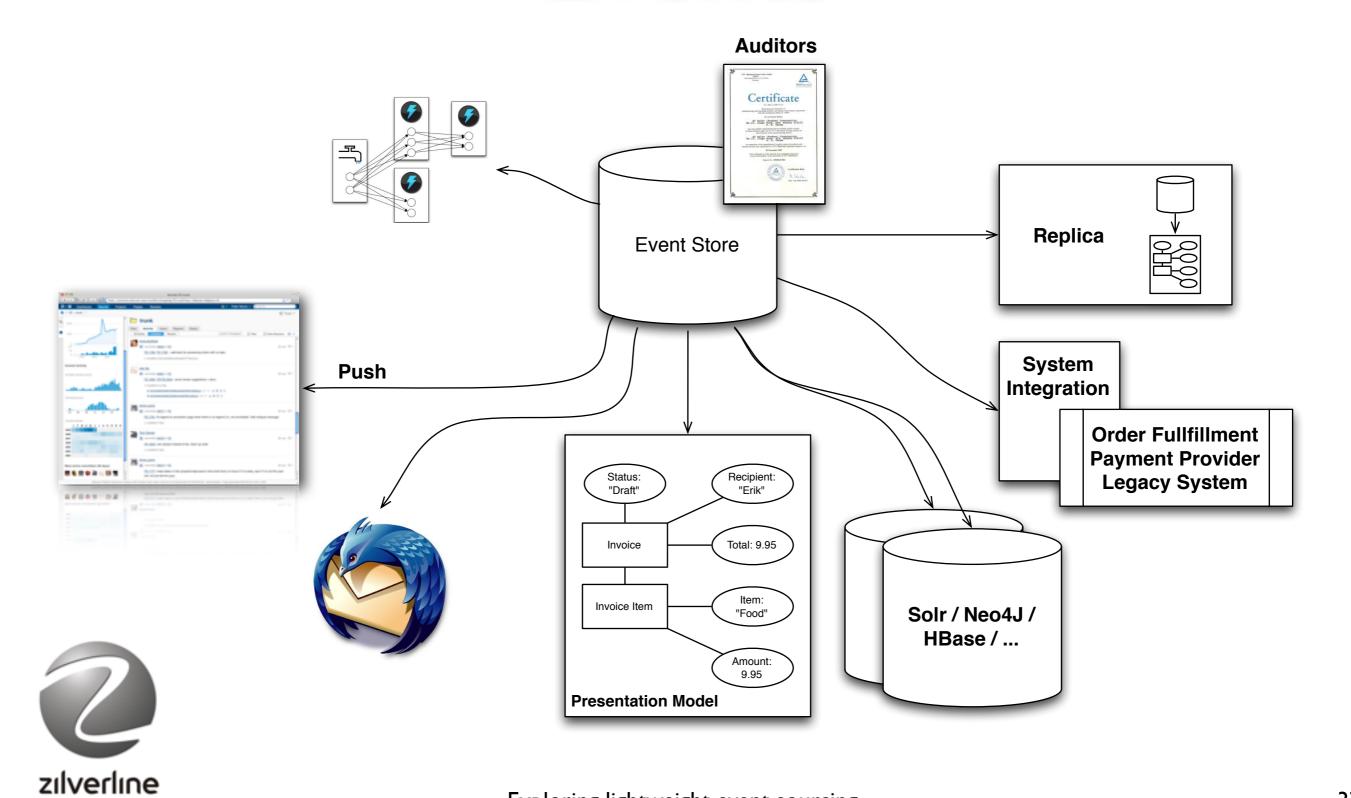












Event Store

- Stores sequence of events
- Dispatches events when successfully committed
- Replays events on startup
- It's your application's transaction log



Writing Events to Disk

```
private class JournalFileWriter(file: File, var sequence: Long) {
  private val checksum = new CRC32()
  private val fileOutputStream = new FileOutputStream(file)
  private val dataOutputStream = new DataOutputStream(
    new CheckedOutputStream(
    new BufferedOutputStream(fileOutputStream), checksum))
  def write(commit: Array[Byte]) {
    sequence += 1
    checksum.reset()
    dataOutputStream.writeLong(sequence)
    dataOutputStream.writeInt(commit.size)
    dataOutputStream.write(commit)
    dataOutputStream.writeInt(checksum.getValue().toInt)
  }
  def sync(metadata: Boolean = false) {
    dataOutputStream.flush()
    fileOutputStream.getChannel().force(metadata)
```

Example Application

- https://github.com/erikrozendaal/scalaevent-sourcing-example
- (soon) https://github.com/zilverline/lessdb-example
 - Blog series coming soon at http://blog.zilverline.com



Implementation Limitations

Single-threaded event store using disruptor pattern
 Mac OS X

• ~ 5.000 commits per second

Number of events to replay on startup

- ~ 70.000 JSON serialized events/second
- ~ 200.000 protobuf serialized events/second
- Total number of objects to store in main memory
 - JVM can run with large heaps (tens of gigabytes)

Version 10.7.1

Software Update...

Processor 2.66 GHz Intel Core i7

Memory 8 GB 1067 MHz DDR3

More Info...

But ready to scale

- Advanced event store implementations support SQL, MongoDB, Amazon SimpleDB, etc.
- Use persisted view model for high volume objects (fixes startup time and memory usage)
- Easy partitioning of aggregates (consistency boundary with unique identifier)
- Load aggregates on-demand, use snapshotting



Conclusion

- Fully capture historical information
- Independent components where each part of the application can use its own data model
- Easier to fully understand compared to traditional ORM based approach
- Need to learn "Event-Driven" thinking



Thanks!



References

- Example code https://github.com/erikrozendaal/scala-event-sourcing-example
- CQRS http://cqrsinfo.com/
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 http://www.infoq.com/presentations/greg-young-unshackle-qcon08
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