MONOLITHS TO MICROSERVICES

Sam Newman

Day Two

Overview

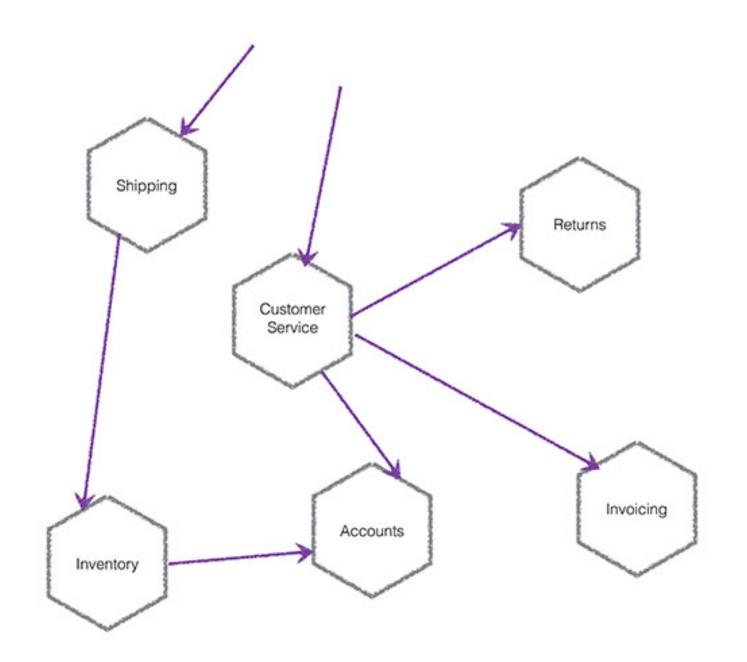
- Questions from day 1 & exercises
- Service collaboration options
- Build & Deployment
- Monitoring

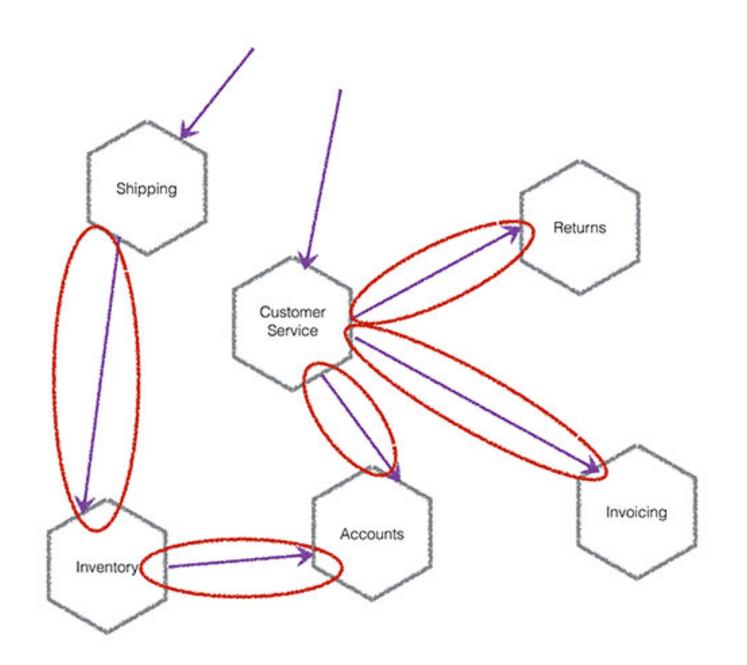
MONOLITHS TO MICROSERVICES

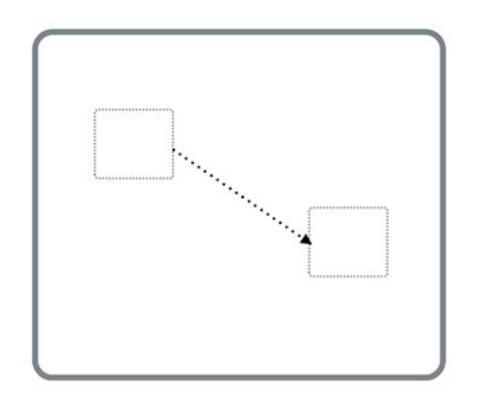
Sam Newman

Service Interactions









Cost of change is low

Easy to reason about

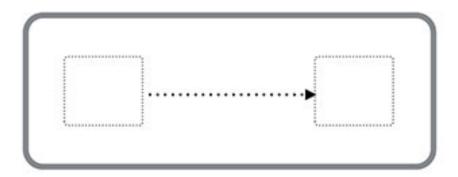


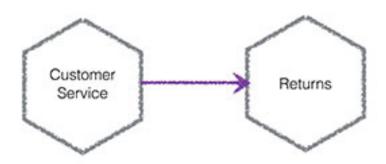
Changing a call?

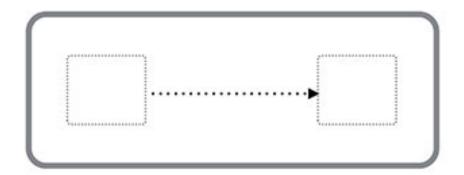
potential API breakage

two deployments to rollout a change

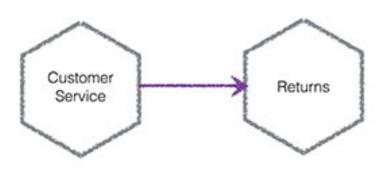
Are calls between services like calls inside a process boundary?

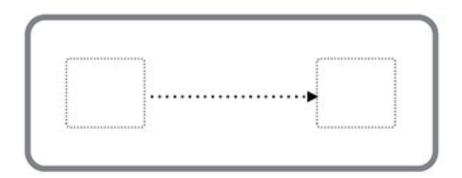






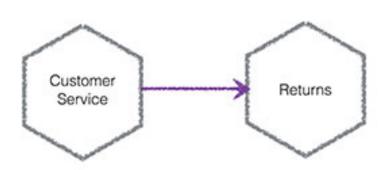
Per-call overhead is very low

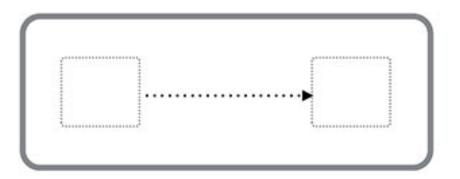




Per-call overhead is very low

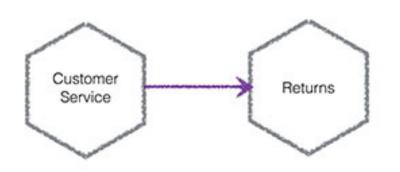
Movement of data by reference



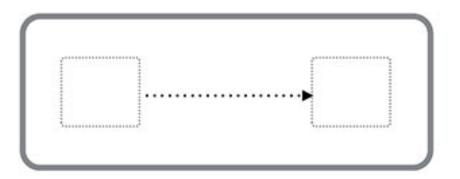


Per-call overhead is very low

Movement of data by reference

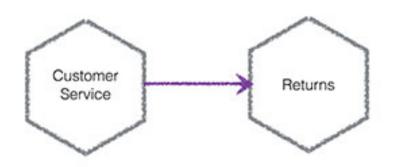


Call overhead can be very high



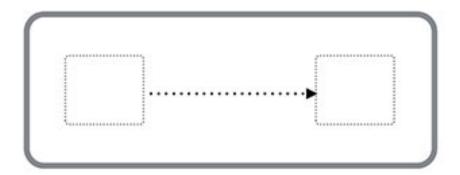
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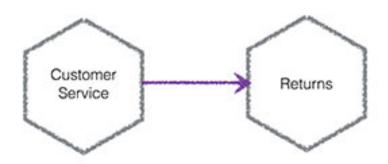
Movement of data by reference

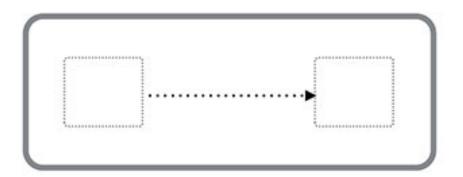


Call overhead can be very high

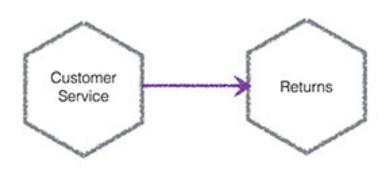
Data moved by marshalling, or handing off to an external store

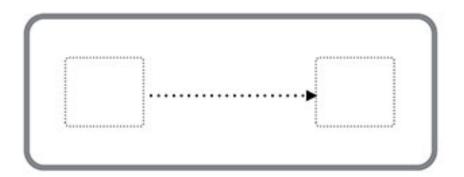




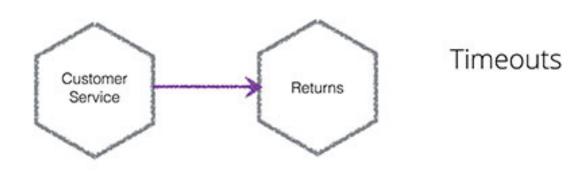


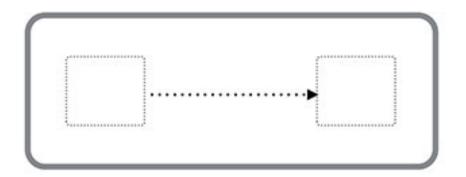
Errors straightforward



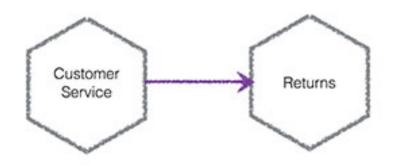


Errors straightforward



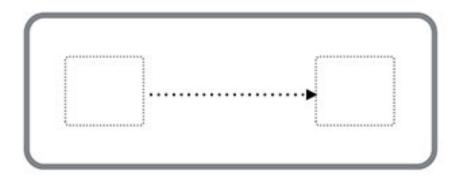


Errors straightforward

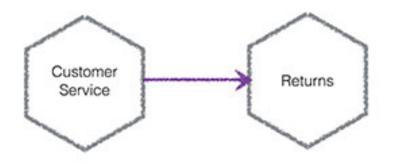


Timeouts

Downstream outage



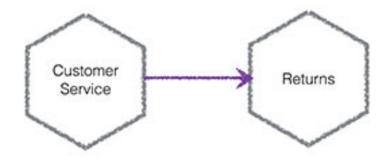
Errors straightforward



Timeouts

Downstream outage

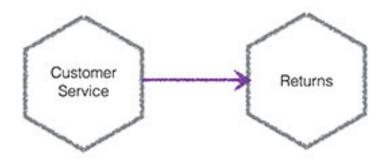
Difference between client and server errors



4XX - you did something wrong!

5XX - there is something wrong at my end...

4XX vs 5XX status codes



4XX - you did something wrong!

5XX - there is something wrong at my end...

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28 4XX Error Codes

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https://en.wikipedia.org/wiki/List_of_HTTP_status_codes



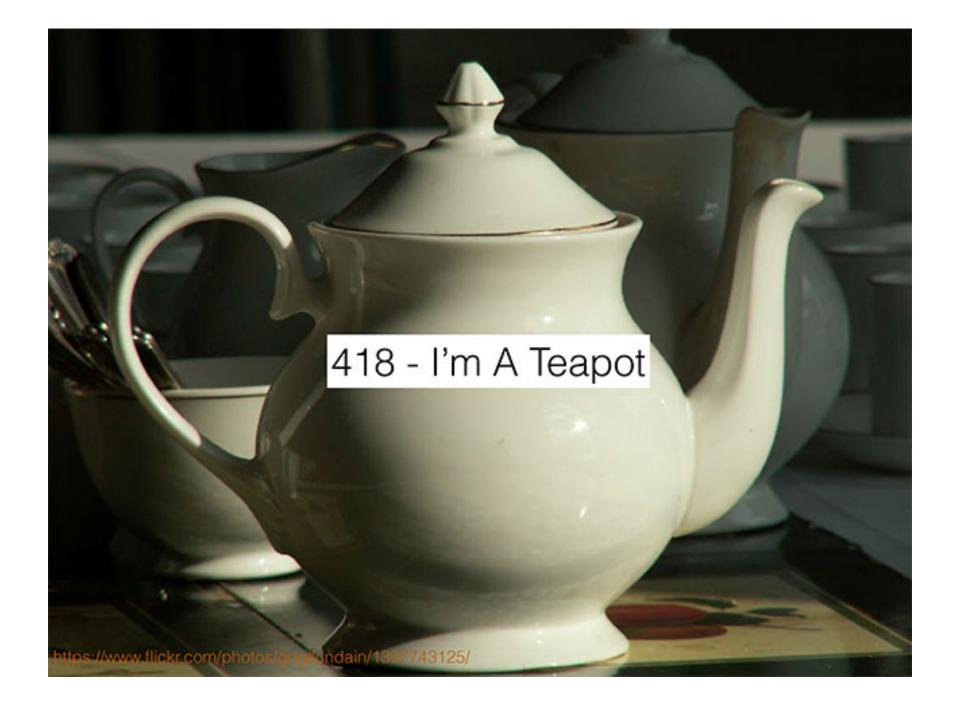
28 4XX Error Codes

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11 5XX Error Codes

https://en.wikipedia.org/wiki/List_of_HTTP_status_codes









Keep it simple

Simple = Synchronous, Request Response Communication

Asynchronous

Asynchronous

Block and wait

Asynchronous

Block and wait

Fire and (maybe) forget

Asynchronous

Block and wait

Fire and (maybe) forget

Simple to reason about

Block and wait

Asynchronous

Fire and (maybe) forget

Simple to reason about

Technology more straight forward

Block and wait

Asynchronous

Fire and (maybe) forget

Simple to reason about

Technology more straight forward Great for longrunning jobs

Block and wait

Asynchronous

Fire and (maybe) forget

Simple to reason about

Great for longrunning jobs

Technology more straight forward

And low latency too!

Block and wait

Asynchronous

Fire and (maybe) forget

Simple to reason about

Great for longrunning jobs

Technology more straight forward

And low latency too!

More complex

Request/Response

Request/Response

Event-based

Request/Response

Event-based

Initiate a request, expect a response

Request/Response

Initiate a request, expect a response

Event-based

Things happen, things react

Event-based

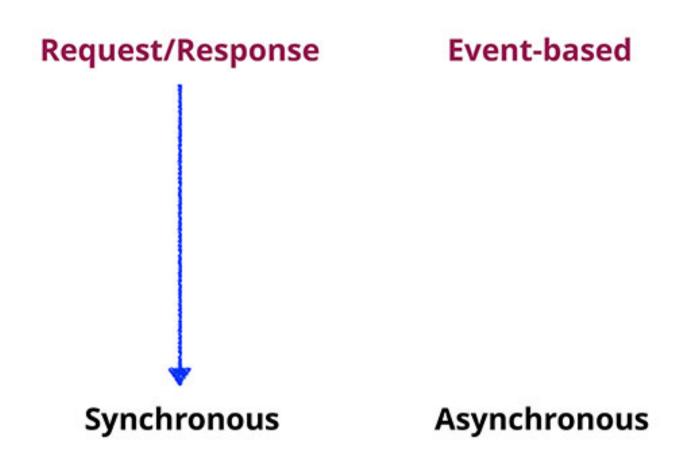
Event-based

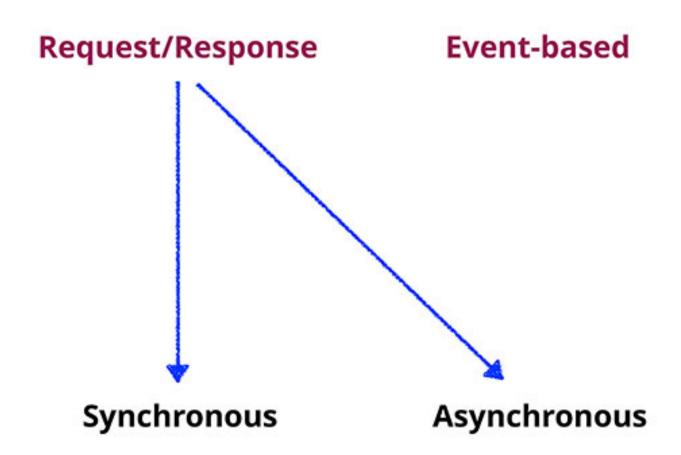
Synchronous

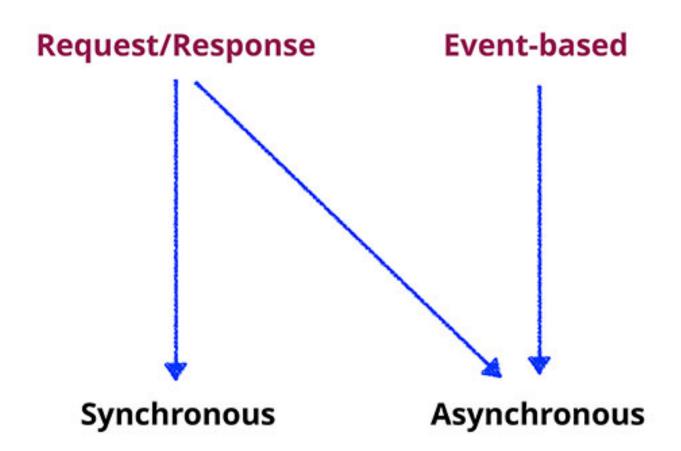
Event-based

Synchronous

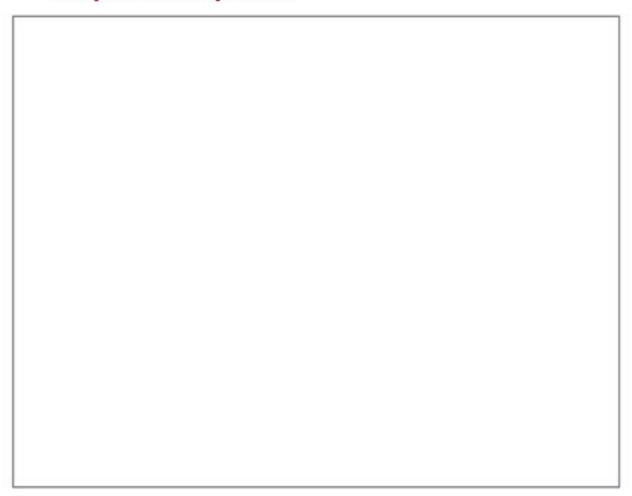
Asynchronous











Event-based Request/Response

| | Request/Response | Event-based |
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Request/Response **Event-based** Synchronous Asynchronous

Event-based

Synchronous

RPC

HTTP

Asynchronous

Event-based

Synchronous

Asynchronous

RPC

HTTP

RPC

HTTP

Event-based Request/Response Synchronous **RPC** HTTP **RPC** Asynchronous HTTP HTTP

Event-based

Synchronous

Asynchronous

RPC

HTTP

RPC

HTTP

Akka

HTTP

Request/Response **Event-based** Synchronous **RPC** HTTP **RPC** Asynchronous HTTP HTTP Akka Message Brokers Message Brokers

Simple = Synchronous, Request Response Communication

HTTP

Very well supported

Good error handling semantics

Cache controls

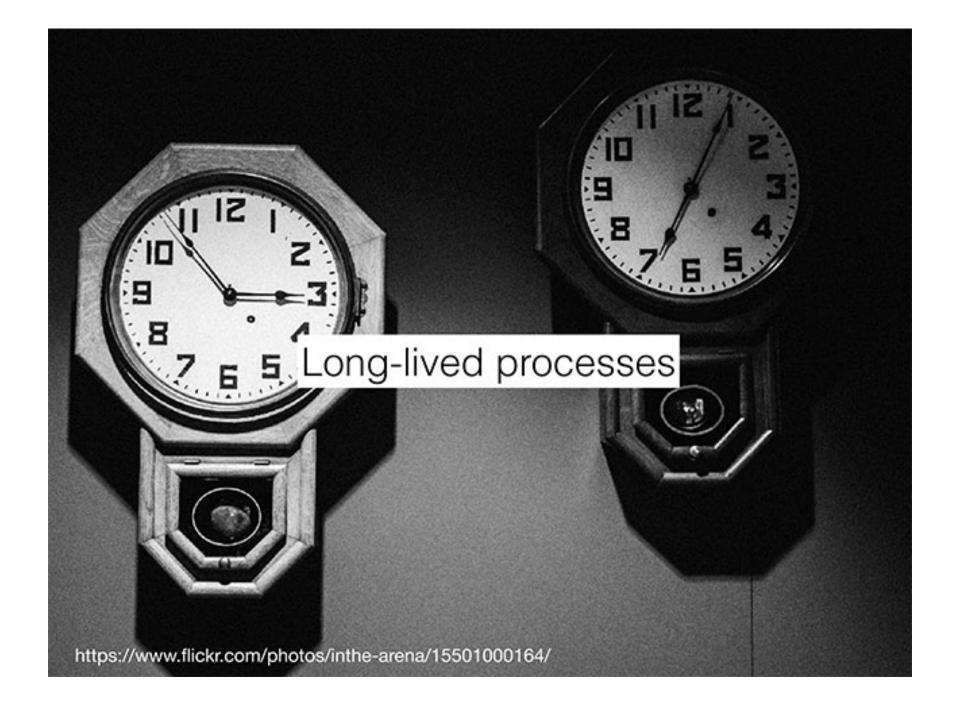
Easy to scale - good, reliable (boring?) technology

Where does this break down?





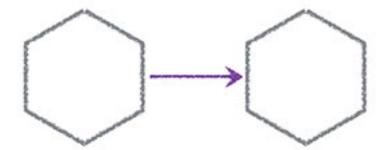
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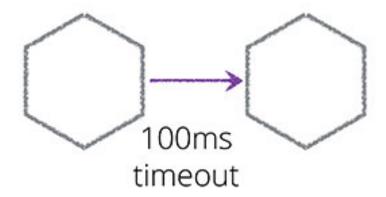


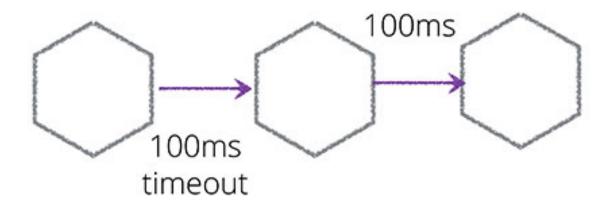


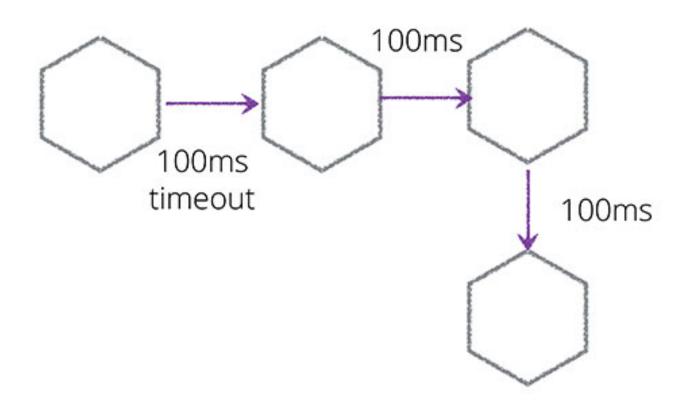


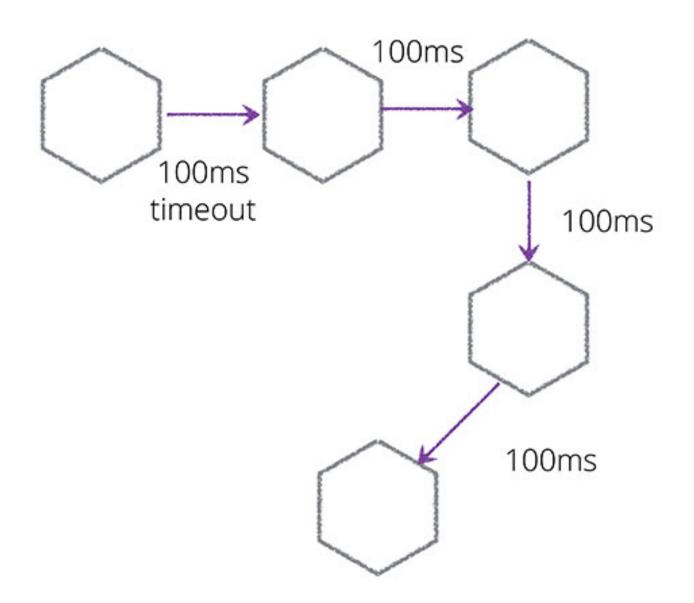
Call overhead

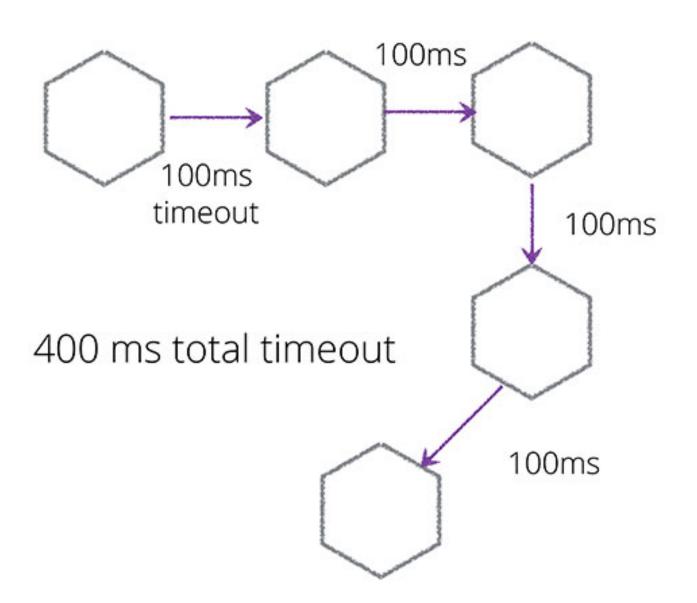




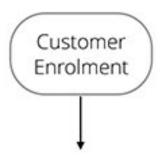


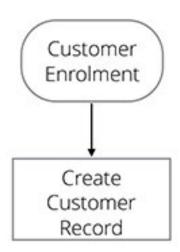


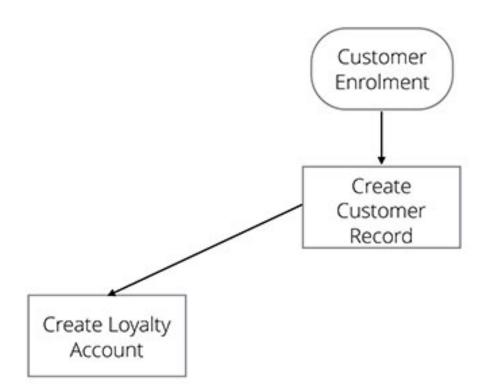


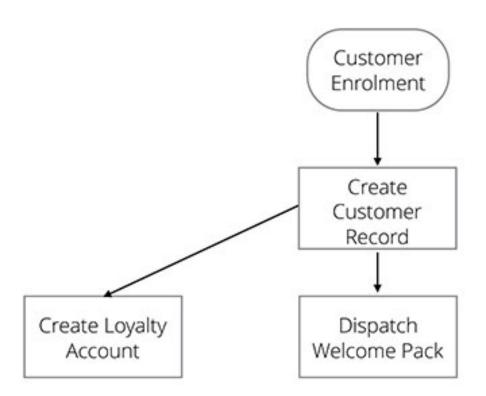


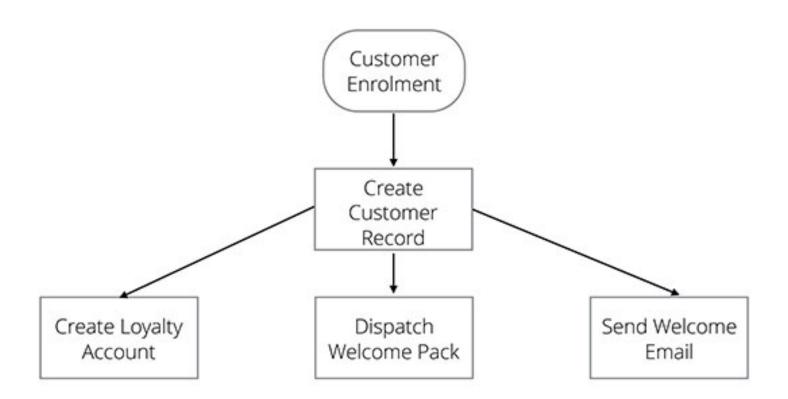
Choreography vs Orchestration

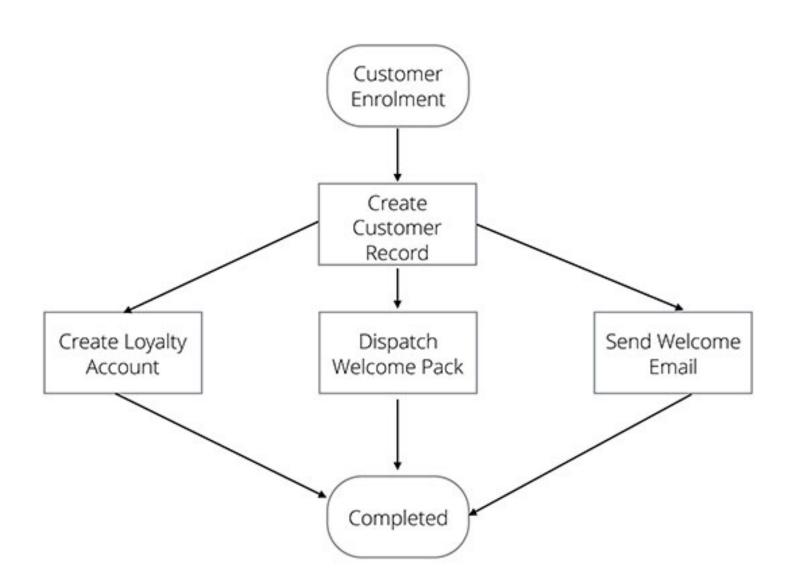


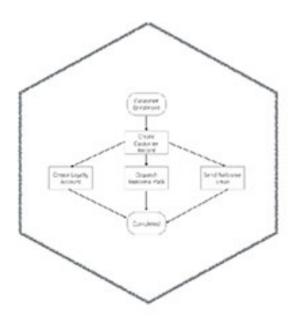


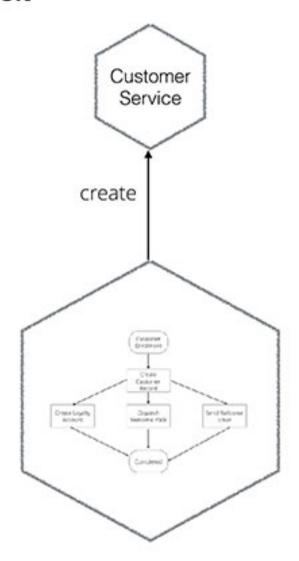


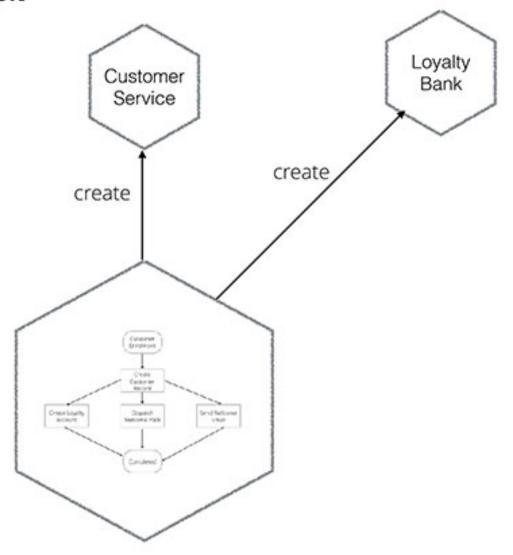


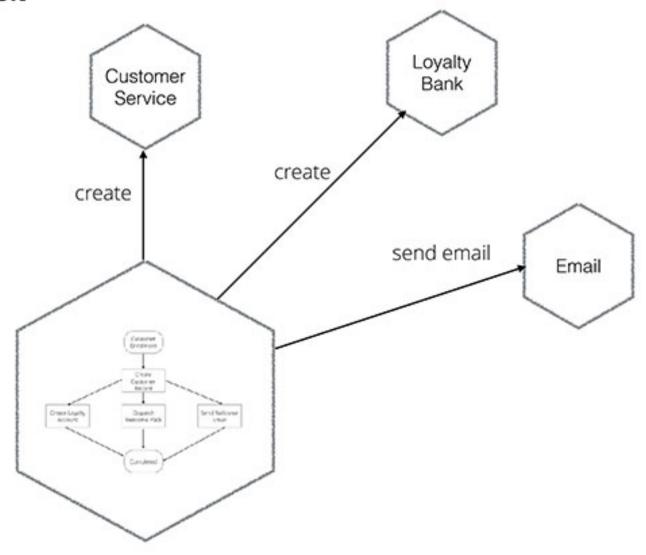


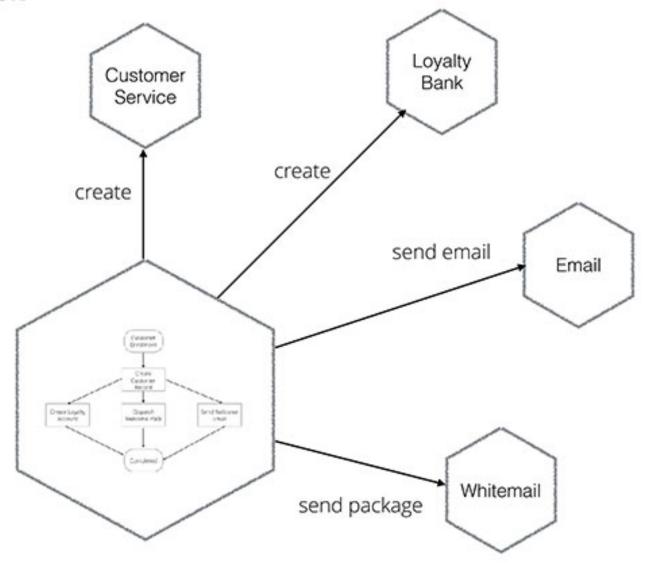












Explicit representation of business process

Explicit representation of business process

Know in-line if there has been a problem

Explicit representation of business process

Know in-line if there has been a problem

Cons

Explicit representation of business process

Know in-line if there has been a problem

Cons

Can be fairly coupled

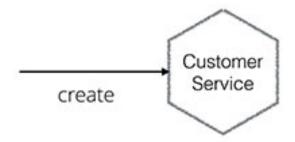
Explicit representation of business process

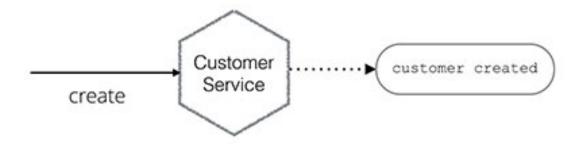
Know in-line if there has been a problem

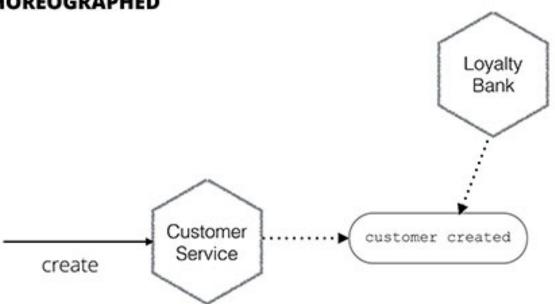
Cons

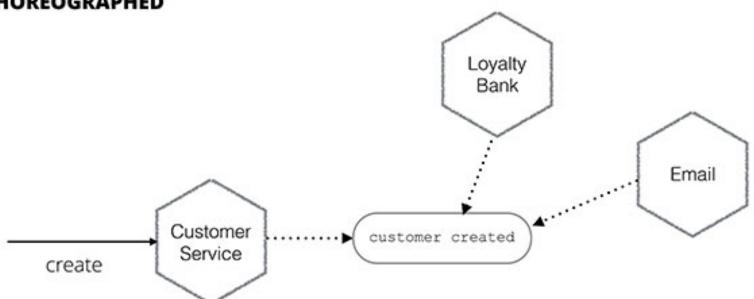
Can be fairly coupled

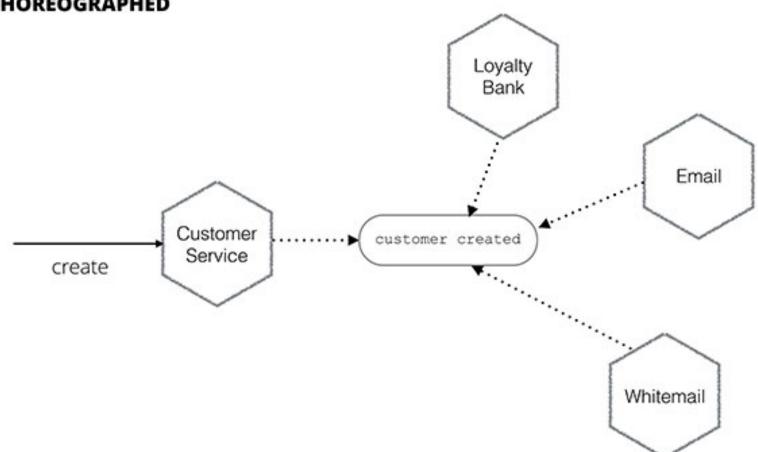
Can lead to overly smart (and dumb services)

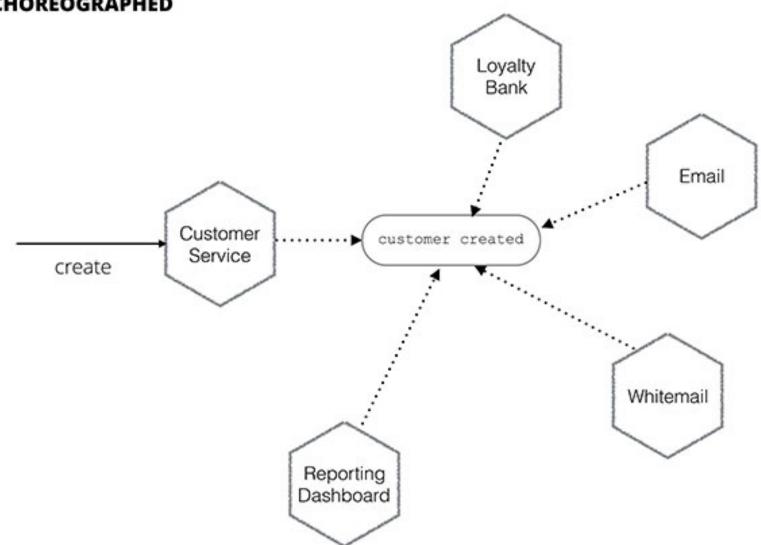












Highly decoupled

Highly decoupled

Evenly distributed smarts

Highly decoupled

Evenly distributed smarts

Cons

Highly decoupled

Evenly distributed smarts

Cons

Lost explicit business process mapping

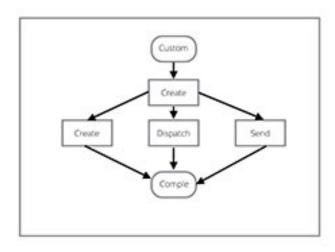
Highly decoupled

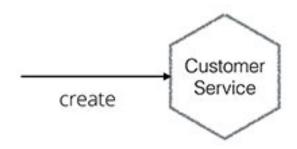
Evenly distributed smarts

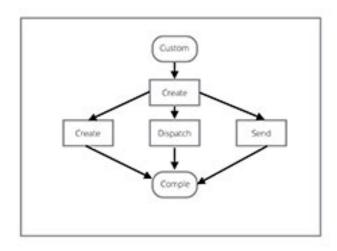
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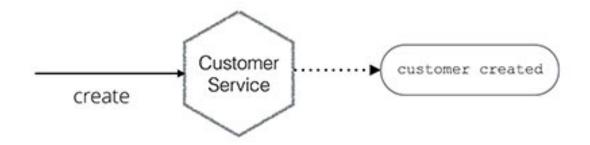
Lost explicit business process mapping

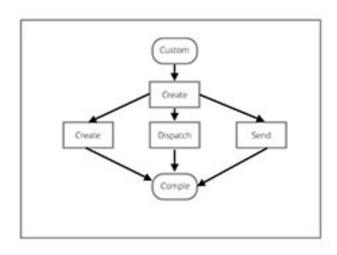
Understanding completion or error states is complex

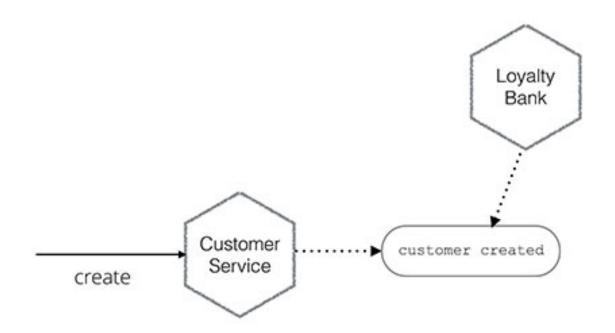


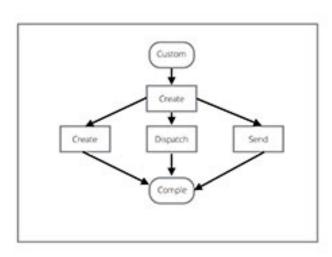


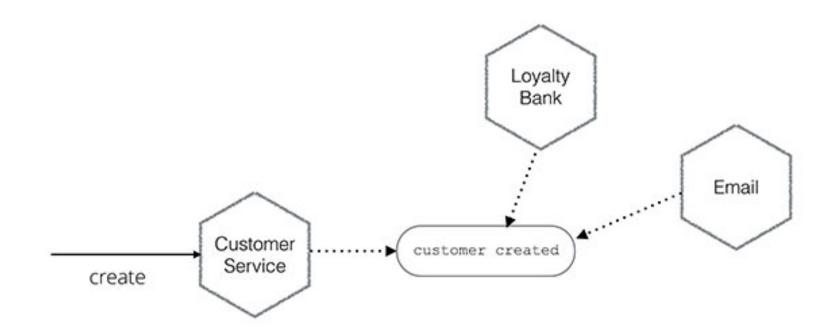


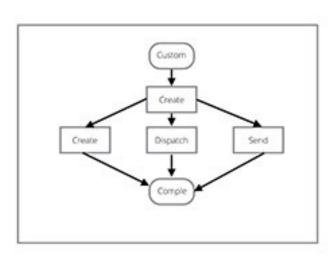


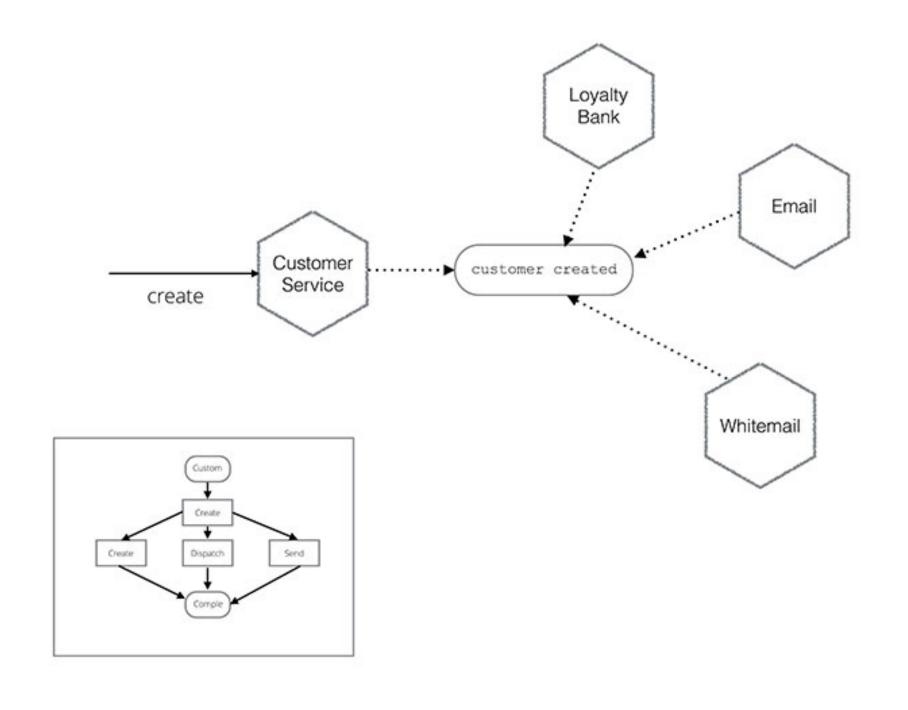














Summary

Keep it simple

Think about interaction style first, tech second

Orchestration vs Choreography