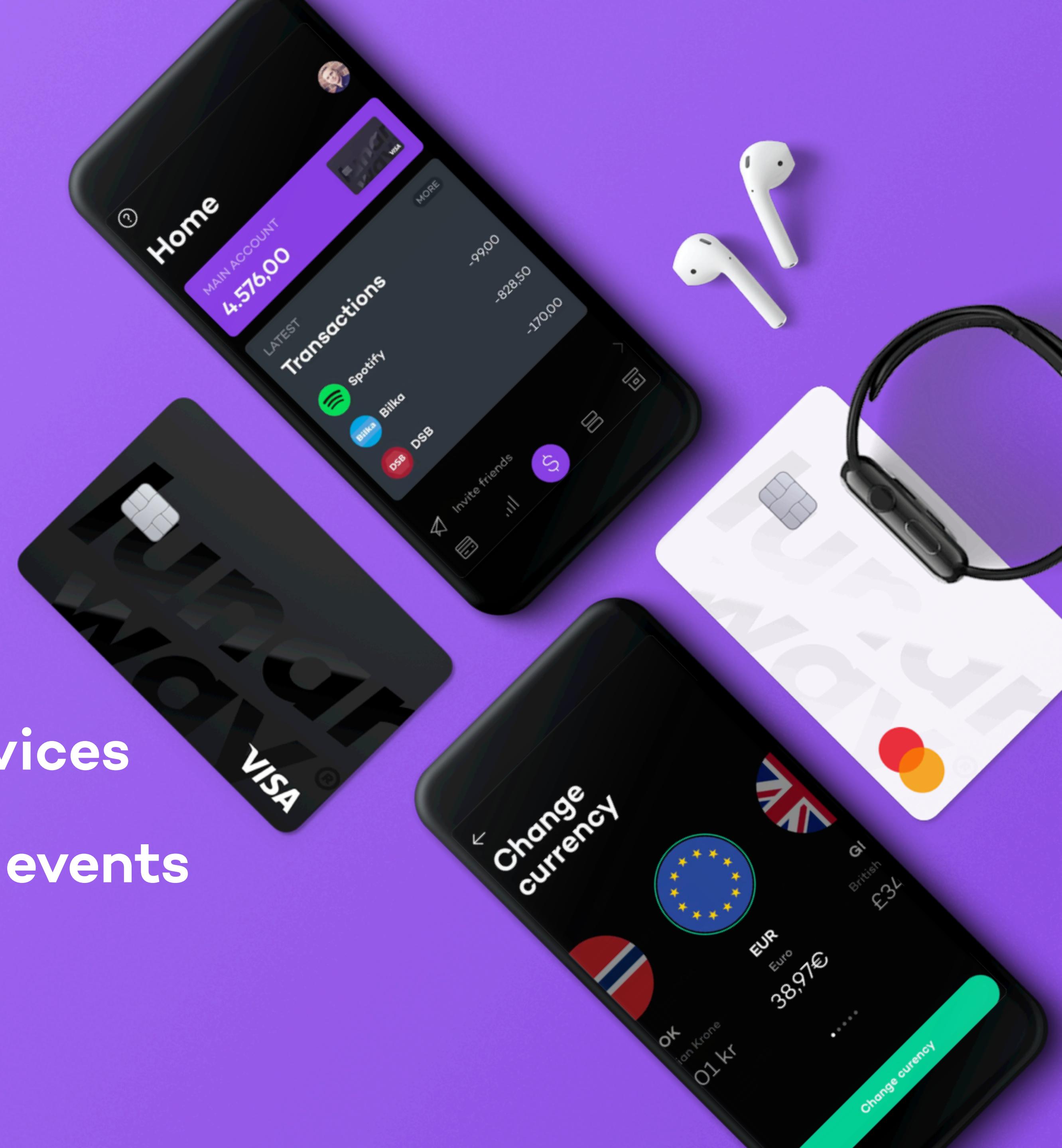




# Lunar Way's road to microservices OR How we learned to love async events

Cloud Native Aarhus April 2018  
Thomas Bøgh Fangel



# About me

- Started programming on the C64 and the Amiga back in 80s
- M.Sc. in Maths
- Professional software developer since 2004
- Started my career in Java
- Left Java in favour of Scala and FP
- Now primarily working in Go and Typescript
- Joined Lunar Way in June 2016



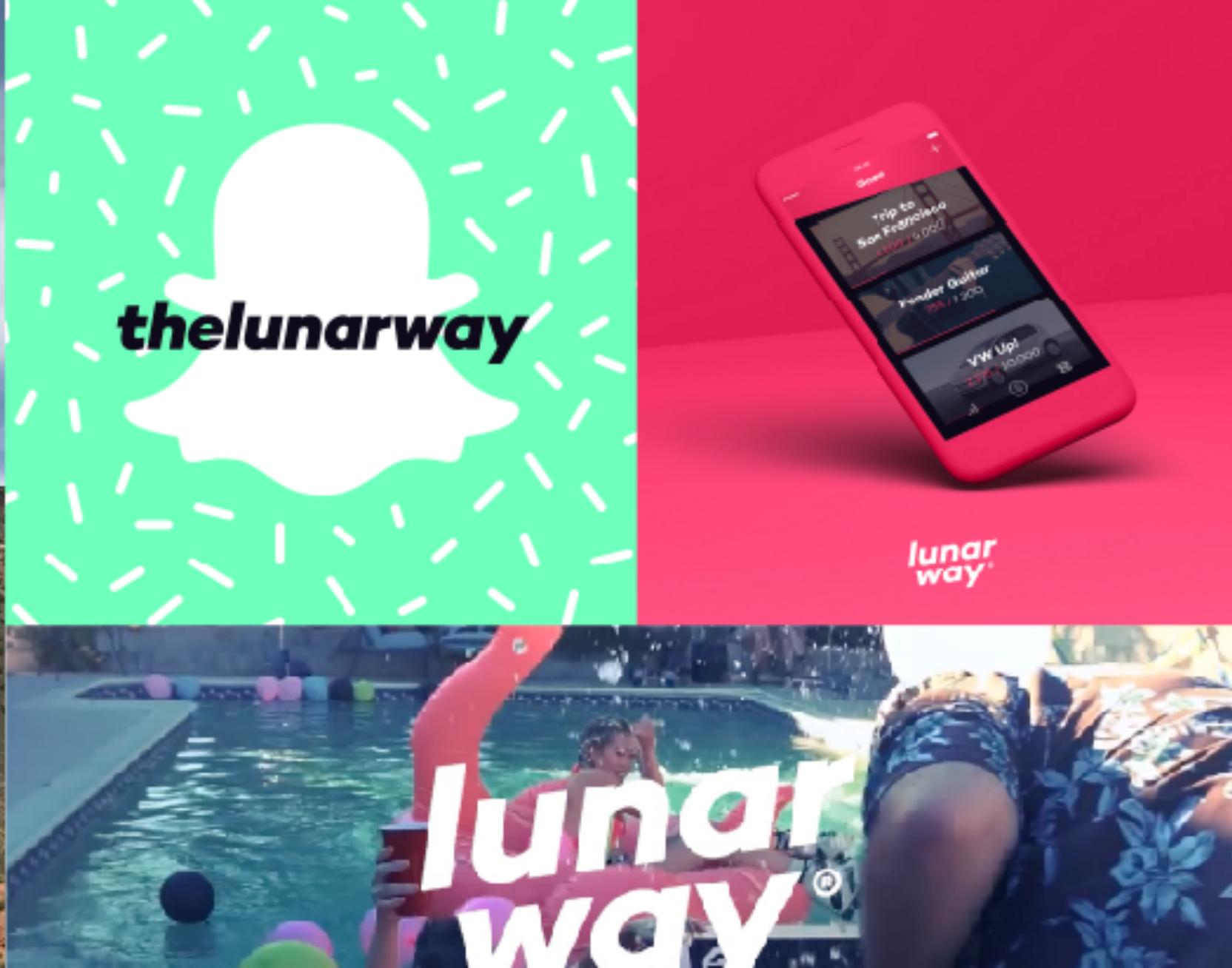
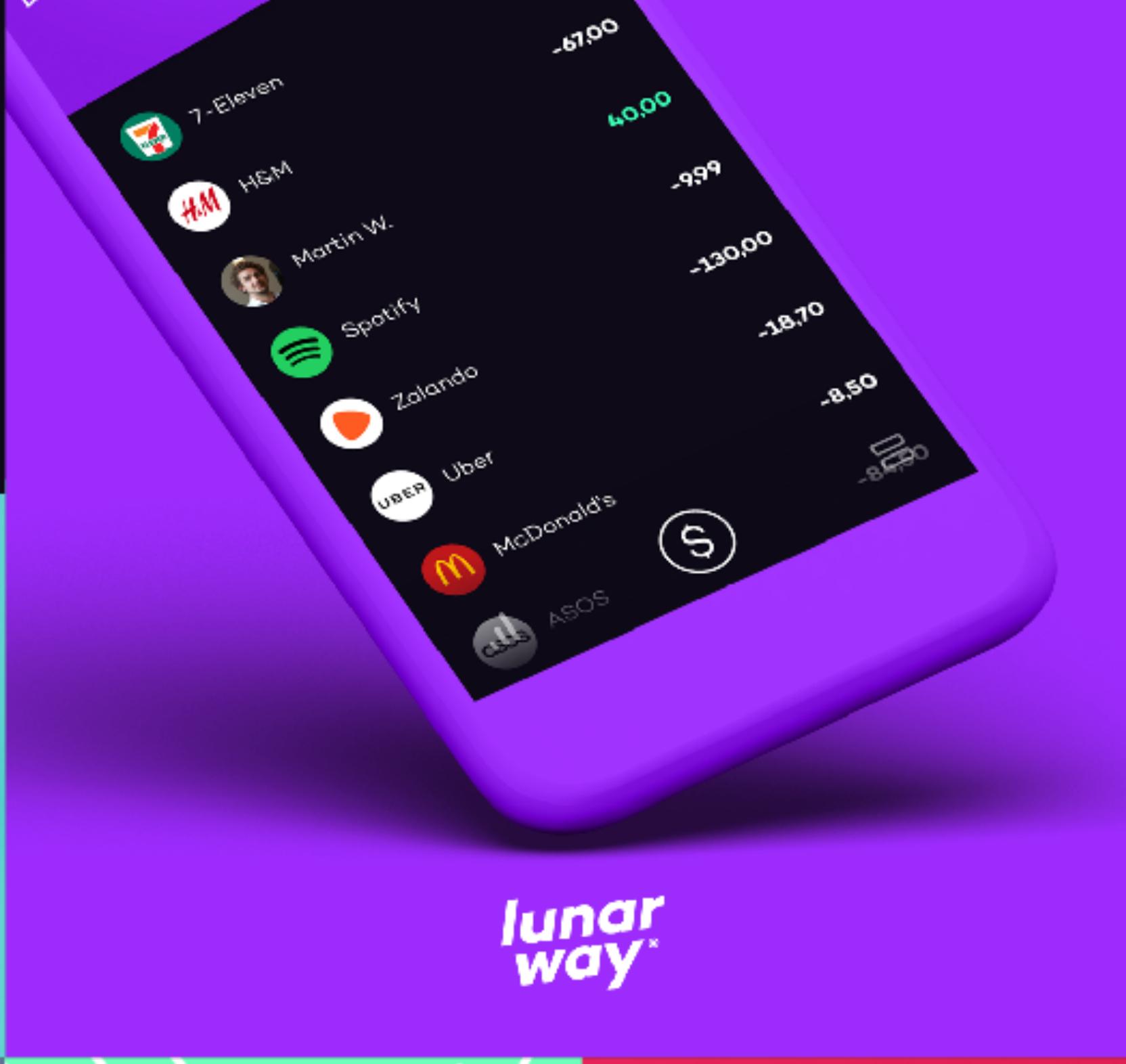
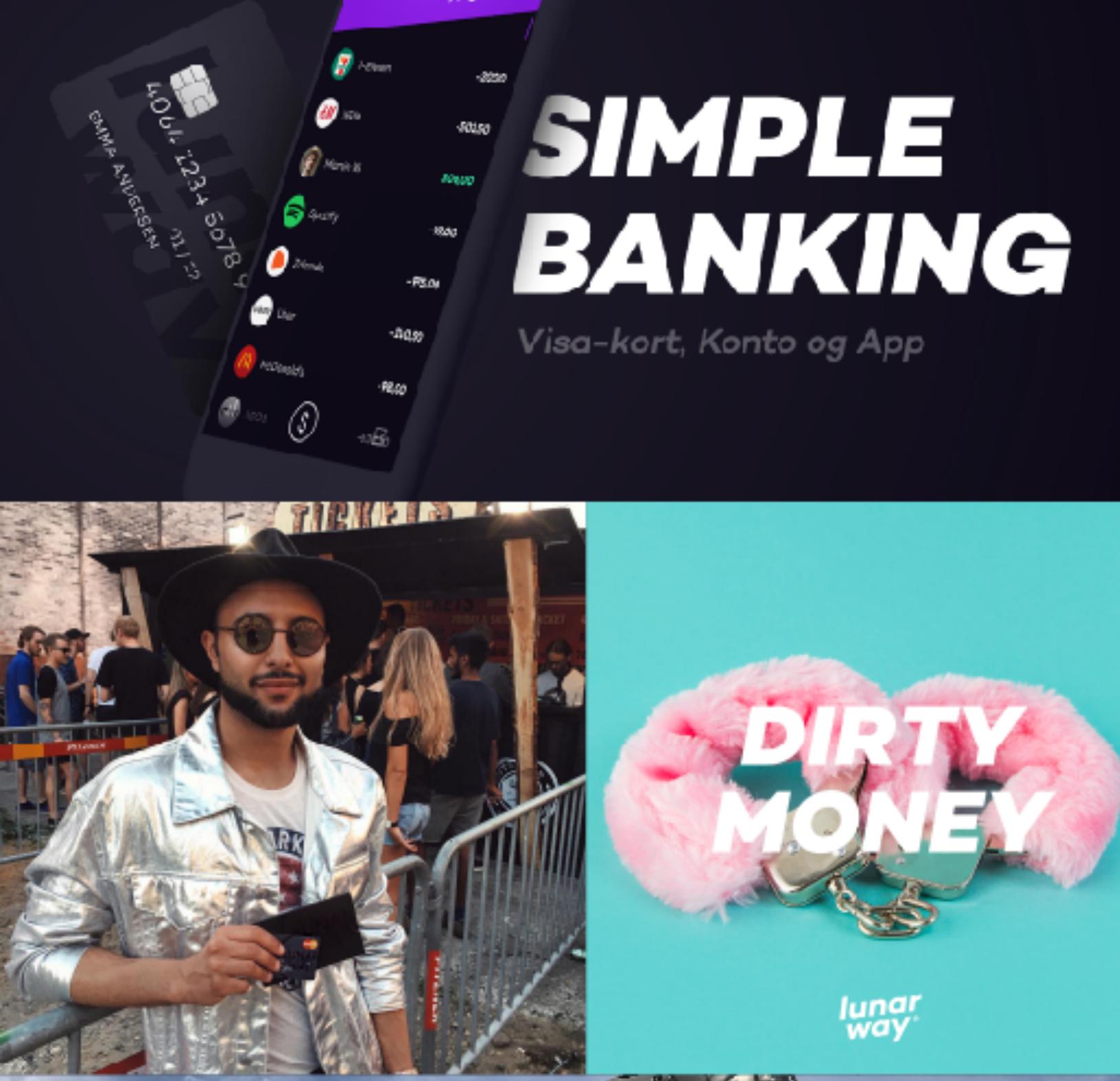
**Thomas Bøgh Fangel**

Web Architect @ Lunar Way

 [@tbfangel](https://twitter.com/tbfangel)

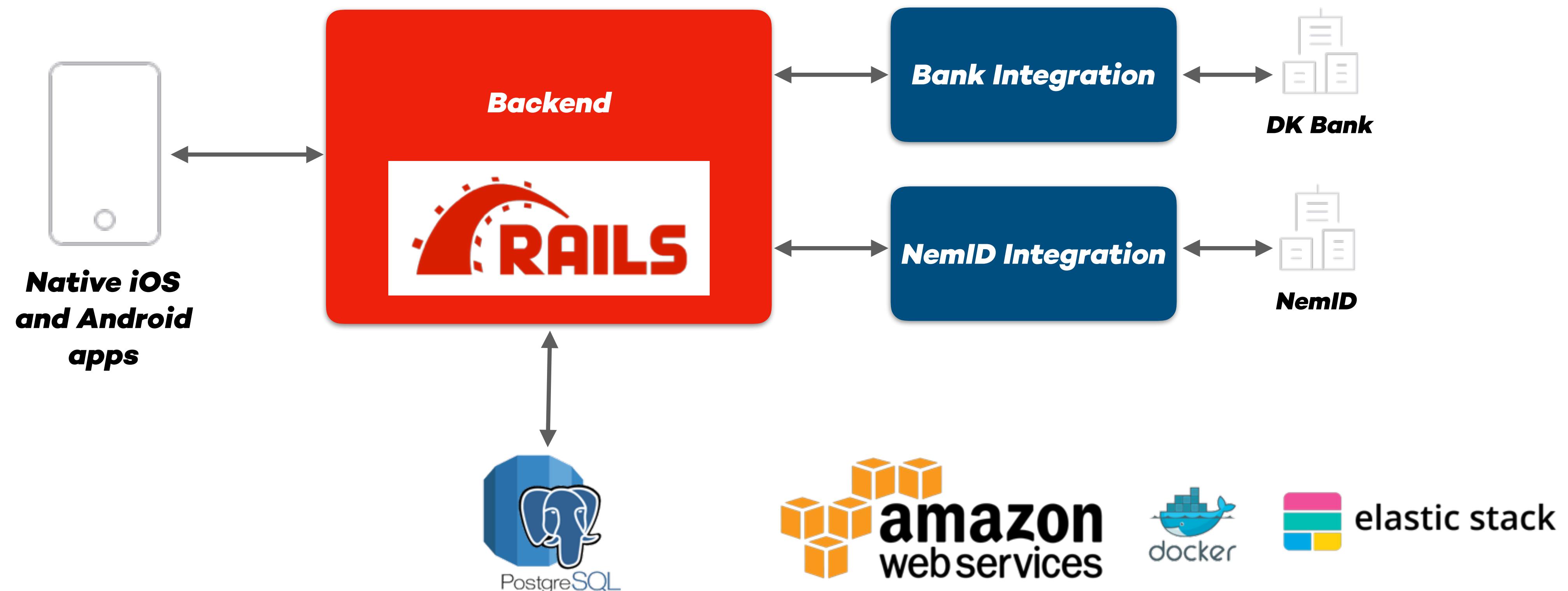
# AGENDA

- Setting the Scene
- Microservices and Inter Service Communication
- Our Road to Microservices
- Use Cases of Async Message Passing



**MAKE  
MONEY  
MATTER.**

# The Lunar Way platform of Summer 2016



# Platform assessment

## The Good

- Well structured REST API for the app

## The Bad

- Tightly coupled data model on the backend
- App and backend tightly coupled
- One data entity all over the place
- Big Bang deployments
- Hard to do fast experiments
- Hard to scale

# Change required!

## Goals

- Scalability
- Resilience
- Autonomy
- Decoupling
- Fast experiments
- Small, independent and fast deployments



# Microservices and inter service communication

# So, what is a microservice?

Microservices are **small**,  
**autonomous** services that  
work together.

– **Sam Newman**

...a single application as a suite of  
small services, each running in its  
own process and communicating  
with **lightweight mechanisms**...

...services are built around **business**  
**capabilities** and **independently**  
**deployable** by **fully automated**  
**deployment machinery**

– **Martin Fowler**

# Why microservices – or why not?

## Benefits

- Modularity
- Coherence and low coupling
- Fault tolerance
- Fast development
- Autonomy
- Independent deployment

## Challenges

- Sharing data across services
- Debugging and tracing
- Orchestration
- Deployment
- Increased overall complexity
- Insight across service boundaries

# Inter service communication

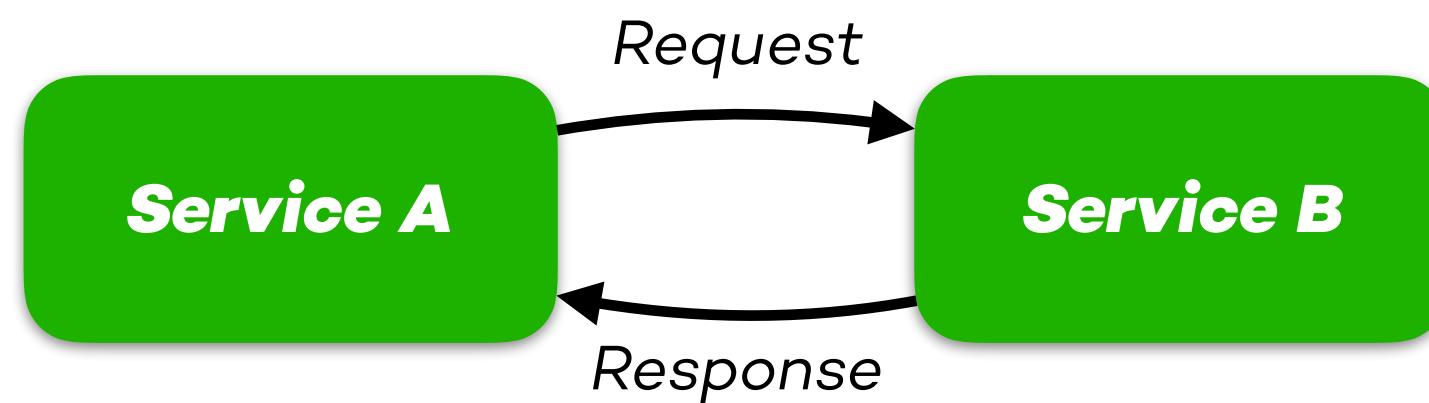
## Synchronous req/resp

- Closed communication
- Trusted/ “secure”
- High coupling (code/space/time)
- Works good when synchronous app request involved

## Async messages

- Open ended communication (pub/sub)
- Low coupling (data only)
- “Insecure” from a dev perspective  
Flow orchestration is complex
- Works bad when synchronous app request involved

# Communication shapes coupling



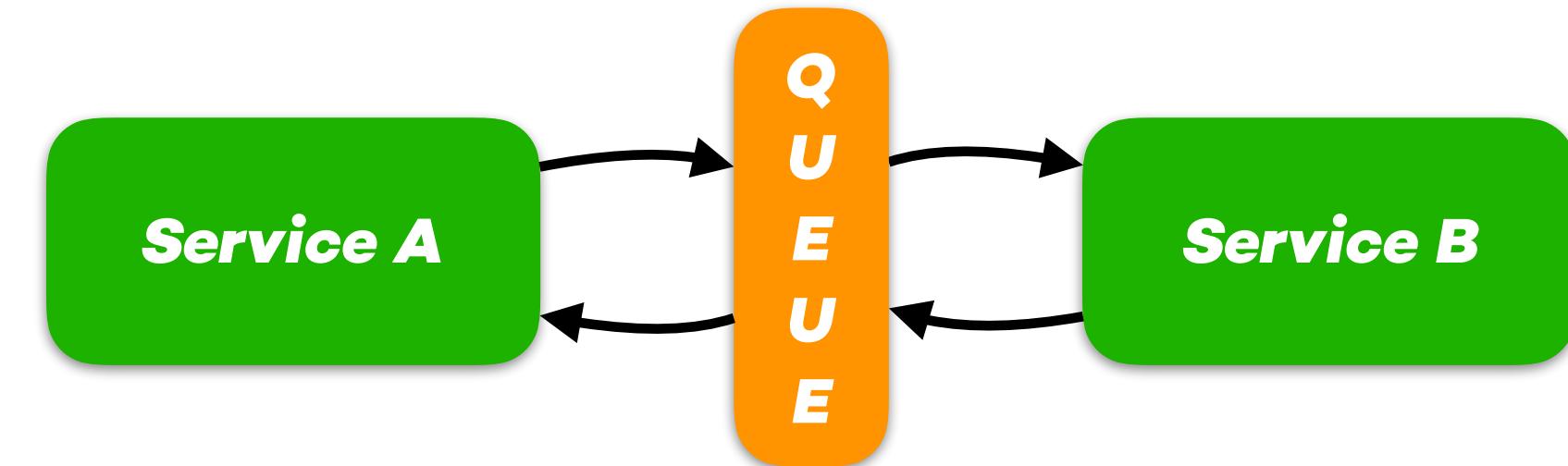
## Synchronous req/resp

Temporal coupling

Spatial coupling

Behavioural coupling - Service A commands the behaviour of Service B

**Example:** Signup commands user service to CreateUser



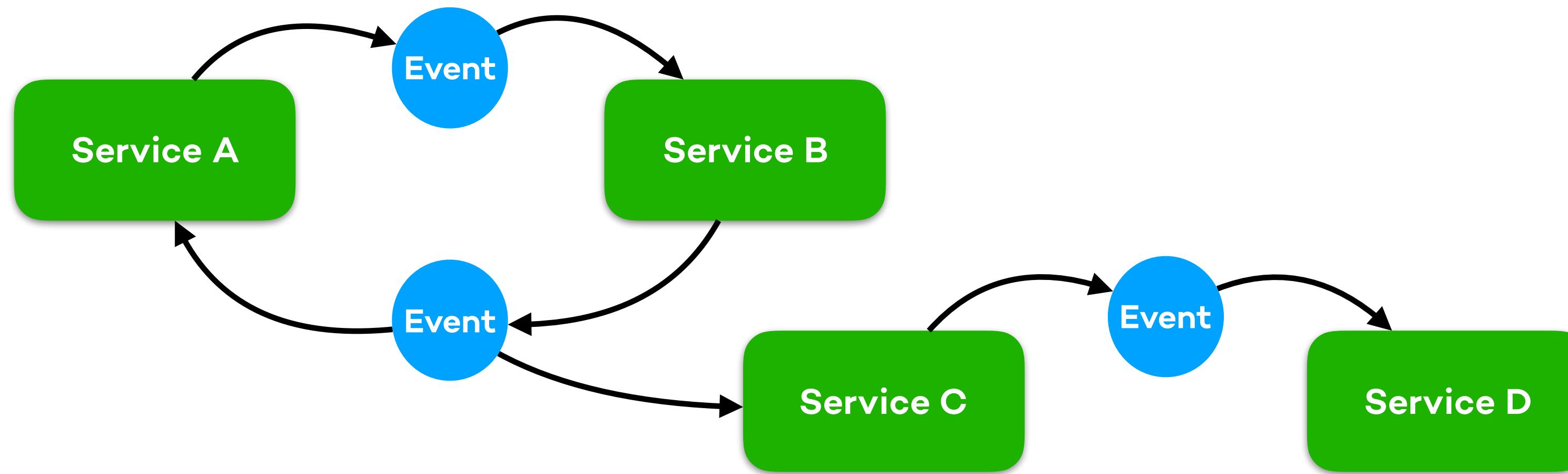
## Async messages

No spatial and temporal coupling

No behavioural coupling - Service B determines its own behaviour based on the behaviour of Service A

**Example:** Signup publishes UserApplied. User service consumes event, creates user and publishes UserCreated. Signup service consumes and changes state

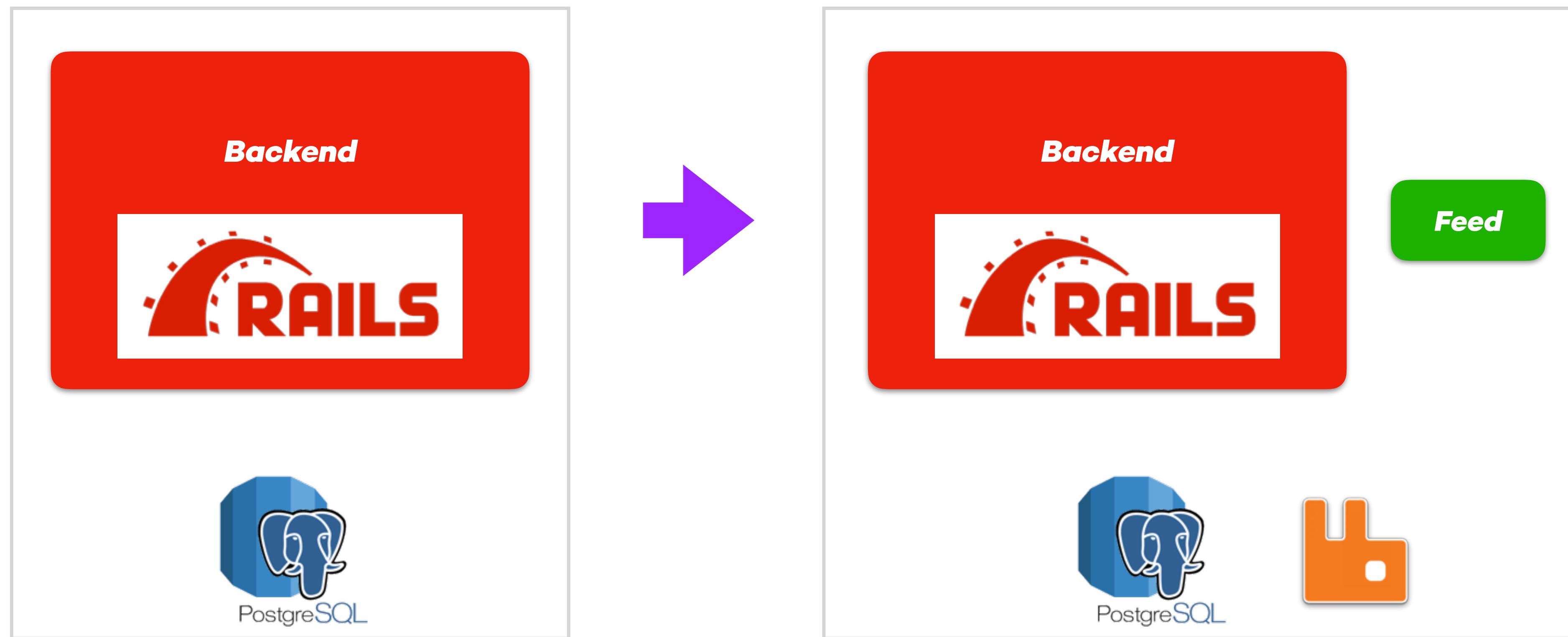
# Event driven systems



- All changes published as events
- Events drive behaviour
- Traditional system design focus on only the state changes - events disappear after they happen
- Event driven systems complete the picture

# Our Road to Microservices

# The first microservice



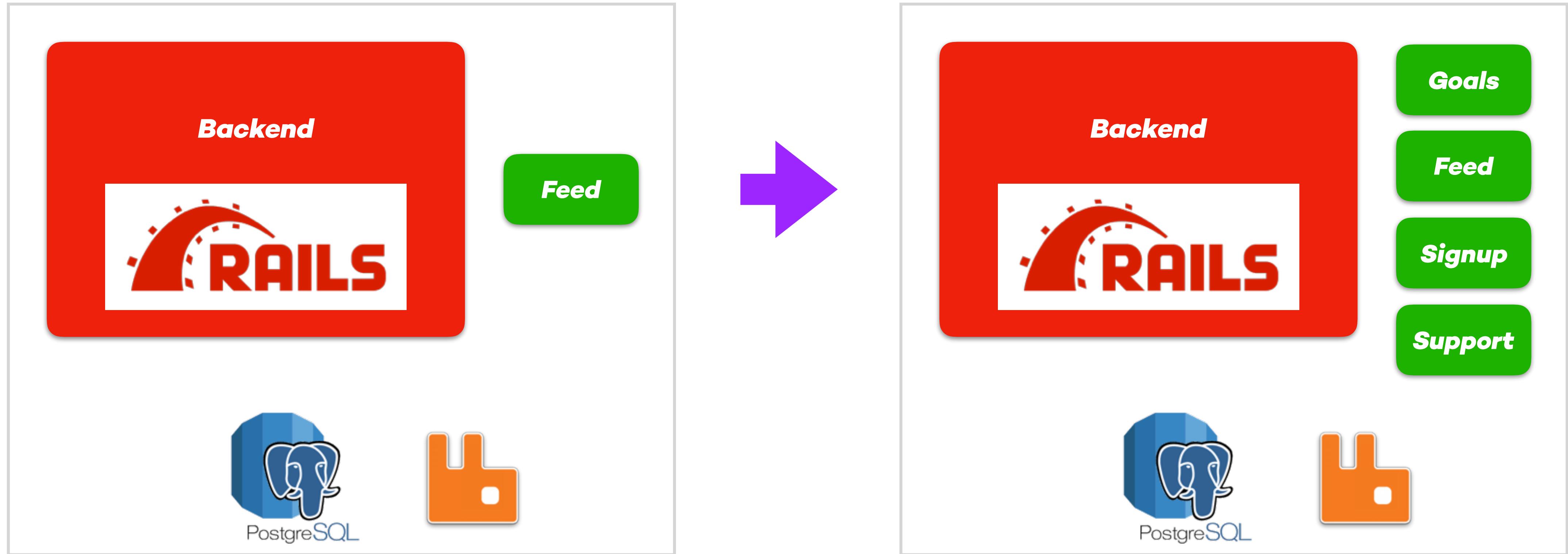
# Learning 1

Never allow microservice  
A to access the data of  
microservice B directly

## Learning 2

Reduce the number of  
new technologies  
introduced in one go

# Microservice 2, 3 and 4



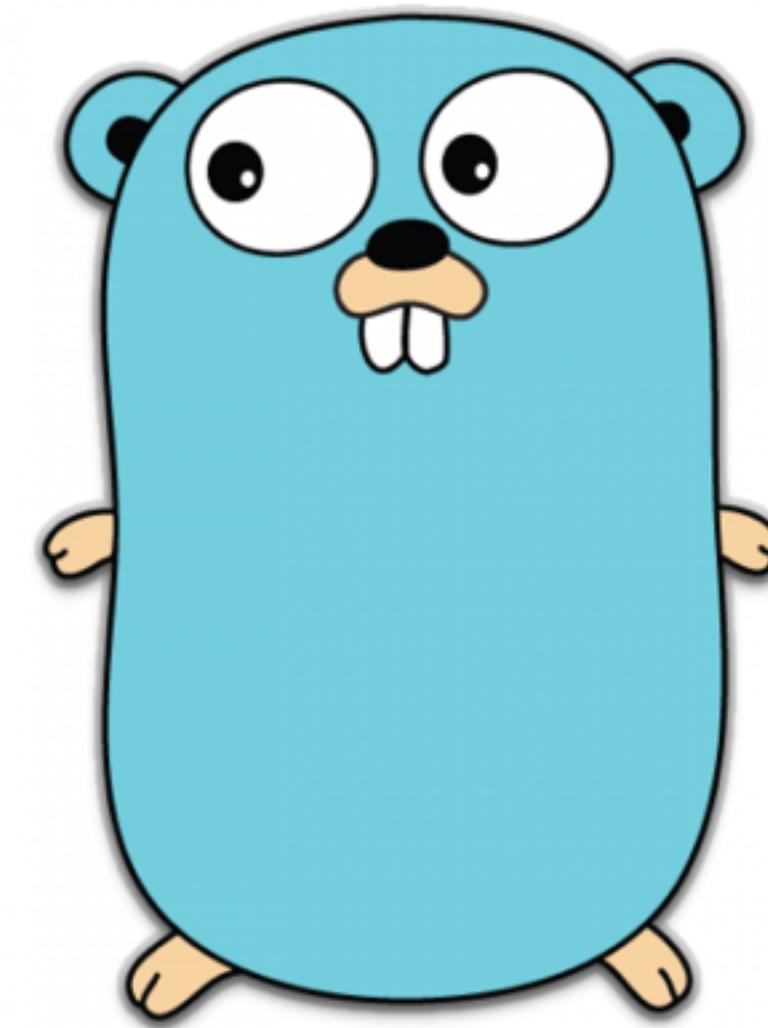
# Learning 3

Prioritise your  
deployment pipeline  
and runtime platform

# Microservice X, Y and Z



vs



# Learning 4

Choose your  
toolbox wisely

# Learning 5

Insist on paying  
off technical debt

**Microservice N,  
N+1, N+2...**

**Beyond  
counting...**

# Learning 6

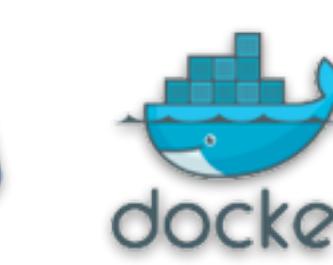
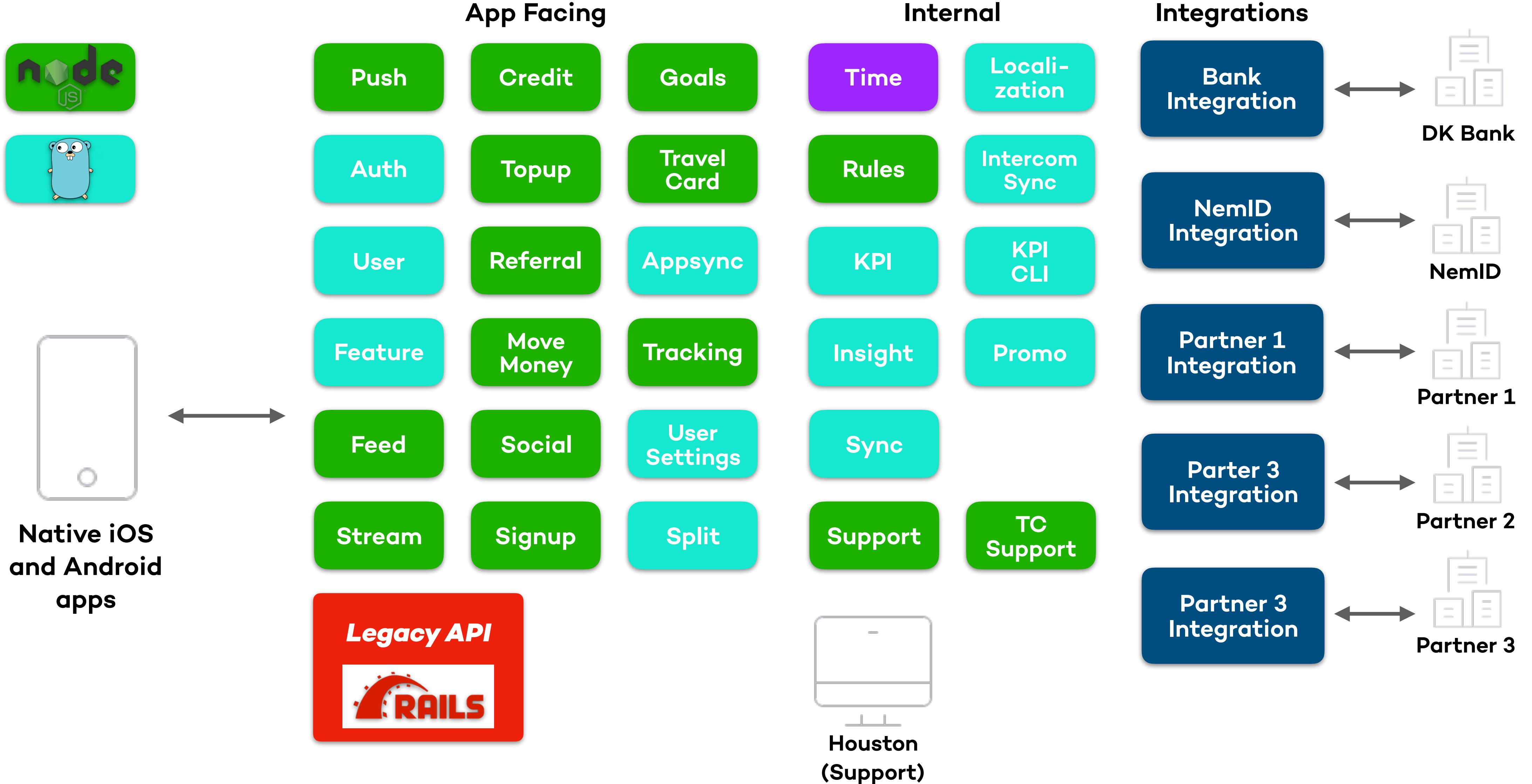
Be systematic!

# Learning 7

DRY up your services  
– factor out common  
functionality into  
new services

# Learning 8

Appreciate the value  
of publishing all  
business model  
changes as events



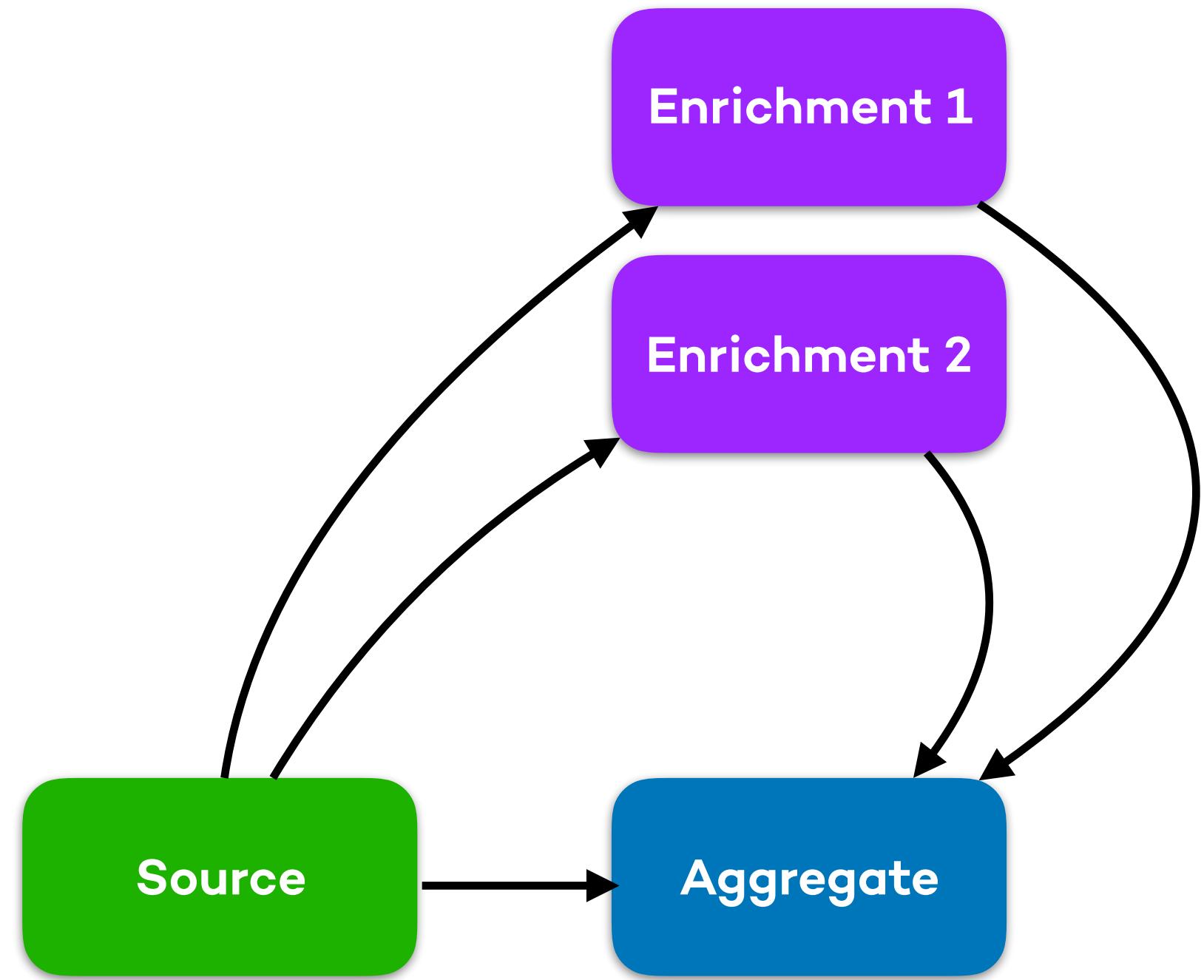


# Use Cases of Async Message Passing

# Data enrichment

One source of data, multiple enrichments

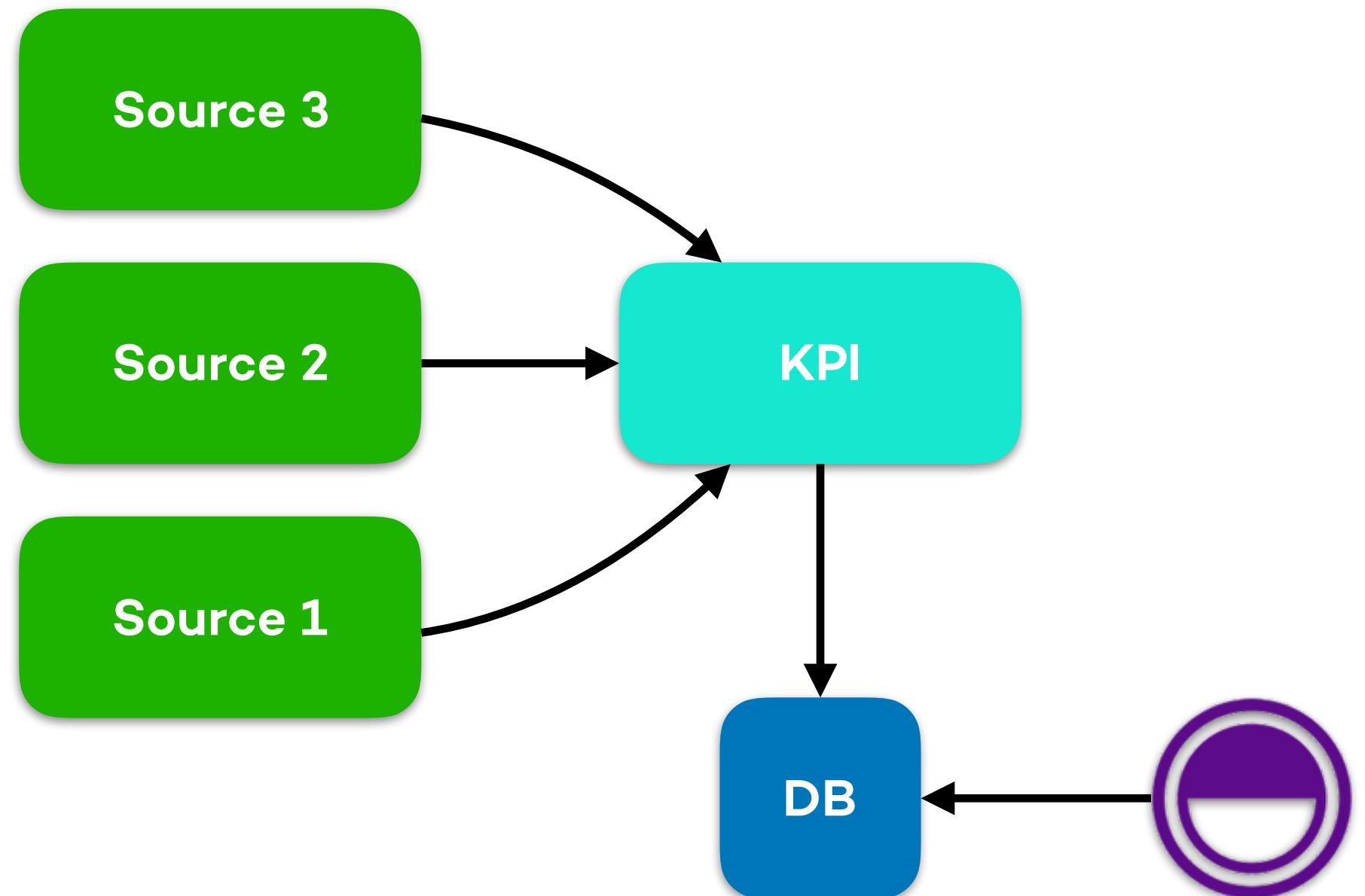
1. Source publishes event
2. Aggregate stores entity
3. Enrichments runs and publishes event
4. Aggregate updates aggregate with enrichment



# Business insight

Business requires insight across services

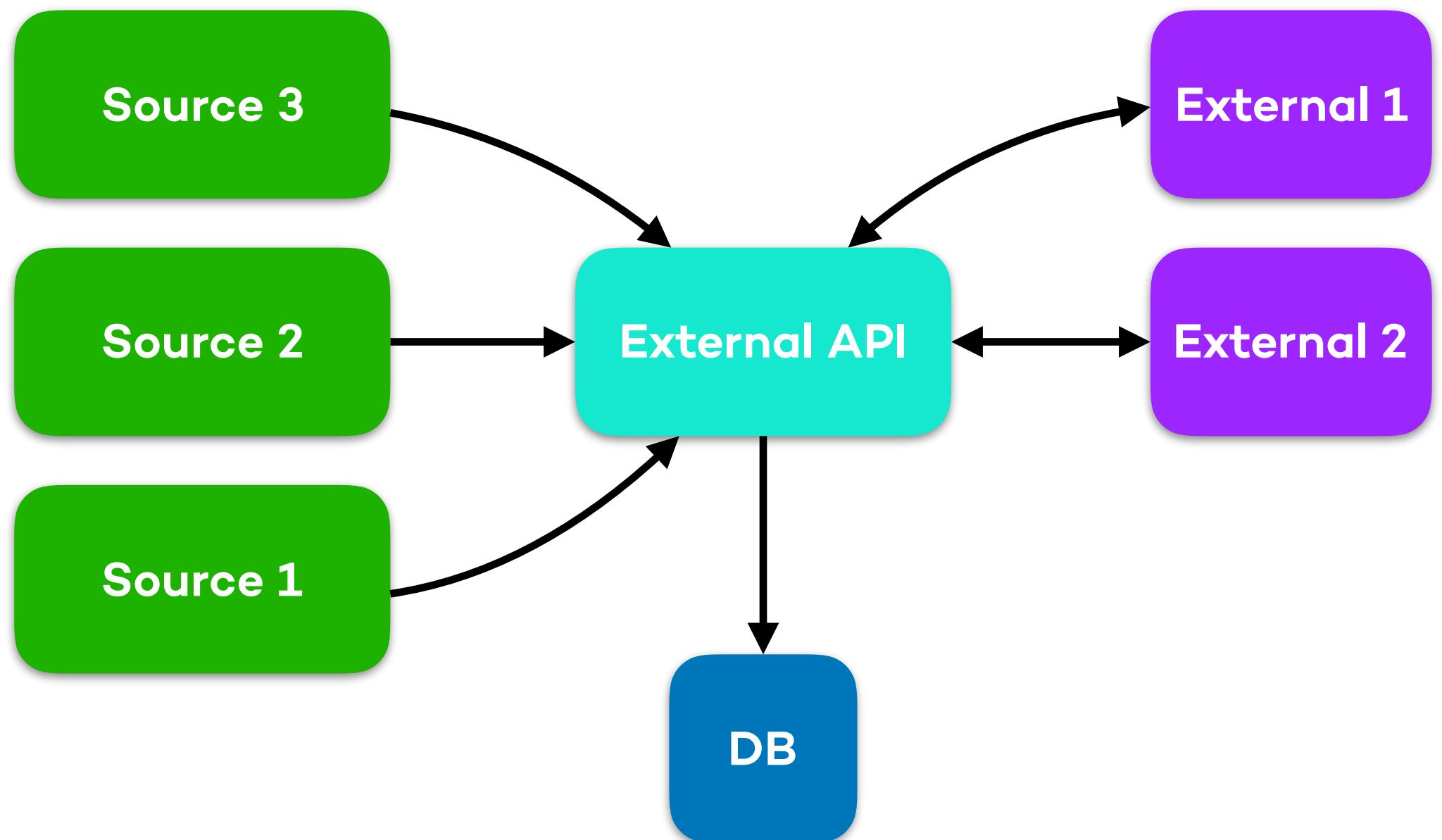
1. Sources publish events
2. KPI subscribes on events and converts to own model
3. Tooling on top to provide insight



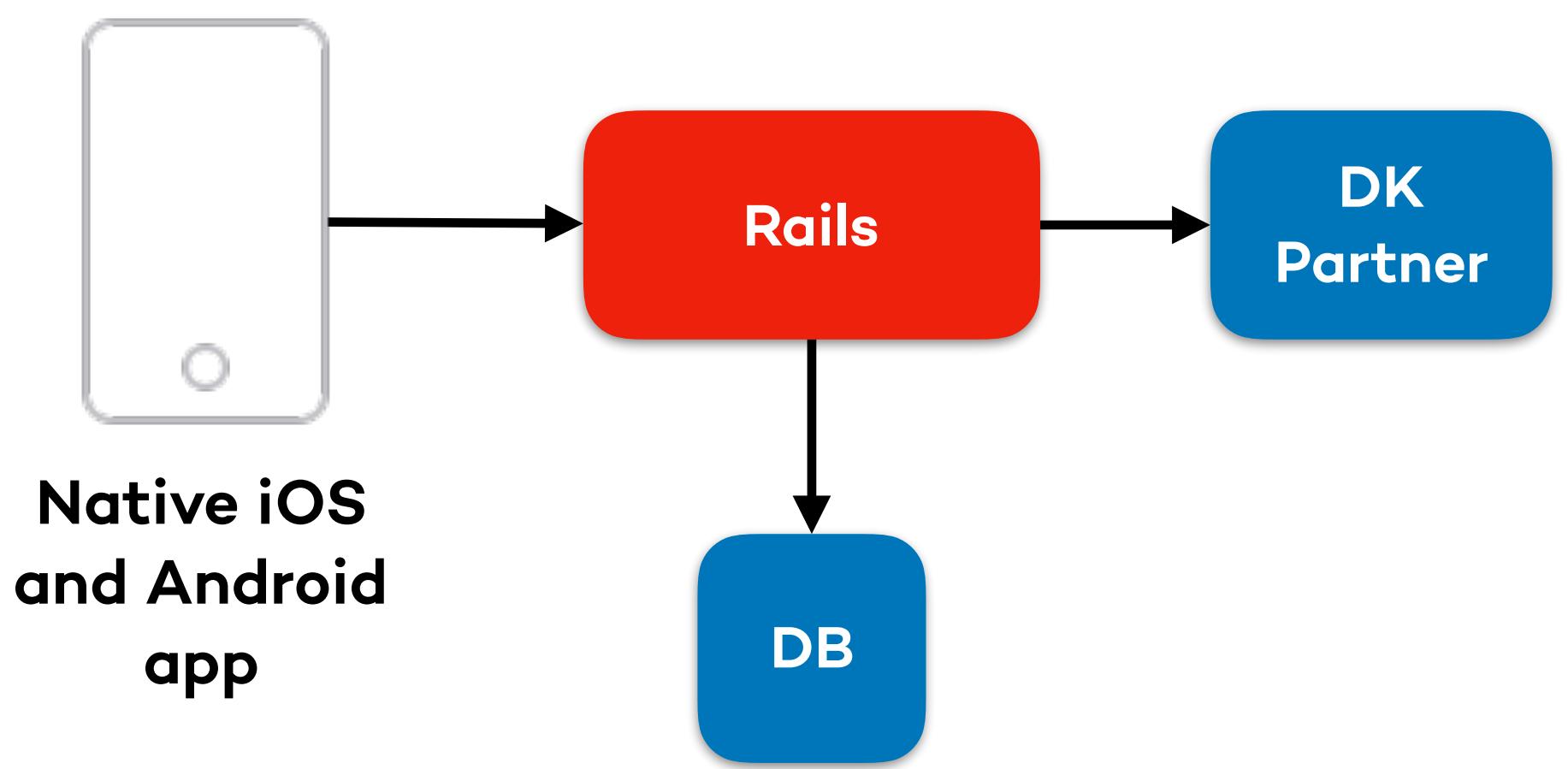
# External APIs and web hooks

3rd parties require access to your data

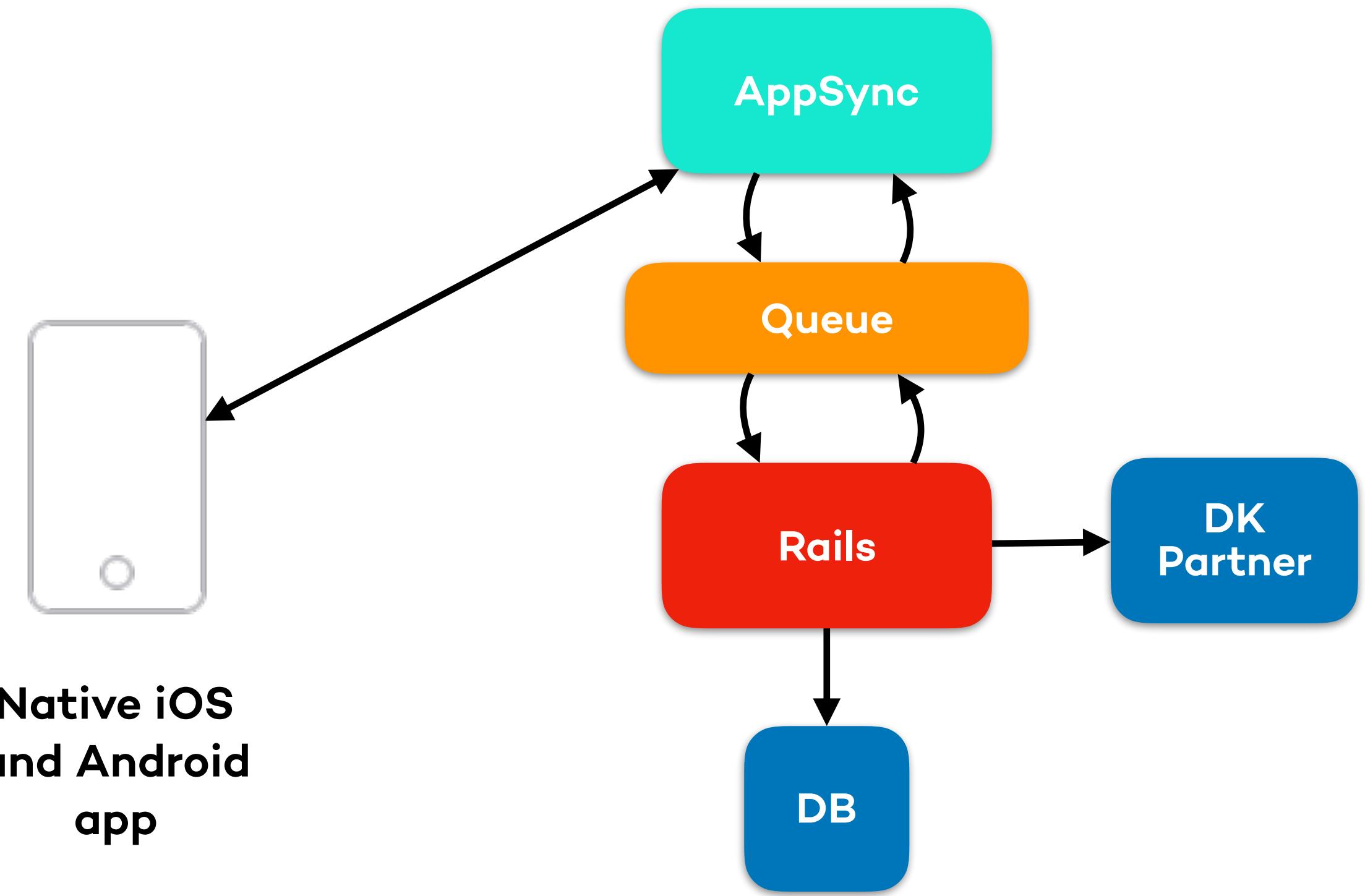
1. Sources publish events
2. External API subscribes on events and converts to own model
3. 3rd parties access external API and may register web hooks



# From pull to push



App triggers a pull (3-5 requests ~ 1-2 seconds) from partner bank with a DB transaction open



Never let an app request trigger a sync! Control the sync process and use async events to push data to the app on a web socket

# Wrapping up

## Key takeaways if entering microservice land

Adapt to the size of your team

Use asynchronous communication  
between services... preferably  
event driven

Prioritise your deployment pipeline  
and runtime platform from the  
start

Be systematic!

*lunar*  
way® ?