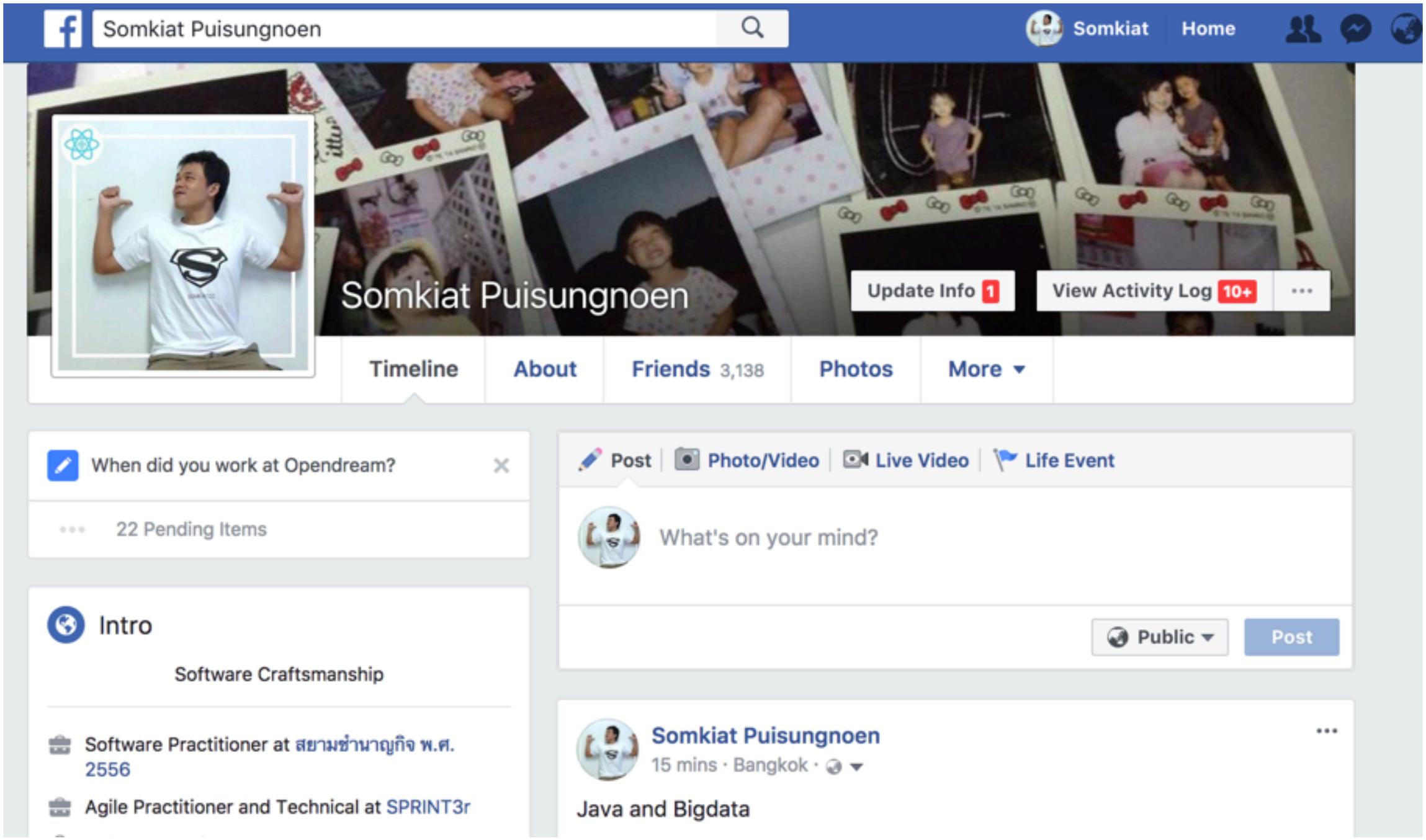
สยามชำนาญกิจ
SIAM CHAMNAN KIT

Microservices Workshop



Microservices

“ Don’t use Microservice ”

Start with your **problems** ?

Design

Develop
Test

Deploy

Observability

Continuous Integration/Delivery

Module 1 : Design

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

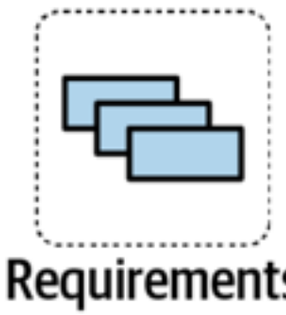
Module 2 : Develop + Testing

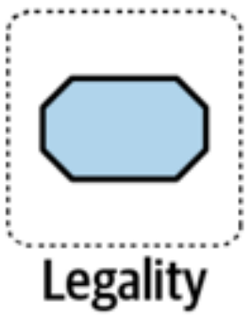
Recap Microservice
Properties of Microservice
Microservice 1.0 - 4.0 (4.5)
How to develop Microservice ?
How to test Microservice ?
12-factors app
Observable services

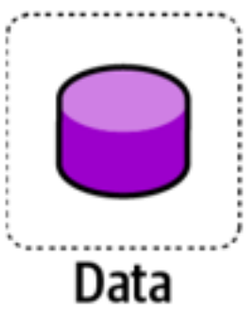
Module 3 : Deploy

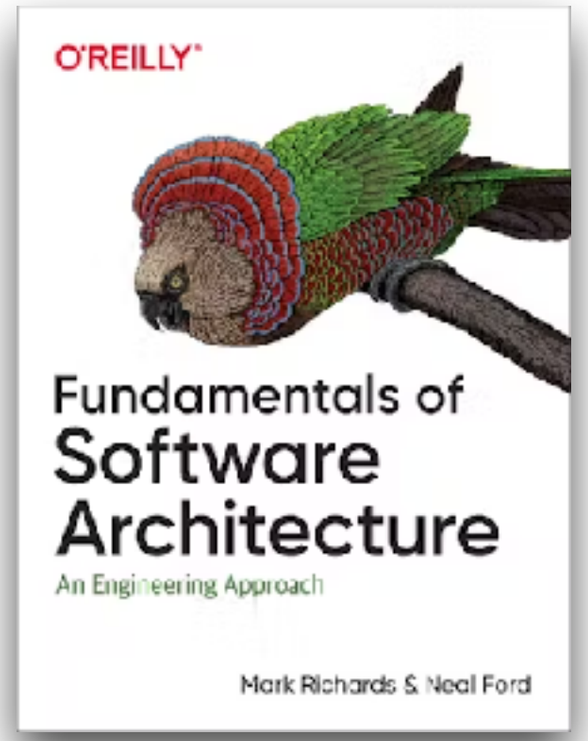
How to deploy Microservice ?
Continuous Integration and Delivery
Practices of Continuous Integration
Deployment strategies
Working with containerization (Docker)
Workshop

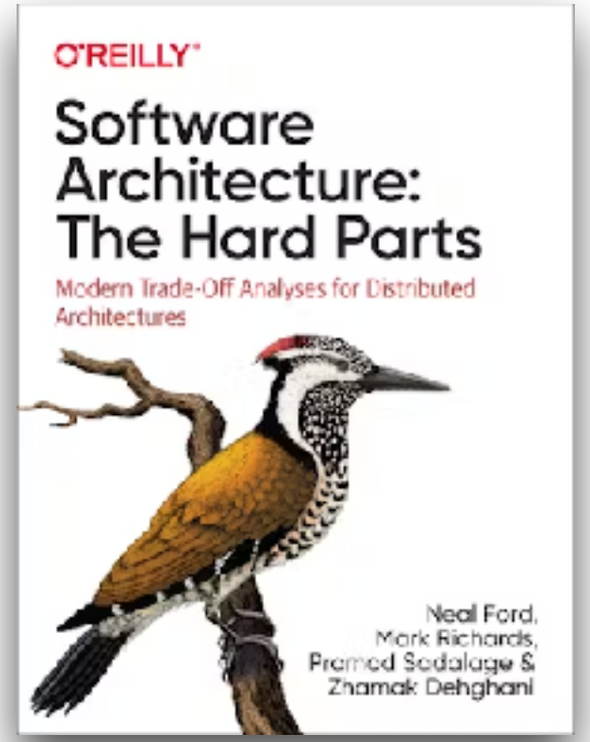
Software Architecture

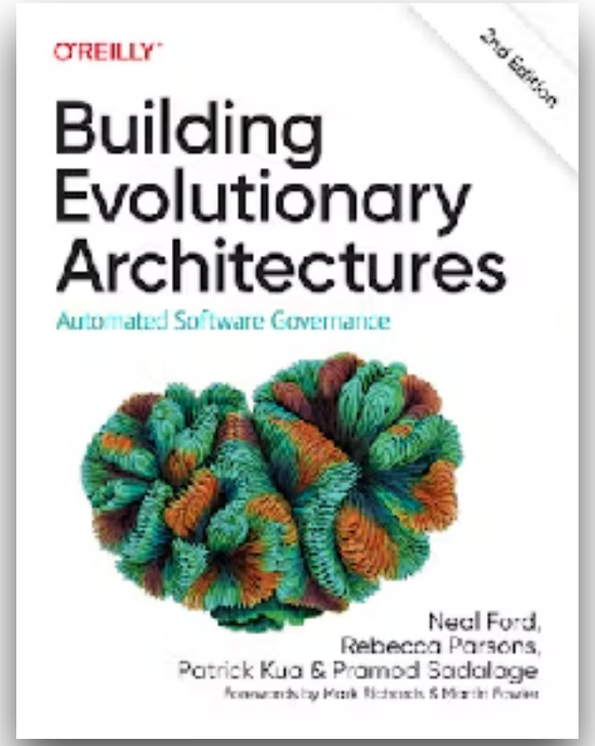


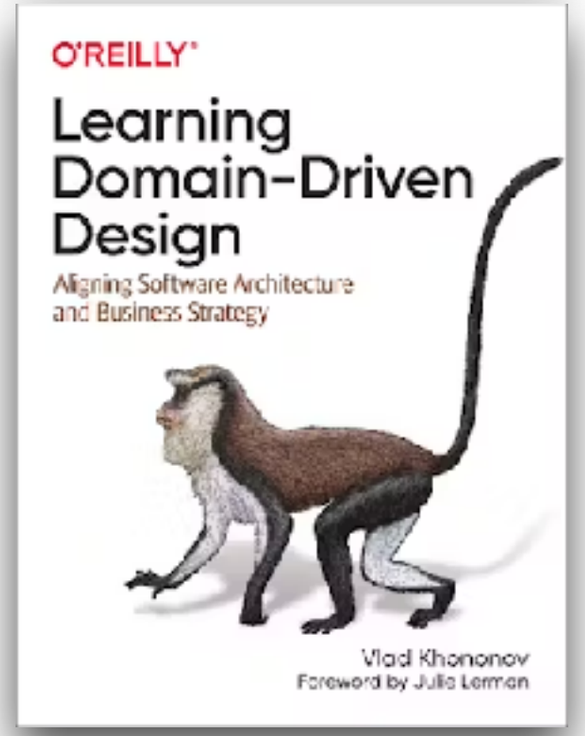


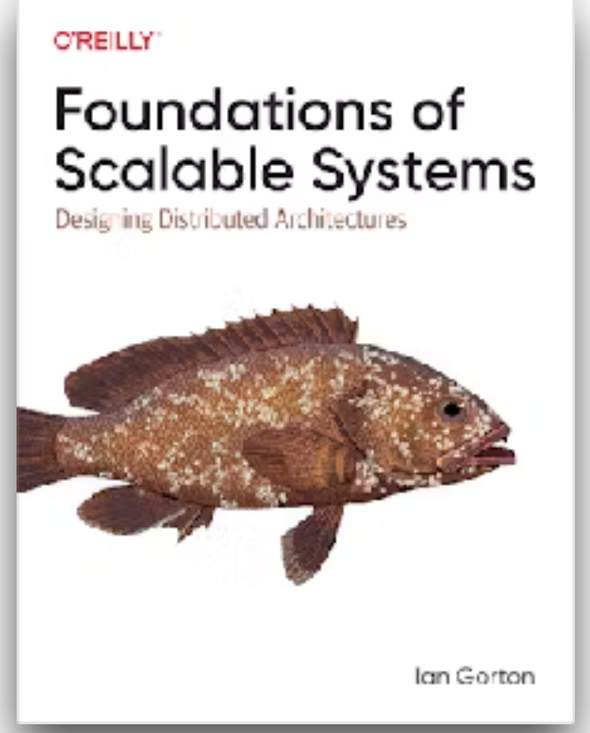


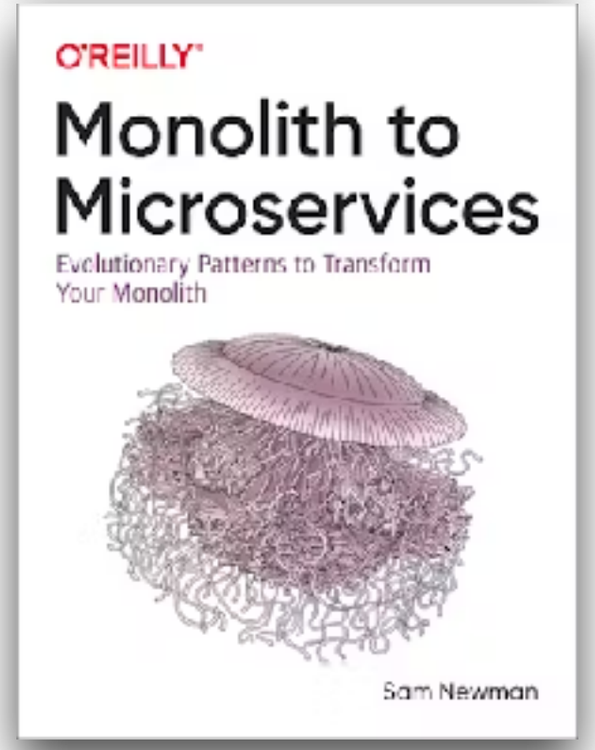






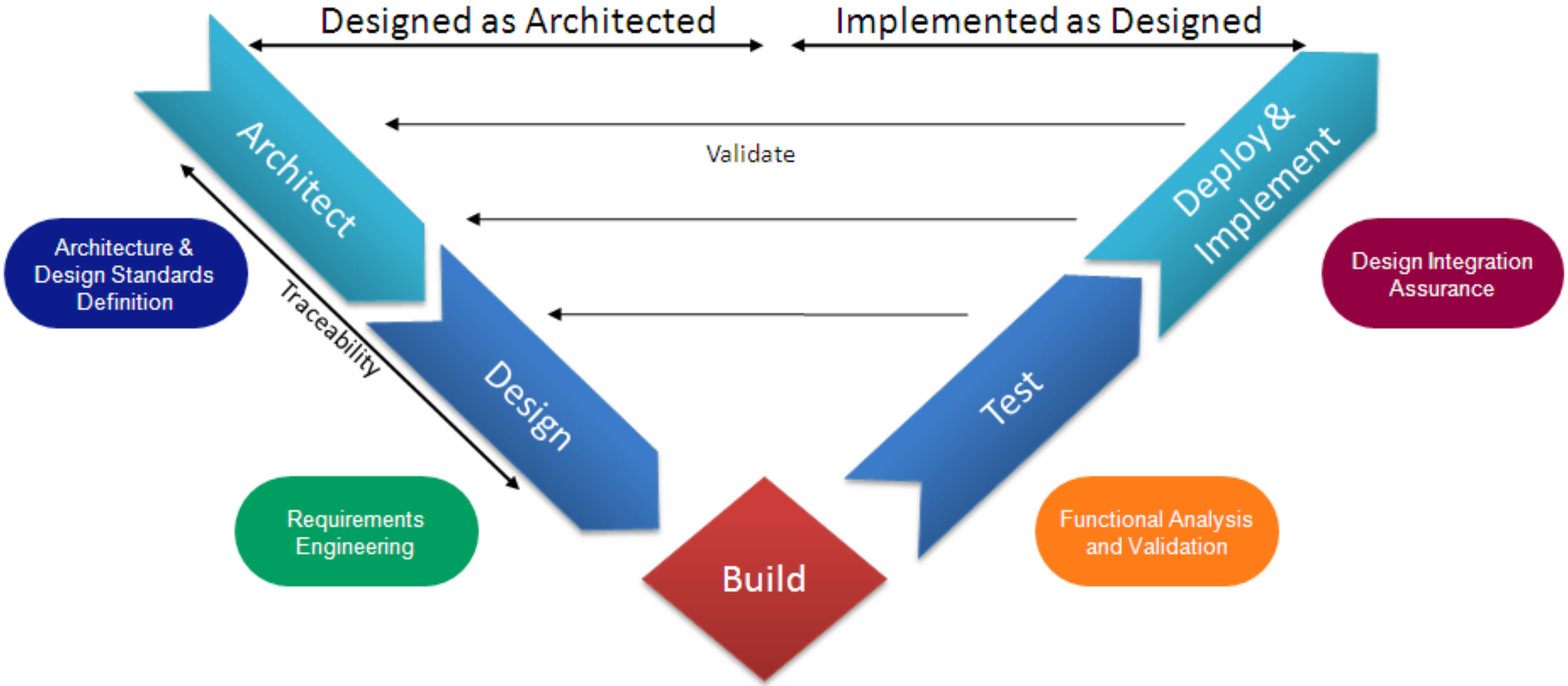


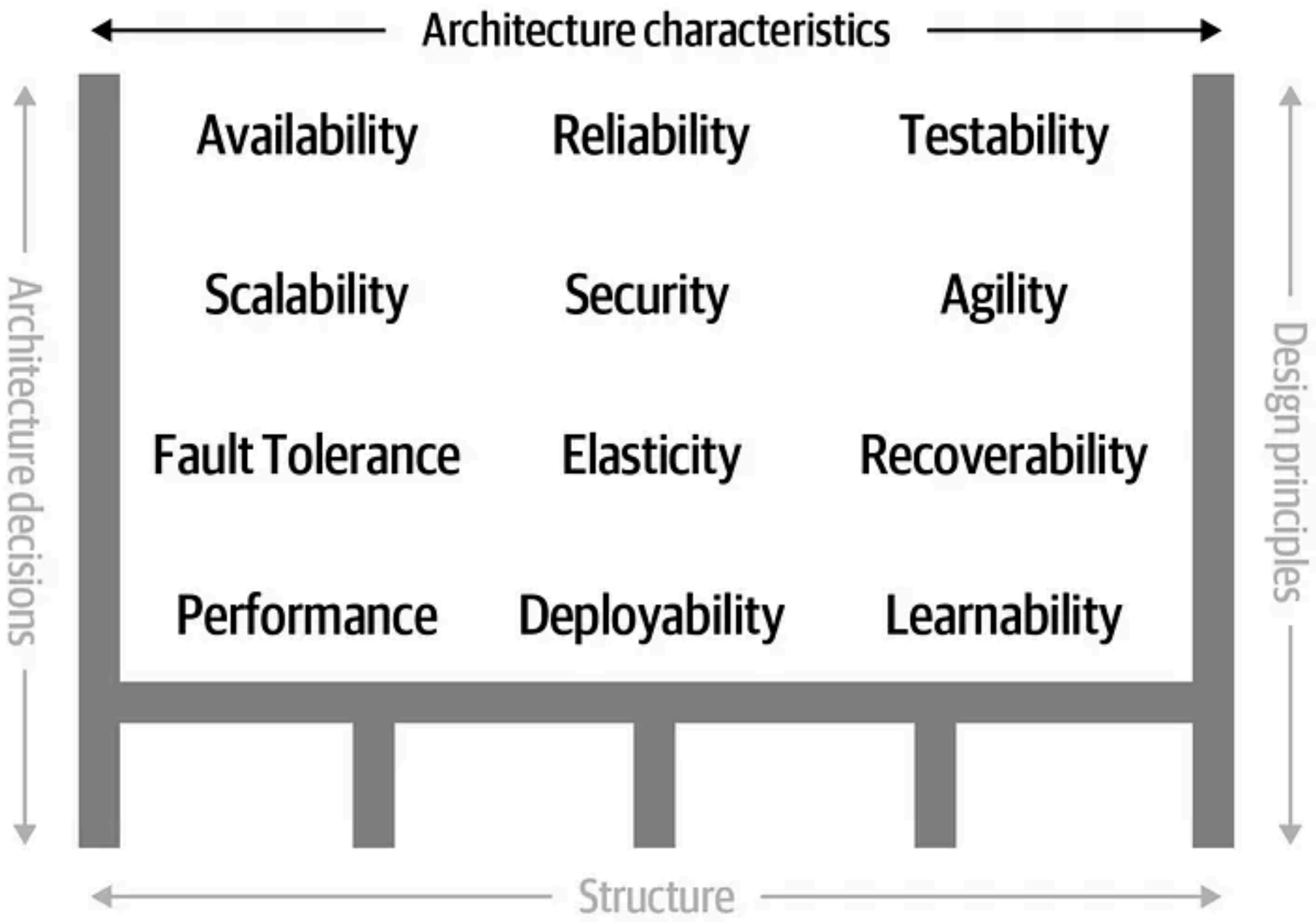




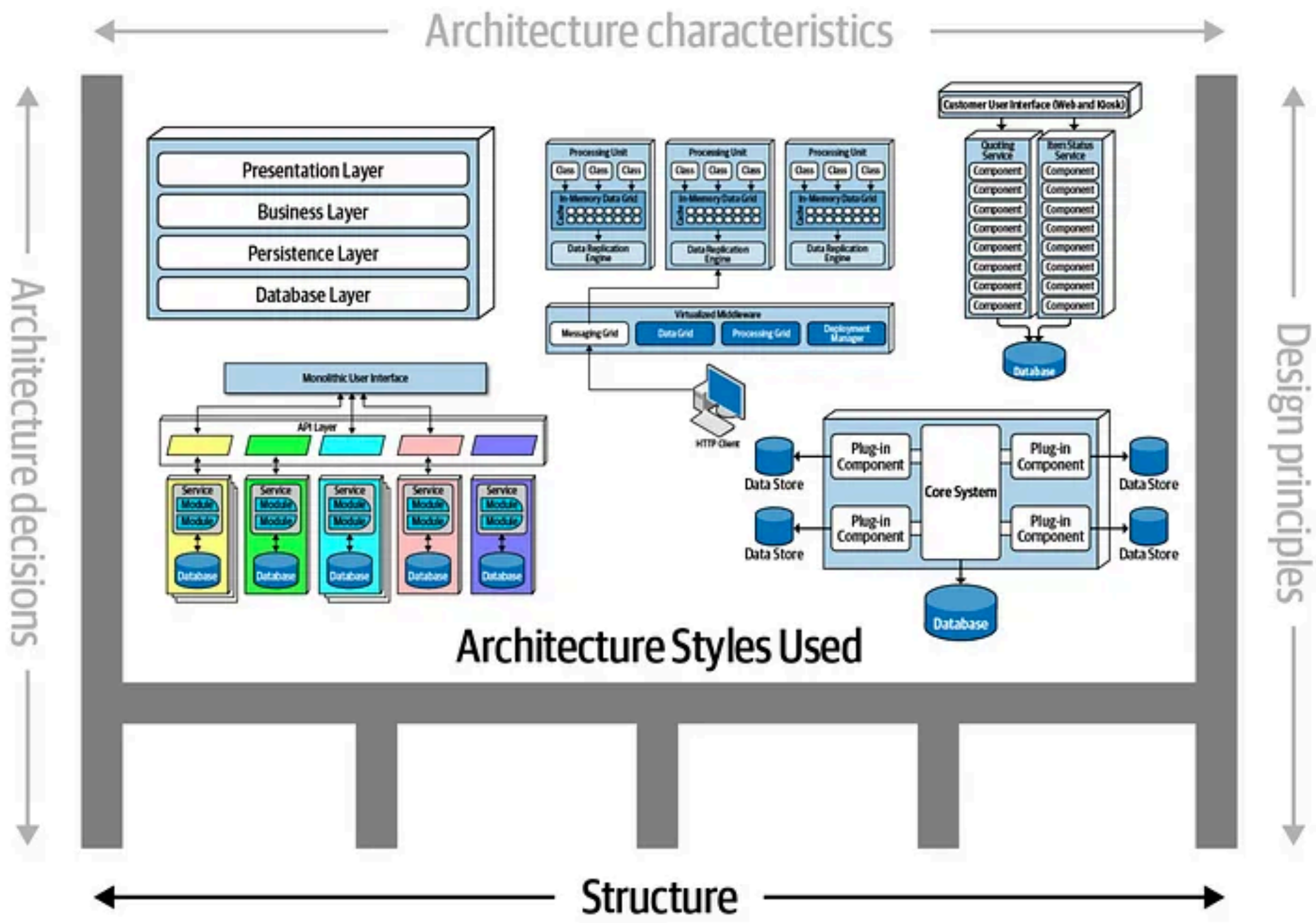
https://www.amazon.com/Fundamentals-Software-Architecture-Comprehensive-Characteristics/dp/1492043451

Traditional Process



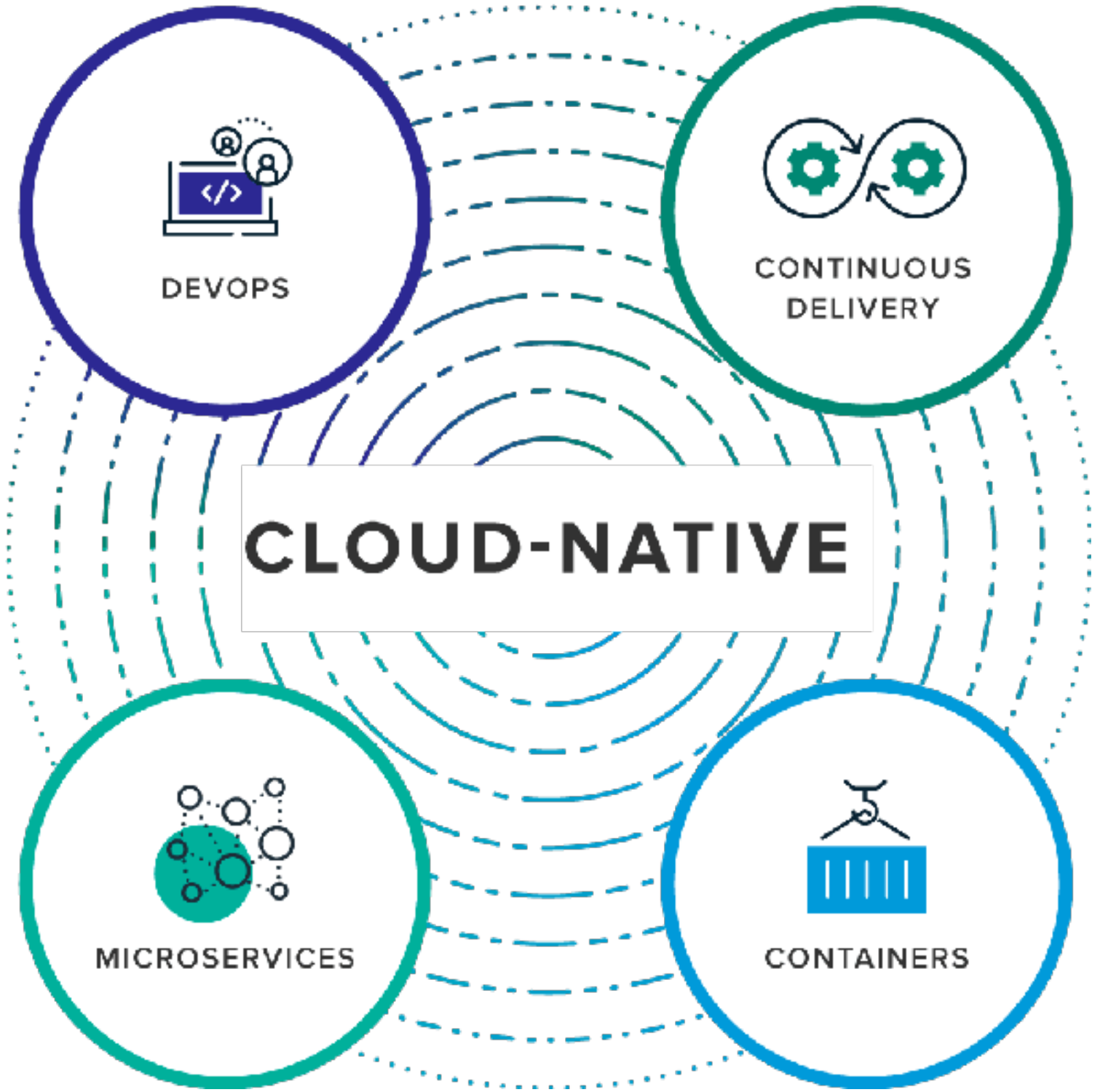


https://www.amazon.com/Fundamentals-Software-Architecture-Comprehensive-Characteristics/dp/1492043451



Module 1 : Design

Software design is an exercise in human relationships



https://pivotal.io/cloud-native

Cloud Native ?

Build efficiency
Scalability
Portability
On-premise and On-cloud

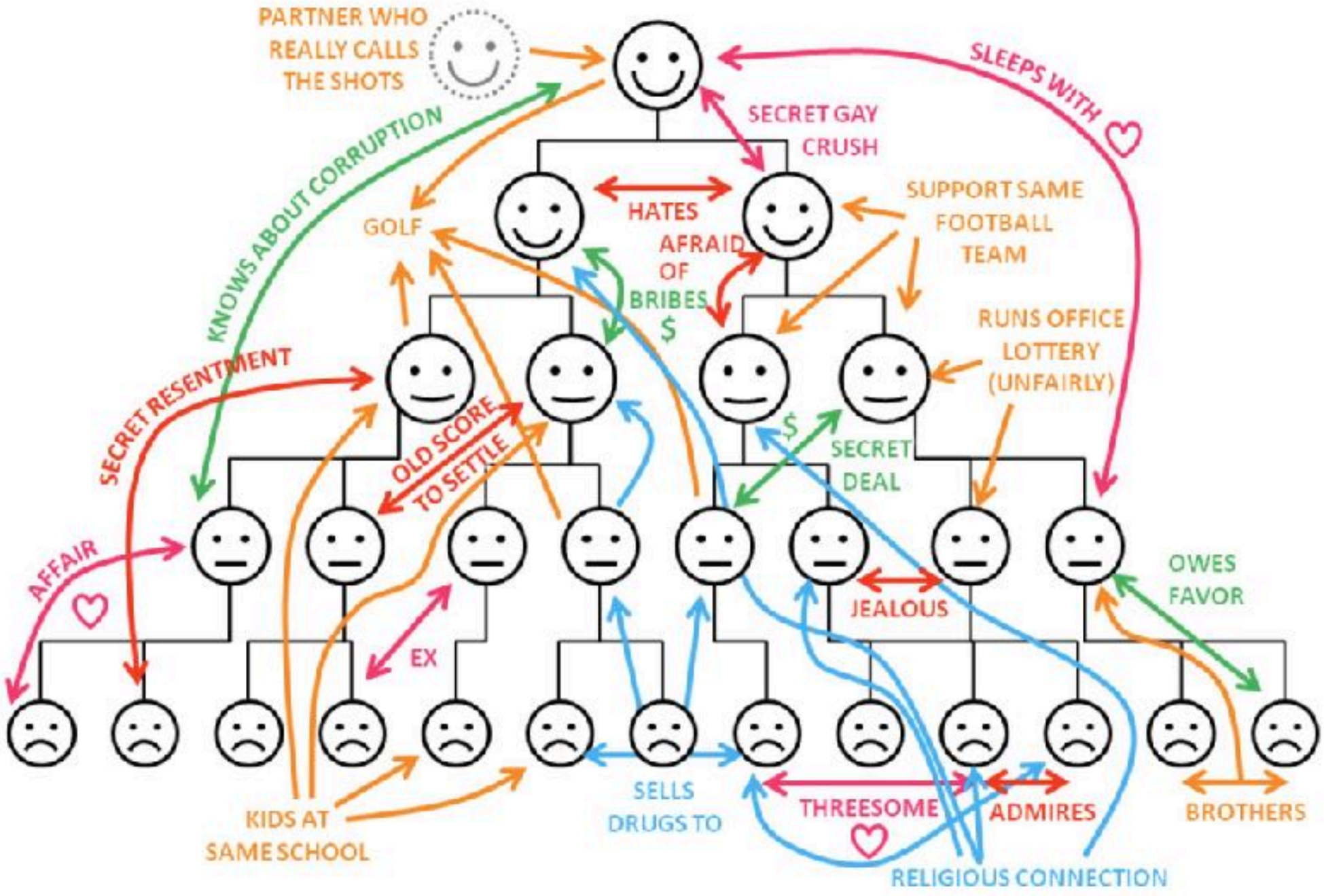
Loosely Coupled	Resilience	Manageable	Observable

https://www.somkiat.cc/cloud-native-go-part-1/

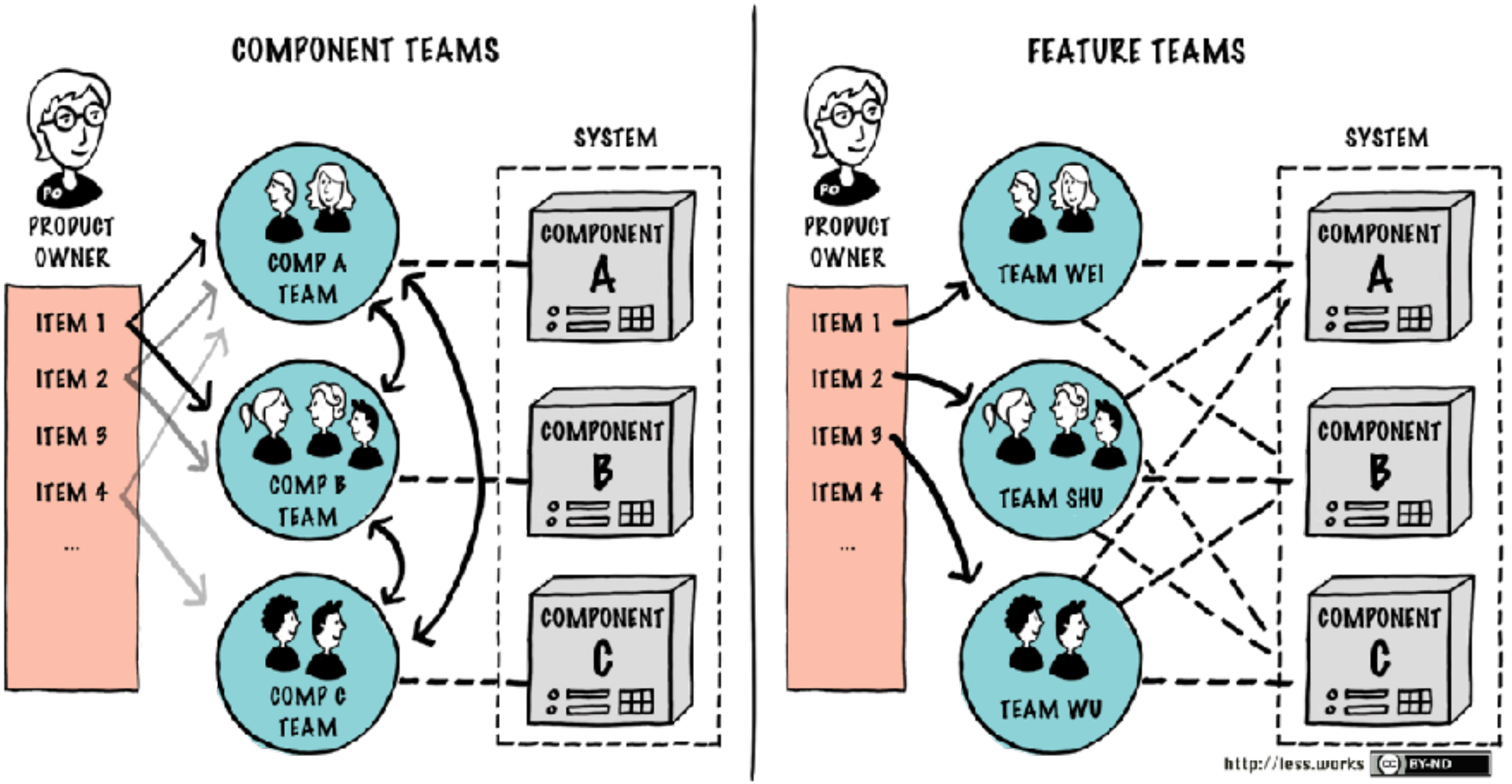
Any organization that designs a system will produce a design whose structure is a copy of the organization's communication structure.

-- Melvin Conway

Organization Structure



Component vs Feature teams



https://less.works/less/structure/feature-teams

Evolution of Architecture

WANT TO KNOW THE BEST SOFTWARE ARCHITECTURE?

Pangaea
300M years ago

LOOK AT THE EVOLUTION OF THE EARTH.

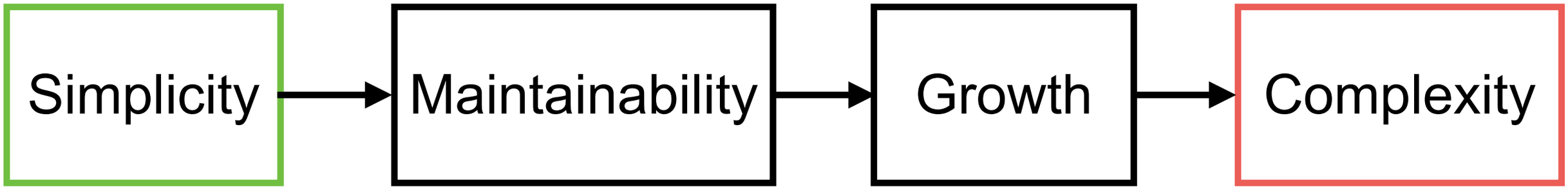
nowadays

Daniel Stori {turnoff.us}

3 Pillars of Evolution Architecture

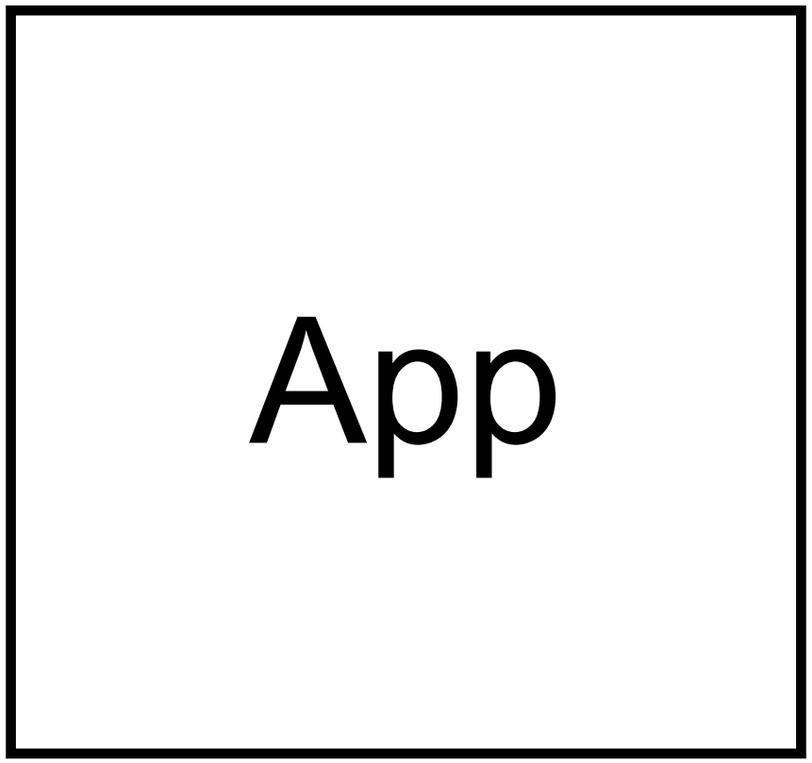
Solution Structure	Infrastructure	Deployment strategy

Steps of Evolutions

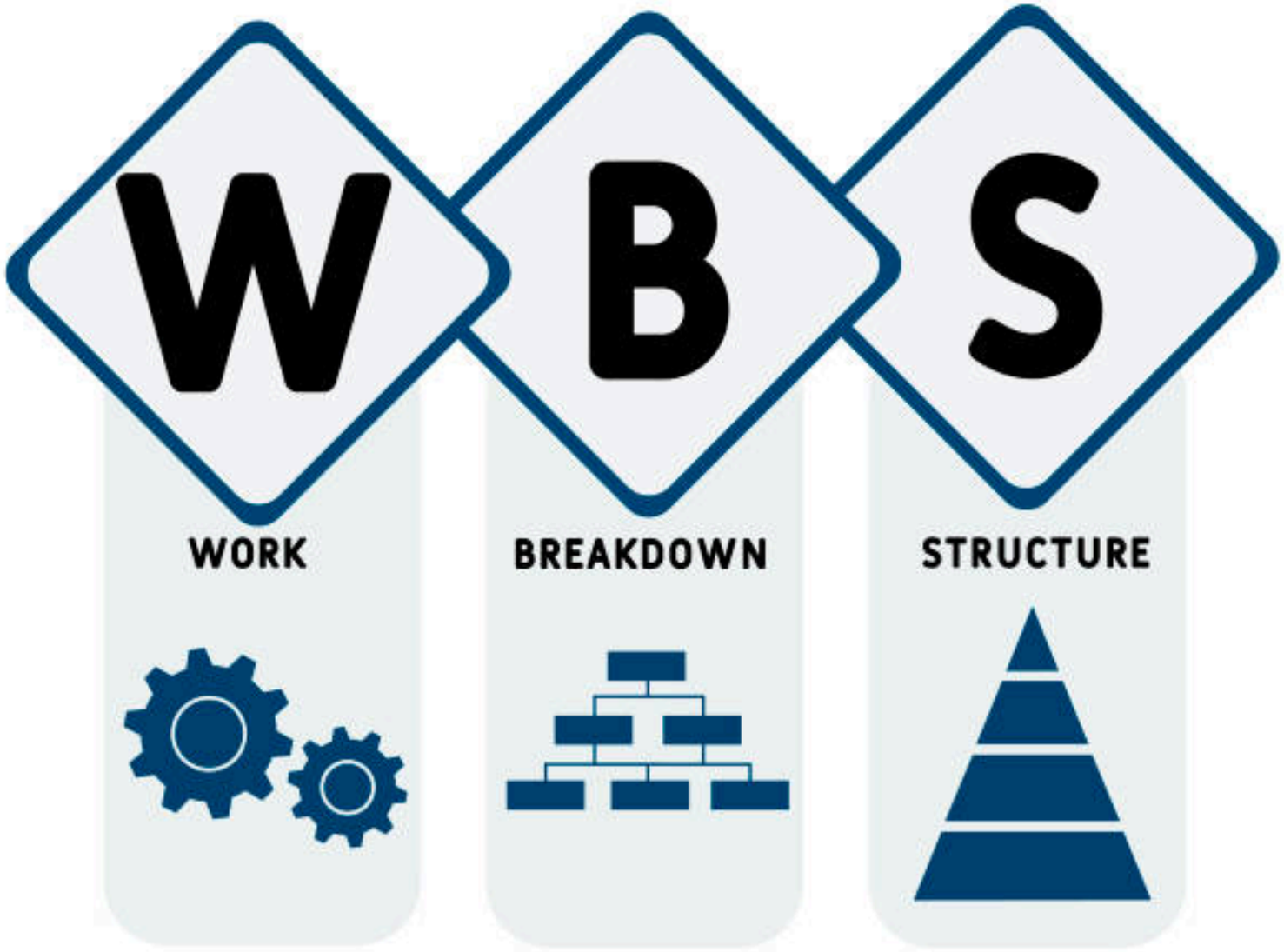


Let’s Start with solution and structure

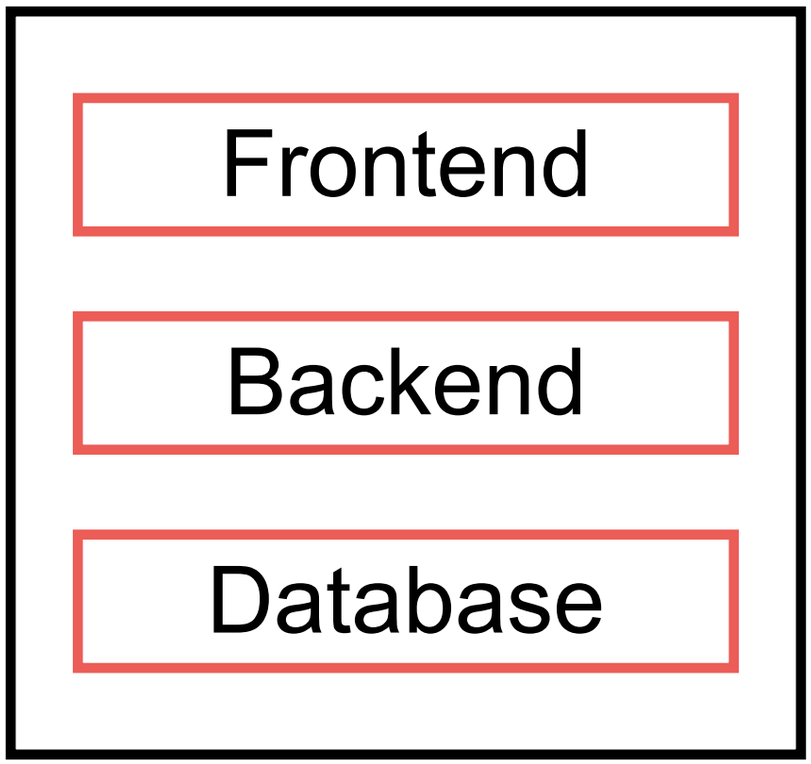
Monolith



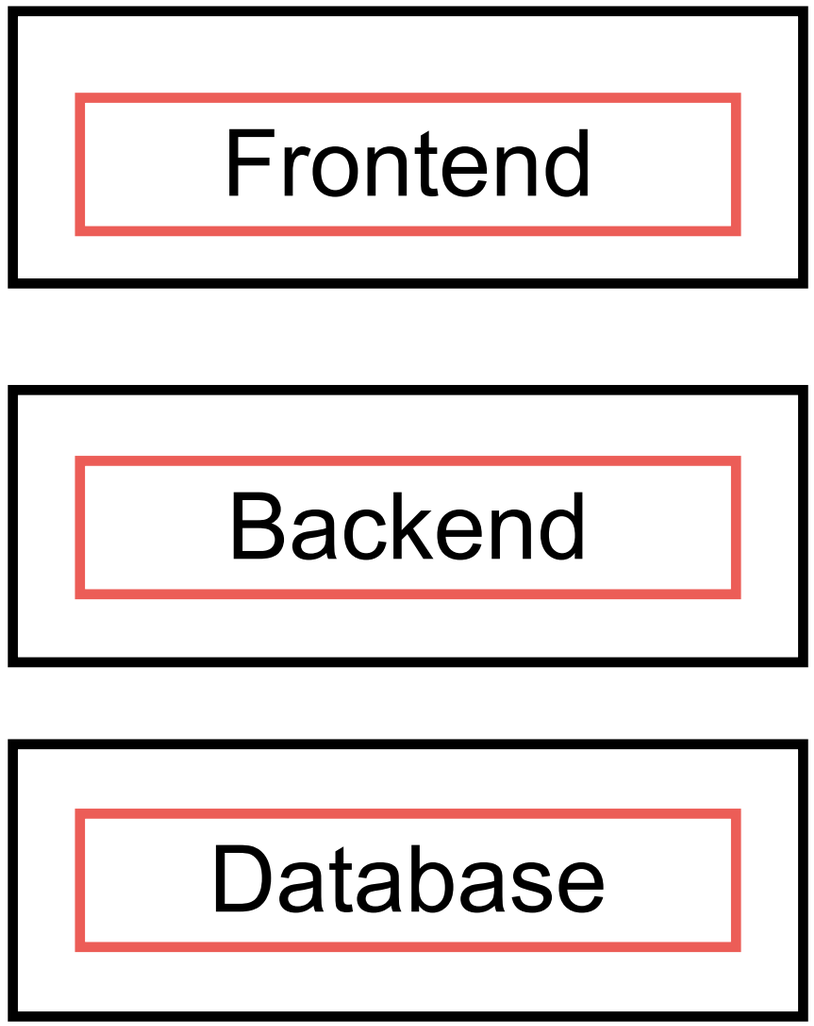
Work Breakdown Structure



Layers (inter-process)

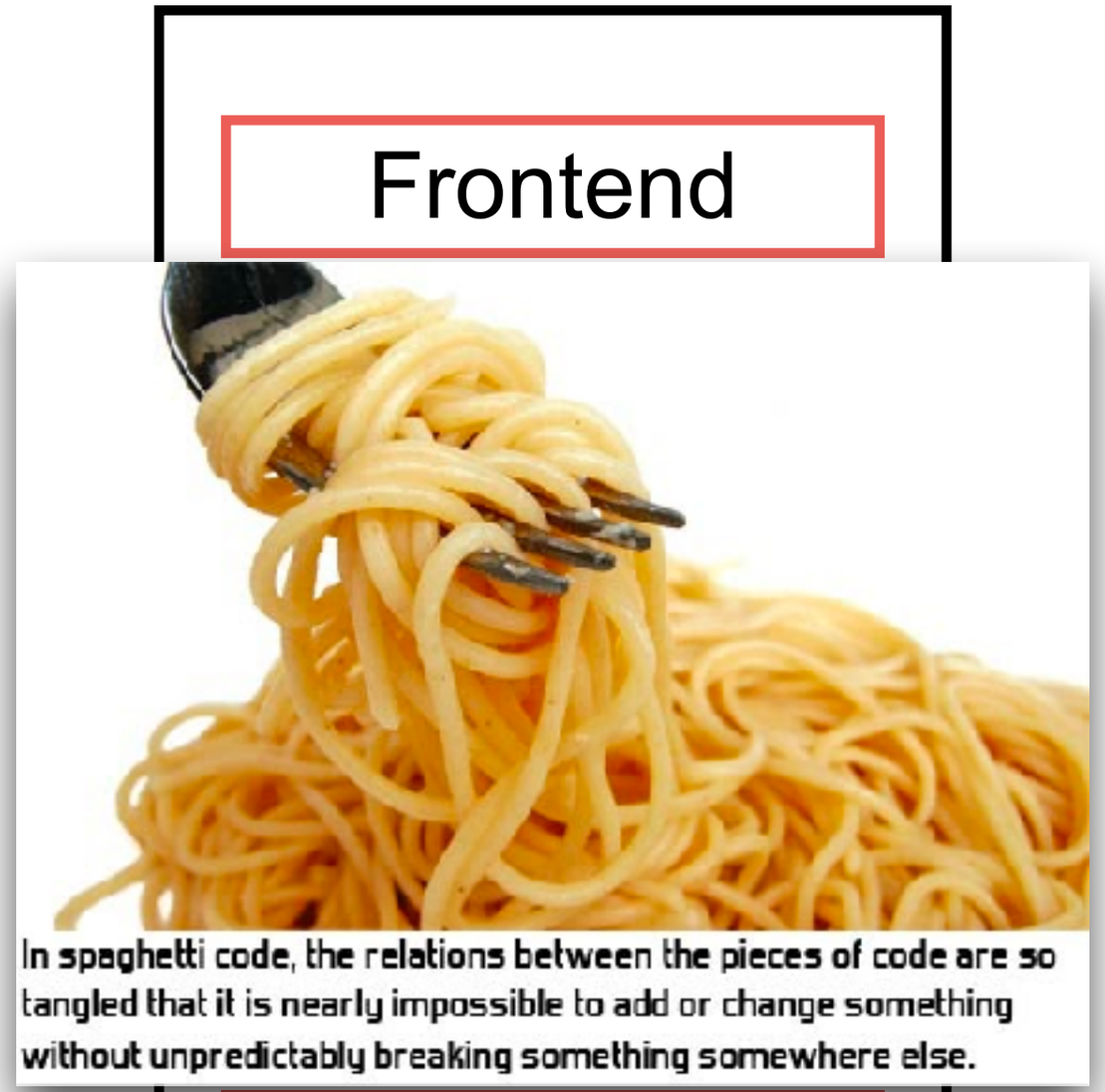


Tiers (out-of-process)

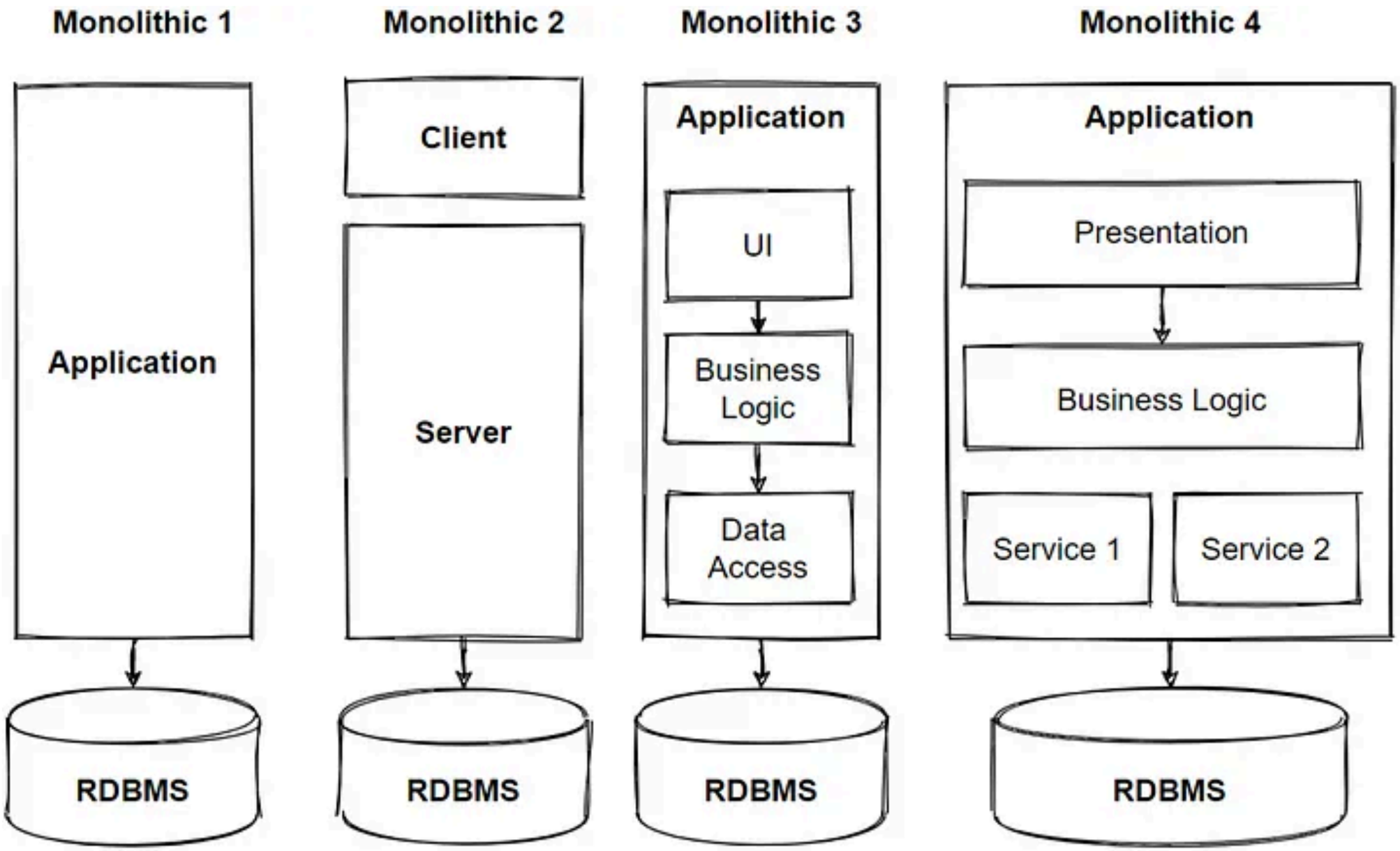


More features …

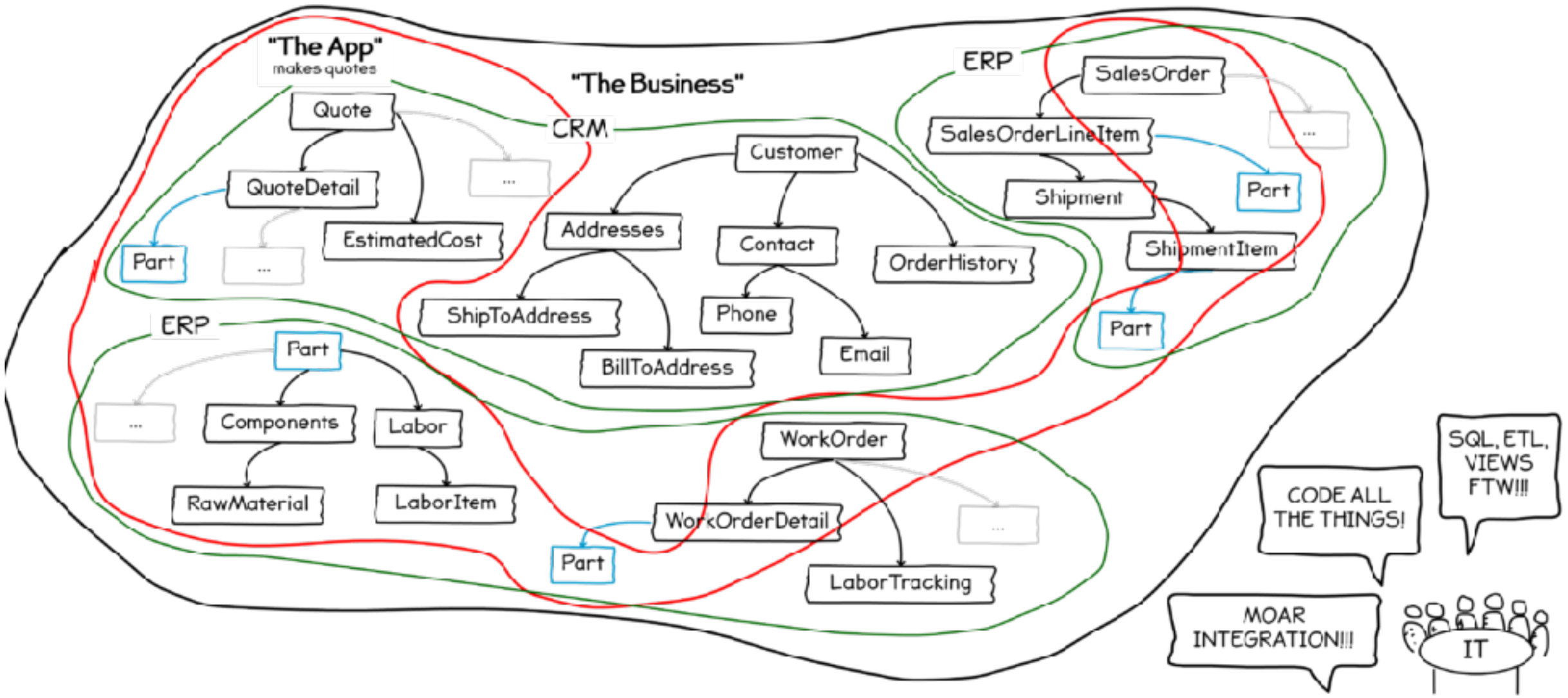
More features …

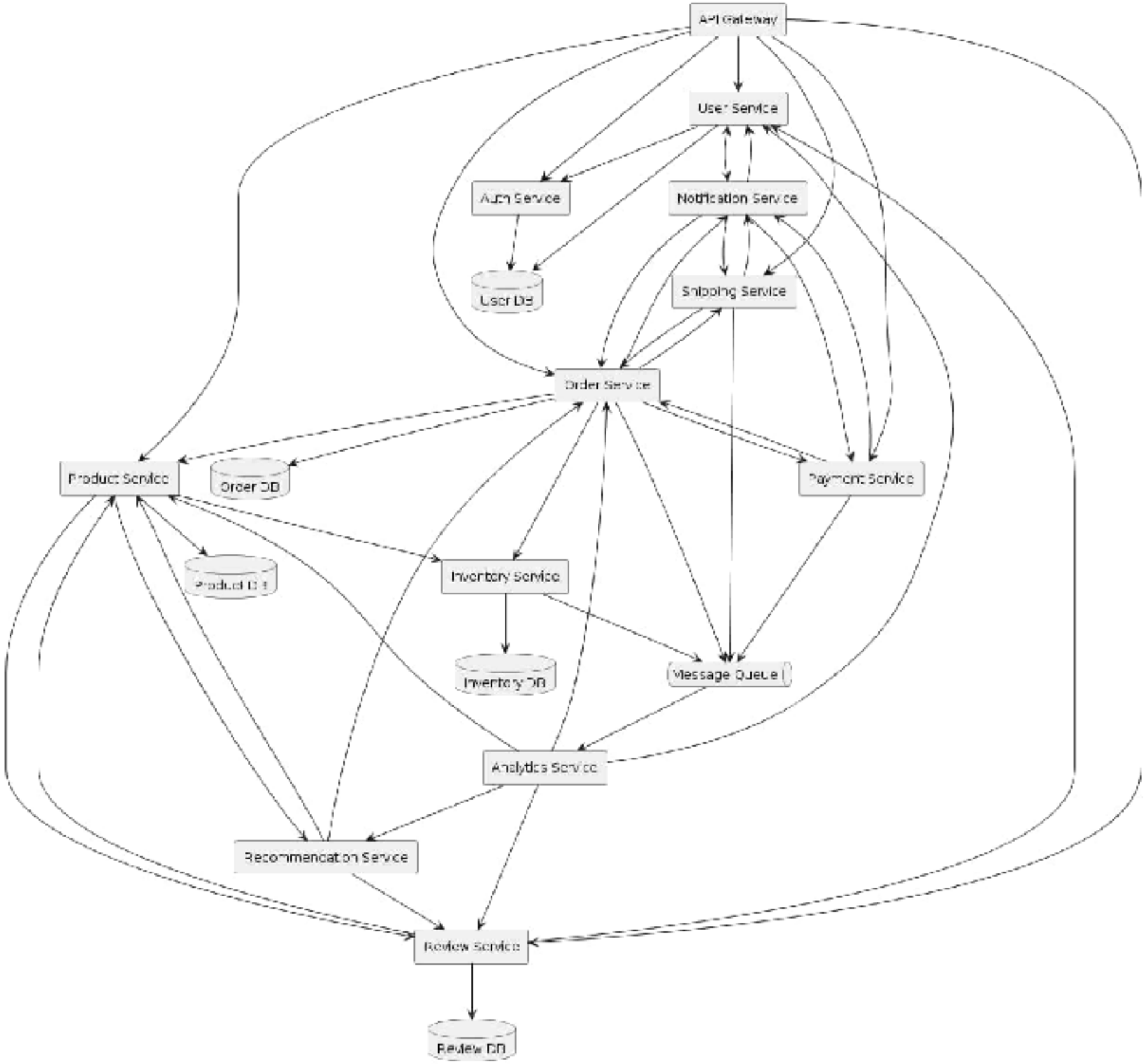


Evolution of Monolith …

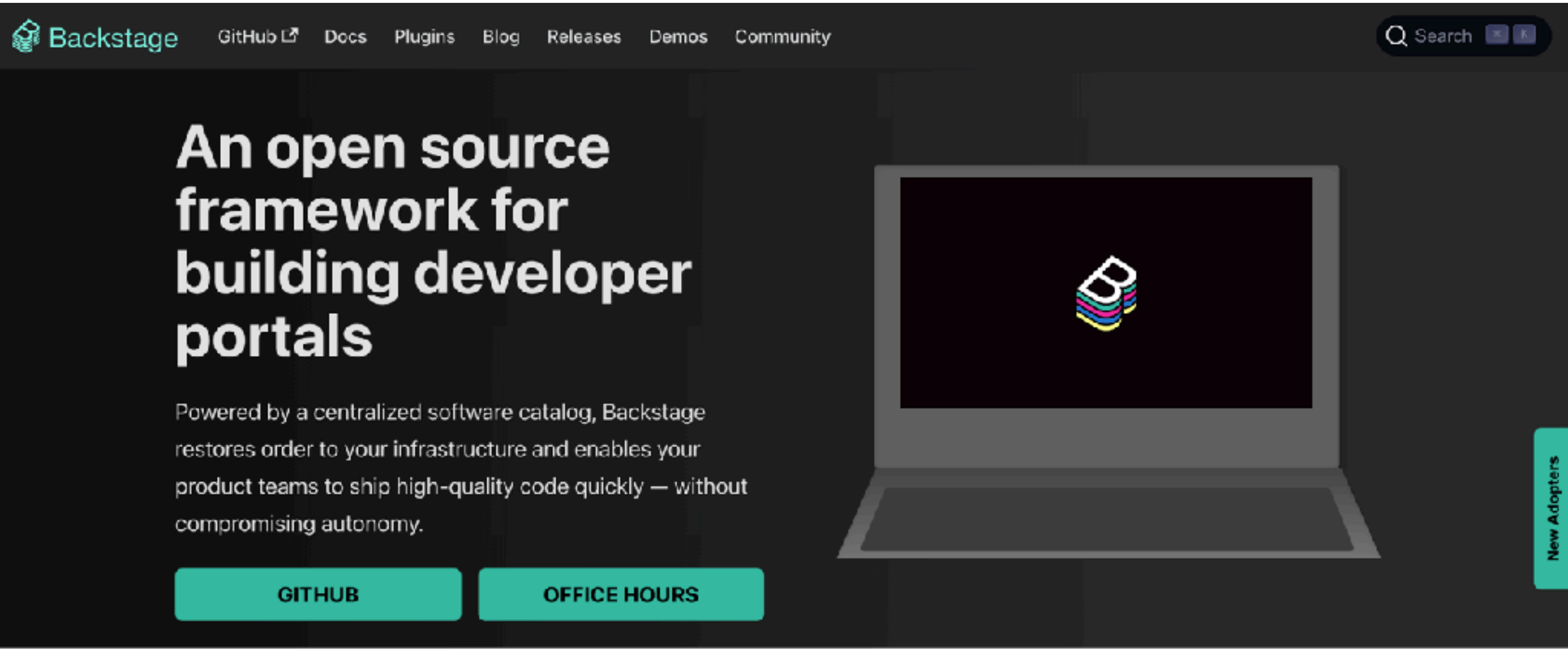


Monolith Hell



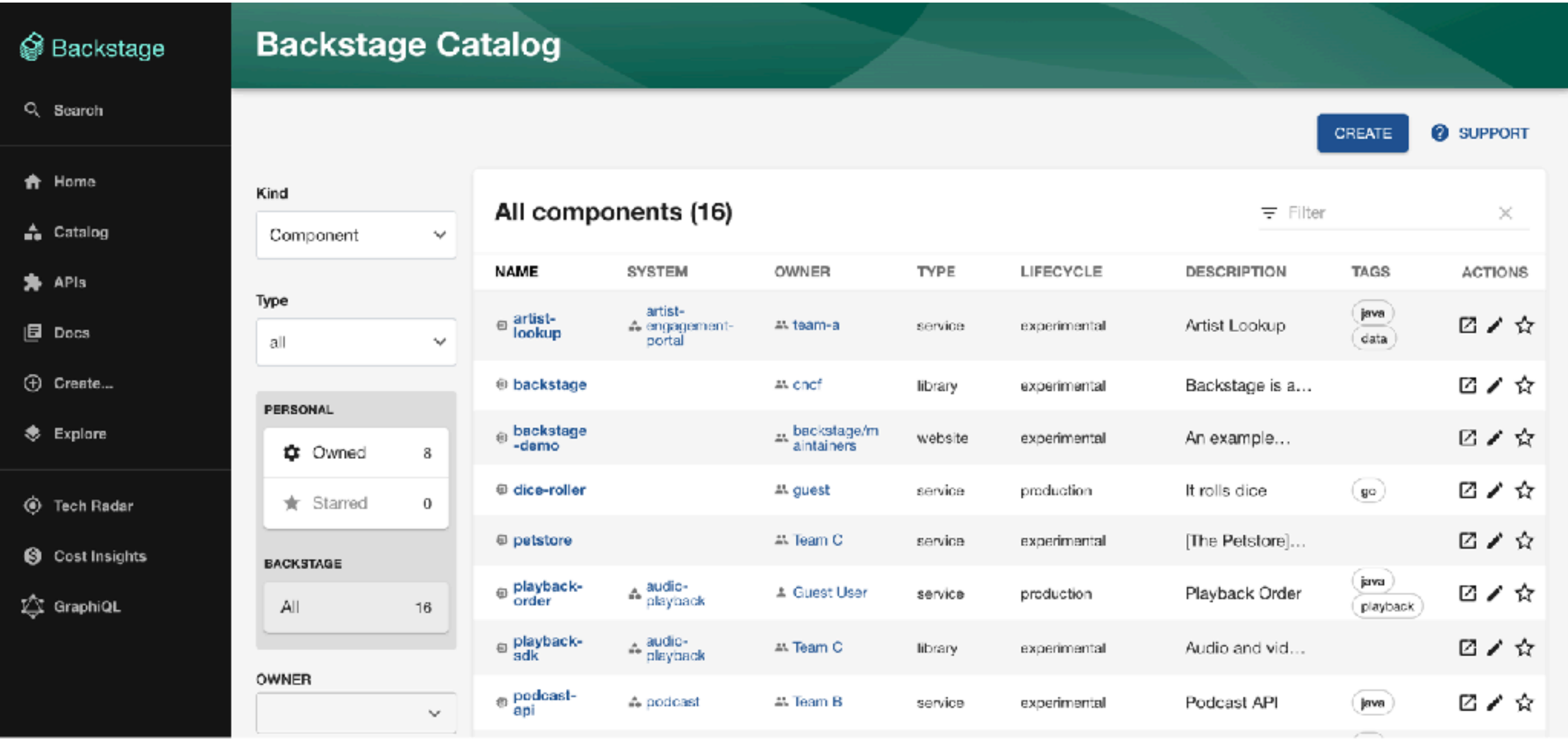


Service Catalog



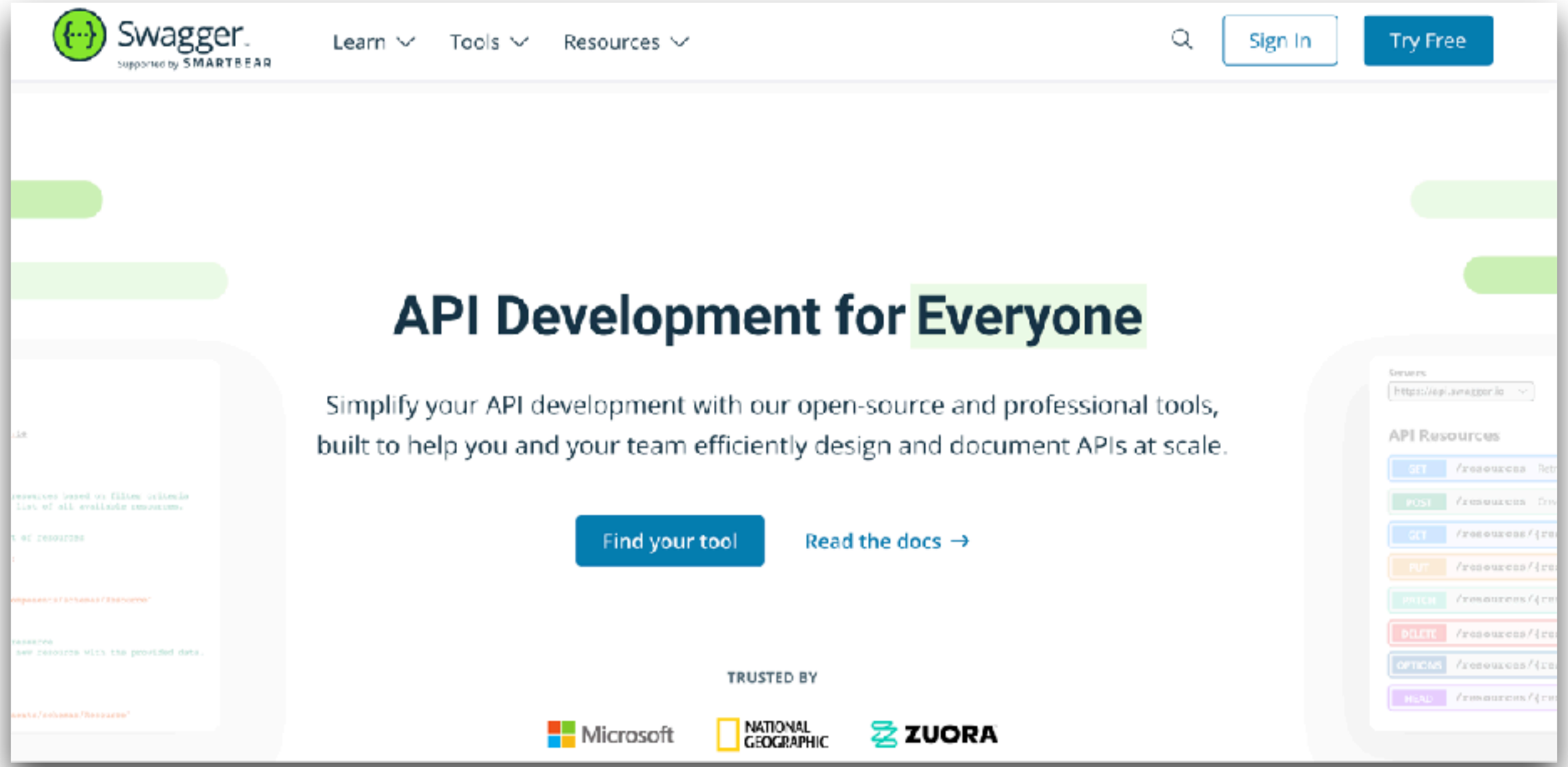
https://backstage.io/

Example of Service Catalog



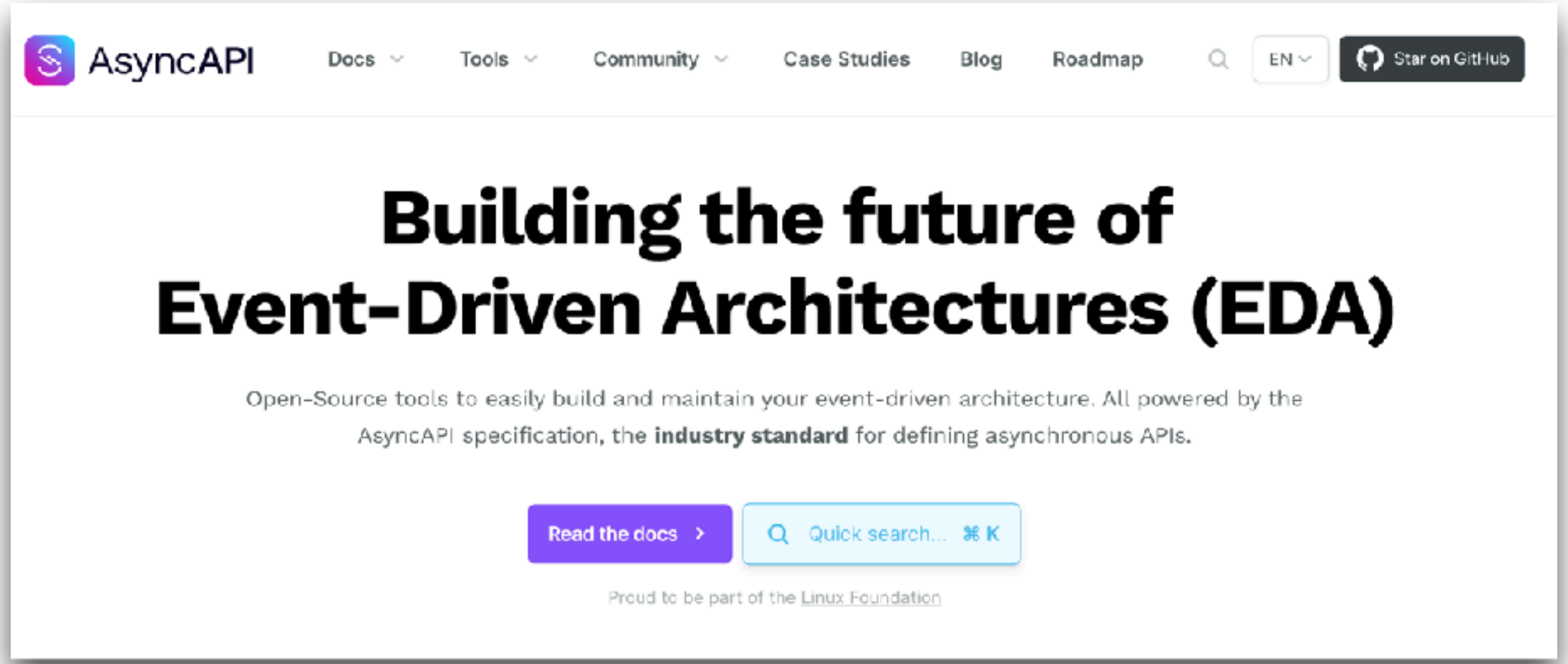
https://demo.backstage.io/

OpenAPI



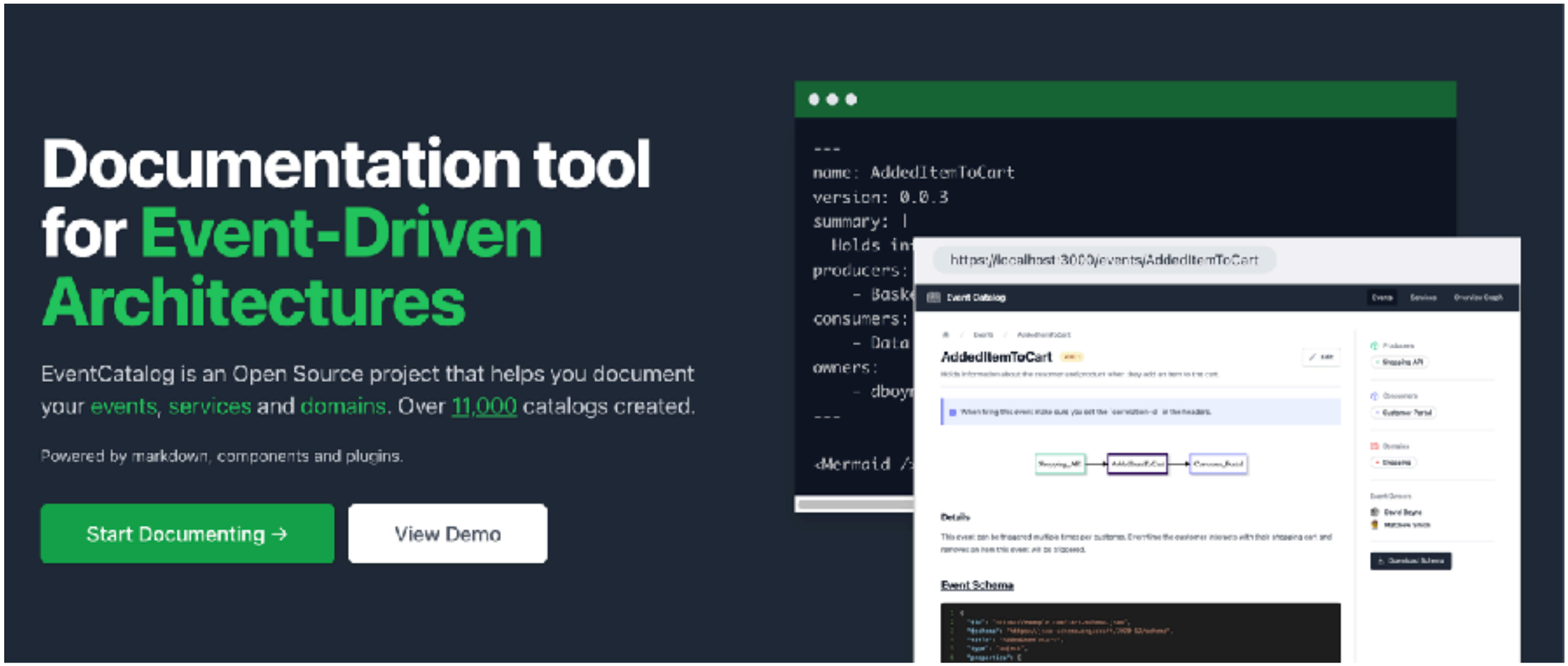
https://swagger.io/

AsyncAPI



https://www.asyncapi.com/en

EventCatalog



https://www.eventcatalog.dev/

Overall architecture of system ?

C4 Model

Visualizing software architecture

Level 1: A **System Context** diagram provides a starting point, showing how the software system in scope fits into the world around it.

Level 2: A **Container** diagram zooms into the software system in scope, showing the high-level technical building blocks.

Level 3: A **Component** diagram zooms into an individual container, showing the components inside it.

Level 4: A **code** (e.g. UML class) diagram can be used to zoom into an individual component, showing how that component is implemented.

https://c4model.com/

Monolith problems ?

Build

Test

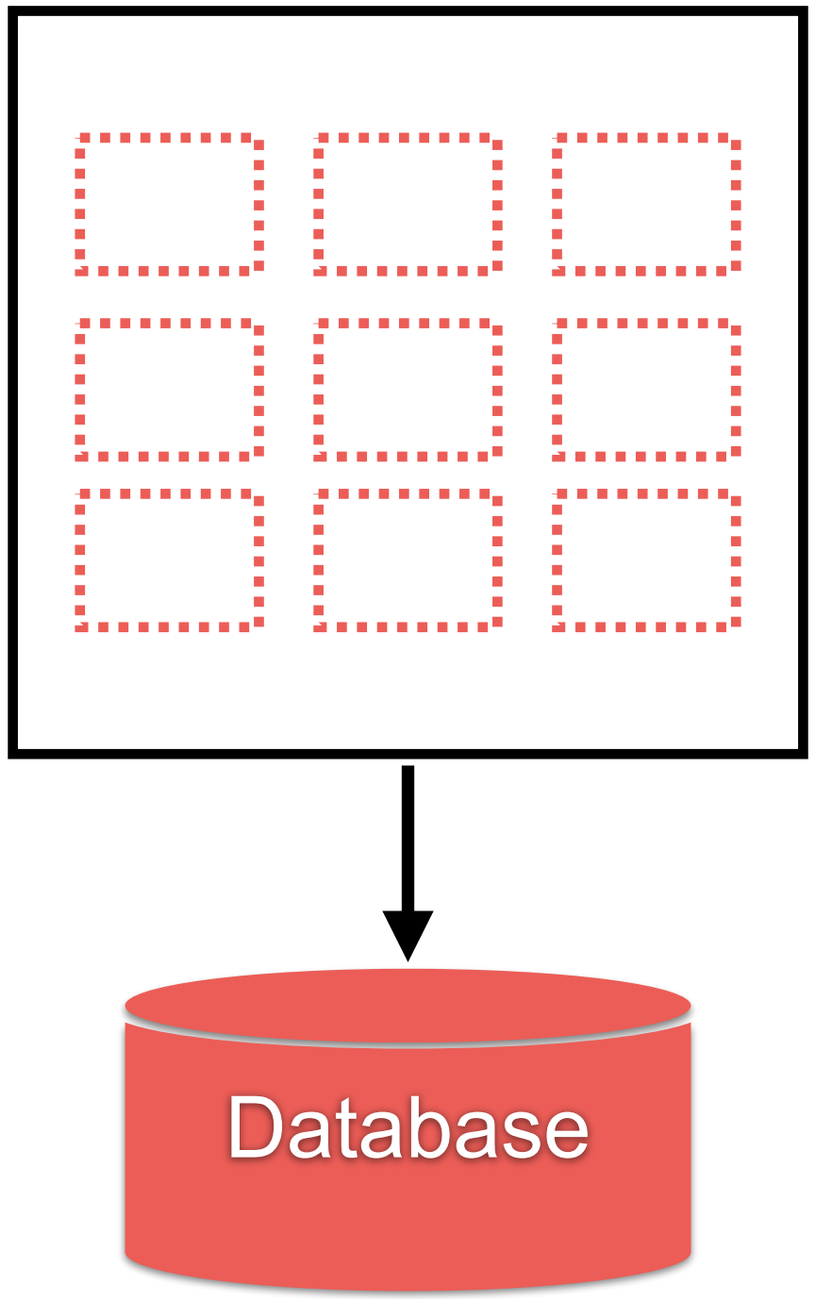
Deploy

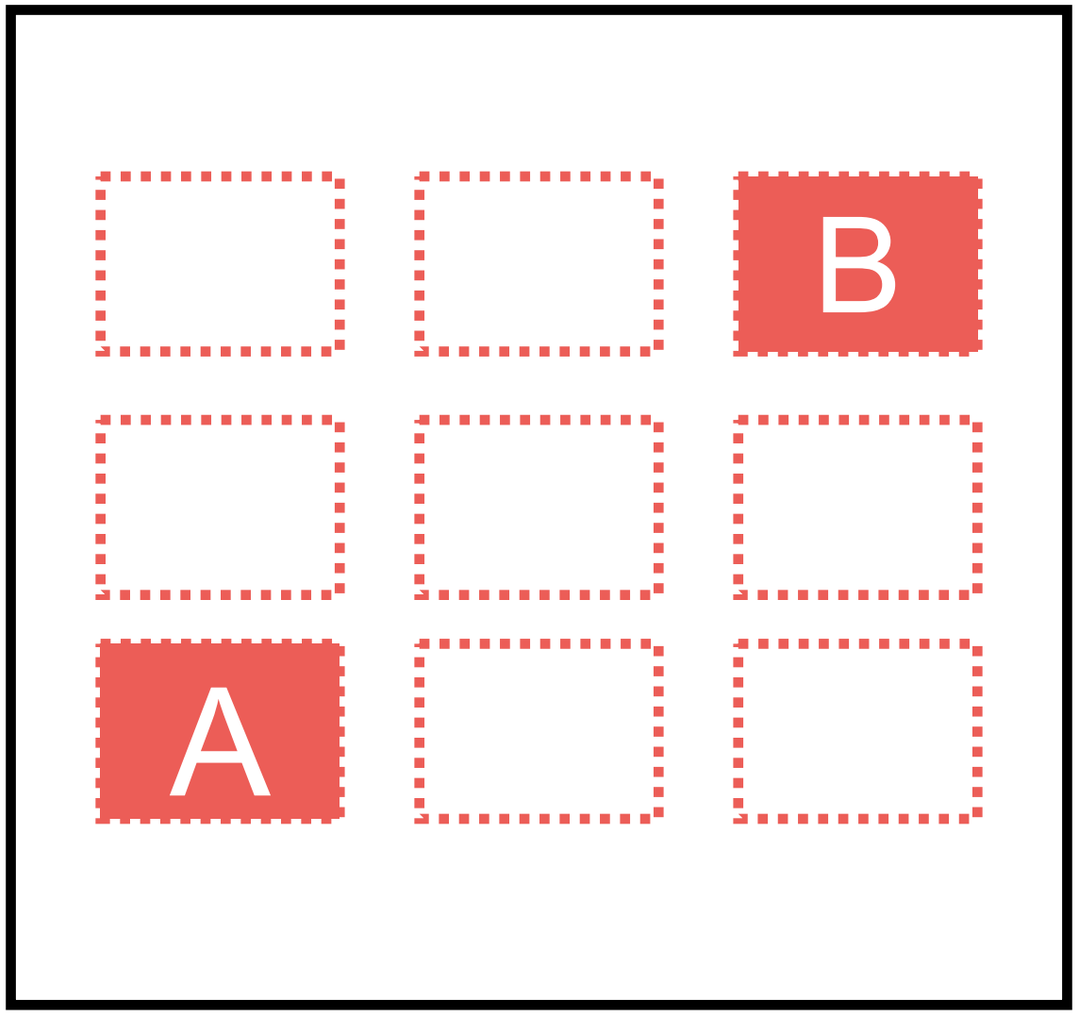
Troubleshooting

Scale out (horizontal)

How to scale system ?

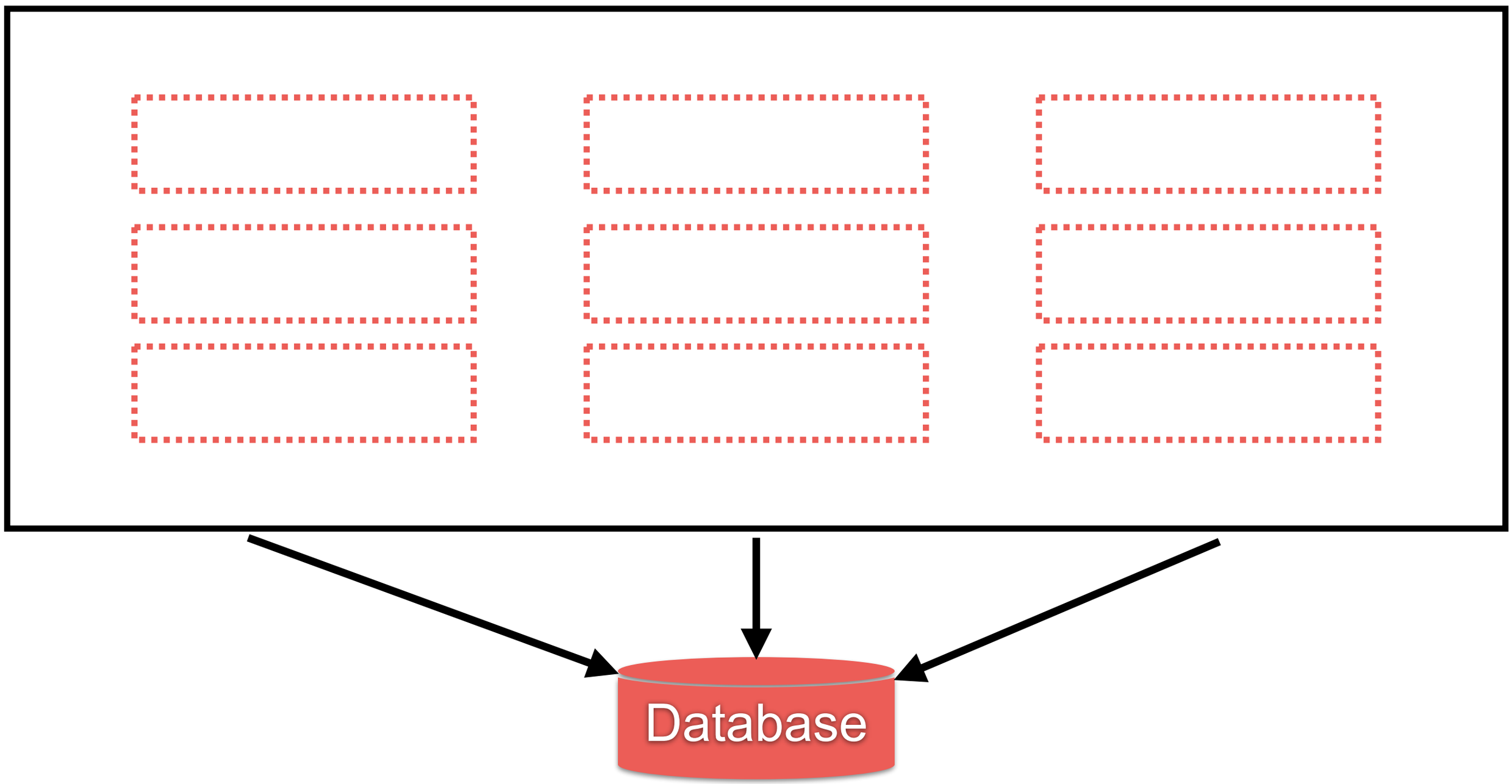
Service with Modular



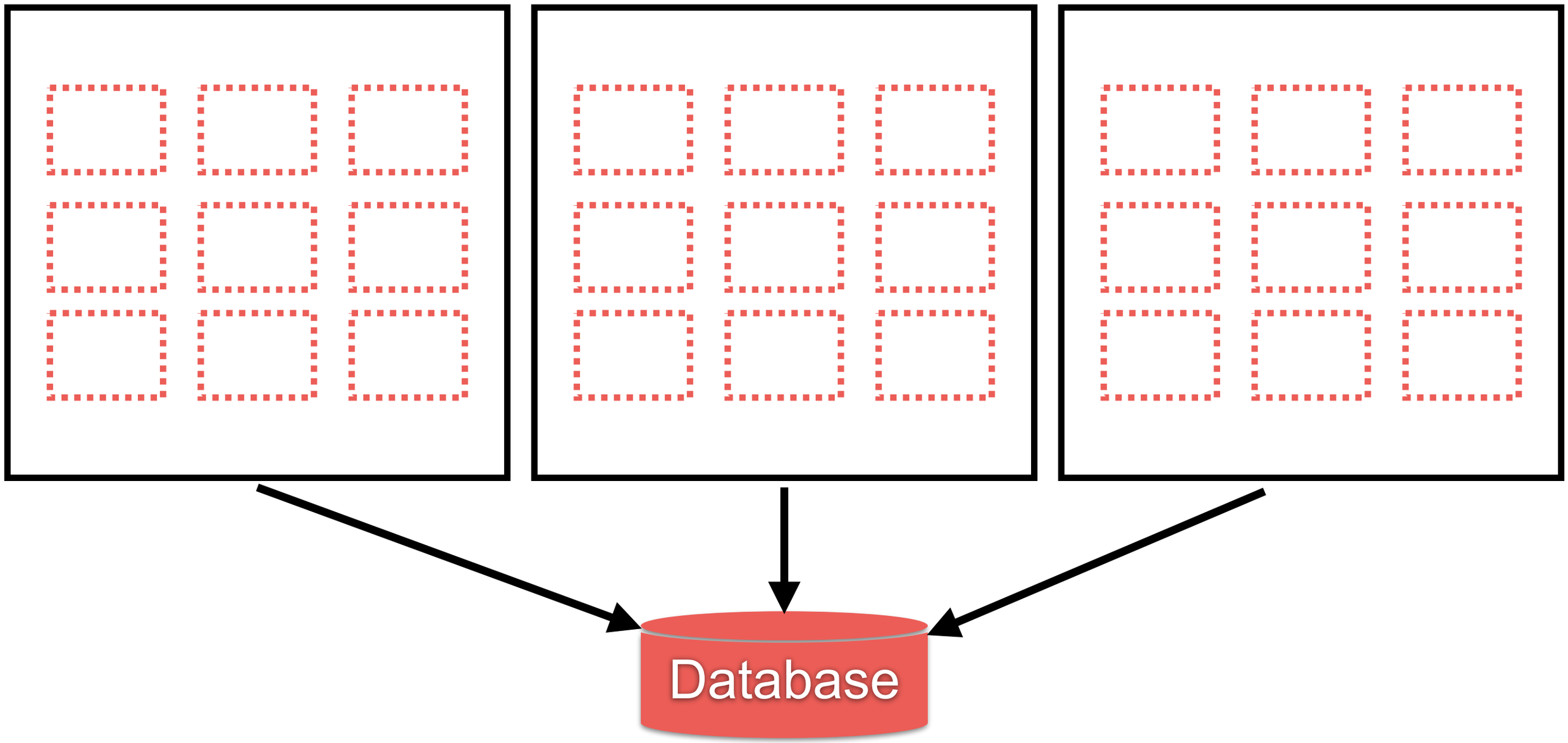


How to scale ?

Scale Up (Vertical)



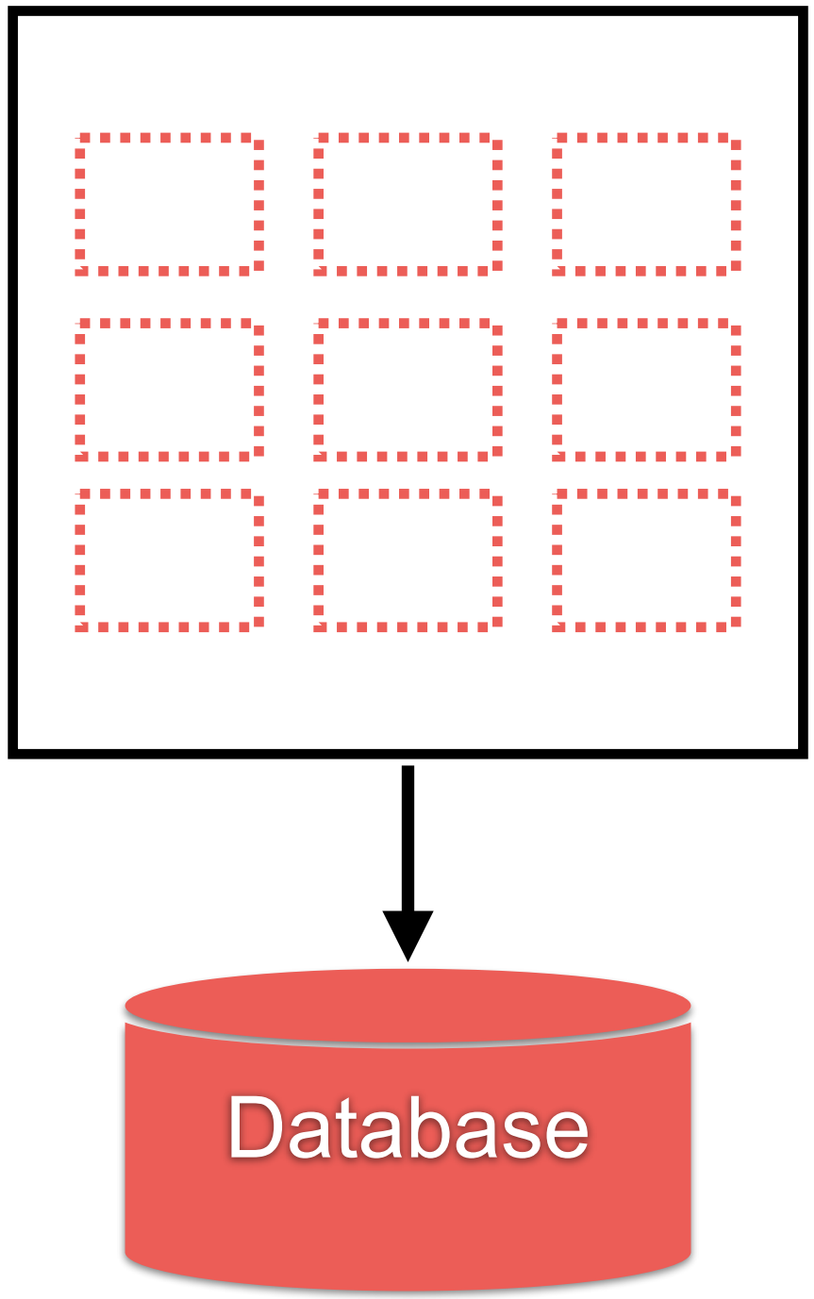
Scale Out (Horizontal)



What happens when we need more servers ?

What if we don’t use all modules equally ?

Database ?

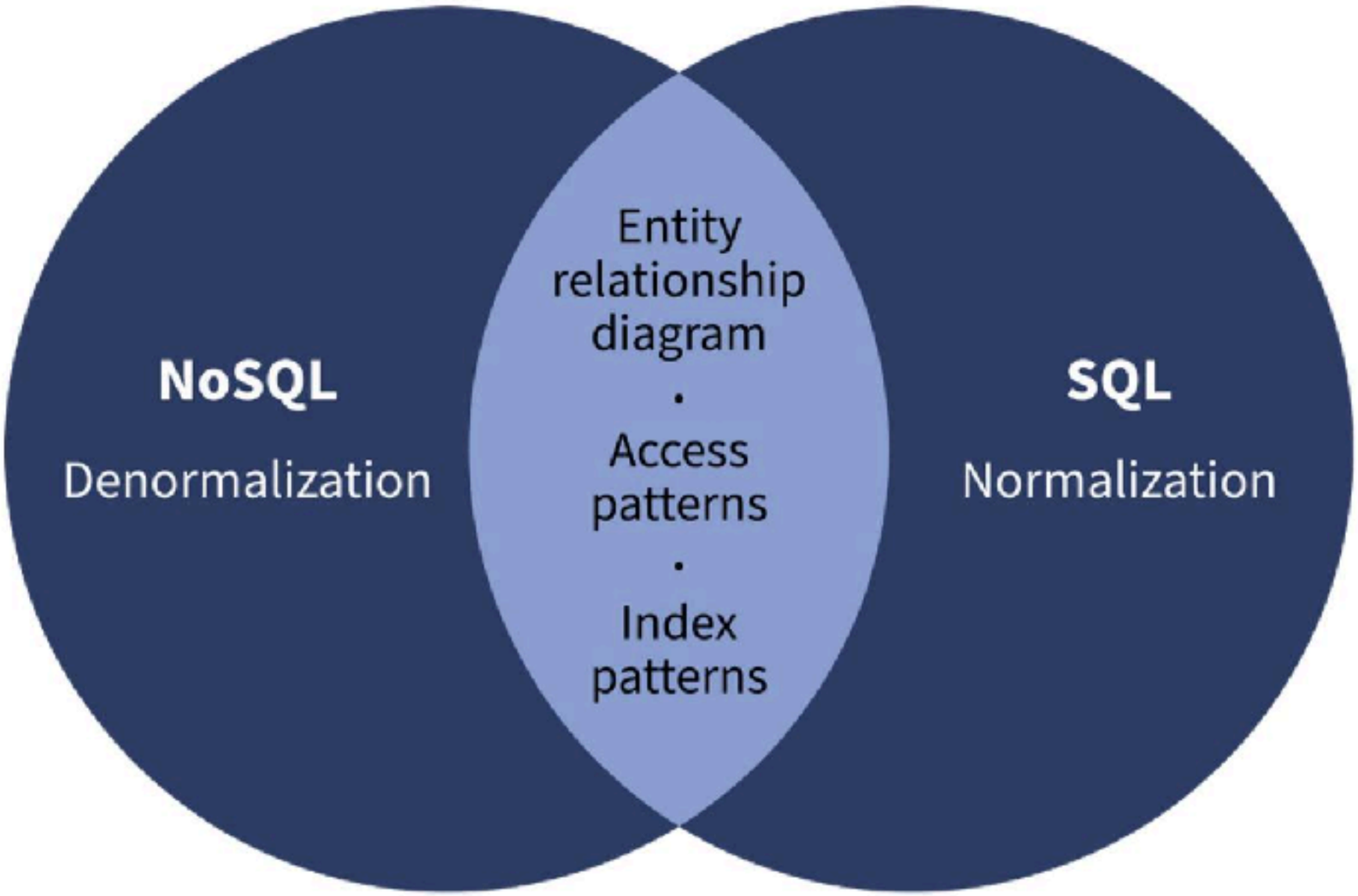


How can we update individual models/database ?

Scale up or Scale out ?

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

Database ?



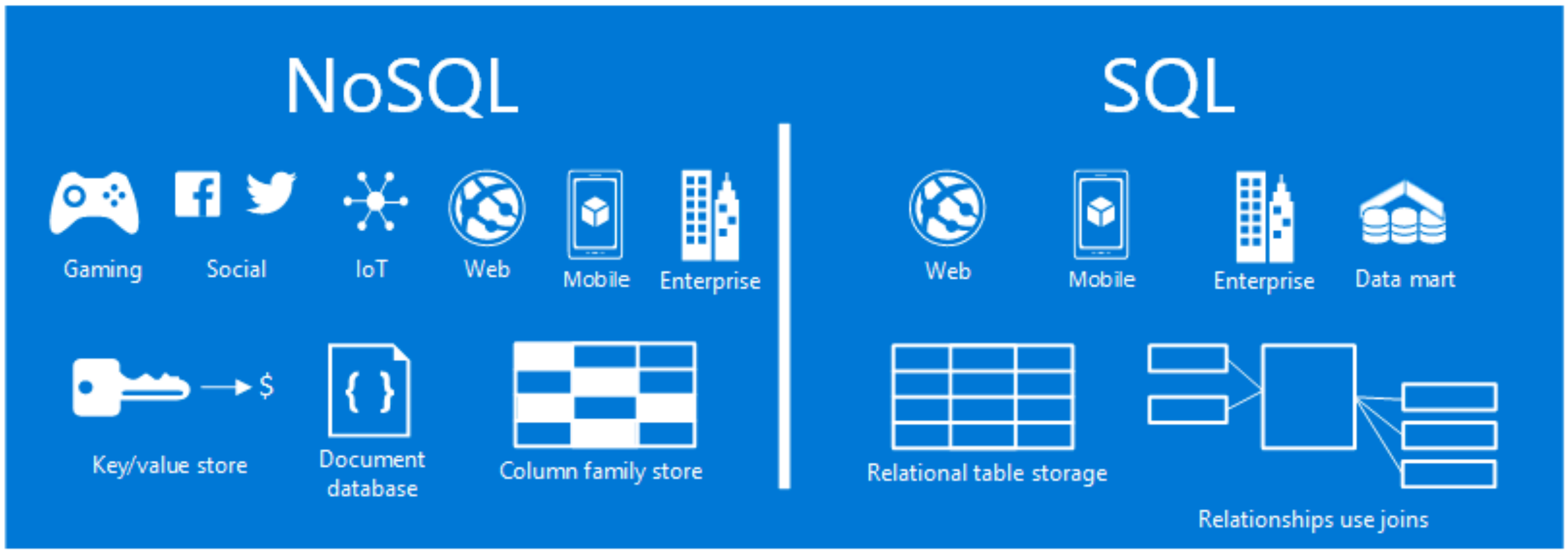
Database Models

424 systems in ranking, March 2025

Rank Mar 2025	Rank Feb 2025	Rank Mar 2024	DBMS	Database Model	Score Mar 2025	Score Feb 2025	Score Mar 2024
1.	1.	1.	Oracle	Relational, Multi-model	1253.08	-1.74	+32.02
2.	2.	2.	MySQL	Relational, Multi-model	988.13	-11.86	-113.37
3.	3.	3.	Microsoft SQL Server	Relational, Multi-model	788.14	+1.27	-57.67
4.	4.	4.	PostgreSQL	Relational, Multi-model	663.42	+3.81	+28.52
5.	5.	5.	MongoDB	Document, Multi-model	396.42	-0.21	-28.11
6.	↑ 7.	↑ 9.	Snowflake	Relational	161.78	+6.20	+36.40
7.	↓ 6.	↓ 6.	Redis	Key-value, Multi-model	155.36	-2.55	-1.64
8.	8.	↓ 7.	Elasticsearch	Multi-model	131.38	-3.25	-3.41
9.	9.	↓ 8.	IBM Db2	Relational, Multi-model	126.57	+1.14	-1.18
10.	10.	10.	SQLite	Relational	113.08	-0.74	-5.08
11.	11.	↑ 12.	Apache Cassandra	Wide column, Multi-model	106.65	+4.07	+2.07
12.	12.	↓ 11.	Microsoft Access	Relational	96.72	+0.18	-11.21
13.	13.	↑ 17.	Databricks	Multi-model	96.01	+5.97	+21.67
14.	14.	↓ 13.	MariaDB	Relational, Multi-model	94.23	+4.72	-0.80
15.	15.	↓ 14.	Splunk	Search engine	78.87	-1.68	-10.80

https://db-engines.com/en/ranking

Database Models



Database design

Design for read
Design for write
Pre-join tables or pre-aggregate data
Manage data size
Sharding
Caching data

We need to improve

We need to get better

SOA

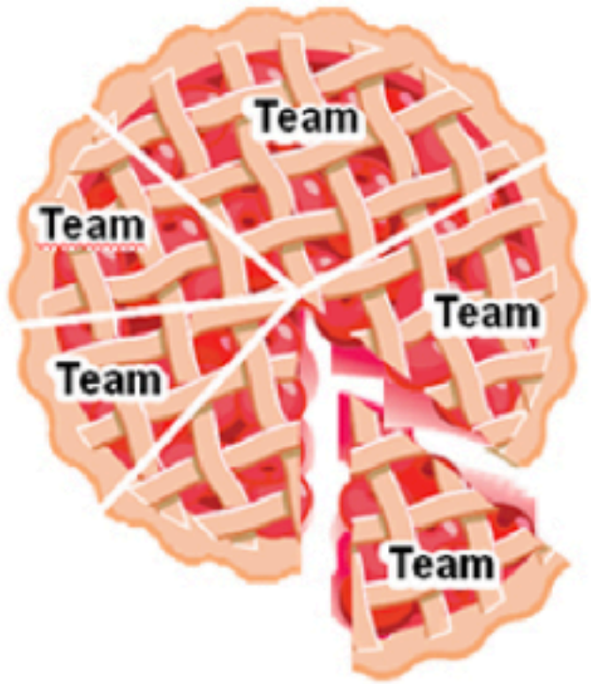
1990s and earlier

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

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

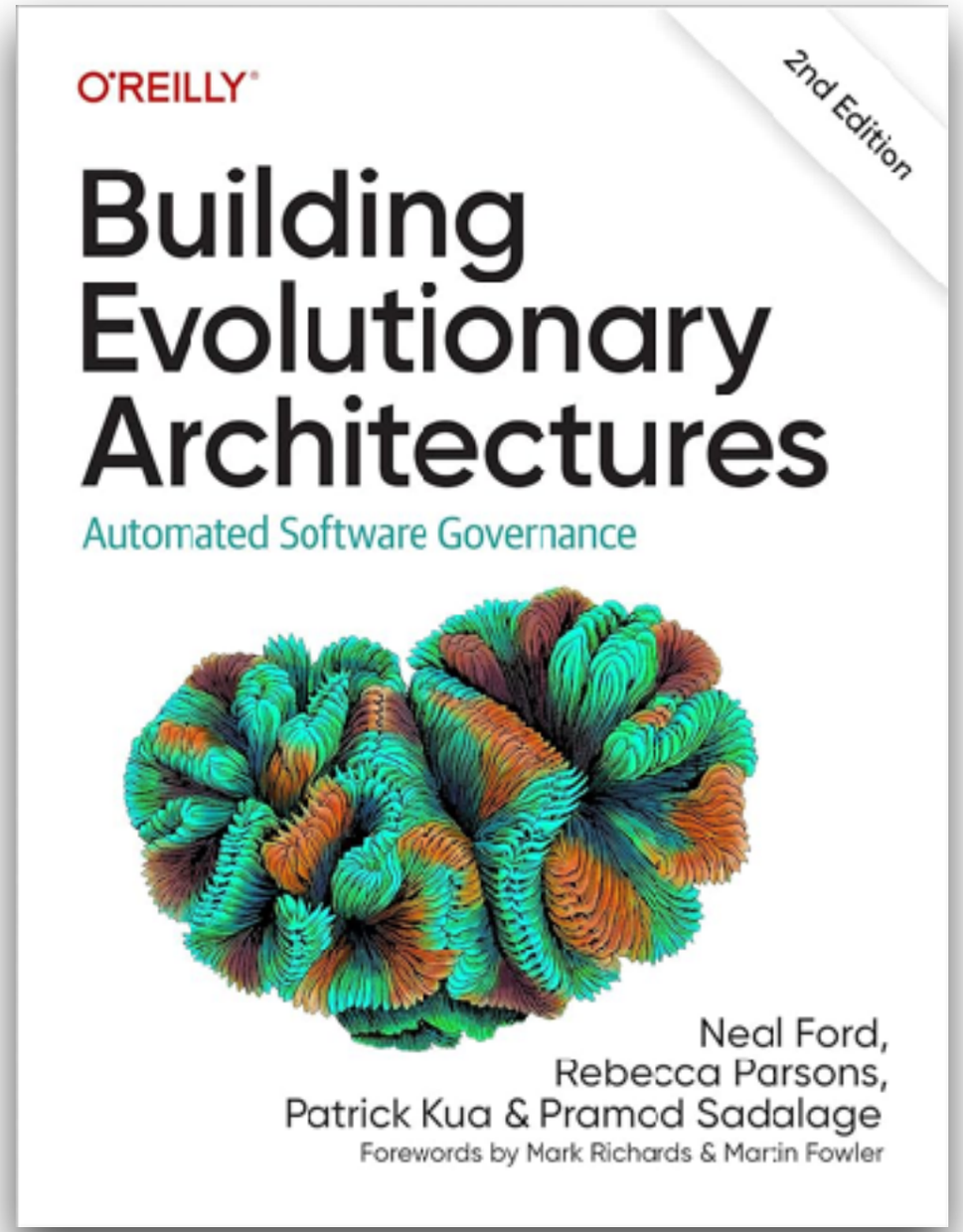
Shared services over specific-purpose implementations

Flexibility over optimization

Evolutionary refinement over pursuit of initial perfection

Evolution design and continuous improvement

Building Evolutionary Architecture



https://www.amazon.com/Building-Evolutionary-Architectures-Automated-Governance/dp/1492097543

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

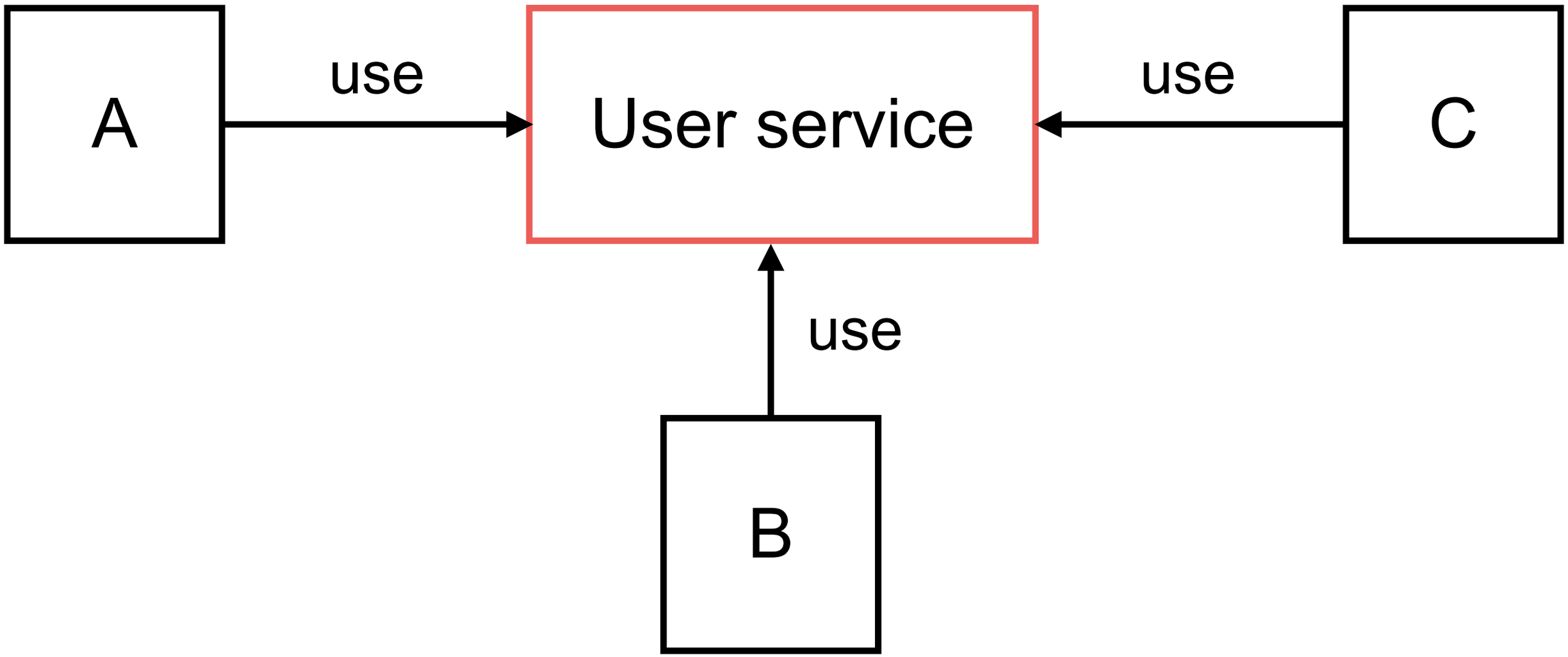
Shared services over specific-purpose implementations

Flexibility over optimization

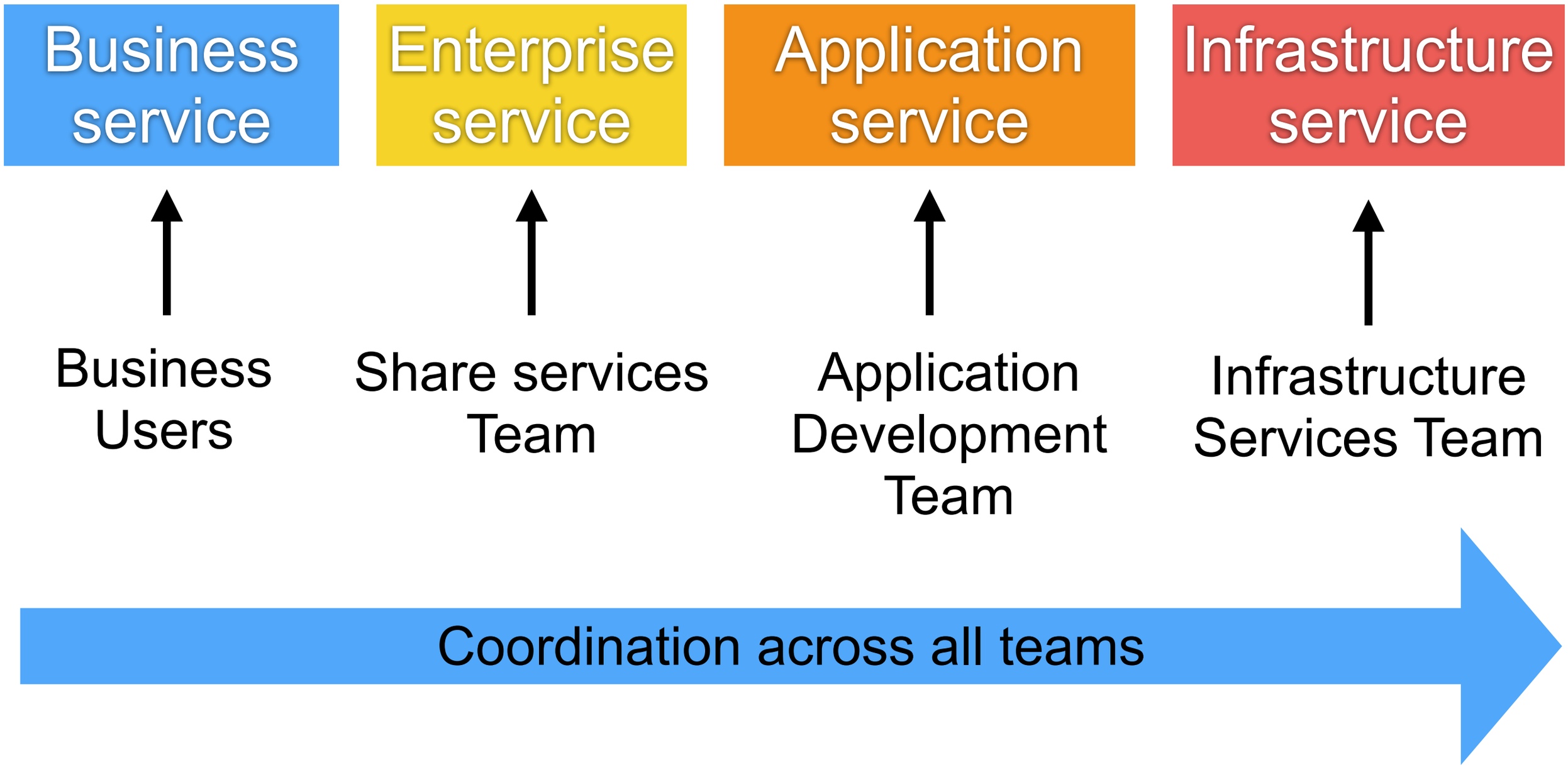
Evolutionary refinement over pursuit of initial perfection

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

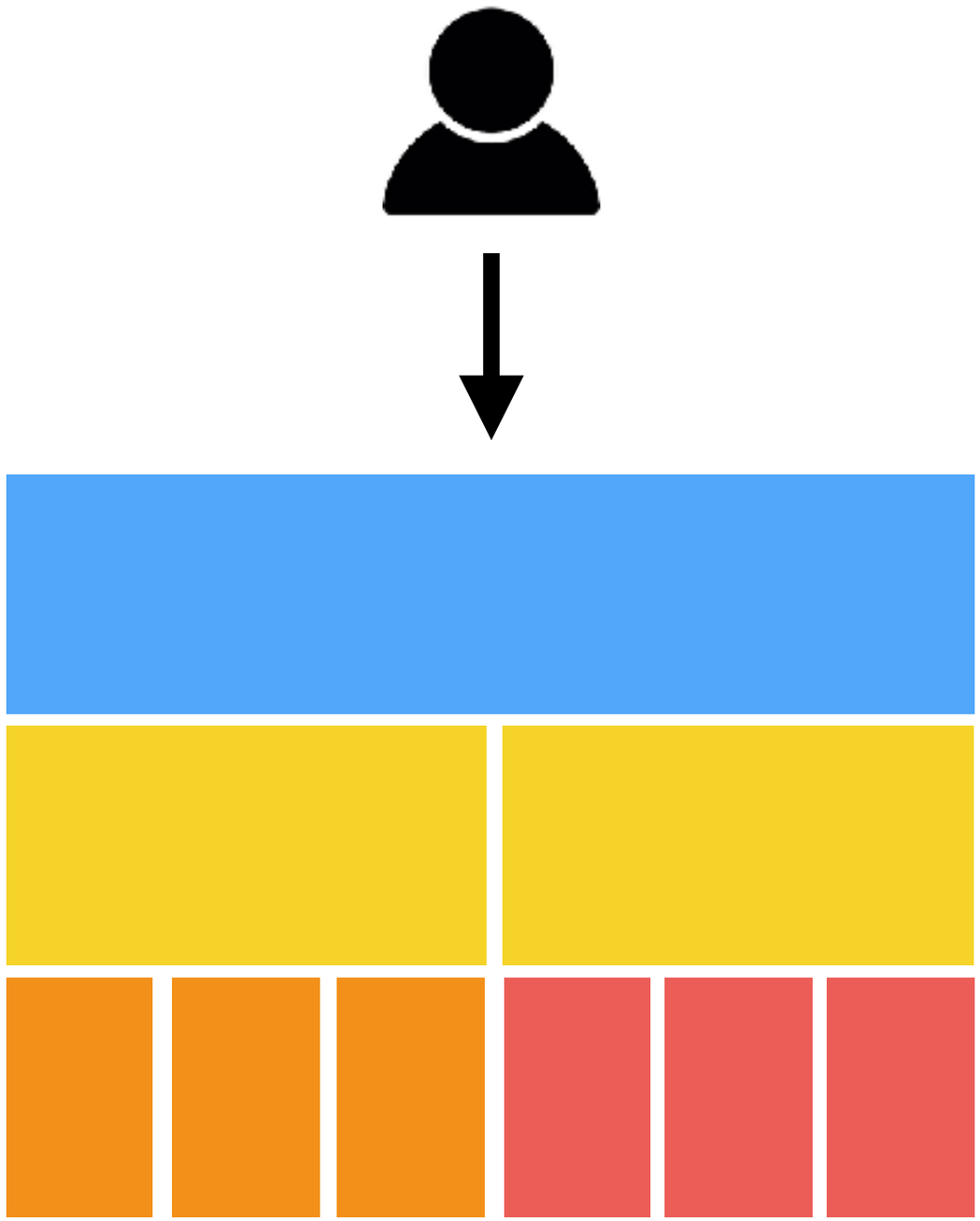
Shared service ?



Service-Oriented Architecture



Service-Oriented Architecture

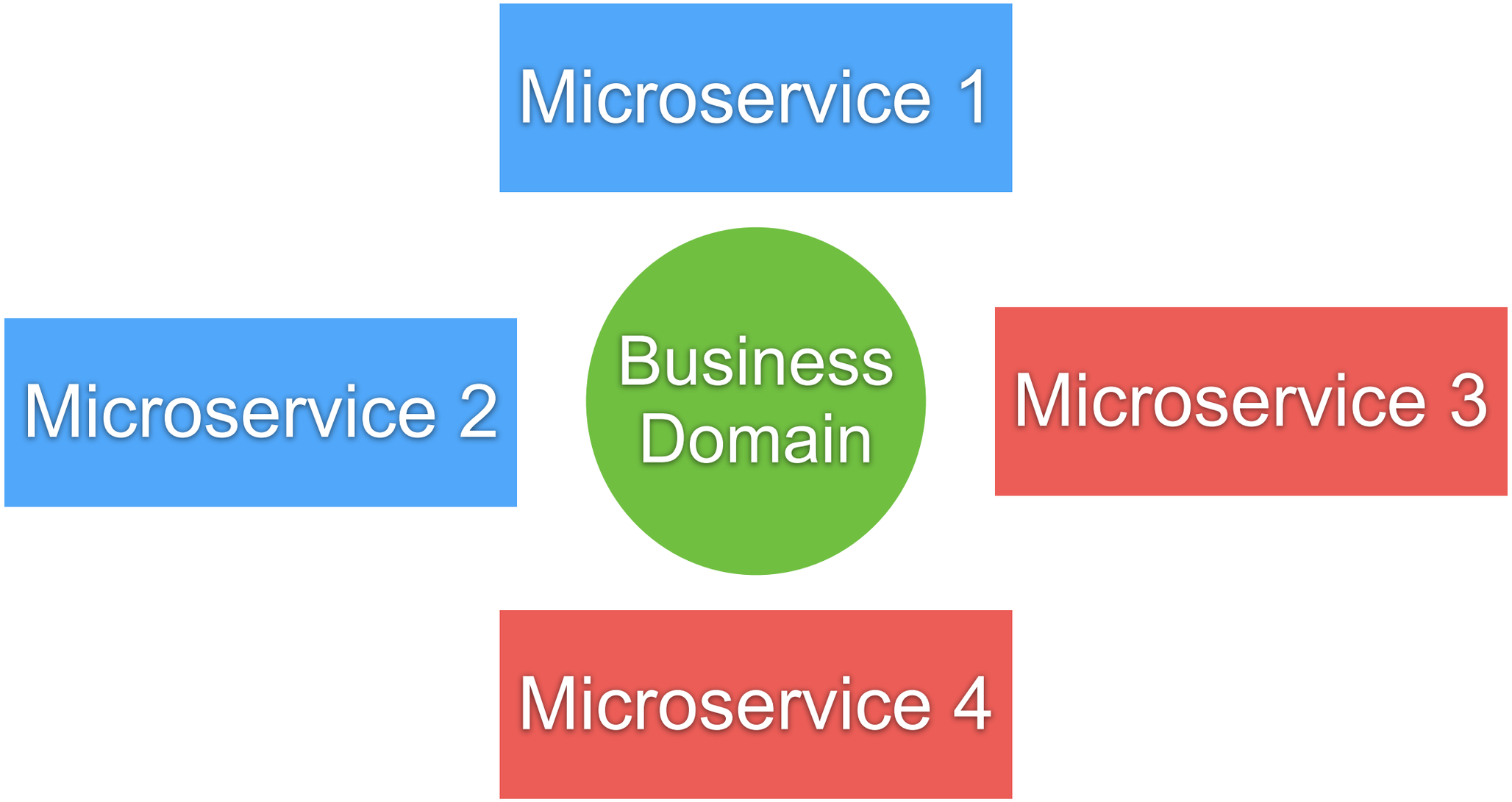


We need to improve

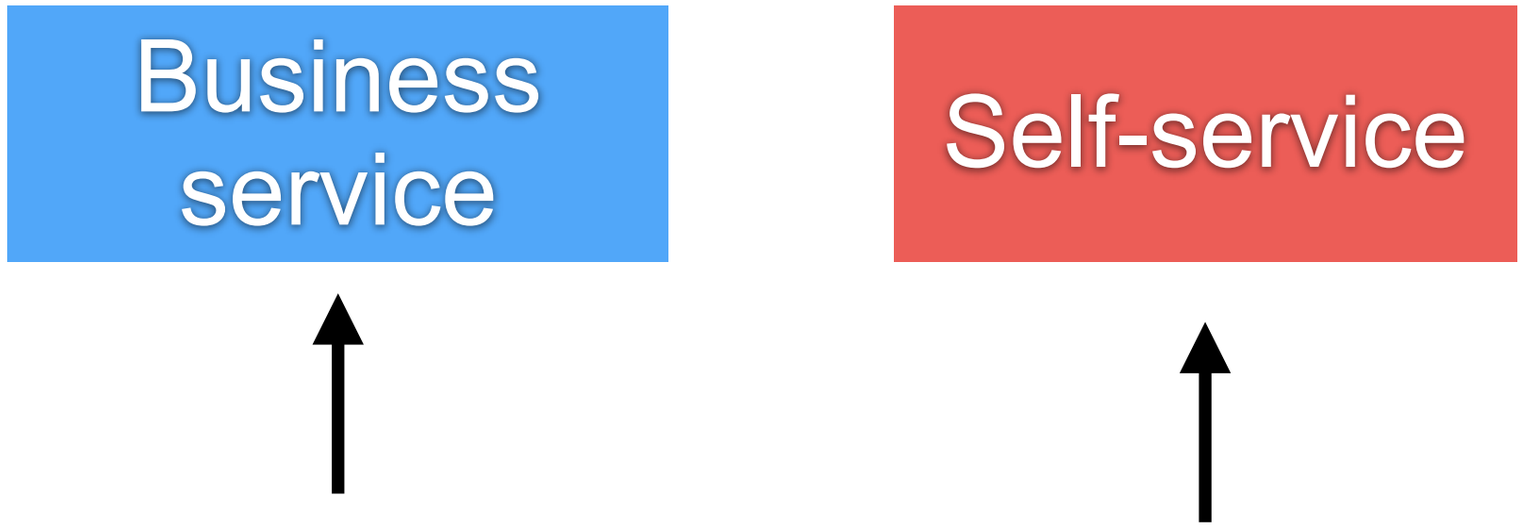
We need to get better

Microservice

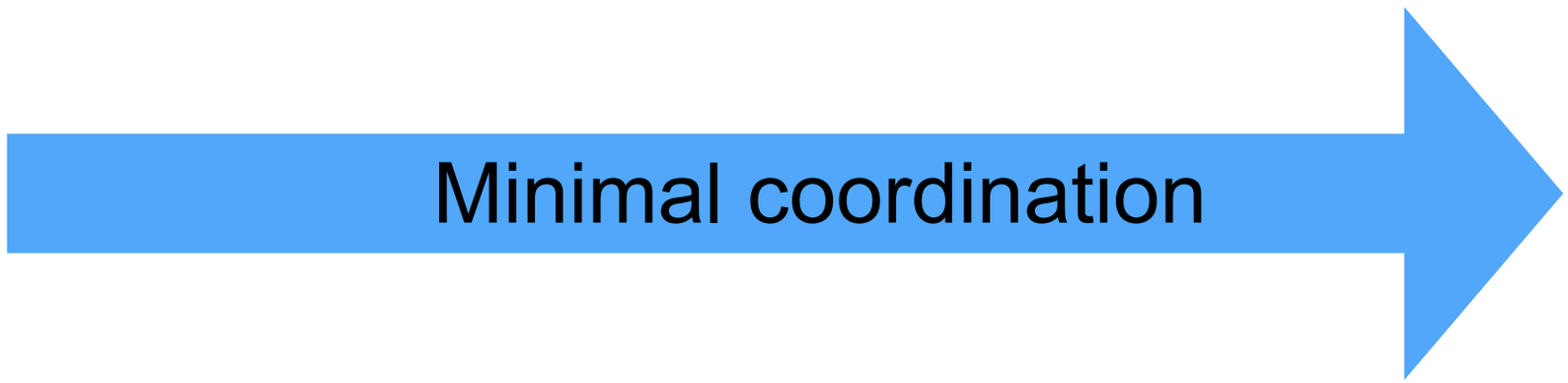
Microservice



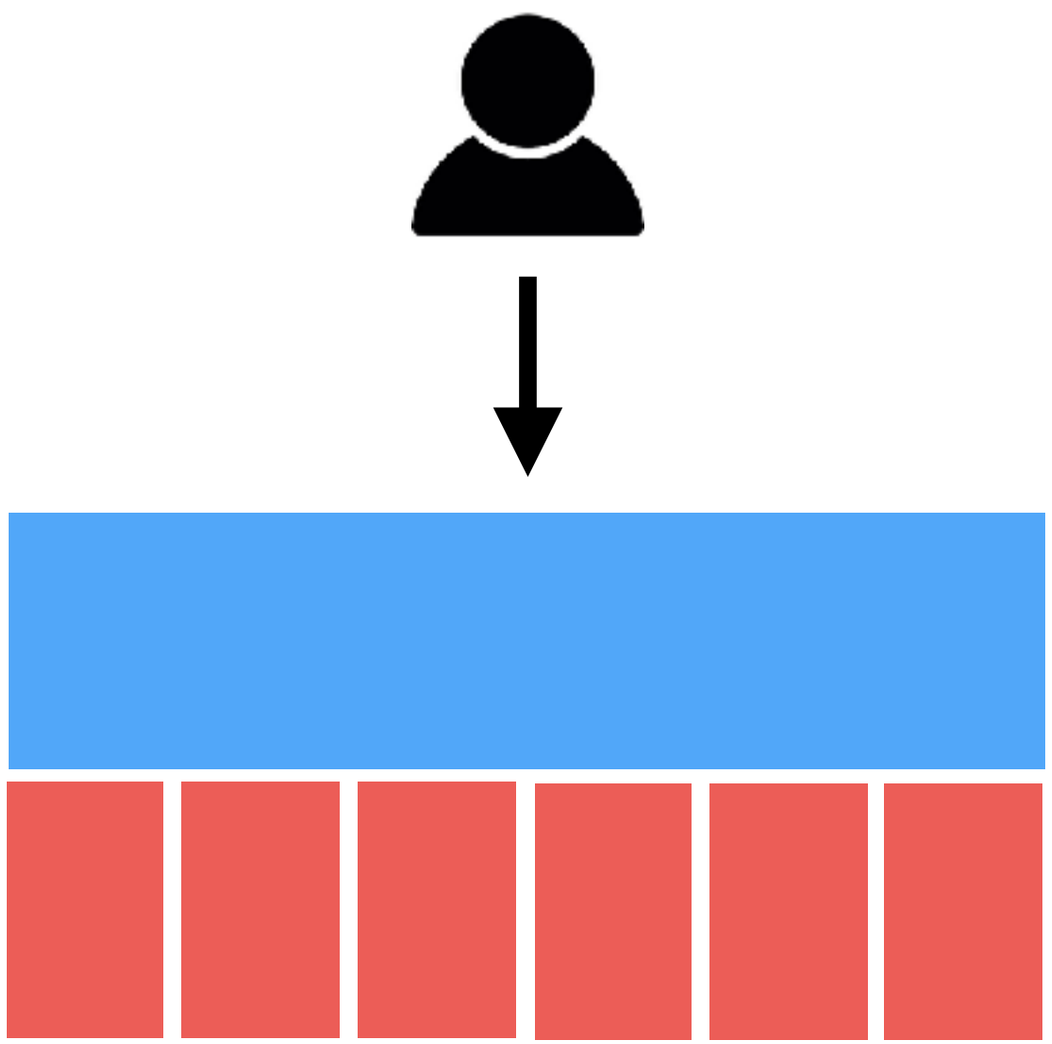
Microservice

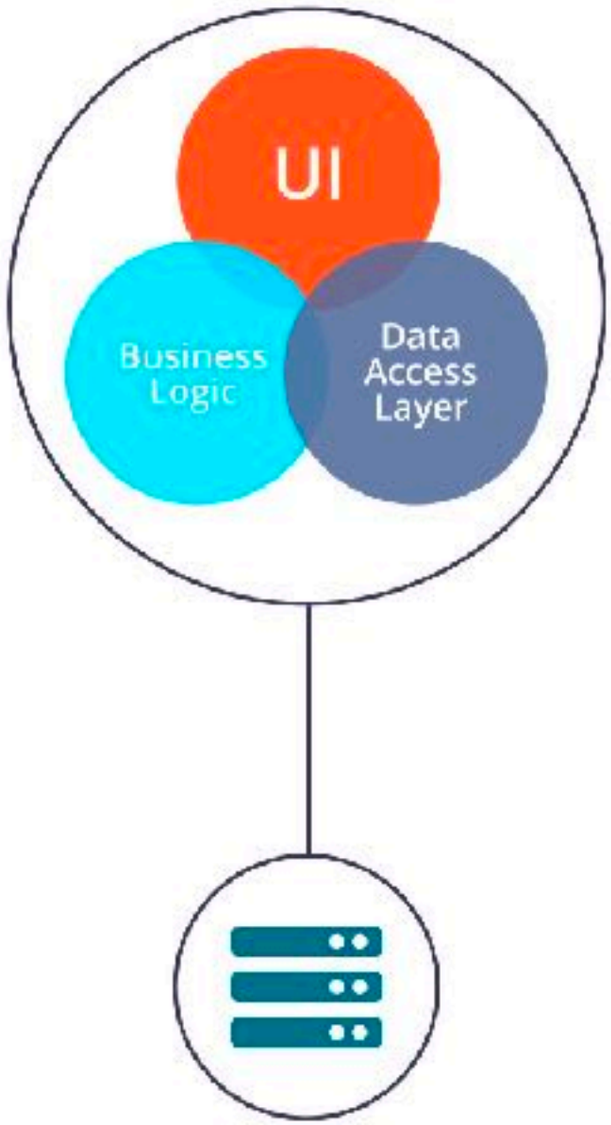


Application Development Team

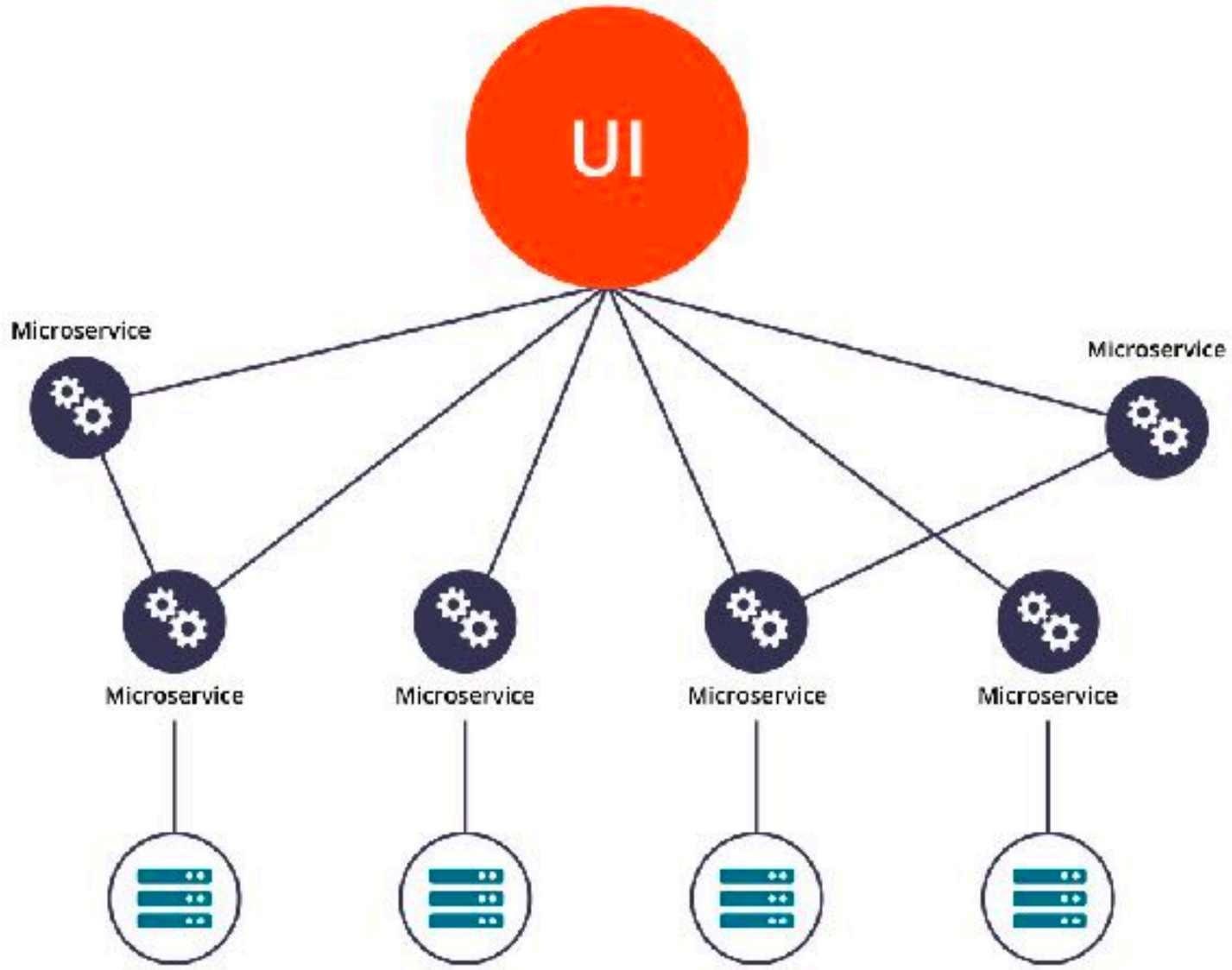


Microservice





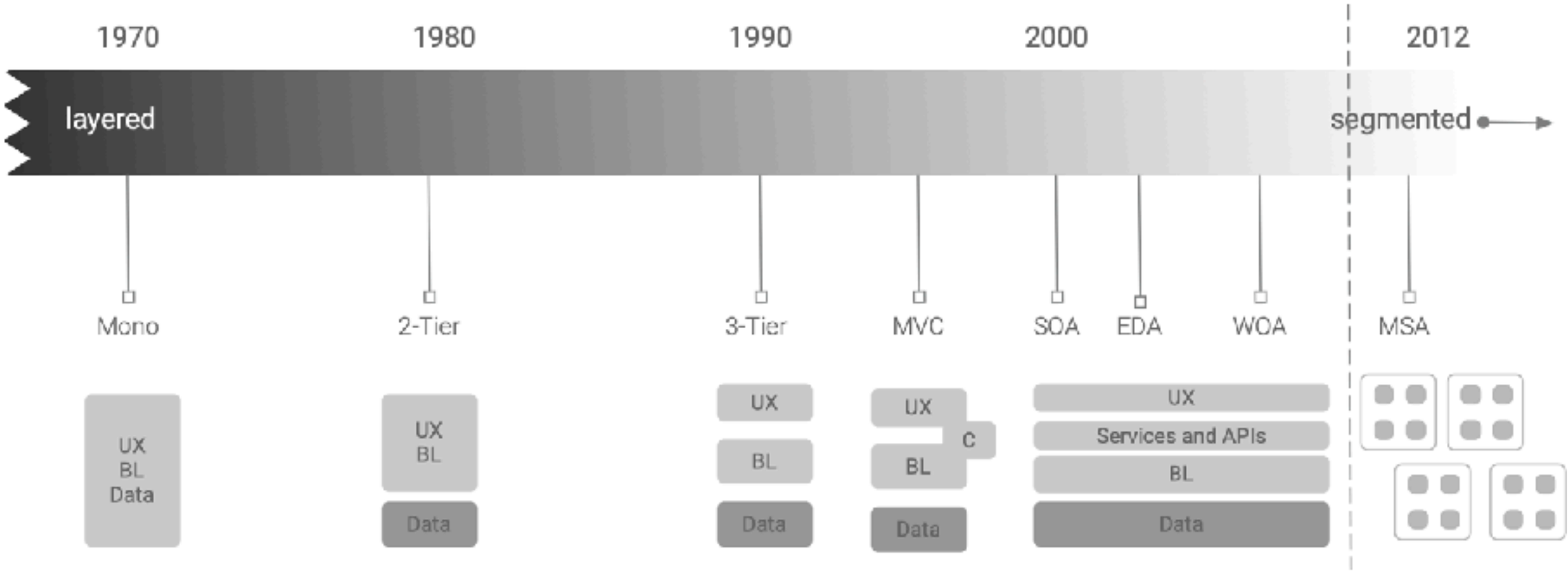
Monolithic Architecture



Microservice Architecture

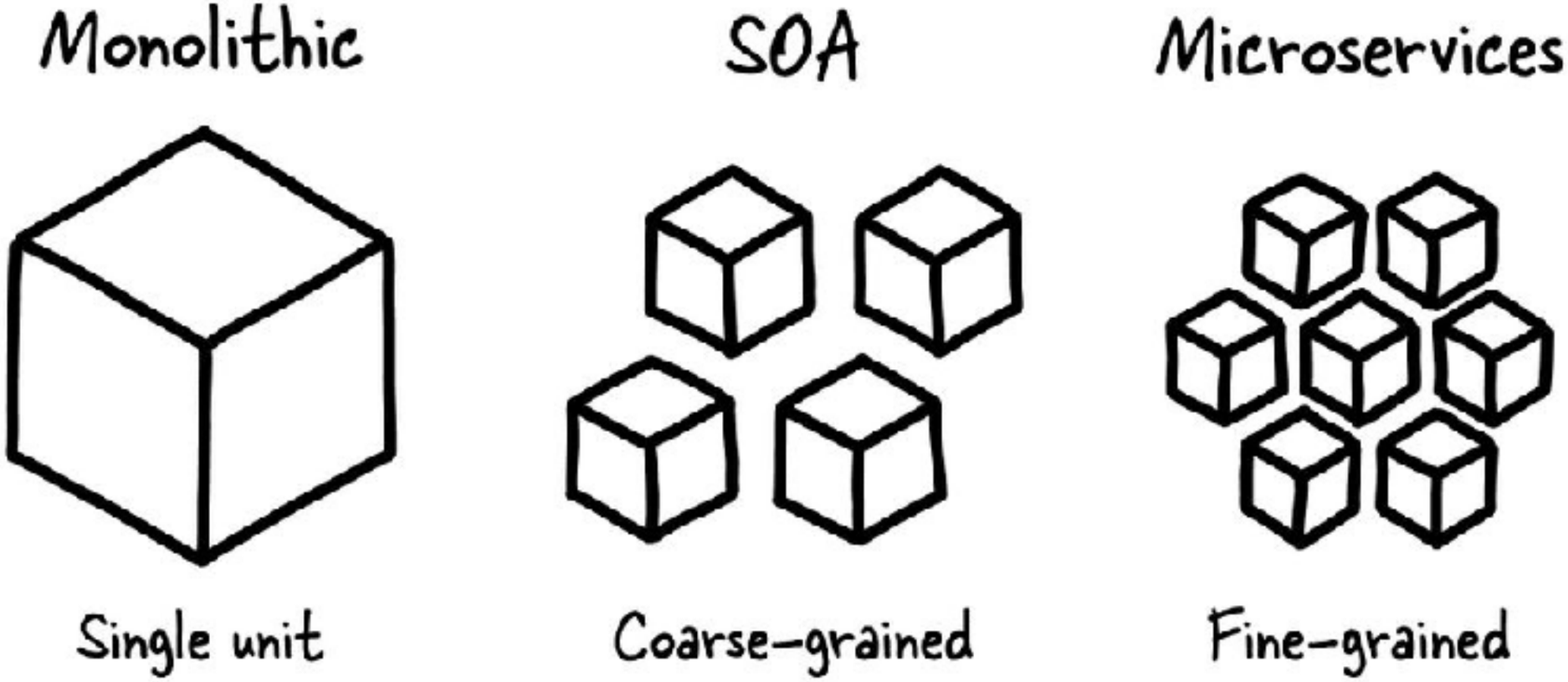
Summary

Evolution of Architecture



https://github.com/wso2/reference-architecture/blob/master/reference-architecture-layered-segmented.md

GRANULARITY OF SYSTEMS

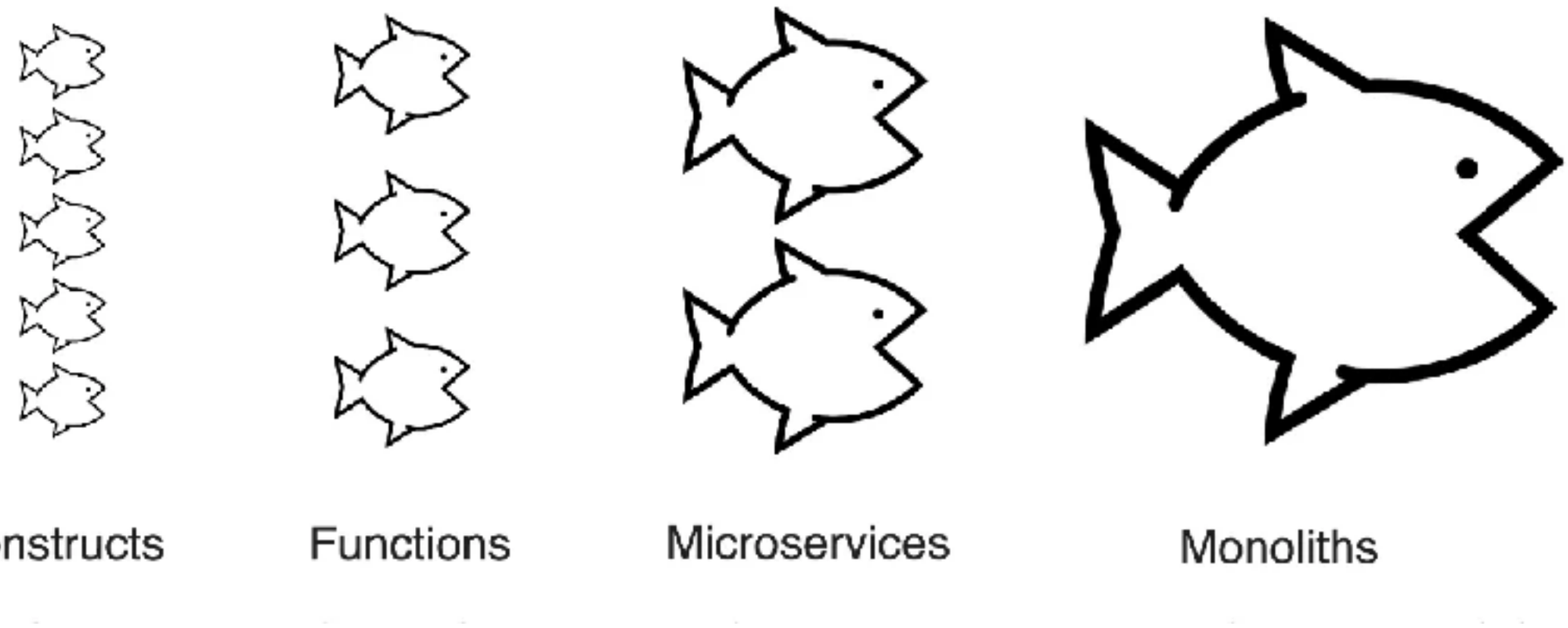


https://architecturenotes.co/p/granularity-of-systems

Next !!!

Next !!!

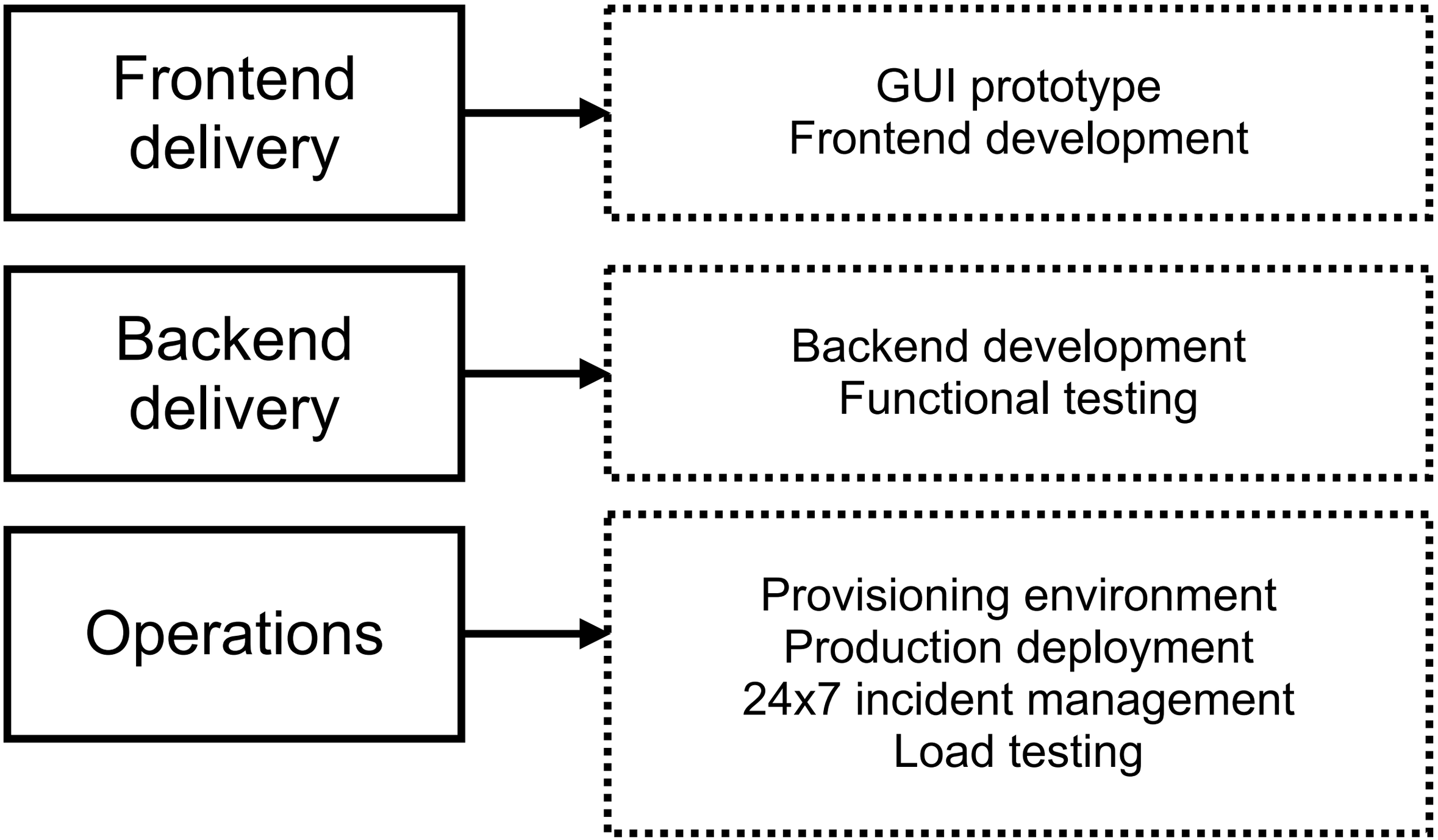
FaaS → Cloud Constructs



https://www.infoq.com/articles/cloud-computing-post-serverless-trends/

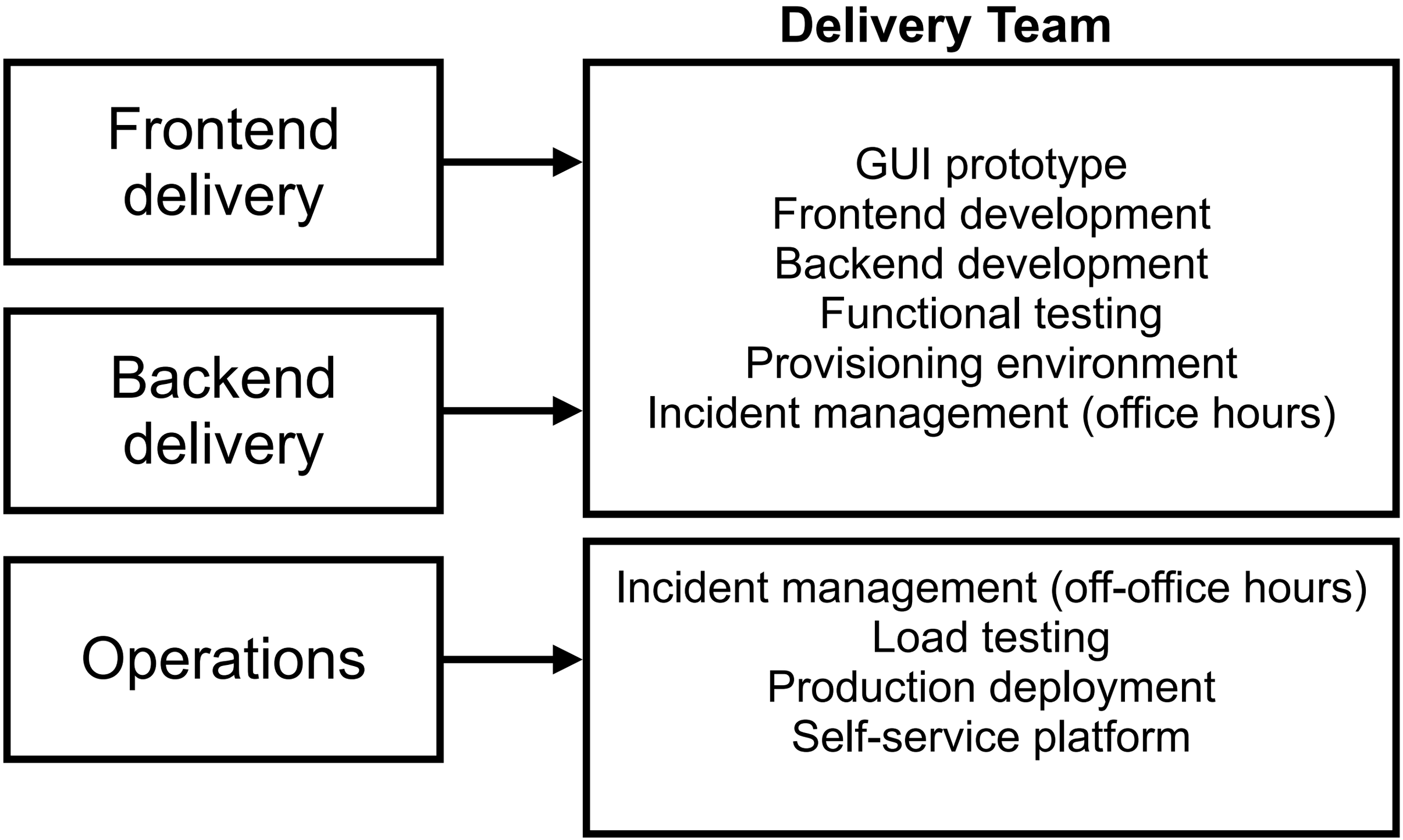
Delivery Problems

Delivery Responsibilities



Delivery Improvement ?

Better ?



Microservice's History

History

ZUUL
Ribbon
Hystrix
Eureka

Agile Manifesto **2001** | Java EE 6 DevOps **2009** | **Microservices** **2012** | Spring Boot **2013** | Kubernetes **2014**

1990 Continuous Integration

2006 Amazon EC2

2010 **Netflix + AWS**

2013 Container **Docker**

2014 **Adopt Microservices**

2017 Istio Linkerd

Microservice

Small, Do one thing (Single Responsibility)
Modular
Easy to **understand**
Easy to **develop**
Easy to **deploy**
Easy to **maintain**
Scale independently

Goals

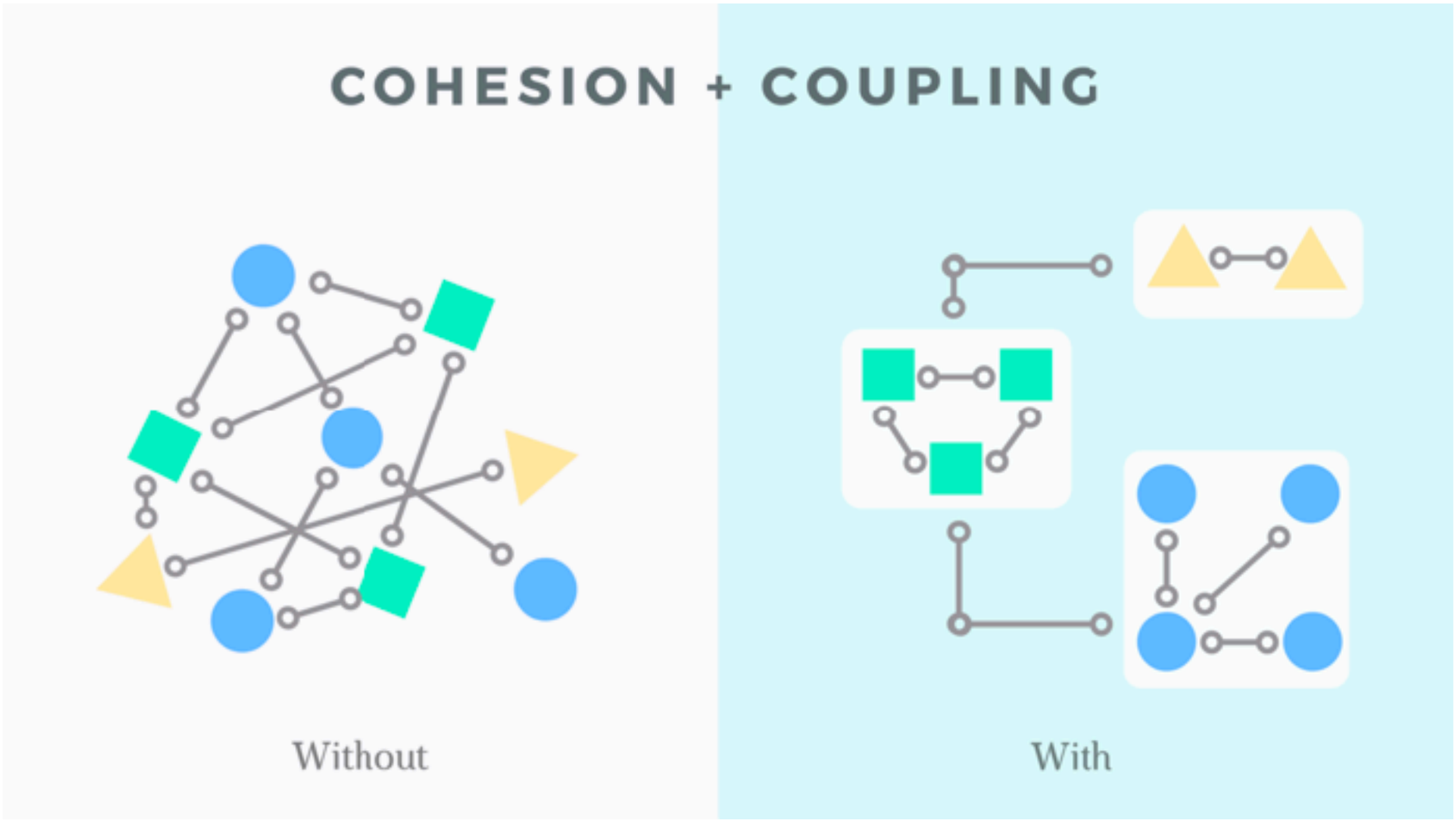
Increase the **velocity** of application release
By **decomposing** app to **small** services
Autonomous services
Deploy **independently**

Independent

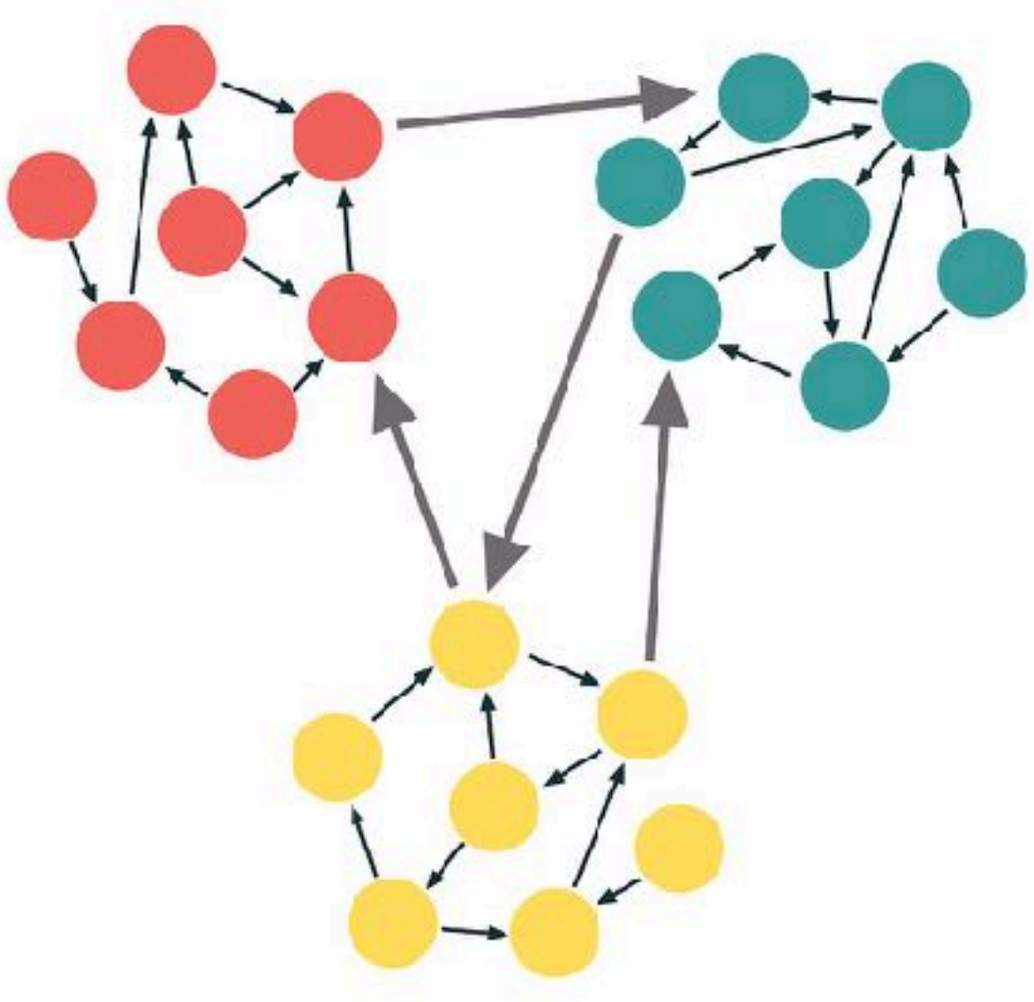
Replicable
Updatable
Scalable
Deployable

Better Architecture

Loose coupling
High cohesion

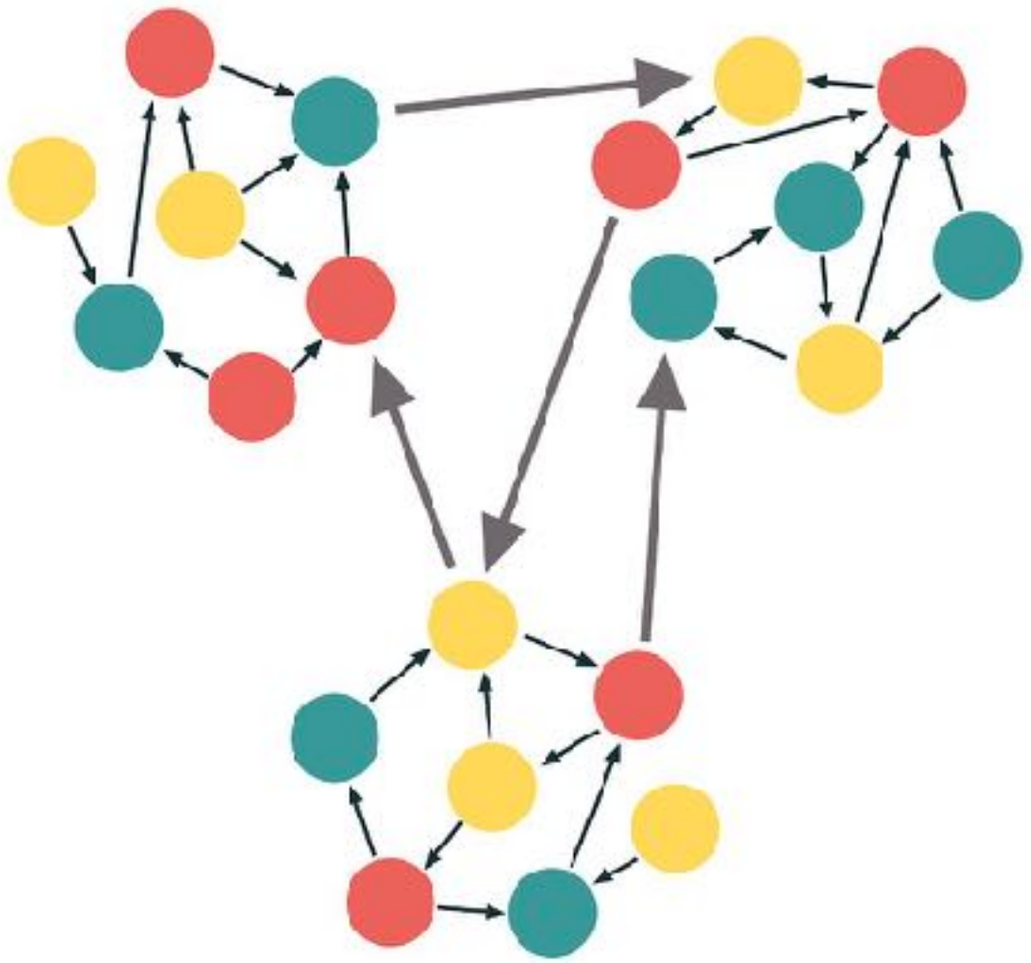


Coupling (Idea)

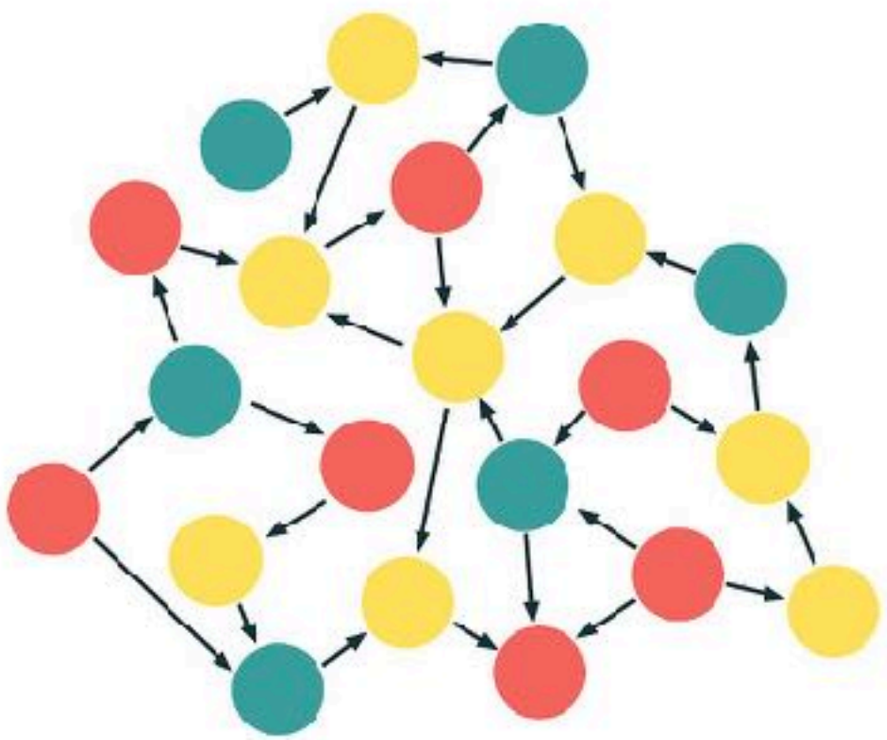


https://enterprisecraftsmanship.com/posts/cohesion-coupling-difference/

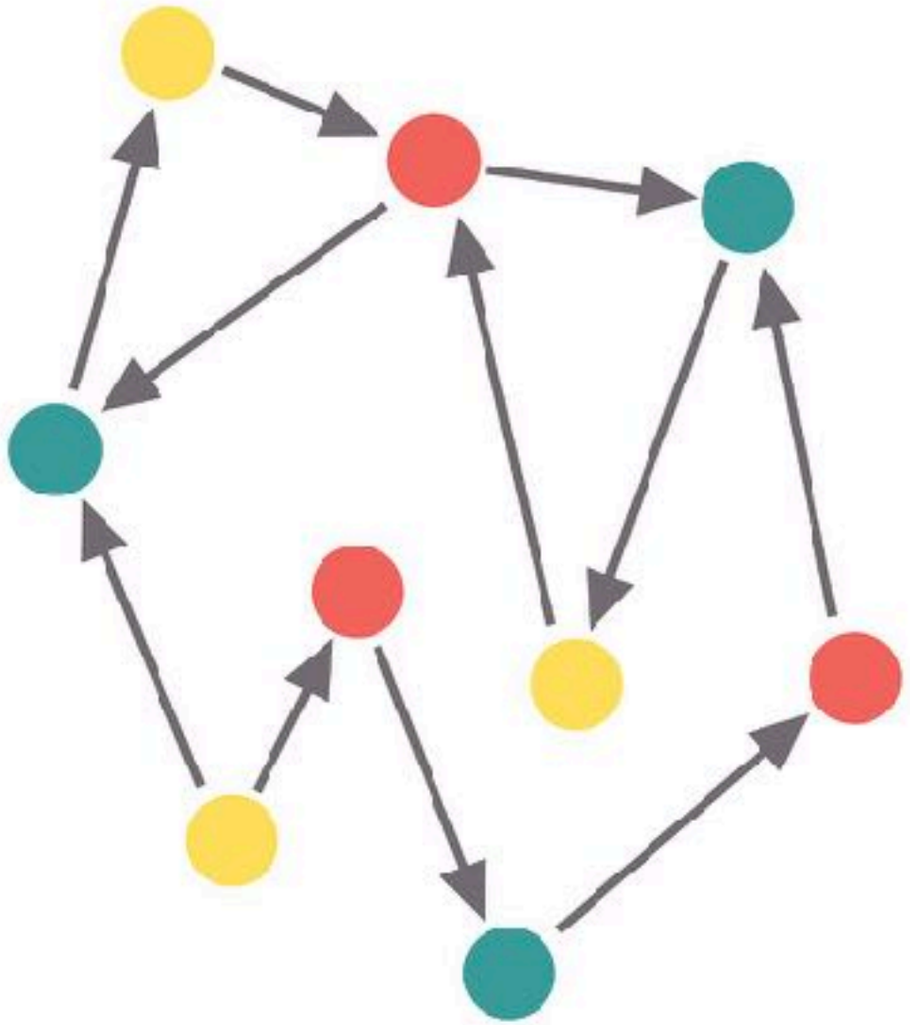
Coupling (Poorly boundary)



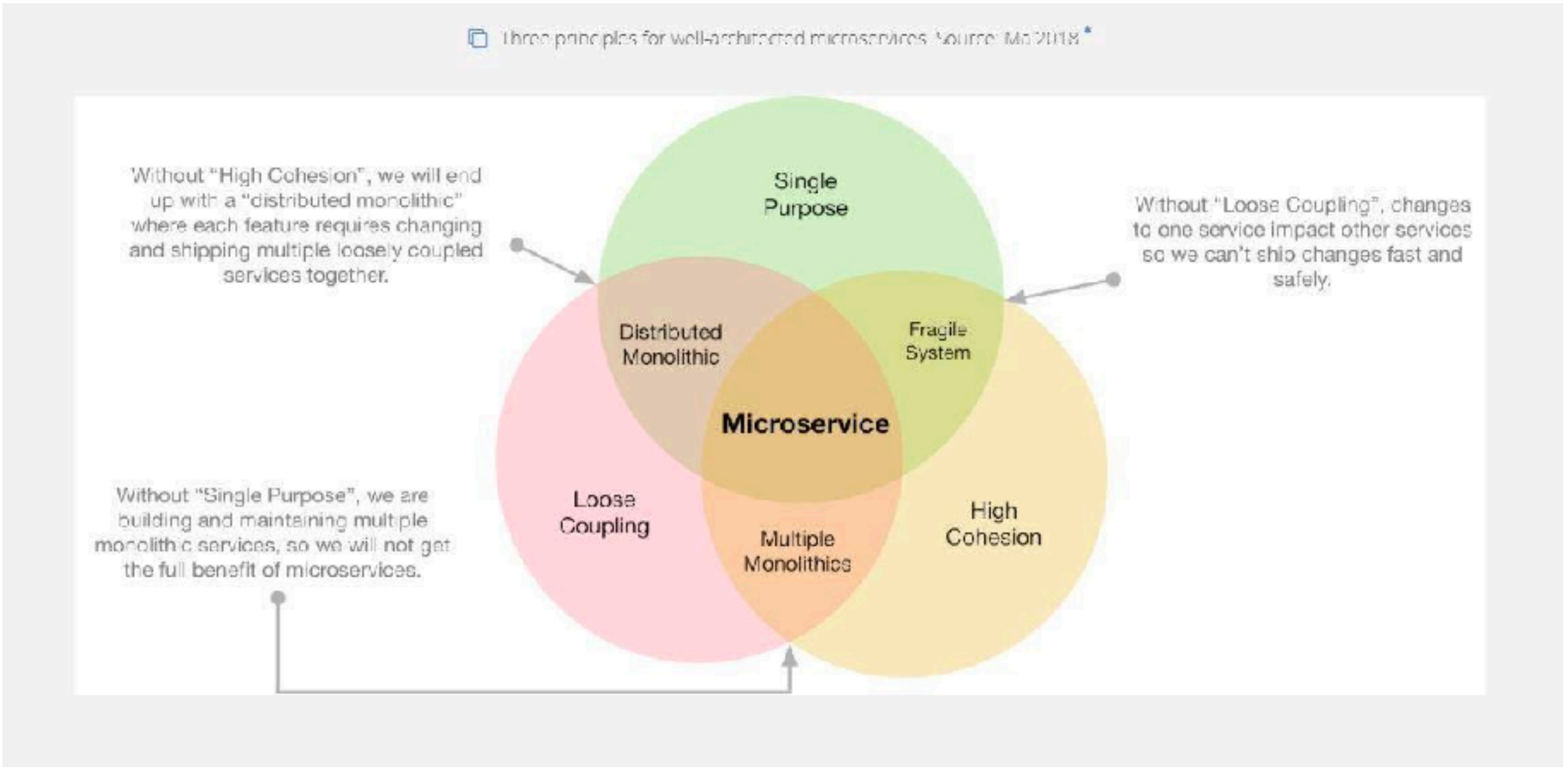
Coupling (God)



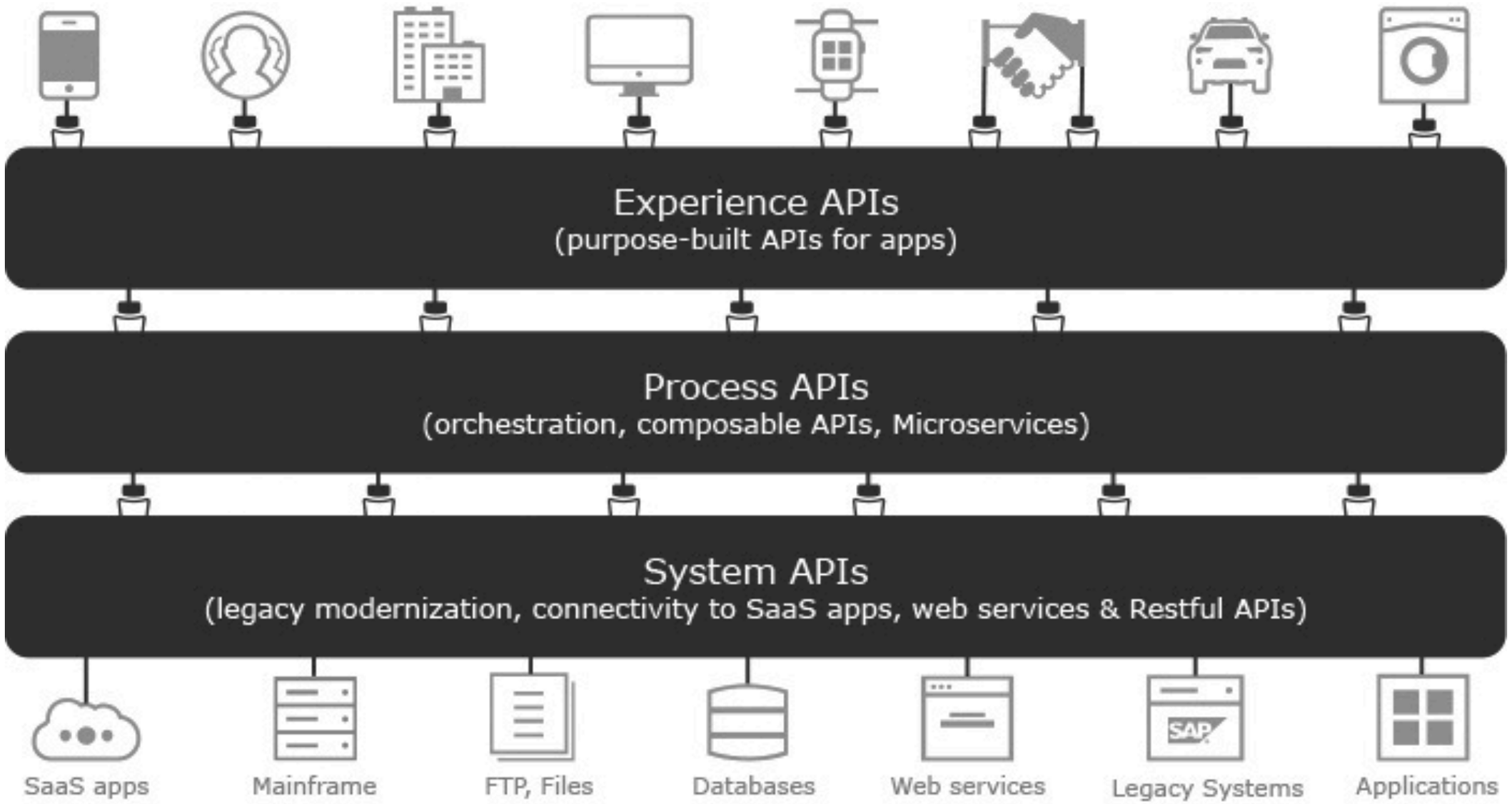
Coupling (Destructive decouple)



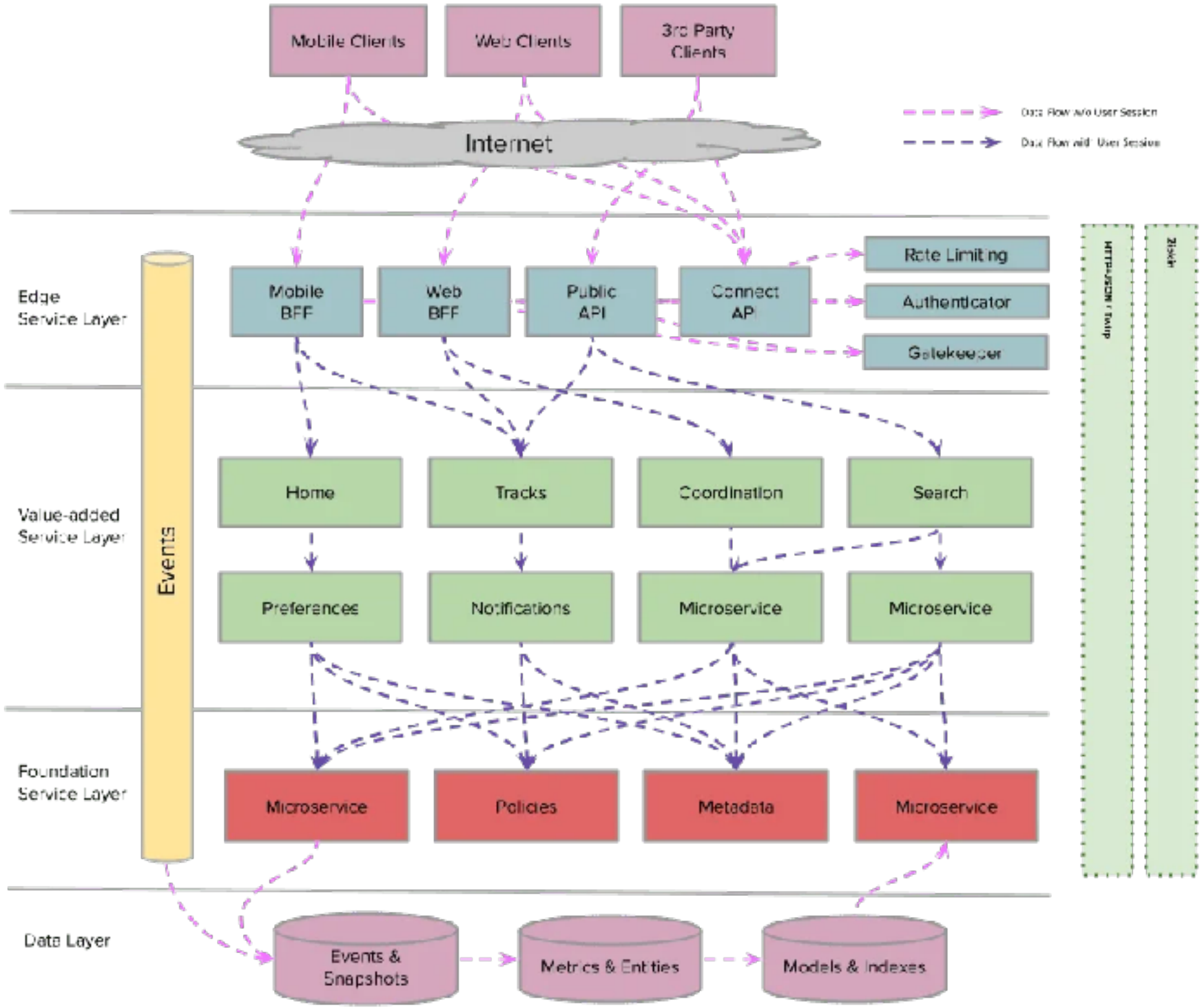
Better Architecture



Real World Architecture



https://blogs.mulesoft.com/dev-guides/how-to-tutorials/api-templates-reusable-system-process-apis/



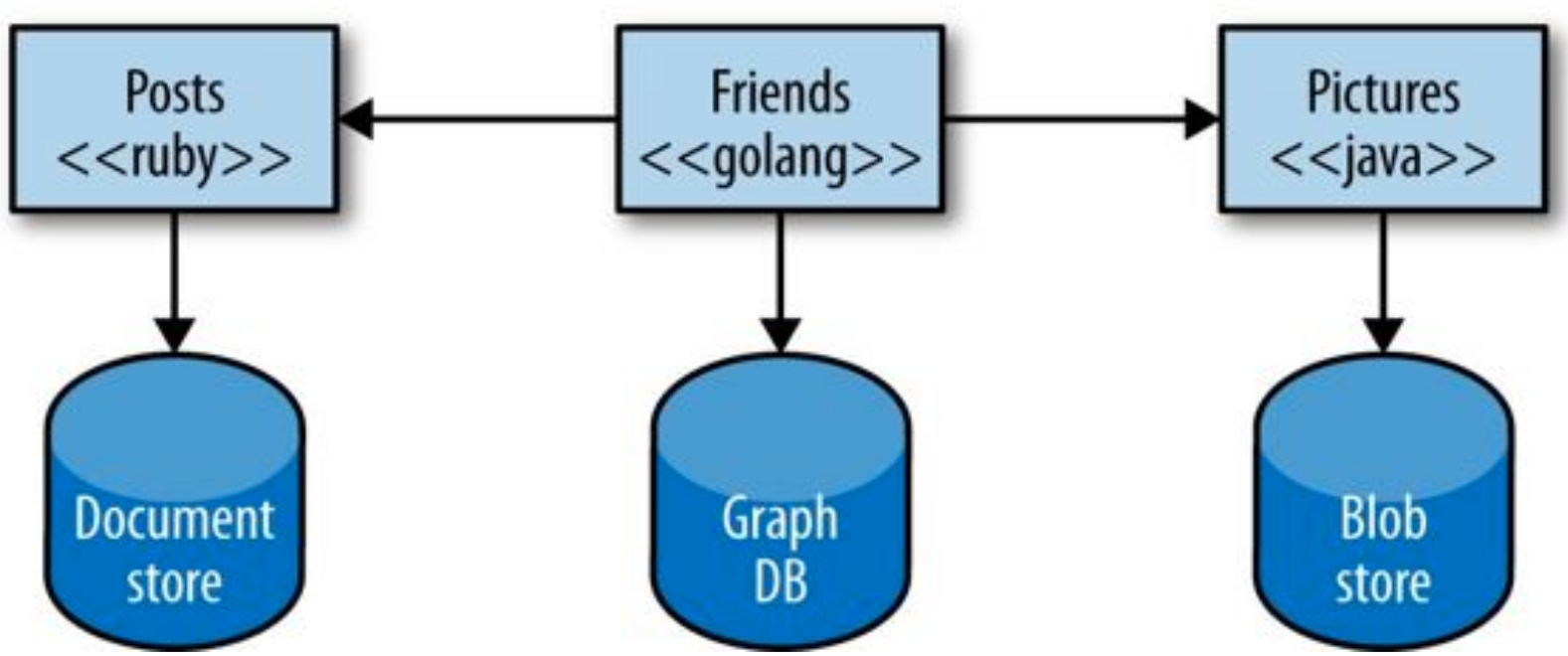
https://www.infoq.com/news/2021/10/ddd-vas-gateway-soundcloud/

Key Benefits

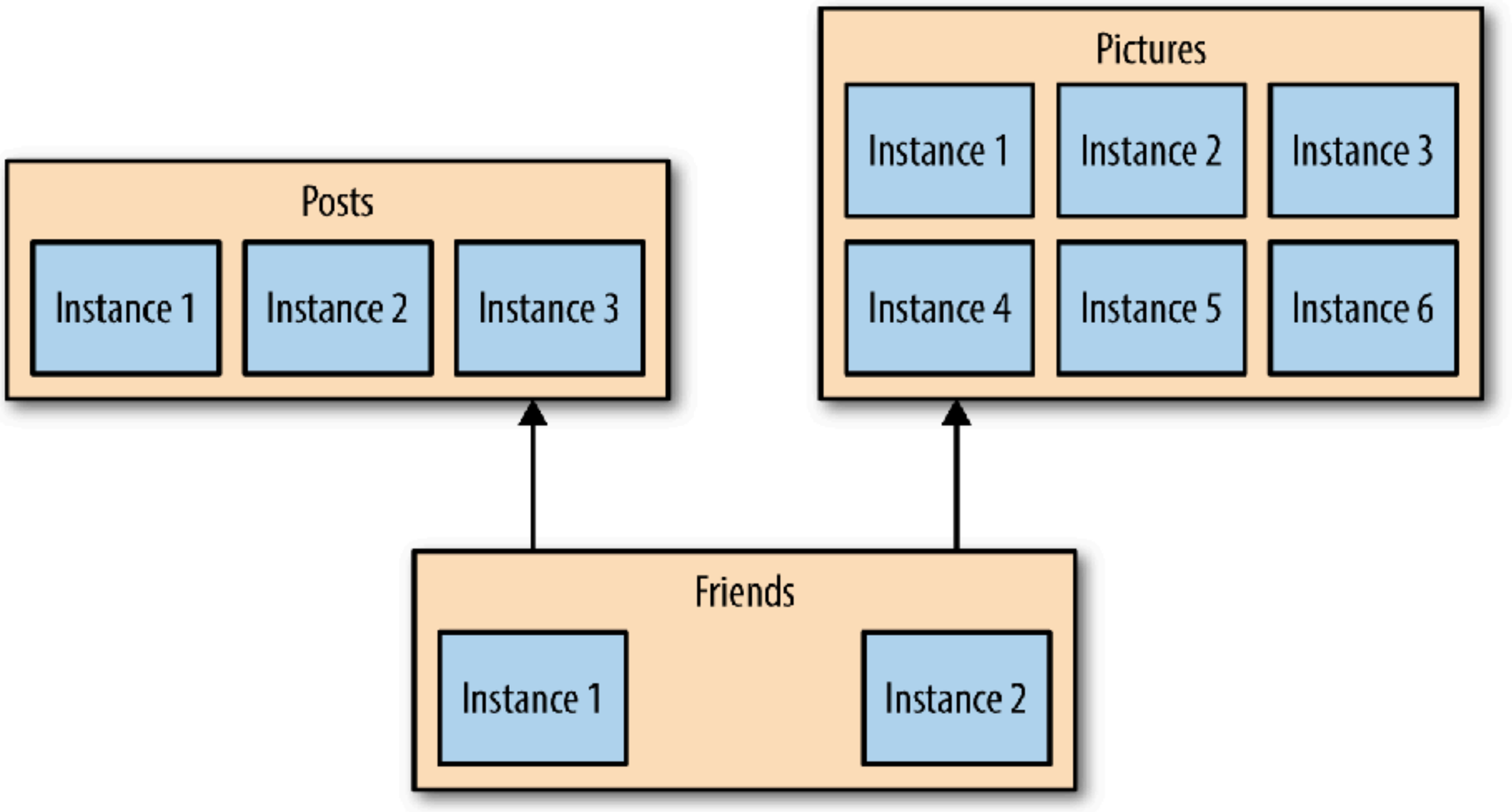
1. Technology heterogeneous

The right tool for each job

Allow easy experimenting and adoption of new technology

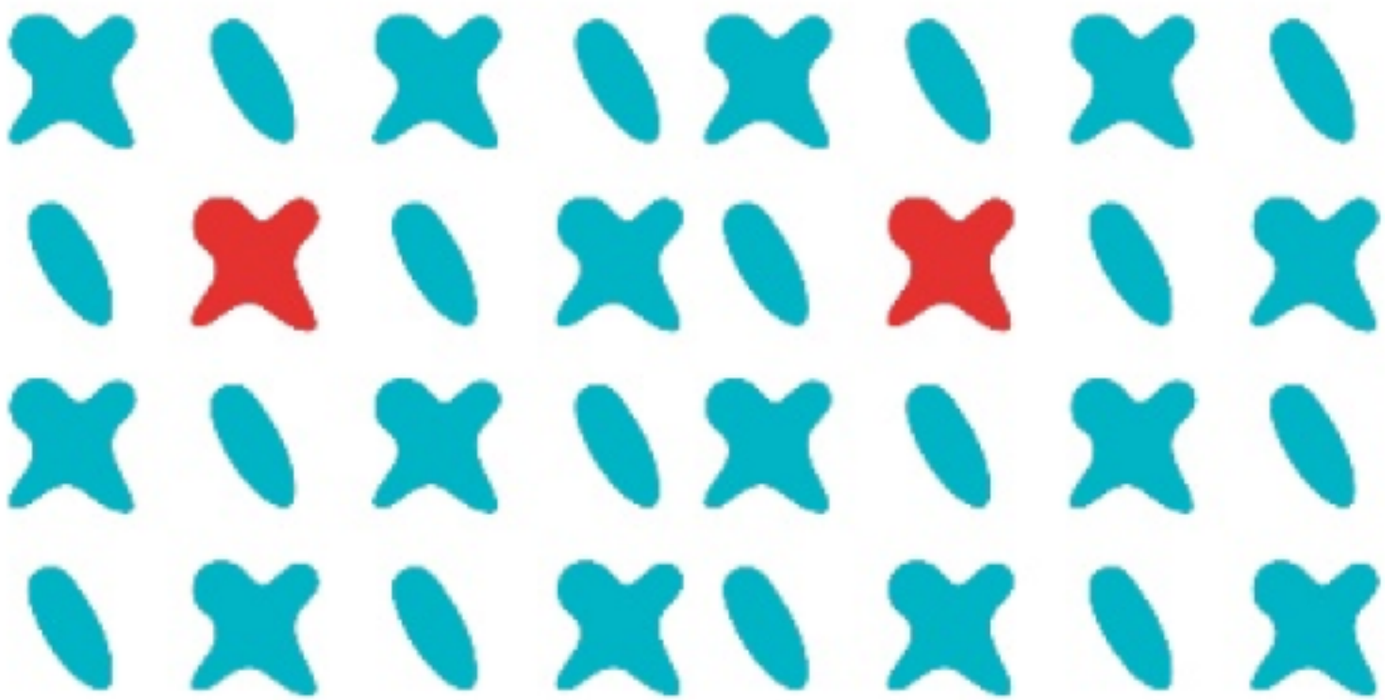


2. Scaling

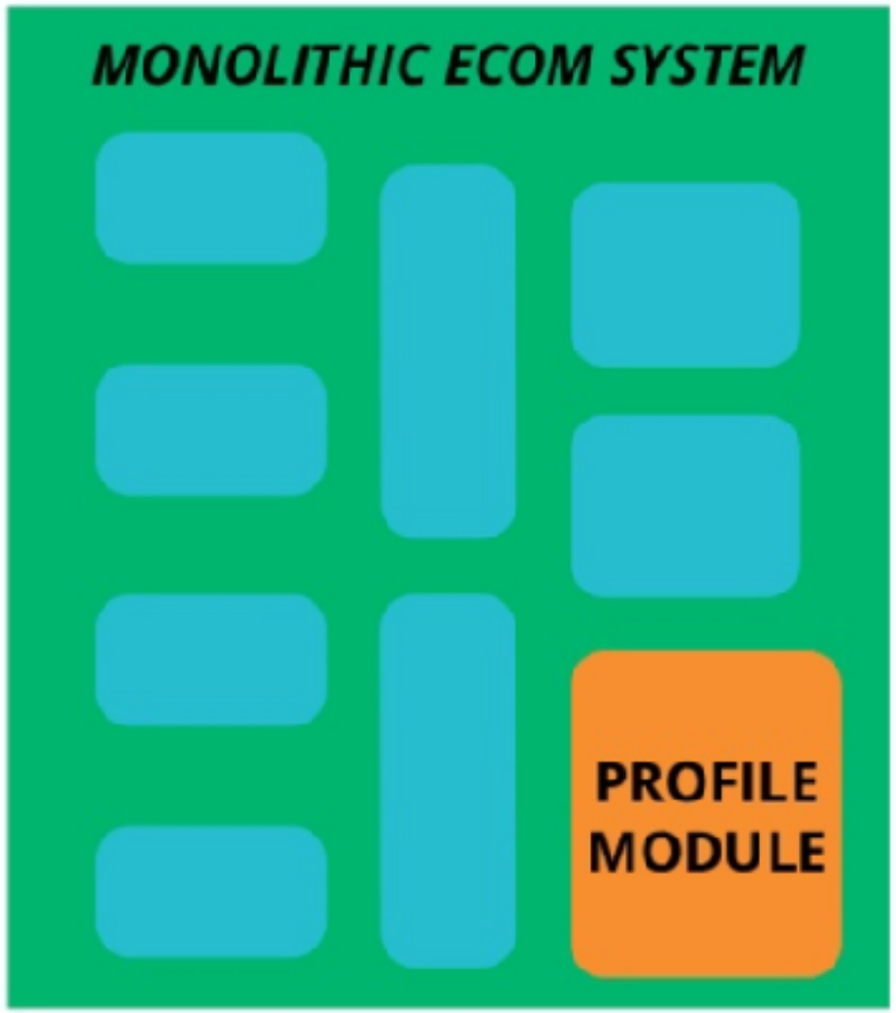


3. Ease of deployment

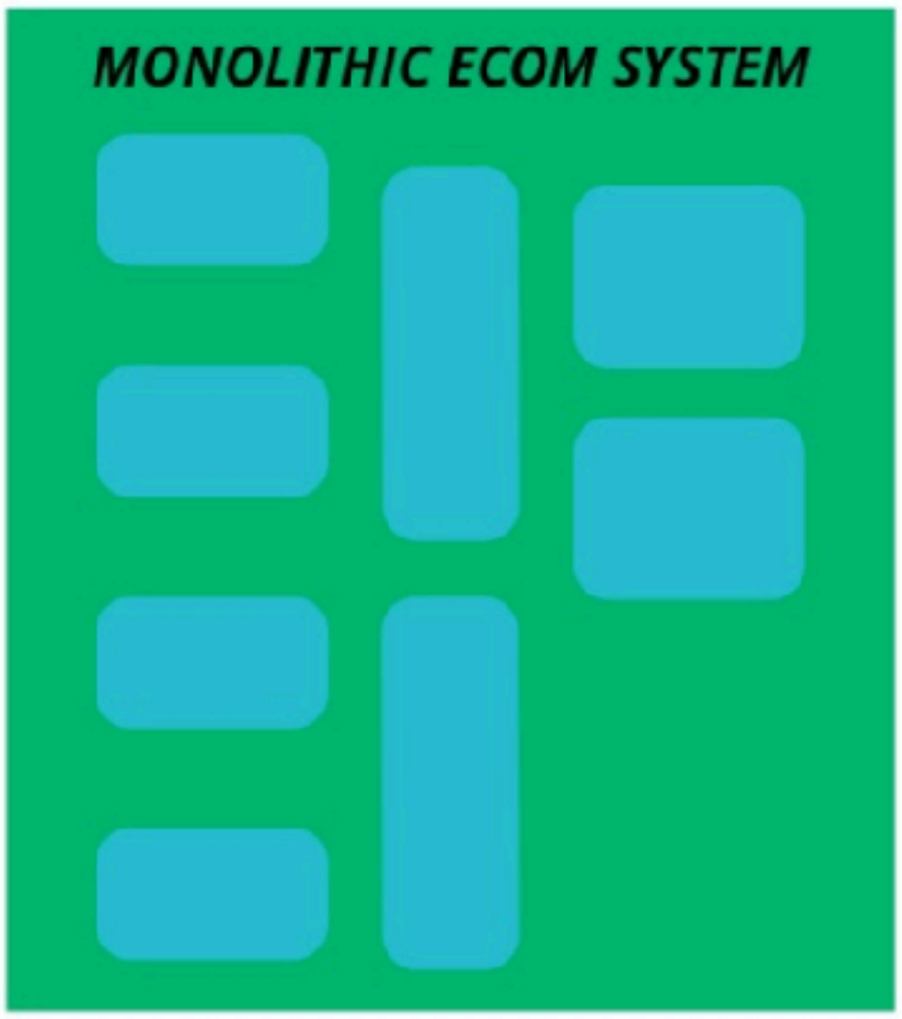
Deploys are faster, independent and problems can be isolated more easily



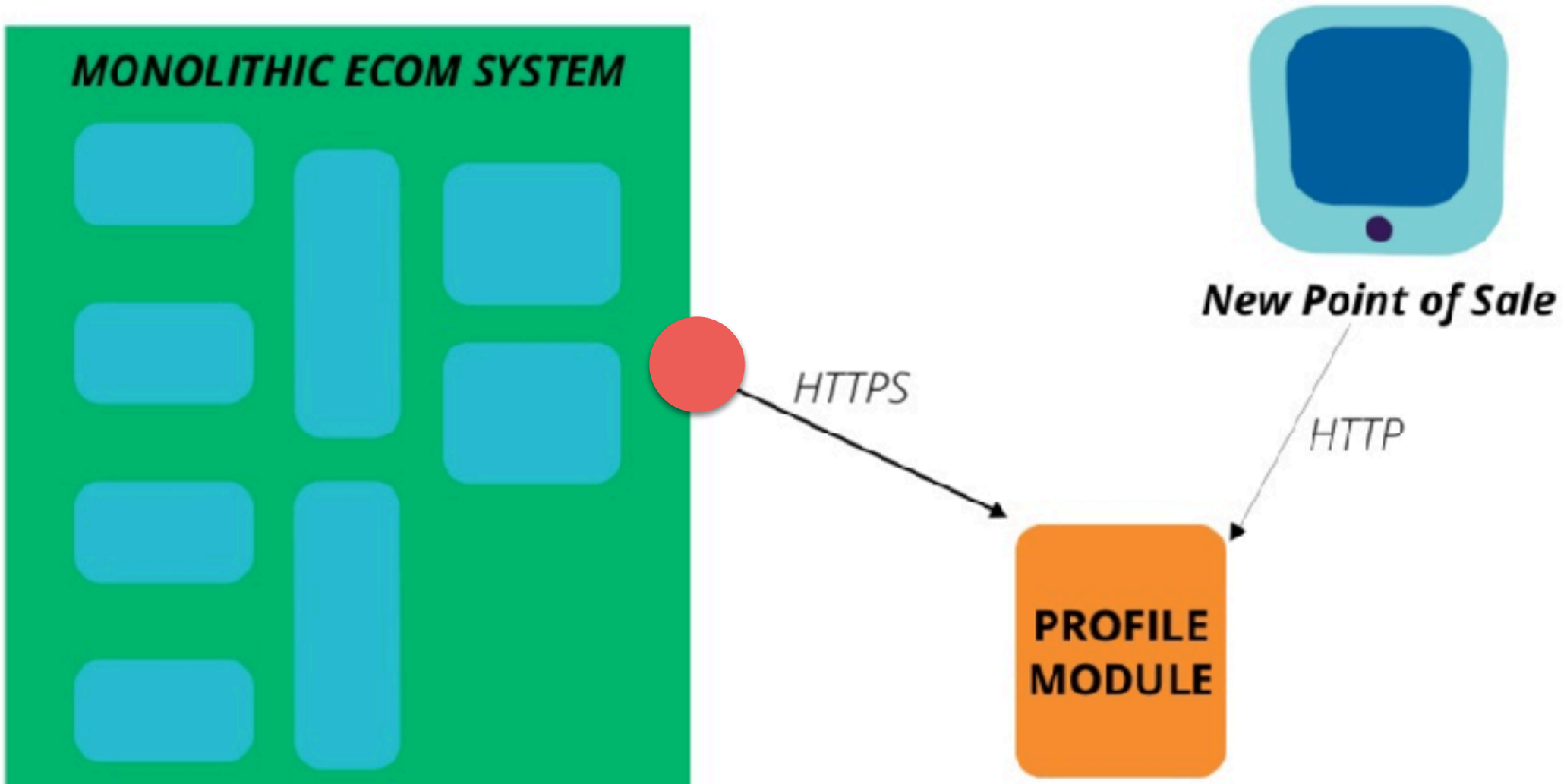
4. Composability and replaceability



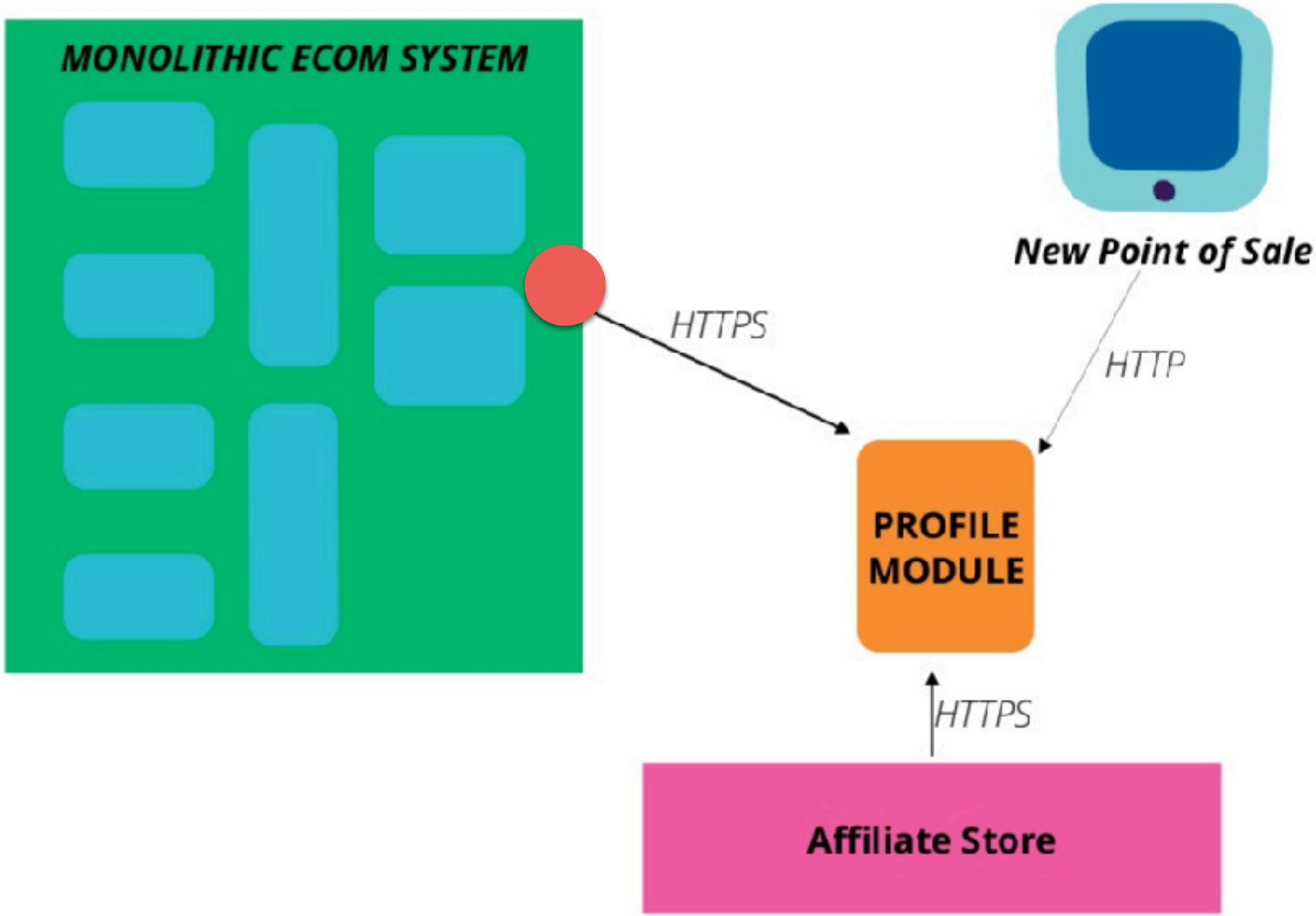
4. Composability and replaceability



4. Composability and replaceability



4. Composability and replaceability

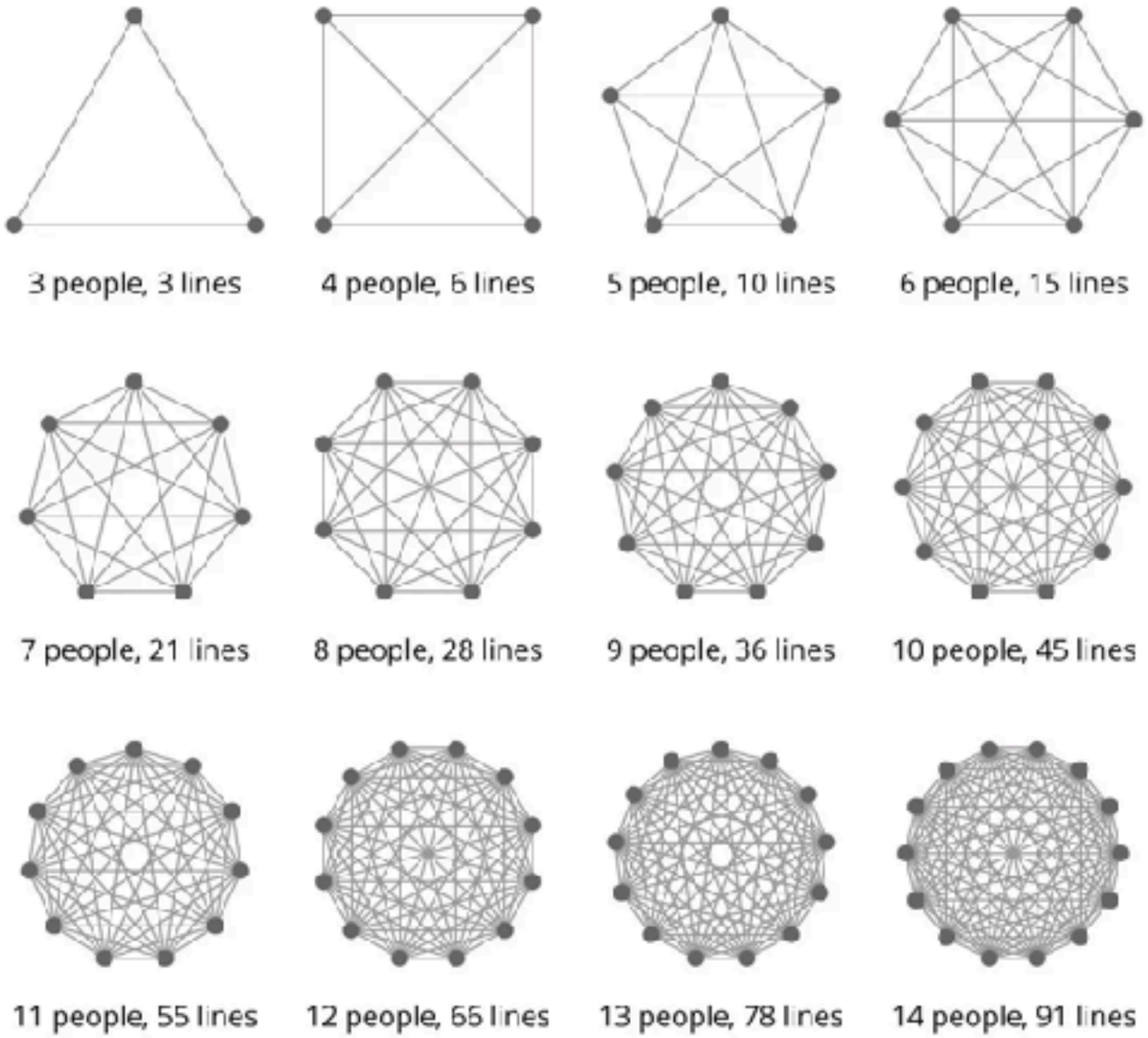


5. Organization alignment

Small teams and smaller codebases

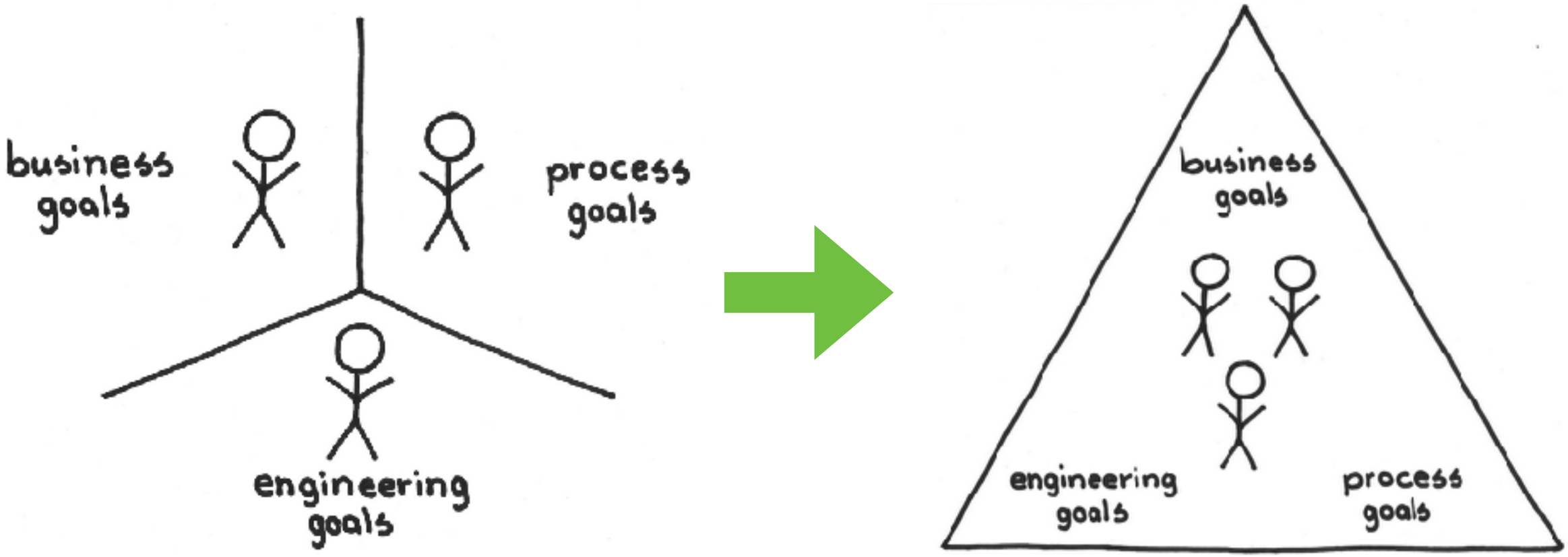
Small team !!

Line of communication and team size

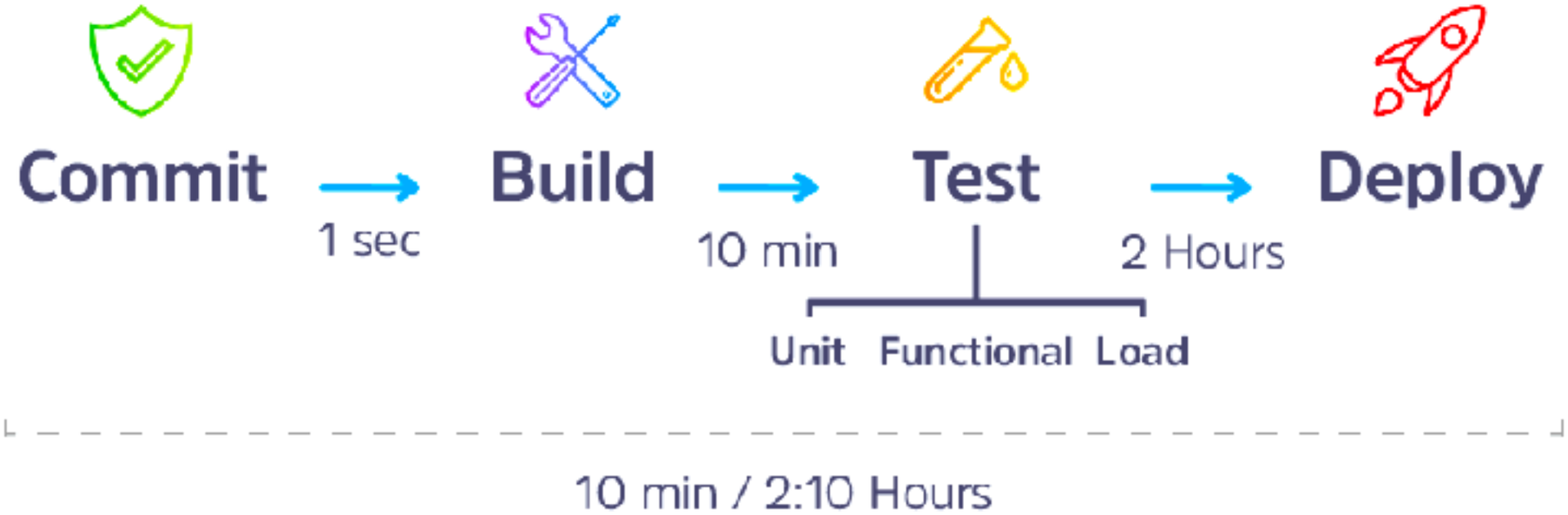


https://www.leadingagile.com/2018/02/lines-of-communication-team-size-applying-brooks-law

Autonomous team



Autonomous team

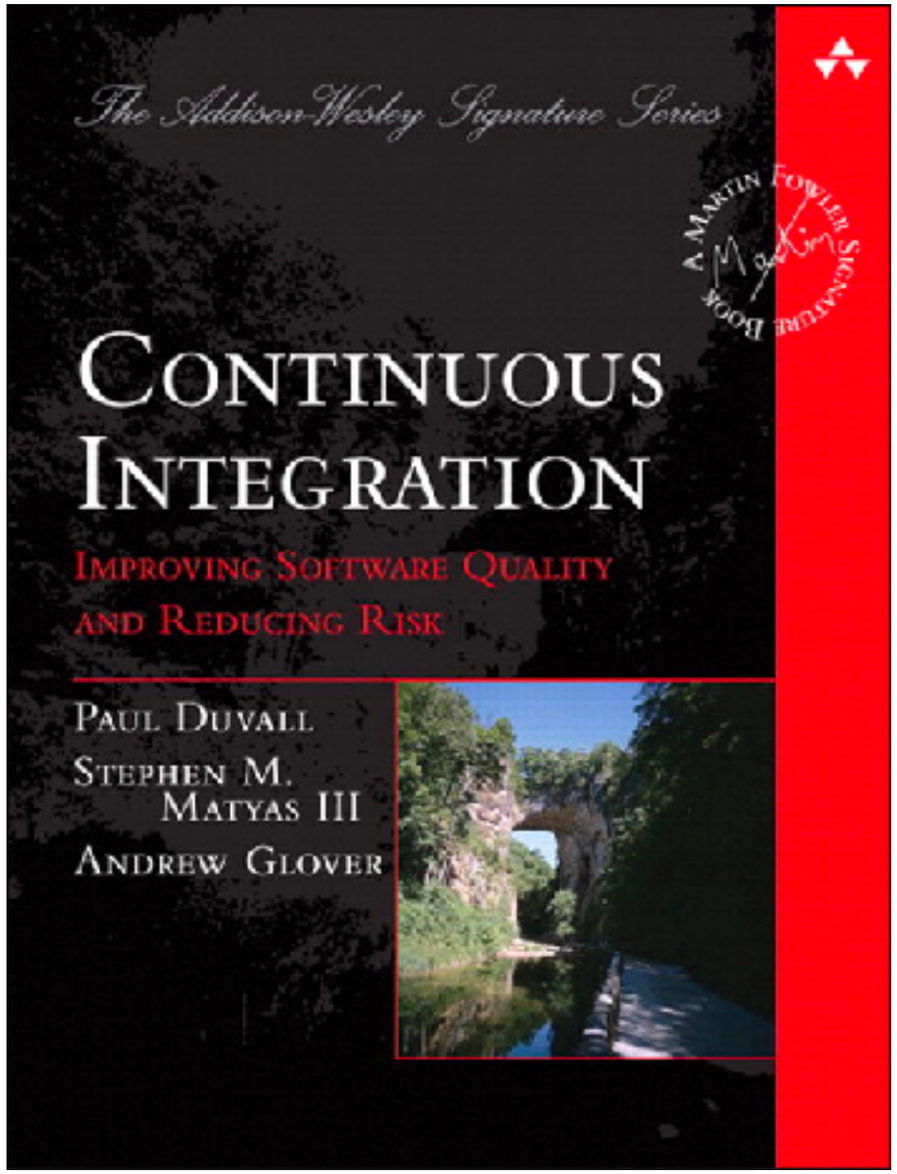


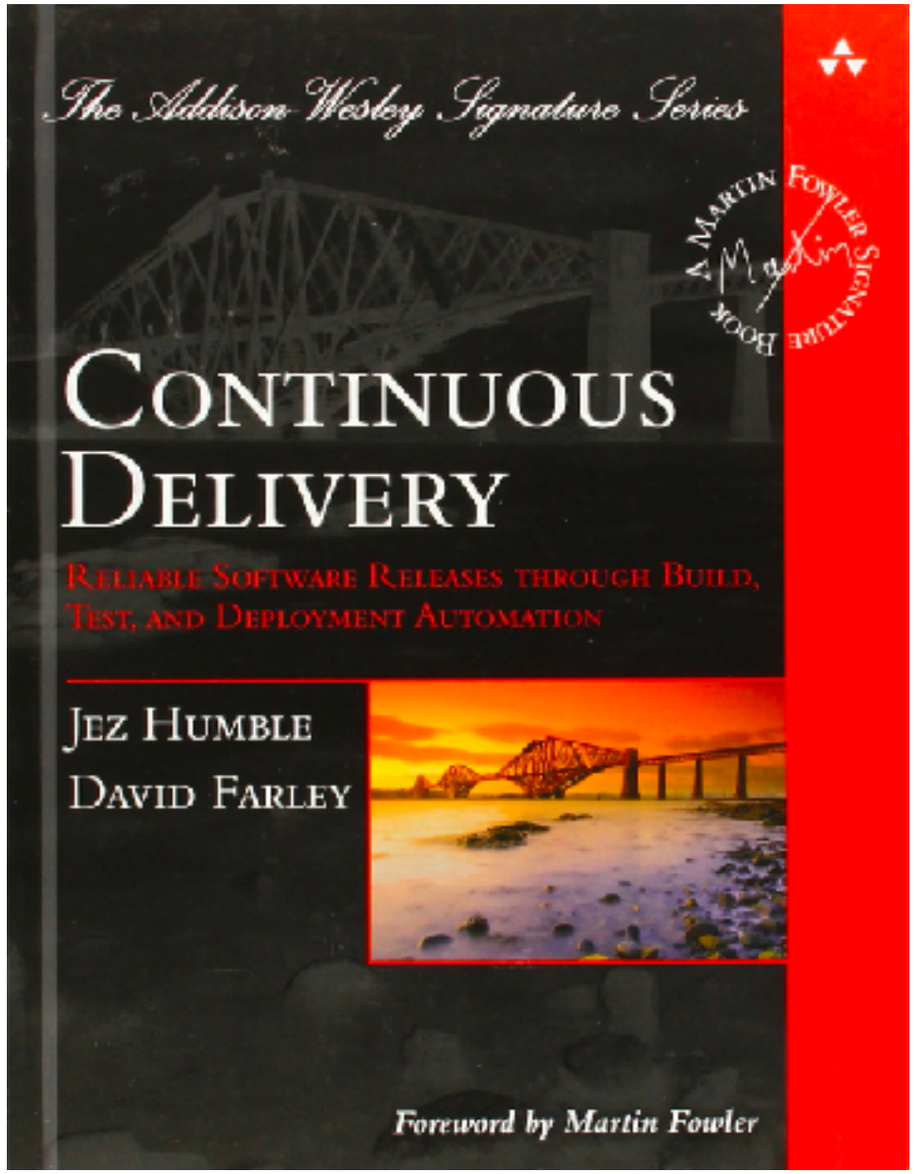
6. Enable Continuous Delivery

A part of **DevOps**

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

Continuous Delivery/Deployment





Continuous Delivery/Deployment

Testability
Deployability
Autonomous team and loose coupling

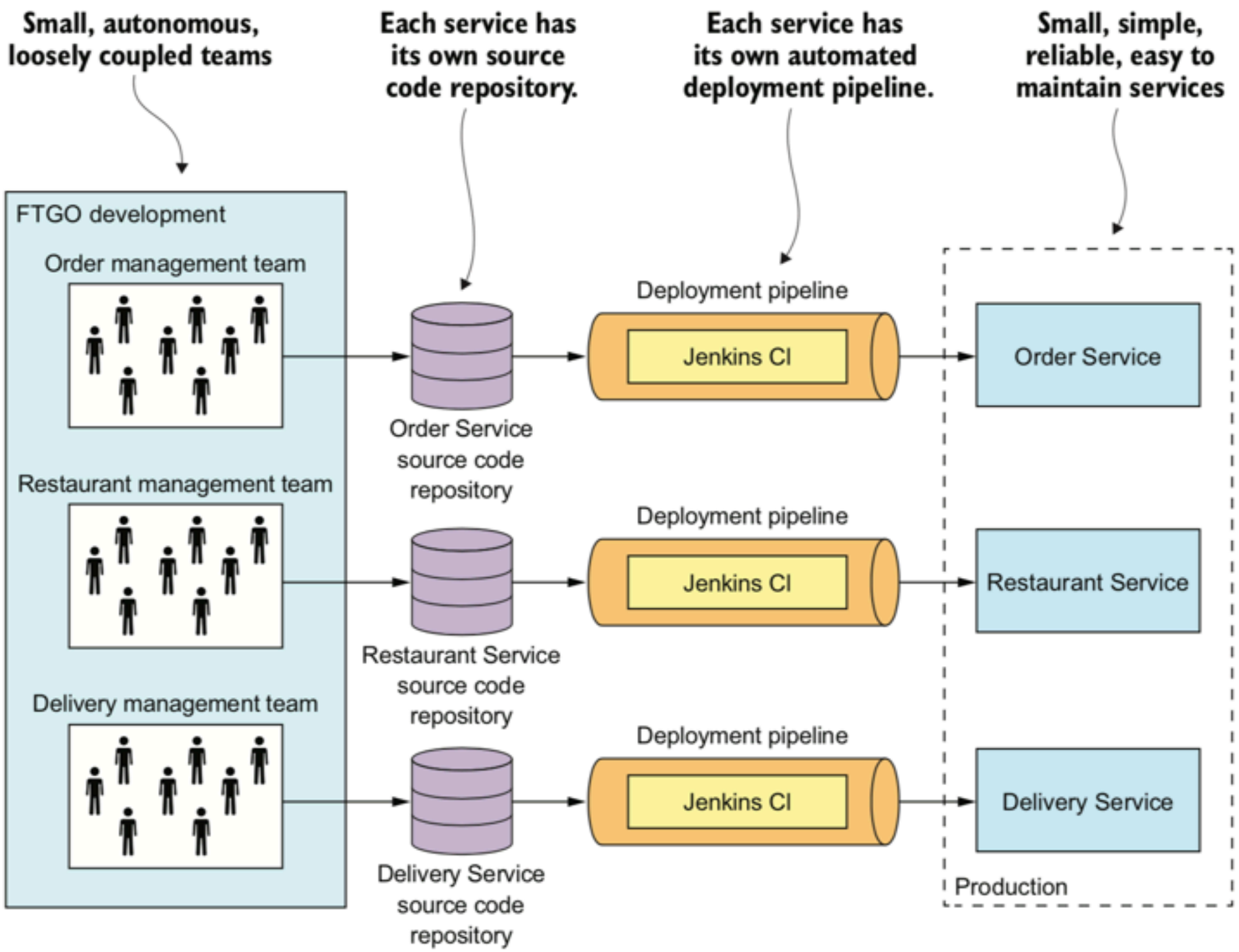
Benefits of Continuous Delivery

Reduce time to market

Enable **business** to provide reliable service

Employee satisfaction is higher

Continuous Delivery for service

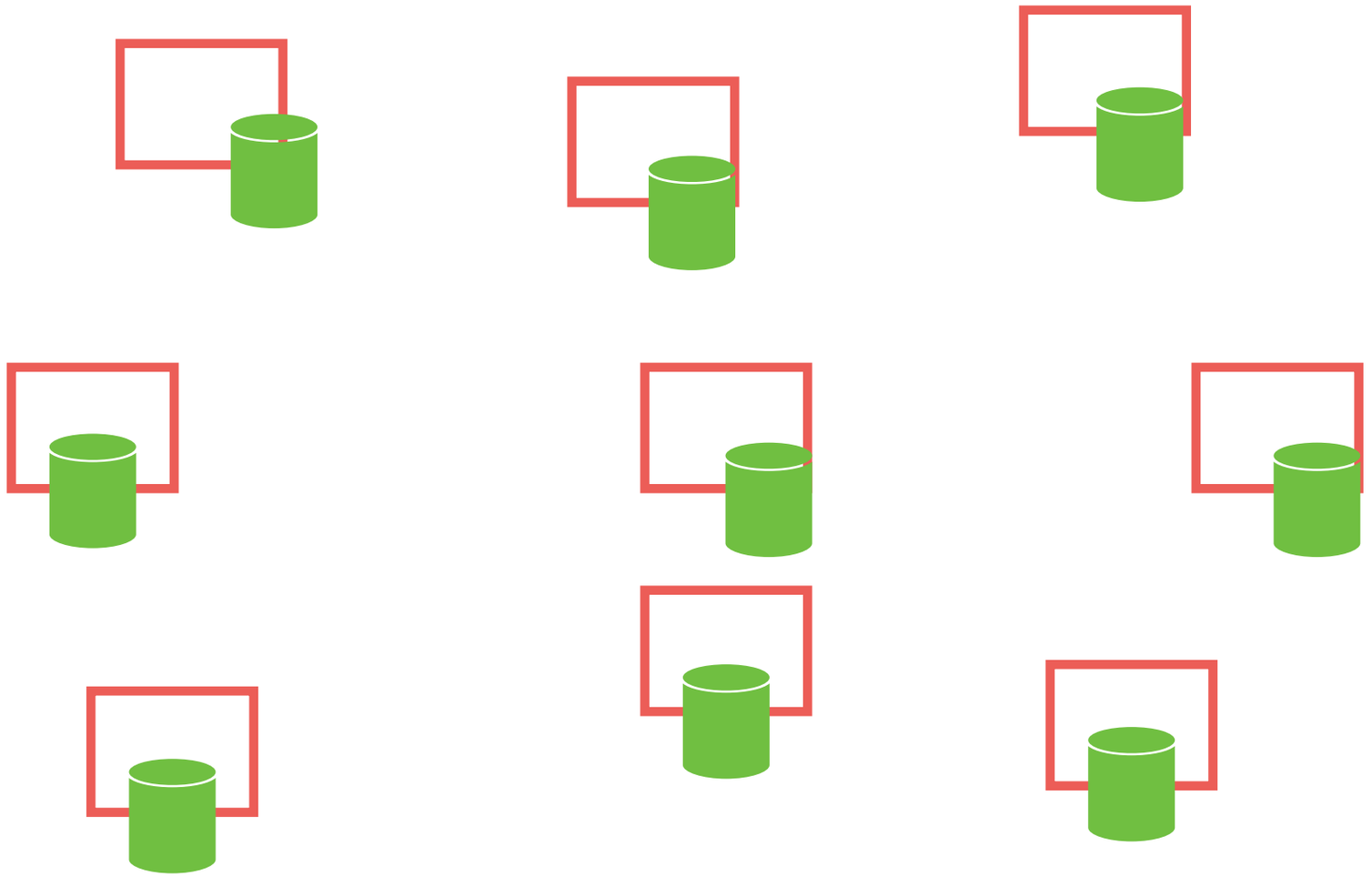


Drawbacks of Microservice

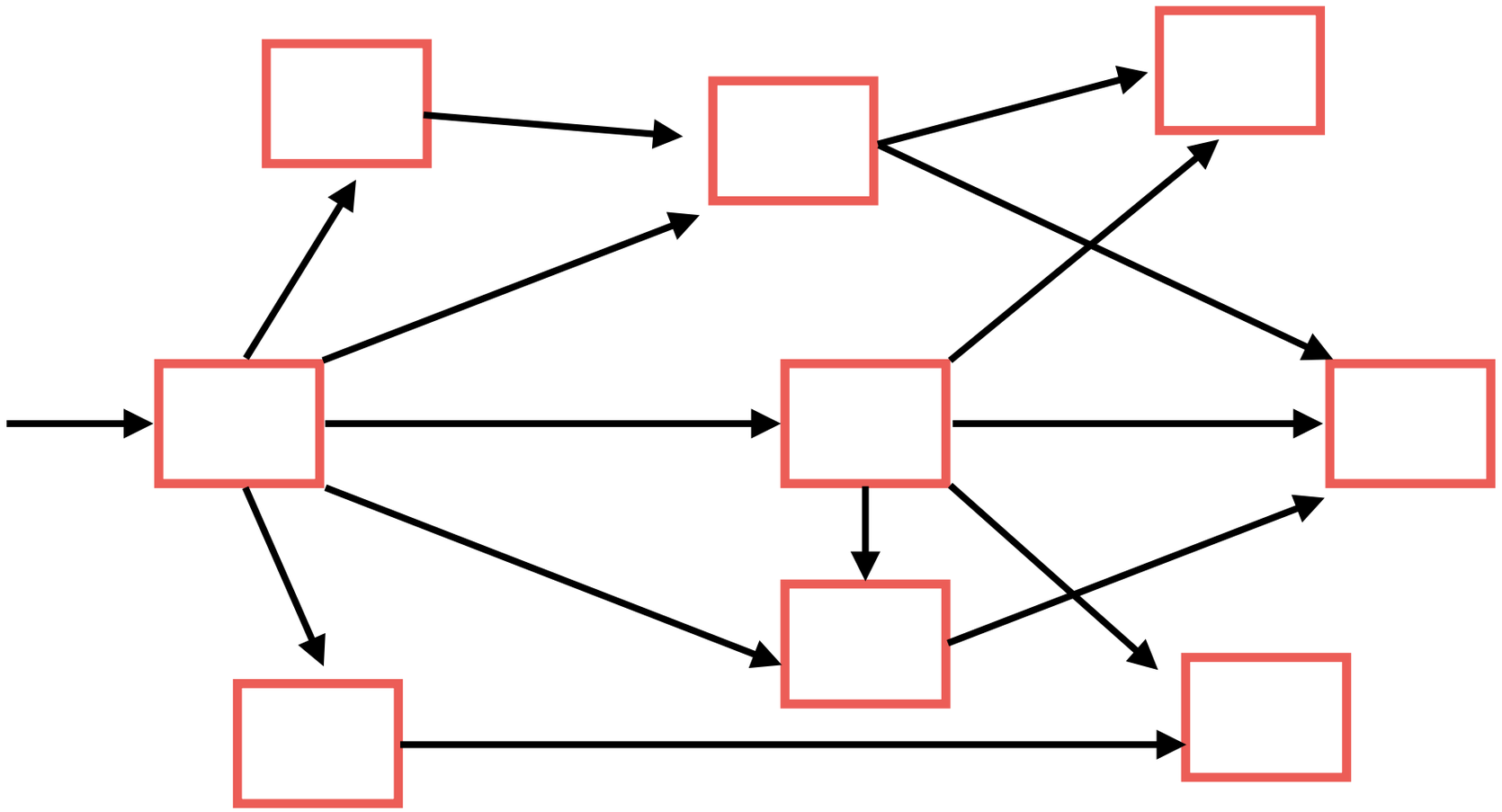
Drawbacks of Microservice

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

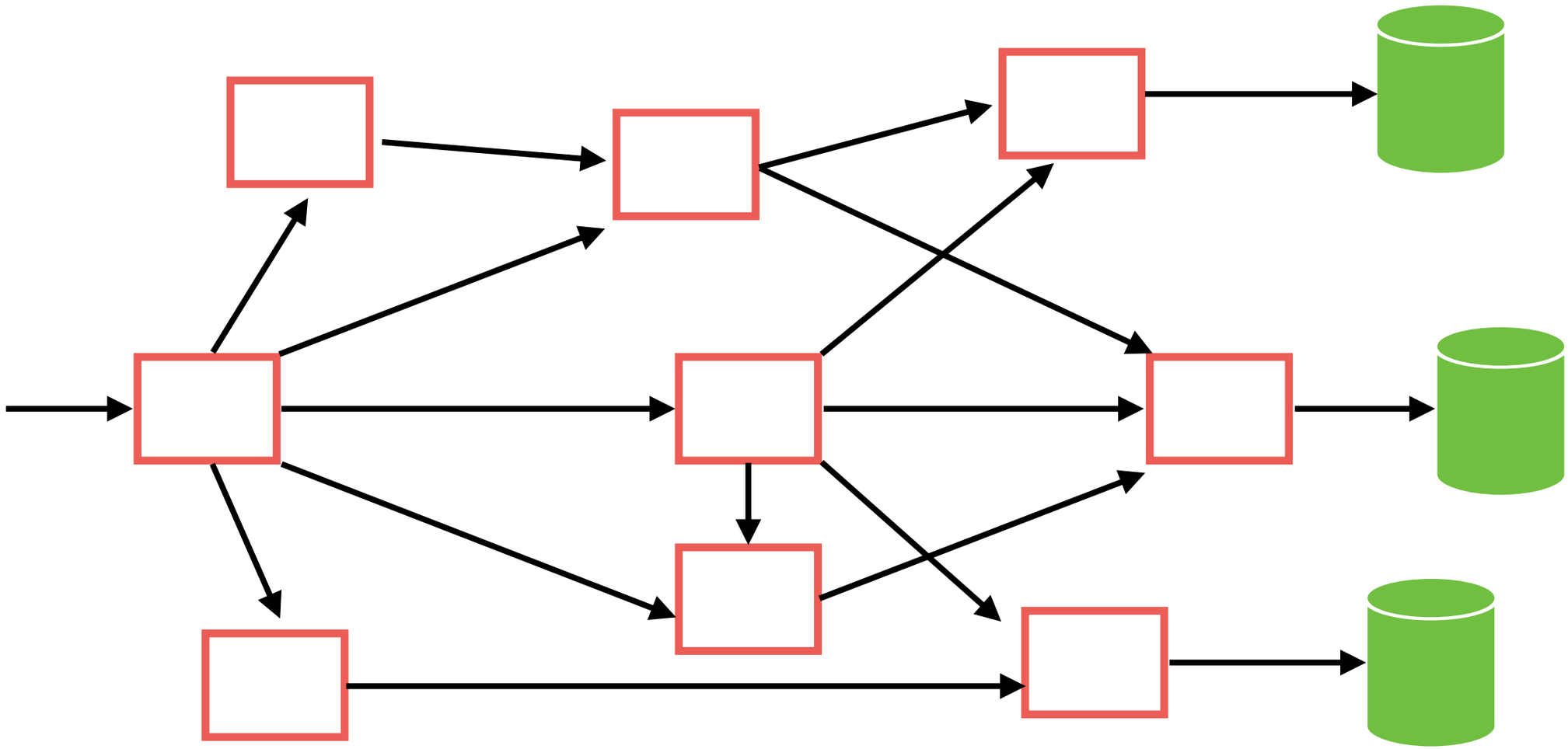
Microservice (Loosely coupled)



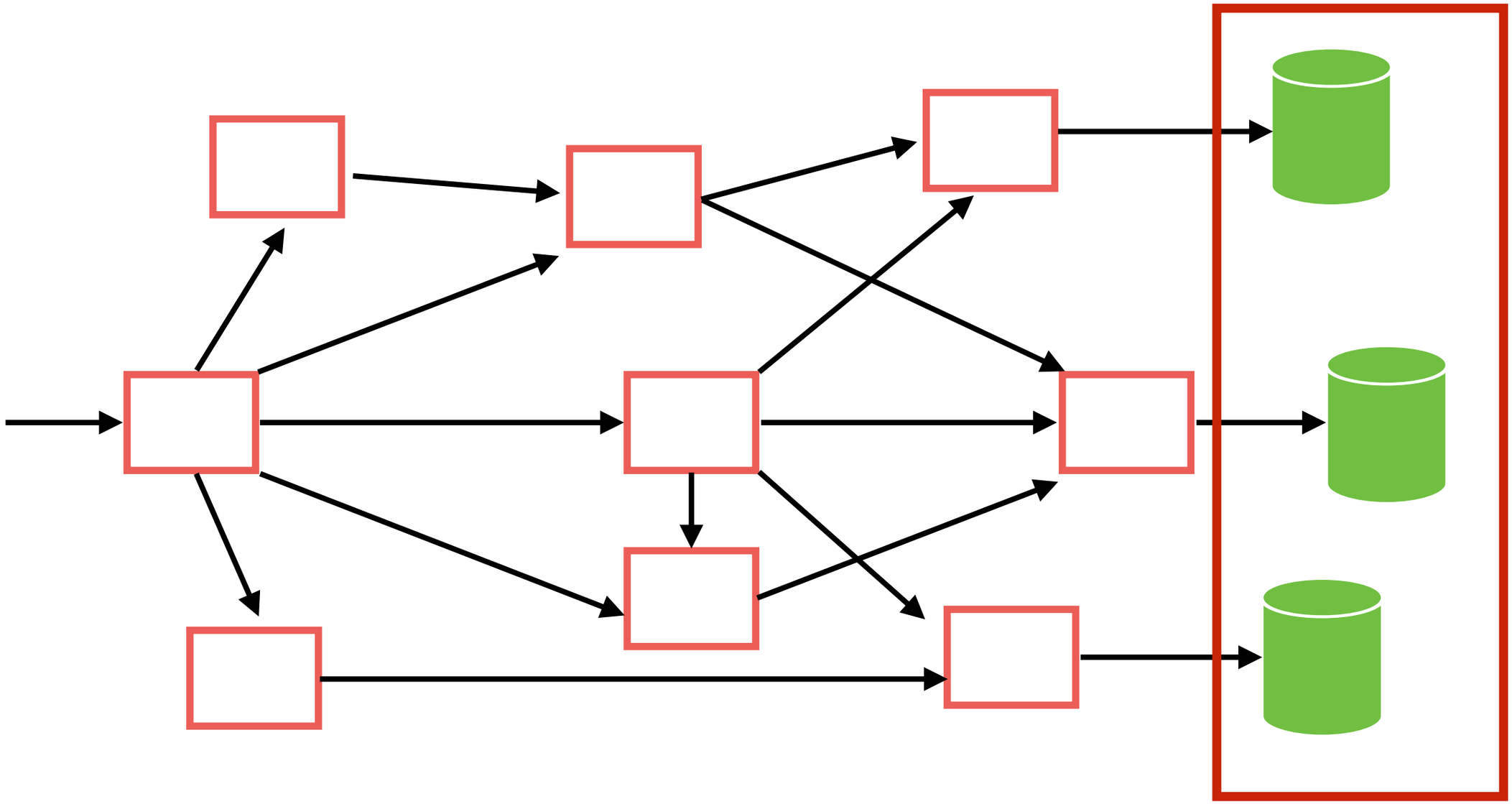
Microservice (Tightly coupled)



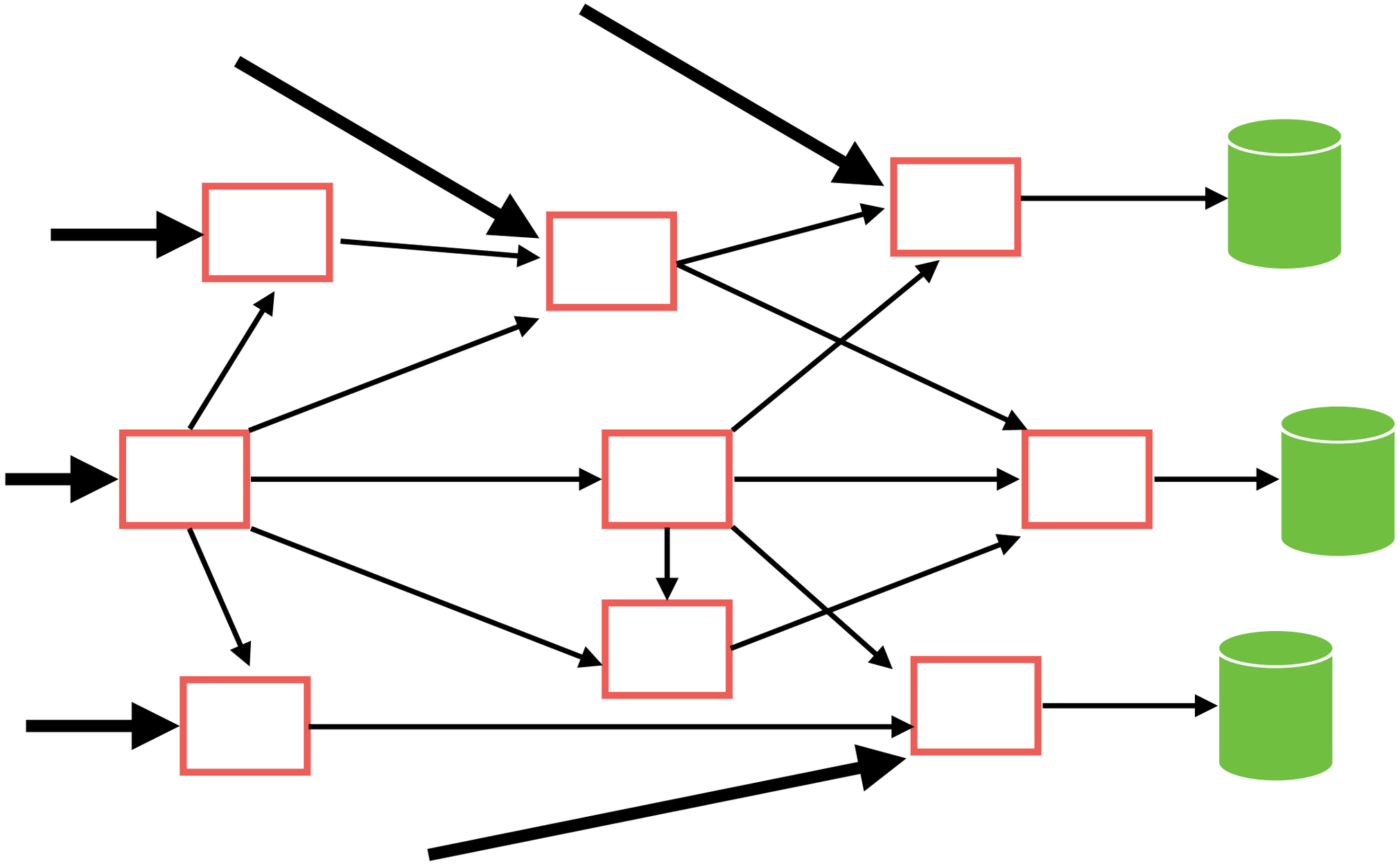
Own data



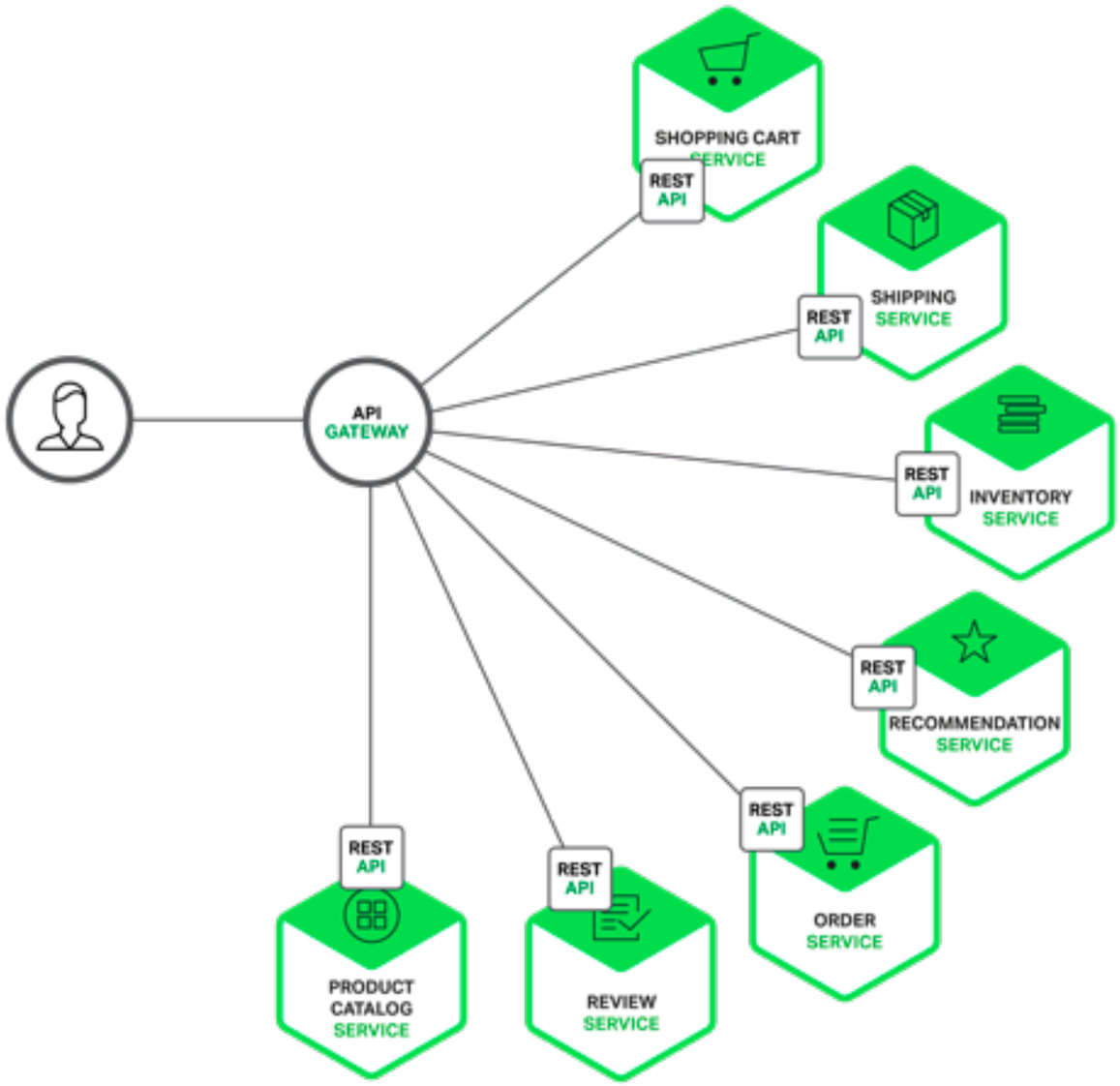
Data consistency !!



Multiple entry points



Working with API gateway



https://www.nginx.com

Features 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

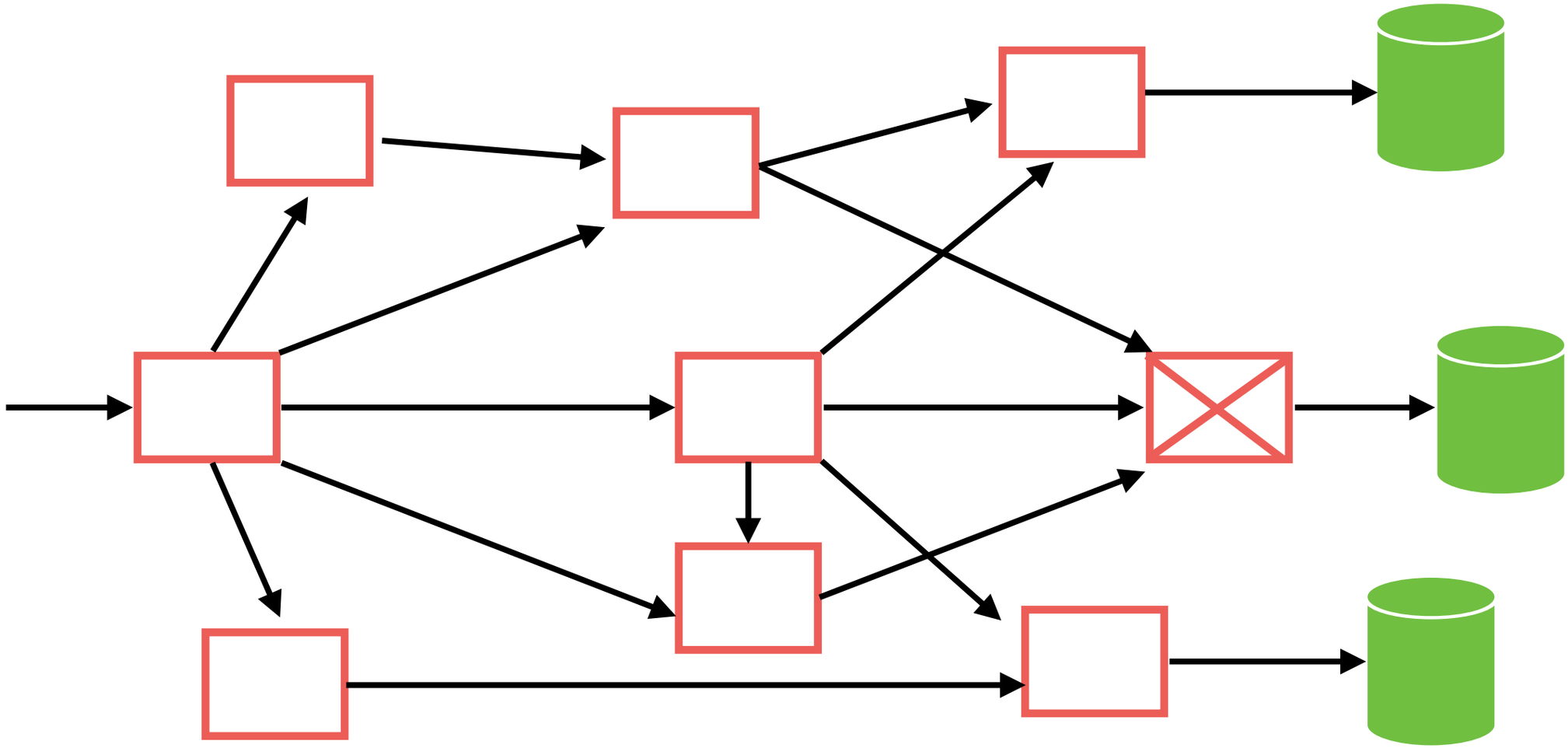
Drawbacks

Development/Performance bottleneck

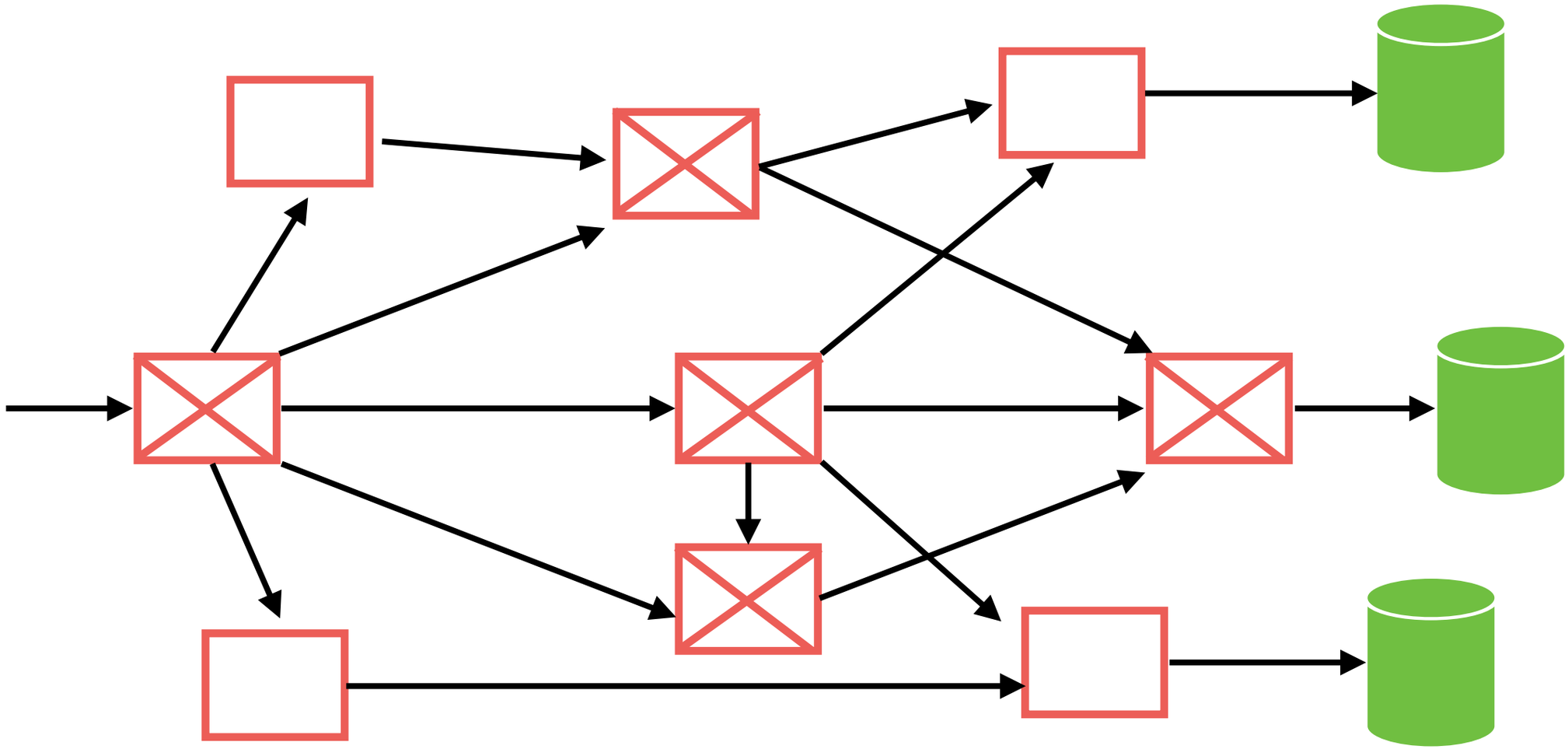
Single point of failure

Waiting for update data in gateway

Failure !!



Cascading Failure !!



Solutions for Resilience ?

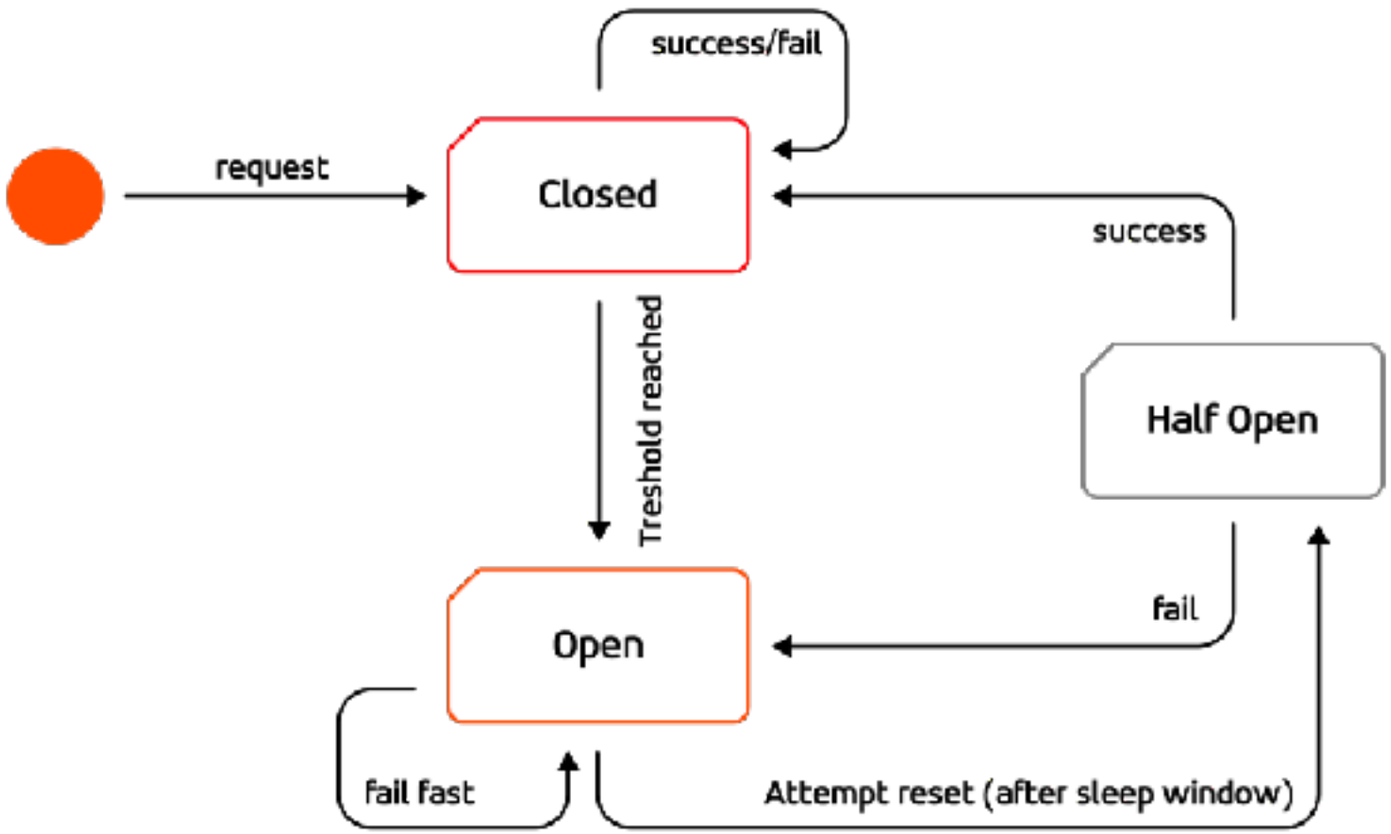
Timeout
Retry
Rate Limit
Queue messaging
Circuit breaker
Bulkhead
Auto-scale

https://learn.microsoft.com/en-us/azure/well-architected/resiliency/reliability-patterns

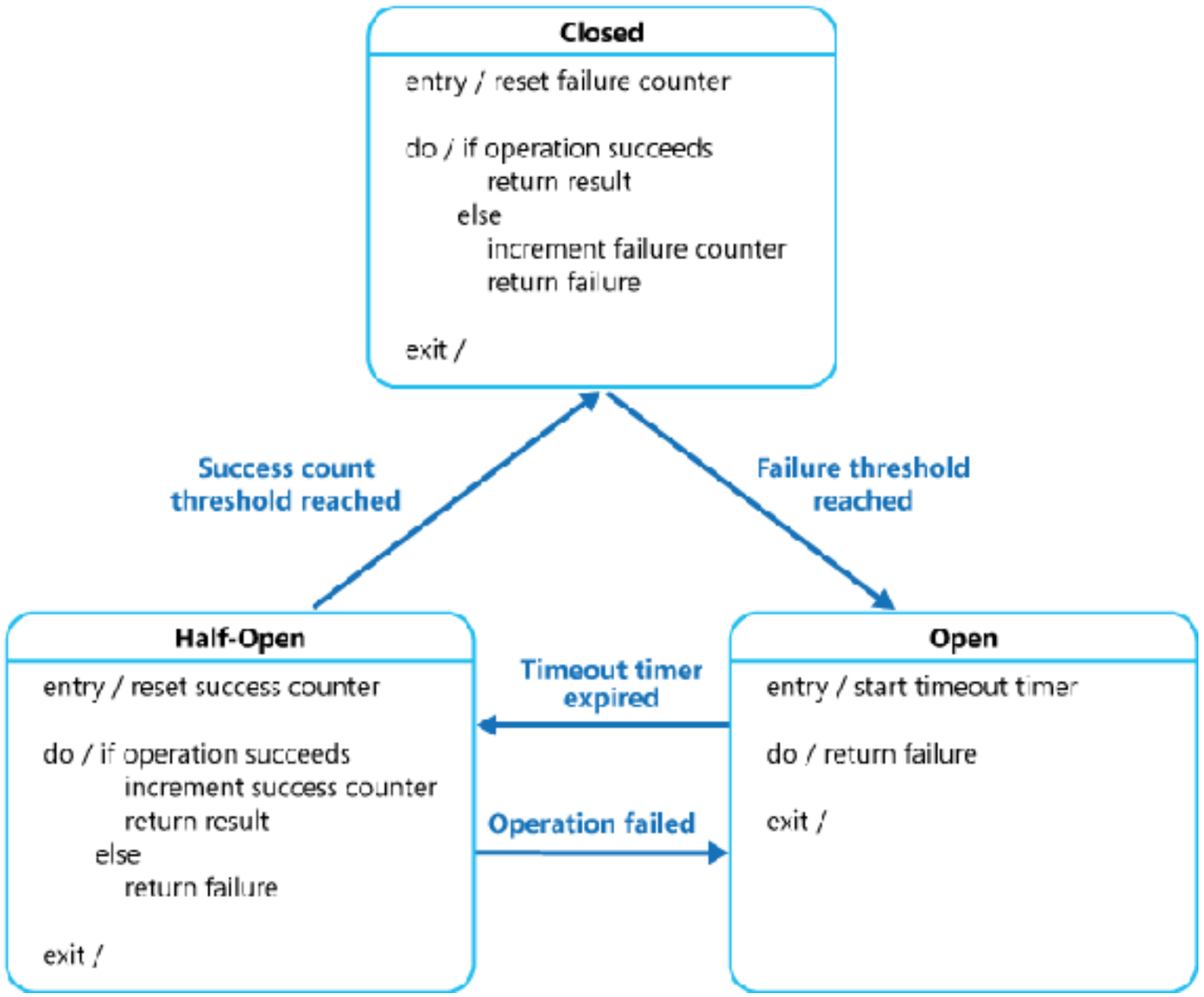
Circuit Breaker pattern

Track the number of success and failure

If error rate exceed some threshold then enable circuits breaker



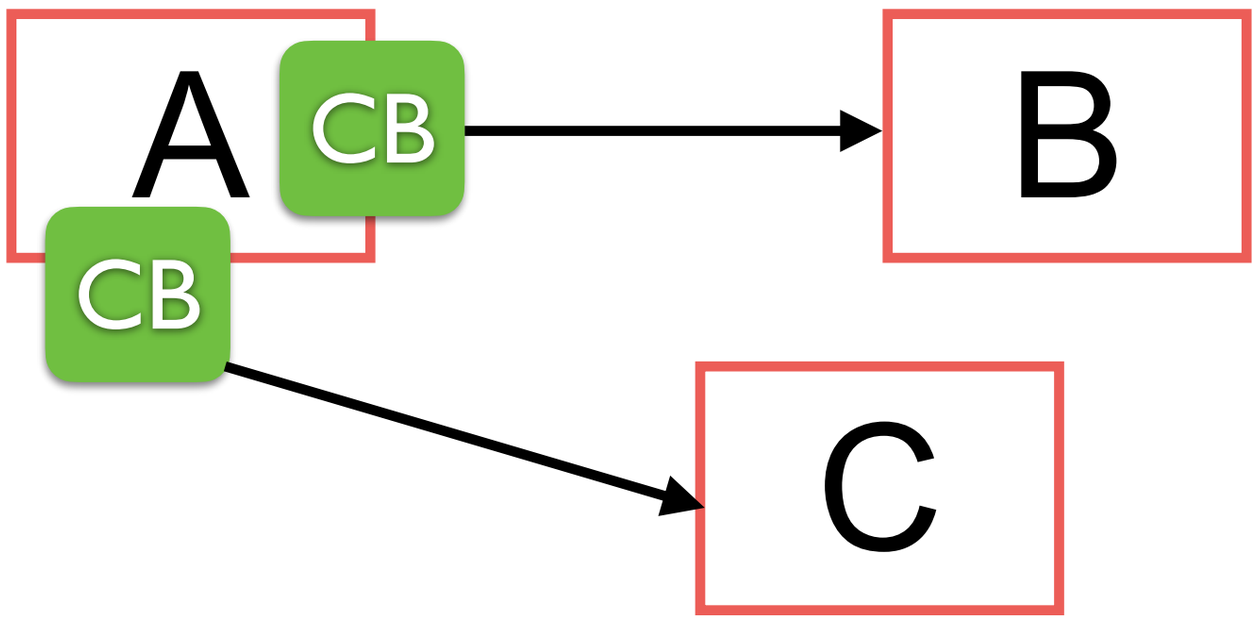
Circuit Breaker pattern



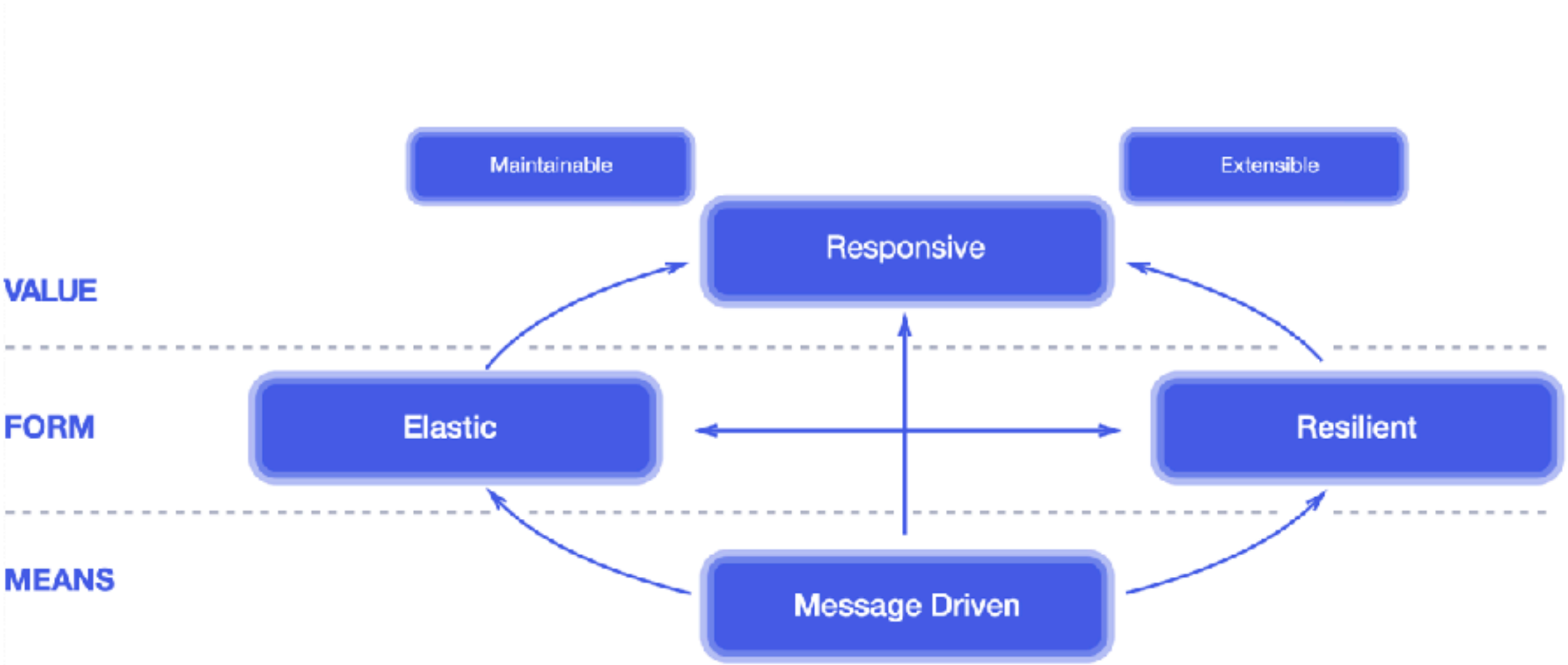
https://learn.microsoft.com/en-us/azure/architecture/patterns/circuit-breaker

Circuit Breaker pattern

How to handling partial failure ?



Reactive Architecture



https://www.reactivemanifesto.org/

Service Principles

Service Principles

Creation

Interface

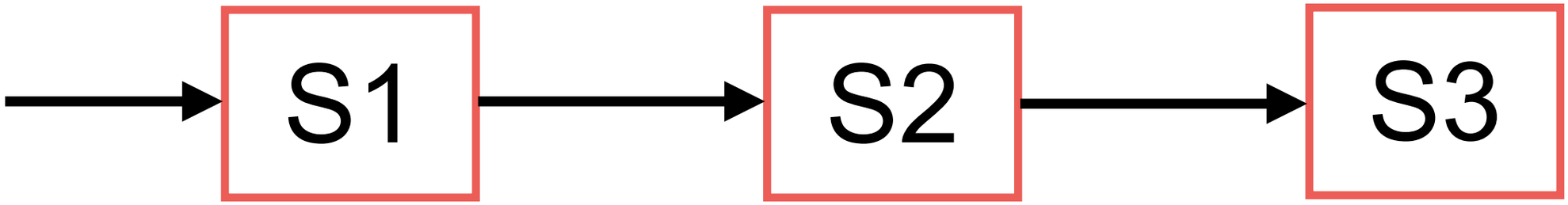
Testing

Operation

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

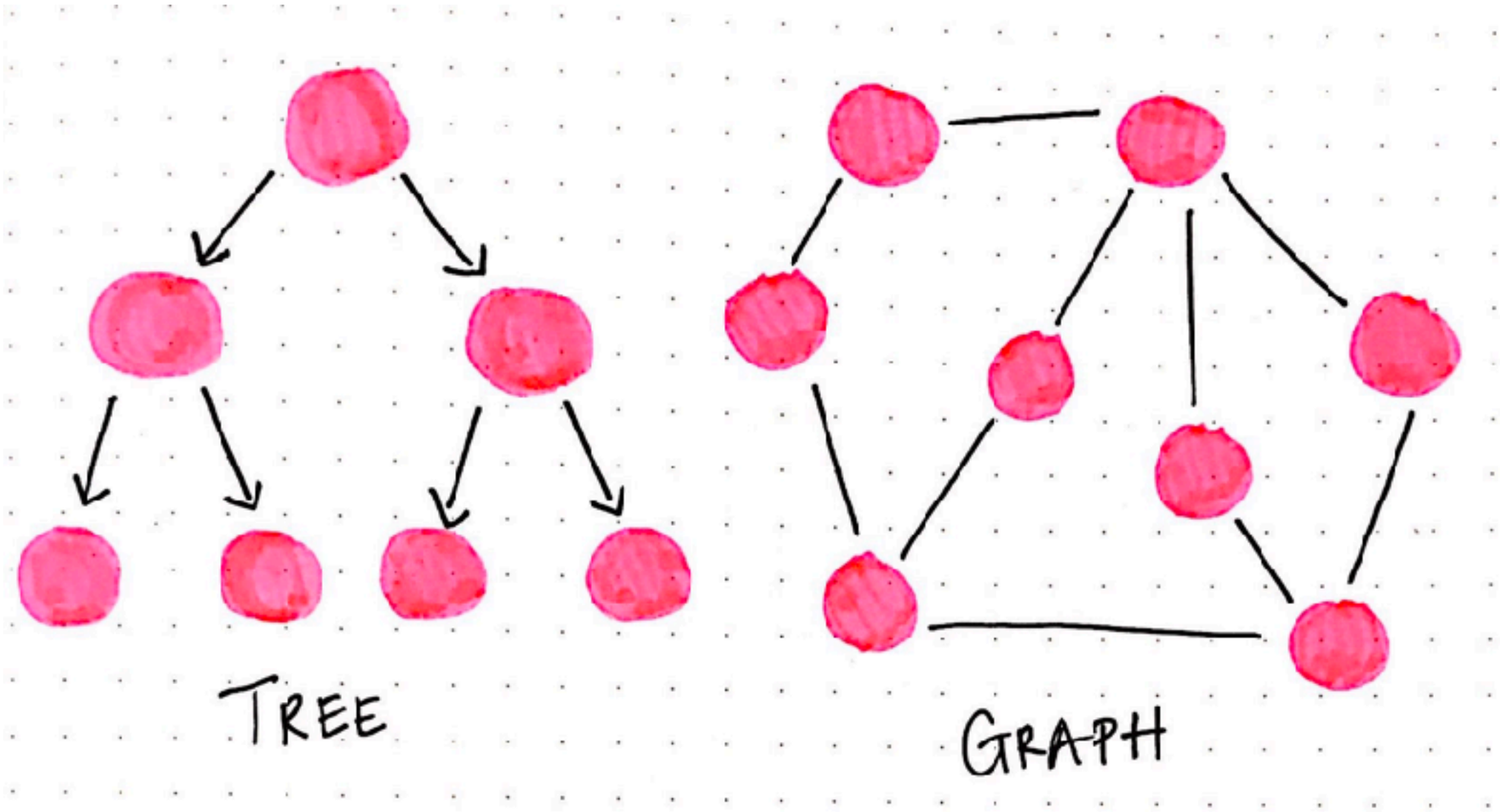
Drawbacks of Microservice

Deploy feature that required multiple service ?



Service Principles

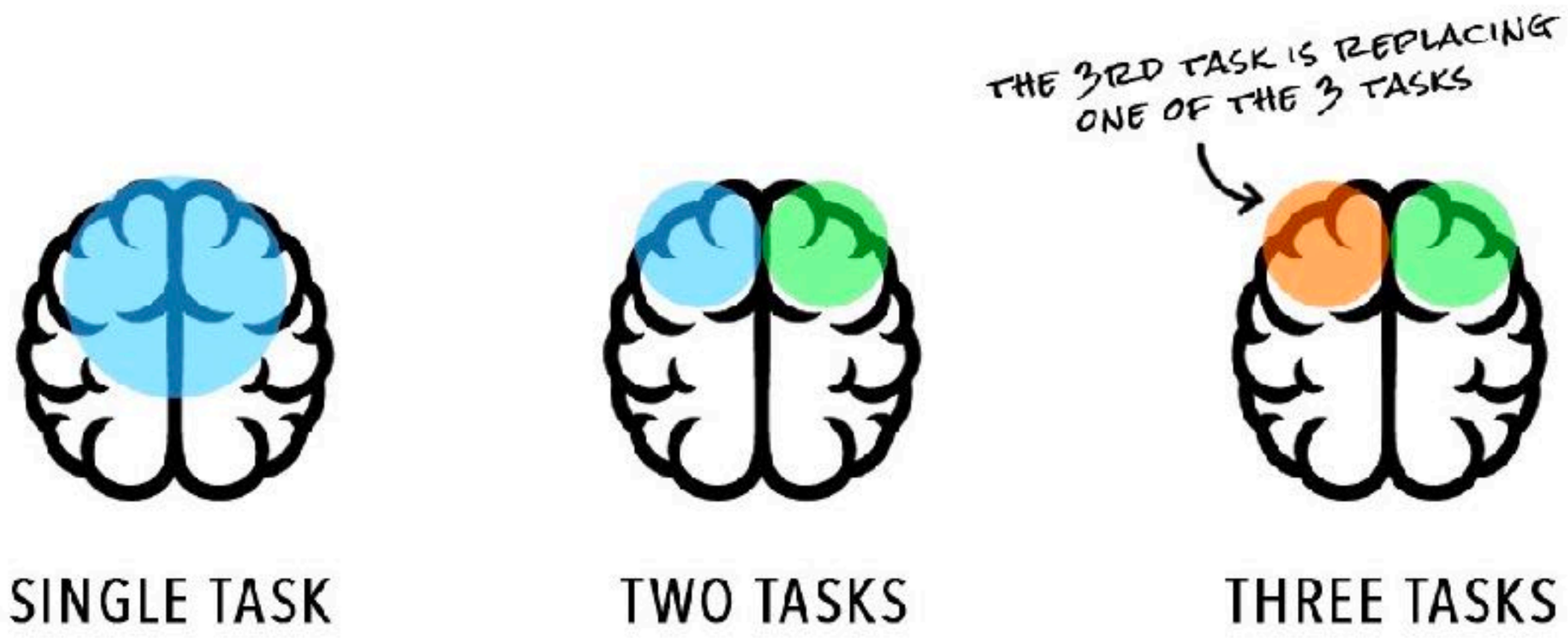
Minimize the depth of the service call-graph



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

Service Principles

Minimize the number of services owned by your team



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

Service Interfaces

APIs => HTTP, Messaging
Backward compatibility
Versioning
Design standard

JSON Schema

Kafka Schema Registry

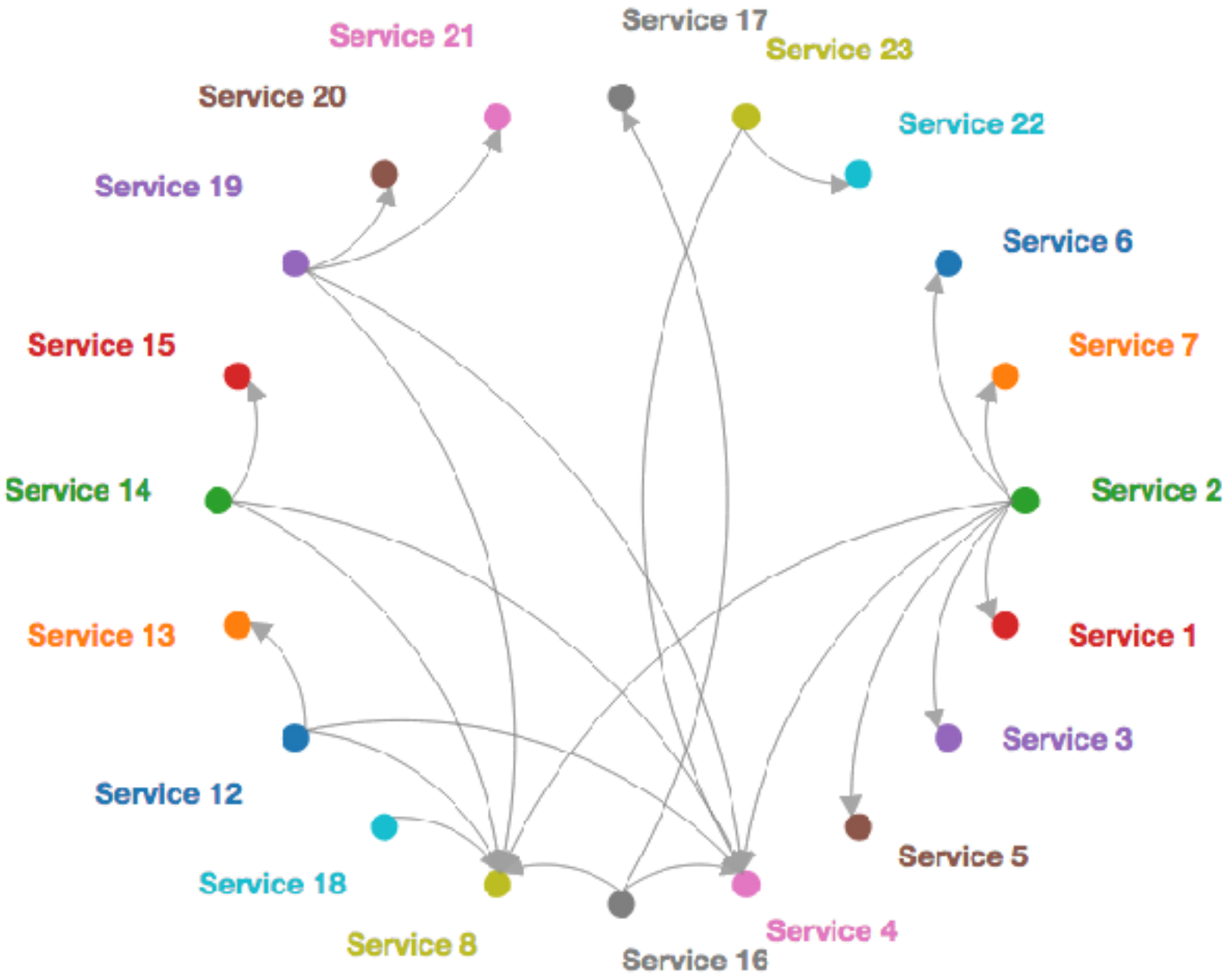
Testing strategies for Services

Unit testing
Integration testing
Component testing
Contract testing
End-to-End testing
Chaos testing

Performance testing

Security testing

Testing strategies for Services



https://docs.pact.io/pact_broker

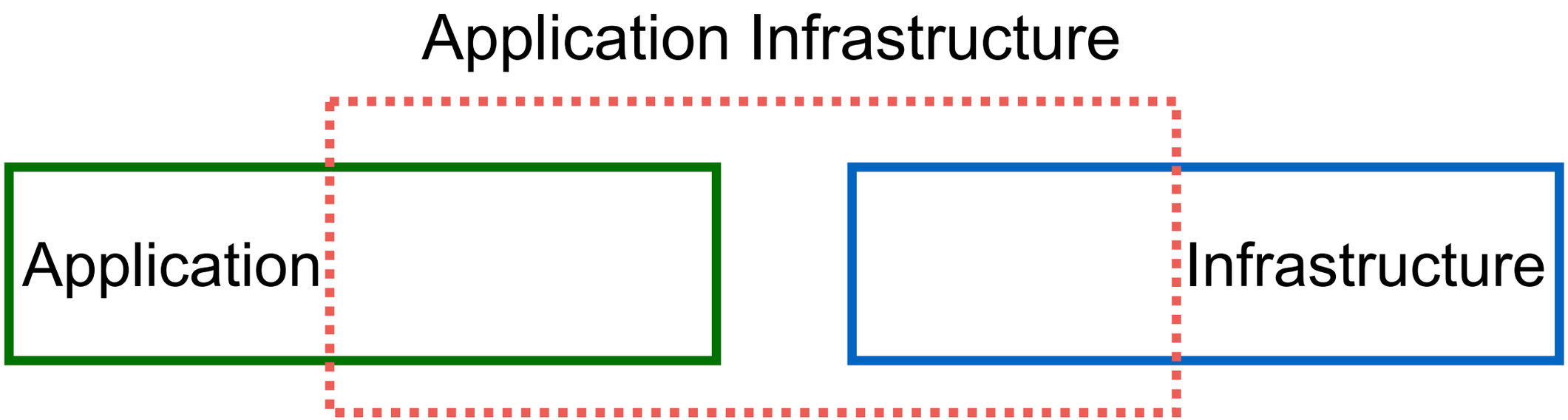
Operation for Services

How to deploy ?
Observable services
Plan for failures !!

Microservice architecture patterns

3 Layers of service patterns

Application patterns
Application infrastructure pattern
Infrastructure pattern



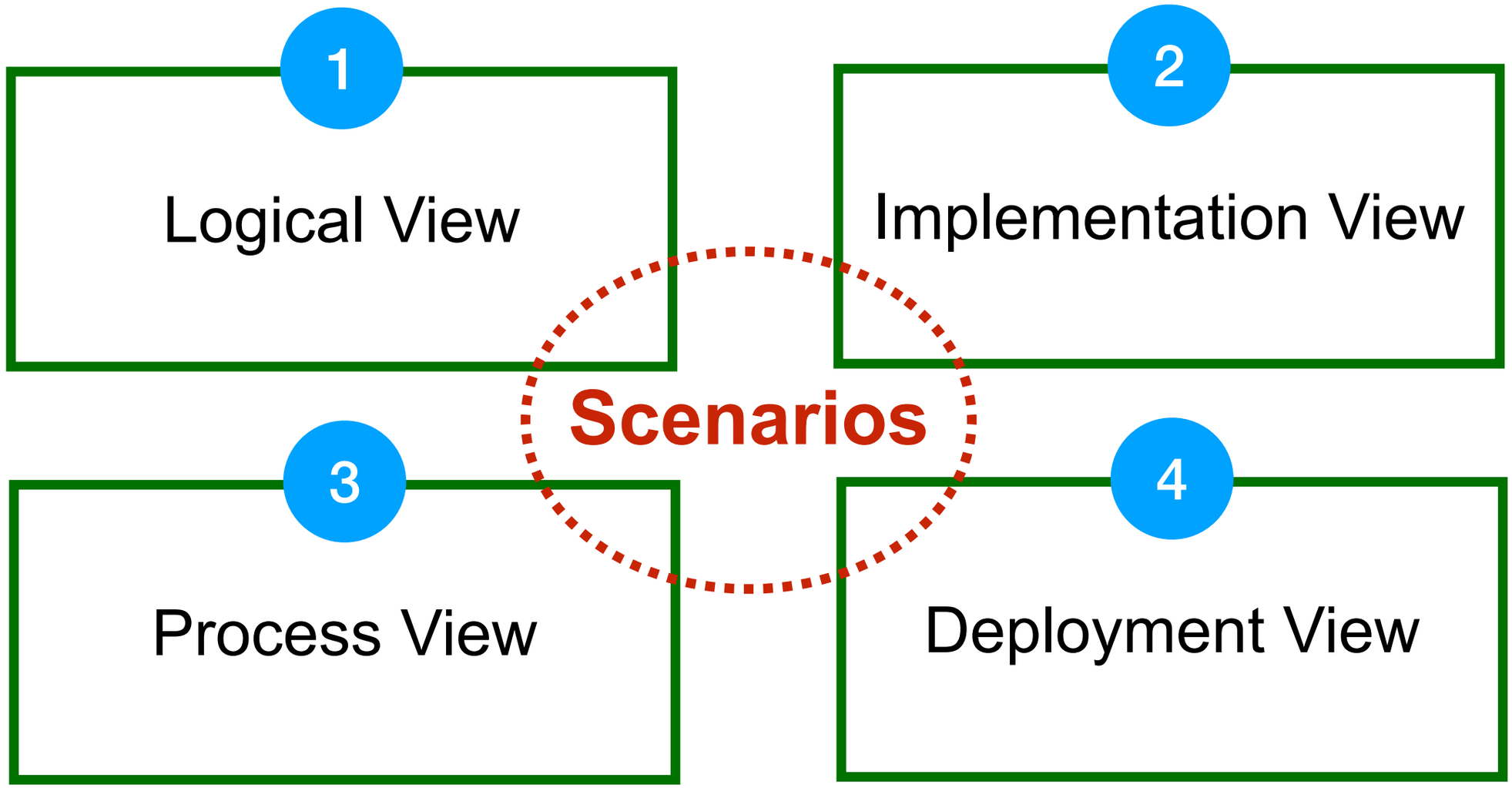
https://microservices.io/

Decompose application into small 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



Decompose application into services

By business capability ?
By subdomain/technical ?
By team ?

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

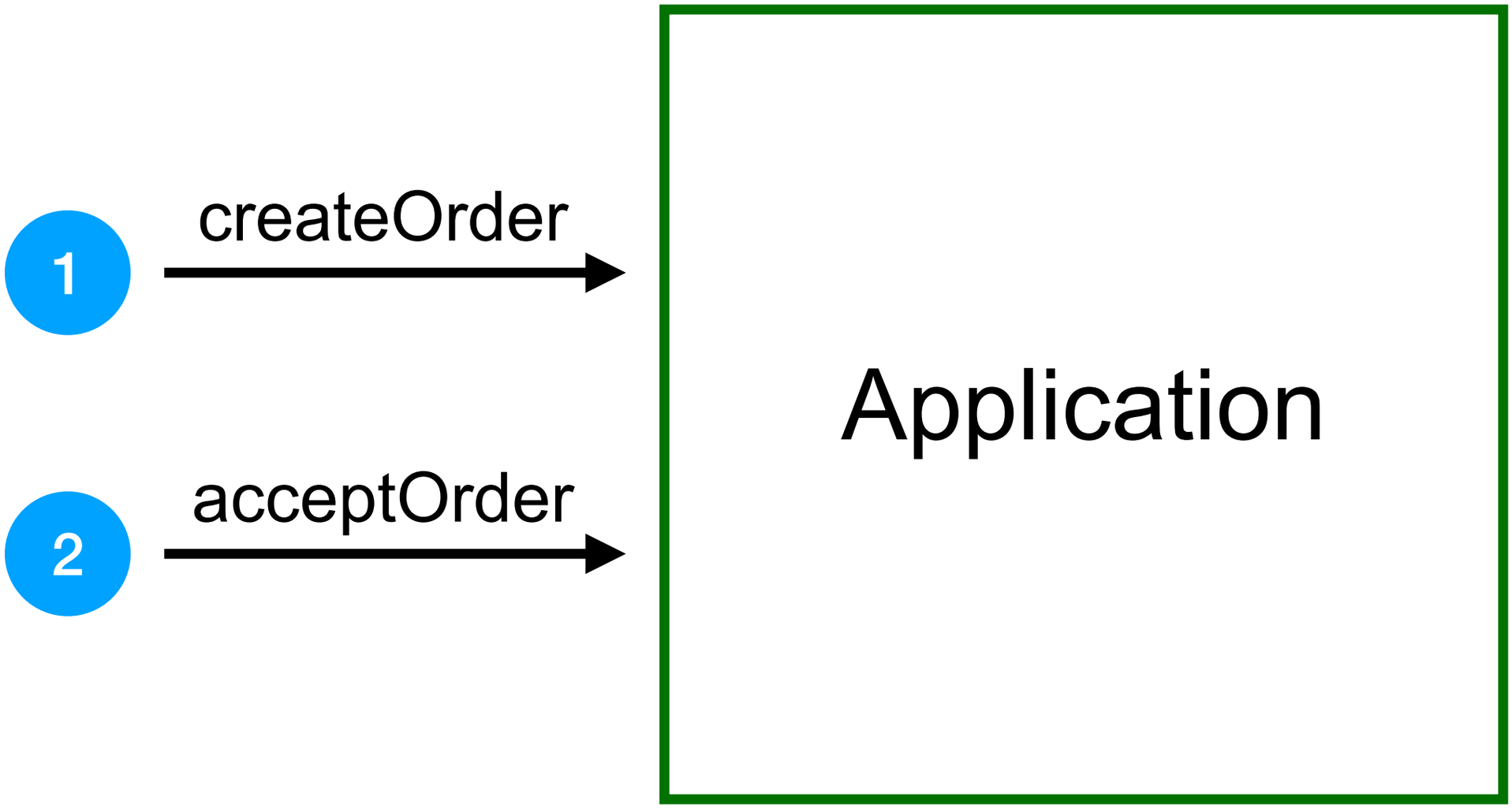
1

ลูกค้าต้องการสั่งซื้ออาหาร

2

ร้านอาหารรับคำสั่งซื้อ

1. Identify system operations



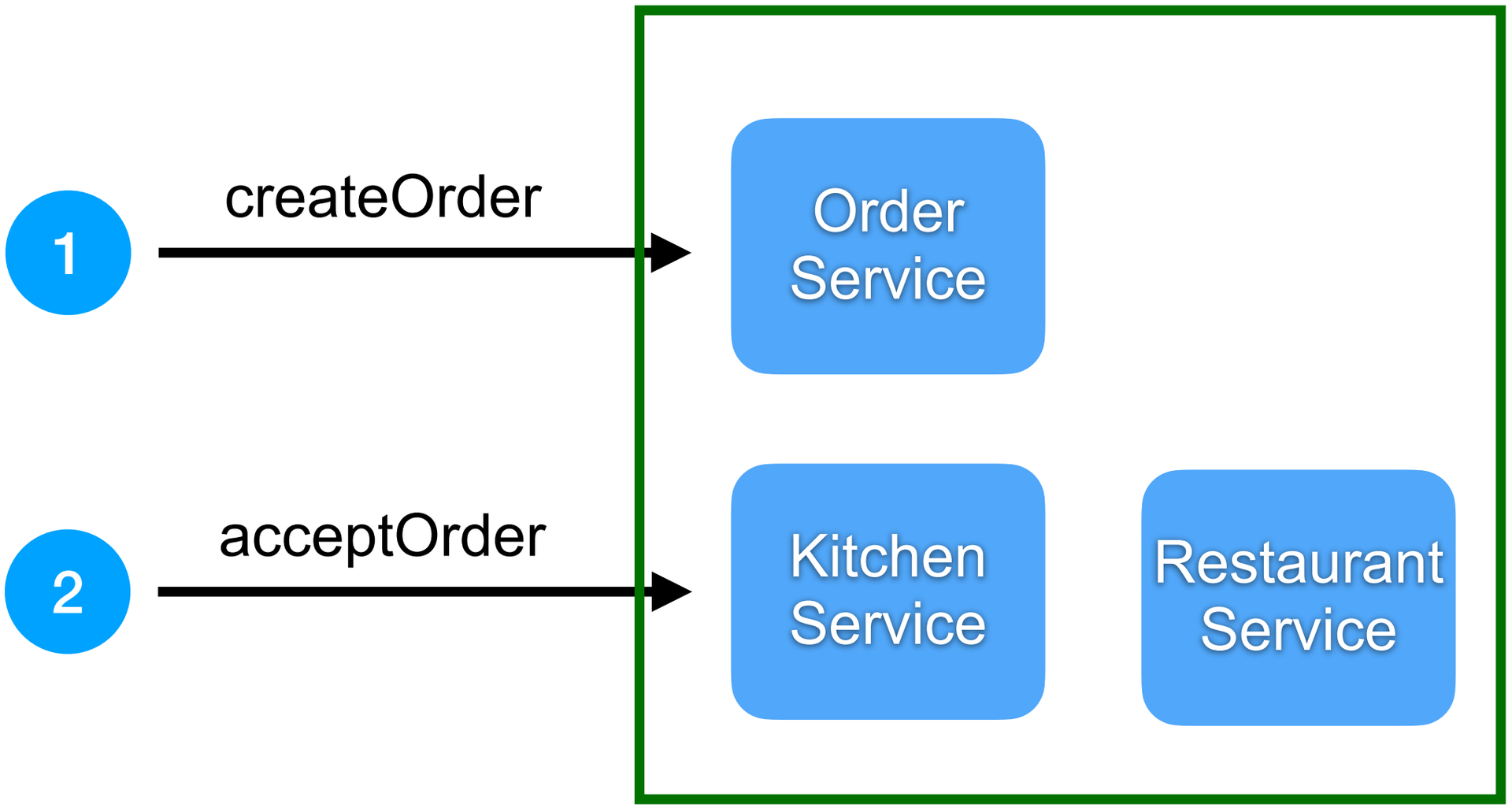
2. Identify services

Try to decomposition into services

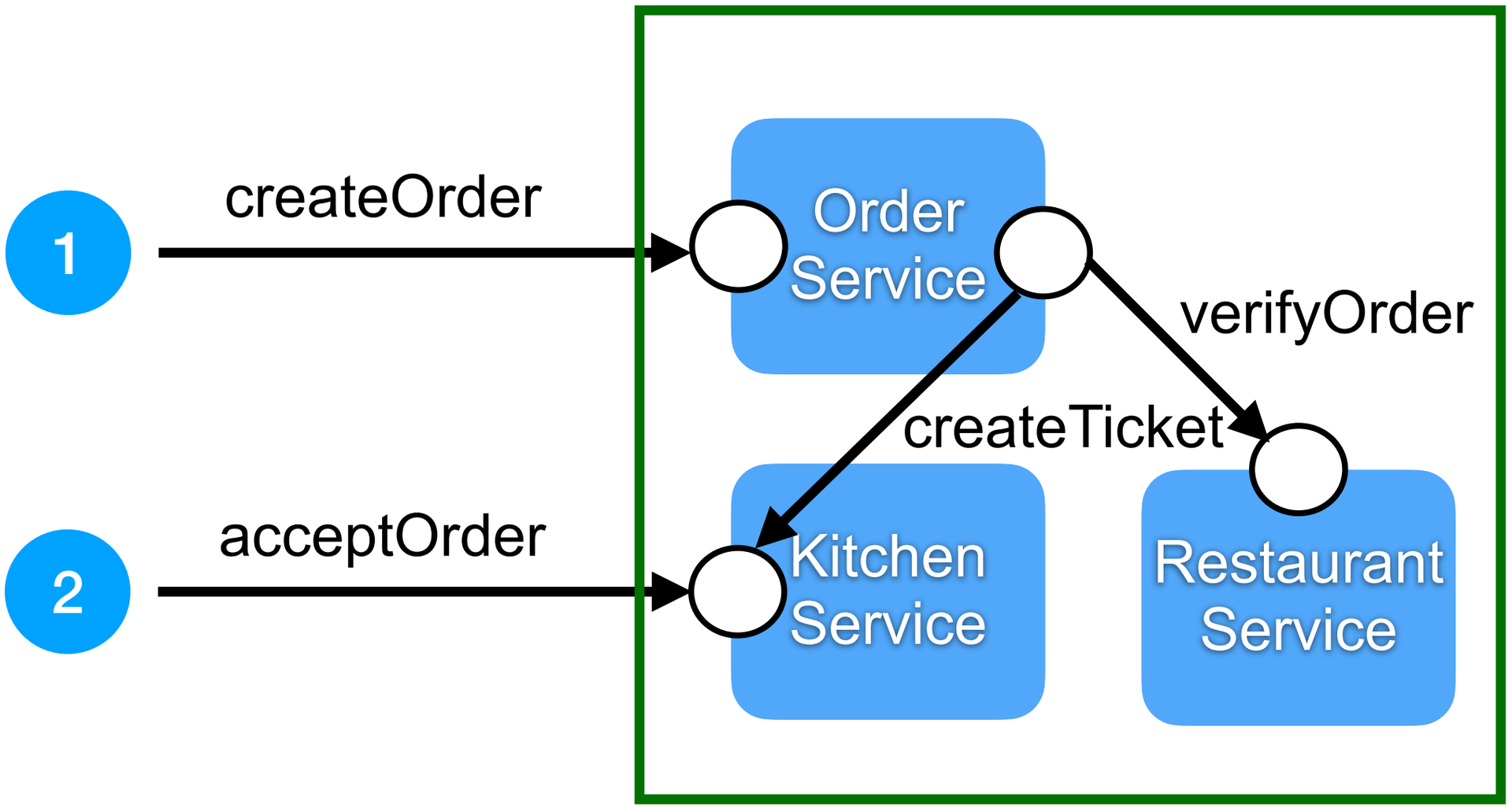
Business > Technical concept

What > How

2. Identify services



3. Define service APIs and collaborations

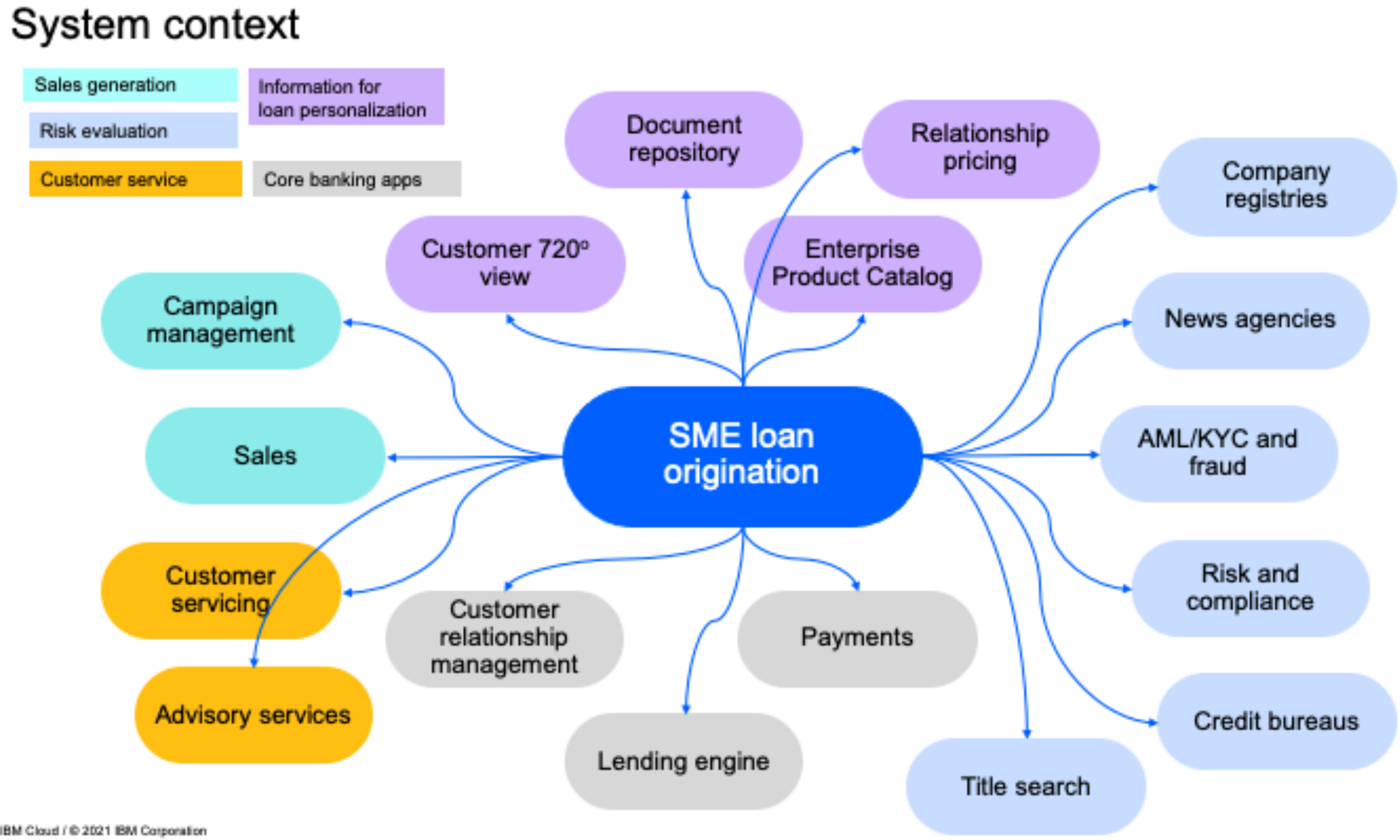


Problems when decompose services ?

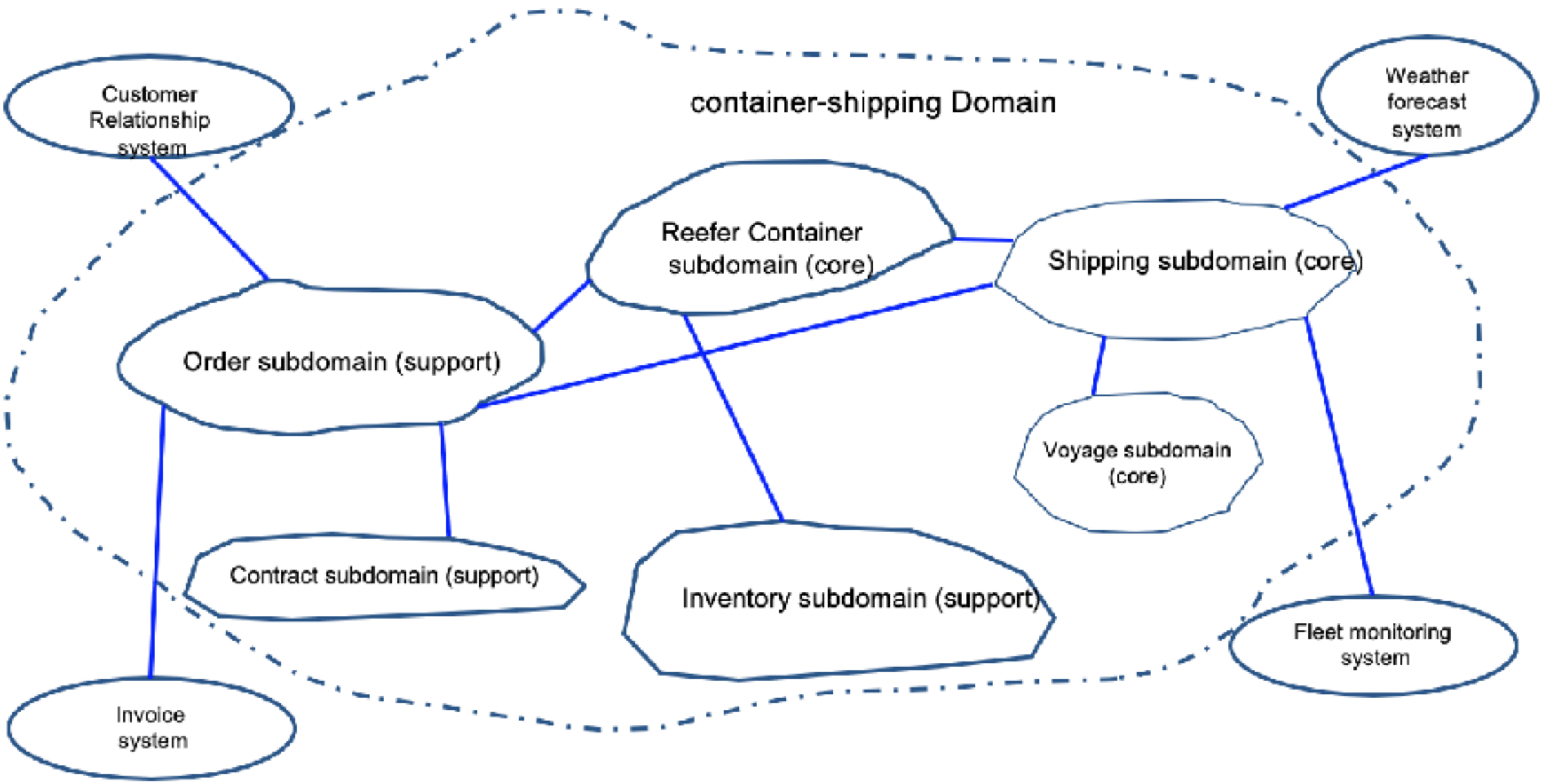
Network latency
Reliability of communication
Maintain data consistency

God services !!
Microlith !!

Example of System Context

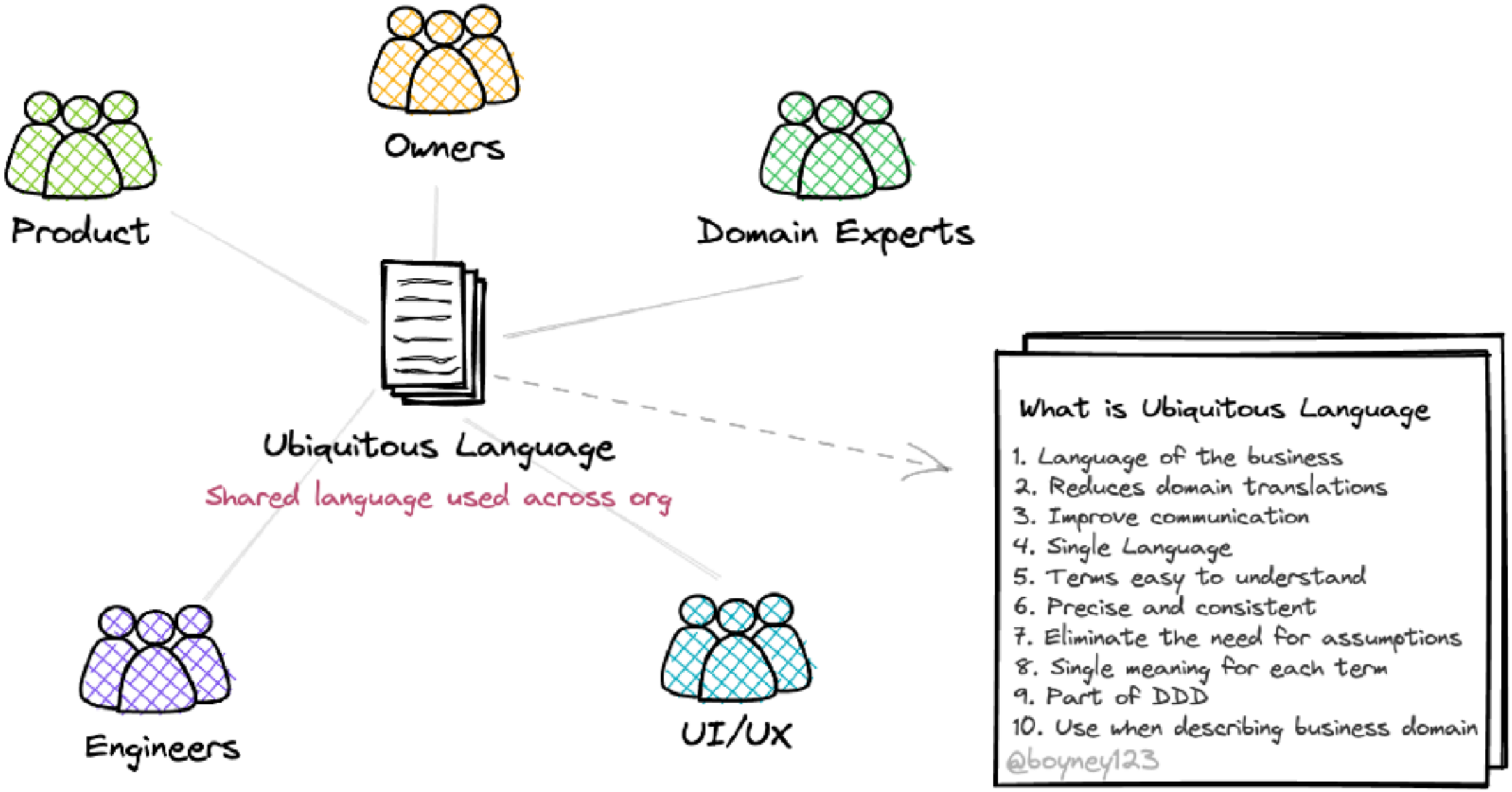


Assess domains and sub-domains



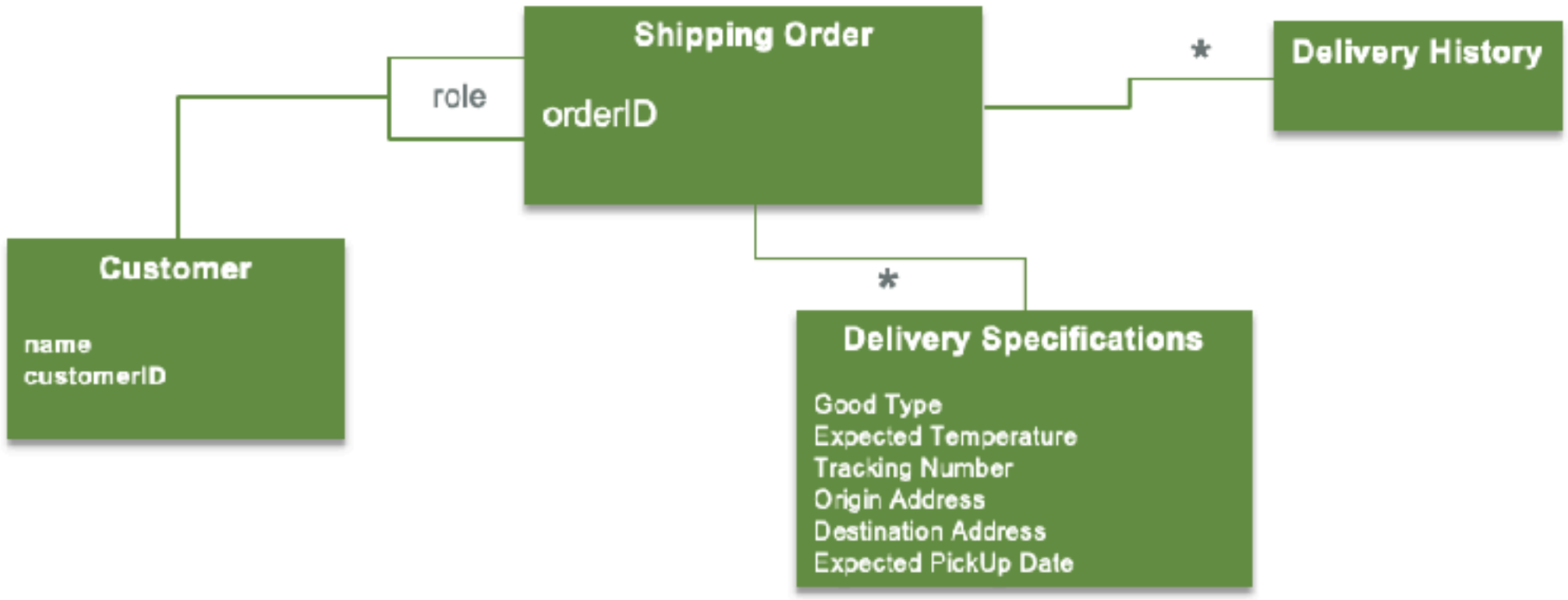
Define the ubiquitous language

Define the ubiquitous language

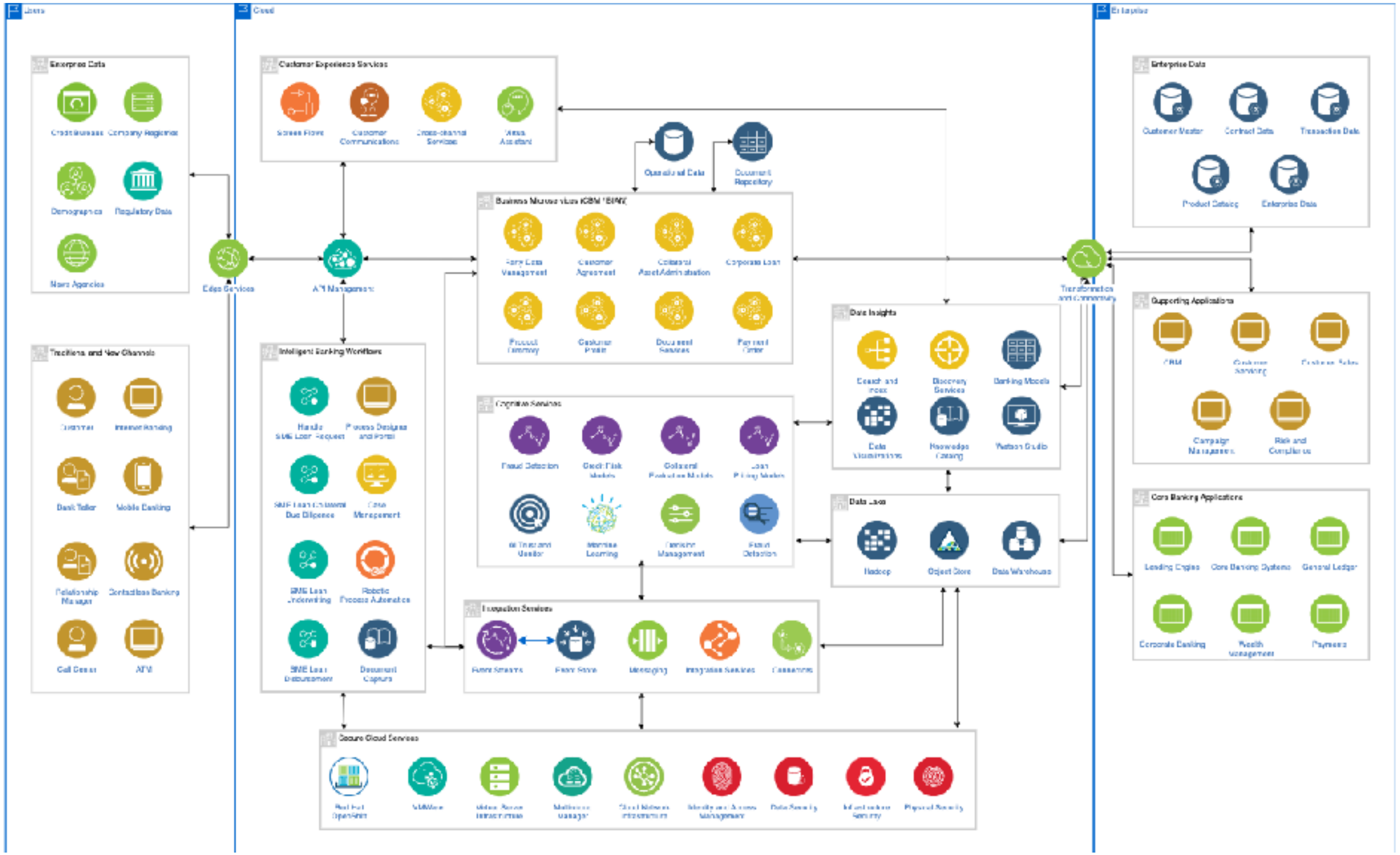


https://serverlessland.com/event-driven-architecture/visuals/ubiquitous-language

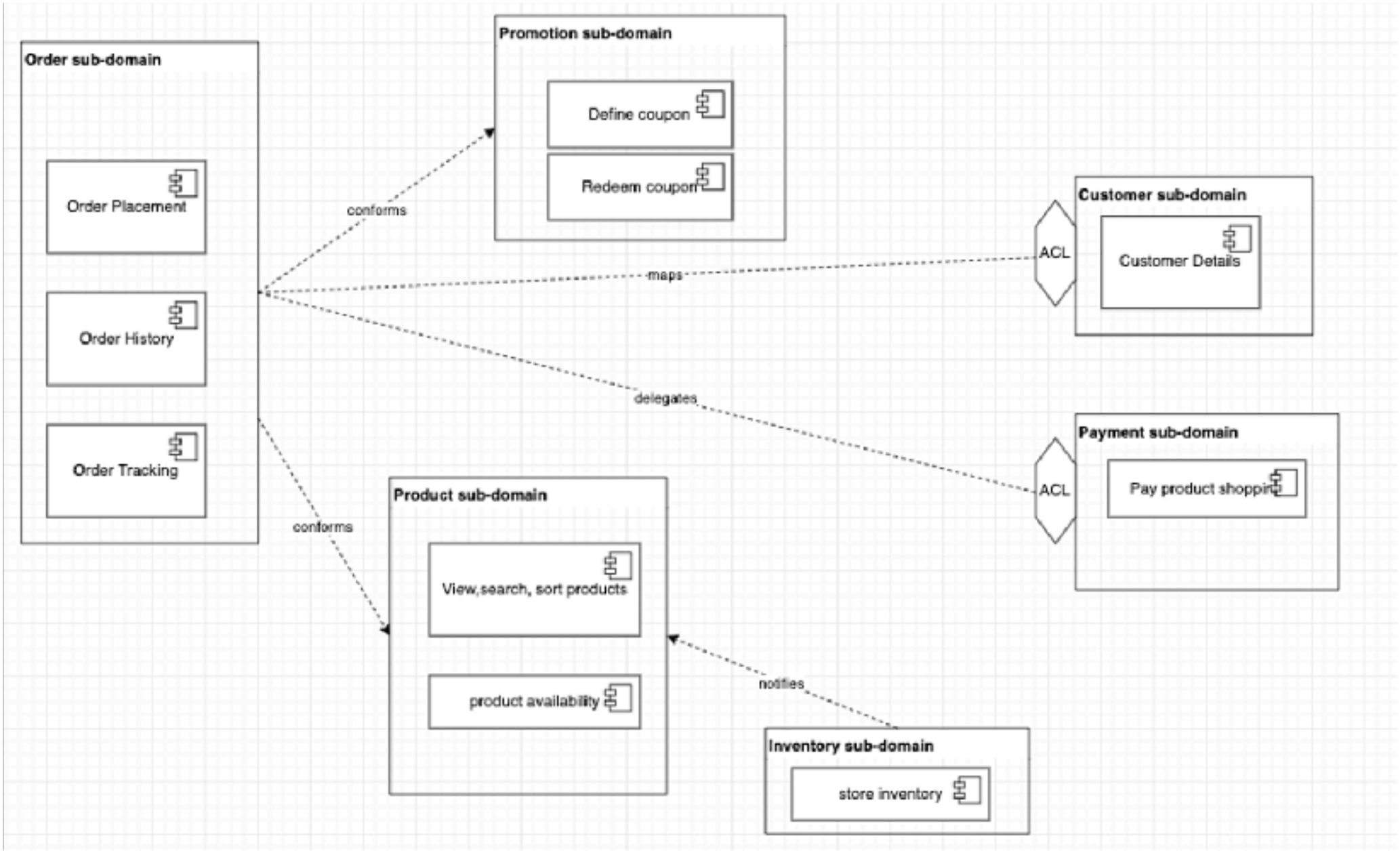
Structure of data



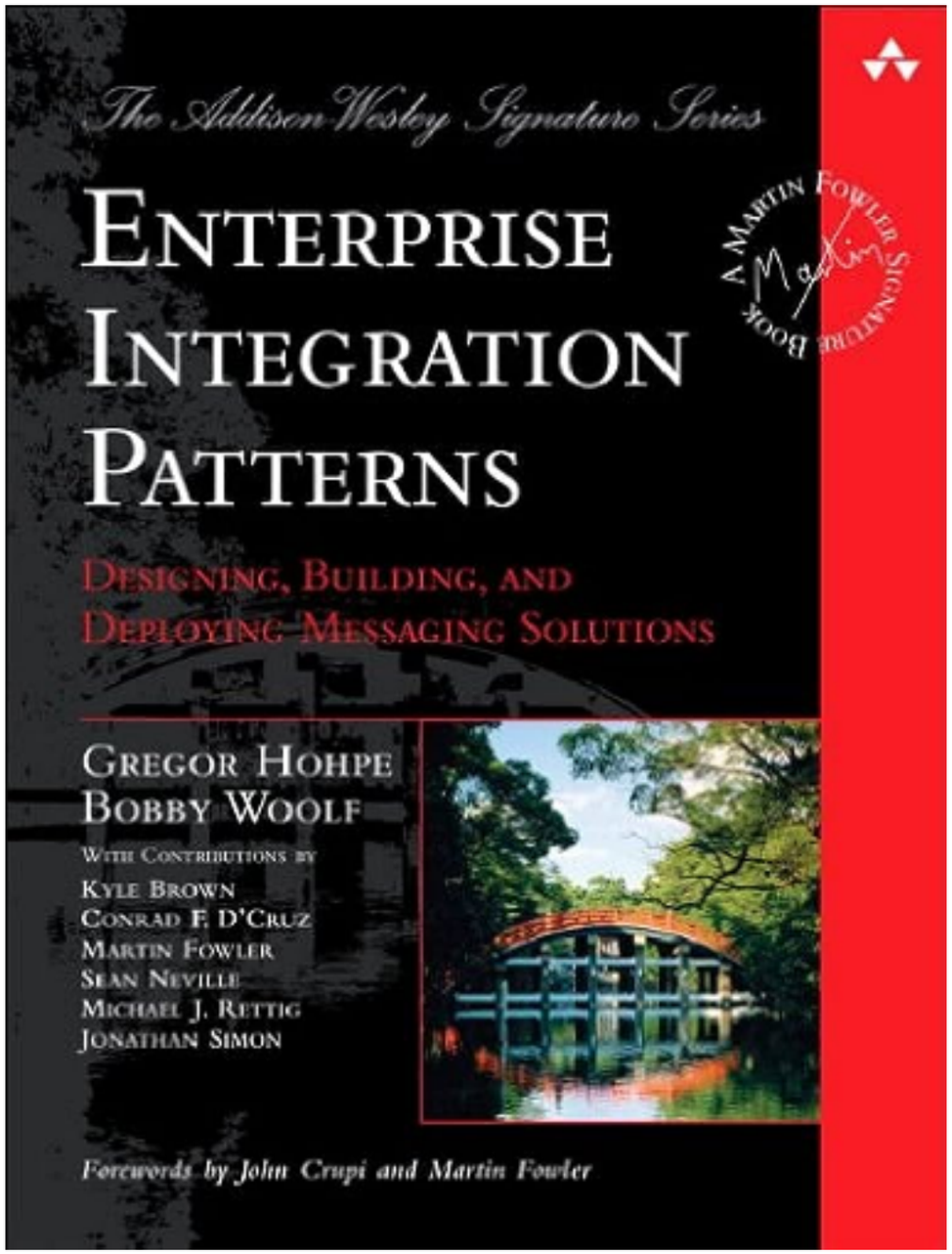
Grouping services



Communication types ?

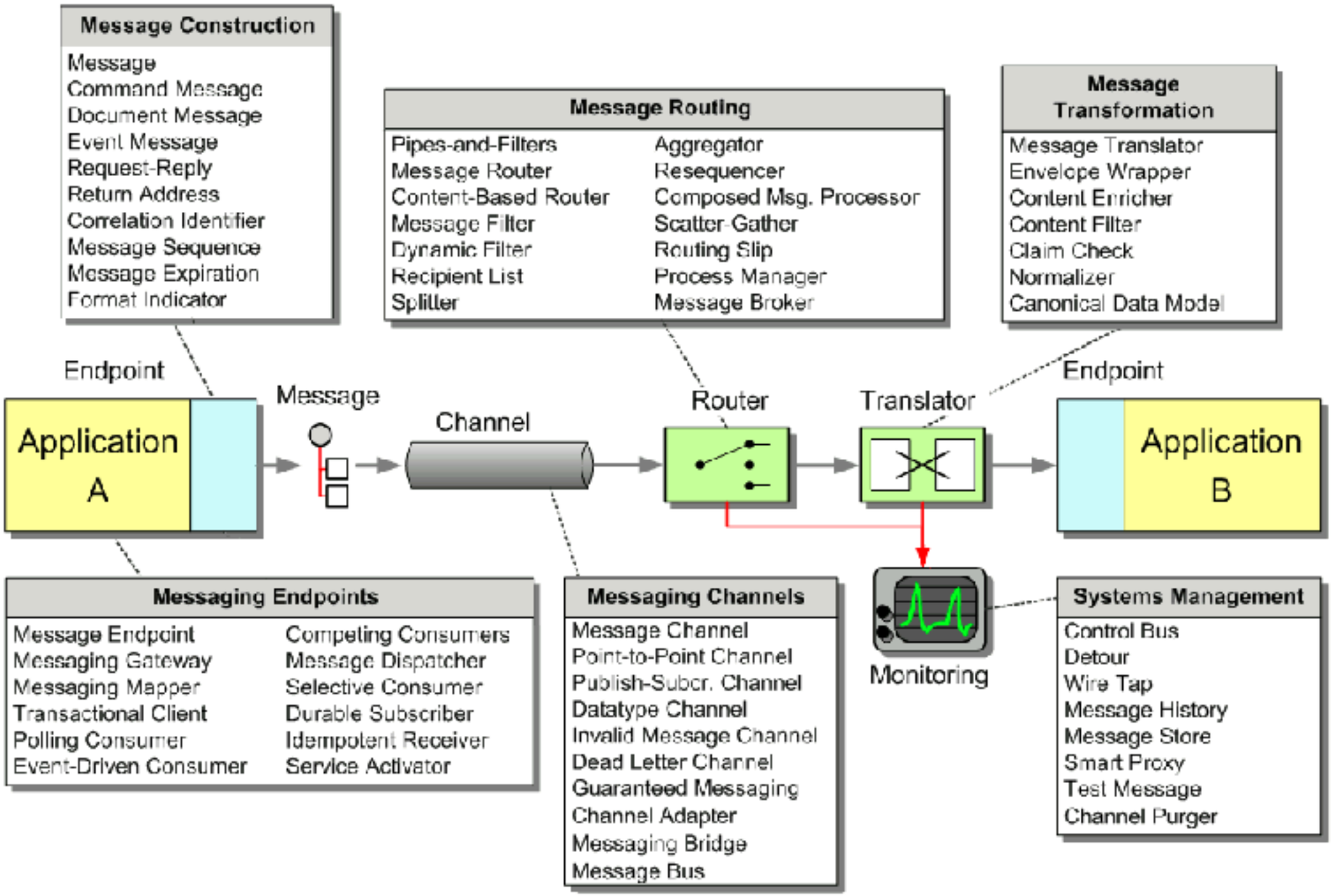


Enterprise Integration Patterns



https://www.amazon.com/Enterprise-Integration-Patterns-Designing-Deploying/dp/0321200683

Integration Pattern Language



https://www.enterpriseintegrationpatterns.com/patterns/messaging/

Communication between services

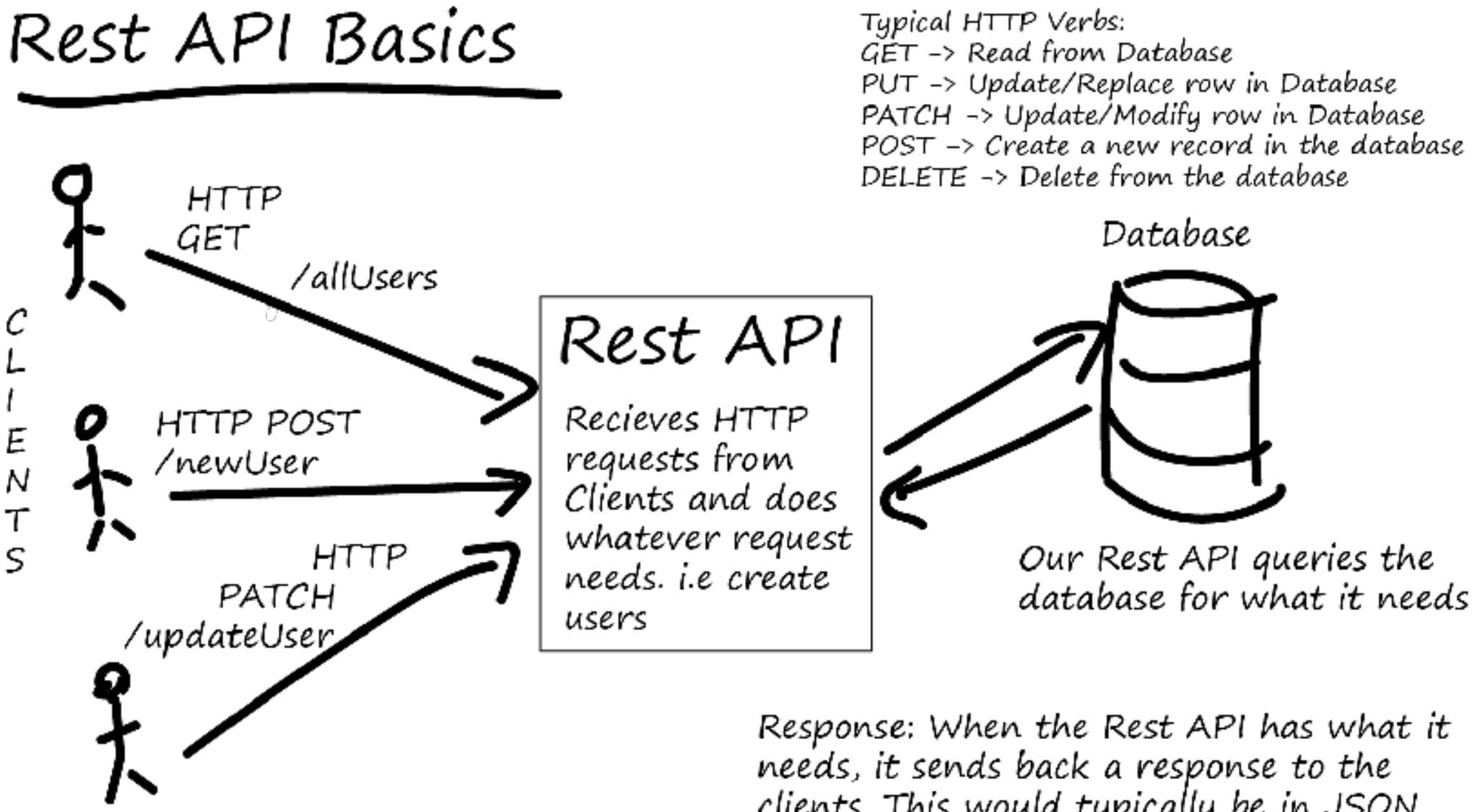
Interaction Styles

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

Synchronous Communication

REST
gRPC
Handling failure with Circuit breaker
Service discovery

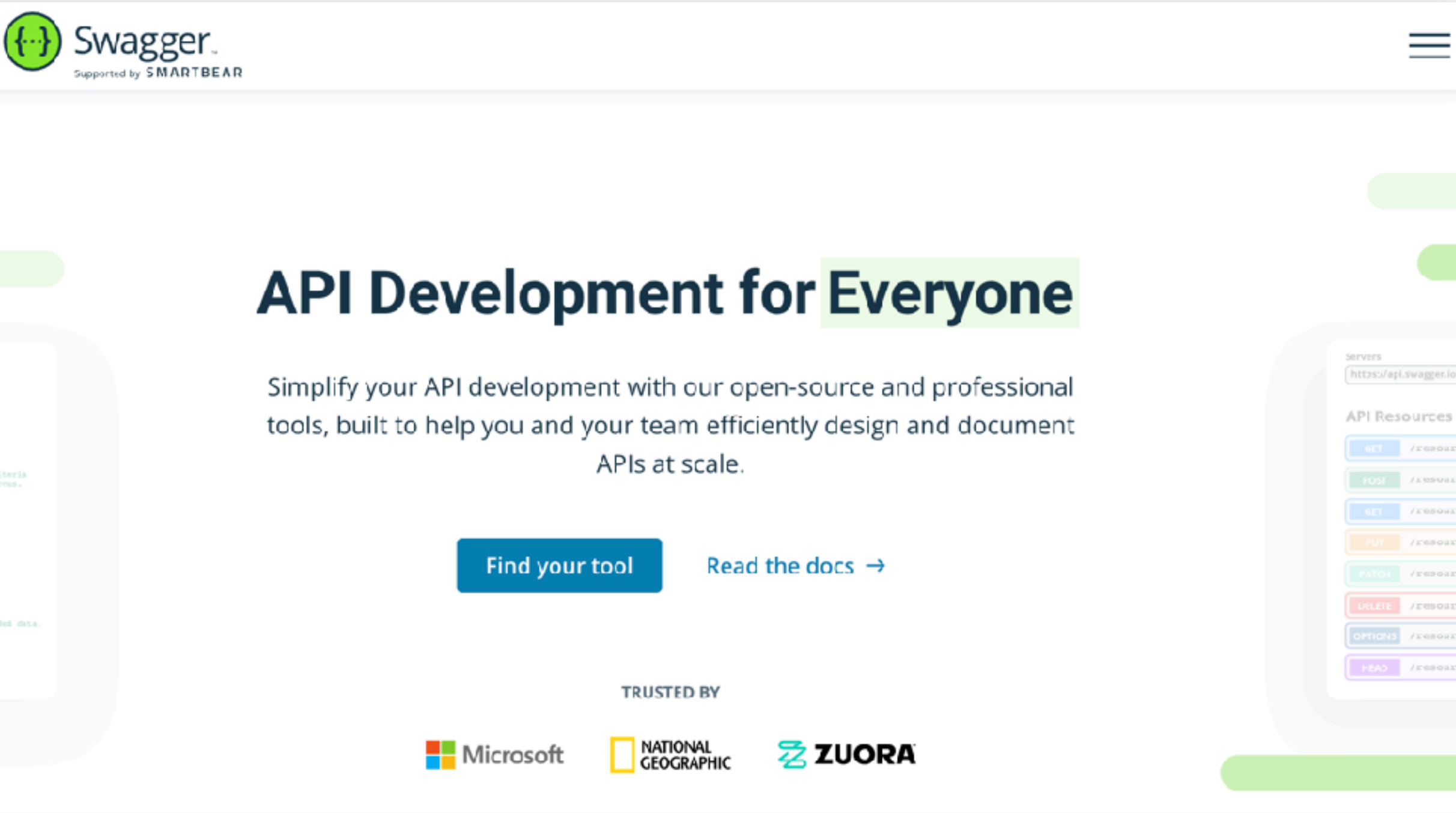
REpresentational **S**tate **T**ransfer



REST :: mapping with HTTP verbs

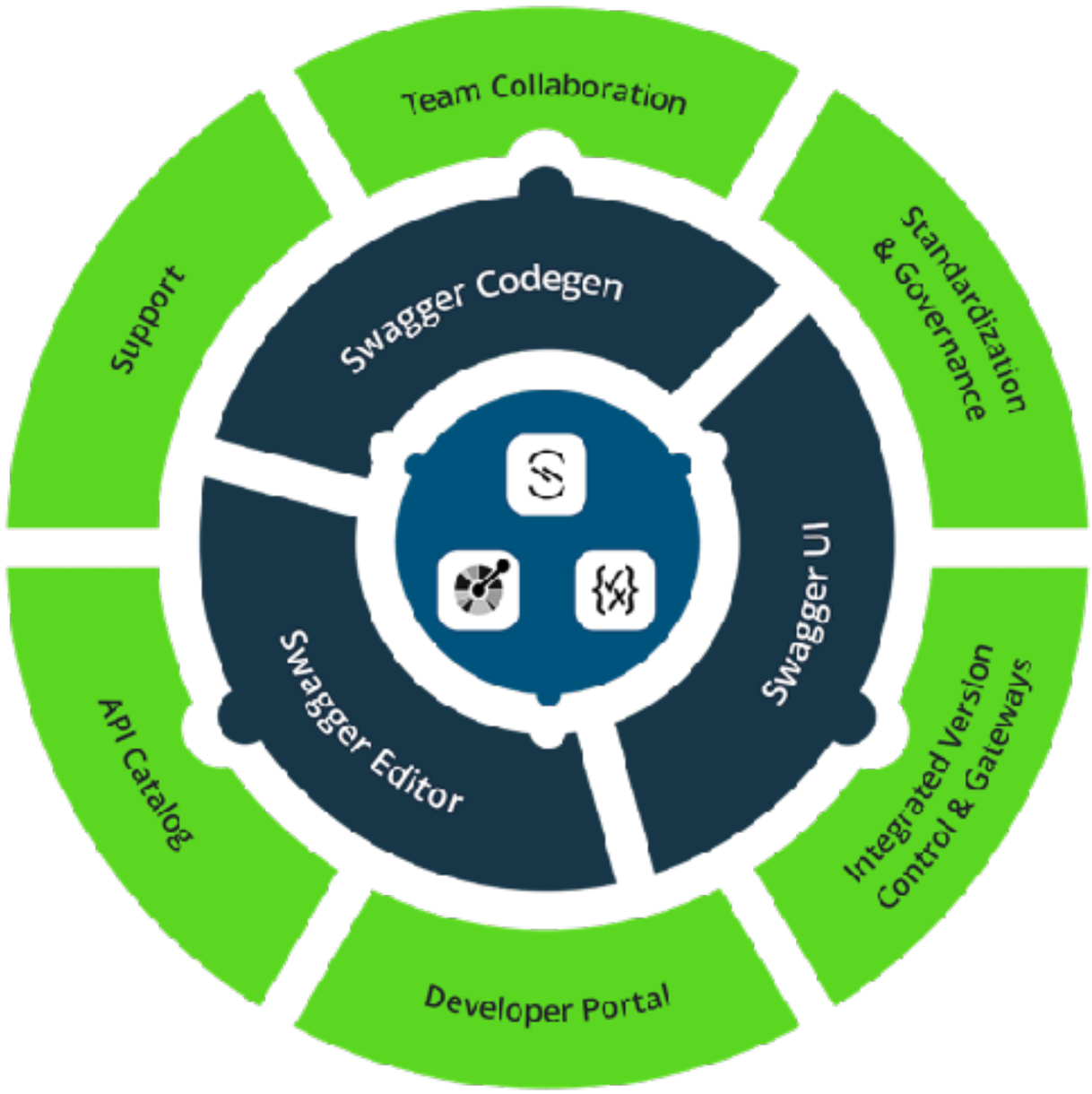
Activity	HTTP Method
Retrieve data	GET
Create new data	POST
Update data	PUT
Delete data	DELETE

API Documentation



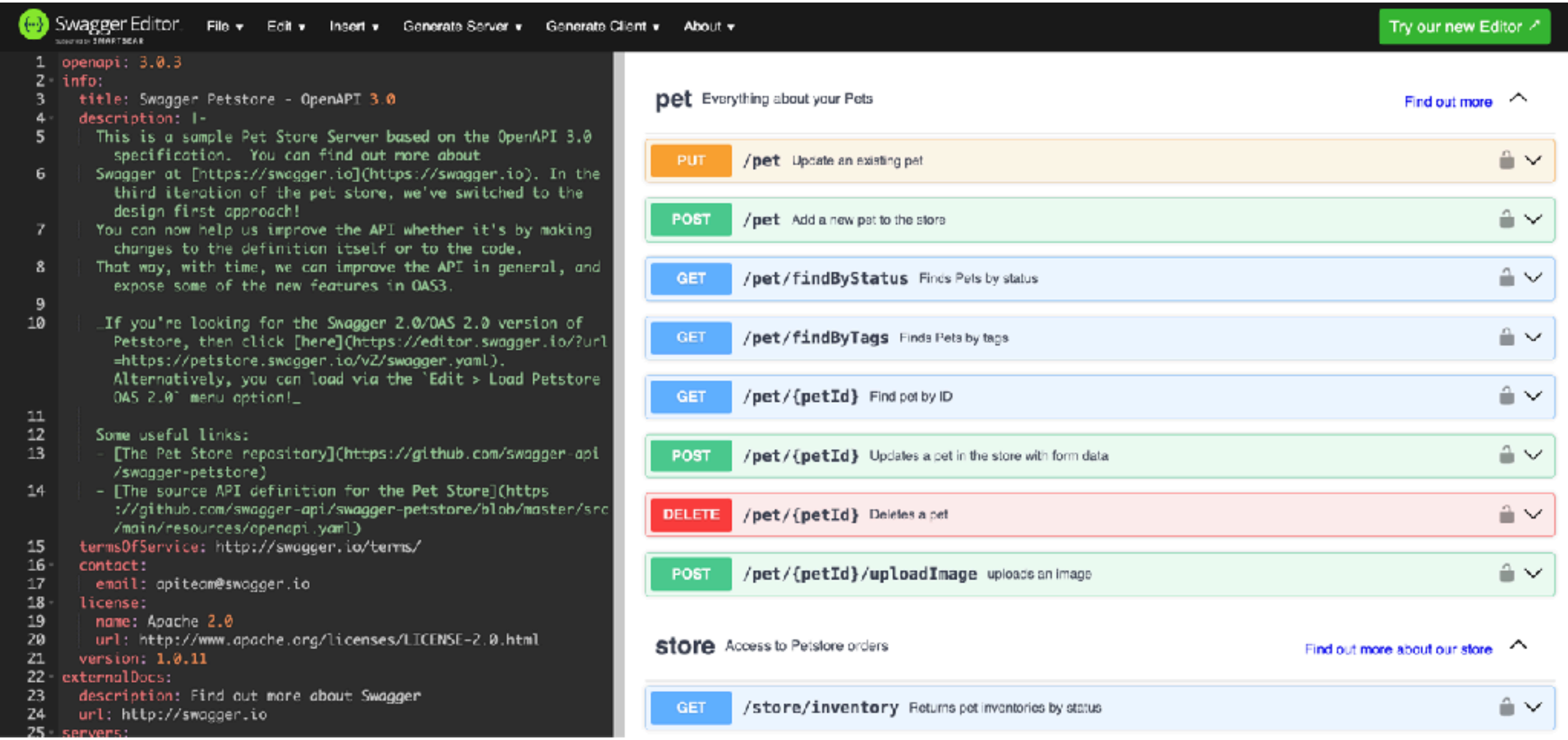
https://swagger.io/

Swagger/OpenAPI



https://swagger.io/

Swagger/OpenAPI



https://swagger.io/

How to design your API ?

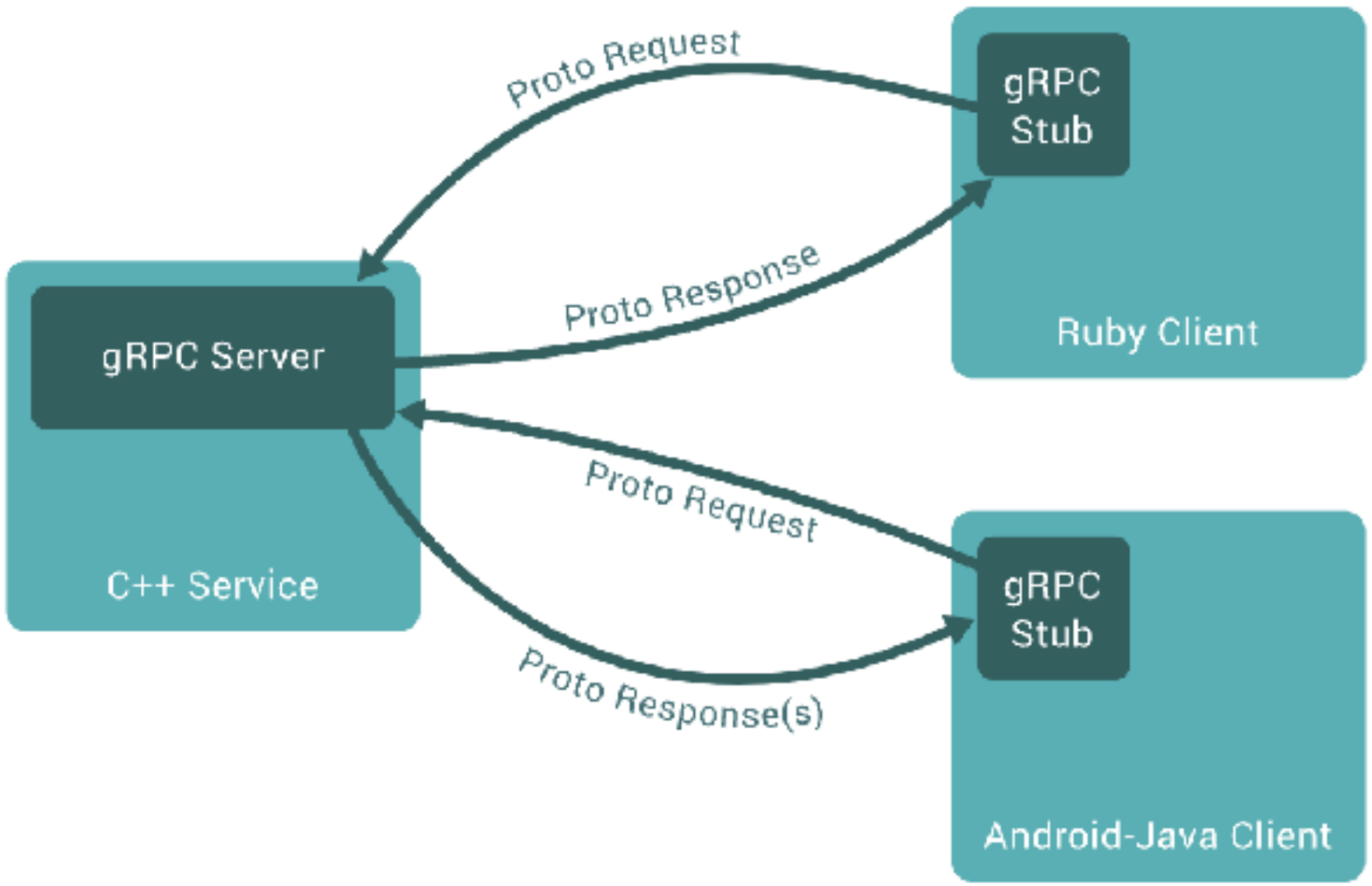
Design first

Code first

gRPC

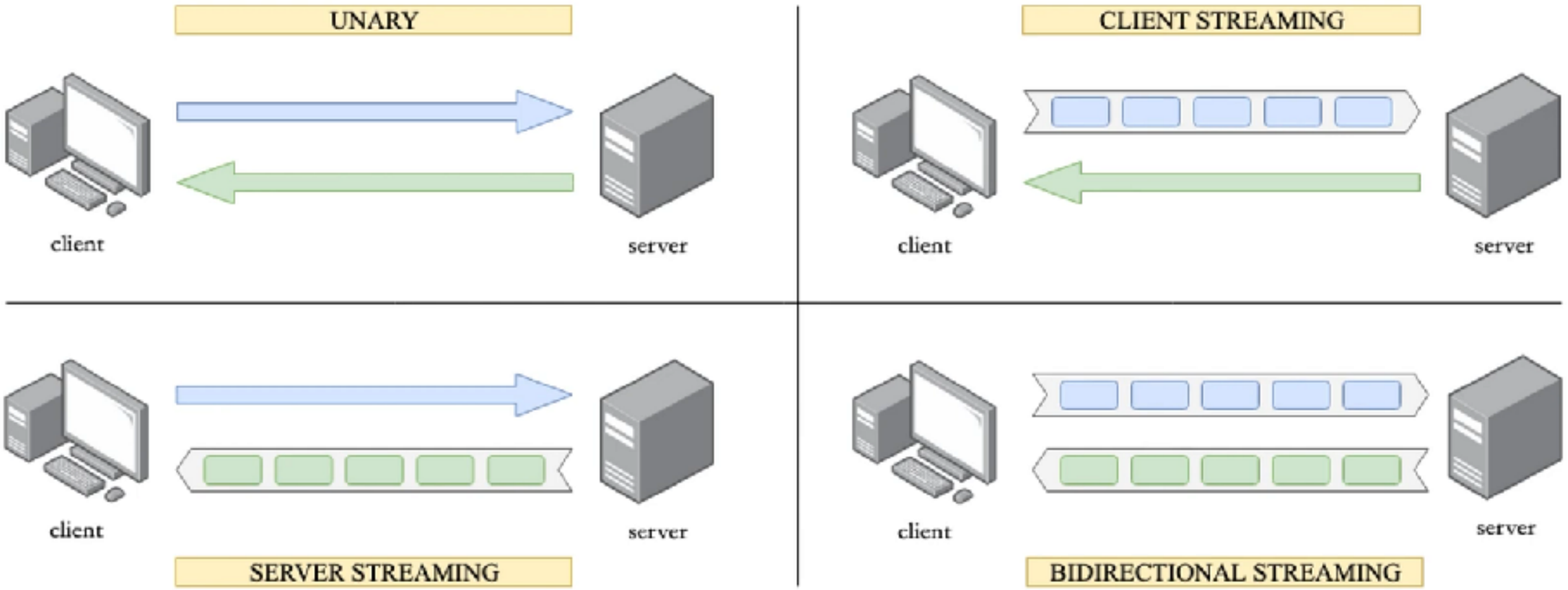
https://grpc.io/

gRPC



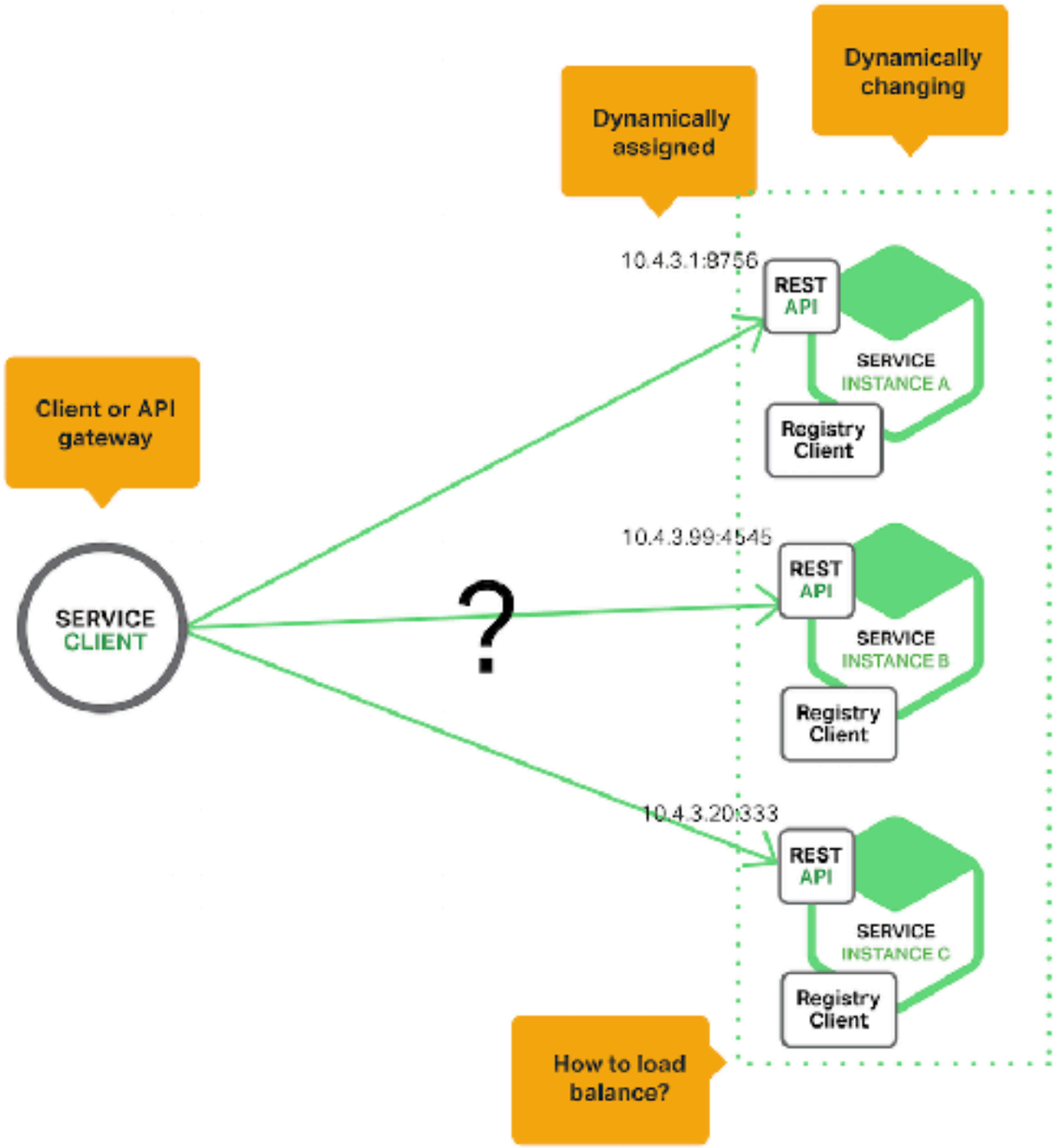
https://grpc.io/

gRPC



https://grpc.io/

Service Discovery ?

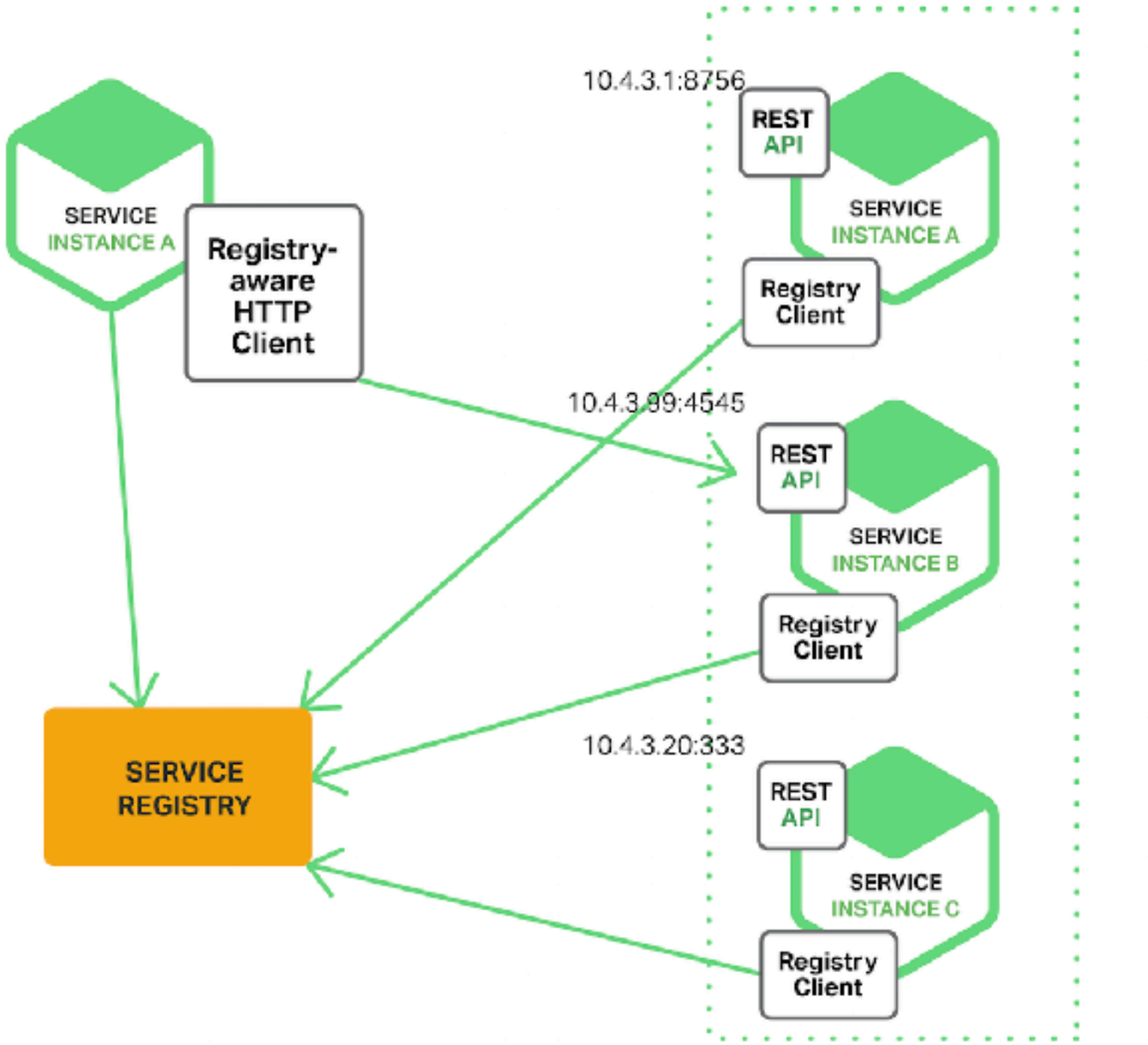


https://www.nginx.com/blog/service-discovery-in-a-microservices-architecture/

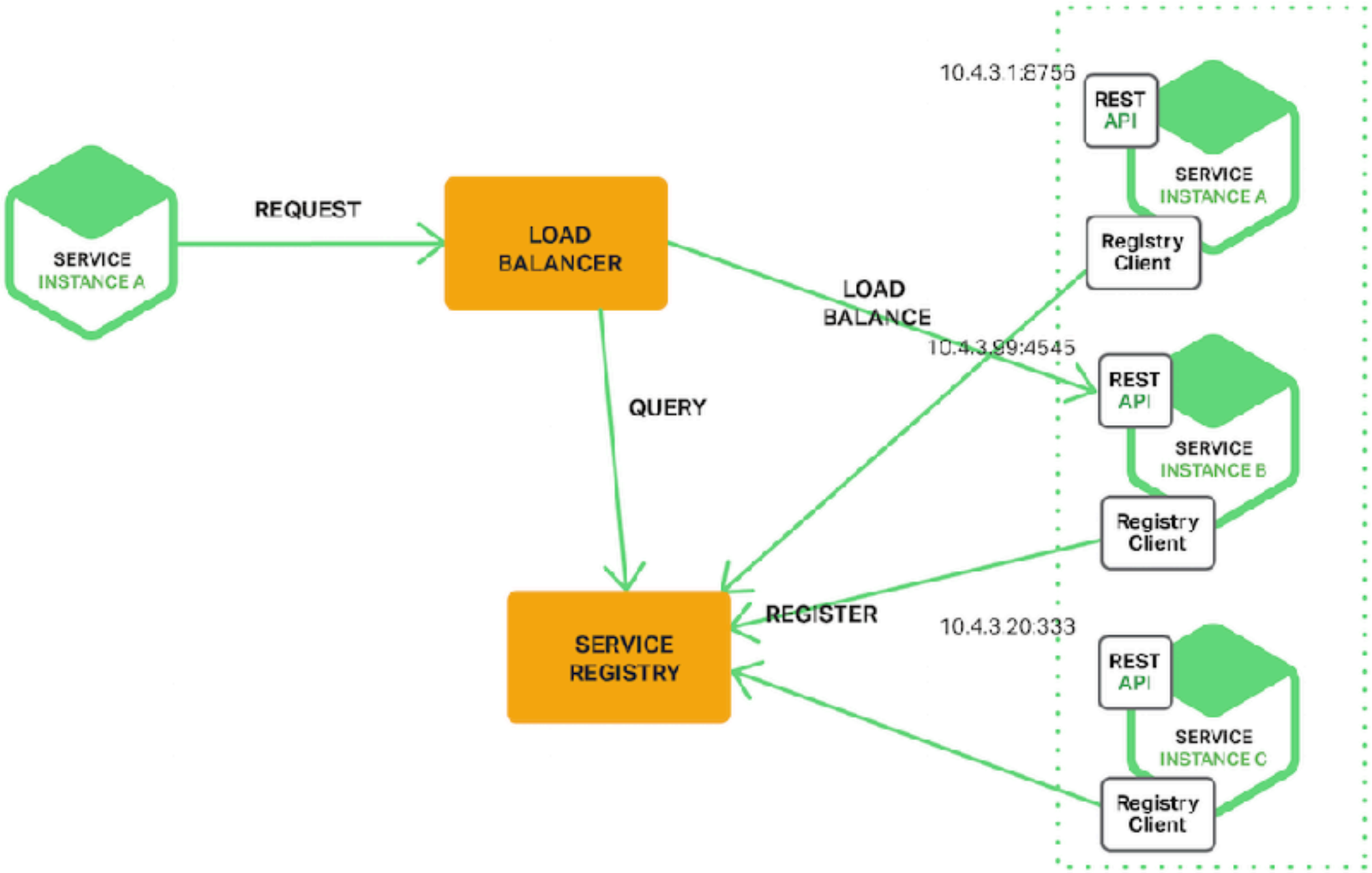
Service Discovery ?

Client-side
Server-side

Client-side Discovery

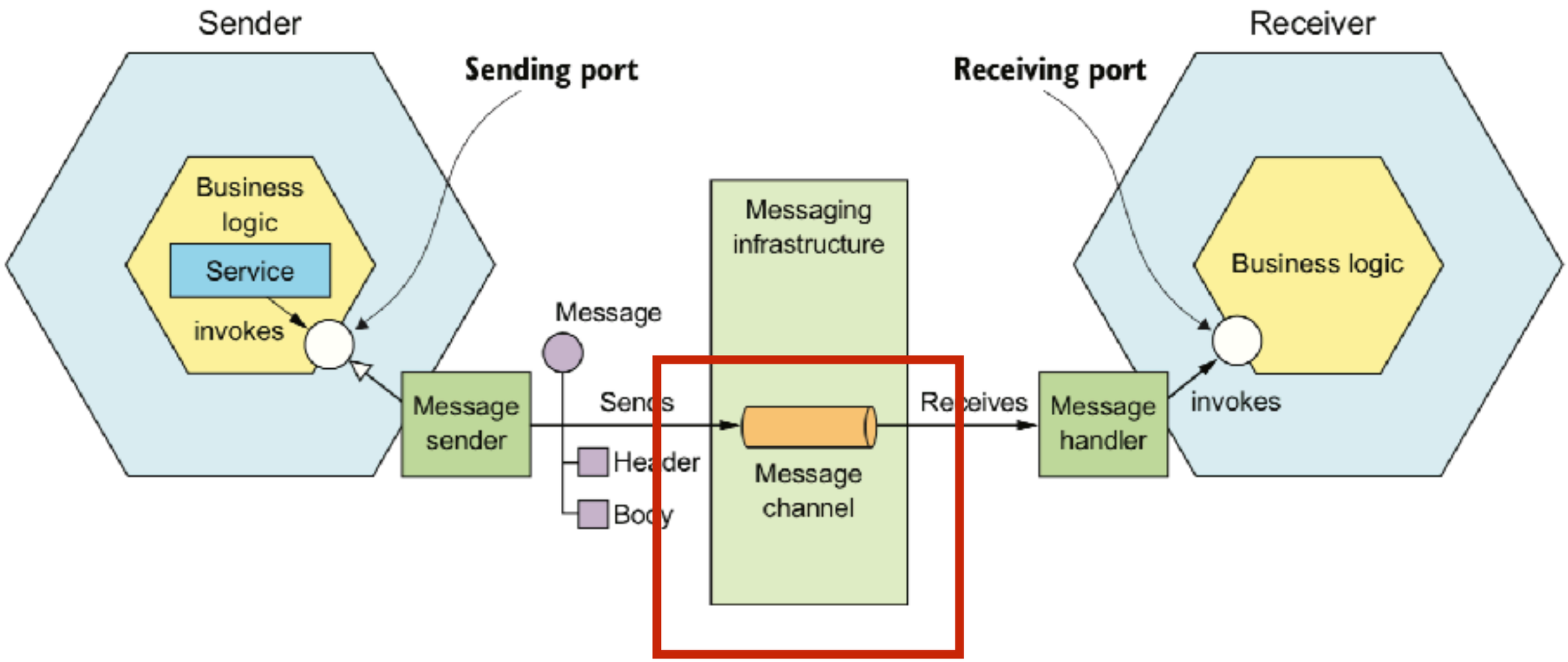


Server-side Discovery



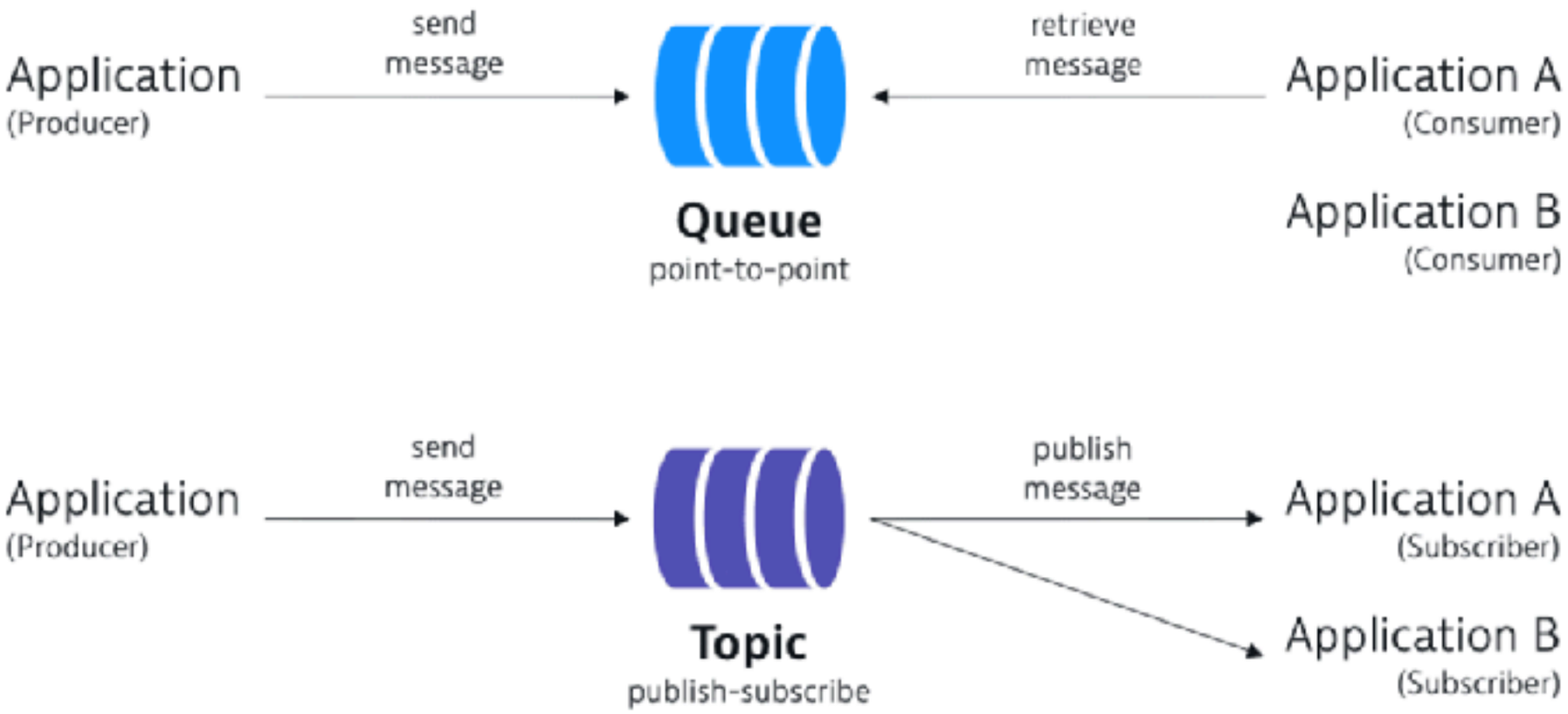
Asynchronous communication

Asynchronous messaging pattern

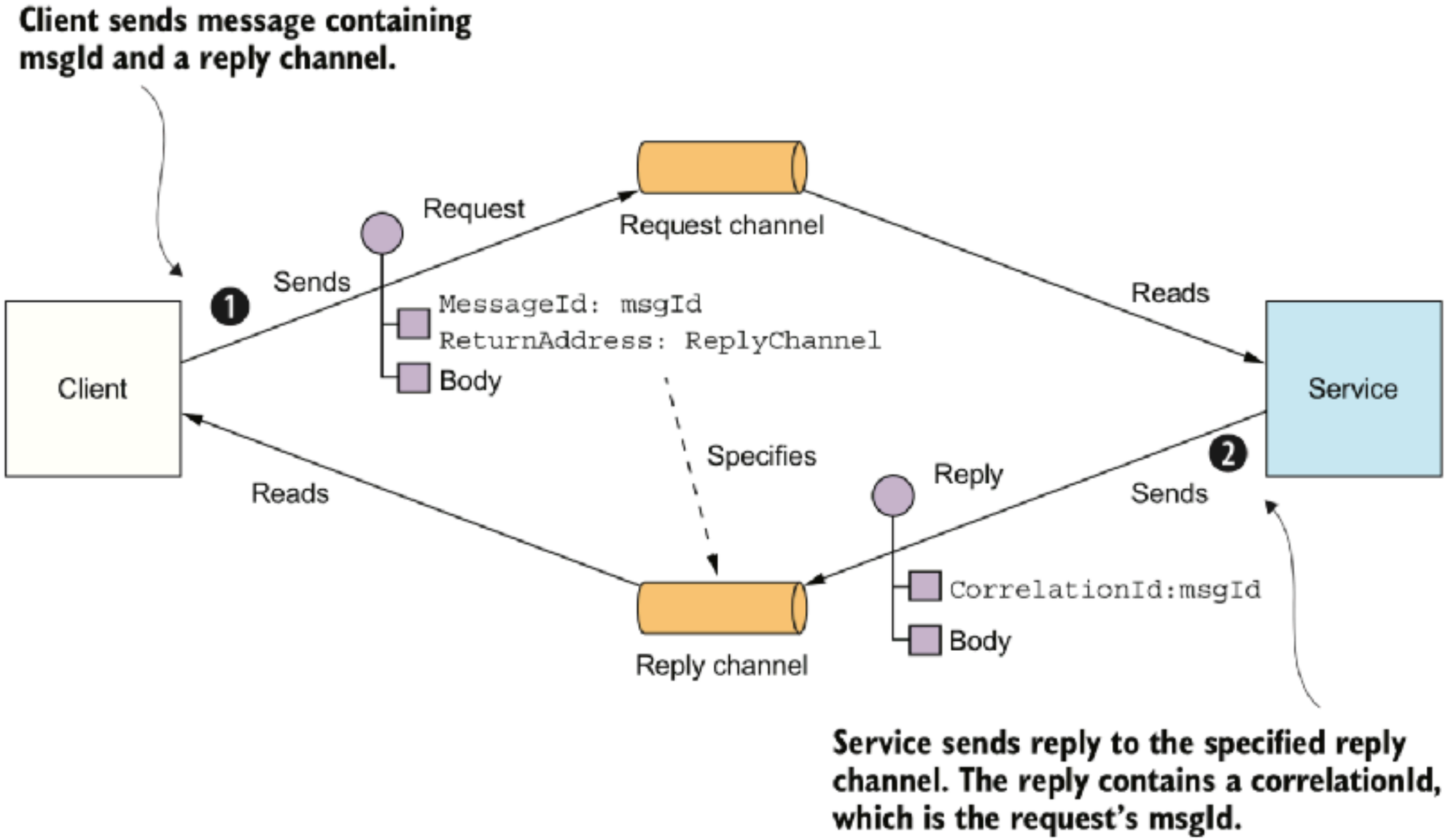


Messaging channels

Publish-subscribe
Point-to-point



Async request/response (1)



Message brokers

Benefits

Loose-coupling
Message buffer
Flexible communication

Drawbacks

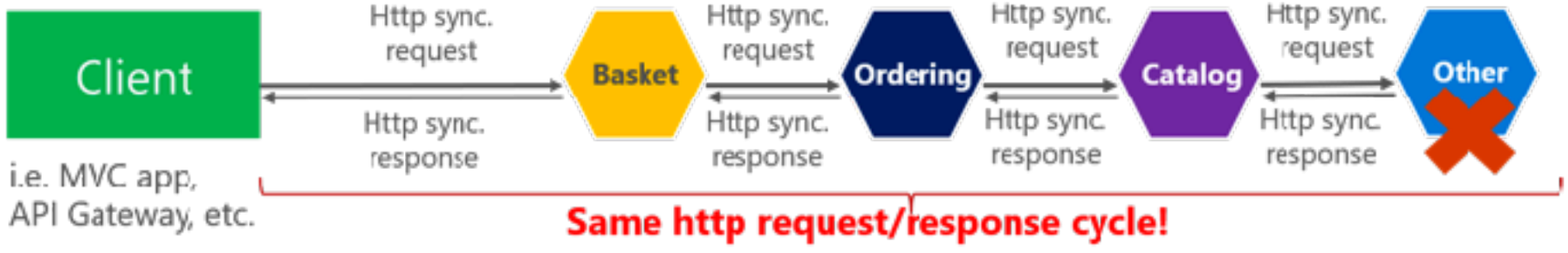
Performance bottleneck
Single point of failure
Operational complexity
Testing
Monitoring

Communication !!

Synchronous vs. async communication across microservices

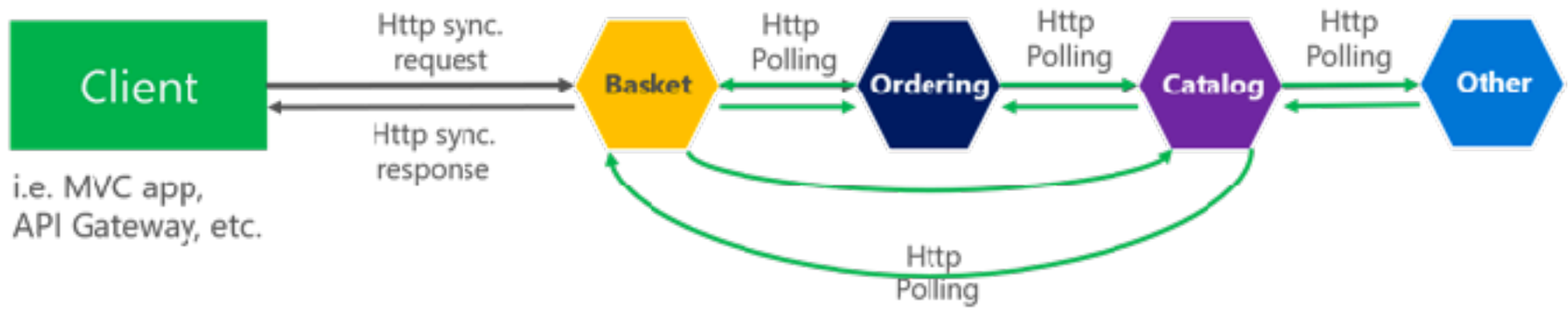
Anti-pattern

Synchronous
all req./resp. cycle

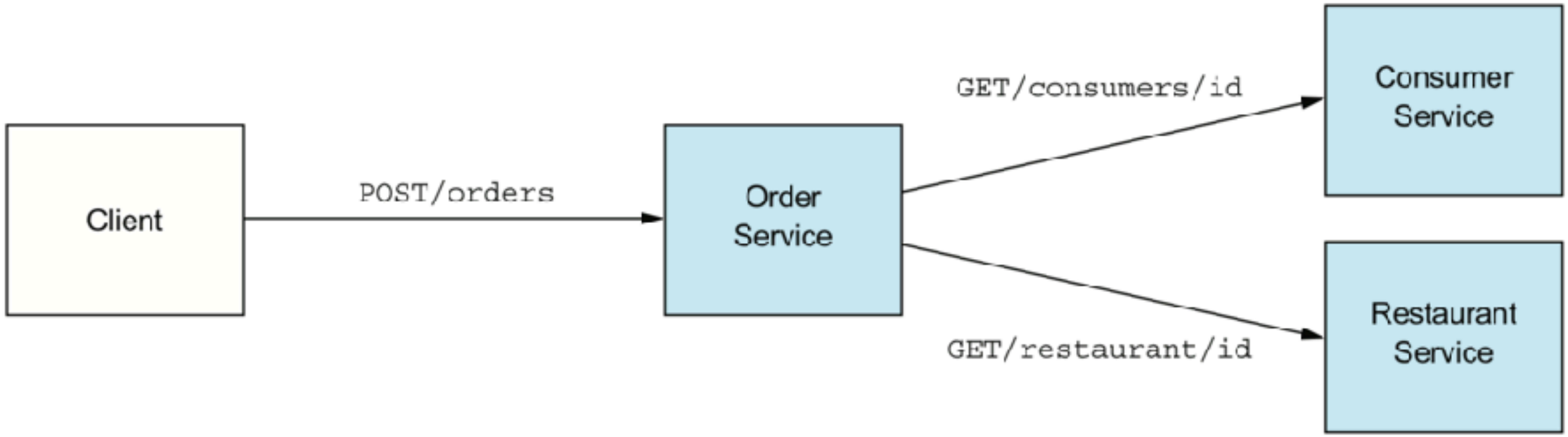


Asynchronous
Comm. across
internal microservices
(EventBus: i.e. **AMPQ**)

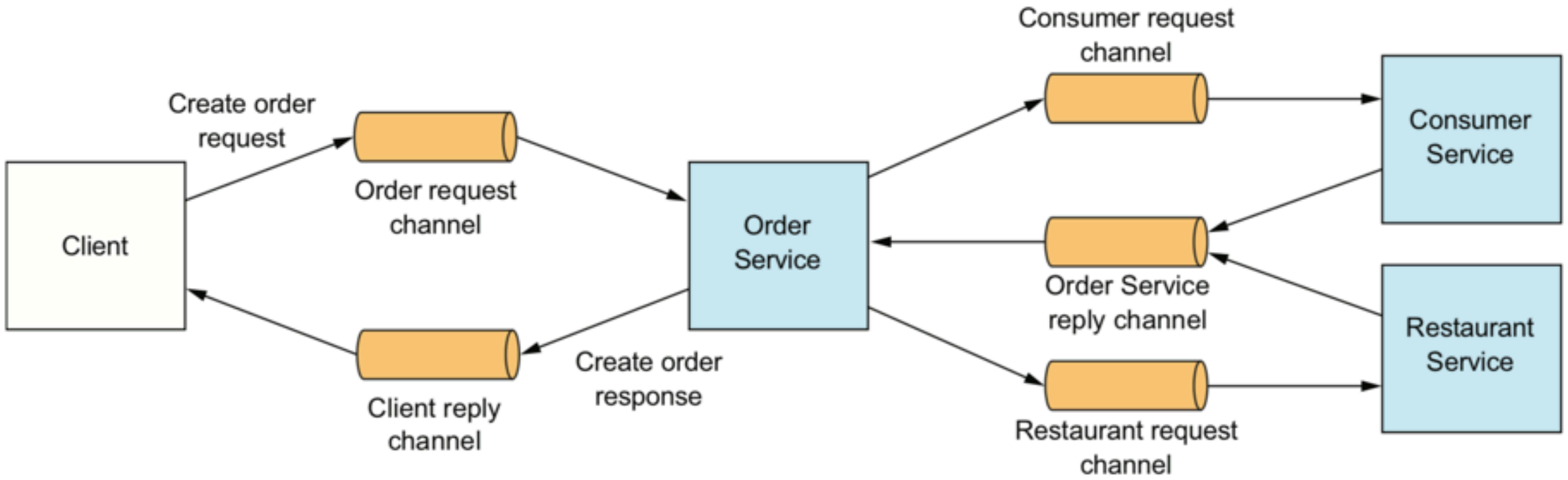
"Asynchronous"
Comm. across
internal microservices
(Polling: **Http**)



Synchronous reduce availability

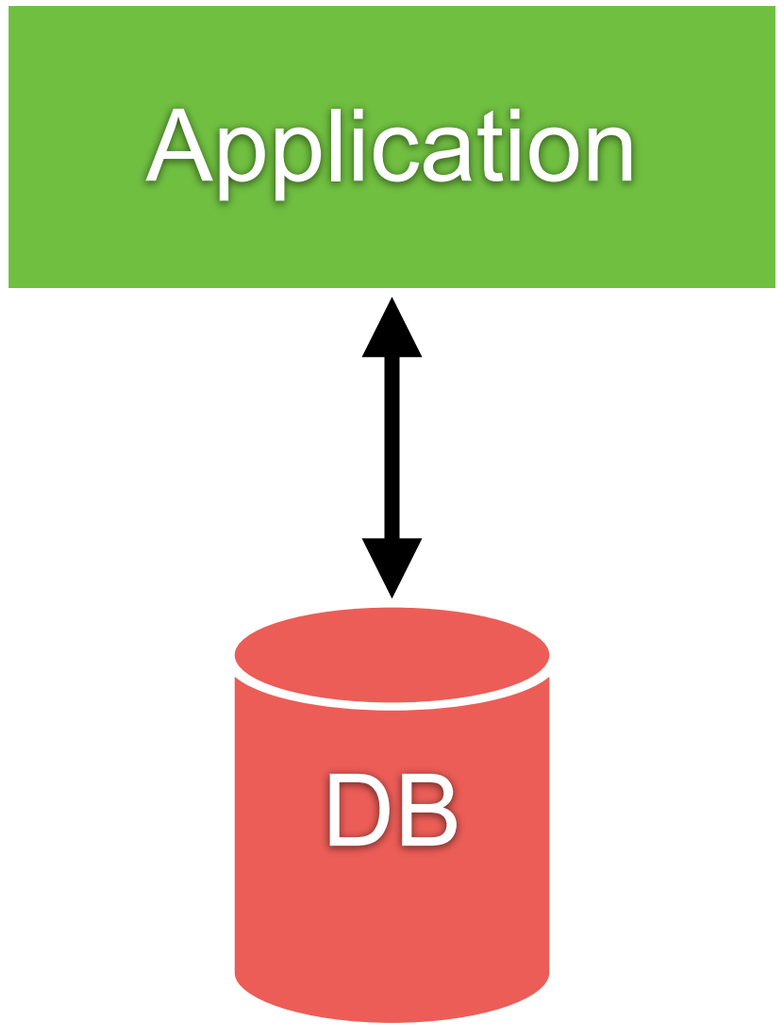


Replace with asynchronous



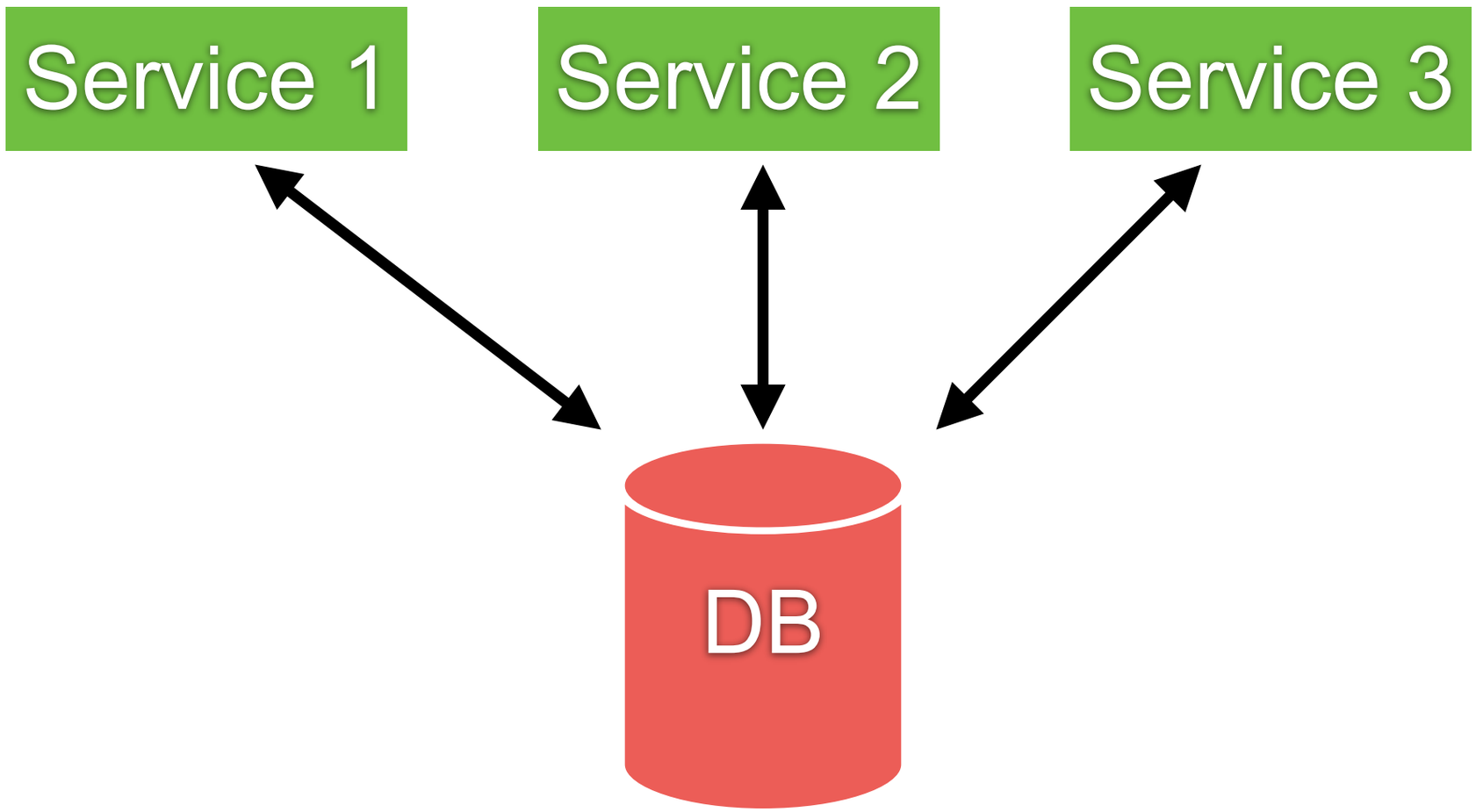
Manage Data Consistency

Monolithic



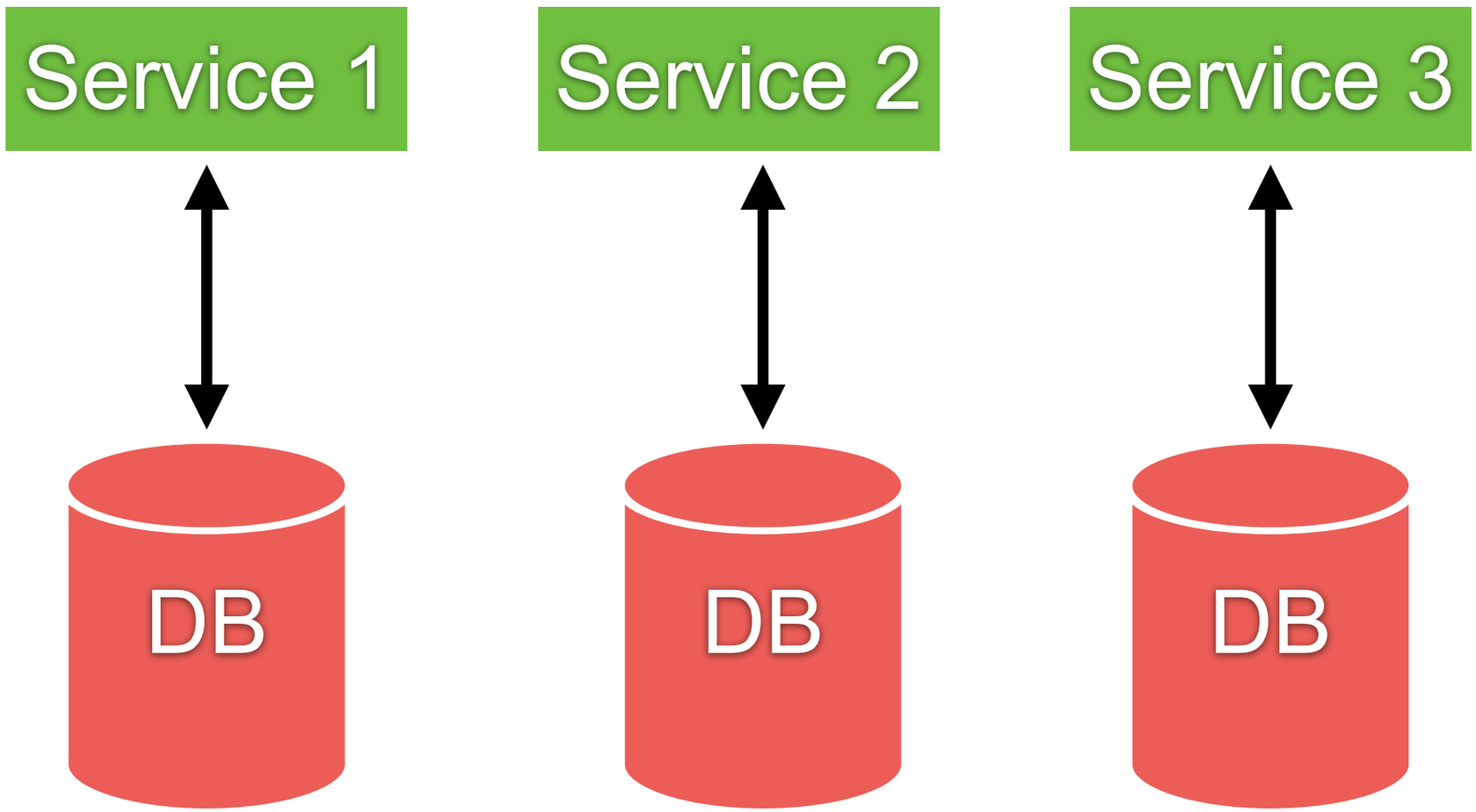
Microservices

Shared database

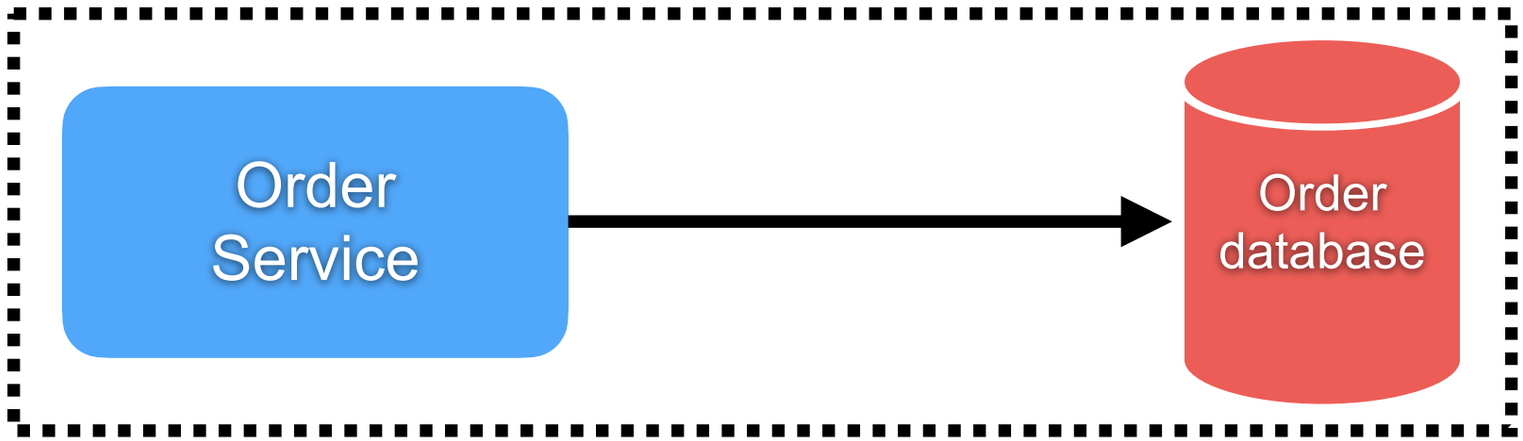


Microservices

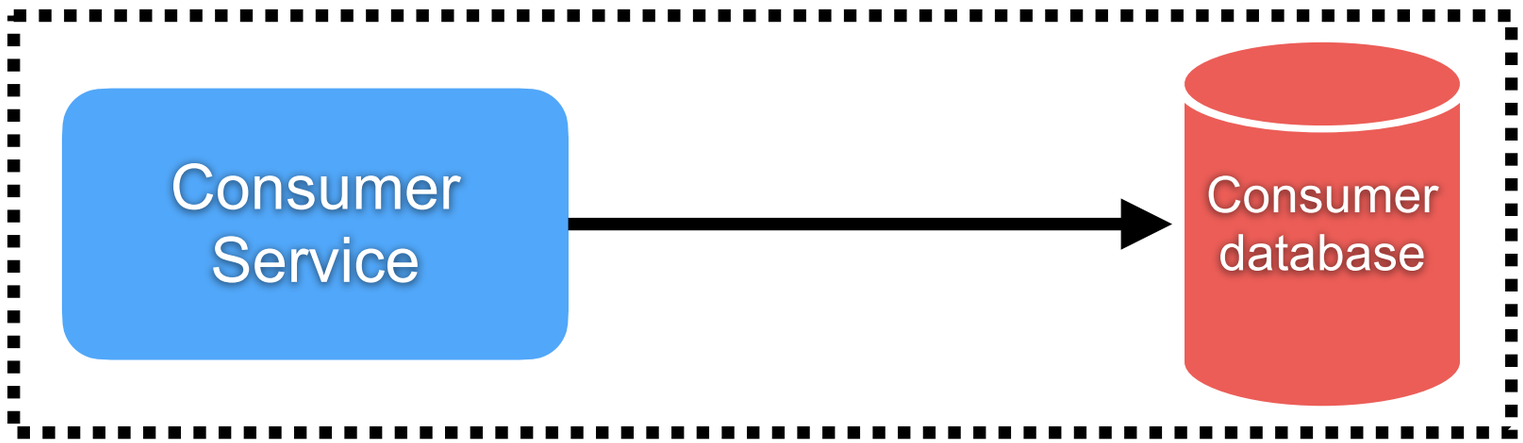
Database per service



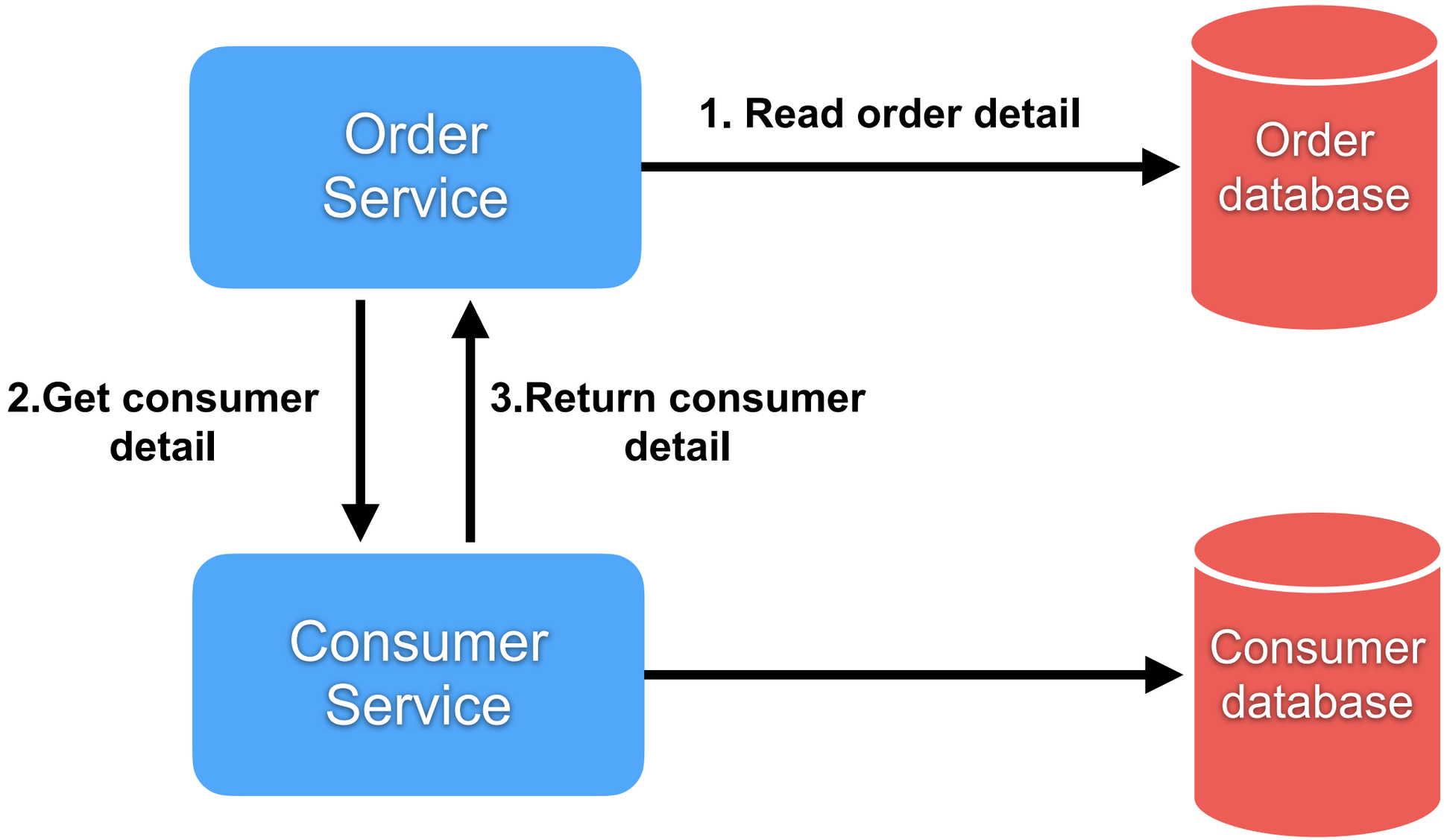
Database per service



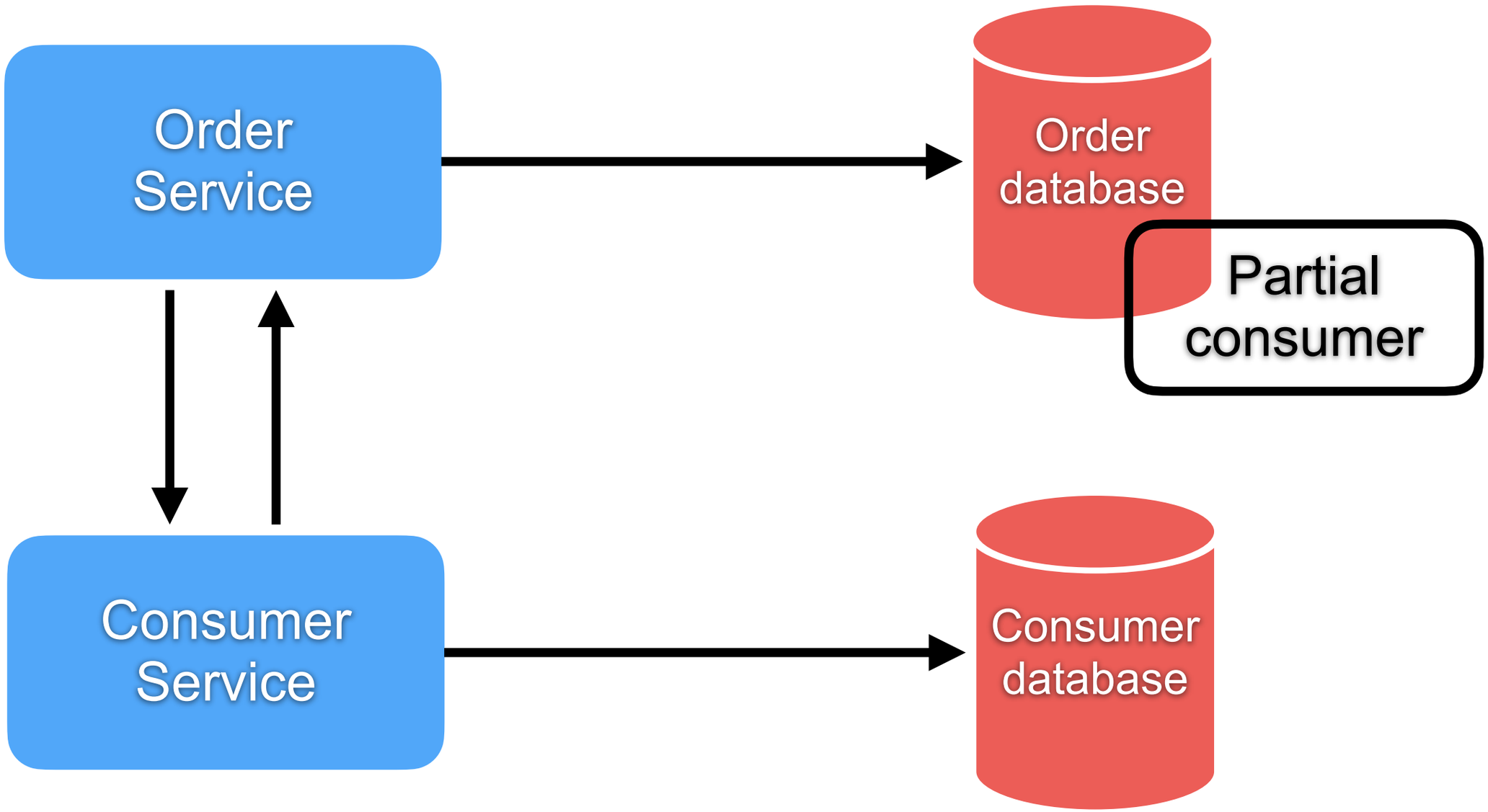
Strong Boundary



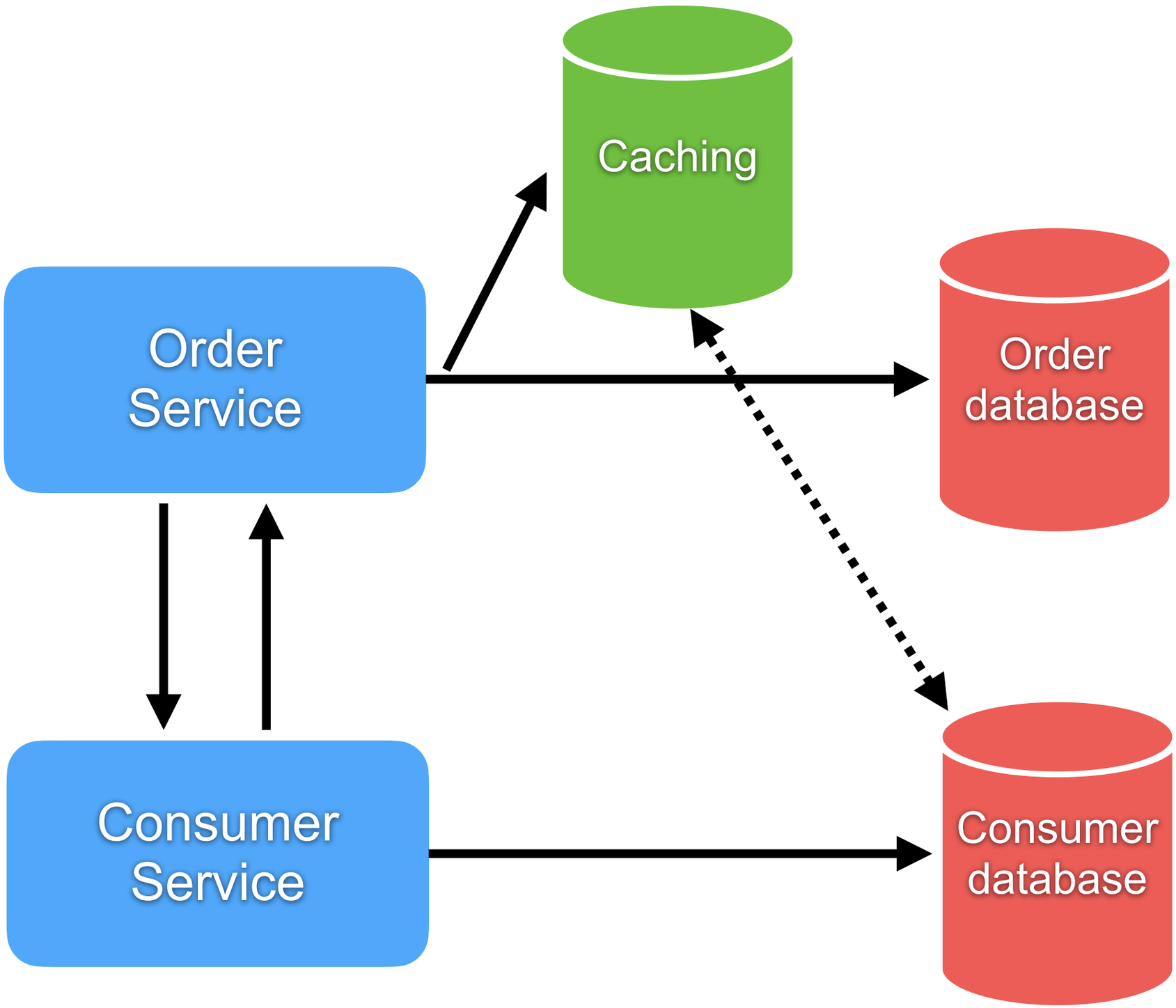
Loose coupling = encapsulation data



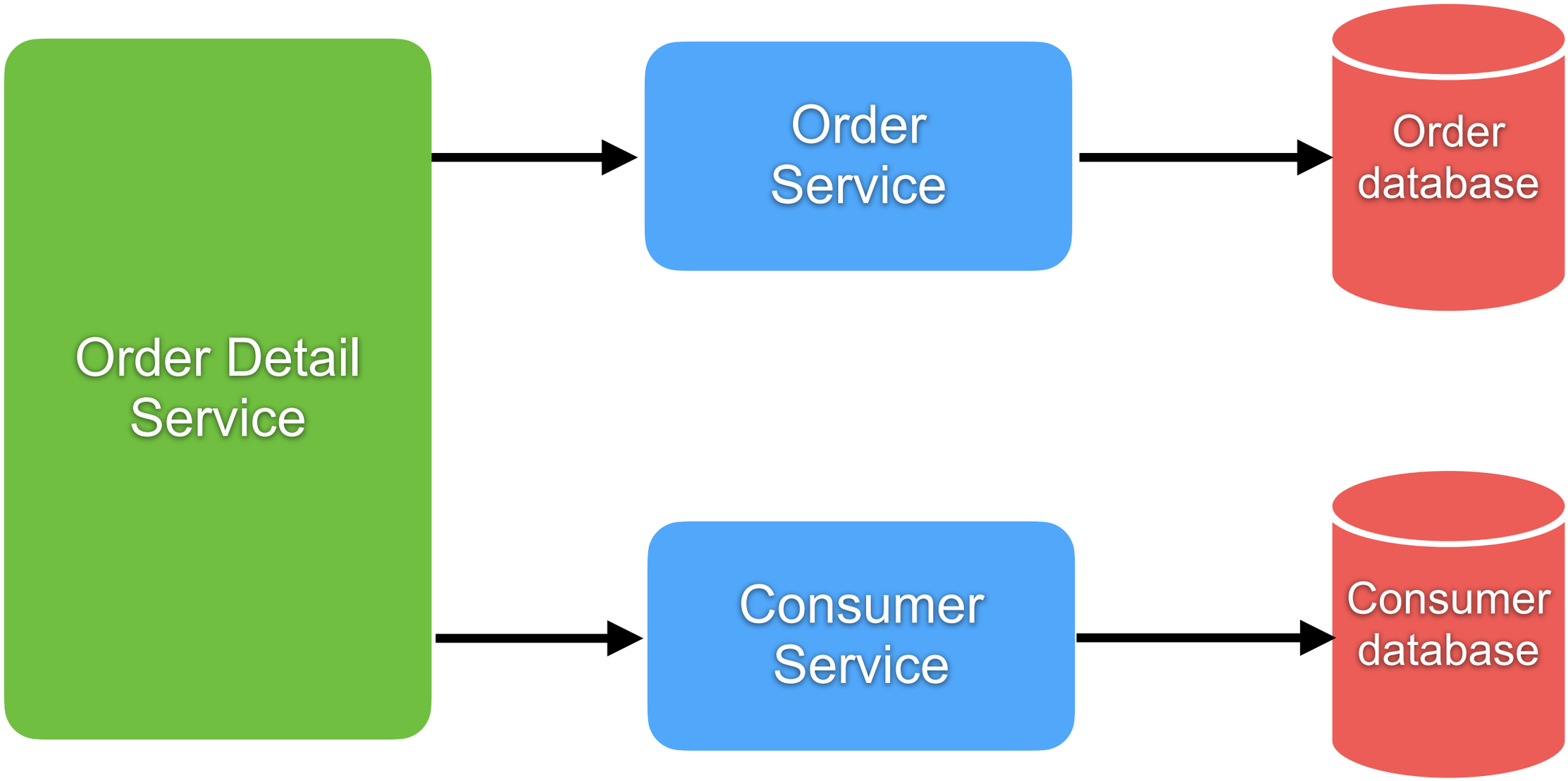
Store partial data



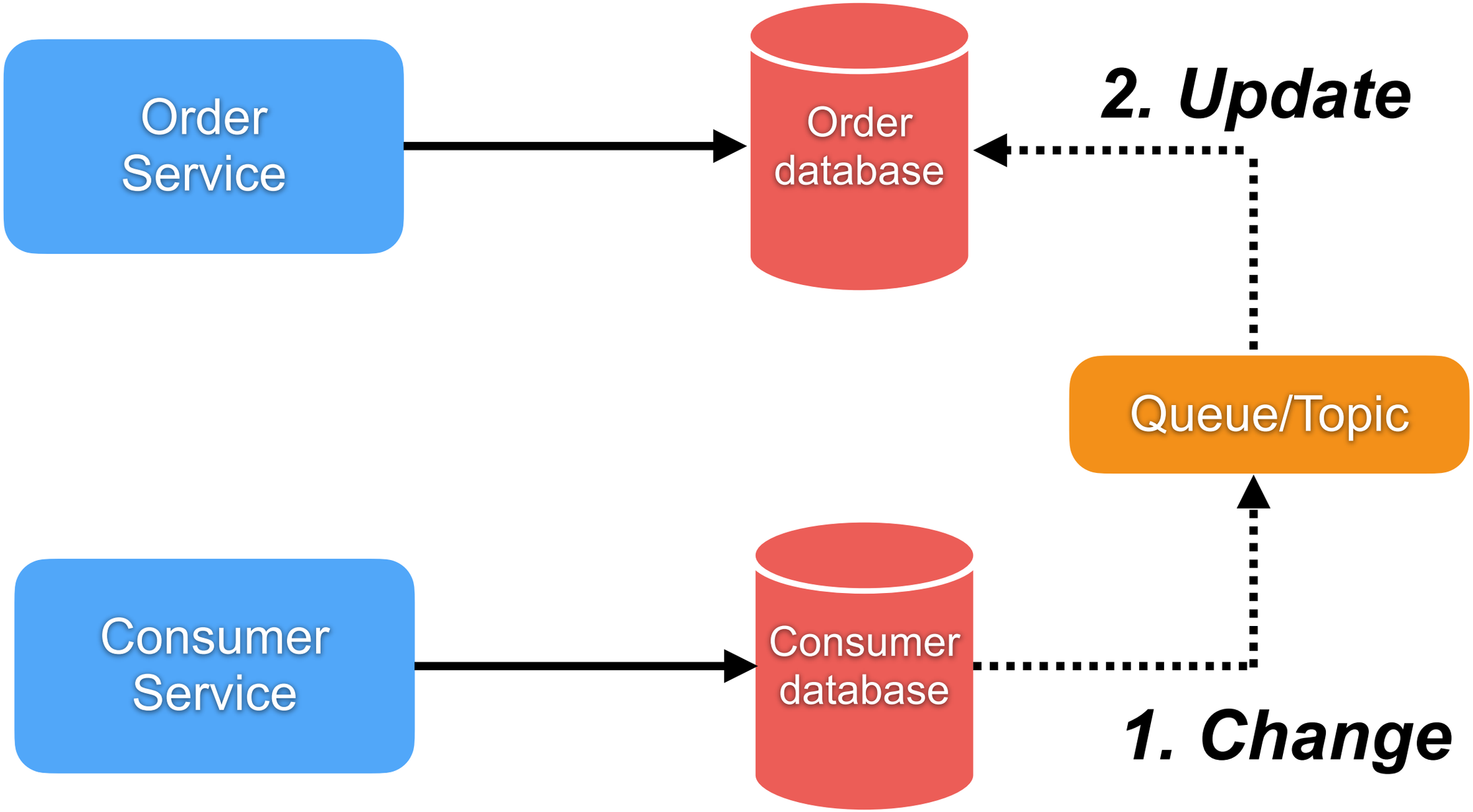
Caching data



Order detail orchestration service



Use messaging to shared data



Database per service

High complexity

Query data across multiple databases

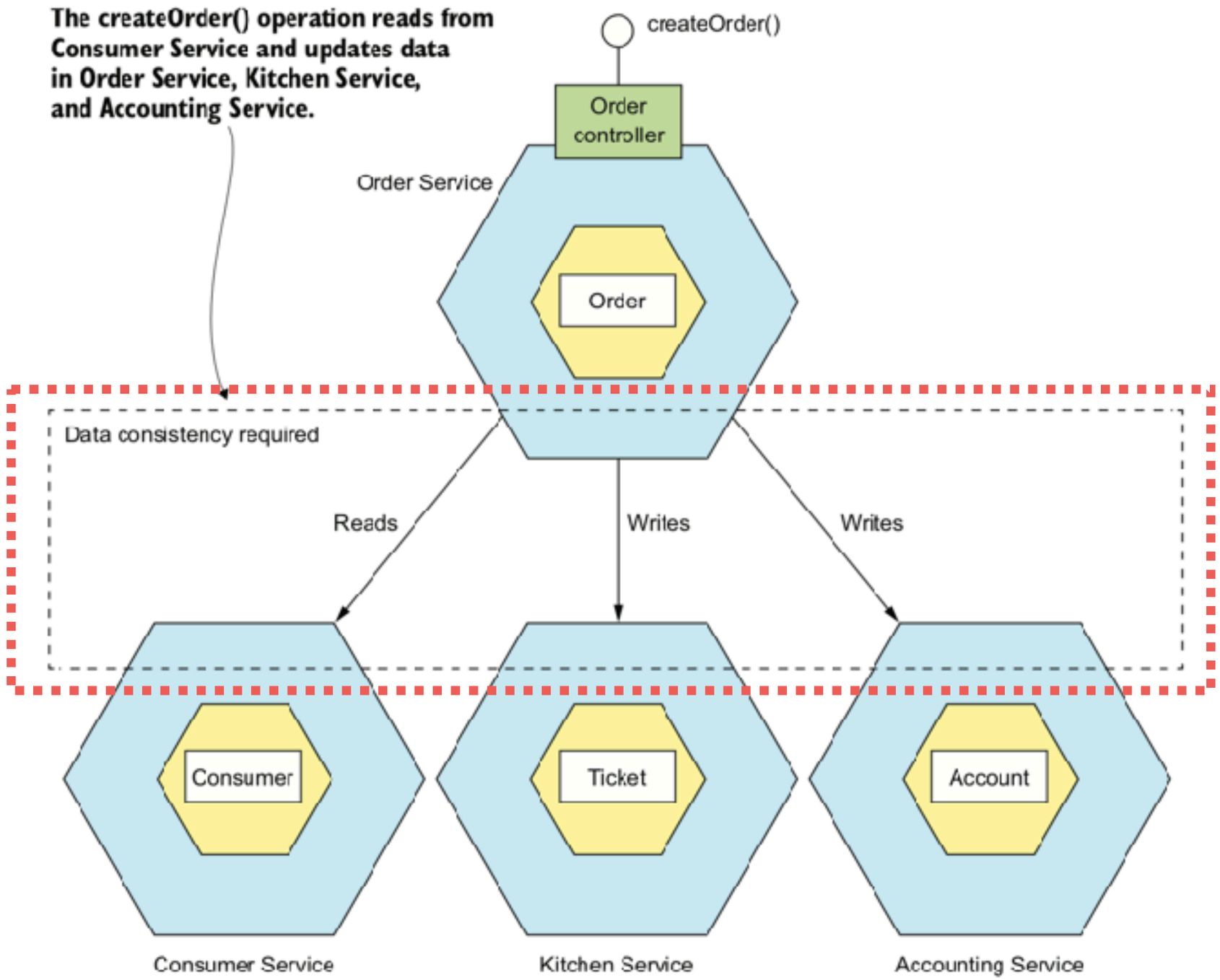
Challenge “How to join data ?”

Maintain database consistency

Manage transaction ?

Manage data consistency ?

Distributed process failure !!



Can’t use ACID transaction !!

A - Atomicity

All or Nothing Transactions

C - Consistency

Guarantees Committed Transaction State

I - Isolation

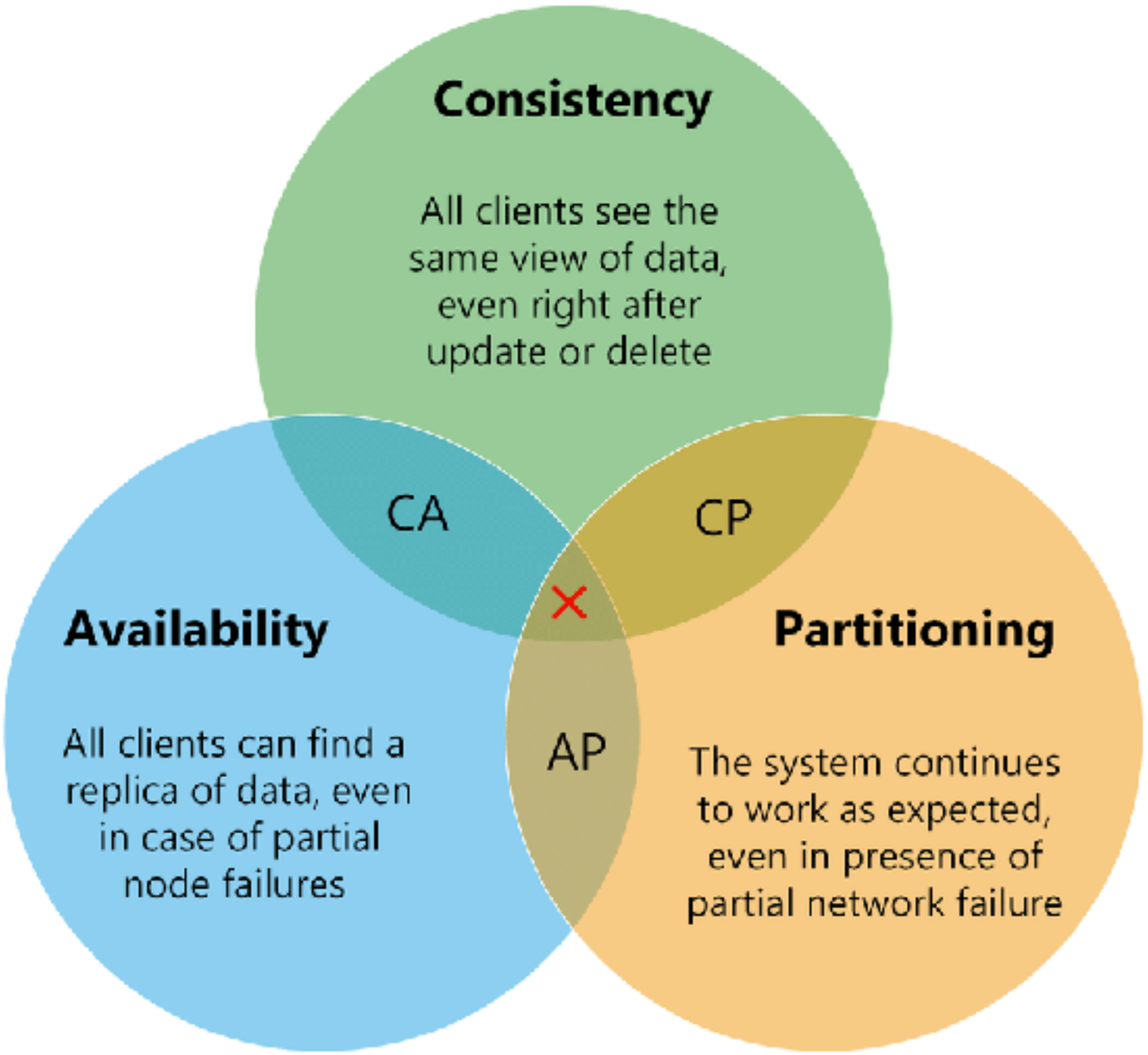
Transactions are Independent

D – Durability

Committed Data is Never Lost

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

CAP Theorem



BASE

Basic **A**vailable

Soft state

Eventually consistent

ACID vs BASE

ACID	BASE
Scale up (vertical)	Scale out (horizontal)
Strong consistency	Weak/Eventual consistency
Isolation	Last write win, availability first
Transaction	Application transaction
Fix schema	Flexible schema
Expensive joins and relations	Free

Distributed transaction

Common approach is Two-phase commit(2PC)

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

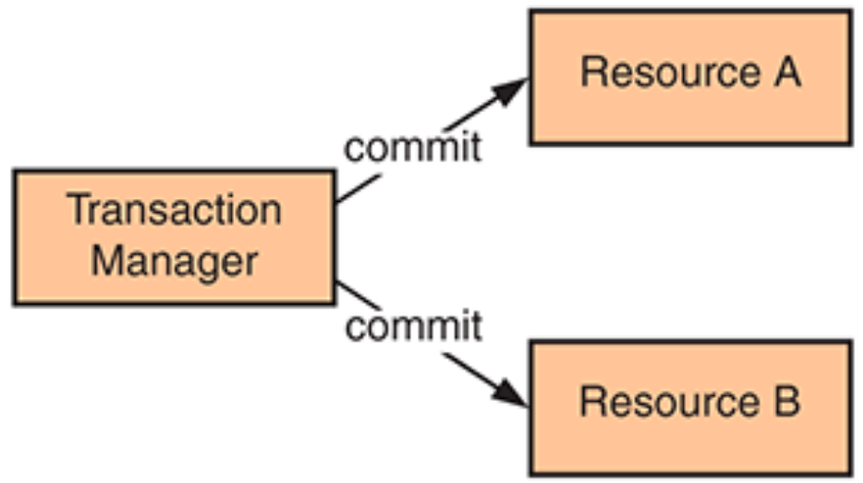
1. Prepare

2. Commit

Two-phase commit

Phase 1: prepare

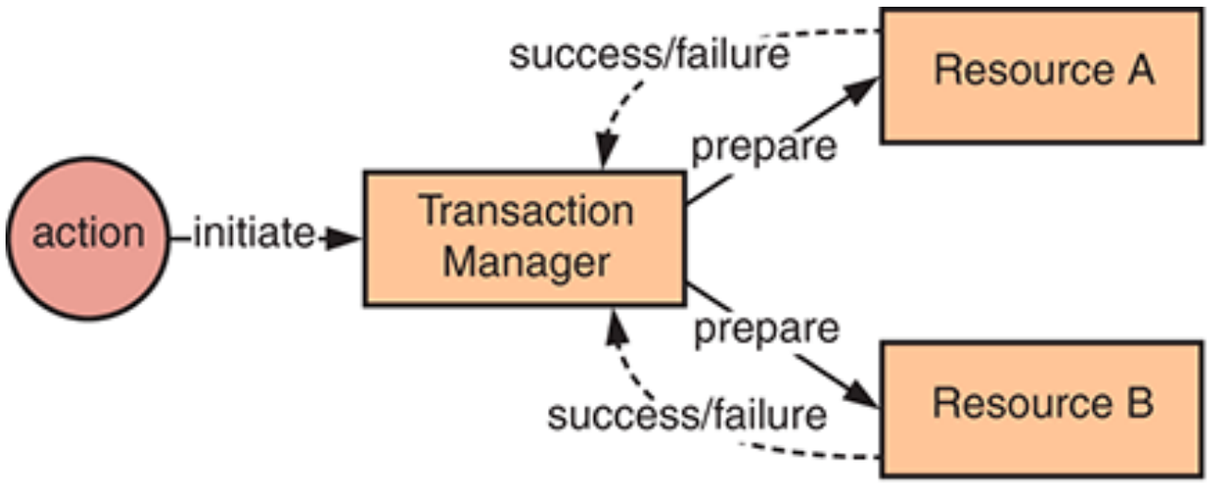
In the **prepare** phase, the transaction manager instructs resources to prepare their relevant action.



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

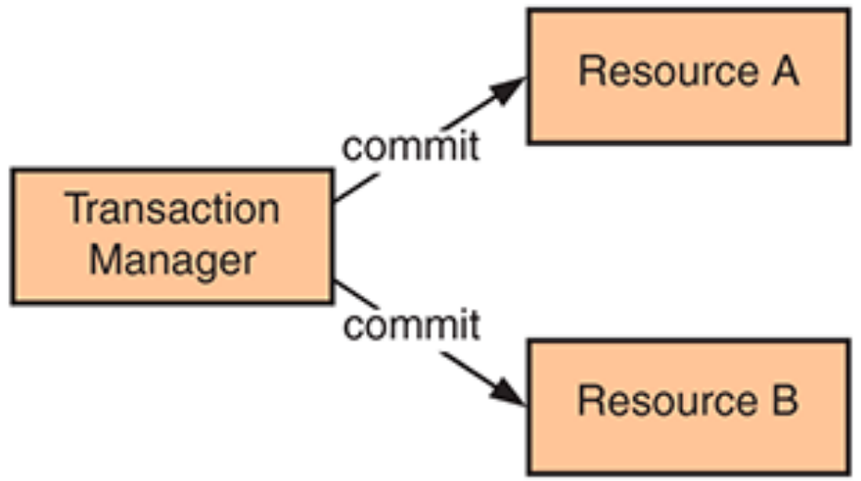
https://en.wikipedia.org/wiki/Two-phase_commit_protocol

Two-phase commit



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

Phase 2: commit



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

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

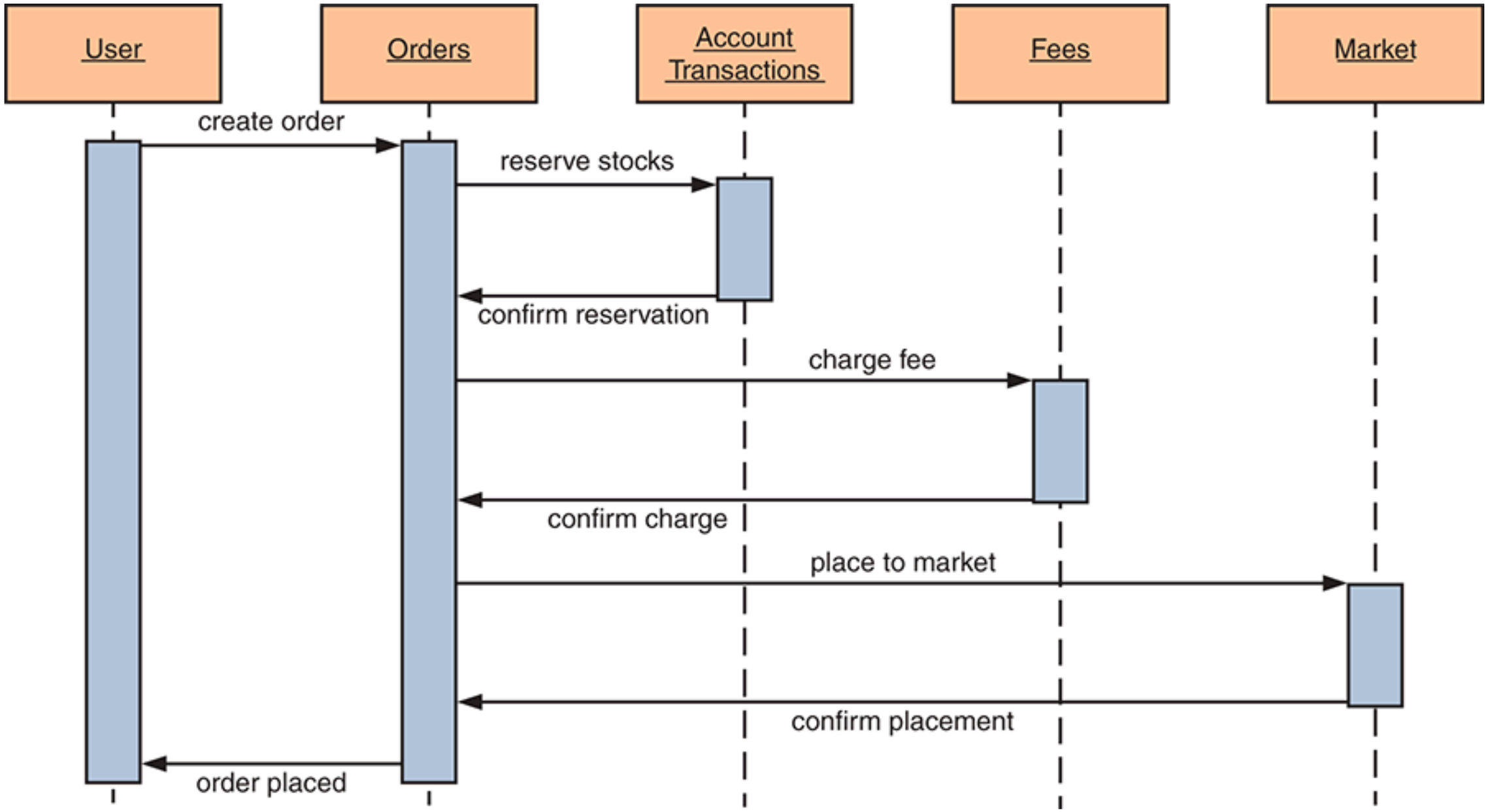
Inappropriate for long-running operations

Increase risk of contention and deadlock

We need …

Don’t need distributed transaction
Reduce complexity of code
Reliable

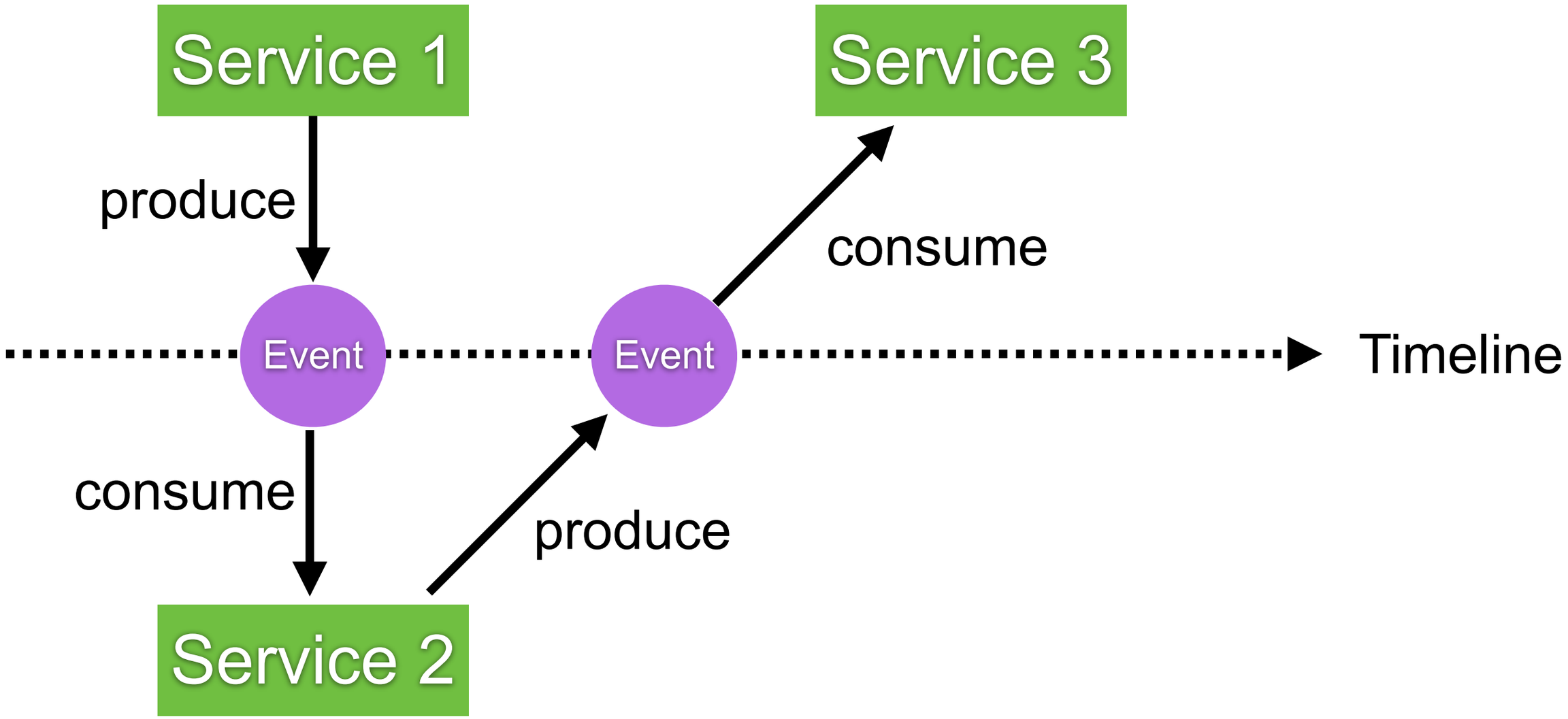
Synchronous process



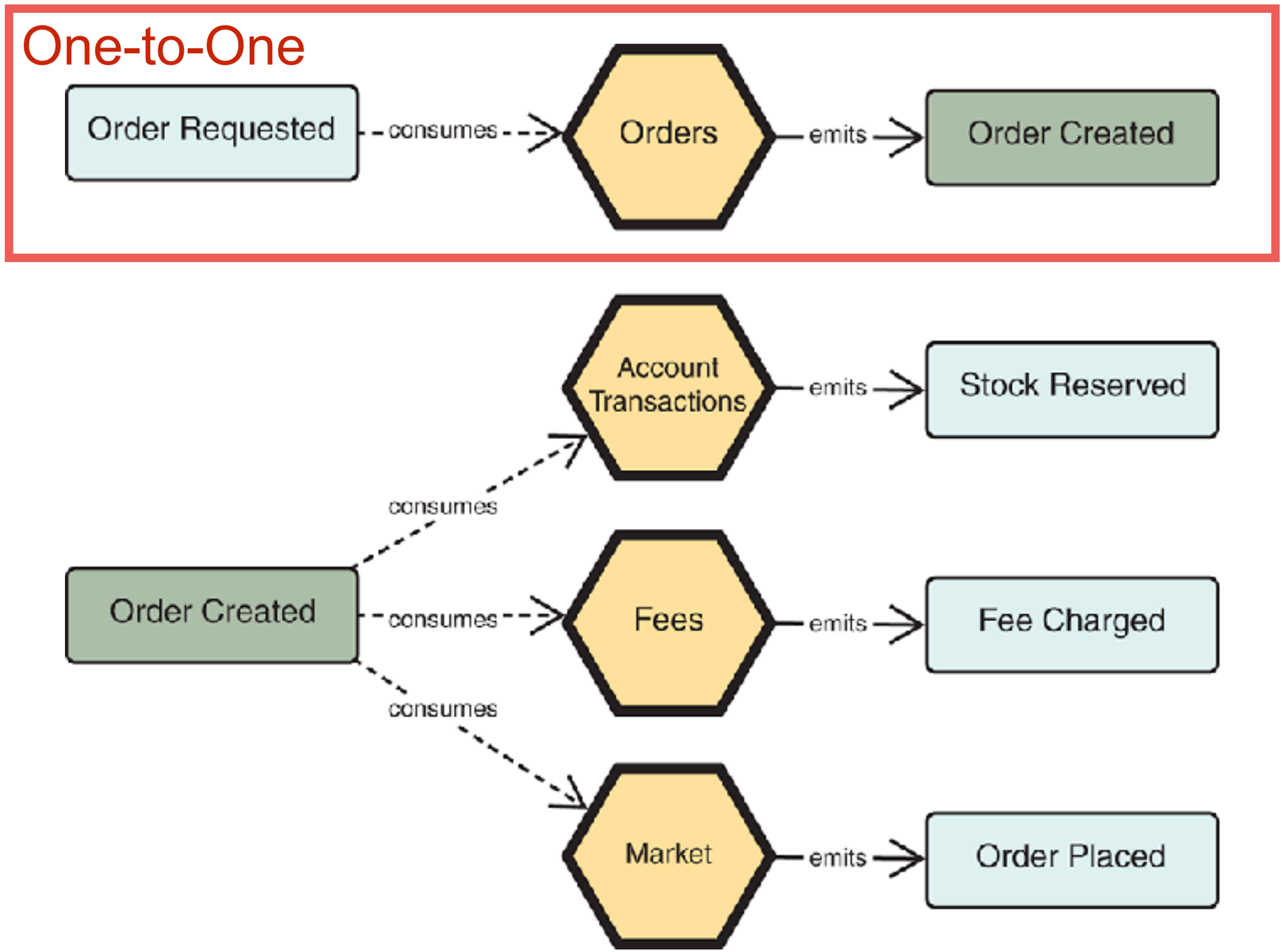
Event-Driven communication

Choreography pattern

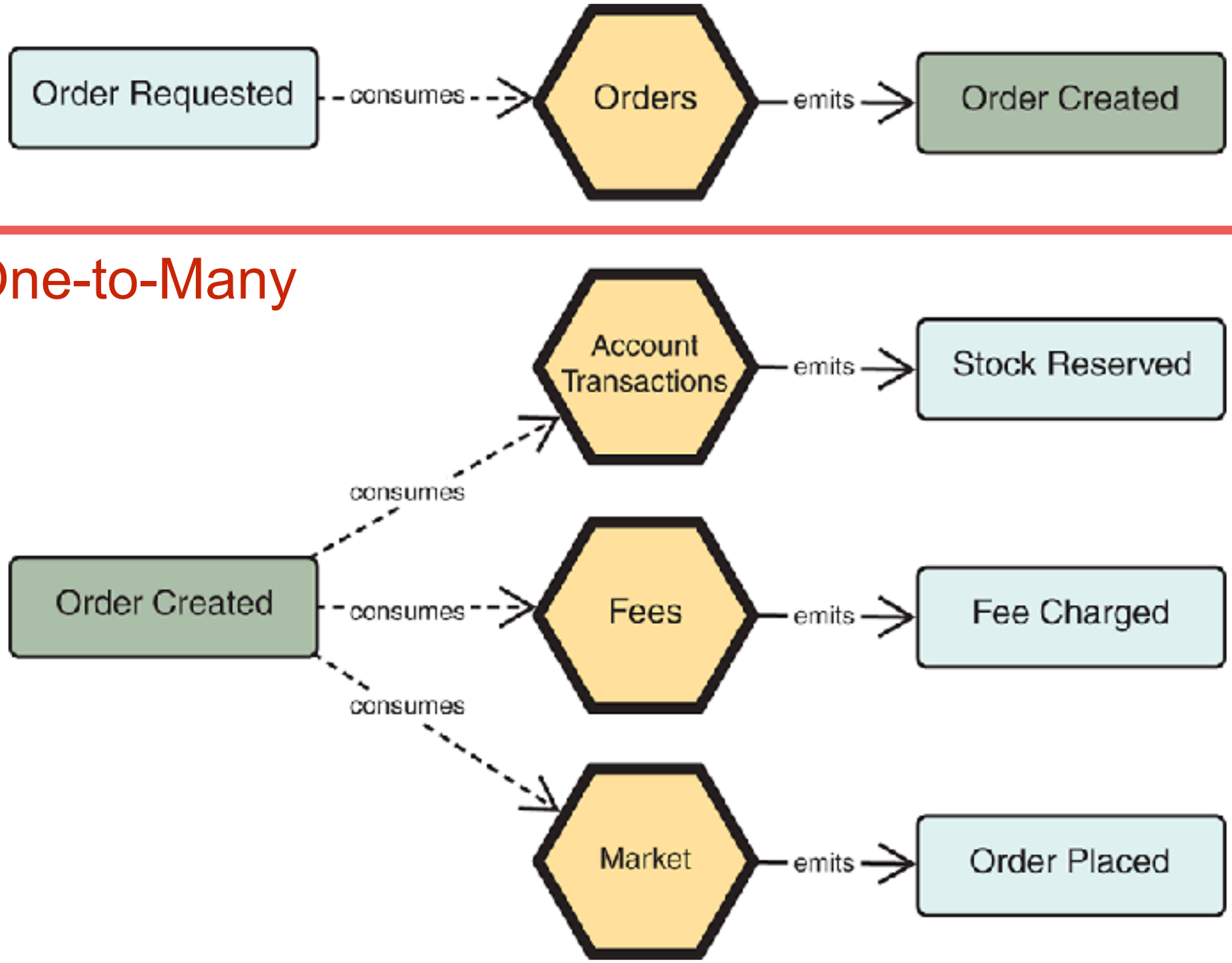
Sequence of Tx and emit **event** or **message** that trigger the next process in Tx



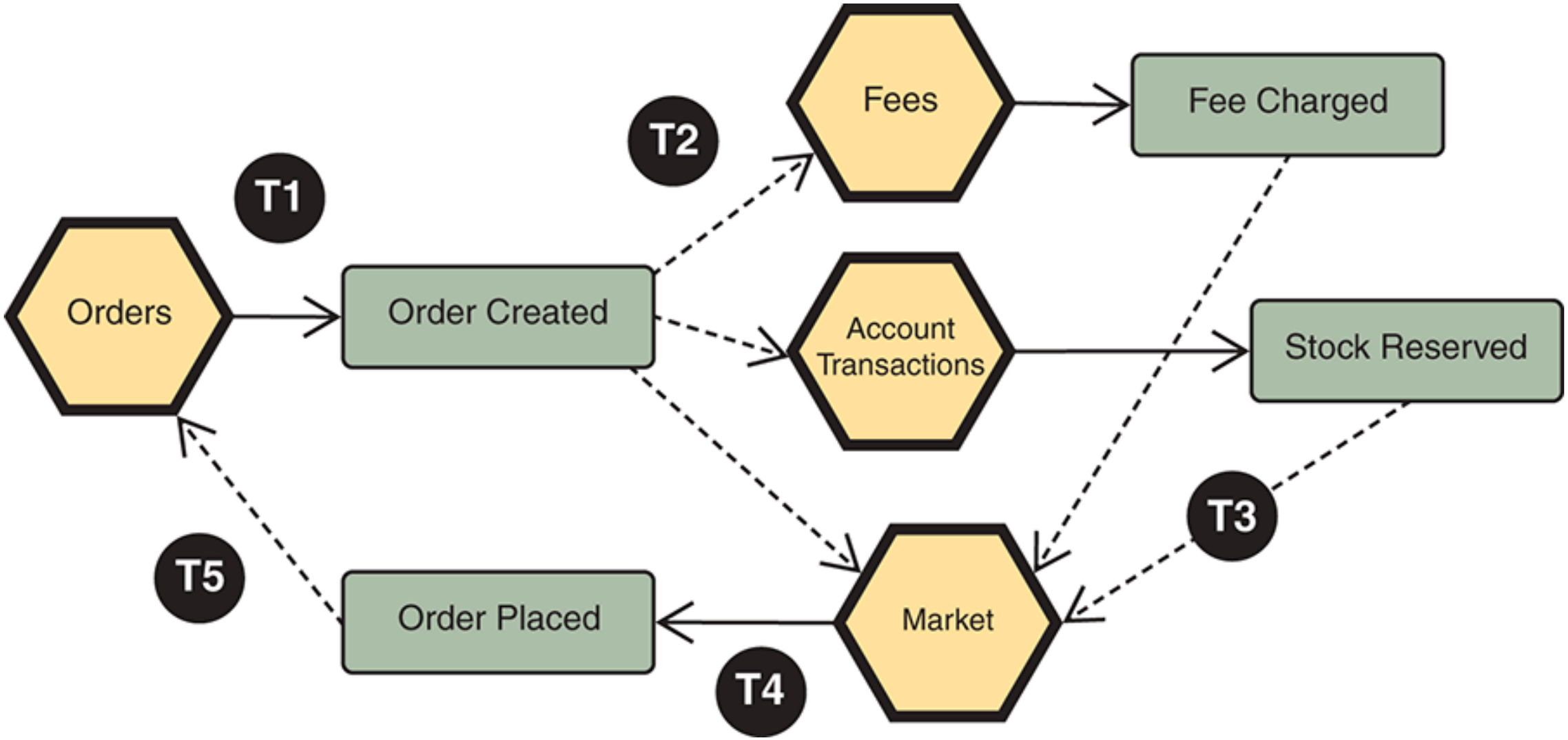
Service consume and emit event



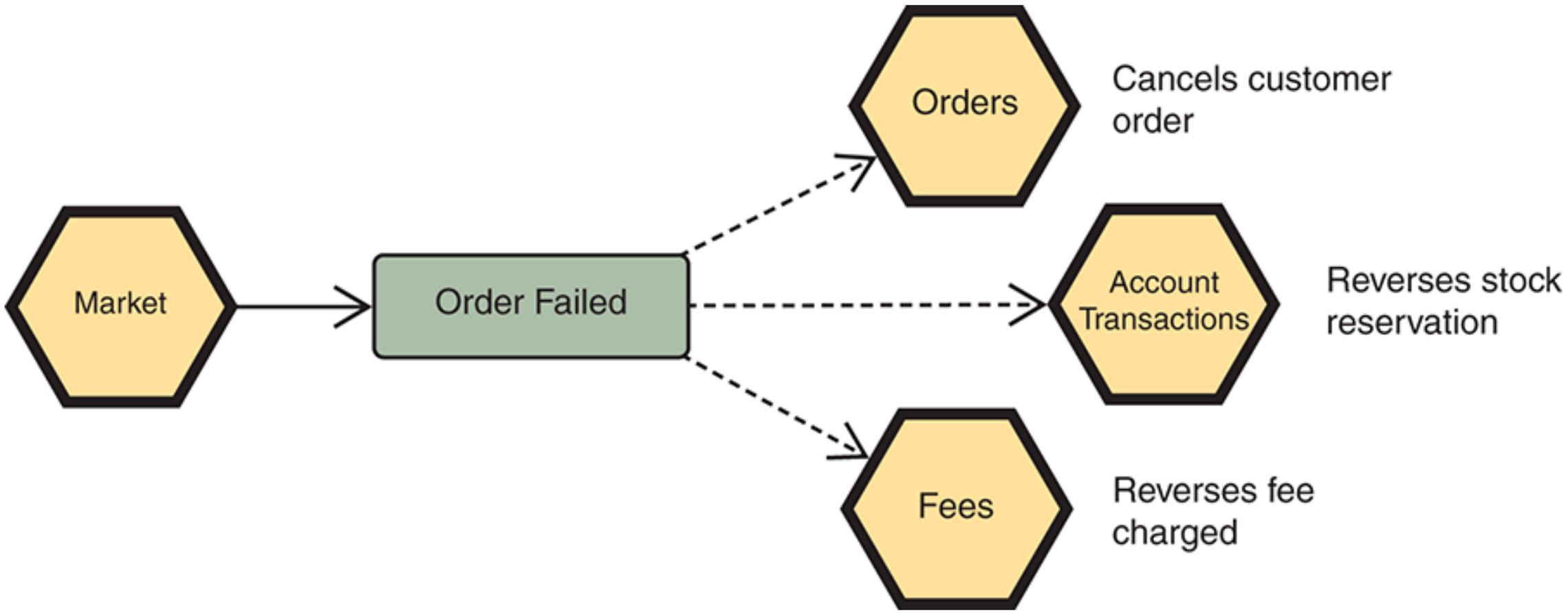
Service consume and emit event



Example (Success)

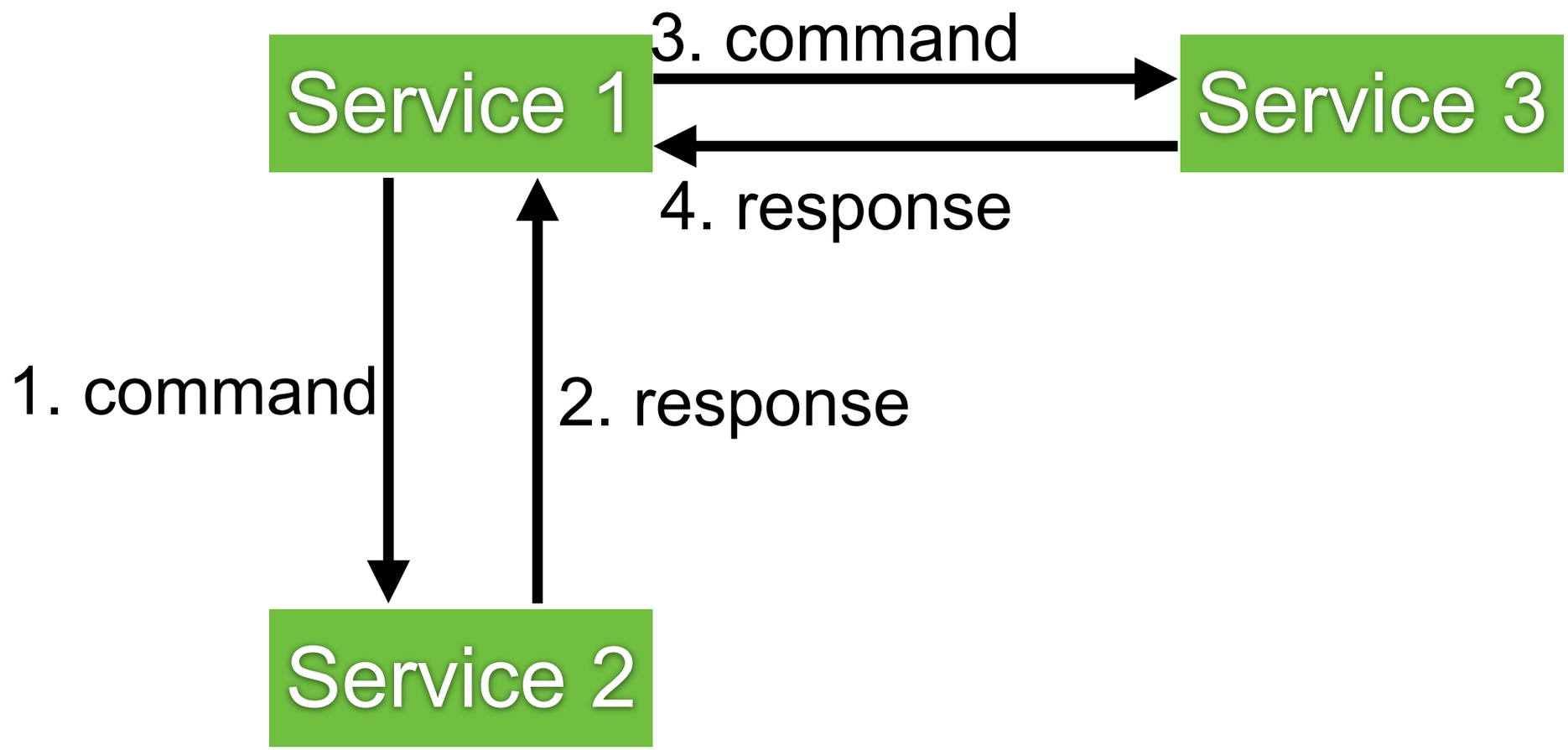


Example (Fail)

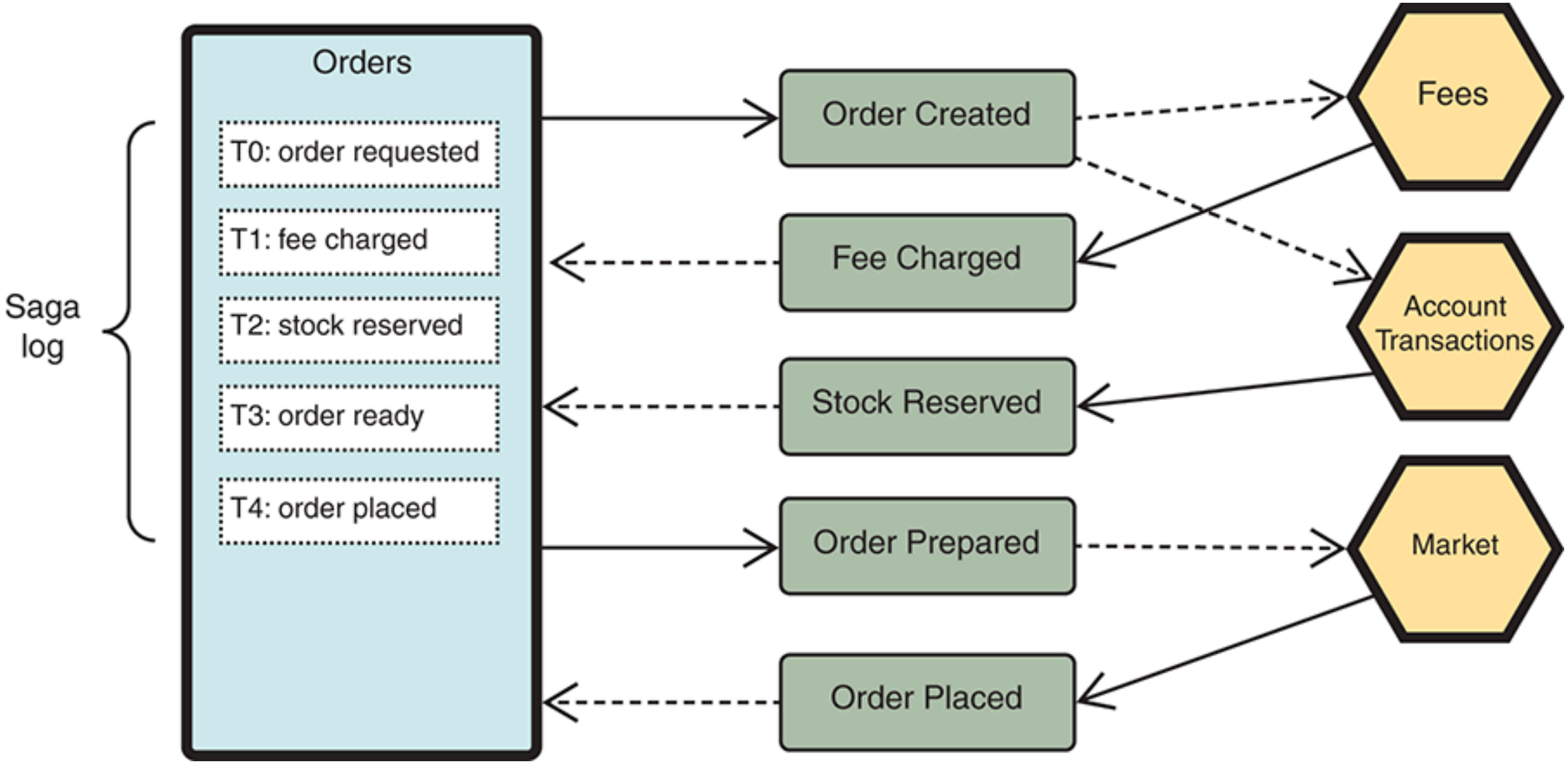


Orchestrate pattern

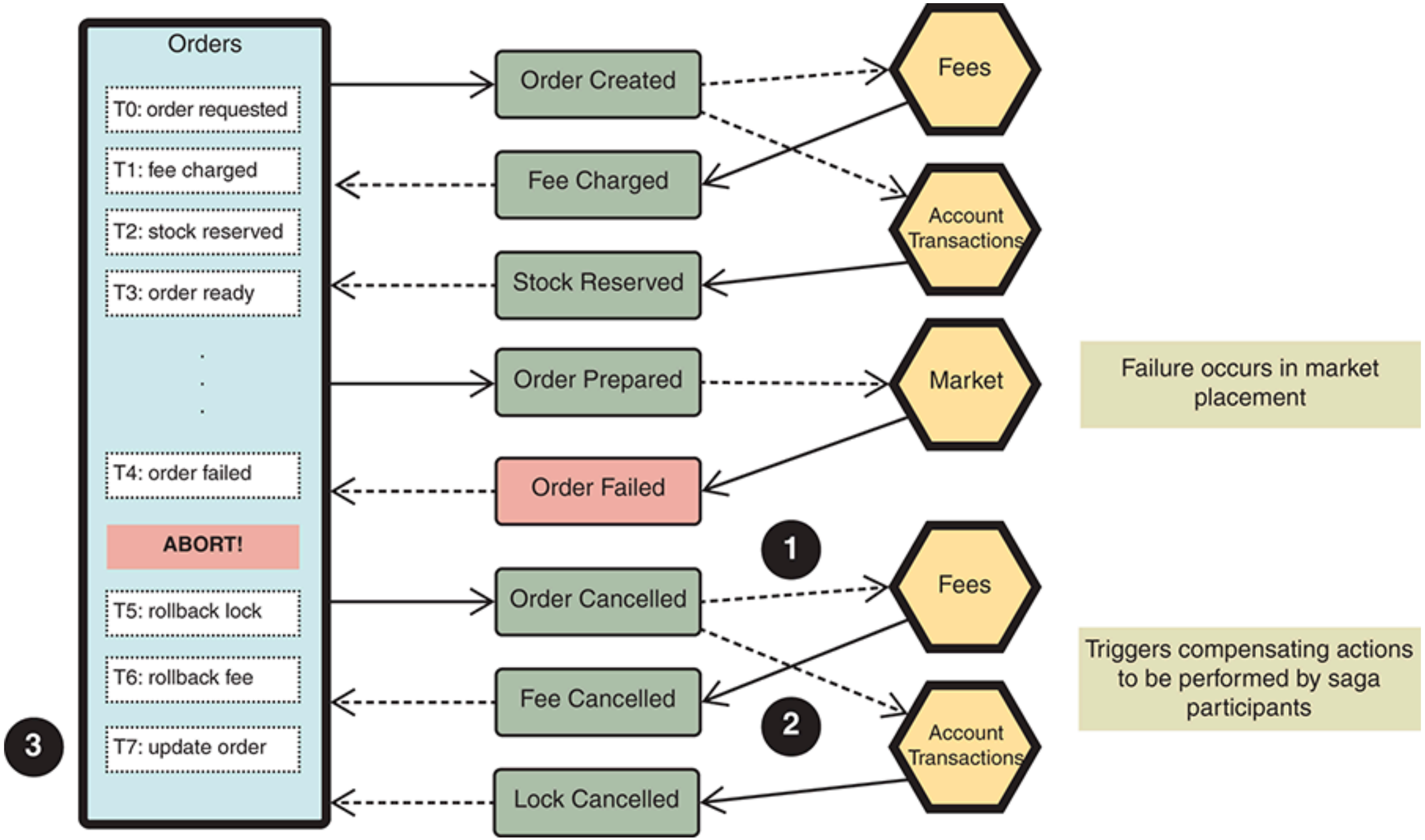
Sequence of Tx and emit **event** or **message** that trigger the next process in Tx



Example (Success)



Example (Fail)



Consistency patterns

Name	Strategy
Compensating action	Perform action that undo prior action(s)
Retry	Retry until success of 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”

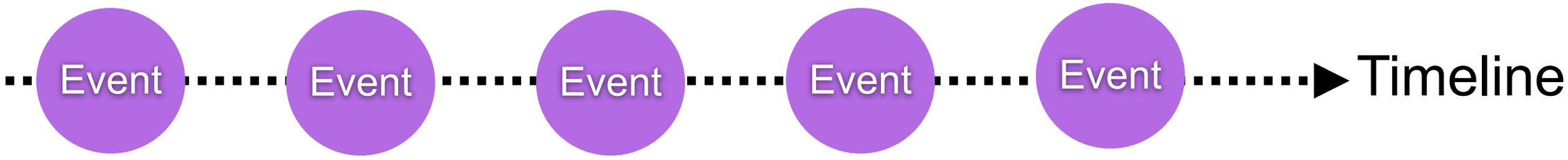
Message vs Event

Message is addressed to someone

Event is something that happen and someone can react to that

Event sourcing

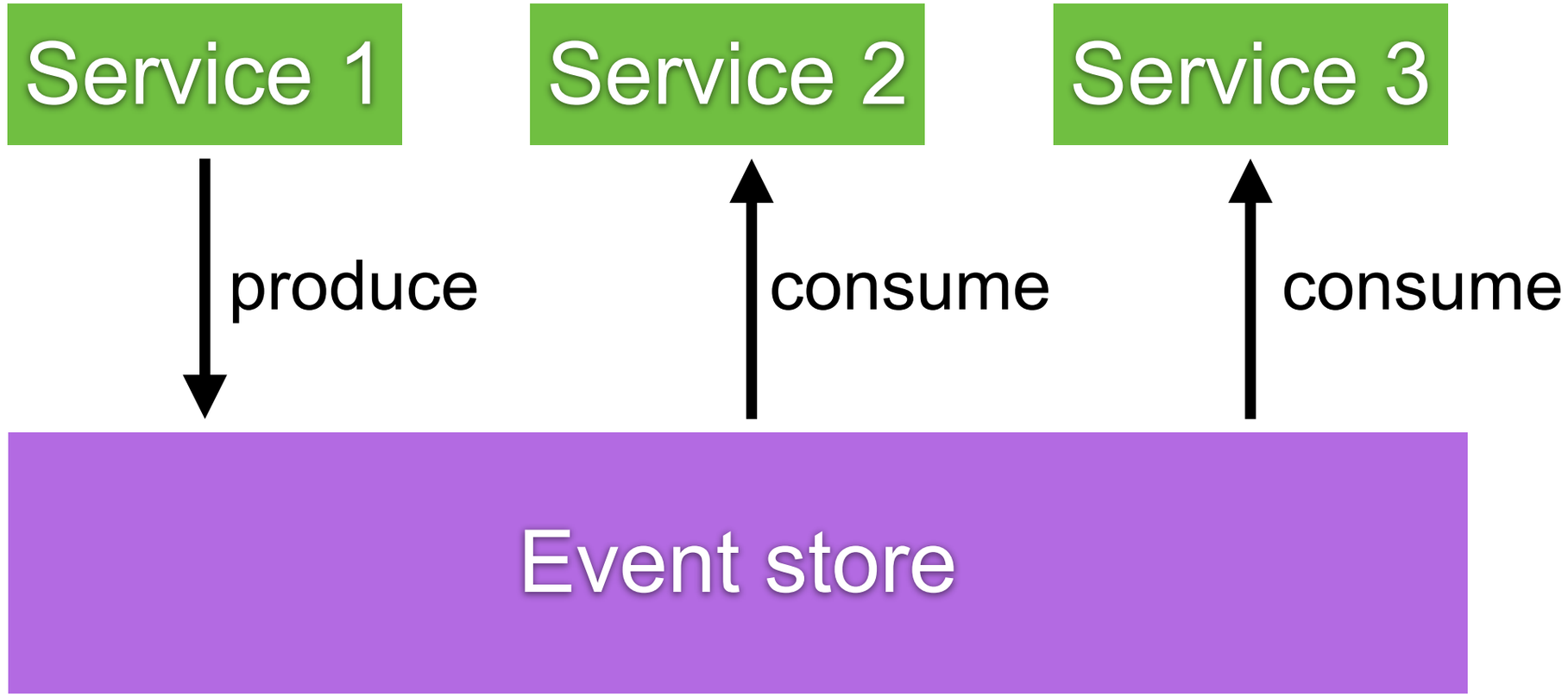
Maintain source of truth of business
Immutable sequence of events



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

Event store

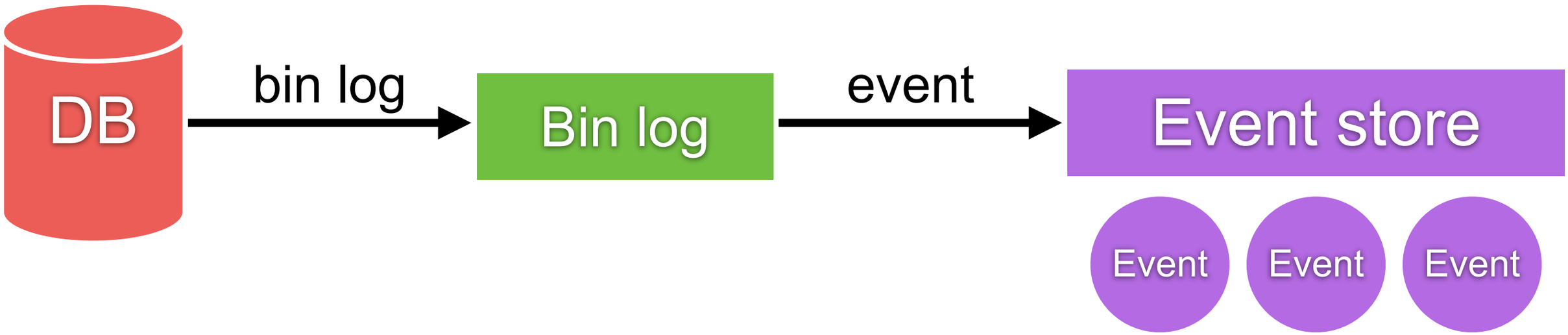
Keep events in order
Broadcast new event



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

Event sourcing with database

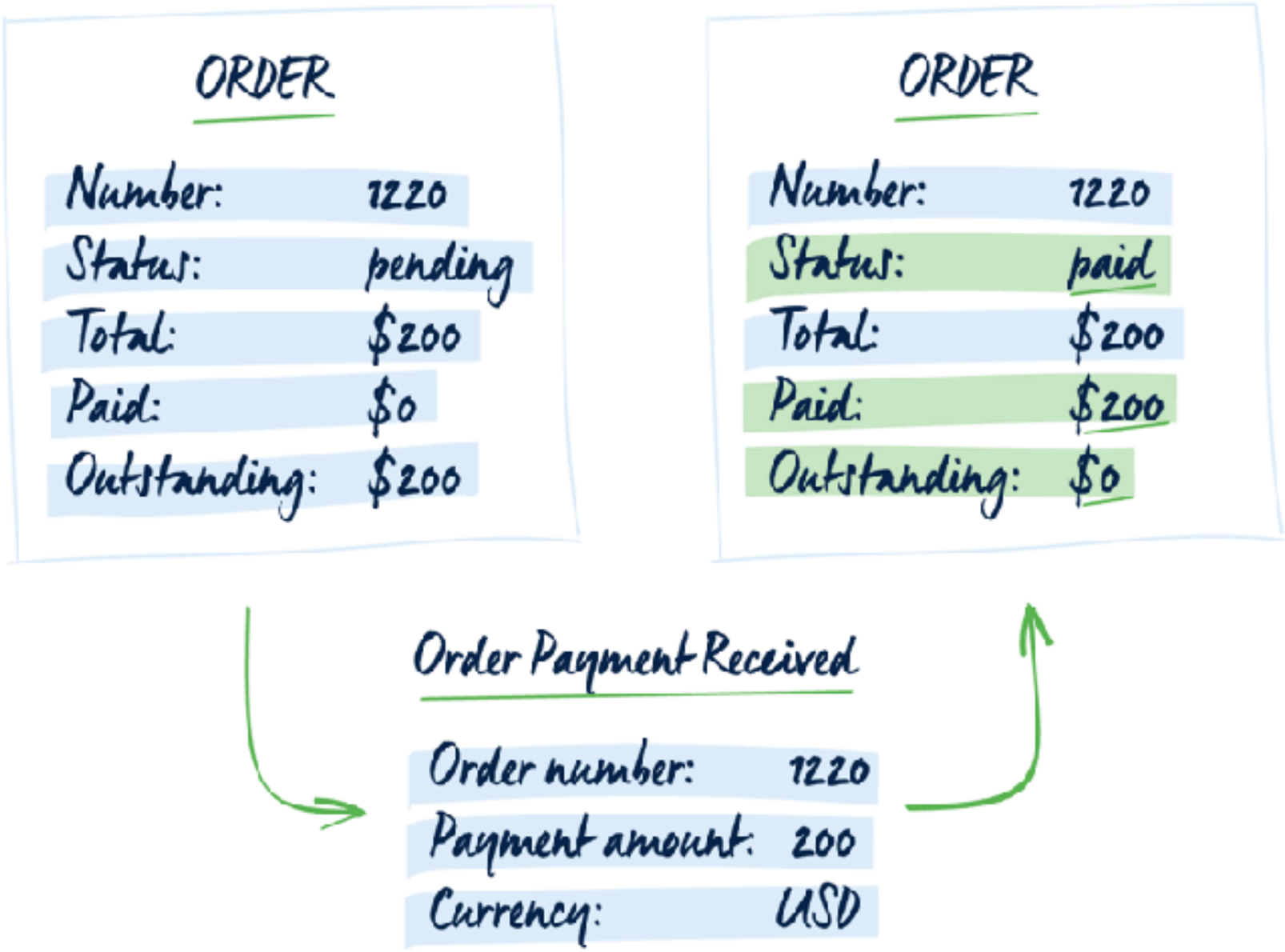
Working with database



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

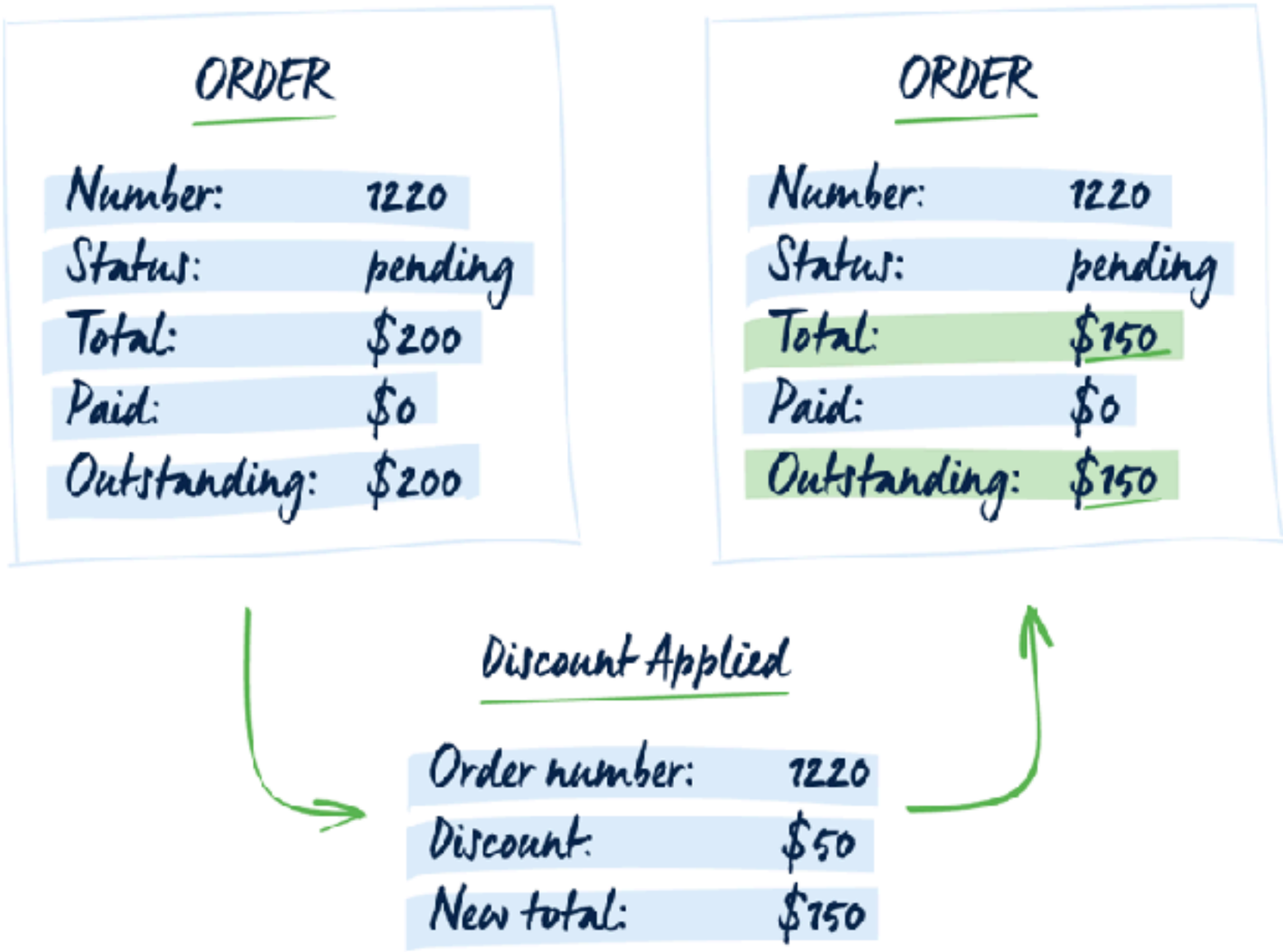
Example of Events

Order payment



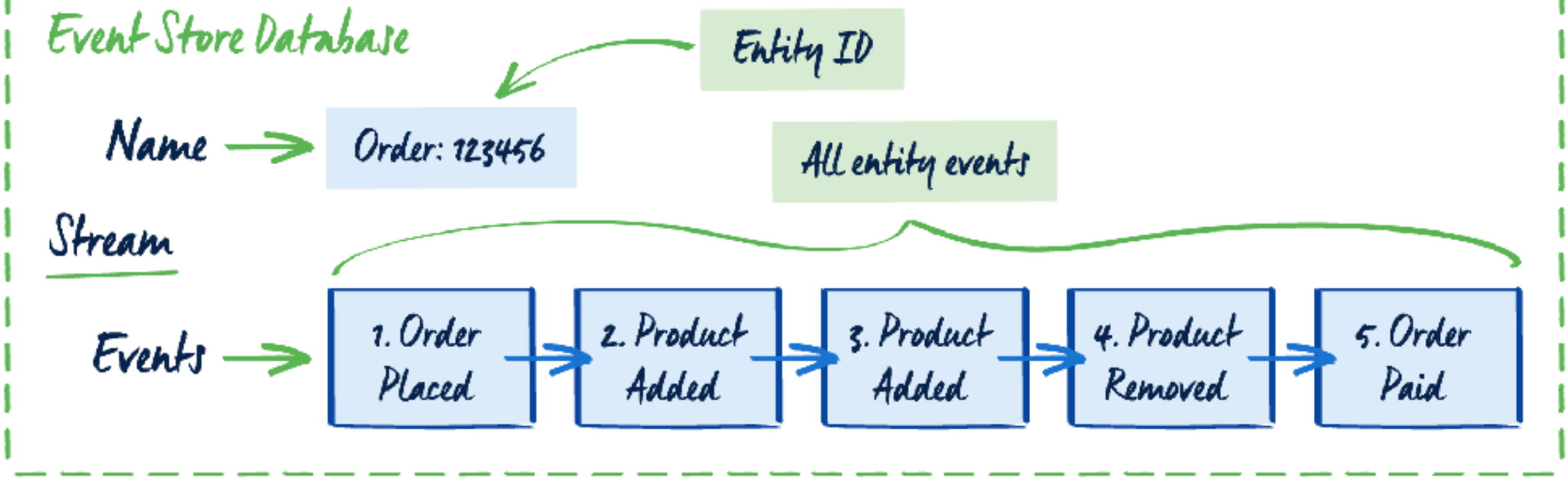
https://www.eventstore.com/event-sourcing

Apply discount



https://www.eventstore.com/event-sourcing

Event sourcing



https://www.eventstore.com/event-sourcing

How to implement queries data ?

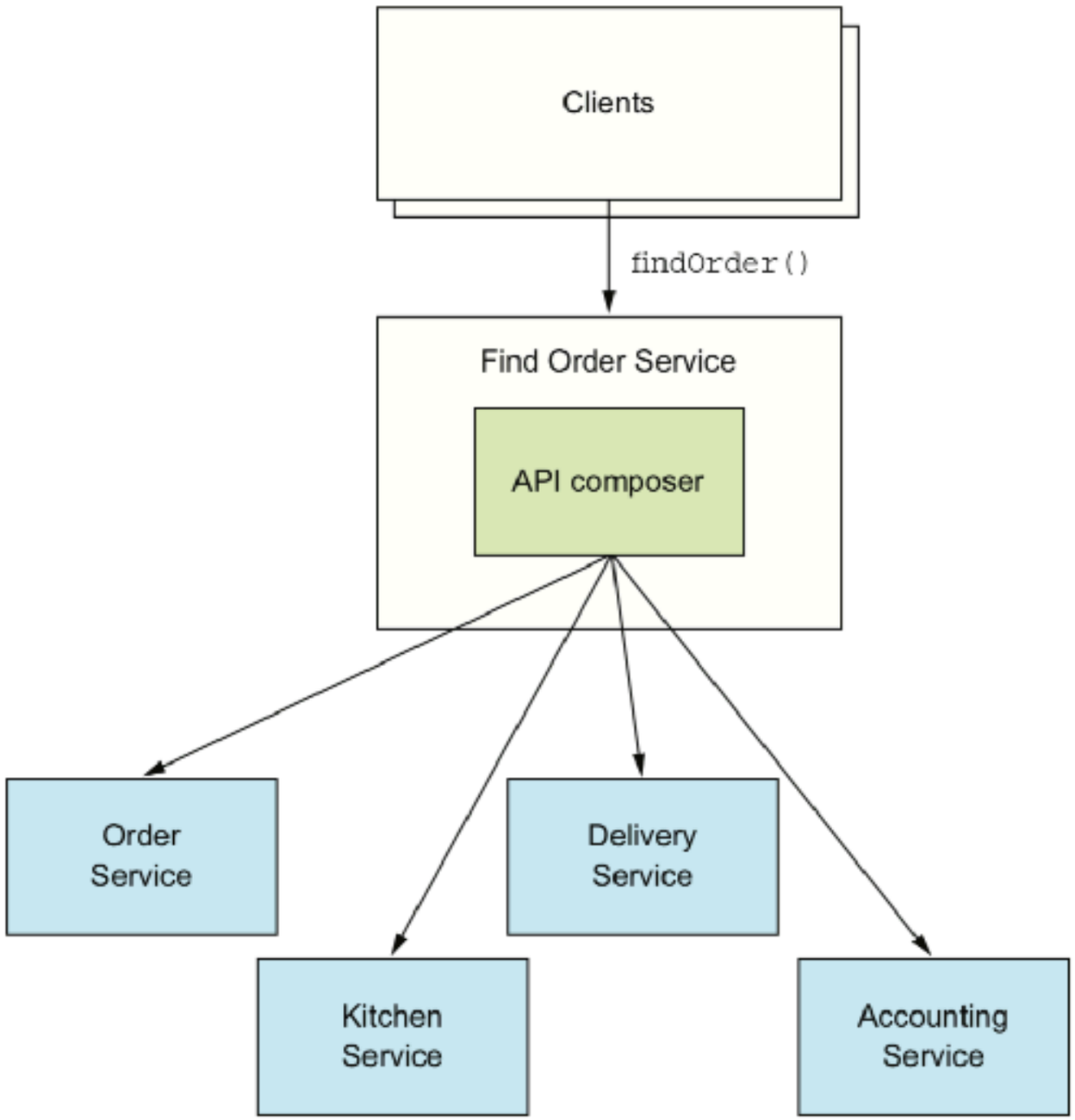
Query data from multiple services

API composition

Cold data from services

CQRS (Command Query Responsibility Segregation)

API composition pattern



Drawbacks

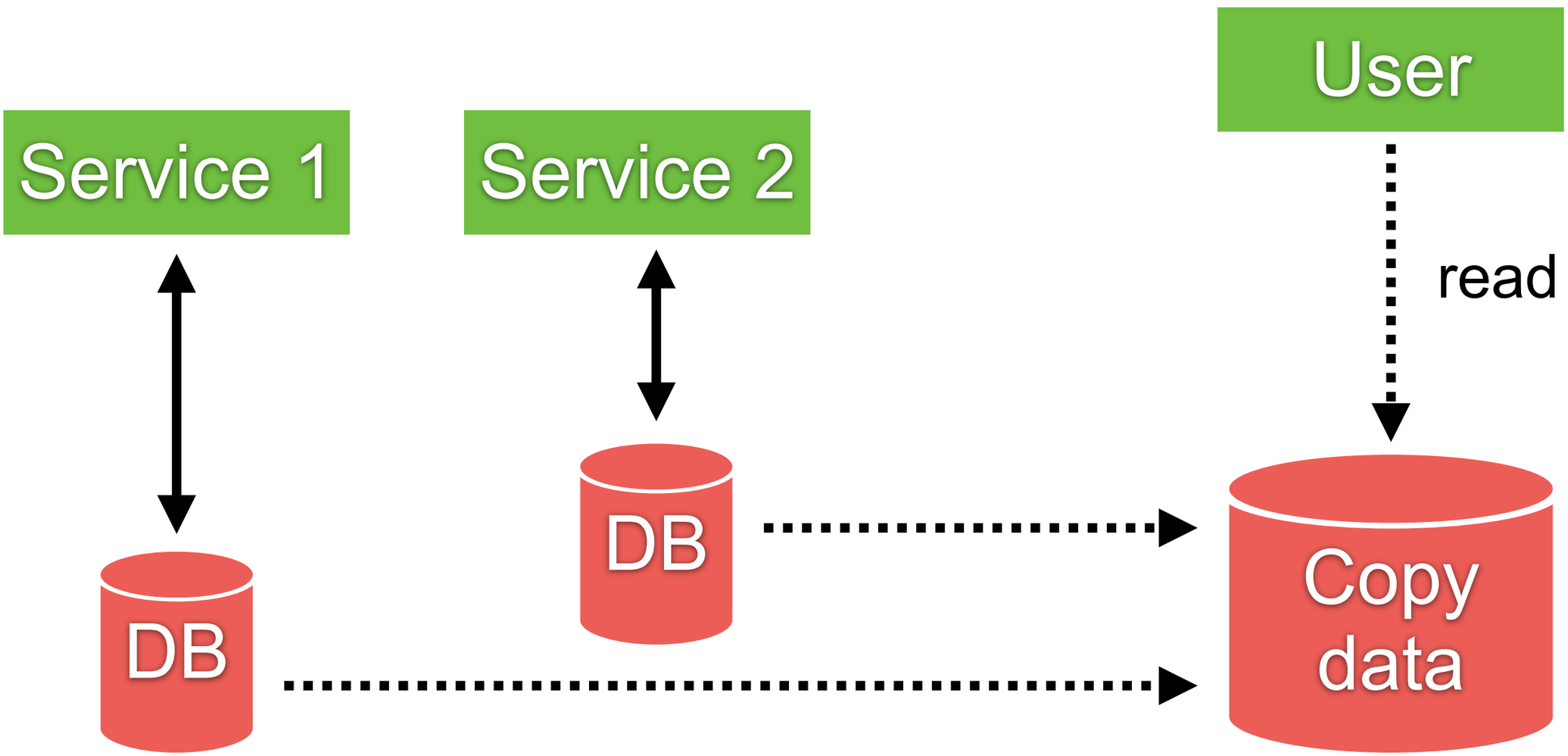
Increase overhead

Lack of transactional data consistency

Reduce availability

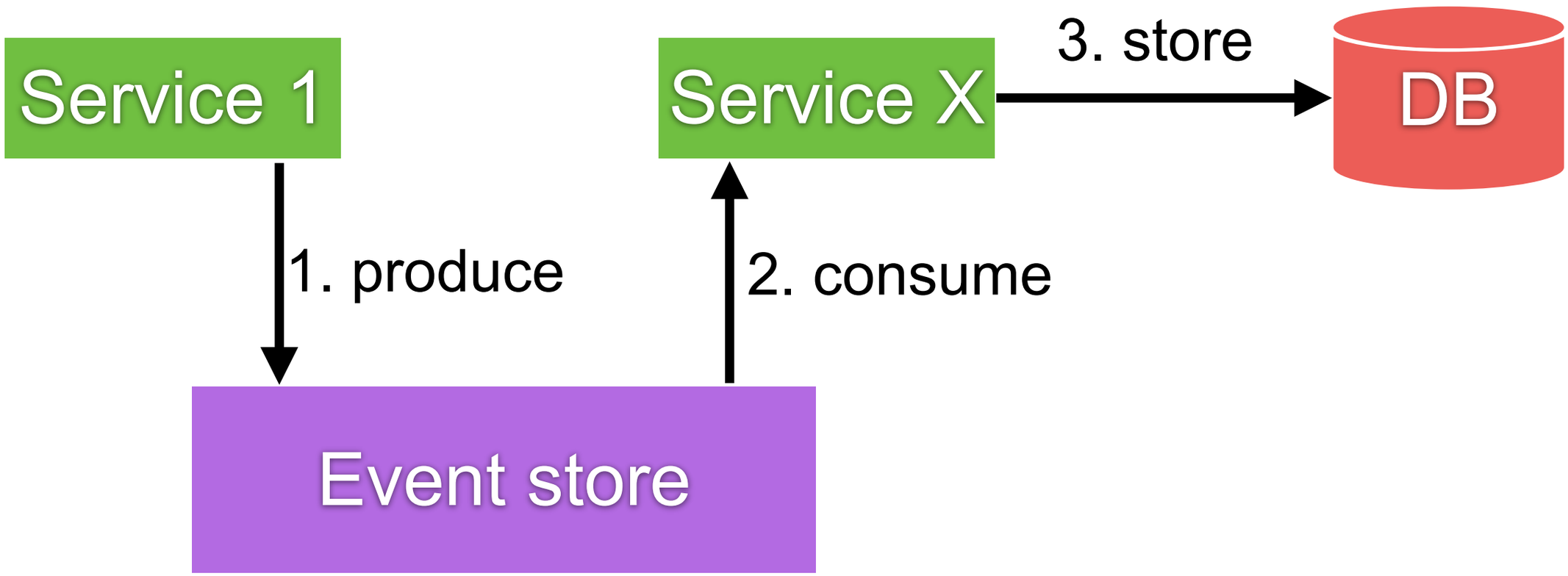
Storing copy data

Copy or caching data to other database



Working with Event-based

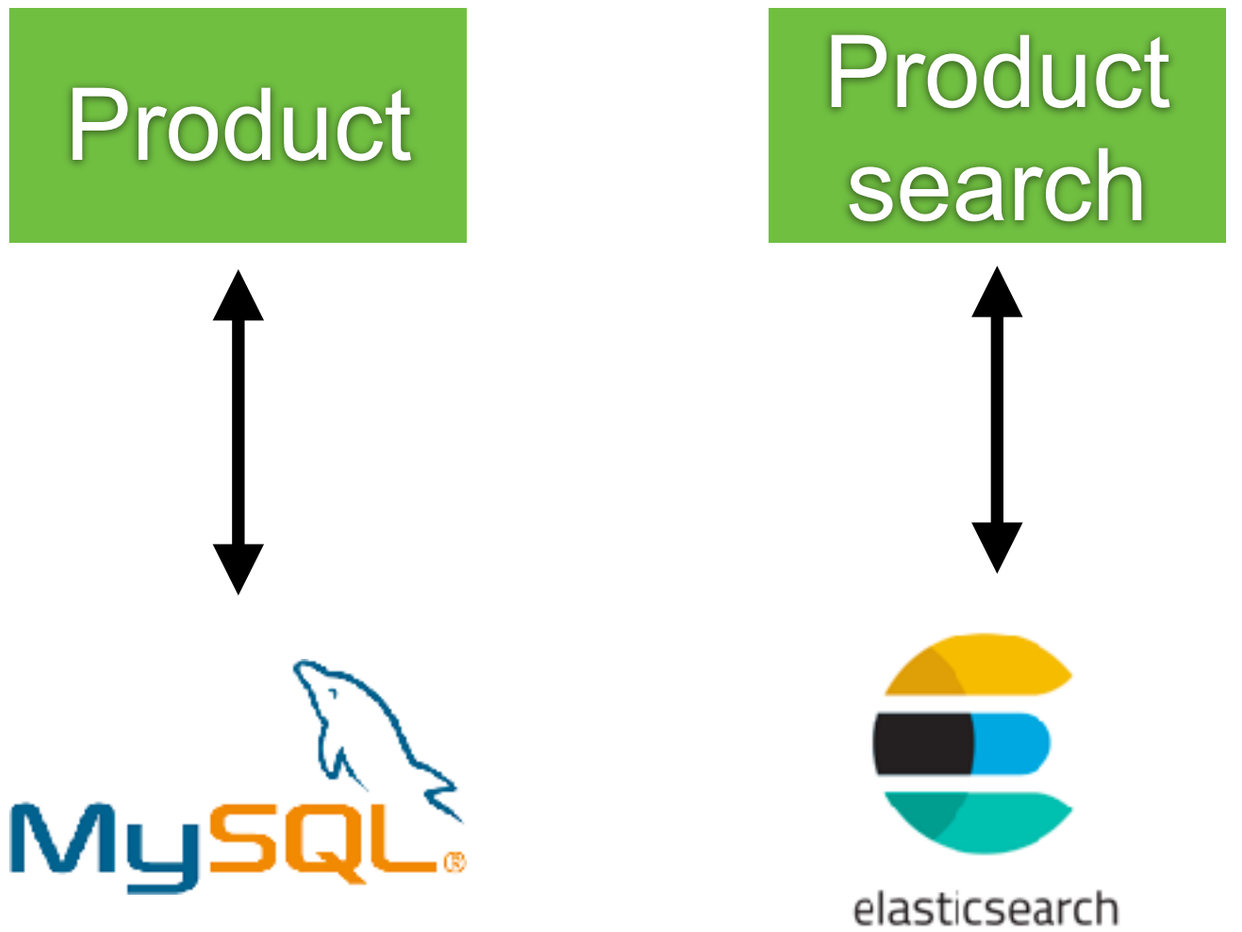
Publish event to store copy data



Separate query and command

Separate data for read and write

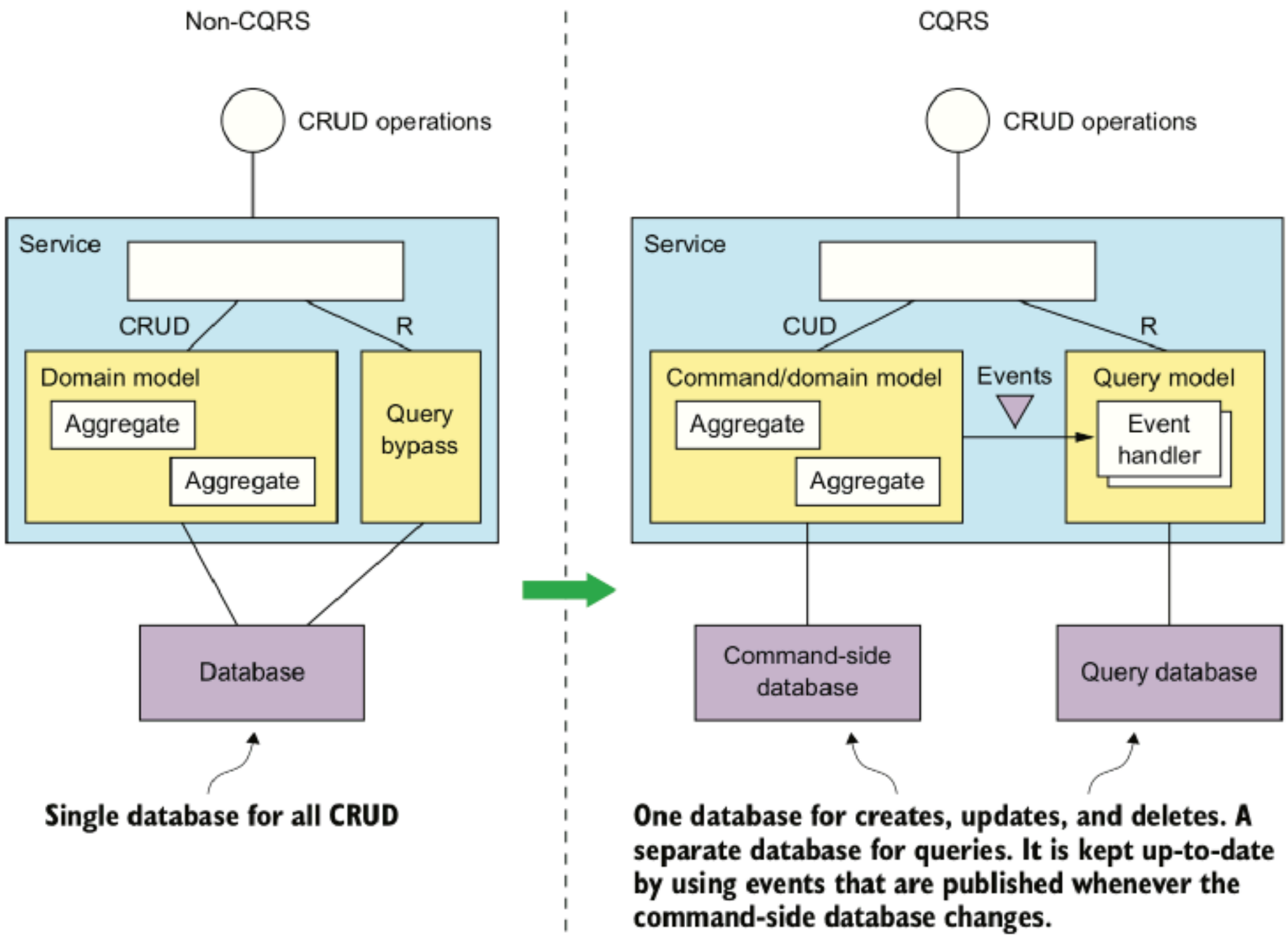
For example MySQL to write, Elasticsearch to search



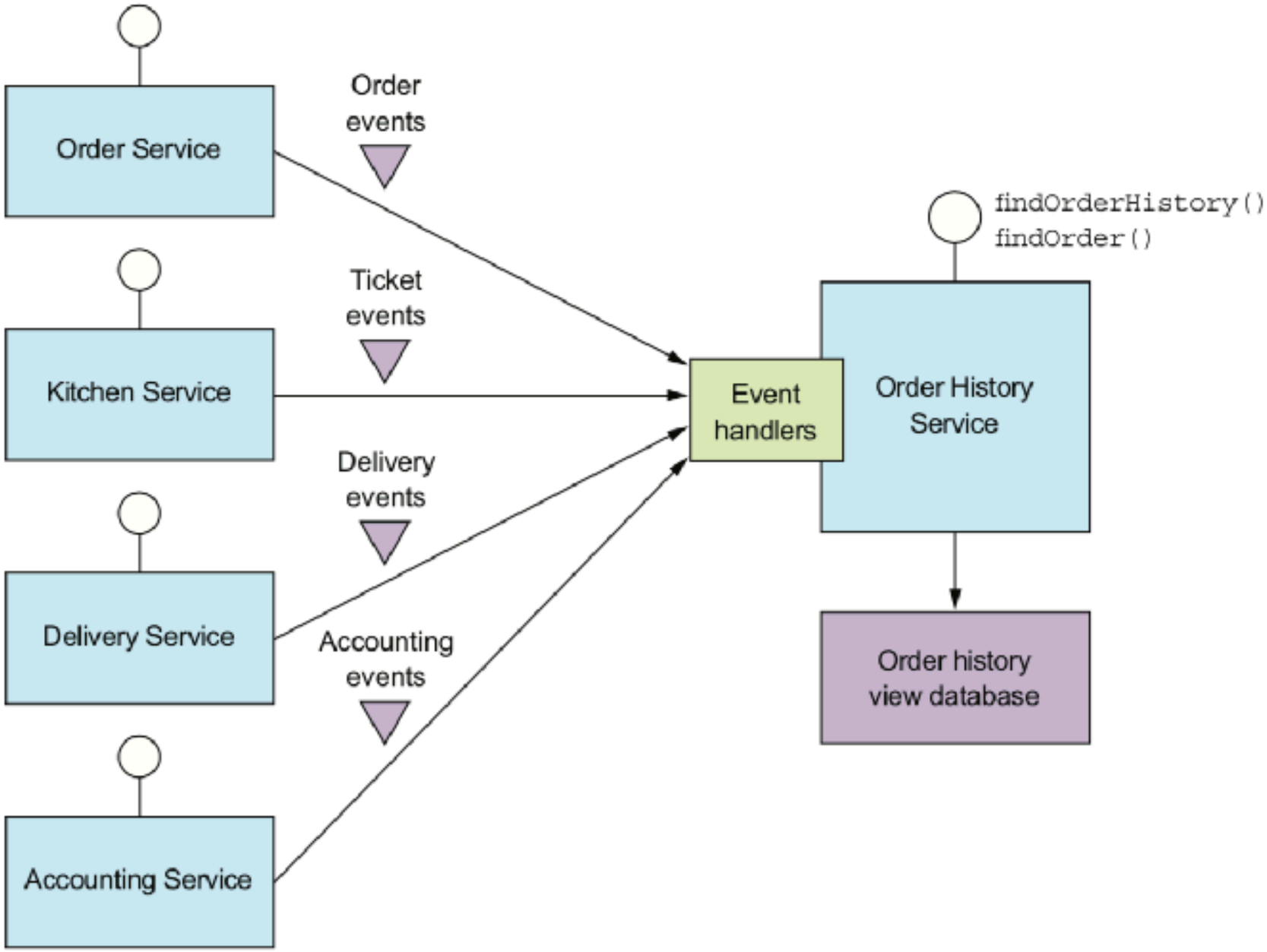
CQRS

Command **Q**uery **R**esponsibility **S**egregation

CQRS = Separate command from query



CQRS = Query-side service



Benefits

Improve separation of concern
Efficiency query

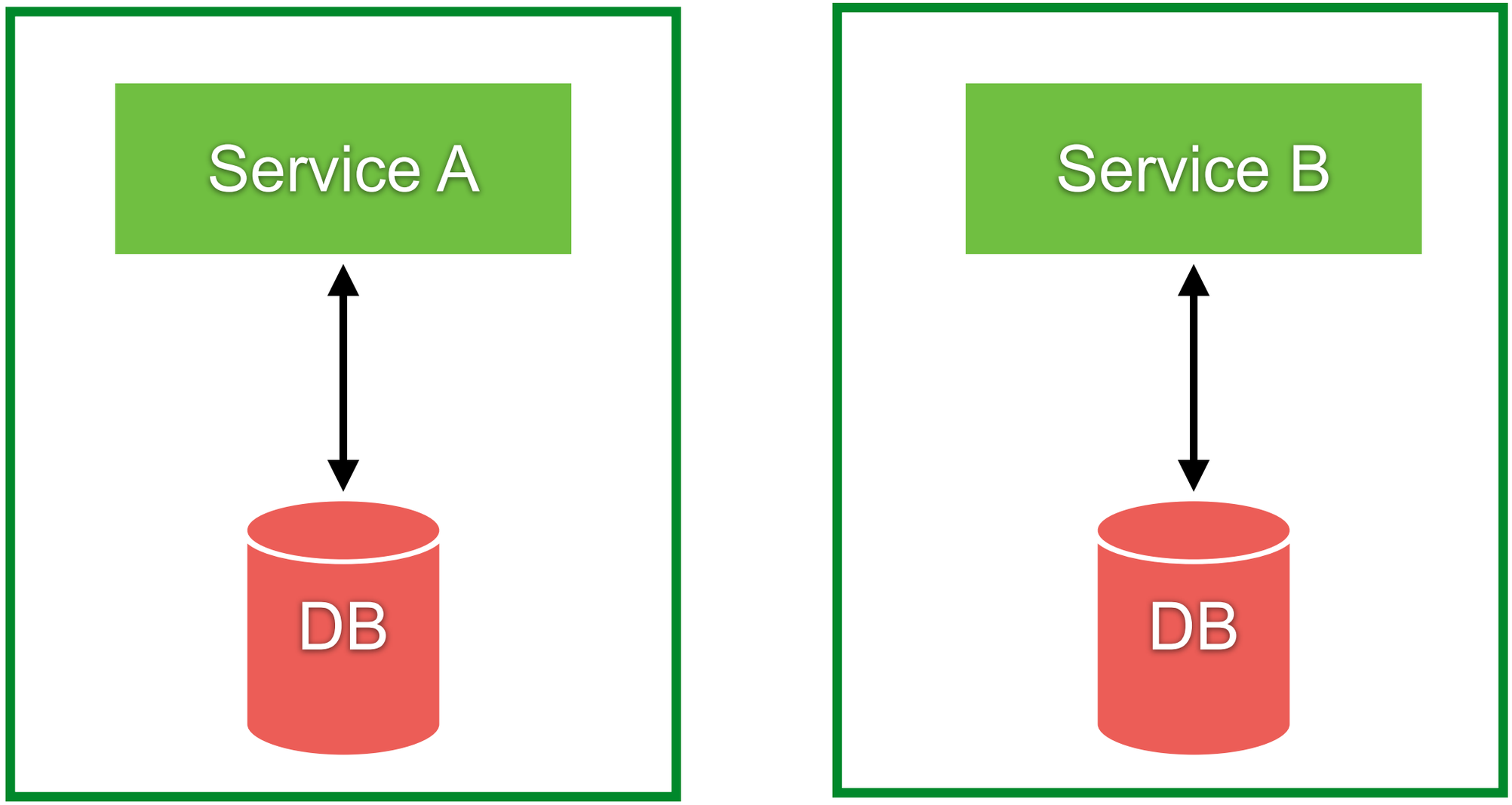
Drawbacks

More complex

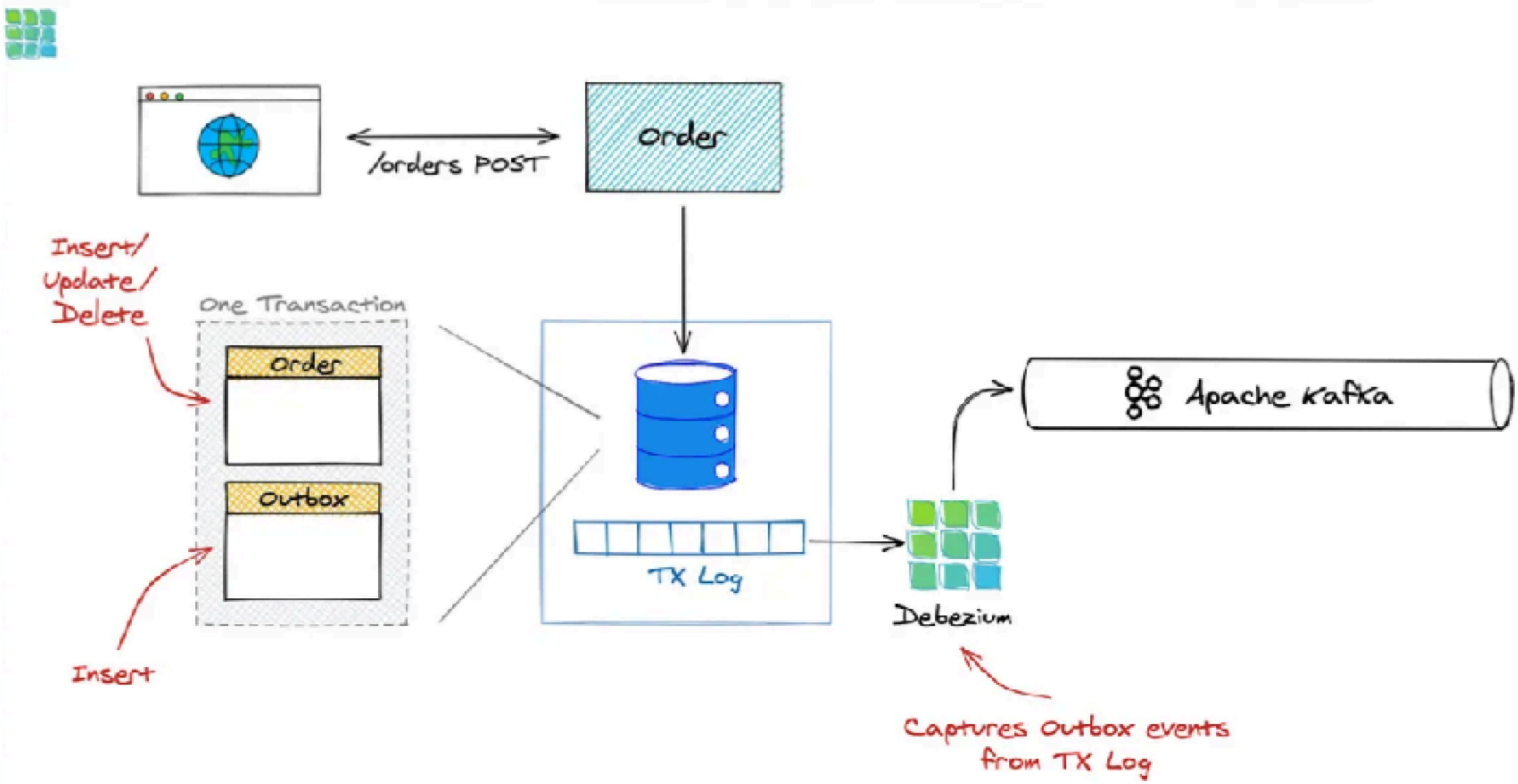
Lag between **command** and **query** side

Outbox pattern

Decouple services using Pub/Sub
to exchange data between services

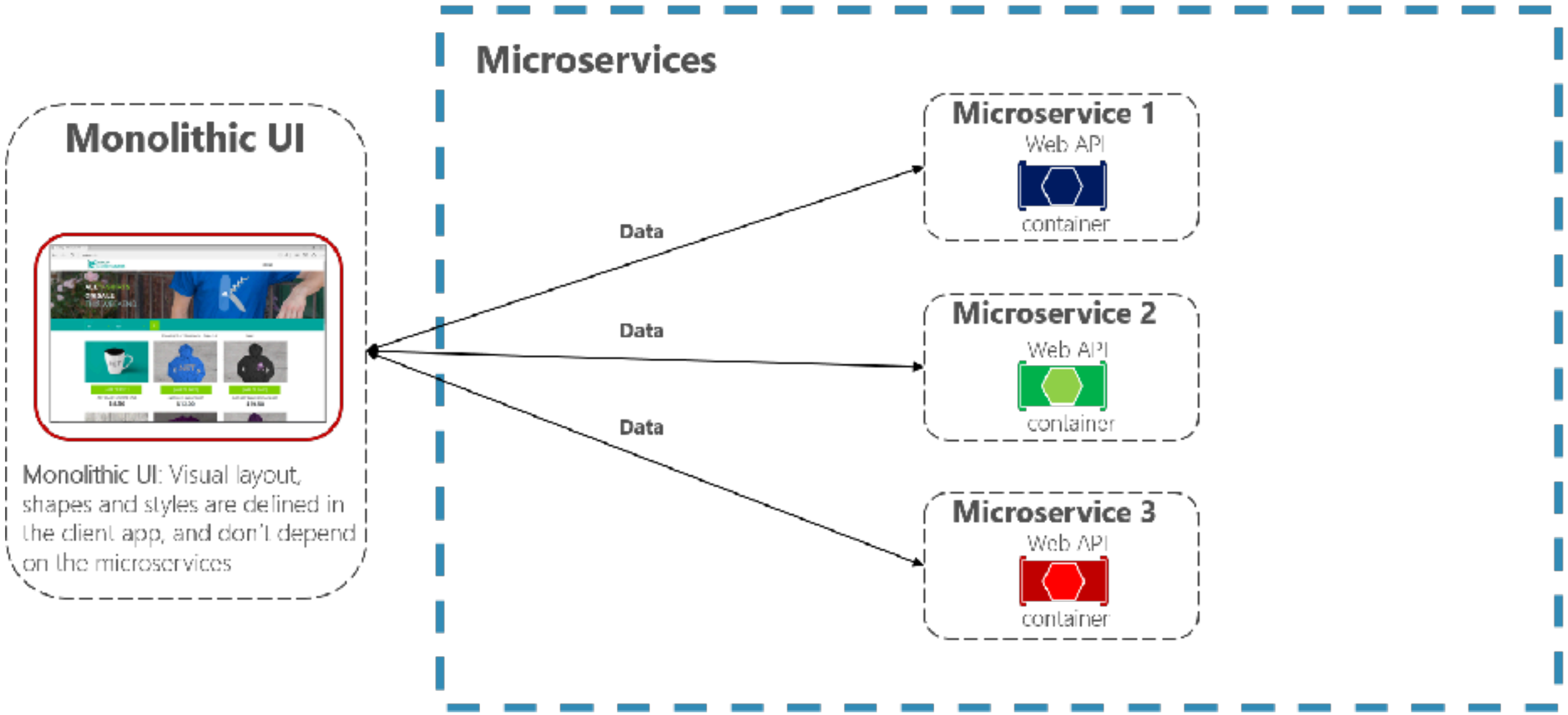


Example of Outbox pattern



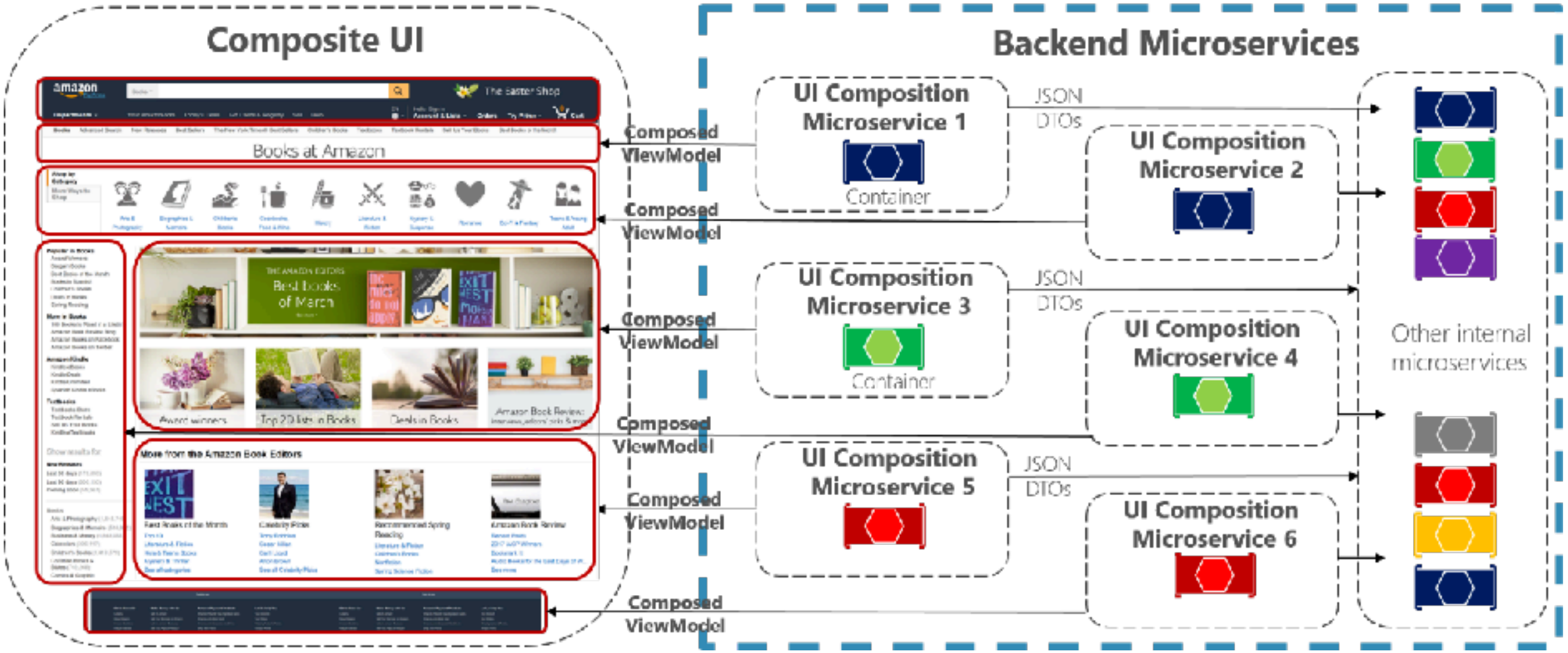
Integrate services with User Interface

Monolithic UI consuming microservices



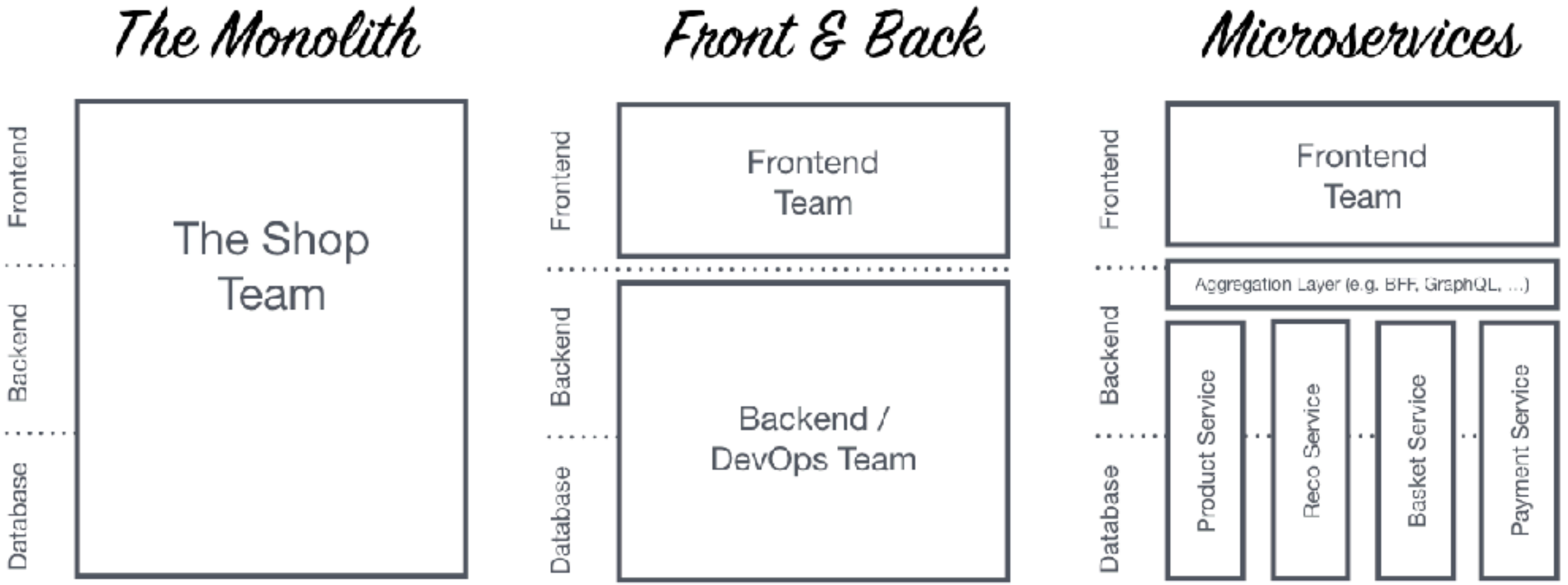
https://docs.microsoft.com

Composite UI *generated* by microservices



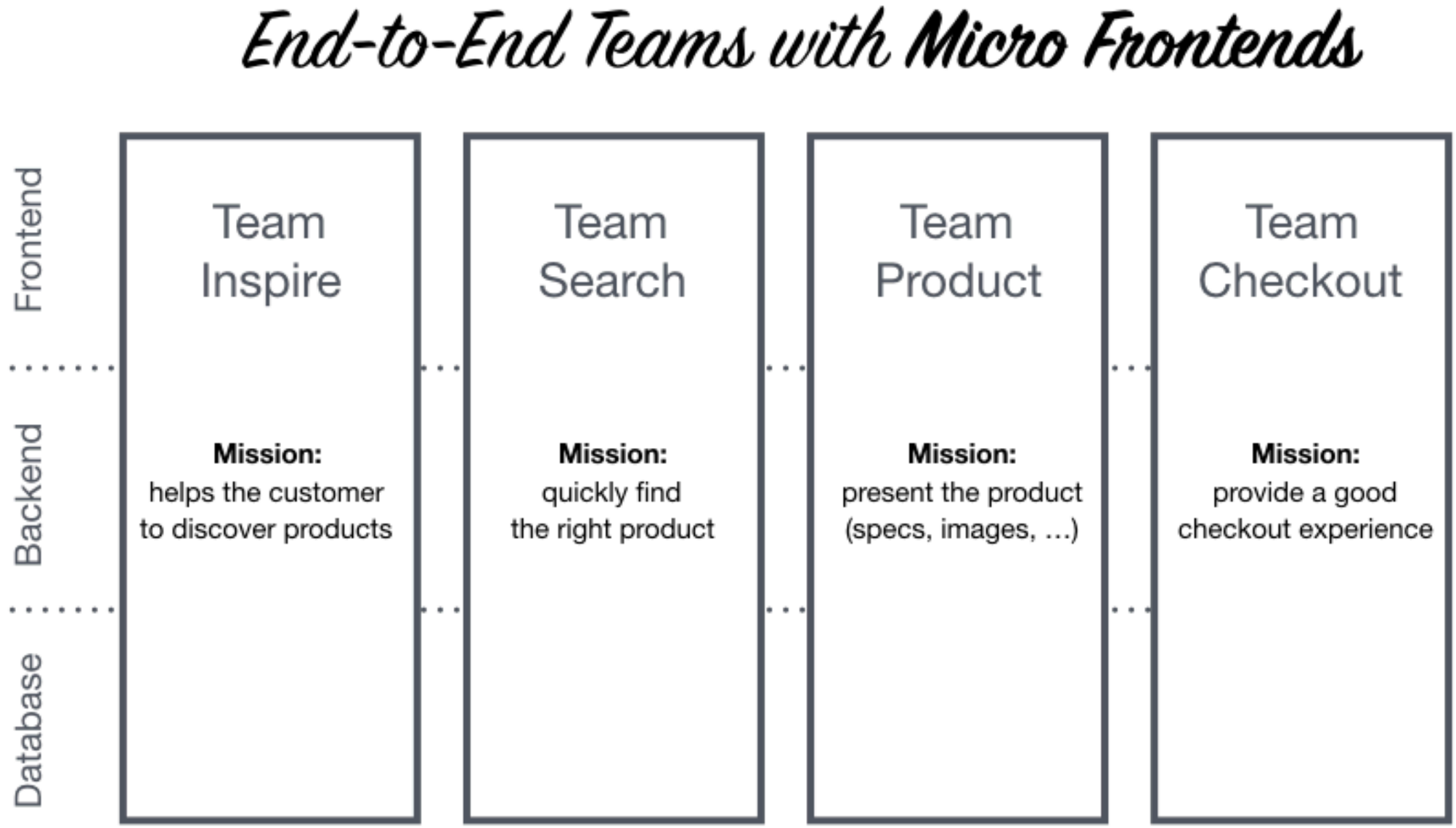
https://docs.microsoft.com

Monolith frontend



https://micro-frontends.org/

Micro frontend



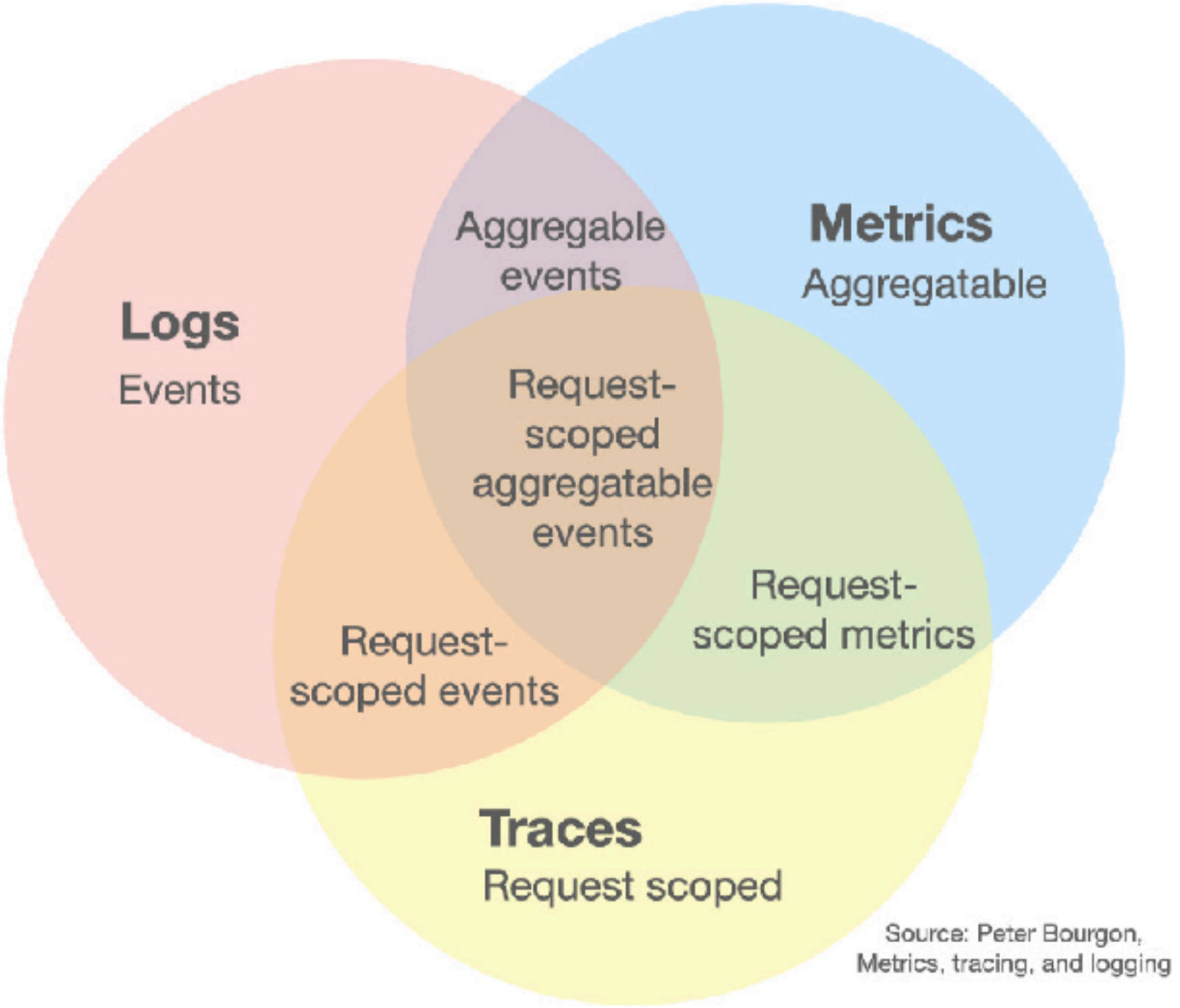
https://micro-frontends.org/

Observability of services

Observability of services

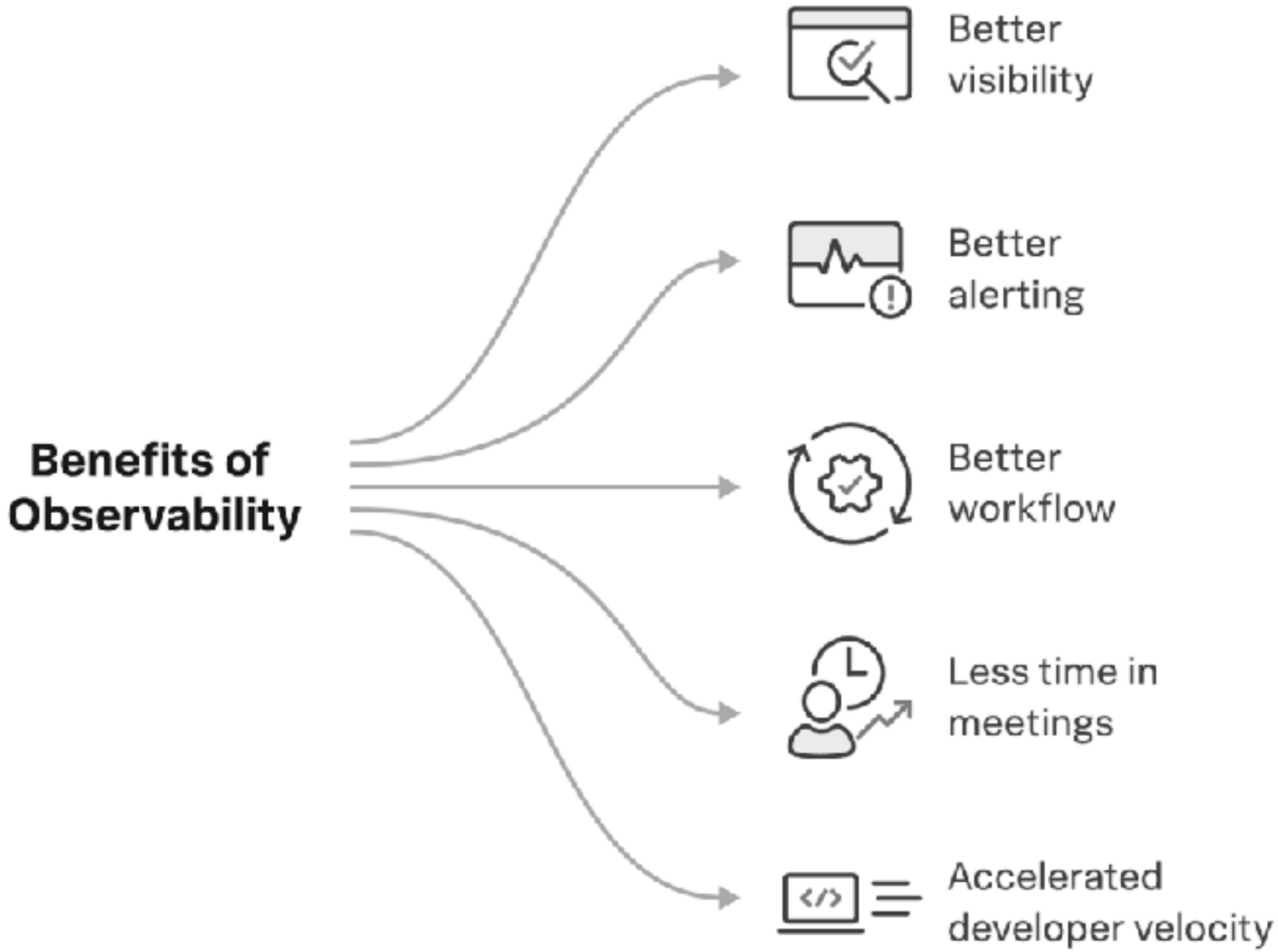
Application metrics
Distributed tracing
Log aggregation
Alert system
Exception tracking

Observability of services



Source: Peter Bourgon, Metrics, tracing, and logging

Observability of services

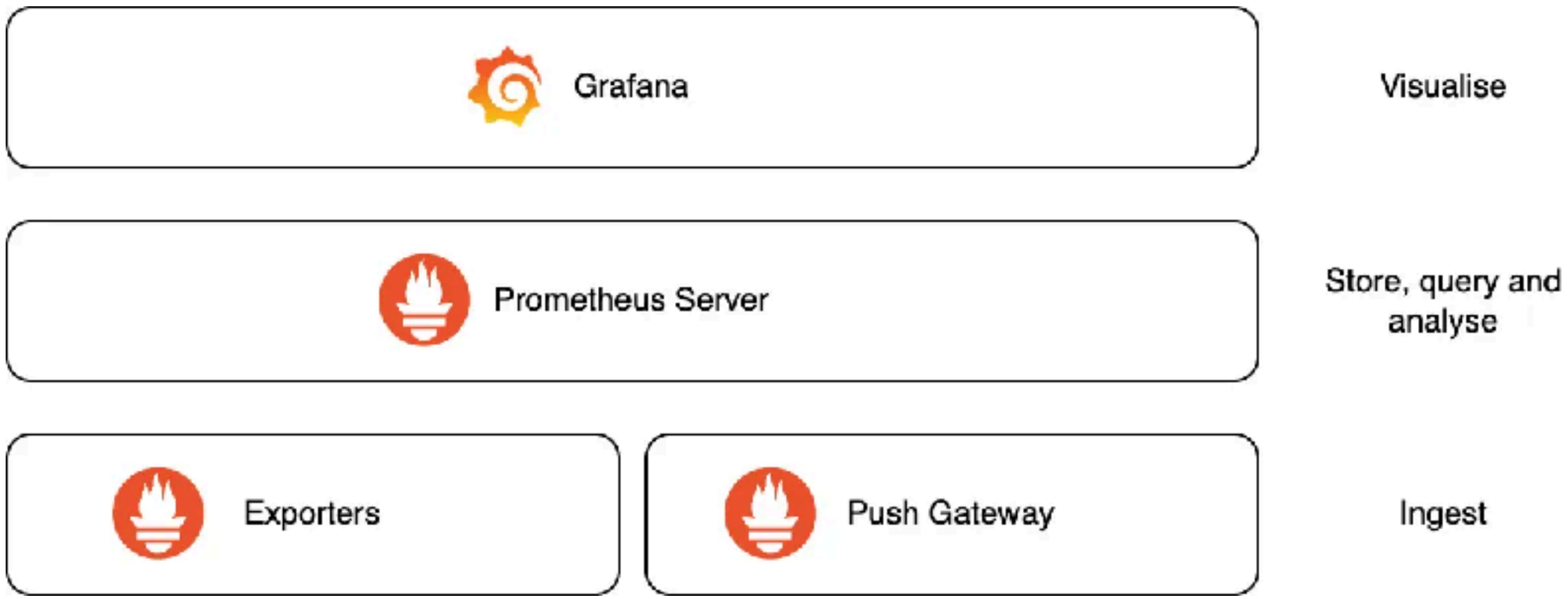


Application metrics

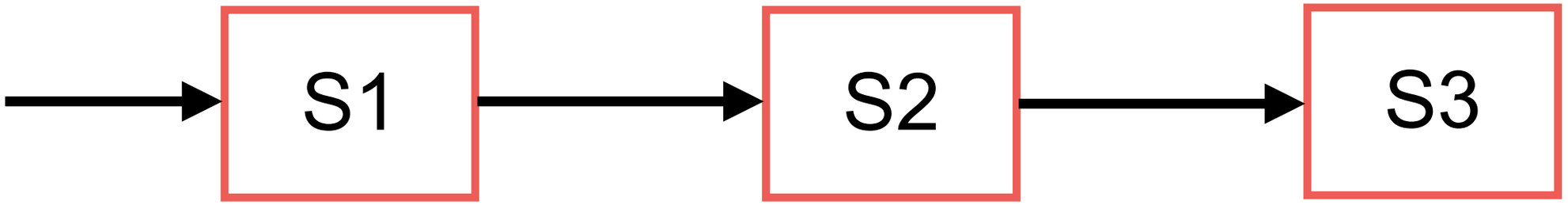
Metrics represent logs **numerically** over intervals of time

Request rate	Error rate	Health
Latency	Utilization	Availability

Application metrics



Distributed tracing



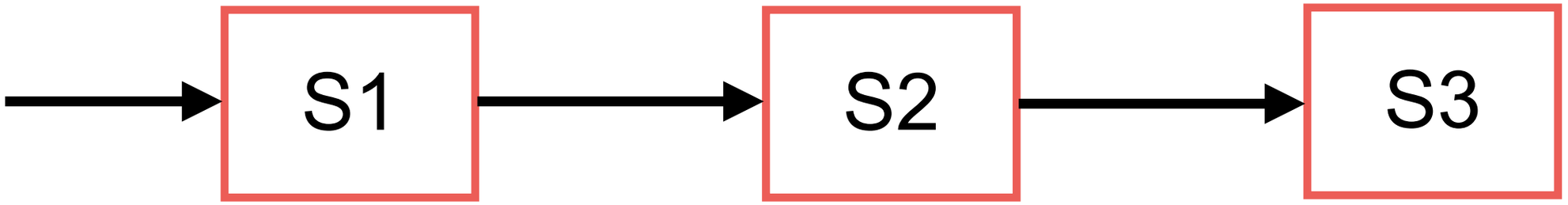
Response time

Time ?

Time ?

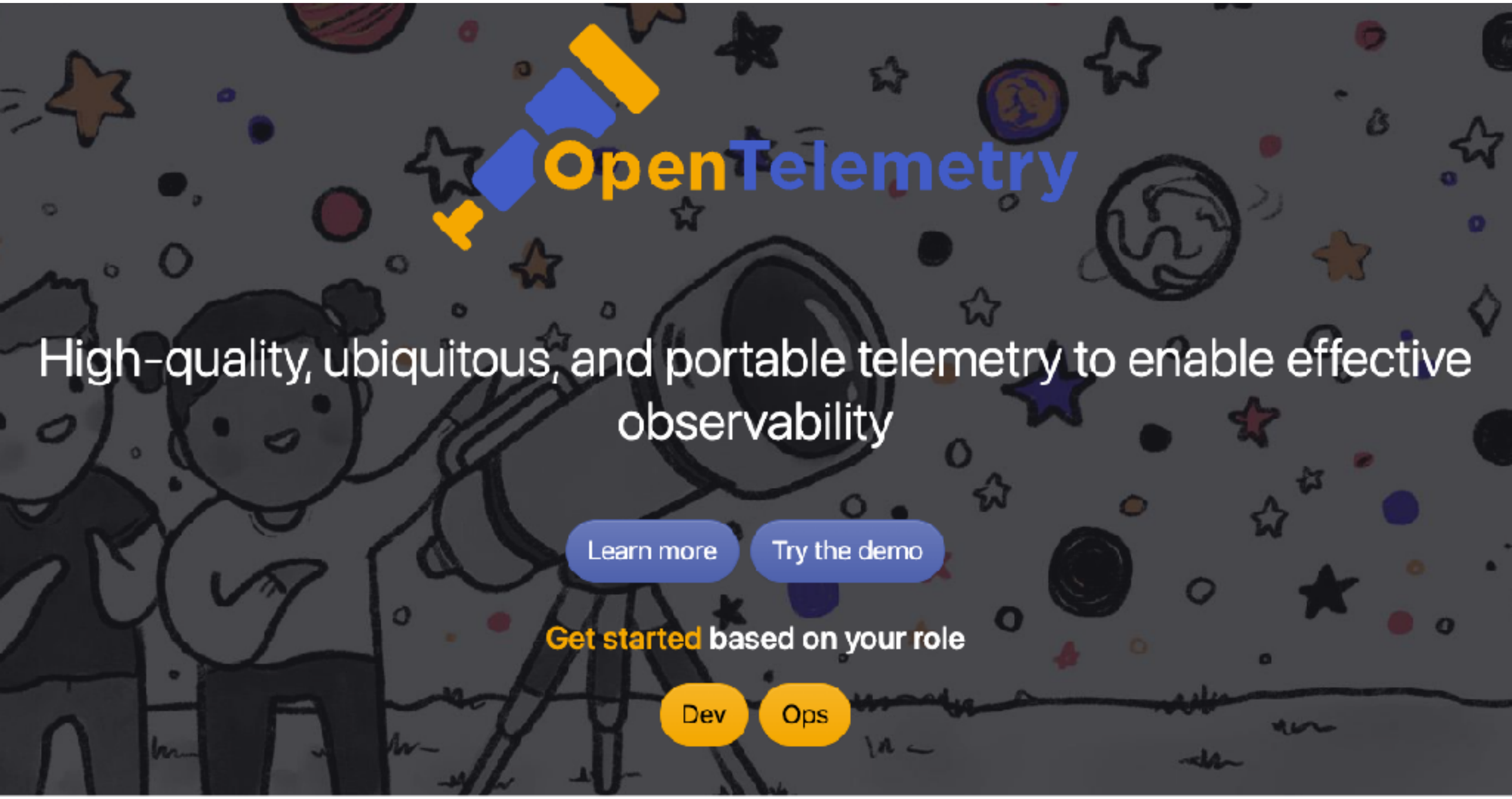
Time ?

Correlation IDs

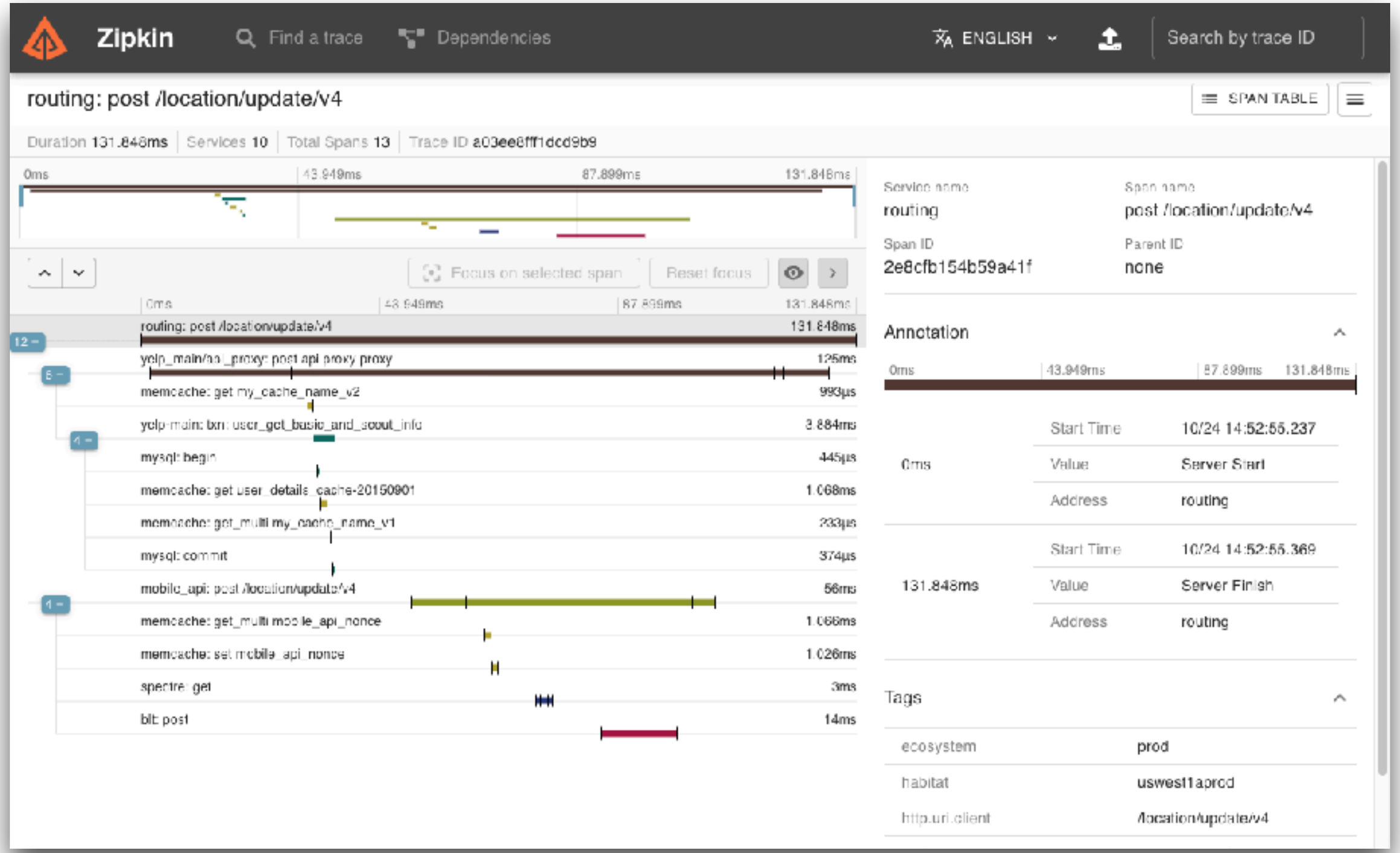


Response time **id=111**

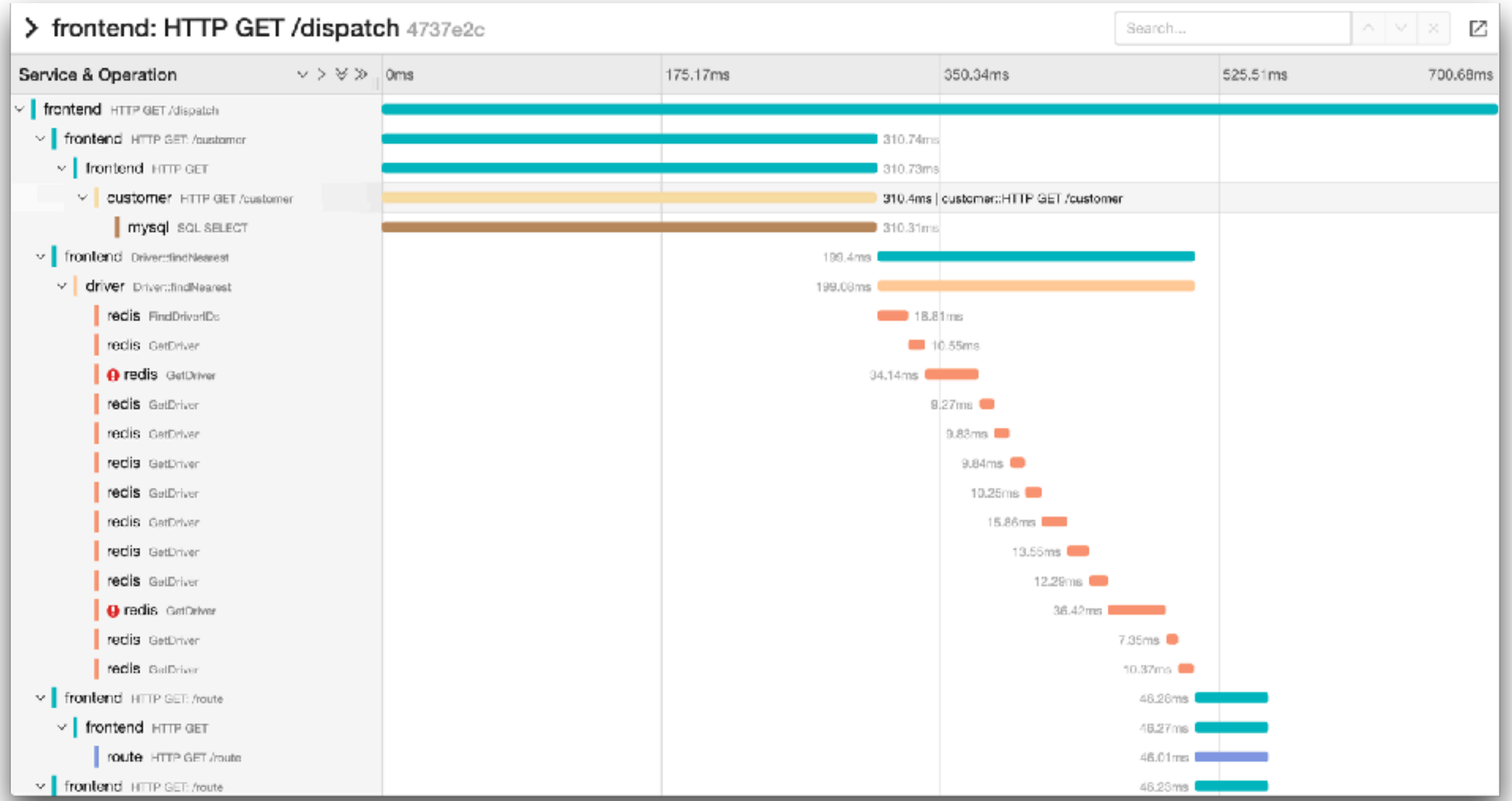
Time ?	Time ?	Time ?
id=222 **parent_id=111**	id=333 **parent_id=111**	id=444 **parent_id=111**



https://opentelemetry.io/

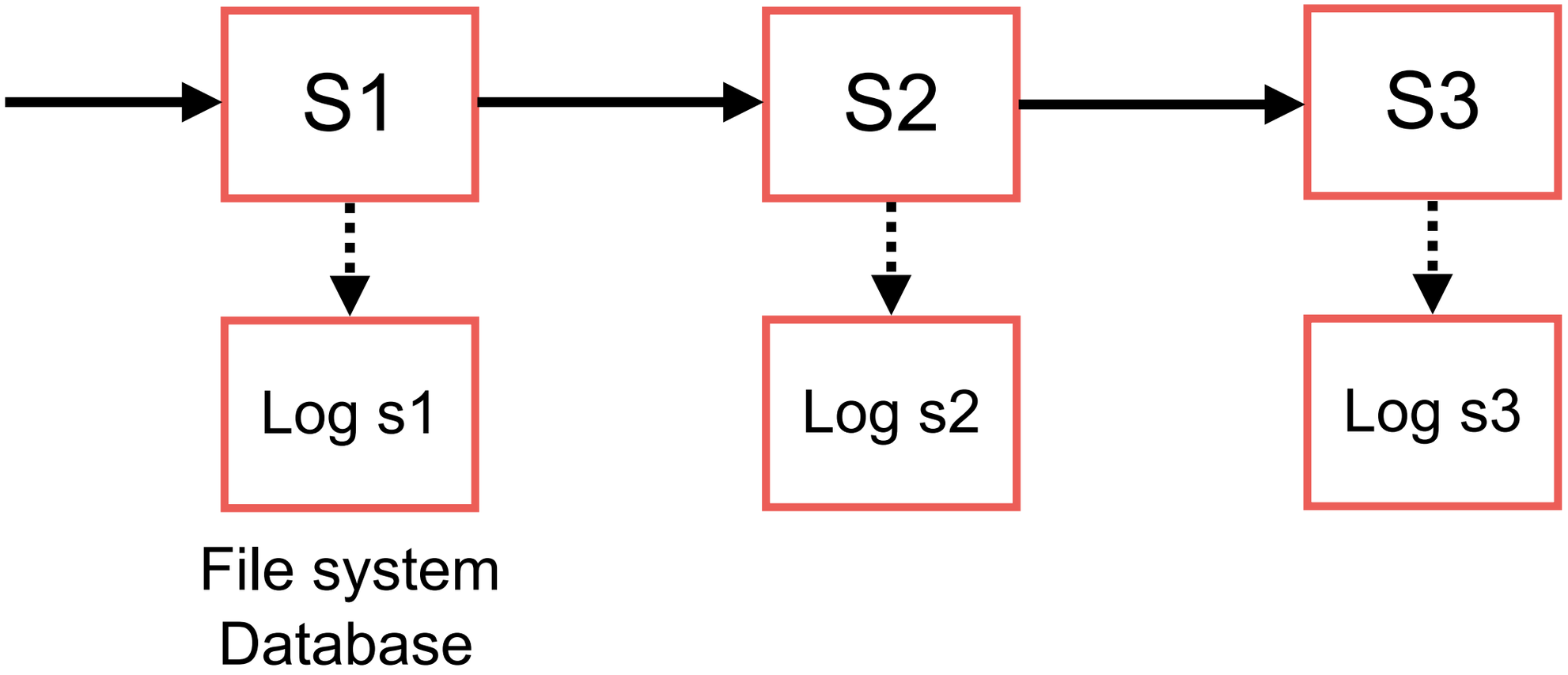


https://zipkin.io/



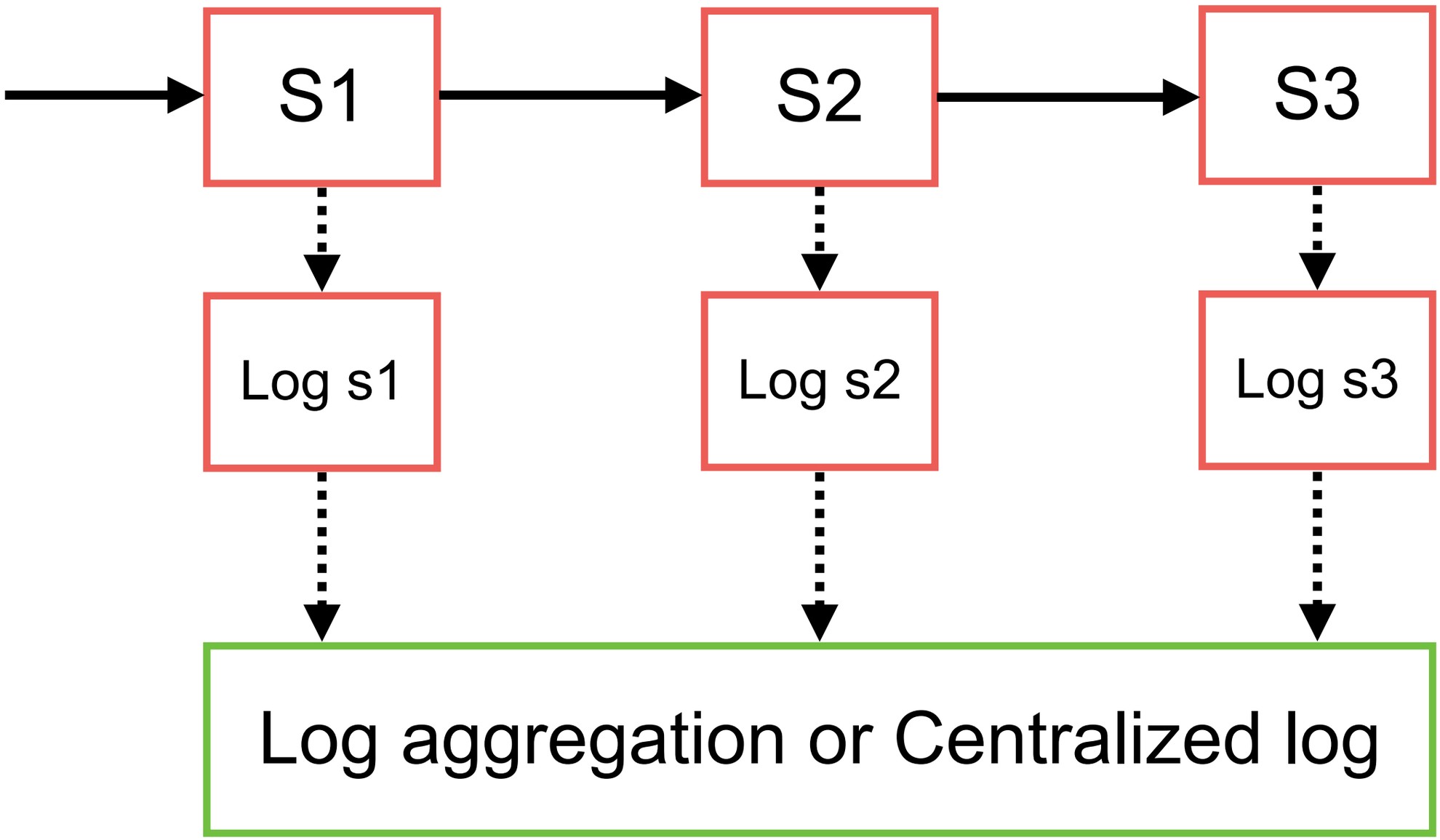
https://www.jaegertracing.io/

Log aggregation

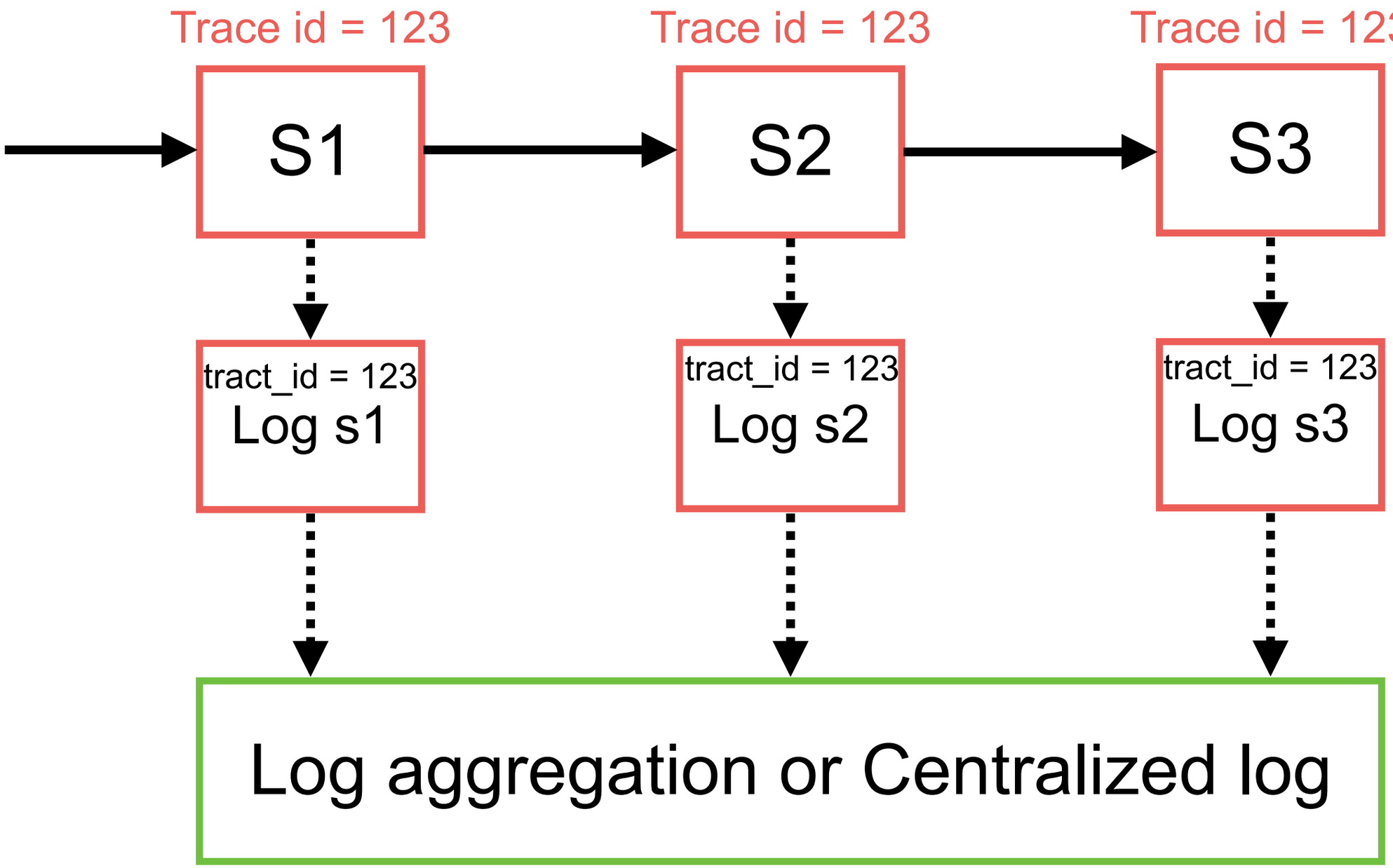


How to find errors from log ?

Log aggregation



Log aggregation + Correlation IDs



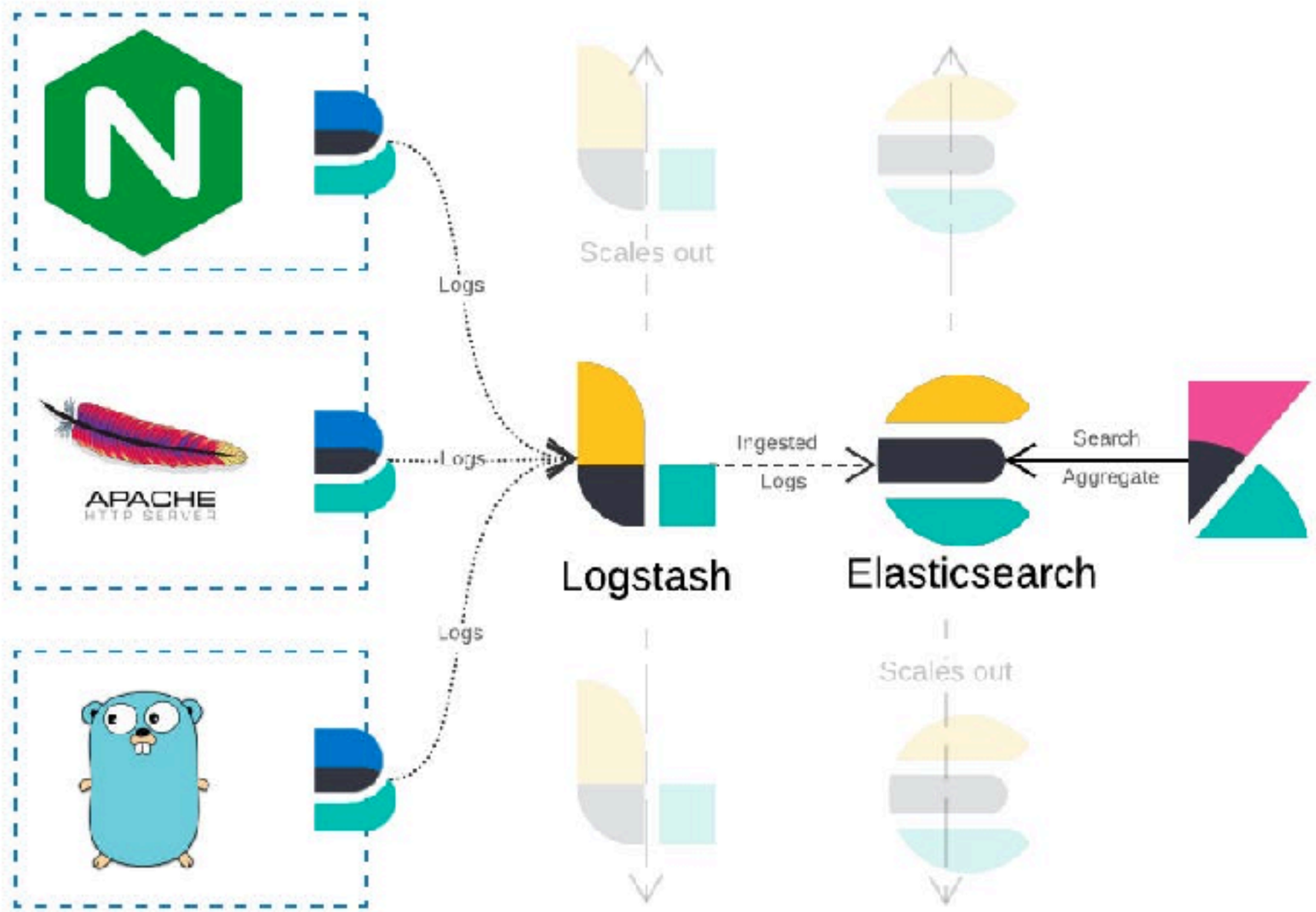
Consistent Structure Logs

Property	Description	Example
Timestamp	Date and time of the log	2023-07-01
Log level	DEBUG, INFO, ERROR	
Trace Id or Correlation Id	Unique identifier that refer to other logs from all services	
Event/Action Name	Identify to event or action of log	Authentication fail
Service ID/ Name	Identify to service	
Request path	Path for the request	/api/products

Don’t keep !!

```
com.framework.FrameworkException: Error in web request
    at com.framework.ApplicationStarter.lambda$start$0(ApplicationStarter.java:15)
    at spark.RouteImpl$1.handle(RouteImpl.java:72)
    at spark.http.matching.Routes.execute(Routes.java:61)
    at spark.http.matching.MatcherFilter.doFilter(MatcherFilter.java:134)
    at spark.embeddedserver.jetty.JettyHandler.doHandle(JettyHandler.java:50)
    at org.eclipse.jetty.server.session.SessionHandler.doScope(SessionHandler.java:1568)
    at org.eclipse.jetty.server.handler.ScopedHandler.handle(ScopedHandler.java:144)
    at org.eclipse.jetty.server.handler.HandlerWrapper.handle(HandlerWrapper.java:132)
    at org.eclipse.jetty.server.Server.handle(Server.java:503)
    at org.eclipse.jetty.server.HttpChannel.handle(HttpChannel.java:364)
    at org.eclipse.jetty.server.HttpConnection.onFillable(HttpConnection.java:260)
    at org.eclipse.jetty.io.AbstractConnection$ReadCallback.succeeded(AbstractConnection.java:305)
    at org.eclipse.jetty.io.FillInterest.fillable(FillInterest.java:103)
    at org.eclipse.jetty.io.ChannelEndPoint$2.run(ChannelEndPoint.java:118)
    at org.eclipse.jetty.util.thread.QueuedThreadPool.runJob(QueuedThreadPool.java:765)
    at org.eclipse.jetty.util.thread.QueuedThreadPool$2.run(QueuedThreadPool.java:683)
    at java.base/java.lang.Thread.run(Thread.java:834)
Caused by: com.project.module.MyProjectFooBarException: The number of FooBars cannot be zero
    at com.project.module.MyProject.anotherMethod(MyProject.java:20)
    at com.project.module.MyProject.someMethod(MyProject.java:12)
    at com.framework.ApplicationStarter.lambda$start$0(ApplicationStarter.java:13)
    ... 16 more
Caused by: java.lang.ArithmeticException: The denominator must not be zero
    at org.apache.commons.lang3.math.Fraction.getFraction(Fraction.java:143)
    at com.project.module.MyProject.anotherMethod(MyProject.java:18)
    ... 18 more
```

ELK stack



More ...

How to develop ?
How to test ?
How to deploy ?

Summary

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

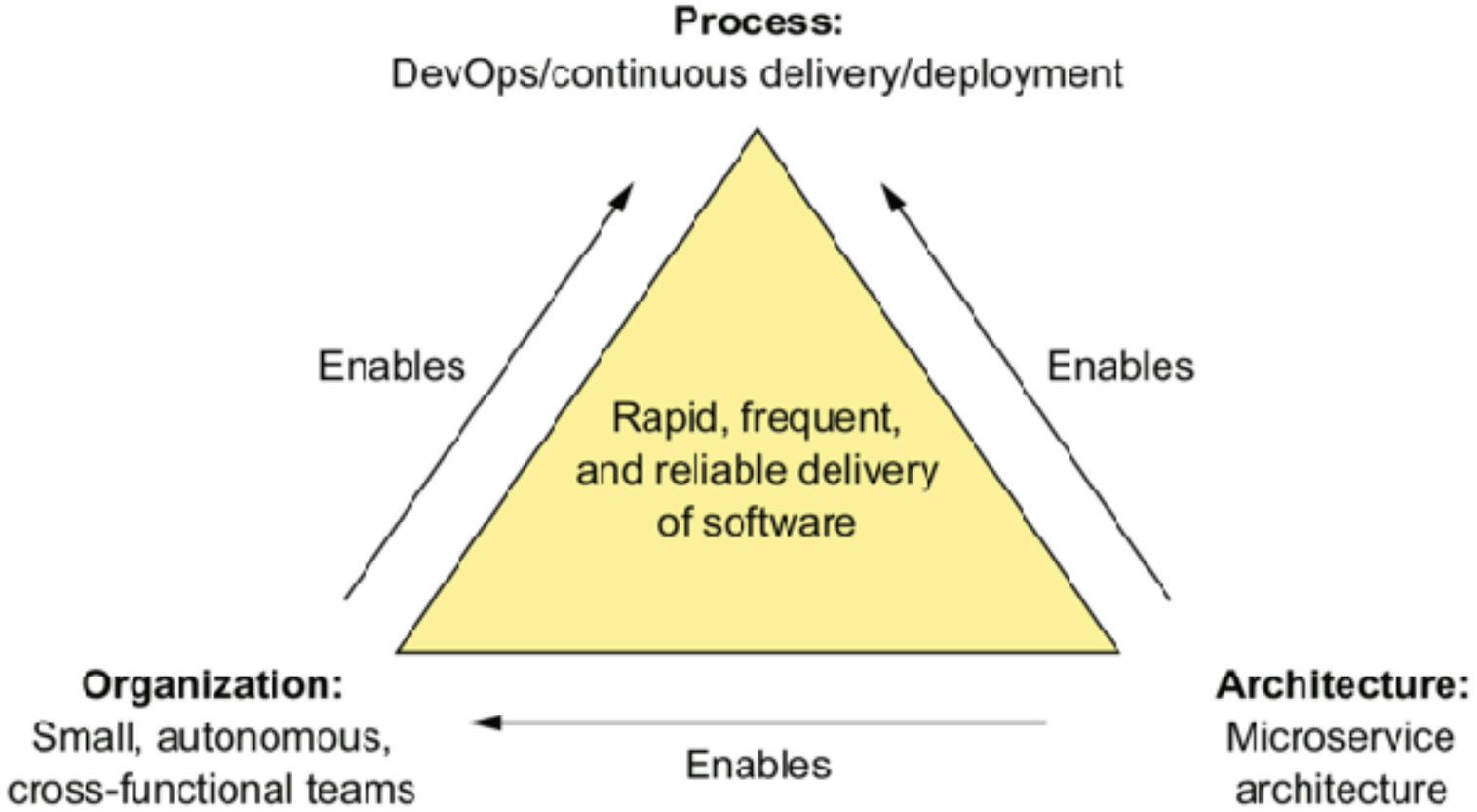
Individuals solve issues directly without bureaucracy

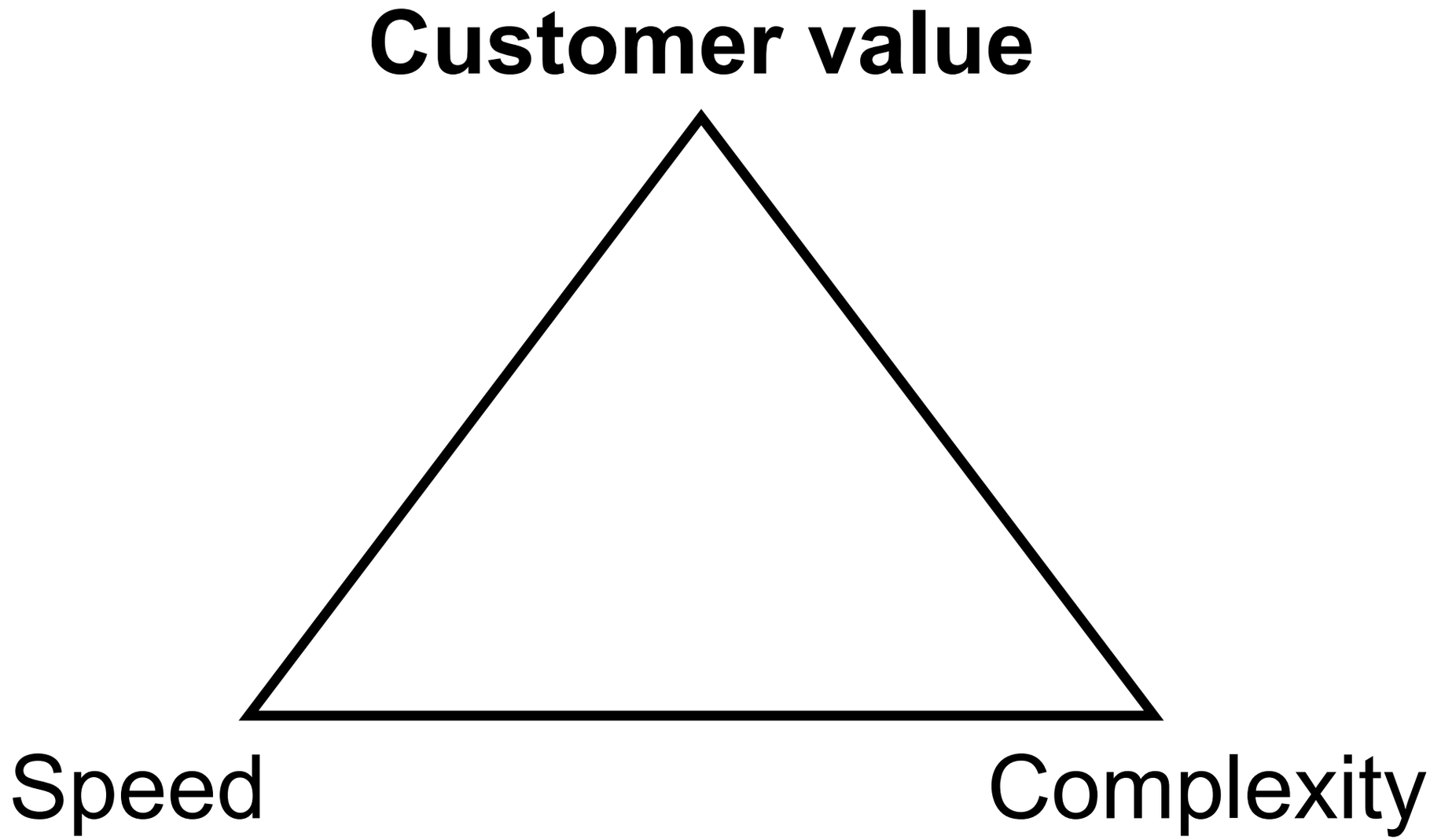
Unique decision-making process

To continuously evolve the organization's structure.

Success project needs …

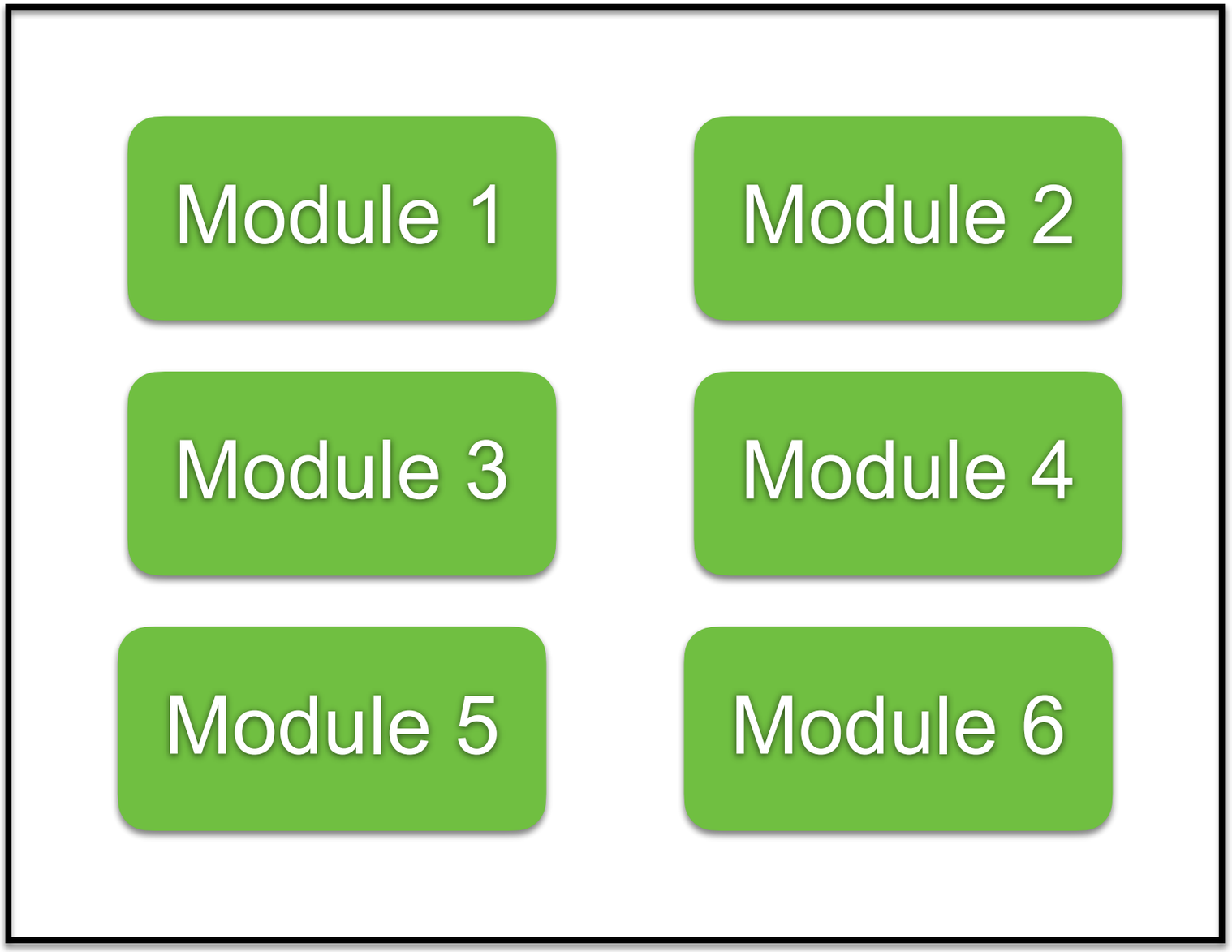
Organization process
Development process
Delivery process



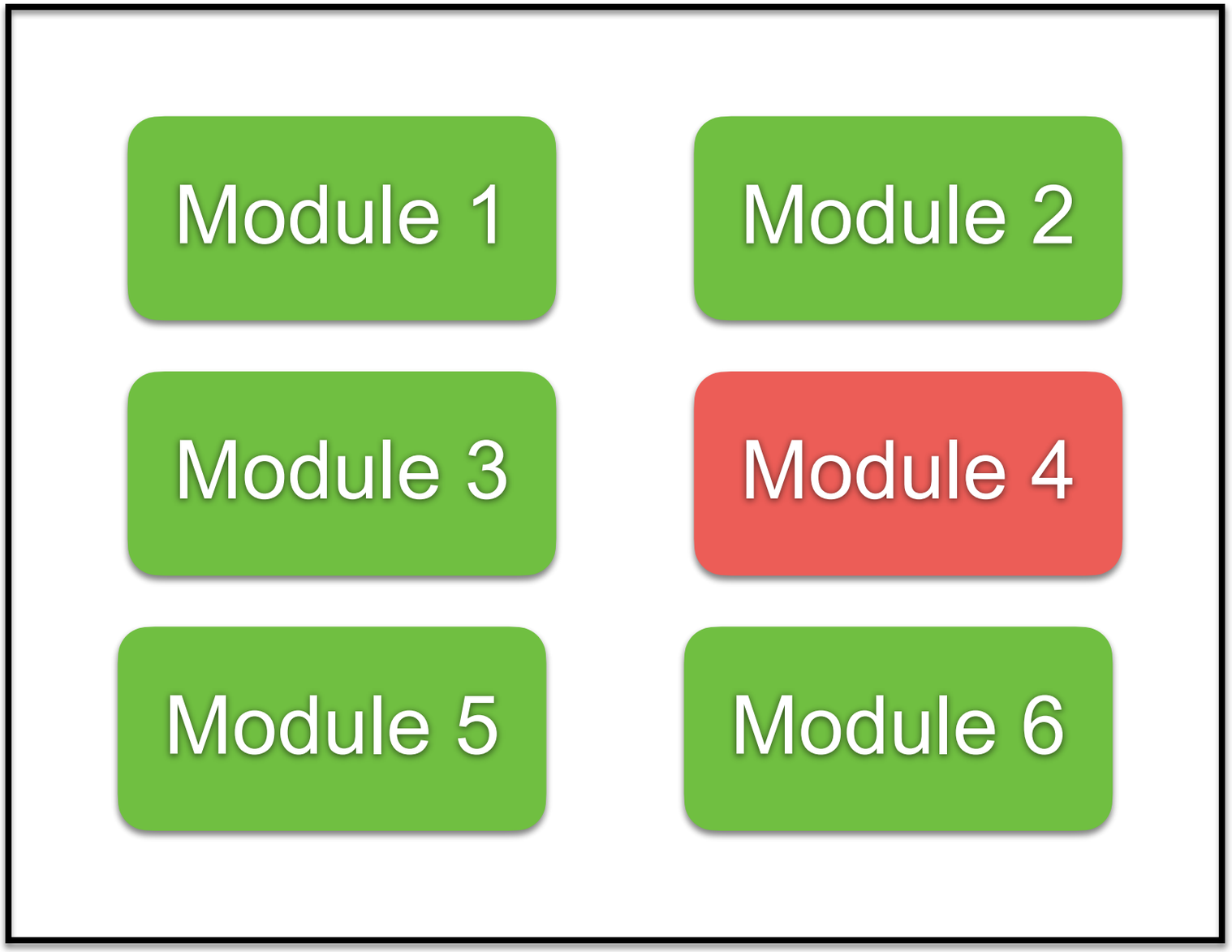


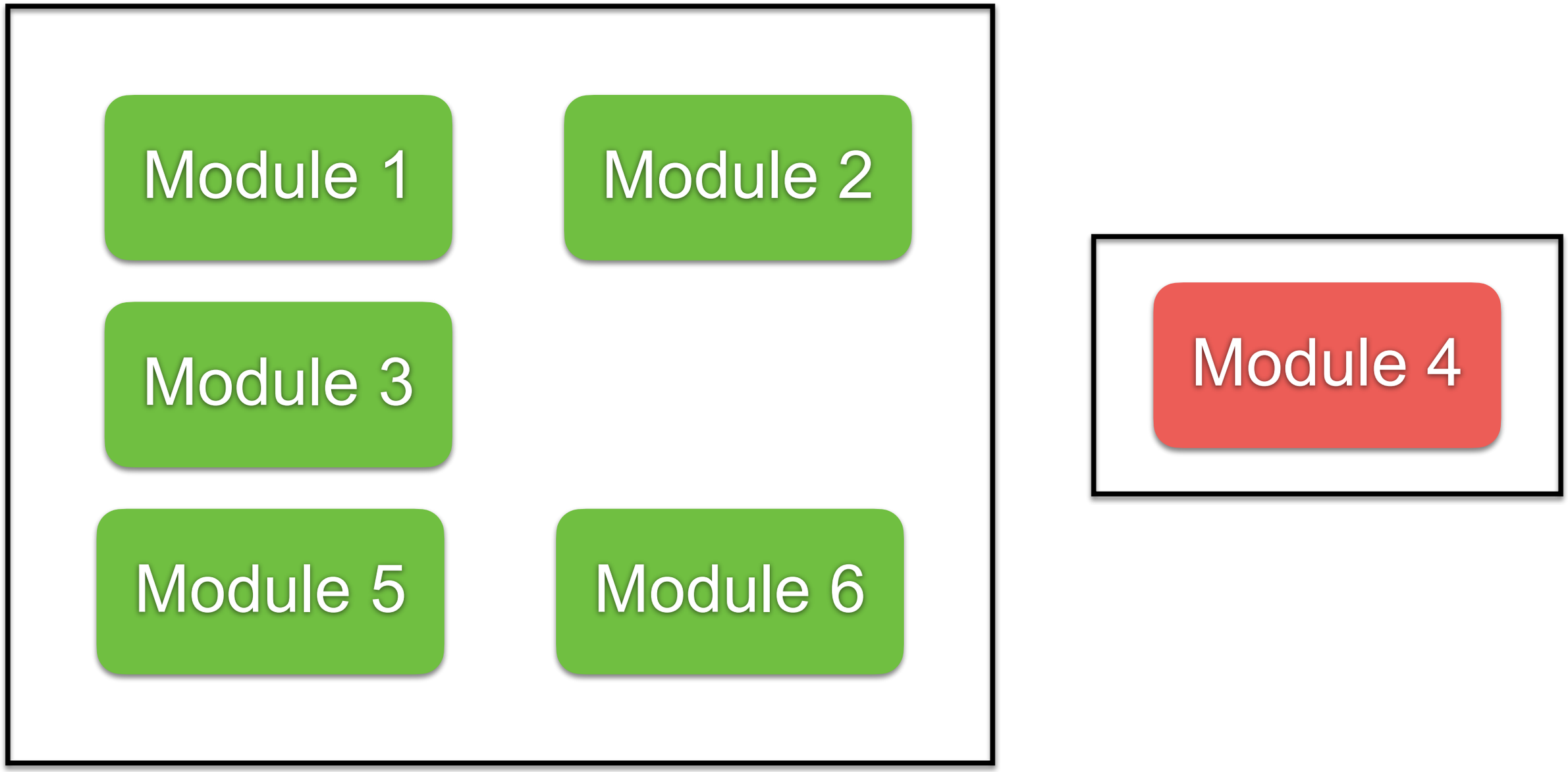
Don’t forget about the **human** side when adopt Microservice

Let’s start with good monolith

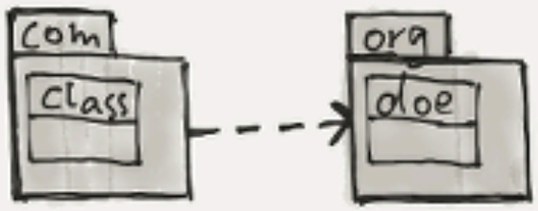


Find your problems

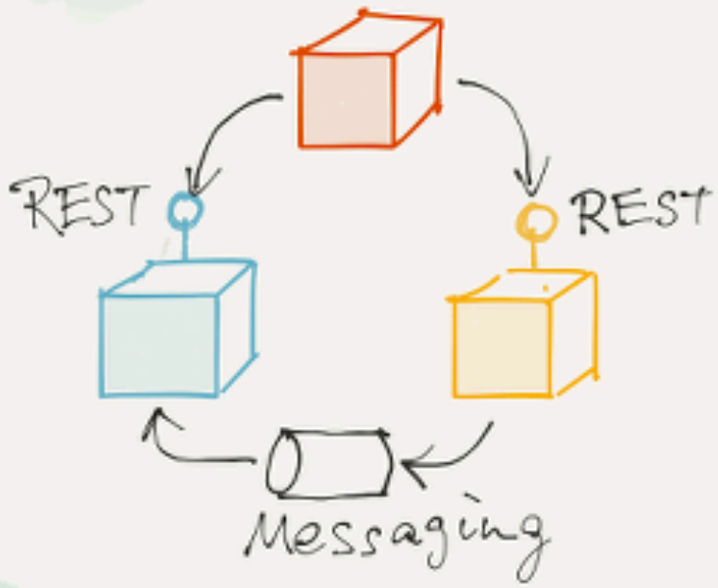




Architecture



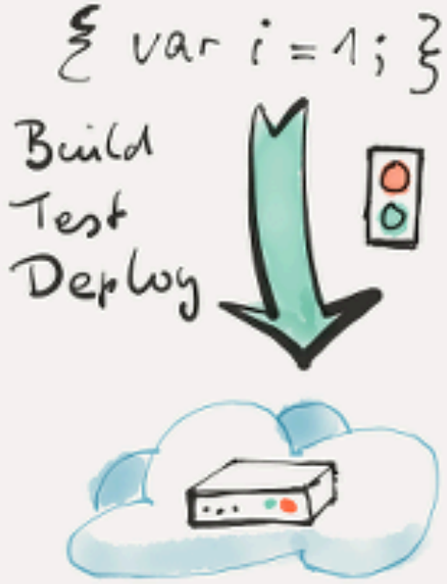
Microservices



People & Teams

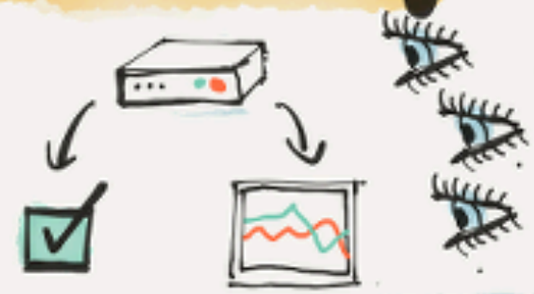
Deployment

Continous Delivery



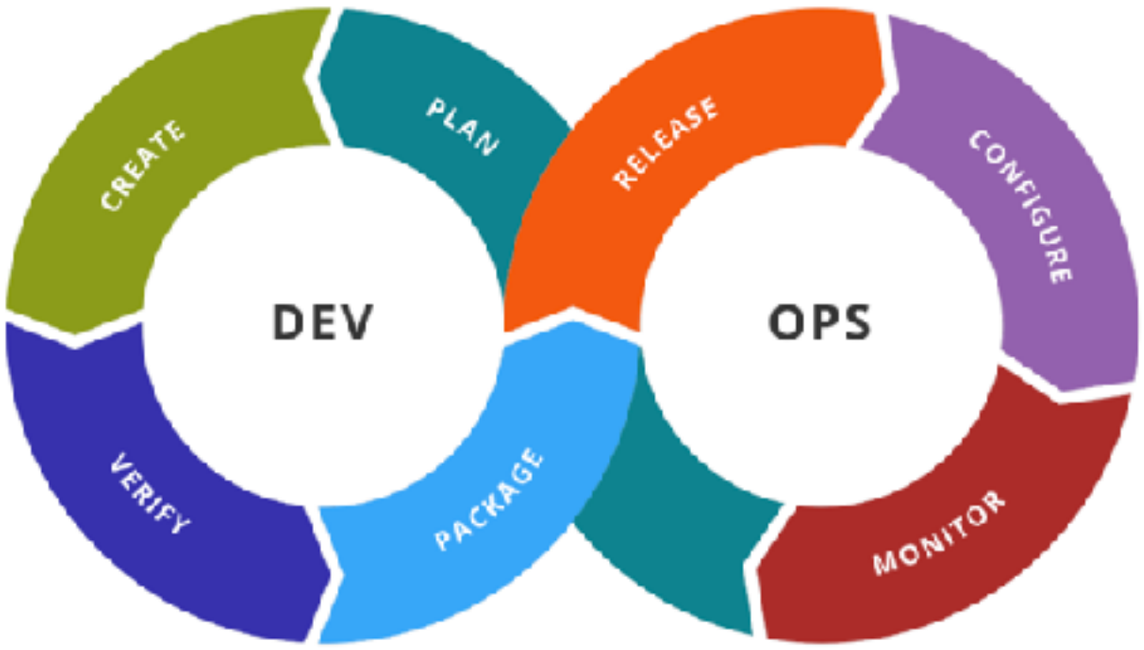
Infrastructure

Monitoring



Microservice prerequisites

Rapid provisioning
Basic monitoring
Rapid Application Deployment
DevOps culture



Let’s start your journey !!