

# How to Rewrite a Service

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# Why rewrite a service?

## Convert it to another language

- Improve performance and resource usage
- Gain compatibility with newer technologies
- Aligning with the rest of the stack and engineer experience

## Goals for the Process

- Minimise the risk of causing an incident
- Ensure changes can be rolled out incrementally
- Ensure the old and new API behave the same way

# The Strangler Fig Pattern



FIG 1.

Tree



FIG 2.

Strangler Branch



FIG 3.

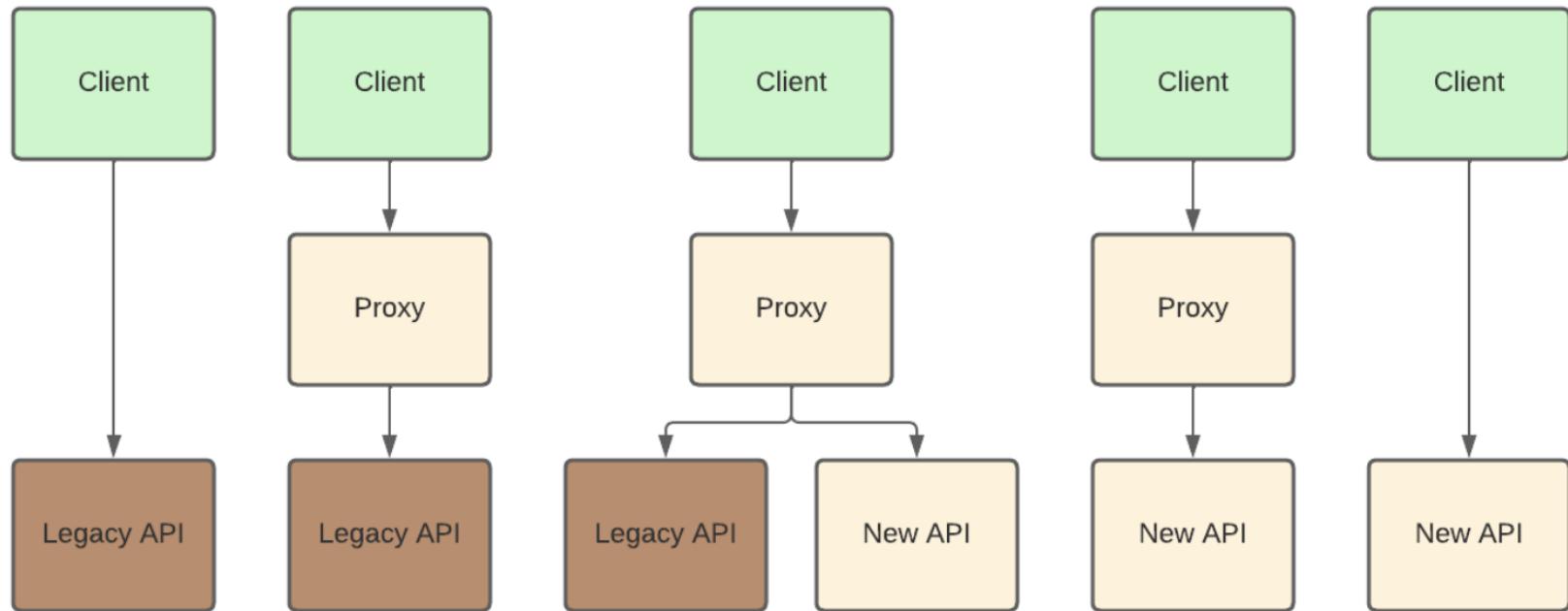
Strangled Tree



FIG 4.

Strangler Fig

# The Strangler Fig Pattern



[patterns/strangler-fig](#)

# Let's Look at a Concrete Example

## Assumptions

- We are replacing a REST api
- Both old and new API use the same database
- Proxy and the new API are written in Go

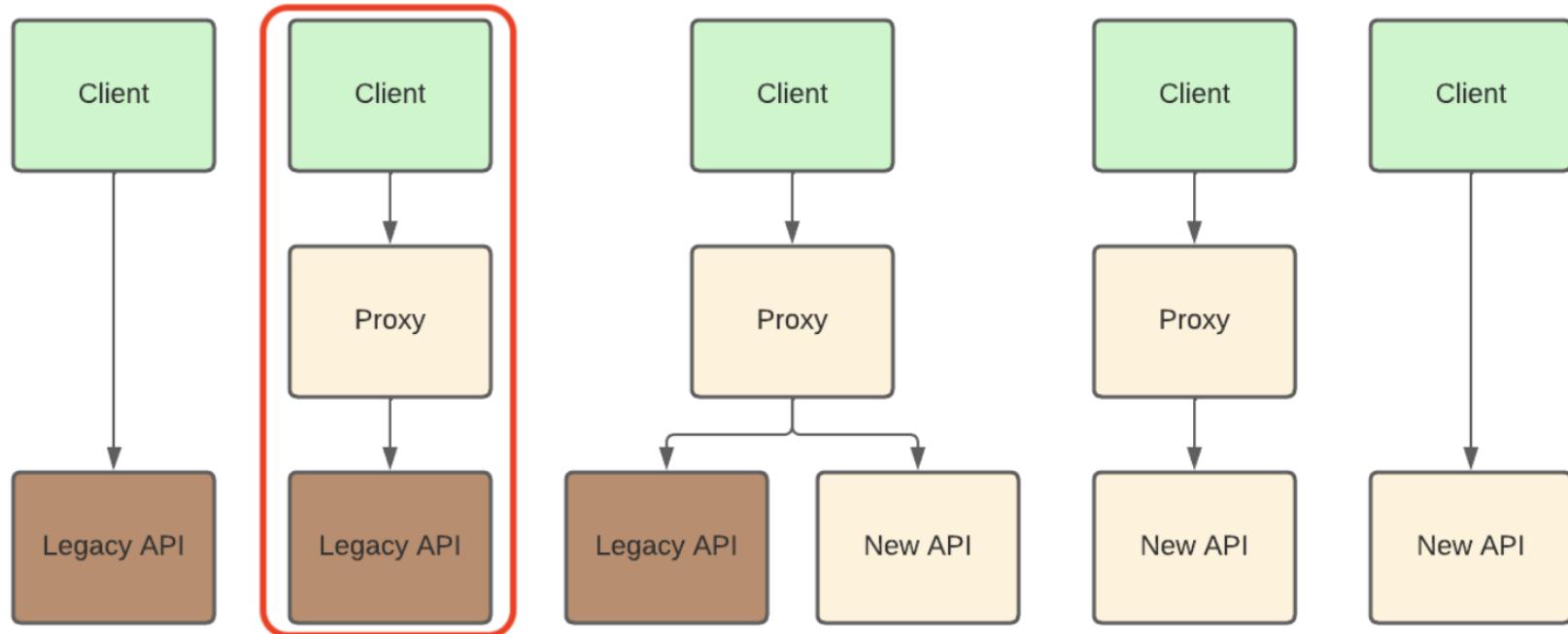
## Building the new API

- This a common task that we won't address here
- We need to be careful with data writes during the transition to avoid double writes or data race

## Rollout

1. Introduce HTTP proxy in front of the Old API
2. Route requests to both New and Old API
  - Serving results from the Old API
  - Alert on differences between the responses from the old and new API
3. Fix differences and repeat
4. Once we get 100% match we are ready to deploy the new version

# Let's Build a Simple Proxy



# HTTP Types from the Standard Library

```
type Handler interface {
    ServeHTTP(w ResponseWriter, req *Request)
}
```

```
type ResponseWriter interface {
    Header() Header
    Write([]byte) (int, error)
    WriteHeader(statusCode int)
}
```

```
type Request struct {
    Method string
    URL    *url.URL
    Header Header
    Body   io.ReadCloser
    //...
}
```

```
type Header map[string][]string
```

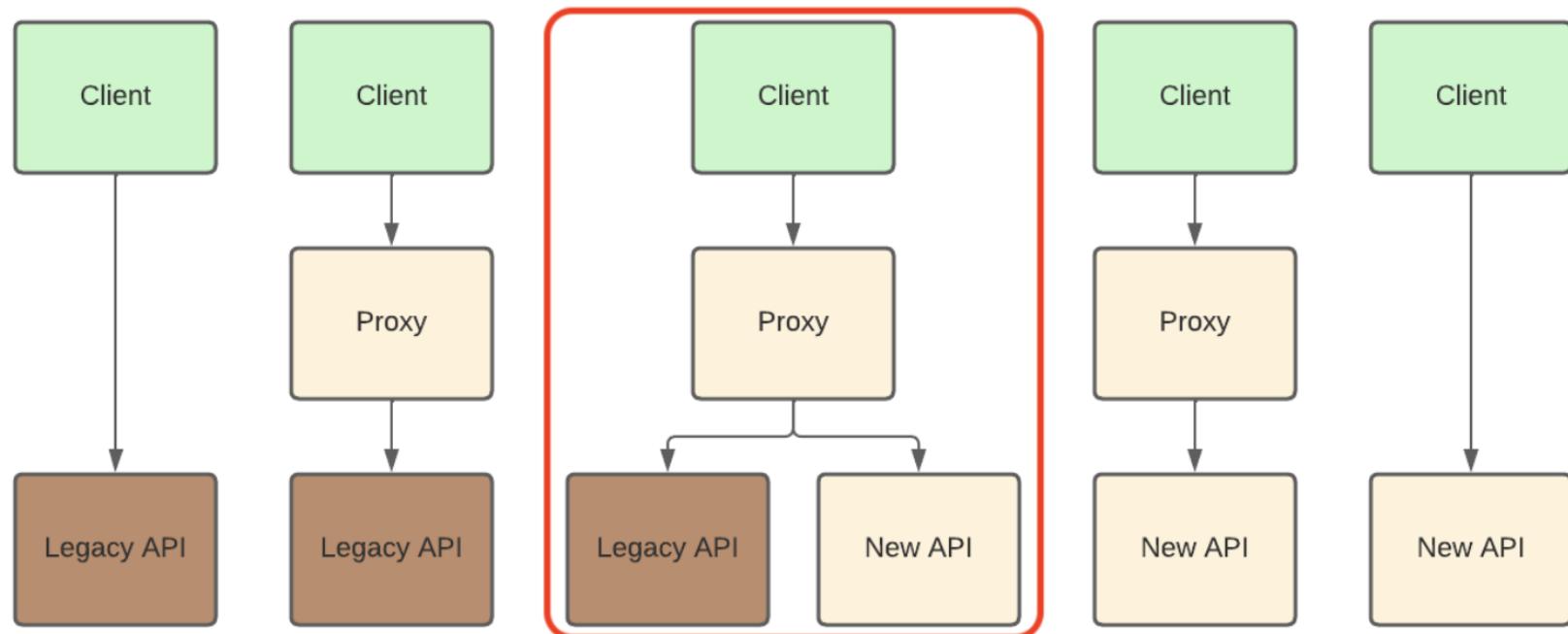
# Let's Build a Simple Proxy

```
package main

import (
    "net/http"
    "net/http/httputil"
    "net/url"
    "os"
)

func run() error {
    oldServiceURL, err := url.Parse(os.Getenv("OLD_SERVICE_URL"))
    if err != nil {
        return err
    }
    server := http.Server{
        Addr:      ":3000",
        Handler:  httputil.NewSingleHostReverseProxy(oldServiceURL),
    }
    return server.ListenAndServe()
}
```

# Support for Proxying to Two Services



# Support for Proxying to Two Services

```
type Manager interface {
    UseOld(r *http.Request) bool
}

func newProxyHandler(manager Manager, oldSvcURL, newSvcURL *url.URL) http.Handler {
    oldServiceHandler := httputil.NewSingleHostReverseProxy(oldSvcURL)
    newServiceHandler := httputil.NewSingleHostReverseProxy(newSvcURL)

    return http.HandlerFunc(func(w http.ResponseWriter, req *http.Request) {
        if manager.UseOld(req) {
            oldServiceHandler.ServeHTTP(w, req)
        } else {
            newServiceHandler.ServeHTTP(w, req)
        }
    })
}
```

# Support for Checking for Differences between Responses

```
type Manager interface {
    GetProxyMode(r *http.Request) ProxyMode
}

type ProxyMode int

const (
    ProxyModeUseOld ProxyMode = iota
    ProxyModeUseNew
    ProxyModeUseOldAndDiff
)
```

# Support for Checking for Differences between Responses

```
func newProxyHandler(manager Manager, oldSvcURL, newSvcURL *url.URL) http.Handler {
    oldServiceHandler := httputil.NewSingleHostReverseProxy(oldSvcURL)
    newServiceHandler := httputil.NewSingleHostReverseProxy(newSvcURL)

    diffHandler := newDiffHandler(oldServiceHandler, newServiceHandler)

    return http.HandlerFunc(func(w http.ResponseWriter, r *http.Request) {
        switch manager.GetProxyMode(r) {

        case ProxyModeUseOld:
            oldServiceHandler.ServeHTTP(w, r)

        case ProxyModeUseNew:
            newServiceHandler.ServeHTTP(w, r)

        case ProxyModeUseOldAndDiff:
            diffHandler.ServeHTTP(w, r)
        }
    })
}
```

# The Diffing Handler

```
func newDiffHandler(oldHandler, newHandler http.Handler) http.Handler {
    return http.HandlerFunc(func(w http.ResponseWriter, req *http.Request) {
        oldHandlerReq, newHandlerReq, err := getRequestsToForward(req)
        if err != nil {
            http.Error(w, "failed to read payload", http.StatusInternalServerError)
            return
        }
        oldHandlerWriter, newHandlerWriter := httptest.NewRecorder(), httptest.NewRecorder()

        diffWG := &sync.WaitGroup{}
        diffWG.Add(2)
        // Asynchronously check for differences after both handlers are done.
        go diffResponses(diffWG, oldHandlerWriter, newHandlerWriter)

        go func() {
            defer diffWG.Done()
            newHandler.ServeHTTP(newHandlerWriter, newHandlerReq)
        }()
        defer diffWG.Done()
        oldHandler.ServeHTTP(oldHandlerWriter, oldHandlerReq)
        copyResponse(oldHandlerWriter, w)
    })
}
```

# Capturing the Request

```
func getRequestsToForward(req *http.Request) (*http.Request, *http.Request, error) {
    payload, err := io.ReadAll(req.Body)
    if err != nil {
        return nil, nil, err
    }

    oldHandlerReq := req.Clone(req.Context())
    oldHandlerReq.Body = io.NopCloser(bytes.NewReader(payload))

    newHandlerReq := req.Clone(context.Background())
    newHandlerReq.Body = io.NopCloser(bytes.NewReader(payload))

    return oldHandlerReq, newHandlerReq, nil
}
```

## Response Recorder

- The `net/http/httptest` package provides an implementation of the `http.ResponseWriter` interface that captures the response in form of the `ResponseRecorder` struct
- This is intended for capturing responses in tests, but we can use this to capture responses from both APIs
- We can then forward the response from the old API to the caller and afterwards compare the differences

# The Diffing Handler

```
func newDiffHandler(oldHandler, newHandler http.Handler) http.Handler {
    return http.HandlerFunc(func(w http.ResponseWriter, req *http.Request) {
        oldHandlerReq, newHandlerReq, err := getRequestsToForward(req)
        if err != nil {
            http.Error(w, "failed to read payload", http.StatusInternalServerError)
            return
        }
        oldHandlerWriter, newHandlerWriter := httptest.NewRecorder(), httptest.NewRecorder()

        diffWG := &sync.WaitGroup{}
        diffWG.Add(2)
        // Asynchronously check for differences after both handlers are done.
        go diffResponses(diffWG, oldHandlerWriter, newHandlerWriter)

        go func() {
            defer diffWG.Done()
            newHandler.ServeHTTP(newHandlerWriter, newHandlerReq)
        }()
        defer diffWG.Done()
        oldHandler.ServeHTTP(oldHandlerWriter, oldHandlerReq)
        copyResponse(oldHandlerWriter, w)
    })
}
```

# Writing the Response to the Caller

```
func copyResponse(recorder *httptest.ResponseRecorder, w http.ResponseWriter) {
    for name, values := range recorder.Header() {
        for _, val := range values {
            w.Header().Add(name, val)
        }
    }

    w.WriteHeader(recorder.Code)
    _, _ = w.Write(recorder.Body.Bytes())
}
```

# Checking for Differences

```
func diffResponses(wg *sync.WaitGroup, oldResponse, newResponse *httptest.ResponseRecorder) {
    wg.Wait() // Wait for both requests to finish.

    if oldResponse.Code != newResponse.Code {
        fmt.Printf("Status Code Diff Old: %v New: %v\n", oldResponse.Code, newResponse.Code)
    }
    if diff := cmp.Diff(oldResponse.Header(), newResponse.Header()); diff != "" {
        fmt.Println("Header Diff:", diff)
    }

    var oldJSON, newJSON any

    if err := json.Unmarshal(oldResponse.Body.Bytes(), &oldJSON); err != nil {
        fmt.Printf("failed to unmarshal old json: %s\n", err)
    }
    if err := json.Unmarshal(newResponse.Body.Bytes(), &newJSON); err != nil {
        fmt.Printf("failed to unmarshal new json: %s\n", err)
    }
    if diff := cmp.Diff(oldJSON, newJSON); diff != "" {
        fmt.Println("Body Diff:", diff)
    }
}
```

## Checking for Differences

- We are using [github.com/google/go-cmp/cmp](https://github.com/google/go-cmp/cmp) to check for differences
  - It is intended to only be used in tests, so its performance is not optimal
  - It may panic if it cannot compare the values
  - However, it is still usable in production with panic handling and generous CPU capacity
- Alternatively we can handwrite equal methods or generate them using [github.com/awalterschulze/goderive](https://github.com/awalterschulze/goderive) or a similar tool

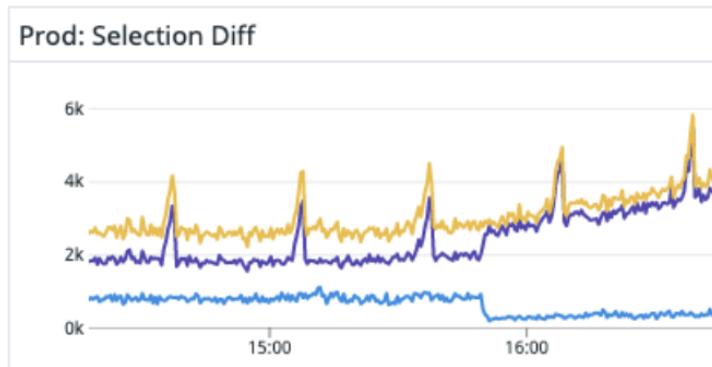
## Production Setup

- Use metrics in addition to logs to track the number of matching responses and number of responses with differences
- Ensure tracing information is propagated
- Configure panic handling and improve other error handling
- Set timeout for requests going to the new API
- Control which API is used for which route via feature flags
- Use **GetBody** of `http.Request` to handle client retries correctly
- Write response to the client immediately instead of copying it once it's completely buffered.

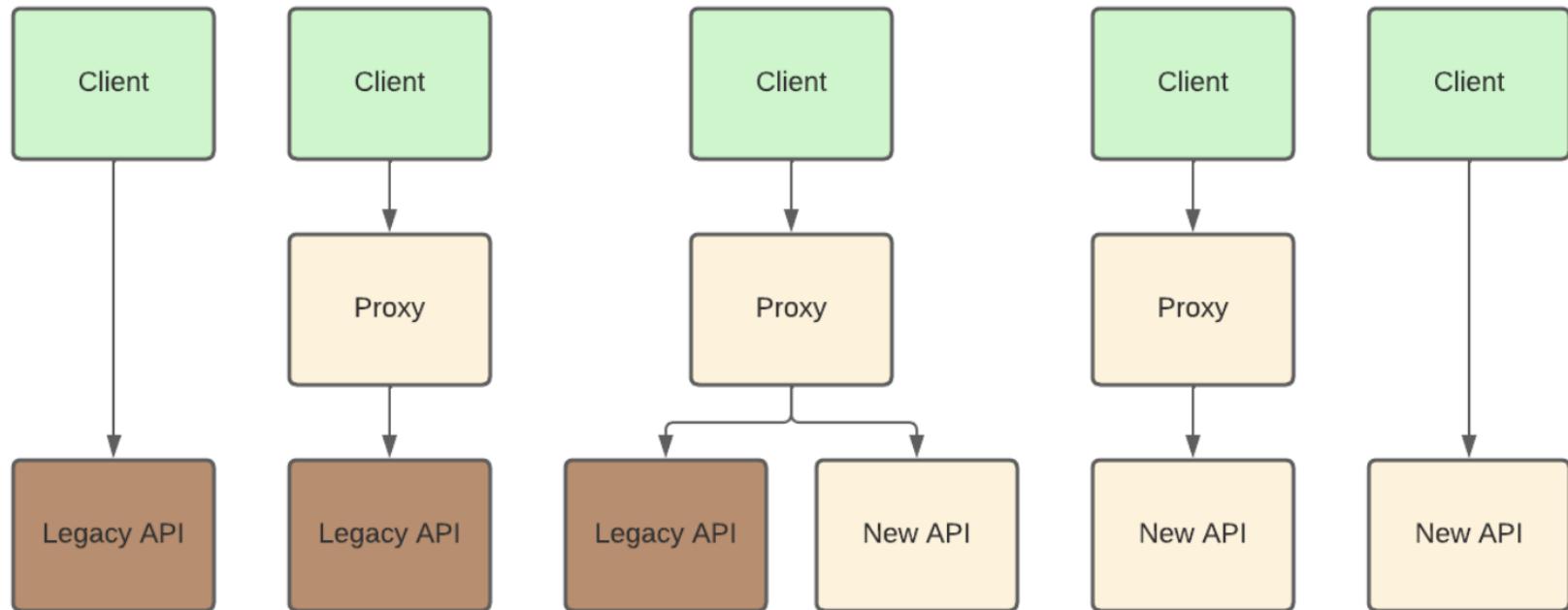
[github.com/SpeedyCoder/http-strangler](https://github.com/SpeedyCoder/http-strangler)

## How did this Approach Work for Us?

- Reached 100% match across all our read endpoints in production
- Completed the rewrite on time and didn't cause an incident
- Implemented the new api using gRPC and used the http proxy as a converter



# The Strangler Fig Pattern



Thank you

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