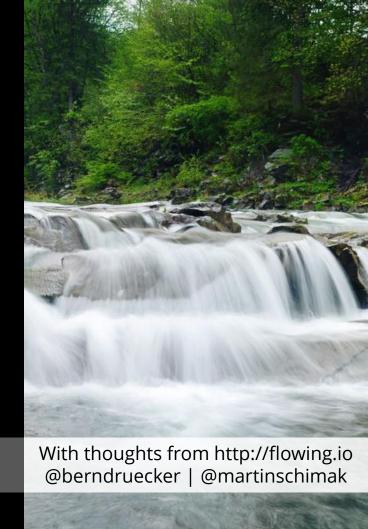
# Complex event flows in distributed systems



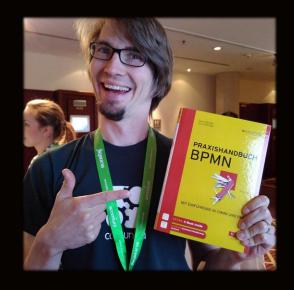
aberndruecker

## 3 common hypotheses I check today:

# Events decrease coupling # Orchestration needs to be avoided # Workflow engines are painful



Bernd Ruecker
(o-founder and
Developer Advocate of
Camunda



bernd.ruecker@camunda.com @berndruecker







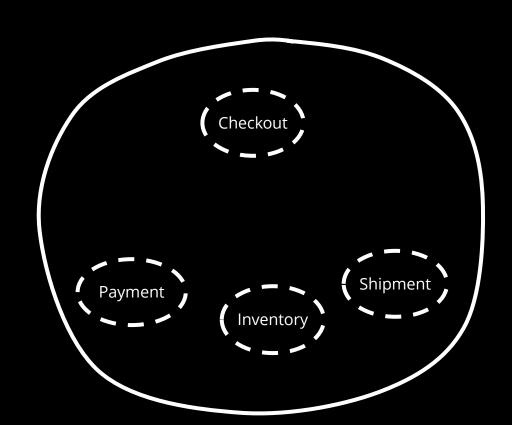
## Simplified example: dash button



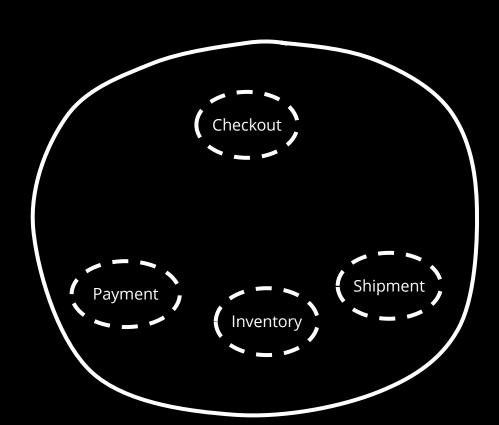
## Three steps...



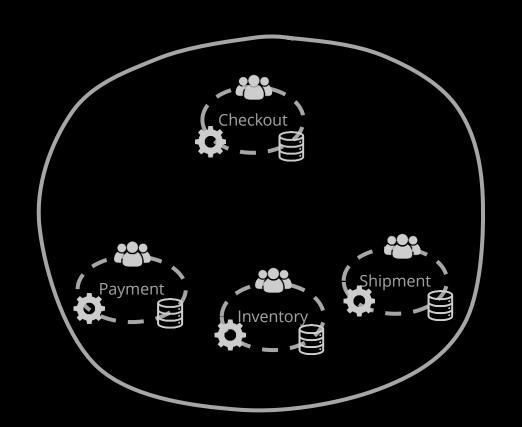
### Who is involved? Some bounded contexts...



## (Micro-)services



### Autonomous (micro-)services





**Dedicated Application Processes** 



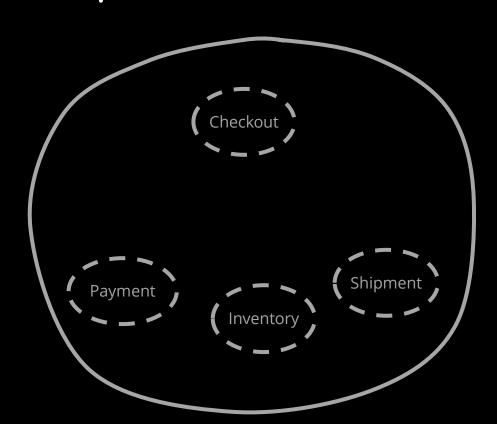
Dedicated infrastructure



**Dedicated Development Teams** 



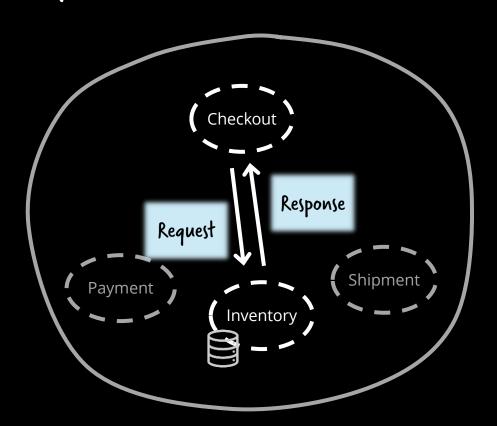
# Events decrease coupling



The button blinks if we can ship within 24 hours



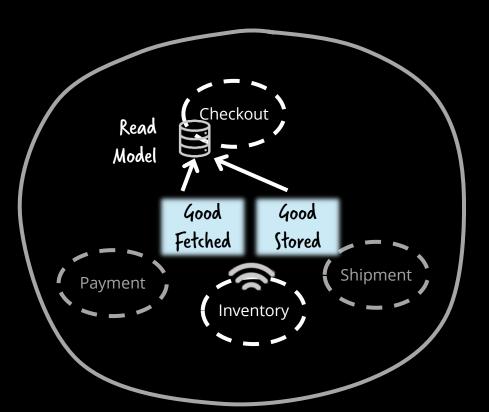
## Request/response: temporal coupling



The button blinks if we can ship within 24 hours



## Temporal decoupling with events and read models



The button blinks if we can ship within 24 hours

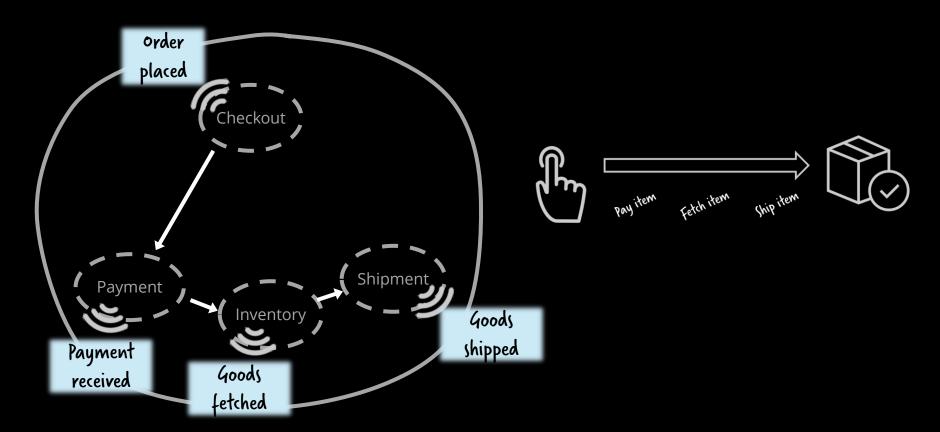


**\*Events** are facts about what happened (in the past)

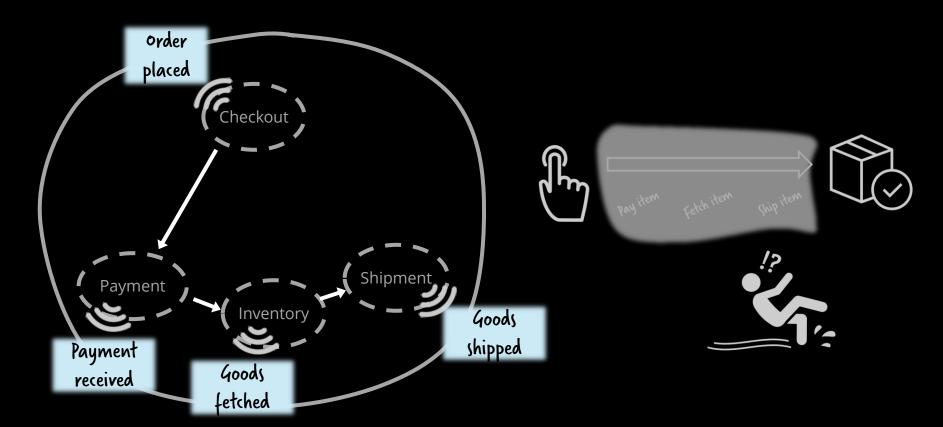
# Events can decrease coupling\*

\*e.g. decentral data-management, read models, extract cross-cutting aspects

## Peer-to-peer event chains



## Peer-to-peer event chains





The danger is that it's very easy to make nicely decoupled systems with event notification, without realizing that you're losing sight of that larger-scale flow, and thus set yourself up for trouble in future years.

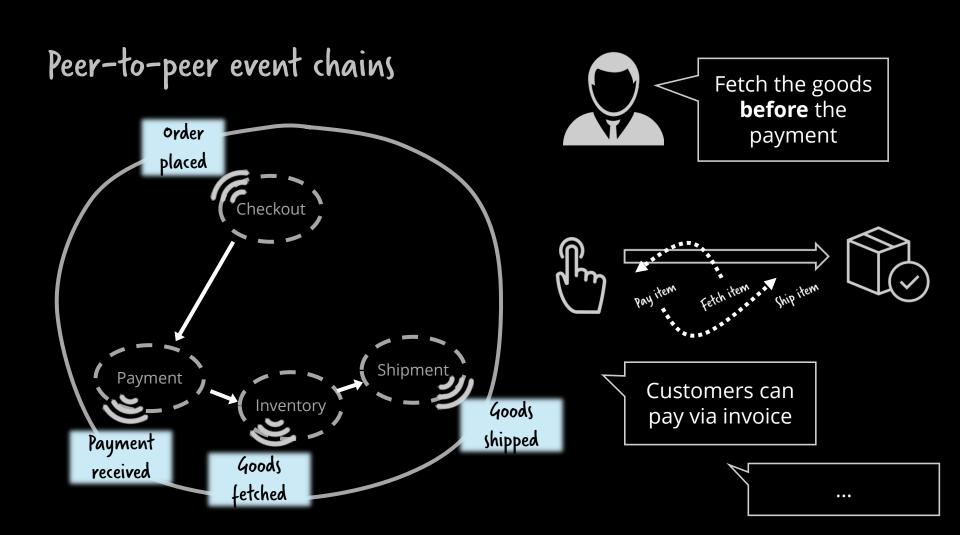


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#### Peer-to-peer event chains Fetch the goods **before** the order payment placed Checkout Fetch item Ship item Shipment\_ Payment Inventory Goods shipped Payment Goods received fetched

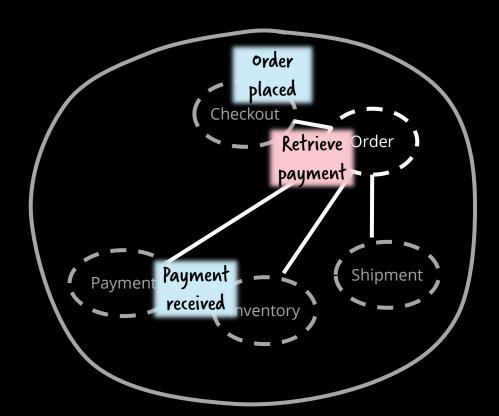


#### Peer-to-peer event chains Fetch the goods **before** the order payment placed Checkout Fetch item Ship item Shipment\_ Payment Inventory Goods shipped Payment Goods received fetched

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## Extract the end-to-end responsibility



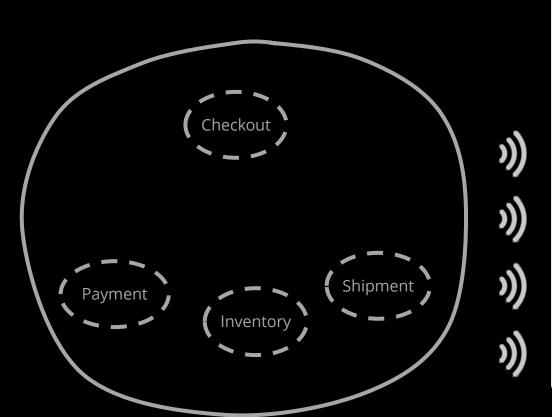
\*Commands have an intent about what needs to happen in the future

# (ommands help to avoid (complex) peer-to-peer event chains



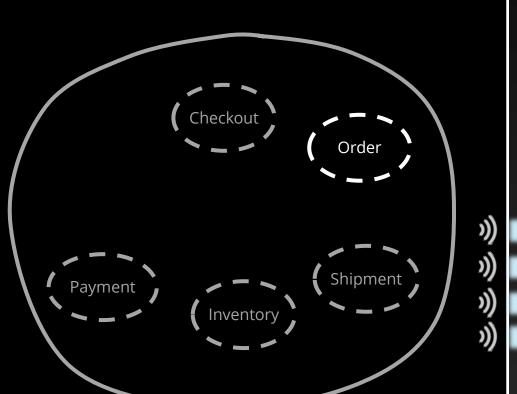
## orchestration needs to be avoided

## Smart ESB-like middleware





## Dumb pipes

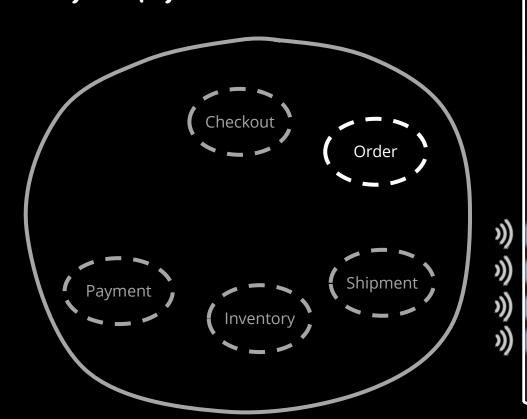




Martin Fowler

Smart endpoints and **dumb pipes** 

## Danger of god services?

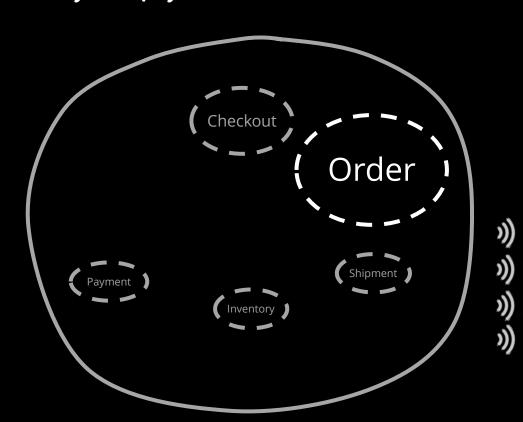




Sam Newmann

A few smart god services tell anemic CRUD services what to do

## Danger of god services?





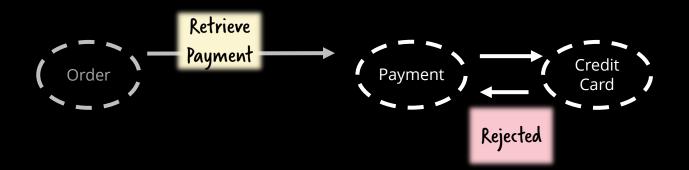
Sam Newmann

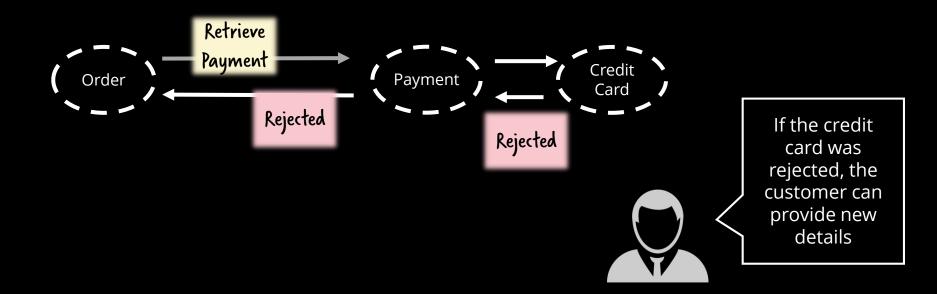
A few smart god services tell anemic CRUD services what to do

# A god service is only created by bad API design!



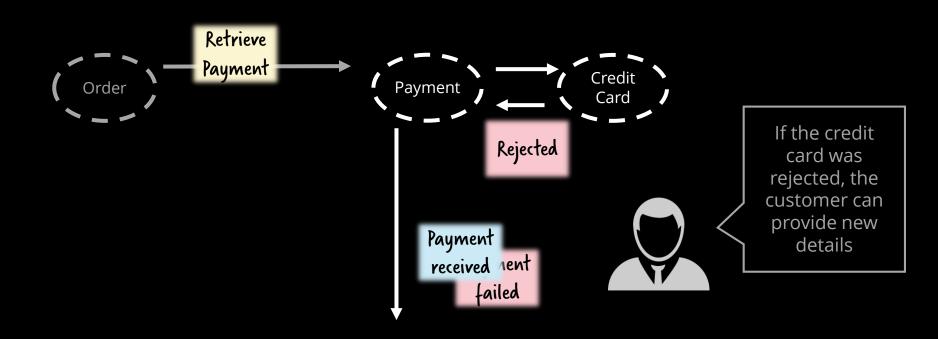




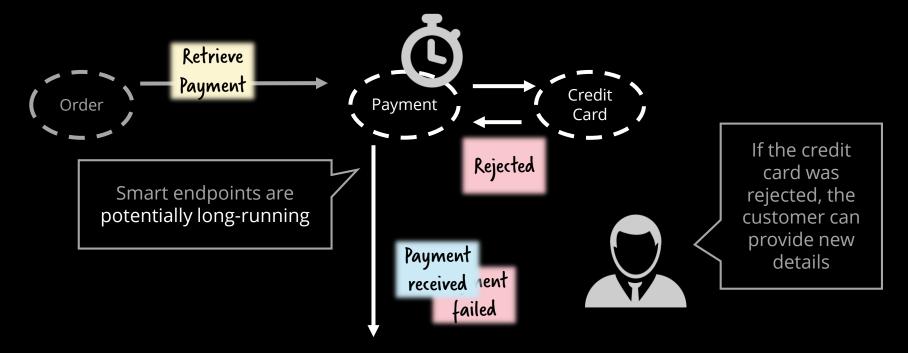


Client of **dumb endpoints** easily become a god services.

#### Who is responsible to deal with problems?



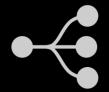
#### Long-running execution



Clients of **smart endpoints** remains lean.

## Handling State





Persist thing (Entity, Document, Actor, ...)

State machine or workflow engine

Typical concerns

DIY = effort, accidental complexity

Scheduling, Versioning, operating, visibility, scalability, ...



# Workflow engines are painful

Complex, proprietary, heavyweight, central, developer adverse, ...

#### Avoid the wrong tools!



Low-code is great!
(You can get rid
of your developers!)



Death by properties panel

(omplex, proprietary, heavyweight, central, developer adverse, ...



Workflow engines, state machines



It is relevant in modern architectures



Workflow engines, state machines





Silicon valley has recognized



Traditionally, some of these processes had been orchestrated in an ad-hoc manner using a combination of pub/sub, making direct REST calls, and using a database to manage the state. However, as the number of microservices grow and the complexity of the processes increases, getting visibility into these distributed workflows becomes difficult without a central orchestrator.



#### Netflix Conductor: A microservices orchestrator

The Netflix Content Platform Engineering team runs a number of business processes which are driven by asynchronous orchestration of tasks executing on microservices. Some of these are long running processes spanning several days. These processes play a critical role in getting titles ready for streaming to our viewers across the globe.

A few examples of these processes are:

- Studio partner integration for content ingestion
- IMF based content ingestion from our partners
- · Process of setting up new titles within Netflix
- Content ingestion, encoding, and deployment to CDN

Traditionally, some of these processes had been orchestrated in an ad-hoc manner using a combination of pub/sub, making direct REST calls, and using a database to manage the state. However, as the number of microservices grow and the complexity of the processes increases, getting visibility into these distributed workflows becomes difficult without a central orchestrator.



Workflow engines, state machines



CADENCE

There are lightweight open source options















Workflow engines, state machines



#### also at scale













#### Zeebe.io





Submission

# How we built a highly scalable distributed state machine

Say hello to "big workflow"—part 2



In <u>Zeebe.io—a highly scalable</u> <u>distributed workflow engine</u> I described that Zebee is a super performant, highly scalable and resilient workflow engine. I described that this allows to leverage workflow automation in a lot more use cases alGet started

```
public static void main(String[] args) {
  ProcessEngine engine = new StandaloneInMemProcessEngineConfiguration()
    .buildProcessEngine();
  engine.getRepositoryService().createDeployment() //
    .addModelInstance("flow.bpmn", Bpmn.createExecutableProcess("flow") //
      .startEvent()
      .serviceTask("Ster
      .serviceTask("Step
                           What do I mean by
      .endEvent()
    .done()
                             "leightweight?"
  ).deploy();
  engine.getRuntimeServi
    "flow", Variables.pu
                                                                 scamunda
public class SysoutDelegate implements JavaDelegate {
  public void execute(DelegateExecution execution) throws Exception {
    System.out.println("Hello " + execution.getVariable("city"));
```

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       .serviceTask("Step1").camundaClass(SysoutDelegate.class)
       .serviceTask("Step2").camundaClass(SysoutDelegate.class)
       .endEvent()
     .done()
   ).deploy();
   engine.getRuntimeService().startProcessInstanceByKey(
    "flow", Variables.putValue("city", "New York"));
 public class SysoutDelegate implements JavaDelegate {
  public void execute(DelegateExecution execution) throws Exception {
    System.out.println("Hello " + execution.getVariable("city"));
```

Build engine
in one line of
code
(using inmemory H2)

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public static void main(String[] args) {
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                                                                                  Define flow
       .startEvent()
                                                                                 e.q. in Java
       .serviceTask("Step1").camundaClass(SysoutDelegate.class)
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                                                                                  DSL
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     "flow", Variables.putValue("city", "New
                                                          Step1
                                                                          Step2
 public class SysoutDelegate implements Jav
   public void execute(DelegateExecution execution) throws Exception {
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```

# BPMN

Business Process Model and Notation

150 Standard



```
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 public class SysoutDelegate implements JavaDelegate {
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```

We can attach

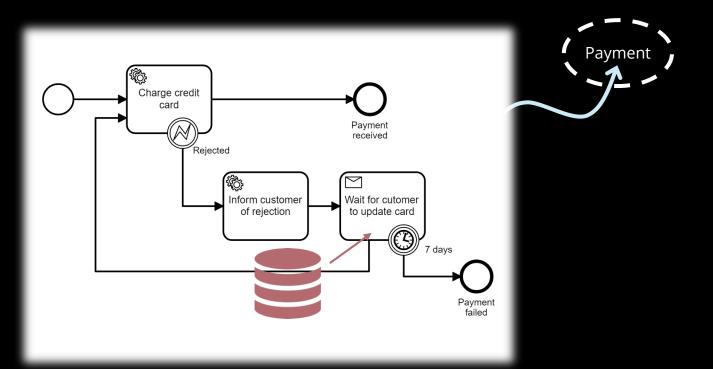
code...

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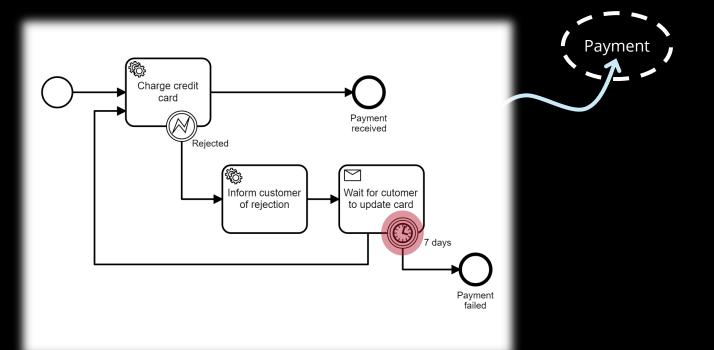
...that is called when workflow instances pass through

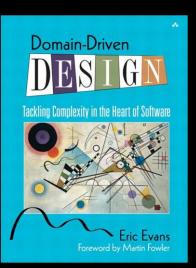
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       .endEvent()
     .done()
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                                                                                 Start
     "flow", Variables.putValue("city", "New York"));
                                                                                 instances
 public class SysoutDelegate implements JavaDelegate {
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```

## Now you have a state machine!



## Easy to handle time







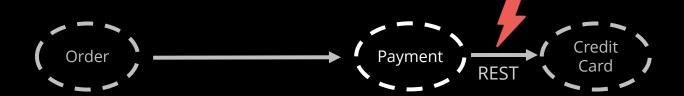
#### Atomic vs. composite command execution

Place order Atomic, transorder placed actional execution

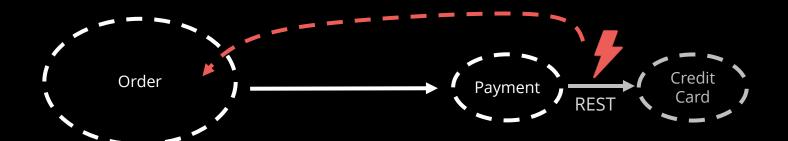
Typically we see a "command" as the intent to change a write model…

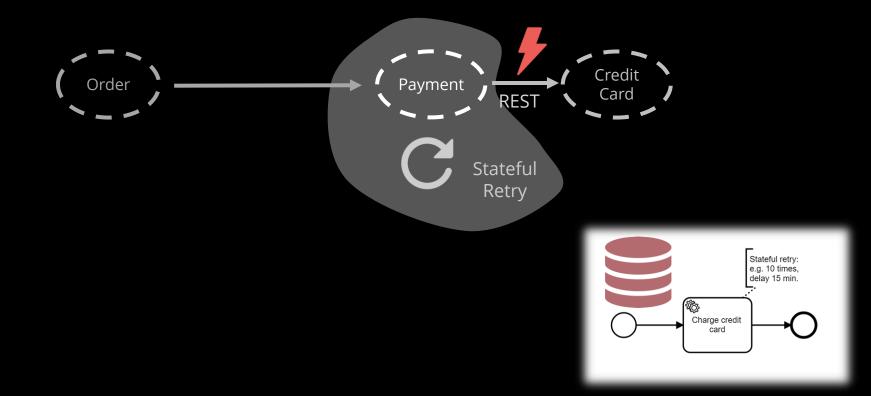
Place order (omposite, longorder fulfilled running execution ... but the customer's or service clients intent is often targeted at a more valuable business result, which needs many steps to be achieved.







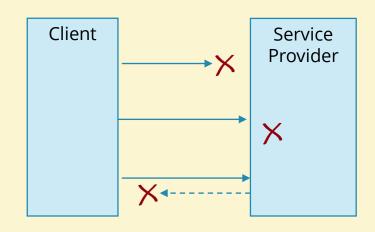




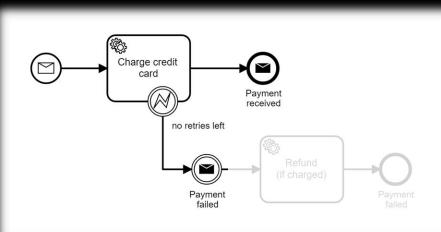


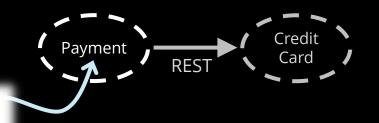
# It is impossible to differentiate certain failure scenarios.

Independant of communication style!

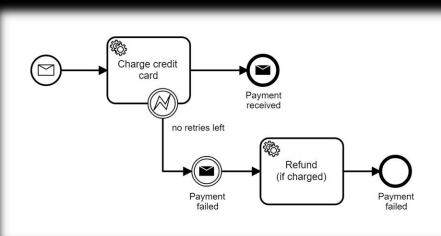


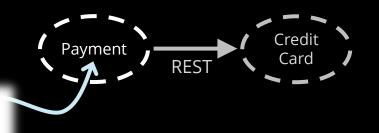
#### Distributed systems introduce complexity you have to tackle!





#### Distributed systems introduce complexity you have to tackle!





# Distributed systems





Pat Helland

Amazon.Com 705 Fifth Ave South Seattle, WA 98104

PHelland@Amazon.com

The positions expressed in this paper are personal opinions and do not in any way reflect the positions of my employer Amazon.com

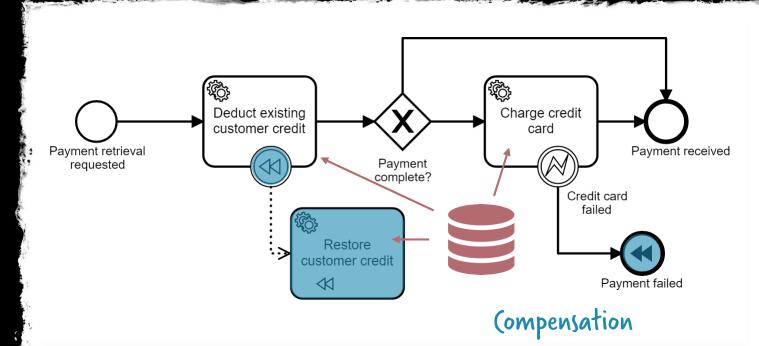
#### ABSTRACT

Many decades of work have been invested in the area of distributed transactions in the protocols such as 2DC Des

Instead, applications are built using different techniques which do not provide the same transactional guarantees but still most the This paper and

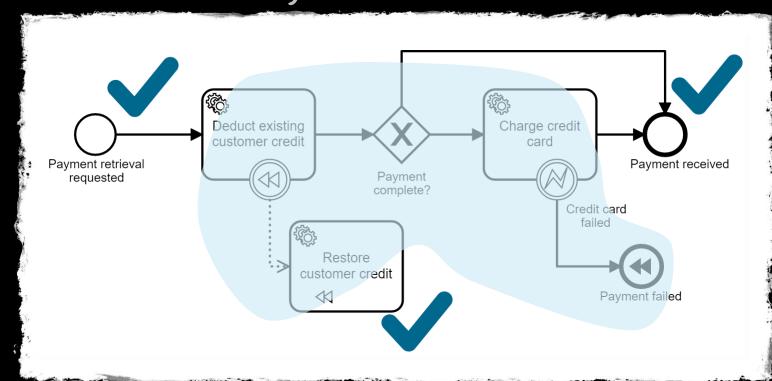


## Distributed transactions using compensation \*



\* aka saga
Pattern

#### Relaxed consistency



Temporarily inconsistent state

But eventually consistent

No Isolation (as in A(ID)

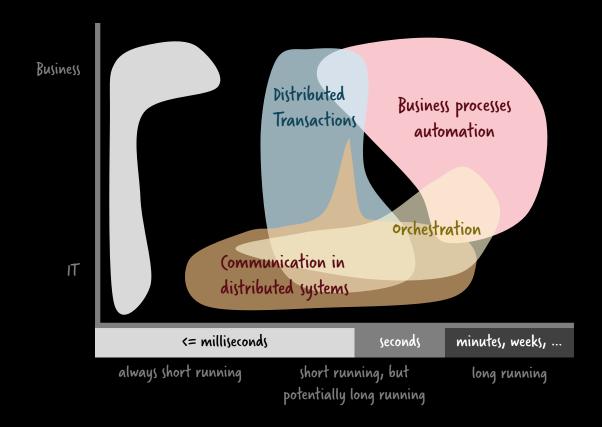


CONTRIBUTED / TOP STORIES / GLOBAL

#### 5 Workflow Automation Use Cases You Might 9 Apr 2018 3:00am, by Bernd Rücker



#### Use cases for workflow automation





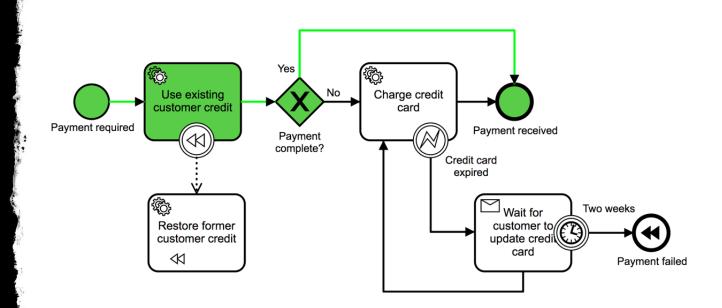


Leverage state machine & workflow engine

Living documentation

Visibility in testing

#### Visual HTML reports for test cases





Understand and discuss business processes

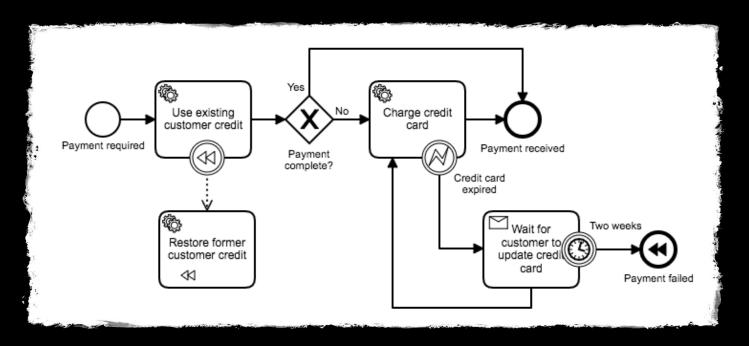
Leverage State machine & workflow engine

Evaluate optimizations in-sync with implementation

Living documentation

Visibility in testing

#### Living documentation for long-running behaviour







Understand and discuss business processes

Leverage State machine & workflow engine

Evaluate optimizations in-sync with implementation

Living documentation

Visibility in testing



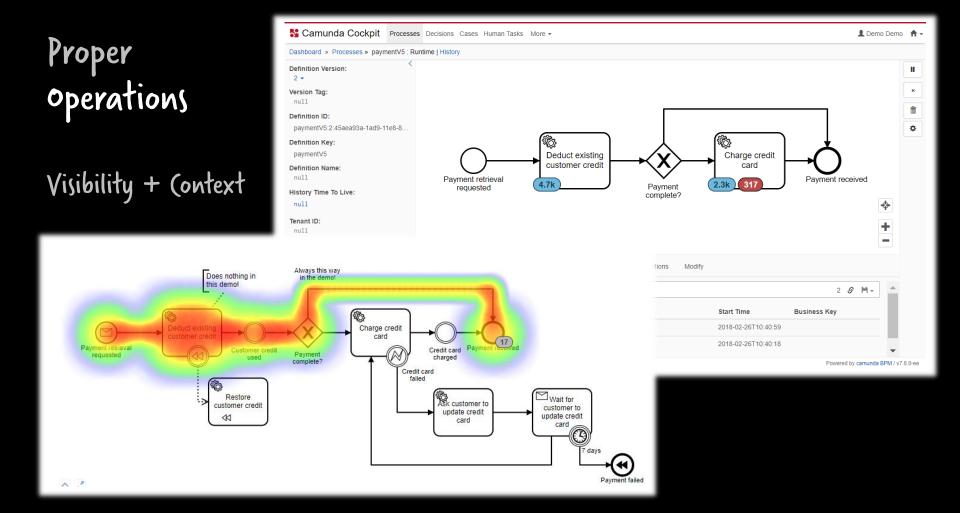
Understand and discuss business processes

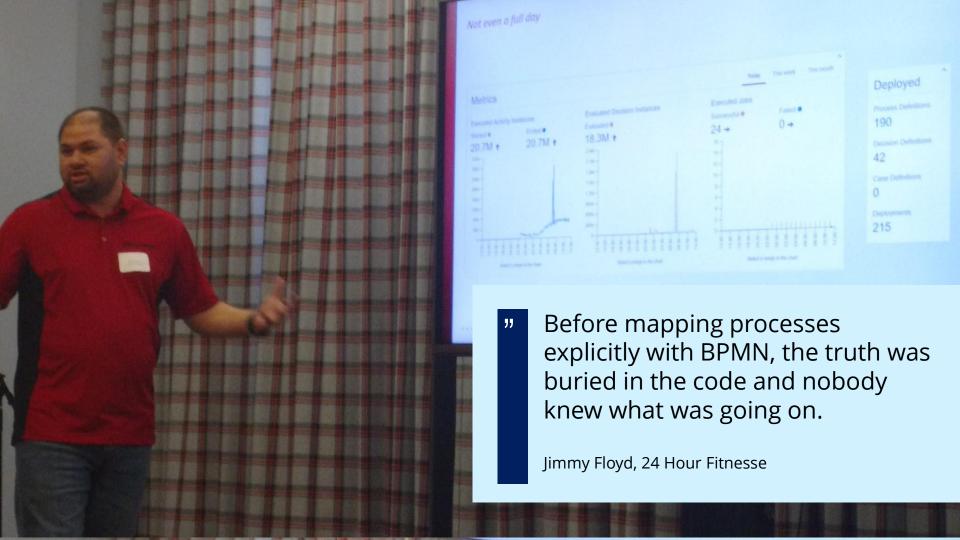
Evaluate optimizations in-sync with implementation Leverage state machine & workflow engine

Living documentation

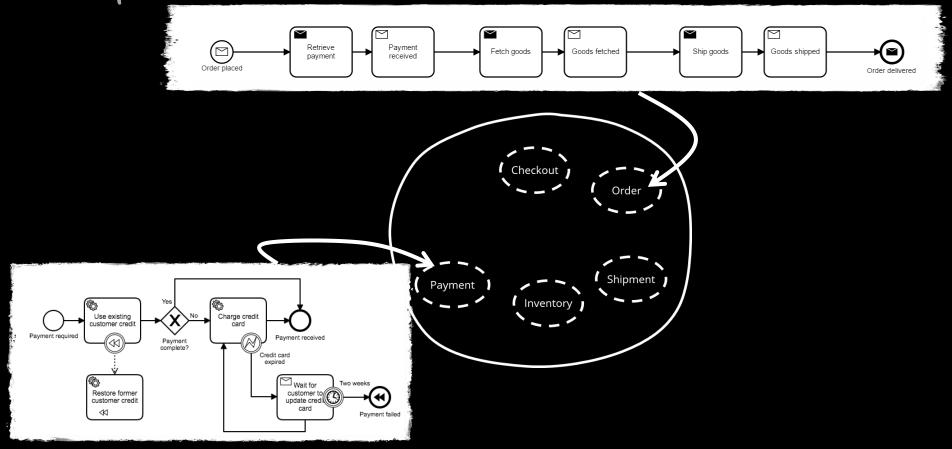
Visibility in testing

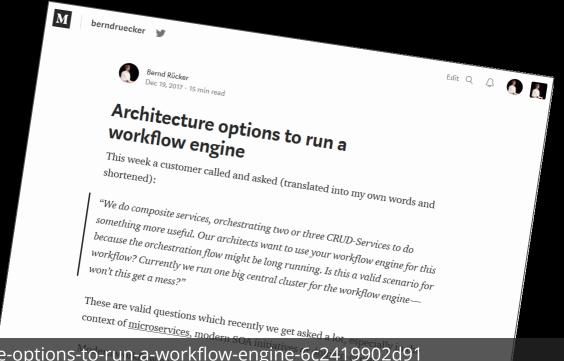
operate with visibility and context

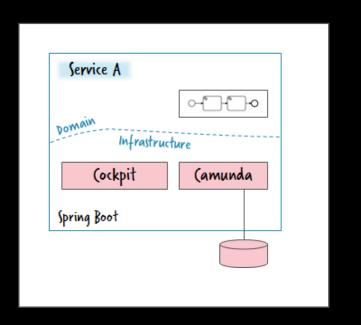


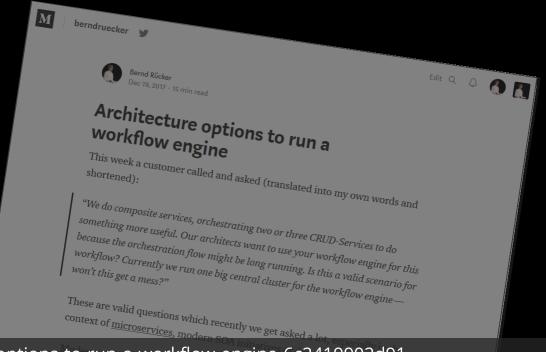


## Workflows live inside service boundaries

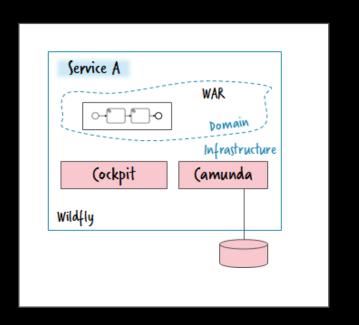


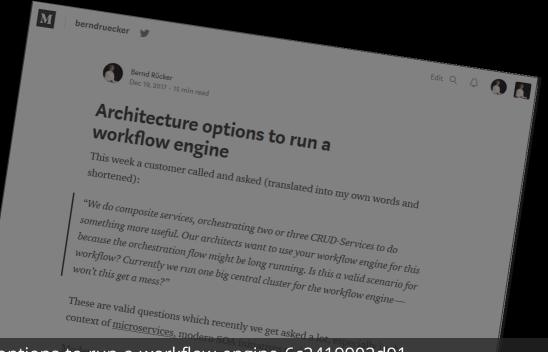


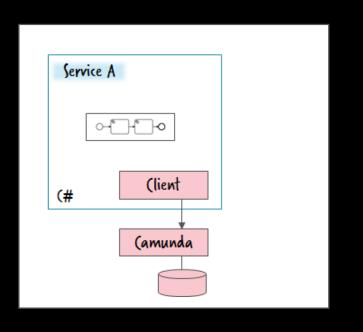


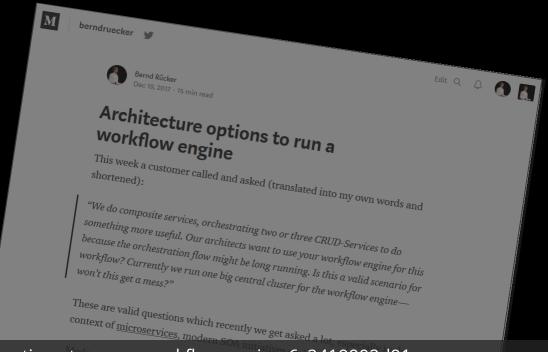


https://blog.bernd-ruecker.com/architecture-options-to-run-a-workflow-engine-6c2419902d91

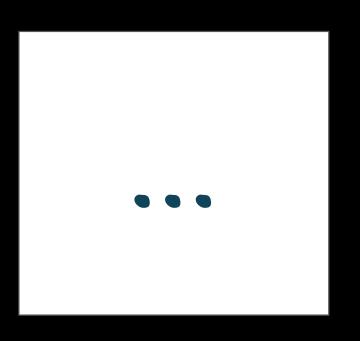


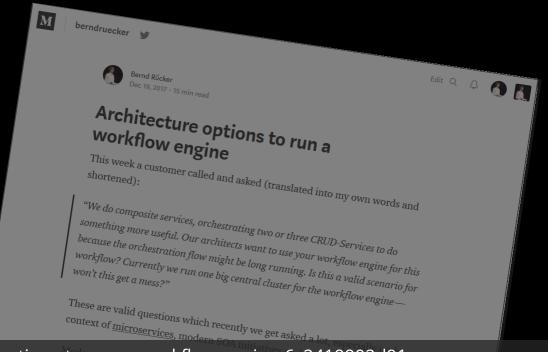






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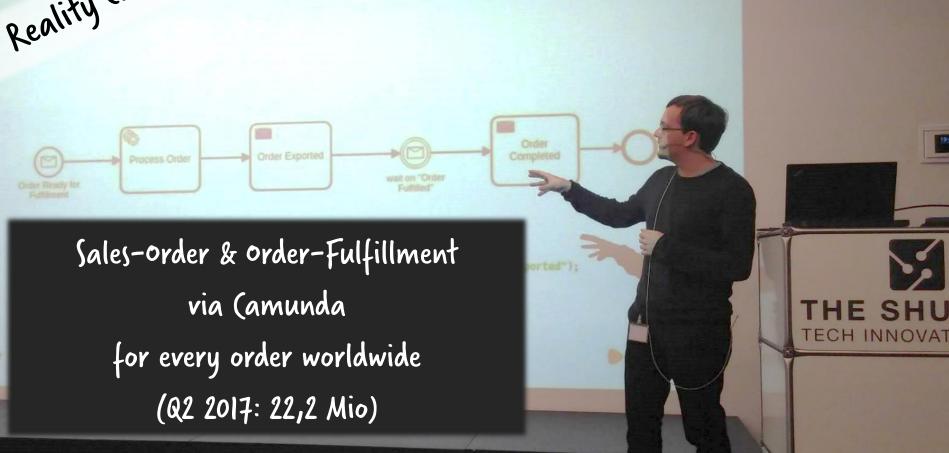




https://blog.bernd-ruecker.com/architecture-options-to-run-a-workflow-engine-6c2419902d91

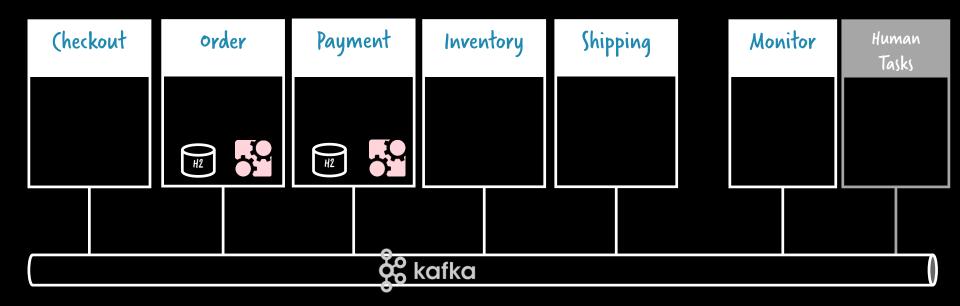
# Lightweight workflow engines are great\* — don't DIY

\*e.g. enabling potentially long-running services, solving hard developer problems, can run decentralized



#### (ode example & live demo





- # Events decrease coupling: sometimes read-models, but no complex peer-to-peer event chains!
- # Orchestration needs to be avoided: sometimes no ESB, smart endpoints/dumb pipes, important capabilities need a home
- # Workflow engines are painful: some of them

lightweight engines are easy to use and can run decentralized, they solve hard developer problems, don't DIY



Contact: <u>bernd.ruecker@camunda.com</u>

@berndruecker

Slides: <a href="https://bernd-ruecker.com">https://bernd-ruecker.com</a>

Blog: <u>https://blog.bernd-ruecker.com</u>

Code: <a href="https://github.com/flowing">https://github.com/flowing</a>



https://www.infoworld.com/article/3254777/ application-development/ 3-common-pitfalls-of-microservicesintegrationand-how-to-avoid-them.html



https://www.infoq.com/articles/eventsworkflow-automation

THENEWSTACK

https://thenewstack.io/5-workflow-automation-use-cases-you-might-not-have-considered/

