

Improving Reliability, Scalability, and Extensibility with Event-Driven Architecture

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8/8/2022

Agenda

- What is Event-Driven Architecture (EDA)?
 - Events
 - Event Broker
 - Producers
 - Consumers
- Comparison with Request-Based Solutions
- EDA Challenges
- Getting started with EDA

Definition and Components

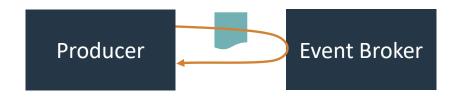
What is Event-Driven Architecture?

System of loosely coupled microservices that exchange information through the production and consumption of events

Basic Components



Asynchrony

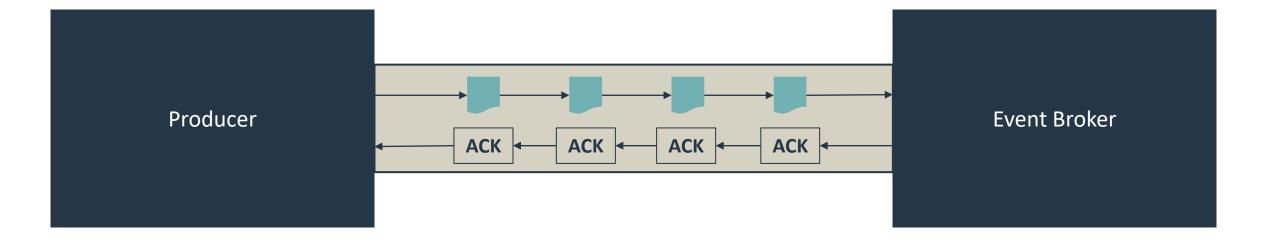


Consumer

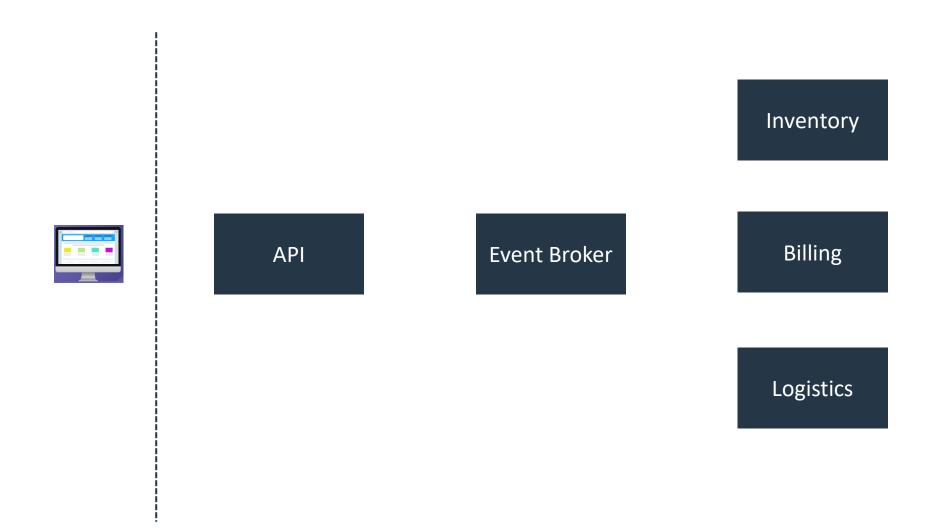
Asynchrony

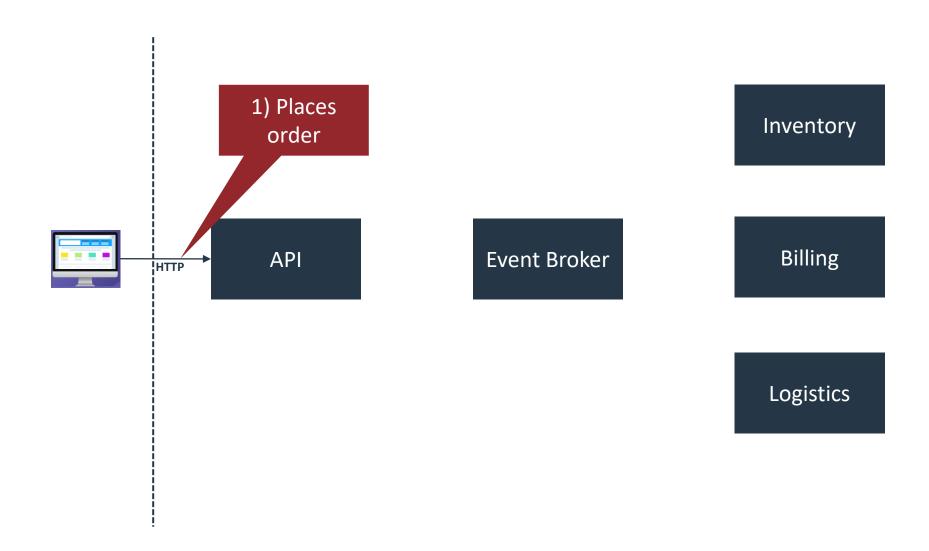


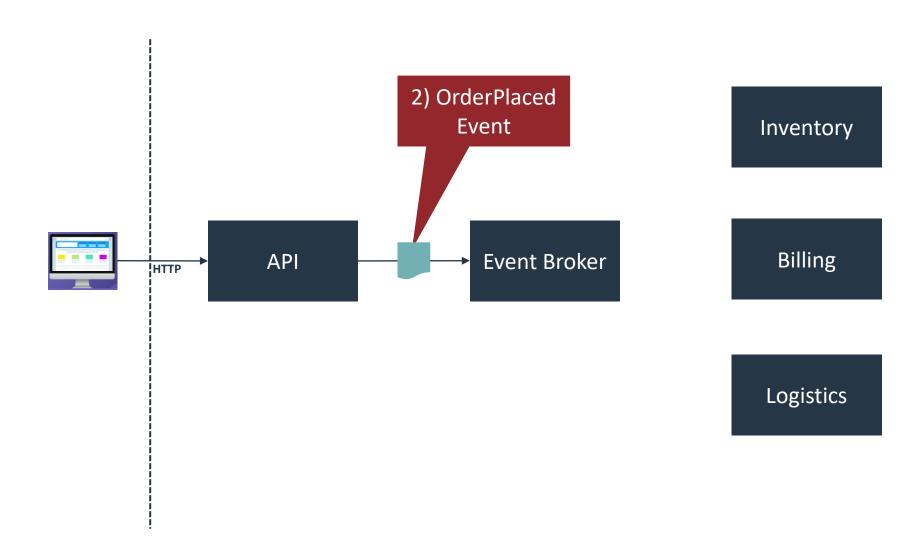
Efficient Communications

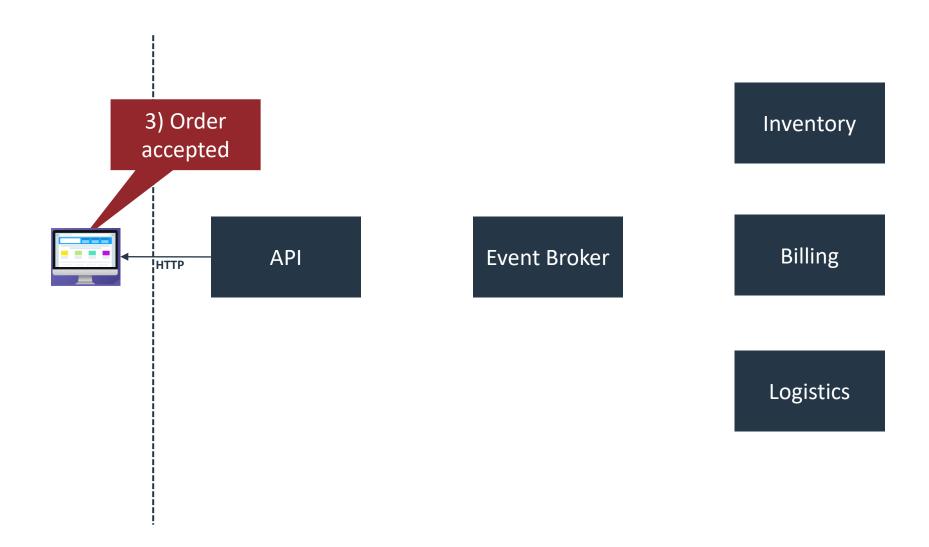


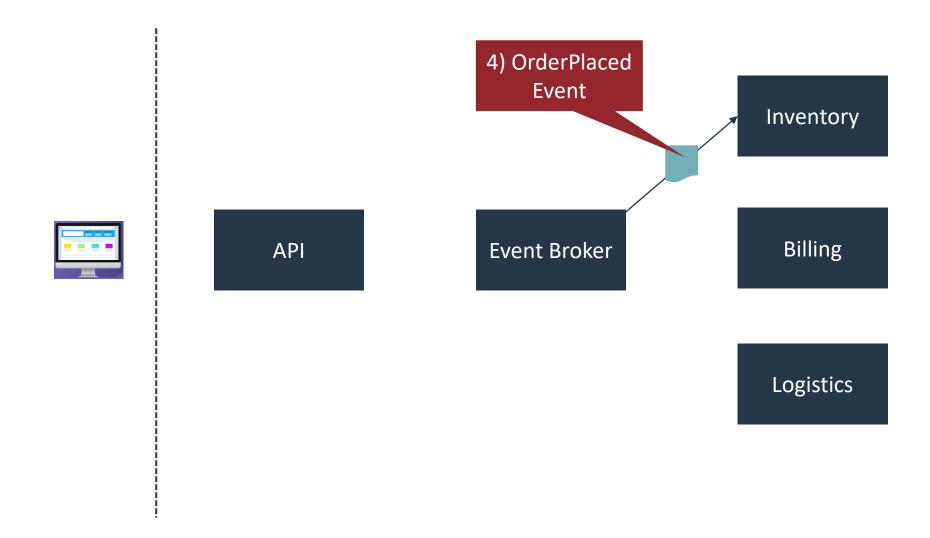
Example

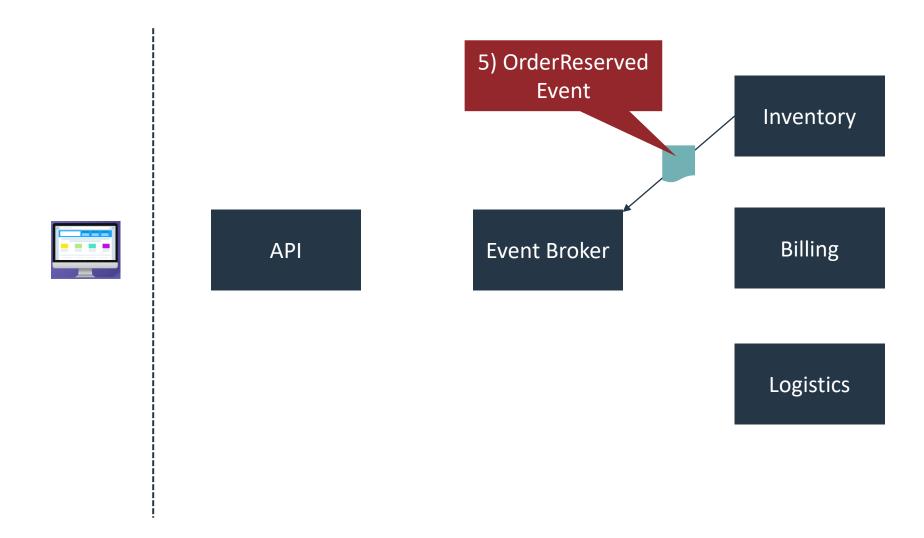


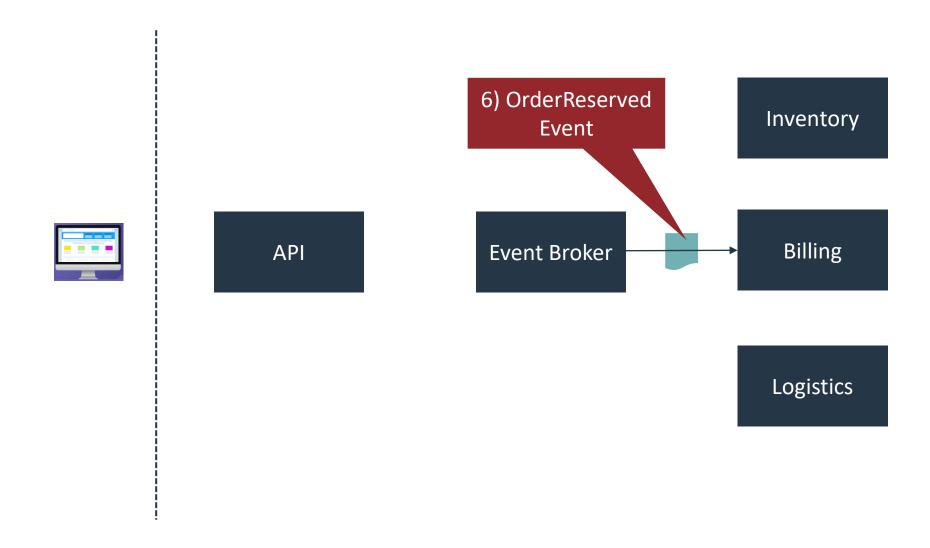


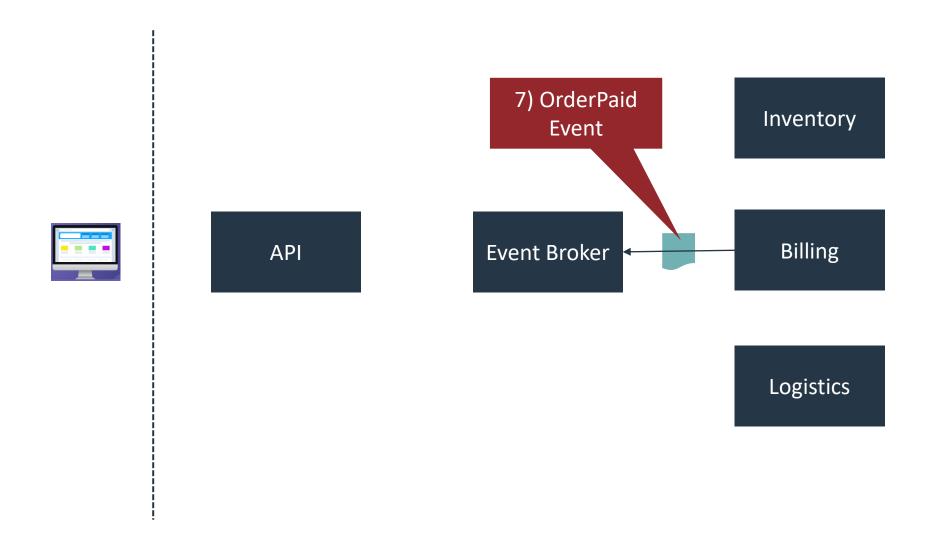


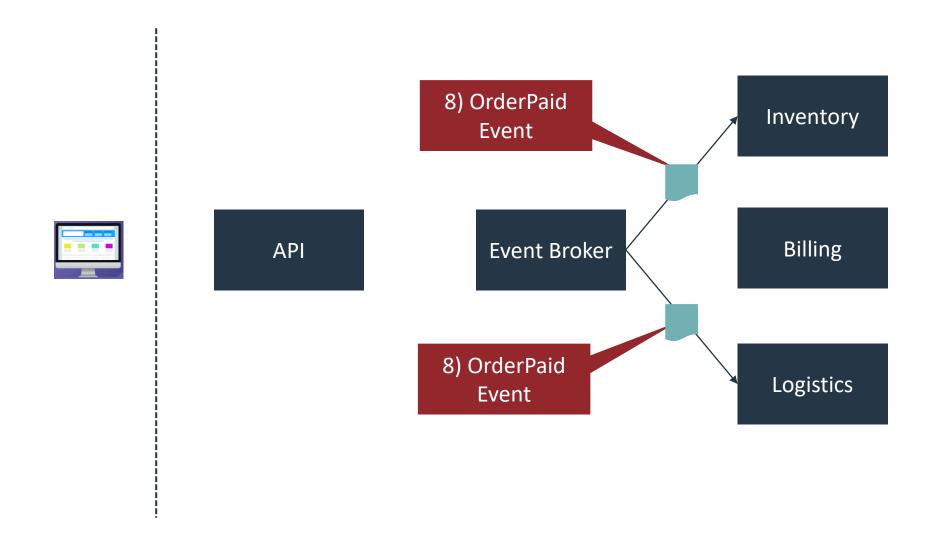










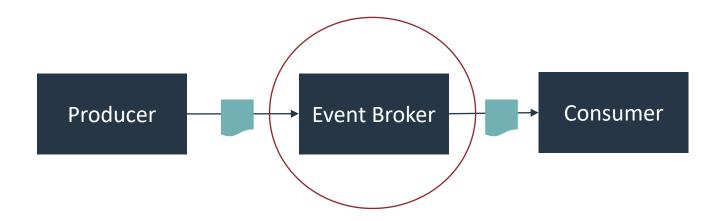


Component Closer Look

Events

```
"eventName": "orderPlaced",
   "orderId": "760b5301-295f-4fec-95f8-6b303a3b824a",
   "customerId": 28623823,
   "productId": 31334,
   "quantity": 1,
   "paymentMethodId": 2
   "timestamp": "2021-02-09T11:12:17+0000"
}
```

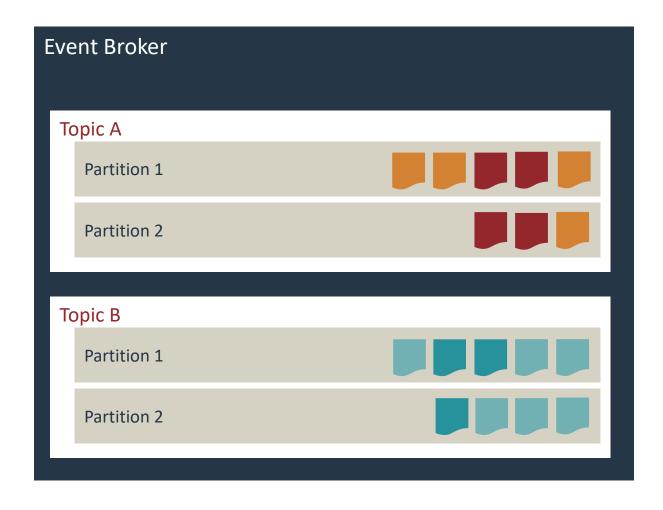
Event Broker



Event Broker Organization



Event Broker Organization



Most Recent



Oldest

Account Topic / Partition 1

Jan 6, 1:10pm AccountCreated AccountId: 4354

Most Recent



Oldest

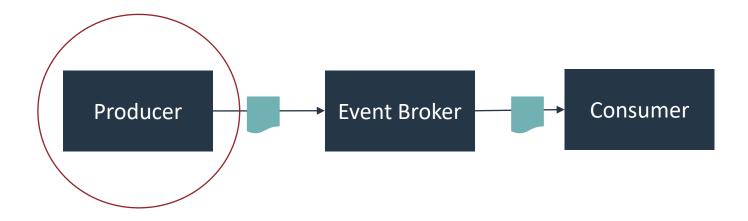




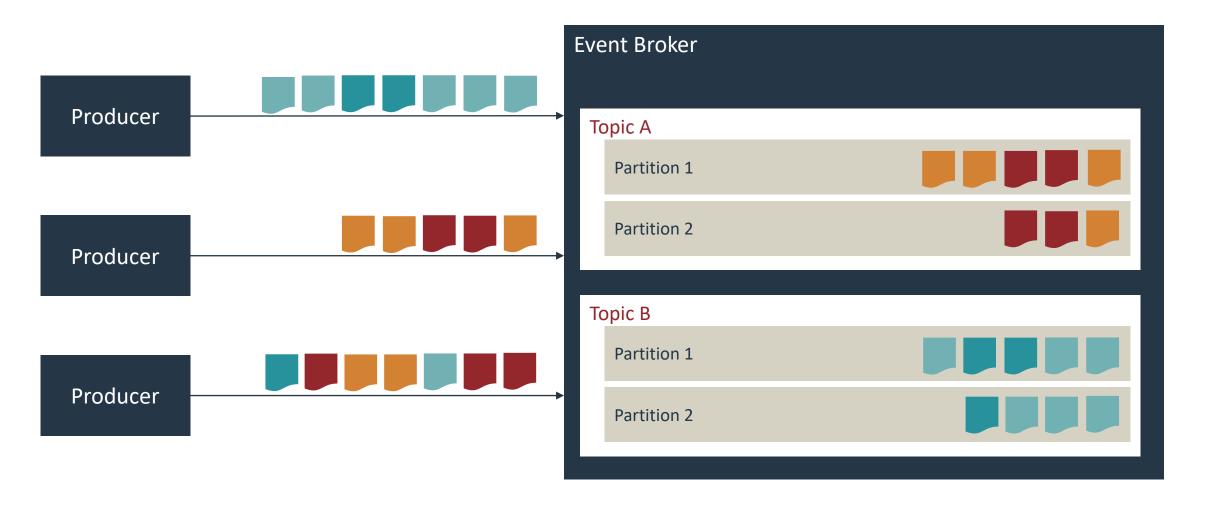




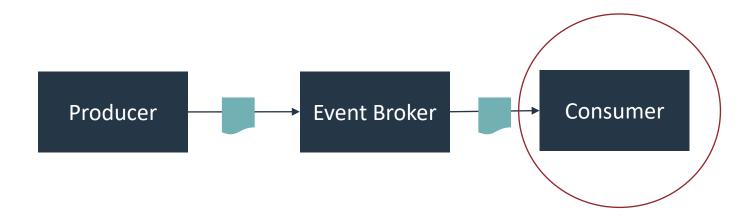
Producer Details



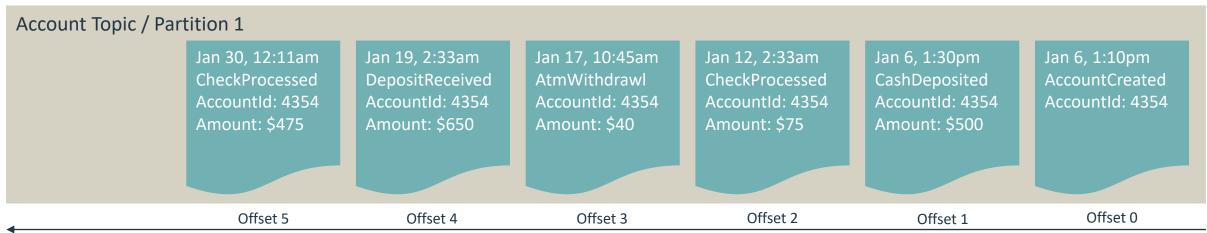
Publishing Various Event Types



Consumer Details



Ordered Consumption

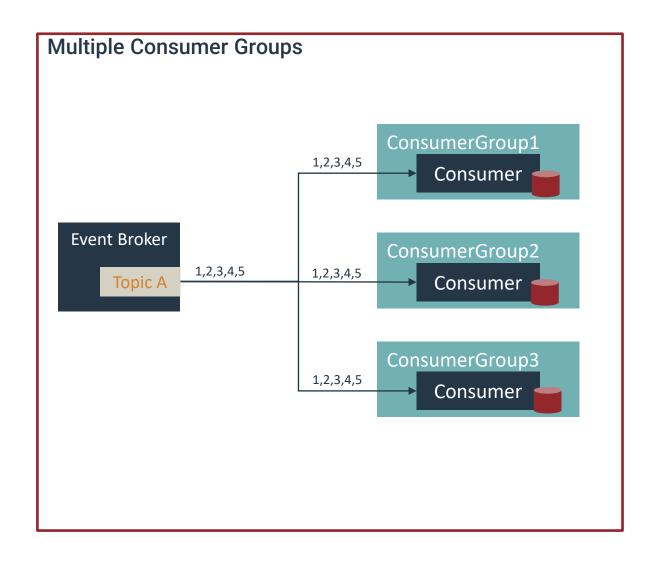


Most Recent Oldest

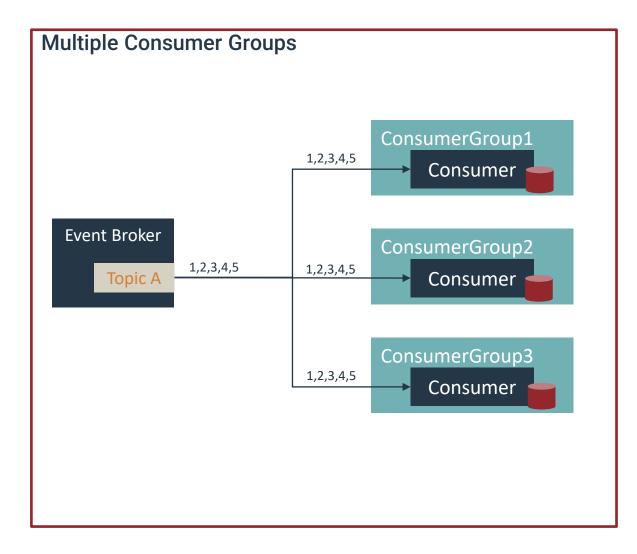
CreditCheck
Service
LastRead: 4

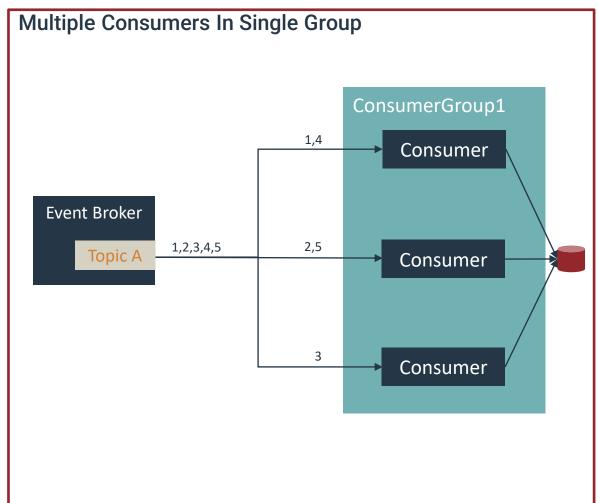
Reporting Service LastRead: 1

Scaling with Consumer Groups



Scaling with Consumer Groups

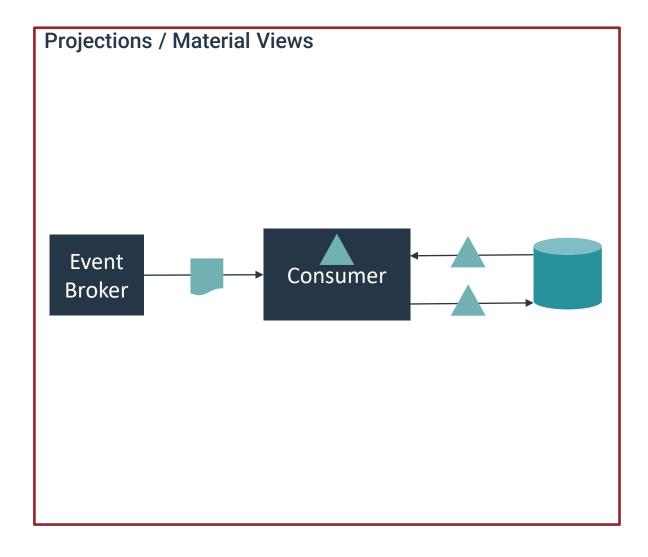




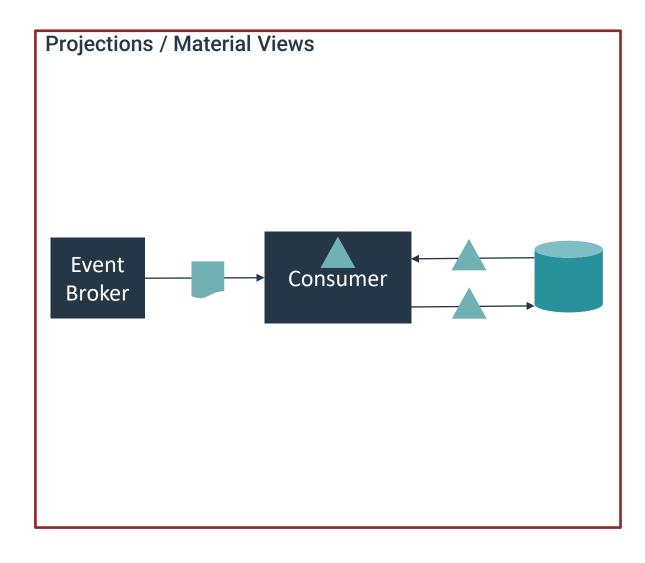
Consumer Data Management

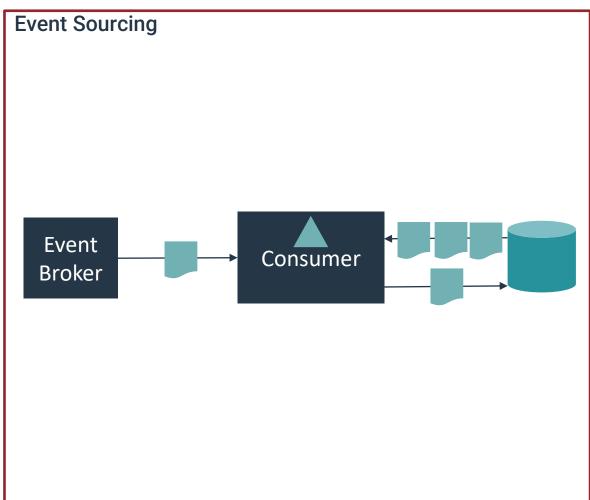
- Consumers may not act on received events immediately
 - May collect data needed to process later events
- Helps decouple microservices

Consumer Data Management

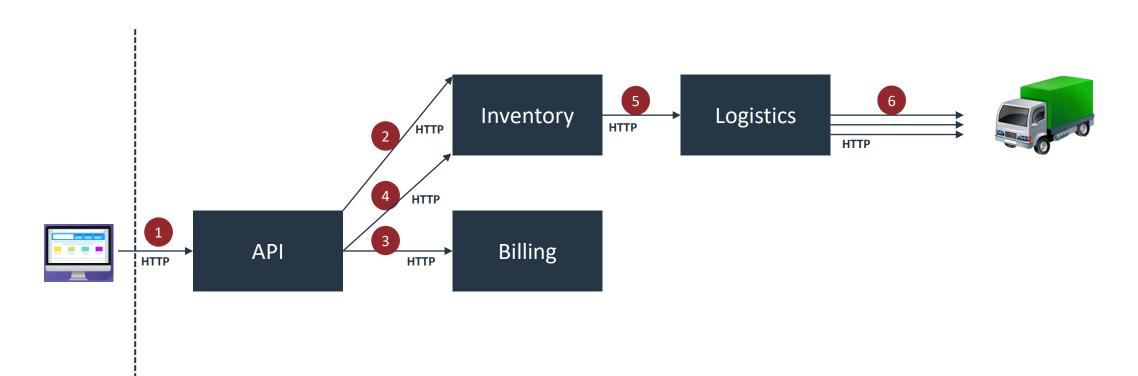


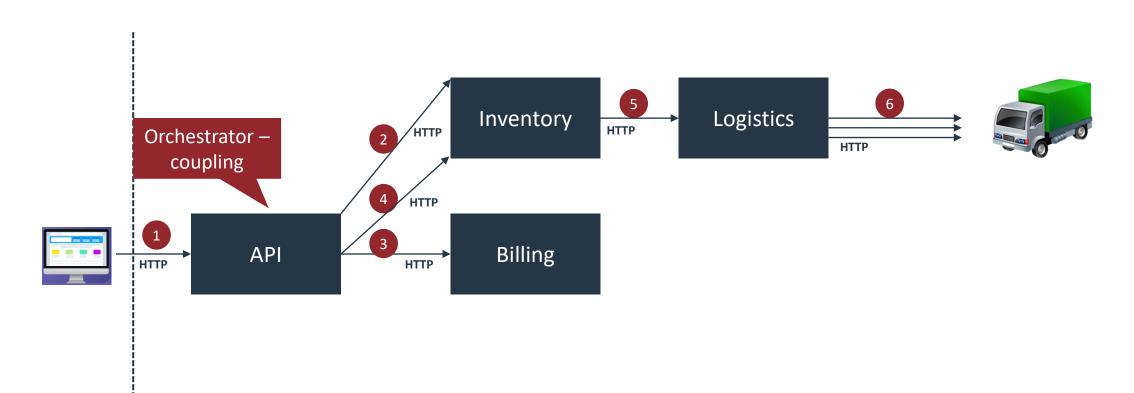
Consumer Data Management

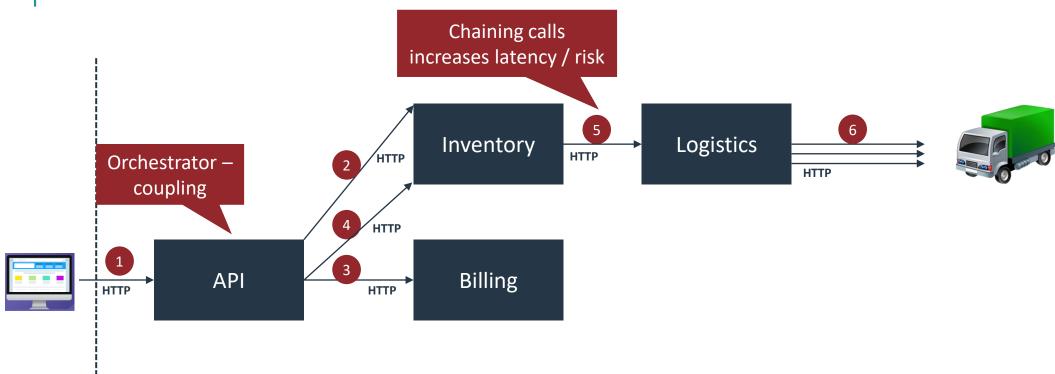


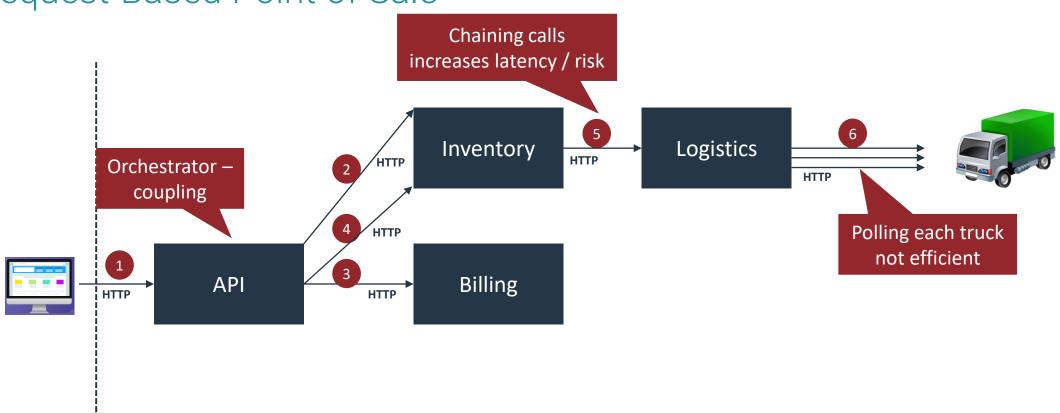


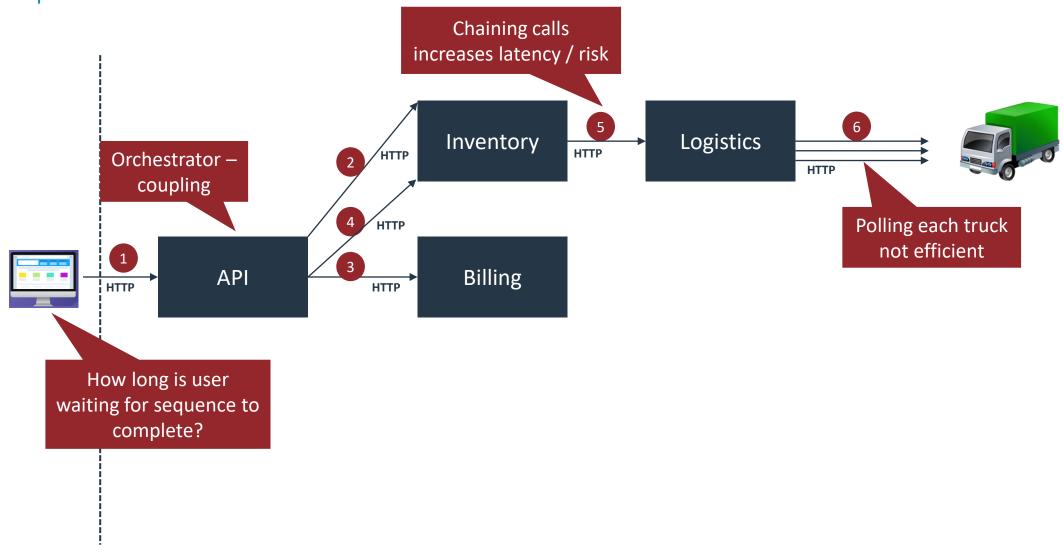
Request-Based vs Event-Based Solution Comparison

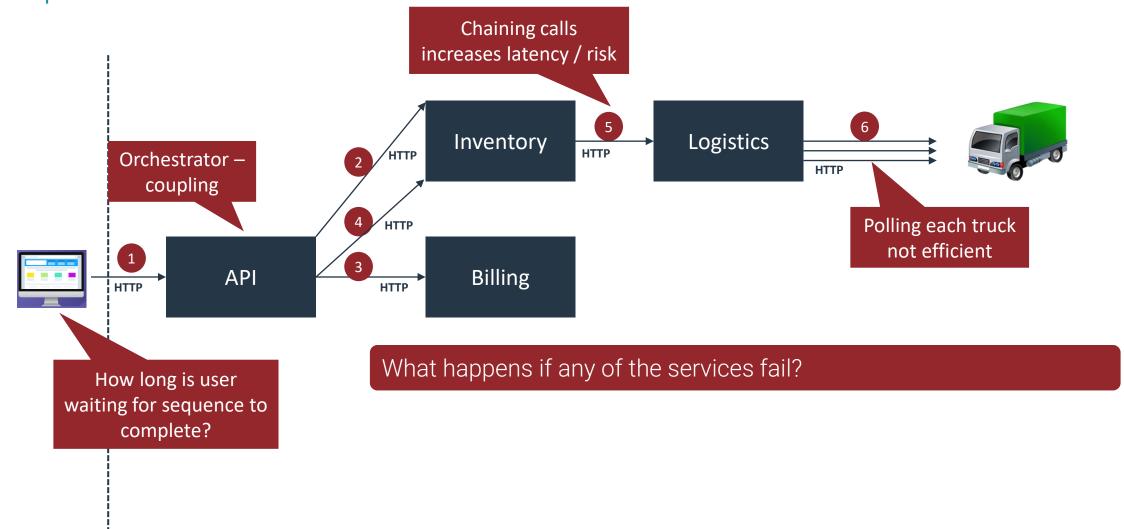


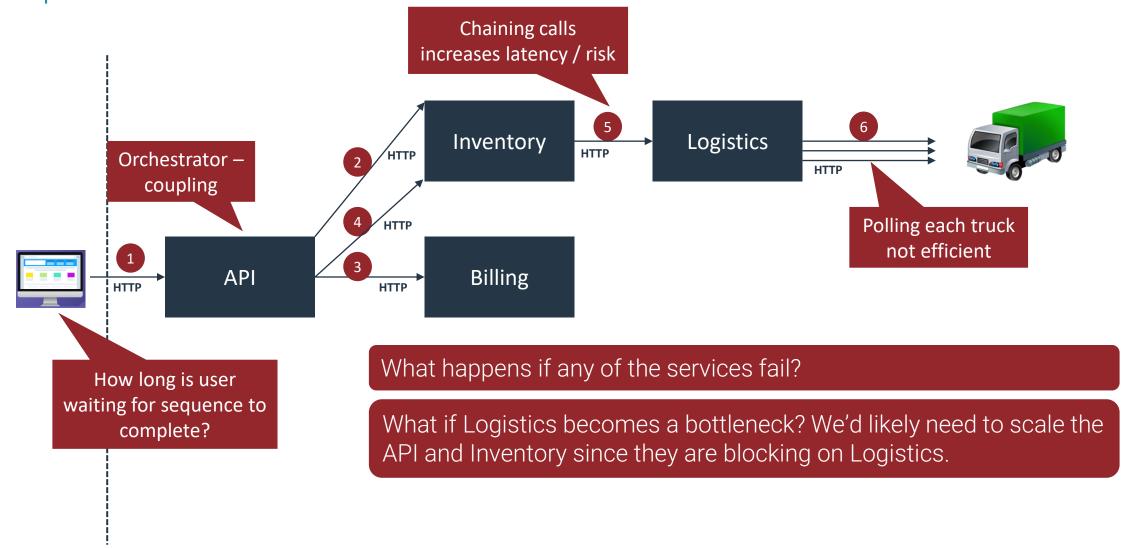


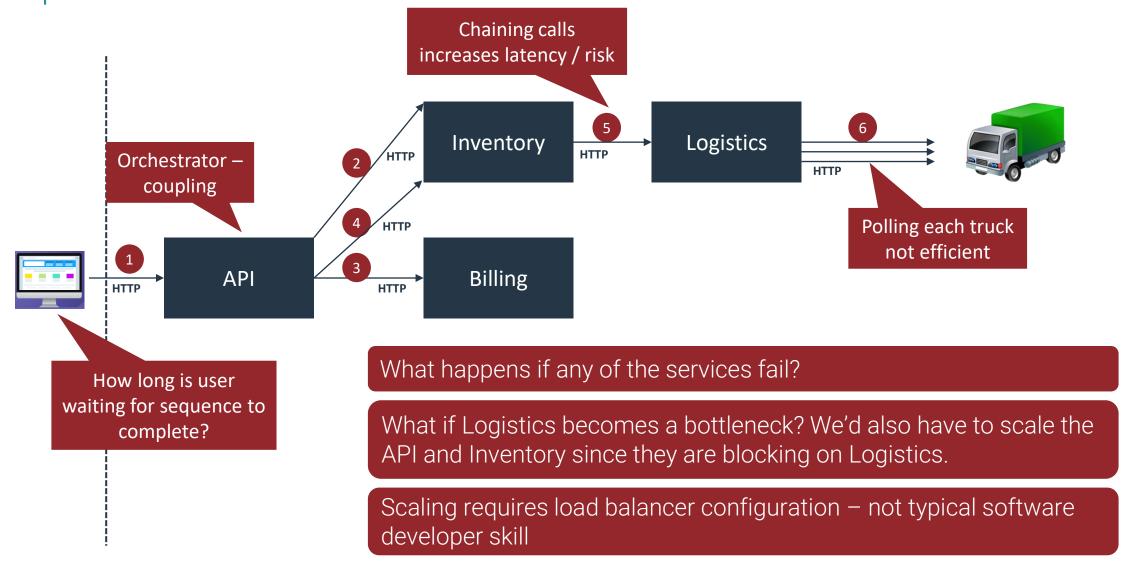


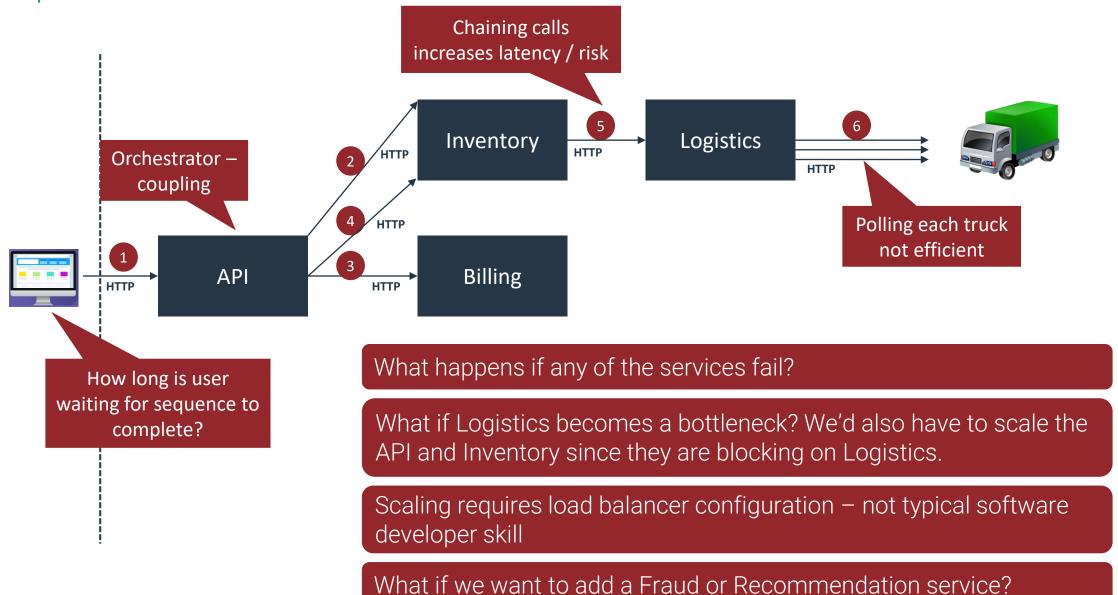


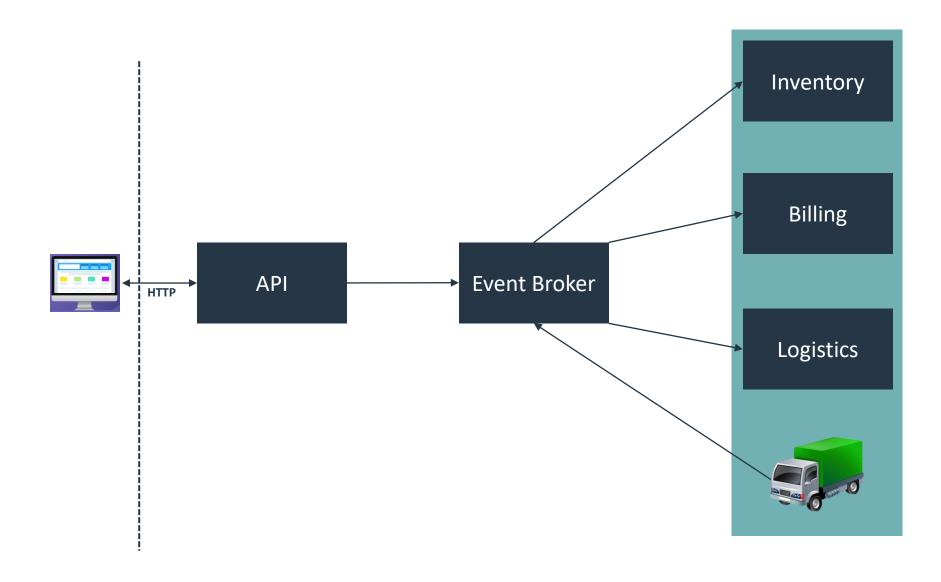


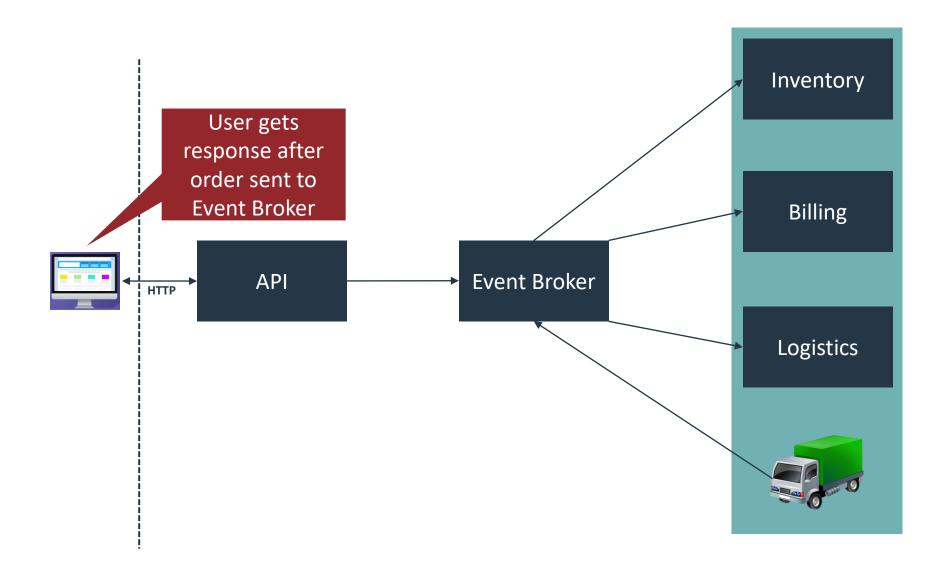


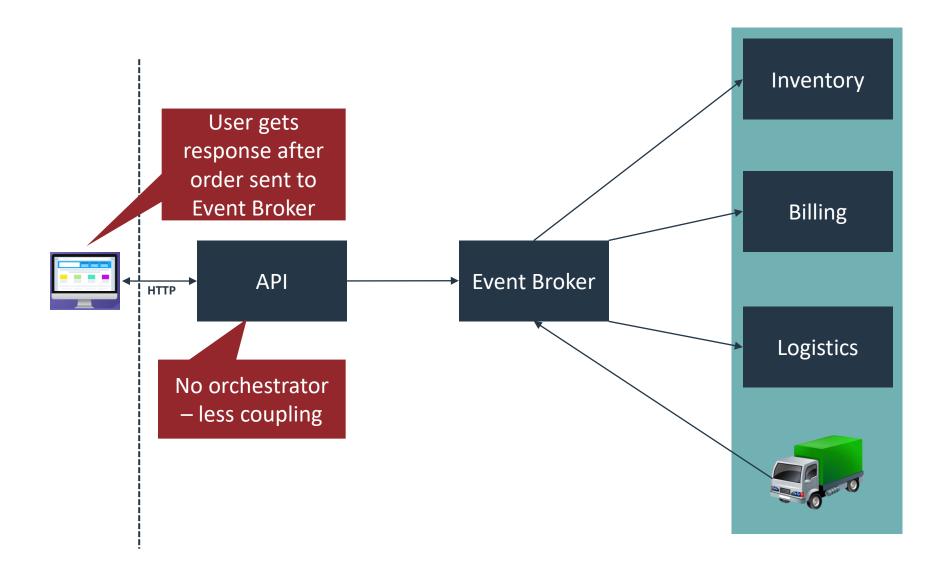


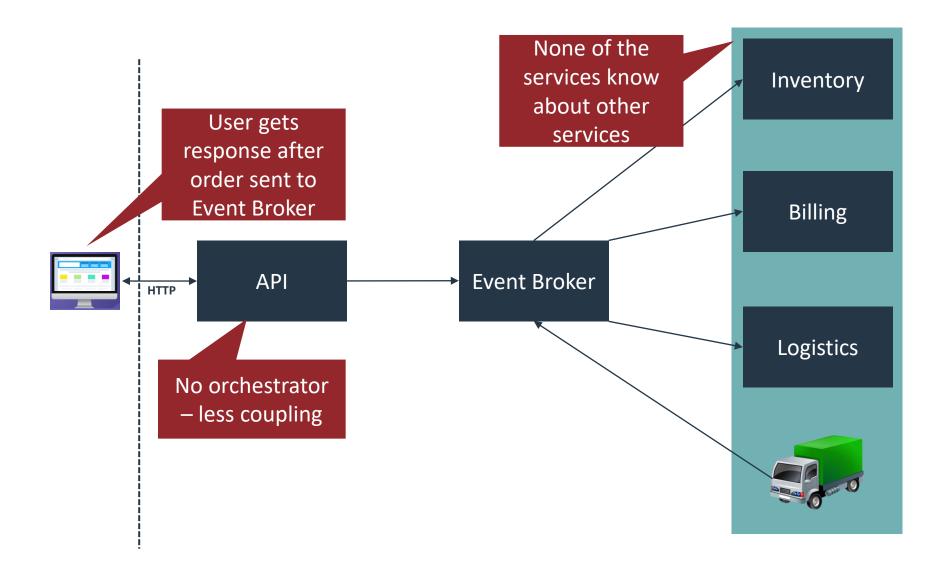


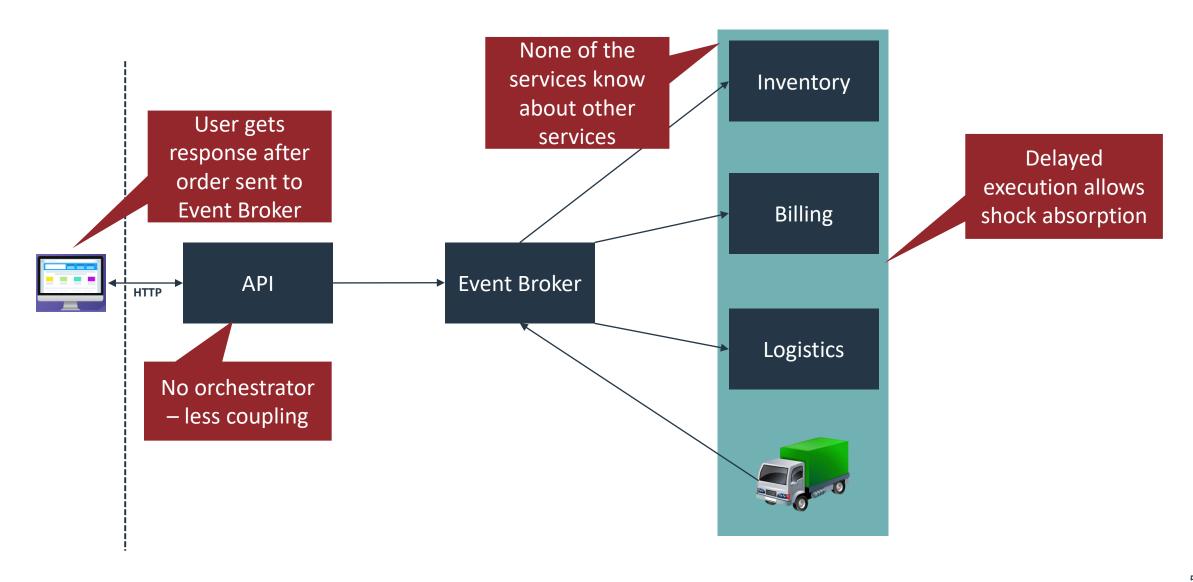


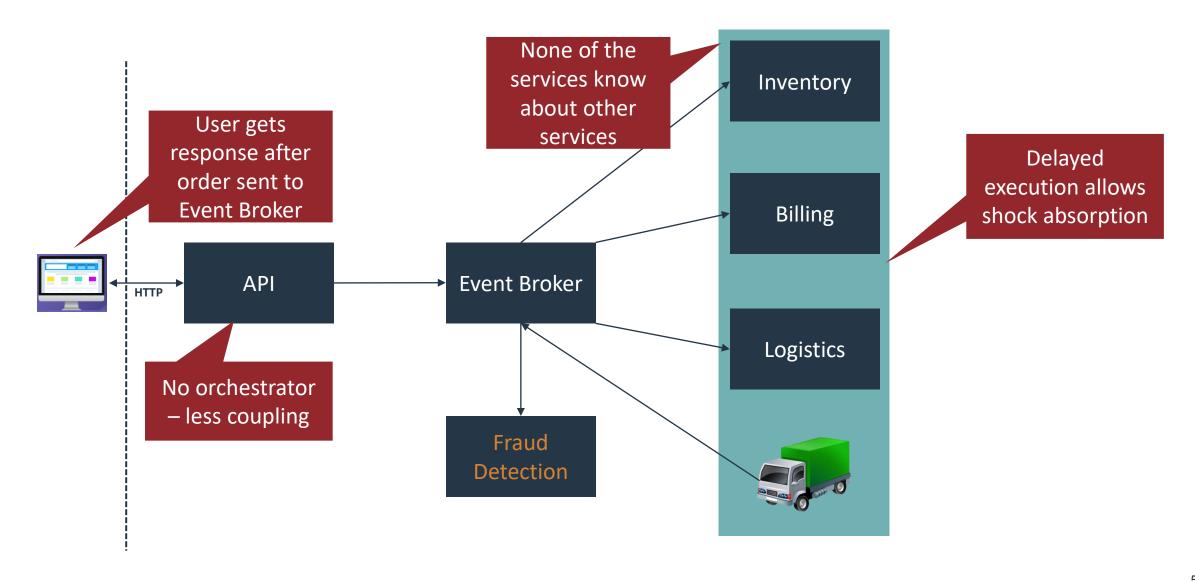


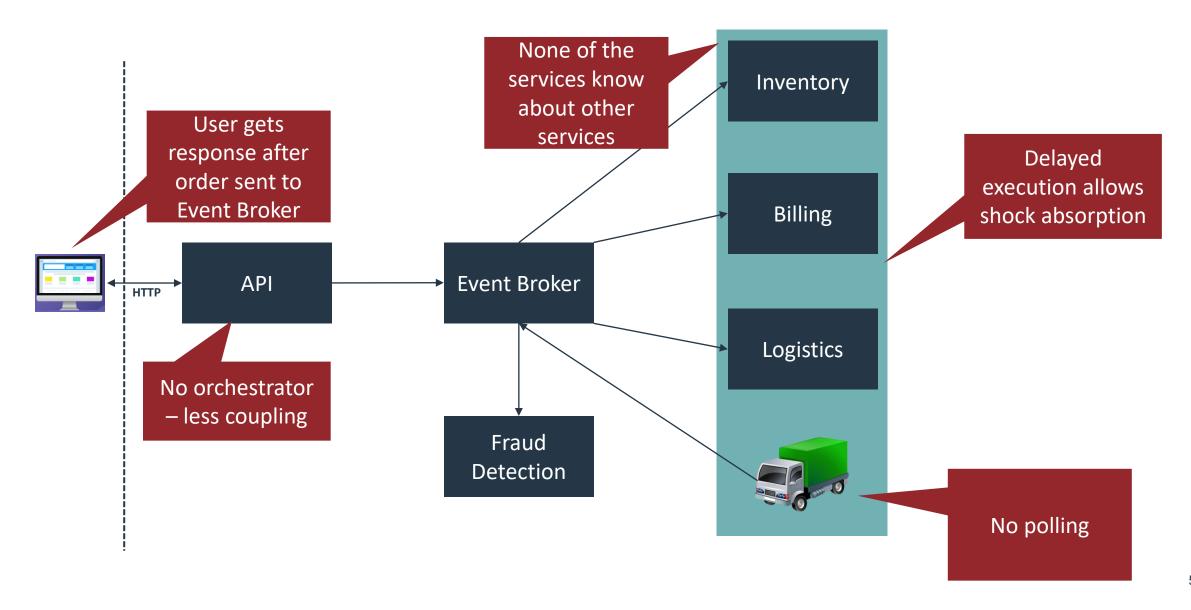


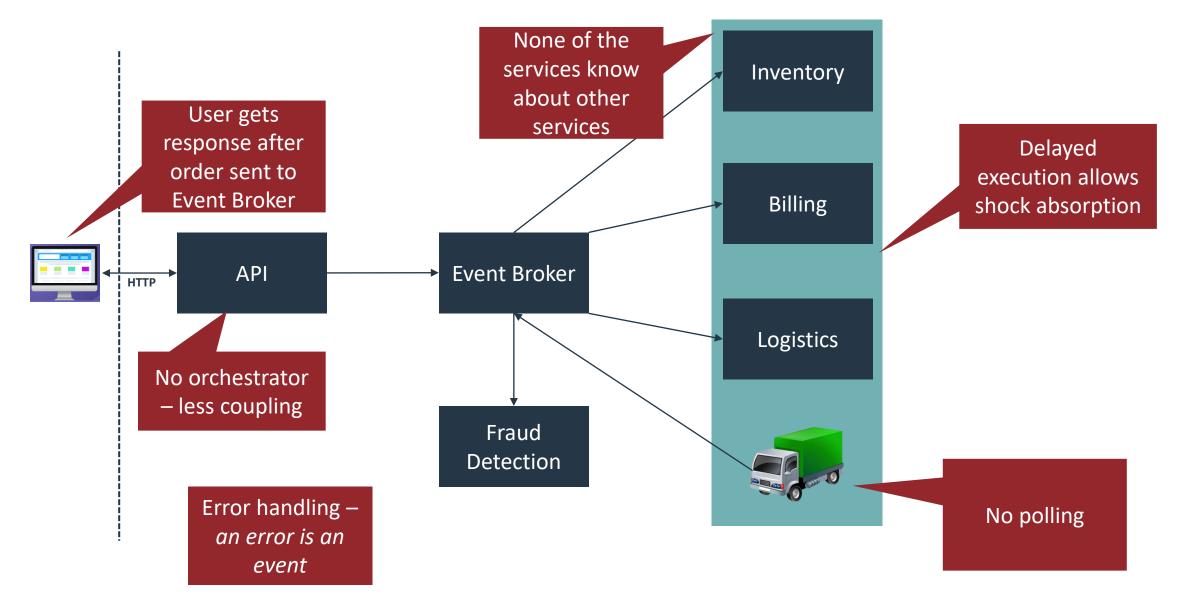






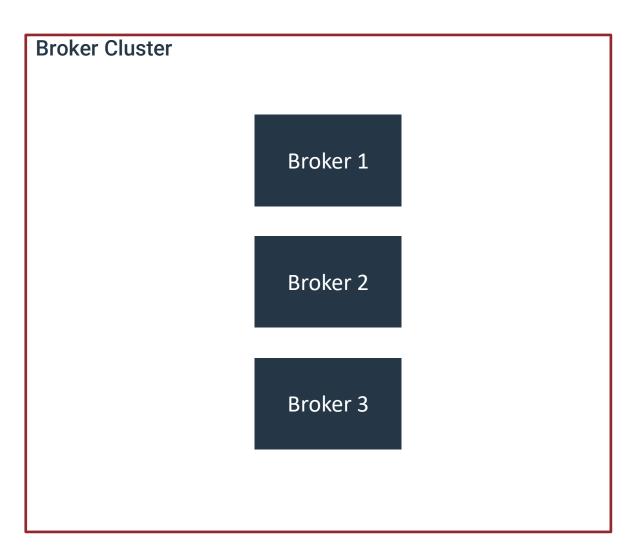




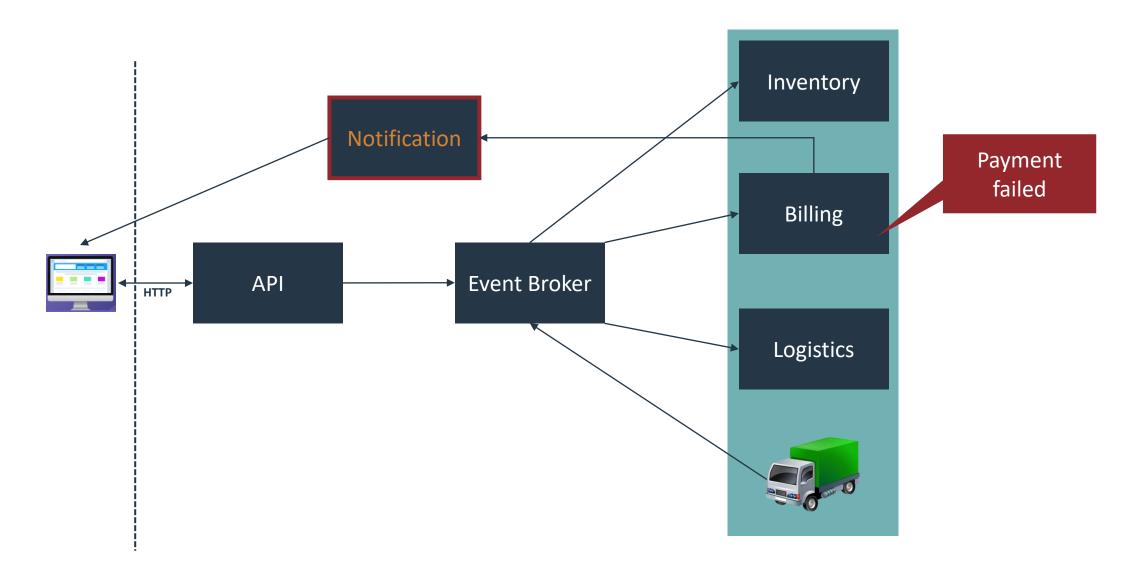


EDA Challenges

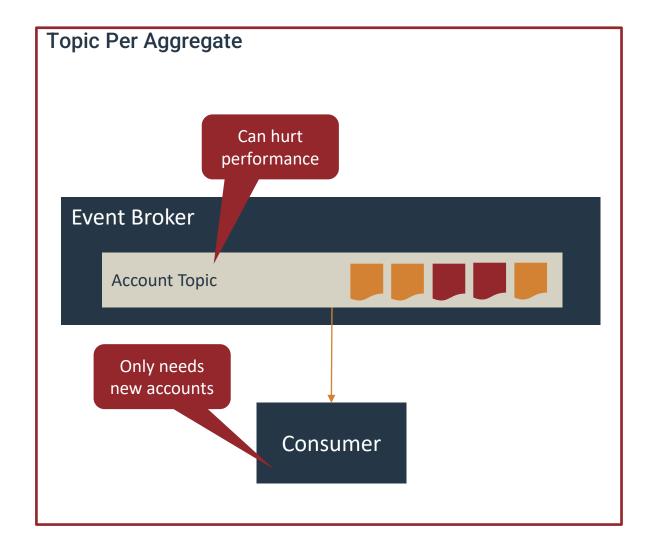
Event Broker Cluster



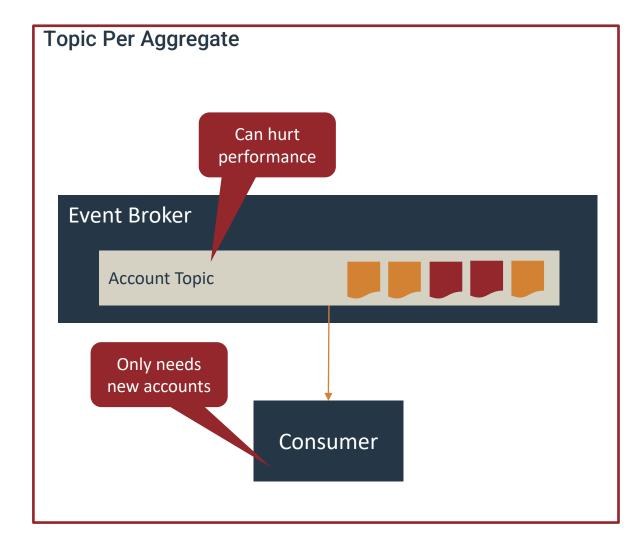
Notification System

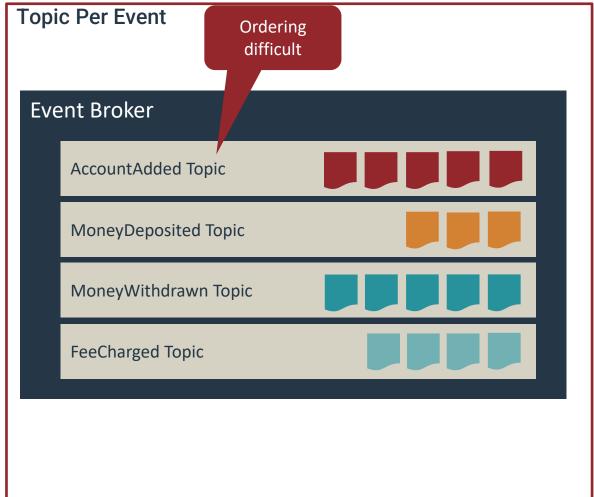


Topic / Event Design is Hard

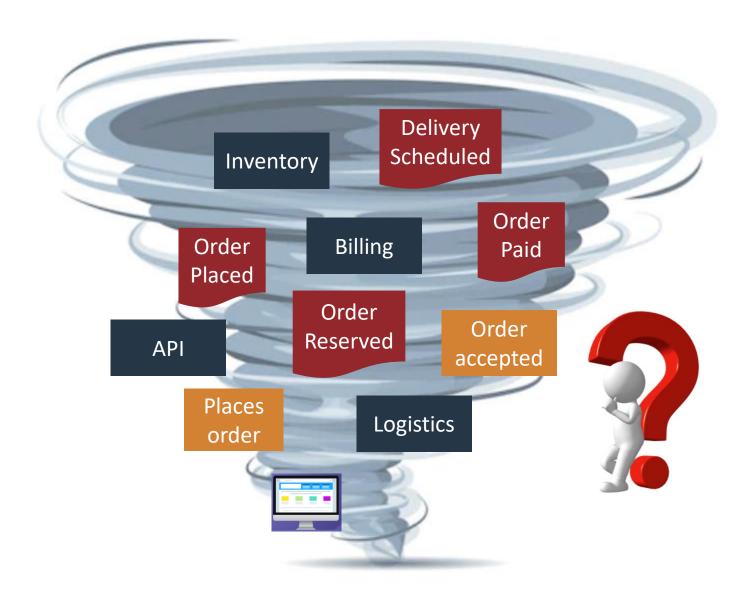


Topic / Event Design

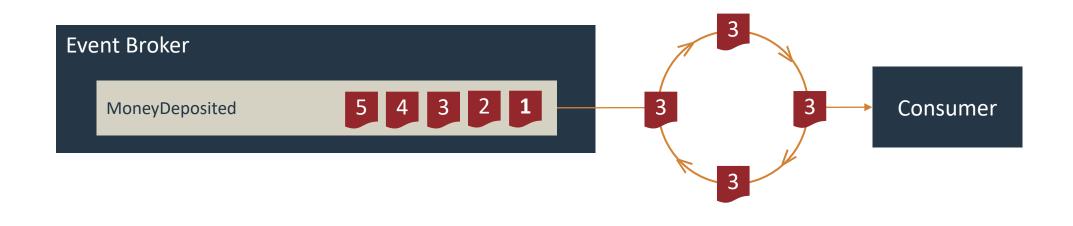


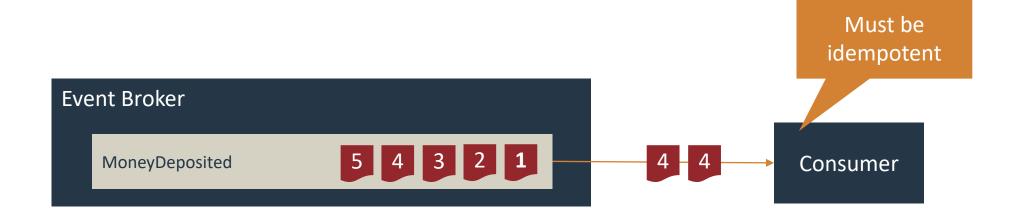


Complicated Troubleshooting



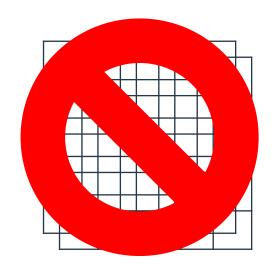
New Error Handling Concerns





Getting Started with EDA

Create an Event Mindset

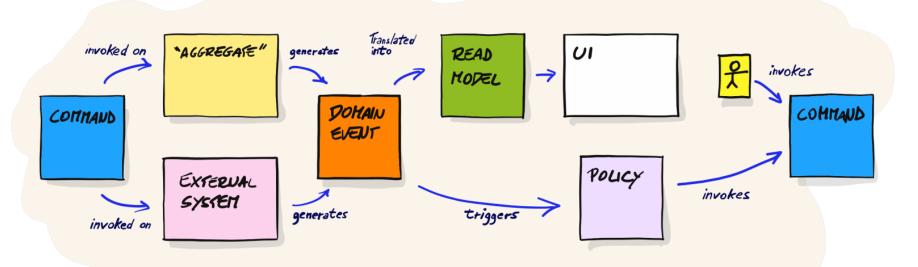






Practice Event Storming





Learn About Messaging Options







IBM MQ

Azure Service Bus

Managing Connection Lifetime







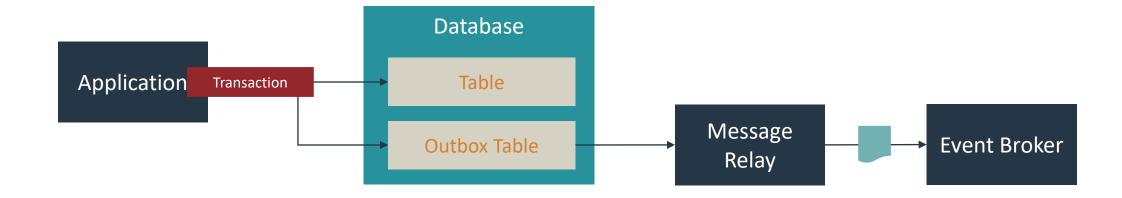
amazon SQS



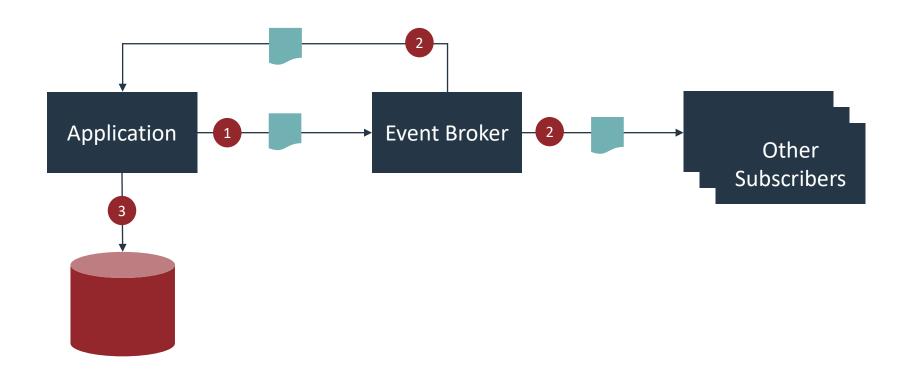




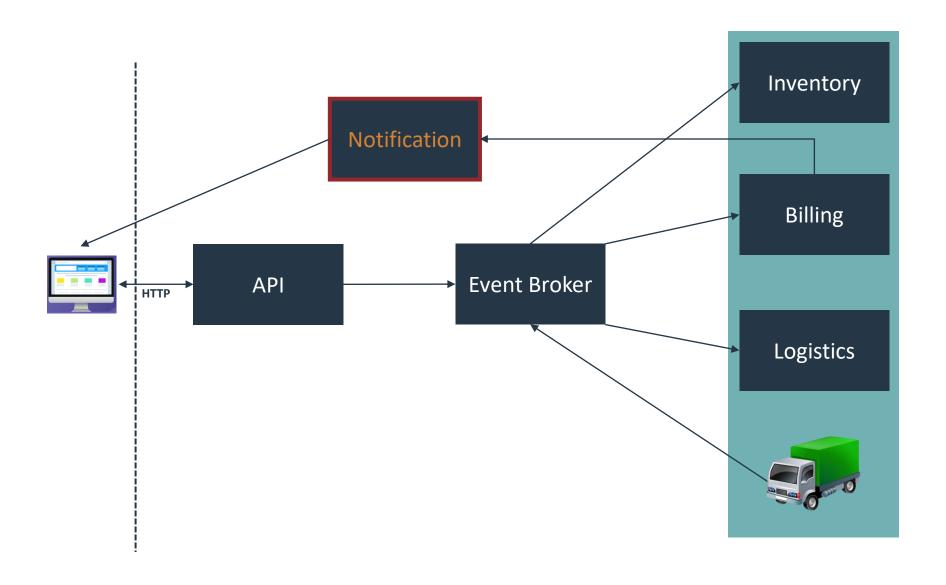
Consider Outbox Pattern



Prefer Listen to Yourself Pattern



Learn About Push Notification Options



Understand Eventual Consistency



Each service can have different entity state



Use Event Storming to identify potential inconsistencies



Each potential inconsistency concerning?



Adjust service boundaries to resolve inconsistency?



Replace Read After Write with push notification?

Wrap Up

Summary

- Improve Reliability
 - Asynchronous communications minimize coupling
 - Capturing event data can reduce coupling
 - Replayability makes it easier to recover from some issues
- Improve Scalability
 - Consumer groups simplify scaling
 - Parallel processing across microservices is easier
- Improve Flexibility
 - Event ecosystem makes it **easier to add functionality** without the risks inherent to changing existing functionality
 - Event sourcing makes time travel simple

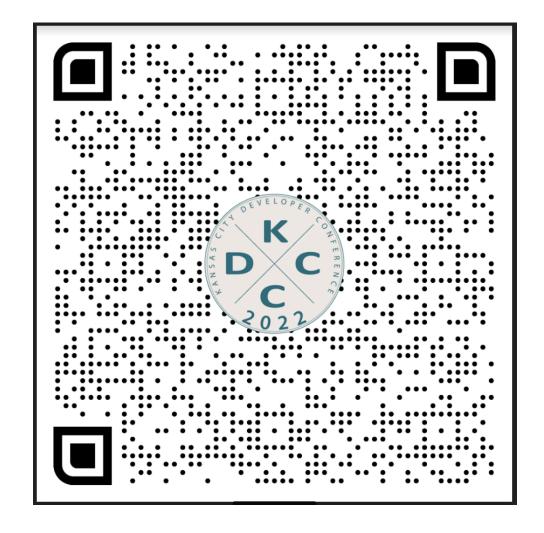


Thank you

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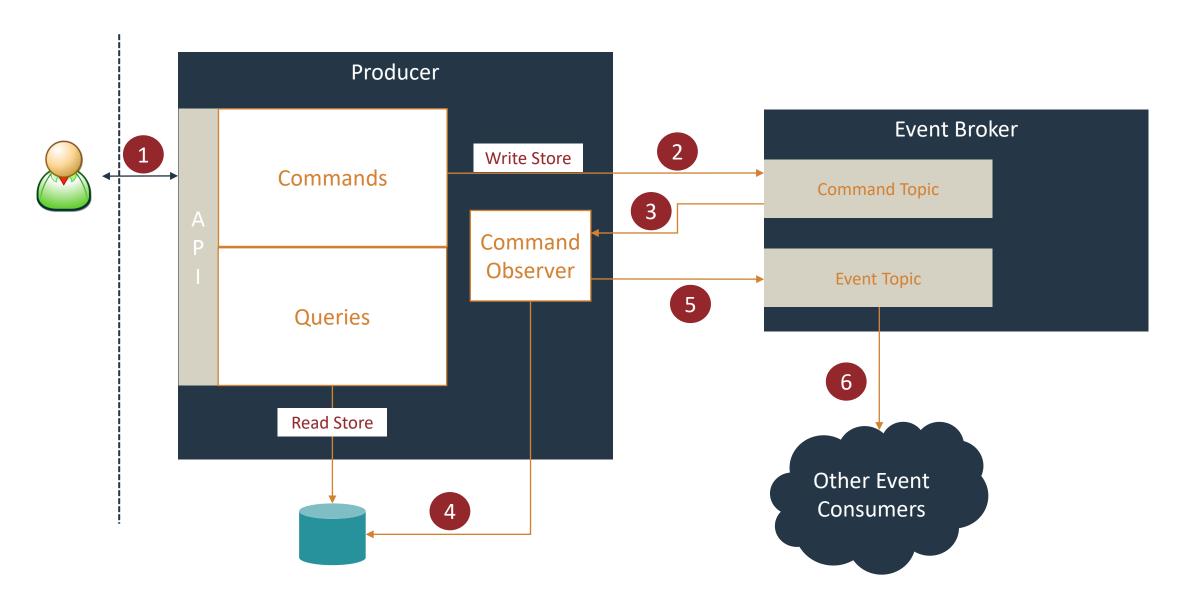
LinkedIn: https://www.linkedin.com/in/scott-carter/



Slides: https://github.com/scottctr/EdaKcdc2022/blob/main/EventDrivenArchitectureBranded.pdf

Appendix

Producers and Command / Query Responsibility Separation (CQRS)



Warning

"Synchronous communication is the crystal meth of distributed software"

Mark Thomson

Understand Eventual Consistency



