



TORINO



#GlobalAzureTorino

INTR3



TORINO

Design Patterns for Distributed Systems

Alberto Acerbis





You

What is a Distributed System?

- A distributed system is a network of independent computers that work together as a single system to solve a problem or execute a task
- In a distributed system, each computer, also known as a node, has its own memory and processing capabilities and communicates with other nodes through a network.
- These systems are designed to distribute the workload among multiple nodes, which can lead to increased performance, fault tolerance, and scalability compared to centralized systems.



You

What is a Distributed System?

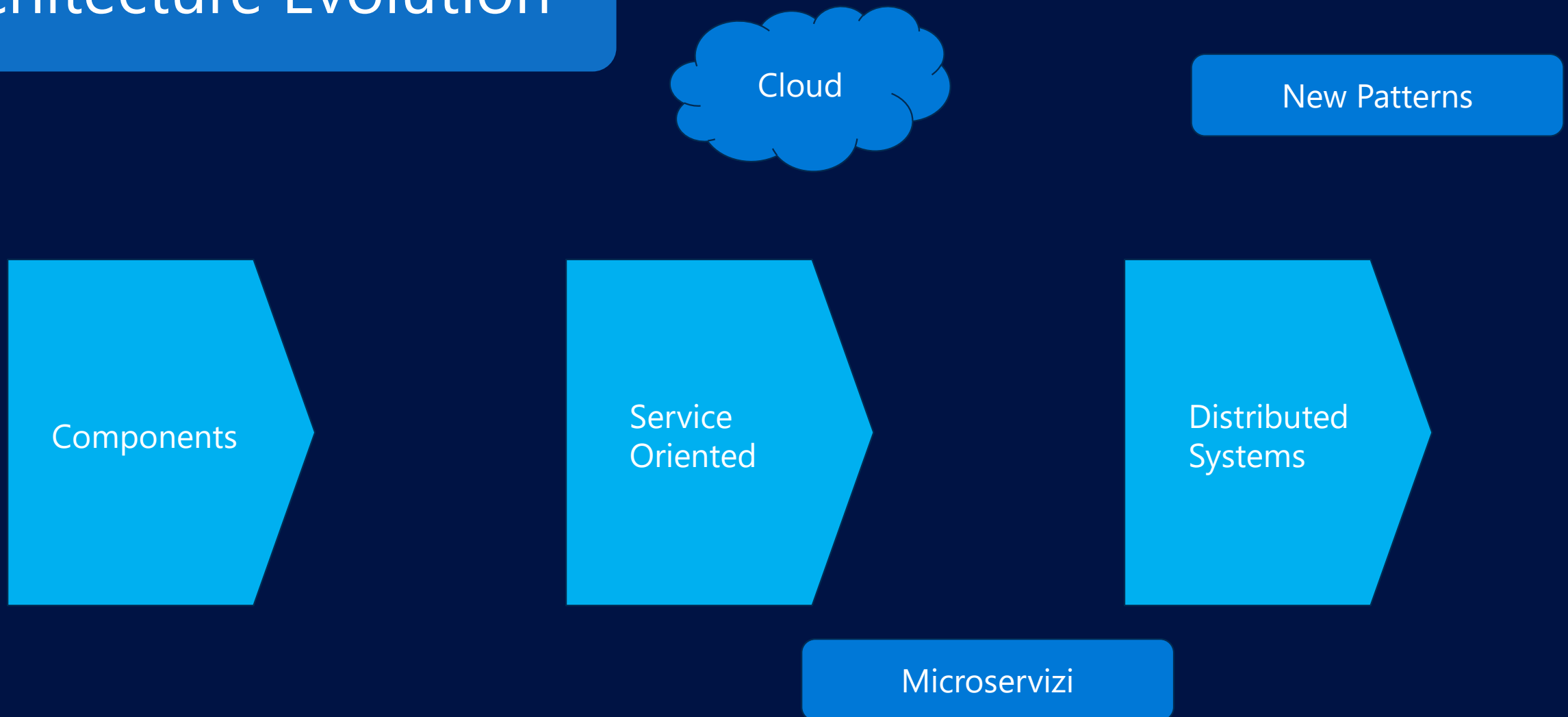


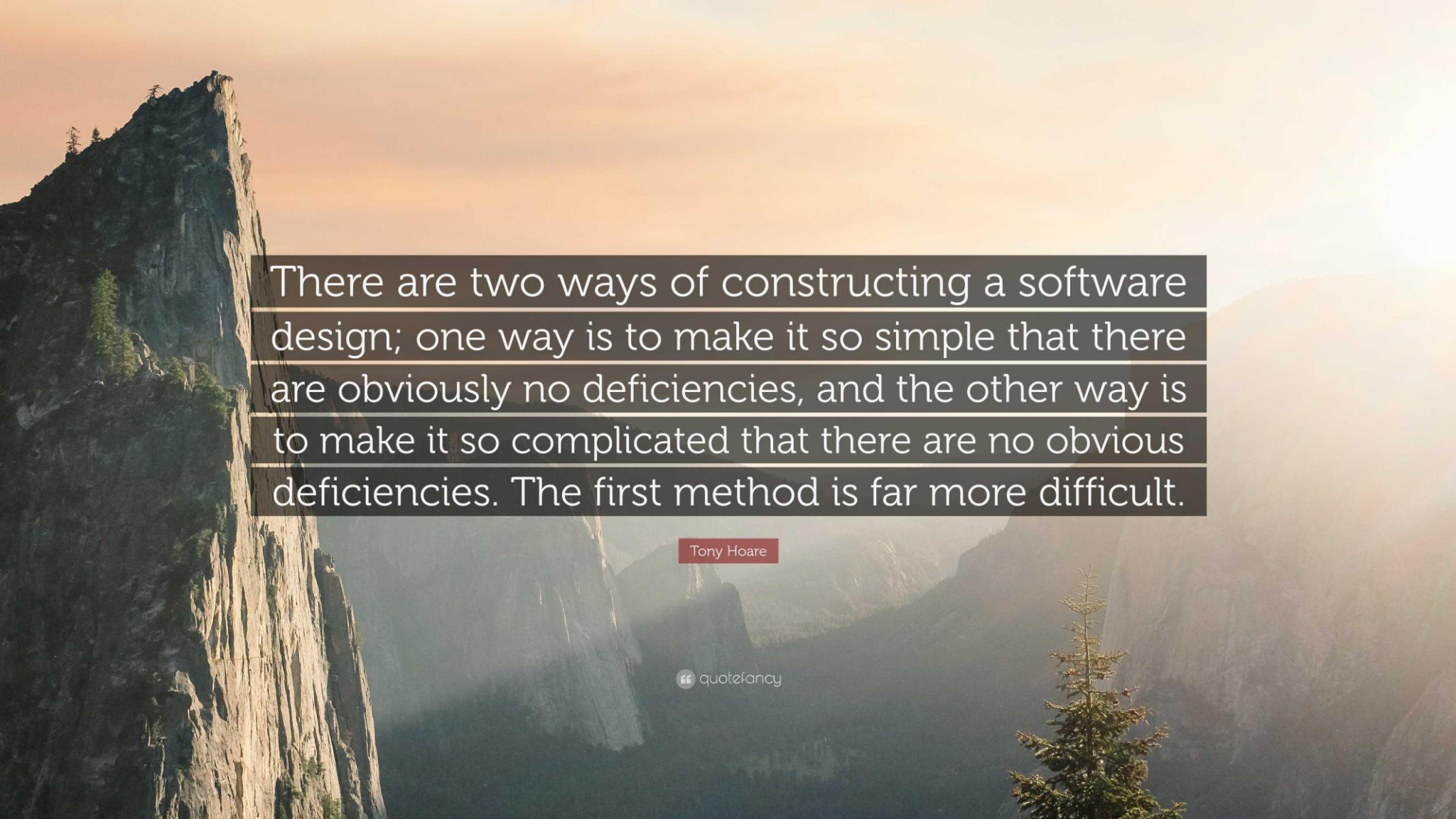
- A distributed system is a network of **independent computers** that work together as a single system to solve a problem or execute a task
- In a distributed system, each computer, also known as a node, has its **own memory** and **processing capabilities** and **communicates** with other nodes through a network.
- These systems are designed to **distribute the workload** among multiple nodes, which can lead to **increased** performance, fault tolerance, and scalability compared to centralized systems.

Promise (**and Perils**) of Distributed Systems

- Limits of a Single Server
- Separate **Business Logic** and **DataLayers**
- **Partitioning Data**
- Failure Management

Architecture Evolution

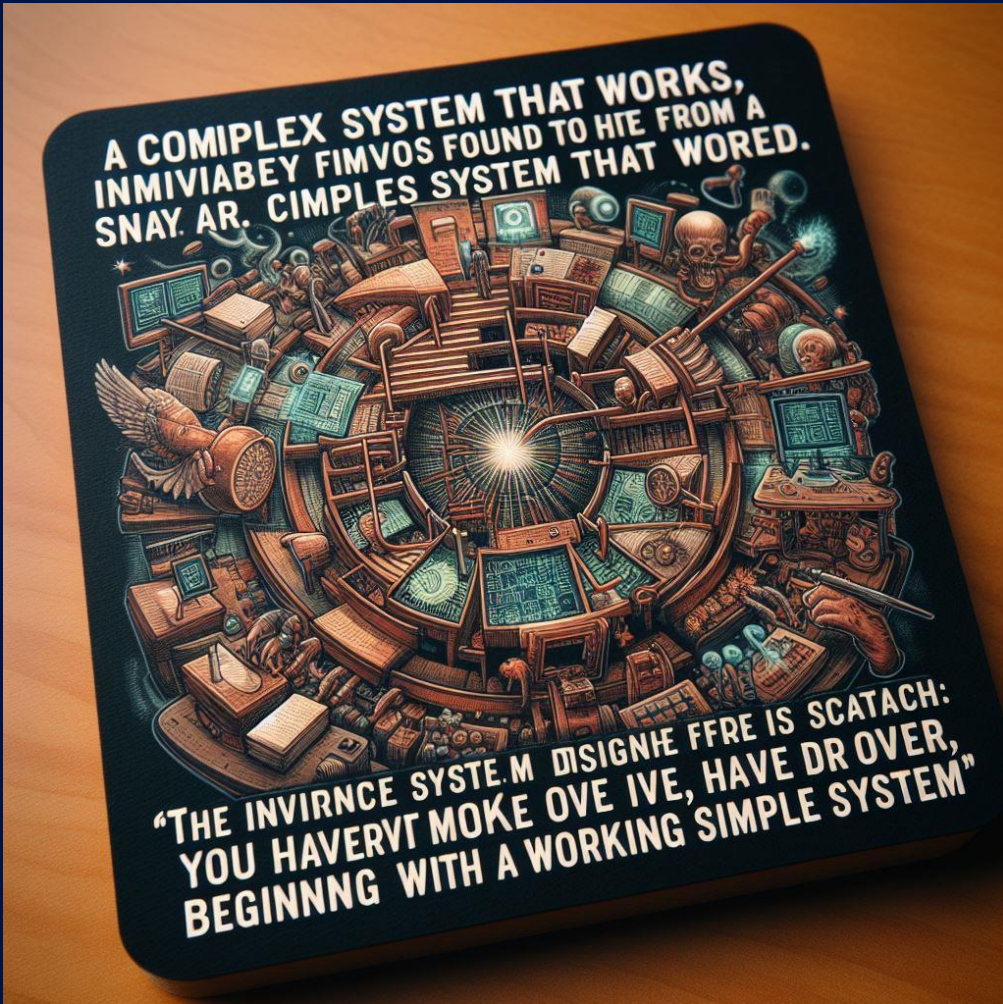




There are two ways of constructing a software design; one way is to make it so simple that there are obviously no deficiencies, and the other way is to make it so complicated that there are no obvious deficiencies. The first method is far more difficult.

Tony Hoare

“ quote fancy



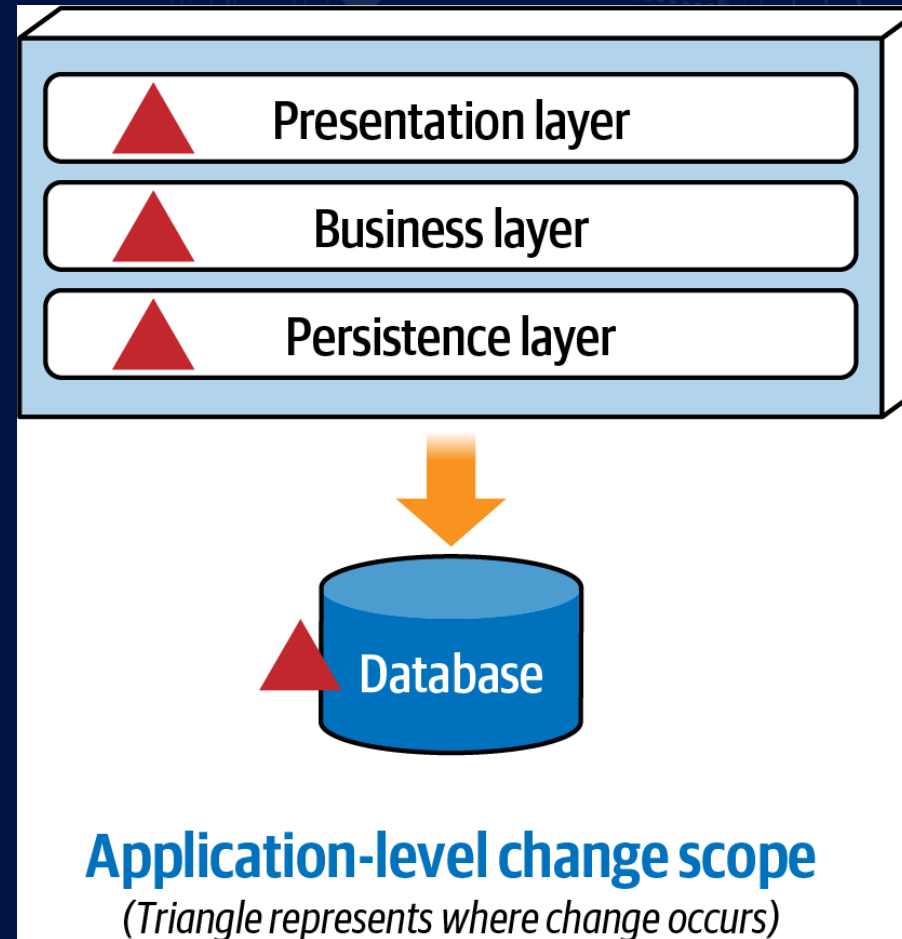
- A complex system that works is invariably found to have evolved from a simple system that worked.
- The inverse proposition also appears to be true: A complex system designed from scratch never works and cannot be made work.
- You have to start over, beginning with a working simple system.

Gall's Law

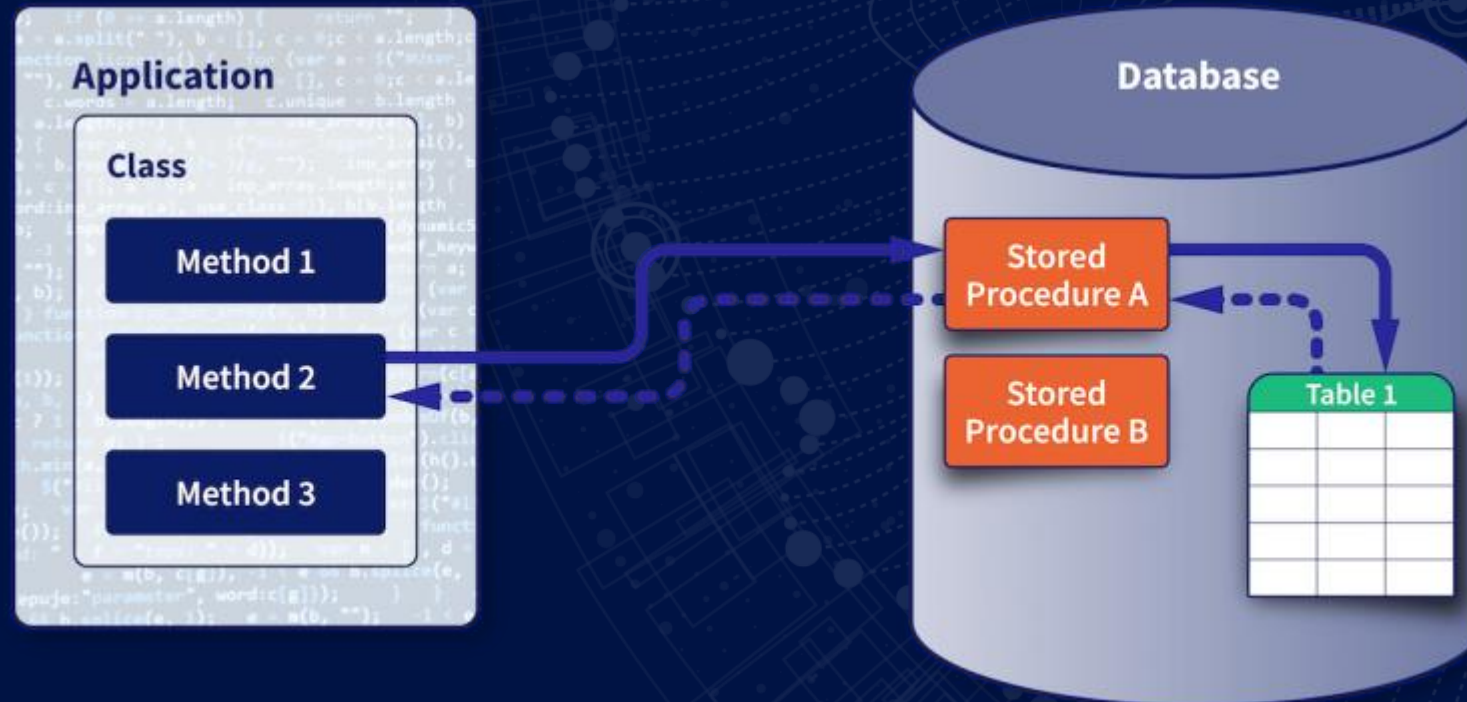
Promise (**and Perils**) of Distributed Systems

- **Separate Business Logic and DataLayers**
- Partitioning Data
- Failure Management
- Limits of a Single Server

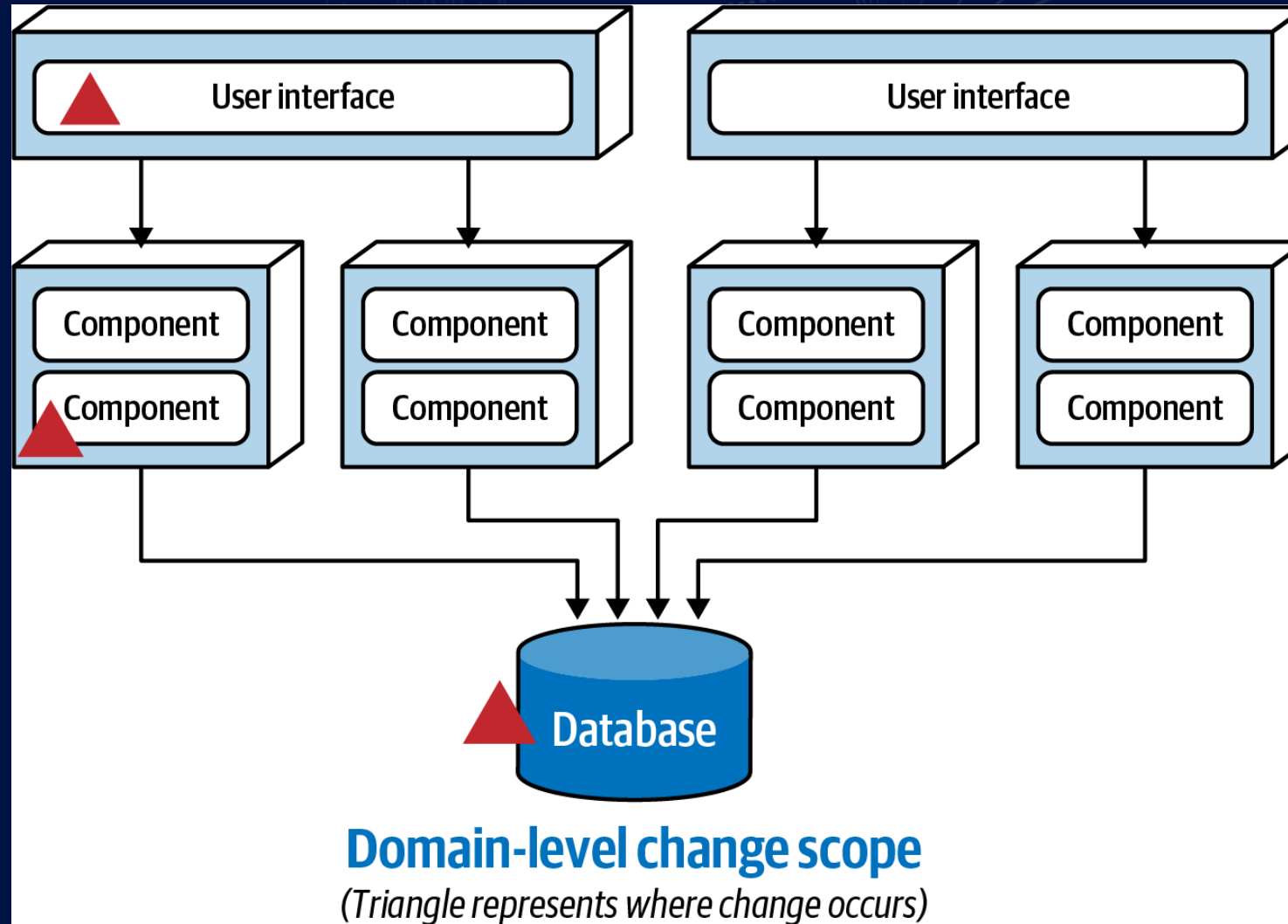
Separate Business Logic and Data Layer

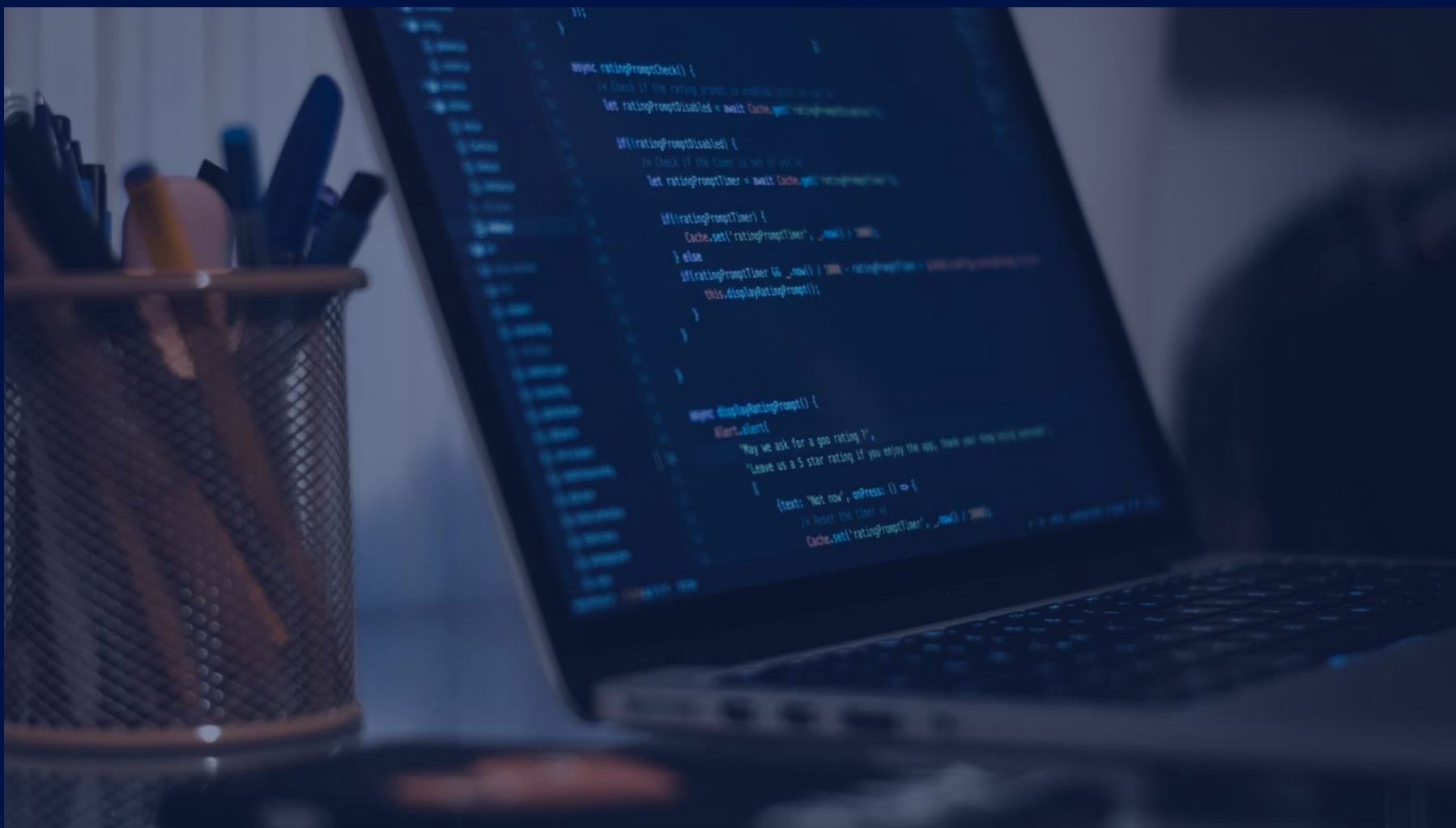


Separate Business Logic and Data Layer



Separate Business Logic and Data Layer





Promise (**and Perils**) of Distributed Systems

- **Separate Business Logic and Data Layers**
- **Partitioning Data**
- Failure Management
- Limits of a Single Server

Partitioning Data

Given a distributed system has to update many components, it can't simultaneously change everything at once, quickly, without failure.

Partitioning Data

Given a distributed system **has to update many components**, it can't simultaneously change everything at once, quickly, without failure.

Partition Tolerance

Partitioning Data

Given a distributed system has to update many components, it can't simultaneously **change everything at once**, quickly, without failure.

Consistency

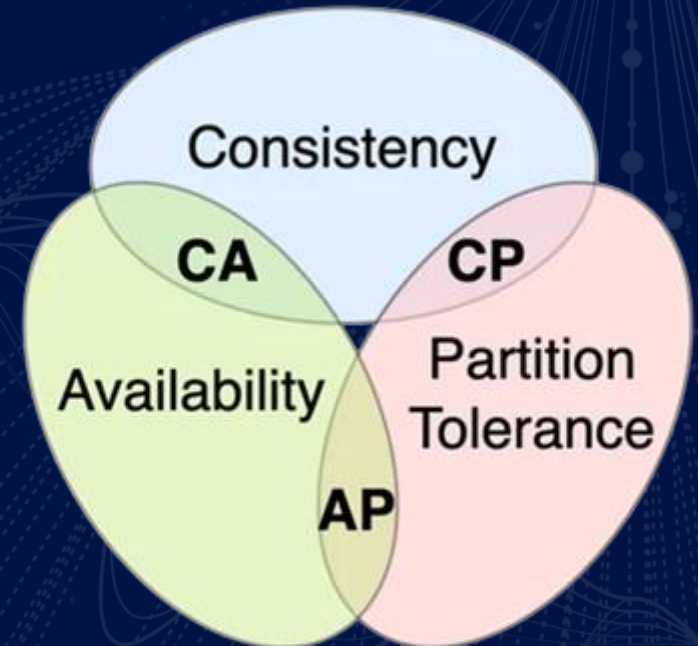
Partitioning Data

Given a distributed system has to update many components, it can't simultaneously change everything at once, quickly, **without failure.**

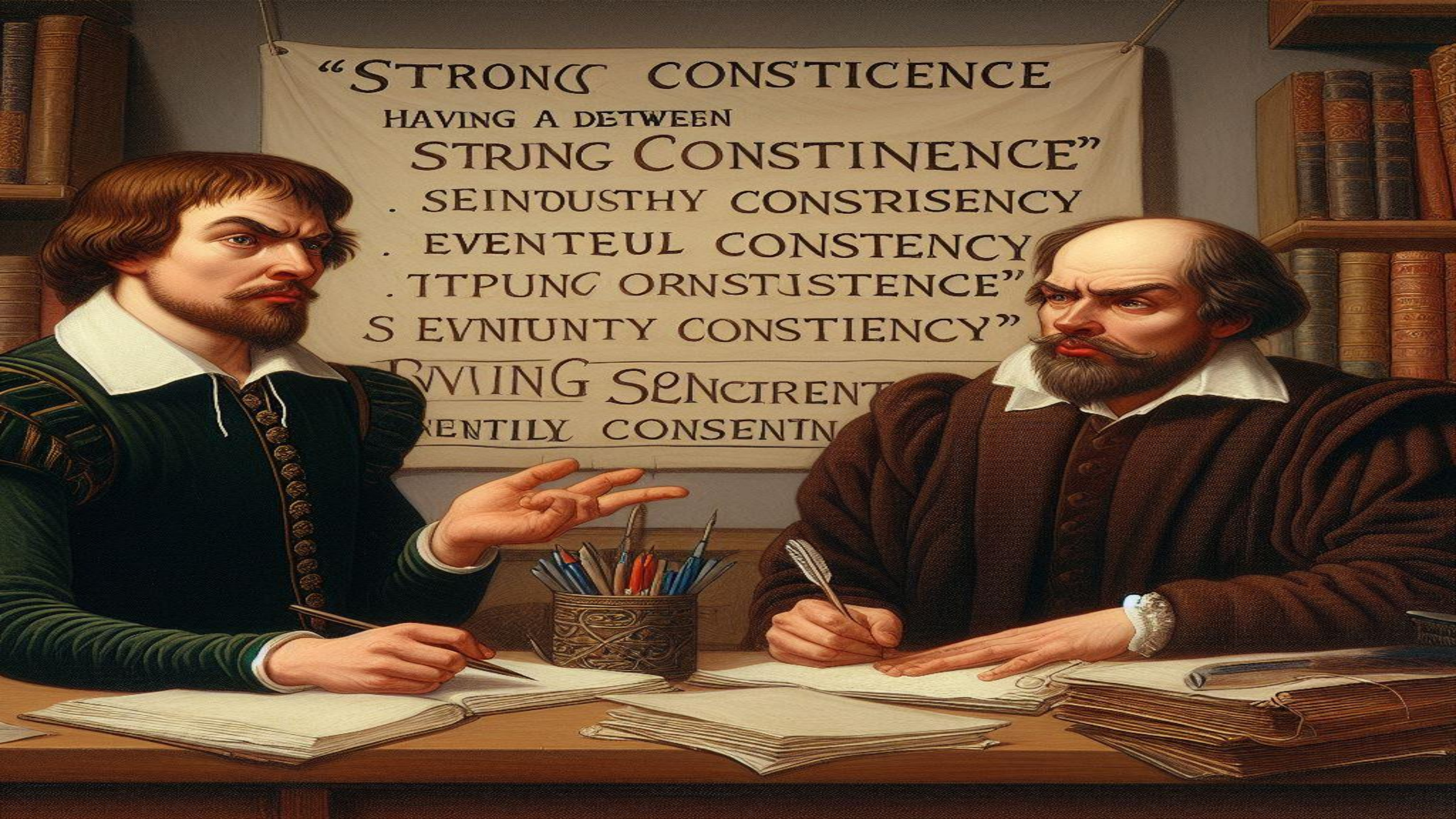
Availability

CAP Theorem

Any partition tolerant system can only have consistency or availability.
Not both!



Consistency vs Availability



"STRONG CONSTICENCE
HAVING A DETWEEN
STRING CONSTINENCE"
. SEINDUSTHY CONSRISENCY
. EVENTEUL CONSTENCY
. TTPUNC ORNSTISTENCE"
S EVNIUNTY CONSTIENCY"
RMING SENCIRENT
MENTILY CONSENTIN

What is Communication?



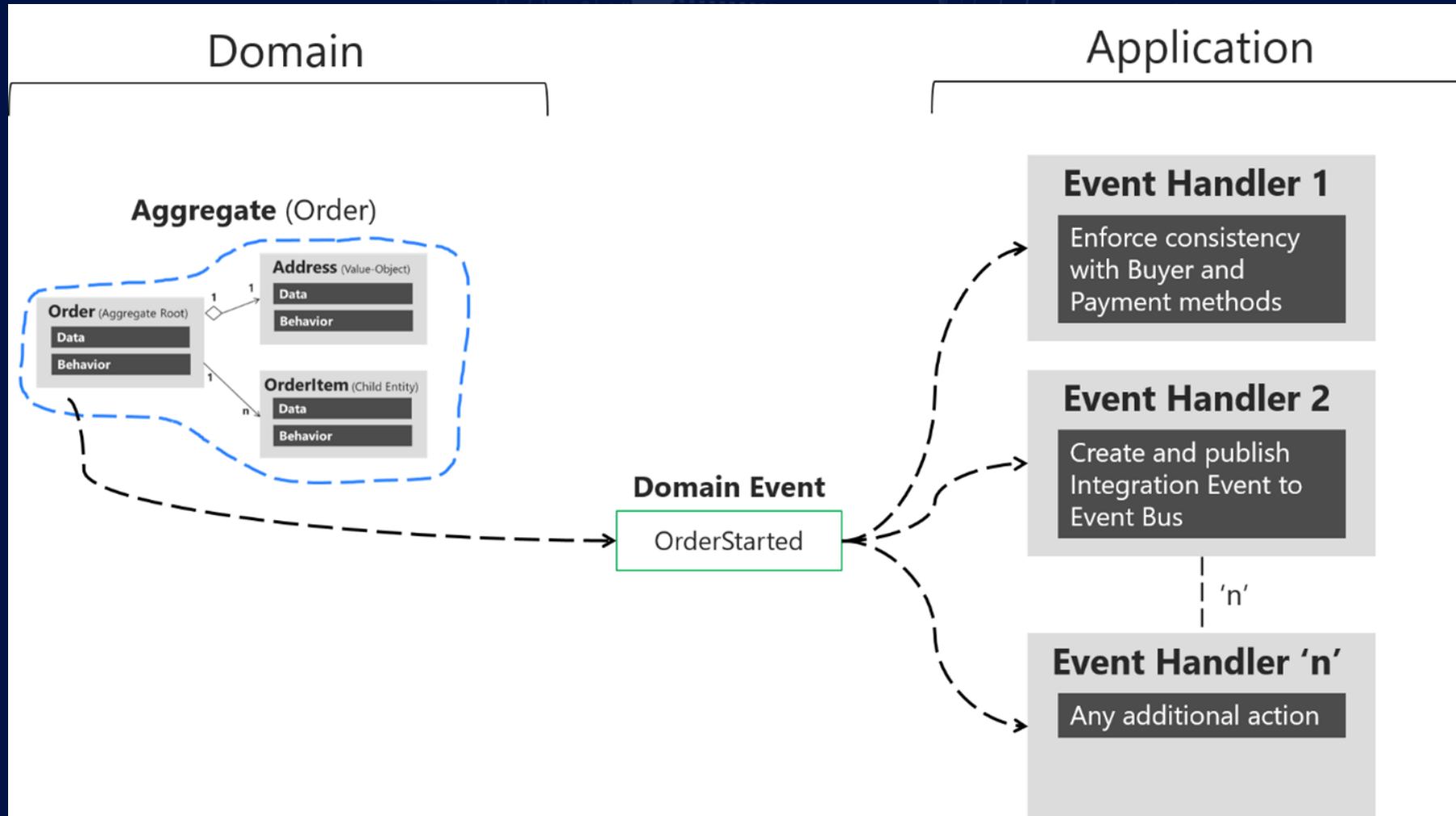
Communication is the process of passing information (sending) and understanding (receiving) the same from one service to another.

What is Communication?

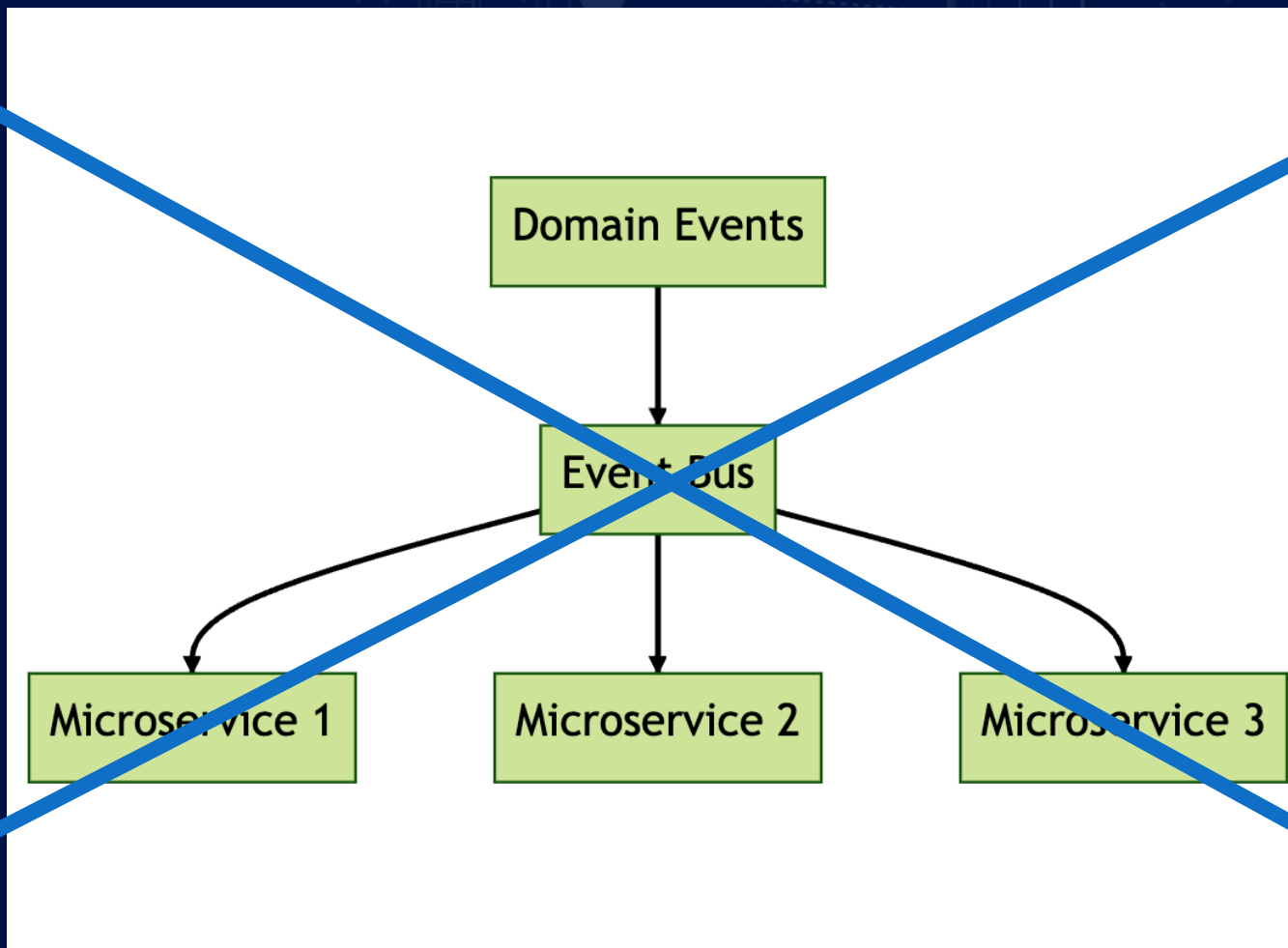


Communication is the process of passing information (**sending**) and understanding (**receiving**) the same from one service to another.

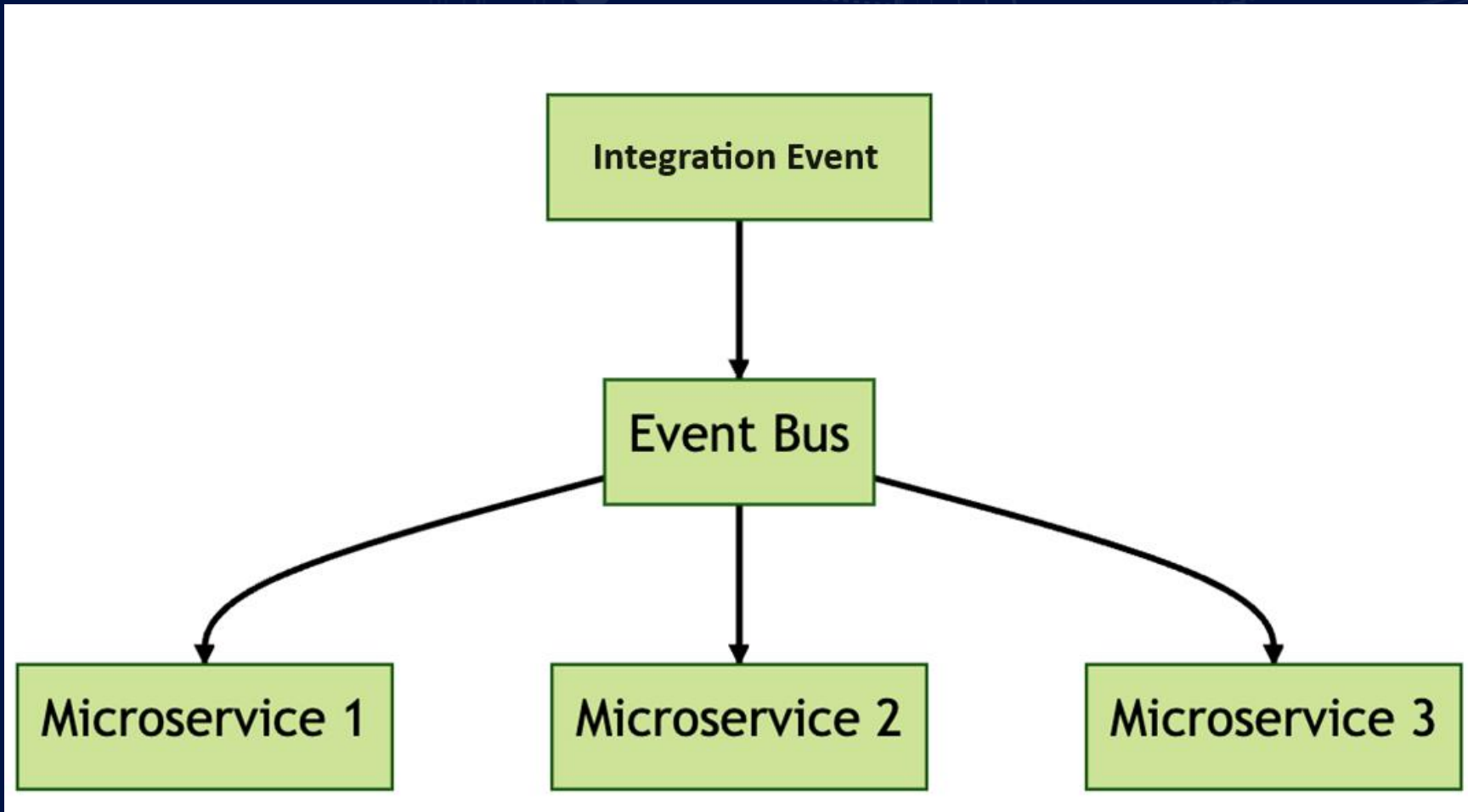
Domain Event

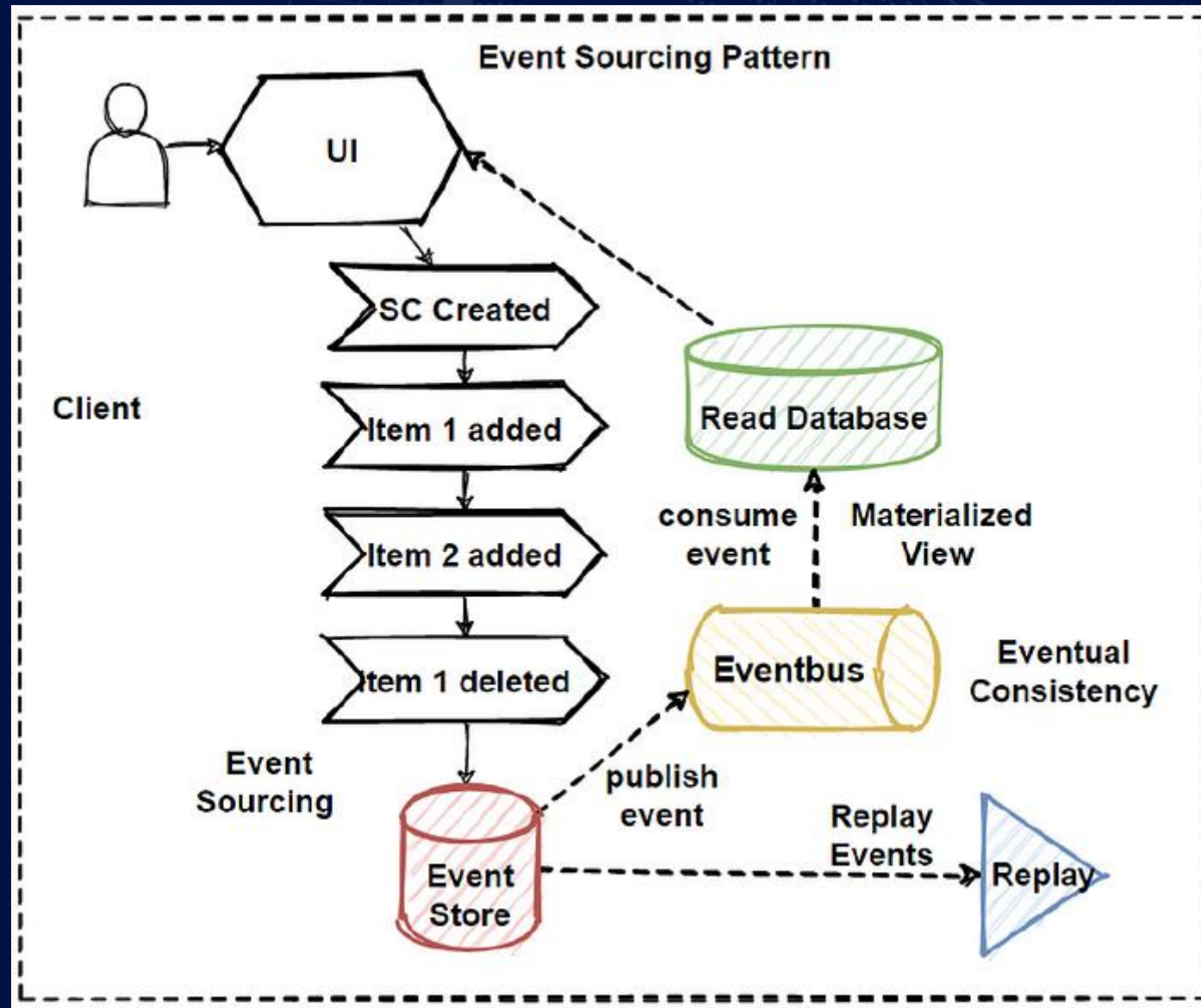


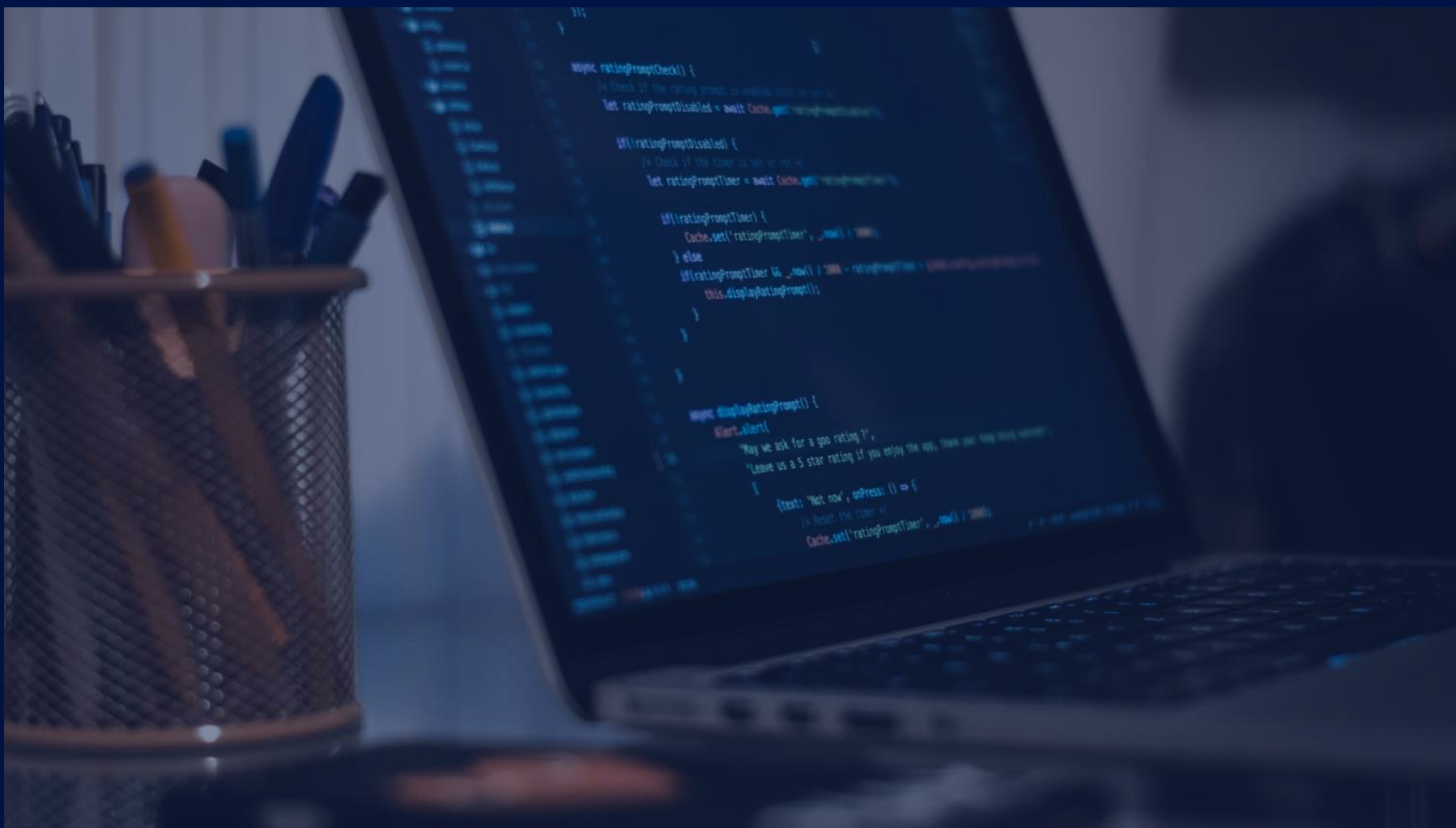
Don't Try It at Home!



Integration Event

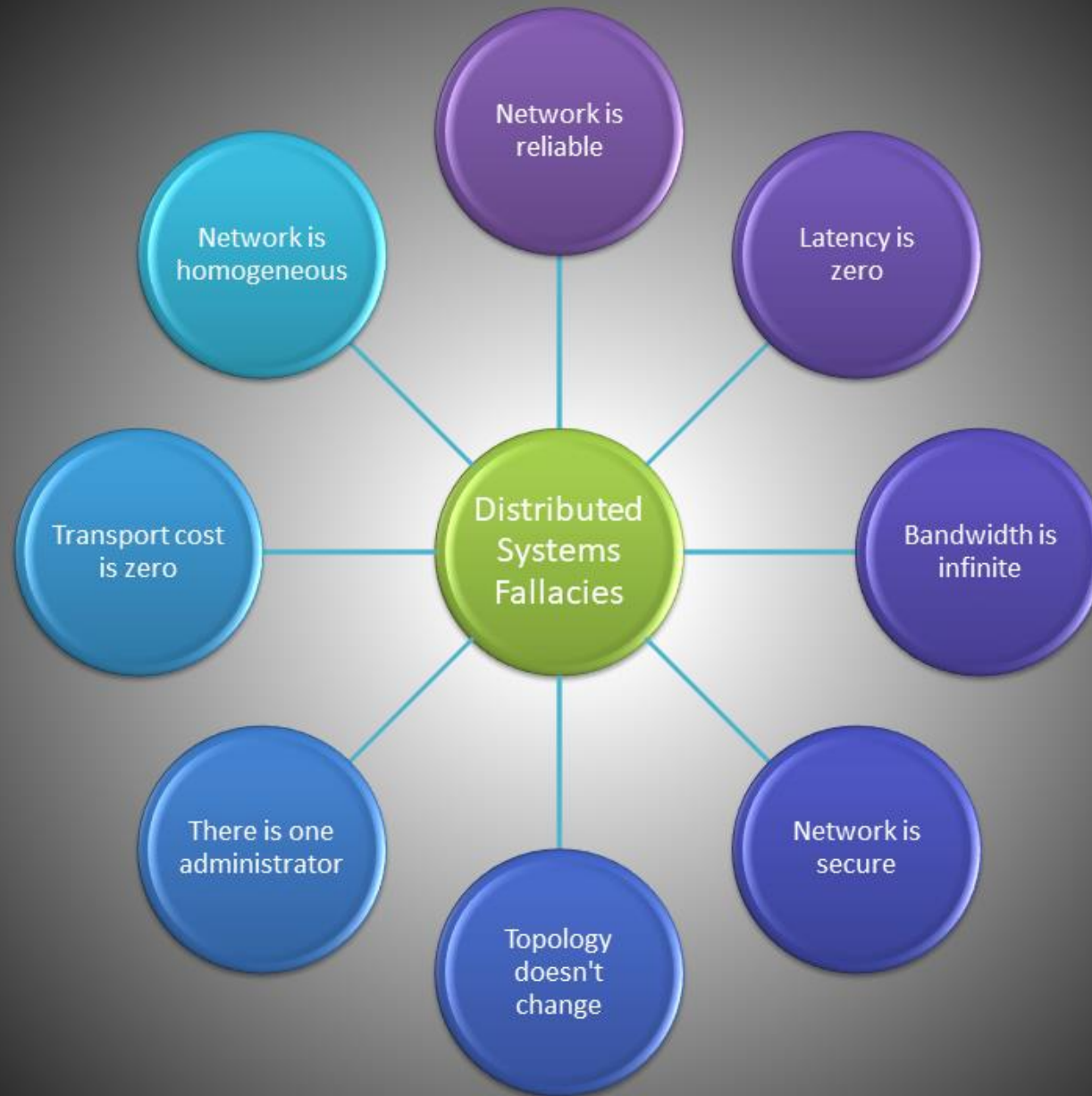






Promise (**and Perils**) of Distributed Systems

- **Separate Business Logic and Data Layers**
- Partitioning Data
- Failure Management
- Limits of a Single Server





INTR3

TD SYNnex

PA EXPERTISE
RETELIT GROUP





	Before	After
Unexpected Outcome	1	1
Latency	0	1
General Fault	0	1
	1	3
Resilience Index	0.5	



Thank You



alberto.acerbis@intre.it



<https://github.com/Ace68/PatternsOfDistributedSystems>



<https://github.com/ace68>

