



ViteSS

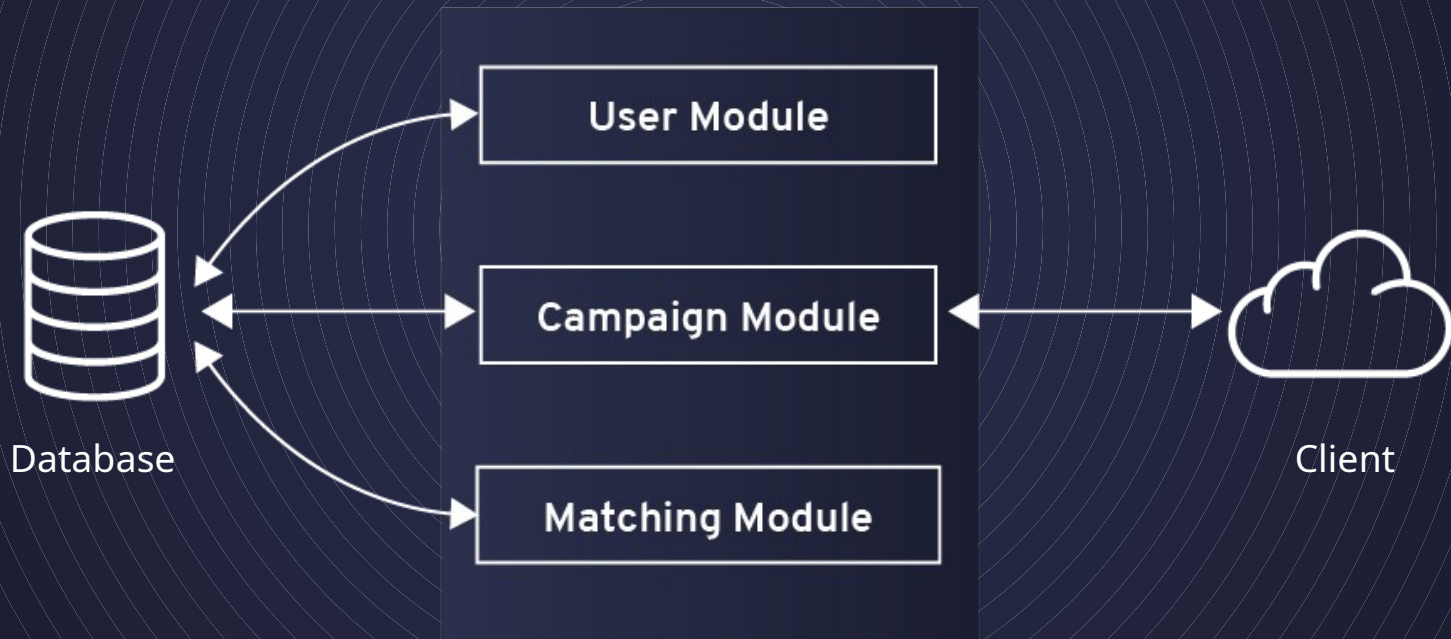
# Transactional Microservices



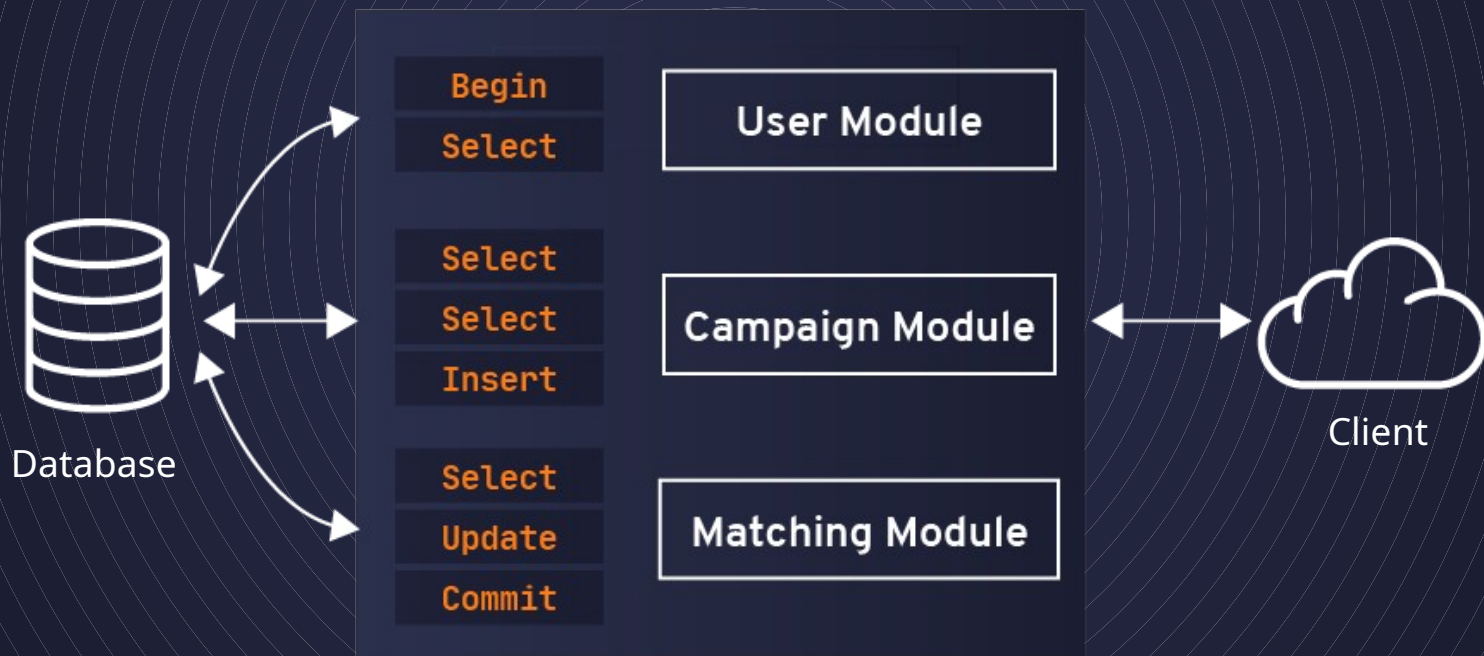
**Dan Kozlowski**

PlanetScale

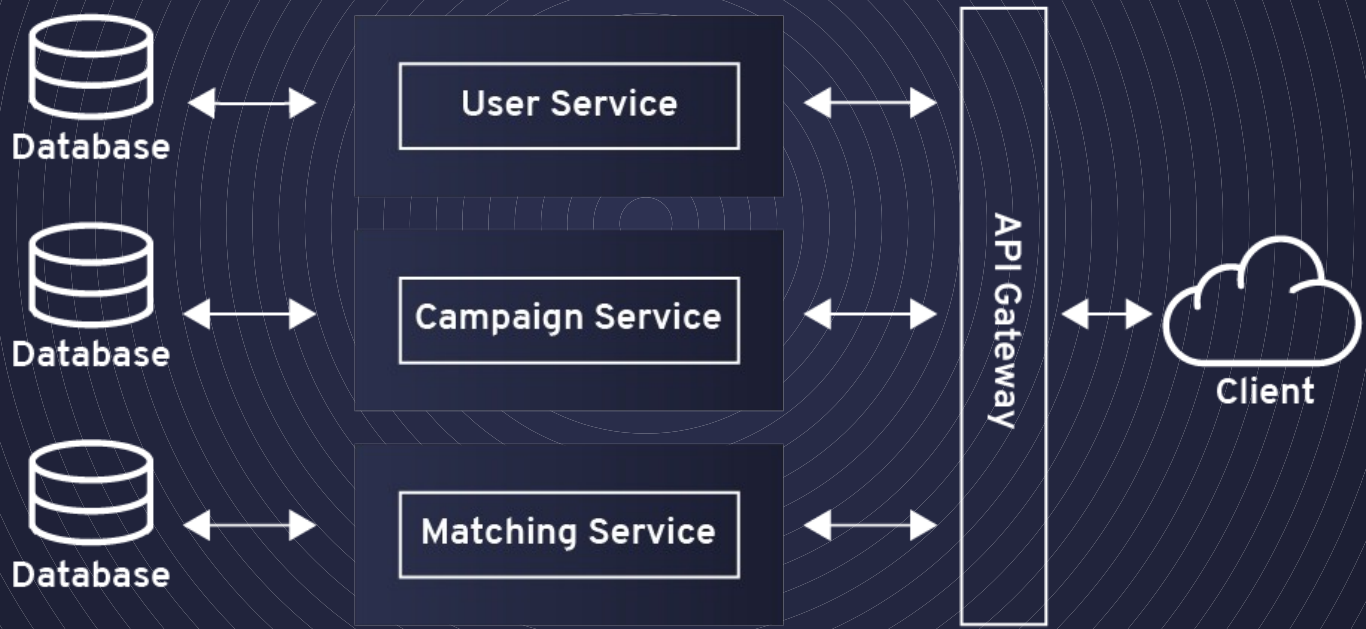
# Traditional Monolithic Architecture



# Traditional Transaction Architecture



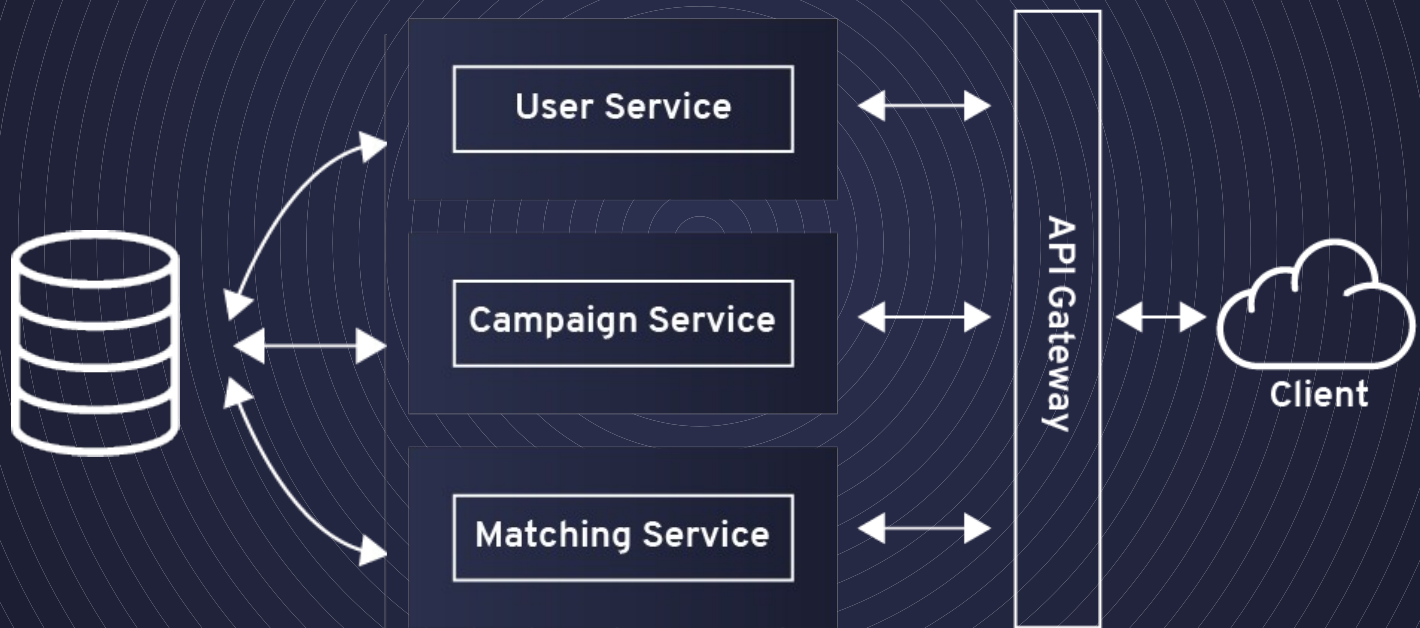
# Traditional Micro-Service Architecture



# Transactions With Microservices



# Why Not Micro-Service Architecture



# Explicit State Management

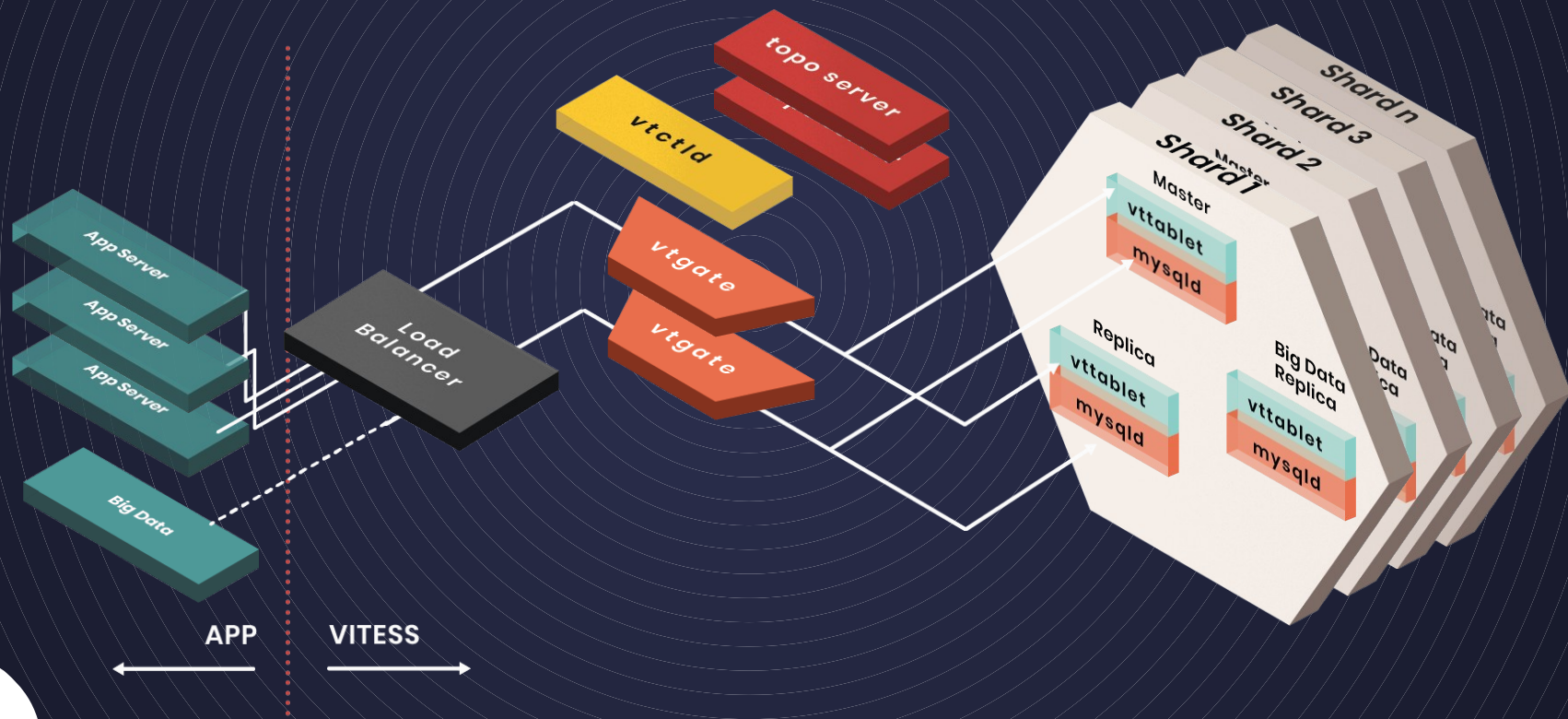
1. Database Connection
2. TCP Connection to Client

# Enter Vitess





# Architecture



# gRPC Endpoint

```
// ExecuteRequest is the payload to Execute.
```

```
message ExecuteRequest {  
    vtrpc.CallerID caller_id = 1;  
    Session session = 2;  
    query.BoundQuery query = 3;  
}
```

```
// ExecuteResponse is the returned value from Execute.
```

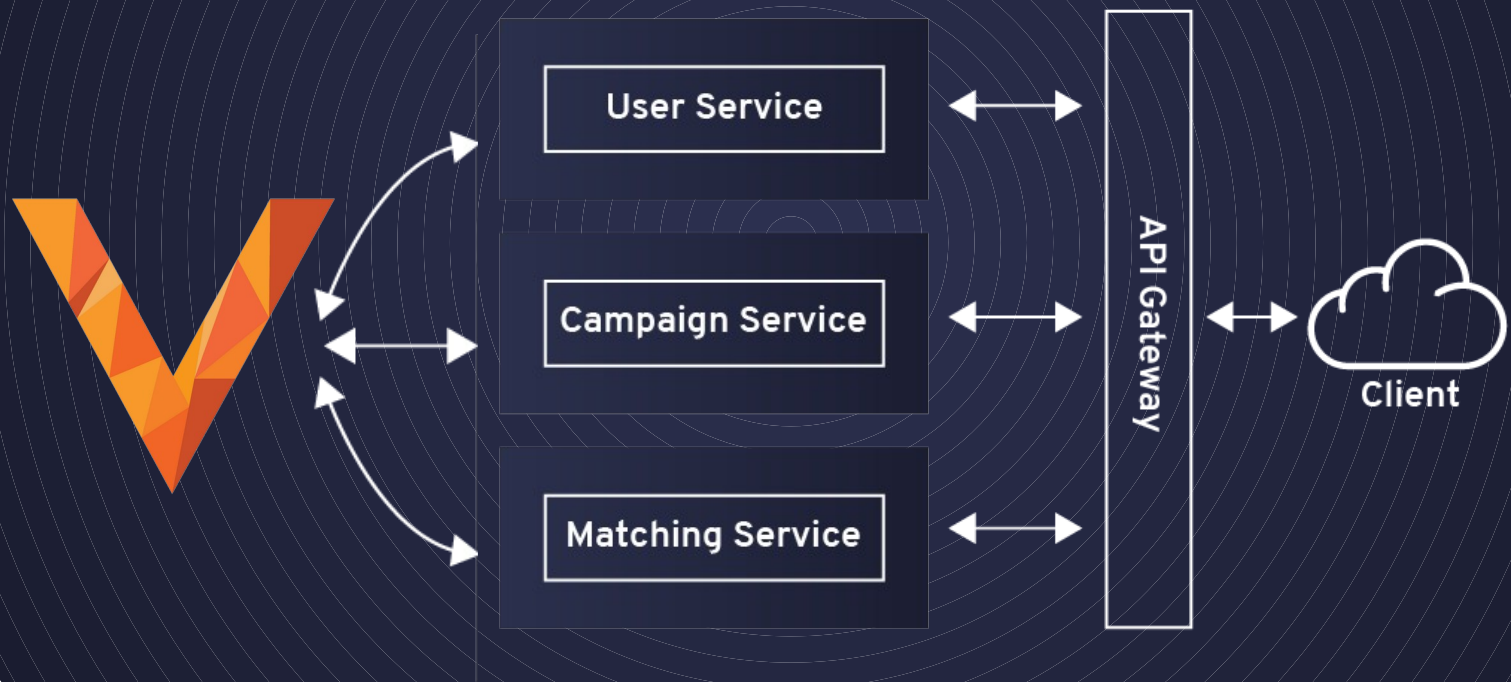
```
message ExecuteResponse {  
    vtrpc.RPCError error = 1;  
    Session session = 2;  
    query.QueryResult result = 3;  
}
```

# gRPC Endpoint

```
// Session objects are exchanged like cookies through various
// calls to VTGate. The behavior differs between V2 & V3 APIs.
// V3 APIs are Execute, ExecuteBatch and StreamExecute. All
// other APIs are V2. For the V3 APIs, the session
// must be sent with every call to Execute or ExecuteBatch.
// For the V2 APIs, Begin does not accept a session. It instead
// returns a brand new one with in_transaction set to true.
// After a call to Commit or Rollback, the session can be
// discarded. If you're not in a transaction, Session is
// an optional parameter for the V2 APIs.
```

```
message Session {
    ...
}
```

# Vitess Micro-Service Architecture



**But,**

**My Application is a Monolith  
and we are moving to  
Microservices!**

**But,**

**If you use the same database  
you will not have  
independent services!**

**But,**

**We could do the same thing  
with CQRS or Saga!**





# Daniel Kozlowski



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Maintainer, Vitess

<https://vitess.io/slack>