



# Event Sourcing

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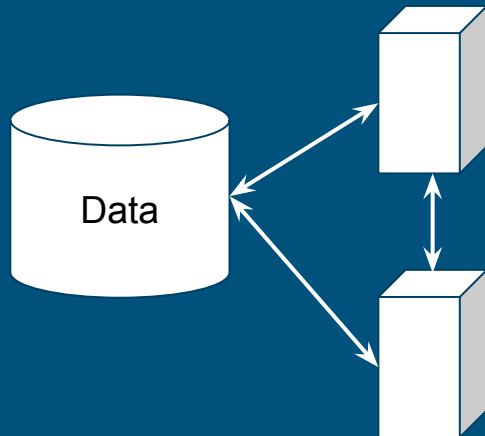
A short introduction to the  
architecture

Hannes Rabo & Julius Celik



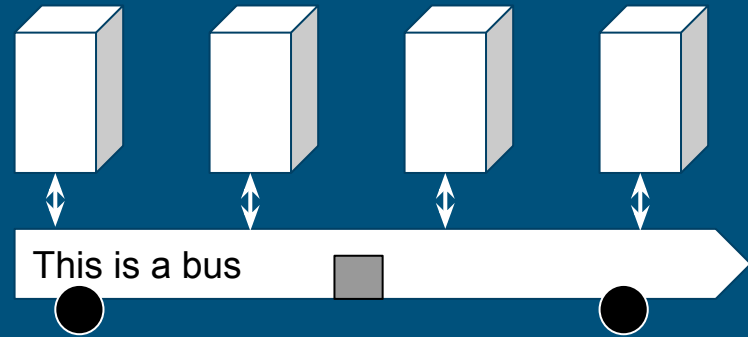
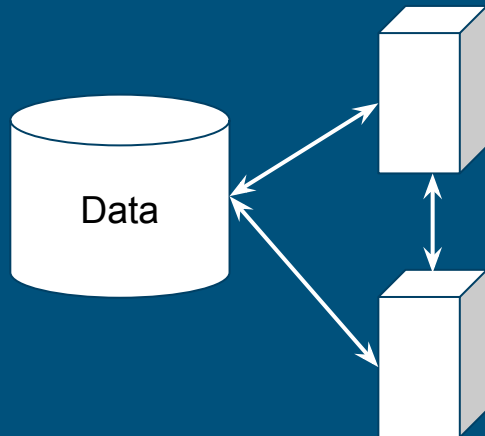
# Events?

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# Events?

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# One step further - Event sourcing

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- The **source** of information

# Example of Event sourcing (Bank)

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Julius	110kr
Hannes	70kr
...	...

Julius	+10	110
Julius	+90	100
Hannes	-5	70
Julius	+10	10
Hannes	+75	75

# Major advantages

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- No information is lost
- Ease of use
- Replayability

# No information is lost

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*“Could you tell me how many people added an item to their cart, then removed it, then bought that item a month later?”*



# No information is lost

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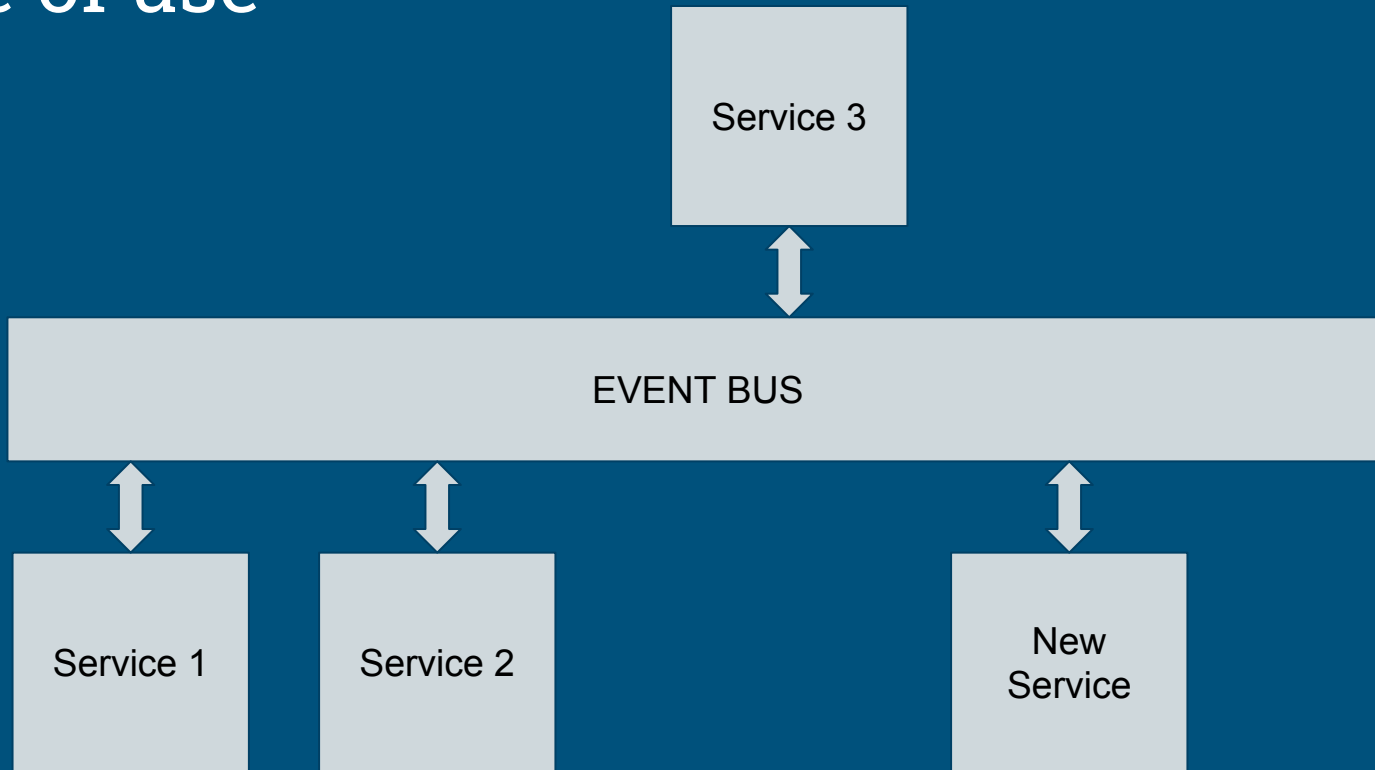
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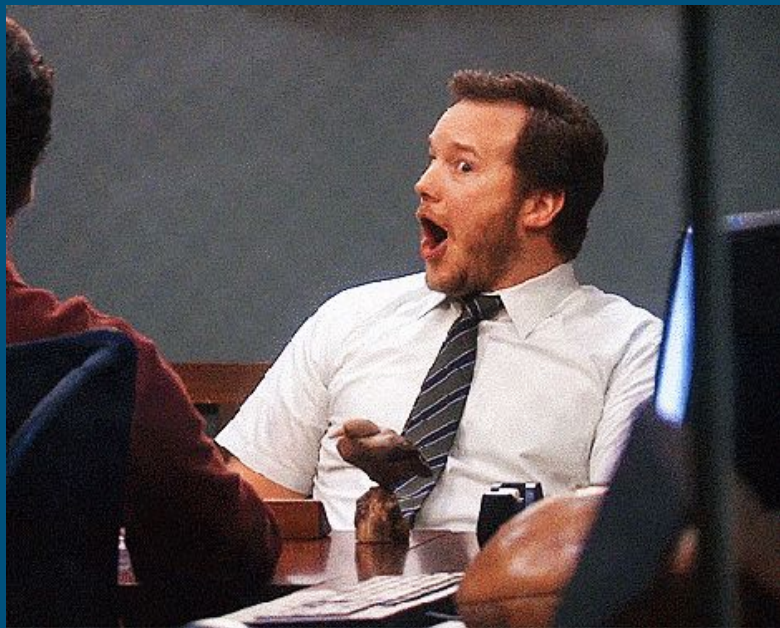
# Ease of use

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# Replayability

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# Replayability

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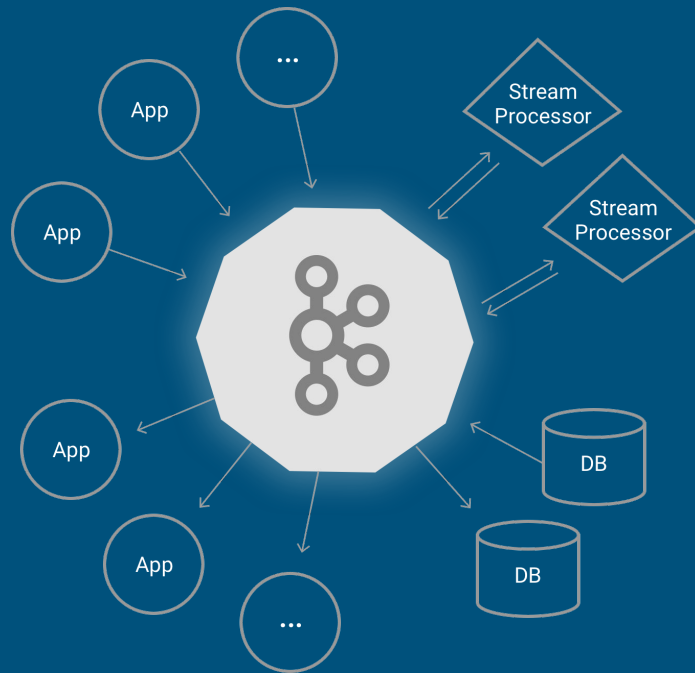




# In practice!

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- Distributed transaction log like Kafka
- Frameworks like AxonIQ and prooph
- Regular SQL Databases





# The dark side



# The dark side

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Some people when confronted with a problem think: “I know, i will just break it down and create some nicely contained microservices”, now they have 15 problems located on servers they never even knew existed.



Don't

# (The curse of) distributed systems

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- Extreme case of micro services

# Data lake

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Current Lake



# Data lake (overflow)

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Proposed Lake





Deleting the lake?

# Take home message

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Think not in terms of system state, but system events, and you will be able to be prepared for any future changes.

