

# The pros and cons of the Strangler architecture pattern

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Having a grasp of common architectural patterns is essential to designing software architecture at scale. Using them saves not only time but also ensures a reliable implementation of your design. There's no need to reinvent the wheel when there's an architectural pattern available that applies to an architecture you're developing.

[ Download An architect's guide to multicloud infrastructure to explore important considerations for a variety of modern cloud architectures.]

The following is a brief overview of the Strangler architectural pattern.

The Strangler pattern is one in which an "old" system is put behind an intermediary facade. Then, over time external replacement services for the old system are added behind the facade.

The facade represents the functional entry points to the existing system. Calls to the old system pass through the facade. Behind the scenes, services within the old system are refactored into a new set of services. Once a new service is operational, the intermediary facade is modified to route calls that used to go to the service on the old system to the new service. Eventually, the services in the old system get "strangled" in favor of the new services.

Pros

Cons

[ Read more: How to architect intelligent automation using the Strangler pattern: A real-world example. ]

One of the ongoing challenges in architecture design and implementation is transformation risk. Any change to an existing system can result in unanticipated hazards. The Strangler pattern provides increment transformation to a system and reduces larger systemic risk to smaller, discrete episodes

of change. Taking small risks to achieve a goal is always better than taking a large one. Small failures are easier to remedy than large ones, hence the essential benefit of the Strangler pattern.

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