Technology for Microservices



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Module Overview



Communication

Hosting Platforms

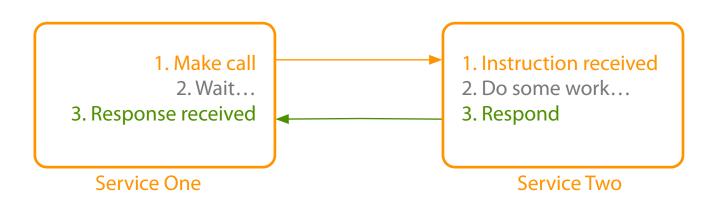
Observable Microservices

Performance

Automation Tools

Communication

Synchronous | Asynchronous



Request response communication

Client to service

Service to service

Service to external

Remote procedure call

Sensitive to change

HTTP

Work across the internet

Firewall friendly

REST

CRUD using HTTP verbs

Natural decoupling

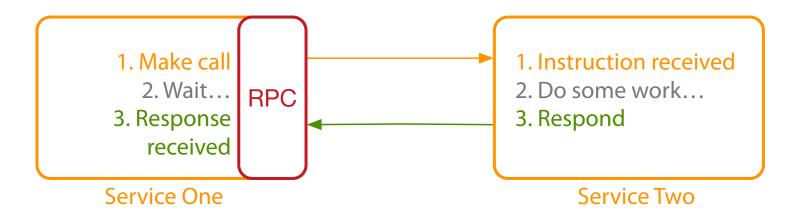
Open communication protocol

REST with HATEOS

Synchronous issues

Both parties have to be available

Performance subject to network quality



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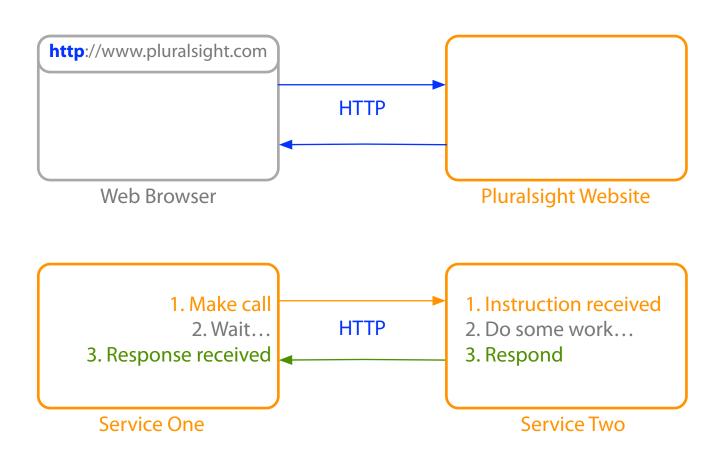
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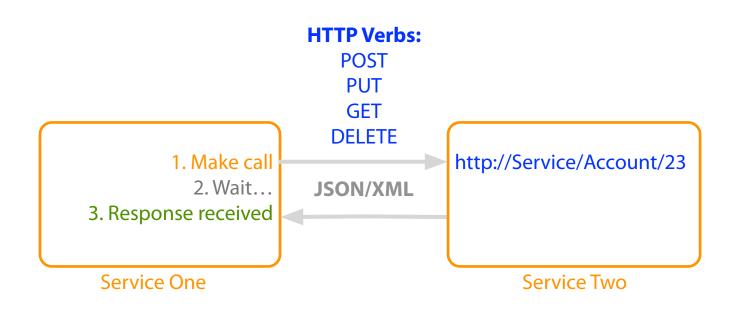
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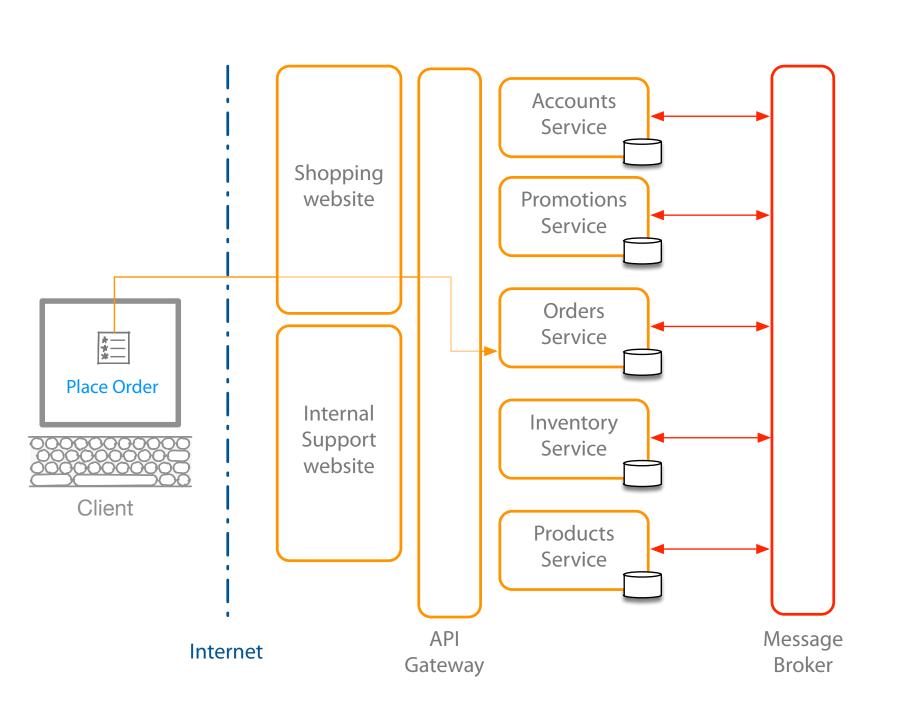
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Event based

Mitigates the need of client and service availability Decouples client and service

Message queueing protocol

Message Brokers

Subscriber and publisher are decoupled

Microsoft message queuing (MSMQ)

RabbitMQ

ATOM (HTTP to propagate events)

Asynchronous challenge

Complicated

Reliance on message broker

Visibility of the transaction

Managing the messaging queue

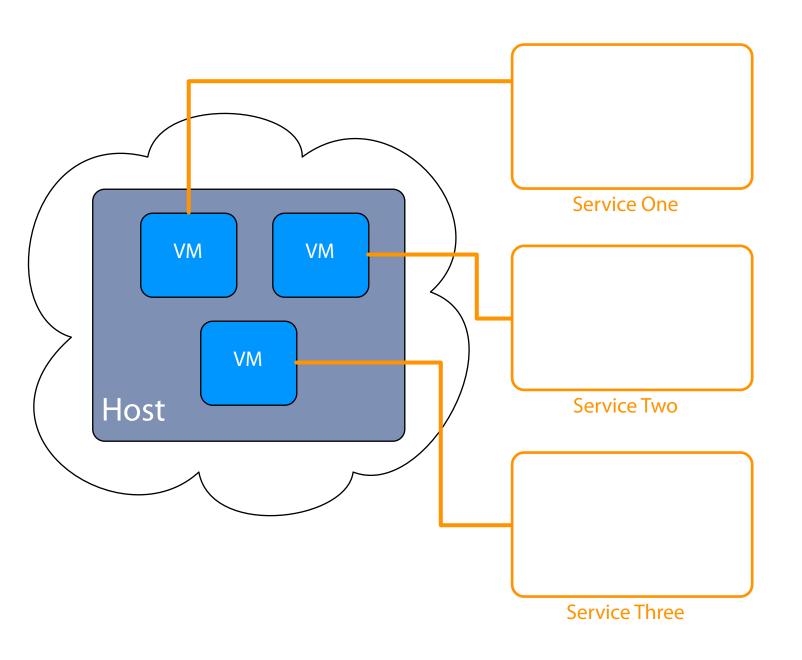
Real world systems

Would use both synchronous and asynchronous

Hosting Platforms

Virtualization | Containers | Self Hosting | Registry and Discovery

Hosting Platforms: Virtualization



A virtual machine as a host

Foundation of cloud platforms

Platform as a service (PAAS)

Microsoft Azure

Amazon web services

Your own cloud (for example vSphere)

Could be more efficient

Takes time to setup

Takes time to load

Take quite a bit of resource

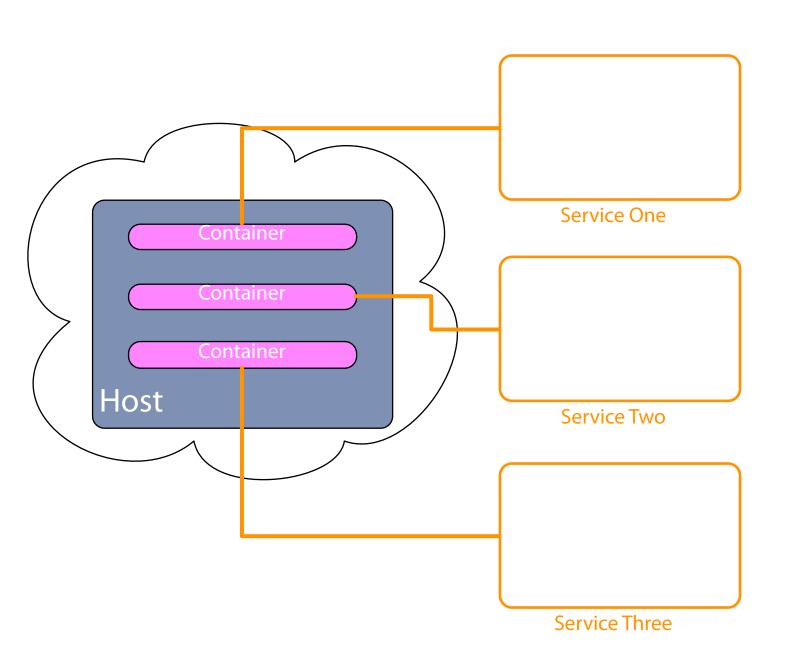
Unique features

Take snapshot

Clone instances

Standardised and mature

Hosting Platforms: Containers



Type of virtualization

Isolate services from each other

Single service per container

Different to a virtual machine

Use less resource than VM

Faster than VM

Quicker to create new instances

Future of hosted apps

Cloud platform support growing

Mainly Linux based

Not as established as virtual machines

Not standardised

Limited features and tooling

Infrastructure support in its infancy

Complex to setup

Examples

Docker

Rocker

Glassware

Hosting Platforms: Self Hosting



Implement your own cloud

Virtulization platform
Implement containers

Use of physical machines

Single service on a server Multiple services on a server

Challenges

Longterm maintenance

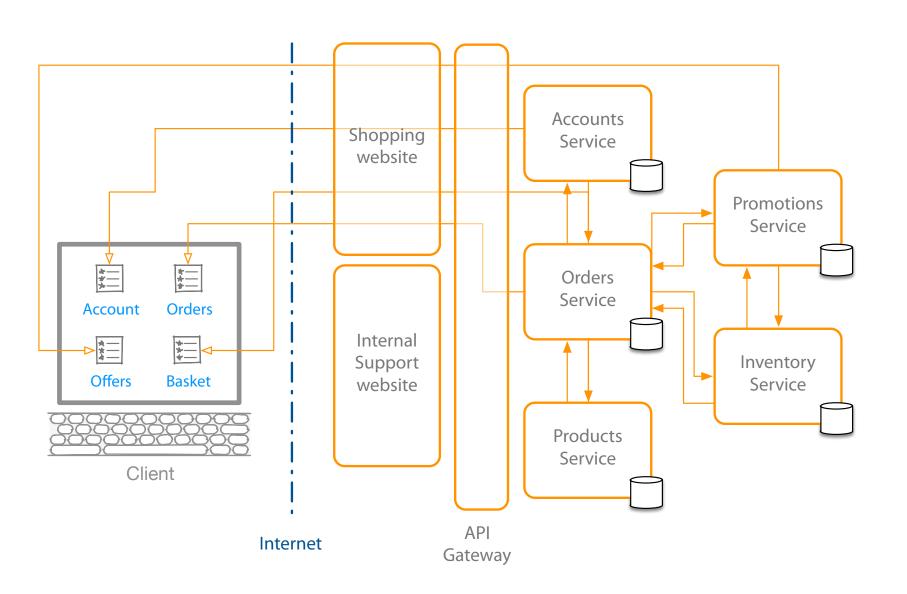
Need for technicians

Training

Need for space

Scaling is not as immediate

Hosting Platforms: Registration and Discovery



Where?

Host, port and version

Service registry database

Register on startup

Deregister service on failure

Cloud platforms make it easy

Local platform registration options

Self registration

Third-party registration

Local platform discovery options

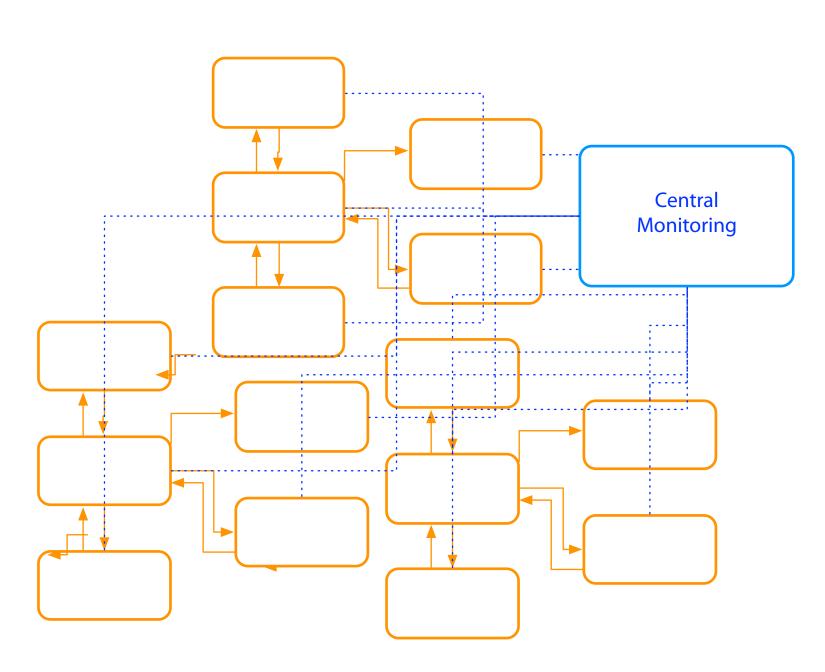
Client-side discovery

Server-side discovery

Observable Microservices

Monitoring Tech | Logging Tech

Observable Microservices: Monitoring Tech



Centralised tools

Nagios

PRTG

Load balancers

New Relic

Desired features

Metrics across servers

Automatic or minimal configuration

Client libraries to send metrics

Test transactions support

Alerting

Network monitoring

Standardise monitoring

Central tool

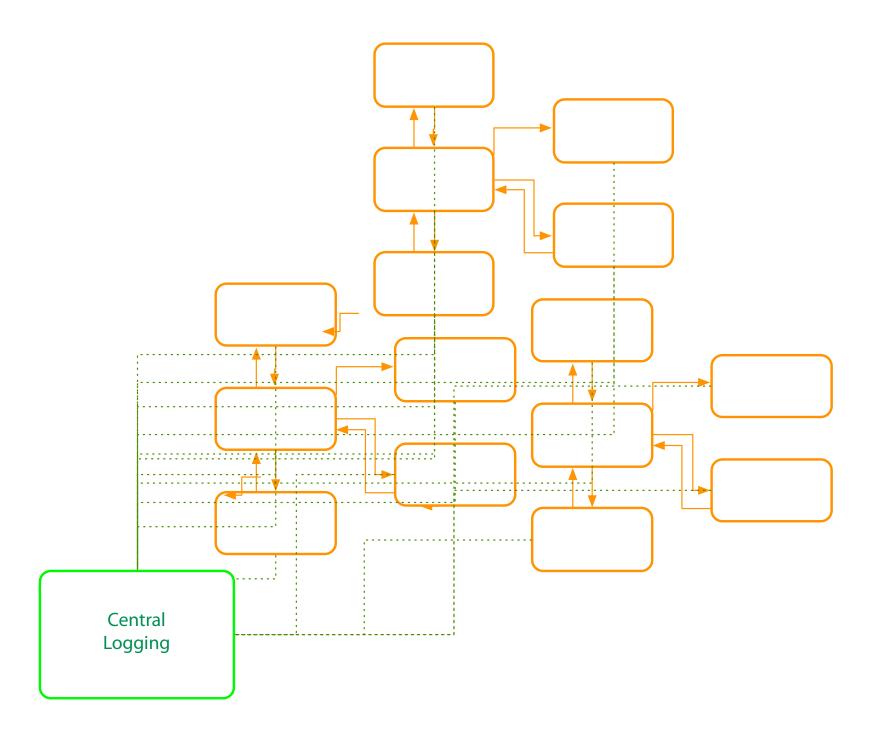
Preconfigured virtual machines or containers

Real-time monitoring

Observable Microservices

Monitoring Tech | Logging Tech

Observable Microservices: Logging Tech



Portal for centralised logging data

Elastic log

Log stash

Splunk

Kibana

Graphite

Client logging libraries

Serilog

and many more...

Desired features

Structured logging

Logging across servers

Automatic or minimal configuration

Correlation\Context ID for transactions

Standardise logging

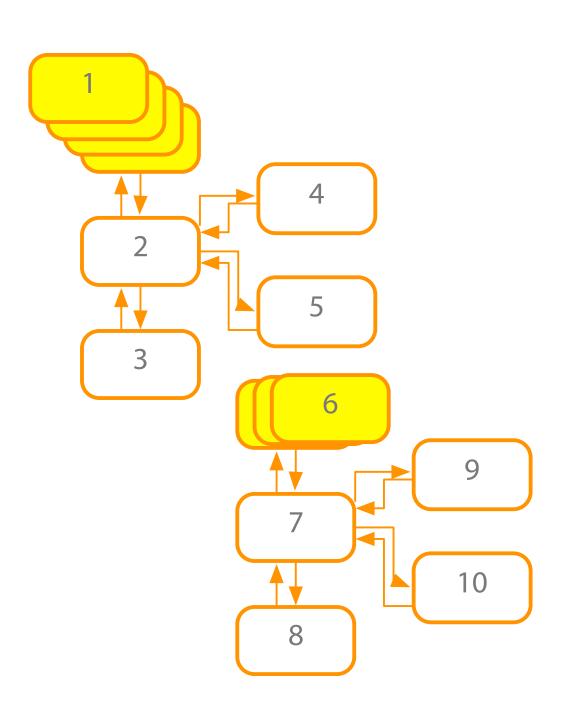
Central tool

Template for client library

Microservices Performance

Scaling | Caching | API Gateway

Microservices Performance: Scaling



How

Creating multiple instances of service Adding resource to existing service

Automated or on-demand

PAAS auto scaling options

Virtualization and containers

Physical host servers

Load balancers

API Gateway

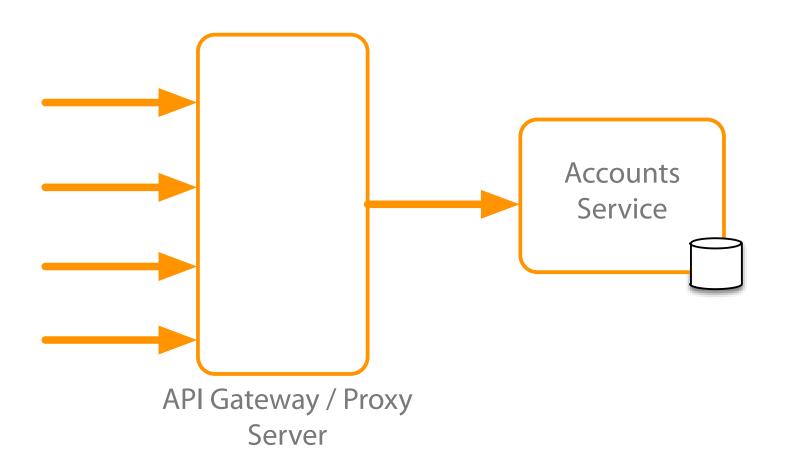
When to scale up

Performance issues

Monitoring data

Capacity planning

Microservices Performance: Caching



Caching to reduce

Client calls to services

Service calls to databases

Service to service calls

API Gateway\Proxy level

Client side

Service level

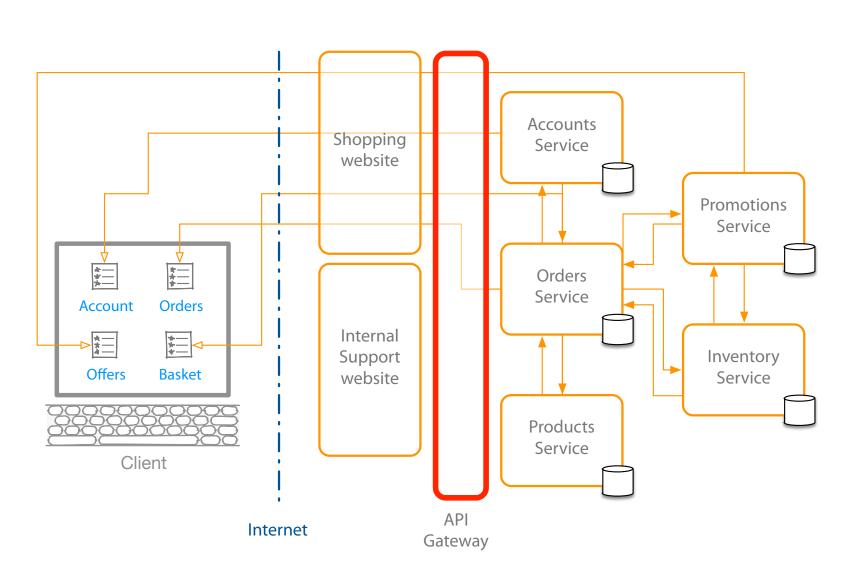
Considerations

Simple to setup and manage Data leaks

Microservices Performance

Scaling | Caching | API Gateway

Microservices Performance: API Gateway



Help with performance

Load balancing

Caching

Help with

Creating central entry point

Exposing services to clients

One interface to many services

Dynamic location of services

Routing to specific instance of service

Service registry database

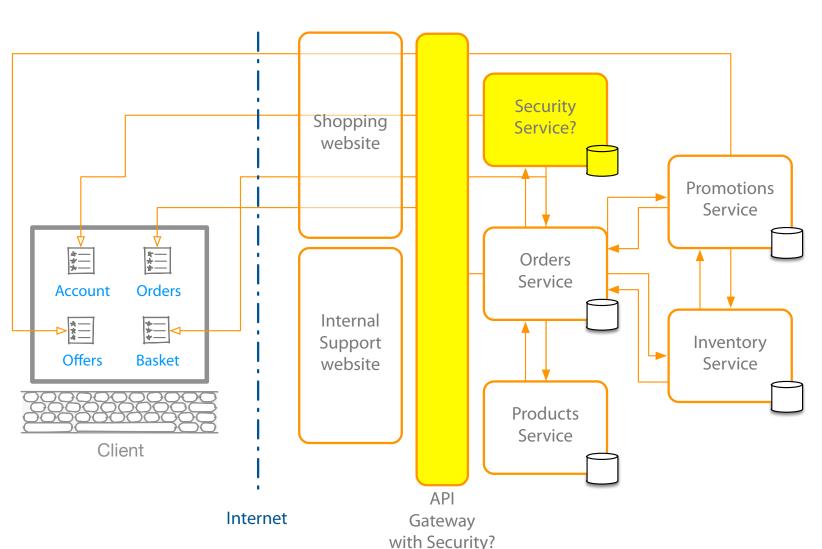
Security

API Gateway

Dedicated security service

Central security vs service level

Microservices Performance: API Gateway



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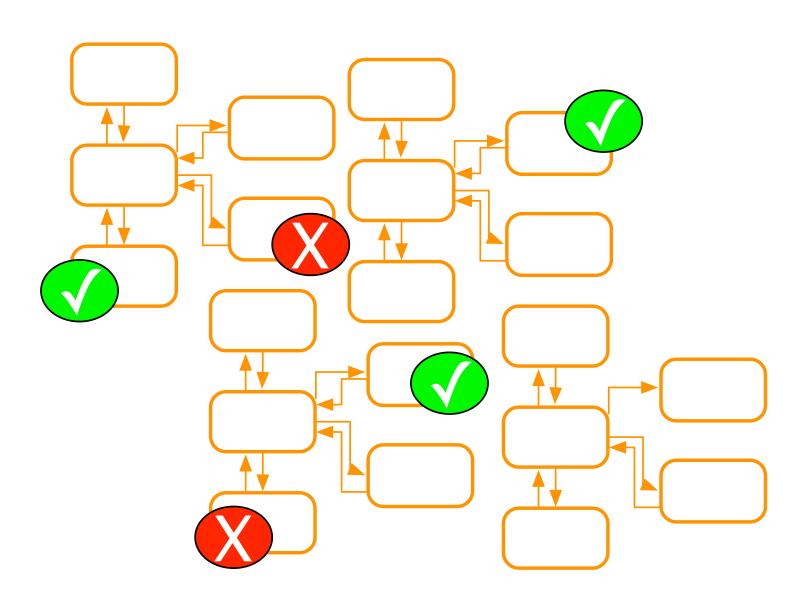
Dedicated security service

Central security vs service level

Automation Tools

Continuous Integration | Continuous Deployment

Automation Tools: Continuous Integration



Many CI tools

Team Foundation Server

TeamCity

Many more!

Desired features

Cross platform

Windows builders, Java builders and others

Source control integration

Notifications

IDE Integration (optional)

Map a microservice to a CI build

Code change triggers build of specific service

Feedback just received on that service

Builds and tests run quicker

Separate code repository for service

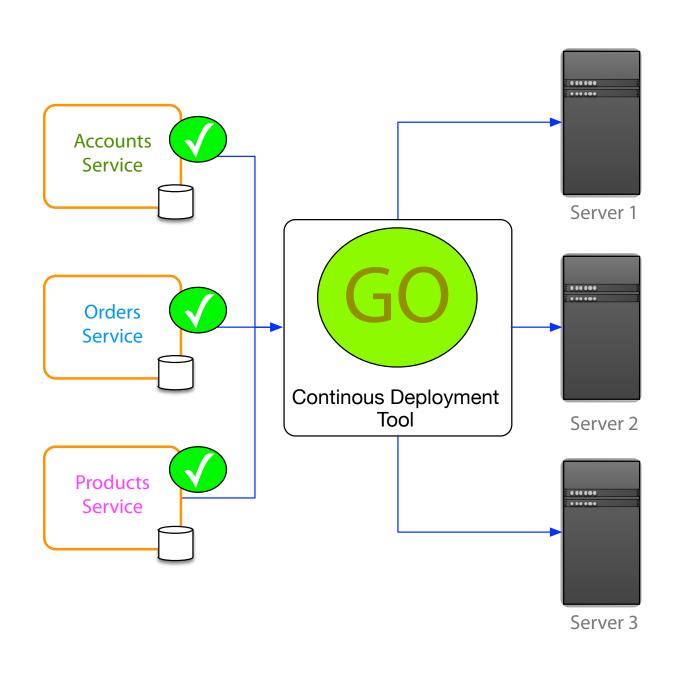
End product is in one place

CI builds to test database changes

Both microservice build and database upgrade are ready

Avoid one CI build for all services

Automation Tools: Continuous Deployment



Many CD tools

Aim for cross platform tools

Desired features

Central control panel

Simple to add deployment targets

Support for scripting

Support for build statuses

Integration with CI tool

Support for multiple environments

Support for PAAS

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Continuous Integration

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