

Azure Durable Functions

Lessons learned

Vladimir Horbovanu

CTO, Codexcite

Monterrey
.NET
User Group

Vlad Horbovanu - Azure Durable Functions: Lecciones aprendidas

Marzo 18, 2021



Vladimir Horbovanu

- Romanian
- 17 years in Monterrey
- 20+ years experience as a developer
- 10+ years experience as an entrepreneur
- Passionate about code
- CTO - Codexcite



Agenda

- Azure Functions overview
- Durable Functions introduction
- Implementation insights from real-life development

Azure Functions overview

- Event driven
- Compute-on-demand
- Serverless
- Functions must not have state
 - So they can scale as needed
- Functions must be short lived
 - You pay for the time they are running

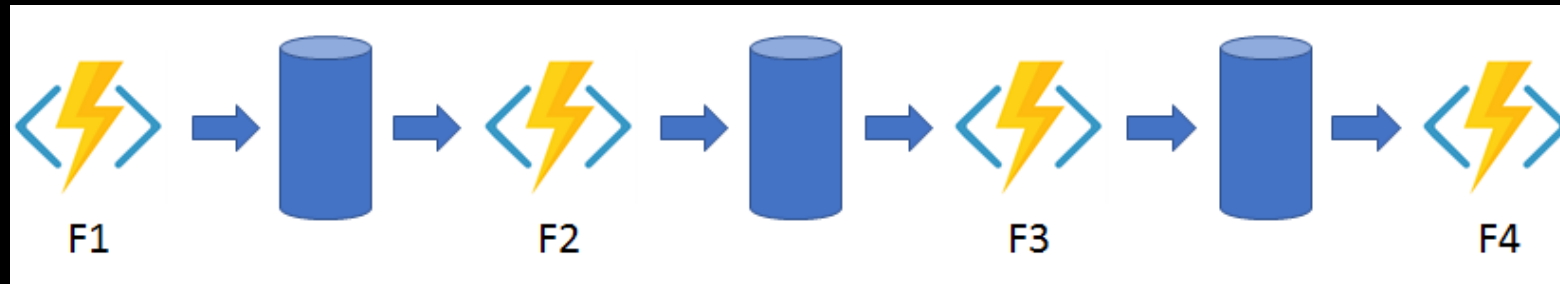


Durable Functions introduction

- Write stateful functions in a serverless compute environment
- The extension manages state, checkpoints, and restarts
- You can focus on business logic

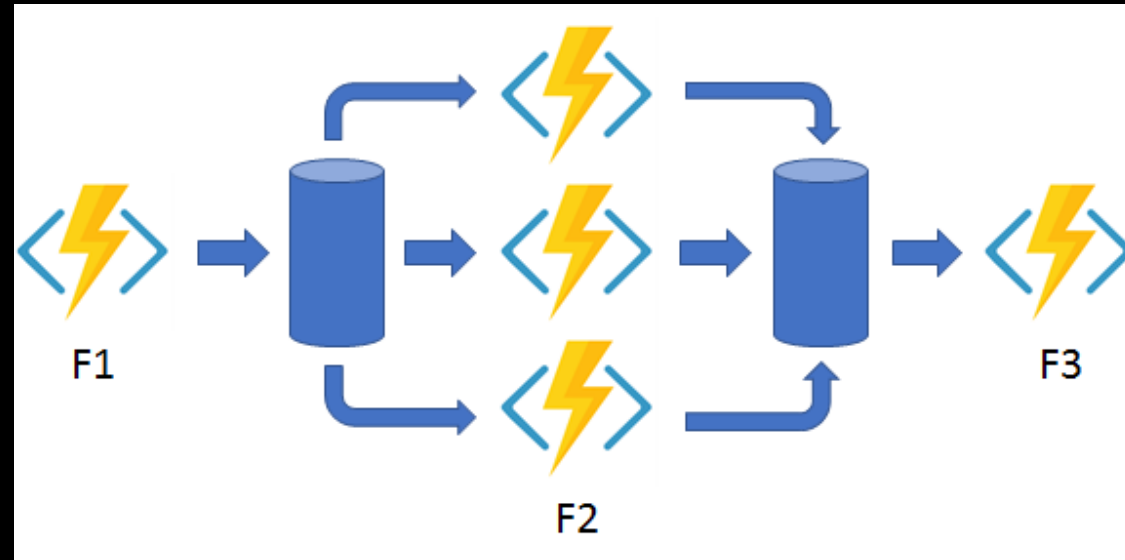
Common patterns

Function chaining



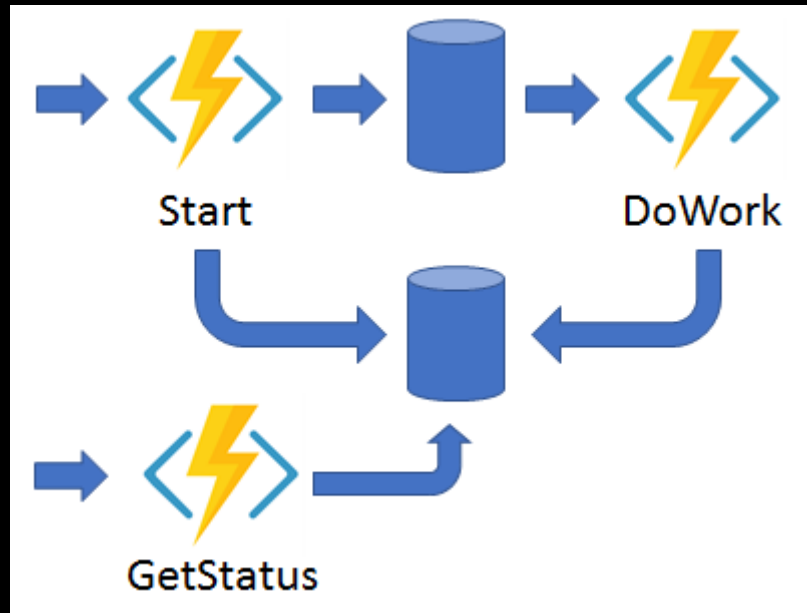
Common patterns

Fan out / fan in



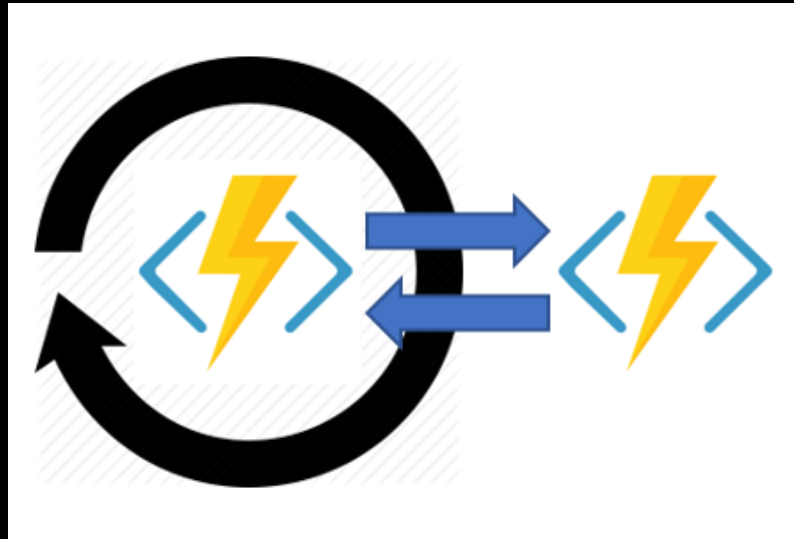
Common patterns

Async HTTP APIs



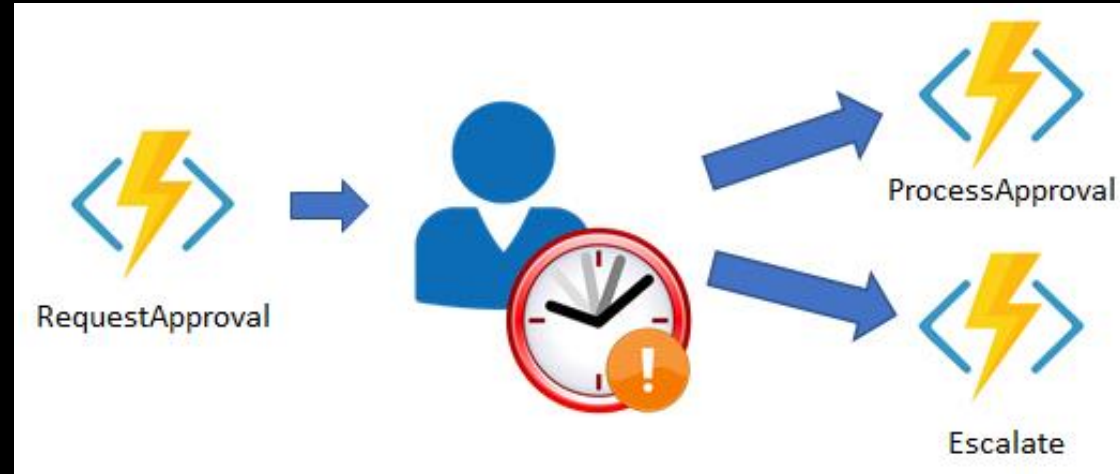
Common patterns

Monitor



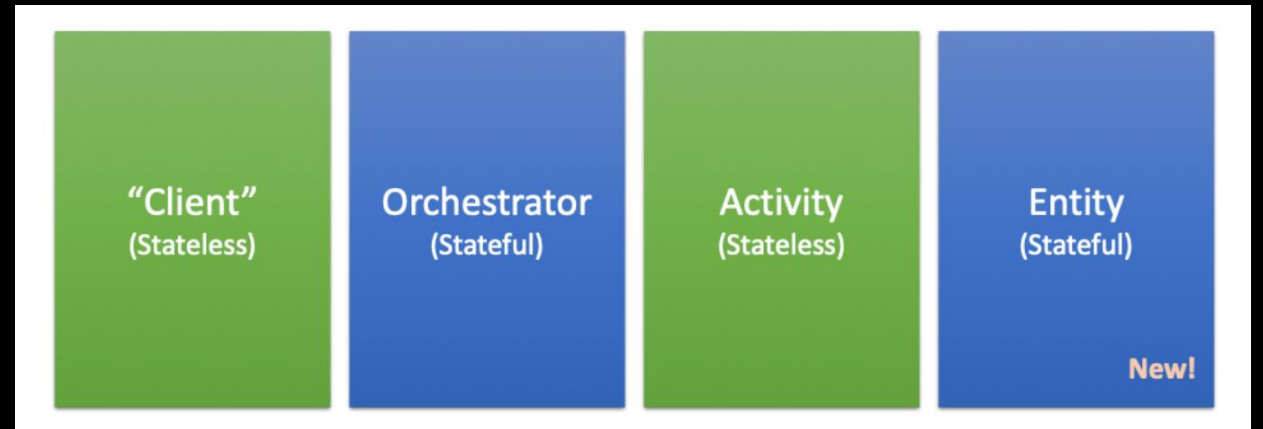
Common patterns

Human interaction

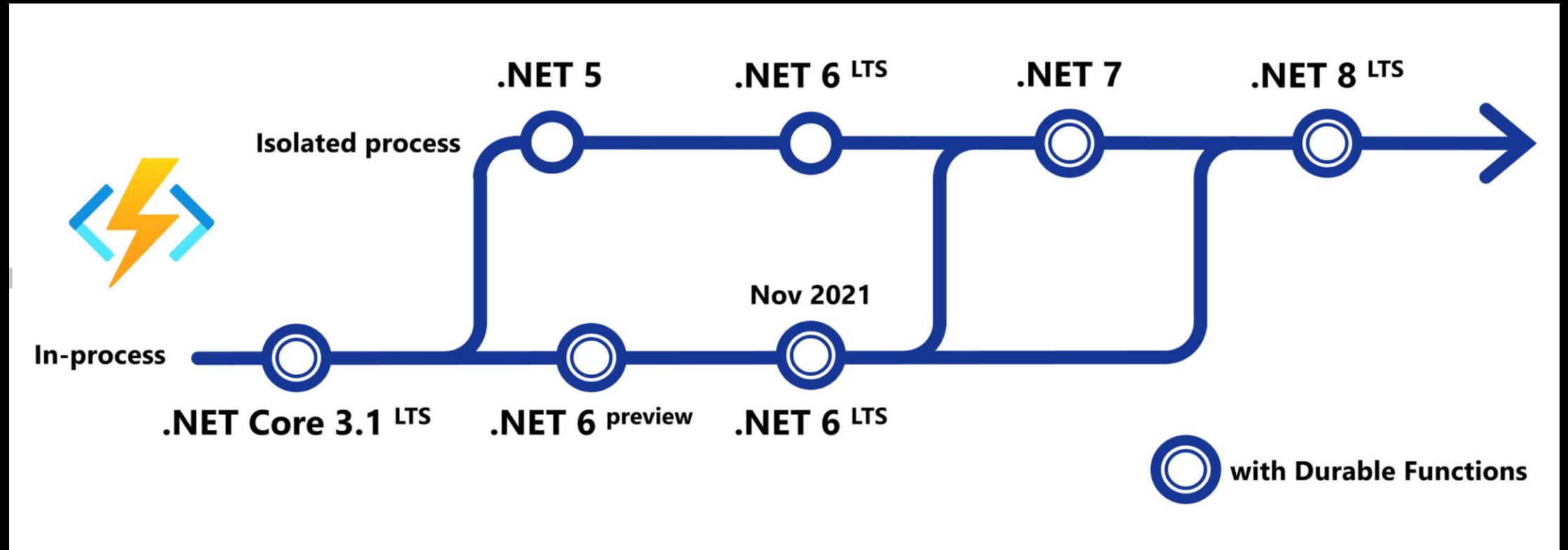


Durable Functions types

- Client function
 - Can use any other function trigger
 - Starts or signals an orchestrator
- Orchestrator function
 - Defines the workflow
 - Can call activities, sub-orchestrations, entities
- Activity function
 - Can run async operations
 - Called by orchestrators
- Entity functions
 - Actor-like capabilities
 - One-at-a-time calls per entity



Roadmap



Implementation insights

- Project requirements
 - User prequalifies online
 - Can take some time
 - Dependencies can fail or be offline
 - Retry mechanism required
 - User approval needed to proceed to agent assignment
 - Several simultaneous options for the approval
 - Web app click
 - Whatsapp message
 - Agents bid on the lead to win the assignment
 - Via Whatsapp

Simple Orchestration

- async in workflows
 - calling async methods it's ok
 - if they respect the same rules
- make workflows easy to read
- auth level - don't forget when publishing
- Logging
 - save your instanceld, isReply and parent instanceld in the log details
 - isReply is important!
- consider the overhead of calling activities

Custom Status Orchestration

- DateTime
 - all in UTC
 - but not DateTimeOffset
- waiting for determinate time
 - it's about waiting until a specific time
- custom status
 - useful for ongoing updates

Parameter Orchestration

- passing parameters
 - actually serialize / deserialize
 - be aware of serialization problems
 - datetime, numbers, enums
 - Interfaces, derived classes
 - tuples ok, EXCEPT for start orchestration (workarond)
 - no type checking - but some analyzers
 - id vs whole object
 - Exceptions get serialized too
 - Must have constructor with no parameters

Entity Orchestration

- Entities
 - Works as a locking mechanism
 - You can only call methods with return value from workflows.
 - The other functions can
 - read state
 - send signals (no return value)
- Read-update pattern using entities
 - Avoid concurrency problems
- Throttled activity pattern

Versioned Orchestration

- Changing an orchestrator can lead to errors for in-flight running instances
- Orchestrator versioning pattern

User action Orchestration

- Retry mechanism
 - activity MUST fail – not available for return values
- Try catch
 - Exceptions are wrapped for activity or sub-orchestration fails
- Wait for external event, like user interaction
 - How do you get the instanceId to the user?
- What happens when you can't get the instanceId to the user?
 - Subscriber Entity pattern
- Recheck conditions, remember time might have passed between activity calls

Main takeaway

- Durable functions are awesome!
- Advantage:
 - code like you are in a normal, stateful method
- Disadvantage:
 - you forget you are not REALLY in a stateful method

Questions?

<https://github.com/Codexcite/Durable-Functions-Lessons-Learned>

Thank you!

Vladimir Horbovanu

vlad@codexcite.com

+528183663497

linkedin.com/in/vladhorby/