



Week 4: Service-to-Service Communication

Unit 4: Calling the User Service via Hystrix

Calling the User Service via Hystrix

Resilience

Definition of resilience:

the ability of a system to handle unexpected situations

- without the user noticing it (best case)
- with a graceful degradation of service (worst case)

Fallback approach for graceful degradation:

which result to use if the call fails?

- use cached (potentially outdated) value
- use sensible default
- try second-best alternative (e.g. apply to message queue)

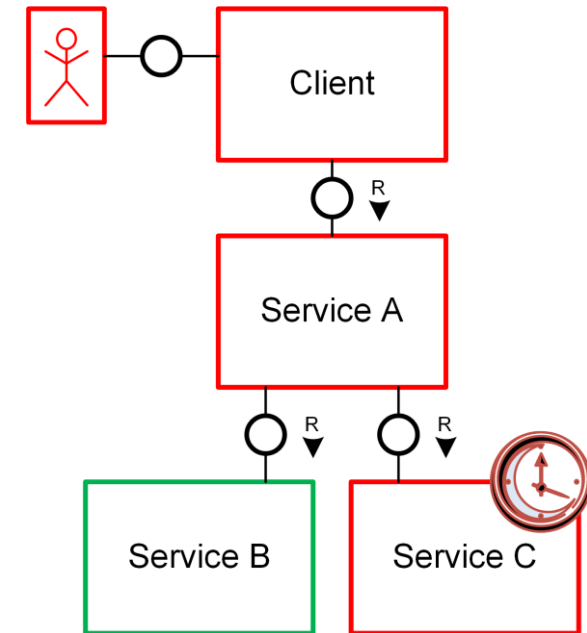


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Challenges

Service dependencies introduce latency and other points of failure

- What if called service does not answer (in time)?
- How to avoid cascading failures / latency?
- How to avoid flooding server after restart?



A Typical Problem Case

A customer creates an order. This triggers the order creation, and if it is successful, the warehouse system is informed for dispatching the order.

But: What should happen if the call to the warehouse system fails?

Calling the User Service via Hystrix

Hystrix – Resilience library

Hystrix

Easy to start with

- Many fault-tolerance patterns implementable
 - Fail fast / silent
 - Circuit breaker pattern
 - Load shedding (thread pool)
 - Advanced: request caching
- Many configuration options



Load shedding

requests are rejected under certain conditions

[Hystrix Wiki](#)

Calling the User Service via Hystrix

HystrixCommand

Wrap all potentially failing calls in a **HystrixCommand**

```
public class MyCommand extends HystrixCommand<String> {  
  
    public MyCommand() {  
        super(HystrixCommandGroupKey.Factory.asKey("ExampleGroup"));  
    }  
  
    @Override  
    protected String run() {  
        // creates client, sends request, handles response  
        return callGetUserService(id);  
    }  
}
```



Note: Each HystrixCommand is executed within a separate thread and is timed out automatically after 1000ms by default.

Calling the User Service via Hystrix

HystrixCommand – Execution patterns

Synchronous execution

```
String string = new MyCommand().execute();
```

Asynchronous execution

```
Future<String> future = new MyCommand().queue();  
String string = future.get(); // this blocks, consider future.isDone()
```

Reactive execution – inverts control flow (IoC)

```
Observable<String> observable = new MyCommand().observe();  
observable.subscribe( new Observer<String>() {  
    public void onError(Throwable e) { /* observed call encounters issue */ }  
    public void onNext(String v) { /* observed call emits data */ }  
    public void onCompleted() { /* after the last onNext() call */ }  
});
```

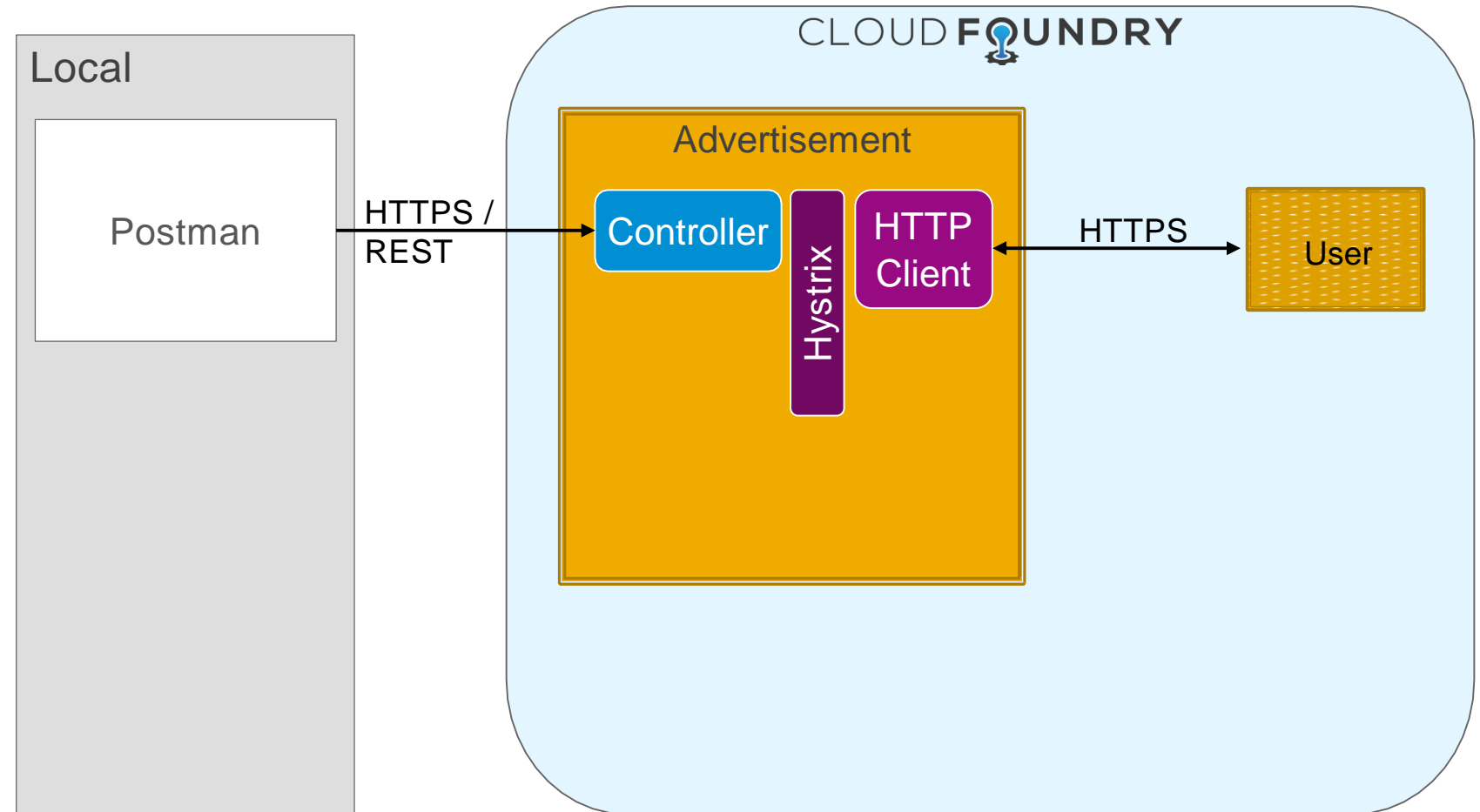
mechanism
to process data streams
(out of scope for this course)

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Exercise 17

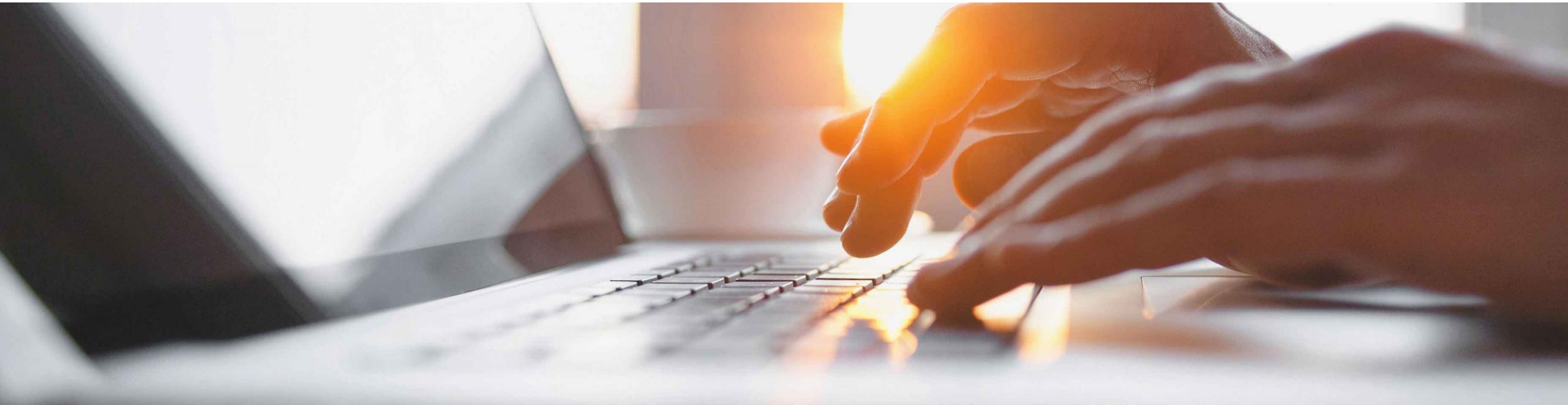


Exercise 17: Introduce Hystrix



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Review of sample solution



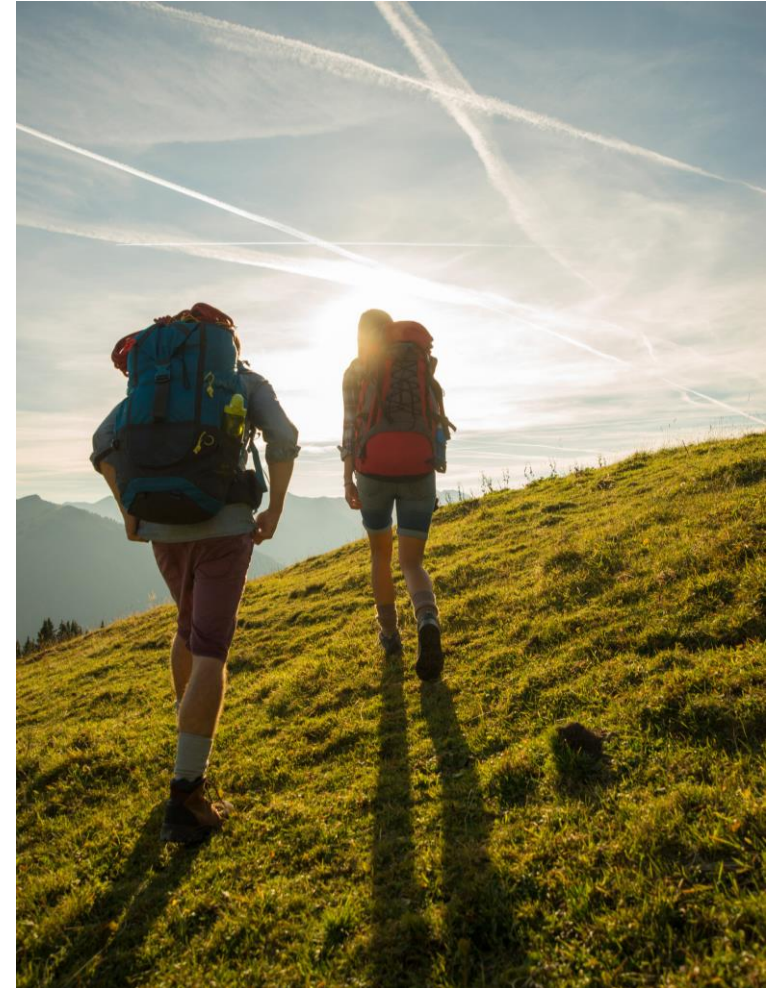
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Further reading

- [Hystrix Wiki](#)



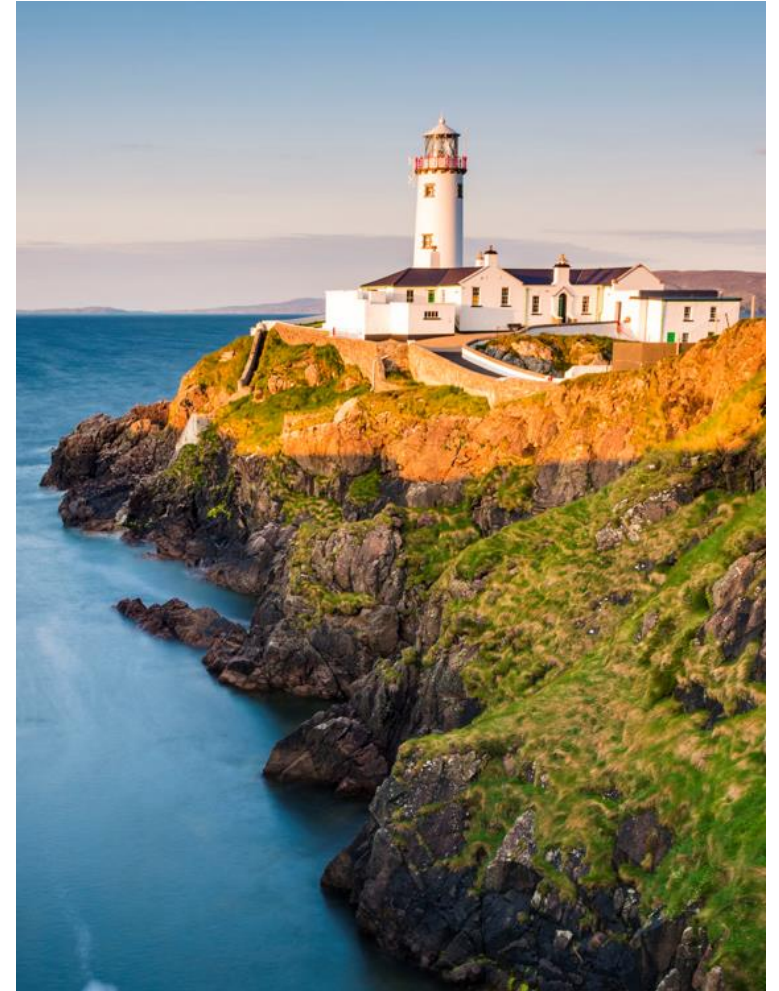
Additional Material



Calling the User Service via Hystrix

What you've learned in this unit

- Challenges in service-to-service communication
- What resilience is
- Hystrix
 - What it is
 - Why we use it
 - How to use it
- How to call the user service via Hystrix



Thank you.

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