

# Spring Cloud微服务架构设计 吉祥航空定制教程

杜威

dave\_duw@hotmail.com



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## 微服务的诞生

Spring Cloud微服务架构设计最佳实践  
吉祥航空定制教程

EASTHOME  
201806

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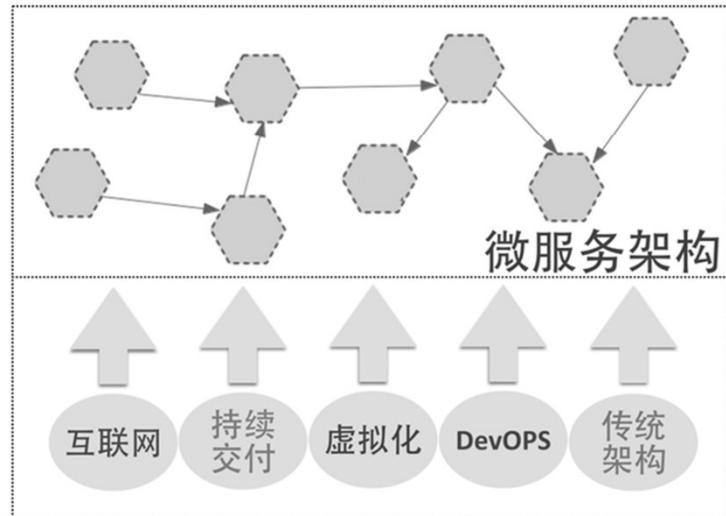
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## 背景

微服务的诞生并非偶然。它是互联网高速发展，敏捷、精益、持续交付方法论的深入人心，虚拟化技术与DevOps文化的快速发展以及传统单

块架构无法适应快速变化等多重因素的推动下所诞生的产物



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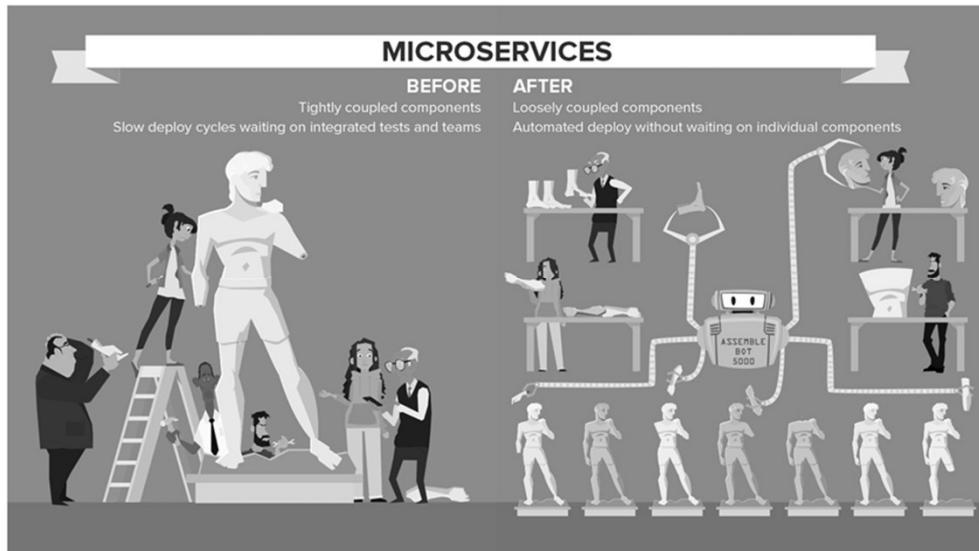
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## 与单体系统的区别



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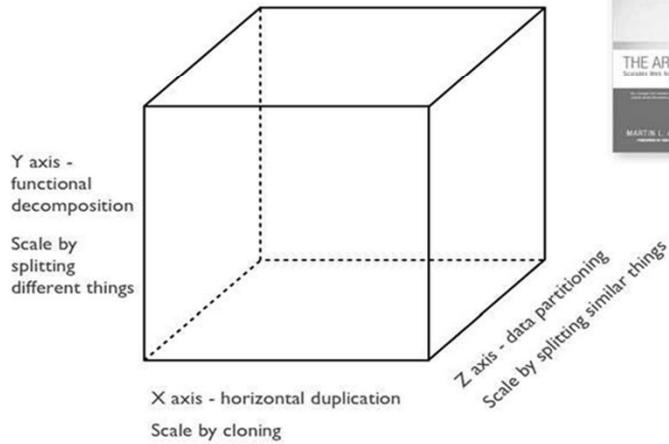
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# 扩展立方

## 3 dimensions to scaling



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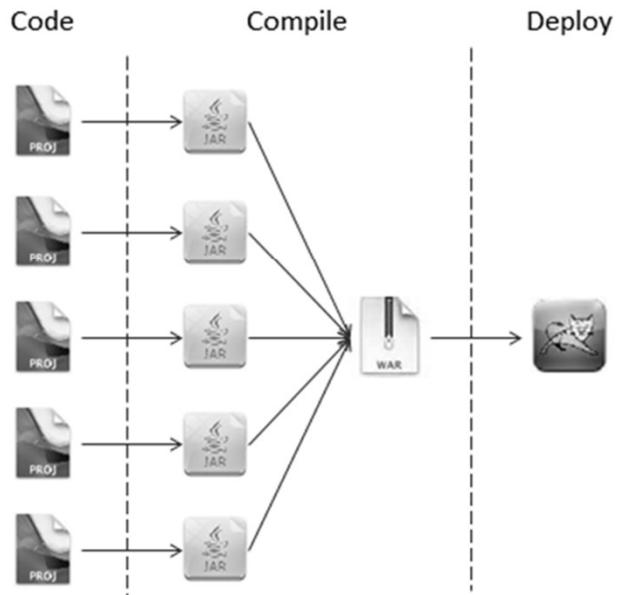
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通常，要开发的服务所对应的代码由多个项目所组成，各个项目会根据自身所提供的功能的不同具有一个明确的边界。

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如果应用的部署非常麻烦，那么为了对自己的更改进行测试，软件开发人员还需要在部署前进行大量的环境设置，进而使得软件开发人员的工作变得繁杂而无趣



从上面的示意图中可以看到，在应用变大之后，软件开发人员花在编译及部署的时间明显增多，甚至超过了他对代码进行更改并测试的时间，效率已经变得十分低下。

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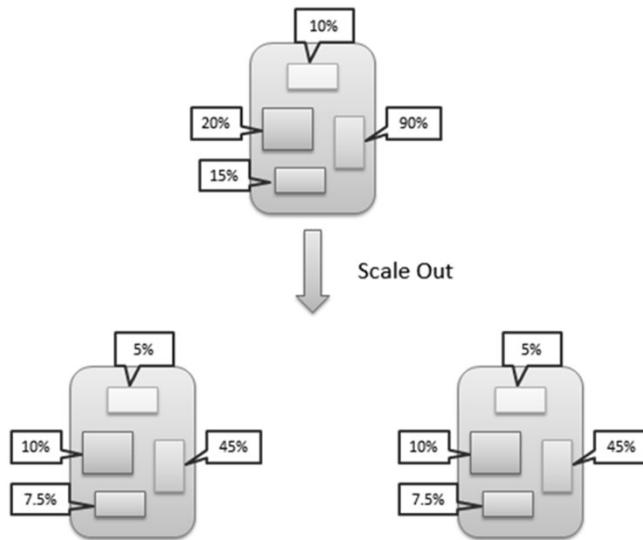
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由于Monolith服务中的各个组成是打包在同一个WAR包中的，因此通过添加一个额外的服务实例虽然可以将需要扩容的组成的负载降低到了45%，但是也使得其它各组成的利用率更为低下。

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## Microservice

The microservice architectural style is an approach to developing a single application as a suite of small services, each running in its own process and communicating with lightweight mechanisms, often an HTTP resource API. These services are built around business capabilities and independently deployable by fully automated deployment machinery. There is a bare minimum of centralized management of these services, which may be written in different programming languages and use different data storage technologies.

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## 微服务架构

微服务架构是一种架构模式，它提倡将单一应用程序划分成一组小的服务，服务之间互相协调、互相配合，为用户提供最终价值。每个服务运行在其独立的进程中，服务与服务间采用轻量级的通信机制互相沟通（通常是基于HTTP协议的RESTful API）。每个服务都围绕着具体业务进行构建，并且能够被独立的部署到生产环境、类生产环境等。另外，应当尽量避免统一的、集中式的服务管理机制，对具体的一个服务而言，应根据业务上下文，选择合适的语言、工具对其进行构建。

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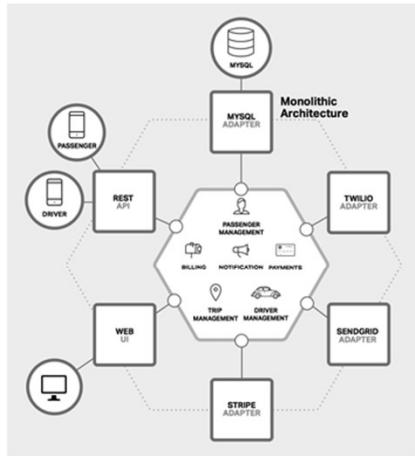
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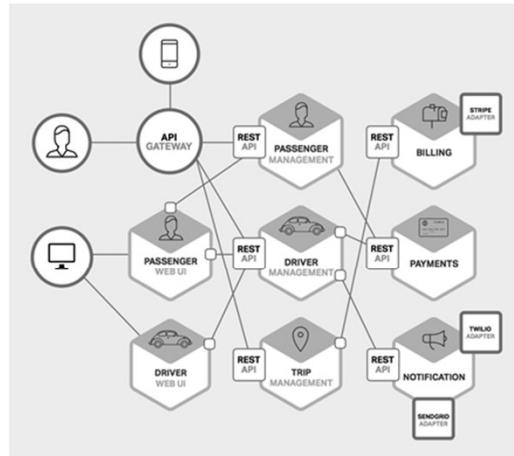
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巨石系统



微服务

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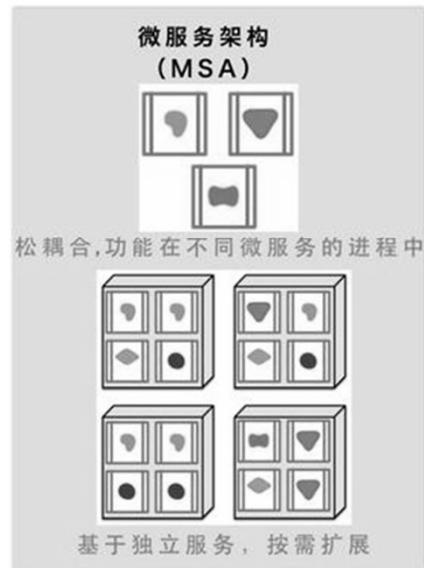
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将功能分散到各个离散的服务中然后实现对方案的解耦。  
服务更原子,自治更小,然后高密度部署服务

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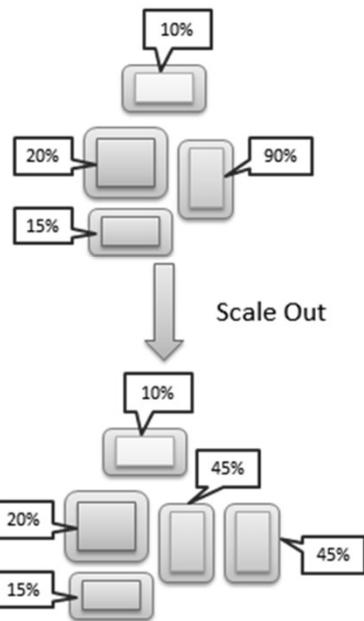
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在使用Microservice架构模式的情况下，软件开发人员可以通过编译并重新部署单个子服务的方式来验证自己的更改，而不再需要重新编译整个应用，从而节省了大量的时间。同时由于每个子服务是独立的，因此各个服务内部可以自行决定最为合适的实现技术，使得这些子服务的开发变得更为容易。最后如果当前系统的容量不够了，那么我们只需要找到成为系统瓶颈的子服务，并扩展该子服务的容量即可。

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## 微服务架构的优点与缺点

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- 1 每个服务足够内聚，足够小，代码容易理解、开发效率提高
- 2 服务之间可以独立部署，微服务架构让持续部署成为可能
- 3 每个服务可以各自进行x扩展和z扩展，而且，每个服务可以根据自己的需要进行扩容
- 4 容易扩大开发团队，可以针对每个服务（service）组件开发团队
- 5 提高容错性（fault isolation），一个服务的内存泄露并不会让整个系统瘫痪
- 6 系统不会被长期限制在某个技术栈上

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## 缺点

- 1 对于需要多个后端服务的user case，要在没有分布式事务的情况下实现代码非常困难；涉及多个服务直接的自动化测试也具备相当的挑战性
- 2 服务管理的复杂性，在生产环境中要管理多个不同的服务的实例，这意味着开发团队需要全局统筹
- 3 意味着新的开发模型，团队需要适应这一过程

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## 微服务架构12要素

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# 微服务设计12要素

## 微服务要素

### The Twelve Factors

#### 1. Code Base

One codebase tracked in revision control, many deploys

#### 7. Port Binding

Export services via port binding

#### 2. Dependences

Explicitly declare and isolate dependences

#### 8. Concurrency

Scale out via process model  
<http://>

#### 3. Config

Store config in environment

#### 9. Disposability

Maximize robustness with fast startup and graceful shutdown

#### 4. Backing Services

Treat backing services as attached resources

#### 10. Dev/prod parity

Keep development, staging, and production as similar as possible

#### 5. Build, release, run

Strictly separate build and run stages

#### 11. Logs

Treat logs as event stream

#### 6. Process

Execute the app as one or more stateless processes

#### 12. Admin processes

Run admin/management tasks as one-off processes

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## 基准代码

- 一份基准代码，多份部署
- 基准代码和应用之间总是保持一一对应的关系：  
一旦有多个基准代码，就不能称为一个应用，而是一个分布式系统。分布式系统中的每一个组件都是一个应用，每一个应用可以分别使用12-Factor进行开发。  
多个应用共享一份基准代码是有悖于12-Factor原则的。  
解决方案是将共享的代码拆分为独立的类库，然后使用依赖管理策略去加载它们。尽管每个应用只对应一份基准代码，但可以同时存在多份部署。所有部署的基准代码相同，但每份部署可以使用其不同的版本。

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## 依赖

- 显式声明依赖关系
- 12-Factor规则下的应用程序不会隐式依赖系统级的类库。它一定通过依赖清单，确切地声明所有依赖项。此外，在运行过程中通过 依赖隔离 工具来确保程序不会调用系统中存在但清单中未声明的依赖项。这一做法会统一应用到生产和开发环境。

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## 配置

- 在环境中存储配置
- 12-Factor推荐将应用的配置存储于环境变量中 (env vars, env)。环境变量可以非常方便地在不同的部署间做修改，却不动一行代码；与配置文件不同，不小心把它们签入代码库的概率微乎其微；与一些传统的解决配置问题的机制（比如Java的属性配置文件）相比，环境变量与语言和系统无关。

12-Factor应用中，环境变量的粒度要足够小，且相对独立。它们永远也不会组合成一个所谓的“环境”，而是独立存在于每个部署之中。当应用程序不断扩展，需要更多种类的部署时，这种配置管理方式能够做到平滑过渡。

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## 后端服务

- 把后端服务当作附加资源
- 12-Factor应用不会区别对待本地或第三方服务。  
对应用程序而言，两种都是附加资源，通过一个url或是其他存储在配置中的服务定位/服务证书来获取数据。12-Factor应用的任意部署，都应该可以在不进行任何代码改动的情况下，将本地**MySQL**数据库换成第三方服务(例如Amazon RDS)。类似的，本地SMTP服务应该也可以和第三方SMTP服务(例如Postmark)互换。

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## 构建，发布，运行

- 严格分离构建和运行
- 12-factor应用严格区分构建，发布，运行这三个步骤。每一个发布版本必须对应一个唯一的发布ID。  
新的代码在部署之前，需要开发人员触发构建操作。但是，运行阶段不一定需要人为触发，而是可以自动进行

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## 进程

- 以一个或多个无状态进程运行应用
- 12-factor应用的进程必须无状态且无共享。任何需要持久化的数据都要存储在后端服务内，比如数据库。粘性Session是twelve-factor极力反对的。Session中的数据应该保存在诸如Memcached或 **Redis** 这样的带有过期时间的缓存中。

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## 端口绑定

- 通过端口绑定提供服务
- 12-factor应用完全自我加载而不依赖于任何网络服务器就可以创建一个面向网络的服务。互联网应用通过端口绑定来提供服务，并监听发送至该端口的请求。

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# 并发

- 通过进程模型进行扩展
- 在12-factor应用中，进程是一等公民。12-factor应用的进程主要借鉴于 unix守护进程模型。开发人员可以运用这个模型去设计应用架构，将不同的工作分配给不同的进程类型。

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## 易处理

- 快速启动和优雅终止可最大化健壮性
- 12-factor应用的进程是可支配的，意思是说它们可以瞬间开启或停止。这有利于快速、弹性的伸缩应用，迅速部署变化的代码或配置，稳健地部署应用。进程应当追求最小启动时间；进程一旦接收终止信号(SIGTERM) 就会优雅的终止。进程还应当在面对突然死亡时保持健壮。

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## 开发环境与线上环境等价

- 尽可能的保持开发、预发布、线上环境相同
- 12-factor应用想要做到持续部署就必须缩小本地与线上差异。12-factor应用的开发人员应该反对在不同环境间使用不同的后端服务，即使适配器已经可以几乎消除使用上的差异。

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## 日志

- 把日志当作事件流
- 12-factor应用本身从不考虑存储自己的输出流。不应该试图去写或者管理日志文件。相反，每一个运行的进程都会直接的标准输出(stdout)事件流。开发环境中，开发人员可以通过这些数据流，实时在终端看到应用的活动。

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## 管理进程

- 后台管理任务当作一次性进程运行
- 一次性管理进程应该和正常的 常驻进程 使用同样的环境。这些管理进程和任何其他的进程一样使用相同的代码和配置，基于某个发布版本运行。  
后台管理代码应该随其他应用程序代码一起发布，从而避免同步问题。所有进程类型应该使用同样的依赖隔离技术。12-factor尤其青睐那些提供了REPL shell的语言，因为那会让运行一次性脚本变得简单。

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## 微服务架构实现

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# 微服务设计实践

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## 微服务架构要解决哪些问题



- 服务注册、发现
- 负载均衡
- 服务网关
- 服务容错
- 配置管理



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## SPRING CLOUD中常见的微服务公共组件



负载均衡



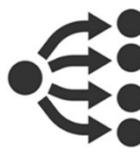
服务注册与发现



监控



分布式配置管理



API网关



分布式追踪

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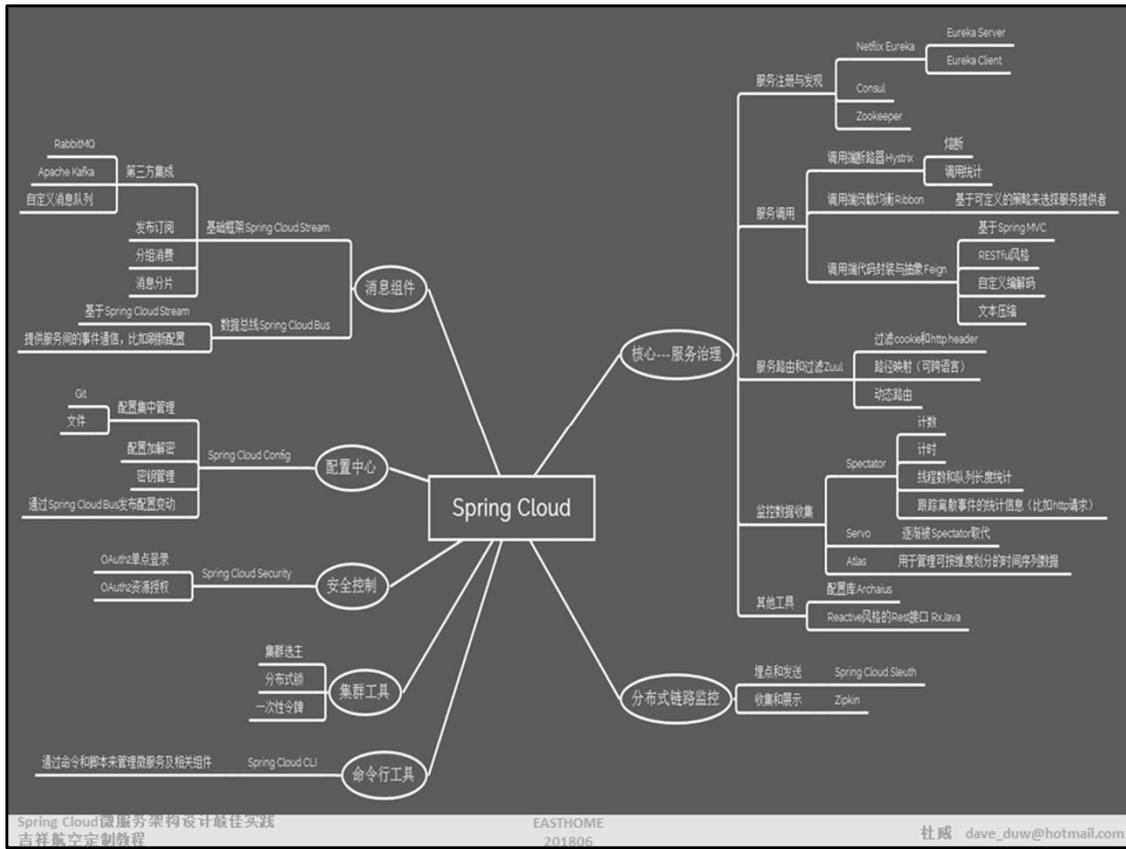
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## Spring Boot优点

- 集中式配置+注解,简化开发流程，尽可能快地构建和运行Spring应用
- 提供了Spring各个插件的基于Maven的pom模板配置
- 提供更多的企业级开发特性:如何系统监控，健康诊断，权限控制
- 无冗余代码生成和XML强制配置等
- 内嵌的Tomcat和Jetty容器，无需提供Java war包以及繁琐的Web配置

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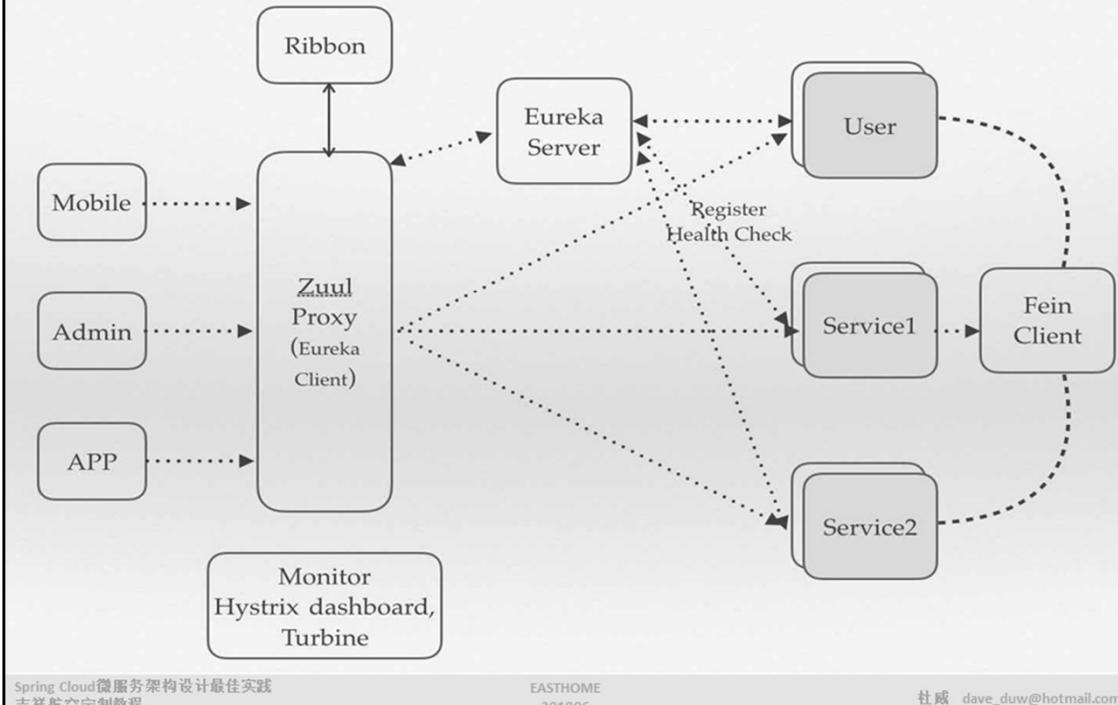
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# Spring Cloud体系结构



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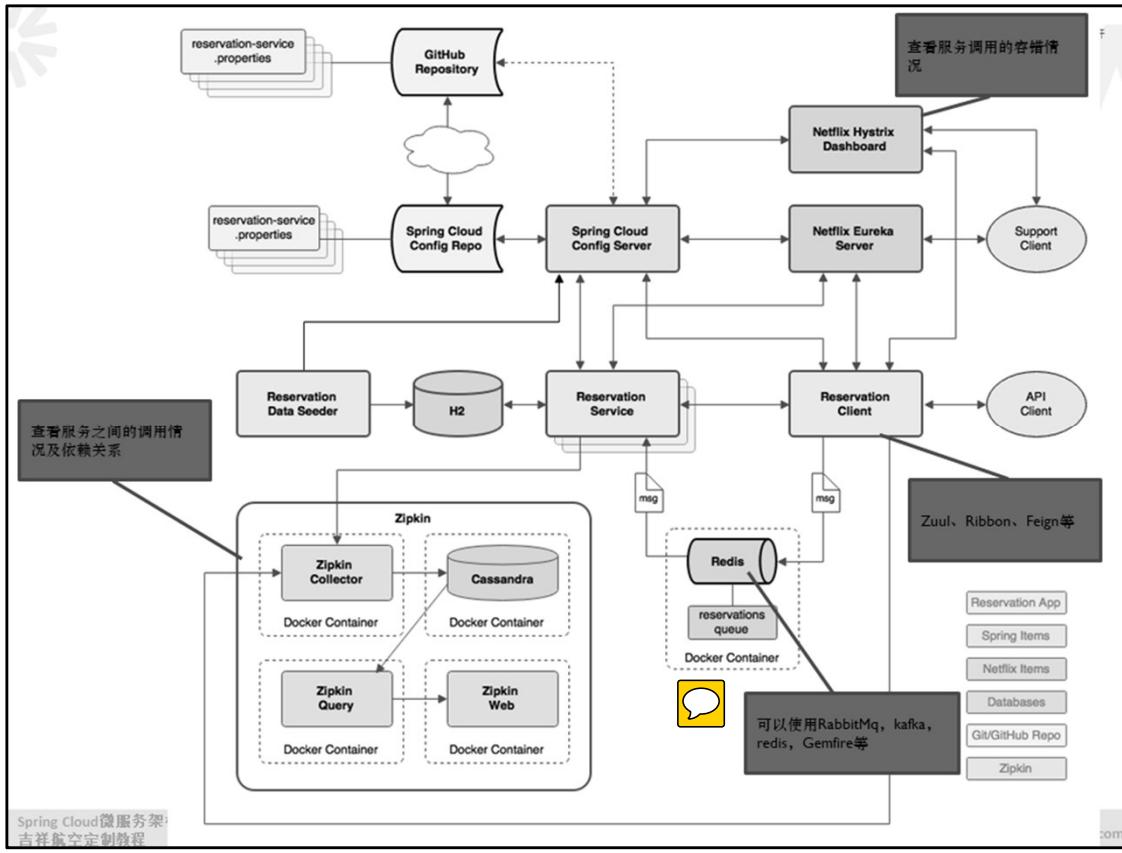
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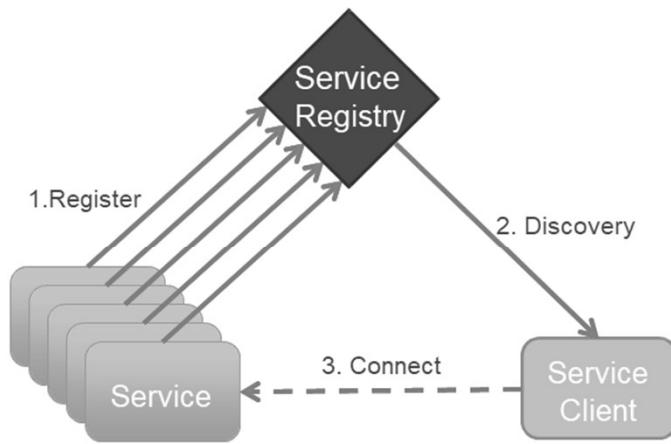


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# 服务发现 / 服务注册/ 服务路由



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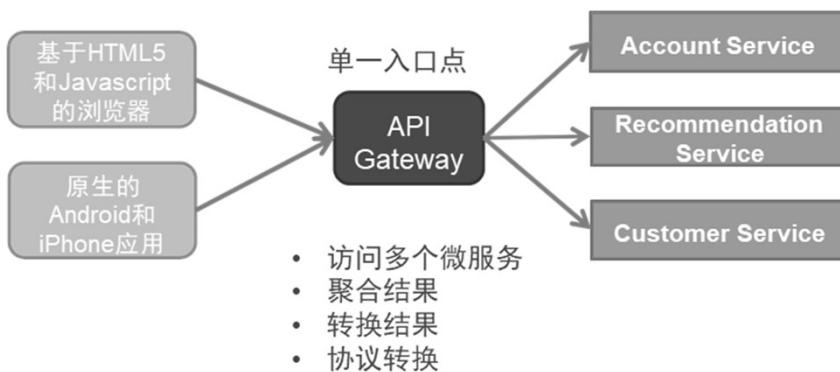
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# API Gateway



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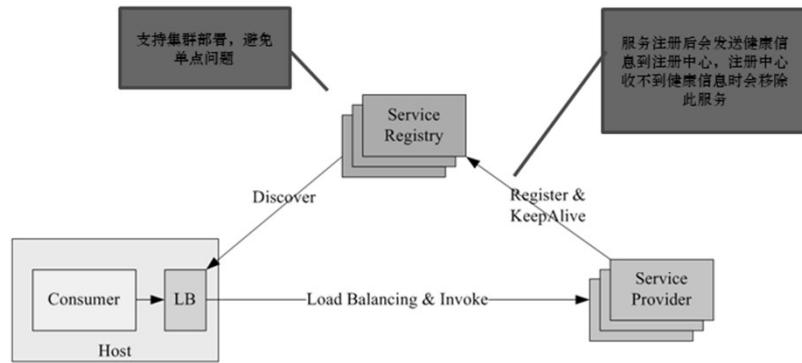
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## 服务注册、发现



和单体(Monolithic)架构不同，微服务架构是由一系列职责单一的细粒度服务构成的分布式网状结构，服务之间通过轻量机制进行通信，这时候必然引入一个服务注册发现问题，也就是说服务提供方要注册通告服务地址，服务的调用方要能发现目标服务

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## • 高效服务调用

简单高效的RPC服务调用框架，通过IDL定义数据结构，在服务端、客户端之间通过二进制传输数据，体积更小，序列化和反序列化更高效；

### Thrift

目前流行的服务调用方式有很多种，例如基于SOAP消息格式的Web Service，基于JSON消息格式的RESTful服务等。其中所用到的数据传输方式包括XML, JSON等，然而XML相对体积太大，传输效率低，JSON体积较小，新颖，但还不够完善。由Facebook开发的远程服务调用框架Apache Thrift，采用接口描述语言定义并创建服务，支持可扩展的跨语言服务开发，所包含的代码生成引擎可以在多种语言中，如C++, Java, Python, PHP, Ruby, Erlang, Perl, Haskell, C#, Cocoa, Smalltalk等创建高效的、无缝的服务，其传输数据采用二进制格式，相对XML和JSON体积更小，对于高并发、大数据量和多语言的环境更有优势

Thrift可以很好的与spring cloud集成，方便使用！

### Protocol Buffers

Protocol Buffers是Google公司开发的一种数据描述语言可用于数据存储、通信协议等方面，它不依赖于语言和平台并且可扩展性极强。

gRPC是一个高性能、通用的开源RPC框架，其由Google主要面向移动应用开发并基于HTTP/2协议标准而设计，基于ProtoBuf(Protocol Buffers)序列化协议开发，且支持众多开发语言。

gRPC已经应用在Google的云服务和对外提供的API中，其主要应用场景如下：

低延迟、高扩展性、分布式的系统  
同云服务器进行通信的移动应用客户端  
设计语言独立、高效、精确的新协议  
便于各方面扩展的分层设计，如认证、负载均衡、日志记录、监控等

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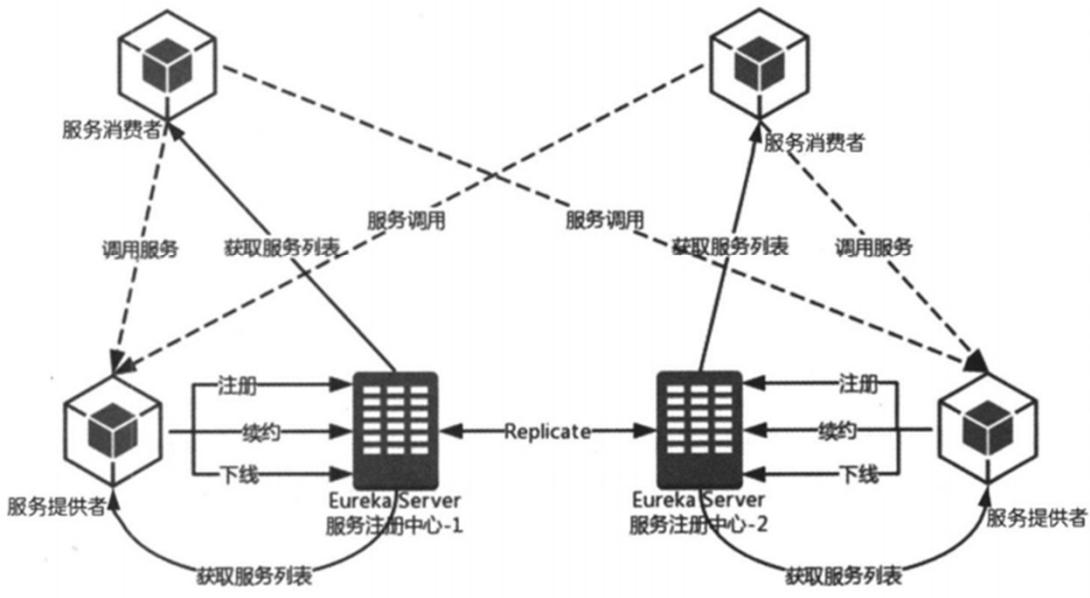
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# SpringCloud服务注册与发现



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# 如何做负载均衡?

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# 负载均衡

## 客户端的负载均衡

Netflix Ribbon

## 服务端的负载均衡

硬件F5

LVS

Nginx

HA Proxy

19

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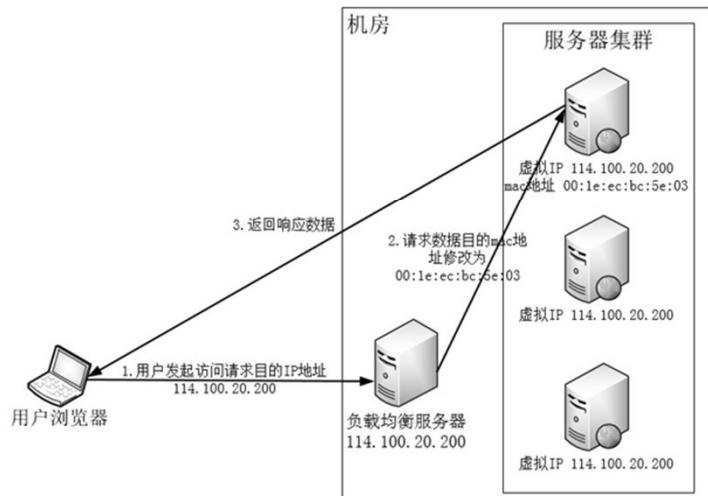
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# 负载均衡

## 数据链路层负载均衡优点

- 不需要修改数据包的源地址
- 响应数据不需要通过负载均衡器



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# 负载均衡-重定向负载均衡

HTTP重定向负载均衡优点

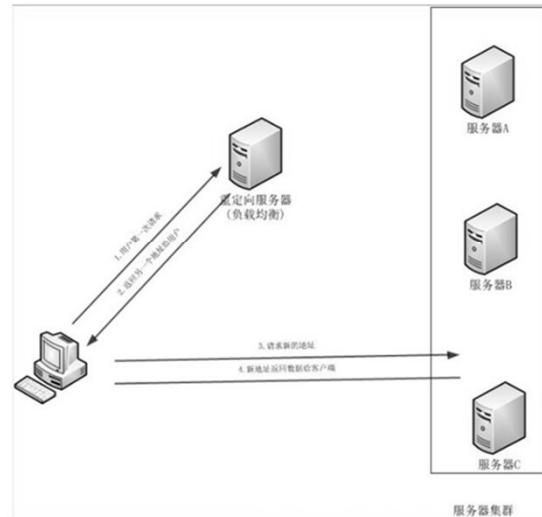
比较简单

HTTP重定向负载均衡缺点

浏览器需要两次请求服务器才能完成一次访问

性能较差

重定向服务器自身的处理能力有可能成为瓶颈



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# 负载均衡

反向代理负载均衡优点

比较简单

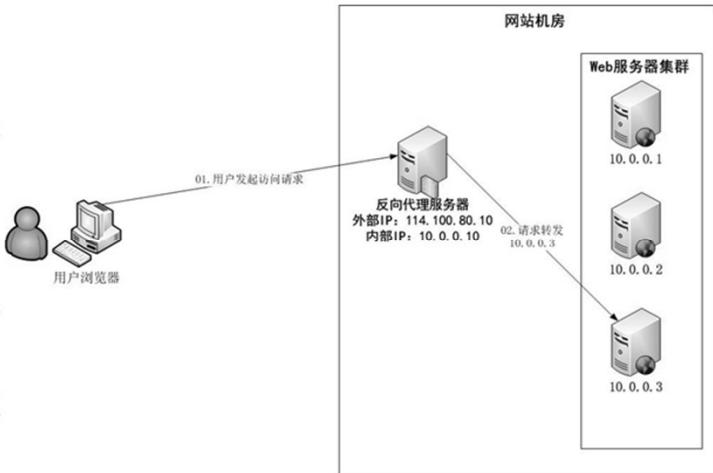
可以利用反向代理缓存  
资源

改善网站性能

反向代理负载均衡缺点

所有请求和响应的中转  
站

其性能可能会成为瓶颈



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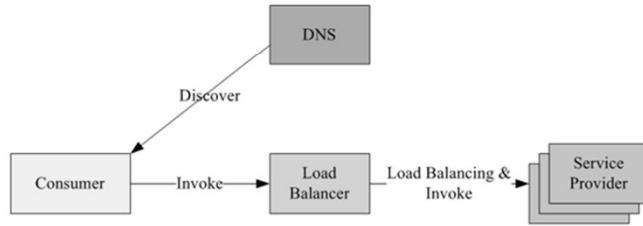
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# 负载均衡

- 集中式负载均衡

在服务消费者和服务提供者之间有一个独立的LB，LB通常是专门的硬件设备如F5，或者基于软件如LVS，HAProxy等实现



1. 单点问题
2. 所有服务调用流量都经过LB，当服务数量和调用量大的时候，LB容易成为瓶颈
3. LB在服务消费方和服务提供方之间增加了一跳(hop)，有一定性能开销。

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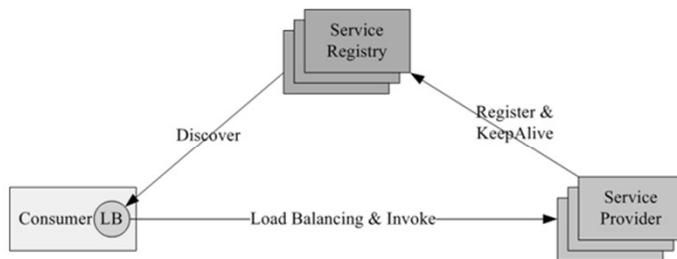
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# 负载均衡

- 进程内LB



进程内LB方案是一种分布式方案，LB和服务发现能力被分散到每一个服务消费者的进程内部，同时服务消费方和服务提供方之间是直接调用，没有额外开销，性能比较好

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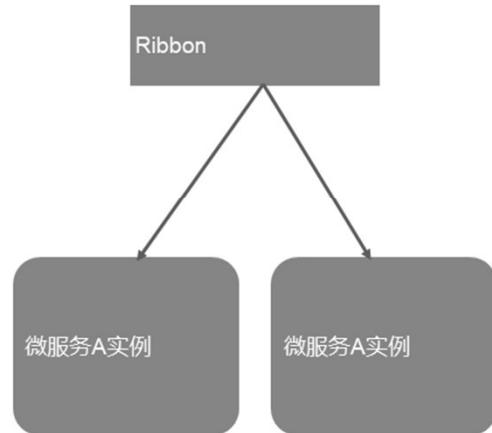
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# Ribbon

- **负载均衡** Zuul网关将一个请求发送给某一个服务的应用的时候，如果一个服务启动了多个实例，就会通过Ribbon来通过一定的负载均衡策略来发送给某一个服务实例。



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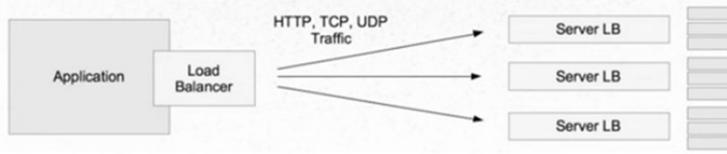
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## 客户端的负载均衡 - NETFLIX RIBBON



```
2017-01-19 02:41:38.425 INFO 7 --- [nio-8080-exec-1] c.n.l.DynamicServerListLoadBalancer      : DynamicServerListLoadBalancer for client sample-hystrix-aggregate initialized: DynamicServerListLoadBalancer: {NFLoadBalancer{name=sample-hystrix-aggregate,current list of Servers=[sampleaggregate2:8081, sampleaggregate1:8081]},Load balancer stats=Zone stats: {defaultzone=[Zone=defaultZone;Instance count:2;Active connections count: 0;Circuit breaker tripped count: 0;Active connections per server: 0.0;],Server stats: [[Server:sampleaggregate2:8081;Zone:defaultZone;Total Requests:0;Successive connection failure:0;Total blackout seconds:0;Last connection made:Thu Jan 01 00:00:00 UTC 1970;First connection made: Thu Jan 01 00:00:00 UTC 1970;Active Connections:0;total failure count in last (1000) msecs:0;average resp time:0.0;90 percentile resp time:0.0;95 percentile resp time:0.0;min resp time:0.0;max resp time:0.0;stddev resp time:0.0], [Server:sampleaggregate1:8081;Zone:defaultZone;Total Requests:0;Successive connection failure:0;Total blackout seconds:0;Last connection made:Thu Jan 01 00:00:00 UTC 1970;First connection made: Thu Jan 01 00:00:00 UTC 1970;Active Connections:0;total failure count in last (1000) msecs:0;average resp time:0.0;90 percentile resp time:0.0;95 percentile resp time:0.0;min resp time:0.0;max resp time:0.0;stddev resp time:0.0]}]}ServerList:org.springframework.cloud.netflix.ribbon.eureka.DomainExtractingServerList@3e03fb88
```

### Notes:

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# Feign

服务客户端 服务之间如果需要相互访问，可以使用 RestTemplate，也可以使用 Feign客户端访问。它默认会使用Ribbon来实现负载均衡

```
@HystrixCommand(fallbackMethod = "hiError")
public String sayHi(String name) {
    return restTemplate.getForObject(url: "http://SERVICE-HI/hi?name=" + name, String.class);
}
```



```
@FeignClient(value = "service-hi", fallback = ScheduleServiceHiHystrix.class)
public interface ScheduleServiceHi {
    @RequestMapping(value = "/hi", method = RequestMethod.GET)
    String sayHi(@RequestParam("name") String name);
}
```

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# 为什么要引入API网关?

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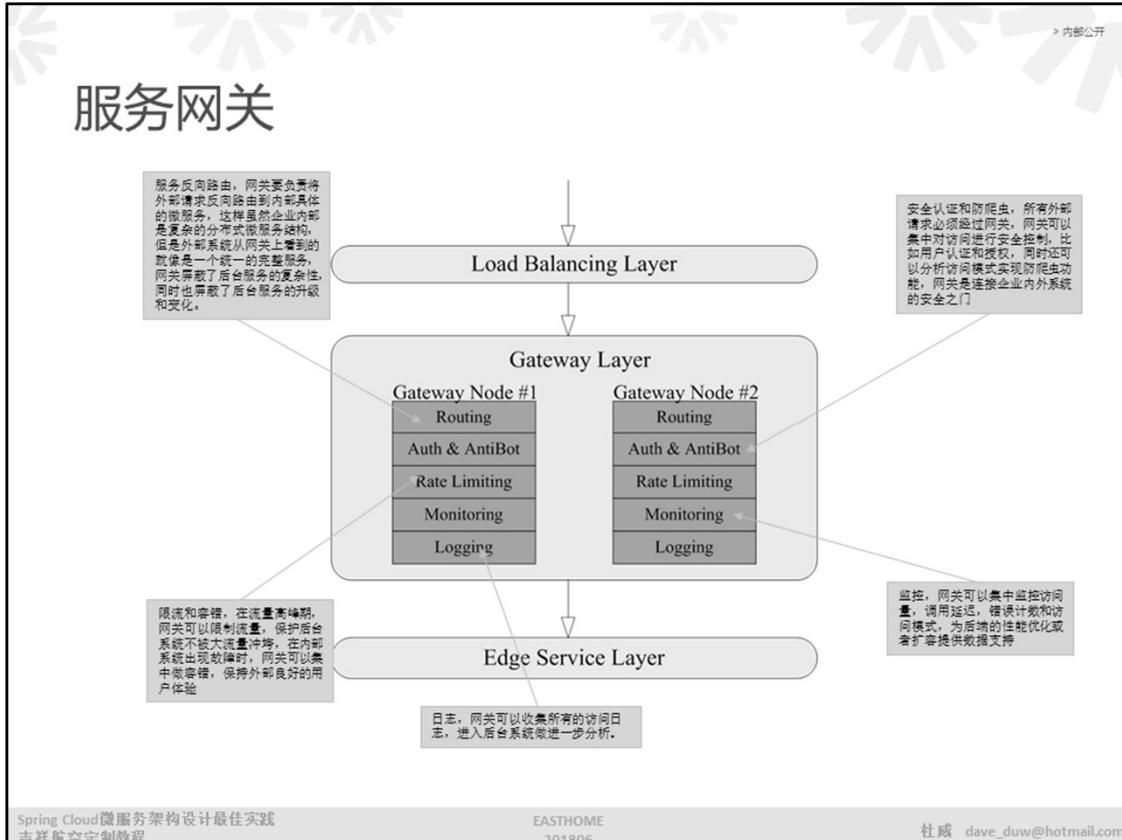
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# 服务网关



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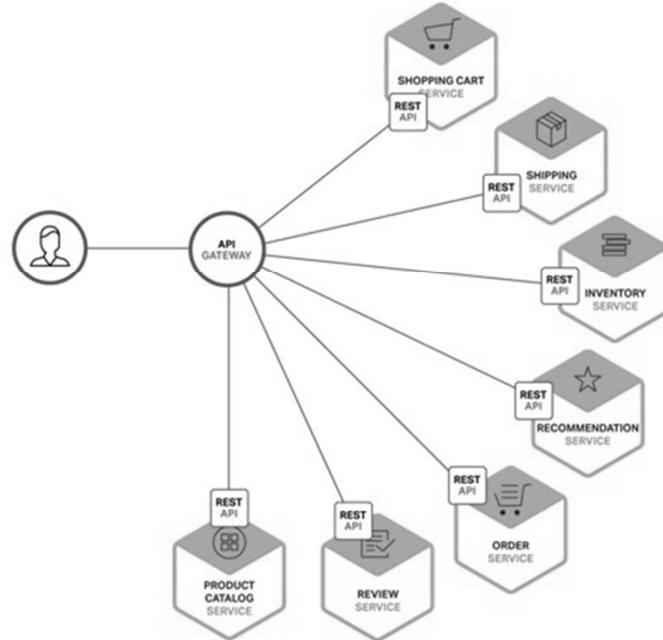
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# Zuul网关路由

## Spring Cloud Zuul 服务网关



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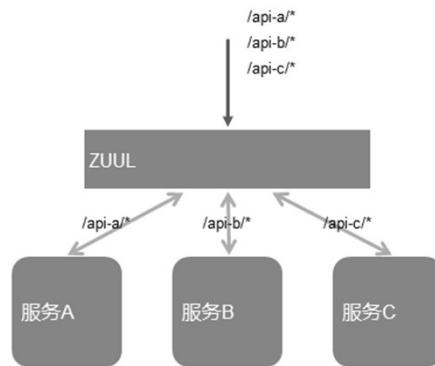
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# ZUUL API Gateway

- **API网关** 所有的客户端请求通过这个网关访问后台的服务。他可以使用一定的路由配置来判断某一个URL由哪个服务来处理。并从Eureka获取注册的服务来转发请求。



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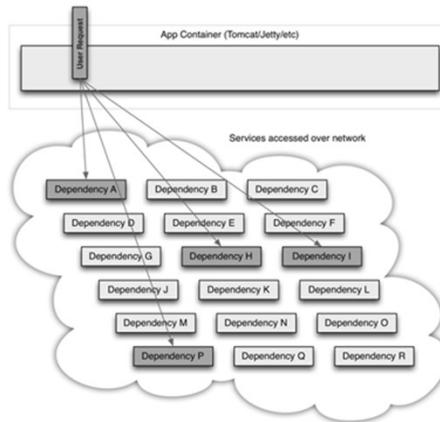
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# 服务容错

## • 服务之间相互依赖

当企业微服务化以后，服务之间会有错综复杂的依赖关系，例如，一个前端请求一般会依赖于多个后端服务，技术上称为 $1 \rightarrow N$ 扇出。



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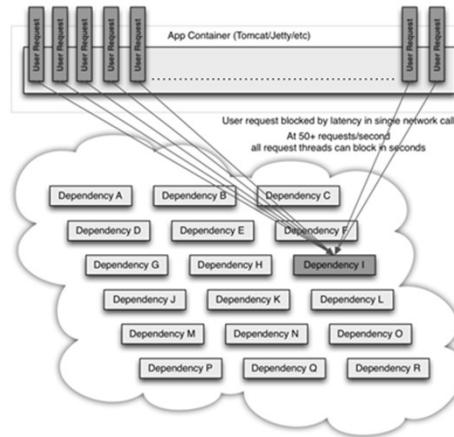
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# 服务容错

- 单服务异常导致雪崩

在实际生产环境中，服务往往不是百分百可靠，服务可能会出错或者产生延迟，如果一个应用不能对其依赖的故障进行容错和隔离，那么该应用本身就处在被拖垮的风险中。在一个高流量的网站中，某个单一后端一旦发生延迟，可能在数秒内导致所有应用资源(线程，队列等)被耗尽，造成所谓的雪崩效应(Cascading Failure)，严重时可致整个网站瘫痪。



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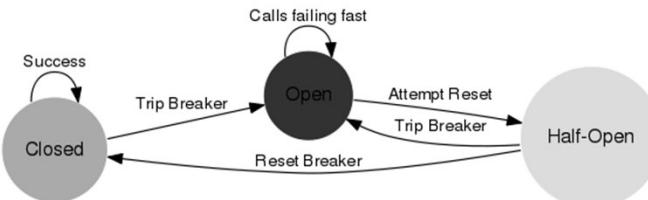
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## 服务容错-最佳实践

- 电路熔断器模式(Circuit Breaker Patten)



该模式的原理类似于家里的电路熔断器，如果家里的电路发生短路，熔断器能够主动熔断电路，以避免灾难性损失。在分布式系统中应用电路熔断器模式后，当目标服务慢或者大量超时，调用方能够主动熔断，以防止服务被进一步拖垮；如果情况又好转了，电路又能自动恢复，这就是所谓的弹性容错，系统有自恢复能力。上图是一个典型的具备弹性恢复能力的电路保护器状态图，正常状态下，电路处于关闭状态(Closed)，如果调用持续出错或者超时，电路被打开进入熔断状态(Open)，后续一段时间内的所有调用都会被拒绝(Fail Fast)，一段时间以后，保护器会尝试进入半熔断状态(Half-Open)，允许少量请求进来尝试，如果调用仍然失败，则回到熔断状态，如果调用成功，则回到电路闭合状态。

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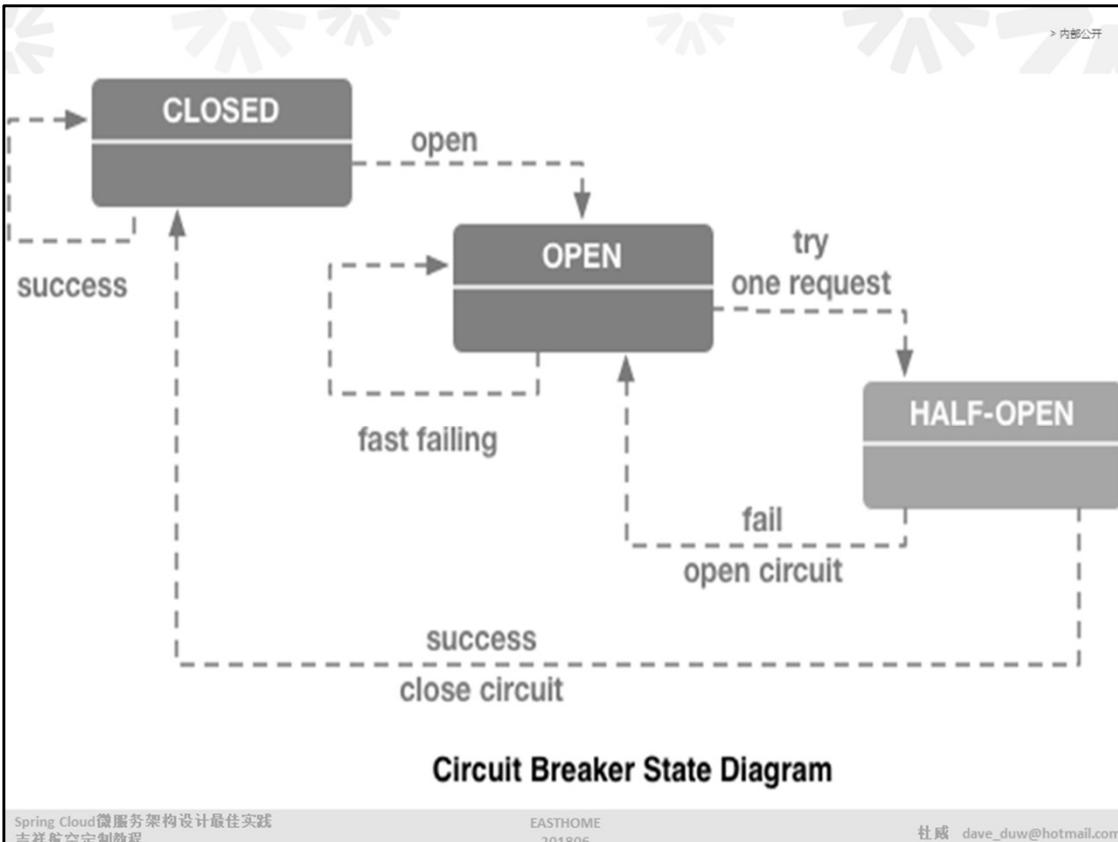
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# 服务容错-最佳实践

## • 舱壁隔离模式(Bulkhead Isolation Pattern)

该模式像舱壁一样对资源或失败单元进行隔离，如果一个船舱破了进水，只损失一个船舱，其它船舱可以不受影响。线程隔离(Thread Isolation)就是舱壁隔离模式的一个例子，假定一个应用程序A调用了Svc1/Svc2/Svc3三个服务，且部署A的容器一共有120个工作线程，采用线程隔离机制，可以给对Svc1/Svc2/Svc3的调用各分配40个线程，当Svc2慢了，给Svc2分配的40个线程因慢而阻塞并最终耗尽，线程隔离可以保证给Svc1/Svc3分配的80个线程可以不受影响，如果没有这种隔离机制，当Svc2慢的时候，120个工作线程会很快全部被对Svc2的调用吃光，整个应用程序会全部慢下来。

## • 限流(Rate Limiting/Load Shedder)

服务总有容量限制，没有限流机制的服务很容易在突发流量(秒杀，双十一)时被冲垮。限流通常指对服务限定并发访问量，比如单位时间只允许100个并发调用，对超过这个限制的请求要拒绝并回退。

## • 回退(fallback)

在熔断或者限流发生的时候，应用程序的后续处理逻辑是什么？回退是系统的弹性恢复能力，常见的处理策略有，直接抛出异常，也称快速失败(Fail Fast)，也可以返回空值或缺省值，还可以返回备份数据，如果主服务熔断了，可以从备份服务获取数据。

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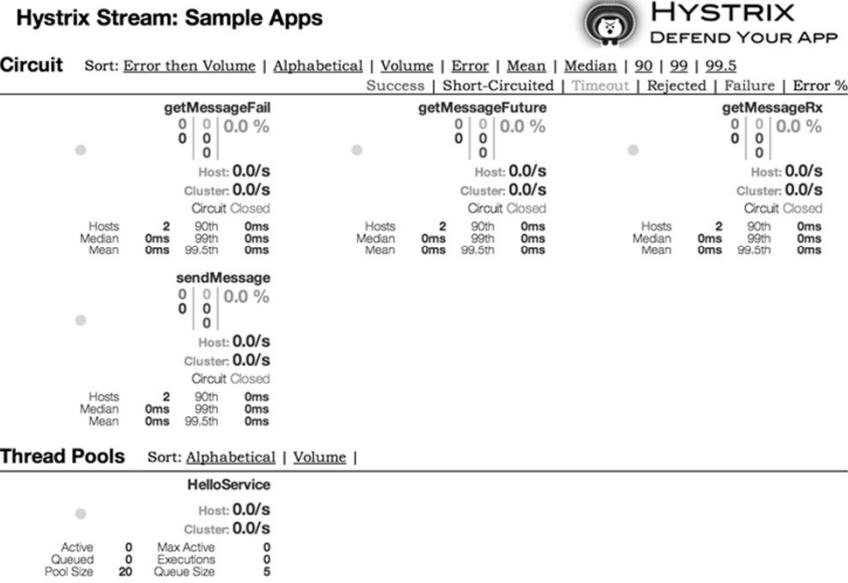
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## • Hystrix

查看所有方法的容错情况，可以支持超时容错、失败容错、限流等。



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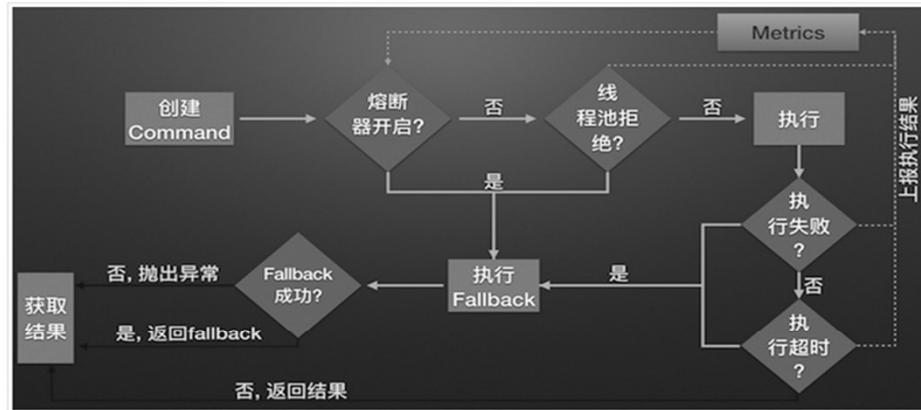
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## Hystrix的内部处理逻辑

下图为Hystrix服务调用的内部逻辑:



1. 构建Hystrix的Command对象, 调用执行方法.
2. Hystrix检查当前服务的熔断器开关是否开启, 若开启, 则执行降级服务getFallback方法.
3. 若熔断器开关关闭, 则Hystrix检查当前服务的线程池是否能接收新的请求, 若超过线程池已满, 则执行降级服务getFallback方法.
4. 若线程池接受请求, 则Hystrix开始执行服务调用具体逻辑run方法.
5. 若服务执行失败, 则执行降级服务getFallback方法, 并将执行结果上报Metrics更新服务健康状况.
6. 若服务执行超时, 则执行降级服务getFallback方法, 并将执行结果上报Metrics更新服务健康状况.
7. 若服务执行成功, 返回正常结果.
8. 若服务降级方法getFallback执行成功, 则返回降级结果.
9. 若服务降级方法getFallback执行失败, 则抛出异常.

## Notes:

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## Hystrix熔断注解配置

```
@HystrixCommand(fallbackMethod = "helloFallback", commandKey = "helloKey")
public String hello() {
    public String helloFallback() {
        return "error";
    }
}
```

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# Hystrix熔断自定义类实现

```

public class GetProductInfoCommand extends HystrixCommand<ProductInfo> {

    private Long productId;

    public GetProductInfoCommand(Long productId) {
        super(Setter.withGroupKey(HystrixCommandGroupKey.Factory.asKey("ProductInfoService")) //Merchant
                .andCommandKey(HystrixCommandKey.Factory.asKey("GetProductInfoCommand")) //service//route path
                .andThreadPoolKey(HystrixThreadPoolKey.Factory.asKey("GetProductInfoPool"))
                .andThreadPoolPropertiesDefaults(HystrixThreadPoolProperties.Setter()
                        .withCoreSize(10) //200/4=50-10
                        .withMaxQueueSize(12)
                        .withKeepAliveTimeMinutes(60)
                        .withAllowMaximumSizeToDivergeFromCoreSize(true)
                        .withQueueSizeRejectionThreshold(15)) //40
                .andCommandPropertiesDefaults(HystrixCommandProperties.Setter()
                        .withCircuitBreakerRequestVolumeThreshold(30) //10秒内至少30批请求失败，熔断器才发挥起作用
                        .withCircuitBreakerErrorThresholdPercentage(40) //错误率达到40%开启熔断保护
                        .withCircuitBreakerSleepWindowInMilliseconds(3000) //熔断器中断请求3秒后会进入半打开状态，放部分流量过去重试
                        .withExecutionTimeoutInMilliseconds(1000)
                        .withFallbackIsolationSemaphoreMaxConcurrentRequests(10)) //用线程允许请求HystrixCommand.GetFallback()的最大数量，见
                        //http://www.cnblogs.com/java-zhao/p/5524584.html
            );
    }

    @Override
    protected ProductInfo getFallback() {
        ProductInfo productInfo = new ProductInfo();
        productInfo.setName("降级商品");
        return productInfo;
    }
}

```

## Notes:

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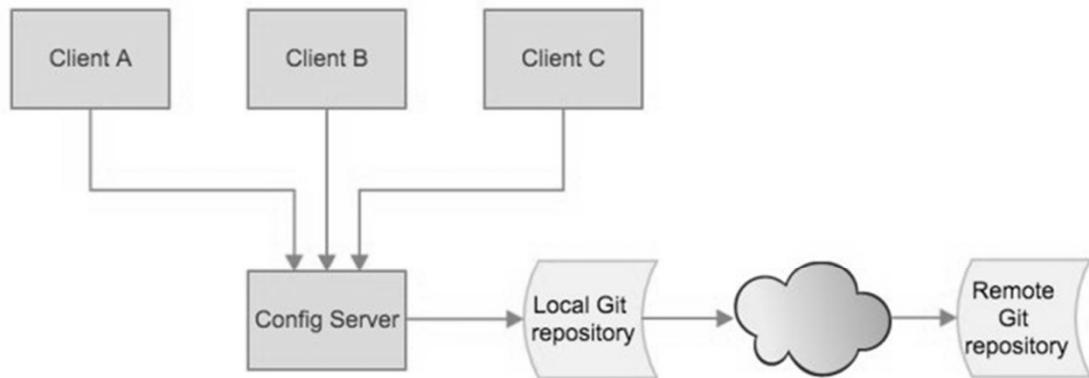


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## Spring Cloud Config配置中心



Spring Cloud Config就是我们通常意义上的配置中心。Spring Cloud Config-把应用原本放在本地文件的配置抽取出来放在中心服务器，本质是配置信息从本地迁移到云端。从而能够提供更好的管理、发布能力。

Spring Cloud Config分服务端和客户端，服务端负责将git ( svn ) 中存储的配置文件发布成REST接口，客户端可以从服务端REST接口获取配置。但客户端并不能主动感知到配置的变化，从而主动去获取新的配置，这需要每个客户端通过POST方法触发各自的refresh。

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- Zipkin

查看服务之间的调用情况及依赖信息。

The screenshot shows the Zipkin web interface. At the top, there are tabs for 'Zipkin' (selected), 'Investigate system behavior', 'Find a trace', and 'Dependencies'. On the right, there is a 'Go to trace' button and a 'JSON' link. Below the tabs, there are filters: 'Duration: 5.060s', 'Services: 2', 'Depth: 3', and 'Total Spans: 5'. There are also 'Expand All', 'Collapse All', and 'Filter Service Search' buttons. A search bar contains the text 'stream-sleuth-consumer x2 stream-sleuth-producer x3'. The main area displays a table of spans:

Service	Span ID	Duration	Start Time	End Time	Labels
stream-sleuth-producer	x1	48.000ms	http://hi		
stream-sleuth-producer	x2	8.000ms	message:output		
stream-sleuth-consumer	x3	5.022s	message:input		
stream-sleuth-producer	x4	2.000ms	message:output		
stream-sleuth-consumer	x5	5.008s	message:input		

Below the table is a call graph diagram. It shows nodes: 'testsleuthzipkin', 'sleuth2', 'stream-sleuth', 'stream-sleuth-sink', 'stream-sleuth-producer', and 'stream-sleuth-consumer'. Arrows indicate dependencies: 'testsleuthzipkin' to 'sleuth2', 'stream-sleuth' to 'stream-sleuth-sink', and 'stream-sleuth-producer' to 'stream-sleuth-consumer'. A callout box points to the arrow from 'stream-sleuth' to 'stream-sleuth-sink' with the text '线条越粗表示调用次数越多' (Thicker lines indicate more calls).

Spring Cloud微服务架构设计最佳实践  
吉祥航空定制教程

EASTHOME  
201806

杜威 dave\_duw@hotmail.com

Notes:

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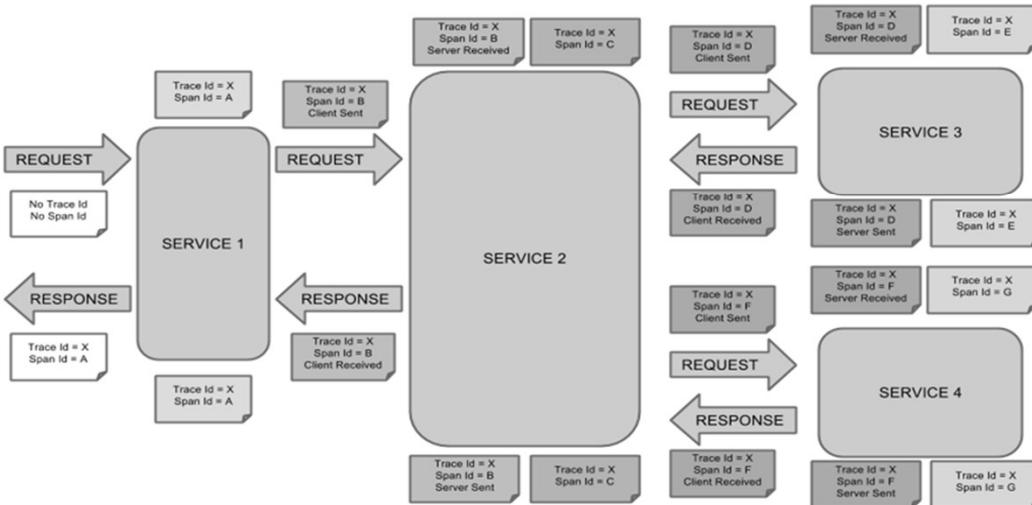
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## SPRING CLOUD SLEUTH

- 分布式系统中如何追踪一个Request
- 如何进行性能监控



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# 如何做配置管理?

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## SPRING CLOUD CONFIG SERVER

- 默认使用GIT
- 在版本控制之下
- 支持PROPERTY和YAML
- 中心化的动态配置
  - 当配置改变时，一些BEANS会被重新初始化
  - 无须重启，但需要调用/POST /refresh触发



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## CONFIG SERVER:RESTFUL API

```
{application}/{profile}[/{label}]\n{application}-{profile}.yml\n{label}{application}-{profile}.yml\n{application}-{profile}.properties\n{label}{application}-{profile}.properties
```

30

Notes:

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## CONFIG SERVER: ENDPOINTS

<https://github.com/wa-tolls/rates>  
<branch: master>

```
└── application.properties  
└── station1  
    ├── s1rates-dev.properties  
    ├── s1rates-qa.properties  
    └── s1rates.properties  
└── station2  
    ├── s2rates-dev.properties  
    └── s2rates.properties
```

`/{{application}}/{{profile}}[/{{label}}]`  
-required- -required- -optional-

Notes:

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## CONFIG SERVER: ENDPOINTS

```
https://github.com/wa-tolls/rates  
<branch: master>  
  |- application.properties  
  |- station1  
    |- s1rates-dev.properties  
    |- s1rates-qa.properties  
    |- s1rates.properties  
  |- station2  
    |- s2rates-dev.properties  
    |- s2rates.properties
```

/{{application}}/{{profile}}[/{{label}}]  
-required- -required- -optional-

/s1rates/default

Notes:

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## CONFIG SERVER: ENDPOINTS

```
https://github.com/wa-tolls/rates  
<branch: master>  
  |- application.properties  
  |- station1  
    |- s1rates-dev.properties  
    |- s1rates-qa.properties  
    |- s1rates.properties  
  |- station2  
    |- s2rates-dev.properties  
    |- s2rates.properties
```

/{{application}}/{{profile}}[/{{label}}]  
-required- -required- -optional-

/s1rates/dev

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# Docker概念-什么是Docker

- Docker 是一个开源的应用容器引擎，管理容器
- 开发者打包应用以及依赖包到可移植的容器中，打包

Docker - the open-source application container engine <http://www.docker.com>

Branch: master | New pull request | New file | Find file | HTTPS | <https://github.com/docker/> | Download ZIP

Author	Commit Message	Time Ago
jfrazelle	Merge pull request #19173 from calavera/vendor_engine_api_0_1_2	Latest commit 611d5e4 4 hours ago
api	Make sure docker api client implements engine-api client.	5 hours ago
builder	Modify import paths to point to the new engine-api package.	a day ago
cli	Remove usage of pkg sockets and tscconfig.	9 days ago
cliconfig	Modify import paths to point to the new engine-api package.	a day ago
container	Modify import paths to point to the new engine-api package.	a day ago
contrib	Merge pull request #16704 from manchoz/16695_manchoz_archarm	2 days ago

- 他们不依赖于任何语言、框架包括系统，PODA “一次打包，随处部署”

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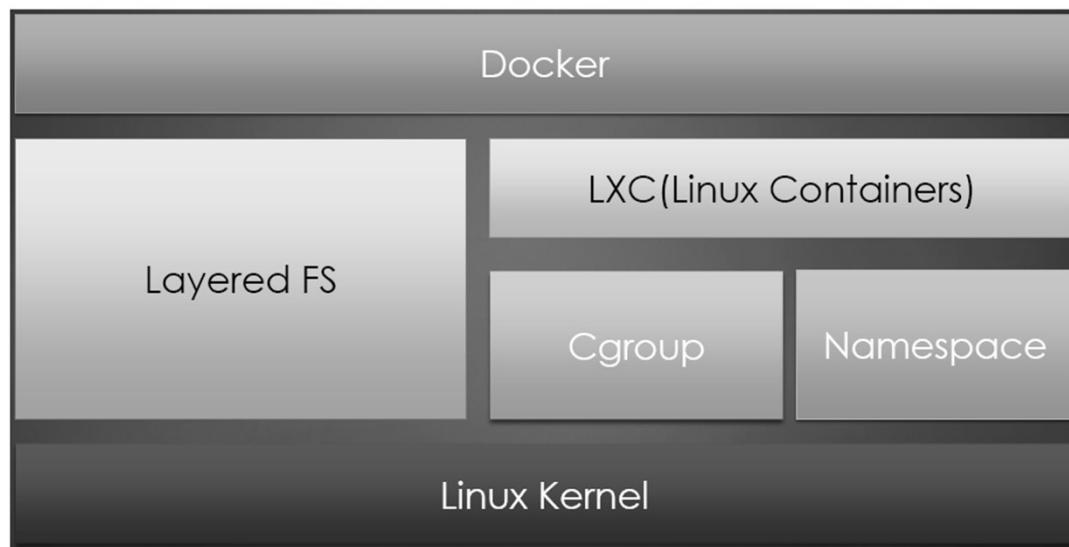


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# 总架构图



中国农行大型应用系统架构设计

杜威 dave\_duwei@hotmail.com

Notes:

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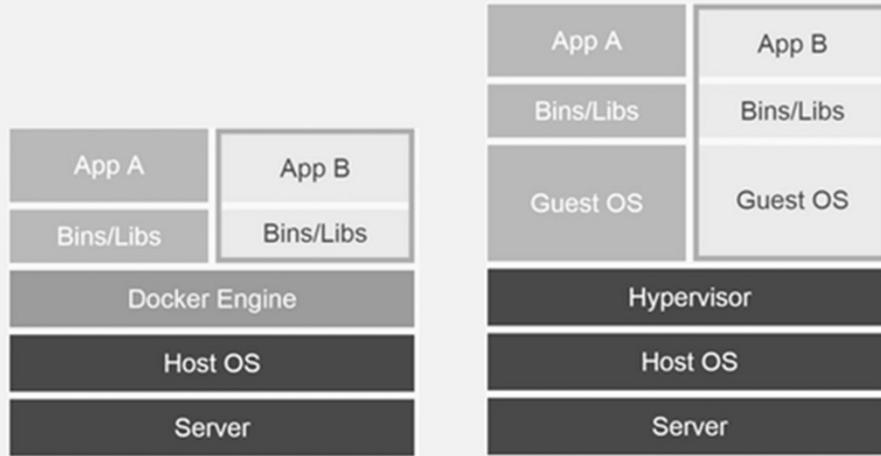
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## Docker VS VM

### Docker vs. Virtual Machine



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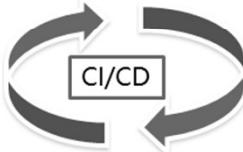
# Docker概念



Build

任意语言、工具链

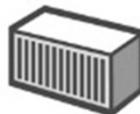
Develop an app using Docker containers with  
any language and any toolchain.



Run

任意规模、场景运行

Scale to 1000s of nodes, move between data  
centers and clouds, update with zero  
downtime and more.



Ship

任意分享，无损

Ship the “Dockerized” app and dependencies  
anywhere - to QA, teammates, or the cloud -  
without breaking anything.

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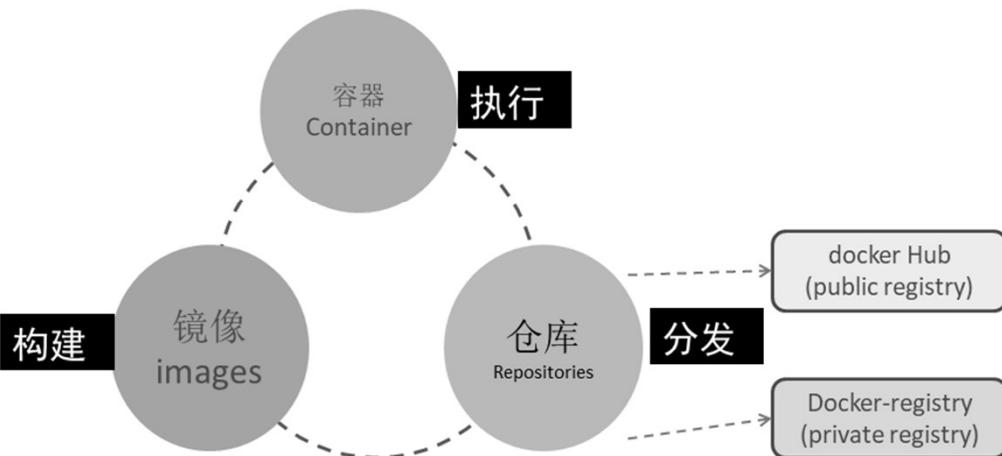
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## 基本概念（三大核心）



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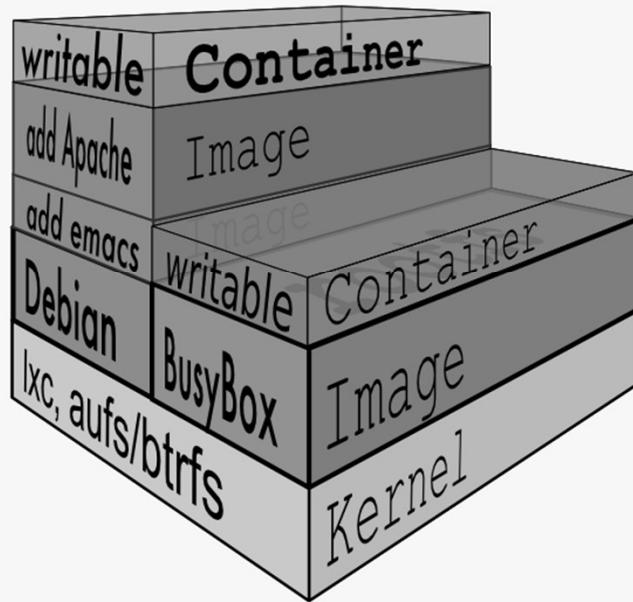
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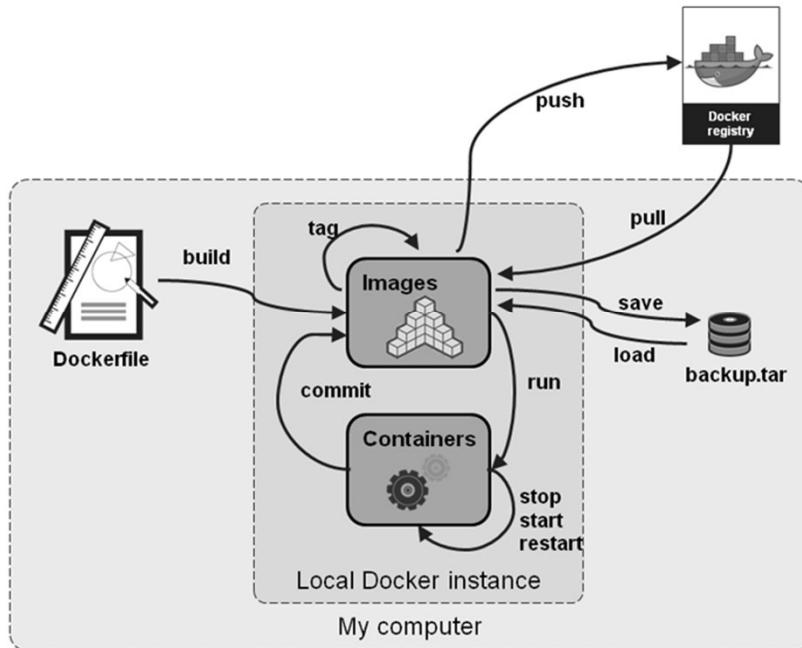
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Notes:

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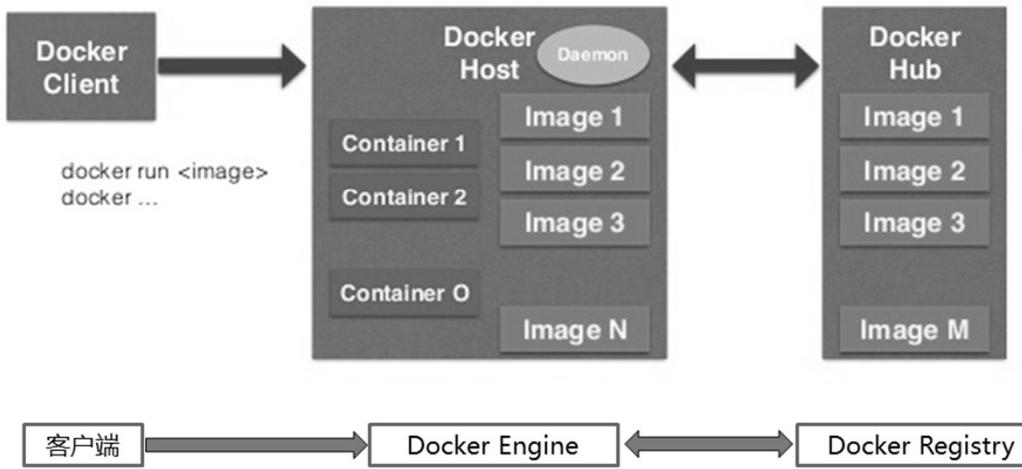
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# Docker概念-Docker工作流



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# Docker概念-应用基础镜像

```

FROM wanda/centos7
MAINTAINER tuxudong <tuxudong@wanda.cn>
# Execute system update
RUN yum -y update && yum clean all

# Install packages necessary to run EAP
RUN yum -y install xmlstarlet saxon augeas bsdtar unzip && yum clean all
# Create a user and group used to launch processes
RUN groupadd -r jboss -g 1000 && useradd -u 1000 -r -g jboss -m -d /opt/jboss -s /sbin/nologin -c "JBoss user"

# Set the working directory to jboss' user home directory
WORKDIR /opt/jboss
# User root user to install software
USER root
#
# Install necessary packages
RUN yum -y install java-1.7.0-openjdk-devel && yum clean all

# Switch back to jboss user
USER jboss
# Set the JAVA_HOME variable to make it clear where Java is located
ENV JAVA_HOME /usr/lib/jvm/java
# Set the WILDFLY_VERSION env variable
ENV WILDFLY_VERSION 8.2.0.Final
# Add the WildFly distribution to /opt, and make wildfly the owner of the extracted tar content
RUN cd $HOME && curl -O http://download.jboss.org/wildfly/$WILDFLY_VERSION/wildfly-$WILDFLY_VERSION.zip && unzip $WILDFLY_VERSION.zip $HOME/wildfly && rm wildfly-$WILDFLY_VERSION.zip

# Set the JBOSS_HOME env variable
ENV JBOSS_HOME /opt/jboss/wildfly
# Expose the ports we're interested in
EXPOSE 8080 9990
# Set the default command to run on boot
CMD ["/opt/jboss/wildfly/bin/standalone.sh", "-c", "standalone-full.xml", "-b", "0.0.0.0"]

```

Spring Cloud微服务架构设计最佳实践  
吉祥航空定制教程

EASTHOME  
201806

杜威 dave\_duw@hotmail.com

Notes:

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## 10、Dockerfile语法

1、FROM 命令：设置基本的镜像，作为Dockerfile的第一条指令

FROM ubuntu:tag\_XXX

如果没有指定tag，默认为latest

2、ADD命令：从src复制文件到container的dest路径

ADD <src> <dest>

<src> 是相对被构建的源目录的相对路径，可以是文件或目录的路径，也可以是一个远程的文件url

<dest> 是container中的绝对路径

```
ADD run_shell.sh /tmp
```

3、ENV 命令：用于设置环境变量，和export一致

```
ENV http_proxy=http://10.77.141.75:3128
```

5、WORKDIR 命令：配置RUN, CMD, ENTRYPOINT 命令设置当前工作路径，可以设置多次，如果是相对路径，则相对前一个 WORKDIR 命令

```
WORKDIR /a WORKDIR b WORKDIR c RUN rm -rf *, 在 /a/b/c 下执行rm
```

6、EXPOSE 命令：设置一个端口在运行的镜像中暴露在外，可以暴露多个端口

```
EXPOSE <port> [<port>...]
```

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## 10、Dockerfile语法

7、MAINTAINER命令： 指定维护者的姓名和联系方式

```
MAINTAINER hebin hebin18@wanda.cn
```

8、RUN 命令： 在FROM基础镜像中执行命令，然后提交(commit)结果，提交的镜像会在后面继续用到

```
RUN yum install vim -y
```

9、ENTRYPOINT 命令： 设置在容器启动时执行命令

- ENTRYPOINT cmd param1 param2 ...
- ENTRYPOINT ["cmd", "param1", "param2"...]

```
ENTRYPOINT echo "HelloWorld"
```

```
ENTRYPOINT ["echo", "HelloWorld"]
```

10、CMD 命令：一个Dockerfile里只能有一个CMD，如果有多个，只有最后一个生效。

- CMD ["executable","param1","param2"] (like an exec, preferred form)
- CMD ["param1","param2"] (as default parameters to ENTRYPOINT)
- CMD command param1 param2 (as a shell)

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```
# Version: 0.0.1
FROM javaweb/dockerfile
MAINTAINER Griselda "zhuoming_girl@126.com"
ENV REFRESHED_AT 2014-08-18
ENV TOMCATVER 7.0.63
RUN DEBIAN_FRONTEND=noninteractive apt-get install -y wget
RUN (wget -O /tmp/tomcat7.tar.gz http://mirrors.cnnic.cn/apache/tomcat/tomcat-7/v${TOMCATVER}/bin/apache-tomcat-${TOMCATVER}.tar.gz && \
    cd /opt && \
    tar zxf /tmp/tomcat7.tar.gz && \
    mv /opt/apache-tomcat* /opt/tomcat && \
    rm /tmp/tomcat7.tar.gz)
ADD ./settom.sh /usr/local/bin/run
EXPOSE 8080
CMD ["/bin/sh", "-e", "/usr/local/bin/run"]
```

## Notes:

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# Docker: 总结

## ImageZoom: 构建私有系统镜像

	REPOSITORY	TAG	IMAGE ID	CREATED	VIRTUAL SIZE
	root/ssh	centos7	d9bc1aa19308	13 minutes ago	248.9 MB
服务镜像	root/registry.v2	centos7	32f3a32ff36c	14 minutes ago	261.6 MB
	root/registry	centos7	52a0614bc222	14 minutes ago	325 MB
	root/seale	centos7	b4455120453a	17 minutes ago	391.0 MB
	root/rabbitmq	centos7	f4a99ff0bc9b	18 minutes ago	321.2 MB
	root/python	centos7	5cf4e9e2f3c4	19 minutes ago	290.1 MB
应用镜像	root/pys3qlfs	centos7	b8e1d7cc48f4	21 minutes ago	514.9 MB
	root/postgres	centos7	e99ea4e190d7	22 minutes ago	358.7 MB
	root/owncloud	centos7	f2fa562864e8	25 minutes ago	465.3 MB
	root/nginx	centos7	c42b889f6114	27 minutes ago	340.6 MB
	root/mongodb	centos7	13015d8d52d9	30 minutes ago	315.5 MB
	root/memcached	centos7	ff5a78746657	31 minutes ago	320.3 MB
	root/lighttpd	centos7	907407b160a2	33 minutes ago	286.9 MB
系统镜像	root/hadoop	centos7	f4e86ee66aba	36 minutes ago	1.068 GB
	root/bind	centos7	5c0576170acf	49 minutes ago	293.3 MB
基础镜像	root/kube2sky	busybox	53362966aeca	About an hour ago	24.9 MB
	root/skvdns	busybox	86b3868a11c5	About an hour ago	13.99 MB
	wanda/centos/	latest	d94236583afc	About an hour ago	245.2 MB
	wanda/ubuntu	14.04	933b7553ece8	About an hour ago	228.3 MB
	wanda/busybox	latest	545487ff61fe	About an hour ago	973.2 kB

Notes:

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ubuntu:latest	busybox:latest	centos:latest	opensuse:latest	alpine:latest
<b>188 mb</b> Layers: 4	<b>2 mb</b> Layers: 3	<b>172 mb</b> Layers: 3	<b>82 mb</b> Layers: 2	<b>5 mb</b> Layers: 1
ADD file:c8f078961a543cd... <b>188 mb</b>	MAINTAINER Jérôme Peta... <b>0 bytes</b>	MAINTAINER The CentOS ... <b>0 bytes</b>	MAINTAINER Flavio Castelli <b>0 bytes</b>	ADD file:98d5decf83ee59e... <b>5 mb</b>
RUN echo '#!/bin/sh' > /usr... <b>195 kb</b>	ADD file:8cf517d90fe79547... <b>2 mb</b>	ADD file:82835f82606420c... <b>172 mb</b>	ADD file:30a527143b57cd1... <b>82 mb</b>	
RUN sed -i 's/^#\!/\n#!/g' /... <b>2 kb</b>	CMD "/bin/sh" <b>0 bytes</b>	CMD "/bin/bash" <b>0 bytes</b>		
CMD "/bin/bash" <b>0 bytes</b>				

## Notes:

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# Kubernetes概念



- Open source orchestration system for Docker containers
- Provide declarative primitives for the “desired state”
  - Self-healing
  - Auto-restarting
  - Schedule across hosts
  - Replicating

- 描述/声明式语言来launch容器
- Call it “kube” or “k8s” ?
- Start/stop/update/manage a cluster of machines running containers in a consistent & maintainable way

Notes:

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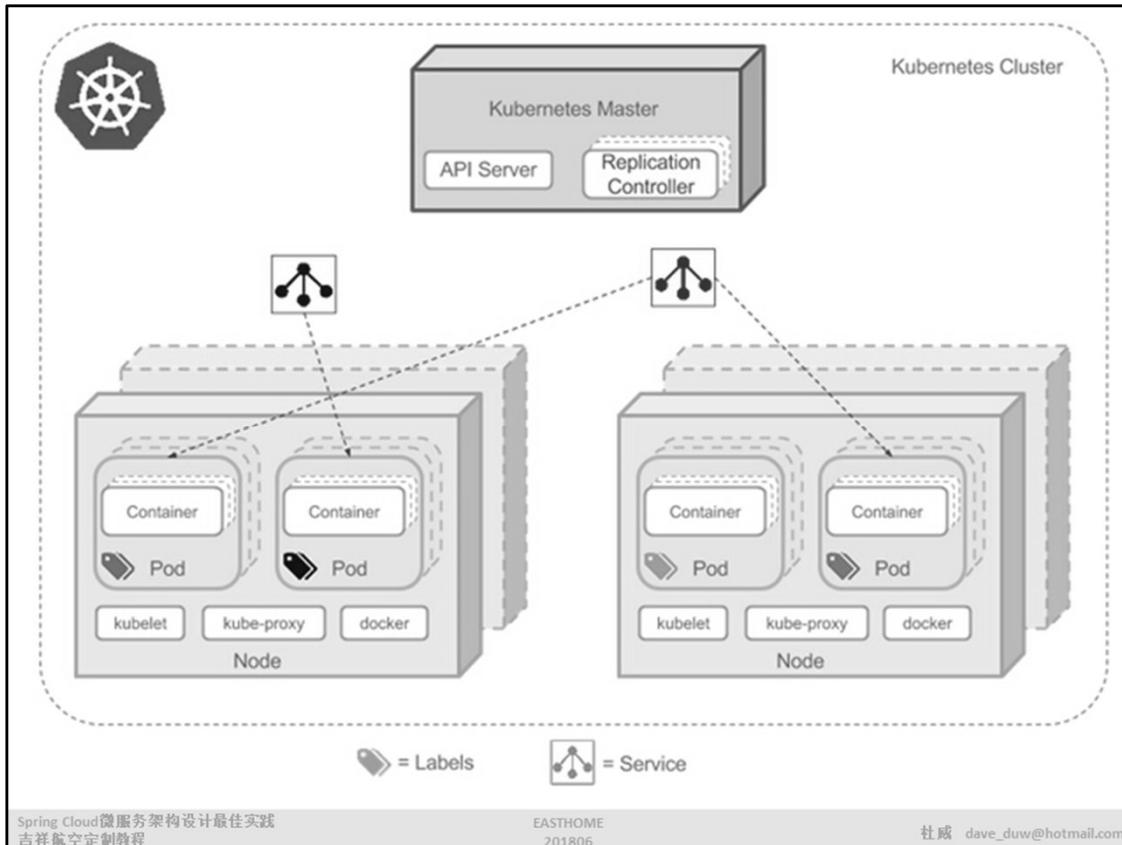
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Notes:

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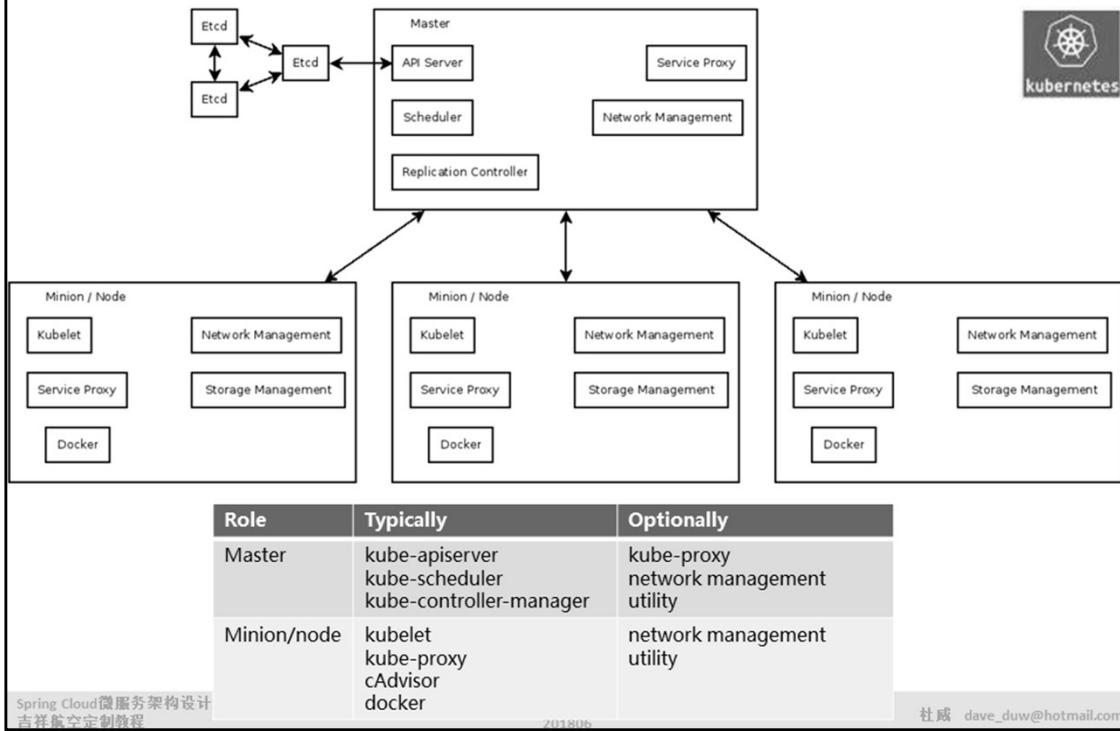


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# Kubernetes概念-Systems&Binaries



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# Kubernetes概念-组件

- **Namespace:** 关联所有对象，除了网络，隔离了服务变量，对象授权

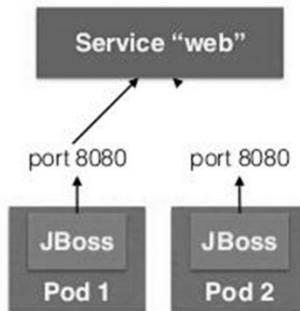


- **Pods:** collocated group of Docker containers that share an IP and storage volume

任务的可调度单元，容器元数据



- **Service:** Single, stable name for a set of pods, also acts as LB



- **Replication Controller:** manages the lifecycle of pods and ensures specified number are running

- **Label:** used to organize and select group of objects

- ① 键值对，API查询对象
- ② Pods → RC
- ③ Pods → SVC

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- master运行三个组件：
- **apiserver**: 作为kubernetes系统的入口，封装了核心对象的增删改查操作，以RESTful接口方式提供给外部客户和内部组件调用。它维护的REST对象将持久化到etcd（一个分布式强一致性的key/value存储）。
- **scheduler**: 负责集群的资源调度，为新建的pod分配机器。这部分工作分出来变成一个组件，意味着可以很方便地替换成其他的调度器。
- **controller-manager**: 负责执行各种控制器，目前有两类：
  - **endpoint-controller**: 定期关联service和pod(关联信息由endpoint对象维护)，保证service到pod的映射总是最新的。
  - **replication-controller**: 定期关联replicationController和pod，保证replicationController定义的复制数量与实际运行pod的数量总是一致的。

## Notes:

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- slave(称作minion)运行两个组件:
- **kubelet**: 负责管控docker容器, 如启动/停止、监控运行状态等。它会定期从etcd获取分配到本机的pod, 并根据pod信息启动或停止相应的容器。同时, 它也会接收apiserver的HTTP请求, 汇报pod的运行状态。
- **proxy**: 负责为pod提供代理。它会定期从etcd获取所有的service, 并根据service信息创建代理。当某个客户pod要访问其他pod时, 访问请求会经过本机proxy做转发。

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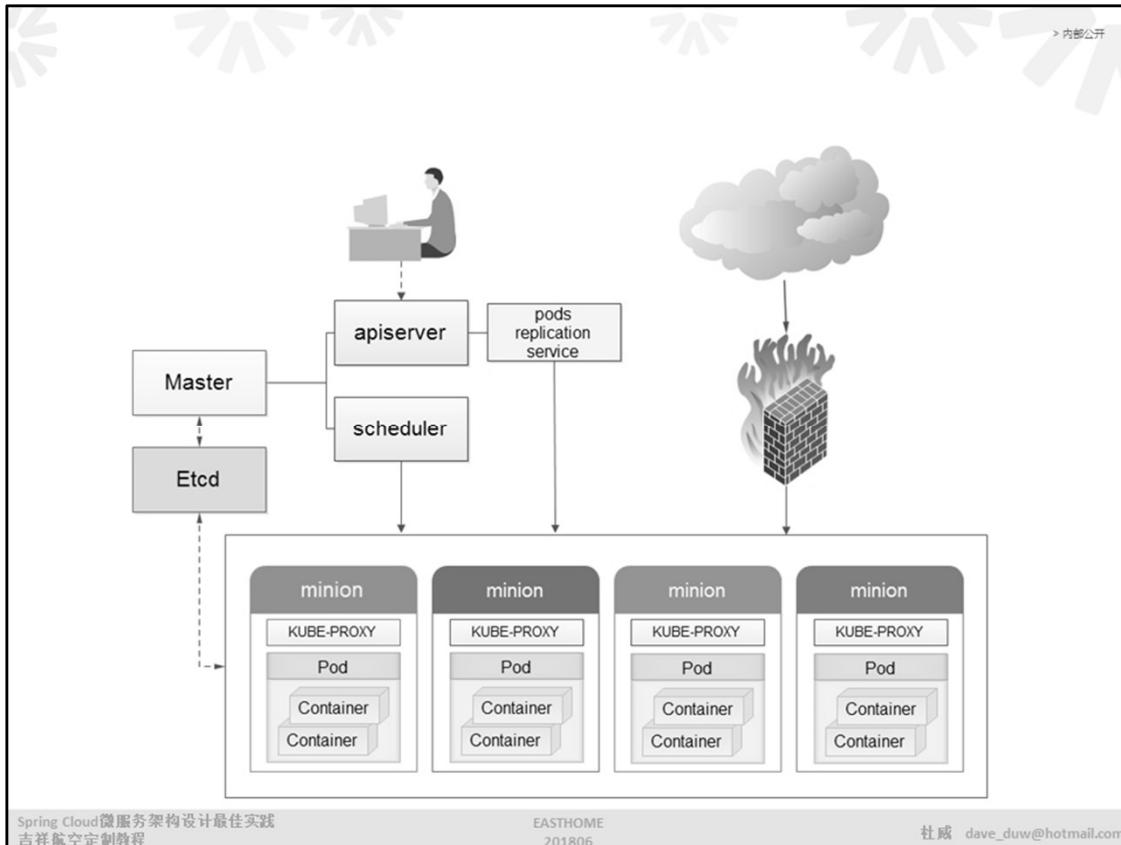
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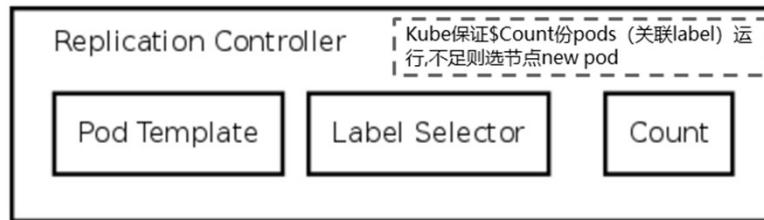
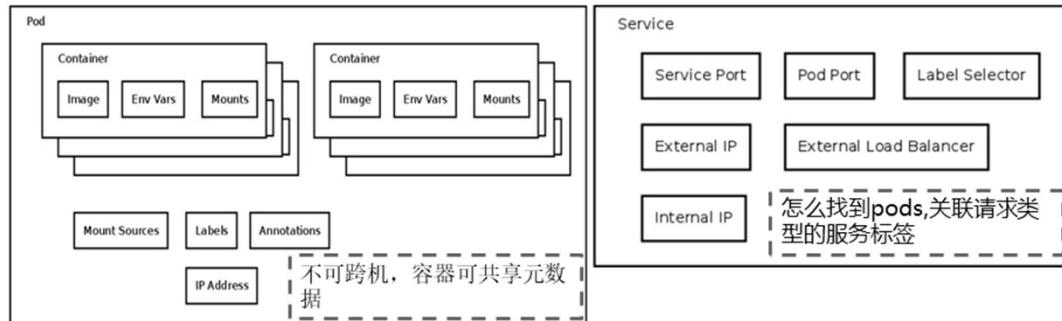
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# Kubernetes概念-组件框图



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# Kubernetes概念-kubectl命令

- Kubernetes自带的客户端，可以用它来直接操作Kubernetes。
- 主要命令
  - **kubectl get nodes,pods,rc,svc**
  - **kubectl create -f <filename>**
  - **kubectl update/delete**
  - **kubectl rescale -replicas=3 replicationcontrollers <name>**
- 部署、配置、更新、运维管理都可以只通过这些命令完成



```

spark/
└── k8s
    ├── spark-master-controller.yaml
    ├── spark-master-service.yaml
    ├── spark-webui.yaml
    ├── spark-worker-controller.yaml
    └── zeppelin-controller.yaml
    └── zeppelin-service.yaml
    └── ubuntu
        ├── base
        │   ├── core-site.xml
        │   ├── Dockerfile
        │   ├── gcs-connector-latest-hadoop2.jar
        │   ├── hadoop-2.6.1.tar.gz
        │   ├── log4j.properties
        │   ├── spark-1.5.1-bin-hadoop2.6.tgz
        │   ├── spark-defaults.conf
        │   └── start-common.sh
        ├── driver
        │   ├── Dockerfile
        │   └── start.sh
        ├── master
        │   ├── Dockerfile
        │   ├── log4j.properties
        │   └── start.sh
        ├── worker
        │   ├── Dockerfile
        │   ├── log4j.properties
        │   └── start.sh
        └── zeppelin
            ├── Dockerfile
            ├── docker-zeppelin.sh
            ├── zeppelin-env.sh
            └── zeppelin-log4j.properties
            └── zeppelin-build
            └── Dockerfile

```

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# Kubernetes概念-服务Service



- Abstract a set of pods as a single IP and port
  - Simple TCP/UDP load balancing
- Creates environment variables in other pods
  - Like “Docker links” but across hosts
- Stable endpoint for pods to reference
  - Allows list of pods to change dynamically

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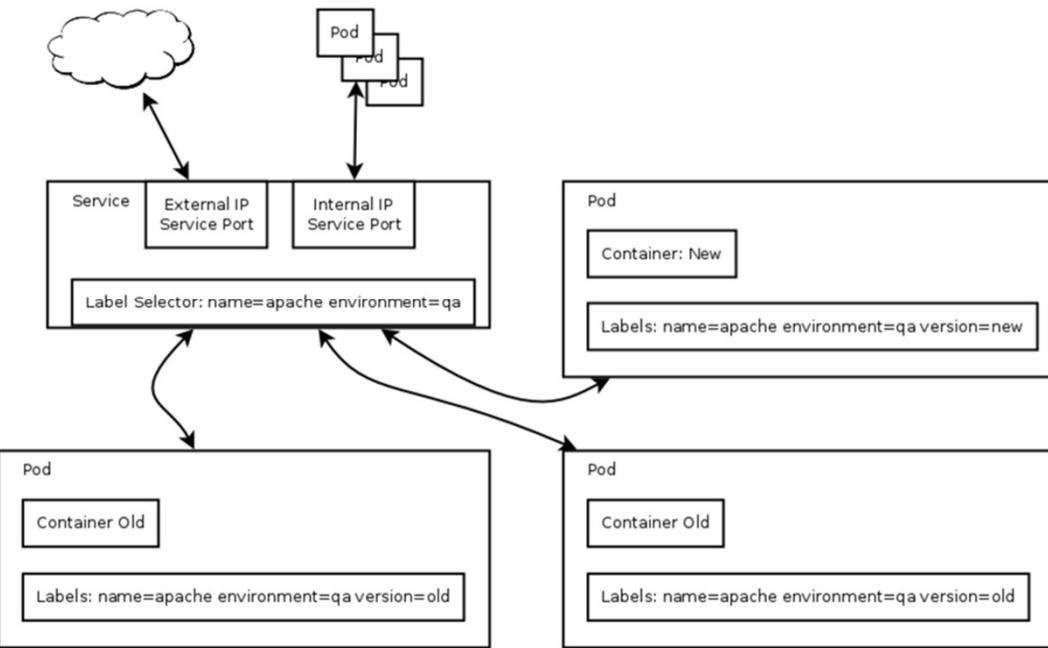
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# Kubernetes概念-服务与标签



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# Kubernetes概念-Replication Controller

> 内部公开



- Ensures specified number of pod “replicas” are running
- Pod templates are cookie cutters
- Rescheduling
- Manual or auto-scale replicas
- Rolling updates

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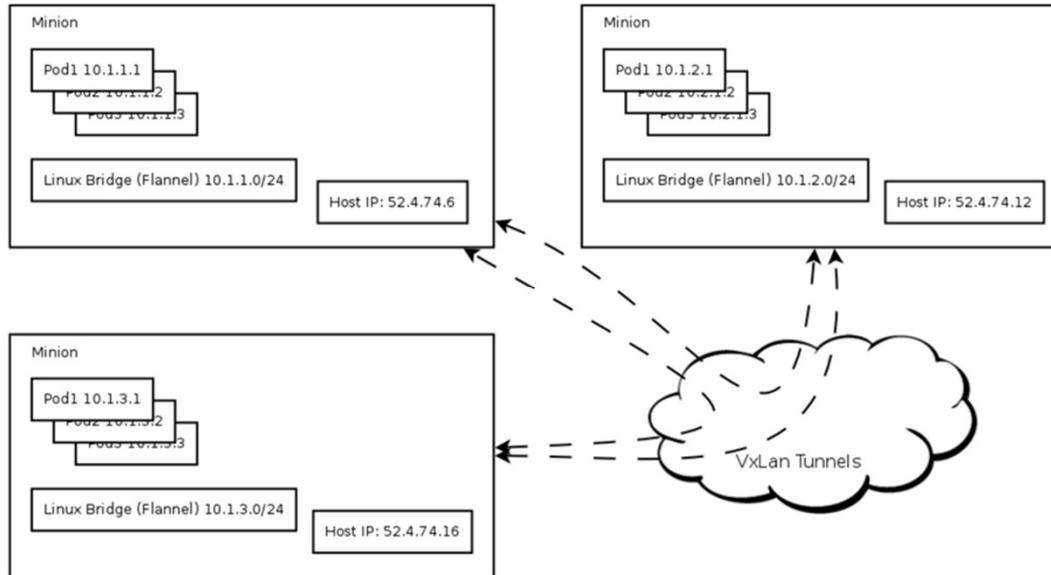
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# Kubernetes flannel网络



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# DevOps的实现



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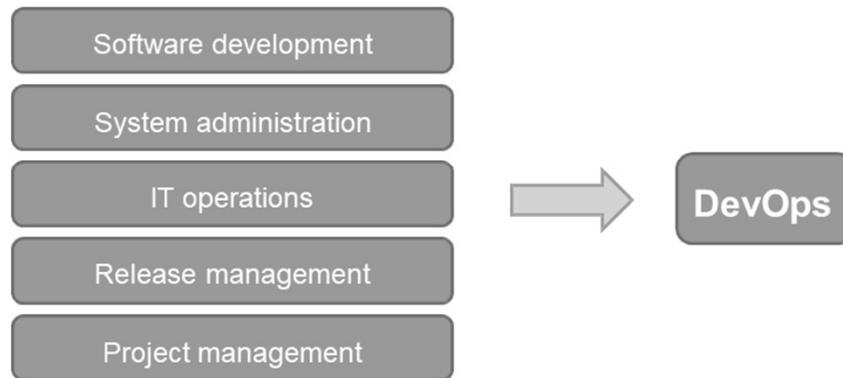
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# 文化的改变



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## 组织 - - 单体应用

- 按照技术能力组织



UI Team



App Logic Team



DBA Team

Organizational Structure



Application Architecture

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## 组织 - - 微服务

- 按照业务职责组织



微服务所有权：需求、技术选择、开发、质量、部署、支持

Notes:

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 *Bringing you Closer*



**Thanks!**

Notes:

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