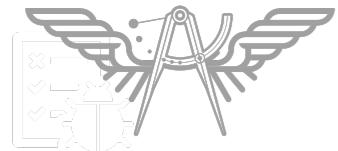


# Microservices





Somkiat Puisungnoen

Somkiat Puisungnoen

Update Info 1

View Activity Log 10+

...  
Timeline About Friends 3,138 Photos More

When did you work at Opendream?  
... 22 Pending Items

Post Photo/Video Live Video Life Event

What's on your mind?

Public Post

Intro  
Software Craftsmanship

Software Practitioner at สยามชัมนาภิกิจ พ.ศ. 2556

Agile Practitioner and Technical at SPRINT3r

Somkiat Puisungnoen 15 mins · Bangkok · Public

Java and Bigdata



Page

Messages

Notifications 3

Insights

Publishing Tools

Settings

Help ▾



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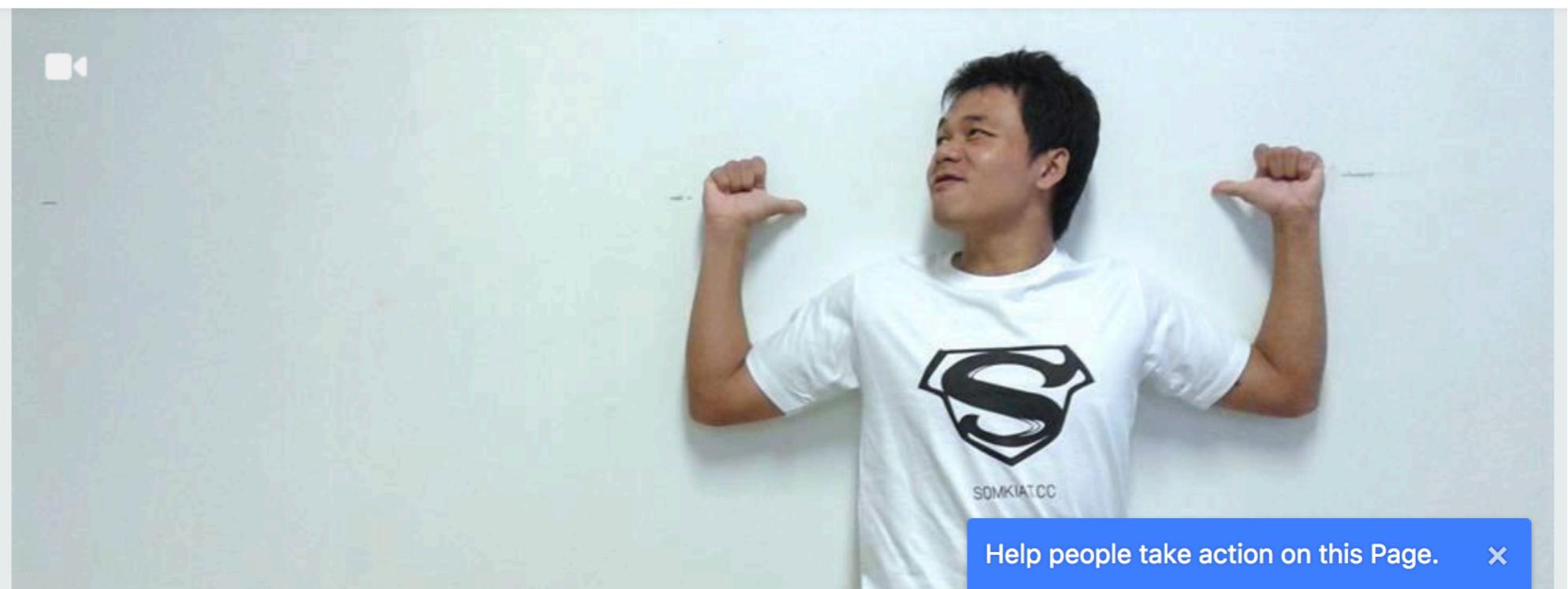
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Home

Posts

Videos

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Help people take action on this Page. 

+ Add a Button



Microservices

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# Topics

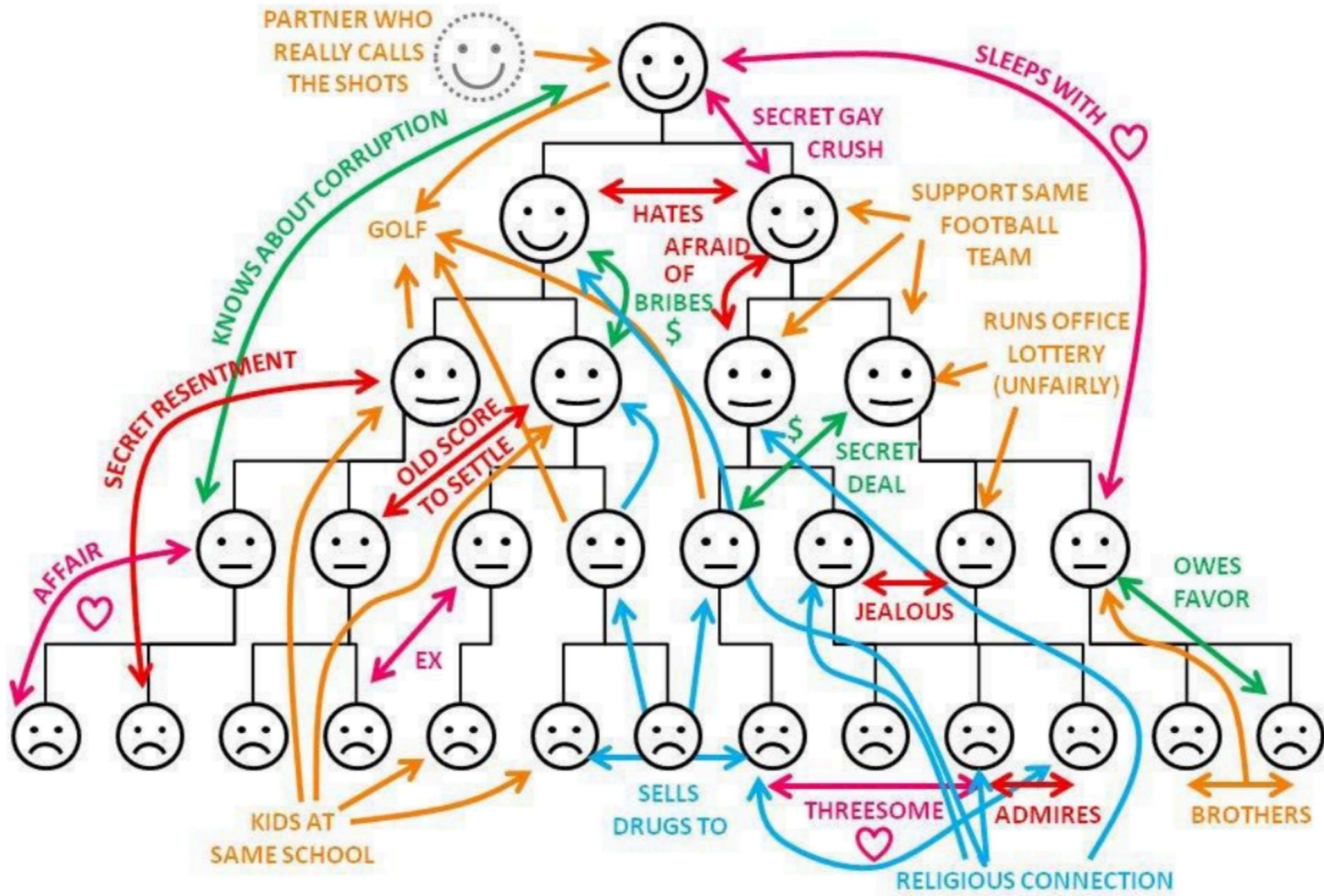
Cloud Native Application  
Evolution of architecture  
Microservice architecture  
How to decompose app to Microservice  
Communication between services  
Data consistency  
Workshop

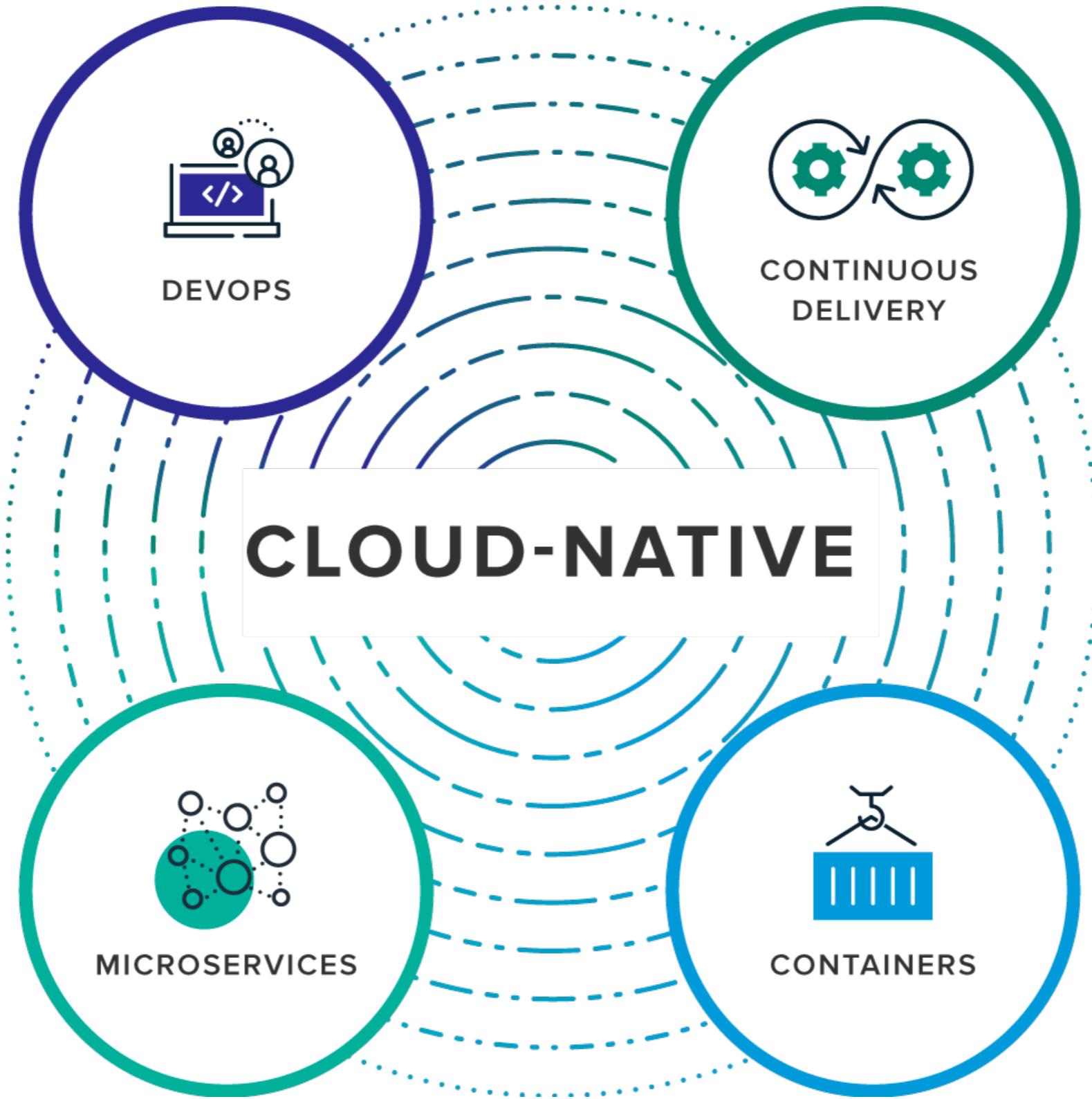


“organizations which design systems ... are constrained to produce designs which are copies of the communication structures of these organizations”

- *Melvin Conwey, 1968* -







<https://pivotal.io/cloud-native>



# Evolution of Architecture

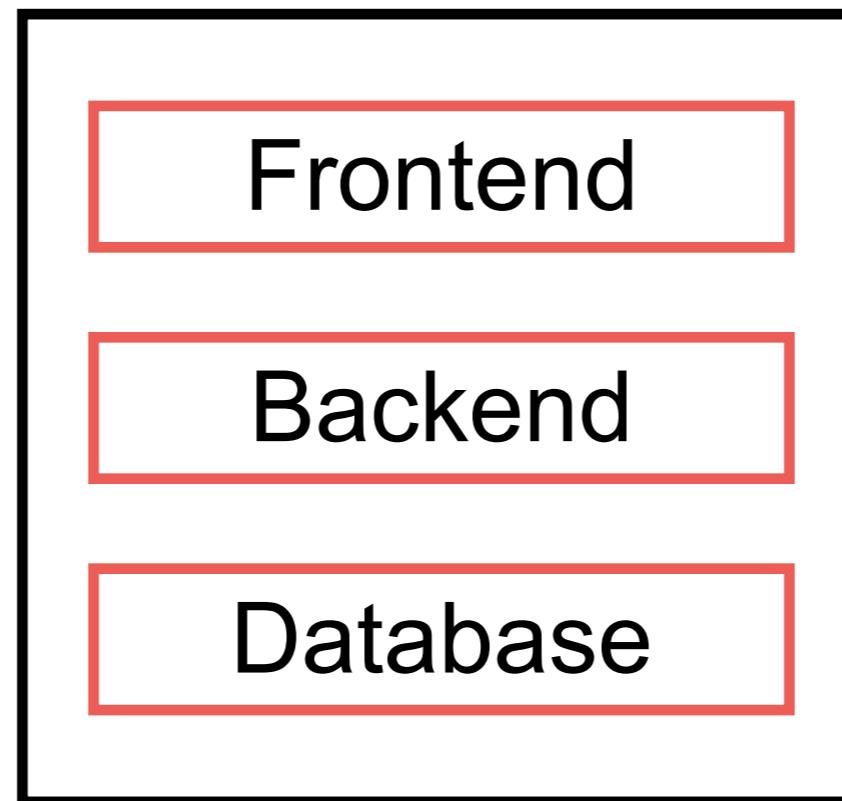


# Monolith

App



# Layer



# Layer

Frontend

Backend

Database

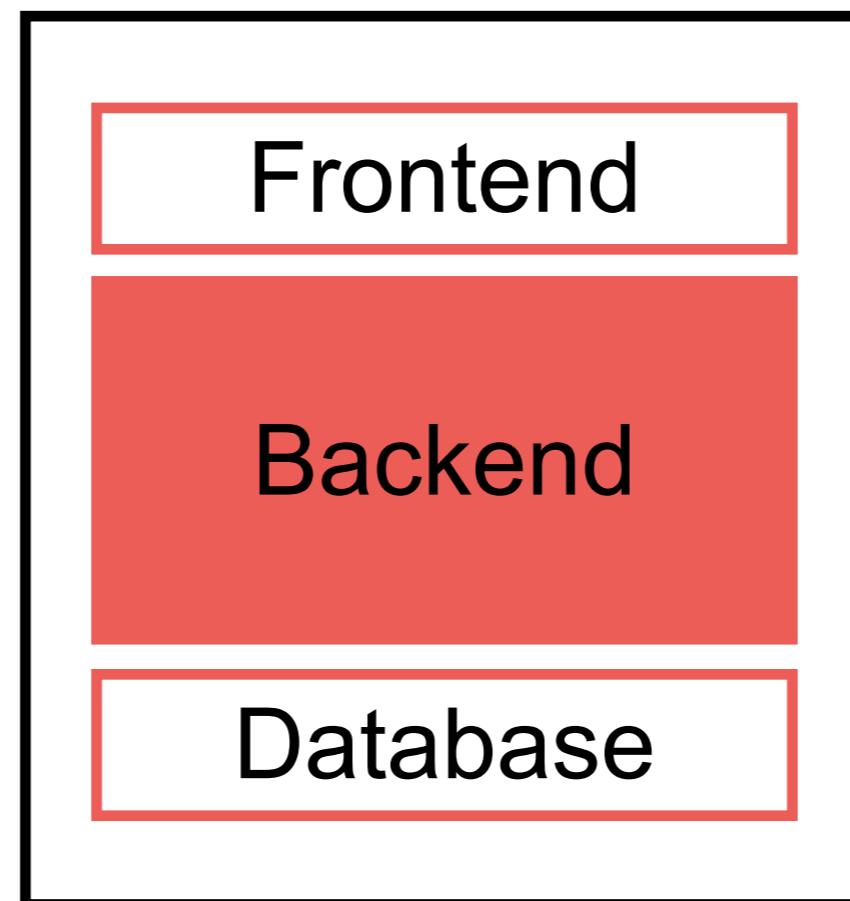


# Monolith

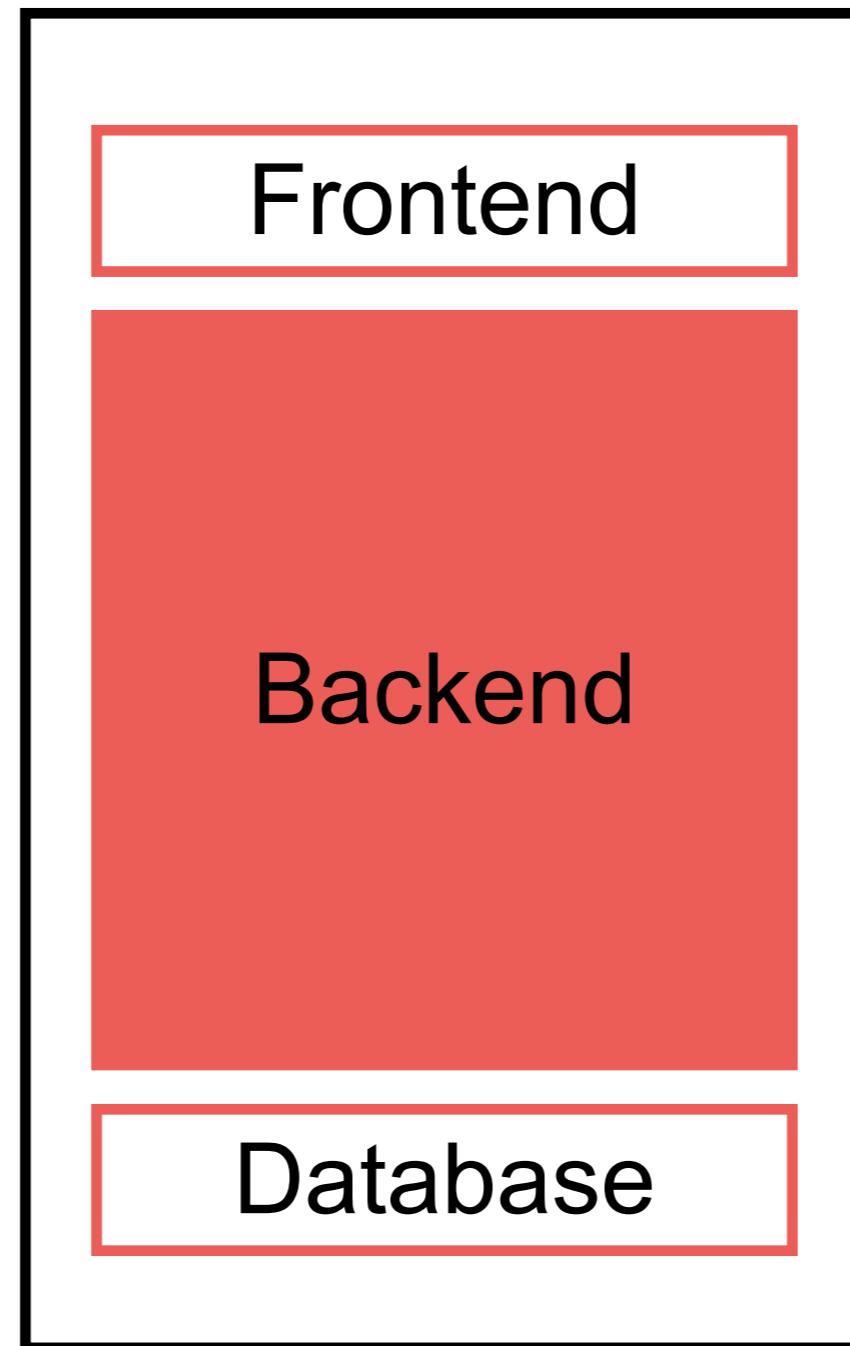
Easy to develop  
Easy to change  
Easy to testing  
Easy to deploy  
Easy to scale



# More features ...



# More features ...



# More features ...

Frontend



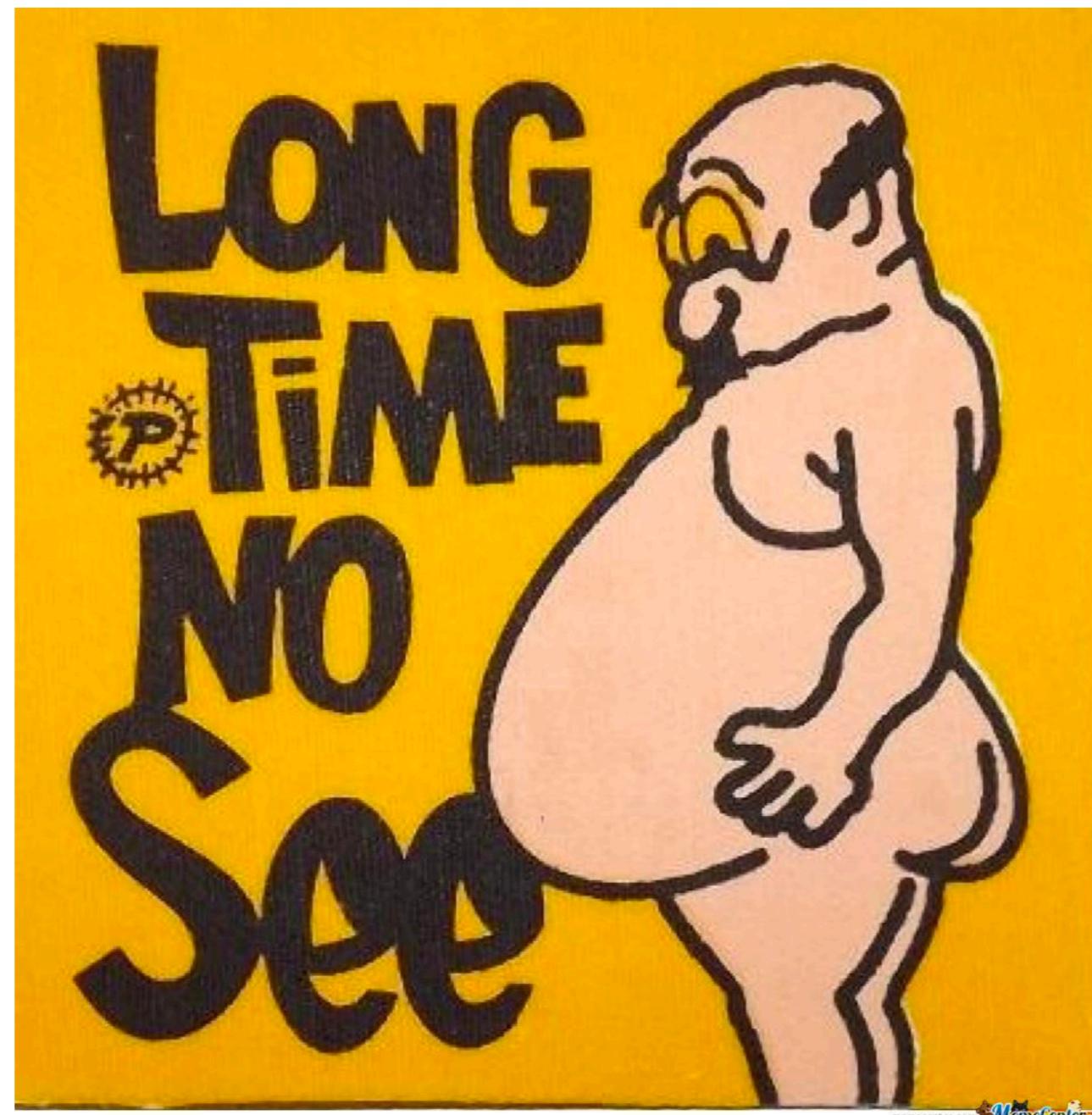
In spaghetti code, the relations between the pieces of code are so tangled that it is nearly impossible to add or change something without unpredictably breaking something somewhere else.

Database



# More features ...

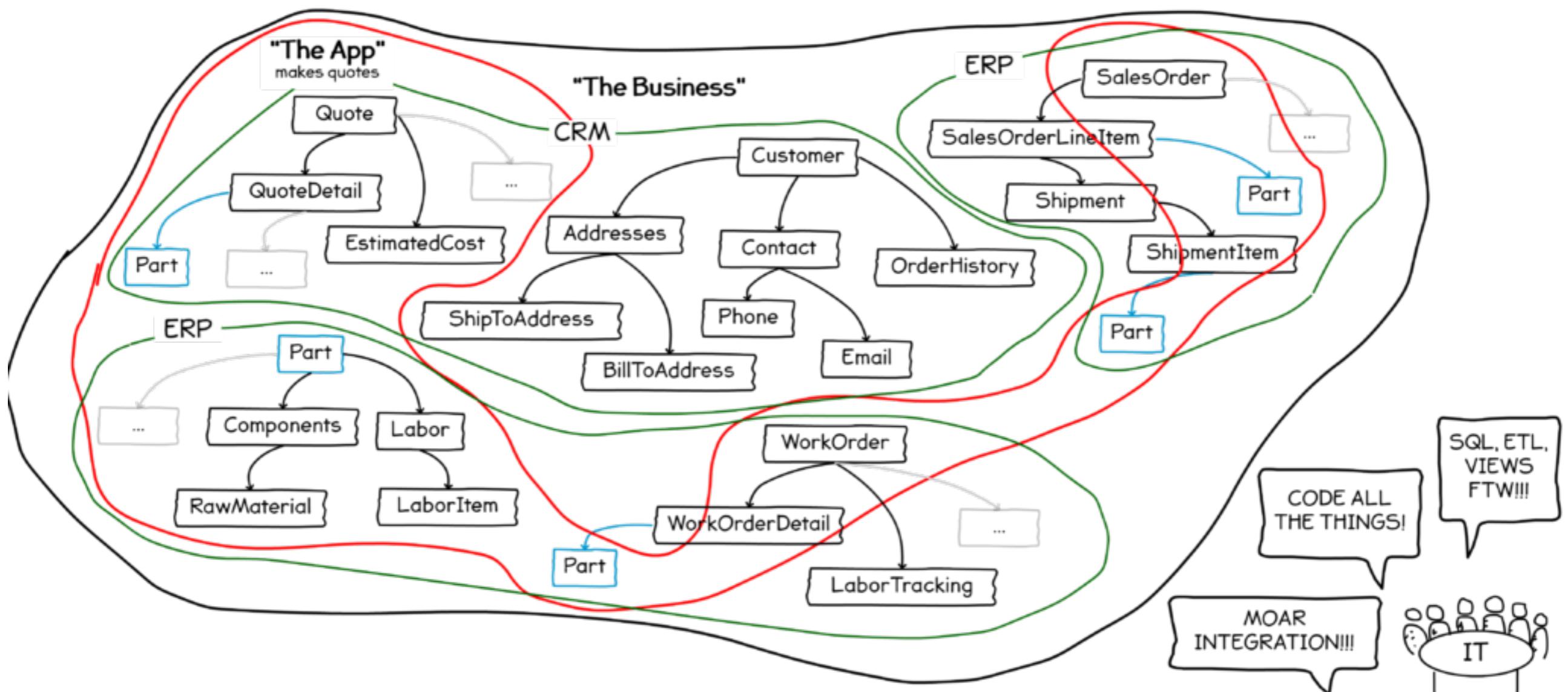




memecenter.com MemeCenter



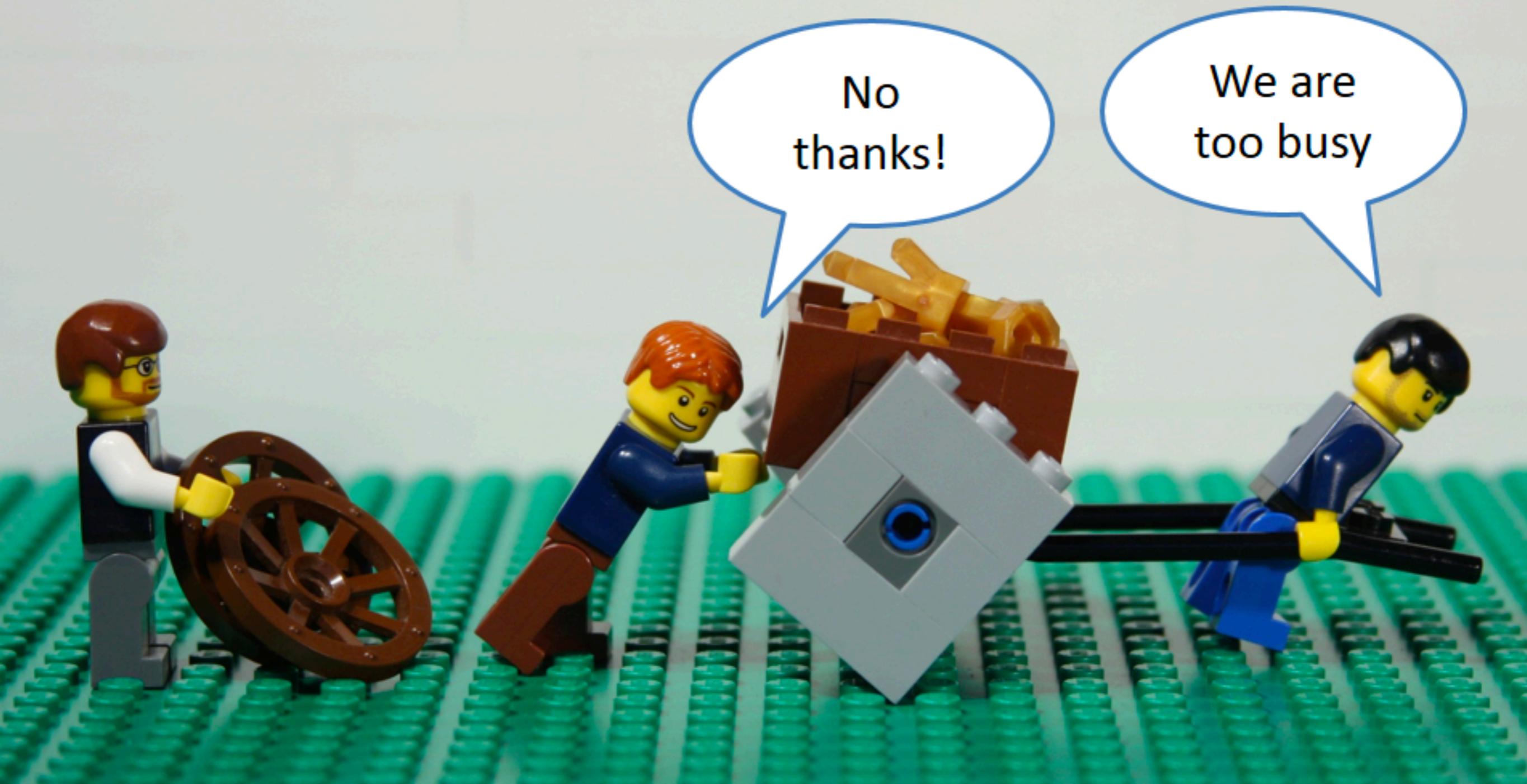
# Monolith Hell



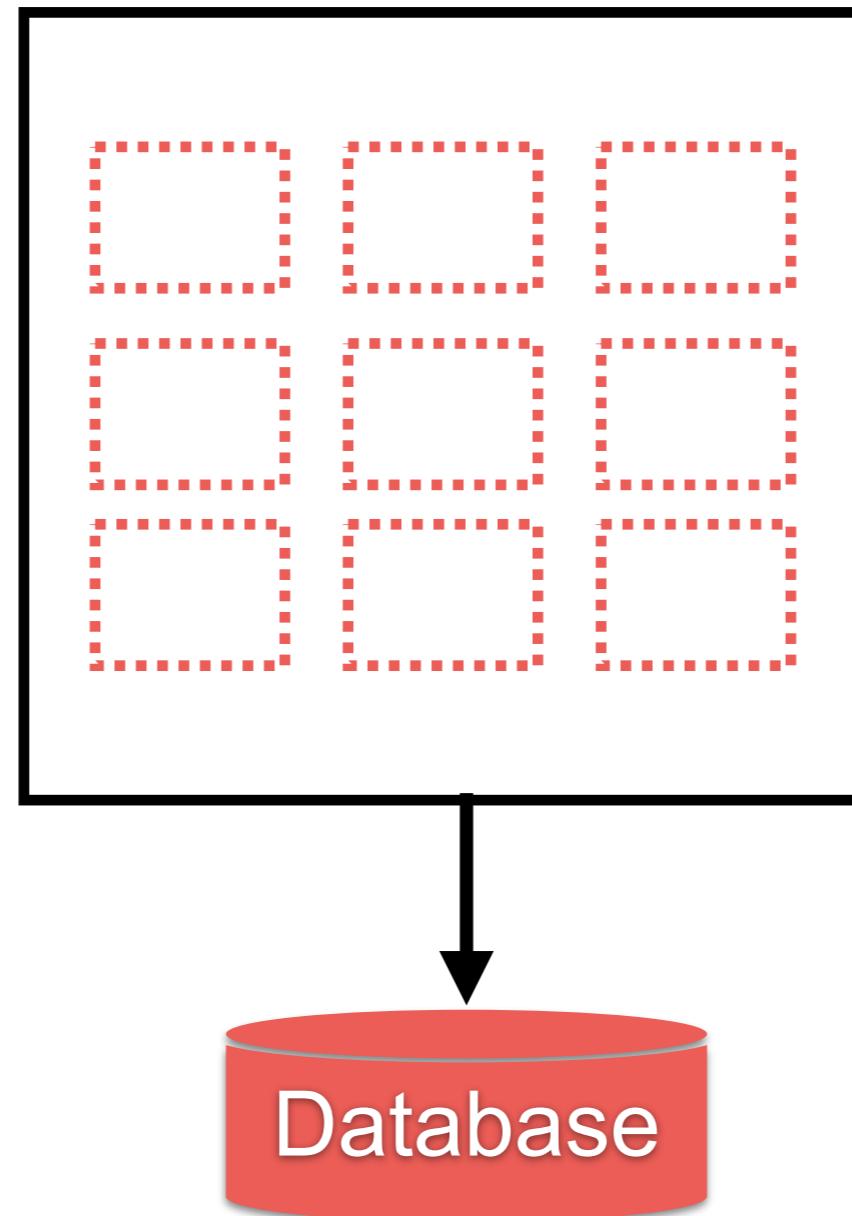
**We need to improve**

**We need to get better**

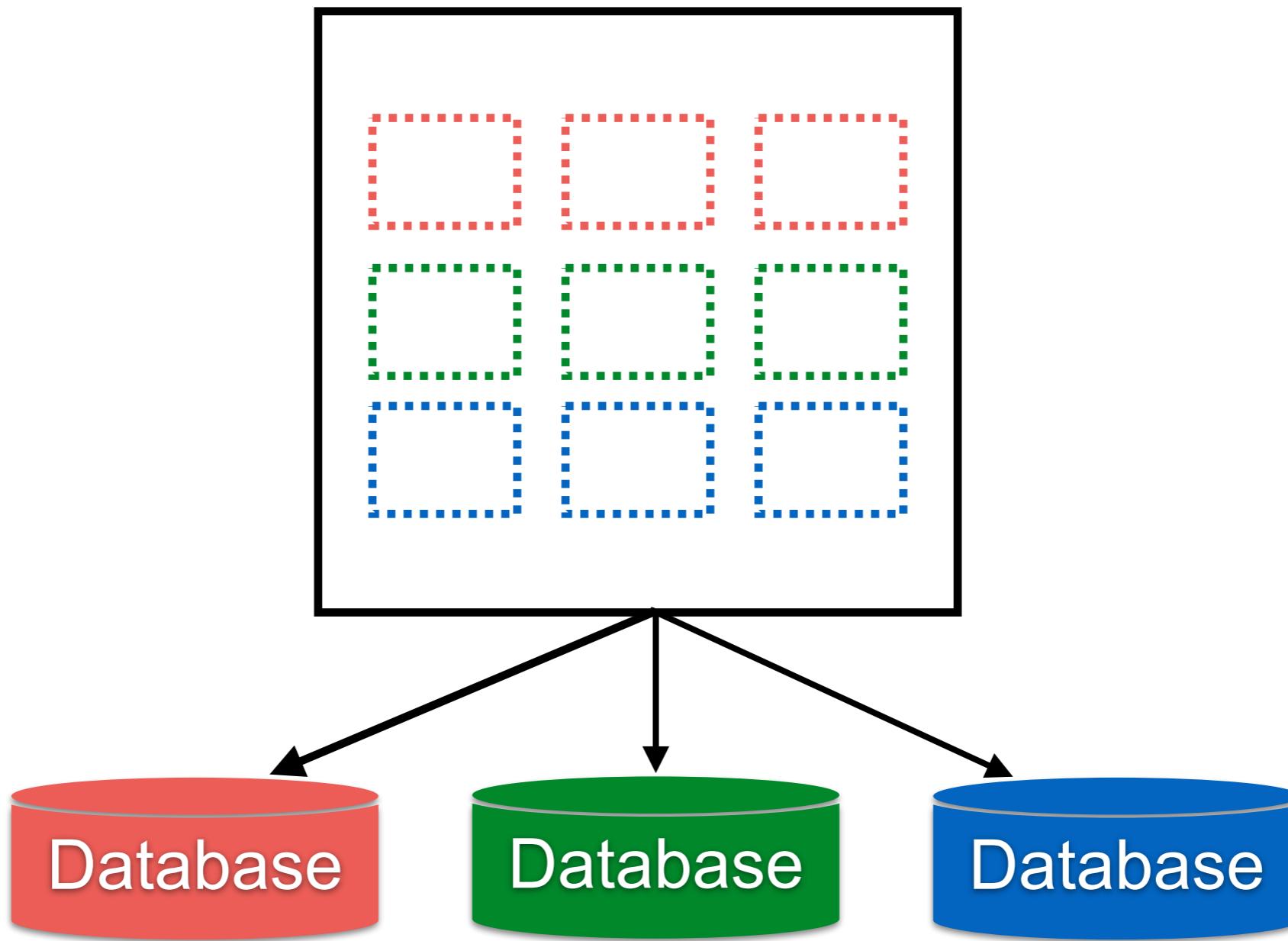




# Modular monolith



# Modular monolith with a decompose database



# How to scale ?



# **What if we don't use all modules equally ?**



# How can we update individual database ?



**Do all modules need to use the  
same Database, Language and  
Runtime ... ?**



**We need to improve**

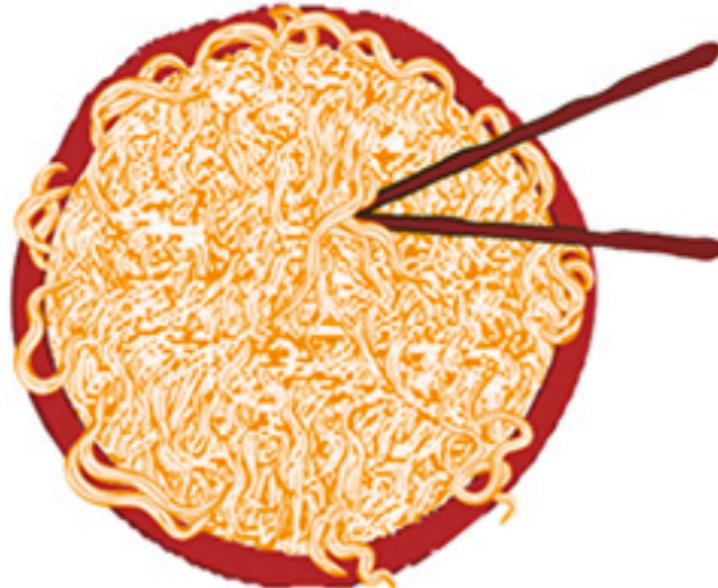
**We need to get better**



# SOA

## 1990s and earlier

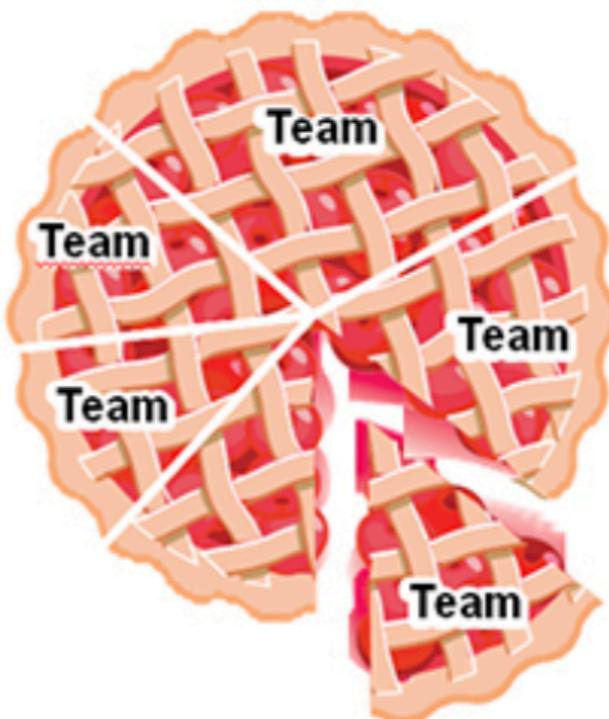
Pre-SOA (monolithic)  
Tight coupling



For a monolith to change, all must agree on each change. Each change has unanticipated effects requiring careful testing beforehand.

## 2000s

Traditional SOA  
Looser coupling



Elements in SOA are developed more autonomously but must be coordinated with others to fit into the overall design.

## 2010s

Microservices  
Decoupled



Developers can create and activate new microservices without prior coordination with others. Their adherence to MSA principles makes continuous delivery of new or modified services possible.



# **Service-Oriented Architecture**



# What is service ?

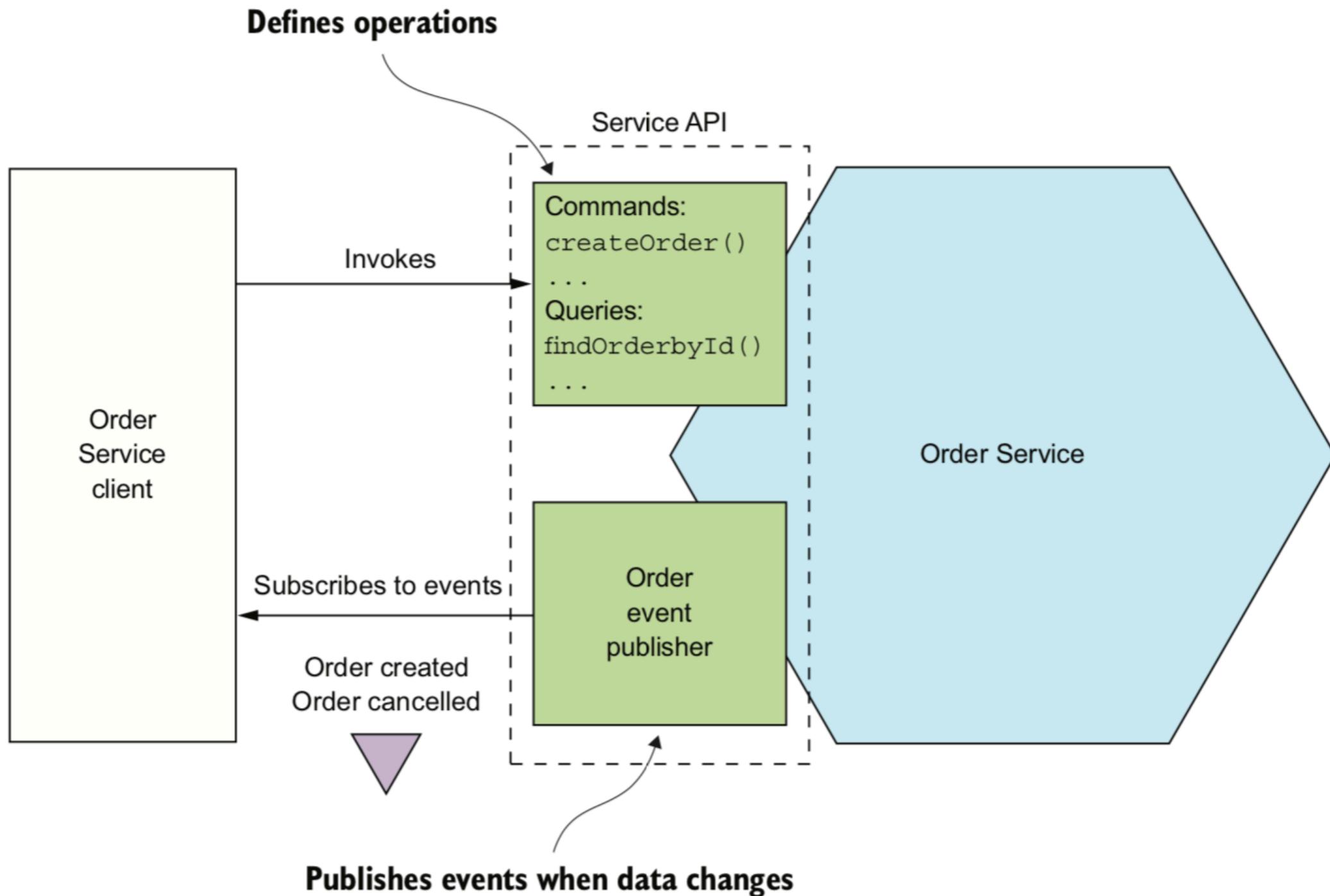
Standalone and loosely couple

Independently deployable software component

Implement some useful functionality



# Example of service



# Service-Oriented Architecture

## SOA Manifesto

Service orientation is a paradigm that frames what you do.  
Service-oriented architecture (SOA) is a type of architecture  
that results from applying service orientation.

We have been applying service orientation to help organizations  
consistently deliver sustainable business value, with increased agility  
and cost effectiveness, in line with changing business needs.

<http://www.soa-manifesto.org/>



# Service-Oriented Architecture

Through our work we have come to prioritize:

**Business value** over technical strategy

**Strategic goals** over project-specific benefits

**Intrinsic interoperability** over custom integration

**Shared services** over specific-purpose implementations

**Flexibility** over optimization

**Evolutionary refinement** over pursuit of initial perfection

<http://www.soa-manifesto.org/>



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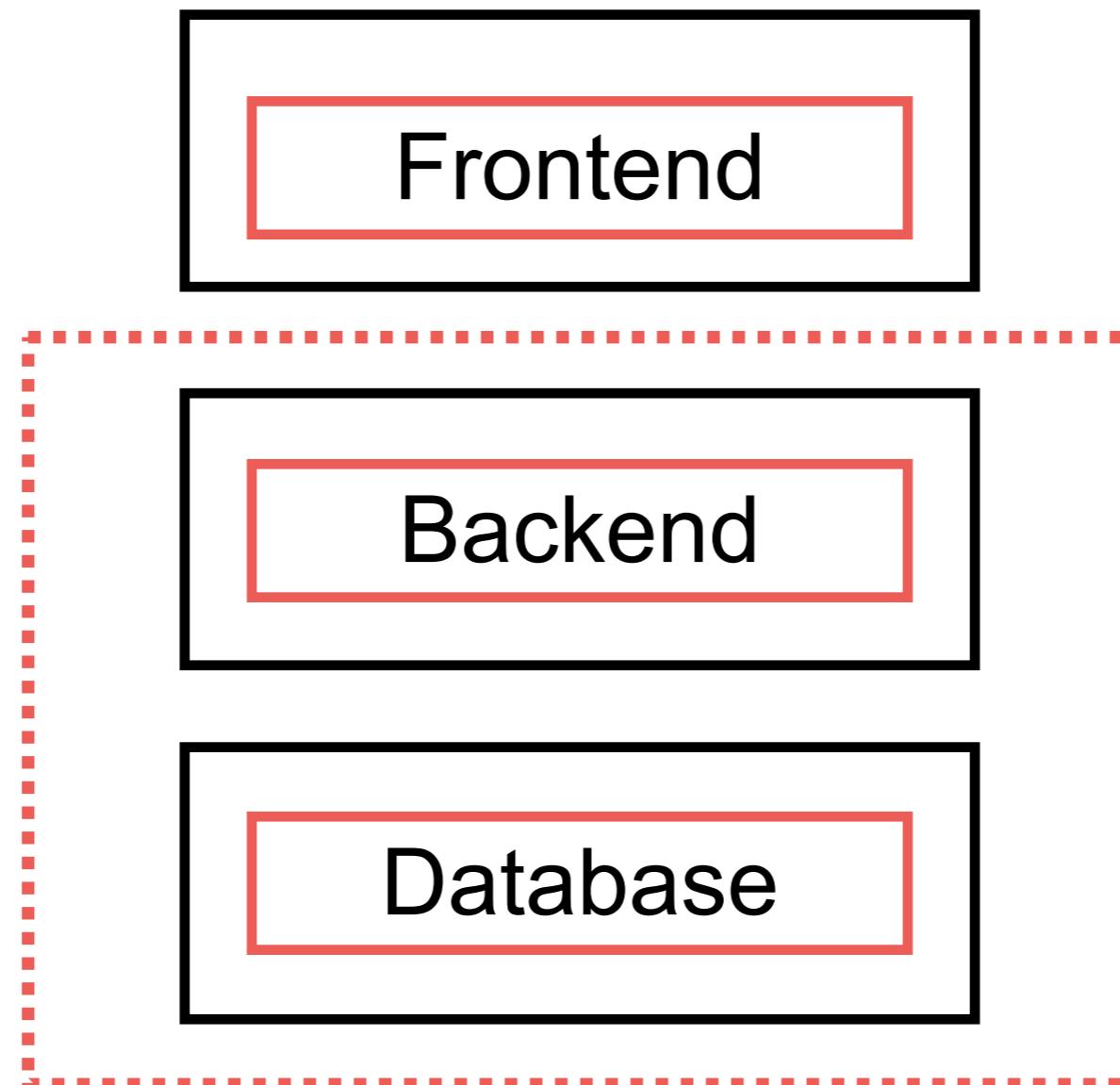
<http://www.soa-manifesto.org/>



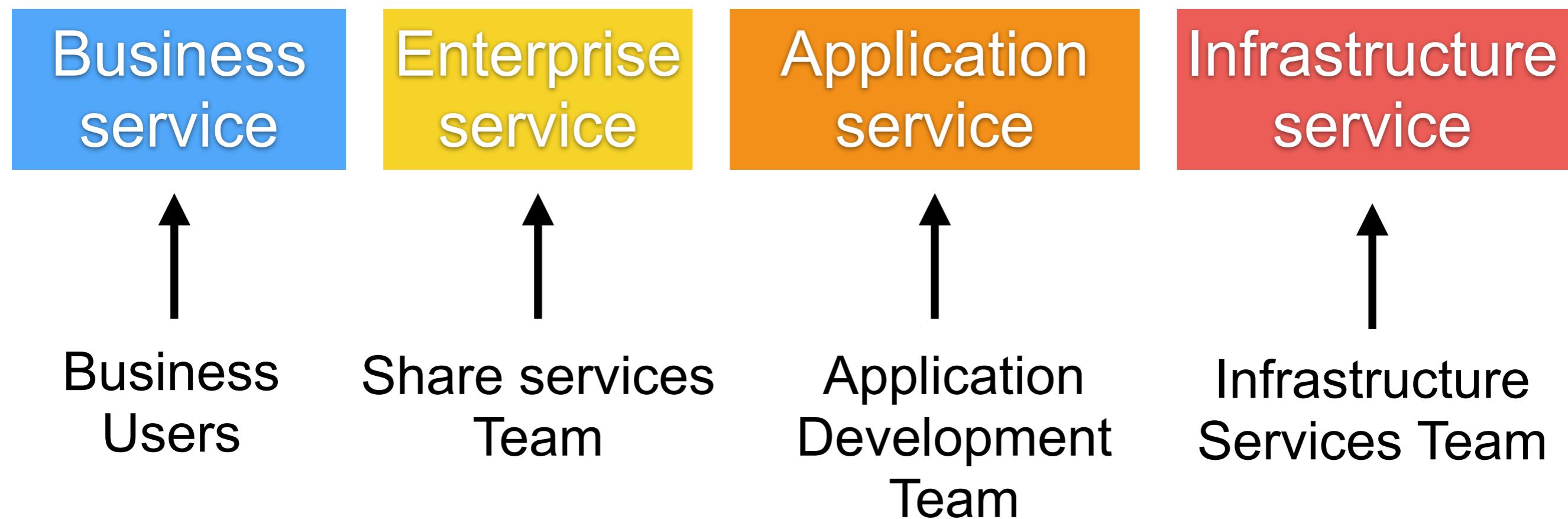
Microservices

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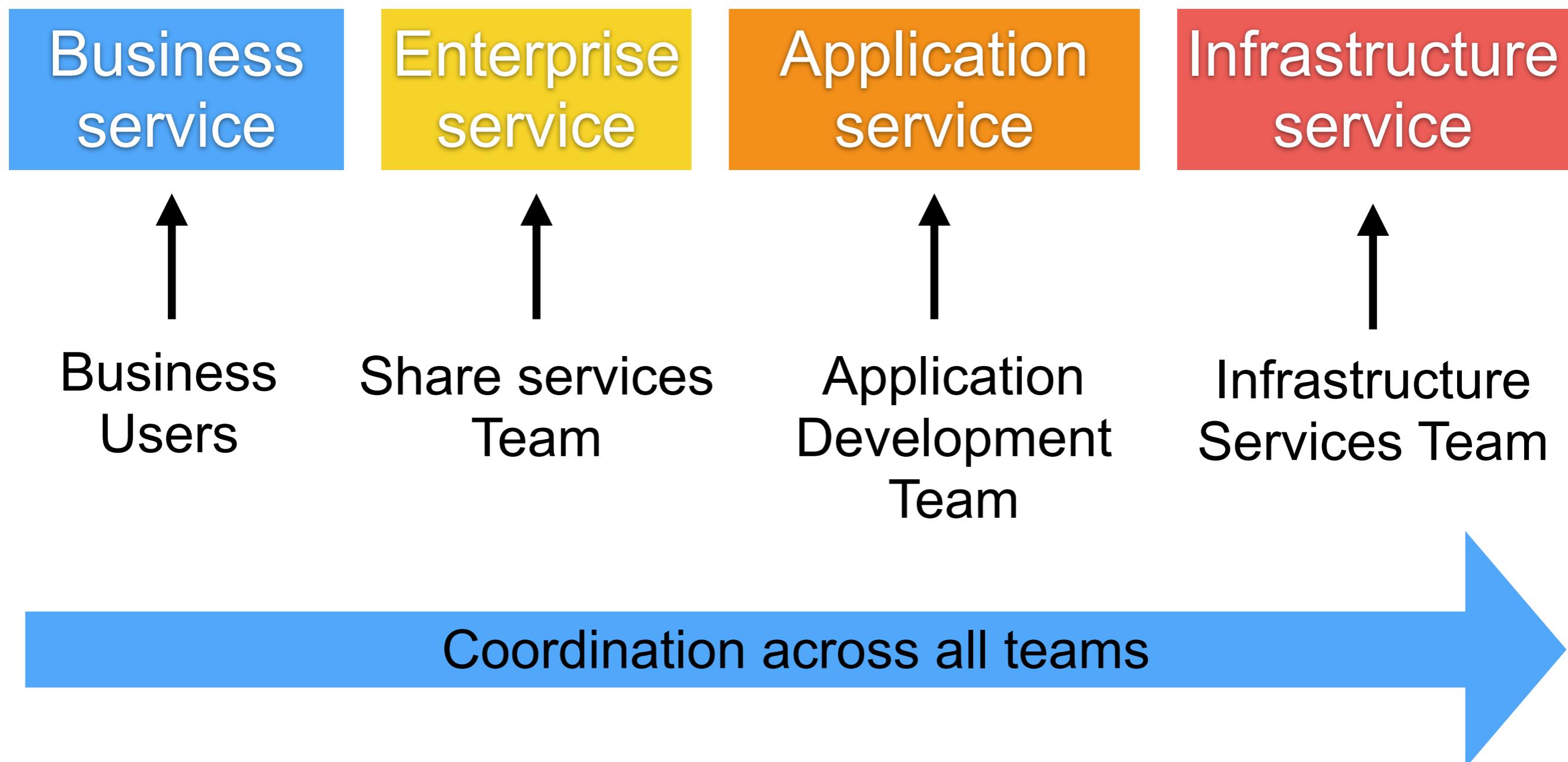
# Focus on services



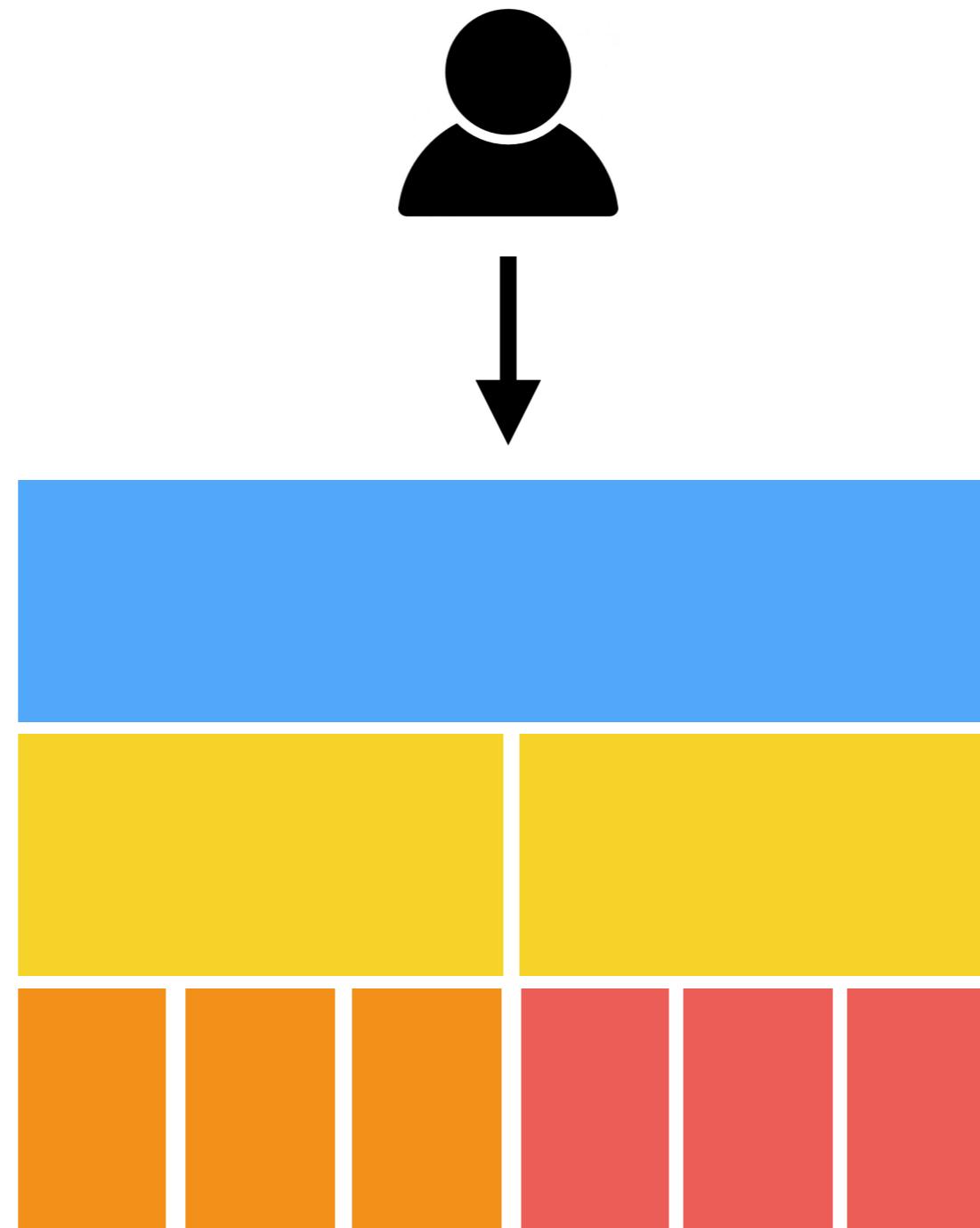
# Service-Oriented Architecture

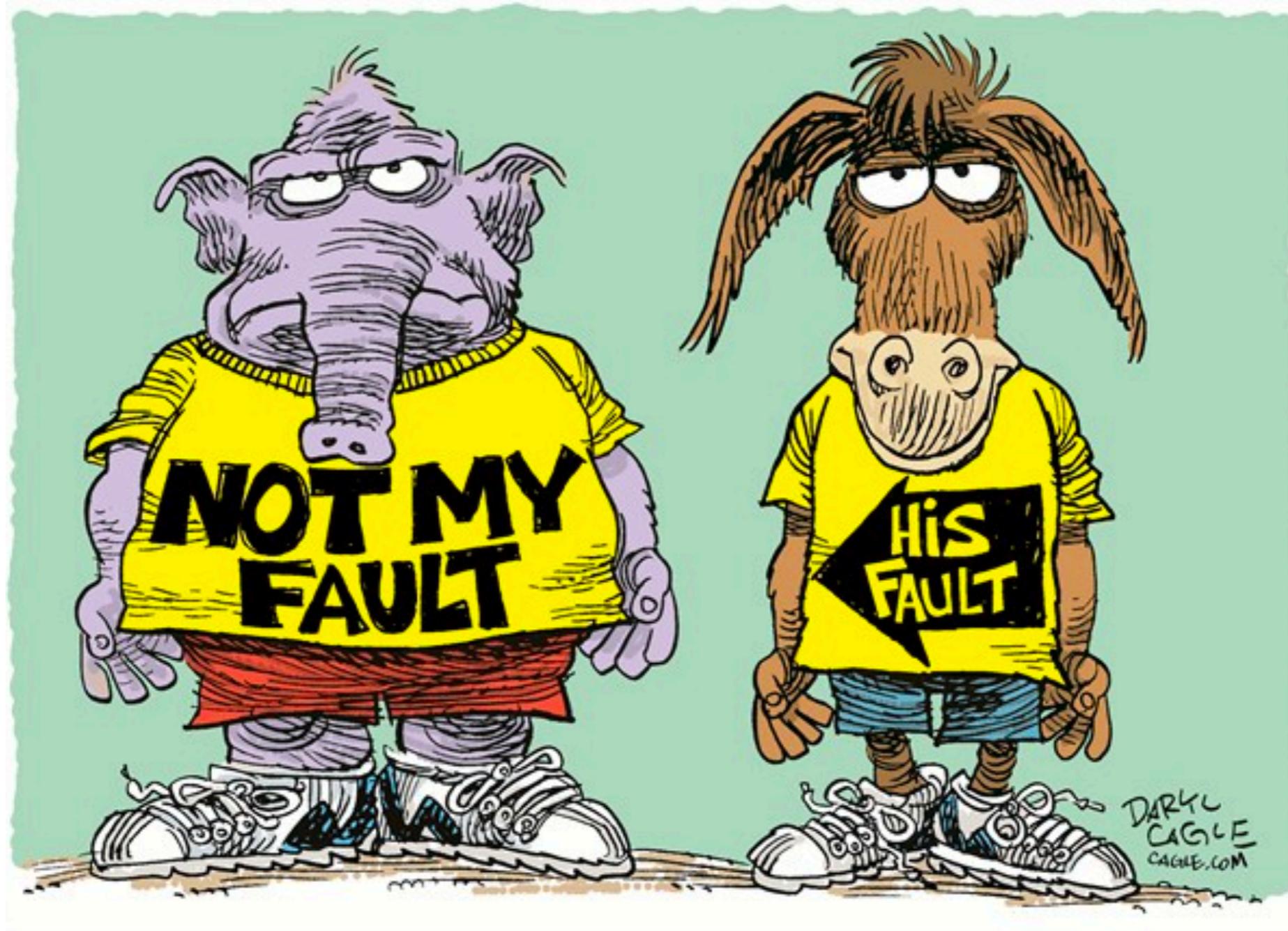


# Service-Oriented Architecture



# Service-Oriented Architecture !!

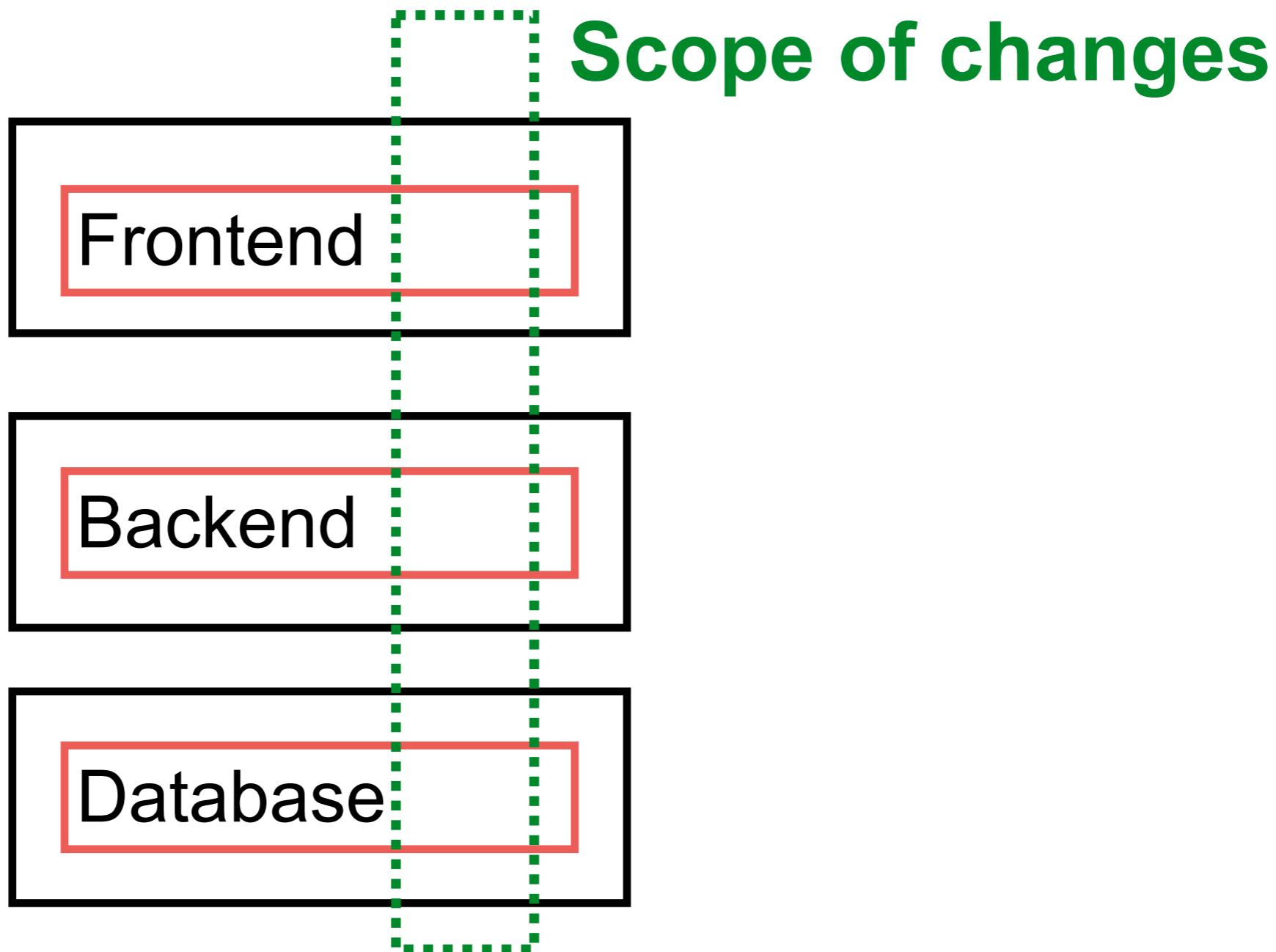




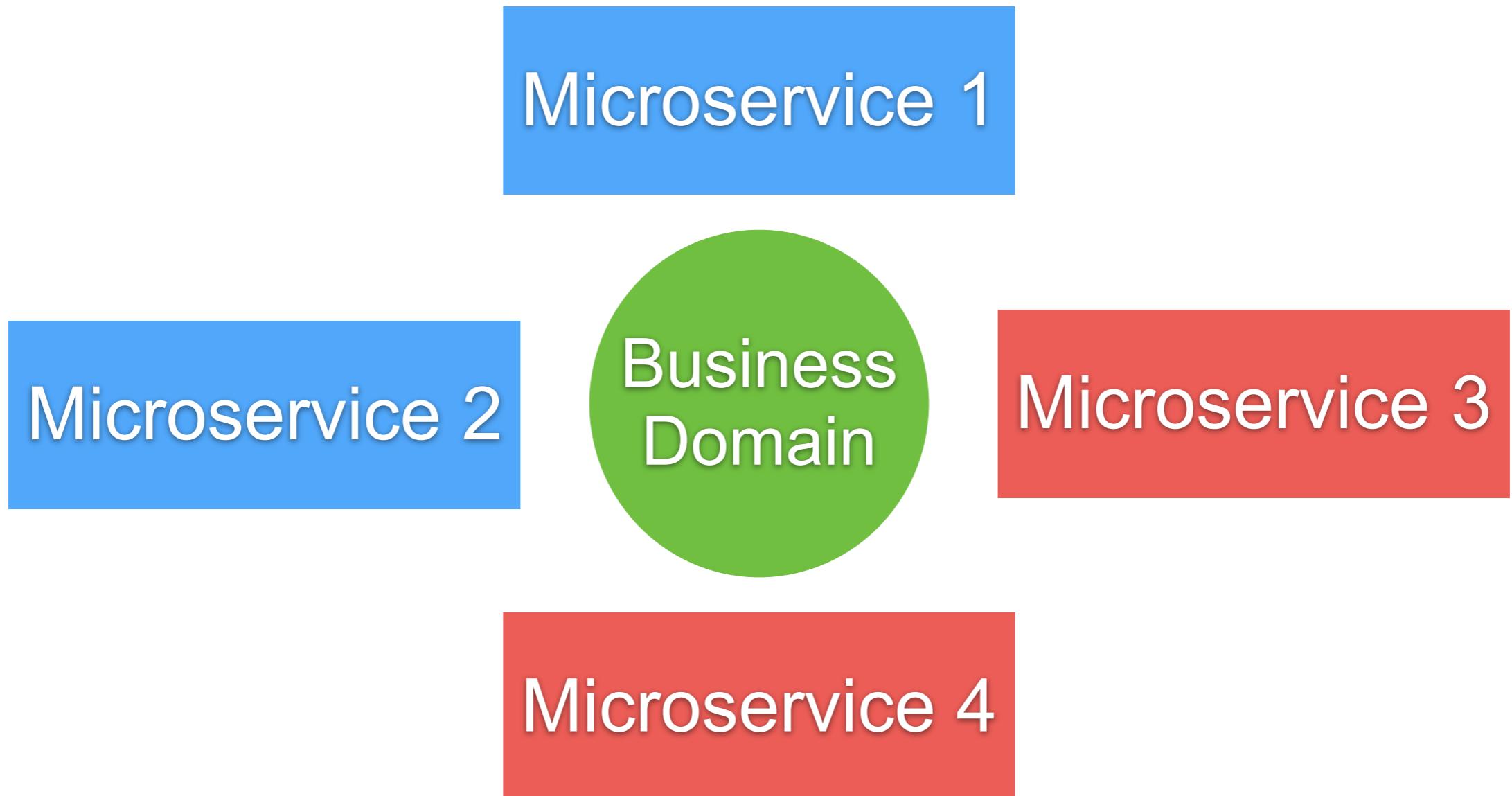
# Microservice



# Focus on all tiers/layers



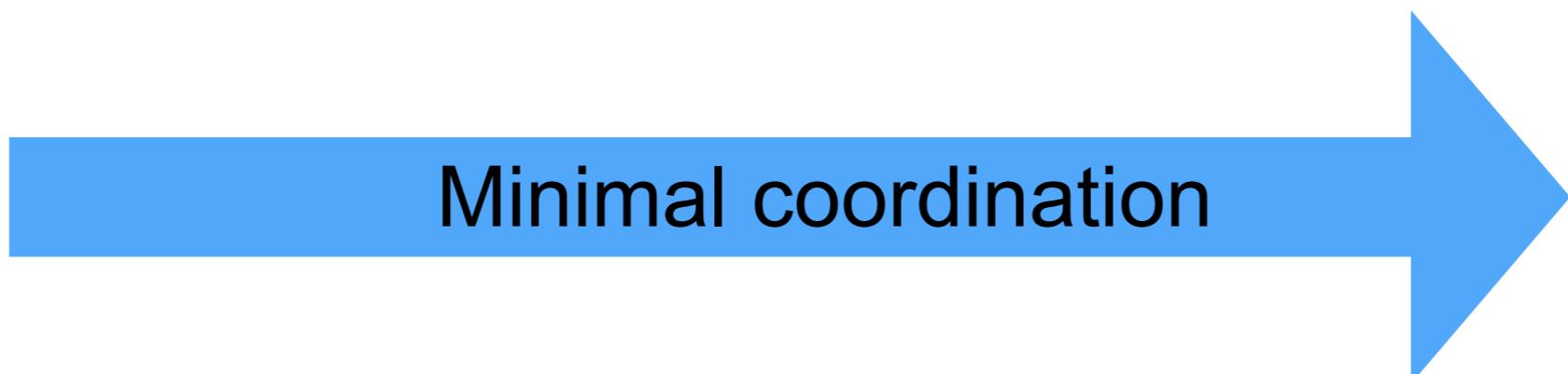
# Microservice



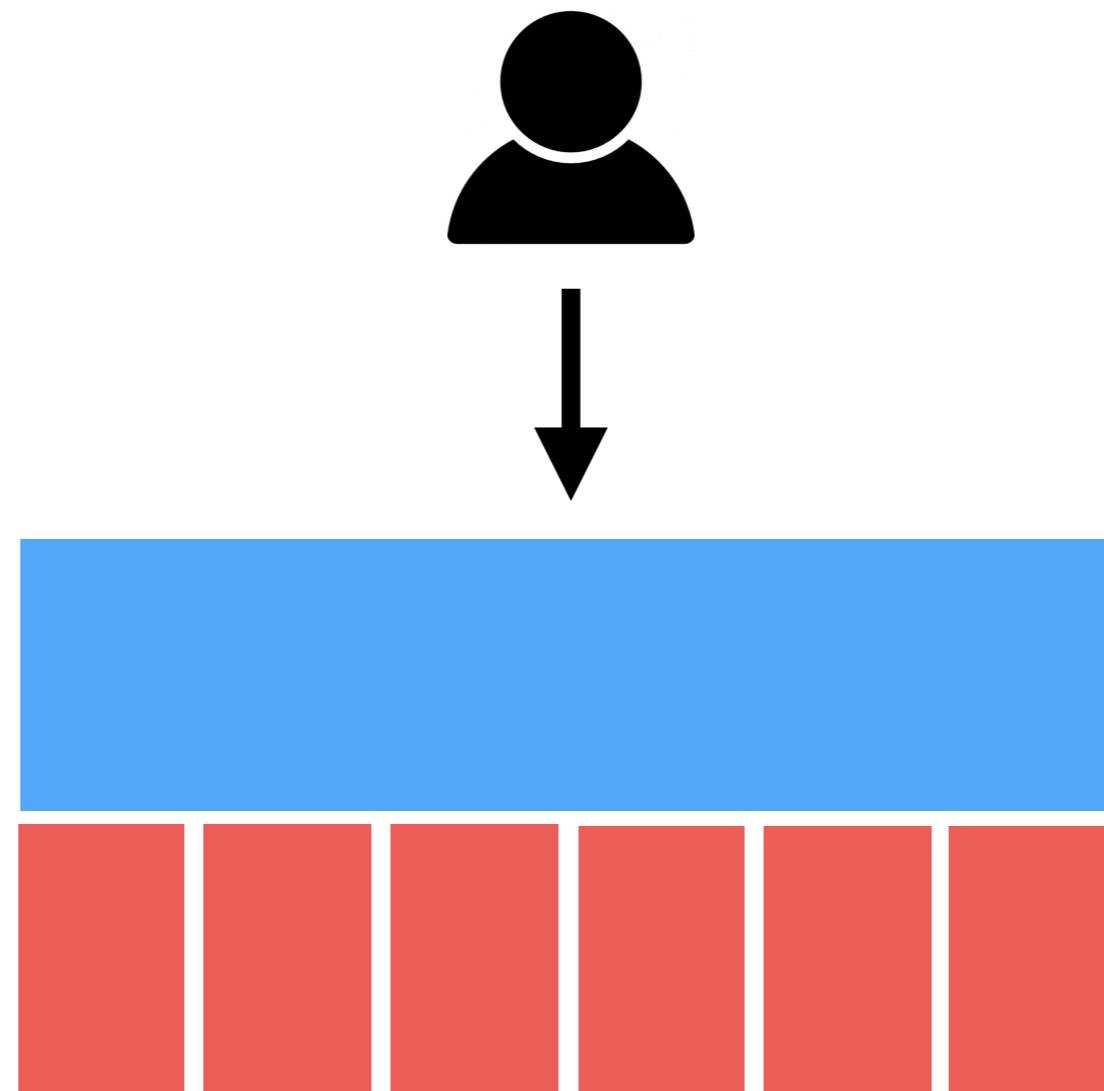
# Microservice

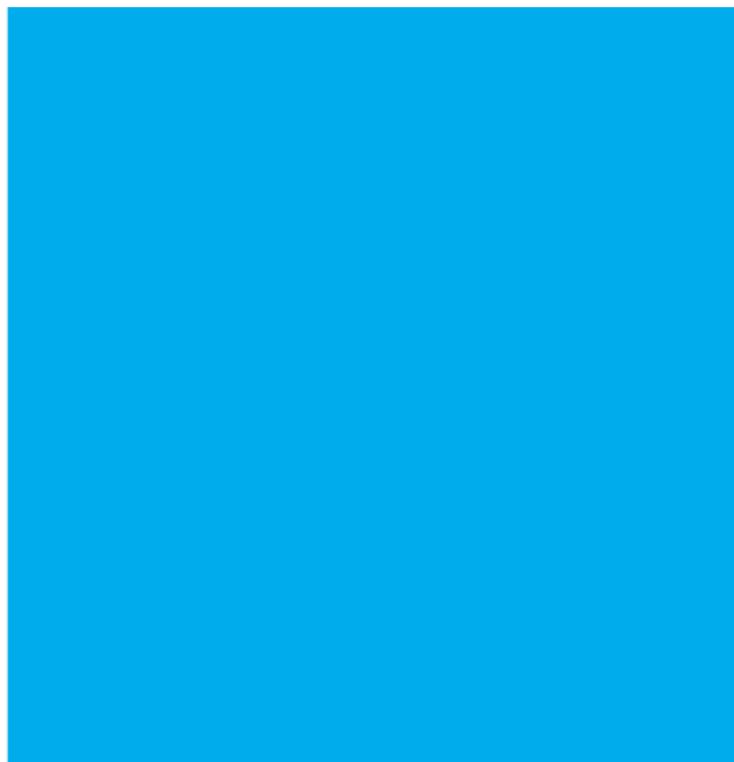


Application Development Team

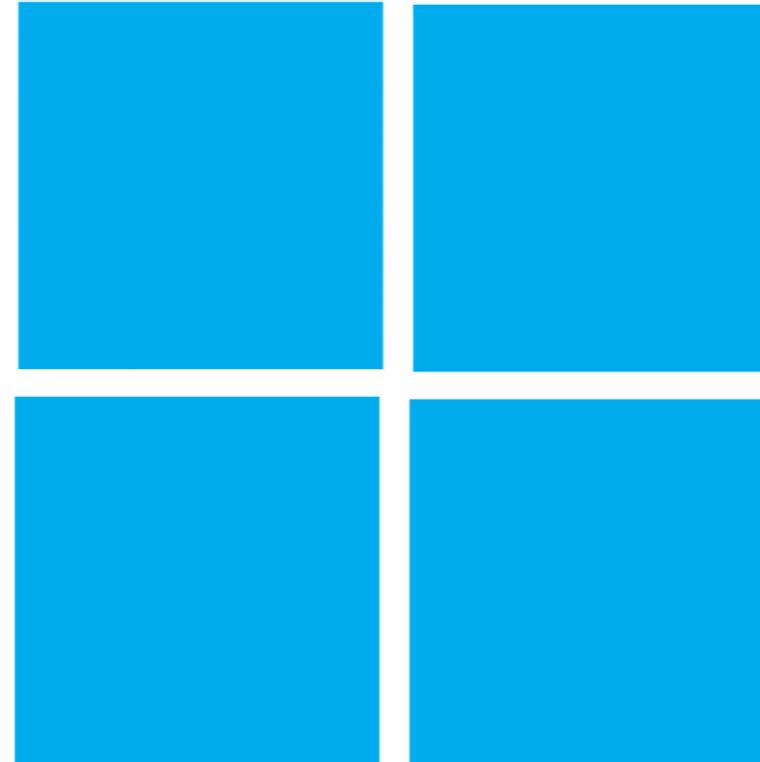


# Microservice

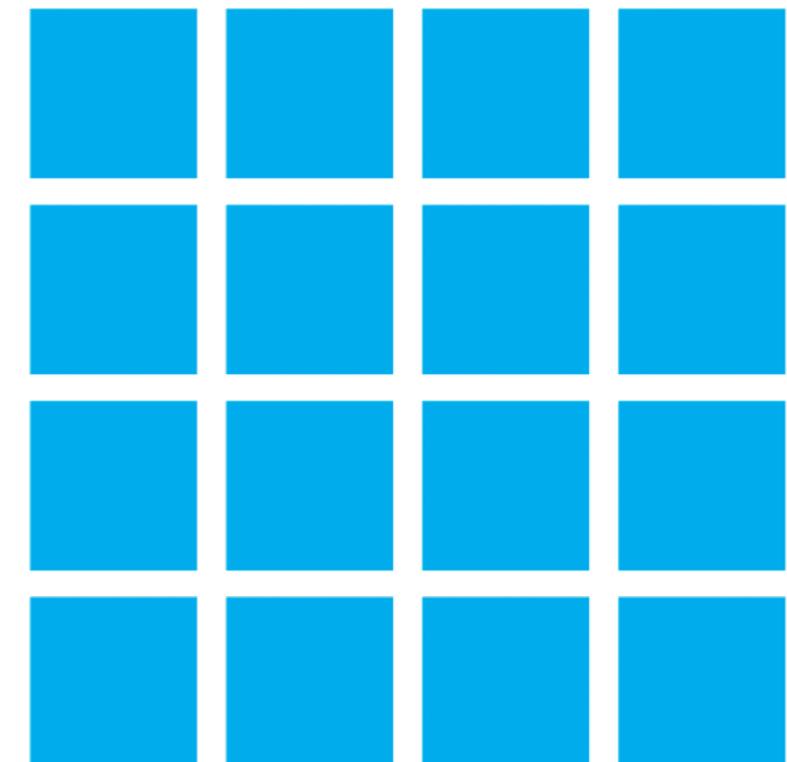




Monolithic



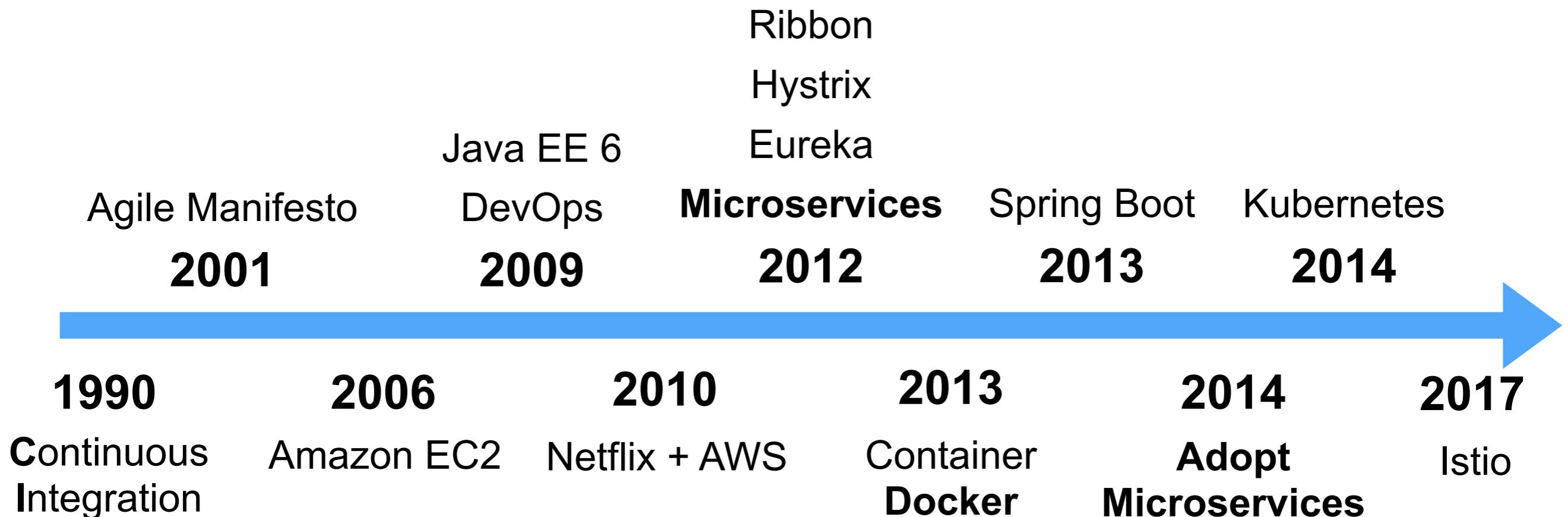
Service Oriented



Microservices



# Microservice history

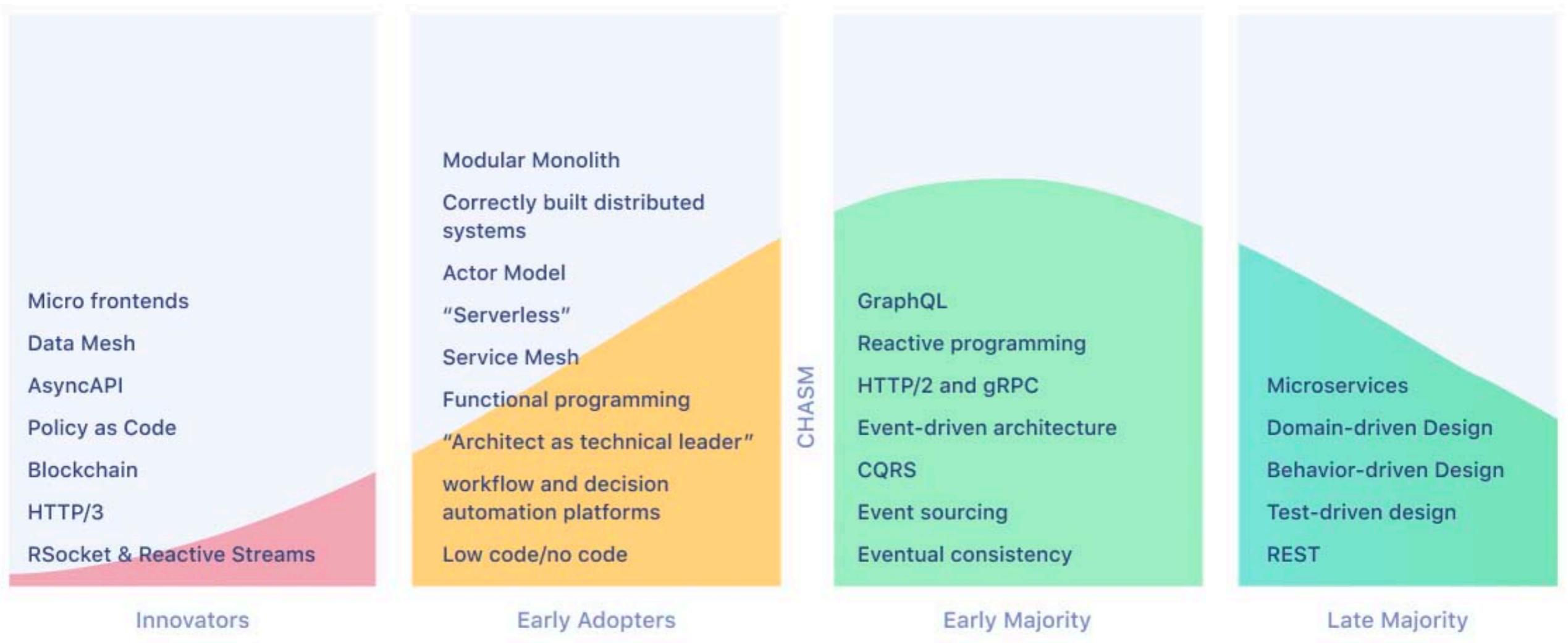


# Microservice 2020

## Software Development Architecture and Design 2020 Q2 Graph

<http://infoq.link/architecture-trends-2020>

**InfoQ**



<https://www.infoq.com/articles/architecture-trends-2020/>



Microservices

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# Microservice

**Small, Do one thing (Single Responsibility)**

**Modular and loosely coupled**

**Easy to understand**

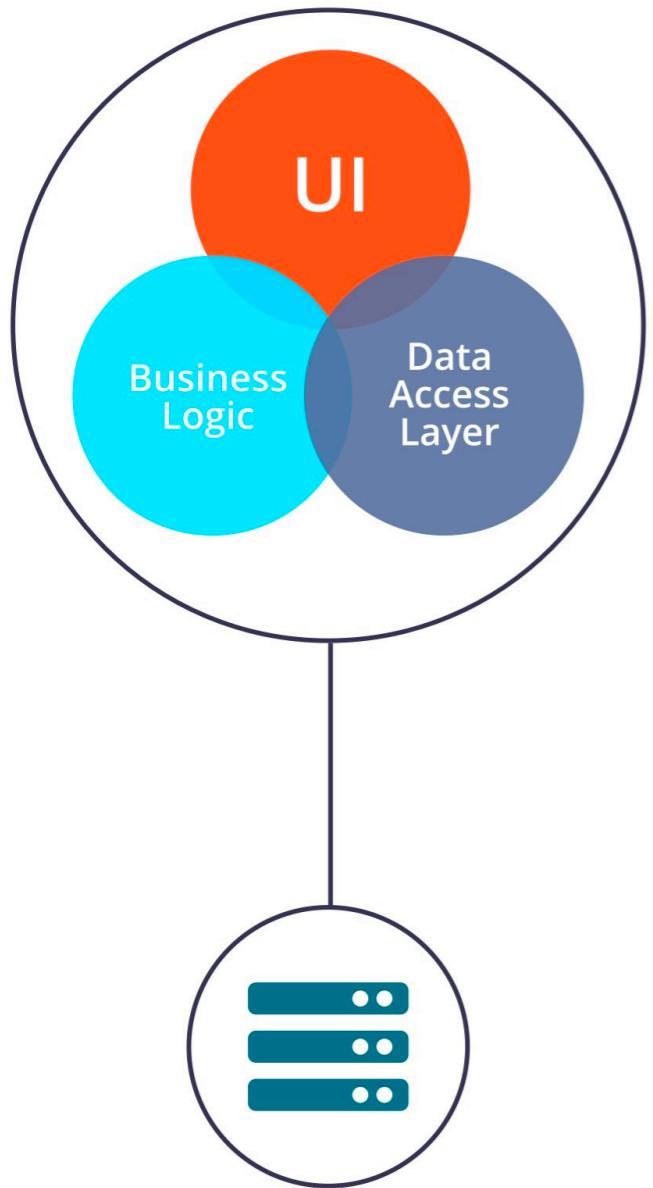
**Easy to develop by small team**

**Deploy independently**

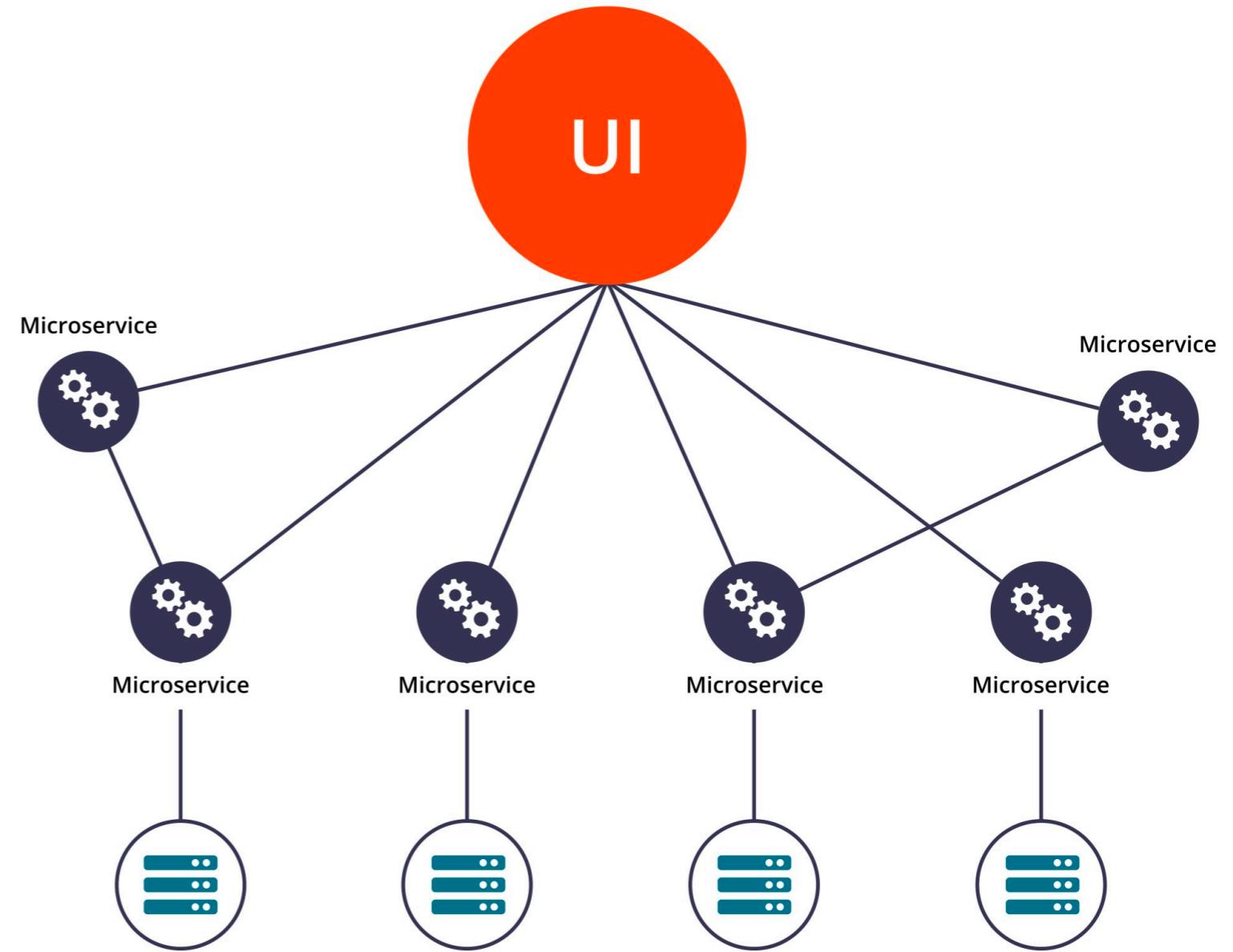
**Focus on business first**

**Scale independently**





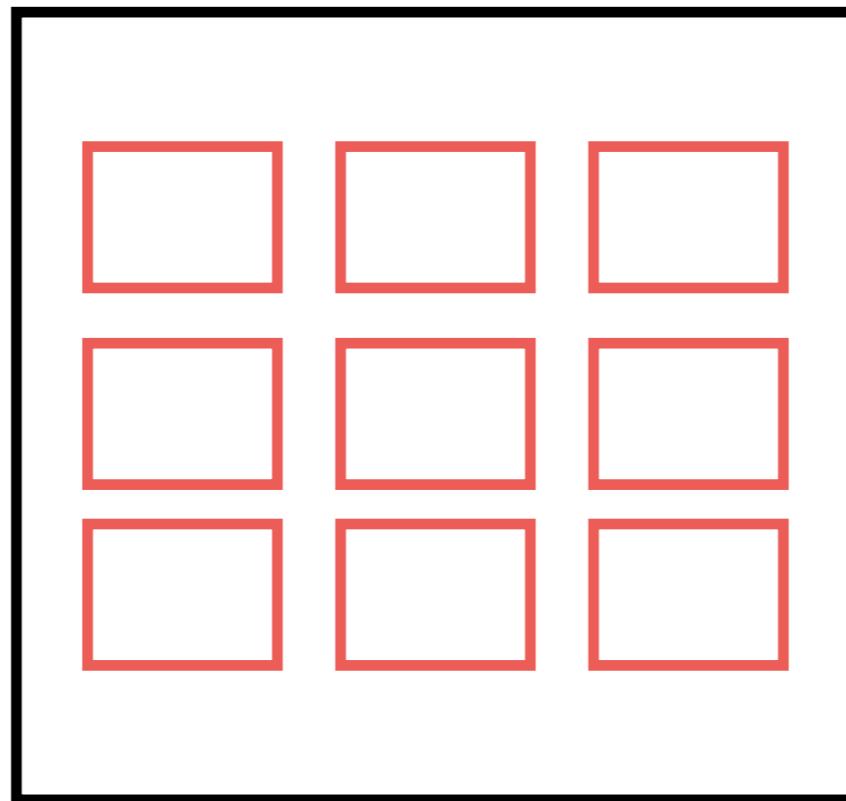
Monolithic Architecture



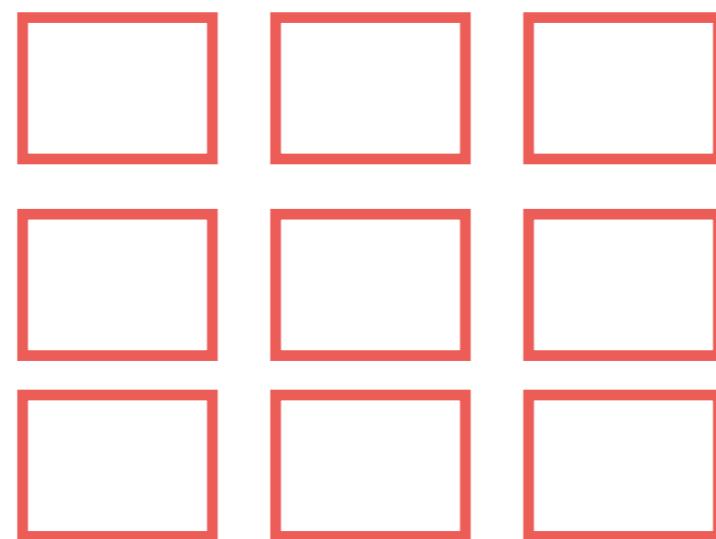
Microservice Architecture



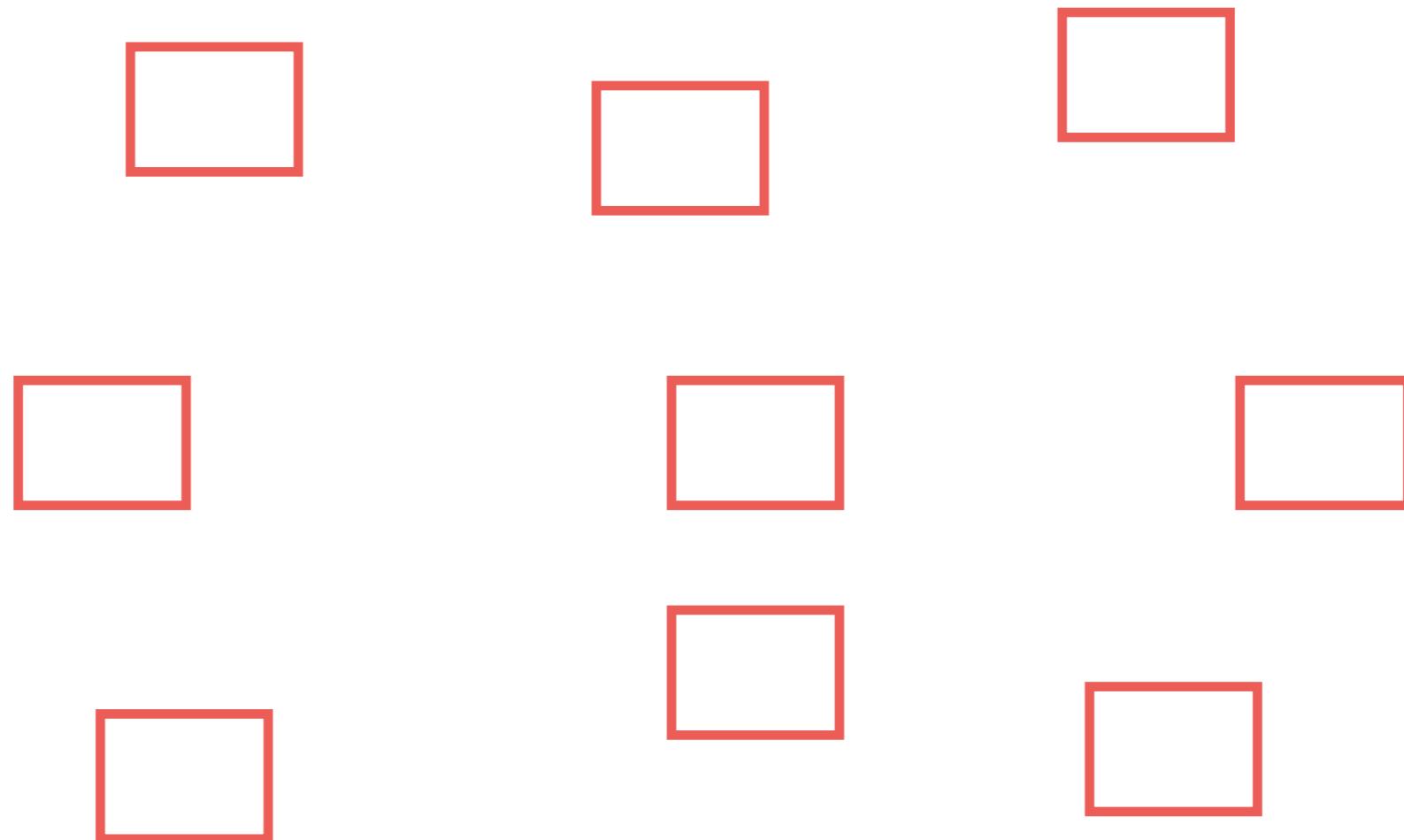
# Microservice



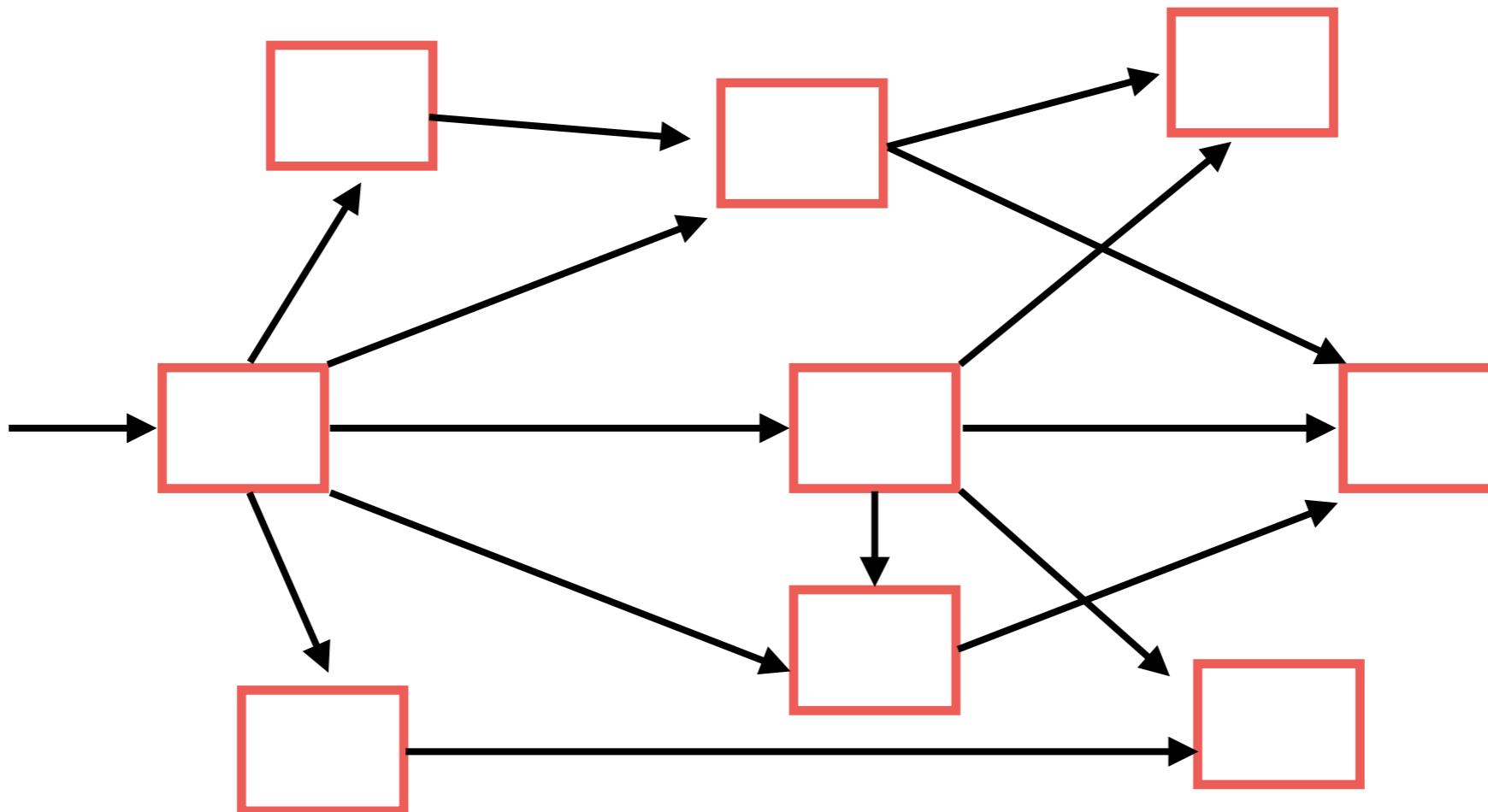
# Microservice



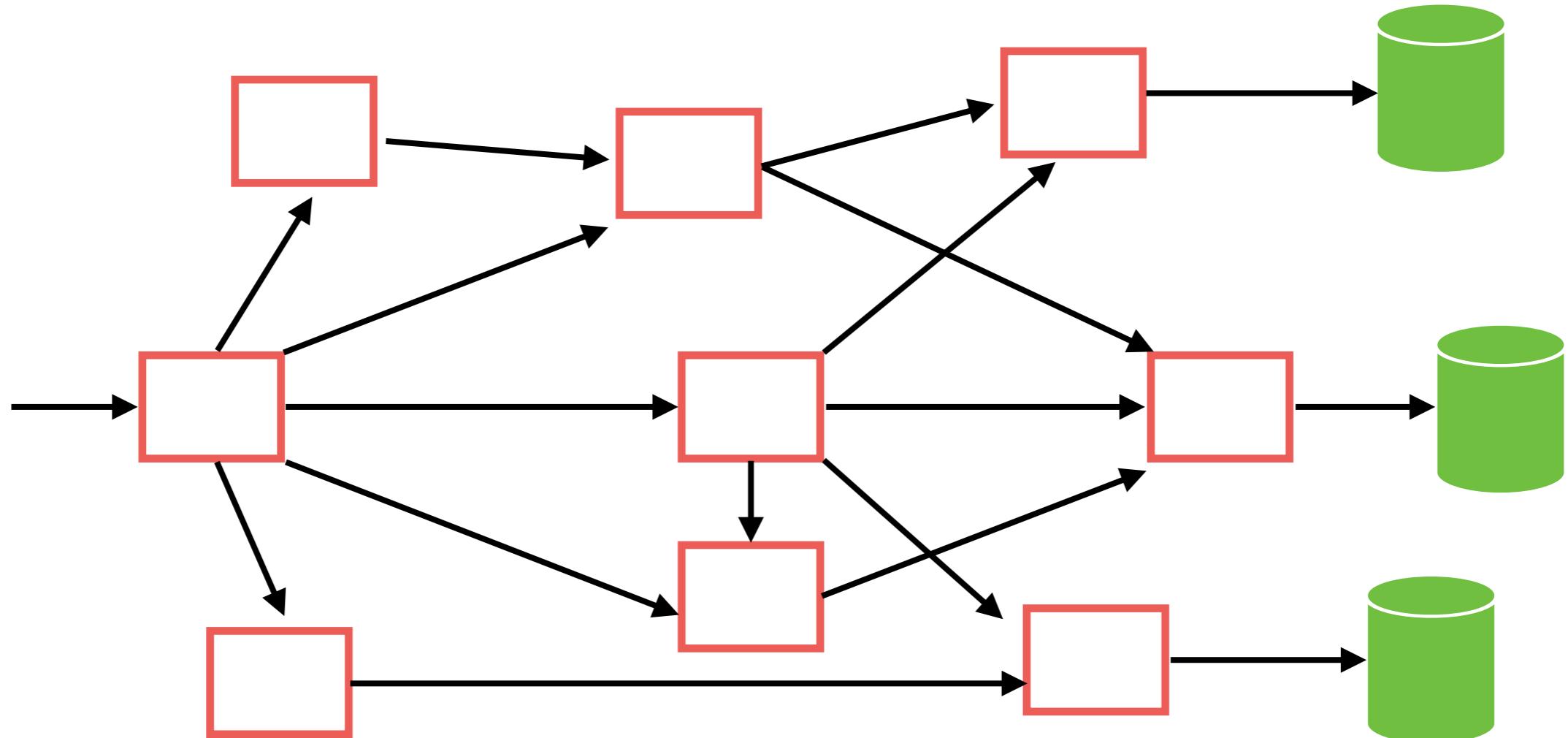
# Microservice



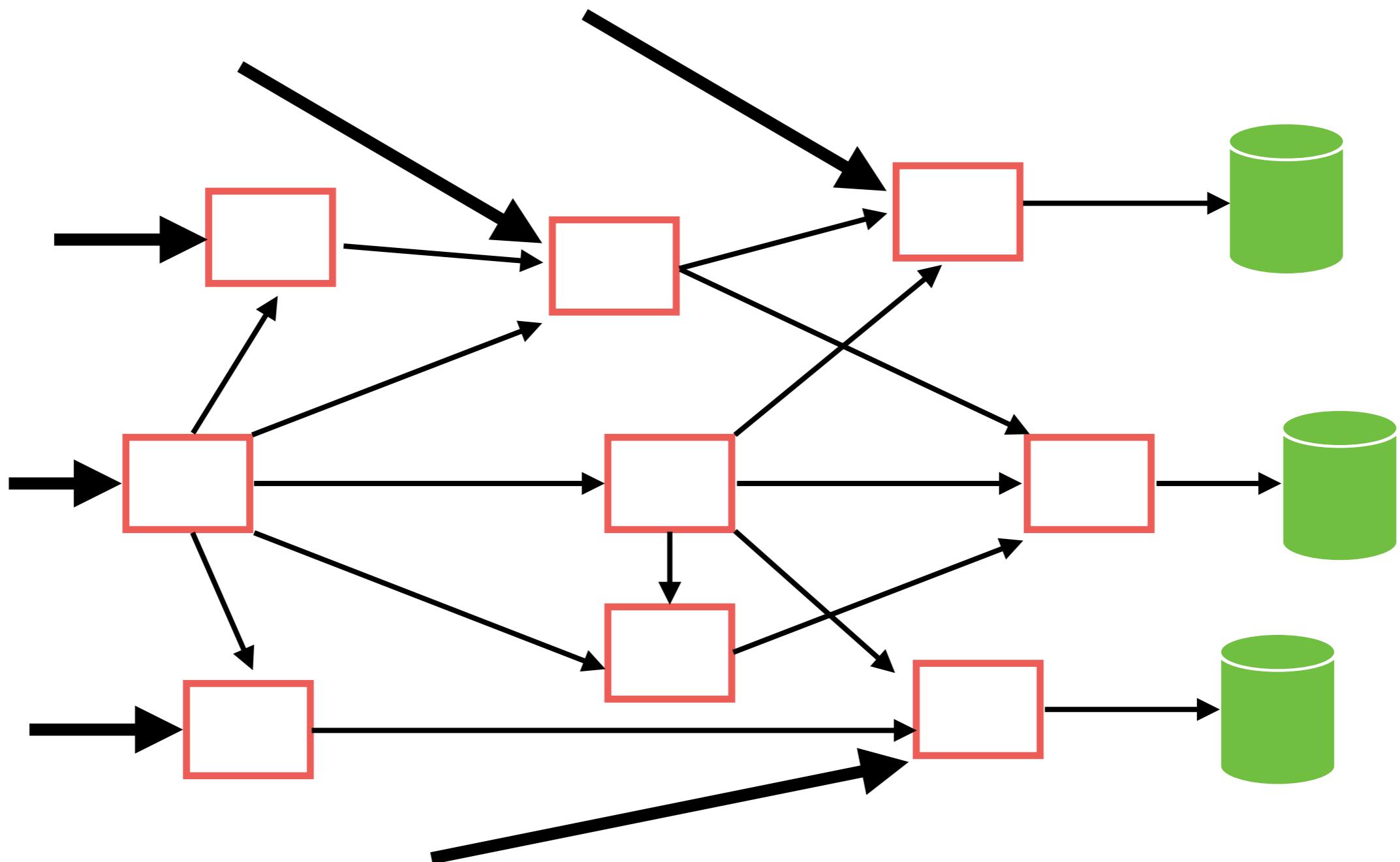
# Microservice == Distributed



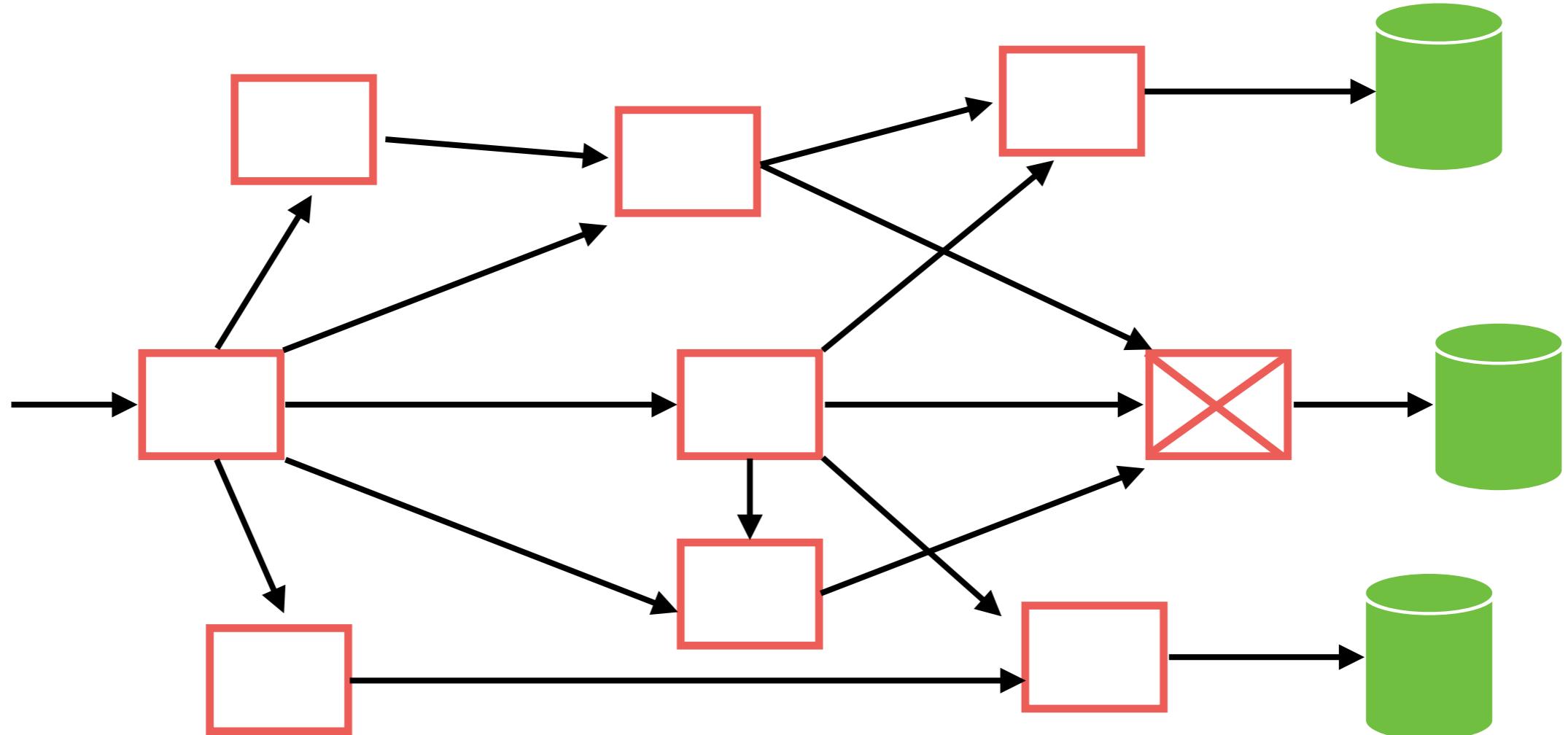
# Own data



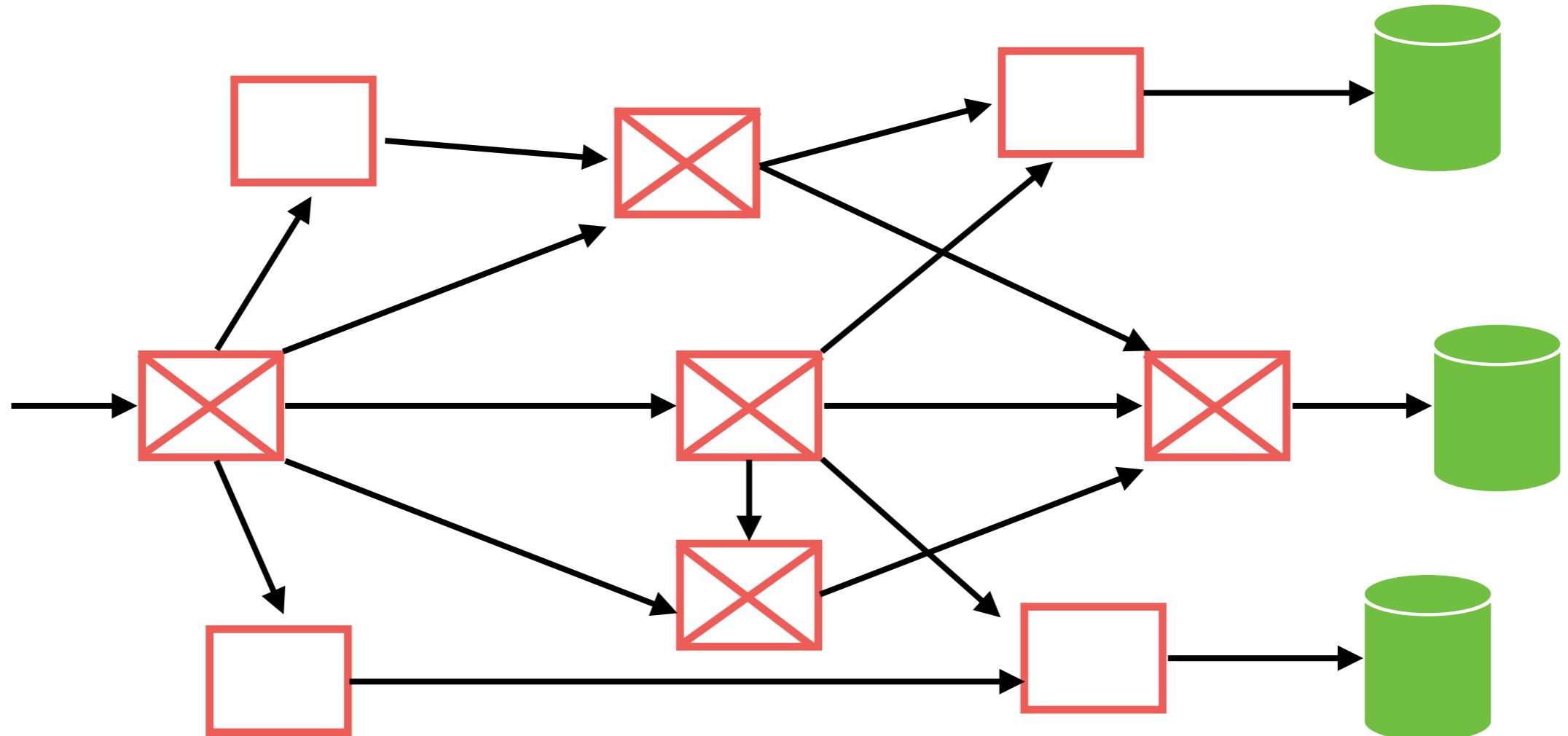
# Multiple entry points



# Failure !!



# Cascading Failure !!



**Don't design for failure**

**Design for recovery**

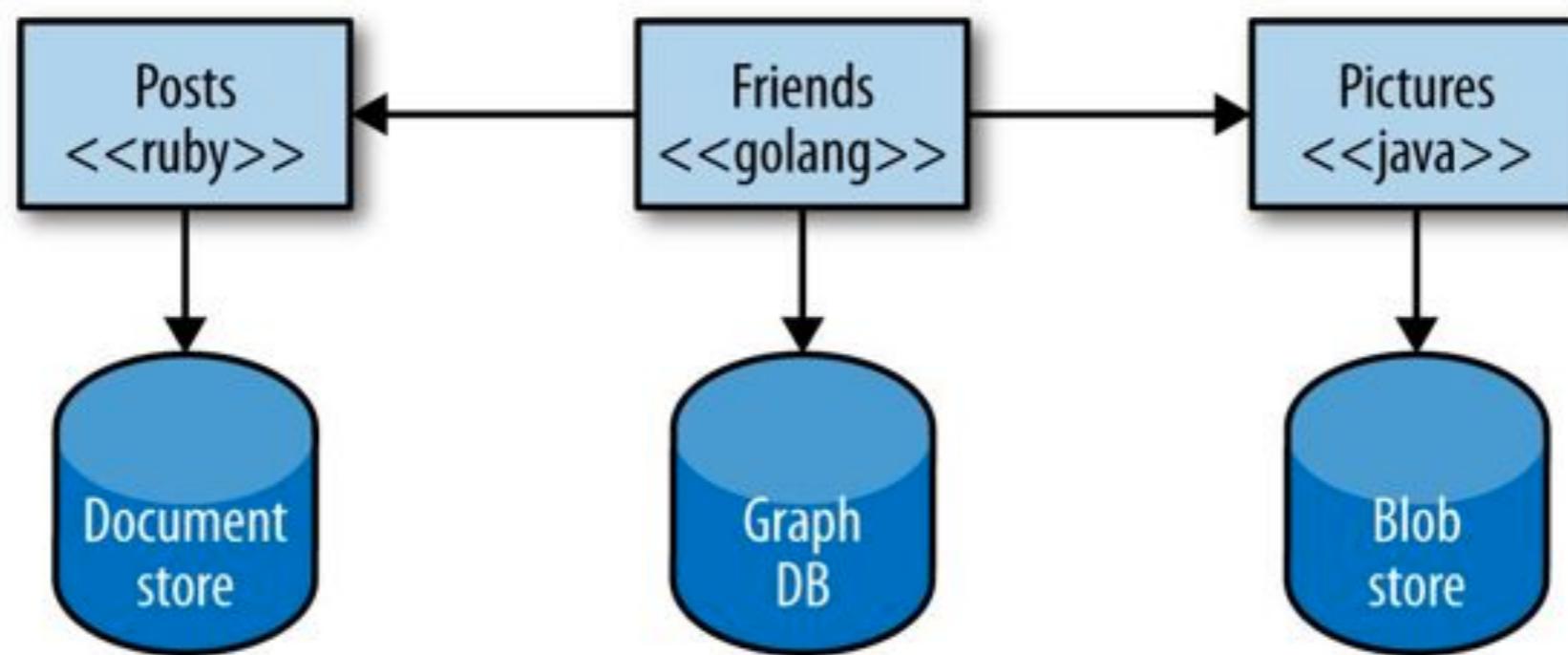


# Key Benefits

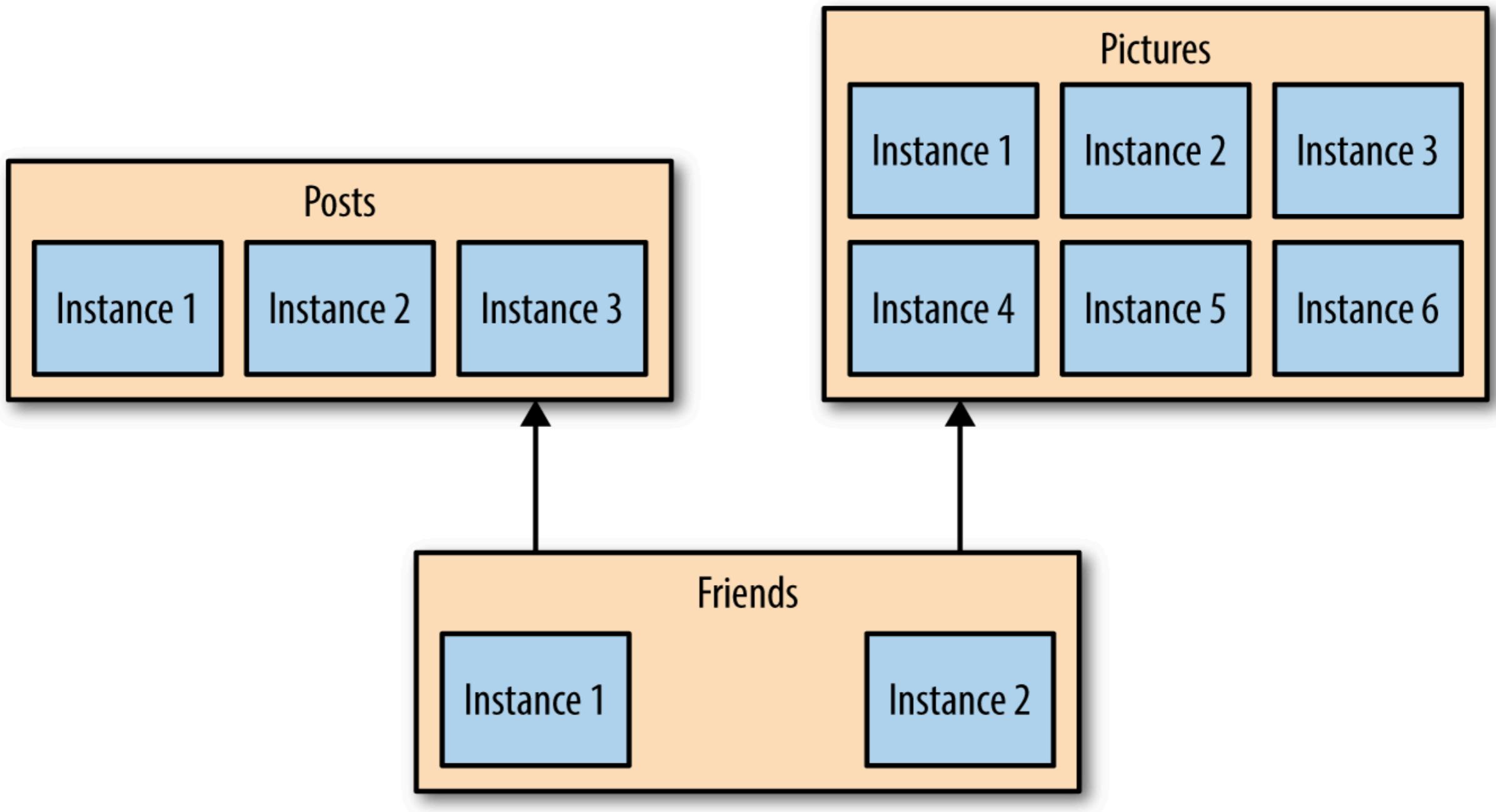


# 1. Technology heterogeneous

The right tool for each job  
Allow easy experimenting and adoption of new technology

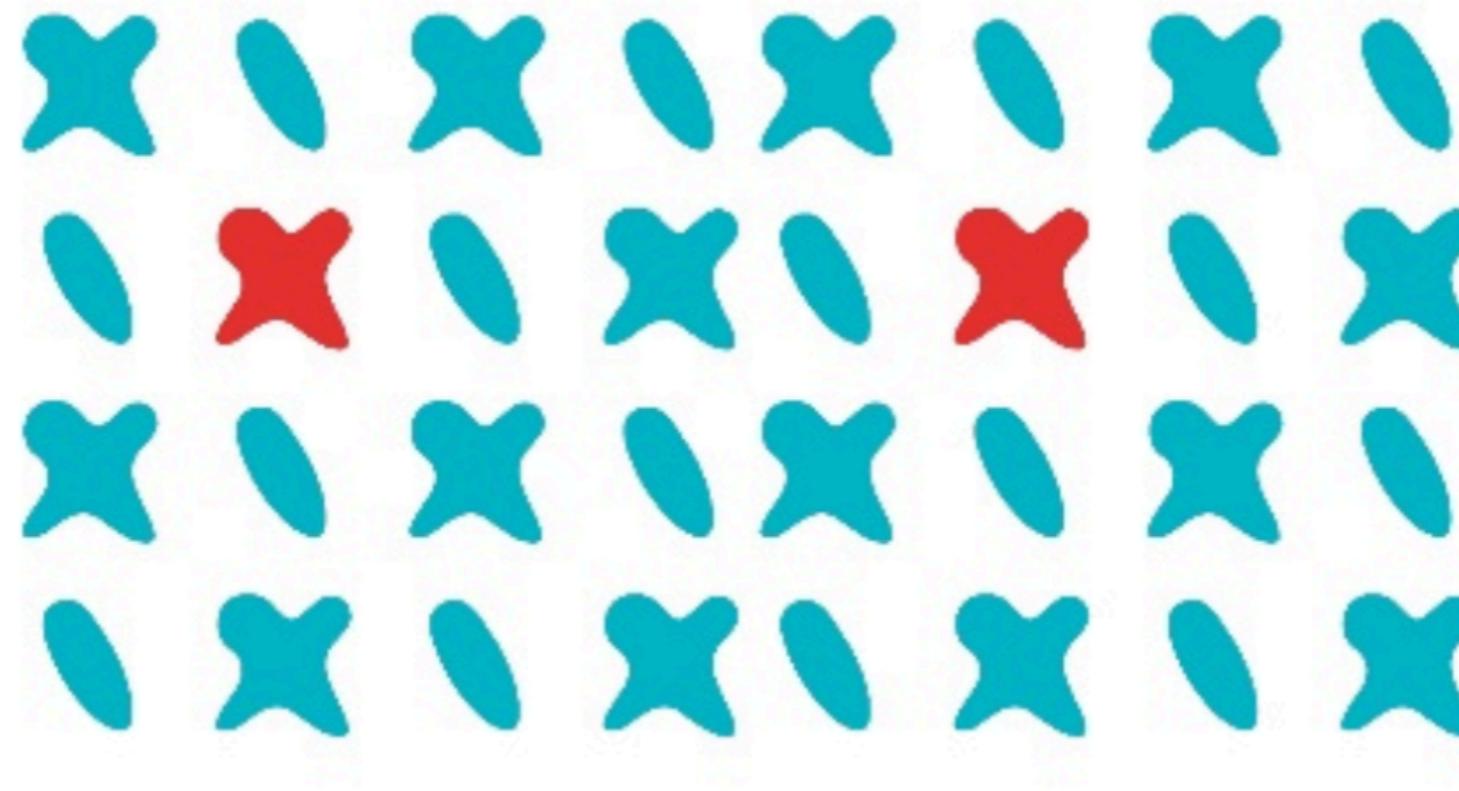


# 2. Scaling

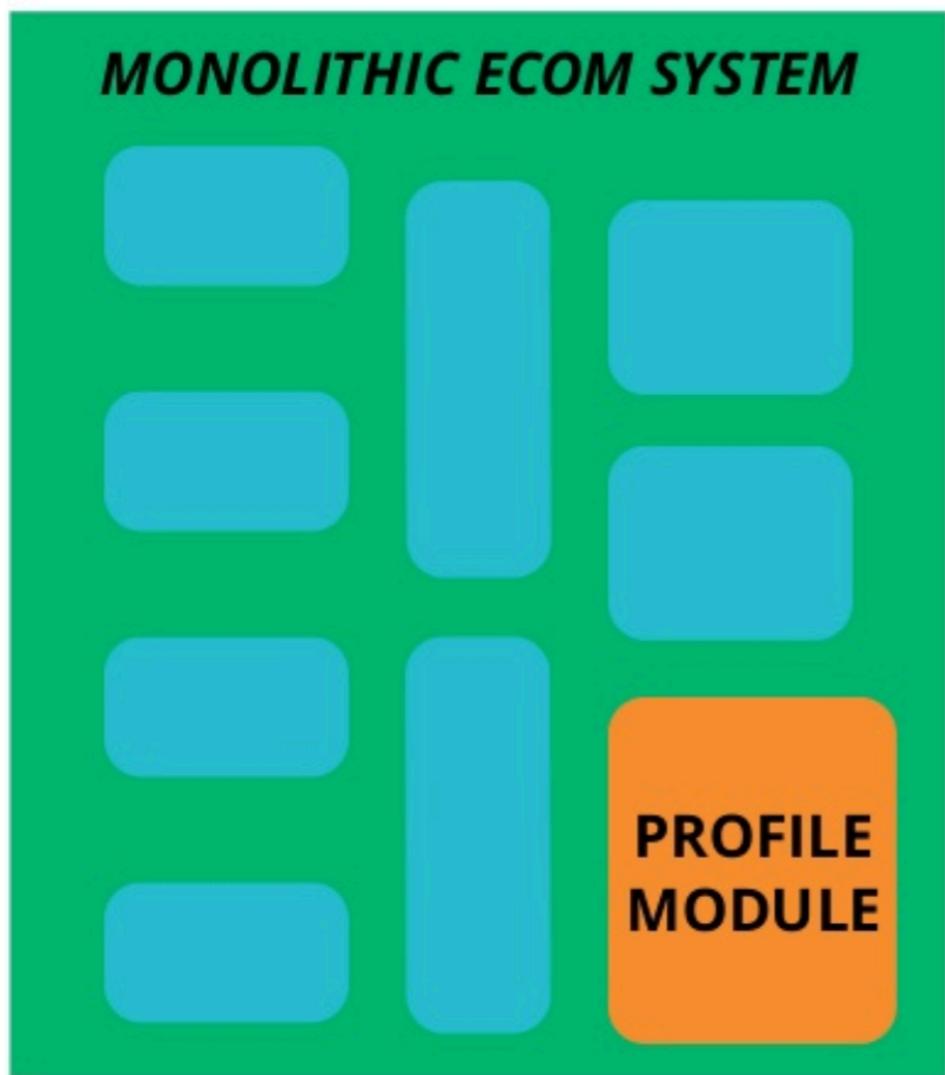


# 3. Ease of deployment

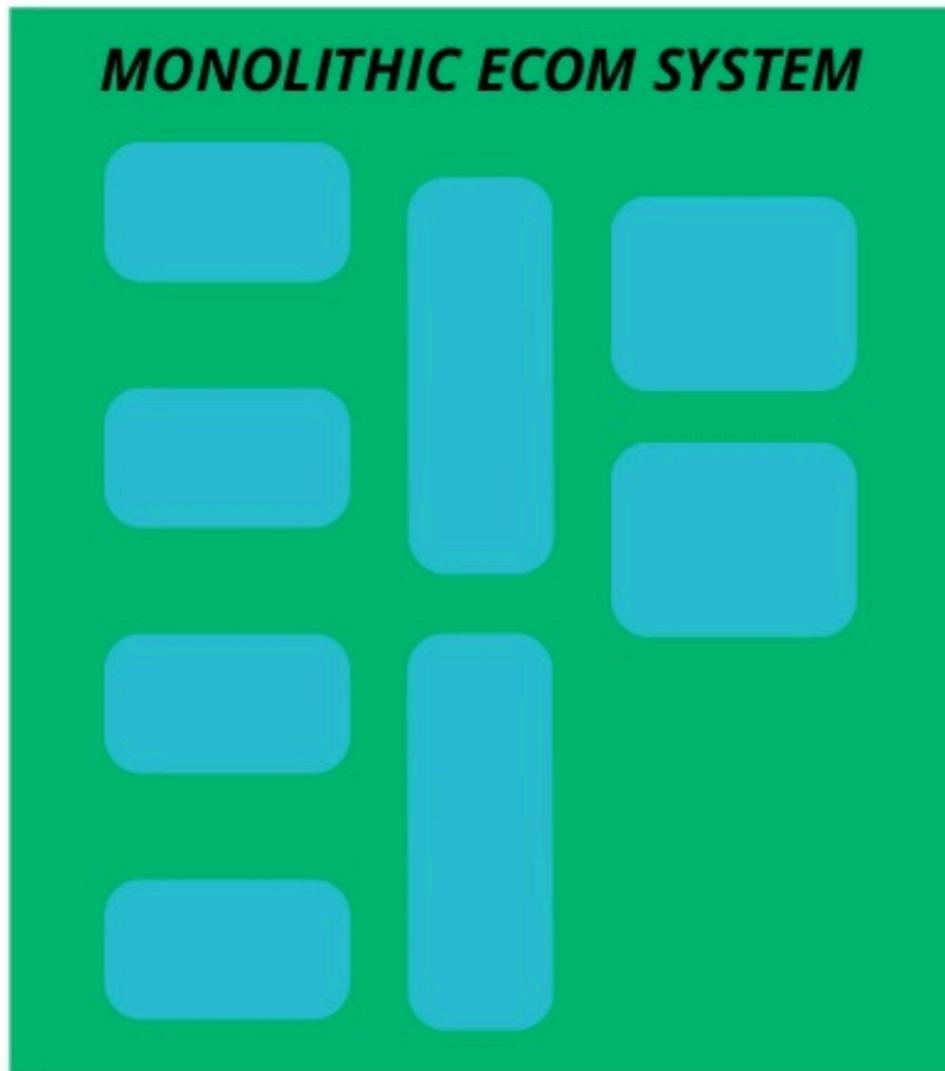
Deploys are faster, independent and problems can be isolated more easily



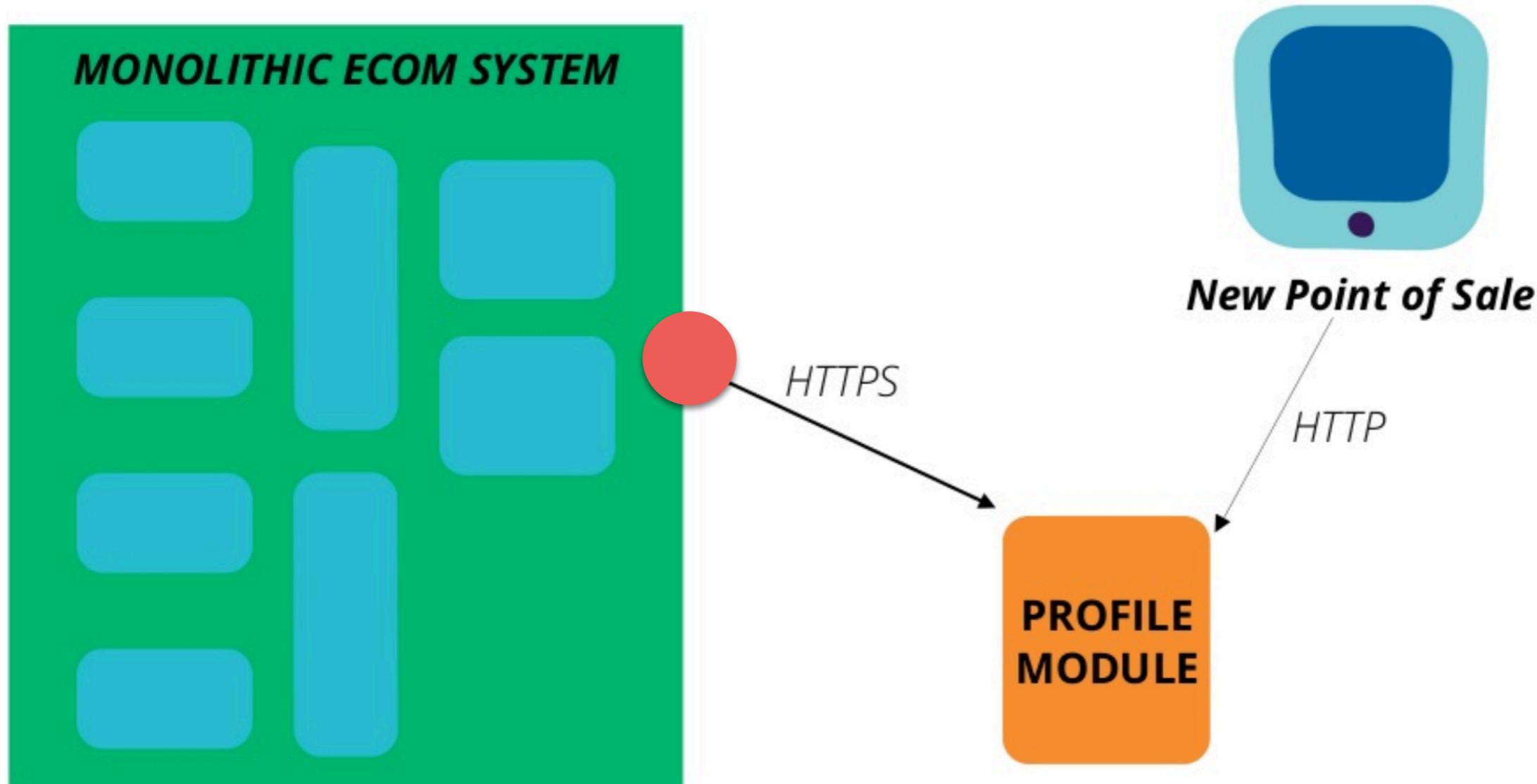
# 4. Composability and replaceability



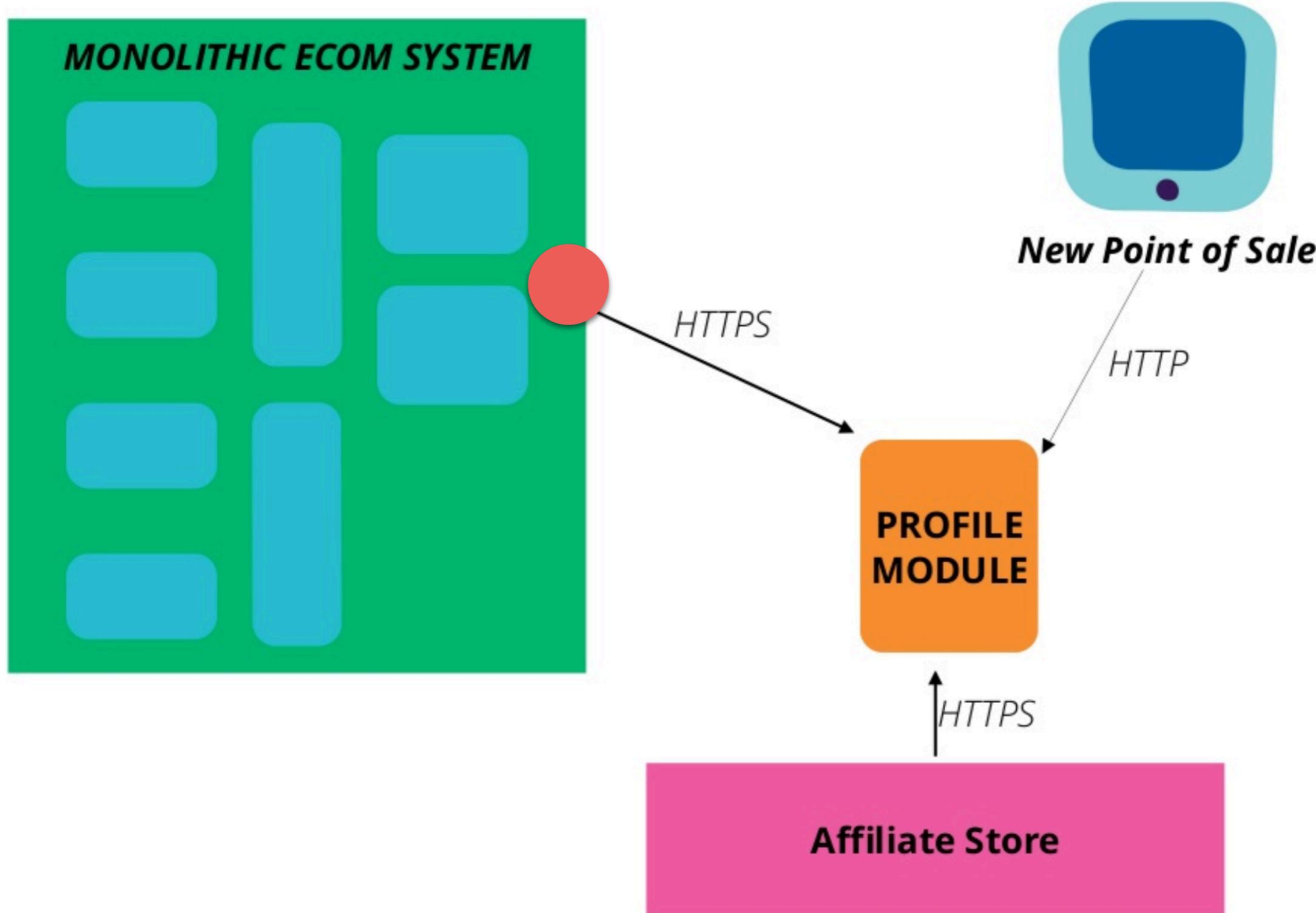
# 4. Composability and replaceability



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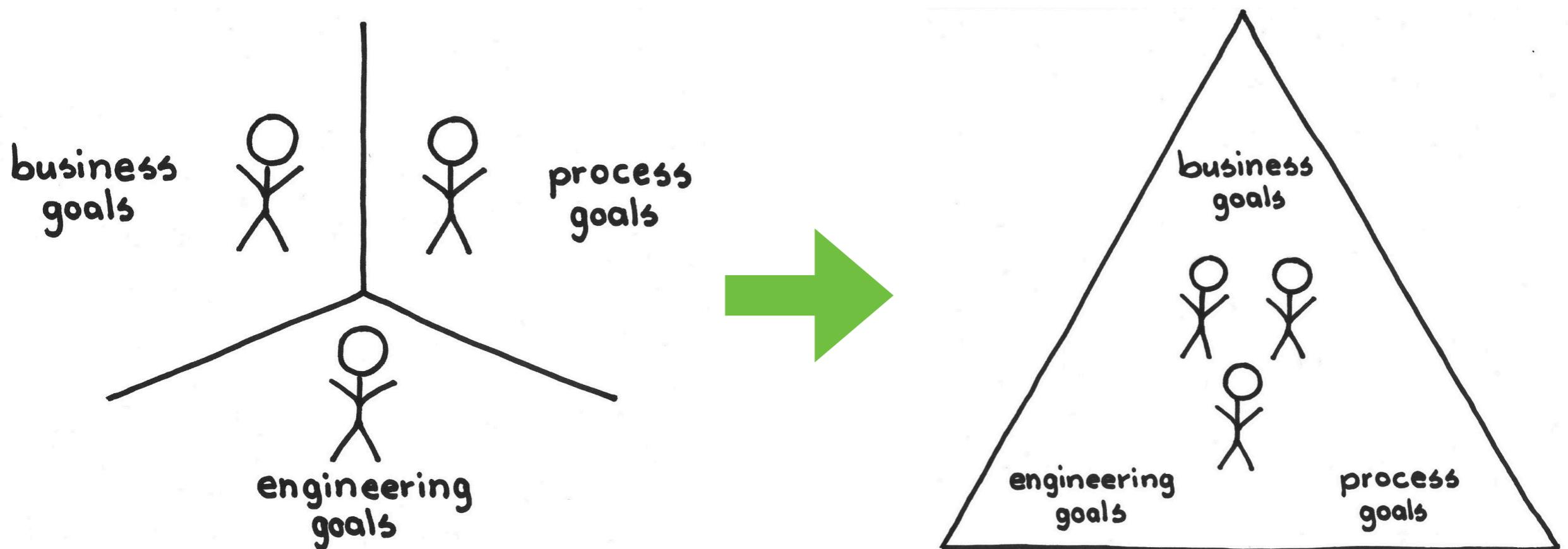


# 5. Organization alignment

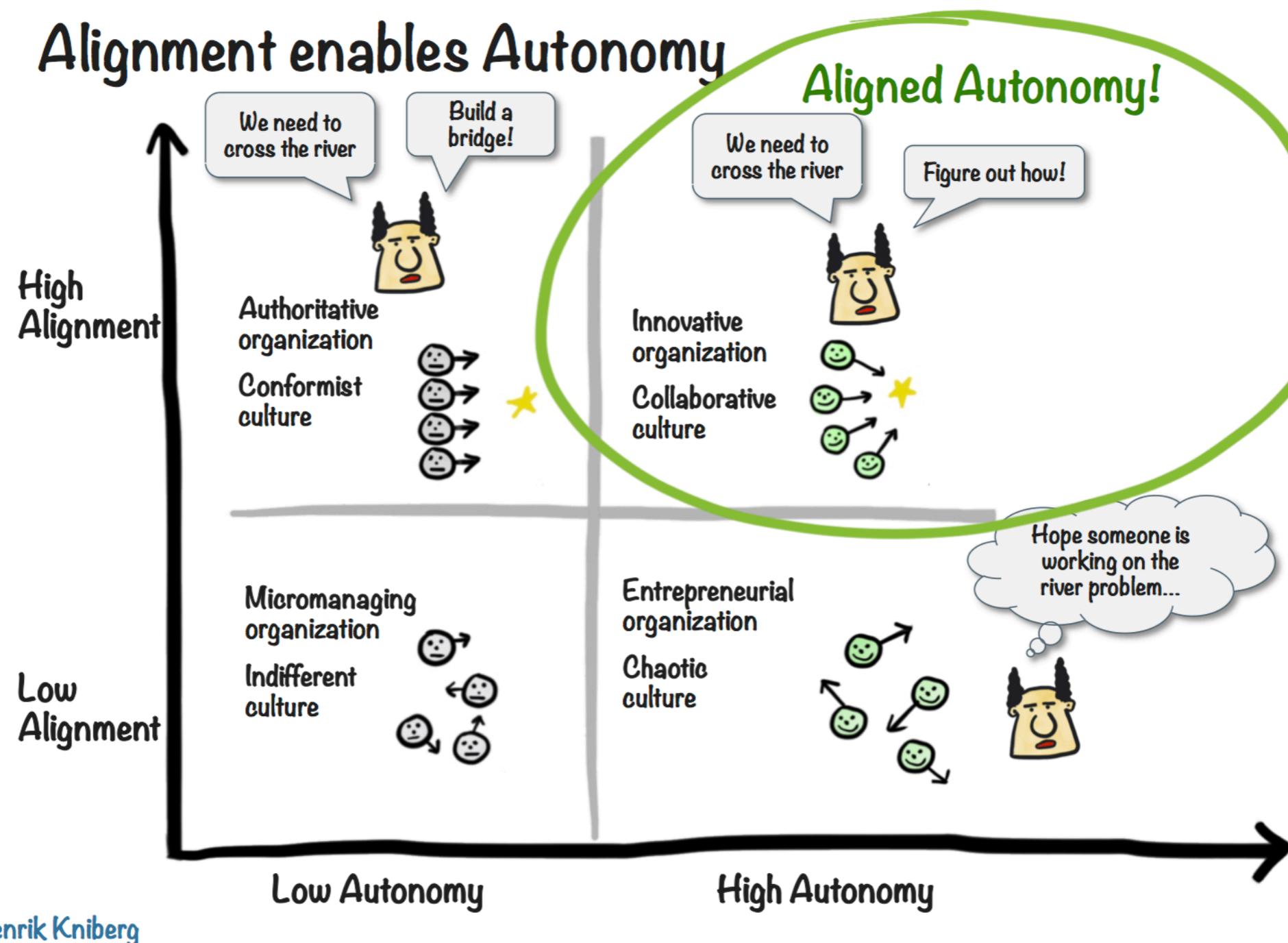
Small teams and smaller codebases



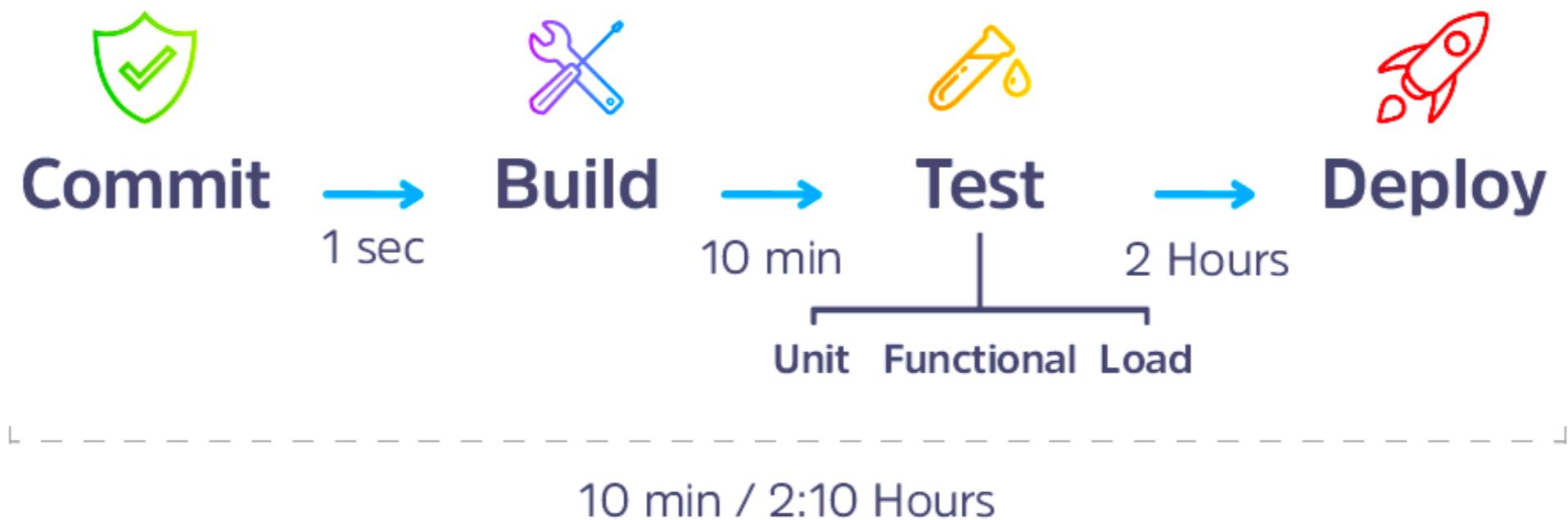
# Autonomous team



# Autonomous team



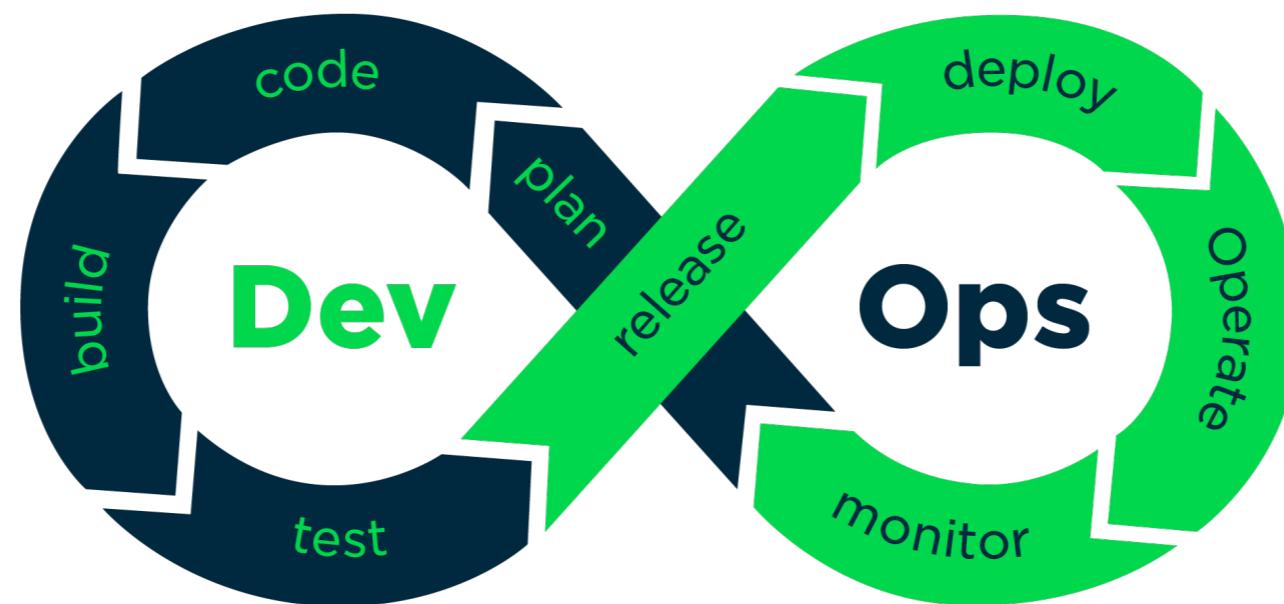
# Autonomous team



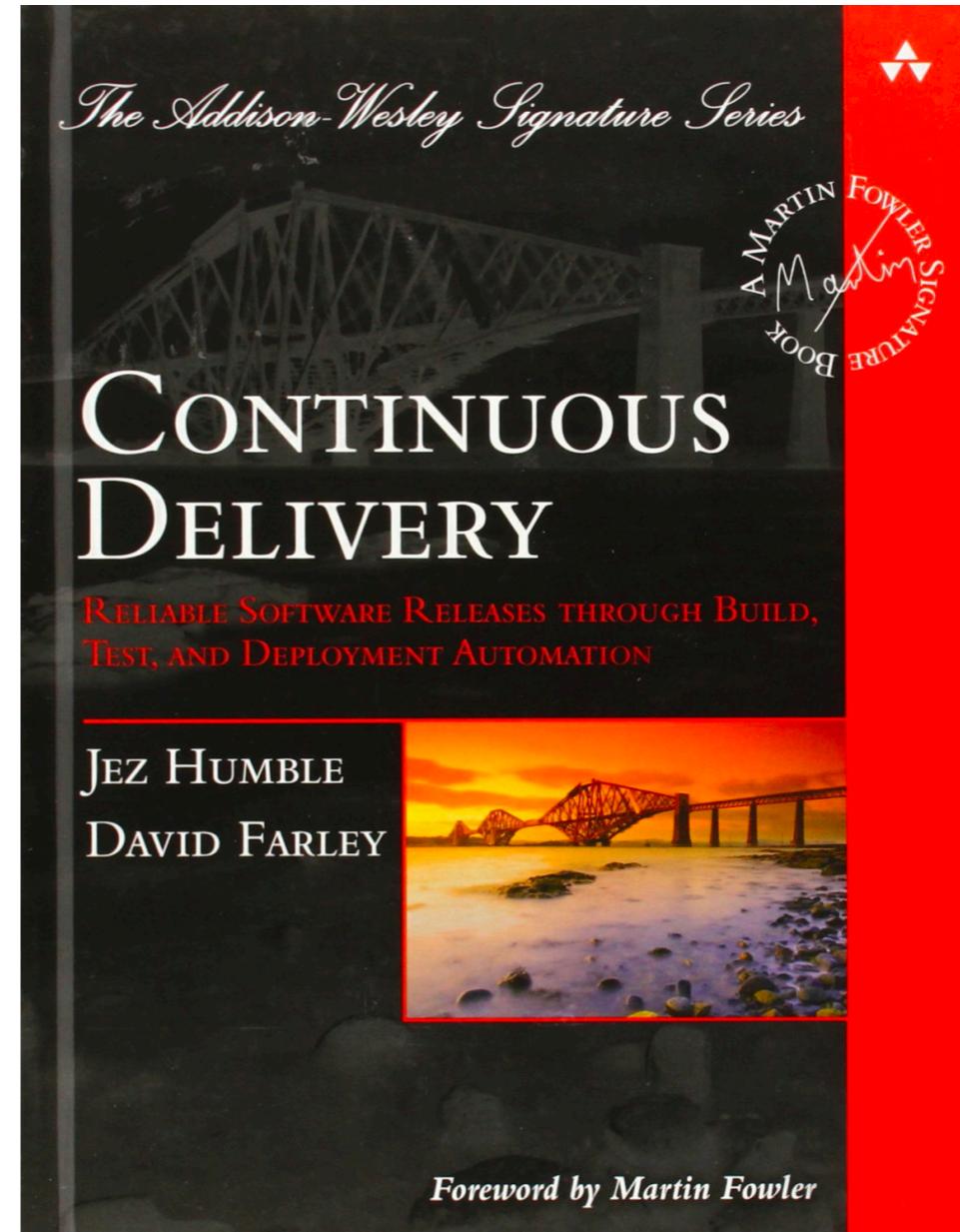
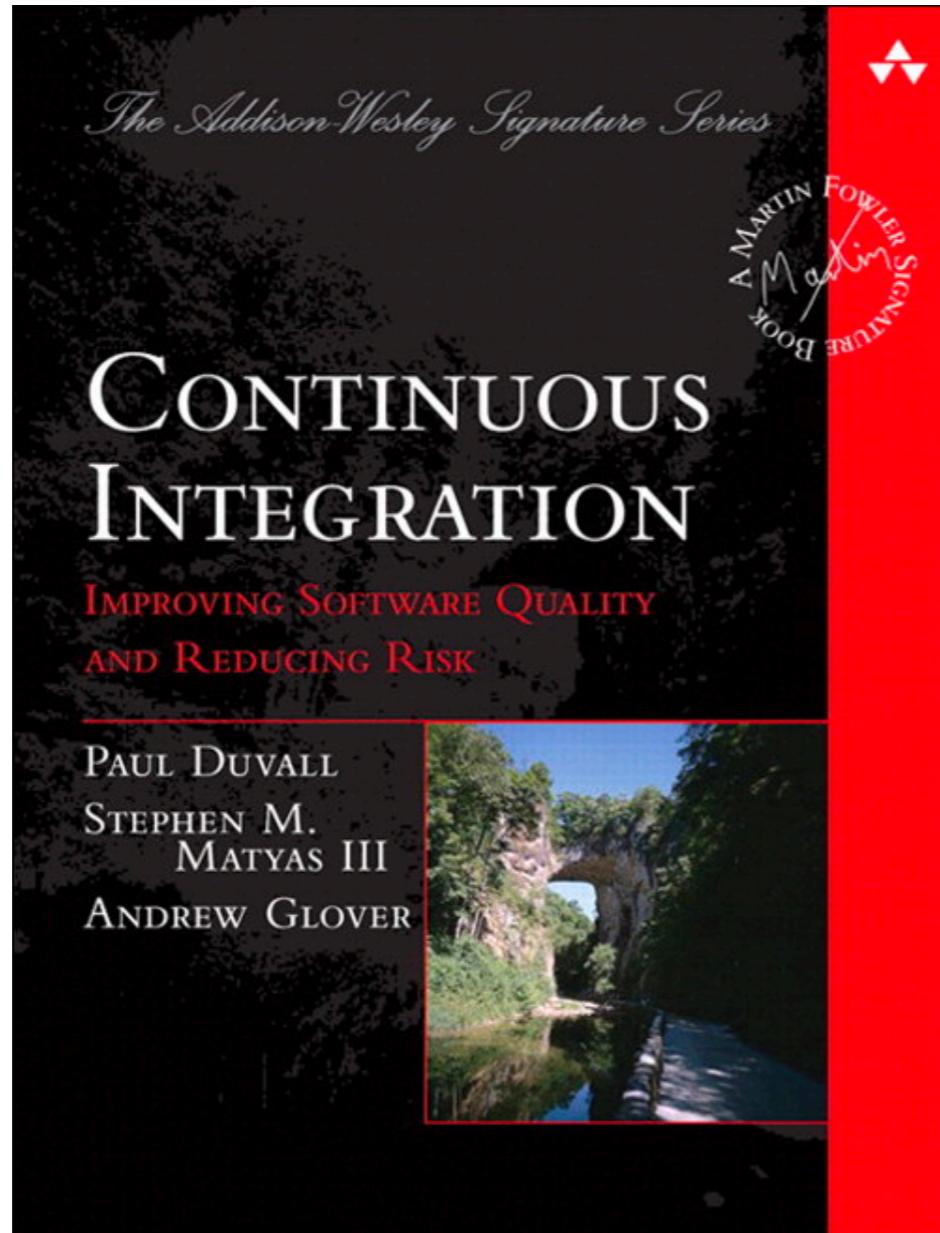
# 6. Enable Continuous Delivery

A part of DevOps

Set of practices for the **rapid, frequent and reliable delivery** software



# Continuous Delivery/Deployment



Microservices

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# Continuous Delivery/Deployment

Testability  
Deployability

Autonomous team and loose coupling



# Benefits of Continuous Delivery

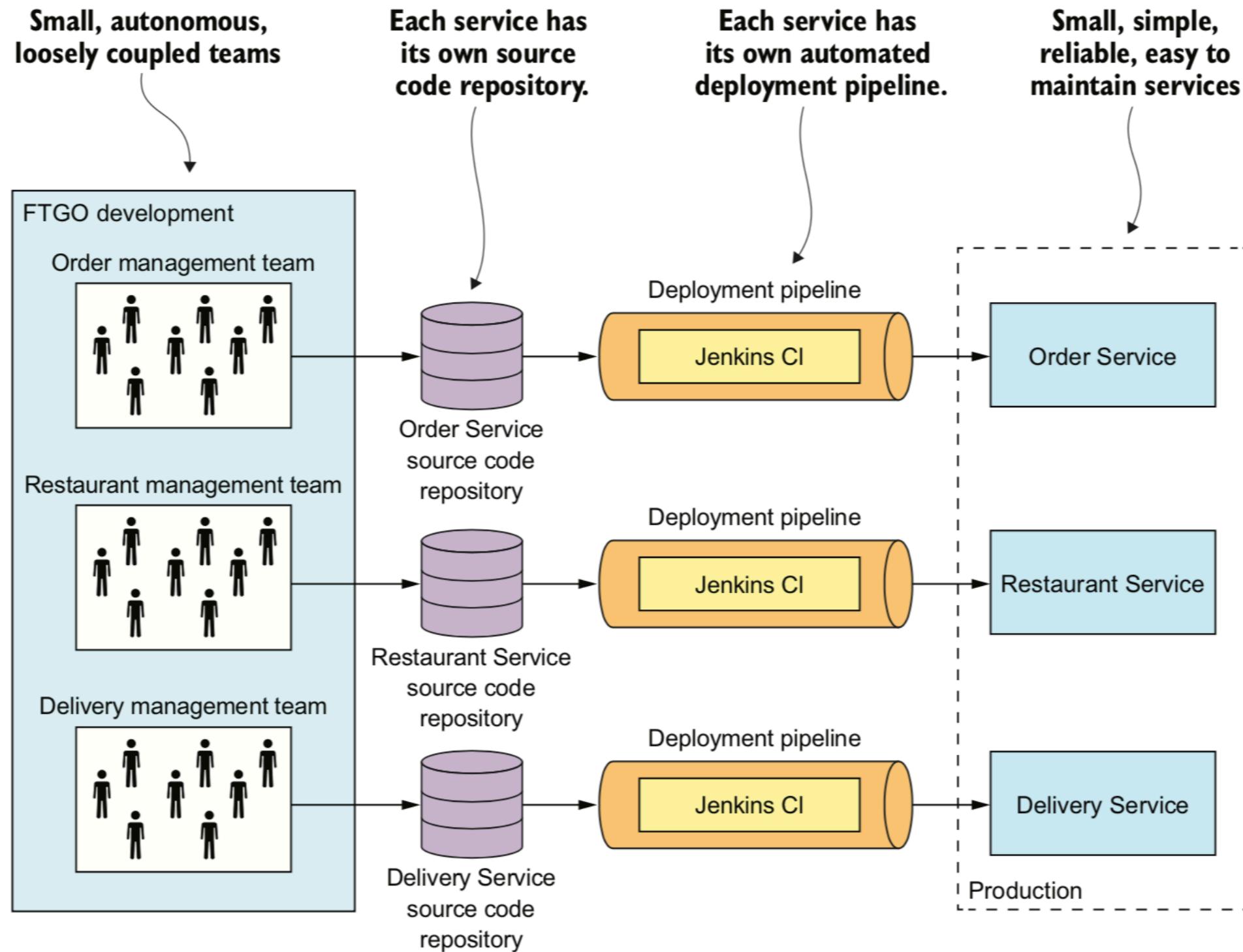
Reduce time to market

Enable **business** to provide reliable service

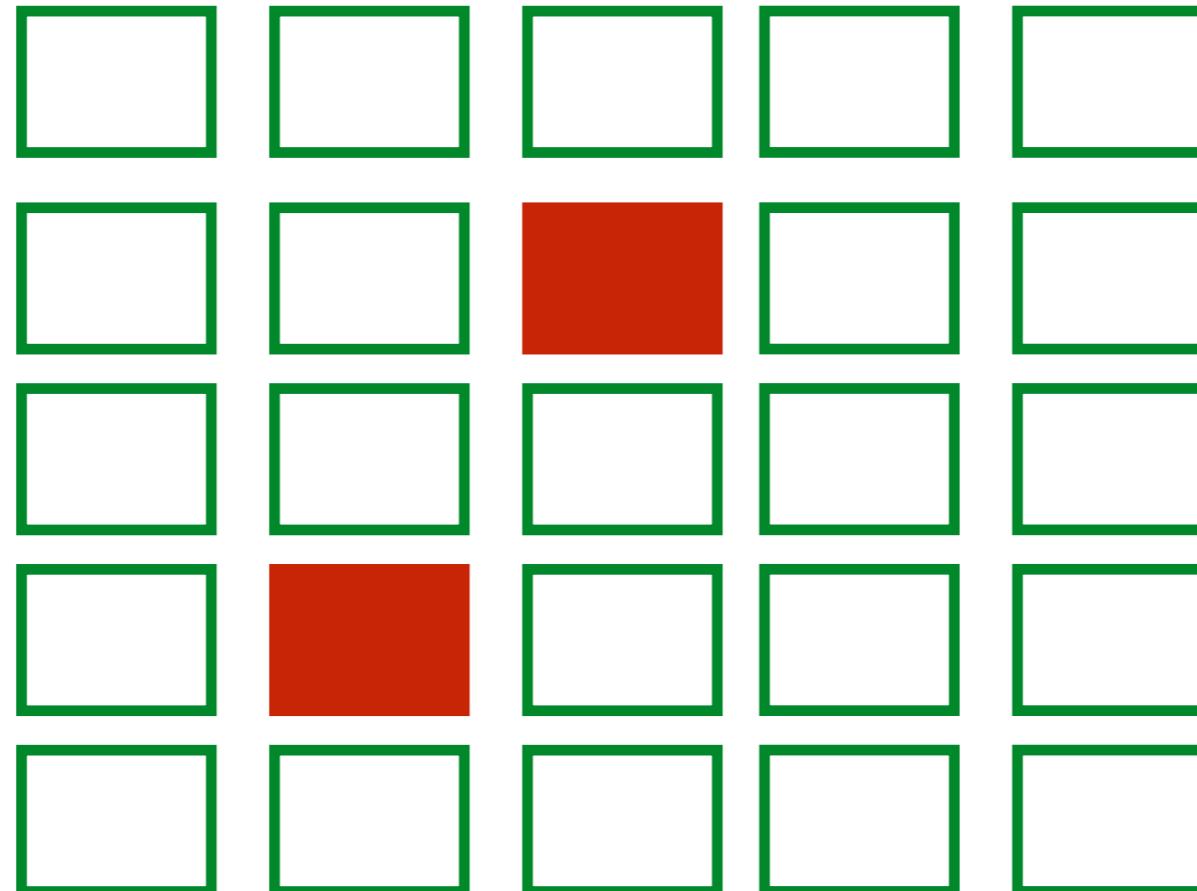
**Employee** satisfaction is higher



# Continuous Delivery for service



# 7. Better Fault isolation



# Drawbacks of Microservice



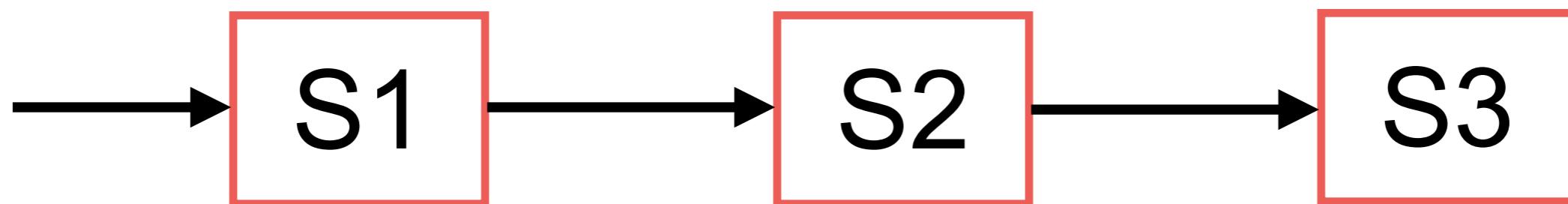
# Drawbacks of Microservice

Find the right set of services  
Distributed systems are complex  
How to develop, testing and deploy ?



# Drawbacks of Microservice

Deploy feature that required multiple service ?

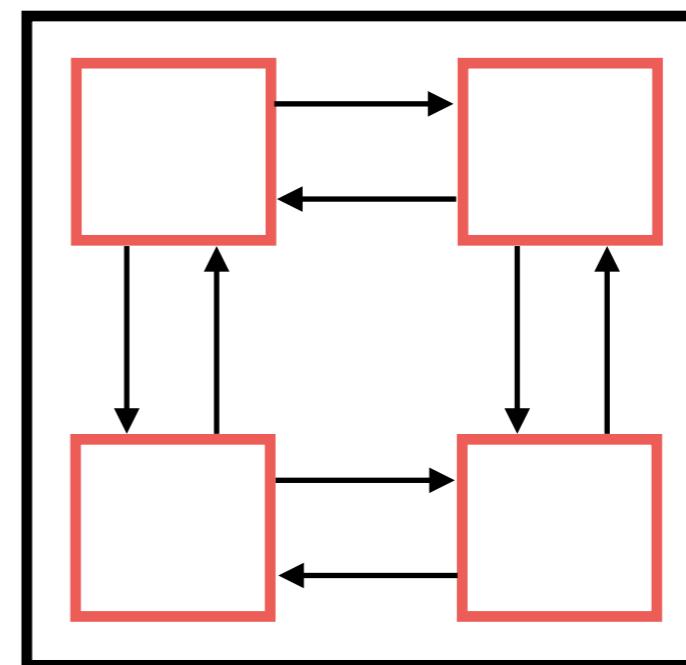
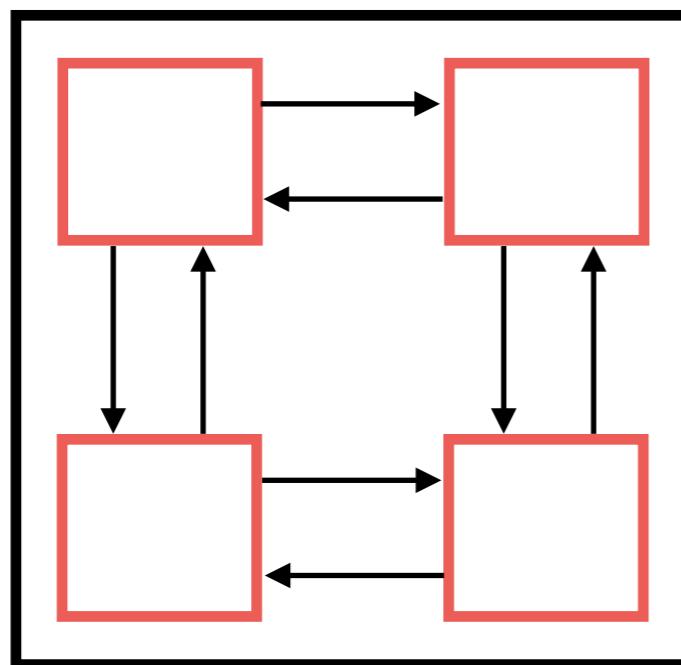


# Coupling and Cohesion



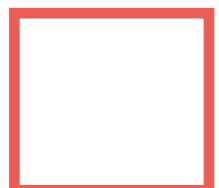
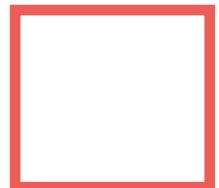
# Cohesion

The code that changes together,  
stay together

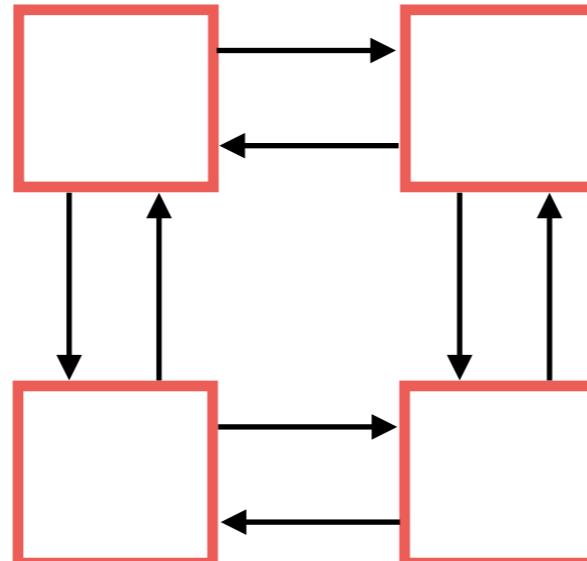


# Coupling

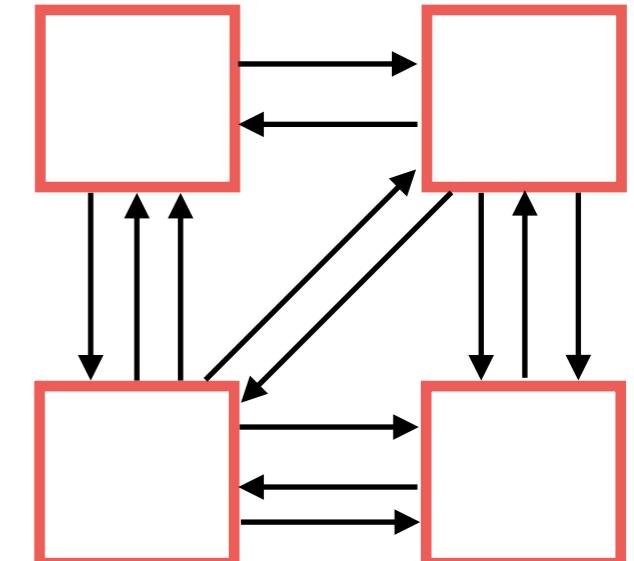
Degree of interdependence between services



**Uncoupled**



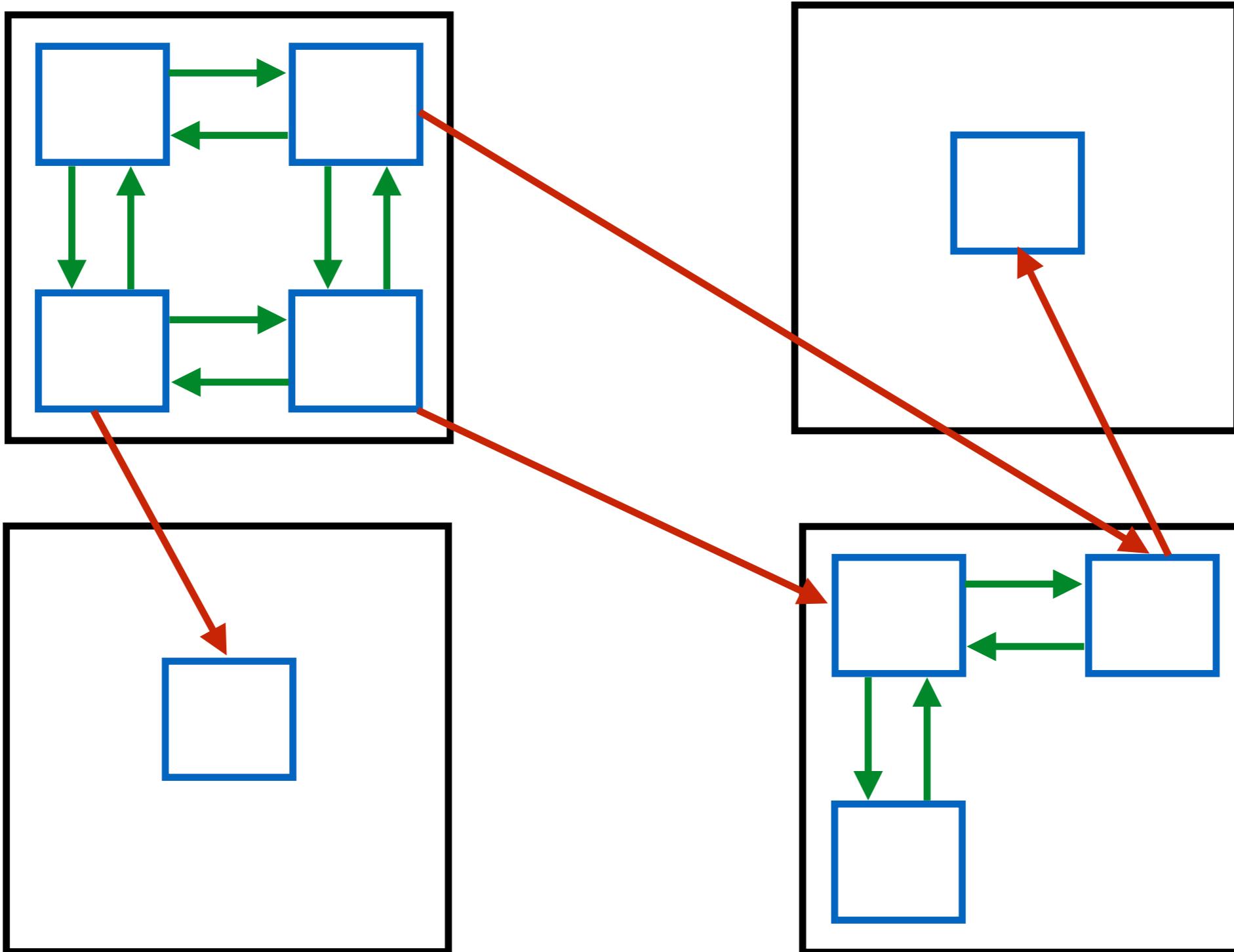
**Loosely coupled**



**Tightly coupled**



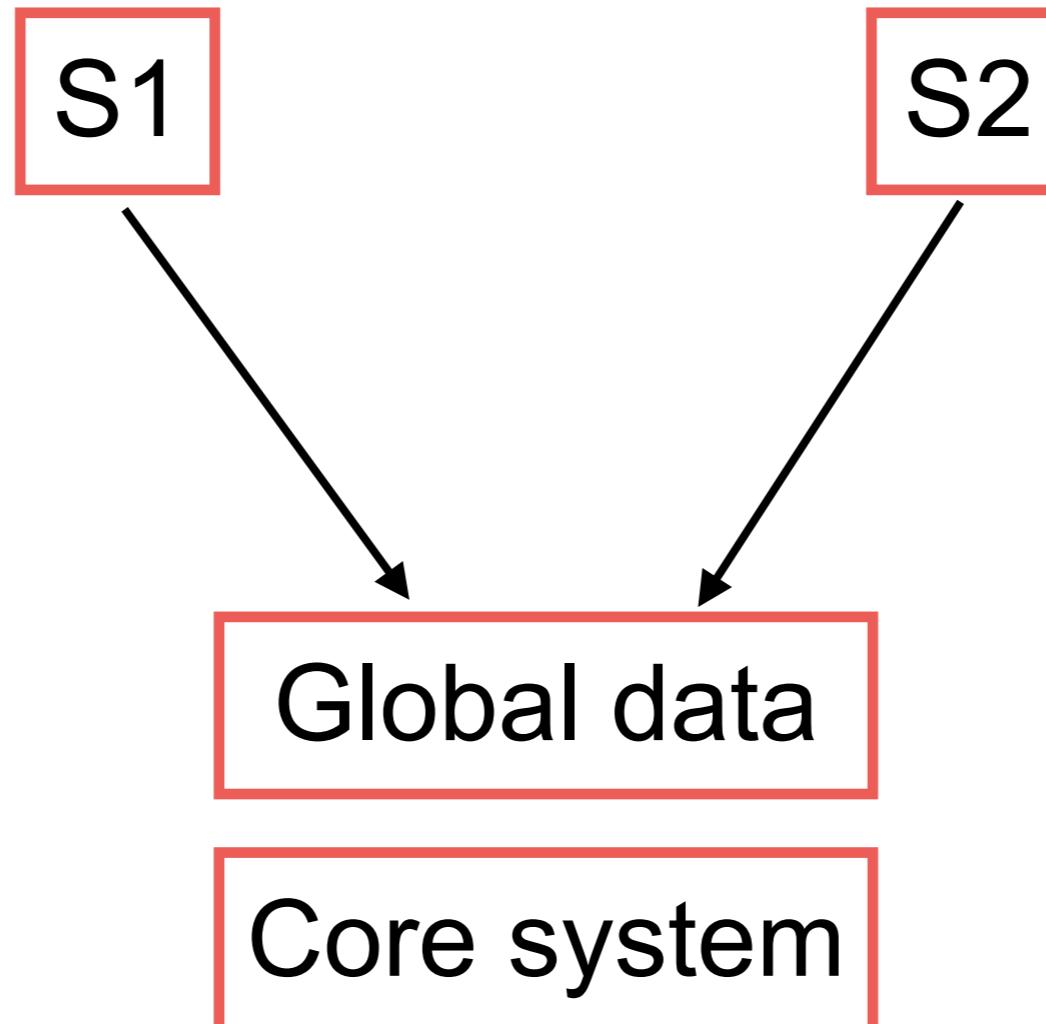
# Cohesion and Coupling



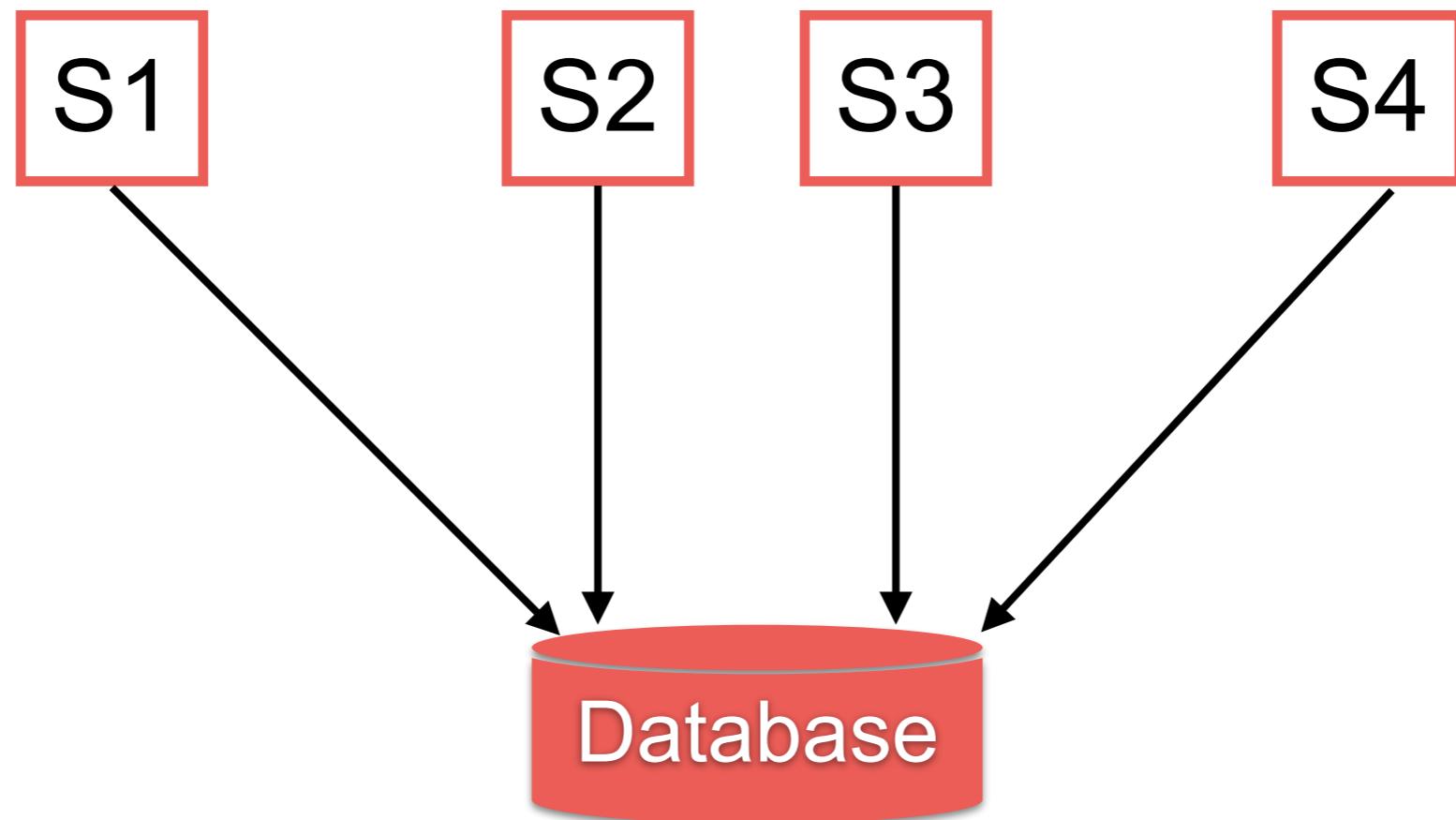
**Good system  
Low Coupling  
High Cohesion**



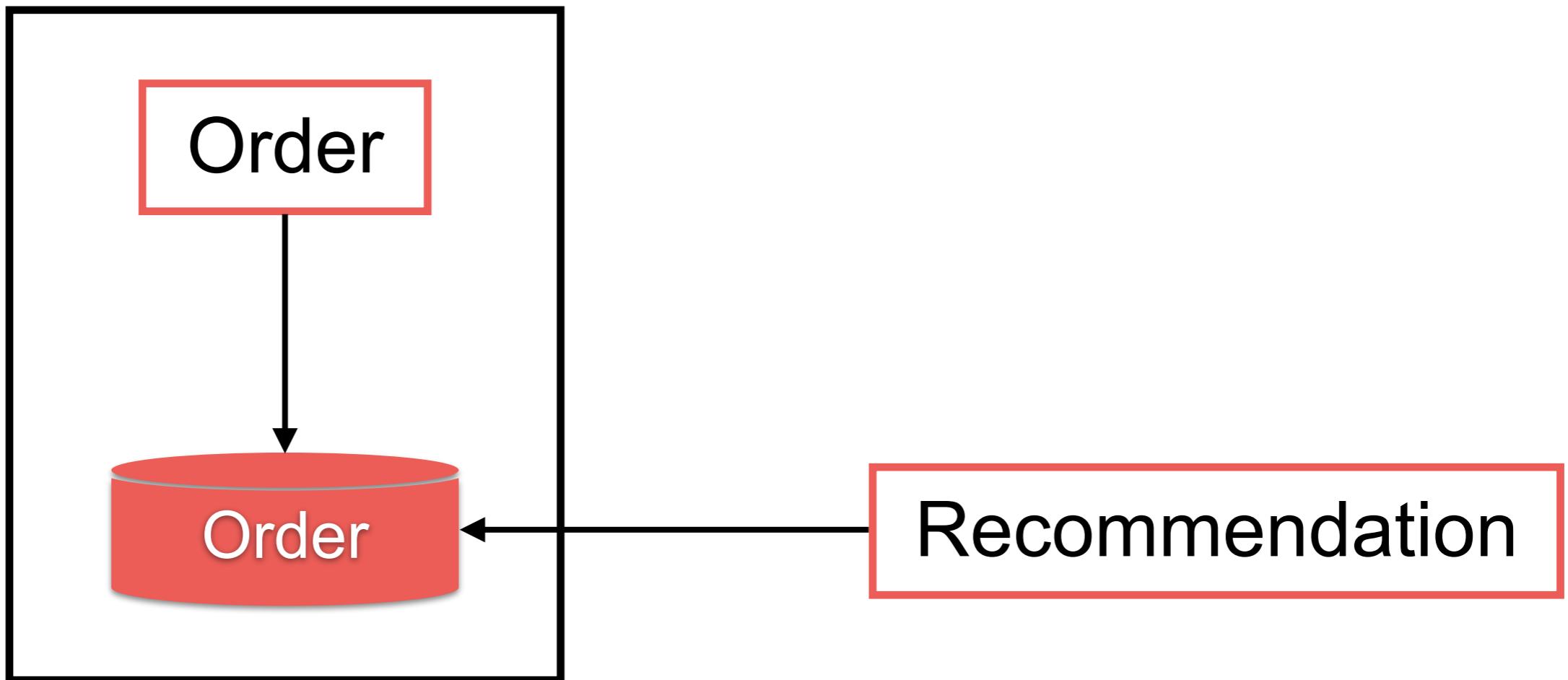
# Common Coupling



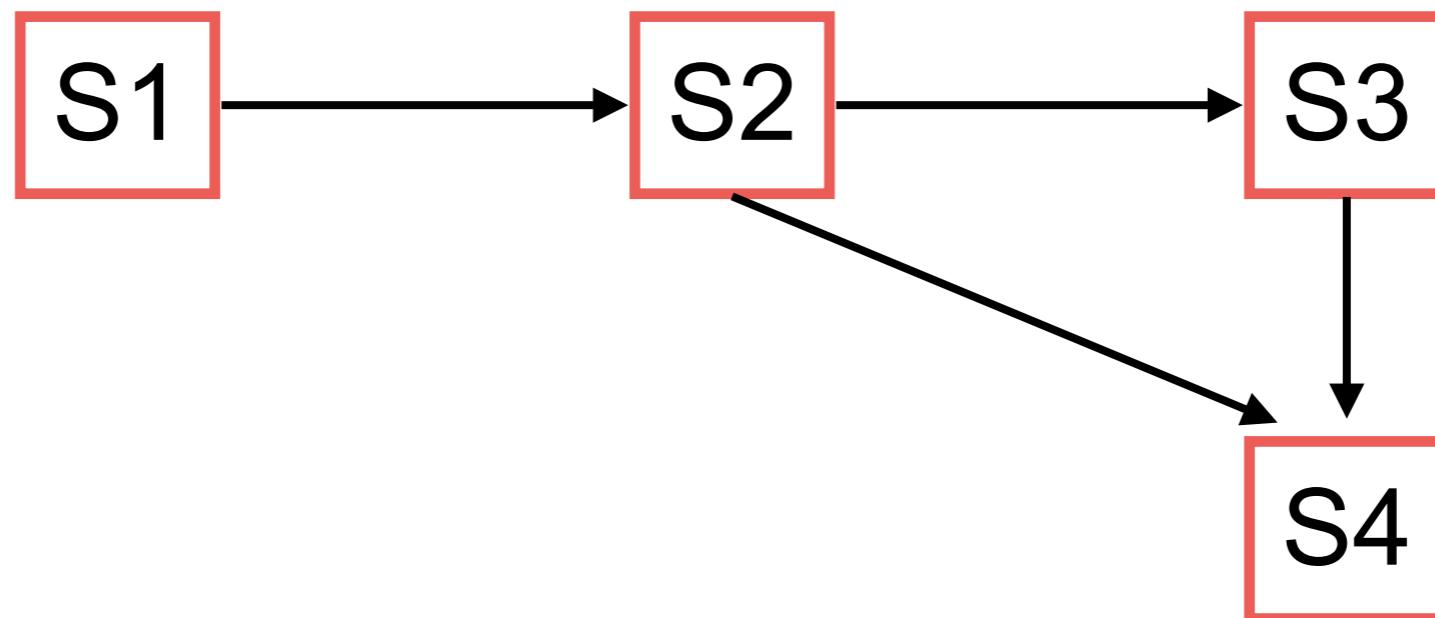
# Database Coupling



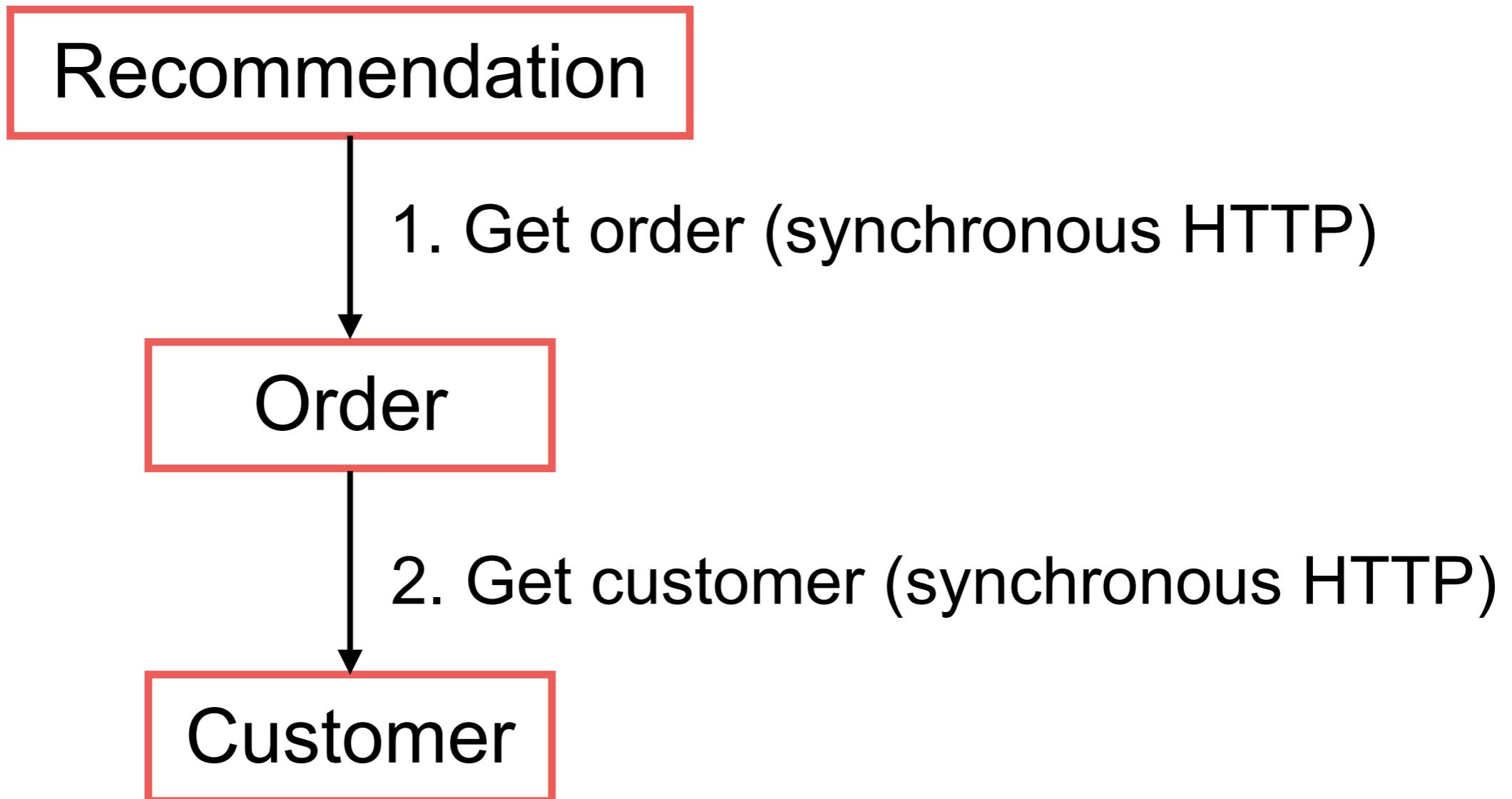
# Example of problem ?



# Communication Coupling



# Example of problem ?



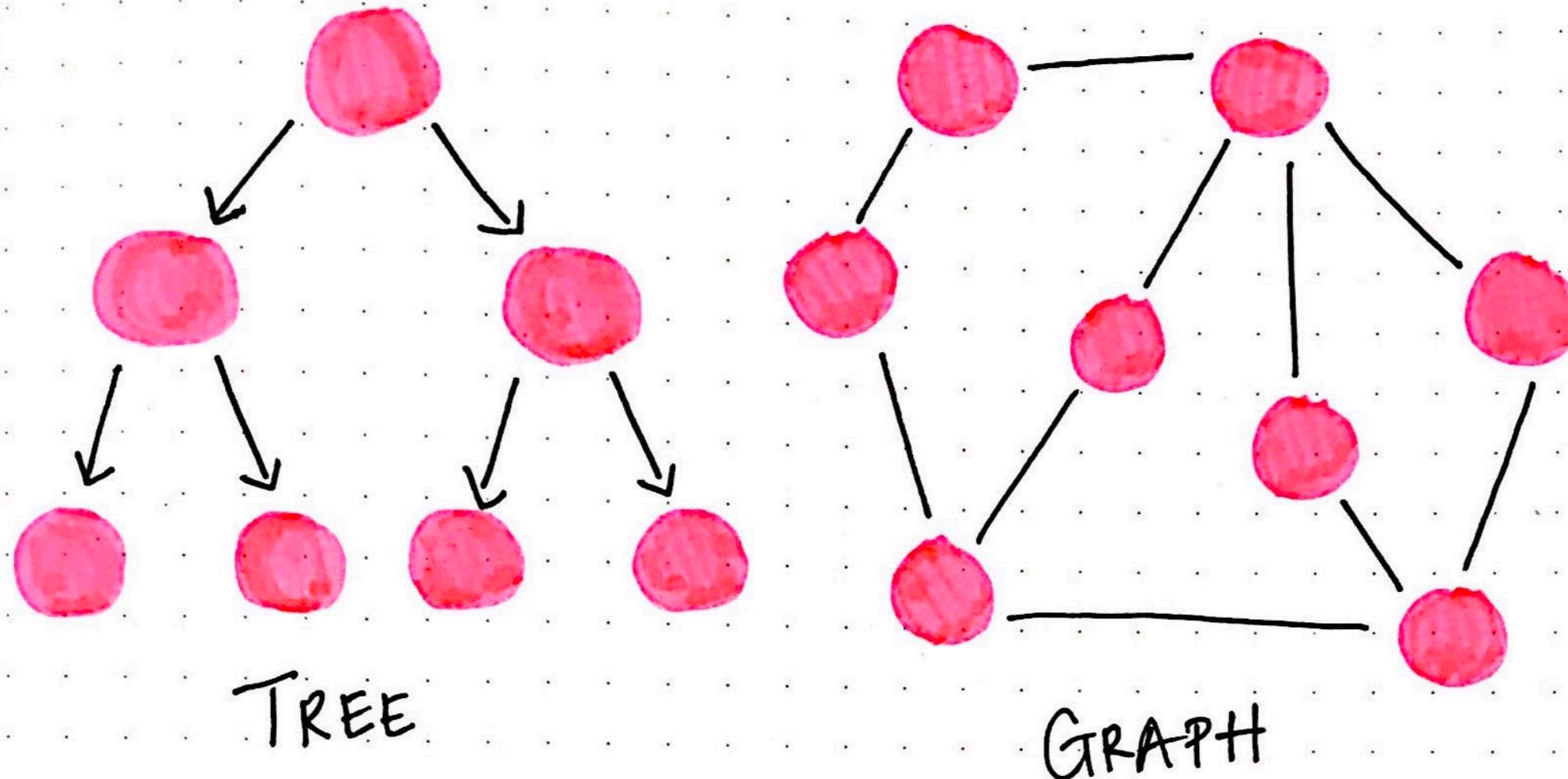
# Deployment Coupling

Reduce deployment coupling not require  
Microservice



# Service Principles

Minimize the depth of the service call-graph

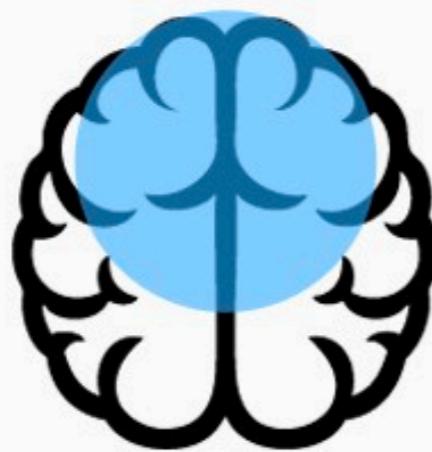


<https://github.com/Yelp/service-principles>



# Service Principles

Minimize the number of services owned by your team

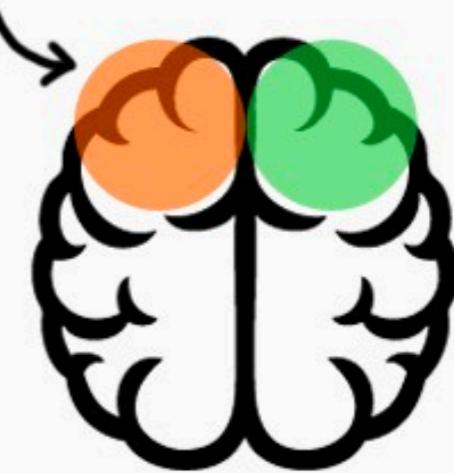


SINGLE TASK



TWO TASKS

THE 3RD TASK IS REPLACING  
ONE OF THE 3 TASKS



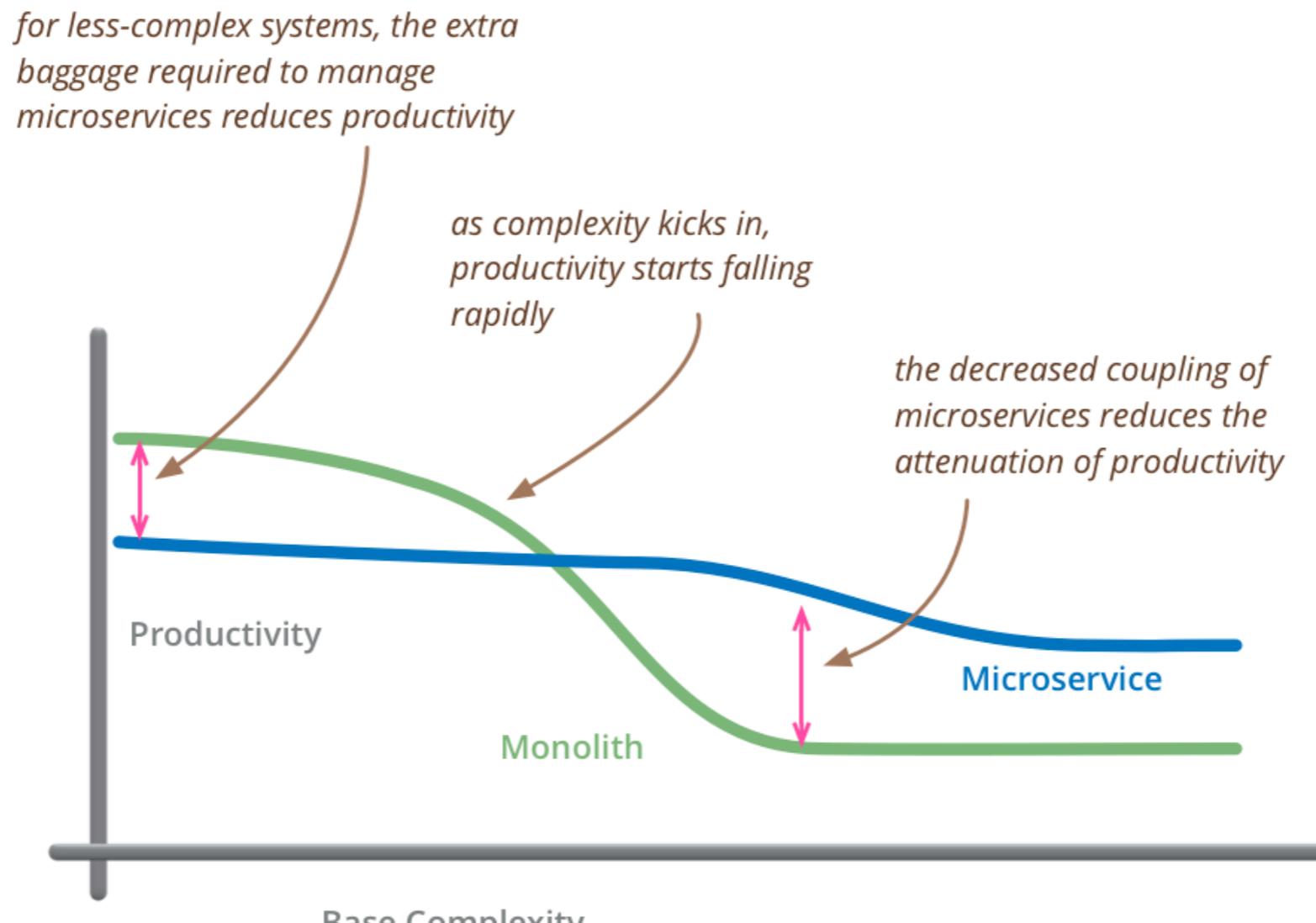
THREE TASKS

<https://github.com/Yelp/service-principles>



# Drawbacks of Microservice

Decide to use when adopt is difficult !!



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



# Microservice architecture patterns

<https://microservices.io/>

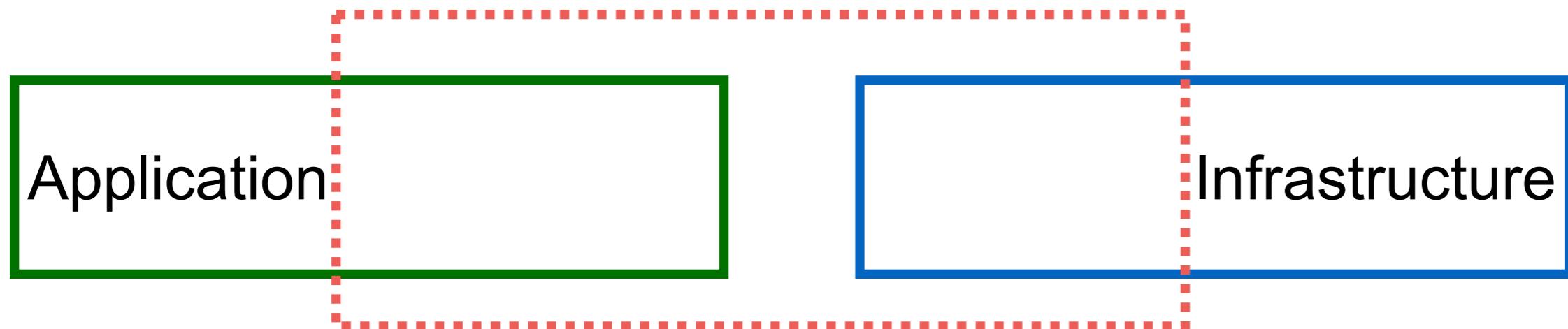


# 3 Layers of service patterns

Application patterns

Application infrastructure pattern

Infrastructure pattern



# Patterns for Microservice

Decompose application into services  
Communication patterns  
Data consistency patterns  
Service deployment patterns  
Observability patterns  
Automated testing of services  
Security patterns



# Decompose application into services



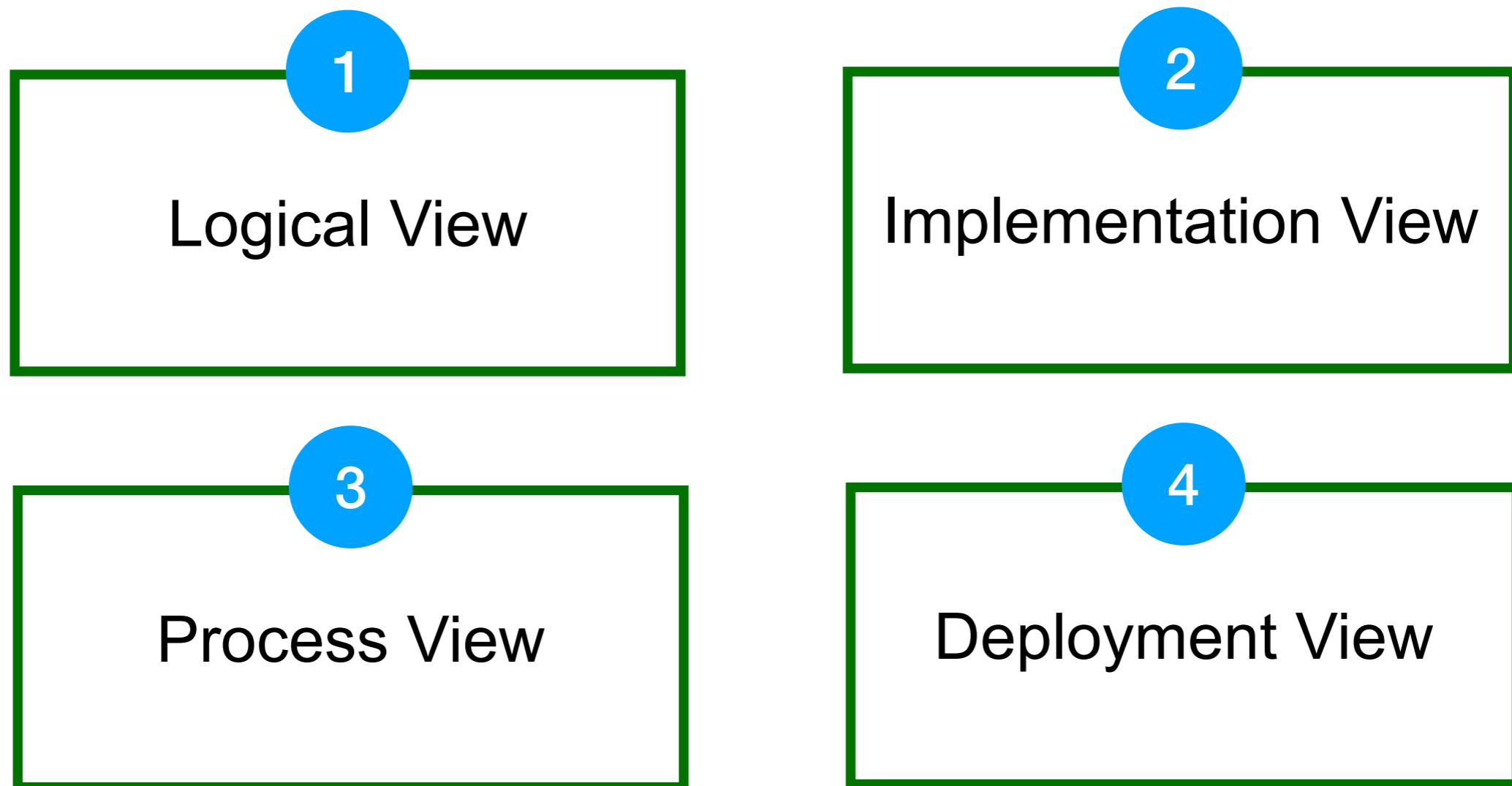
Premature splitting is the root of  
all evil.



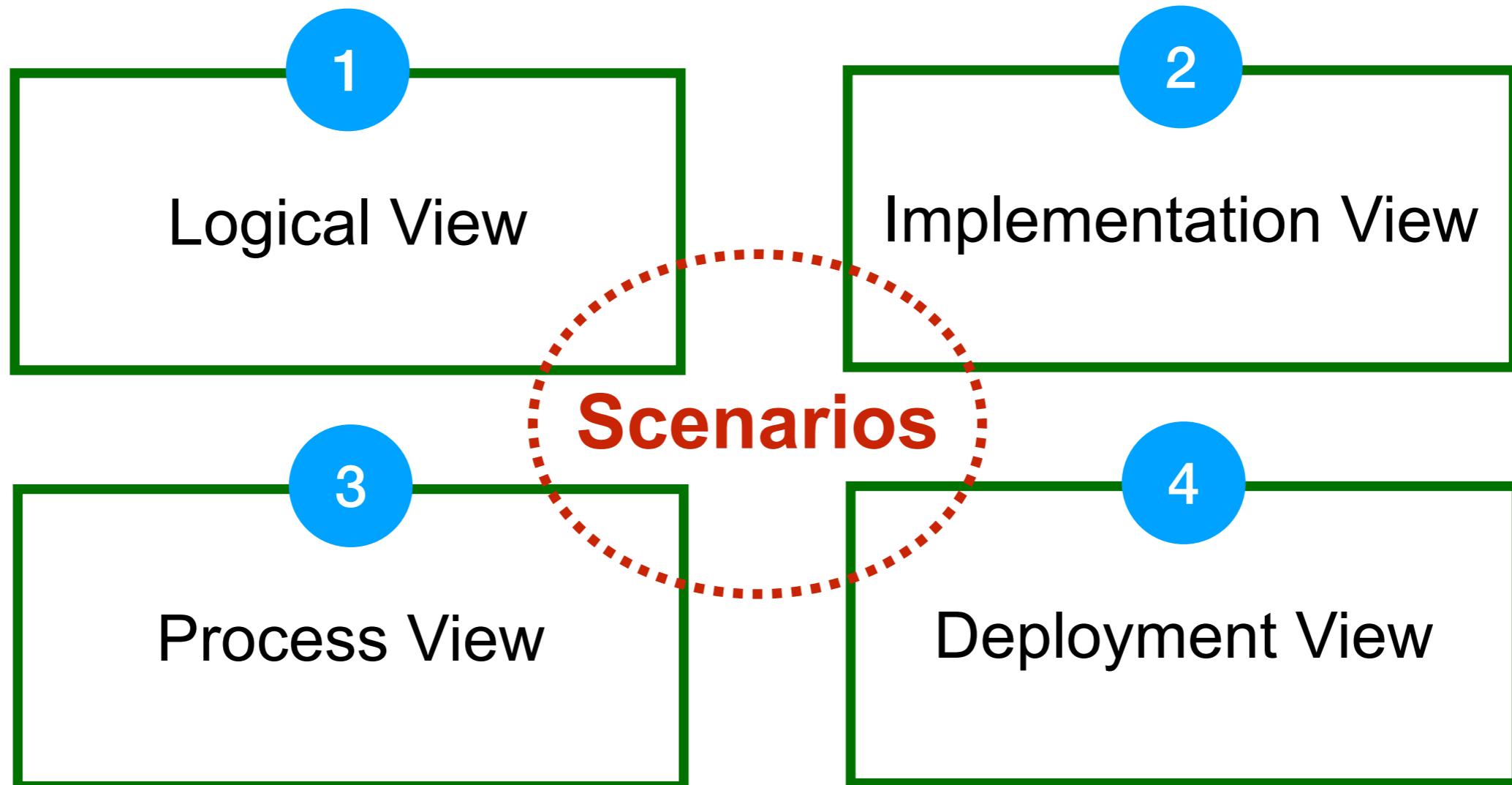
Every time you make the decision  
to split out a new microservice,  
there's a **risk** of ending up with a  
bloated app.



# 4 View model of Software Architecture



# 4 View model of Software Architecture



# Decompose application into services

By business capability ?  
By subdomain/technical ?



# Step to define services

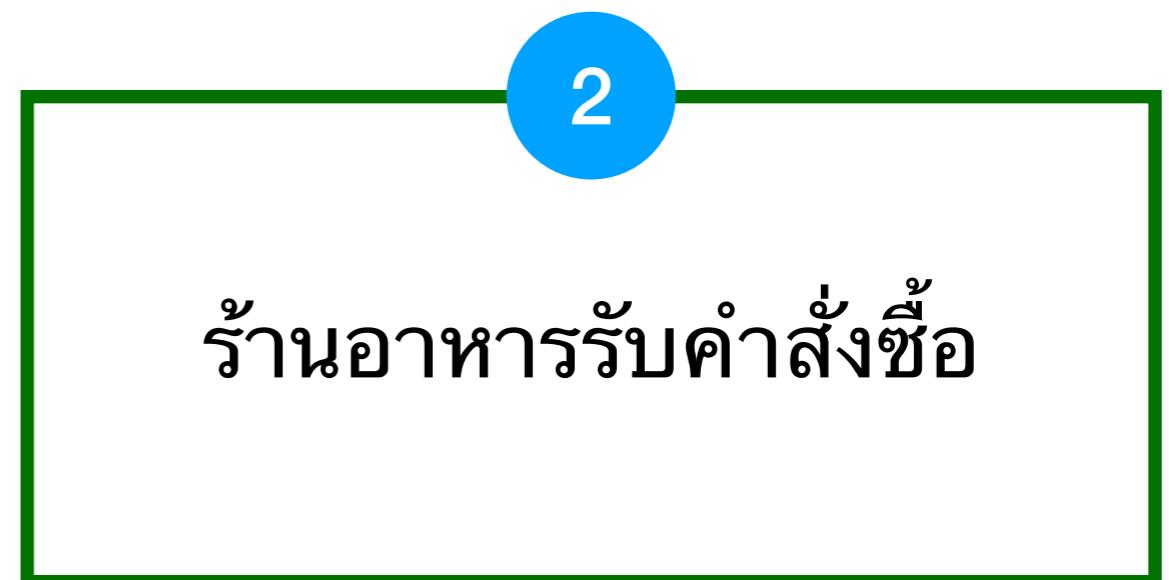
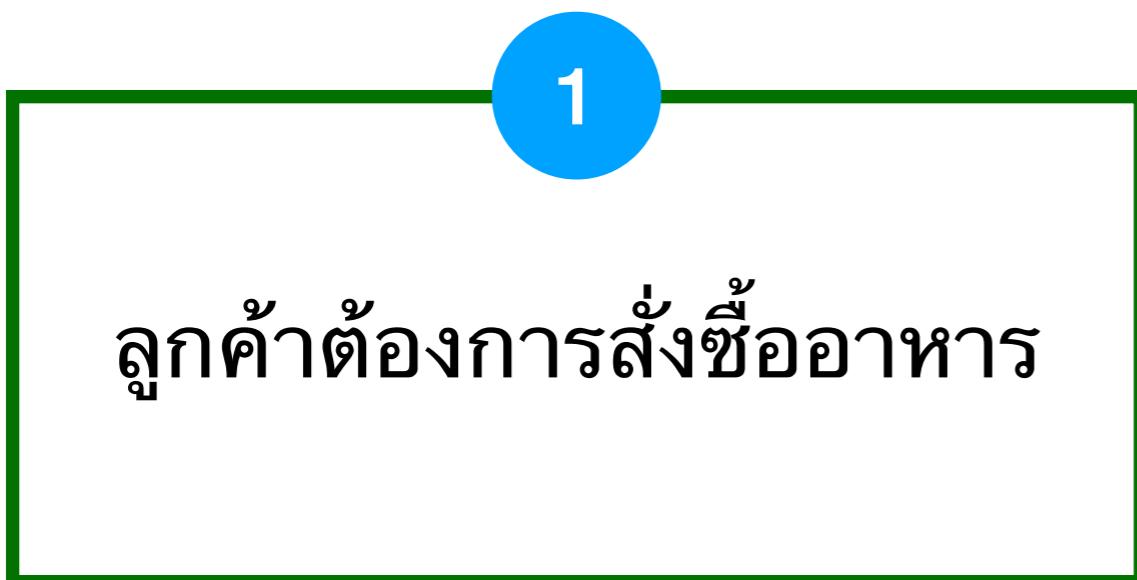
1. Identify system operations
2. Identify services
3. Define service APIs and collaboration



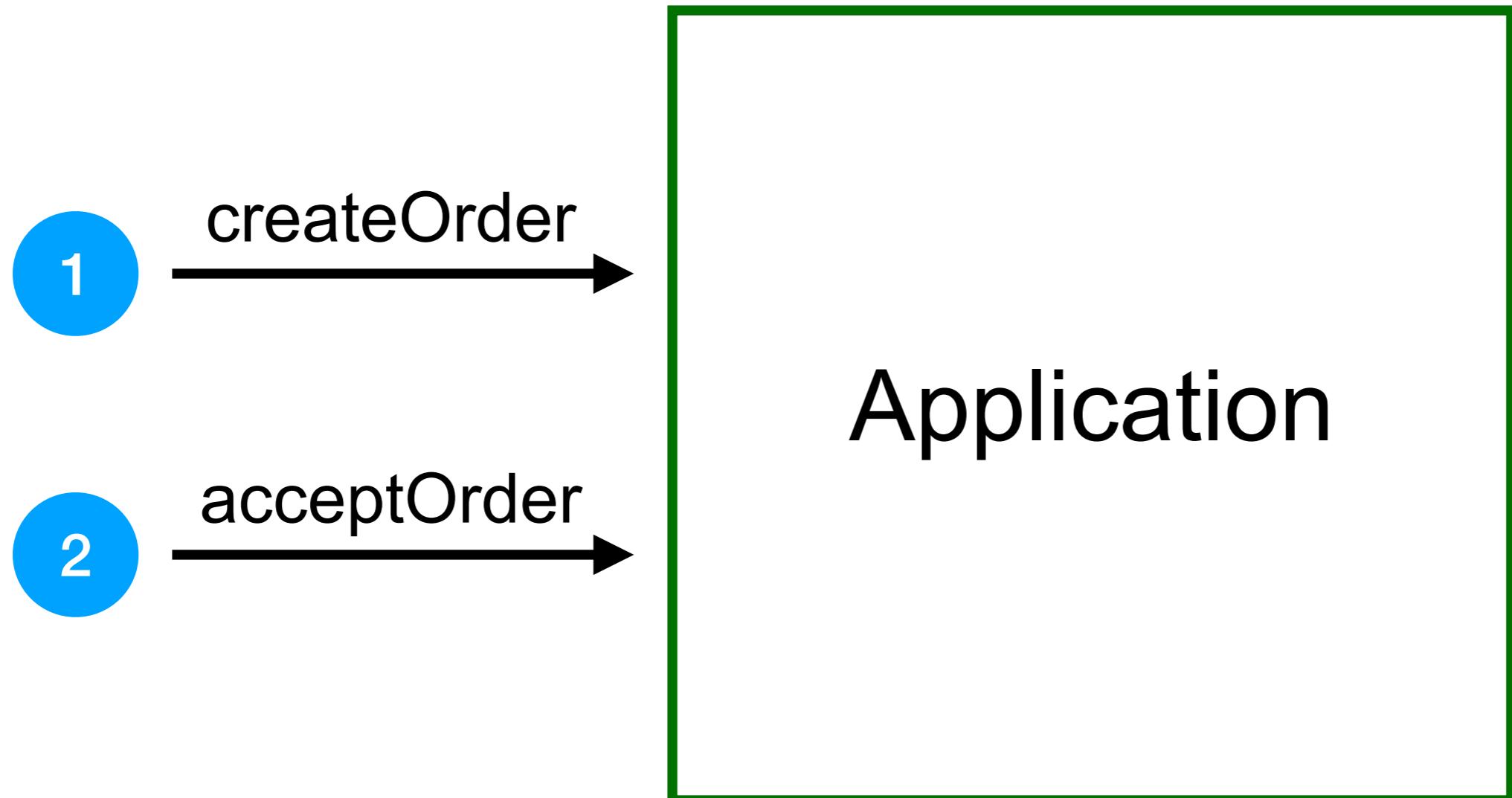
# 1. Identify system operations

Start with functional requirements

User story



# 1. Identify system operations



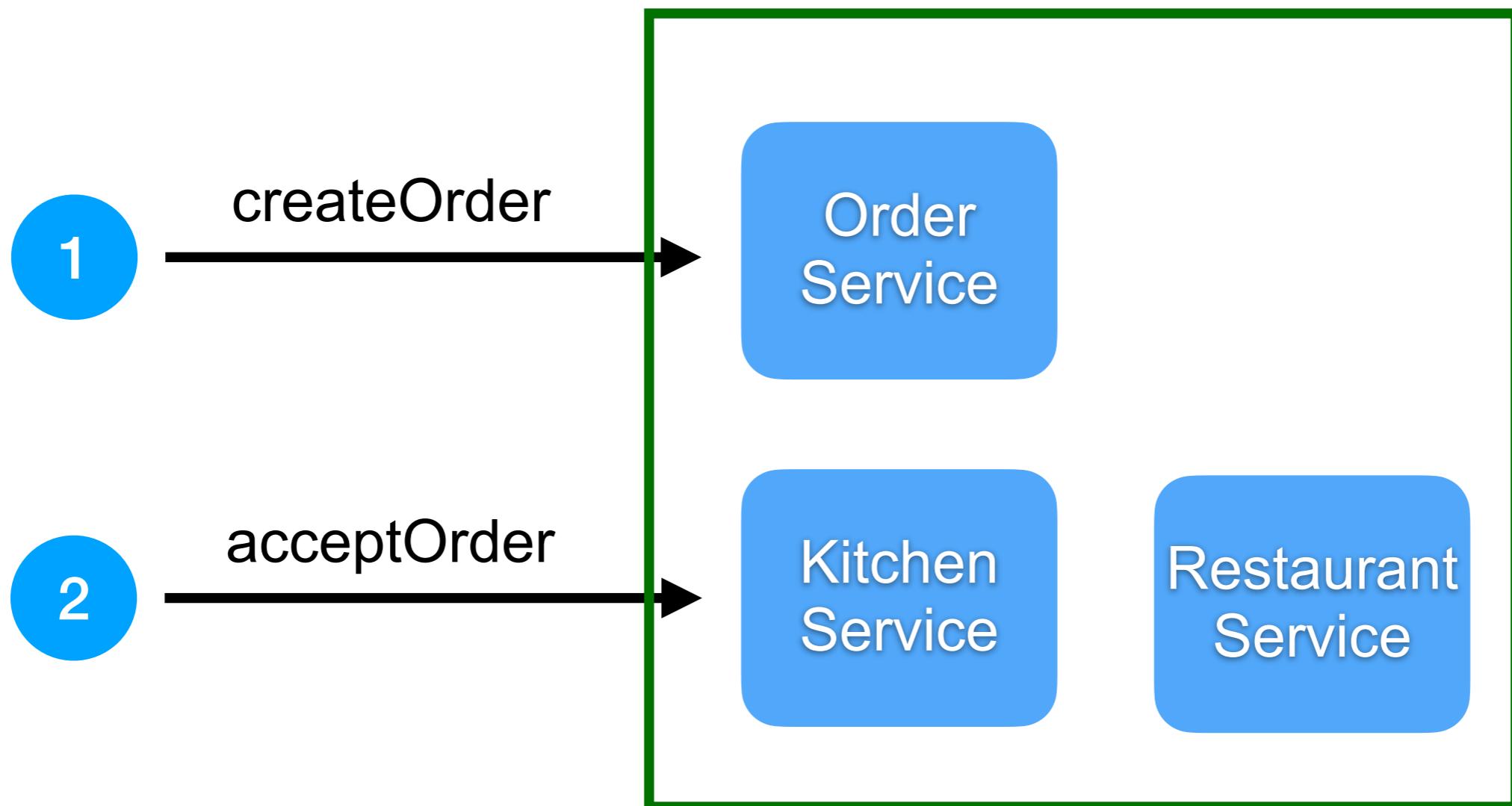
## 2. Identify services

Try to decomposition into services

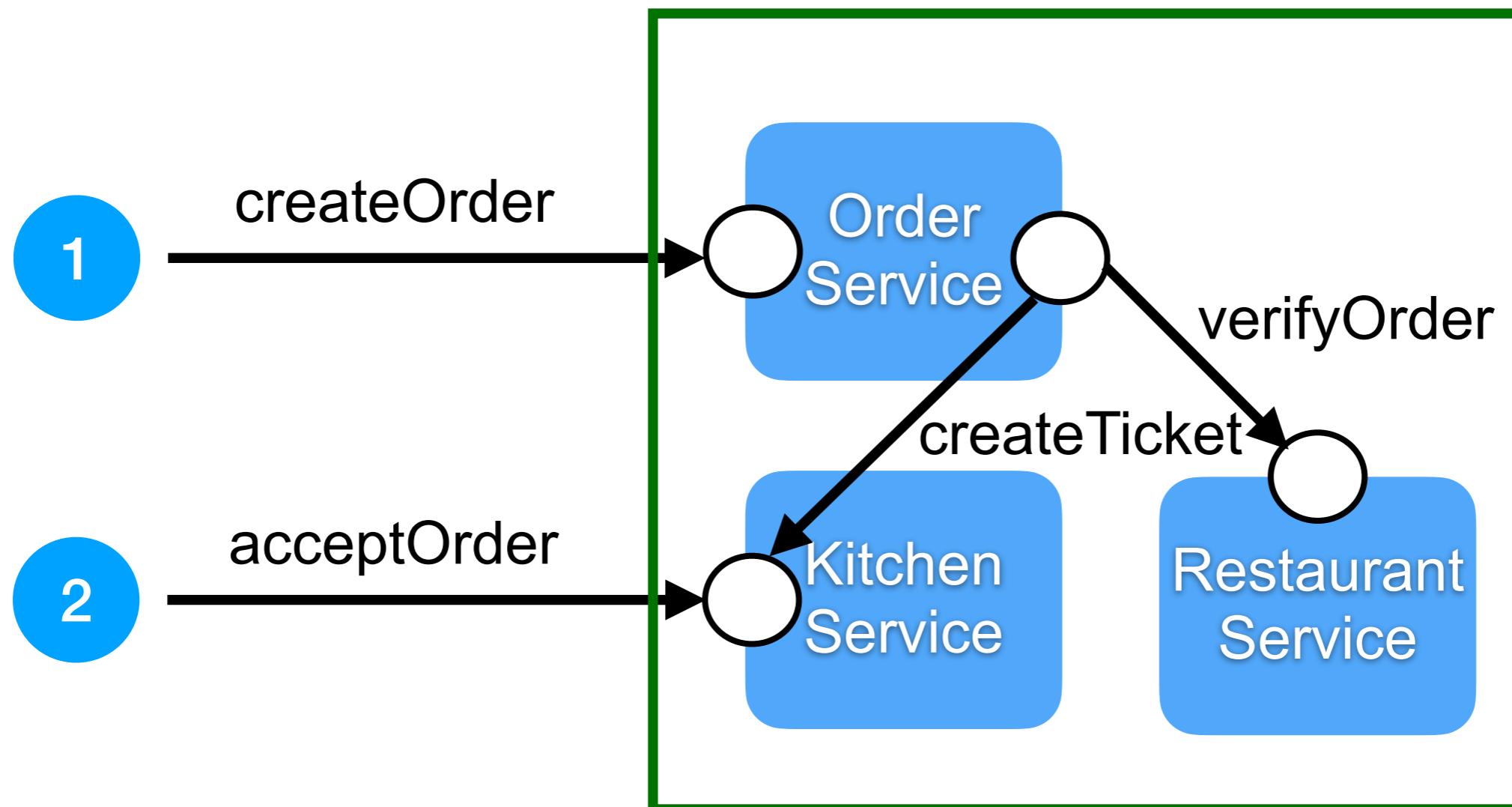
**Business > Technical concept**  
**What > How**



## 2. Identify services



# 3. Define service APIs and collaborations



# Problems when decompose services ?

Network latency

Reliability of communication (sync)

Maintain data consistency

God classes



# Communication patterns

Communication style

Discovery service

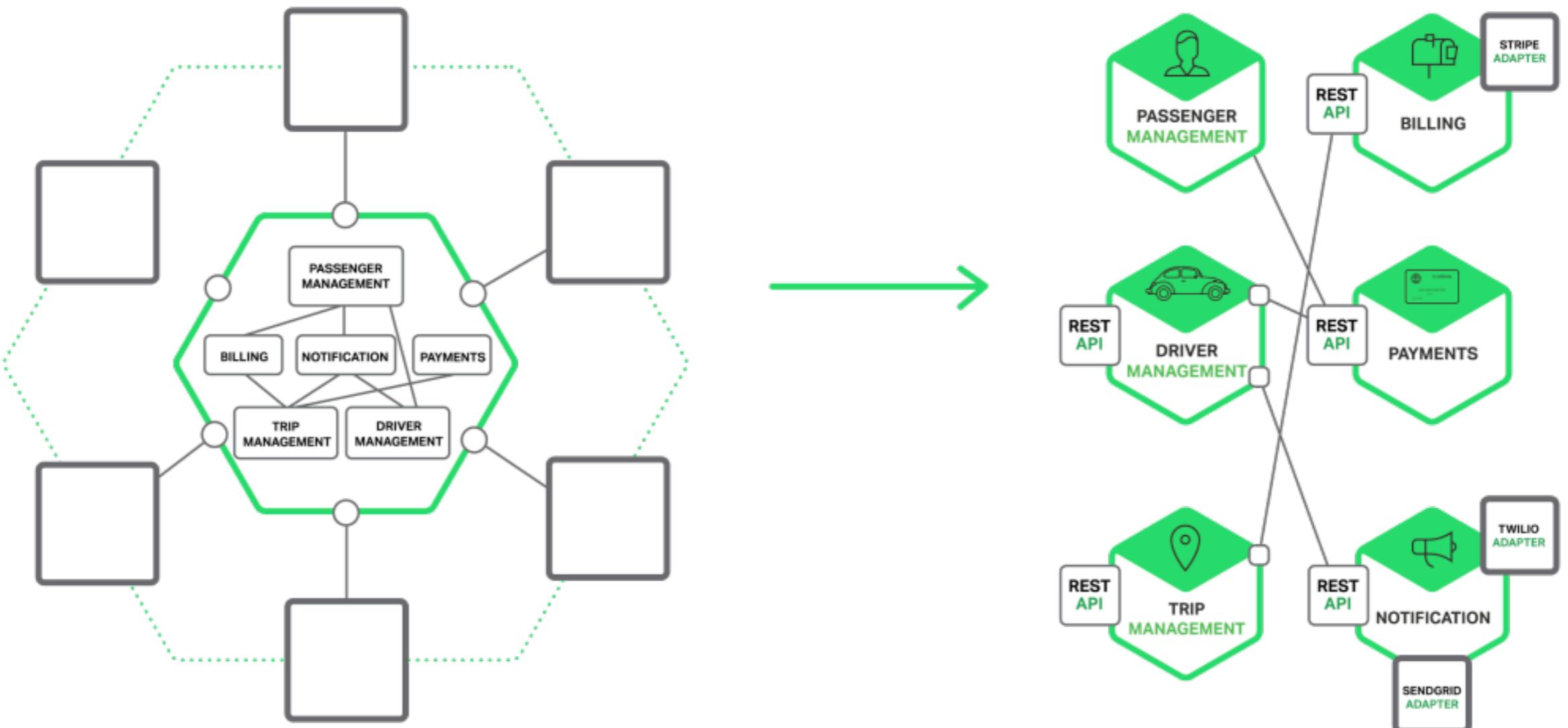
Reliability of communication

Transactional messaging

External API



# Inter Process Communication (IPC)



<https://www.nginx.com>

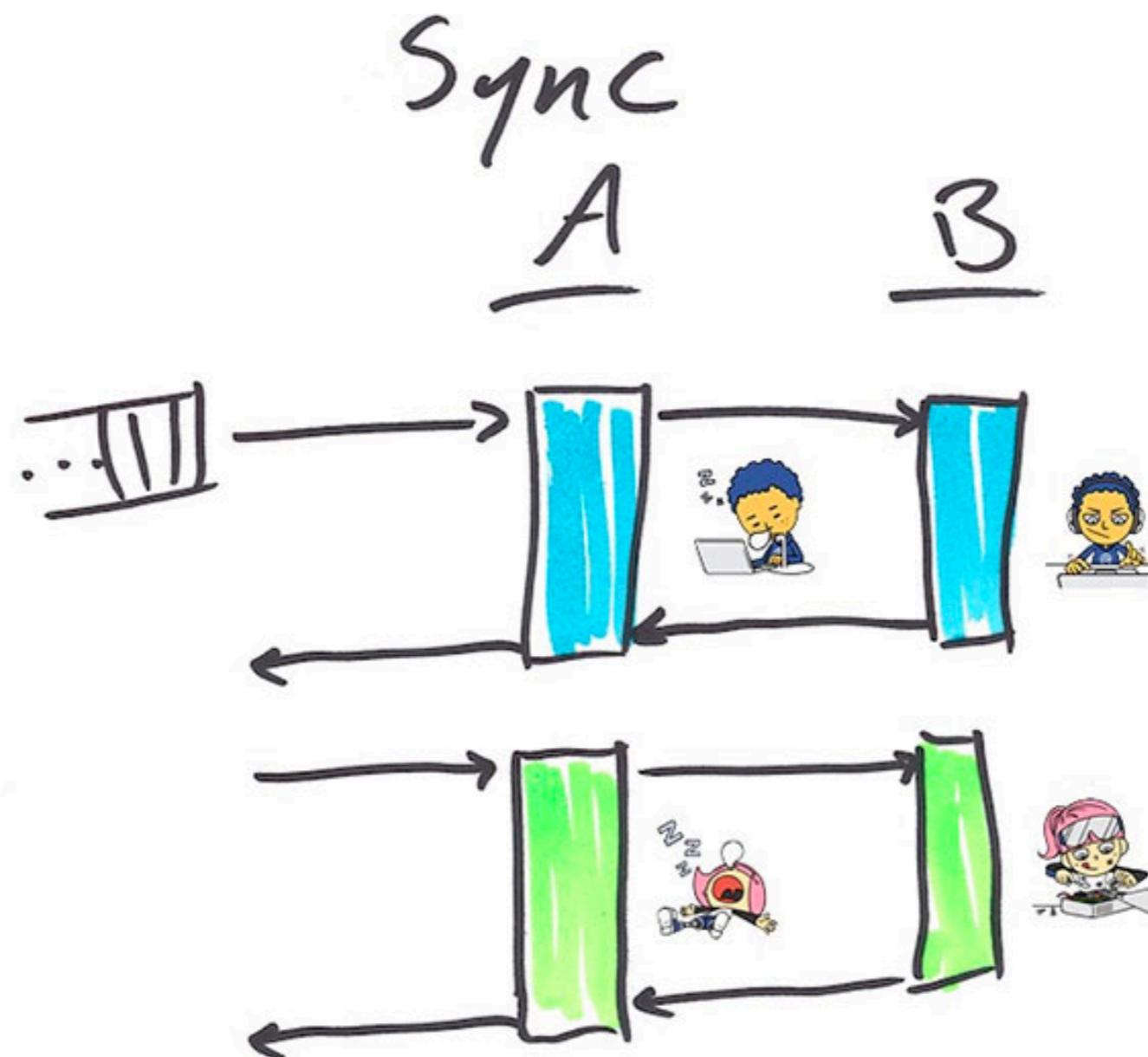


# Interaction Styles

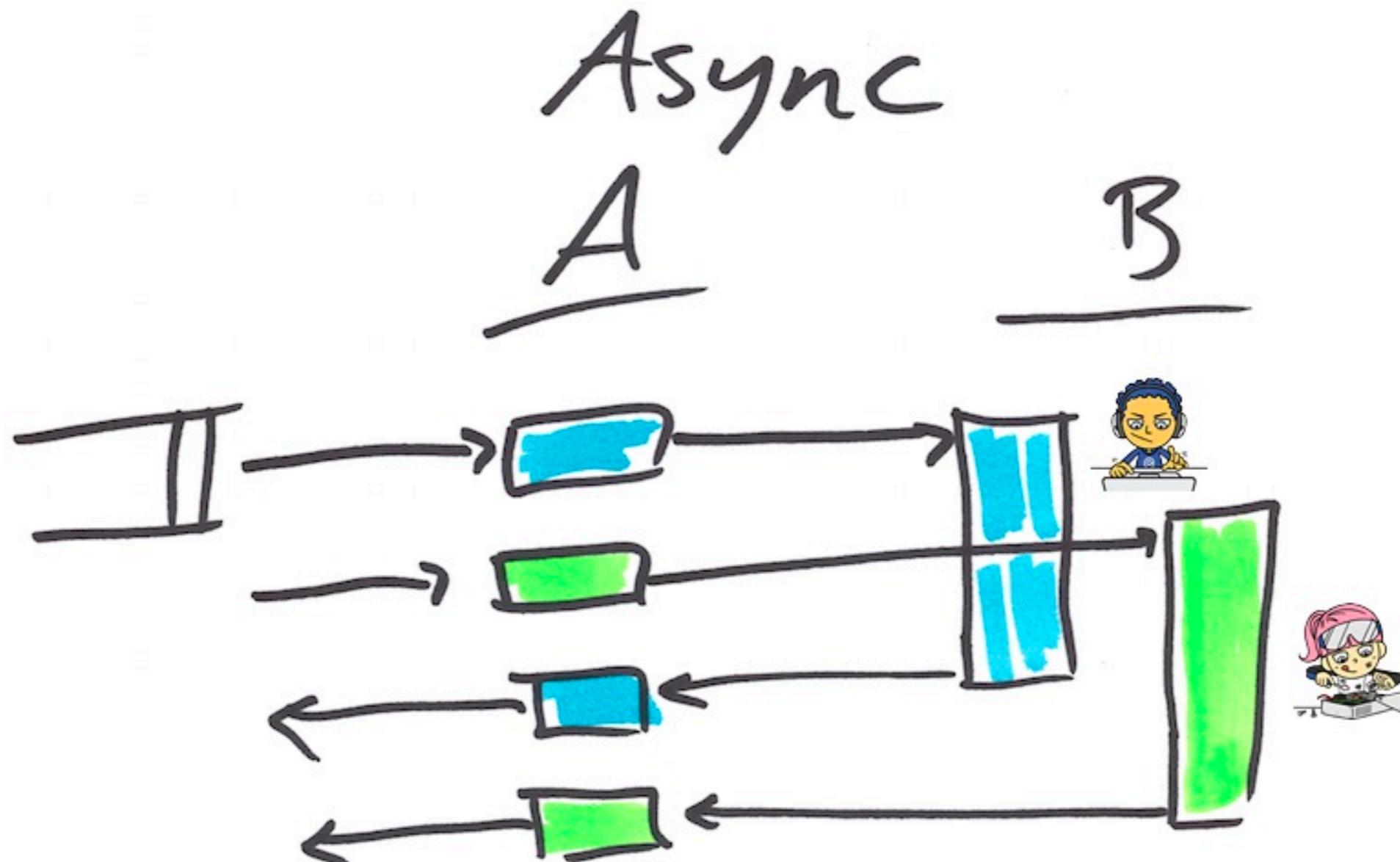
	<b>One-to-one</b>	<b>One-to-many</b>
<b>Synchronous</b>	Request/response	-
<b>Asynchronous</b>	Async request/response	Publish/subscribe
	Notification	Publish/async response



# Synchronous



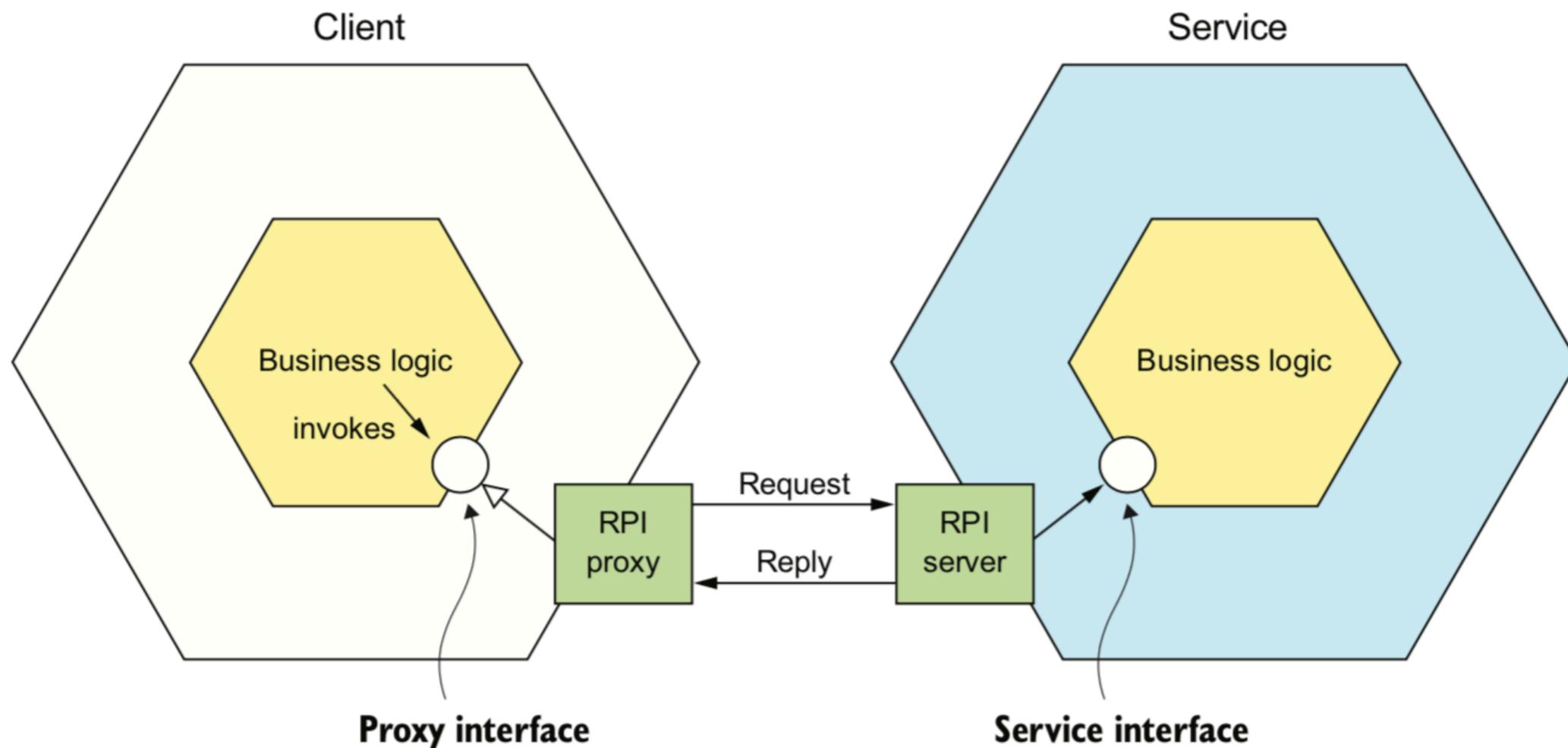
# Asynchronous



# **Synchronous Remote Procedure Invocation**



# Remote Procedure Invocation



# Synchronous Remote Procedure Invocation

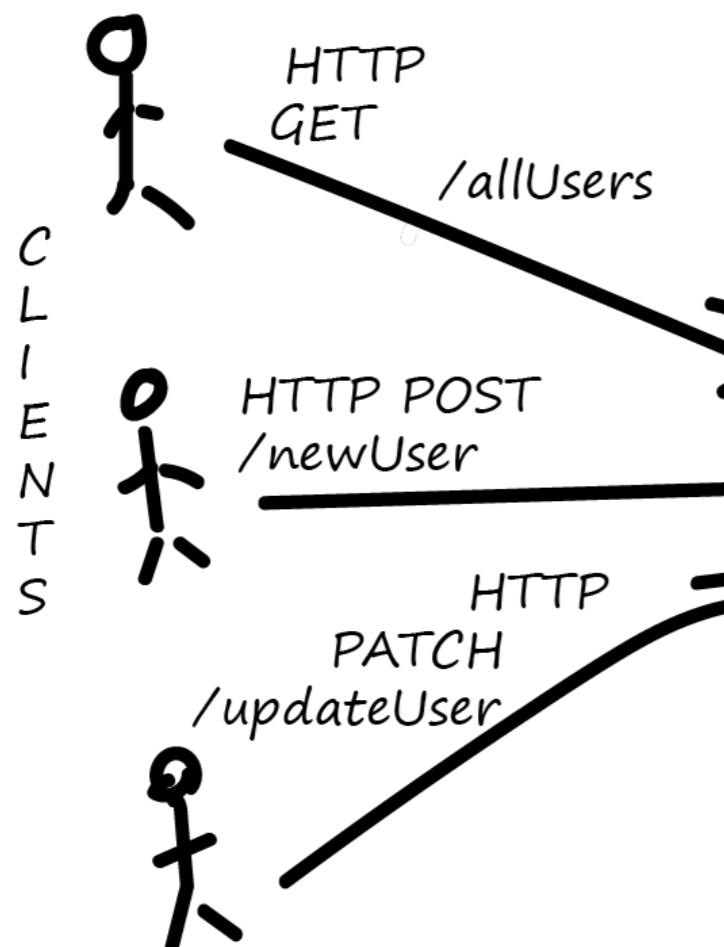
REST  
gRPC

Handling failure with Circuit breaker  
Service discovery



# REpresentational State Transfer

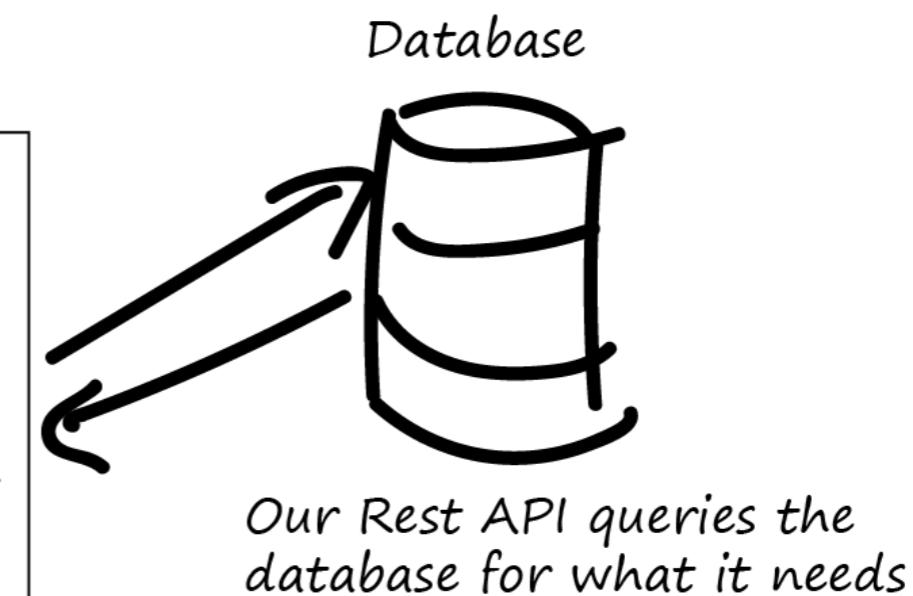
## Rest API Basics



Our Clients, send HTTP Requests and wait for responses

**Rest API**  
Receives HTTP requests from Clients and does whatever request needs. i.e create users

Typical HTTP Verbs:  
GET → Read from Database  
PUT → Update/Replace row in Database  
PATCH → Update/Modify row in Database  
POST → Create a new record in the database  
DELETE → Delete from the database



Response: When the Rest API has what it needs, it sends back a response to the clients. This would typically be in JSON or XML format.

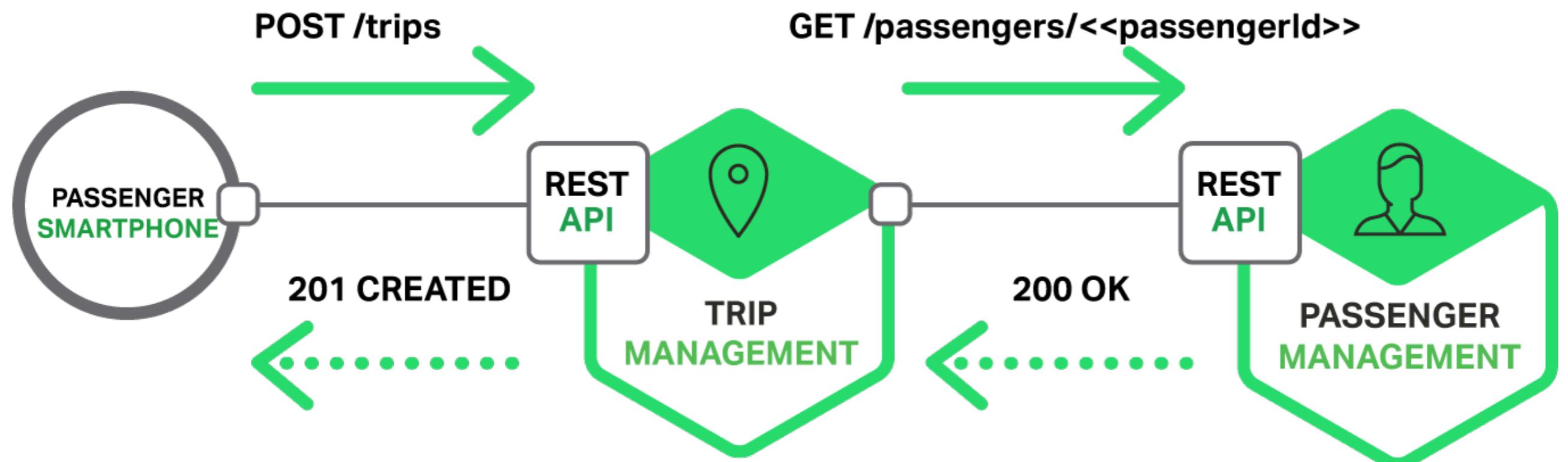


# REST :: mapping with HTTP verbs

Activity	HTTP Method
Retrieve data	GET
Create new data	POST
Update data	PUT
Delete data	DELETE



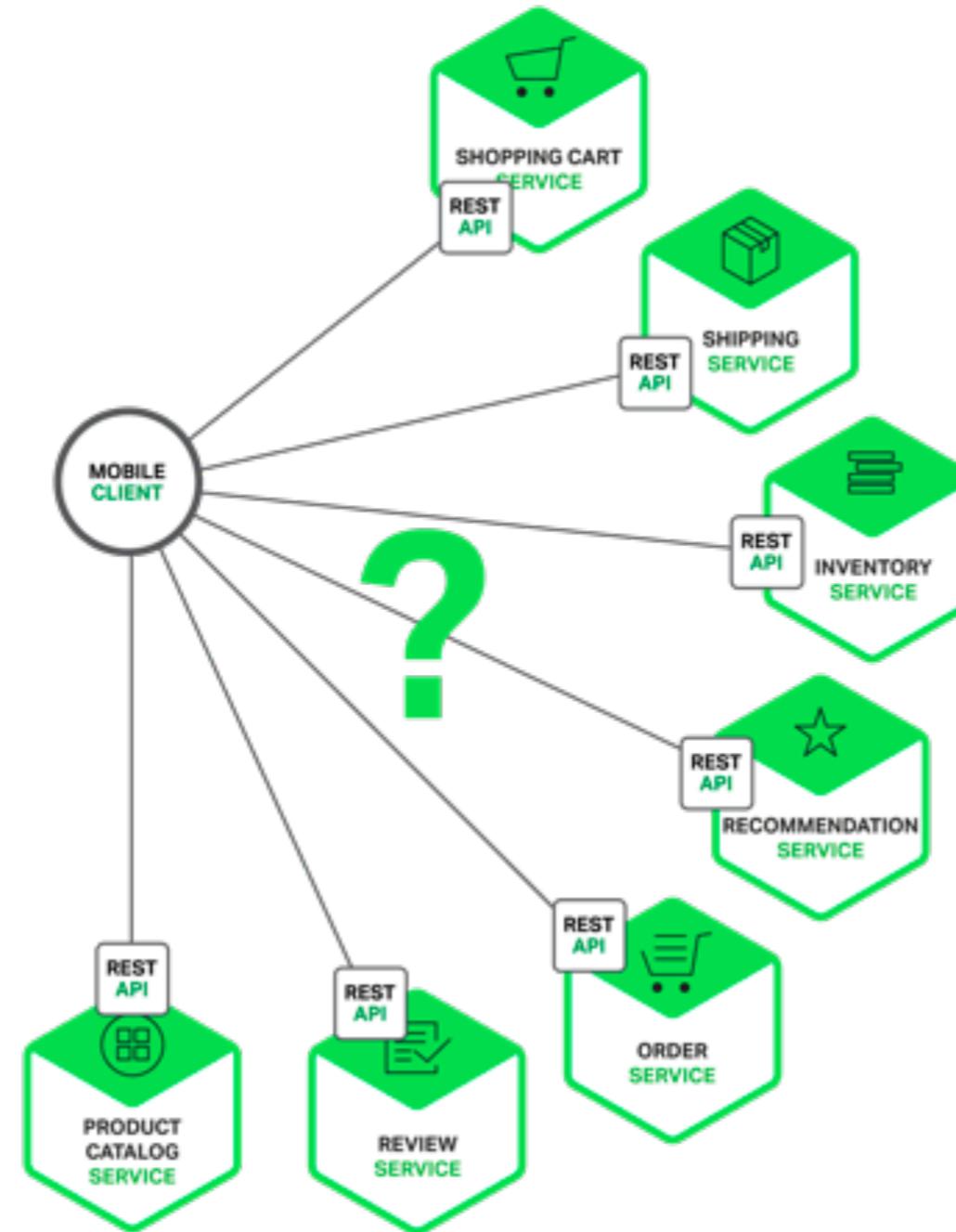
# Request and response format



<https://www.nginx.com>



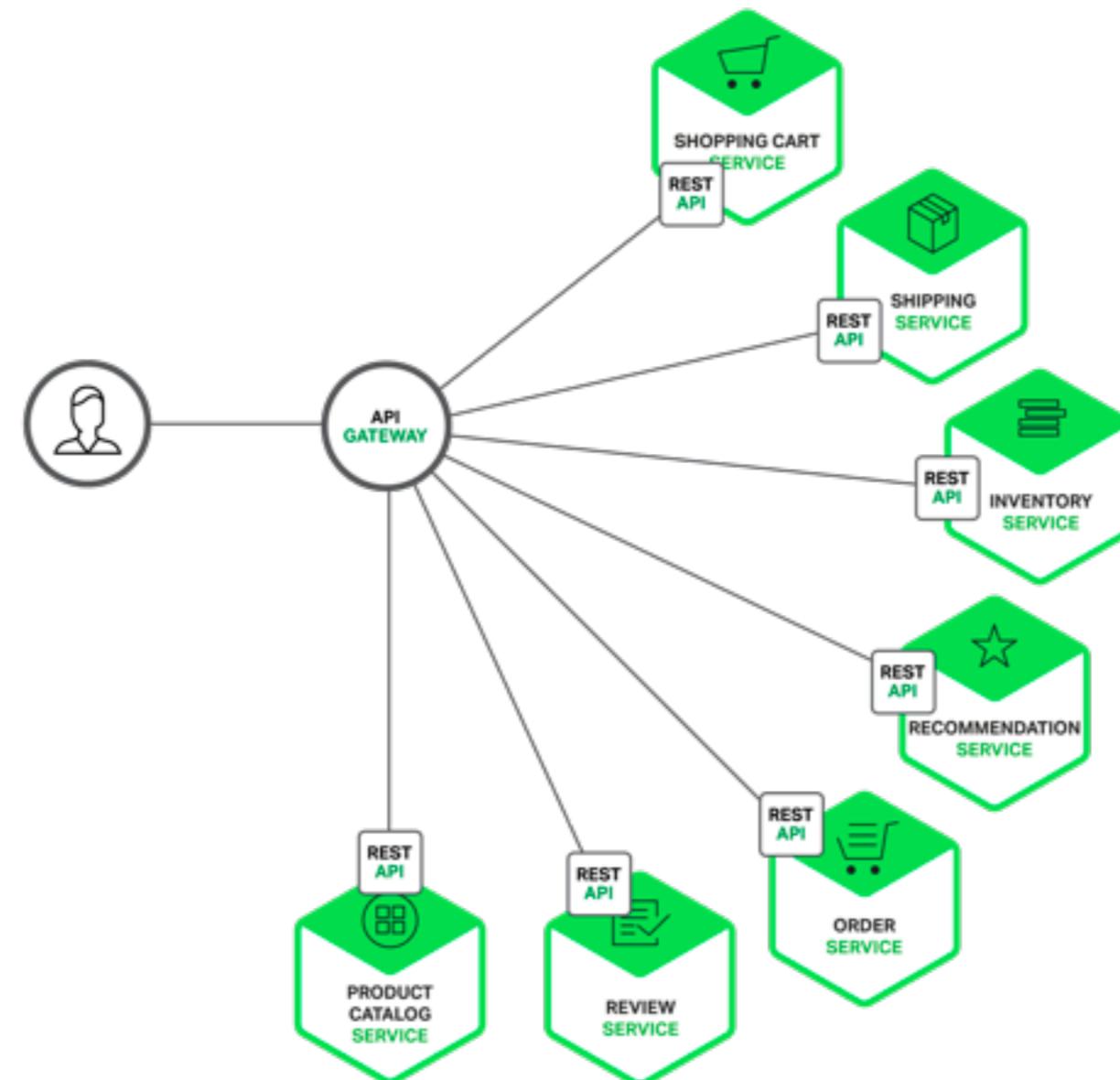
# Direct communication !!



<https://www.nginx.com>



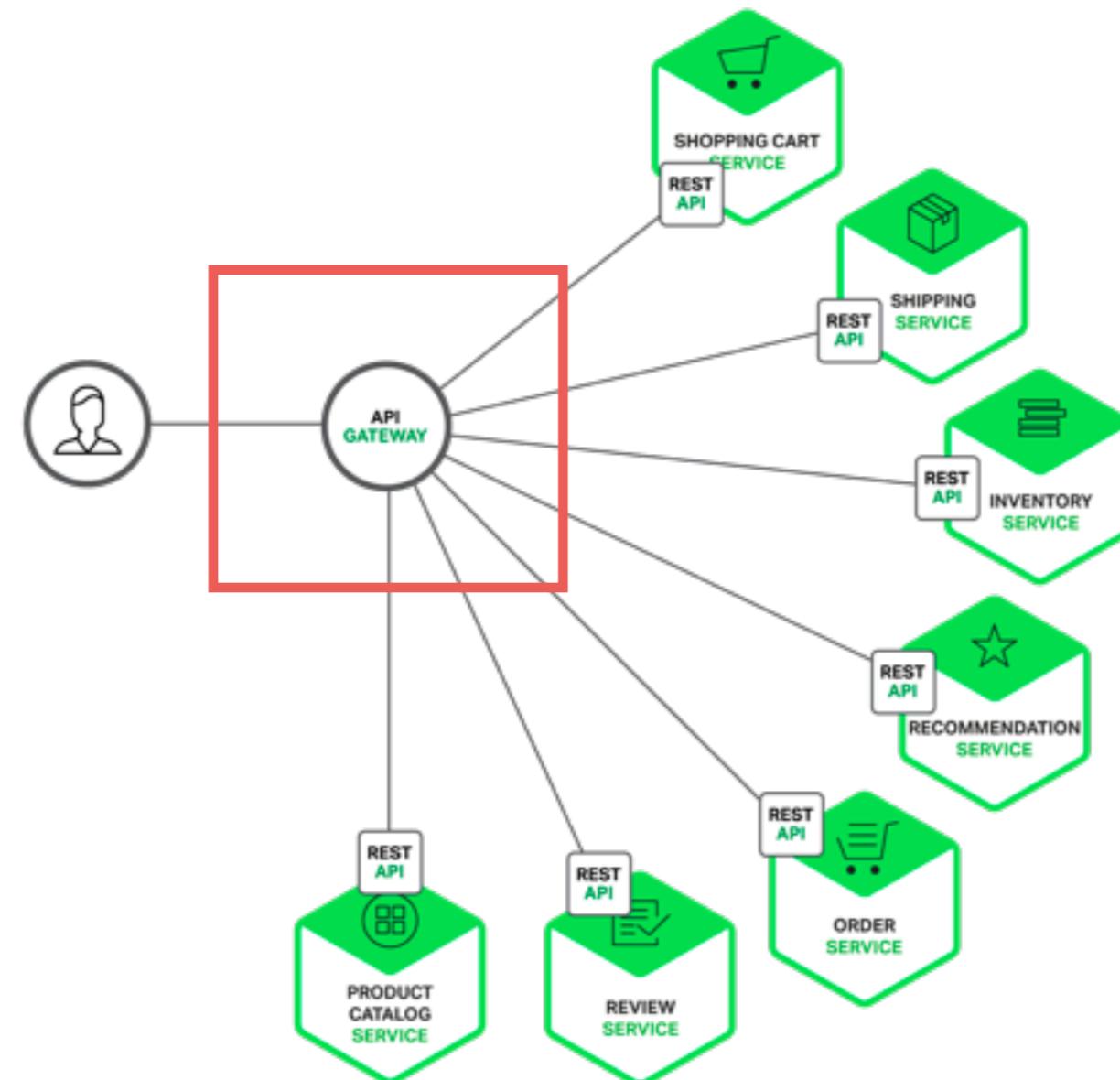
# Working with API gateway



<https://www.nginx.com>



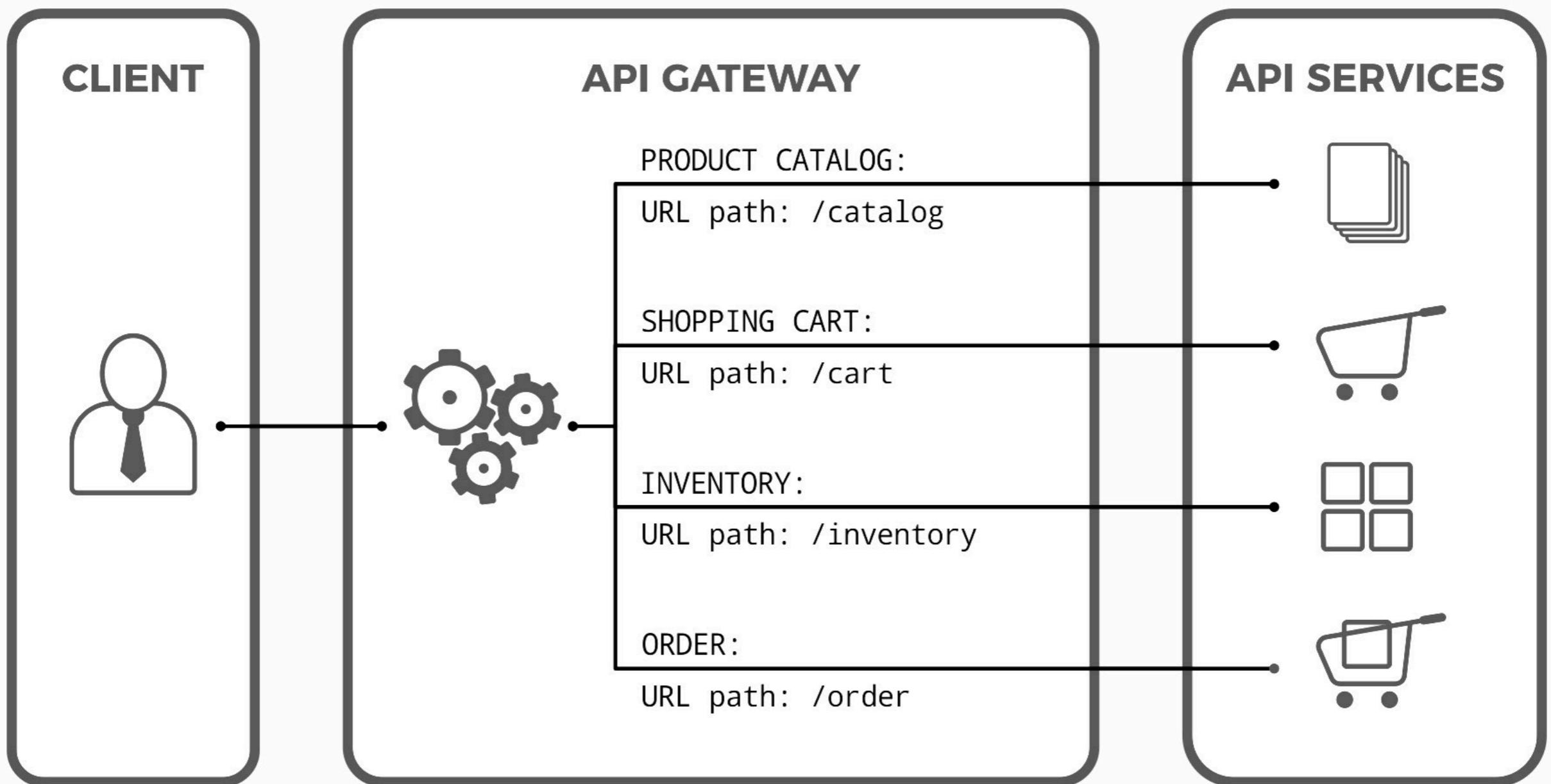
# Avoid Single Point of Failure !!



<https://www.nginx.com>



# Working with API gateway



# Functions of API gateway

Authentication

Authorization

Rate limiting

Caching

Metrics collection

Request logging

Load balancing

Circuit breaking



# Benefits

Encapsulation interface structure

Client talk to service via gateway

Reduce round trip between service



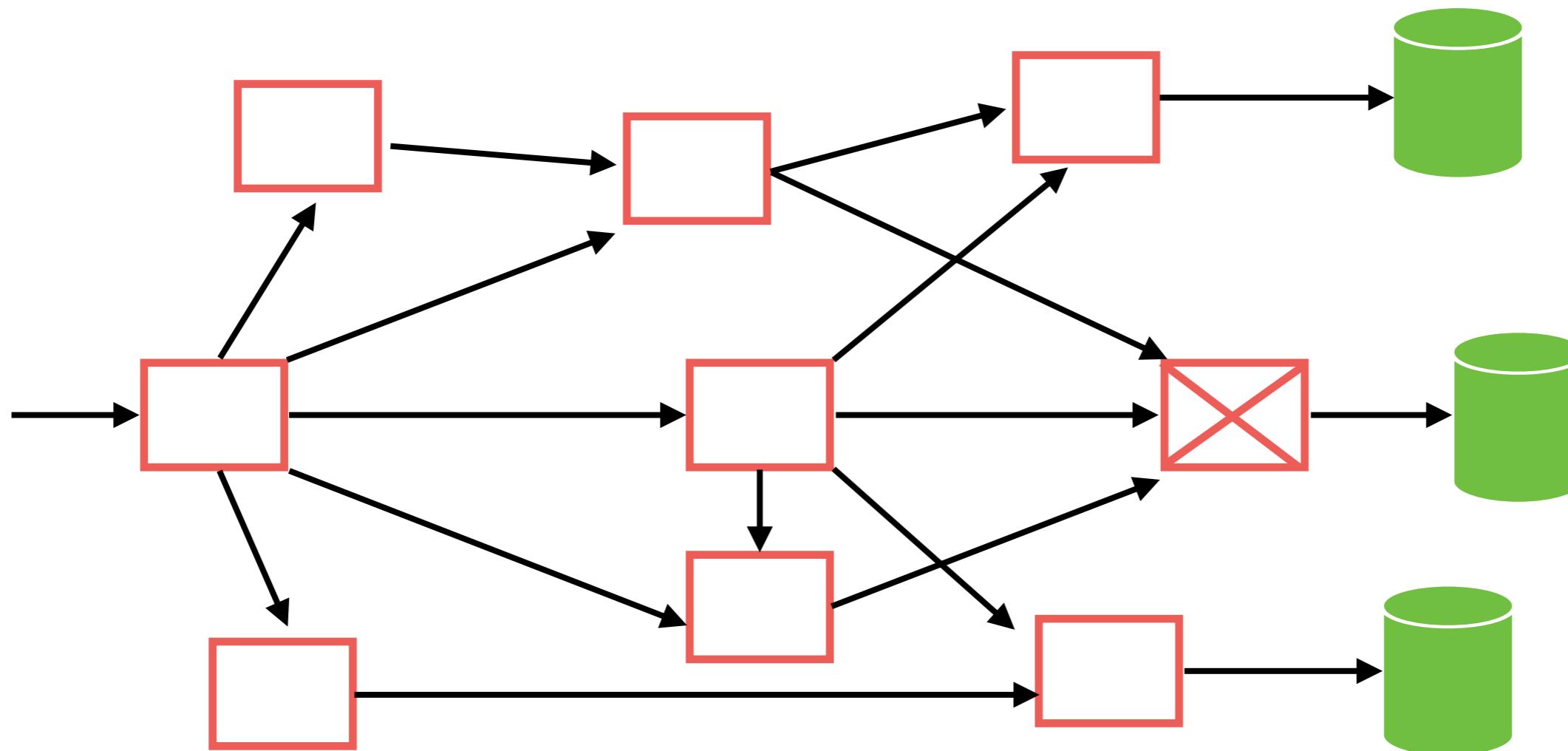
# Drawbacks

Development/Performance bottleneck  
Single point of failure  
Waiting for update data in gateway



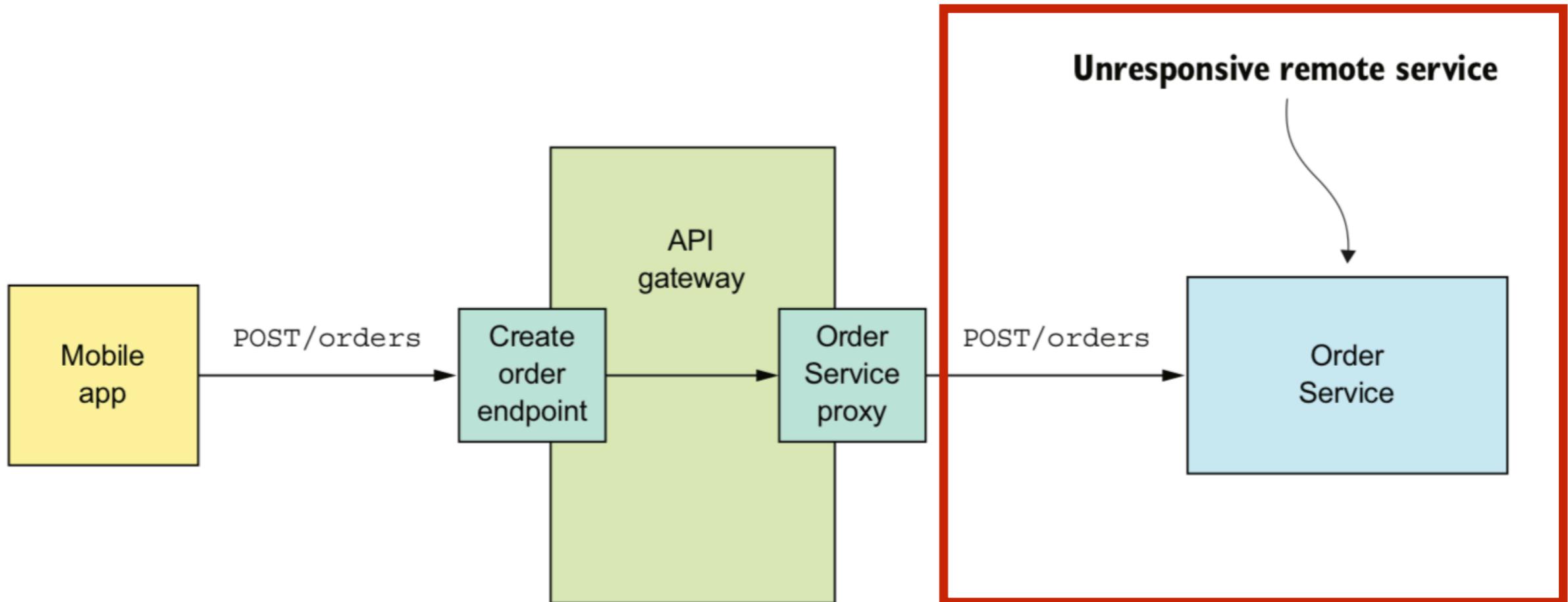
# Circuit Breaker pattern

How to handling partial failure ?



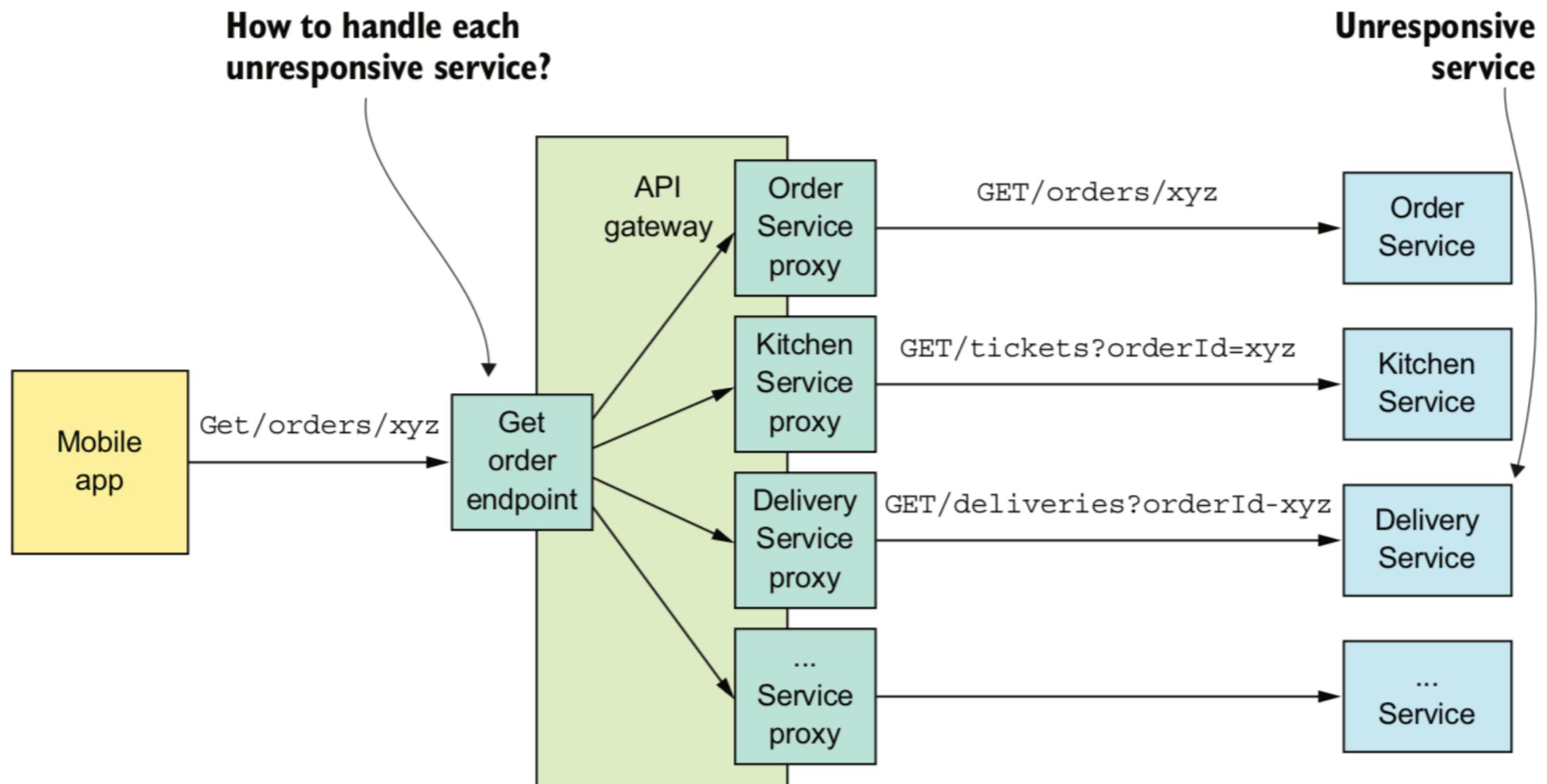
# Circuit Breaker pattern

How to handling partial failure ?



# Circuit Breaker pattern

## How to handling partial failure ?



# Develop robust patterns

Network timeout

Limit request from client to service

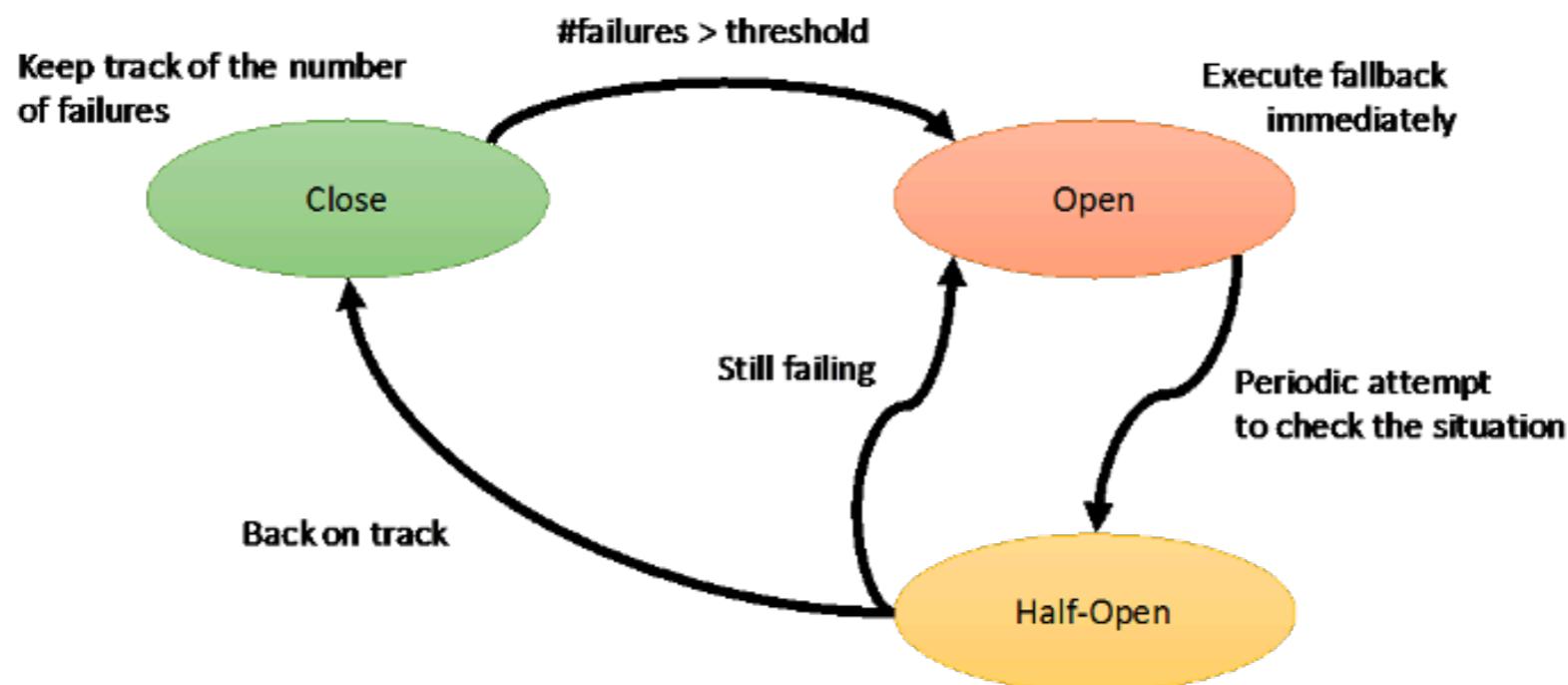
Circuit breaker pattern



# Circuit Breaker pattern

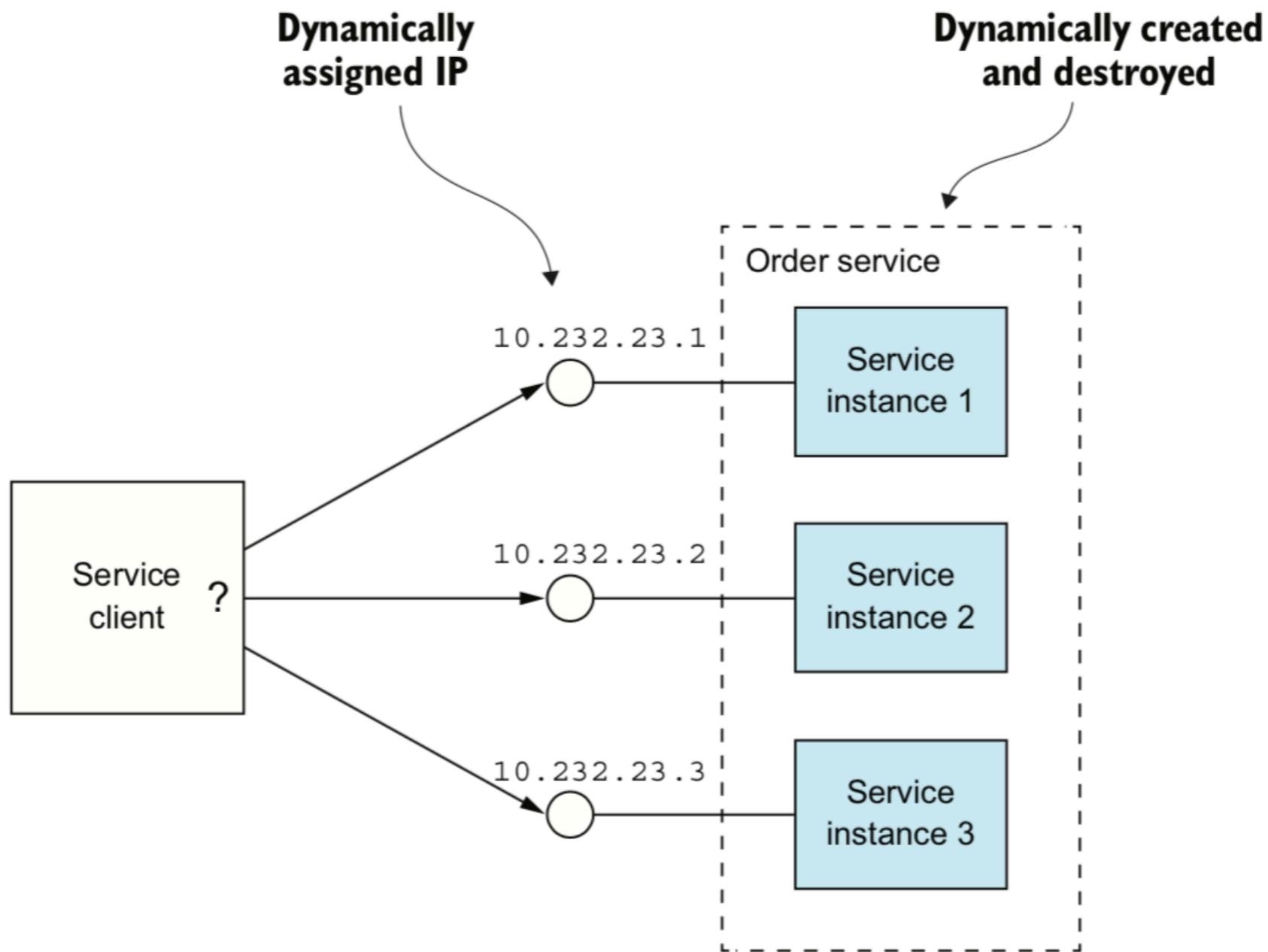
Track the number of success and failure

***If error rate exceed some threshold  
then enable circuits breaker***

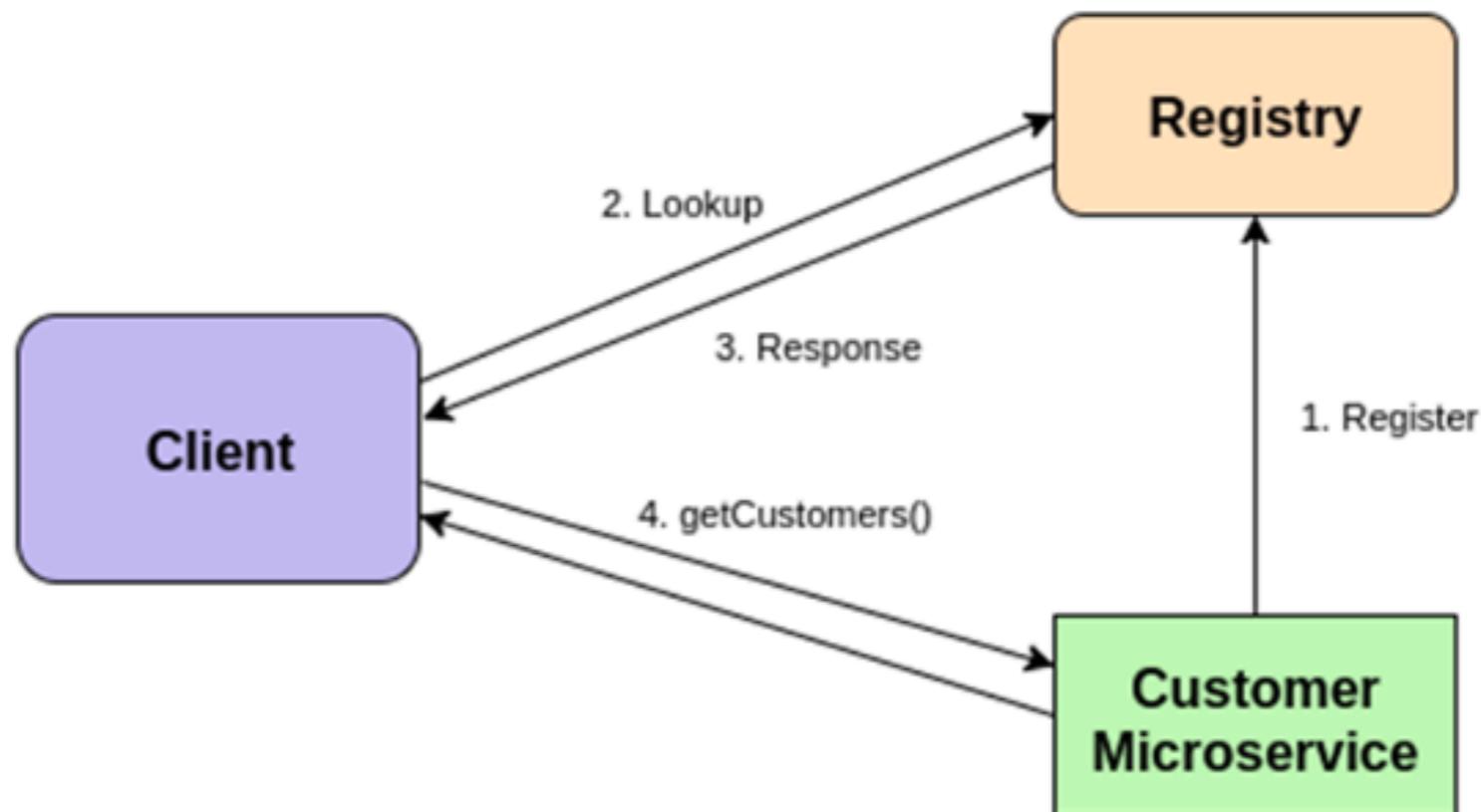


# Service Discovery

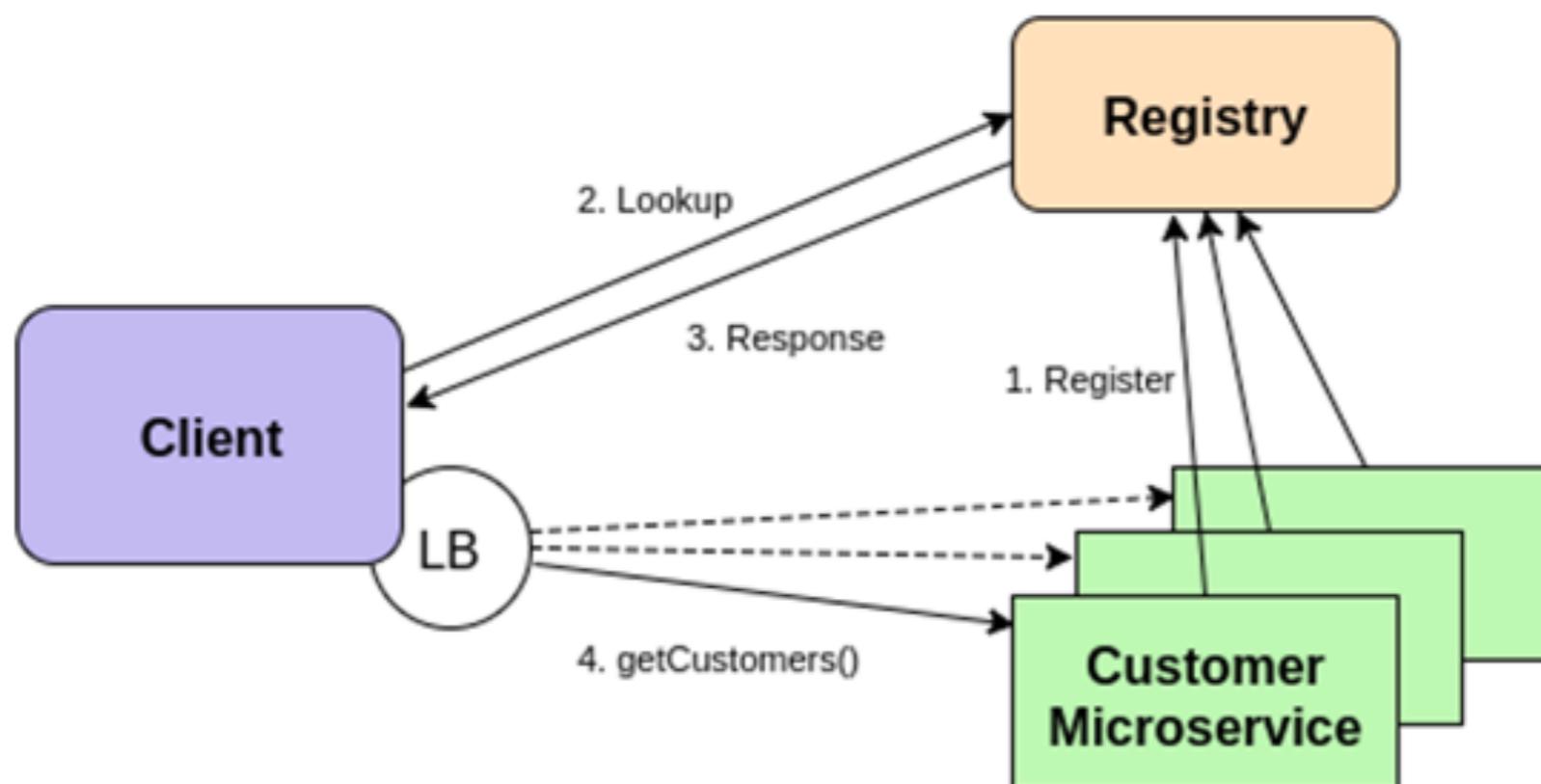
How to call another services ?



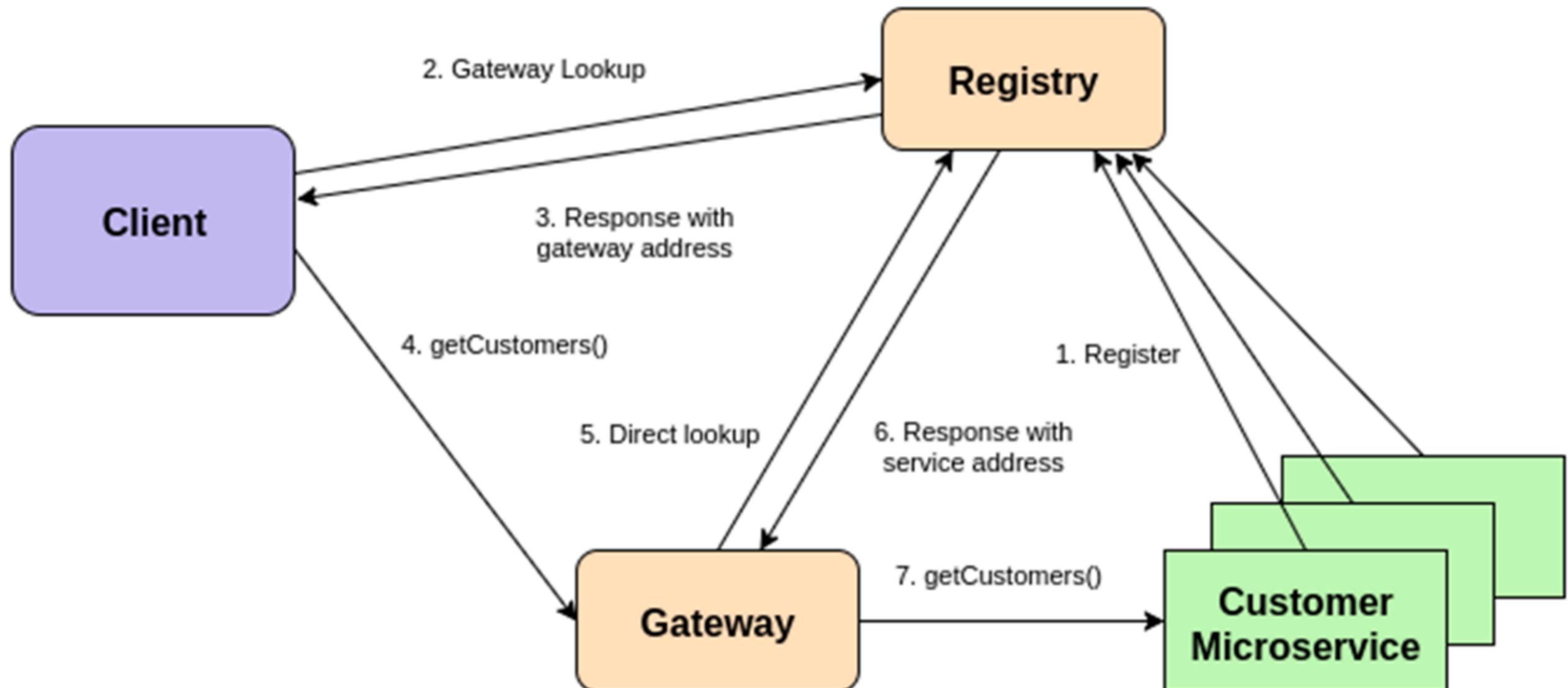
# Service Discovery



# Service discovery with Load balance



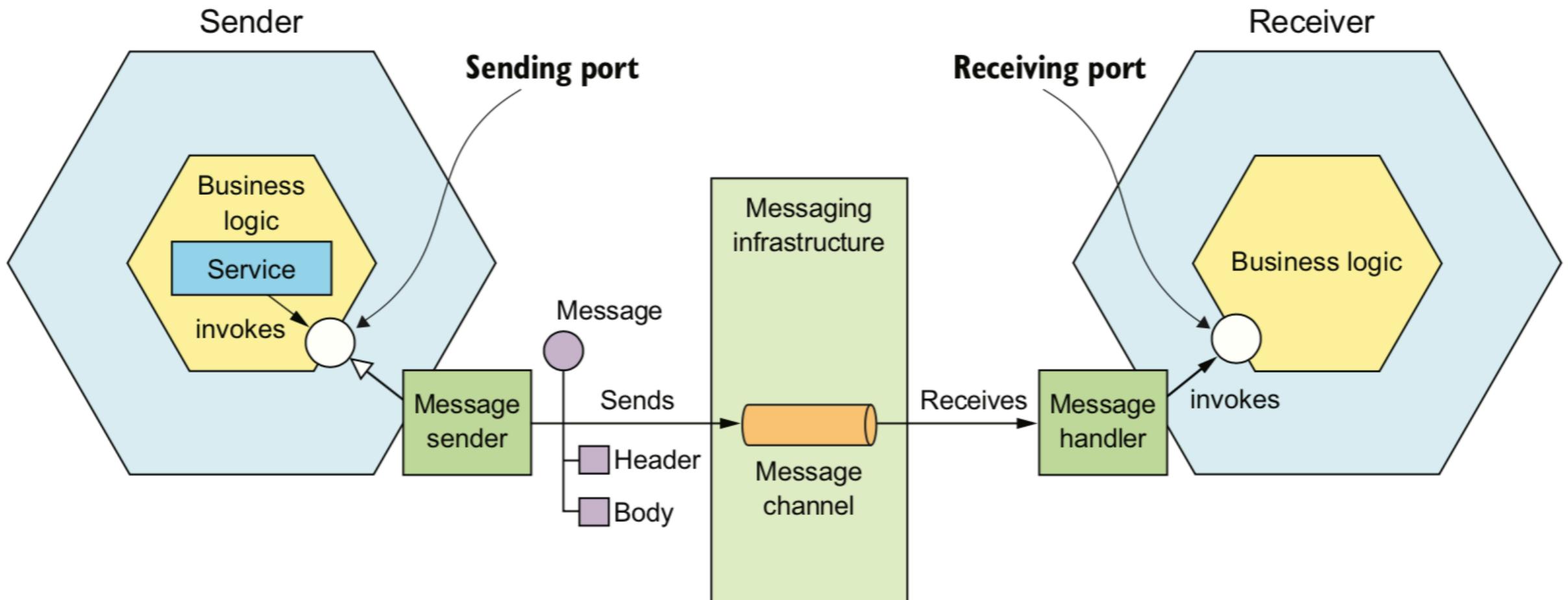
# Service discovery with API gateway



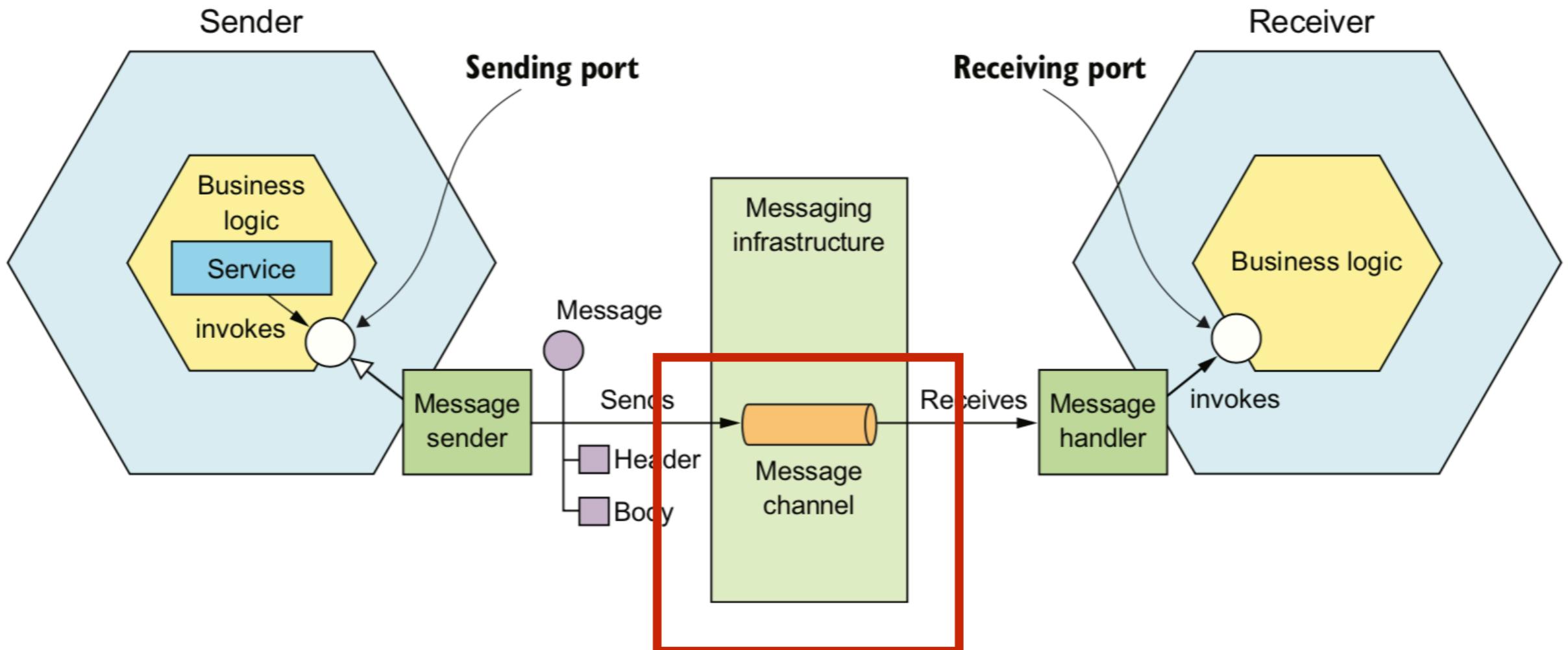
# Asynchronous messaging pattern



# Asynchronous messaging pattern

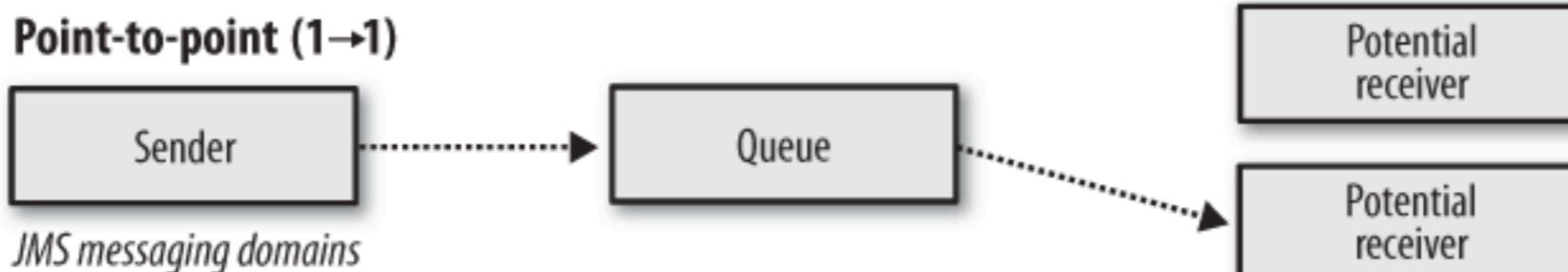
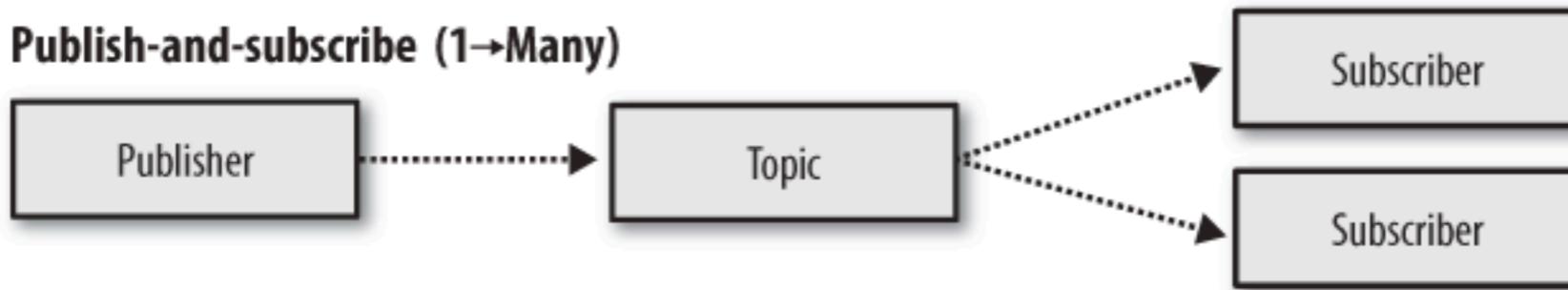


# Asynchronous messaging pattern



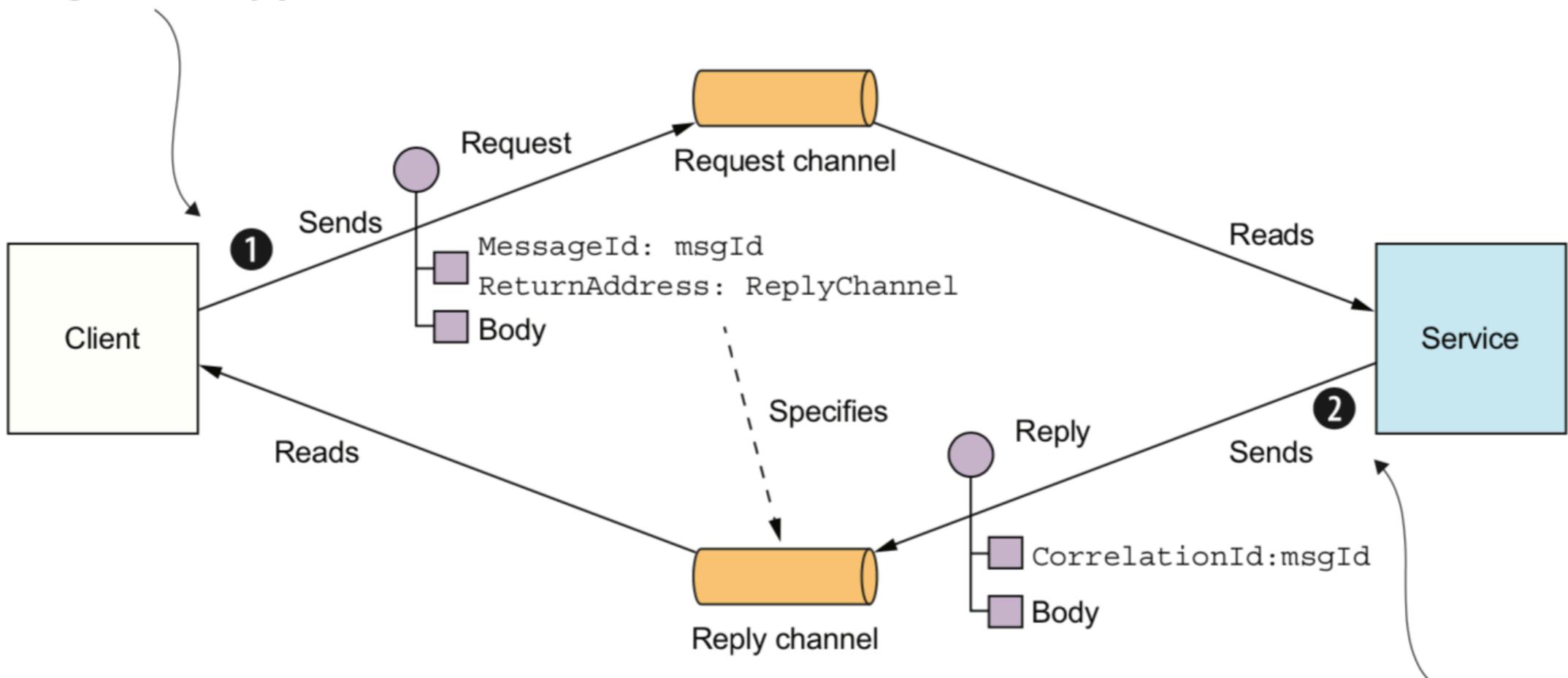
# Messaging channels

## Point-to-point Publish-subscribe



# Async request/response (1)

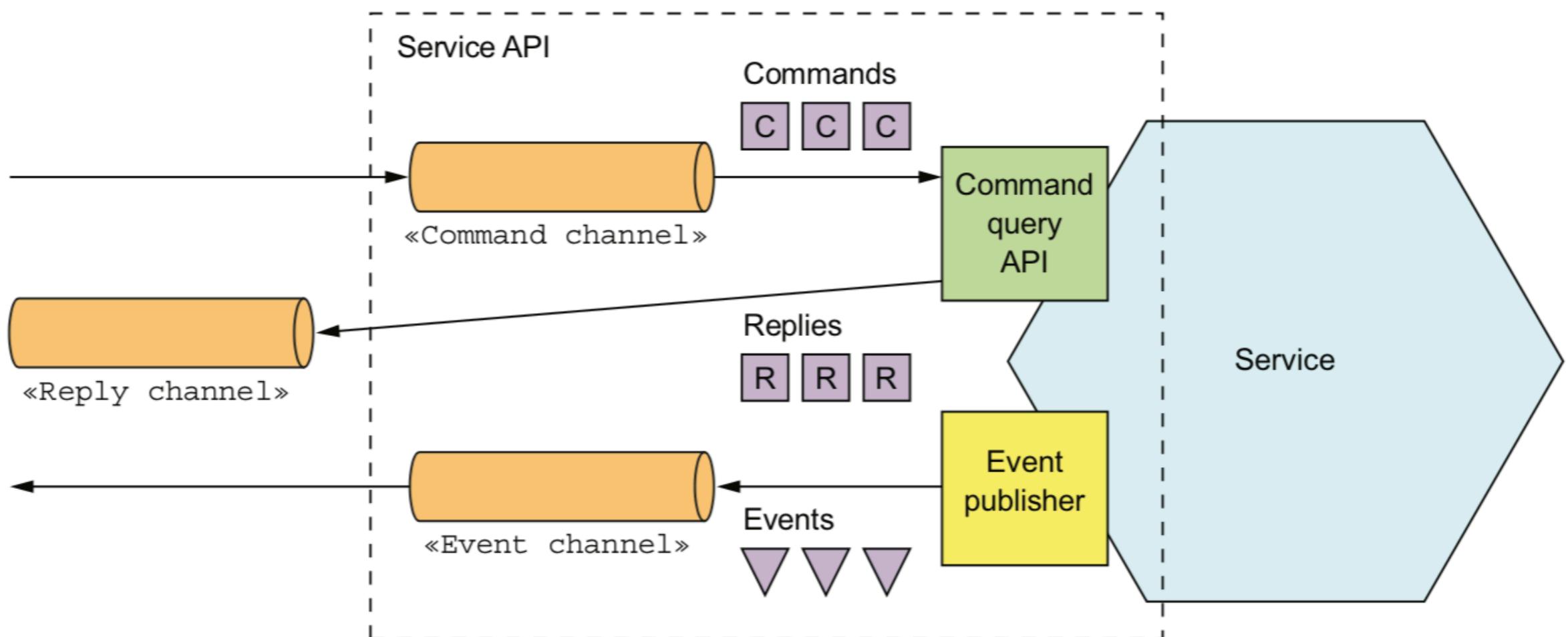
**Client sends message containing msgId and a reply channel.**



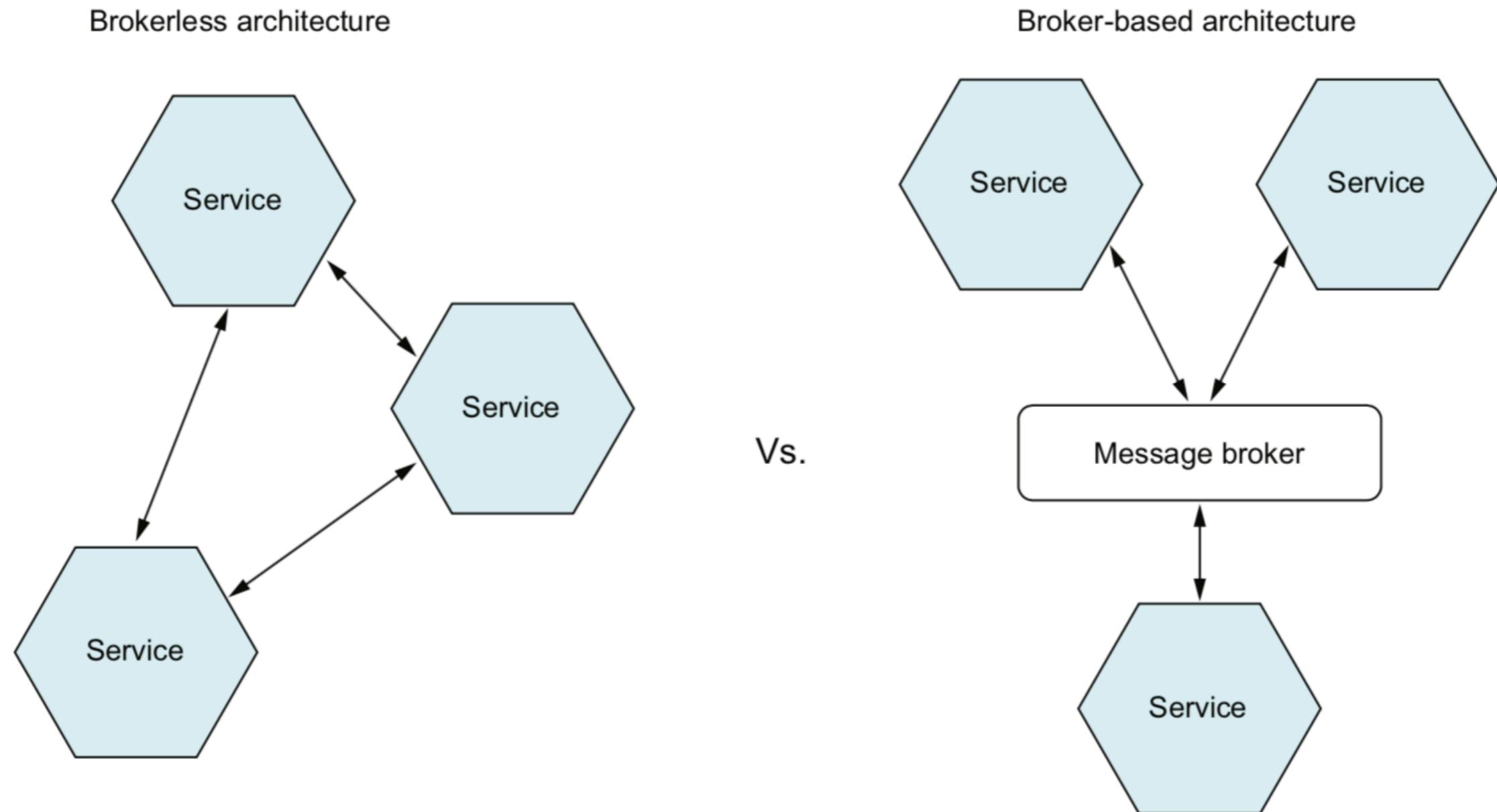
**Service sends reply to the specified reply channel. The reply contains a correlationId, which is the request's msgId.**



# Async request/response (2)



# Messaging-based use message broker



# Message brokers



# Benefits

Loose-coupling  
Message buffer  
Flexible communication



# Drawbacks

Performance bottleneck  
Single point of failure  
Operational complexity

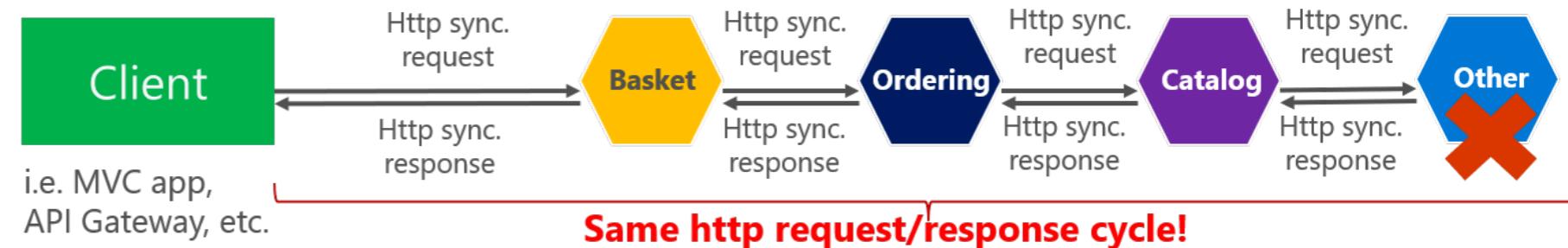


# Communication

Synchronous vs. async communication across microservices

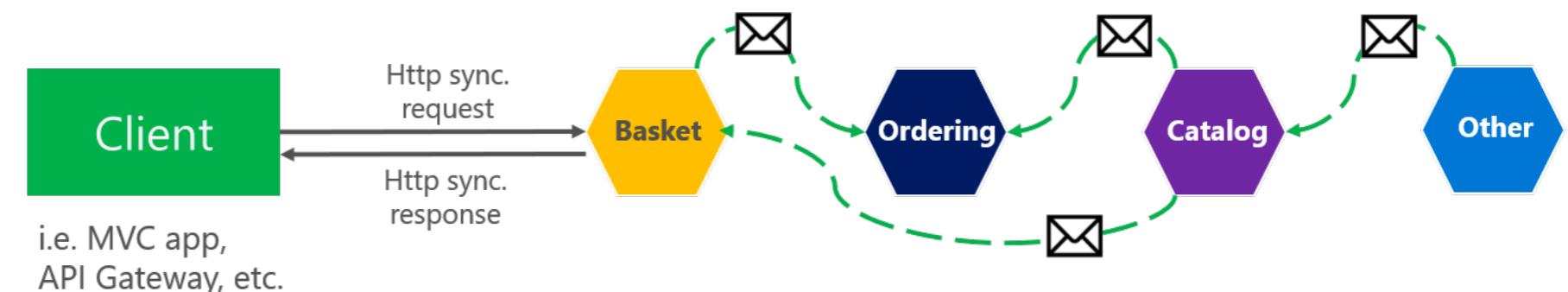
## Anti-pattern

**Synchronous**  
all req./resp. cycle



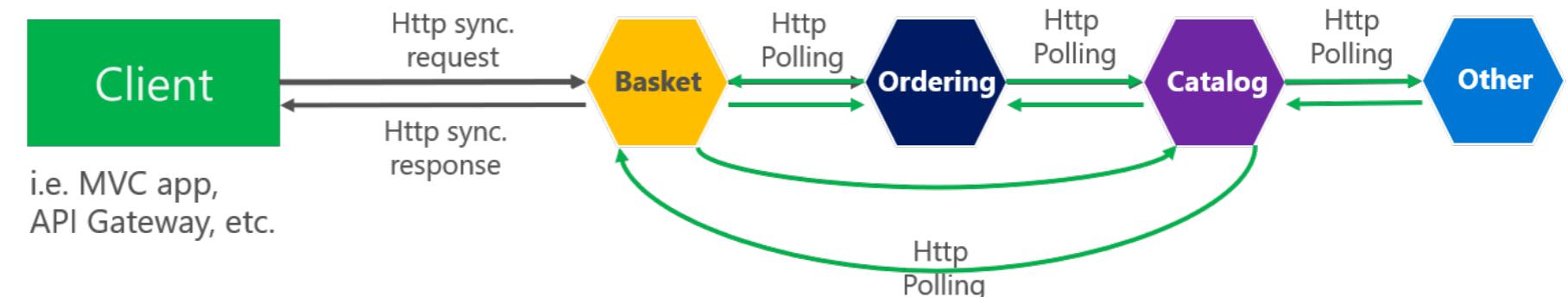
## Asynchronous

Comm. across  
internal microservices  
(EventBus: i.e. **AMQP**)

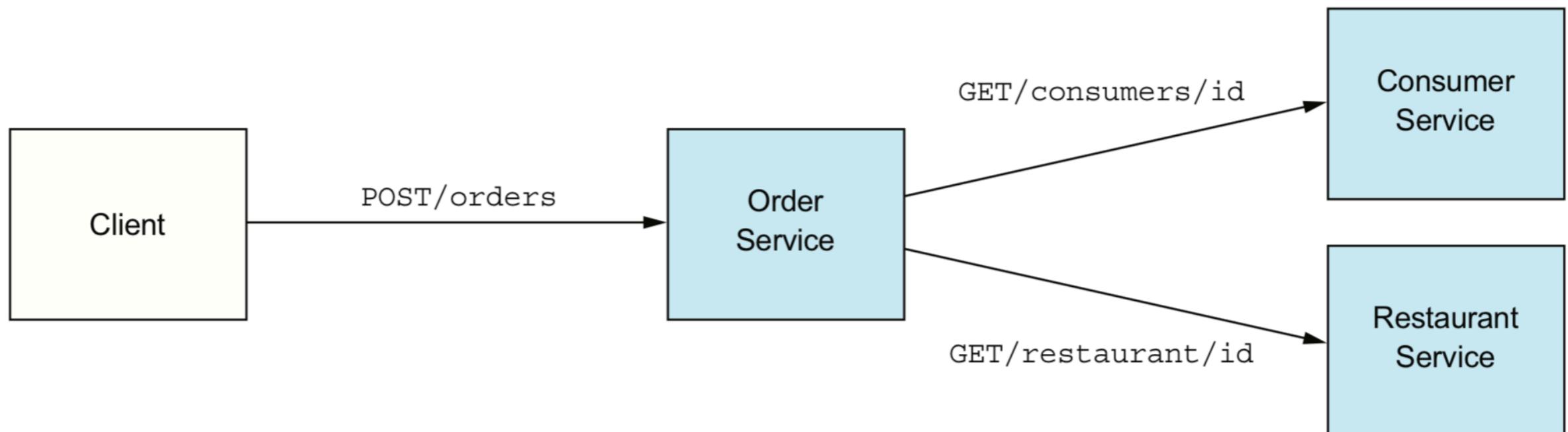


## "Asynchronous"

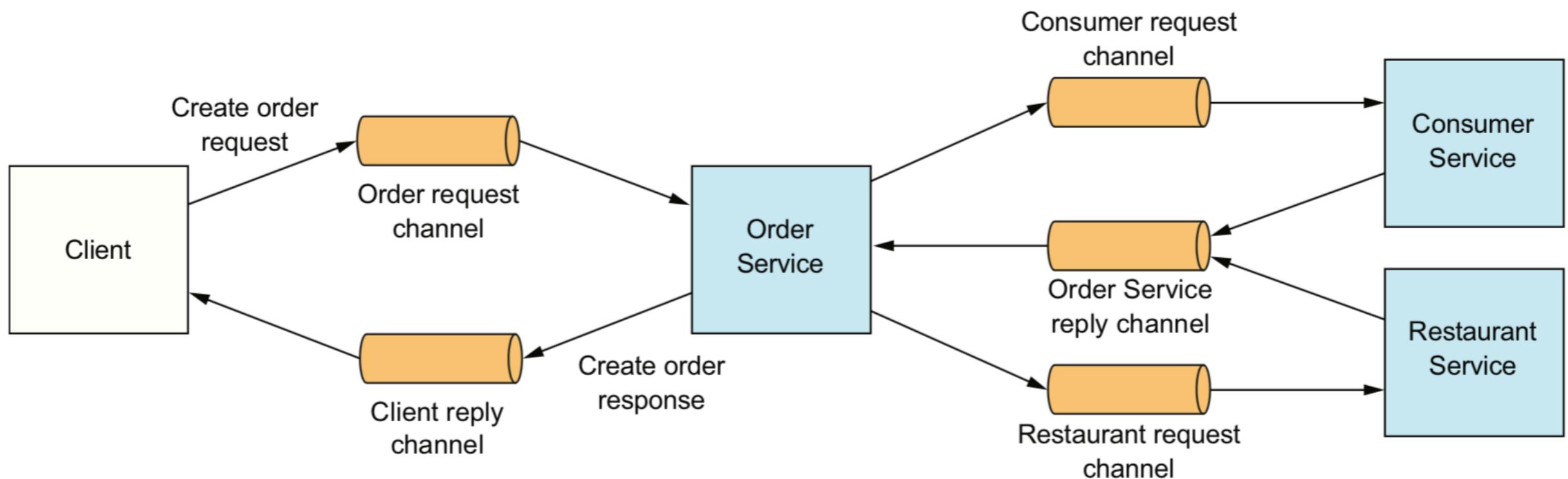
Comm. across  
internal microservices  
(Polling: **Http**)



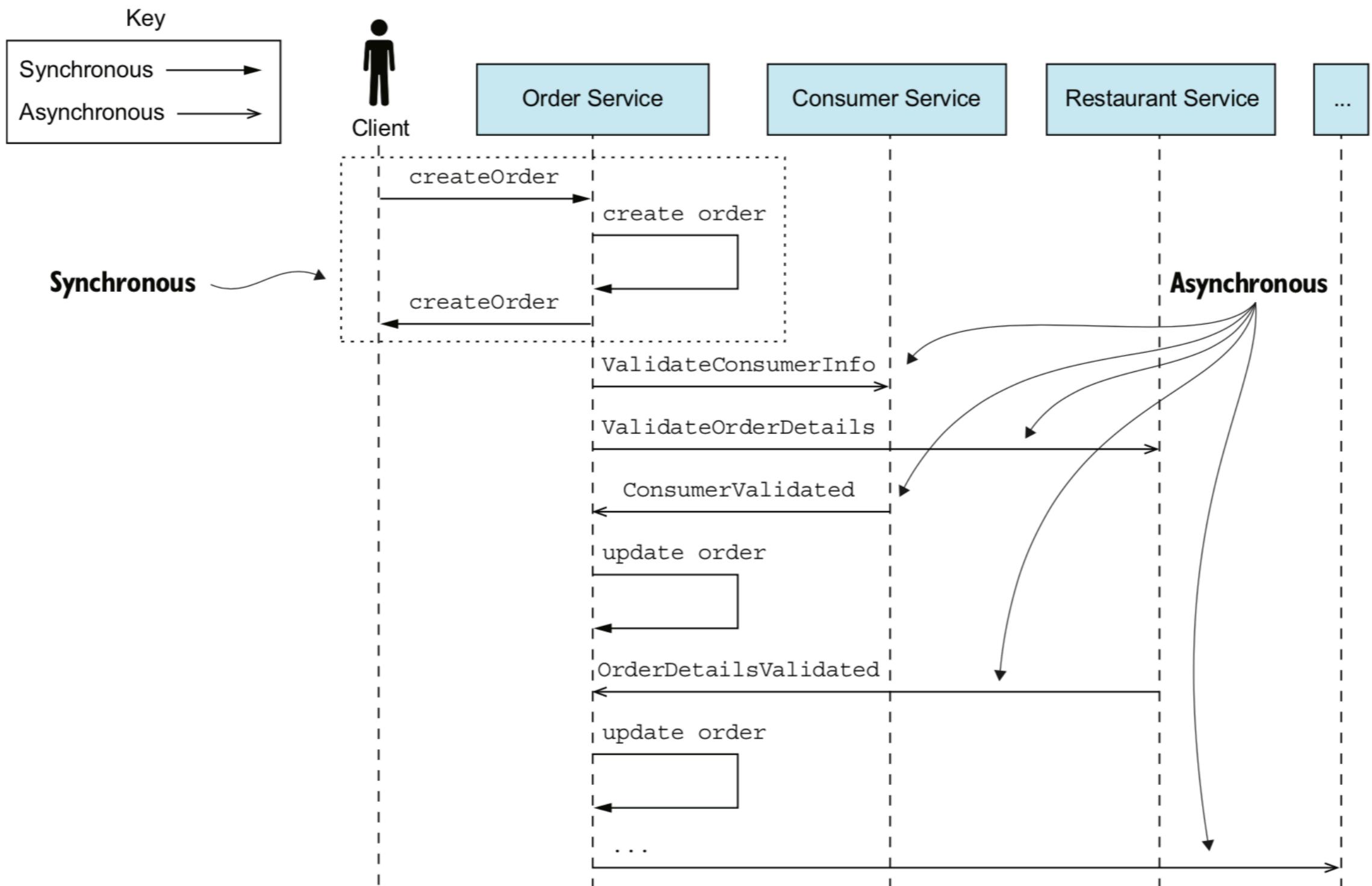
# Synchronous reduce availability



# Replace with asynchronous (1)



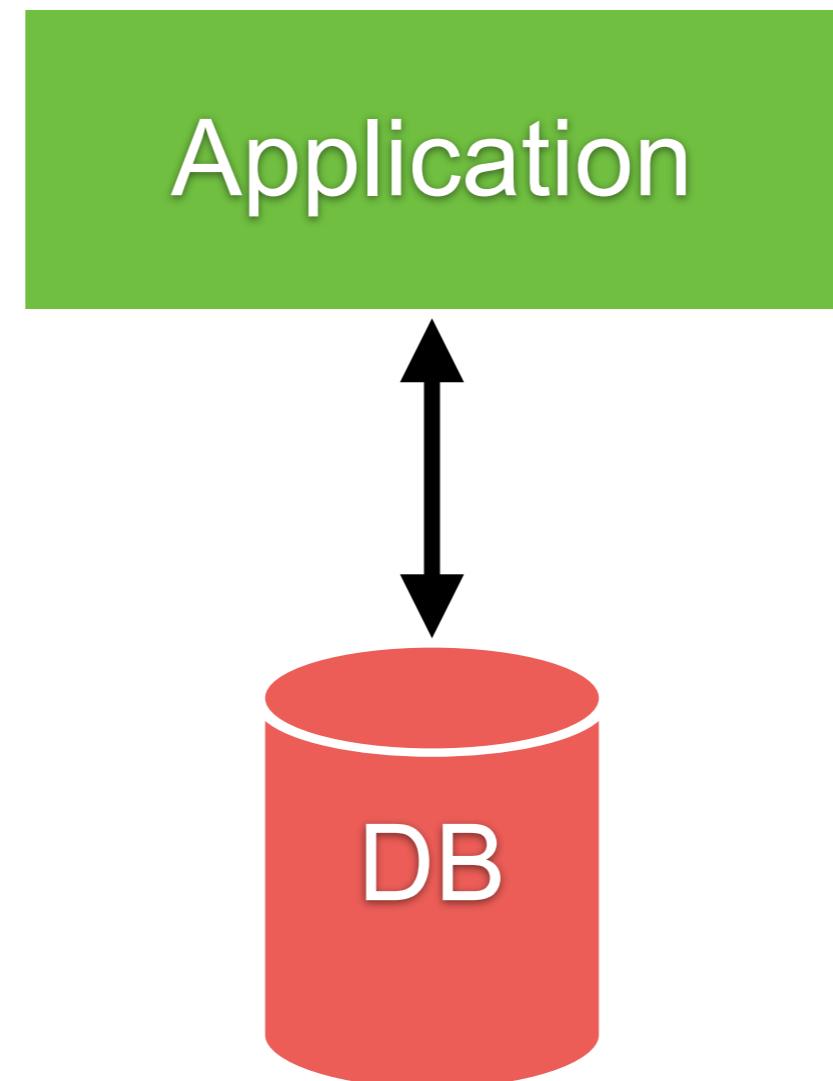
# Replace with asynchronous (2)



# Manage data consistency

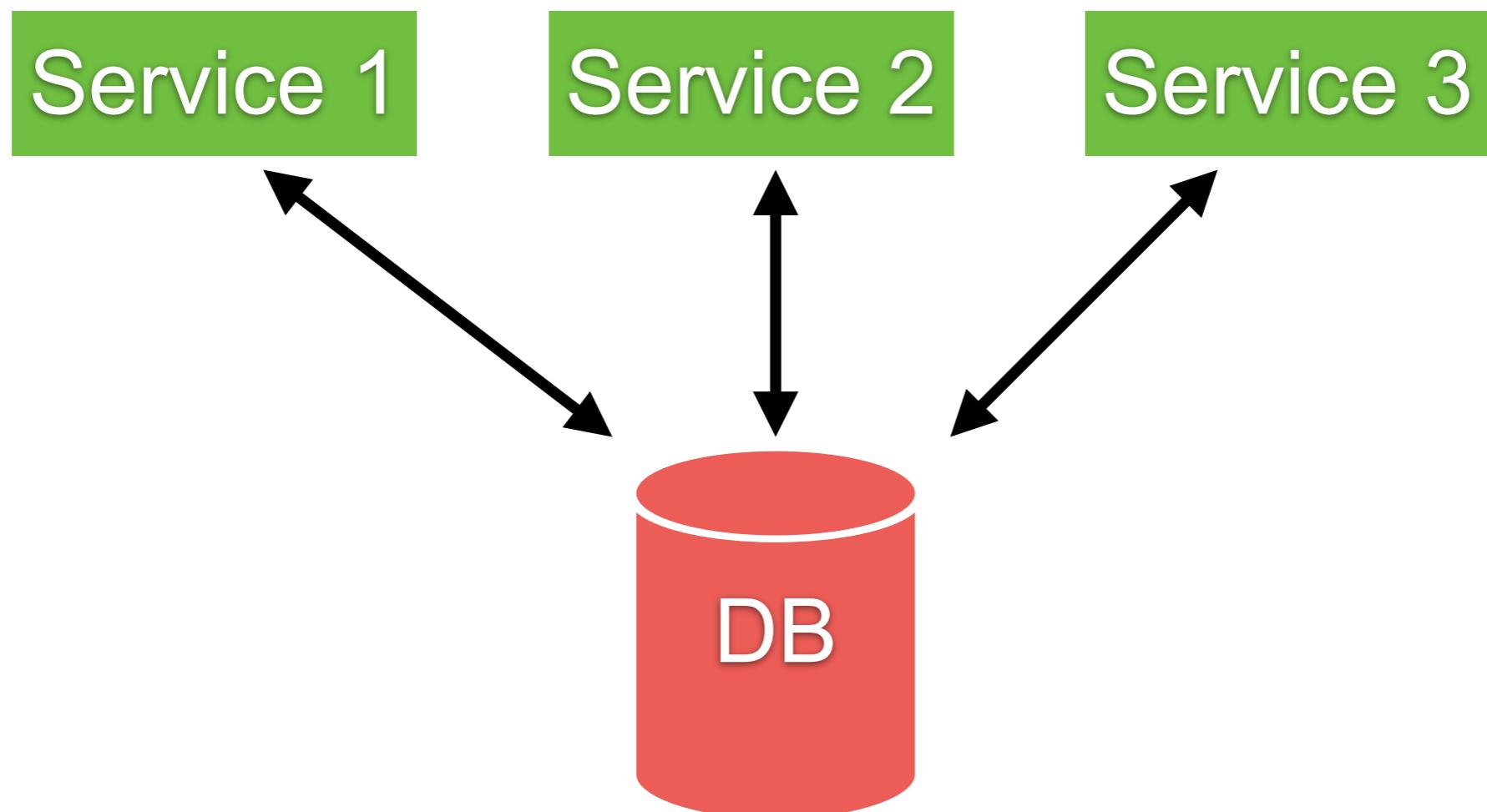


# Monolith



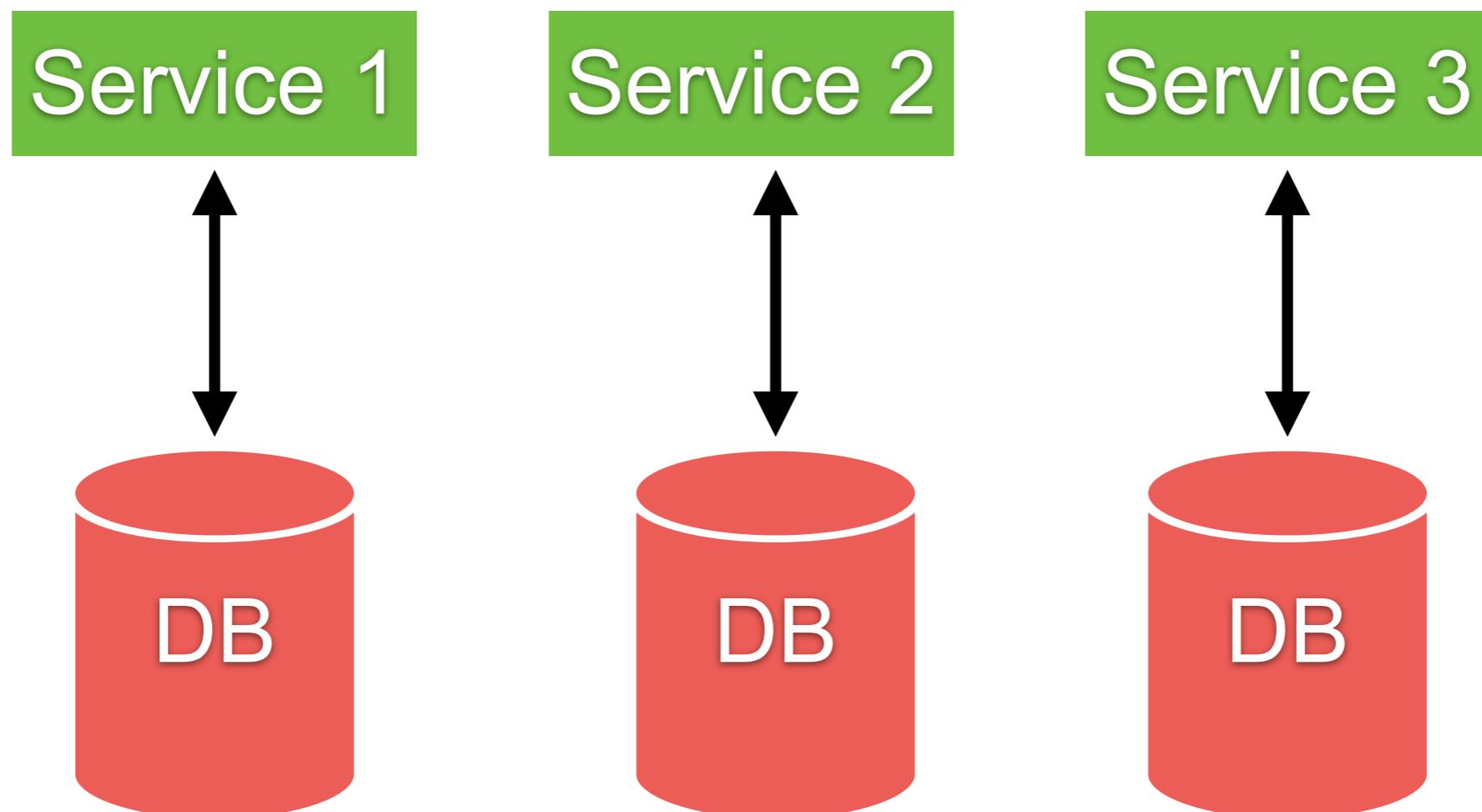
# Microservices

Shared database

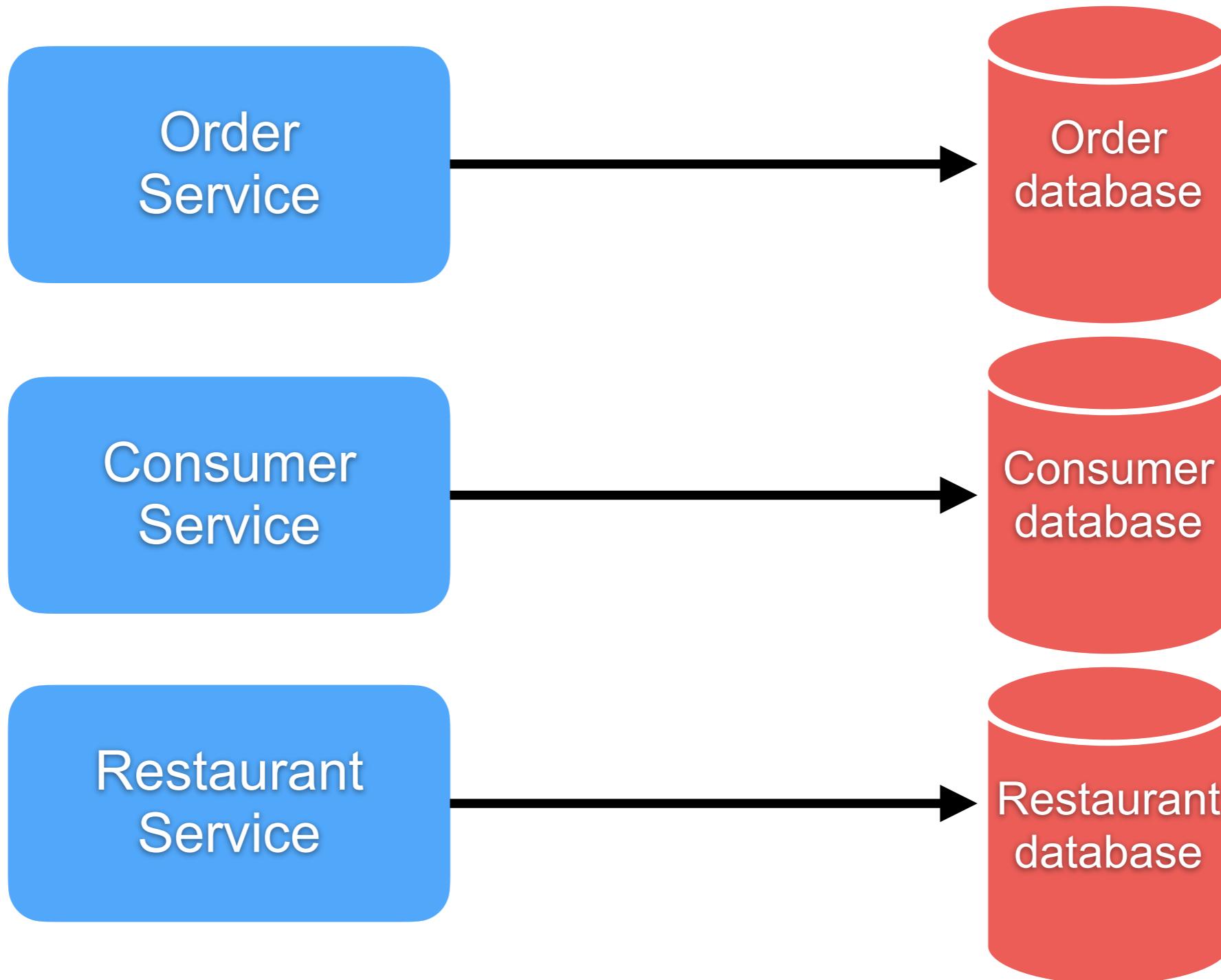


# Microservices

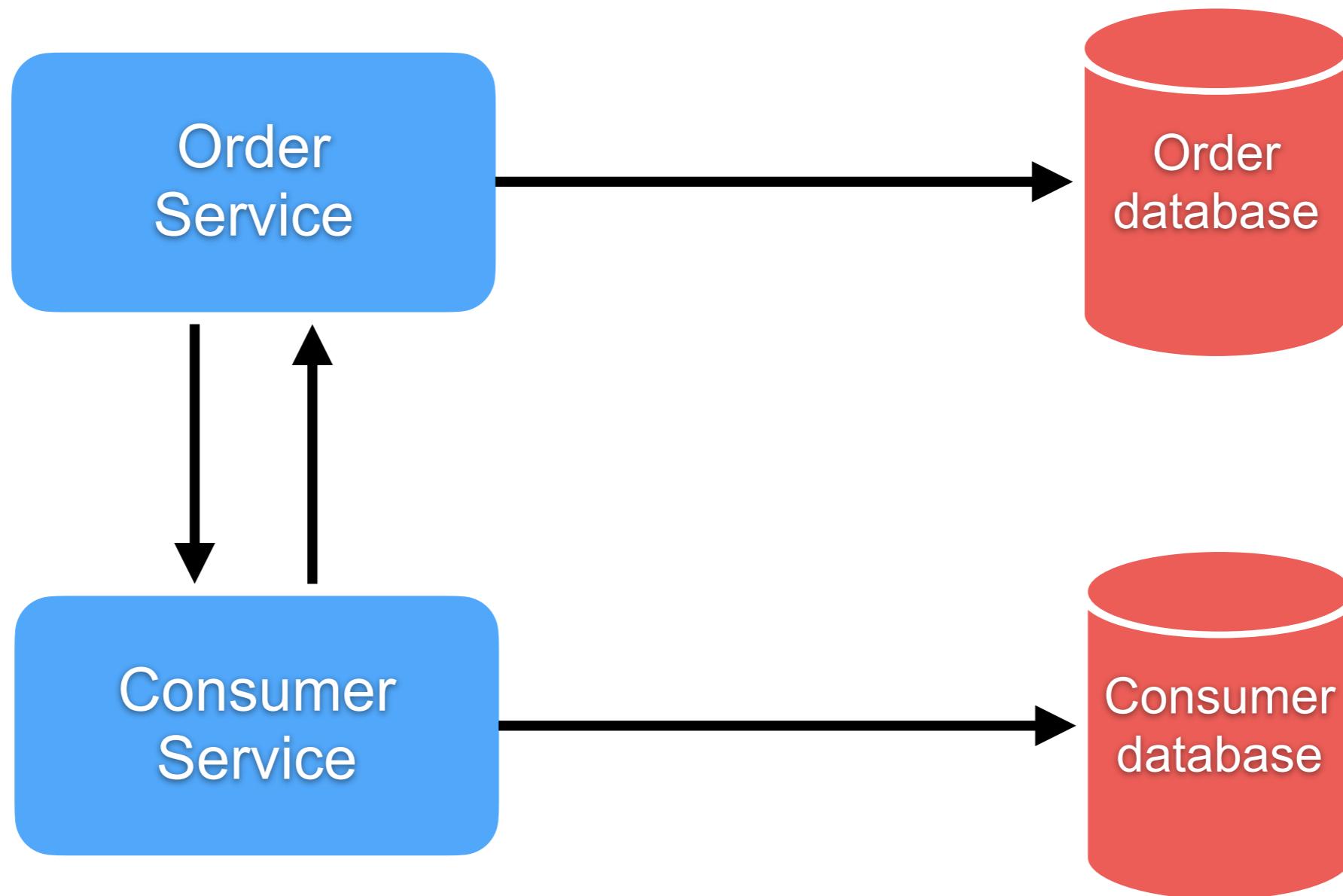
Database per service

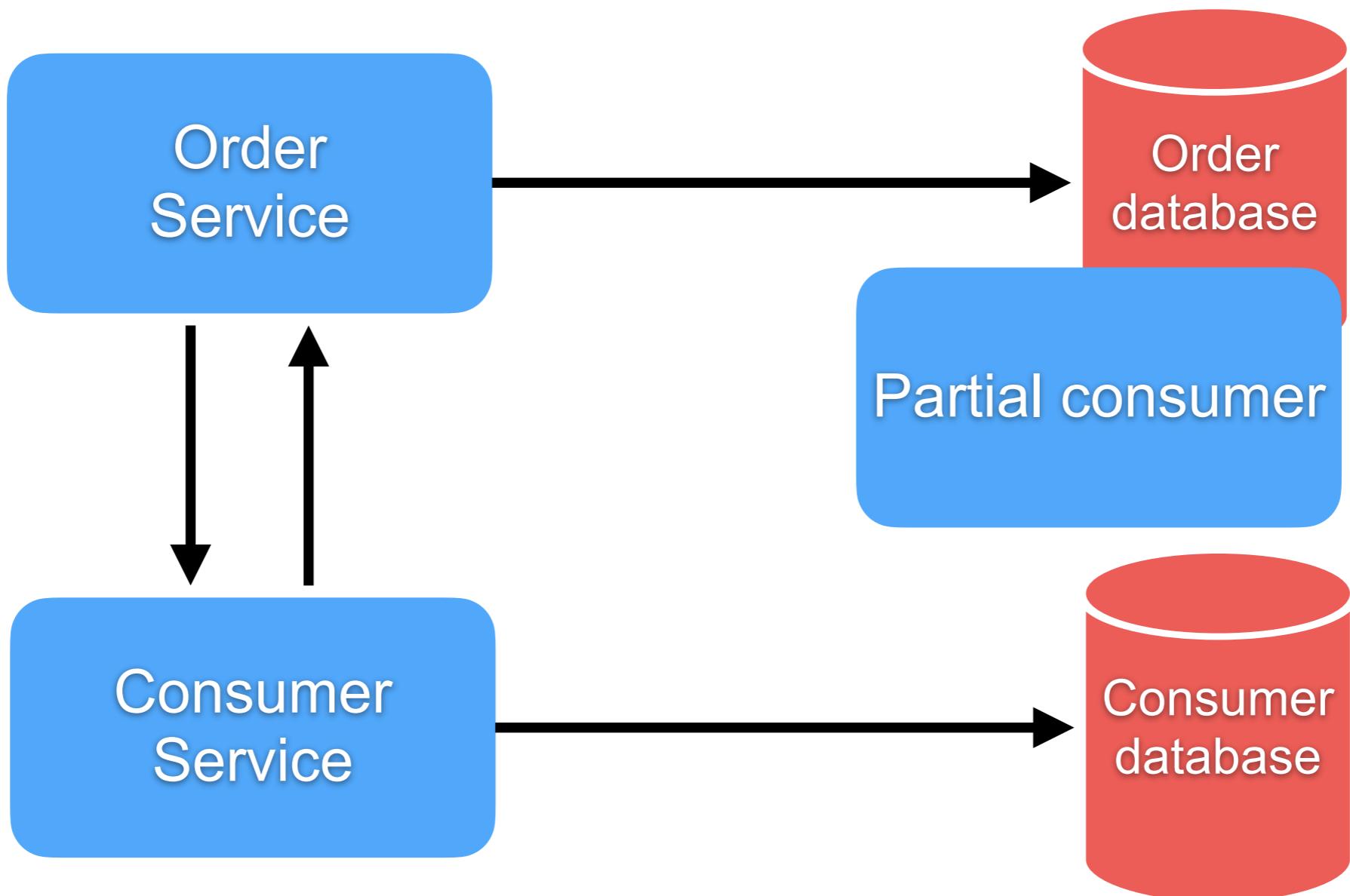


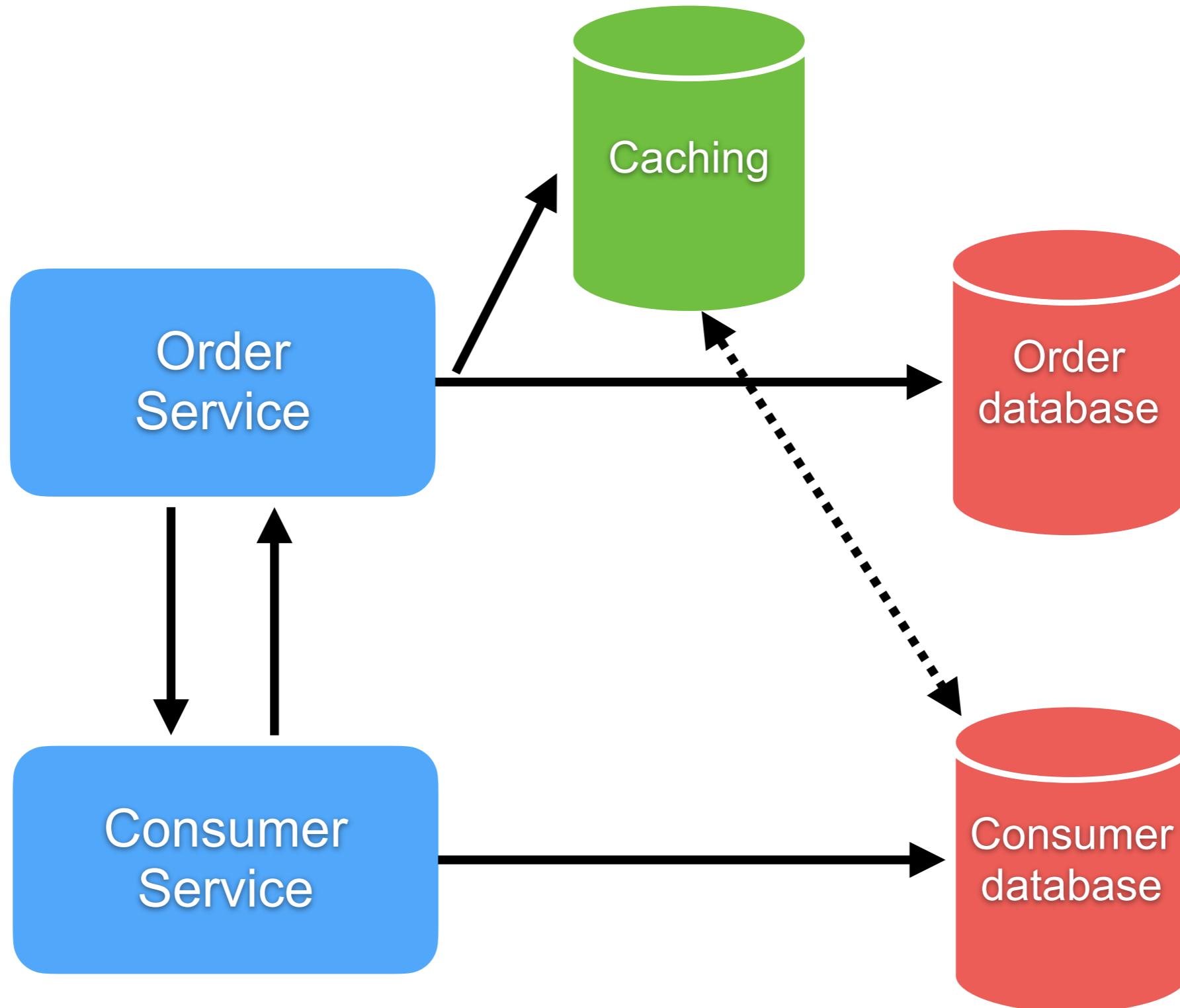
# Database per service



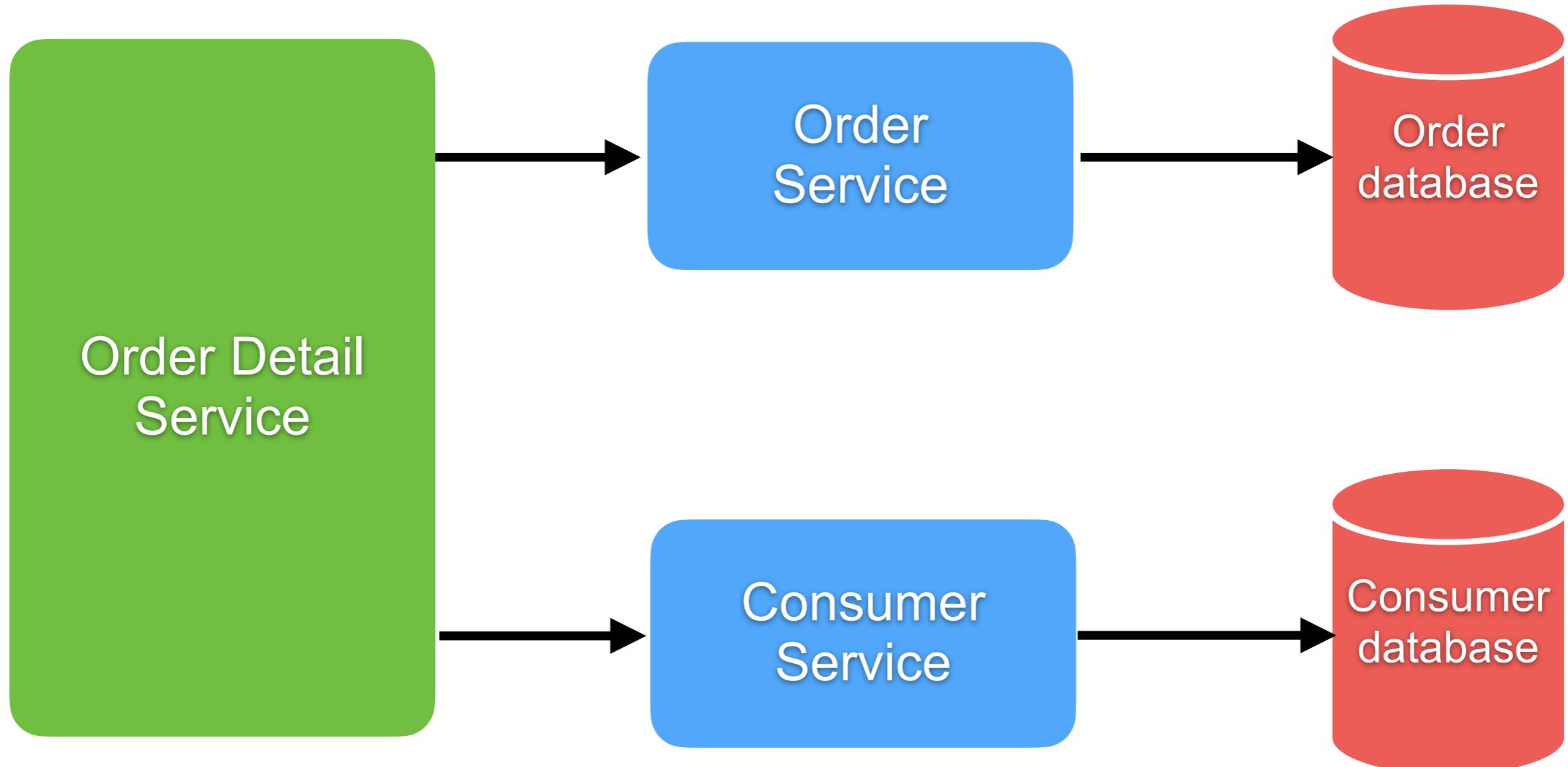
# Loose coupling = encapsulation data



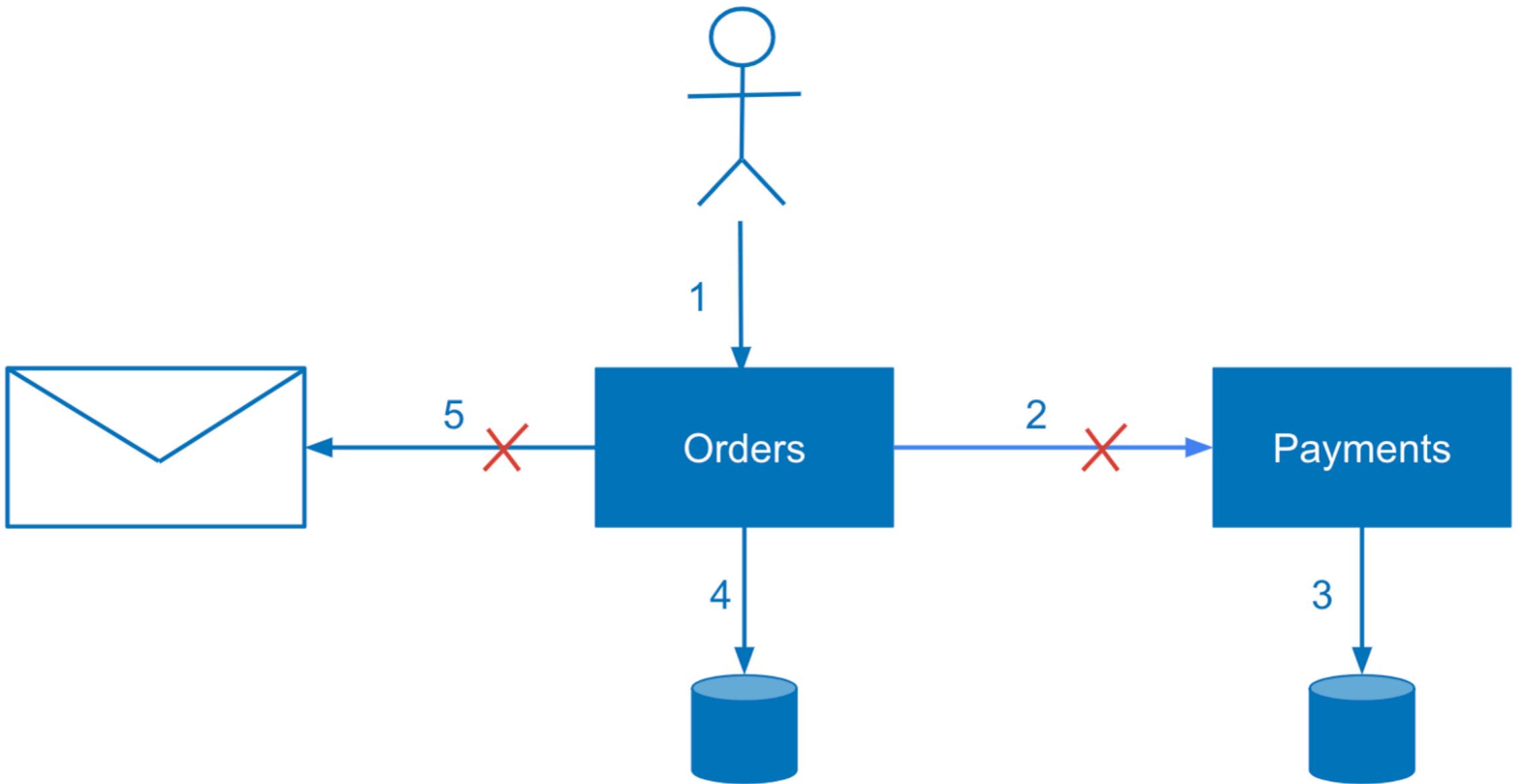




# Order detail orchestration service

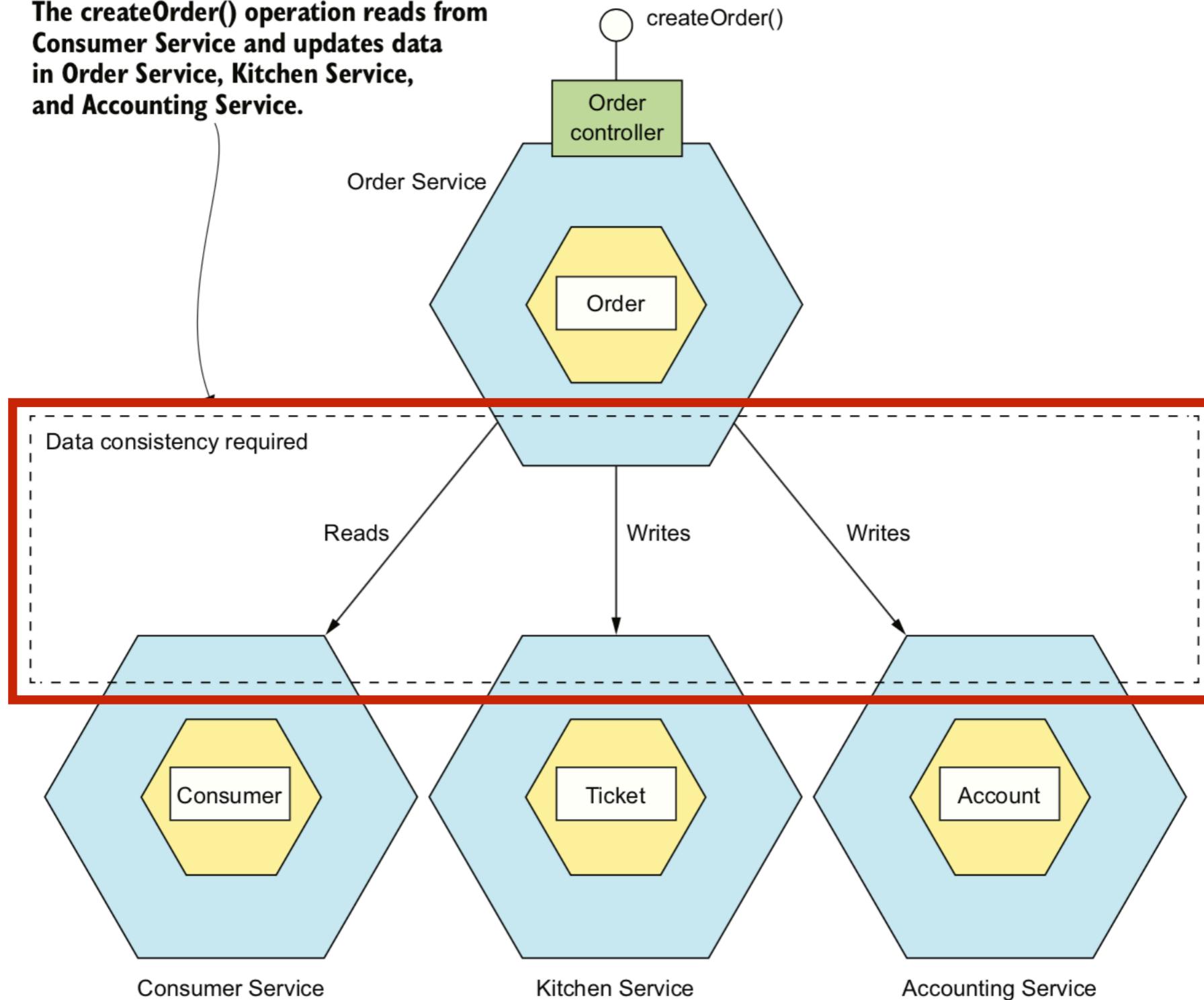


# Distributed process failure !!



# Problem ?

The **createOrder()** operation reads from Consumer Service and updates data in Order Service, Kitchen Service, and Accounting Service.



# Can't use **ACID** transaction !!



A - Atomicity

All or Nothing Transactions

C - Consistency

Guarantees Committed Transaction State

I - Isolation

Transactions are Independent

D – Durability

Committed Data is Never Lost

(c) <http://blog.sqlauthority.com>

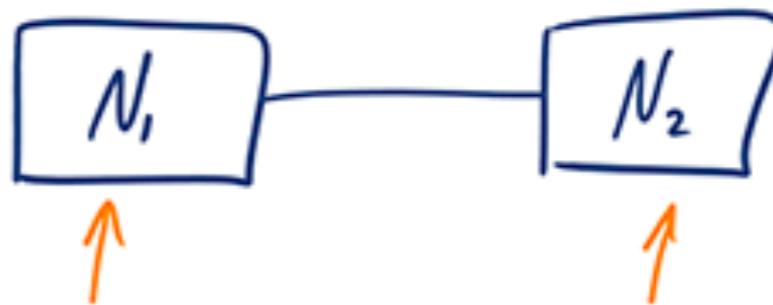


# CAP Theorem

**Consistency**



**Availability**



**Partition Tolerance**



<http://robertgreiner.com/2014/08/cap-theorem-revisited/>



# Database per service

High complexity

Query data across multiple databases

Challenge “How to join data ?”

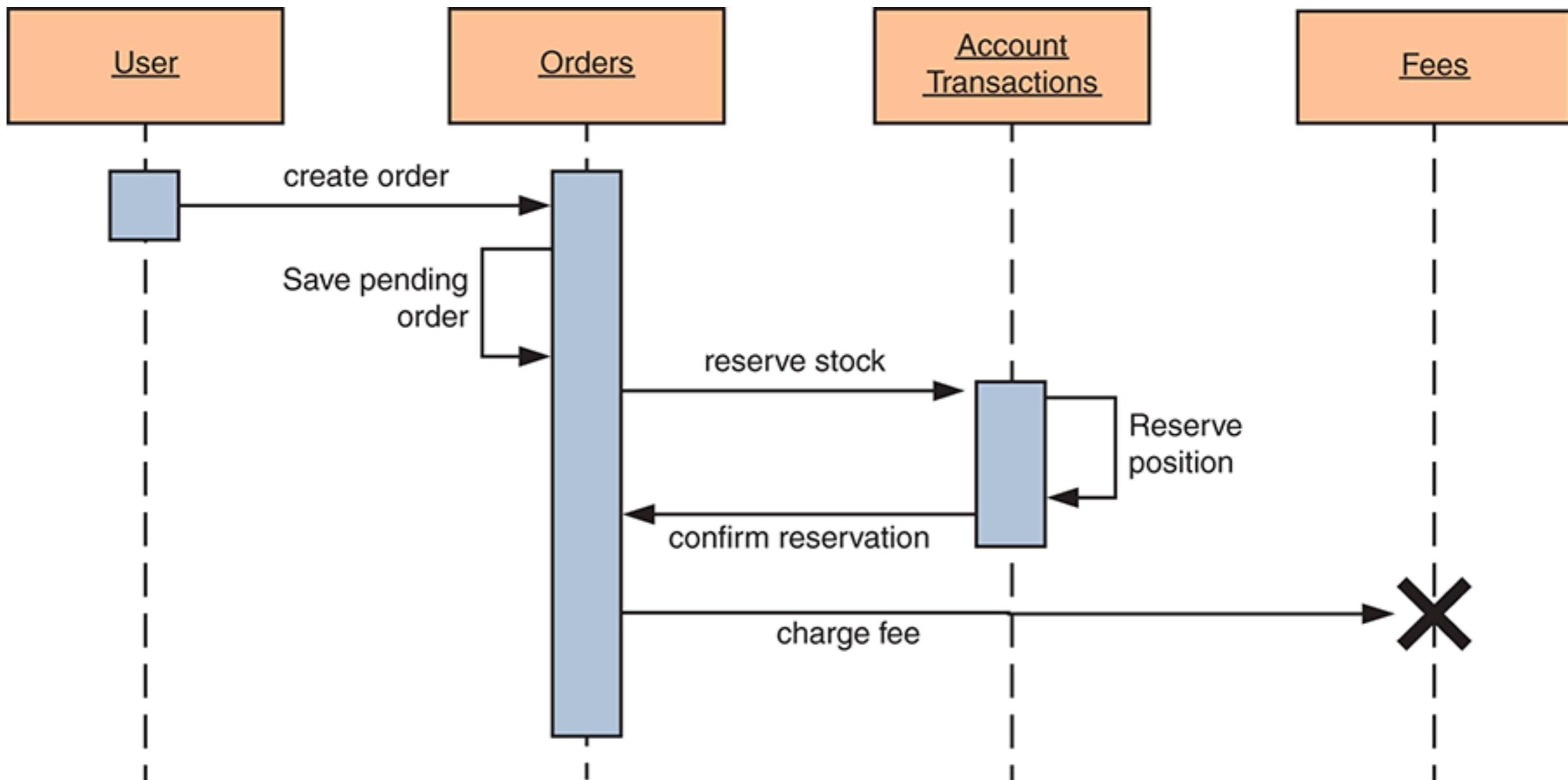
Maintain database consistency



# How to maintain data consistency across services ?



# Problem



# Distributed transaction

Common approach is Two-phase commit(2PC)

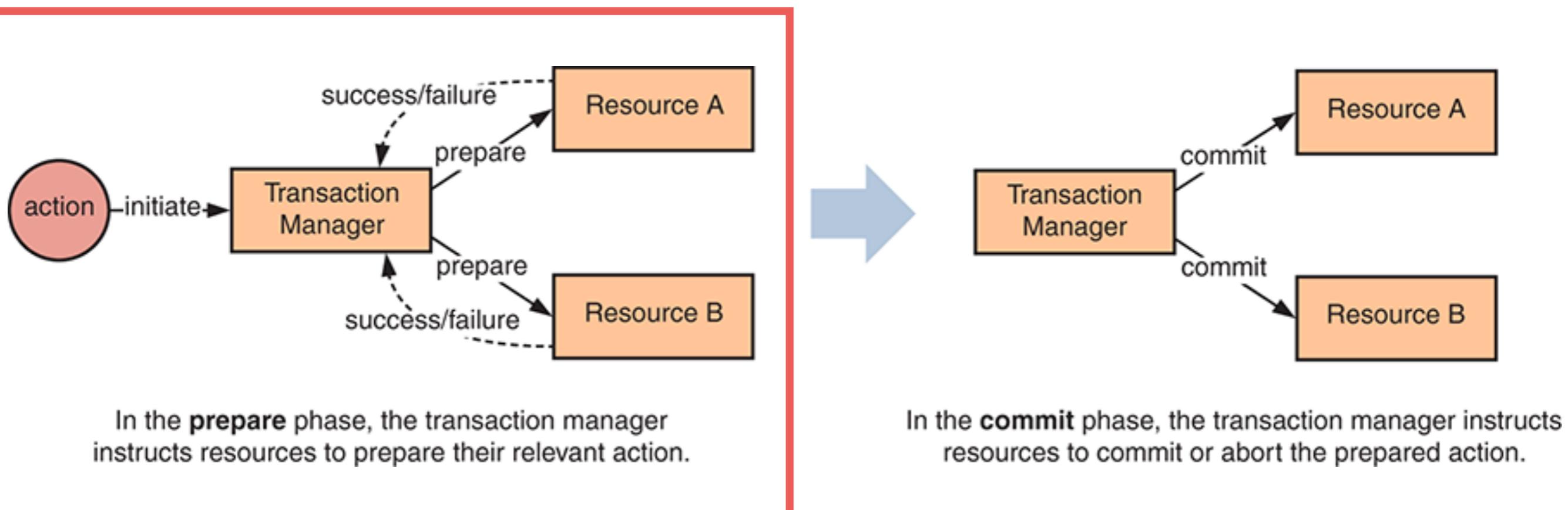
Use transaction manager to split operations across multiple resources in 2 phases

1. *Prepare*
2. *Commit*



# Two-phase commit

## Phase 1: prepare

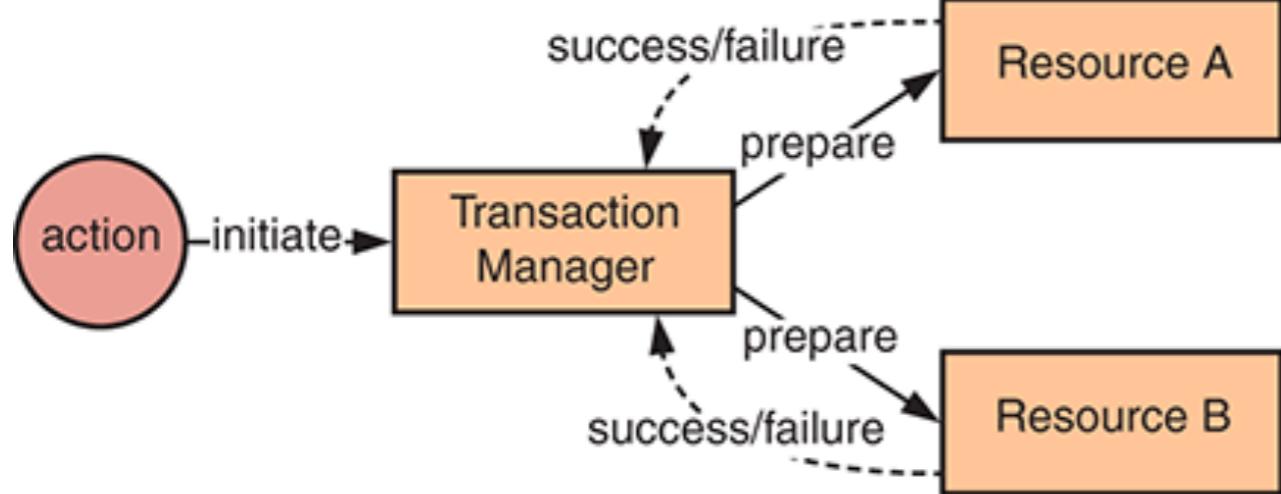


[https://en.wikipedia.org/wiki/Two-phase\\_commit\\_protocol](https://en.wikipedia.org/wiki/Two-phase_commit_protocol)

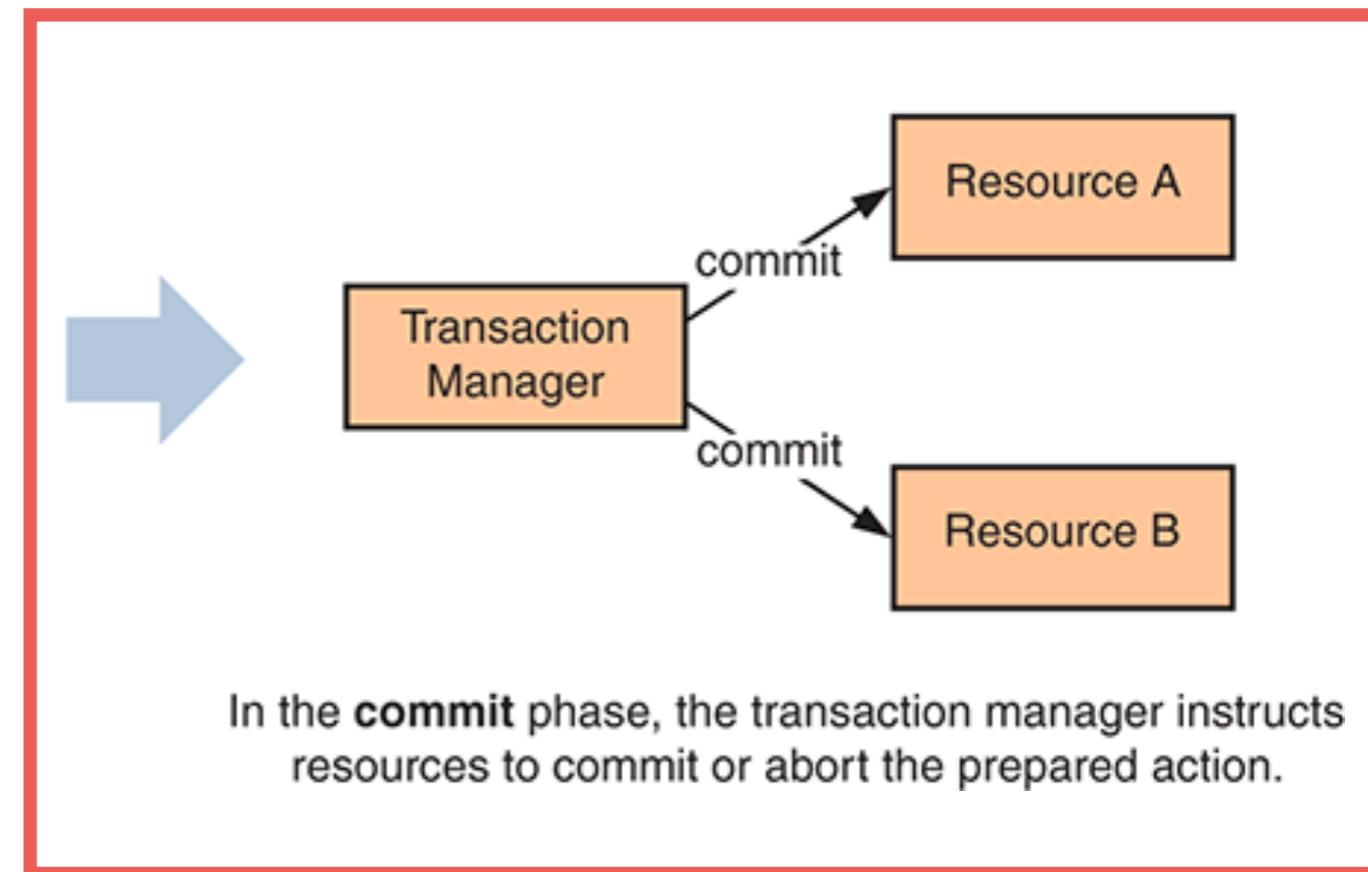


# Two-phase commit

## Phase 2: commit



In the **prepare** phase, the transaction manager instructs resources to prepare their relevant action.



In the **commit** phase, the transaction manager instructs resources to commit or abort the prepared action.

[https://en.wikipedia.org/wiki/Two-phase\\_commit\\_protocol](https://en.wikipedia.org/wiki/Two-phase_commit_protocol)



**Distributed transaction places  
a lock on resources under  
transaction to ensure isolation**



# Inappropriate for long-running operations



# Increase risk of contention and deadlock

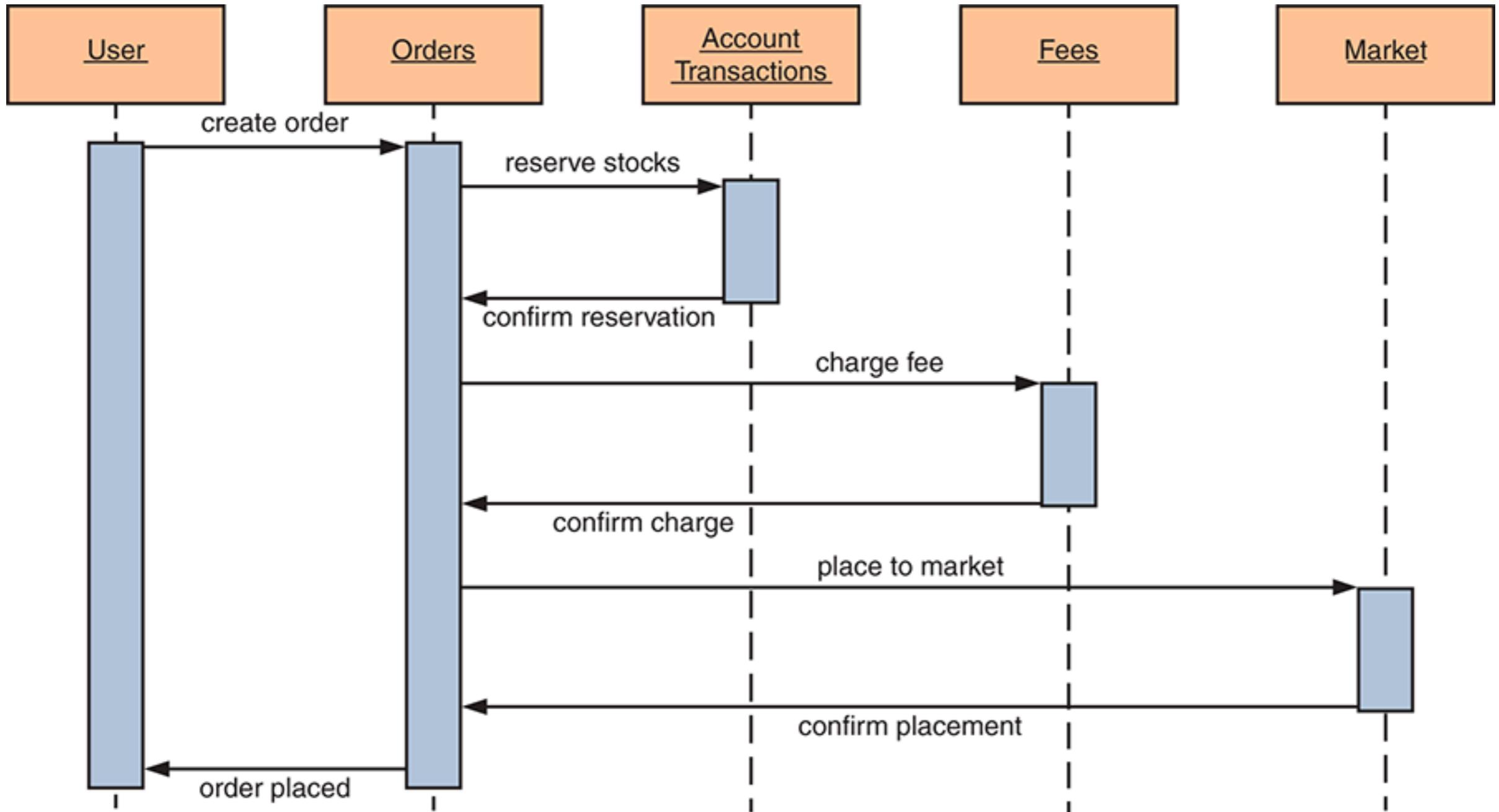


# We need ...

Don't need distributed transaction  
Reduce complexity of code  
Reliable



# Synchronous process

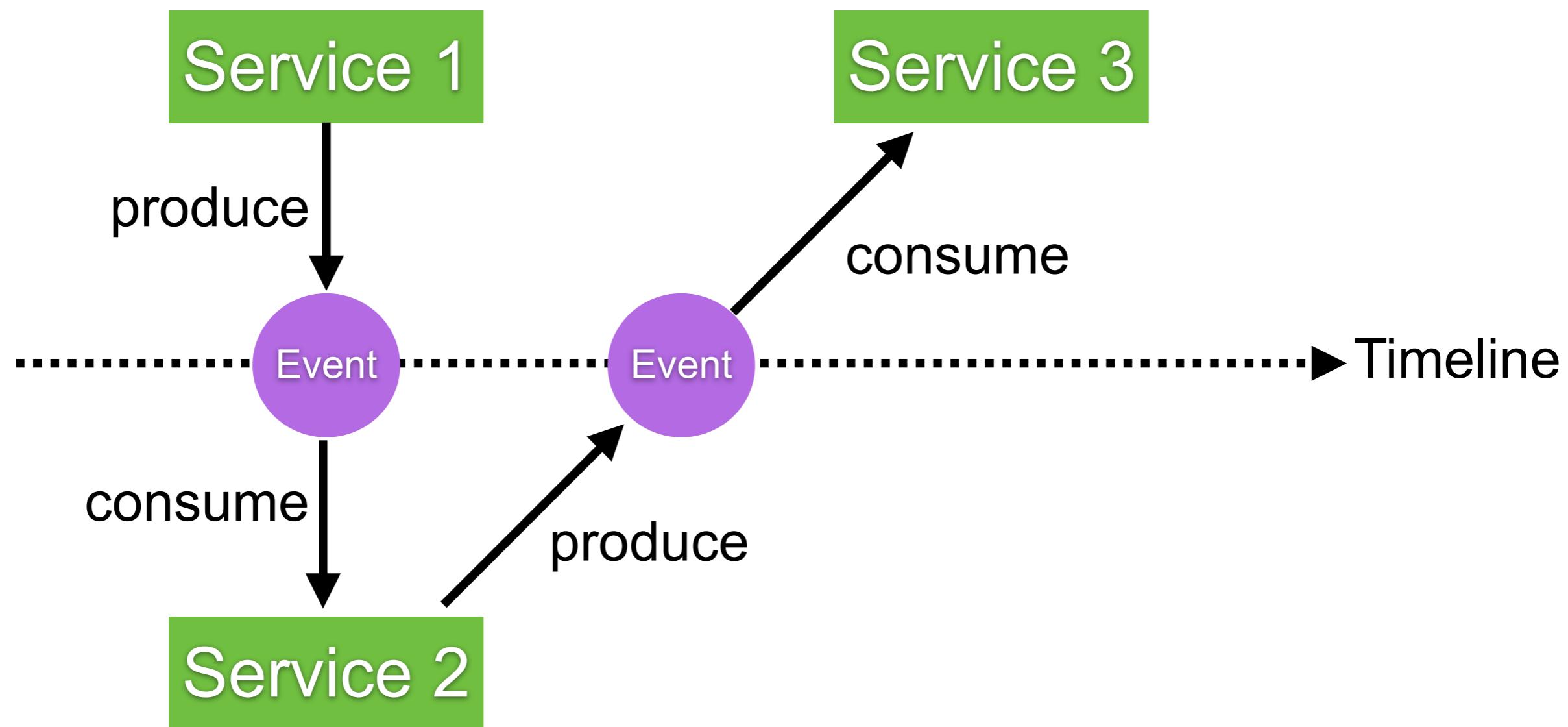


# Event-based communication



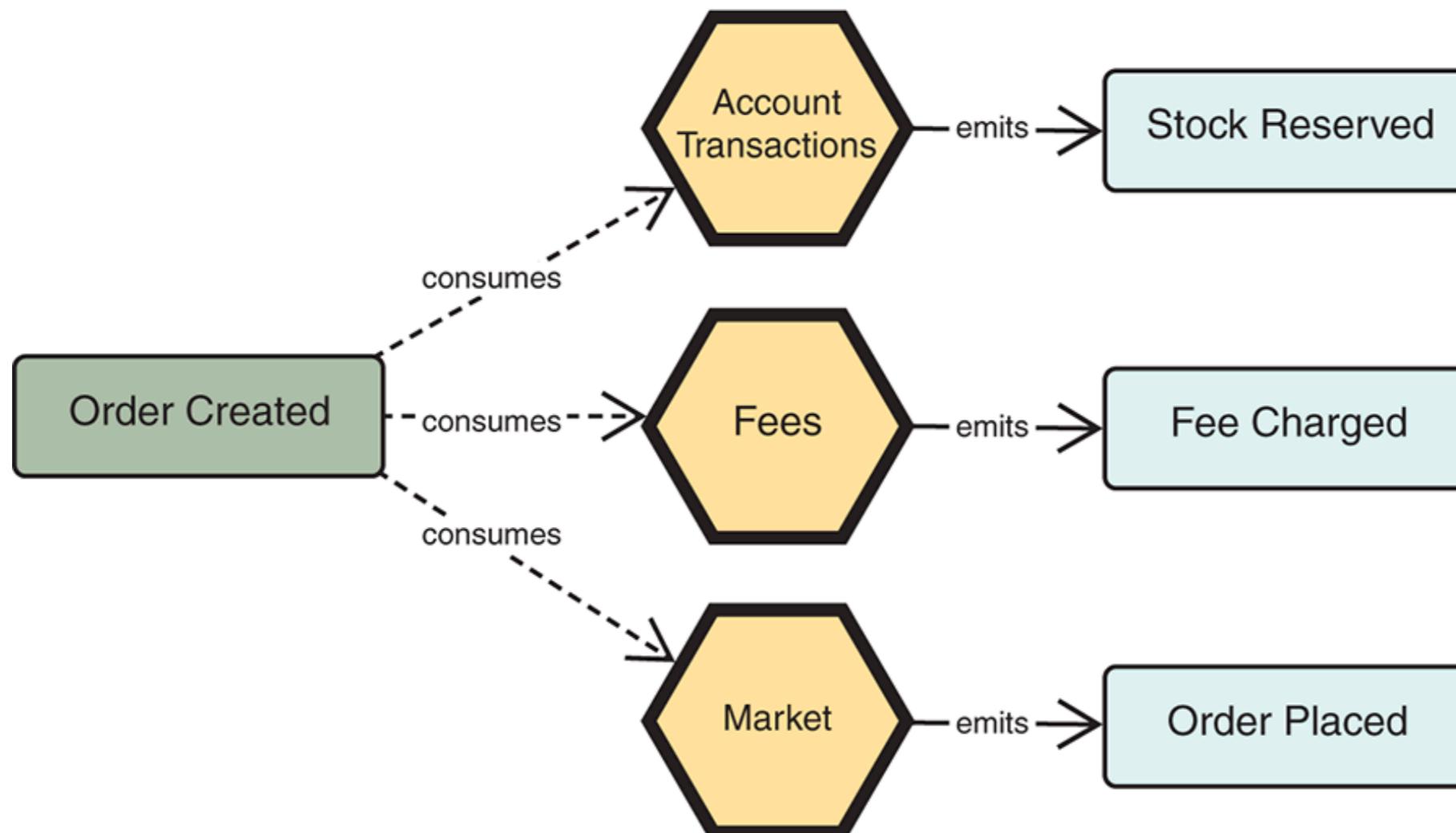
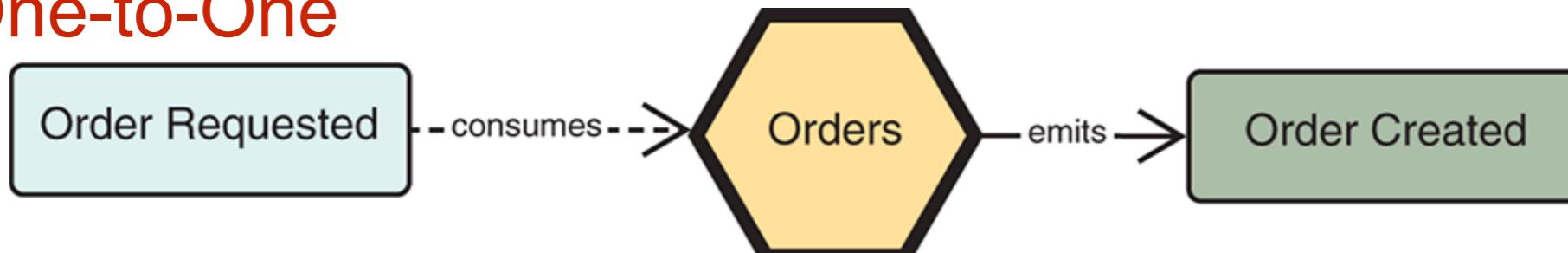
# Choreography pattern

Sequence of Tx and emit **event** or **message** that trigger the next process in Tx

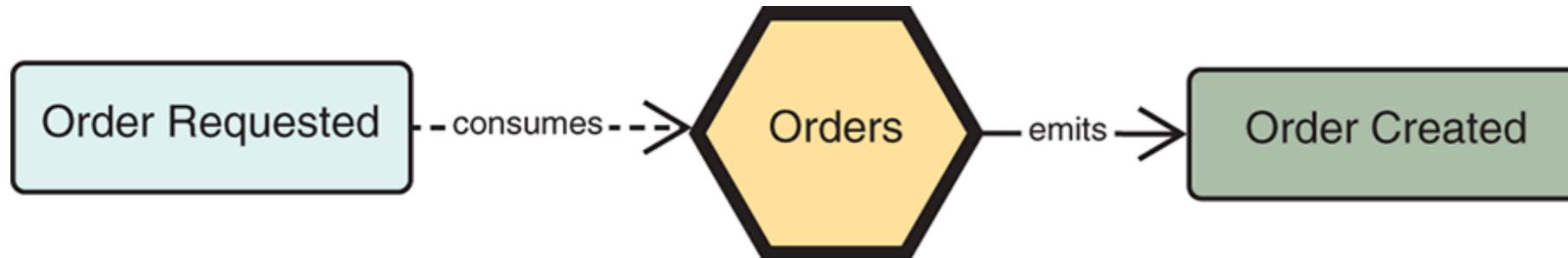


# Service consume and emit event

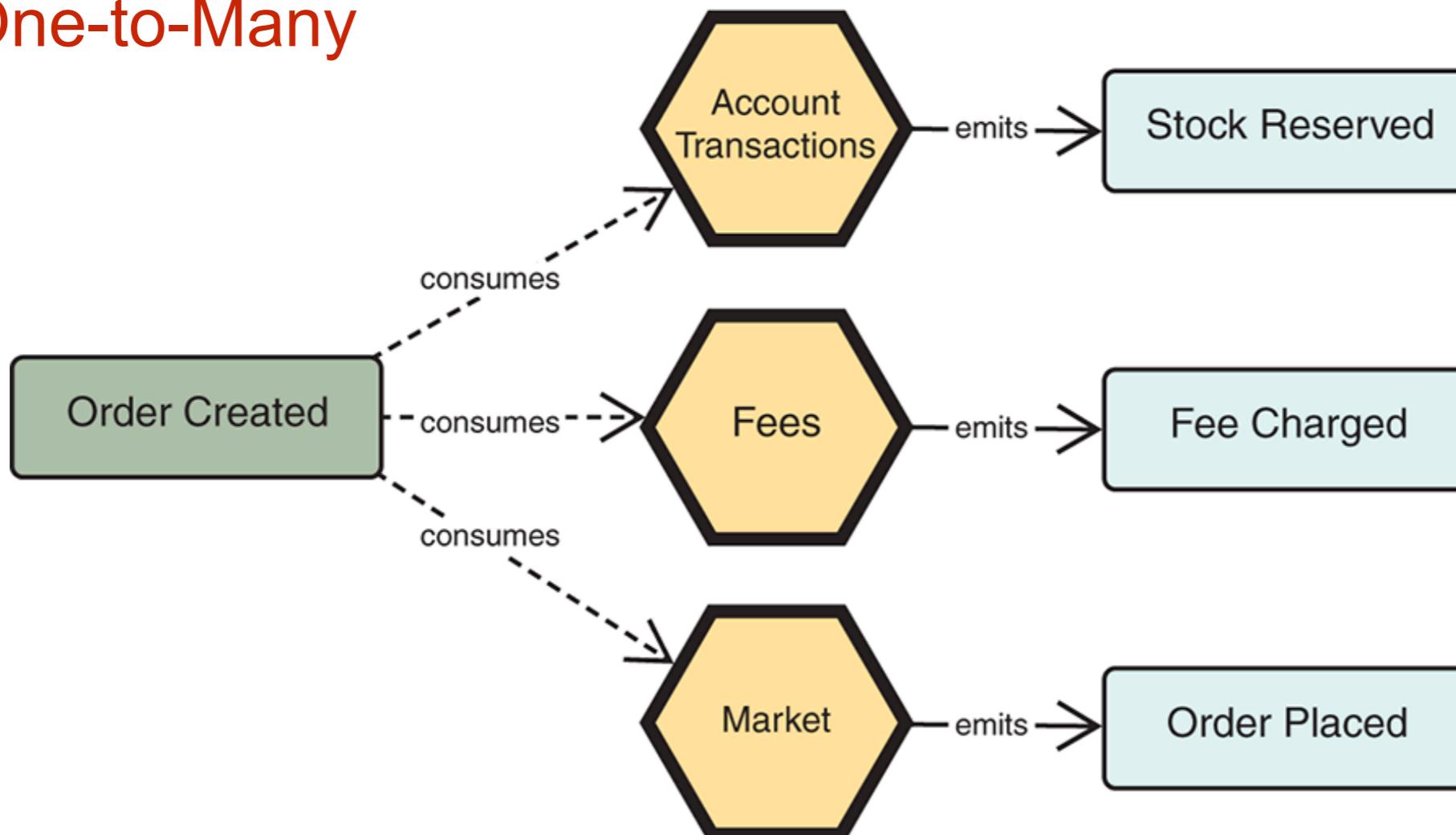
## One-to-One



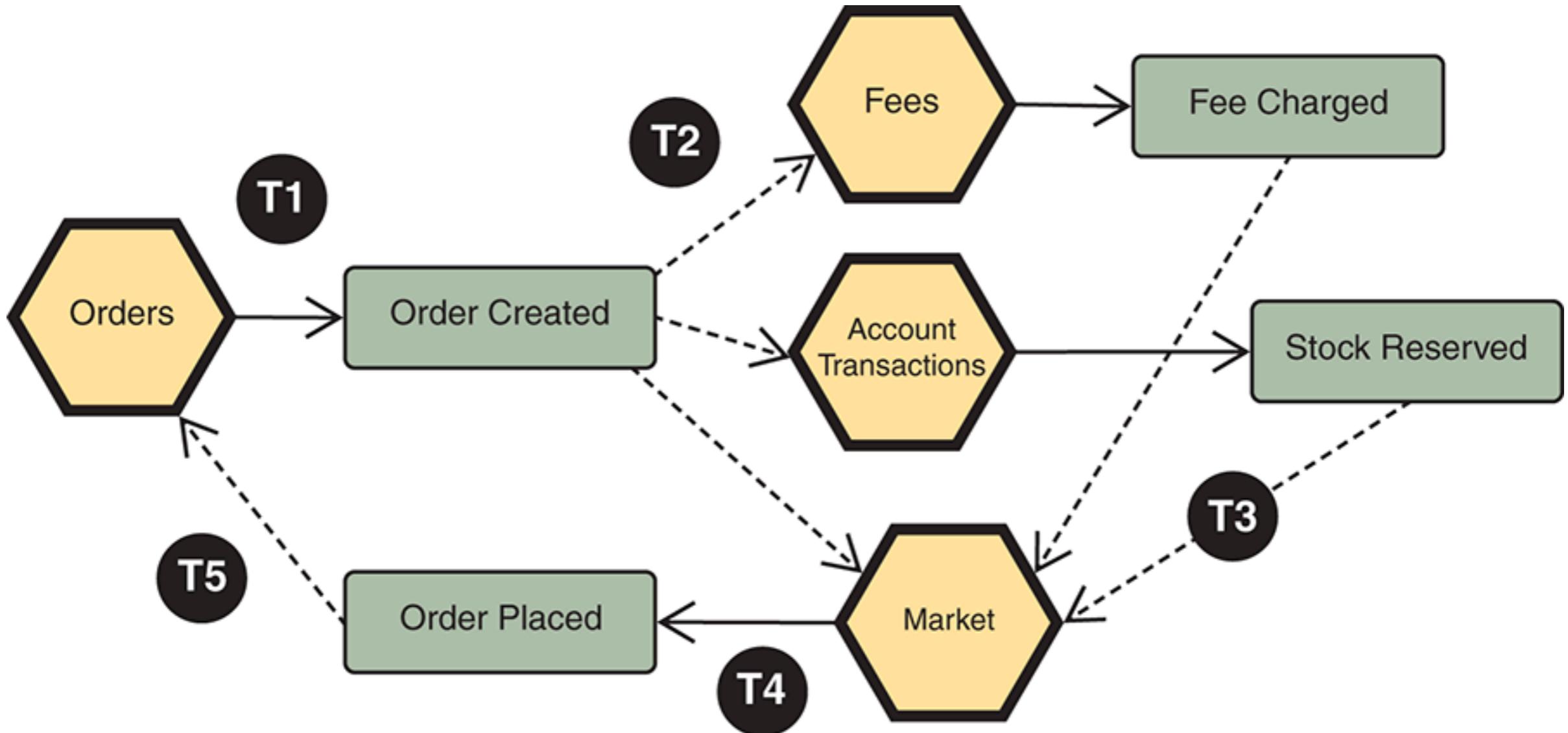
# Service consume and emit event



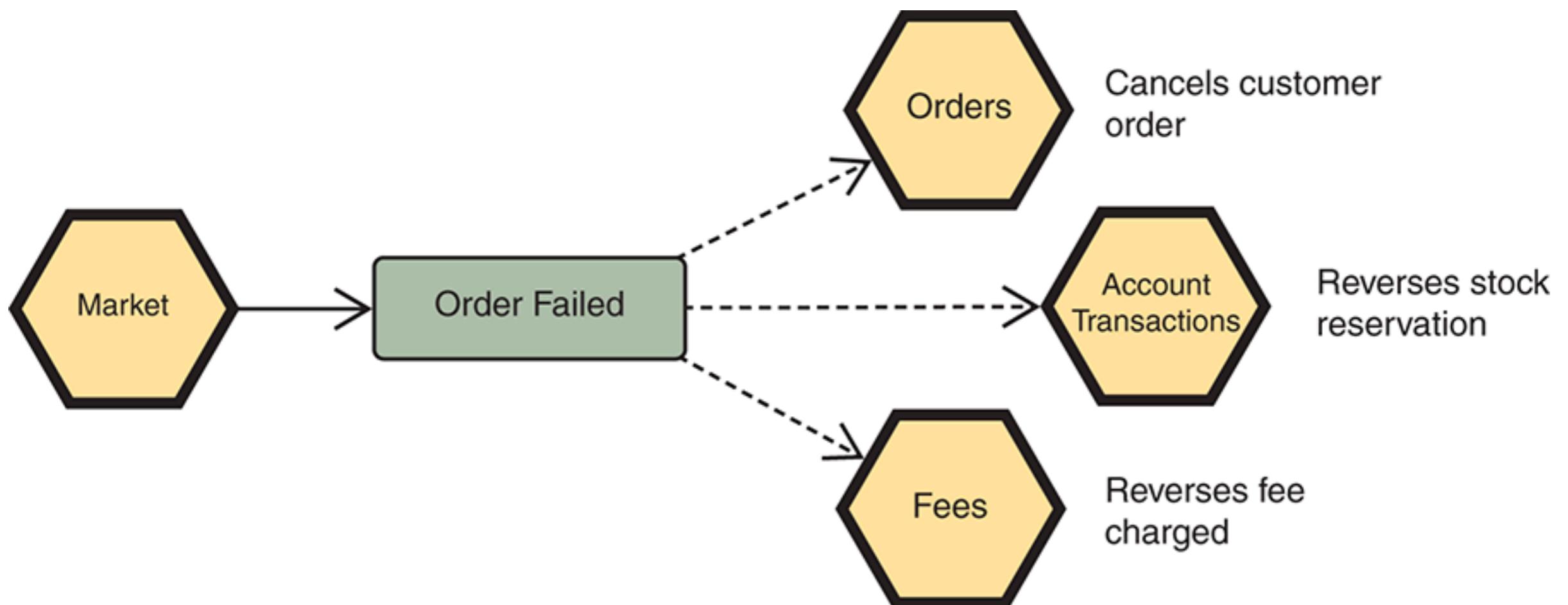
One-to-Many



# Example (Success)

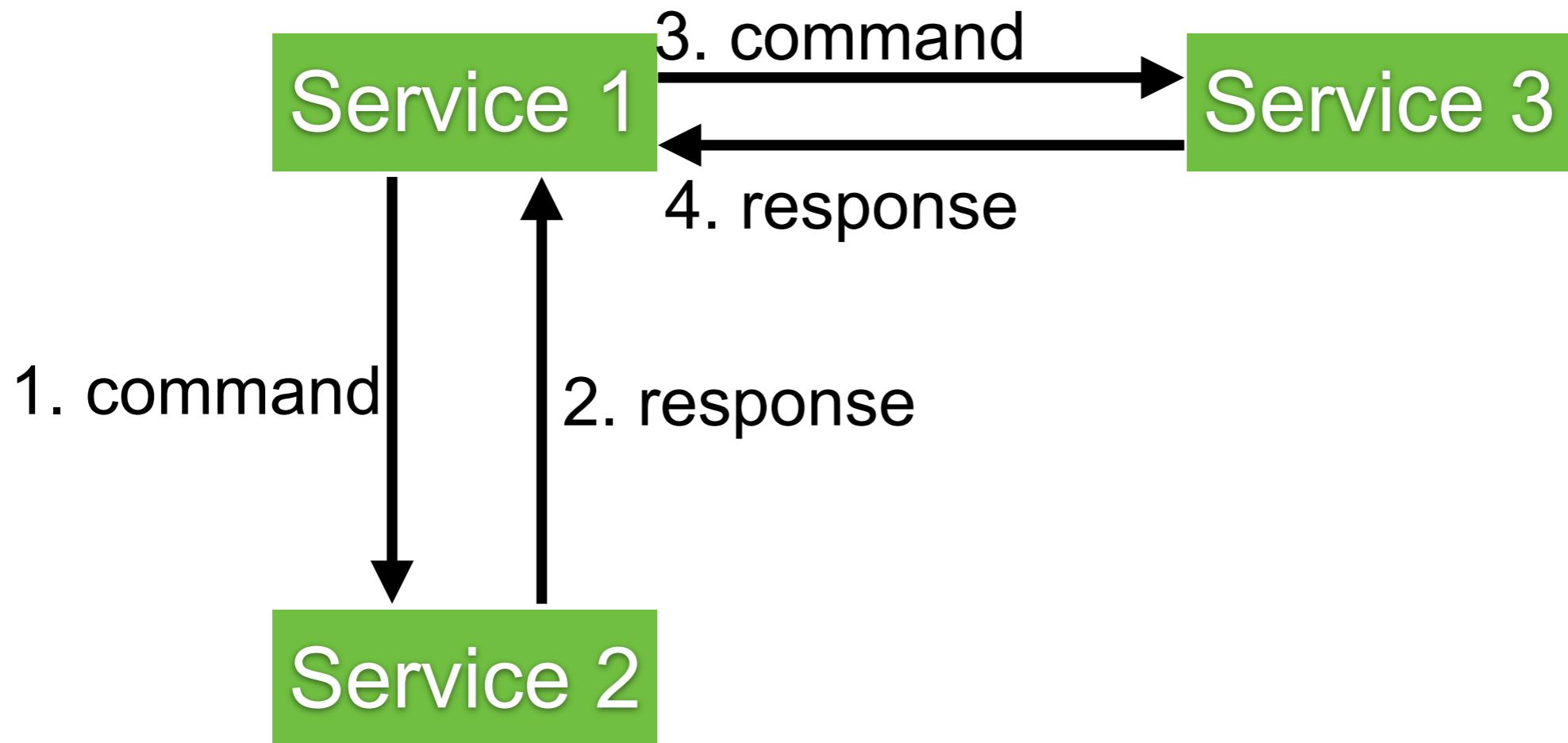


# Example (Fail)

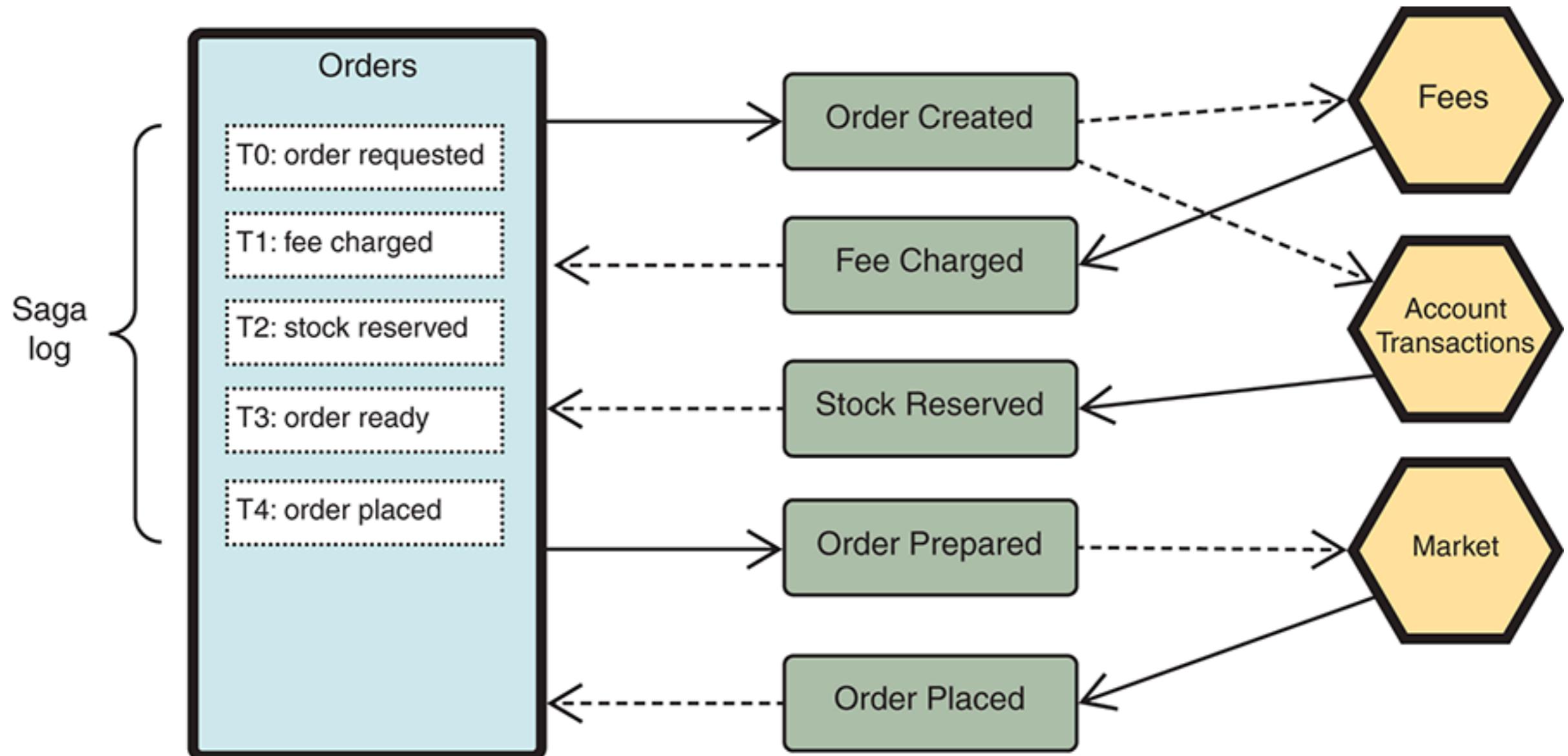


# Orchestrate pattern

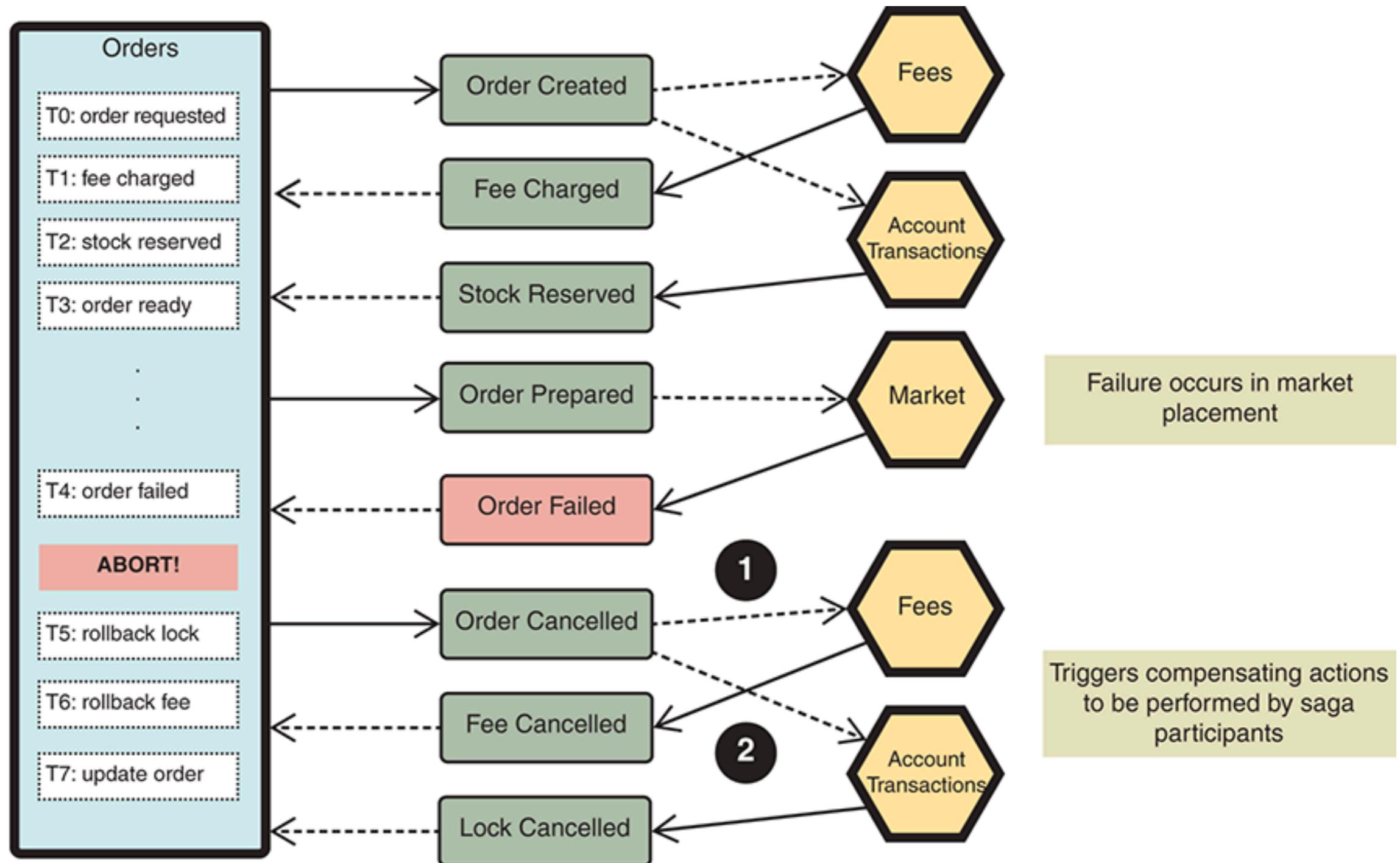
Sequence of Tx and emit **event or message** that trigger the next process in Tx



# Example (Success)



# Example (Fail)



# Consistency patterns

Name	Strategy
Compensating action	Perform action that undo prior action(s)
Retry	Retry until success or timeout
Ignore	Do nothing in the event of errors
Restart	Reset to the original state and start again
Tentative operation	Perform a tentative operation and confirm (or cancel) later



# “Saga”



# **Message vs Event**

**Message** is addressed to someone

**Event** is something that happen and someone can react to that



# Event sourcing

Maintain source of truth of business  
Immutable sequence of events

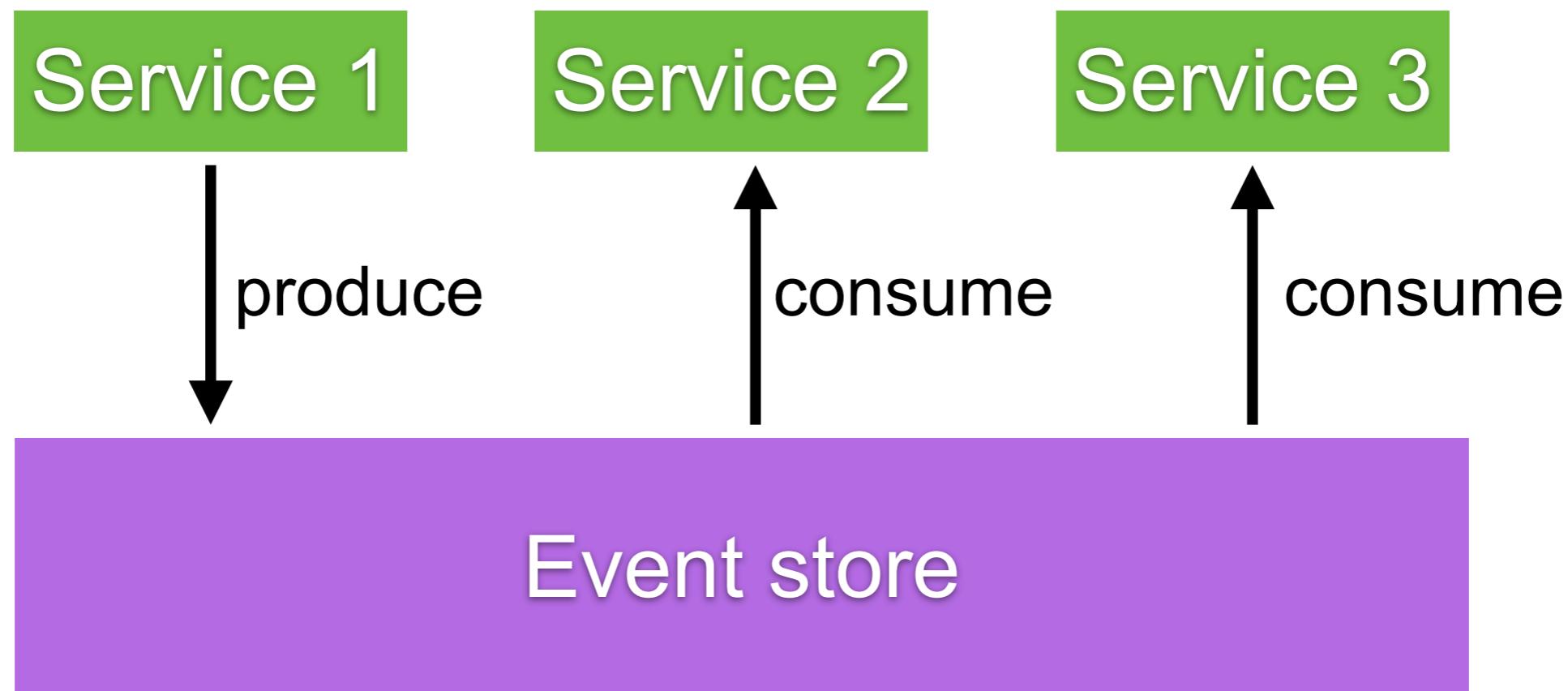


Sequence of event is keep in **Event store**



# Event store

Keep events in order  
Broadcast new event

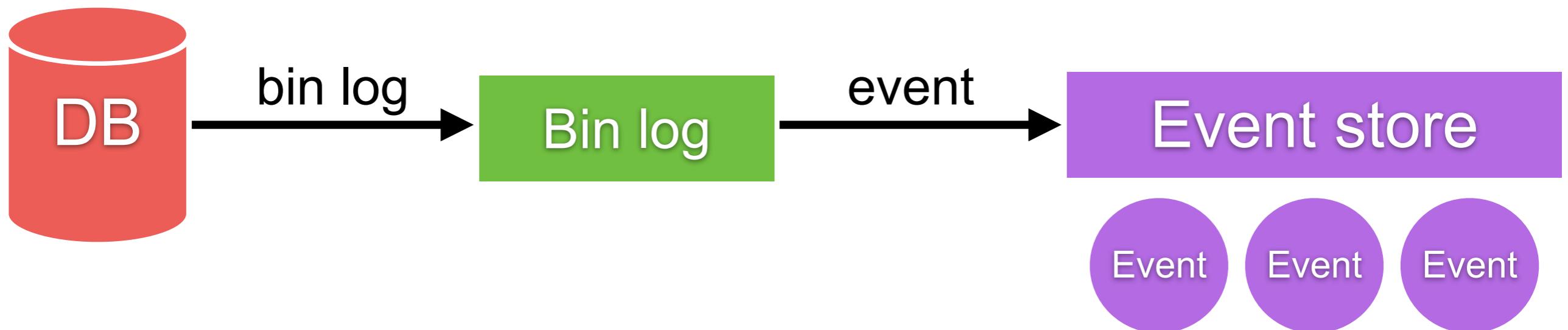


**With Event sourcing, we can  
decouple services (query and  
command)**



# Event sourcing with database

## Working with database



Binlog or Binary log event is information about data modification made to database



# Event sourcing

Duplication data (denormalize database)  
Complexity (separate query and command)  
Difficult to maintain



# Event sourcing can't solve all problems



# Start with **understand** your purpose



Start with understand your  
**problem** to resolve



# How to implement queries ?



# **Query data from multiple services**

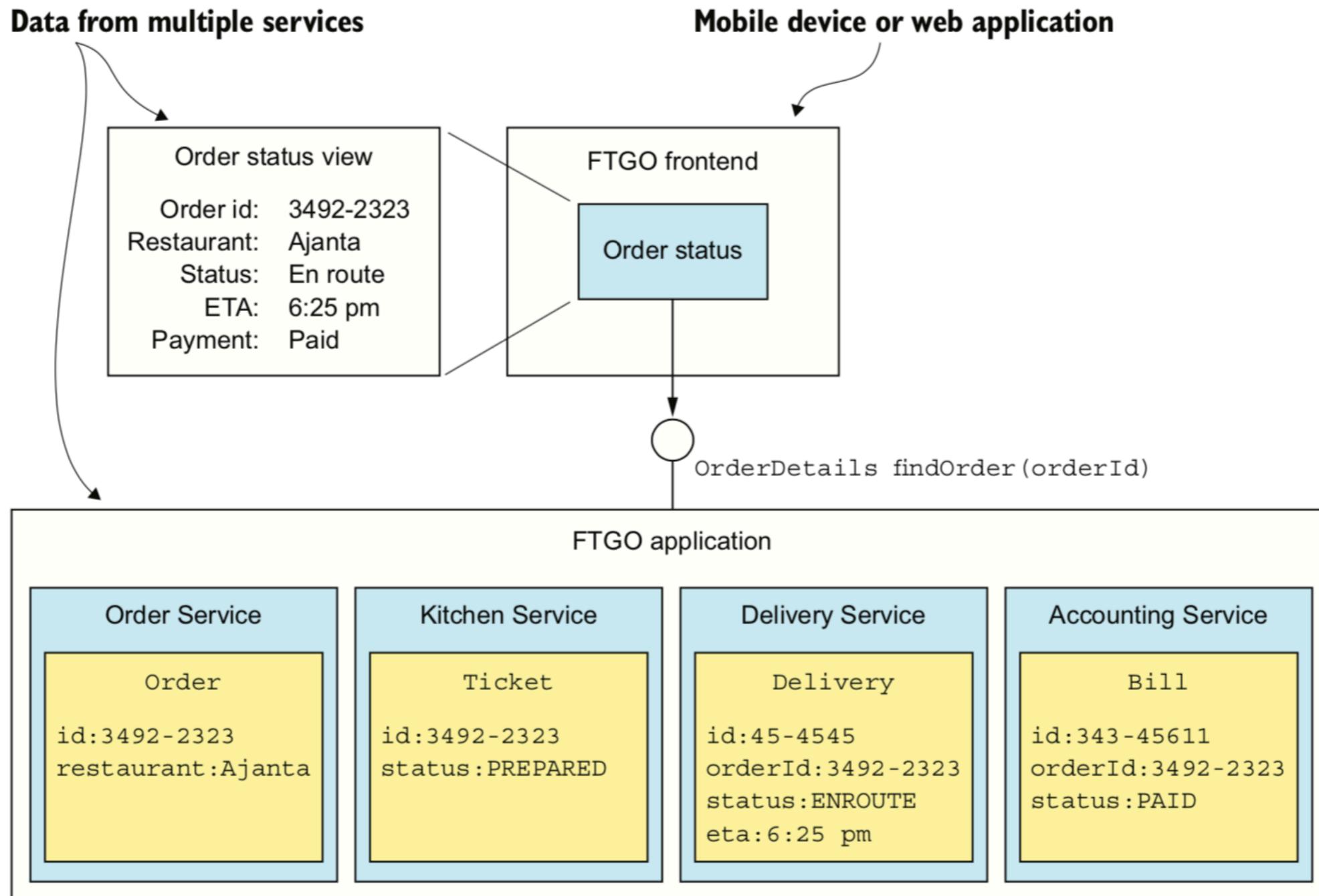
**API composition**

**Cold data from services**

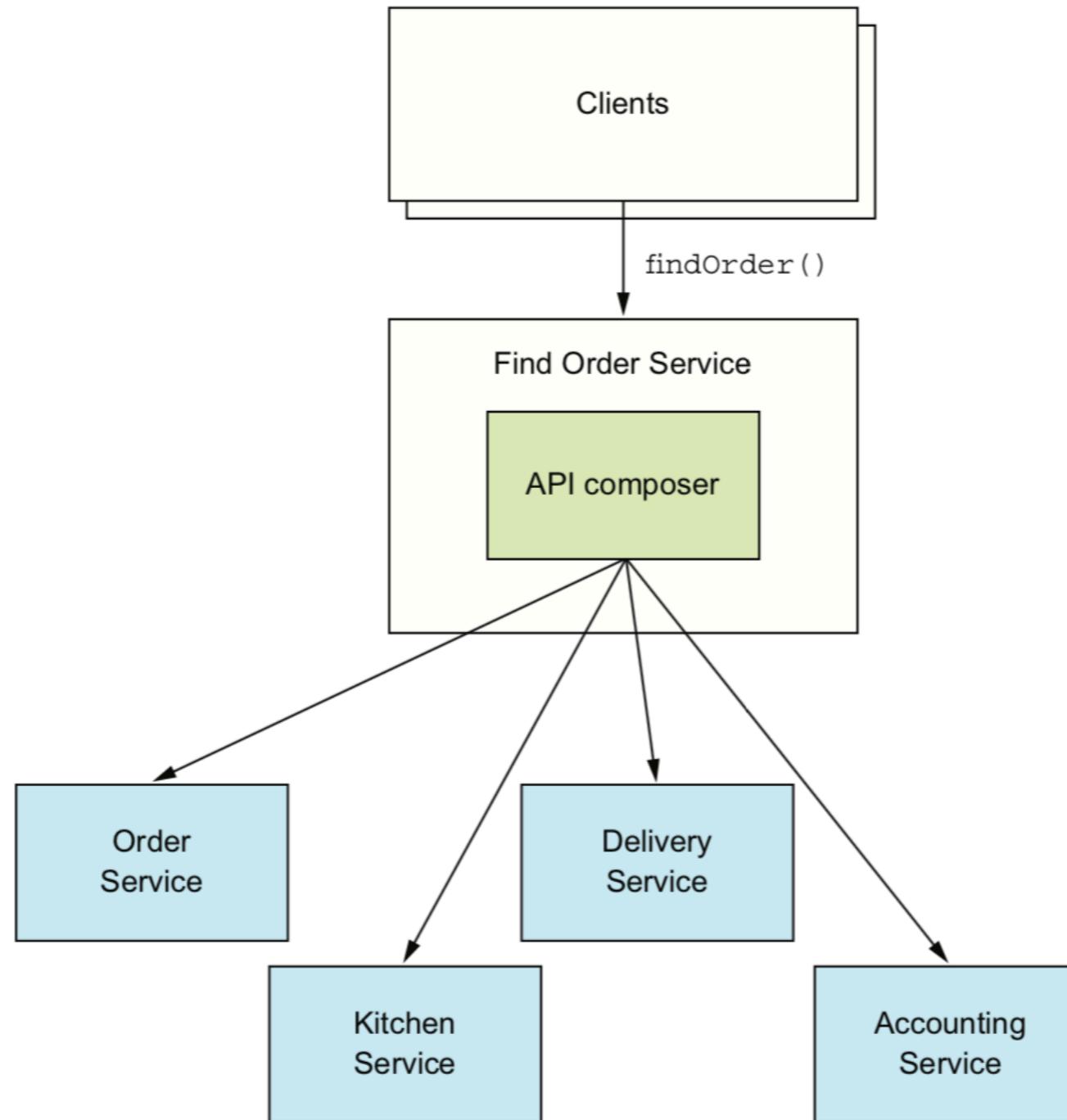
**CQRS (Command Query Responsibility Segregation)**



# Problem ?



# API composition pattern



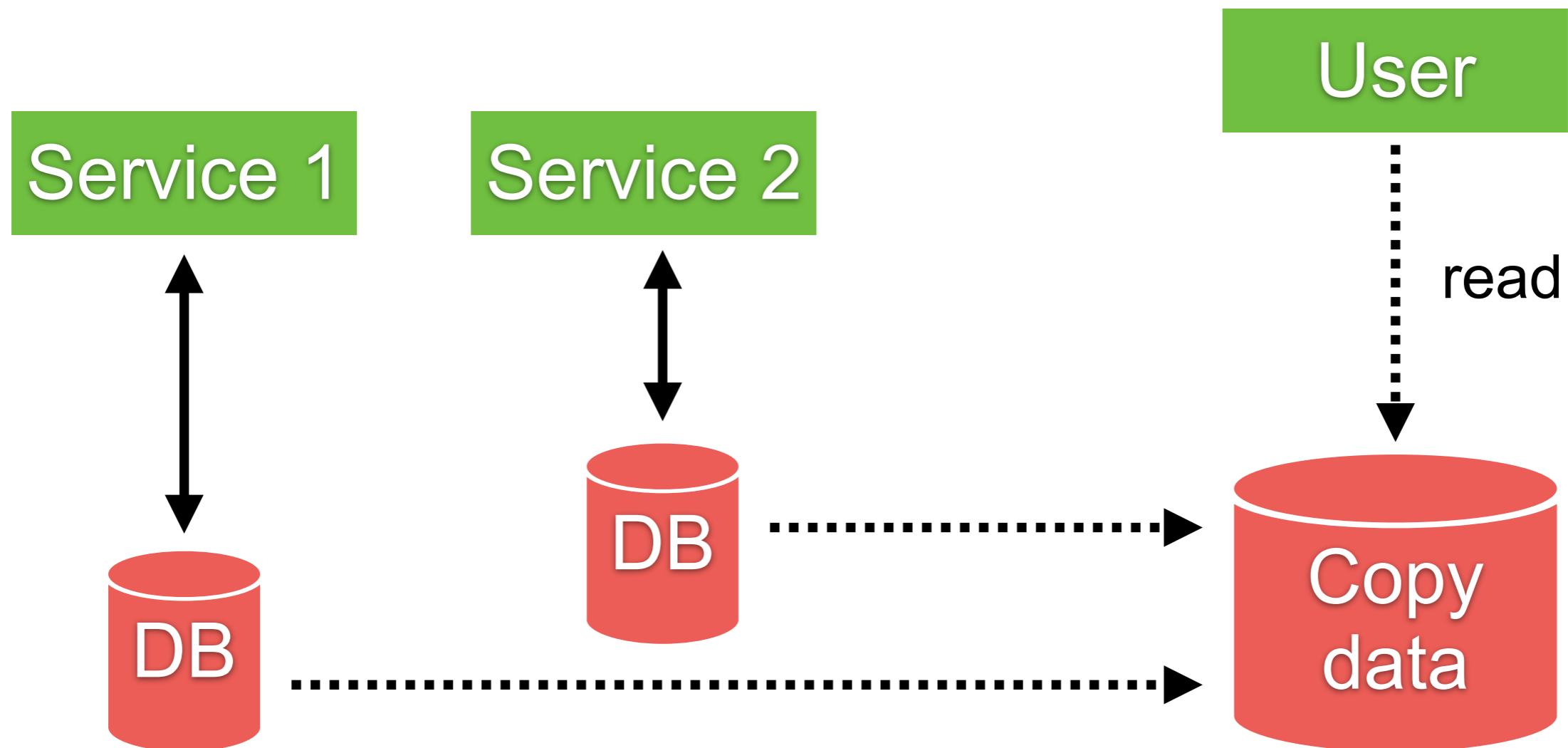
# Drawbacks

Increase overhead  
Lack of transactional data consistency  
Reduce availability



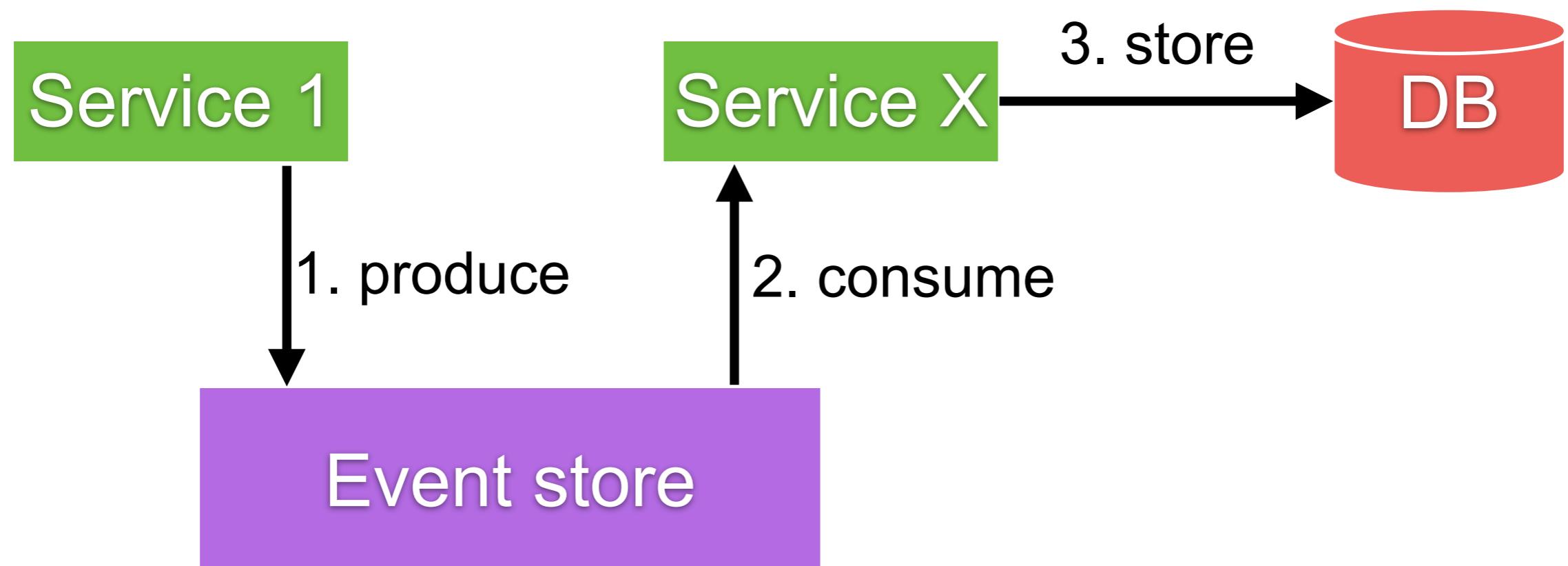
# Storing copy data

Copy or caching data to other database



# Working with Event-based

Publish event to store copy data

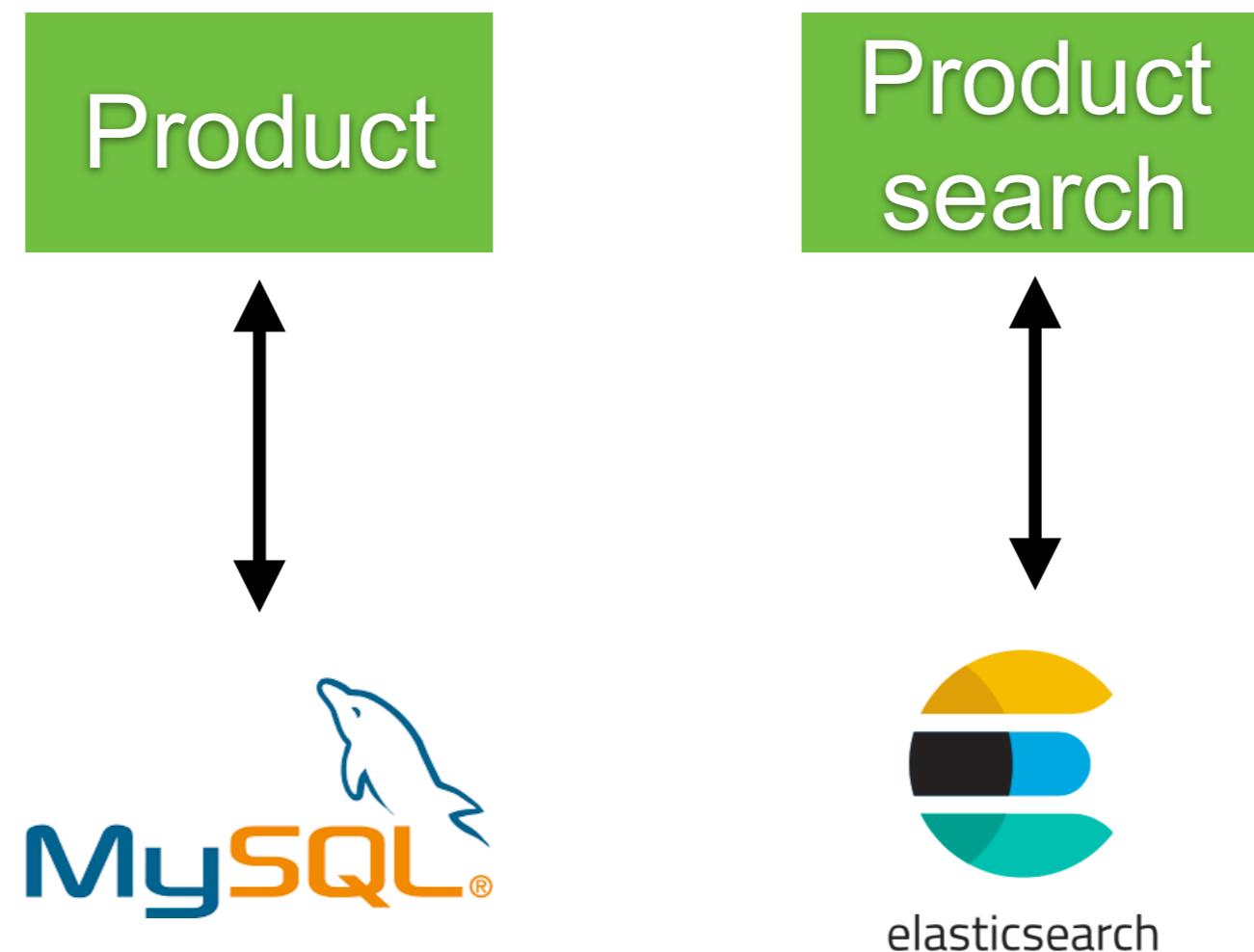


# Separate query and command



# Separate data for read and write

For example MySQL to write, Elasticsearch to search

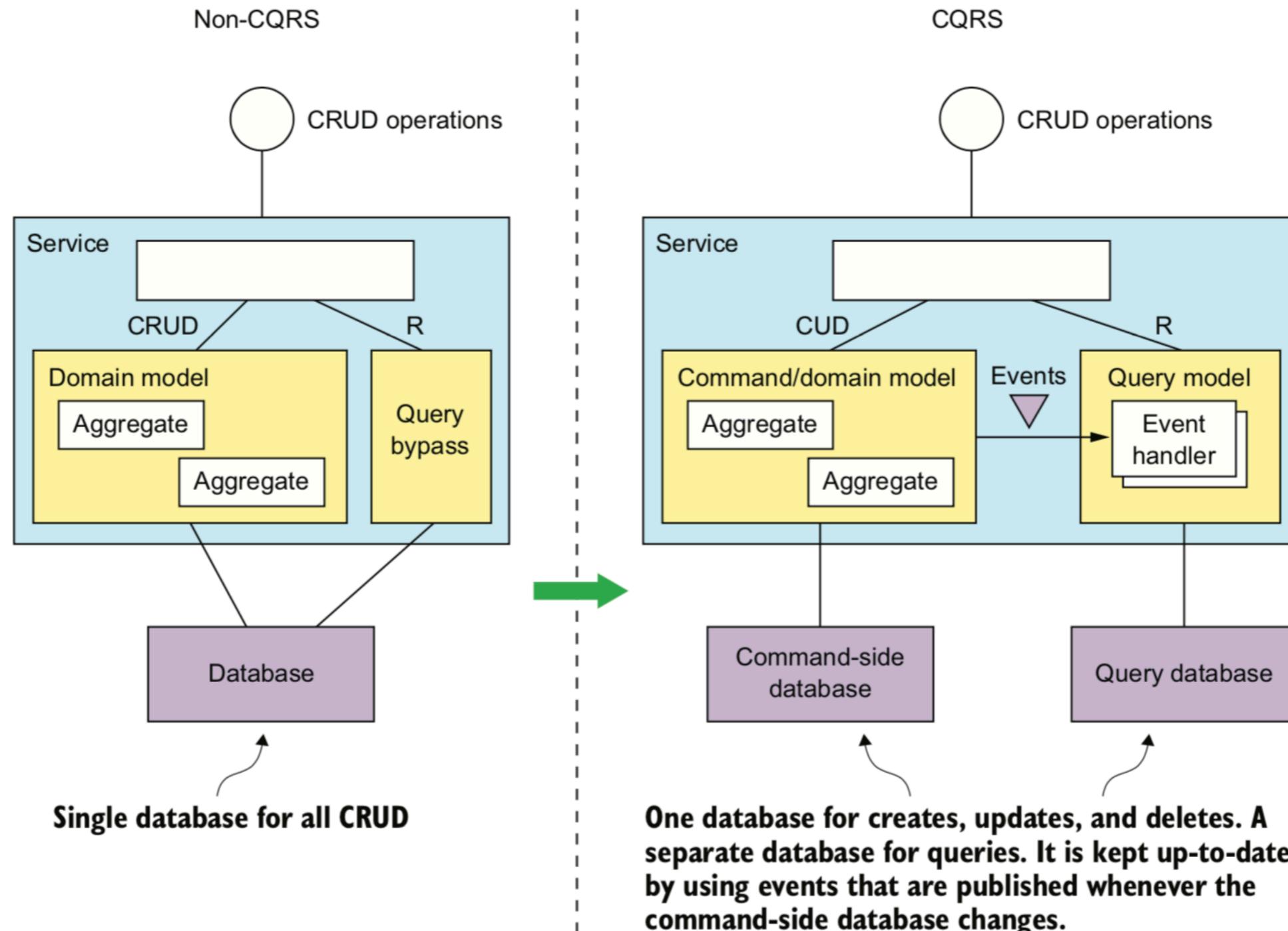


# CQRS

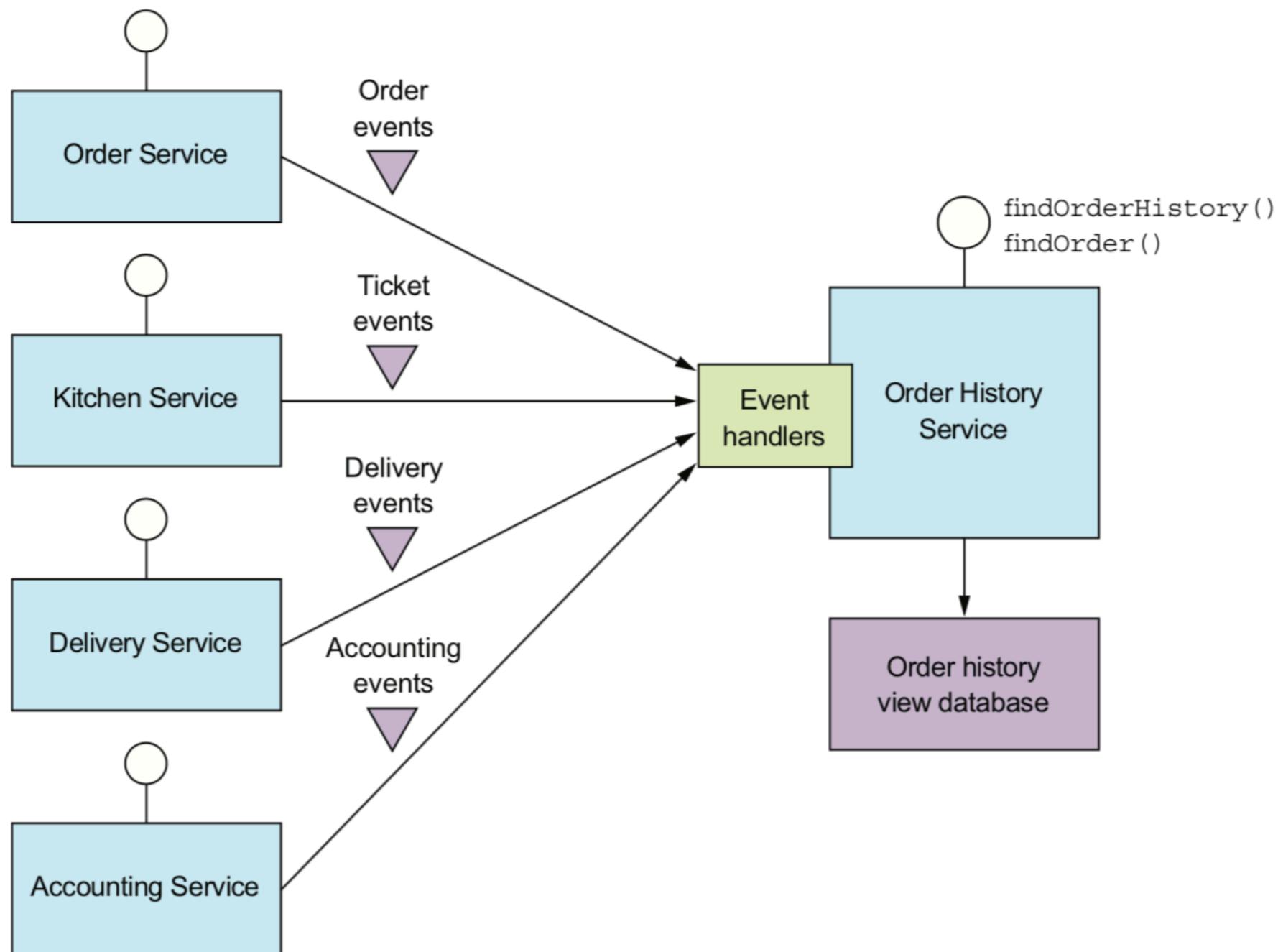
## Command Query Responsibility Segregation



# CQRS = Separate command from query



# CQRS = Query-side service



# Benefits

Improve separation of concern  
Efficiency query



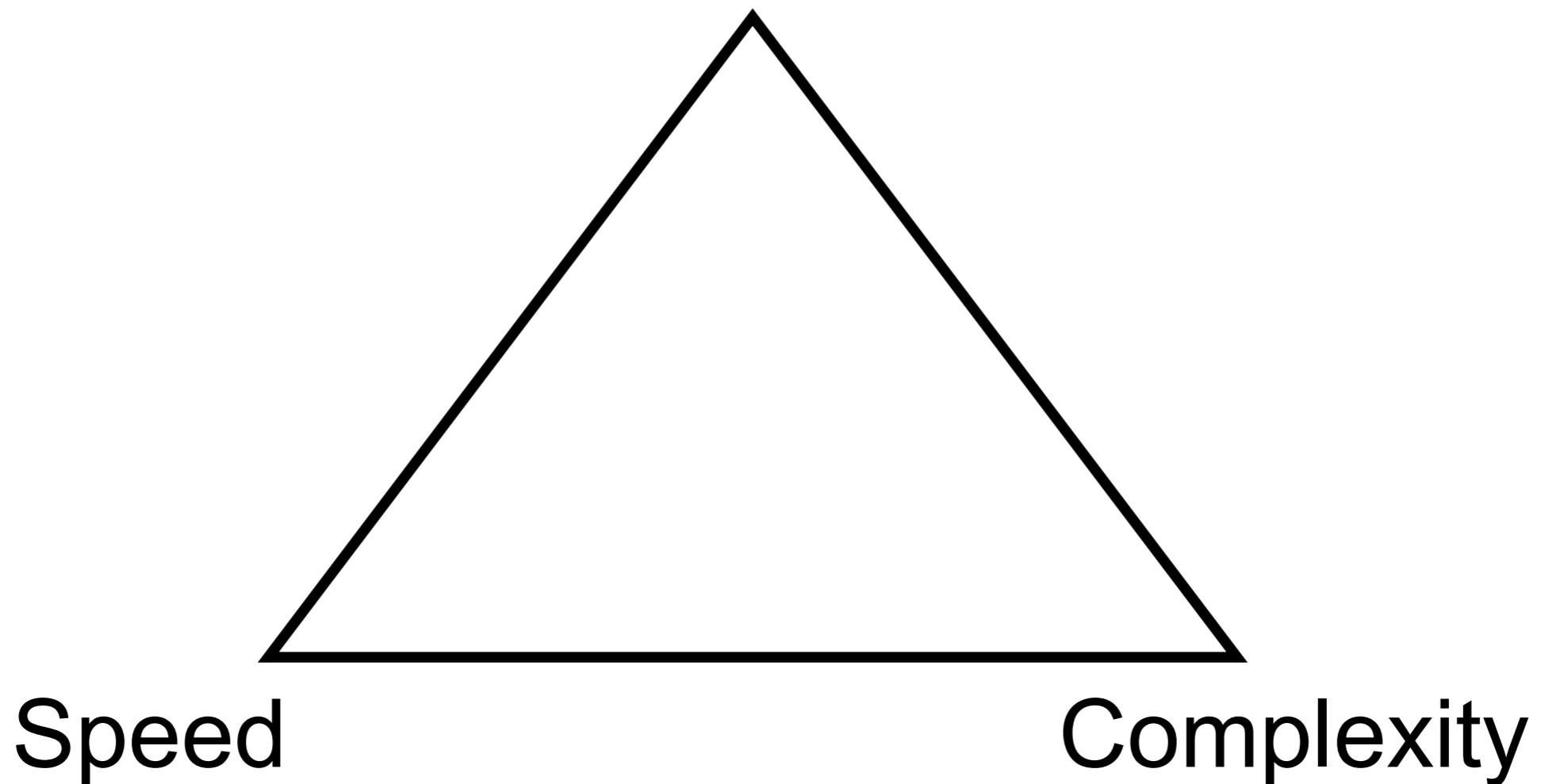
# Drawbacks

More complex

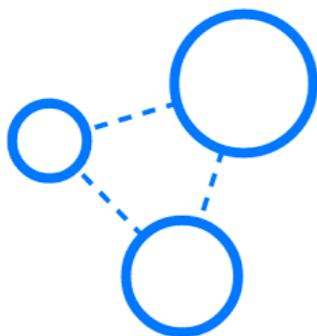
Lag between command and query side



# Customer value



# Beyond Microservice Process and Organization



## Flexible organizational structure

With clear roles and accountabilities



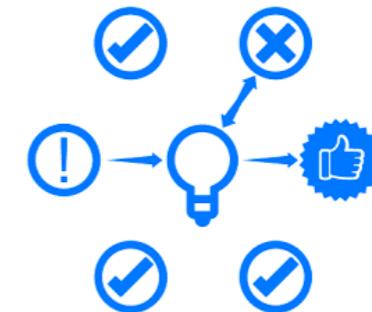
## Efficient meeting formats

Geared toward action and eliminating over-analysis



## More autonomy to teams and individuals

Individuals solve issues directly without bureaucracy



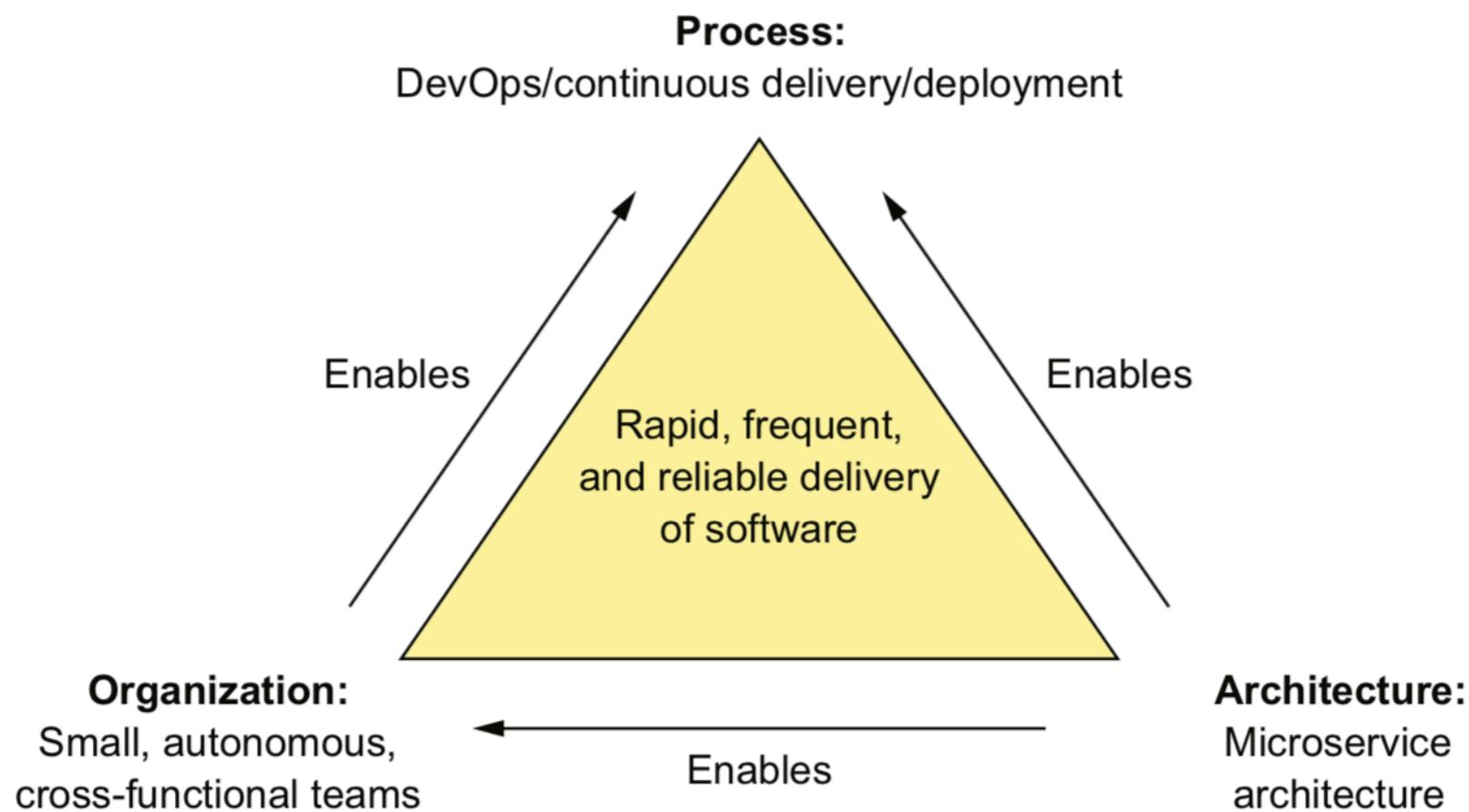
## Unique decision-making process

To continuously evolve the organization's structure.



# Success project needs ...

Organization process  
Development process  
Delivery process



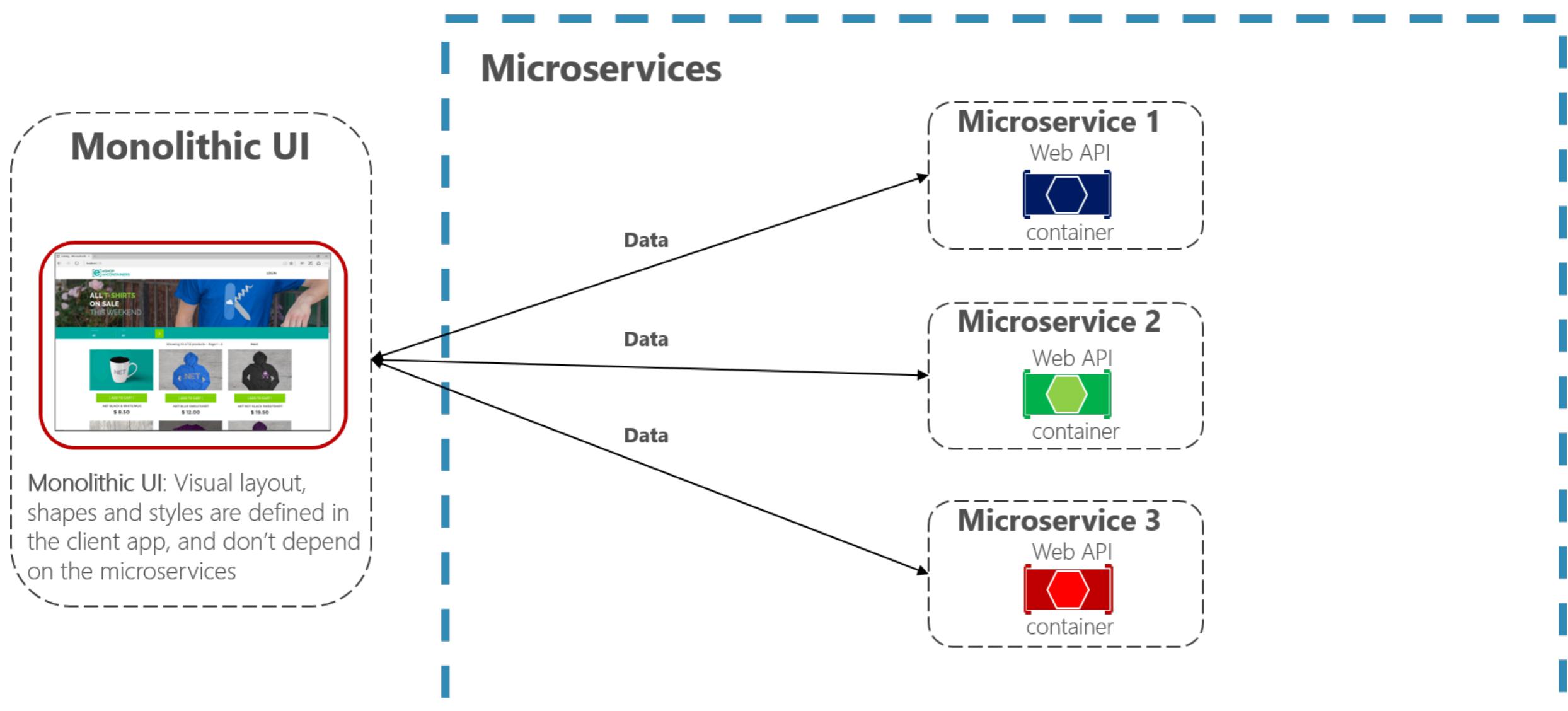
# Don't forget about the human side when adopt Microservice



# **Integrate services with User Interface**



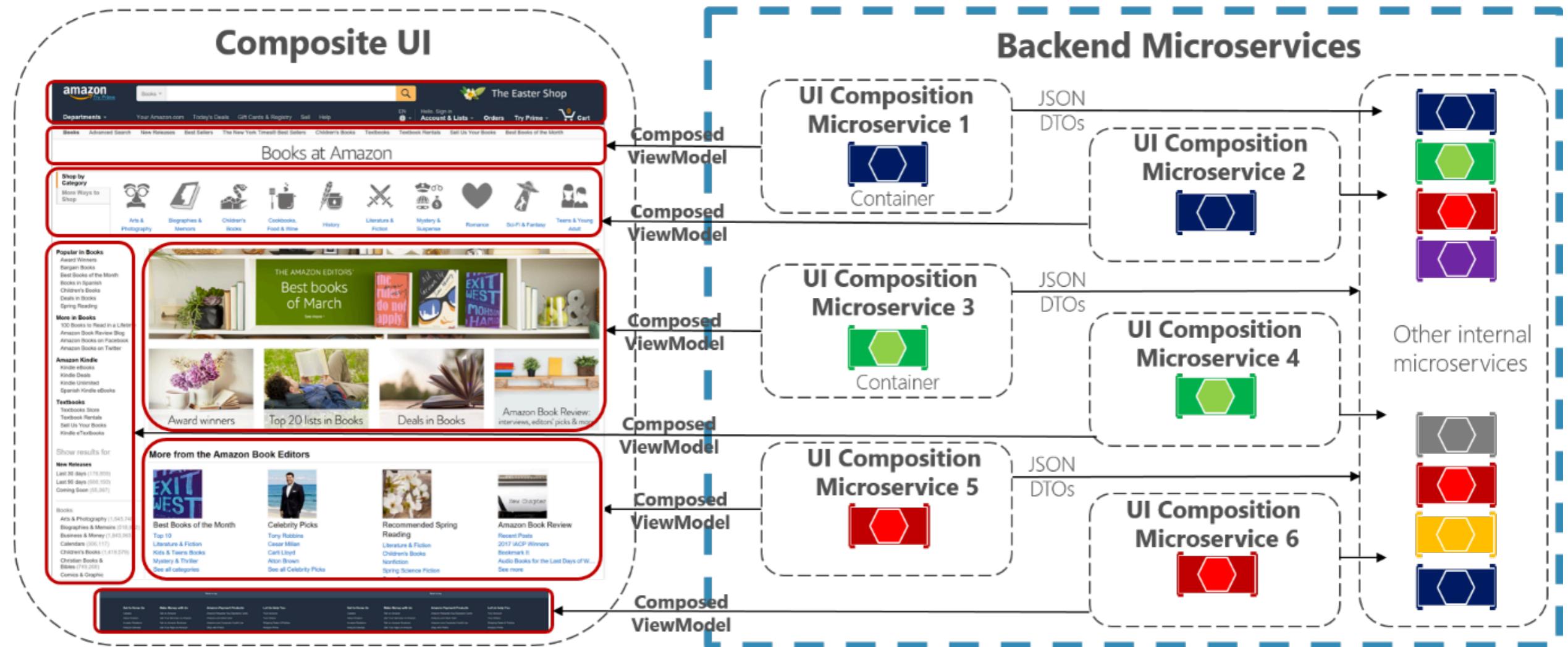
# Monolithic UI consuming microservices



<https://docs.microsoft.com>



# Composite UI generated by microservices



<https://docs.microsoft.com>

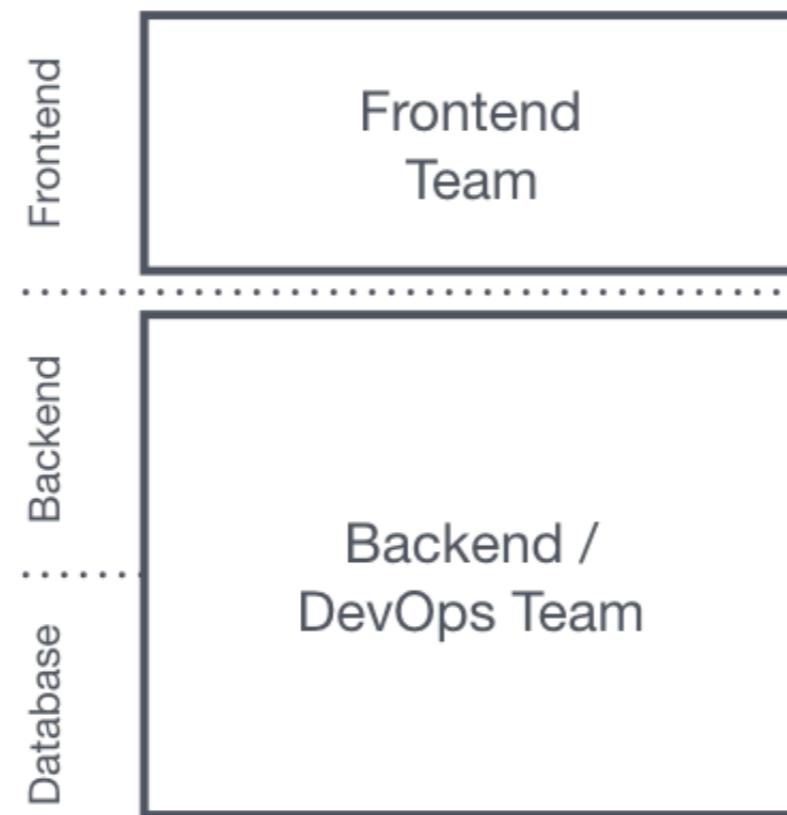


# Monolith frontend

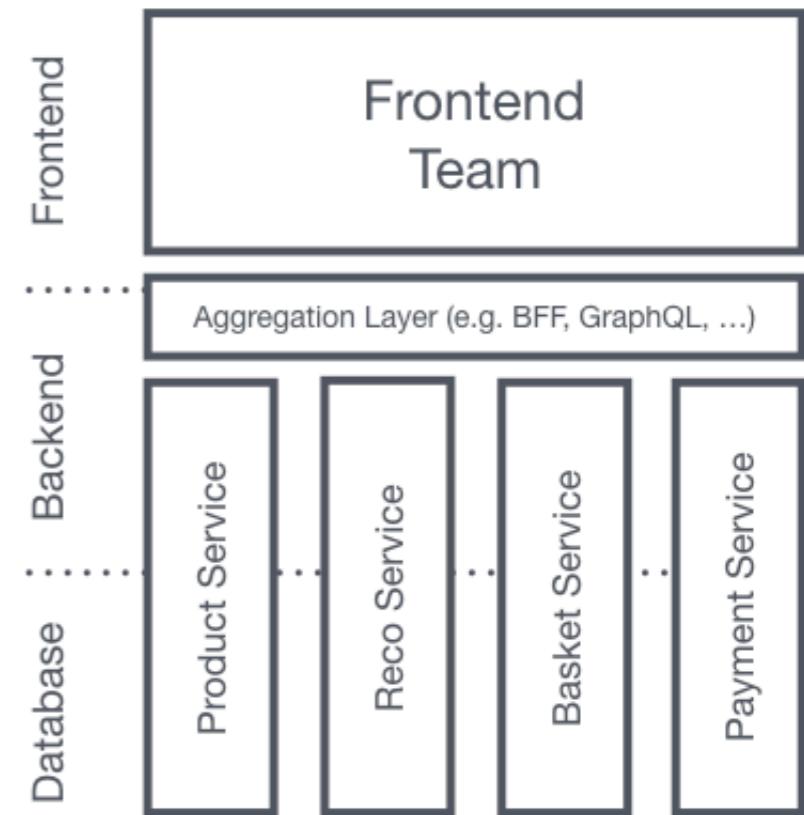
*The Monolith*



*Front & Back*



*Microservices*

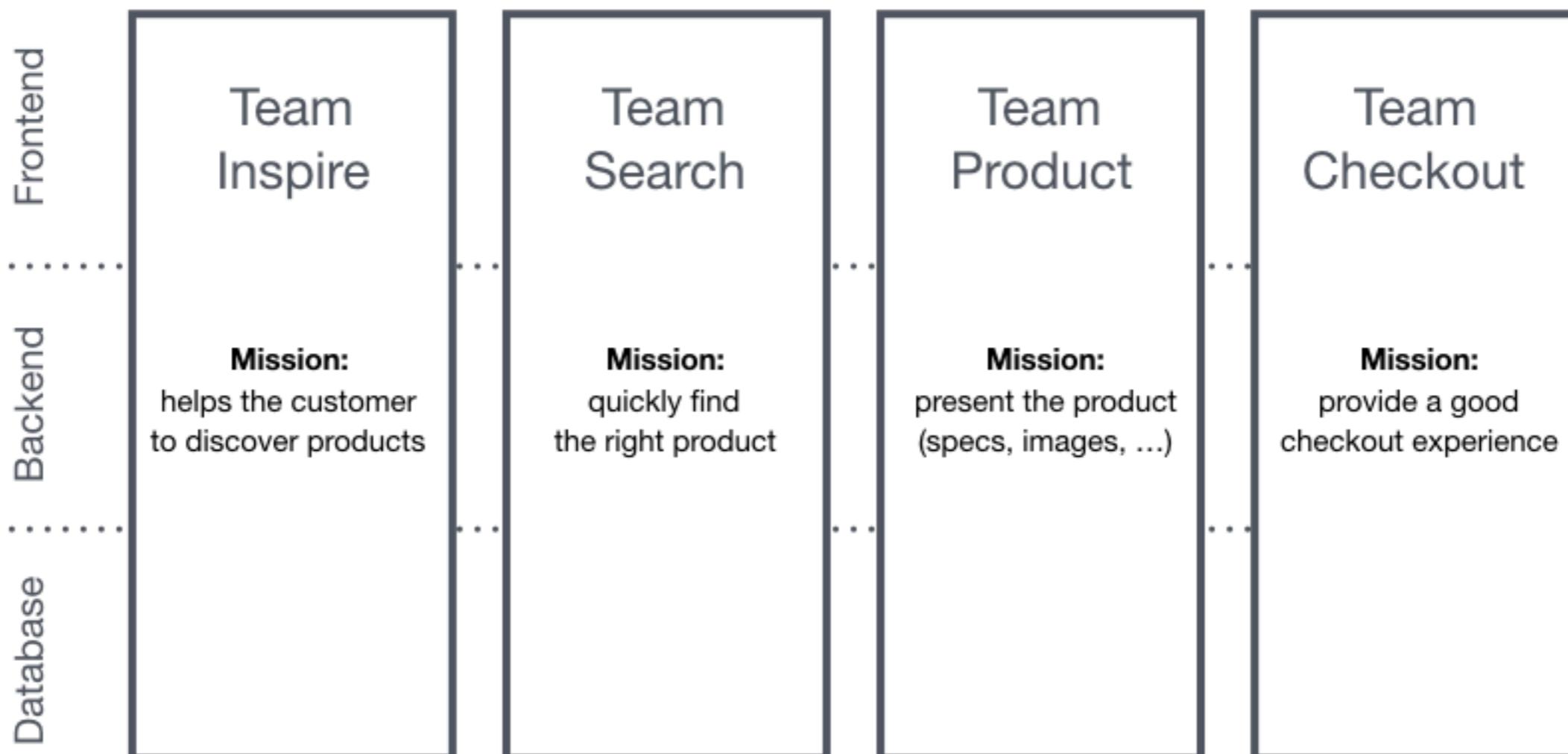


<https://micro-frontends.org/>



# Micro frontend

*End-to-End Teams with Micro Frontends*



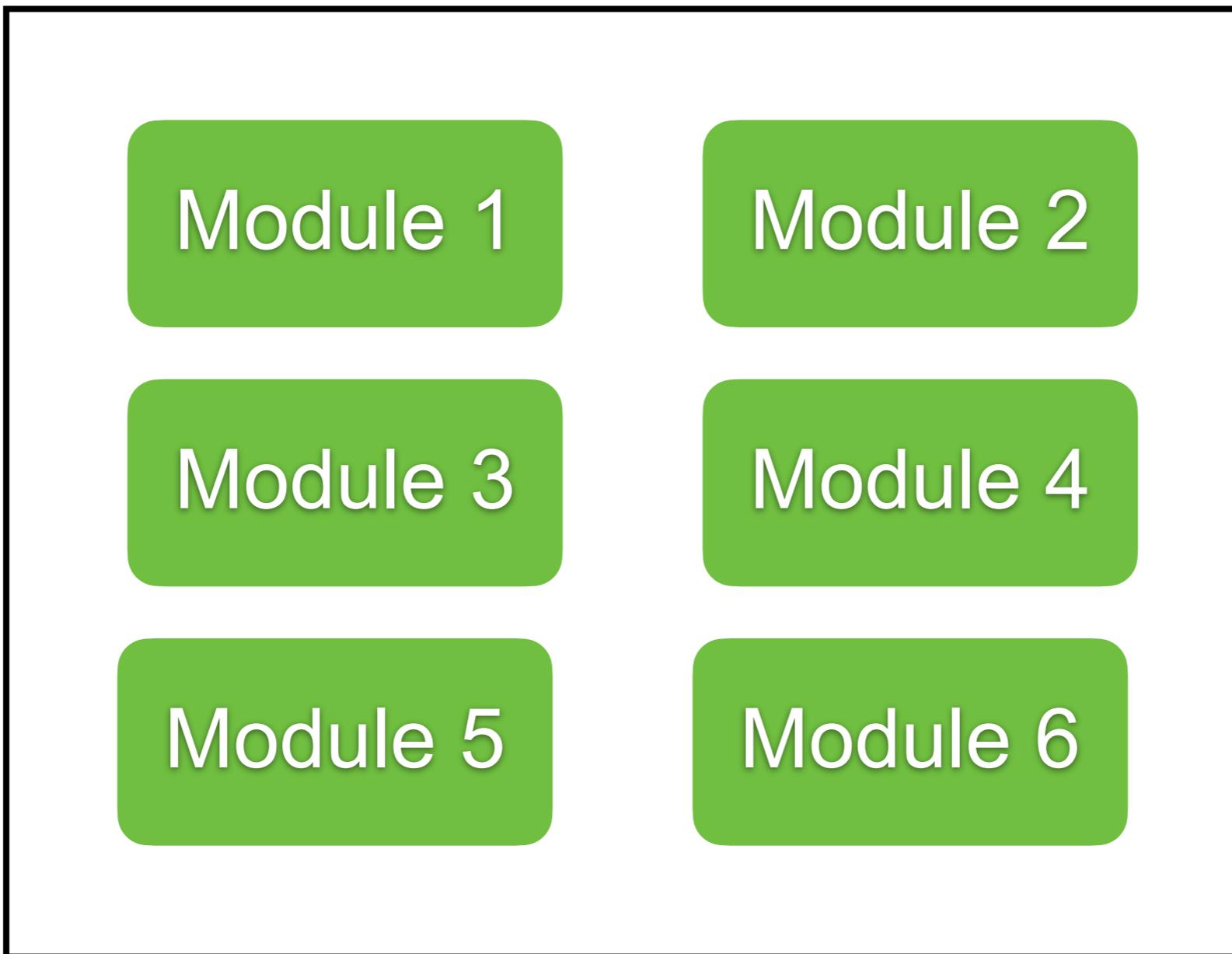
<https://micro-frontends.org/>



# Summary



# Let's start with good monolith



# Find your problem

Module 1

Module 2

Module 3

Module 4

Module 5

Module 6



Module 1

Module 2

Module 3

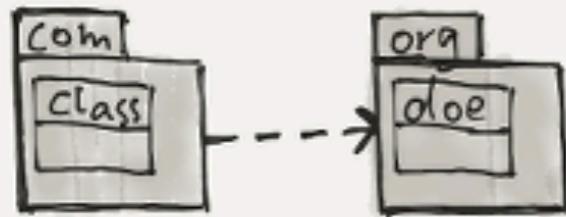
Module 5

Module 6

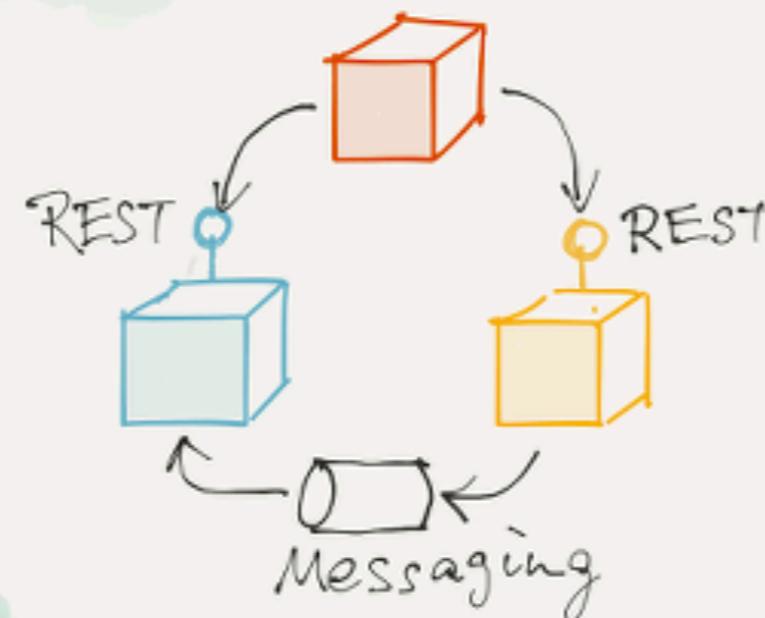
Module 4



# Architecture



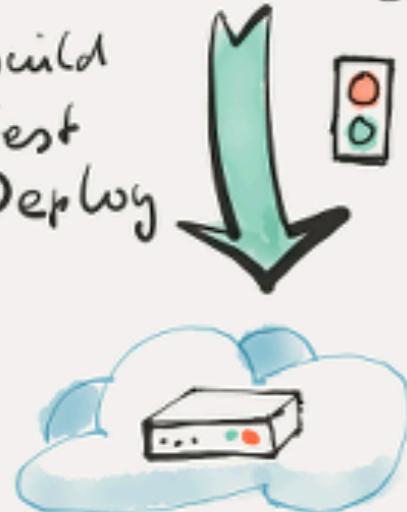
# Microservices



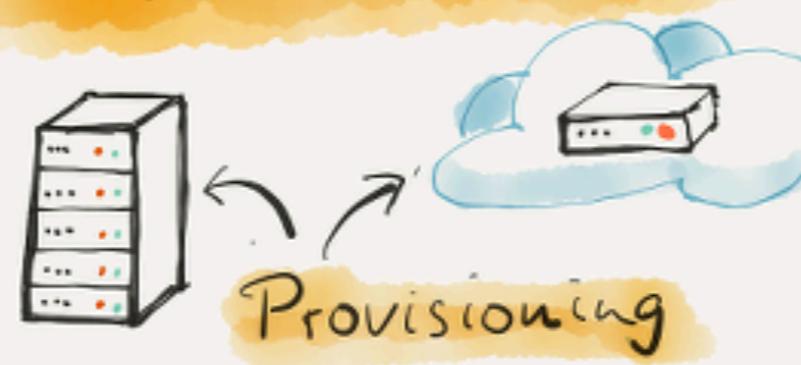
# Deployment

## Continuous Delivery

`{ var i=1; }`  
Build  
Test  
Deploy



# Infrastructure

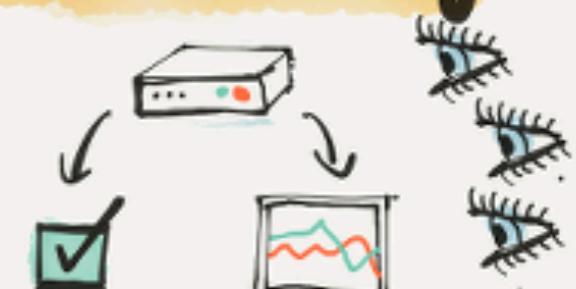


# People & Teams



Communication  
Collaboration

# Monitoring

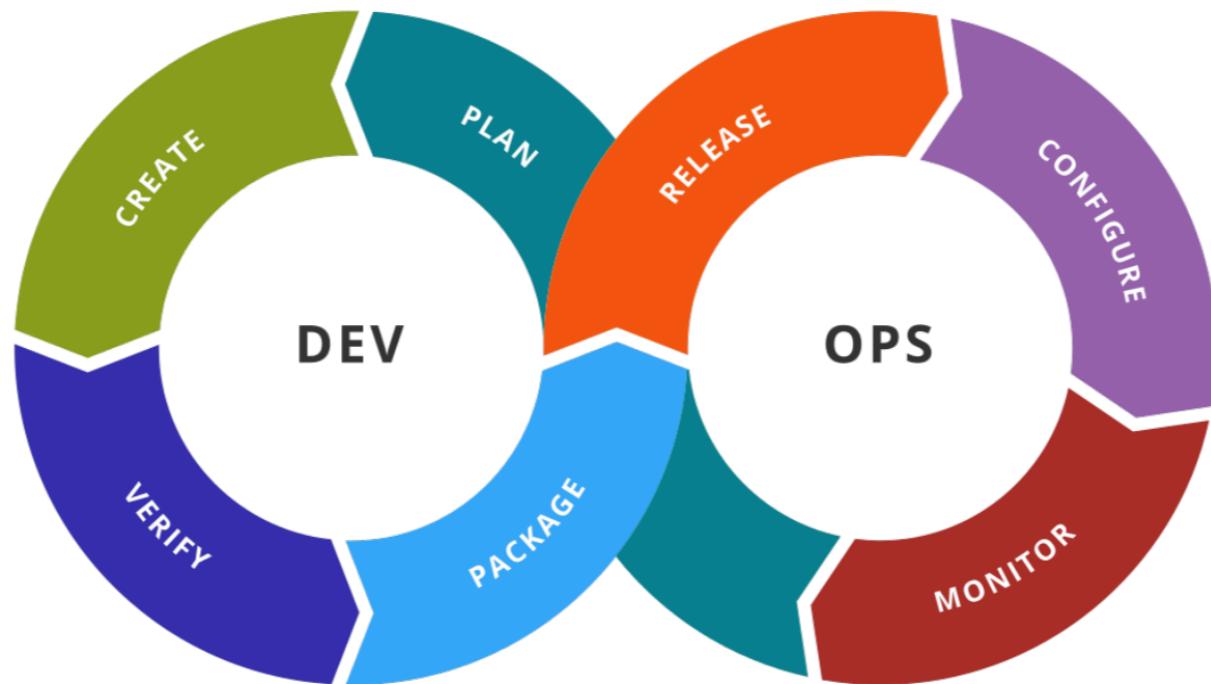


Features & Technology



# Microservice prerequisites

Rapid provisioning  
Basic monitoring  
Rapid Application Deployment  
DevOps culture



# Design Workshop



# More topics of Microservice

Testing

Deployment

Monitoring

Security



# Let's start your journey

