Performance aspects
of Axon-based CQRS/ES systems

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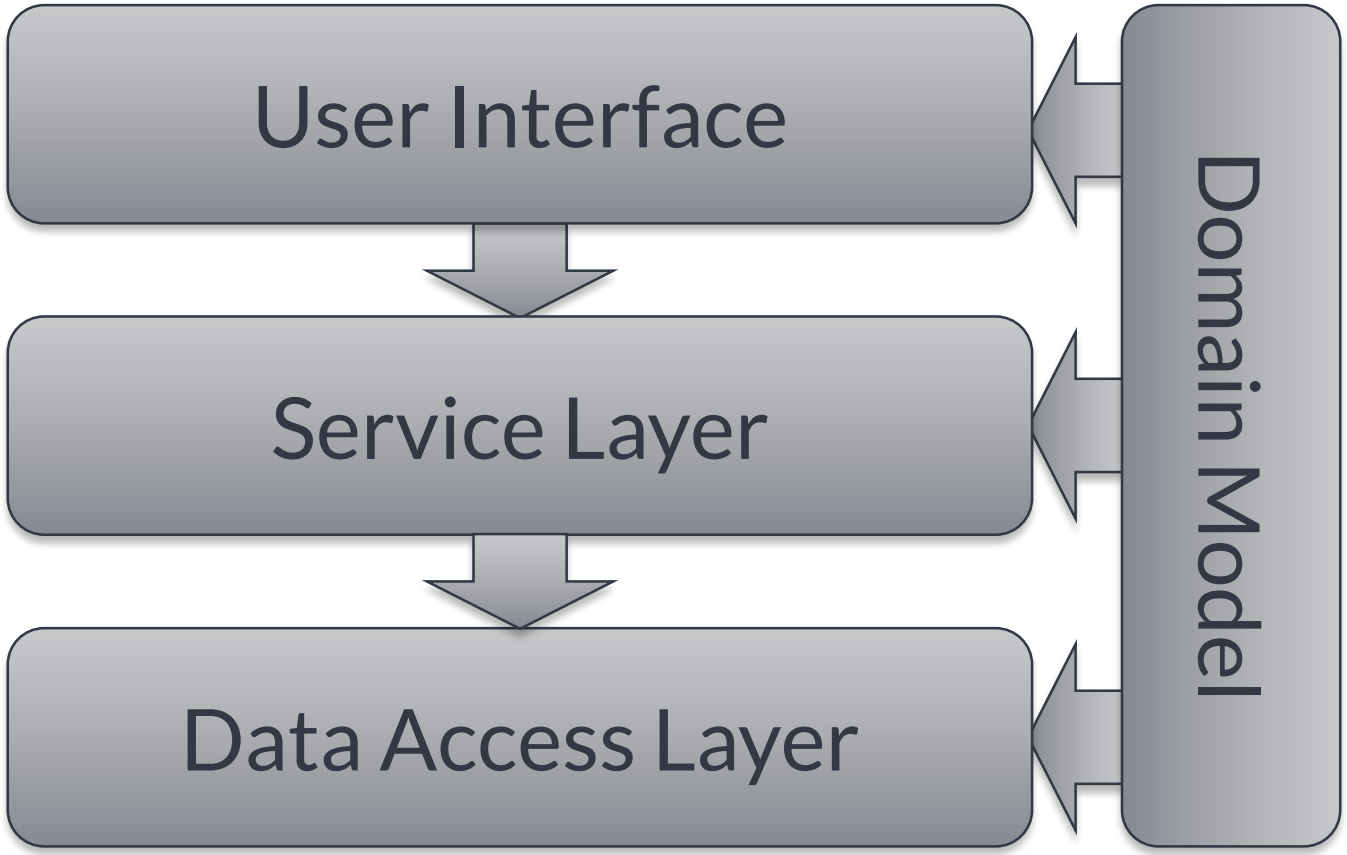
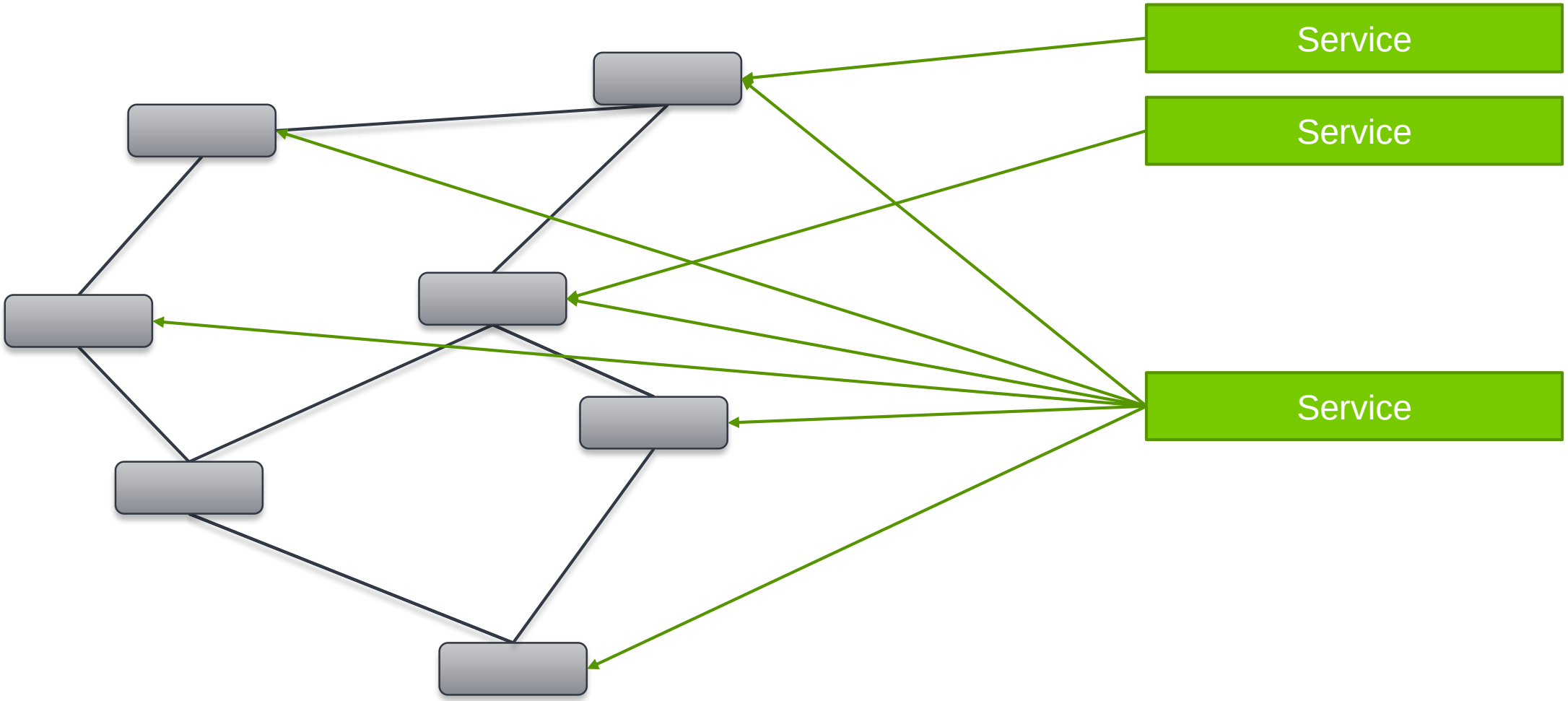
@allardbz

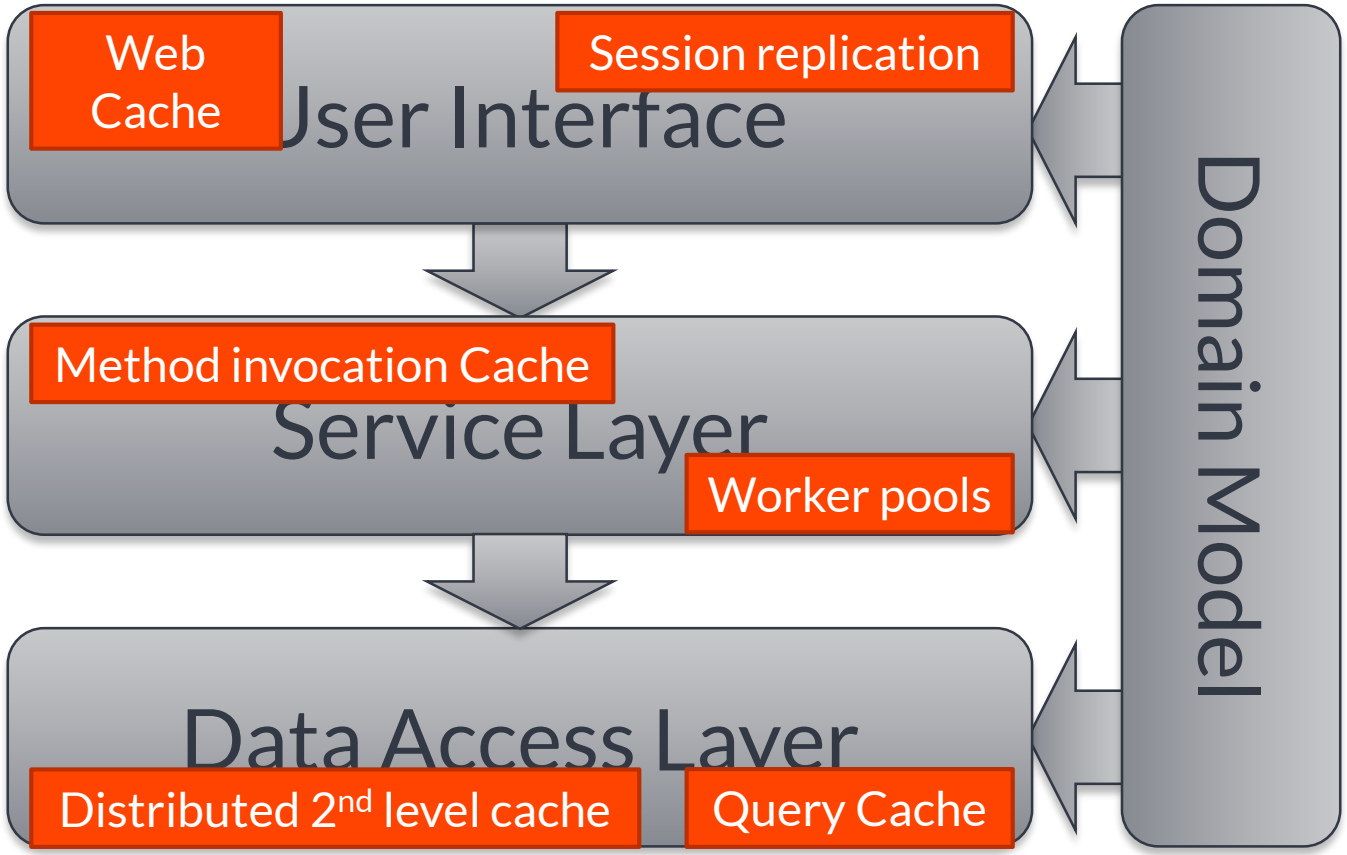
Layered architecture




Service
Service
Service

‘Normal’ SQL QUERY

Layered architecture

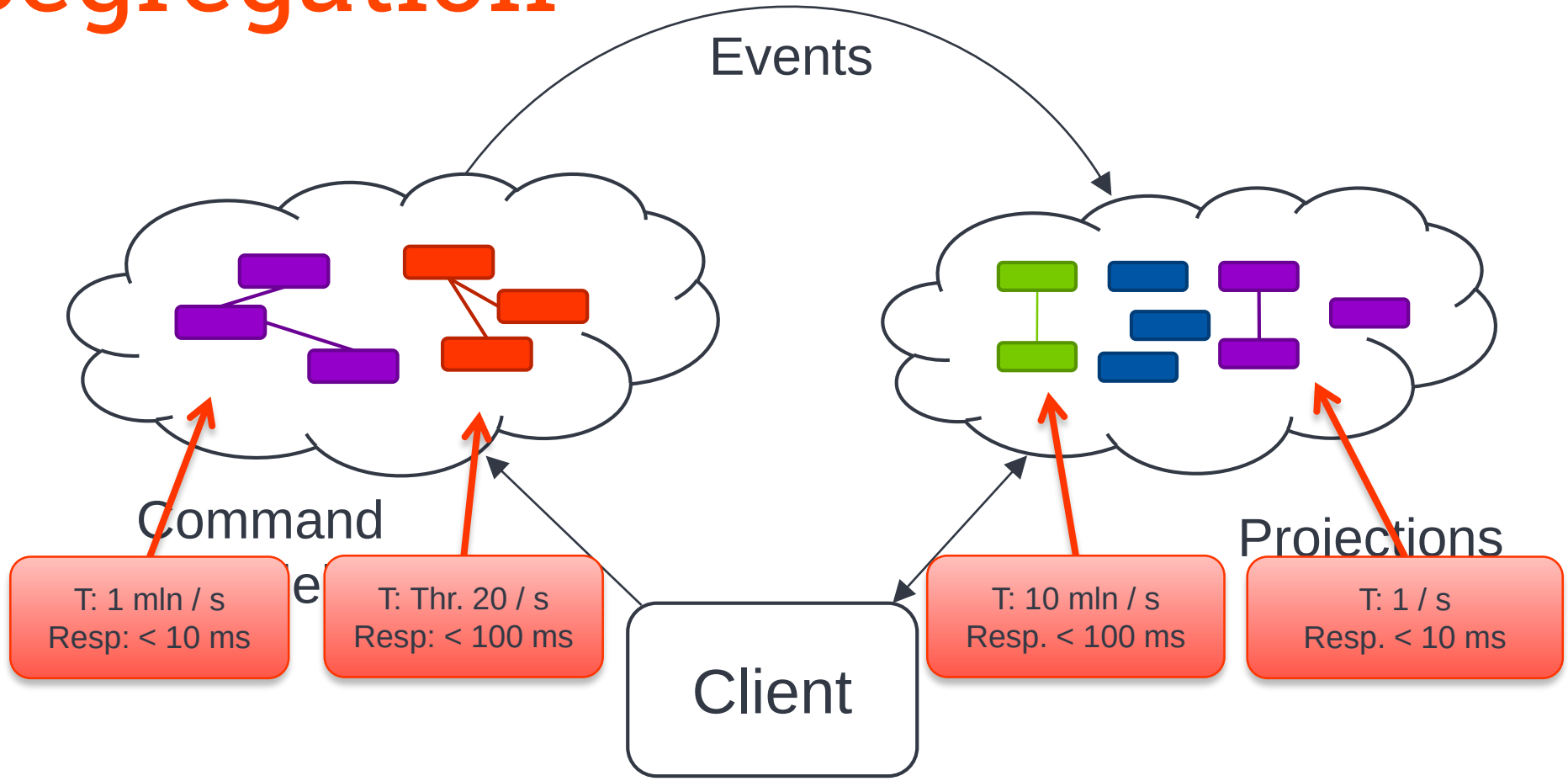



352 KTH
MODIFIEDPLANET.COM

Source: http://www.sabisabi.com/images/DungBeetle-on-dung.JPG


Frameworks
aren't pixy dust.
Sprinkling it on a
bunch of crap will not
make it perform.

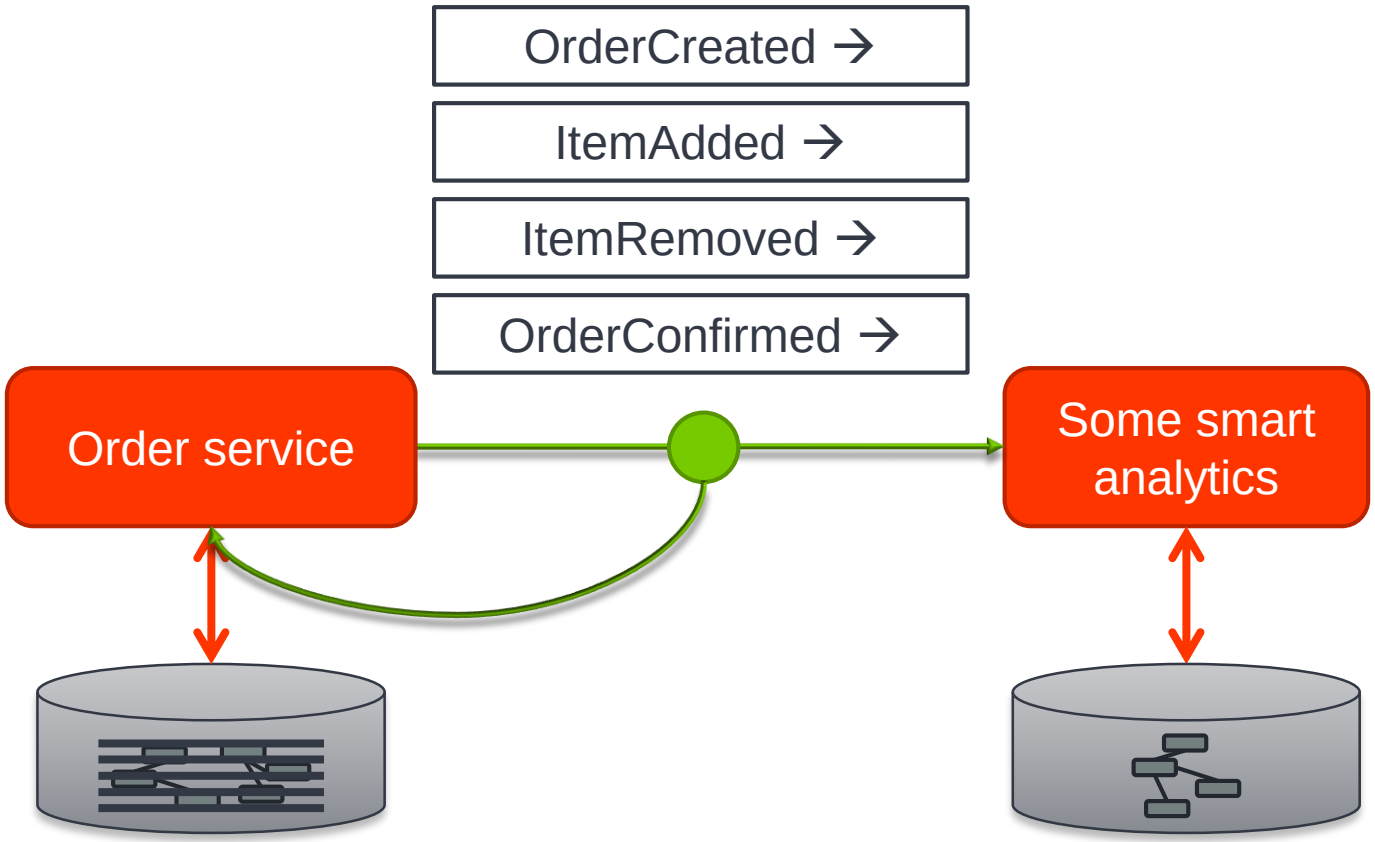
Command Query Responsibility Segregation



Events retain value

Event Sourcing is an Architectural pattern in which Events are considered the “source of truth”, based on which components (re)build their internal state.

Event Sourcing



Event Store

An Event Store stores the published events to be retrieved both by consumers as well as the publishing component itself.

Event sourcing, made easy

```
@Aggregate
public class GiftCard {

    @CommandHandler
    public void handle(RedeemCmd cmd) {
        if(cmd.getAmount() <= 0) throw n
        if(cmd.getAmount() > remainingVa
        apply(new RedeemedEvt(id, cmd.ge
    }

    @EventSourcingHandler
    public void on(IssuedEvt evt) {
        id = evt.getId();
        remainingValue = evt.getAmount()
    }
}
```

Some annotation to discover the handling class

Some annotations to have correct methods triggered…

Framework does the rest…

Event handling, made easy

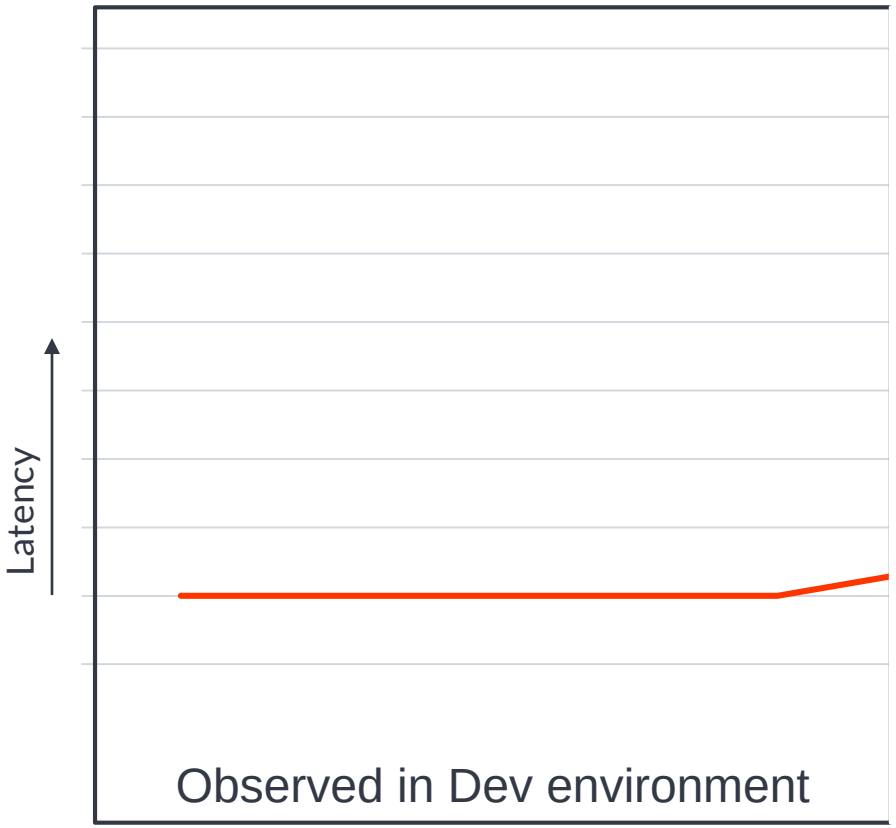
```
@Component
public class CardSummaryProjection {

    private final EntityManager entityManager;
    private final QueryUpdateEmitter queryUpdateEmitter;

    @EventHandler
    public void on(IssuedEvt event) {
        entityManager.persist(new Car                    vent.getAmount(),
    }

    @EventHandler
    public void on(RedeemedEvt event)
        CardSummary summary = entityMa                   lass, event.getId(
        summary.setRemainingValue(summary.getRemainingValue() - event.getAmount(
    }
}
```

Some annotation to discover the handling class

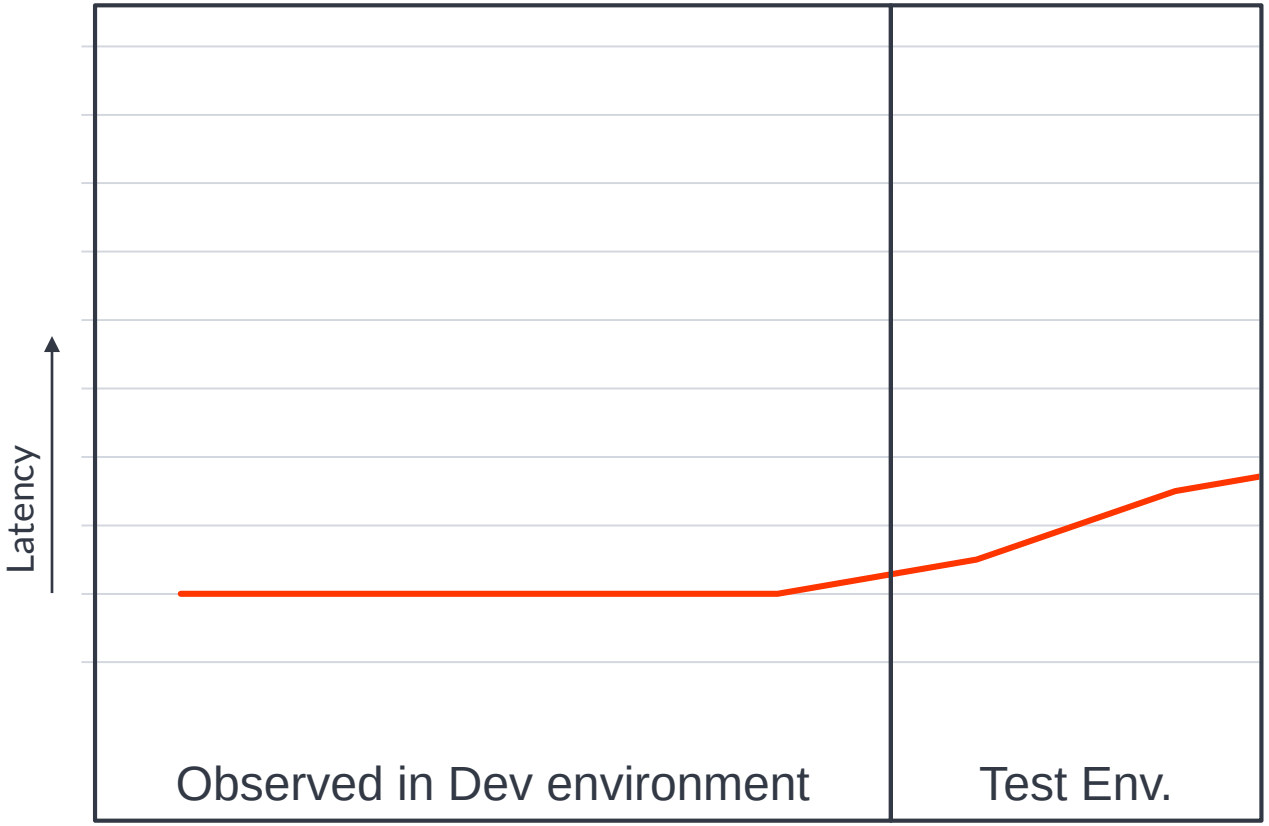
Some annotations to have correct methods triggered…

Framework does the rest…

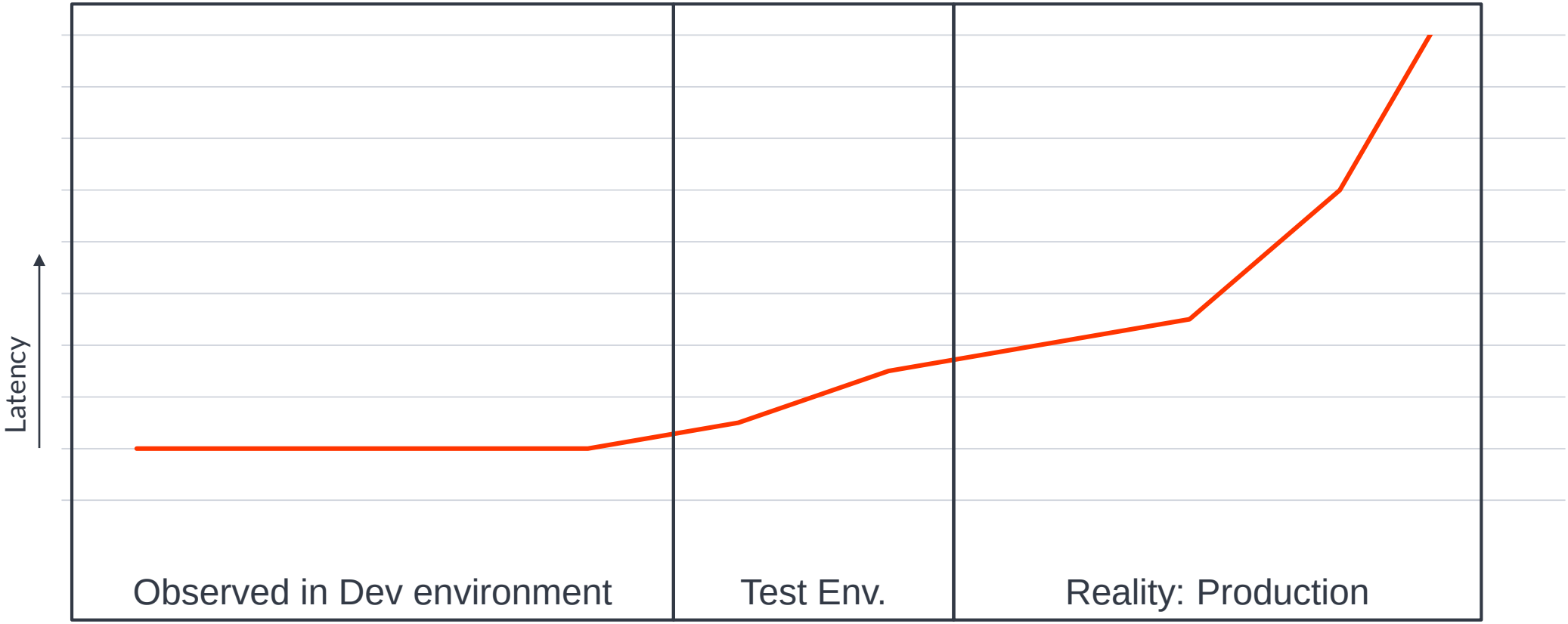
In reality...



In reality, numbers are…

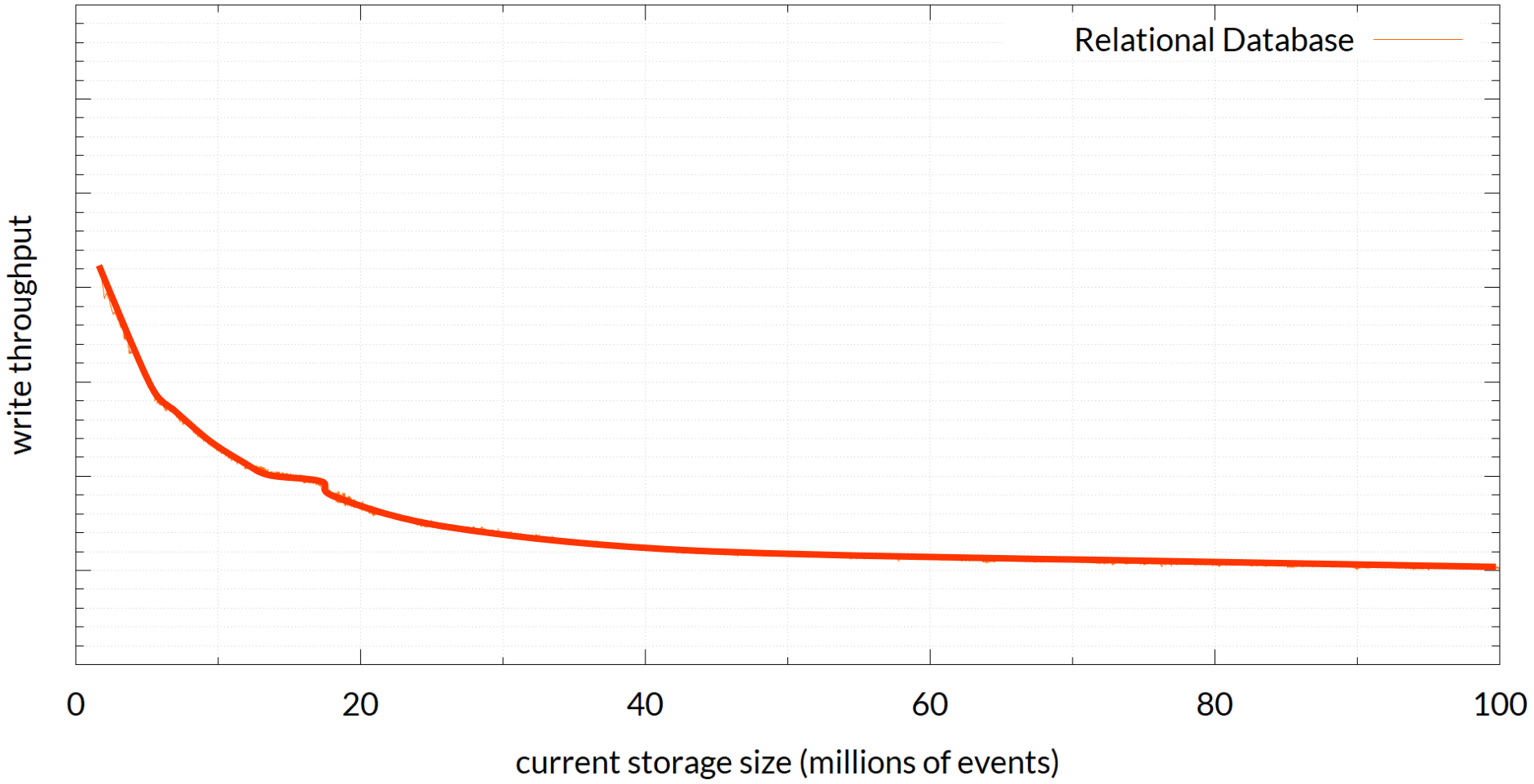


In reality, numbers are worse...

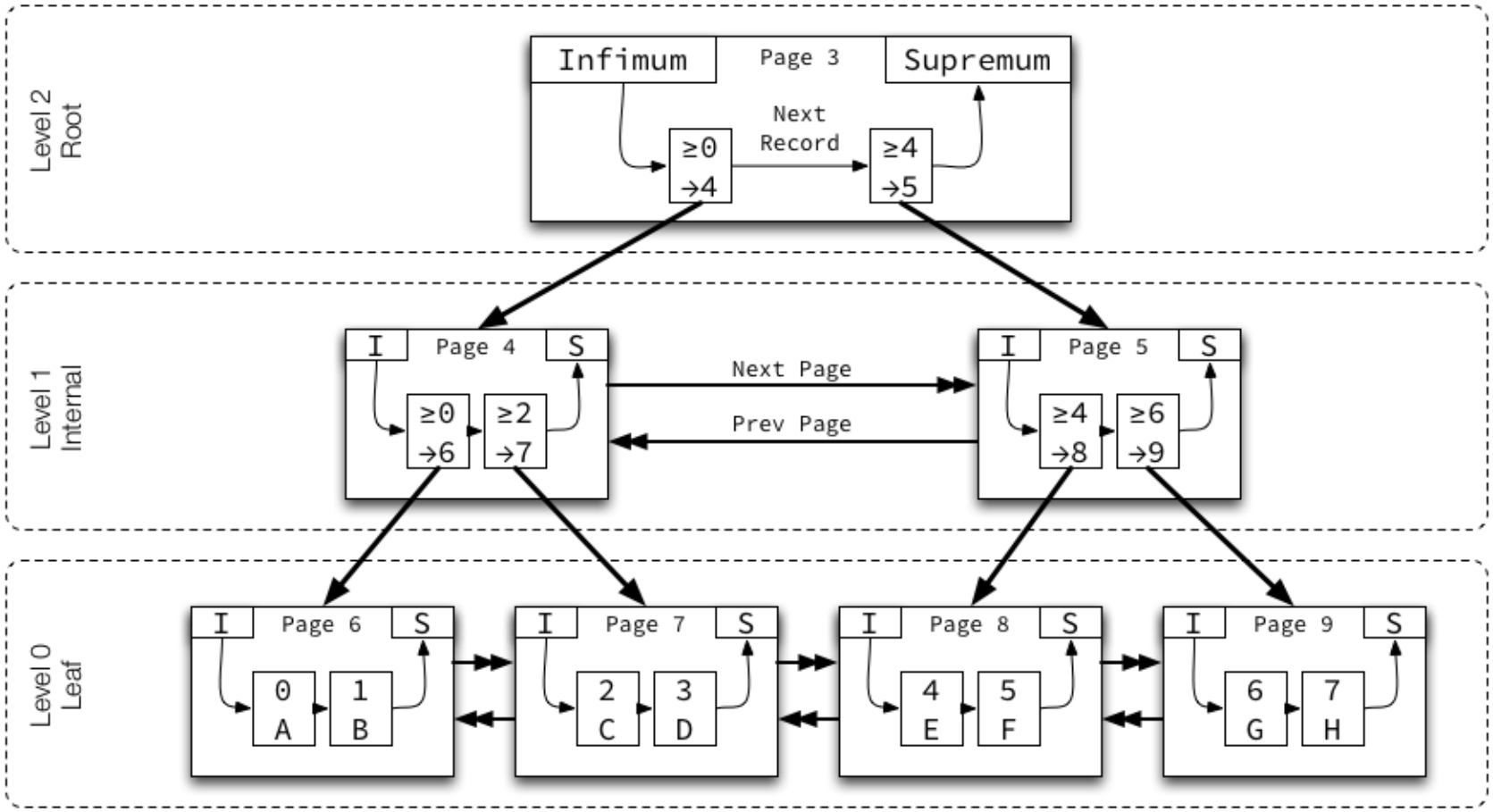


The effort to add data increases with the amount of data stored

Problem #1


Relational Database
write throughput
0
20
40
60
80
100
current storage size (millions of events)

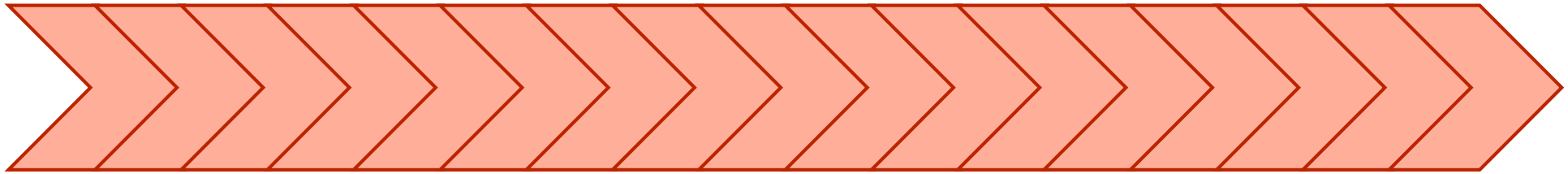
B-Tree Index



Source: blog.jcole.us

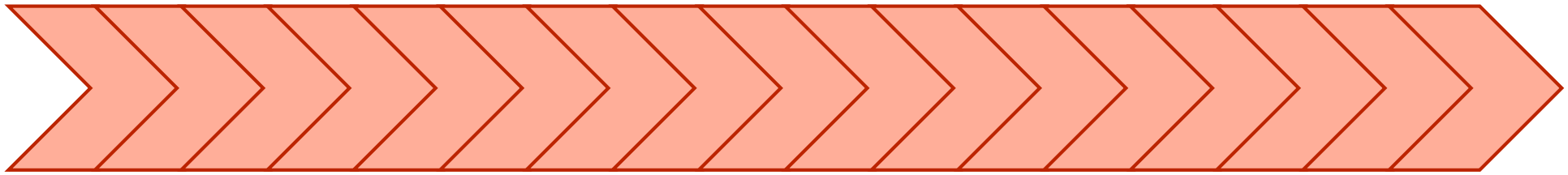
Event Store operations

- Append
- Validate ‘sequence’



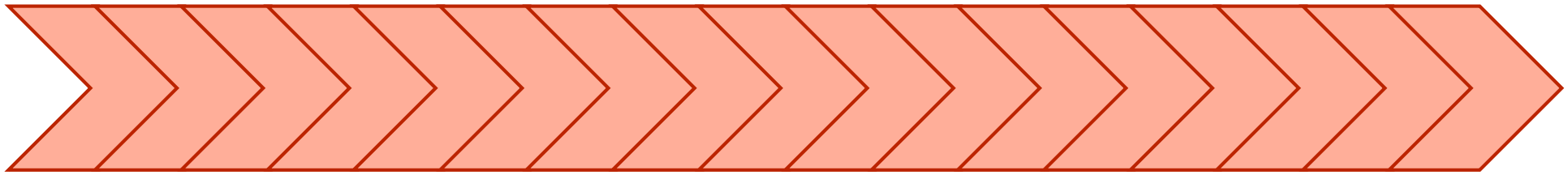
Event Store operations

- Read aggregate's events

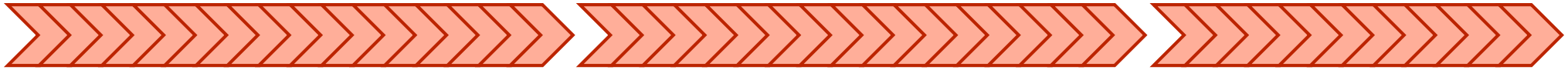


Event Store operations

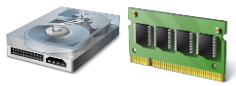
- Full sequential read



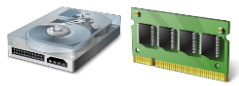
Solution – Partitioning



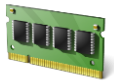
00000000.events
00000000.index
00000000.bloom

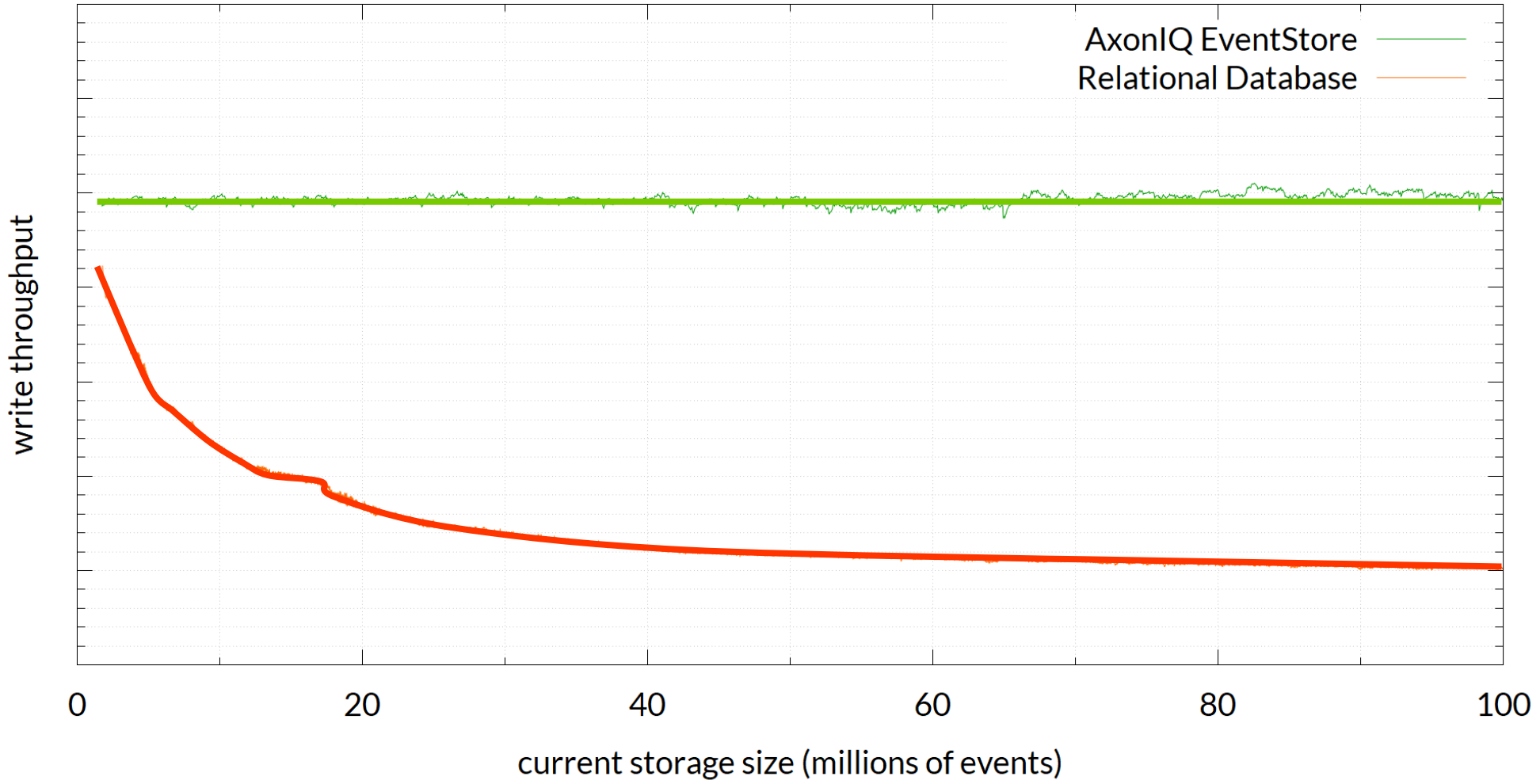


00001048.events
00001048.index
00001048.bloom



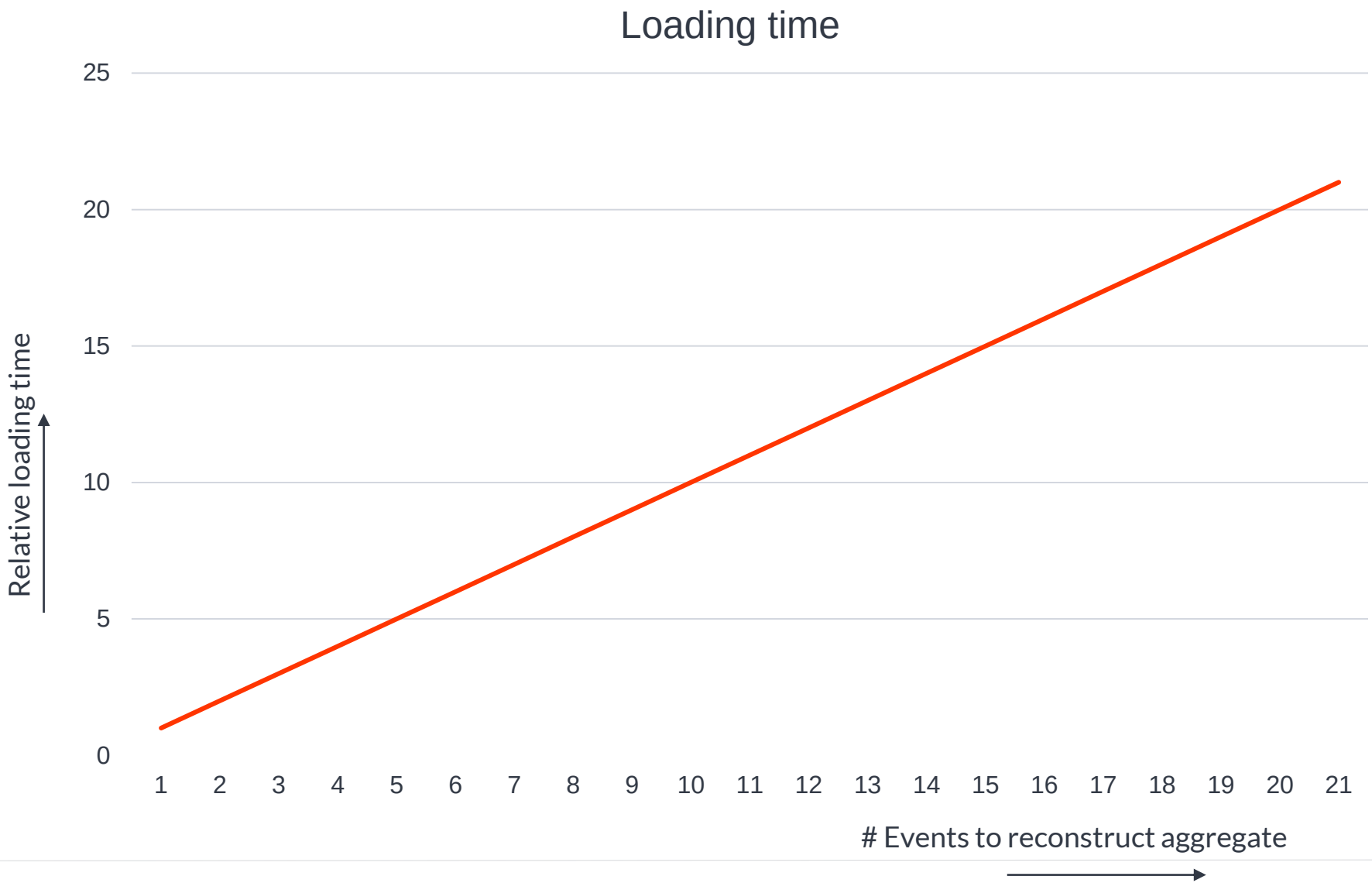
00003252.events




AxonIQ EventStore
Relational Database
write throughput
0
20
40
60
80
100
current storage size (millions of events)

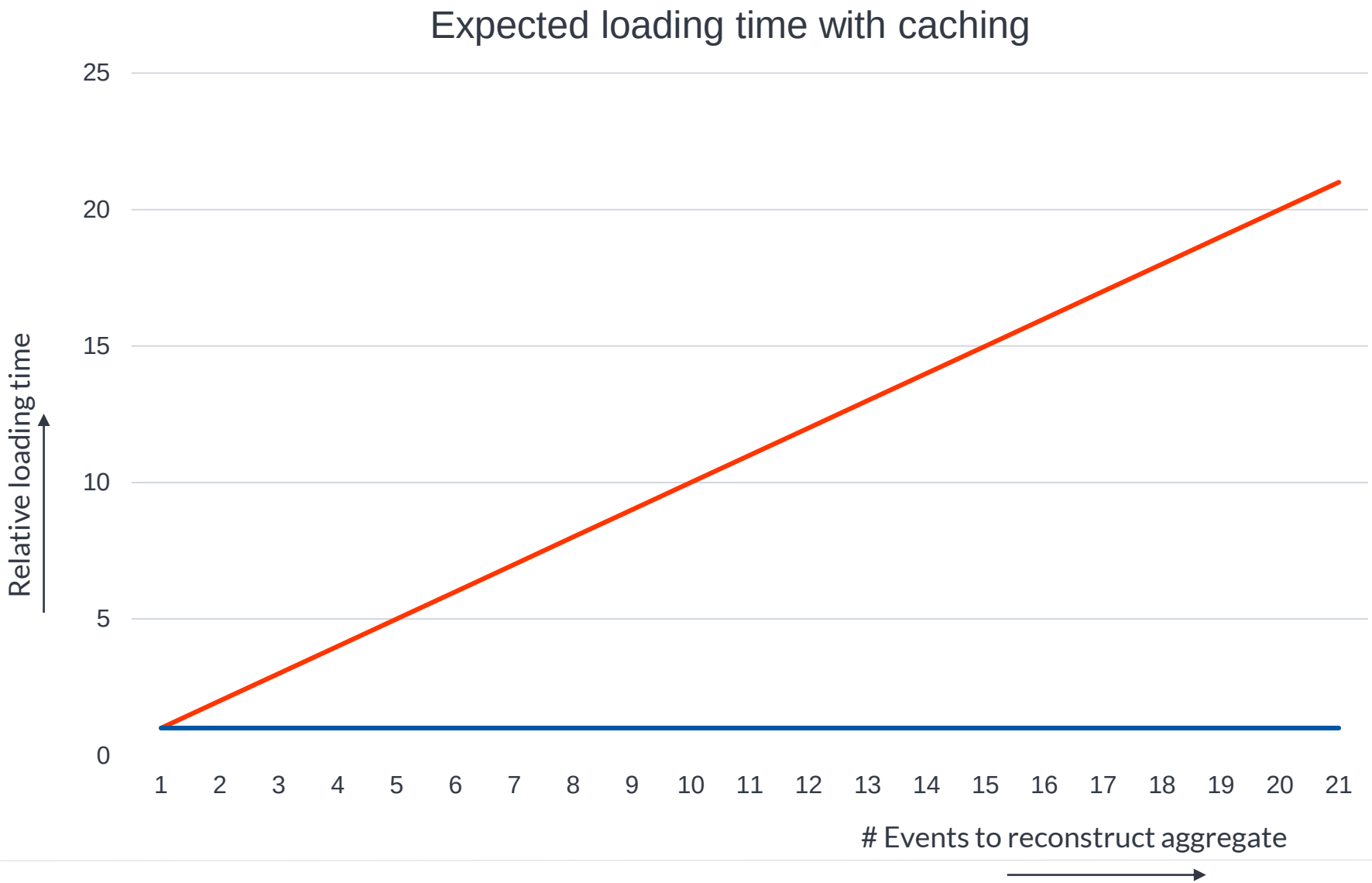
The effort to read an aggregate increases as it's being used

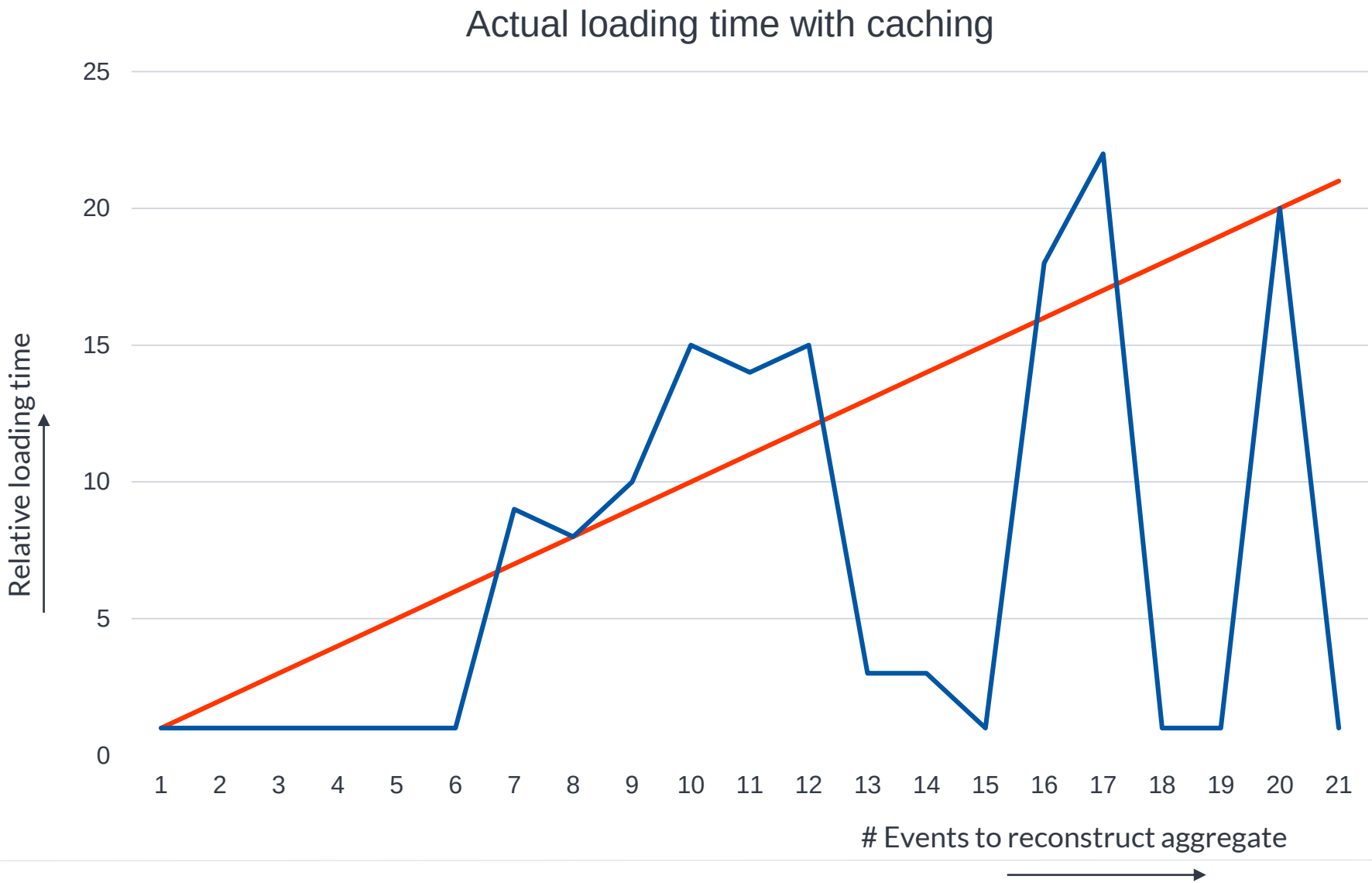
Problem #2


Loading time
25
20
15
10
5
0
Relative loading time
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Events to reconstruct aggregate

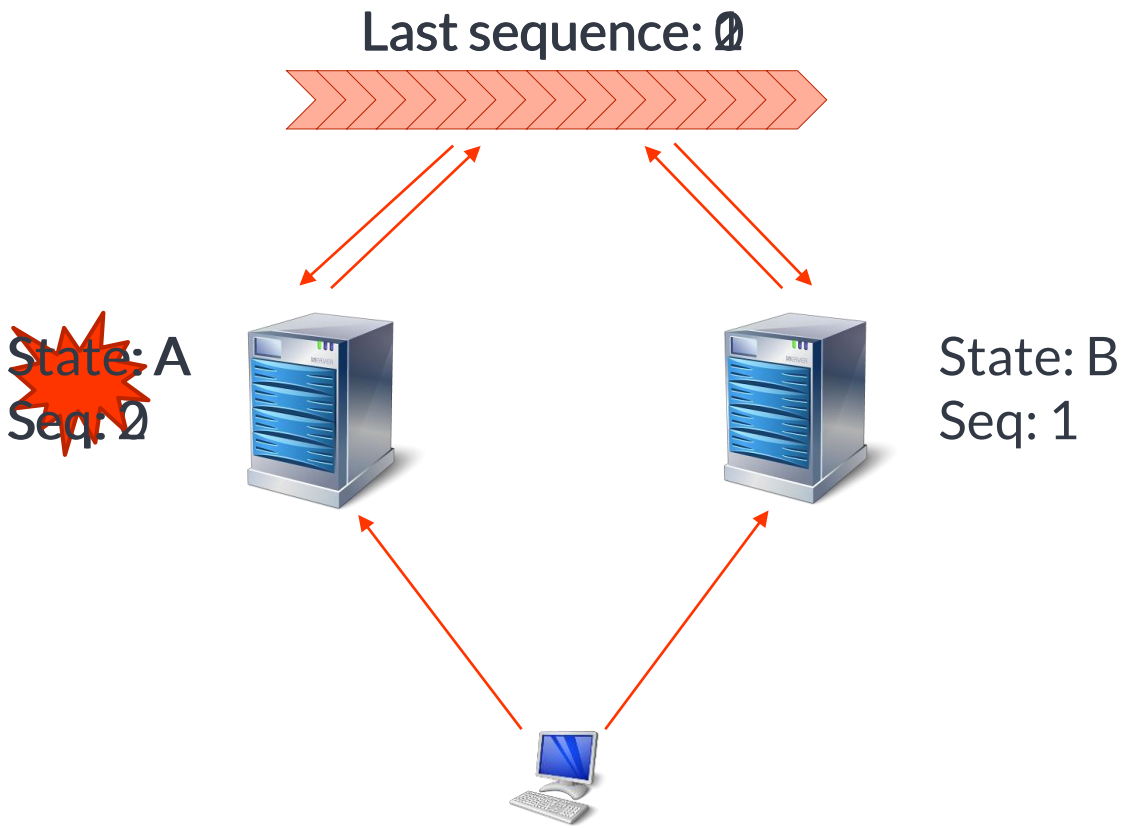
Solution – Caching

- (Aggressively) caching Aggregates prevents the need to load them

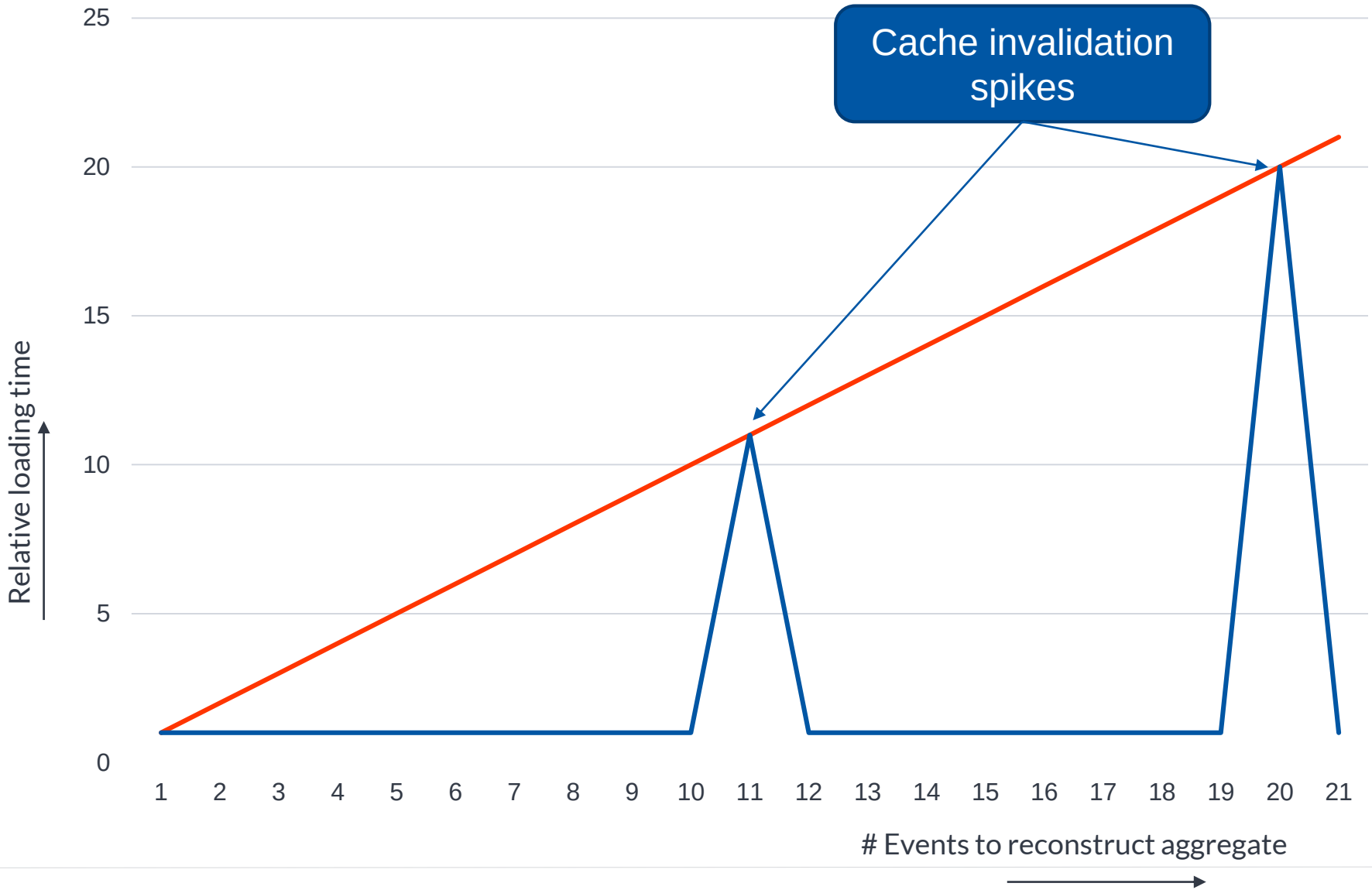

Expected loading time with caching
25
20
15
10
5
0
Relative loading time
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Events to reconstruct aggregate


Actual loading time with caching
25
20
15
10
5
0
Relative loading time
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Events to reconstruct aggregate

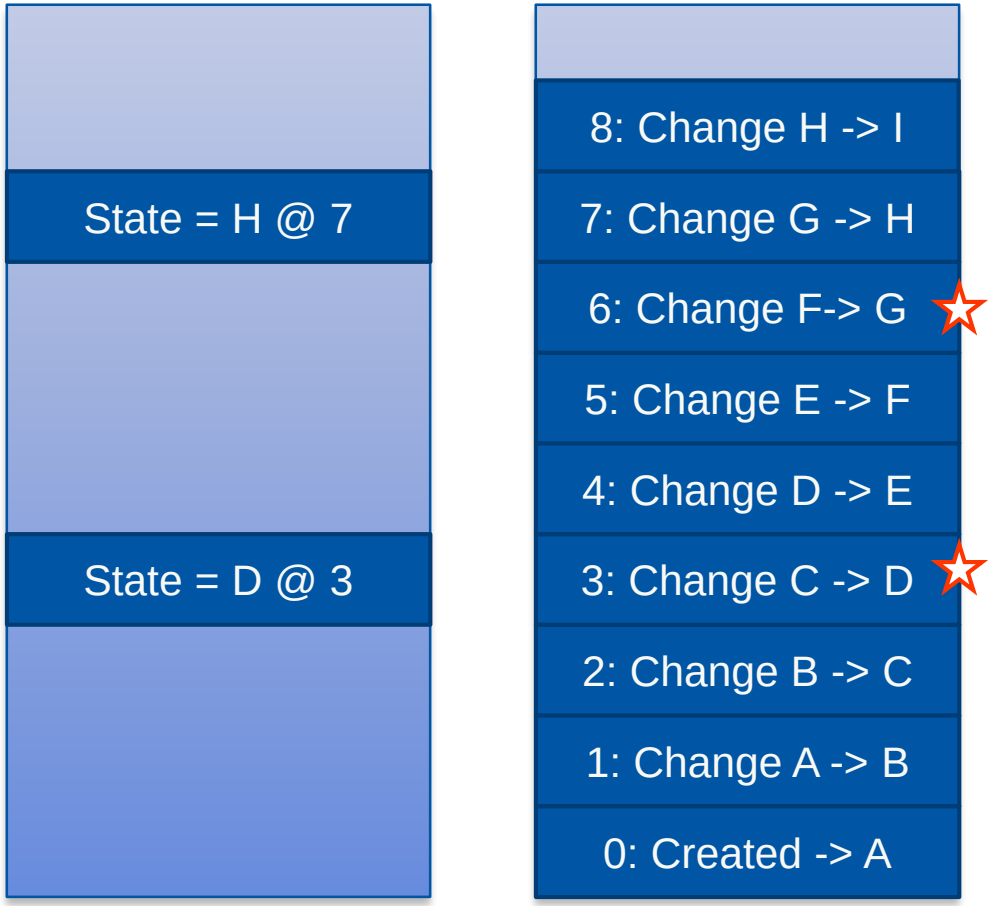
Caching & distribution

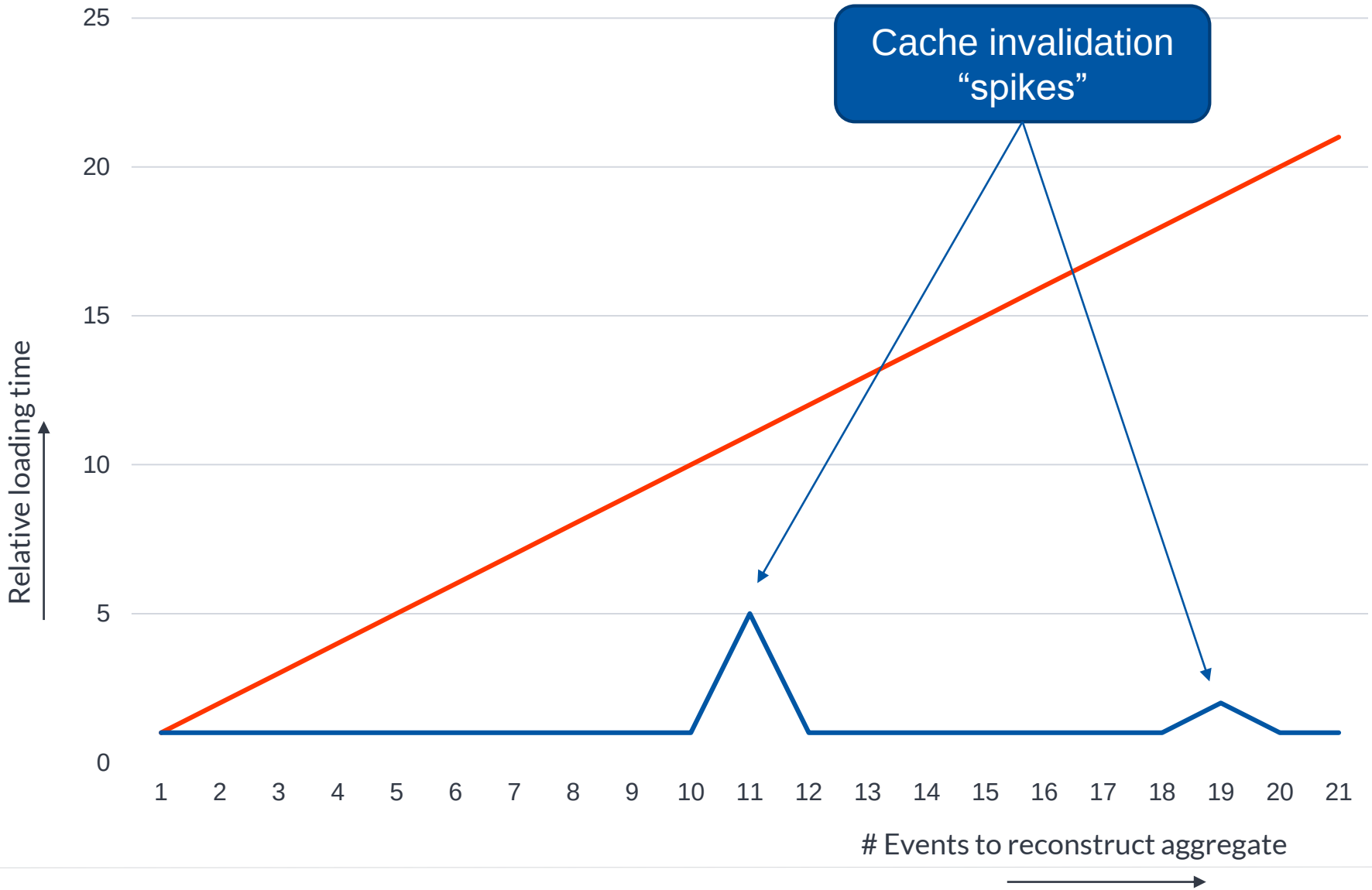


Consistent hashing


Cache invalidation spikes
25
20
15
10
5
0
Relative loading time
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Events to reconstruct aggregate

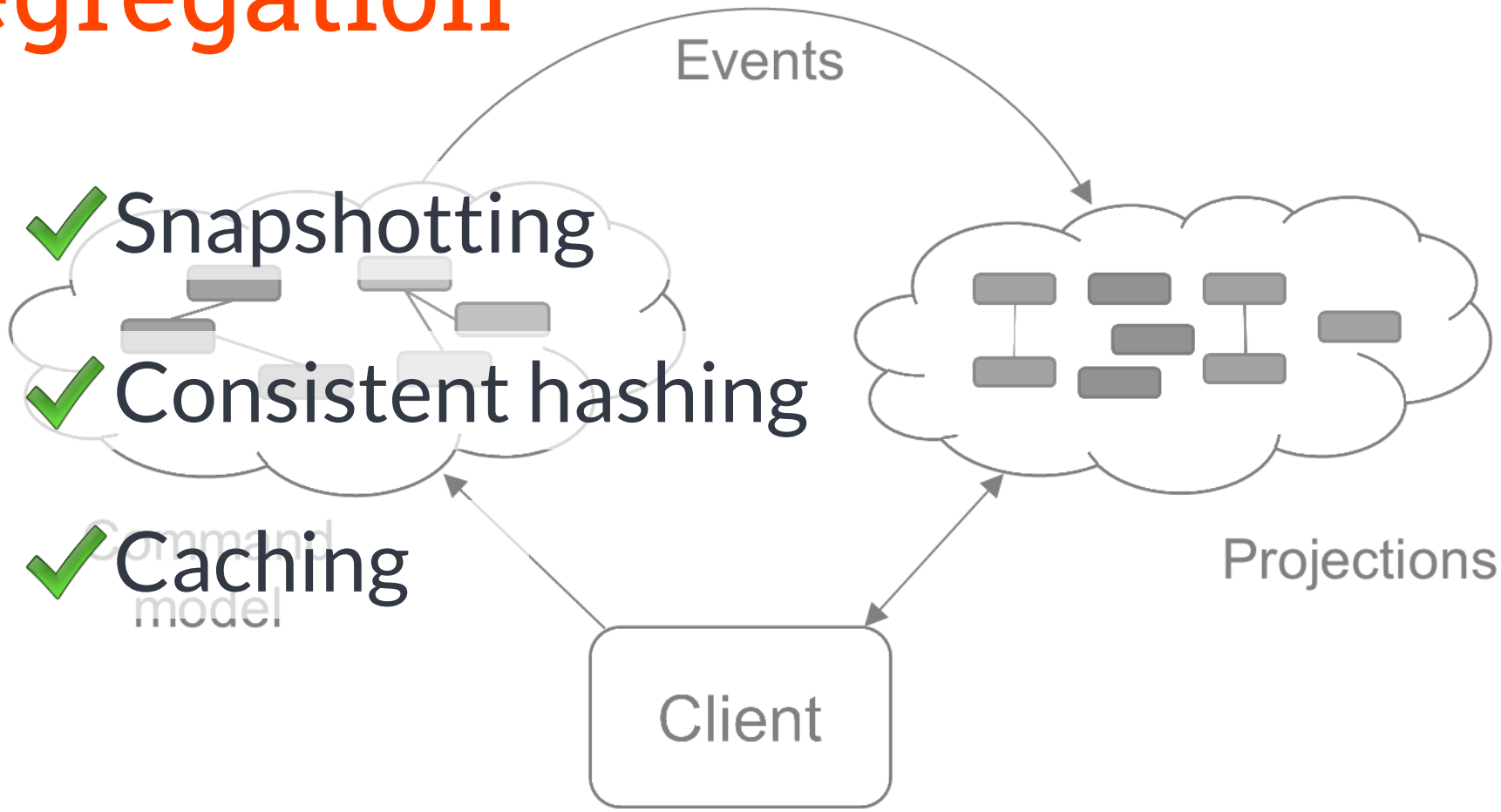
Snapshotting



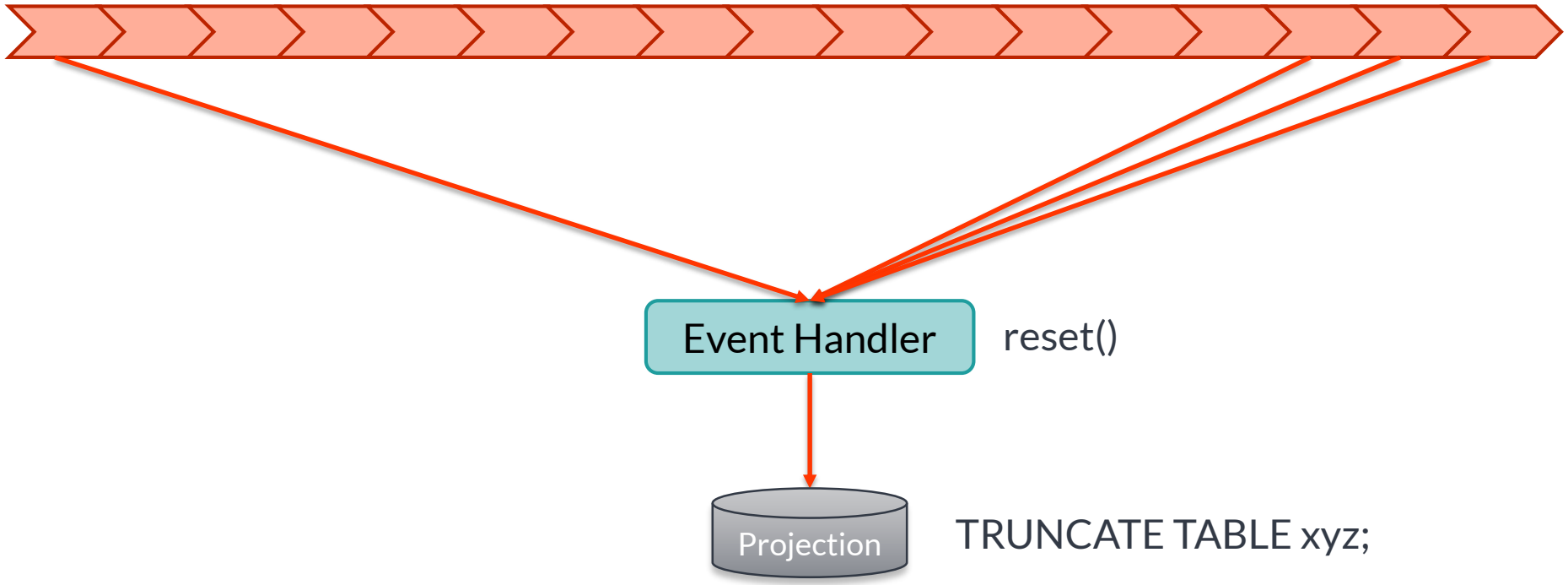

Cache invalidation
“spikes”
25
20
15
10
5
0
Relative loading time
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21
Events to reconstruct aggregate

Command Query Responsibility Segregation

- ✓ Snapshotting
- ✓ Consistent hashing
- ✓ Caching



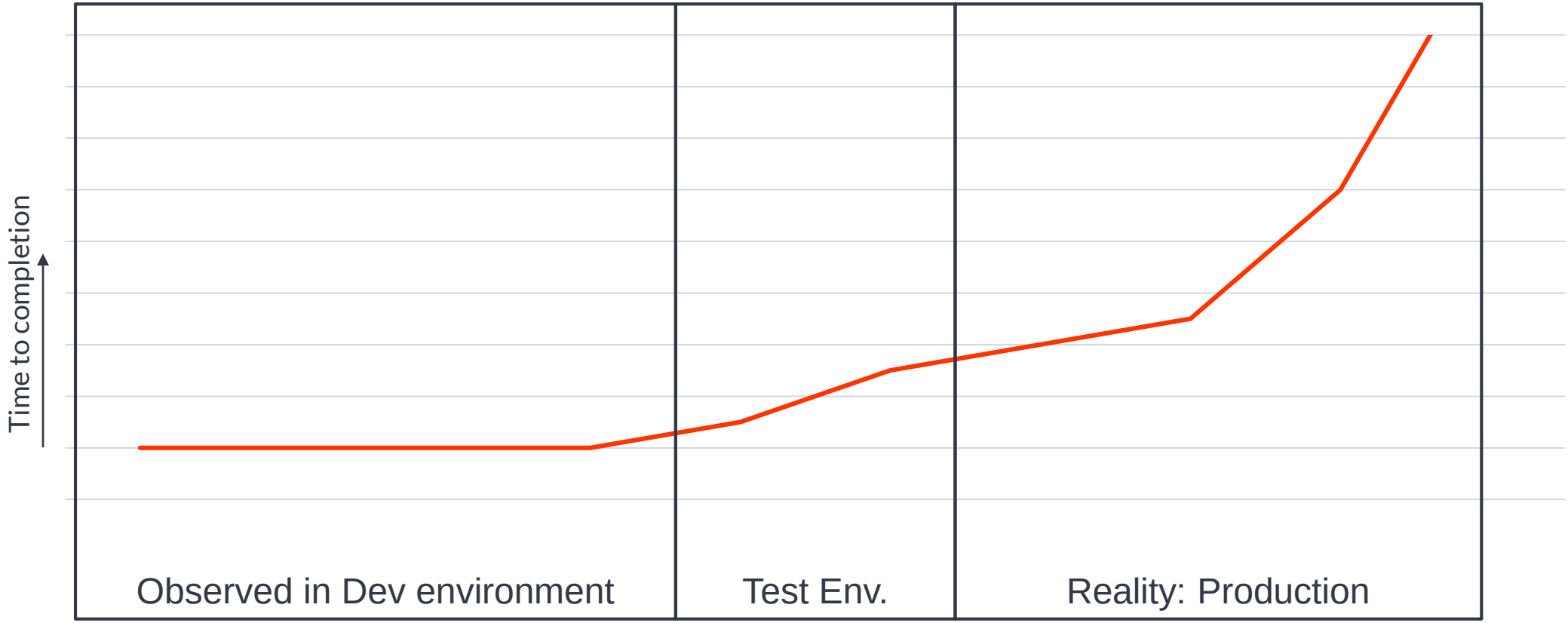
Replays



Replay duration increases as stored data accumulates

Problem #3

Time to replay...



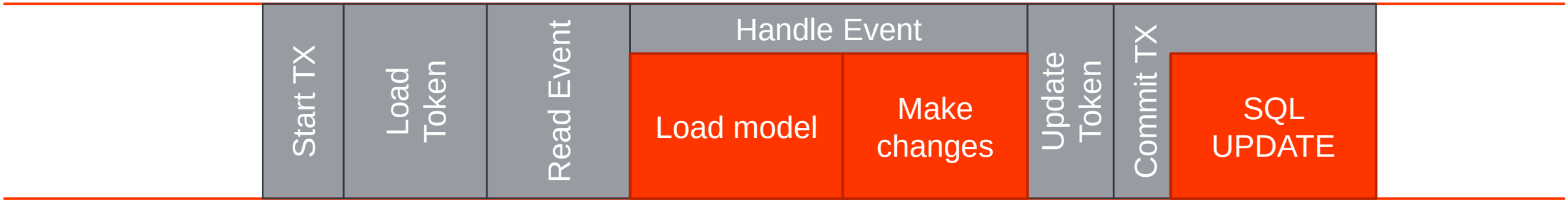
Typical event handler

```
@EventHandler
public void on(RedeemedEvt event) {
    CardSummary summary = entityManager.find(CardSummary.class,
                                             event.getId());
    summary.setRemainingValue(summary.getRemainingValue()
                              - event.getAmount());
}
```

- 250 events per second
- Replaying
  - 1k events: 4 seconds
  - 1M events: 66 minutes
  - 10M events: 11 hours
  - 1B events: 46 days

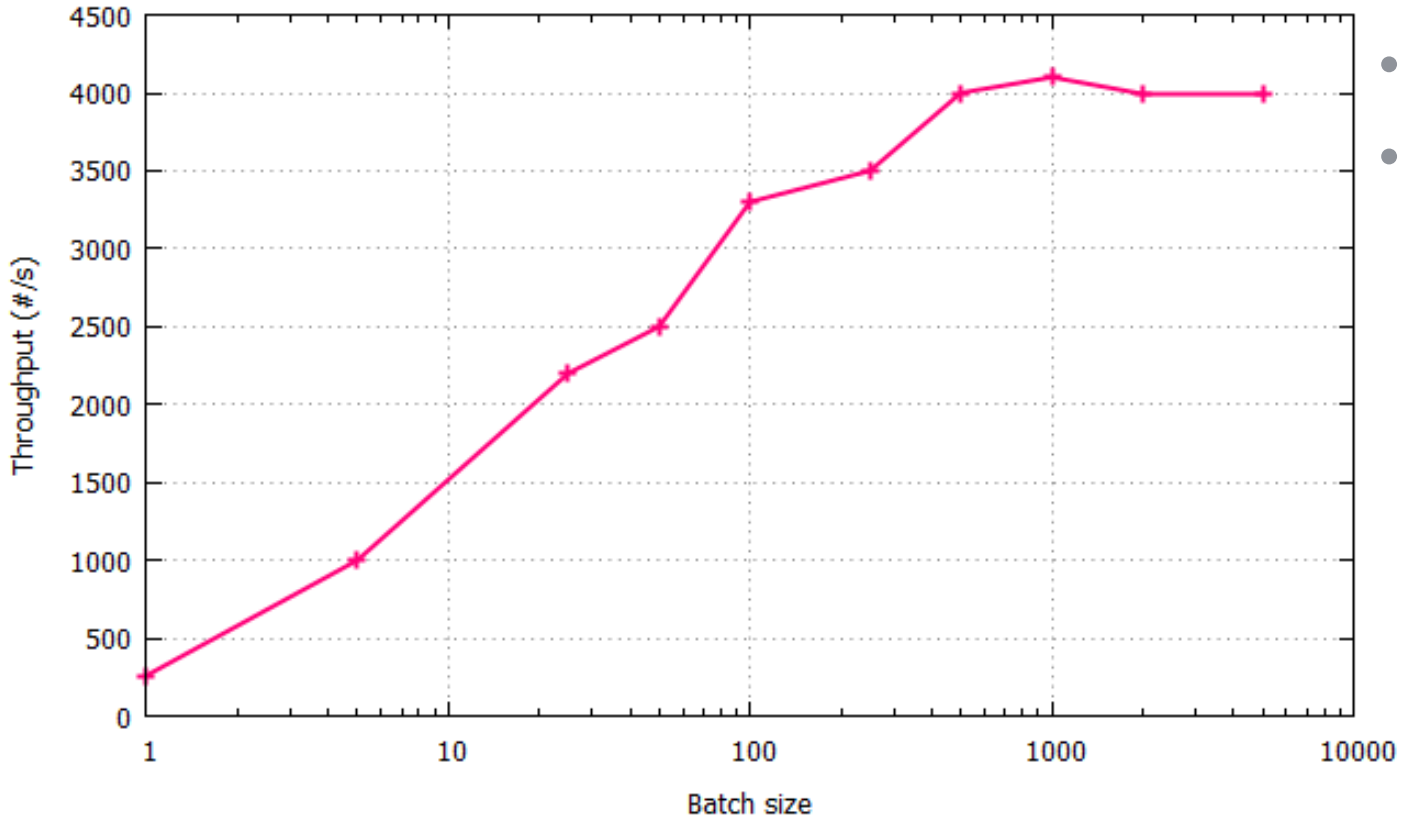
1. Fetch entity
2. Update state
3. Persist result (implicit)

Event Processing



Partial solution

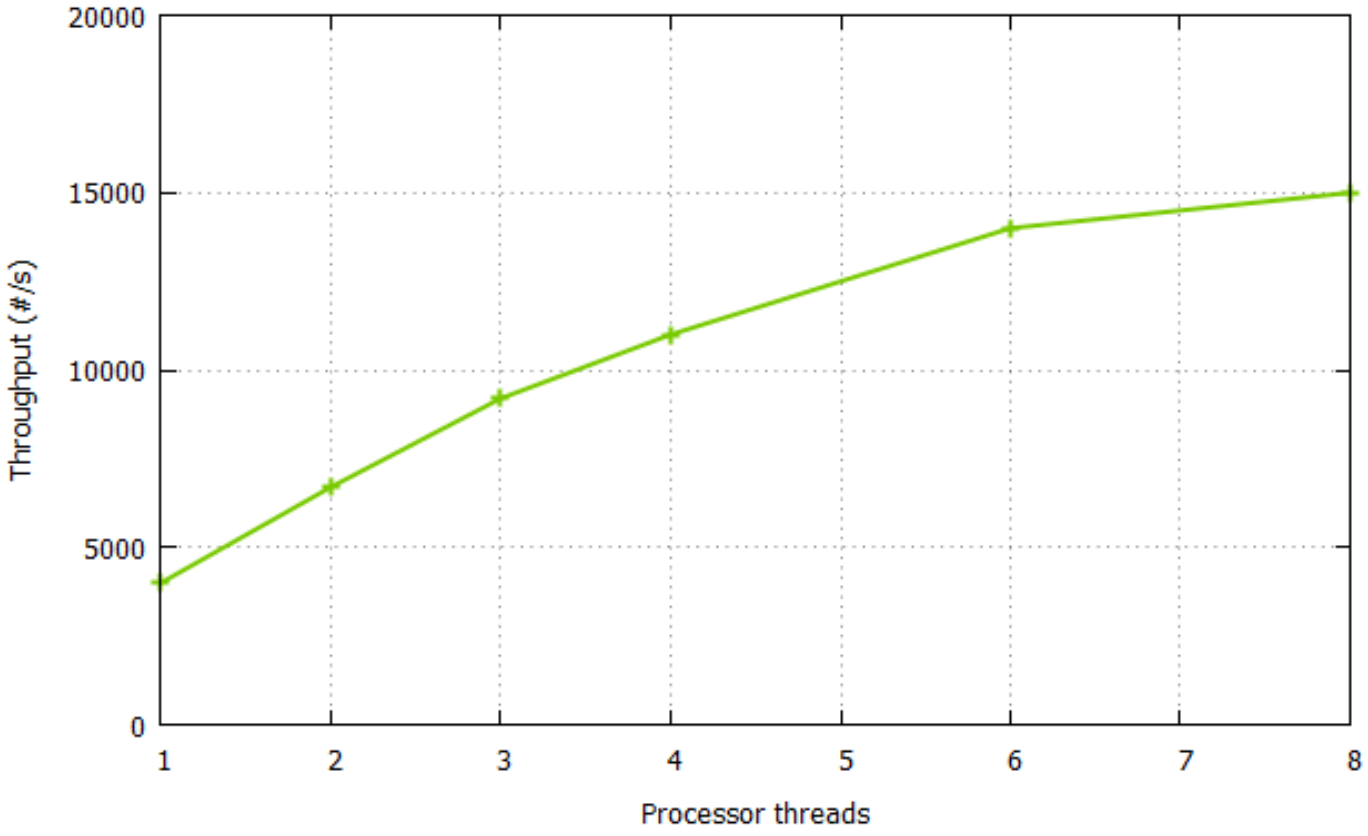
~~Solution~~ – Batch size



- 4 000 events / second
- Replaying
  - 1k events: 250 ms
  - 1M events: 4 minutes
  - 10M events: 42 minutes
  - 1B events: 3 days

Almost the solution

~~Solution~~ – Parallel processing



- 15 000 events / second
- Replaying
  - 1k events: 66 milliseconds
  - 1M events: 66 seconds
  - 10M events: 11 minutes
  - 1B events: 18 hours

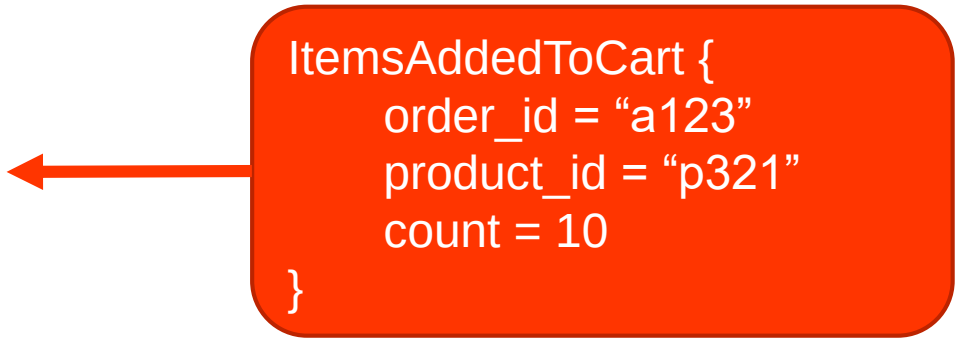
Solution – Batch optimization

- Write “INSERT” / “UPDATE” / “DELETE” statements directly
- Use `UnitOfWork` to stage instructions

- Combine statements into a single one

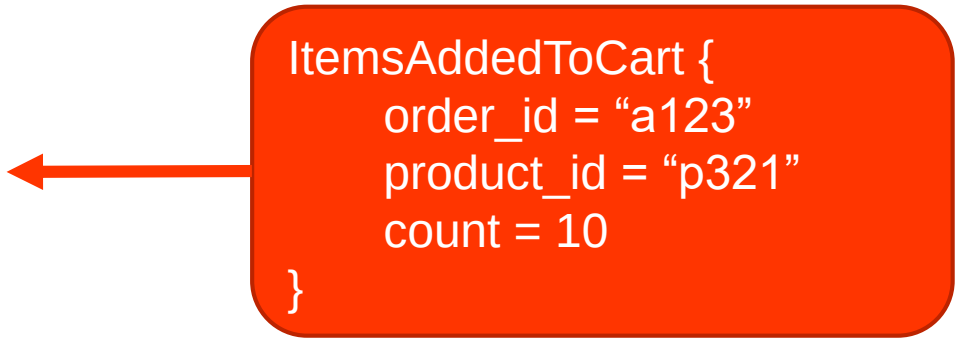
Combining updates

```
{
  operation = “insert”
  order_id = “a123”
  product_id = “p321”
  count = 20
}
```



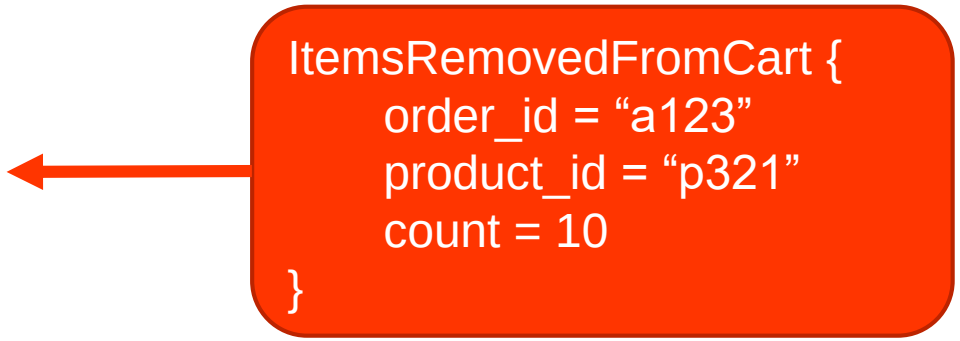
Combining updates

```
{
  operation = “update”
  order_id = “a123”
  product_id = “p321”
  count = 20
}
```



Combining updates

```
{
  operation = “insert”
  order_id = “a123”
  product_id = “p321”
  count = 10
}
```



Batching in AxonFramework

```
BatchOperations ops =
unitOfWork.getOrComputeResource("batch", k -> {
    BatchOperations bo = new BatchOperations();
    unitOfWork.onPrepareCommit(uow -> bo.execute());
    return bo;
});
```

Optimization results

Parallel optimized batch

- 30 000 events per second
- Replaying
  - 1k events: 33 milliseconds
  - 1M events: 33 seconds
  - 10M events: 5.5 minutes
  - 1B events: 9 hours

Naive

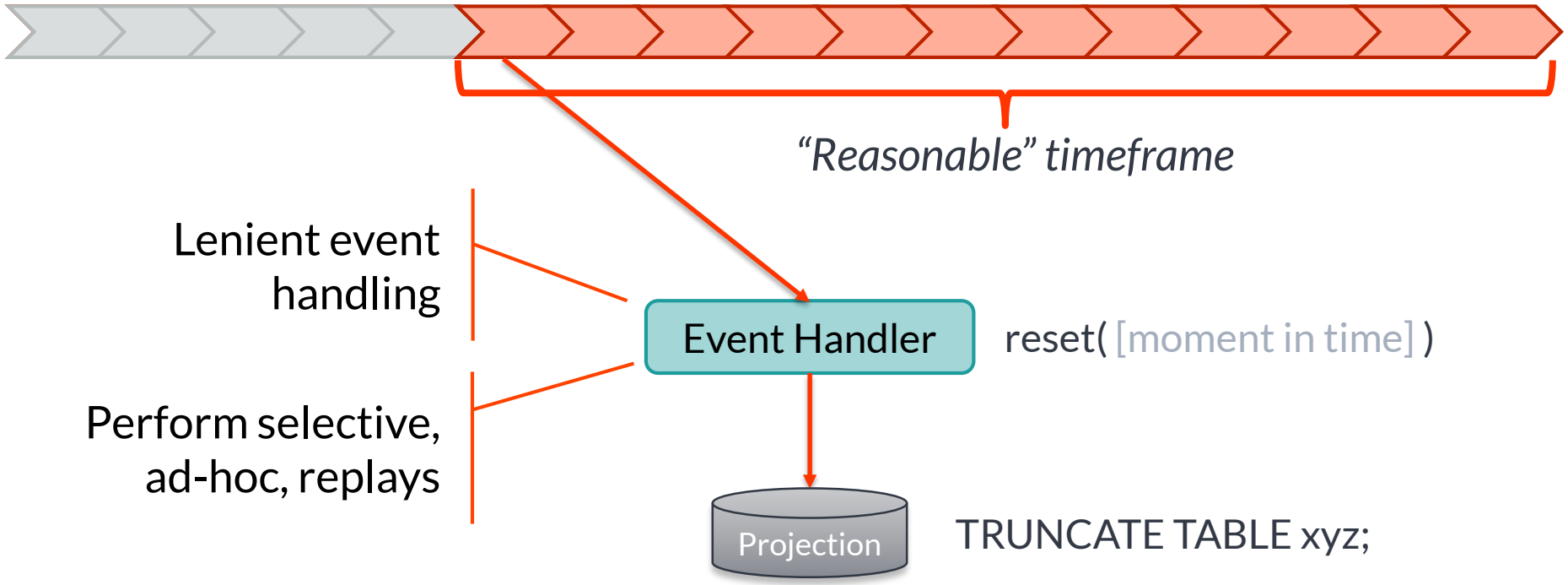
- 250 events per second
- Replaying
  - 1k events: 4 seconds
  - 1M events: 66 minutes
  - 10M events: 11 hours
  - 1B events: 46 days

But wait....

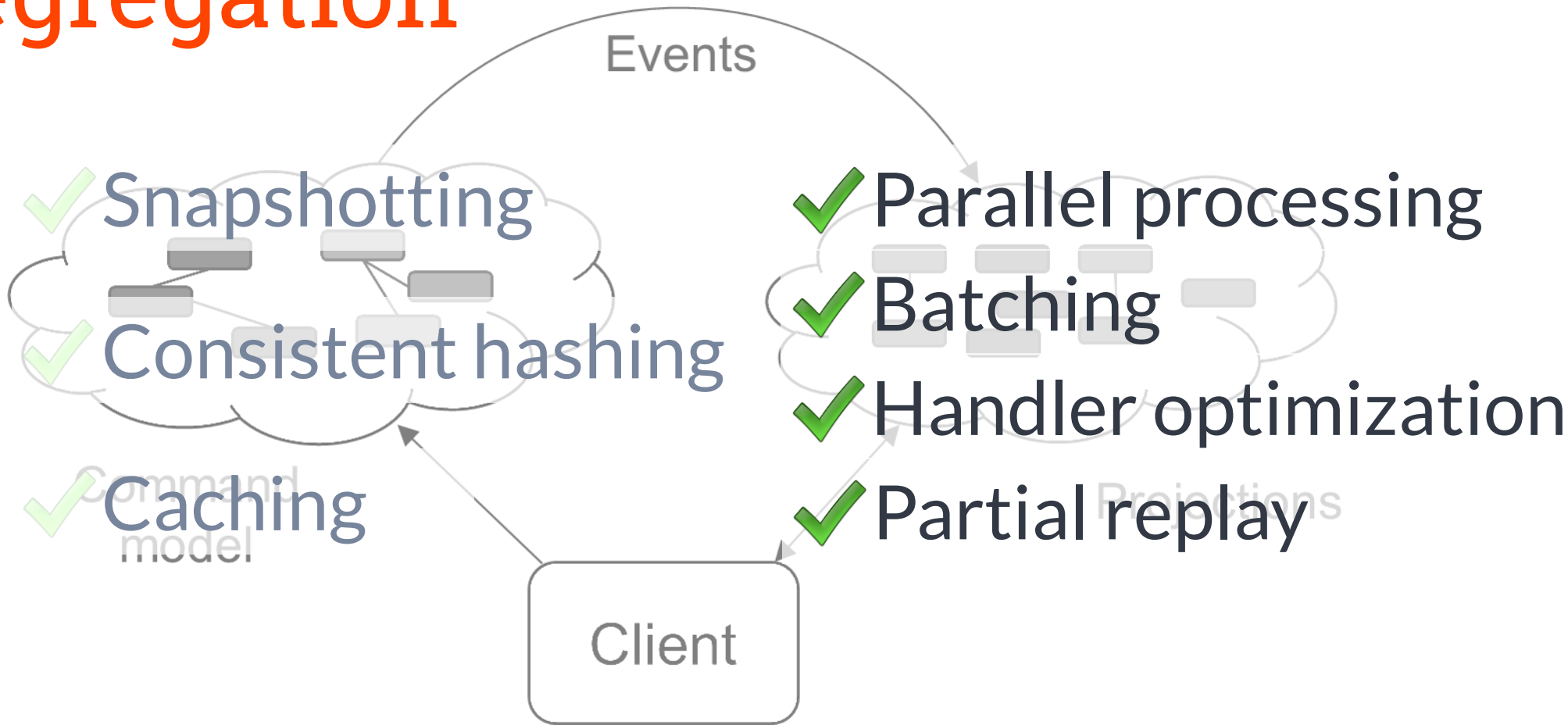
Replay duration still increases as stored data accumulates

Problem #3

Partial replays



Command Query Responsibility Segregation



CQRS and Event Sourcing

...

CQRS and Event Sourcing

aren't "faster"

CQRS and Event Sourcing aren't "magic Pixy Dust"

CQRS and Event Sourcing require tuning

(like any other technology would…)

CQRS and Event Sourcing

allow for more focused, efficient, optimization

References

- Axon
  - axoniq.io
  - github.com/axonframework
  - github.com/axoniq
  - @axonframework
  - @axon_iq

- QuickStart: axoniq.io/download