Refactoring Monolithic Applications



Objectives

- Refactoring Monolithic Applications
- The Strangler Pattern
- Refactoring Strategies
- The Anti Corruption Layer Pattern





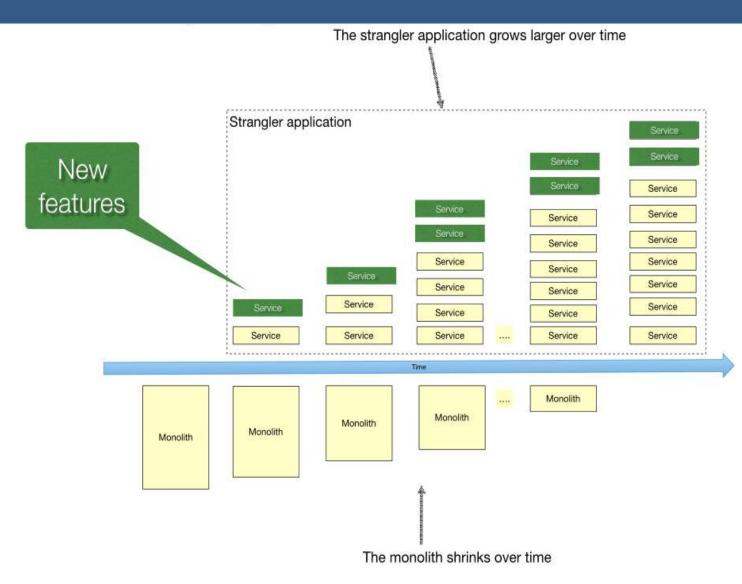
Refactoring Monolithic Applications

- You have an existing monolithic application that is under constant use and is showing the signs of strain
 - Slow delivery
 - Buggy software releases
 - Poor scalability
- Then you have two choices
 - Rebuild from the ground up
 - Normally not a great idea long lead time, need to maintain your existing app at the same time
 - Refactor into a microservices application
 - A better idea, but how?



Strangling the Monolith

- The idea here is to incrementally refactor your monolith.
- Microservices are run in conjunction with your monolith.
- Over time, the amount of functionality implemented in the monolith shrinks until it either disappears or becomes another microservice.
- A bit like servicing your car while driving on the Autobahn
 - But less risky than a complete rewrite!





Key points about refactoring

- Don't be in a hurry
 - Could take months or years to complete
 - Amazon.com apparently took a couple of years to refactor
- Demonstrate value early and often
 - For your team's morale and management interactions
 - Introduce more appropriate DevOps technologies as you introduce new microservices
 - Implement key new features and demonstrate how quick and robust this is.
- Minimize changes to the monolith
 - It is stable now, do everything you can to avoid, widespread changes that are timeconsuming, costly and risky.
 - Introduce as few interface changes as you can!



Key points about refactoring

- You don't need the whole technical deployment infrastructure immediately
 - Let your deployment infrastructure grow and adapt with your microservices
 - What you do need from the start is a deployment pipeline that does automated testing (E.g. Jenkins)
 - Once you have a few services running you can decide what sort of configuration architecture, microservices chassis etc you need.

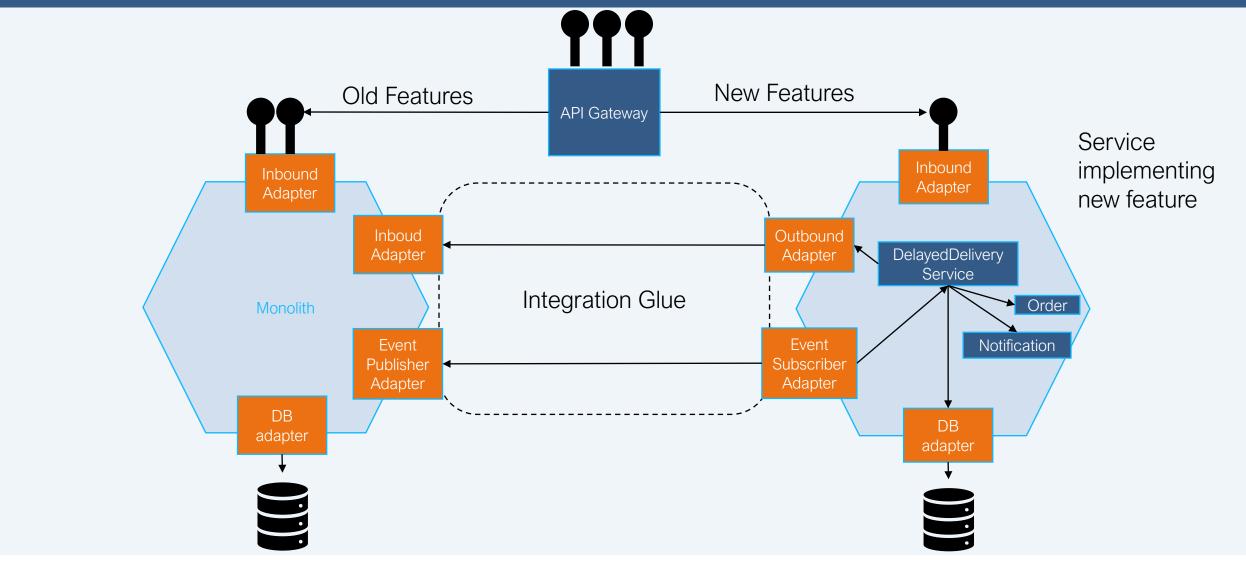


Refactoring Strategies 1: Implement new features as services

- You are refactoring because your monolith is unmanageable, don't add to the codebase!
- There are two pieces of extra functionality you will need:
 - An API Gateway this can route requests for new functionality to the new service, and other requests to the old codebase.
 - Integration glue code integrates the new service to the monolith.
 - Not a standalone component, but adapters in the monolith and the service that use interprocess communication of some sort.
- You can't implement every new feature as a service
 - It might be too small to make sense
 - It might be too tightly coupled to existing functionality to disentangle.



Implementing a new feature as a service





Strategy 2: Separate Presentation Tier from Backend

- Split the presentation layer from the business logic and data access layers.
 - Presentation logic handles HTTP requests, generates HTML pages that implement the UI.
 - Business logic implements the business rules
 - Data access logic access infrastructure services such as databases and message brokers.
- In most code bases there is already a fairly clean separation, so this is a good place to start.



Strategy 3: Extract Business Capabilities into Services

- Ultimately you have to start doing the core work of breaking apart the monolith.
- The Strangler Pattern encourages this to be done by incrementally migrating business capabilities to services.
- You really want to extract a vertical slice from the monolith that encapsulates a coherent business capability or aggregate
 - Inbound adapters that implement API endpoints
 - Domain logic
 - Outbound adapters such as database access logic
 - The monolith's database schema



Splitting the Domain Model

- This is where it really starts happening.
- You need to disentangle the new service from method calls and object references in the monolith.
- One way to do this is to replace references with object IDs/primary keys.
 - No object references crossing over service boundaries.
 - The Domain Aggregate pattern from DDD does this automatically.
- It may also require decomposing "God classes" that touch everything.



Refactoring the Database

- Many classes in the monolithic domain model may be persistent
 - This means the database will also need to undergo some changes.
- In some cases there is very little overlap, but in many cases a single database table could encapsulate multiple entities.
 - When you split the entity, you need to define a new table at the same time.
- One approach to this is to replicate data to avoid widespread changes.
 - For the transition period preserve the original schema and use triggers to synchronize the original and new schemas.



How to decide what and when

- All this does leave the difficult decision about exactly what is extracted when.
- One approach is to force yourself to go through it be freezing all development on the monolith,
 - Instead of implementing bug fixes or new features you extract the necessary services and change those.
 - Benefit is that you will get your refactoring done.
 - Drawback is that you may not refactor in the best way because you are driven by shortterm.
- Another approach Rank all your services/modules by the benefit they offer and extract them one by one.

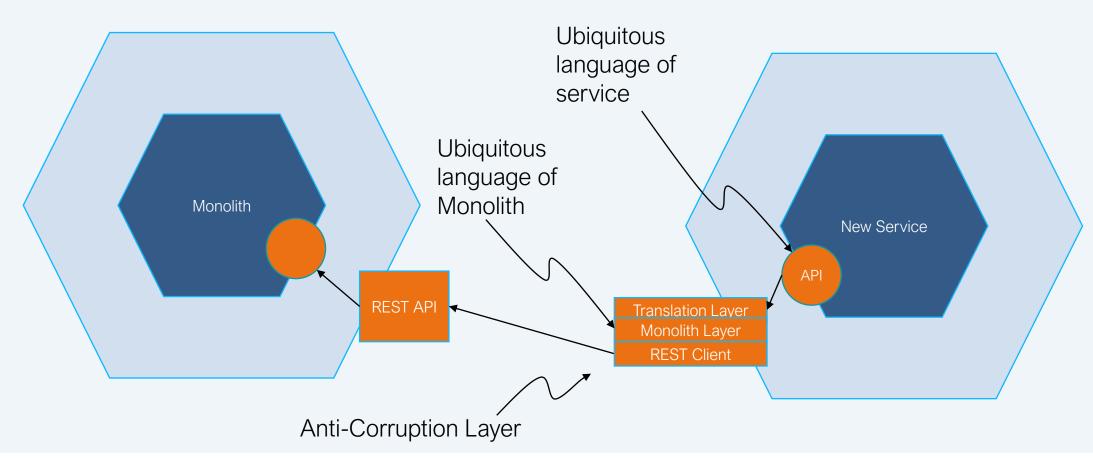


Anti-Corruption Layer Pattern

- When you break apart a monolith, you may wind up refactoring an extracted service so it behaves quite differently to the corresponding module in the monolith.
- This results in a mismatch in the domain models of the monolith and the new service.
- This poses the problem of how do you avoid the monolith domain model polluting your new service?
- Solution: Design an anti-corruption layer that translates messages between the monolith and the new service.
 - This maybe able to be removed later on depending on further refactoring.



Anti-corruption layer





Summary

- Refactoring Monolithic Applications
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Questions or Comments?



