

ADVANCED DISTRIBUTED SYSTEMS DESIGN WITH SERVICE ORIENTED ARCHITECTURE

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#ADSDcourse

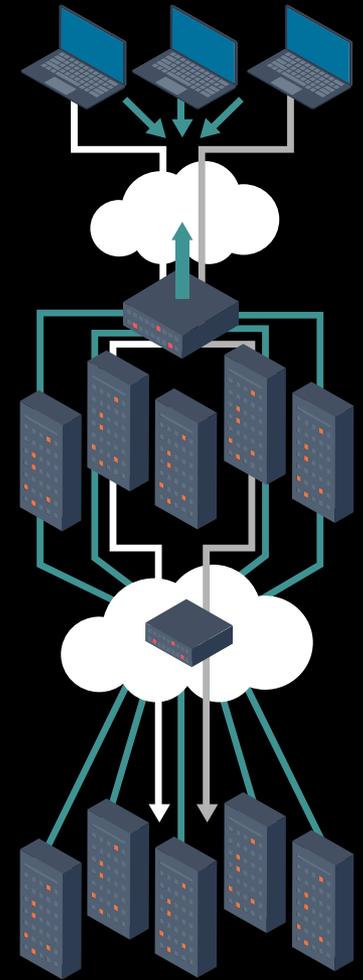
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DISTRIBUTED SYSTEMS THEORY

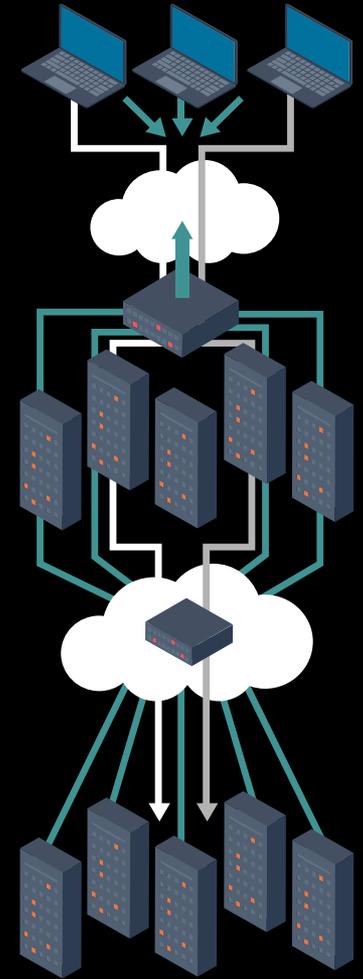
SYSTEMS ARE NOT APPLICATIONS

- An application has a single executable and runs on a single machine
- Usually has a single source of information
- Applications don't know about "connectivity"



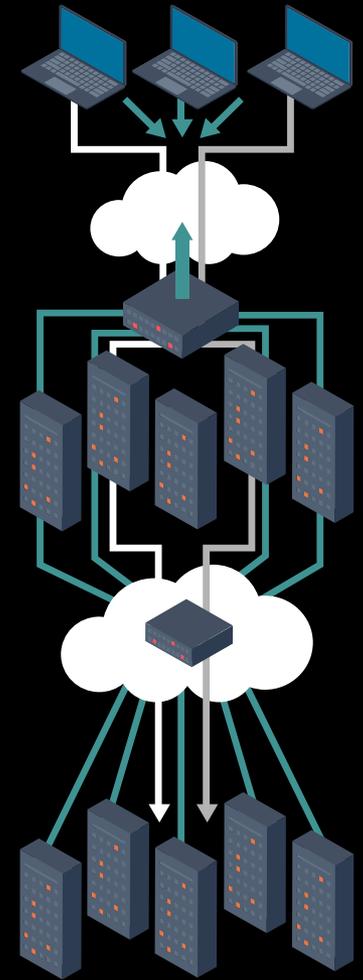
SYSTEMS ARE NOT APPLICATIONS

- A system can be made up of multiple executable elements on multiple machines
- Usually has multiple sources of information
- System must deal with “connectivity”



SYSTEMS ARE NOT APPLICATIONS

- Each executable within a system is not an application
- Each executable must deal with “connectivity”



"CONNECTIVITY" – THE NETWORK MATTERS

Common assumptions made by developers and architects in distributed systems

- The network is reliable
- Latency isn't a problem
- Bandwidth isn't a problem
- The network is secure
- The topology won't change
- The administrator will know what to do
- Transport cost isn't a problem
- The network is homogeneous



Deutsch 94
Gosling 97

"CONNECTIVITY" – THE NETWORK MATTERS

"The 8 fallacies of distributed computing"

1. The network is reliable
2. Latency isn't a problem
3. Bandwidth isn't a problem
4. The network is secure
5. The topology won't change
6. The administrator will know what to do
7. Transport cost isn't a problem
8. The network is homogeneous



*Deutsch 94
Gosling 97*

3 MORE FALLACIES

1. The network is reliable
2. Latency isn't a problem
3. Bandwidth isn't a problem
4. The network is secure
5. The topology won't change
6. The administrator will know what to do
7. Transport cost isn't a problem
8. The network is homogeneous
9. The system is atomic/monolithic
10. The system is finished
11. Business logic can and should be centralized



Neward 06

#1. THE NETWORK IS RELIABLE

- Hardware, software, security can cause issues

```
var svc = new MyService();  
var result = svc.Process(data);
```

- How do you handle `HttpTimeoutException`?
Data can get lost when sent over the wire

#1. THE NETWORK IS RELIABLE

- Solutions:

Retry & Ack / Store & Forward / Transactions

Don't roll your own – too many edge cases

Use reliable messaging infrastructure

MSMQ / Sql Server 2005 Service Broker

- But doesn't provide a request/response synchronous method-centric model

#2. LATENCY ISN'T A PROBLEM (==0)

- Time to cross the network in one direction
- Small for a LAN, WAN & internet can be large
Many times slower than in-memory access
- Bad-old days of OO – remote objects
Even accessing a property was a round-trip
Now we use DTO's
- But what about lazy-loading with an ORM?

EVENT	LATENCY	SCALED
1 CPU cycle	0.3 ns	1 s
Level 1 cache access	0.9 ns	3 s
Level 2 cache access	2.8 ns	9 s
Level 3 cache access	12.9 ns	43 s
Main memory access (DRAM, from CPU)	120 ns	6 min
Solid-State disk I/O (flash memory)	50-150 μ s	2-6 days
Rational disk I/O	1-10 ms	1-12 months
Internet: San Francisco to New York	40 ms	4 years
Internet: SanFrancisco to United Kingdom	81 ms	8 years
Internet: SanFrancisco to Australia	183 ms	19 years
TPC packet retransmit	1-3 s	105-317 years
OS virtualization system reboot	4 s	423 years
SCSI command time-out	30 s	3 millennia
Hardware (HW) virtualization syatem reboot	40 s	4 millennia
Physical system reboot	5 m	32 millennia

#2. LATENCY ISN'T A PROBLEM (==0)

- Solutions:

Don't cross the network if you don't have to
Inter-object chit-chat shouldn't cross the network

If you have to cross the network,
take all the data you might need with you

#3. BANDWIDTH ISN'T A PROBLEM (∞)

- Although bandwidth keeps growing, the amount of data grows faster
- When transferring lots of data in a given period of time, network congestion may interfere
- ORMs eagerly fetching too much data

#3. BANDWIDTH ISN'T A PROBLEM (∞)

- Solution:

Move time-critical data to separate networks

Can't eagerly fetch everything / can't lazy load everything

Might need to have more than one domain model to resolve forces of bandwidth and latency

#4. NETWORK IS SECURE

- Unless you're on a separate network that will never, ever be connected to anything else...
- Well, not even then. Viruses, Trojans, etc can still be brought in by users on CDs, DVDs, DOKs, etc
- You can't be 100% safe from everything

#4. NETWORK IS SECURE

- Solution:

Perform a threat model analysis

Balance costs against risks

Most importantly, talk about it. Include PR and legal.

#5. THE TOPOLOGY WON'T CHANGE

- Unless a server goes down and is replaced
- Or is moved to a different subnet
- Or clients wirelessly connect and disconnect
Issues with WCF callback contracts
- What will happen to the system when those hard coded / config-file values change?

#5. THE TOPOLOGY WON'T CHANGE

- Solution:

Don't hard-code addresses

Consider using resilient protocols (multicast)

Discovery mechanisms are cool, but hard to get right

- Will your system be able to maintain response-time requirements when this happens?

#6. THE ADMIN WILL KNOW WHAT TO DO

- Possible in small networks
 - Until they get ~~run over by a truck~~ promoted.
 - Their replacement probably won't know what to do.
- If there are multiple admins, rolling out various upgrades and patches, will everything grind to a halt?
 - Will client software be able to work with a new version of the server?
- High Availability while upgrading?

#6. THE ADMIN WILL KNOW WHAT TO DO

- Solution:

- Consider how to pinpoint problems in production

- Some logging is helpful, too much can be harmful

- Consider multiple versions running in parallel

- Although backwards compatibility is hard

- Enable the admin to take parts of the system down for maintenance without adversely affecting the rest

- Queuing technology helps

#7. TRANSPORT COST ISN'T A PROBLEM

- Serialization before crossing the network (and deserialization on the other side) takes time.
In the cloud, it can be a big cost factor
- The hardware network infrastructure has upfront and ongoing costs.

#7. TRANSPORT COST ISN'T A PROBLEM

- Solution:

The effect of serialization on performance further strengthen the argument to stay away from chatting over the network

Architects need to make trade-offs between infrastructure costs and development costs – upfront vs. ongoing.

#8. THE NETWORK IS HOMOGENEOUS

- It used to be easier - .NET/Java interop works
- Now we've got Ruby, NoSQL, and stuff people hacked together over http (a.k.a REST)
- Semantic interoperability will always be hard, budget for it

#9. THE SYSTEM IS ATOMIC

- Maintenance is hard in “big balls of mud”
Changing one part of the system affects other parts
- Integration through the DB creates coupling
It gets worse with XML in the DB
- If the system wasn't designed to scale out to multiple machines, doing so may actually hurt performance

#9. THE SYSTEM IS ATOMIC

- Solution:

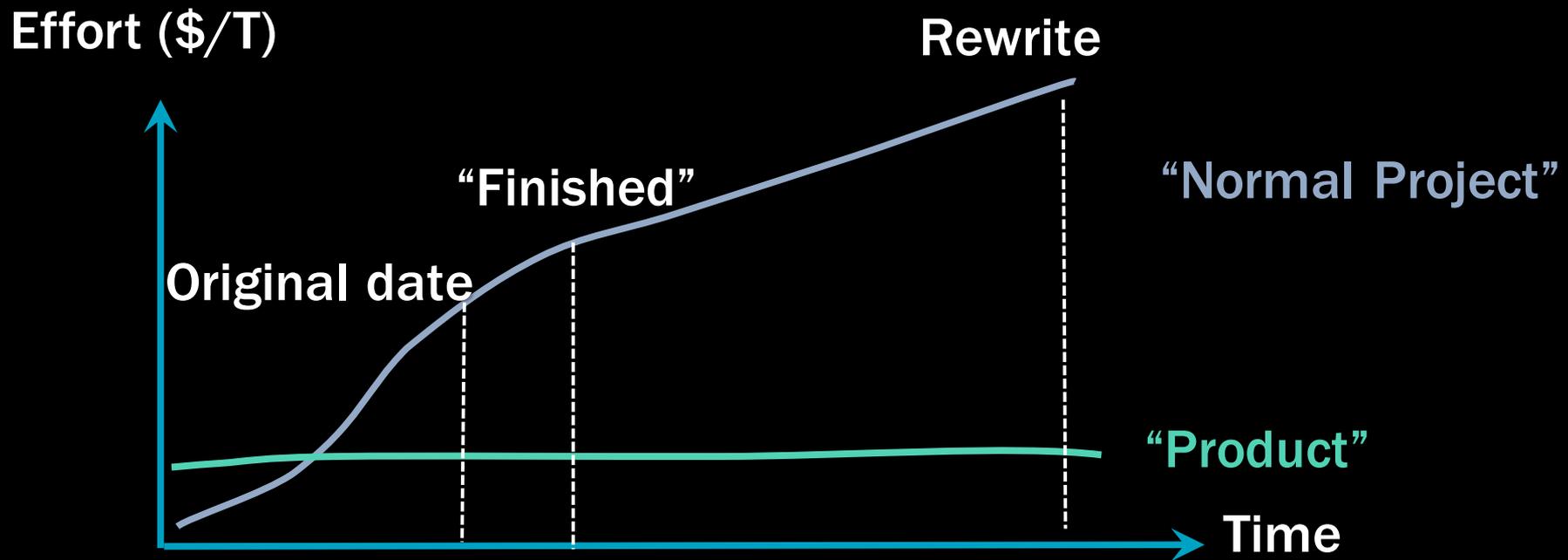
Internal loose coupling

Modularize

Design for scale out in advance, or you just may end up being stuck with scale up.

#10. THE SYSTEM IS FINISHED

- Maintenance costs over the lifetime of a system are greater than its development costs



- The system is never "finished"

#10. THE SYSTEM IS FINISHED

- Solution:

There's no such thing as a "maintenance programmer"

Projects are a poor model for software development
Long-lived products are better

Beware the rewrite that will solve everything

A BETTER DEVELOPMENT PROCESS

The Business

IT

~~Requirements~~

workarounds

Rapid Prototyping

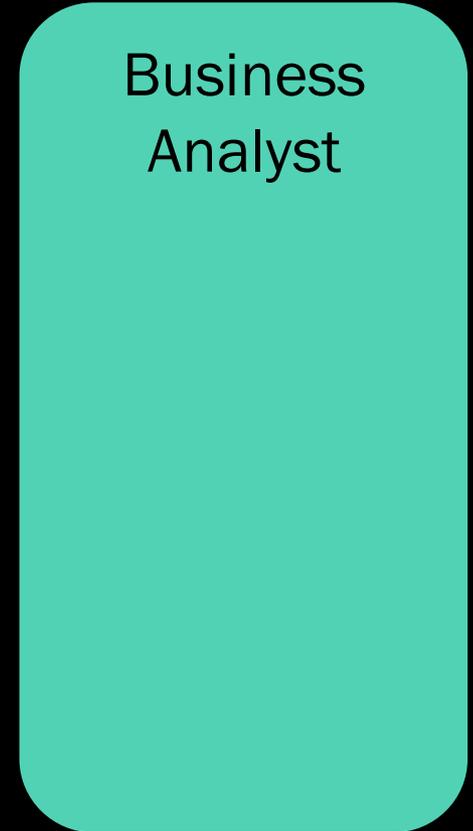


So you wish X could be better/cheaper/faster

Exactly!

(still not a requirement)

Business Analyst



A BETTER DEVELOPMENT PROCESS

The Business

IT

Estimate

Architect

Too broad a range

Let me do a POC for T

Go ahead with POC

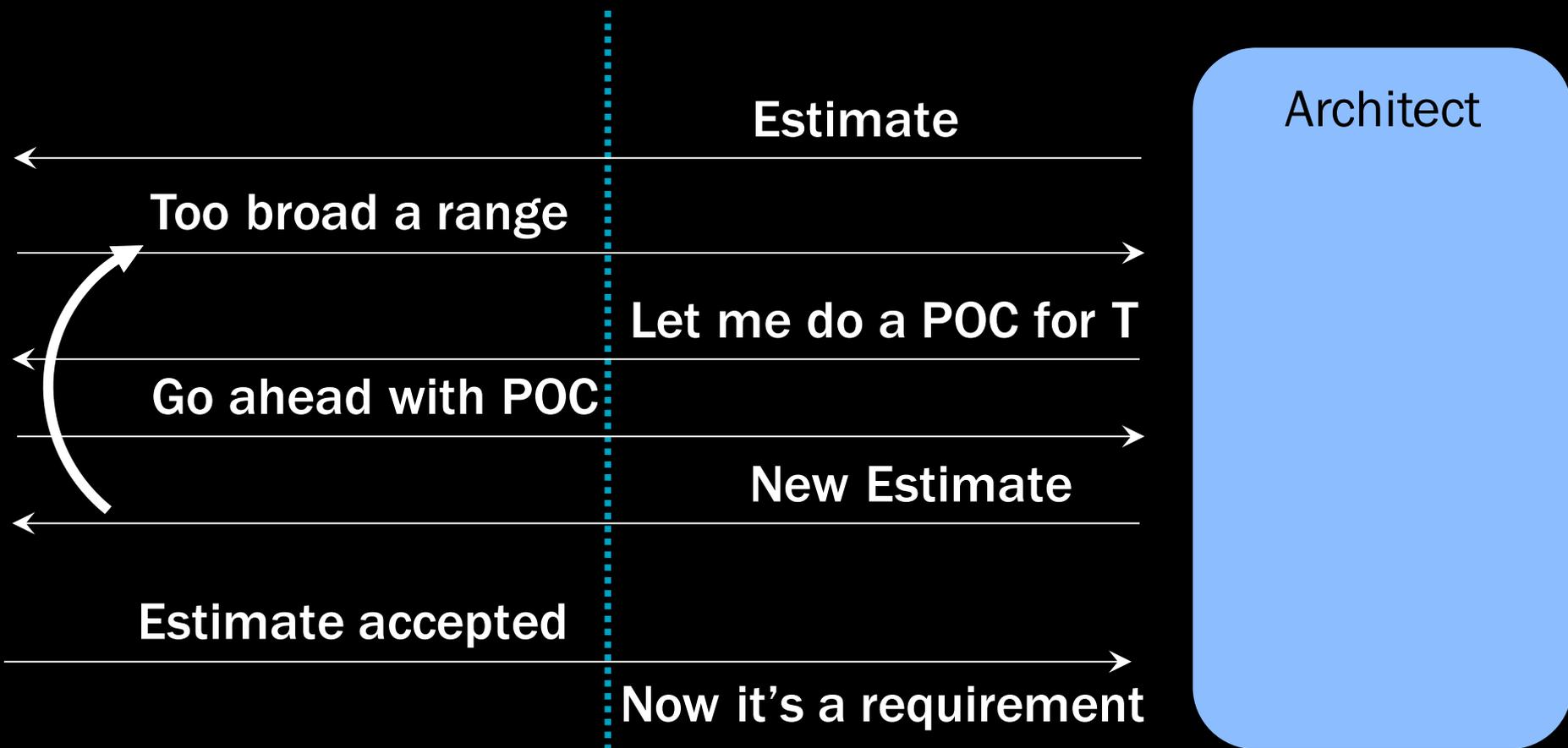
New Estimate

Estimate accepted

Now it's a requirement

Estimate:

Given a well-formed team of size S
that is not working on anything else
I'm $C\%$ confident work will take between $T1$ & $T2$



A BETTER DEVELOPMENT PROCESS

The Business

IT

So it'll be ready in T2?

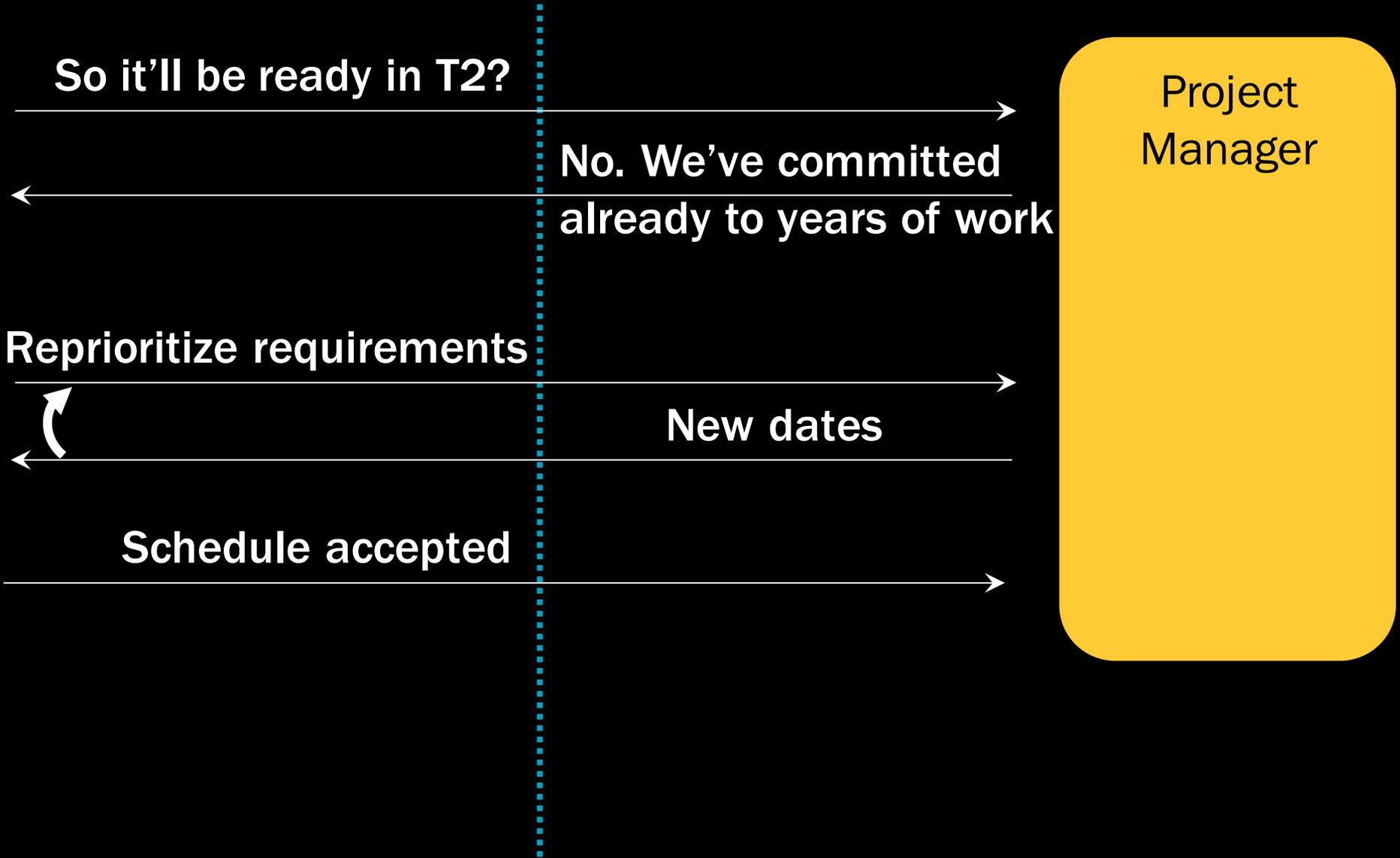
No. We've committed
already to years of work

Project
Manager

Reprioritize requirements

New dates

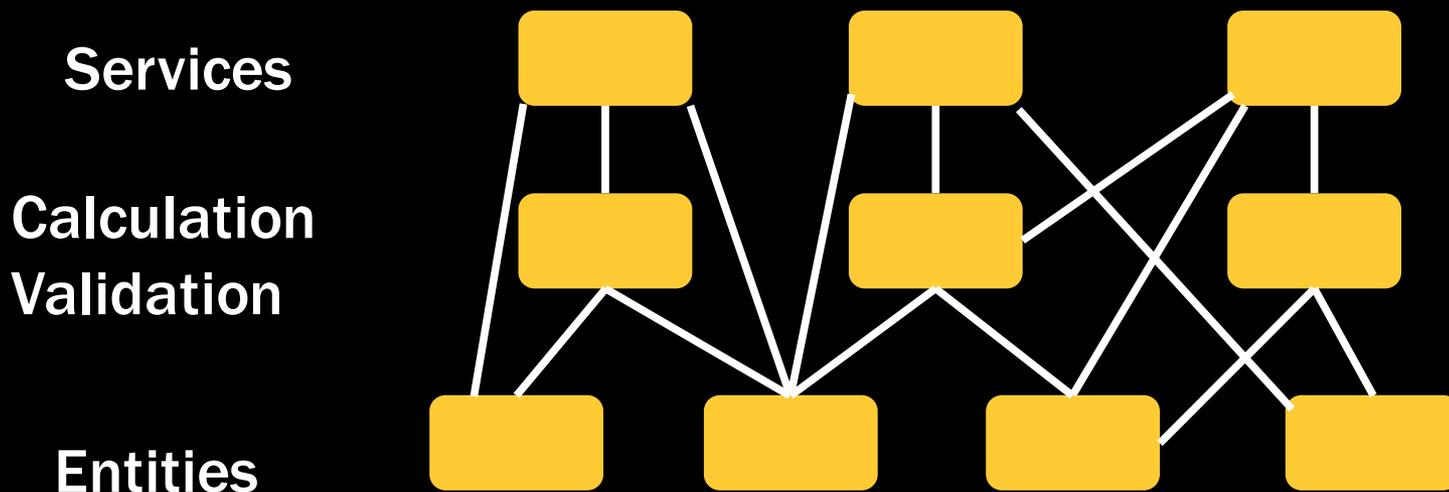
Schedule accepted



#11. BUSINESS LOGIC CAN AND SHOULD BE CENTRALIZED

- “First name must be less than 40 characters”
Enforce in the UI? BL? DB? Everywhere?

What about when the business rules change?



#11. BUSINESS LOGIC CAN AND SHOULD BE CENTRALIZED

- Solution:

Logic will be physically distributed

Can still “centralize” in the development view

[more reading] 4+1 views of software architecture

“Tag” source code by feature implemented

Enables finding all code by feature

Even if its in multiple files

SUMMARY

- Best practices have yet to catch up to “best thinking”
- Technology cannot solve all problems
- Adding hardware doesn't necessarily help

COUPLING IN DISTRIBUTED SYSTEMS

WHAT IS COUPLING?

- A measure of dependencies
- If X depends on Y,
there is coupling between them
- 2 kinds of coupling: Afferent (Ca), Efferent (Ce)

WHAT IS COUPLING?

- Afferent coupling (C_a) – who depends on you
Incoming coupling
- Efferent coupling (C_e) – on who you depend
Outgoing coupling

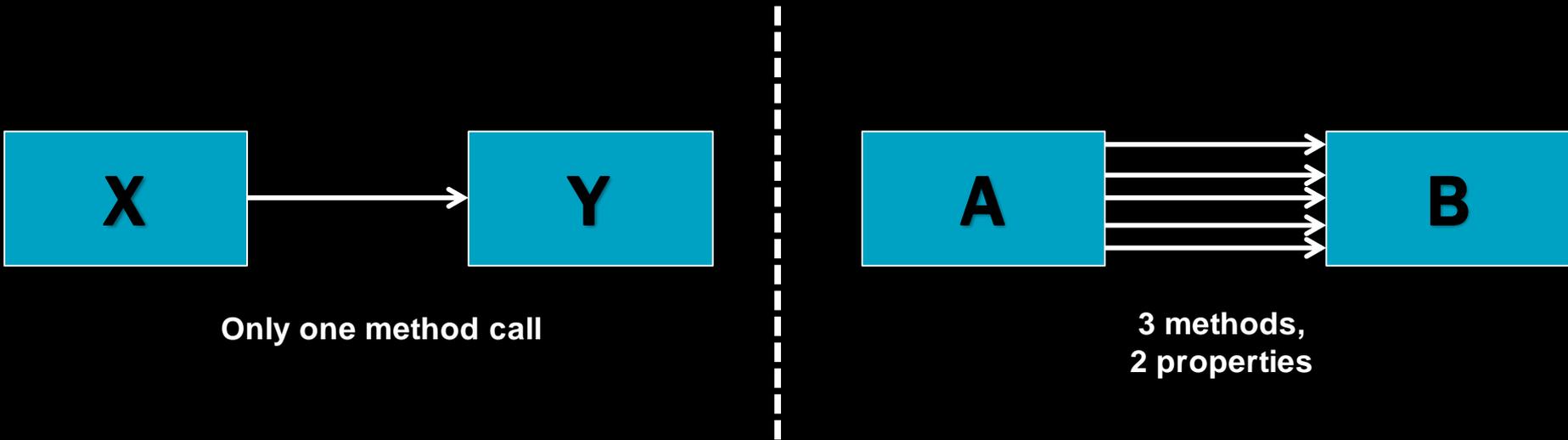
WHAT IS COUPLING?

- If X depends on Y then:
- X is efferently coupled to Y
- Y is afferently coupled to X

COUPLING – WHICH KIND IS WORSE?

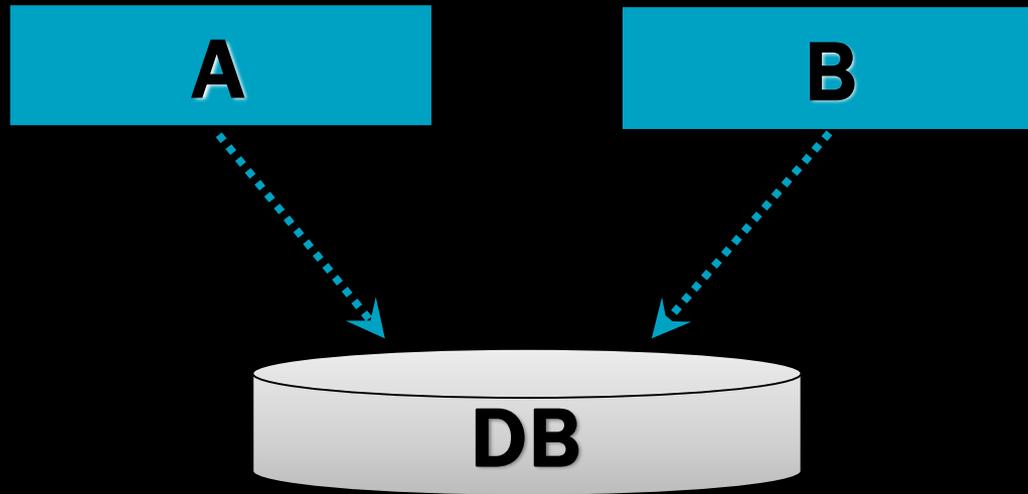
	Afferent (Incoming)	Efferent (Outgoing)
A	5	0
B	0	5
C	2	2
D	0	0

HOW TO COUNT COUPLING?



**Same amount of coupling?
Different?**

BEWARE SHARED RESOURCES



**They hide the coupling that
otherwise would be visible**

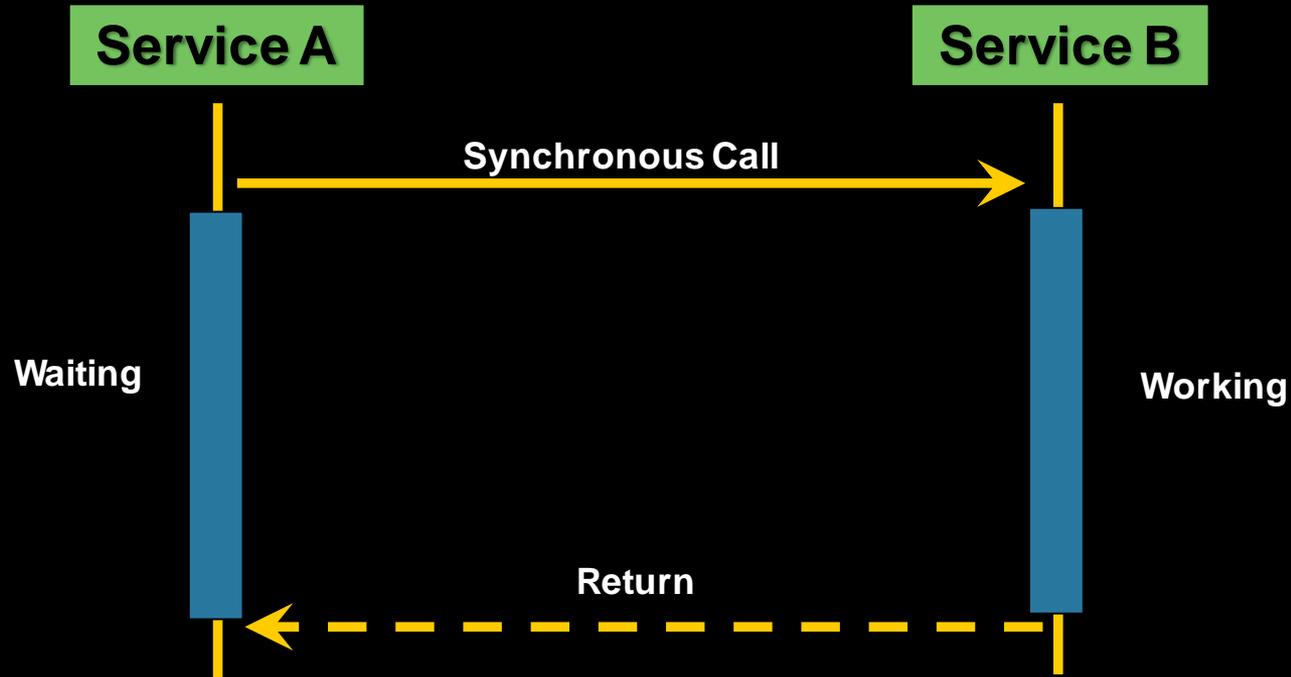
LOOSE COUPLING AT THE SYSTEMS LEVEL

- Minimize afferent and efferent coupling
But not mechanically
- Zero coupling isn't really possible
- 3 Different aspects of coupling for systems:
Platform
Temporal
Spatial

COUPLING ASPECT #1: PLATFORM

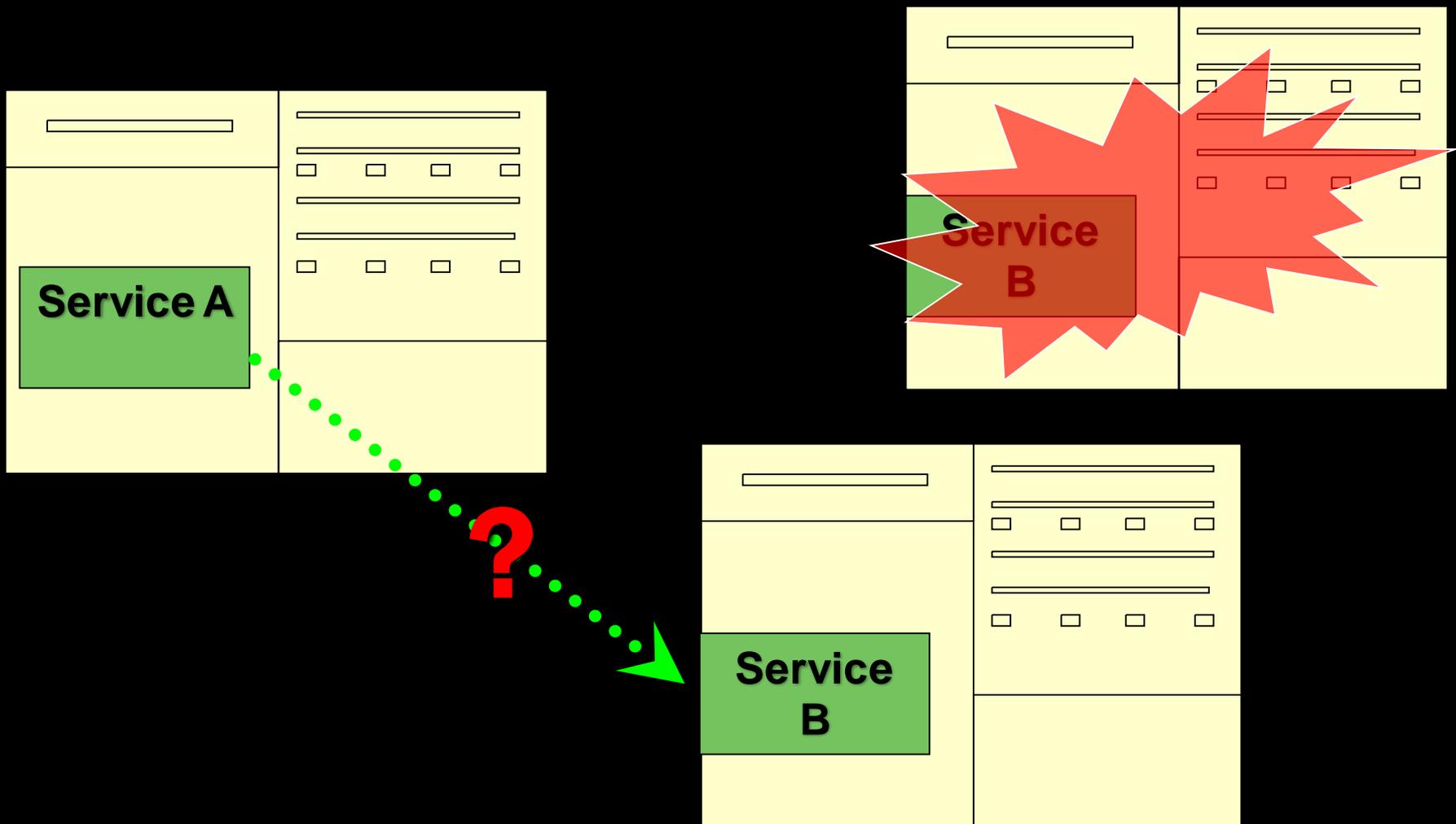
- Also known as “Interoperability”
- Using protocols only available on one platform
Remoting, Binary Serialization, etc
- One of the 4 Tenets of Service Orientation:
“Share contract and schema, not class or type”

COUPLING ASPECT #2: TEMPORAL



Processing time of Service B affects that of A

COUPLING ASPECT #3: SPATIAL



Can communication automatically continue?

COUPLING ASPECTS: SOLUTIONS

COUPLING ASPECT #1: PLATFORM

- Many options possible for interoperability.
Text-based representation on the wire (XML/JSON)
With or without schema

Use standards based transfer protocol like http
Or SMTP, UDP, etc

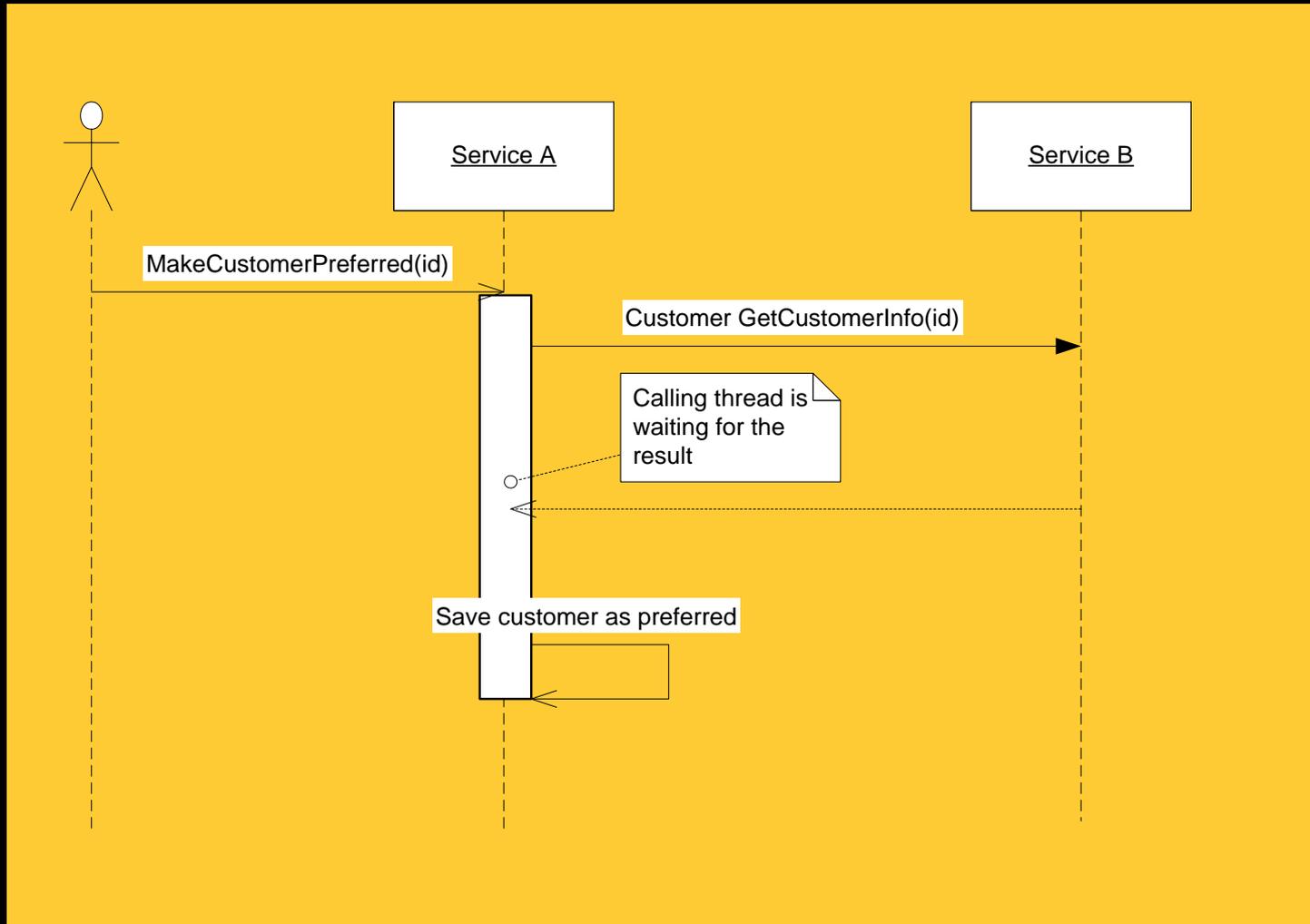
SOAP / WSDL / REST

ADDITIONAL PLATFORM SOLUTIONS

- Running Java code in-process on the CLR
- Running .Net code in-process on the JVM

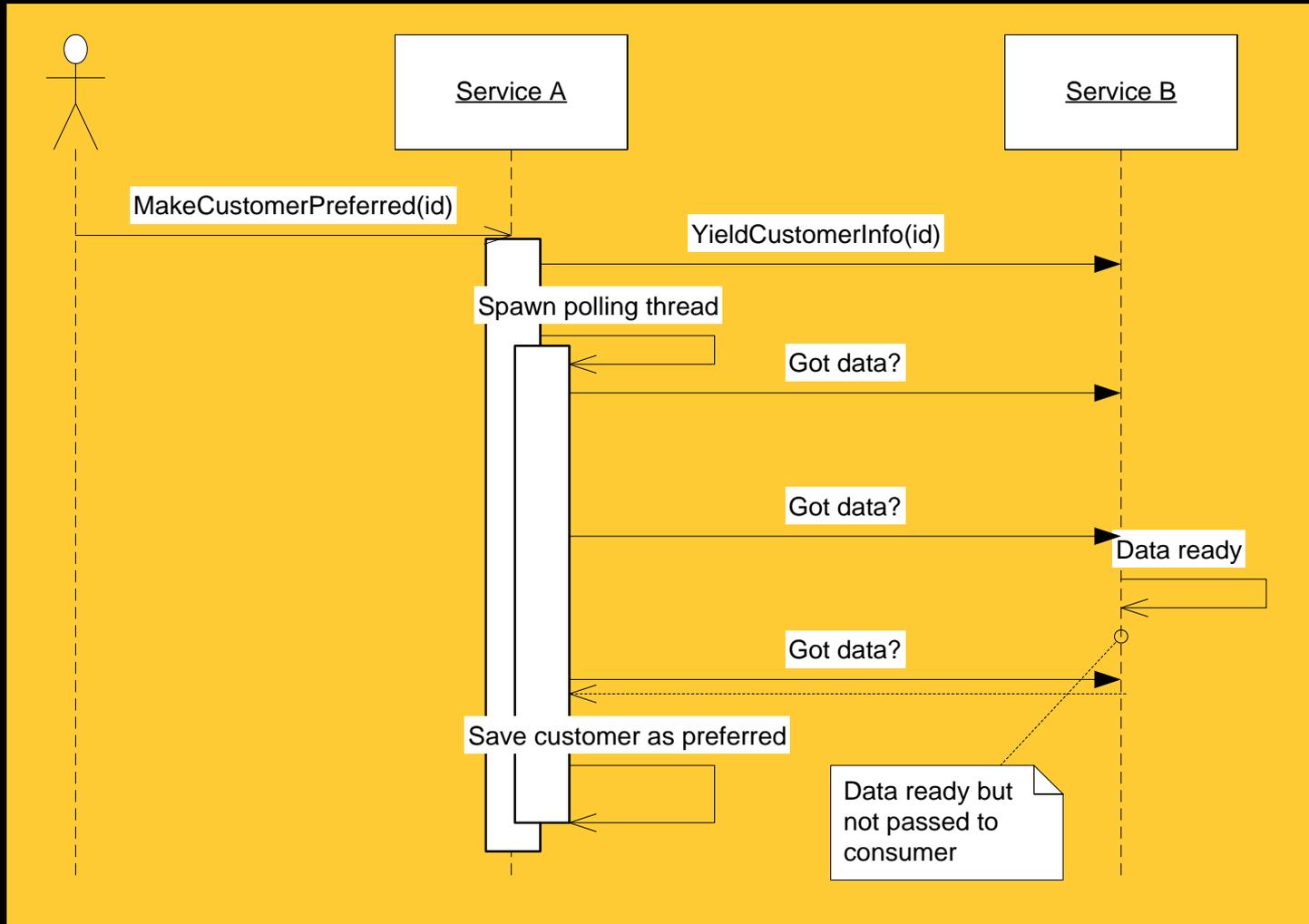


COUPLING ASPECT #2: TEMPORAL - 1



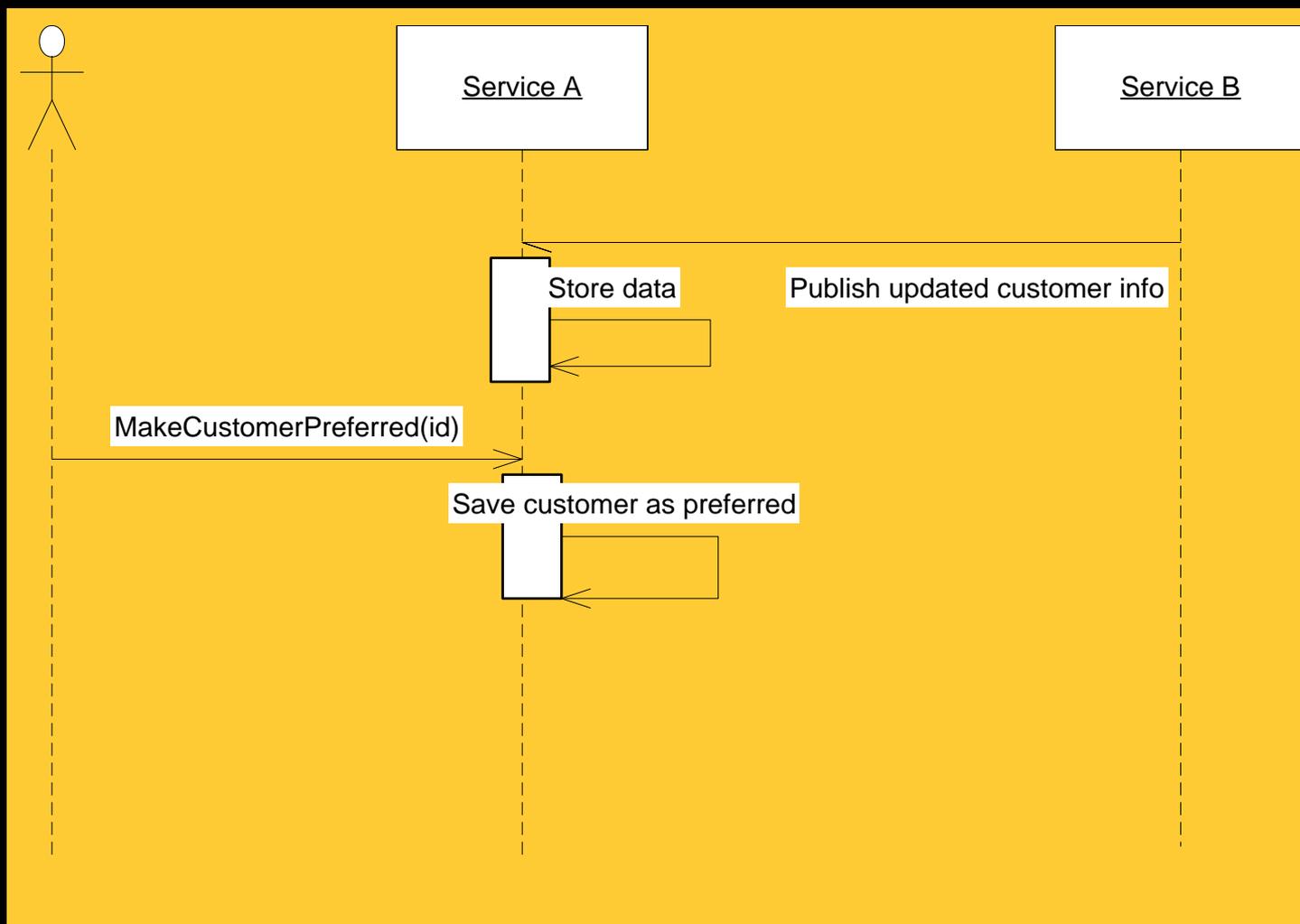
Resources are held while waiting

COUPLING ASPECT #2: TEMPORAL - 2



Resources are held while waiting. Increased load on service B per consumer (impacted by polling interval)

COUPLING ASPECT #2: TEMPORAL - FINAL



Good. By separating (in time) the inter-service communication and the request handling

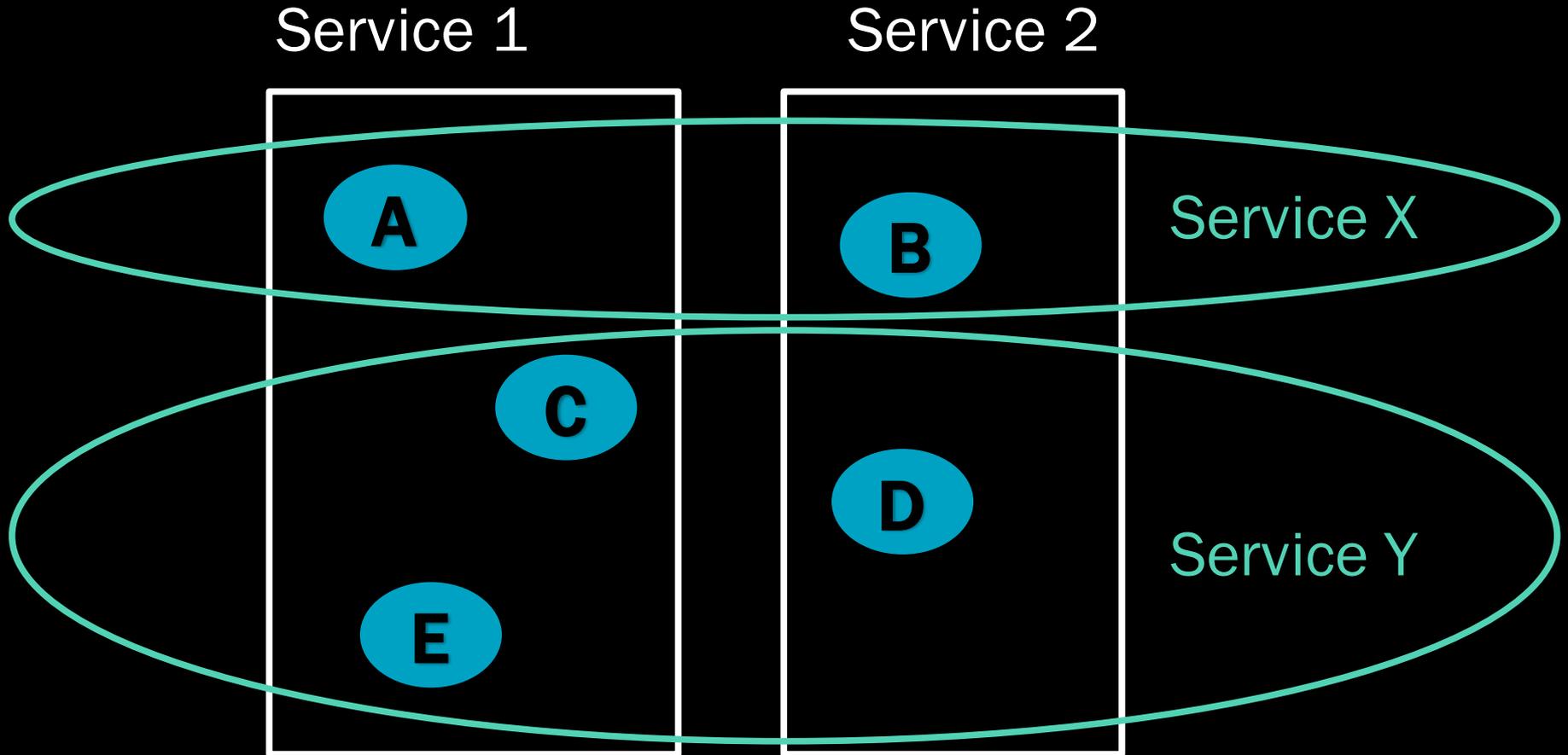
PUB/SUB TEMPORAL CONSTRAINTS

- Subscriber must be able to make decisions based on somewhat stale data
- Requires a strong division of responsibility between publishers and subscribers
- Only one logical publisher should be able to publish a given kind of event

HOW TO DESIGN EVENTS

- Avoid requests/commands
Bad: "SaveCustomerRequested"
- State something that happened (past tense)
Subscribers shouldn't be able to invalidate this
Good: "OrderAccepted"
- If you have to talk about data, state its validity
ProductPriceUpdated { Price: \$5, ValidTo: 1/1/15 }

WHERE (AND WHY) NOT TO DO PUB/SUB



when business requirements demand consistency

COUPLING ASPECT #3: SPATIAL

- Application level code should not need to know where cooperating services are on the network
- Delegate communications to lower layer – the service agent pattern

```
myAgent.Send(message);
```
- How does the agent know which destination to send the message to?

LOAD BALANCING

- Clients talking to servers through a load balancer don't know which physical server is handling the request...
- ... as long as logically the server CAN handle the request
- Routing is first logical, and second physical

COUPLING ASPECT #3: SPATIAL

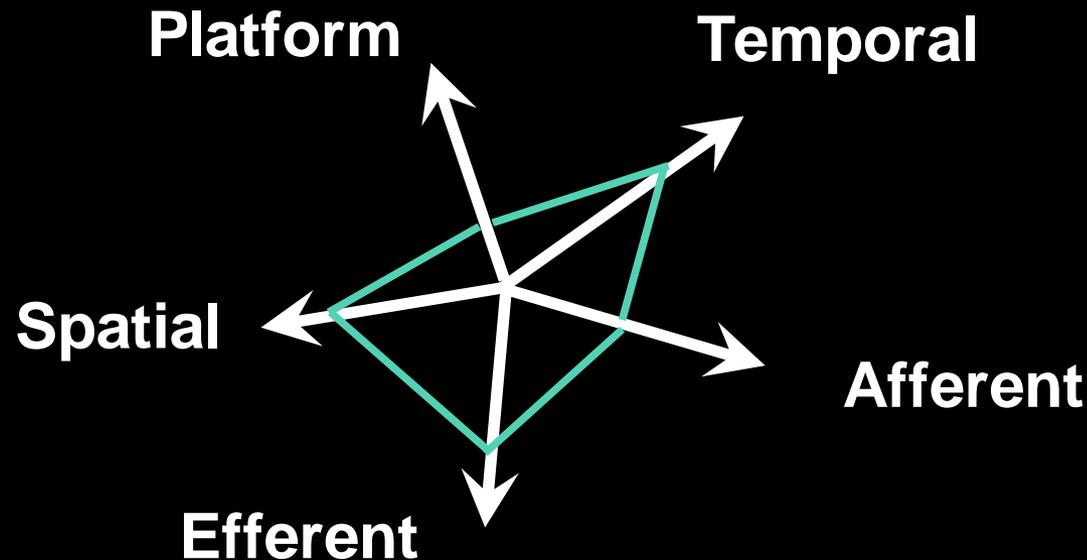
- But if the application code doesn't tell the agent which *logical* destination to send the message to, how would the agent know?
- If there was a direct mapping from message type to logical destination, then specifying the type of message being sent/published would be enough

MESSAGE TYPE = LOGICAL DESTINATION

- AddCustomerMessage:
Sent by clients to one logical server
Multiple physical servers behind a load balancer
- OrderCancelledEventMessage:
Published by one logical server
Multiple physical servers can publish the same
- Strongly-typed messages simplify routing
vs document-centric messaging

SUMMARY

- Loose coupling is more than just a slogan
- Coupling is a function of 5 different dimensions

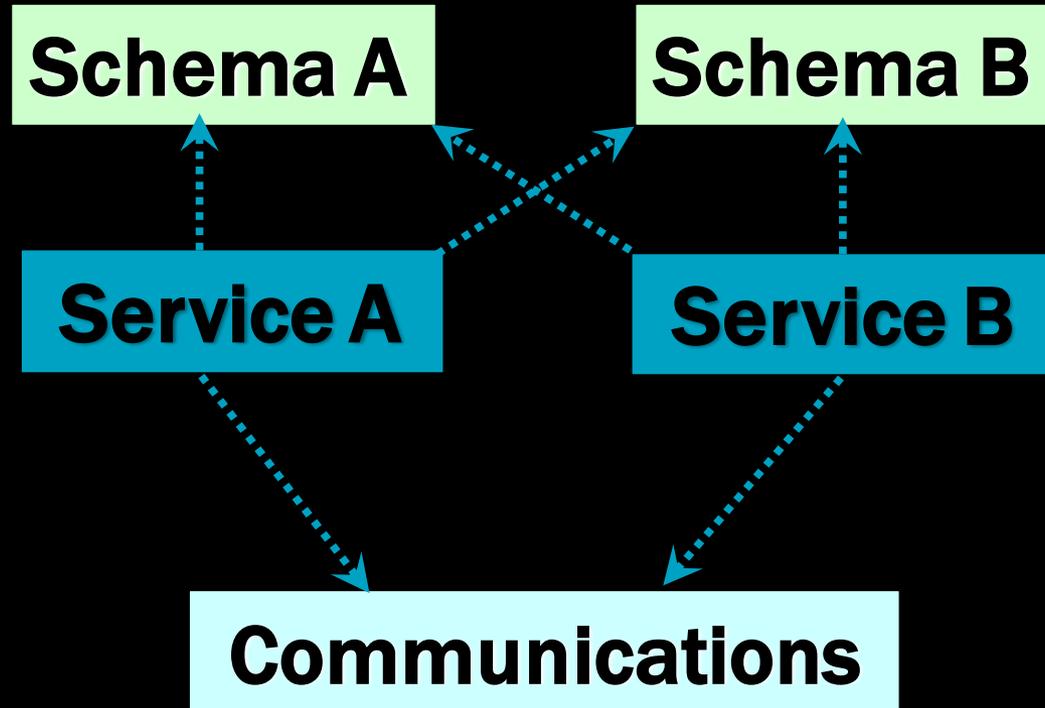


MESSAGING PATTERNS

WHY MESSAGING?

- Reduces afferent and efferent coupling while increasing autonomy
- Reduces coupling
 - Use JSON/XML + AMQP for platform coupling
 - Use asynchronous messaging for temporal coupling

MESSAGING, COUPLING, & AUTONOMY



Service A and B don't directly depend on each other

ASYNCHRONOUS MESSAGING

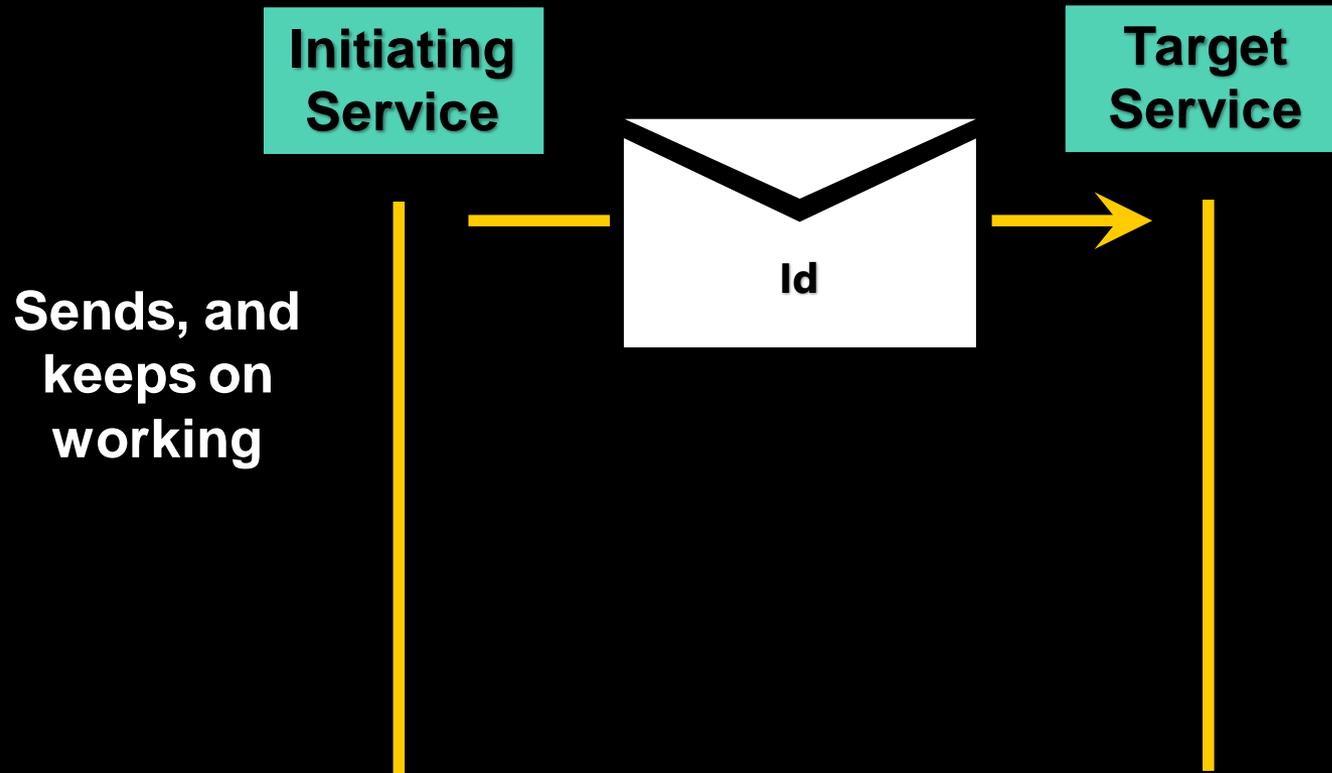
- It's all about one-way, fire & forget messages
- Everything is built on top of it

Return Address pattern

Correlated Request/Response

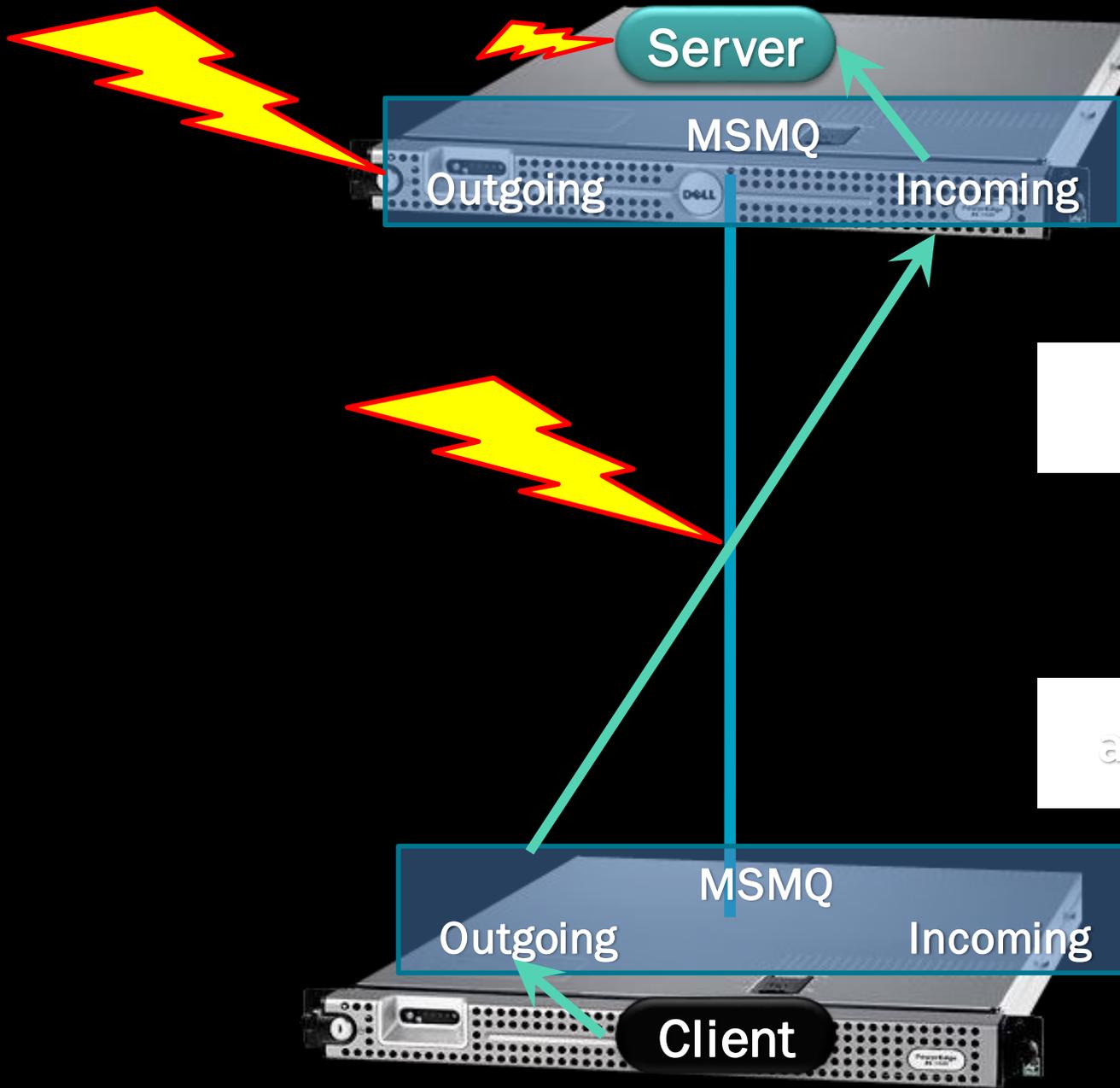
Publish/Subscribe

ONE-WAY, FIRE & FORGET MESSAGING

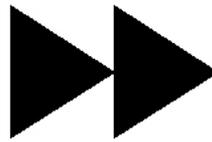


Each message has an Id.

Seems simple, but there's more to it.



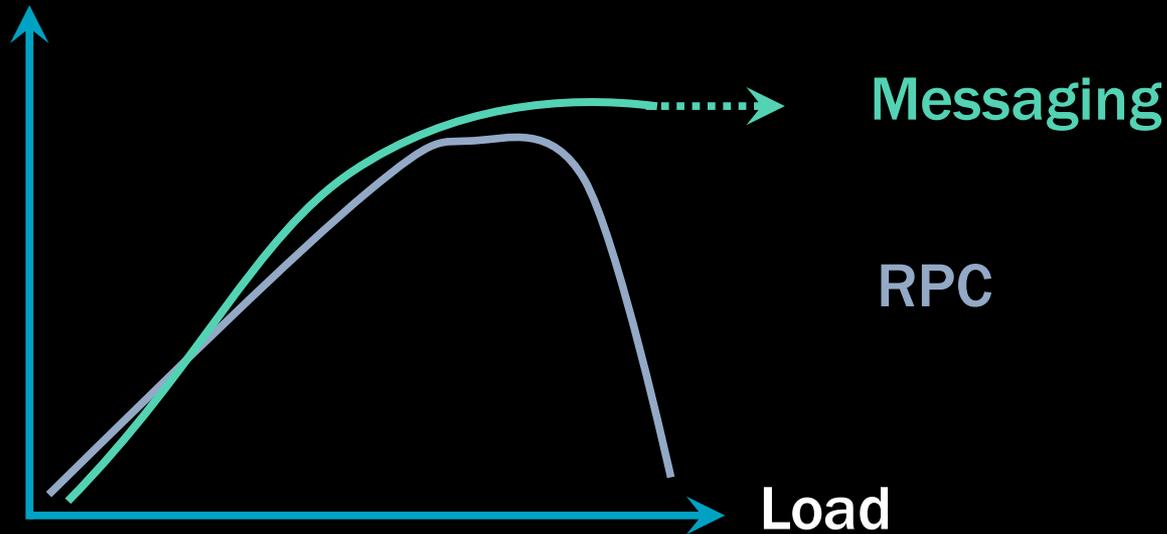
Store and Forward



adds resilience

PERFORMANCE – RPC vs MESSAGING

Throughput



- With RPC, threads are allocated with load
With messaging, threads are independent
Difference due to synchronous blocking calls
- Memory, DB locks, held longer with RPC

STANDARD SERVICE INTERFACES

Customer Service

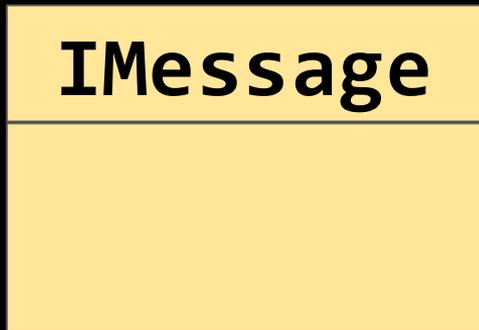
```
void Change_Address(Guid id, Address a);
```

```
void Make_Preferred(Guid id);
```

```
void Change_Credit(Guid id, Credit c);
```

- Problem is that service layers get too large
- Difficult for multiple developers to collaborate
- Difficult to reuse logging, authorization, etc

EXPLOIT STRONGLY-TYPED MESSAGES



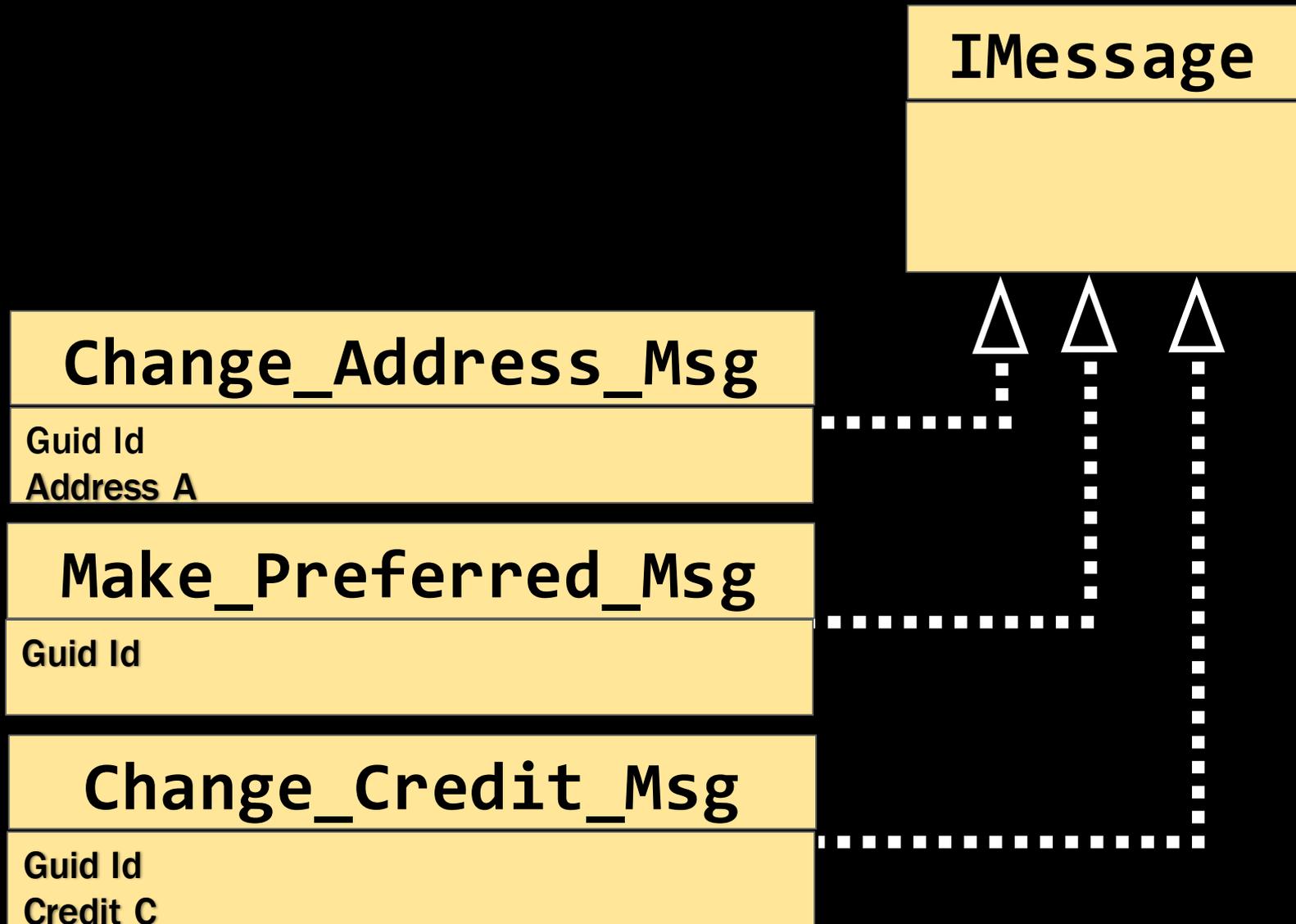
where T : IMessage



IHandleMessages<T>

`void Handle(T message);`

REPRESENT METHODS AS MESSAGES



HANDLING LOGIC SEPARATED

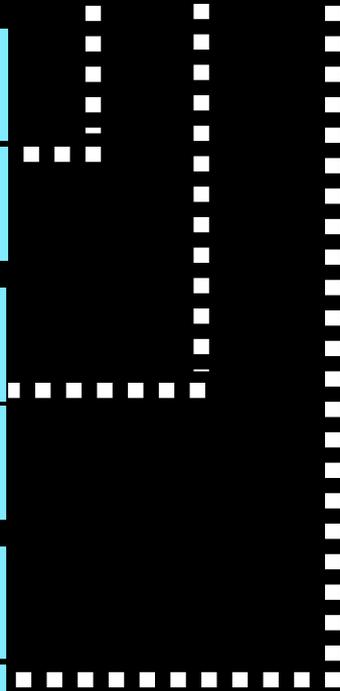
```
IHandleMessages<T>
```

```
void Handle(T message);
```

```
H1 : IHandleMessages<Change_Address_Msg>
```

```
H2 : IHandleMessages<Make_Preferred_Msg>
```

```
H3 : IHandleMessages<Change_Credit_Msg>
```



MULTIPLE HANDLERS PER MESSAGE

H1 : IHandleMessages<Change_Address_Msg>

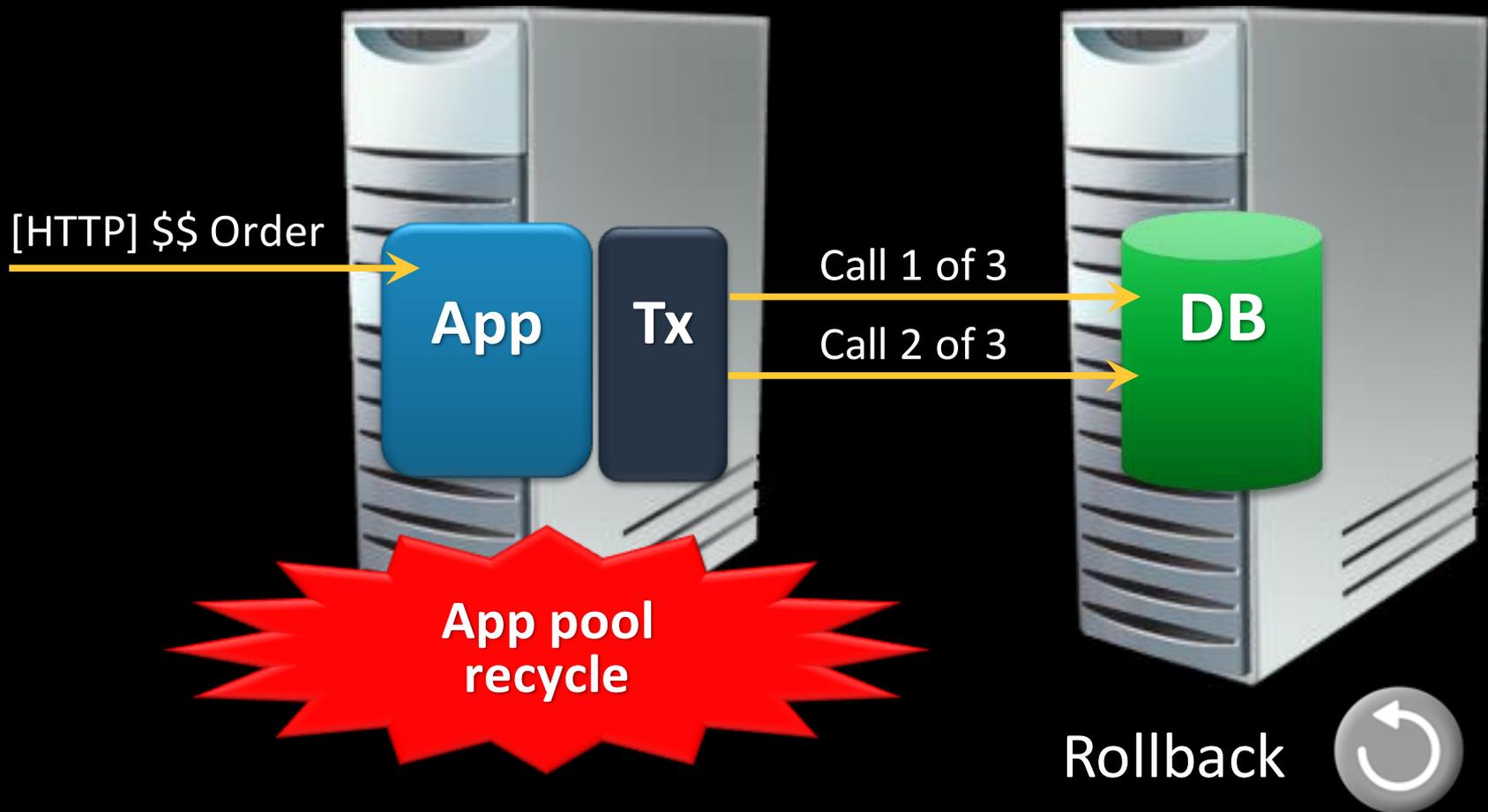
H4 : IHandleMessages<Change_Address_Msgv2>

- Dispatch based on type polymorphism
- Allows for pipeline of handler invocation

FAULT-TOLERANCE - SCENARIOS

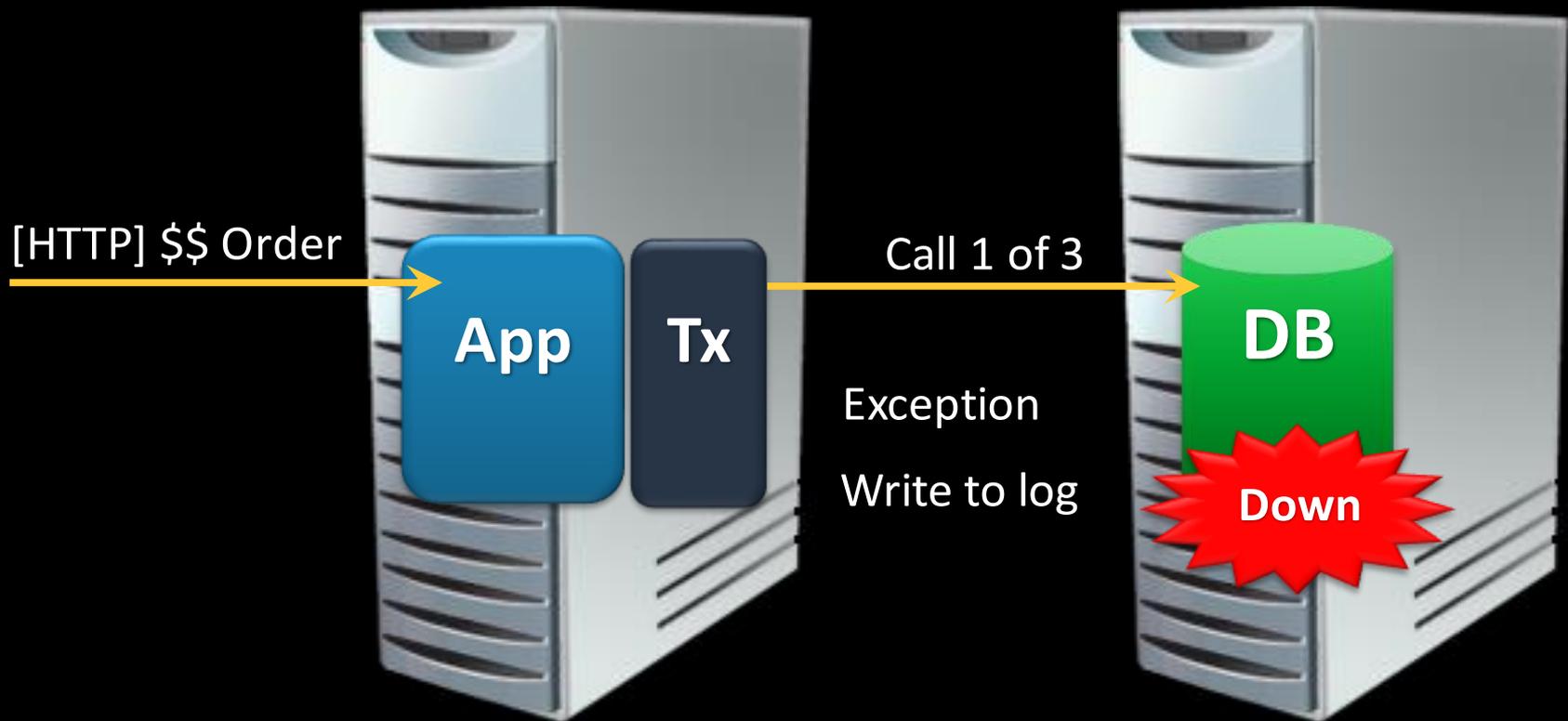
- When servers crash
- When databases are down
- When deadlocks occur in the database

WHEN SERVERS CRASH



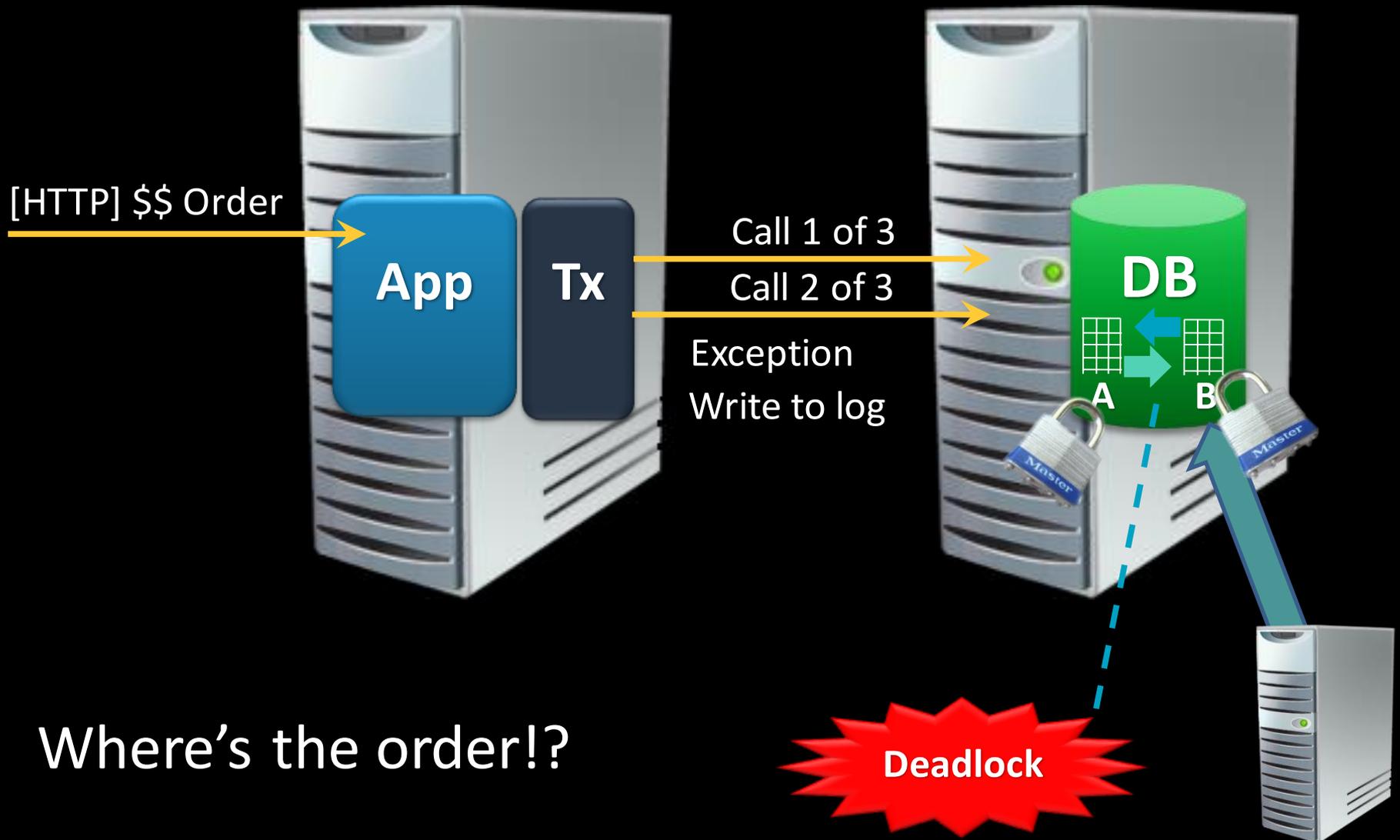
Where's the order!?

WHEN DATABASES ARE DOWN

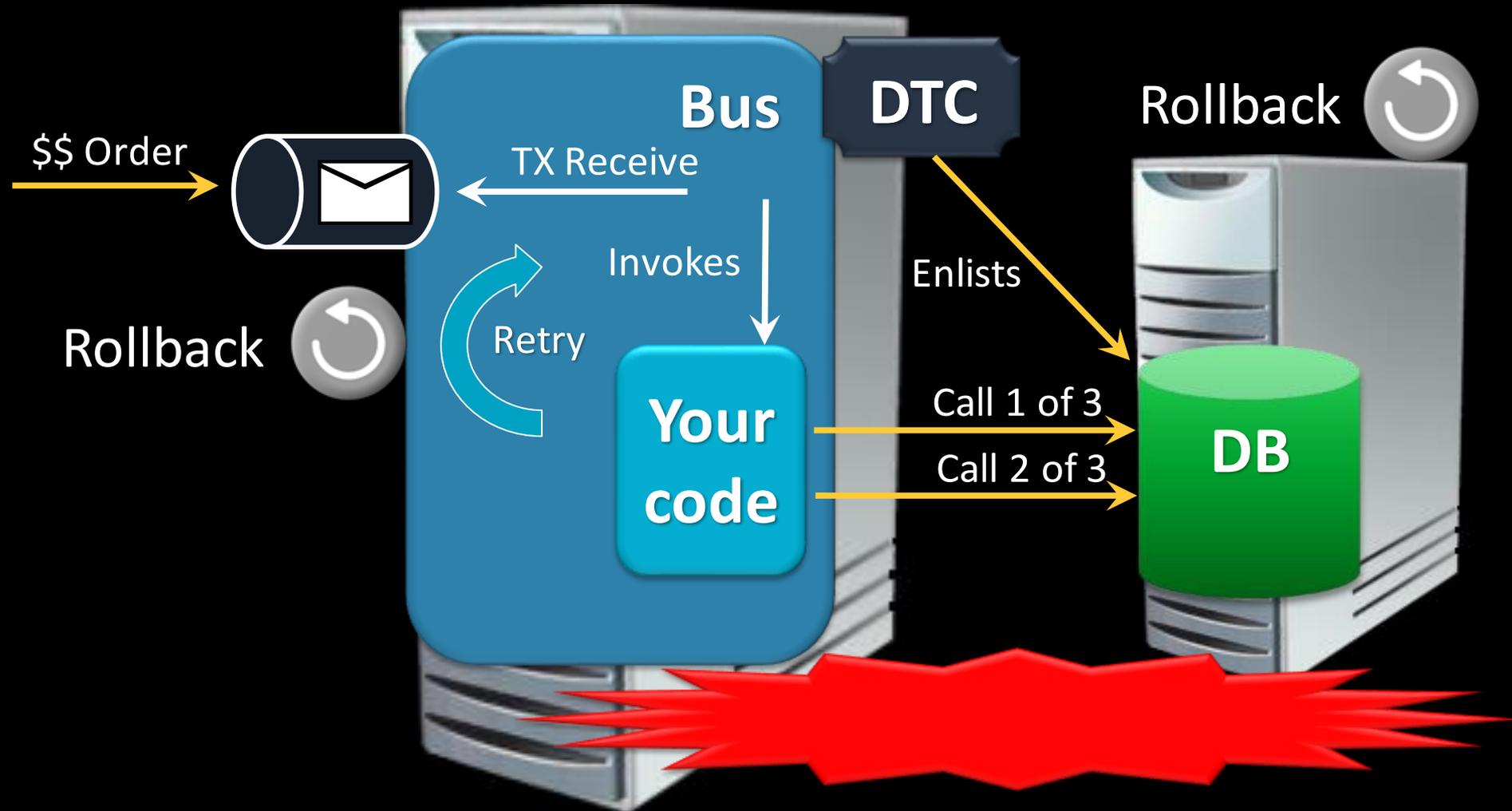


Where's the order!?

WHEN DEADLOCKS HAPPEN

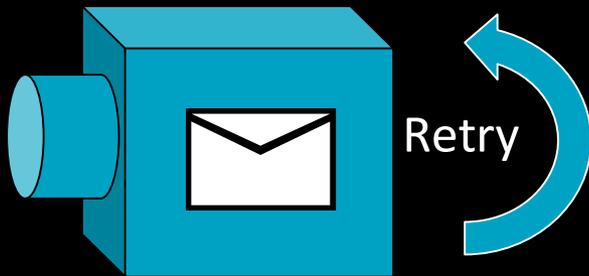


HOW DOES MESSAGING HELP?



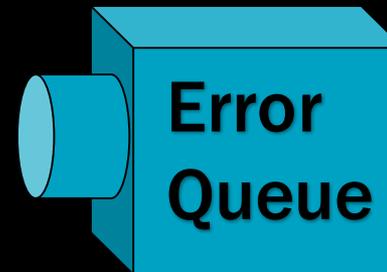
The order is back in the queue

AFTER ALL RETRIES EXHAUSTED



**Append exception info
to headers***

Moved failed message



**Notify
admin**

a.k.a “poison letter queue”

* NServiceBus feature – not done by all queues natively

MONITORING

Dashboard

SYSTEM STATUS



Heartbeats



Failed Messages



Custom Checks

ServicePulse v1.2.0 ([↗ update available](#))

ServiceControl v1.9.0 ([↗ update available](#))

LAST 10 EVENTS



Endpoint has failed to send expected heartbeat to ServiceControl. It is possible that the endpoint could be down or is unresponsive. If this condition persists, you might want to restart your endpoint.

a minute ago

AUDITING / JOURNALING

- Sends a copy of the message to another queue when it is processed

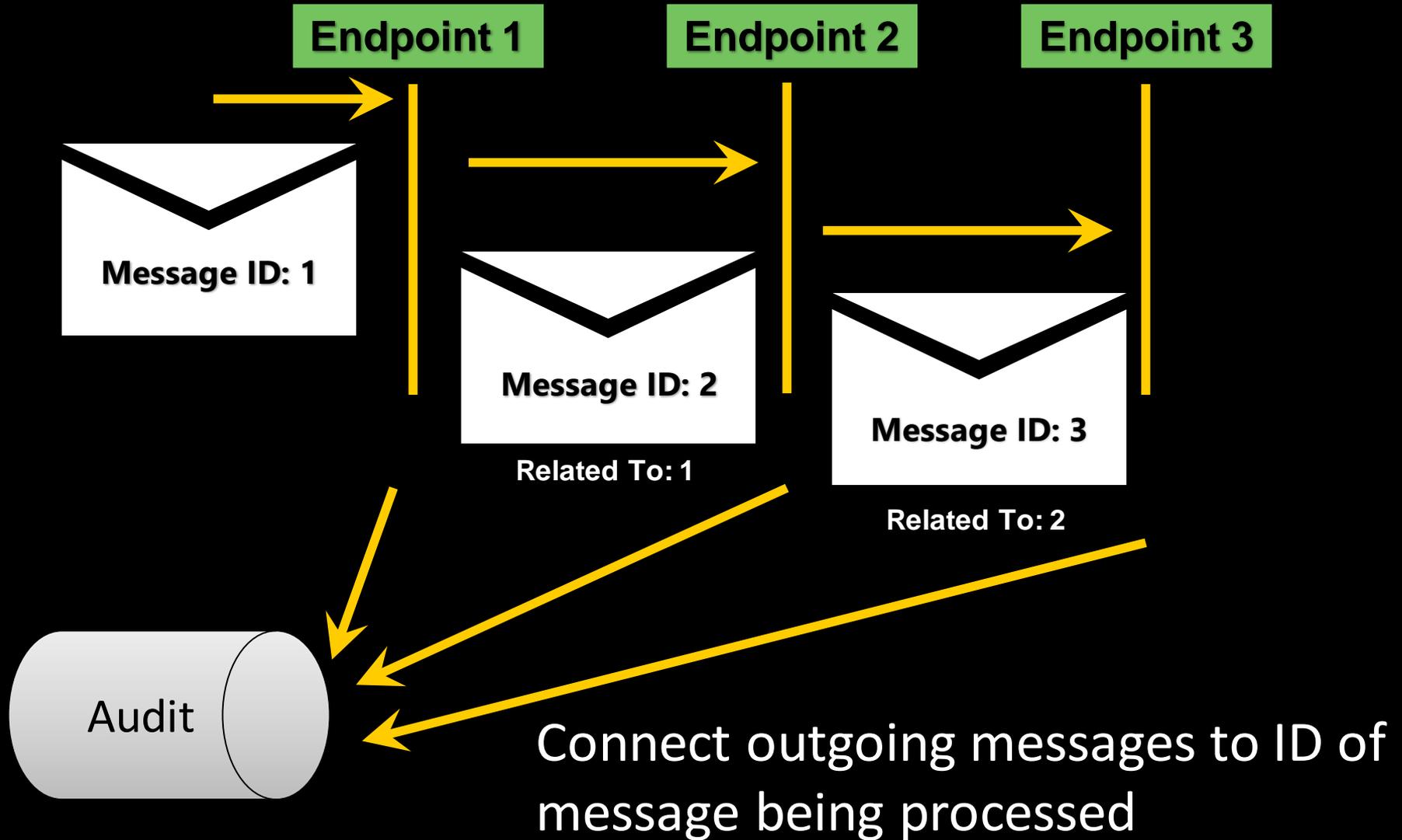
Supported out-of-the-box by most queues

Extract to longer-term storage

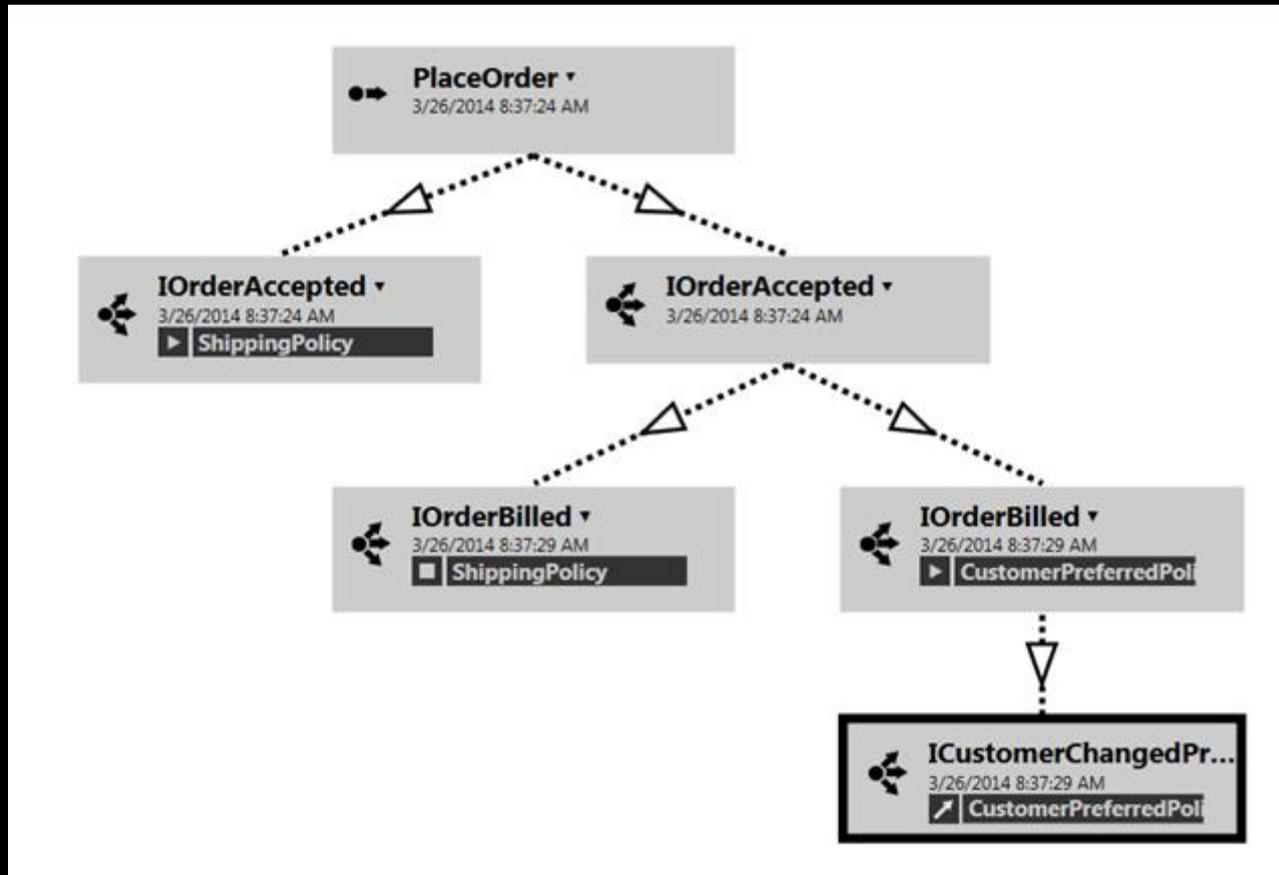
So the queue doesn't "explode"

- A central log of everything that happened
- Can be difficult to interpret by itself

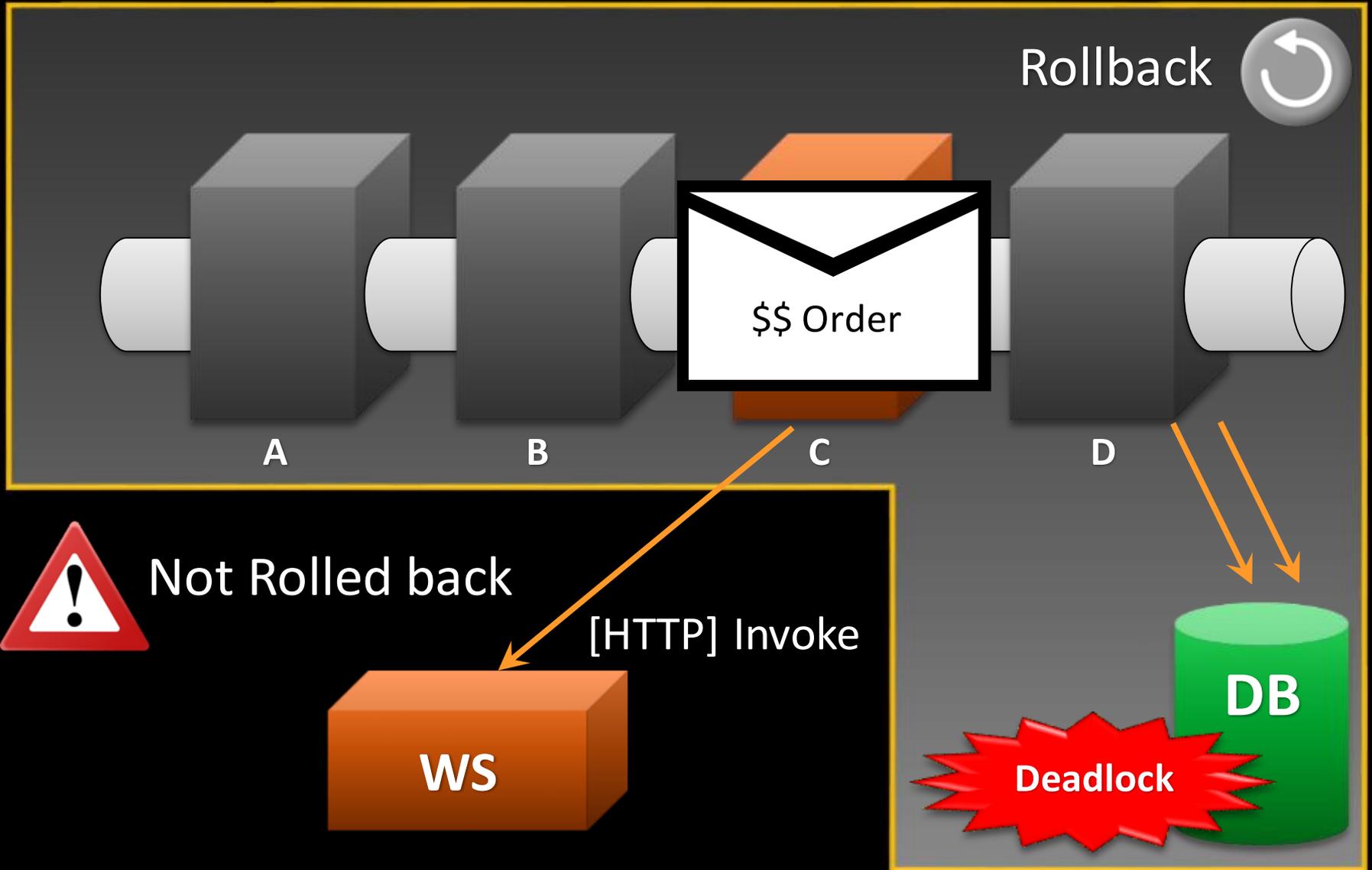
LEVERAGING MESSAGE HEADERS



VISUALIZING THE AUDIT STORE

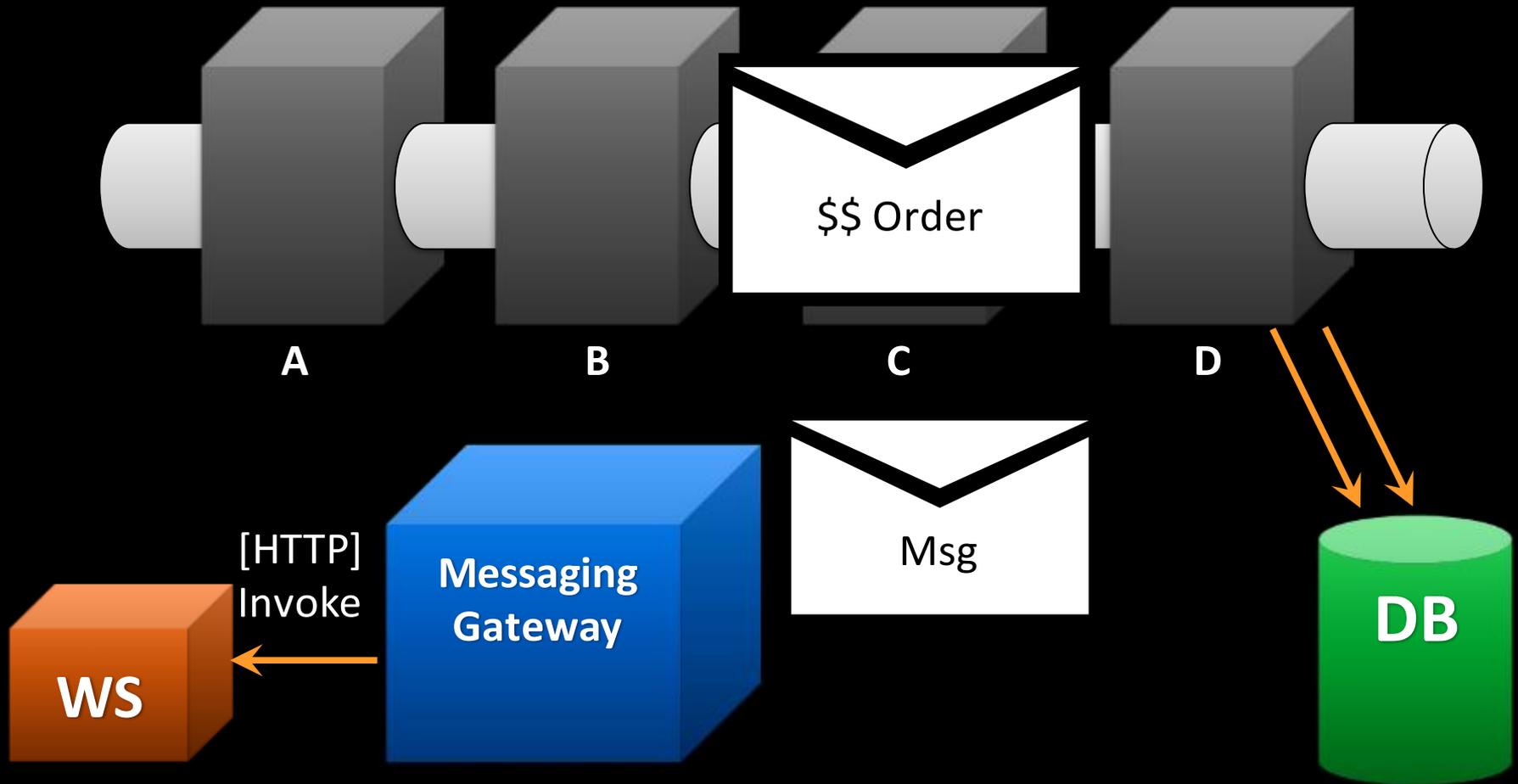


CALLING WEB SERVICES

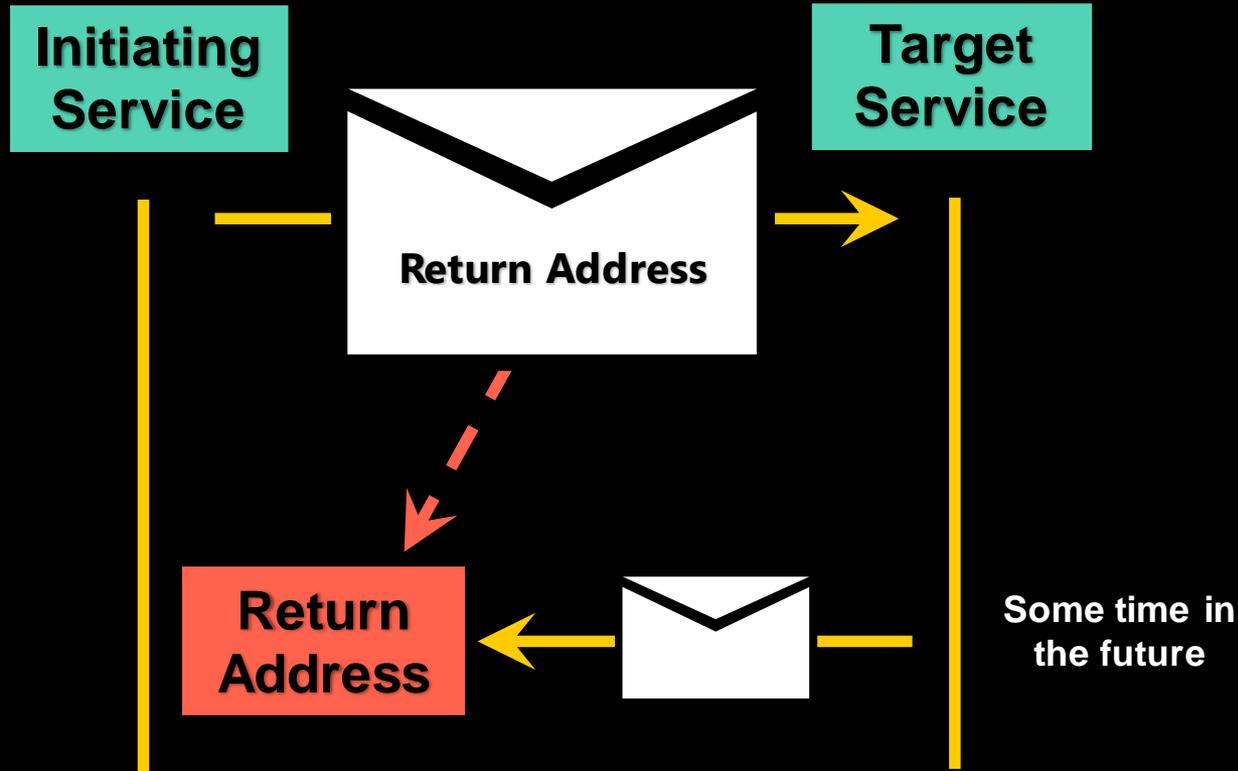


WEB SERVICES WITH MESSAGING

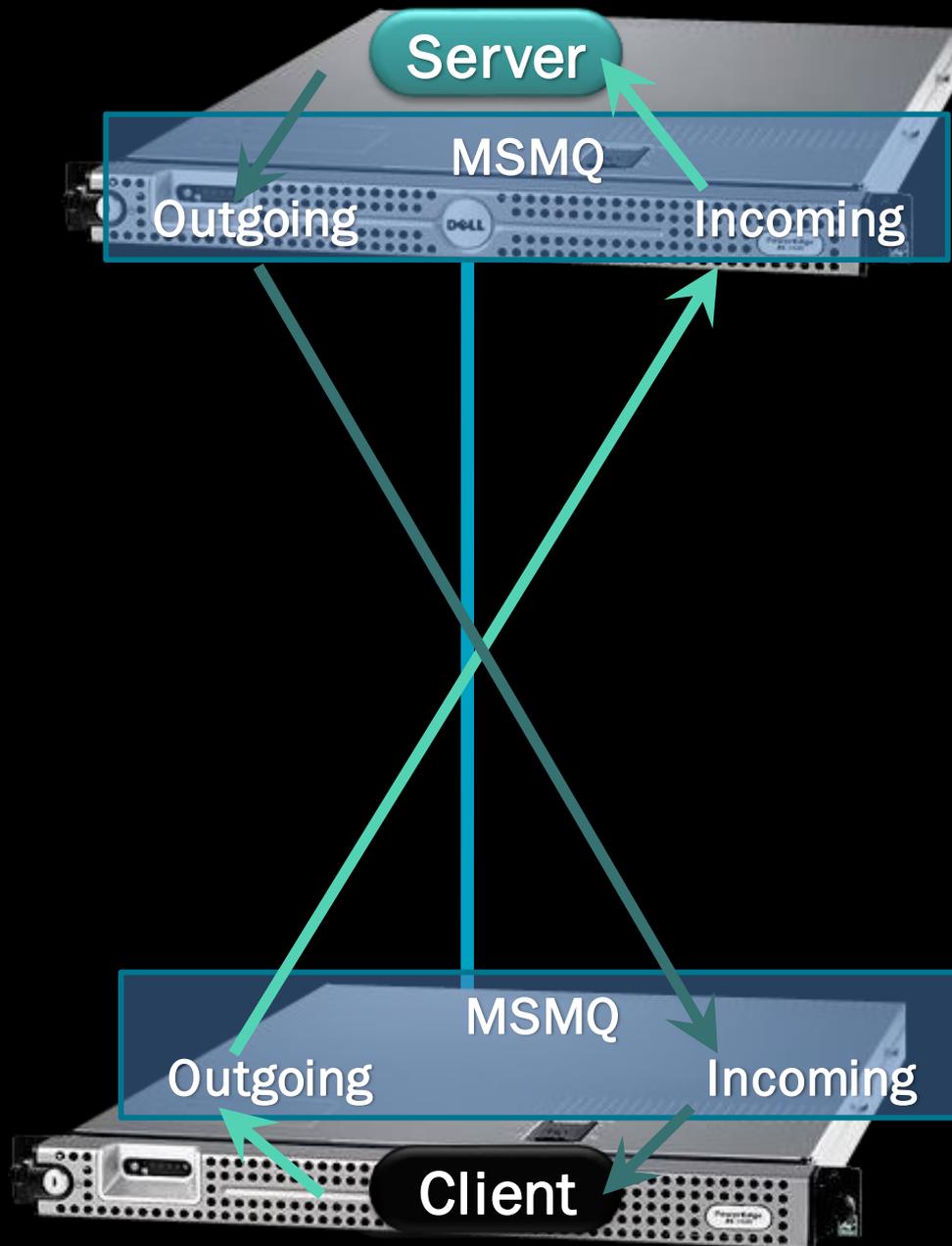
The message won't be sent if there's a failure



RETURN ADDRESS PATTERN

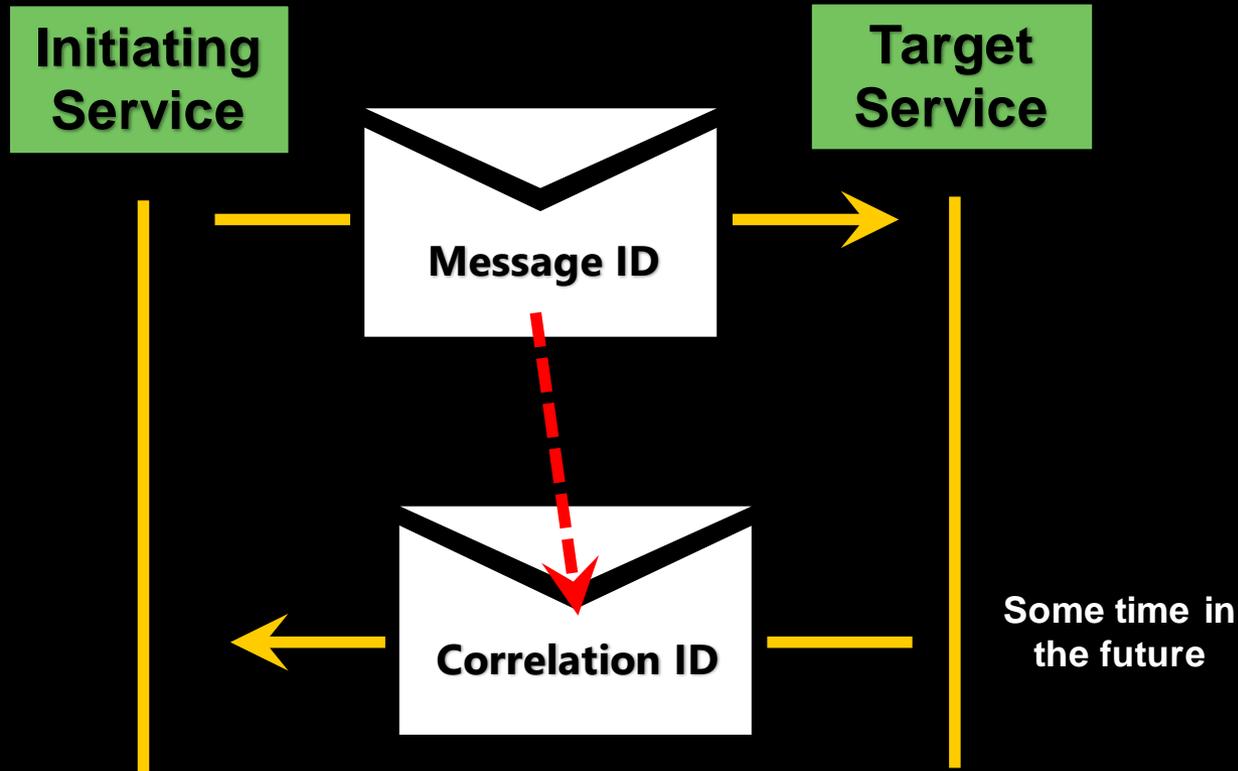


2 Channels: one for requests, one for responses



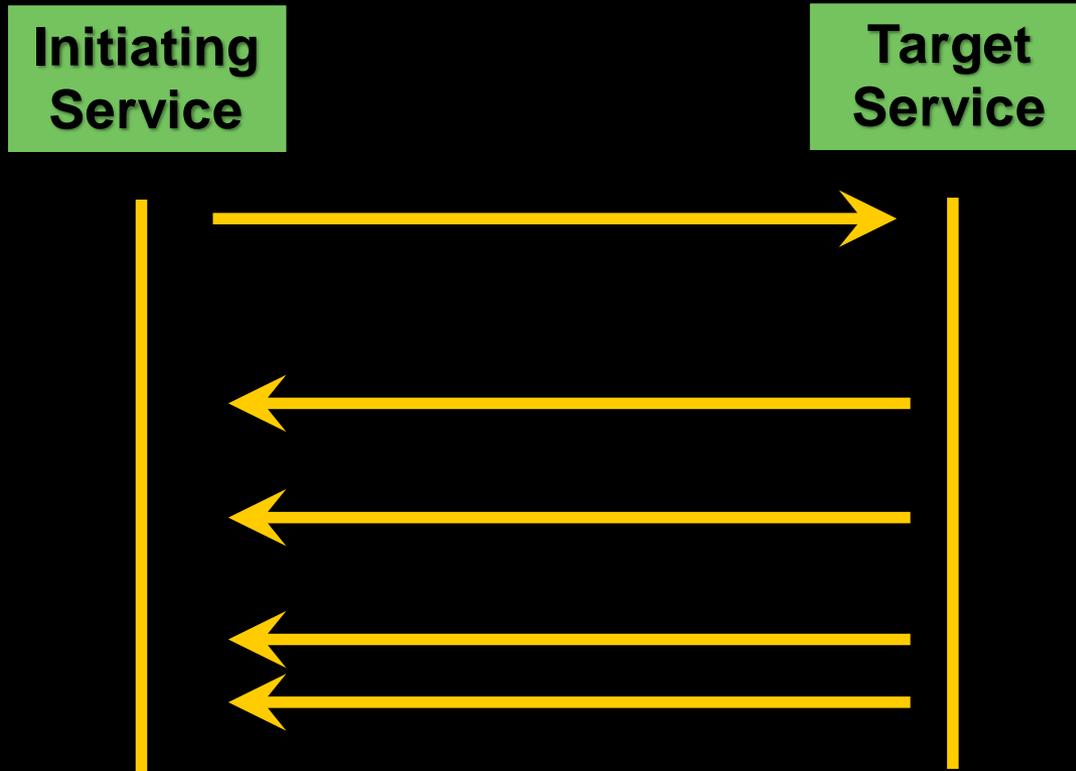
CORRELATED REQUEST/RESPONSE

Based on Return Address



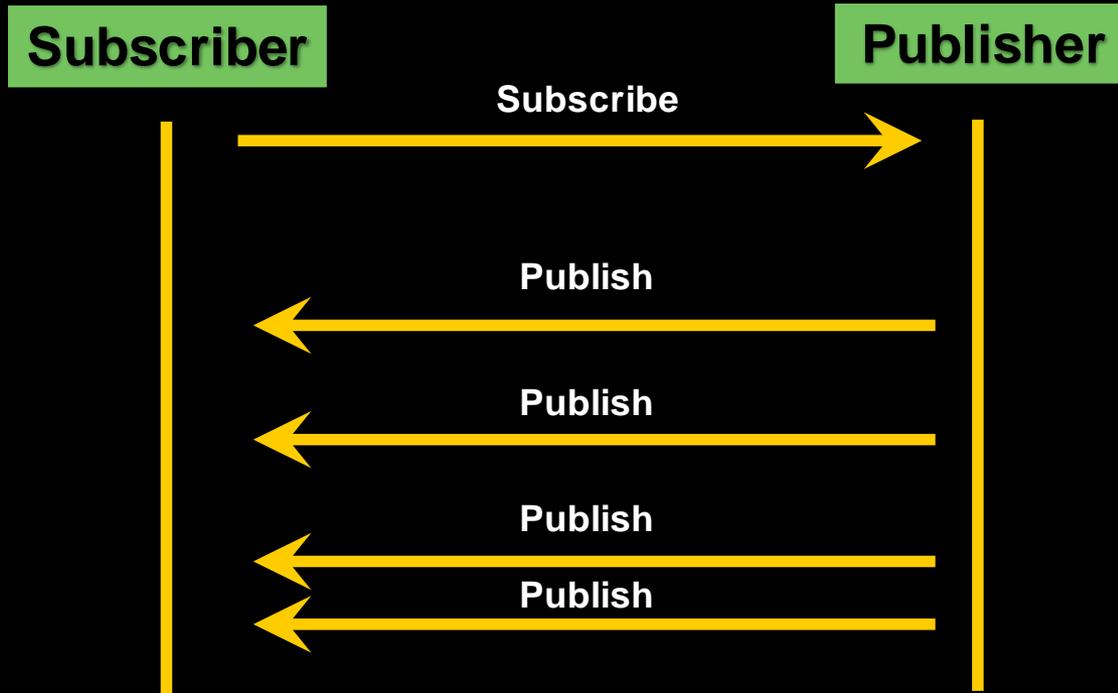
In the header of the response message, there is a correlation id equal to the request message id

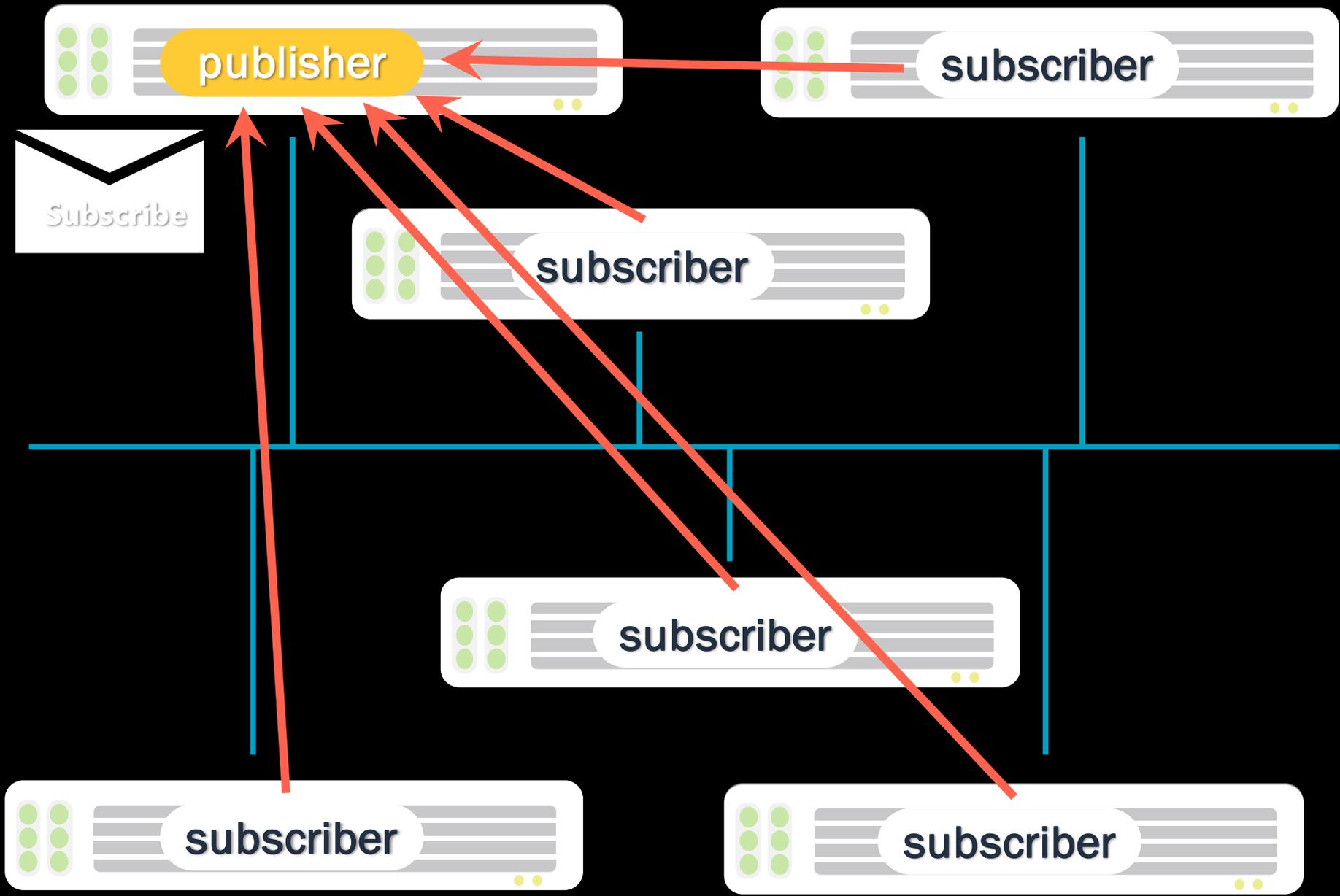
REQUEST / MULTI RESPONSE

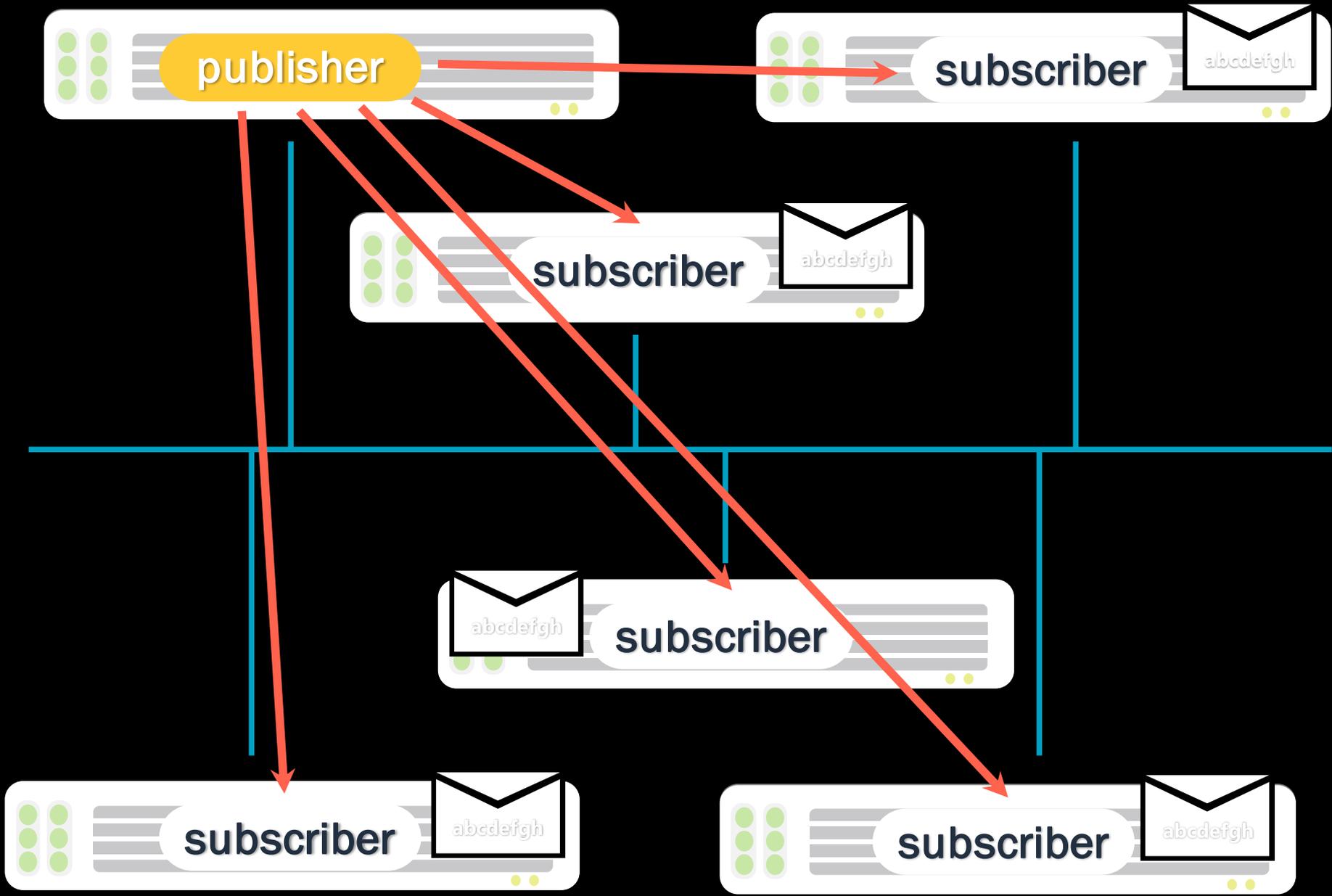


Responses can be of different types

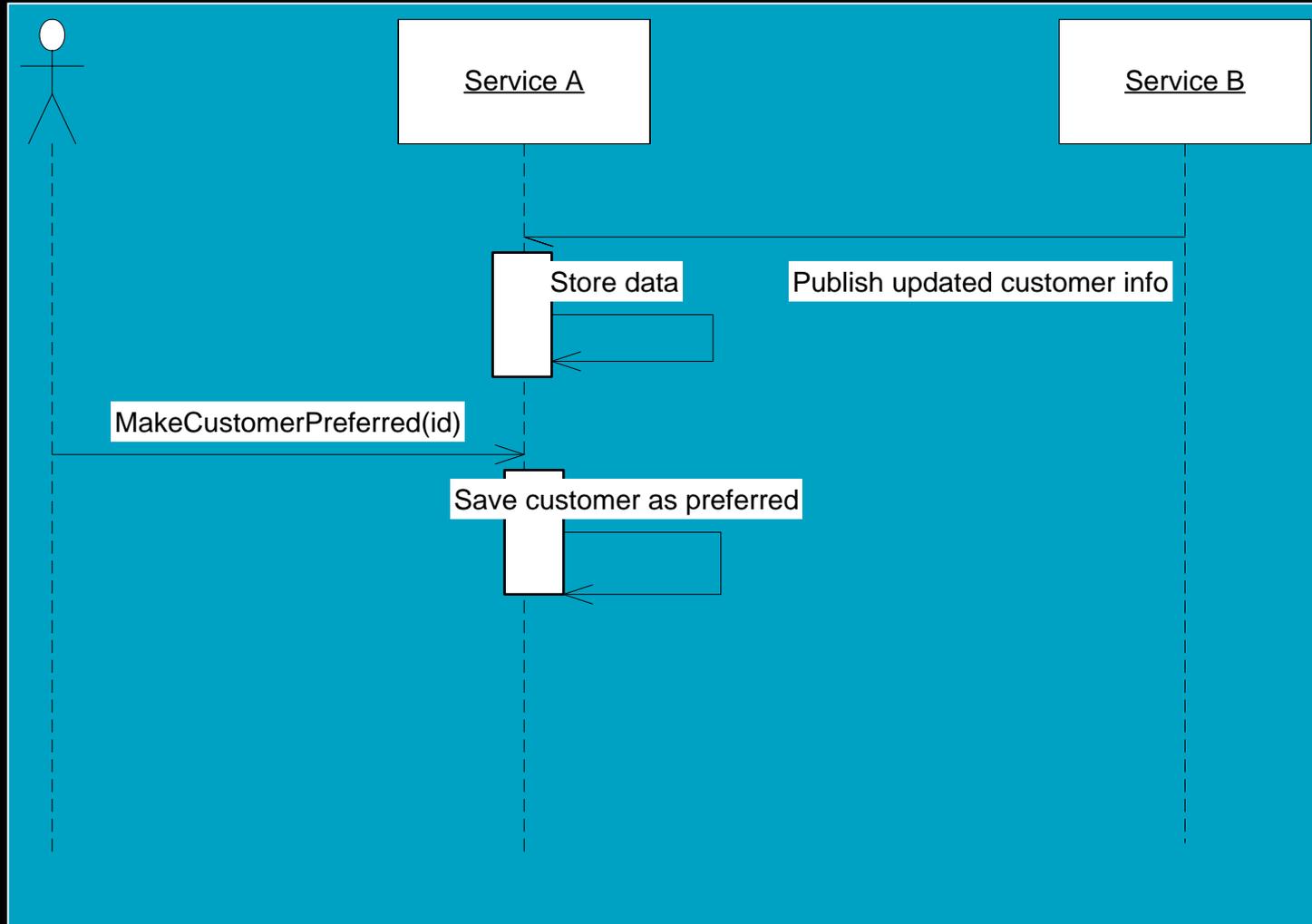
SUBSCRIBE / PUBLISH

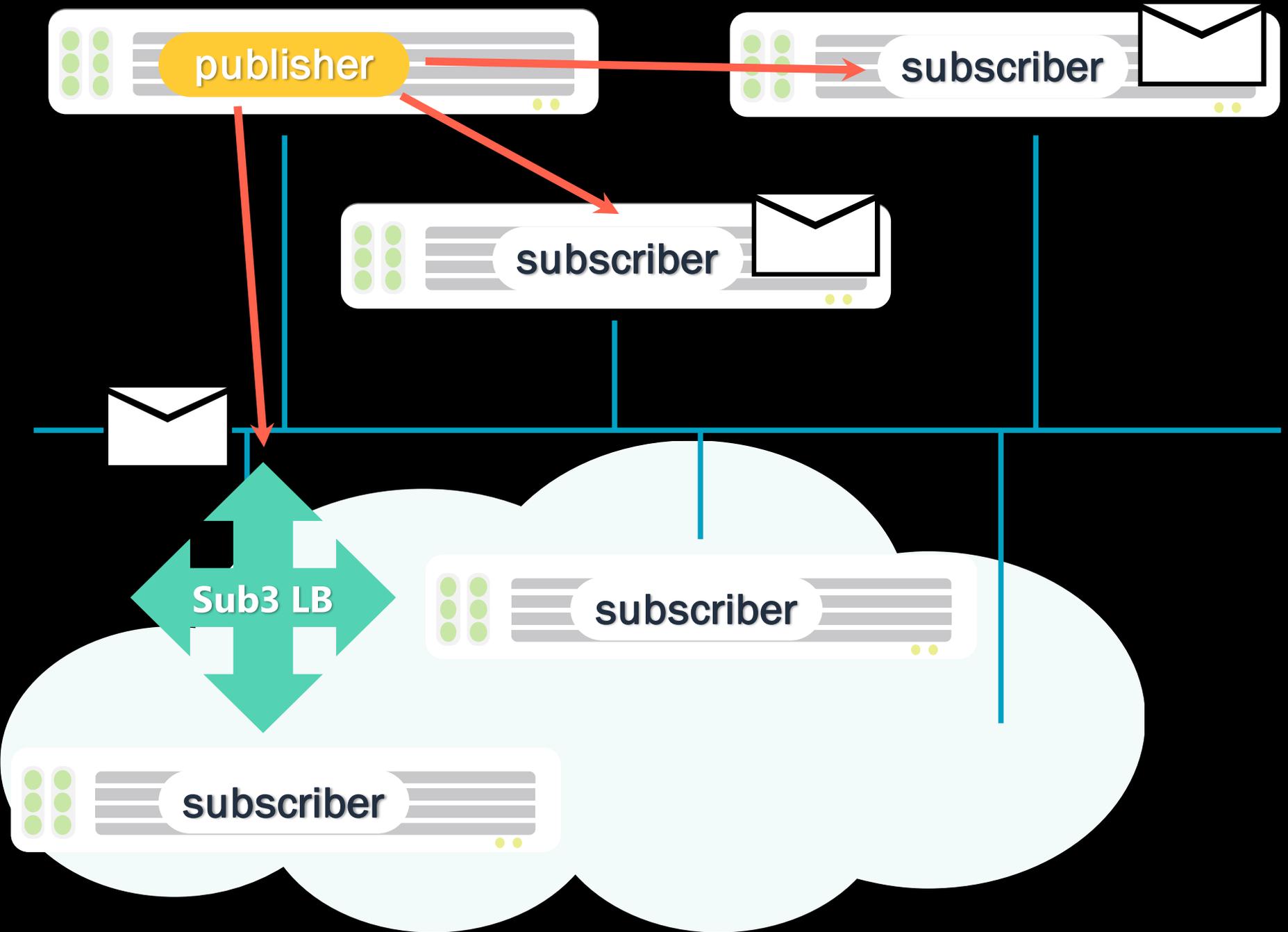






DON'T FORGET CONSISTENCY BOUNDARIES





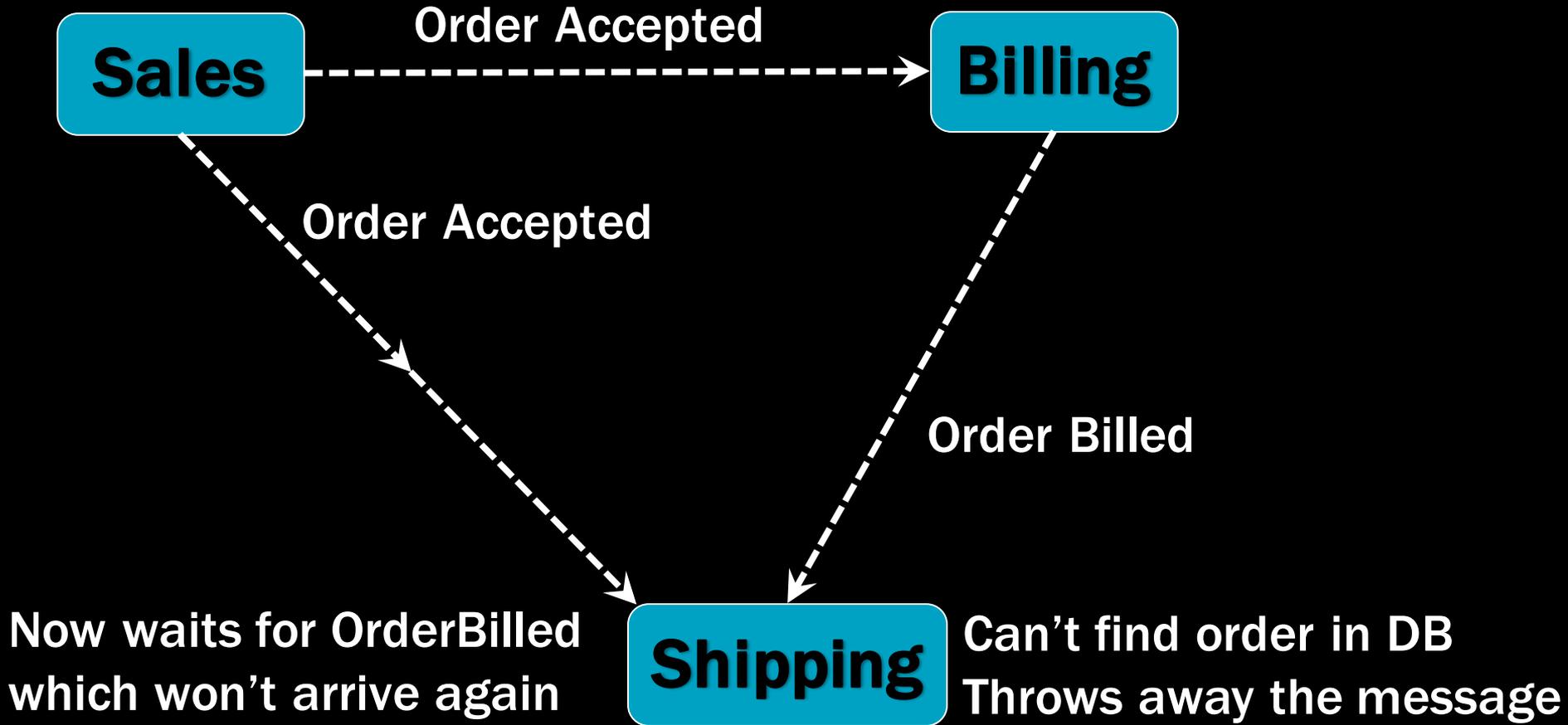
TOPIC HIERARCHIES & POLYMORPHISM

- Subscribe to "Products", "Products.InStock", "Products.InStock.PricedToClear"
- Multiple-inheritance even more interesting
Publishing an event A which inherits B, C, and D
Can subscribe to any or all A, B, C, or D
Must use interfaces (not classes)
 - Might not be supported by standard serializers

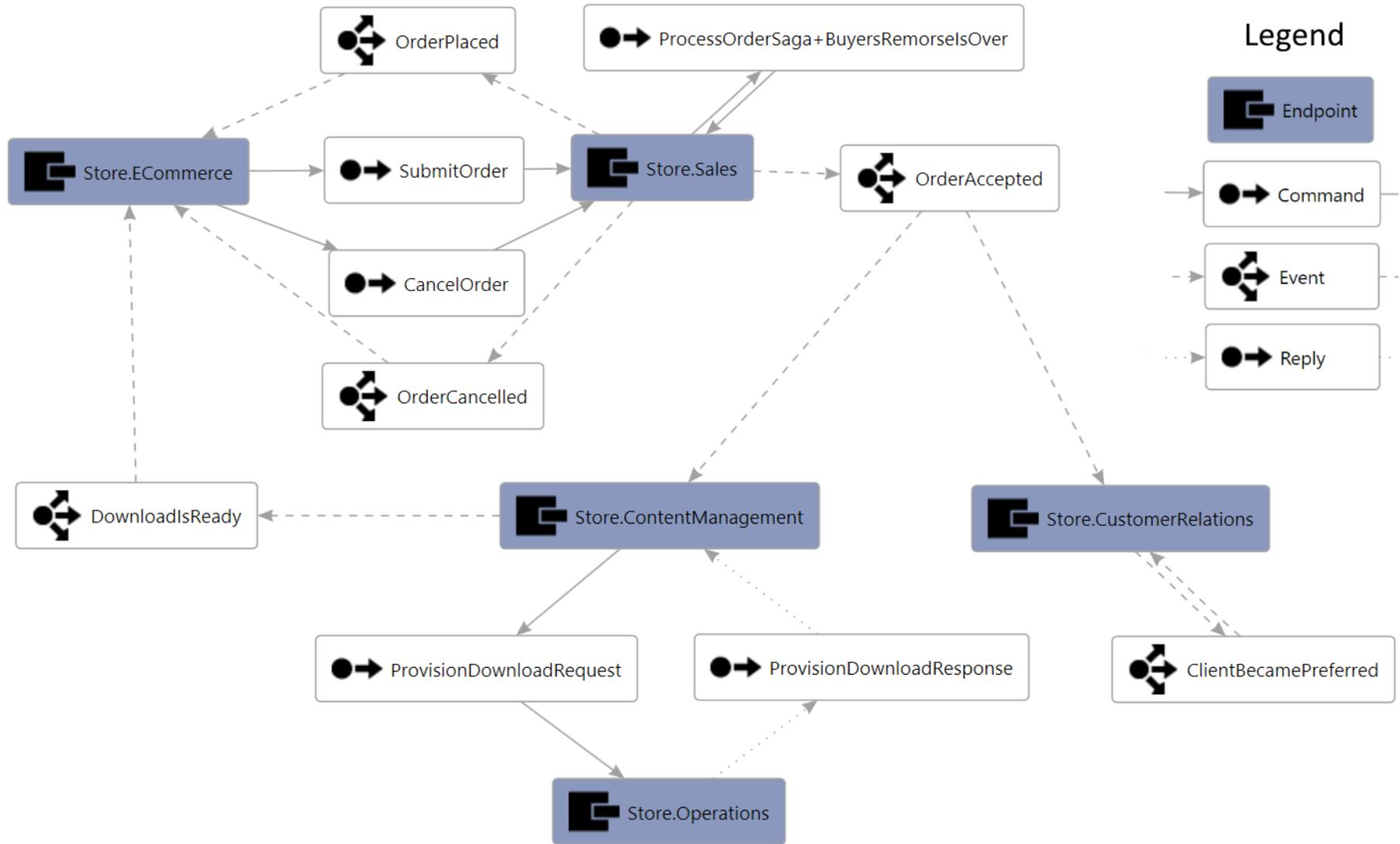
EVENTS: IN-PROCESS VS. DISTRIBUTED

- In-memory, synchronous invocation
Publisher can know when all subscribers up to date
- Distributed, asynchronous invocation
Publisher (and other subscribers) can't know

OUT-OF-ORDER EVENTS



VISUALIZATION WITH MESSAGING



SUMMARY

- Building blocks are simple
 - IMessage
 - IHandleMessages
 - Send, Reply, and Publish
- Identifying boundaries is most important

EASING CORPORATE ADOPTION

- People are afraid of change
- Meet them where they are

- Consider using database tables under a message-driven API

- Diffuses admin/backup/monitoring objections

- Message-driven code is a good first step

ARCHITECTURAL STYLES BUS & BROKER

WHAT IS AN "ARCHITECTURAL STYLE"?

An **architectural style** is a coordinated set of architectural constraints that restricts the roles/features of architectural elements and the allowed relationships among those elements within any architecture that conforms to that style.

Fielding 2000

WHAT IS AN "ARCHITECTURAL STYLE"?

In plain English:

What is and isn't allowed in an architecture

Doesn't say "there can be only one"

Should expect multiple styles in a project

- Layering, MVC, pipes & filters, etc.

SOA AS AN ARCHITECTURAL STYLE

- SOA likely to be founded on messaging
- It is best to first understand current styles also founded on messaging before going to SOA

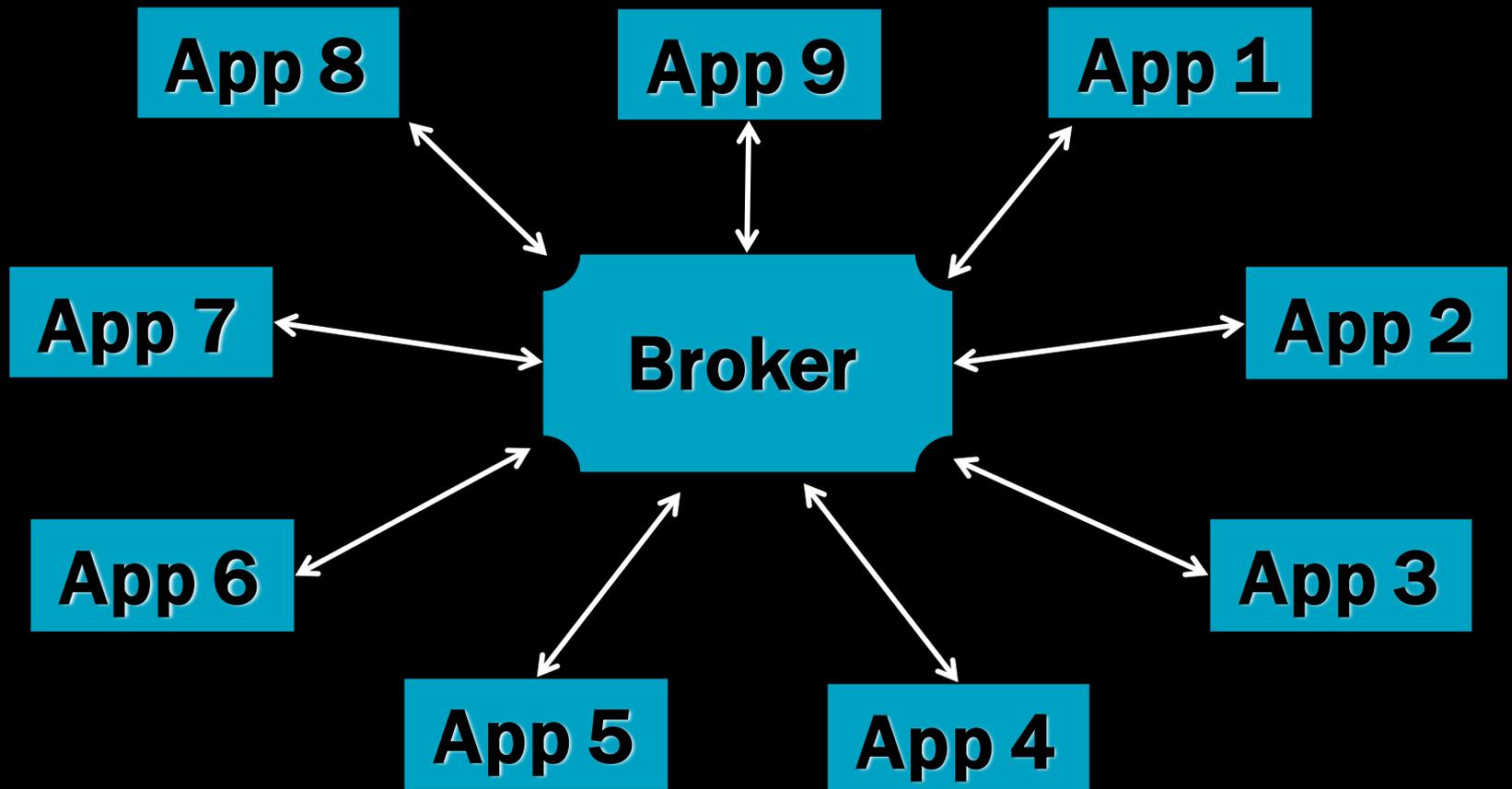
BUS & BROKER COMMONALITIES

- Attempt to handle spatial coupling

BROKER ARCHITECTURAL STYLE

Also known as "Hub and Spoke" and "Mediator"

Designed to avoid having to change apps – EAI



BROKER CHARACTERISTICS

- Broker is physically separate
- All communication goes through the broker
- Broker handles fail over, routing
- The broker is a single point of failure, must be robust and performant.

BROKER TECHNOLOGY

- BizTalk / WebSphere / Sonic ESB
- MS Sql Service Broker
- BPEL Engines
- CORBA
- UDDI

BROKER ADVANTAGES

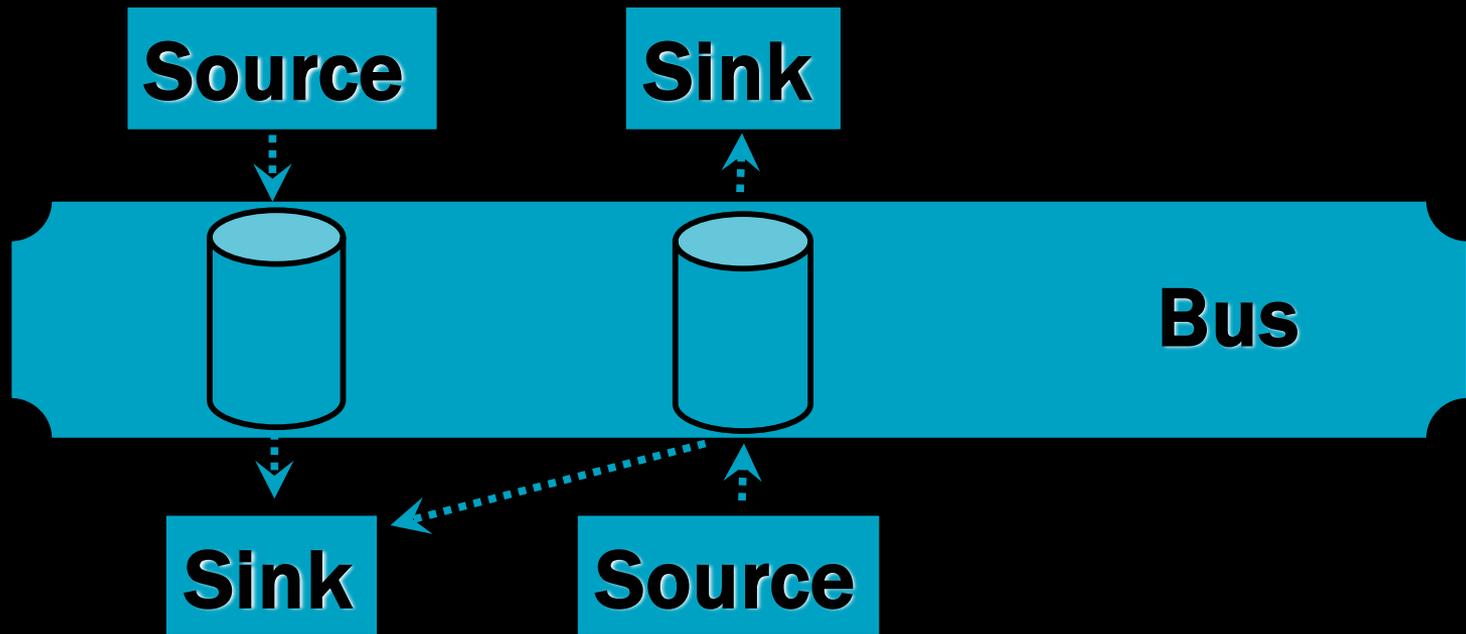
- Concentrating all communications to a single logical entity, enables central management
- Enables “intelligent” routing, data transformation, orchestration
- Doesn't require changes to surrounding apps

BROKER DISADVANTAGES

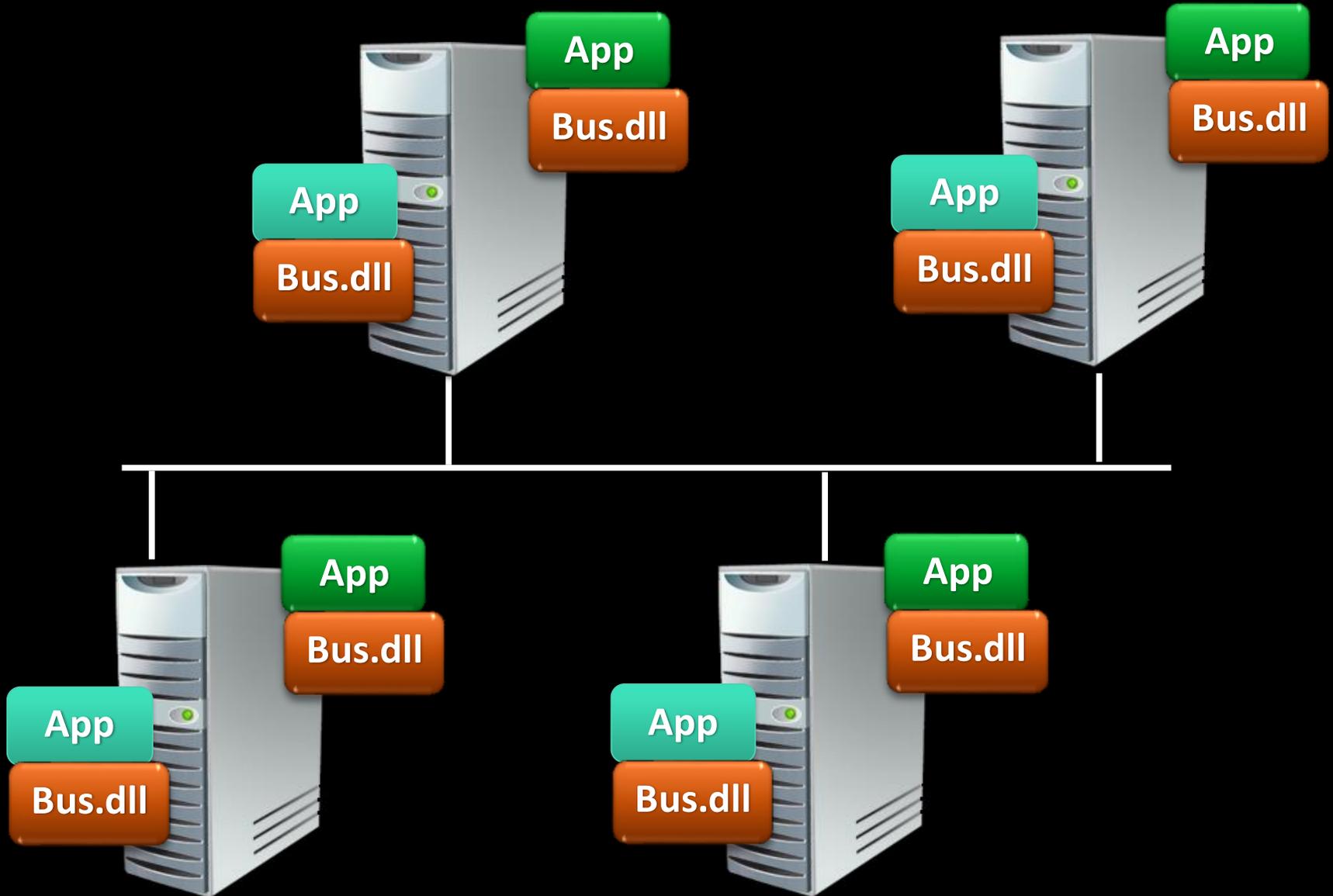
- Embodies the 11th fallacy:
 - “Business logic can and should be centralized”
- Procedural programming at a large scale
 - Without good unit testing or source control
- Prevents apps from gaining autonomy

BUS ARCHITECTURAL STYLE

- Event source and sinks use bus for pub/sub
- Designed to allow independent evolution of sources and sinks



BUS TOPOLOGY

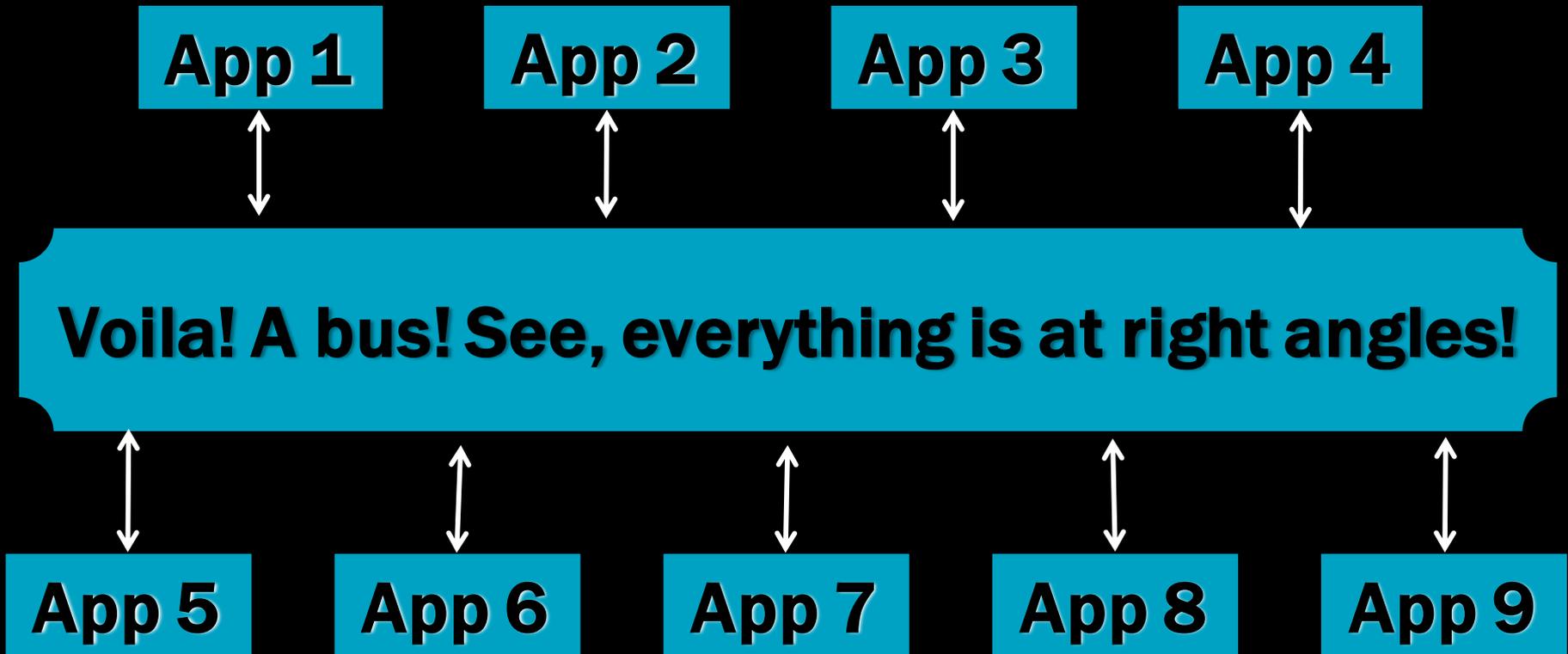


BUS CHARACTERISTICS

- Bus is not necessarily physically separate
- Communication is distributed
No single point of failure
- Bus is simpler – no content-based routing or data transformations
- Orthogonal to the broker style

BROKER TECHNOLOGIES CALLED ESBS

- Some "New" ESB products actually brokers
WebSphere, Mule, Sonic



BUS TECHNOLOGY

- Open-source on the Microsoft platform
NServiceBus, MassTransit, Rhino Service Bus
- "Old" JMS implementations / Federated AMQP
Tibco Rendezvous, RabbitMQ, Qpid
Not all support distributed / XA transactions

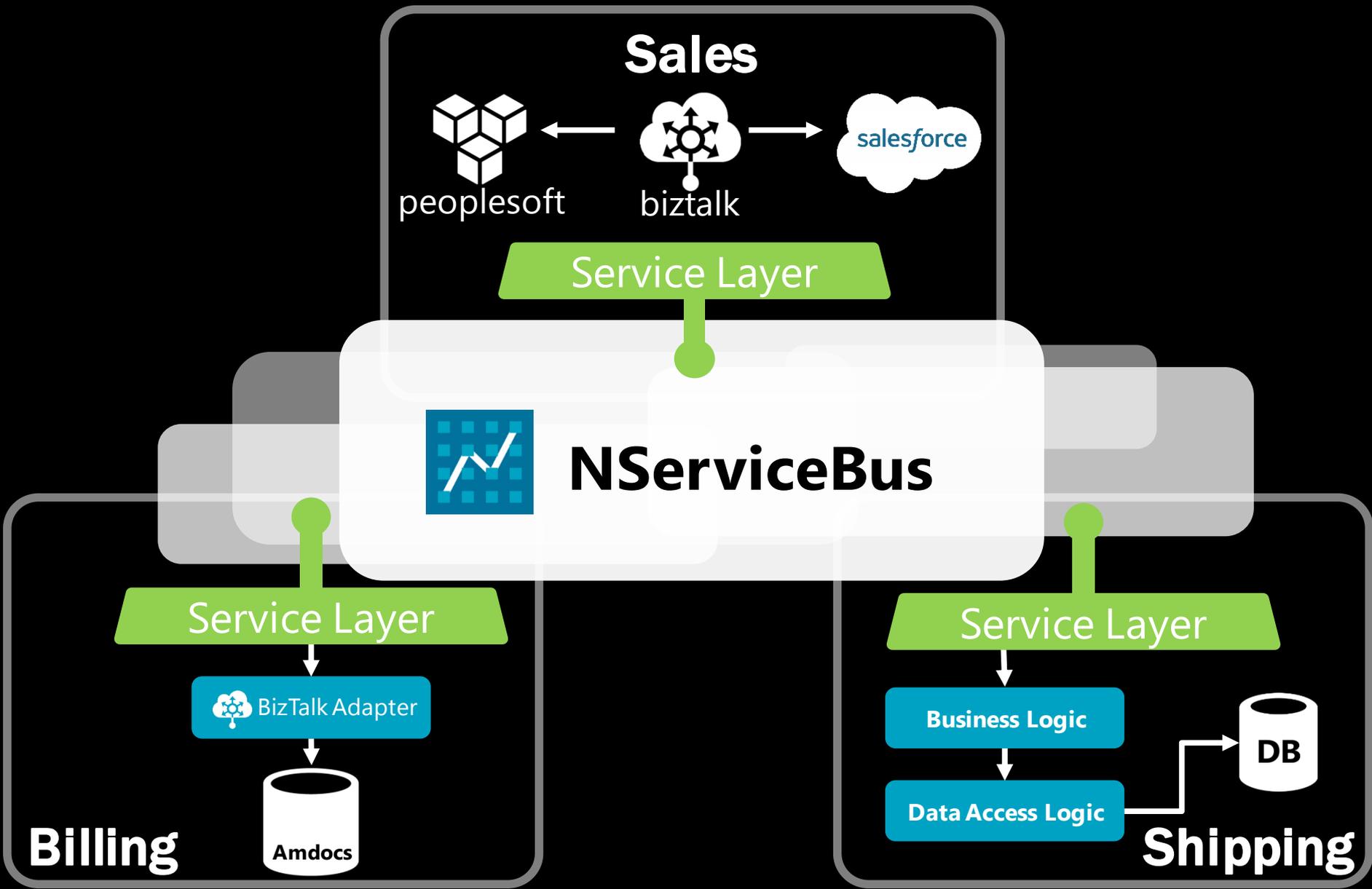
BUS ADVANTAGES

- No single point of failure
- Doesn't break service autonomy

BUS DISADVANTAGES

- More difficult to design distributed solutions than centralist ones

THE BEST OF BOTH WORLDS



3 ELEMENTS OF INTEGRATION

- Data transformation



XML, DB, Flat file, EDI
XBRL, WS, etc

- Protocol Bridging



IP*Works
Ftp, SMTP, POP, SMS
LDAP, DNS, etc

- Business Logic

SUMMARY

- Feature-rich broker products less suited to distributed systems than robust bus products.
- Projects will likely use a combination of both bus and broker

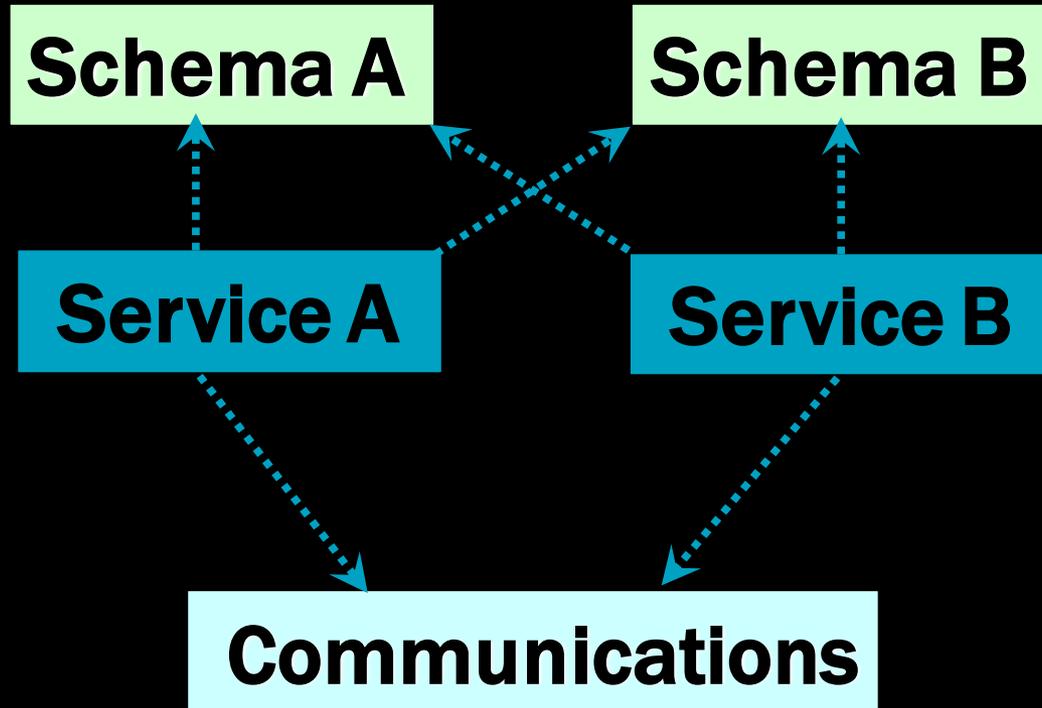
SOA BUILDING BLOCKS

WHAT IS A SERVICE?

Tenets of Service Orientation:

1. Services are autonomous.
2. Services have explicit boundaries
3. Services share contract & schema,
not class or type
4. Service interaction is controlled by policy.

SERVICE ORIENTATION



WHAT IS A SERVICE?

A service is the technical authority for a specific business capability.

All data and business rules reside within the service.

Nothing is "left over" after identifying services

Everything must be in some service

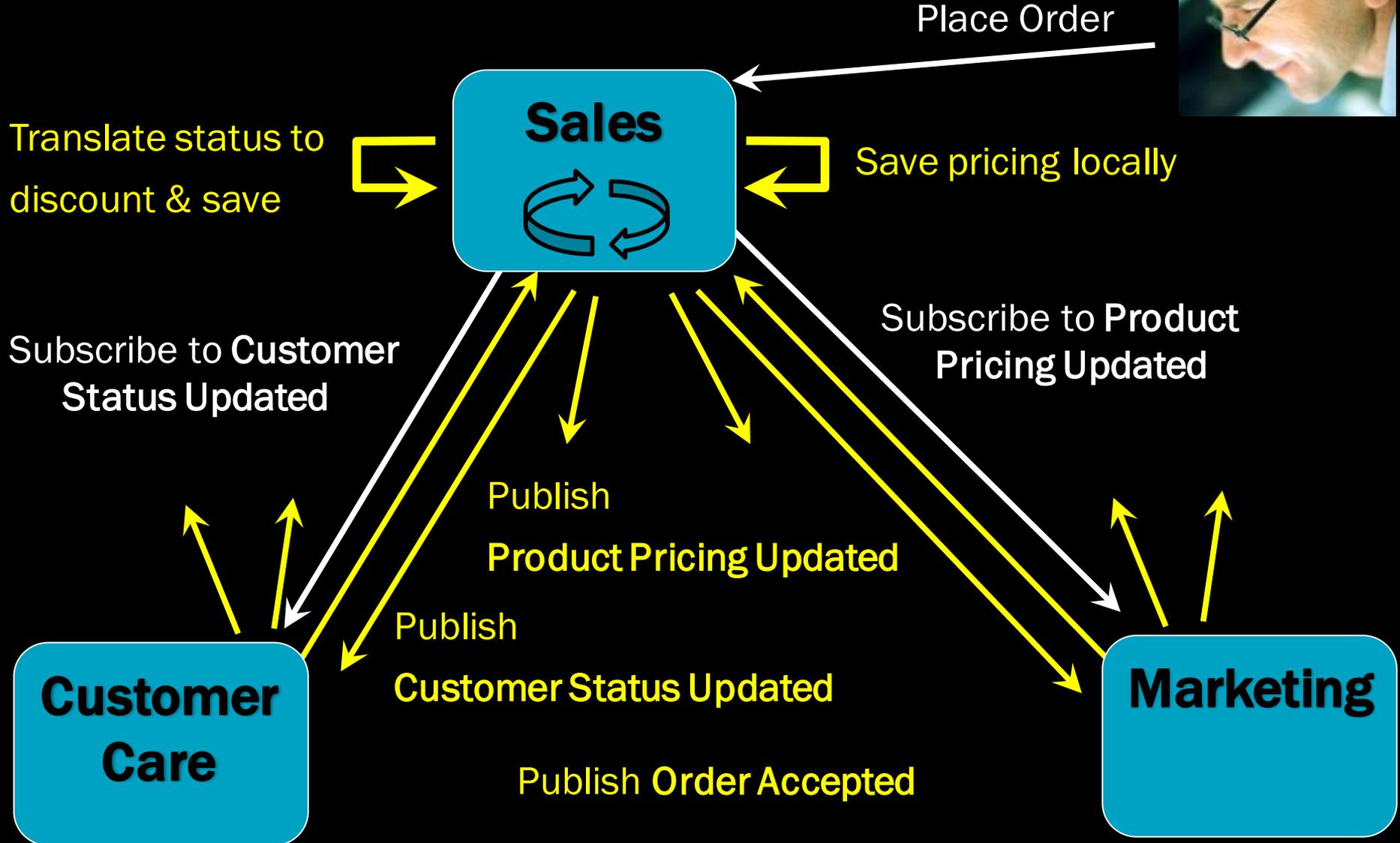
WHAT A SERVICE IS NOT

- A service that has only functionality is a function not a service.
Like calculation, validation
- A service that has only data is a database, not a service.
Like [create, read, update, delete] entity
- WSDL / REST doesn't change logical responsibility

4+1 VIEWS OF SOFTWARE ARCHITECTURE

- Services are in the logical view
- Mapping to the development view, a service could be a source control repository

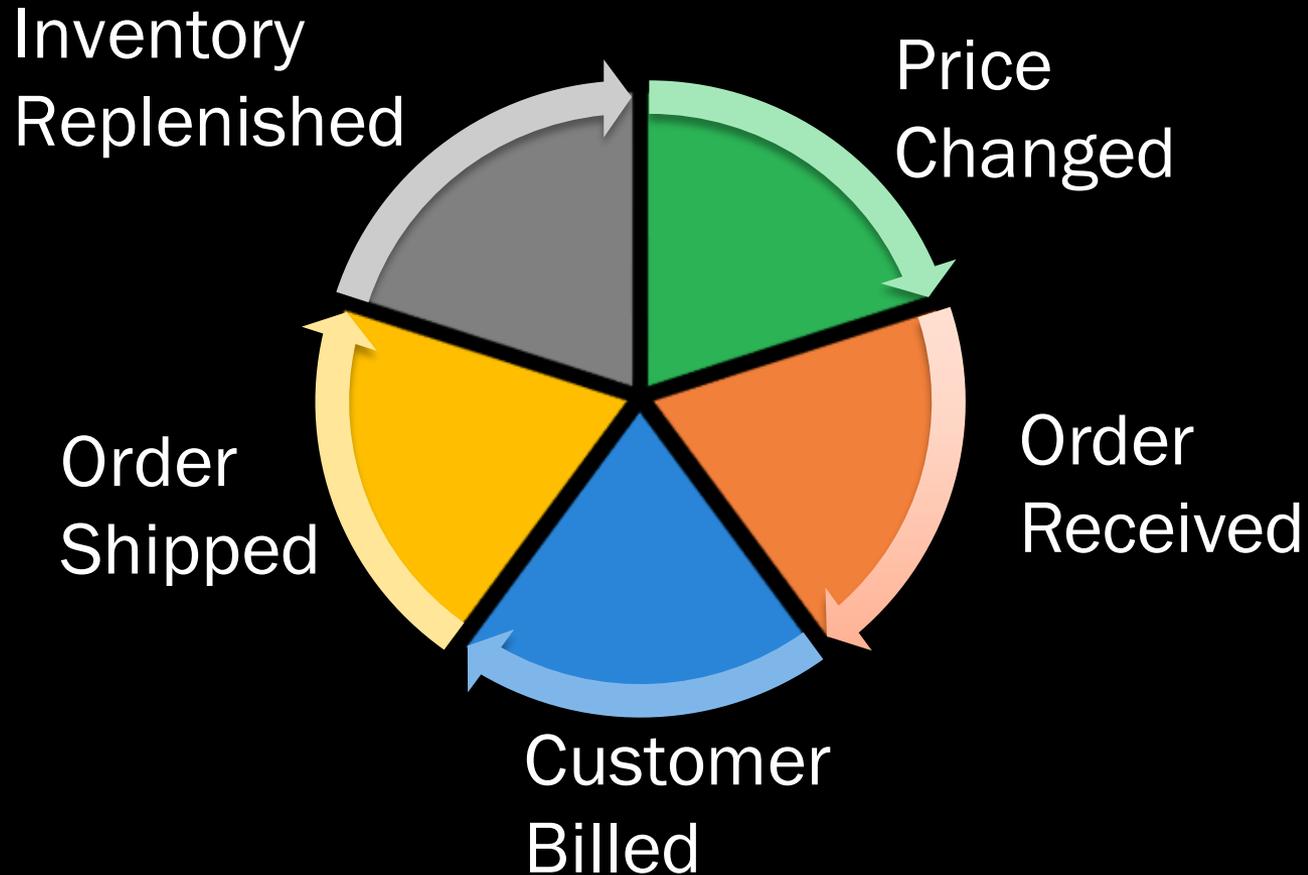
SERVICE EXAMPLES



SERVICE EVENT LIFECYCLES

Business processes remain within services

Cascading events give rise to enterprise processes

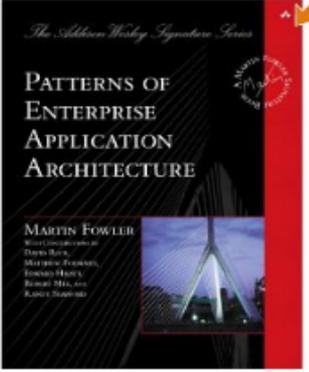


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PATTERNS OF ENTERPRISE APPLICATION ARCHITECTURE
MARTIN FOWLER
With Contributions by:
David Harel, Maurice Hertzberg, Frederick Hoohey, Ronald M. Lee, Robert S. Stevens

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~ [Martin Fowler](#) (Author)
★★★★☆ (65 customer reviews)

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SERVICE DEPLOYMENTS

- Many services can be deployed to the same box
- Many services can be deployed in the same app
- Many services can cooperate in a workflow
- Many services can be mashed up
in the same page

SAME PAGE COMPOSITION



Product Catalog

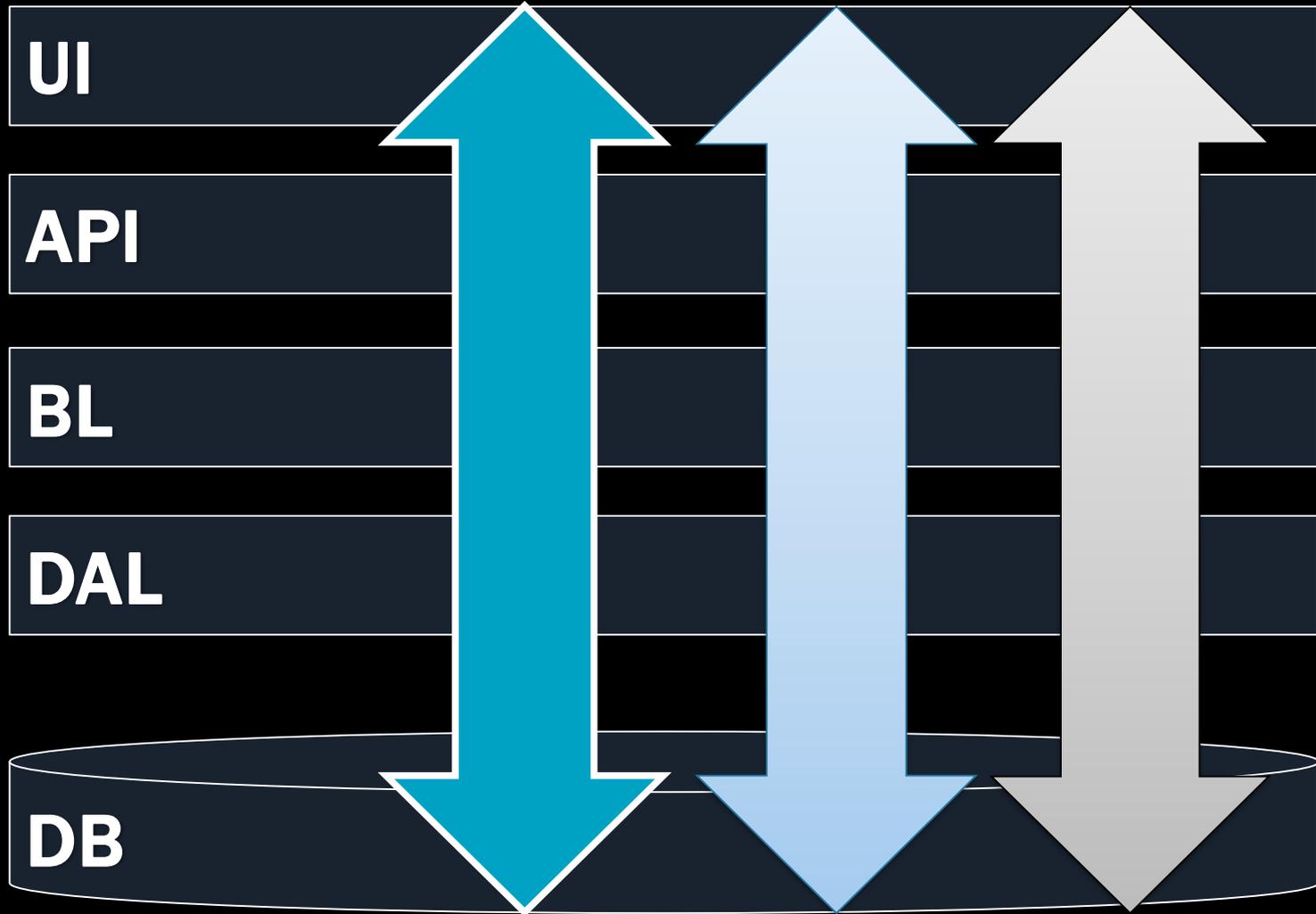
Pricing

Inventory

Cross Sell

Server

TOP-TO-BOTTOM SERVICES



DEMO

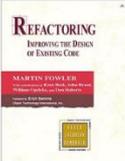
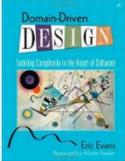
ASP.NET MVC CompositeUI

bit.ly/particular-microservices

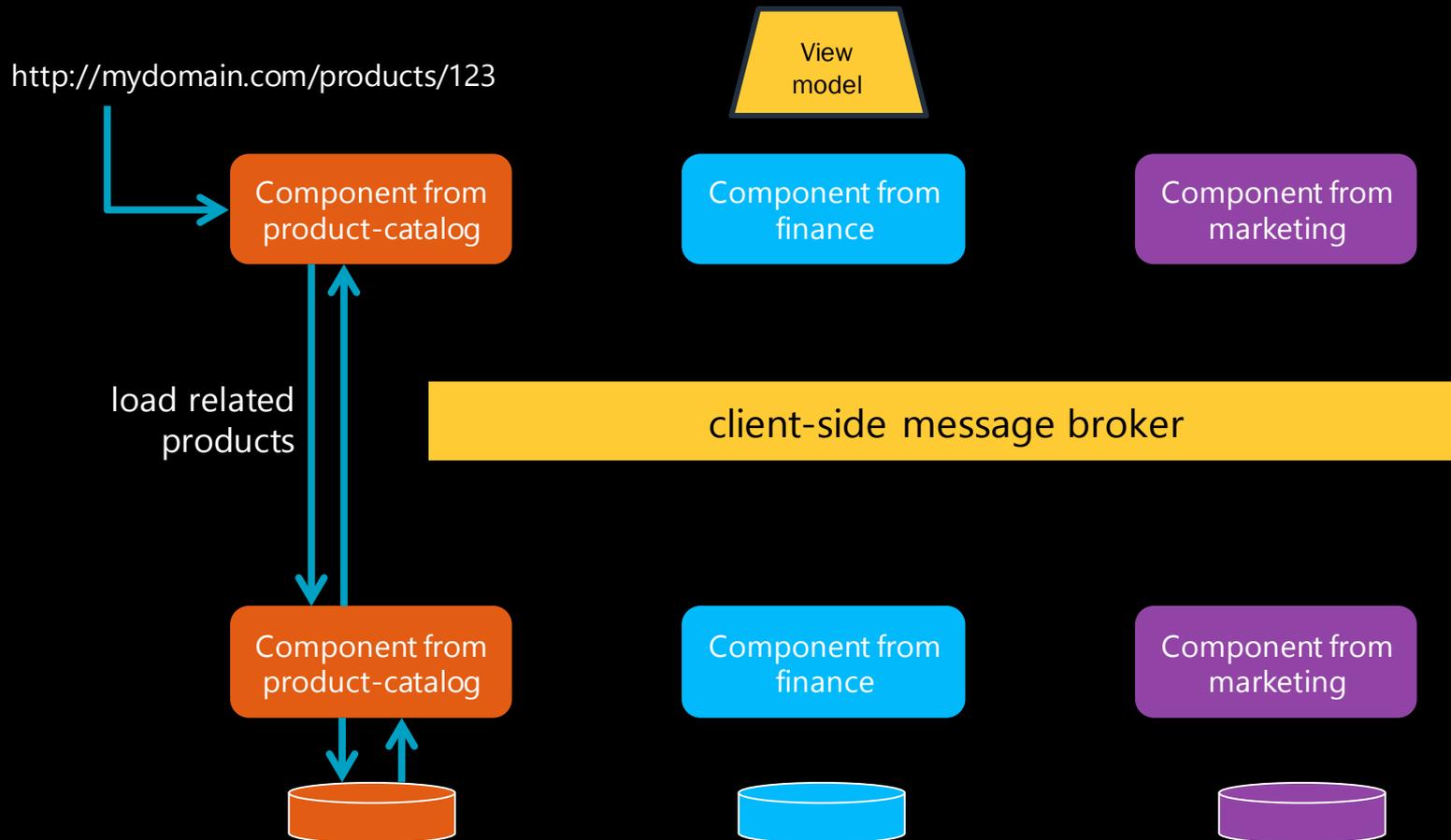
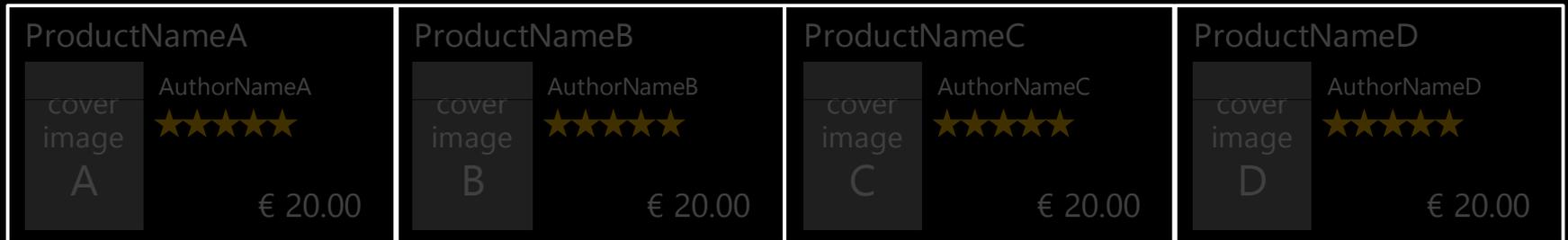
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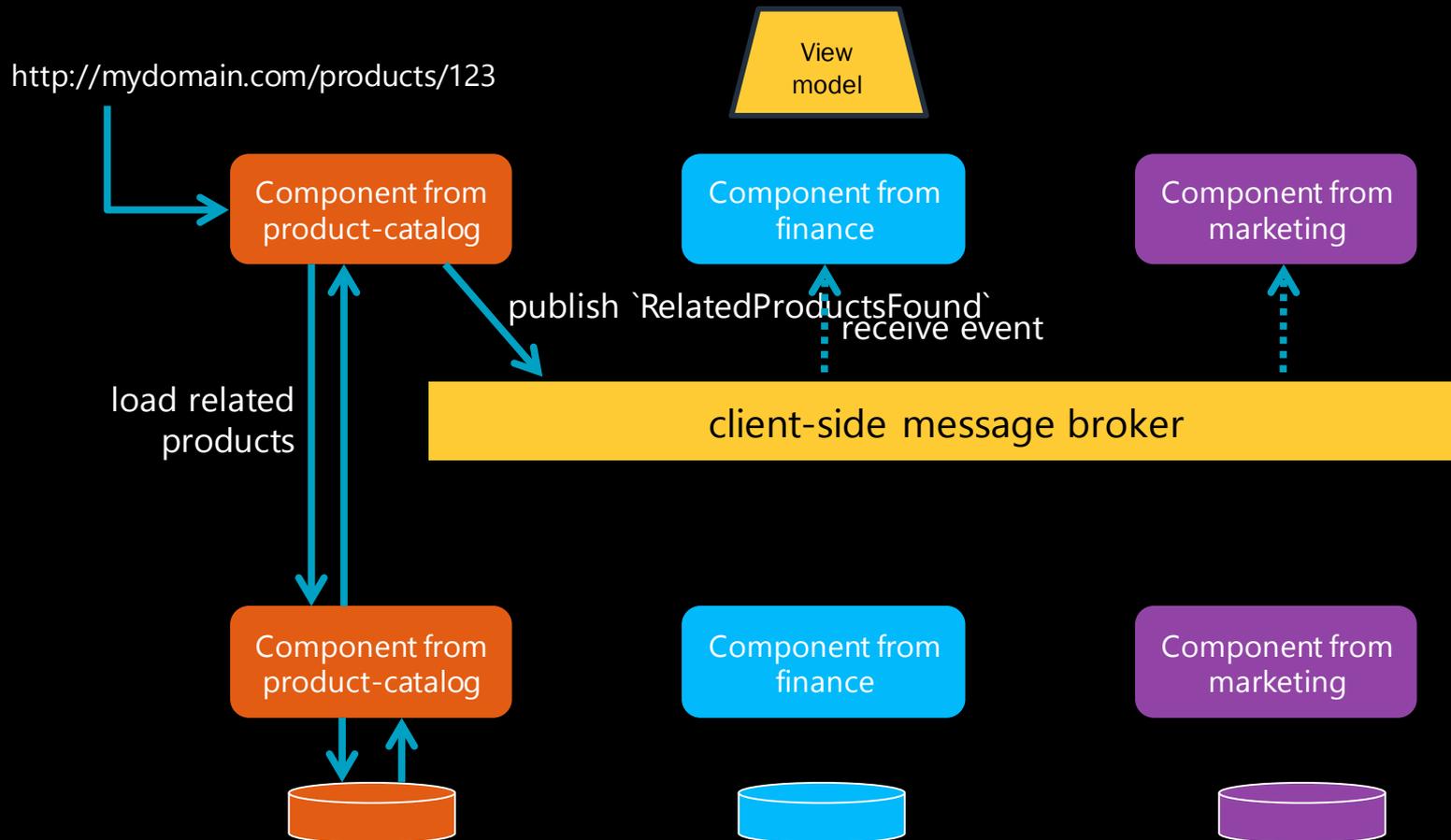
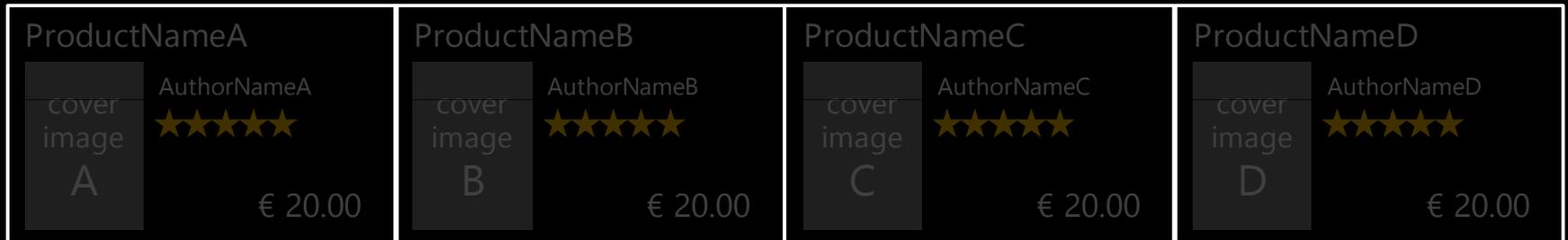
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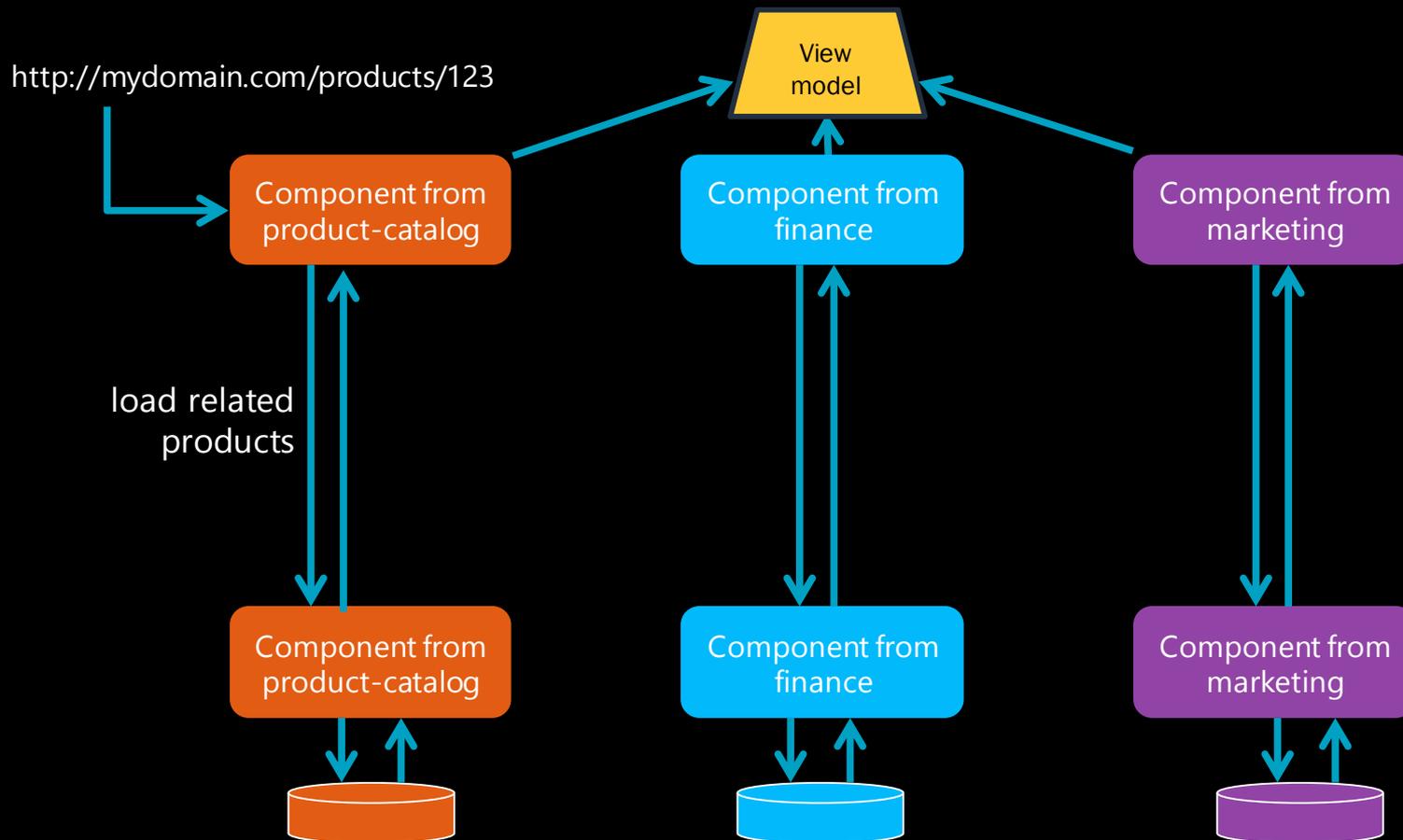


HOW TO MAKE A GRID



HOW TO MAKE A GRID

ProductNameA cover image A AuthorNameA ★★★★★ € 20.00	ProductNameB cover image B AuthorNameB ★★★★★ € 20.00	ProductNameC cover image C AuthorNameC ★★★★★ € 20.00	ProductNameD cover image D AuthorNameD ★★★★★ € 20.00
--	--	--	--



OTHER COMMON ELEMENTS

- Color scheme, layout, fonts, CSS, images, etc
- All communicate the “corporate brand”
- The responsibility of the “branding” service

LAYOUT IN THE BRANDING SERVICE

- View Models created with Whatever.js
Angular / React / Knockout / Backbone / etc
- Can also be done server-side
- Each service binds its model to part of the view model

OR LEVERAGE CSS CLASSES

```
<div class="price">$49.99</div>
```

Makes it bold, red, large

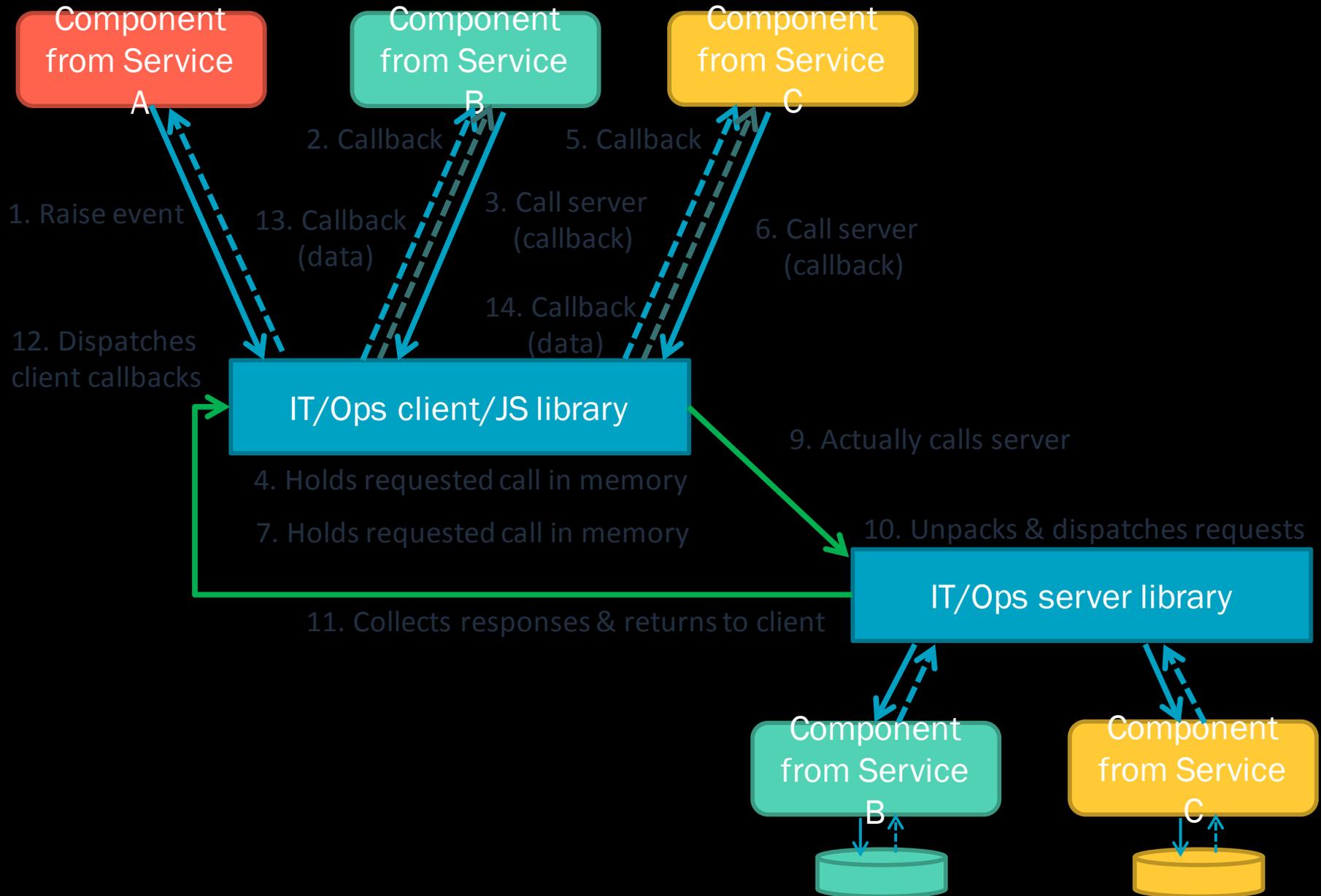
```
<div class="inventory.InStock">12 left</div>
```

Makes it bold and green

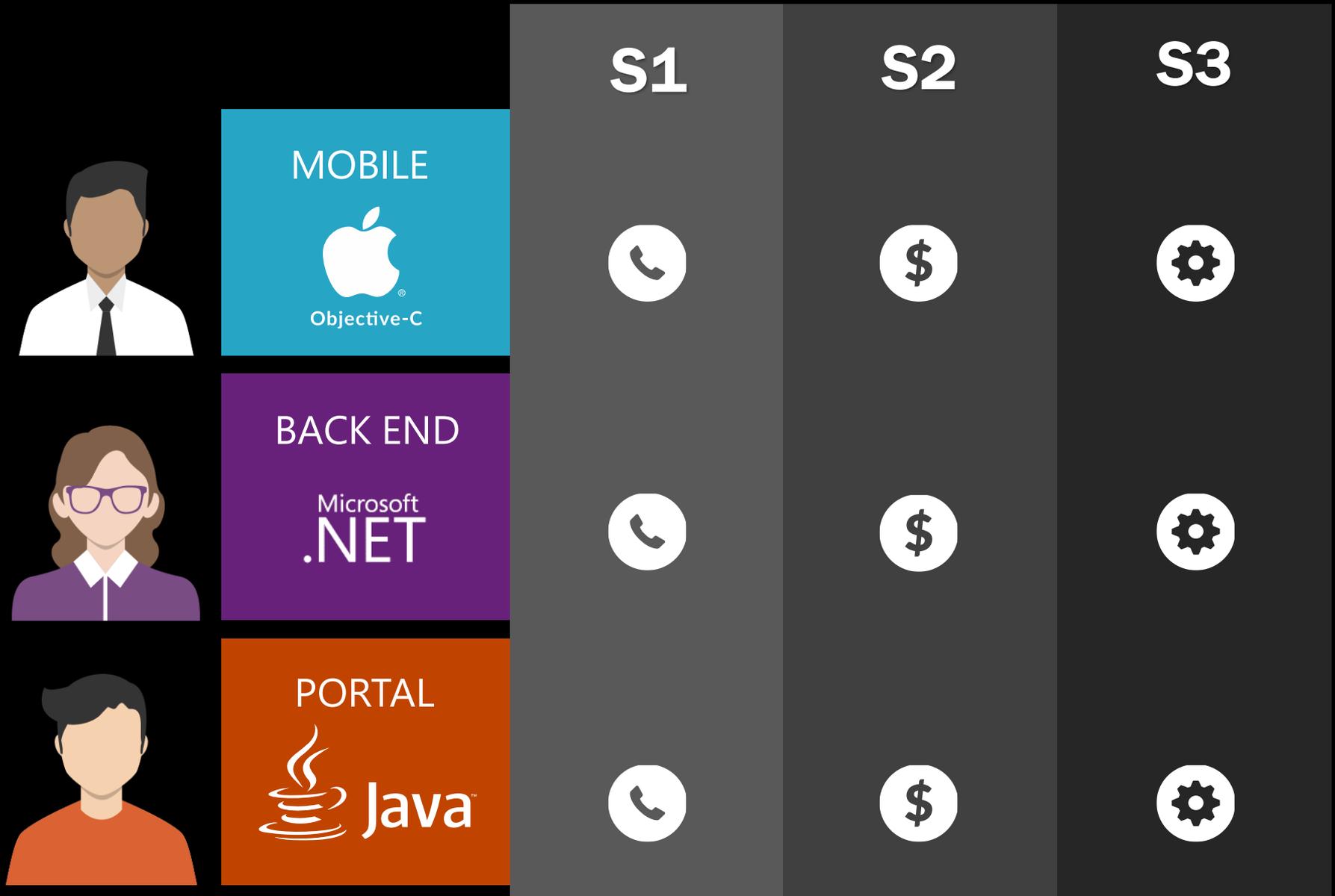
Go even farther with JS CSS preprocessors:

Mustache, LESS, Sass

PERFORMANCE OPTIMIZATION



ACROSS THE ENTERPRISE SERVICES



CONFIGURATION MANAGEMENT

an example



<http://go.particular.net/octopus>

<http://go.particular.net/octopus-script>

AMAZON.COM CHECKOUT WORKFLOW

Select a shipping address

Is the address you'd like to use displayed below? If so, click

Udi Dahan

20 Uri Tzvi Greenberg street
Haifa, 34757
Israel
Phone: +972-522888426

Ship to this address

Edit

Delete

amazon.com

SIGN IN

SHIPPING & PAYMENT

GIFT OPTIONS

PLACE ORDER



Select a payment method

Your credit and debit cards

MasterCard ending in [REDACTED]

Name on card

Udi Dahan

Expires on

[REDACTED]

Continue

You can review this order before it's final.

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by Martin Fowler

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\$49.98 - AmazonGlobal Priority Shipping

Place your order in EUR

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Order Summary

Items:	EUR 43,19
Shipping & handling:	EUR 7,98
Total before tax:	EUR 51,17
Estimated tax to be collected:	EUR 0,00

Order total: EUR 51,17

Selected payment currency

EUR USD

[\(Change card currency\)](#)

Applicable Exchange Rate

1 USD = 0.9994103744 EUR

(includes all Amazon fees and charges)

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\$49.98 - AmazonGlobal Priority Shipping

EUR USD
(Change card currency)

▼ Applicable Exchange Rate

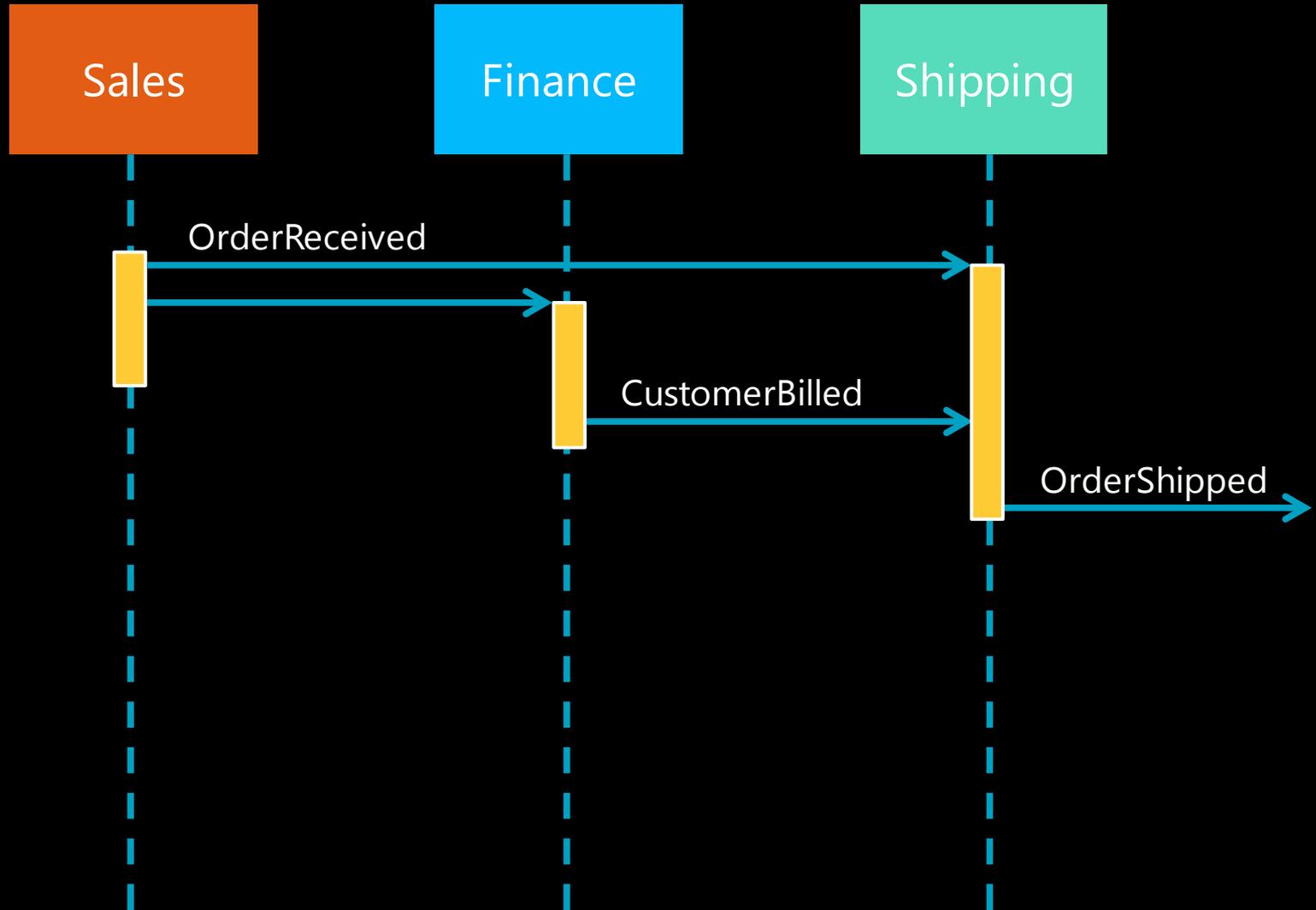
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WORKFLOW EVENT COMPOSITION



WORKFLOW EVENT COMPOSITION

The screenshot shows the Amazon shopping cart interface. At the top, the Amazon logo and navigation menu are visible. The main content area is titled "Shopping Cart" and lists one item: "Patterns of Enterprise Application Architecture" by Martin Fowler, priced at \$50.04. The item is in stock and eligible for free shipping. To the right of the item list, the subtotal is shown as \$50.04. A prominent orange box highlights the "Proceed to checkout" button, with an orange arrow pointing to it from below. Below the button, there is a "Sign in to turn on 1-Click ordering" link and a "Estimate your shipping and tax" dropdown. At the bottom right, there is a section for "Customers Who Shopped for Patterns of Enterprise Application Architecture Also Shopped for", featuring a book by Erich Gamma with a 4.5-star rating and a price of \$37.48. The page number "Page 1 of 5" is visible at the bottom center.

SetOrderId = 022032ba-1337-43a5-90c9-d48b58742c7

WORKFLOW COMPOSITION

Shipping

Select a shipping address

Is the address you'd like to use displayed below? If so, click

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Ship to this address

Edit

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SIGN IN

SHIPPING & PAYMENT

GIFT OPTIONS

PLACE ORDER



Sales

Place your order in EUR

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Billing

Order Summary

Subtotal	EUR 43,19
Shipping & handling	EUR 7,98
Total before tax:	EUR 51,17
Estimated tax to be collected:	EUR 0,00

Order total: EUR 51,17

Selected payment currency

EUR USD
(Change card currency)

Applicable Exchange Rate

1 USD = 0.9994103744 EUR

(includes all Amazon fees and charges)

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Billing

Select a payment method

Your credit and debit cards

Name on card

Expires on

Continue

You can review this order before it's final.

MasterCard ending in

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Sales



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PARENT VS CHILDREN

Orders table

Id	ShippingId	FinanceId	Etc
123	1337	42	...
124	1338	43	...

VS

Sales

Orders table

Id	ProductId
123	ABC
124	ACD

Shipping

Shipping table

OrderId	Address
123	Haifa, Israel
124	Rotterdam, Holland

Finance

Invoices table

OrderId	Status
123	Paid
124	Overdue

PARENT VS CHILDREN

Orders table

Id	ShippingId	FinanceId	Etc
123	1337	42	...
124	1338	43	...

VS

Sales

Orders table

Id	ProductId
123	ABC
124	ACD

Shipping

Shipping table

OrderId	Address
123	Haifa, Israel
124	Rotterdam, Holland

eBookShipping table

OrderId	UrlIdentifier
1234	03630b562df15c6
1235	4c77a8e12cb1c216

Finance

Invoices table

OrderId	Status
123	Paid
124	Overdue

BitcoinInvoices table

OrderId	BitcoinId
4242	1d7e565784907
4243	6561433f9245710



WHAT ABOUT THE TECHNICAL STUFF?

- Authentication, Authorization, etc
- A service should own this
shouldn't it?

THE IT/OPERATIONS SERVICE

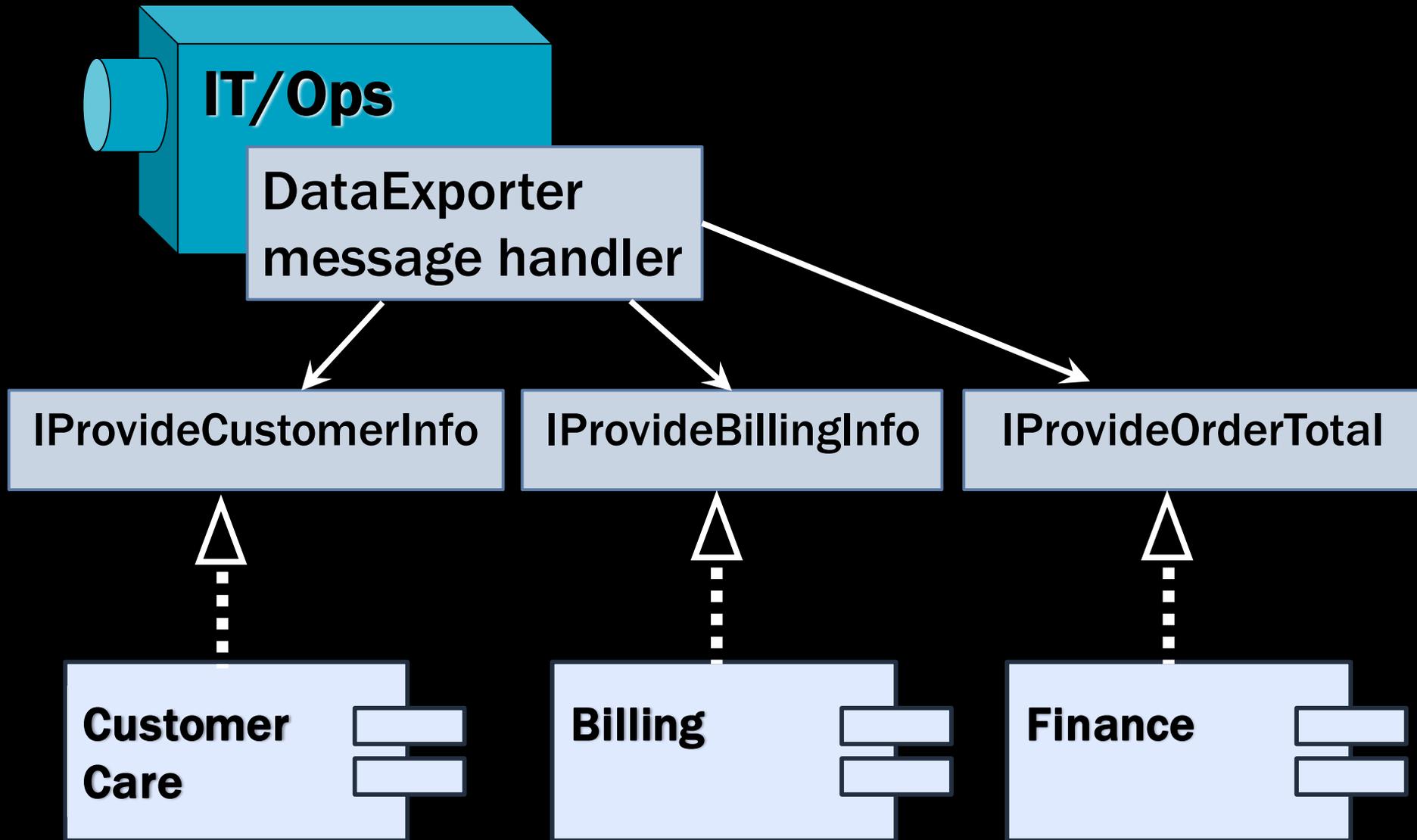
- Responsible for keeping information flowing (and secure) in the enterprise
- Focused on the deployment & physical views:
Responsible for hosting (web servers, DBs, etc)
Owns connection strings, queue names

Authentication, authorization – LDAP/AD access

IT/OPS HARDLY EVER SUBSCRIBES

- Doesn't really do pub/sub with other services
- One (rare) case
HR – employee hired, employee fired
Provisions / De-provisions machines, accounts, etc
Don't introduce this unless necessary

INTEGRATION ENDPOINTS (+ EMAIL)



REPORTING – CAN BE HARDER

- But not that different from Composite UI grids
- But there is a better way:
 - Regular reports:
 - Find the pattern users are looking for in the report
 - Model constants as domain concerns
 - Implement as event-correlation & send email
- Research / Data Science

REFERENTIAL INTEGRITY

- Inserting “children” without a “parent” across service boundaries

Solved by eventual consistency

- Deleting – but not “cascading”

Private data – wholly inside a service. OK

Public data – shared between services. Not OK.

Eg. Deleting a product. What about orders, inventory?

HOW DO YOU
FIND THE BOUNDARIES?

DECOMPOSING A DOMAIN

```
public class Customer
{
  FirstName
  LastName
  Status
  // etc
}
```

```
public class Product
{
  Name
  Description
  Price
  // etc
}
```

Customer
FirstName
LastName

Customer
Status
Product
Price

Product
Name
Description

HEALTHCARE

Dentistry Service

PatientId
Orthodontical data
Medication

Psychology Service

General Practitioner

Basic patient information
Basic doctor visits

Surgery Service

PatientId
Laboratory data
Allergies information
Medication

VS

Doctors Service

Patient Service

Medication Service

Allergies Service

INSURANCE

Home Insurance

Home owner
Coverage
PolicyId
ClaimId

Travel Insurance

Insured persons
Coverage
PolicyId
ClaimId

Automotive Insurance

Insured vehicle
Coverage
PolicyId
ClaimId

VS

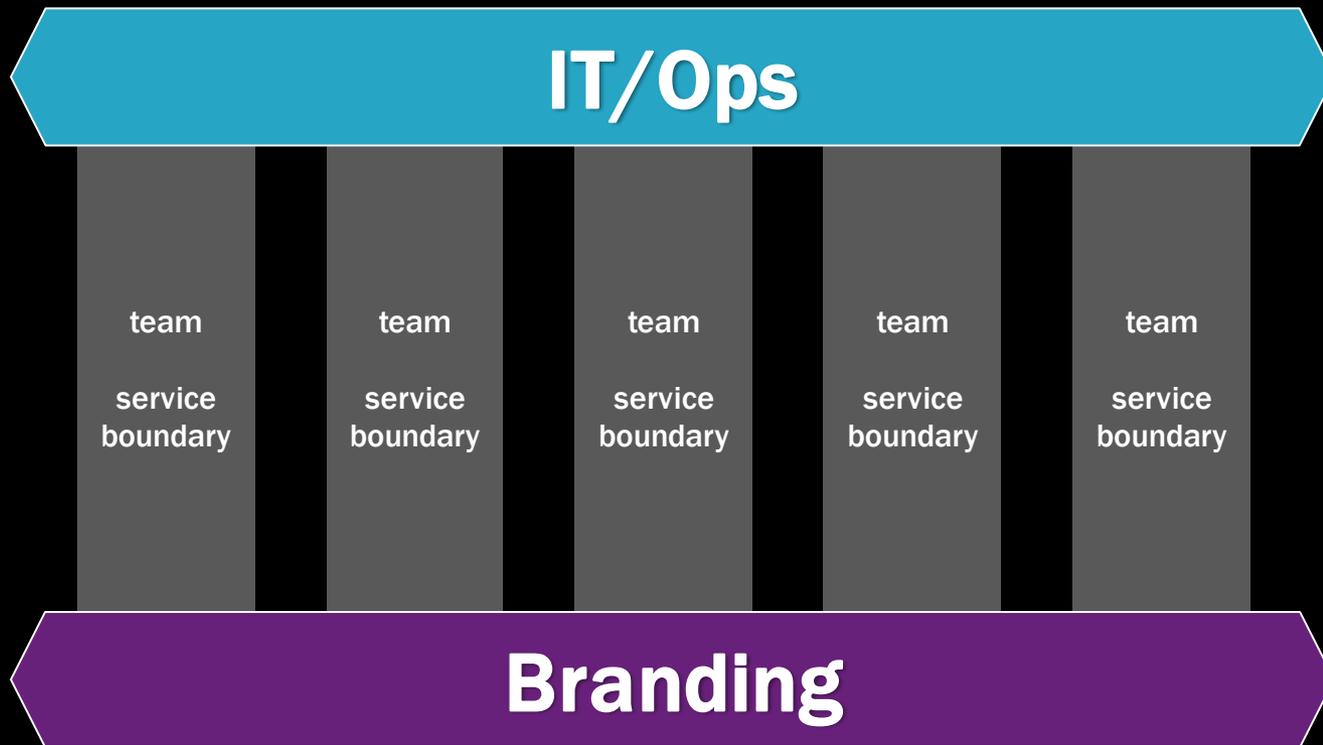
Policy Service

Home insurance
Travel insurance
Automotive insurance

Claims Service

Home insurance
Travel insurance
Automotive insurance

TEAM STRUCTURE FOR SOA



* Task-forces as a new/alternate model

WHEN NOT TO DO SOA

- Startups
- Generic / extensible “platforms”

SOA HOMEWORK



Sydney Harbour Marriott Hotel at Circular Quay
30 Pitt Street Sydney New South Wales 2000 Australia
185 Reviews +61-2-9259 7000 Photos

Your Stay Sat, 17 Sep, 2016 - Fri, 23 Sep, 2016 1 Rooms, 1 Guests EDIT STAY CONTINUE



VIEW PHOTOS

[Our Hotel](#) [Photos](#) [Rooms](#) [Deals](#) [Dining](#) [Fitness](#) [Local Area](#) [Map](#) [Meetings](#) [Weddings](#)

YOUR MISSION

- Identify the service boundaries
- What data does each service own?
- What part of which UI does it own?
- What events does it publish / subscribe to?

THE USE CASES:

- For a single hotel
- With only 1 guest per reservation
1 room per reservation
- No loyalty program / sign-in

ONLINE #1

- Search for availability

Check Rates & Availability

Sat, 17 Sep, 2016  Fri, 23 Sep, 2016 

My dates are flexible

1 Room  1 Guest/room 

Special Rates 

Use Points

[What's this?](#)

VIEW RATES



City View, Guest room, 1 King, Skyline view

The rate for this room changes on 18/09/16 to 273 (AUD) per night

[Rate details](#) · [Room details](#)

398 AUD/night

Select



Premium City View, Guest room, 1 King, Skyline view

The rate for this room changes on 18/09/16 to 293 (AUD) per night

[Rate details](#) · [Room details](#)

417 AUD/night

Select



Bridge view, Guest room, 1 King or 2 Double, Partial Bridge view

The rate for this room changes on 18/09/16 to 303 (AUD) per night

[Rate details](#) · [Room details](#)

427 AUD/night

Select

ONLINE #2

Make a booking

Review Reservation Details Continue

1. Your selection

Sydney Harbour Marriott Hotel At Circular Quay
30 Pitt Street Sydney, 2000 Australia



Check in: Saturday, 17 September 2016
Check out: Friday, 23 September 2016

Room(s): 1
Guest(s) per room: 1
Room type(s): City View, Guest room, 1 King, Skyline view
[Edit](#) - [Room details](#)

2. Your requests

Make requests for accessibility, early check-in and more.
Another benefit of booking direct on Marriott.com

- Accessibility
- Early check-in
- Extra towels
- Rollaway/crib
- Feather-free room
- Room location

[Make Request](#)

3. Summary of Charges

1 room(s) for 6 night(s)	Prices in AUD
Saturday, 17 September 2016	398.00
Sunday, 18 September 2016	273.00
Monday, 19 September 2016	273.00
Tuesday, 20 September 2016	381.00
Wednesday, 21 September 2016	352.00
Thursday, 22 September 2016	342.00

Total cash rate **2,019.00**
[Total taxes and fees](#) **Included**

Total for stay in hotel's currency 2,019.00 AUD
[FREE Cancellation](#) You may cancel your reservation for no charge until 16 September 2016 (1 day[s] before arrival). [Learn more](#)

4. Confirm details

About this reservation:
[FREE Cancellation](#) You may cancel your reservation for no charge until 16 September 2016 (1 day[s] before arrival).

[Continue](#)

Next, you'll provide your information



ONLINE #2.1

- Make a booking
- Fill in guest info
- Fill in credit card

Reservation Step 2 of 3

Your Stay edit	Room(s) edit	Room Preferences edit
Check in: Saturday, 17 September 2016 Check out: Friday, 23 September 2016 Rooms 1 Total guests: 1	City View, Guest room, 1 King, Skyline view. 1 night at 398.00 AUD, 2 nights at 273.00 AUD, 1 night at 381.00 AUD, 1 night at 352.00 AUD, 1 night at 342.00 AUD 2,019.00 AUD Total hotel currency (incl. est. taxes) Rate details	No room preferences were selected.

[Sign In for faster booking](#)

Title

*** First name** *** Last name**

*** Email address**

Rewards number Note: To be credited for this stay, the name on your Rewards account must match the guest name.

Company name

Address

*** Country**

*** Address**

*** City**

State/Province **Post code**

[For travel agents and planners](#)

Credit/Debit Card Information [Why we ask for this?](#)

Card holder name

*** Credit/Debit card number** 

No fees for using your credit card.

*** Expiration Month** *** Expiration Year**

Free Wi-Fi + mobile check-in + our lowest member rates all the time
 Instantly join Rewards and enjoy the perks with each stay.

Password

Confirm Password

Remember me (recommended for private computers only). [What's This?](#)

I would like to receive account updates, program news and offers via email and direct mail.

I would like to receive exclusive offers from select third parties.

By signing up, I agree to Marriott's [Terms of Use](#), [Privacy Statement](#) and [Data Protection Clause](#).

Book Now

Make reservations by phone

Dial toll-free 1 800 251 259 in Australia, toll-free 0800 264 333 in New Zealand, or view our [regional telephone reservation numbers](#).



ONLINE #2.2

- Make a booking – additional requirements:
- First, authorize credit card for cancellation \$\$
- If successful, see if a room is still available
If not, release authorization, tell user “no room”
- Although email confirmation should be sent, result of booking should be on next screen

ONLINE #2.2

- Make a booking – important domain info:
- Room number not allocated at time of booking
- Rooms not “locked” while booking in-process
- Capacity MUST be respected
Can't have 50 people all book the last room

FRONT DESK #3

- Check-in
Find booking
by last name

Verify info

Authorize \$\$
for full stay

Allocate room



FRONT DESK #4

- Check-out
Night before:
print out bill
- Guest leaves room
Person verifies
- Card is charged
amount authorized



BUSINESS & AUTONOMOUS COMPONENTS

SERVICE DECOMPOSITION

- The large-scale business capability that a service provides can be further broken down
- “Business Components” refer to the technical elements that implement the capability’s constituent parts

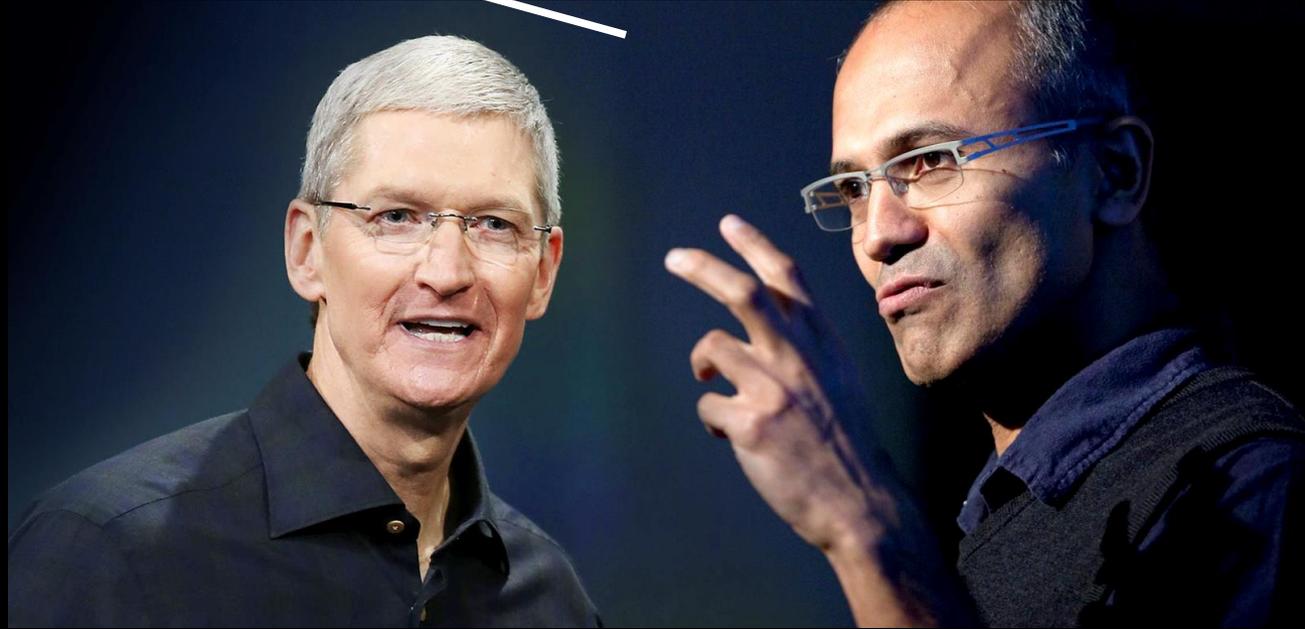
QUALITY OF SERVICE REQUIREMENTS

Sales

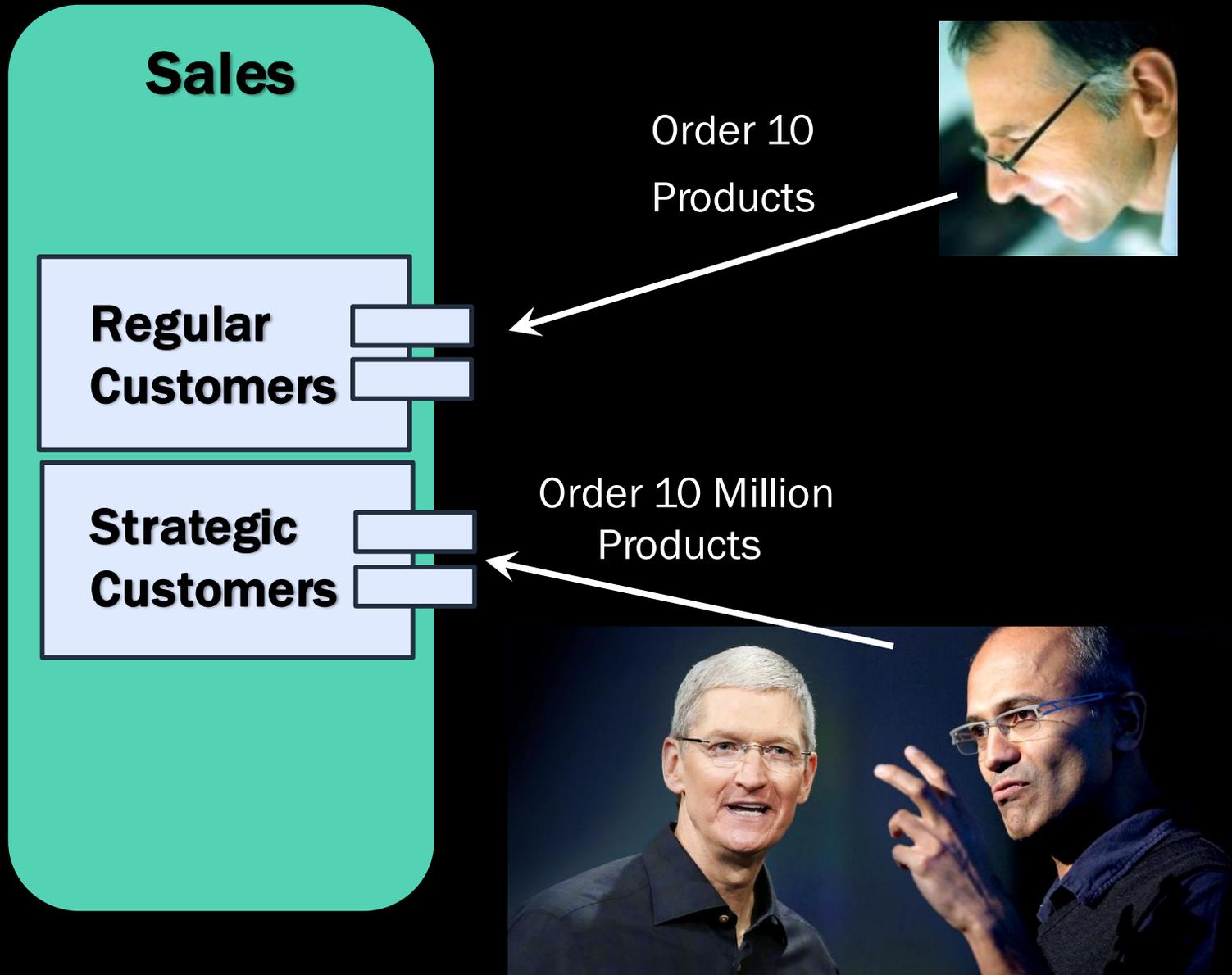
Order 10 Products



Order 10 Million
Products



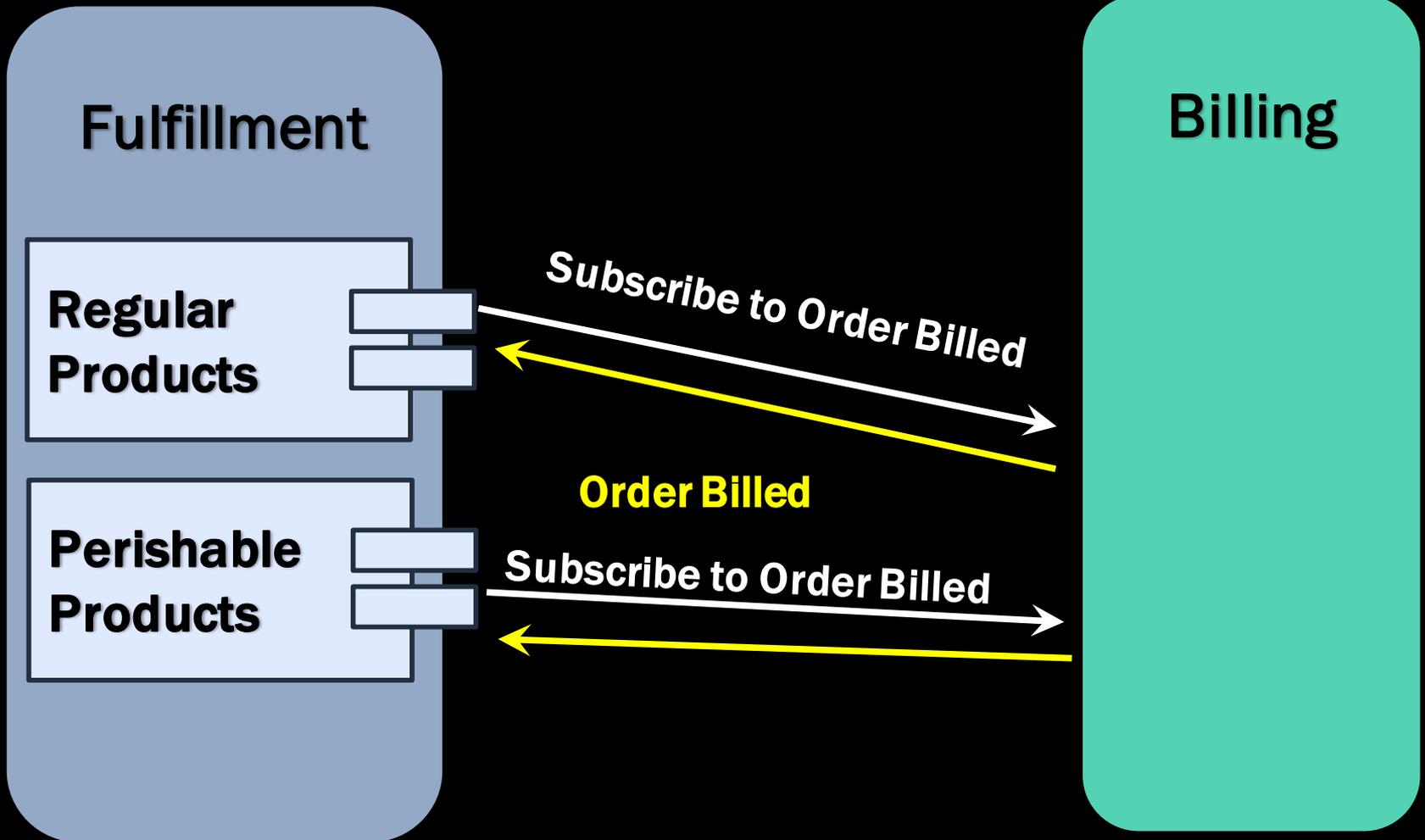
BUSINESS COMPONENTS



MORE EXAMPLES

- Airlines
 - Different counters for business class customers
- Shipping
 - Need to track temperatures for frozen goods / meat
 - Can use regular trucks for toilet paper
- Billing
 - Monthly invoicing for customers with an agreement
 - Others billed directly to credit card

BUSINESS COMPONENTS & PUB/SUB



TRANSACTIONS

- Some kinds of messages don't change state
- Other kinds of messages can get lost in case of failure (volatile data like stock quotes)
- We can divide a Business Component along transactional lines for improved performance, into "Autonomous Components"

Transactions stay within the boundary of an AC

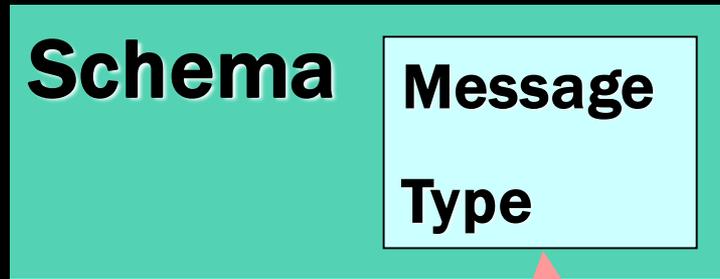
AUTONOMOUS COMPONENTS

- A Business Component is composed of one or more Autonomous Components
- An Autonomous Component is responsible for one or more message types

Composed of one or more message handlers and the rest of the layers in the service

Is an independent package (NuGet)

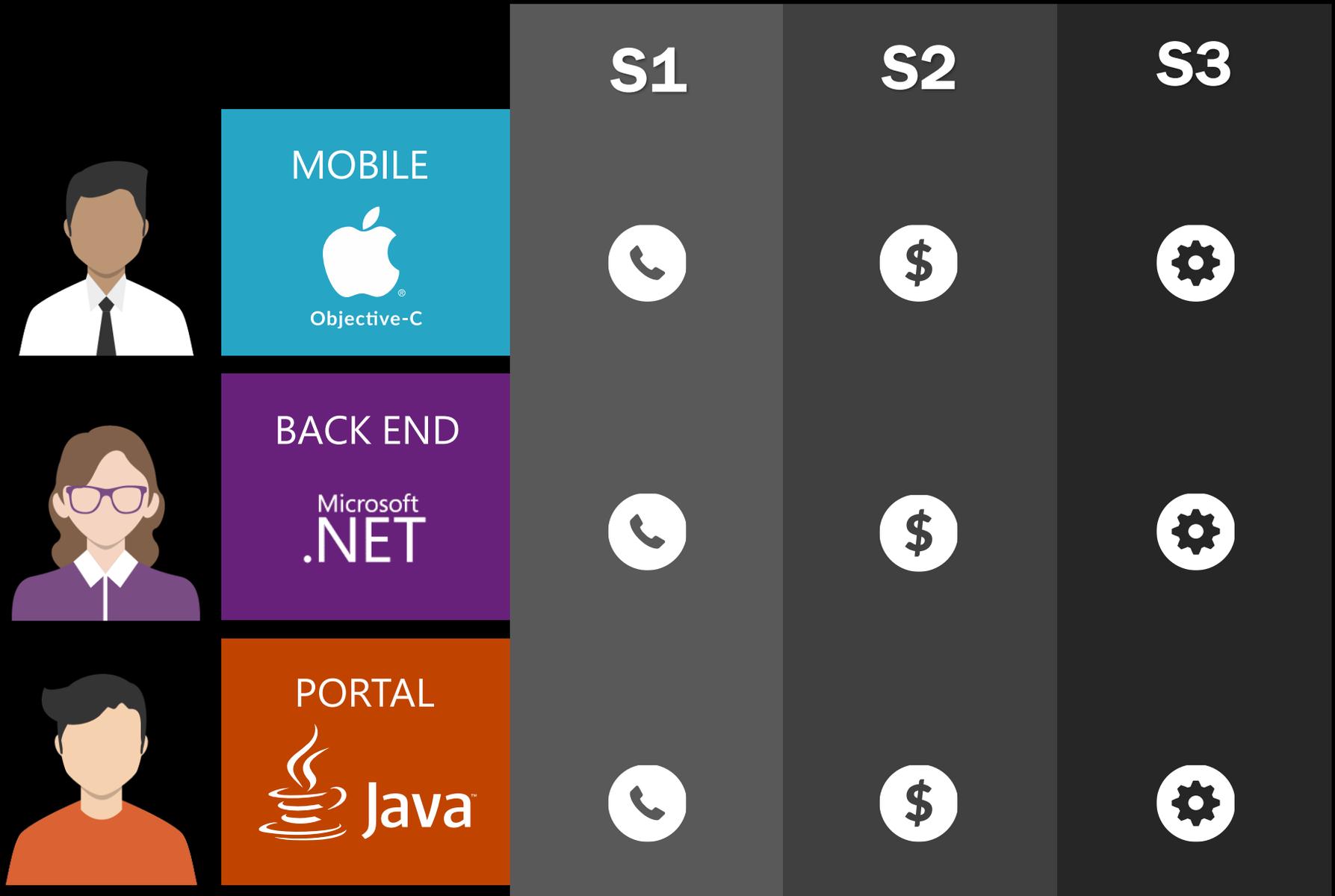
AUTONOMOUS COMPONENT MAKEUP



Multiple ACs can be hosted together

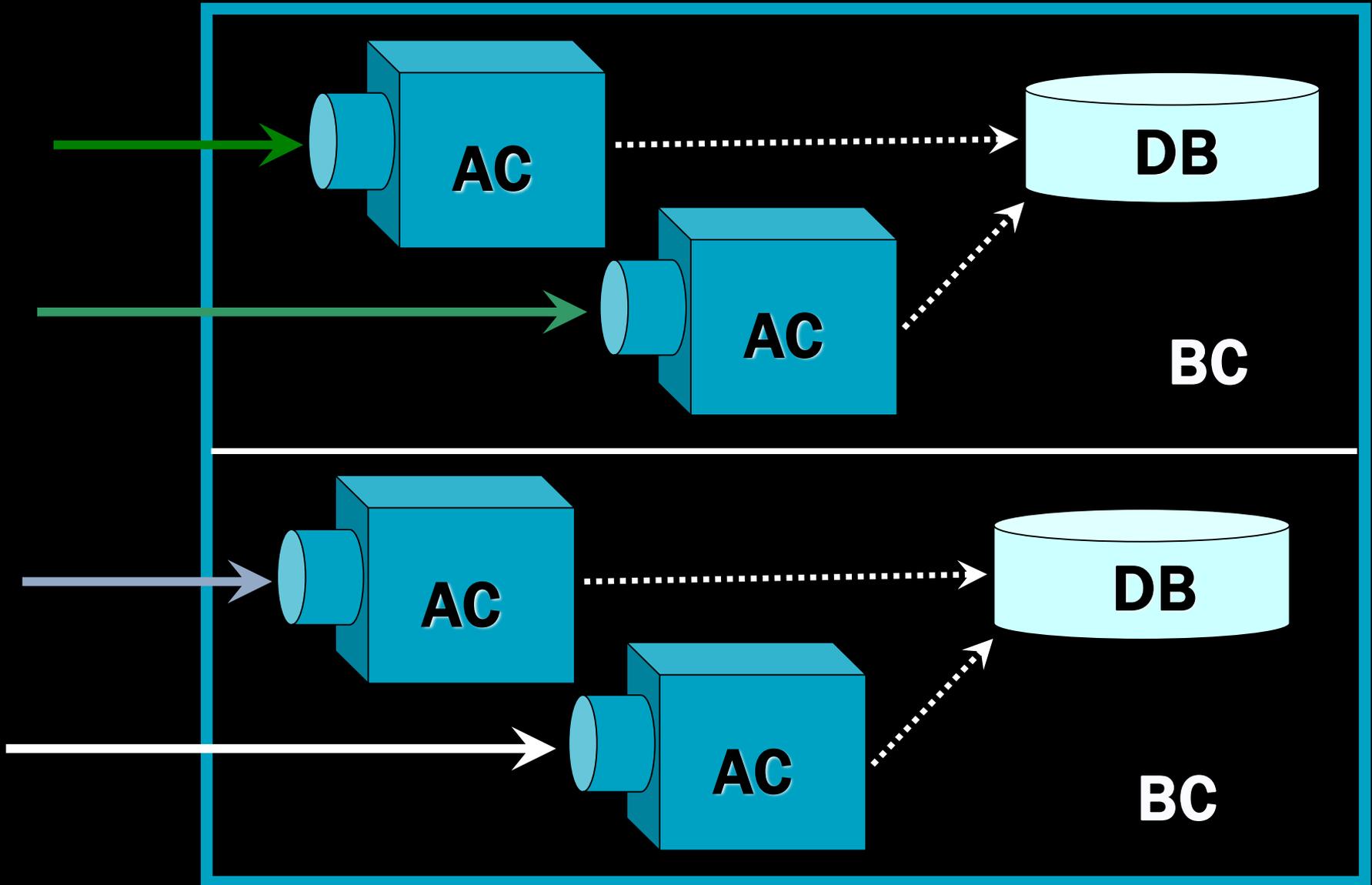


AC DEPLOYMENT INTO SYSTEMS



AC'S , BC'S, AND SERVICES

Service



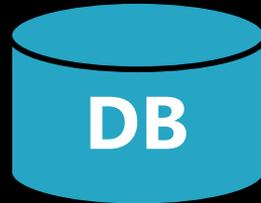
COUPLING BETWEEN ACS

- Don't try to reuse code between ACS
 - Strive for "disposable" code
 - Solve for today's problem – not tomorrow's
- JFHCI

SHADES OF AUTONOMY



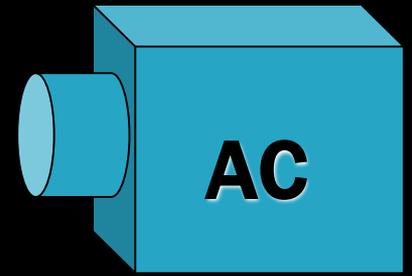
Storage



DB



End Point



AC



Msg

Shared

Shared

Shared

Shared

Shared

Own

Shared

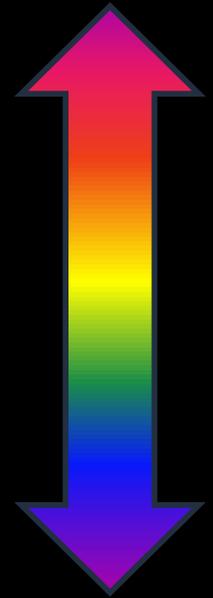
Own

Own

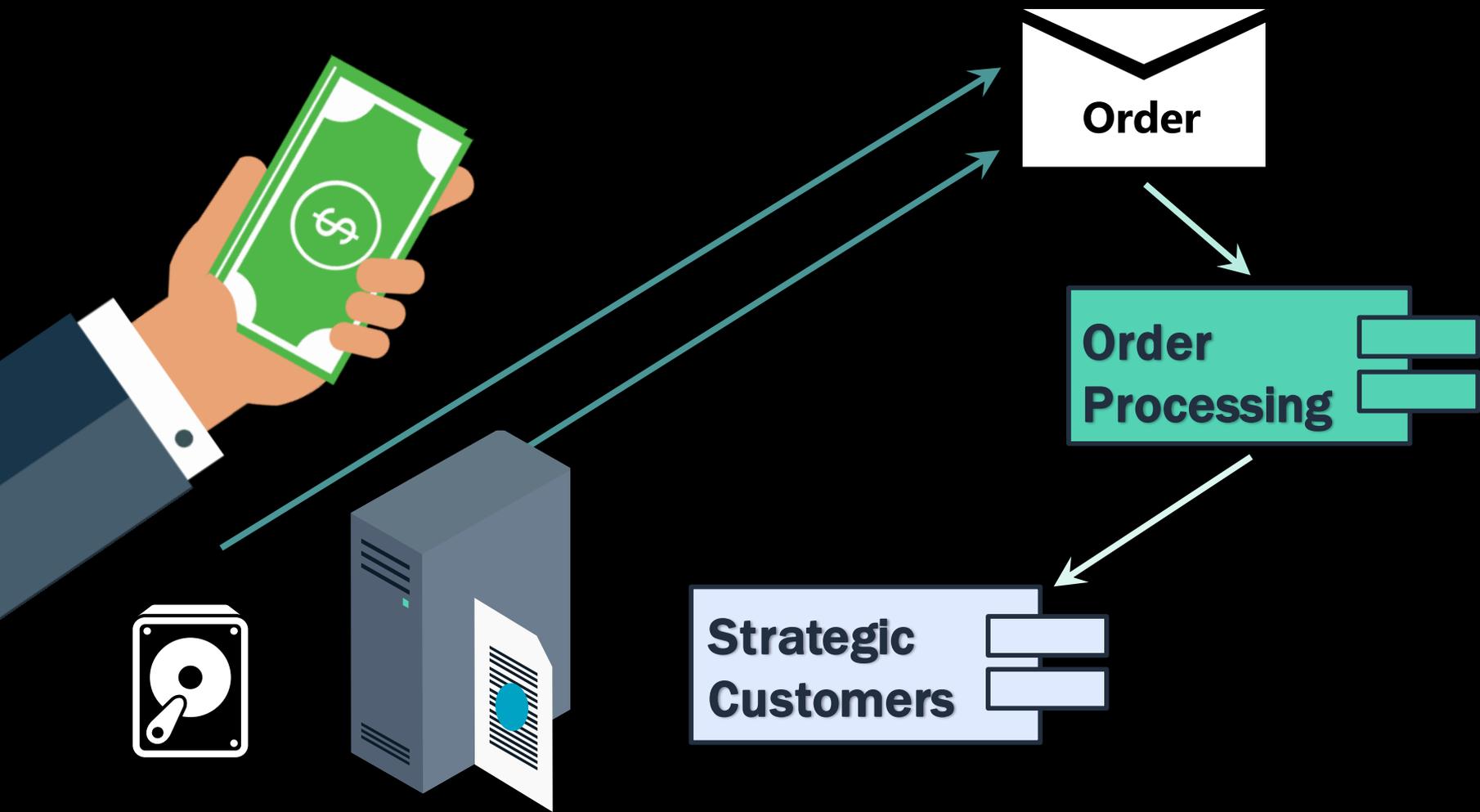
Own

Own

Own



SOA => BUSINESS VALUE



SUMMARY

- Autonomous Components are the unit of packaging in SOA – deployed into Systems.
- An AC takes responsibility for a specific set of message types in the service (ideally 1).
- Strive to use the bus style between ACs.

SERVICE STRUCTURE

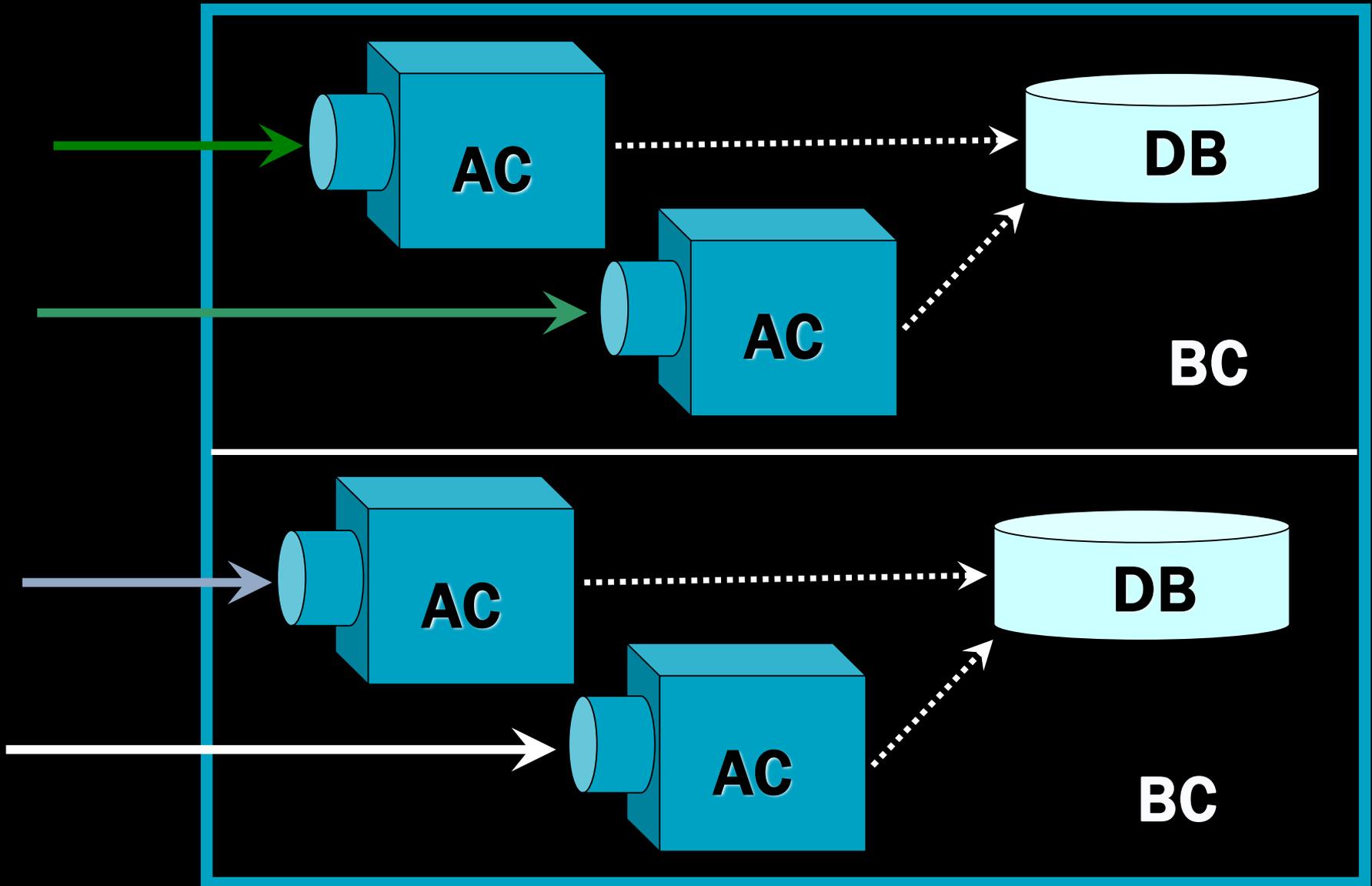
COMMAND/QUERY RESPONSIBILITY SEGREGATION



SERVICES

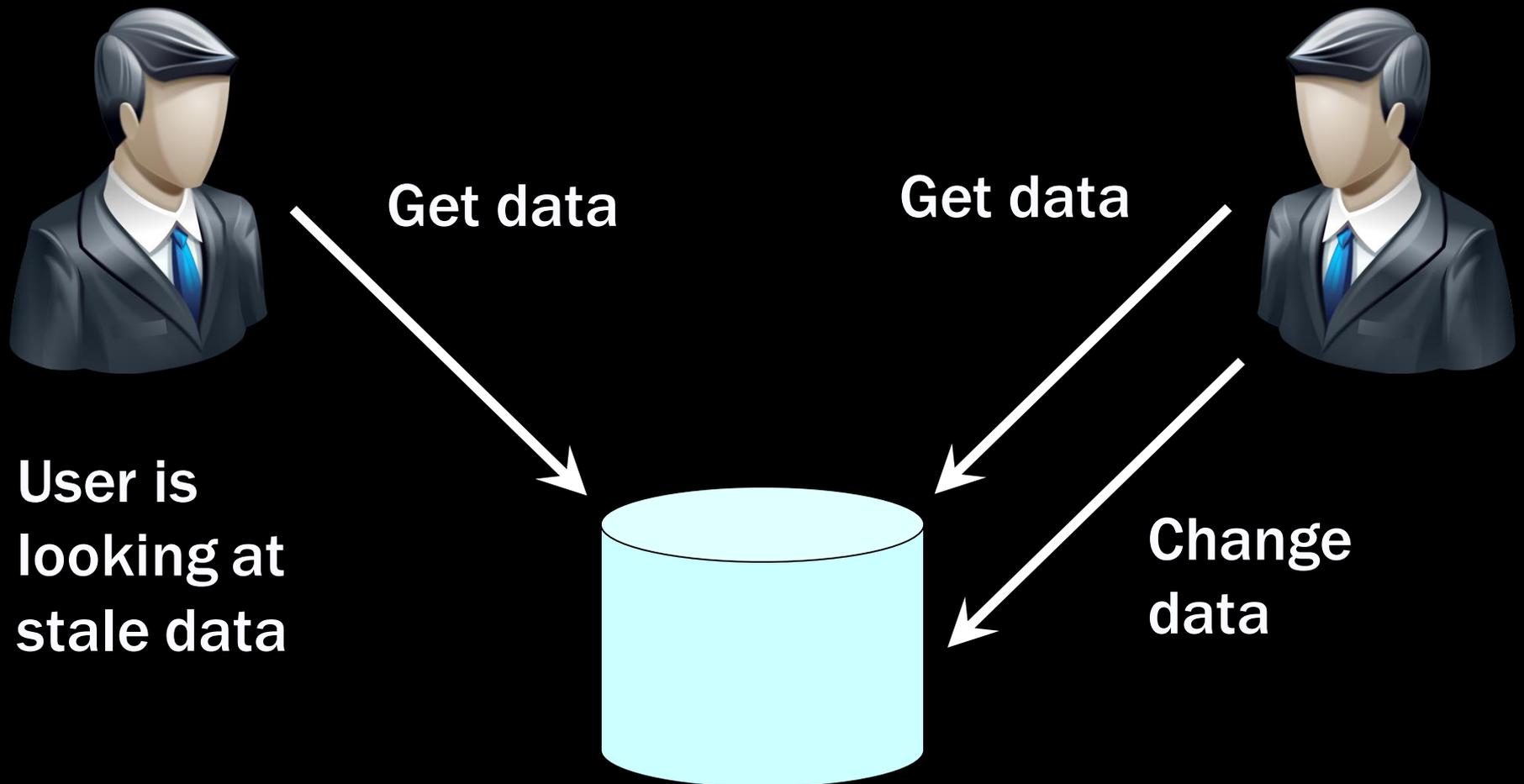
AC'S , BC'S, AND SERVICES

Service



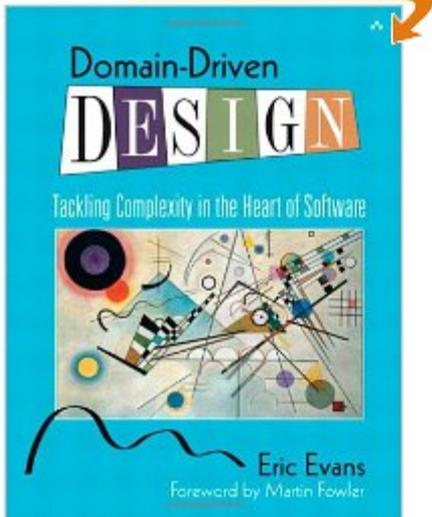
MULTI-USER COLLABORATION

Need to assume users are looking at stale data



HOW MUCH DATA IS COLLABORATIVE?

Click to **LOOK INSIDE!**



Domain-Driven Design: Tackling Complexity in the Heart of Software [Hardcover]

[Eric Evans](#) (Author)

★★★★★ (10 customer reviews) | Like (41)

List Price: \$69.99

Price: **\$48.96** & this item ships for **FREE with Super Saver Shipping**. [Details](#)

You Save: **\$21.03 (30%)**

[Special Offers Available](#)

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Ships from and sold by **Amazon.com**. Gift-wrap available.

31 new from \$44.97 **32 used** from \$36.00



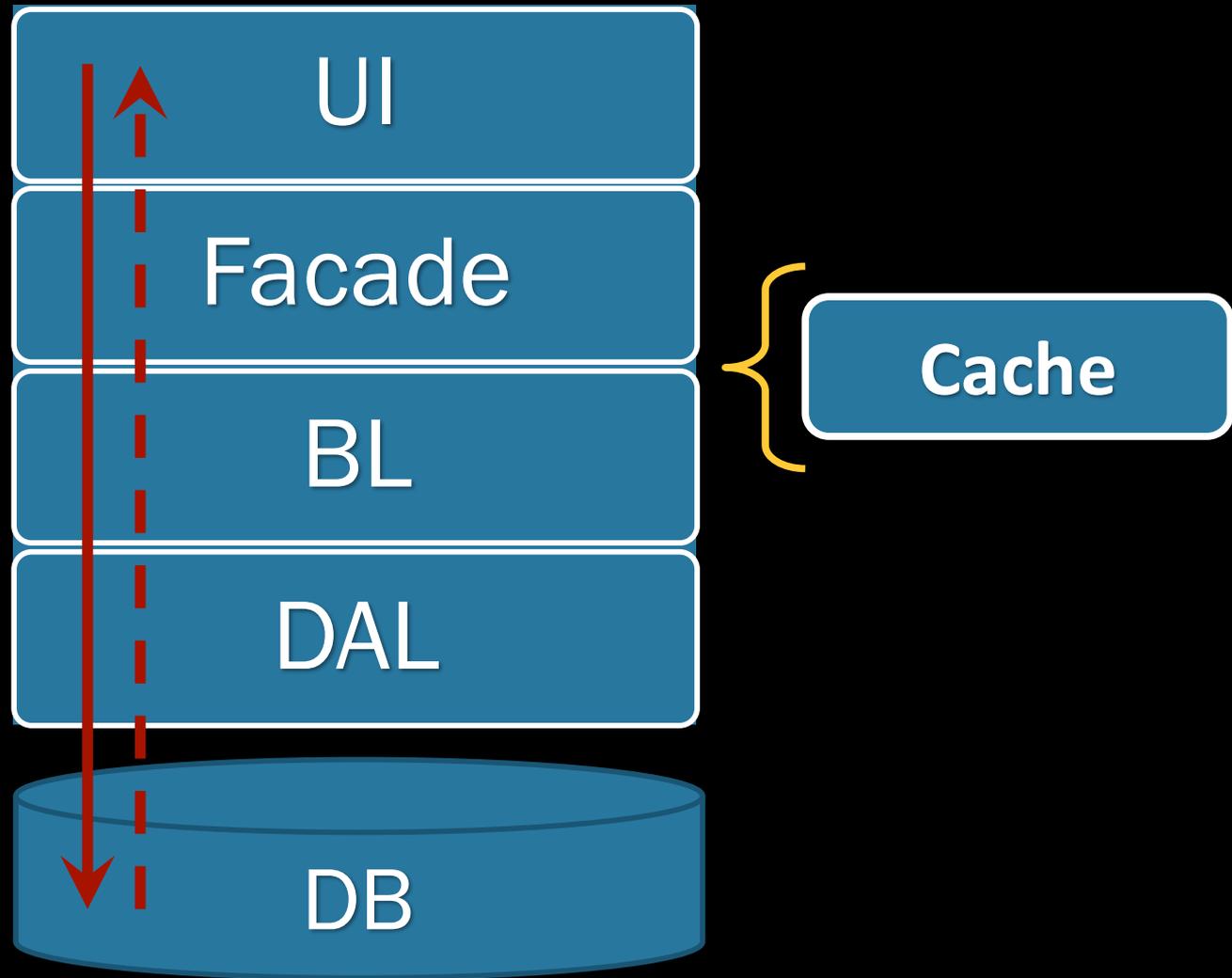
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[Share your own customer images](#)

[Search inside this book](#)

Formats	Amazon Price	New from	Used from
Kindle Edition	\$23.99	--	--
Hardcover	\$48.96	\$44.97	\$36.00
<input type="checkbox"/> Paperback	--	--	--

SIMPLEST SOLUTION? HARDLY.



WHY TRANSFORM BETWEEN TIERS?

Keeping the cache up to date is even more work



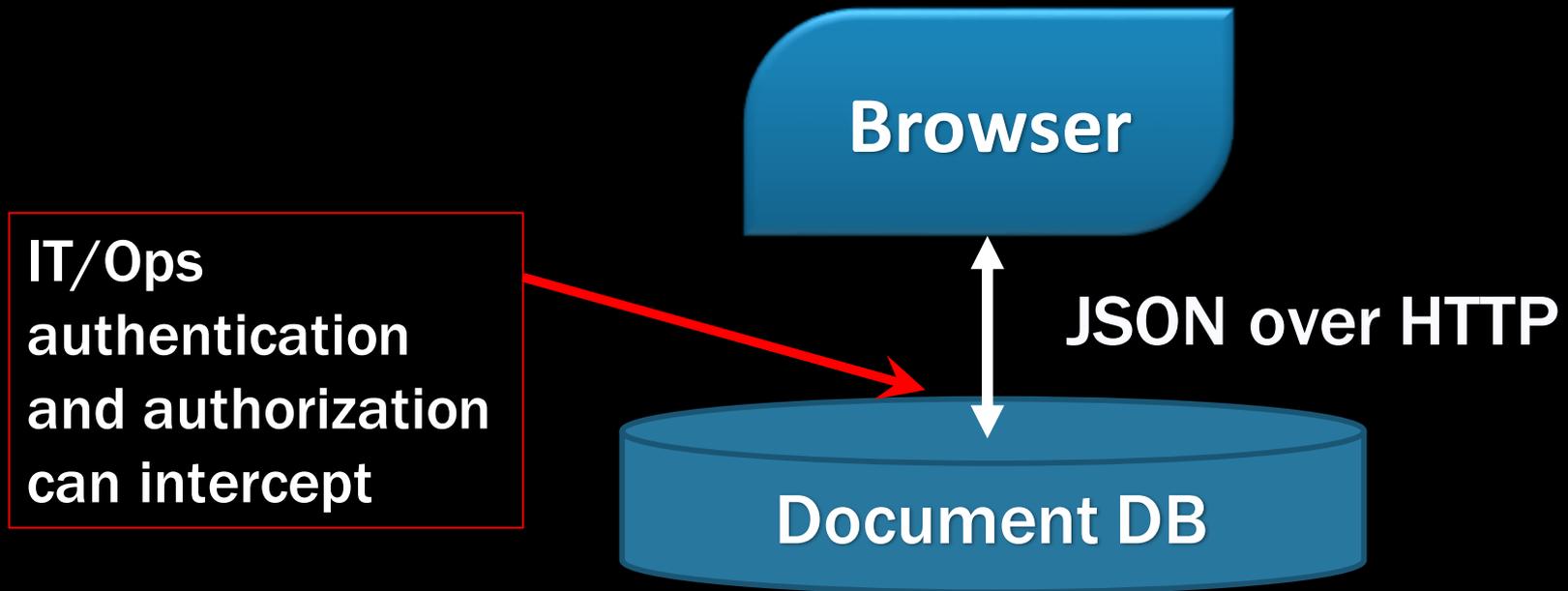
Map from DTOs &
WS to view model

Map from DTOs
and WS to
domain objects

Use ORM to map
from tables to
domain objects

SIMPLER SOLUTIONS

- Datasets UI through to DB
- Ruby on Rails



FACETED SEARCH

Search:

▼ watches

Brand

- FitBit
- Casio

Style

- Casual
- Luxury

Price

- Under \$25
- \$25 to \$100

search results

Product A



Consectetur adipiscing elit. Etiam in laoreet ante. Etiam rutrum neque nec duī consequat, in pulvinar leo porttitor. Mauris congue, arcu et semper lacinia,.

Product B



Consectetur adipiscing elit. Etiam in laoreet ante. Etiam rutrum neque nec duī consequat, in pulvinar leo porttitor. Mauris congue, arcu et semper lacinia,.

Product C



Consectetur adipiscing elit. Etiam in laoreet ante. Etiam rutrum neque nec duī consequat, in pulvinar leo porttitor. Mauris congue, arcu et semper lacinia,.

Product D



Consectetur adipiscing elit. Etiam in laoreet ante. Etiam rutrum neque nec duī consequat, in pulvinar leo porttitor. Mauris congue, arcu et semper lacinia,.



Google BigQuery

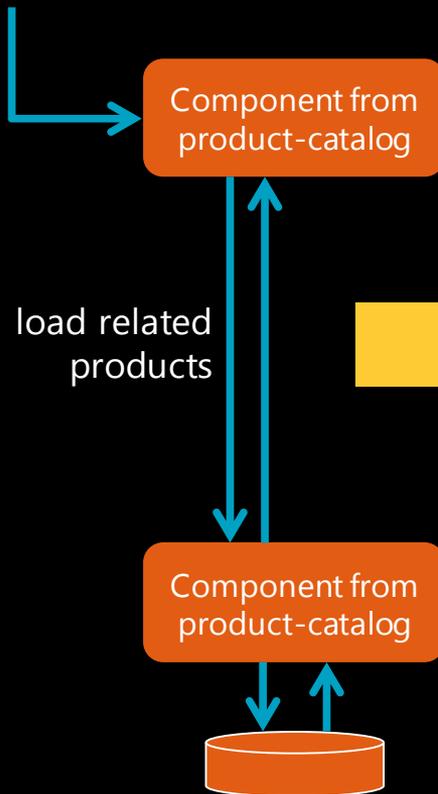


Amazon Redshift

RECOMMENDATION ENGINES

ProductNameA	ProductNameB	ProductNameC	ProductNameD
 AuthorNameA ★★★★★	 AuthorNameB ★★★★★	 AuthorNameC ★★★★★	 AuthorNameD ★★★★★
€ 20.00	€ 20.00	€ 20.00	€ 20.00

<http://mydomain.com/products/123>



HIGH CONTENTION DOMAINS

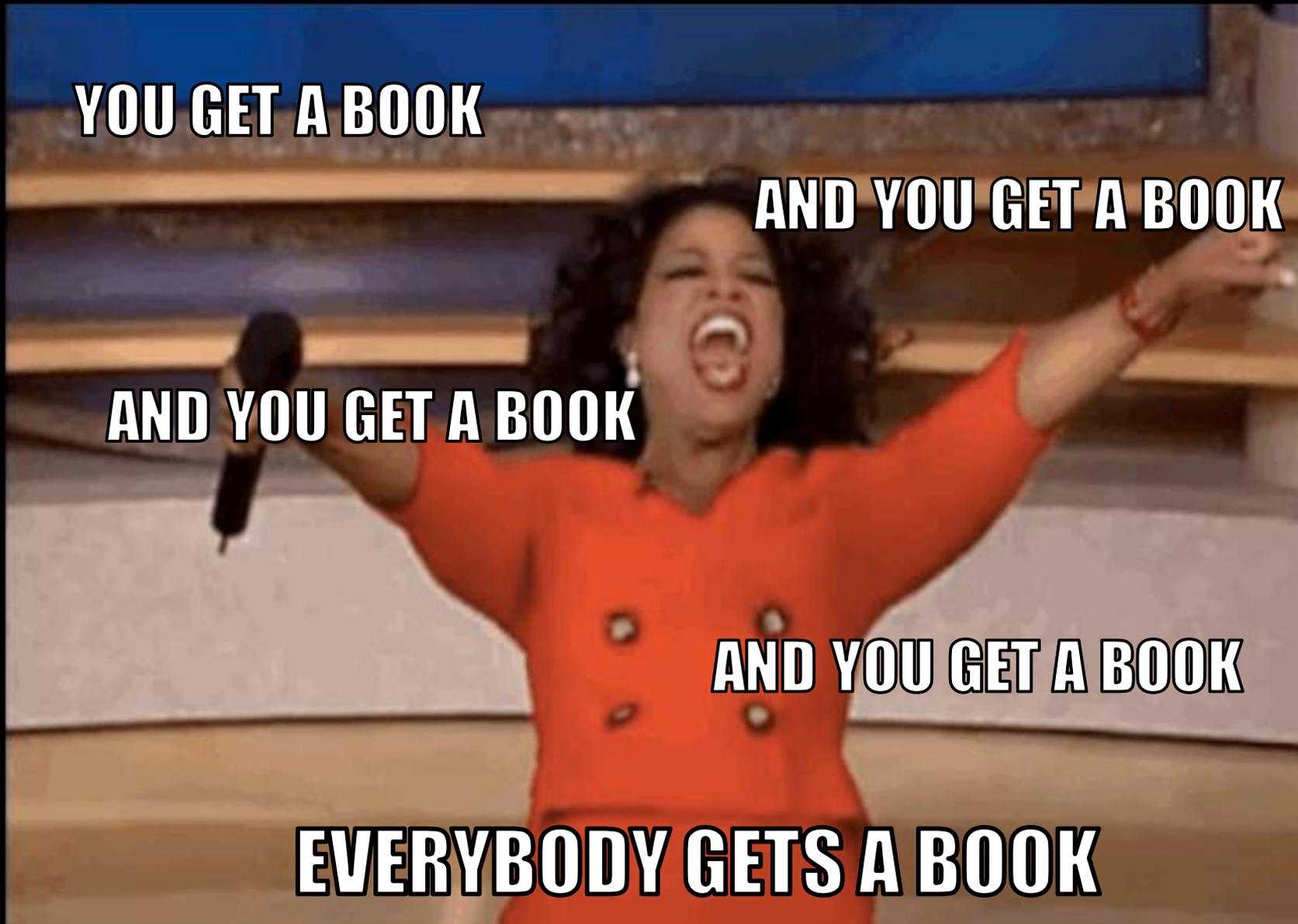
YOU GET A BOOK

AND YOU GET A BOOK

AND YOU GET A BOOK

AND YOU GET A BOOK

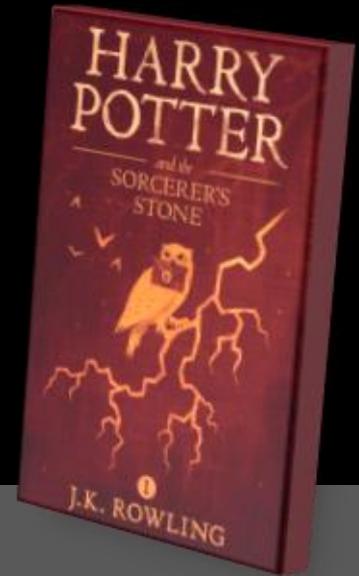
EVERYBODY GETS A BOOK



REGULAR LOGIC CHOKES

Inventory table

Id	Name	Quantity
42	Harry Potter 1	7
1337	Harry Potter 2	1000



```
begin transaction
```

```
var quantity = select Quantity from Inventory  
                where Id = @ProdId
```

```
if (quantity >= quantityRequested)
```

```
    update Inventory
```

```
        set Quantity = quantity - quantityRequested
```

```
        where Id = @ProdId
```

```
commit transaction
```

CONNECTION POOL DRIES UP

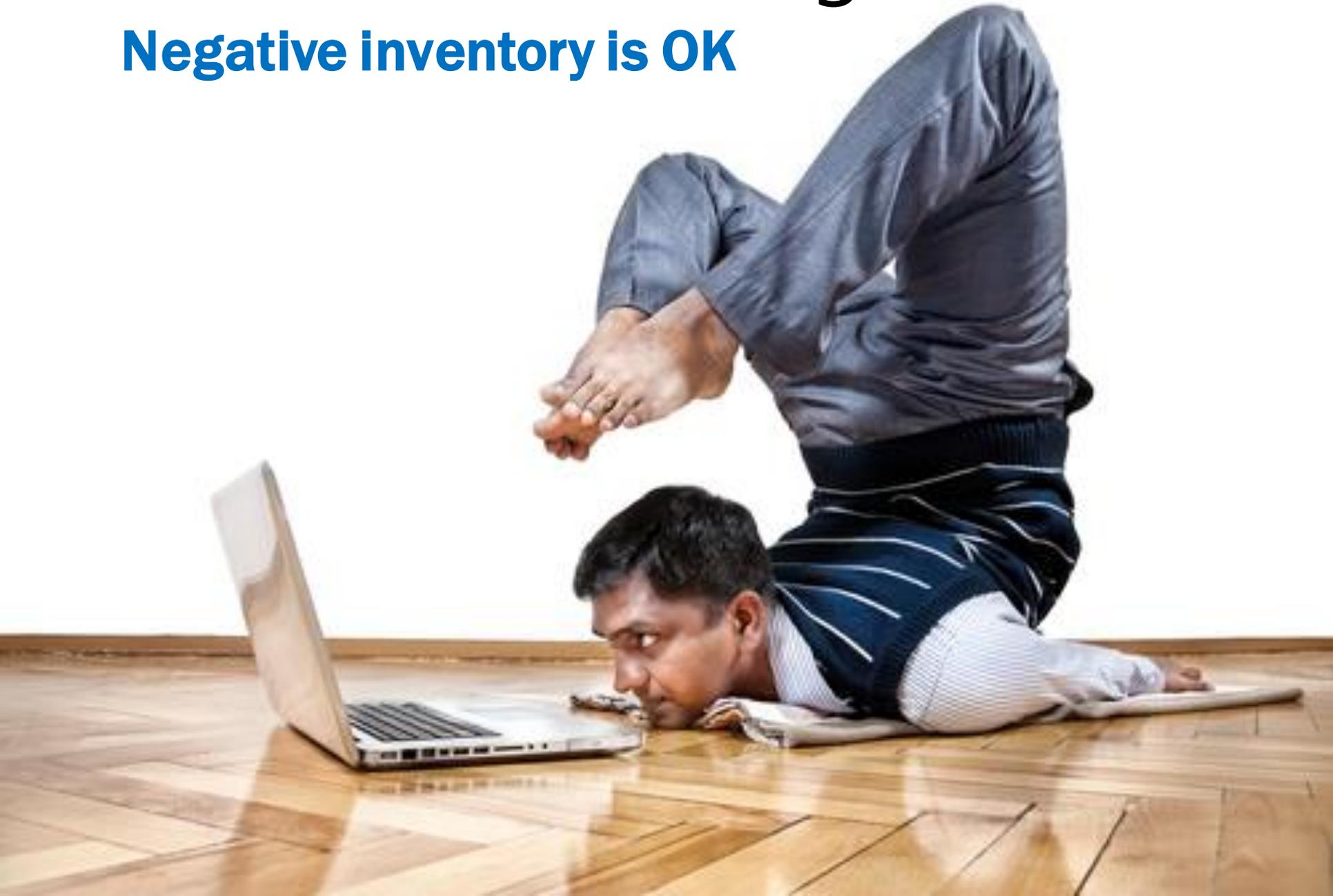


**sorry, the site is temporarily
unavailable.**

We're working hard to fix the problem, and will have the site back up as soon as possible. We apologize for the inconvenience - thanks for your patience.

Business needs to get flexible

Negative inventory is OK



APPEND ONLY DATAMODELS

- ⤵ EventSourcing? Not quite.
- ⤵ No locking
- ⤵ Responsibility shifted

ProductId	Delta	Timestamp
1337	-5	09:03:22 17-1-2016
1337	-3	09:03:24 17-1-2016
1337	-4	09:03:25 17-1-2016
1337	-1	09:03:27 17-1-2016
1337	+250	09:03:28 17-1-2016
1337	-4	09:03:30 17-1-2016

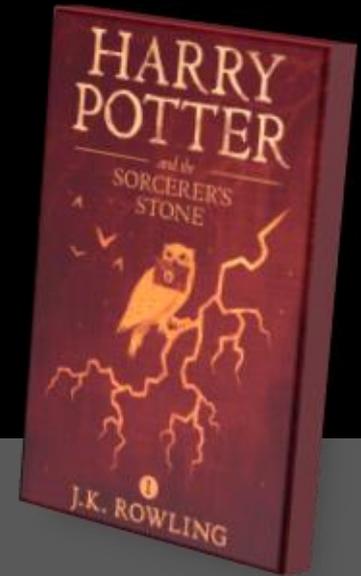
`select sum(Delta) where...`

data will expand fast!



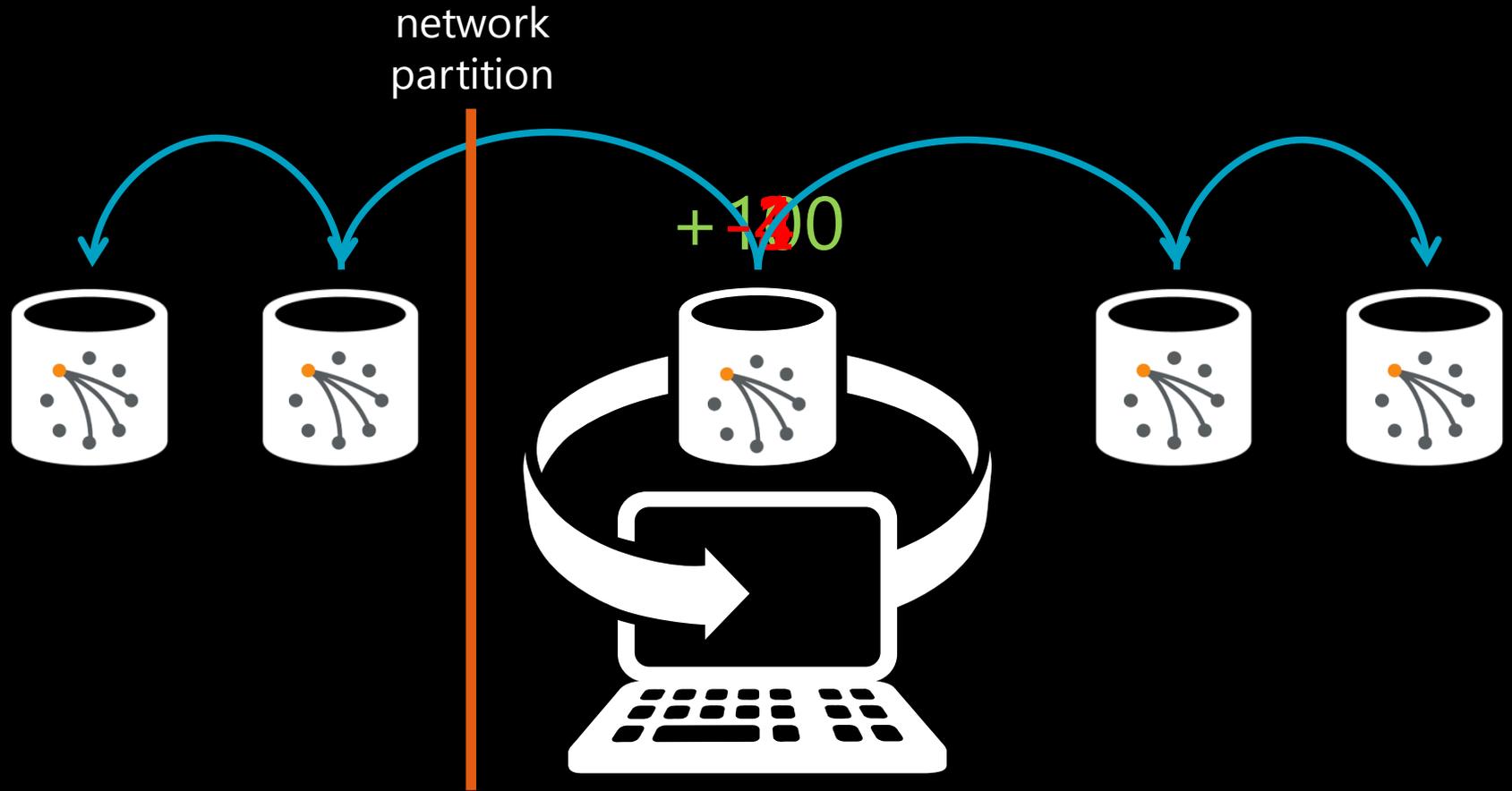
ADD SNAPSHOTTING

ProductId	Delta	Timestamp
1337	+250	09:03:28 17-1-2016



```
begin transaction
  select @quantity = sum(Delta),
         TimeStamp.Before(5.min.ago)
         from Inventory where Id = @ProdId
  delete from Inventory where Id = @ProdId
         and TimeStamp.Before(5.min.ago)
  insert into Inventory @ProdId, @quantity, now()
commit transaction
```

...OR ATOMIC INCREMENT



CQRS THEORY

?

QUERIES

BE UP FRONT ABOUT QUERY STALENESS

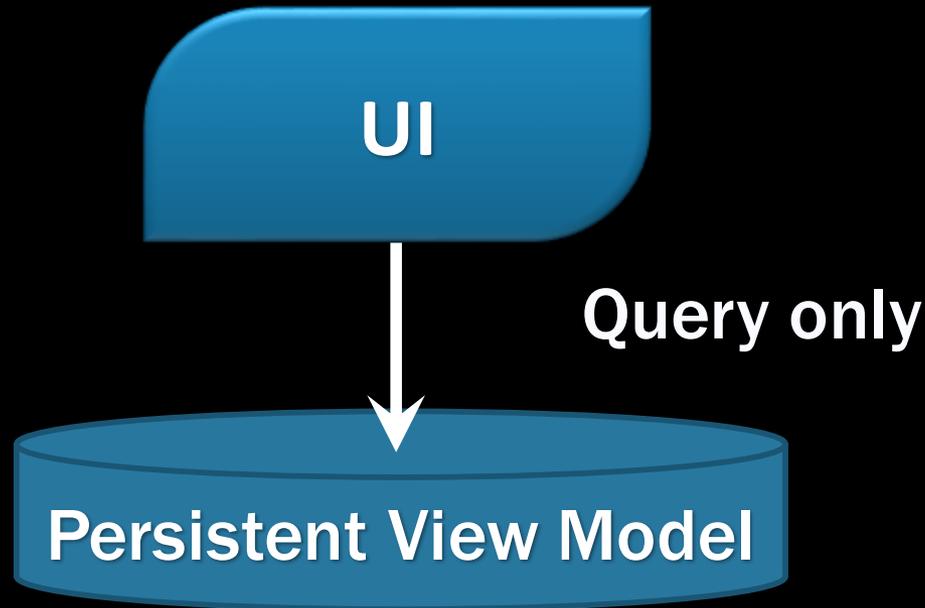
Your account



**Balance correct as
of 10 minutes ago**

KEEP QUERIES SIMPLE

2 Layers == 2 Tiers



For each view in the UI,
have a view/table in the DB

```
SELECT * FROM MyTable (WHERE ID = @ID)
```

DATA DUPLICATED, NO RELATIONSHIPS, DATA PRE-CALCULATED

Customer Service Rep view

List of customers

ID	Name	Phone

Supervisor view

List of customers

ID	Name	Phone	Lifetime value

Rep_Customers_Table

ID	Name	Phone

Supervisor_Customers_Table

ID	Name	Phone	Lifetime Value

DEPLOYMENT AND SECURITY

- Deploy the persistent view model DB to the web tier (only SELECT is permitted)

Don't have to go through the firewall – faster

- Role-based security

Different screens for different roles go to different tables – SELECT permissions per role

- Just as secure as in-memory caches

If not more so

USE FOR PRELIMINARY VALIDATION

- Before going to submit data, check if it already exists in the persistent view model
- Uniqueness
Can expose to user (user signup)
- Related Entity Existence
Address validation – existence of street name
- Results in less commands being rejected



COMMANDS

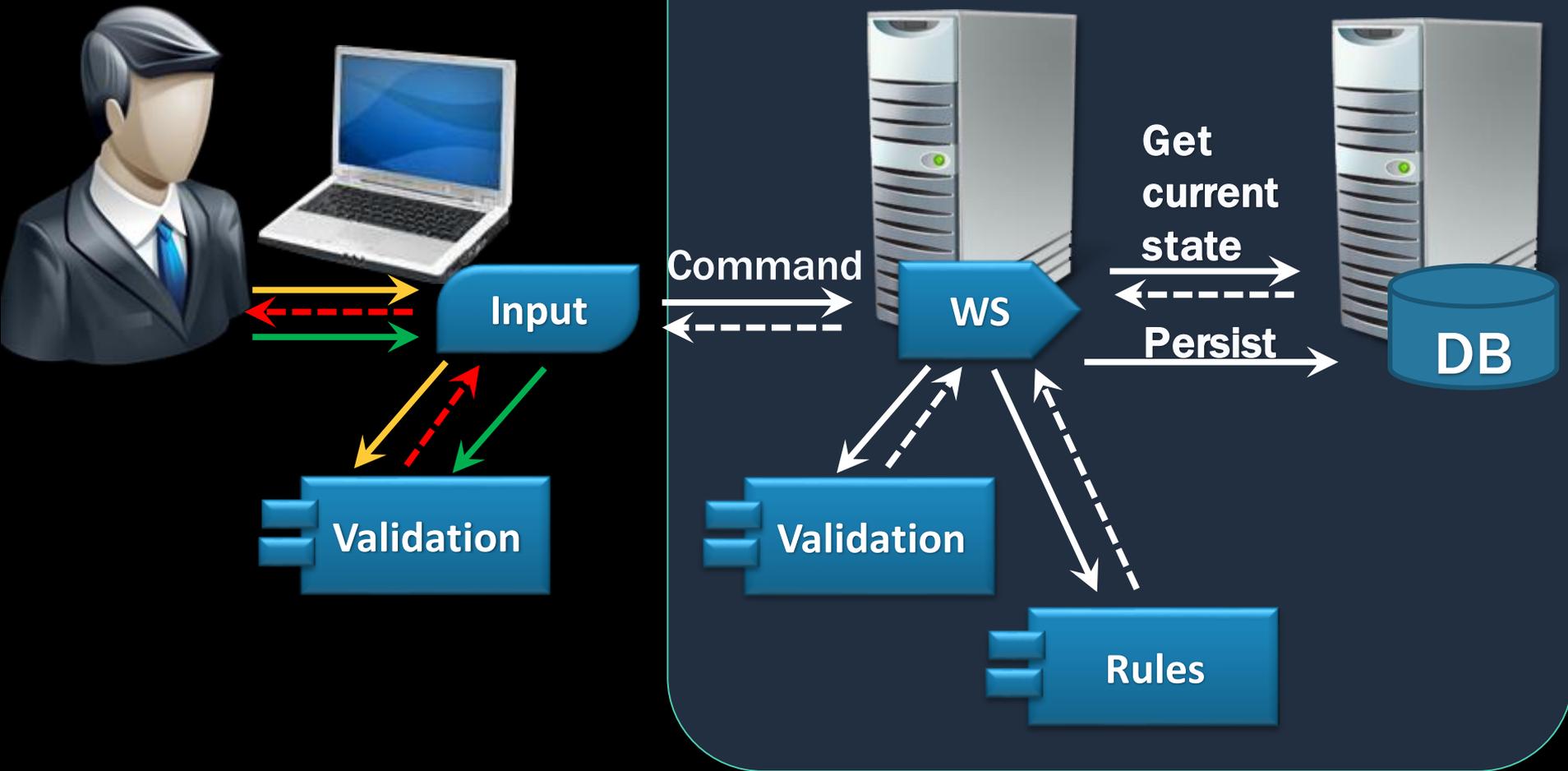
VALIDATION AND BUSINESS RULES

- Validation: Is the input potentially good?
Structured correctly?
Ranges, lengths, etc
- Rules: Should we do this?
Based on current system state
What the user saw is irrelevant

COMMAND PROCESSING LAYERS



COMMAND PROCESSING TIERS



AMAZON.COM "ADD TO SHOPPING CART"

amazon.com Hello, BAT-SHEVA DAHAN. We have [recommendations](#) for you. (Not BAT-SHEVA?) [FREE 2-Day Shipping: See details](#)

BAT-SHEVA's Amazon.com [Today's Deals](#) [Gifts & Wish Lists](#) [Gift Cards](#) [Your Account](#) [Help](#)

Shop All Departments Search Books [GO](#) [Cart](#) [Wish List](#)

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Customer [Sign in](#) [Create account](#)

Domain-Driven Design: Tackling Complexity in the Heart of Software by Eric Evans
Price: ~~\$69.00~~ \$46.34 [★★★★☆](#)
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Refactoring: Improving the Design by Martin Fowler
Price: ~~\$69.00~~ \$46.44 [★★★★☆](#) (19)
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Applying Domain-Driven Design and Patterns by Eric Evans
Price: ~~\$69.00~~ \$46.44 [★★★★☆](#) (19)
Used & new from \$42.24 [Add to Cart](#)

Customers Who Shopped For [Patterns of Enterprise Application Architecture](#) Also Shopped

Item added shown (from cmd)

YOUR SHOPPING CART

[Proceed to Checkout](#)

Show gift options during checkout [ON/OFF](#)

Added to your Shopping Cart:

[Patterns of Enterprise Application Architecture](#) - Martin Fowler
Hardcover
Condition: New
\$45.87
- quantity: 1

subtotal = \$45.87
[Edit shopping cart](#)

[Proceed to Checkout](#)

[Sign in](#) to turn on 1-Click ordering.
Items in your Shopping Cart always reflect the most recent price displayed on their product pages.

SHOULD WE DO WHAT THE USER ASKED?

Orders

ID	Total	Date	Shipped	Account	etc	etc	etc
317	\$37.87	1/9/09	Yes	A17T5			
318	\$99.99	3/7/09	Yes	A17T5			
319	\$100.11	4/8/09	Yes	P313Z			
320	\$69.47	9/9/09	No	P599Z			

Save

Cancel

RESERVATION SYSTEMS



RESERVATION SYSTEMS



UI BORN OF SINGLE USER THINKING



Customers line up at ticket counters

Line provides fairness

Line is invisible on the internet – we can be “unfair”

NOT CAPTURING USER INTENT

- In a traditional UI – the checkbox
- Why do users select multiple seats?
Because they're reserving for a family / friends
- But then, concurrency happens
Somebody else got in first on one of the seats
- Try to find a block of seats somewhere else

CAPTURING USER INTENT

- Group reservations: people want to sit together
 - Enter number of people
 - Enter preferred seat **type** – indicates cost
 - Emails back when reservation can be filled
- Include waiting list functionality

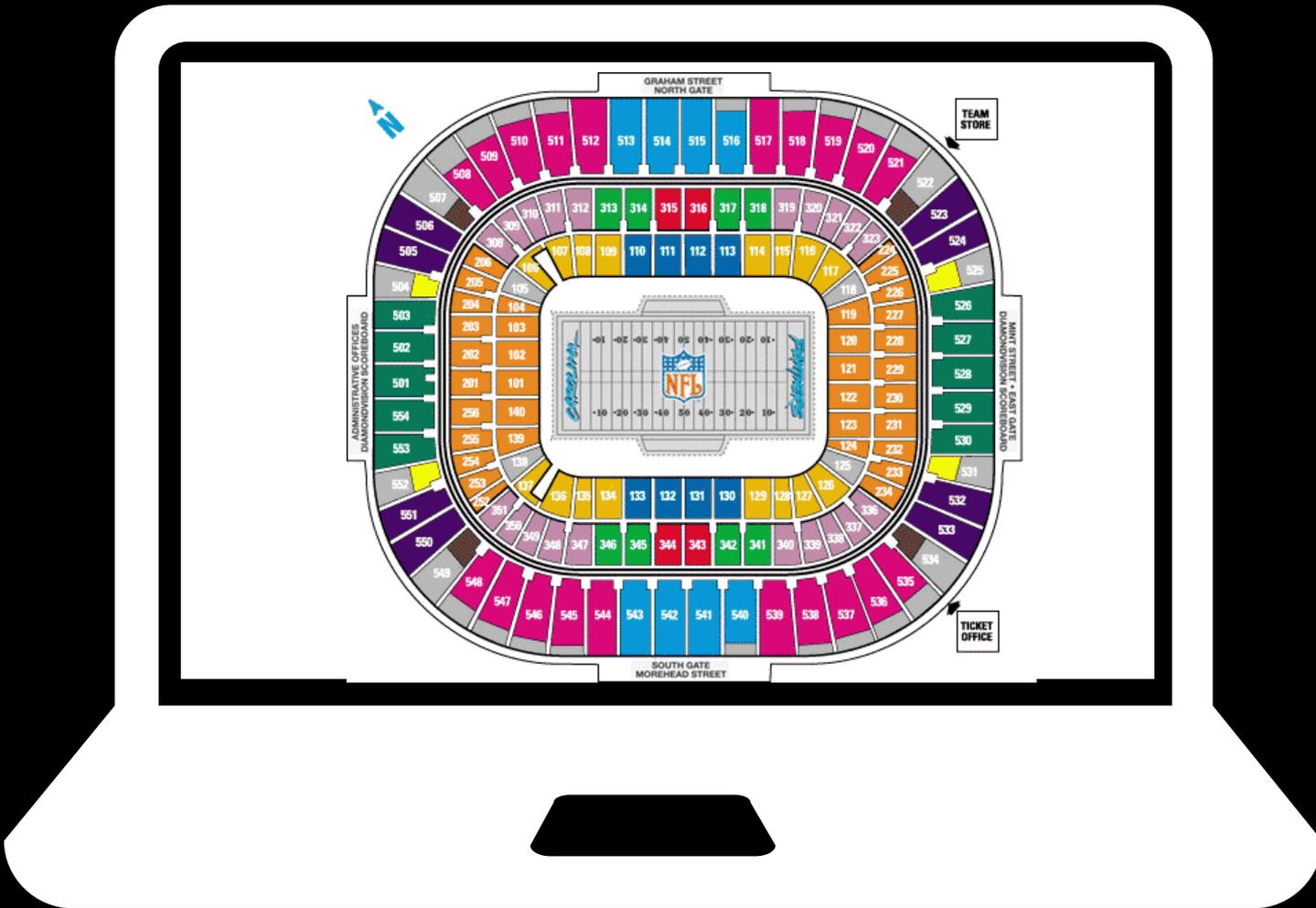
USER POPULATION PARTITIONING

- VIP customers – first window of time
Want the best seats in the house
Willing to pay extra for the privilege
- Groups – next window of time
Want to sit together
- Everybody else – last window of time
Will take any free seat

SCALABILITY BENEFITS

Thousands of seats, hundreds of thousands of requests

No need to show actual status



WHAT IS A GOOD COMMAND?

- The kind you can reply with:

“Thank you.

Your confirmation email will arrive shortly”

OR

Just fake it in the UI

- Inherently asynchronous
- Not really related to an entity

COMMANDS VERSUS ENTITIES

- It's easier to validate the command

Less data

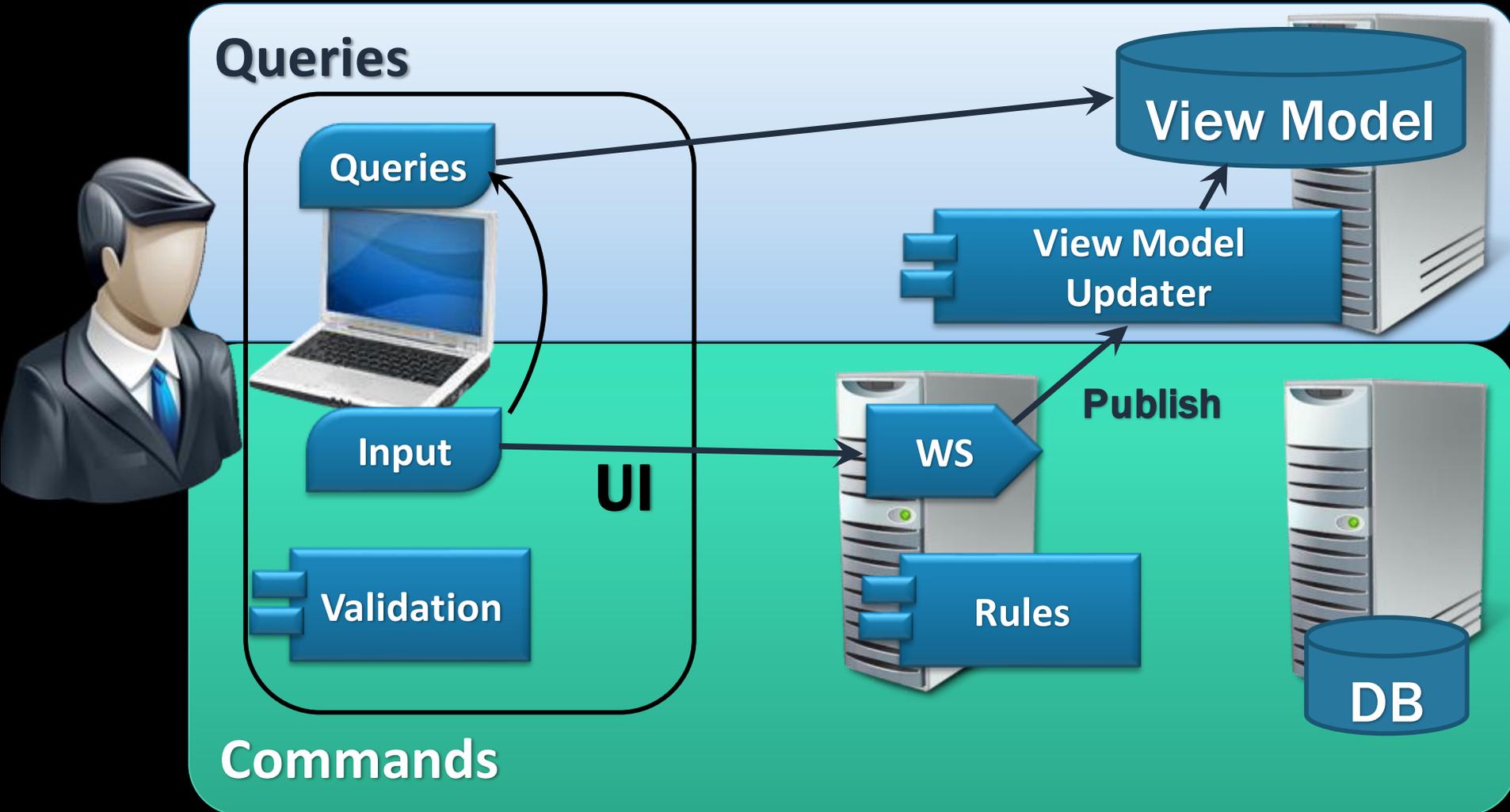
More specific

Is this *potentially good*

- Validating large entities is complex

CQRS IN ACTION

Data from input immediately overlaid on queries

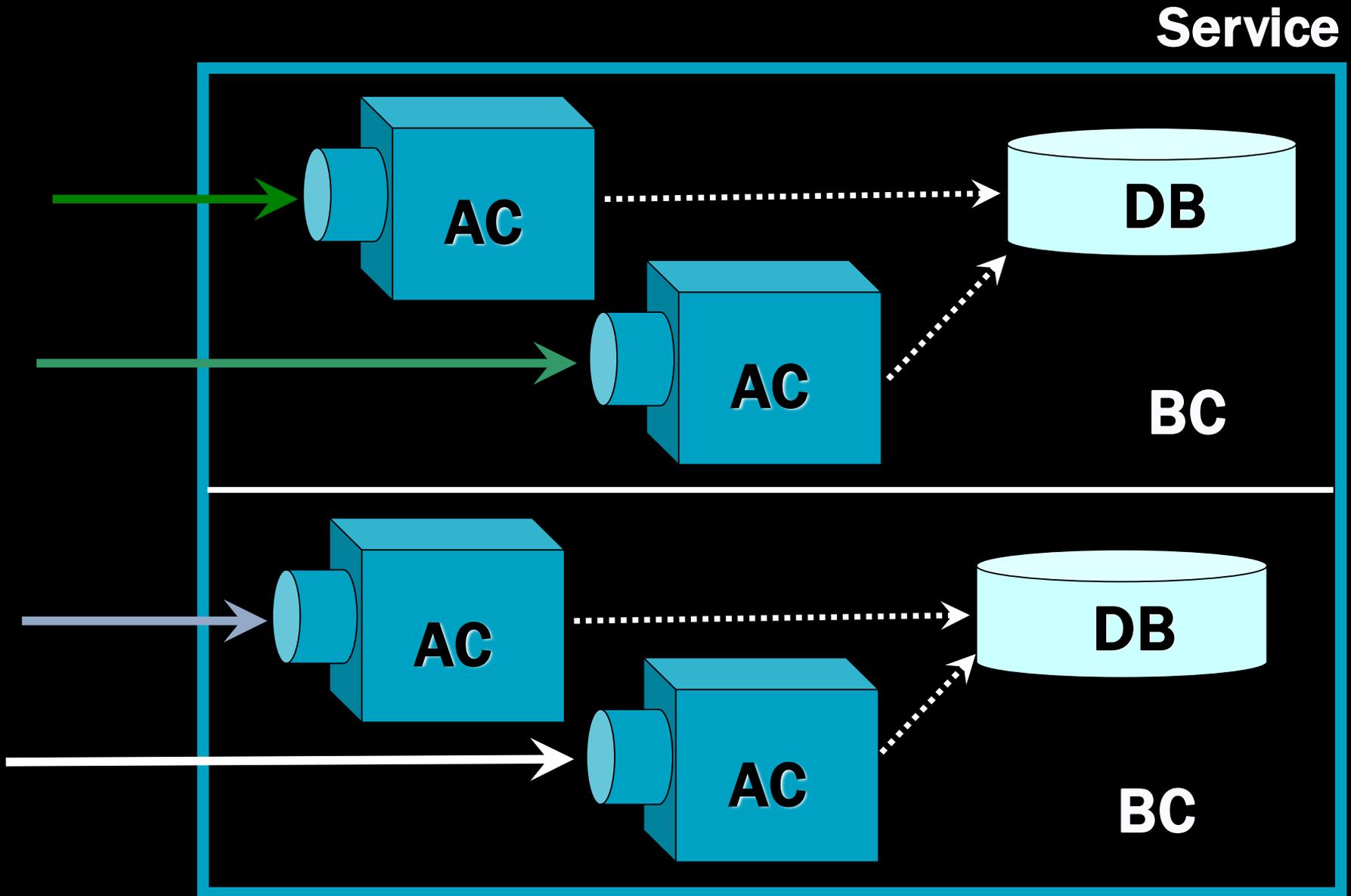


SUMMARY

- Think of reads and writes differently
- Reflect that difference in the schemas
- Design commands so that they almost can't fail

SCALABILITY AND FLEXIBILITY MONITORING AND MANAGEMENT

NAMING QUEUES AND PROCESSES



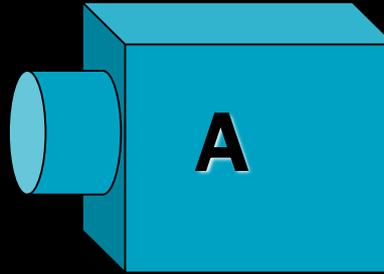
MONITORING QUEUE-BASED SYSTEMS

- Visibility into the number of messages in various queues provides insight
- Error queue notifies admins of problems

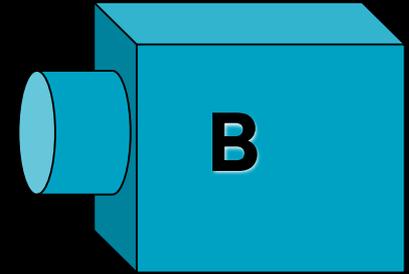
IDENTIFYING BOTTLENECKS

**# of
messages**

1000



500



Throughput

500 msgs/s

50 msgs/s

**Total msg
processing
time**

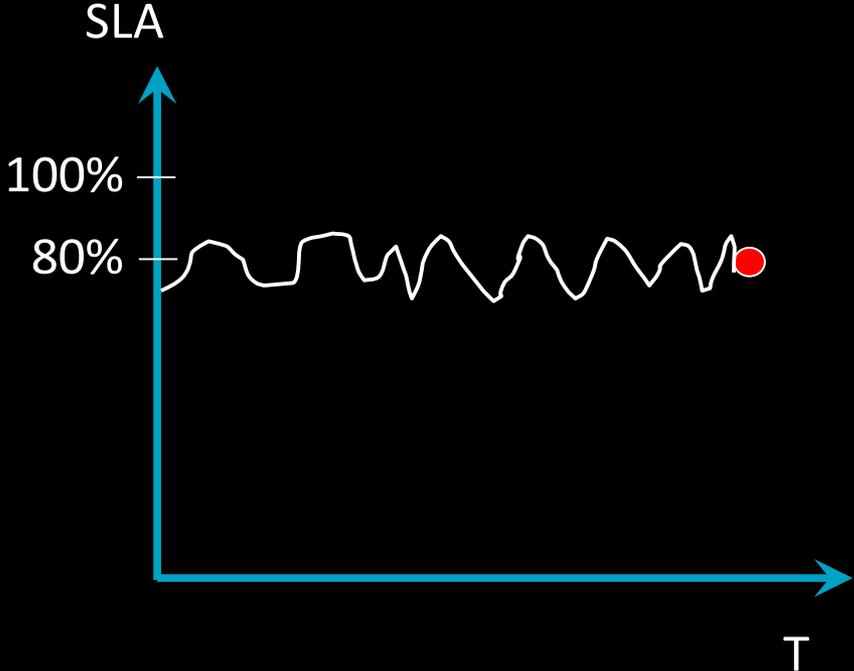
2 s

10 s

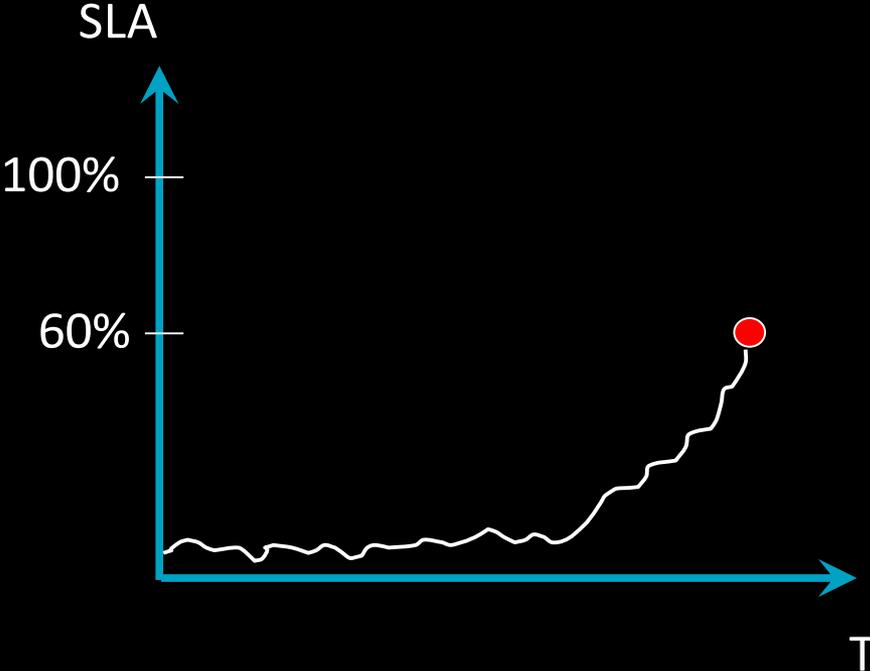
Performance Counters

SO, WHICH IS WORSE?

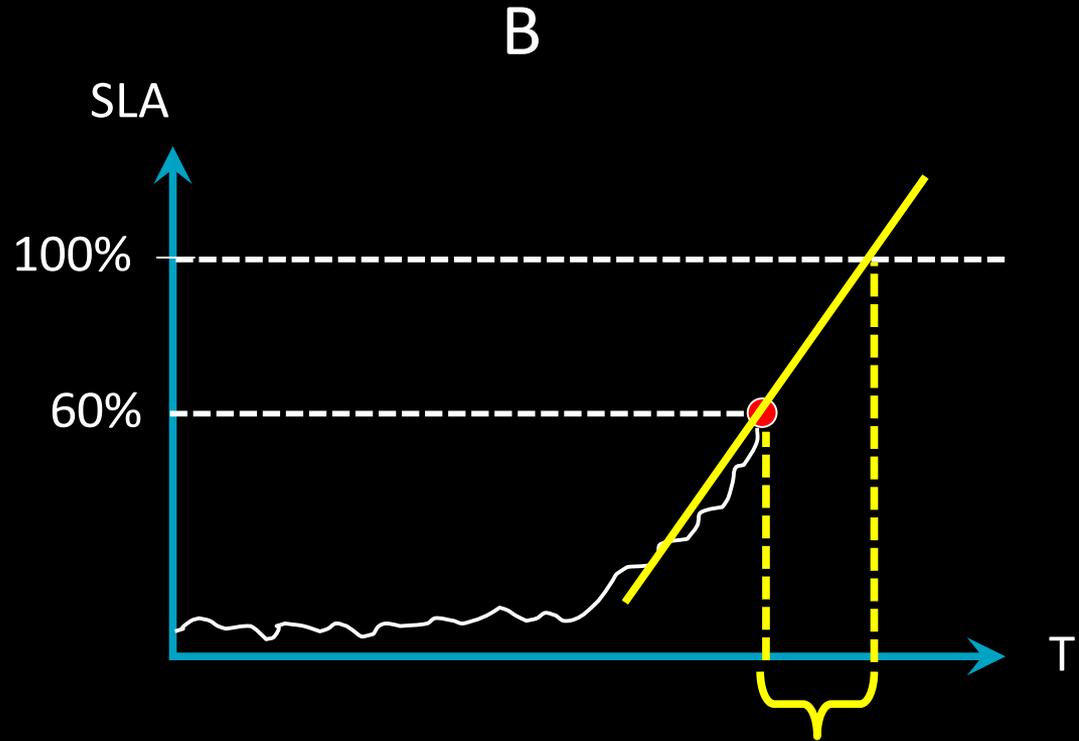
A



B



THE MOST IMPORTANT METRIC



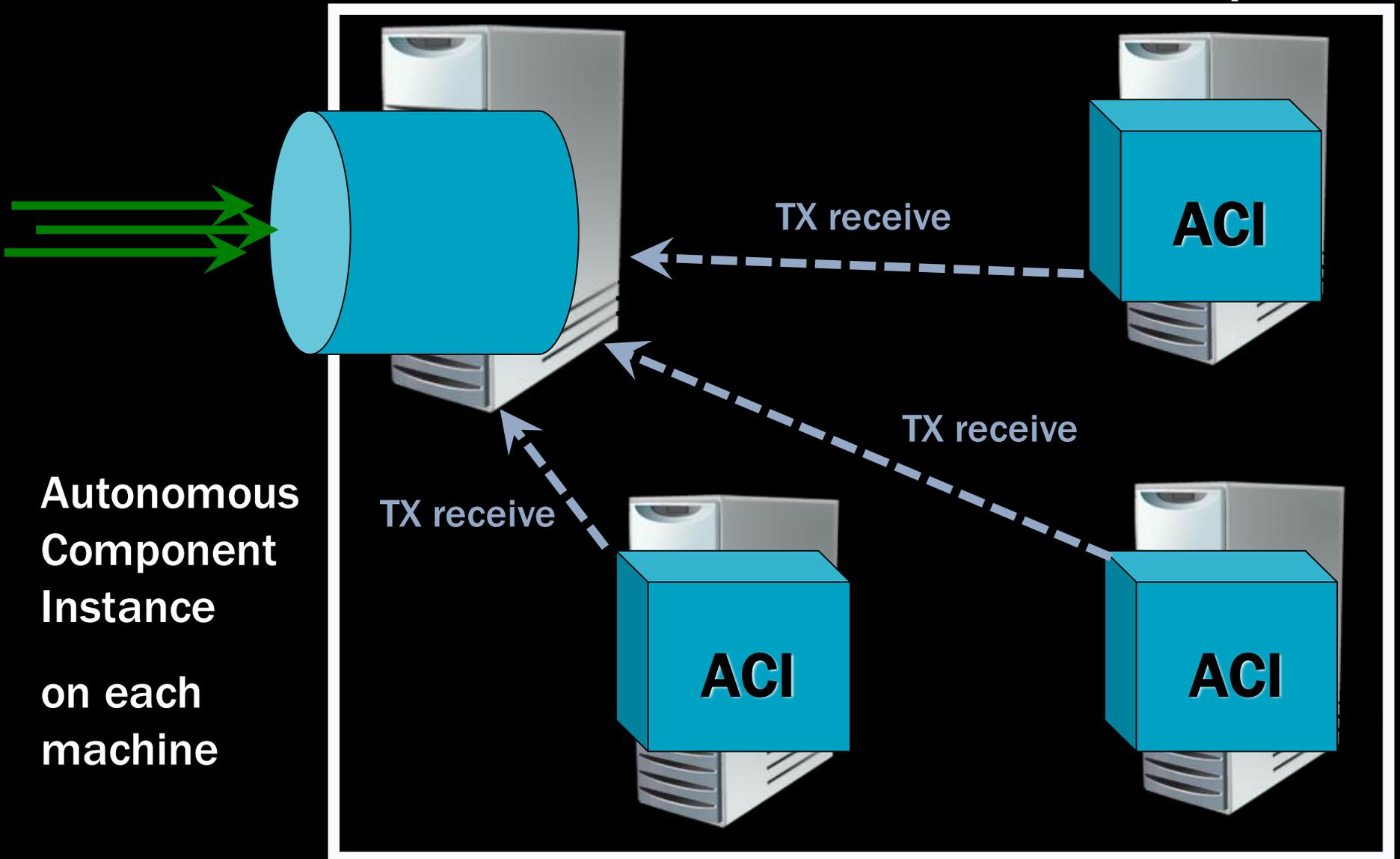
**Predicted time to
breach SLA**

SCALABILITY

- We can have a number of servers each running an instance of the same autonomous component
- Called the "Competing Consumers" pattern

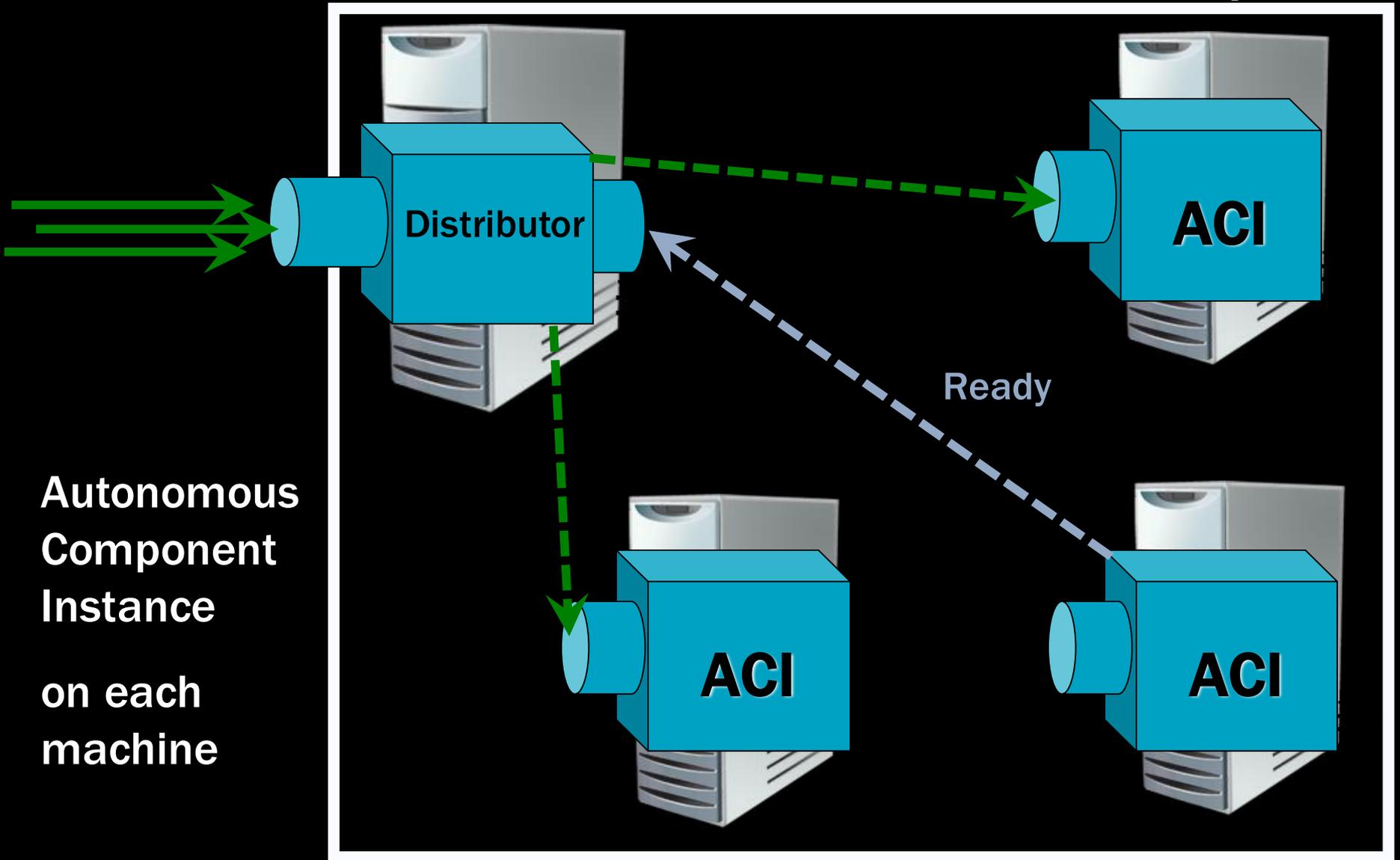
TRADITIONAL COMPETING CONSUMER

Autonomous Component

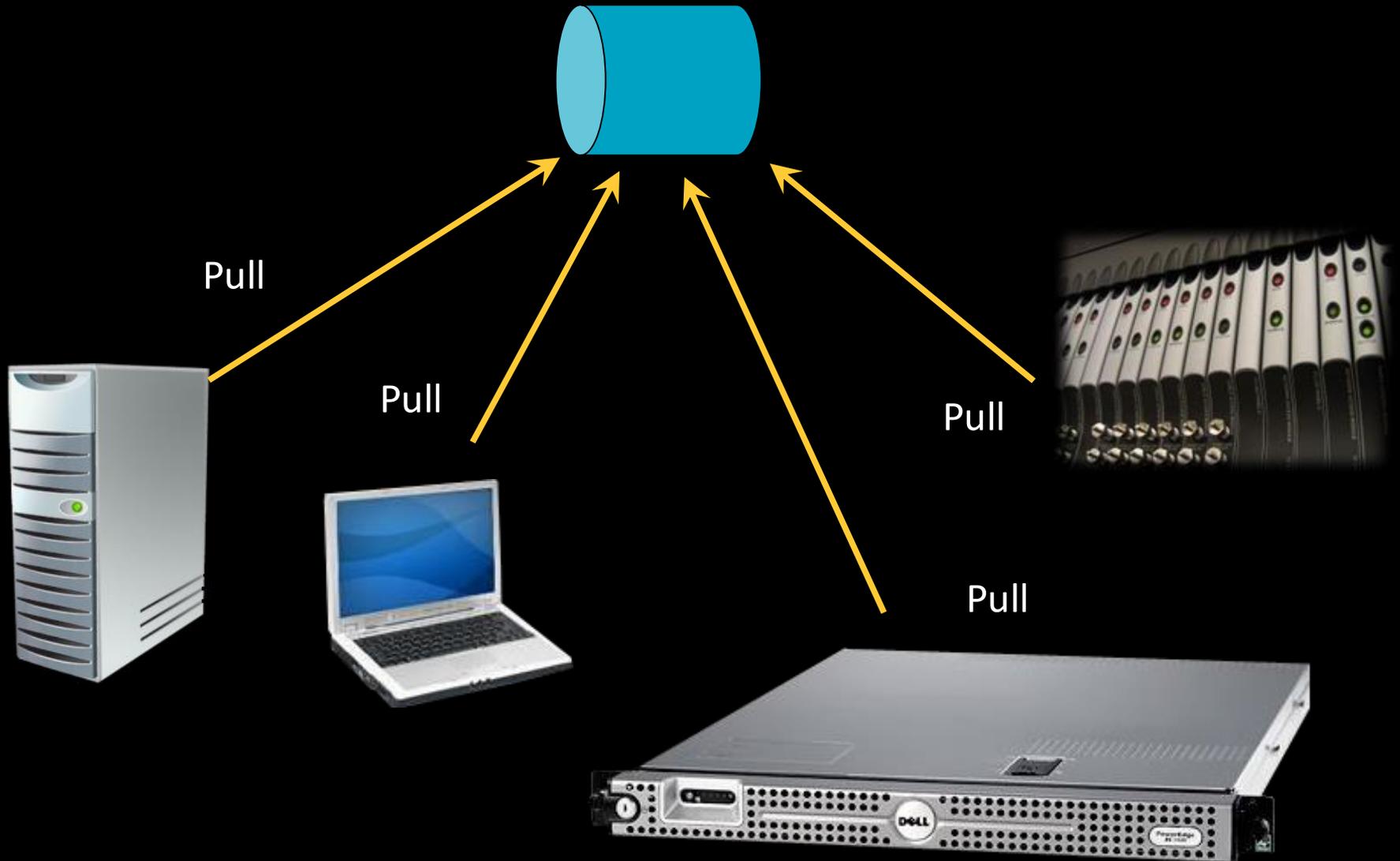


COMPETING CONSUMER 2: DISTRIBUTOR

Autonomous Component



HETEROGENEOUS SERVER FARMS



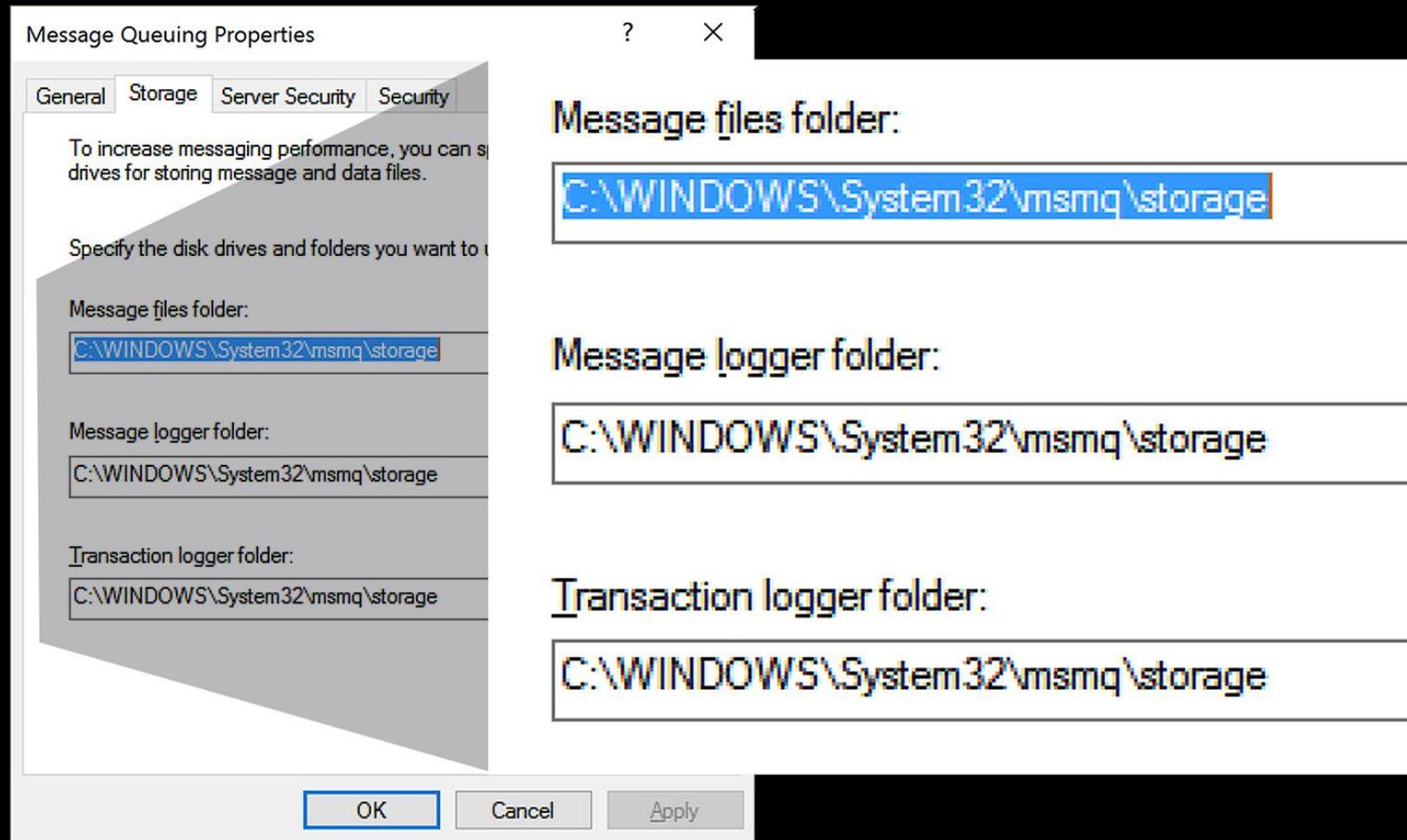
VIRTUALIZATION – PART 1

- Connecting monitoring and scaling
- When time to violate SLA decreases below T , call API to provision another vServer
- When time to violate SLA increases above T , call API to deprovision a vServer
- Self-scaling systems are possible, given enough capacity

FAULT TOLERANCE – HIGH LEVEL

- Any number of active backups
- Automatic load balancing

FAULT TOLERANCE – DETAILS



- In a virtualized environment, the C drive is actually stored in a file on the SAN

VIRTUALIZATION – CONTINUED

- VMWare vSphere handles failover of nodes
Both for workers and distributor
- Consider fault-tolerant hardware (Stratus.com) for greater than 99.999 availability

BACKUPS & DISASTER RECOVERY

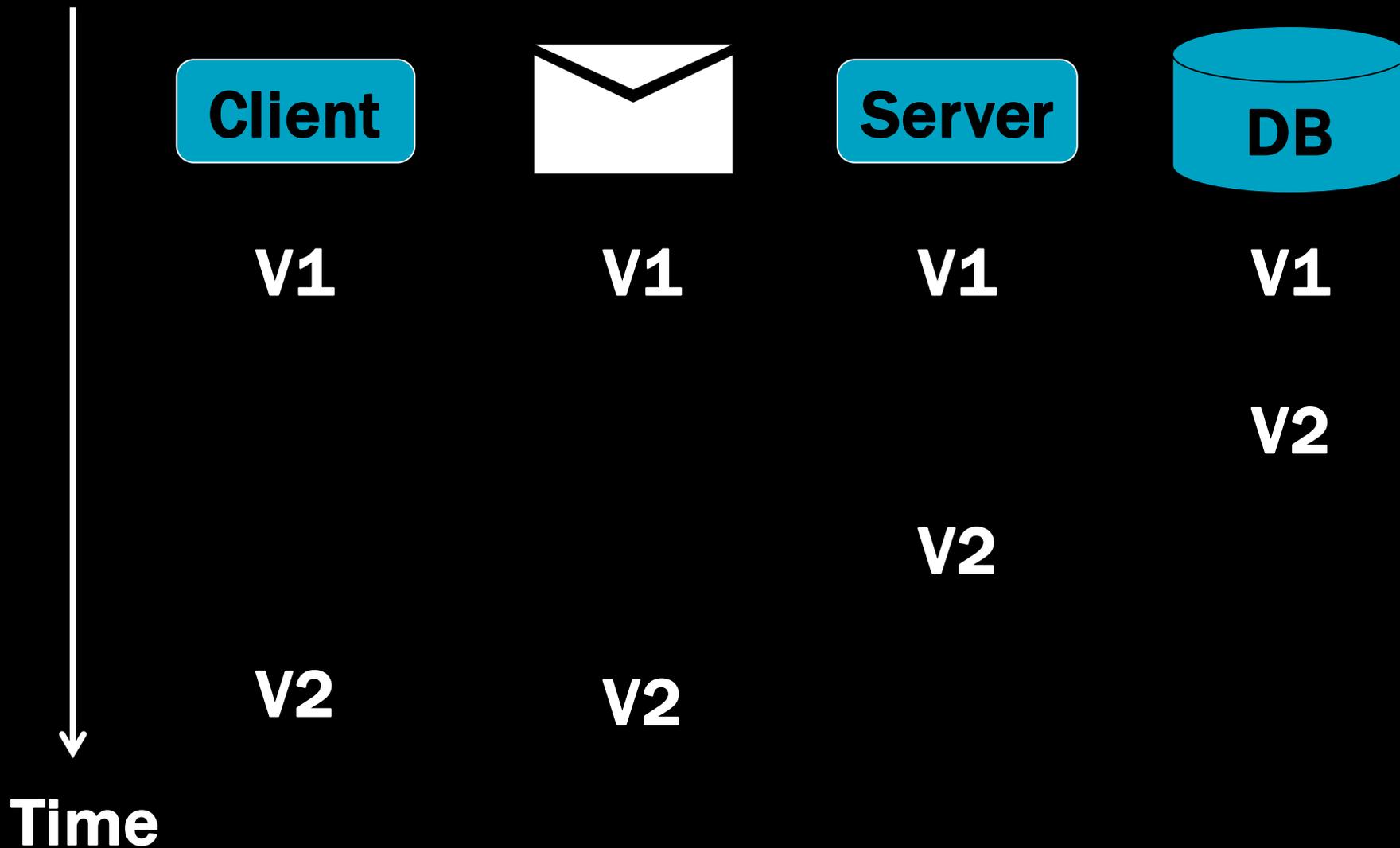
- If you're using a SAN:
Database data will be stored there
Queue data will be stored there
- Can use SAN Snapshots to get a fully consistent system-wide backup
- Ship the snapshot to a disaster recover site from time to time

VERSIONING

- Clients not bound to a specific server implementation by a proxy
- Queues provide temporal separation
- Easy to swap out autonomous component implementation without affecting clients

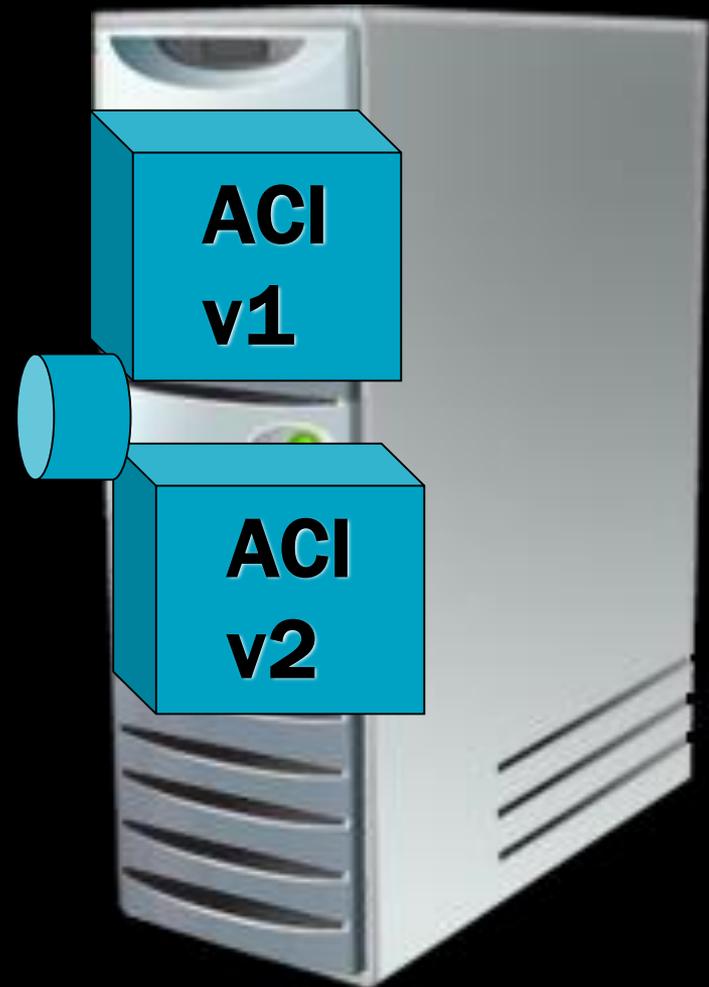
VERSIONING – STRATEGY

Version from “back to front”



ZERO-DOWNTIME UPGRADES

- Install v2 process alongside v1
- Both feeding off the same Q
- Check error queue
- Uninstall v1 process
- Go to next machine
- Automate with scripts
- Consider hooking into CI



SUMMARY

- Configuration of autonomous components enables rich system capabilities

Flexibility

Scalability

Monitoring

Versioning

LONG RUNNING PROCESSES

WHAT IS "PROCESS"?

A process can be described as a set of activities that are performed in a certain sequence as a result of internal and external triggers.

- The most basic process control is: if-then
- More complex processes include state machines

WHAT IS "LONG RUNNING PROCESS"?

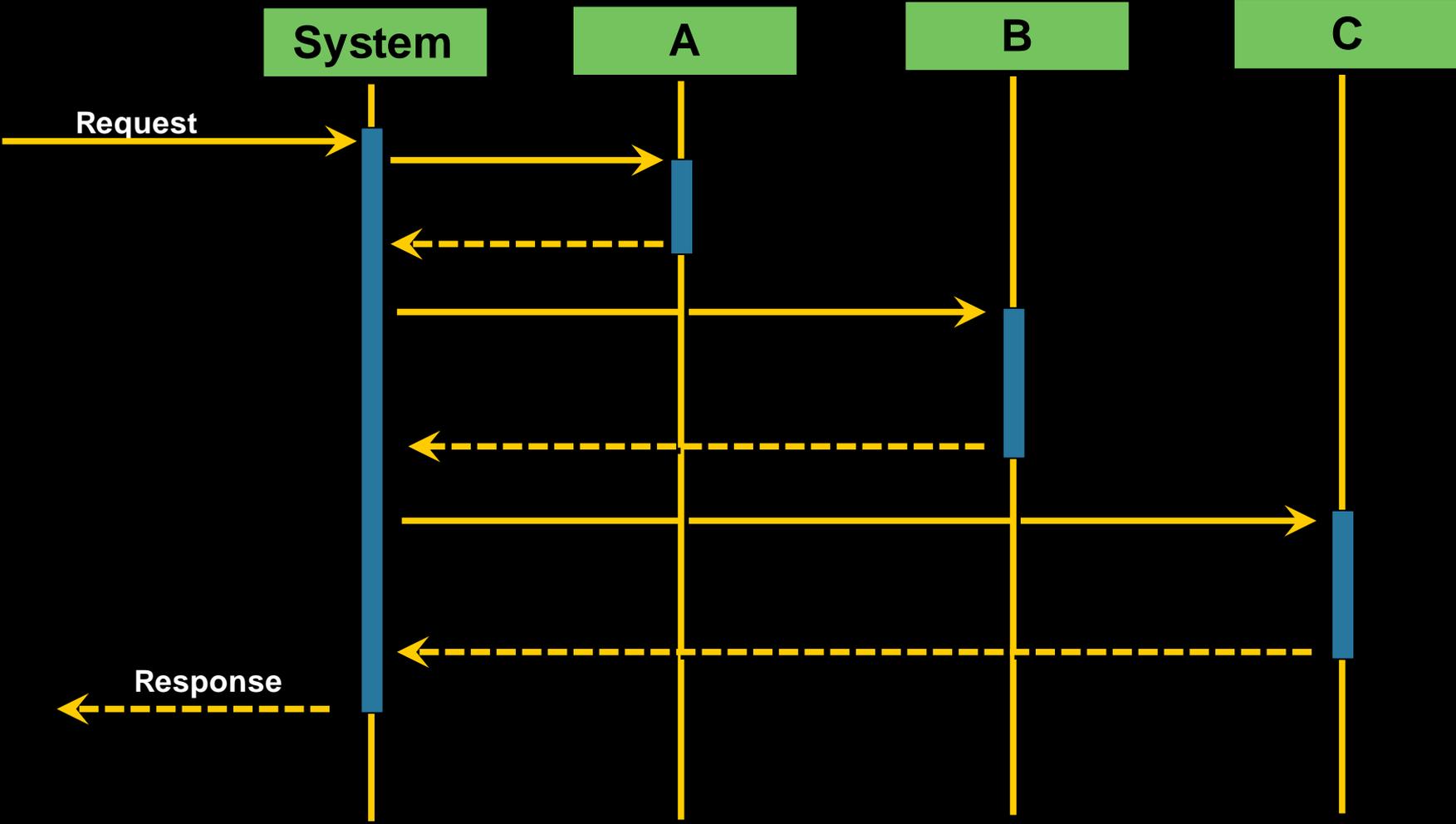
A long running process is a process whose execution lifetime exceeds the time to process a single external event or message.

- Long running means that multiple external events/triggers are handled by the same process instance – is **Stateful**
- Derived from "long-lived transactions" work in the late 80's and early 90's

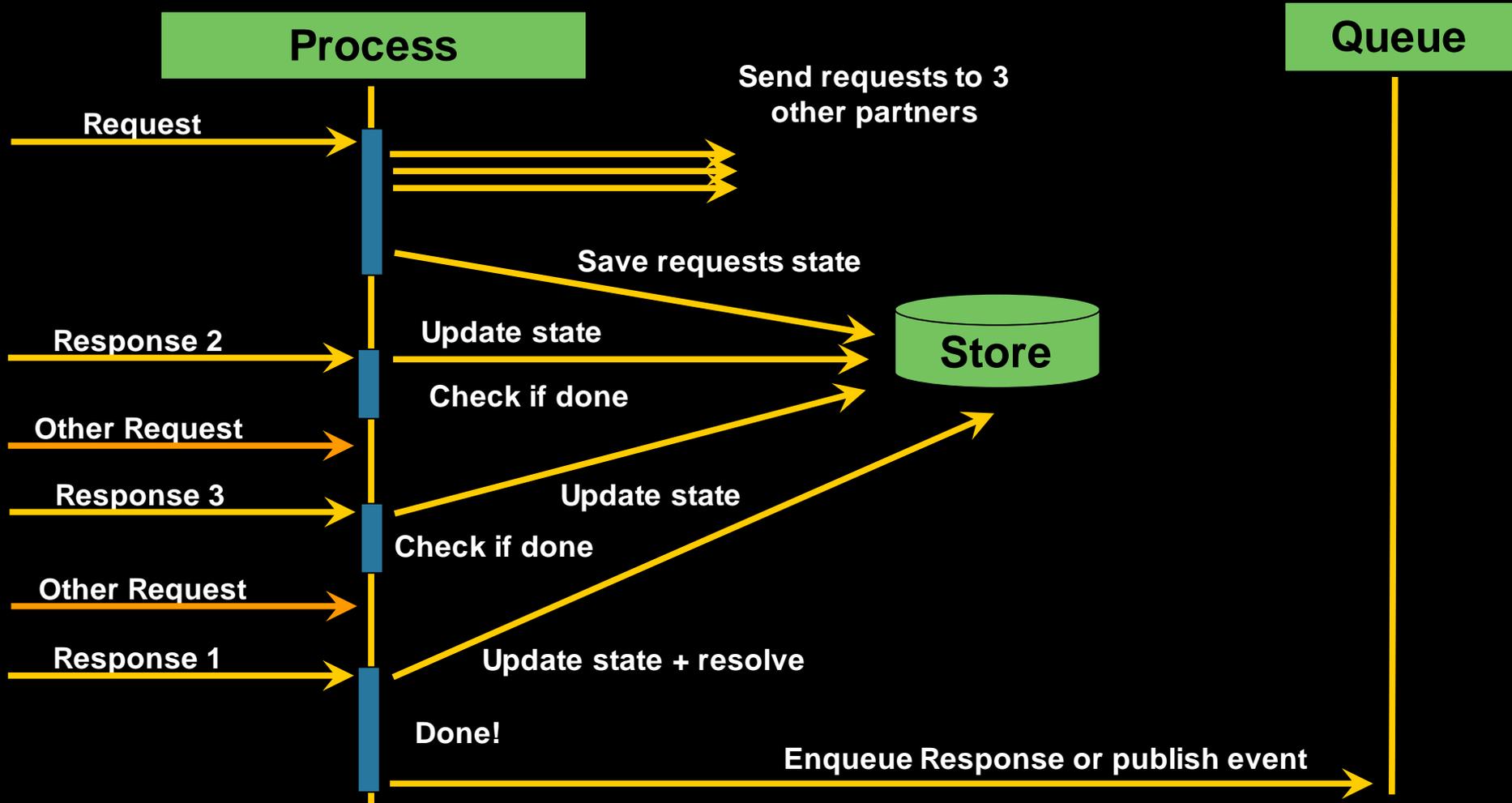
WHY USE LONG RUNNING PROCESS?

- Long running processes provide a state management facility that enables a system to encapsulate the logic and data for handling an external stream of events.
- It's just good OO programming.

INTEGRATION EXAMPLE

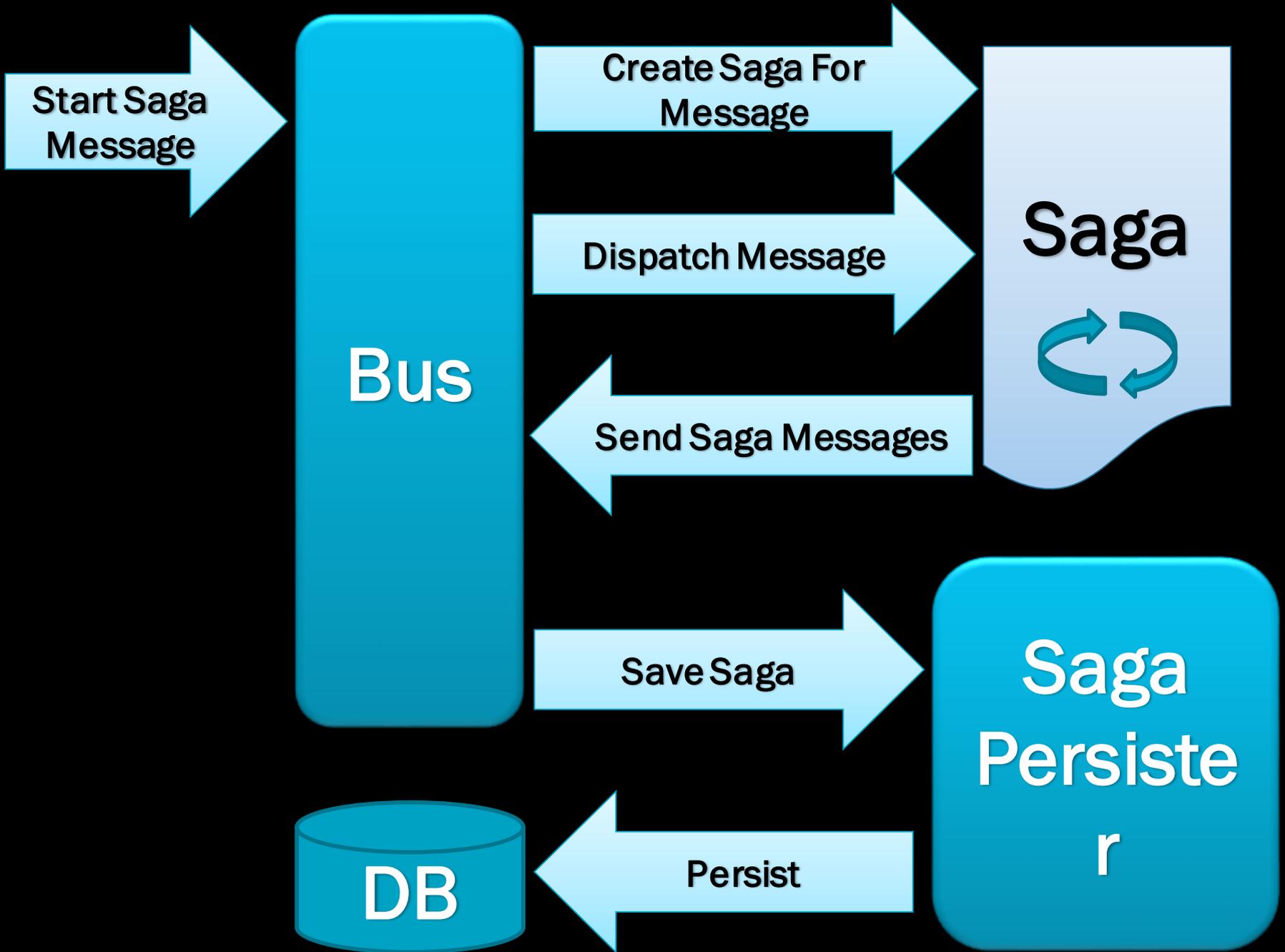


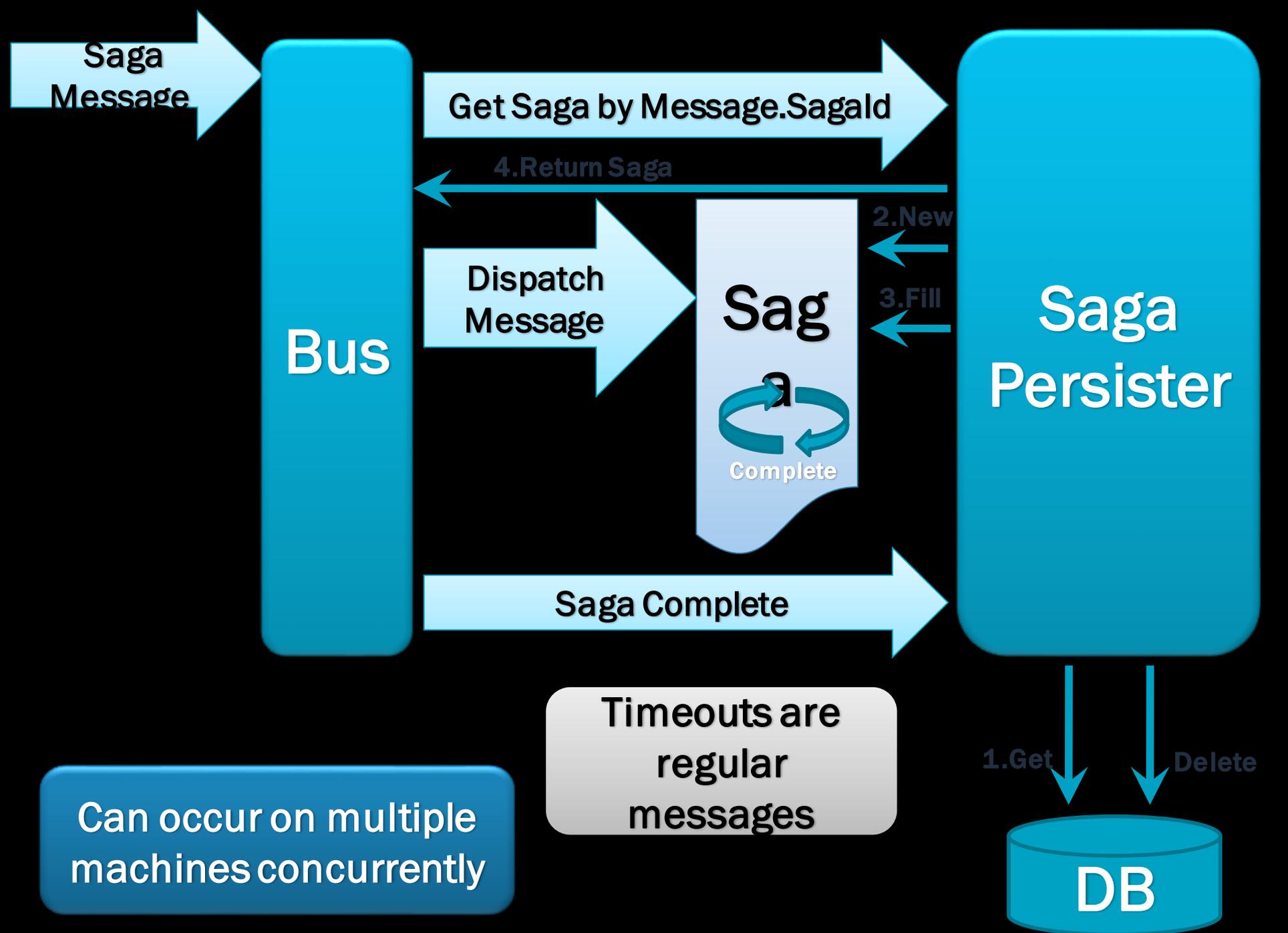
LONG RUNNING PROCESS IMPLEMENTATION



SAGAS

- Triggers are messages
- Similar to message handlers
 - Can handle a number of different message types
- Different from message handlers
 - Have state, message handlers don't

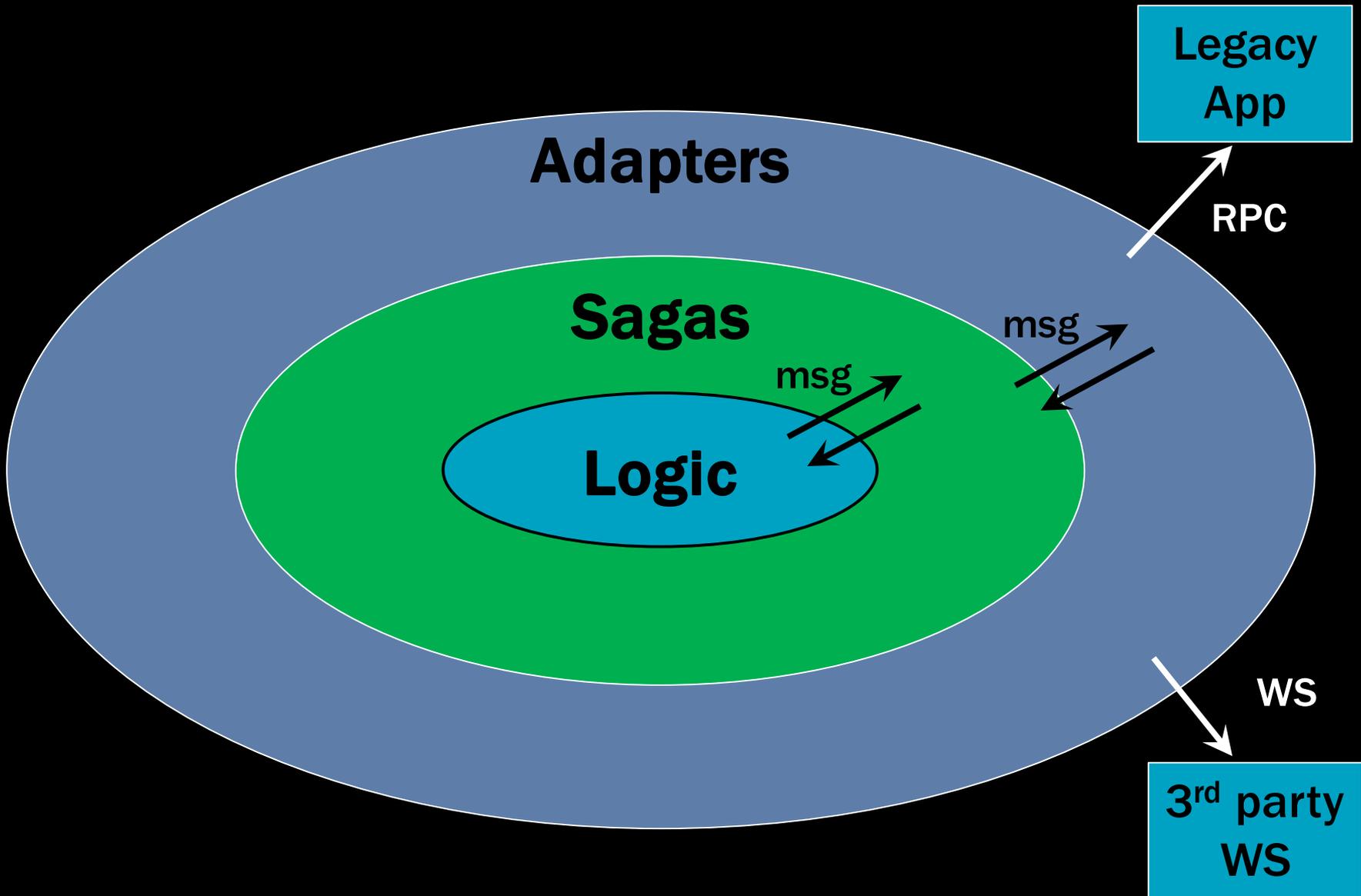




THE HARD PART

- The easy part is using the building blocks
- The hard part is analyzing the business processes to identify what the steps should be.
- When interacting with legacy systems, use a saga to manage the flow, a separate adapter for the integration.

SIMILAR TO HEXAGONAL ARCHITECTURE



WORKFLOW & ORCHESTRATION

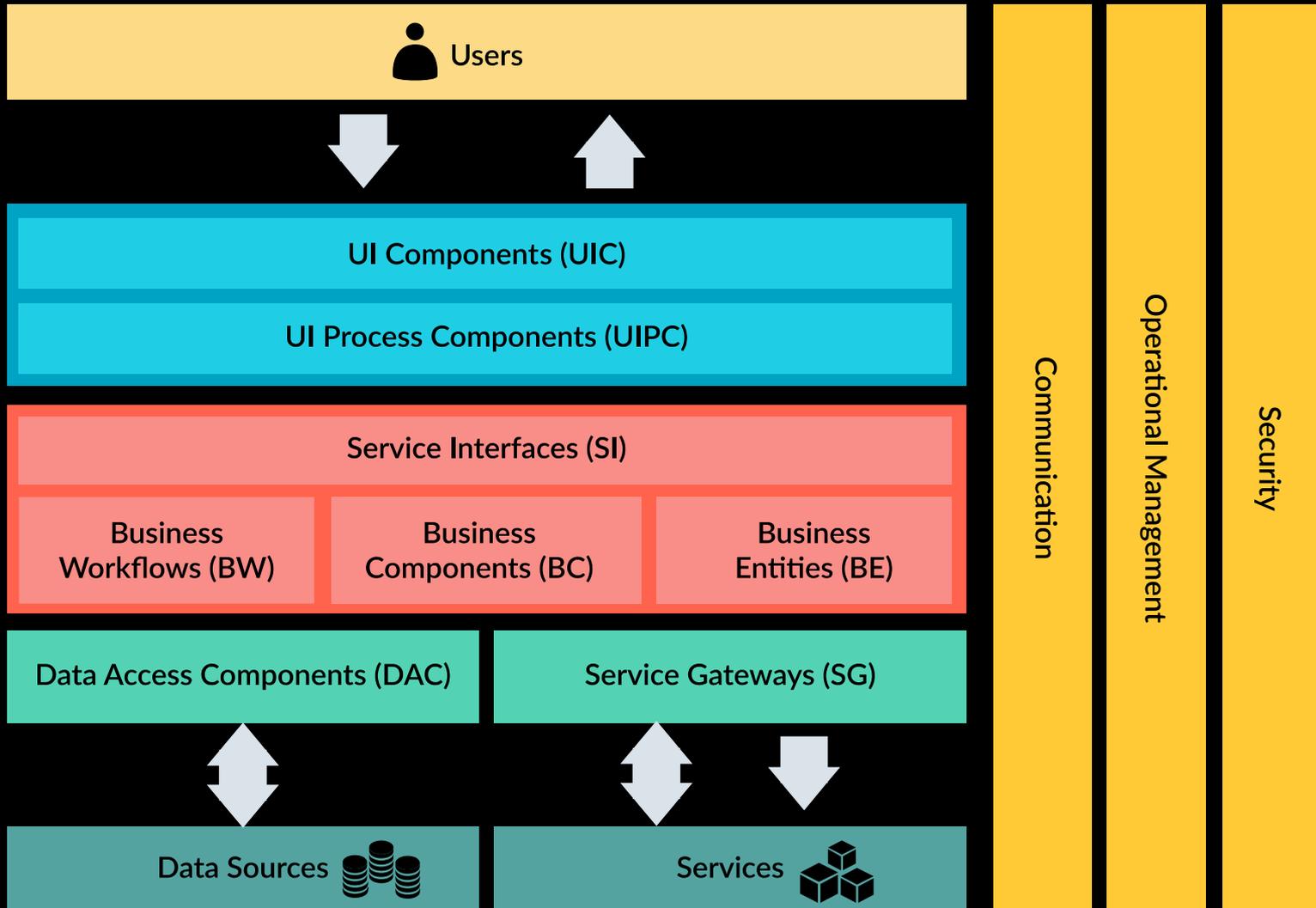
- **Orchestration is not a service by itself.**
- Divide up workflows/orchestrations along service boundaries
 - Events are published at the end of the sub-flow in a service
 - Events trigger a sub-flow in other services
- Sagas can be used for CEP/ESP:
complex event processing, event-stream proc.

SUMMARY

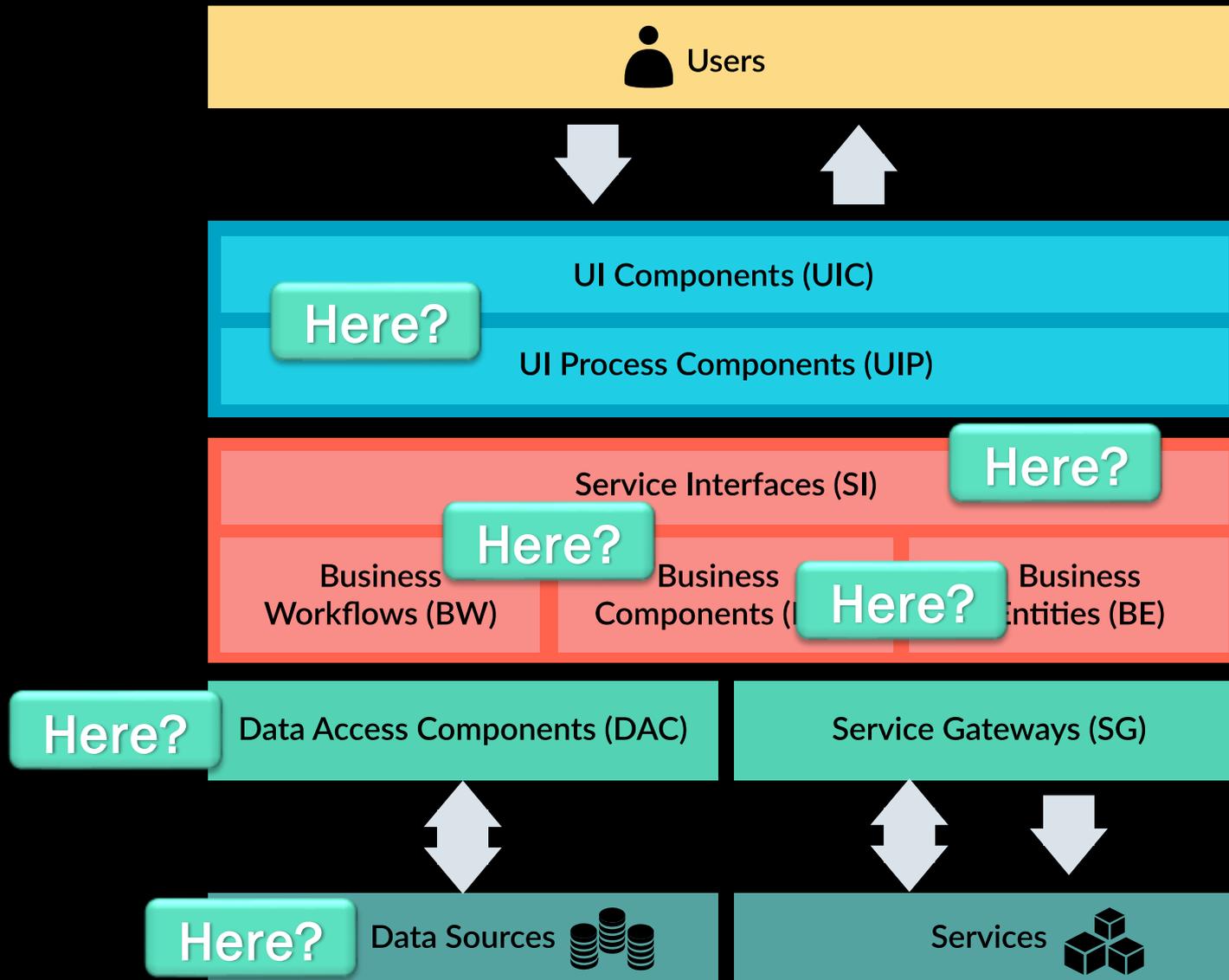
- Use messaging building blocks to support long running processes.
- Unit testing is critical for time-bound processes
- Keep service boundaries explicit

SERVICE LAYER
DOMAIN MODEL INTERACTIONS

TRADITIONAL ARCHITECTURE



BUT WHERE DO BUSINESS RULES GO?



THE BOOK
that changed everything

... and the pattern that
battles complexity...

The Addison Wesley Signature Series

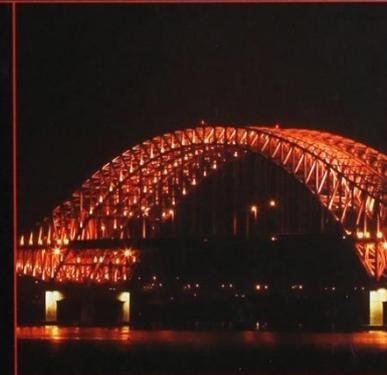
**PATTERNS OF
ENTERPRISE
APPLICATION
ARCHITECTURE**



MARTIN FOWLER

WITH CONTRIBUTIONS BY

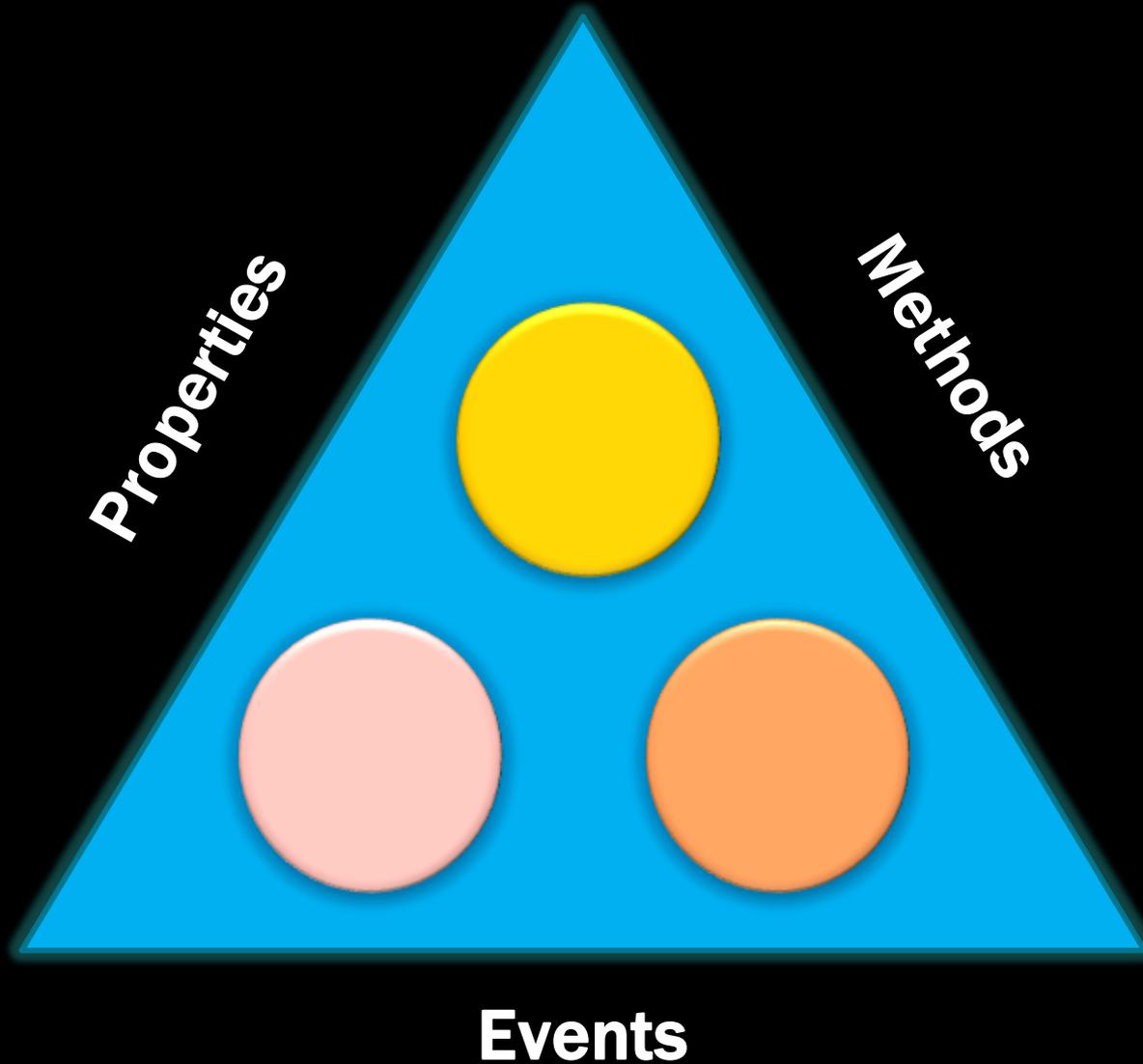
DAVID RICE,
MATTHEW FOEMMEL,
EDWARD HIEATT,
ROBERT MEE, AND
RANDY STAFFORD



ALWAYS LEARNING

PEARSON

THE DOMAIN MODEL PATTERN



WHEN TO USE IT, WHEN NOT TO

- “If you have complicated and everchanging business rules...”
- “If you have simple not-null checks and a couple of sums to calculate, a Transaction Script is a better bet”

p119 Patterns of Enterprise Application
Architecture

INDEPENDENT OF ALL CONCERNS



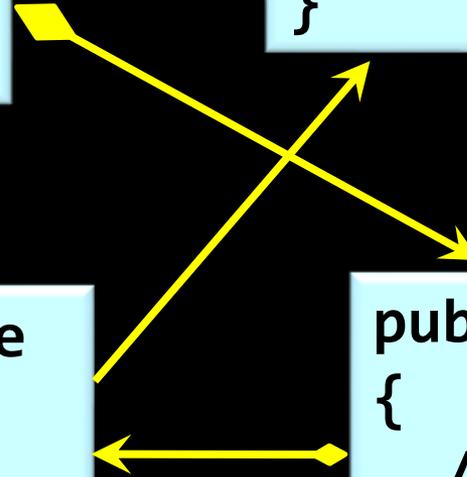
DOMAIN MODELS MADE OF "POJO"S

```
public class Customer
{
    // properties
    // methods
}
```

```
public class Product
{
    // properties
    // methods
}
```

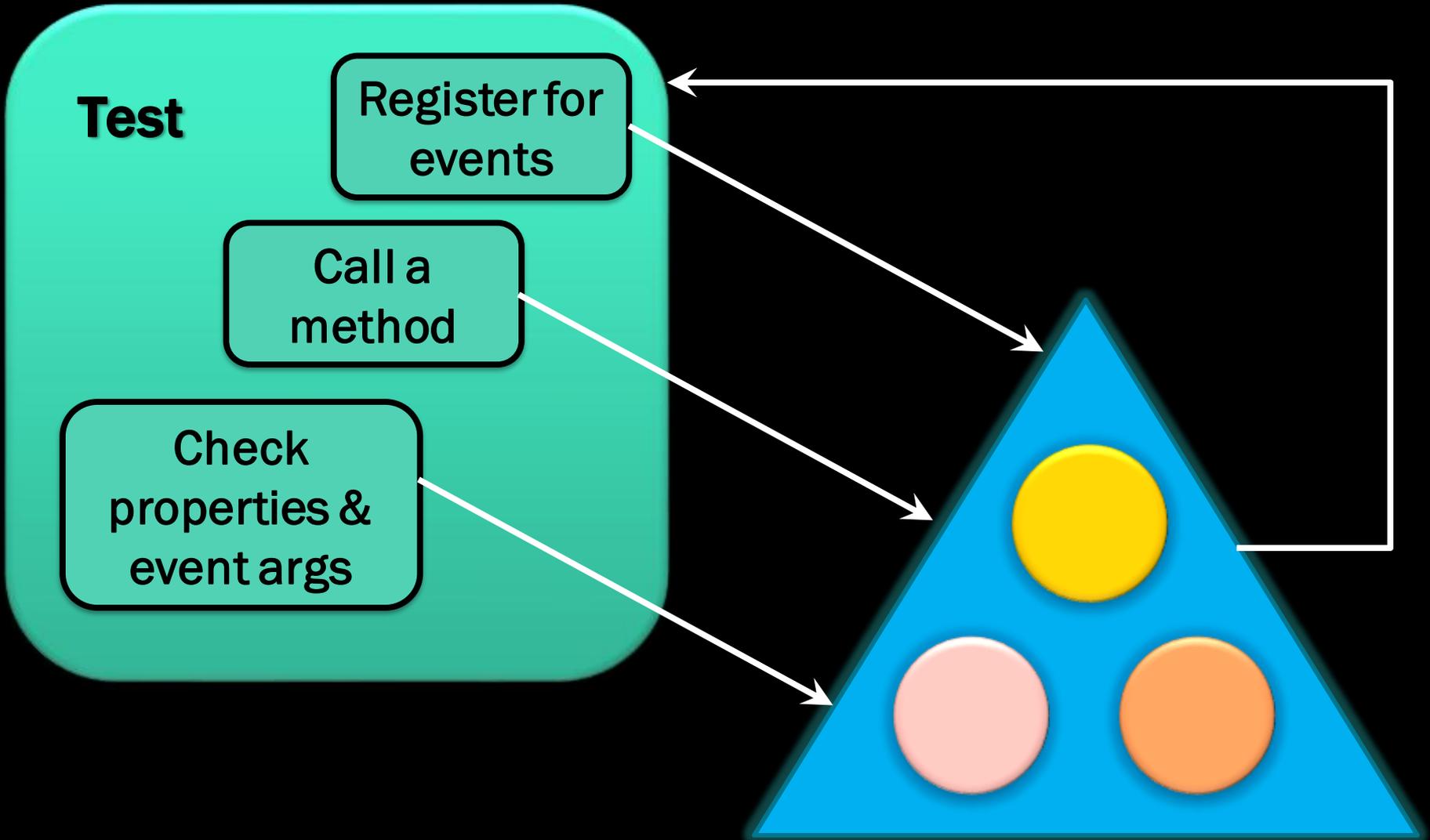
```
public class OrderLine
{
    // properties
    // methods
}
```

```
public class Order
{
    // properties
    // methods
}
```



But not every bunch of POJOs is a domain model

HIGHLY TESTABLE



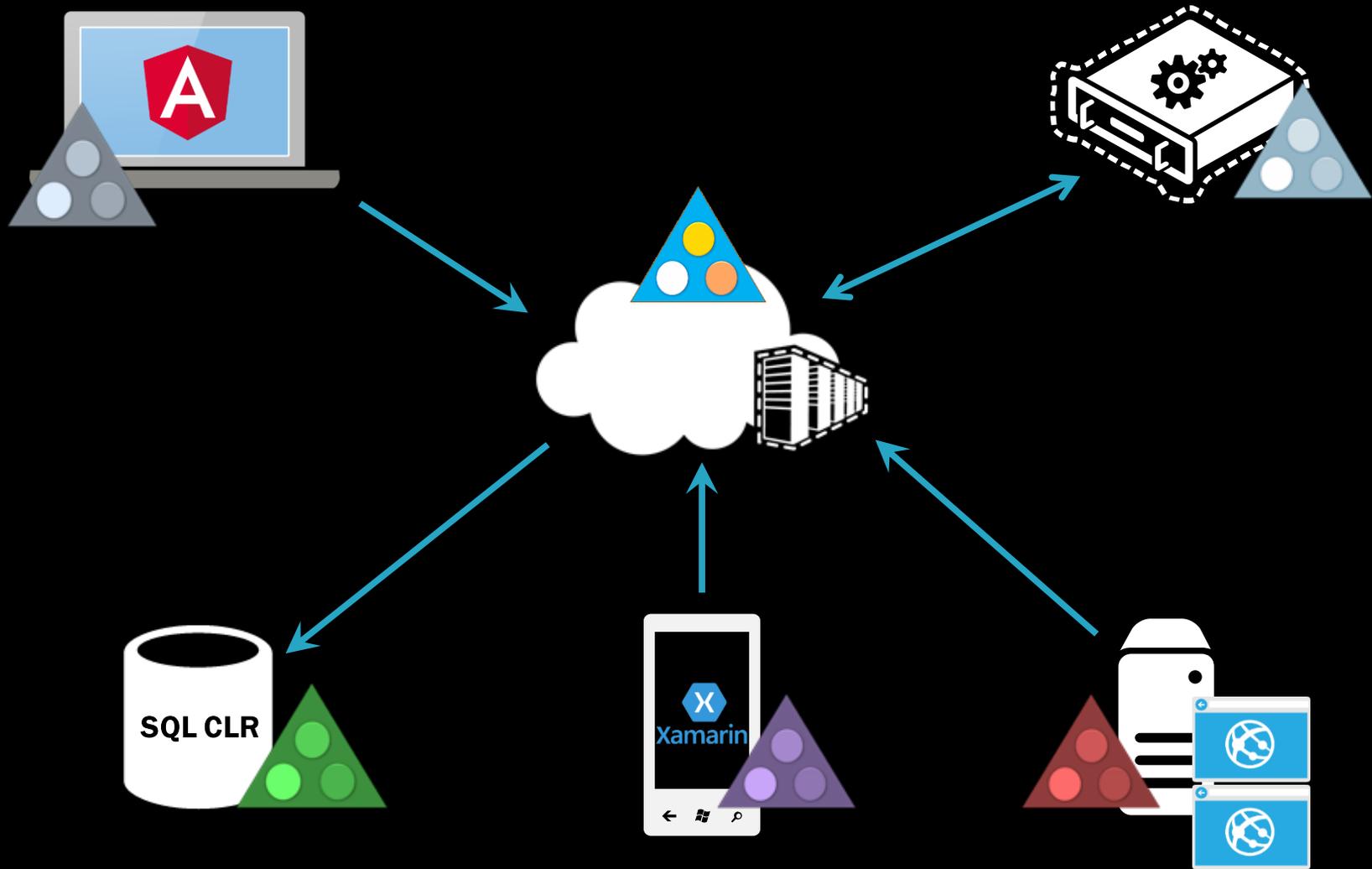
UNIT TEST SAMPLE

```
[TestMethod]
public void CreateOrderShouldConnectToCustomer()
{
    Customer c = new Customer();
    Order o = c.CreateOrder();

    Assert.AreEqual(c, o.Customer);
}
```

CAN BE DEPLOYED MULTI-TIER

Different types of domain models for different tiers



CONCURRENCY MODELS



Optimistic



Realistic

Pessimistic



MULTI-TABLE SPANNING TRANSACTIONS

Time	TX 1	TX 2	TX 3
T0	Begin TX	Begin TX	Begin TX
T1	Update A	Read A	Update B
T2		Read B	
T3	Commit	Use values of A and B to Update C	Commit
T4		Commit	

Transactions can get an inconsistent picture!

REALISTIC CONCURRENCY

Need to get a current set of data
before changing anything

Get Domain Object

Ask it to update itself

Domain Object runs business rules

If successful, updates its own state



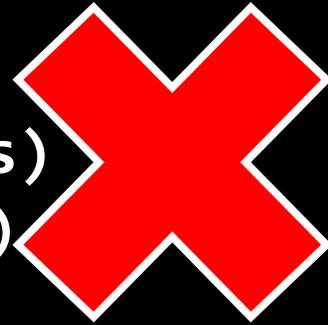
SERVICE LAYER SAMPLE CODE

```
public void Handle(MakeCustomerPreferredMsg m)
{
    Customer c = s.Get<Customer>(m.CustomerId);
    c.MakePreferred();
}
```

Necessary to address concurrency

DOMAIN MODEL SAMPLE : CUSTOMER

```
public void MakePreferred()  
{  
    foreach(Order o in this.UnshippedOrders)  
        foreach(Orderline ol in o.OrderLines)  
            ol.Discount(10.Percent);  
}
```



Entity relationships expose us to possible inconsistency!

REALISTIC CONCURRENCY

Some changes can be concurrent, others can't (?)

- ❖ You change the customer's address
- ❖ I update the customer's credit history

- ❖ You cancel an order
- ❖ I try to ship the order



Race condition

EVEN IF THEY'RE EASY TO IMPLEMENT

```
public class Order
{
    public void Cancel()
    {
        if (status != OrderStatusEnum.Shipped
            //cancel
        )
    }

    public void Ship()
    {
        if (status != OrderStatusEnum.Cancelled
            //ship
        )
    }
}
```

REMEMBER

- In CQRS, commands don't fail
- Race conditions don't exist in business
- A microsecond shouldn't change business objectives

FIND UNDERLYING BUSINESS OBJECTIVES

Rules:

1. Cannot cancel shipped orders

Why?

Because shipping costs money

So?

That money would be lost
if the customer cancelled

Why?

Because we refund the customers money

2. Don't ship cancelled orders

Refund Policies

ANALYZE

- When an order is cancelled, does the refund need to be given immediately?

No

- Can we give a partial refund?

Yes

DIG DEEPER

- What does a customer have to do in order to get a refund?

Return the products

* Most orders cancelled soon after being made

CONSIDER SERVICE BOUNDARIES

Cancel Order

Sales

Ship Products

Products Returned

Shipping

Refund Policy

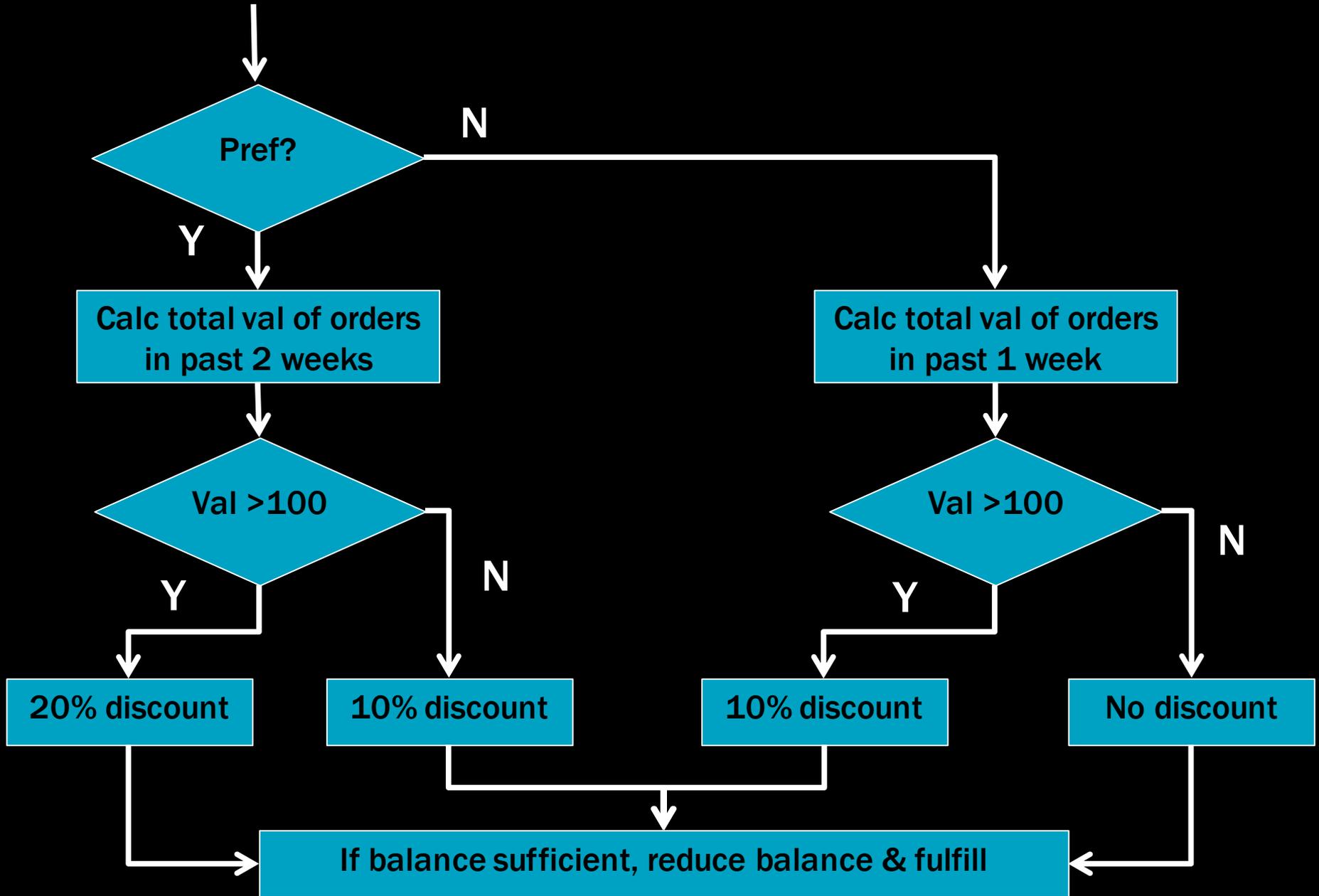
Billing

Which services require a domain model?

Refund policy driven by multiple messages

DOMAIN MODELS ARE SAGAS

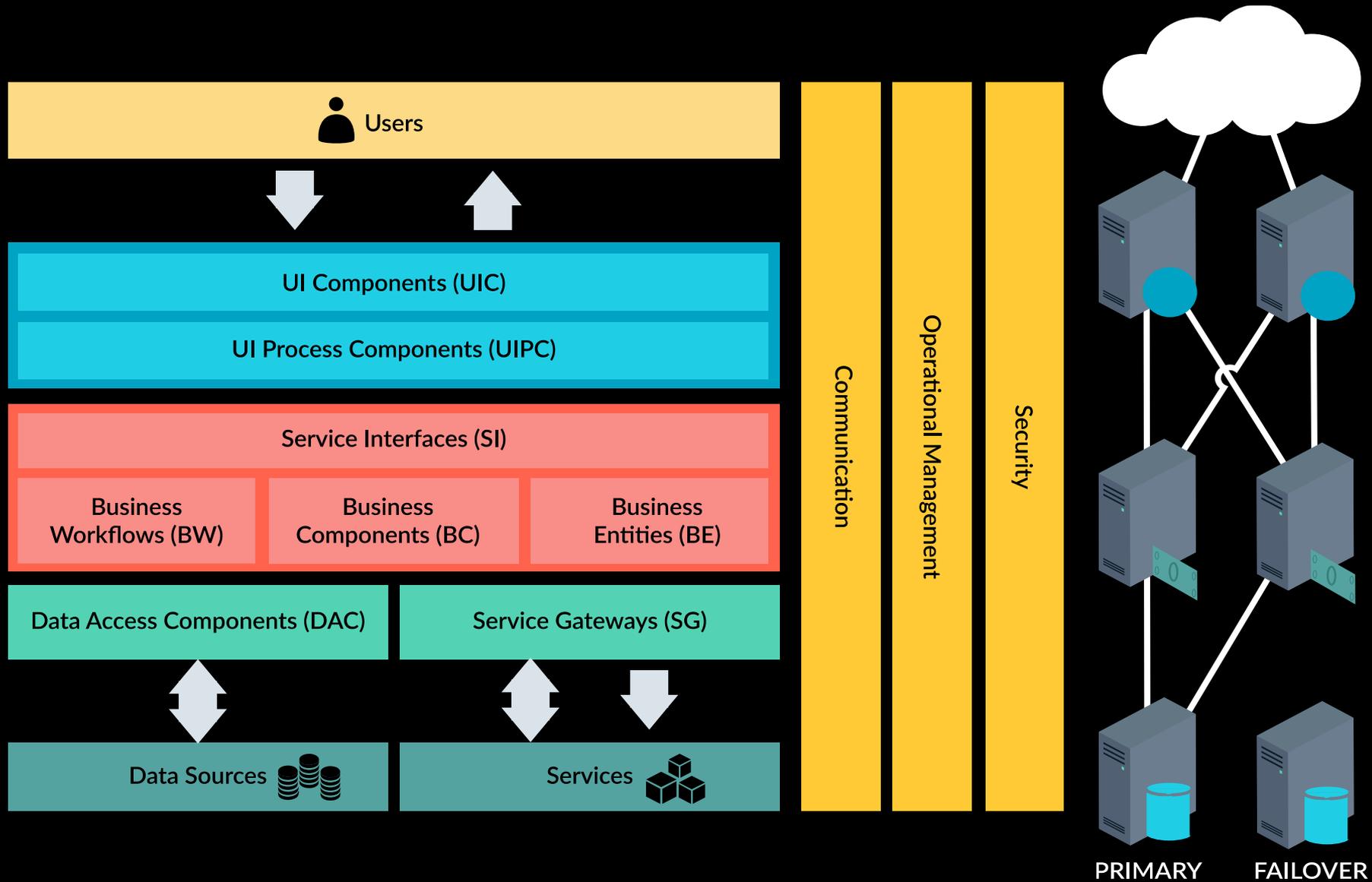
BUY ITEM (IN-APP PURCHASE)



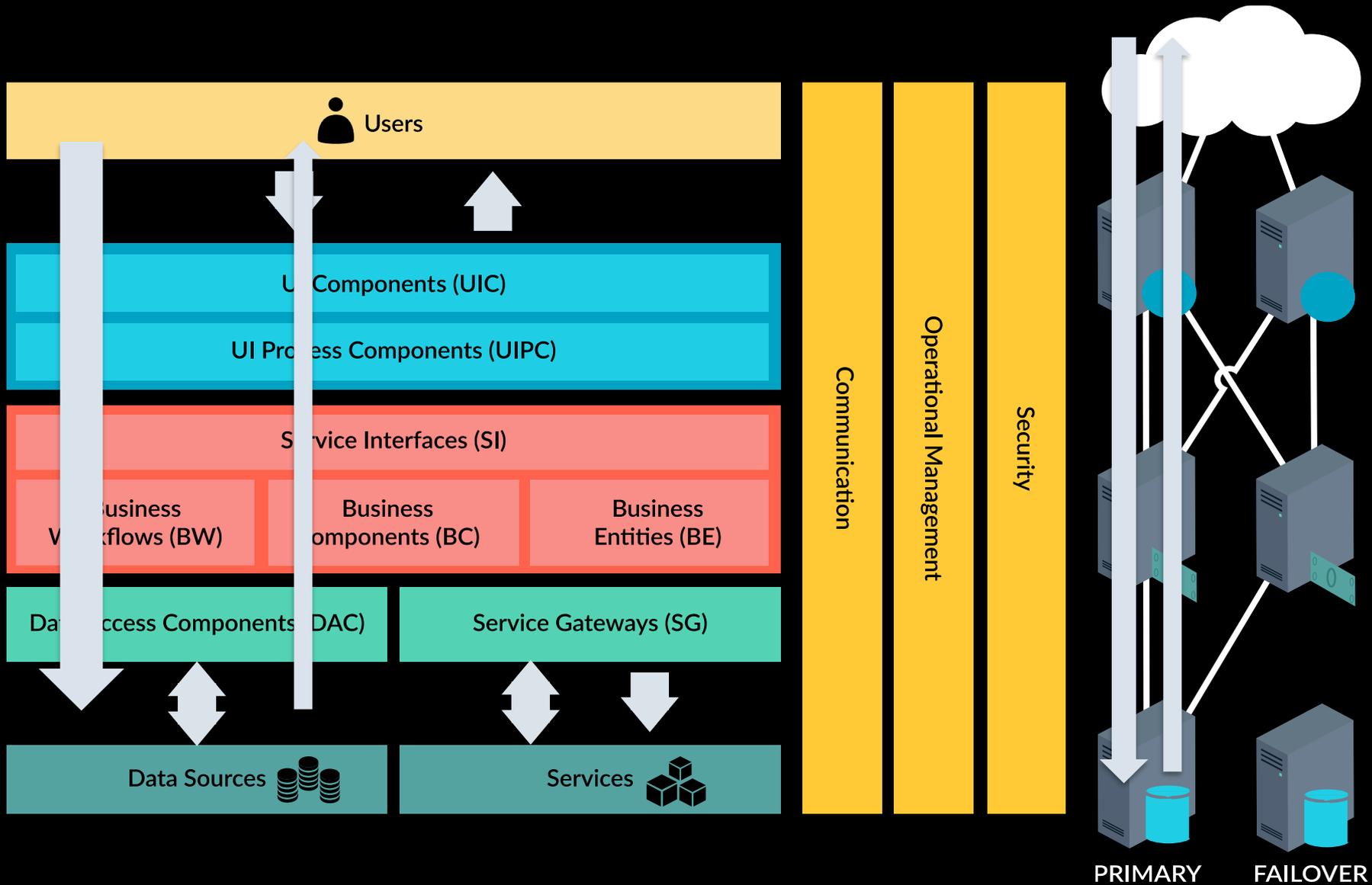


WEB SERVICES & USER INTERFACES

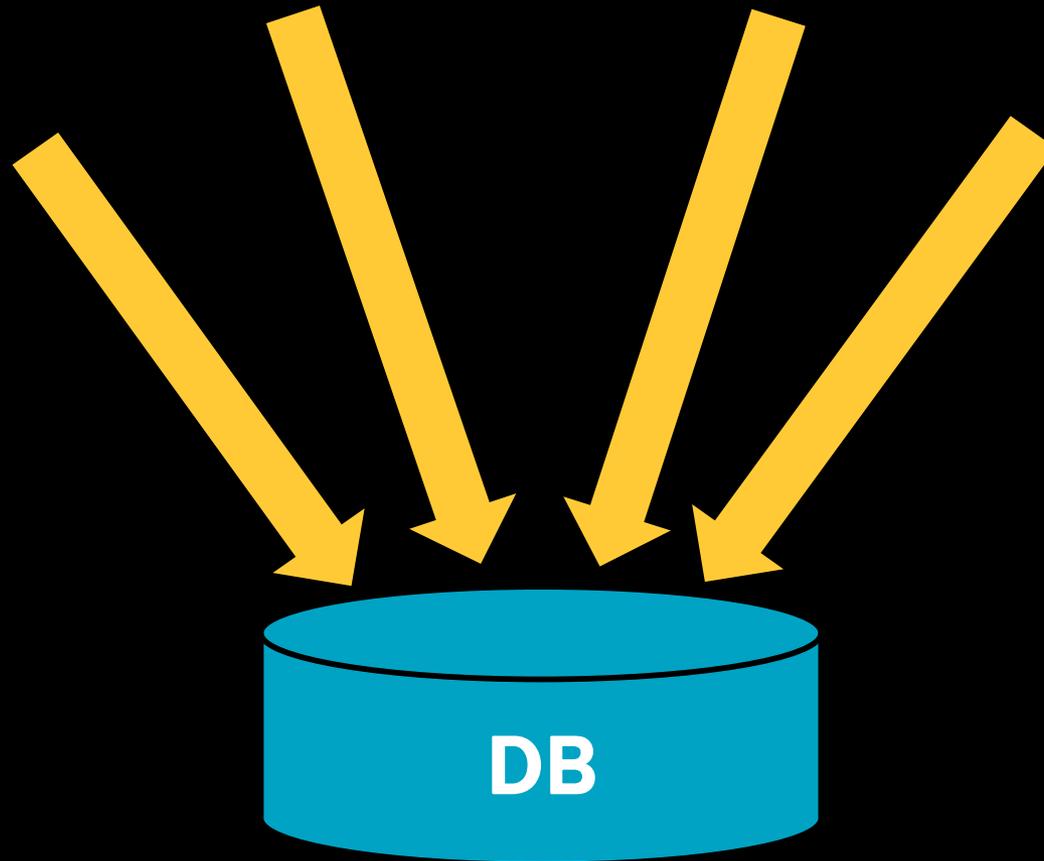
COMMON WEB ARCHITECTURE



SYNC REQUEST/RESPONSE



SCALING OUT THE WEB TIER

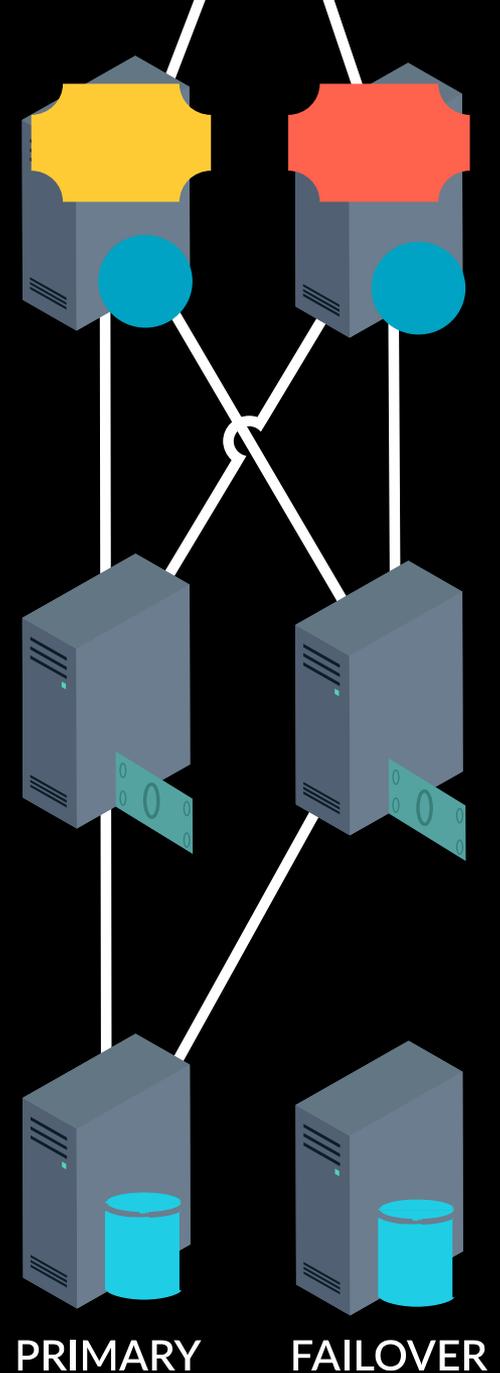


Just shows that the DB is the bottleneck

CACHING – IN PROCESS

Keeping the cache up to date across farms is challenging

Often requires “sticky sessions”
and that undermines load balancing



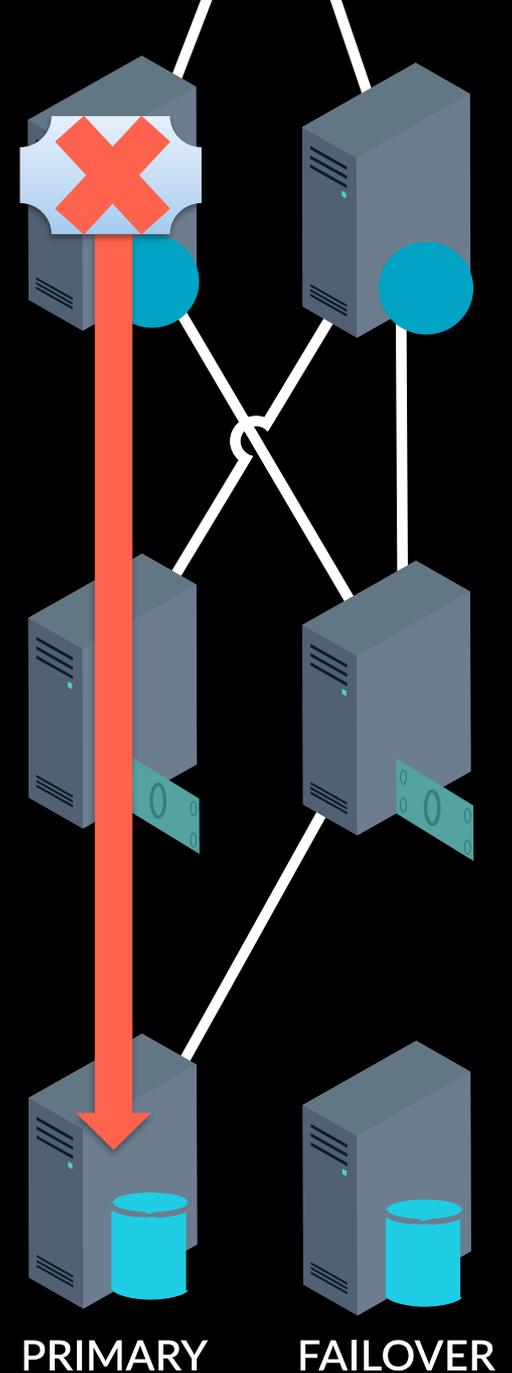
DISTRIBUTED CACHING

Not all data is kept on each node

Beware the temptation to “loop”

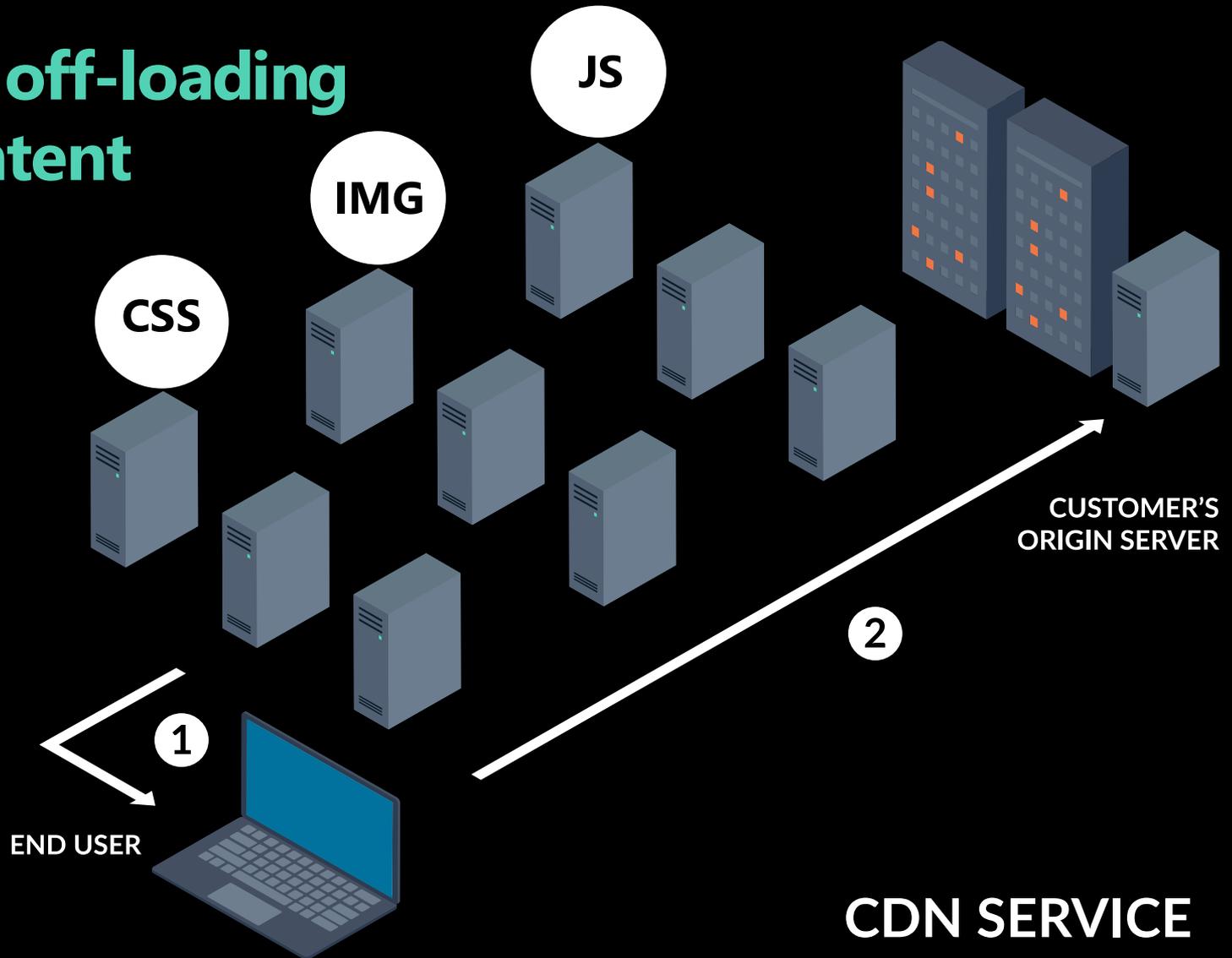
CACHE INVALIDATION

Reads can interfere with writes
and that hurts performance



CONTENT DELIVERY NETWORKS

Great for off-loading
static content



CDN SERVICE

ALMOST THERE...



Don't use a smart donkey when what you need is a heavy ox

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- Look up location by IP
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Leverage cookies or browser-local storage

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MONDAY
HUMIDITY 20%

~23° ~27°

23°



CLEAR

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SATURDAY  16°

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