

# Technology for Microservices



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# Module Overview



Communication

Hosting Platforms

Observable Microservices

Performance

Automation Tools

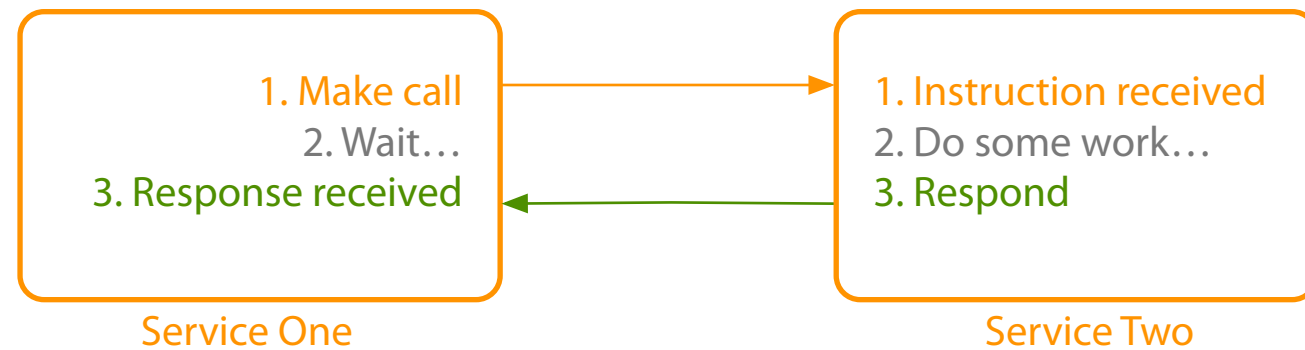
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# Communication

Synchronous | Asynchronous

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# Communication: **Synchronous**



Request response communication

Client to service

Service to service

Service to external

Remote procedure call

Sensitive to change

HTTP

Work across the internet

Firewall friendly

REST

CRUD using HTTP verbs

Natural decoupling

Open communication protocol

REST with HATEOS

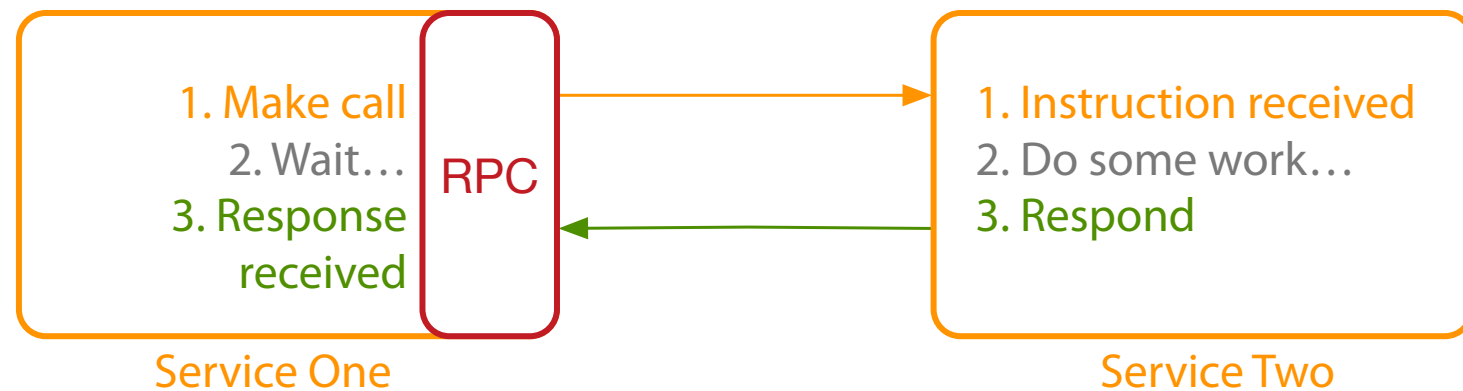
Synchronous issues

Both parties have to be available

Performance subject to network quality

Clients must know location of service (host\port)

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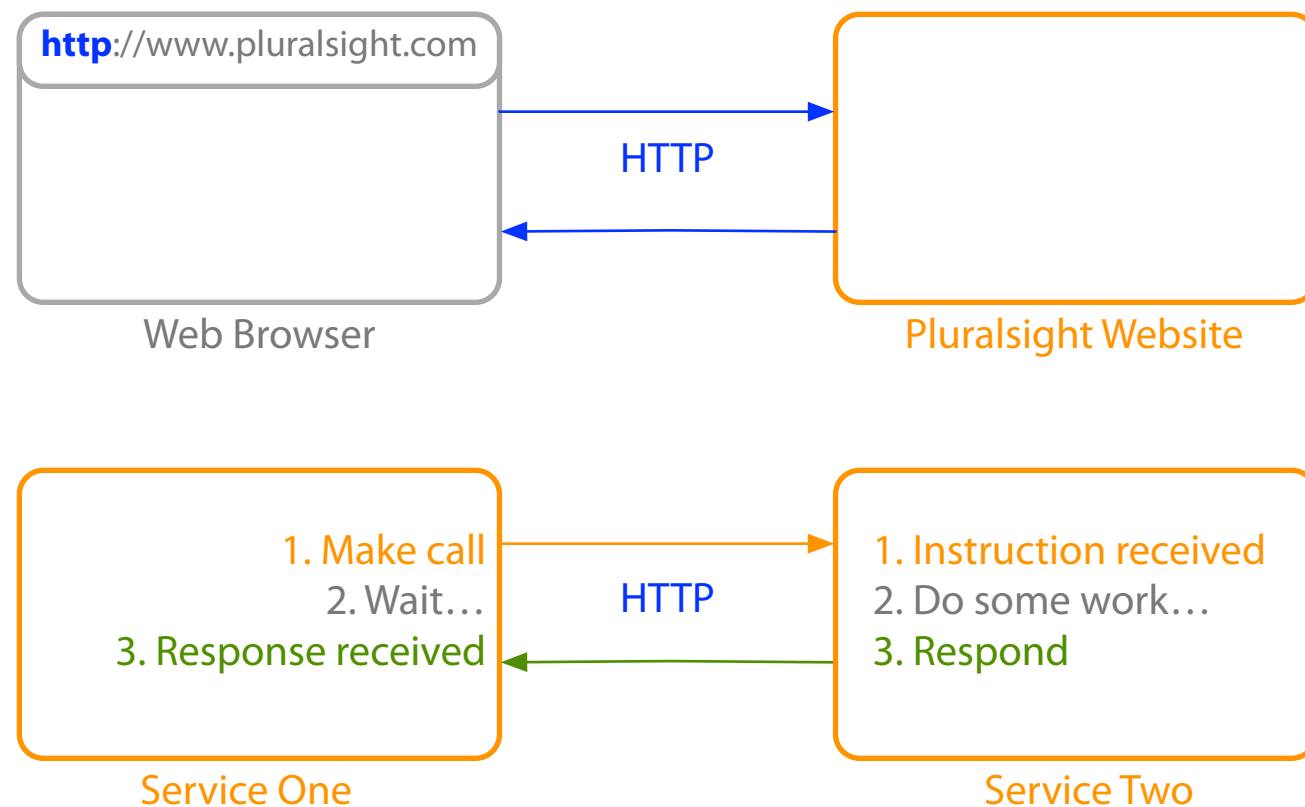
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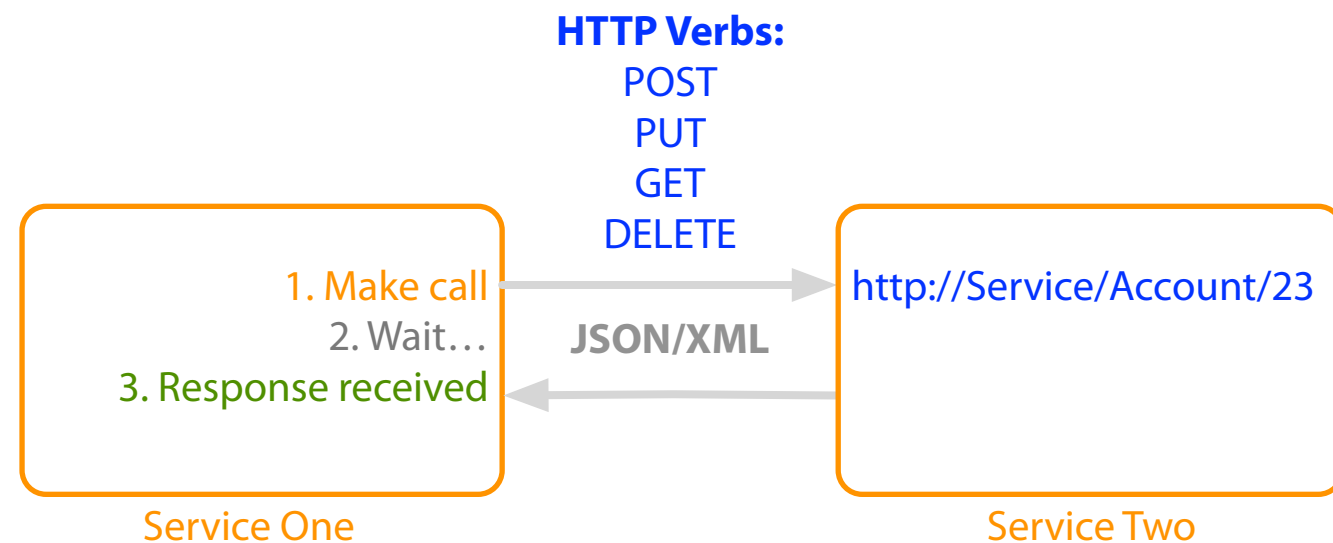
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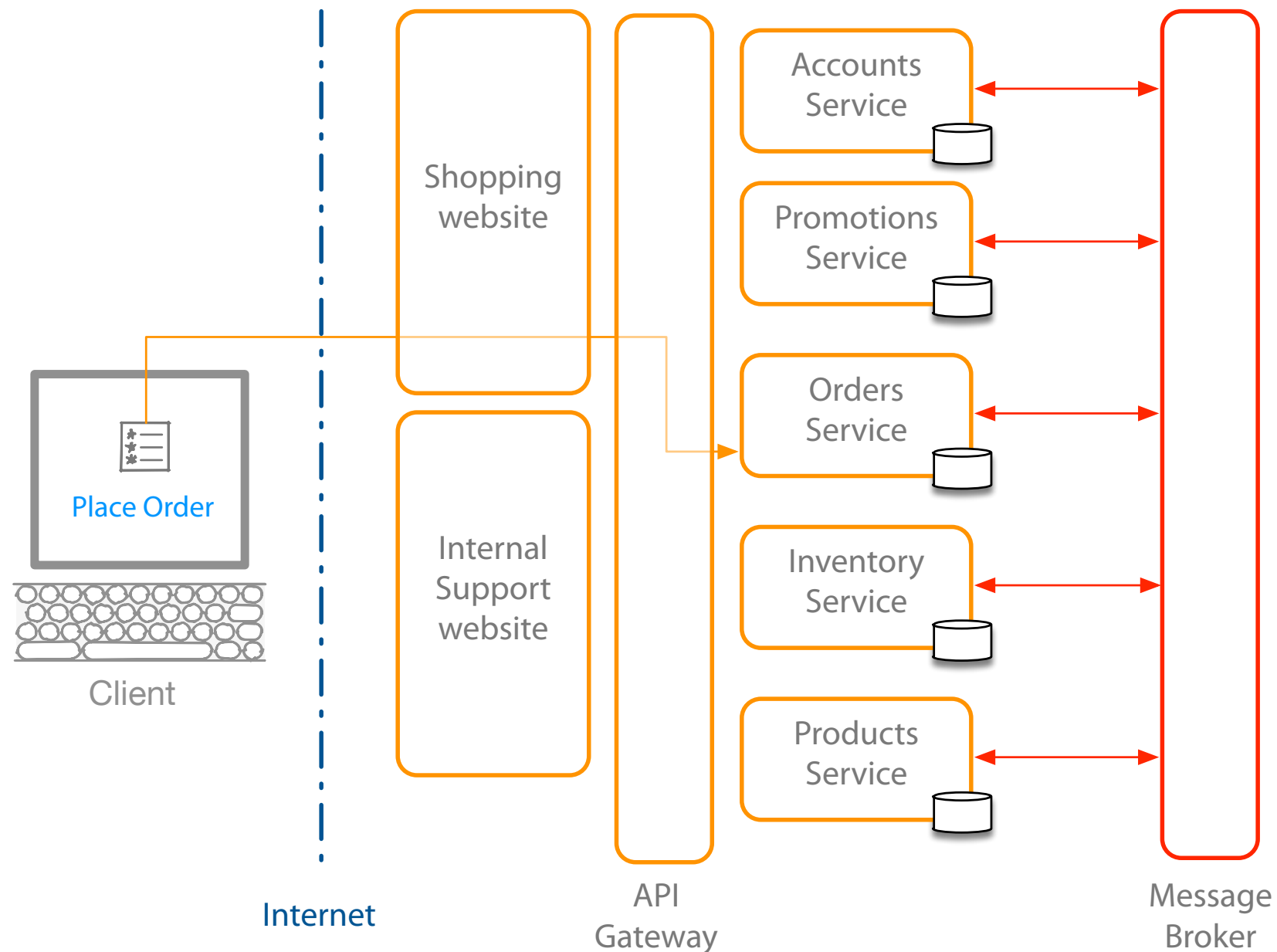
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# Communication: **Asynchronous**



## Event based

- Mitigates the need of client and service availability
- Decouples client and service

## Message queueing protocol

- Message Brokers
- Subscriber and publisher are decoupled
- Microsoft message queuing (MSMQ)
- RabbitMQ
- ATOM (HTTP to propagate events)

## Asynchronous challenge

- Complicated
- Reliance on message broker
- Visibility of the transaction
- Managing the messaging queue

## Real world systems

- Would use both synchronous and asynchronous



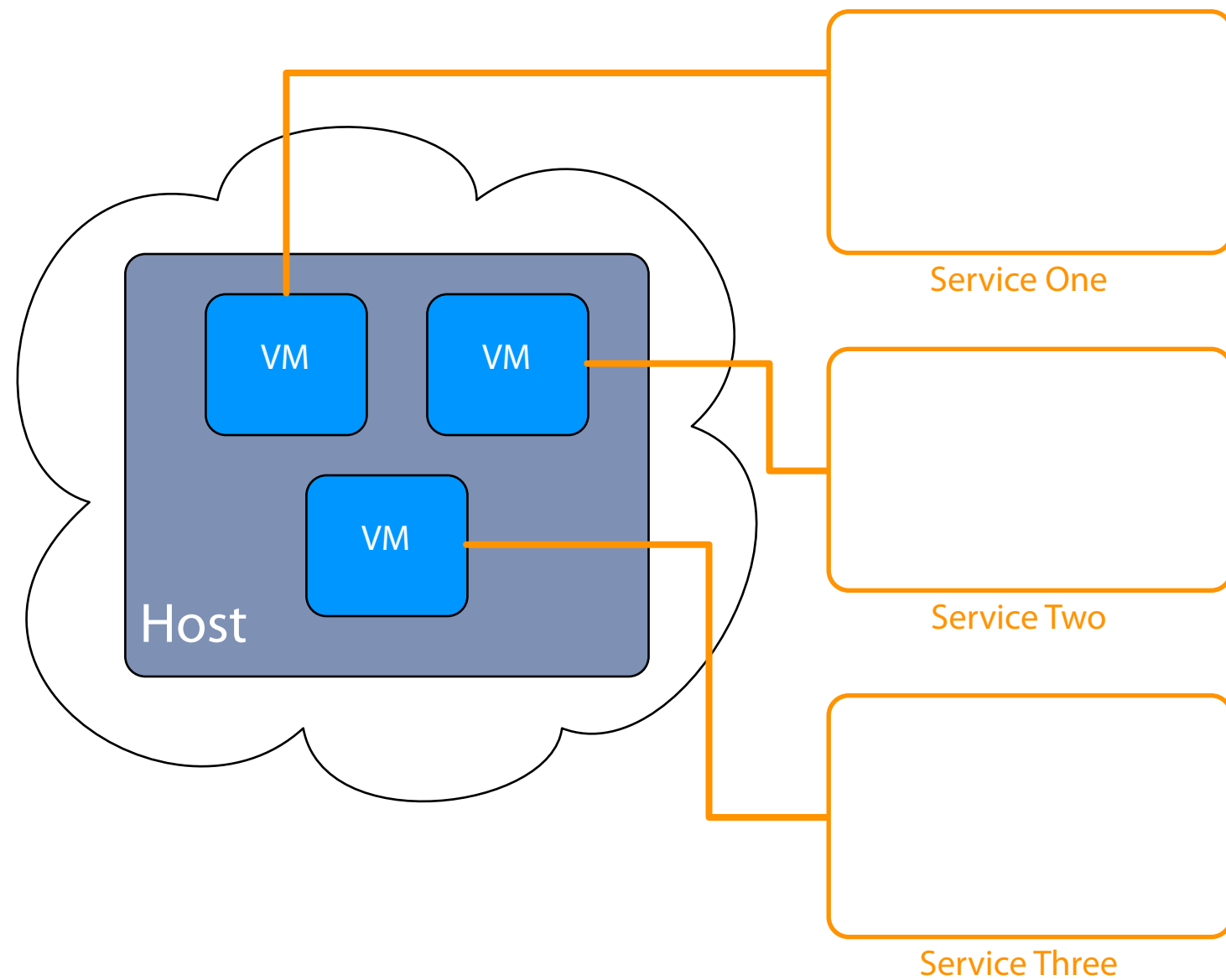
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# Hosting Platforms

Virtualization | Containers | Self Hosting | Registry and Discovery

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# Hosting Platforms: **Virtualization**



A virtual machine as a host

Foundation of cloud platforms

Platform as a service (PAAS)

Microsoft Azure

Amazon web services

Your own cloud (for example vSphere)

Could be more efficient

Takes time to setup

Takes time to load

Take quite a bit of resource

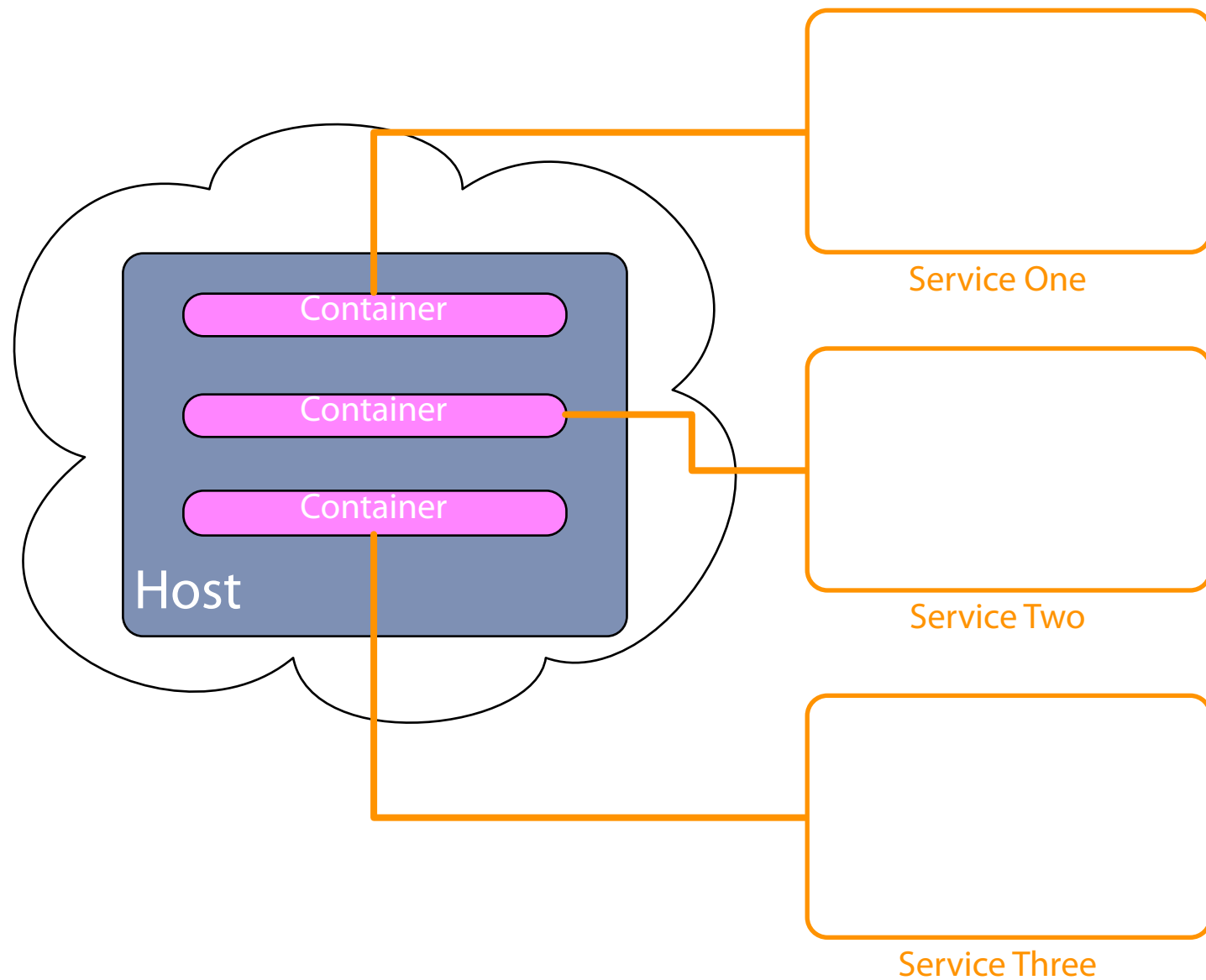
Unique features

Take snapshot

Clone instances

Standardised and mature

# Hosting Platforms: Containers



Type of virtualization

Isolate services from each other

Single service per container

Different to a virtual machine

Use less resource than VM

Faster than VM

Quicker to create new instances

Future of hosted apps

Cloud platform support growing

Mainly Linux based

Not as established as virtual machines

Not standardised

Limited features and tooling

Infrastructure support in its infancy

Complex to setup

Examples

Docker

Rocker

Glassware

# Hosting Platforms: **Self Hosting**



Implement your own cloud

Virtualization platform

Implement containers

Use of physical machines

Single service on a server

Multiple services on a server

Challenges

Long-term maintenance

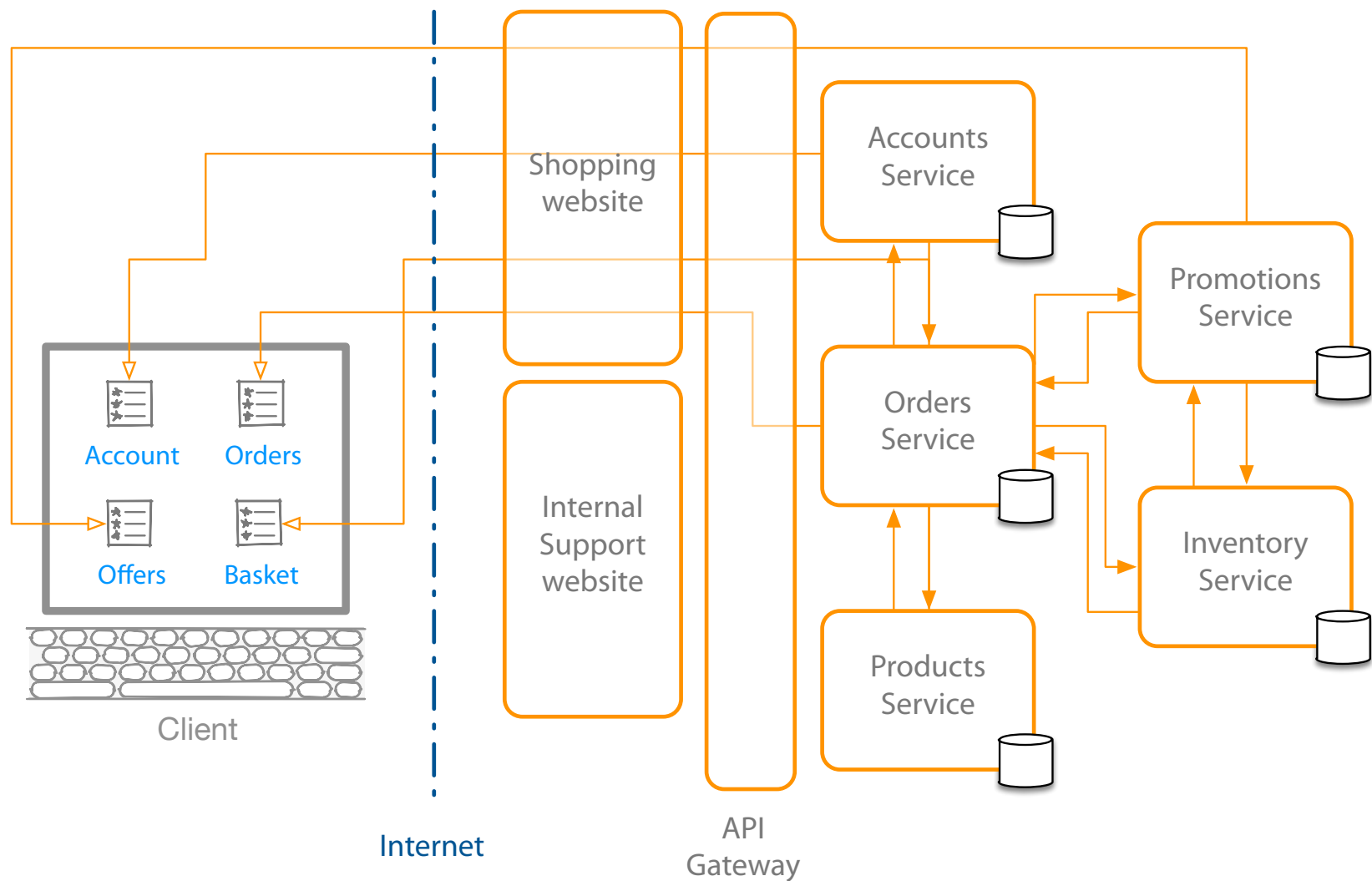
Need for technicians

Training

Need for space

Scaling is not as immediate

# Hosting Platforms: Registration and Discovery



Where?

Host, port and version

Service registry database

Register on startup

Deregister service on failure

Cloud platforms make it easy

Local platform registration options

Self registration

Third-party registration

Local platform discovery options

Client-side discovery

Server-side discovery

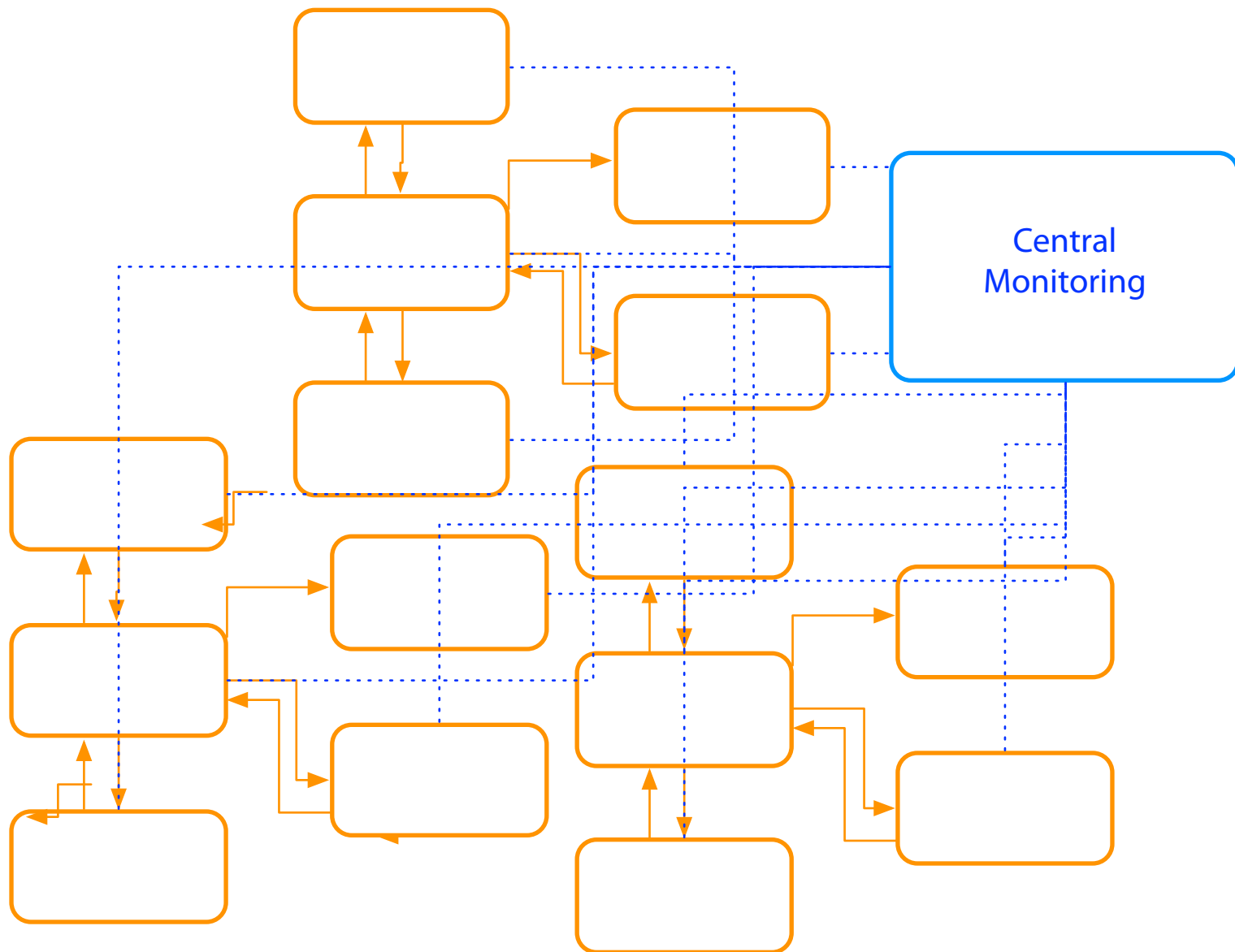
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# Observable Microservices

Monitoring Tech | Logging Tech

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# Observable Microservices: **Monitoring Tech**



## Centralised tools

Nagios  
PRTG  
Load balancers  
New Relic

## Desired features

Metrics across servers  
Automatic or minimal configuration  
Client libraries to send metrics  
Test transactions support  
Alerting

## Network monitoring

## Standardise monitoring

Central tool  
Preconfigured virtual machines or containers

## Real-time monitoring

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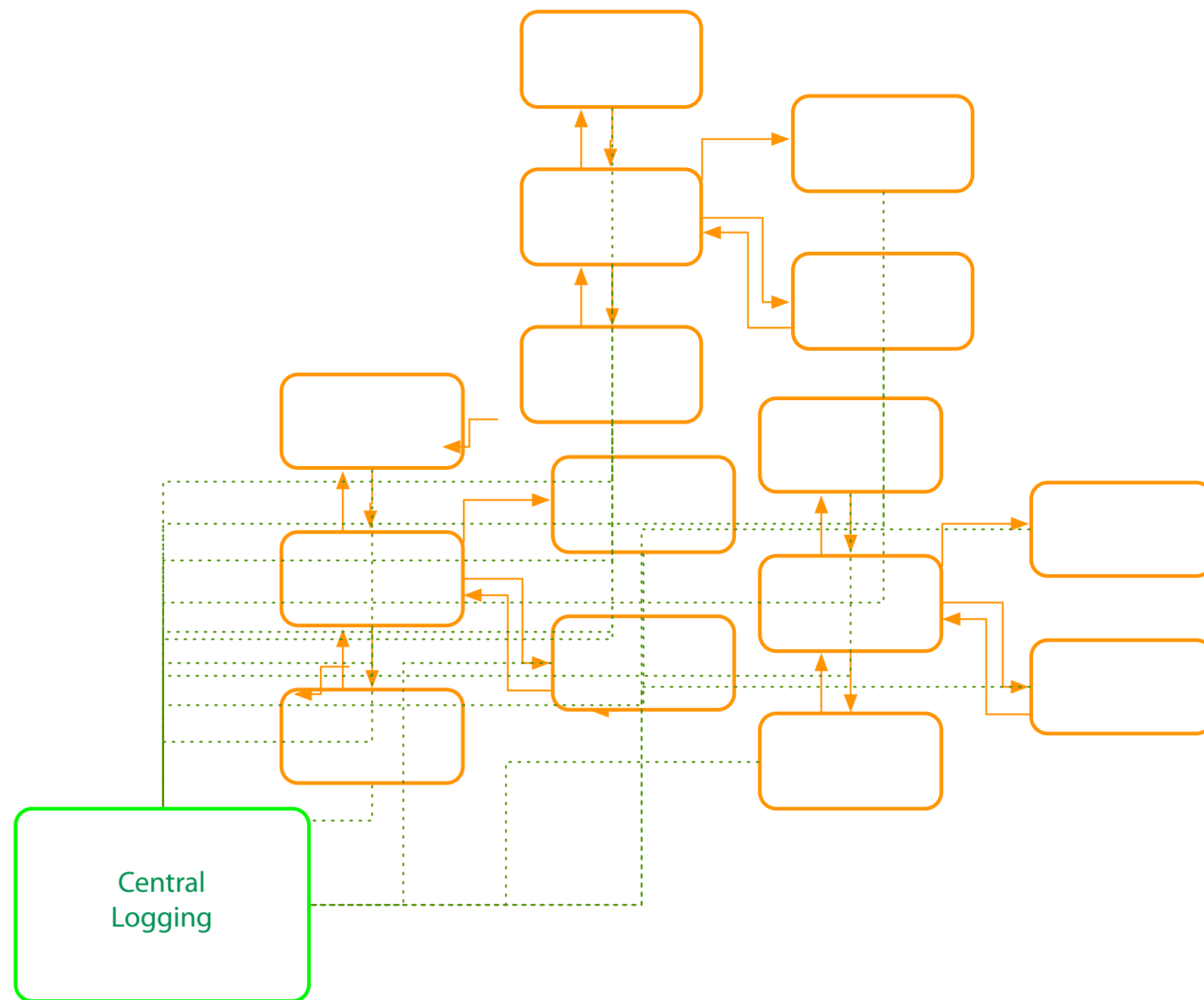
# Observable Microservices

Monitoring Tech | Logging Tech

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# Observable Microservices: **Logging Tech**



Portal for centralised logging data

Elastic log  
Log stash  
Splunk  
Kibana  
Graphite

Client logging libraries

Serilog  
and many more...

Desired features

Structured logging  
Logging across servers  
Automatic or minimal configuration  
Correlation\Context ID for transactions

Standardise logging

Central tool  
Template for client library

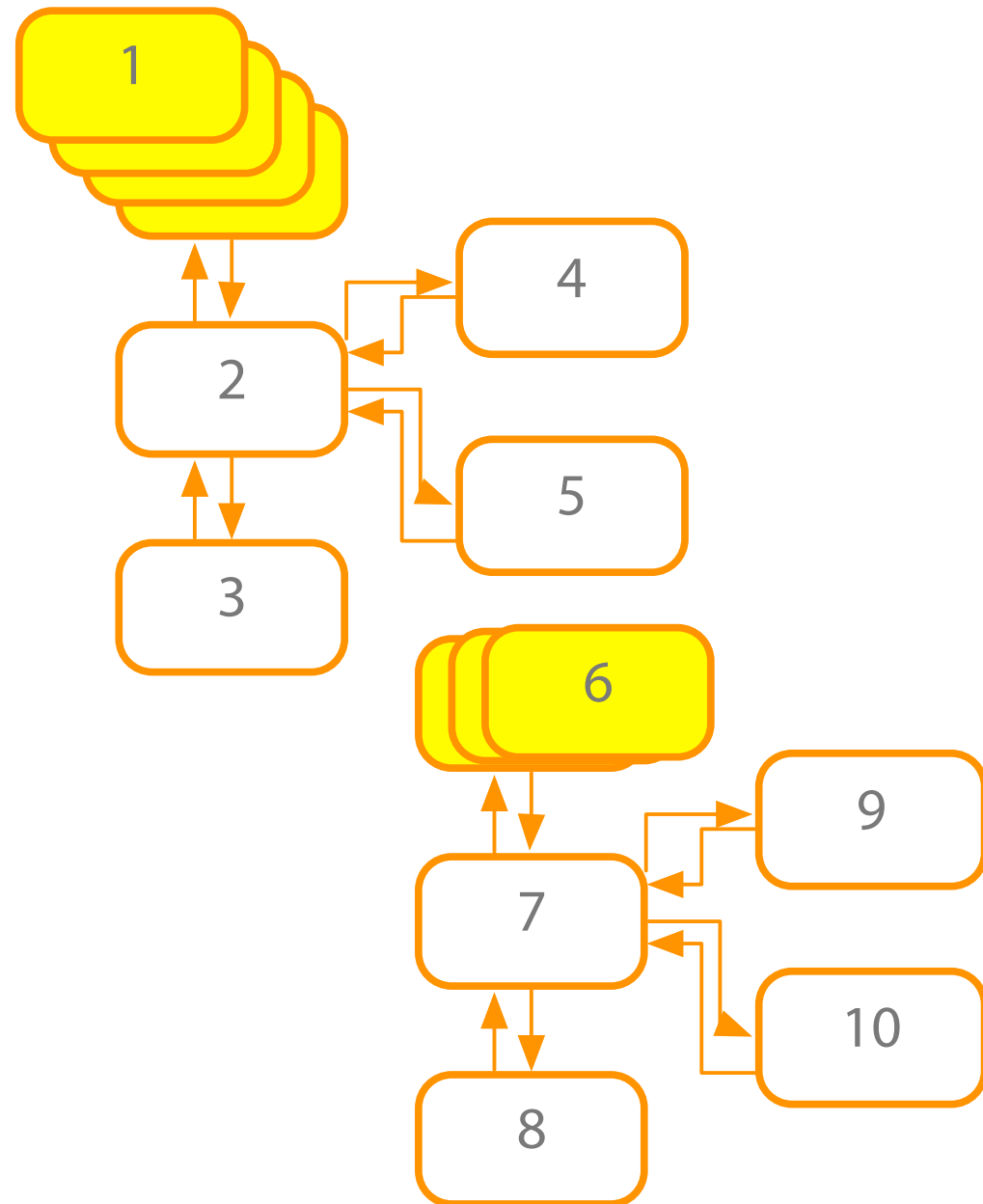
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# Microservices Performance

Scaling | Caching | API Gateway

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# Microservices Performance: **Scaling**



## How

- Creating multiple instances of service
- Adding resource to existing service

Automated or on-demand

PAAS auto scaling options

Virtualization and containers

Physical host servers

Load balancers

- API Gateway

## When to scale up

- Performance issues

- Monitoring data

- Capacity planning

# Microservices Performance: **Caching**

Caching to reduce

Client calls to services

Service calls to databases

Service to service calls

API Gateway\Proxy level

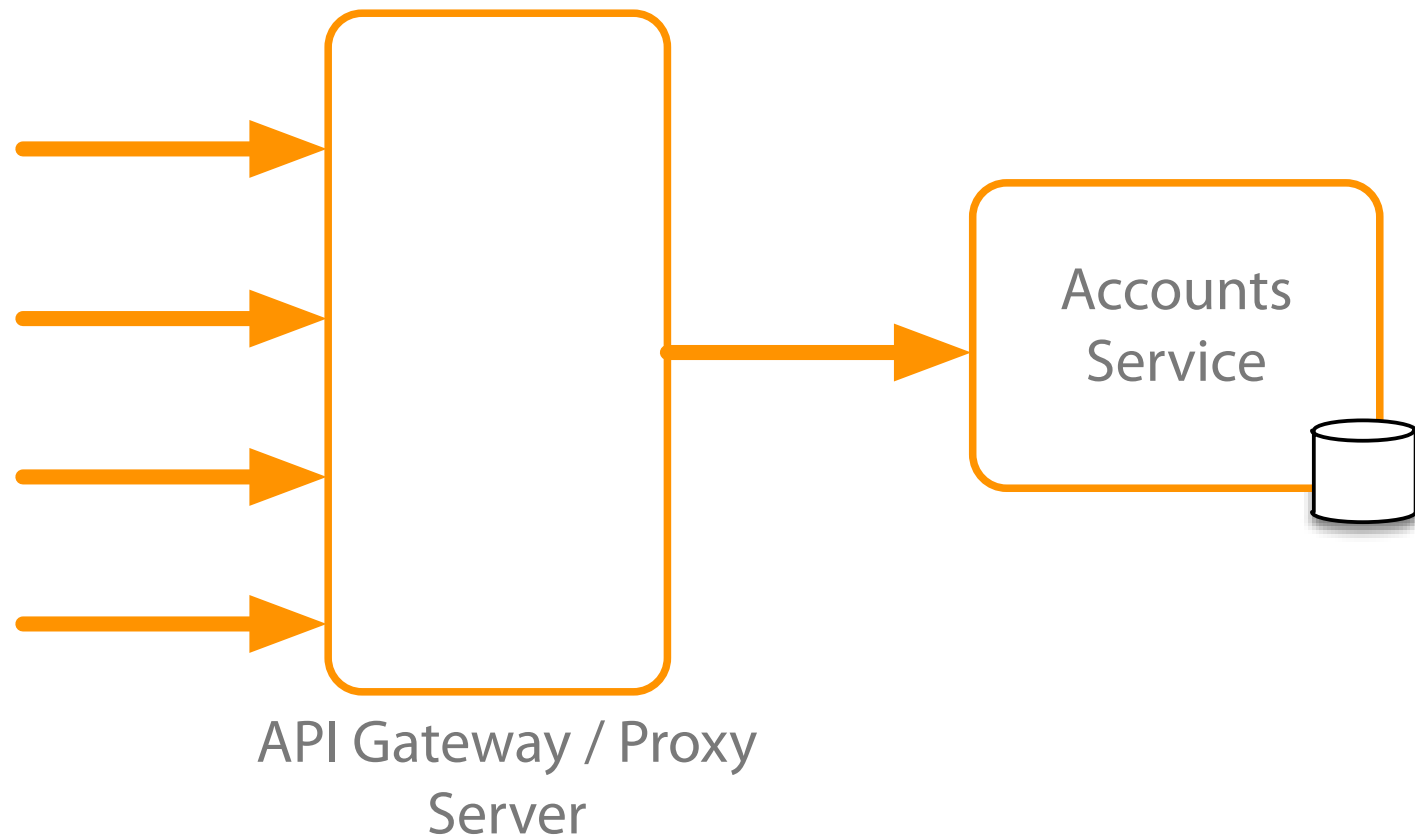
Client side

Service level

Considerations

Simple to setup and manage

Data leaks



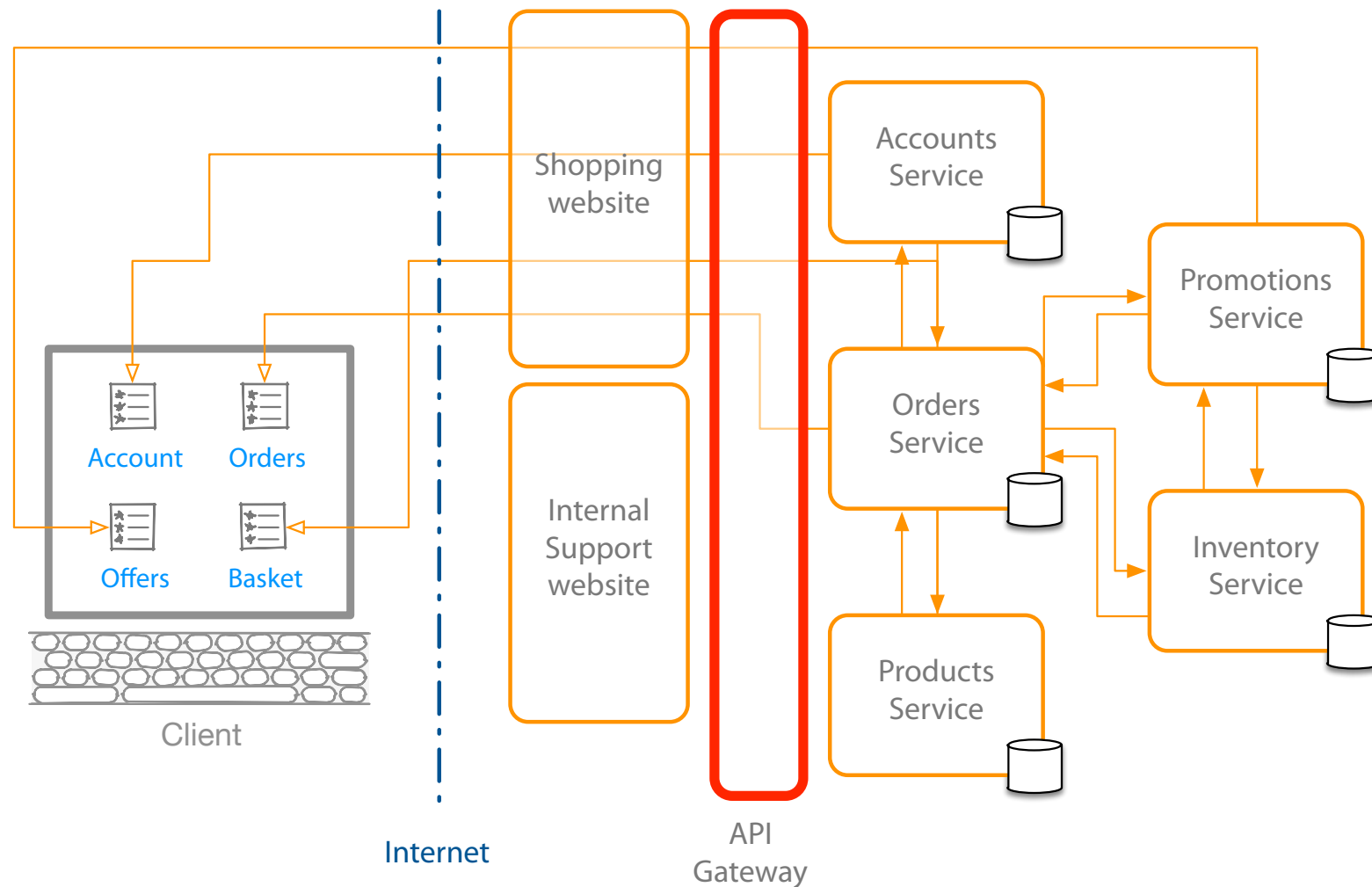
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# Microservices Performance

Scaling | Caching | API Gateway

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# Microservices Performance: API Gateway



Help with performance

Load balancing

Caching

Help with

Creating central entry point

Exposing services to clients

One interface to many services

Dynamic location of services

Routing to specific instance of service

Service registry database

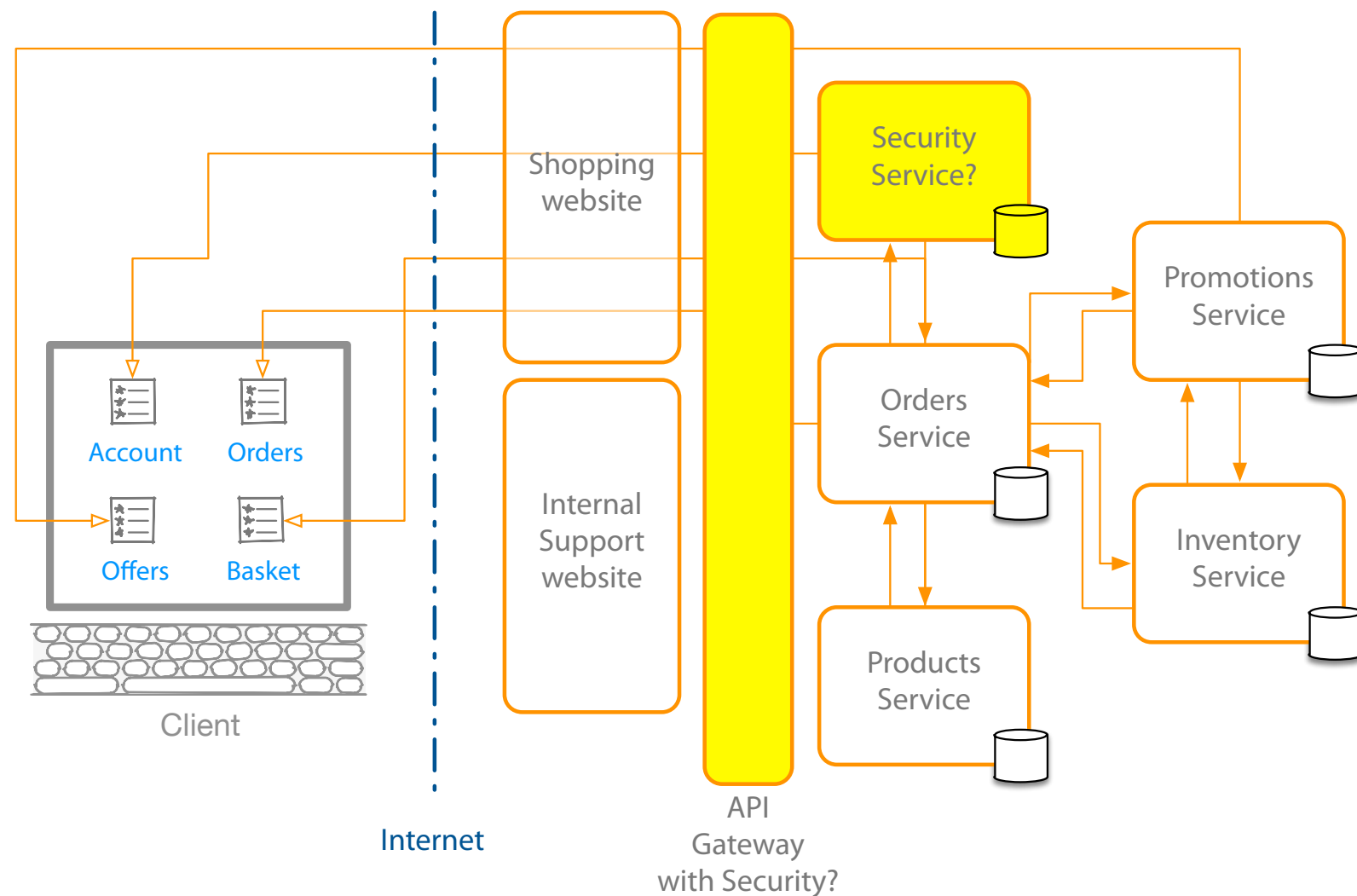
Security

API Gateway

Dedicated security service

Central security vs service level

# Microservices Performance: API Gateway



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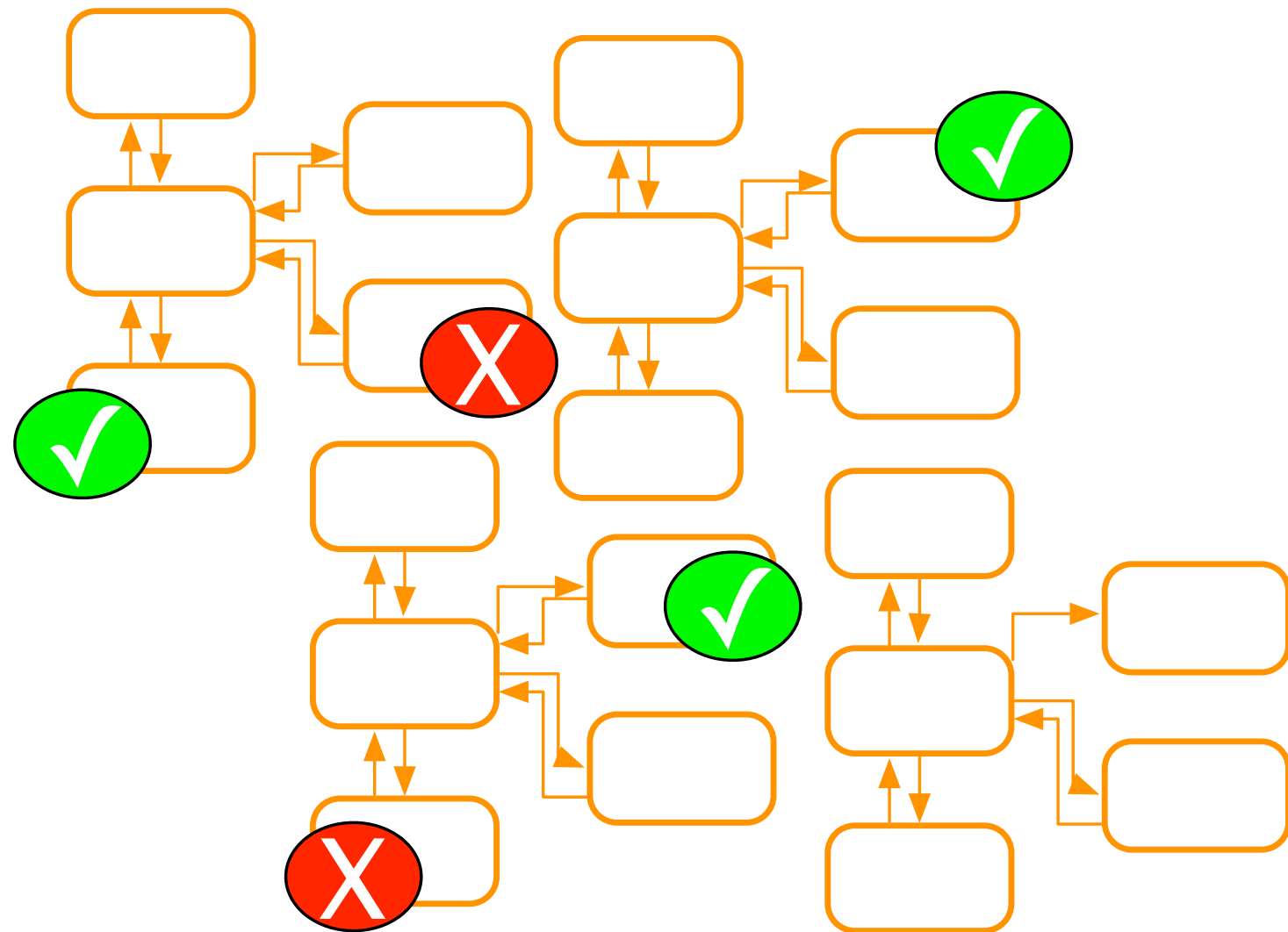
# Automation Tools

Continuous Integration | Continuous Deployment

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# Automation Tools: Continuous Integration



## Many CI tools

Team Foundation Server  
TeamCity  
Many more!

## Desired features

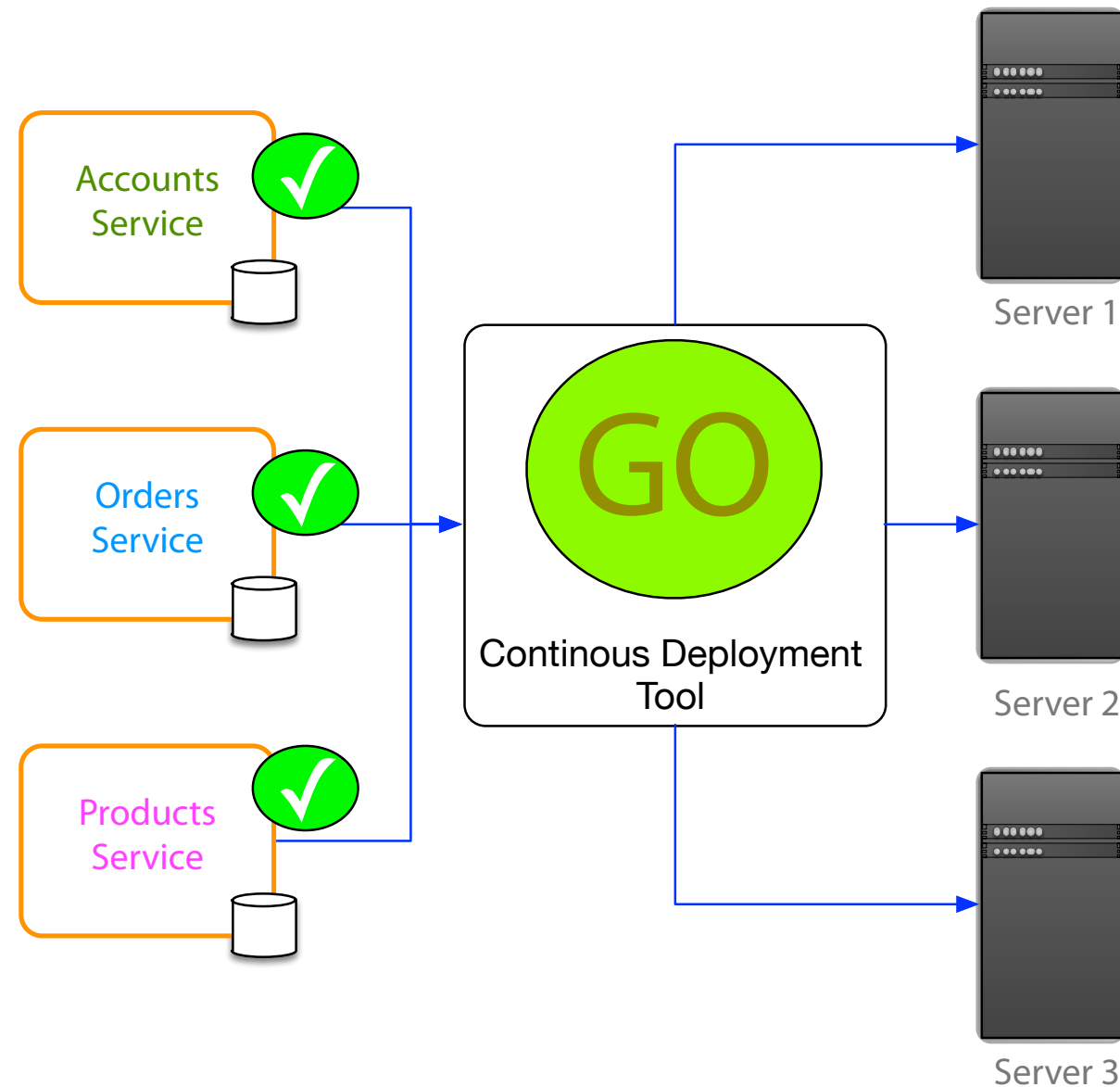
Cross platform  
Windows builders, Java builders and others  
Source control integration  
Notifications  
IDE Integration (optional)

## Map a microservice to a CI build

Code change triggers build of specific service  
Feedback just received on that service  
Builds and tests run quicker  
Separate code repository for service  
End product is in one place  
CI builds to test database changes  
Both microservice build and database upgrade are ready

Avoid one CI build for all services

# Automation Tools: Continuous Deployment



Many CD tools

Aim for cross platform tools

Desired features

Central control panel

Simple to add deployment targets

Support for scripting

Support for build statuses

Integration with CI tool

Support for multiple environments

Support for PAAS

# Module Summary



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## Observable Microservices

- Monitoring Tech
- Logging Tech

## Performance

- Scaling
- Caching
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## Automation Tools

- Continuous Integration
- Continuous Deployment