

# GOTO EDA Day 2022

📍 Codenode | London

📅 September 1st, 2022



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AWS AND PARTNERS





# Event-driven architectures in practice

Lessons learned building an e-commerce platform in 6 months at cinch

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cinch

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AWS



We focus a lot on our application's code...



How comfortable are you throwing code out  
and trying something new?



# Building a new feature requires:

- Spinning up infrastructure
- Writing custom integration code
- Coordinating with other teams on changes
- Writing business logic

**Today, 80% of developer time is spent in operations and maintenance.\***

**In the future, the only code you write will be business logic.**

\*Deloitte, 2019

# Building a new feature requires:

- ~~Spinning up infrastructure~~
- ~~Writing custom integration code~~
- ~~Coordinating with other teams on changes~~
- Writing business logic

Building serverless, event-driven architectures  
lets you build faster and experiment more.

# What do we mean by 'serverless'?

Just upload your code

Automatically scale resources up  
and down

No server management

Native integrations built-in

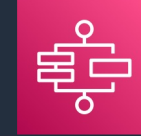
# What code do you not need to write?

## Examples:

- Integrations between services to send and receive events
- Services emit events automatically
- Retry logic and error handling
- Integrations to call AWS service APIs



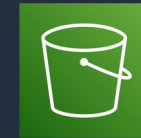
Amazon EventBridge



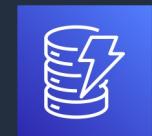
AWS Step Functions



AWS Lambda

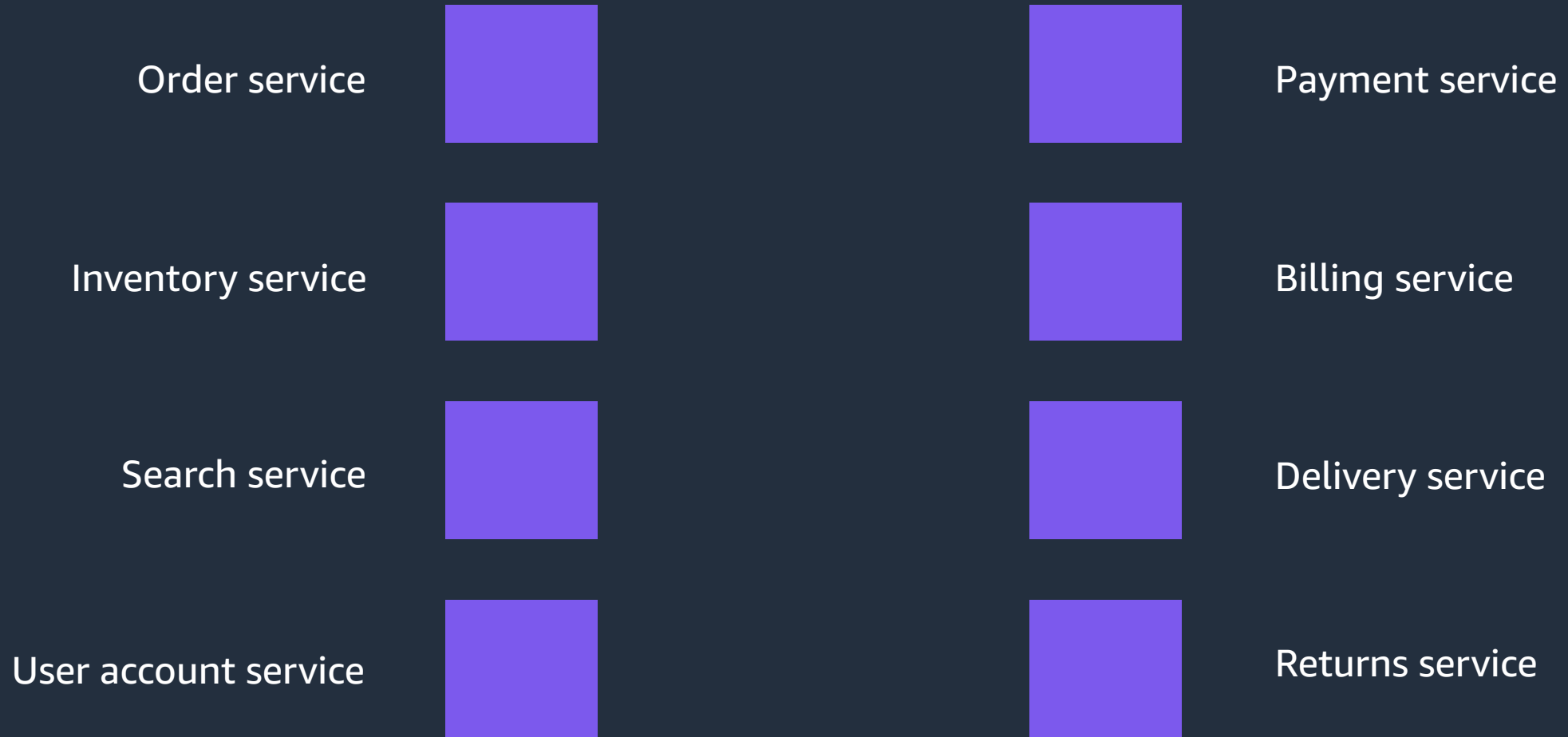


Amazon S3



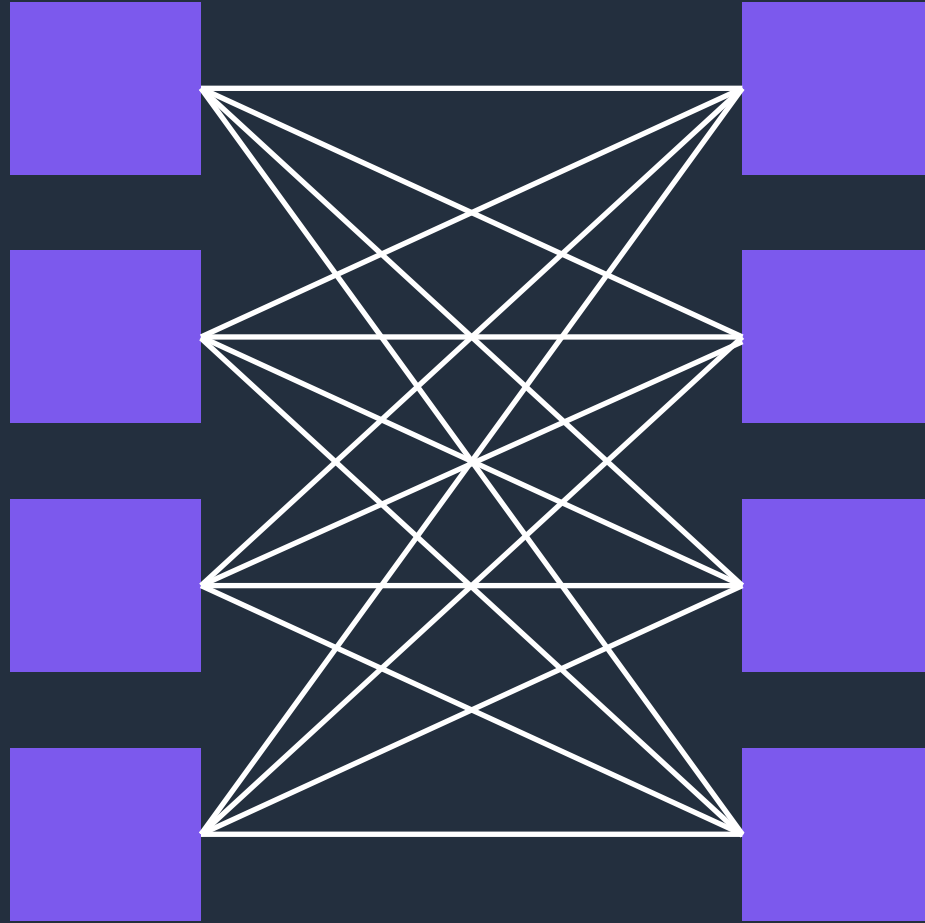
Amazon DynamoDB

# A microservice application

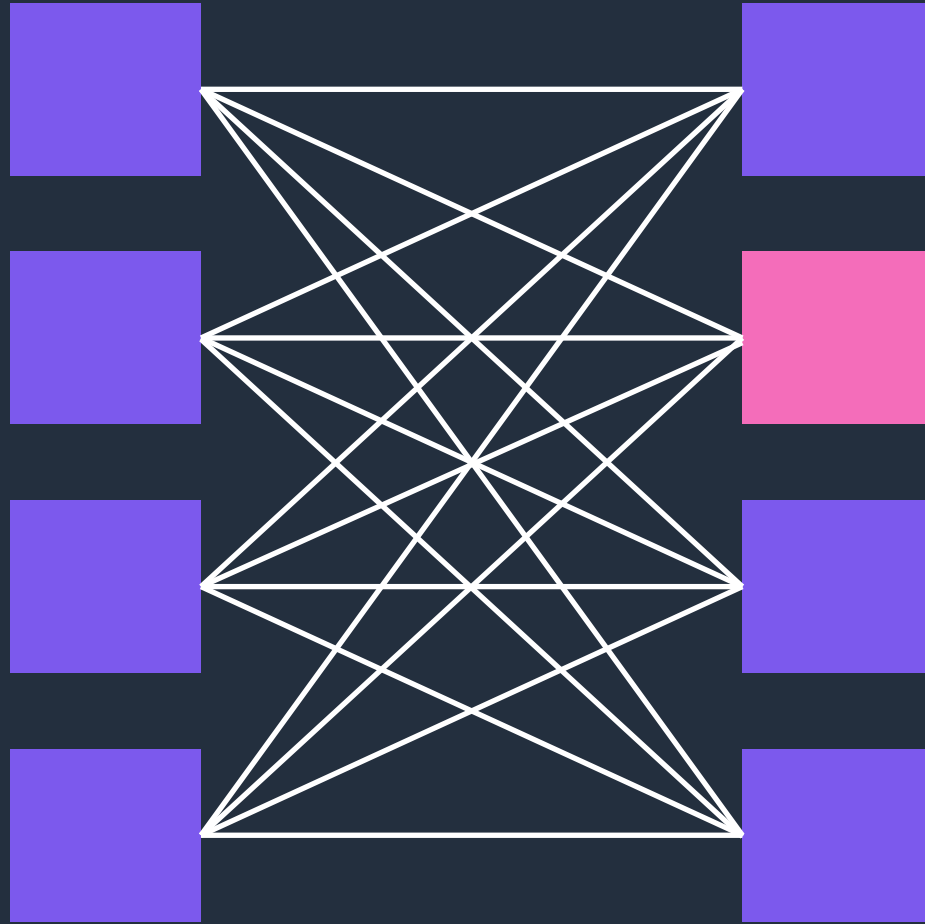




# A microservice application



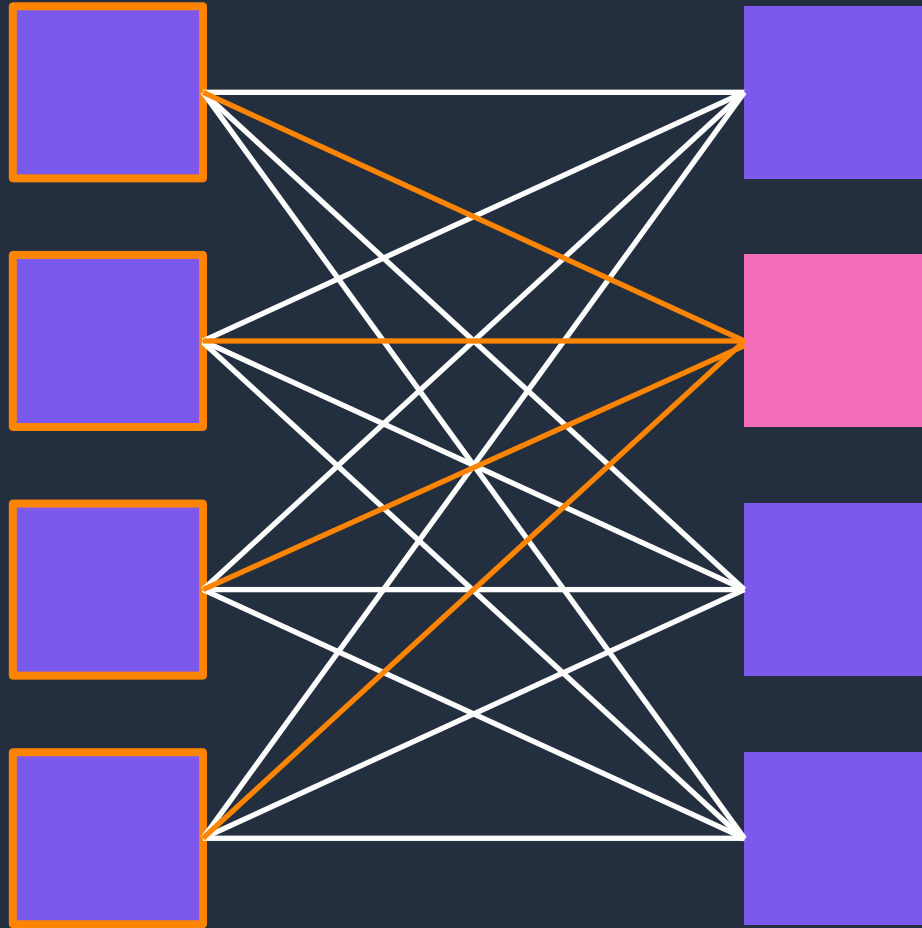
# A microservice application



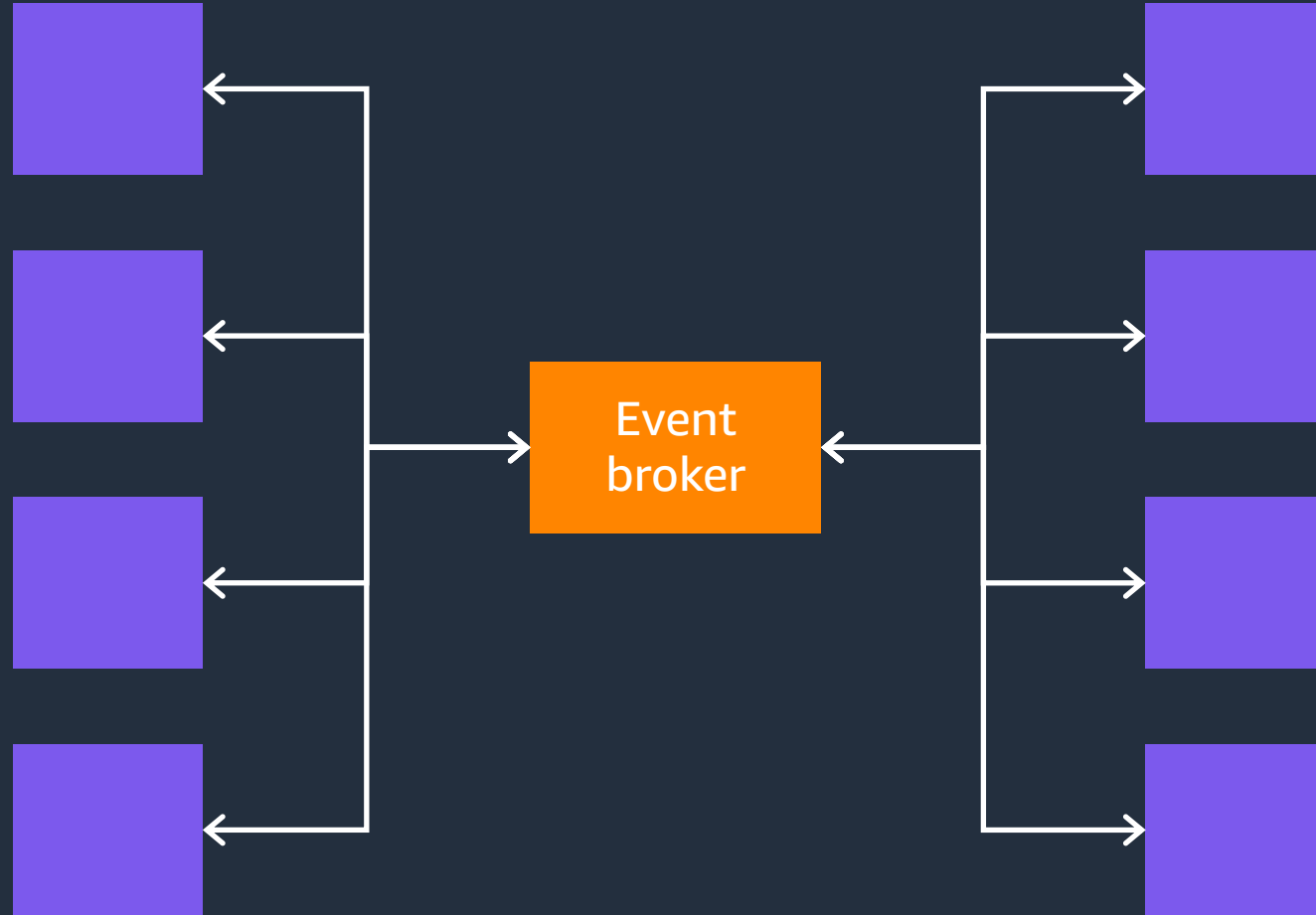
New idea!

# A microservice application

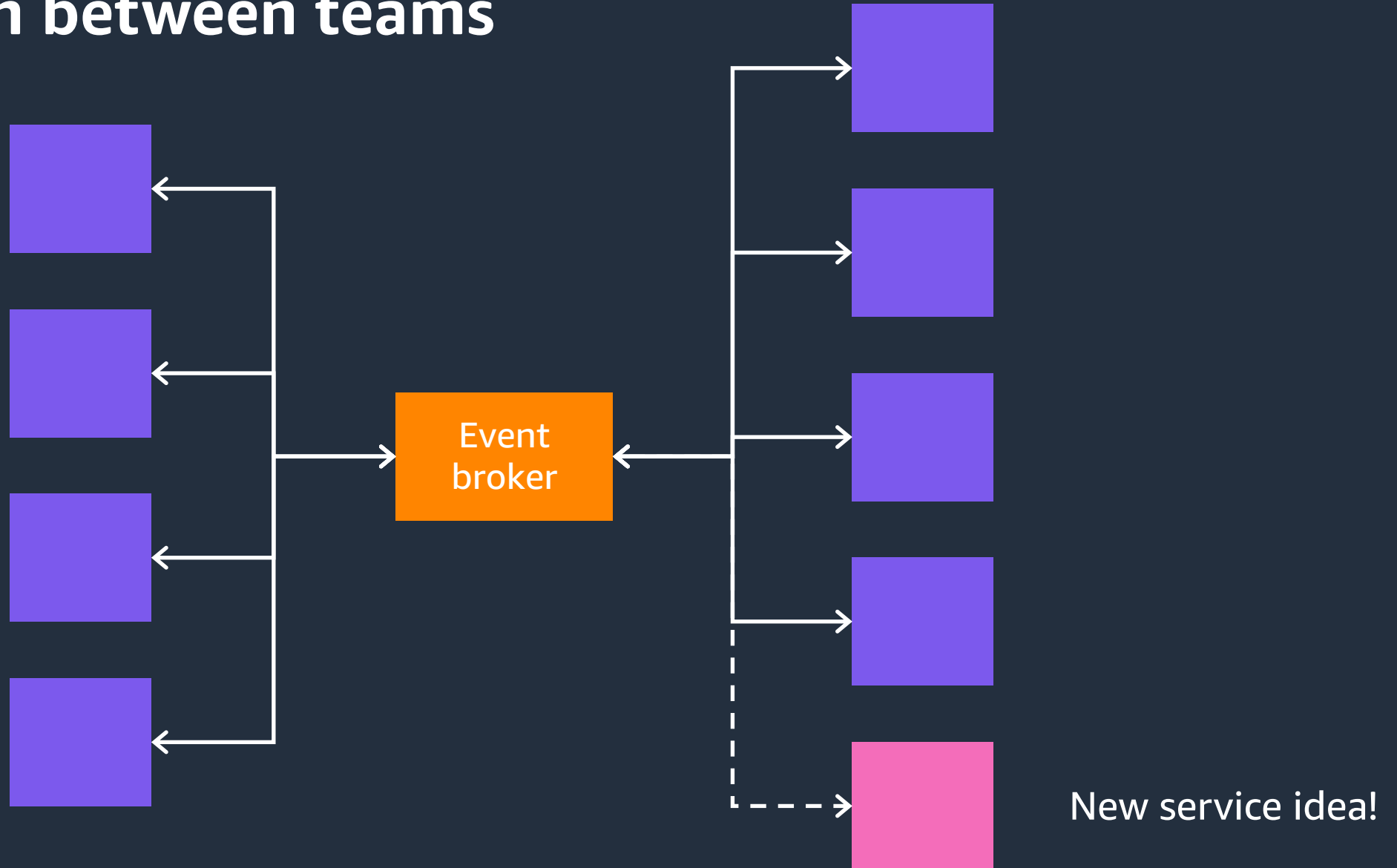
Coordinate changes with all these teams prior to deploying.



# Asynchronous events reduce the need for tight coordination between teams



# Asynchronous events reduce the need for tight coordination between teams



# Serverless, event-driven architectures enable you to:



Decouple  
teams



Experiment  
constantly



Build faster



# cinch: Cars without the faff

- Launched Oct. 2020
- Fully digital used car ecommerce site
- Offers free home delivery, easy payment and financing, and guaranteed part-exchange



cinch

# cinch launched a new business model and event-driven platform in 6 months:

- **Scalability:** Requests exceeded 1M/minute at peak load, and request latency actually decreased as load increased.
- **Cost:** Serverless services reduced costs by 30%.
- **Agility:** A single squad can own the entire stack, enabling autonomous and cross-functional teams.
- **Growth:** Achieved 10x conversion rate in just 12 months.

👋 I'm Toli.

Engineering Practice Lead at cinch

1/2 Geordie 🇬🇧, 1/2 Greek 🇬🇷

λ + 🏀 + 🧘

10+ years building software 💻



@apostolis09

# 2019



Everyone at cinch  
in a single room

# 2019



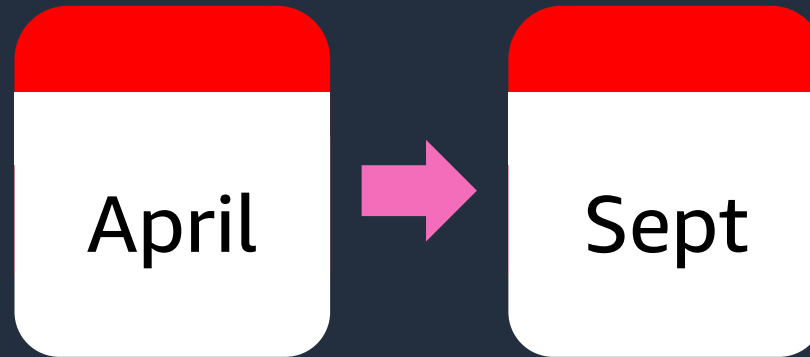
Everyone at cinch  
in a single room

# 2019

# 2020



Everyone at cinch  
in a single room



Six months to deliver a  
platform



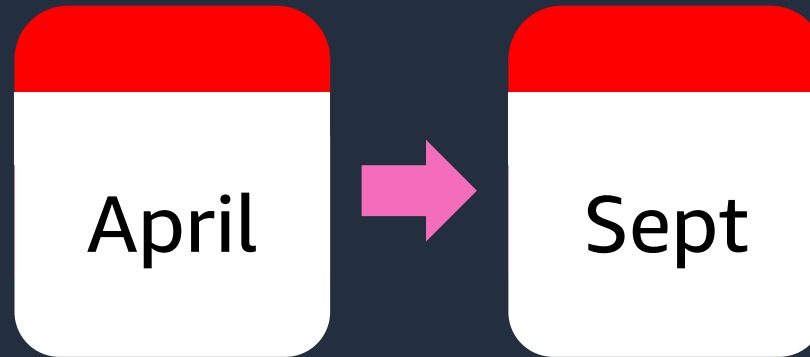
# 2019

# 2020

# 2022



Everyone at cinch  
in a single room



Six months to deliver a  
platform



Evolving with existing  
architecture

# How do we disrupt an industry moving at a different pace?

**How do we disrupt an industry moving at a different pace?**

**How to build and maintain momentum?**

**How do we disrupt an industry moving at a different pace?**

**How to build and maintain momentum?**

**How to avoid building tech we don't need?**

# We chose:

✓ AWS

✓ Serverless

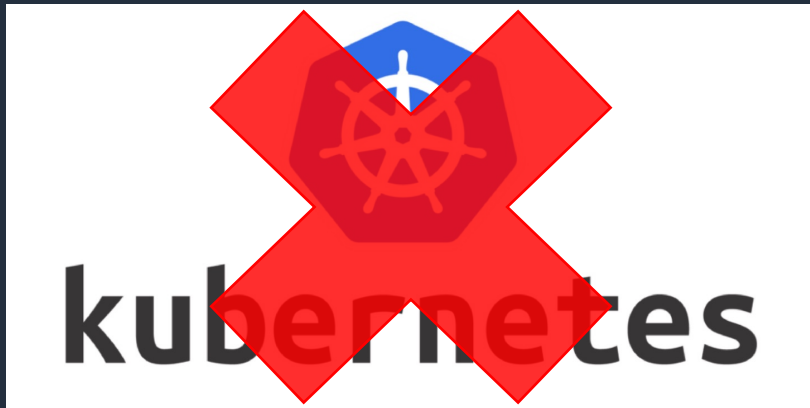
✓ Event Driven Architecture

# Why **serverless**?

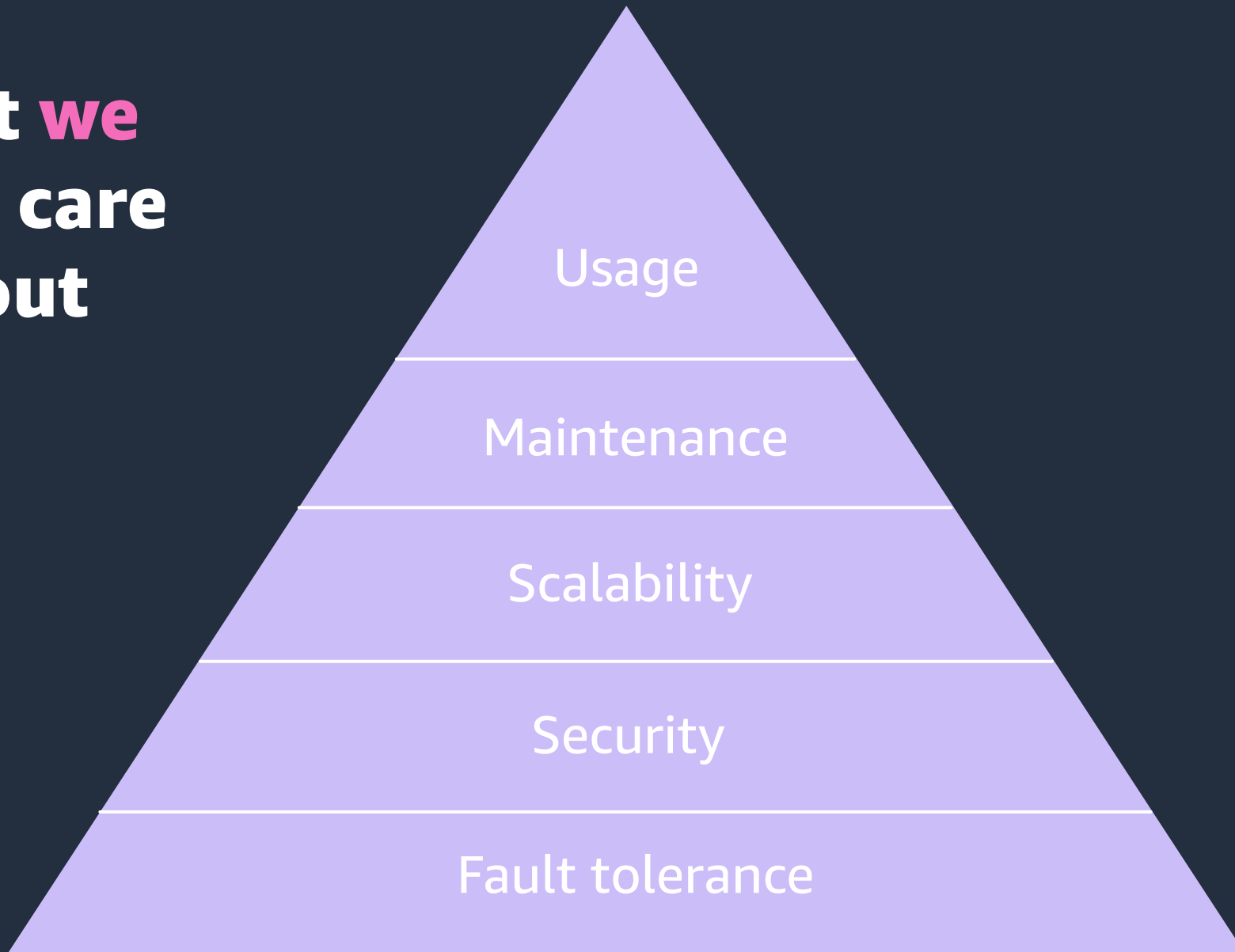




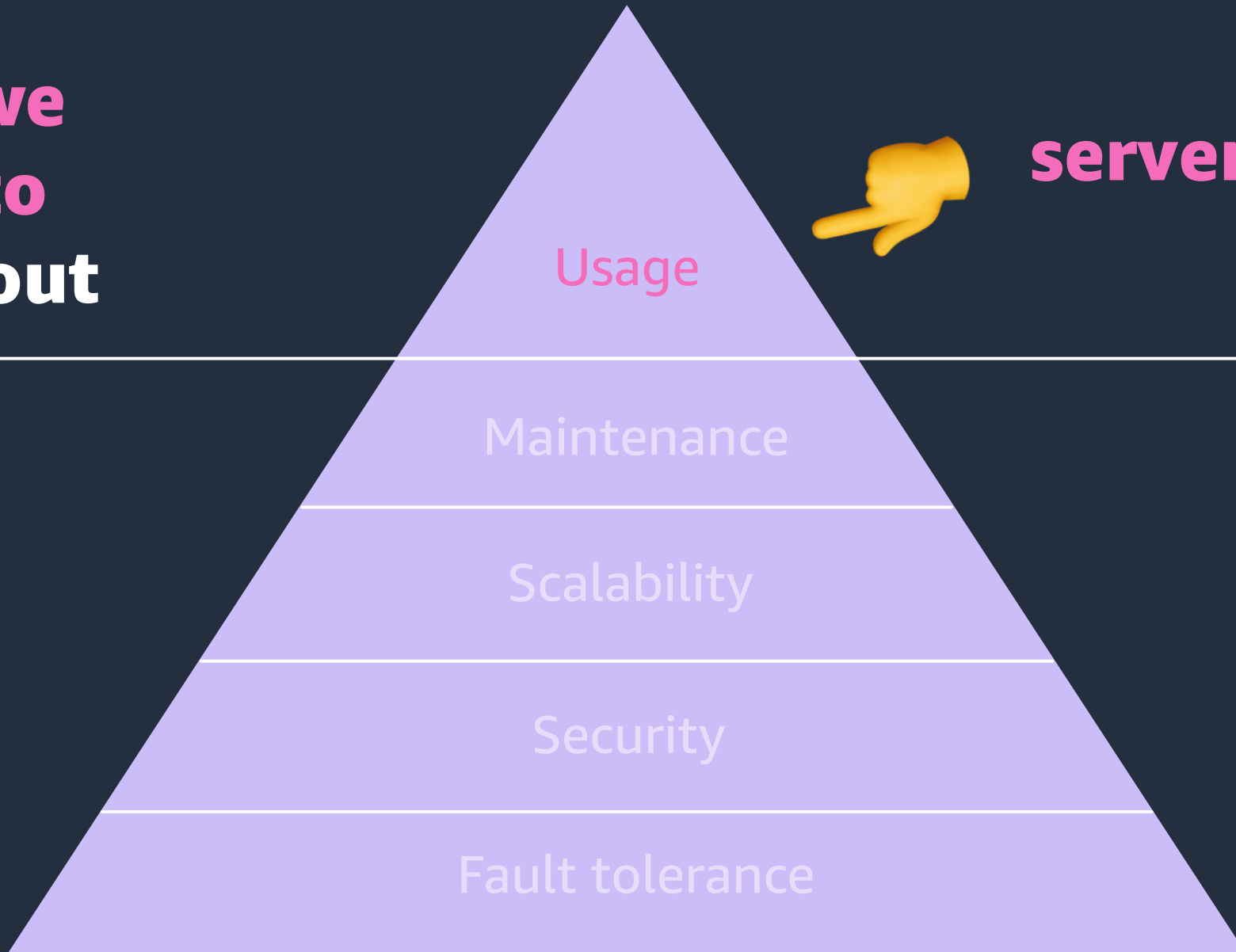




**What we  
could care  
about**



**What we  
want to  
care about**



**serverless**



# Why event driven?



## APIs

✓ Performance SLA

✓ Interface SLA  
(REST API)

## Events

✗ Performance SLA

✓ Interface SLA  
(EventBridge event)

**1**

**Systems, teams, tech stack**

**2**

**What patterns emerged?**

**3**

**How did we evolve our systems?**

**1**

**Systems, teams, tech stack**

**2**

**What patterns emerged?**

**3**

**How did we evolve our systems?**



Search

Finance

Order

Delivery

Post  
Order

Inventory



Search

Finance

Order

Delivery

Post Order

Inventory







## Event sourced DynamoDB design with TypeScript - Part 1

This is part 1 of a 2 part series:

- [Part 1 - Event Sourcing design](#)
- [Part 2 - From design to implementation](#)

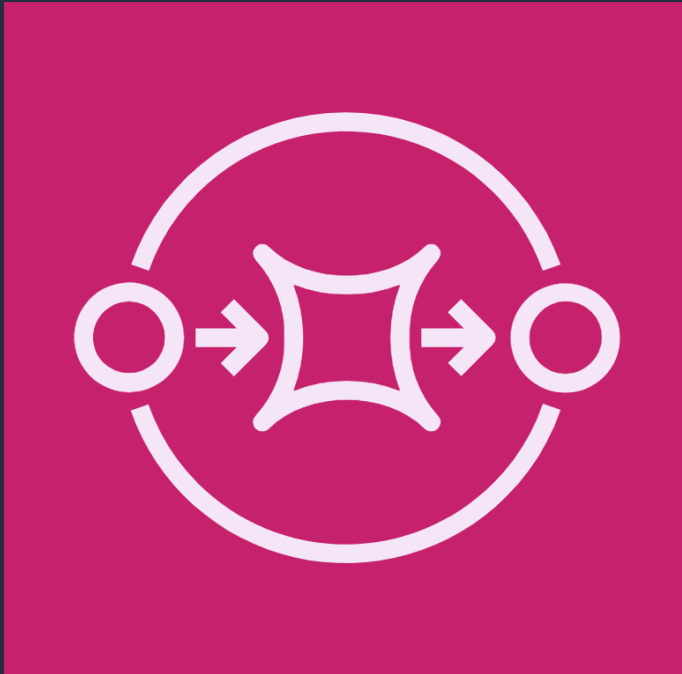
Full example: [0]

- <https://github.com/a-h/hde/> [0]





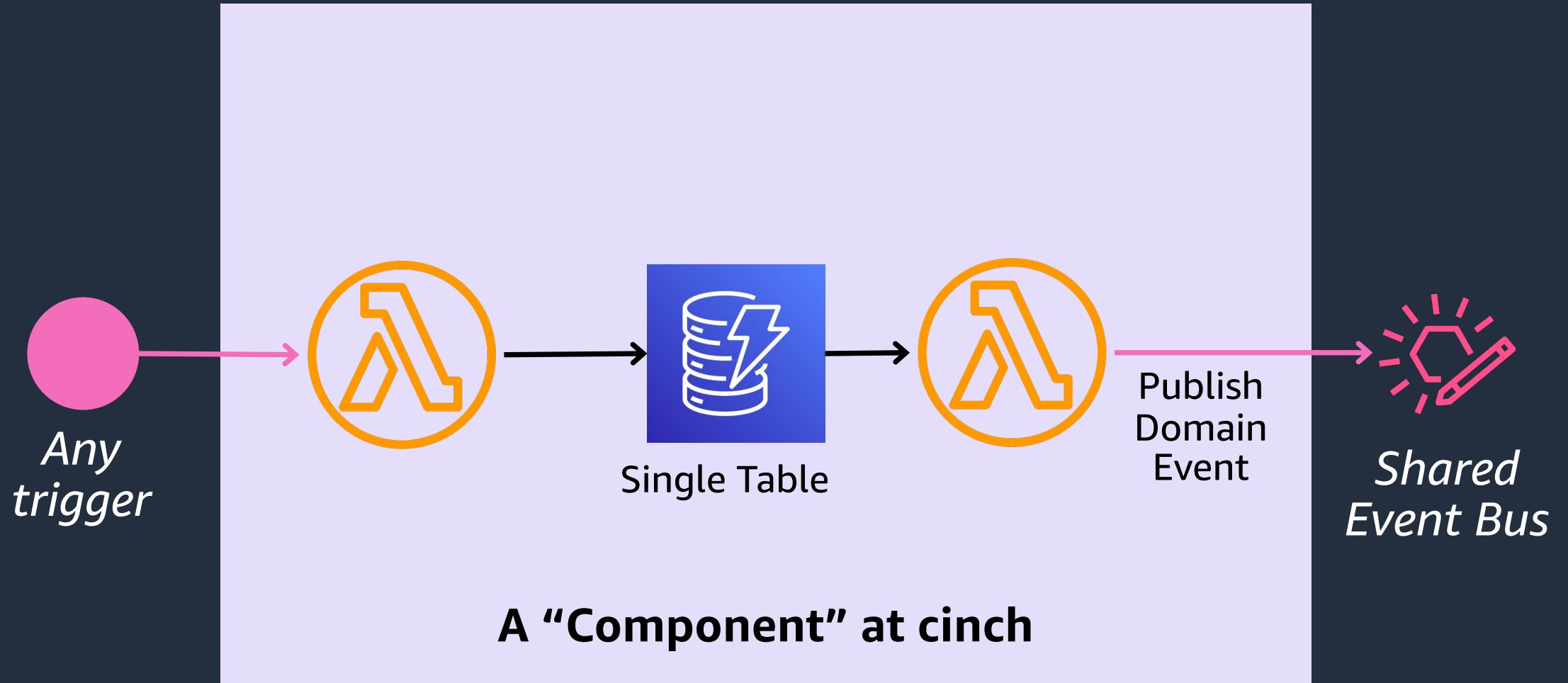
+ cinch + 2019 = ❤️



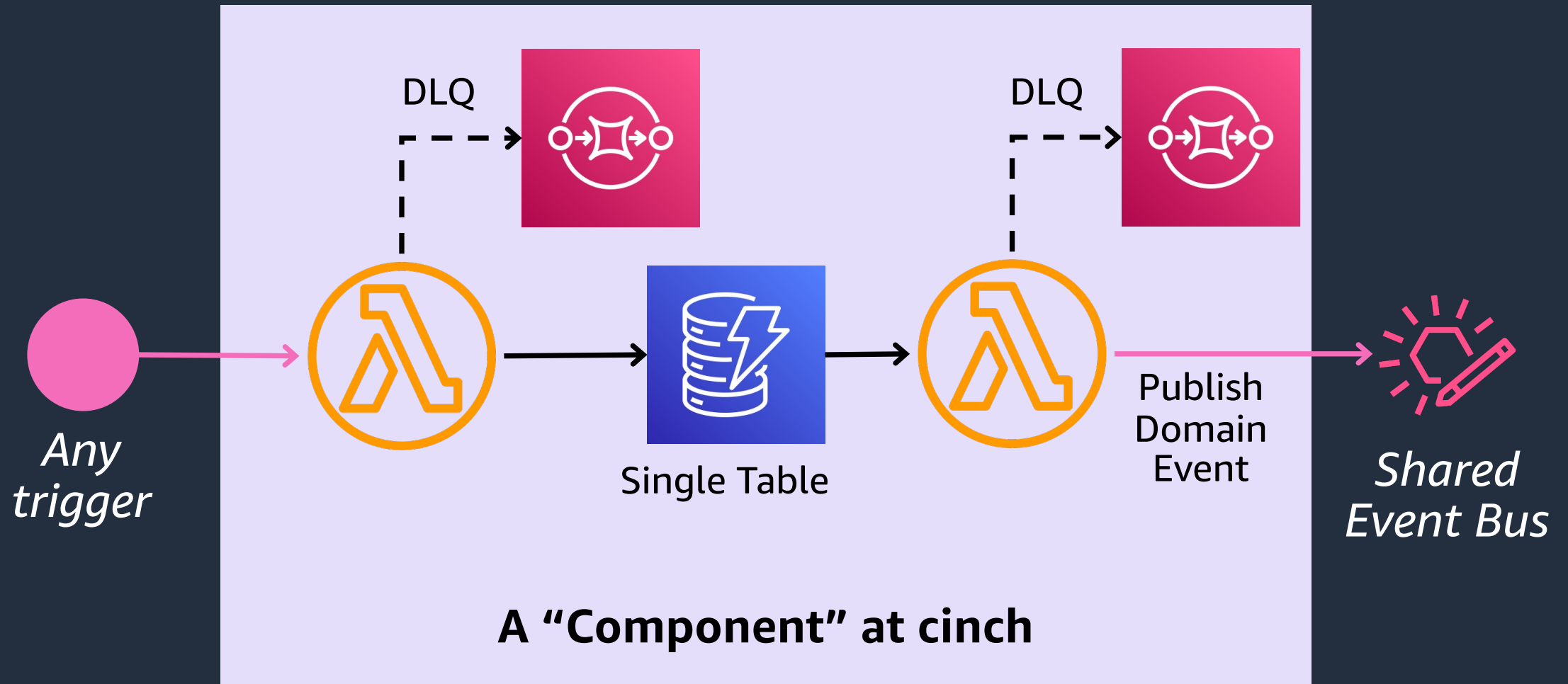
Buffering data

FIFO – exactly once

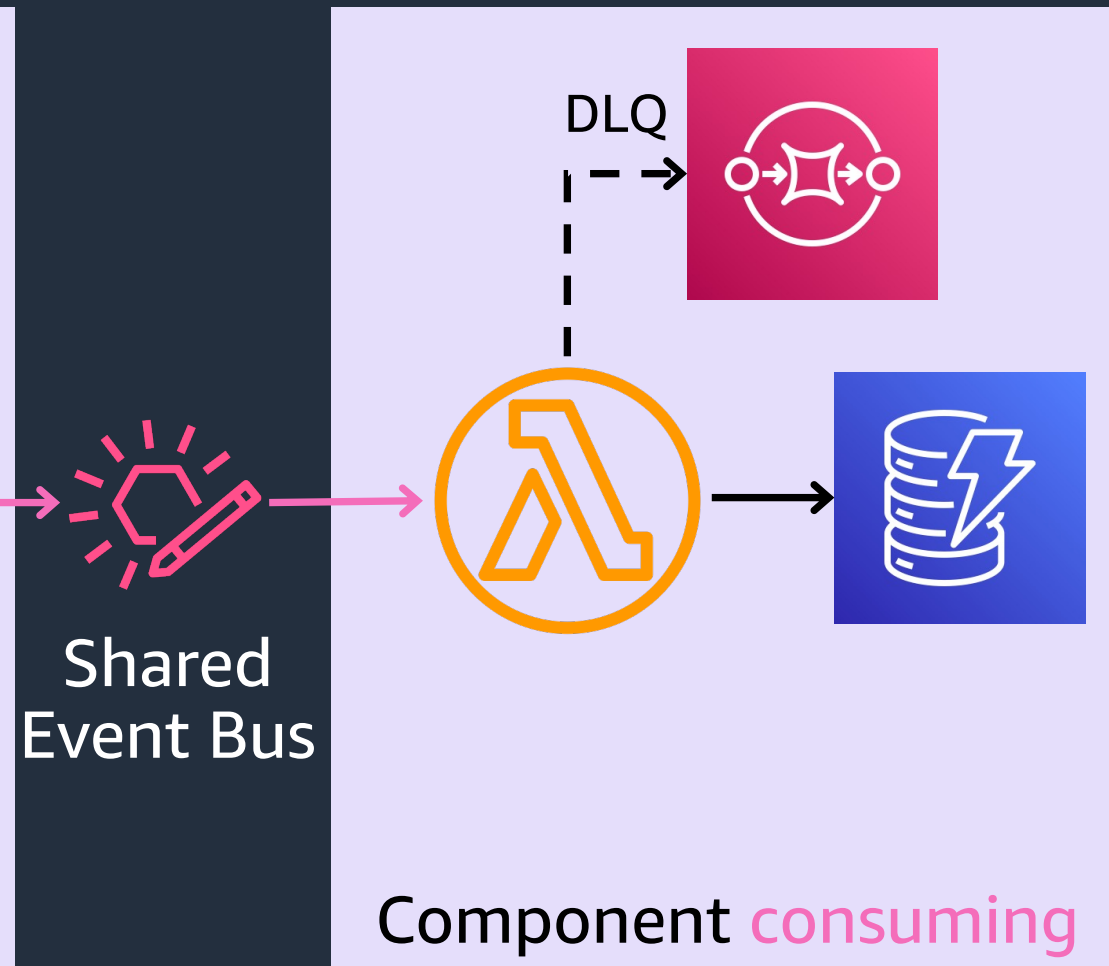
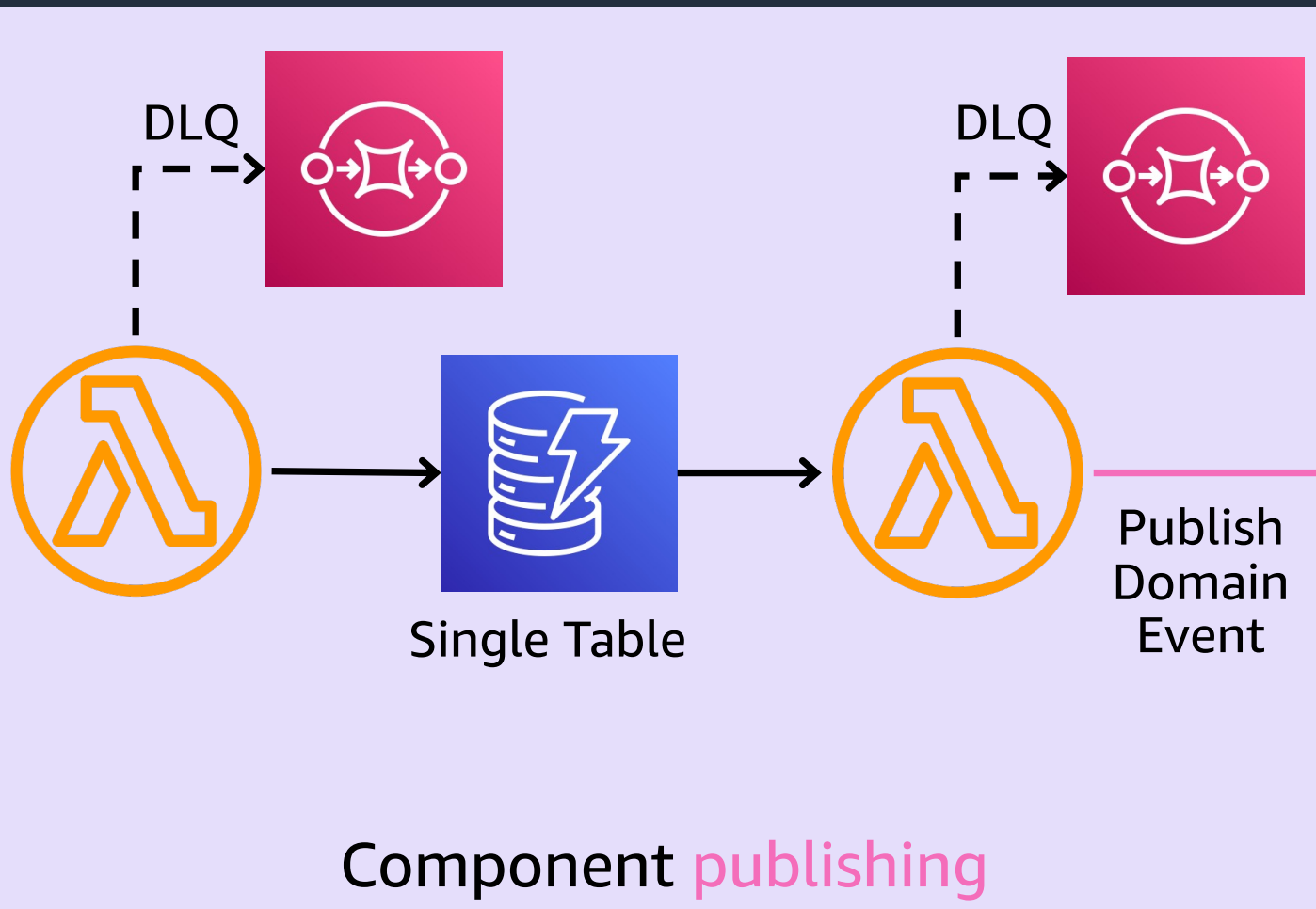
# What does a team own?

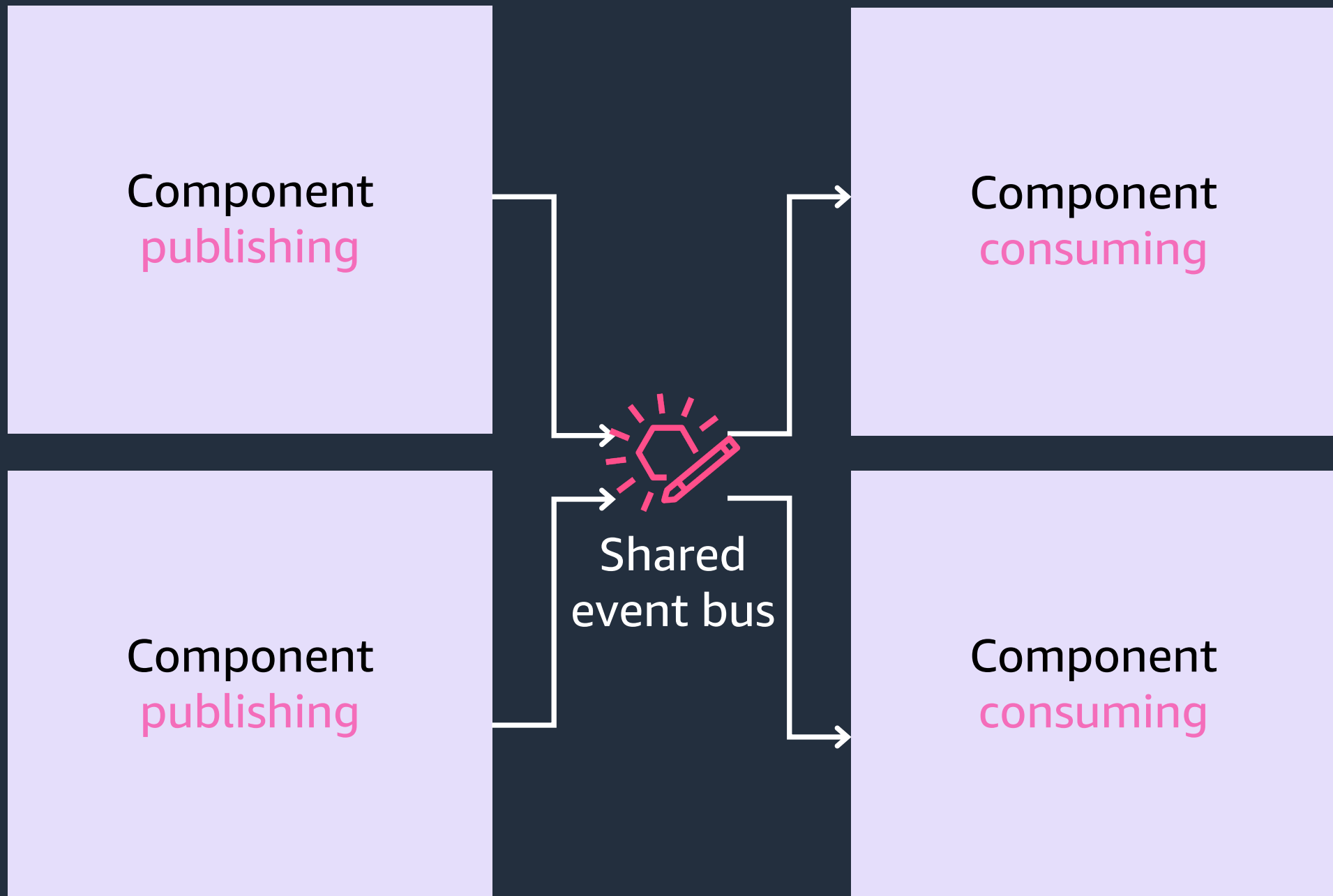


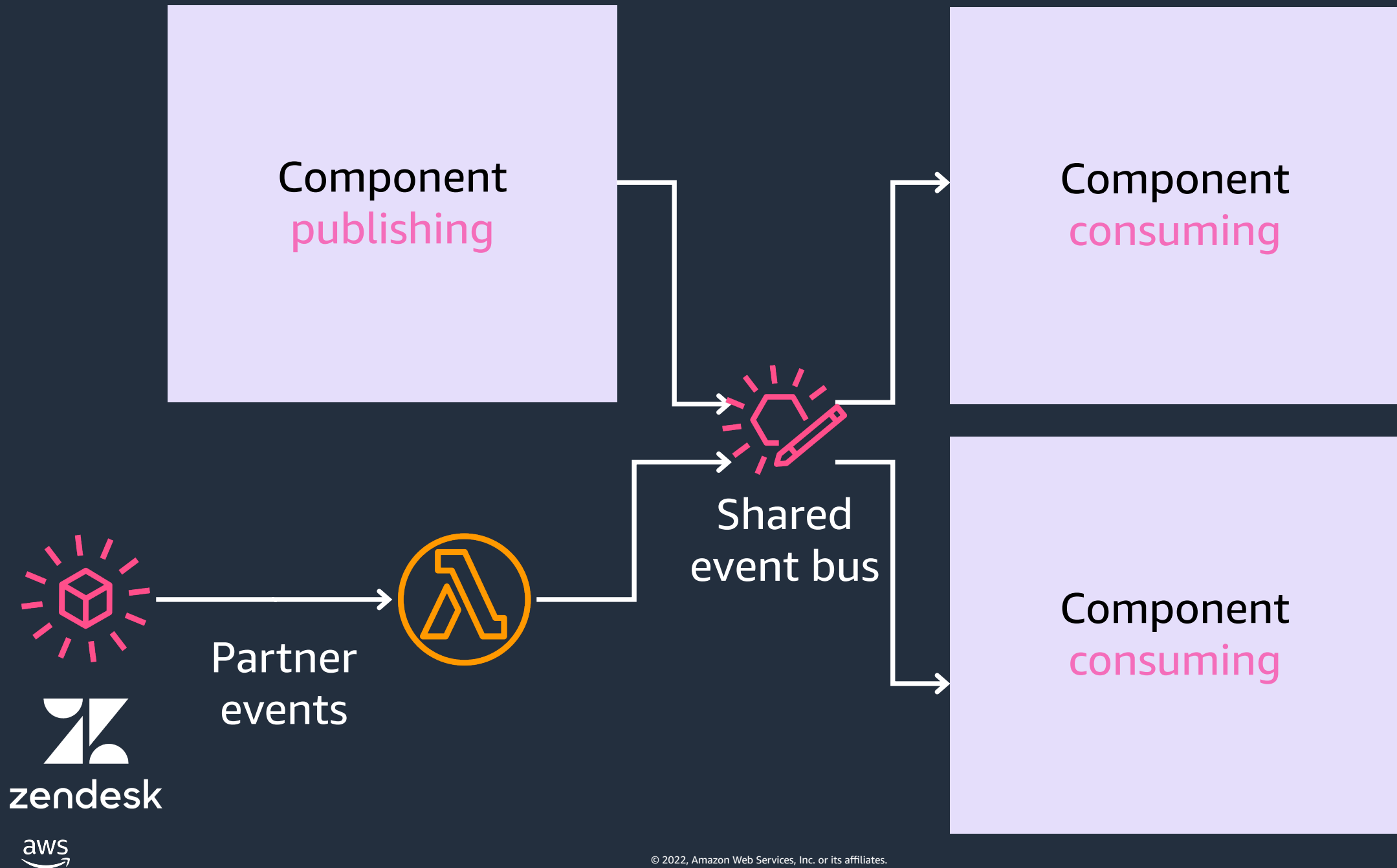
# What does a team own?











**1**

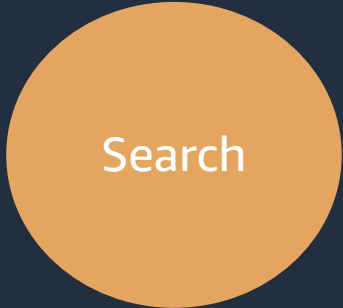
**Systems, teams, tech stack**

**2**

**What patterns emerged?**

**3**

**How did we evolve our systems?**



# Search & filter for cars

Search



cinch

Find a car ▾


Car finance

Part exchange

How cinch works ▾

News & reviews ▾

My profile 

 Volkswagen Tiguan



Filters (2)


 [Clear all](#)

Volkswagen X

Tiguan X

 [Set up search alert](#)

 **Make and model**   
Volkswagen Tiguan


 **Price** 

 **Age** 


 **Mileage** 

 **Fuel type** 

 **Features** 

 **Colour** 

 **Body type** 

 **Gearbox** 

 **Engine size** 

## Used Volkswagen Tiguan

The biggest range of great value, high-quality cars you can buy entirely online, with over 1000 added every week.

### Finance representative example (PCP)

Based on a car price of **£12,750** with a **£2,000** deposit, borrowing £10,750 at a representative APR of **8.9%** and the following:

48 monthly payments of	Fixed interest rate	Option-to-purchase fee	Optional final payment	Amount of interest	Total amount payable	Annual mileage limit	Excess mileage charge
<b>£196.05</b>	<b>8.9%</b>	<b>£10</b>	<b>£3,969.00</b>	<b>£2,630.40</b>	<b>£15,380.40</b>	<b>8,000 miles</b>	<b>3p per mile</b>

1 to 23 of 23 results

Sort by

Featured 



cinch

**Volkswagen Tiguan**  
2.0 TDi BlueMotion Tech Match Edition 150 5dr

2016 44,801 Miles Diesel

Manual

**£13,950** **£295** /month HP

☐ Compare

 Favourite



cinch

**Volkswagen Tiguan**  
2.0 TDi 150 4Motion SEL 5dr DSG

2019 63,427 Miles Diesel

Automatic

**£20,200** **£286** /month PCP

☐ Compare

 Favourite



cinch

**Volkswagen Tiguan**  
2.0 TDi BlueMotion Tech Match 150 4MOTION 5dr


2015 27,628 Miles Diesel

Manual

**£14,400** **£306** /month HP

☐ Compare

 Favourite

 need help?

# Car info & status

+

# View car details

Inventory



cinch

Find a car ▾

Car finance

Part exchange

How cinch works ▾

News & reviews ▾


My profile 

[< Results](#)

[Share this car](#)

 [14-day money back guarantee](#)

 [Free home delivery or collection](#)

Excellent 4.7 out of 5  Trustpilot



## Volkswagen Tiguan

2.0 TDi BlueMotion Tech Match Edition  
150 5dr

2016 • 44,801 miles

Diesel • Manual

☐ Compare

 Favourite

Pay monthly

Pay in full

**£305** /month HP  
Representative example\*

Buy now

 [Use finance calculator](#)

Get your part-exchange quote

Enter your registration

E.g. A20FGG

Find



# An aggregator of the cars' state





 **Consumed**

VehicleAcquired

VehicleSold

VehicleDelivered

 **Published**

VehicleImported

VehiclePublished

VehicleUpdated



 **Consumed**

VehicleAcquired

VehicleSold

VehicleDelivered



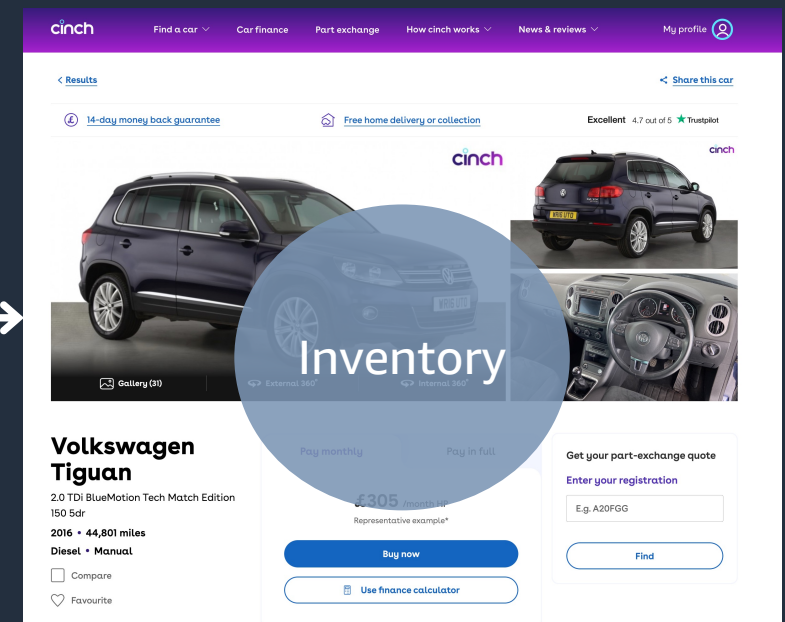
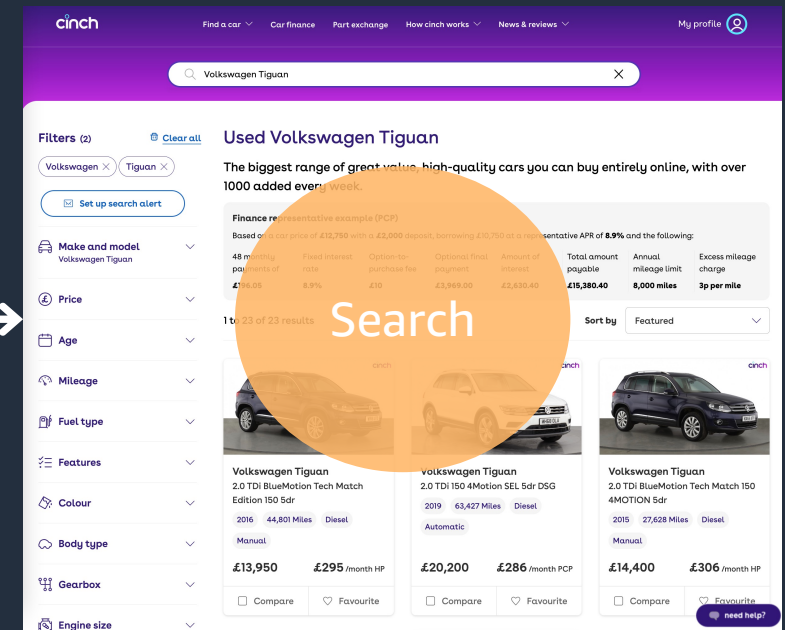
 **Published**

VehicleImported

VehiclePublished

VehicleUpdated 

# Inventory Component



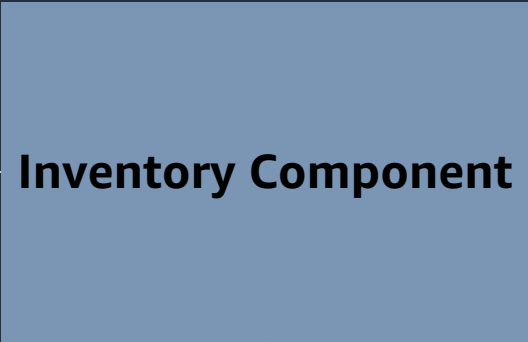
# How do these two systems interact\*?

\*in an Event Driven way

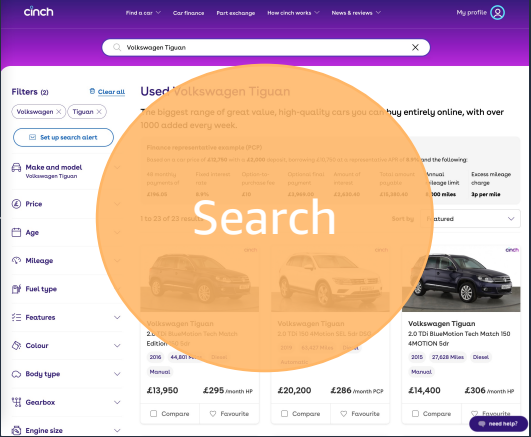
Shared event bus



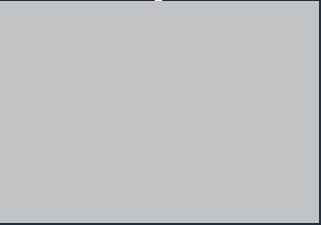
Other  
Domain  
events



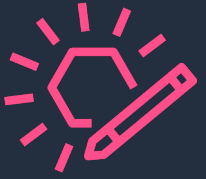
Shared  
event bus



3<sup>rd</sup> Party  
events



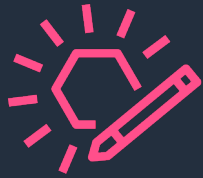
Shared event bus



# Event ledger pattern

Other Domain events

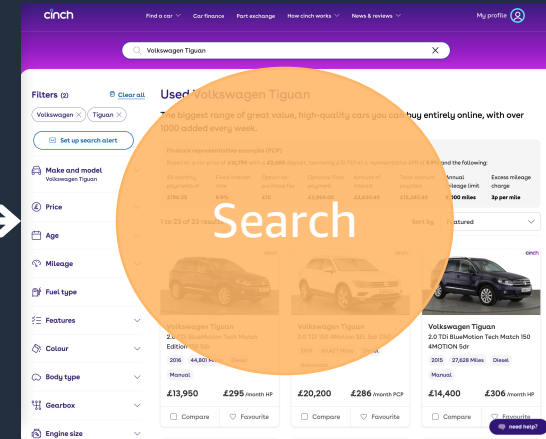
Inventory Component



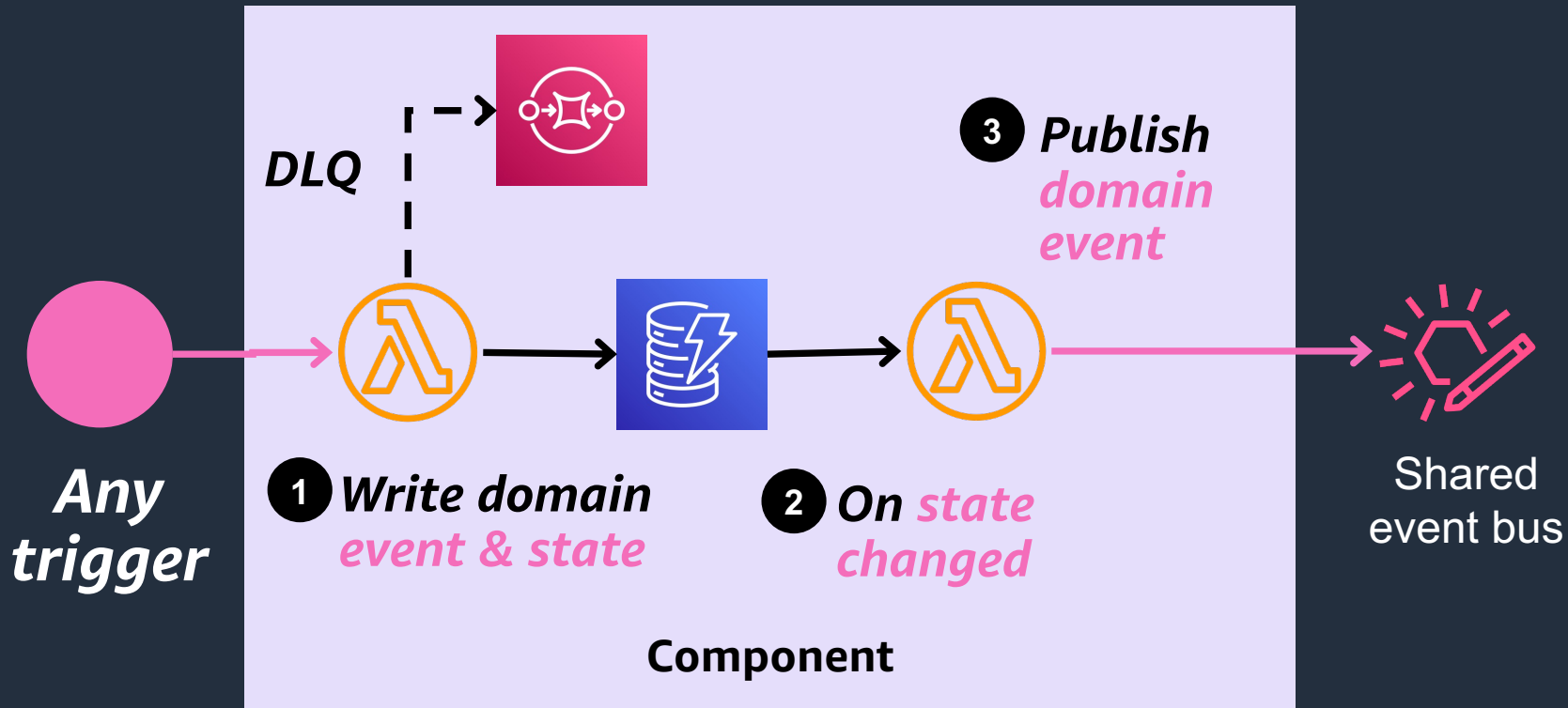
Shared event bus

Search Component

3<sup>rd</sup> Party events



# Event ledger pattern



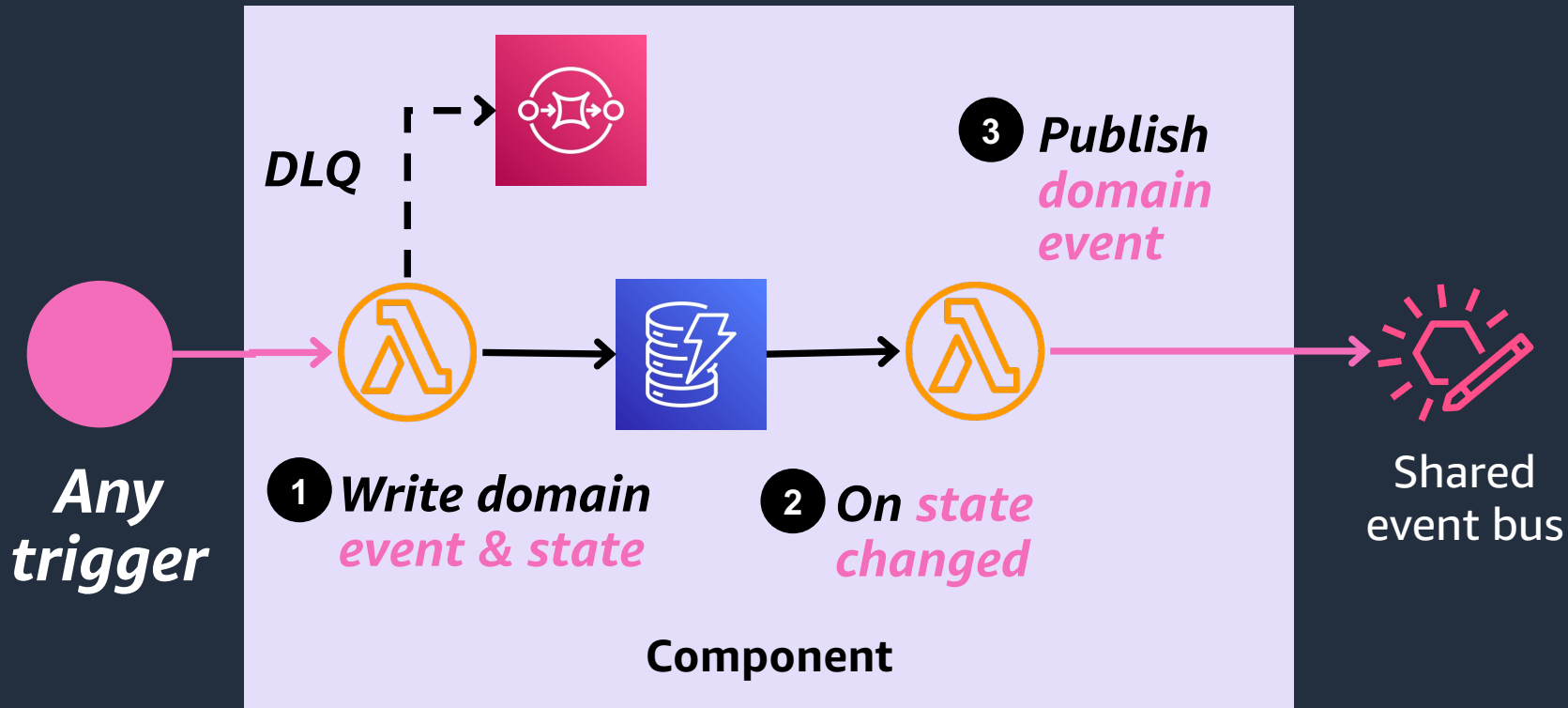
✓ Stores events & state

✓ Store & forget

✓ Outsource consistency to AWS

✓ Publish events by default

# Event ledger pattern



🤔 Not CRUD, **not familiar**

🤔 We exposed **database schema**

🤔 Mixed **private and public events**

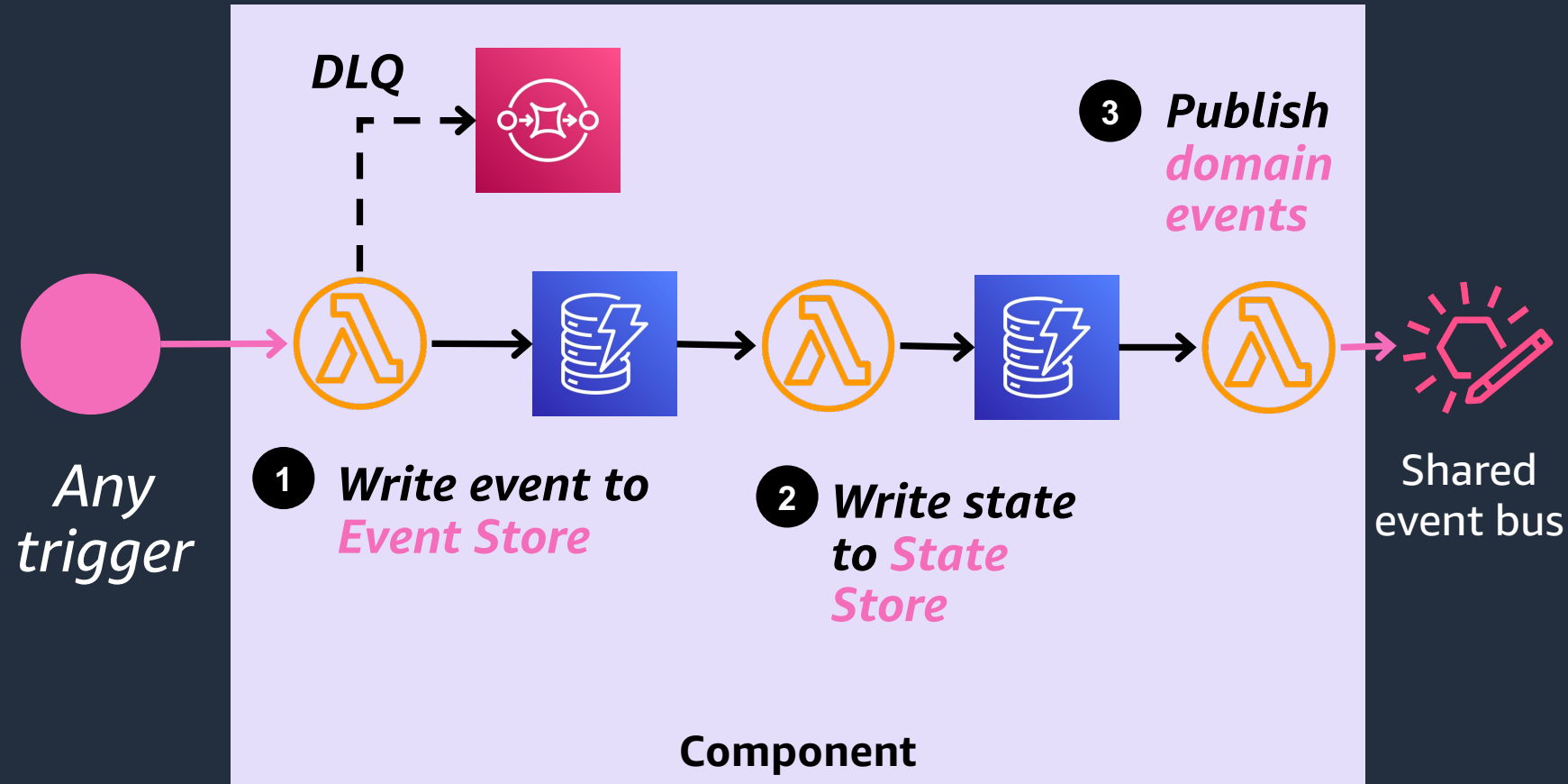
🤔 Mixed **event & state store**





# How are we solving this?

# Event/State Store pattern



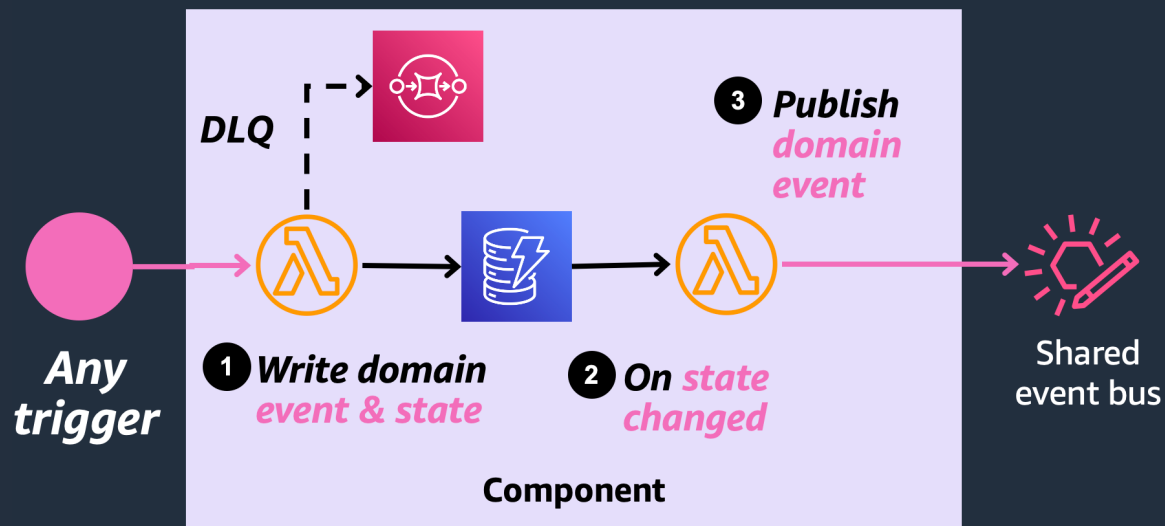
✓ Event store helps with debugging

✓ Consistent & stateless flow of data

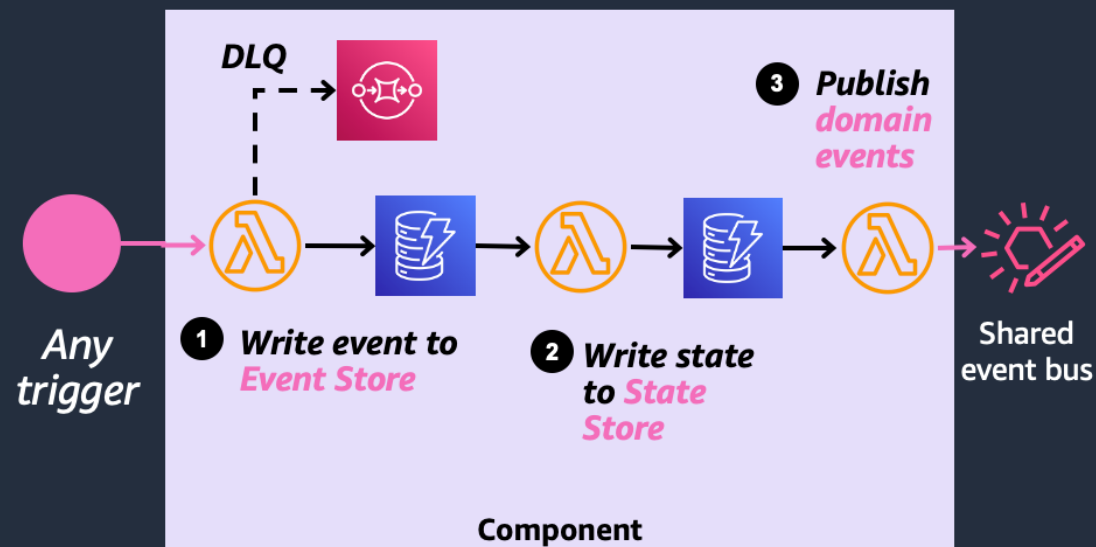
✓ State store as cache

✓ State store serves as a presentation layer

## Event ledger pattern



## Event/State Store pattern



# How to share vehicle updates\*?

**\*In an Event Driven way**

Shared event bus



Other Domain events

Inventory Component

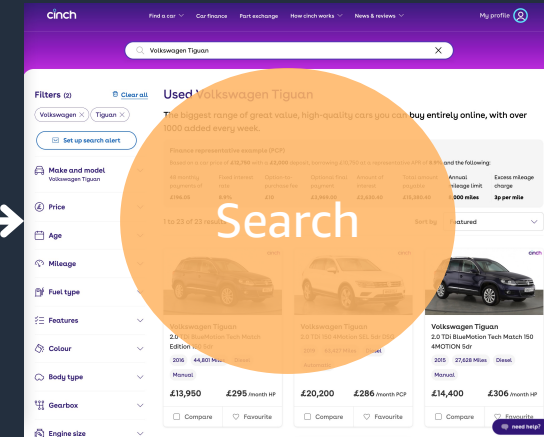
# The God event pattern



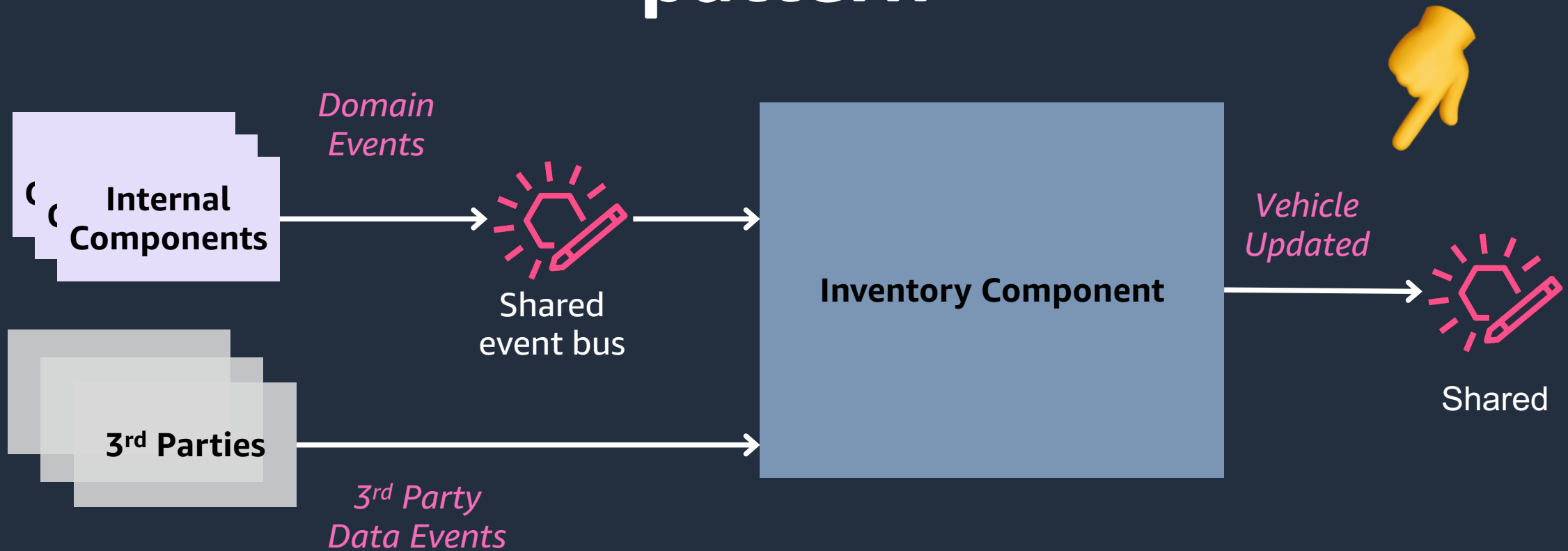
Shared event bus

Search Component

3<sup>rd</sup> Party events



# The God event pattern



VehicleUpdated → a “latest state” event  
a general-purpose update event  
has all the state about a vehicle  
has 80+ fields  
the contract never breaks

## Event Carried State Transfer



# VehicleUpdated



a “latest state” event

a general-purpose update event

has all the state about a vehicle

has 80+ fields

the contract never breaks



# Information about the car



```
{
  "_id": {
    "S": "Inventory/9a24379f-71af-4bef-8287-0b6b40771fb3"
  },
  "_rng": {
    "S": "HEAD"
  },
  "bodyType": {
    "S": "MPV"
  },
  "colour": {
    "S": "RED"
  },
  "doors": {
    "N": "5"
  },
  "eventSource": {
    "S": "Inventory"
  },
  "eventVersion": {
    "S": "1.1.0"
  },
  "fuelType": {
    "S": "PETROL/ELECTRIC"
  },
  "make": {
    "S": "TOYOTA"
  },
  "mileage": {
    "N": "6061"
  },
}
```

Information about  
the **car status**

Information about  
the **car**

```
"model": {
  "S": "PRIUS+"
},
"modelYear": {
  "N": "2015"
},
"price": {
  "N": "32000"
},
"published": {
  "BOOL": true
},
"refurbComplete": {
  "BOOL": false
},
"registeredKeepers": {
  "N": "1"
},
"seats": {
  "N": "7"
},
"serviceHistory": {
  "S": "No"
},
"specDataStatus": {
  "S": "retrieved"
},
"status": {
  "S": "restocking"
}
```

## Metadata about the event



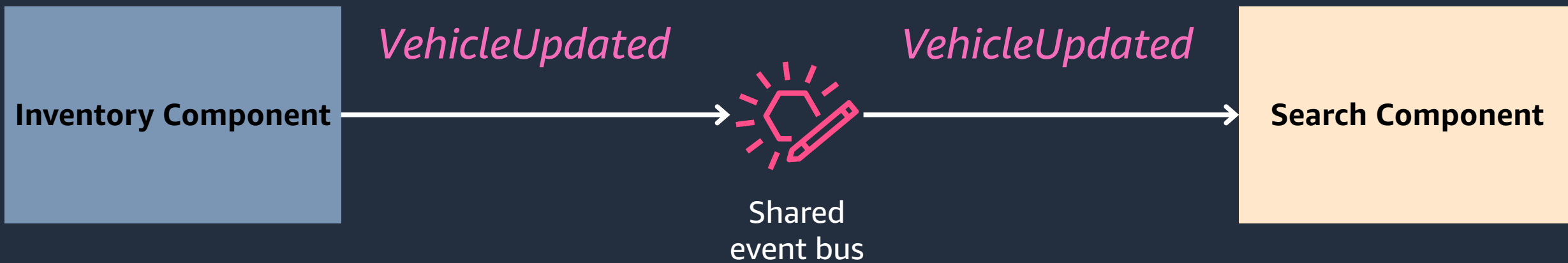
```
{
  "_id": {
    "S": "Inventory/9a24379f-71af-4bef-8287-0b6b40771fb3"
  },
  "_rng": {
    "S": "HEAD"
  },
  "bodyType": {
    "S": "MPV"
  },
  "colour": {
    "S": "RED"
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  },
  "make": {
    "S": "TOYOTA"
  },
  "mileage": {
    "N": "6061"
  },
}
```

# Some implementation detail

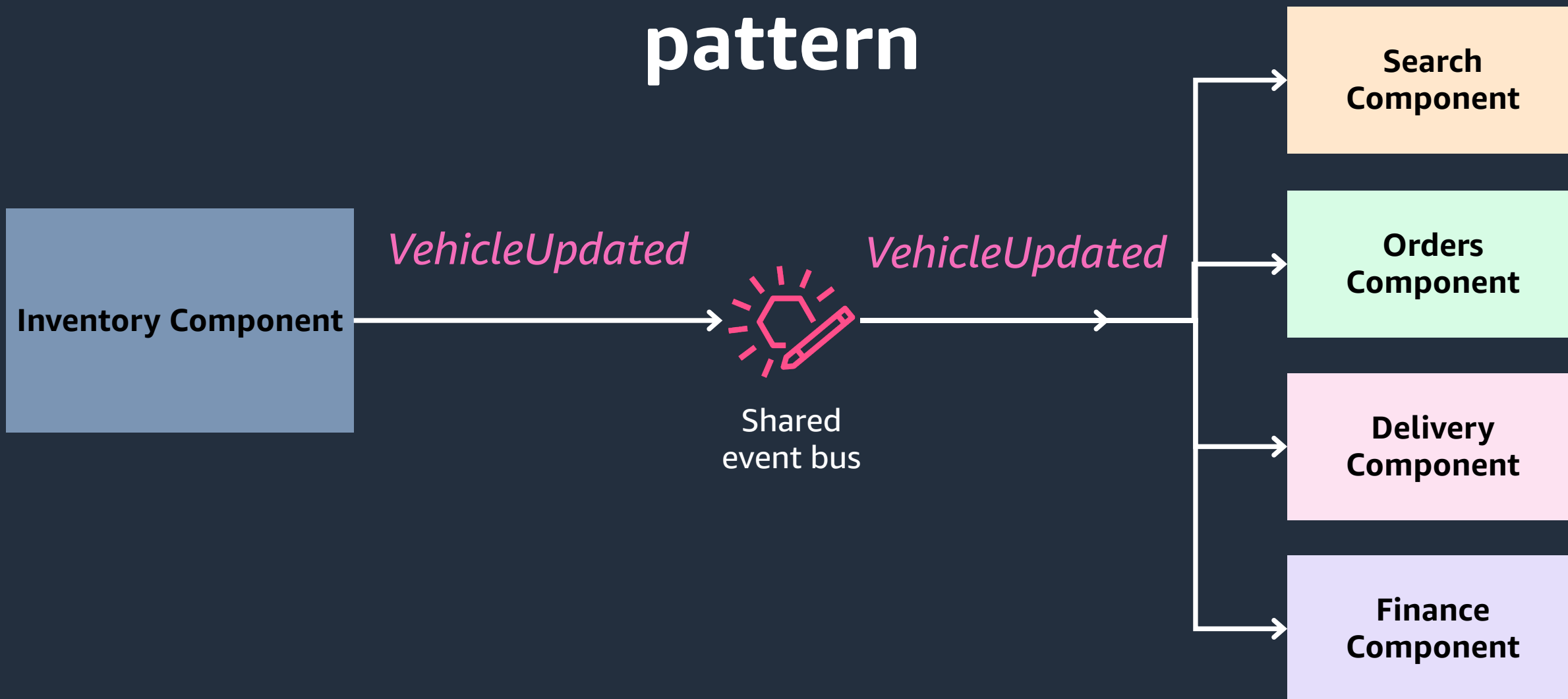


```
{
  "_id": {
    "S": "Inventory/9a24379f-71af-4bef-8287-0b6b40771fb3"
  },
  "_rng": {
    "S": "HEAD"
  },
  "bodyType": {
    "S": "MPV"
  },
  "colour": {
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  },
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  "eventSource": {
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  "make": {
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  },
  "mileage": {
    "N": "6061"
  },
}
```

# The God event pattern

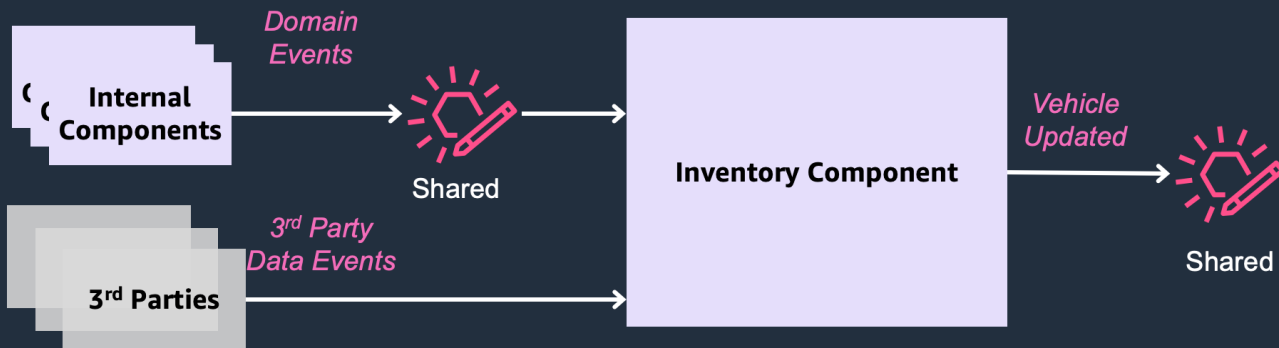


# The God event pattern



# The God event pattern

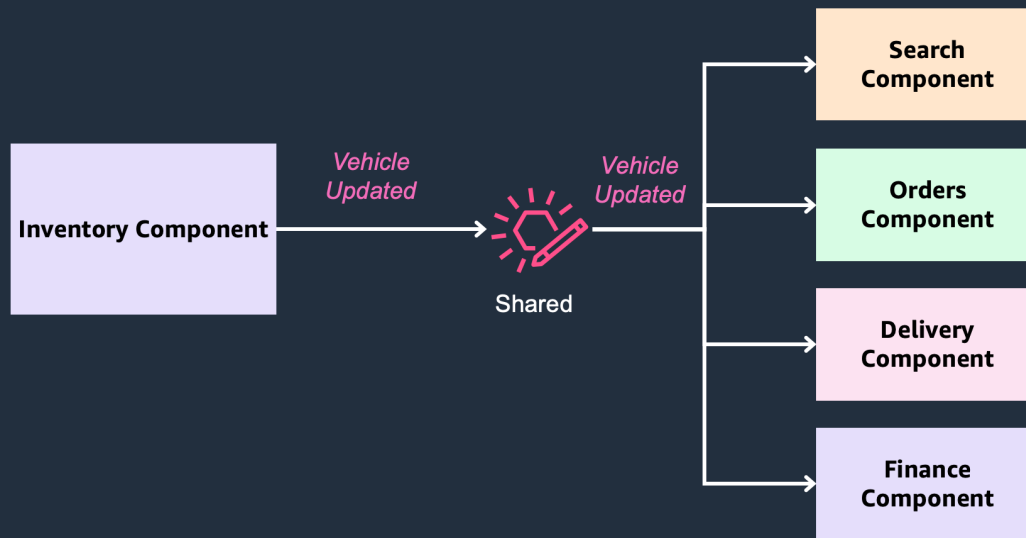
Builds a **rich view** of a vehicle from diverse events



Publishes “all the things” vehicle in a **single event**

**Indirectly defines** many states and reports

# The God event pattern



aws

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✓ You can **trust** you will find all the data you need

✓ No need to hit an **API** to get extra information

✓ The **only** integration point between systems

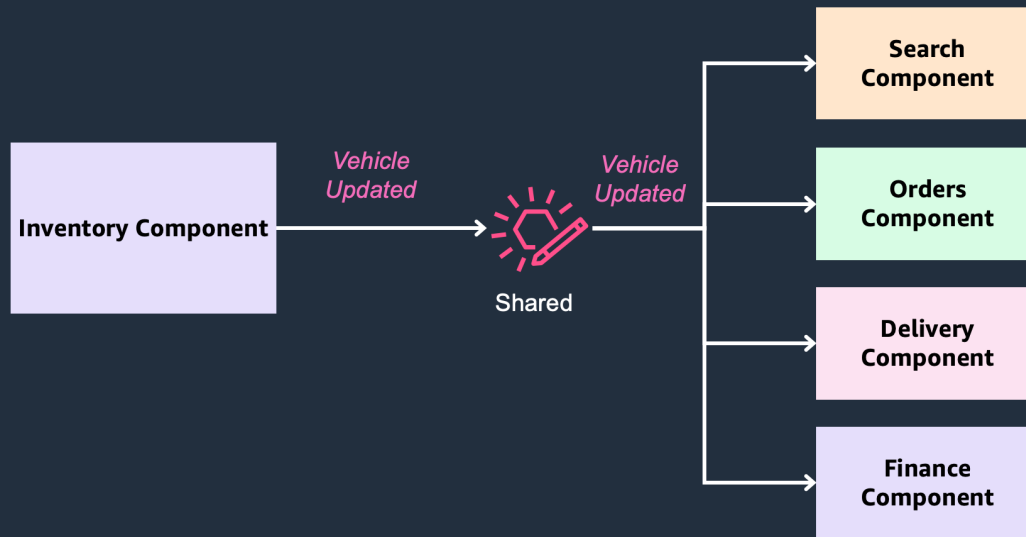
✓ We were **scaling a unicorn**, it was fast

aws

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# The God event pattern



aws

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🤔 Component & team are accidental proxies of info

🤔 Component coupled with many components for many reasons

🤔 Change is hard

🤔 When used by reporting systems, you are stuck

aws

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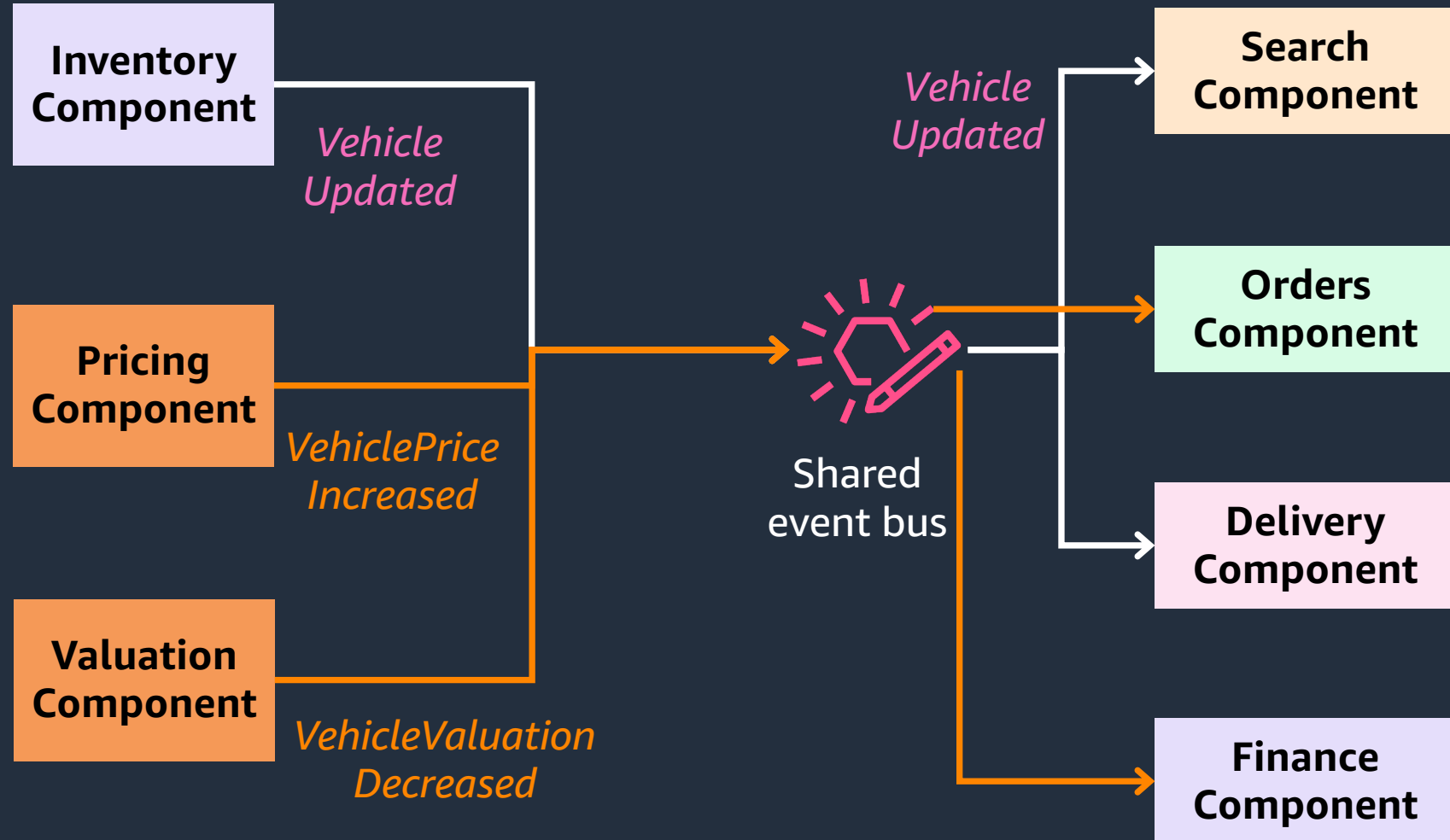


# How are we solving this?

## 2 Break down the God Event & the mega-components

## 3 Backwards compatible with God event

### 1 More specific & contextual events



More **specific**  
event name

## Channels

### Inventory/listingUpdated Channel

`publish` Operation

Message `listingUpdated`

*This event is published when a vehicles price or published status changes.*

More **cohesive**  
context

```
1 {  
2   "vehicleInventoryId": "82cd2999-e3b8-44a0-8144-d1c046f38df8",  
3   "price": 12400,  
4   "published": true,  
5   "lastUpdatedBy": "dev"  
6 }
```

```
it('should handle OrderCompleted event', async () => {
  messagePact
    .given('an Order is completed')
    .expectsToReceive('an OrderCompleted event')
    .withContent({
      _head: like({
```

```
stateHandlers() {
  return {
    'an Order is completed': async () => {
      await createCompletableOrderForDeliveryWithPartExchange(orderId);
      const orderCompletedEvent = createOrderCompleted(orderId, orderCompletedProps);
      const completedOrder = await saveEventStub(orderCompletedEvent);

      this.order = {
        _id: completedOrder.id,
        ...completedOrder,
      };
    },
  };
};

messageProviders() {
  return {
    'an OrderCompleted event': () => this.getOrderCompletedEvent(),
  };
};
}
```



Contract testing  
between  
components

## Event rationalisation - Next Steps



Created by Hemant.Kumar.iw

Last updated: Jul 15, 2022 • 4 min read • 29 people viewed

Based on the existing work that has already been carried out around event rationalisation the 2 main emerging themes are:

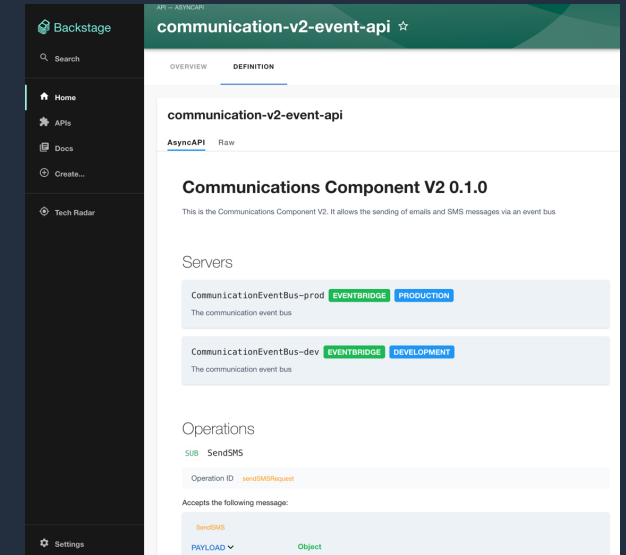
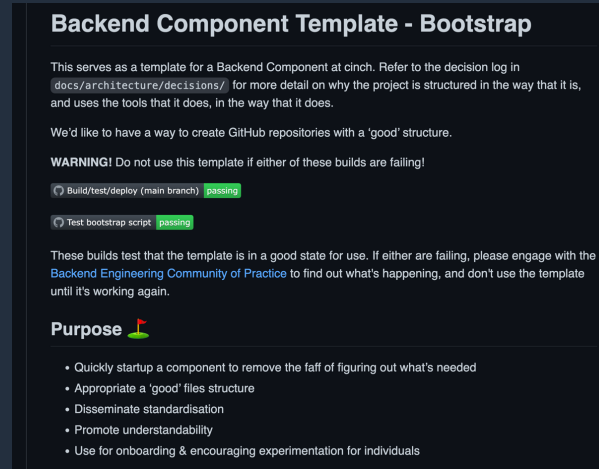
1. Standardise events by adding event audit data e.g. using event object framework action and [adopt a consistent naming convention](#)
2. Document events in a standard format and publish the event documentation for data discovery

### Event classification

Based on mapping the [end to end Search and Convert architecture](#) and data flows to identify architectural boundaries where it would make sense to introduce event standardisation logic for improving data quality. Broadly, there are 4 categories of events that we are dealing with:

1. **analytics events** - customer interaction events of interest to CRO and analytics teams e.g. UI drop down, button click, swipe etc
  - a. usually generated within the context of the client e.g frontend
  - b. flow into [Segment](#), [Simple Analytics](#) and [Adobe Analytics](#)
2. **customer interaction events** - events which involve a customer and how they interact with Cinch e.g. [VehicleAdded](#), [VehicleCheckedOut](#) etc
  - a. not linked to the client - so could be triggered via web, mobile, CX process or other interface
  - b. should be pushed into Segment, but could also be on the EventBridge as a domain event
3. **business domain events** - overlap with customer events, do not necessarily involve a customer interaction but could be triggered on a completion or failure of a business process e.g. Vehicle delivered, Reservation timeout, finance quote timeout
  - a. considered *public* generated in a component and routed via shared EventBridge
  - b. should be pushed through Segment and final destination is Snowflake
4. **component events** - events which are used internally within a squad for inter component messaging
  - a. considered *private* generated within components
  - b. usually on EventBridge

Event  
rationalization



Domain  
Driven  
Design  
Practices

cinch  
Backend  
Template  
as  
Blueprint

Event  
discoverability

Shared  
event bus



*Other  
Domain  
events*

**Inventory Component**



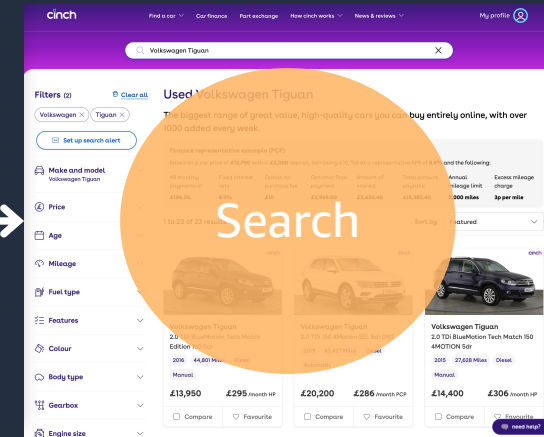
Shared  
event bus

**Search Component**

*3<sup>rd</sup> Party  
events*



# The God event pattern



Shared event bus



Other Domain events

Inventory Component

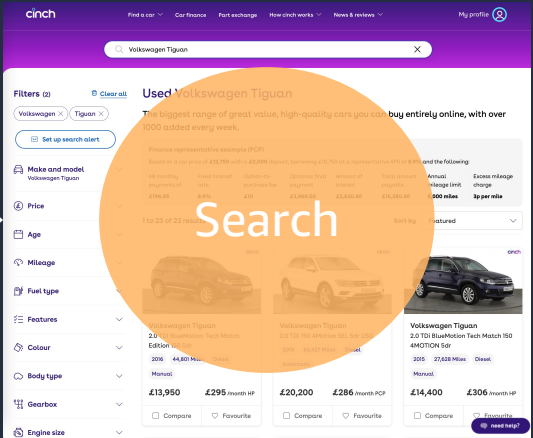


Shared event bus

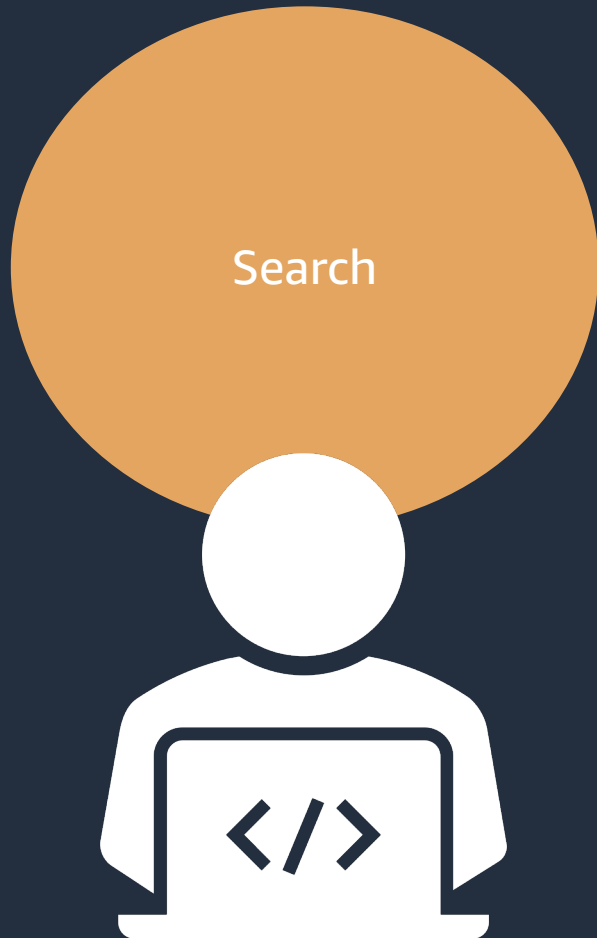
Search Component

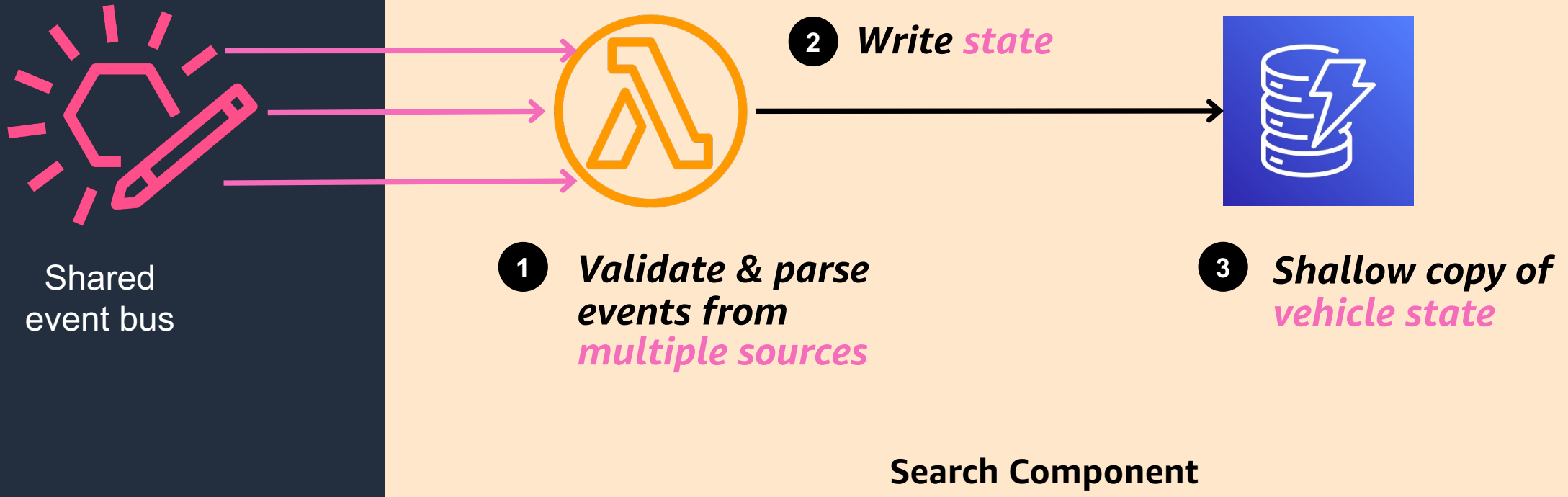
# Consuming the God event

3<sup>rd</sup> Party events











1 Every minute

2 *Get latest vehicles*



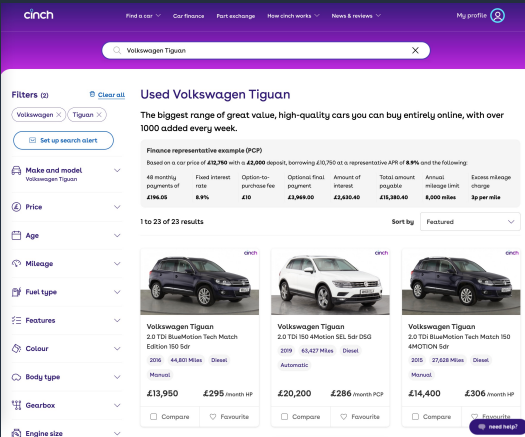
3 *Load vehicle snapshot*



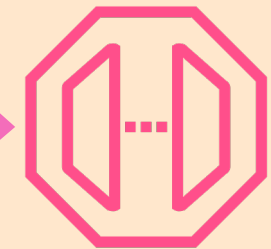
4 *Store snapshot*

Search Component

Search



1 User searches cars



API Gateway  
/vehicles

3 Sort & Filter cars



2 Fetch snapshot

Search Component

**1**

**Systems, teams, tech stack**

**2**

**What patterns emerged?**

**3**


**How did we evolve our systems?**

🤔 How to extend this system?



# Marking a car as reserved

Currently reserved



**Mercedes-Benz C-Class**  
C220d AMG Line Premium Plus 2dr  
Auto

2016

52,362 Miles

Diesel

Automatic

£20,950

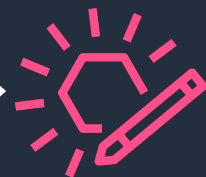
£334 /month PCP

☐ Compare

☐ Favourite

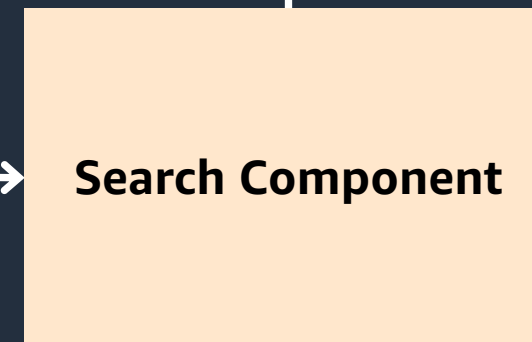


1 Publish  
*VehicleUpdated*



Shared  
event bus

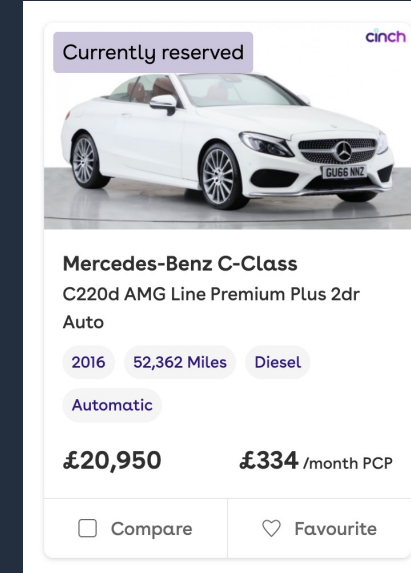
2 Consume  
*VehicleUpdated*



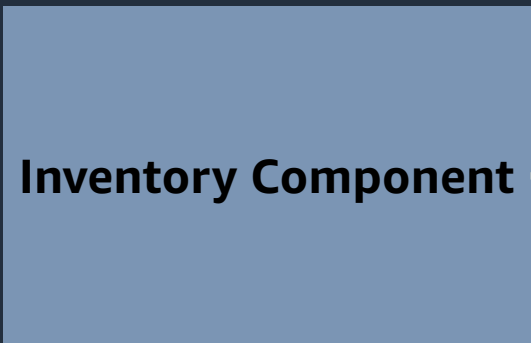
3 Build *vehicle  
snapshot*



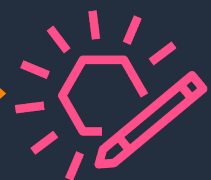
4 Surface *cars* in  
search



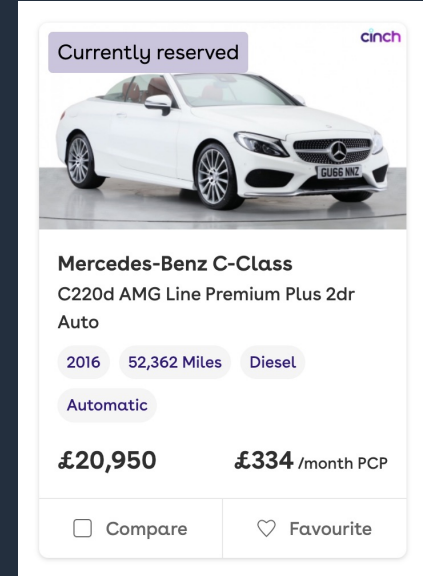
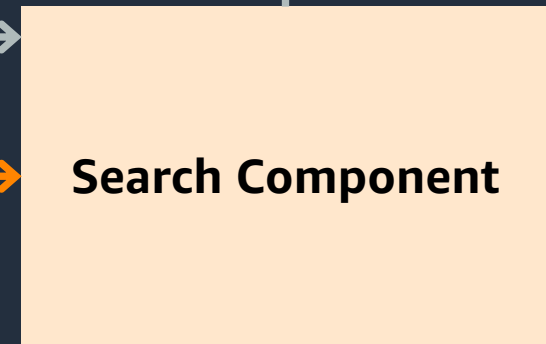




4 Surface cars in search *with vehicle reserved status*



Shared event bus




1 Publish *VehicleReserved*


2 Consume *VehicleReserved*


3 Build vehicle snapshot + *vehicle reserved status*

# Marked a car as reserved

Currently reserved







### Mercedes-Benz C-Class

C220d AMG Line Premium Plus 2dr  
Auto

2016

52,362 Miles

Diesel

Automatic

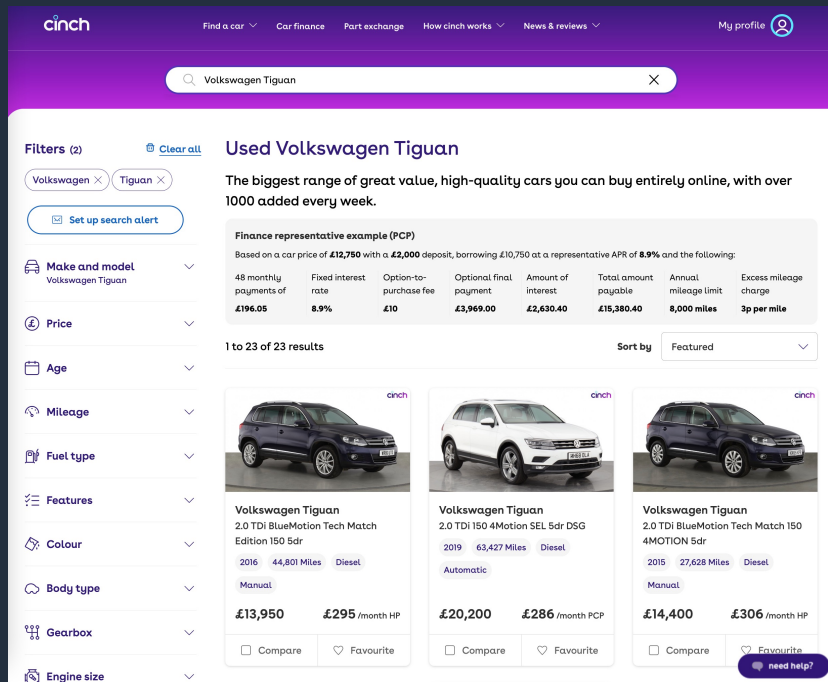
£20,950

£334 /month PCP

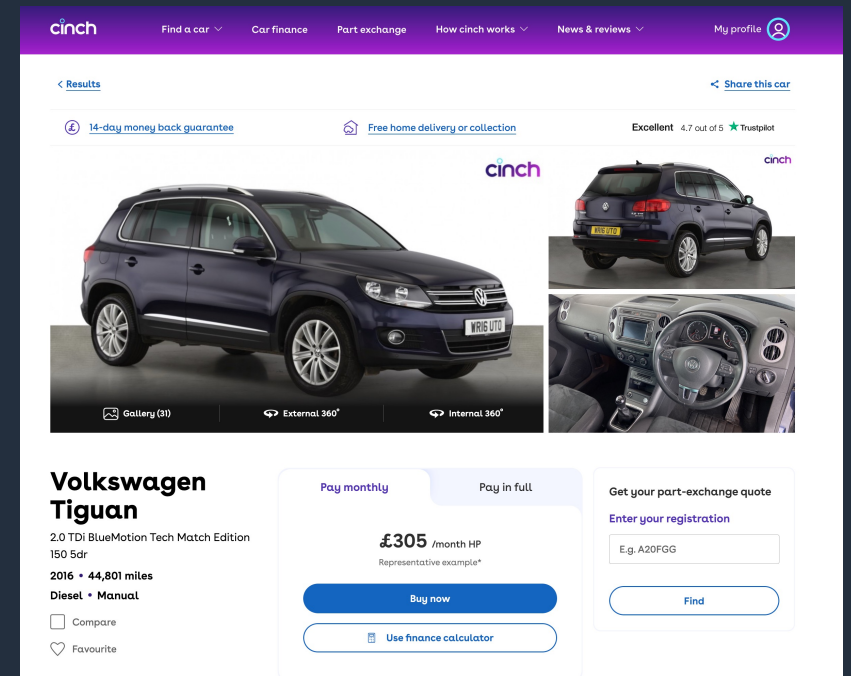
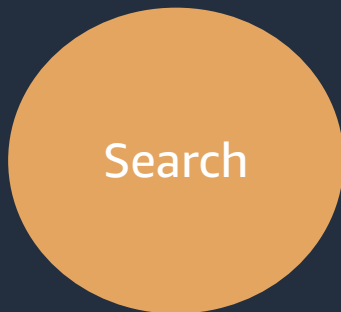
☐ Compare

☐ Favourite

 How to **evolve** this system?



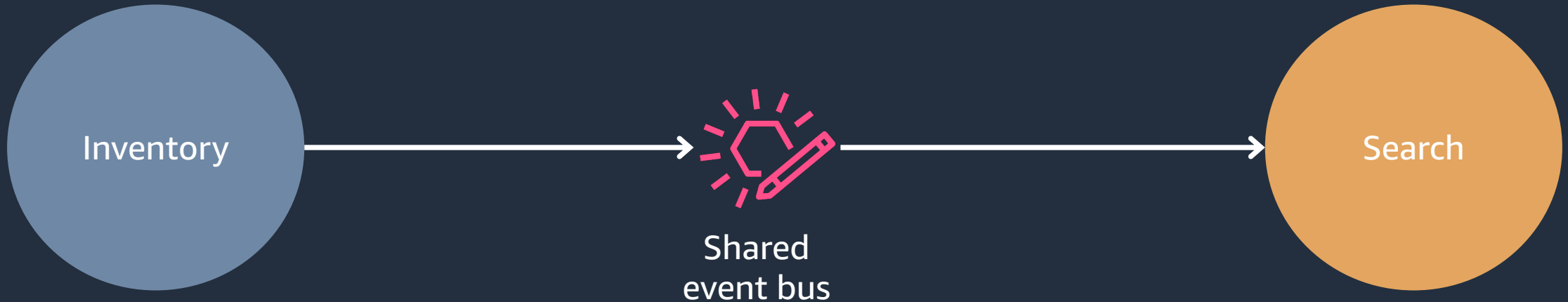
# Search & filter for cars



# Inventory of cars + Full Page Ad for cars

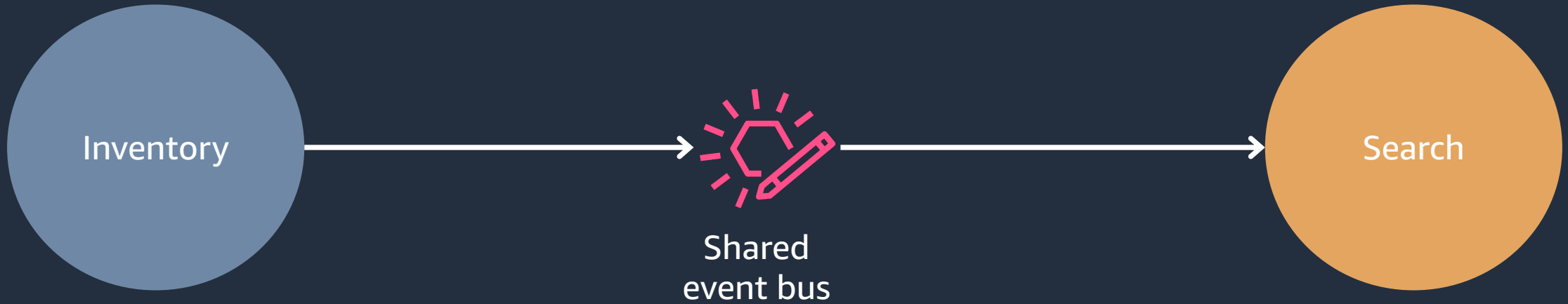


✓ Publishes vehicle state for anyone who might care

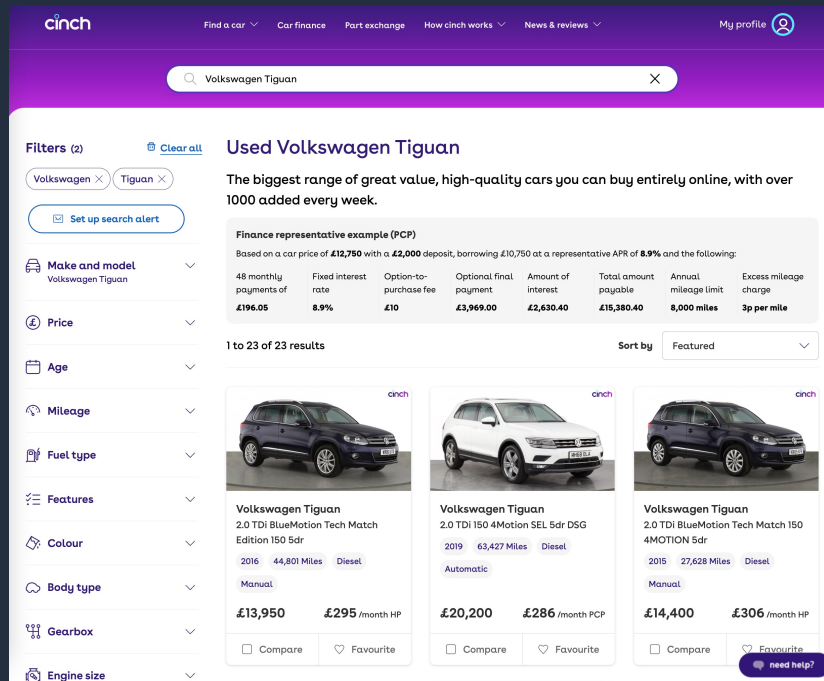


✗ Ends up considering presentation layer

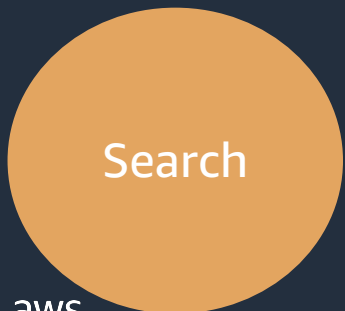
✓ Has control of its own data



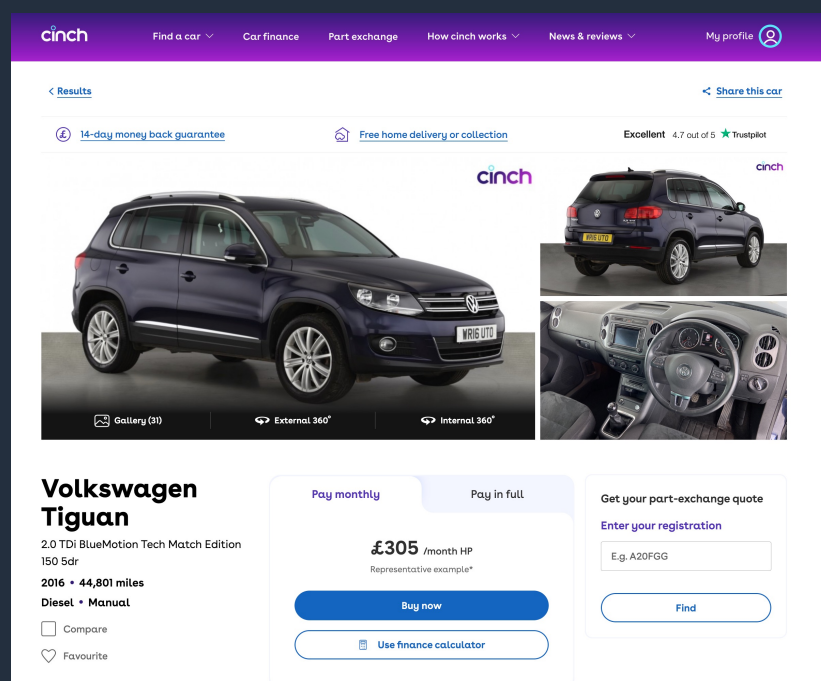
✗ Has to consume loads of events



# Search & filter for cars



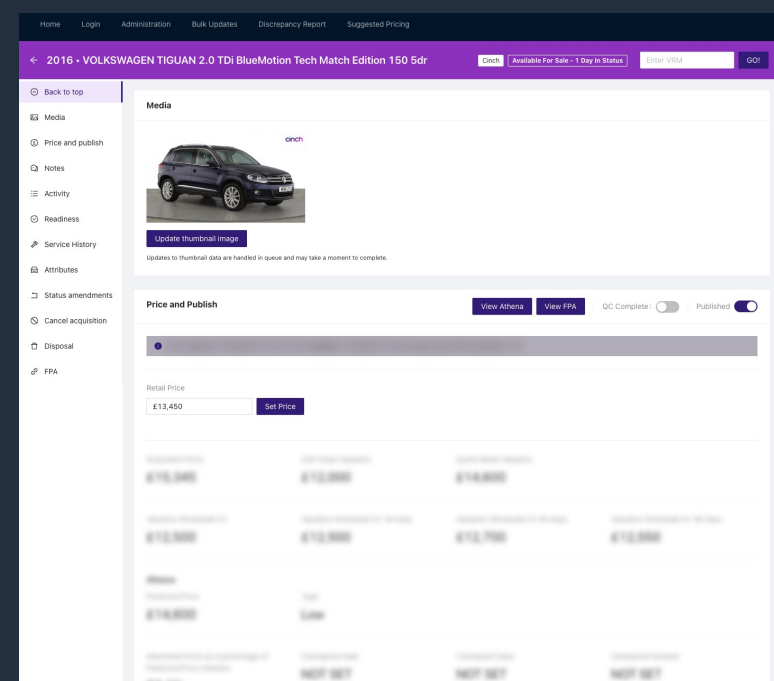
Search



# Full Page Ad for cars



Vehicle  
Detail



# Inventory of cars



Inventory



Inventory/  
VehicleUpdated



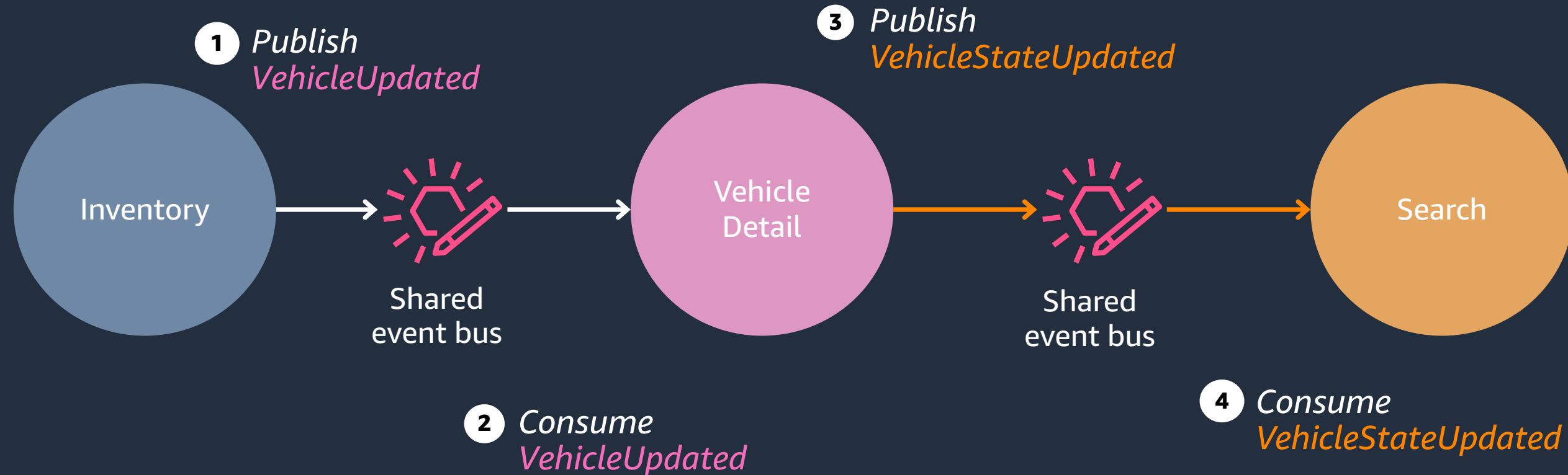
VehicleDetail/  
VehicleStateUpdated



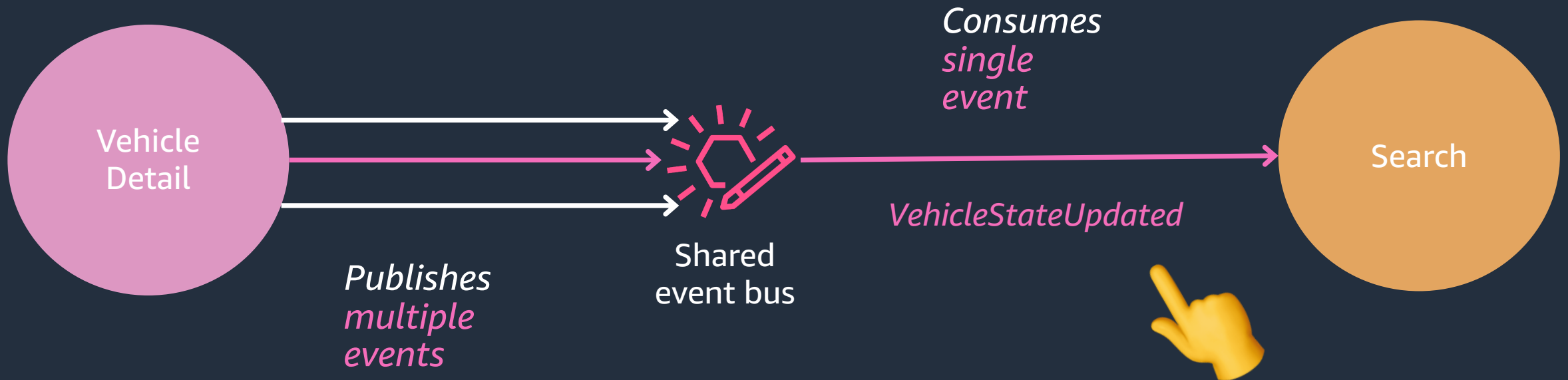
# Inventory/ VehicleUpdated



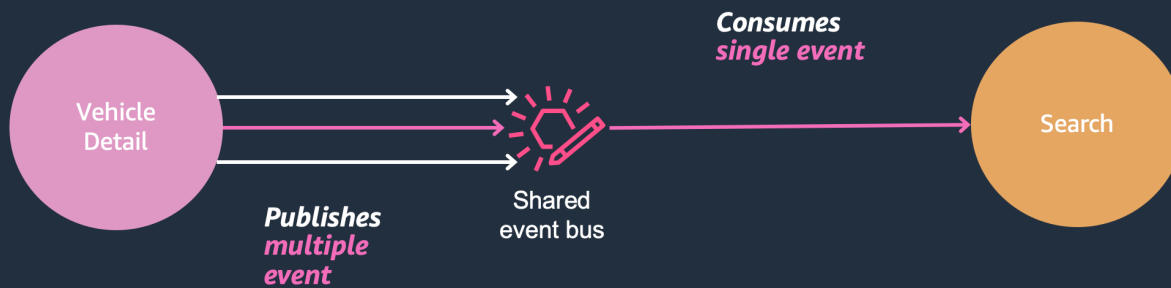
# VehicleDetail/ VehicleStateUpdated



# Lazy consumer pattern



# Lazy consumer pattern



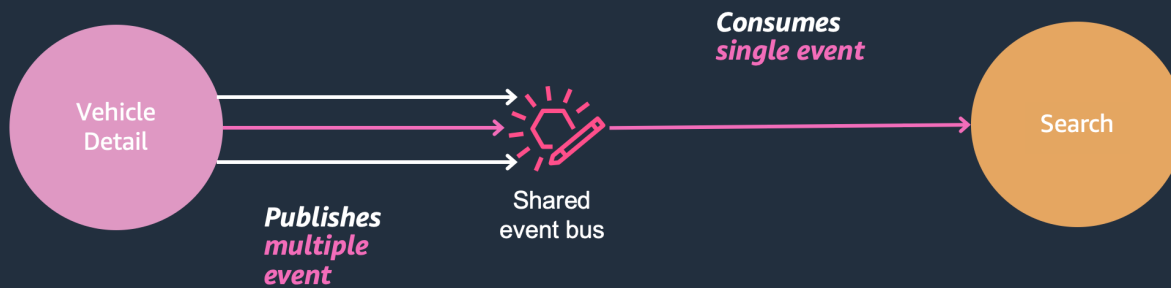
✓ Only cares about **one event**

✓ Only speaks to **one team**

✓ Coupled with **more suitable system**

✓ **Focuses** on what makes them awesome

# Lazy consumer pattern



🤔 Does not control **its destiny**

🤔 Relies on **documentation**

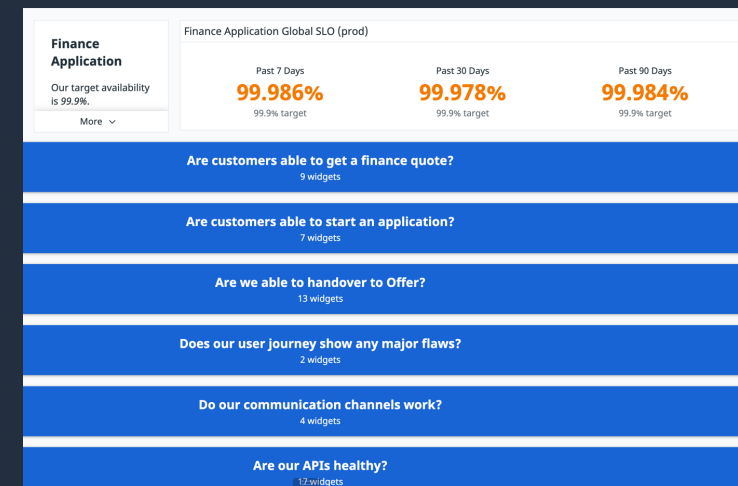
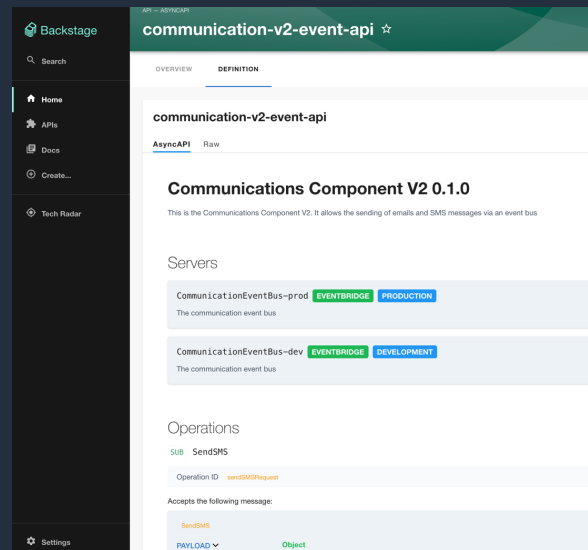
🤔 Has to **translate** data again

🤔 What if the event **stops** getting published?



# How are we solving this?

PACTFLOW 



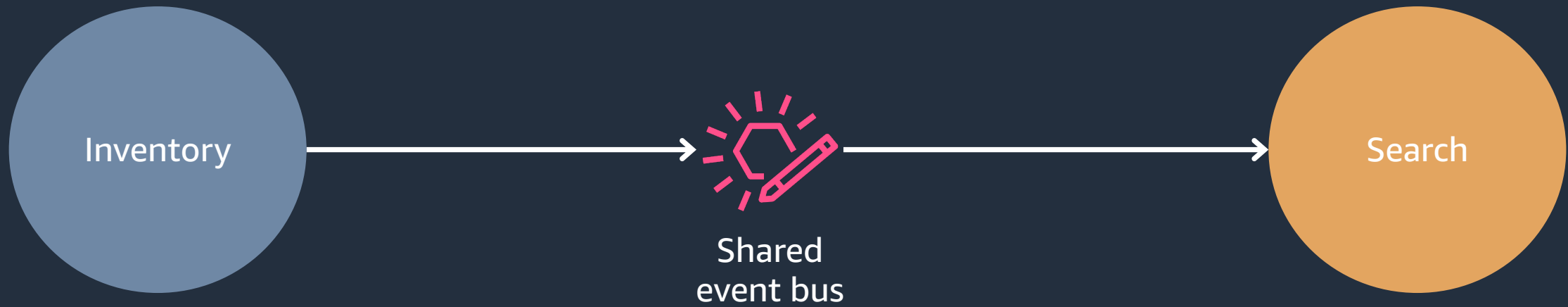
Contract  
testing

Documenting  
events

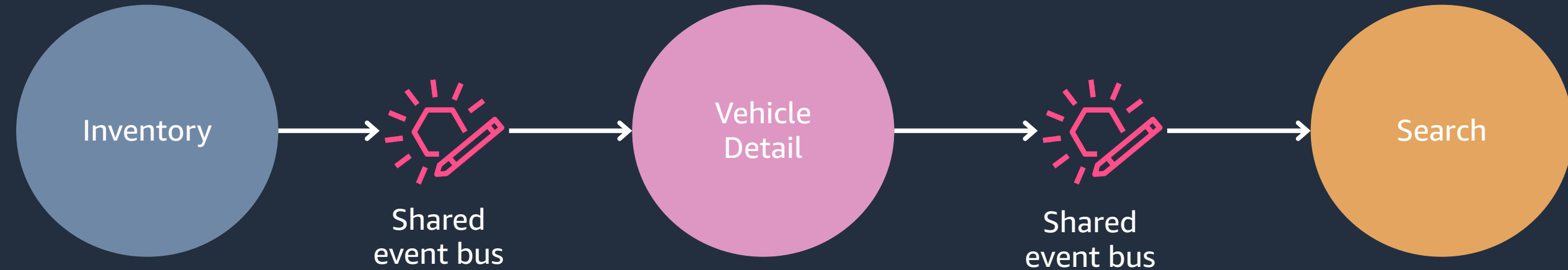
Observability  
practices

# What did this mean for **teams**?



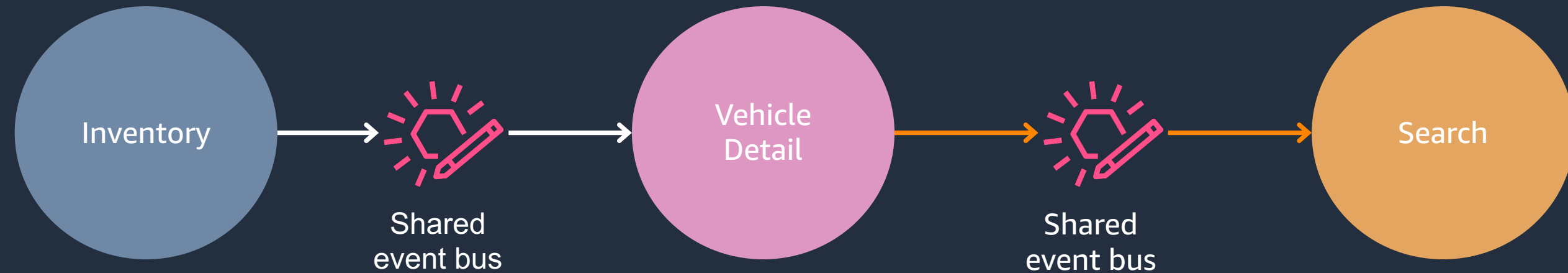


↓ **A few weeks later** ↓



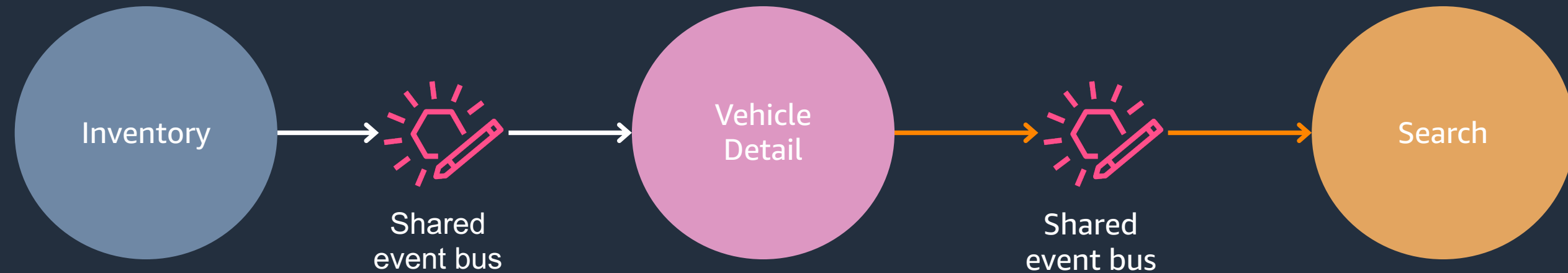


✓ Can focus on inventory



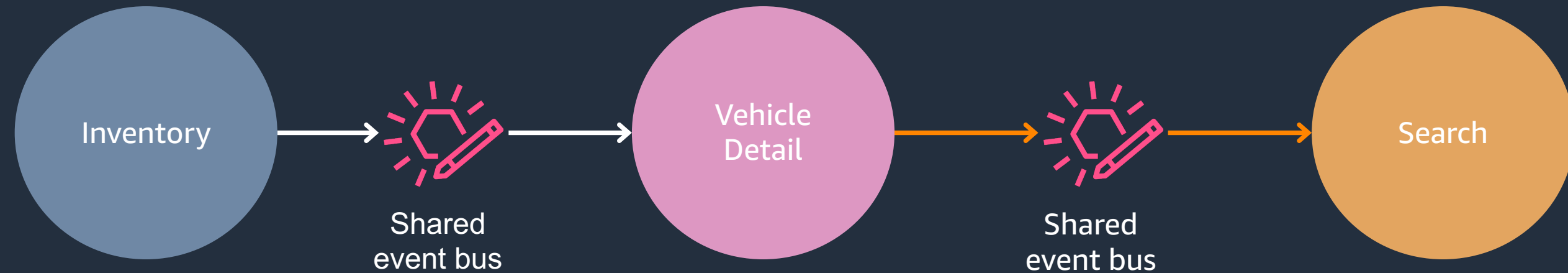
✗ Gets a new consumer

✓ Has control of its own data



✗ Accepts complexity in favour of consumers

✓ Conversations,  
events reduced to one



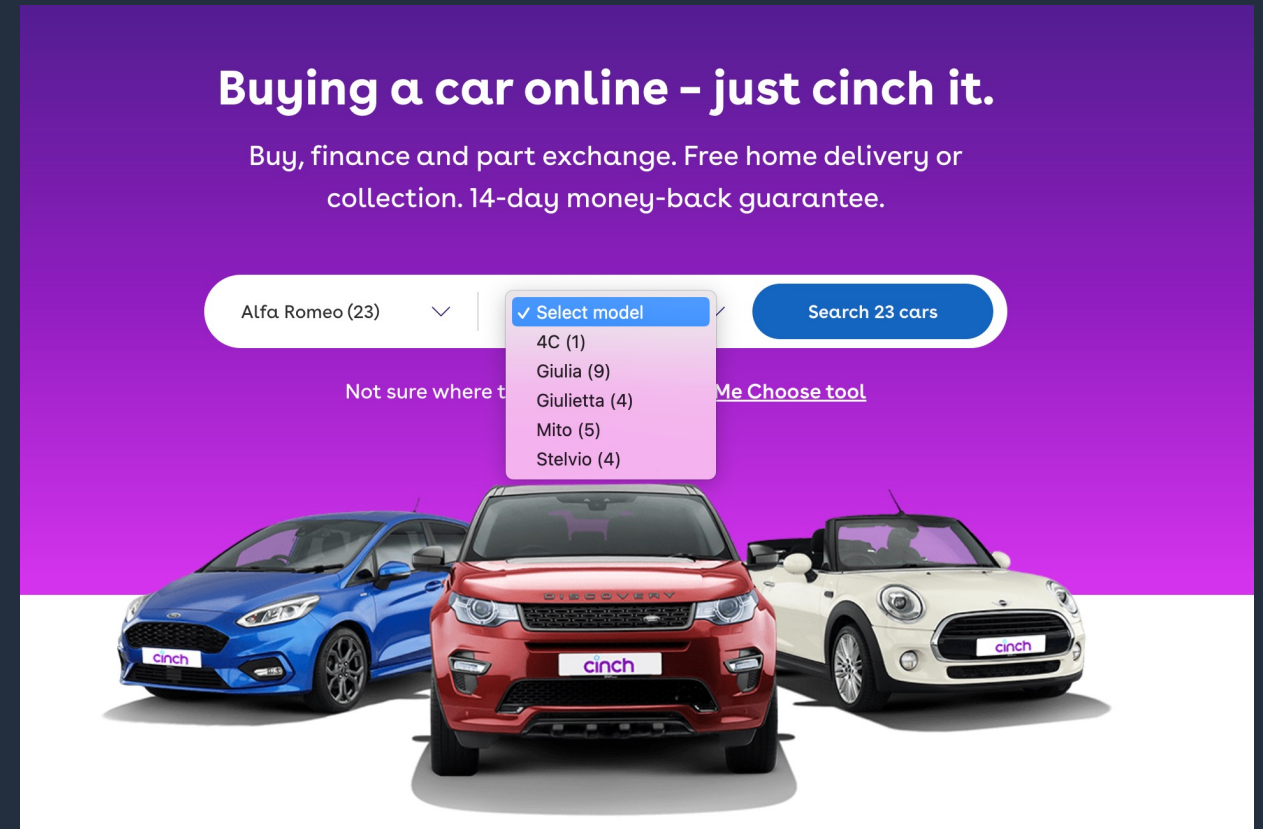
✗ Relies heavily on  
Vehicle Detail

 **Inventory** could focus on the car and its status

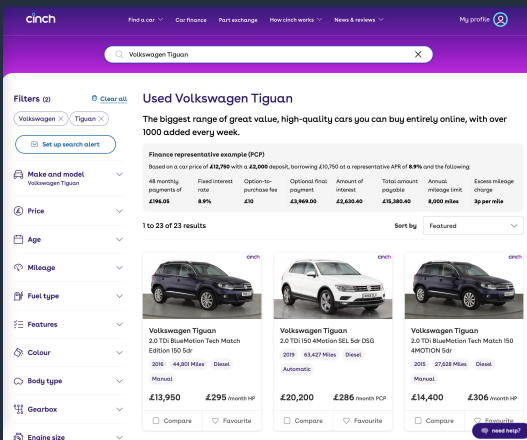
 **Vehicle Detail** had ownership of its own car detail

 **Search** could focus on making search awesome

Search were  
able to make  
filters  
awesome

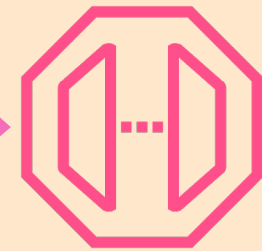


Search

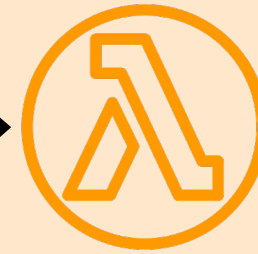


1 User searches cars

2 Sort & Filter cars



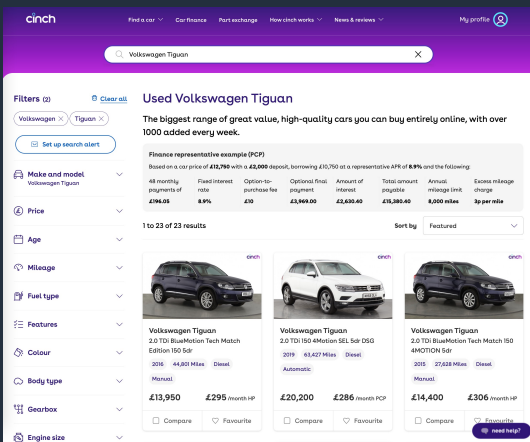
API Gateway /vehicles



3 Fetch snapshot on cache expiry

Search Component





1 User searches cars

2 Sort & Filter cars



API Gateway /vehicles



3 Fetch data from Amazon OpenSearch

Search Component

# Conclusion







We chose **serverless EDA** and ran with it



We **evolved** our systems with **little friction**



EDA (+ serverless) enabled **teams** to be autonomous  
and **move at pace**

🤗 We built an **eventually consistent decoupled** system to protect our customers

💜 Domain **events** are our **protagonists**

✍️ We only need an **interface contract**

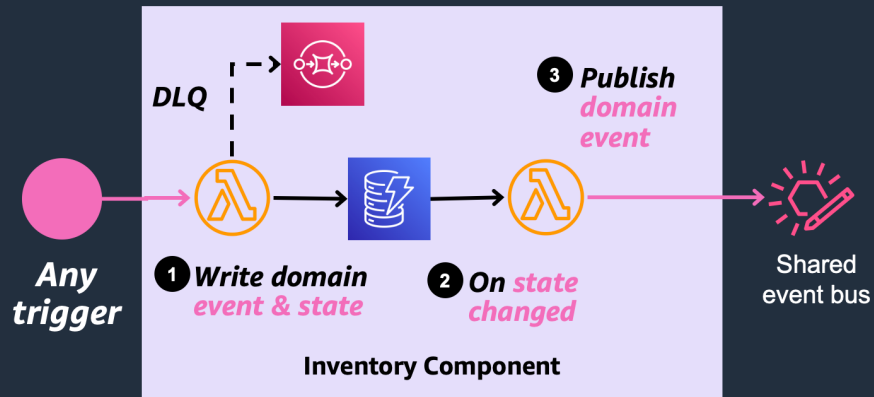
# Serverless Event Driven systems...

Scale **without** having to manage much

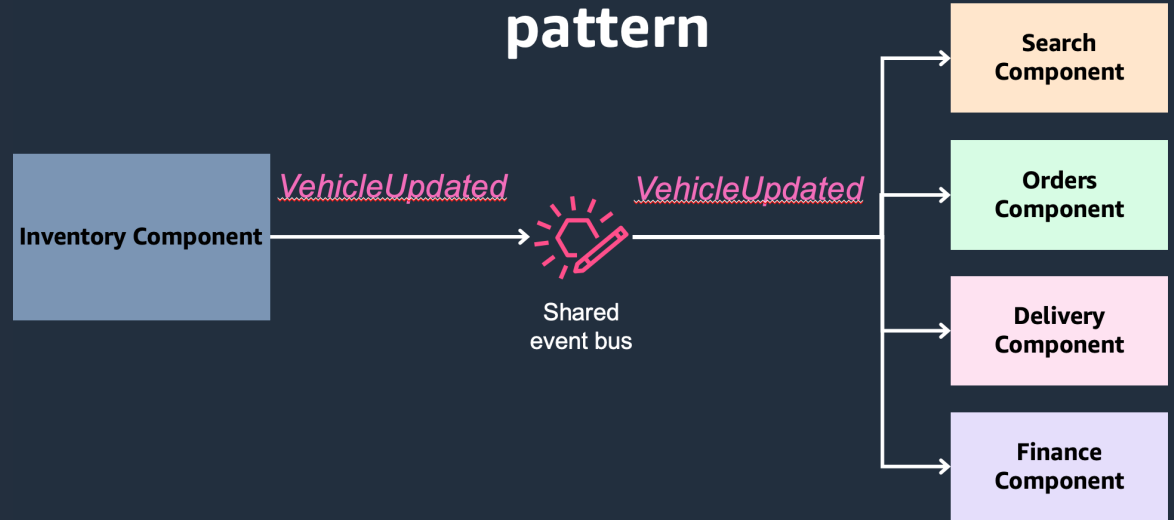
Are **quicker** the more it gets used

**Cost less** than containerized solutions

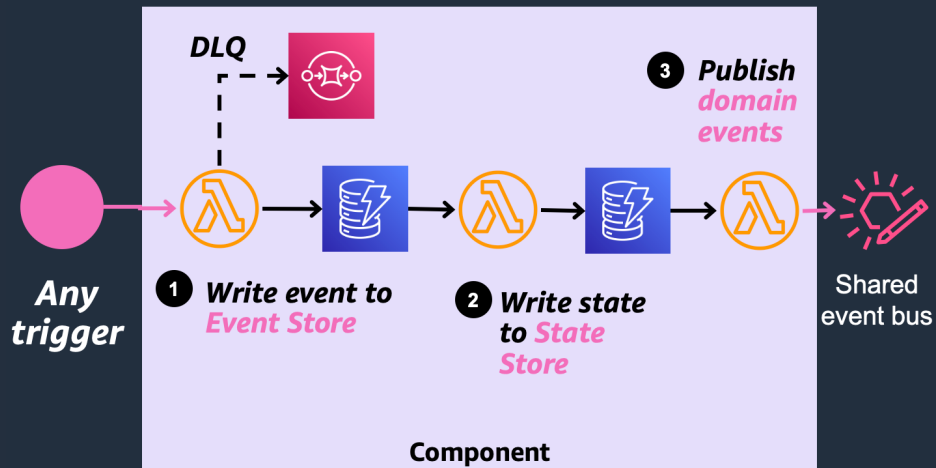
## Event ledger pattern



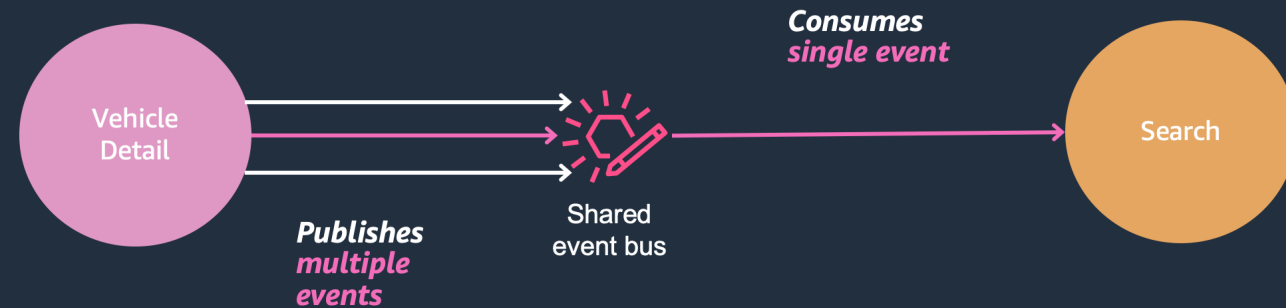
## The God event pattern



## Event/State Store pattern



## Lazy consumer pattern



**Event ledger  
pattern**



**Separate stores**

**Event/State Store  
pattern**

**The God event  
pattern**

**Lazy Consumer  
pattern**

**Event ledger  
pattern**



**Separate stores**

**Event/State Store  
pattern**

**The God event  
pattern**



**Smaller events**

**Lazy Consumer  
pattern**

**Event ledger  
pattern**



**Separate stores**

**The God event  
pattern**



**Smaller events**

**Event/State Store  
pattern**



**Use DynamoDB  
change streams**

**Lazy Consumer  
pattern**

**Event ledger  
pattern**



**Separate stores**

**The God event  
pattern**



**Smaller events**

**Event/State Store  
pattern**



**Use DynamoDB  
change streams**

**Lazy Consumer  
pattern**



**Be intentional  
with tradeoffs**



Events are simple, declarative

Events are a data transfer mechanism



System is extensible

Teams like it

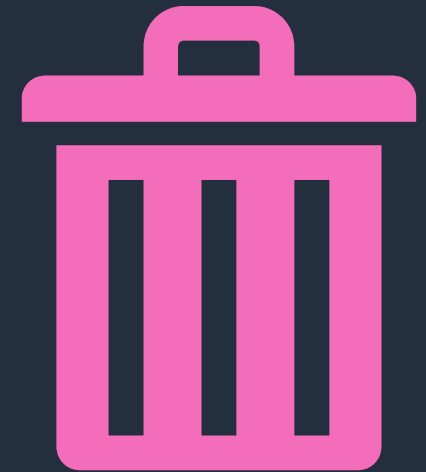
It doesn't matter.

Event-Driven,  
Serverless systems  
allow you to  
experiment and  
evolve.

You can make  
mistakes and  
recover from them.

Think in events,  
be deliberate  
about their  
design.

Throw it away and  
start again.



# Thank you!



GOTO  
**Guide**

Let us help you

# Ask questions through **the app**



remember to rate the session

THANK YOU







GOTO  
**Guide**

★★★★★

# Remember to rate the session



THANK YOU

