making Datomic

@stuarthalloway

making things

Relevance

Clojure

Datomic

ClojureScript

core.async

Pedestal

Cognitect



functional

well-known benefits

referential transparency, composition, testing concurrency friendly

less obvious benefits

time model topology

agility

```
flexibility
```

```
universal schema
programming with data
dynamic
```

power

indexes

logic

ACID

```
Connection conn =
connect("datomic:ddb://us-east-1/mb/mbrainz");
Database db = conn.db();
Set results = q(..., db);
Set crossDbResults = q(..., db1, db2);
Entity e = db.entity(42);
```

```
pluggable storage
protocol
Connection conn =
connect("datomic:ddb://us-east-1/mb/mbrainz");
Database db = conn.db();
Set results = q(..., db);
Set crossDbResults = q(..., db1, db2);
Entity e = db.entity(42);
```

```
Connection conn =
connect("datomic:ddb://us-east-1/mb/mbrainz");
Database db = conn.db(); database is a lazily
                                   realized value, available
                                     to all peers equally
Set results = q(..., db);
Set crossDbResults = q(..., db1, db2);
Entity e = db.entity(42);
```

```
Connection conn =
connect("datomic:ddb://us-east-1/mb/mbrainz");
Database db = conn.db();
                                  query databases,
Set results = q(..., db)
                                   not connections
Set crossDbResults = q(..., db1, db2);
Entity e = db.entity(42);
```

```
Connection conn =
connect("datomic:ddb://us-east-1/mb/mbrainz");
Database db = conn.db();
Set results = q(..., db);
Set crossDbResults = q(..., db1, db2);
Entity e = db.entity(42);
                            join across databases,
                        systems, in-memory collections
```

```
Connection conn =
connect("datomic:ddb://us-east-1/mb/mbrainz");
Database db = conn.db();
Set results = q(..., db);
Set crossDbResults = q(..., db1, db2);
Entity e = db.entity(42);
                            lazy, associative
                             navigable value
```

```
List newData = ...;
Future<Map> f = conn.transactAsync(list);
dbBefore = conn.db.asOf(time);
possibleFuture = db.with(...);
allTime = db.history();
BlockingQueue<Map> queue = conn.txReportQueue();
Log log = conn.log();
Iterable<Map> it = log.txRange(startOfMonth, null);
```

```
List newData = ...;
Future<Map> f = conn.transactAsync(list);
dbBefore = conn.db.asOf(time);
                                         information in
possibleFuture = db.with(...);
                                      generic data structures
allTime = db.history();
BlockingQueue<Map> queue = conn.txReportQueue();
Log log = conn.log();
Iterable<Map> it = log.txRange(startOfMonth, null);
```

contains old db, new db, change List newData 7 Future<Map> f = conn.transactAsync(list); dbBefore = conn.db.asOf(time); possibleFuture = db.with(...); allTime = db.history(); BlockingQueue<Map> queue = conn.txReportQueue(); Log log = conn.log(); Iterable<Map> it = log.txRange(startOfMonth, null);

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```

```
List newData = ...;
Future<Map> f = conn.transactAsync(list);
dbBefore = conn.db.asOf(time);
possibleFuture = db.with(...);

one possible future
allTime = db.history();
BlockingQueue<Map> queue = conn.txReportQueue();
Log log = conn.log();
Iterable<Map> it = log.txRange(startOfMonth, null);
```

```
List newData = ...;
Future<Map> f = conn.transactAsync(list);
dbBefore = conn.db.asOf(time);
possibleFuture = db.with(...);
allTime = db.history();

all history, overlapped
BlockingQueue<Map> queue = conn.txReportQueue();
Log log = conn.log();
Iterable<Map> it = log.txRange(startOfMonth, null);
```

```
List newData = ...;
Future<Map> f = conn.transactAsync(list);
dbBefore = conn.db.asOf(time);
possibleFuture = db.with(...);
                                 monitor all change
                                   from any peer
allTime = db.history();
BlockingQueue<Map> queue = conn.txReportQueue();
Log log = conn.log();
Iterable<Map> it = log.txRange(startOfMonth, null);
```

```
List newData = ...;
Future<Map> f = conn.transactAsync(list);
dbBefore = conn.db.asOf(time);
possibleFuture = db.with(...);
allTime = db.history();
BlockingQueue<Map> queue = conn.txReportQueue();
Log log = conn.log();
Iterable<Map> it  log.txRange(startOfMonth, null);
                      review any
                       time range
```

complexities mitigated

lost data managing time eventual consistency

log analysis test setup DAOs

defensive copying DTOs

ORM join tables objects

inheritance relationship direction strings

structural rigidity logic duplication injection attacks

model caching imperative code data duplication

read transactions isolation levels app caching

denormalization

how we did it

simplicity

power

focus

courage

pragmatism

patience

complexity: tables

"People can belong to multiple clubs"

join table person table club table id key in person table person key in join table club key in join table id key in club table

simplicity: datoms

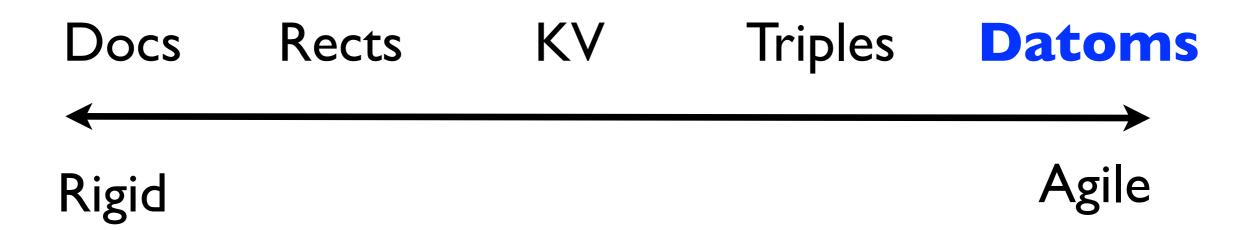
"People can belong to multiple clubs"

[?person :club ?club]

power

capabilities dictated at storage time	capabilities chosen at query time
row store	EAVT, partitions
kv store	AVET, unique keys
column store	AEVT
graph database	VAET
document database	all the above

agility



leverage

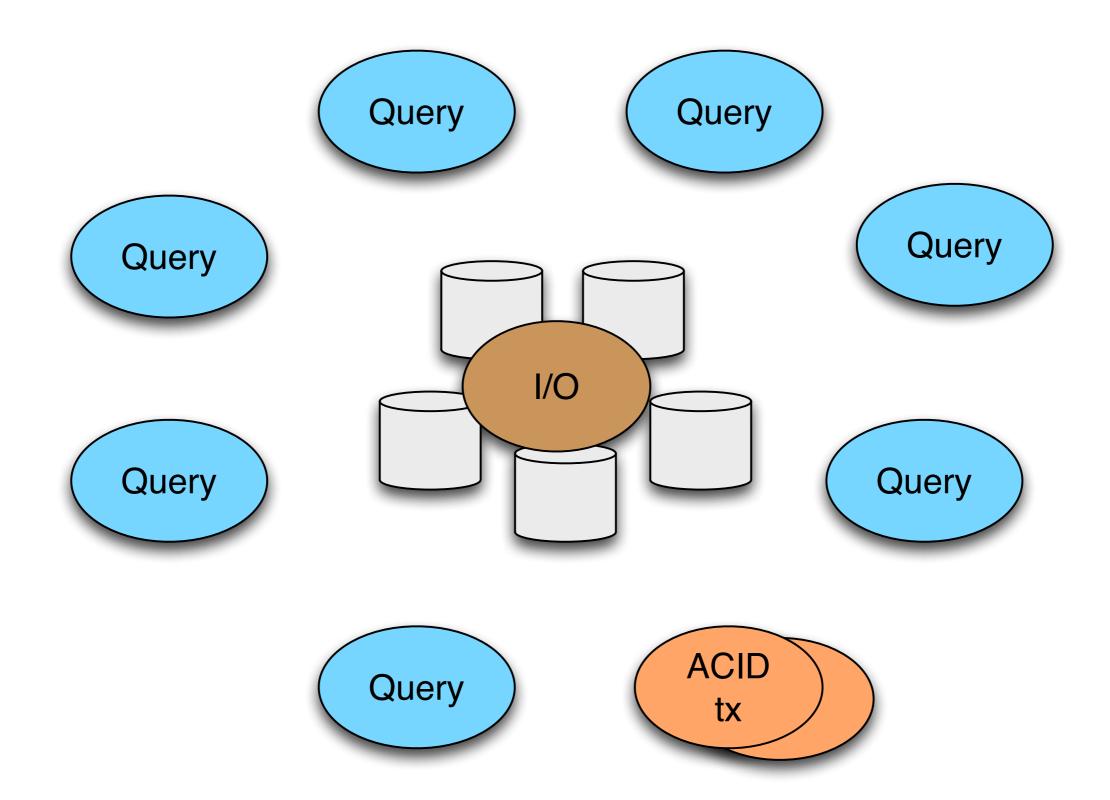
KV Docs Rects Triples Datoms
Low
High

focus

"Because of the elasticity of Datomic, we were able to reduce our hosting fees by a factor of 10 when we moved off of [a popular NoSQL]."

<redacted>

courage: elastic read, ACID write



pragmatism

```
academic (but unfashionable) ideas
```

datalog

persistent data structures

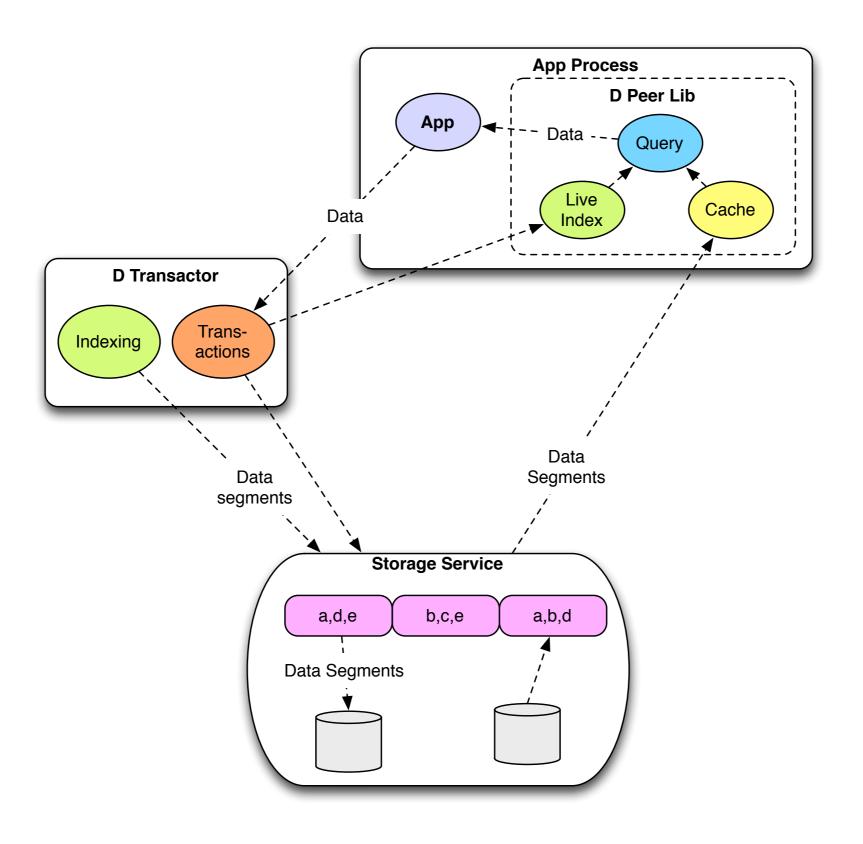
lisp

communicating sequential processes

but not these ideas:

(list omitted for troll protection)

patience



the problem with example-based testing

example-based-tests (EBT)

```
describe Bowling, "#score" do
  it "returns 0 for all gutter game" do
  bowling = Bowling.new
  20.times { bowling.hit(0) }
  bowling.score.should eq(0)
  end
end
```

```
setup
describe Bowling, "#score" do
  it "returns 0 for all gutter game" do
    bowling = Bowling.new
    20.times { bowling.hit(0) }
    bowling.score.should eq(0)
  end
end
```

```
describe Bowling, "#score" do
  it "returns 0 for all gutter game" do
  bowling = Bowling.new
  20.times { bowling.hit(0) }
  bowling.score.should eq(0)
  end
end
inputs
```

```
describe Bowling, "#score" do
  it "returns 0 for all gutter game" do
  bowling = Bowling.new
  20.times { bowling.hit(0) }
  bowling.score.should eq(0)
  end
end
```

```
describe Bowling, "#score" do
  it "returns 0 for all gutter game" do
    bowling = Bowling.new
    20.times { bowling.hit(0) }
    bowling.score.should eq(0)
  end
end
                 output
```

```
describe Bowling, "#score" do
  it "returns 0 for all gutter game" do
    bowling = Bowling.new
    20.times { bowling.hit(0) }
    bowling.score.should eq(0)
  end
end
                             validation
```

weaknesses of EBT

severely limited coverage

fragility

bespoke

deconstructing EBT

Inputs

Execution

Outputs

Validation

generative testing

Model
Outputs

Execution

Inputs Validation

loose coupling FTW

decouple	benefits
model	improve design generate load
inputs	increase comprehensiveness by running longer
execution	test different layers with same code only part that must change with your app
outputs	expert analysis persist for future study
validation	test generic <i>properties</i> run against prod data
all	functional programming feedback loops in test development

thank you!

Cognitect

@stuarthalloway