

# Reactive DDD

## When Concurrent Waxes Fluent

`submitProposal`



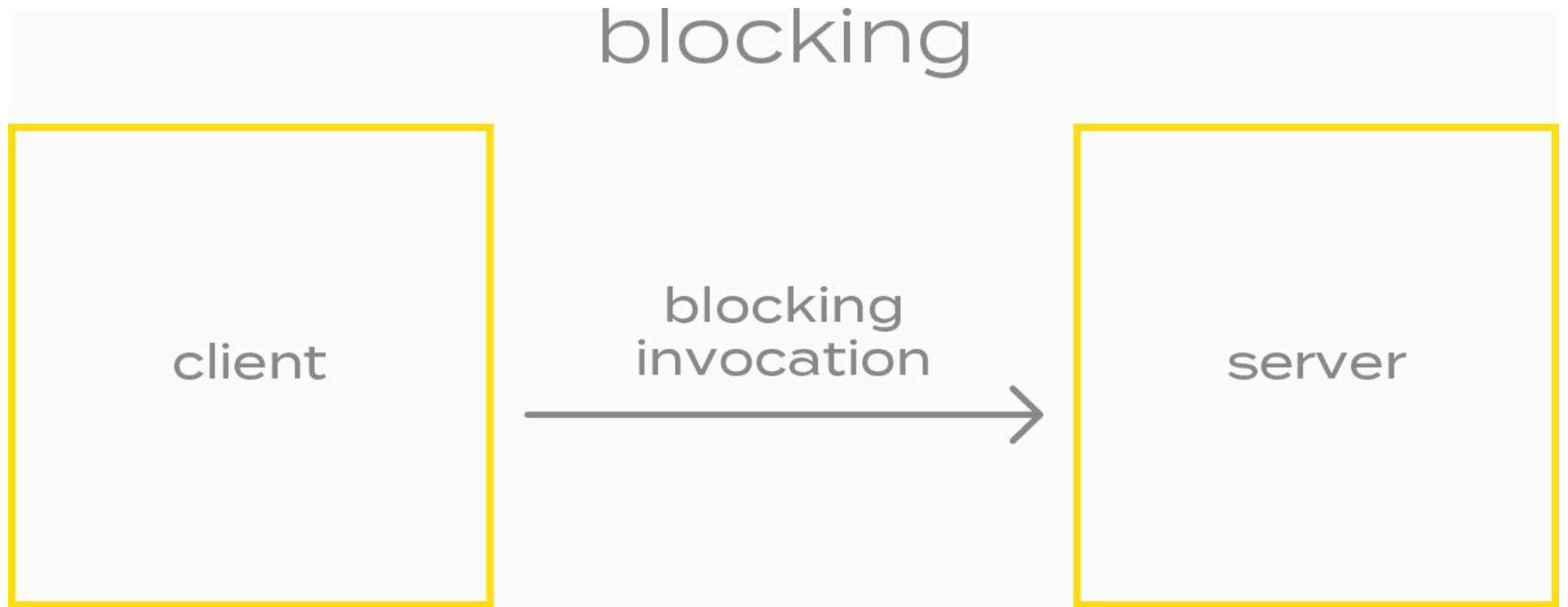
`matchTask`



`verifyPricing`



# Where We Are



# Blocking

Behavior

HTTP Request-Response

Database

...

# Anemic Domain Model



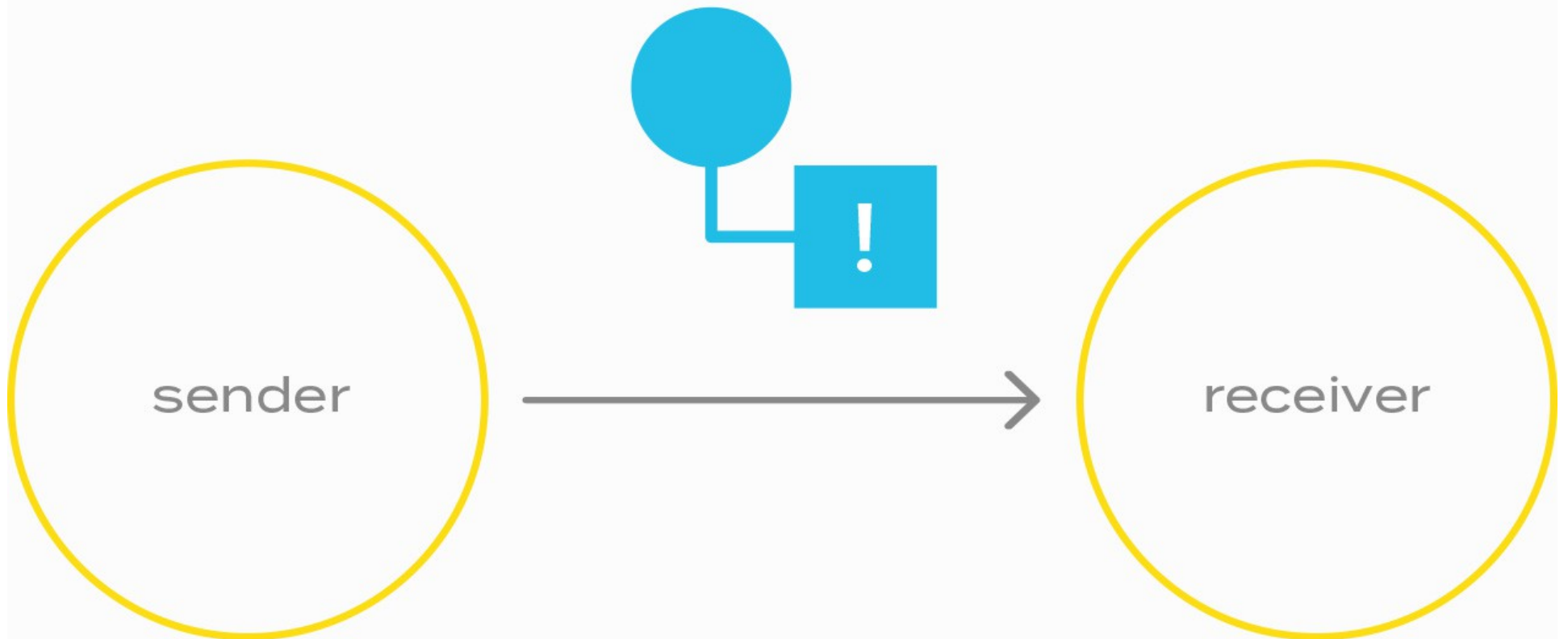
# Anemic Domain Model

```
@Entity
public class Client {
    @Id
    private String id;
    @Column
    private String name;
    @Column
    private String address1;
    @Column
    private String address2;
    @Column
    private String city;
    @Column
    private String stateOrProv;
    ...
}
```

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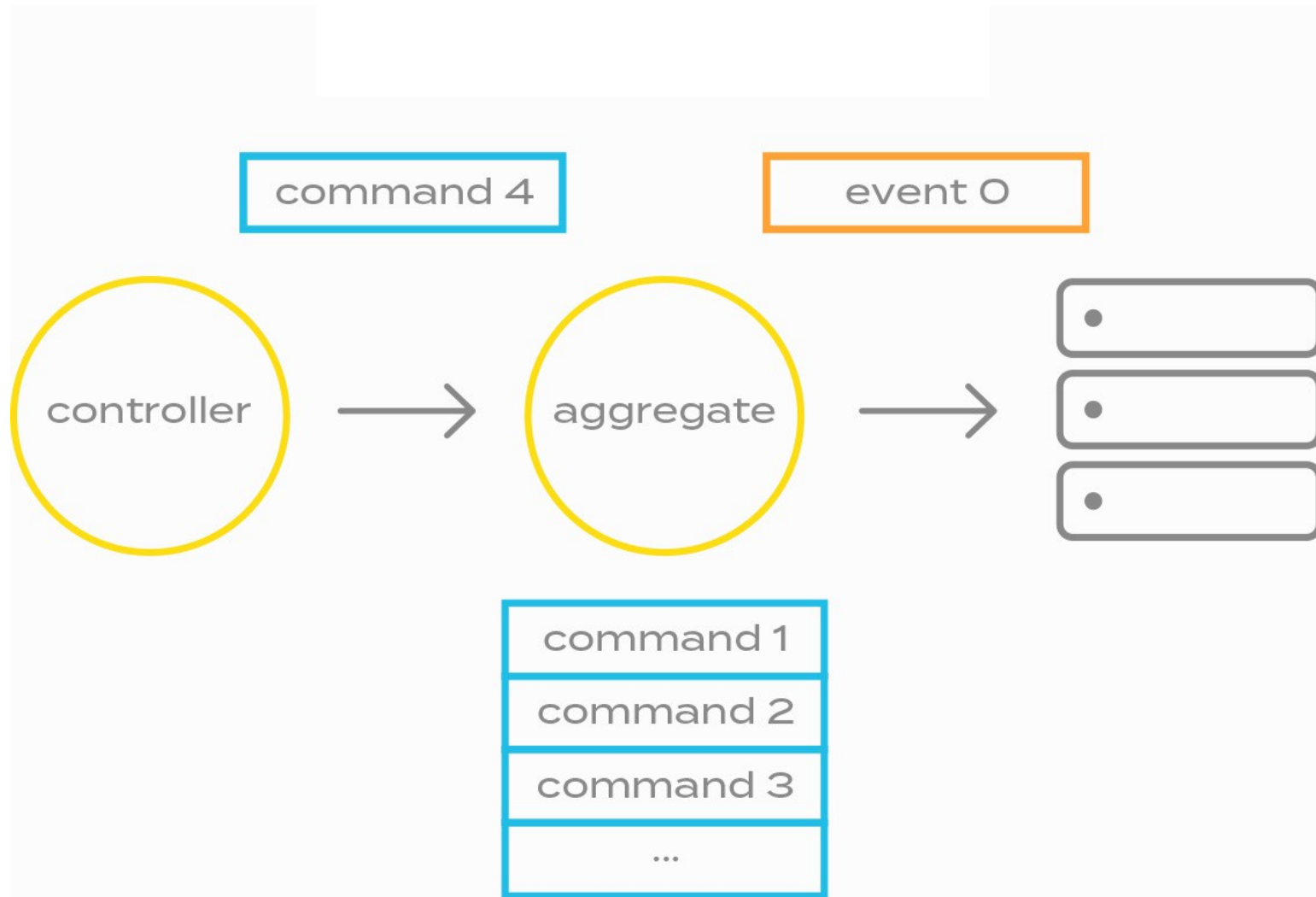
# Going To

message-driven



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# Event Driven





Microsoft<sup>®</sup>  
OS/2

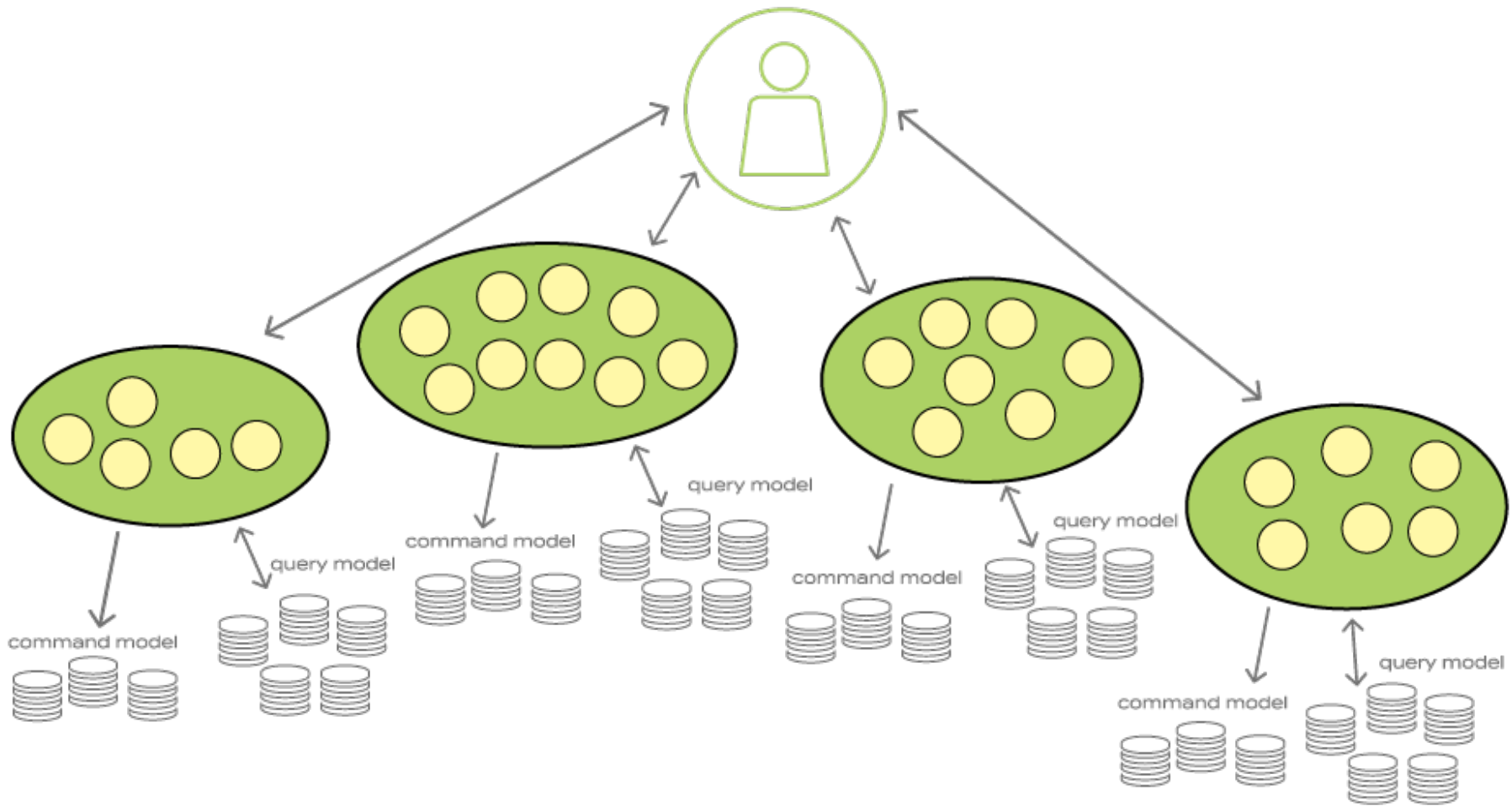
@VaughnVernon



# Reactive but...

Language Investment  
Model Fluency  
Type Safety  
Testability

# Reactive DDD



# Fluent?

flu·ent

/ˈflʊənt/ 

*adjective*

(of a person) able to express oneself easily and articulately.

"a fluent speaker and writer on technical subjects"

*synonyms:* articulate, eloquent, expressive, communicative, coherent, cogent, illuminating, vivid, well written/spoken

"a fluent campaign speech"

- (of a person) able to speak or write a particular foreign language easily and accurately.

"she became **fluent in** French and German"

*synonyms:* articulate; have a (good) command of  
"fluent in French"

- (of a foreign language) spoken accurately and with facility.

"he spoke fluent Spanish"

# Protocol

```
public interface Progress {  
    ...  
    void submitFor(Client client, ...);  
    void denyPricing(Money suggestedPrice);  
    void verifyPricing();  
    ...  
}
```

# Fluent

proposal.*submitFor*(client, expectations)

# Fluent

```
stage.actorOf(from(userId), User.class)
  .andThenInto(user -> user.with(new Contact(...)))
  .otherwiseConsume(noUser -> Response.of(NotFound))
  .andThenConsume(user -> Response.of(Ok, user));
```

# Reactive?

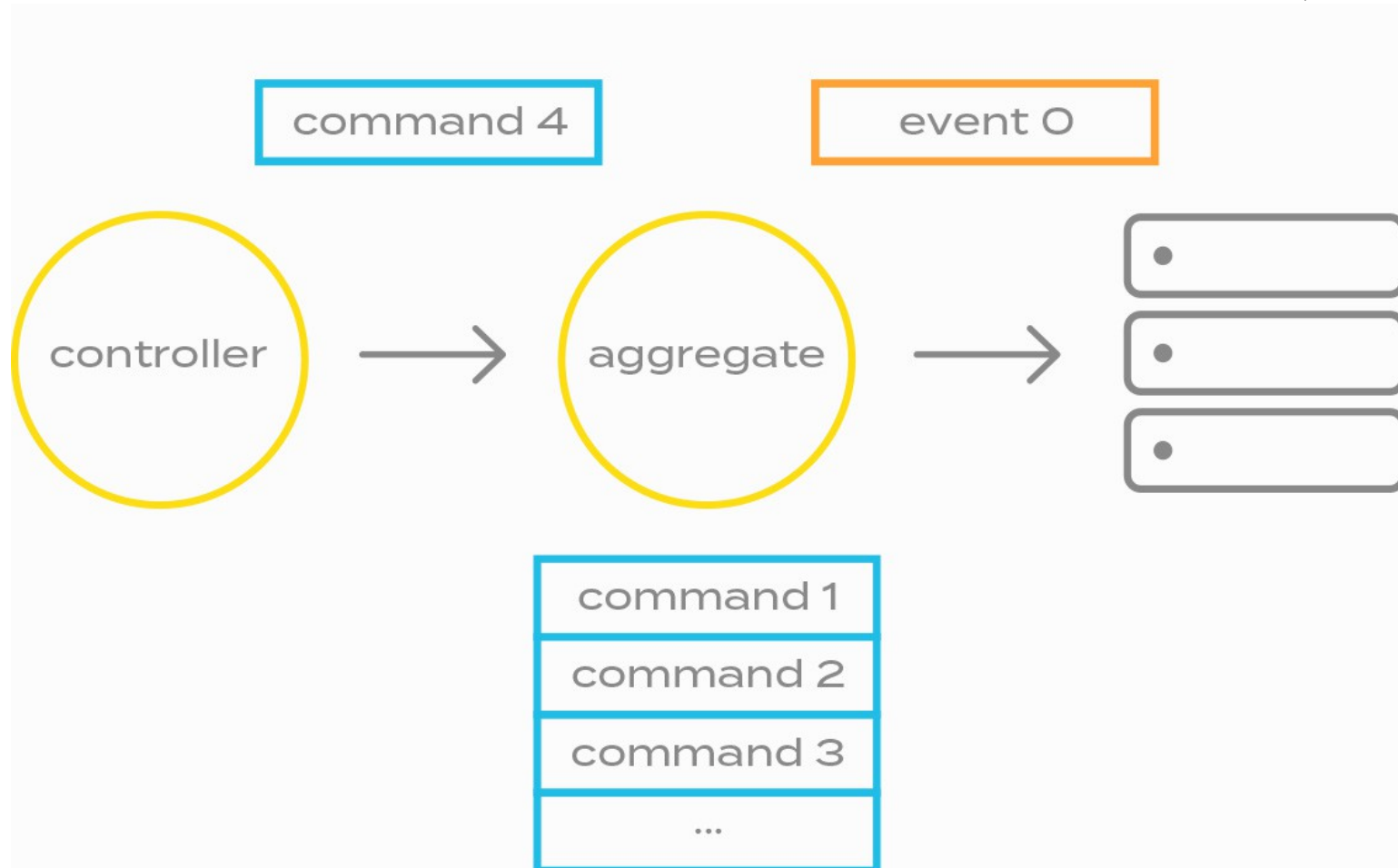
proposal.*submitFor*(client, expectations)

# Type Safe?

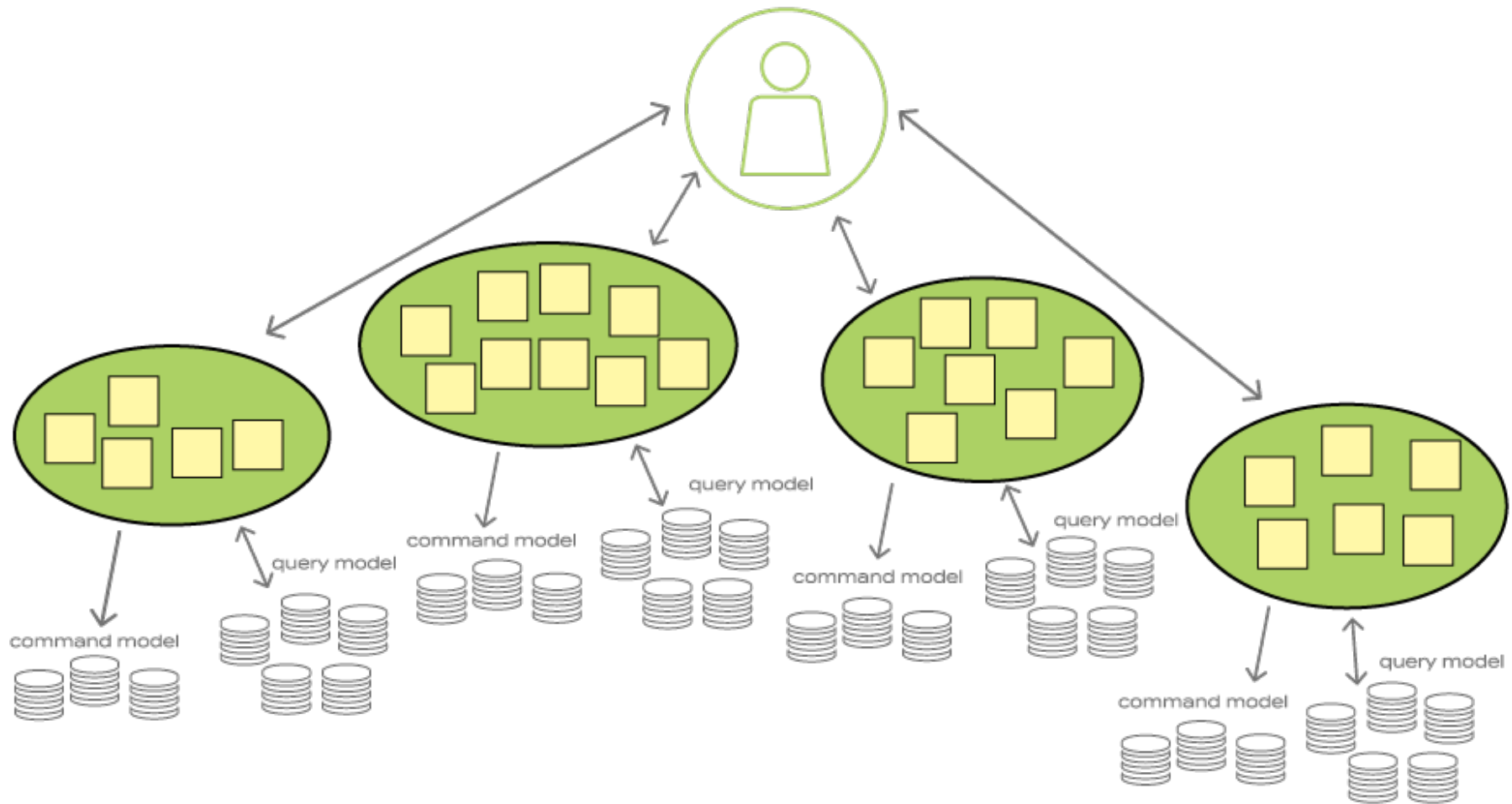
```
proposal.submitFor(  
    Client.from(clientId),  
    Expectations.of(  
        Summary.has(summary),  
        Description.has(description),  
        Keywords.are(keywords),  
        completedBy,  
        Step.from(steps),  
        price));
```



# Uncertainty (1)



# Uncertainty (2)



# Model

```
public final class ProposalEntity
    extends EventSourced
    implements Proposal {

    public Client client;
    public Expectations expectations;
    ...
}
```

# Model

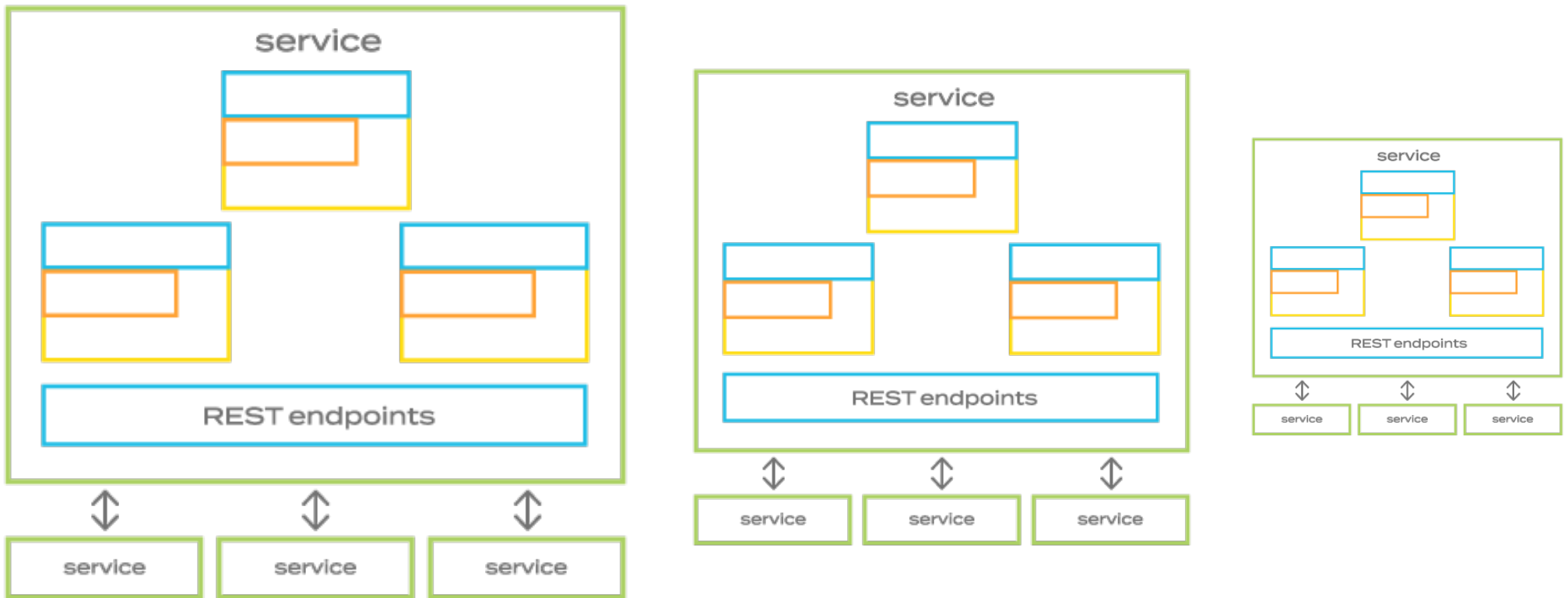
```
public final class ProposalEntity
    extends EventSourced
    implements Proposal {

    public Client client;
    public Expectations expectations;
    public Progress progress;
    ...
}
```

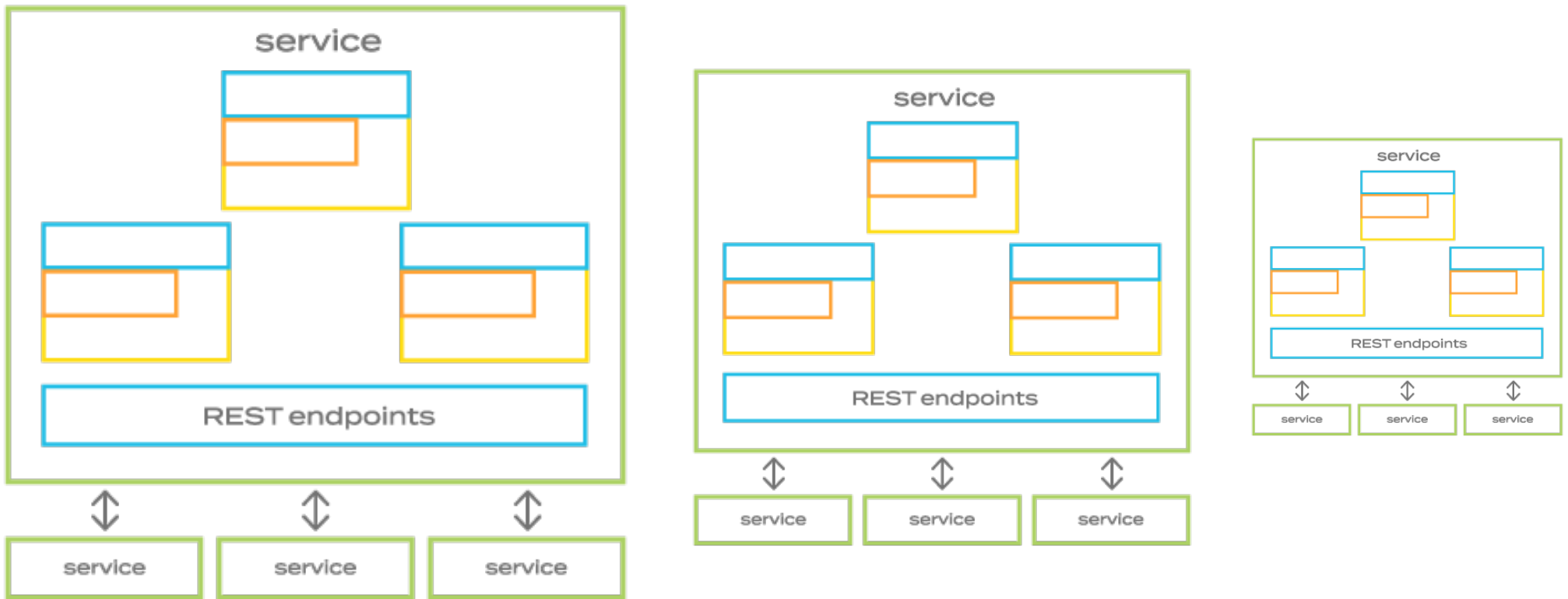
# Model It

```
public final class Progress {  
    public static Progress None = ...  
    public static Progress Submitted = ...  
  
    private final Set<Spec> specs;  
  
    protected Progress verifiedForPricing() {  
        return newWith(Spec.PricingVerified);  
    }  
    ...  
}
```

# Everyone Is Going Microservices



# So We Want to Go Microservices



# *Business Wants*



@VaughnVernon



# *You Want*



@VaughnVernon

# Definitions

**de•scrip•tion (dĭ-skřp 'shən) ►**

**n. The act, process, or technique of describing.**

**n. A statement or an account describing something:  
published a description of the journey; gave a vivid  
description of the game.**

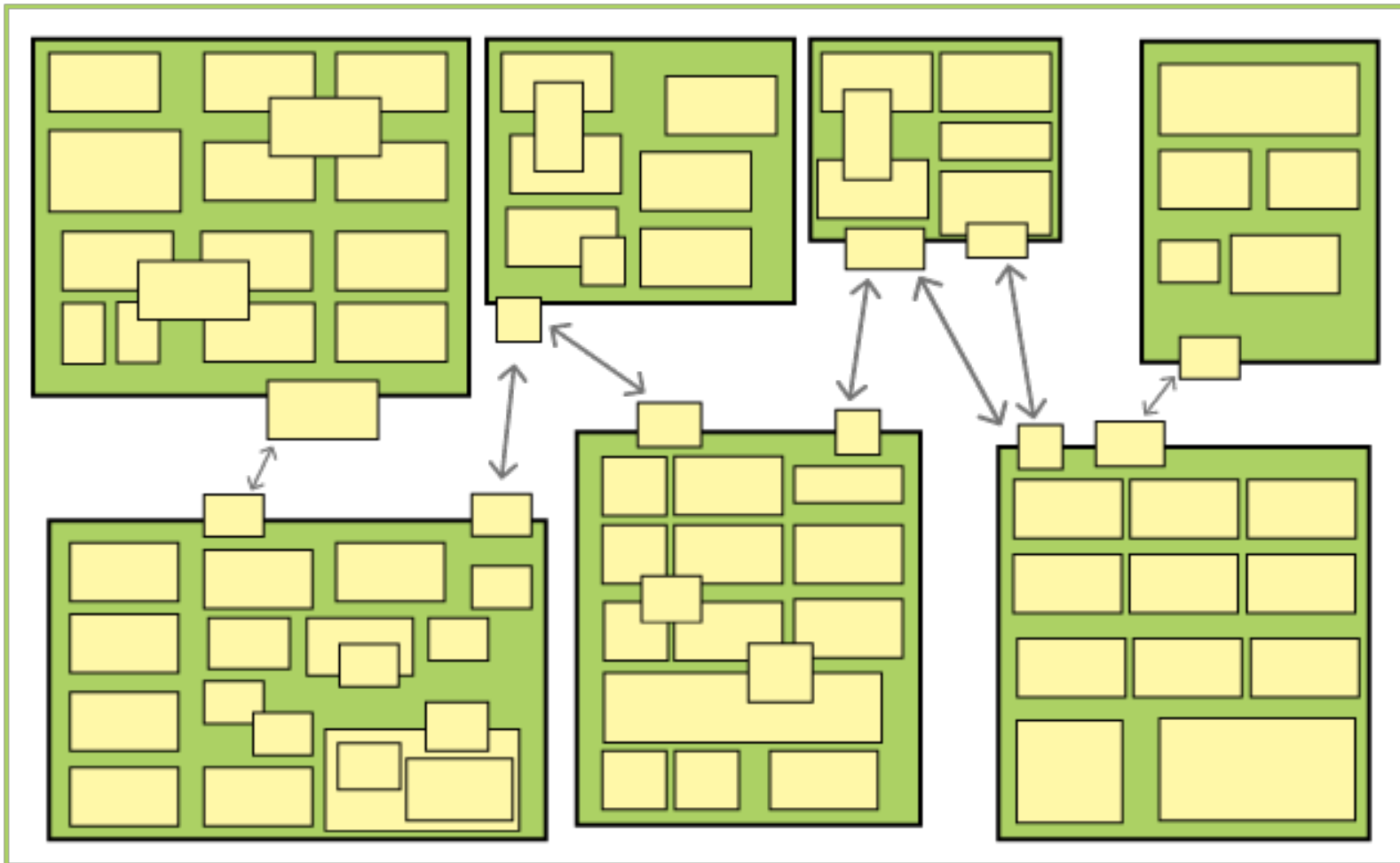
**n. A pictorial representation: Monet's ethereal descriptions  
of haystacks and water lilies.**

# Legacy



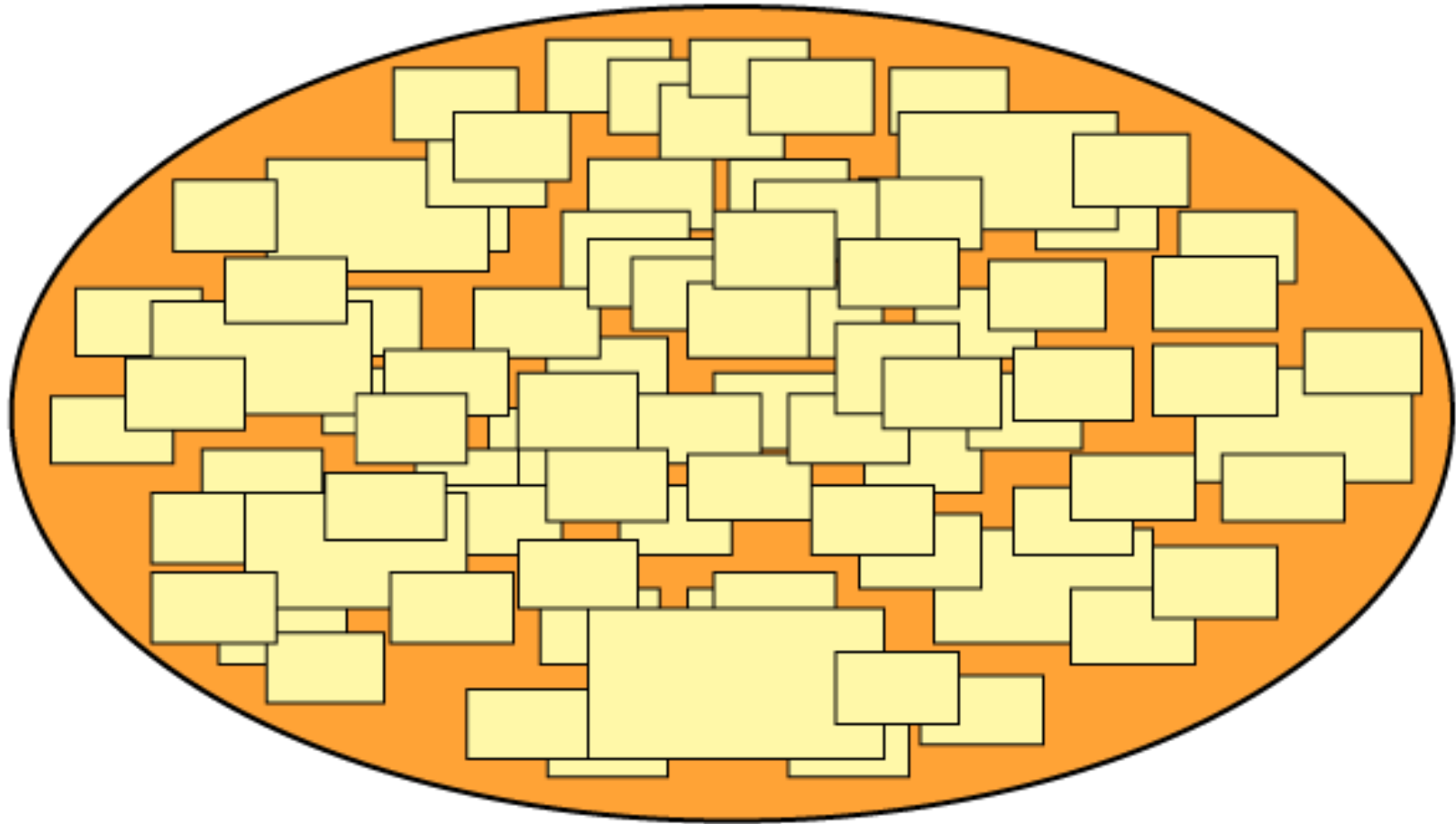
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# Legacy: Monolith



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# Legacy: BBoM



# Microservice



1000

LoC

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4000

LoC

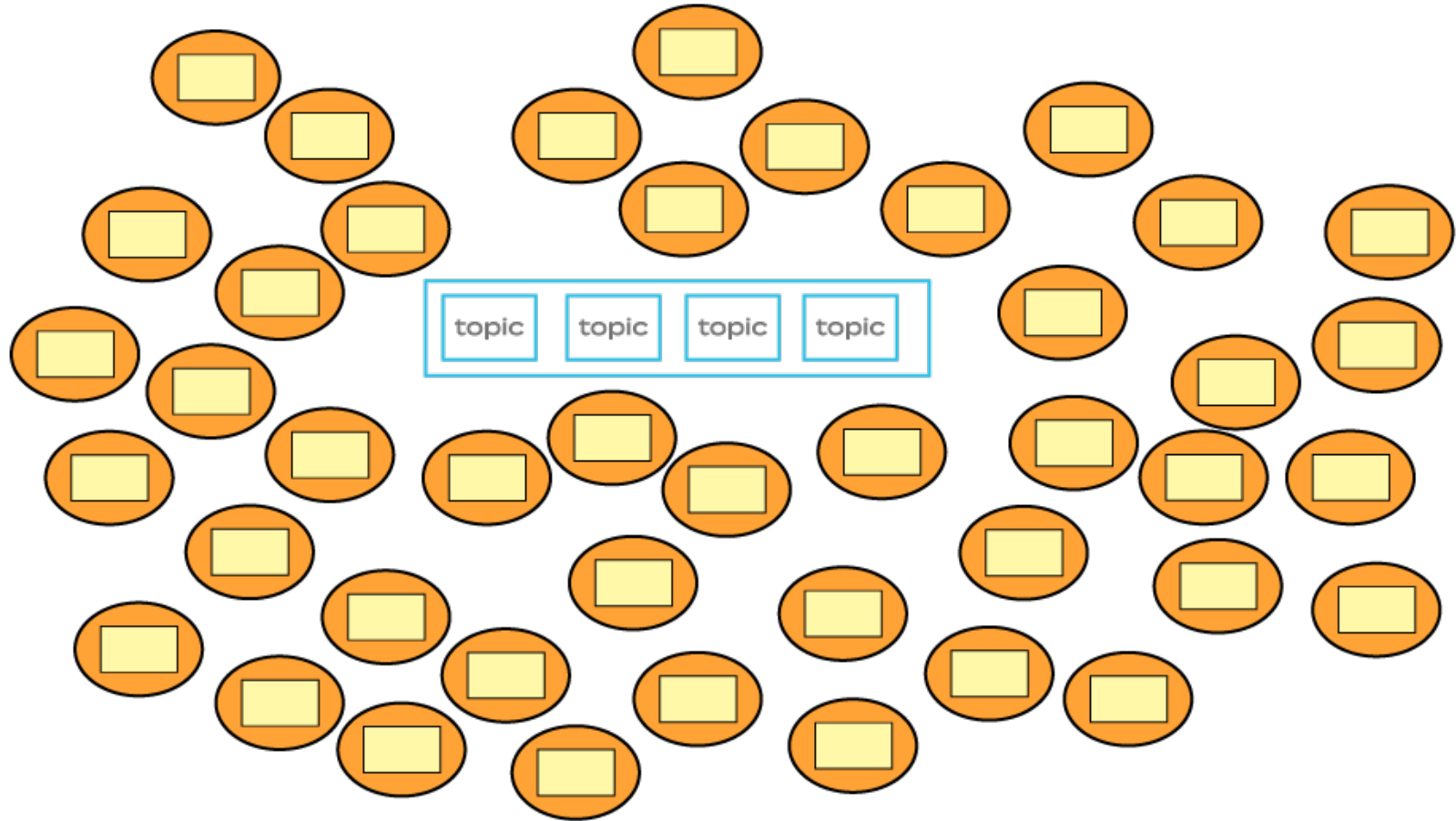
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10000?

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# 100 LoC Now



# Dependencies?



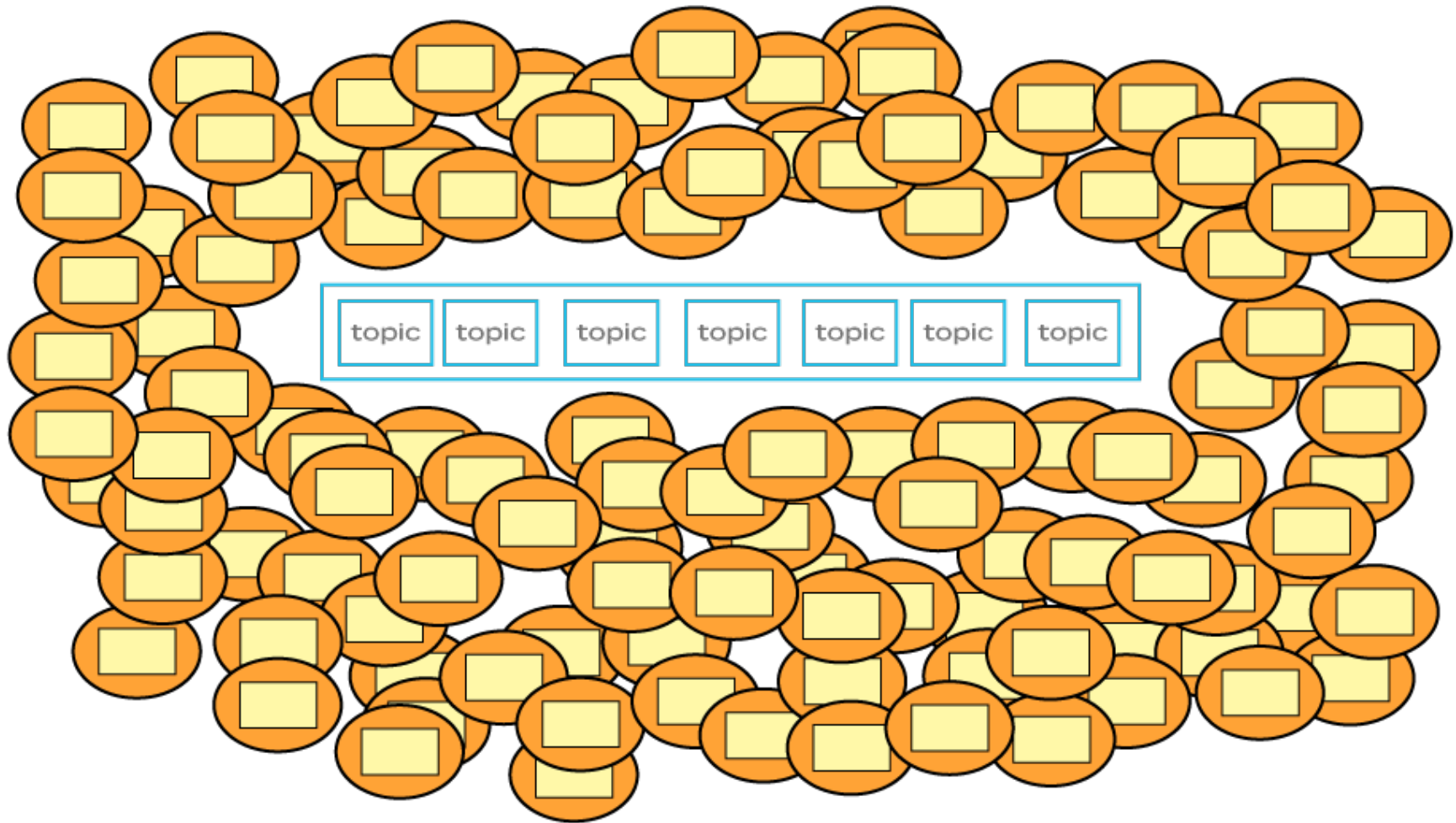
@VaughnVernon

**ONLY \$400/mo!**



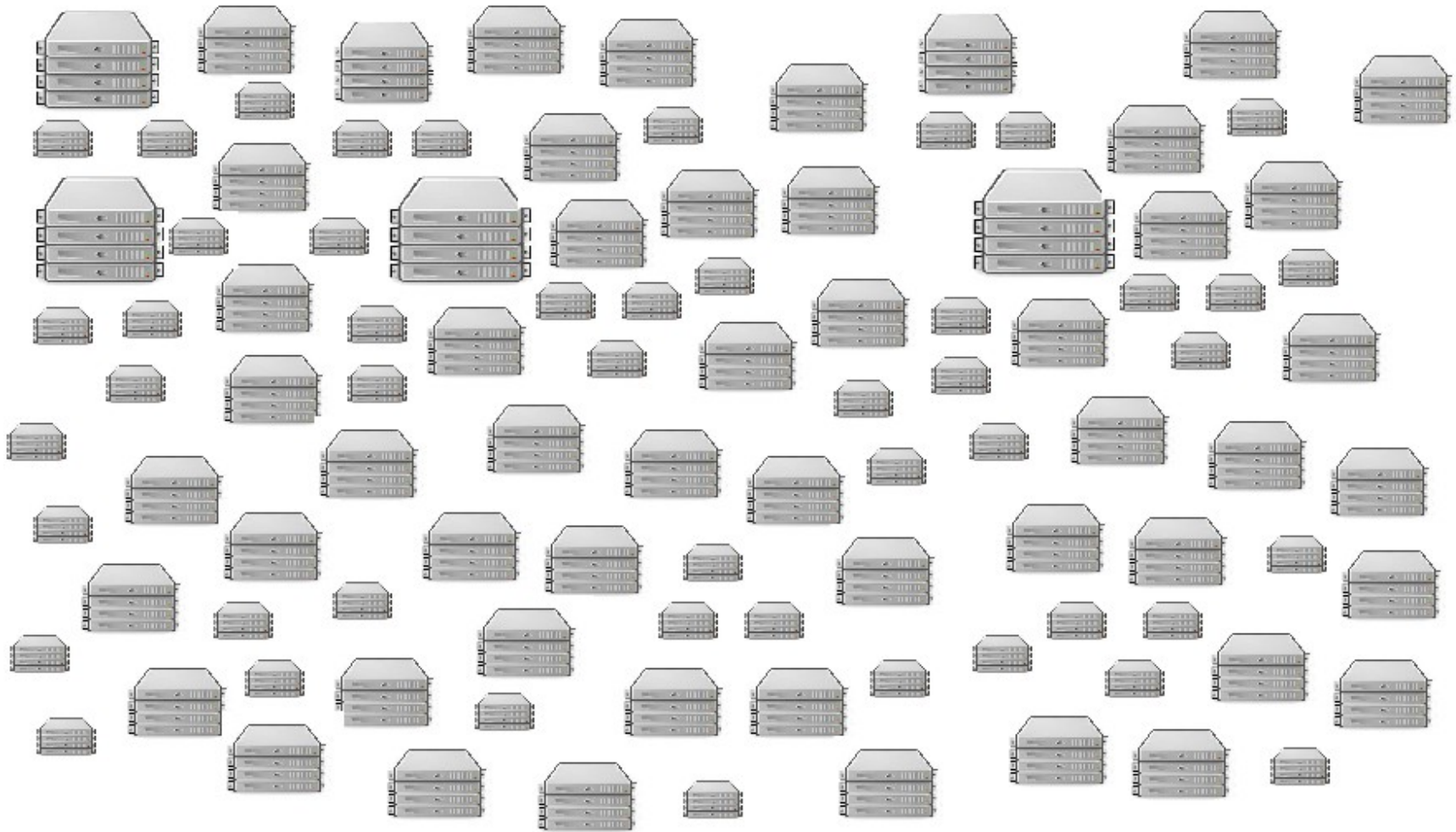
**@VaughnVernon**

# 100 Then \* \$400/mo



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# And...



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# Complex System

2,000,000 LoC?

5,000,000 LoC?

**2,000,000 LoC**

**2MM / 100 = 20,000 MS**

**20K \* \$400/mo = \$8MM/mo**

**\$8MM \* 12 = \$96MM/yr**



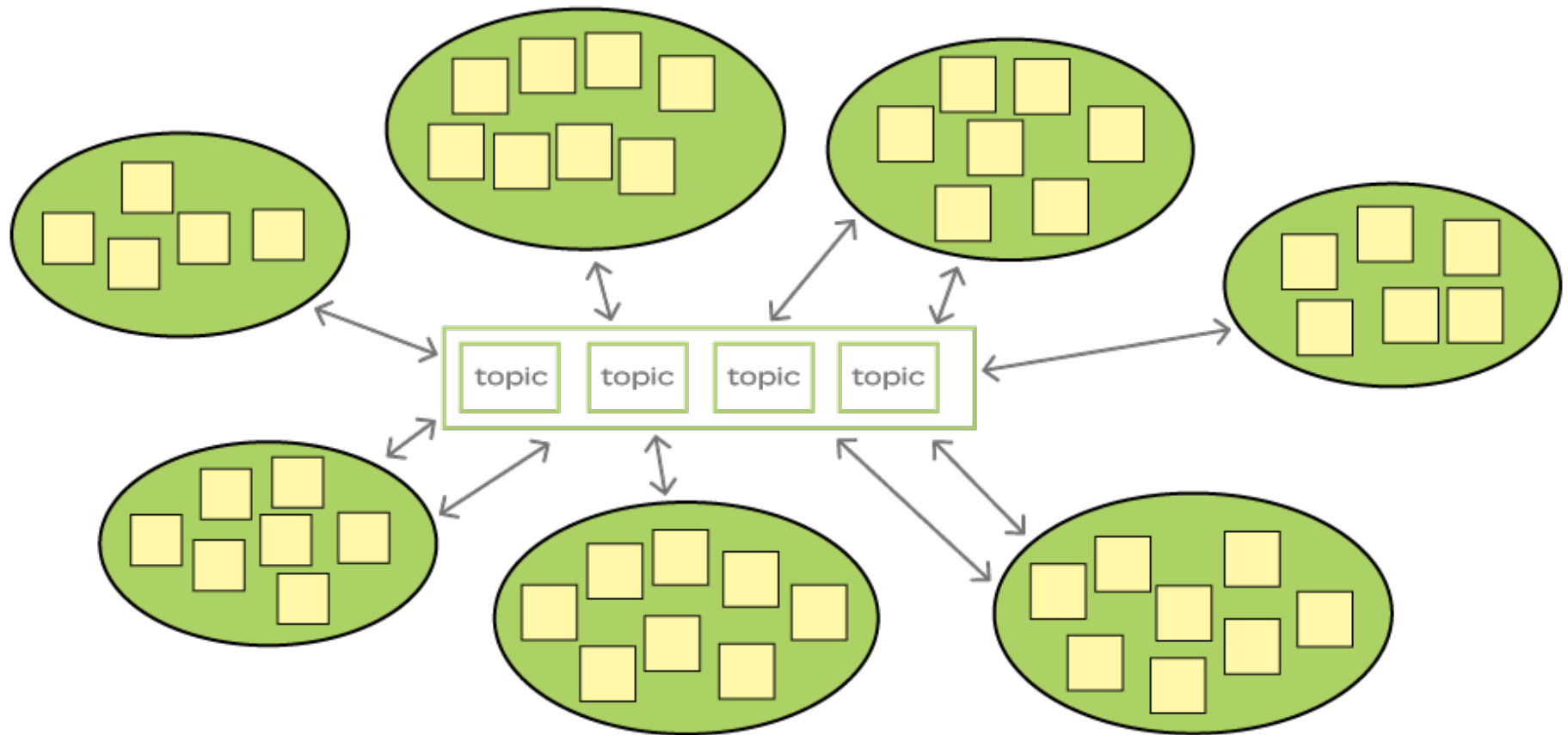
**5,000,000 LoC**

**5MM / 100 = 50,000 MS**

**50K \* \$400/mo = \$20MM/mo**

**\$20MM \* 12 = \$240MM/yr**

# Bounded Context



# Identify Strategic Drivers

"Our problem is that our software implements ordinary business process but stops short of seeking strategic advantage."

# Tell!

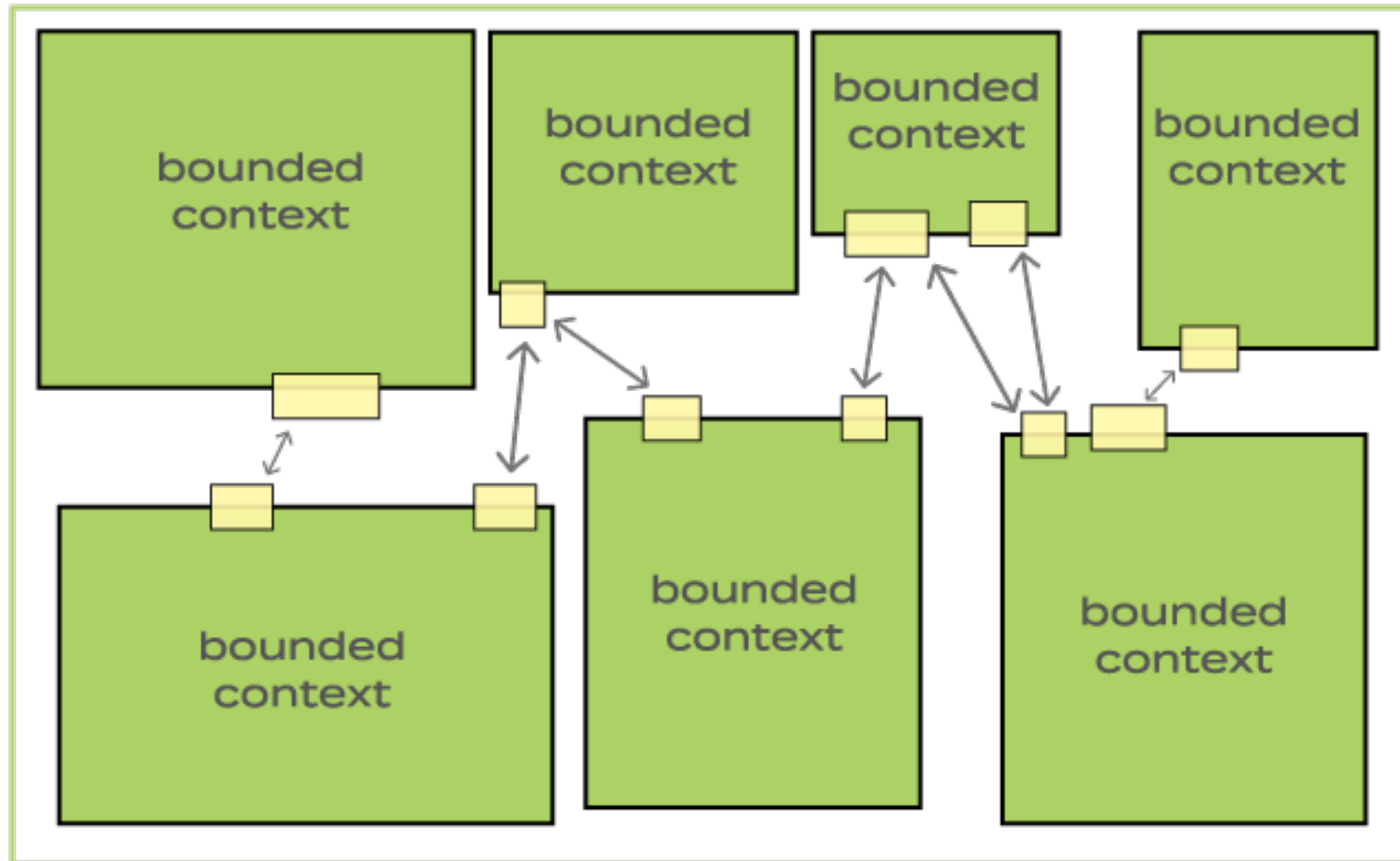
```
public class Client extends Entity {
    public void name(String name) {
        ...
    }
    public void address (PostalAddress address) {
        ...
    }
    public void relocateTo (PostalAddress address) {
        ...
    }
    public void telephone (Telephone telephone) {
        ...
    }
    ...
}
```

# Explicit, Testable, Less Code

```
public class Client {  
    public void relocateTo(PostalAddress address) {  
        this.postalAddress = address;  
        emit(new ClientRelocated(...));  
    }  
}
```

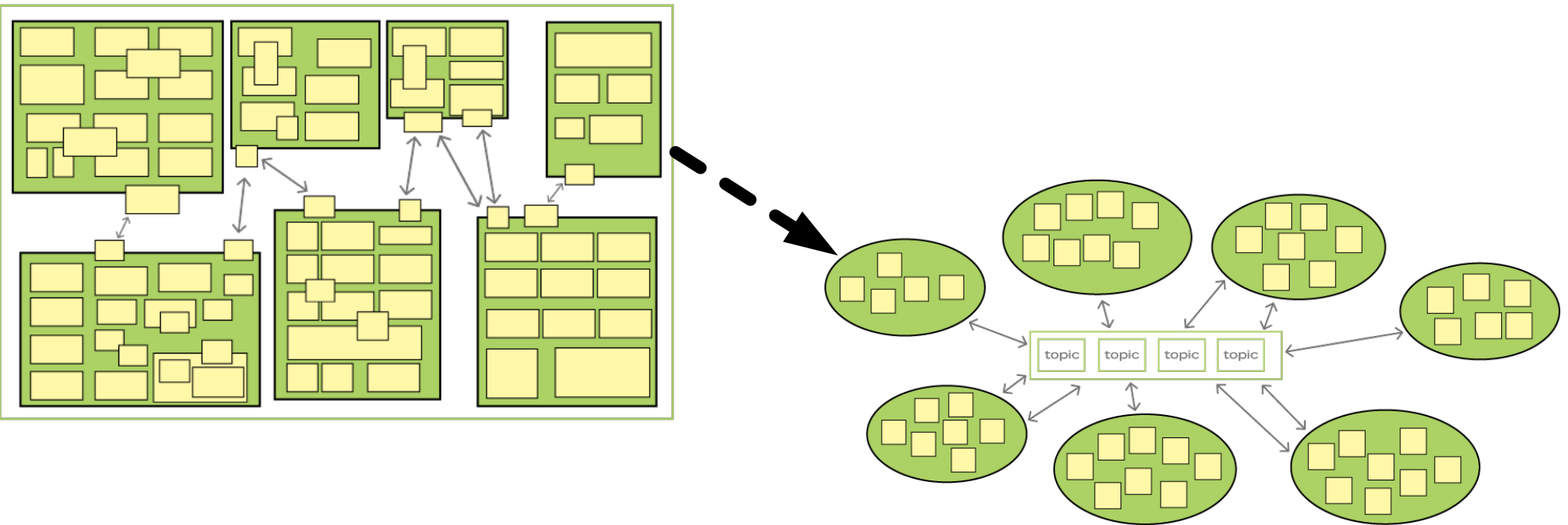
```
public class ClientTests {  
    public void testThatClientRelocates() {  
        ...  
    }  
}
```

# Bounded Context

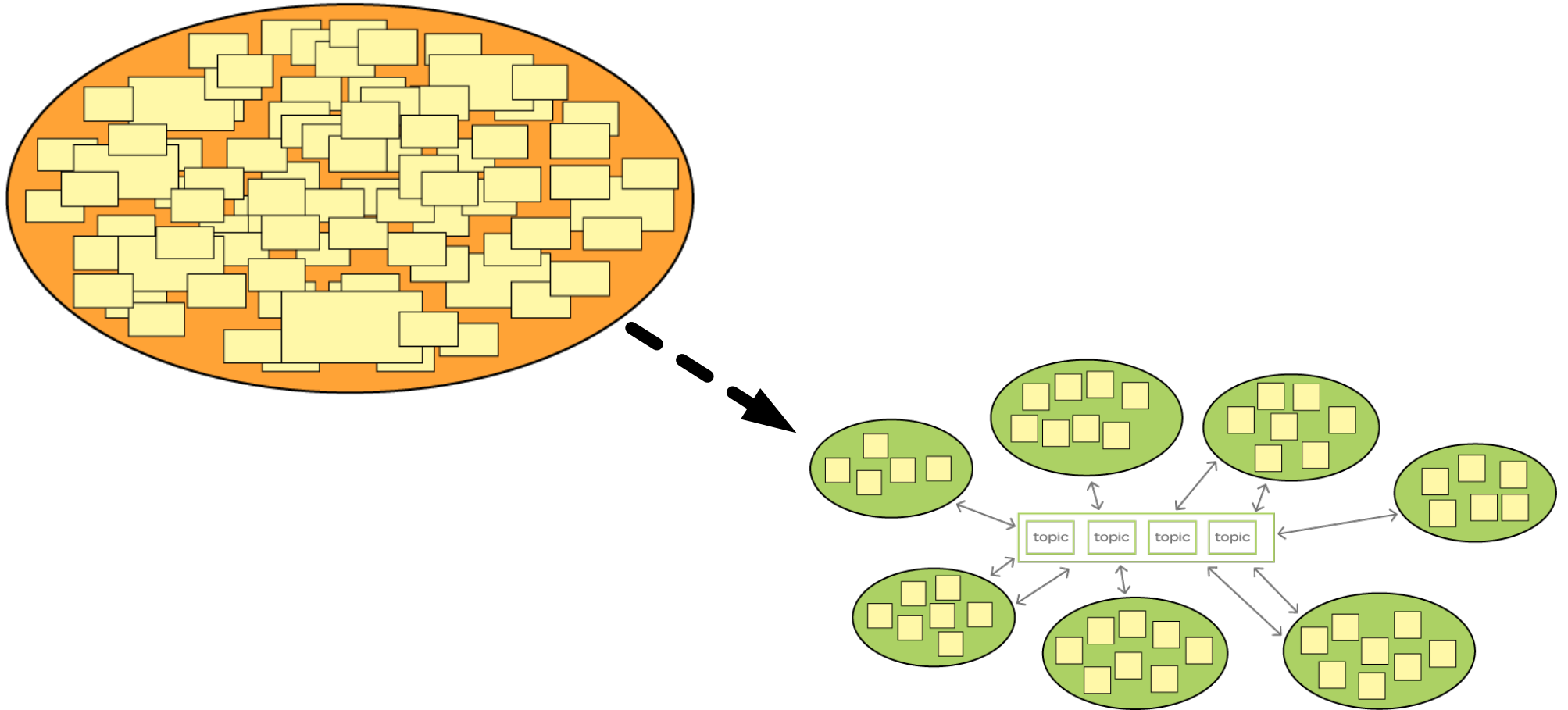


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# Monolith to Microservices



# BBoM To BC—How?



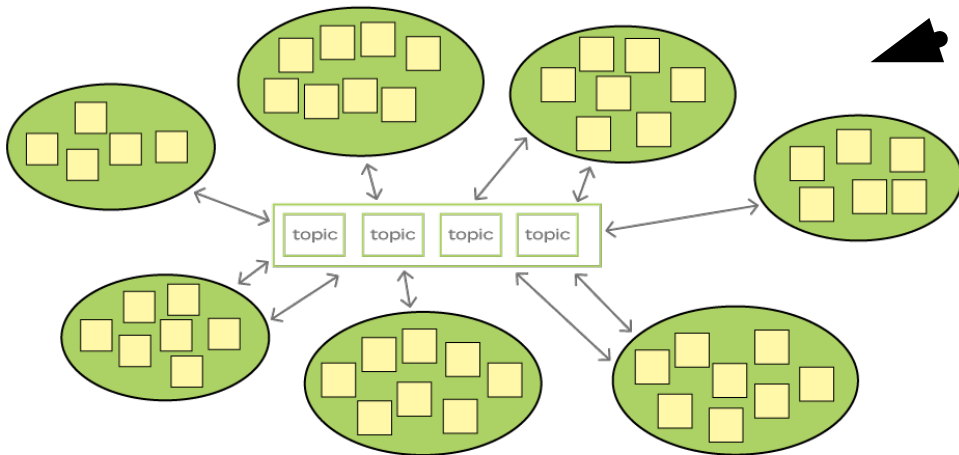
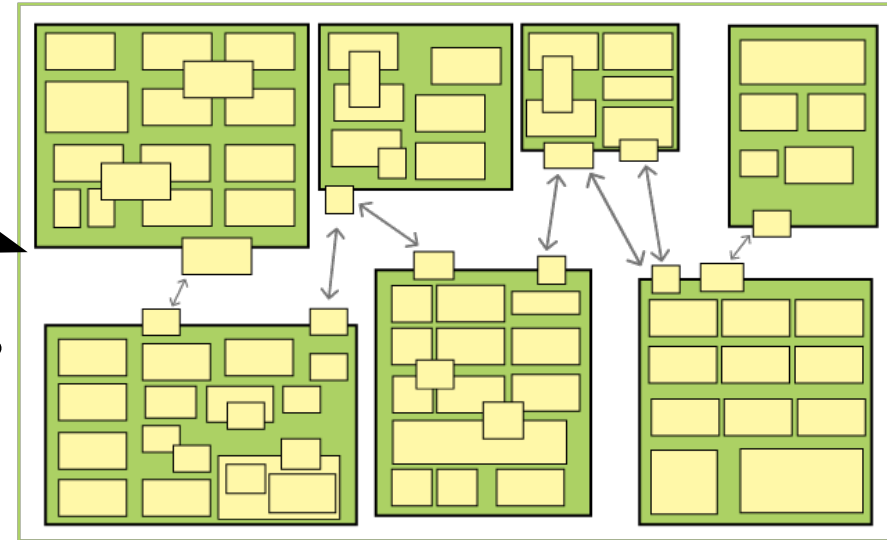
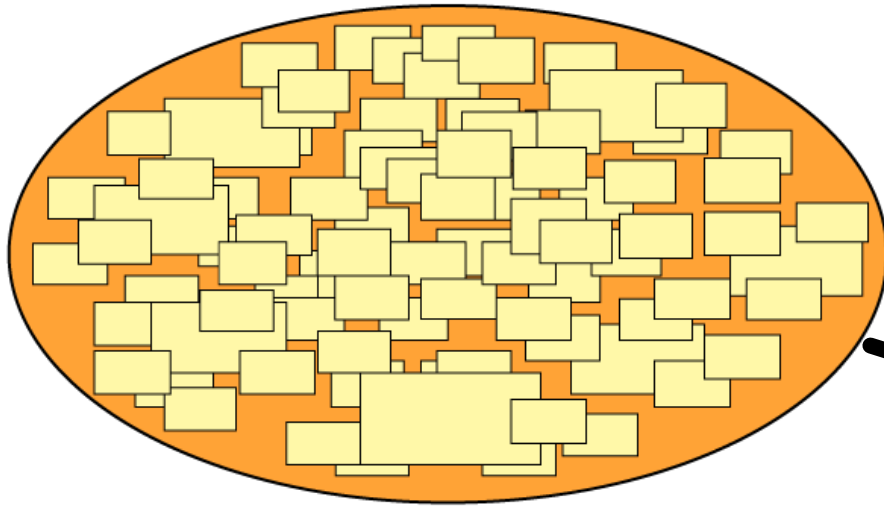


# Rewrite

```
000024  
000025 PROCEDURE DIVISION.  
000026 0001-MAIN.  
000027     INSPECT FUNCTION REVERSE(STR-1)  
000028         TALLYING WS-LEN1 FOR LEADING SPACES.  
000029     COMPUTE WS-LEN = LENGTH OF STR-1 - WS-LEN1.  
000030     DISPLAY WS-LEN.  
000031     MOVE 1 TO I.  
000032     MOVE WS-LEN TO J.  
000033     PERFORM REV-PARA WS-LEN TIMES.  
000034     DISPLAY STR-1.  
000035     DISPLAY STR-2.  
000036     GOBACK.  
000037 REV-PARA.  
000038     MOVE STR-1(J:1) TO STR-2(I:1).  
000039     SUBTRACT 1 FROM J.  
000040     ADD 1 TO I.  
000041     EXIT.  
***** Bottom of Data *****
```

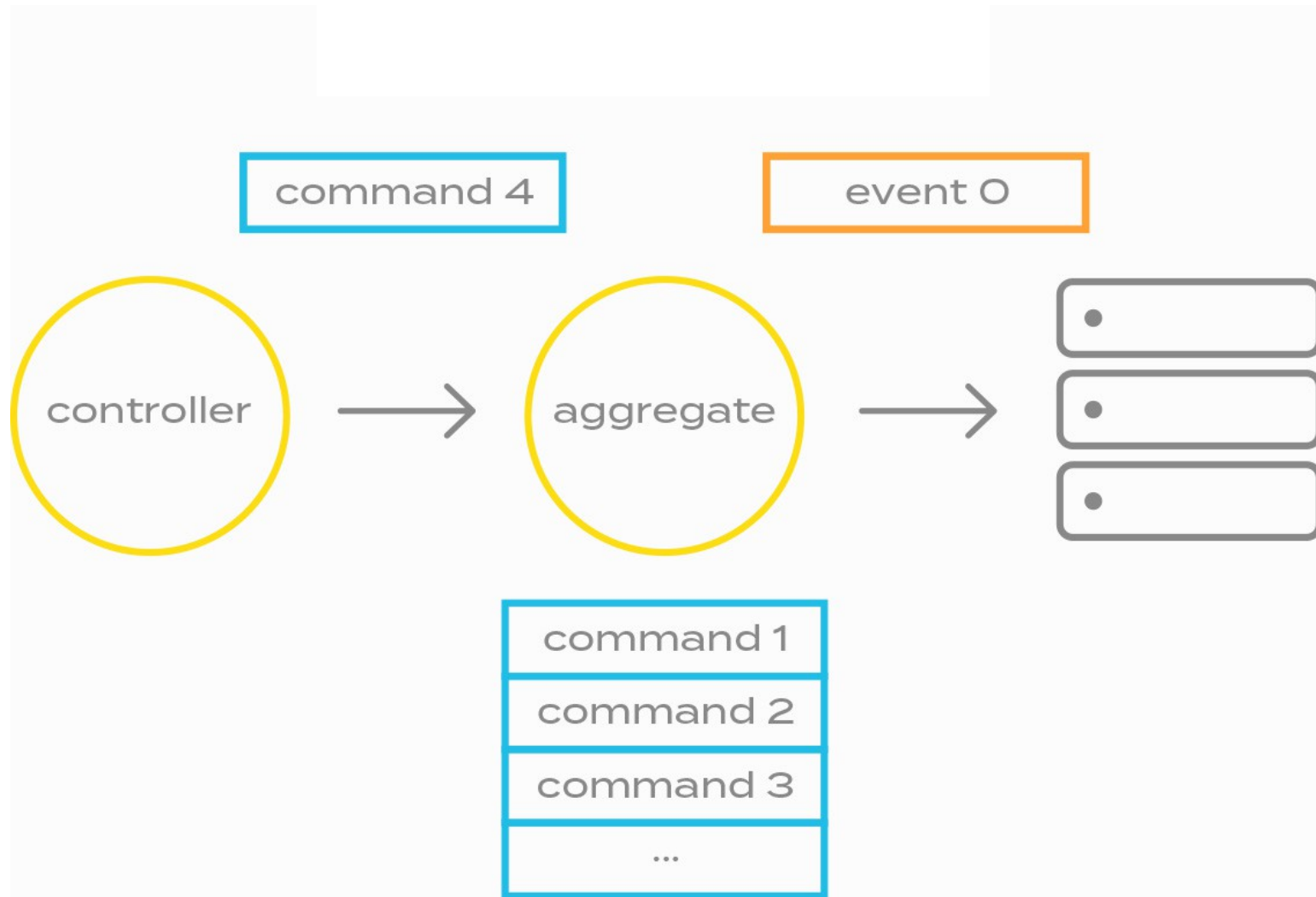
# Eat an Elephant

One bite at a time.

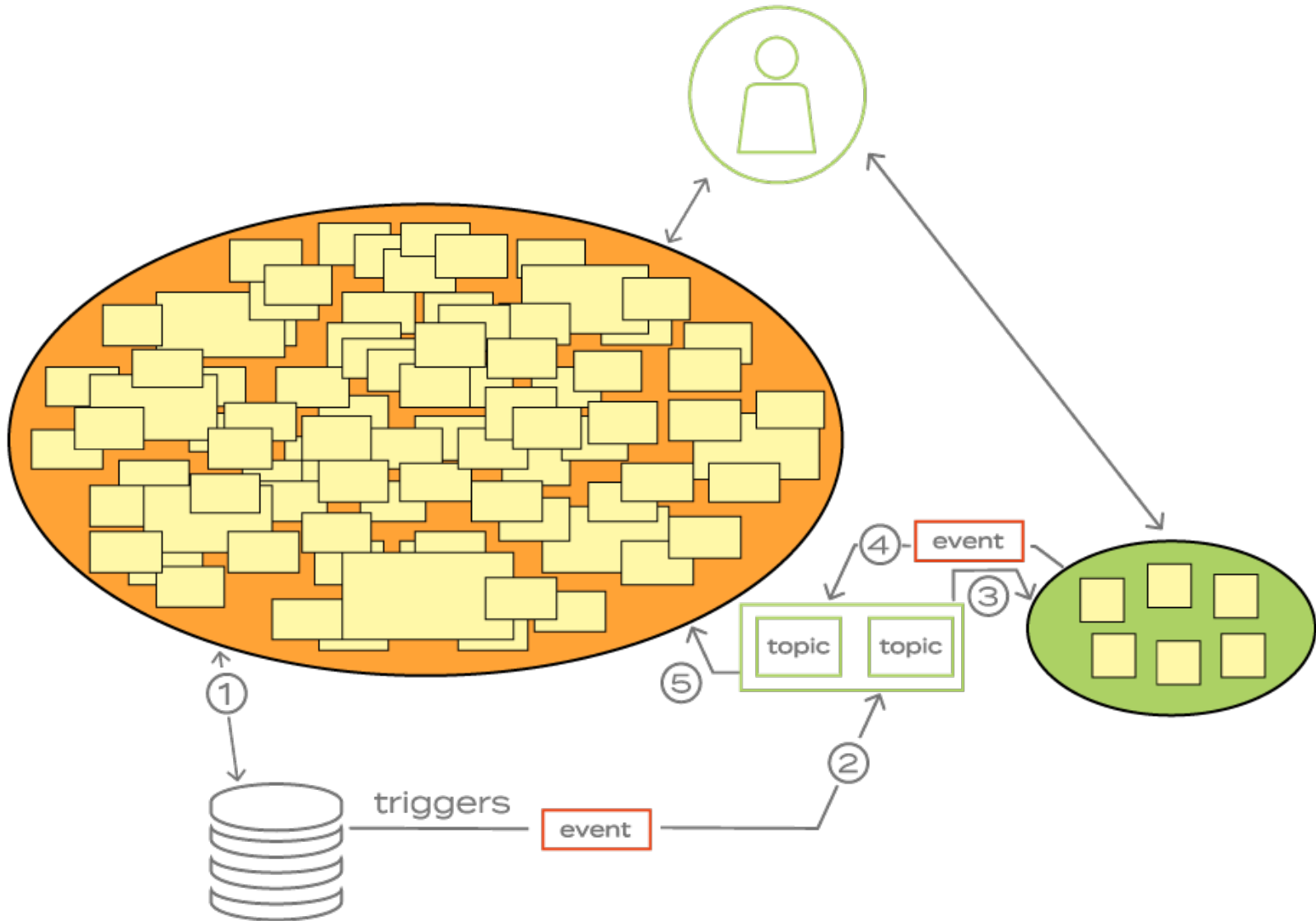


- Change-driven
- Value-driven
- Test-driven

# Event Driven



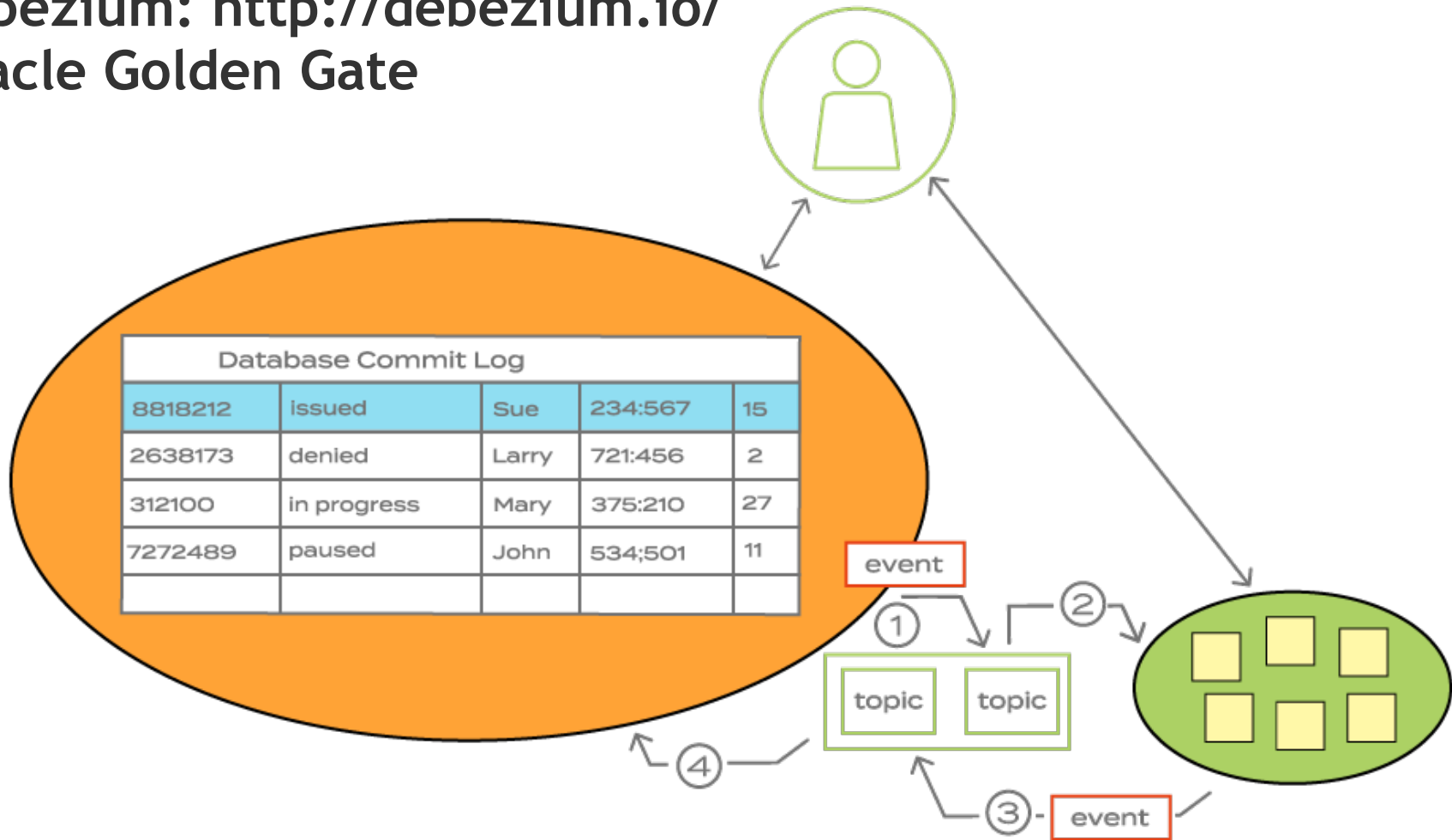
# Strangler (1)



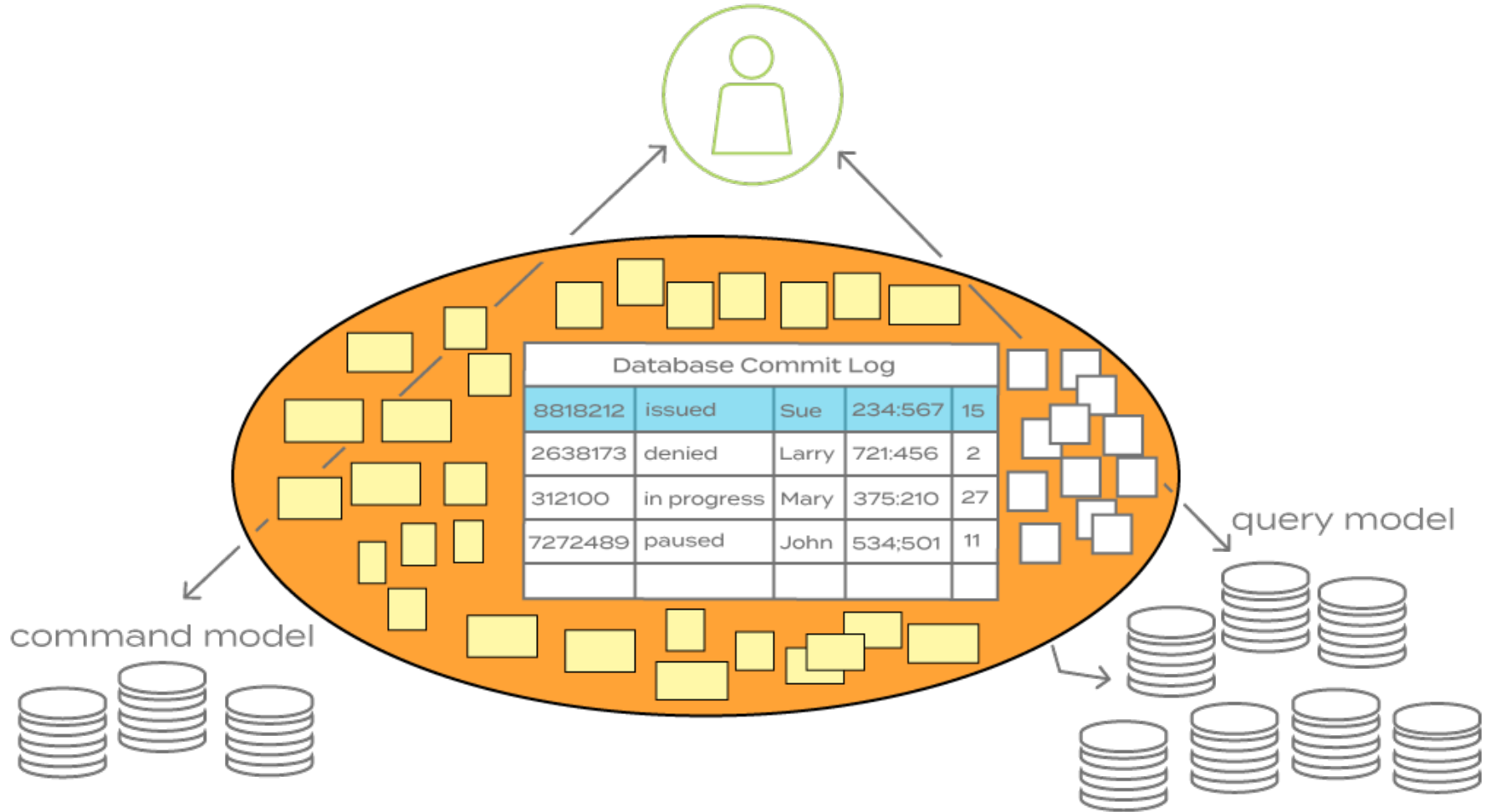
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# Strangler (2)

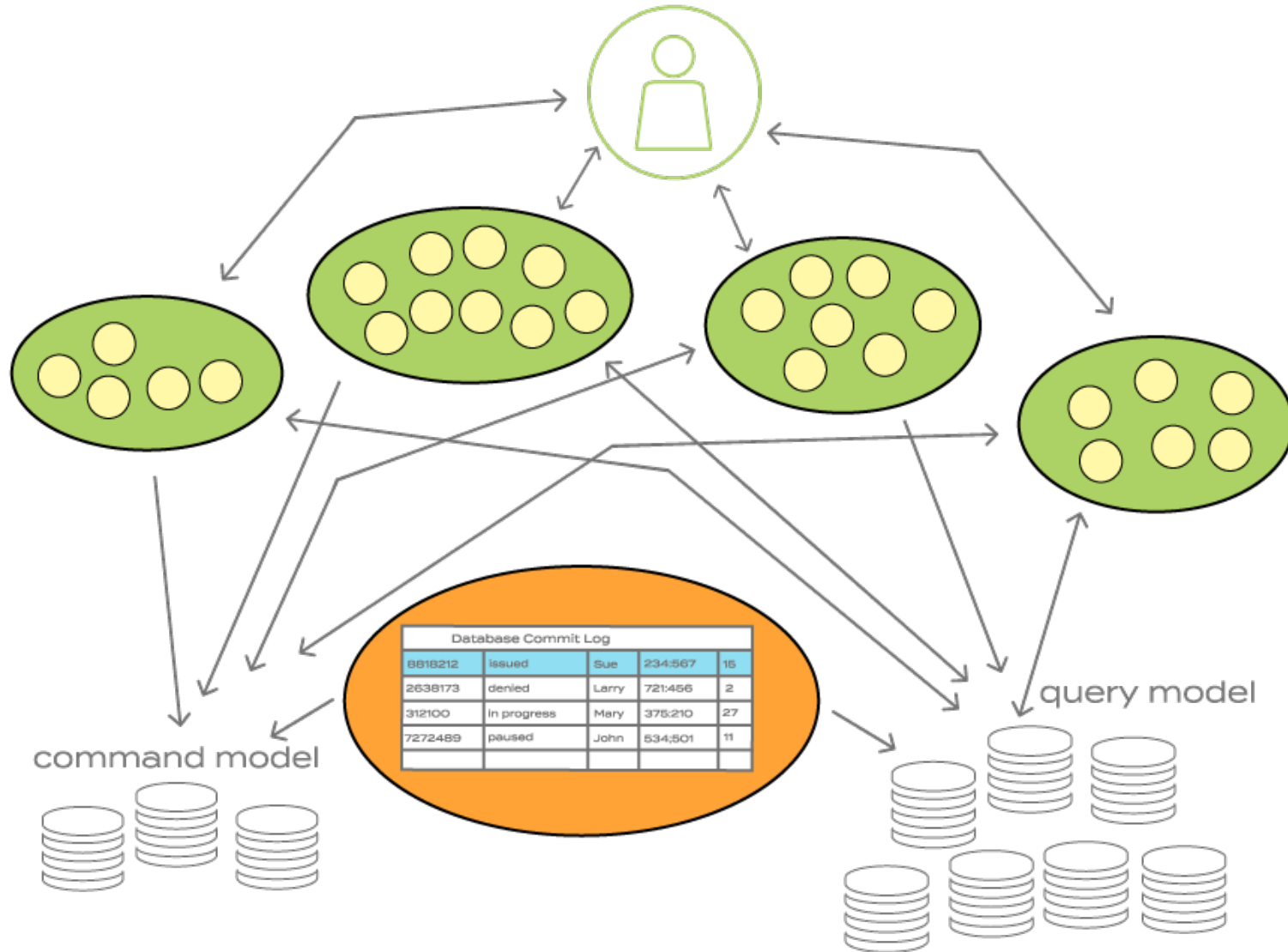
- Debezium: <http://debezium.io/>
- Oracle Golden Gate



# Restructured (1)

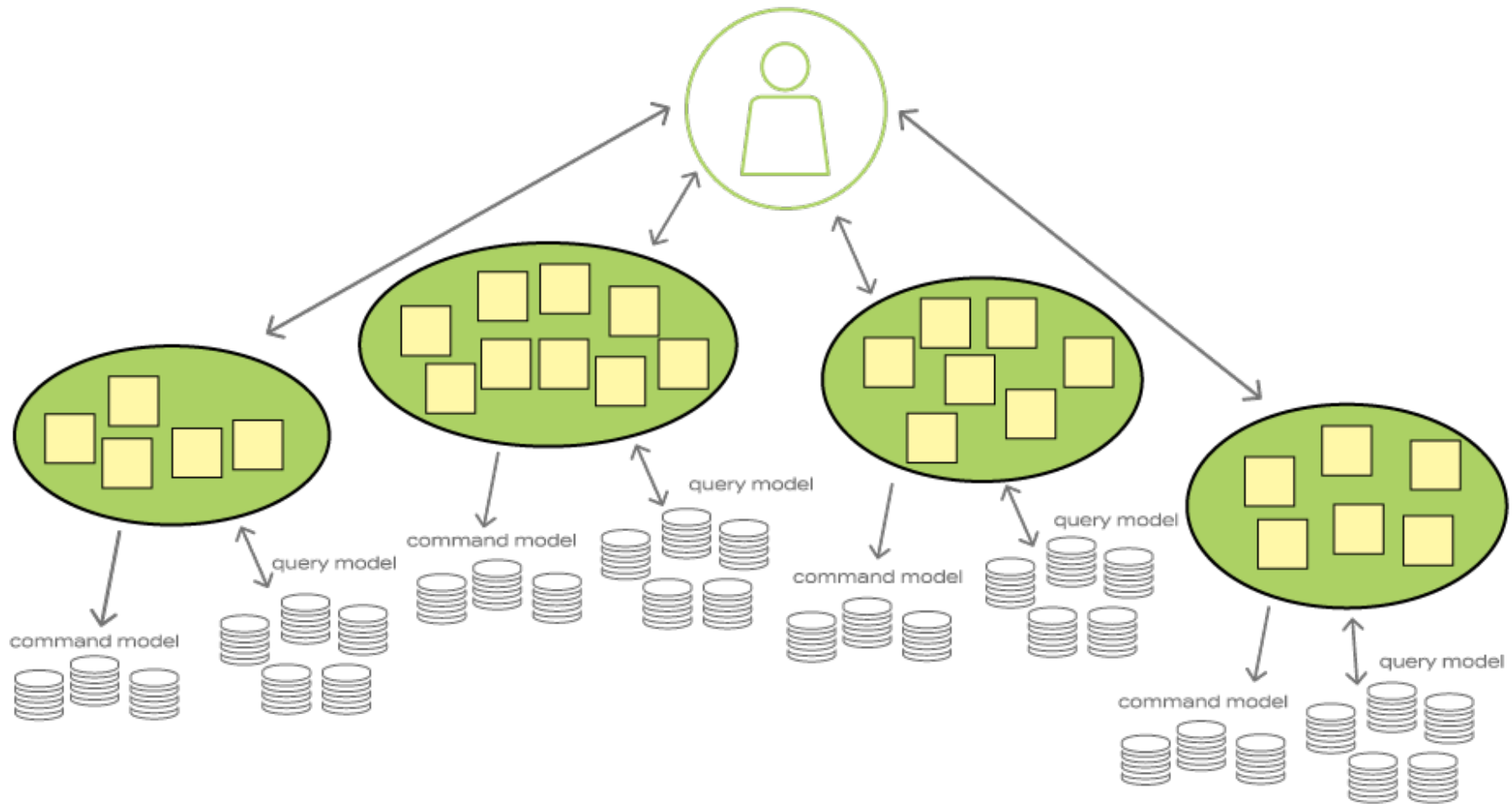


# Restructured (2)



@VaughnVernon

# Restructured (3)







**Dave Farley**

@davefarley77

Following



True, but I can't think of many other fields of human endeavour where a 50x loss of efficiency is acceptable for "ease of use".

Our attitudes to efficiency in software are weird!

**Ken Mijime** @KeNaCo666

Replying to @mjpt777

I presume this is a common knowledge.

If you choose python, it's because of development ease and agility. Not for performance!

12:20 PM - 18 Sep 2018

5 Retweets 26 Likes



6



5



26



**@VaughnVernon**



**vlingo**  
@vlingo\_io



"People who are more than casually interested in computers should have at least some idea of what the underlying hardware is like. Otherwise the programs they write will be pretty weird." -- Donald Knuth

**Dave Farley** @davefarley77

True, but I can't think of many other fields of human endeavour where a 50x loss of efficiency is acceptable for "ease of use".

Our attitudes to efficiency in software are weird! [twitter.com/KeNaCo666/stat...](https://twitter.com/KeNaCo666/status...)

4:15 PM - 21 Sep 2018

10 Retweets 23 Likes



↻ 10

♥ 23



**@VaughnVernon**



**Dave Farley**

@davefarley77

Following



Replying to [@tom\\_a\\_r\\_johnson](#)

Except that, if the runtime of your program is 1 second and you can complete it in 1ms and don't, you are producing 1000x as much CO2 as you need to. Tiny for your application, but significant on a global scale.

(I know this is an over-simplification, but valid in principle)

1:53 AM - 19 Sep 2018



@VaughnVernon



**Dave Farley**

@davefarley77

Following



Replying to [@tom\\_a\\_r\\_johnson](#)

Except that, if the runtime of your program is 1 second and you can complete it in 1ms and don't, you are producing 1000x as much CO2 as you need to. Tiny for your application, but significant on a global scale.

(I know this is an over-simplification, but valid in principle)

1:53 AM - 19 Sep 2018

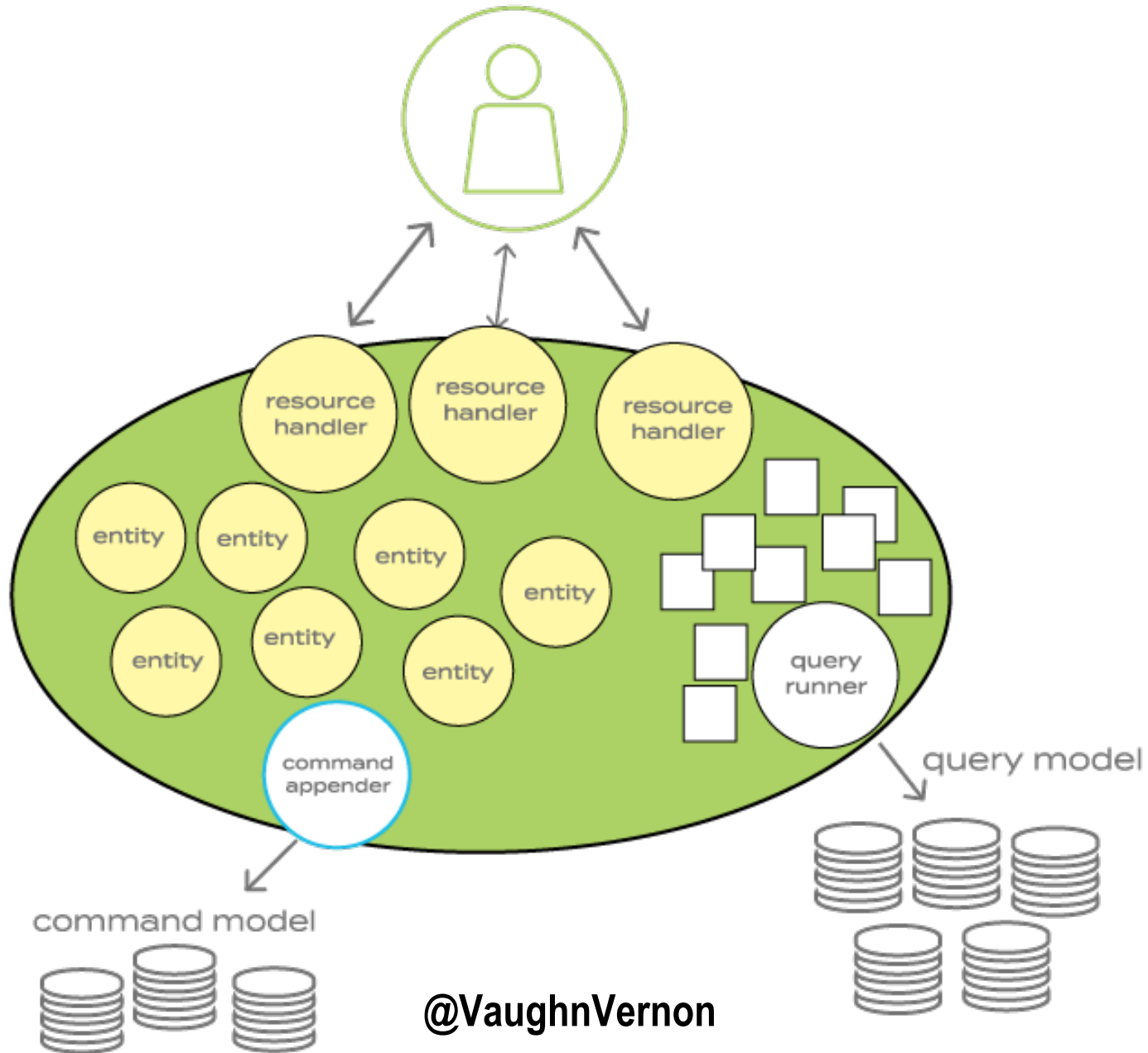


1

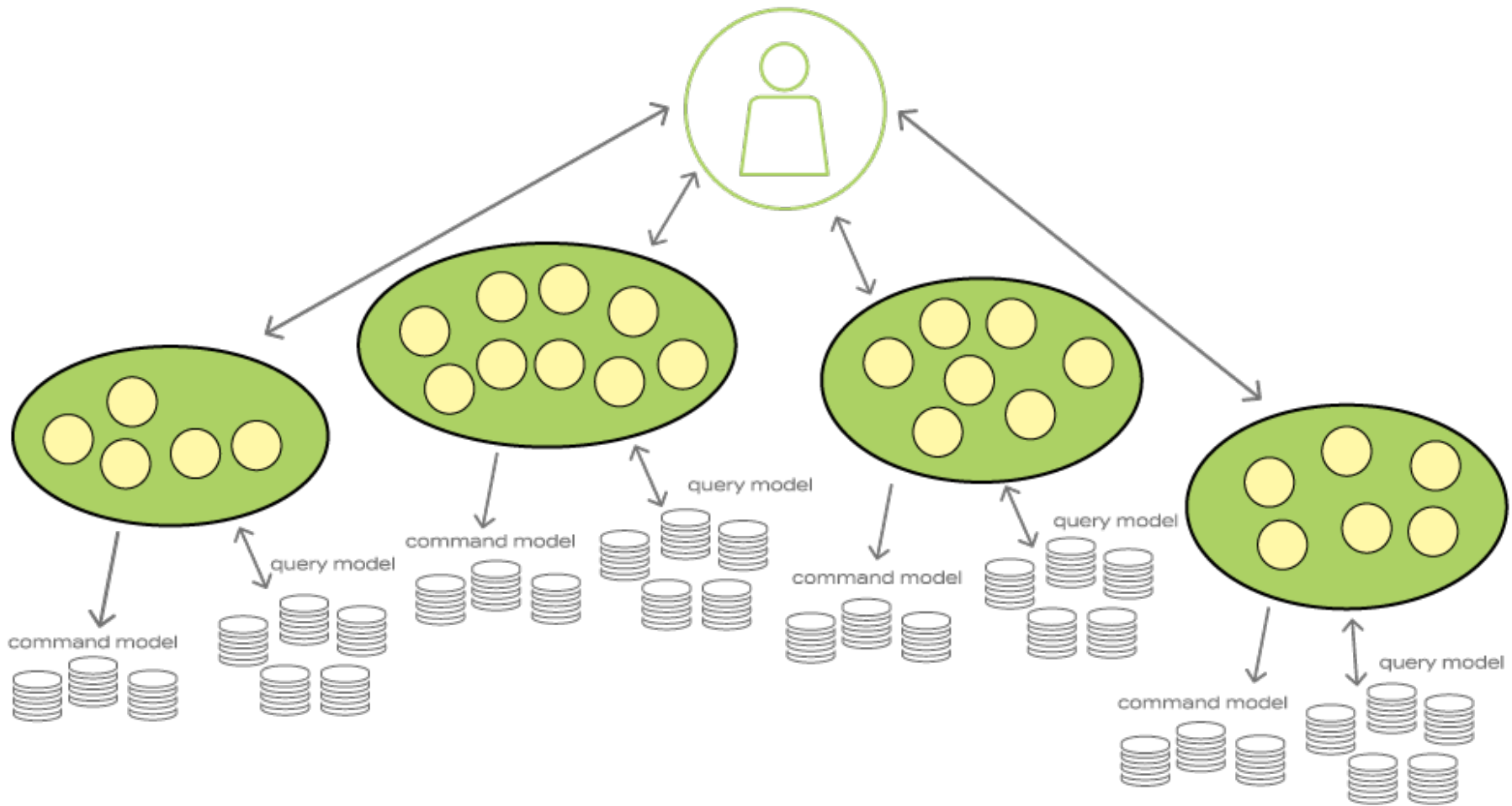


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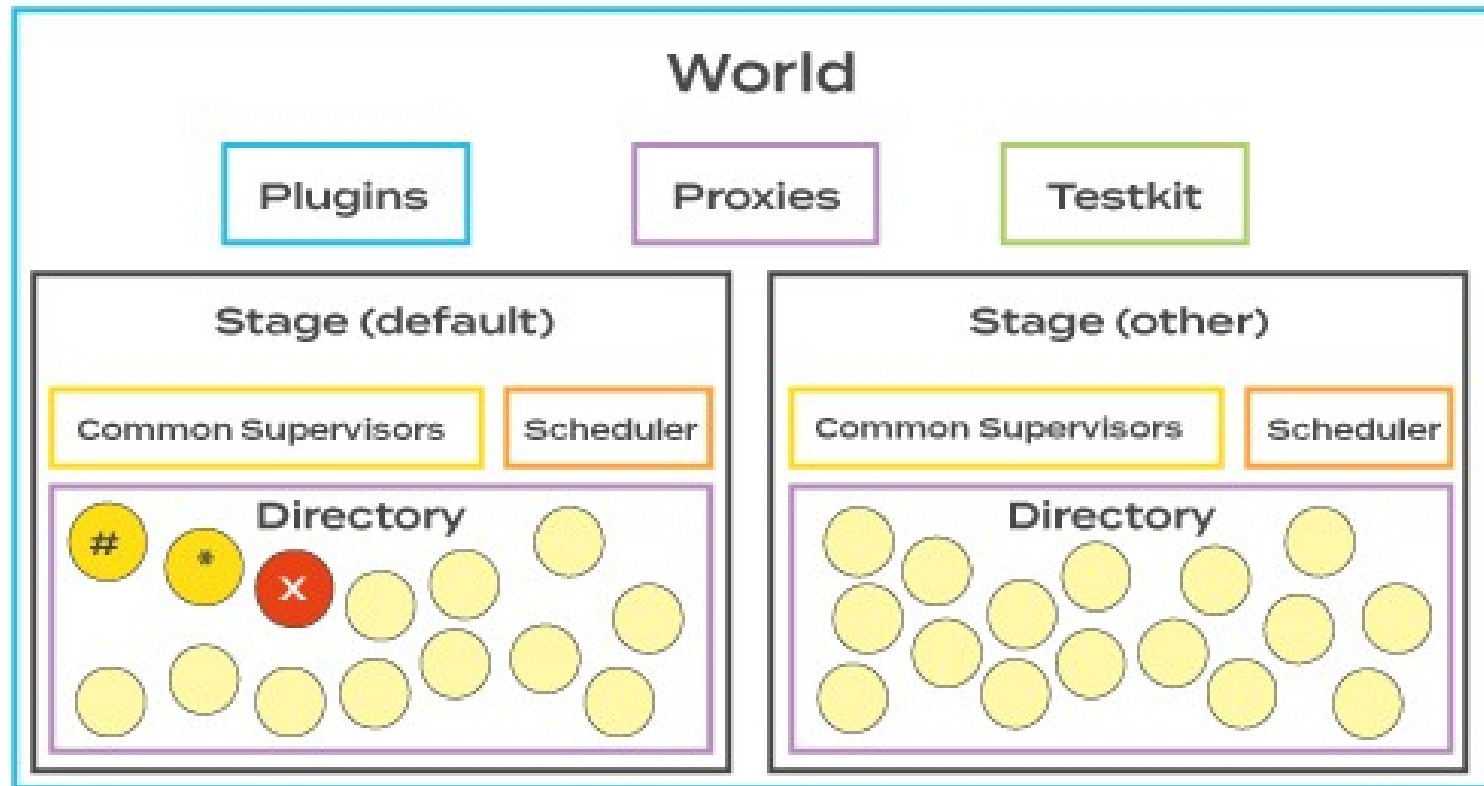
# Reactive Rework



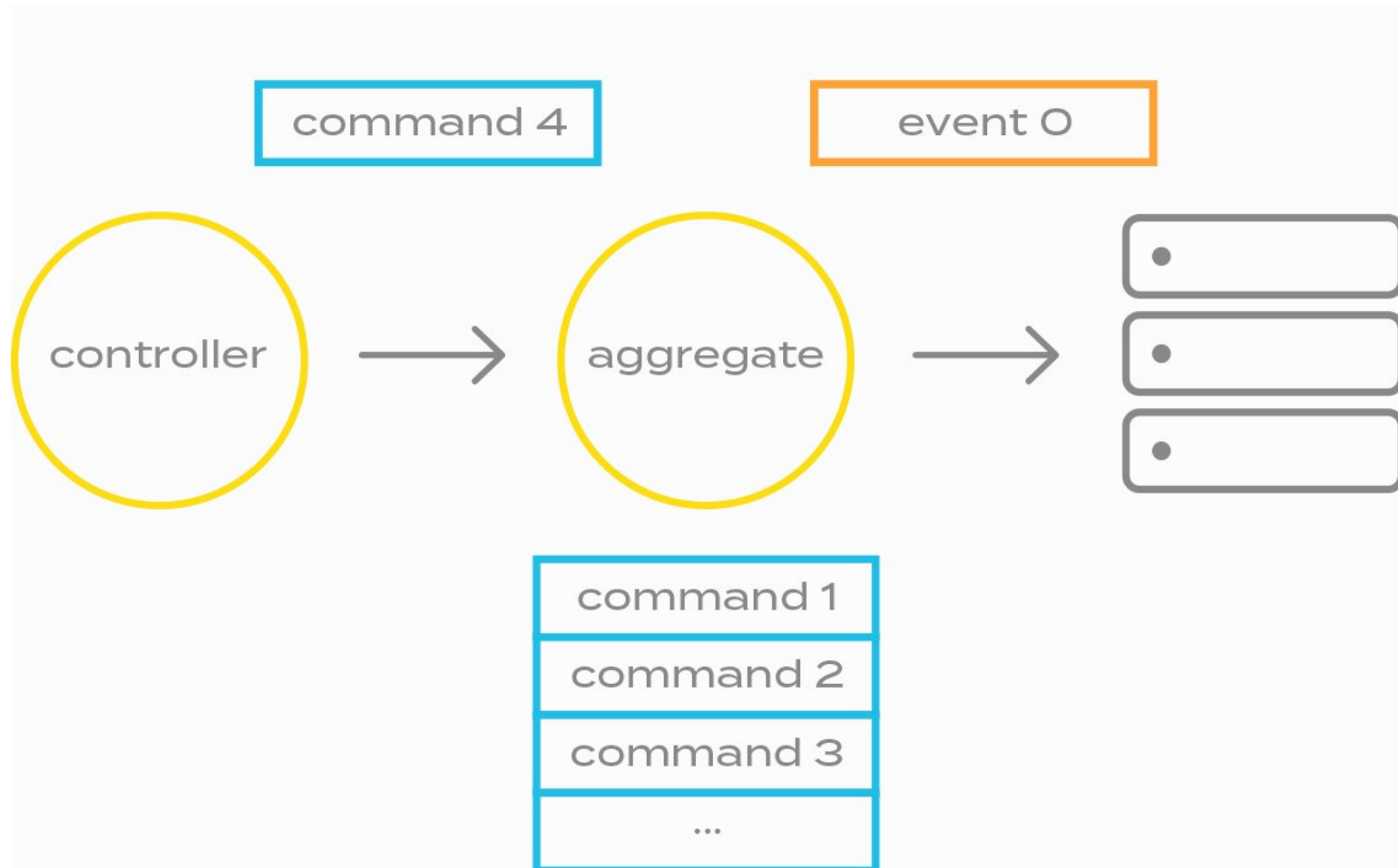
# Reactive DDD



# Architecture

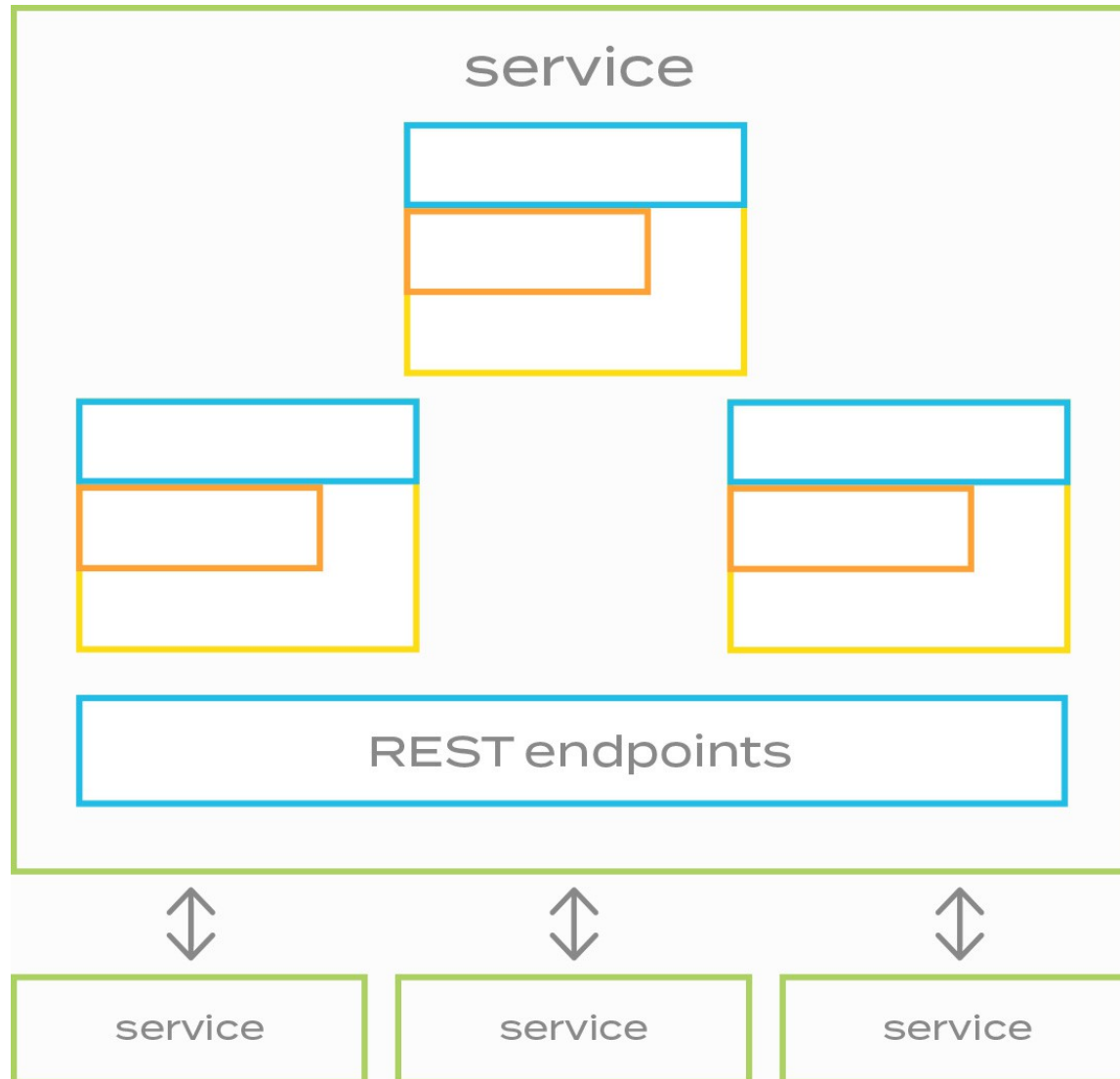


# vlingo/actors



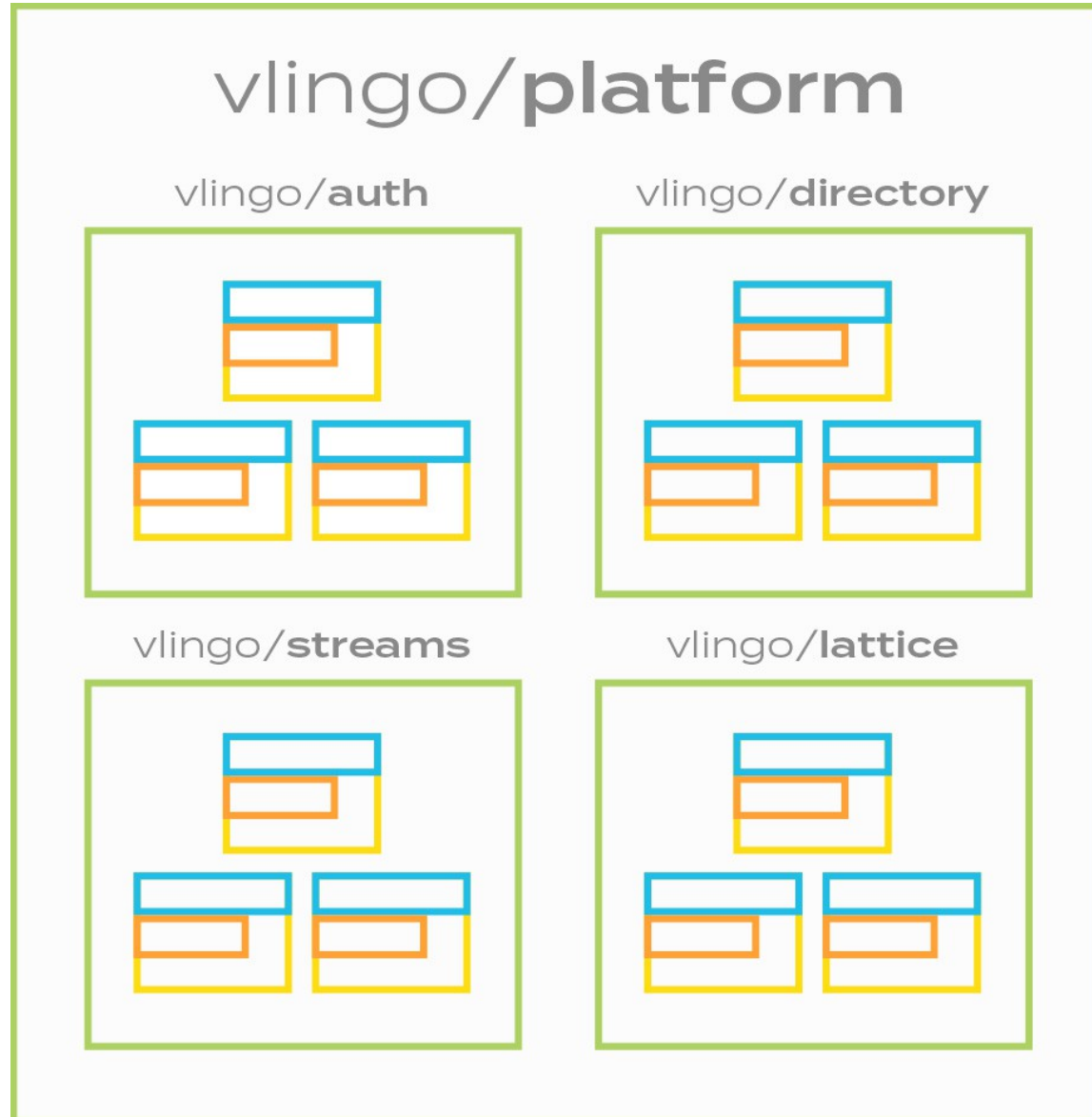


# vlingo/http

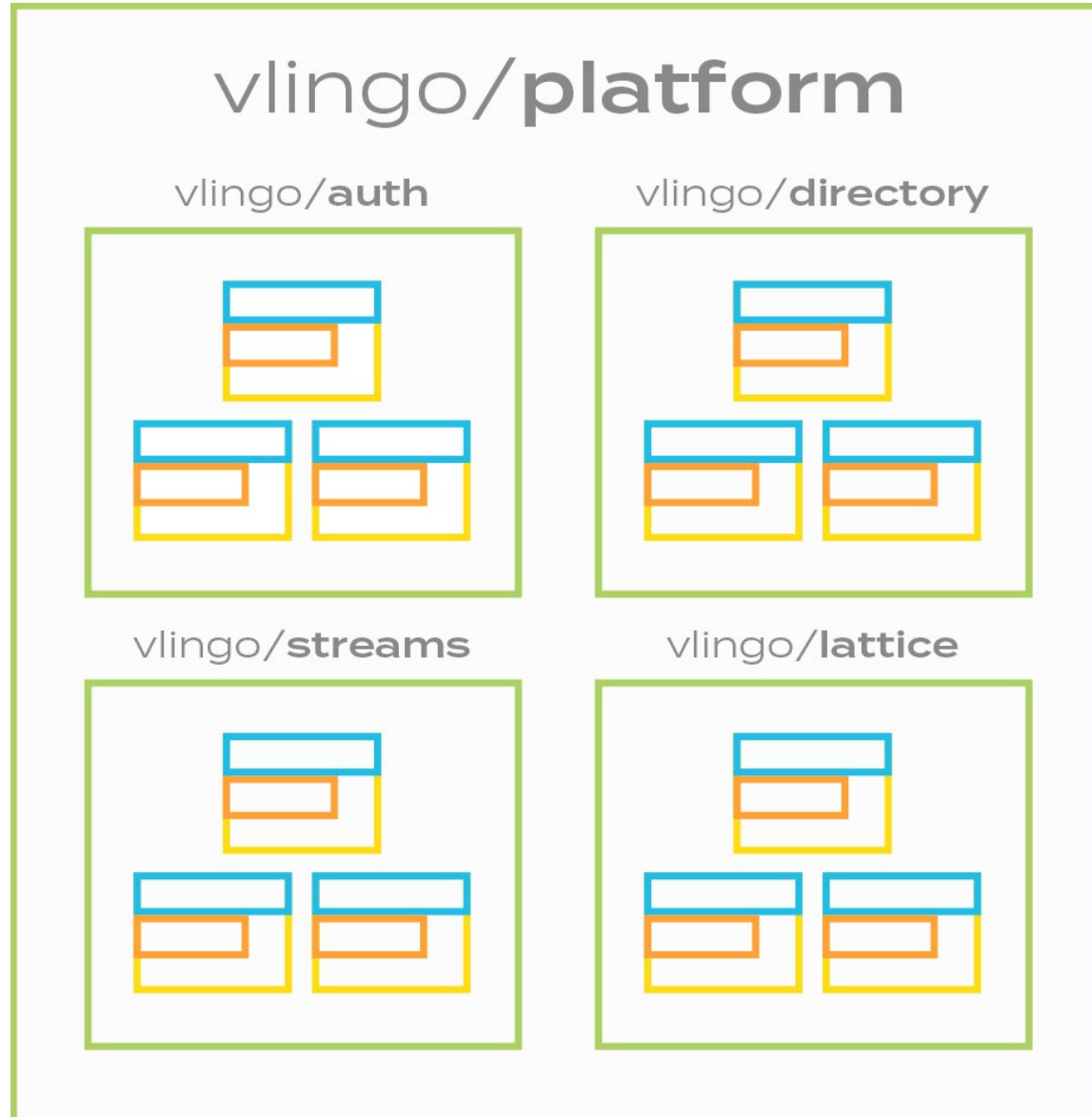


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# vlingo/lattice



# vlingo/streams



# Open Source Reactive Platform



Contact: [vaughn@kalele.io](mailto:vaughn@kalele.io)

Web: [vlingo.io](http://vlingo.io)

[@VaughnVernon](#)