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Large Scale Software Development

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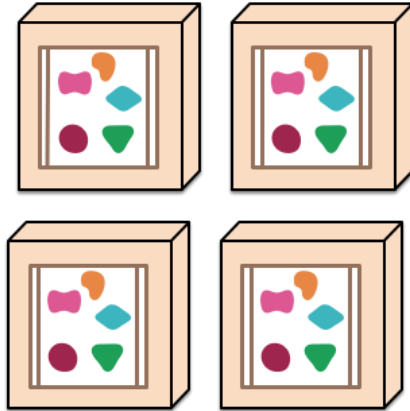
Microservice Architectures

Microservices

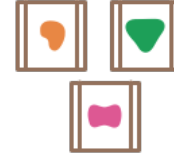
A monolithic application puts all its functionality into a single process...



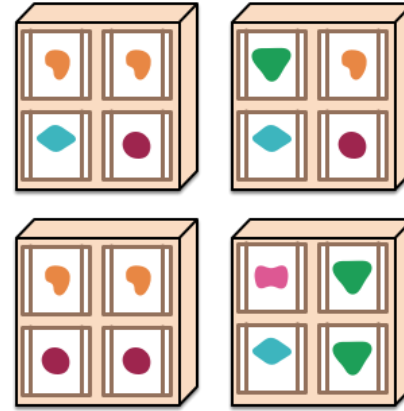
... and scales by replicating the monolith on multiple servers



A microservices architecture puts each element of functionality into a separate service...



... and scales by distributing these services across servers, replicating as needed.



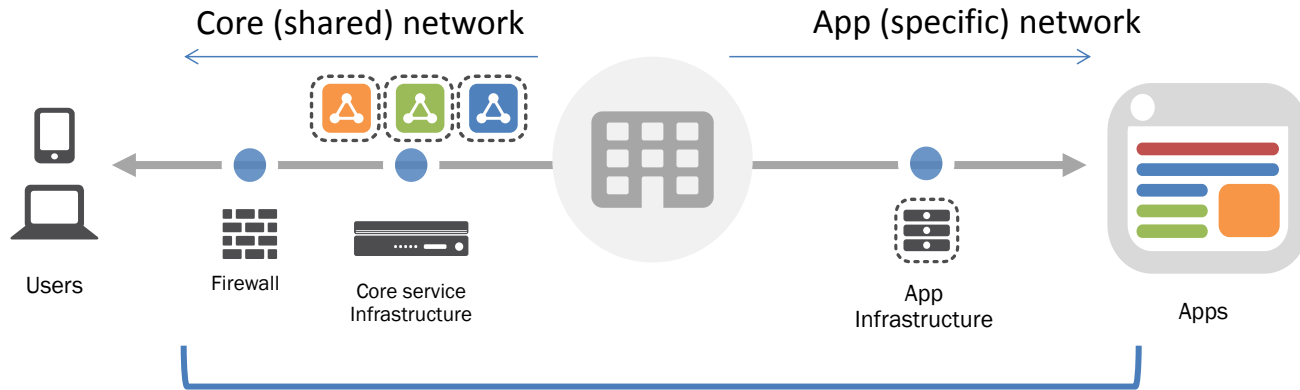
<https://martinfowler.com/articles/microservices.html>

Why microservices?

- Conway's Law
"organizations which design systems ... are constrained to produce designs which are copies of the communication structures of these organizations"
- Accelerating the pace of change
- Increasing the scale of operation
- Reducing the cost (of change and of operation)

Melvin E. Conway, "How do committees invent." *Datamation* 14.4 (1968): 28-31.

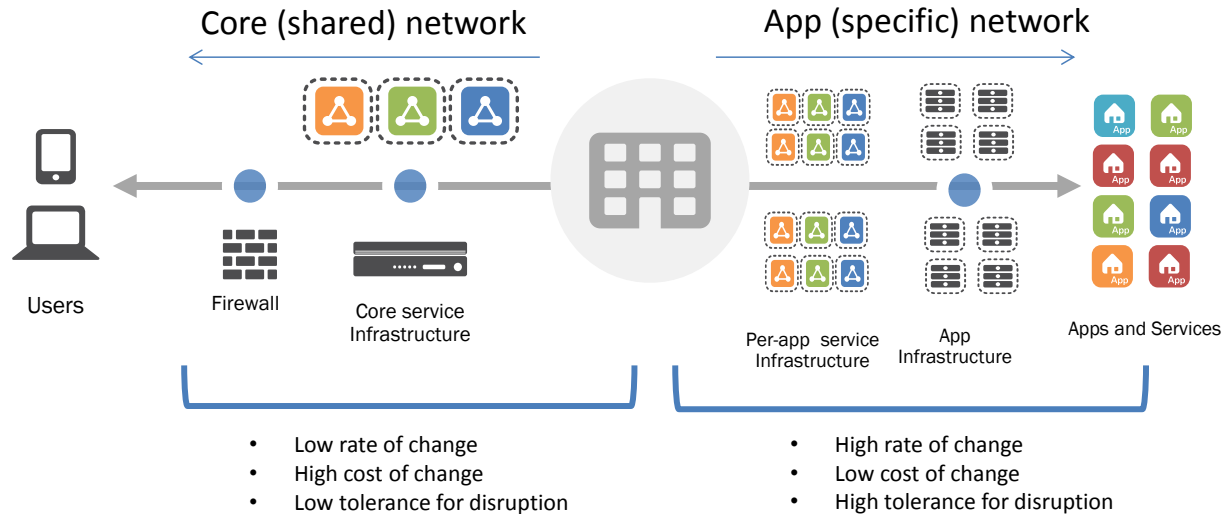
Monolithic Service Architecture



- Low rate of change
- High cost of change
- Low tolerance for disruption

PRIORITY: RELIABILITY

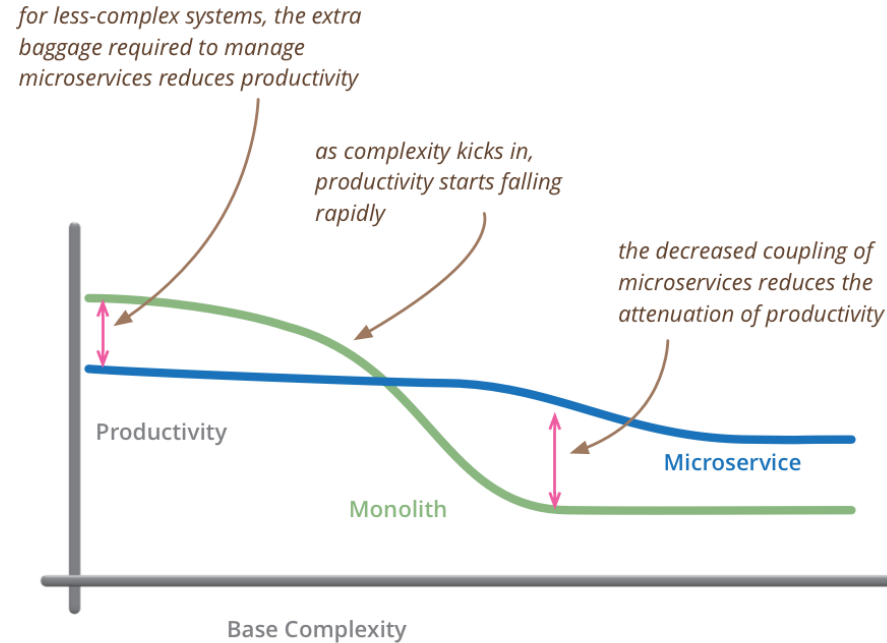
Microservice Architecture



PRIORITY: RELIABILITY

PRIORITY: AGILITY

The cost of Microservices



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

<https://martinfowler.com/bliki/MicroservicePremium.html>

Microservices Characteristics

- Componentization via Services
- Organized Around Business Capabilities
- Products not Projects
- Smart Endpoints and Dumb Pipes
- Decentralized Governance
- Decentralized Data Management
- Infrastructure Automation
- Design for Failure
- Evolutionary Design

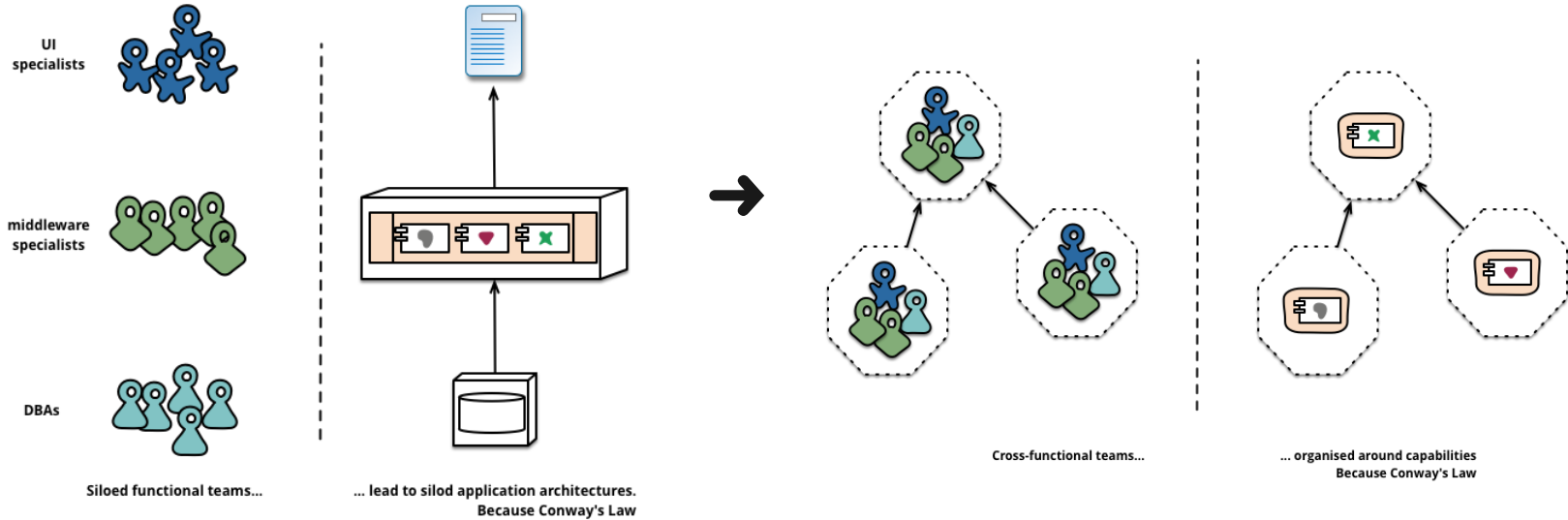
Componentization via Services

- **Components** are independently replaceable and upgradeable software units.
- Microservices approach componentization by breaking a system down into distinct services.
- Benefits:
 - Services are independently deployable
 - Strong component interfaces (helps keep coupling down)
- Liabilities:
 - Remote calls are more expensive
 - Harder to refactor across service boundaries

Organized Around Business Capabilities

- Conway's Law
- Use cross-functional teams
- “Encapsulate what varies”

Organized Around Business Capabilities



Products not Projects

- Putting developers into **day-to-day contact** with how their software **behaves in production**
- **Projects:** Endeavors with a start, middle and end, with the goal of delivering some piece of software
- **Products:** Owned over its lifetime by a team, who takes full responsibility for the software in production

Smart Endpoints and Dumb Pipes

- Avoid sophisticated communication structures orchestrated by a central tool (e.g., ESBs)
- “*smart endpoints and dumb pipes*”
- Use of lightweight messaging (REST, lightweight message bus)
- Use of coarser-grained communication

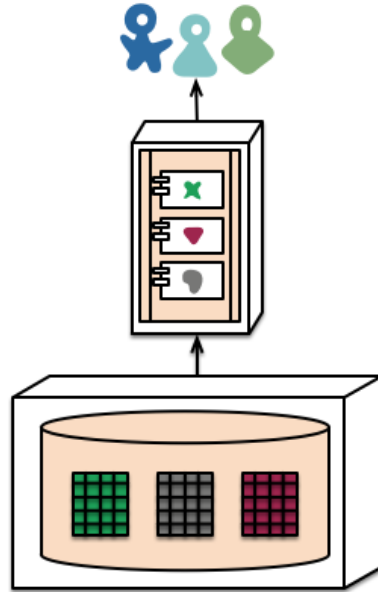
Decentralized Governance

- Use the right tool for the job
- Value **emergent reuse** rather than **imposed standards**
- Evolvable service contracts

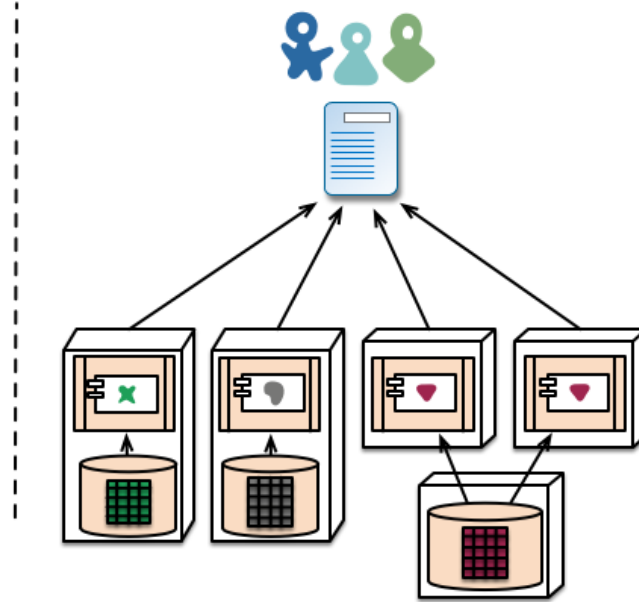
Decentralized Data Management

- Decentralization of decisions about conceptual models and data storage
- Each service manages its own data
- Eventual consistency – transactionless coordination between services

Decentralized Data Management



monolith - single database



microservices - application databases

<https://martinfowler.com/articles/microservices.html>

Infrastructure Automation

- Deployment of **many different services** implies added **operational complexity** of building, deploying and running
- Automate tests!
- Automate deployment!
- Automate infrastructure provisioning!

Design for Failure

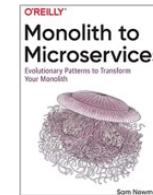
- Design to tolerate the failure of services
- Requires constant attention to how service failures affect the user experience
- Leads to sophisticated **real-time monitoring** setups

Evolutionary Design

- Value ways to do frequent, fast, and well-controlled changes to software
- Components should be independently replaceable and upgradable
- *“Encapsulate what varies”*

References

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Sam Newman, O'Reilly Media, 2015
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Chris Richardson, Manning, 2017
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<https://martinfowler.com/articles/break-monolith-into-microservices.html>
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