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Federated GraphQL to Solve Service Sprawl at Major League Baseball

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Olessya Medvedeva and Matt Oliver discuss how they have begun to implement a Federated GraphQL architecture to solve the issue of service discovery, sprawl and ultimately getting the data needed.

### Who are we? What is Web Platform?



- Matt Oliver Senior Engineering Manager
- o Olessya Medvedeva Software Engineer
- Web Platform handles all base architecture, infra and DevOps.
  - Supports multiple frontend teams, 30+ developers
  - o Forward thinking, leading architecture vision.
- Responsibilities include the Server Side Rendering architecture (React/Next) and supporting services such as personalization.
  - Challenging because serving fully rendered pages takes coordinating data from many disparate services.

### The Problem



"We have different clients needing different data from many disparate systems maintained by different teams."



### **Specifics**



- Low visibility into who is making calls
  - Unknown clients make model changes hard
- o Evidence of redundant calls but system too complex to determine where
  - Prone to DDOSing ourselves
- o Burned by third party integrations, isolate clients from backend churn
- Disparate caching causing confusion
- Upstream failures handled poorly

### **Client/Server Communication Today**





#### What's wrong with this?

- Clients are chatty
- Response payloads all-or-nothing
- Backend data model tied to frontend implementation
- Backend service exposure

## **Client/Server Communication Today**





### What's wrong with this?

- o Increased complexity
- Maintenance of mashups
- Duplication of data access
- No holistic view of api surface

## Decided to explore GraphQL

## What is GraphQL?





- Graph Query Language
- Developed by Facebook in 2012, first public release in 2015.
- Using the query language, request the data you want from the server.

## **Anatomy Of A GQL Service**





### **Models**

Describes request and response schema

```
type Query {
  getTeams(ids: [Int]): [Team]
}

type Team {
  id: Int
    name: String
  ...
}
```

### Resolvers

Translates request into response

```
module.exports = {
  getTeams: (_, { ids }, { stats }) => {
  return stats
    .getTeams(ids)
    .then(({
    teamId,
    teamName
  })) => ({
    id: teamId,
    name: teamName,
  });
```

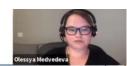
### Services

Provide internal data to resolvers



## **Anatomy Of A GQL Service**







### **Pros**

- Code all in one place, single source of truth
- o Easier deployment
- o Updates to models clear

### Cons

- Contributing with large teams cumbersome
- o Models are tightly coupled
- o Single point of failure

## Enter (A)POLLO



- Private company formed around GraphQL
- Extended the GraphQL specification, specifically around Federation
- Federation is a topology where you have multiple independent services, unified by one "gateway"

## **Anatomy of Federated GraphQL**

GQL Gateway

(Router)

Clients

Device Service

Models

Resolvers



## Cons

Pros

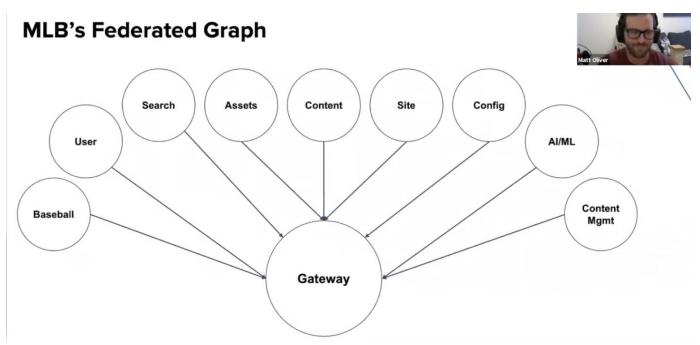
- More complex CI/CD
- Potential for graph breakage higher (there are mitigations)
- o Connections between parts of the graph can be less clear

We now have subgraphs and can now do interservice communication between the different sub-graphs via querying

User Service

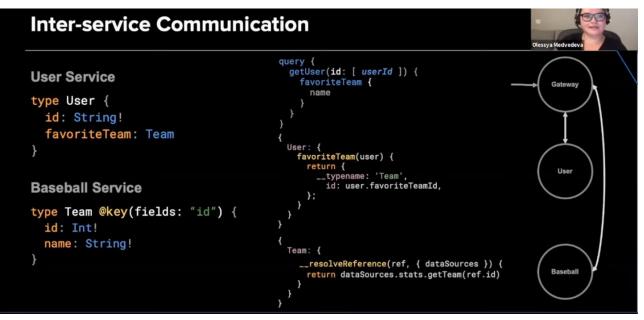
Models

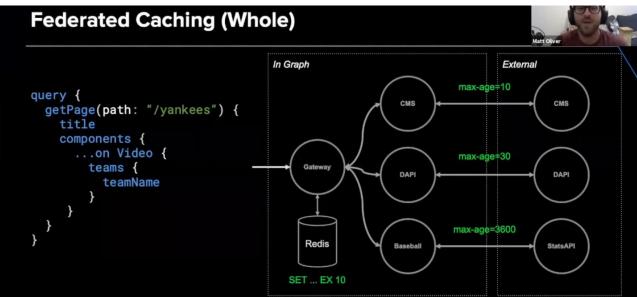
Resolvers

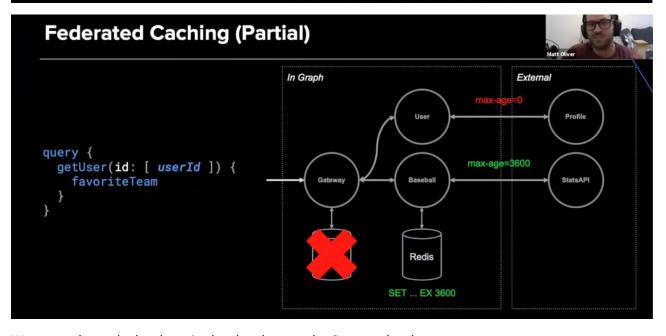


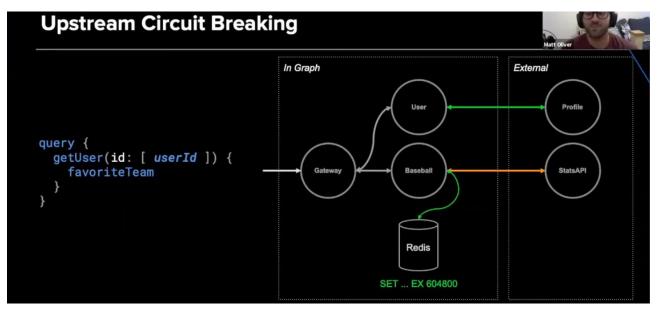
# **Architectural Deep Dive**

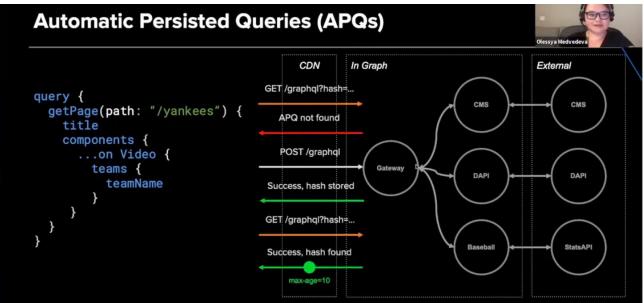
Developers can extend existing models within their own models











We can use APQs to cache and hash at the edge for better performance



### **Lessons Learned**



#### Wins

- o Went into Production in May
- Subset of total services (60rqps at peak)
- Decreased number of calls between services
  - No more stitching within clients, payloads decreased
  - Teams leveraging federation, no longer need to worry about data access
- Increased visibility upstream with tracing
- Centralized data access reduces ambiguity and eases discovery

#### Caveats

- Upfront cost in learning GQL syntax/grammar
- Implicit federated communication learning curve
- o Organizational buy-in a process
- Governance requires almost constant oversight and collaboration

### Resources



- GraphQL Docs
  - o <a href="https://graphql.org/learn/">https://graphql.org/learn/</a>
- Apollo Docs
  - o https://www.apollographql.com/docs/
- Apollo Federation
  - o https://www.apollographql.com/docs/federation/
- o Apollo GraphQL Summit, November 10 11
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