

“I hope the field of computer science never  
loses its sense of fun”

—Structure and interpretation of computer programs

# About me

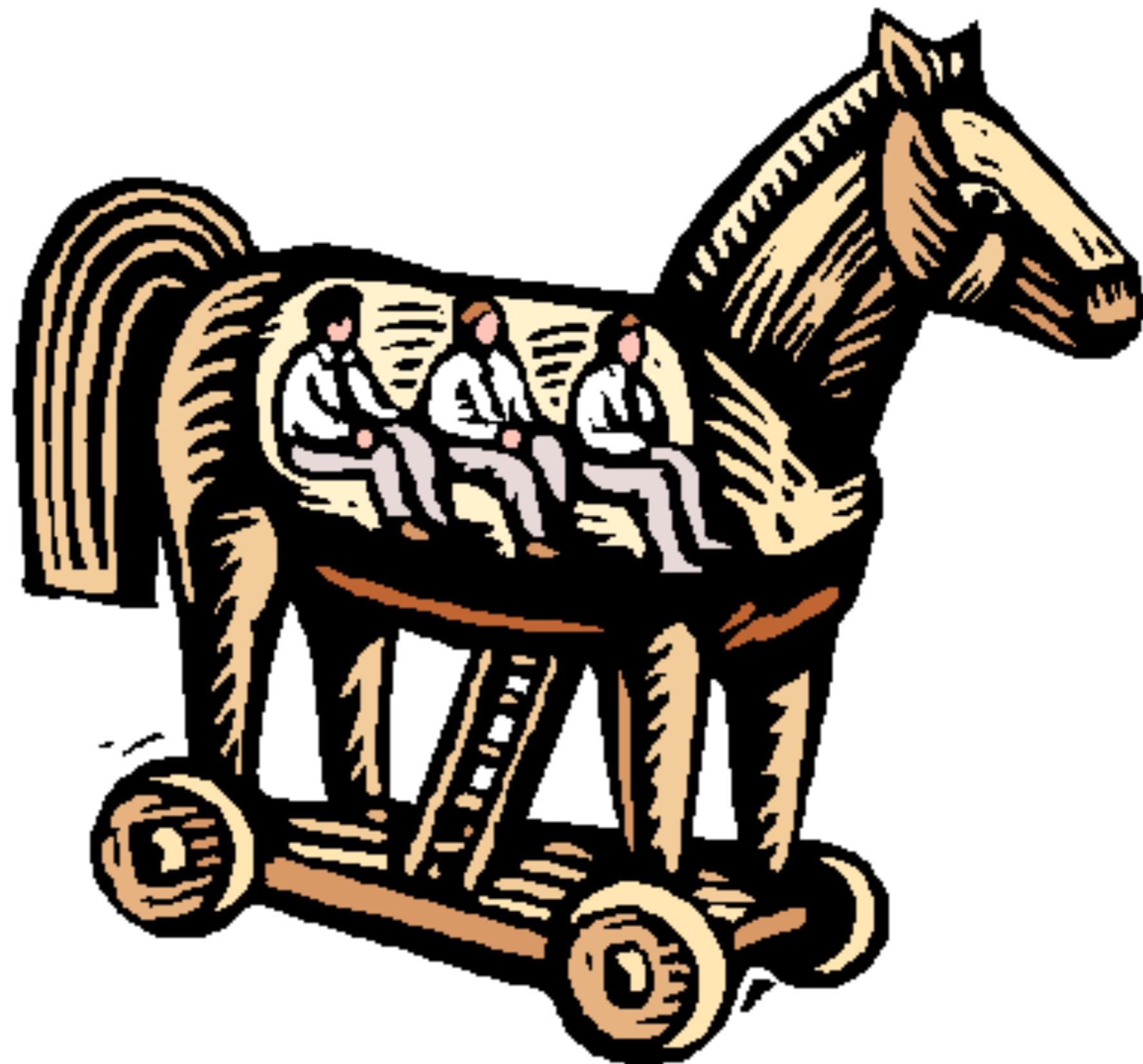
- software engineer / technology trainer
- kung fu instructor in spare time
- ~~closure~~ data driven evangelist
- @sihingkk



yeah, we're hiring!

# What is this talk about?

- rant on “industry standards” and recent buzz words
- simple, artificial use case - just to make it
- architectural ~~design~~ flavour proposal
- definitely not my own ideas =)





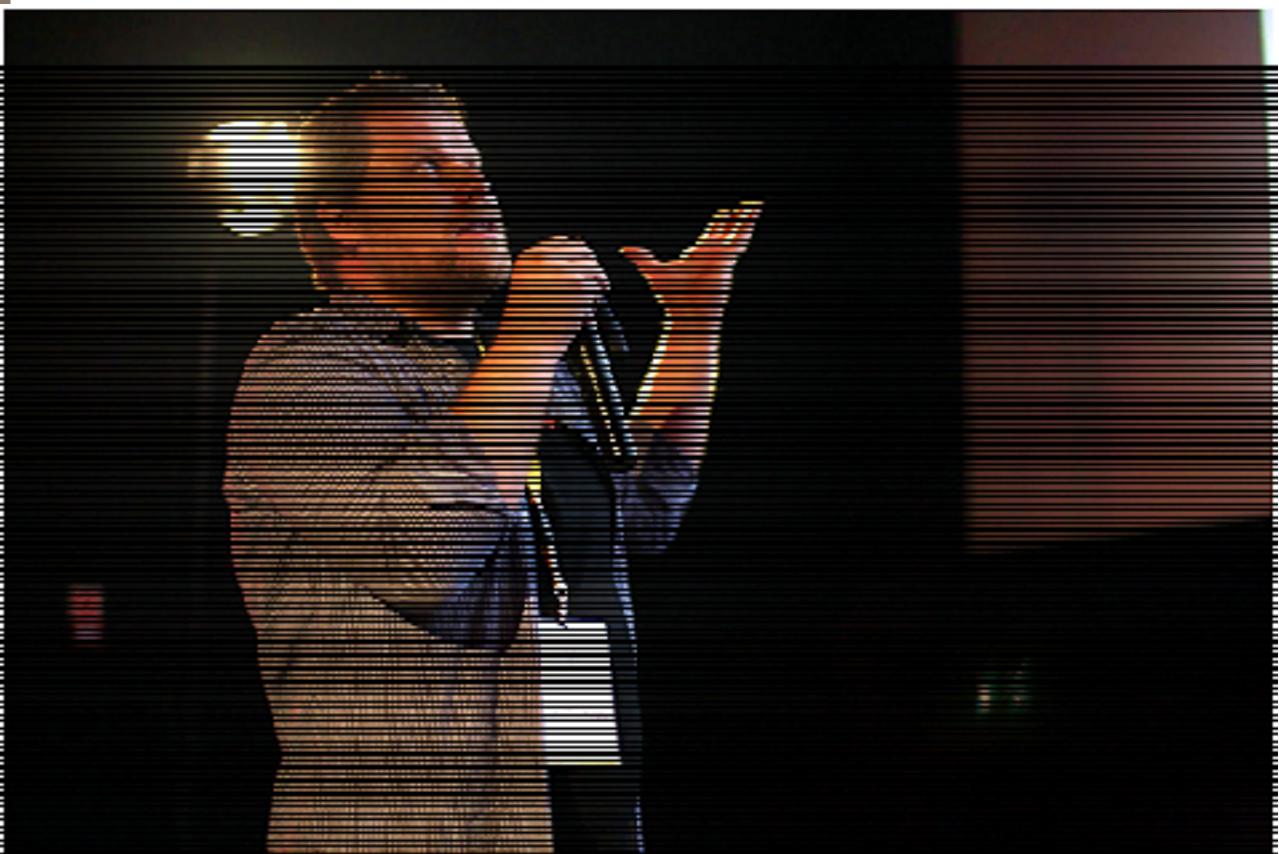
"WARP SPEED AHEAD!"

Test!

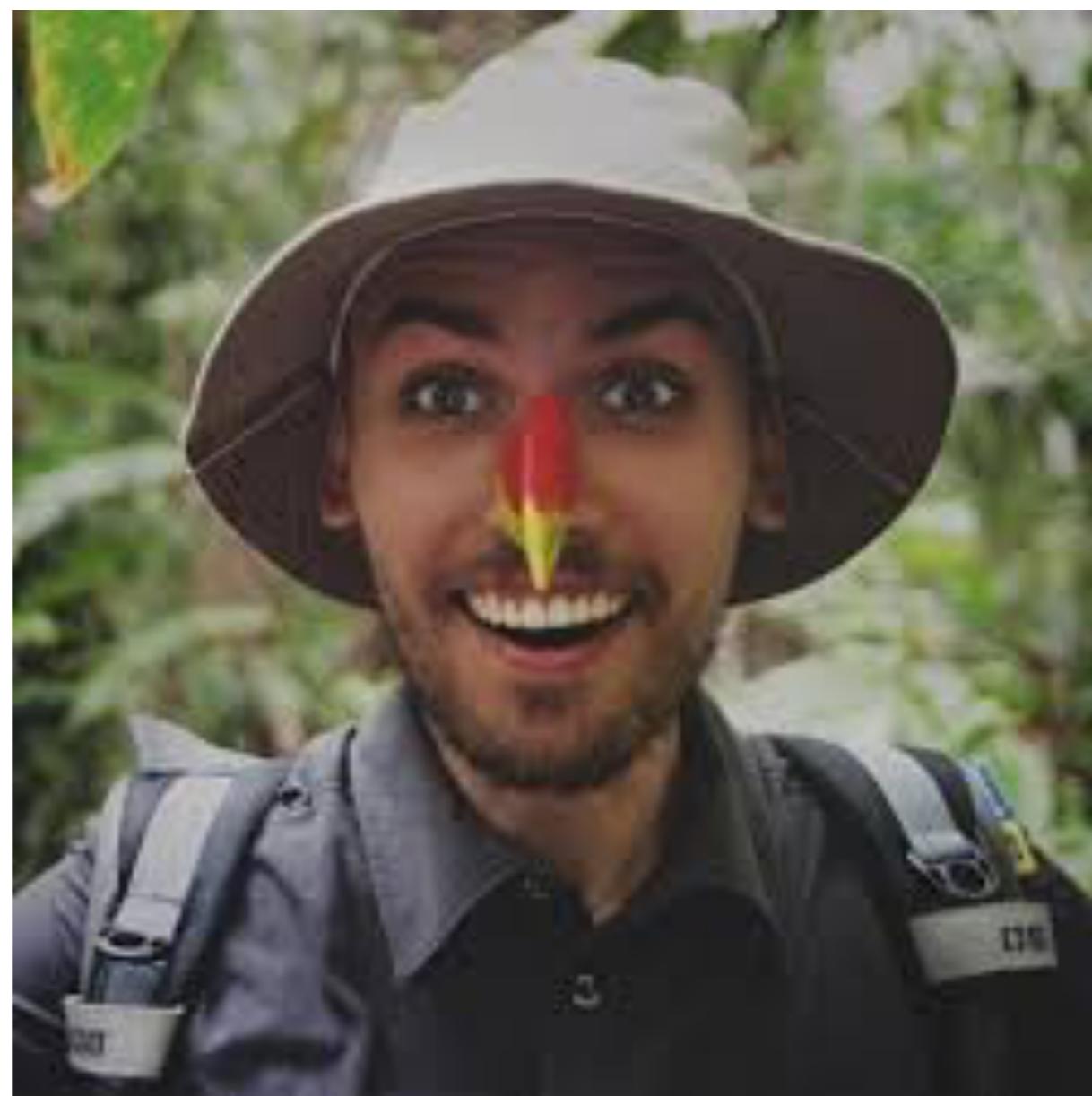
# Who is it?



# Who is it?



# Who is it?



# Who is it?



# Who is it?



# Who is it?



# Who is it?



# What is?

- OOP
- FP
- Language paradigm
- DVORAK

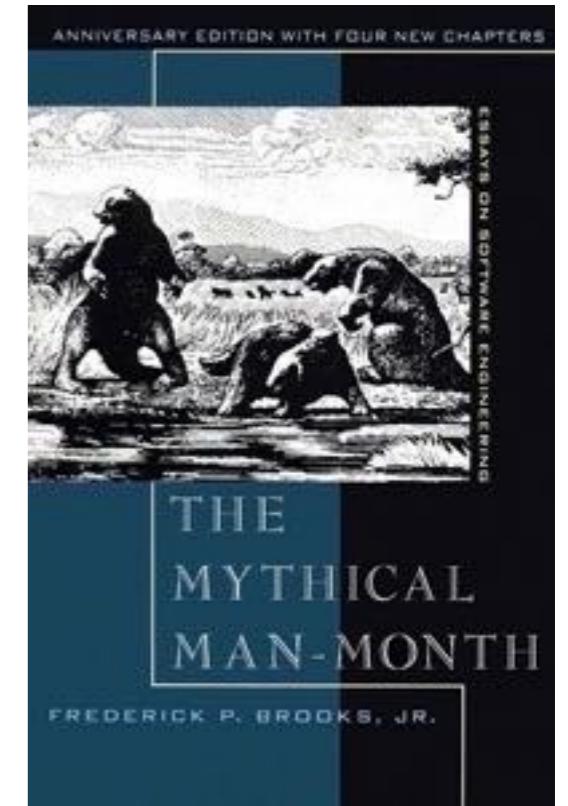
What we doing?

# What we think we are doing?

~~Computer science~~



# What we are really doing?



# What we are really doing



# Meet Rich



- Cost/benefit
- ROI
- Time to market
- Profit

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# Structure and Interpretation of Computer Programs

Second Edition

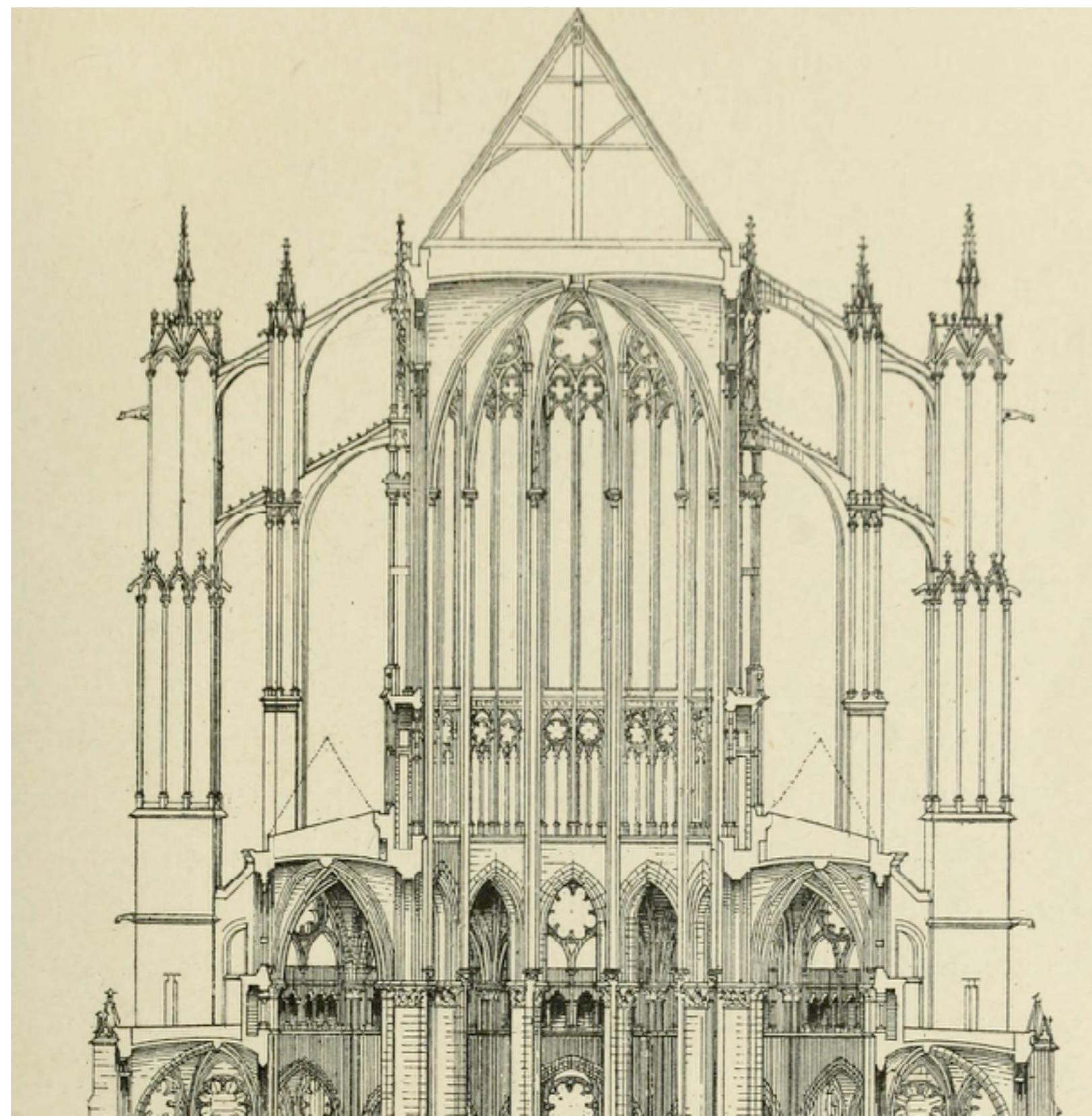


Harold Abelson and  
Gerald Jay Sussman  
with Julie Sussman

# Architecture

**Architecture** (Latin *architectura*, from the Greek ἀρχιτέκτων *arkhitekton* "architect", from ἄρχι- "chief" and τέκτων "builder") is both the process and the product of **planning**, **designing**, and **constructing** buildings and other physical structures

# Arch-itecture?



# REST

is dead?

- define the problem
- what is REST?
- CRUD-flavoured REST?

*The key abstraction of information in REST is a resource. Any information that can be named can be a resource: a document or image, a temporal service (e.g. "today's weather in Los Angeles"), a collection of other resources, a non-virtual object (e.g. a person), and so on. In other words, any concept that might be the target of an author's hypertext reference must fit within the definition of a resource. A resource is a conceptual mapping to a set of entities, not the entity that corresponds to the mapping at any particular point in time.*

/posts/show/1

/posts/1



- transfer from account 1 \$500 to account 2
- POST /accounts/**1**/transfer/**500.00**/to/**2**
- **Wrong!**



```
POST /transactions HTTP/1.1
Host: <snip, and all other headers>
```

```
from=1&to=2&amount=500.00
```

```
HTTP/1.1 201 OK
Date: Sun, 3 Jul 2011 23:59:59 GMT
Content-Type: application/json
Content-Length: 12345
Location: http://foo.com/transactions/1
```

```
{"transaction": {"id": 1, "uri": "/transactions/1", "type": "transfer"}}
```

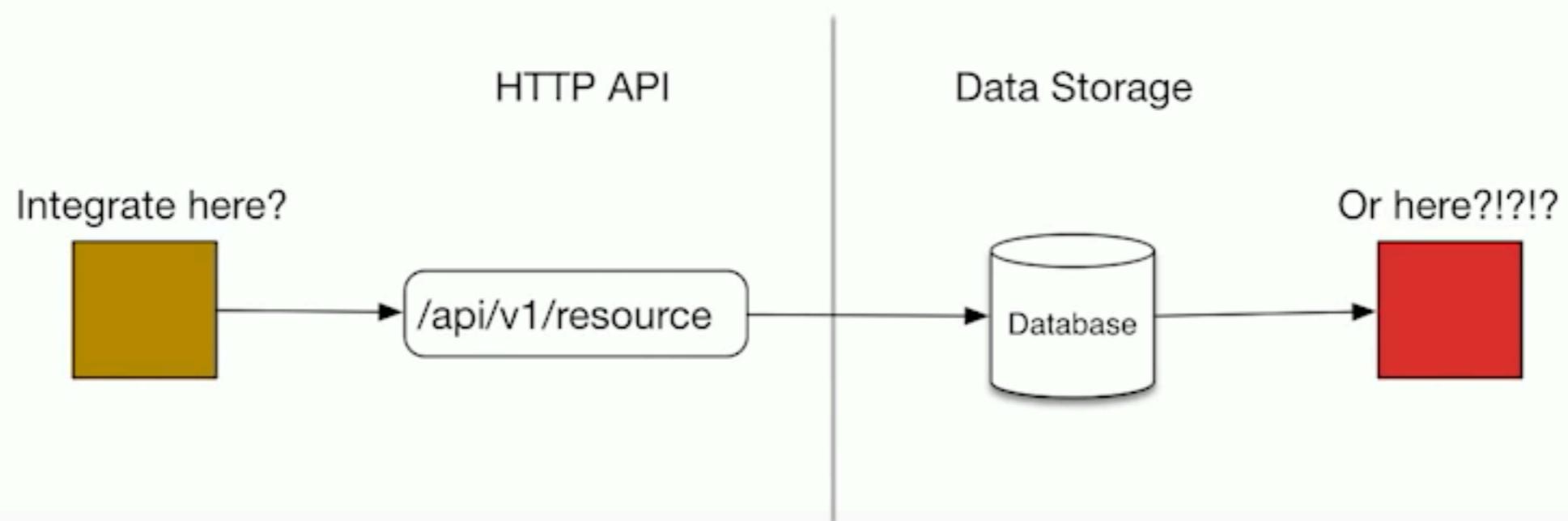
# All the cool kids are doing it

- It's Agile (TM)
  - much easier than SOAP
  - easily to get something (poorly specified) into production
  - Microservices! Containers! DevOps! Cloud!

# Operationally rigid

- CRUD flavoured REST issues:
  - Choose one:
    - “pay my credit card bill”
    - POST a new bill payment sub-resource of the credit card resource”
  - entire API, with all N endpoints often deploy version change scale together
  - Scaling individual resources (single code base) requires re-work
  - Scaling read from writes it hard

# Hard to extend or integrate





# Obscures the story

- typical problems with mutable state systems
- **what is the client/customer's actual intent?**
- what happened to bring us to the current state?
- how do we audit that seq of events for security compliance or correctness?



gifbin.com

therailrat

# CQRS as solution

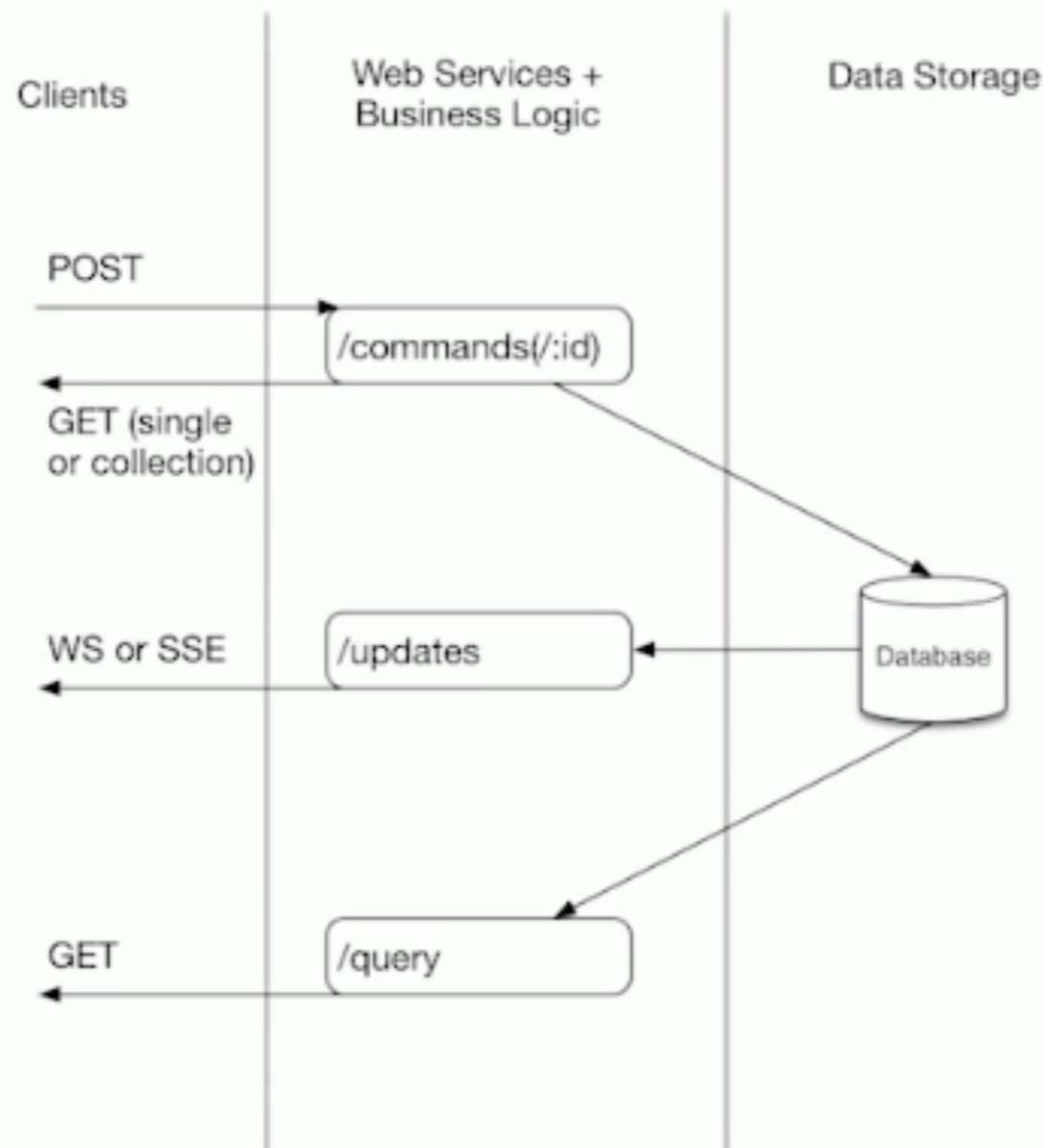
- Command (and) Query Responsibility Segregation
- Separate interface and model for write (command) and read (query) paths in applications
- in REST/HTML terms, perhaps:
  - /commands for writes
  - /query (pull) and /updates (push, via WS/SSE)

# Functional programming!

- Immutability
- values flow through system being transformed
- Isolate and delay side-effects until the edges



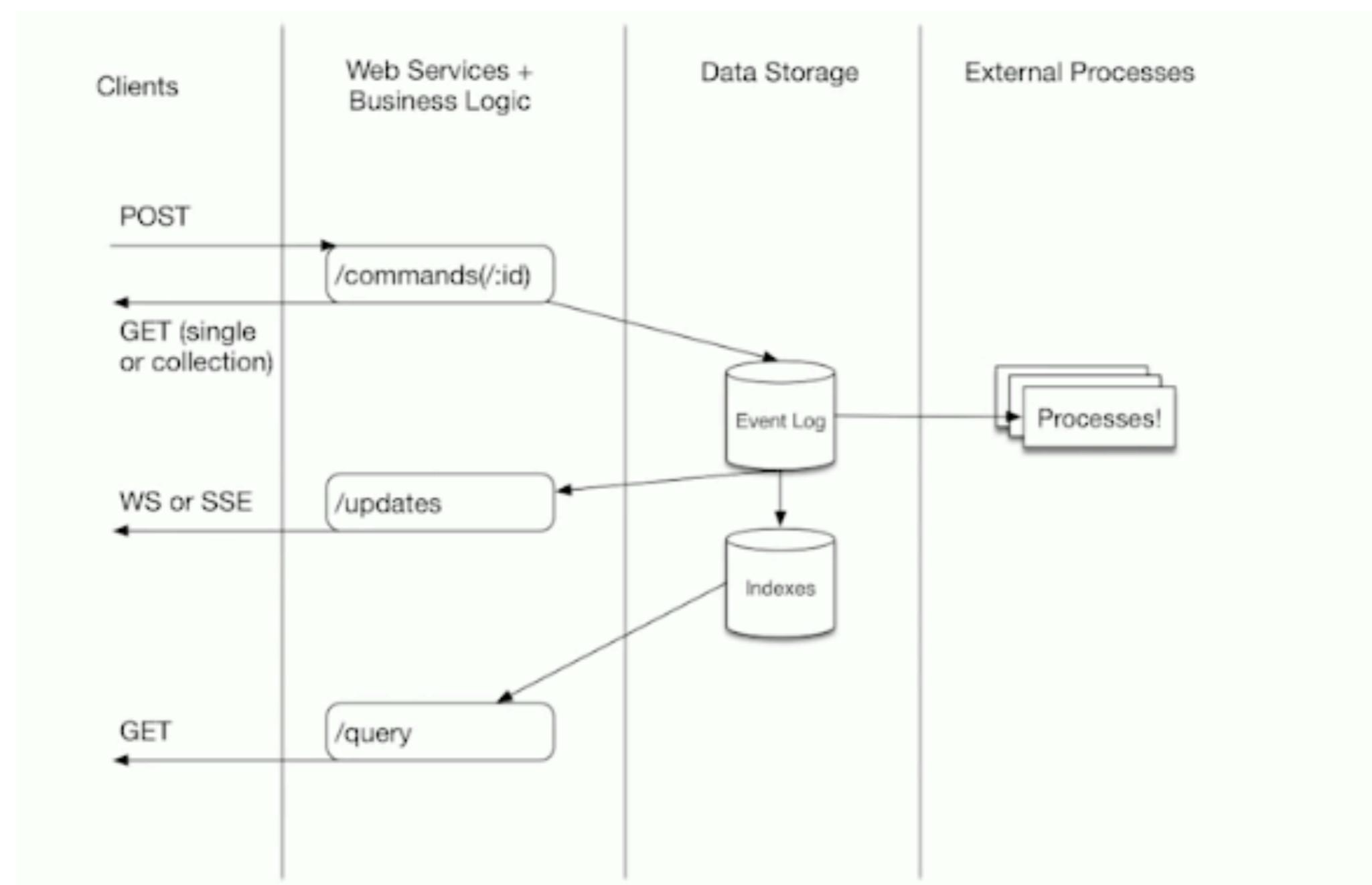
# CQRS via HTTP



# Why might I use CQRS?

- Simplicity and de-complexing
- operational simplicity
- client implementation simplicity and agility  
(untangled-web!)

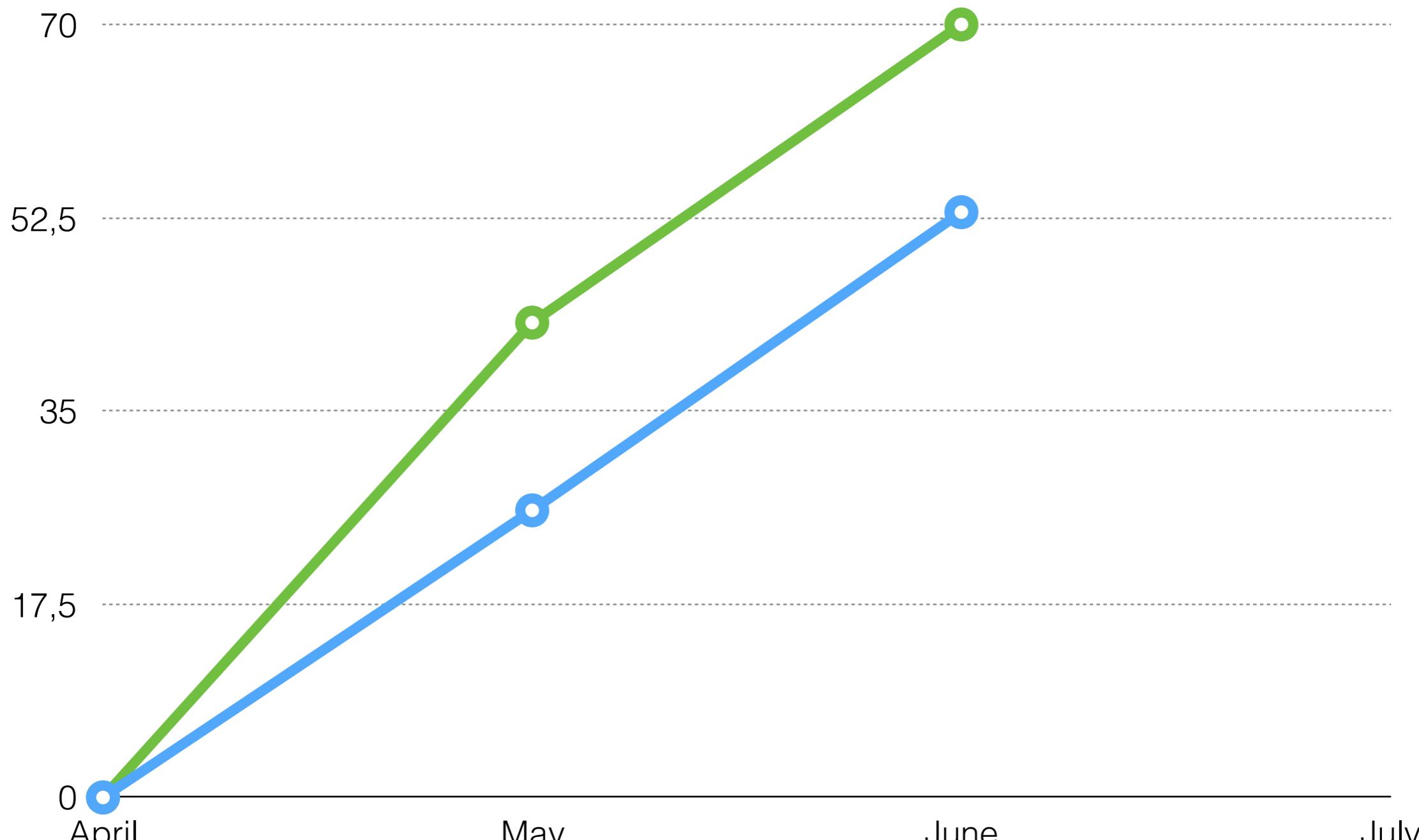
# Perhaps event sourcing?



# Microservices

What kind of issues it  
solving?

# Organic architecture patterns



# Marketplace

Klient

Oferta

Transakcja

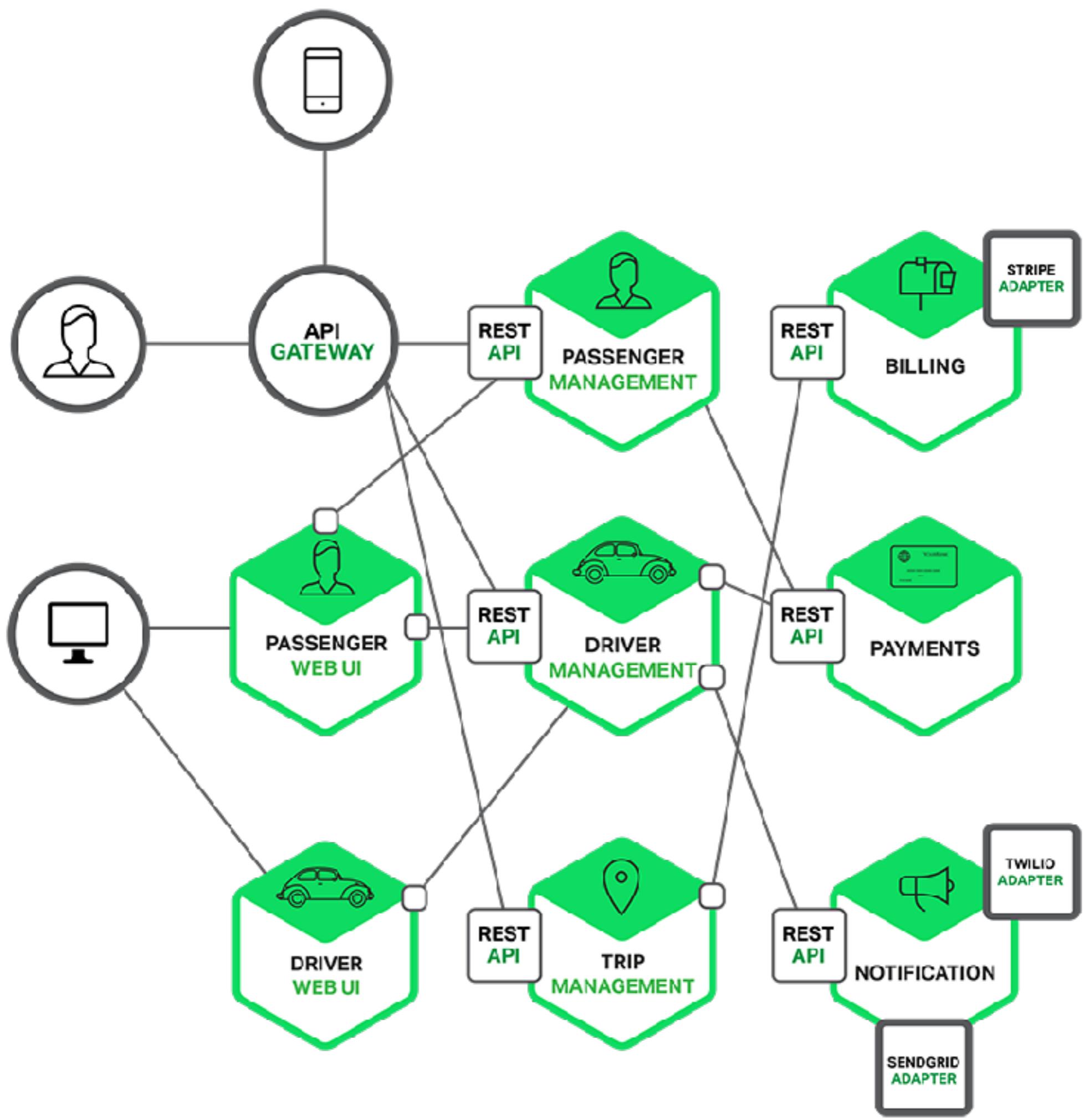
**STREAM**

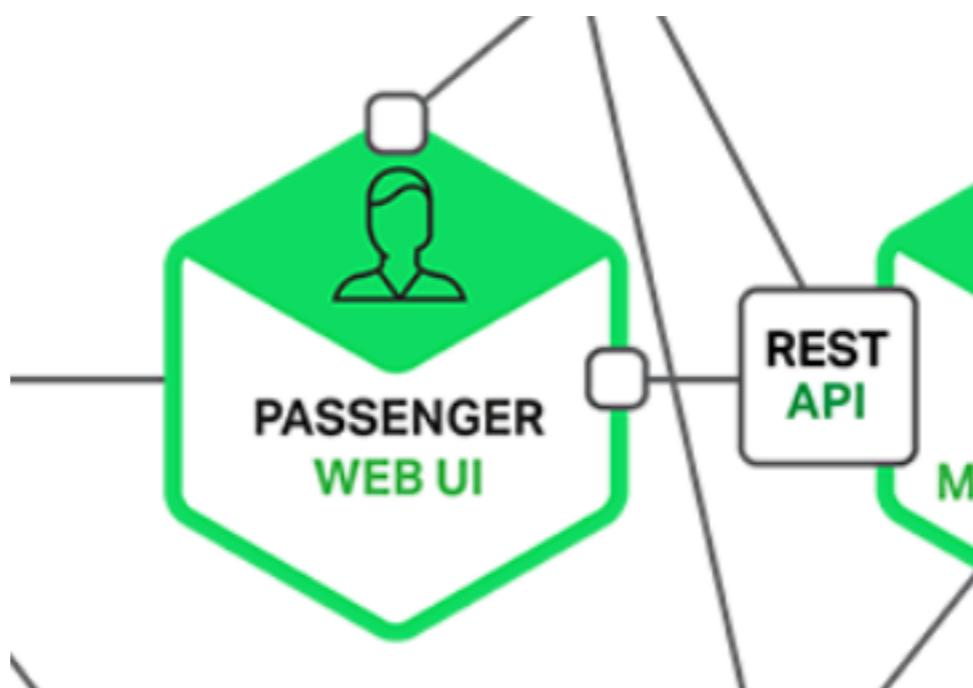
**TREE**

**MESH**

How it look like  
before?

Solve the issue?





# Monolithic server



# Light client

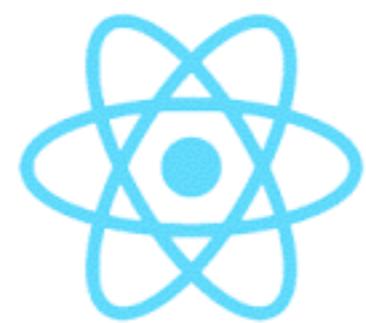


# Rich clients

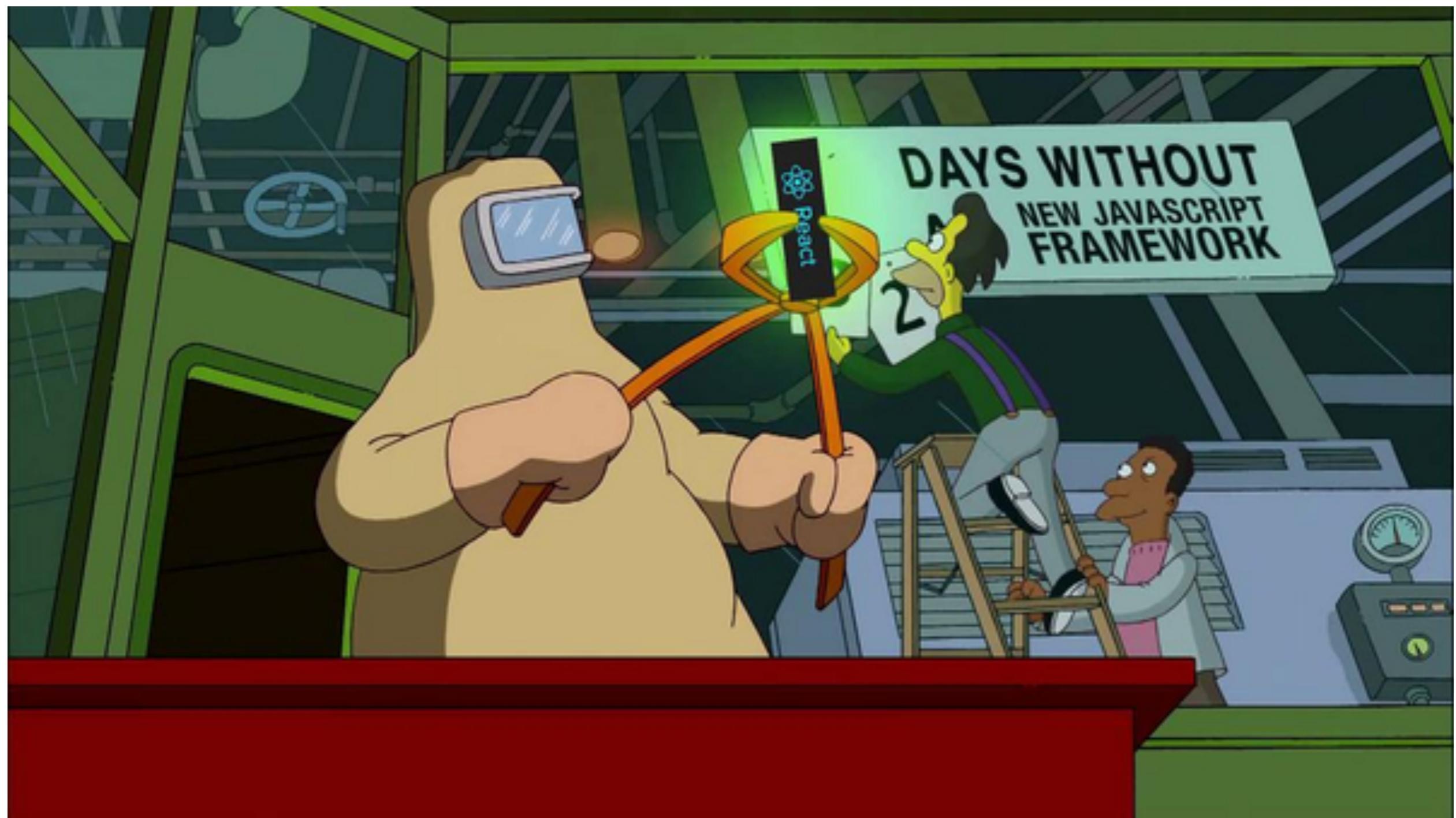


Google  
Web Toolkit®

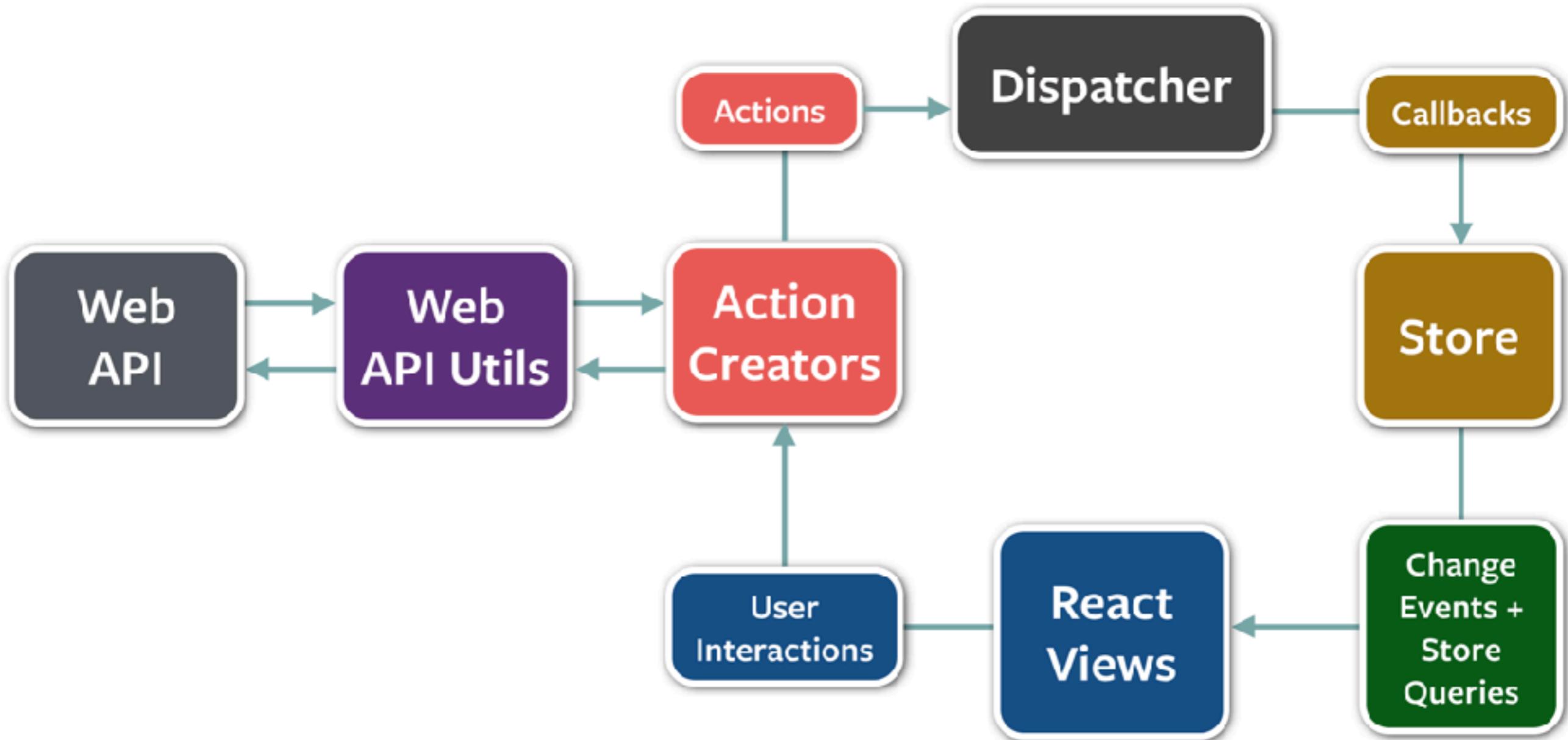


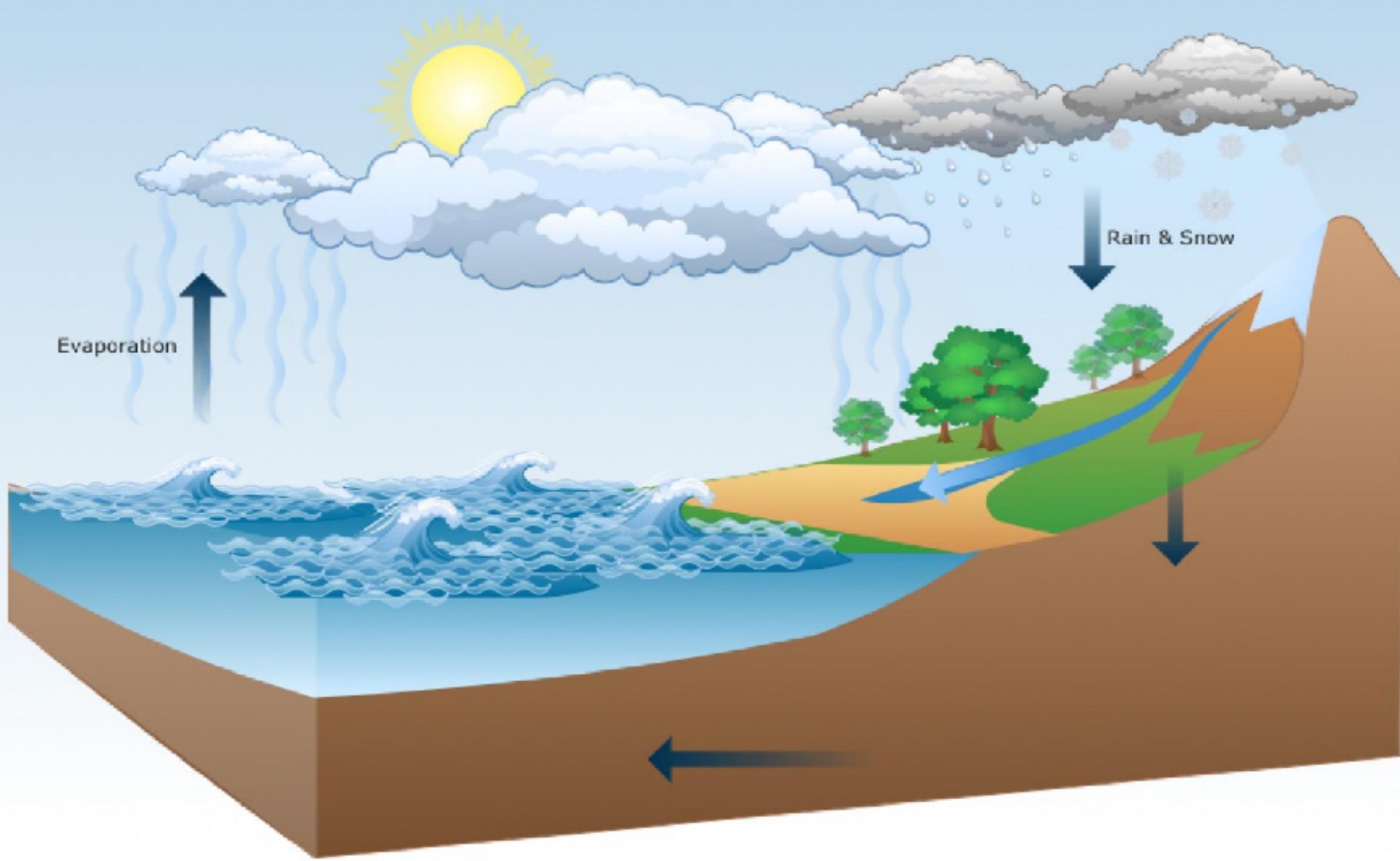


React



# Redux







jug|sławia

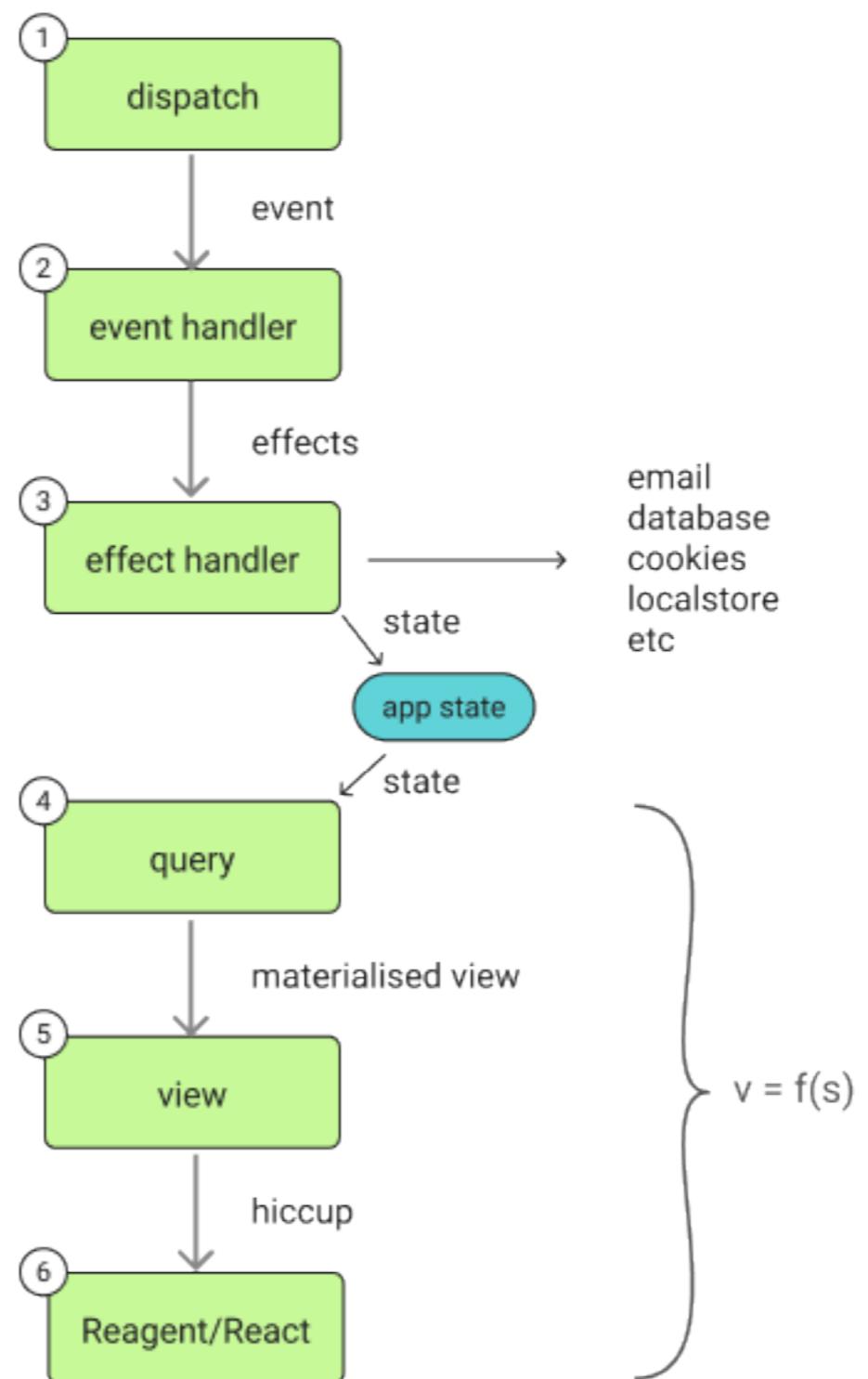


**jugosławia**

**juggernaut**

**jugowice**

**jugema**



## Items List

Item 0



Item 1



Item 2



← click

Item 3



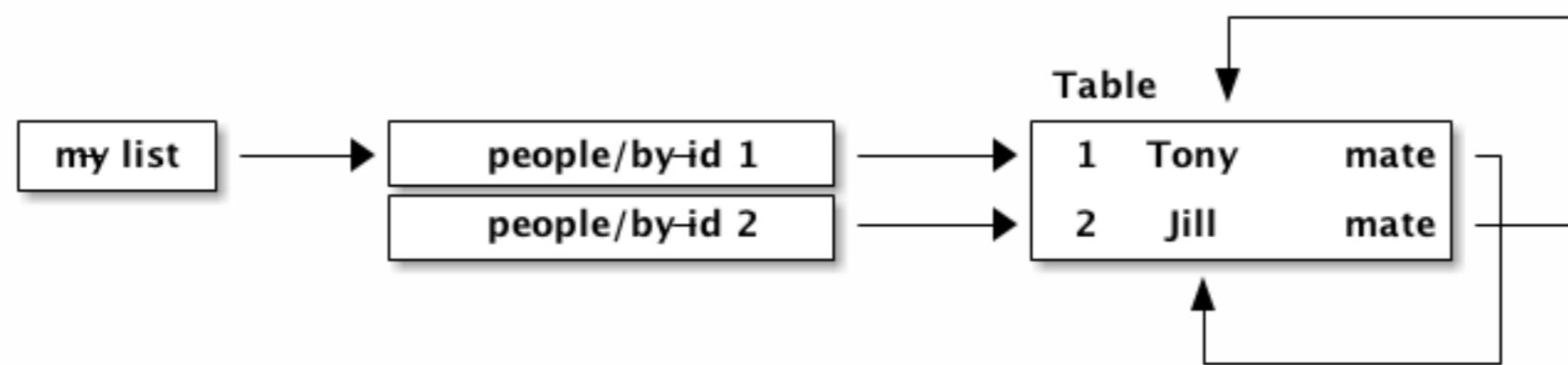
Rest example

friends

```
/api/person/1  
{“name”: “KK”, ...}
```

/api/person/1/mates  
{"friends": [112,123,43]}

```
/api/friends?mate=1  
[{"id":1, "persons": [1,121]},  
 {"id":1, "persons": [1,123]}  
 {"id":1, "persons": [1,43]},]
```



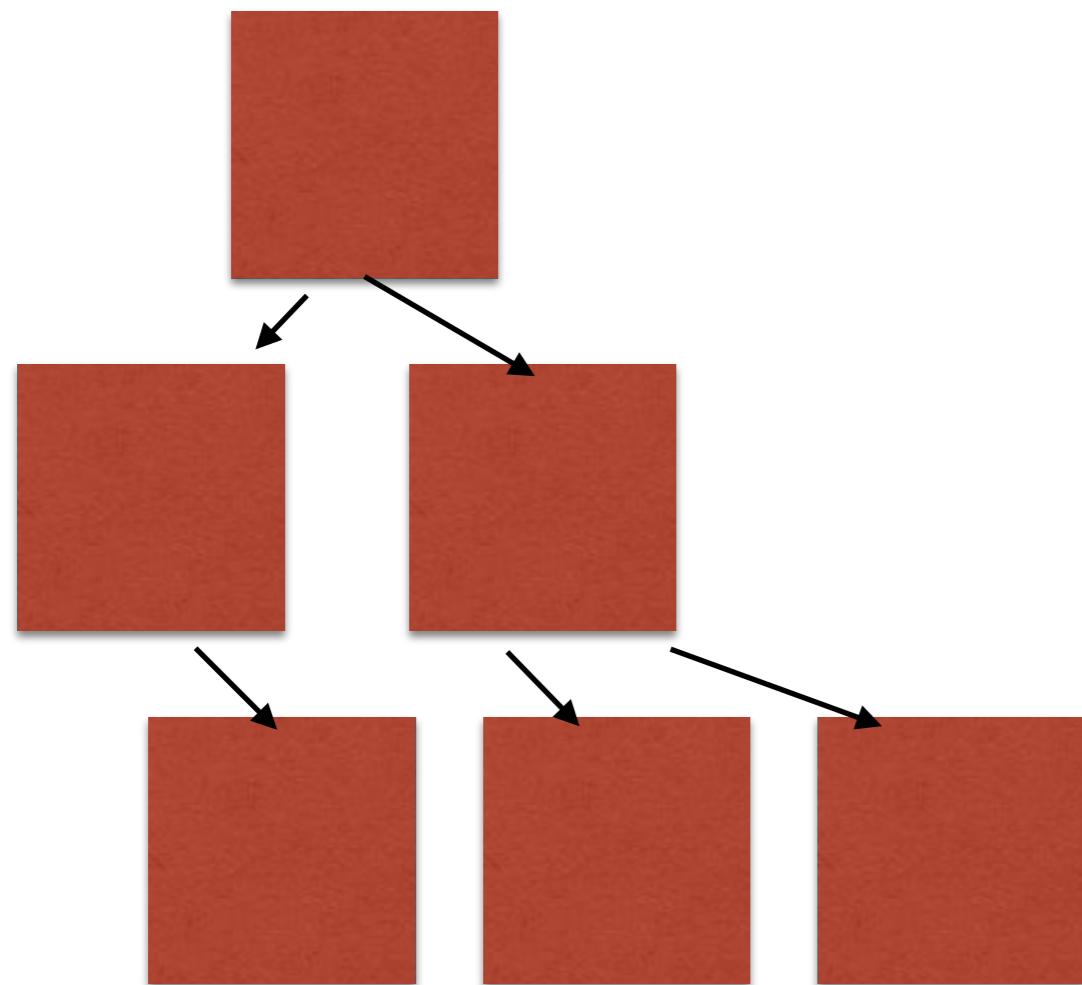
# Co-located queryies

Items List

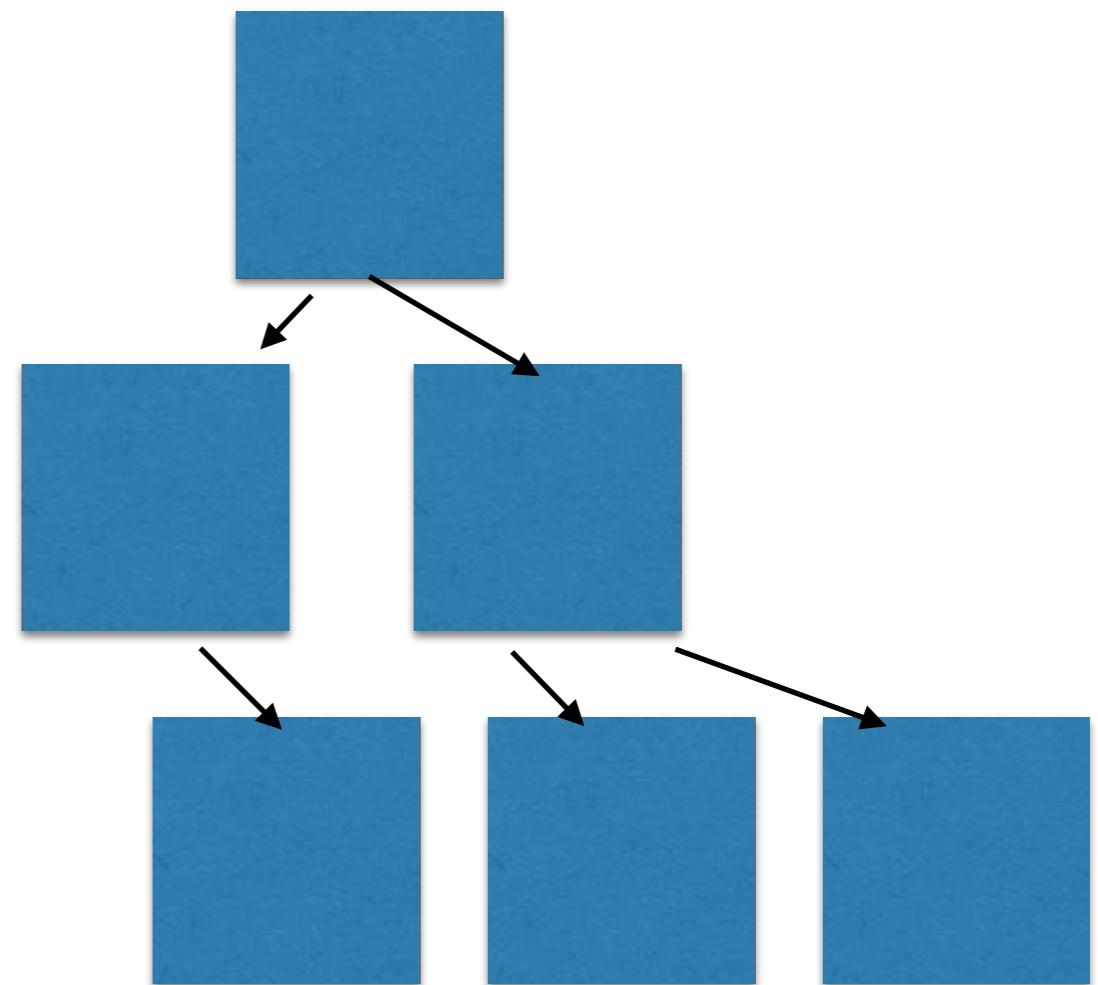


← click

# Components



# Queries



# How to do it?





[e a v t]

[12 :person/name “KK”]

[1 :name “Bob” 100 true]

[1 :likes “Cats” 100 true]

[1 :likes “Dogs” 111 true]

[1 :likes “Cats” 111 false]

[1 :name “Bob” 100 true]

[2 :name “Marry” 100 true]

[1 :mate 2]

[1 :mate [:name “Marry”]]

```
[:find ?name ?age
:in $db ?id
:where
[?id :actor/name ?name]
[?id :actor/age ?age]]
```

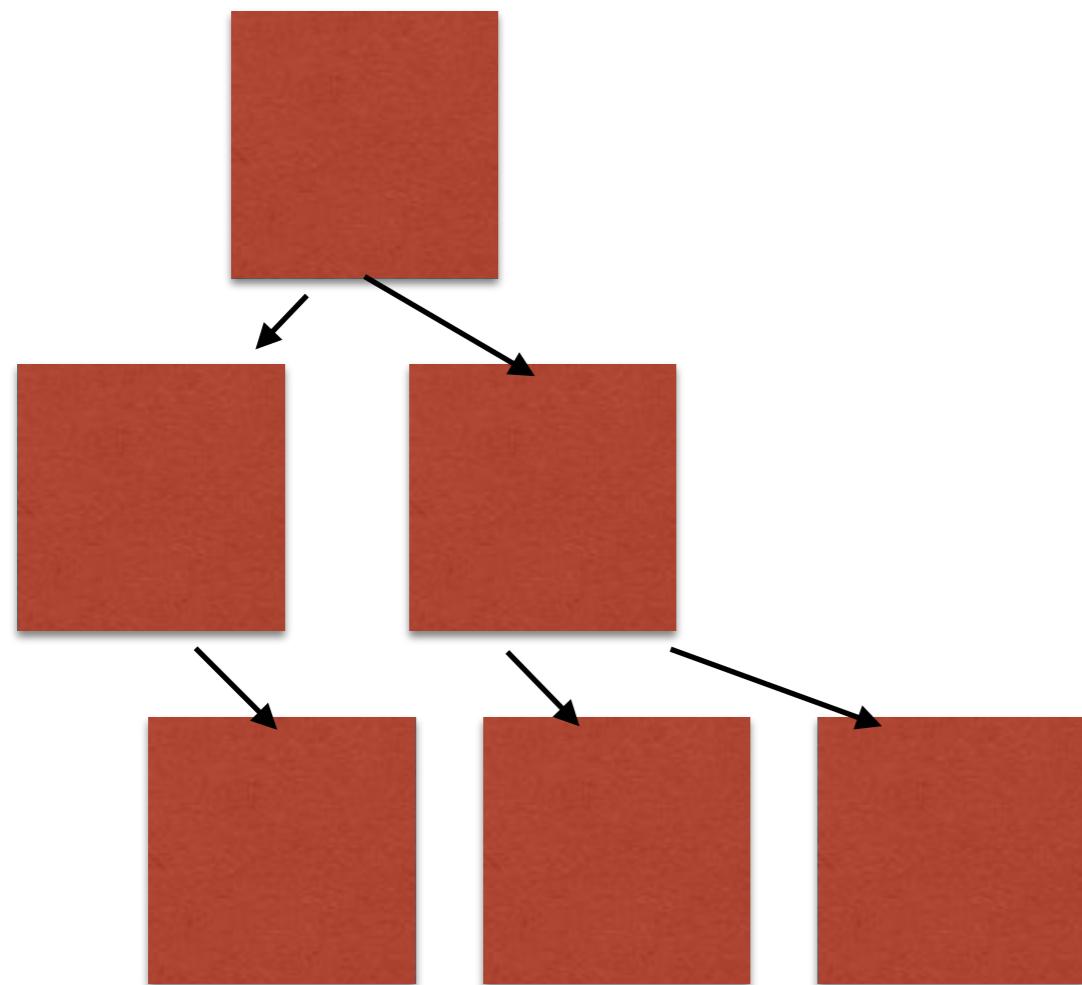
```
[:find ?name ?age  
:in $db ?id  
:where  
[?id :actor/name ?name]  
[?id :actor/age ?age]]
```

```
[:find ?name ?age  
:in $db ?id  
:where  
[?id :actor/name ?name]  
[?id :actor/age ?age]]
```

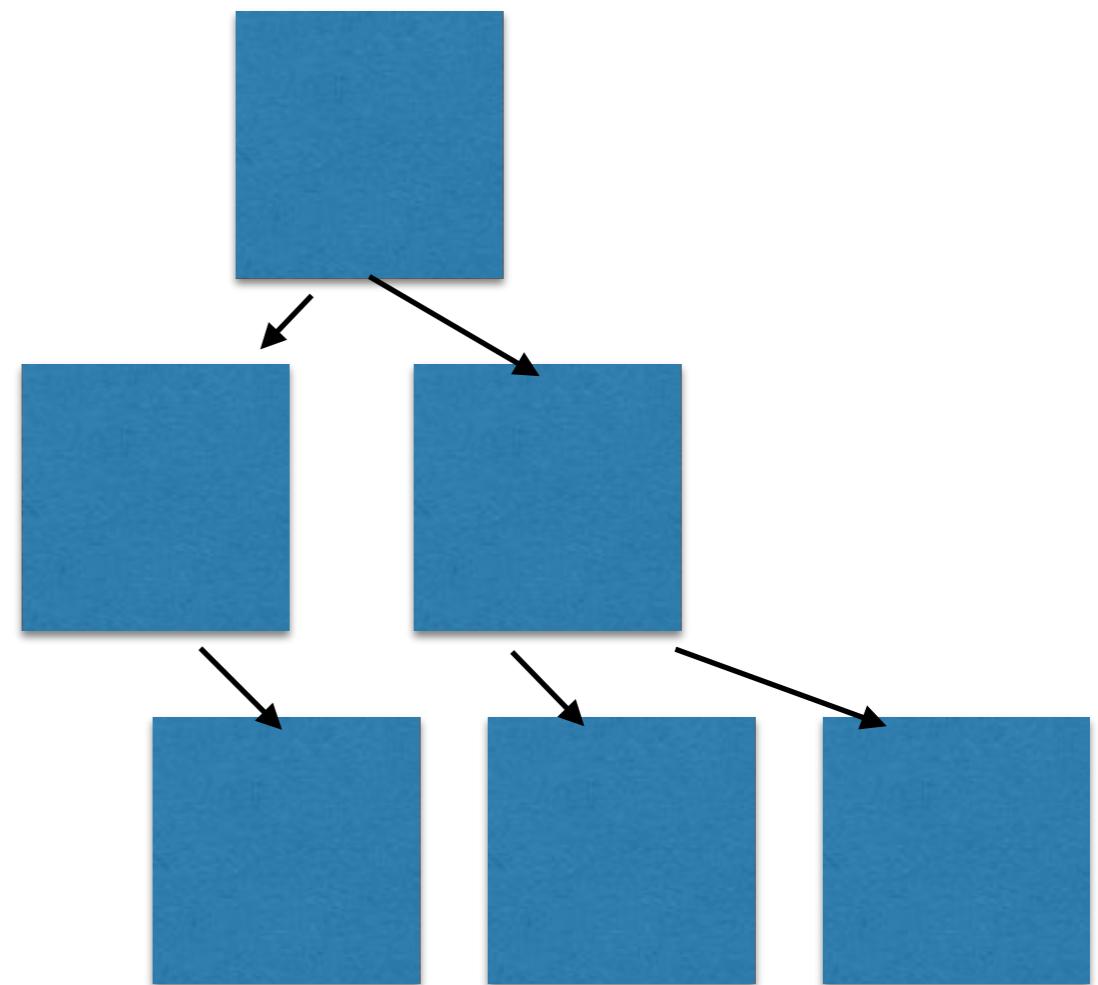
```
[:find ?name ?age
:in $db ?id
:where
[?id :actor/name ?name]
[?id :actor/age ?age]]
```

[e a v t]

# Components



# Queries



LearnDatalogToday.org

- Clojure/ClojureScript
- Frontend:
  - react->reagent->om.next->**untangled**
- backend:
  - rest->cqrs->ring->datascript->**datomic**  
for spotify: **kafka/samza**

Questions?  
@sihingkk