

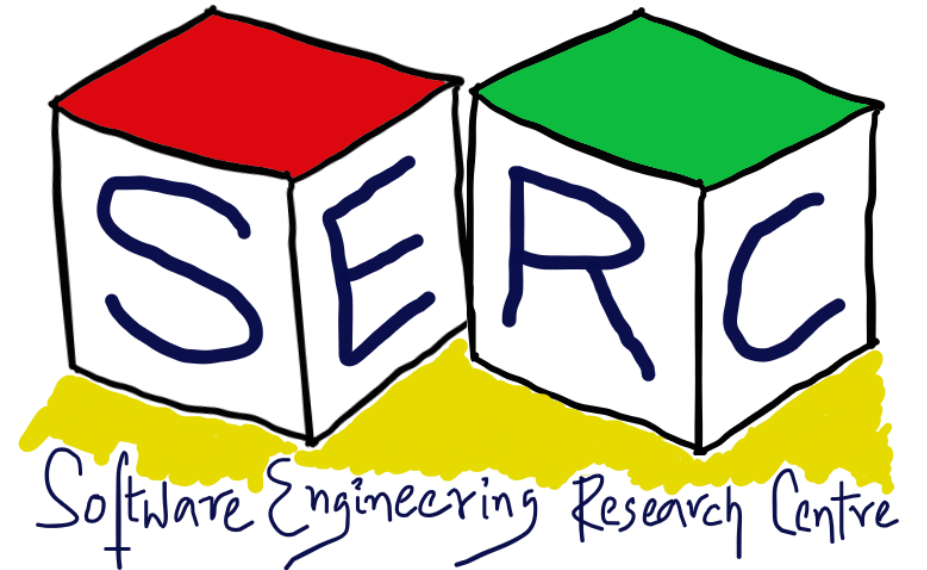
# Architectural Styles & Patterns

CS6.401 Software Engineering

Dr. Karthik Vaidhyanathan

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<https://karthikvaidhyanathan.com>



# Acknowledgements

The materials used in this presentation have been gathered/adapted/generate from various sources as well as based on my own experiences and knowledge -- Karthik Vaidhyanathan

Sources:

1. Software Architecture in Practice, Len Bass, 2<sup>nd</sup>, 3<sup>rd</sup> edition
2. Various sources from the web that has been duly credited in the respective slide

# Monolithic Approach to E-commerce

## Organizational



UI Developers/  
App developers



App backend team(s)



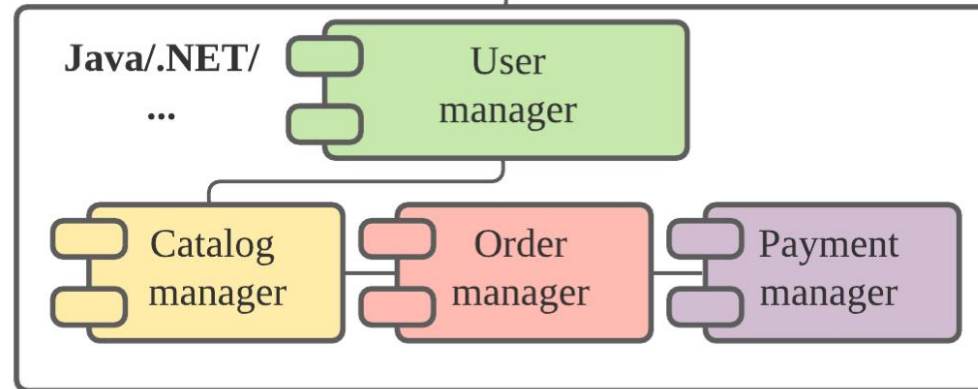
DB Administrators

## Architecture

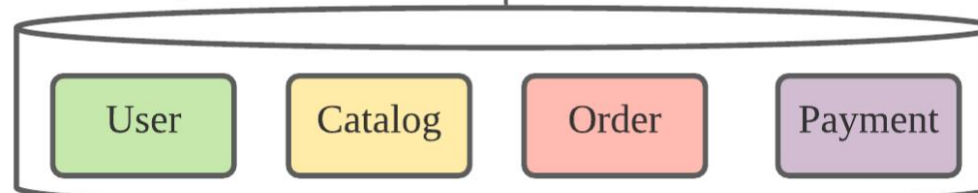
HTML/CSS  
and JS



Android/iOS



Oracle/MySQL/..



## Deployment



Application  
webserver  
(for web)



Backend  
server



Database  
server

# Microservices!

Domain Driven Design

Large-Scale Systems

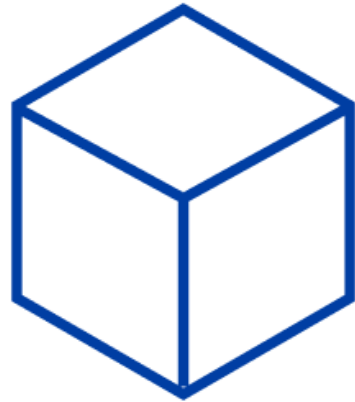
Continuous Delivery

Infrastructure Automation

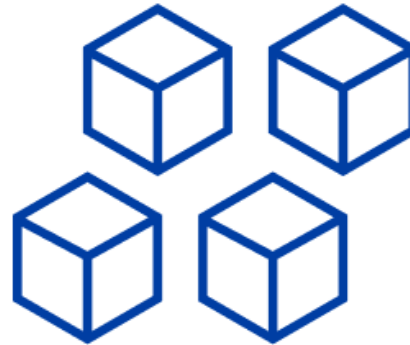
Small Autonomous Teams

Microservices

# Moving Towards Microservices



**MONOLITHIC**  
Single unit



**SOA**  
Coarse-grained



**MICROSERVICES**  
Fine-grained

1990

2000

2010

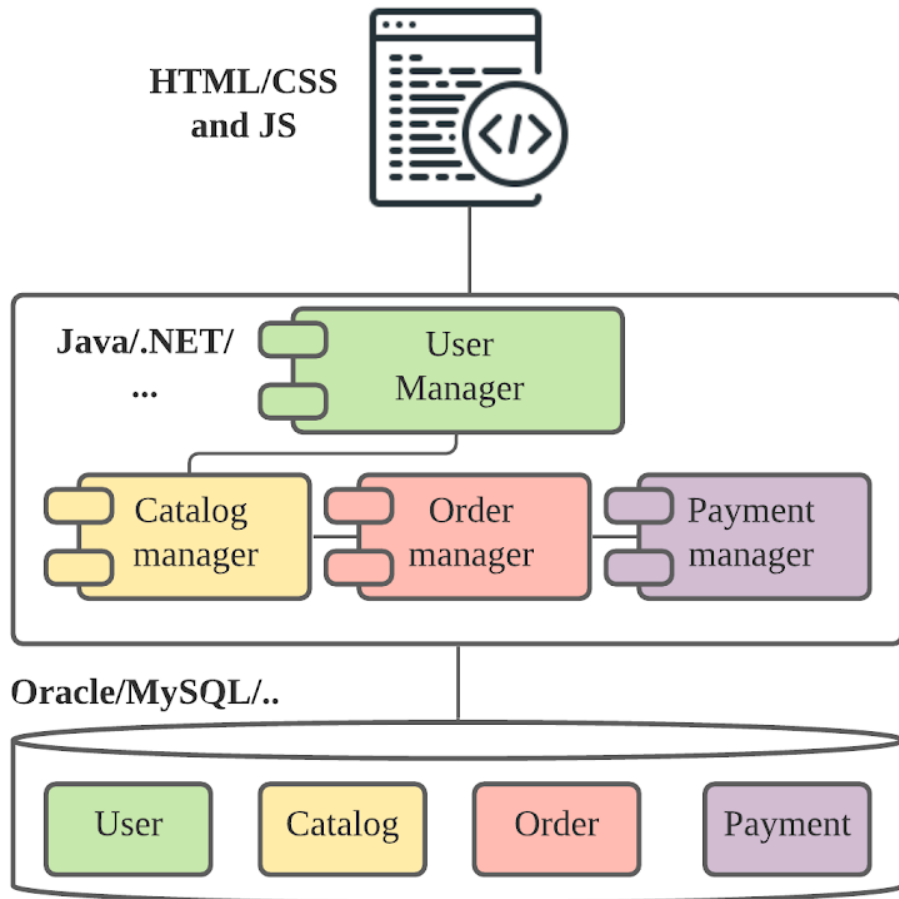
# Microservices: What does it Mean?

*“Small autonomous services that work together” -- Sam Newman*

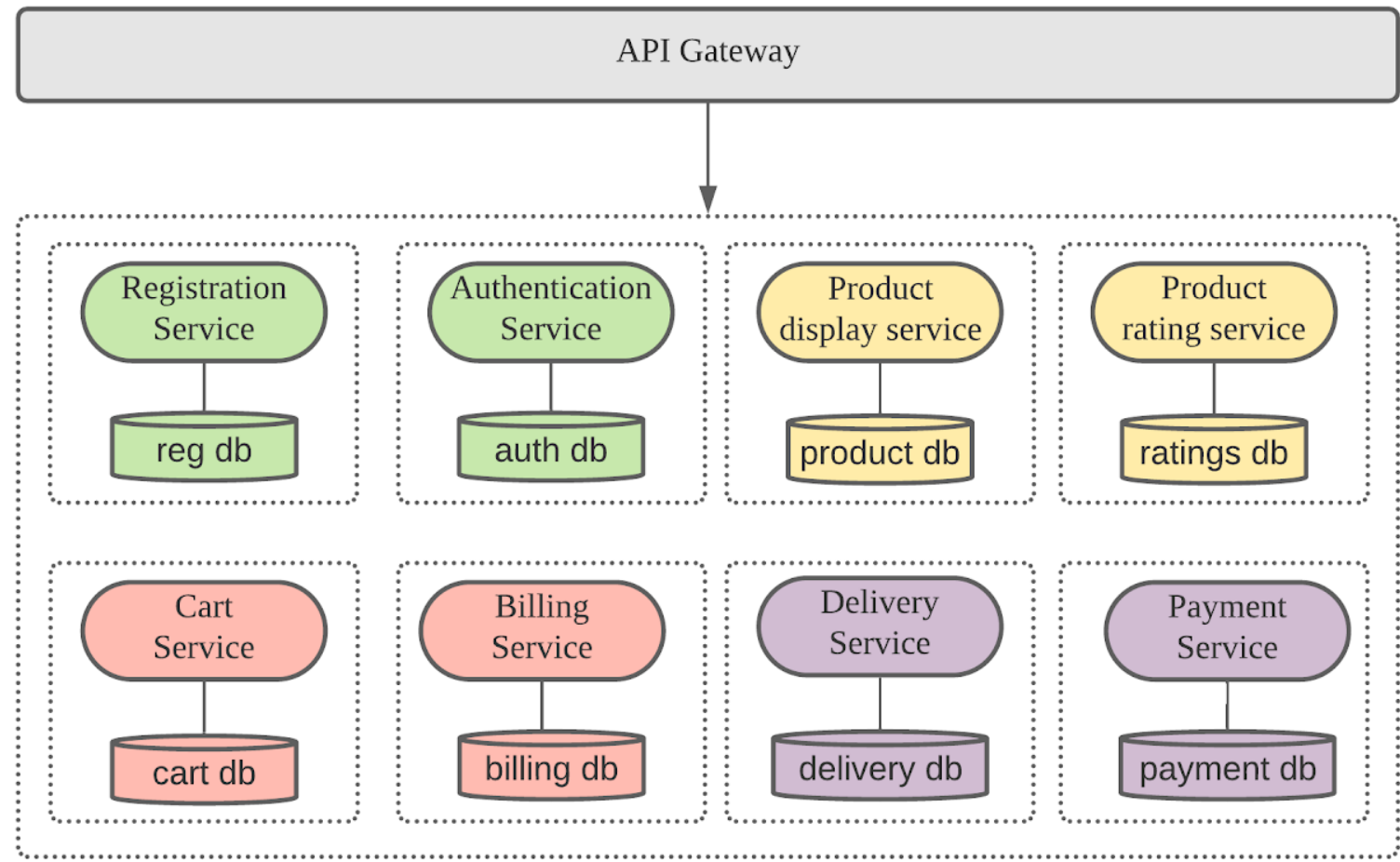
*“It is an approach to developing a single application as a suite of small services, each running in its own process and communicating with lightweight mechanisms, often an HTTP resource API” -- Martin Fowler*

# Microservices: What does it Mean?

## Monolithic Version



## Microservices Version

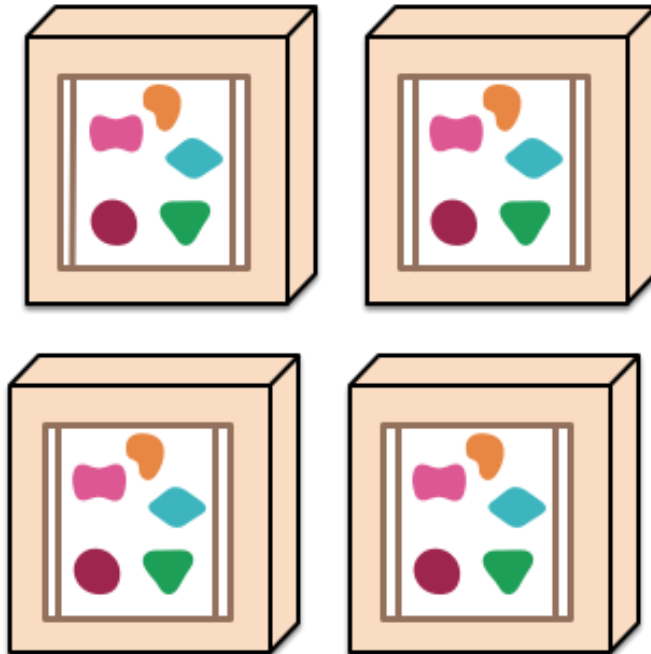


# Microservices: What does it Mean?

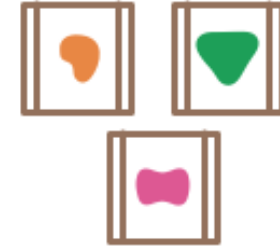
*A monolithic application puts all its functionality into a single process...*



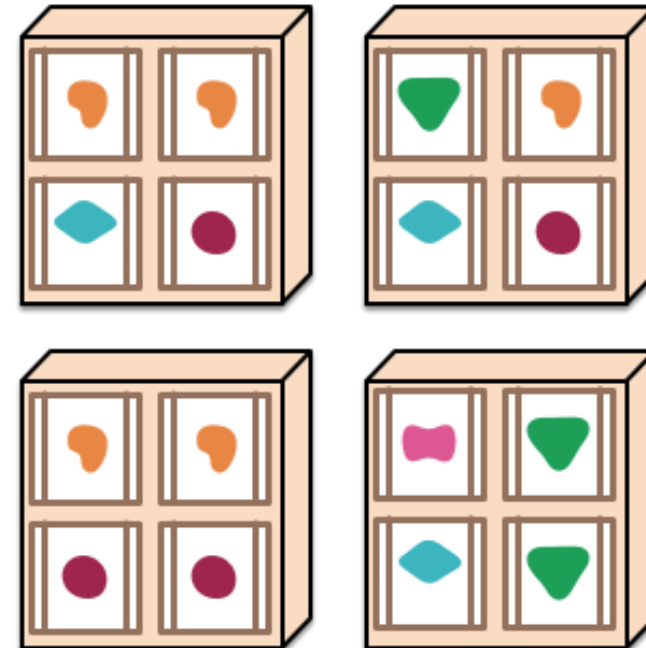
*... and scales by replicating the monolith on multiple servers*



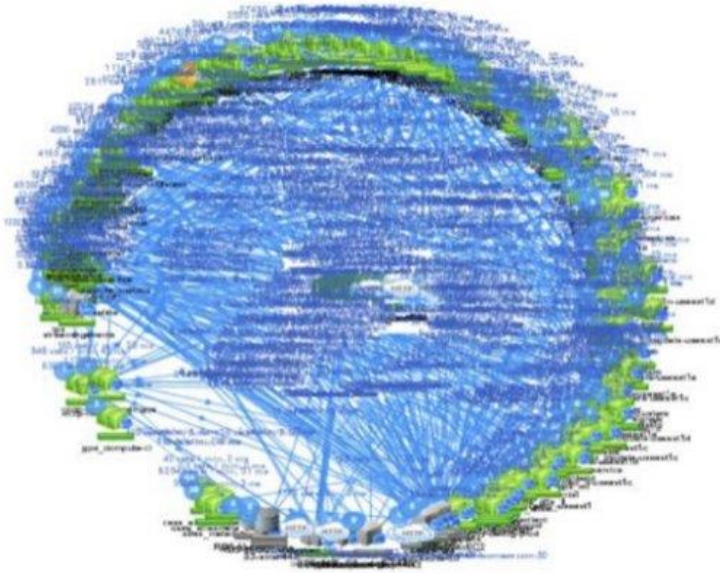
*A microservices architecture puts each element of functionality into a separate service...*



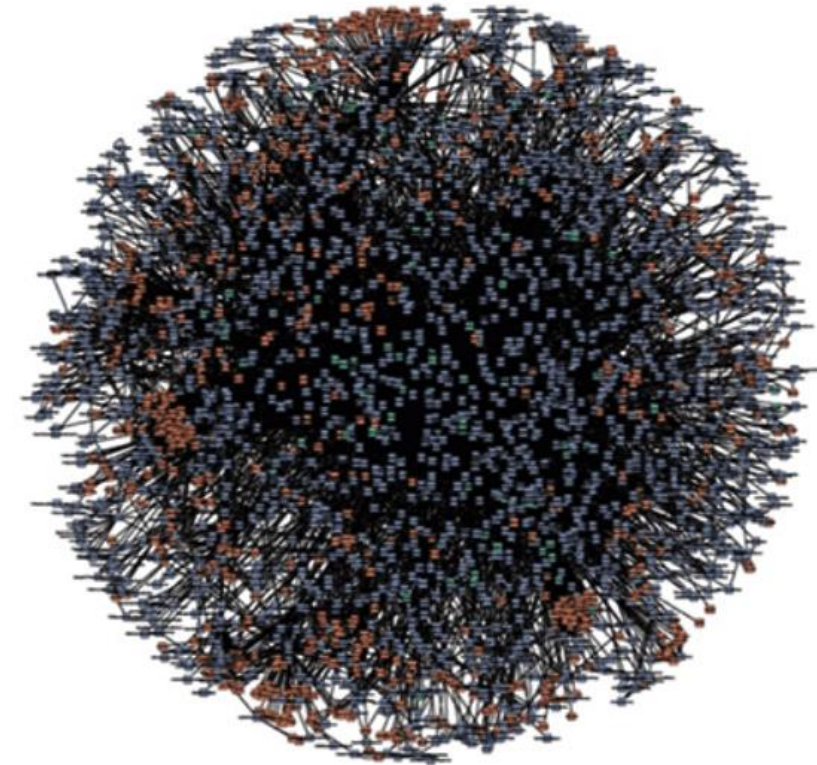
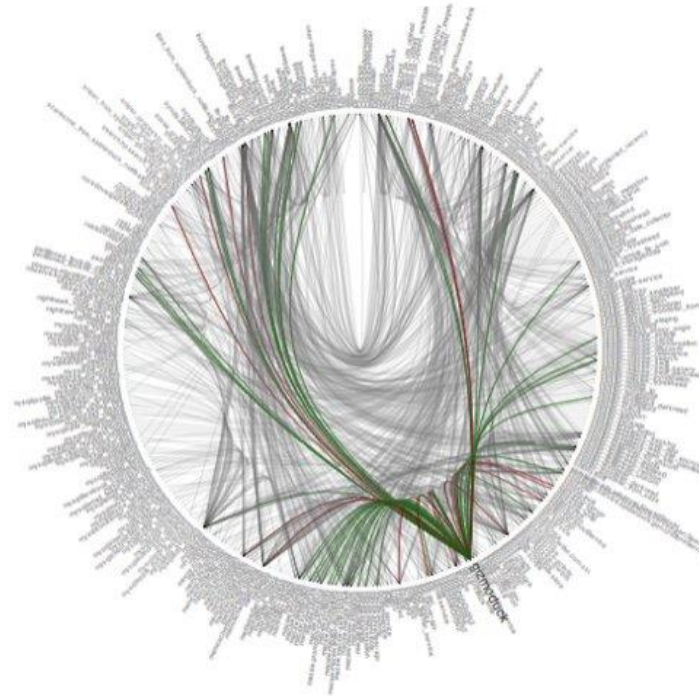
*... and scales by distributing these services across servers, replicating as needed.*



# Microservices: Who Uses Them?



**NETFLIX**



**amazon.com**



# Amazon's API Mandate



Jeff Bezos,  
Founder and President, Amazon

1. All teams will henceforth expose their data and functionality through service interfaces.
2. Teams must communicate with each other through these interfaces.
3. There will be no other form of interprocess communication allowed: no direct linking, no direct reads of another team's data store, no shared-memory model, no back-doors whatsoever. The only communication allowed is via service interface calls over the network.
4. It doesn't matter what technology they use. HTTP, Corba, Pubsub, custom protocols – doesn't matter.
5. All service interfaces, without exception, must be designed from the ground up to be externalizable. That is to say, the team must plan and design to be able to expose the interface to developers in the outside world. No exceptions.
6. Anyone who doesn't do this will be fired.
7. Thank you; have a nice day!

# Microservices: Key Advantages

## Scaling is Easy

- Scale only the required microservices
- Adding a new feature can be just adding one another microservice

## Heterogeneity

- Each microservice can be developed in different technologies
- Experimenting with new technology is easy

## Resilience

- Only specific microservices goes down
- Grouping microservices as critical and non-critical can be done to add more resilience

# Microservices: Key Advantages

## Organizational Alignment

- Easily distribute teams around microservices - eg: Amazon 2 pizza rule
- Minimize people working on one less codebase

## Composability

- Easily compose microservices to get new functionality

## Replaceability

- Cost of replacement is small - should not take more than 2 weeks
- Imagine replacing a 25 year old legacy system !!

## Ease of Deployment

- Check and rollback easily
- Continuous integration and deployment is easier - DevOps!!!




# How to identify Microservices?

# Main Takeaways

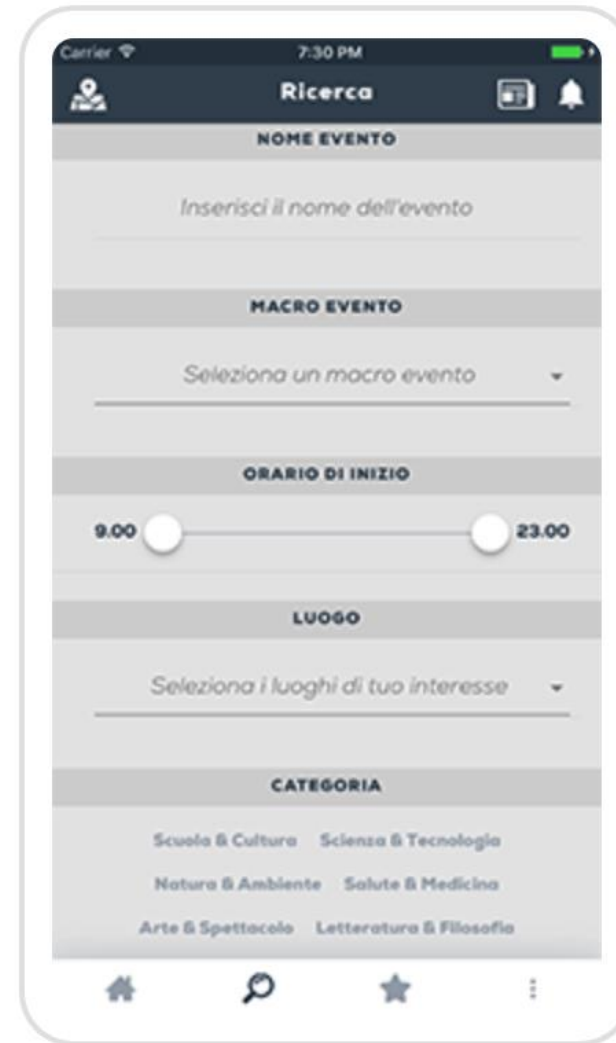
- Architectural Pattern serves as guidelines
- Always be aware of trade-offs
- A complex system can consists of multiple architectural patterns
- Think about an IoT system, e-commerce system or any production system





How to identify  
Microservices? – Lets go  
back to NdR Case

# NdR Case Study



# NdR Case Study

**Goal:** Develop a microservice based AI-powered event management system for NdR

**Features:** User registration, book venues, book parking lots, provide venue and parking lot recommendation, priority booking based on small payment, check weather

## Data Sources:

- Parking mats at entrances and exits of parking lot to get count of cars
- Handheld RFID readers to capture the count of people entering venue
- Cameras at different locations to provide real-time video feed
- People counter at venue exits to count people exiting venue



# Microservices – How to Design?

# How to design?

## Follow the principle of bounded contexts

- Identify different contexts inside the main domain [organizational boundary]
- Only share what is important rest remains within context

## Ensure loose coupling

- Minimize coupling between microservices
- Should be easy to change and deploy one without affecting others
- Each microservice needs to know as little as possible about others

## Maintain high cohesion

- Bundle one end to end feature or complete part of it inside one microservice
- Promotes robustness and reliability
- One change should **never require** change in 10 different places



What are the contexts in  
NdR?

# Contexts within NdR

IoT

User

Booking

Weather

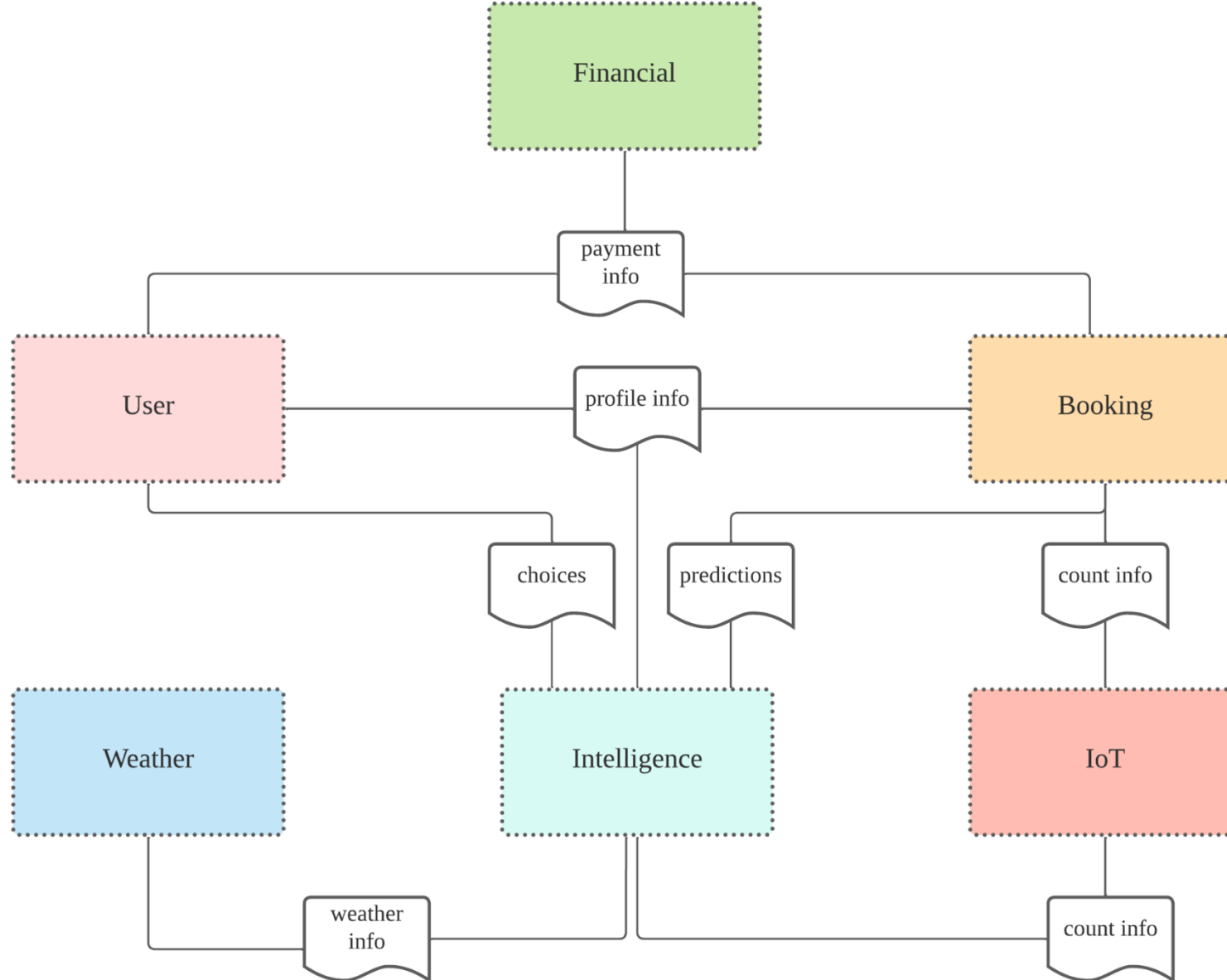
Intelligence

Financial



# Hidden and Shared Models

# Hidden and Shared Models



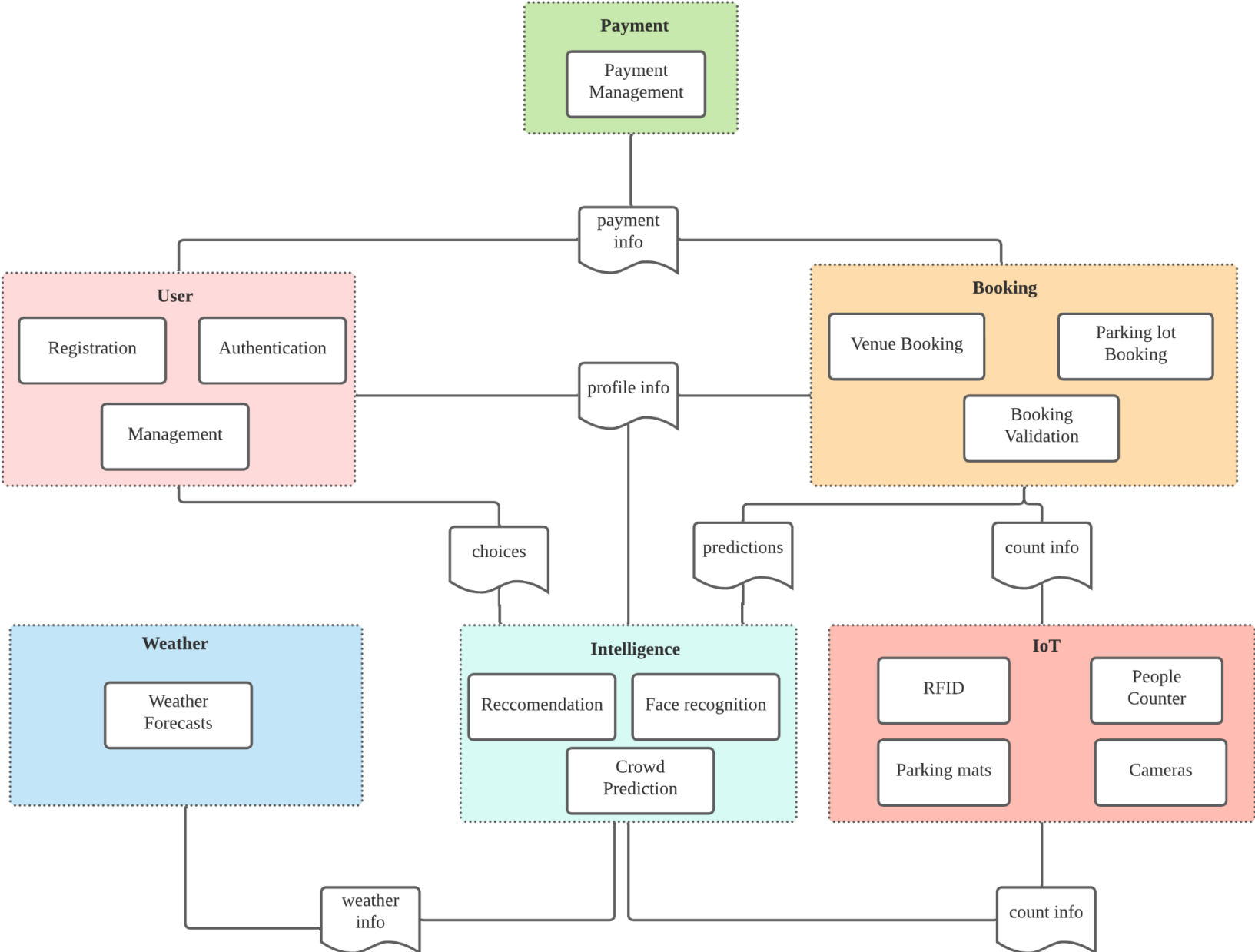
# Shared and Hidden Models

- Identify what needs to be shared
  - Eg: Sharing of information on people and car count to booking context
- Same things may have different meaning in different contexts
  - Eg: Sensor data in IoT context and booking context
- This process will facilitate avoiding of high coupling (**Pitfall !!**)
- Microservices should never be chatty!
  - Adds to performance issues
  - Lack of cohesion
  - Eg: too many back and forth communication between two microservices



# Modules and Services

# Modules and Services in NdR



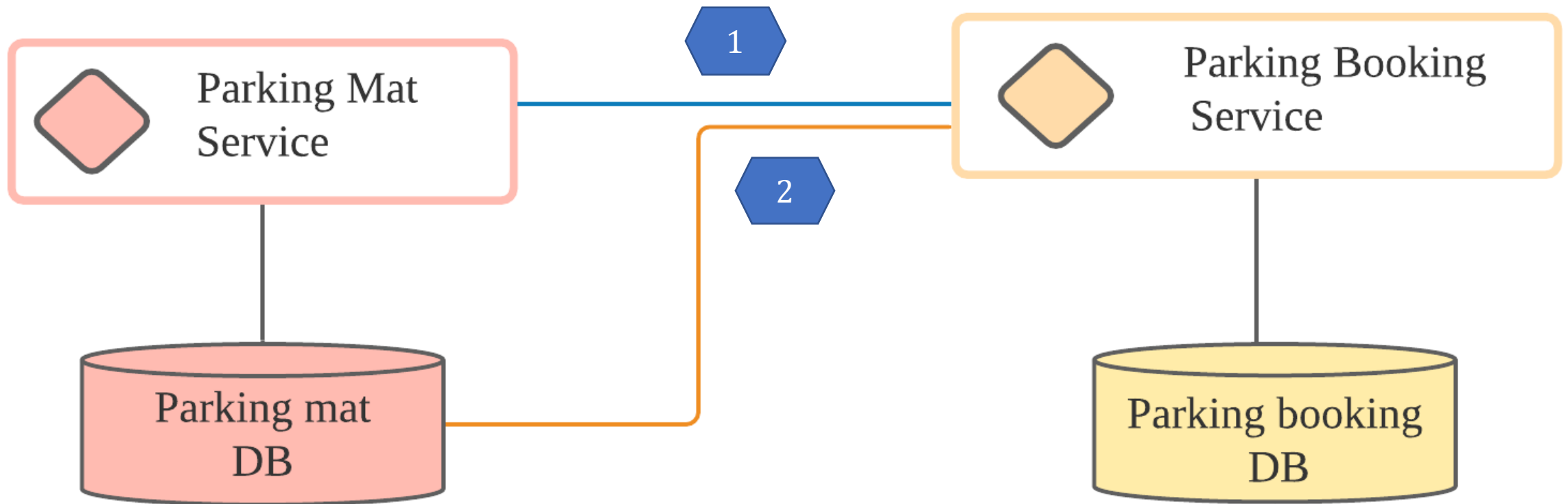
# Shared and Hidden Models

- Separate the contexts into modules
  - Eg: Recommendation and prediction inside intelligence
- Use the help of hidden and shared models
  - Shared becomes the bridge and hidden becomes the separation points
- The modules becomes candidates for microservices
  - High Cohesion - Everything stays within context and modules are independant
  - Loose Coupling - Only what is needed is shared
- **Avoid** premature decomposition
  - Early decisions can be costly (eg: entire IoT as one module)
  - Re-decomposition may take time, effort and expenditure

The background of the slide features a central white diamond shape with a thin white border, set against a light gray background. The corners of the slide are decorated with overlapping geometric shapes in yellow and blue. The text is centered within the white diamond.

# Microservices Integration: Overview

# Integration with Shared DB?



1 or 2 ?

# Shared DB Integration?

Avoid integration with shared db as much as possible:

- Changing DB schema based on one microservice need affects others
- Affects evolution of system eg: changing from relational to non-relational
- Choice of DB might constrain the choice of language for implementing microservice eg: Java might have more db driver available for MySQL
- **Goodbye** high cohesion and loose coupling !!!

The slide features a central white diamond shape with a thin white border, set against a light gray background. The background is decorated with four overlapping diamond shapes in the corners: yellow in the top-left and bottom-right, and blue in the top-right and bottom-left. The text "Microservices Communication" is centered within the white diamond.

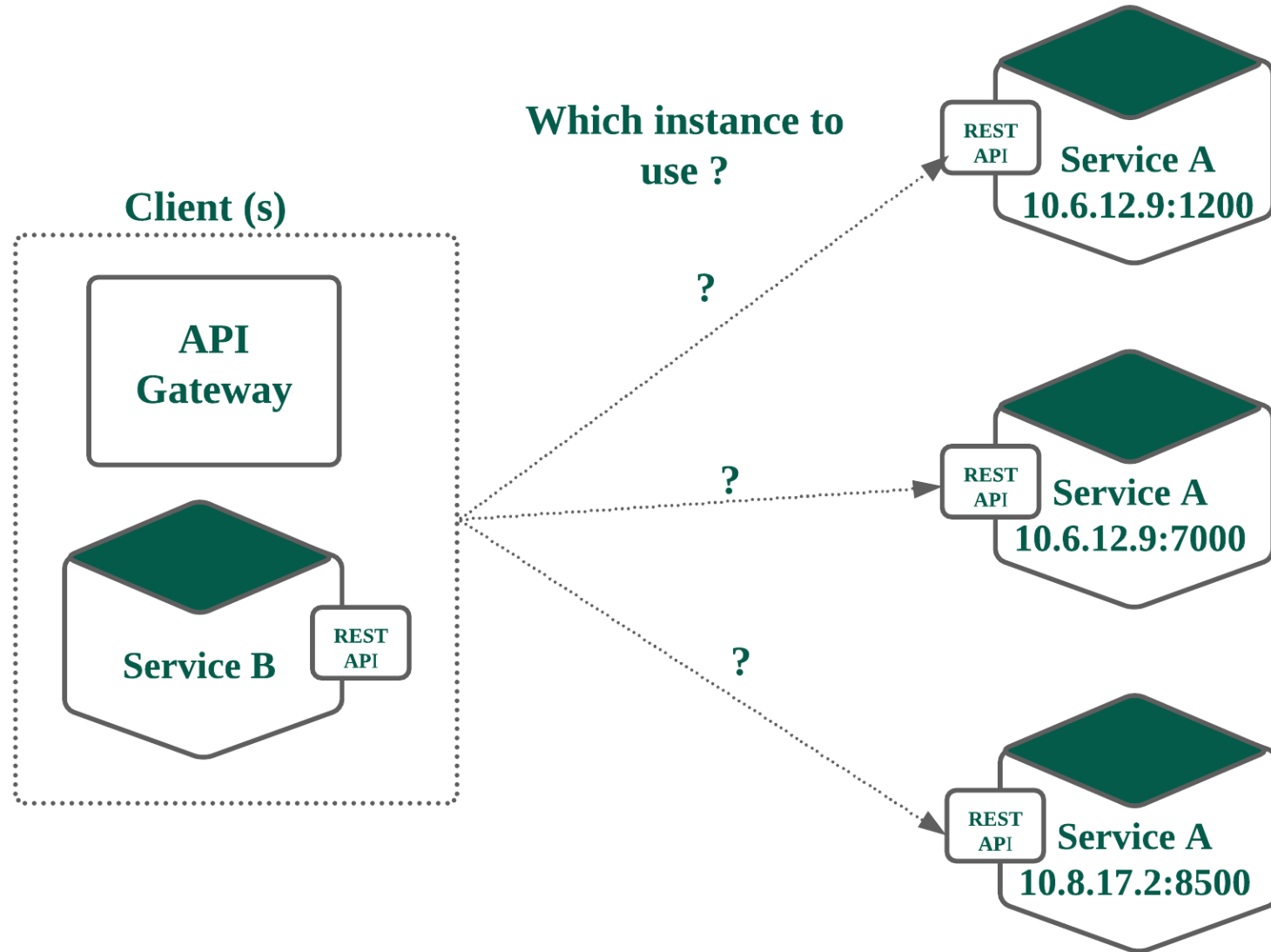
# Microservices Communication

# Many things to Consider

- Synchronous Vs Asynchronous
- Orchestration v Choreography
- REST vs GraphQL
  - JSON vs XML vs Protobuf
- Communication Patterns exist

How do services discover other service instances?

# Service Discovery

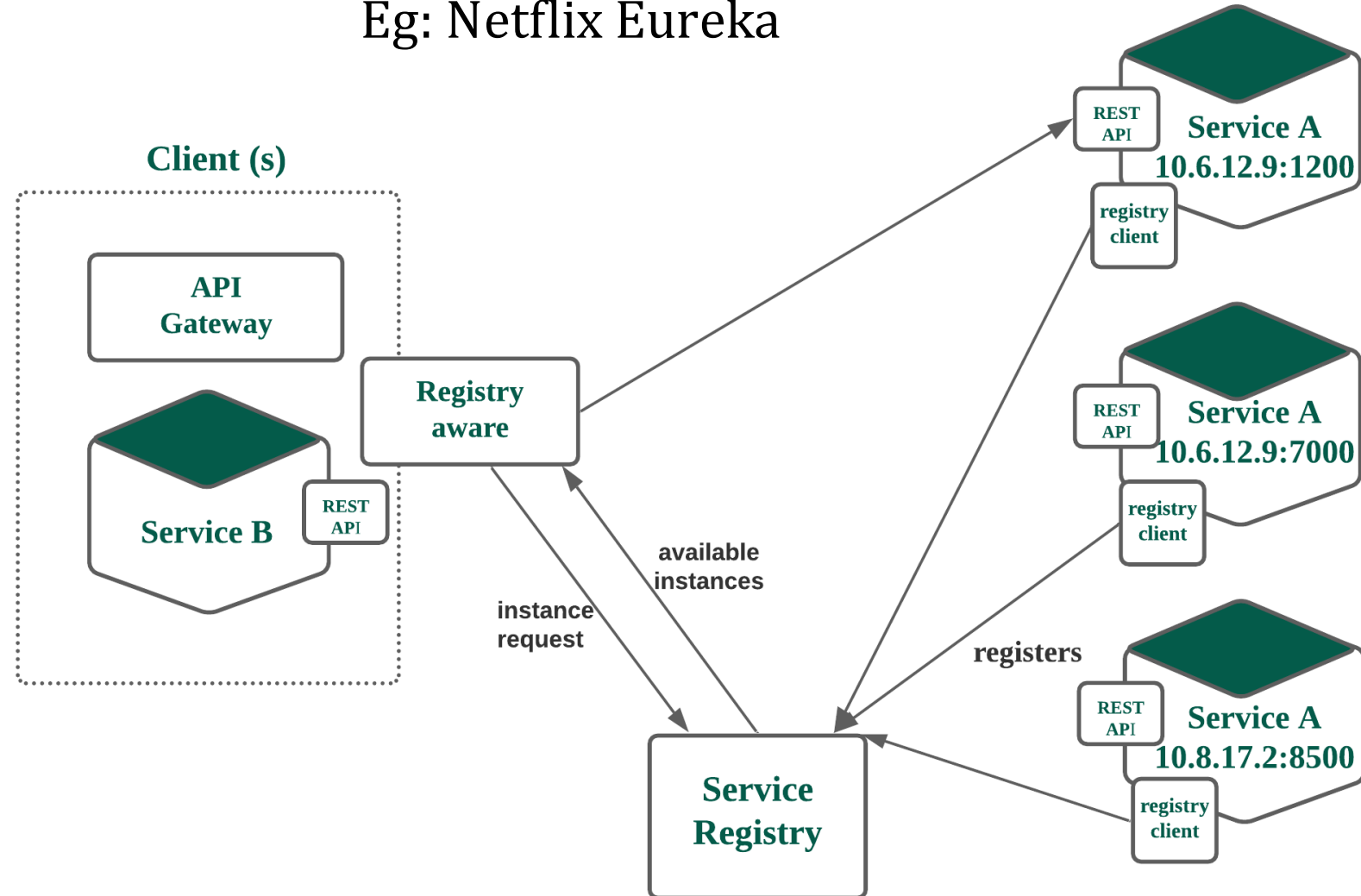


Use Service Registry!!

# Client-side Service Discovery

- Each microservice registers itself to service registry (as and when they are available)
- Service registry responds with the instance of the requested service to client
- Fewer network calls (just query service registry)
- Coupling between client and service registry

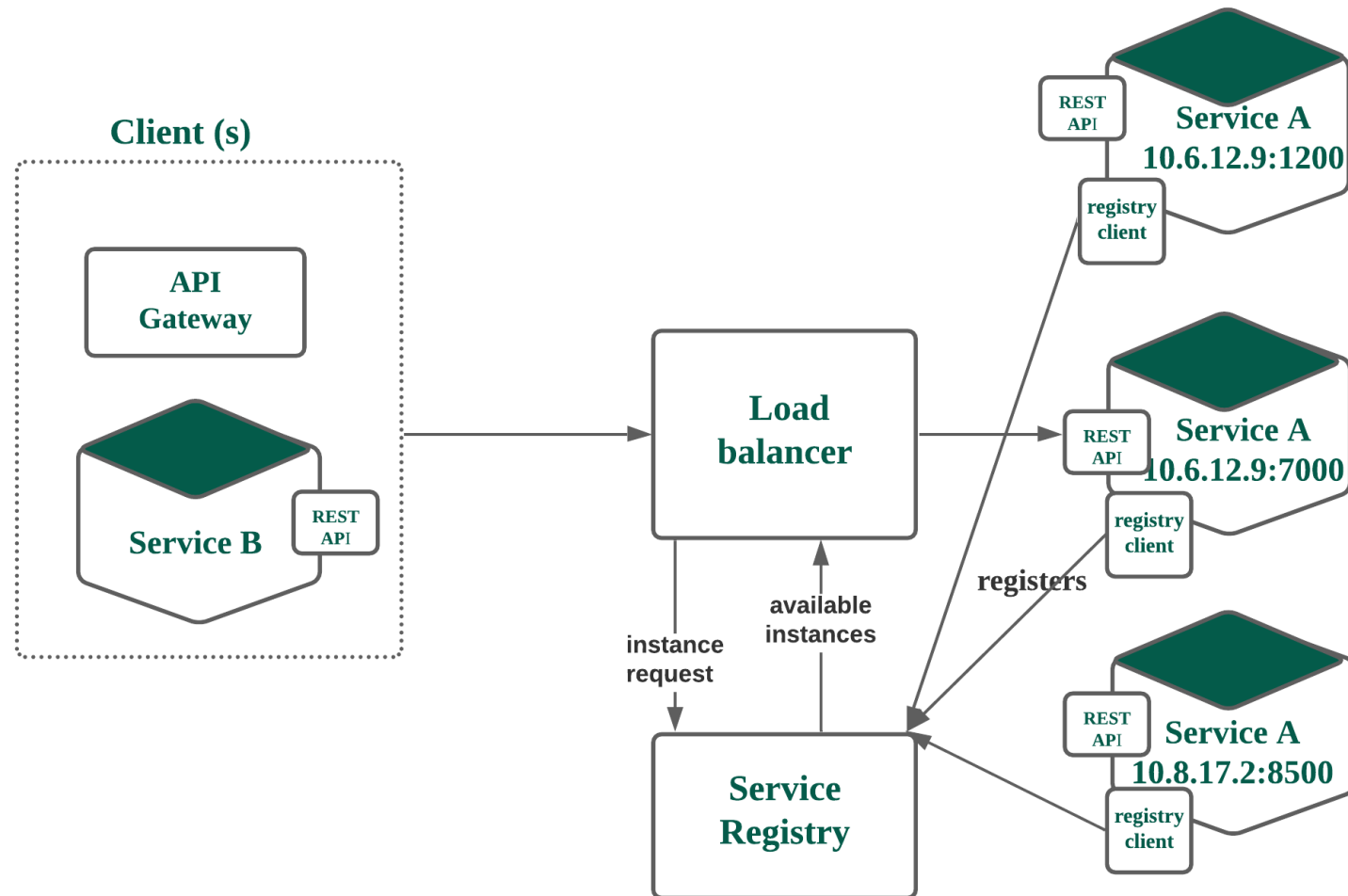
Eg: Netflix Eureka



# Server-side Service Discovery

- Client (s) sends request to API gateway or load balancer
- The load balancer or API gateway uses Service registry to discover services
- Separation of logic from client
- Load balancer needs to be managed and replicated
- Additional network hop

Eg: Amazon ELB, Zookeeper





Is Microservice the holy  
grail?

# Some Funny Quotes but makes sense



**Honest Status Page** @honest\_update · Oct 8, 2015

We replaced our monolith with micro services so that every outage could be more like a murder mystery.



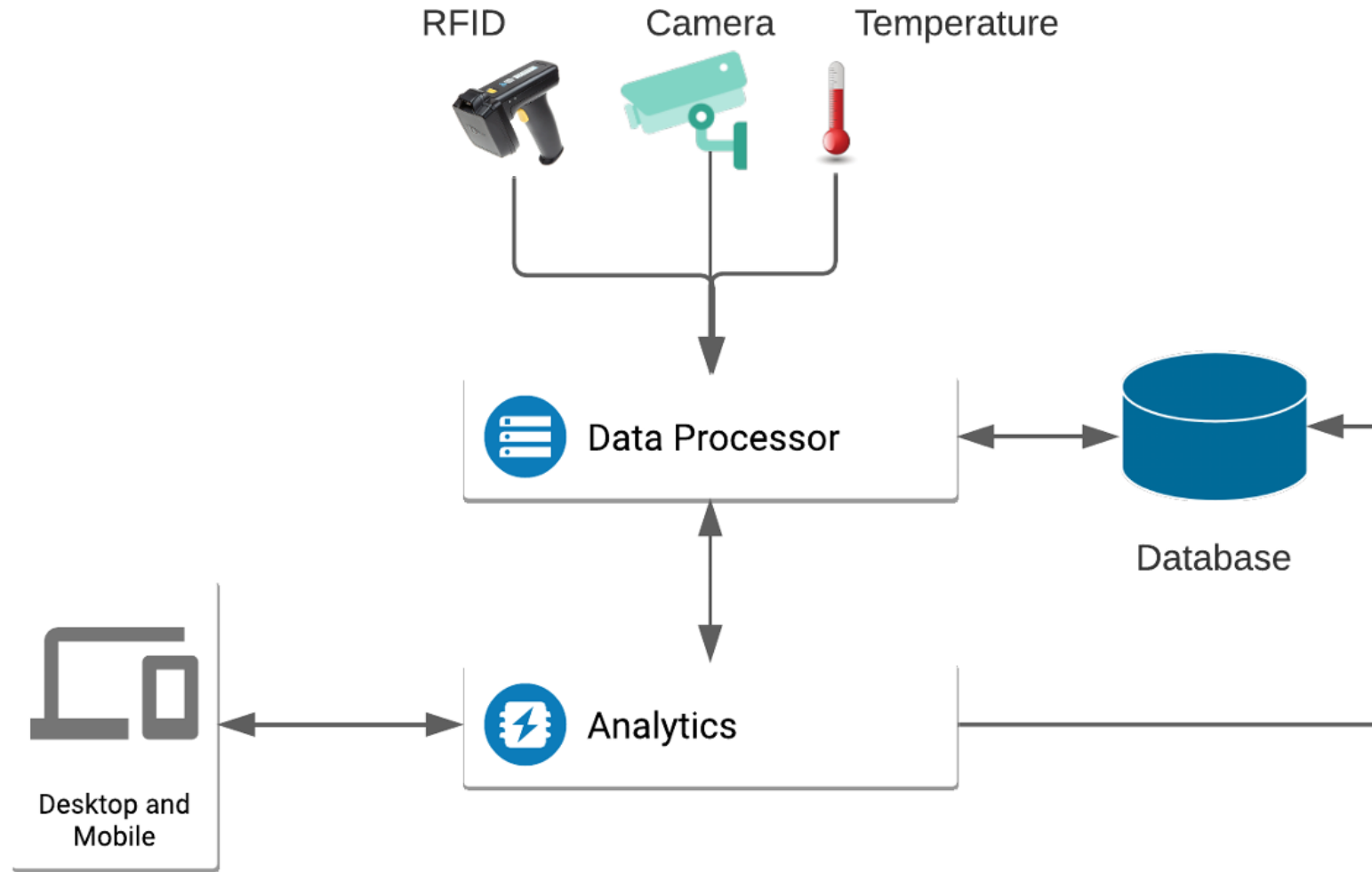
**Gert de Pagter** @BackEndTea · Jan 7

Thanks to **microservices**, our JOINS are now over HTTP.



Monolith -> microservice but then we need docker, kubernetes, monitoring and what not !!!!

# EDA: An Intuition



**What can be the issues with the above design?**

# Thank You



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Twitter: @karthi\_ishere

