

- i) why HLO is important?
 - ii) Advantages & Disadvantages of monolith.
 - iii) What is a service
 - iv) Communication between services
 - v) Distributed transactions
 - vi) Advantages & Disadvantages of Microservices
 - vii) When to use what?
- =

Sandeep

⇒ 2019 - CSE ⇒ Techm India

Scalor ↗

- Capgemini ⇒ FS ⇒ Morgan Stanley
- Afia.com ⇒ BE
- Visa ⇒ SSE
- Atlassian ⇒ FS

+	Java 17
+	Kotlin
+	Graphql
+	Aws

Mondith

Sachin :- Shipkart.com $\Rightarrow \{ \text{domain} \}$
 \downarrow
E-commerce

\Rightarrow modules :-

- i) Catalog module
- ii) Search
- iii) Cart
- iv) Order
- v) Payment
- vi) Notifications
- vii) Shipment / Tracking / Returns / LMS
last mile service
|
Logistics
- viii) User's module
- ix) Merchant's module

First phase :-

Explore / PMF / MVP
 \downarrow
product
market
fit

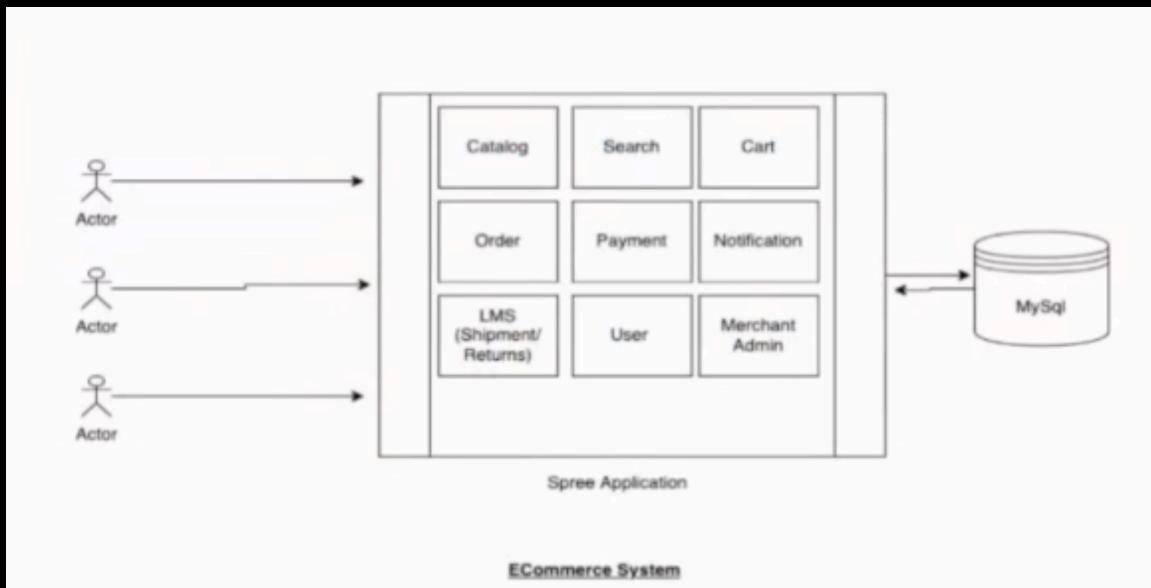
⇒ Why learning HLD is important?

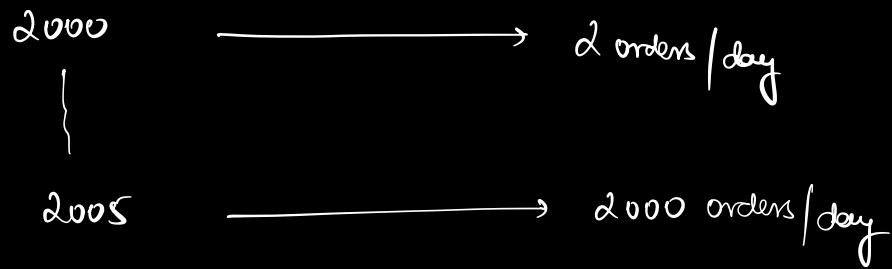
→ HLD ⇒ High level design

- i) Perform well
- ii) Creating interfaces

Popular ecommerce

- i) Magento → PHP
- ii) ATh → Java
- iii) Spree → ROR





Vertical
scaling

+ DB - machine



100TB



1000TB

Horizontal
scaling

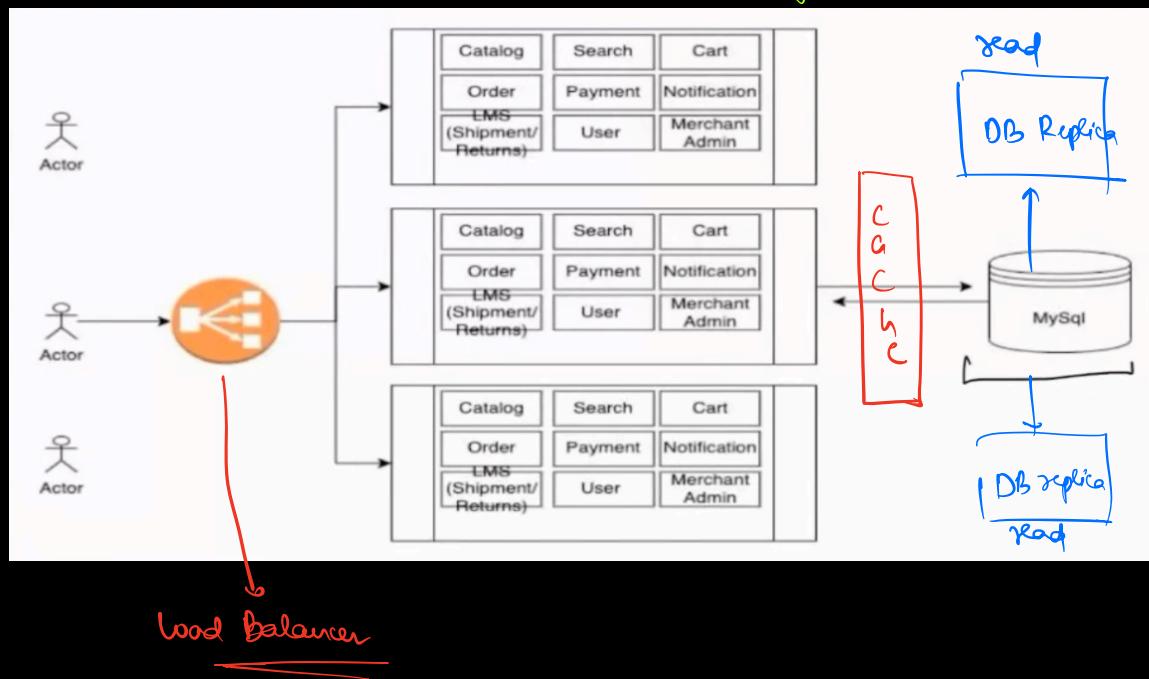
adding more
machine

+ → 100TB

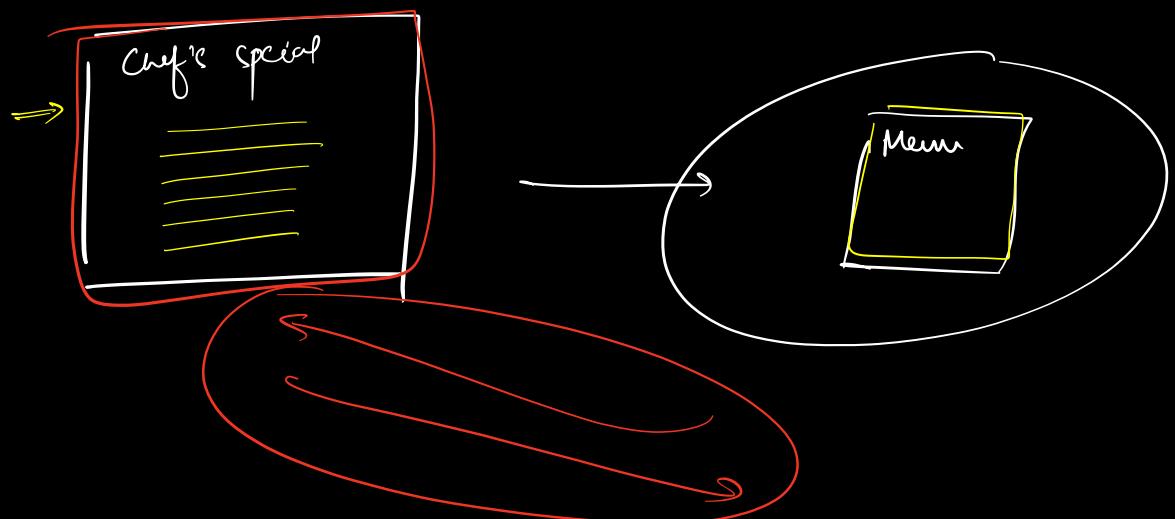
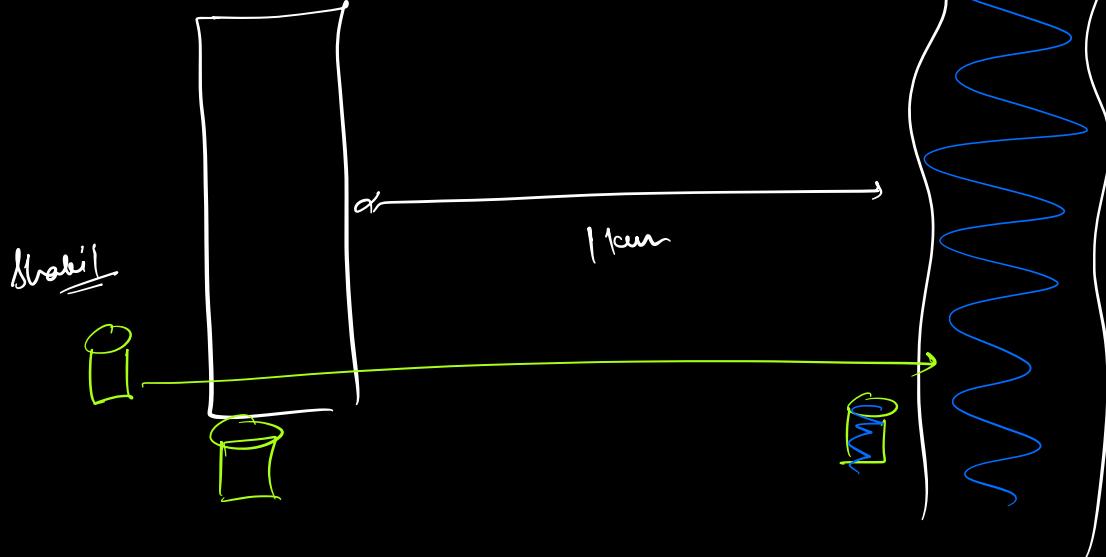


10 → 100 TB each

Horizontal scaling

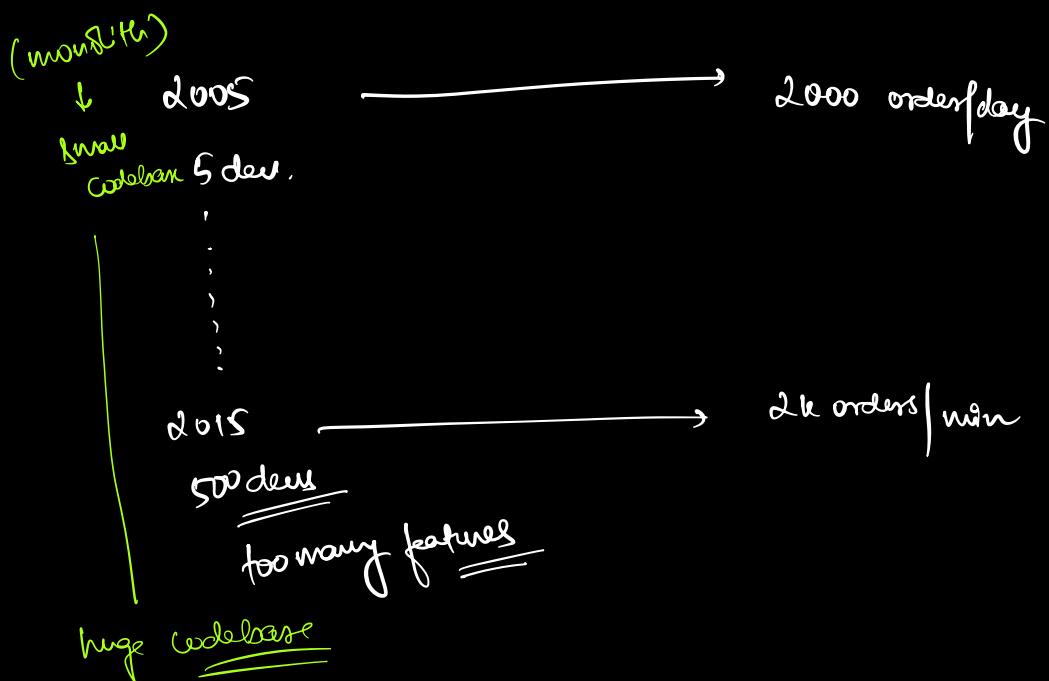


Cache =>



Advantages of monolithic

- * Easy to understand and implement
- * End to end testing is very easy
- * Able to maintain with a very small team
- * Easy to develop for quick launch.



Drawbacks of monolithic

- * Developer outsourcing → complex code
- * Making changes are difficult: tightly coupled,
and minor changes can lead to huge issues.
- * Selective scaling is not possible
- * Insufficient use of resources
- * Barrier to new tech stack
- * Difficult to debug
- * Extremely slow dev loop
- * [Big ball of mud] ← no one knows the
app entirely
- * Availability

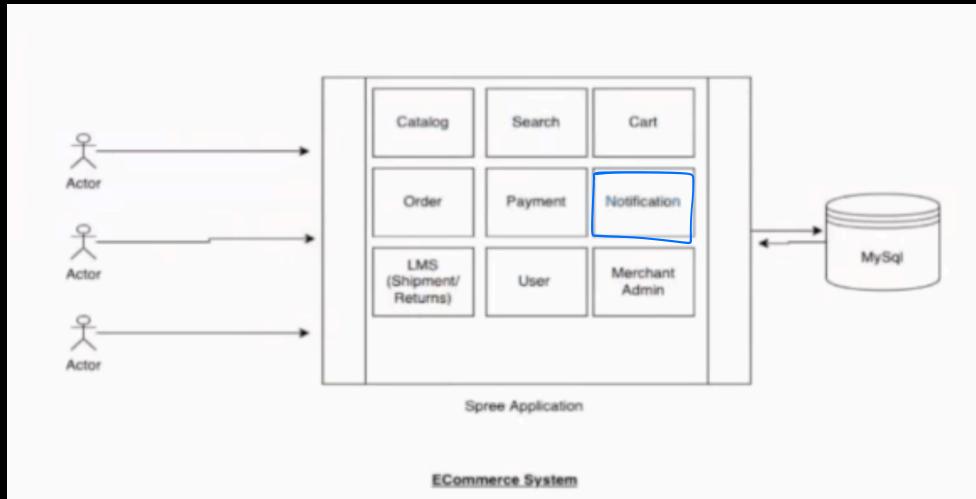
Monolithic: App that consists of one system where all
the codebase, business logic, DB are interconnected
and dependent on each other



⇒ move from monolith to microservice

Sa@lin

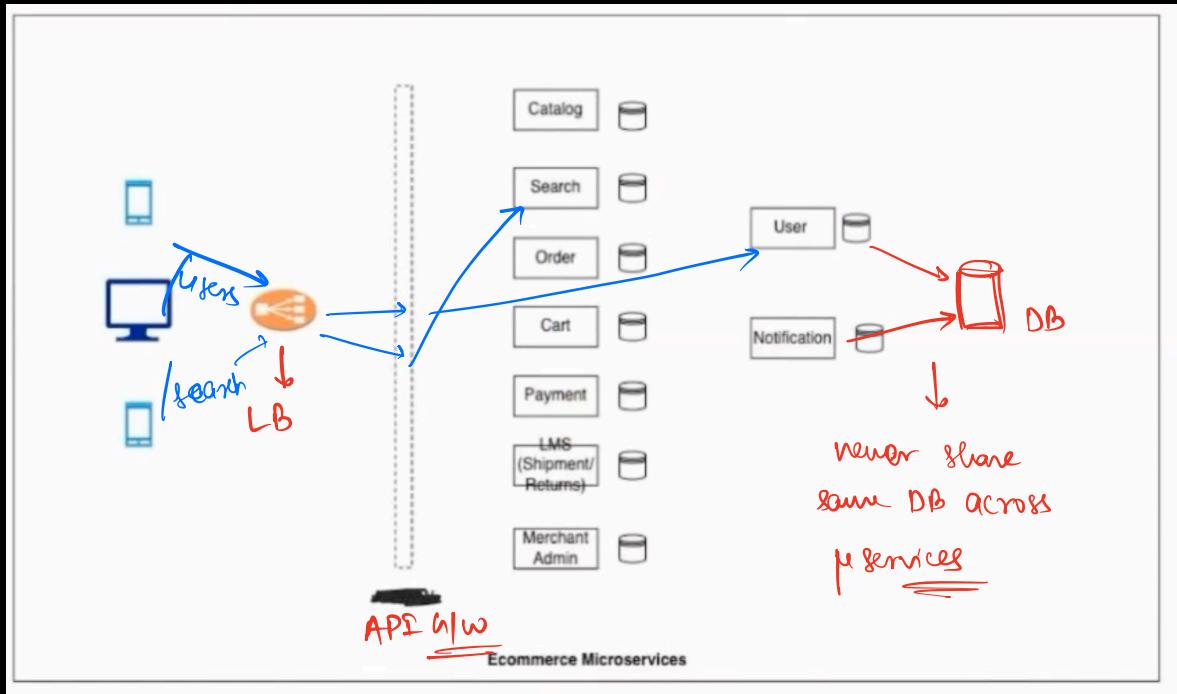
⇒ Decomposition of micro-service



⇒ Decompose

Choose a module

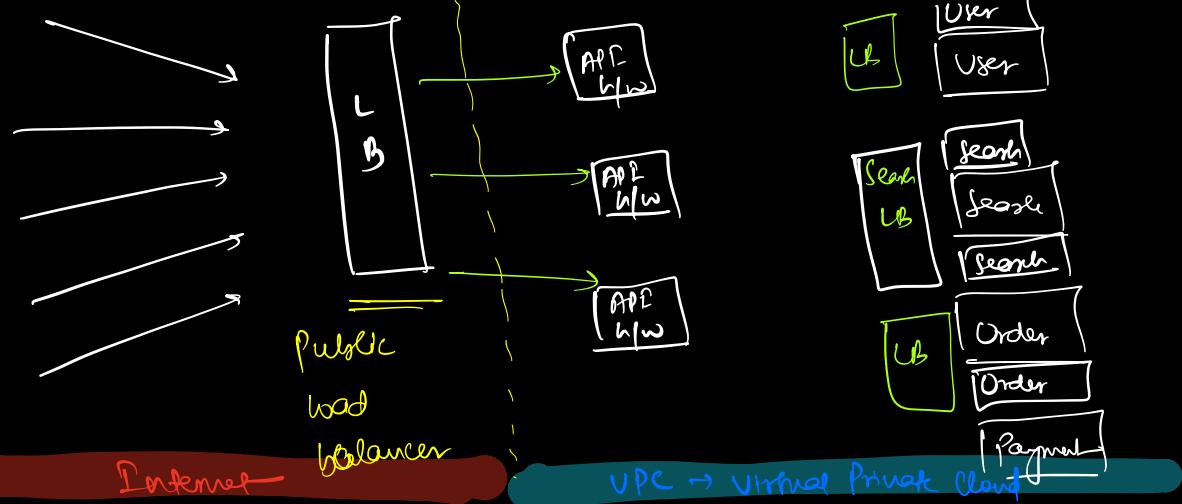
- 1) Based on scale
- 2) Easy to decompose
- 3) BU (business units)



Users data \Rightarrow — / users

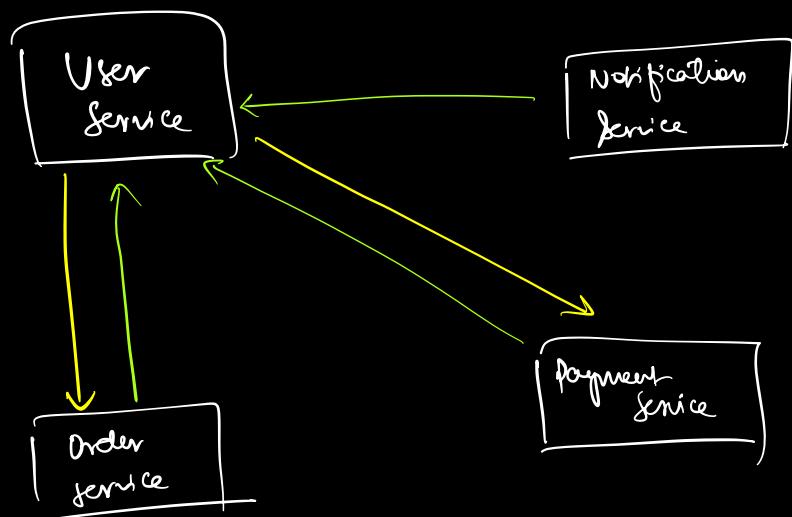
Cart \Rightarrow - - / cart

Search \Rightarrow . - - / search



Advantages of microservices

- i) Independent components \Rightarrow fault isolation,
no cascading failures
- ii) Easy to add features & deploy
- iii) Selective scaling
- iv) Team scale feasibility
- v) Onboarding developers is easy
- vi) Small teams, clear ownership
- vii) easy to detect bugs
- viii) faster dev loop

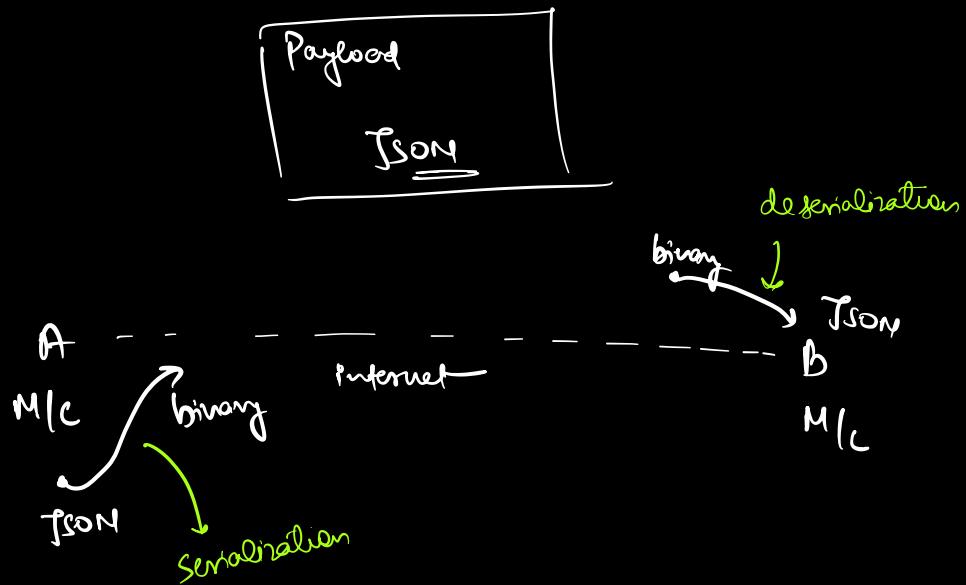


Communication b/w μservices

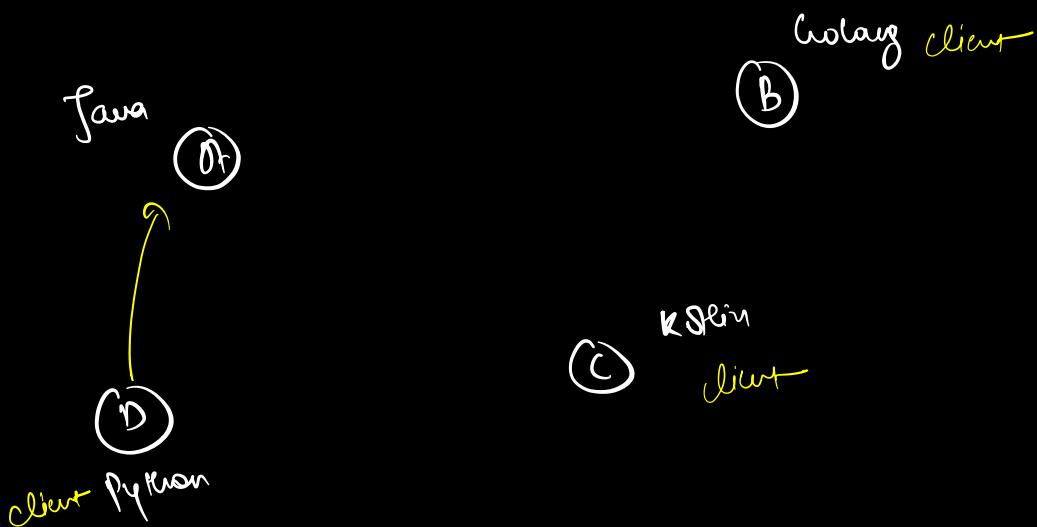
① REST APIs

⇒

Post
order



⇒ Slow due to multiple steps.



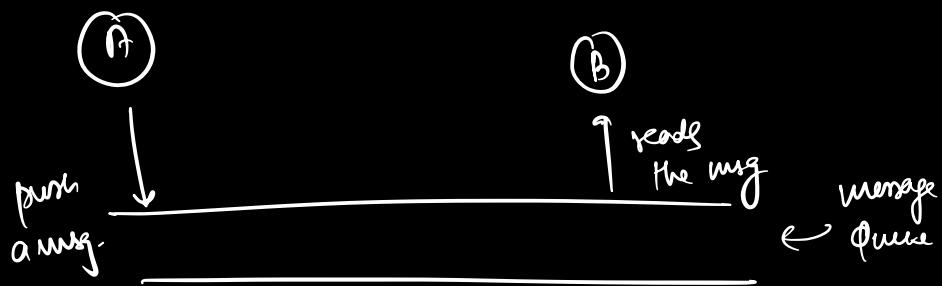
⇒ lot of code required

"RPC ⇒ send procedural calls.

↓
Protobuf ⇒ binary

gRPC ⇒ Google RPC

"Events ⇒ Event driven system



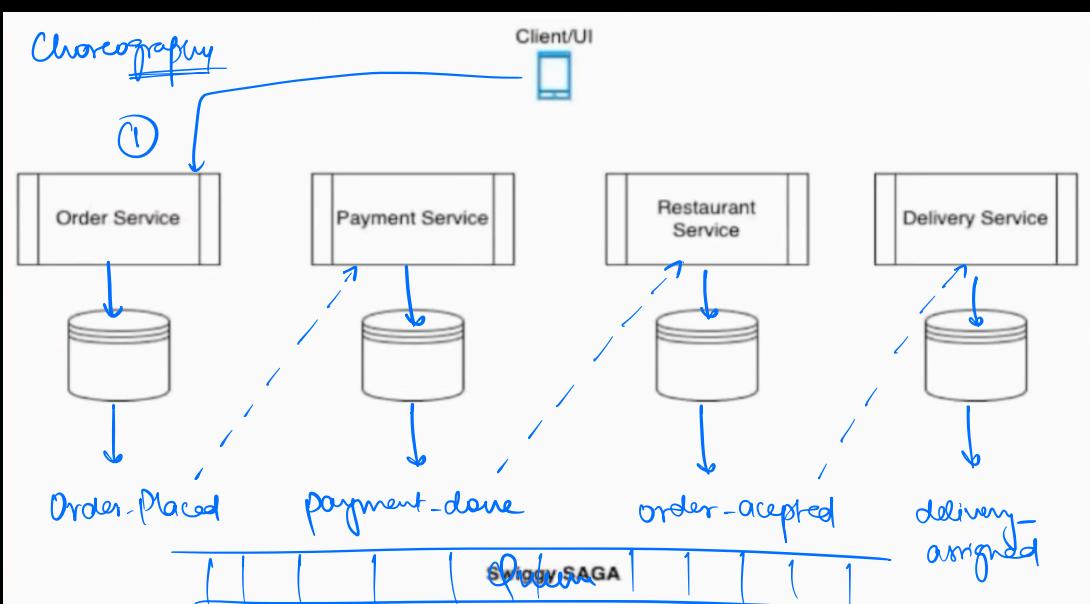
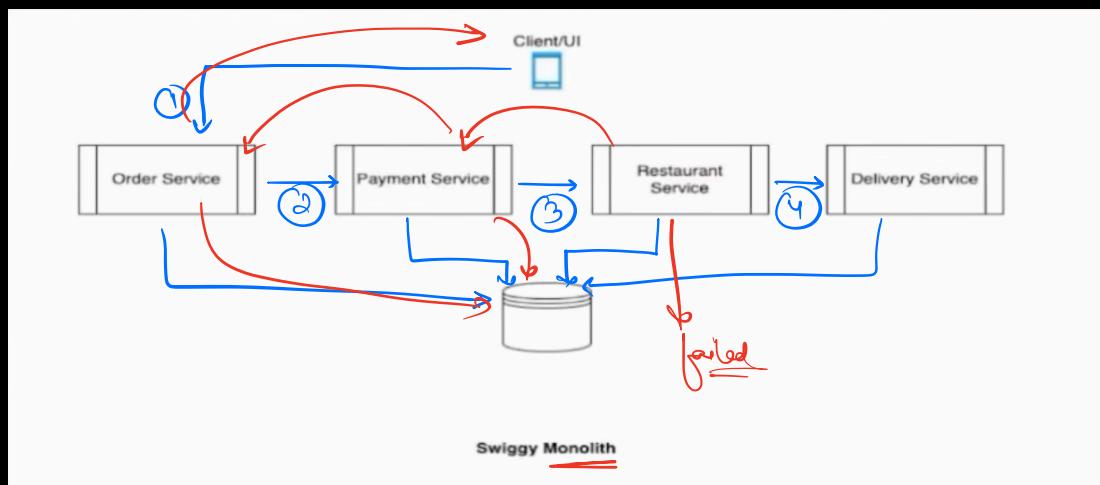
e.g. Kafka, RabbitMQ, Tibco,
AWS SQS

⇒ Observer design pattern ←

Pub/Sub ⇒ model

⇒ Distributed transactions:

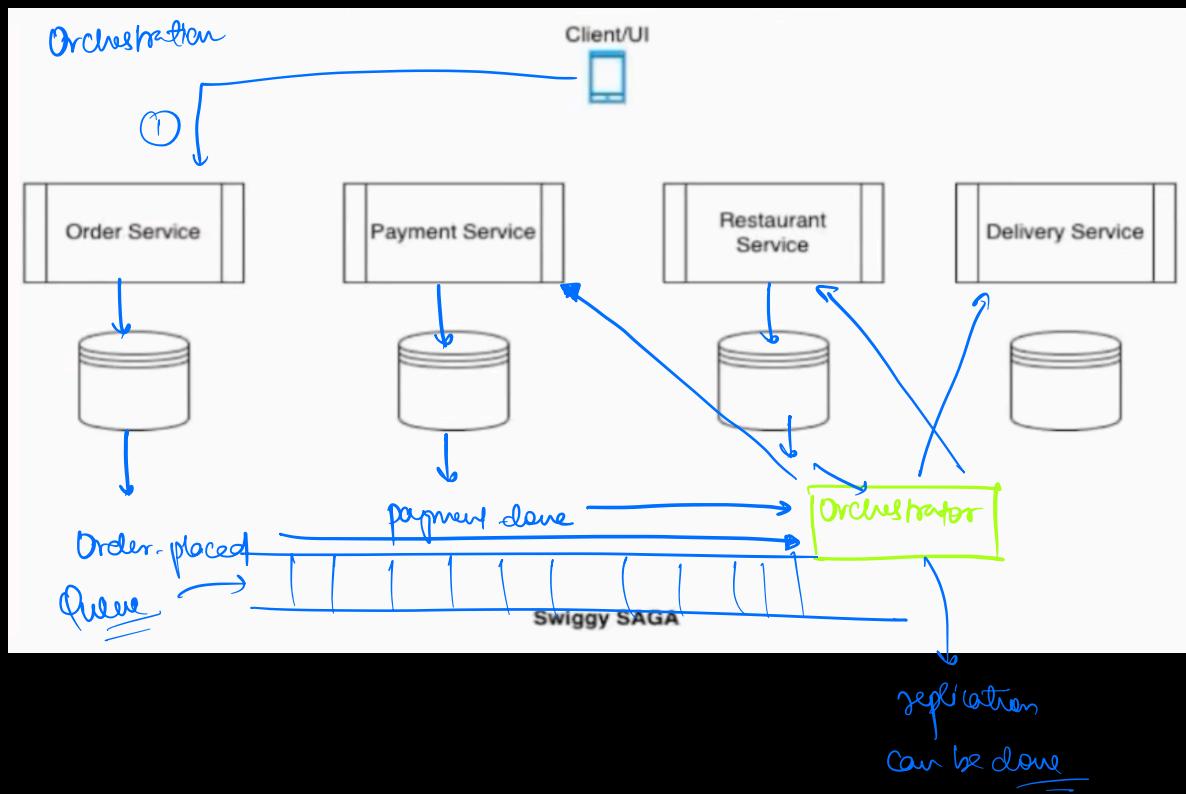
☞ Swiggy [Food delivery app]



Saga \Rightarrow distributed transaction

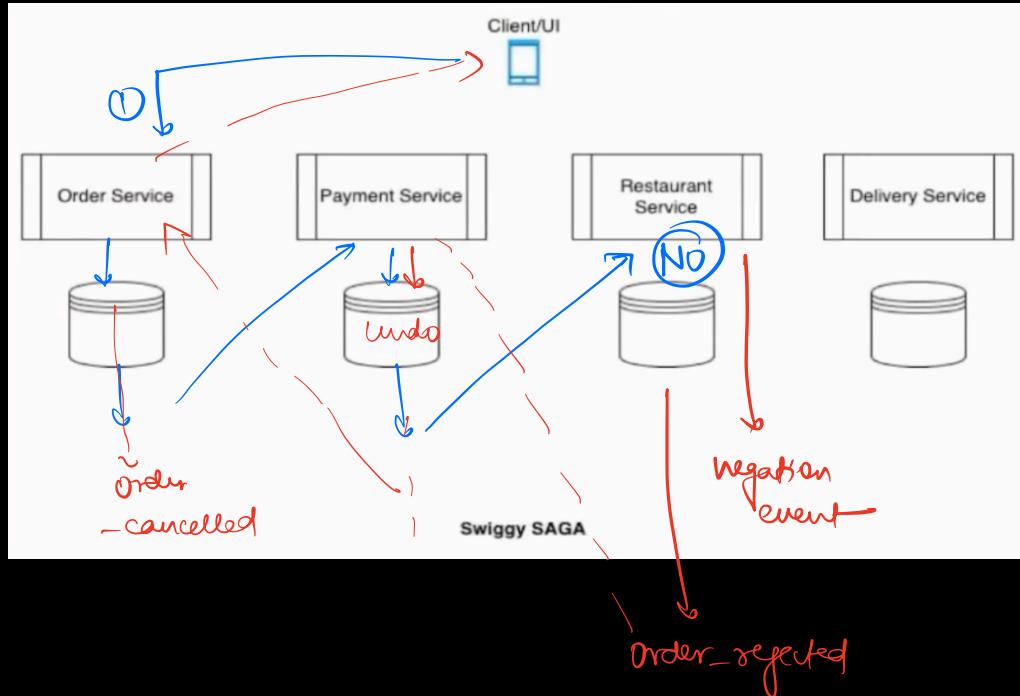
+ Orchestration \Rightarrow someone running it

+ Choreography \Rightarrow happens on their own

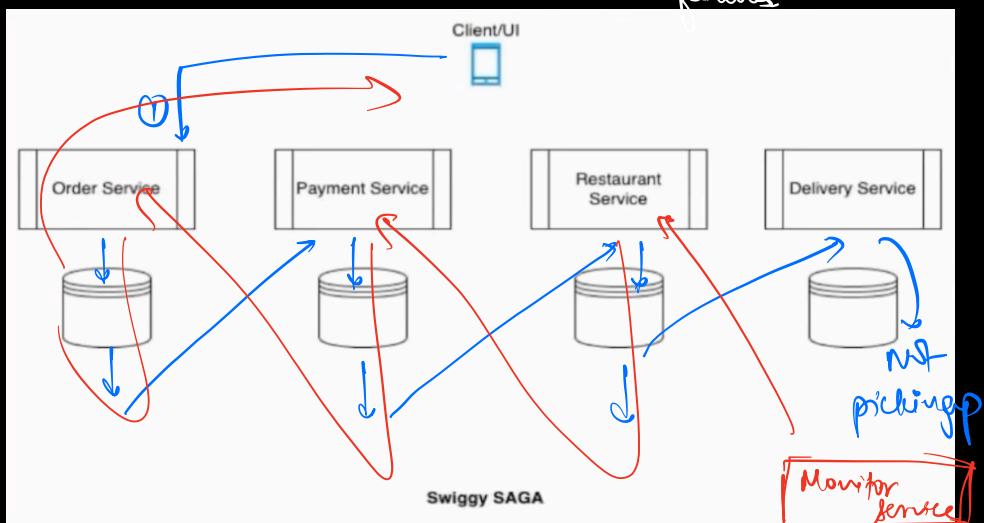


Handling failures:

⇒ Compensating transactions: taking care expected failures



⇒ Self Compensating transactions: taking care un expected failures



disadvantages of microservices:

- * Difficult to build, need highly skilled dev engg-
- * Heavy dependency of devops.
- * lot of monitoring is required
- * N/w hops \Rightarrow increase latency

\Rightarrow When to use monolith:-

- * small team
- * simple appn
- * low scale
- * Quick launch
- * low expertise

\Rightarrow When to use micro-services:-

- * Scale
- * complex appⁿ
- * big and talented engg. team
- * availability & faster dev loop-

\Rightarrow Start with monolith but with intention to move to microservices

Drawing Data Inference app^n