

**WE'RE ALREADY
DOING
MICROSERVICES!**

CONTENTS

- > INSTAMIKE PAINS 😣...
- > BOUNDED CONTEXTS 
- > WHAT ARE THESE MICRO THINGS 🐛?
- > 🐛 GOTCHAS 😜
- > MUST WIN.

INSTAMIKE

BASED ON A

TRUE STORY



BASED ON A
TRUE STORY
MUSTWIN ❤️

WHAT'S A RAILS MONOLITH?

- > AN APP THAT'S SO BIG AND COMPLEX THAT IT'S SLOWING DOWN YOUR TEAM
 - > IT'S A SINGLE POINT OF FAILURE
 - > IT'S COMPLEXITY MAKES SIMPLE TASKS PAINFUL



GEM UPDATES WERE PAINFUL



^FOR INSTAMIKE, ONE OF THOSE THINGS THAT BECAME MORE AND
MORE PAINFUL AS
THE APP GREW WAS UPDATING GEMS.



GEM UPDATES WERE PAINFUL

Bundler could not find compatible versions for gem "tilt":

In Gemfile:

```
sass-rails (= 3.2.6) ruby depends on  
tilt (~> 1.3) ruby
```

```
slim (>= 0) ruby depends on  
tilt (2.0.0)
```

INSTANCES/DYNOS LESS
MOAR MONEY!



MOAR INSTANCES FOR JUST ONE ENDPOINT

- > INSTAMIKE HAD A USER/IMAGES ROUTE IN THEIR APP. IT ACCOUNTED FOR 98% OF IT'S TRAFFIC.
- > THEY KEPT HAVING TO BUY MORE BOXES JUST FOR THIS ONE ENDPOINT.
 - > IT WAS



THE ENGINEERS MISSED
SATURDAYS



this weekend take the train,
not a bus

SATURDAY WAS THE ONLY 'SAFE DAY' TO DEPLOY 😞



- > IF EVERYTHING LIVES INSIDE ONE APP. THEN THE WHOLE TEAM NEEDS TO BE IN SYNC WHILE DOING RELEASES.
- > FOR INSTAMIKE THAT MEANT THAT ALL RELEASES HAD TO HAPPEN ON SATURDAY MORNING WHEN THE USERS WERE LESS ACTIVE.
 - > IT WAS 😞

HOW DID THEY FIX INSTAMIKE? AND CONQUER!



DIVIDE

1. IDENTIFY WHAT THINGS BELONG TOGETHER
2. ISOLATE THE PARTS
3. SCALE THOSE PARTS

BOUNDED CONTEXTS FTW!



"A SPECIFIC RESPONSIBILITY ENFORCED BY EXPLICIT BOUNDARIES"

A SMALL SET OF MODELS THAT OPERATE ALMOST INDEPENDENTLY OF THE REST OF THE APP.

BOUNDED CONTEXTS FTW!



```
$ tree libs/
libs/
├── analytics
│   ├── ab_groups.rb
│   └── generate_report.rb
├── photos
│   ├── filters.rb
│   ├── resize.rb
│   └── upload.rb
└── user
    ├── friends.rb
    └── user.rb
```

BOUNDED CONTEXTS FTW!



- › RAILS ENGINES ARE BOUNDED CONTEXTS

```
module Blorgh
  class Engine < ::Rails::Engine
  end
end
```



DEVISE CONTEXT → AUTH-ER

- › DEVISE IS THE MOST USED AUTHENTICATION GEM IN RAILS
- › IT'S AN ENGINE THAT ALLOWS YOUR USERS TO BE LOGGED IN OR OUT



DEVISE CONTEXT → AUTH-ER

- › IN A NUTSHELL WHAT DOES DEVISE DO? SETUP A WARDEN COOKIE
 - › THAT'S IT
- › YOUR APP IS RESPONSIBLE FOR WHAT TO DO WITH THE 'LOGGED USER'



DEVISE CONTEXT → AUTH-ER

- › COULD YOU SET THAT COOKIE ON ONE RAILS APP AND USE IT IN ANOTHER?
 - › YES!

THE AUTH-ER APP IS NOW A SIMPLE DEVISE APP WITH JUST THESE THREE GEMS

source '<https://rubygems.org>'



DEVISE CONTEXT → AUTH-ER

- › AND YOU CAN EVEN USE THESE SESSIONS OUTSIDE OF RAILS
- › [HTTPS://GITHUB.COM/MATTETTI/GORAILSYOURSELF](https://github.com/mattetti/gorailsyourself)

```
railsSecret := "f7b5763636f4c1f3ff4bd444eaccca295d87b990cc104124017ad70550edcf22b8e89465338254e0b608592a9aac29025440bfd9ce53579835ba06a86f85f9"
encryptedCookieSalt := []byte("encrypted cookie")
encryptedSignedCookieSalt := []byte("signed encrypted cookie")

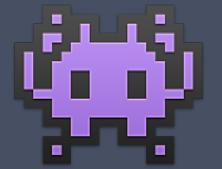
kg := KeyGenerator{Secret: railsSecret}
secret := kg.CacheGenerate(encryptedCookieSalt, 32)
signSecret := kg.CacheGenerate(encryptedSignedCookieSalt, 64)
e := MessageEncryptor{Key: secret, SignKey: signSecret}
```



THE IMAGE CONTEXT

ON MANY SOCIAL APPS IMAGES NEED TO BE:

- * RESIZED
- * SCALED
- * CACHED
- * UPLOADED



IMAG-ER

CAN BE IMPLEMENTED WITH JUST 3 LINES:

```
$ gem install magickly  
$ gem install thin  
$ thin start
```



HTTP://
IMAGER.INSTAMIKE.COM/
MAGIC.PNG?
SATURATION=150



HTTP://
IMAGER.INSTAMIKE.COM/
MAGIC.PNG?FLIP=TRUE



HTTP://
IMAGER.INSTAMIKE.COM/
MAGIC.PNG&FLOP=TRUE

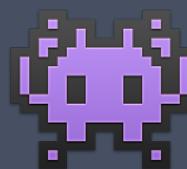


IMAGE-ER

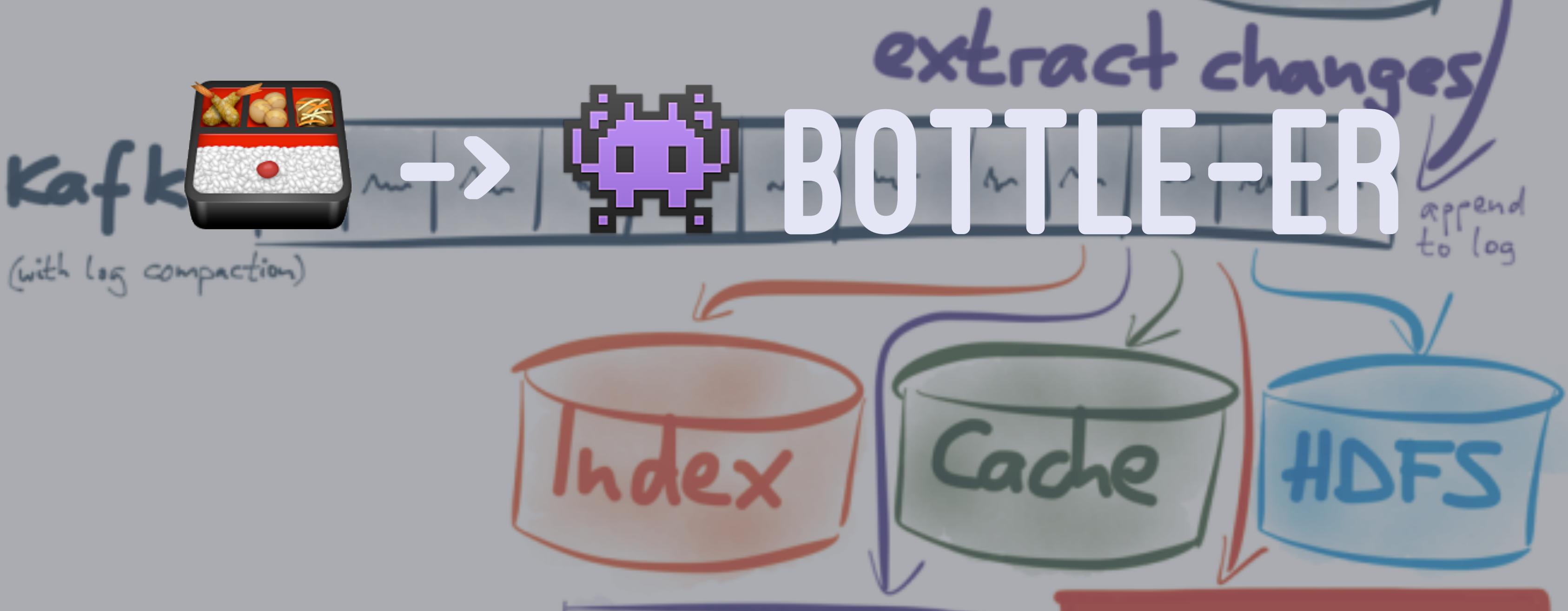
TRY IT!

- > [HTTP://BIT.LY/1NSP3VI](http://bit.ly/1nsp3vi)
- > [HTTP://MAGICKLY.AFELD.ME/?SRC=HTTP://I.IMGUR.COM/FJ5D8NQ.GIF&FLIP=TRUE](http://magickly.afeld.me/?src=http://i.imgur.com/fj5d8nq.gif&flip=true)
- > [HTTP://MAGICKLY.AFELD.ME/?SRC=HTTP://I.IMGUR.COM/FJ5D8NQ.GIF&TWO_COLOR=TRUE](http://magickly.afeld.me/?src=http://i.imgur.com/fj5d8nq.gif&two_color=true)



ETL CONTEXT → BOTTLE-ER

- POSTGRES HAS A LOG OF EVENTS
- EVERY TIME YOU DO AN OPERATION IT GETS UPDATED
 - IT IS USED TO REPLICATE THE DATABASE
- SO, INSTEAD OF RUNNING A RUBY SCRIPT TO GENERATE REPORTS EVERY NIGHT.





BOTTLE-ER

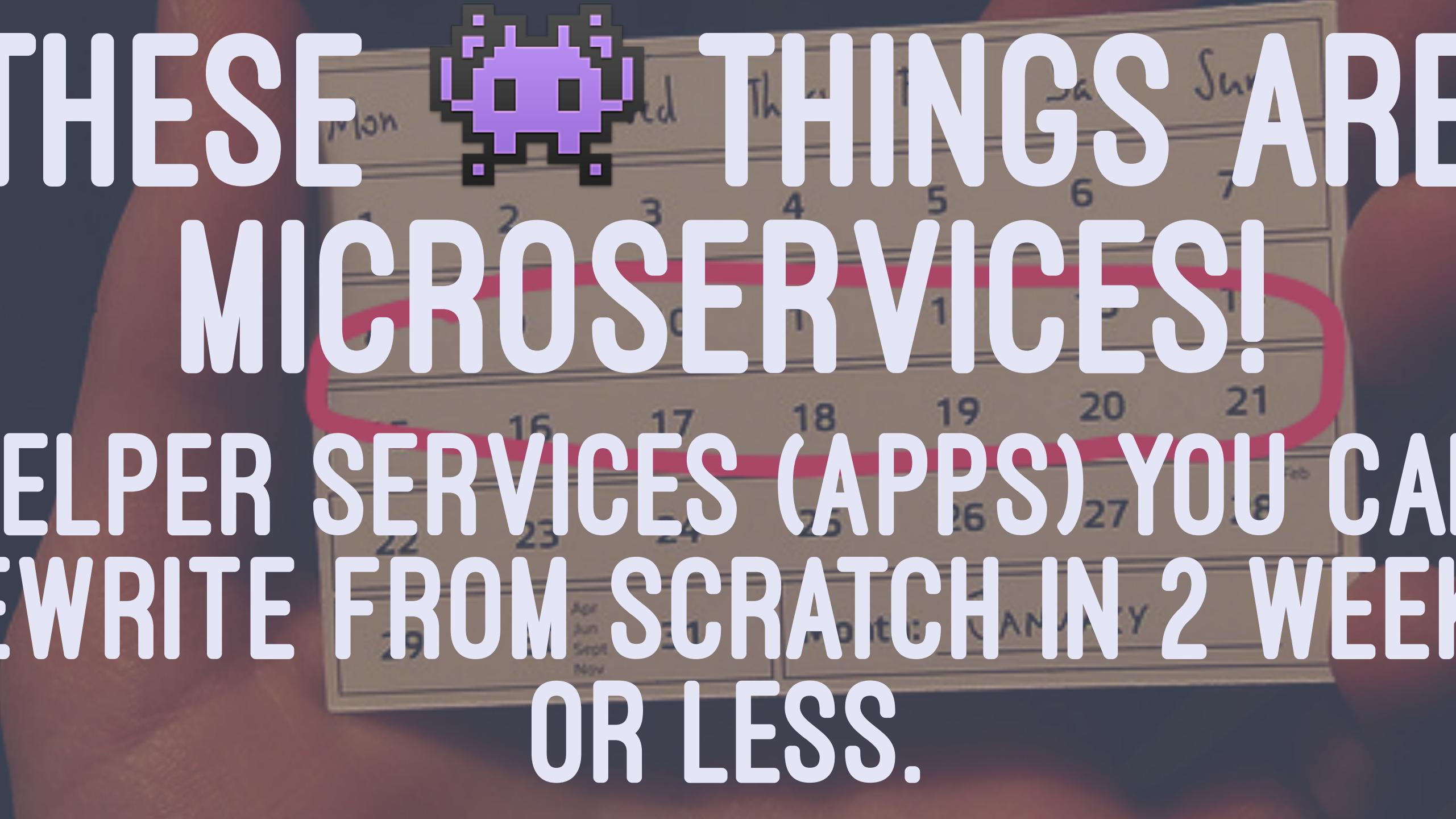
INTEGRATION IS REALLY SIMPLE:

```
ruby
$ docker run -d --name bottledwater --
              hostname bottledwater
              \ --link postgres:postgres
              \ --link kafka:kafka
\ --link schema-registry:schema-registry
confluent/bottledwater:0.1
```

SO WHAT ARE
THESE THINGS?

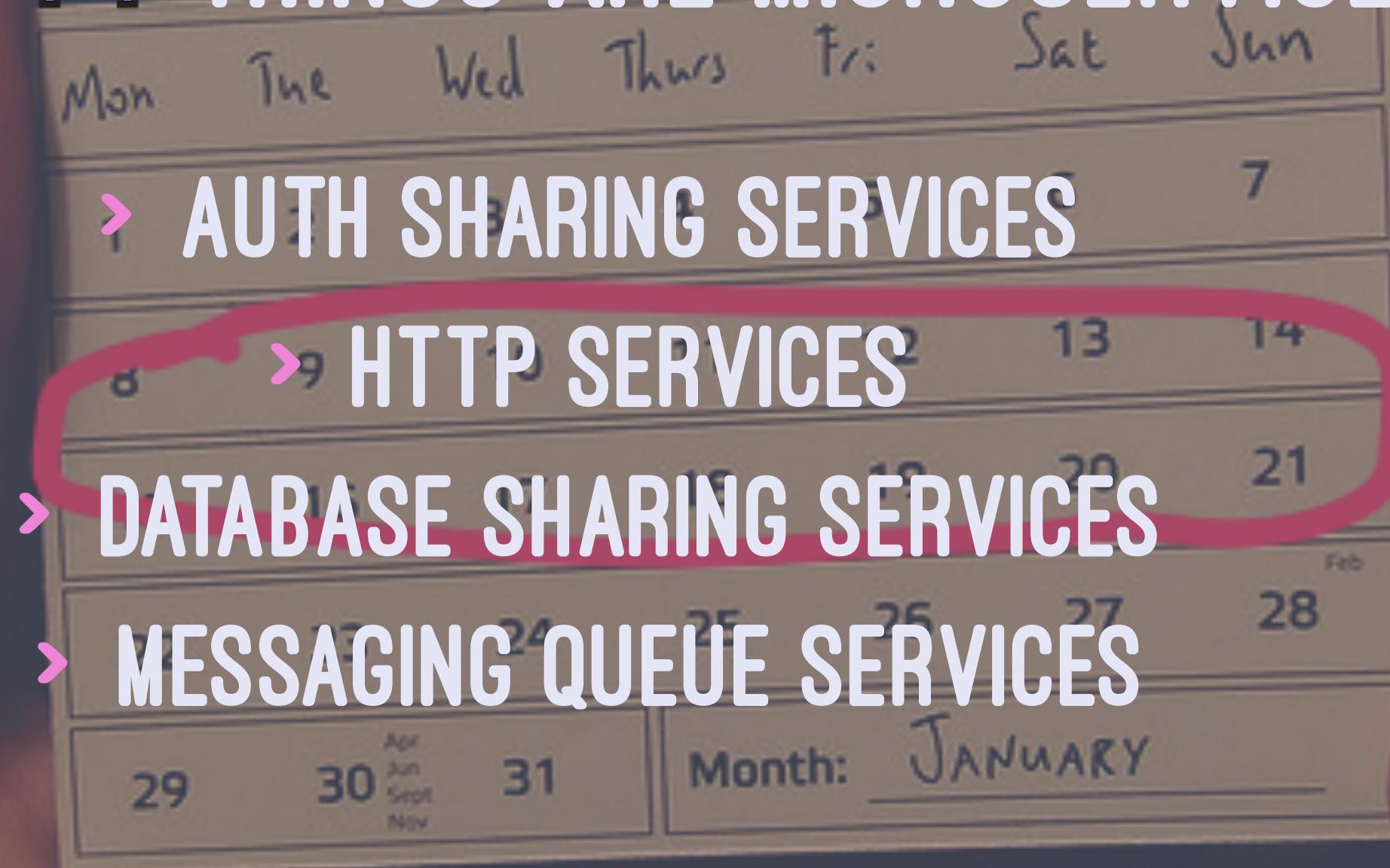


THESE THINGS ARE
MICROSERVICES!
HELPER SERVICES (APPS) YOU CAN
REWRITE FROM SCRATCH IN 2 WEEKS
OR LESS.



THESE 💥 THINGS ARE MICROSERVICES!

- > AUTH SHARING SERVICES
- > HTTP SERVICES
- > DATABASE SHARING SERVICES
- > MESSAGING QUEUE SERVICES



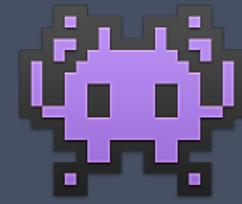
MICROSERVICES CAN:

- > BE WRITTEN IN ANY LANGUAGE
- > TALK OTHER SERVICES VIA REST, REDIS, RABBITMQ, COOKIES,
OR
SMOKE SIGNALS
- > LIVE INSIDE OR OUTSIDE YOUR APP'S FIREWALL
 - > CAN SCALE INDIVIDUALLY

IF YOUR APP USES RESQUE, YOU'RE ALREADY USING SERVICES (BUT NOT MICROSERVICES)

TO GET THEM TO BE 🎨:

- > MAKE THEM SMALLER. THEIR DEPENDENCIES MUST ALSO BE ABLE TO BE REWRITTEN IN 2 WEEKS.- ENABLE THEM TO SCALE INDIVIDUALLY (SOME IMPLEMENTATIONS ALREADY ALLOW YOU TO DO THIS).
- > STOP THEM LOADING THE WHOLE APP INSIDE THEM



MICROSERVICES AREN'T PERFECT

THERE ARE MANY GOTCHAS FOR GETTING MICROSERVICES RIGHT:

- > DISTRIBUTED SYSTEMS ARE HARD. (PICK SPEED, CONSISTENCY OR AVAILABILITY)
- > DEBUGGING ACROSS MULTIPLE SERVICES CAN BE TRICKY
- > CREATING DEVELOPMENT & PRODUCTION ENVIRONMENTS BECOMES HARDER
- > BEWARE OF MICROSERVICE ENVY. USE THEM WHERE THEY ARE

THREE QUICK TIPS BEFORE WRAPPING UP:

- RABBITMQ OR ANY OTHER MESSAGING SERVICE MAKES IT EASIER TO KEEP STATE CONSISTENT. HTTP LOSES MESSAGES VERY EASILY.
- TRY TO MINIMIZE STATE AS MUCH AS YOU CAN. REPLICATION IS VERY COSTLY
- CHECK THE REFERENCES (SPECIALLY SAM NEWMAN'S BOOK)

MUST WIN BUILDS ❤ APPS

I'M GONZALO MALDONADO AND I'M A LEAD ENGINEER AT MUST WIN.
WE BUILD ❤ APPS. (SOMETIMES WITH 🕹 MICROSERVICES)

CHECK US OUT AT

MUSTWIN.COM

REFERENCES

- > SAM NEWMAN'S BUILDING MICROSERVICES
 - > HIGH SCALABILITY BLOG
 - > CONTINUOUS DEPLOYMENT
 - > RUBY ROGUES
- > [HTTPS://SPEAKERDECK.COM/ELGONZ/5-WAYS-WE-SCREWED-UP-MICROSERVICES](https://speakerdeck.com/elgonz/5-ways-we-screwed-up-microservices)
- > ERIC EVAN'S DOMAIN DRIVEN DESIGN