

Microservices Architecture

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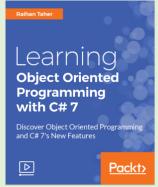
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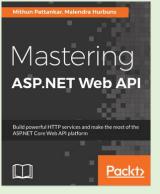
https://www.linkedin.com/in/vidyavrat/

About Me

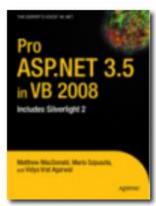
- 18+ years of industry experience
- Principal SWE Manager Microsoft Azure CXP
- Microsoft MVP
- C# Corner MVP
- TOGAF Certified Architect
- Certified Scrum Master (CSM)
- Microsoft Certified (MCT, MCSD / MCAD .NET, MCTS etc.)
- Published Author (5) and Technical Reviewer (over a dozen)

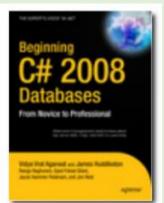




















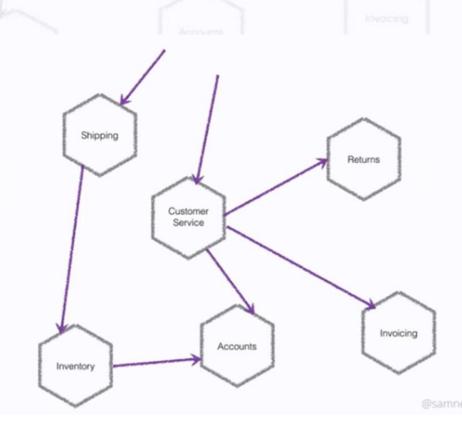


What is a Microservice?

 "Microservice as an application component which is:

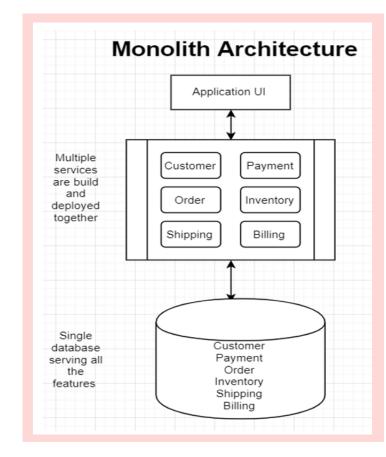
tightly scoped, loosely coupled, strongly encapsulated, independently testable, independently deployable, and independently scalable "

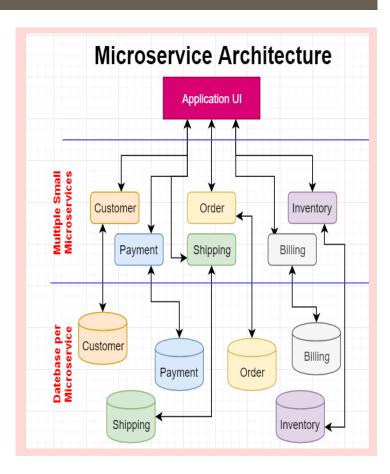
Small **Autonomous** services that **work together**, modelled around a **business domain**



Finding a Bounded Context

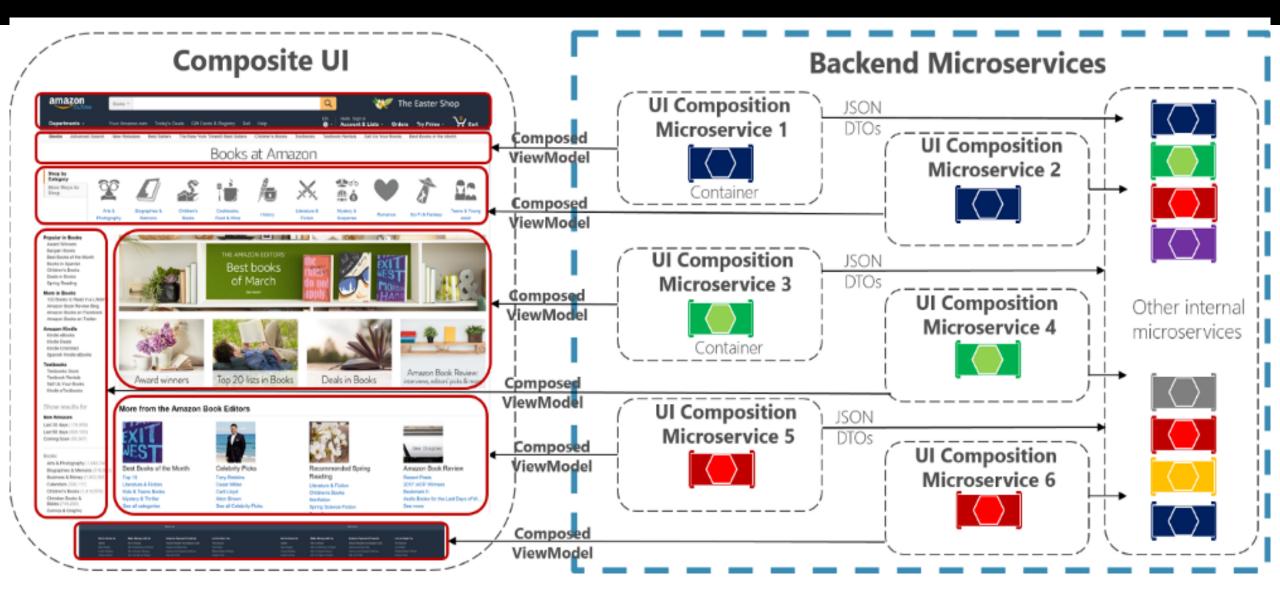
A bounded context is an explicit boundary within which a domain model exists.





- Billing can collect payment
- Billing can own customer data
- Order can generate receipt
- Order can own inventory
- Payment can own T&Cs

Microservices In Action



Microservice Trade-Offs

Microservices provide benefits...

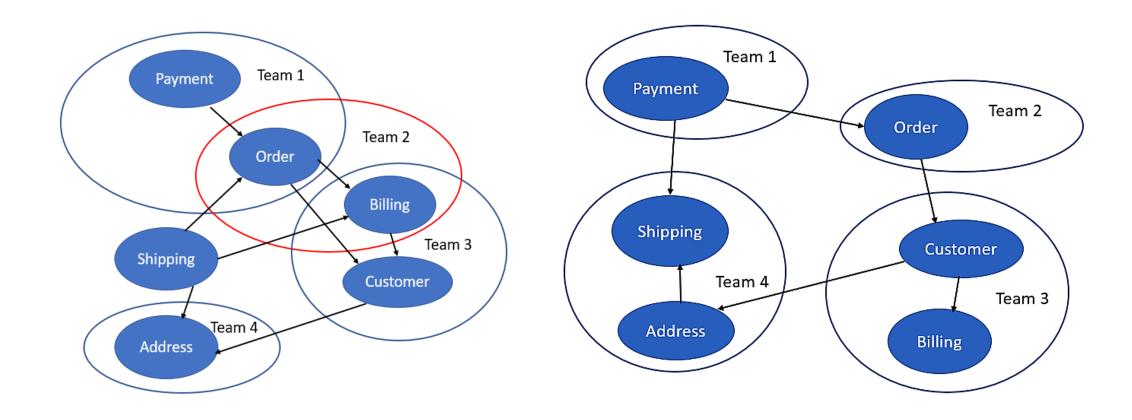
- ✓ <u>Strong Module Boundaries</u>: Microservices reinforce modular structure, which is particularly important for larger teams.
- ✓ <u>Independent Deployment</u>: Simple services are easier to deploy, and since they are autonomous, are less likely to cause system failures when they go wrong.
- ✓ <u>Technology Diversity</u>: With microservices you can mix multiple languages, development frameworks and data-storage technologies.

...but come with costs

- X <u>Distribution</u>: Distributed systems are harder to program, since remote calls are slow and are always at risk of failure.
- X Eventual Consistency: Maintaining strong consistency is extremely difficult for a distributed system, which means everyone has to manage eventual consistency.
- X Operational Complexity: You need a mature operations team to manage lots of services, which are being redeployed regularly.

Service Ownership

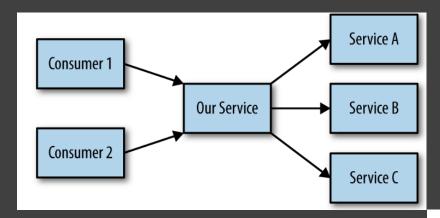
STOSA (Single Team Owned Service Architecture)

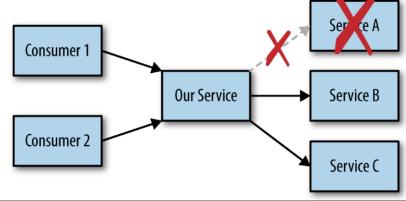


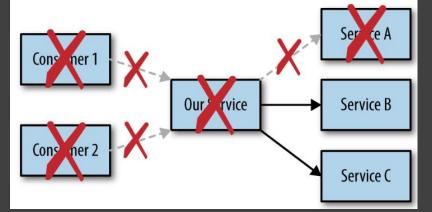
DevOps Metrics with Microservice

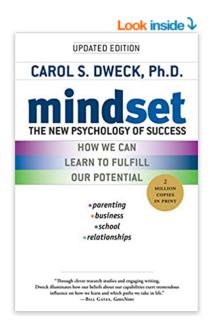


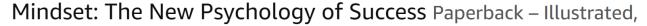
Dealing With Service Failures











December 26, 2007





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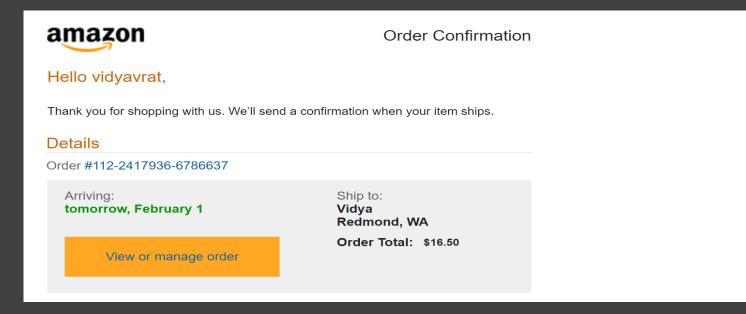


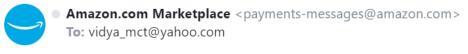






2 Second Rule







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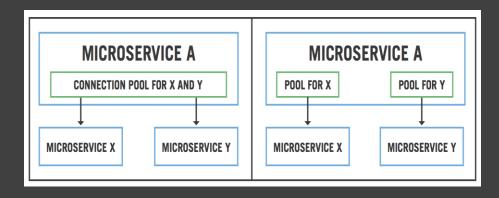
Pattern: Bulkhead

The Bulkhead pattern is a type of application design that is "tolerant of failure". In a bulkhead, elements of an application are isolated into pools so that if one fails, the others will continue to function.

The bulkhead pattern helps to fix a number of different quality of service related issues.

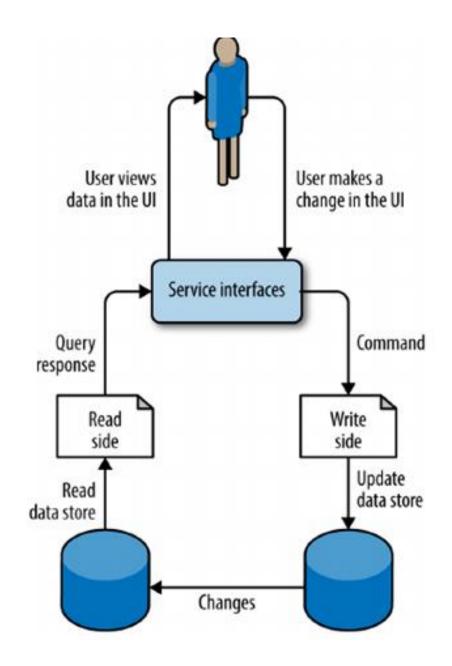
- •Propagation of Failure: Because solutions are contained and do not share resources (storage, synchronous service-to-service calls, etc.), their associated failures are contained and do not propagate. When a service suffers a programmatic (software) or infrastructure failure, no other service is disrupted.
- •Noisy Neighbors: If implemented properly, network, storage and compute segmentation ensure that abnormally large resource utilization by a service does not affect other services outside of the bulkhead (fault isolation zone).
- •Unusual Demand: The bulkhead protects other resources from services experiencing unpredicted or unusual demand.





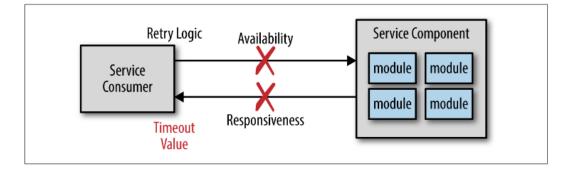
Pattern: CQRS

Command Query Responsibility
 Segregation

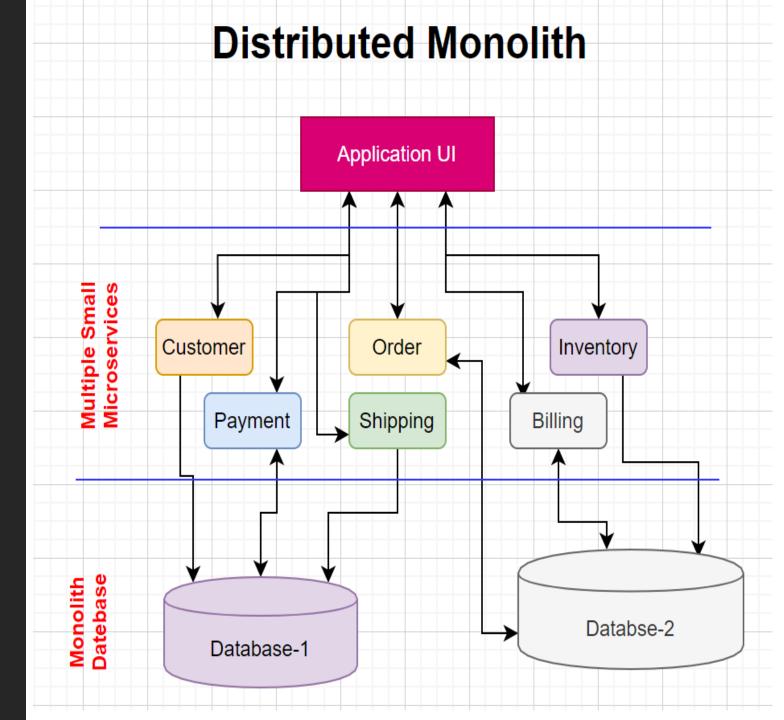


AntiPattern - Timeout

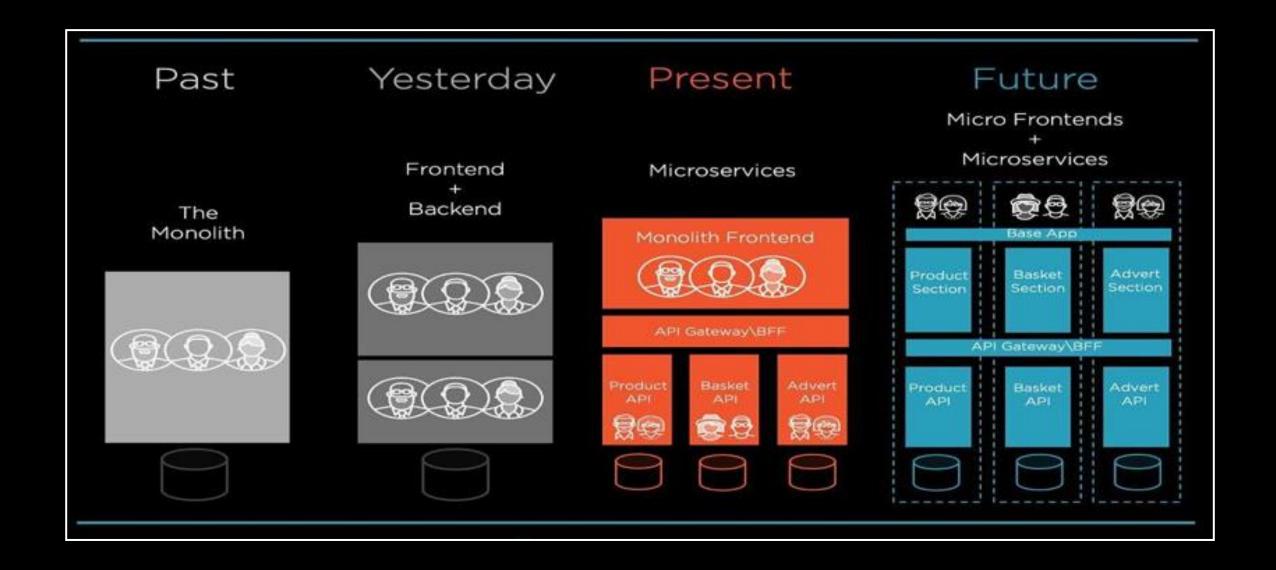
- Microservices is a distributed architecture, meaning all of the components (i.e., services) are deployed as separate applications and are accessed remotely through some sort of remote access protocol. One of the challenges of any distributed architecture is managing remote process availability and responsiveness.
- However, assuming the service was reached, and request was made, what happens if the service doesn't respond? In this case the service consumer can choose to wait indefinitely or leverage some sort of timeout value.



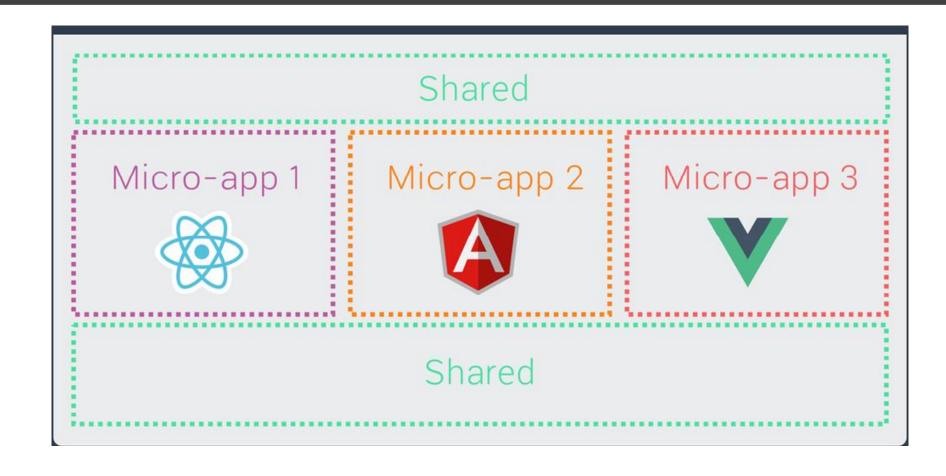
AntiPattern - Distributed Monolith



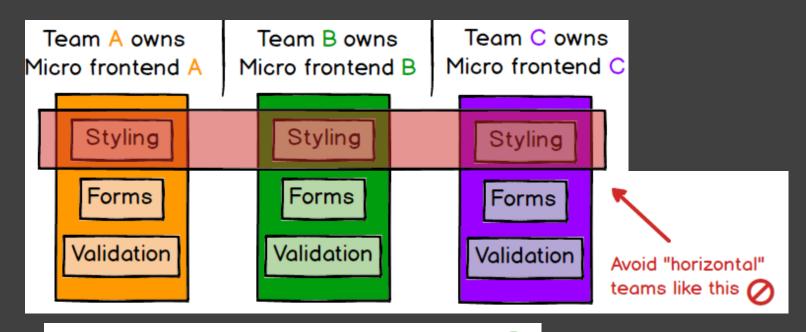
Evolutionary Architecture



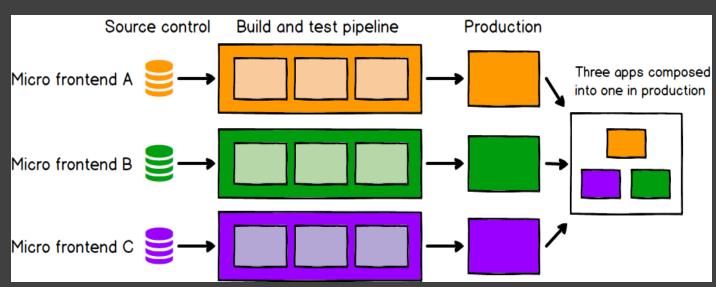
Microfrontend / Microapp



Microapp Ownership



3 product-oriented, "vertical" teams ✓



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