



Productivity *and* Cost-Effectiveness with DDD

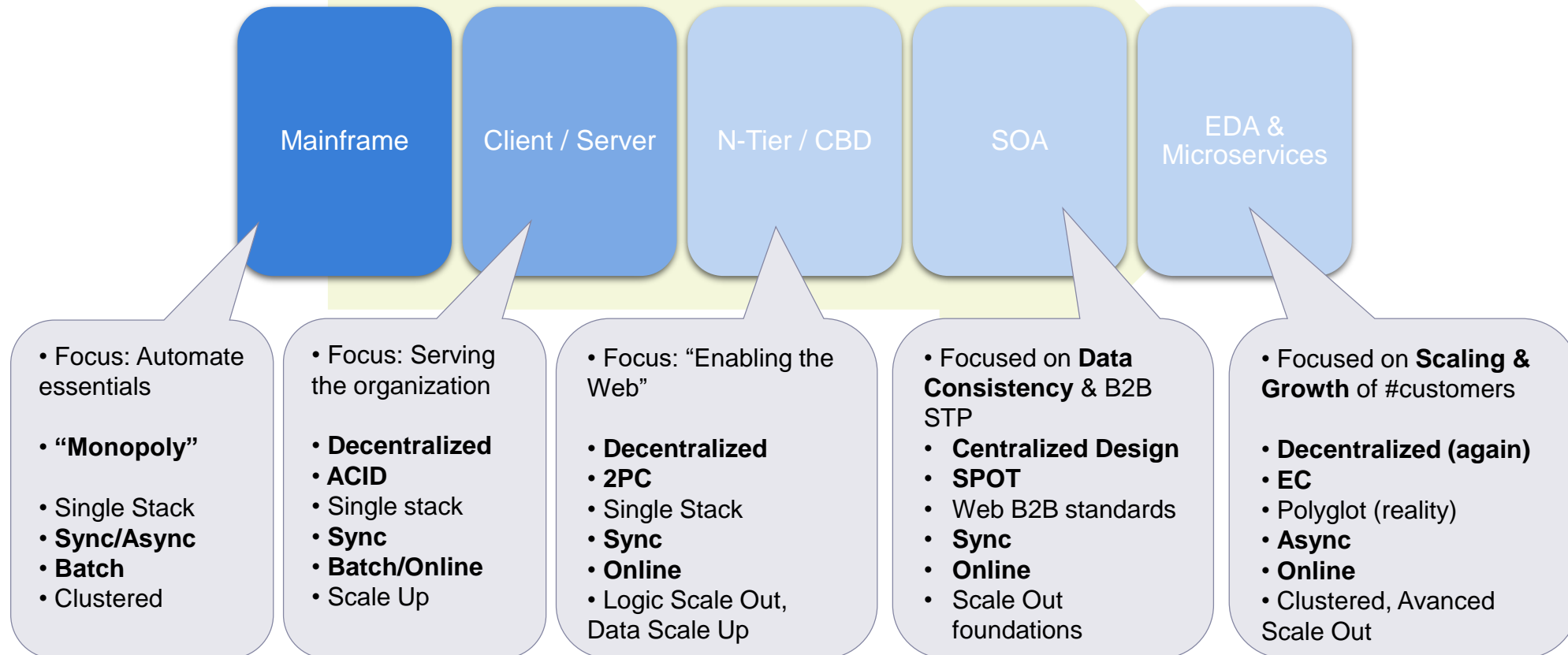
“Defying the Microservices Deathstar”

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Principal Architect



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▲ Past Problems, where did we come from?

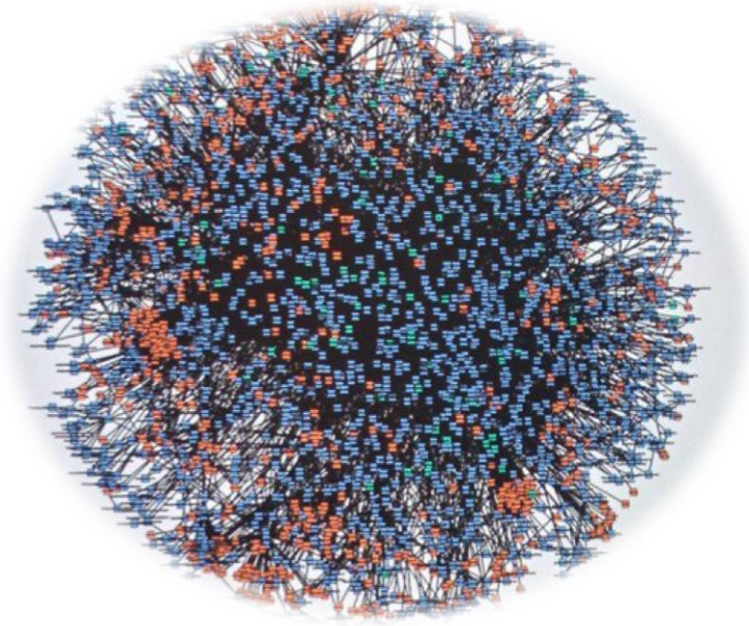


▲ Solution by Microservices

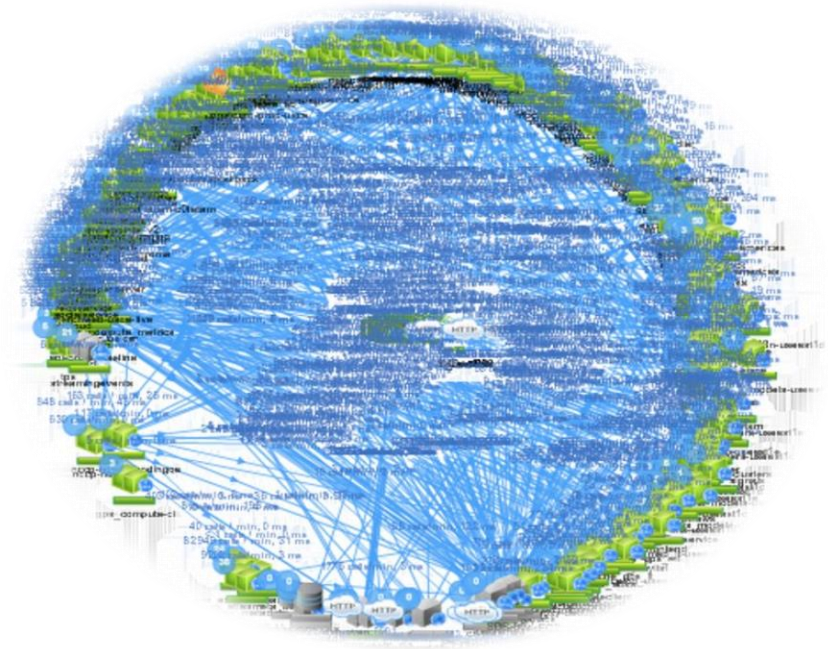
- Decentralized
 - Small units
 - Clear goals, easier change
- Autonomy
 - Independent choices (polyglot)
 - Autonomous releases
- This is great, let's scale it!
 - Less dependencies and coordination
😊
 - Oh wait.....



▲ Dangers of large microservices ecosystems



Amazon



Netflix



Cause of Current Challenges

“Pile of Rubble Architecture”
/ “Smaller is better”



“Reuse is evil”



Unmanaged
Emergence

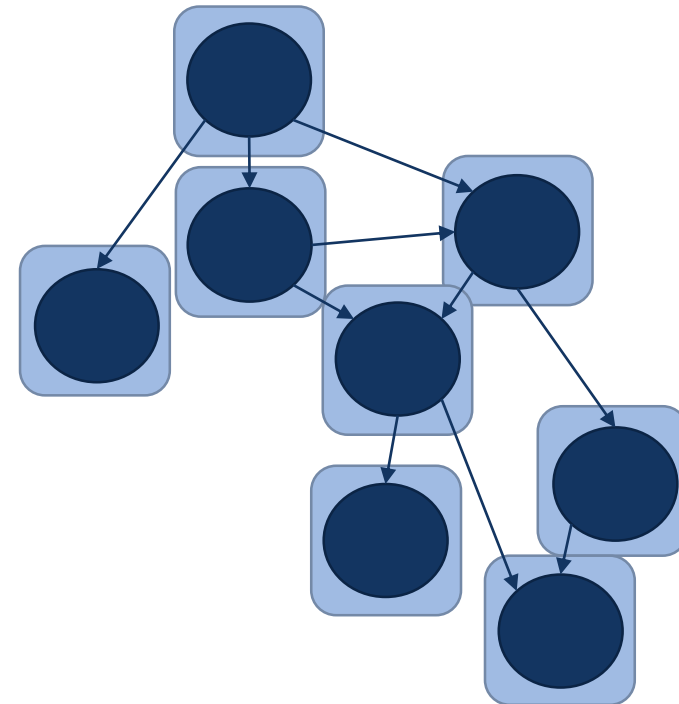
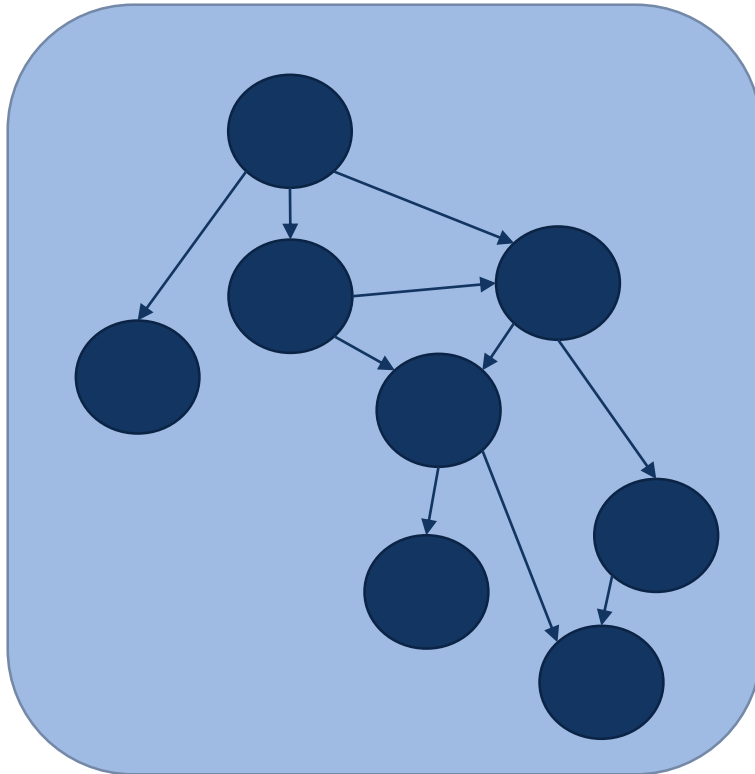
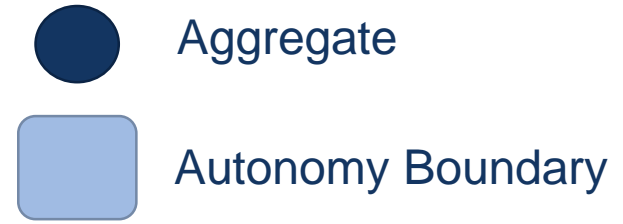




Smaller is Better?



What is more complex?



▲ Measuring Complexity

- Qualitative Measure:
 - Scott Woodfield's research (1979) [An Experiment on Unit Increase in Problem Complexity](#)
 - Summarized by Robert Glass (2003) in his book [Facts and Fallacies of Software Engineering](#)
 - Reformulated by Roger Sessions (2012) in the blog post [The Equation every Enterprise Architect Should Memorize – Roger Sessions](#)

Glass's Law:

For every 25% increase in problem complexity (F), there is a 100% increase in complexity (C) of the software solution.



▲ Calculating complexity

- Session's Summation:

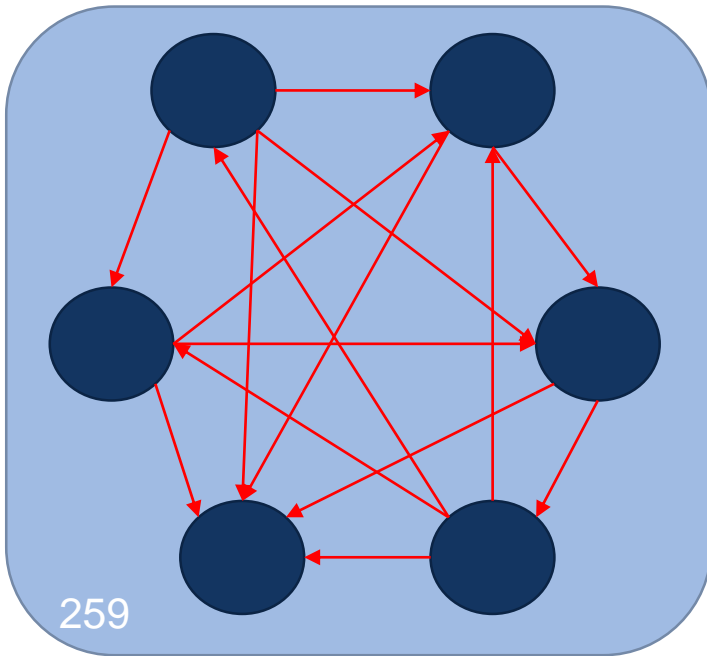
$$C = \sum_{i=1}^m (10^{3.1 \log(bf_i)} + 10^{3.1 \log(cn_i)})$$

- bf_i = number of functions **inside** a module
- cn_i = number of connections to **other** modules
- Brookman's DDD Complexity:
 - bf_i = number of Aggregates **inside** an Autonomy Boundary
 - cn_i = number of distinct Aggregate-Bound Commands & Events dependencies to **other** Autonomy Boundaries



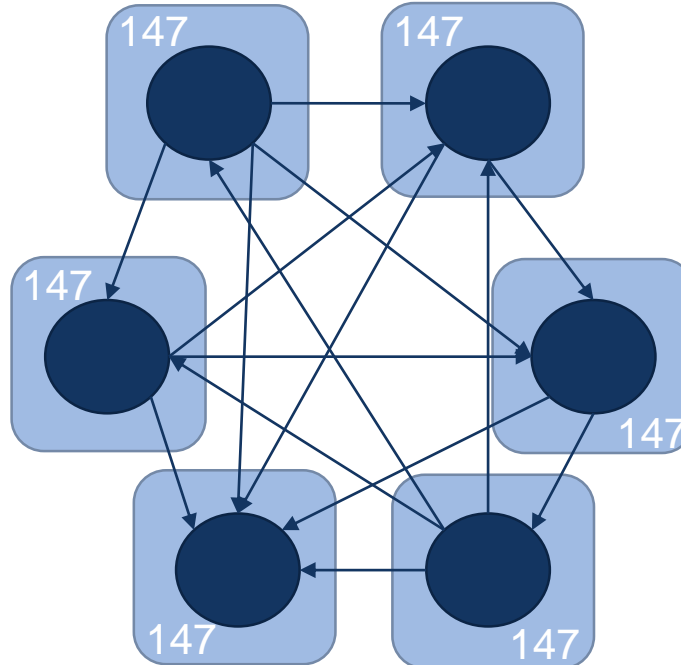
Example: Fully Connected Aggregates

Monolithic Context



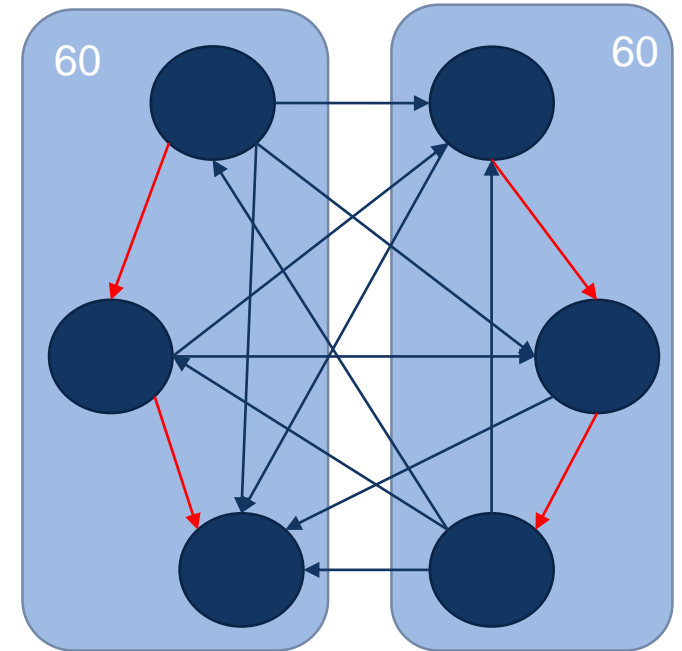
$$C = 259$$

Minimalized contexts



$$C = 887$$

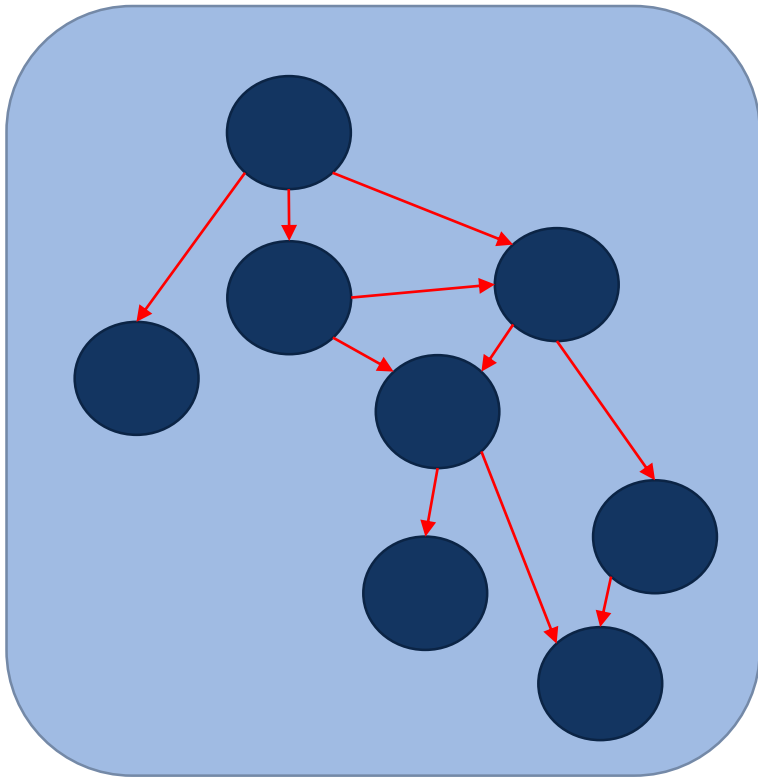
Optimized contexts



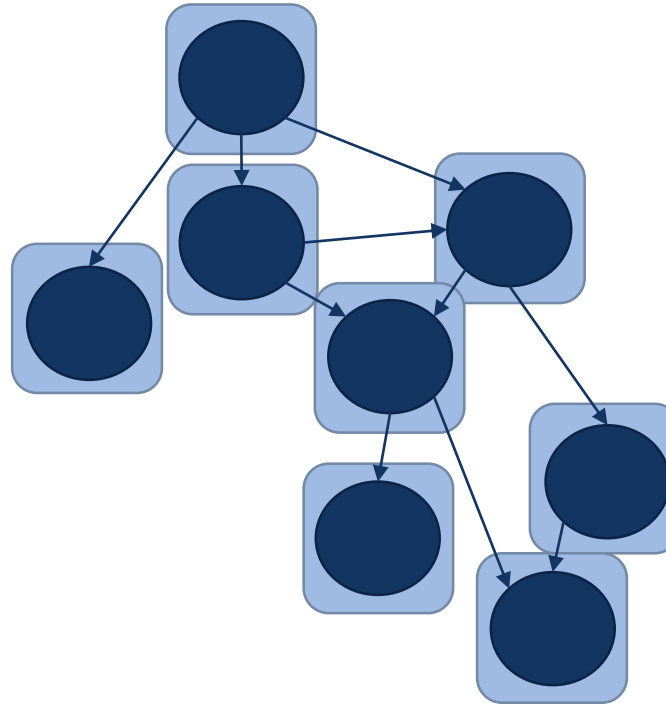
$$C = 120$$



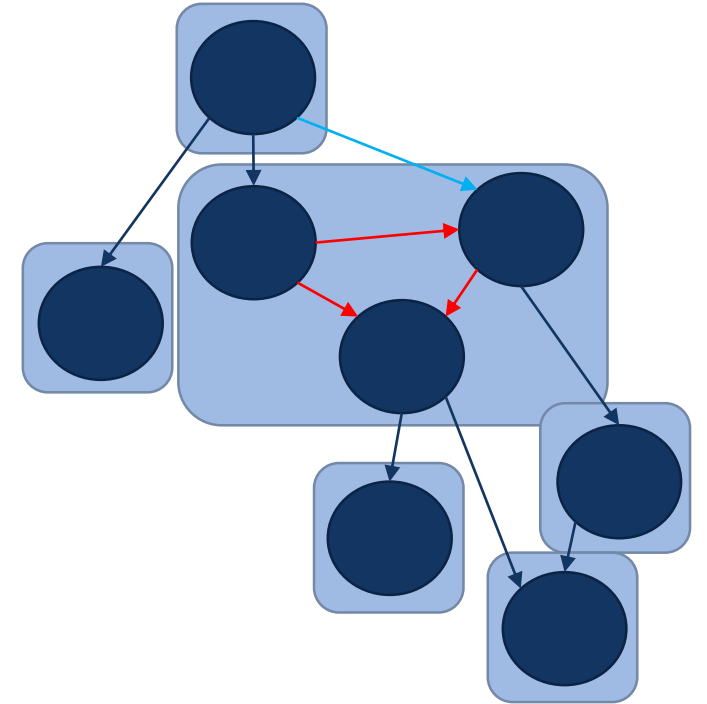
Back to our first Question...



$C = 631$



$C = 234$



$C = 158$



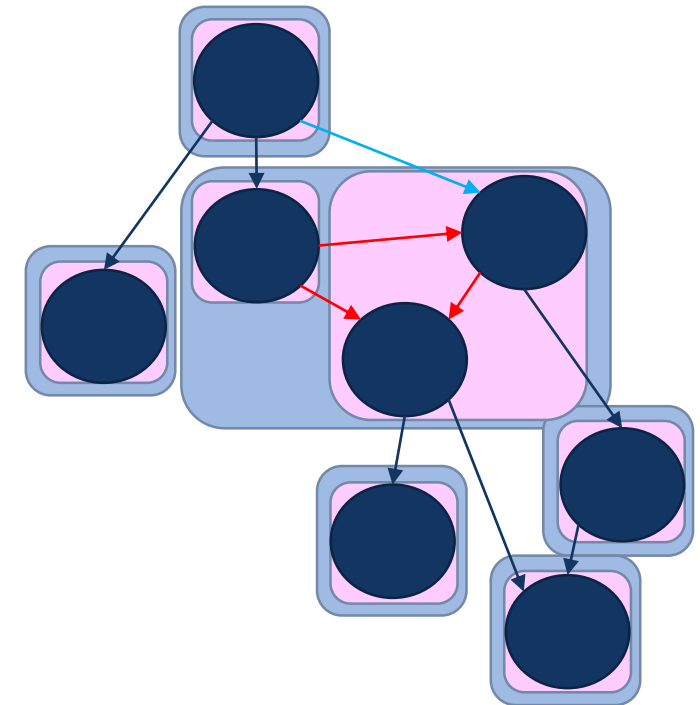
▲ What do we learn from this?

- YMMV on system complexity depending on connectedness
 - Disclaimer: Formula needs to be tuned per organization
- To keep the system level complexity low:
 - Minimize number of external connections per module
 - Minimize number of aggregates per module
- Balancing act of Cohesion & Loose Coupling
 - Components that must change in unison and / or evolve together should be co-located in the same Autonomy Boundary
 - This automatically leads to “clusters” of aggregates that have heavy functional interdependencies



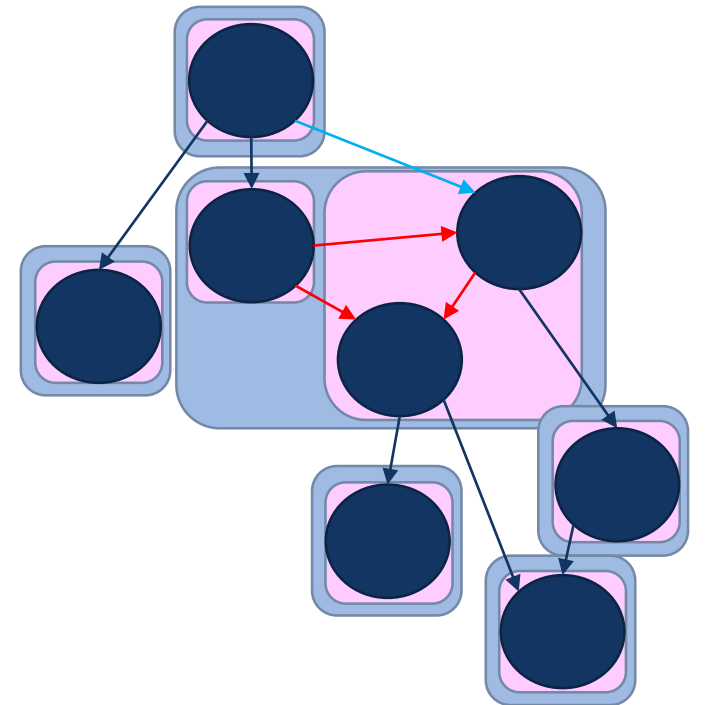
▲ But I want to scale my services independently!

- There are more reasons for deploying separate services than functional autonomy
- The previous exercise was about [Autonomy Boundaries](#).
- Microservices
 - are inside an [Autonomy Boundary](#)
 - have their own [Deployment Boundary](#)
 - A [Deployment Boundary](#) contains **1+ Aggregates**
- Complexity is mostly dependent on coordination, which is hardest across [Autonomy Boundaries](#)



▲ So how does this fit to Bounded Contexts?

- Bounded Contexts allow for independent models and Ubiquitous Language
- So it is an Autonomy Boundary
- I often see this confused with Deployment Boundaries
- **Pro Tip:** follow Conway's Law and make sure a Bounded Context is the responsibility of a Single Team



▲ Managing Complexity Conclusions

- Smaller is not always better
 - Don't just smash your monolith into a “Pile of Rubble”
- Clear Autonomy Boundaries are most important!





Having a Wider View

Finding the Business Domains

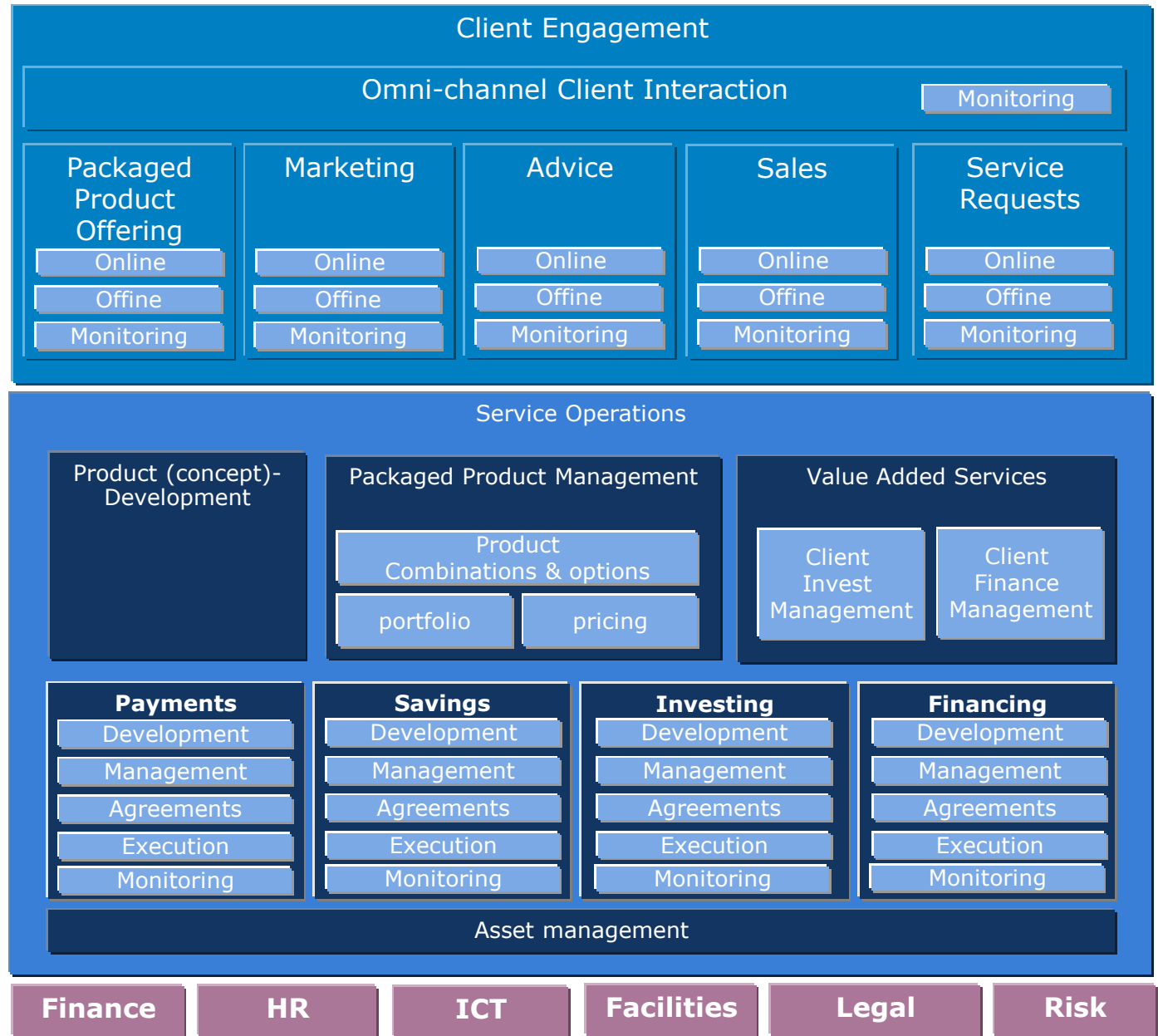


Event Storming

- Great for bottom-up analysis
- Helps to scope *your* Bounded Context
- Works well when in “Unknown territory”
 - E.g. Lean Start-up, new services
- Not so great for the Big Picture in larger organizations

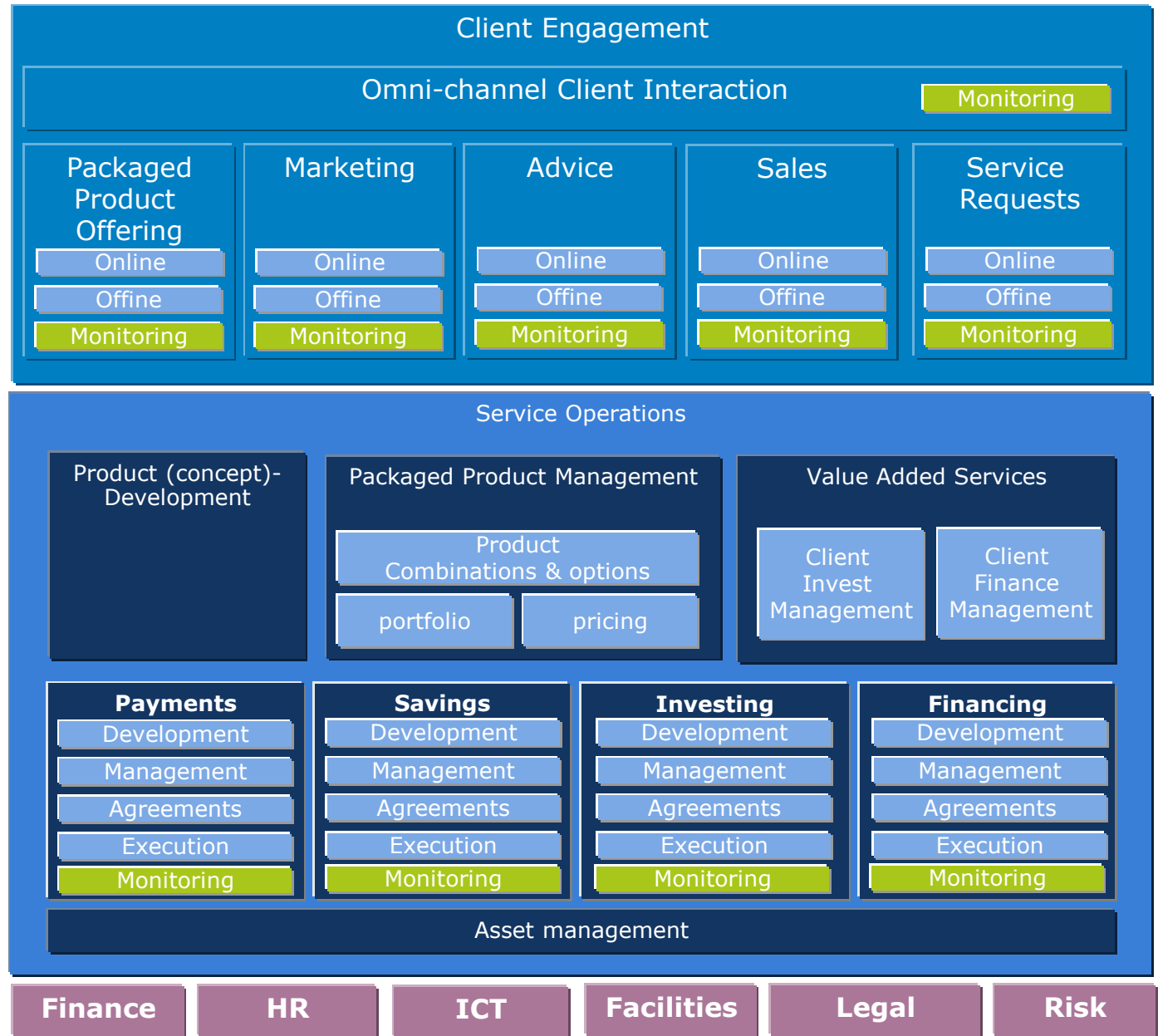
Business Capability Mapping : Domains

- Great for Big Picture
- Identify potential extractable Sub Domains



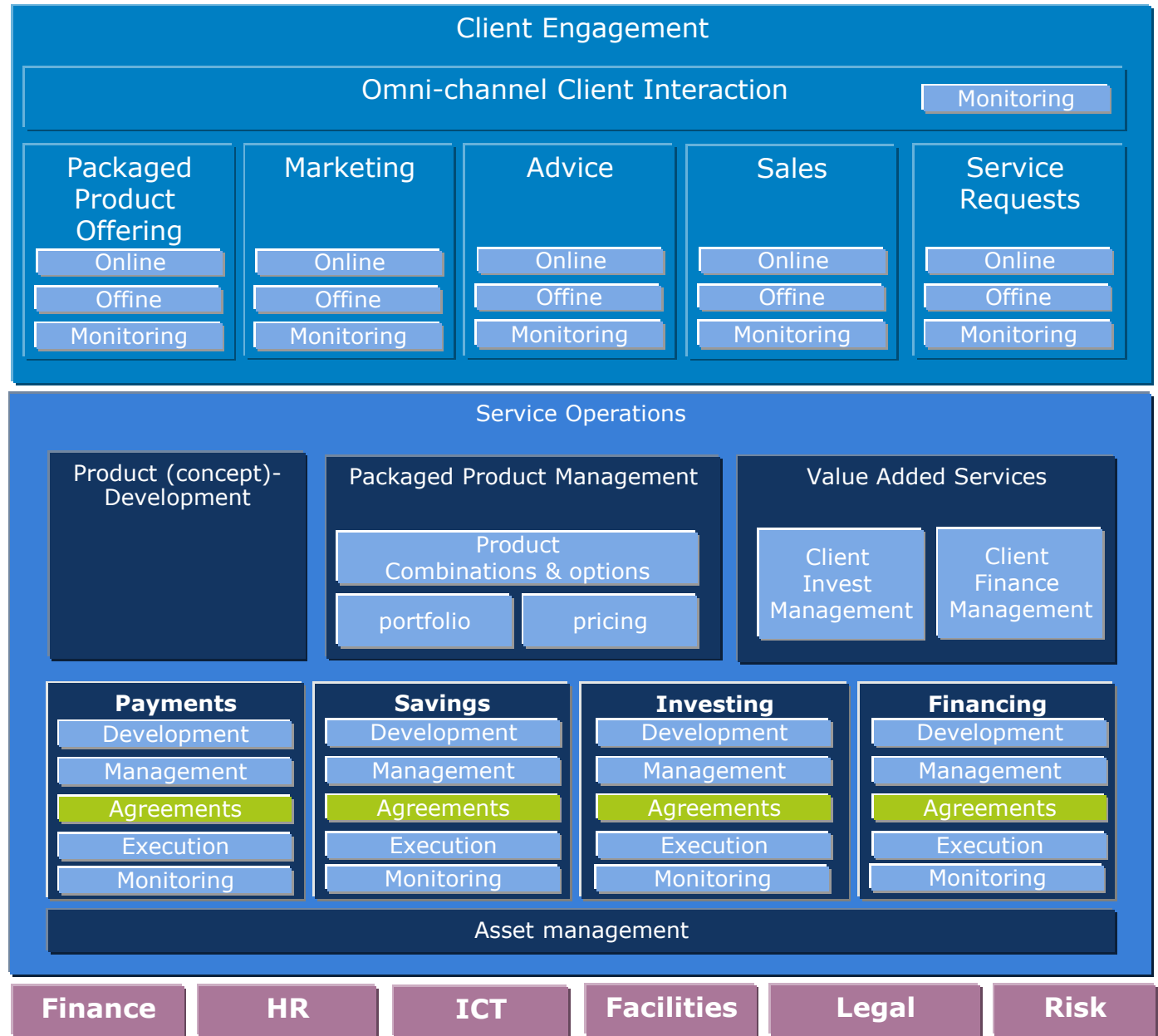
Business Capability Mapping : Domains

- Local Monitoring Choices for Agility?
- A Common Analytics Platform with Local solutions?
- Or a separate Capability offering services to other Domains?



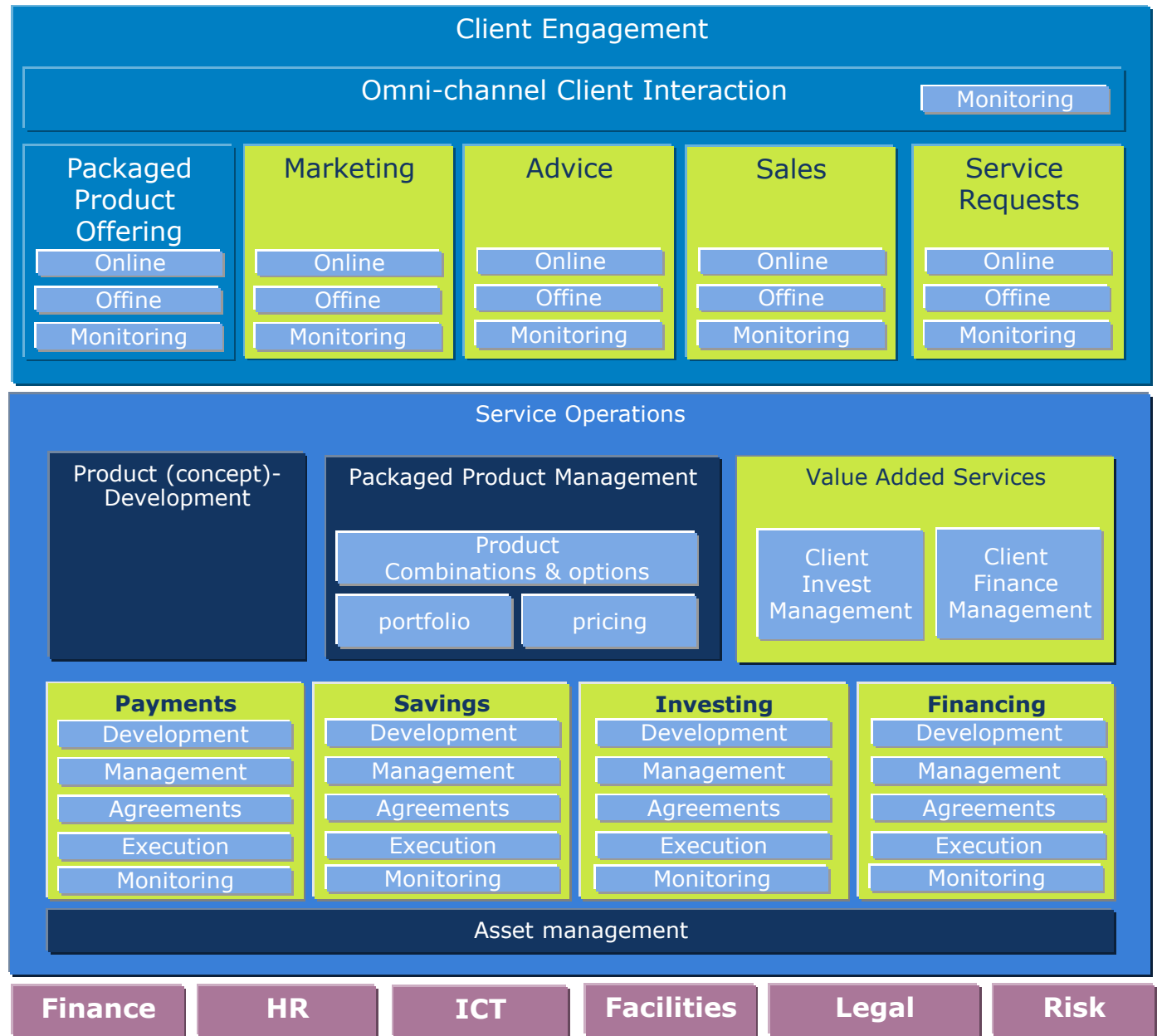
Business Capability Mapping : Domains

- Local Agreement Management Solutions?
- Or centralized?

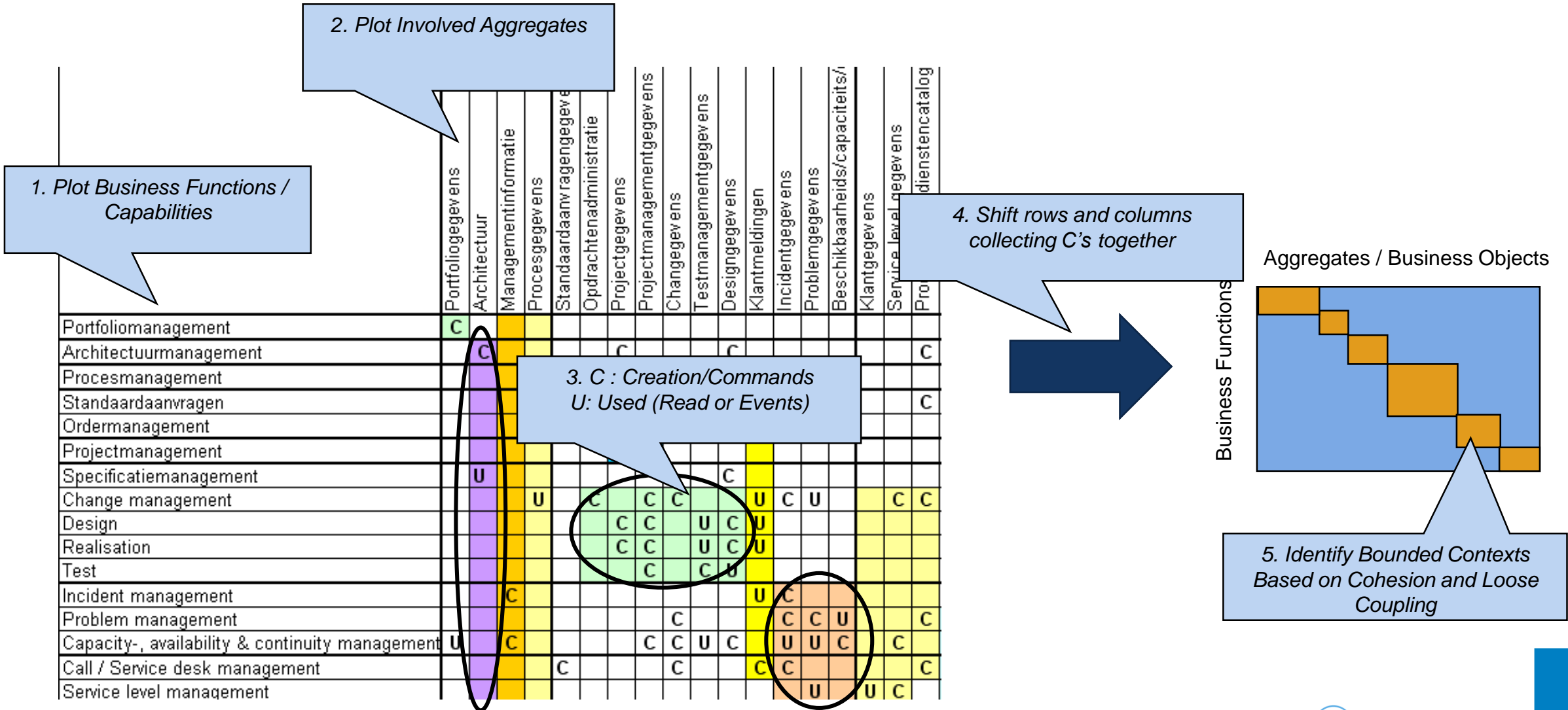


Business Capability Mapping : Domains

- Local Client Management?
- Or Central CRM?
- Where to register
 - Touchpoints
 - Contact Information
 - Product/Services in Use
 - Customer Satisfaction



Identifying Bounded Contexts with a CU-matrix



How to Decide?

Central

- Typical choice in “SOA era”
- Based on Data Integrity
- Too Little View on Process
- Too much generalization



Both

- Strategic DDD focused
- Factor Aggregates based on **Both Data & Process**
- Optimized Choice, multi-level

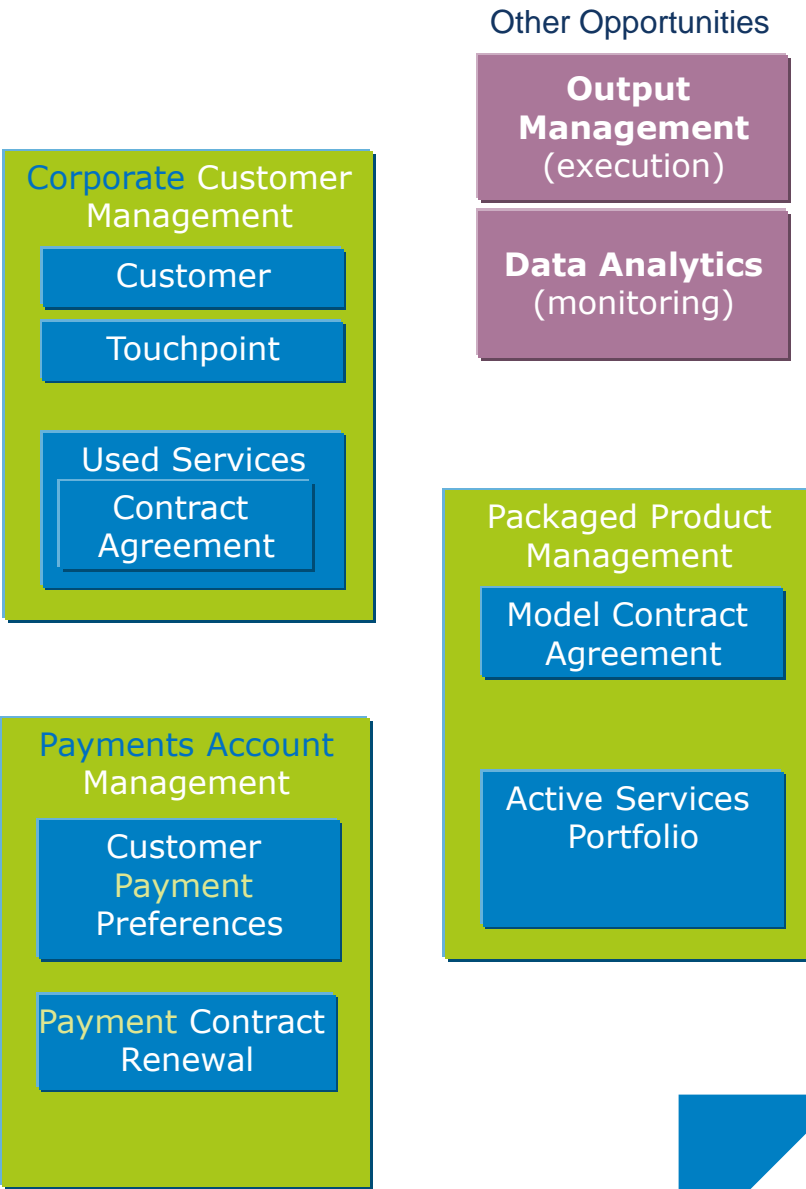
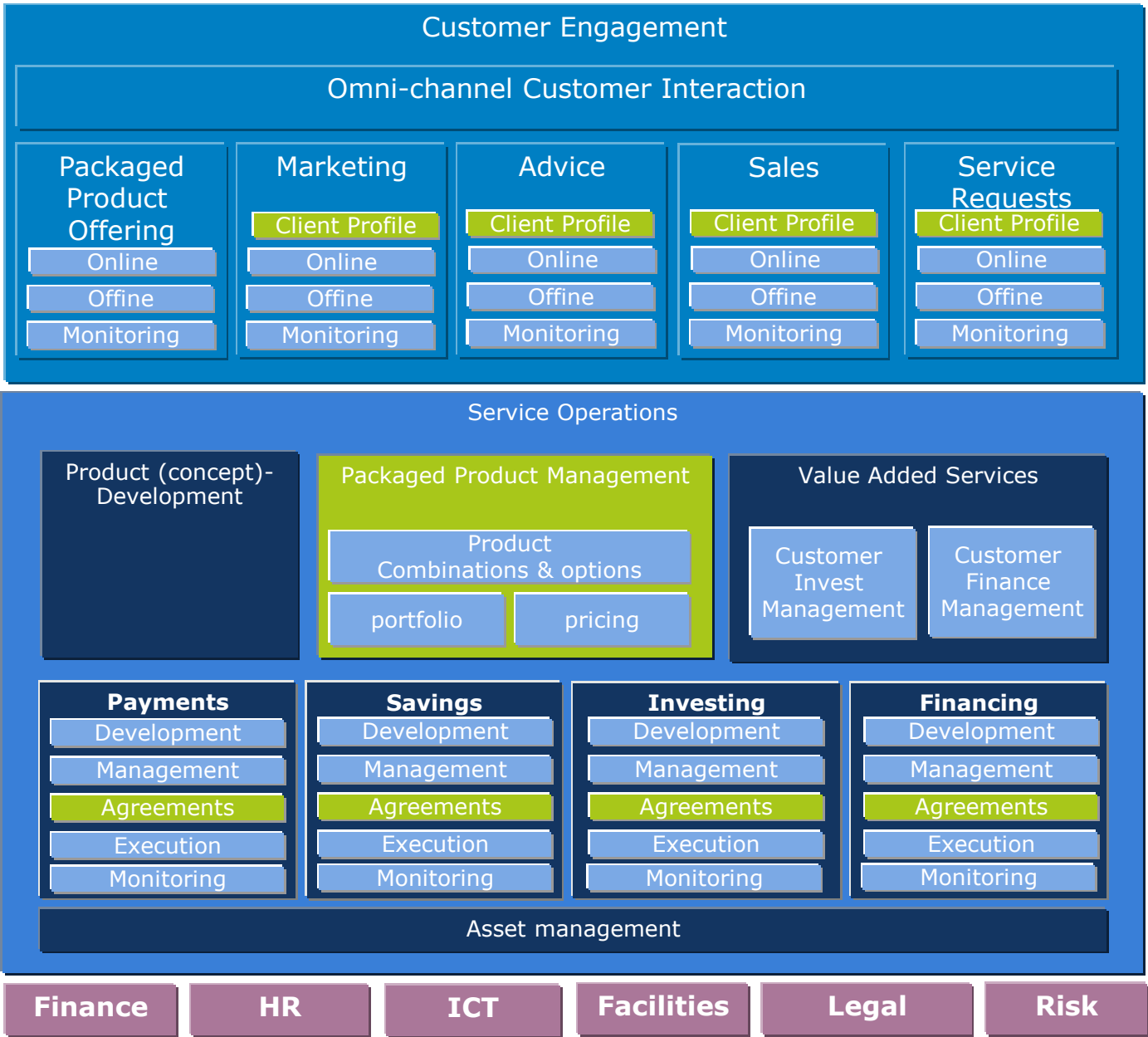


Local

- Typical current choice
- Tactical DDD focused
- “Process Task” Driven
- Too Little view on Big Picture



Smart Reuse by splitting local and corporate responsibilities



▲ Reuse Conclusions

- Take off your Blinkers!
- Find your balance by Middle Out

- Strategic DDD
 - Big Picture Bounded Contexts using Business Capability Maps
 - “Top Down”

- Tactical DDD
 - Refine Context splits & Boundaries using Event Storming
 - “Bottom up”



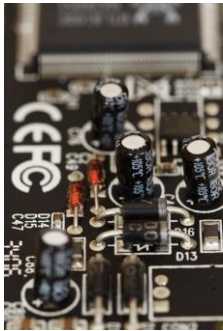


Managing Emergence



Modularity Evolution

1947



Core Components

Transistor, Resistor, Capacitor

3GL Language & Compilers

C: 1970s

-25

1960s



Generic ICs
Memory, I/O, Shift Register

Packaged Library Management

Maven: 2004

NuGet: 2010

NPM: 2010

-45

1970s



The Bad News:

IT is wildly running behind in delivering high-level modularized solutions

The Good News:

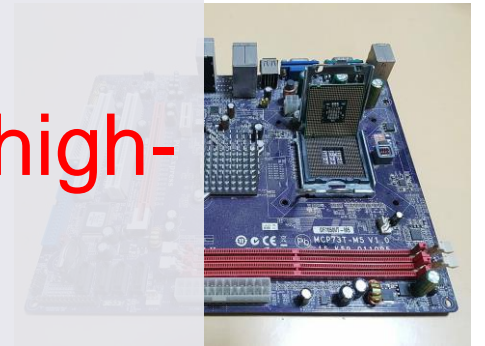
Application Specific ICs
Harddisk Controller
Microprocessor

Packaged Subsystem Management

Docker: 2013

-45

1980s



Open Systems Architecture

Technical Bus Architectures
Functional Interfacing Standards
(Graphics, Audio, Storage)

Standardized Infra & Functions (Cloud)

Kubernetes: 2015

Limited Functional standards

-35

We are starting to catch up
The tools are in place 😊



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▲ Repeating Patterns

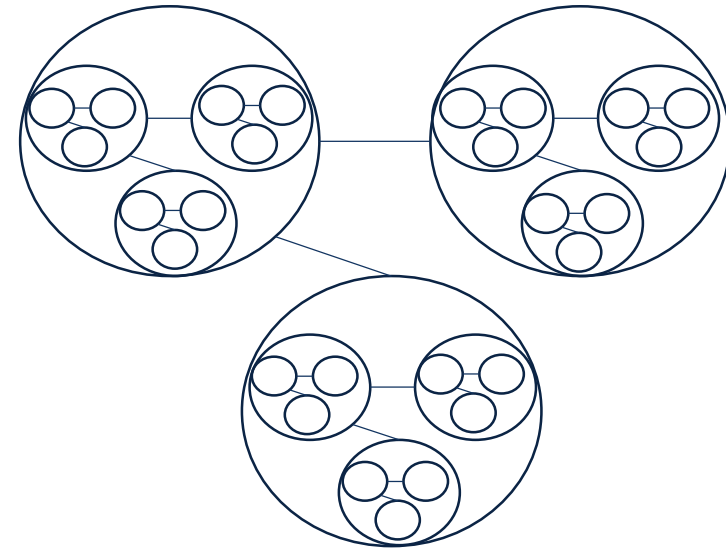
- Managing complexity in Hardware because of multi-level modularization
 - › Hiding internals
 - › Explicit Interface
 - › Good old OOP Practices
- Nature manages complexity by repeating patterns (aka Fractals)



▲ Back to the Deathstars..



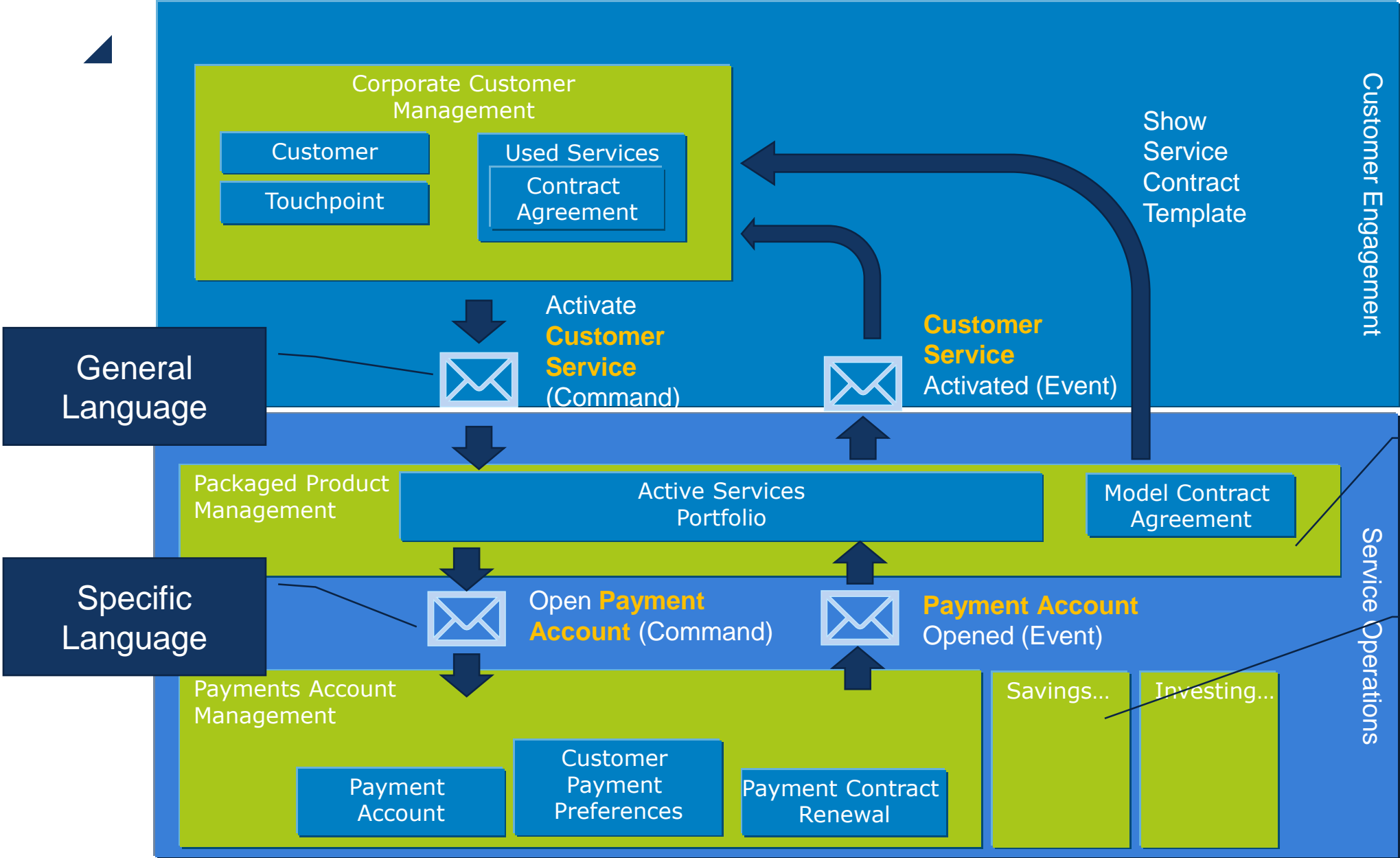
- 2D “Single Level” Bounded Context
- Little OO Principles @ organization scale



- 3D “Fractal” Bounded Contexts
- A Context has its own Language at each Level
- Deeper levels can have more specialized communications



Multi-level Ubiquitous Language



General Language

Specific Language

Single and combined products supported

Adding new services does not ripple

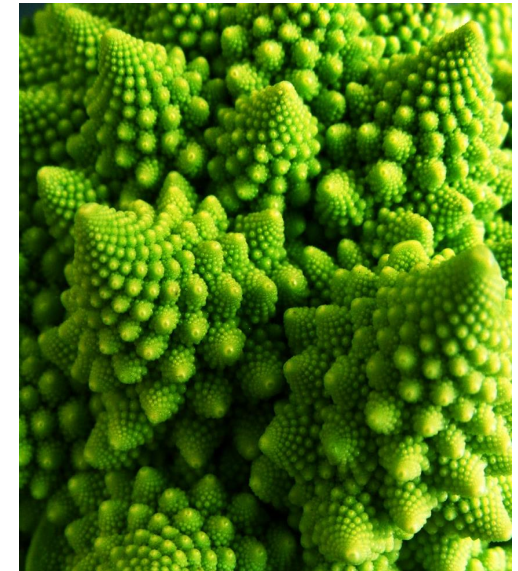
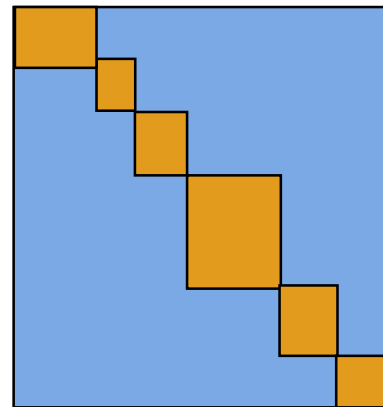
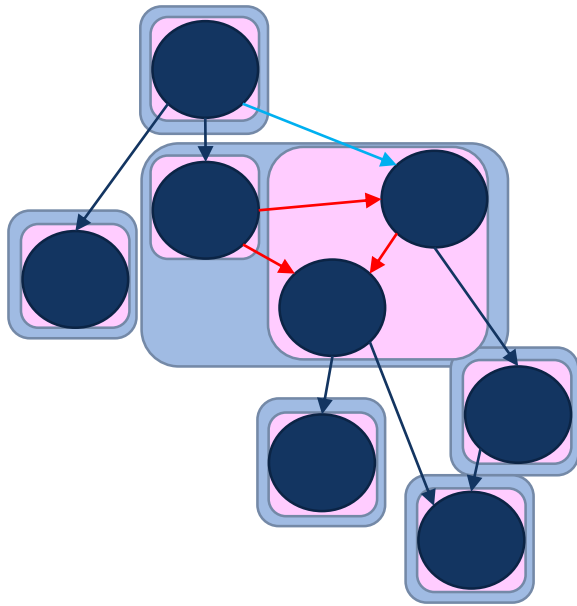
▲ But isn't this BDUF?

- Business Capabilities for “Rough Boundaries”
- Define high level Ubiquitous Language
 - Only Primary Business Concepts
- Refine with Event Storming
- (Re-)establish “external interface” every time
- With each new Bounded Context also try to establish parent Context / Domain



Take Aways

- Smaller is not always better
- Big Picture Analysis to identify Balanced Reuse
- “Fractalize” your Bounded Contexts to manage complexity



Questions?

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Thanks!

Come see us at our Booth for further discussions!

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