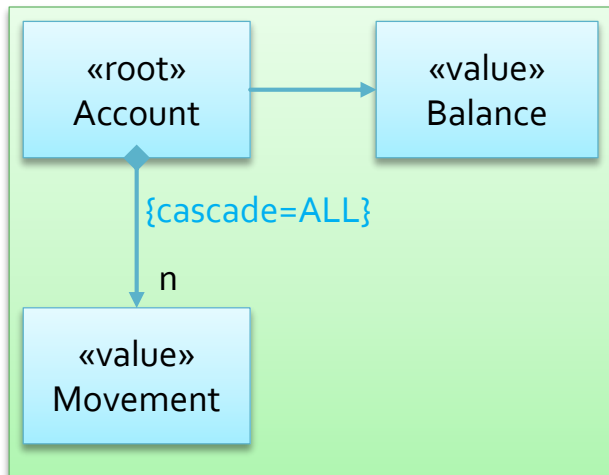


Account, Movement, Balance

Aggregate Design

Account, Movement, Balance

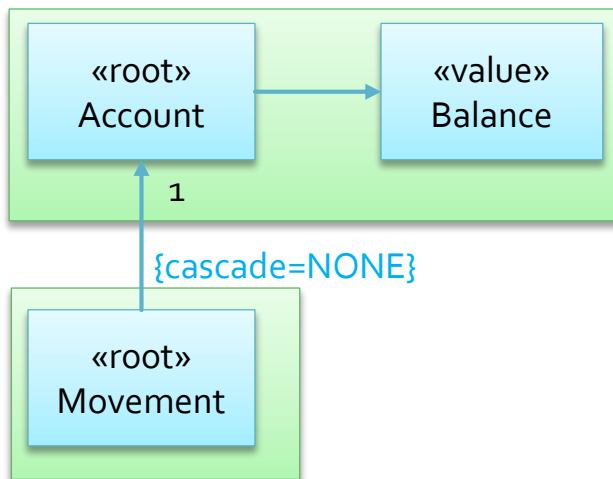
(A) Single aggregate



Consistency	high
Concurrency	low
Memory	high
Modeling	natural
Transaction	ACID
Perf. penalty	write

Account, Movement, Balance

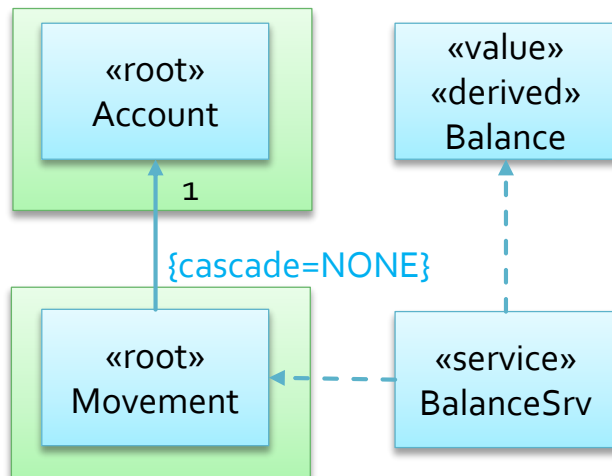
(B) Separate aggregate



Consistency	low
Concurrency	high
Memory	low
Modeling	less natural
Transaction	BASE
Perf. penalty	write

Account, Movement, Balance

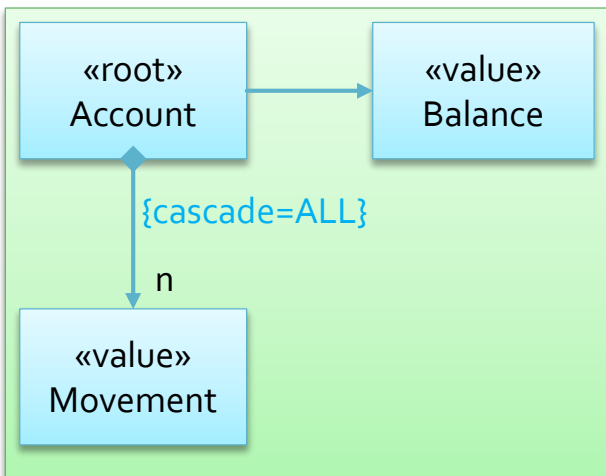
(C) Separate aggregate w/o persistent balance



Consistency	low
Concurrency	high
Memory	low
Modeling	less natural
Transaction	BASE
Perf. penalty	read

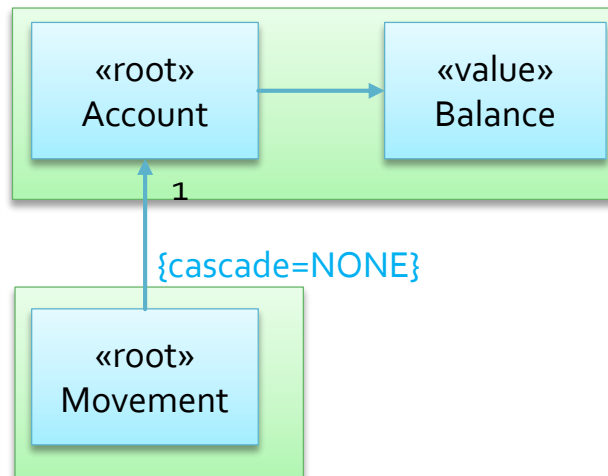
Account, Movement, Balance

(A)



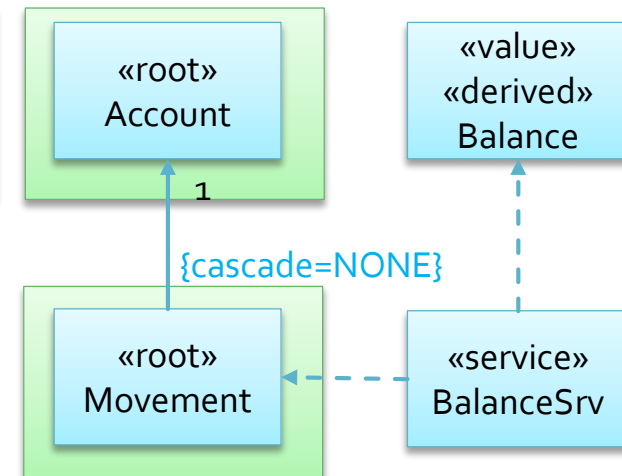
Consistency	high
Concurrency	low
Memory	high
Modeling	natural
Transaction	ACID
Perf. penalty	write

(B)



Consistency	low
Concurrency	high
Memory	low
Modeling	less natural
Transaction	BASE
Perf. penalty	write

(C)



Consistency	low
Concurrency	high
Memory	low
Modeling	less natural
Transaction	BASE
Perf. penalty	read