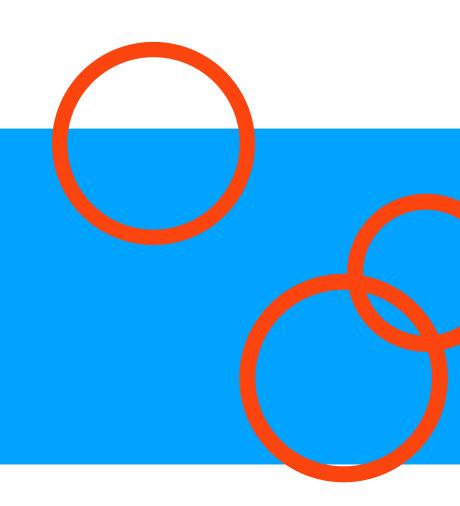


Reference Architecture and V2 Update

Jan 2022

Ref Arch and vNext Team





Agenda

- Reference Architecture Documentation Update
- vNext Build Update

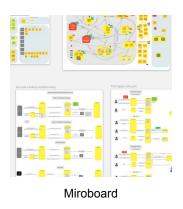


Initial Version Released!

Ref. Architecture Documentation

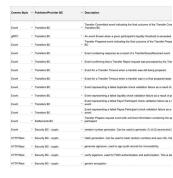
Ref. Architecture Documentation

Working Docs









Google Sheets

Published Version

https://docs.mojaloop.io/reference-architecture-doc/



Q



This is the official Reference Architecture documentation for the Mojaloop project.

Introduction →

What it is

In a software system, a Reference Architecture is a set of software design documents, that capture the essence of the product and provide guidance to its technical evolution. The Reference Architecture is the architectural vision of the perfect design.

Objectives

Identify abstractions, interfaces and standardization opportunities; Solutions and patterns to common problems; Enforces technical design principles; Provides guidance to the implementation architectures; Foster's innovation and contribution, by defining what can be done and how

Benefits

Foundation for a Technical Roadmap; Guidance to decision-making regarding technology choices and implementation strategies; Alignment between technical vision and product vision

Introduction

What is a Reference Architecture?

Objectives

Benefits of having a Reference Architecture

Process of creating and maintaining the Reference Architecture

How to keep it up-to-date

Principles guiding this architecture

Reference Architecture Overview

Bounded Contexts

Common Terms & Conventions

Account Lookup & Discovery

Accounts & Balances

Quoting/Agreements

Auditing

FSP Interop API

Logging

Notifications And Alerts

Participant Lifecycle Management

Platform Monitoring

Reporting

Scheduling

Security

Settlements

Third Party API

Transfers

Common Interface List

How to Implement

Glossary

Further Reading

Introduction

What is a Reference Architecture?

In a software system, a Reference Architecture is a set of software design documents, that capture the essence of the product and provide guidance to its technical evolution

This concept can be further simplified:

The Reference Architecture is the architectural vision of the perfect design.

In normal conditions that perfect design is never achieved, partly because there is neither enough time nor resources to fully implement it, partly because that design can iterate and improve faster than it can be implemented.

It is the nature of a Reference Architecture to be a living document that is continuously updated and enhanced.

Objectives

Its main objectives are to:

- · Identify abstractions, interfaces and standardization opportunities
- · Propose solutions and patterns to common problems
- · Help enforcing technical design principles
- Provide guidance to the implementation architectures
- · Foster innovation and contribution, by defining what can be done and how

Benefits of having a Reference Architecture

The first benefit is that it is the perfect foundation for a Technical Roadmap. By having the future vision in perspective, a phased Technical Roadmap can easily be created from it, ensuring resources and attention are focused on the long term value.

Another important benefit is the guidance it provides to decision-making regarding technology choices and implementation strategies. With the Reference Architecture in mind we can frame any development decision as tactical or strategic:

- Tactical something that is required right now which may have exceptions to the Reference Architecture for the sake of a high-value urgent requirement. These exceptions should be documented as technical debt which can be addressed in future.
- Strategic something that is long-lasting and should be implemented in accordance to the Reference Architecture should take the implementation closer to it.

Last but not less important, it ensures alignment between the technical vision and the more important product vision (see below regarding the process and ways of working).

Process of creating and maintaining the Reference Architecture

While creating the initial version of the Reference Architecture, the team followed these steps:

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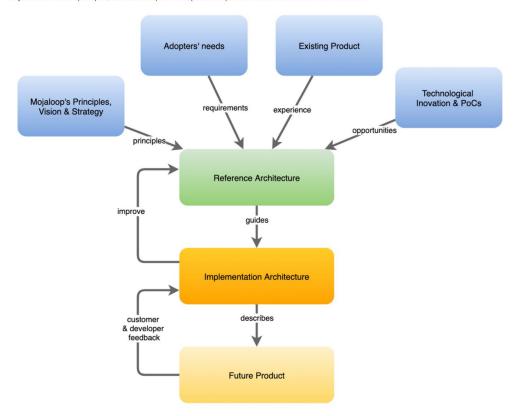
Glossary

Further Reading

- 2. Solution Space Context mapping Group similar problems together based on their purpose and context
- 3. Individual use case mapping Discuss and document use cases in detail taking into consideration the entire solution

How to keep it up-to-date

The diagram below shows where a reference architecture exists in reference to other processes of the Mojaloop Platform; what it must incorporate and understand, not only the vision and the principles, but also the requirements, previous experience and even forster technical innovation.



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Further Reading

Team Resources

Further Reading

Team Resources

The Team made use of a number of different resources in order to build the Reference Architecture proposal and high-level documentation.

Resource	Purpose	Link/URL
Miro	Build Use Case flow diagrams	Miro - Mojaloop Reference Architecture ☐
Google Docs	Session work notes for the team providing details of Reference Architecture for inclusion in the proposal and introductory documentation.	Mojaloop 2.0 Reference Architecture Work Sessions™
Google Sheets	Record of Common Interfaces in use in the Switch architecture, along with various other bits and pieces.	Mojaloop 2.0 Reference Architecture ☑
		Last Updated: 8/23/2021, 3:38:03 PM

← Glossary



vNext Build

Alpha -> Beta -> Production!

Internal release for developers

Stable interfaces

Happy path only

Fully testable

Requires load tests, but no optimisation



Design

Build of the foundation & Cross Cutting Concerns



Happy Path Features

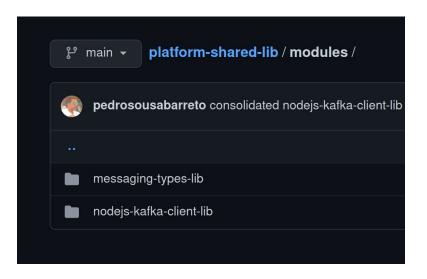


Alpha Release scheduled for May

After alpha, comes...



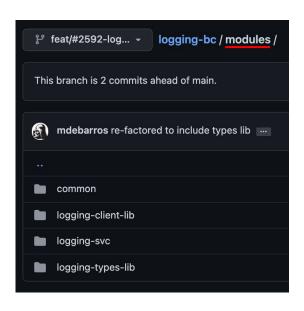
Objective - decouple from infra when possible



- Separate general types from actual implementations
- Design for extensibility and replaceability
- We should even be able to replace Kafka



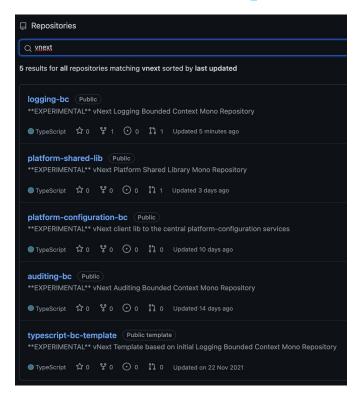
Objective - modularity through abstractions & interfaces



- De-coupling pattern through Interfaces (*-types-lib)
- Dependency injection through concrete implementations using interfaces on both
 Server (*-svc) and Client (*-client-lib) side
- Allows for multiple different concrete implementations (i.e. different backend, and infrastructure)
- Example:
 - Single Client produces logs to Messaging infra (e.g. Kafka)
 - Multiple Service implementation consume log messages from Messaging infra and indexes them into:
 - Databases (MySQL, PostgreSQL)
 - Loki (Grafana)
 - ElasticSearch (EFK/ELK)
 - FluentD / FluentBit, etc
- Common internal lib which is specific to the BC's context & usage



vNext Alpha Repositories



https://bit.ly/32rFTVR



Logging BC

Logging libs, clients and services

Platform Shared Lib

Common lib across all BC contexts (e.g. Messaging types/client-libs)

Platform Configuration BC

Common Configuration client /svc functions

Auditing BC

Auditing libs, clients and services

Typescript BC Template

Template to bootstrap BCs with mono repo tooling, basic structure and standards

We really need help!!

We STILL need developers willing to work on this effort



Questions?



Reading / References?

Official Ref Arch Doc Page: here

Ref Arch Working Doc: <u>here</u>

Ref Arch Miro Board: here

Next version build plan working doc: <u>here</u>

PI-13 Jan 21 - Mojaloop Performance, Scalability and Architecture Update: <u>here</u>

PI-14 Apr 2021 - Opening and Mojaloop Reference Architecture and TigerBeetle: here

PI-15 July 2021 - Reference Architecture v1.0: <u>here</u>, <u>videos</u>

PI-16 Oct 2021 - Reference Architecture and V2 update: here, videos

