

# Microservice Architectures (and more)

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## Inspirations:

Martin Fowler (<http://martinfowler.com/articles/microservices.html>)

Josh Evans @ Netflix (<https://www.youtube.com/watch?v=CZ3wluvmHeM>)

Matt Ranney @ Uber (<https://www.youtube.com/watch?v=kb-m2fasdDY>)

Christopher Meiklejohn & Filibuster (<http://filibuster.cloud>)

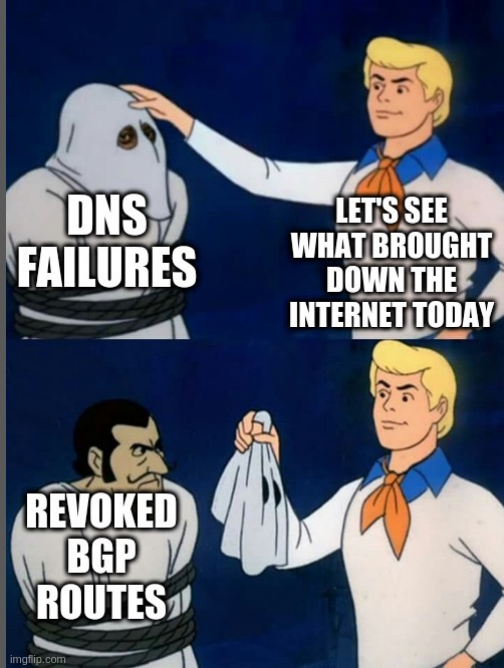
# Administrativa

- Homework 2 due Friday (Oct 7).
- Recitation this week: midterm review (**come prepared!**)
  - Work through problems on the previous midterms – many students found this helpful.
  - Any questions on the previous midterm questions – bring them to recitation to discuss as a class.
- Midterm on October 12<sup>th</sup> (in class, regular timing).

# Learning Goals

- Contrast the monolithic application design with a modular design based on microservices.
- Reason about how architectural choices affect software quality and process attributes.
- Reason about tradeoffs of microservices architectures.



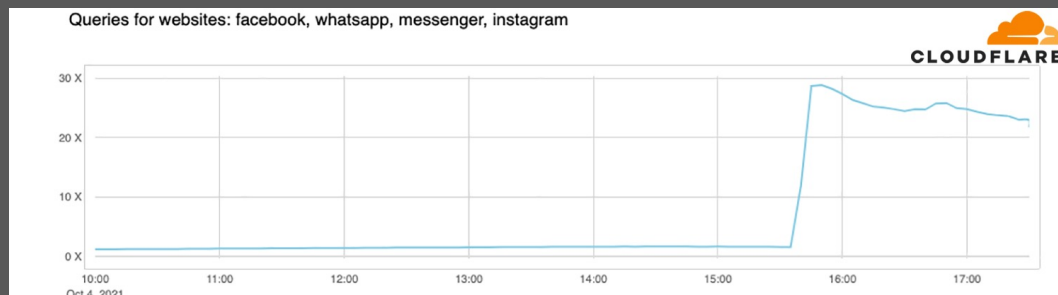
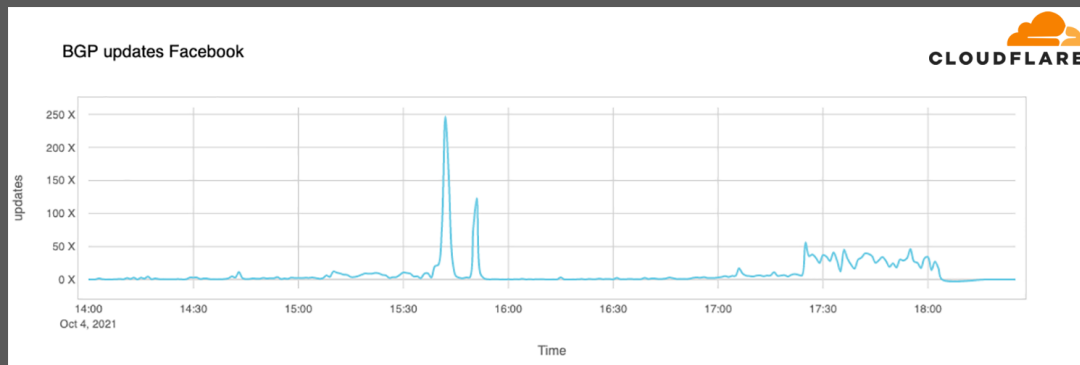


Facebook Network Engineering Team  
after doing `git push` of BGP changes:



# Facebook on Oct 4, 2021

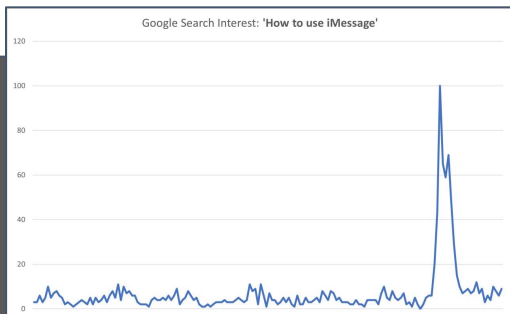
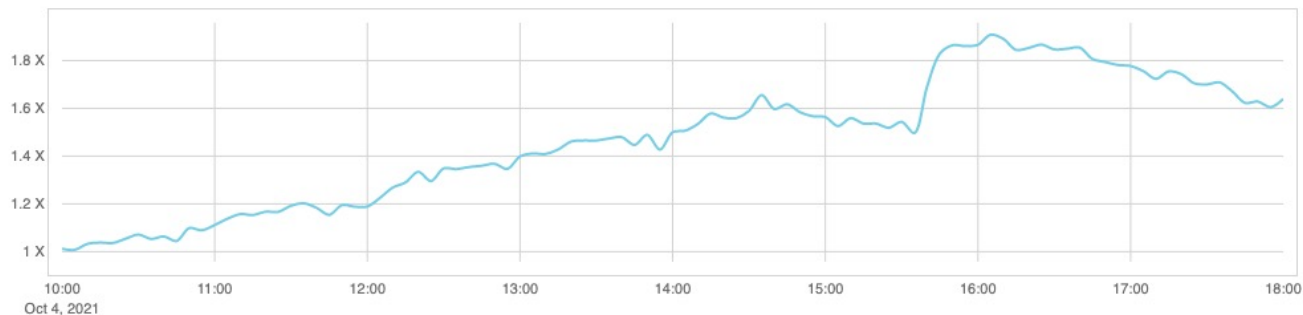
Source: <https://blog.cloudflare.com/october-2021-facebook-outage/>



# Facebook on Oct 4, 2021

Source: <https://blog.cloudflare.com/october-2021-facebook-outage/>

Queries for websites: twitter, signal, telegram, tiktok



Time

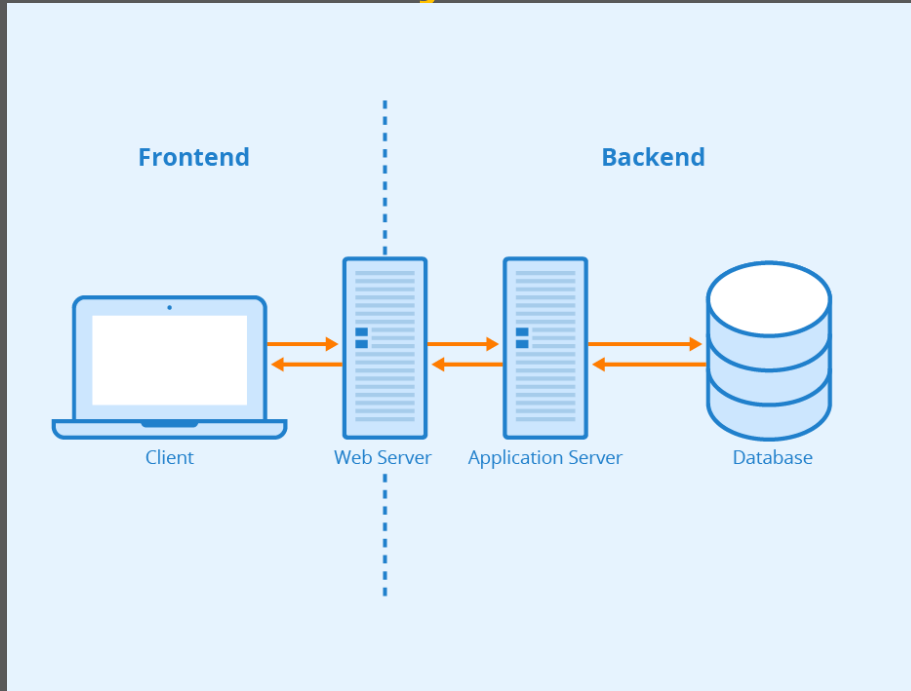
Some interesting insights about the dependency web of the Web:  
[https://www.synergylabs.org/yuvraj/docs/Kashaf\\_IMC2020\\_WebDep.pdf](https://www.synergylabs.org/yuvraj/docs/Kashaf_IMC2020_WebDep.pdf)

# Microservice architectures

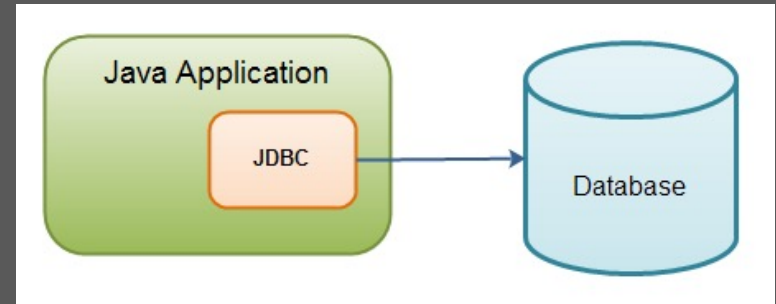


# MONOLITHS

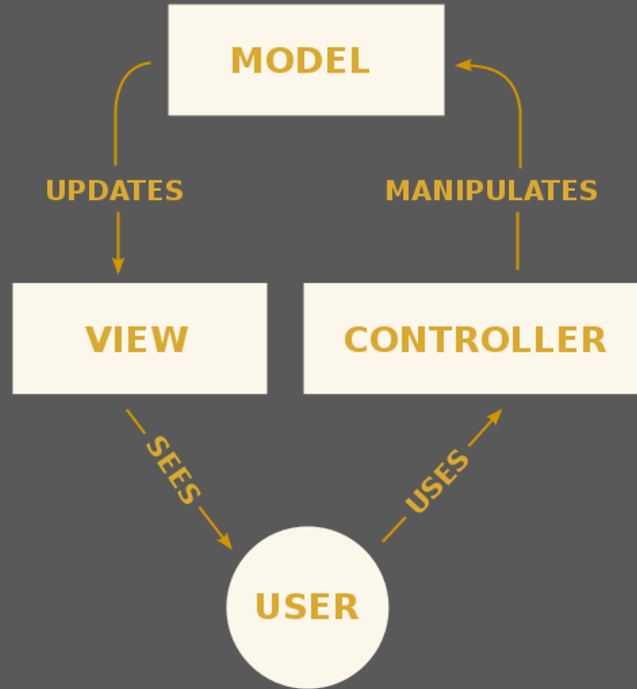
# Monolithic styles



Source: <https://www.seobility.net> (CC BY-SA 4.0)



# Monolithic styles: MVC Pattern (e.g. Mayan)



# Monoliths

What are the consequences of this architecture? On:

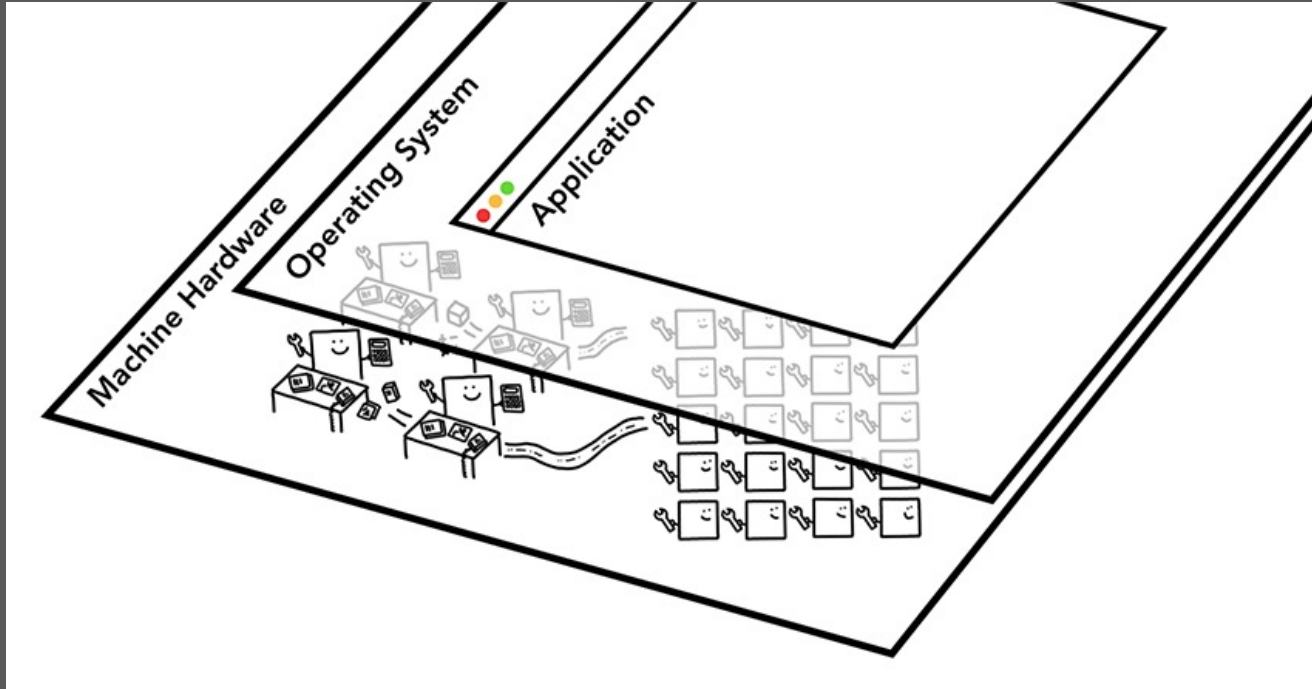
- Scalability
- Reliability
- Performance
- Development
- Maintainability
- Evolution
- Testability
- Ownership
- Data Consistency

Separation of concerns

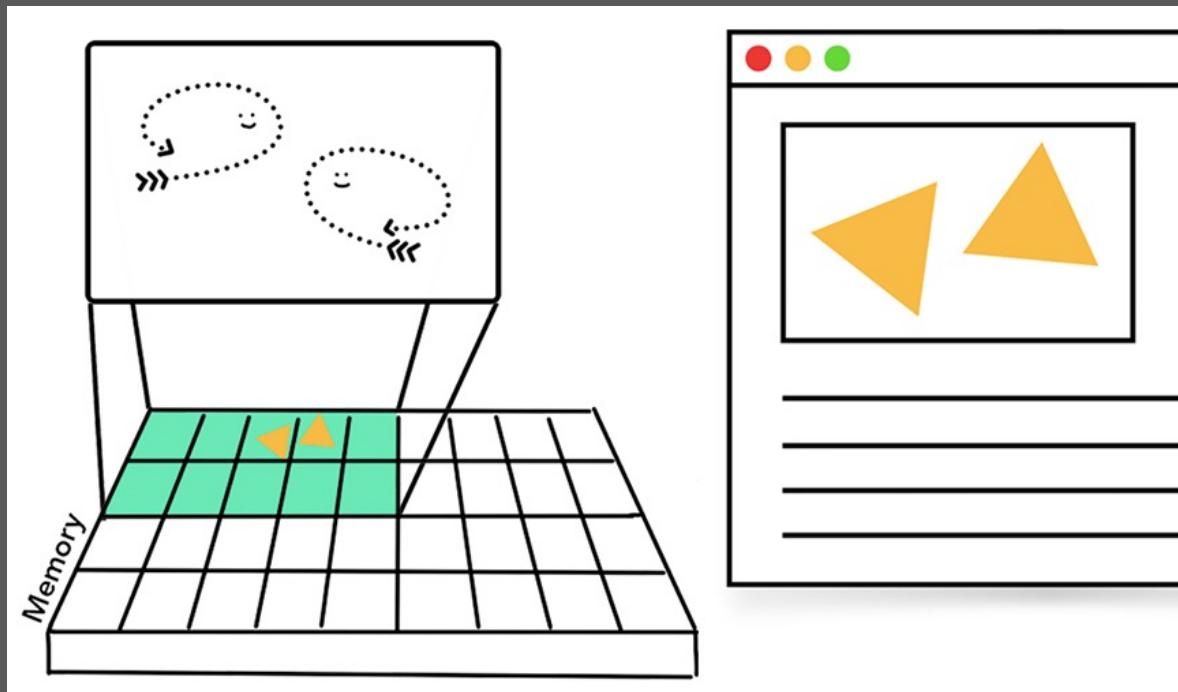
## **SERVICE-BASED ARCHITECTURE**

# Chrome

# Web Browsers

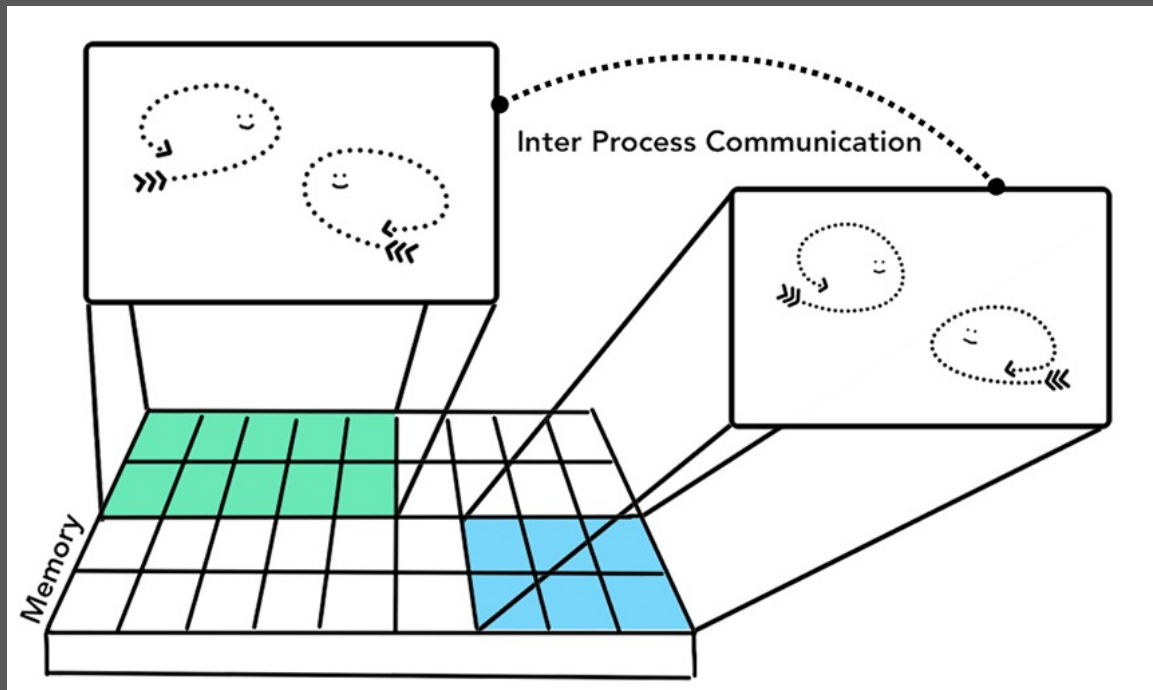


# Browser: A multi-threaded process

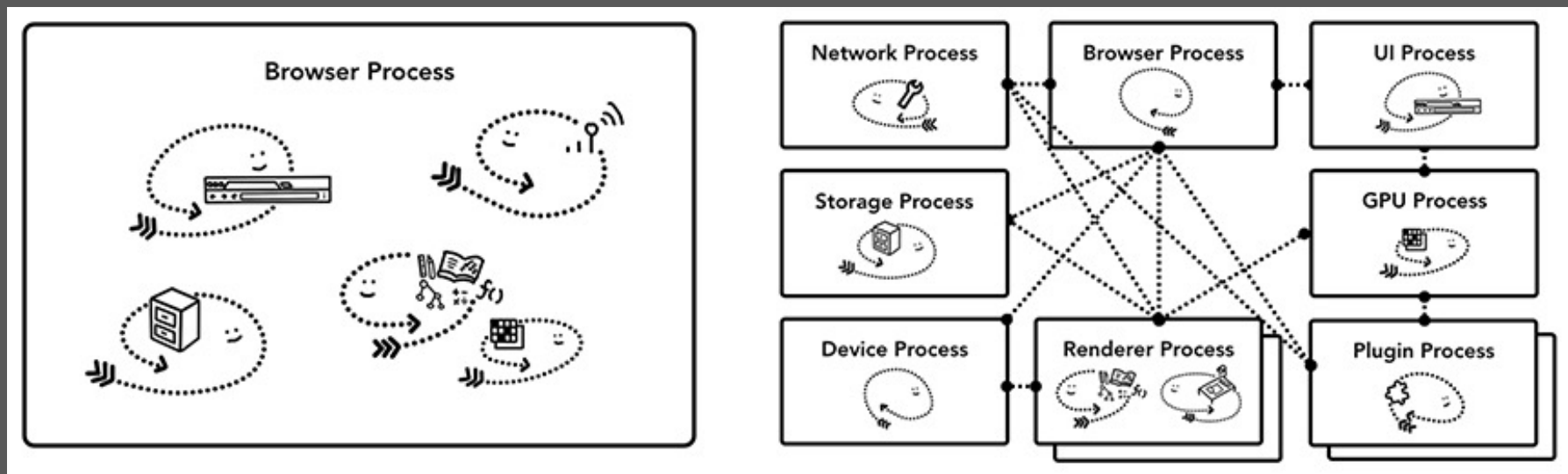




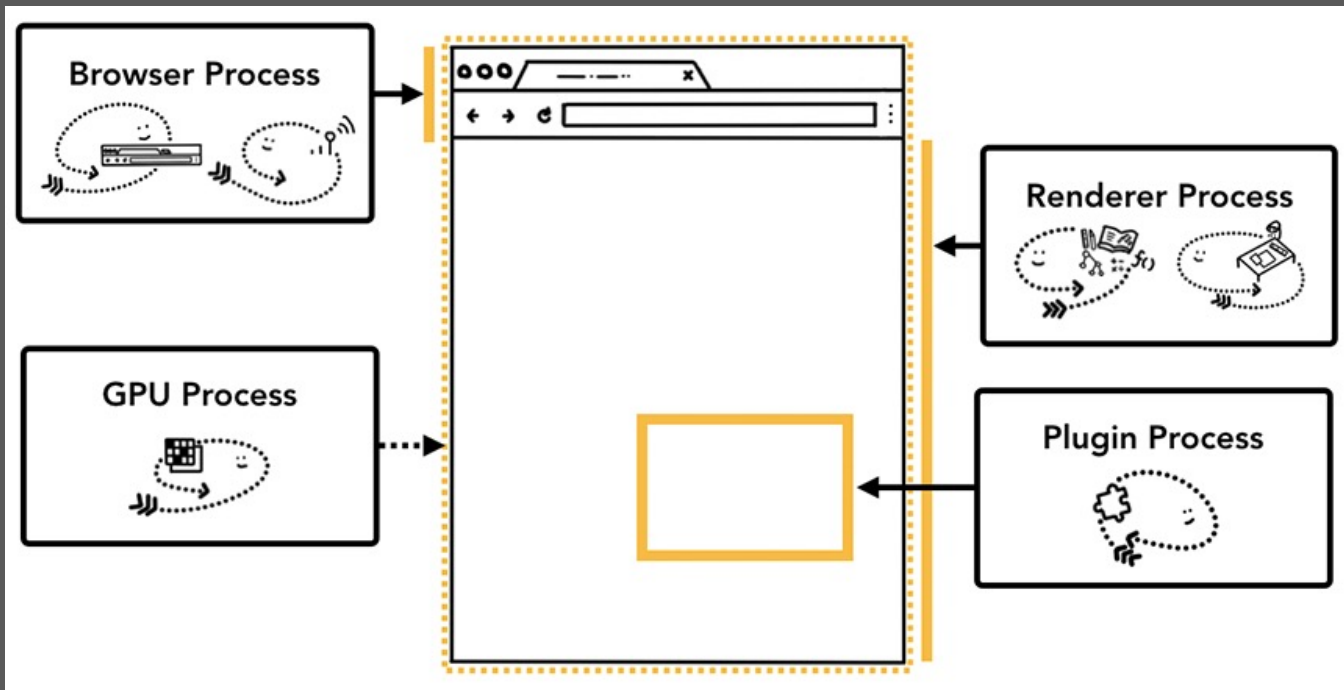
# Multi-process browser with IPC



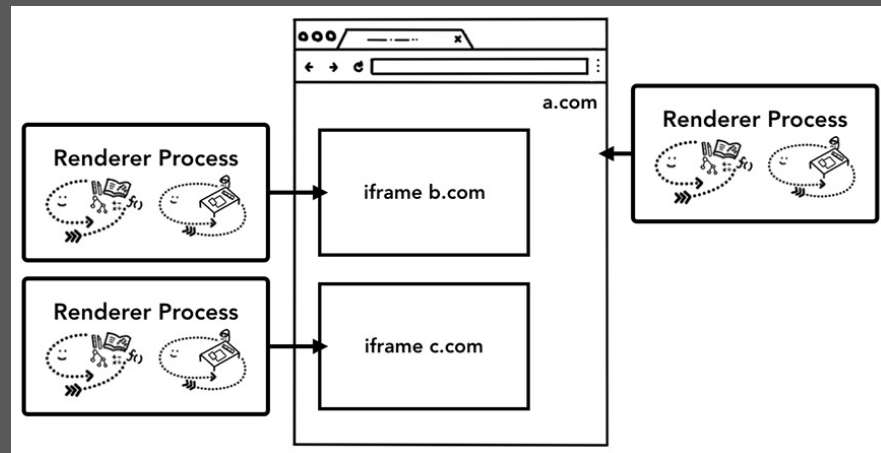
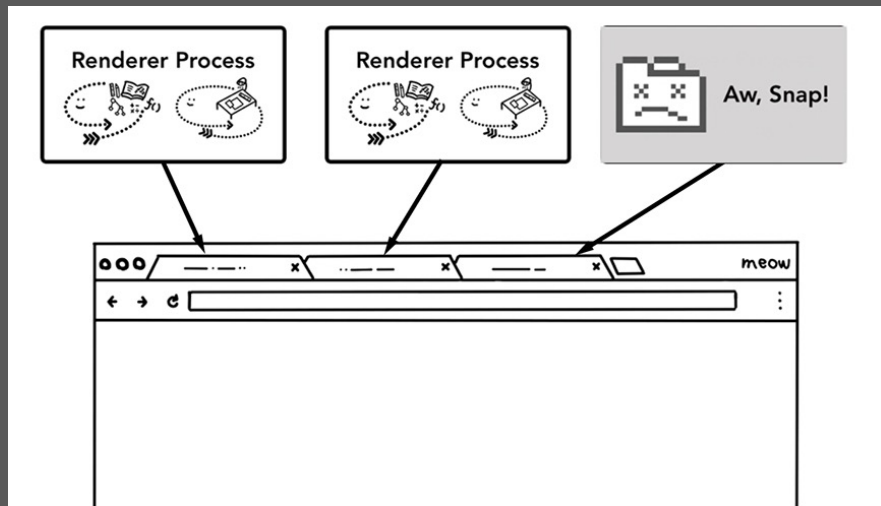
# Browser Architectures



# Service-based browser architecture



# Service-based browser architecture

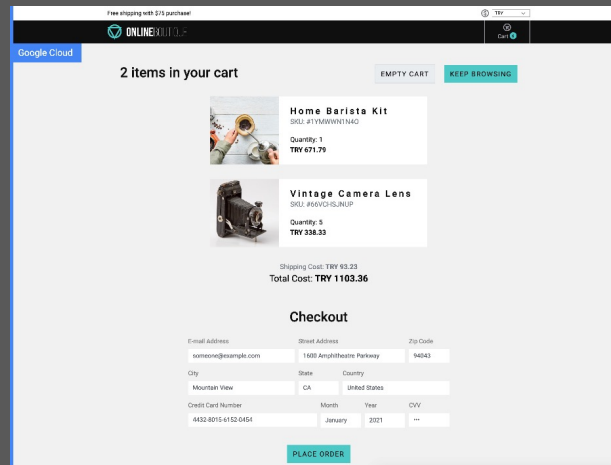
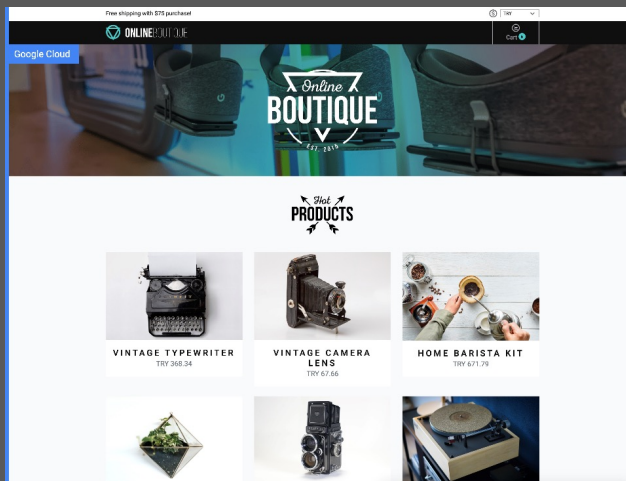


Taking it further

## MICROSERVICES

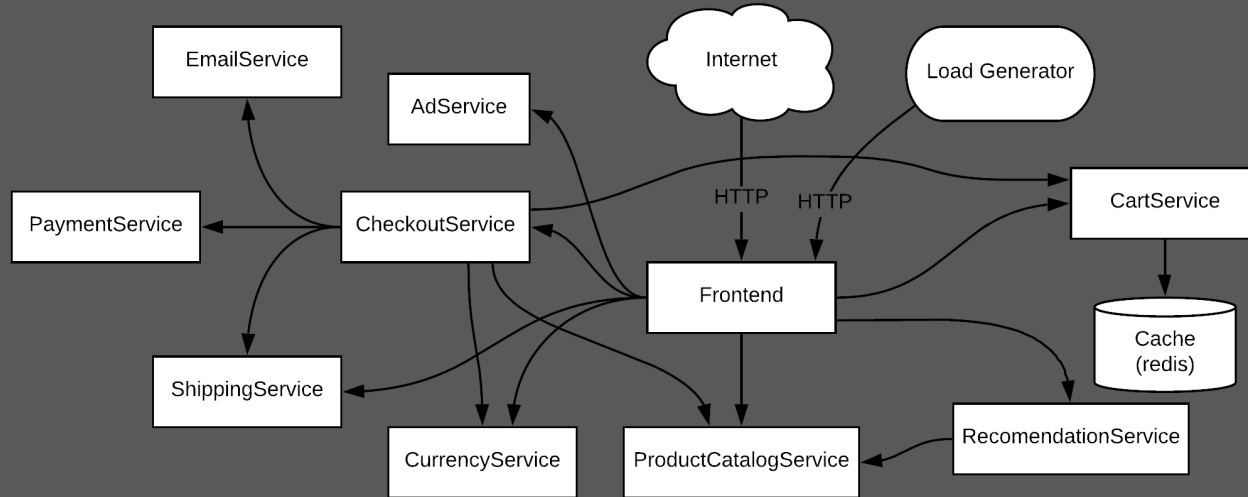
# Hipster Shop

# Hipster Shop User Interface



<https://github.com/GoogleCloudPlatform/microservices-demo>

# Hipster Shop Microservice Architecture



<https://github.com/GoogleCloudPlatform/microservices-demo>

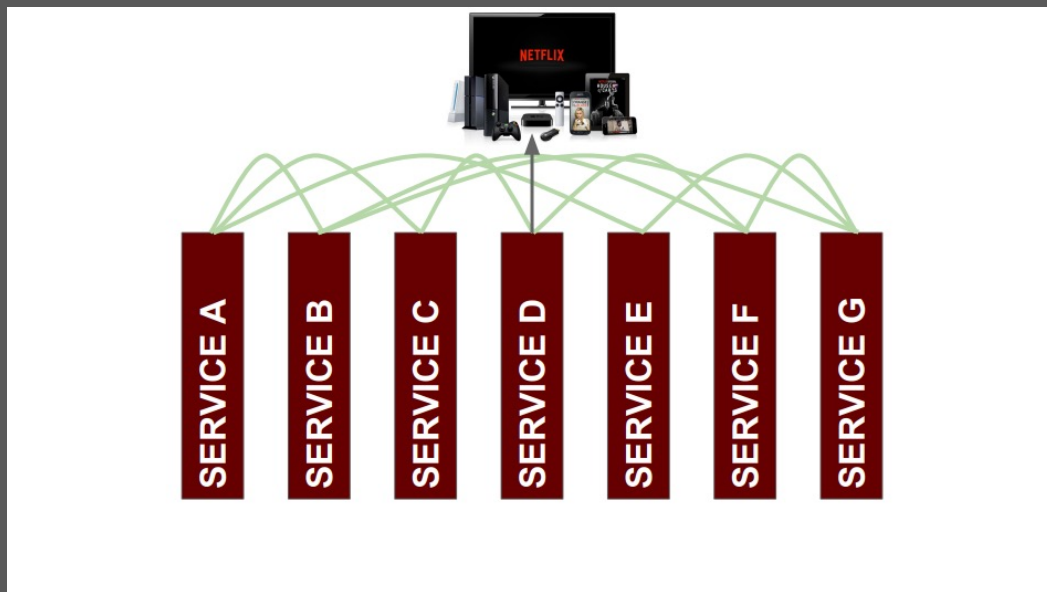


# Netflix

# Netflix



## AppBoot



Bookmarks

Recommendations

My List

Metrics

(as of 2016)

# Netflix Microservices



(as of 2016)

## Who uses Microservices?



UBER GROUPON®

# Microservices

What are the consequences of this architecture? On:

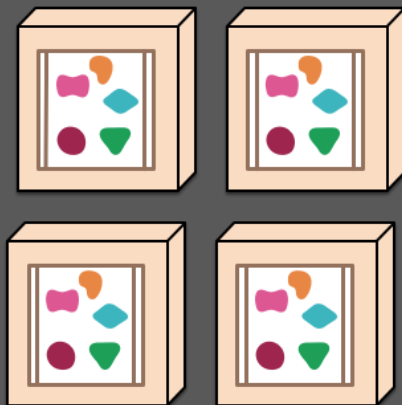
- Scalability
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# Scalability

*A monolithic application puts all its functionality into a single process...*



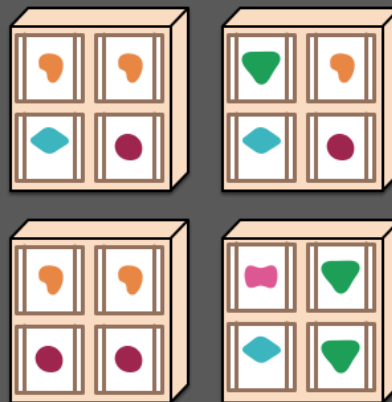
*... and scales by replicating the monolith on multiple servers*



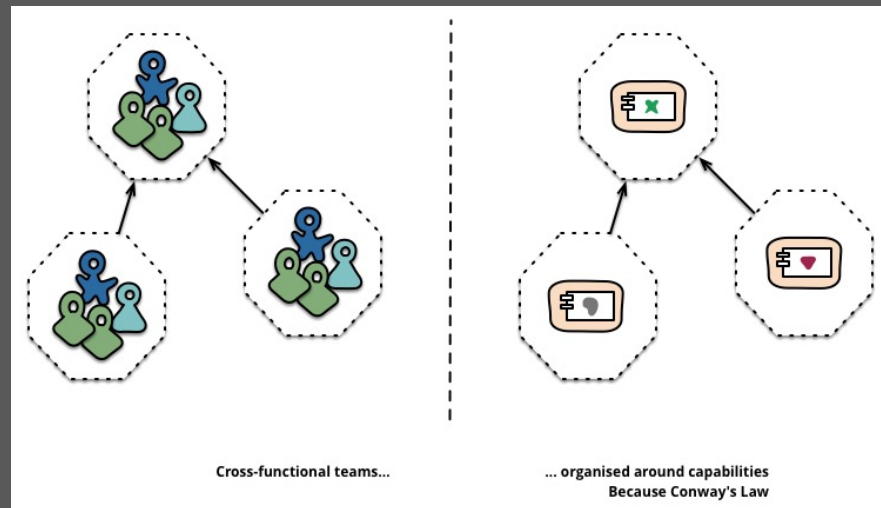
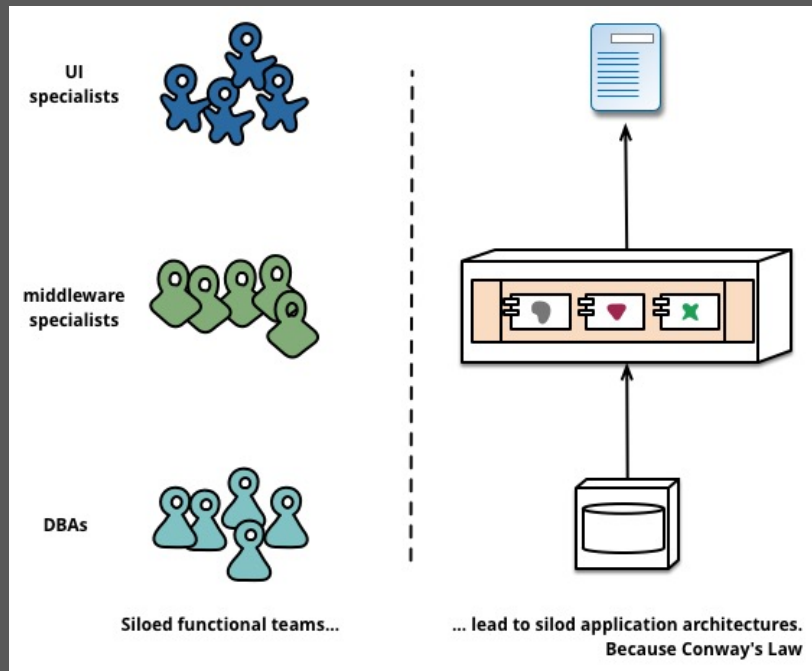
*A microservices architecture puts each element of functionality into a separate service...*



*... and scales by distributing these services across servers, replicating as needed.*



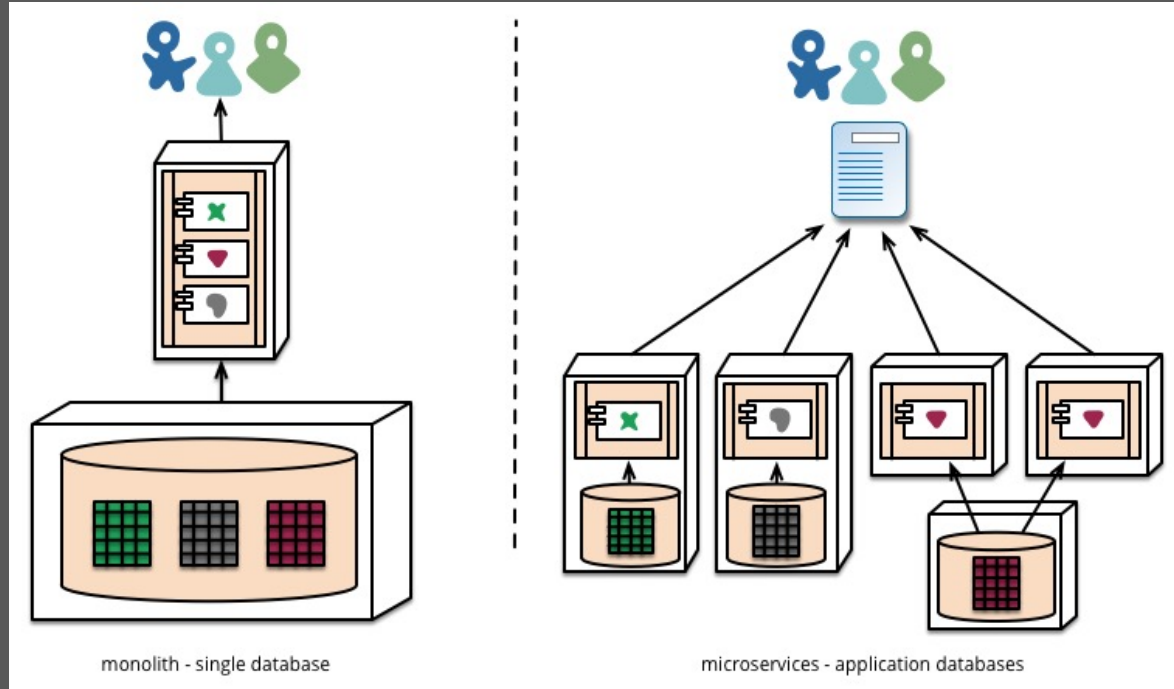
# Team Organization (Conway's Law)



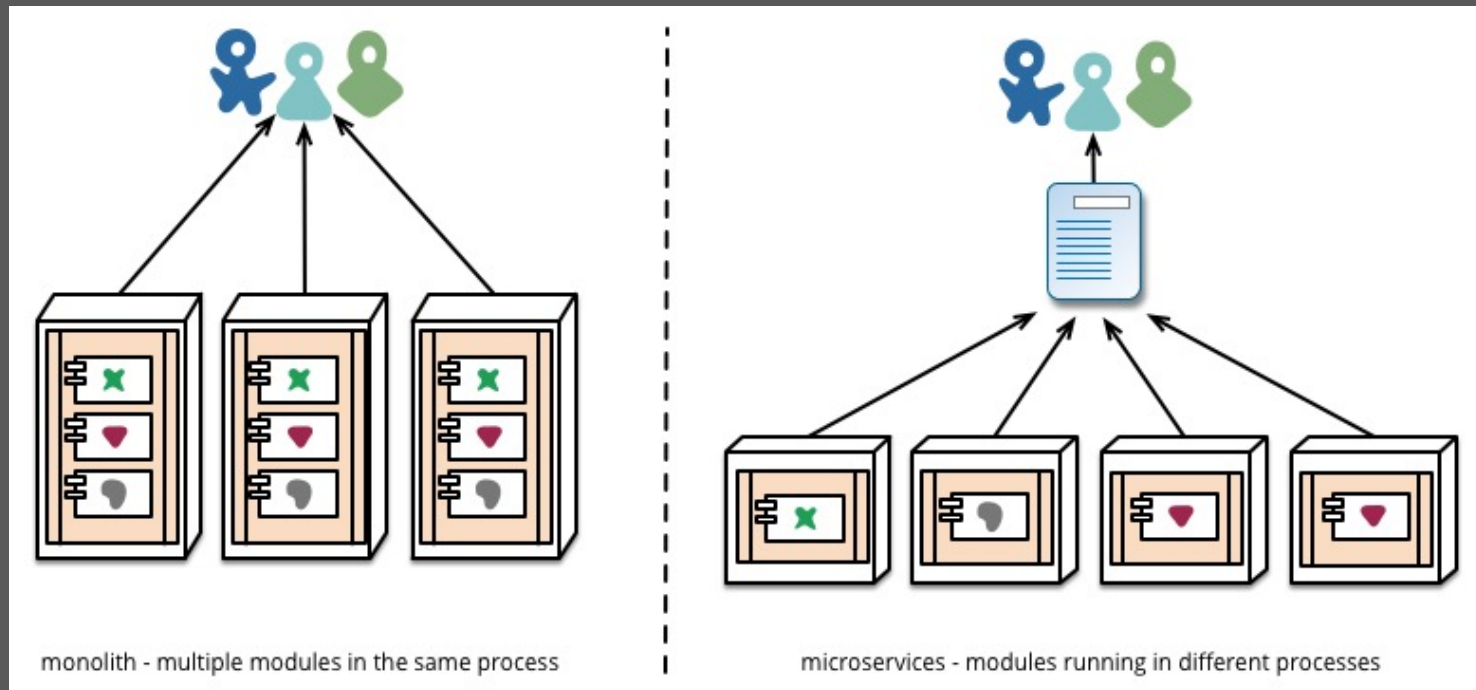
“Products” not “Projects”



# Data Management and Consistency



# Deployment and Evolution



## Microservices

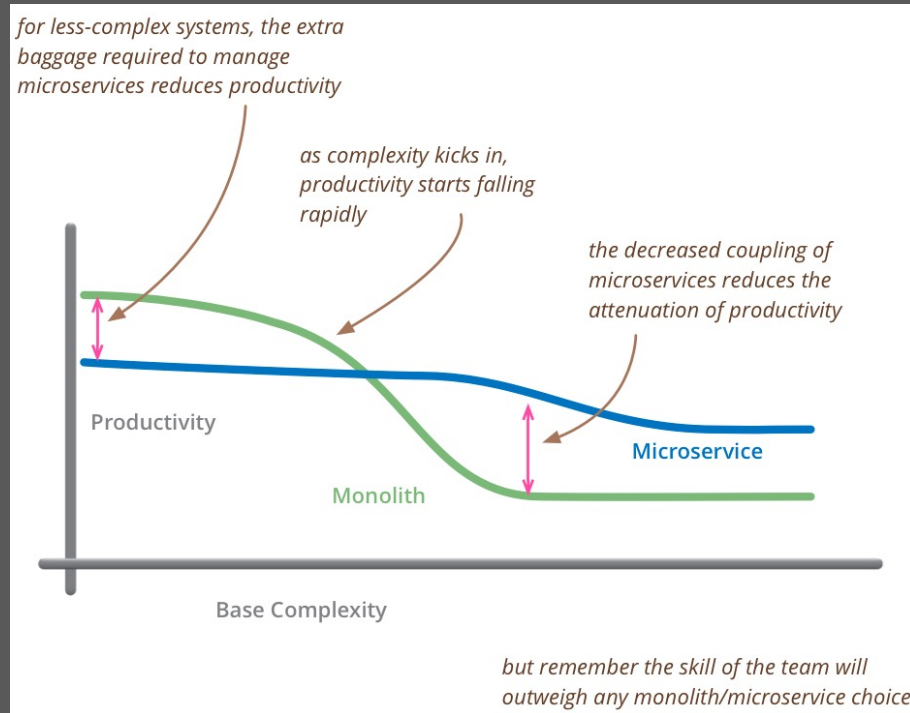
- Building applications as suite of small and easy to replace services
  - fine grained, one functionality per service (sometimes 3-5 classes)
  - composable
  - easy to develop, test, and understand
  - fast (re)start, fault isolation
  - modelled around business domain
- Interplay of different systems and languages
- Easily deployable and replicable
- Embrace automation, embrace faults
- Highly observable

## Technical Considerations

- HTTP/REST/JSON/GRPC/etc. communication
- Independent development and deployment
- Self-contained services (e.g., each with own database)
  - multiple instances behind load-balancer
- Streamline deployment

# Are microservices always the right choice?

## Microservices overhead



## Microservice challenges

- Complexities of distributed systems
  - network latency, faults, inconsistencies
  - testing challenges
- Resource overhead, RPCs
  - Requires more thoughtful design (avoid "chatty" APIs, be more coarse-grained)\_
- Shifting complexities to the network
- Operational complexity
- Frequently adopted by breaking down monolithic application
- HTTP/REST/JSON communication
  - Schemas?

Taking it to the extreme

**SERVERLESS**



## Serverless (Functions-as-a-Service)

- Instead of writing minimal services, write just functions
- No state, rely completely on cloud storage or other cloud services
- Pay-per-invocation billing with elastic scalability
- Drawback: more ways things can fail, state is expensive
- Examples:  
AWS lambda, CloudFlare workers, Azure Functions
- What might this be good for?
- (New in 2019/20) Stateful Functions:  
Azure Durable Entities, CloudFlare Durable Objects

