Role of Microservices in BiModal IT

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BiModal IT

Mode 1 is traditional, emphasizing predictability, accuracy, stability

Mode 2 is exploratory, emphasizing agility and speed

Mode 2

- Trial and error
- Fail-fast and recover
- Minimum viable product
- Early feedback
- Iterate often

BiModal is NOT

- Dividing into two teams
- Just Agile development
- An IT capability
- Organization chart change
- Shadow IT



Deeply Different, Both Essential

Mode1 Mode 2

Think Marathon Runner

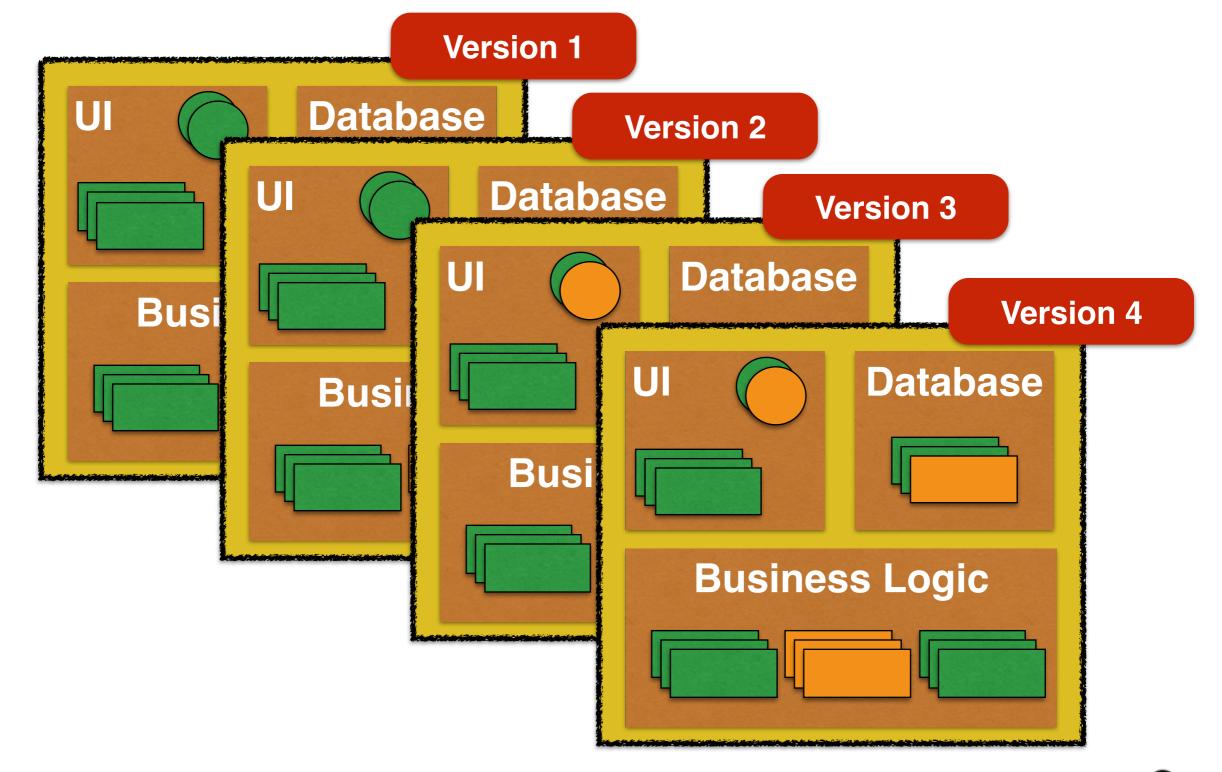


| Reliability | Goal | Agility |
|--|-------------|--------------------------------------|
| Price for performance | Value | Revenue, brand, customer experience |
| Waterfall, V-model, high-ceremony IID | Approach | Agile, Kanban, low-ceremony IID |
| Plan-driven, approval-based | Governance | Empirical, continuous, process-based |
| Enterprise suppliers, long-term deals | Sourcing | Small, new vendors, short-term deals |
| Good at conventional process, projects | Talent | Good at new and uncertain projects |
| IT-centric, removed from customer | Culture | Business-centric, close to customer |
| Long (months) | Cycle Times | Short (days, weeks) |

Think Sprinter



Mode 1 Application

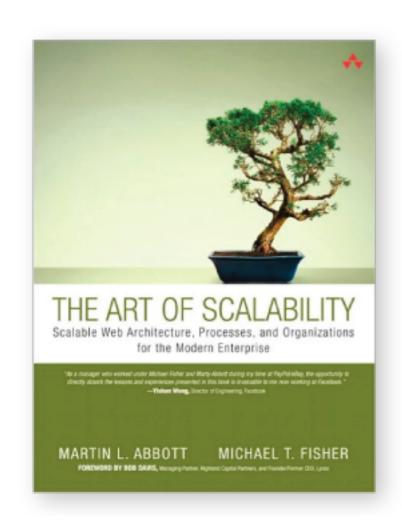


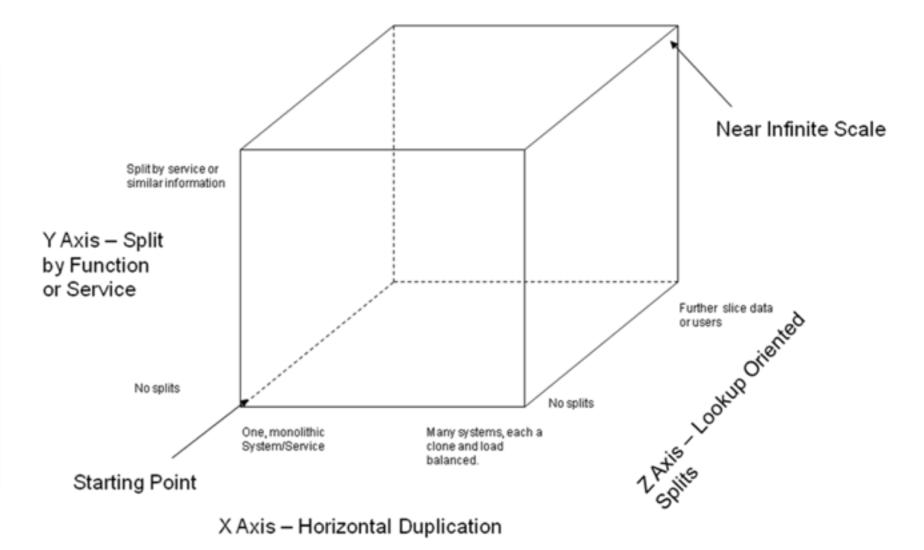


Disadvantages of Mode 1 Application

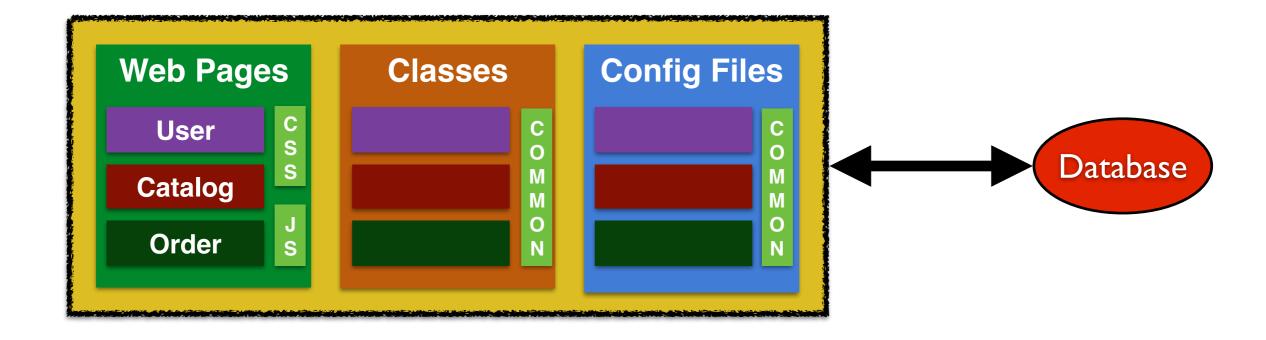
- Difficult to deploy and maintain
- Obstacle to frequent deployments
- Makes it difficult to try out new technologies/ framework



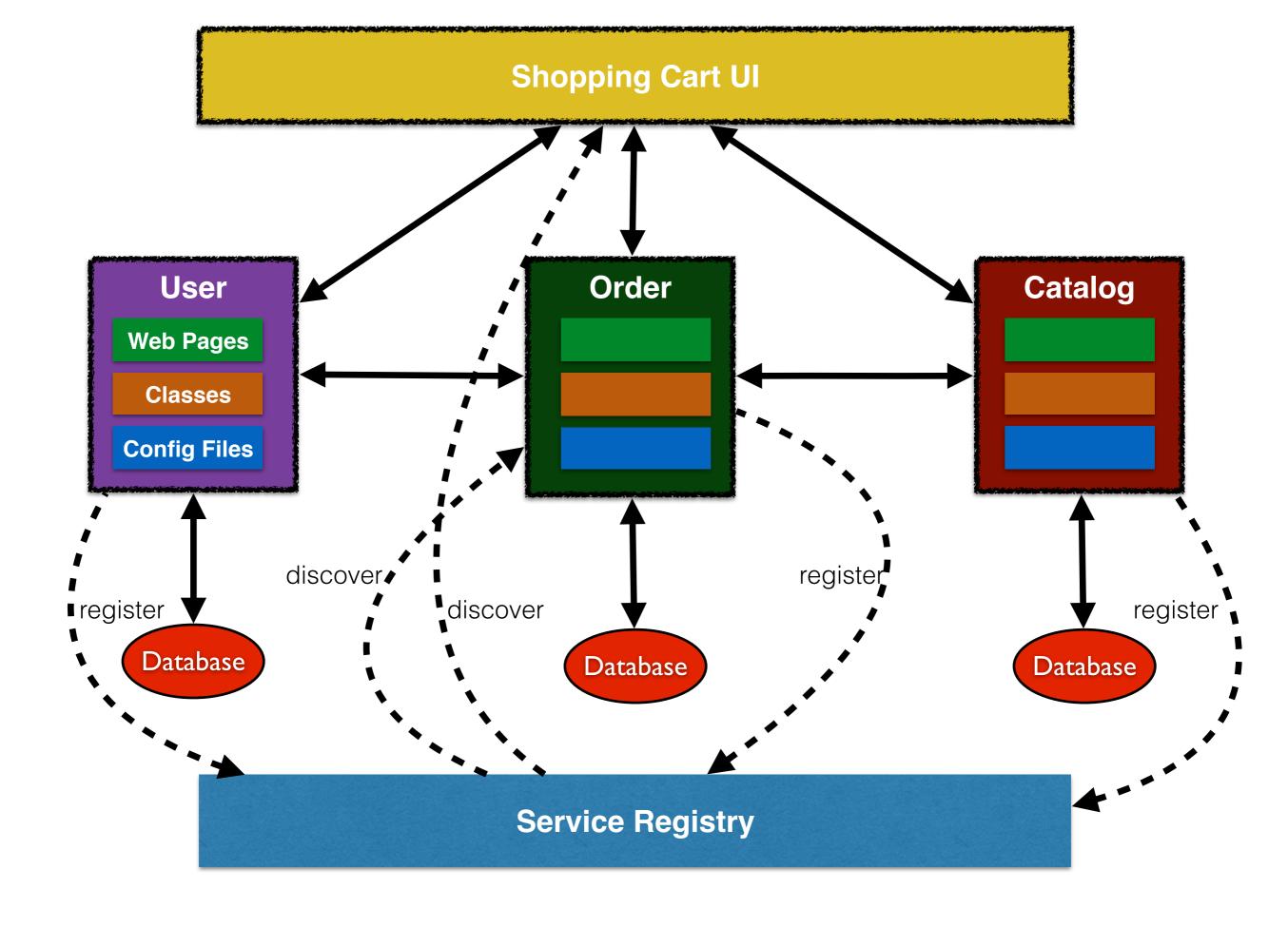




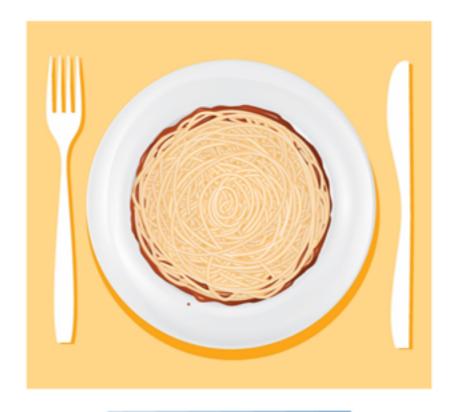
Mode 1 Application















With monolithic, tightly coupled applications, all changes must be pushed at once, making continuous deployment impossible.

Traditional SOA allows you to make changes to individual pieces. But each piece must be carefully altered to fit into the overall design. With a microservices architecture, developers create, maintain and improve new services independently, linking info through a shared data API.

Kanban Solutions

@kanbansolutions

kanbansolutions.com

MSA Characteristics

Domain Driven Design Explicitly
Published
Interface

Single
Responsibility
Principle

Lightweight Communication

ndependent DURS

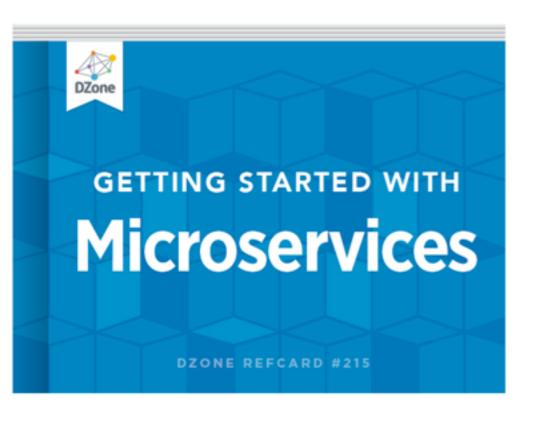


Operational Requirements



Resiliency Devops





Refcard #215

Getting Started With Microservices

Design Patterns for Decomposing the Monolith by Arun Gupta

Still re-deploying your entire application for one small update? Micros modular updates and increase the speed of application deployments

Free PDF





₺ 5,937

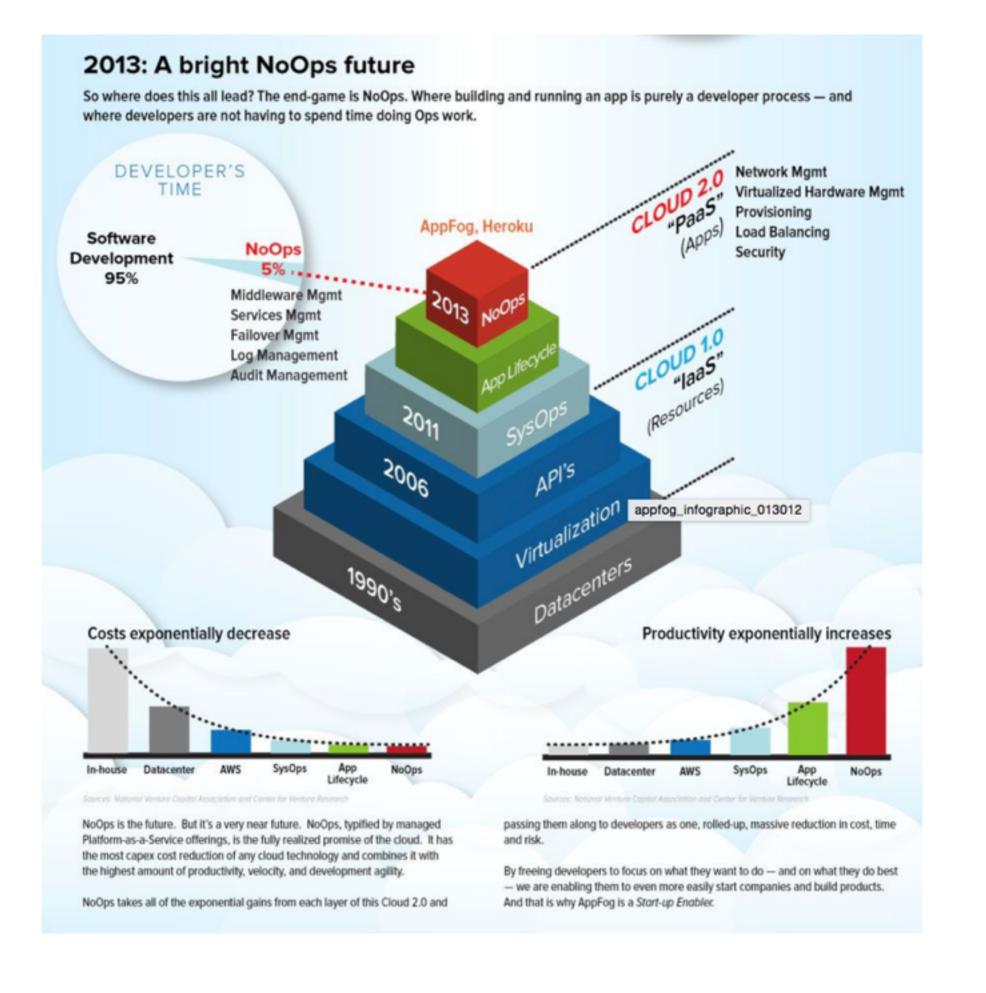
dzone.com/refcardz/getting-started-with-microservices



NoOps

- Service replication (k8s, fabric8, etcd, ZK, ...)
- Dependency resolution (Nexus, ...)
- Failover (Circuit Breaker)
- Resiliency (Circuit Breaker)
- Service monitoring, alerts and events (New Relic, Log stash, ...)





Drawbacks of microservices

- Additional complexity of distributed systems
- Significant operational complexity, need high-level of automation
- Rollout plan to coordinate deployments
- Slower ROI, to begin with



Microservice Premium

for less-complex systems, the extra
baggage required to manage
microservices reduces productivity

as complexity kicks in,
productivity starts falling
rapidly

the decreased coupling of
microservices reduces the
attenuation of productivity

Productivity

Microservice

Monolith

Base Complexity

but remember the skill of the team will outweigh any monolith/microservice choice

"don't even consider microservices unless you have a system that's too complex to manage as a monolith"

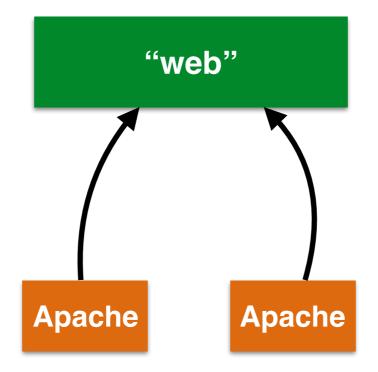


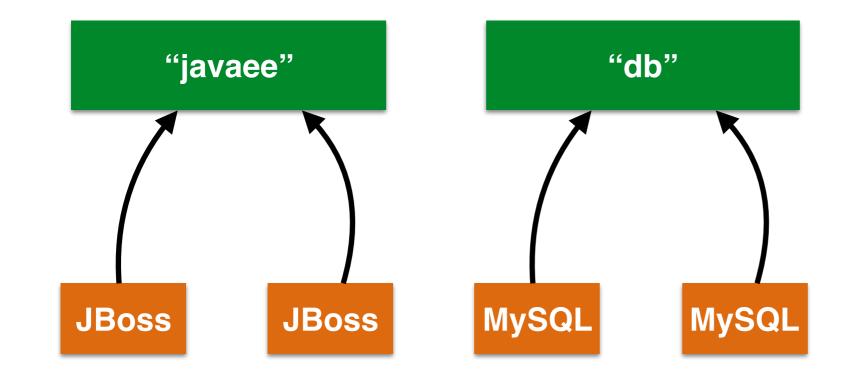
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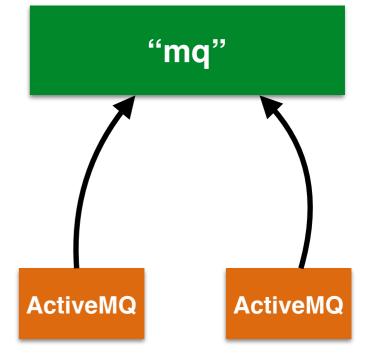
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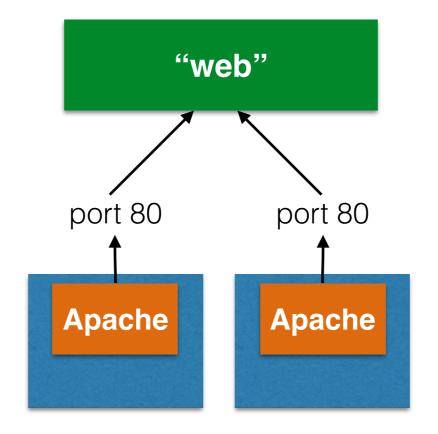
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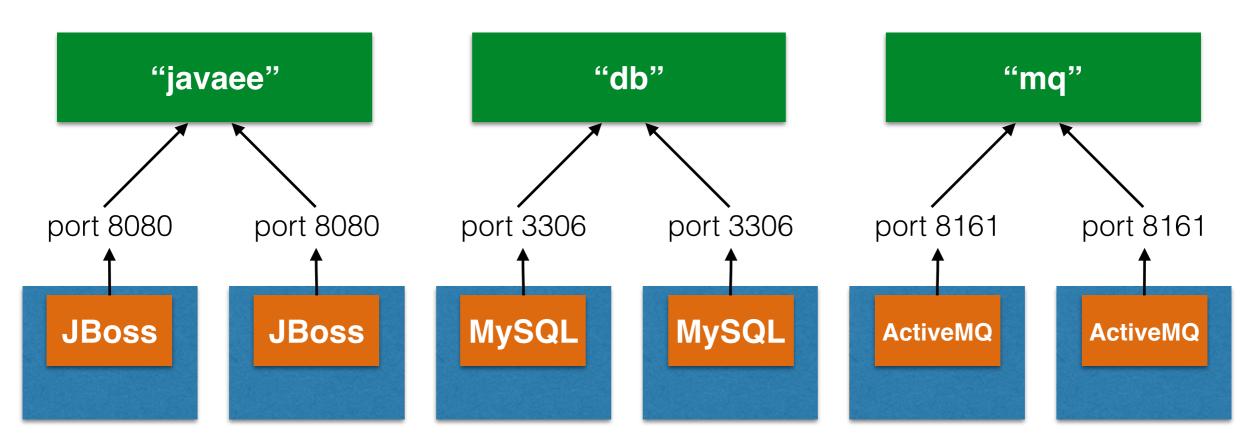




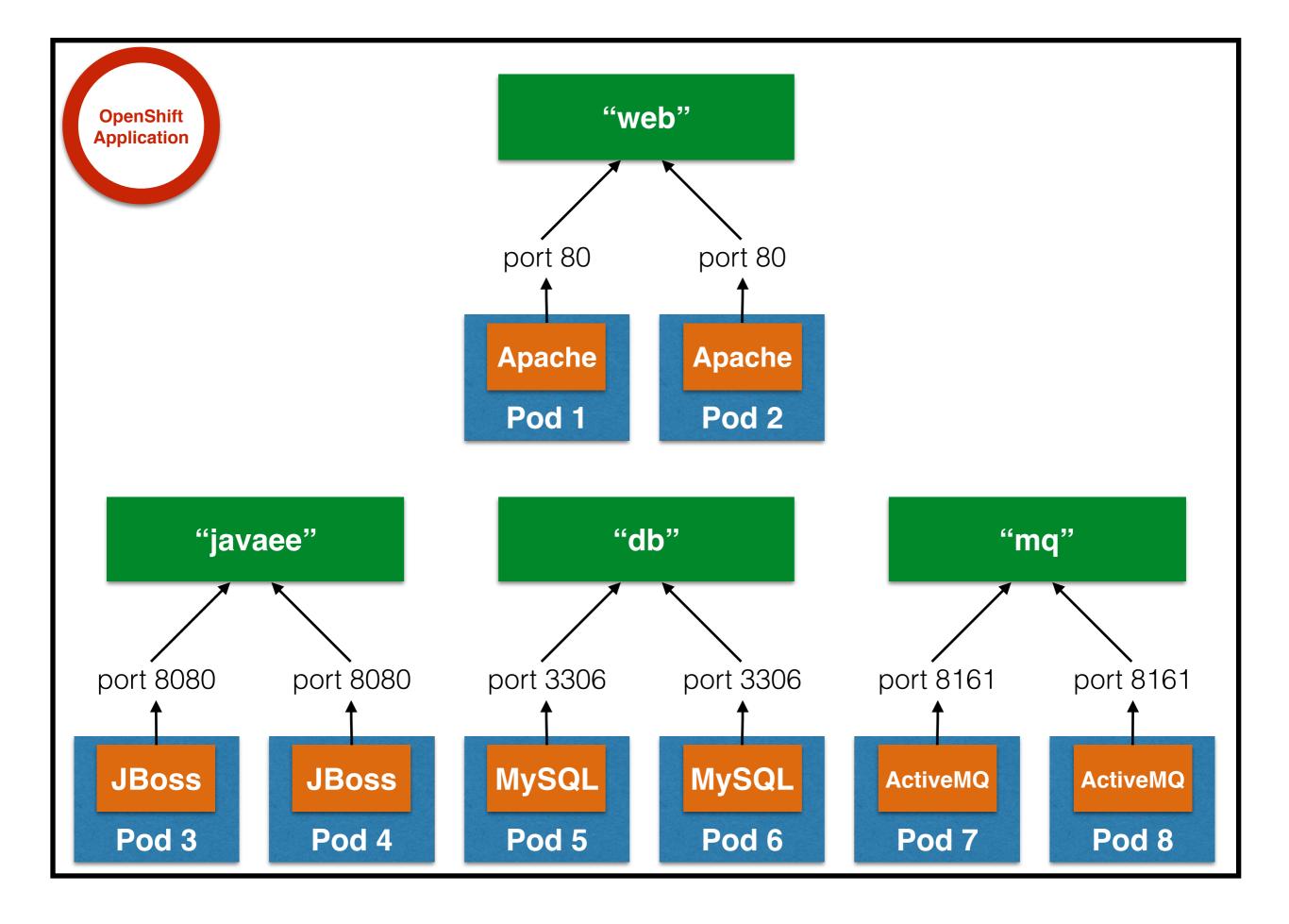
















Applications





PaaS



Containers & Orchestration





Container Host





laaS



