

How would ESBs look like If They Were Done Today?

Markus Eisele, @myfear Developer Advocate March, 2015

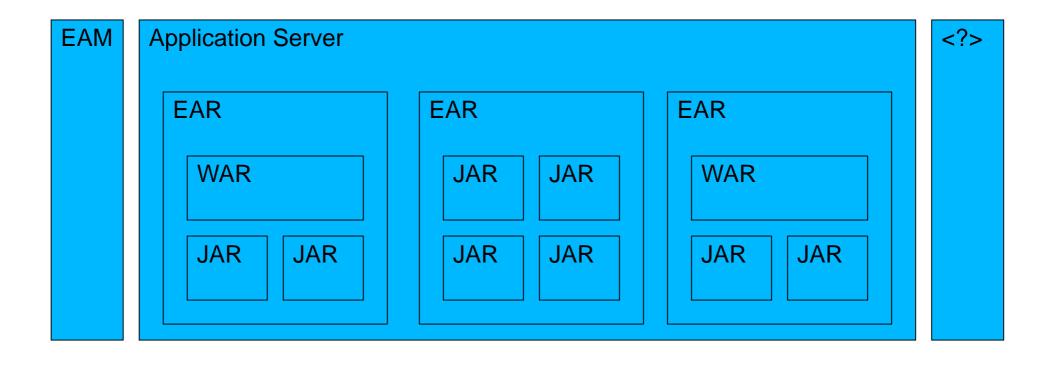


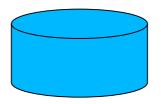
"What's right isn't always popular. What's popular isn't always right"

Howard Cosell

Large Java EE / J2EE based applications

LoadBalancer





Technical Implications

- Monolithic application everything is package into a single .ear
- Reuse primarily by sharing .jars
- A "big" push to production once or twice a year
- Single database schema for the entire application
- >= 500k loc
- >= Heavyweight Infrastructure
- Thousands of Testcases
- Barely New Testcases

Team and QA Implications

- >= 20 Team Member
- The single .ear requiring a multi-month test cycle /
- Huge bug and feature databases
- User Acceptance Undefined
- Technical Design Approach
- Barely Business Components or Domains
- Requiring multiple team involvement & significant oversight



And even now ...

- Still changing requirements.
- New features tend to be HUGE!
- Cross-cutting concerns nearly impossible to implement.

Why?



Technical Dept!

Inexperienced!

Grown application

We're lazy!

We always did it like that.

No education!

Outdated Infrastructure!

Outdated Designpattern?



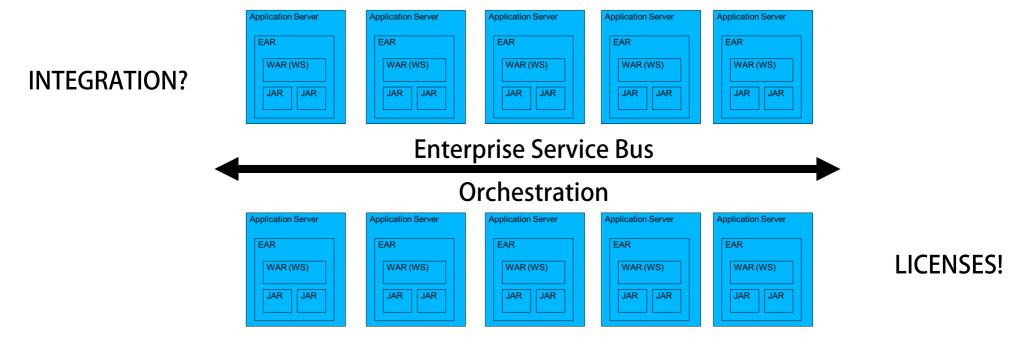
Where did we go from here?

We treated everything as a legacy system and try to solve integration problems.



STANDARDS!

ENTERPRISE!





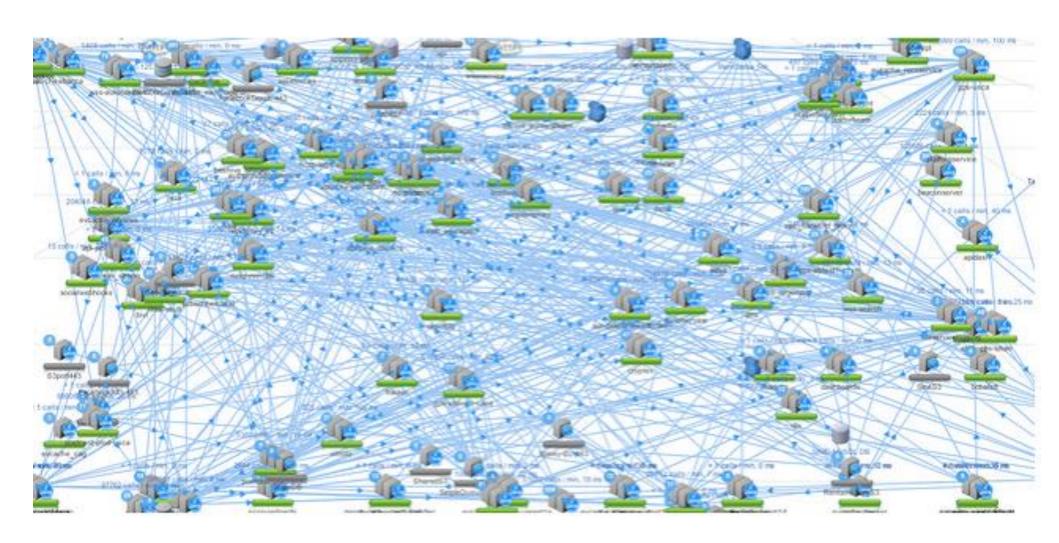
CENTRALIZE!



- Monitor and control routing of message exchange between services
- Resolve contention between communicating service components
- Control deployment and versioning of services
- Marshal use of redundant services
- Cater for commodity services like
 - event handling,
 - data transformation and mapping,
 - message and event queuing and sequencing,
 - security or exception handling,
 - protocol conversion and
 - enforcing proper quality of communication service



Hmmm ··· and where are we today?

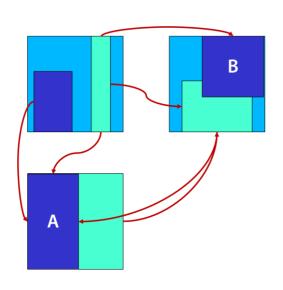


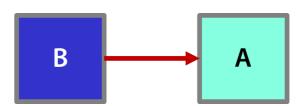
Name it whatever you like.

We're decomposing monoliths and evolve them into microservices architectures.



Reduce Impact of Change by Encapsulating Source of Change





http://martinfowler.com/articles/microservices.html



Domain Driven Design Bounded contexts Designed For Automation Designed for Failure Independently Deployable



Let's deconstruct the \$hit.

"Monitor and control routing of message exchange between services"

- Not really anymore.
- "Services do one thing well"
- Bunch of different approaches to service design and interaction.
- No centralized point of "control"



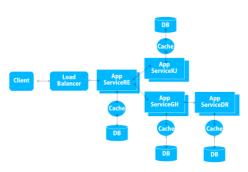
Aggregator Pattern w or w/o Proxy



Chained Pattern



Branch Pattern





"Resolve contention between communicating service components"

"Smart endpoints and dumb pipes"

- Martin Fowler

http://martinfowler.com/articles/microservices.html



"Control deployment and versioning of services"

- Deployment
- Configuration
- Profiles / App Packaging
- Service Discovery
- Versions
- Monitoring
- Governance



"Marshal use of redundant services"

"Decentralized Governance"

- Martin Fowler

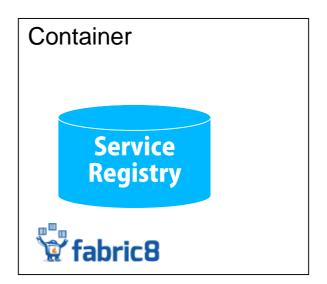


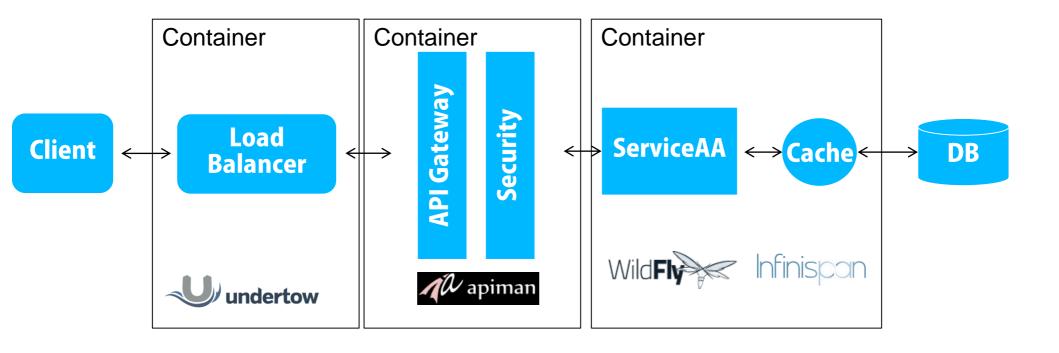
"Cater for commodity services"

- a lightweight service runtime
- Cross Service Security
- Transaction Management
- Service Scaling
- Load Balancing
- Deployment
- Configuration
- Profiles / App Packaging
- Service Discovery
- Versions
- Monitoring
- Governance
- Failure Handling
- Asynchronous vs. Synchronous
- Cross Service Logging
- ...



An approach.

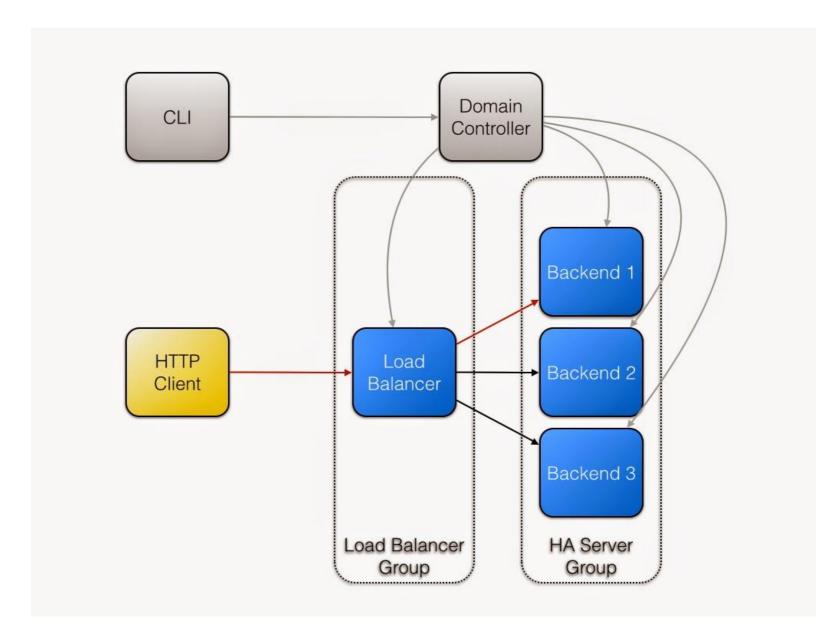




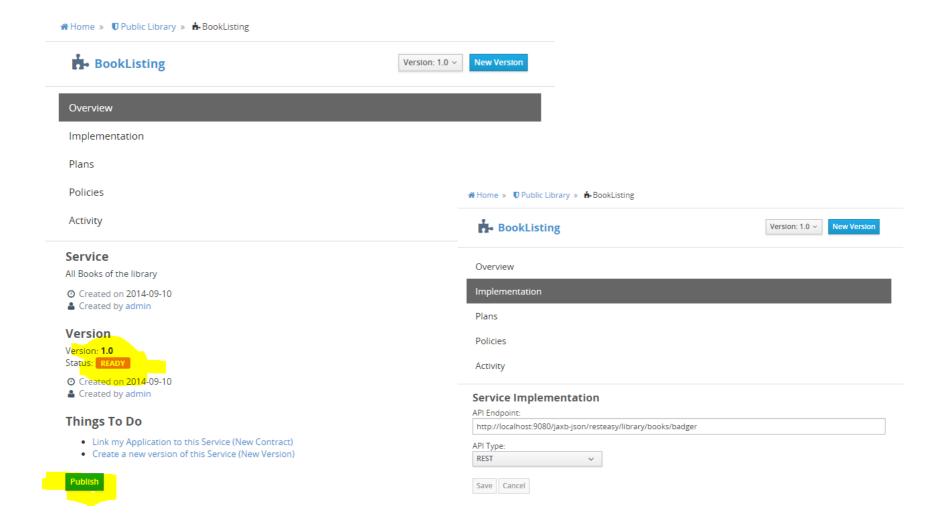
The Pieces









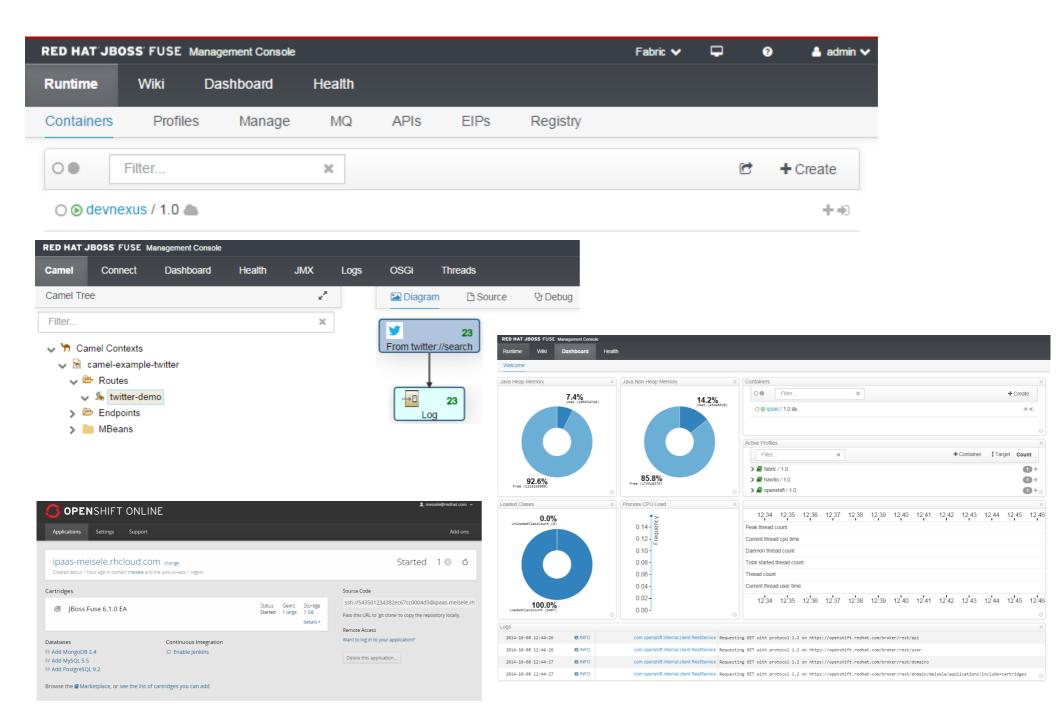






Infinispan







Fabric8 V2



- Implemented with Docker and Kubernetes
- Use any JVM (or any technology)
- Docker images, encourage static, welldefined, well-tested deployments
- Provides networking, JVM isolation, orchestration, auto-scaling, health checks, cloud deployments
- Still in community!
- Will support OpenShift v3



And keep in mind....

DevOps .. Is a culture.

WARNING: Challenges ahead!

- No silver bullet; distributed systems are *hard*
- Dependency hell, custom shared libraries
- Fragmented and inconsistent management
- Team communication challenges
- Health checking, monitoring, liveness
- Over architecting, performance concerns, things spiraling out of control fast



WARNING: Challenges ahead!

- Complex Runtime: many moving parts
- Distributed Systems are inherently complex
- Services are deployed on multiple instances
- Decentralized Data (Distributed Transactions vs eventual consistency)
- Communication between services (Network and Configuration)
- Synchronous vs. Asynchronous vs. Messaging Communication
- Communication overhead (n2n)
- Failure Handling (Circuit Breaker)
- Service-/Metadata Registry



Take with you today:

- There is no single successor to ESBs.
- The whole turned into pieces.
- We're still evolving them.





http://bit.ly/virtualJBUG @vJBUG







http://www.lordofthejars.com/2014/07/rxjava-java8-java-ee-7-arquillian-bliss.html

http://www.lordofthejars.com/2014/09/defend-your-application-with-hystrix.html

http://techblog.netflix.com/2012/02/fault-tolerance-in-high-volume.html

http://martinfowler.com/articles/microservices.html

http://microservices.io/patterns/microservices.html

http://techblog.netflix.com/2013/01/optimizing-netflix-api.html

http://www.infoq.com/articles/microservices-intro

