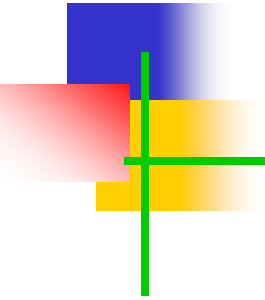


# Microservices



# Microservice Architectural Style

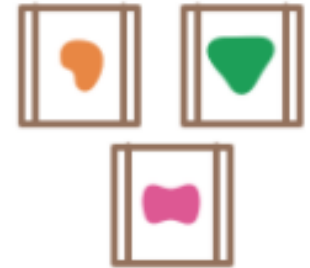
- The microservice architectural style is an approach to developing a single application **as a suite of small services**, each running in its **own process** and communicating with lightweight mechanisms, often an HTTP resource API.
- These services are built around business capabilities and **independently deployable** by fully automated deployment machinery.
- There is **a bare minimum of centralized management of these services**, which may be written in different programming languages and use different data storage technologies.
- Microservices vs. monolithic style?
- Scaling monolithic applications?

# Microservice Architectural Style

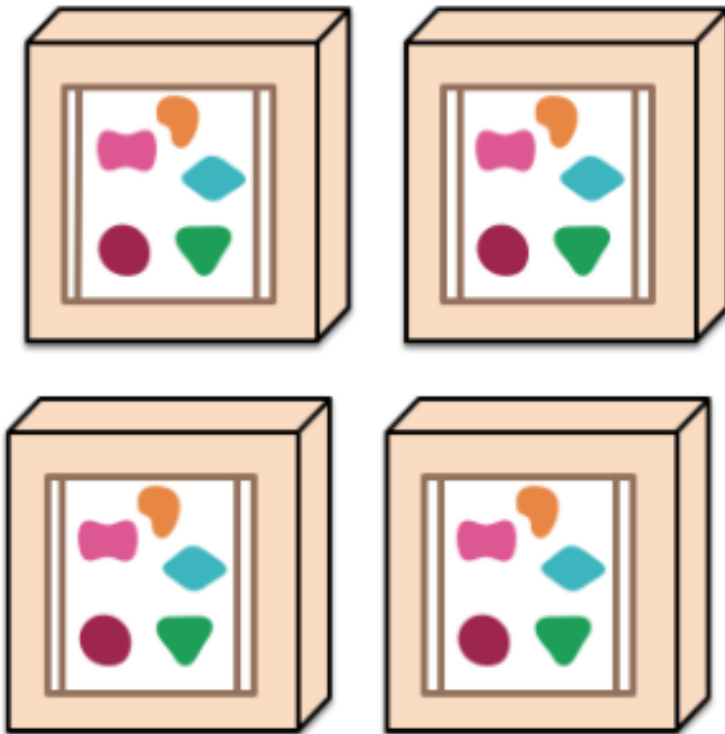
*A monolithic application puts all its functionality into a single process...*



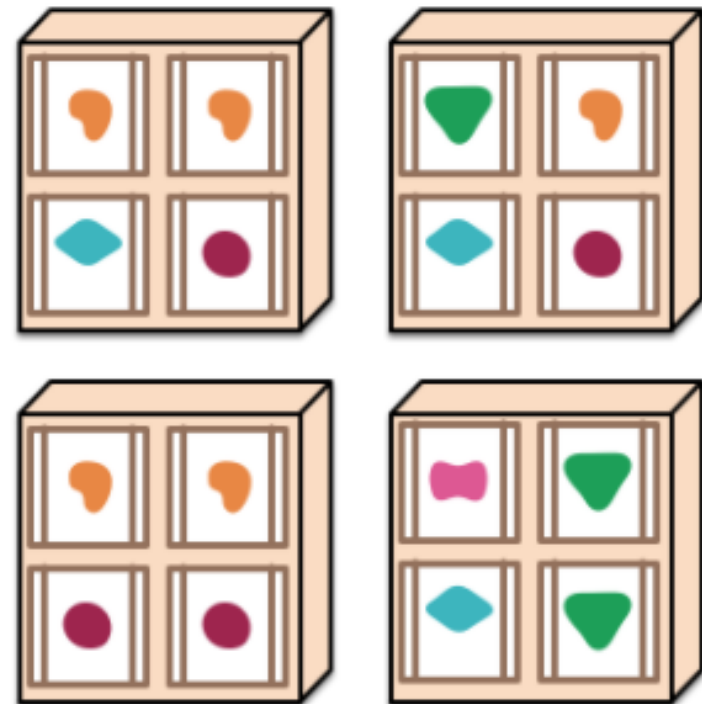
*A microservices architecture puts each element of functionality into a separate service...*



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



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



- Limitations of monolithic applications?
  - Change cycles
  - Modular structure
  - Scaling
  - Start times
  - Reliability

# Microservice Architectural Style

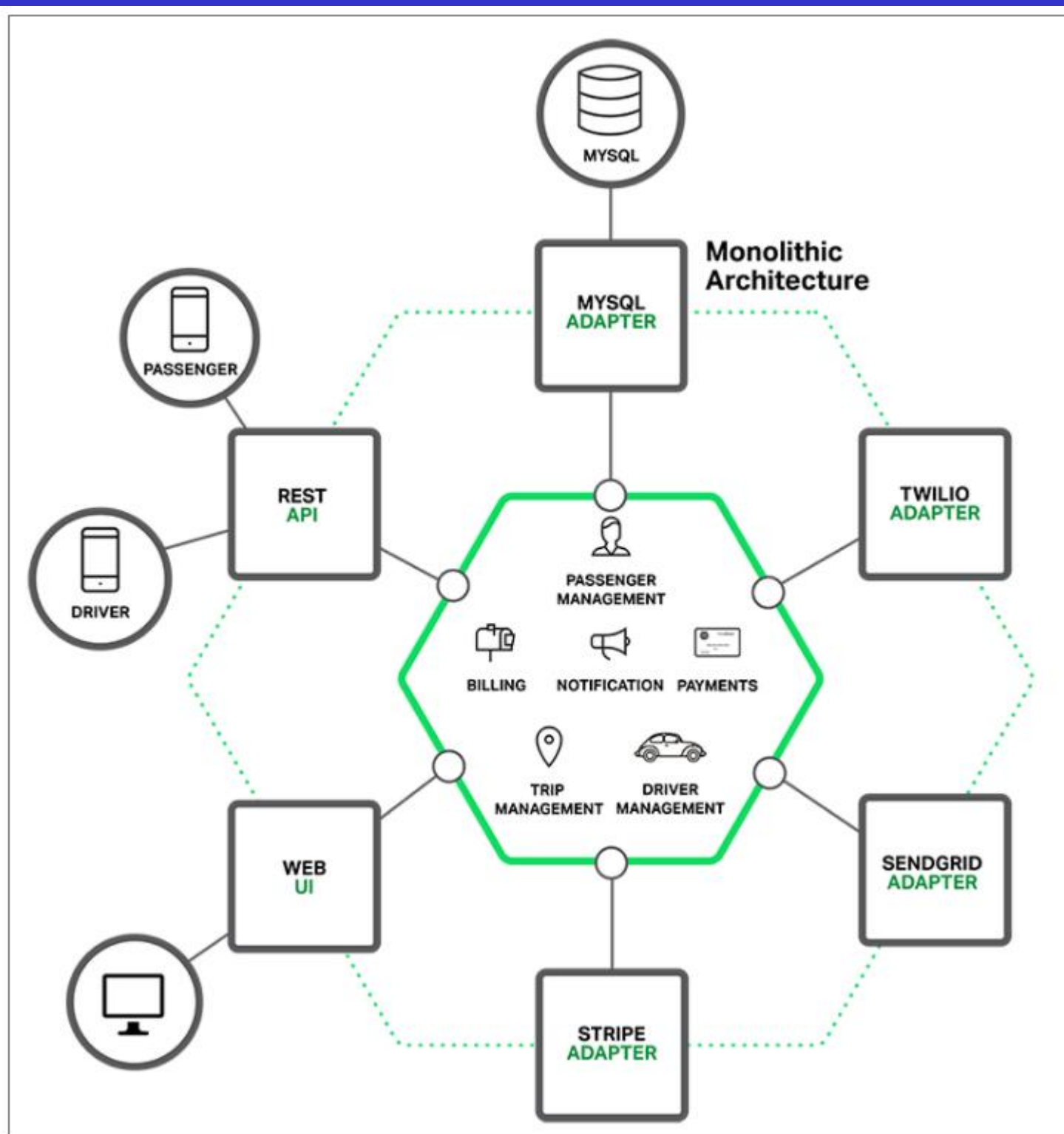
- Many organizations, such as Amazon, eBay, and Netflix, have solved this problem by adopting what is now known as the Microservices Architecture pattern.
- Instead of building a single monstrous, monolithic application, the idea is to split your application into set of smaller, interconnected services.
- A service typically implements a set of distinct features or functionality, such as order management, customer management, etc.

# Microservice Architectural Style

- Each microservice is a mini-application that has its own hexagonal architecture consisting of business logic along with various adapters.
- Some microservices would expose an API that's consumed by other microservices or by the application's clients. Other microservices might implement a web UI. At runtime, each instance is often a cloud VM or a Docker container.
- Example:
  - Consider that you are building a competitor application to Uber
  - How would the architecture look?

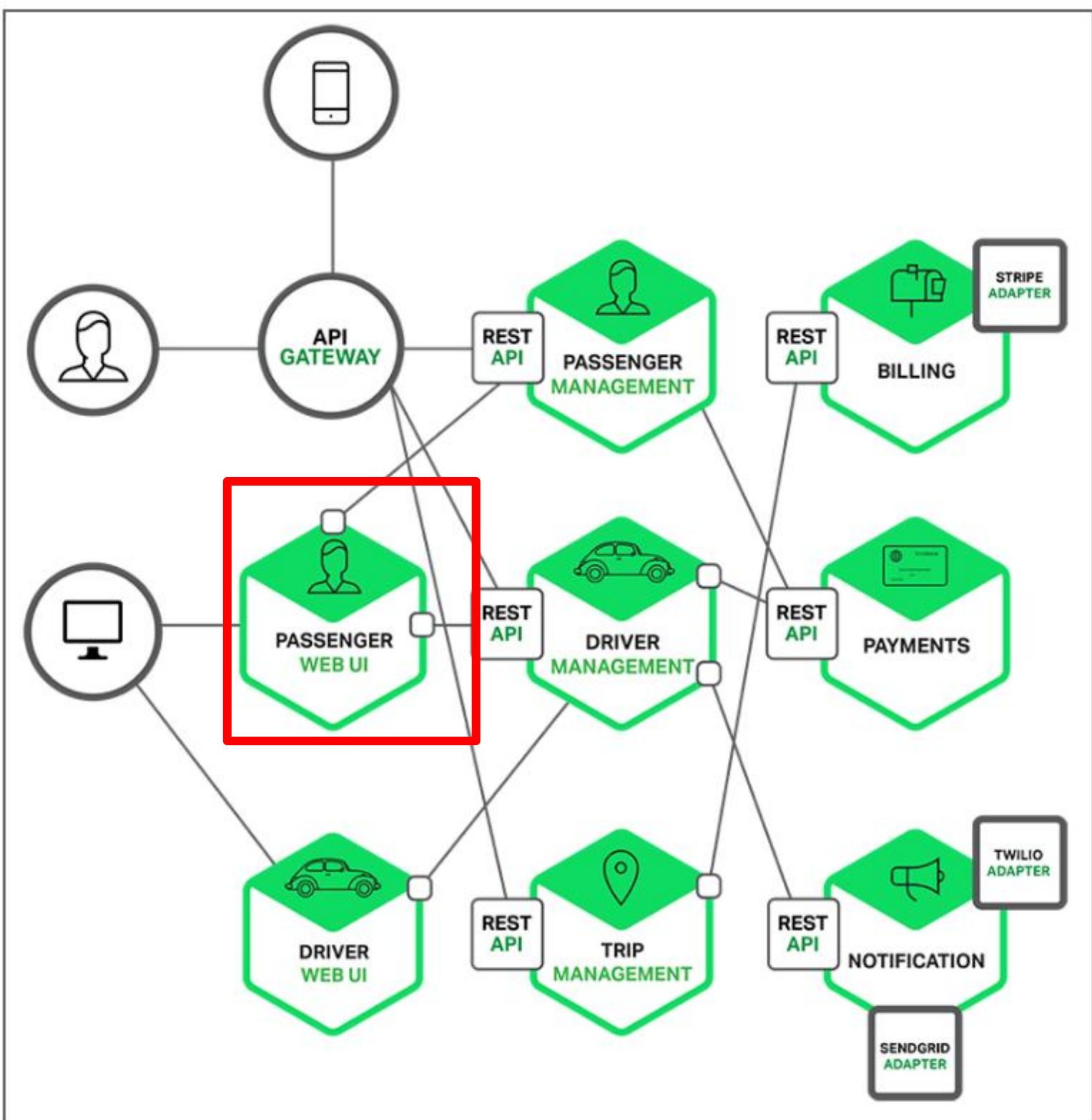
# Uber competitor monolithic architecture

Pros?



# Uber competitor microservice architecture

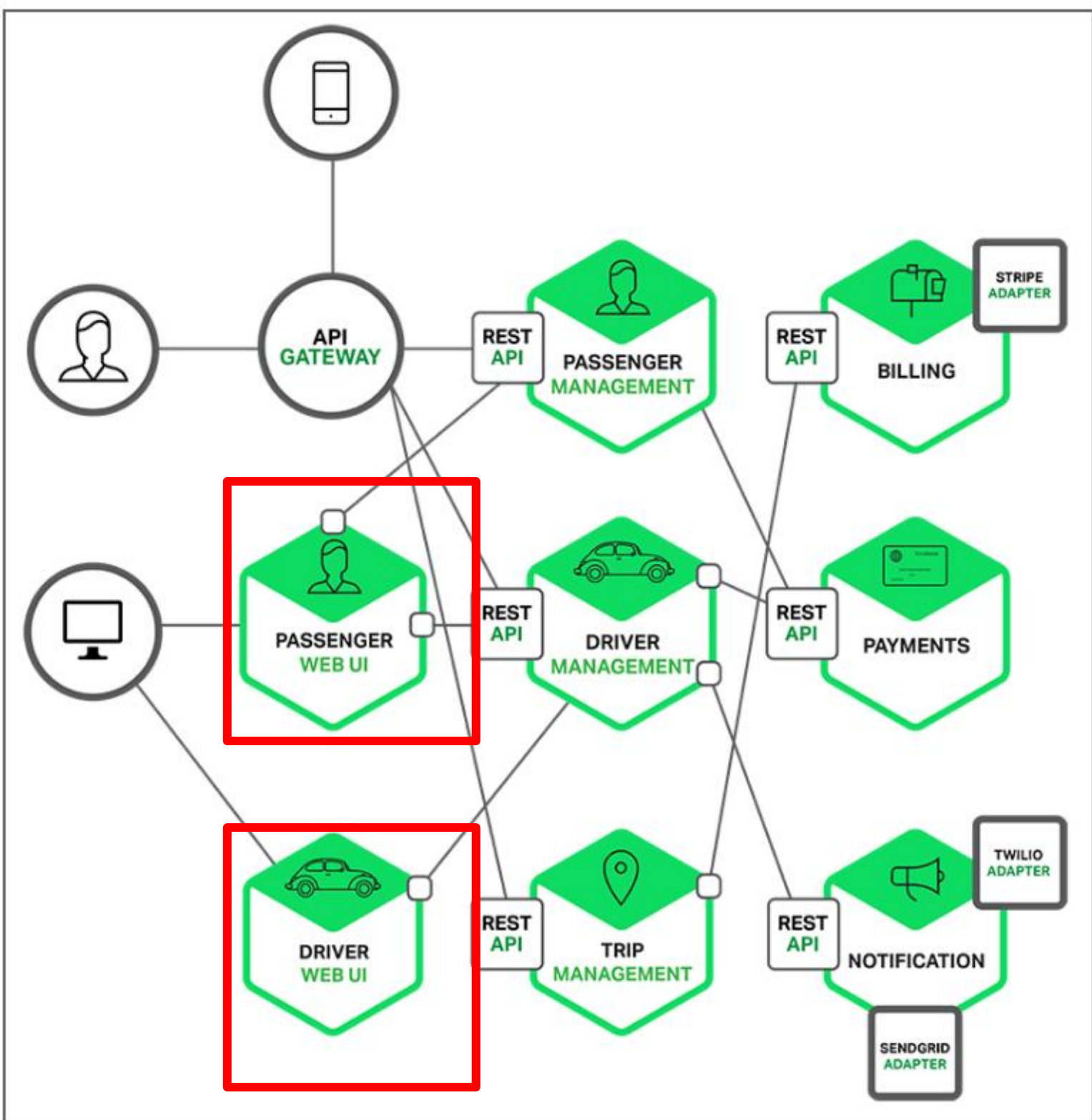
Pros?





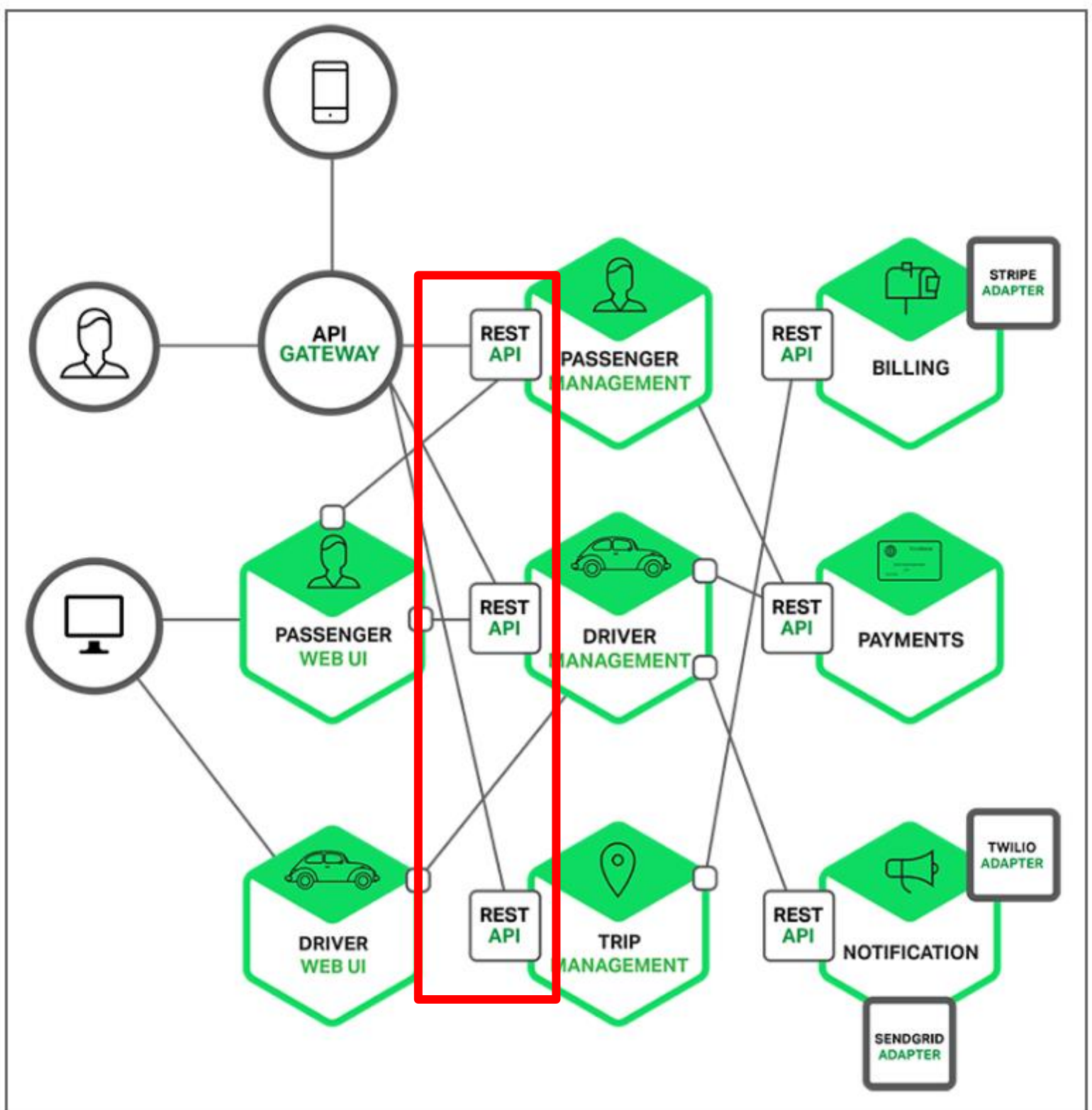
# Uber competitor microservice architecture

Pros?



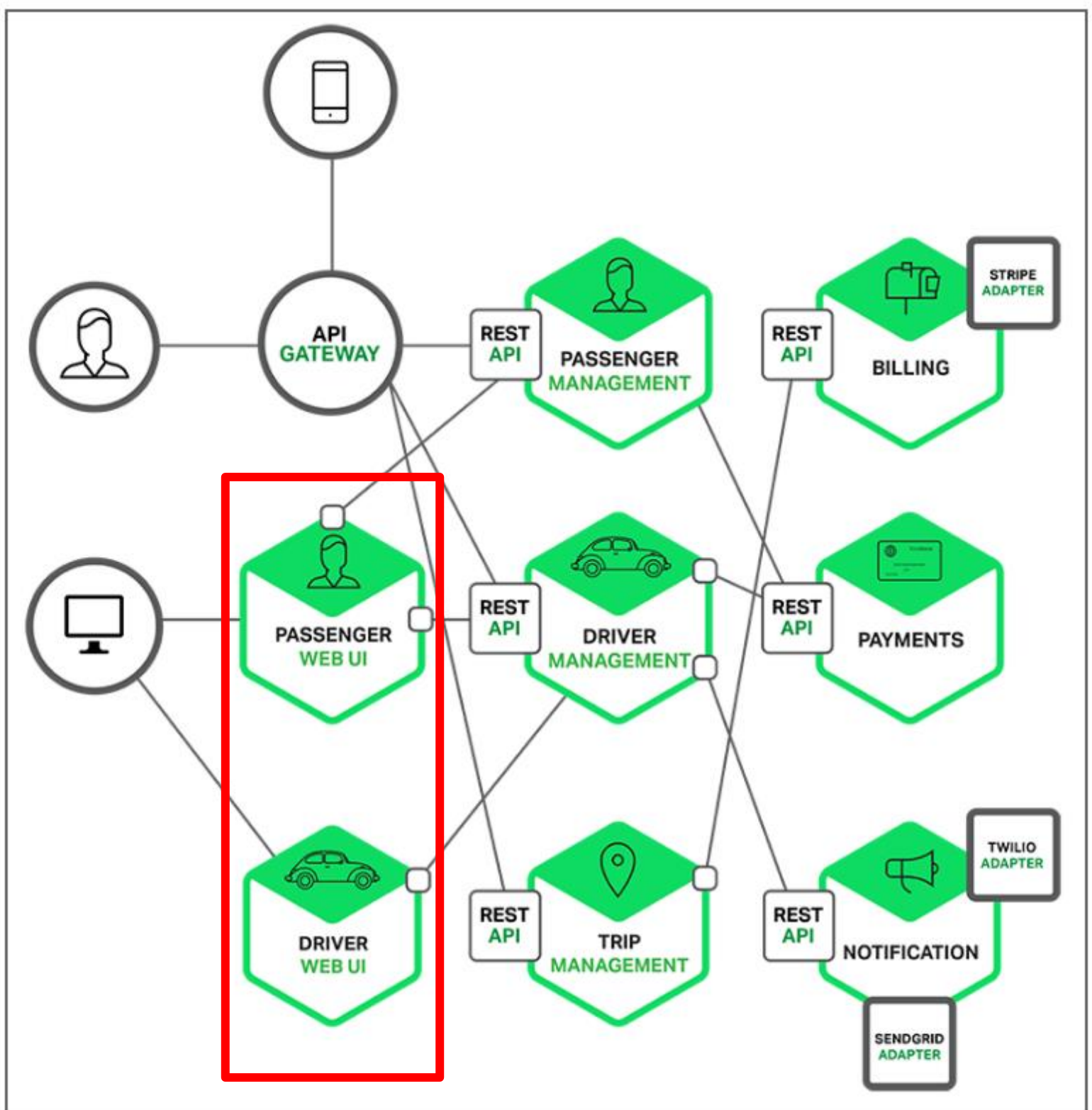
# Uber competitor microservice architecture

Pros?



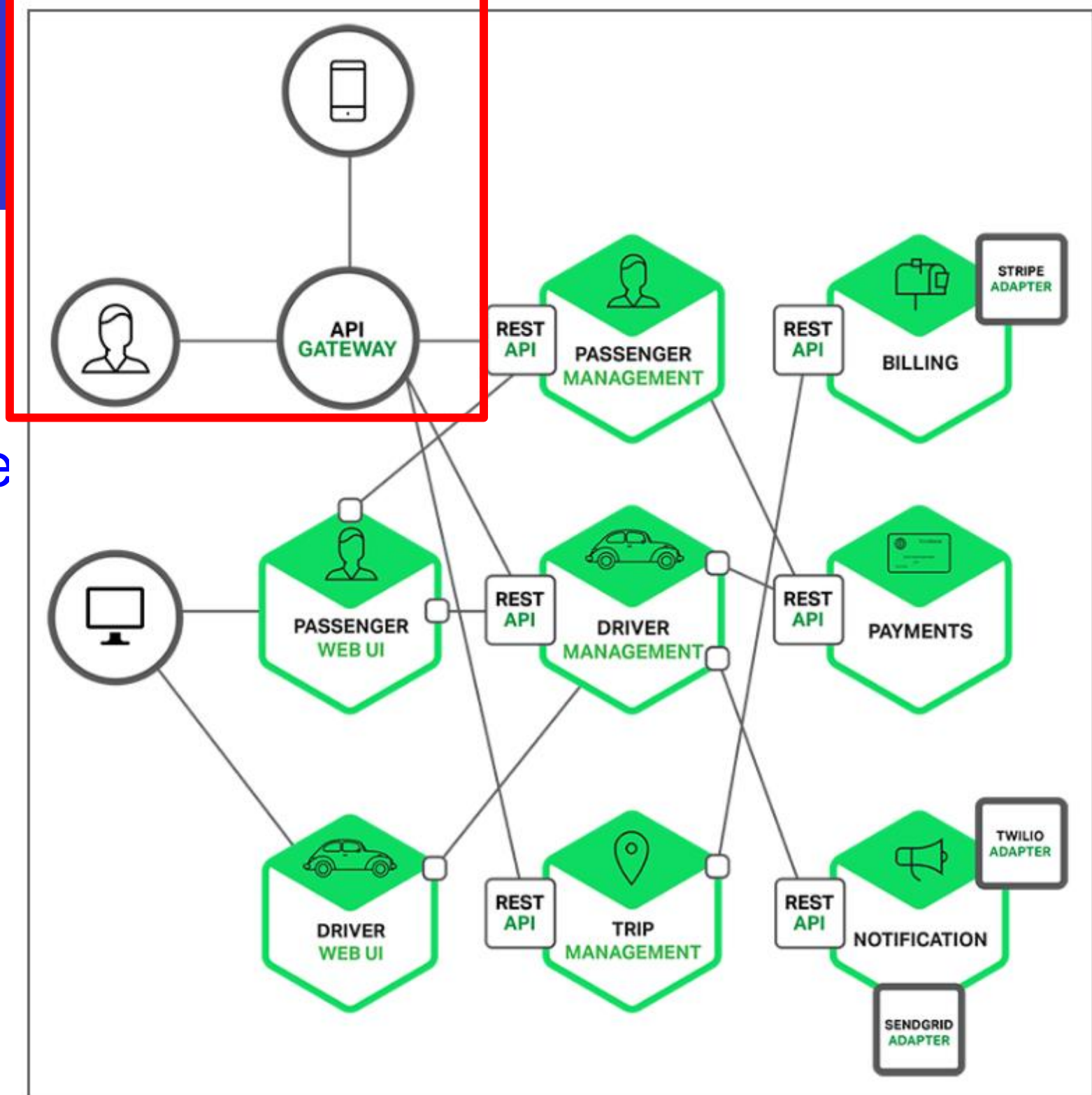
# Uber competitor microservice architecture

Pros?



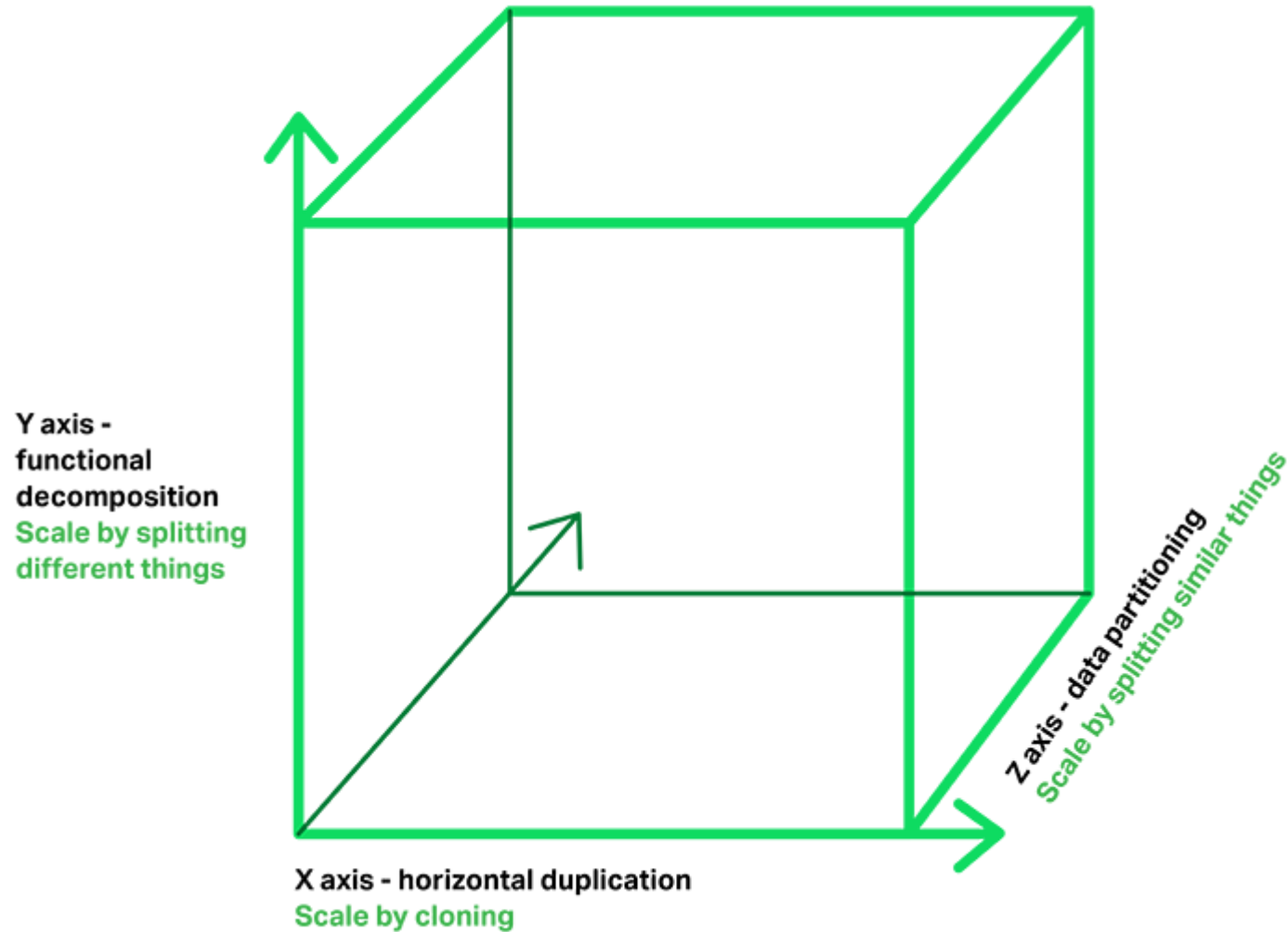
# Uber competitor microservice architecture

Pros?





# The Scale Cube



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From “The Art of Scalability” book

# Characteristics of a Microservice Architecture

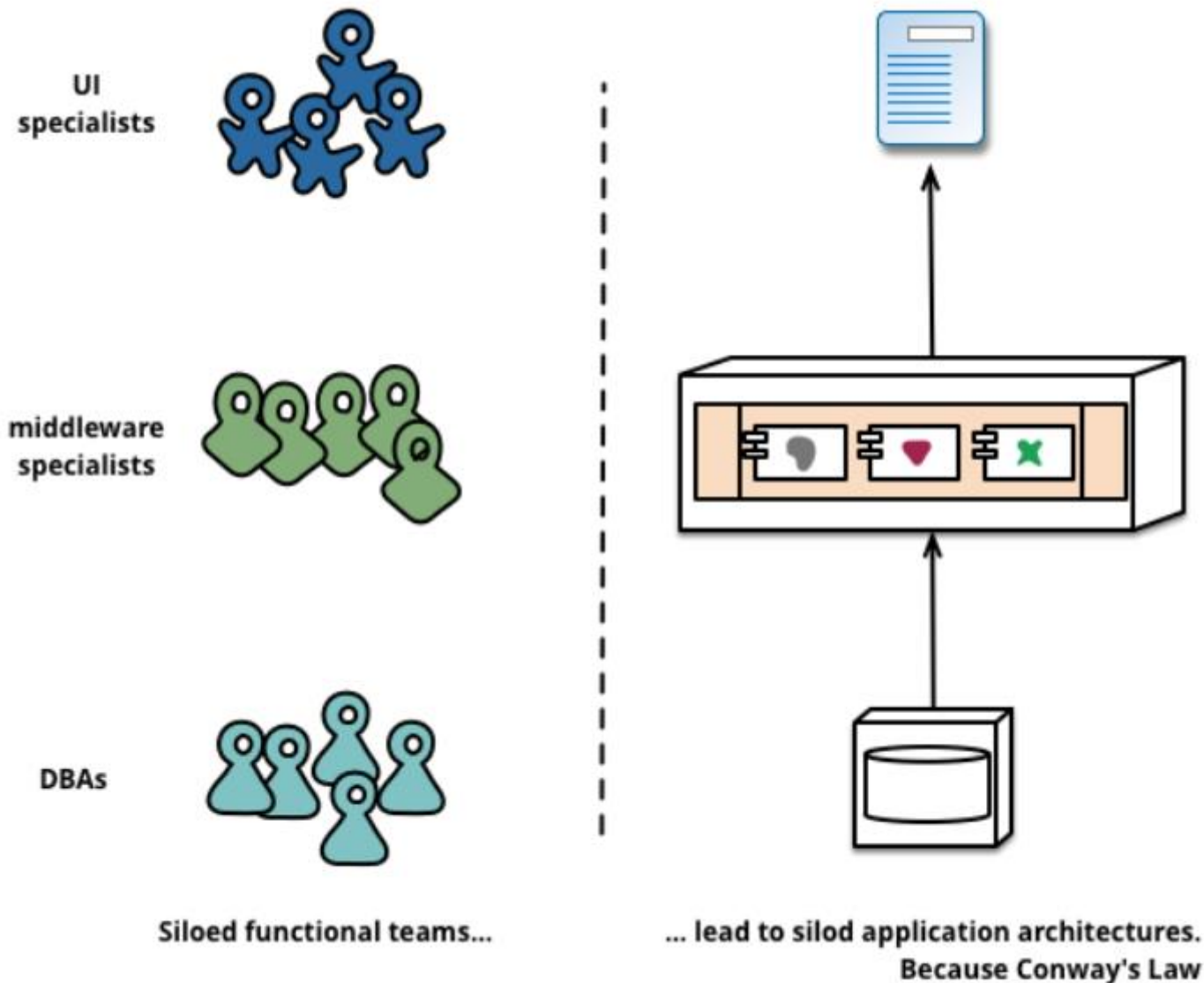
- Componentization via services
- Organized around business capabilities
- Decentralized governance
- Decentralized data management
- Design for failure

# Characteristics of a Microservice Architecture

## Componentization via Services

- A **component** is a unit of software that is independently replaceable and upgradeable.
- Componentization with microservices involves breaking the software into a set of services.
- Libraries versus components?
- Such services are independently deployable.
- Effects of such componentization?
  - Redeploy rate after changes (**how?**)
  - More explicit interfaces (**how?**)

# Characteristics of a Microservice Architecture Organized around Business Capabilities



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Figure 2: Conway's Law in action



# Characteristics of a Microservice Architecture Organized around Business Capabilities

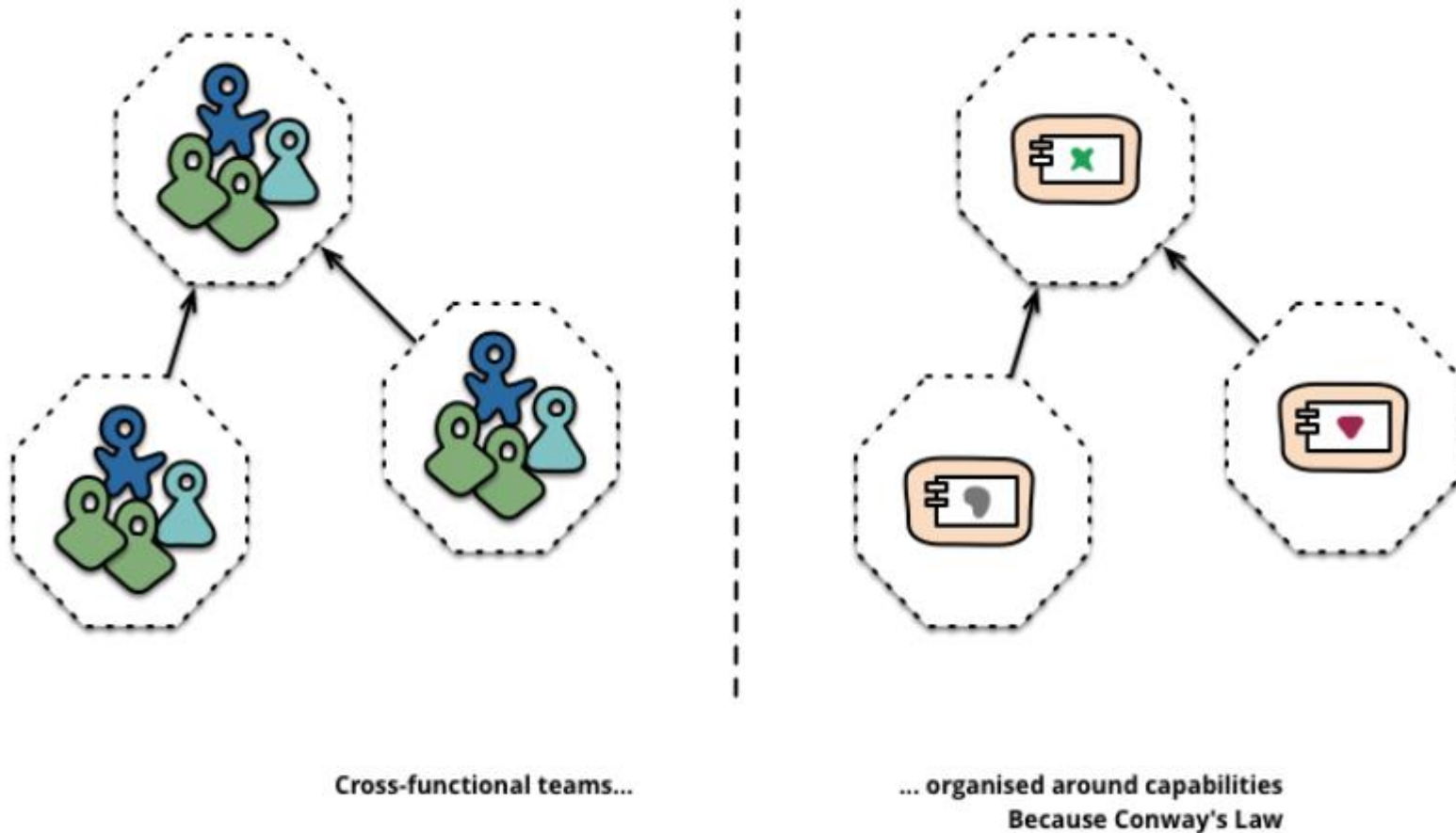


Figure 3: Service boundaries reinforced by team boundaries

# Characteristics of a Microservice Architecture

## Decentralized Governance

- One of the consequences of centralised governance is the tendency to standardise on single technology platforms.
- Splitting the monolith's components out into services we have a choice when building each of them.

# Characteristics of a Microservice Architecture

## Decentralized Data Management

- Decentralization of data management is present in a number of different ways.
- Consider a large enterprise application that is being built.
- The sales perspective of the customer would differ from the support perspective of the application, hence resulting in different views.
- Such views could have different attributes and common attributes (**more problematic**) with different semantics. (**How?**)
- This issue is common between applications, but can also occur *within* applications, particular when that application is divided into separate components.

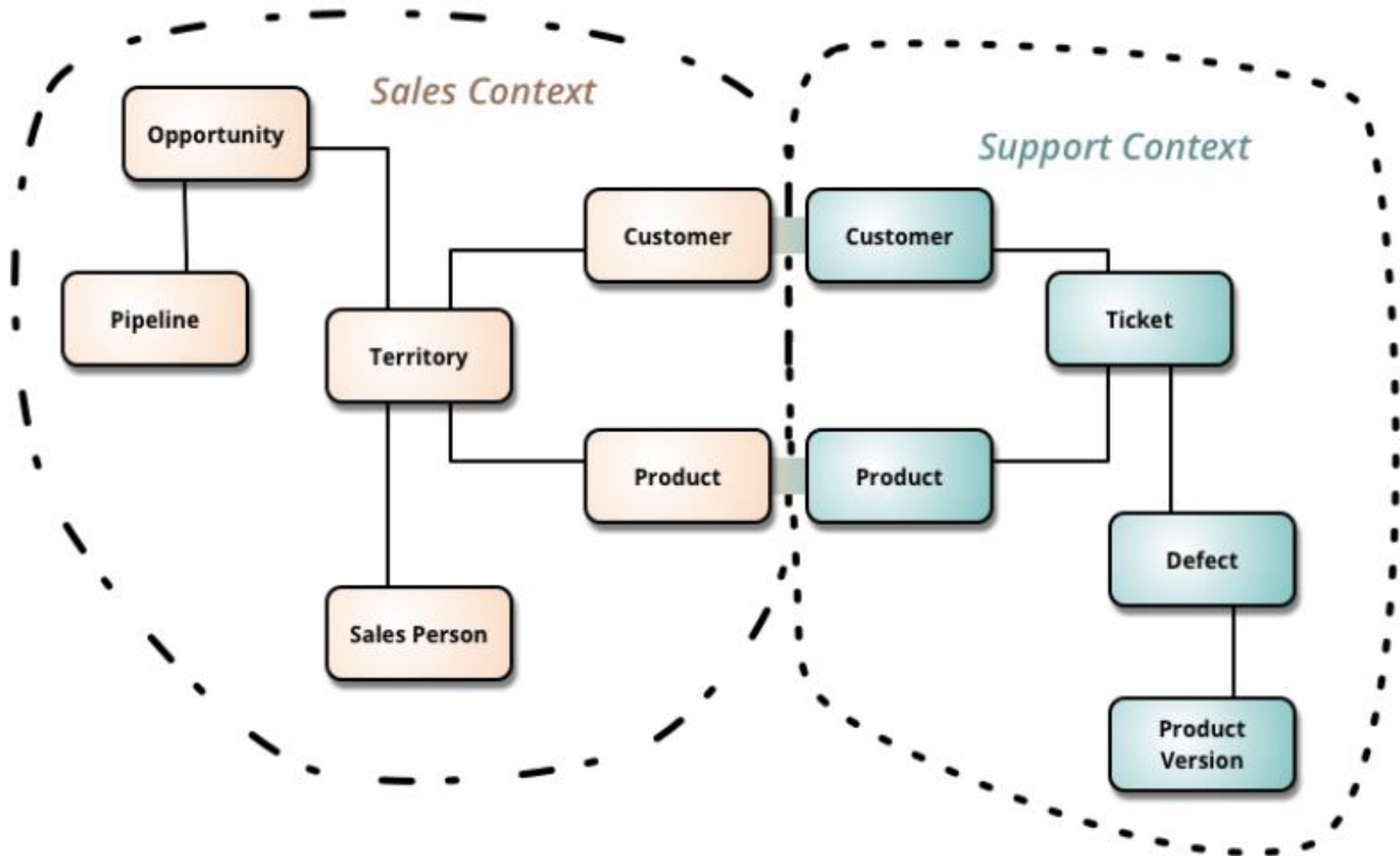
# Characteristics of a Microservice Architecture

## Decentralized Data Management

- This brings the notion of **Domain Driven Design** and **Bounded Context**.
- *Domain Driven Design* (DDD) is a software design technique that focuses on creating *bounded contexts* to understand the natural boundaries between business domains.
- The features and functionalities within a bounded context have high *cohesion*. This keeps similar functions that need similar data close together.
- **Bounded contexts** only interact with each other in well-defined ways—they use APIs.

# Characteristics of a Microservice Architecture

## Decentralized Data Management



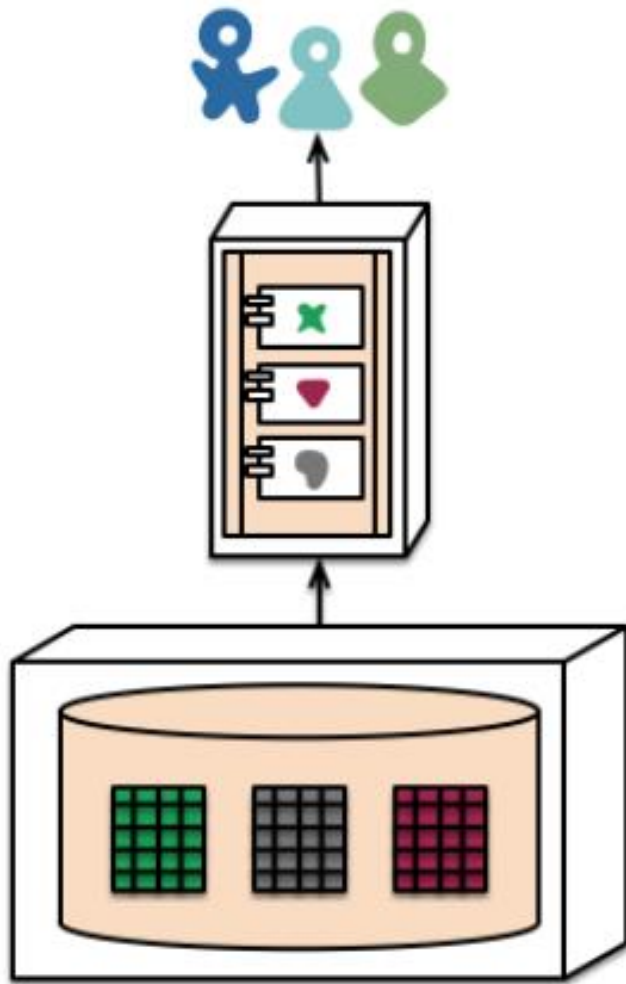
# Characteristics of a Microservice Architecture

## Decentralized Data Management

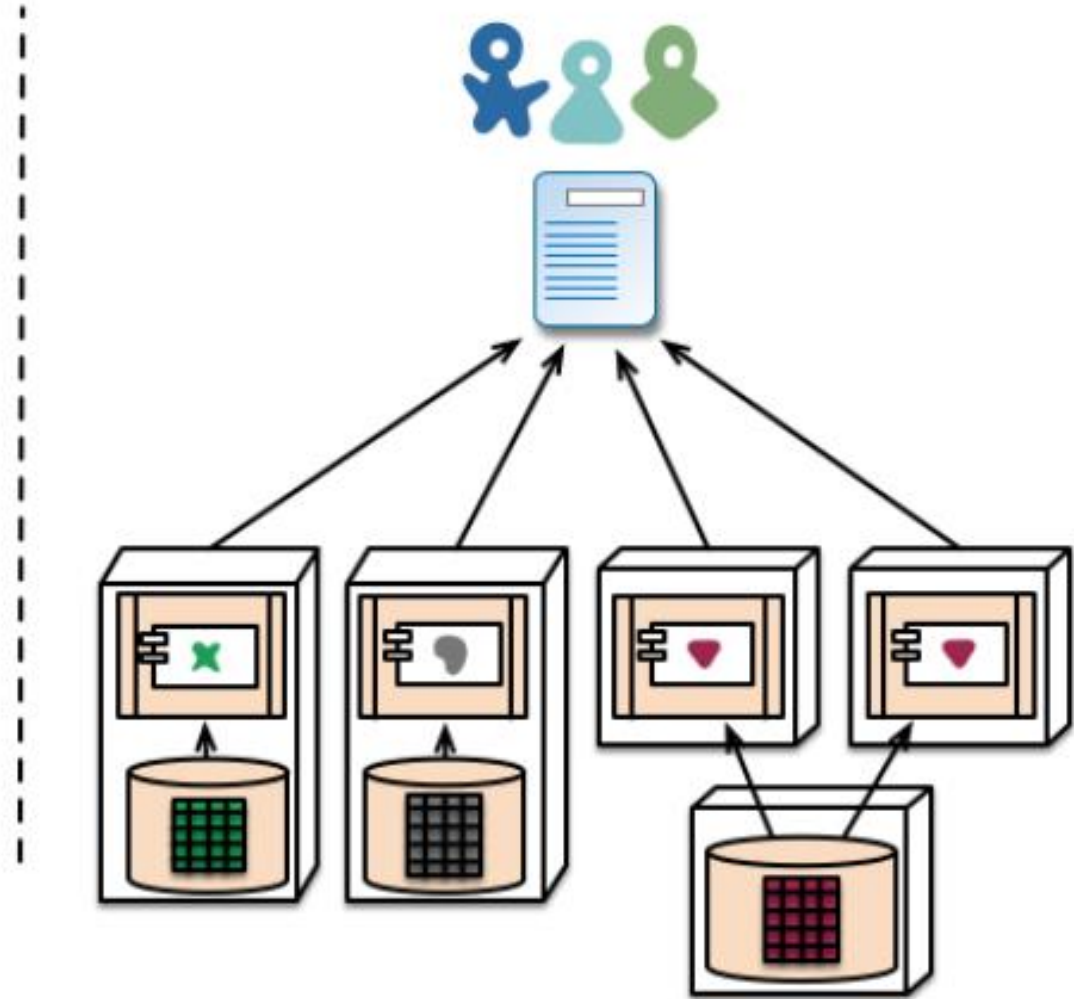
- As well as decentralizing decisions about conceptual models, microservices also decentralize data storage decisions.
- Microservices prefer letting each service manage its own database, either different instances of the same database technology, or entirely different database systems.

# Characteristics of a Microservice Architecture

## Decentralized Data Management



monolith - single database

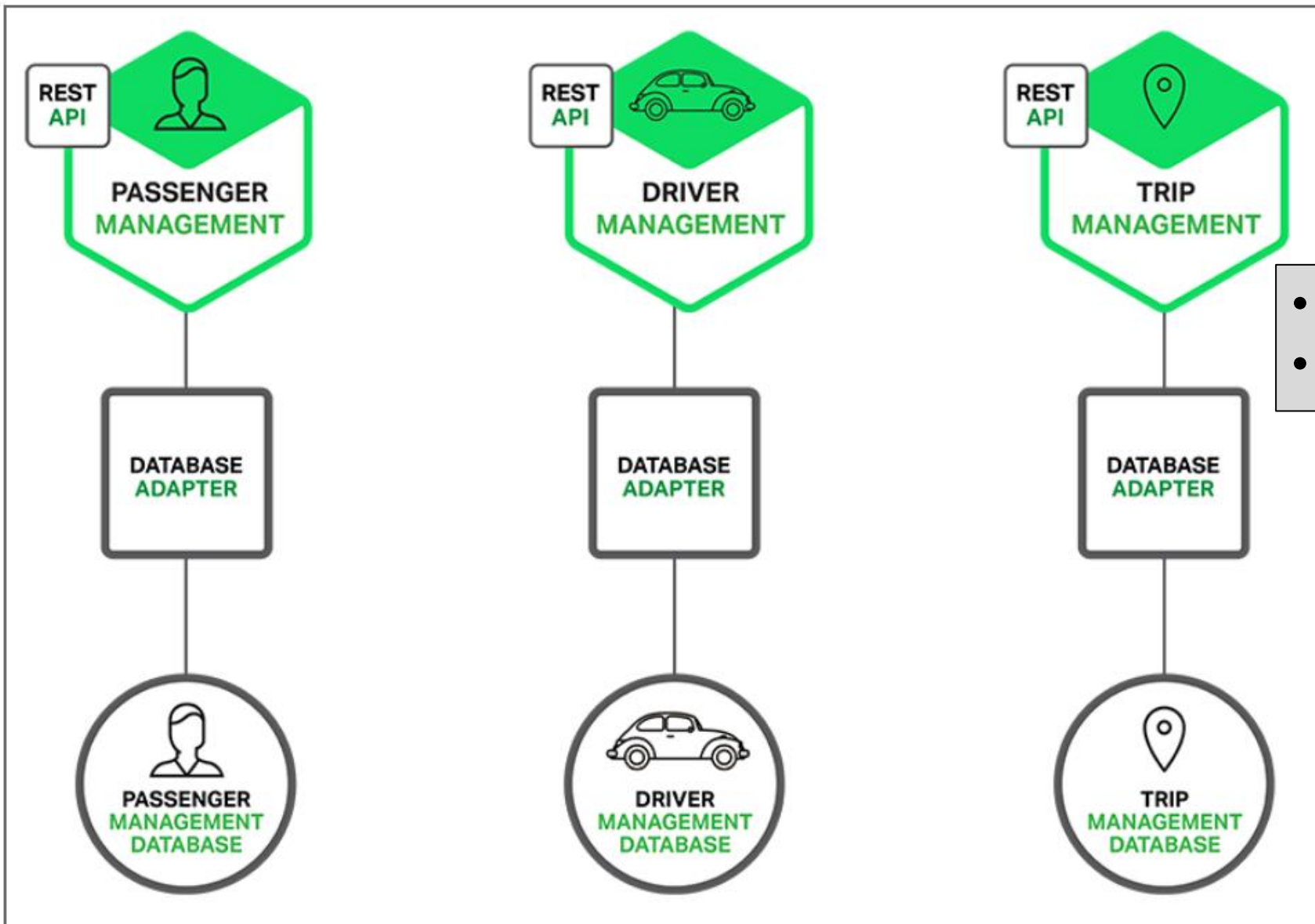


microservices - application databases

Issues?

# Characteristics of a Microservice Architecture

## Decentralized Data Management



- Coupling?
- Duplication?



# Characteristics of a Microservice Architecture

## Design for Failure

- A consequence of using services as components, is that applications need to be designed so that they can tolerate the failure of services.
- Any service call could fail due to unavailability of the supplier, the client has to respond to this as gracefully as possible.
- This is a disadvantage compared to a monolithic design (why?)
- The consequence is that microservice teams constantly reflect on how service failures affect the user experience.

# Characteristics of a Microservice Architecture

## Design for Failure

- Since services can fail at any time, it's important to be able to detect the failures quickly and, if possible, automatically restore service.
- Microservice applications put a lot of emphasis on real-time monitoring of the application.
  - What can be monitored?

# Required Readings

- <https://martinfowler.com/articles/microservice-trade-offs.html>
- <https://martinfowler.com/articles/microservices.html>
- <https://www.nginx.com/blog/introduction-to-microservices/>
- <https://www.nginx.com/blog/building-microservices-using-an-api-gateway/>
- <https://www.nginx.com/blog/building-microservices-inter-process-communication/>