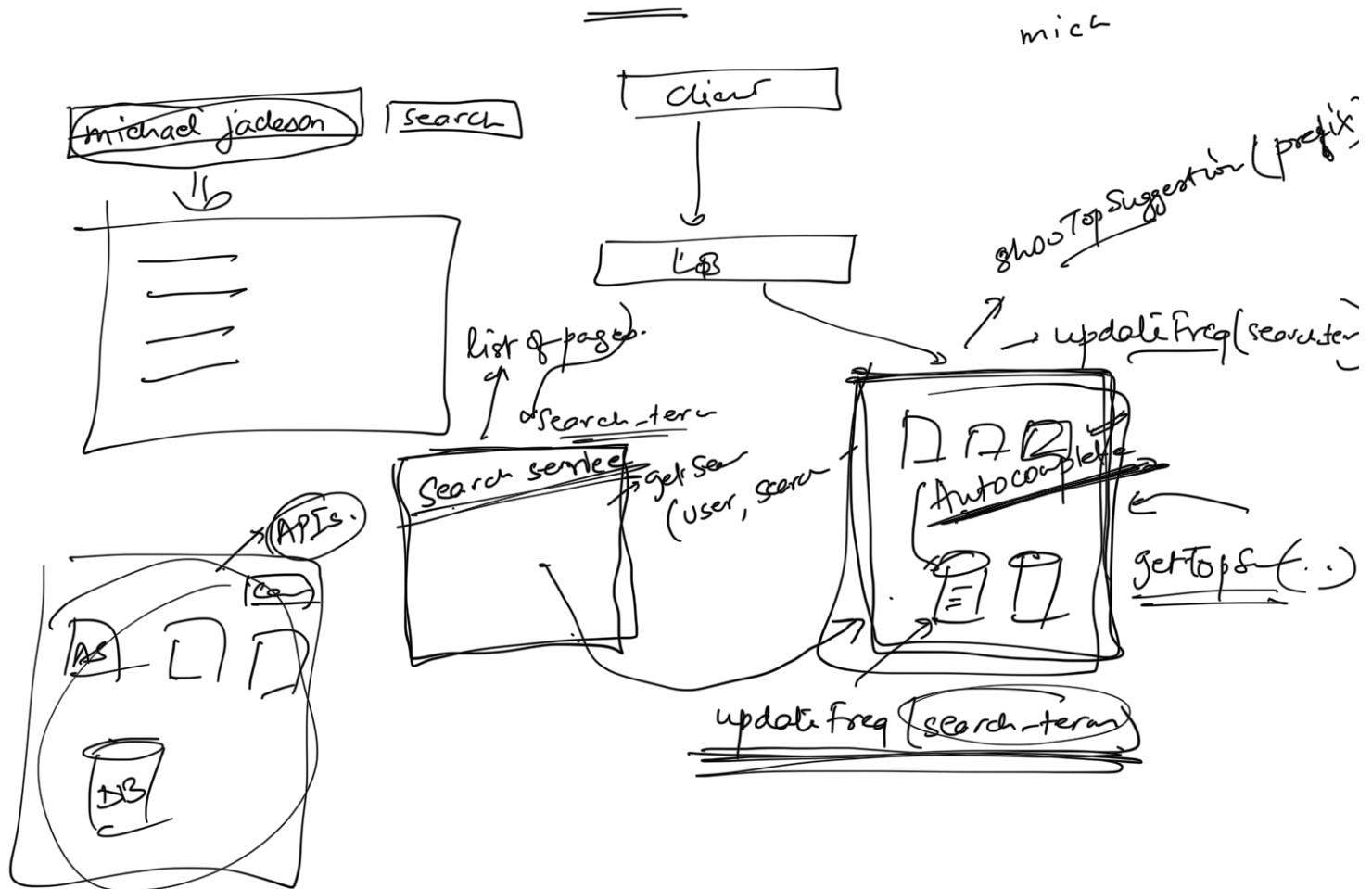
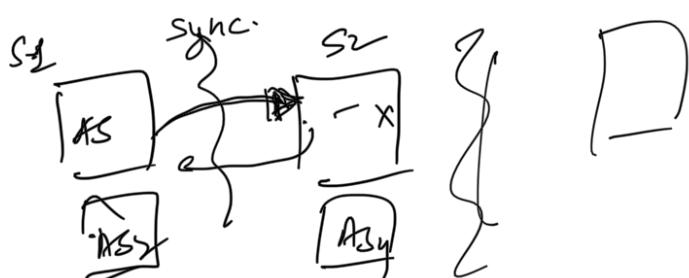


MICROSERVICES



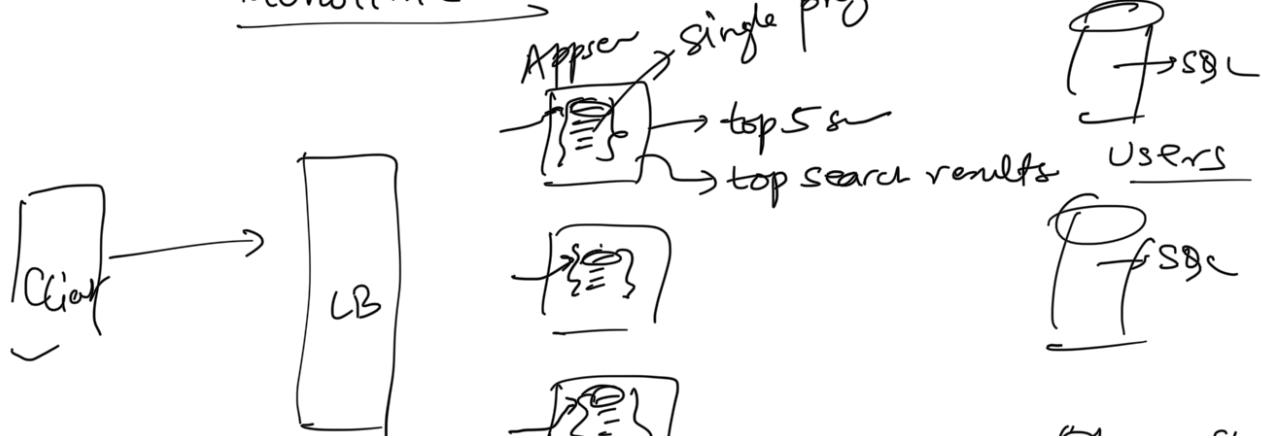
Service Oriented Architecture



Microservices

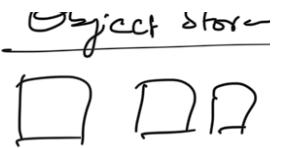
- ① Separation of concern
↳ duplicating data
- ② Event driven architecture

Monolithic

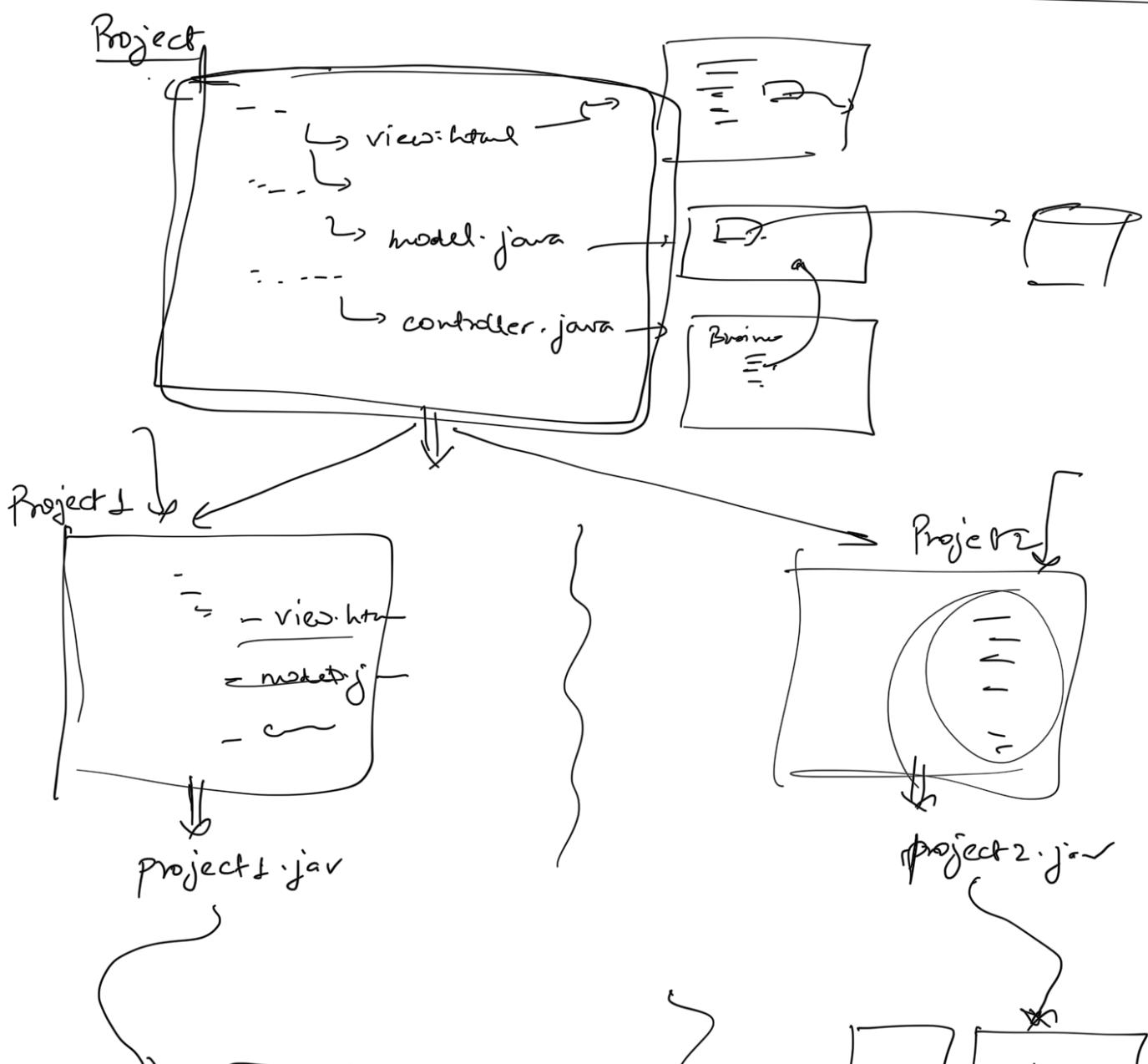


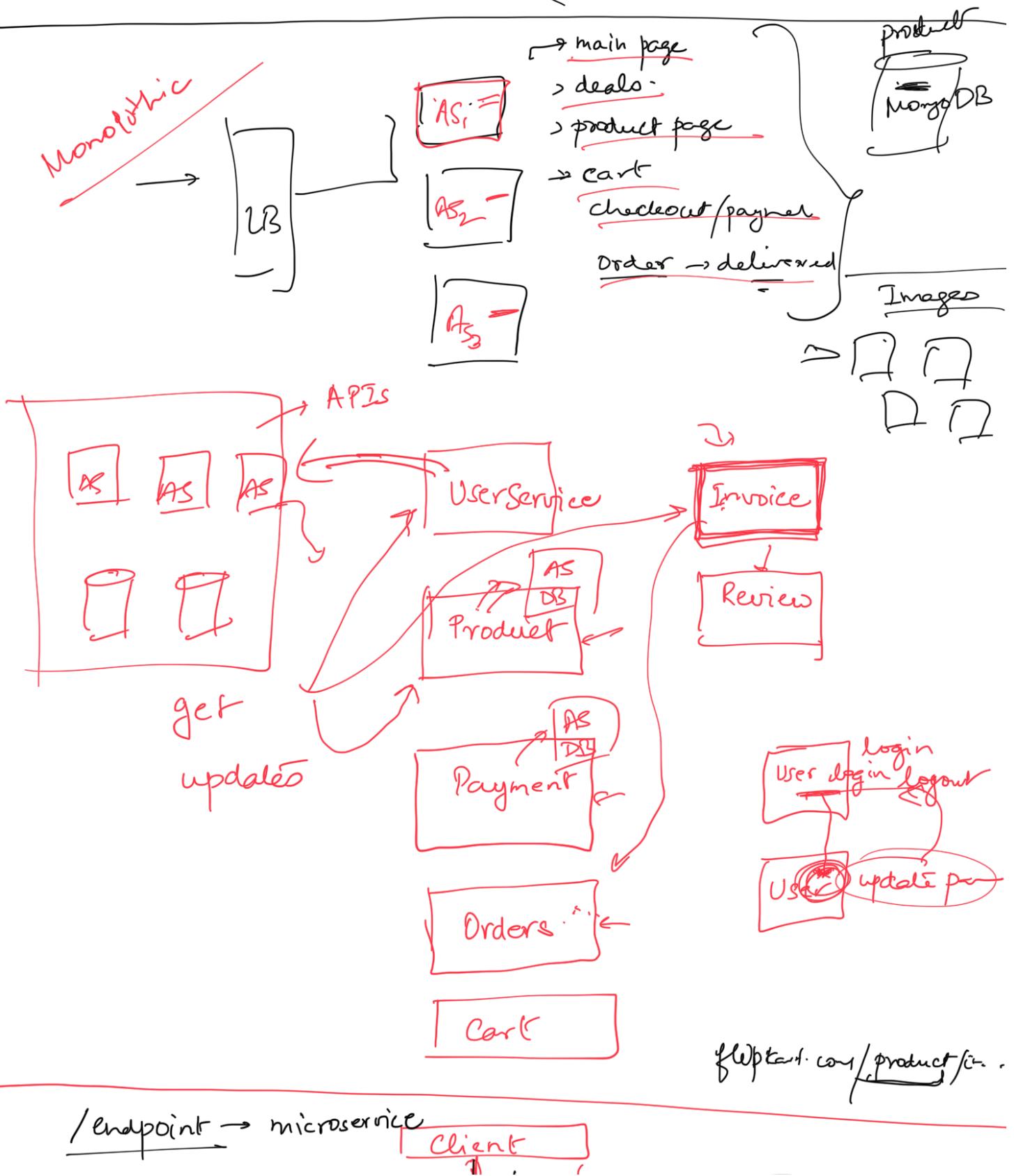
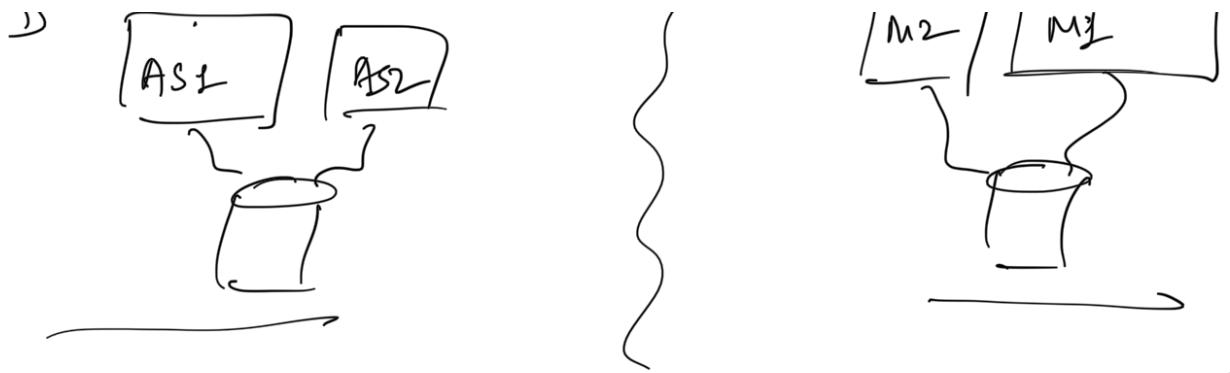


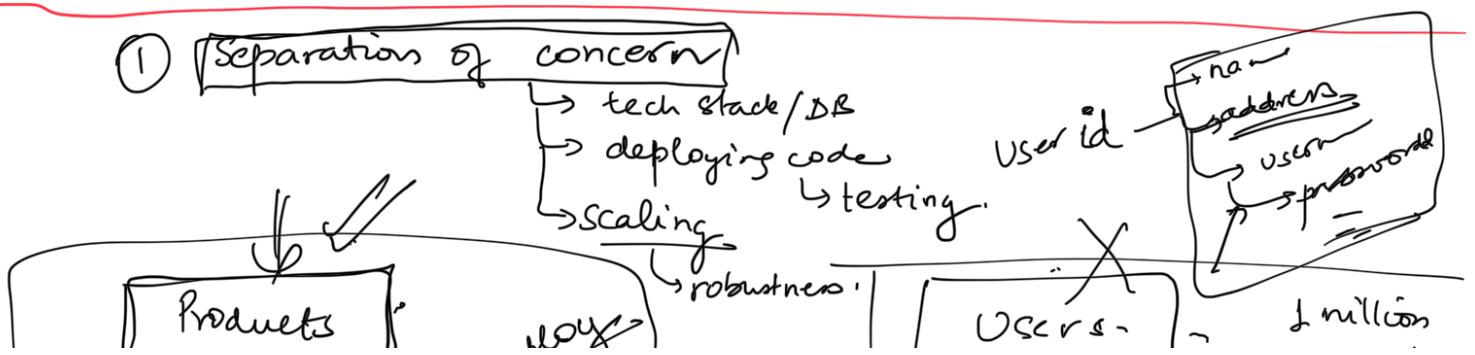
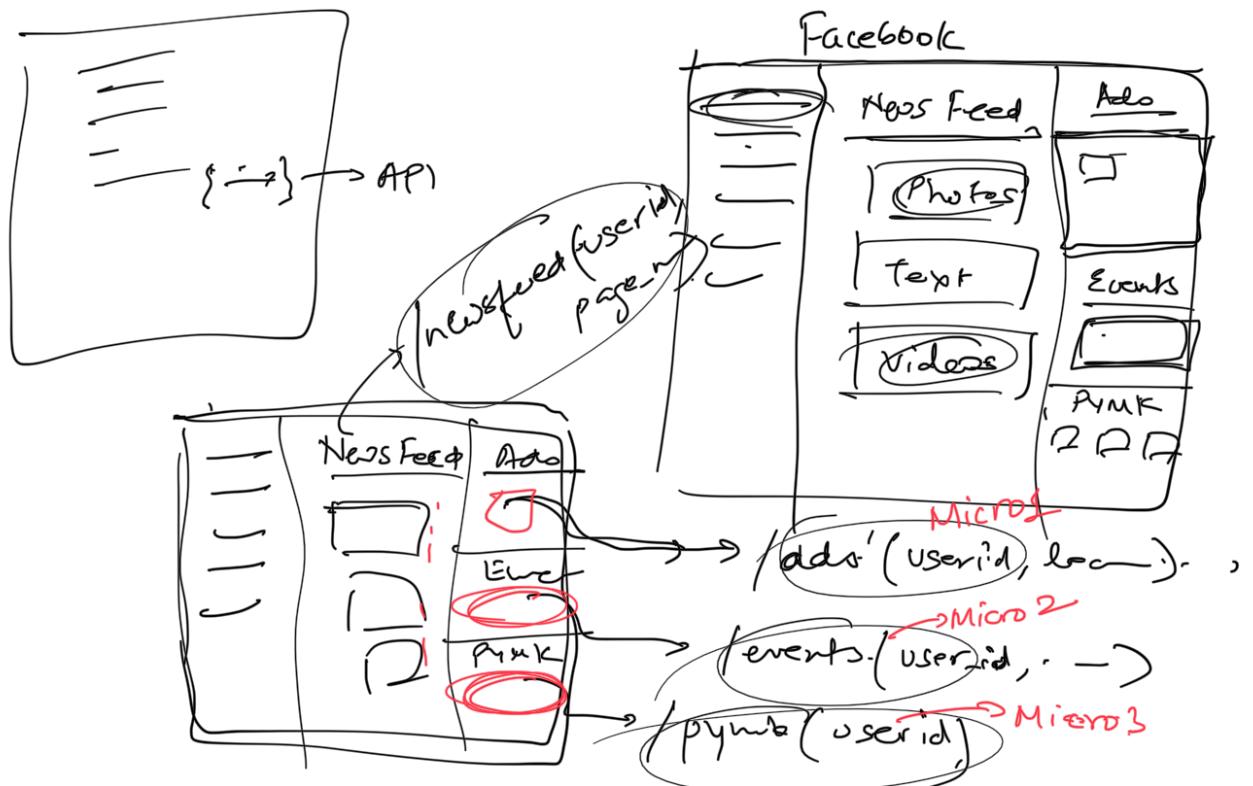
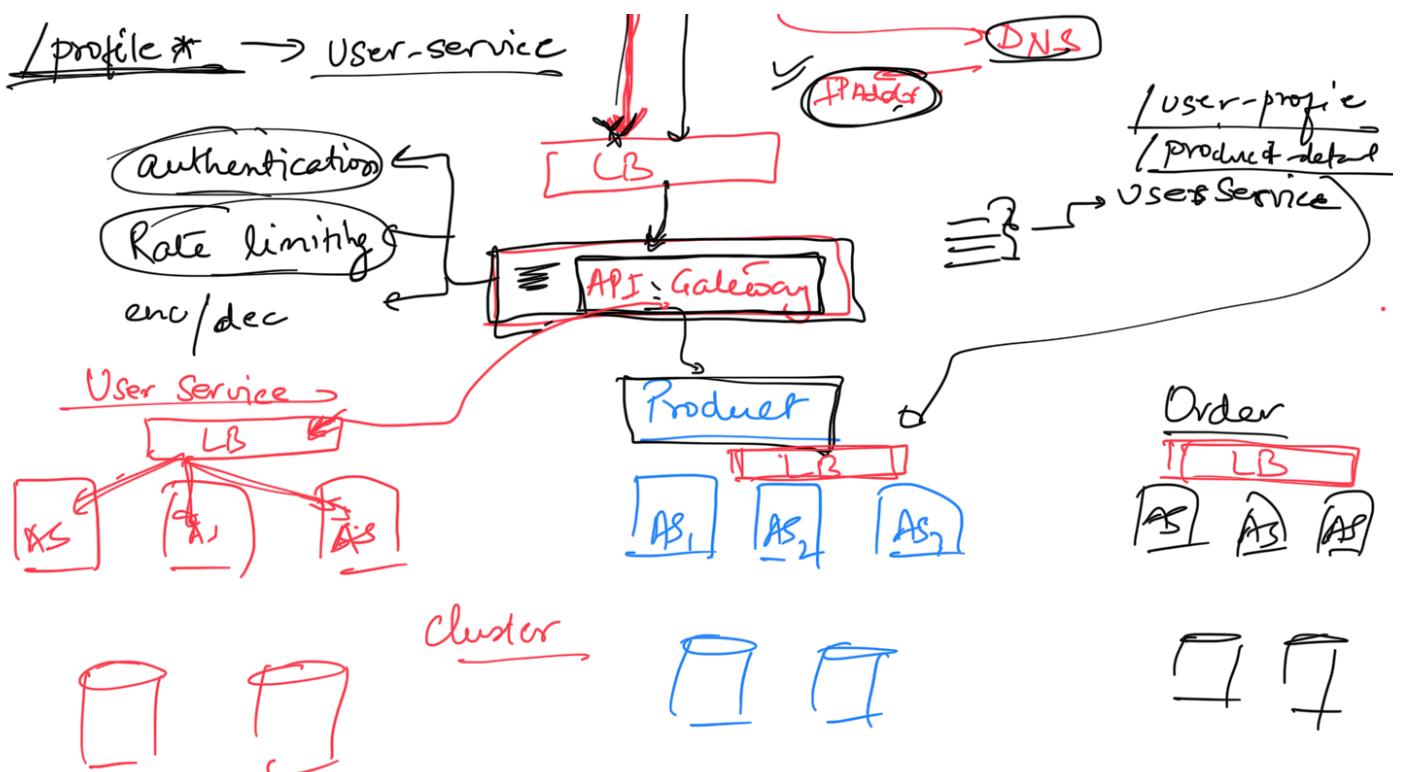
$\sqsupseteq \sqsupseteq$

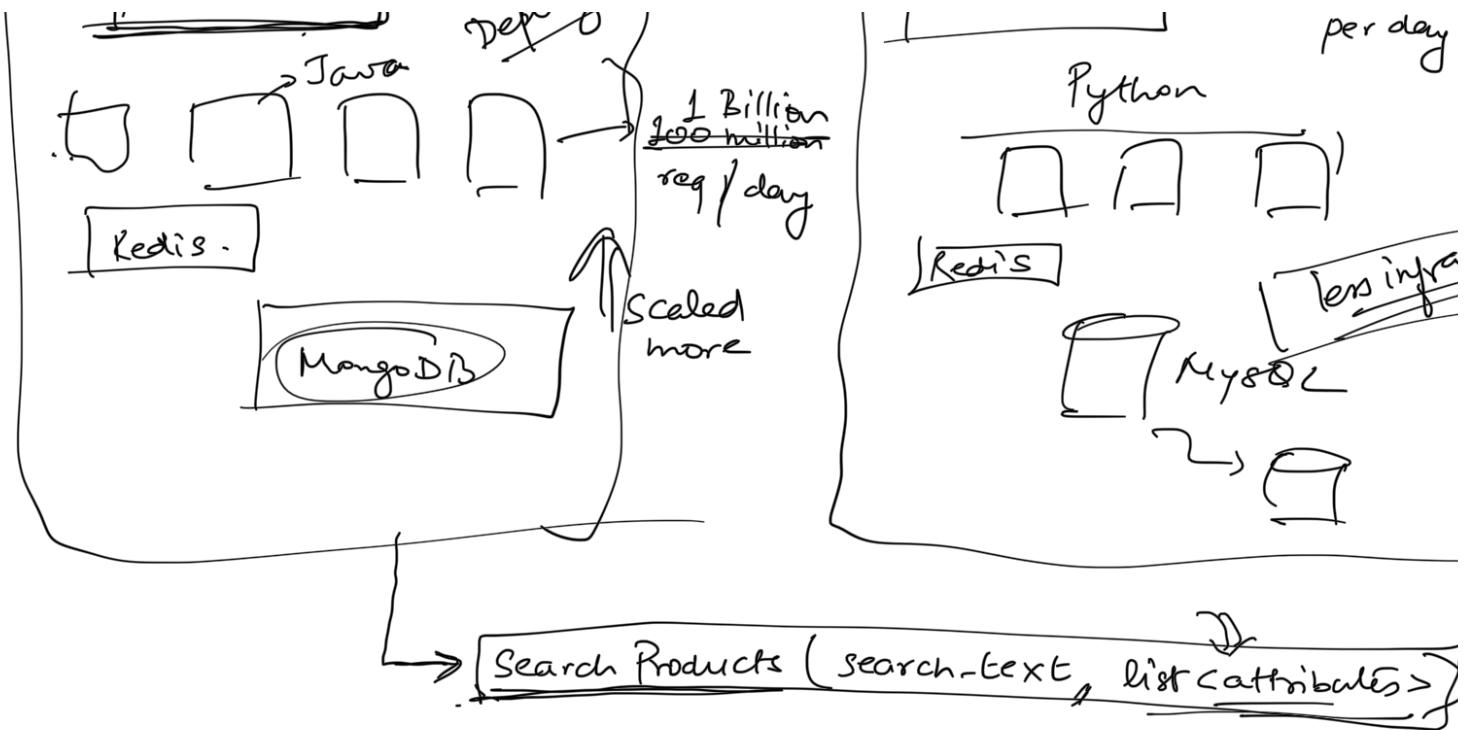


- ① New employees/engineers. \rightarrow Coupling,
- ② All minor changes \rightarrow large project compilation + deploy
- ③ Project compilation become slower \rightarrow Build time
- ④ Failure/stoones in one component causes everyone to be affected



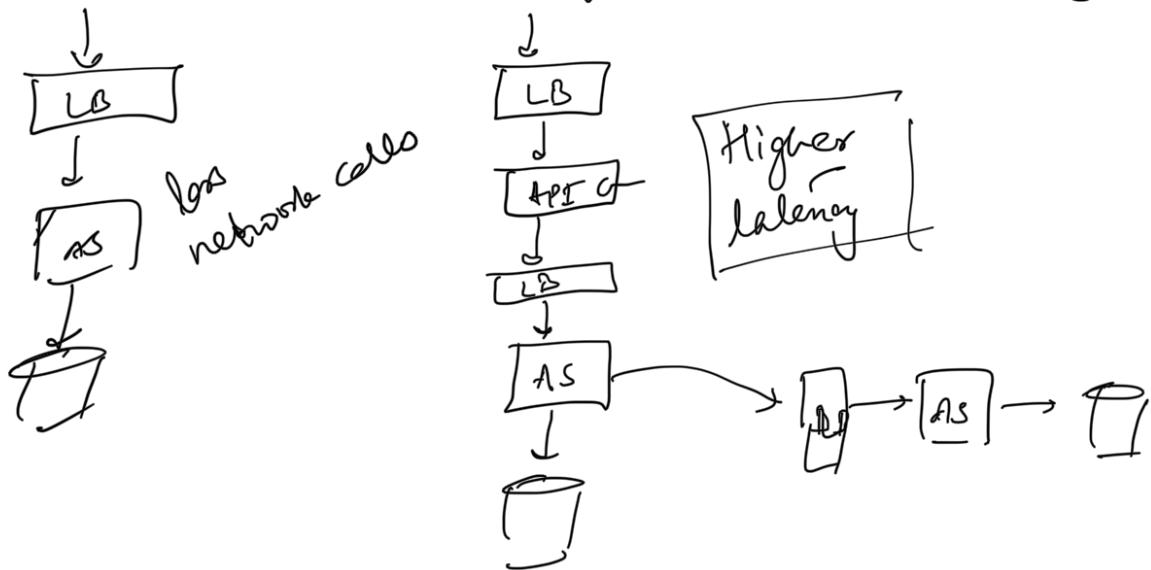




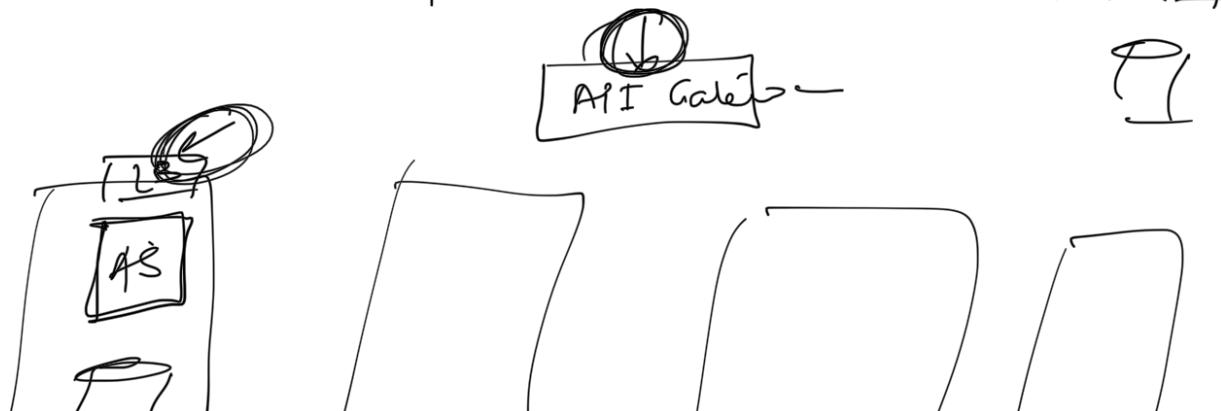


Cons:

① More layers → more latency



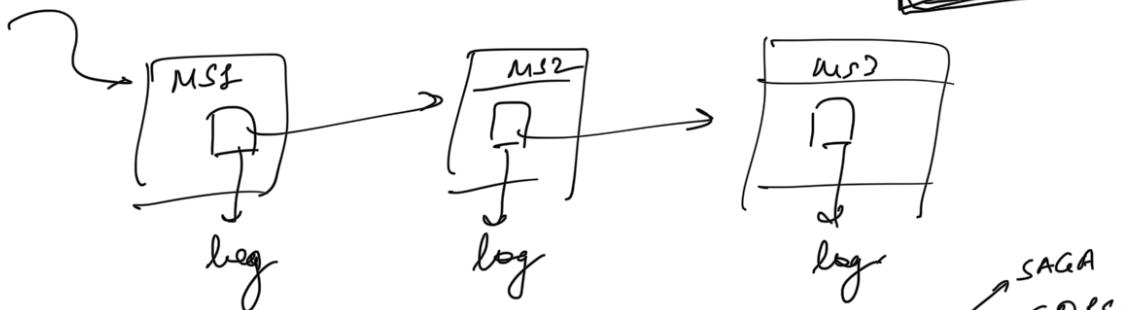
② Expensive.





③ Logging / Tracing is harder

Observability



④ Data inconsistency → distributed transaction



Circuit-breaker pattern

Q1 How can I reduce latency

↳ event driven architecture

② Observability in Microservices

Distributed Transactions in Microservices

SAGA CQRS

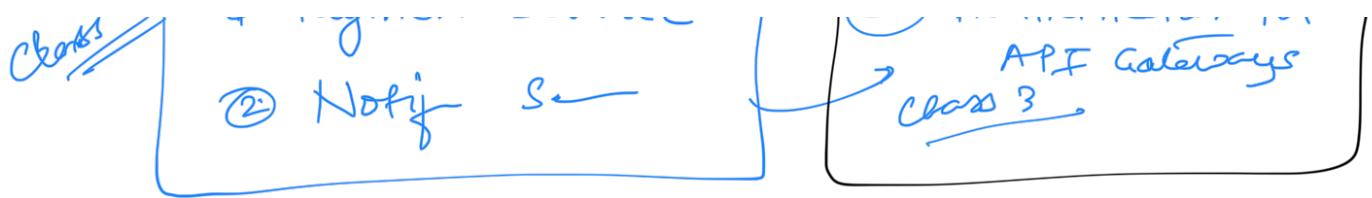
Q3 Next class

Q4 Handle "Service Down" gracefully

↳ Circuit Breaker Pattern

⑤ Payment Service

⑤ Authentication in



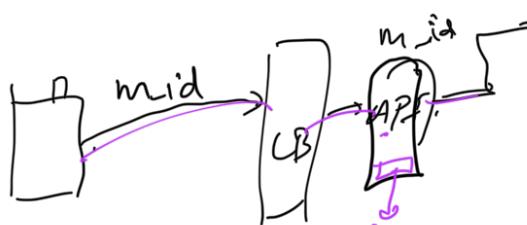
Observability

① [Detection] → Alarm
↳ Notification

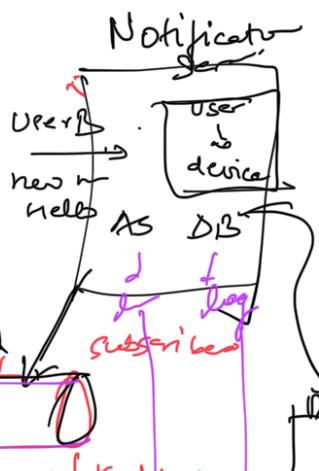
② [tags or metrics]
↳ judge health
or [diagnose]
→ [verify fix]

Distributed

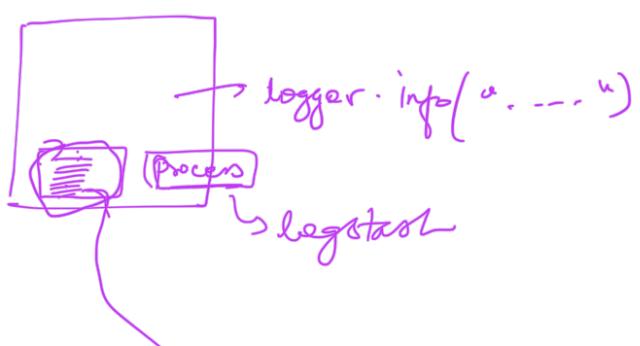
Tracing

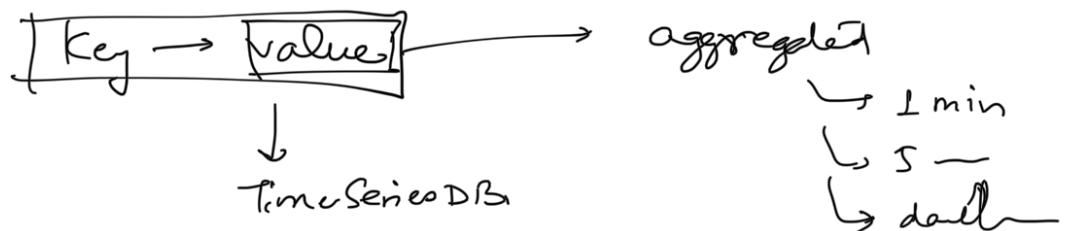
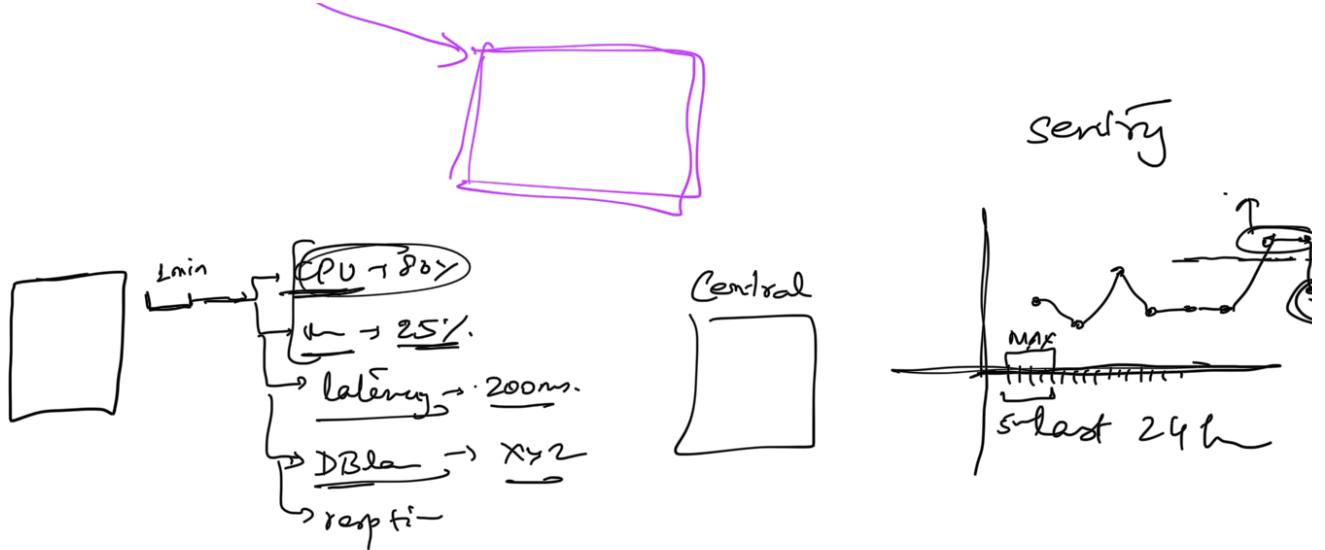


Message Service

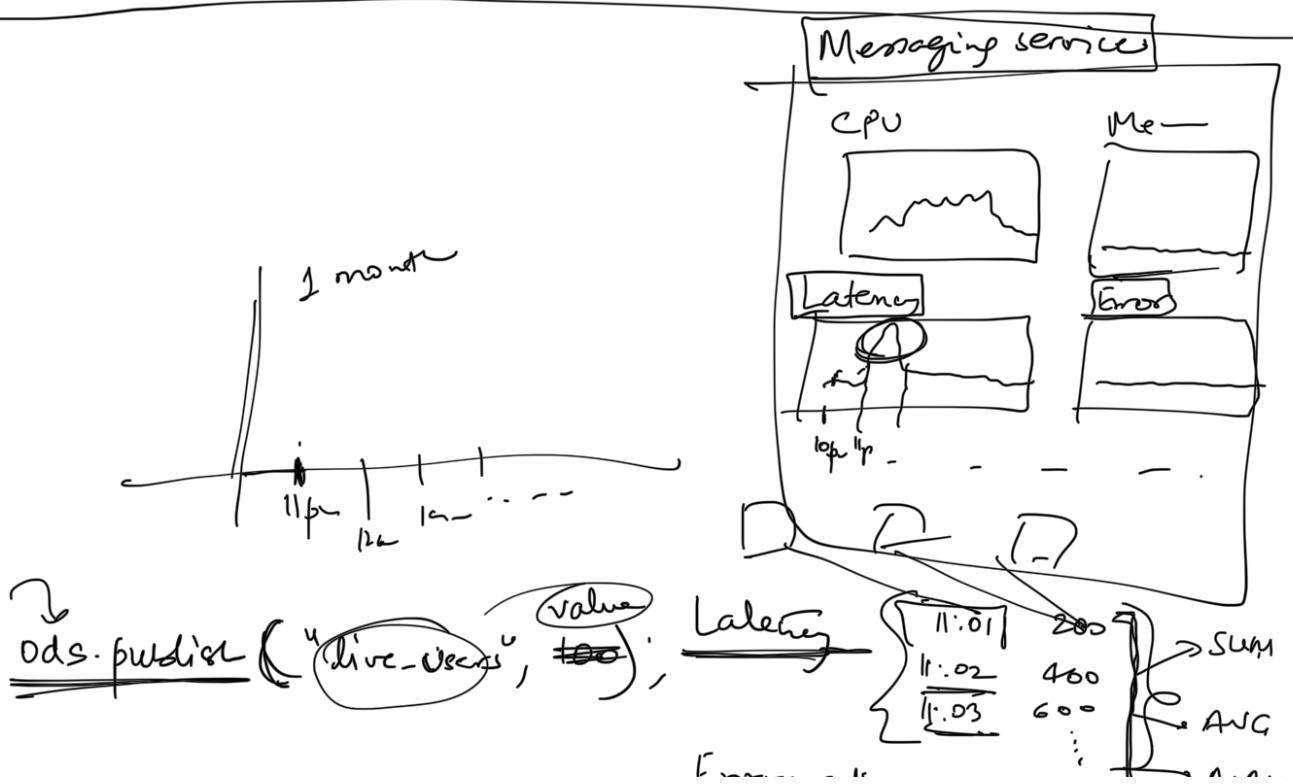


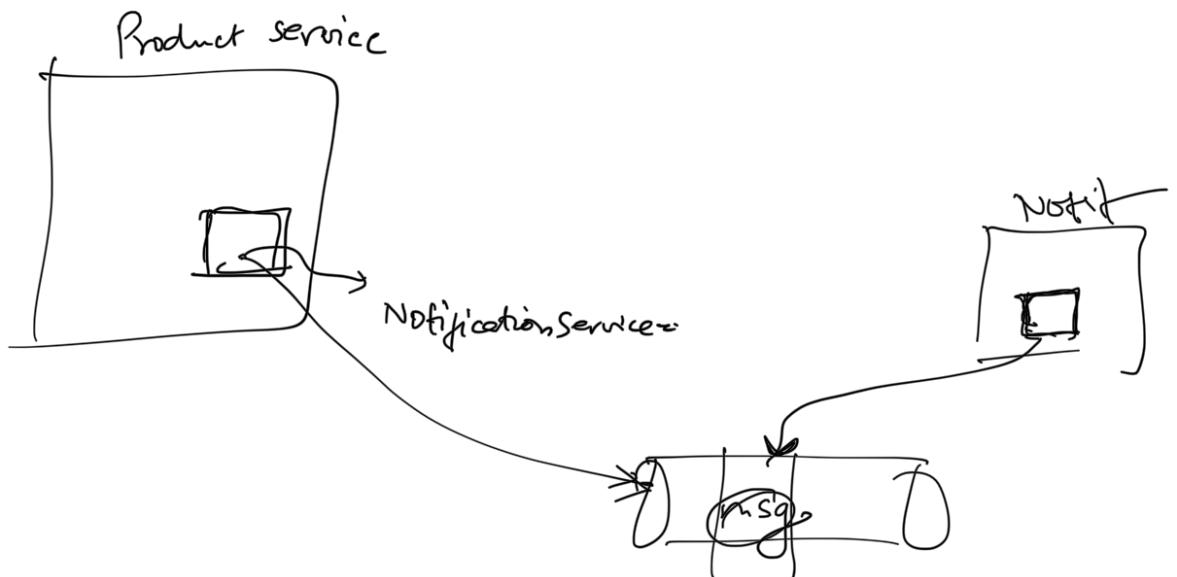
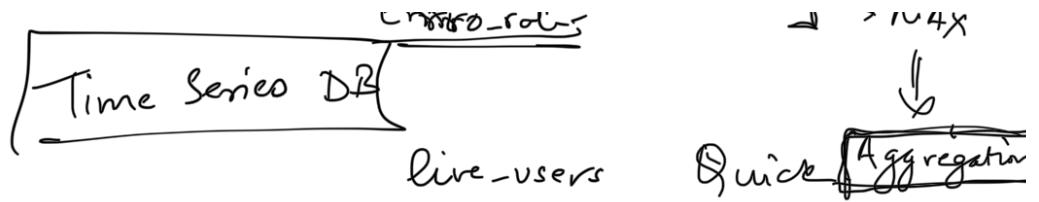
① [Common Id] / TraceId
↳ message Id





<u>Key</u>	<u>value</u>	<u>min</u>
1		
2		
3		
4		
5		
⋮		
86400		





struct {

obj

{
 "text": "Hello",
 "sender": "...",
 "reciever": "...",
 "messageId": ...
 }

Map Reduce JBLos.

