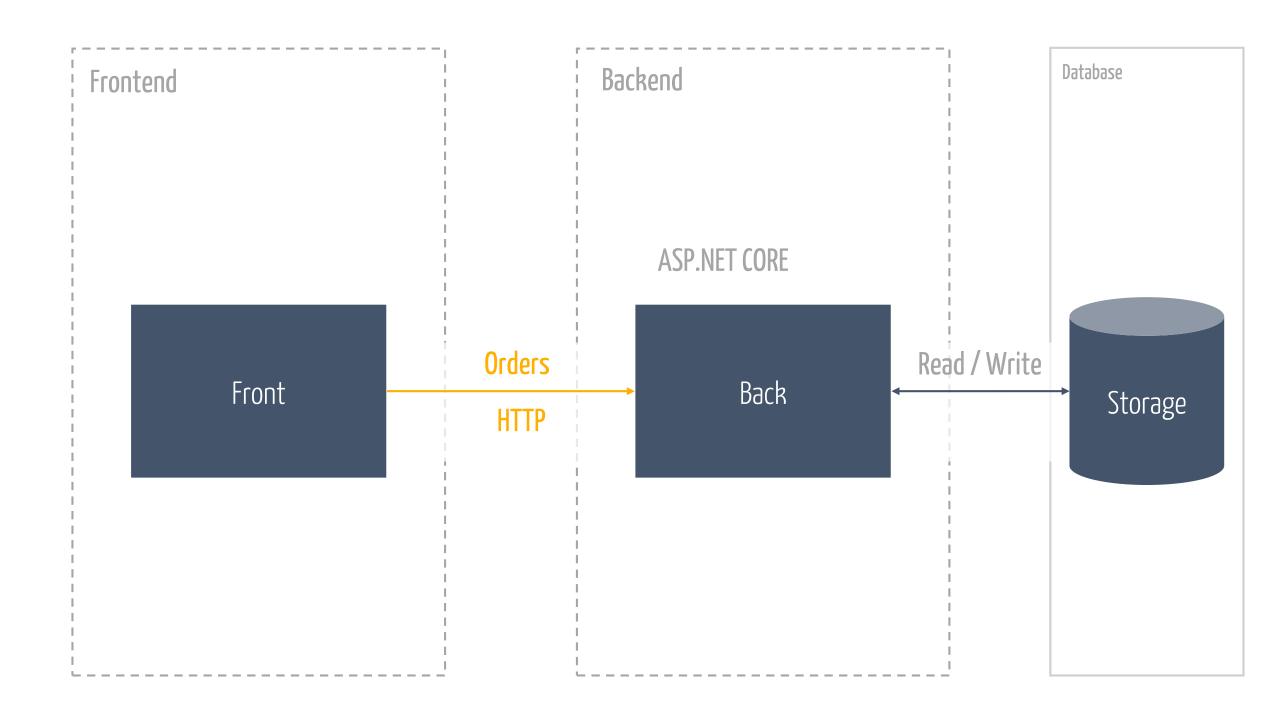


### Knock. Knock. Who's there? A message from the future



# Hiding Inconsistencies

# Multi user collaboration

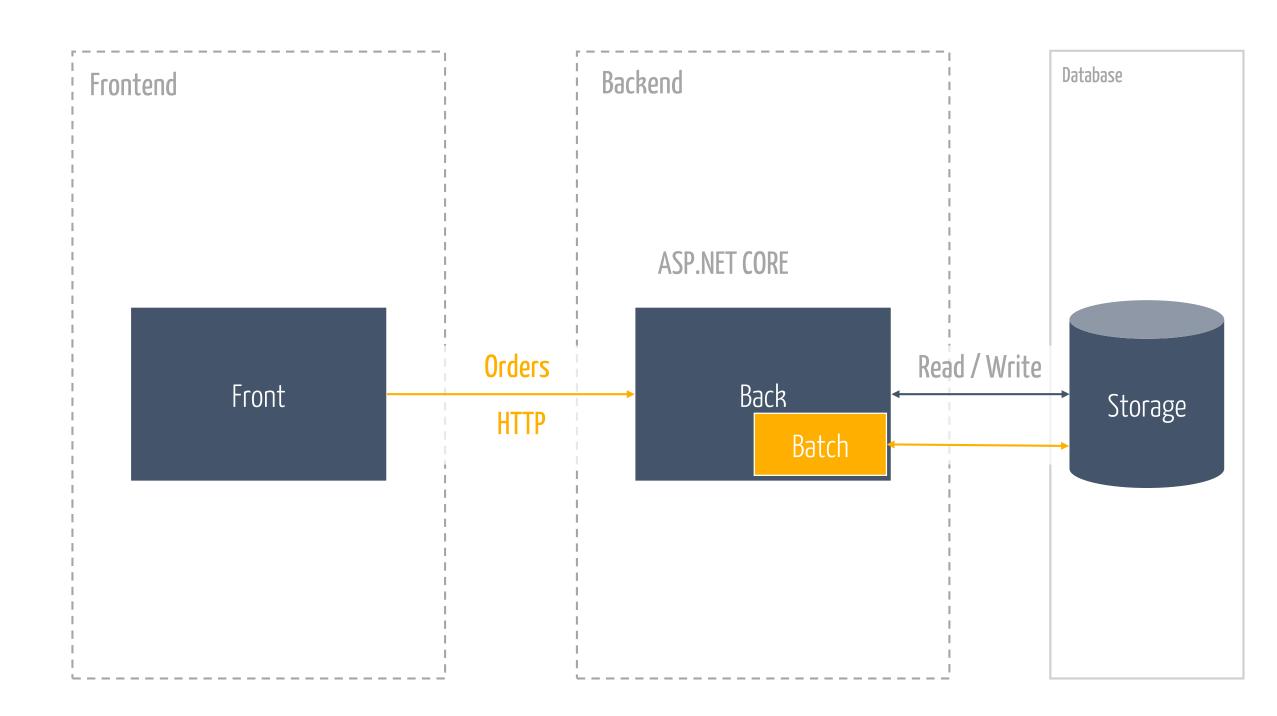


# And then the customer walks into your office



## Concurrency and latency in collaborative domains can lead to incorrect application of business rules even in safe architectures

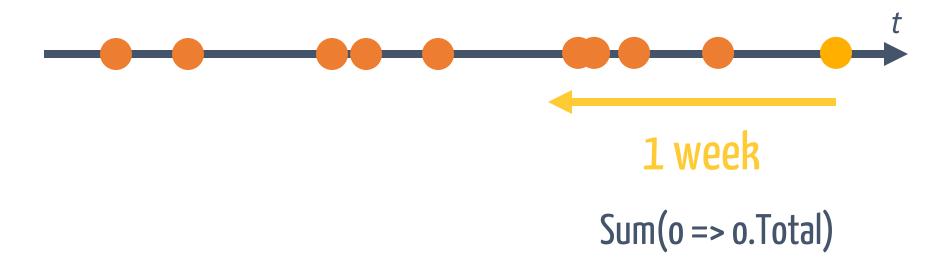
#### Batch Jobs

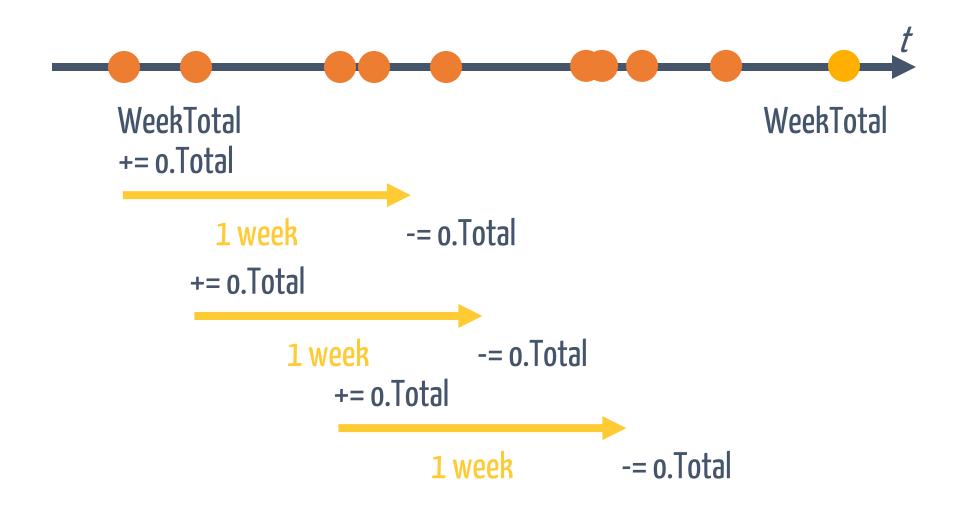


#### Batch Jobs increase the window of consistency problems

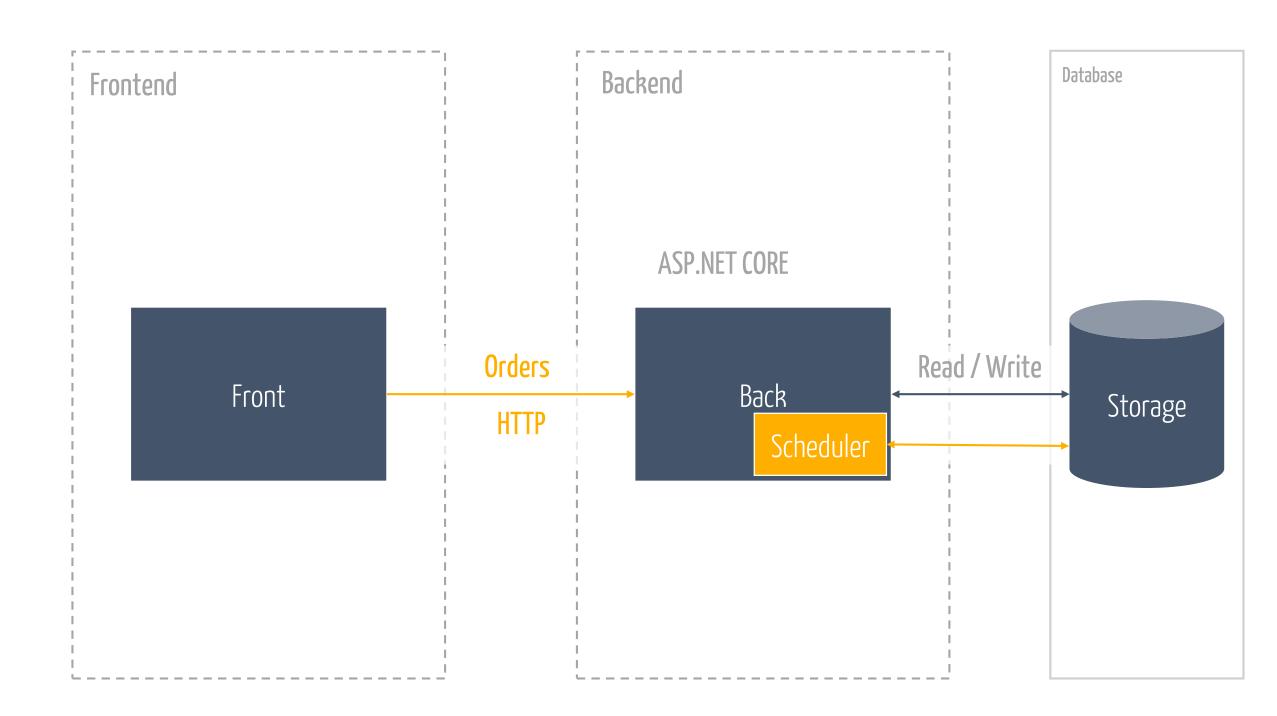
Batch Jobs for time based business rules are the worst enemy for growth











#### Durable scheduling introduces reliability on the server side

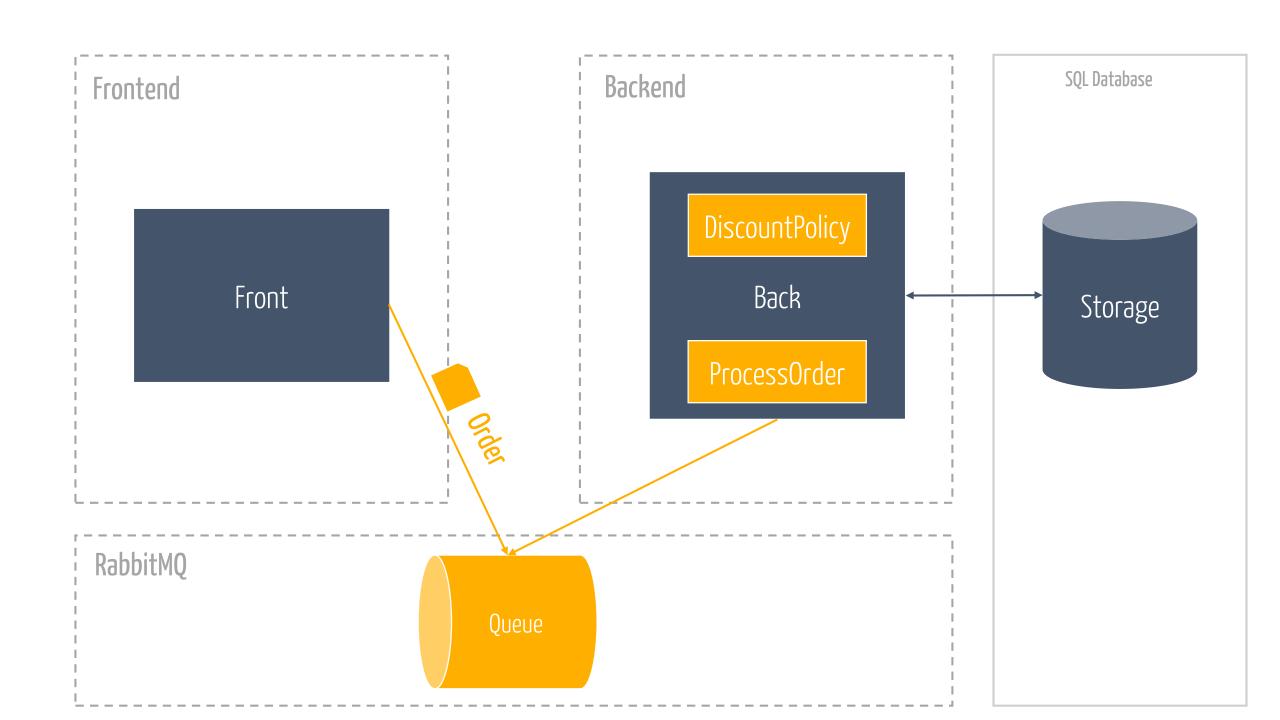
Resilient HTTP introduces some reliability but doesn't survive restarts

Client side retries help to resolve transient failures but increase the latency

#### Orders are ideal to

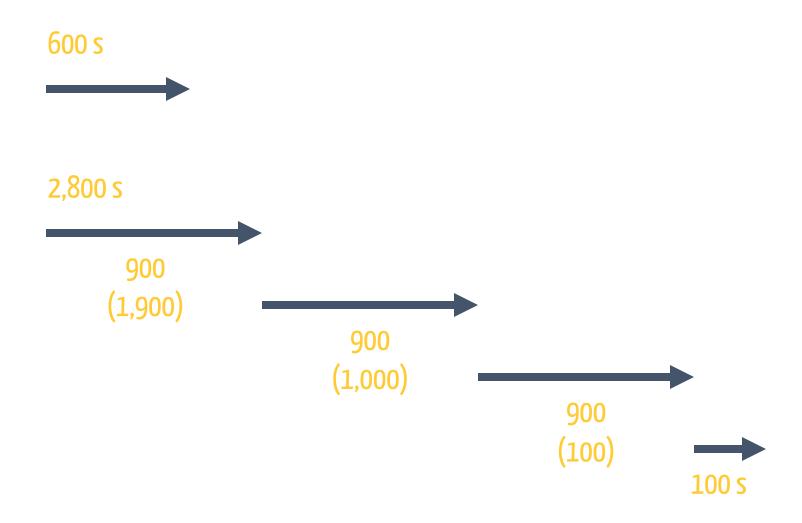
### Fire & forget

from the frontend perspective





### Amazon SQS



### RabbitMQ

#### 42<sub>10</sub>eseconds

101010<sub>2</sub> seconds

$$(42_{10})$$

$$32s \xrightarrow{*} \xrightarrow{*} \xrightarrow{*} 1$$

$$16s \xrightarrow{} 0$$

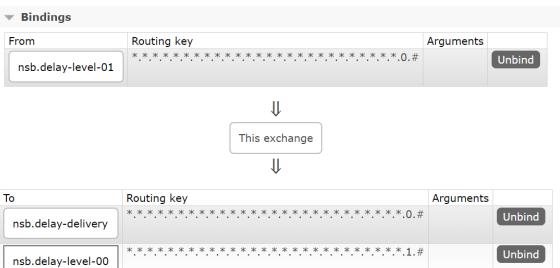
$$8s \xrightarrow{*} \xrightarrow{*} 1$$

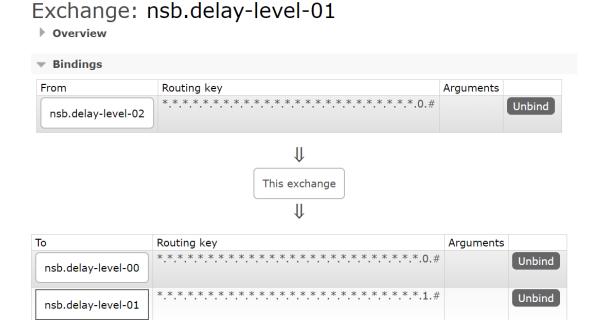
$$4s \xrightarrow{} 0$$

$$2s \xrightarrow{*} 1$$

$$1s \xrightarrow{} 0$$

#### Exchange: nsb.delay-level-00 • overview





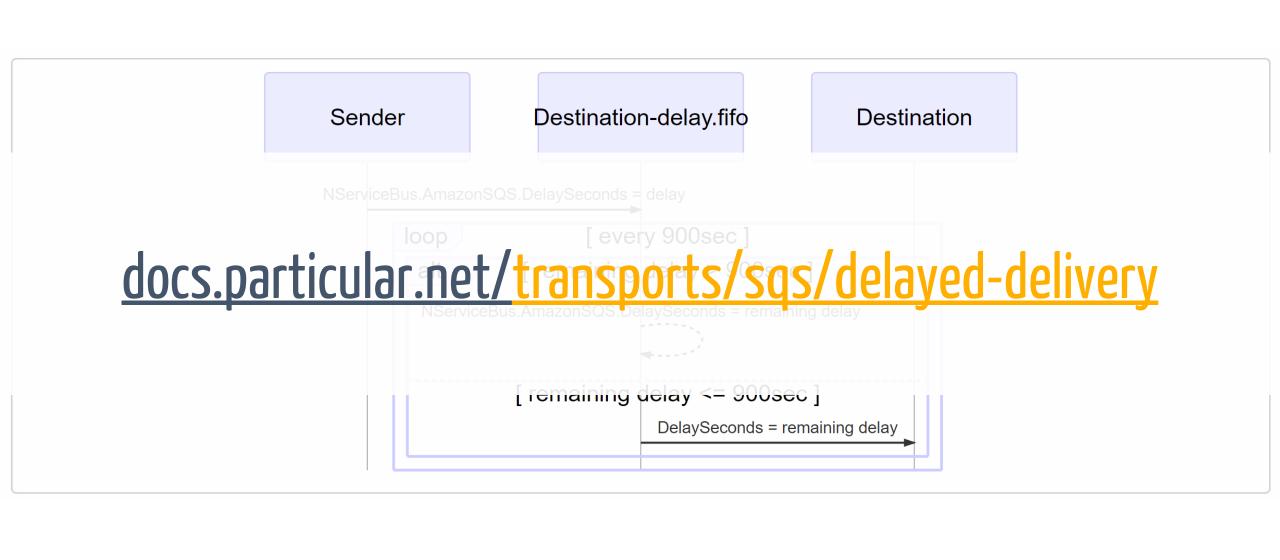
28 queues

2<sup>28</sup> seconds

268,435,456 seconds

8.5 years





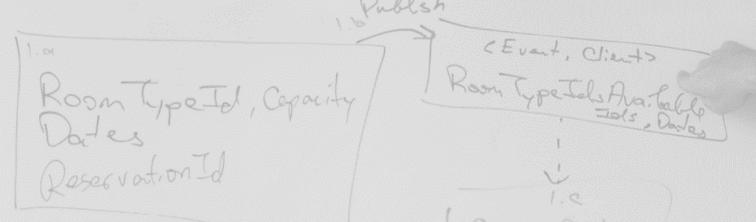
Unbind

#### Messaging introduces reliability

Retries resolve consistency issues automatically

Sagas on top of a robust middleware allow to focus on the business logic and stay reactive





#### Long Running Processes

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#### Slides, Links...

github.com/danielmarbach/KnockKnock







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