

# Service-Based Architecture

CSSE6400

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### Definition 1. Distributed System

A system with multiple components located on different machines that communicate and coordinate actions in order to appear as a single coherent system to the end-user.

Introduce idea of distributed systems and then move on to service-based being a simple approach.

#### Quote

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 [Turing Award, 2013]

## Definition 2. Service-Based Architecture

System is partitioned into business domains that are deployed as distributed services. Functionality is delivered through a user interface that interacts with the domain services.

Explain why this leads to a fairly simple distributed architecture.

# Service-Based Architecture



## Terminology

**User Interface** Provides access to system functionality

**Services** Implement functionality for a single, independent business process

**Service APIs** Communication mechanism between UI and each service

**Database** Stores persistent data for the system

- Explain that the Service APIs are communication protocols and data formats, not just a Java-style interface.
- Usually all Service APIs use the same communication protocol (e.g. REST).
- Also point out that messages between the UI and services will typically be asynchronous.

### Definition 3. API Abstraction Principle

Services should provide an API that hides implementation details.

- Each service publishes its own API.
- Hides service implementation details, reducing coupling between UI and service.
- Makes it easier to reuse service across systems or by supporting service (e.g. auditing).

#### Definition 4. Façade Design Pattern

Provide a simple, abstract interface to use a service domain's functionality. A component within the service coordinates how to deliver the requested functionality with the service's internal components.

Summarise Façade Design Pattern and how it is used in a service-based architecture. Mention its from the GoF book.



### Definition 5. Independent Service Principle

Services should be independent, with no dependencies on other services.

- Explain consequences of dependencies between services.
- Services can't easily be deployed separately if they depend on other services.
- They would require interfaces between services, increasing coupling.

Question

What are the consequences of having a shared database?

#### Question

What are the consequences of having a shared database?

#### Answer

Increased *data coupling*.

- If a row of a database is locked and another service wants to use it, it is blocked. Losing efficiency benefits of a distributed system.
- If one service changes the structure of its persistent data, all services using that data need to be updated and tested.
- If one service changes how it uses persistent data, all other services using the same data need to be retested.

## Logical Partitioning of Persistent Data



- Define a minimal set of shared persistent objects.
- Create a shared library to access these objects.
- Changes to shared persistent objects are restricted as they require changes to other services.
- Each service may have its own persistent objects stored in tables that are not shared with other services.

# Separate Databases



Discuss options of separate DB servers, share DBs on one server, DBs embedded in application.

## Separate UIs



- UI Platform could be desktop, web or mobile app.
- This allows multiple concurrent users, even through one user interface.

# Sahara: Context Diagram



- Summarise Sahara eCommerce example.
- Order Personnel & Payment Provider added to this example.

## On-line Store Service Domains

**Browsing** Customers can find products & add to cart

**Purchasing** Customers can purchase products in cart

**Fulfilment** Customers & staff can track order fulfilment

**Account Management** Customers can manage their account details

**Inventory Management** Staff can view stock levels and order new stock

- Mention that service-based architectures are based on domain partitioning.
- Could provide examples of fulfilment, and inventory management activities.
- Customer's tracking order, staff generating pick lists and packaging details.
- Generating reports on stock levels and product popularity. Ordering new stock.



Partitioning

Services are defined by domain partitioning

## Coarse Services

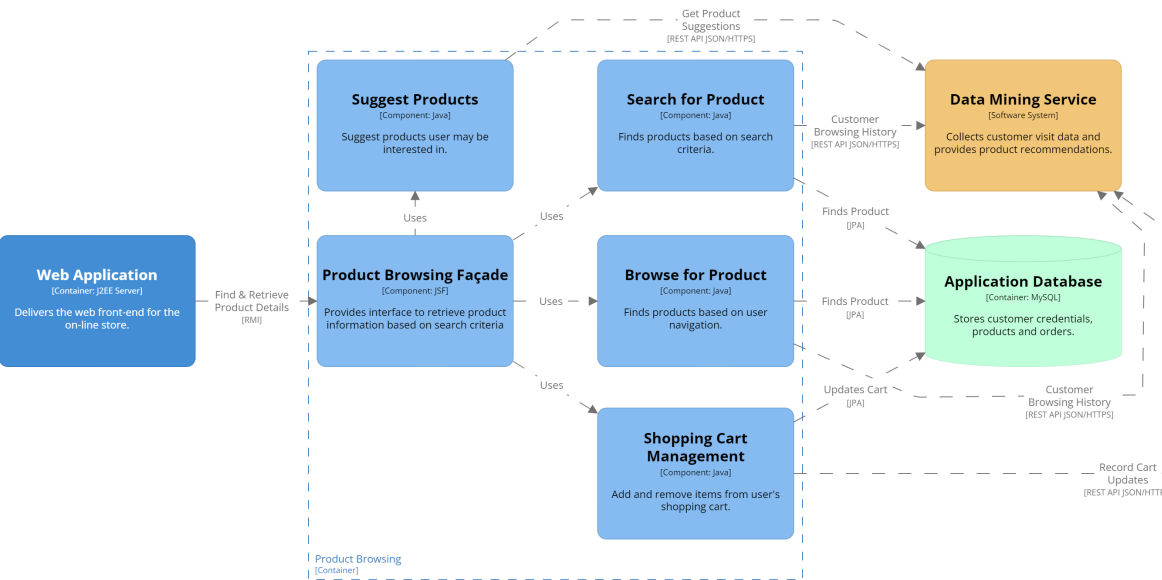
- Domains are large
  - *Coarse-grained* services
- Each service will have an internal architecture
  - Technical or domain partitioning

# Sahara: On-line Store Container Diagram



- Review Domain Services in context of the overall system.
- Mobile App relationships not shown to reduce clutter.
- Single DB for simplicity of diagram, not good practice. Should be split.
- Cart needs to be shared with Browsing & Purchasing.
- Order needs to be shared with Purchasing & Fulfilment.
- Product needs to be shared with everything except Account Management.
- User needs to be shared with almost everything.
- Most of these will be query only, or only locking a single row of some tables.
- Repeat idea that Service APIs mean you may have multiple UIs (Web, Mobile, Inventory Apps).

# Sahara: Product Browsing Component Diagram



- Summarise the components making up the key parts of the Product Browsing Service (container).
- Product Browsing Façade provides the Service API.

## Product Browsing Service API

**Search** <https://api.sahara.com/v1/search?keywords=...>

**Browse** <https://api.sahara.com/v1/browse?category=...>

**Add to Cart** <https://api.sahara.com/v1/cart>

- JSON to pass data
- JSF action controller handles request

- Search & Browse are GET requests passing parameters.
- Add to Cart is a POST request passing product id and quantity to be added to cart.
- Authentication needs to be part of requests.
- API Versioning shown in URIs.

# Sahara: Deployment Diagram



- UI Platform could be desktop, web or mobile app.
- This allows multiple concurrent users, even through one user interface.

# Sahara: Concurrent Access



- Emphasise many users from different UIs accessing distributed services concurrently.
- Point out that this & REST require stateless services.

Question

What happens if a service goes down?



#### Question

What happens if a service goes down?

#### Answer

Need to manage timeouts, retries, graceful failure, ...

- Some of this can be managed by infrastructure, which requires monitoring systems.
- Some issues are harder to deal with due to coarse service domains.
- Some of this needs to be managed within the application.

## Consider Network Failure

If customer tried to add product to cart:

- What happens if Product Browsing didn't receive it?
- What happens if UI didn't get a response?
- What happens if Database wasn't updated?

# API Layer



## API Layer Advantages

- Acts as a reverse proxy or gateway to services
- Hides internal network structure
- Easier to implement *cross-cutting* concerns
  - e.g. security policies
- Allows service discovery
  - Interface to register service
  - Clients can find out what services are available

Pros & Cons

- Simplicity** For a distributed system 🍌
- Modularity** Services 🍌
- Extensibility** New services 🍌
- Deployability** Independent services 🍌
- Testability** Independent services 🍌
- Security** API layer 🙄
- Reliability** Independent services 🙄
- Interoperability** Service APIs 🙄
- Scalability** Coarse-grained services 🙄