

design patterns & modularity in the npm registry

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human brains are
pattern-detection machines

**the process of writing software
is abstraction & pattern extraction**

patterns in code
patterns in systems

emergent patterns in npm's registry

**Let's analyze them not just for how they scale
but how they promote modularity**

registry?



registry, n: the system of
services that manage **package**
tar archives + metadata

361,263 packages

2,278,817 million tarballs

medium data (fits on 1 disk)

npm's **largest** engineering project
& its most obvious scaling challenge



monoliths
microservices
transaction logs
message queues

monoliths:
everything in **one** big process

monoliths are okay
easy to write & change
perf more than good enough



when you **scale** perf & team size
monoliths are less okay



**it's easy to write highly-coupled code
inside a non-modular monolith**

modularity: let's be less vague

Q: where does modularity come from?

A: information hiding

**"On the Criteria To Be Used in
Decomposing Systems into Modules"**

- D. L. Parnas, 1972

information
data, its structures, the algorithms

hide info behind an interface
so you can change it



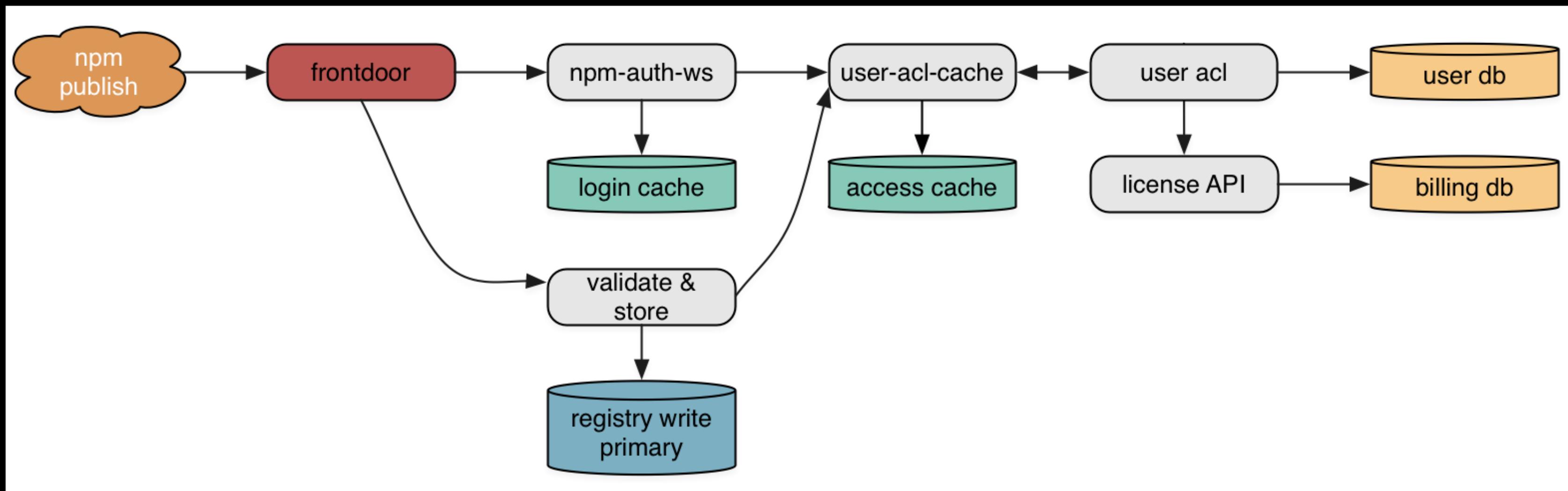
**the hot trend is rewriting
monoliths as microservices**

**you're forced to design an API
& put implementation inside a service**

microservices can still
mess up modularity

can scatter a task across services
making retries & failure hard to cope with





auth sets up package access on a publish
as a side effect

**what happens if a service crashes?
or if validation rejects a publish?**



No, YOU Relax!

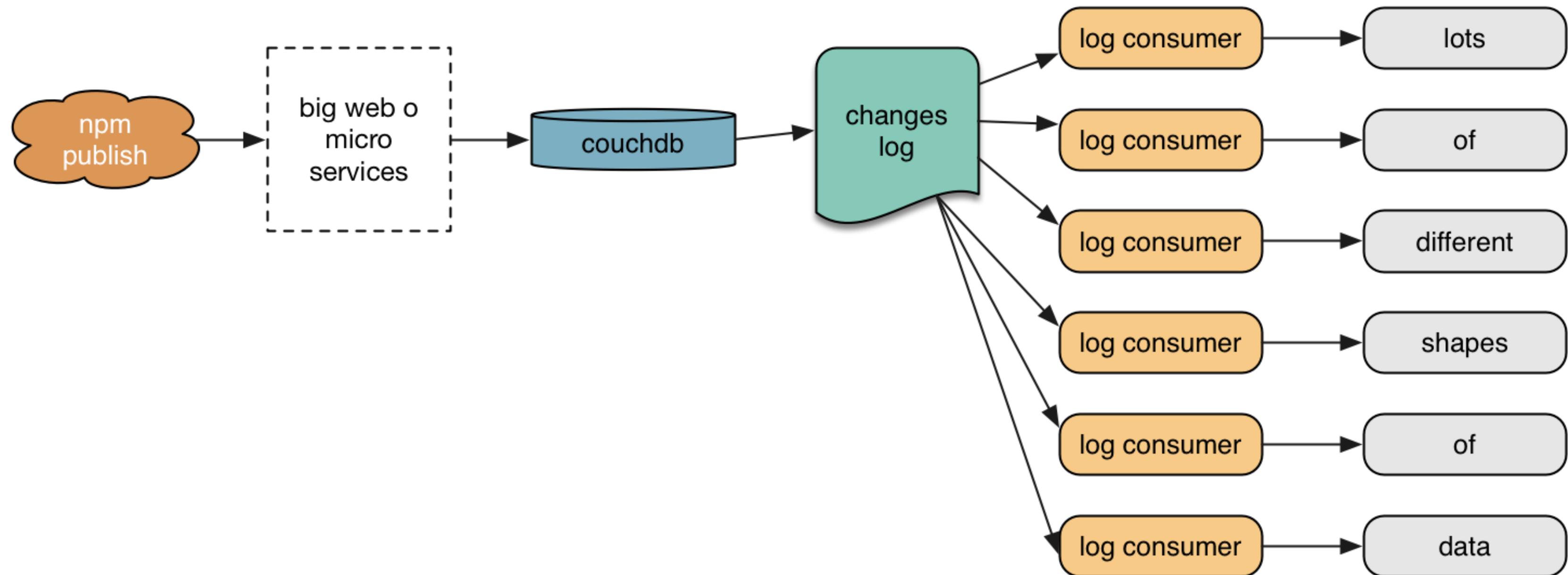
**after publication, it's a different pattern:
the transaction log**

transaction log
write-ahead log (WAL)
commit log

The Log: What every software engineer should know about real-time data's **unifying abstraction**

couchdb's super power
the **changes** feed

registry followers:
consumers of couchdb's commit logs



- distribute **tarballs**
- invalidate our **CDN**'s cache
- populate **postgresdb** to drive the website
- index data in **ElasticSearch**
- scan packages for **security leaks**
- populate our registry **mirror**
 - fire **webhooks**

each log consumer does
one thing well



Estragon: Let's fix publication.

Vladimir: Fine. But how?



message queues

message queues
inversion of control

**workers consume messages
& retry or unwind on failure**

a worker does one thing
puts a new message back into the queue

you scale by adding more workers



queue has to be reliable
workers can crash

http://queues.io



queue disadvantages?
we don't have them in production
so ∞ disadvantages!



**what's the pattern that emerges
from this discussion of patterns?**

there is no silver bullet

it's tradeoffs
all the way down

what problem are you solving?

what tools do you have to hand?

what is your team experienced with?

**you'll need to fight for modularity
no matter what you pick**

**make your users happy first
because that's the hard part**

but know that you can
change your systems

**we'll be changing ours
check back **next year** to hear how it turned out**



You will see me again!