Week 6: Additional Topics

Unit 6: Microservice Design – First Advice

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Microservice Design – First Advice

Questions addressed in this unit

So far, we've focused on writing *one* microservice well.

Some additional key design topics for cloud-native applications are:

- How to split functionality into microservices?
- How do services communicate with each other?
- How to design microservices internally?
- What is the scaling model?
- How to set up your development organization?
- Where to find resources and design guidance?

This section gives *initial guidance* on how to start.

Microservice Design – First Advice

Disclaimer

Disclaimer!

This section does not claim to really explain the relevant topics of design, architecture, team setup, process etc.

The goal is just to give a rough idea and create awareness of the topic that you really need to work on in your project!

Microservice Design – First Advice

Microservice disasters

One example of how NOT to do it:

- Monolith broken down into **150** microservices
- > 100 developers, 18 months, everyone wrote ‘their service’
- One architecture guideline: No data duplication!
- Other guideline: REST APIs (synchronous!) for everything, huge number of internal API calls, no Hystrix used
- REST calls took on average 150 ms, target SLA 99.9%; 200 calls needed to service one outside request => 13% SLA
- No continuous integration / delivery / automation infrastructure

For stories search youtube with "microservice disasters"

Microservice Design – First Advice

Introduction to Domain-Driven Design

DDD is a Design Method

- invented by Eric Evans for large system development / evolution, fits very well for cloud-native applications
- leads to highly cohesive and loosely coupled services

DDD – *Strategic Design* Level

- Observation: Large systems don't have "one complete and consistent model"
- Concerned with finding the domains and subdomains of your application
  - **Core domain**: Your area of innovation/IP
  - **Generic domain**: Stuff that many apps need, e.g. user management
  - **Supporting domain**: In-between, specific to your case
- Key: *Focus DDD design efforts on the core domain!*
- Buy generic, build core and supporting domain code

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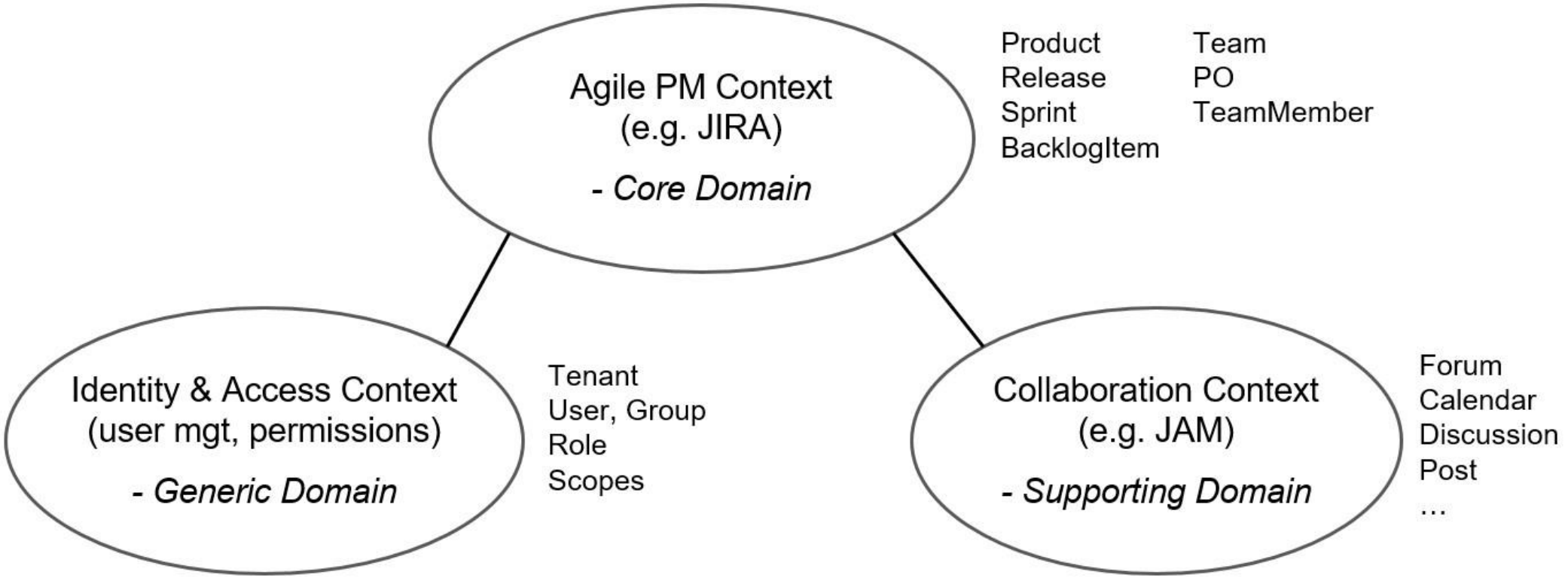
Context maps

A **context map** is useful to show the domains / bounded contexts, their types and relationships.



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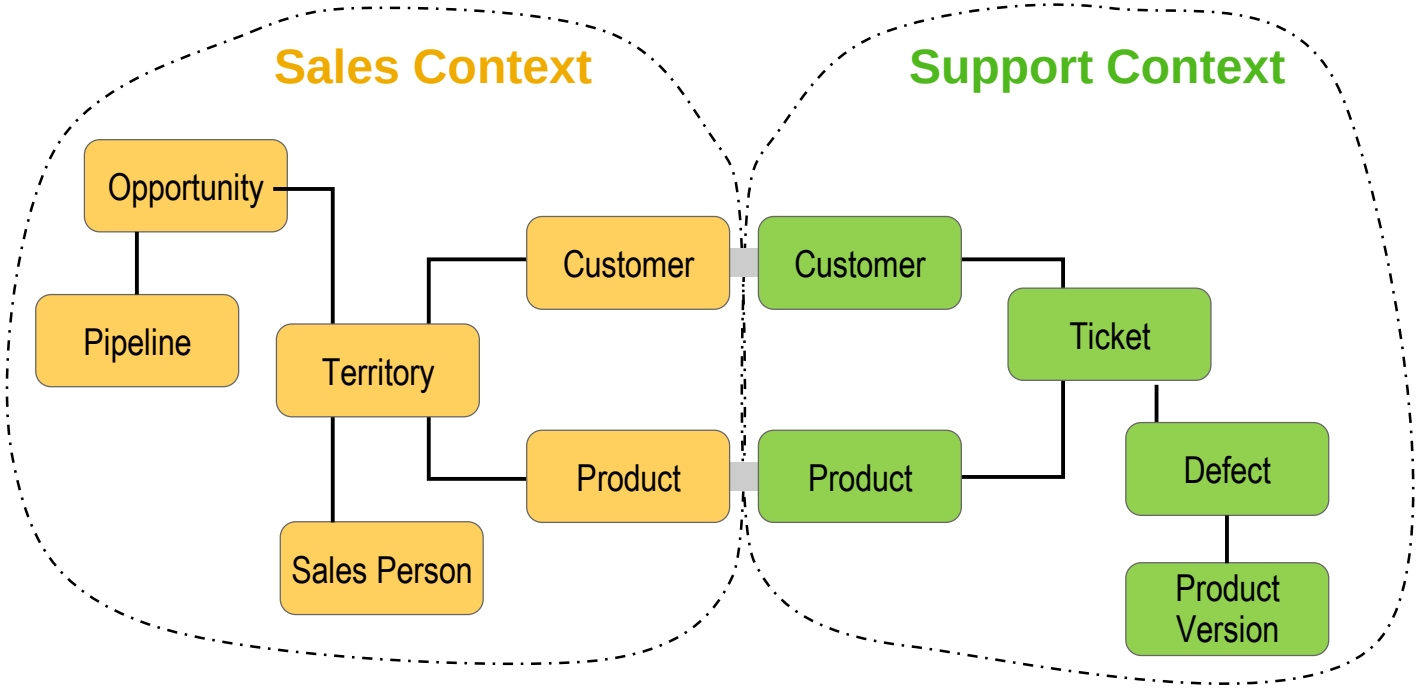
Model discovery and bounded contexts

Identify core concepts in the (sub-) domain by modeling key use cases.

- The same **term** usually means different things in different contexts. Model (and implement) them separately, i.e. with *separate data*
- A **bounded context** is a domain scope where concepts and language are logically complete and consistent.



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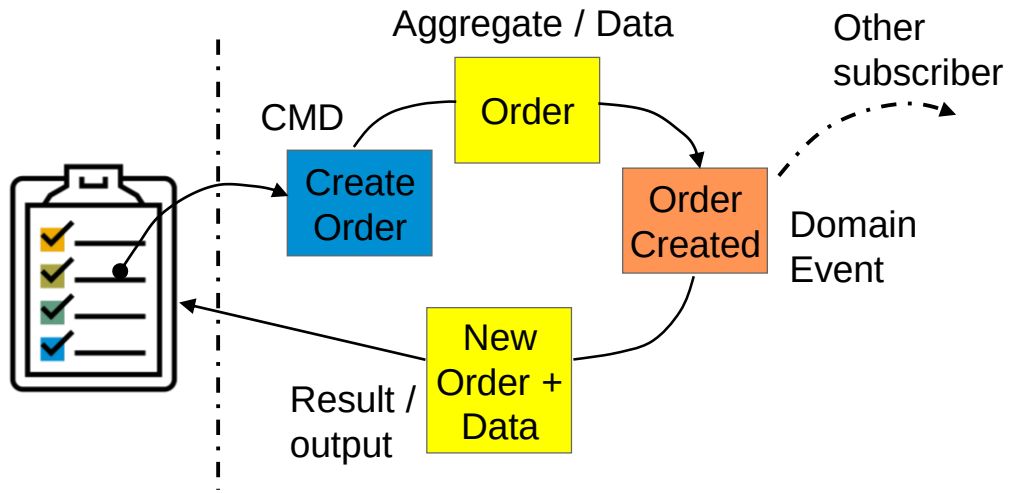
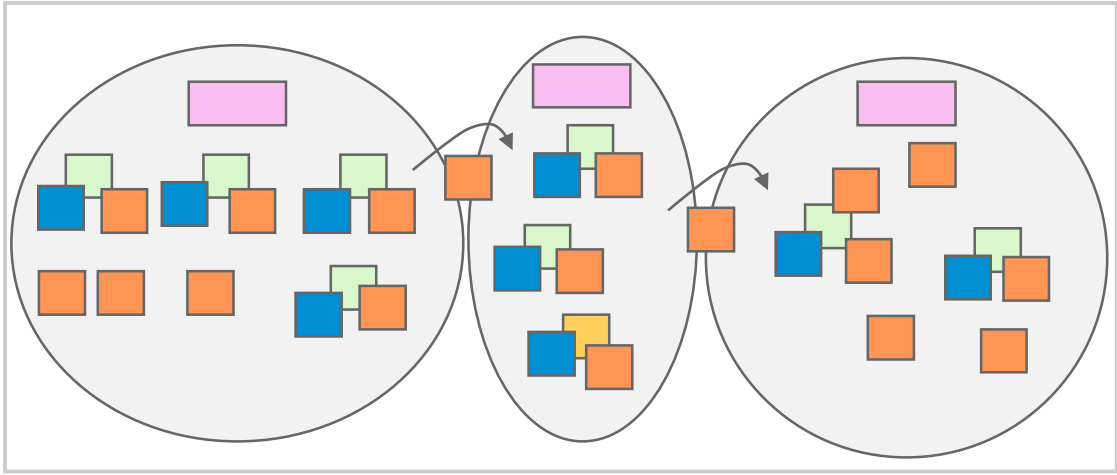
Event storming for business process discovery

Event Storming

- Outside-in domain modeling approach
- Often a moderated workshop with developers and domain experts
- ***Focus on business process, not on data!***



- Start with modeling process by relevant **business events**
- Identify needed data → Identify domains and sub-domains



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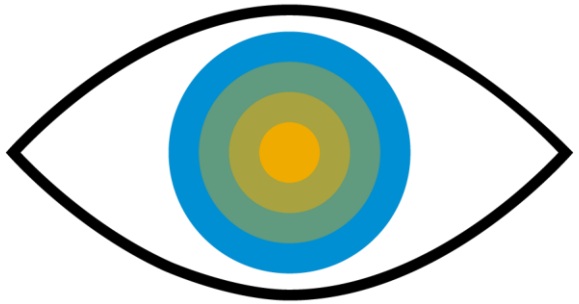
Key elements of DDD implementation design

- **Entity**: Has identity and attributes (e.g. Customer, Order)
- **Value Object (VO)**: Has NO identity (e.g. Address), favor VOs
- **Aggregate**: A few entities and VOs that have common lifetime, generally saved and loaded as one
- **Invariant**: Consistency rule that must be true, implemented at aggregate level, defines transaction boundary
- **Domain Event**: Something relevant happened in system, used within *and between* microservices for eventual consistency
- **Factories** create aggregates, **Repositories** manage persistence



Good aggregate design is a key ingredient to scalability.

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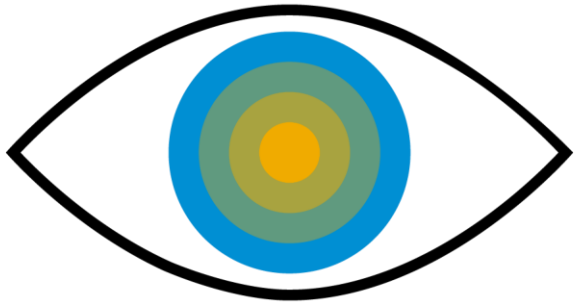
Making the right architecture / design choices

Remember the microservice architecture constraints:

- Each microservice has its own and separate data / DB
- No transaction across microservices; instead eventual consistency
- Calls between microservices are 10000x slower* than within
- Must design for failure everywhere (hardware, software)
- Scale horizontally
- Build in resilience to reach > 99.99%



* REST call ≈ 10-20 ms; Java method call < 1μs

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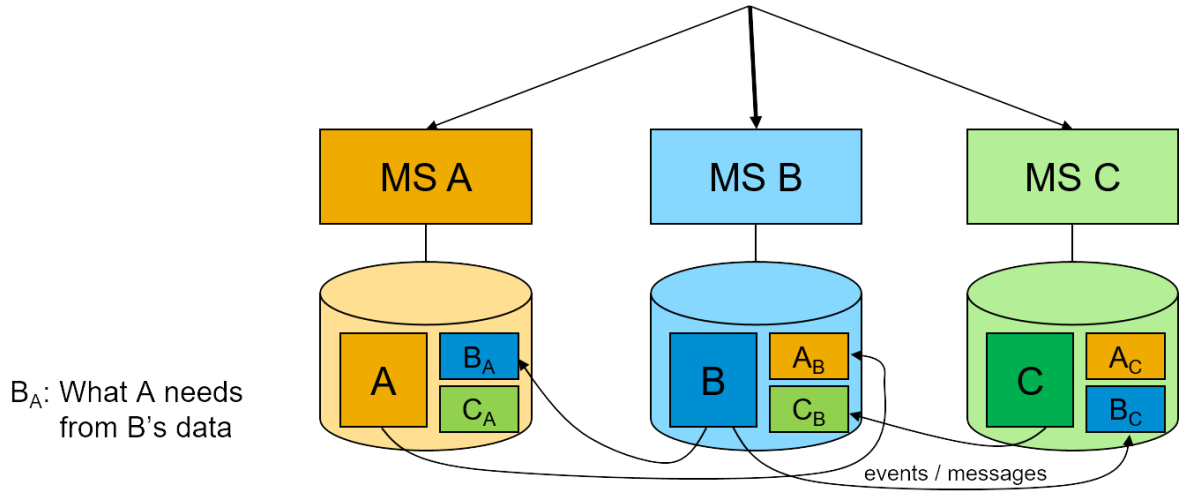
Initial design guidelines

First: Know your domain! Then start with these guidelines:

- Start with a few microservices, one microservice per bounded context
  - Separate out smaller microservices only when needed for scalability
- A microservice owns some data and replicates some data from others
  ⇒ can answer most requests without sync. calls to other microservices
- Use async. messages / events for updates between microservices



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Further reading

Additional Material

- DDD eLearning by Eric Evans
- Splitting the monolith (Chapter 5 of ‘Building Microservices’)
- Cloud Design Patterns (Microsoft)
- Microservice Architecture of Otto.de
- Recommended Books:
  - Implementing Domain-Driven Design
    by Vaughn Vernon, publisher: Pearson Education
  - Building Microservices
    by Sam Newman, publisher: O'Reilly

Microservice Design – First Advice

How to get started

Cloud applications raise new and significant challenges

- Managers and architects: read “Building Microservices”
- Architects and developers: read “Implementing Domain-Driven Design” and/or other DDD books
- Go to a DDD training & apply it to your ‘core domain’
- Design with load and TCO in mind!
- Implement full test automation and continuous delivery
- Set up teams to own and operate 1-2 services

Thank you.

Contact information:

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