

# Building a credit card with Elixir

#### Introduction

#### What's Brex?



#### What's Brex

- Financial platform
- Infrastructure disguised as a product



#### Payments 101



# Payments (Theory)





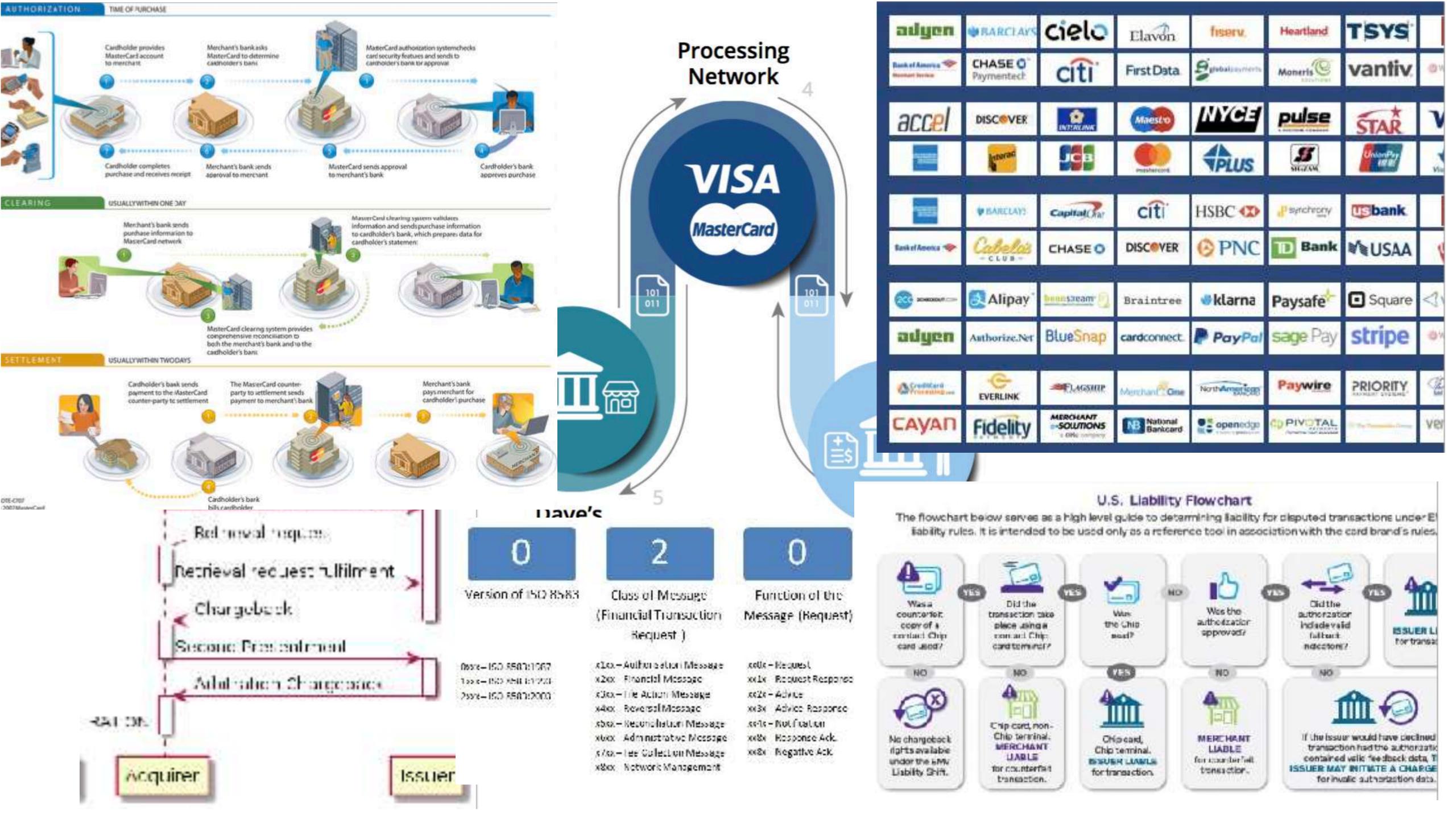
#### Payments are boring



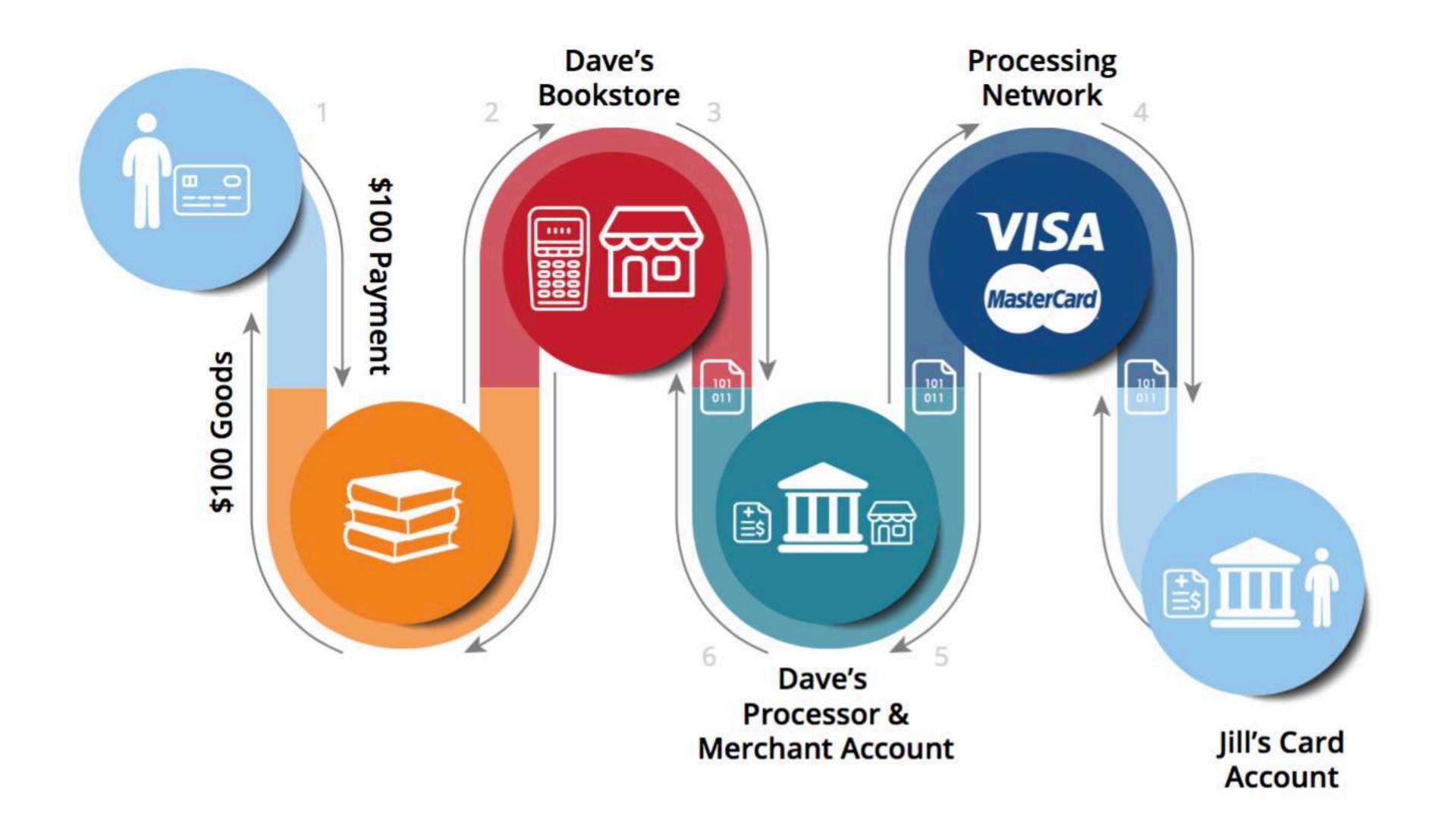
#### Payments are boring



#### Payments are super complex









# Payment Networks

- Very old technology
- Information is scarce
- Most recent from scratch implementation is more than 10 years old

# We have different constraints



## Constraints

- Correctness
- Availability
- Performance



### Constraints

- Correctness
- Availability
- <del>Performance</del>



# Performance is not that relevant

(This only applies to credit card processing)

- Average TPS worldwide is 1500/s
- Visa's maximum throughput is around 50k/s



# Availability is gold

- No one likes getting a decline
- People just expect their money to be always available



# Correctness keeps you alive

- Bad Information = Bad Decisions
- We're dealing with money

#### The road so far

### Why elixir?



# Why Elixir

- Our previous company was NodeJS
- We love functional



# Why Elixir

- Functional
- Battle tested runtime
- Macros are fun
- Built with distribution in mind
- Much more

#### What did we get wrong?



# Distribution is cool...

But it doesn't solve our problem.

- Not that useful at the beginning
- Hard to interop with



#### Hot reloads

- Hot reloads are hard if you have state
- Not so useful in our use case

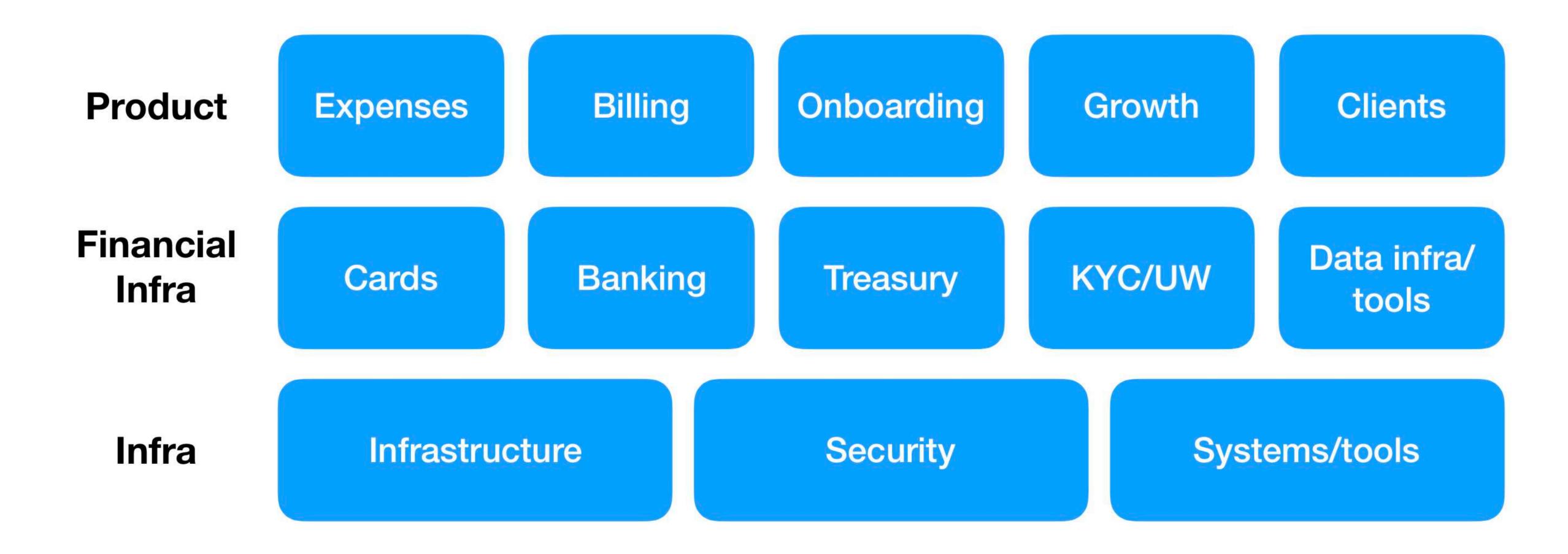


# Tooling

- Works \*very\* well alone
- Some are hard to integrate

#### Architecture Overview







### Architecture Overview

- Service oriented
- Independent, isolated services
- Mostly stateless



#### Architecture Overview

- GraphQL API
- RESTful APIs
- No frontend

#### BREX

			45.40.00
$\sim$ ~/s/g/v/c/apps on feature/promocard $\rightleftarrows$ $1s$			15:13:29
acquirer_api	financials_common	platform_api	
acquirer_client	financials_server	present	
acquirer_common	i2c_server	present_client	
acquirer_server	integration	promocard_client	
admin_api	<pre>integration_client</pre>	promocard_common	
api	integration_library	promocard_server	
assets	integrations_web	promocard_web	
assets_client	iso8583	receipts	
collect	iso_auth_server	receipts_client	
collect_client	kyc_client	report_client	
common	kyc_common	report_common	
comms	kyc_server	report_server	
comms_client	ledger_v2_client	rewards_client	
comms_web	ledger_v2_common	rewards_common	
customer	ledger_v2_server	rewards_server	
customer_client	marqeta_server	search_client	
customer_common	mastercard_clearing_processor	search_common	
e2e_server	messaging	search_server	
export_client	micro	underwriting_client	
export_common	network_client	underwriting_common	
export_server	network_common	underwriting_server	
financials_client	network_server		
<pre>~/s/g/v/c/apps on feature/promocard   </pre>			15:13:30

#### Brex 0.1



#### Brex 1.0

- Umbrella
- "Service Oriented Architecture"
- About ~10 services



#### Distributed but no so much

- Our RPC implementation was...
- Kernel.apply

#### Brex 1.0



#### Brex 1.0

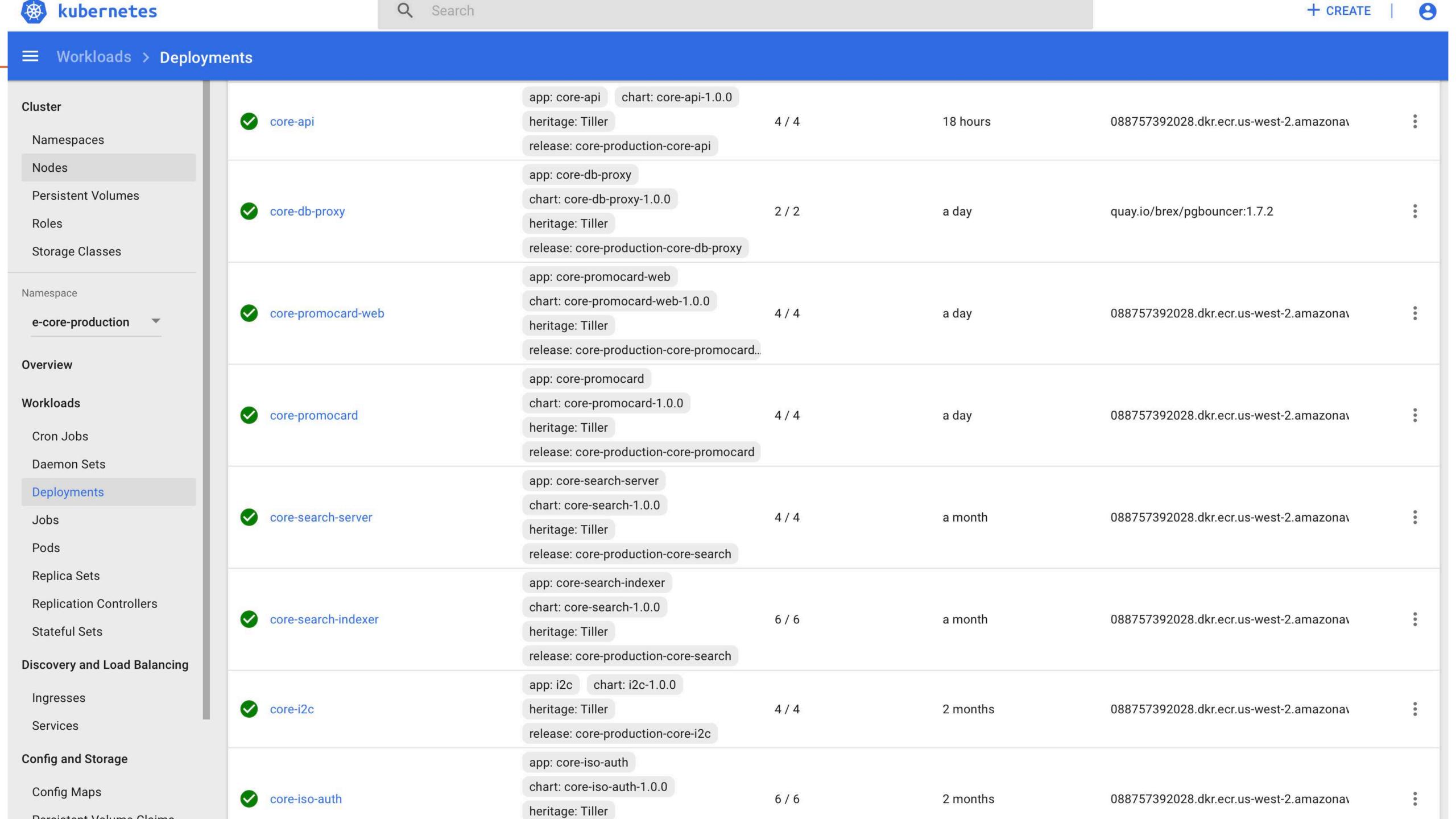
- Umbrella
- Service Oriented Architecture
- About ~20 services



#### Brex 1.0

- Cross service communication using RabbitMQ
  - Ensures retries and delivery
  - Will become a bottleneck

# What about infrastructure?





## Infrastructure

- Kubernetes
- Containers
- AWS
- We still do mix

#### What's next?

#### **Brex Architecture 1.1**



## Guaranteeing Consistency

- Eventual consistency
- Data propagation events
- Doesn't require ACID compliant databases



## Execution Model

- Change local data
- Propagate side effects



## Idempotence

- Most important aspects
- Requisite for eventual consistency

#### **Build System**



## Build System

- Integration with Bazel?
- Build releases?
- Smart build plans

### Global Query System



# Global Query System

- GraphQL but for backend services
- Ecto Integration?
- Auto generated APIs?

## Authentication Authorization Accounting



**COME JOIN US** 

# We are hiring!

https://brex.com/careers