

Unleash the Power of Symfony Messenger



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SymfonyCon Amsterdam 2025



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Ryan Weaver
1984-2025

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SymfonyCon Amsterdam 2025

About Me

- VP of Engineering at Vacatia



Paris, 2015

About Me

- VP of Engineering at Vacatia
- Live in Portland, Oregon



Portland, 2013

About Me

- VP of Engineering at Vacatia
- Live in Portland, Oregon
- CTO at Pickathon Music Festival



San Francisco, 2011

About Me

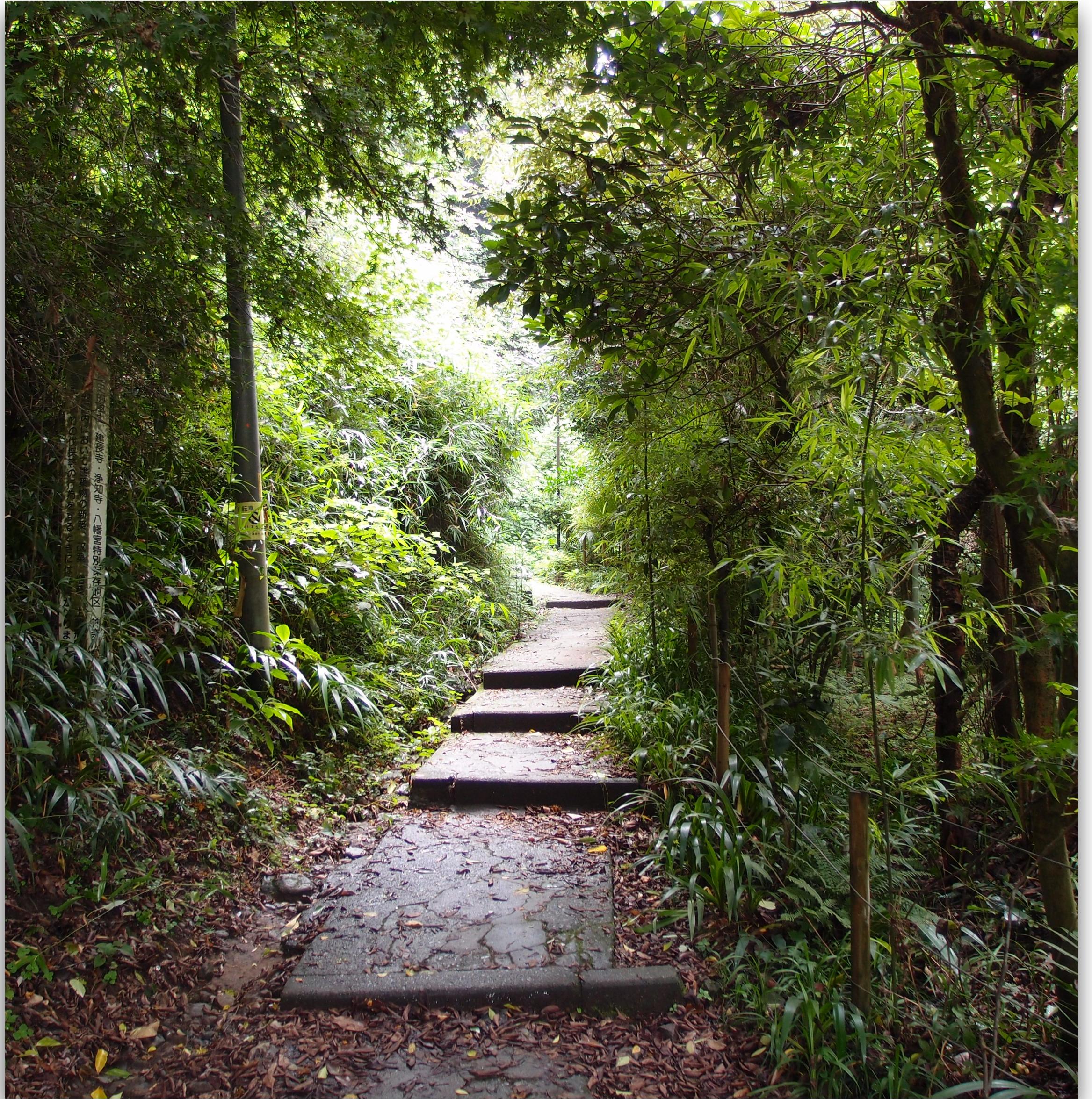
- VP of Engineering at Vacatia
- Live in Portland, Oregon
- CTO at Pickathon Music Festival
- Former Symfony Core Team



Paris, 2010

Today

- Vacatia 101
- Symfony Messenger 101
- Cool stuff



Vacatia



TECH STACK



Reservations



Reservations



Owners & Contracts



Reservations



Owners & Contracts



Billing



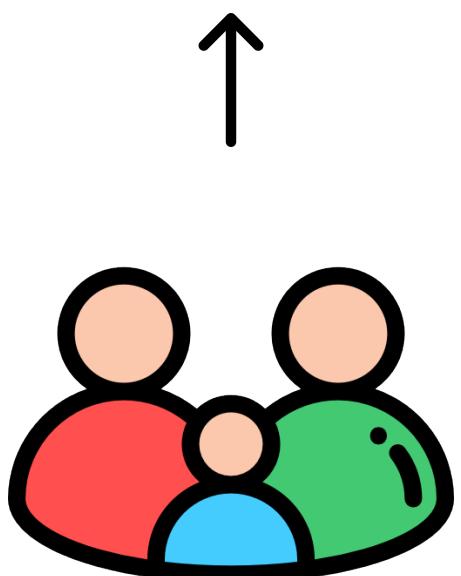
Reservations



Owners & Contracts

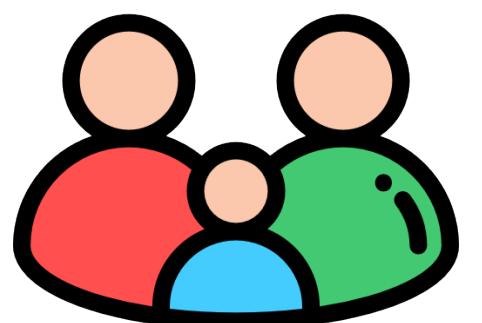


Billing





Reservations



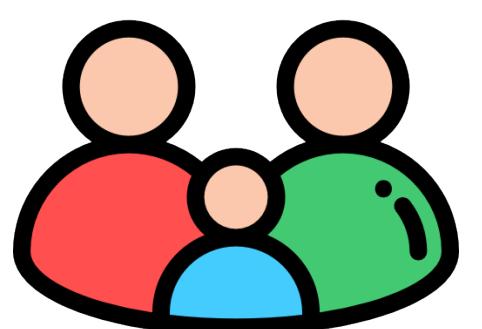
Owners & Contracts



Billing



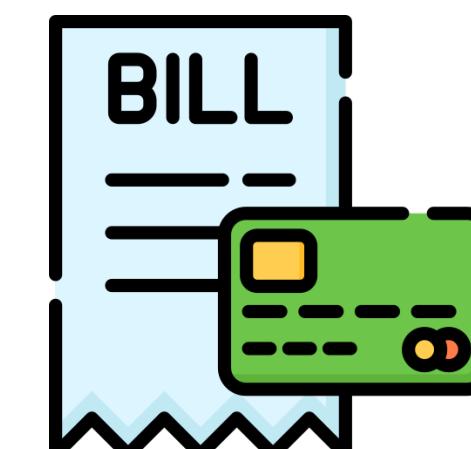
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Owners & Contracts

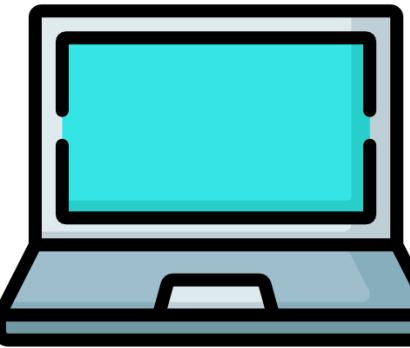
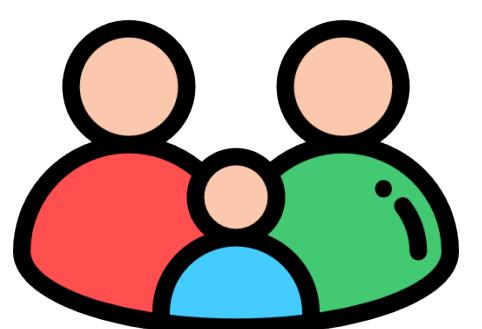


Billing

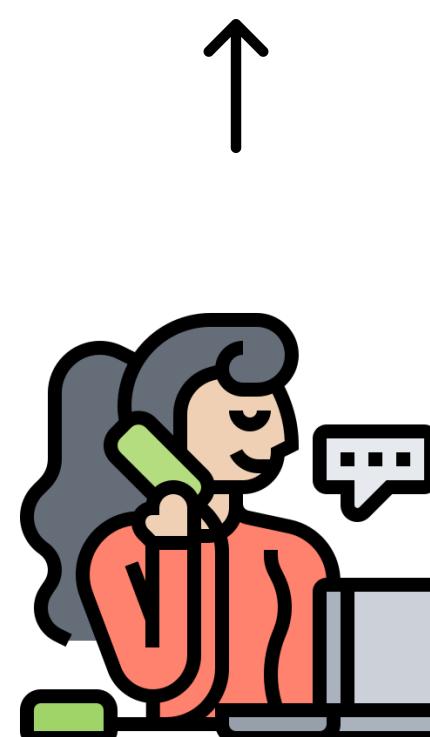




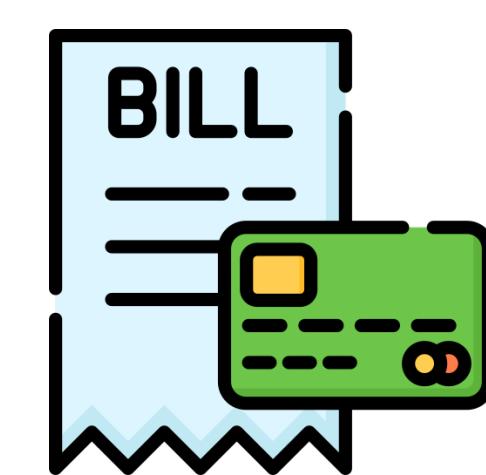
Reservations



Owners & Contracts



Billing





Owners & Contracts



Reservations



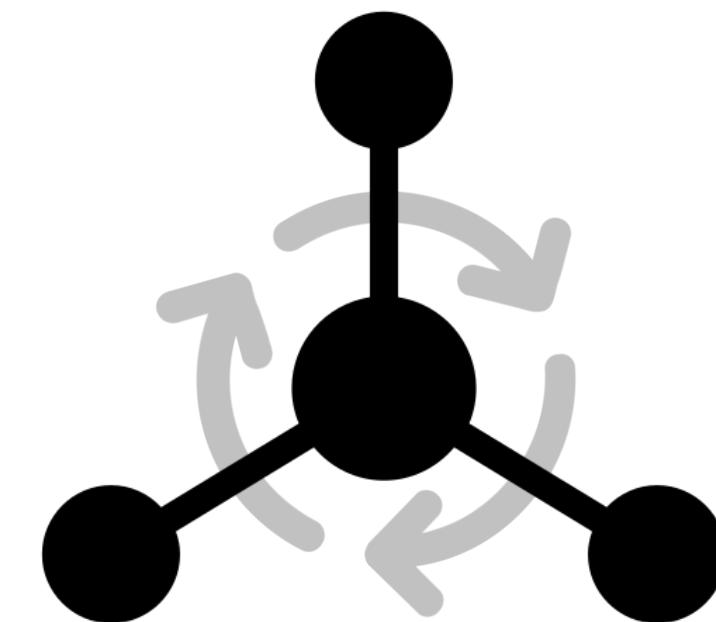
Billing



Owners & Contracts



Reservations

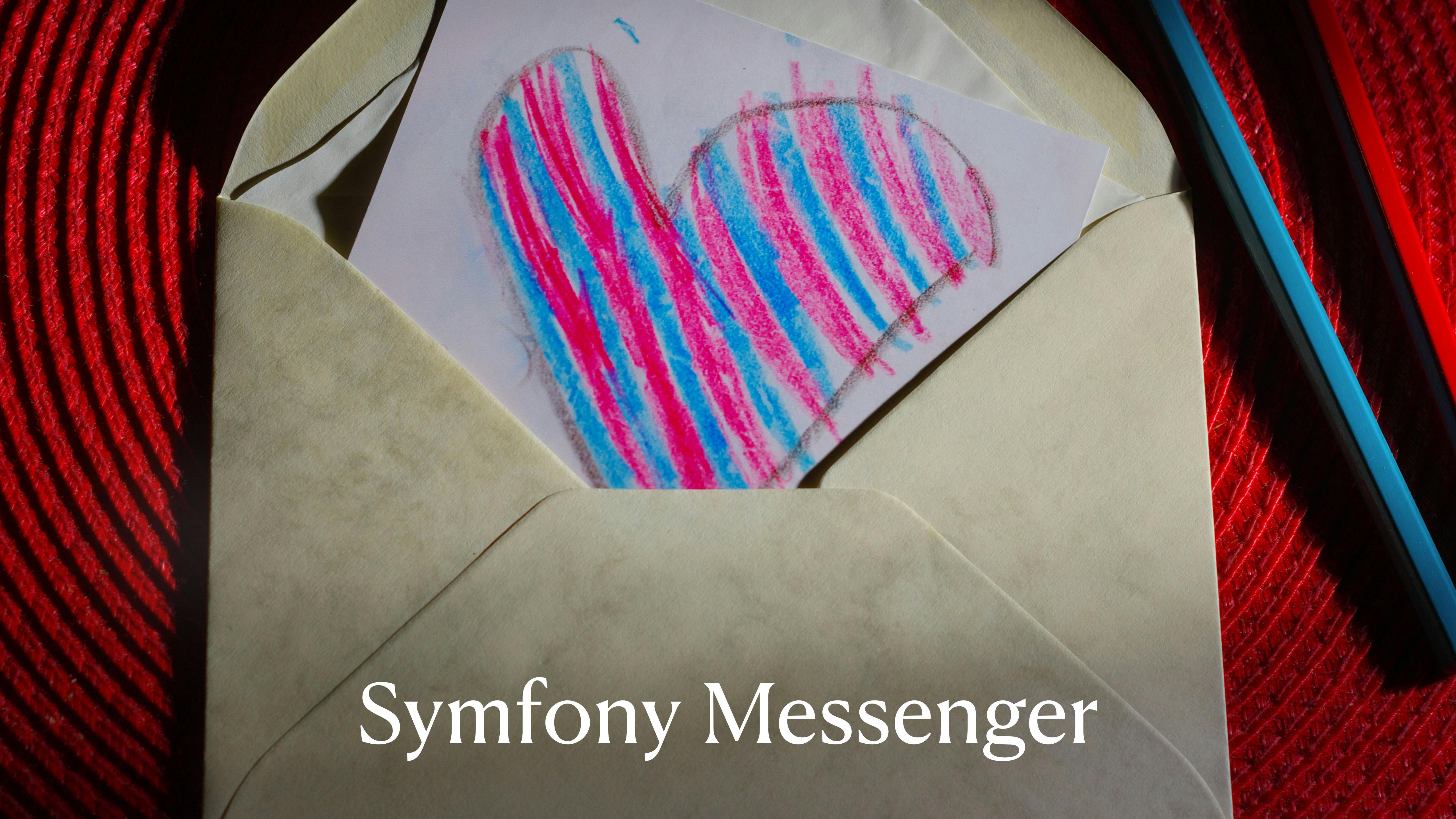


Integration Layer

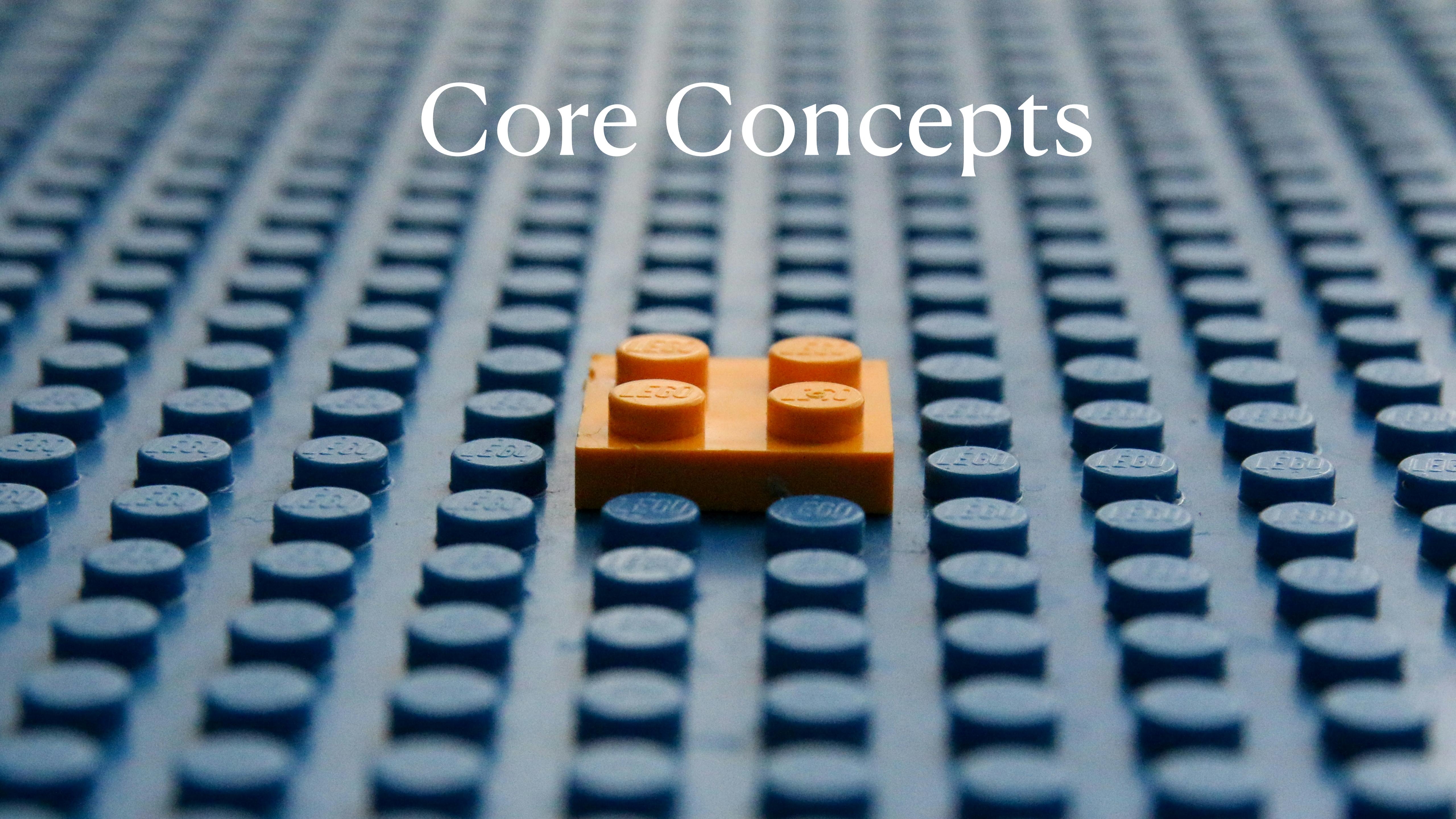


Billing

Symfony Messenger



Core Concepts



Message Bus

“A bus ... is a communication system that transfers data between components”

Wikipedia: Bus (computing)

```
$envelope = $bus->dispatch( $envelope );
```

Envelopes

```
class Envelope
{
    function getMessage(): object;

    function with(StampInterface ...$stamps): static;
    function last(string $stampClass): ?StampInterface;

    /** @return StampInterface[]|StampInterface[][] */
    function all(?string $stampClass = null): array;

    // ...
}
```

```
/** Stamps must be serializable value objects for transport. */
interface StampInterface {}
```

Core Concepts

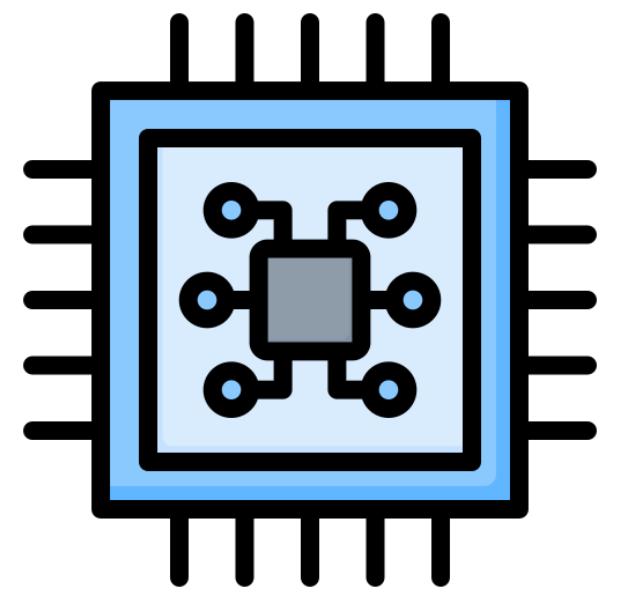
- Message Bus
- Envelopes
- Messages
- Stamps
- ...



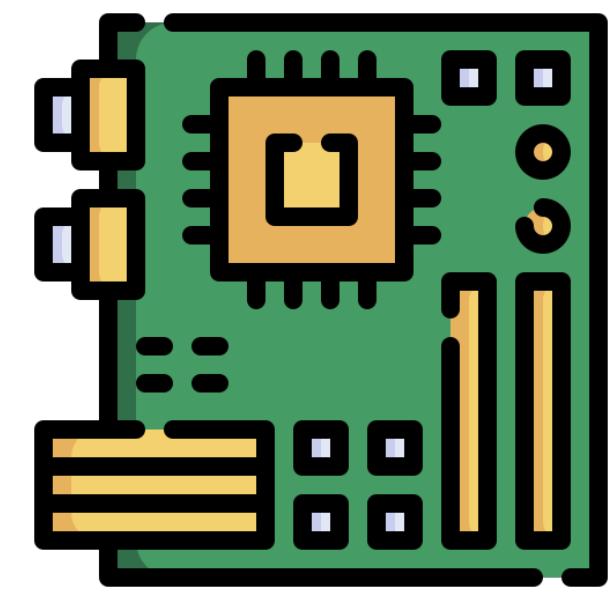
What happens inside the bus?



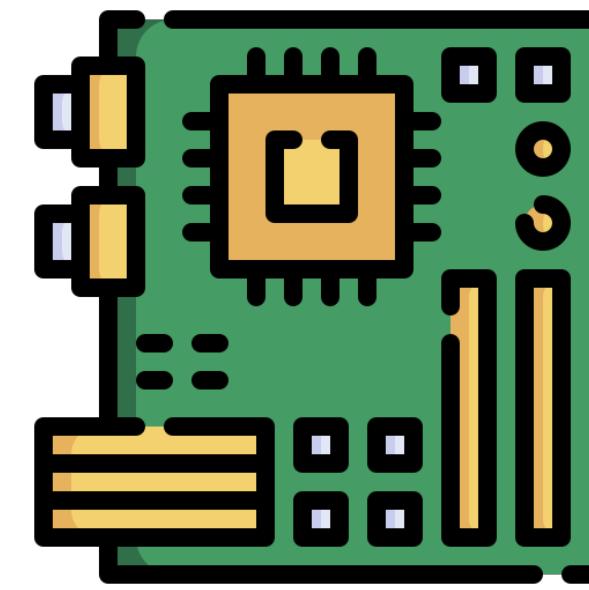
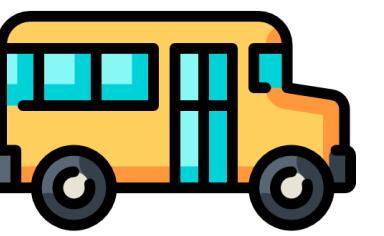
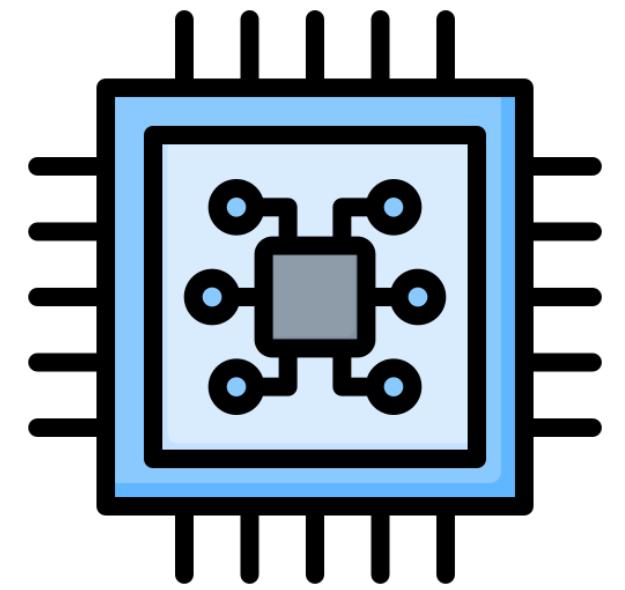
Middleware



Component A

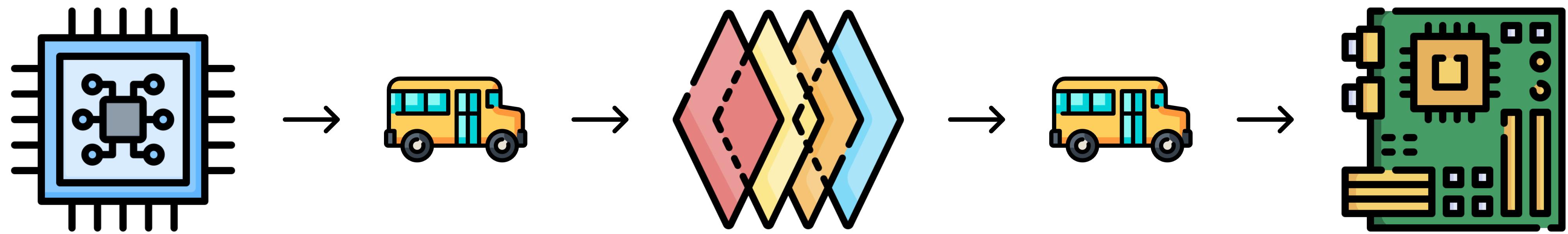


Component B



Component A

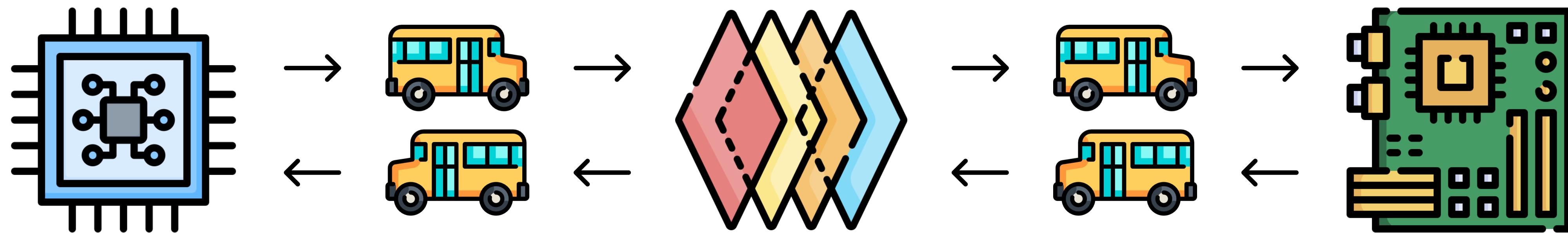
Component B



Component A

Middleware

Component B



Component A

Middleware

Component B

```
interface MiddlewareInterface
{
    function handle(
        Envelope $envelope,
        StackInterface $stack,
    ) : Envelope;
}
```

```
interface StackInterface
{
    function next(): MiddlewareInterface;
}
```

```
class MyMiddleware implements MiddlewareInterface
{
    public function handle(
        Envelope $envelope,
        StackInterface $stack,
    ): Envelope {
        return $envelope;
    }
}
```

```
class MyMiddleware implements MiddlewareInterface
{
    public function handle(
        Envelope $envelope,
        StackInterface $stack,
    ): Envelope {
        return $stack->next()->handle(
            $envelope,
            $stack,
        );
    }
}
```

```
public function handle(Envelope $envelope, StackInterface $stack): Envelope
{
    // before
    try {
        $envelope = $stack->next()->handle($envelope, $stack);
    } catch (Throwable $e) {
        // on error
        throw $e;
    } finally {
        // always
    }

    // on success

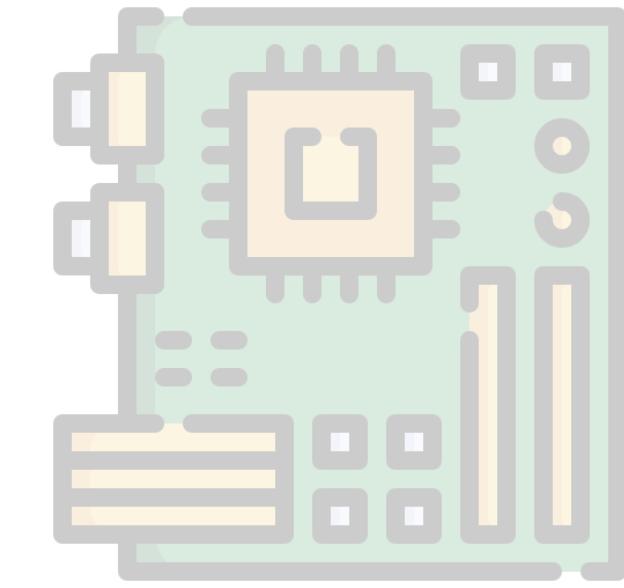
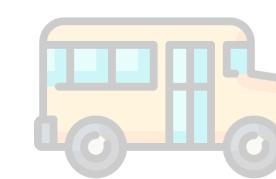
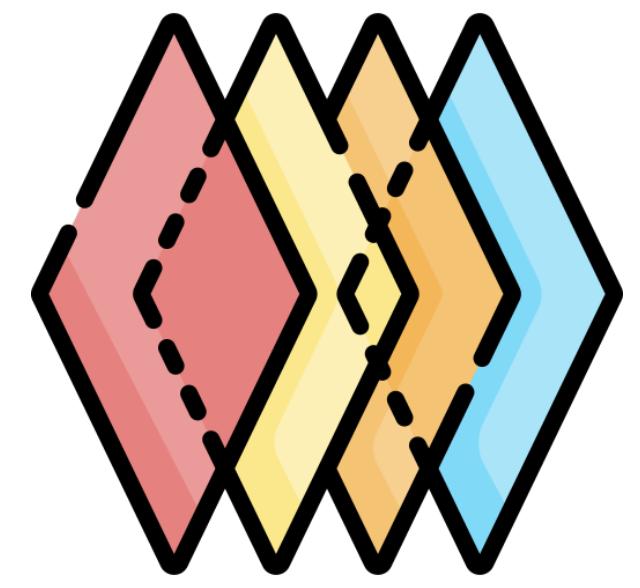
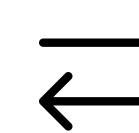
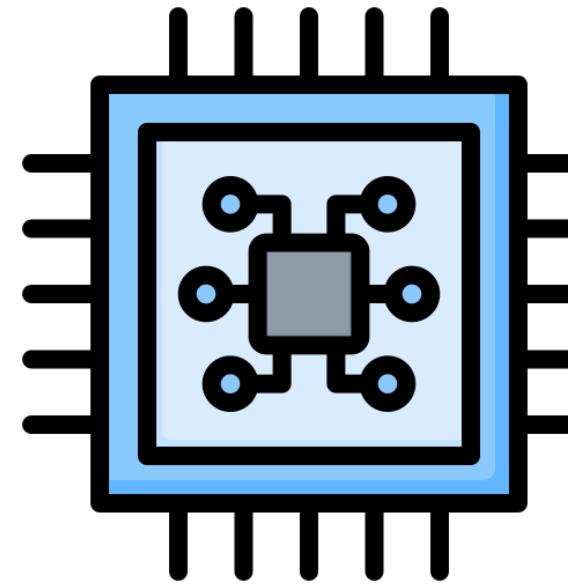
    return $envelope;
}
```

Core Middleware

- SendMessageMiddleware
- HandleMessageMiddleware

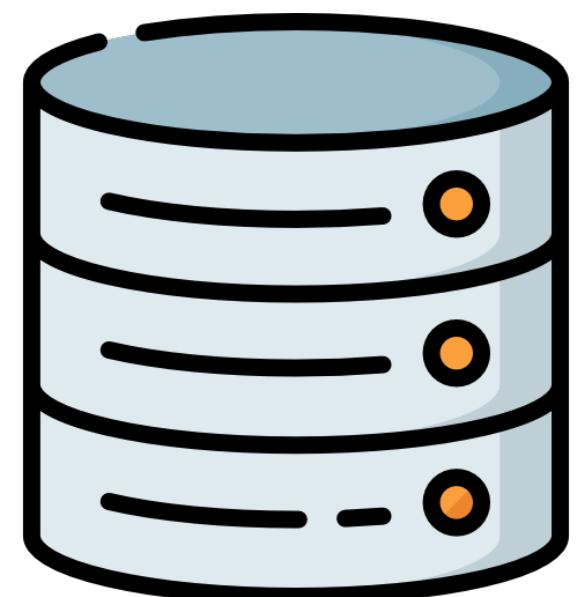


Transports



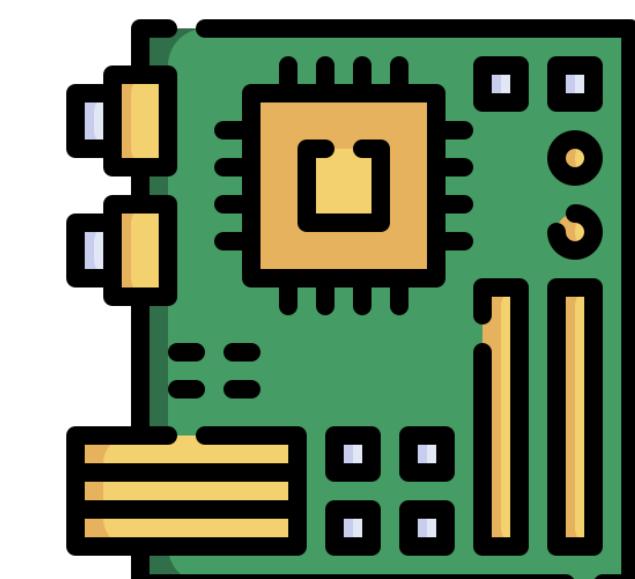
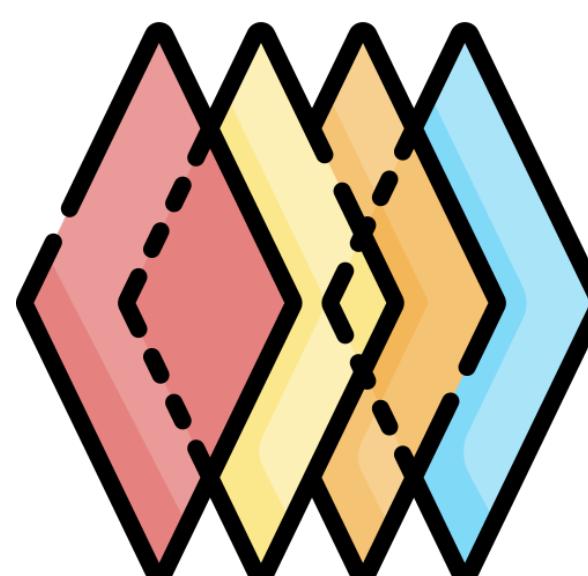
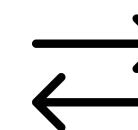
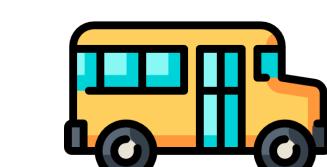
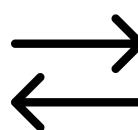
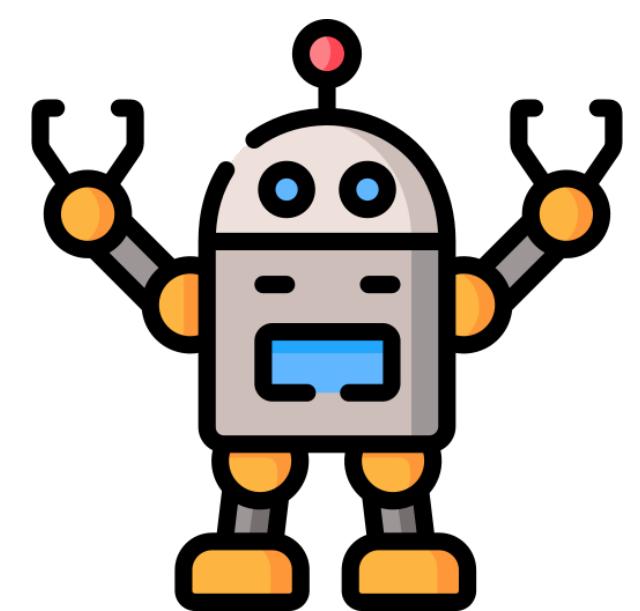
↓ Send

Transport



↓ Receive

Worker



Core Concepts

- Message Bus
- Envelopes
- Messages
- Stamps
- Middleware
- Transports (send & receive)
- Workers
- Handlers



Unleashed!

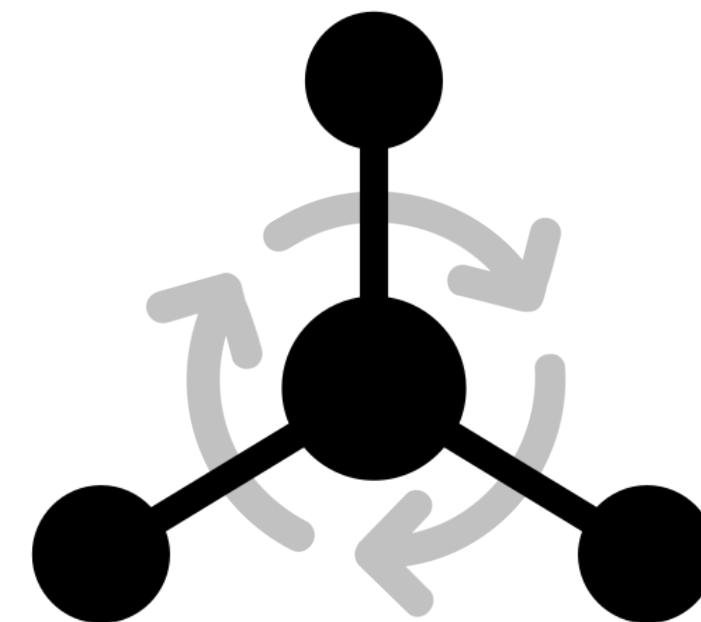




Owners & Contracts



Reservations



Integration Layer



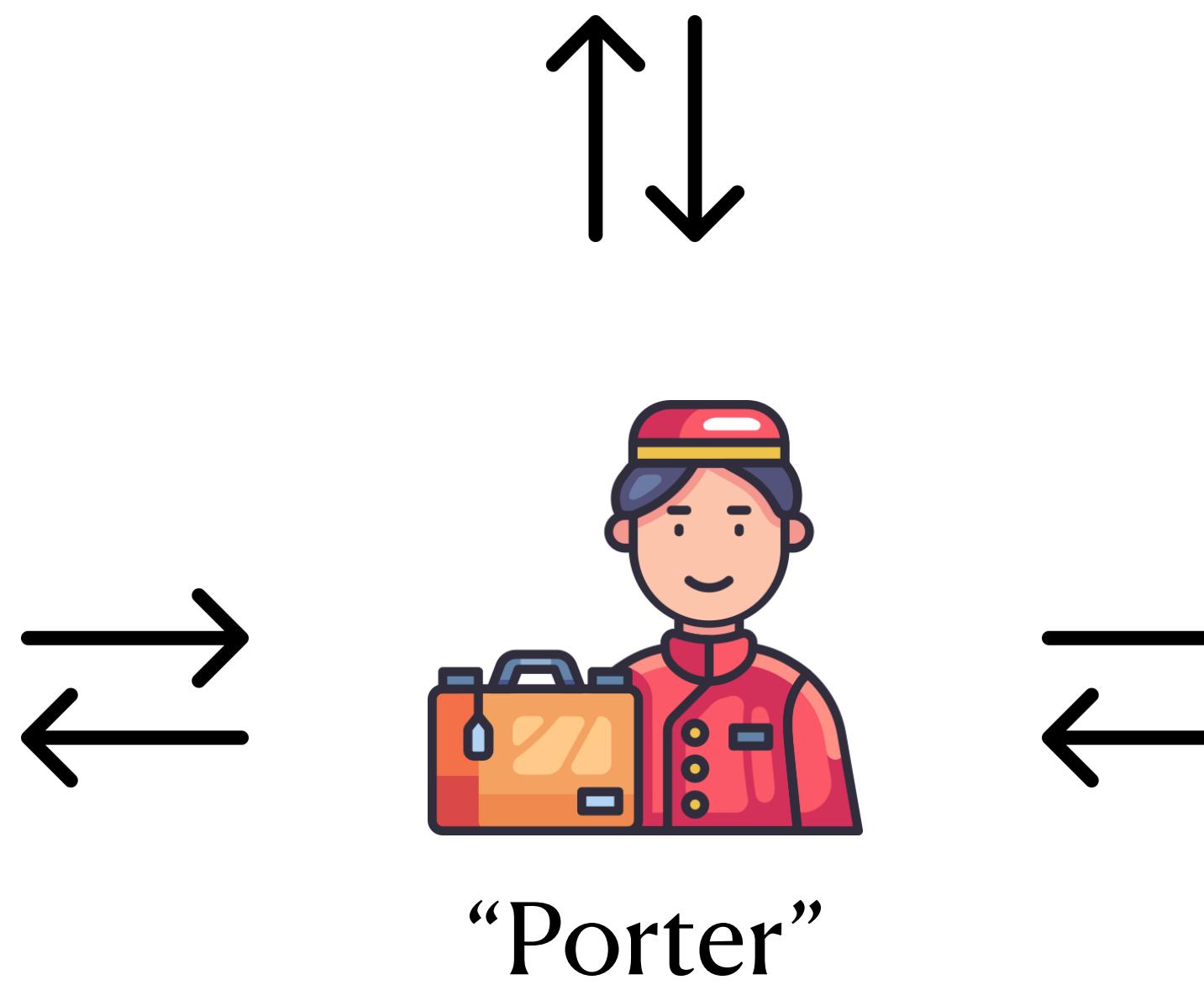
Billing



Owners & Contracts



Reservations



"Porter"

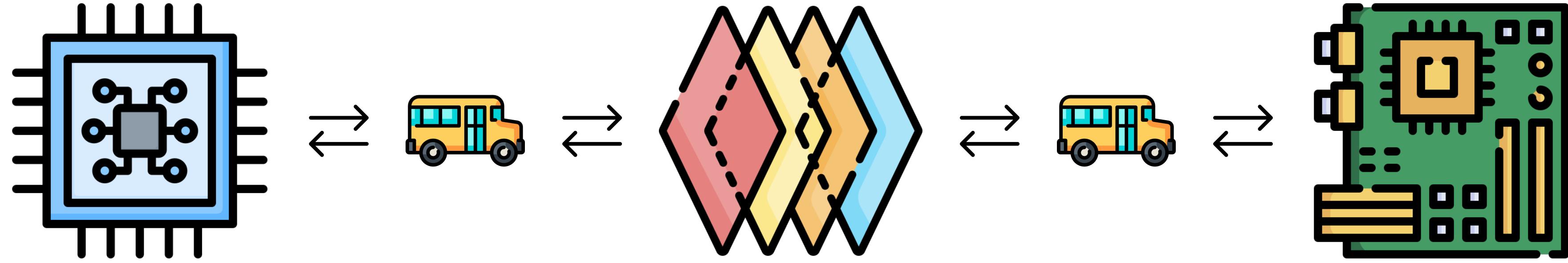


Billing

```
readonly class IdStamp implements StampInterface
{
    public function __construct(
        public Ulid $id = new Ulid(),
    ) {}

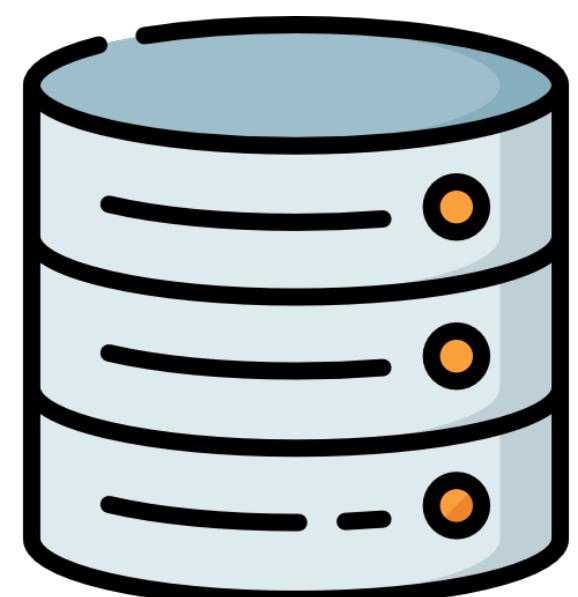
}
```

```
class IdMiddleware implements MiddlewareInterface
{
    public function handle(
        Envelope $envelope,
        StackInterface $stack,
    ): Envelope {
        $envelope = $envelope->with(new IdStamp());
        return $stack->next()->handle($envelope, $stack);
    }
}
```



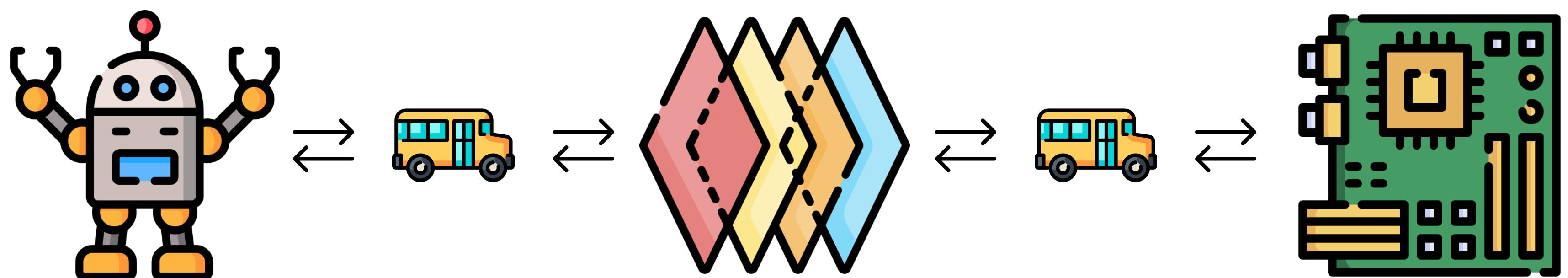
↓ Send

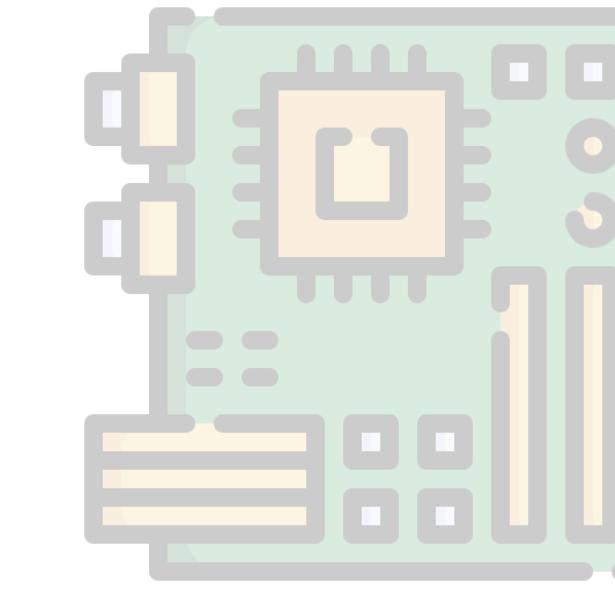
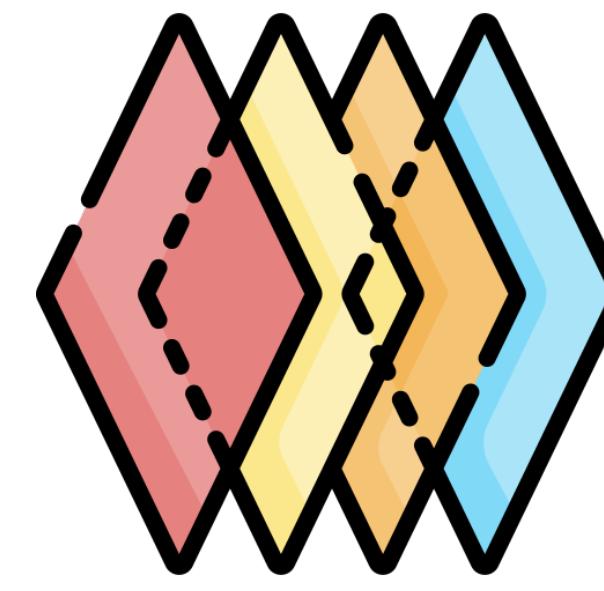
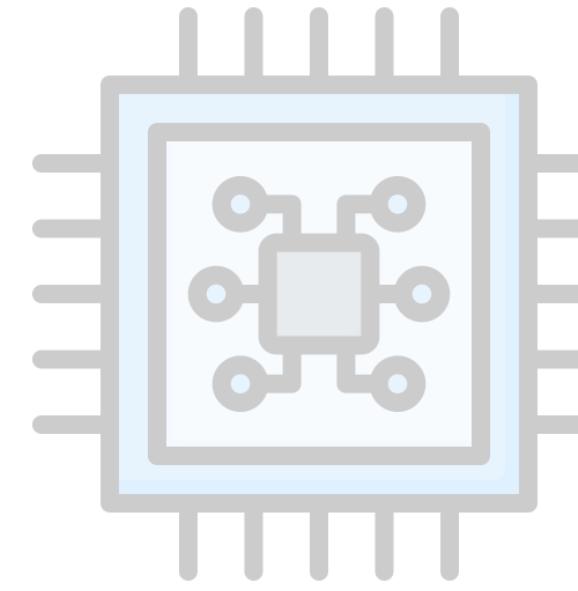
Transport



↓ Receive

Worker





↓ Send

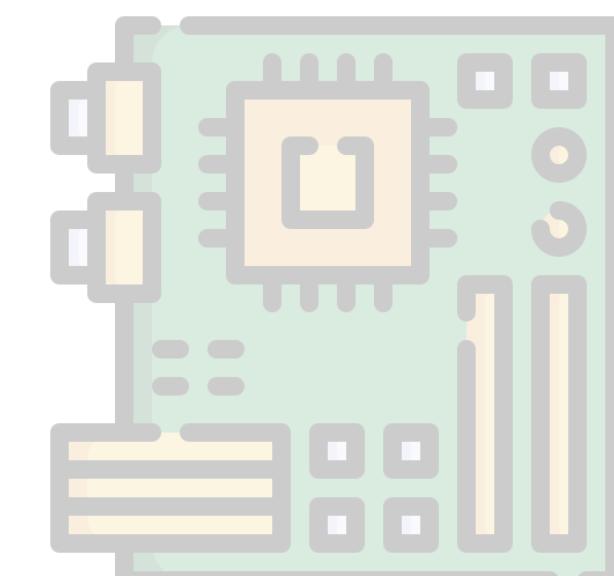
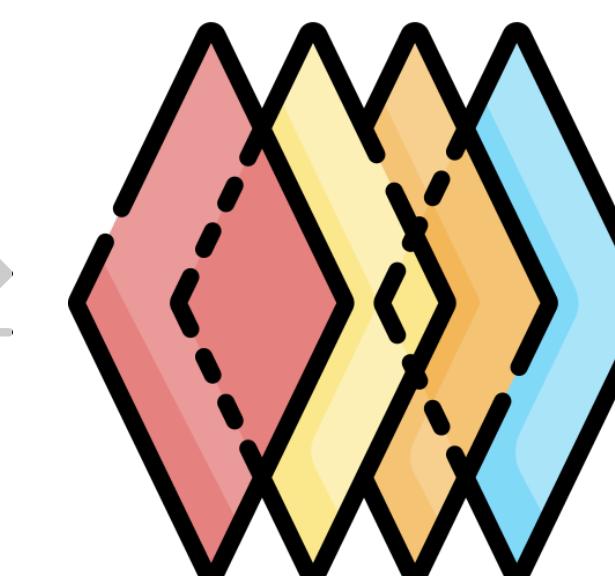
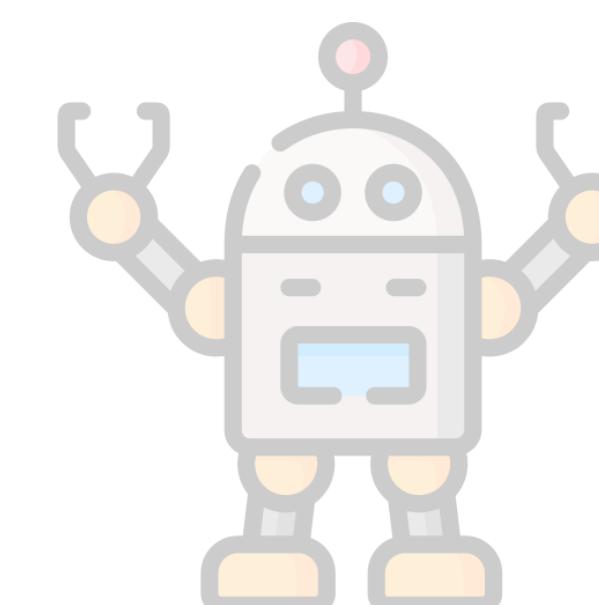


Transport

Envelopes can pass through
middleware multiple times



↓ Receive



Worker

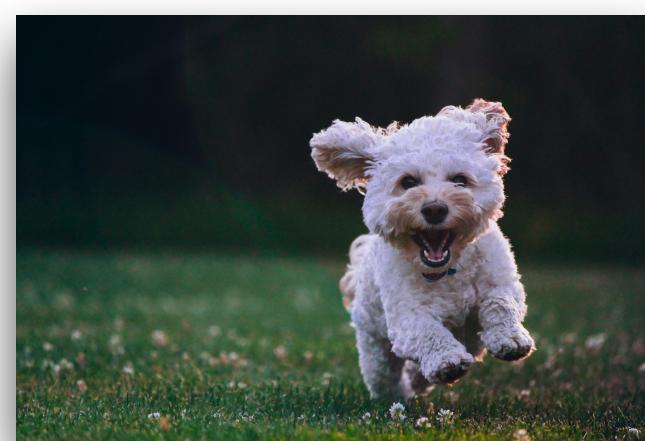
```
class IdMiddleware implements MiddlewareInterface
{
    public function handle(
        Envelope $envelope,
        StackInterface $stack,
    ): Envelope {
        $envelope = $envelope->with(new IdStamp());
        return $stack->next()->handle($envelope, $stack);
    }
}
```

```
class IdMiddleware implements MiddlewareInterface
{
    public function handle(
        Envelope $envelope,
        StackInterface $stack,
    ): Envelope {
        if ( !$envelope->last(IdStamp::class) ) {
            $envelope = $envelope->with( new IdStamp() );
        }

        return $stack->next()->handle($envelope, $stack);
    }
}
```



Now What?



Logging



```
class IdMiddleware implements MiddlewareInterface
{
    public function __construct(
        private IdContext $context,
    ) {}

    public function handle(Envelope $envelope, StackInterface $stack): Envelope
    {
        if (! $stamp = $envelope->last(IdStamp::class)) {
            $envelope = $envelope->with($stamp = new IdStamp());
        }

        $this->context->push($stamp->id);
        try {
            return $stack->next()->handle($envelope, $stack);
        } finally {
            $this->context->pop();
        }
    }
}
```

```
class IdProcessor implements ProcessorInterface
{
    public function __construct(
        private IdContext $context,
    ) {}

    public function __invoke(LogRecord $record): LogRecord
    {
        if ($id = $this->context->head()) {
            $record['extra']['message_id'] = "$id";
        }

        return $record;
    }
}
```

```
public function handle(Envelope $envelope, StackInterface $stack): Envelope
{
    if (! $stamp = $envelope->last(IdStamp::class)) {
        $envelope = $envelope->with($stamp = new IdStamp());
        $this->logDispatched($envelope);
    }

    $this->context->push($stamp->id);
    try {
        $envelope = $stack->next()->handle($envelope, $stack);
        $envelope->last(HandledStamp::class) && $this->logHandled($envelope);
        return $envelope;
    } catch (Throwable $e) {
        $this->logFailed($envelope, $e);
        throw $e;
    } finally {
        $this->context->pop();
    }
}
```



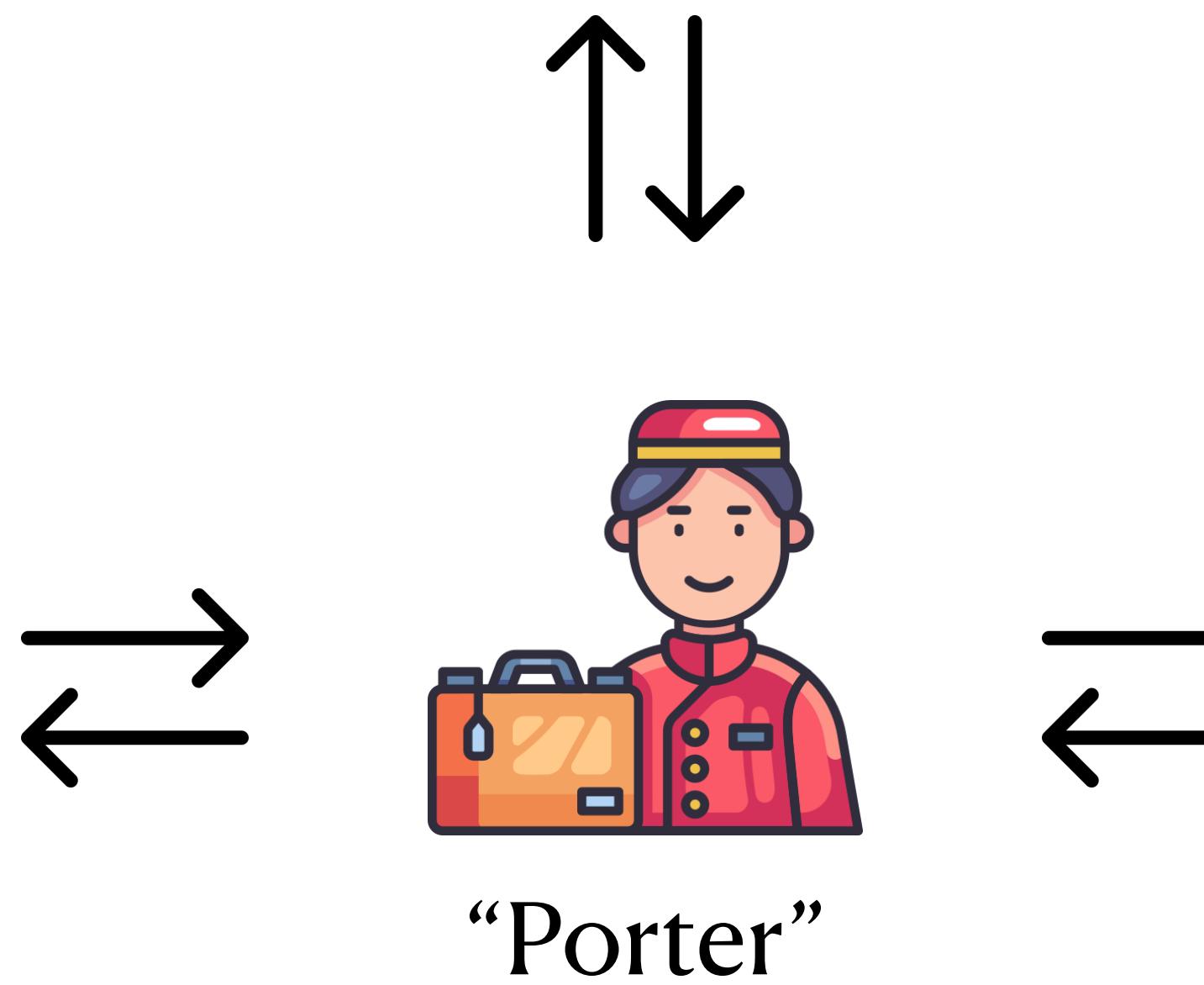
Nested Messages



Owners & Contracts



Reservations



"Porter"



Billing

```
class Envelope
{
    function with(StampInterface ...$stamps): static;
    function last(string $stampClass): ?StampInterface;

    /** @return StampInterface[]|StampInterface[][] */
    function all(?string $stampClass = null): array;

    // ...
}
```

```
public function handle(Envelope $envelope, StackInterface $stack): Envelope
{
    if (! $envelope->last(IdStamp::class)) {
        $envelope = $envelope->with(...array_map(
            idToStamp(...),
            $this->context->all(),
        ))->with(new IdStamp());
    }

    $this->logDispatched($envelope);
}

$this->context->push(array_map(
    stampToId(...),
    $envelope->all(IdStamp::class),
));
// ...
}
```

```
CREATE TABLE messenger_log (
    id CHAR(26) NOT NULL,
    path JSON NOT NULL,
    headers JSON,
    body TEXT,
    dispatched_at DATETIME NOT NULL,
    handled_at DATETIME,
    failed_at DATETIME,
    error TEXT,
    PRIMARY KEY (id)
)
```



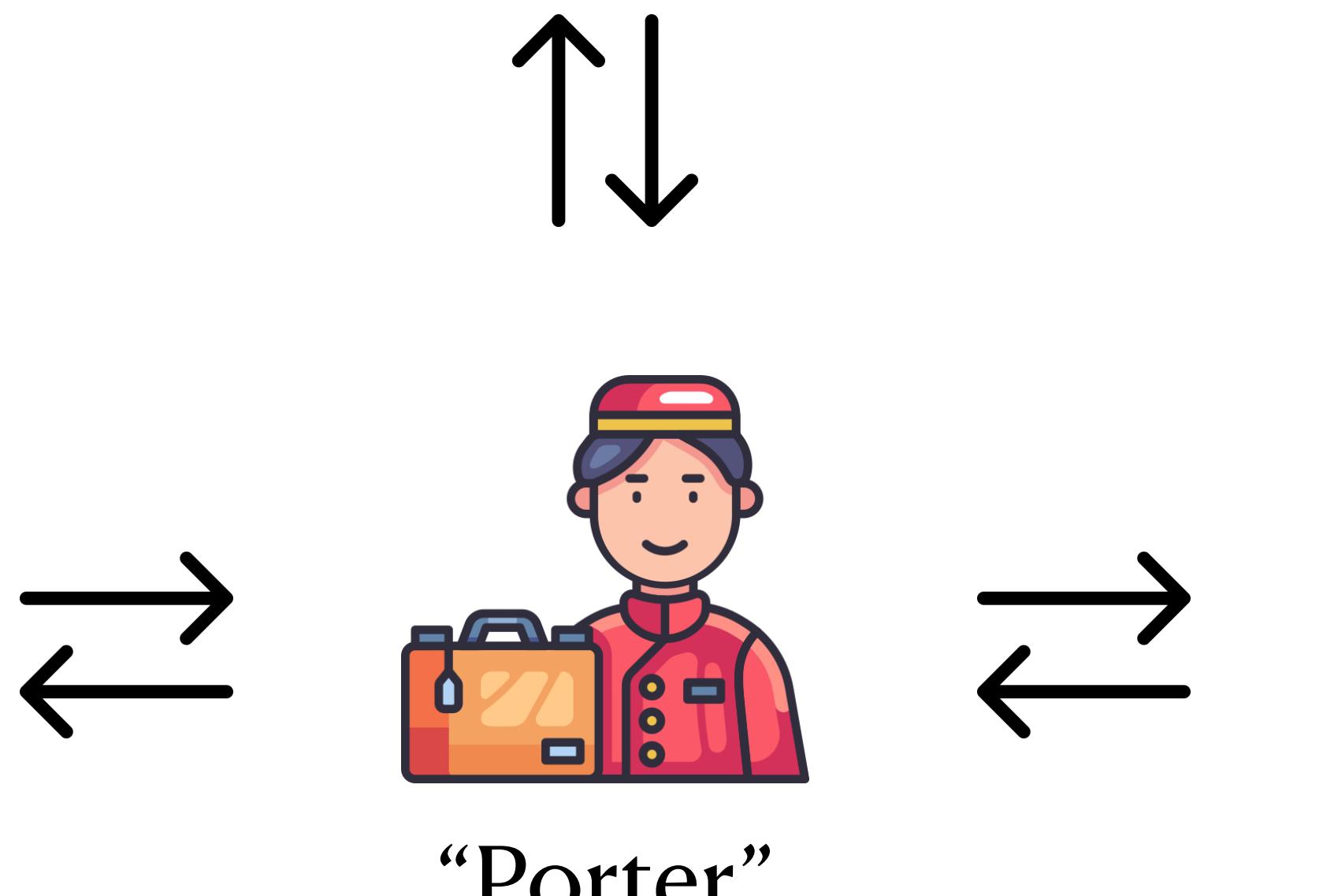
Message Chains



Owners & Contracts



Reservations



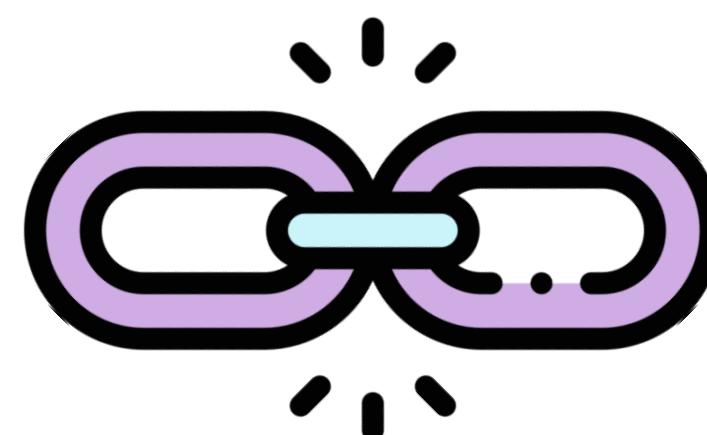
"Porter"



Billing



Create Reservation



Update Reservation



Update Guest

Message Sequencing

```
class ChainStamp implements StampInterface
{
    public function __construct(
        public Envelope $envelope,
    ) {}
}
```

```
class ChainMiddleware implements MiddlewareInterface
{
    public function handle(Envelope $envelope, StackInterface $stack): Envelope
    {
        $envelope = $stack->next()->handle($envelope, $stack);
        if (!$envelope->last(HandledStamp::class)) {
            return $envelope;
        }

        foreach ($envelope->all(ChainStamp::class) as $chainStamp) {
            $this->bus->dispatch($chainStamp->envelope);
        }
    }

    return $envelope->withoutAll(ChainStamp::class);
}
```

```
$bus->dispatch($createReservation, [  
    new ChainStamp($sendConfirmation),  
] );
```

Message Dependencies



```
interface ChainInterface
{
    function chain(
        object $prevMessage,
        mixed $prevResult,
    ) : ?object;
}
```

```
class UpdateReservation implements ChainInterface
{
    public string $reservationId;

    public function __construct(
        public array $updates,
    ) {}

    public function chain(object $prevMessage, mixed $prevResult): ?object
    {
        $this->reservationId = $prevResult['id'];

        return $this;
    }
}
```

```
$bus->dispatch( $createReservation, [
    new ChainStamp( $updateReservation ),
] );
```

```
public function handle(
    Envelope $envelope,
    StackInterface $stack,
): Envelope {
    // ...

    foreach ($this->nextEnvelopes(
        $envelope,
        $handledStamp,
    ) as $nextEnvelope) {
        $this->bus->dispatch($nextEnvelope);
    }

    // ...
}
```

```
private function nextEnvelopes(
    Envelope $envelope,
    HandledStamp $handledStamp,
): iterable {
    foreach ($envelope->all(ChainStamp::class) as $chainStamp) {
        $nextMessage = $chainStamp->envelope->getMessage();

        if (!$nextMessage instanceof ChainInterface) {
            yield $chainStamp->envelope;
        } elseif ($nextMessage = $nextMessage->chain(
            $envelope->getMessage(),
            $handledStamp->getResult(),
        )) {
            yield Envelope::wrap($nextMessage);
        }
    }
}
```

Unleash the Power of Symfony Messenger

- Message Bus
- Envelopes
- Messages
- Stamps
- Middleware
- Transports (send & receive)
- Workers
- Handlers
- Message IDs
- Message Log
- Nested Messages
- Message Sequencing
- Message Dependencies

Thank you, Symfony!

