

From Vision to Cloud

Martin Lorenz

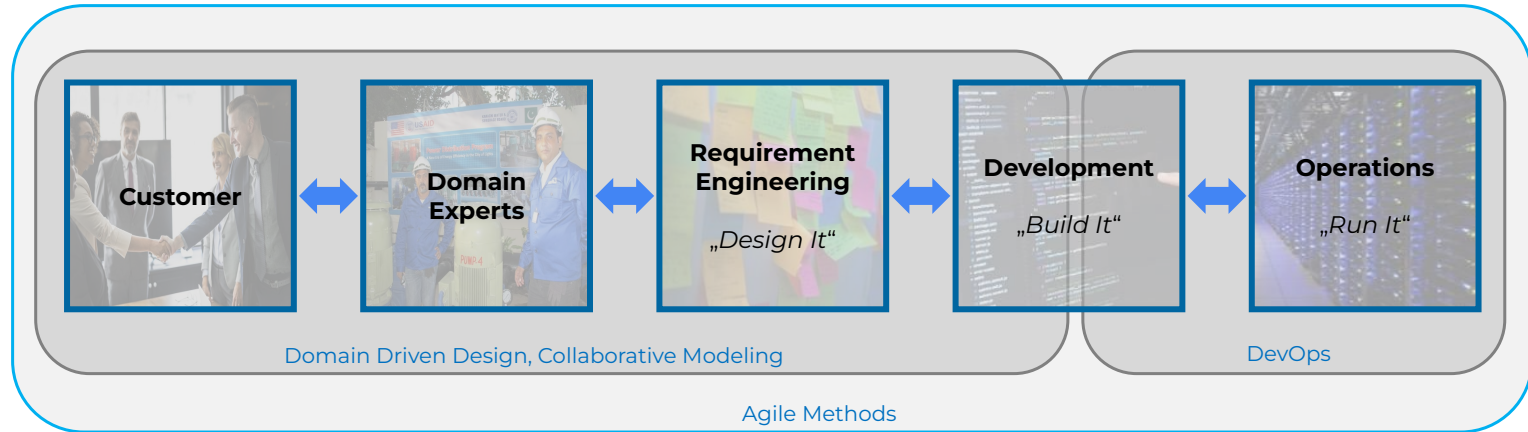


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Goal

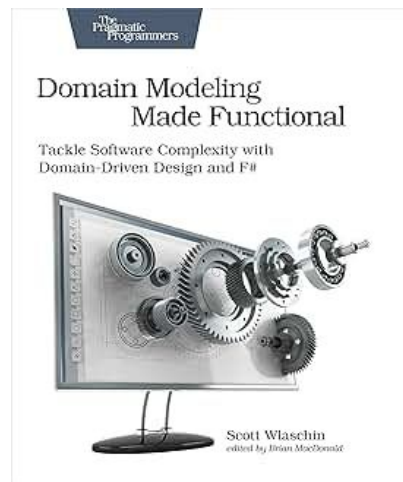
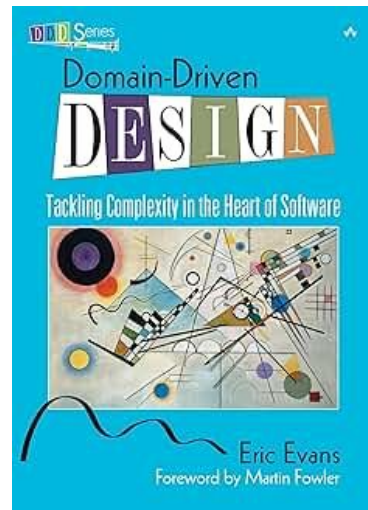
- Show you a new end-to-end approach to develop business applications
- Problems I see in typical current software development projects
- Present solutions for those problems
- Introduce a framework that packages up those solutions

Problem: Communication between stakeholders



Solution: Domain-Driven Design

- Ubiquitous language
- Strategic Patterns
 - Problem Space
 - Core Domain, Generic Subdomain, Supporting Subdomain
 - Solution Space
 - Bounded Context, Context Mapping
- Tactical Patterns
 - Entity, Value Object, Aggregate, Domain Event
- Collaborative Modeling



Solution: Collaborative Modeling

Event Storming

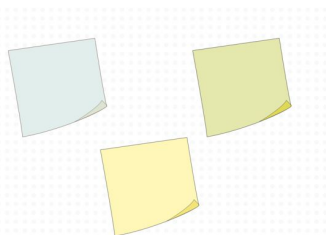
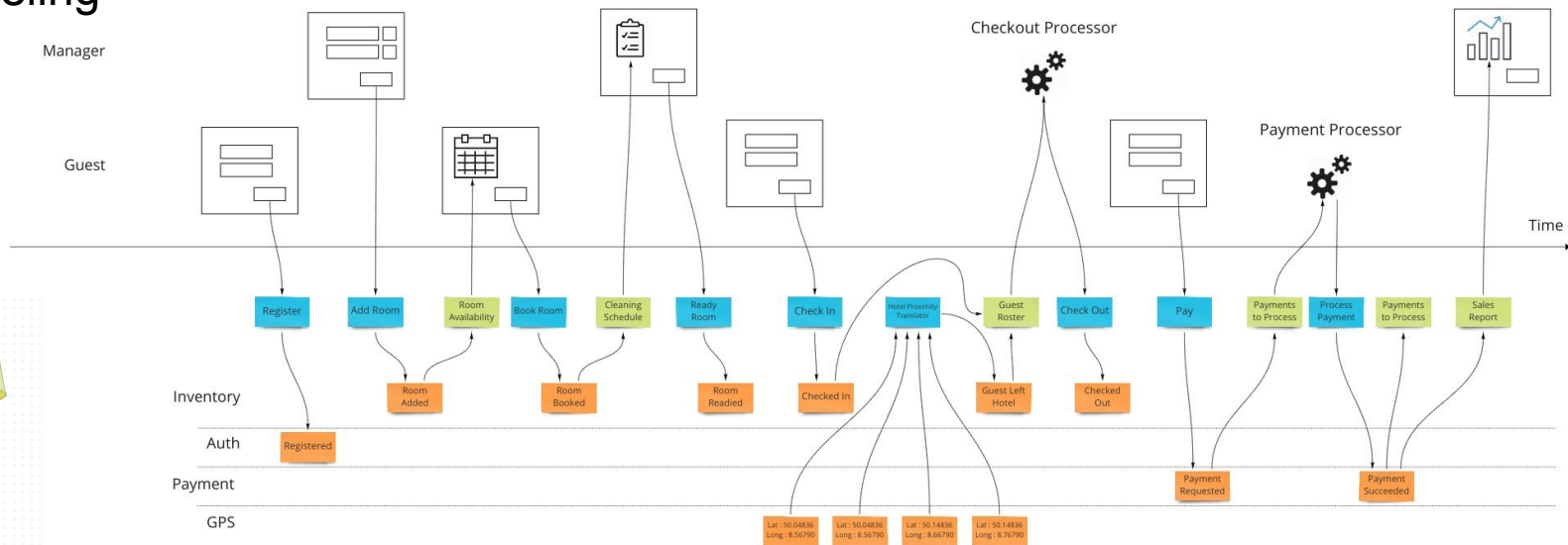
<https://www.eventstorming.com>



Solution: Collaborative Modeling

<https://eventmodeling.org>

Event Modeling

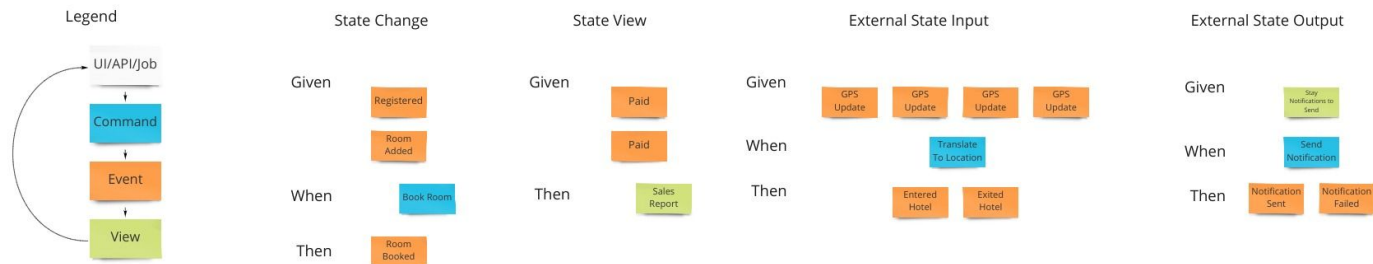


A hands-on Guide
**UNDERSTANDING
EVENTSOURCING**

PLANNING AND IMPLEMENTING
SCALABLE SYSTEMS WITH
EVENTMODELING AND
EVENTSOURCING

Martin Dillger

Forewords by Adam Dymitruk and
Gabriel N. Schenker

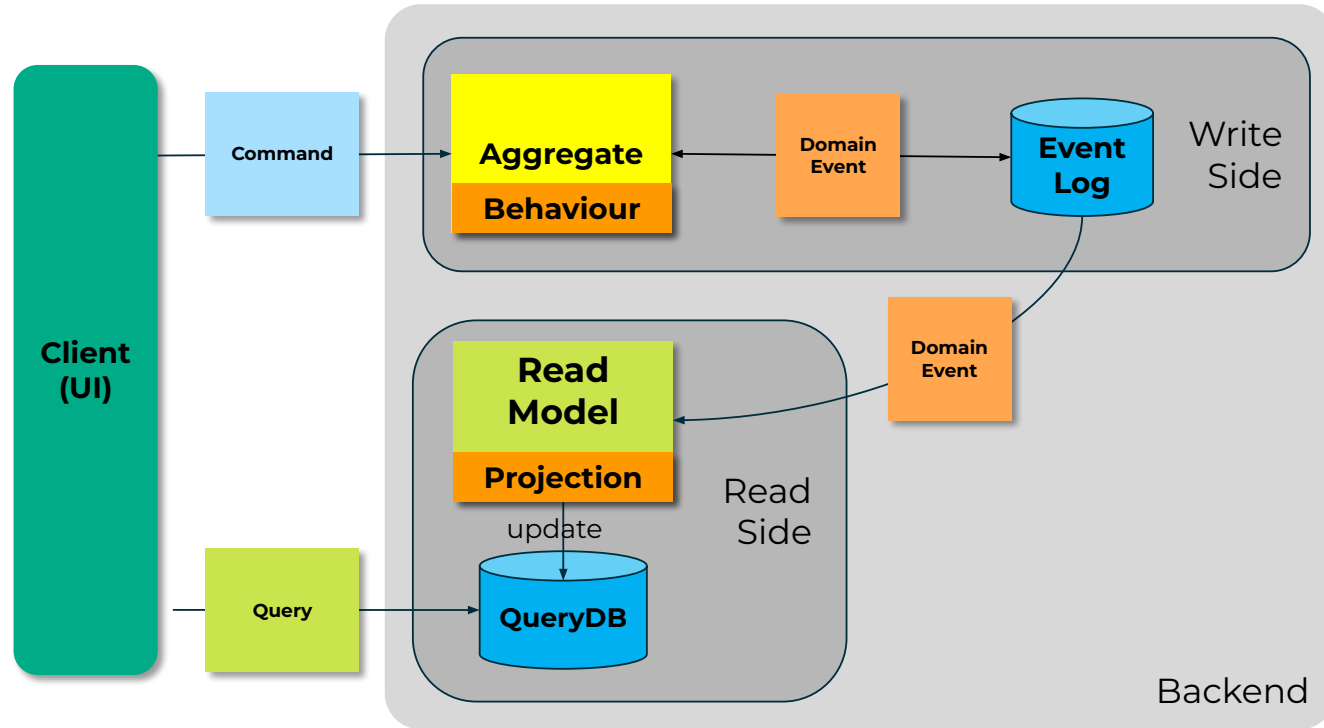


Problem: Coupling between Services

- Splitting up code base into Microservices (bounded contexts)
 - One team is responsible for design, implementation, test, deployment, maintenance
- Often high coupling between services
 - Database sharing
 - Code sharing
 - Synchronous calls between services
 - Monolith => Distributed Monolith
 - Services can not be tested independently => Mocking necessary

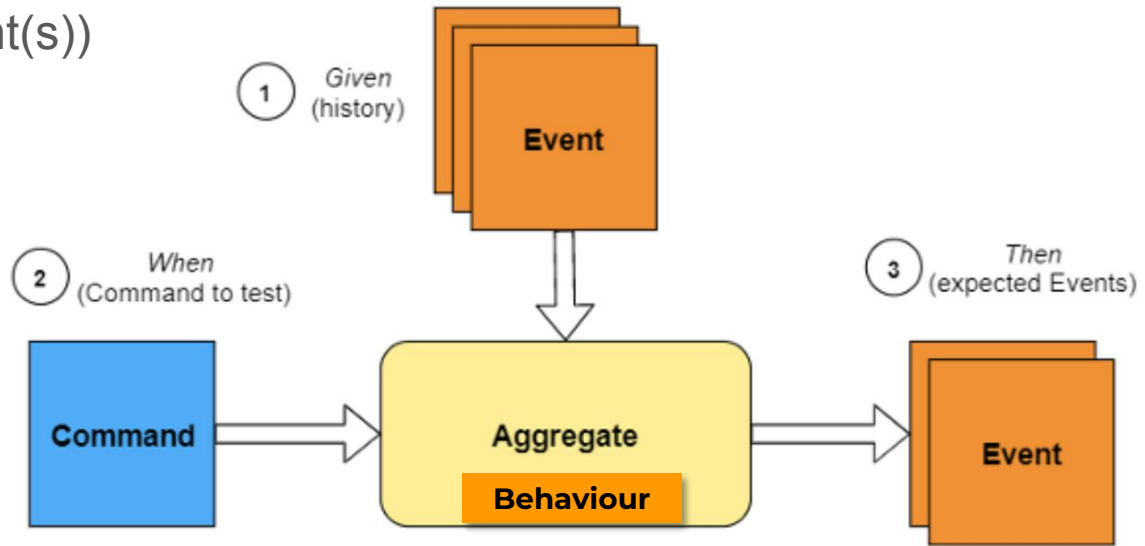
Solution: Event-Driven Architecture

Event Sourcing & CQRS (Command Query Responsibility Segregation)



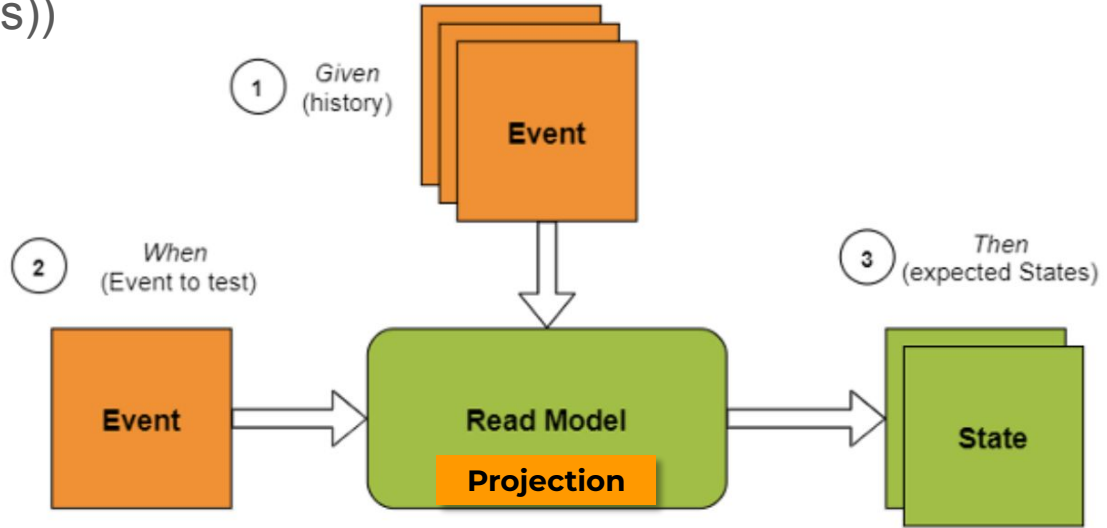
Behavior Test

1. **Given** (Event history)
2. **When** (Command to test)
3. **Then** (expected Event(s))



Projection Test

1. **Given** (Event history)
2. **When** (Event to test)
3. **Then** (expected State(s))



Cloud Computing Service Models

Provider
Managed

Customer
Managed

| On-site | Infrastructure as a Service | Container as a Service | Platform as a Service | Functions as a Service | Software as a Service |
|--------------------------|--|---------------------------|--------------------------------------|---|-------------------------------------|
| Functions | Functions | Functions | Functions | Functions | Functions |
| Application | Application | Application | Application | Application | Application |
| Runtime | Runtime | Runtime | Runtime | Runtime | Runtime |
| Containers (optional) | Containers (optional) | Containers | Containers | Containers | Containers |
| OS | OS | OS | OS | OS | OS |
| Virtualization | Virtualization | Virtualization | Virtualization | Virtualization | Virtualization |
| Hardware | Hardware | Hardware | Hardware | Hardware | Hardware |
| Examples: | AWS Microsoft Azure Google Cloud | Amazon ECS Google GKE | Heroku Cloud Foundry OpenShift | AWS Lambda Azure Functions Google Functions | Office 365 Salesforce Shopify |

Problem: High efforts & costs for operation

- Maintain Infrastructure for On-site & IaaS
- Maintain containers & clusters with PaaS & CaaS
- High operational costs even with little load when starting & experimenting
- Difficult to scale when you are successful and load is increasing

Solution: Serverless Cloud

- Build and run applications without thinking about servers
 - Only use services that are managed by the cloud provider
 - Connect services by configuration and "glue" code (FaaS)
 - Event- driven architecture (EDA)
 - Focus on business logic
 - Ship faster
 - Automatically scale up & down
 - Pricing is based on the actual amount of resources consumed
-
- Cons (mitigations on upcoming slides)
 - Vendor Lock- in
 - Difficult management of high number resources
 - Resource limits (not applicable for all computing workloads)



Problem: Hard to manage infrastructure resources

- First tests & experiments can be done in AWS Console, but not whole applications
 - 100s of resources
 - repetitive work
 - error prone
 - unclear, what has to be created, deleted or changed

Solution: Infrastructure as Code (IaC)

- **Automate** the provisioning of cloud infrastructure
- imperative vs. **declarative** approach
- DSLs (YAML, JSON, HCL) vs. **General purpose languages**



Your Clouds, Your Languages, Your Workflows

Clouds



Languages



IDEs



CI/CD Tools



<https://www.pulumi.com>

Problem: Bad Developer Experience (DX)

- lots of boilerplate code
- lots of errors only visible at runtime => lots of trivial tests necessary
- Mutability by default
 - Unpredictable state changes
 - Concurrency hazards
 - Debugging complexity
- Side effects
 - Coupling & hidden state
 - Testing complexity
 - Mocking necessary
- often no real full stack experience

Solution: Functional Programming with strong typing (Full Stack)



<https://rescript-lang.org>



<https://graphql.org>

- functional
- sound type system with exceptional inference
- lightning fast compilation
- compiles to JavaScript
- reuse existing npm libraries (with some "glue code")
- based on mature language OCaml (same family as F#, Haskell)
- well integrated with React (for frontend)

- fully typed
- introspection
- no over/underfetching
- well integrated in ReScript ecosystem

Full Stack - fully typed

- Backend
- API (GraphQL)
- Frontend (React)
- Infrastructure (Pulumi)

Reventless Framework

- **Re-usable Building Blocks** based on Pulumi Components

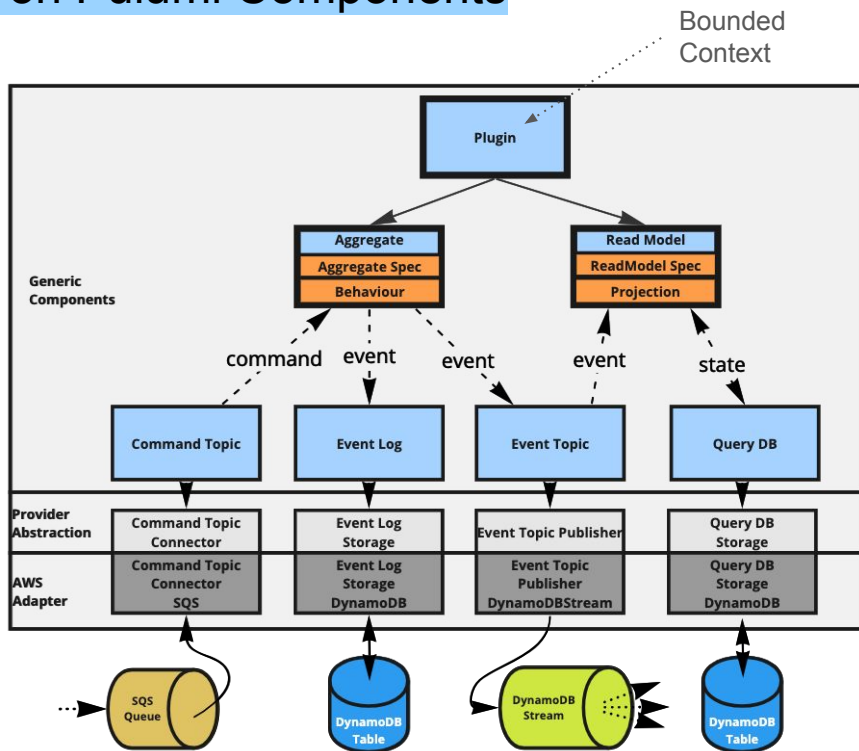
- Cloud Infrastructure Resources
- Run-time functionality

- **Abstractions & Adapters for Cloud Services / Providers**

- Support different Cloud Services (depending on requirements)
- Avoid Vendor Lock-In

- **Project/Domain specific code**

- In production for 6+ years
- Soon to be open sourced



Aggregate Spec Example (Customer)

@schema

type command =

- | Register({name: string, address: string})
- | ChangeAddress({address: string})
- | ChangeName({name: string})
- | Delete

command definitions

@schema

type event =

- | Registered({name: string, address: string})
- | AddressChanged({address: string})
- | NameChanged({name: string})
- | Unchanged
- | Deleted

event definitions

@schema

type error =

- | AlreadyExisting
- | NotExisting

error definitions

Aggregate Behaviour Example (Customer_Behaviour)

```
@schema
type state = {
  address: string,
  name: string,
  deleted: bool,
}  write side state
```

```
// command handler for not existing Aggregate: command => array<event>
let create = (command, context, error) =>
  switch command {
  | Register({name, address}) => [Registered({name, address})]
  | _ => error(NotExisting, command, context)
  }

// command handler for existing Aggregate: (state, command) => array<event>
let execute = (state, command, context, error) =>
  switch (command, state) {
  | (Register({name, address}), {deleted: true}) => [Registered({name, address})]
  | (Register(_), {deleted: false}) => error(AlreadyExisting, command, context)

  | (ChangeAddress(_), {deleted: true}) => error(NotExisting, command, context)
  | (ChangeAddress({address}), {address: oldAddress}) if address ≠ oldAddress => [
    AddressChanged({address: address}),
  ]
  | (ChangeAddress(_), _) => [Unchanged]
  | (ChangeName(_), {deleted: true}) => error(NotExisting, command, context)
  | (ChangeName({name}), {name: oldName}) if name ≠ oldName => [NameChanged({name: name})]
  | (ChangeName(_), _) => [Unchanged]
  | (Delete, {deleted: true}) => [Unchanged]
  | (Delete, {deleted: false}) => [Deleted]
  }
```

command handling

```
// projection for not existing Aggregate: event => state
let init = event =>
  switch event {
  | Registered({address, name}) => {
    address,
    name,
    deleted: false,
  }
  | _ => invalidEvent(event)
  }
```

```
// projection existing Aggregate: (state, event) => state
let apply = (state, event) =>
  switch event {
  | AddressChanged({address}) => { ... state, address }
  | NameChanged({name}) => { ... state, name }
  | Unchanged => state
  | Deleted => { ... state, deleted: true }
  | Registered(_) => { ... state, deleted: false }
  }
```

event projection

ReadModel Projection Example (Customer_Projection)

```
@schema
type state = {
  name: string,
  address: string,
}
```

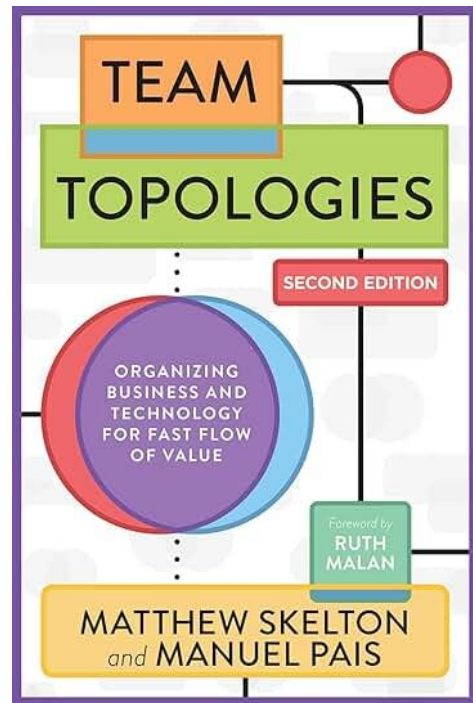
read side state

```
// {event, id} ⇒ action<state>
let map = ({event, id}) ⇒ {
  switch event {
    | Customer.Registered({name, address}) ⇒ Create(id, {name, address})
    | AddressChanged({address}) ⇒ Update(id, state ⇒ { ... state, address})
    | NameChanged({name}) ⇒ Update(id, state ⇒ { ... state, name})
    | Deleted ⇒ Delete(id)
    | Unchanged ⇒ Ignore
  }
}
```

event projection

Clear separation of teams

- **Stream-aligned Teams** (Application development teams)
 - Full focus on the business (and not technology)
 - Create and maintain
 - **Project/Domain specific code** (as shown on the last slides)
 - A bit of configuration (which Cloud Services should be used)
- **Platform Team**
 - Runs an internal developer platform
 - Based on Reventless framework
- **Reventless Open Source Community**
 - add Adapters for new Services (or new Cloud Providers)
 - improve & optimize existing Adapters
 - introduce new Abstractions
 - All existing & future applications using the Reventless framework benefit from those extensions & improvements



Summary

- Most technologies are quite mature (20+ years)
 - Combination is unique - Mindset Shift
 - Application development teams can fully focus on the business
 - Deploy to the cloud very fast
 - Scale automatically up & down
 - Keep operational cost down
 - Fits well for AI-based development & applications using AI
 - It's a lot of fun to work with !
-
- Framework Reventless will be Open Sourced soon
 - There are a lot of ideas for improvements & extensions
 - If you are interested: Be part of it !

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