Architectural smells and refactorings for microservices

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Microservices



Motivations



(1) Shorten lead time for new features and updates→ accelerate rebuild and redeployment



(2) Scale, effectively



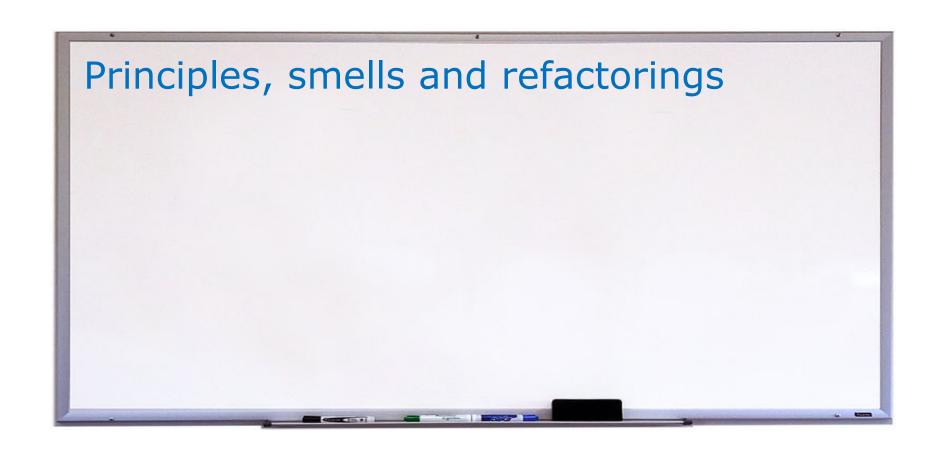
Applications = sets of services

- + each running in its own container
- + communicating with lightweight mechanisms
- + built around business capabilities
- + decentralizing data management
- + independently deployable
- + horizontally scalable
- + fault resilient
- + DevOps culture & tools

Ok, got it
Now, does my app respect the "microservices principles"?

And if not, how can I refactor it?





How can architectural **smells** affecting design **principles** of microservices be detected, and then resolved via **refactoring**?



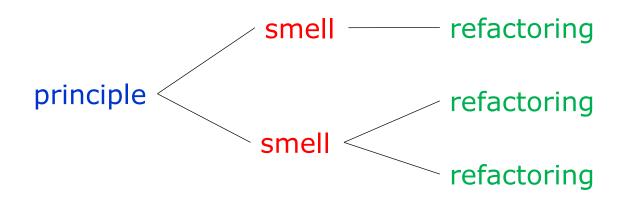


"An architectural smell is a commonly used architectural decision that negatively impacts system lifecycle qualities."

A multivocal review

Review of white and grey literature (41 references) aimed at identifying

- the most recognised architectural smells for microservices, and
- the architectural refactorings to resolve them



Design principles



Independent deployability

The microservices forming an application should be independently deployable

Horizontal scalability

The microservices forming an application should be horizontally scalable

→possibility of adding/removing replicas of single microservices

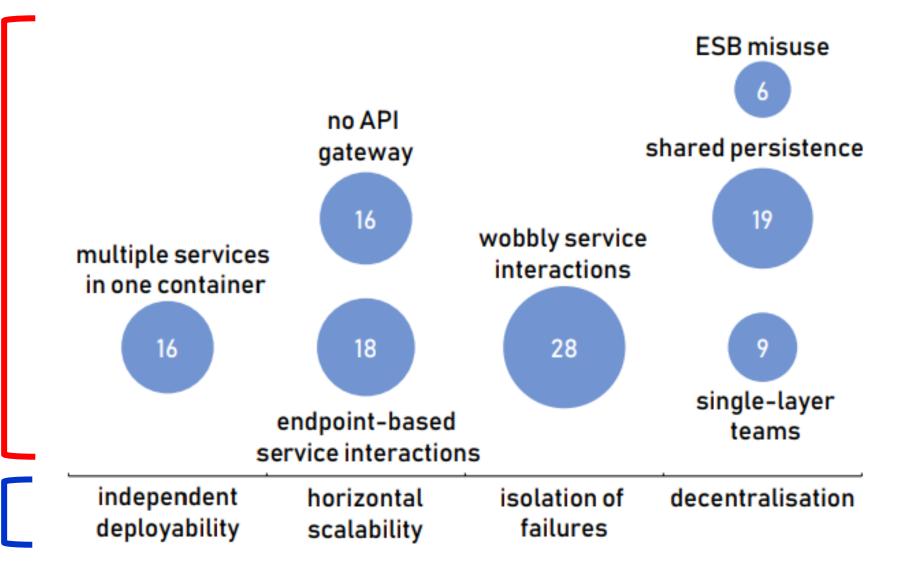
Isolation of failures

Failures should be isolated

Decentralization

Decentralisation should occur in all aspects of microservice-based applications, from data management to governance

architectural smells



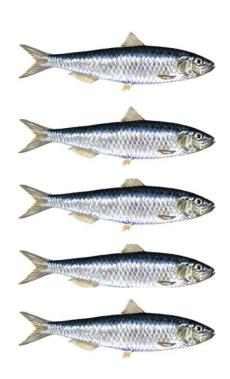
principles

independent deployability

multiple services in one container

package each service in a separate container





horizontal scalability

endpoint-based service interaction

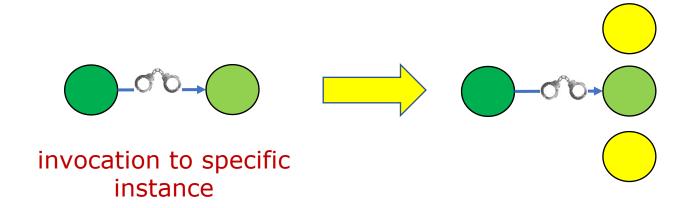
add service discovery

add service discovery

31% (e.g. load balancer)

add message broker

14% (e.g. message queue)

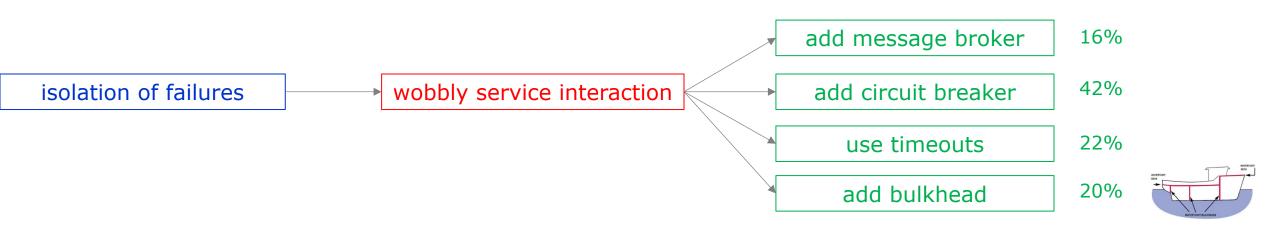


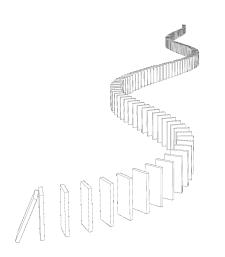




App clients invoke directly app services (similar to endpoint-based service interaction smell)

(Adding API gateway can be useful also for authentication, throttling, ...)





The interaction of m1 with m2 is *wobbly* when a failure of m2 can trigger a failure of m1





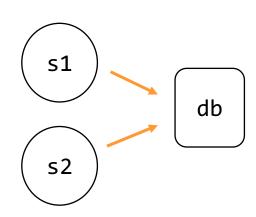


Multiple services access same DB

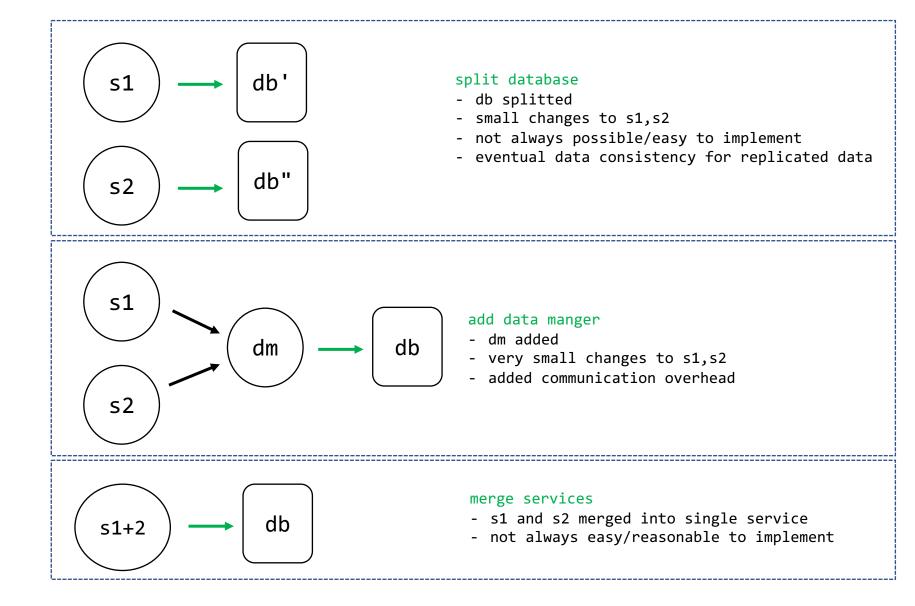








shared persistence



decentralisation

single-layer teams

split teams by service



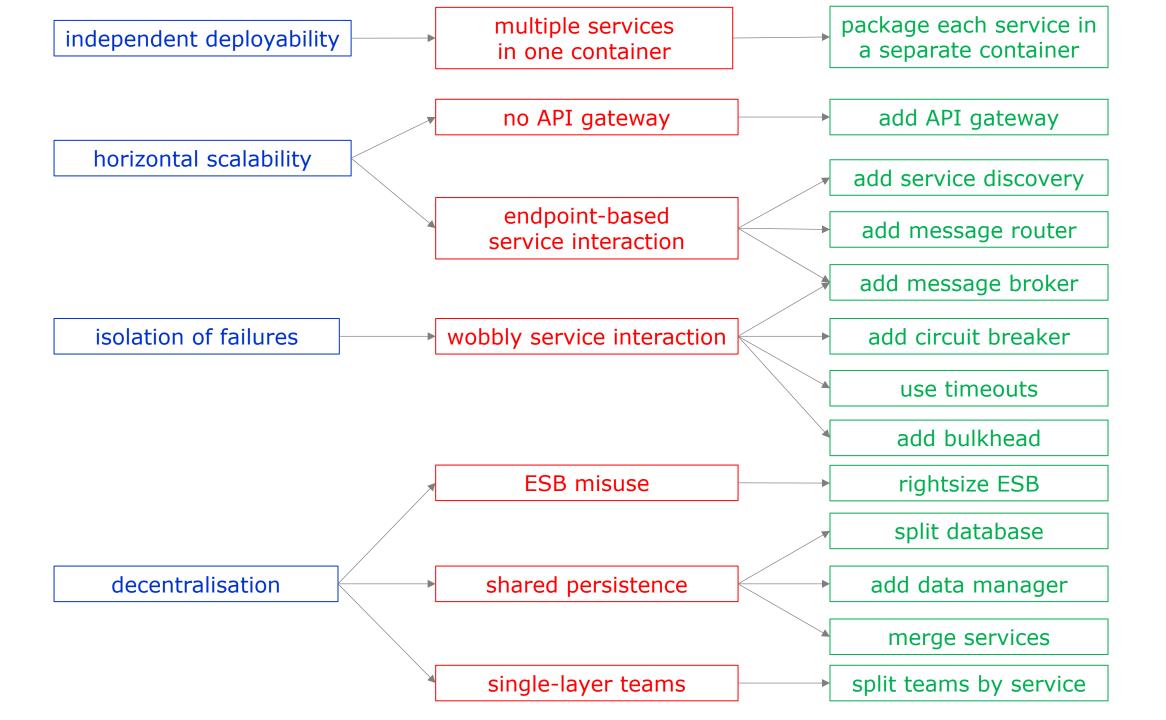


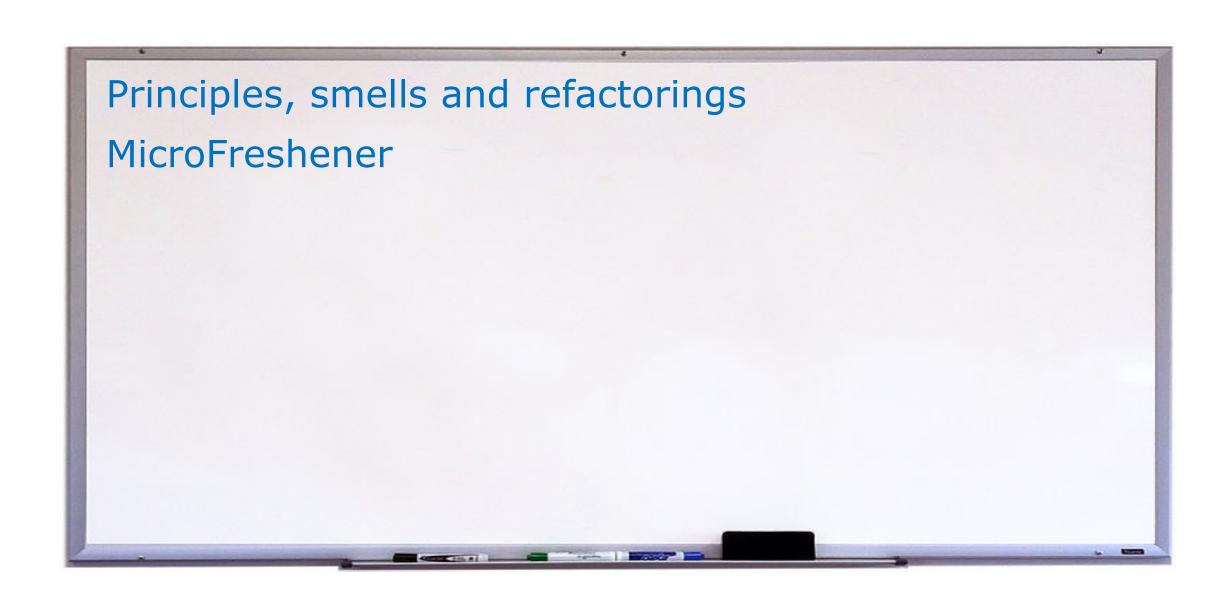








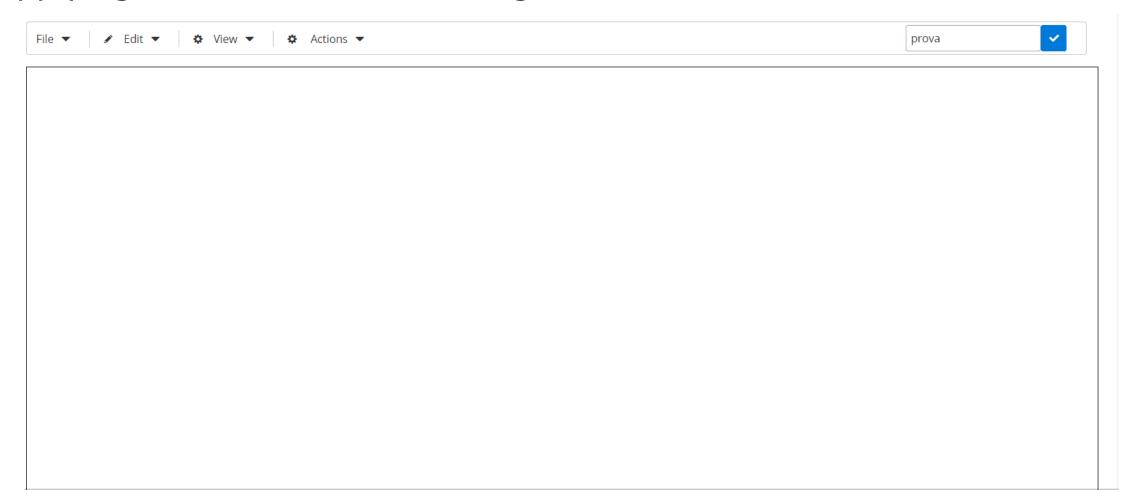




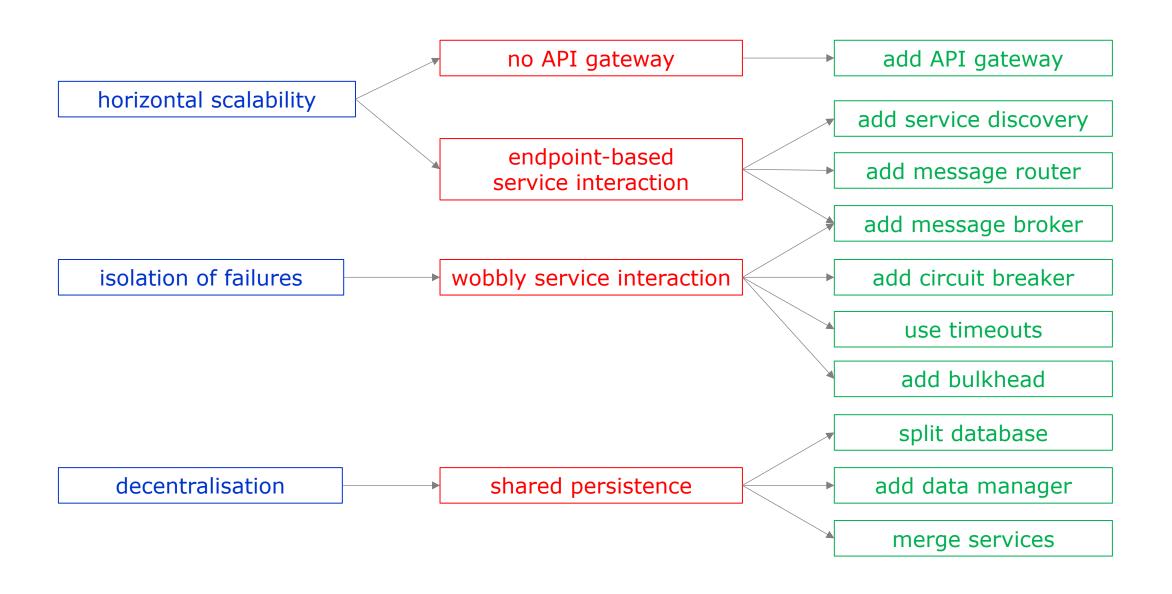
MicroFreshener

A tool for

- editing app specifications
- automatically identifying architectural smells
- applying architectural refactorings to resolve the identified smells

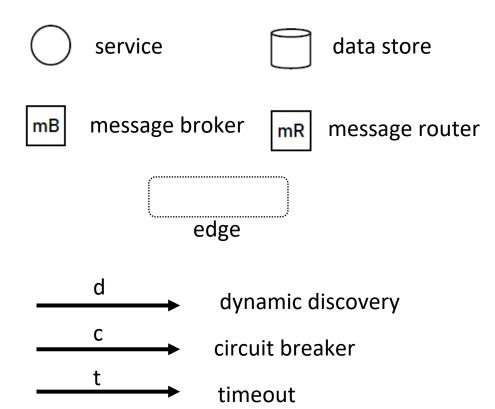


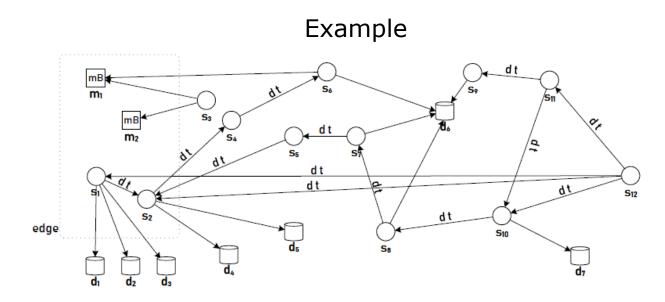
Excerpted taxononomy



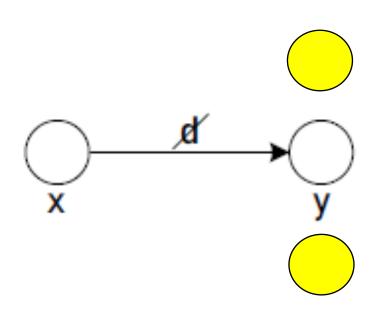
Modelling application architecture

Graphical representation



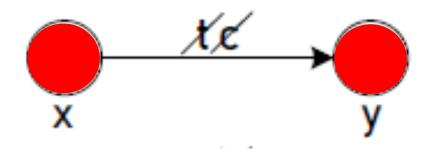


endpoint-based service interaction



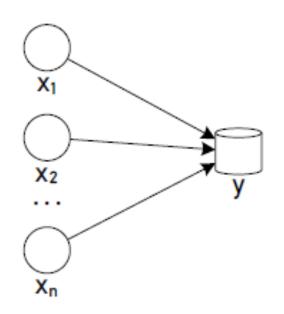
add service discovery	add message router	add message broker
$x \frac{d}{y}$	m R → y	

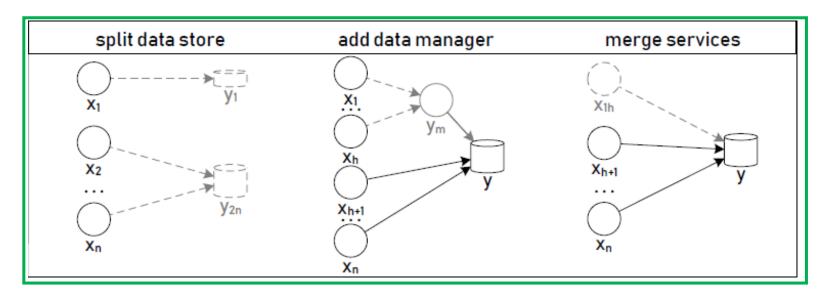
wobbly service interaction



add circuit l	add circuit breaker		use timeout		add message broker	
<u>x</u> <u>c</u> -	>	<u>x</u>	<u>t</u> →		mB ← y	

shared persistence

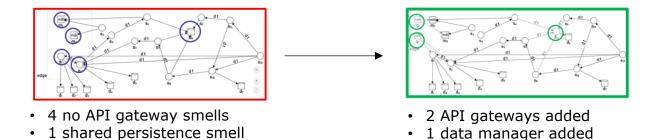




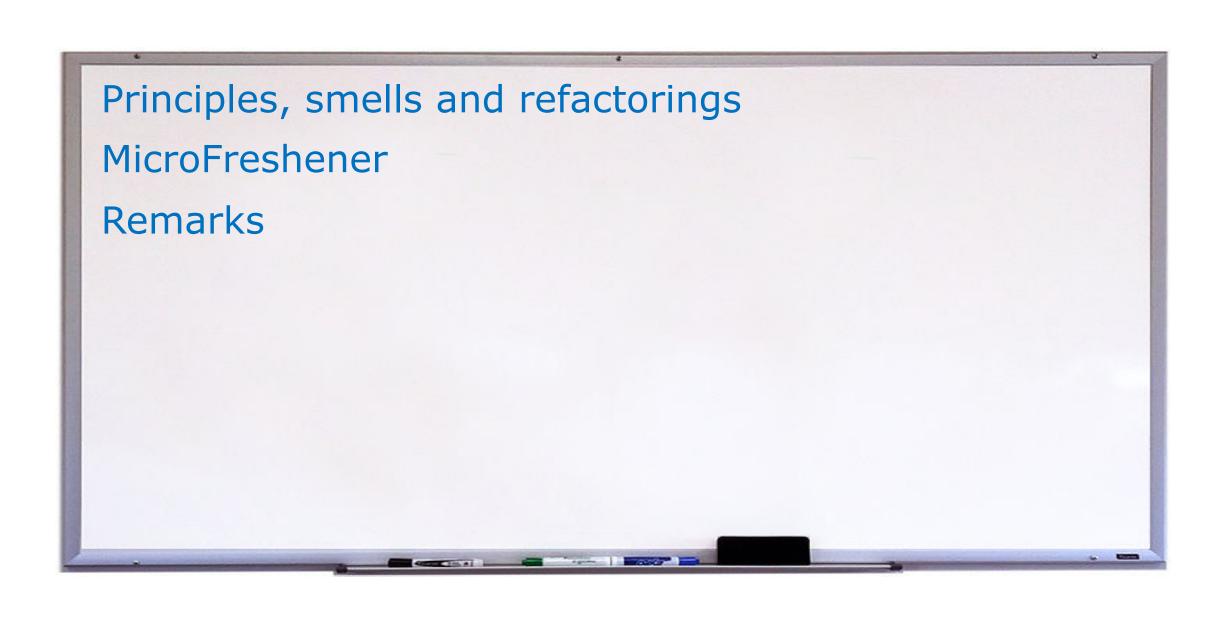
MicroFreshener

• (freely) usable to analyse & refactor microservice-based apps

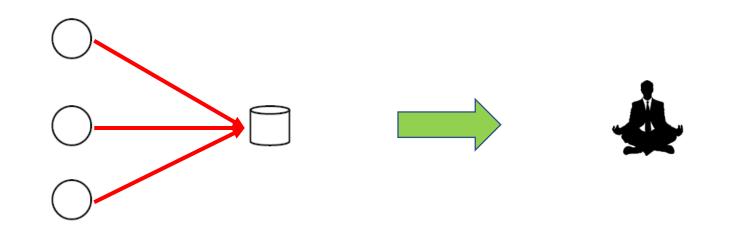
• industrial case study



- controlled experiment
 - 100% vs. 49% smells identified
 - 83% vs. 1% participants resolved all smells

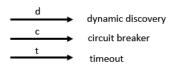


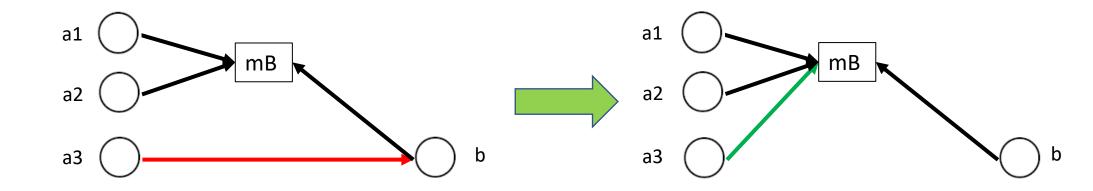
«Let it be» refactoring supported



Architecture level # Implementation level

concrete implementation of refactoring left to application manager (much like in design patterns)



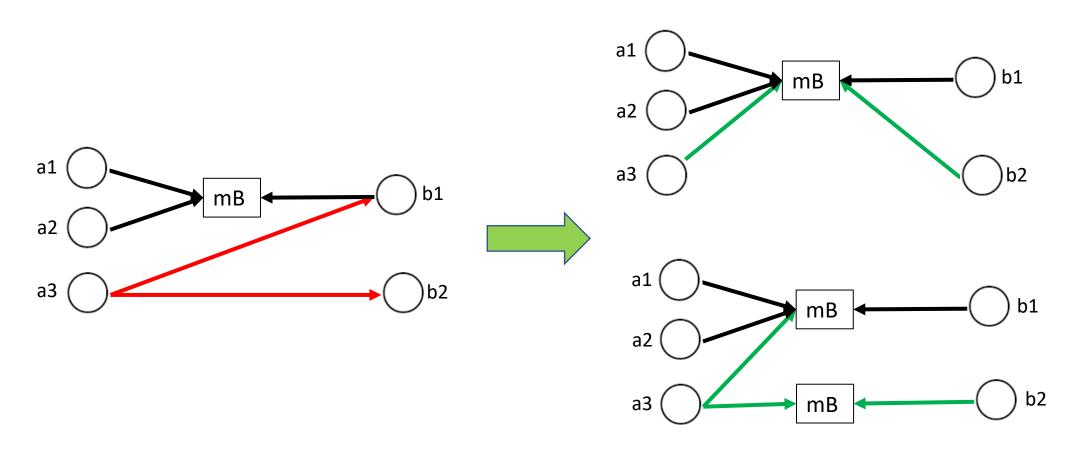






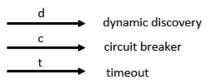
Q: what if I can apply different refactorings? For instance, which of refactorings below is the «best» one?





A: It depends on the application

- Upper refactoring can be ok if the mB can (efficiently) support multiple «topics»
- Lower refactoring introduces a new mB



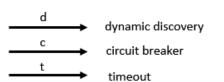
Example





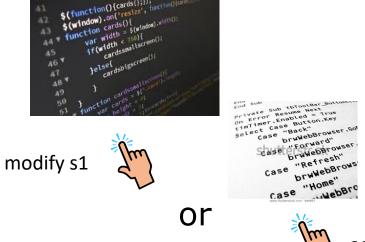
add timeouts in s1

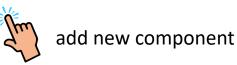




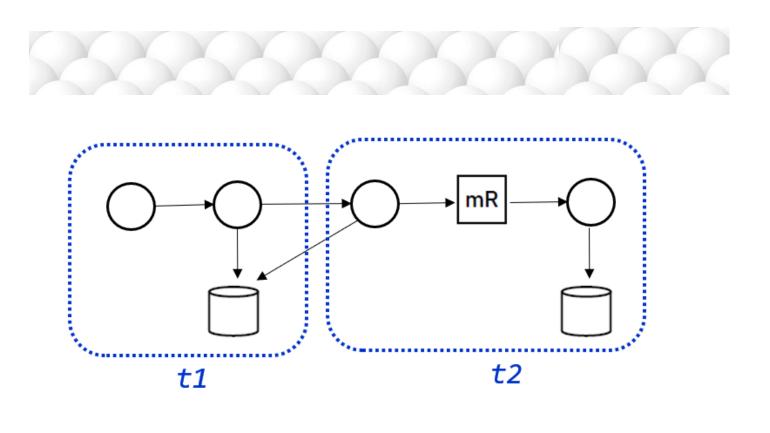
Example (cont.)

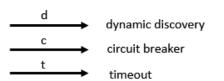






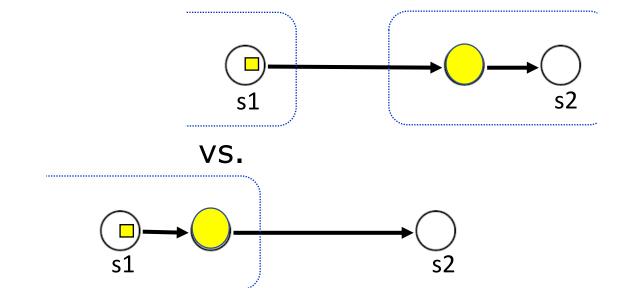
Scalability: team-based views





Example



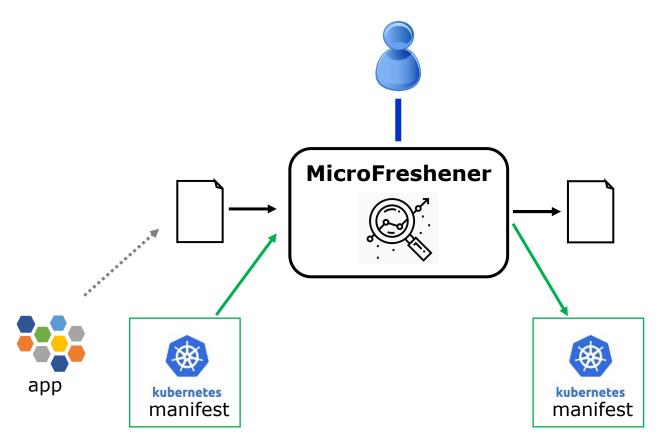


Container orchestration does change application behaviour





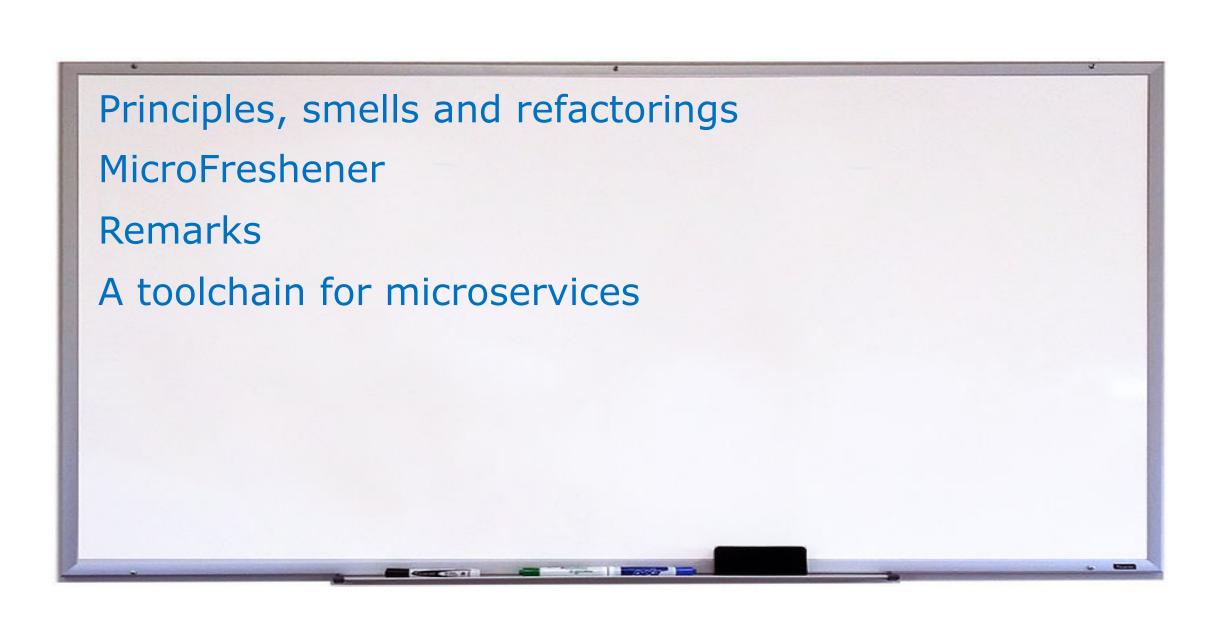


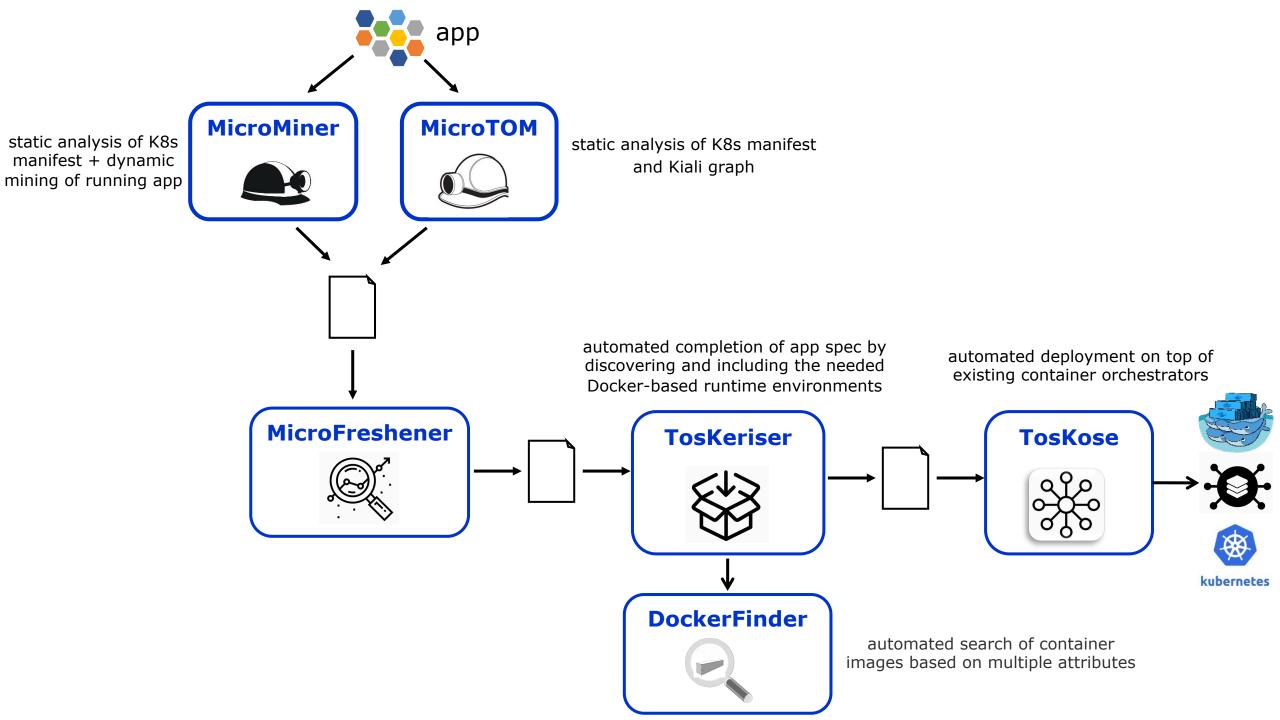


e.g. setting ingress node in Kubernetes adds API gateway to application

e.g. adding a sidecar container to introduce a circuit breaker

e.g. setting networking policies to introduce bulkheads





Reference

D. Neri, J. Soldani, O. Zimmermann, A. Brogi. <u>Design principles, architectural smells</u> <u>and refactorings for microservices: A multivocal review</u>. SICS Software-Intensive Cyber-Physical Systems, 2020.

(Other references)

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