

# Desenvolvimento de Aplicações com Arquitetura Baseada em Microservices

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[IF1007] - Tópicos Avançados em SI 4  
<https://bit.ly/vcg-microservices>



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# The Deployment Pipeline

# Overall Architecture

A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable.  
— Leslie Lamport

# Introduction

- What are the structural implications of the DevOps practices?
  - both the **overall structure of the system** and **techniques that should be used** in the system's elements
- DevOps achieves its **goals** partially by **replacing explicit** coordination with **implicit and often less** coordination
  - the architecture of the system being developed **acts as the implicit coordination mechanism**

## Do DevOps Practices Require Architectural Change?

- If you must **re-architect** your systems in order to take **advantage of DevOps**, a legitimate question is “**Is it worth it?**”
- Some DevOps practices are **independent** of architecture,
- whereas in order to get the **full benefit** of others, architectural **refactoring** may be necessary

## Recall the 5 categories of DevOps practices

1. Treat Ops as **first-class citizens** from the point of view of **requirements**
  - Operations have a set of requirements that pertain to logging and monitoring
2. Make Dev more **responsible** for **relevant incident handling**
3. **Enforce** the deployment process **used by all**, including Dev and Ops personnel
  - Ensure a **higher quality**, avoids **errors** and the resulting **misconfiguration**
4. Use **continuous** deployment
  - **Shorten the time** between a developer **committing** code to a repository and the code being **deployed**
5. Develop **infrastructure code**, such as deployment scripts, with the **same set of practices** as application code

# Overall Architecture Structure

- Warm up
  - a **module** is a **code unit** with **coherent functionality**
  - a **component** is an **executable** unit
- Development teams using DevOps processes **are usually small** and should have **limited inter-team coordination**
  - integration and acceptance tests are mandatory

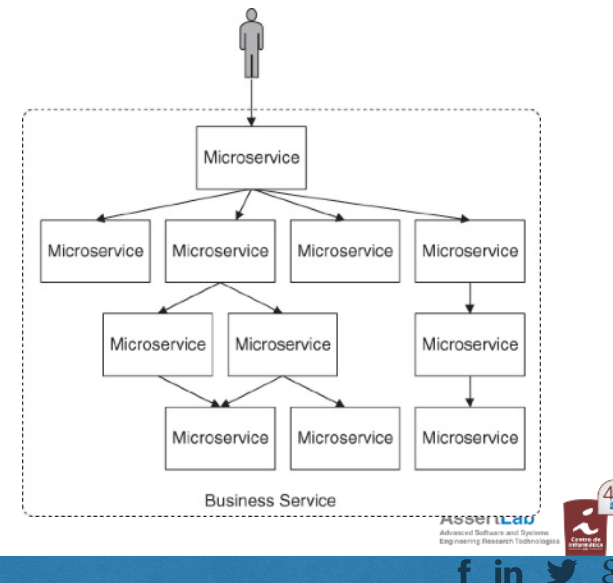


# Overall Architecture Structure

- An organization can introduce continuous deployment **without** major architectural modifications
  - Deploying **without the necessity of explicit coordination** with other teams reduces the time required to place a component into production.
  - Allowing for **different versions of the same service** to be simultaneously in production leads to different team members deploying without coordination with other members of their team.
  - **Rolling back a deployment** in the event of errors allows for various forms of live testing
- **Microservice architecture** is an architectural style that **satisfies** these requirements

# Microservice Architecture

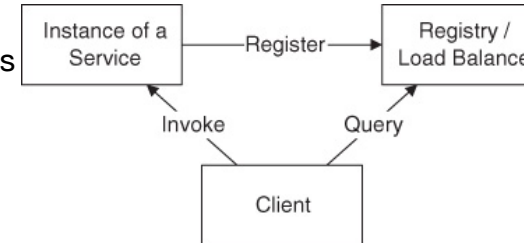
“A microservice architecture consists of a collection of services where each service provides a small amount of functionality and the total functionality of the system is derived from composing multiple services”



A user interacts with a single consumer-facing service. This service, in turn, utilizes a collection of other services. We use the terminology service to refer to a component that provides a service and client to refer to a component that requests a service. A single component can be a client in one interaction and a service in another. In a system such as LinkedIn, the service depth may reach as much as 70 for a single user request.

# Coordination Model

- If two services interact, the two development teams responsible for those services must coordinate in some fashion
  - How a client discovers a service that it wishes
  - How the individual services communicate?



- Netflix Eureka is an example of a cloud service registry that acts as a DNS server.
  - The registry serves as a catalogue of available services, and can further be used to track aspects such as versioning, ownership, service level agreements (SLAs), etc., for the set of services in an organization.

“The service registers with a registry. The registration includes a name for the service as well as information on how to invoke it, for example, an endpoint location as a URL or an IP address. A client can retrieve the information about the service from the registry and invoke the service using this information. If the registry provides IP addresses, it acts as a local DNS server—local, because typically, the registry is not open to the general Internet but is within the environment of the application.

# Management of Resources

- Two types of resource management decisions can be made globally and incorporated in the architecture
  - provisioning/deprovisioning VMs
  - managing variation in demand.

# Provisioning & Deprovisioning VMs

- New VMs can be created in response to client **demand** or to **failure**
  - If the instances are **stateless**, a new instance can be placed into service **as soon as** it is provisioned
  - Similarly, if **no state is kept in an instance**, deprovisioning becomes relatively **painless**
- An additional **advantage** of a stateless service is that messages can be routed to **any instance of that service**, which facilitates load sharing among the instances.

# Provisioning & Deprovisioning VMs

- This leads to a global decision to maintain state external to a service instance (see [lecture #3](#))
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