



OSS Implementation Overview

Mojaloop PI8 Pre-Workshop

September 2019

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v7.4.x



Mojaloop Links

Website: <http://mojaloop.io>

Docs: <http://mojaloop.io/documentation>

Code: <http://github.com/mojaloop>

Slack: <https://mojaloop-slack.herokuapp.com> ([self-invite](#))

Gitter: <https://gitter.im/mojaloop/mojaloop>

Mojaloop

OSS Implementation Overview

1. What is Mojaloop?
2. High-level Overview, Static Demo & Architecture
3. Component Architecture
4. Global foot-print & Roll-out

Mojaloop

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What is Mojaloop?

- Open Loop System
- Real-time, Irrevocable, Push-only
- DFSP Governed, Same-day Settlements
- Shared investment in Fraud detection



mojaloop

The logo consists of three concentric dashed circles forming a spiral pattern, with a small open circle at the center. Below the graphic, the word "mojaloop" is written in a large, lowercase, sans-serif font.

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OSS Functional Overview

Mojaloop v1.0 Use-cases

Payer-Initiated Transaction

- [●] P2P Transfers – Golden Path
- [●] Prepares, Fulfils
- [●] Rejections, Timeouts
- [●] Error Endpoints
- [●] Customer-Initiated Merchant Payment
- [●] Customer-Initiated Cash-out - Receive Amount
- [●] Customer-Initiated Cash-out - Send Amount
- [○] ATM-Initiated Cash-out
- [●] Refund

Bulk Transactions

- [●] Bulk Payments

Payee-Initiated Transaction

- [●] Merchant-Initiated Merchant Payment
- [●] Agent-Initiated Cash-out
- [●] Agent-Initiated Cash-in – Send Amount
- [●] Agent-Initiated Cash-in – Receive Amount

Key

- [●] Fully implemented
- [●] Supported, not tested by OSS
- [●] Partially implemented
- [●] Not implemented
- [○] Future Roadmap

Payee-Initiated Transaction using OTP

- [●] Merchant-Initiated Merchant Payment Authorized on POS
- [●] Agent-Initiated Cash-out Authorized on POS

Additional Supported Use-cases

Payer-Initiated Transaction

- [●] P2P Transfers – On-US

Settlements

- [●] Funds-in
- [●] Funds-out
- [●] Open-close Settlement-windows
- [●] Trigger Settlement Processing
- [●] Receive & Process Settlement Acknowledgements
- [●] Reconcile FSP Positions
- [○] Alignment to official ML Settlements Spec (currently in draft)

Definition of general terms

1. Hub

- The general term for an operating Mojaloop Switch in the “wild”
- This includes Mojaloop and all supporting services/components/rules required to operate a fully functional payment switch

2. Scheme

- The rules around an operating Mojaloop Hub
 - Limits
 - Reporting
 - Regulations
 - Onboarding process
 - etc

3. (D)FSP

- (Digital) Financial Service Provider

4. Participants

- General term for an FSP that utilizes Mojaloop to exact payments

5. Party

- The customer that belongs to an FSP(s) which is represented by an identifier (e.g. MSISDN)

Definition of general terms

6. Cryptographic Condition

- Cryptographic receipt used to validate payments which compromised of two parts:
 - Condition \leftarrow hash of the Fulfilment
 - Fulfilment \leftarrow crypto receipt generated from payment information

7. *Participant Position

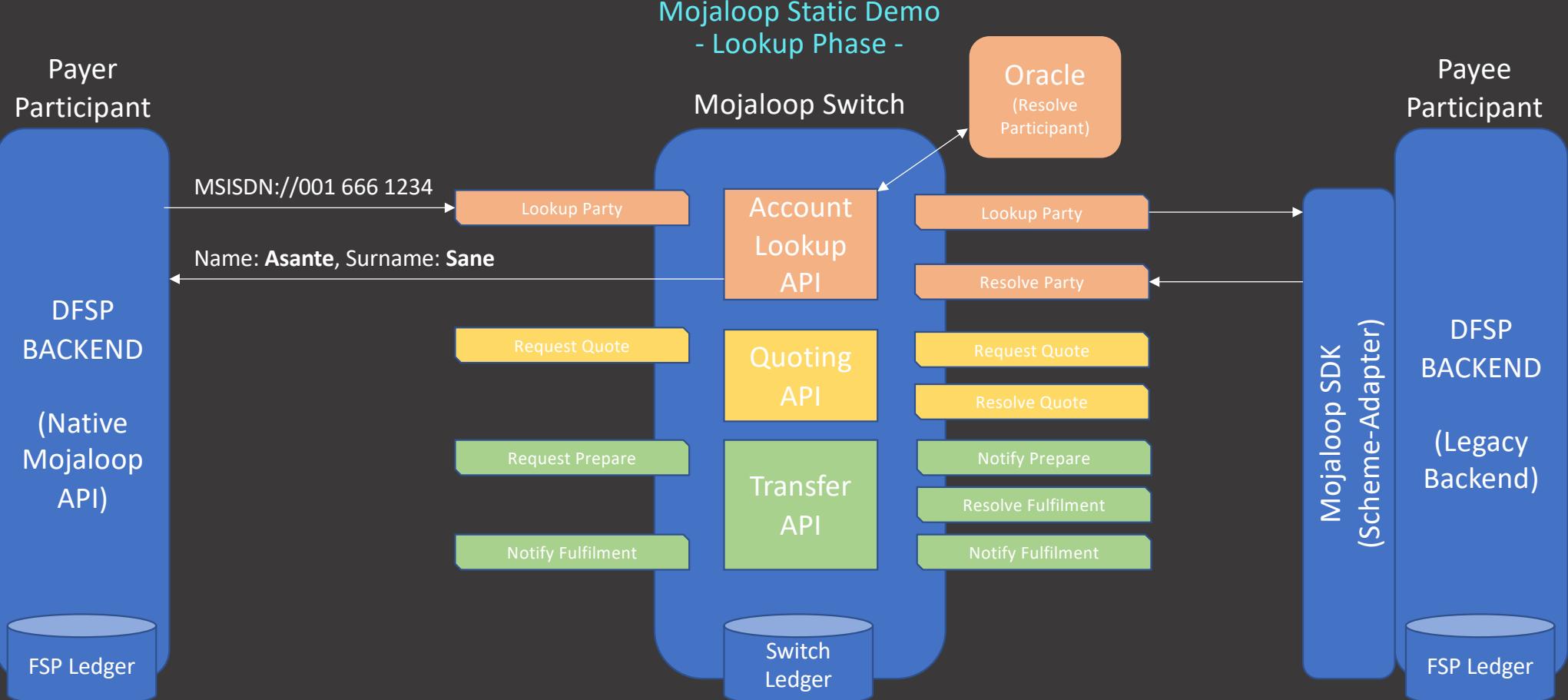
- A participant (FSP) position is a net position of all activity
- Applies to a switch account for a scheme participant in a specific currency

8. *Net Debit Cap Limit

- The limit applied to a participant's position, i.e. a participant is not allowed to trade in the system if their position exceeds their Net Debit Cap Limit.

Static Demo: P2P Scenario

- A customer (**Sending Party**) from an FSP (**Payer Participant**) wants to make a payment to a friend (*Asante Sane* – **Recipient Party**) that belongs to another FSP (**Payee Participant**) ← **Payer Participant** can exact this by a **Transfer Request**
- The **Payer Participant** does not know which FSP *Asante Sane* is a customer of. ← **Payer Participant** can resolve this first via an **Account Lookup**
- **Payer Participants** wants to agree/validate the final transfer (inc. costs, fees, etc) **amount** with its paying customer (**Sending Party**) ← **Payer Participant** can resolve this via a **Quote Request**



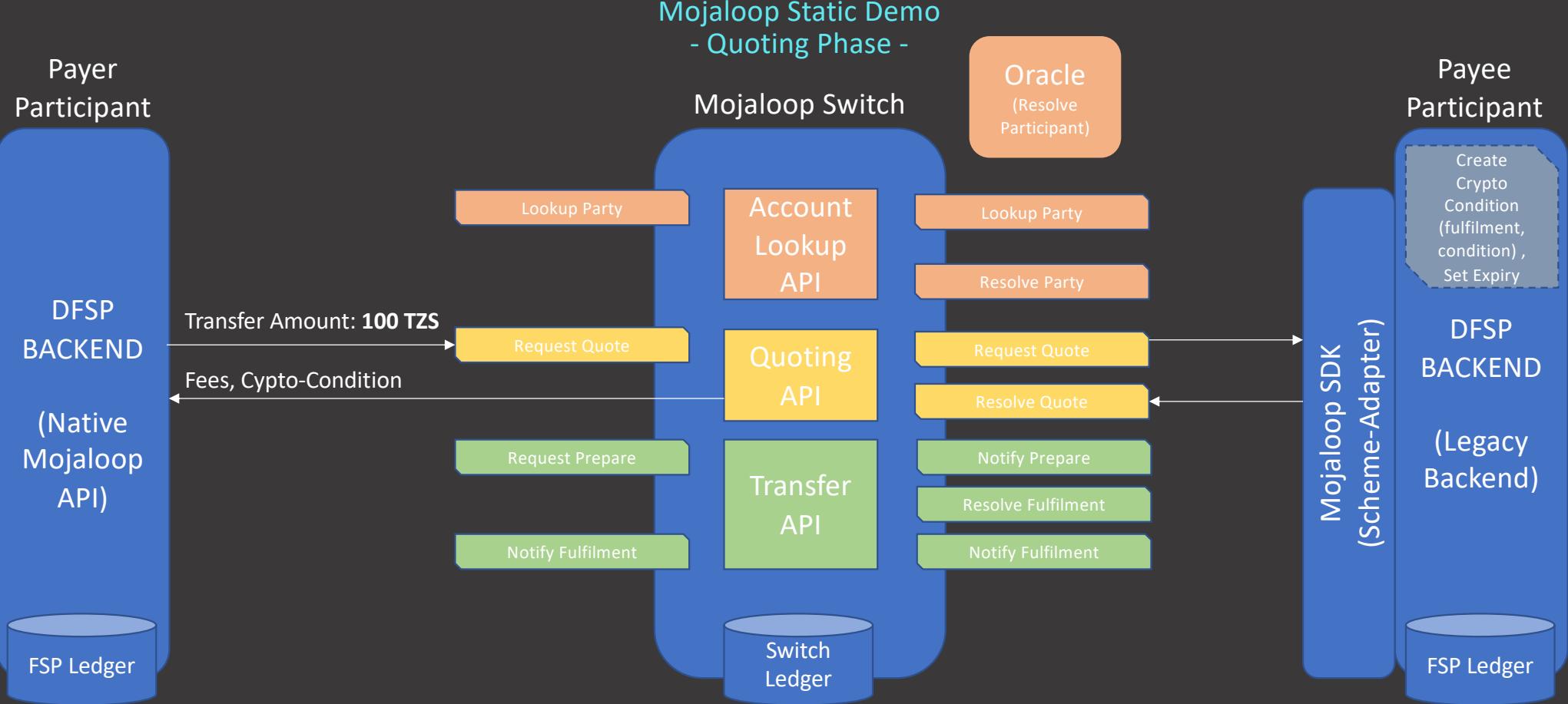
Notes:

- Payer & Payee FSPs (Participants) have already been onboarded
- Parties have already been registered

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Static Demo: P2P Scenario

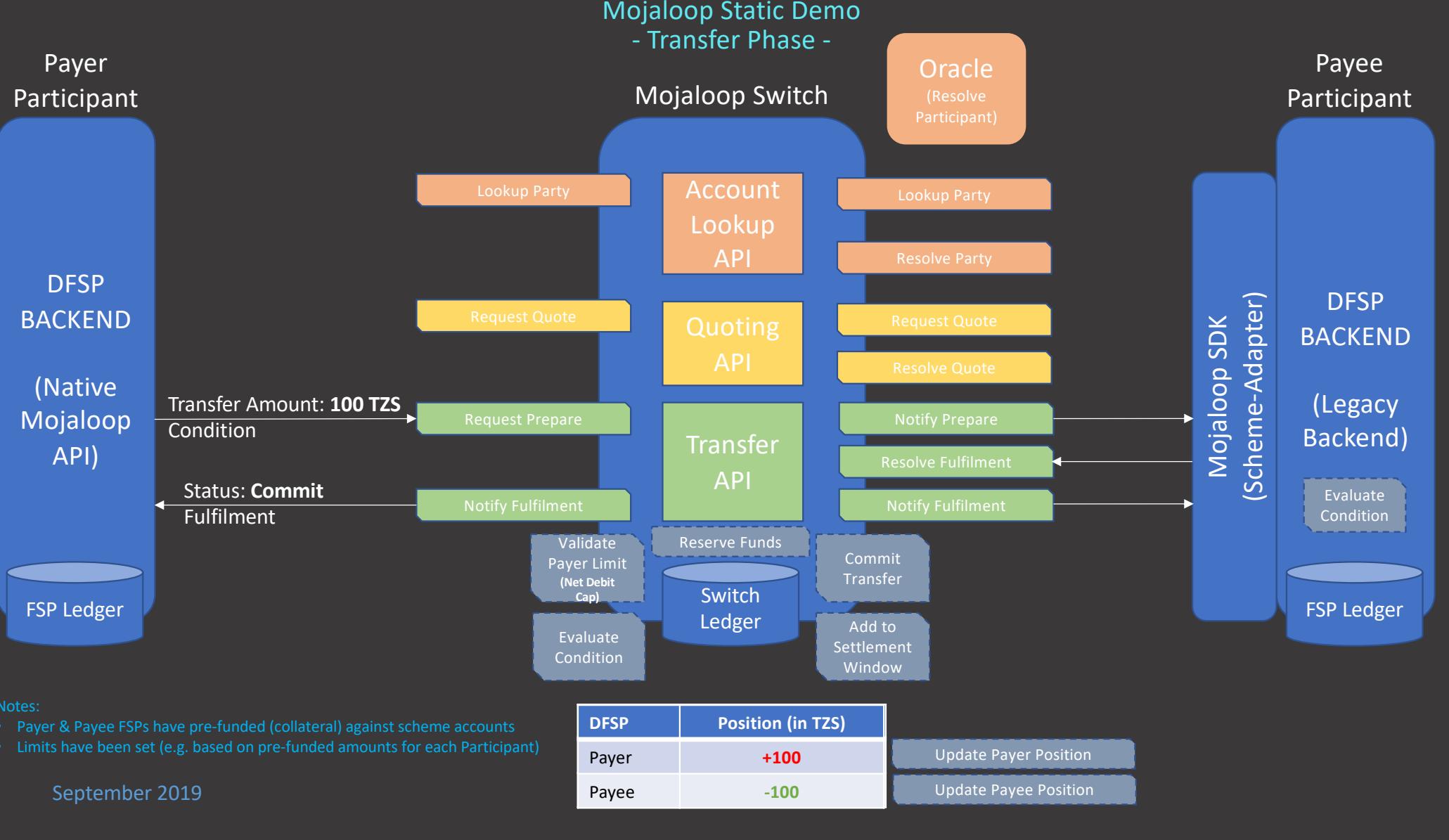
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Static Demo: P2P Scenario

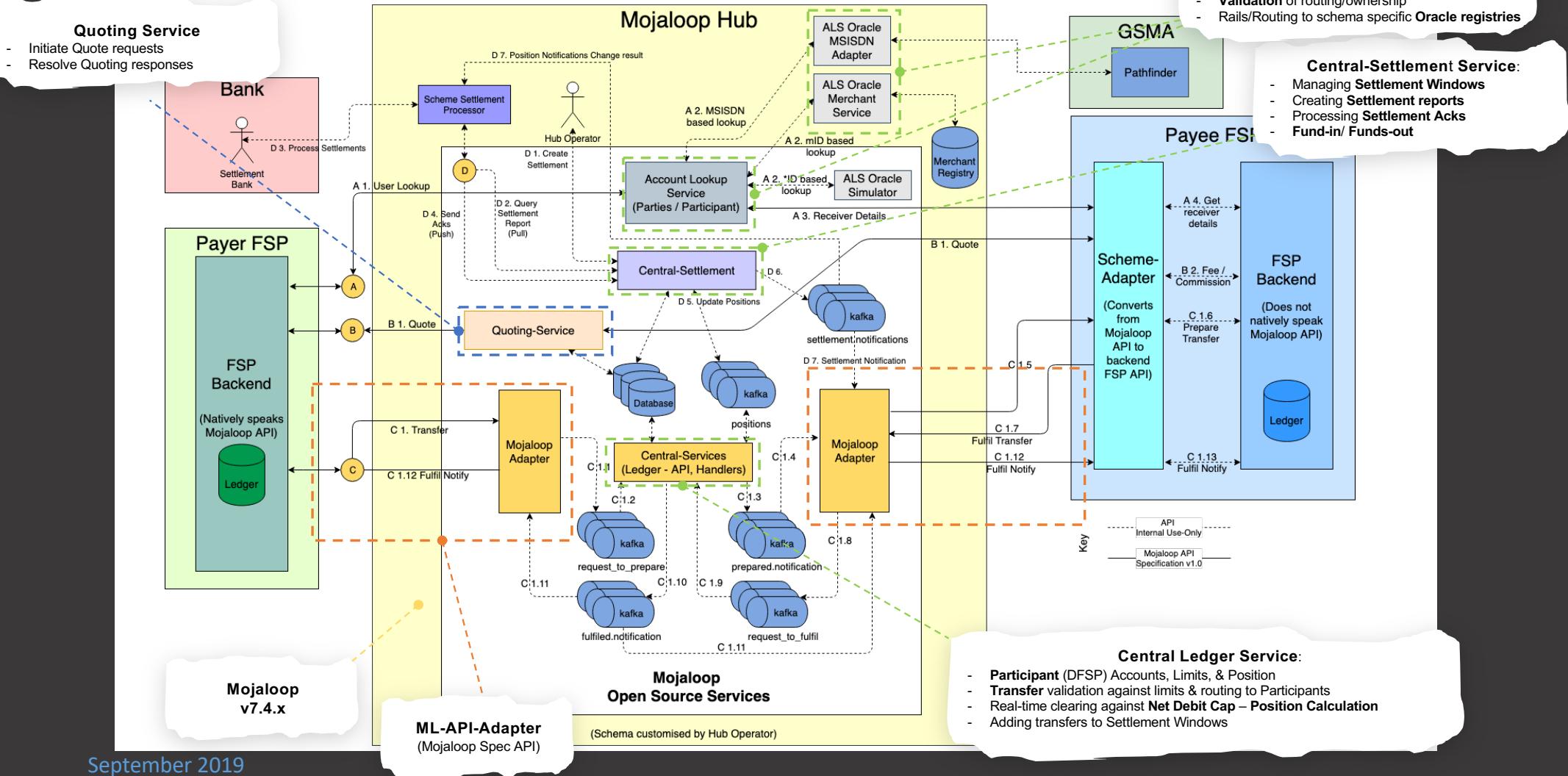
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Static Demo: P2P Scenario

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High-level Architecture



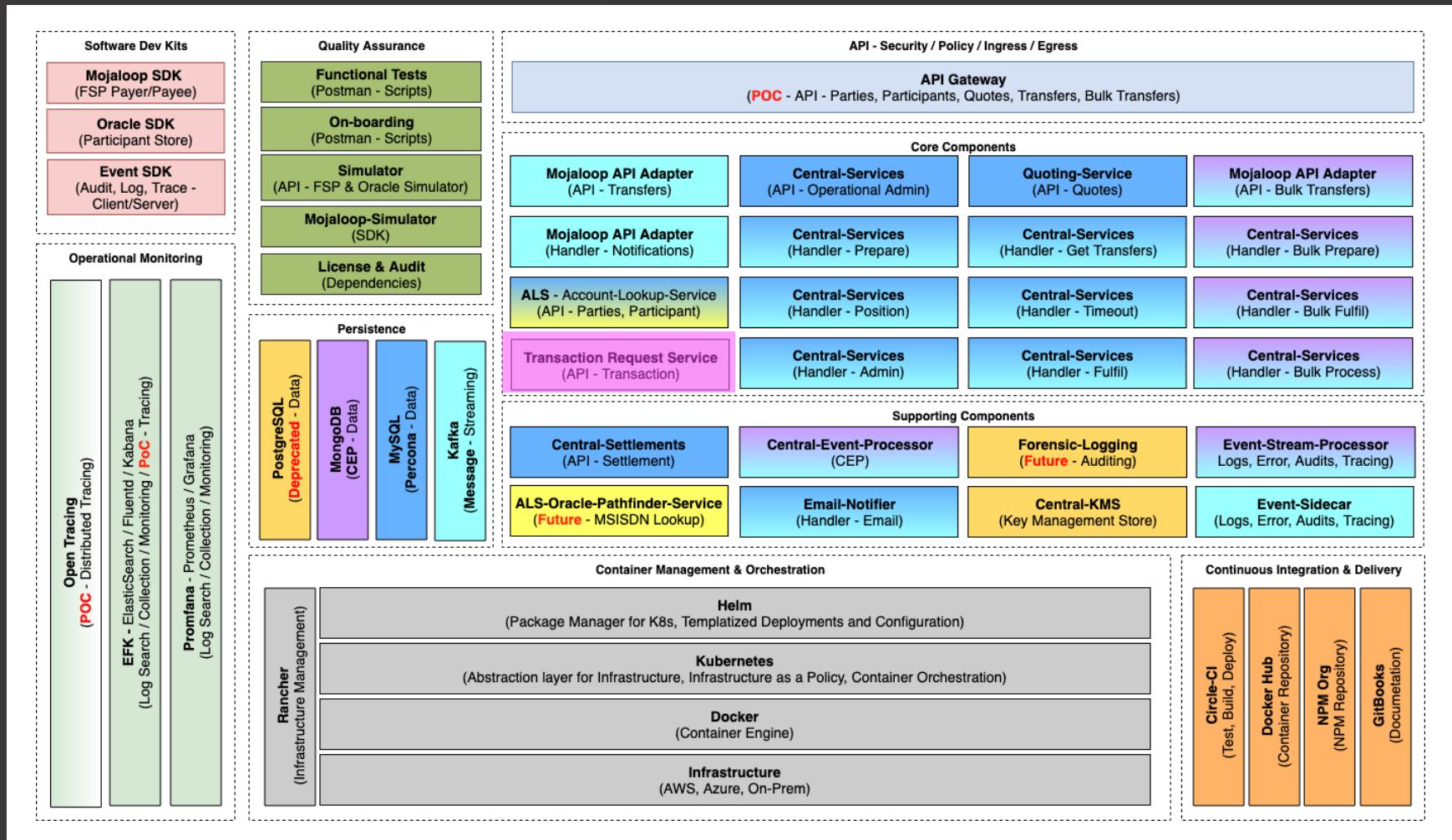
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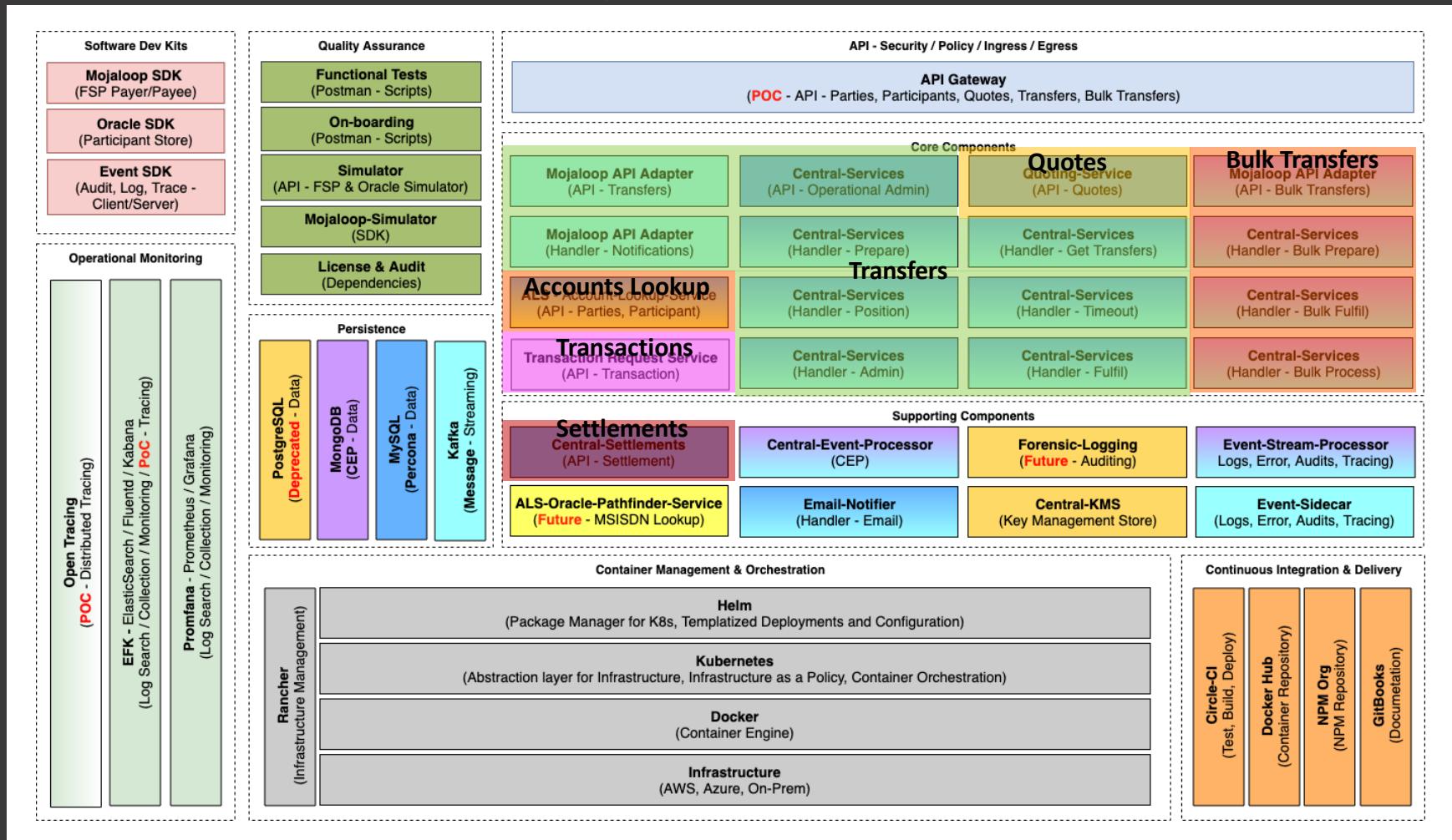
Component Architecture



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Component Architecture



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* Color-shading of core & supporting components match dependent persistent stores.



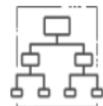
Container Management & Orchestration – Helm

What is Helm?

Open Source Package Manager for Kubernetes through the use of Charts.

Charts help you define, install and upgrade releases for Kubernetes deployment via templates and configuration.

Why Helm?



Manage Complexity

Charts describe even the most complex apps; provide repeatable application installation, and serve as a single point of authority.

Easy Updates

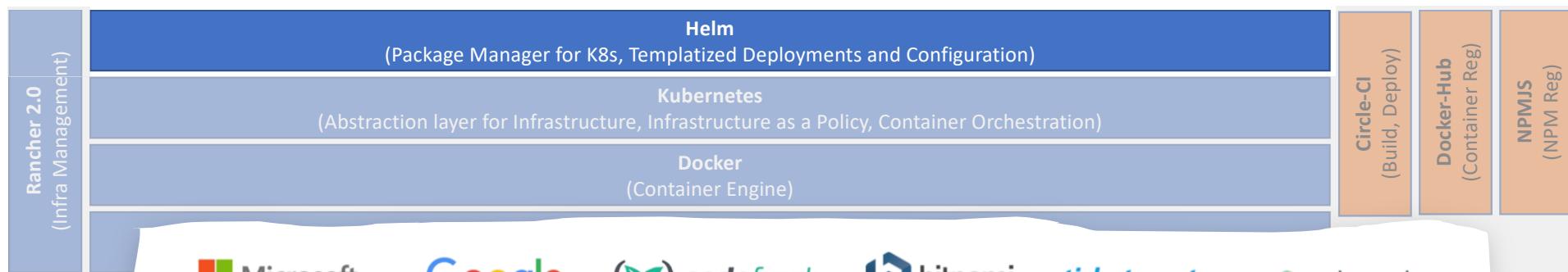
Take the pain out of updates with in-place upgrades and custom hooks.

Simple Sharing

Charts are easy to version, share, and host on public or private servers.

Rollbacks

Use `helm rollback` to roll back to an older version of a release with ease.



Container Management & Orchestration – Kubernetes



kubernetes

What is Kubernetes?

Open-source system for automating deployment, scaling, and management of containerized applications.

Why Kubernetes?



Deploy your applications quickly and predictably

- Infrastructure as a Policy
- Abstraction of Infrastructure (Cloud, On-Prem)



Scale your applications on the fly

- Policy rule based scaling
- Limit hardware & resources by scaling horizontally up/down



Roll out new features seamlessly

- Rolling updates



Discoverability

- Dynamic service resolution via DNS



Durability

- Self-healing
- Auto-[placement, restart, replication, scaling] based on Policies
- Load Balancing



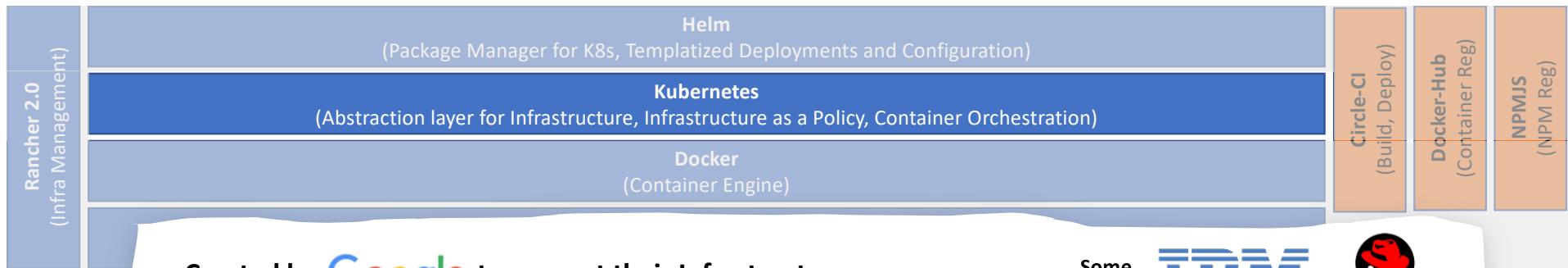
Security

- Isolation through Containers, Network and Namespaces



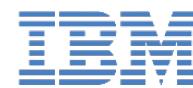
Operations

- App config & secrets stored in distributed key-value store (etcd)
- Monitoring of containers



Created by **Google** to support their Infrastructure.

Some contributors:





Deployment Architecture – Rancher Overview

Ref: <http://rancher.com>

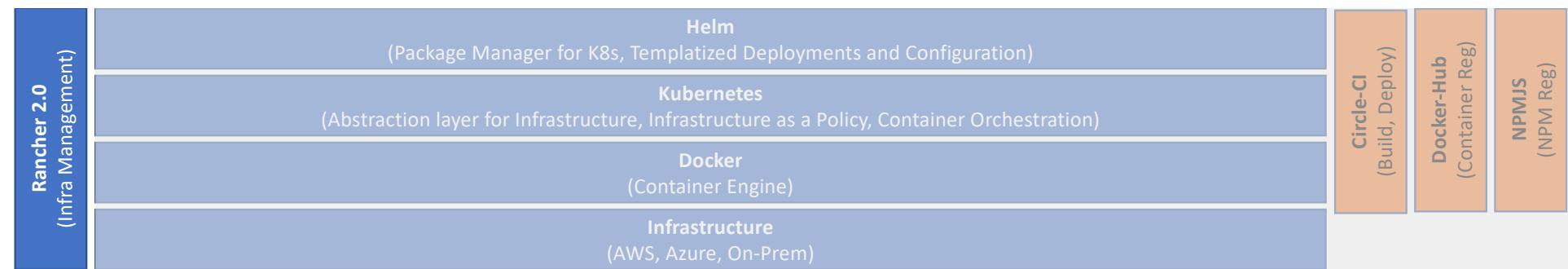
What is Rancher?

Rancher is an enterprise management plane for Kubernetes.

“Every distro. Every cluster. Every cloud.” ~ rancher.com

Why Rancher?

- Kubernetes Management
- Container Management
- *Access Management (RBAC)
- *Helm Repository Management
- Multi-environment Management (multi k8s clusters, On-prem, Azure, Google, AWS, etc)
- Multi-Provider provisioning (On-prem, Azure, Google, AWS, vSphere)
- Easily scale up/down Kubernetes clusters



Deployment Architecture – Ops Monitoring Overview

What is Metric Instrumentation?

Real-time operational visibility for:

- Performance
- Health
- Alerts

What is Promfana?

 **Prometheus**
Leading open-source instrumentation solution for monitoring

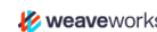
 **Grafana**
The open platform for beautiful analytics and monitoring

Ref: <http://prometheus.io>, <http://Grafana.com>

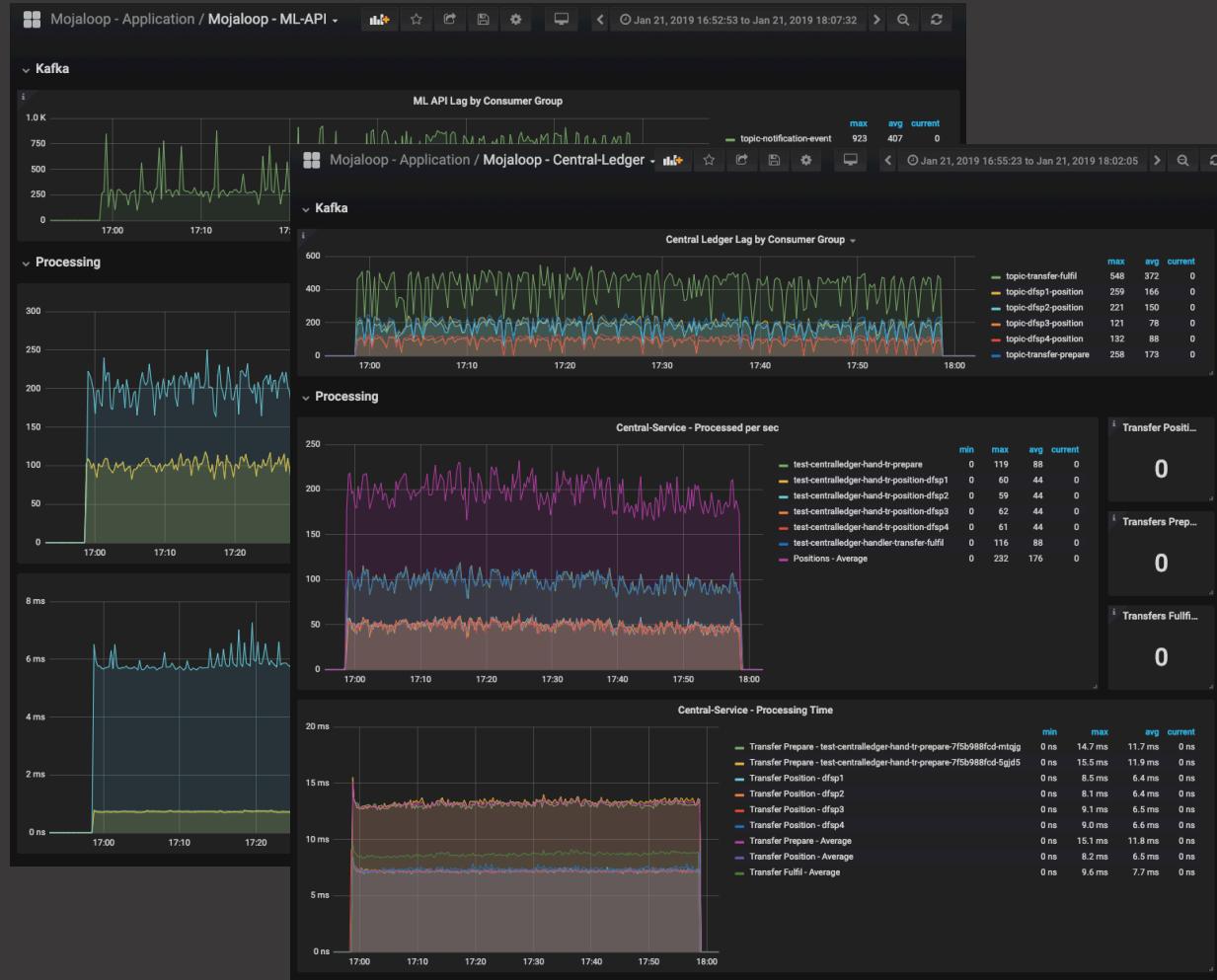
Why Promfana?

- Metric Instrumentation for Mojaloop
- Low overhead on nodejs (histograms + pull metric end-point)
- Real-time metric visualization for Performance and Health monitoring of the Mojaloop Stack

 Dimensional data Prometheus implements a highly dimensional data model. Time series are identified by a metric name and a set of key-value pairs.	 Powerful queries PromQL allows slicing and dicing of collected time series data in order to generate ad-hoc graphs, tables, and alerts.	 Great visualization Prometheus has multiple modes for visualizing data: a built-in expression browser, Grafana integration, and a console template language.	 Efficient storage Prometheus stores time series in memory and on local disk in an efficient custom format. Scaling is achieved by functional sharding and federation.
 Simple operation Each server is independent for reliability, relying only on local storage. Written in Go, all binaries are statically linked and easy to deploy.	 Precise alerting Alerts are defined based on Prometheus's flexible PromQL and maintain dimensional information. An alertmanager handles notifications and silencing.	 Many client libraries Client libraries allow easy instrumentation of services. Over ten languages are supported already and custom libraries are easy to implement.	 Many integrations Existing exporters allow bridging of third-party data into Prometheus. Examples: system statistics, as well as Docker, HAProxy, StatsD, and JMX metrics.

 CoreOS  docker  DigitalOcean  SOUNDCLLOUD  PERCONA  ERICSSON  weaveworks

Deployment Architecture – Ops Monitoring Dashboards



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Documentation

<http://mojaloop.io/helm/monitoring/>

Mojaloop Application

- ML-API-Adapter -- nodejs + application
- Central-Ledger -- nodejs + application
- Simulators -- nodejs + application

Data Store

- MySQL Overview
- PXC Galera Overview
- PXC Galera Graphs

Messaging

- Kafka Cluster Overview
- Kafka Topic Overview

Kubernetes

- Clusters
- Deployments

Deployment Architecture – Ops Logging Overview

Ref: <http://prometheus.io>, <http://Grafana.com>

What is EFK (aka ELK)?



elasticsearch

Elasticsearch is a distributed, RESTful search and analytics engine.



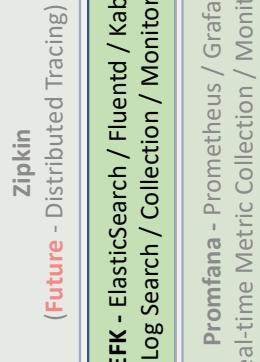
fluentd

Open source data collector for unified logging layer, with ingestions into Elasticsearch.



kibana

Kibana lets you visualize your Elasticsearch data and navigate the Elastic Stack.



Why EFK?

- Central location and storage of all Mojaloop log files
- Management of log data (persistence, long-term storage, etc)
- Management of alert/events based on log data
- Log files are indexed and searchable
- Assist with tracing & trouble shooting Mojaloop's distributed micro-service logs

Why E-F-K and not E-L-K?

- Fluentd is used instead of Logstash due to its support & seamless integration for Kubernetes (k8s).
- K8s Pods/Containers are easily collected by Fluentd and ingested into ElasticSearch using the underlying K8s logging architecture.





Deployment Architecture – CircleCI Overview

What is CircleCI? Cloud based Continuous Integration & Deployment Platform

Ref: <http://circleci.com>

VCS Integration

CircleCI integrates with GitHub, GitHub Enterprise, and Bitbucket. Every time you commit code, CircleCI creates a build.

Automated Testing

CircleCI automatically tests your build in a clean container or virtual machine.

Automated Deployment

Passing builds are deployed to various environments so your product goes to market faster.

Notifications

Your team is notified if a build fails so issues can be fixed quickly.

Why CircleCI?



Workflows for Job Orchestration

Orchestrate customizable job execution (such as build, test, deploy), giving complete control over your development process.



Language-Agnostic Support

Supports any language that builds on Linux or macOS, including C++, Javascript, .NET, PHP, Python, and Ruby.



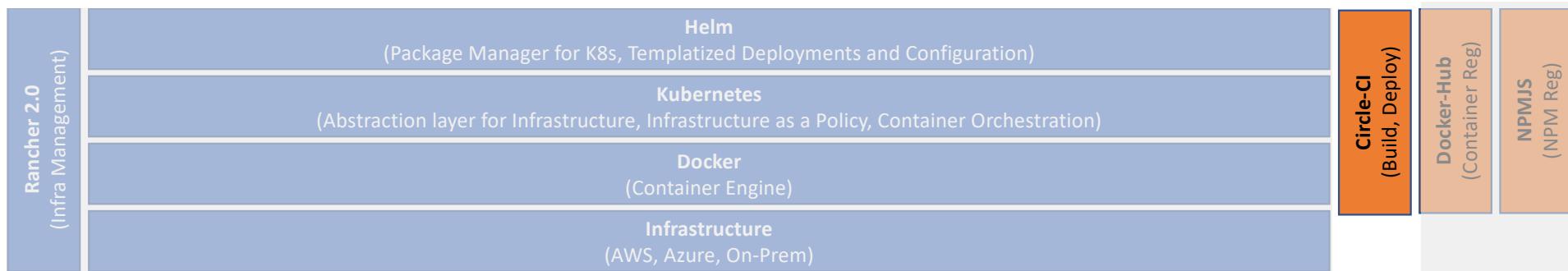
First-Class Docker Support

Run any image from Docker's public/private registry or other common registries. Build Docker images, access Docker layer caching, Compose.



Powerful Caching

Speed up builds with expanded caching options, including images, source code, dependencies, and custom caches. Full control over cache save and restore points for optimal performance.



* Forrester names CircleCI a leader (<https://www2.circleci.com/circleci-forrester-wave-leader-2017.html>)

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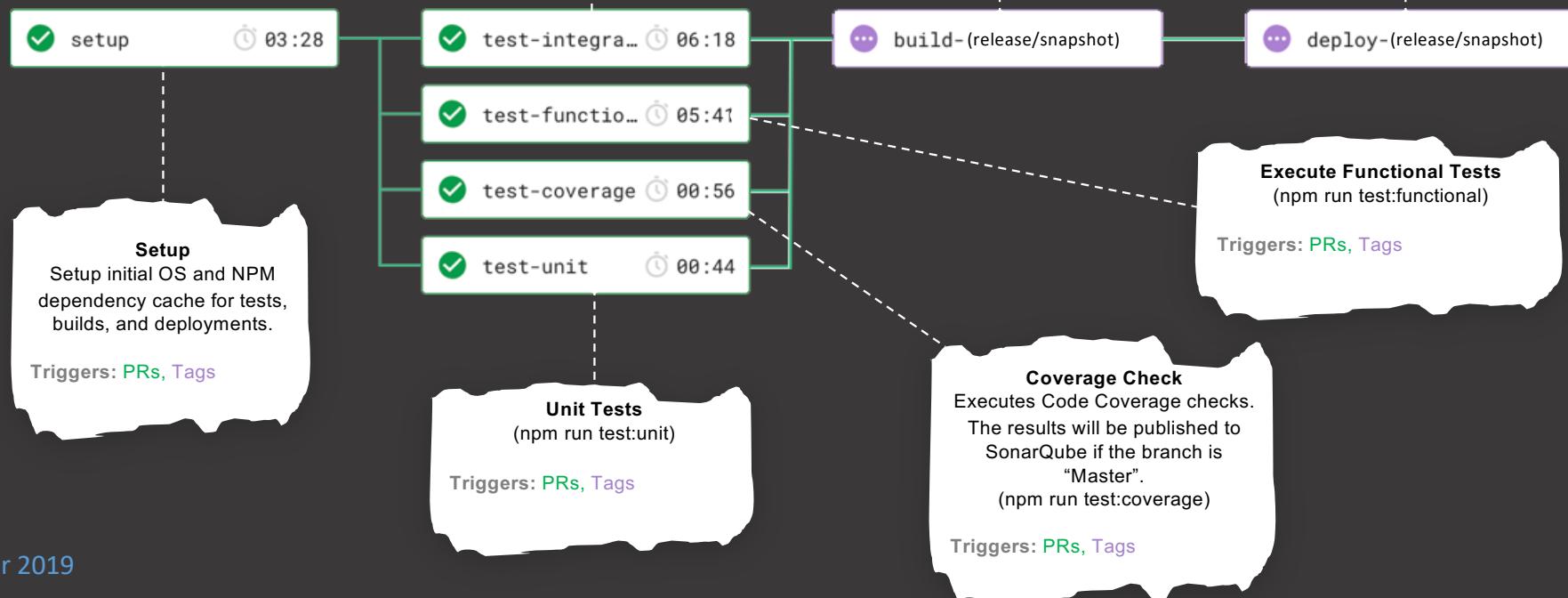
Deployment Architecture – CI/CD Pipeline



Triggers:

- [●] Pull-Requests (inc. from external Forks)
- [●] Publishing tagged Releases
- [●] Publishing tagged Snapshots

Ref: <https://circleci.com/projects/gh/mojaloop>





Documentation – GitBooks Overview

What is Gitbooks?

An open-source open documentation framework where teams can document everything from products, to APIs and internal knowledge-bases based on open-standards with community driven plugins.

Why Gitbooks?



Markdown

Lightweight markup language with plain text formatting syntax supporting standard HTML, and CSS.



Embed Generated Content

Embed generated sequence diagrams, openapi/swagger docs, etc.



Search

Find what you are looking for.



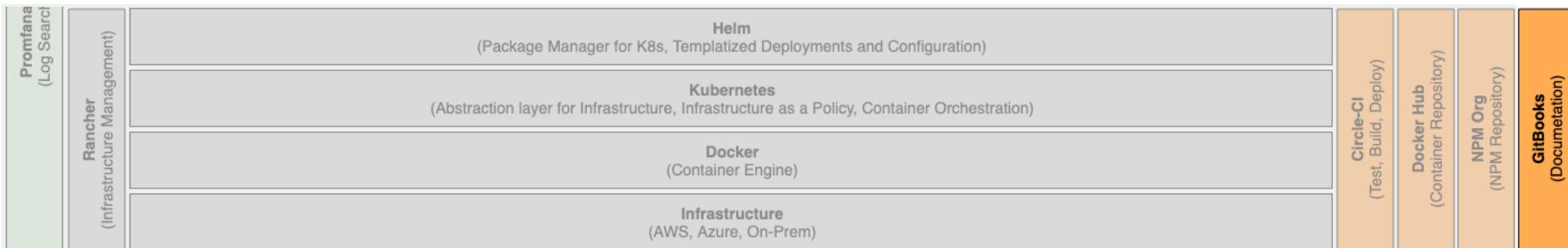
Plugins

Community plugins for generating content (e.g. plantuml, openapi/swagger docs), providing integration to Github, Slack, etc and themes (e.g. ToCs, Navigation, etc)



Cli

Gitbook-cli to build static-content, with support for local testing. Also supports auto-build sense when changes are made locally when testing.



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Mojaloop's Global Foot-print

- *Implementation Roll-out
- ModusBox OSS Team
- OSS Community Contributors

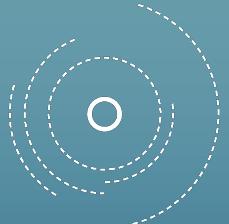
Mowali
(Africa)
 

Bank of Tanzania


Core OSS
South African
Software
Engineering
Team

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* Non-confidential implementation



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Mojaloop Appendix

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Sequence Diagrams: Overview

1. Overview of Sequence Diagrams
2. High level Design for :
 - a. Prepares, Positions, Fulfils, Rejections, Timeouts
 - b. Operations: Settlements, Positions, Limits, callback URLs, etc.
3. List of Sequence Diagrams
4. Location: <https://mojaloop.io/documentation/mojaloop-technical-overview>

API First Approach

Key

- [●] Implemented using API First Approach
- [●] Not implemented – To be re-factored in future

Background

Legacy Mojaloop API components were implemented using a Code First approach (even if a contract existed).

What is API First Approach?

An Interface Contract is defined up-front, which is then used to generate Base-code which includes validations, routes, documentation, etc.

Benefits?

- Faster implementation time as Base-code is auto-magically created for developers, only requiring logic to be implemented.
- QA Improvement
 - Validations are done auto-magically adhering to contract
 - Routes adhere to contract
 - Documentation adheres to contract

Mojaloop & Operational APIs

- [●] Mojaloop-API-Adapter
- [●] Central-Ledger
- [●] Central-Settlements

Example:

<https://github.com/mojaloop/central-settlement>



Tools used

Hapi-openapi

- API schema validation.
- Routes based on the OpenAPI document.
- API documentation route.
- Input validation.
- Ref: <https://github.com/krakenjs/hapi-openapi>

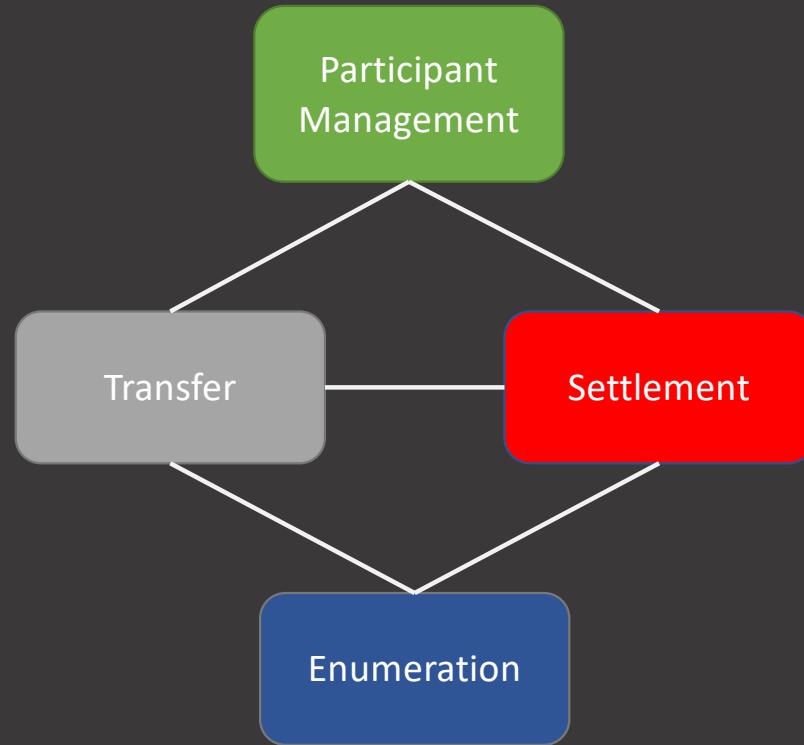
Database Design

Database Design Objectives

1. Align the data model to support to the Mojaloop specification
2. Design for efficiency and reduce locking
3. Data integrity maintained through a idempotency pattern

How was this achieved?

1. Redesign scheme to reflect the Mojaloop API and support the state transitions.
2. Inserts are used instead of updates to ensure reduced locking, and increased speed of data “updates”
3. Inserts are used to ensure an idempotent pattern for data “updates” is maintained. The result being that all “updates” have a history.
4. Support for batch processing of DFSP position, maintain repeatable and deterministic outcomes of rule processing and “running balance” for positions.



End-of-PI7 Switch Functionality – Mojaloop End-points

Mojaloop v1.0 – API Specification

Transfers

- [●] POST - Prepare
- [●] PUT - Response
- [●] PUT – Error
- [●] Outgoing
- [●] Incoming
- [●] GET - Query

Parties

- [●] GET - Request
- [●] PUT - Response
- [●] PUT - Error

Quotes

- [●] POST - Request
- [●] PUT - Response
- [●] PUT - Error
- [●] GET - Query

Participants

- [●] POST - Create
- [●] PUT - Response
- [●] POST - Bulk Create
- [●] PUT - Error
- [○] DEL - Delete

Transactions

- [○] PUT - Response
- [○] GET - Query

TransactionRequests

- [●] POST - Request
- [●] PUT - Response
- [●] PUT - Error
- [●] GET - Query

Authorizations

- [○] GET - Request
- [○] PUT - Response
- [○] PUT - Error

BulkTransfers

- [●] POST - Request
- [●] PUT - Response
- [○] PUT - Error
- [○] GET - Query

BulkQuotes

- [○] POST - Request
- [○] PUT - Response
- [○] PUT - Error
- [○] GET - Query

Key

- [●] Fully implemented
- [●] Legacy
- [●] PoC / Initial Version
- [●] Partially implemented
- [●] Not implemented
- [○] Future Roadmap

End-of-PI7 Switch Functionality – Operations

Operational – Use Cases

Participants

- [●] Manage Participants
 - [●] Create Initial Value
 - [●] Query
 - [●] Update
- [●] Manage Participant Limits
 - [●] Create Initial Value
 - [●] Query
 - [●] Update
- [●] Manage Callback URLs
 - [●] Create Initial Value
 - [●] Query
 - [●] Update

Settlements Version 1.0

- [●] Open, close Settlement Windows
- [●] Query Settlement Windows
- [●] Query Settlement Report
- [●] Create/Trigger Settlement with Windows
- [●] Process successful Settlement Acknowledgements
- [●] Reconcile Positions based on successful Settlements
- [●] Process failed Settlement Acknowledgements

Positions

- [●] Query Positions
- [●] Manage Positions
 - [●] Create Initial Value
 - [●] Query
 - [●] Update

Oracles

- [●] Manage Oracles
 - [●] Create
 - [●] Query
 - [●] Update
 - [●] Delete

Key

- [●] Fully implemented
- [●] Legacy Code
- [●] Partially implemented
- [●] Not implemented
- [○] Out of Scope