Level 400

This document focuses on Microservice patterns for Service Discovery, different of patterns in service discovery

Problem Statement:

In case of Monolithic application services calls one another with language-level methods or procedure calls but in microservice architecture services need to call one another as REST or GPRC mechanism.

Microservice application typically runs in a virtualized or containerized environments where the number of instances of a service and their locations changes dynamically. Virtual machines and containers are usually assigned dynamic IP addresses.

How does the services discover the location of another service – the API gateway?

How to track the scaled up or down service instances to serve the request?

There are 2 main service discovery patterns to solve these issues

1. Client-side discovery
2. Server-side discovery

Each of these patterns has their own advantages and disadvantages

Client-side Discovery: