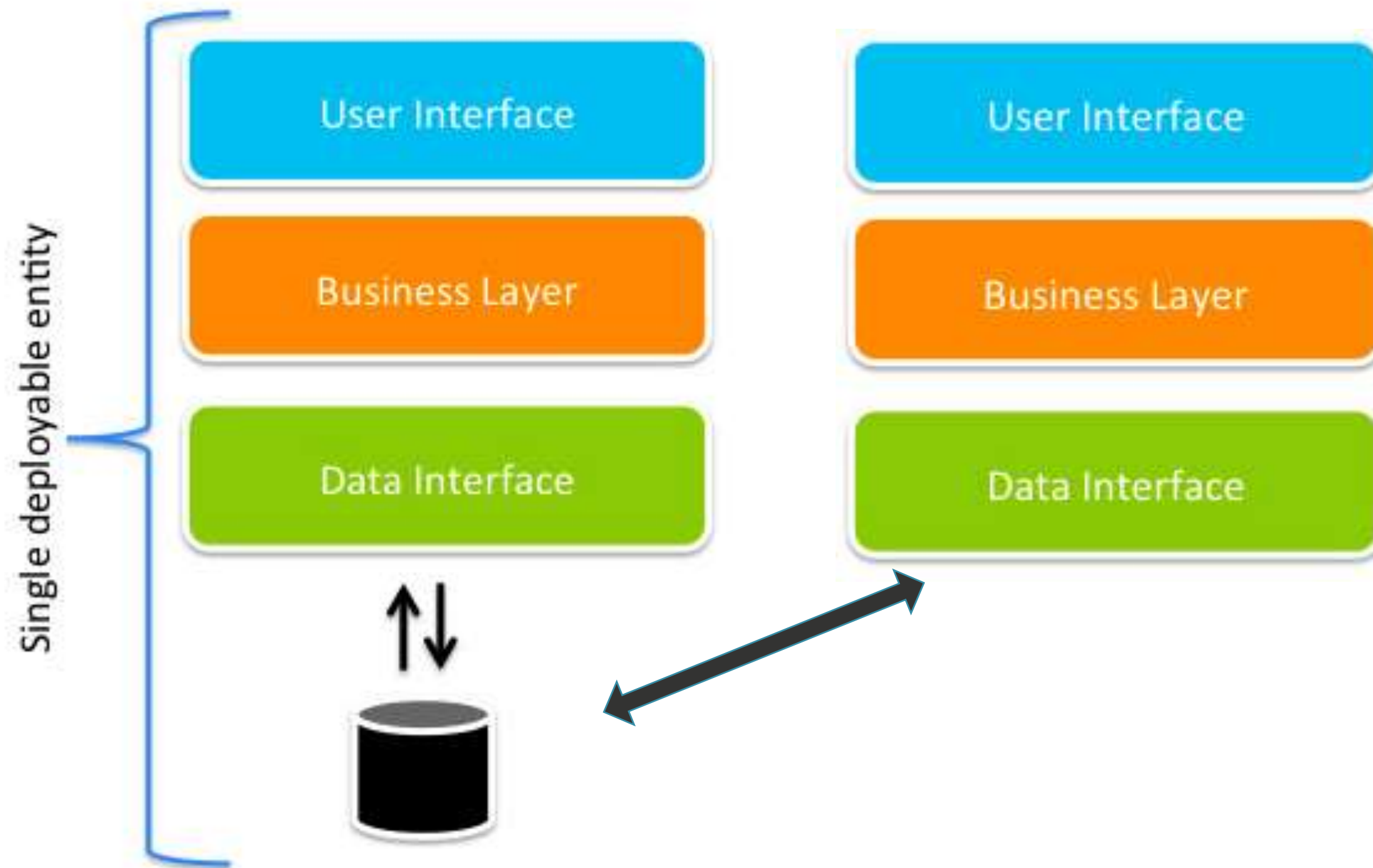


Microservices

Let's talk about:

- Monolithic architecture and microservices
- Pros and cons. What to choose?
- Microservices architecture patterns

Monolithic Architecture

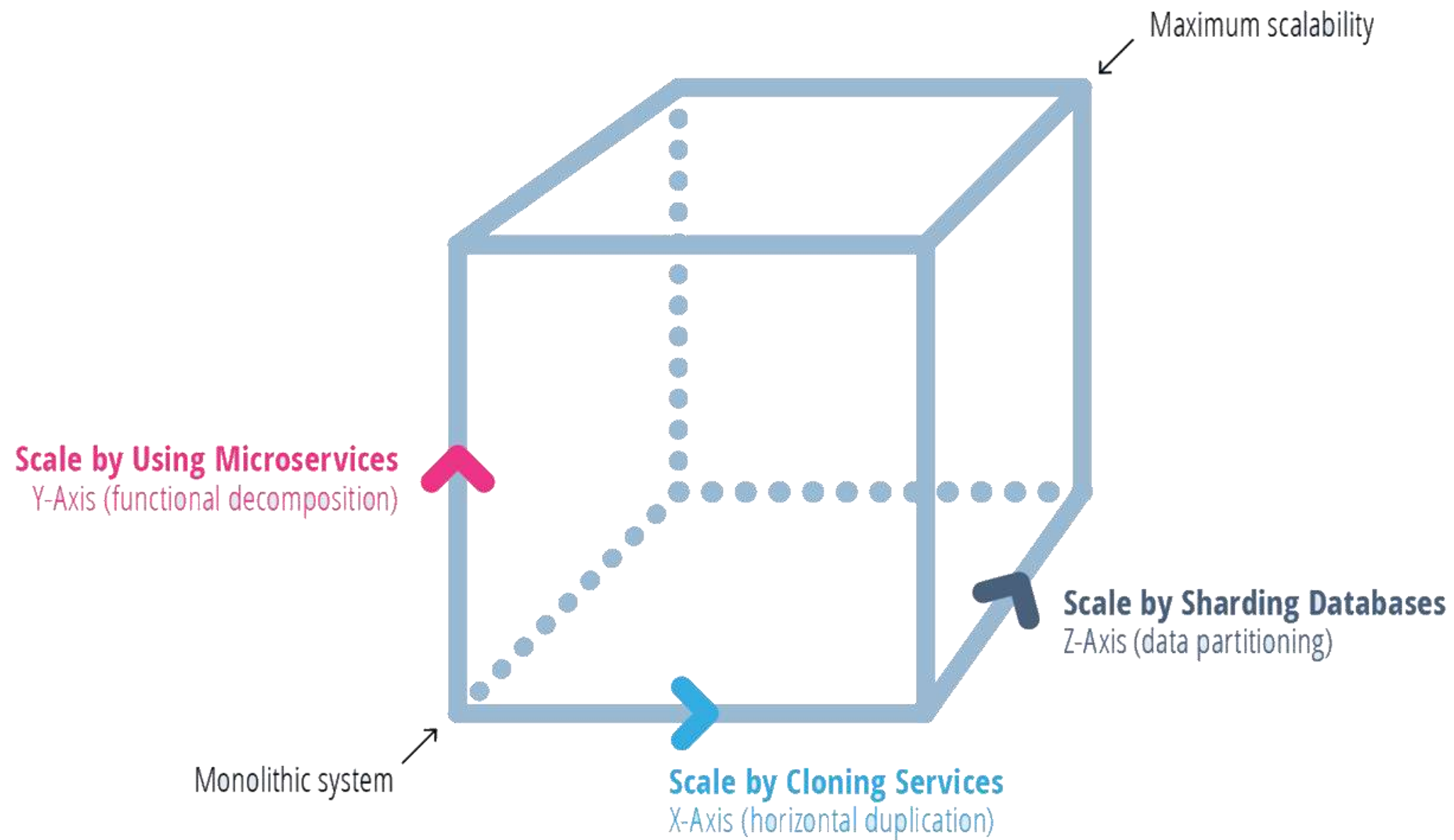


Issues

- System complexity increases
- Support is getting more complex
- No Tests or Testing is limited
- Bugs
- Tech stack becomes outdated
- Release/Testing process



The Scale Cube and Microservices: 3 Dimensions to Scaling



WHEN YOUR BOSS TELLS YOU

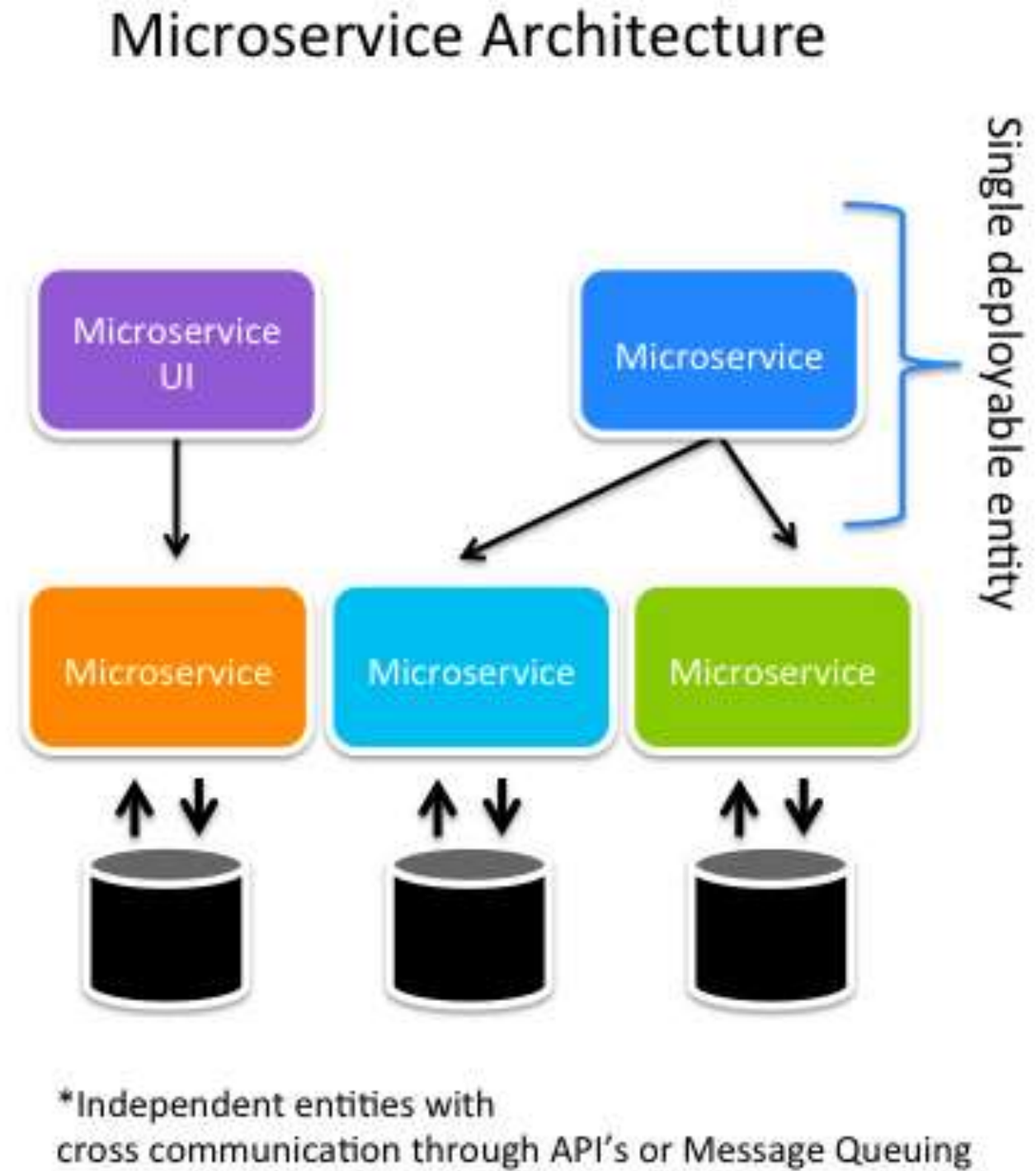


**WE'RE CONVERTING TO
MICROSERVICES**

Microservices

Architecture pattern in which services are:

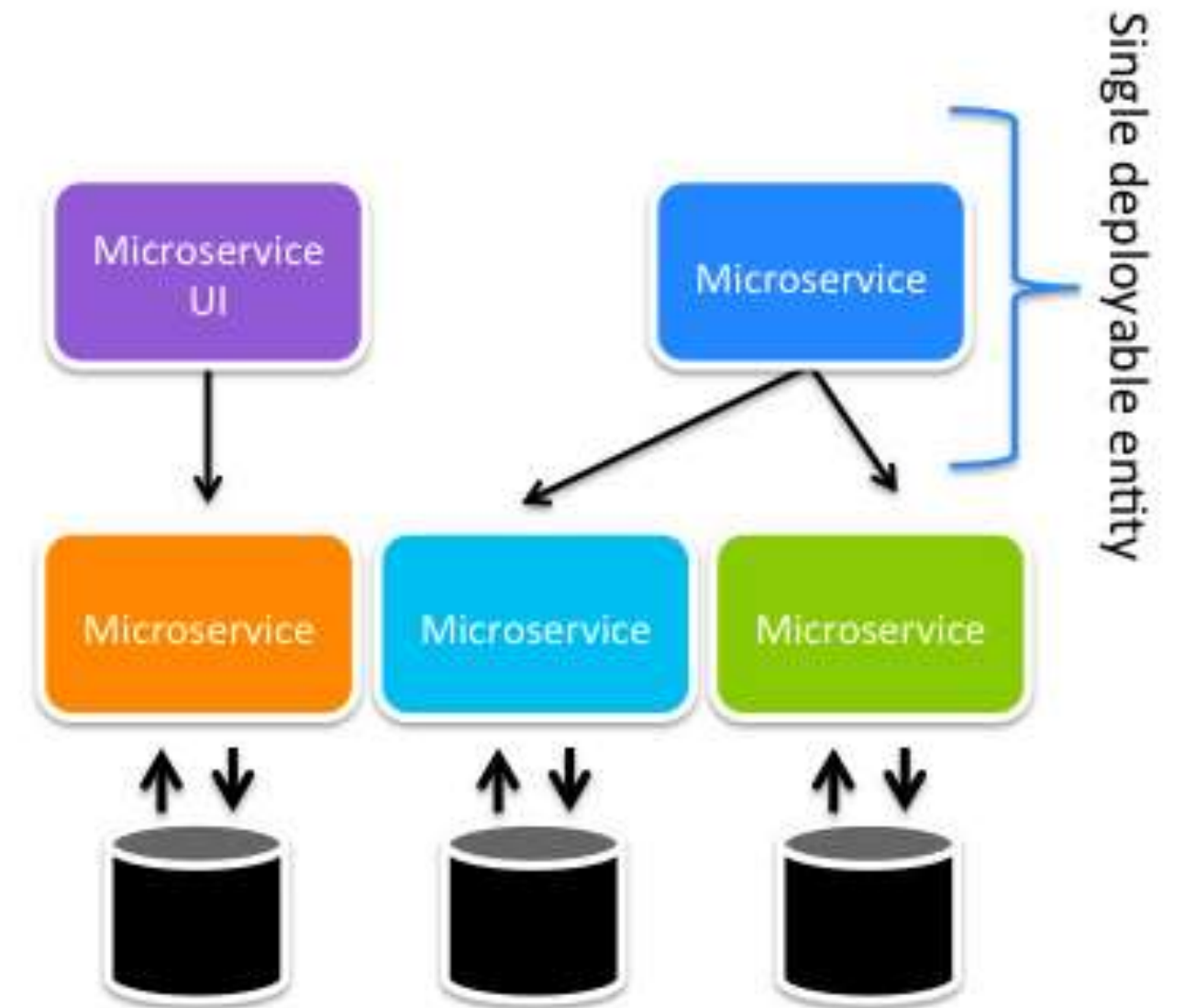
- Small
- Focused
- Loosely coupled



Main Characteristics

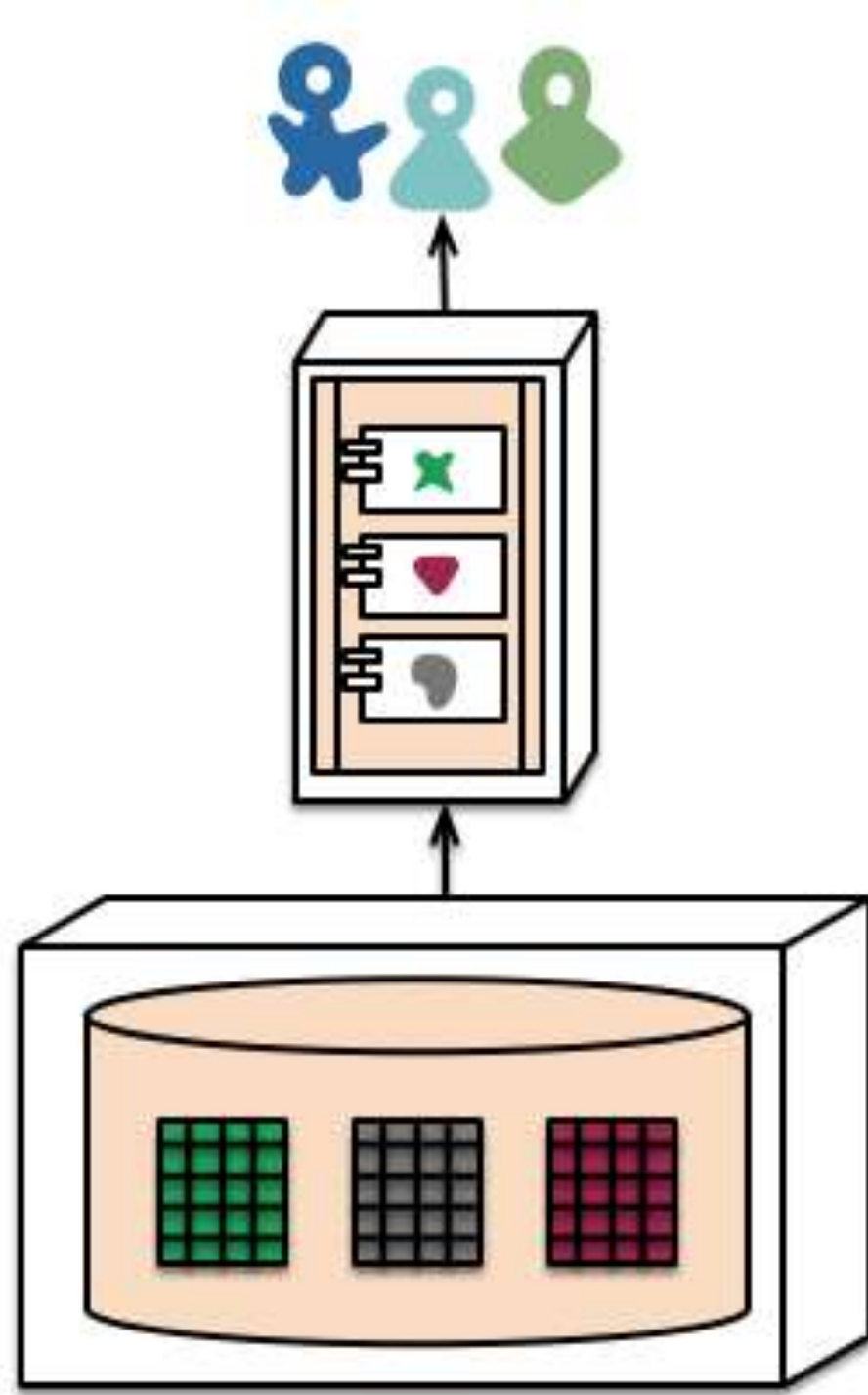
- Componentization, the ability to replace parts of a system, comparing with stereo components where each piece can be replaced independently from the others.
- Organisation around business capabilities instead of around technology.
- Smart endpoints and dumb pipes
- Decentralized data management with one database for each service instead of one database for a whole company.
- Infrastructure automation with continuous delivery being mandatory.
- Design for failure

Microservice Architecture

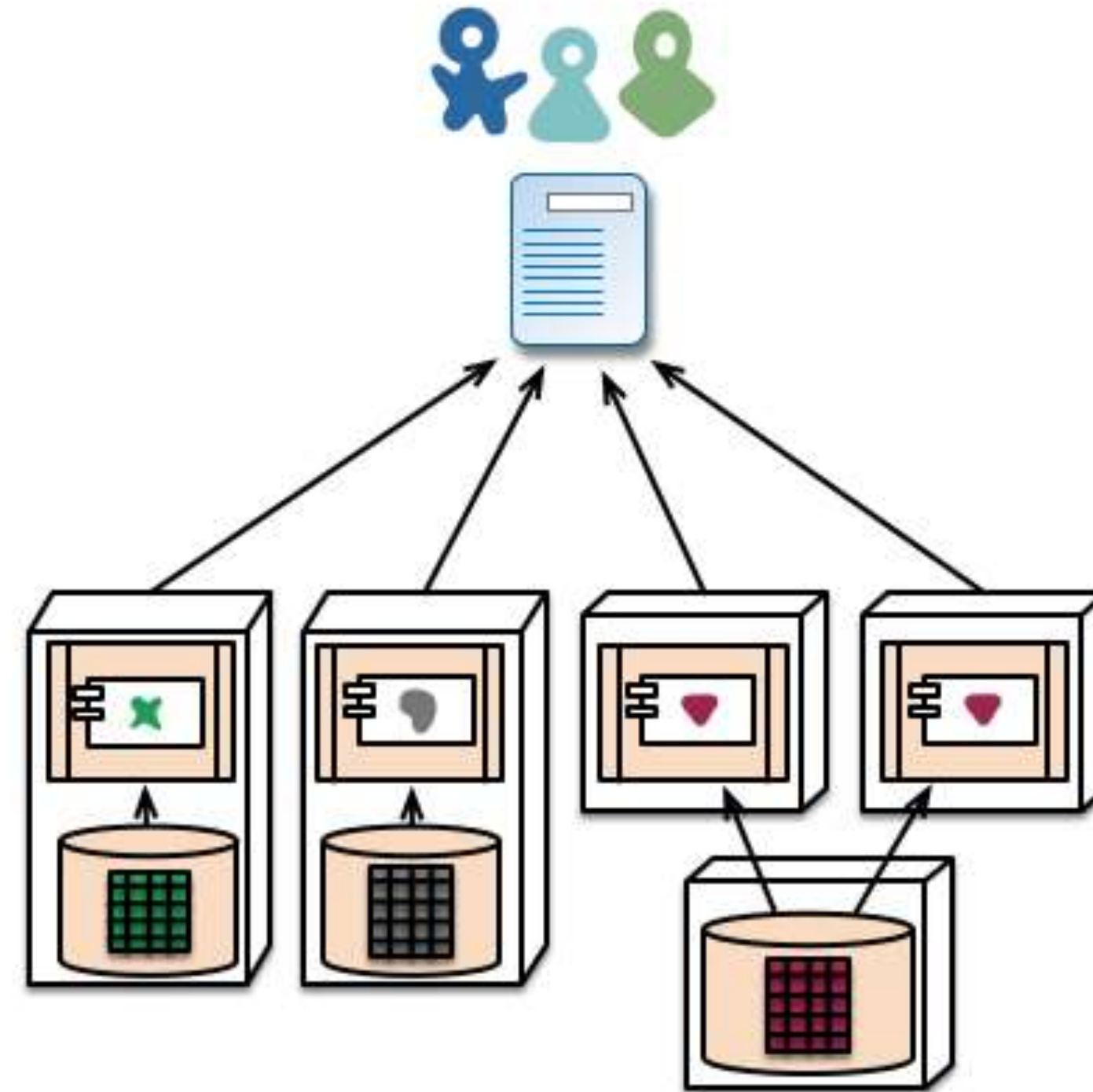


*Independent entities with cross communication through API's or Message Queuing

Monolithic vs Microservices



monolith - single database



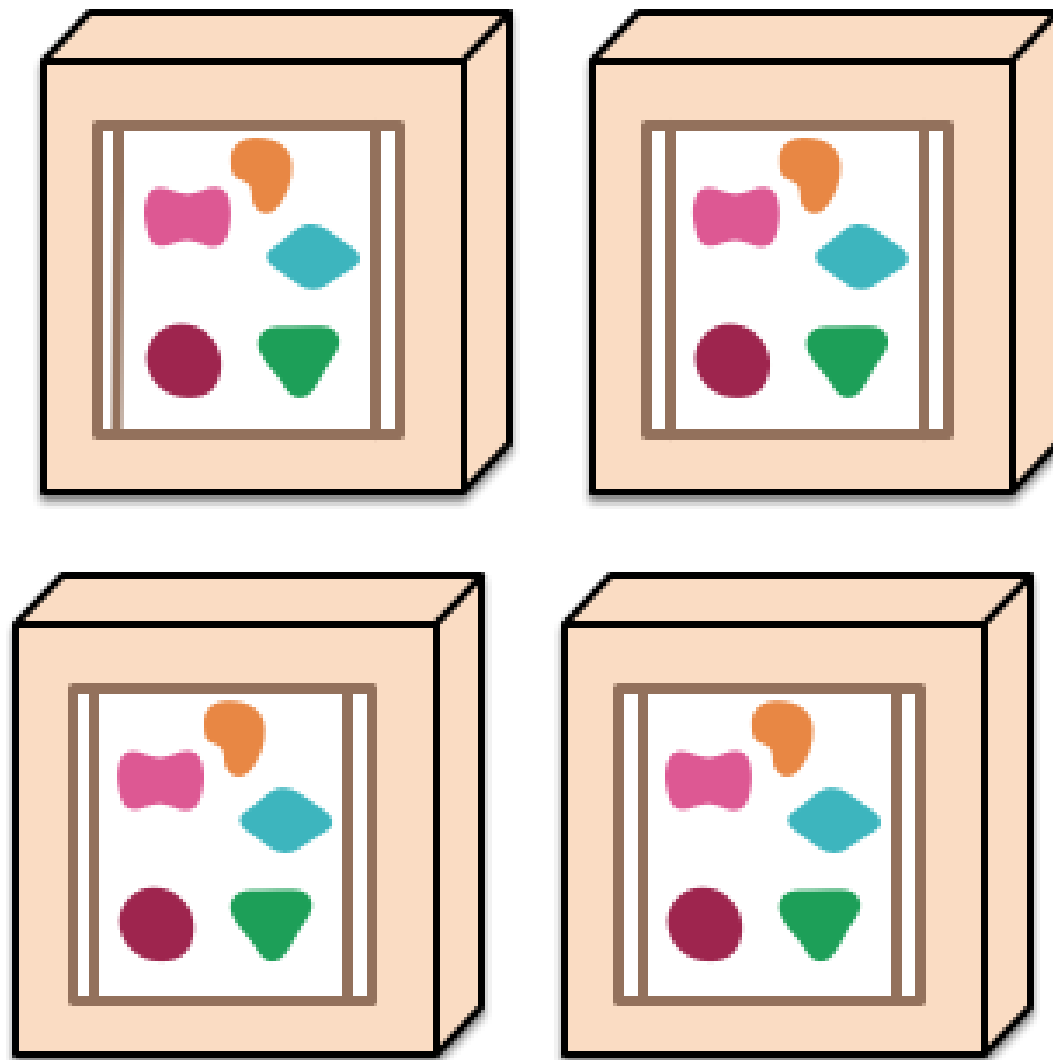
microservices - application databases

Monolithic vs Microservices. Scaling

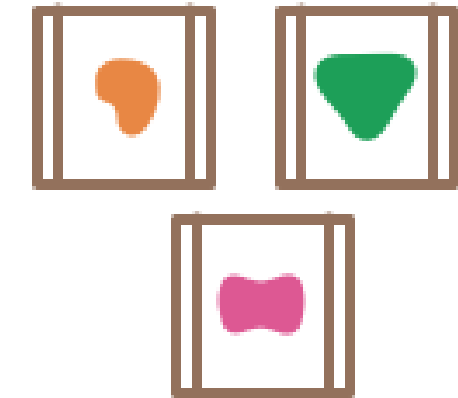
A monolithic application puts all its functionality into a single process...



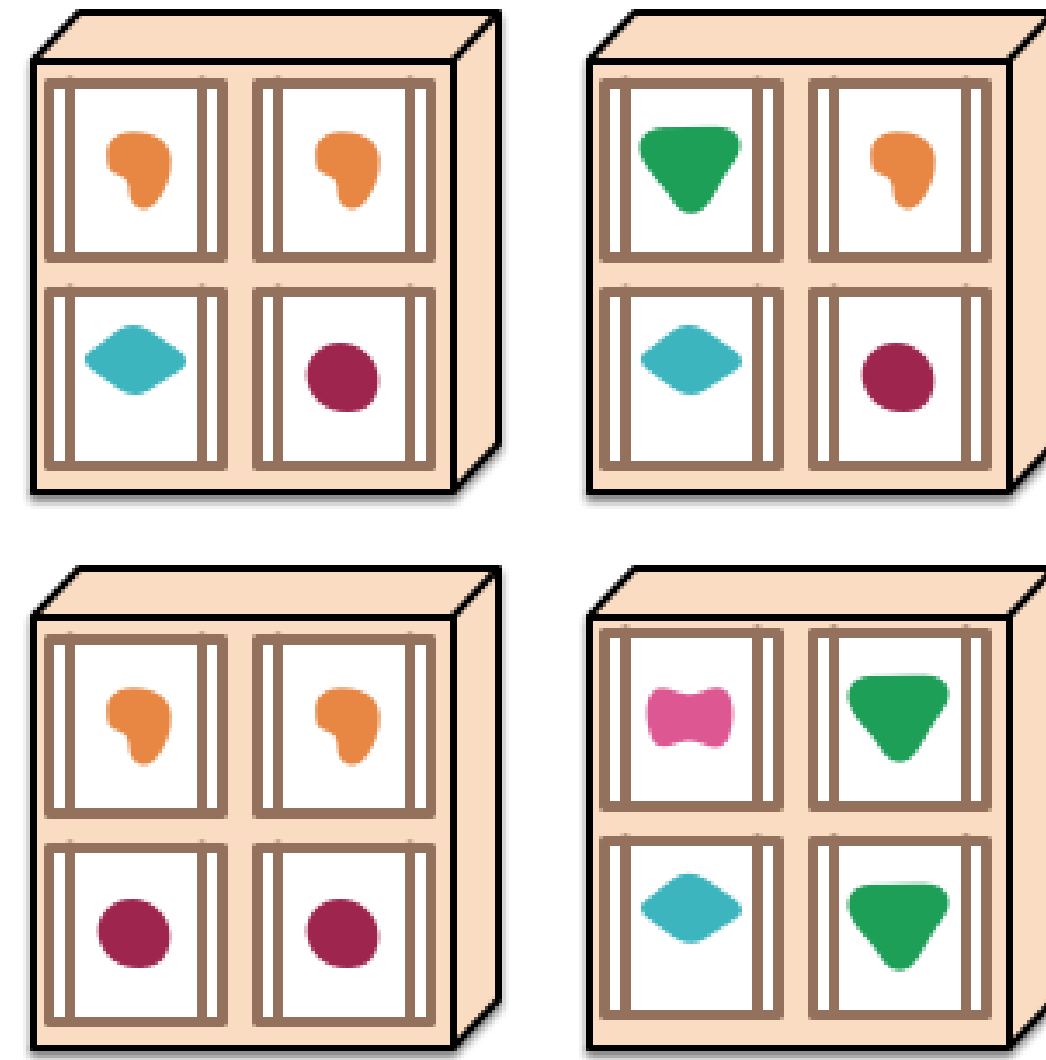
... and scales by replicating the monolith on multiple servers



A microservices architecture puts each element of functionality into a separate service...



... and scales by distributing these services across servers, replicating as needed.



Microservices are not a silver bullet

Benefits

- Enables the continuous delivery and deployment of large, complex applications.
- Each microservice is relatively small
- Improved fault isolation. For example, if there is a memory leak in one service then only that service will be affected. The other services will continue to handle requests. In comparison, one misbehaving component of a monolithic architecture can bring down the entire system.
- Eliminates any long-term commitment to a technology stack. When developing a new service you can pick a new technology stack. Similarly, when making major changes to an existing service you can rewrite it using a new technology stack.

Microservices are not a silver bullet

Drawbacks

- Developers must deal with the additional complexity of creating a distributed system.
- Deployment complexity. In production, there is also the operational complexity of deploying and managing a system comprised of many different service types.
- Increased resources consumption. The microservice architecture replaces N monolithic application instances with $N \times M$ services instances.

What should I choose?

Monolithic

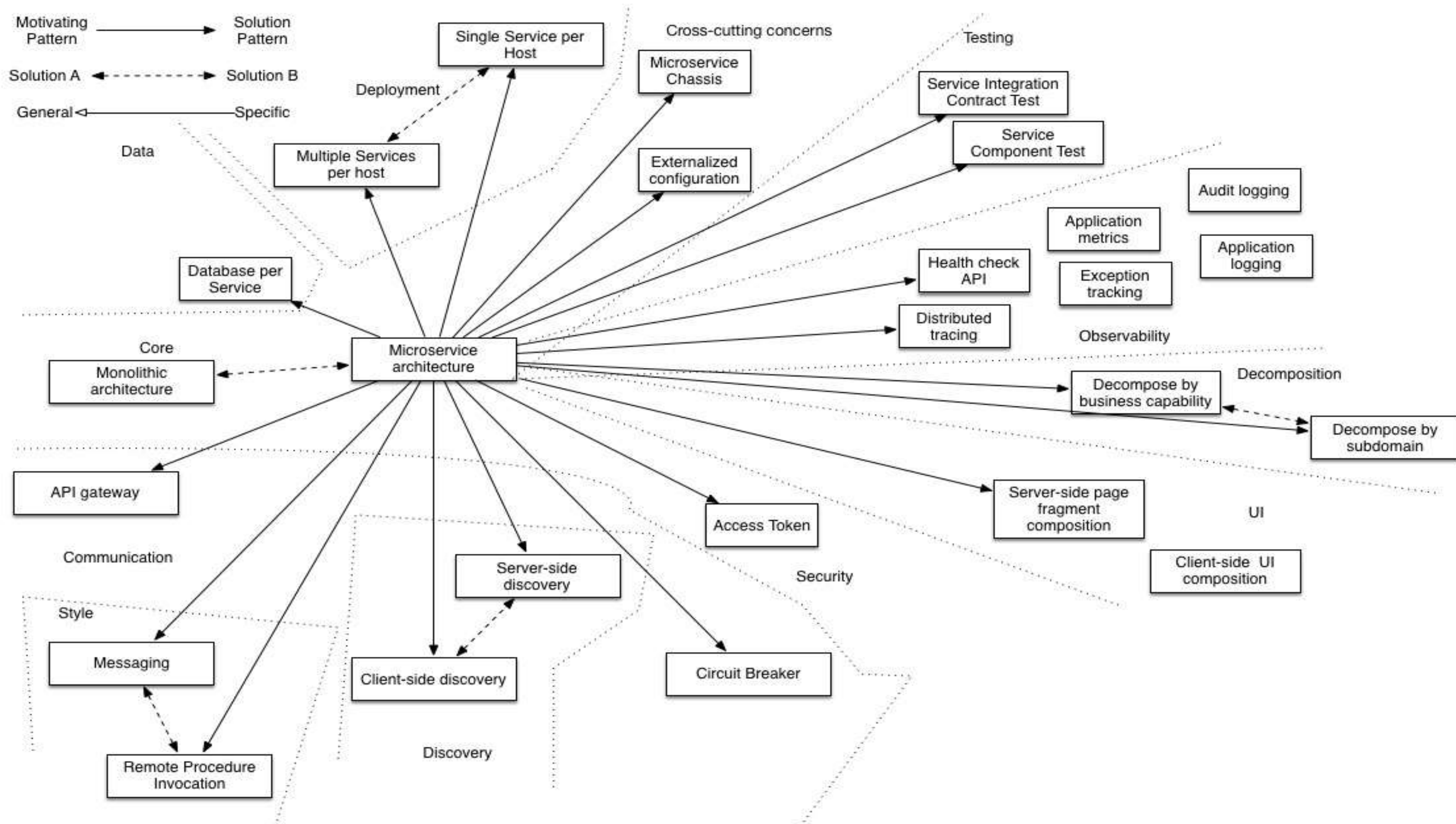
- New business domain, lack of knowledge
- Proof of Concepts
- Lack of qualification
- Fast or Throw-away solutions
- Low budget

What should I choose?

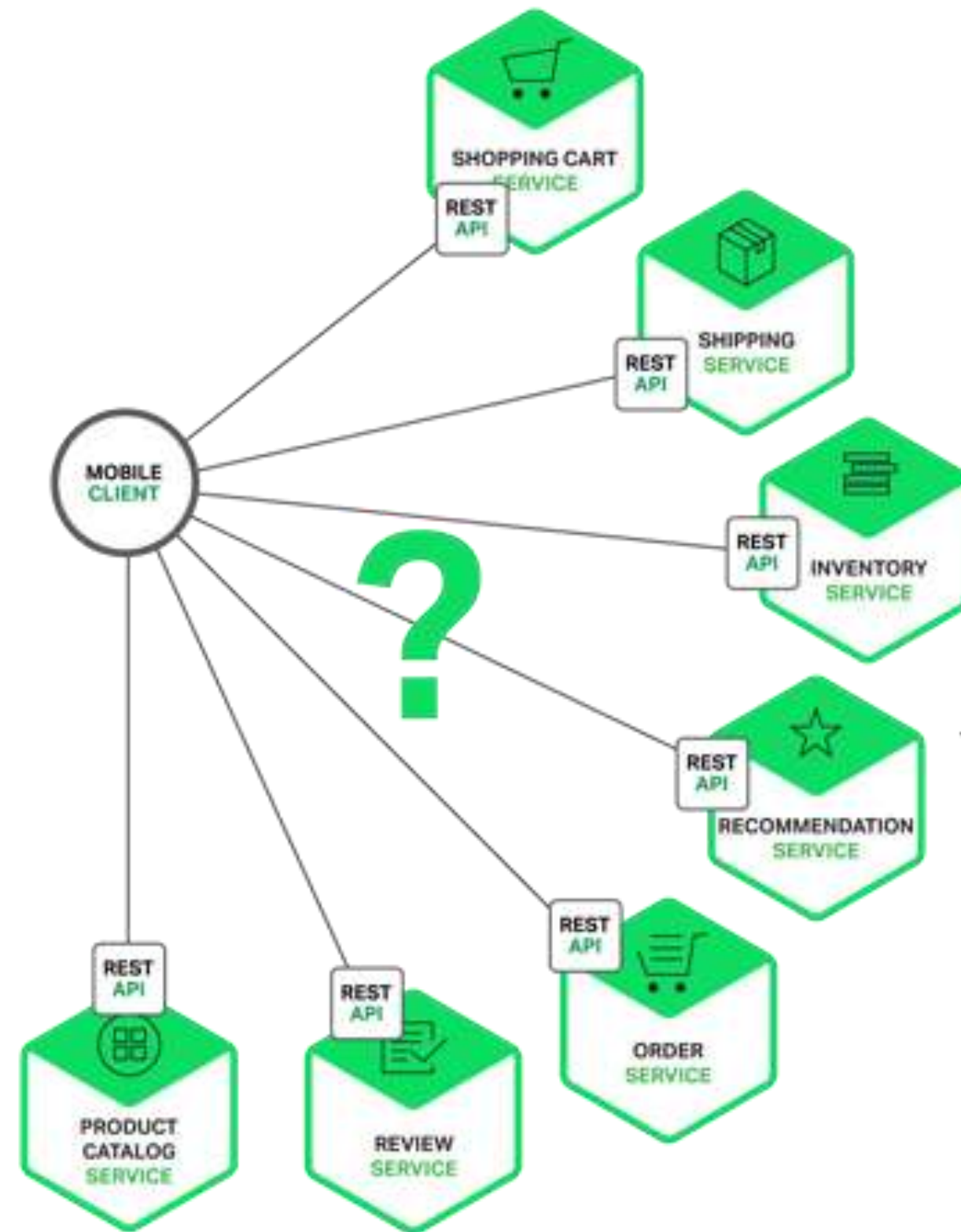
Microservices

- Needs to scale
- You understand business domain
- Big budget
- Ready to invest into infrastructure and CI/CD processes
- Experienced and highly qualified team

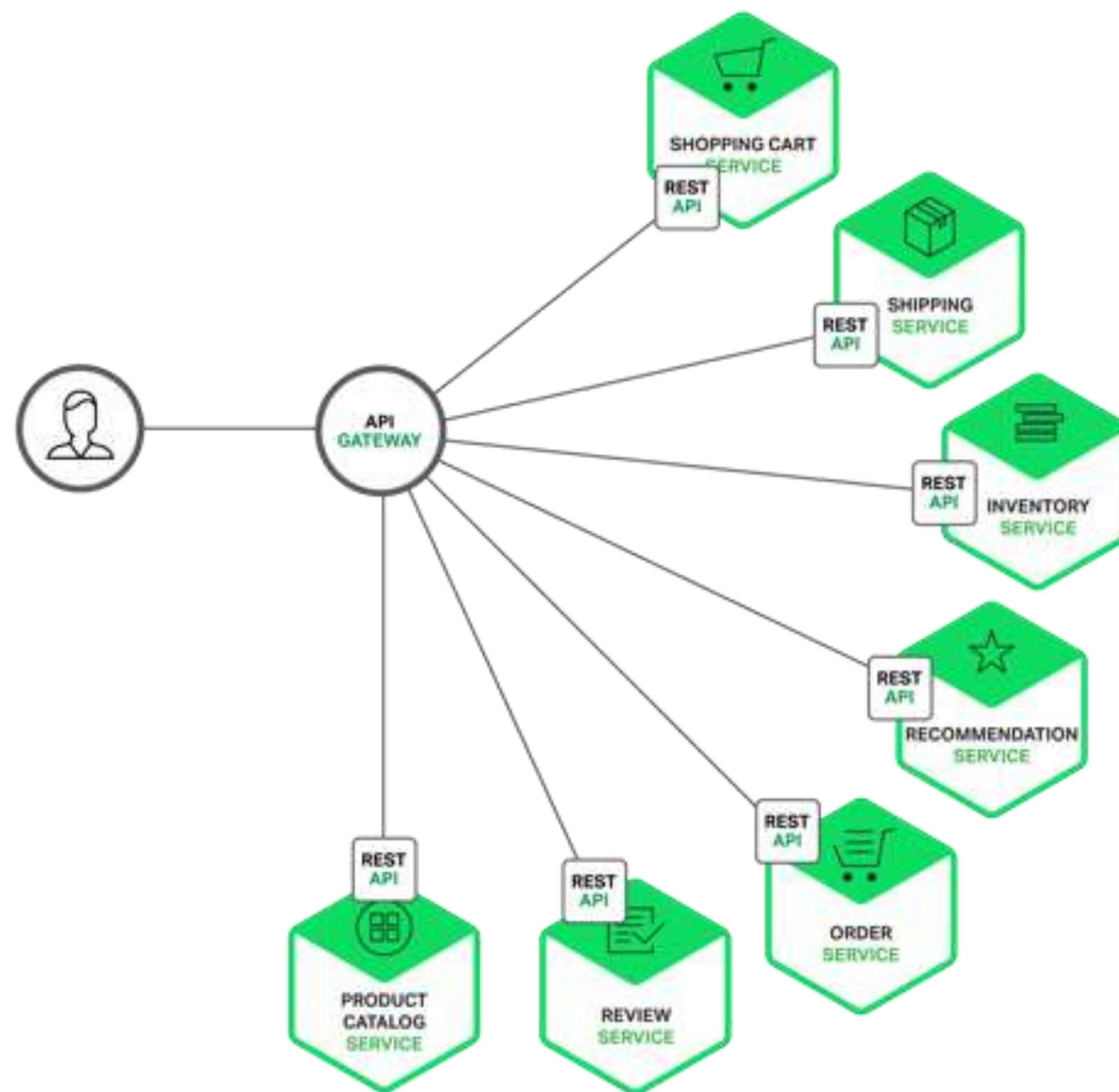
Architecture Patterns



Client Configuration

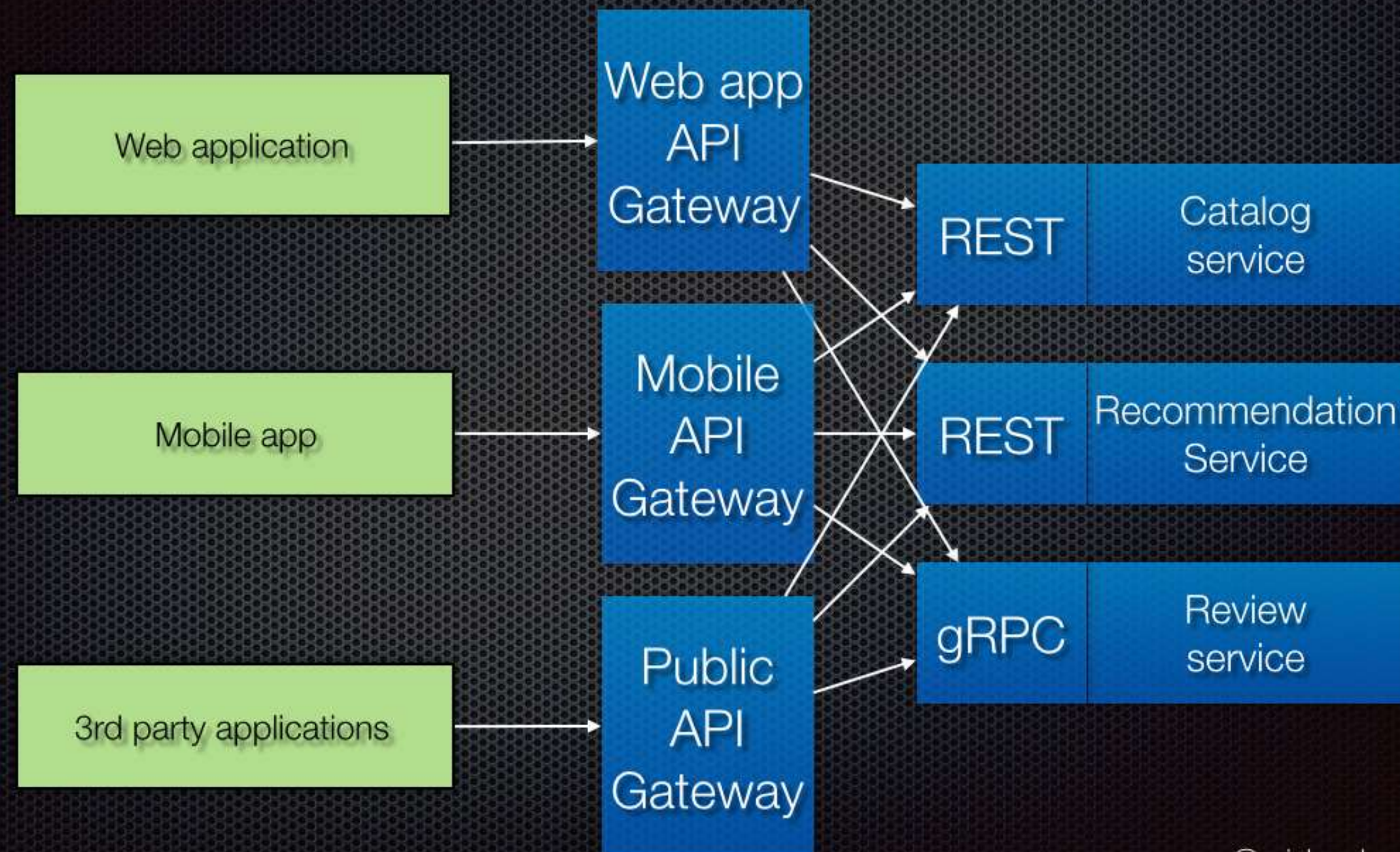


API Gateway

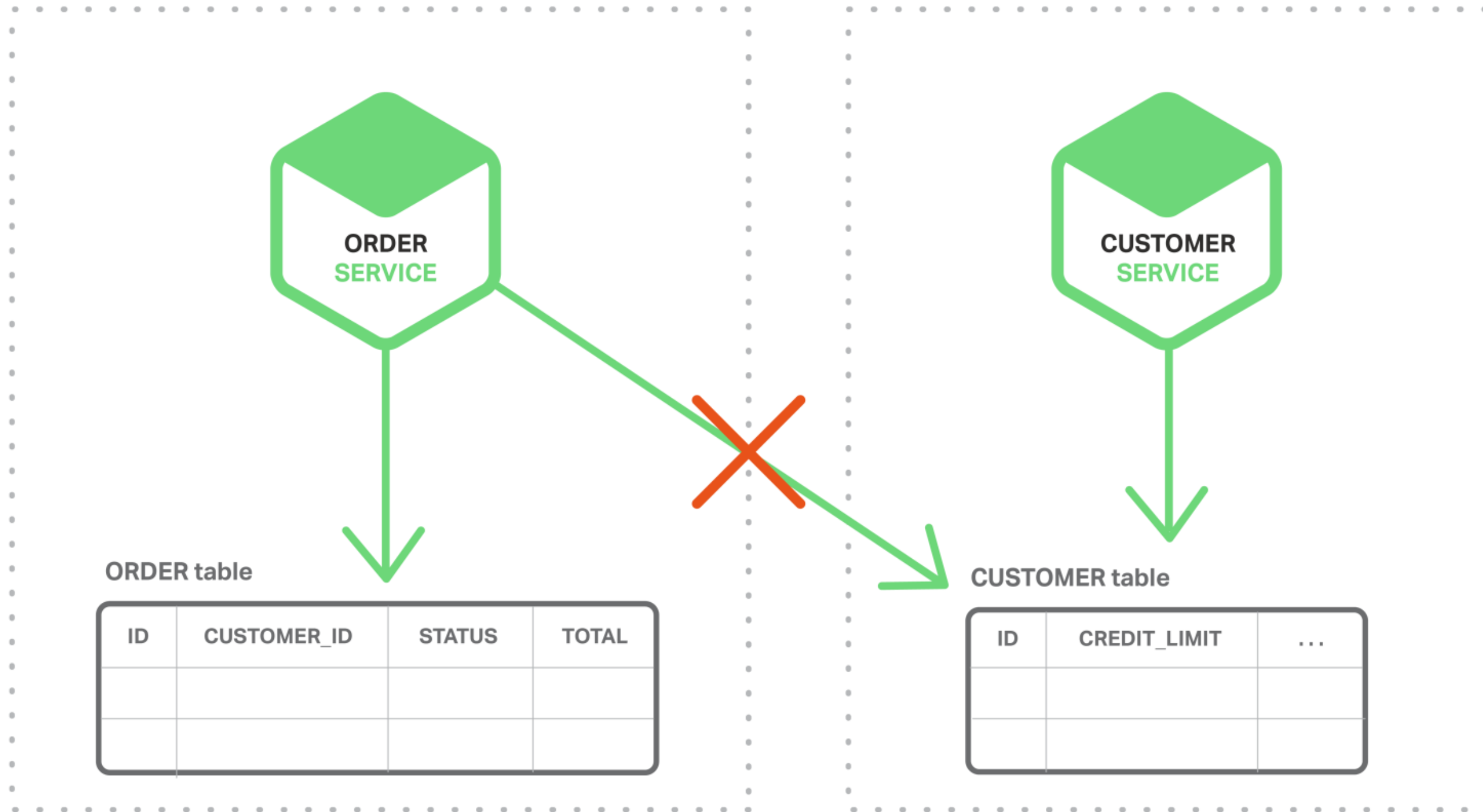


Backend for Frontend

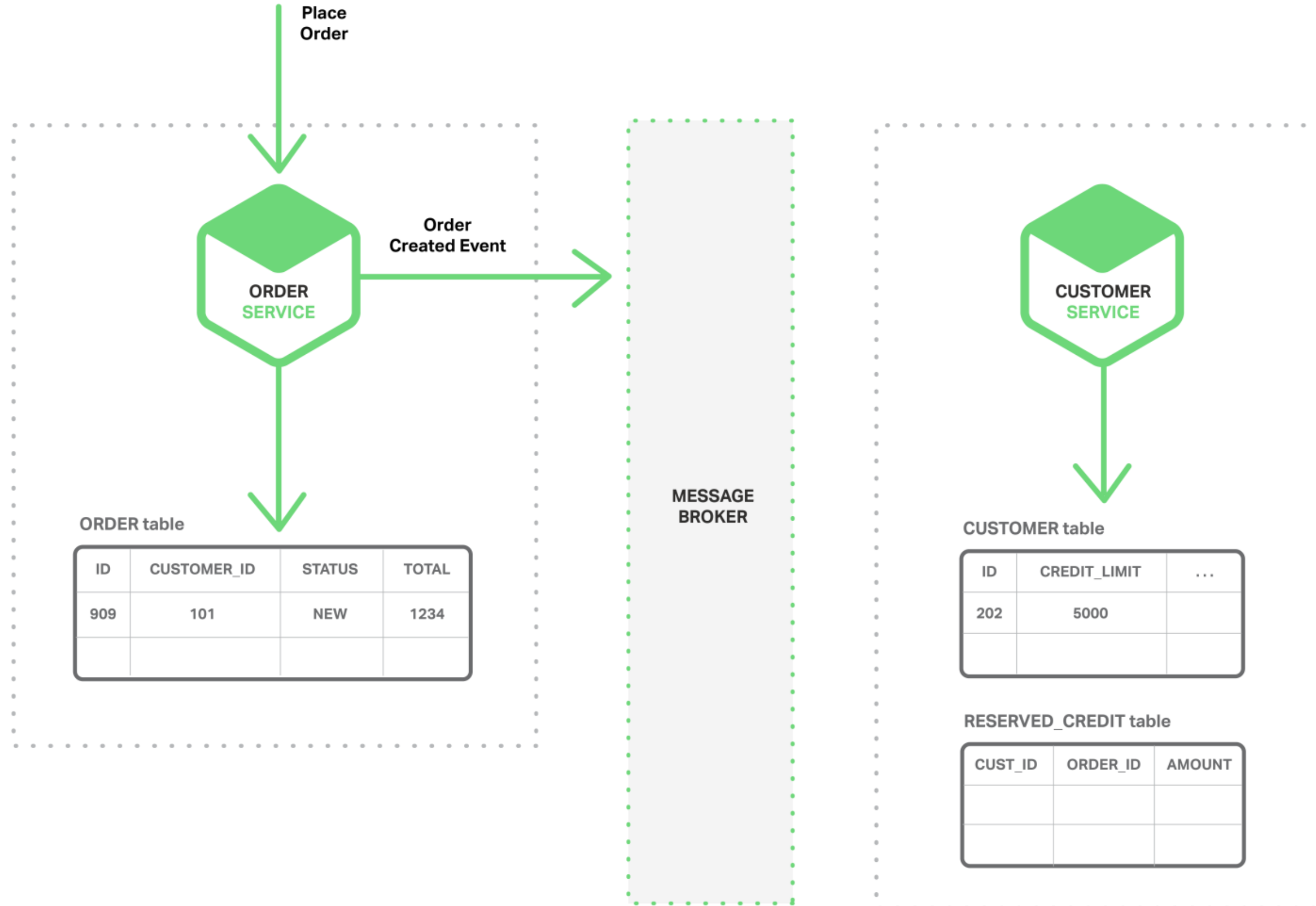
Variation: Backends for frontends



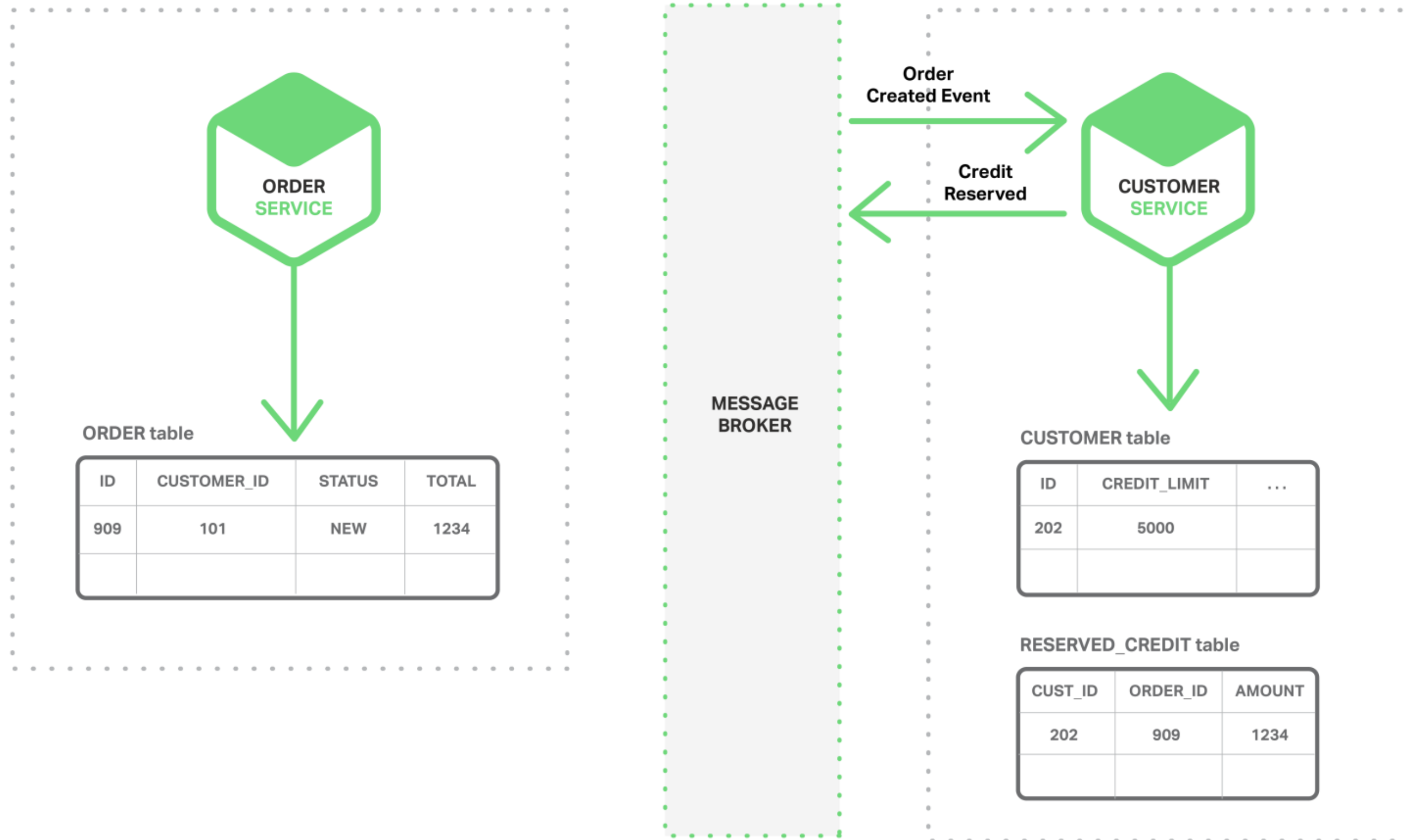
Communication between services



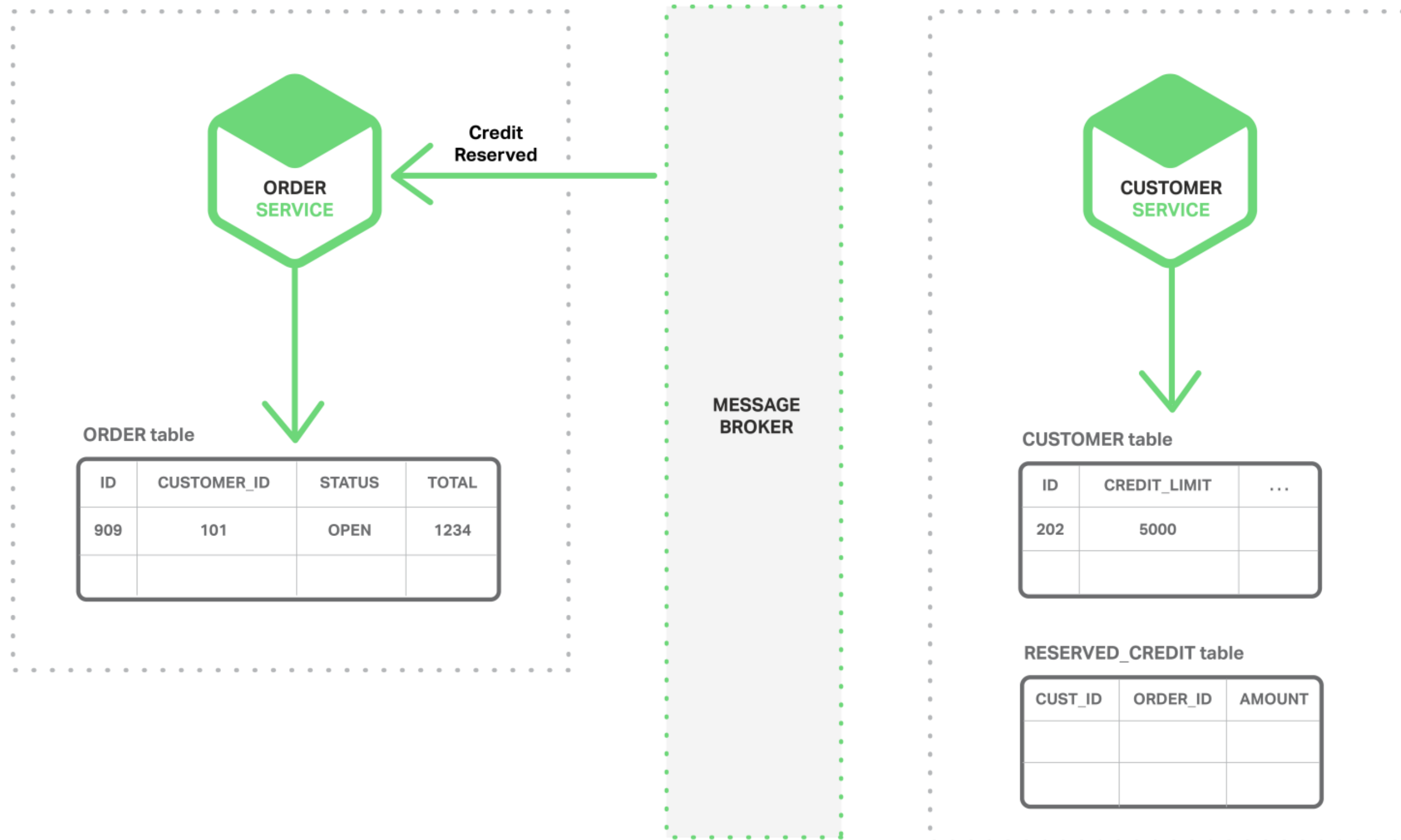
Event Driven (Messaging)



Event Driven (Messaging)



Event Driven (Messaging)



Event Driven (Messaging)

Benefits:

- Loose coupling since it decouples client from services
- Improved availability since the message broker buffers messages until the consumer is able to process them
- Can scale well
- Lot's of market solutions

Drawbacks:

- Additional complexity of message broker, which must be highly available
- Requires qualification
- Deployment and support complexity(monitors and tools)