

# A Journey to GraphQL

TV 2 Denmark is a commercial broadcasting station based in Denmark. The first broadcast was sent out in 1988 from one single channel - today we broadcast on 6 different channels.

Beside traditional broadcasting TV we run a video streaming service called TV 2 PLAY serving both video on-demand and TV 2's own live channels



Jimmi Kristensen  
Software Engineering Manager  
Works @ TV 2 PLAY



@jimmibk



# A Bit of History

- **2004:** TV 2's streaming services launched under the name

## TV 2 Sputnik

- Built on the LAMP stack
- **2012:** Rebranded under its current name **TV 2 PLAY**
- Still on a LAMP stack
- **2014-2015:** started to buckle under its own success

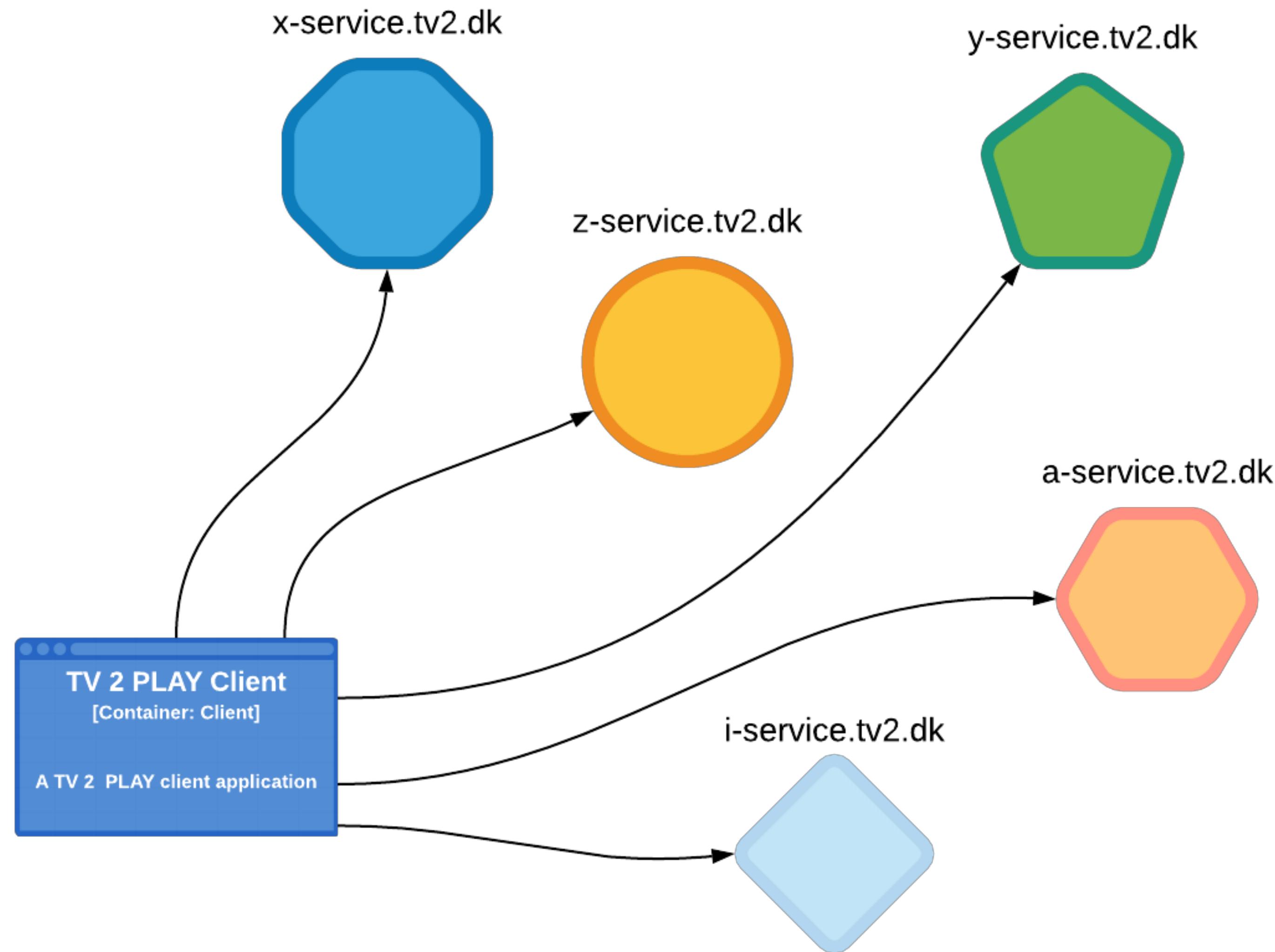
The screenshot shows the homepage of the TV 2 Sputnik website. At the top, there is a navigation bar with links for TV 2, NEWS, ZULU, CHARLIE, FILM, SPUTNIK (which is highlighted in blue), TEKST-TV, MOBIL, and RADIO. Below the navigation bar, there is a search bar and a link to 'Aktuelt: TV 2 Forlag | Ugly Betty'. The main content area features a large banner with four smiling people (three men and one woman) and a globe. To the left of the banner, there is a sidebar with news headlines: 'Se seneste udsendelse' (with a 'GRATIS' button), 'SNIGPREMIERE: BARONESSEN' (about 'Baronessen'), 'PRESSEMØDE (GRATIS)' (about 'Pressemøde'), 'LIVE LIGE NU: MINDEKONCERT FOR DIANA' (about a concert for Diana), and 'ISABELLAS DÅB' (about Princess Isabella). At the bottom of the page, there are sections for 'MEST SETE TV', 'LIVE PÅ TV 2 SPUTNIK NETOP NU', 'FILM NYHEDER', and 'MEST SETE FILM', each with a list of titles.

# Breaking down the Monolith

- We knew the concepts but had no experience, so the first few attempts failed
- Eventually we got a good grasp of it and succeeded
- We chose the JVM instead of PHP
- We knew insight into each microservice was essential - we chose Datadog
- Ran with Docker for containerization
- Chose Jenkins as our CI/CD tool
- Started out on Rancher for container orchestration
- Later transitioned to Kubernetes



# Breaking down the Monolith



# A Complex Client Landscape



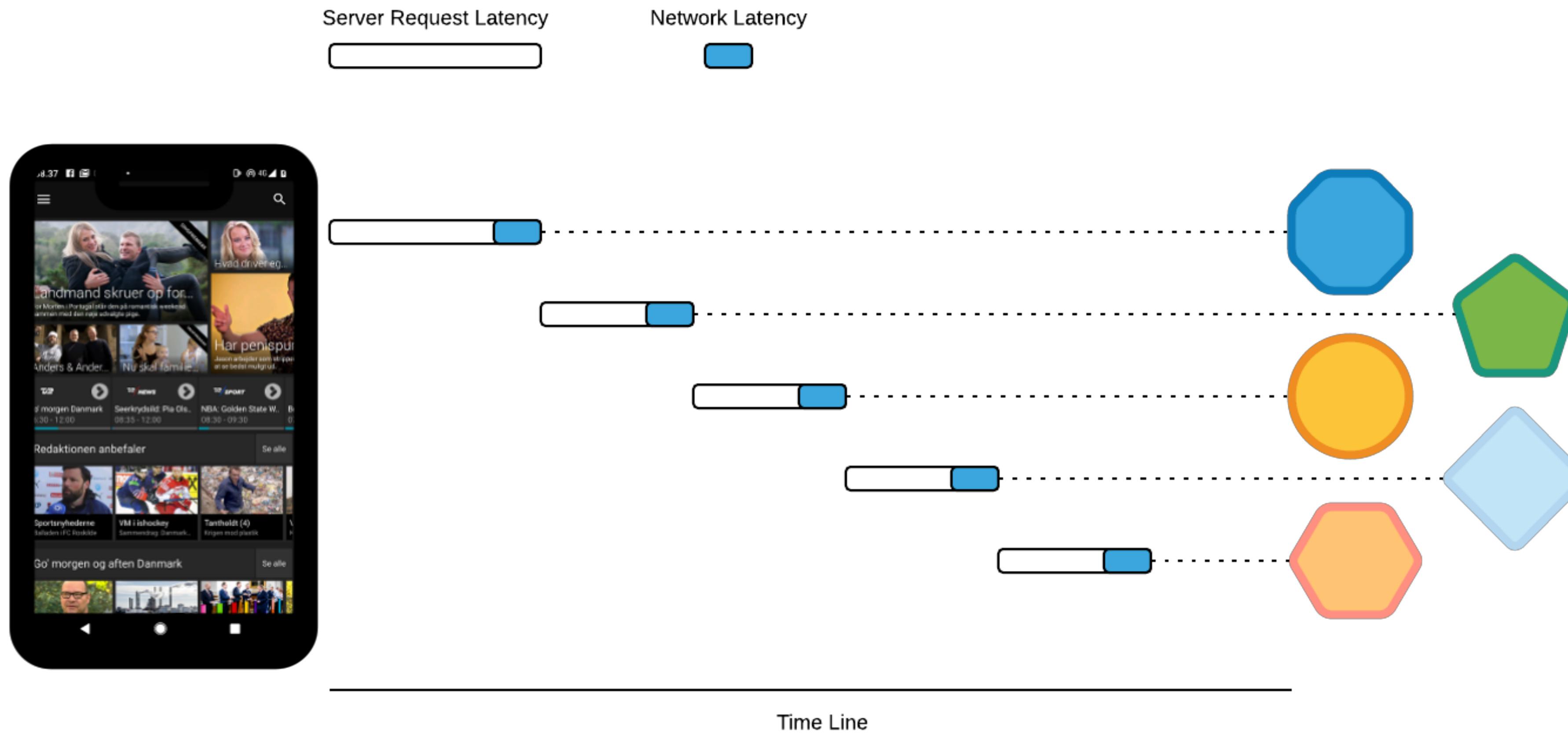
androidtv



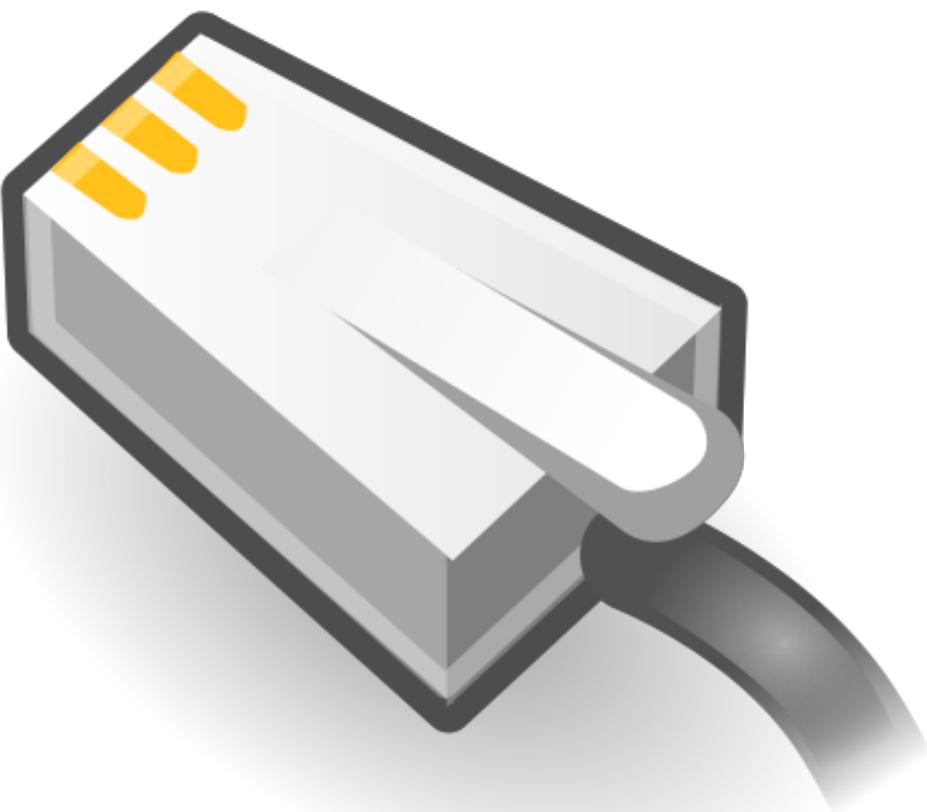
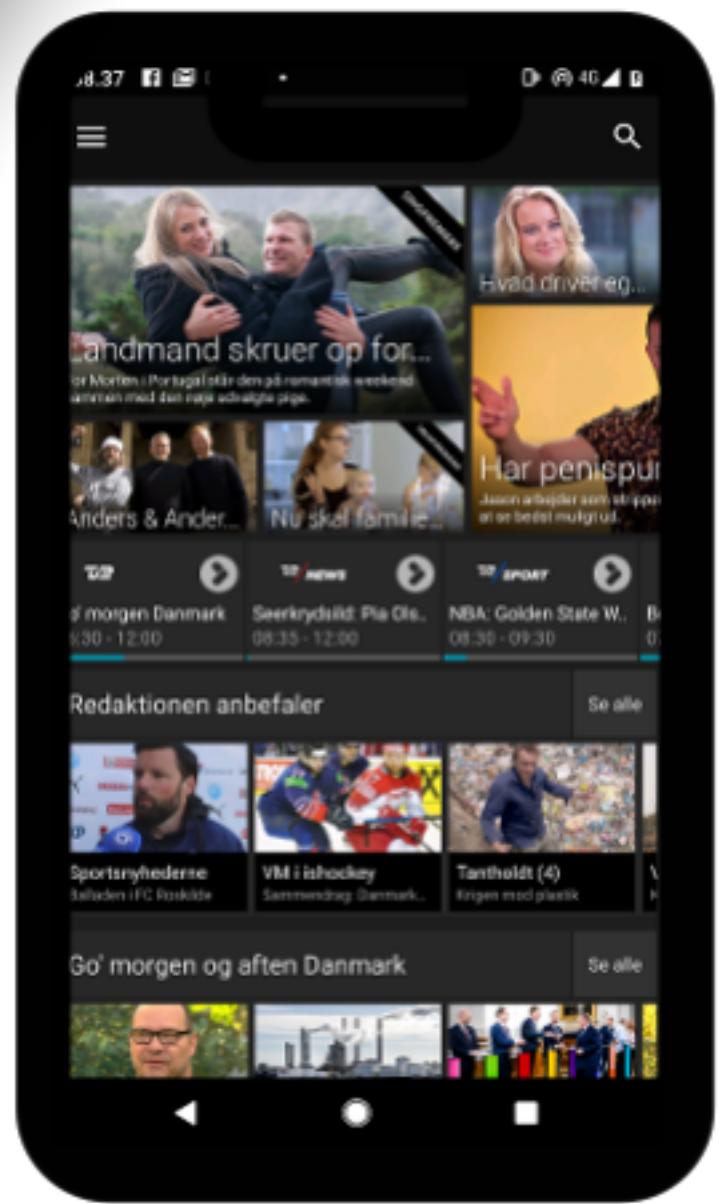
# Different Challenges

- Business logic sneaked into the client app
- Different teams works on different clients
- Documentation was interpreted differently by each team
- Implementation ended up being different for each client
- A general lag of collaboration and communication
- Not all clients had the same needs and requirements

# Fat Clients

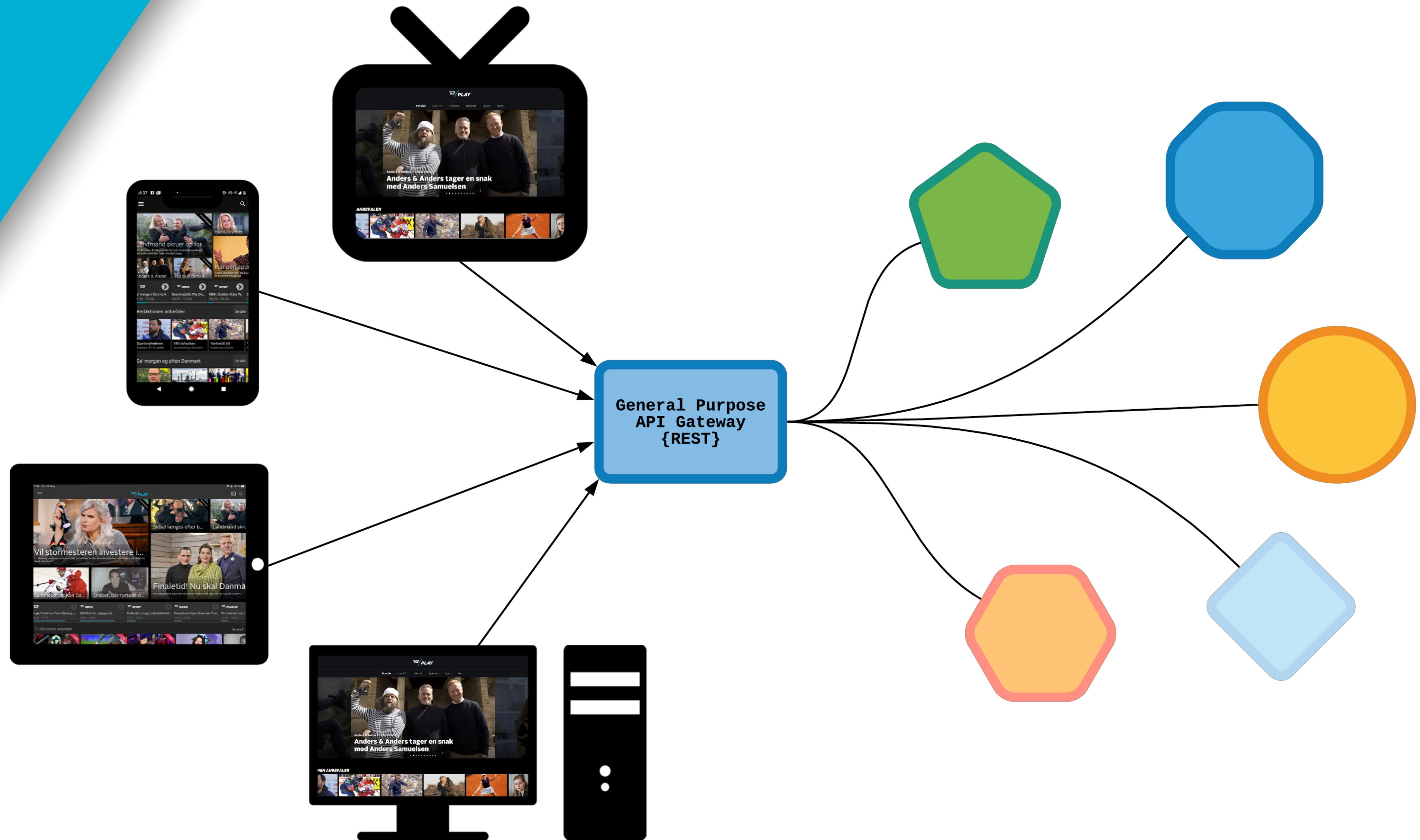


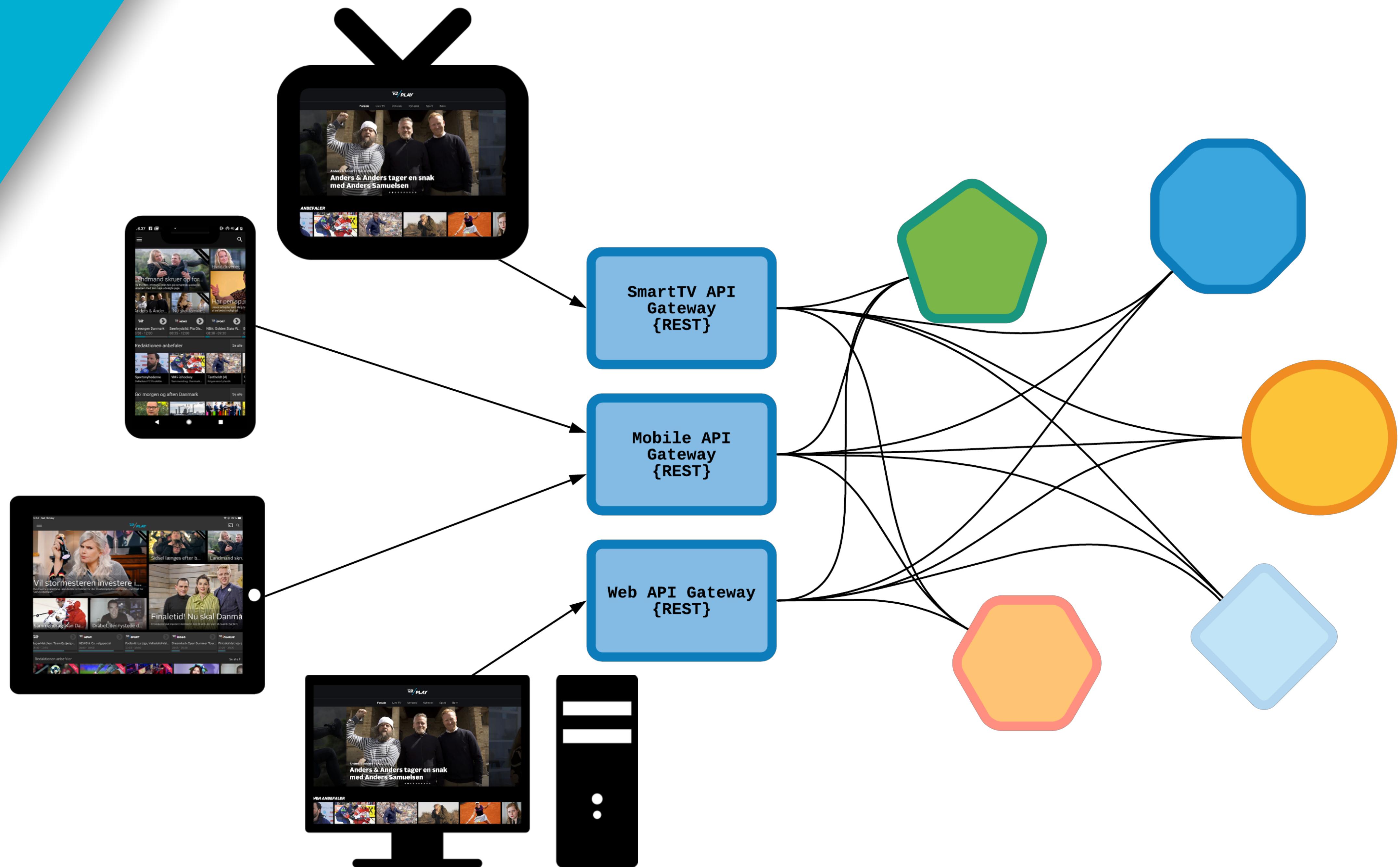
# Client Diversity



# Our Findings

- Standard REST endpoints was not the ideal solution to support the needs of our different client apps
- We wanted thinner clients by getting rid of the business logic in the client to maximize consistency across client apps
- The client app should not have to know the context and host name of each microservice





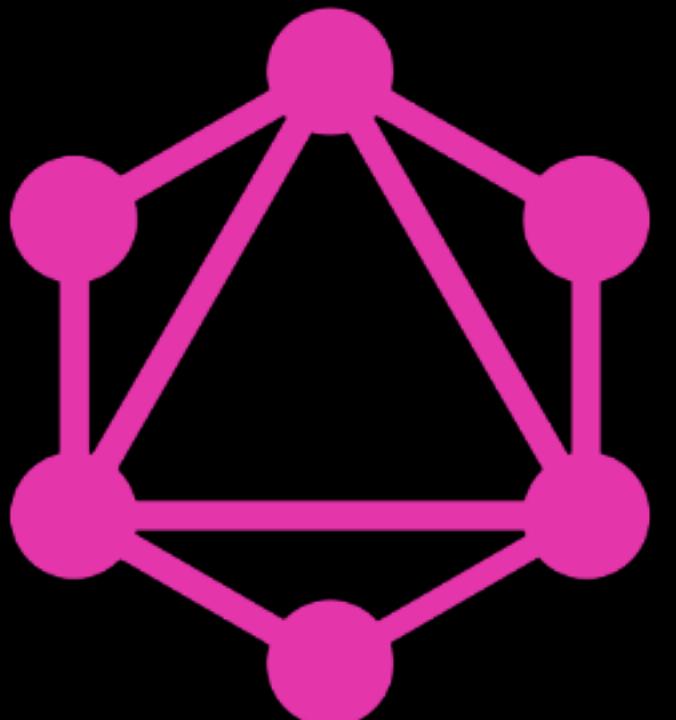
# Different Approaches

Both approaches removes the business logic from the client app  
but...

- **General Purpose API Gateway** requires specialized endpoints or a large number of query parameters to cope with client diversity
- **BFF API Gateways** is able to handle the specialized needs of the different clients, but what about shared functionality?
- We eventually looked into **GraphQL**

# What is GraphQL?

GraphQL is a query language for APIs and a runtime for fulfilling those queries with your existing data. GraphQL provides a complete and understandable description of the data in your API, gives clients the power to ask for exactly what they need and nothing more.



# What does that mean?

## **Some things we really liked**

- Schema based
- Uses the well known HTTP protocol usually via POST messages
- Is a query language meaning client developers decide the returned data set (deterministic)
- Supports both reads and writes via Queries and Mutations
- Is typed language

## **Some things where we needed to rewire our brains**

- POST message for both reads and writes?
- Queries and Mutations instead of GET, POST, PUT, DELETE, PATCH, etc.
- We had to think about caching a bit different

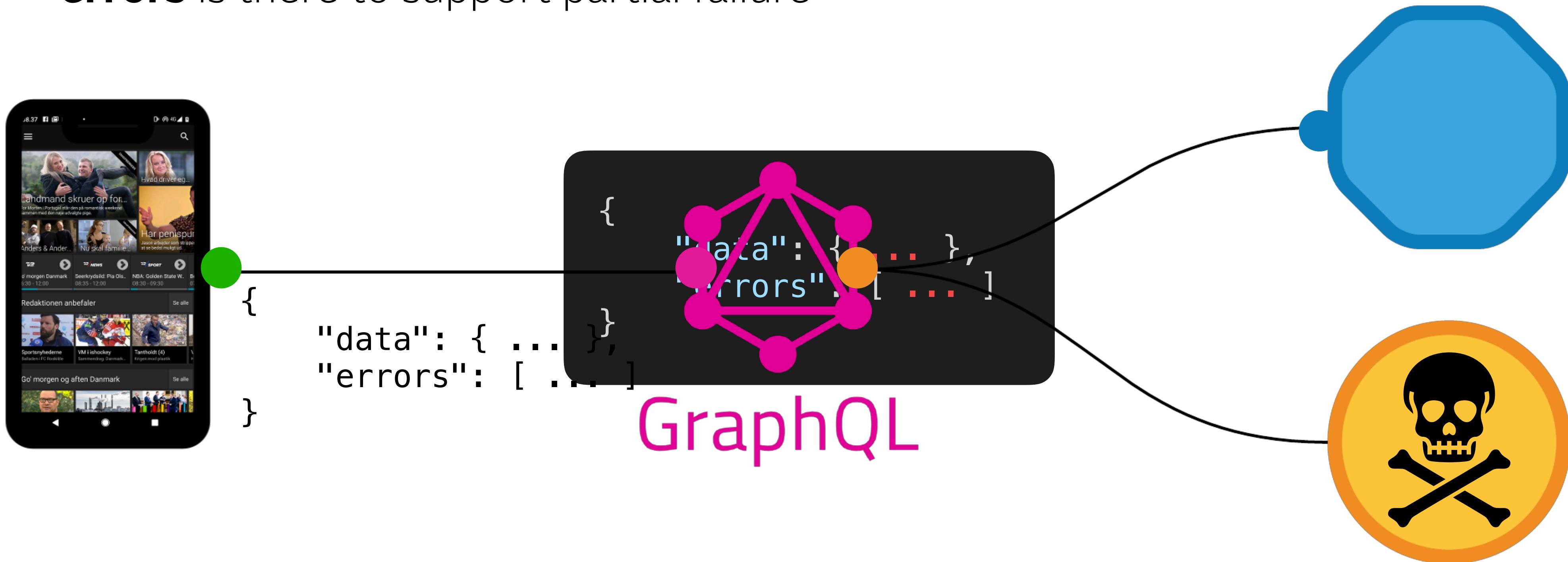
# Requesting GraphQL Server

- Is usually served over HTTP as a GET or POST request
- Is formatted as JSON of content type application/json
- **query** contains your GraphQL query
- **variables** is a JSON formatted set of variables used in the query
- **operationName** contains the name of the query operation
- Some server implementation for the JVM:
  - **Java** has the graphql-java library
  - **Micronaut** support via the micronaut-graphql module which gives you a *GraphQLController*

```
{  
  "query": "",  
  "variables": "",  
  "operationName": ""  
}
```

# Response from Server

- Regardless of transport protocol, the response should be returned as JSON
- The response might contain some data and some errors
  - **data** contains the results
  - **errors** is there to support partial failure



# Fields

Response has the same structure as the query  
It is deterministic - you know what you get

Asking for specific fields on an object

```
query taxo {  
  taxonomy {  
    securitySchemes {  
      nodes {  
        key  
        value  
      }  
    }  
  }  
}
```

```
{  
  "data": {  
    "taxonomy": {  
      "securitySchemes": {  
        "nodes": [  
          {  
            "key": "widenvine",  
            "value": "Widevine DRM"  
          },  
          {  
            "key": "playready",  
            "value": "PlayReady"  
          },  
          {  
            "key": "fairplay",  
            "value": "FairPlay"  
          }  
        ]  
      }  
    }  
  }  
}
```

# Arguments

With REST you have a single set of query params.  
GraphQL every field and object can have a set of args

```
query ent {  
  entity(id: 123456) {  
    title  
    description  
    art(type: "keyframe") {  
      nodes {  
        url  
        type  
      }  
    }  
  }  
}
```

```
{  
  "data": {  
    "entity": {  
      "title": "To grader fra en  
klimakatastrofe",  
      "description": "Den legendariske tv-  
vært  
og naturhistoriker sir David Attenborough er  
vært i denne storslæde BBC-dokumentar,  
der ser på konsekvenserne af de  
ødelæggende...",  
      "art": {  
        "nodes": [  
          {  
            "url": "https://img.svr.dk/  
key.jpeg",  
            "type": "keyframe"  
          }  
        ]  
      }  
    }  
  }  
}
```

# Aliases

Querying for the same field with different arguments results in conflict  
Aliases lets you change the field result to something else

```
query ent {  
  entity1: entity(id: 1234) {  
    title  
    type  
  }  
  entity2: entity(id: 4321) {  
    title  
    type  
  }  
}
```

```
{  
  "data": {  
    "entity1": {  
      "title": "Julia Sofia & Friends",  
      "type": "series"  
    },  
    "entity2": {  
      "title": "Fremtidens kød",  
      "type": "episode"  
    }  
  }  
}
```

# Fragments

Client applications sometimes need complicated sets of data  
Fragments let us reuse sets of fields where we need them

```
query ent {  
  entity1: entity(id: 1234) {  
    ... entityFields  
  }  
  entity2: entity(id: 4321) {  
    ... entityFields  
  }  
}  
  
fragment entityFields on Entity {  
  title  
  type  
  references {  
    web  
  }  
}
```

```
{  
  "data": {  
    "entity1": {  
      "title": "Julia Sofia & Friends",  
      "type": "series",  
      "references": {  
        "web": "/programmer/dokumentar/serier/  
julia-sofia-friends/"  
      }  
    },  
    "entity2": {  
      "title": "Fretnidens kød",  
      "type": "episode",  
      "references": {  
        "web": "/programmer/magasiner/serier/  
tanholdt/fretnidens-koed-179939/"  
      }  
    }  
  }  
}
```

# In-line Fragments

GraphQL supports interfaces and unions

**Entity** is an interface, we use in-line fragments to access the concrete types  
**Series** and **Episode**

```
query ent {  
  entity1: entity(id: 1234) {  
    title  
    type  
    ... on Series {  
      episodeCount  
      seasonCount  
    }  
  }  
  entity2: entity(id: 4321) {  
    title  
    type  
    ... on Episode {  
      episodeNumber  
      seasonNumber  
    }  
  }  
}
```

```
{  
  "data": {  
    "entity1": {  
      "title": "Julia Sofia & Friends",  
      "type": "series",  
      "episodeCount": 7,  
      "seasonCount": 1  
    },  
    "entity2": {  
      "title": "Fremtidens kød",  
      "type": "episode",  
      "episodeNumber": 1,  
      "seasonNumber": 1  
    }  
  }  
}
```

# Variables

To support dynamic arguments we use variables  
Avoid doing string interpolation to construct queries from user's input

```
query ent($entityId: Int) {  
  entity(id: $entityId) {  
    title  
    type  
    ... on Series {  
      episodeCount  
      seasonCount  
    }  
  }  
}  
  
# Variables  
{  
  "entityId": 1234  
}
```

```
{  
  "data": {  
    "entity": {  
      "title": "Julia Sofia & Friends",  
      "type": "series",  
      "episodeCount": 7,  
      "seasonCount": 1  
    }  
  }  
}
```

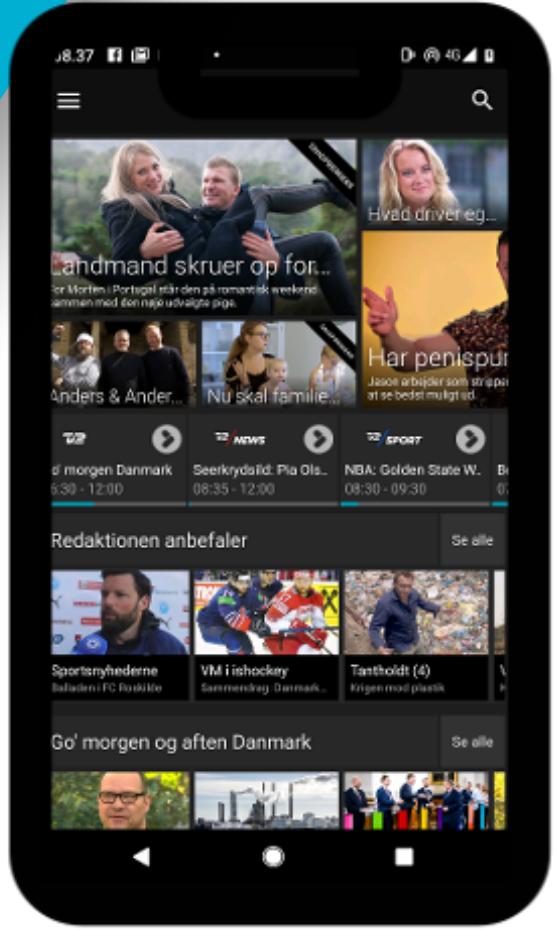
# Directives

Directives are another type of variable used to dynamically change the structure of queries

- **@include(if: Boolean)** include this field in the result if arg is **true**
- **@skip(if: Boolean)** skip this field in the result if arg is **true**

```
query ent($entityId: Int, $includeRef: Boolean!) {  
  entity(id: $entityId) {  
    title  
    type  
    references @include(if: $includeRef) {  
      web  
    }  
  }  
}  
{  
  "entityId": 2911,  
  "includeRef": false  
}
```

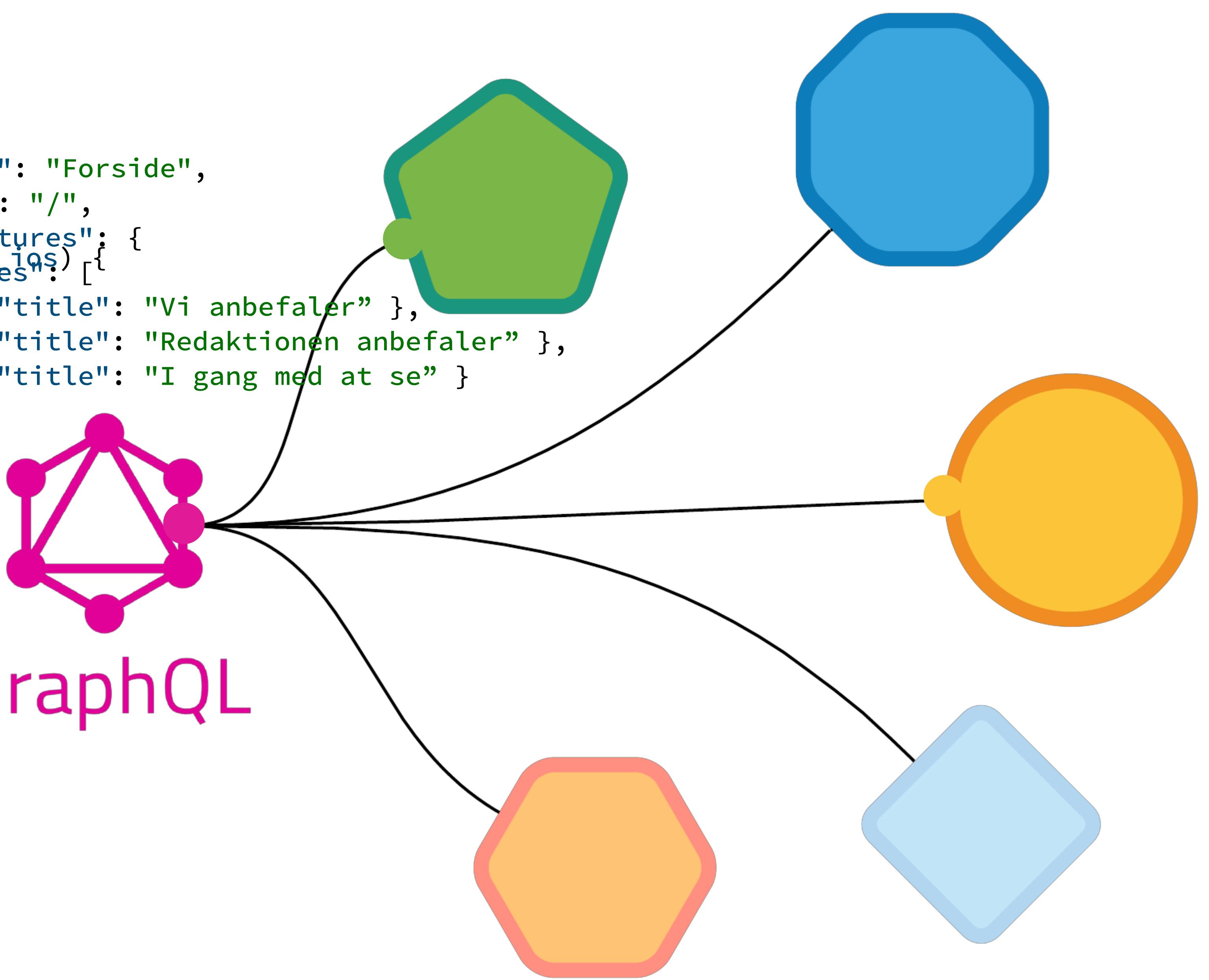
```
{  
  "data": {  
    "entity": {  
      "title": "Julia Sofia & Friends",  
      "type": "series"  
    }  
  }  
}
```

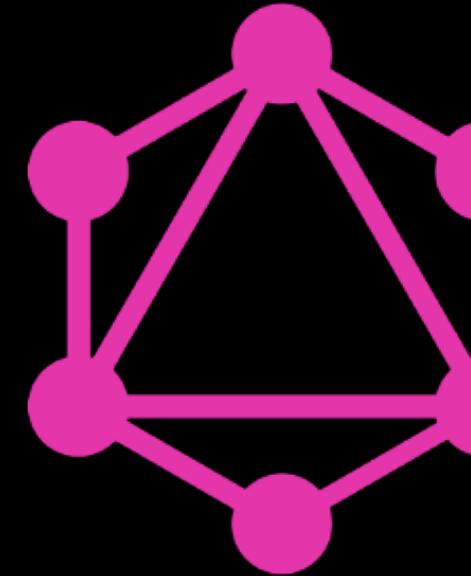


```
page(path: "/" platform: "play_iOS") {  
  title  
  path  
  structures(limit: 3) {  
    nodes {  
      title  
    }  
  }  
}
```

```
"page": {  
  "title": "Forside",  
  "path": "/",  
  "structures": {  
    "nodes": [  
      { "title": "Vi anbefaler" },  
      { "title": "Redaktionen anbefaler" },  
      { "title": "I gang med at se" }  
    ]  
  }  
}
```

# GraphQL





# GraphQL

- Query for fetching data objects based on fields
- Mutations for changing data objects
- Supports Interfaces and different implementations
- Is a typed language: Scalars, Lists, Enums, Objects
- Supports both mandatory and optional arguments