

# Microservices Architecture

*Software Architecture*

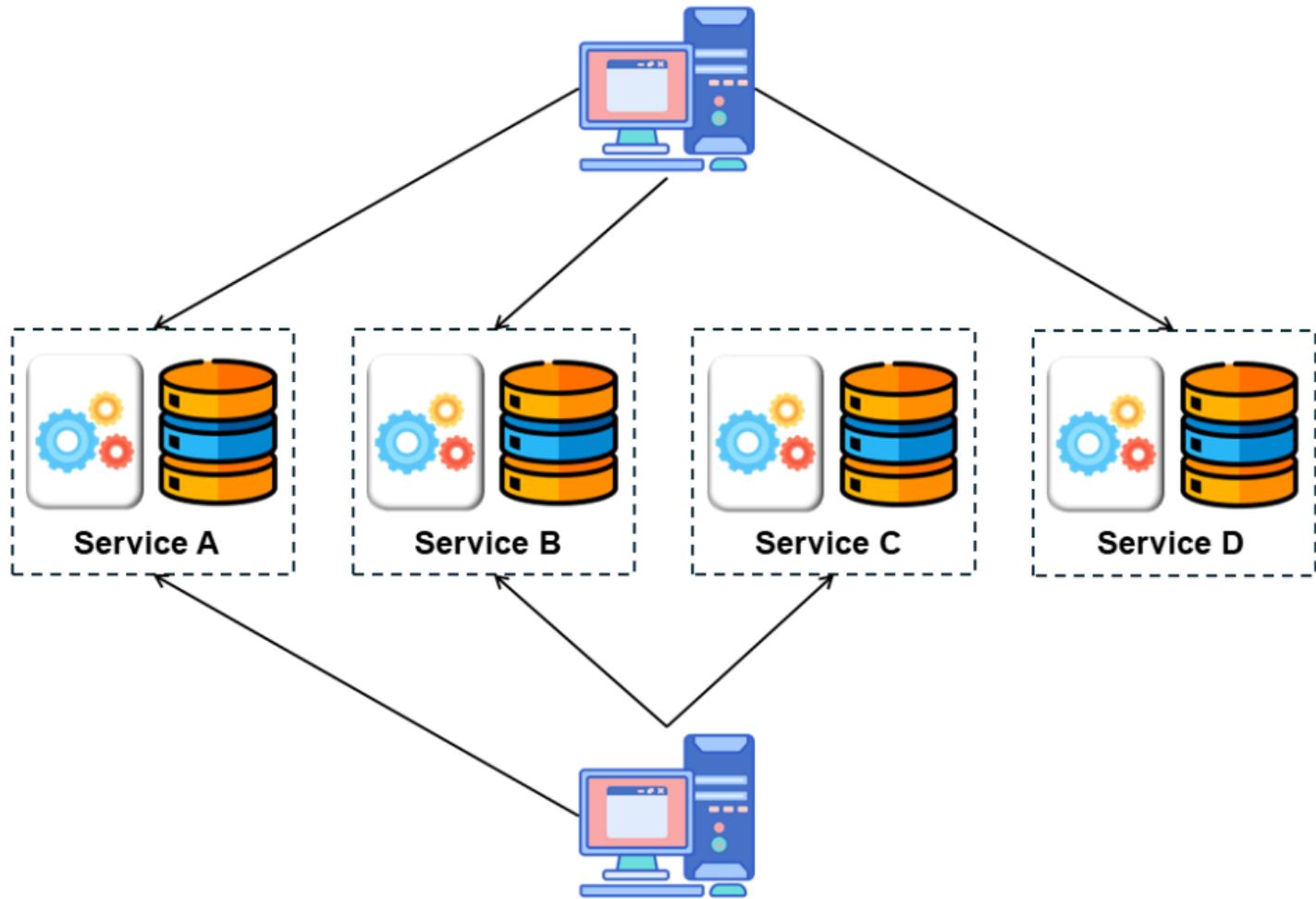
Richard Thomas

April 13, 2026

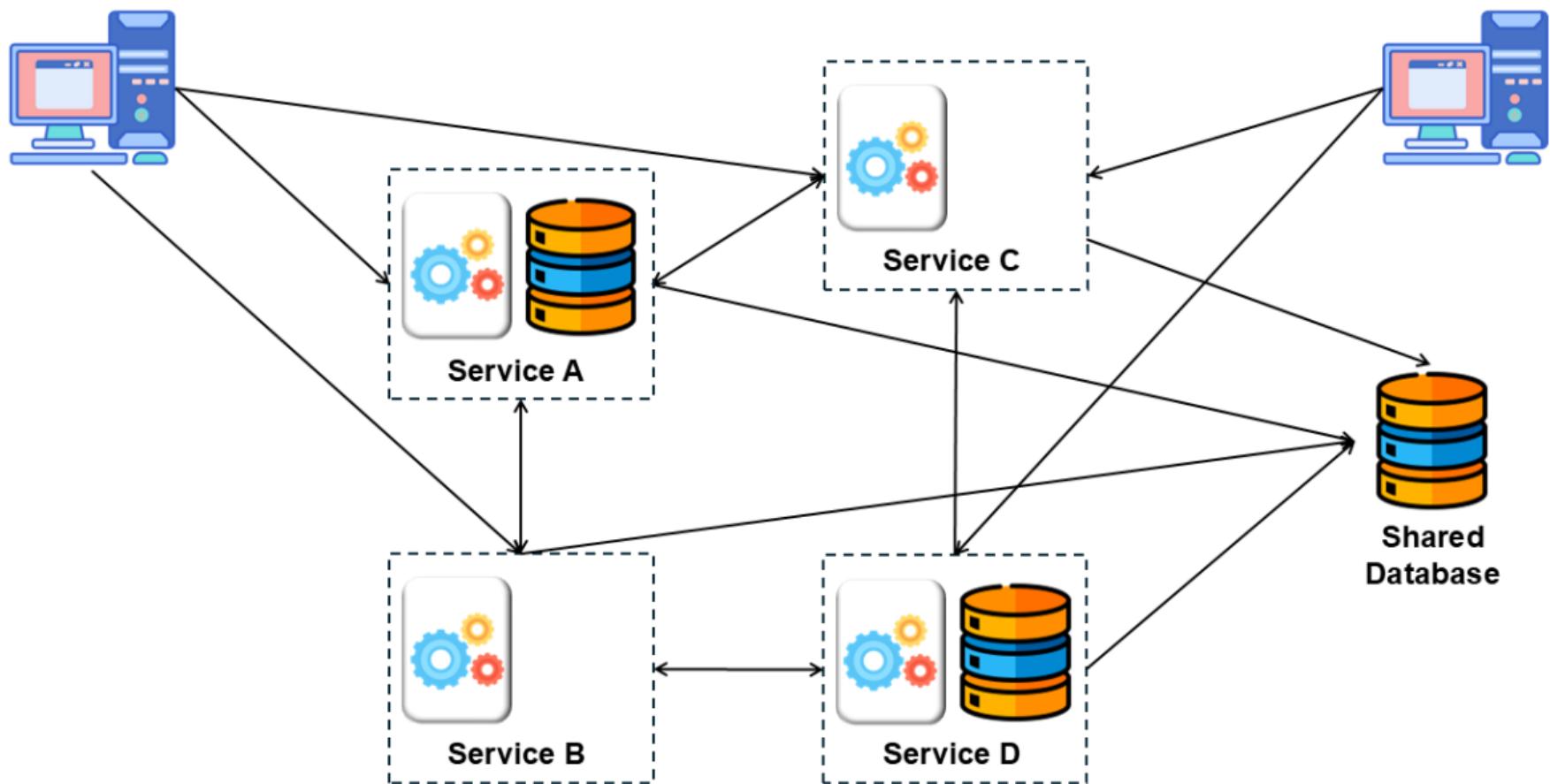
## *History*

- Service Oriented Architecture (SOA)
- Enterprise Service Bus (ESB)
- RESTful APIs
- Microservices

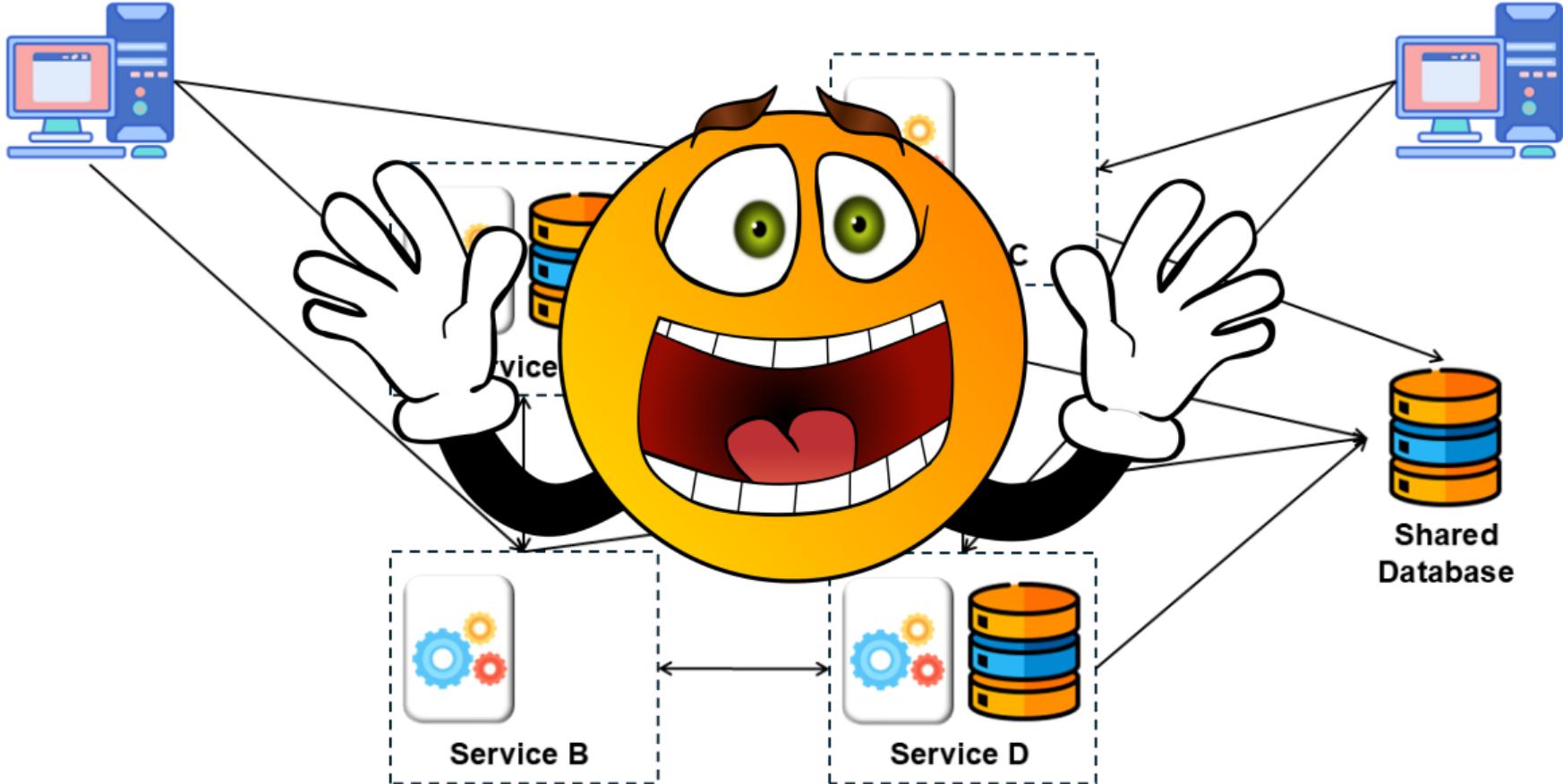
# SOA



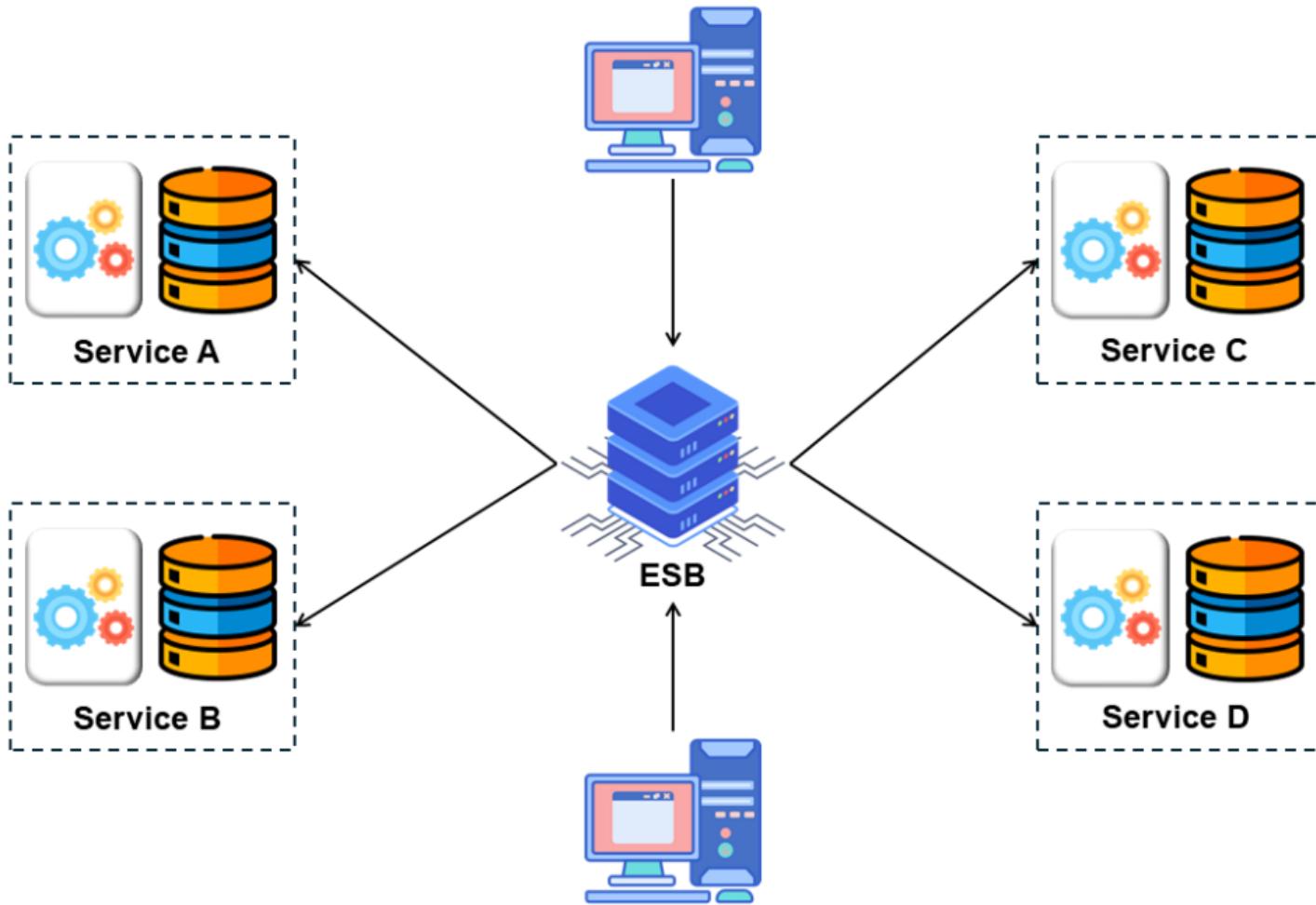
# SOA Circumvented



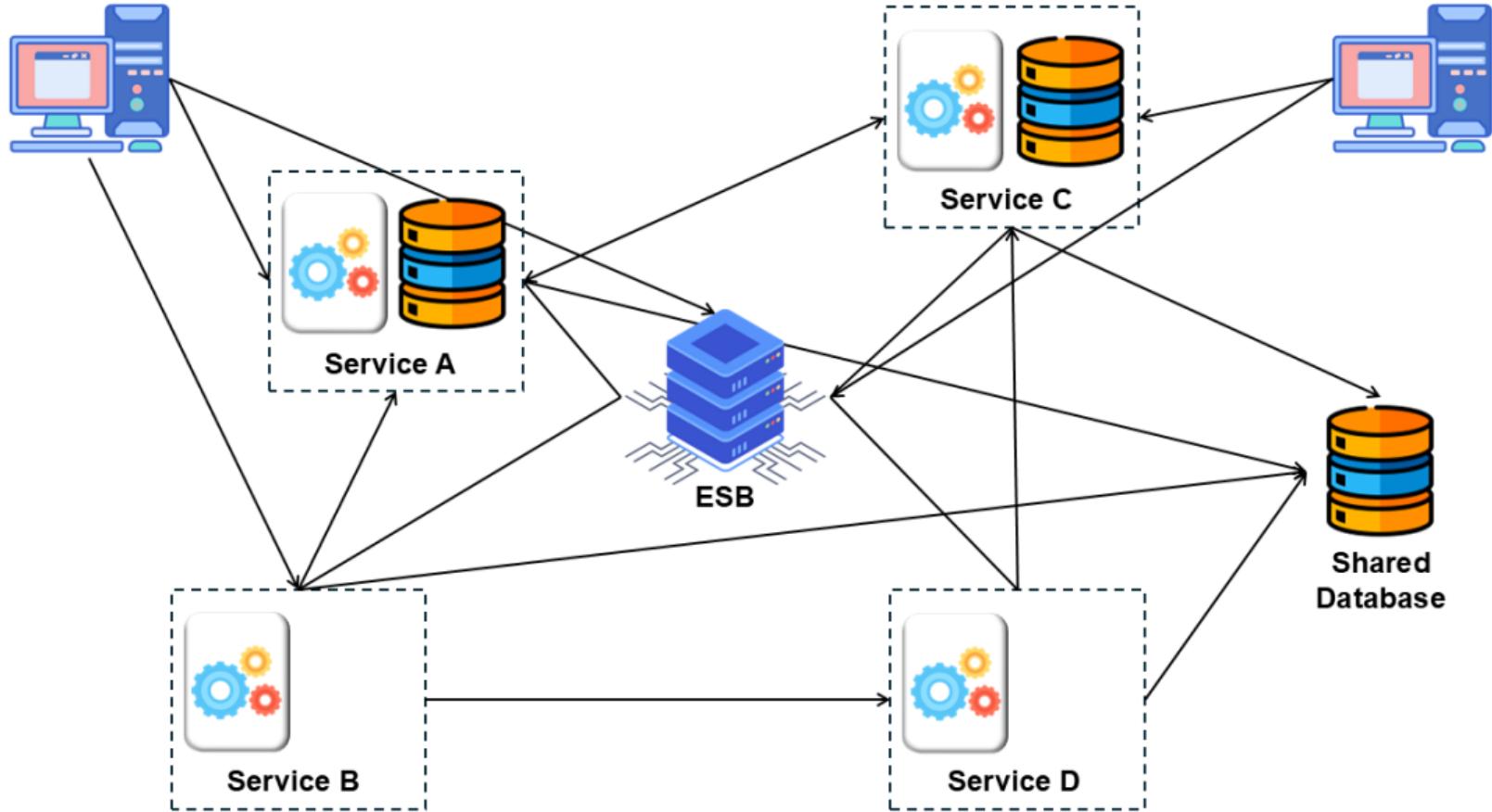
# SOA Circumvented



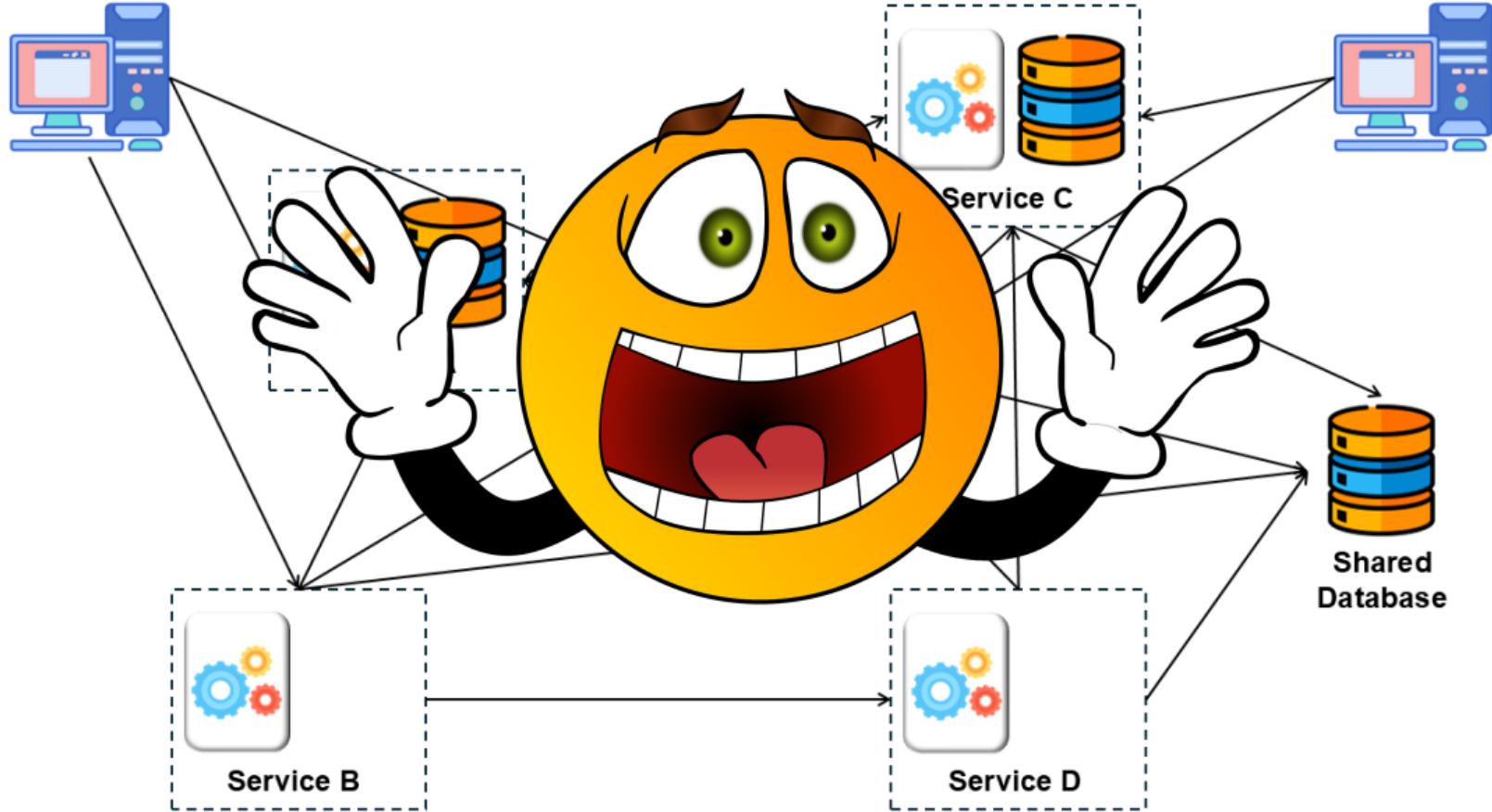
# ESB



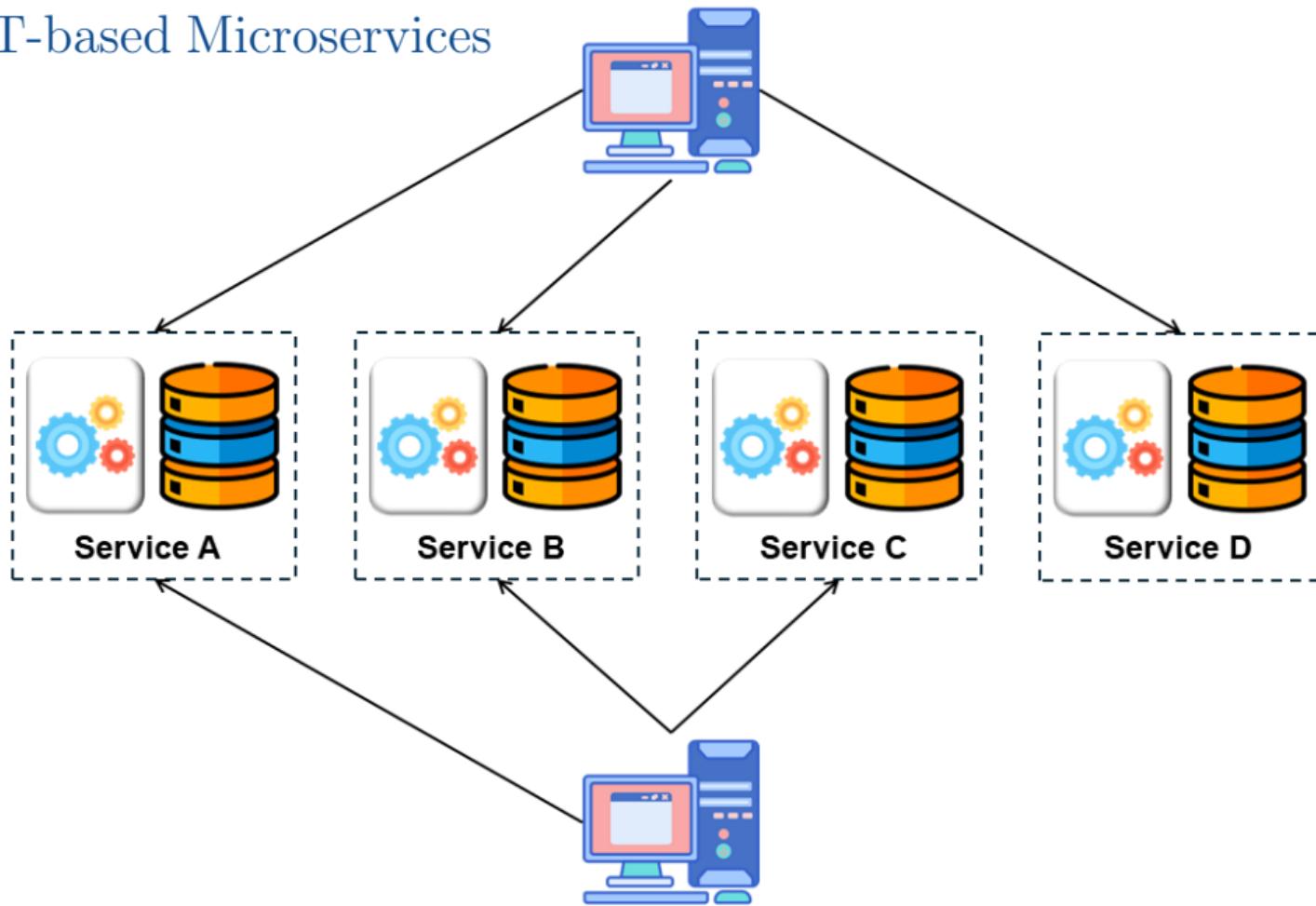
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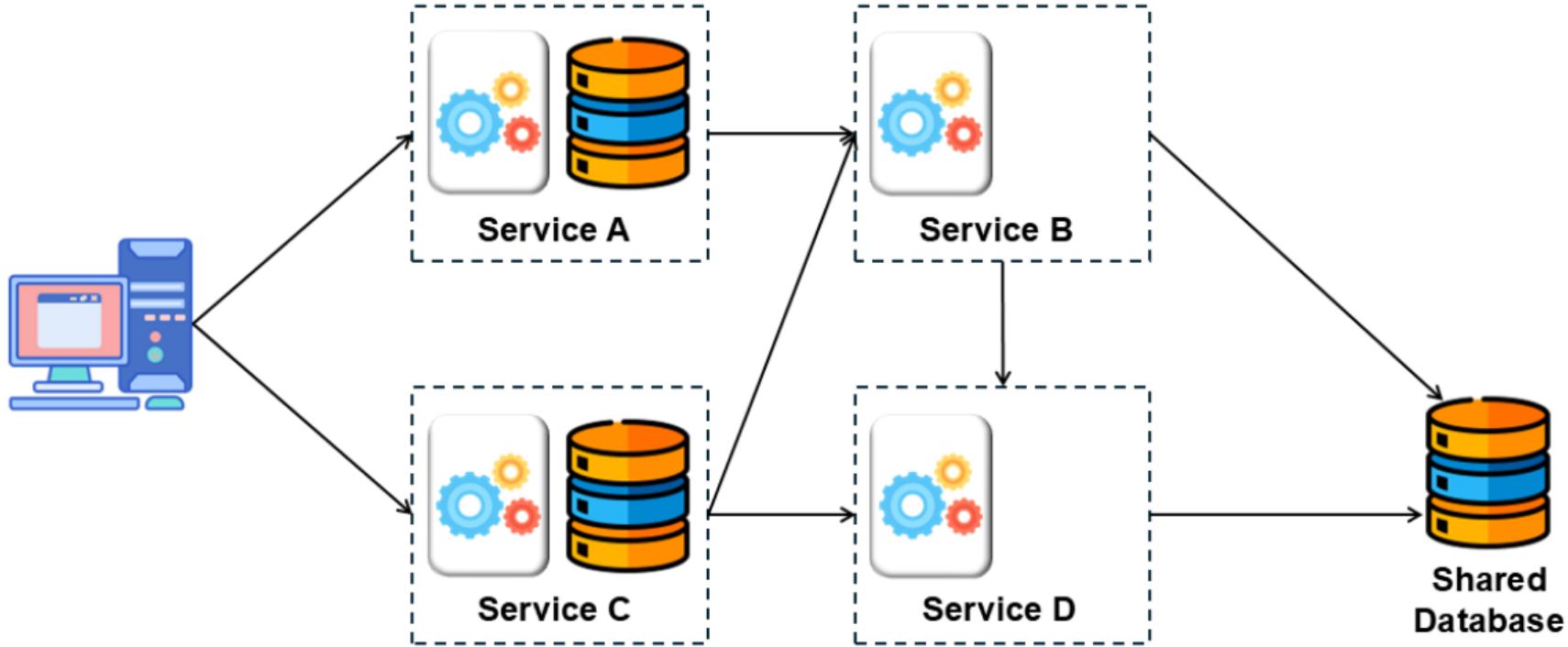
# ESB Circumvented



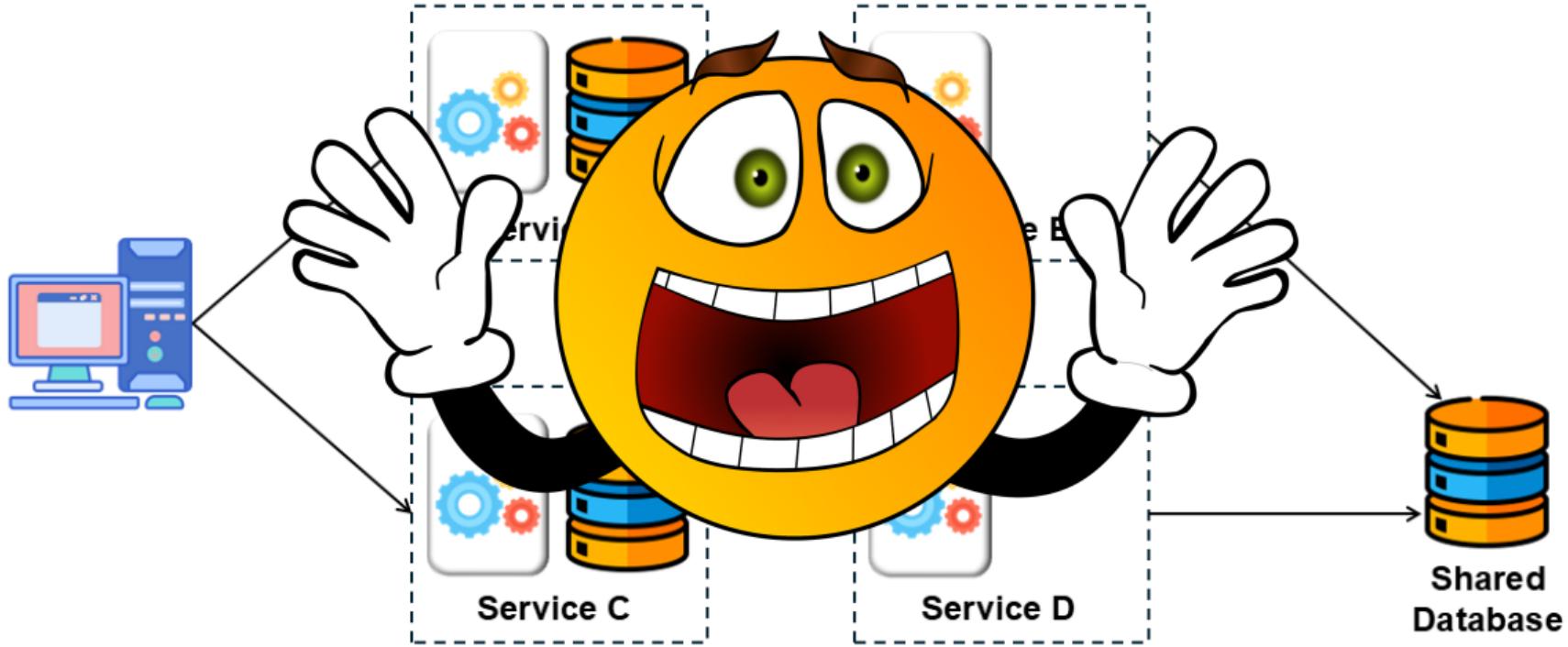
# REST-based Microservices



# REST-based Microservices Circumvented



# REST-based Microservices Circumvented



*Question*

Why does it go wrong?

*Question*

Why does it go wrong?

*Answer*

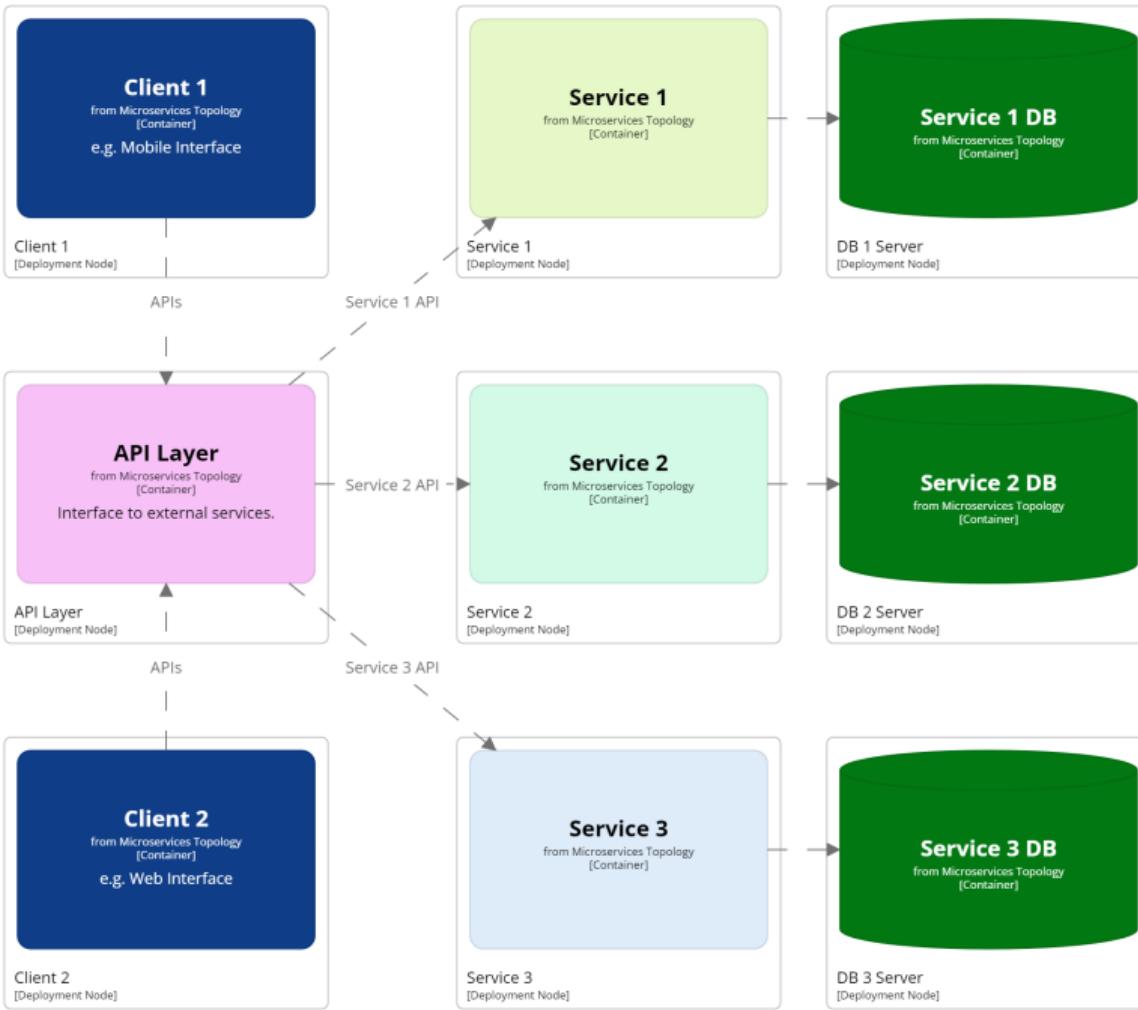
Getting caught up in the technology!



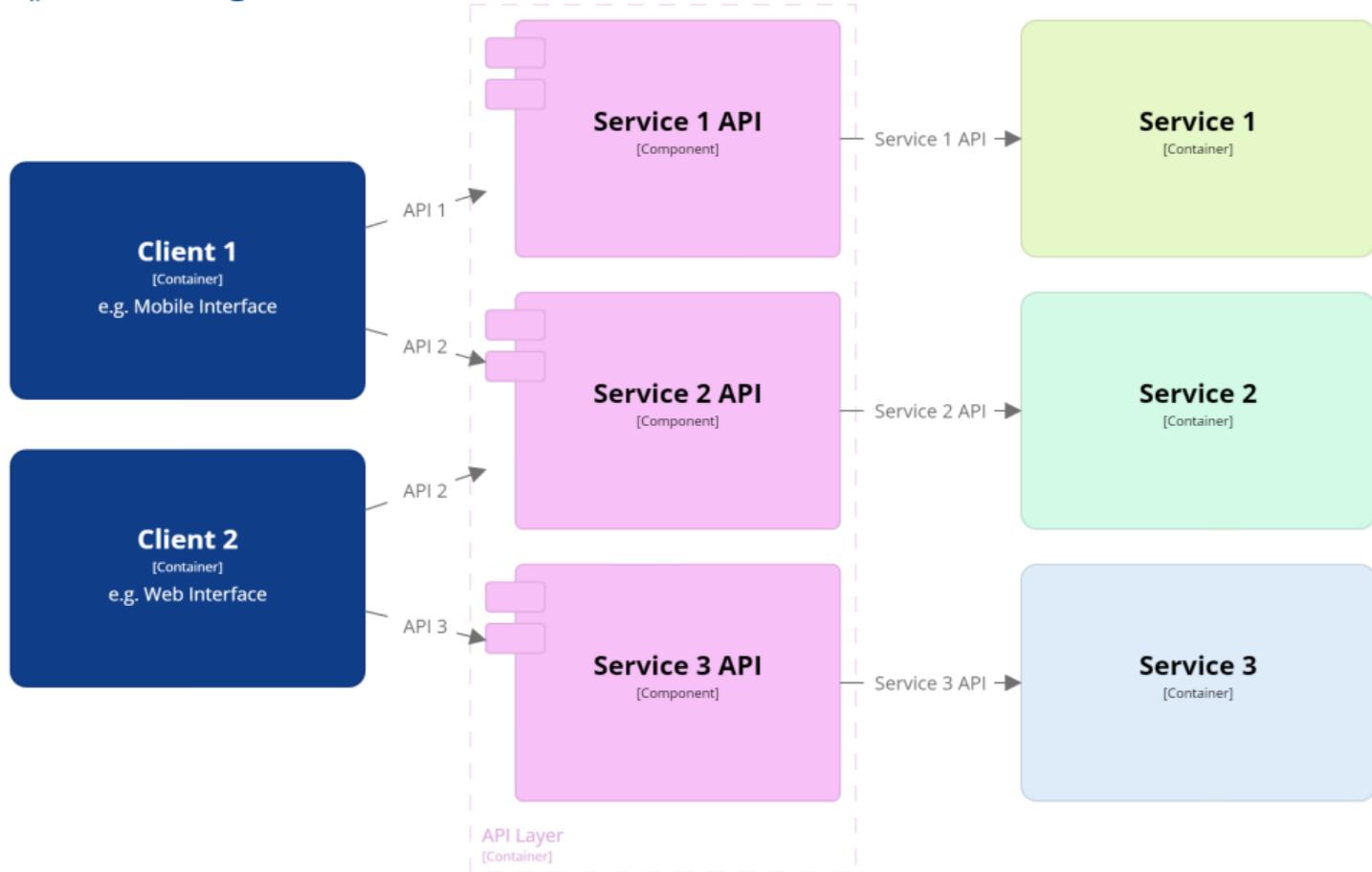
If you haven't shipped *one* service.  
How will you ship a *dozen*?

# *§ Microservices Architecture*

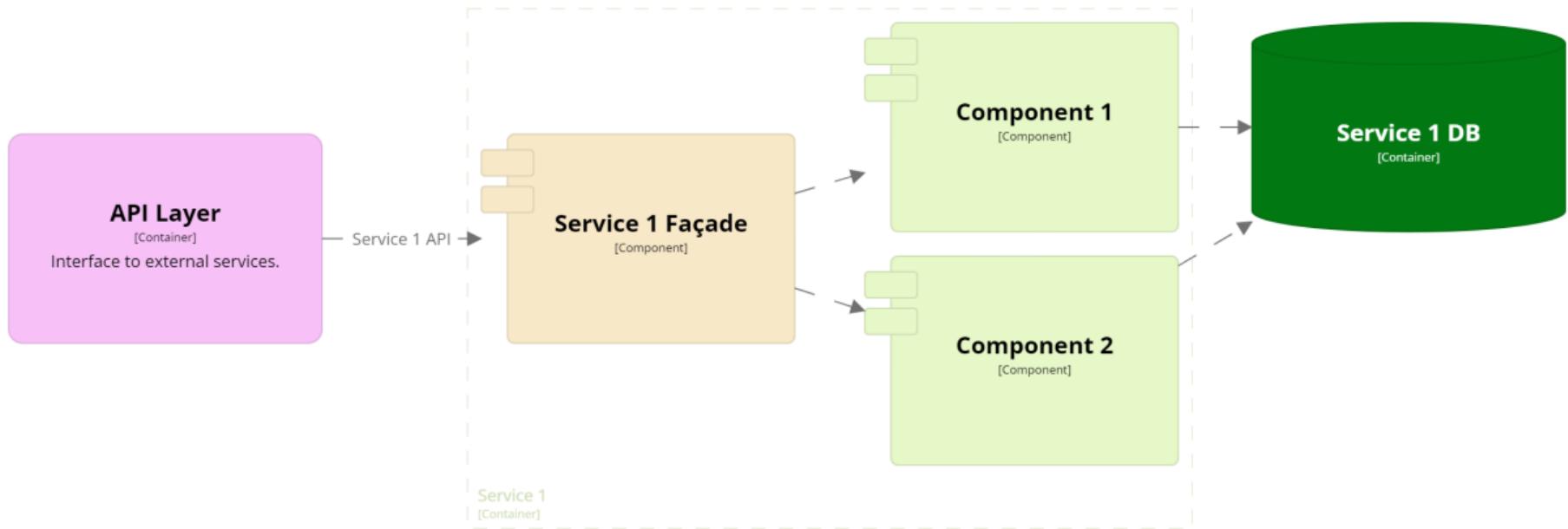
# Microservices General Topology



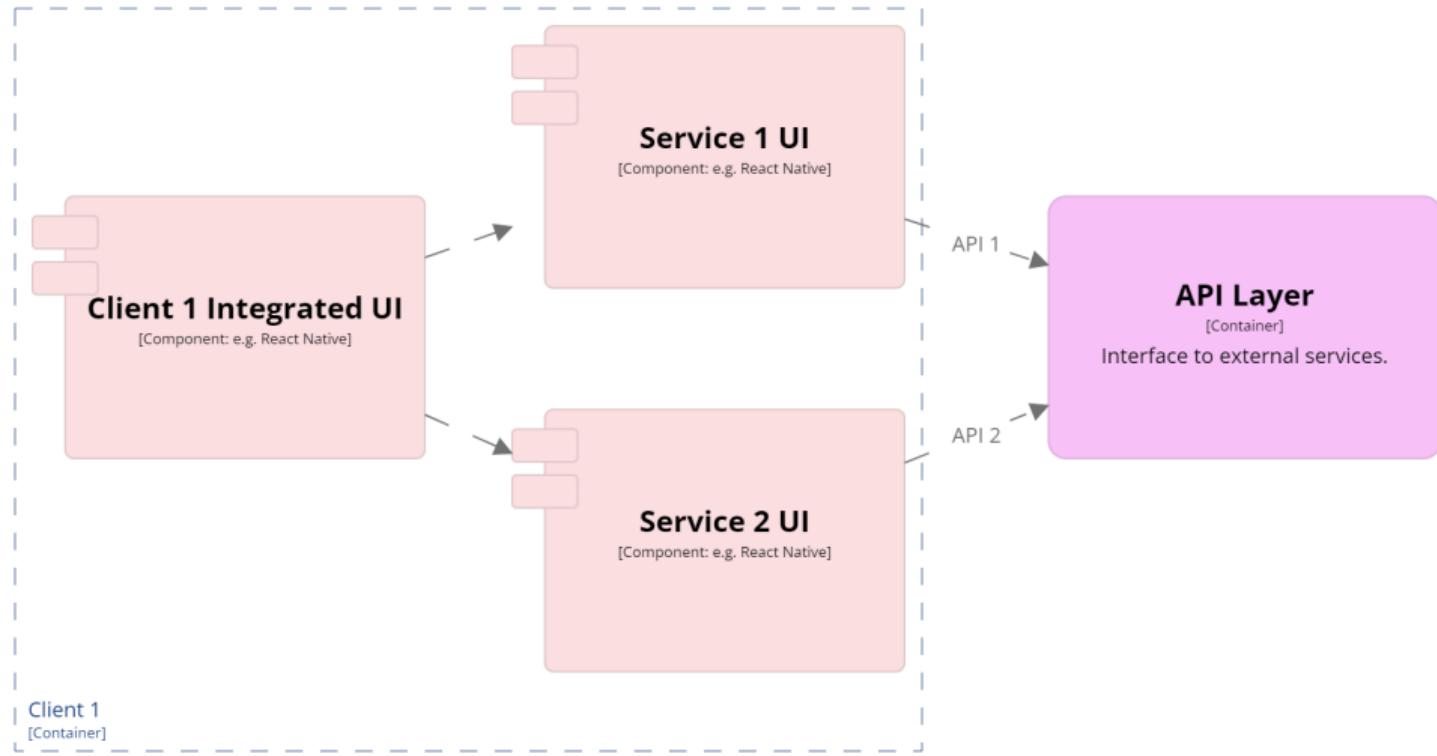
# API Layer Components



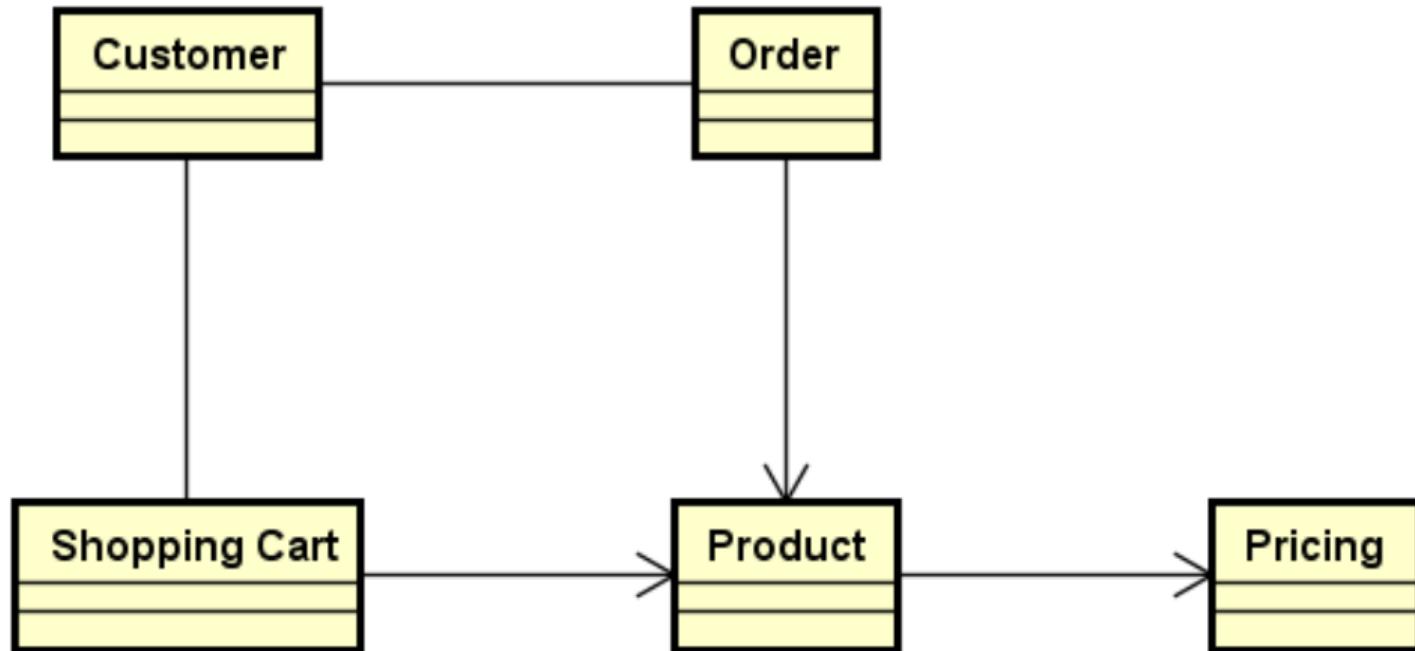
# Service 1 Components



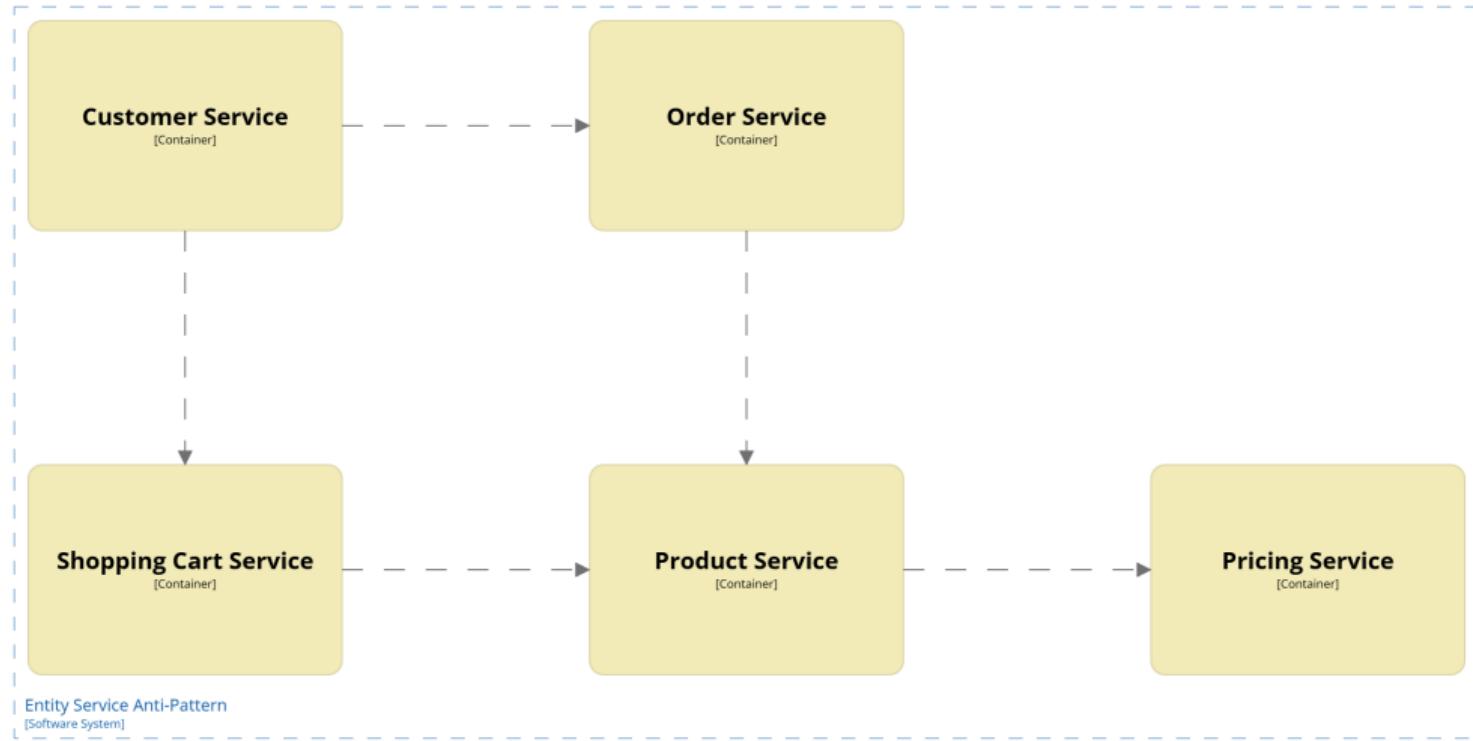
# Client with Monolithic UI



## Entity Service Anti-Pattern



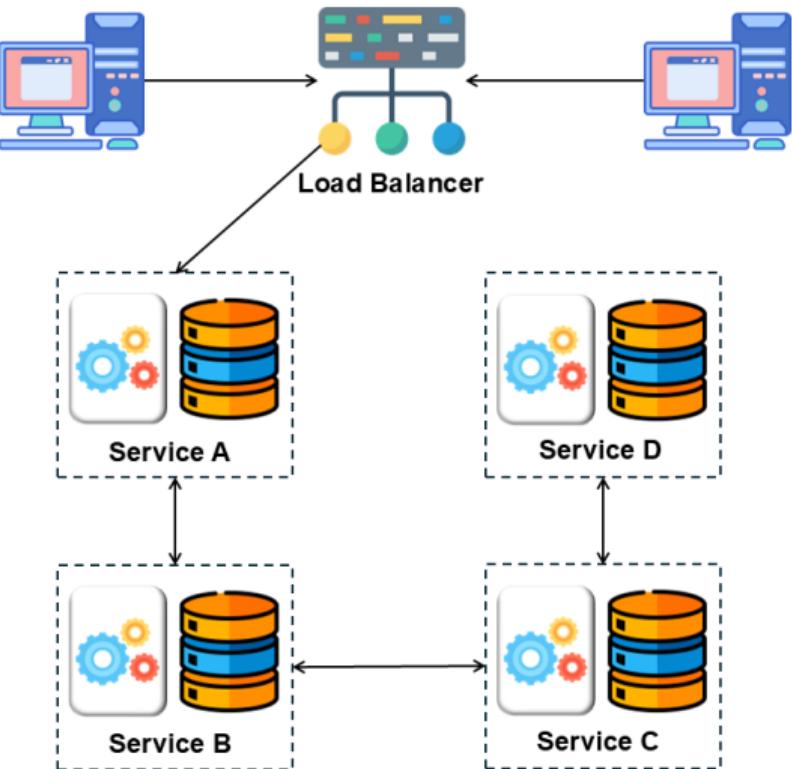
# Entity Service Anti-Pattern



# Problem with Synchronous Logic



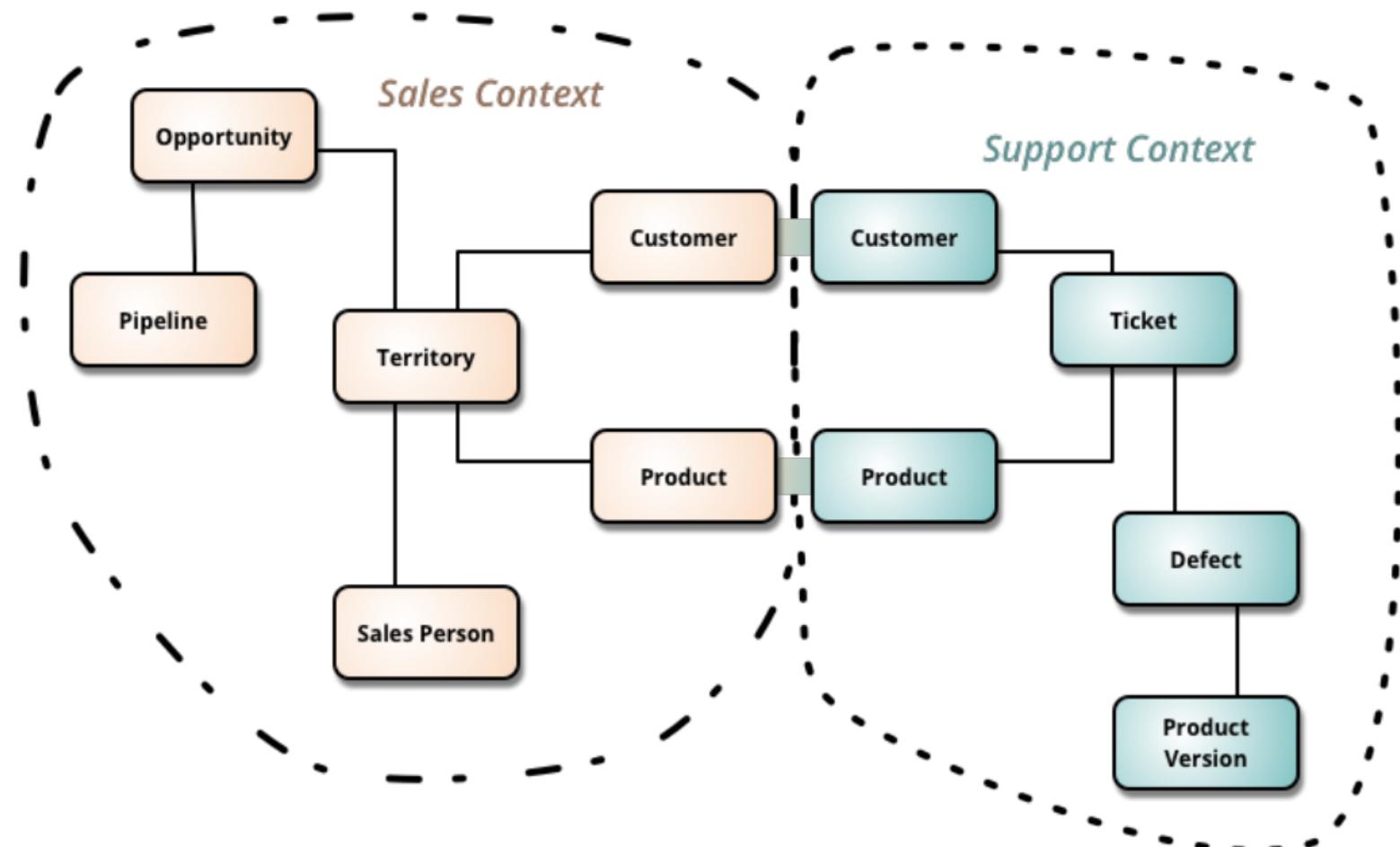
- Potential chain of failure
- Failures are multiplied
- Latency is multiplied
- Deployment is hard
- Scaling is hard
- Lazy design



# *§ Domain Driven Design*

### *Definition 0.* Bounded Context

Logical boundary of a domain where particular terms and rules apply consistently.



*Definition 0.* Service Cohesion Principle

Services are cohesive business processes.

## *DDD Consideration*

Services are *bounded contexts*.

Bounded contexts are not necessarily *services*.

## *Large Bounded Contexts*

Bounded context may be too large to be a single service.

Split it into services that are *independent* sub-processes.

*Definition 0.* Service Independence Principle

Services should not depend on the implementation of other services.

*Corollary 0.* Low Coupling

There should be minimal coupling between services.

*Corollary 0.* No Reuse

Avoid dependencies between services.

Do not reuse components between services.

## *Restaurant Examples*

Bad Restaurant

*Restaurant Examples*

Bad Restaurant

Good Restaurant

## *Lessons Learnt*

Chains of request don't *scale*.

People who have the *information* to do their job are more effective.

Service boundaries that follow these *principles* work better.

## *Human Shaped Microservices*

Look at *behaviour* rather than entities.

- Who & How
- Not the Thing

What would people *do*?

How would they *communicate*?

## *Bounded Domains Implications*

- Duplication
  - Entities specialised for domain
    - Requires mapping of entity data between domains

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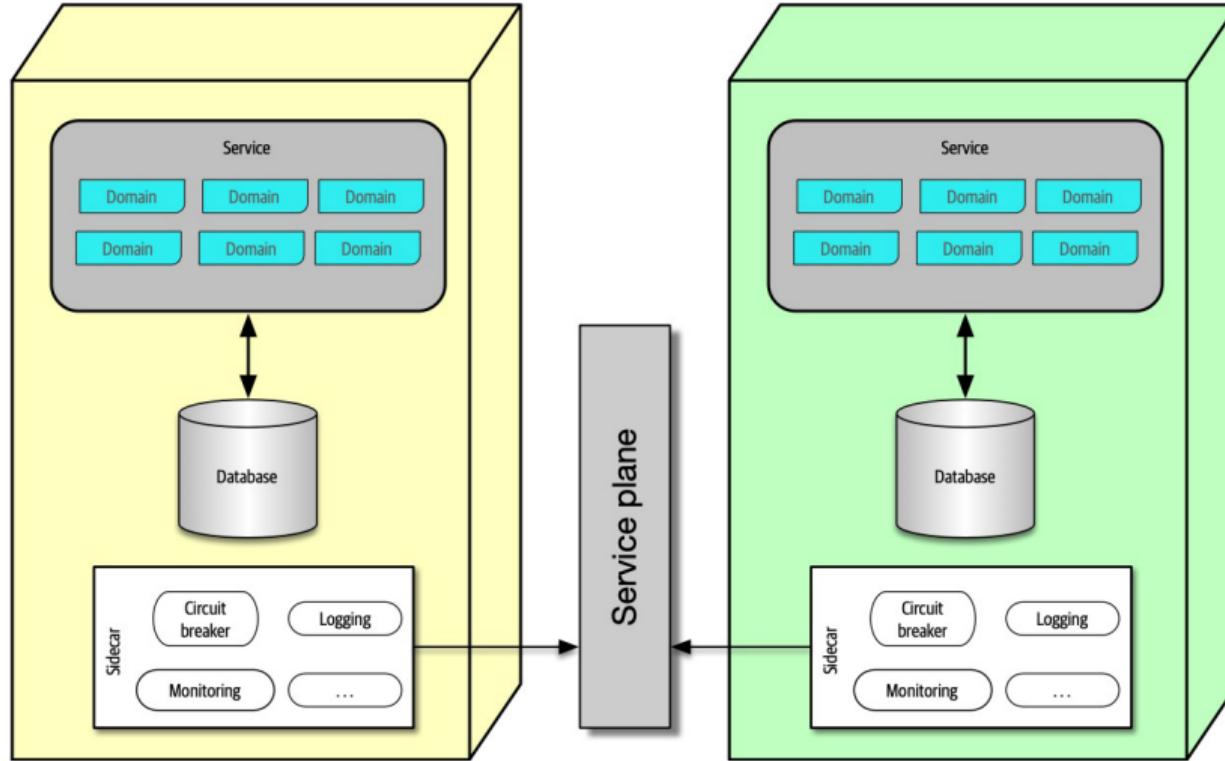
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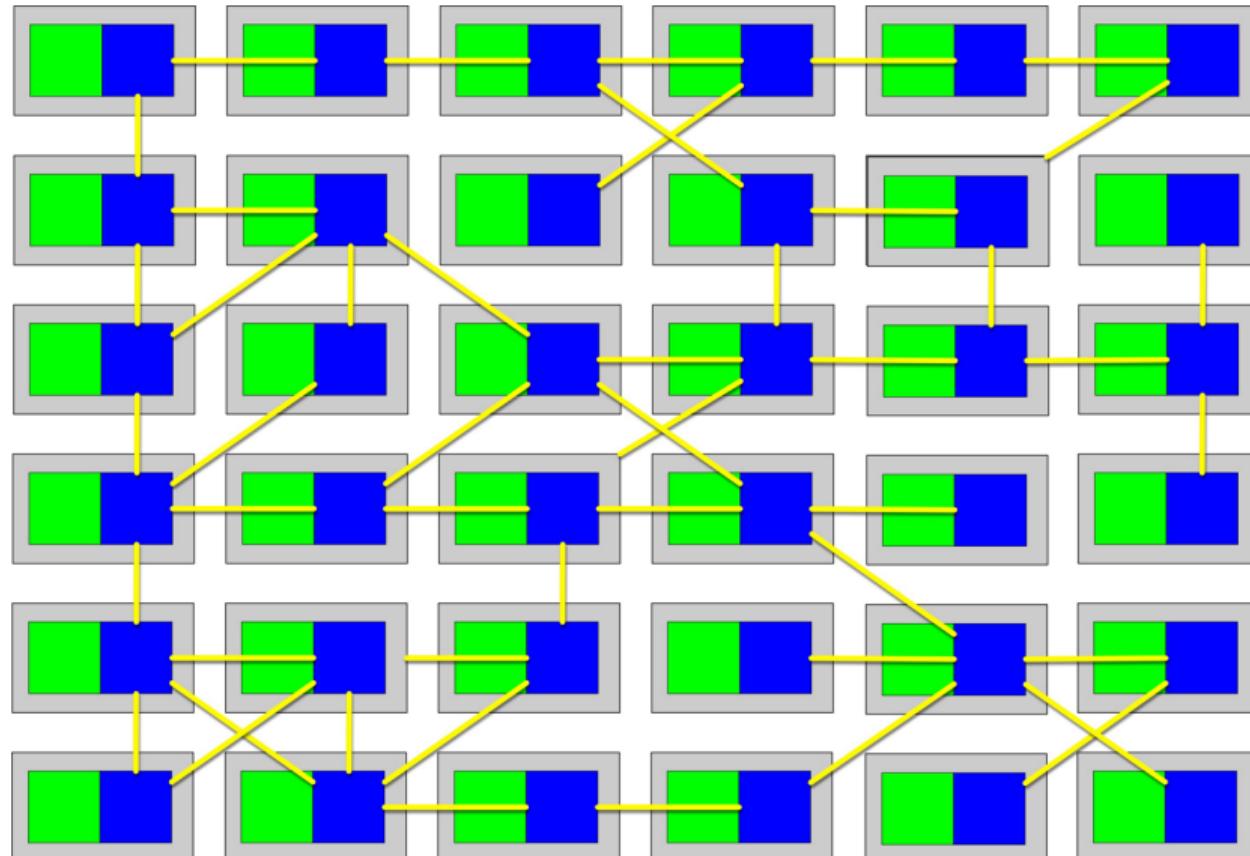
- Duplication
  - Entities specialised for domain
    - Requires mapping of entity data between domains
  - Should everything be duplicated?
    - What about common services (e.g. logging, ...)?
- Heterogeneity
  - Services can use different implementation technologies

# *§ Microservices Design Options*

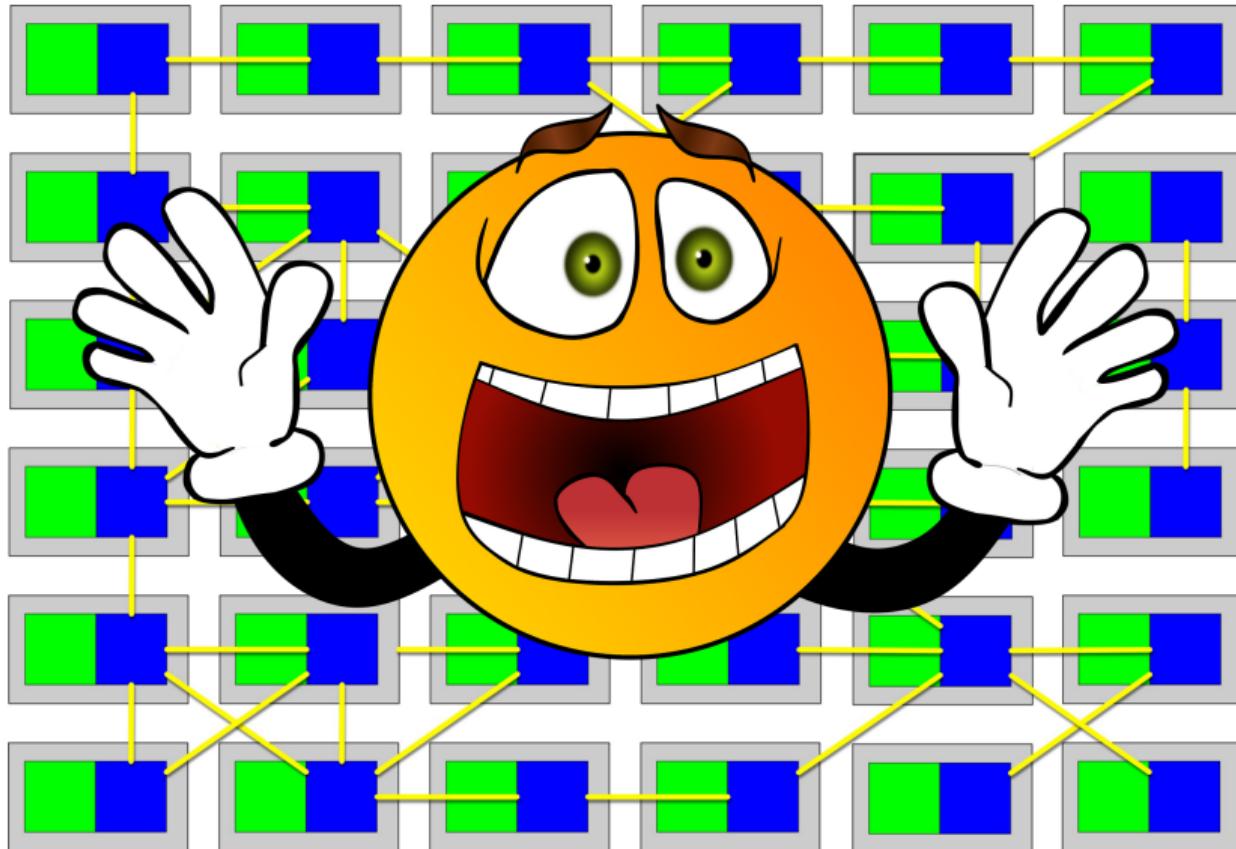
# Service Plane



# Service Mesh



# Service Mesh



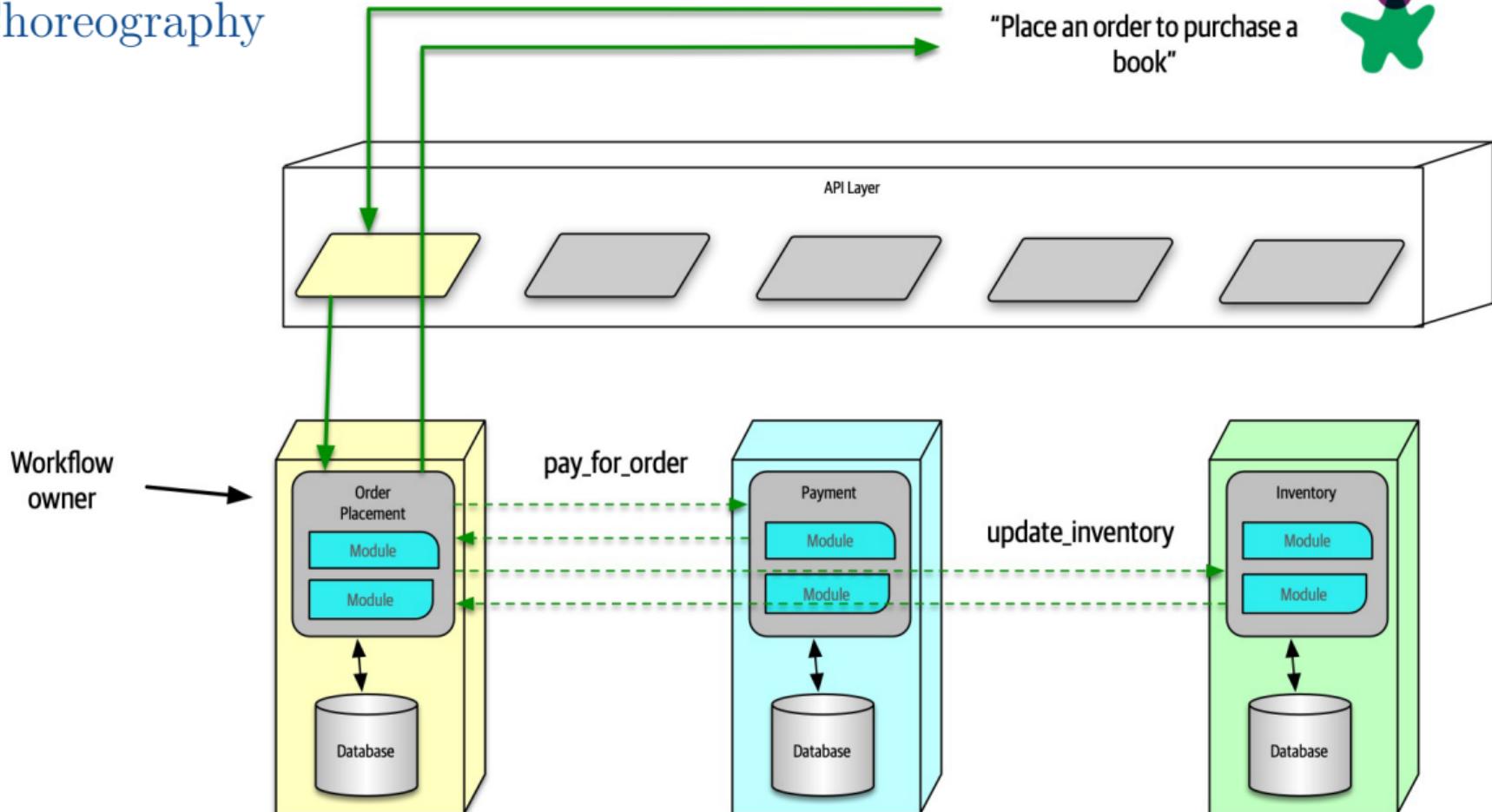
## *Choreography & Orchestration*

Choreography Similar to event-driven *broker*

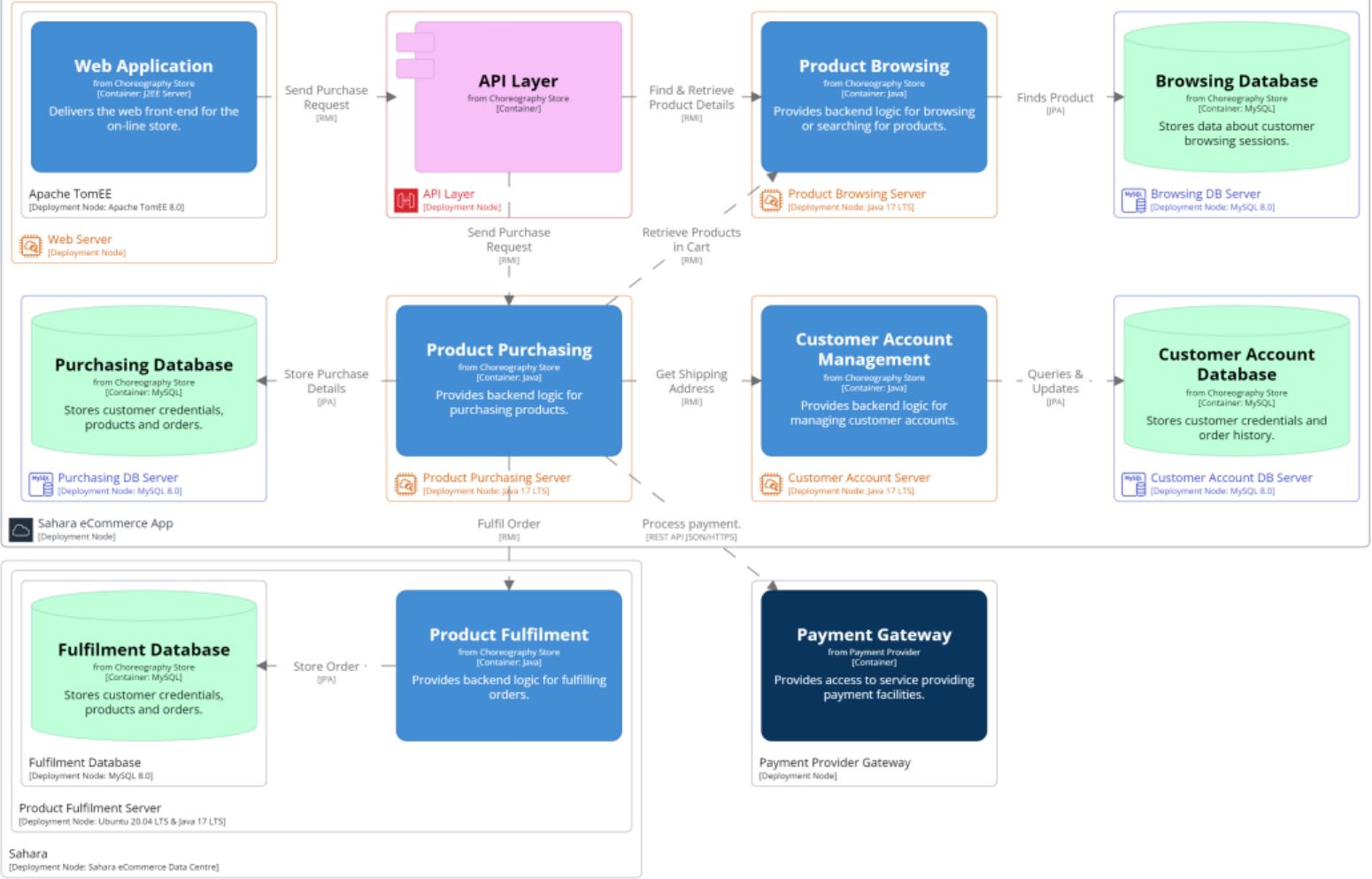
Orchestration Similar to event-driven *mediator*

# Choreography

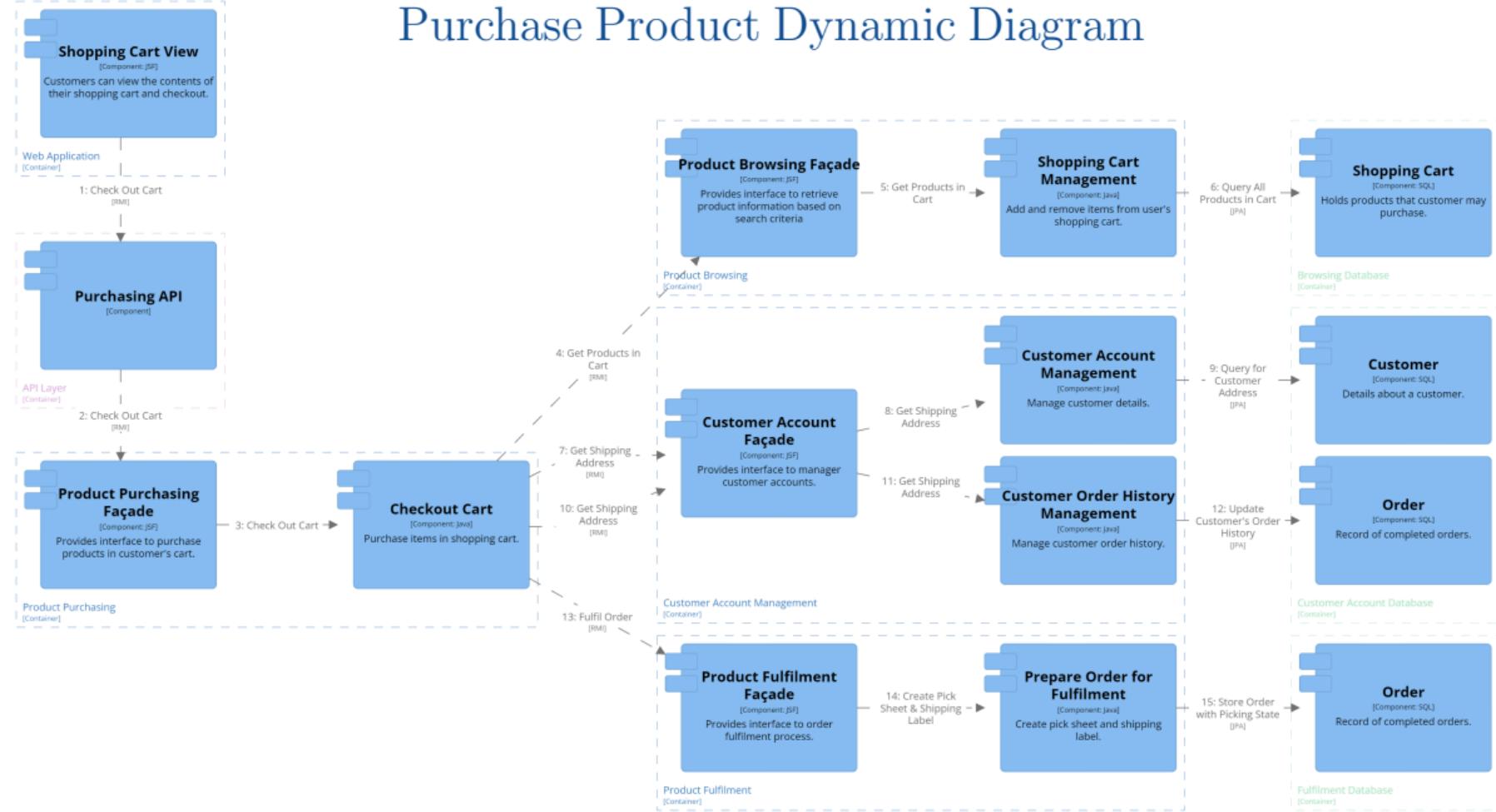
"Place an order to purchase a book"



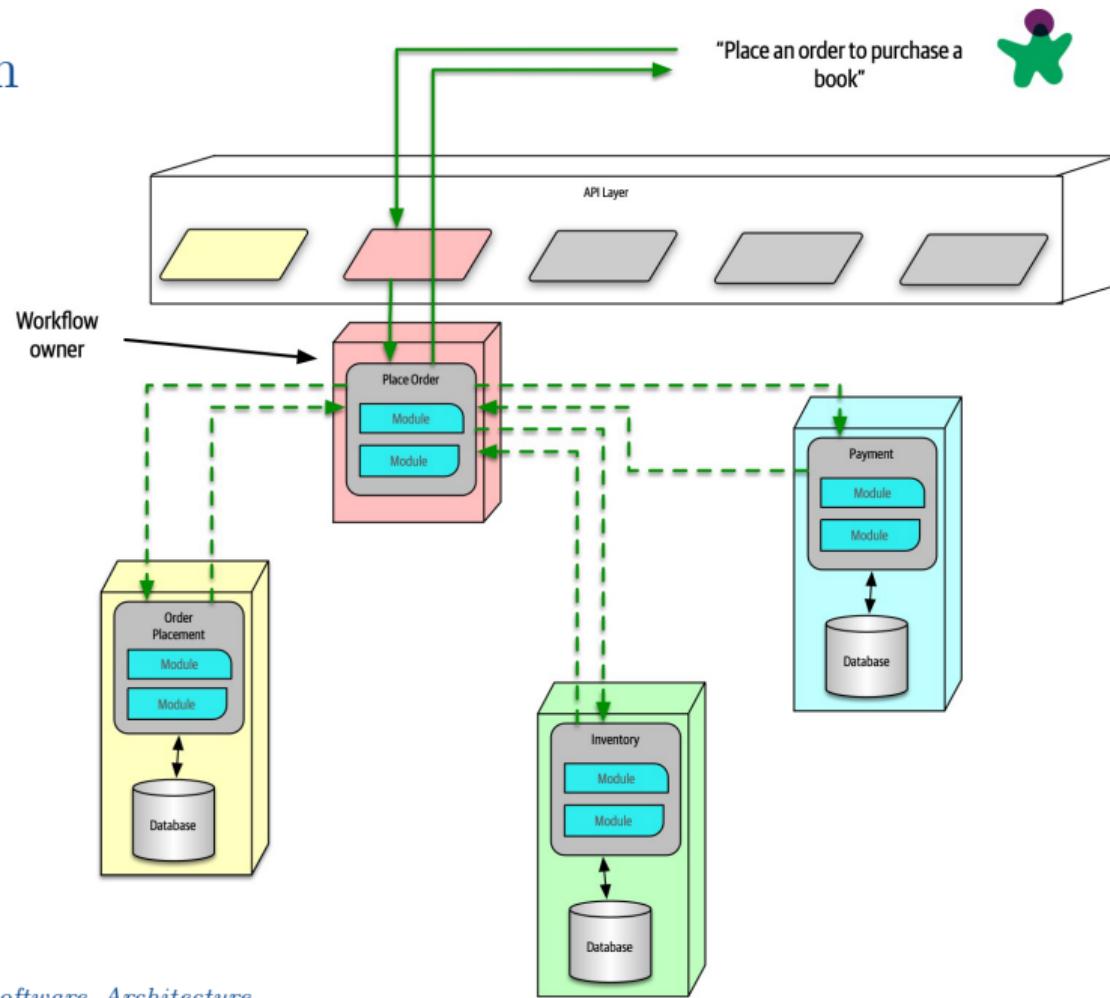
# Sahara using Choreography



# Purchase Product Dynamic Diagram



# Orchestration



*Question*

How bad is coupling with choreography or  
orchestration?

*Question*

How bad is coupling with choreography or  
orchestration?

*Answer*

For a large system, *very bad.*

*Question*

How do we scale large microservices-based systems?

*Question*

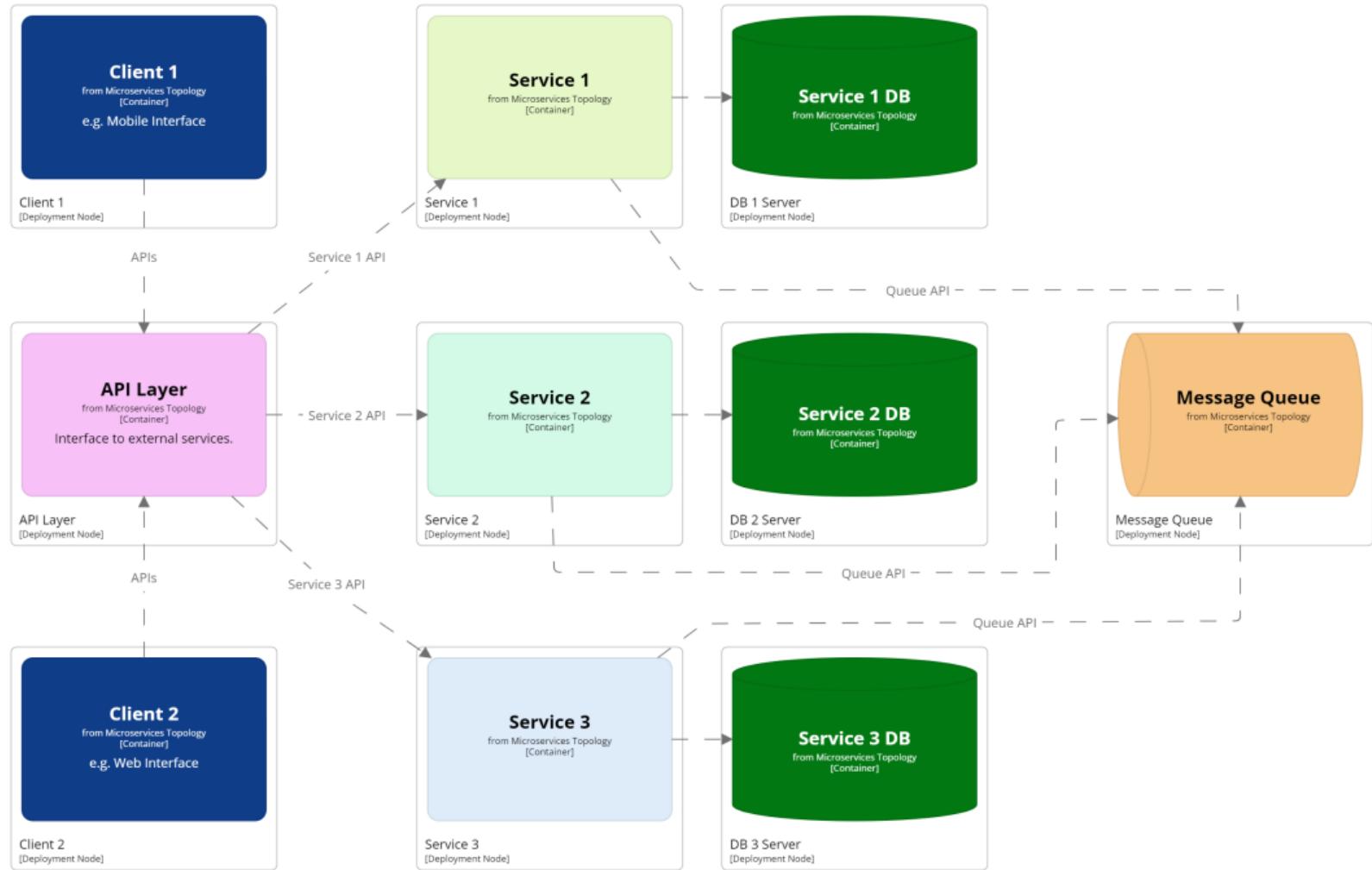
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*Answer*

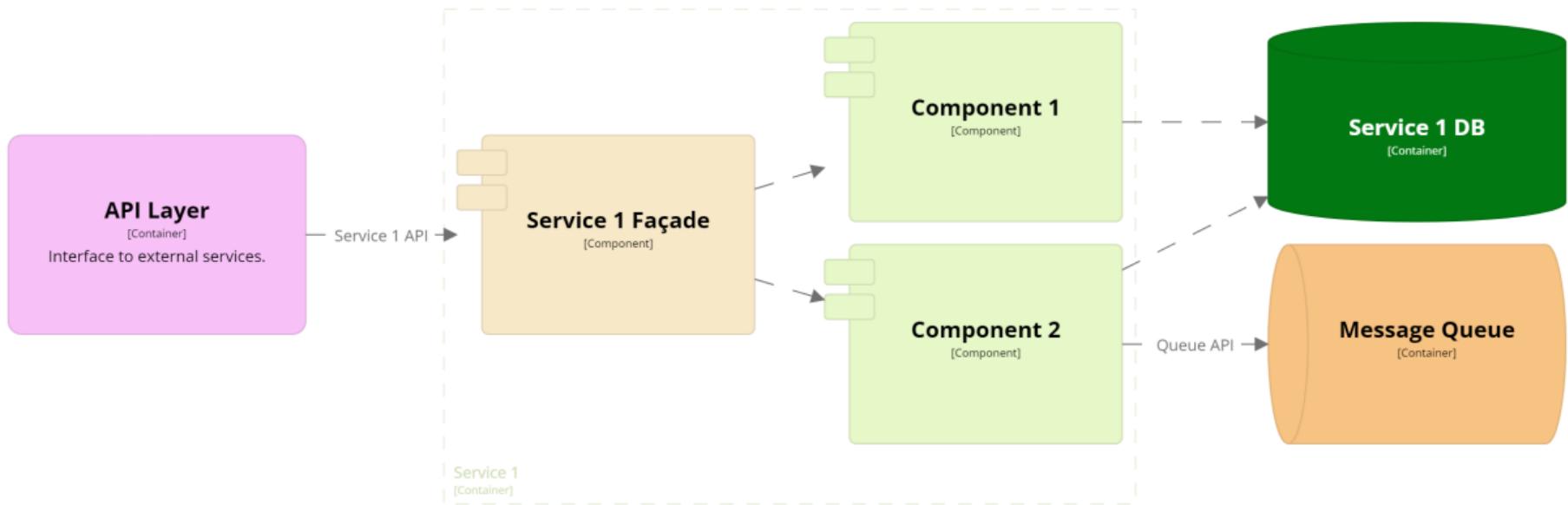
Combine architectural patterns

- Event-Driven Microservices

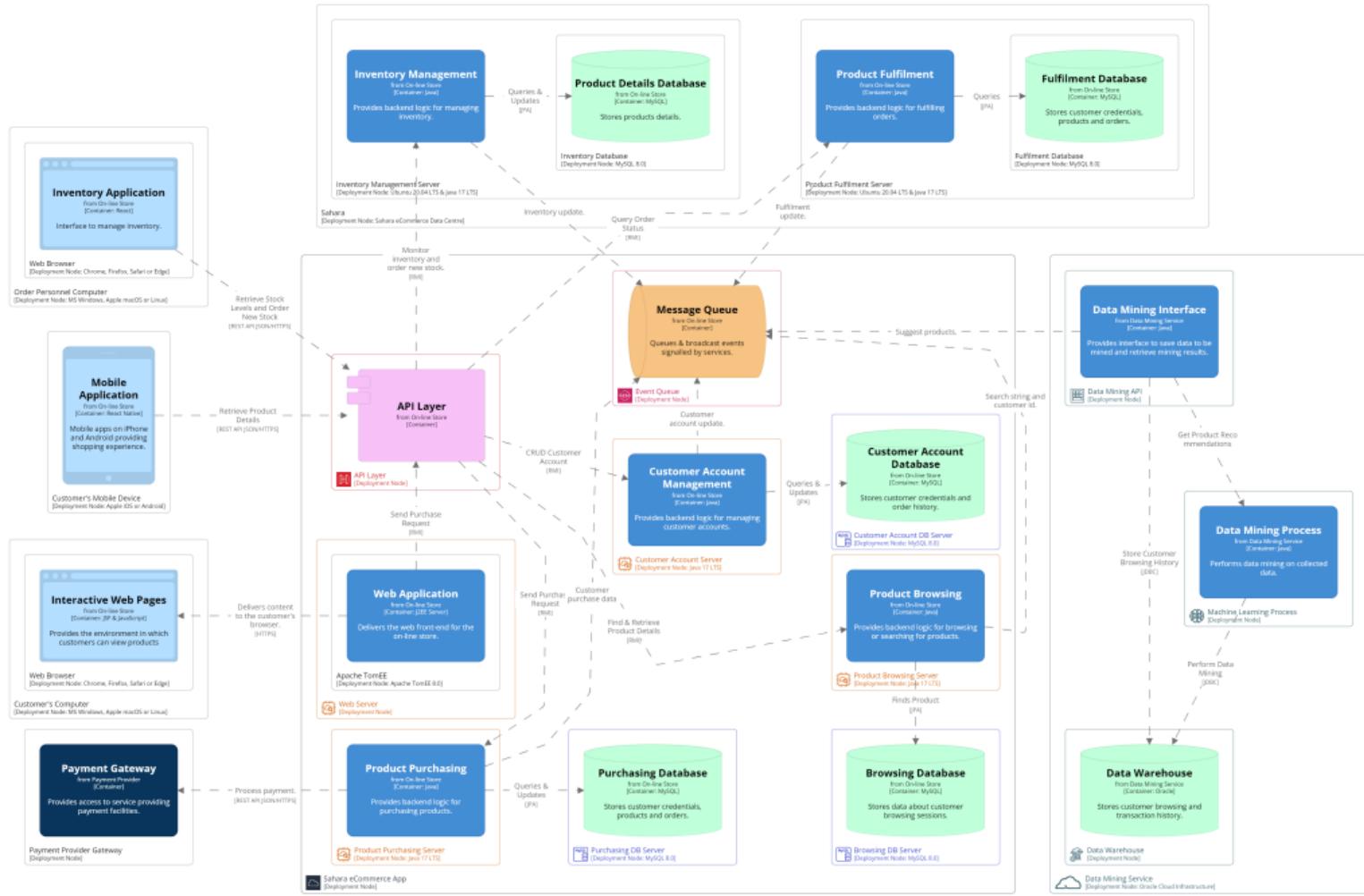
# Microservices with Event Queue



# Service 1 Components with Event Queue



# Sahara using an Event Queue



*Question*

Are *browsing* and *purchasing* separate contexts?

*Question*

Are *browsing* and *purchasing* separate contexts?

*Answer*

- Are they a single business process or different processes?
- Do they share much or little data?

*Question*

- What about *inventory management* and *browse*?
- How do they maintain a consistent product database?

## *Model Behaviour*

- *Commands* & *Events* describe *behaviour*
- They will help you better model your *domain*
- Leading to *independent*, *scalable* services

## Pros & Cons

Modularity



Extensibility



Reliability



Interoperability



Scalability



Security



Deployability



Testability



Simplicity

