# What a modern mailman should know when delivering messages!

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BY ROB VAN PAMEL

# Rob Van Pamel

- .NET Consultant for AXXES
- Developer since 2007
- AWS Community Builder since 2023
- Started in Winforms application ... till cloud
- Greenfield project: open vision AWS Selected

rob.vanpamel@gmail.com

@robvanpamel

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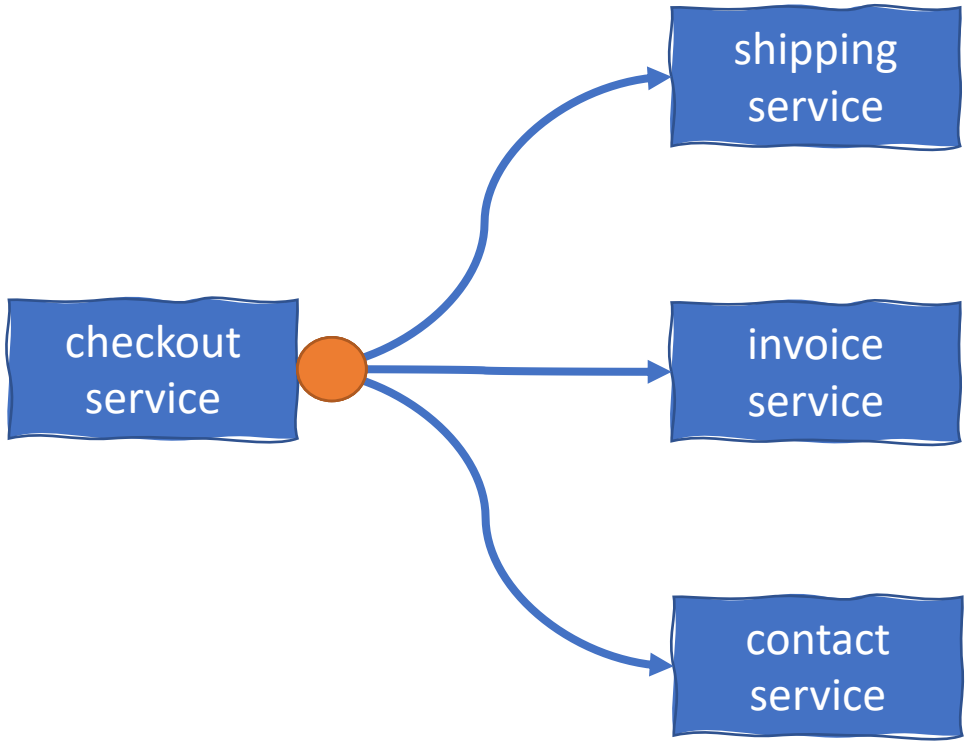
## Synchronious communication

- Request-response style
  - Create the Invoice!
- Services are coupled
- More services are added over time
- More responsibility for teams
- Latency increases

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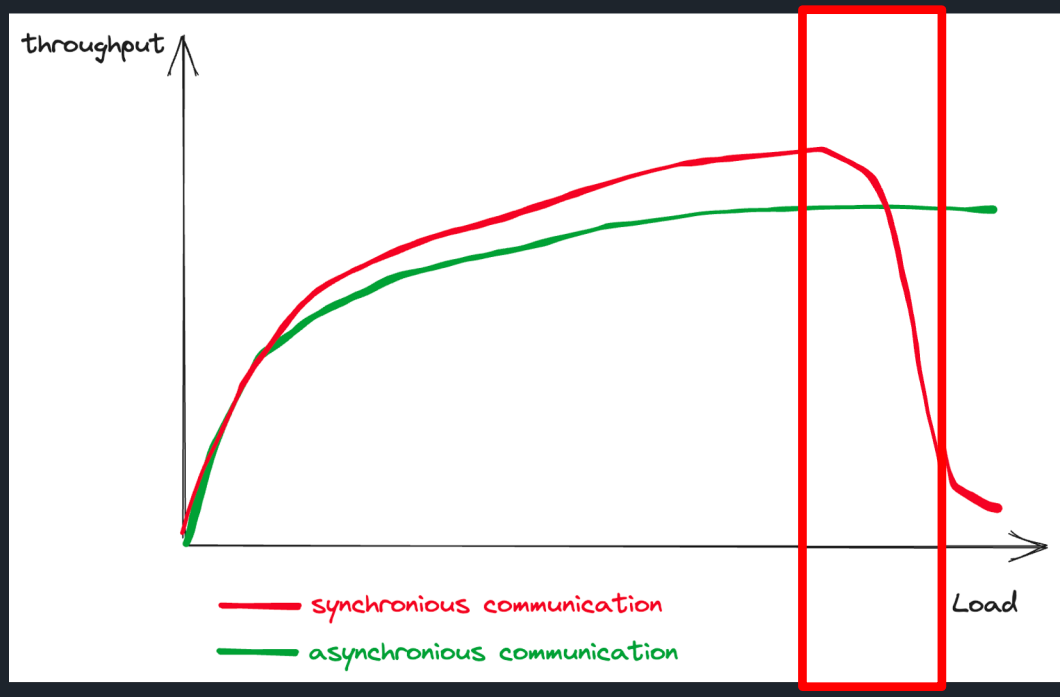
# Why bother with async communication?

- Evolution from monolitic applications to service oriented
- Use of REST / gRPC with retry mechanisms
- Scalabillity
- Performance / Throughput
  - Sync communication collapses after a given point
  - *Unable to connect to remote host:*
    *Connection refused*
- Decoupling

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Join at **menti.com** use code **6666 0244**

Mentimeter

# Why are you using messaging?

Waiting for responses ...

## Risks of sync communication ?

- Fallacies of Distributed Systems (Dr. Harvey)
  - The network is reliable
  - Latency is zero
  - Bandwidth is infinite
  - The network is secure
  - Topology doesn't change
  - There is one administrator
  - Transport cost is zero
  - Network is homogeneous

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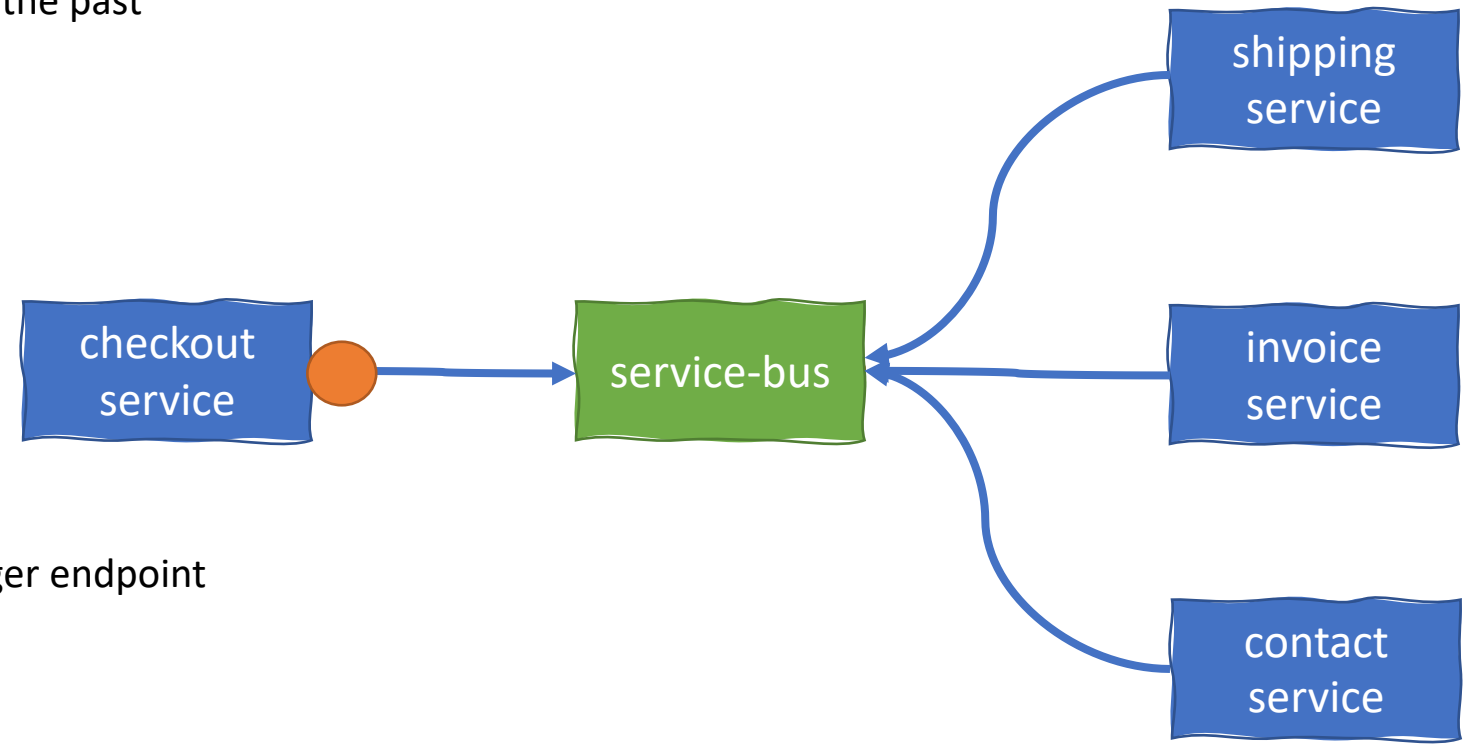
# Message Async Driven Architecture

- Introduce events
  - Change in state that happened in the past
  - Async
  - Decouple Services
- Focus on communication
  - Reverse the flow
  - Eg a service bus
  - ‘Broadcast the message’ and trigger endpoint

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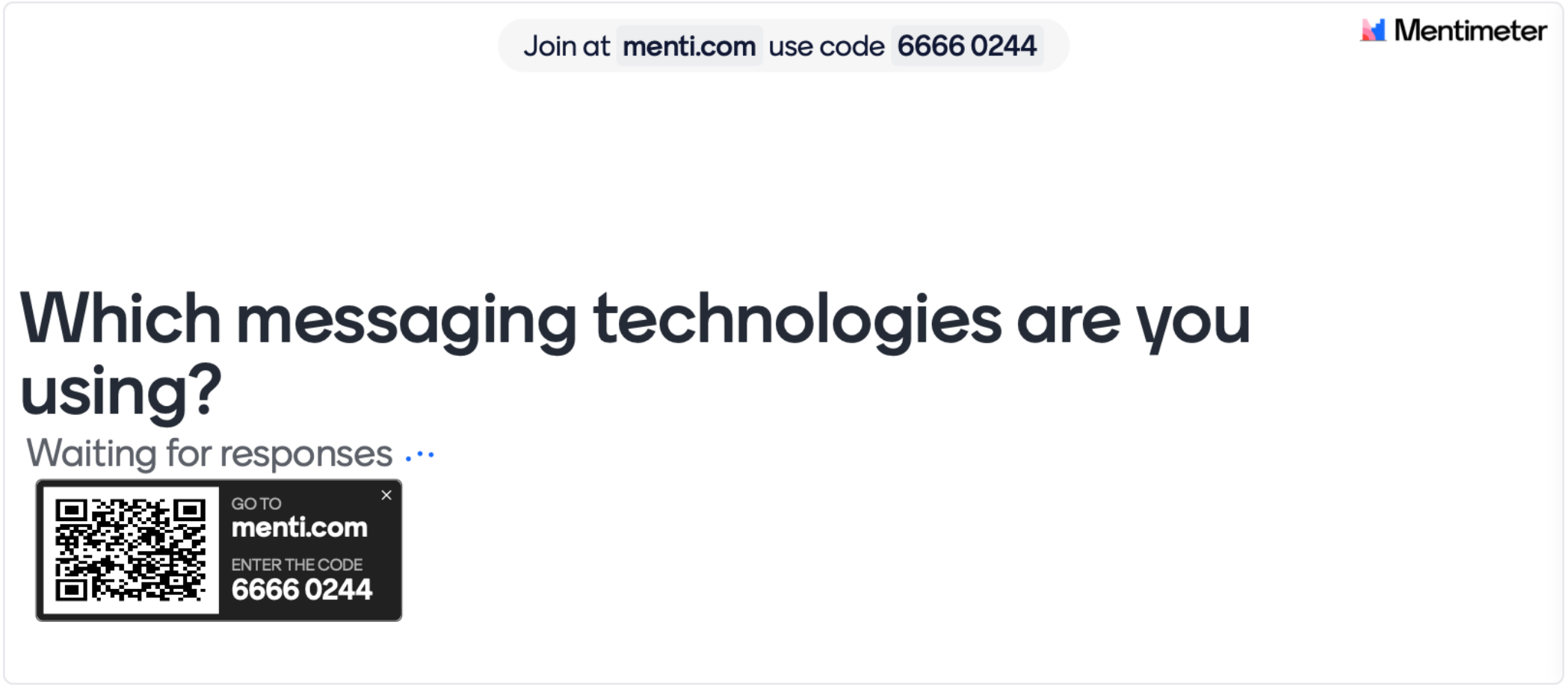
# Which messaging technology are you using ?

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EventBridge

NServicebus

Brighter

Amazon SQS

HTTP

Sagas

MQTT

RabbitMQ

QOS

Outbox

Amazon MQ

Amazon SNS

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# Patterns and principles

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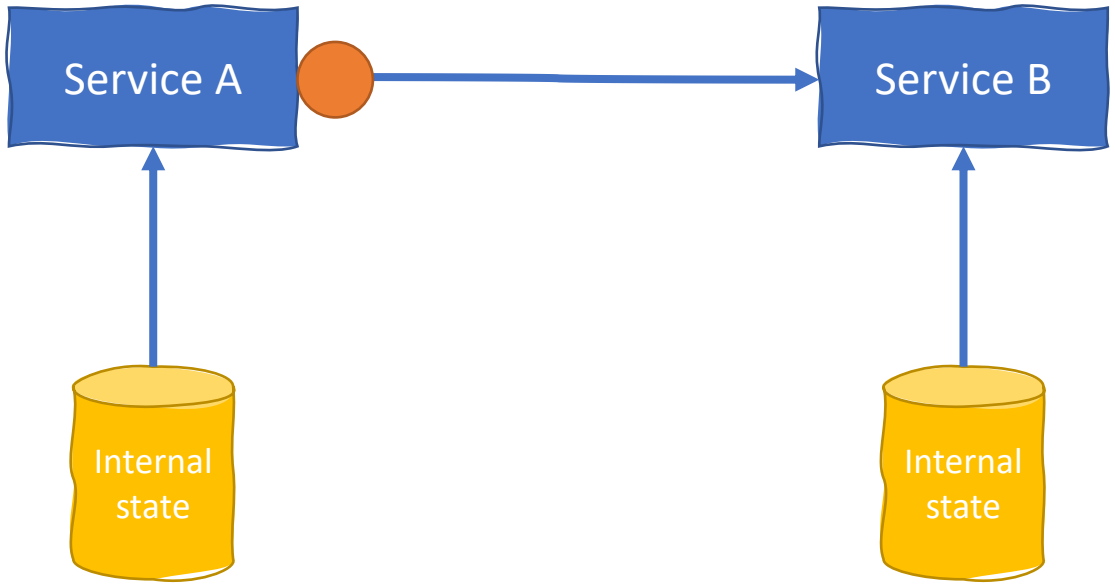
# Quality Of Service (QOS)

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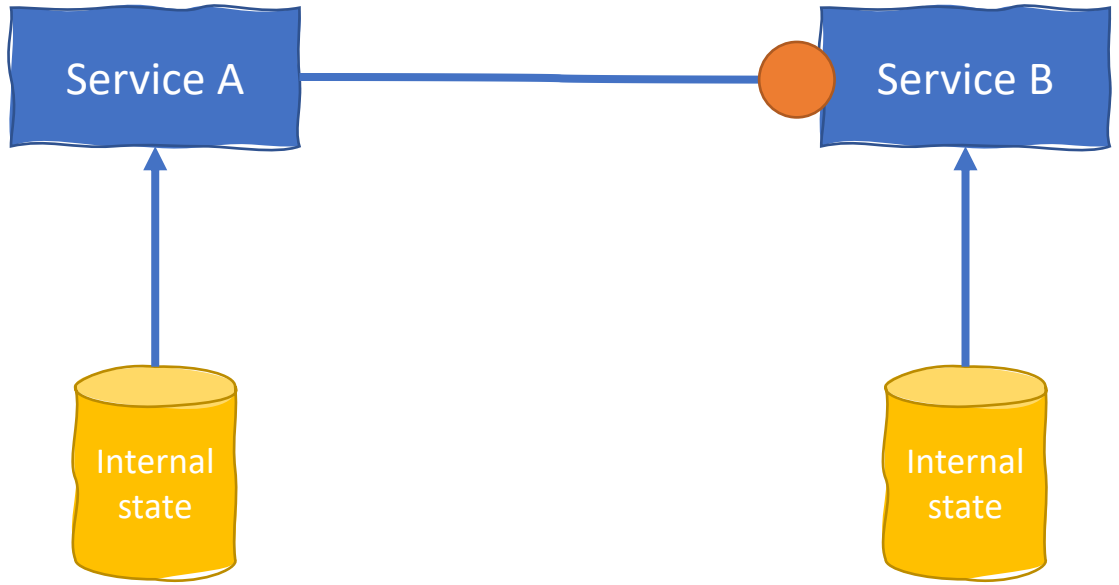
# Quality Of Service (QOS)

- Exactly Once ( QOS 2 )

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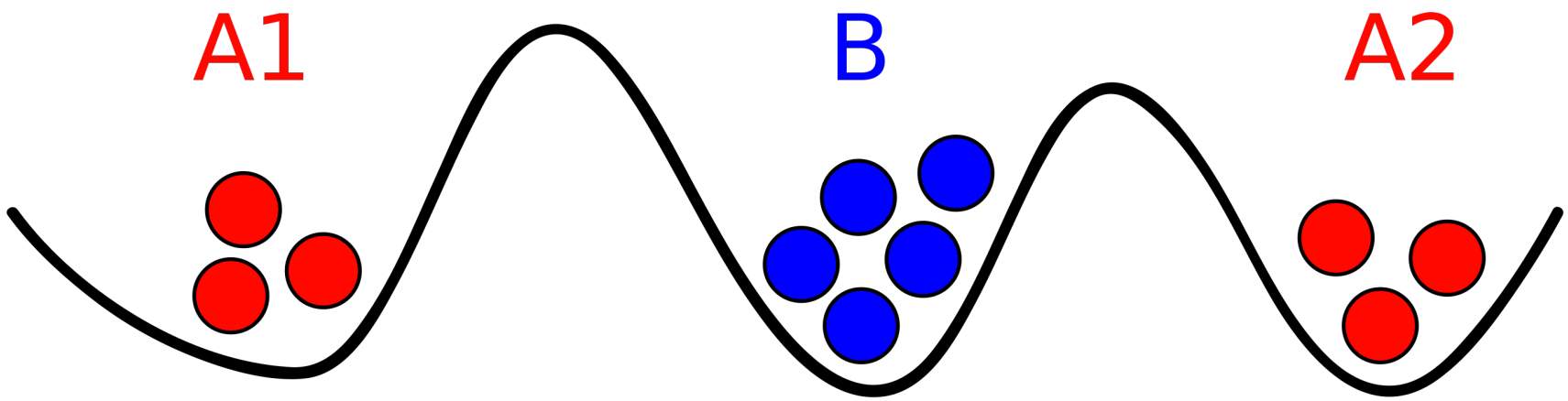
## Quality Of Service (QOS)

- Exactly Once ( QOS 2 )
- Problem of 2 generals

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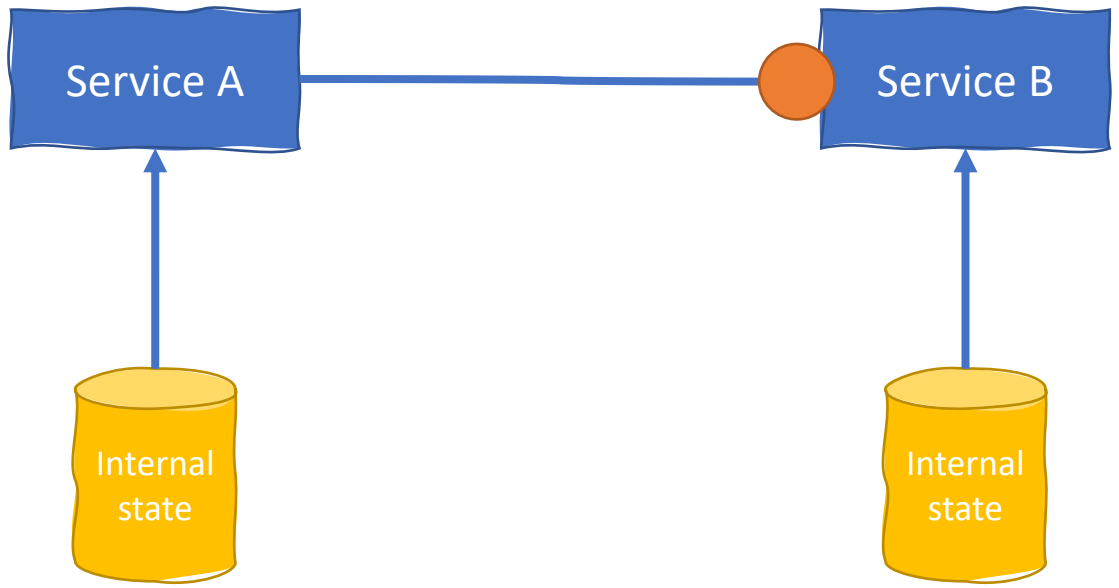
# Quality Of Service (QOS)

- Exactly Once ( QOS 2 ) ?
- At least once ( QOS 1)
- At most once  (QOS 0)

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# Idempotence

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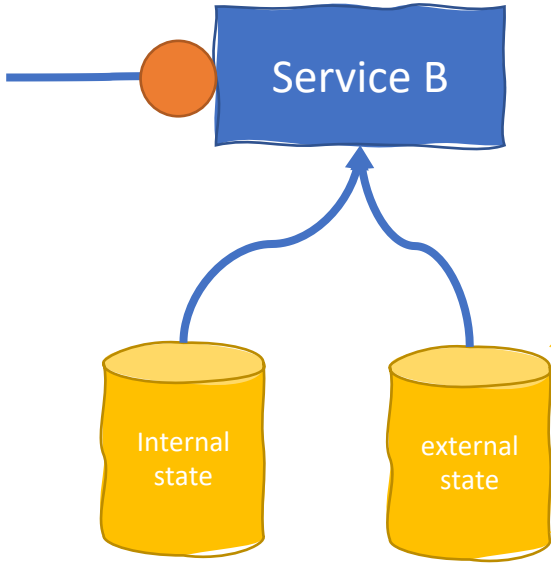
is the property of *certain operations* in mathematics and computer science, that can *be applied multiple times without changing the result beyond the initial application*.

# Exactly once processing – Idempotence (Receiving side)

- Internal state vs external state
- Adding unique message identifier




| MessageId | Outgoing Messages |
|---|---|
| F79a6822f5…7b6aa | [{<br>messageid: 2d73602b6ca31e<br>messagetype: orderconfirmed<br>body: {<br>orderid: 23<br>productid: 89440<br>quantiy:4<br>}<br>}] |
| 96a6bc22f5…7b6aa | |
| C4616c6e04be3c…fb06d | [{<br>messageid: 2d73602b6ca31e<br>messagetype: ordercancelled<br>body: {<br>orderid: 23<br>}<br>}] |

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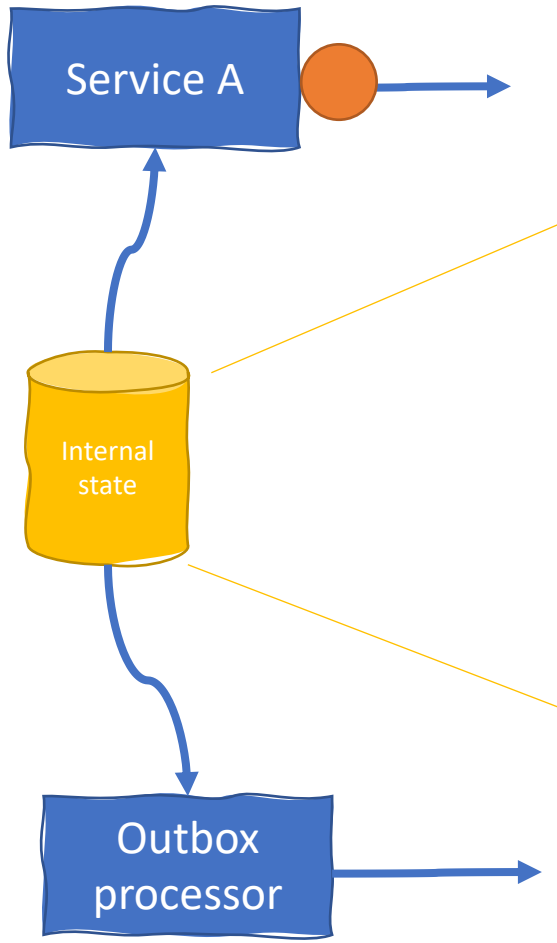
# Exactly once processing – Outbox (Sender side)

Outbox

- Process BL and send message atomically
- Single responsibility
- Store messages in along with BL
  - Identifier
  - Event type
  - OccuredAt
  - Payload
  - Sent
- Outbox processor publishes messages




| Id | payload | eventtype | occuredAt | sent |
|---|---|---|---|---|
| 456 | { orderid: 23 productid: 89440 quantiy:4 } | orderconfirmed | … | 1 |
| 457 | body: { orderid: 23 } | ordercancelled | … | 1 |
| 458 | { orderid: 24 productid: 34523 quantiy:2 } | orderconfirmed | … | 0 |

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# Saga’s

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## Sagas: maintain intigrity over multiple services

- Long-running business processes - Business processes that span multiple services
- No distributed transactions ( 2PC )
- State machine
- Require storage for saga state
- Compensating actions for failures
- AWS Step Functions

# Sagas

```
public class OrderSaga :
    Saga<OrderSagaData>,
    IAmStartedByMessages<StartOrder>,
    IHandleMessages<CompleteOrder>
{
    protected override void ConfigureHowToFindSaga(SagaPropertyMapper<OrderSagaData>
mapper)
        mapper.MapSaga(saga => saga.OrderId)
            .ToMessage<StartOrder>(message => message.OrderId)
            .ToMessage<CompleteOrder>(message => message.OrderId);
    }

    public Task Handle(StartOrder message, IMessageHandlerContext context)
    {
        return Task.CompletedTask;
    }

    public Task Handle(CompleteOrder message, IMessageHandlerContext context)
    {
        // code to handle order completion
        MarkAsComplete();
        return Task.CompletedTask;
    }
}
```

```
public class OrderSagaData :
    ContainSagaData
{
    public string OrderId { get; set; }
}
```

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# Application Messaging Frameworks

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## Application Messaging Frameworks

- Abstraction layer for message exchange
  - Transport details
  - Message handling

```
public class OrderCompletedAsyncHandler :
    IHandleMessages<OrderCompleted>
{
    public async Task Handle(OrderCompleted message, IMessageHandlerContext
context)
    {
        // do something with the message data
    }
}
```

## Application Messaging Frameworks

- Abstraction layer for message exchange
  - Transport details
  - Message handling
  - Routing
  - Serialisation
  - Exception Management
  - Retries & Poison Messages

```
var endpointConfiguration = new EndpointConfiguration("OrderEndPoint");
var recoverability = endpointConfiguration.Recoverability();
recoverability.Delayed(
    customizations: delayed =>
    {
        delayed.NumberOfRetries(3);
    });
recoverability.Immediate(
    immediate =>
    {
        immediate.NumberOfRetries(1);
    });
```

# Application Frameworks: NServiceBus

- Transport
  - RabbitMQ
  - SQS
  - MSMQ
  - Azure Service Bus / Azure Storage Queues
  - SQL Server
- Patterns
  - Outbox
  - Sagas
  - Idempotence
- Commercial License

## MASSTRANSIT

- Transport
  - RabbitMQ
  - SQS
  - Azure Service Bus
  - ActiveMQ
  - Kafka
- Patterns
  - Outbox
  - Sagas
  - Idempotence
- Apache 2.0 License


## REBUS

- Transport
  - RabbitMQ
  - MSMQ
  - SQS
  - SQSAndSNS
  - Azure Service Bus
- Patterns
  - Outbox
  - Sagas
  - Idempotence
- Apache 2.0 License


## Brighter

- Transport
  - RabbitMQ
  - Ports and Adapters
- Patterns
  - Outbox
  - Sagas
  - Idempotence
- Apache 2.0 License

# Application Messaging Frameworks

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Demo

EventBridge

Amazon SQS

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# Transports

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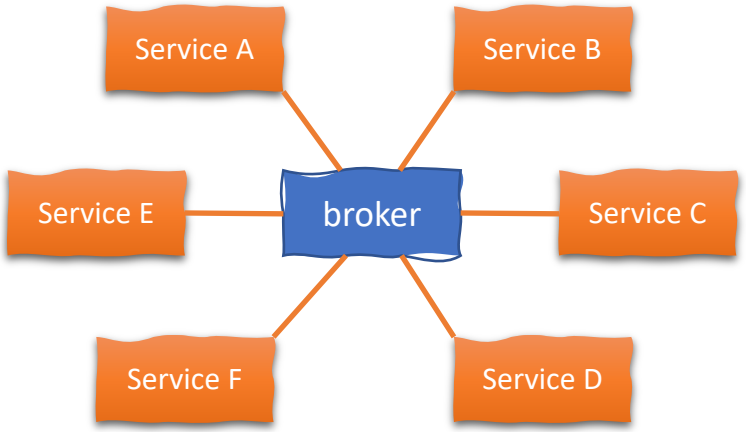
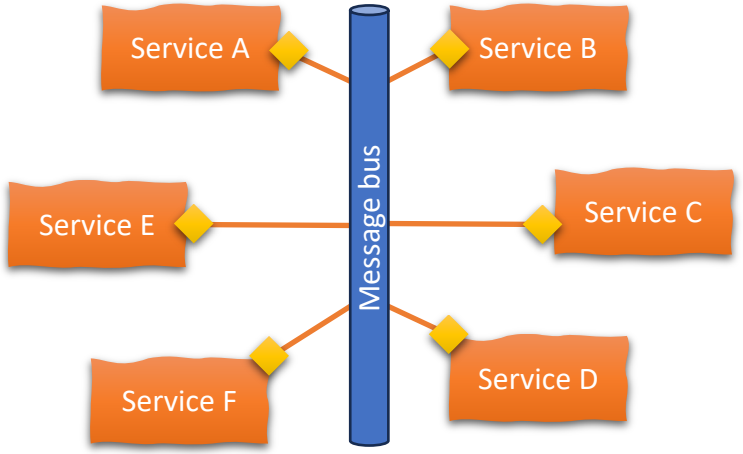
## Broker

- Centralised messaging system
- Receive from multiple sources
- Distribute to different system
- Routing included
- Always-on




## Bus

- Distributed
- Shared message agreed upon message schema
- Smart endpoint - dumb pipes
- Application Frameworks take care of routing
- Serverless

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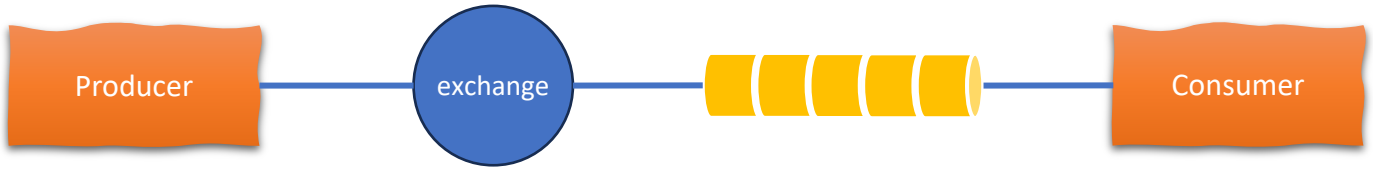
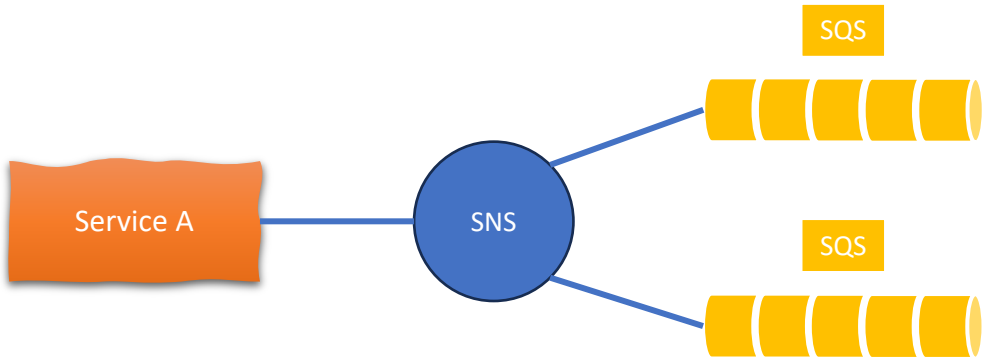
# Amazon MQ

- Managed service for broker systems RabbitMQ or ActiveMQ
- RabbitMQ
  - Supports multiple protocols*
  - AMQP 0-9-1 core protocol
  - Support for multiple scenario
    - Publish / Subscribe : Exchange type=Fanout
    - Routing: Exchange type=direct
    - Topics : Exchange type=topic
    - Competing consumers
    - Request / Reply
- ActiveMQ
  - Extensive Java support
- Clustering support



# Amazon SQS and SNS

- Bus systems
- Simple Notification System
  - Publish / Subscribe notification
  - Fan out system
  - Endpoints:
    - HTTP
    - SQS
    - Email
    - SMS
- Simple Queue System
  - Queue
  - Subscriptions
- Managed services by AWS
- Mostly used in combination ( Fanout by SNS – Queue Store by SQS )

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# Amazon EventBridge

- Serverless bus systems built on top of CloudWatch Events
- Event Bus – pipeline
  - Routing and filtering
  - Default custom vs partner
- Events
- Source and Targets
- Rules
- EventSchema

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HTTP

MQTT

MSMQ

AMQP

# Protocols under the hood

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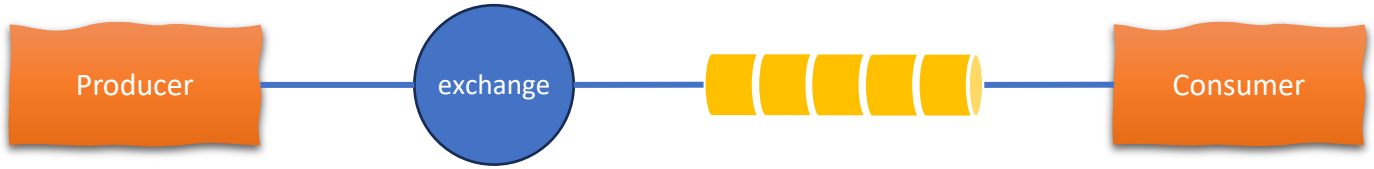
# Async Messaging Transports - Advanced Message Queuing Protocol (AMQP)

- Built specific for enterprise messaging
- Built in the banking industry
- Binary protocols
- Support for multiple scenario
  - Publish / Subscribe : Exchange type=Fanout
  - Routing: Exchange type=direct
  - Topics : Exchange type=topic
  - Competing consumers
  - Request / Reply

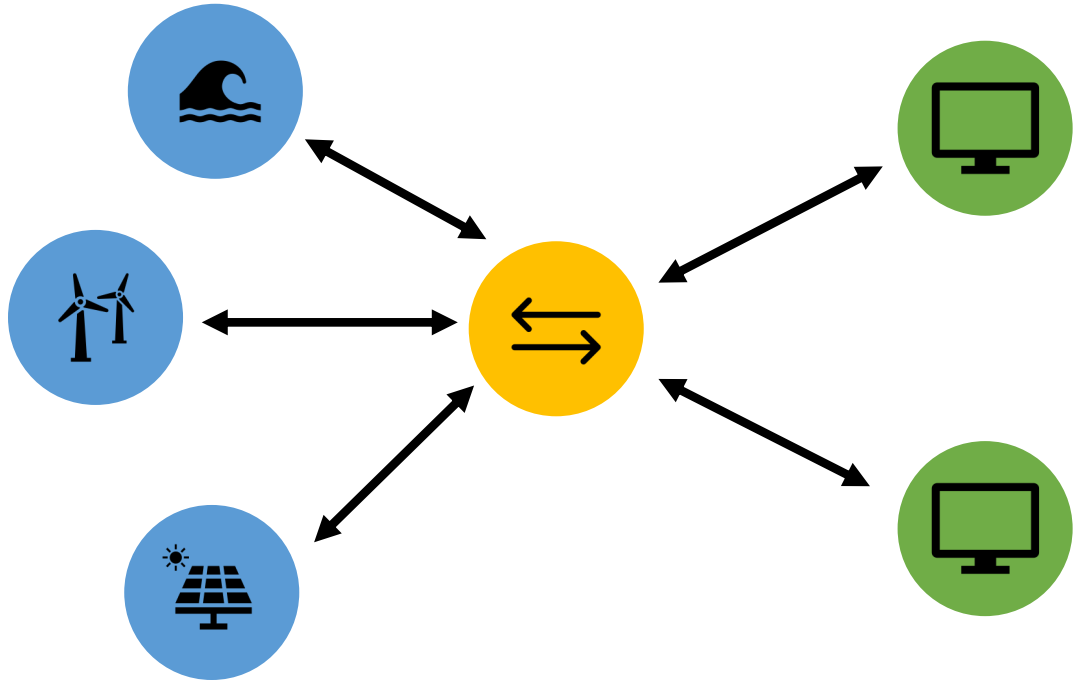


# Async Messaging Transports - HyperText Transfer Protocol (HTTP)

- Built “to serve the internet”
- Request – Response
- The oldest protocol (1991)
- Based on TCP by default
- Version 3
  - Major improvements
  - TLS improvements
  - Use of UDP and QUIC

# Async Messaging Transports - Message Queuing Telemetry Transport (MQTT)

- Built specific for Internet of Things (IoT) in the gas and oil industry
- Lightweight publish subscribe messaging protocol / Small devices
- Small bandwidth
- Requires broker eg AWS IoT



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## Async Messaging Transports – Microsoft Message Queuing (MSMQ)

- Message queue supported since Windows NT 4. ( Windows Only )
- Support for transactions (Distributed)
- Early “store and forward” principle ( similar to outbox )
- *Not recommended – discontinued*

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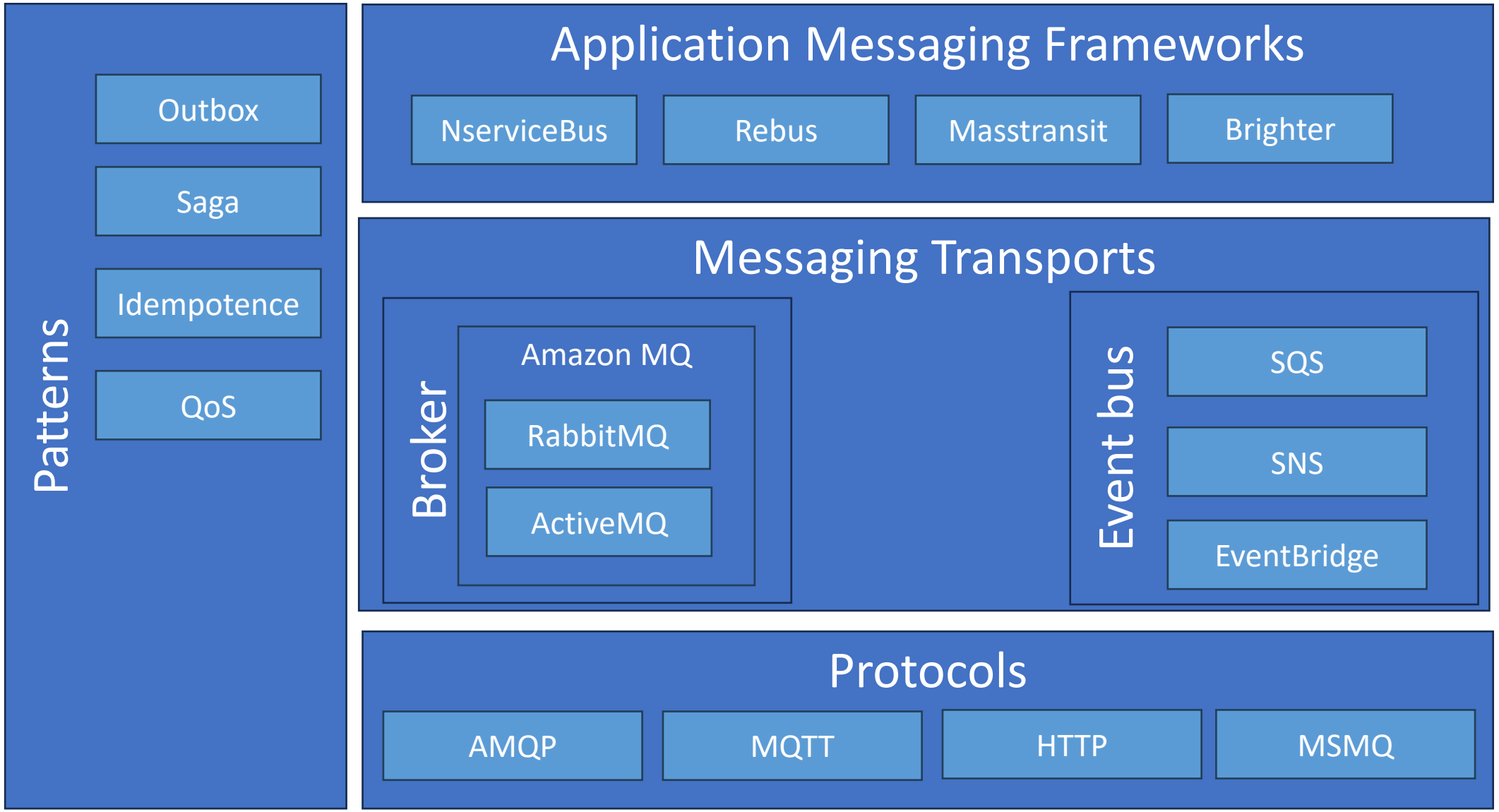
# Summary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