My first year with event-sourcing

•••

And a little bit about tracking your beer Tim Huijzers



Tim Huijzers Dragem or Webbaard Developer @ drukwerkdeal.nl Founder of DeventerPHP Usergroup



First Try

- Limited knowledge
- No experience
- No ES framework
- Doomed from the start

Second Try

- Limited knowledge
- Limited experience
- New Framework
- New DI manager
- New ES Framework
- Doomed To Fail

Third Try

- Some knowledge
- Some experience
- Known framework
- known database
- known ES framework
- Still doomed





BeerWarehouse

Why use Event Sourcing

CRUD

Brewer: Founders

Name: KBS

Bought: 2018-03-12

Location: Fridge

Style: Imperial Russian Stout

We will save a new entry in our system because we just bought it and will store it in the fridge for later.

Brewer: Founders

Name: KBS

Bought: 2018-03-12

Location: Shelf

Style: Imperial Russian Stout

If we change the location the system only knows about that location.

Brewer:

Name:

Bought:

Location:

Style:

We drank it so it's not in the system anymore

Brewer: Founders

Name: KBS

Bought: 2018-03-12

Location: All Gone

Style: Imperial Russian Stout

We want to keep a history of everything we drank.

Brewer: Founders

Name: KBS

Bought: 2018-03-12

Location: All Gone

Style: Imperial Russian Stout

ConsumptionDate: 2018-05-03

I want to know when I drank this in my history.

But that's only for new beers.



Events

BeerAddedToStorage

Brewer: Founders

Beer: KBS

Bought: 2018-03-12

Location: Fridge

Style: Imperial Russian Stout

Same Information as before + Explicit action about what happened

Make Small Events

BeerBought

Brewer: Founders

Beer: KBS

Bought: 2018-03-12

Style: Imperial Russian Stout

Removed Location and changed name because in the real world you might not know this yet.

BeerMoved

Identifier: Beerld

Location: Fridge

When returning home I put the beer in my fridge

BeerMoved

Identifier: Beerld

Location: Shelf

I need room in my fridge so I take it out. Using the same Event

BeerConsumed

Identifier: Beerld

And at last a event about when I consumed it.



Crud

- I know what beer I have.
- I know when it was consumed.
- I know where it is.

Event-Sourcing

- I know what beer I have.
- I know when it was consumed.
- I know where it is.
- I know where it was before.
- I know when it was moved.
- I know where it was at any point in time
- I know how many times it was moved.
- I know when it was added to the system.
- I know what else was moved in that day.

"Every software program relates to some activity or interest of its user."

Eric Evans, Domain-Driven Design: Tackling Complexity in the Heart of Software



When To Use Event Sourcing

- You need an audit log
- You like scalability
- You want to separate the read and write of an application
- You want to replay event on a dev machine to get an accurate situation of what the state was at a point in time.
- You want reporting but don't know what yet.
- You are done with mapping objects to tables

When NOT To Use Event Sourcing

- You only need a simple CRUD system.
- You are processing a lot of personal data.
- You just want to query a lot of things on the DB
- You are starting on a big project for production

Event Sourcing in code

Prooph

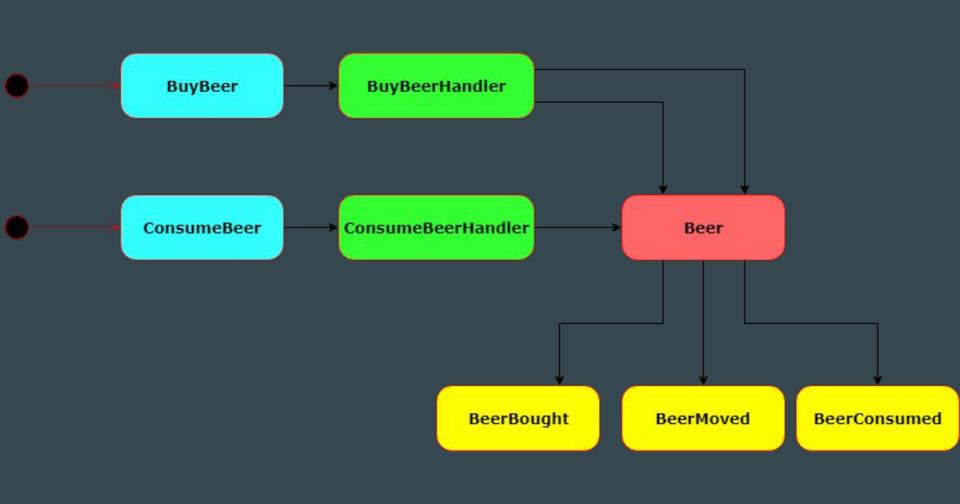
http://getprooph.org/

THE CORS AND EVENT SOURCING COMPONENTS FOR PHP

Crafted for Your Enterprise App

INSTALL

TAKE A TOUR



Command

```
final class BuyBeer extends Command implements PayloadConstructable
    use PayloadTrait;
    public static function forWarehouse (
        string Sbrewer,
        string $name,
        string $style,
        ?string $location = null
    ): BuyBeer {
        return new self([
            'brewer' => $brewer,
            'name' => $name,
            'style' => $style,
            'location' => $location
        ]);
```

```
public function brewer(): Brewer
    return Brewer::fromString($this->payload['brewer']);
public function name(): BeerName
    return BeerName::fromString($this->payload['name']);
public function style(): BeerStyle
    return BeerStyle::fromString($this->payload['style']);
public function location(): Location
    return Location::fromString($this->payload['location']);
```

```
protected function setPayload(array $payload): void
{
   $this->payload = $payload;
```

```
final class ConsumeBeer extends Command implements PayloadConstructable
   use PayloadTrait;
   public static function forWarehouse (
       string $beerId
    ): ConsumeBeer {
       return new self([
            'beerId' => $beerId
       1);
   public function beerId(): BeerId
       return BeerId::fromString($this->payload['id']);
   protected function setPayload(array $payload): void
       $this->payload = $payload;
```

Command Handler

```
final class BuyBeerHandler
    private SpeerCollection;
    public function construct (BeerCollection $beerCollection)
        Sthis->beerCollection = SbeerCollection;
    public function invoke(BuyBeer $command): void
        $beer = Beer::buyBeer(
            $command->brewer(),
            $command->name(),
            $command->style()
        $beer->moveTo($command->location());
        $this->beerCollection->save($beer);
```

```
private $beerCollection;
public function construct (BeerCollection SbeerCollection)
    Sthis->beerCollection = SbeerCollection;
public function invoke (ConsumeBeer $command): void
    $beer = $this->beerCollection->getBeer($command->beerId());
    $beer->consume();
    $this->beerCollection->save($beer);
```

final class ConsumeBeerHandler

Aggregate

```
public static function buyBeer (
    Brewer $brewer,
    BeerName $name,
    BeerStyle $style
): Beer {
    $self = new self();
    $beerId = BeerId::fromString((string)Uuid::uuid4());
    $self->recordThat(BeerBought::withData($beerId, $brewer, $name, $style));
    return $self;
public function moveTo (Location $location): void
    $this->recordThat(BeerMoved::withData($this->beerId, $location));
public function consume(): void
```

\$this->recordThat(BeerConsumed::now(\$this->beerId));

Event

```
final class BeerBought extends AggregateChanged
    public static function withData(
        BeerId SbeerId,
        Brewer $brewer,
        BeerName $name,
        BeerStyle $style
    ): BeerBought {
        $event = self::occur(
            (string) $beerId,
                 'brewer' => (string) $brewer,
                 'name' => (string) $name,
                'style' => (string)$style
        return Sevent;
```

```
public function id(): BeerId
    return BeerId::fromString($this->aggregateId());
public function brewer(): Brewer
    return Brewer::fromString($this->payload['brewer']);
public function name(): BeerName
    return BeerName::fromString($this->payload['name']);
public function style(): BeerStyle
    return BeerStyle::fromString($this->payload['style']);
public function date(): BoughtDate
    return BoughtDate::fromDateTime($this->createdAt());
```

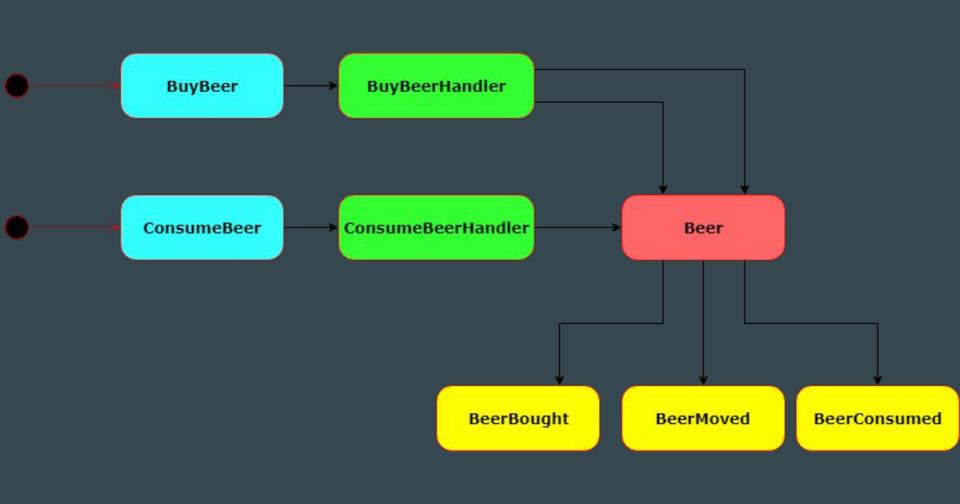
```
final class BeerMoved extends AggregateChanged
   public static function withData (BeerId SbeerId, Location Slocation): BeerMoved
       Sevent = self::occur(
            (string) $beerId,
                'location' => (string) $location
       );
       return Sevent;
   public function id(): BeerId
       return BeerId::fromString($this->aggregateId());
   public function location(): Location
        return Location::fromString($this->payload['location']);
```

```
final class BeerConsumed extends AggregateChanged
   public static function now (BeerId $beerId): BeerConsumed
        $event = self::occur(
            (string) $beerId,
            );
        return $event;
   public function id(): BeerId
        return BeerId::fromString($this->aggregateId());
   public function date(): ConsumeDate
       return ConsumeDate::fromDateTime($this->createdAt());
```

Back to the Aggregate

```
protected function when Beer Was Bought (Beer Bought Sevent): void
    Sthis->brewer = Sevent->brewer();
    $this->name = $event->name();
    $this->style = $event->style();
    $this->bought = $event->date();
protected function when Beer Was Moved (Beer Moved Sevent): void
    $this->location = $event->location();
protected function when Beer Was Consumed (Beer Consumed Sevent): void
    $this->consumed = $event->date();
protected function apply(AggregateChanged Sevent): void
    switch(true) {
        case Sevent instanceof BeerBought:
            $this->whenBeerWasBought($event);
            break:
        case Sevent instanceof BeerMoved:
            $this->whenBeerWasMoved($event);
            break:
        case Sevent instanceof BeerConsumed:
            $this->whenBeerWasConsumed($event);
            break;
```

```
public function brewer(): Brewer
    return $this->brewer;
public function name(): BeerName
    return $this->name;
public function style(): BeerStyle
public function boughtOn(): BoughtDate
public function consumedOn(): ConsumeDate
    return $this->consumed;
protected function aggregateId(): string
    return (string) $this->beerId;
```





Think About Side Effects

```
interface BeerCollection
{
    public function save(Beer $beer);
```

public function getBeer(BeerId \$beerId): Beer;



```
final class BeerRepository extends AggregateRepository implements BeerCollection
     * @param Beer $beer
    public function save (Beer $beer): void
        $this->saveAggregateRoot($beer);
       @param BeerId $beerId
     * @return Beer|object
    public function getBeer(BeerId $beerId): Beer
        return $this->getAggregateRoot((string)$beerId);
```

What about Symfony?

stores:
 beer_store:
 event_store: Prooph\EventStore\Pdo\MySqlEventStore
 repositories:
 beer_list:
 repository_class: Webbaard\BeerWarehouse\Infra\Beer\Repository\BeerRepository\aggregate type: Webbaard\BeerWarehouse\Domain\Beer\Beer

aggregate translator: prooph event sourcing.aggregate translator

prooph event store:

```
prooph service bus:
  command buses:
    beer command bus:
      router:
        type: 'prooph service bus.command bus router'
  event buses:
    beer event bus:
      plugins:
        - 'prooph service bus.on event invoke strategy'
      router:
        type: 'prooph service bus.event bus router'
```

Structuring your application



Understanding the DB

event streams no event_id event name payload metadata created_at aggregate_version aggregate_id aggregate_type

How many beers do I have?

How many different styles do I have?

How many beers have I drank last 30 days?

Projection

A Projection allows you to loop through all event (past and present) and build your own views.

- Read Model
 - Define the data you would like to use.
- Projection
 - Loops through the events and applies that data to your view
- Finder
 - Helps you find data from that view.

```
final class BeerProjection implements ReadModelProjection
    public function project (ReadModelProjector $projector): ReadModelProjector
        $projector->fromStream( streamName: 'event steam')
            ->init(function (): array {
                return [];
            1)
            ->when([
                BeerBought::class => function($state, BeerBought $event) {
                    /** @var BeerReadModel $readModel */
                    $readModel = $this->readModel();
                    $readModel->stack( type: 'insert', [
                         'id' => (string) $event->id(),
                         'brewer' => (string) $event->brewer(),
                         'name' => (string) $event->name(),
                         'style' => (string) $event->style(),
                         'bought on' => (string) Sevent->date()
                    1);
```

```
BeerMoved::class => function($state, BeerMoved $event) {
            /** @var BeerReadModel $readModel */
            $readModel = $this->readModel();
            $readModel->stack( type: 'update', [
                'id' => (string) $event->id(),
                'location' => (string) Sevent->location()
            1);
        BeerConsumed::class => function($state, BeerConsumed $event) {
            /** @var BeerReadModel $readModel */
            $readModel = $this->readModel();
            $readModel->stack( type: 'delete', [
                'id' => (string) $event->id(),
            1);
    1);
return $projector;
```

```
stores:
    beer_store:
        event_store: Prooph\EventStore\Pdo\MySqlEventStore
        repositories:
        beer_collection:
            repository_class: Webbaard\BeerWarehouse\Infra\Beer\Repository\BeerRepository
            aggregate_type: Webbaard\BeerWarehouse\Domain\Beer\Beer
            aggregate_translator: prooph_event_sourcing.aggregate_translator
```

prooph event store:

```
prooph event store:
    stores:
            event store: Prooph\EventStore\Pdo\MySqlEventStore
            repositories:
                beer collection:
                    repository class: Webbaard\BeerWarehouse\Infra\Beer\Repository\BeerRepository
                    aggregate type: Webbaard\BeerWarehouse\Domain\Beer\Beer
                    aggregate translator: prooph event sourcing.aggregate translator
       beer projection manager:
            event store: Prooph\EventStore\Pdo\MySqlEventStore # event store
            projections:
                beer projection:
                    read model: Webbaard\BeerWarehouse\Infra\Beer\Projection\Beer\BeerReadModel
                    projection: Webbaard\BeerWarehouse\Infra\Beer\Projection\Beer\BeerProjection
```

Pitfalls

Refactoring is harder, think about your architecture



Versioning

- Change an Event but support the old version
- Make a new Event
- Make the Event right from the start

Something wrong with the event

Event are immutable, So don't change them

- Try solving it another way first.
- Correct errors with new events
- Try a upcaster
- Make a new stream and fill it with mutated events (and test)
- Change the events in the database

But what if I have like 100 trillion gazillion

events?



Snapshots

You Do Not Need Snapshots From The start

Trigger on Event Count

Pure Event Sourcing Is Not A Holy Grail

Do Not Save Personal Data In Events

Make Projections For All You Lists

Try It In A Hackathon First

Most Of The Time Your DB Is Not Holy

What Now?

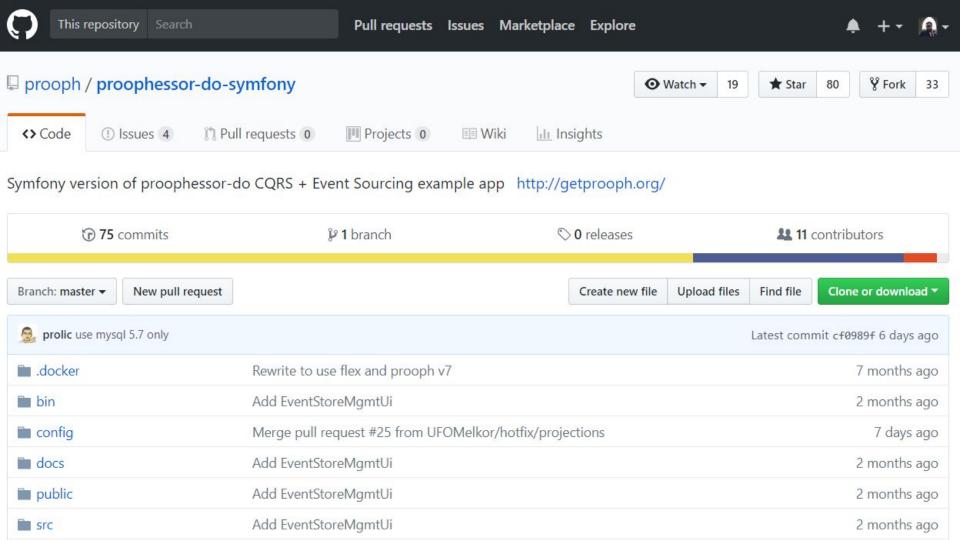
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Source

https://github.com/prooph/proophessor-do-symfony

http://getprooph.org/

Other Tools

- Broadway
 - No Upcaster,
 - No Snapshots,
 - No Replaying
- Axon
 - Upcasting by MessageFactory,
 - Snapshots by Trigger on event count,
 - o Replaying by Example code for replay
- Akka
 - Upcasting by Event Adapter,
 - Snapshots decided by actor,
 - Replaying



Thanks, Any Questions?

Slides of this talk on cfp.owncloud.com:

https://cfp.owncloud.com/occon18/talk/XFB9PF/

Example code from talk on:

https://github.com/webbaard/BeerWarehouse

