

We might separate out a few layers in some form of n-layer design — a web layer, a back end, a storage system — but each of these layers tended to have relatively large programs. To cope with load, we often replicated the monoliths across several physical machines. Within these large program we would break them into smaller functions for manageability but we would less frequently separate these functions onto a different platform stack because of the overhead of all those different platform stacks. You wouldn't want to have a machine sitting there with an entire platform stack to run one function which was rarely called. It was a waste! In the map below I've added the platform and the best practice above the platform layer.

**Figure 100 — Evolution of Architectural Practice (platform)**

