

# Microservice Architectures

17-313 Fall 2023

Foundations of Software Engineering

<https://cmu-313.github.io>

Andrew Begel and Rohan Padhye

**Inspirations:**

Martin Fowler (<http://martinfowler.com/articles/microservices.html>)

Josh Evans @ Netflix (<https://www.youtube.com/watch?v=CZ3wluvmHeM>)

Matt Ranney @ Uber (<https://www.youtube.com/watch?v=kb-m2fasdDY>)

Christopher Meiklejohn & Filibuster (<http://filibuster.cloud>)

# Administrativa

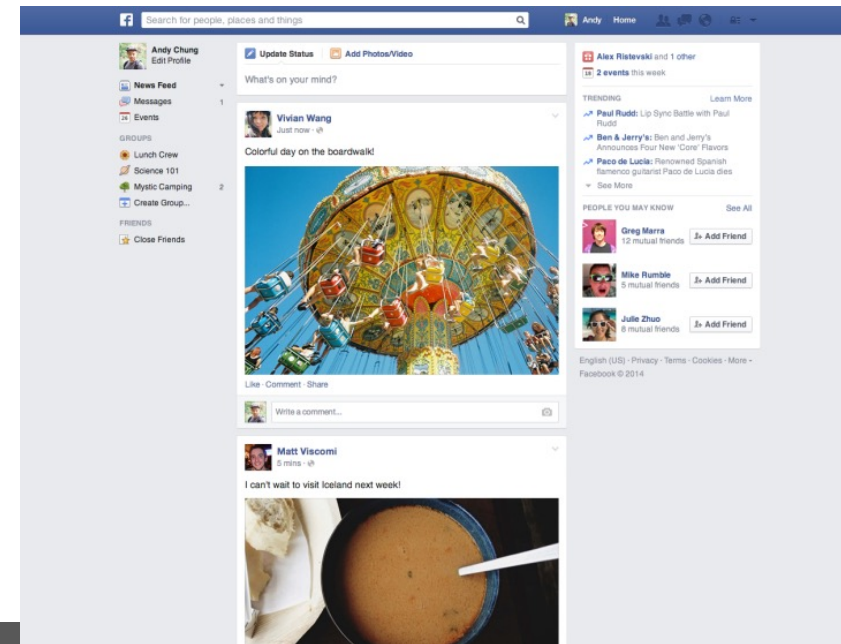
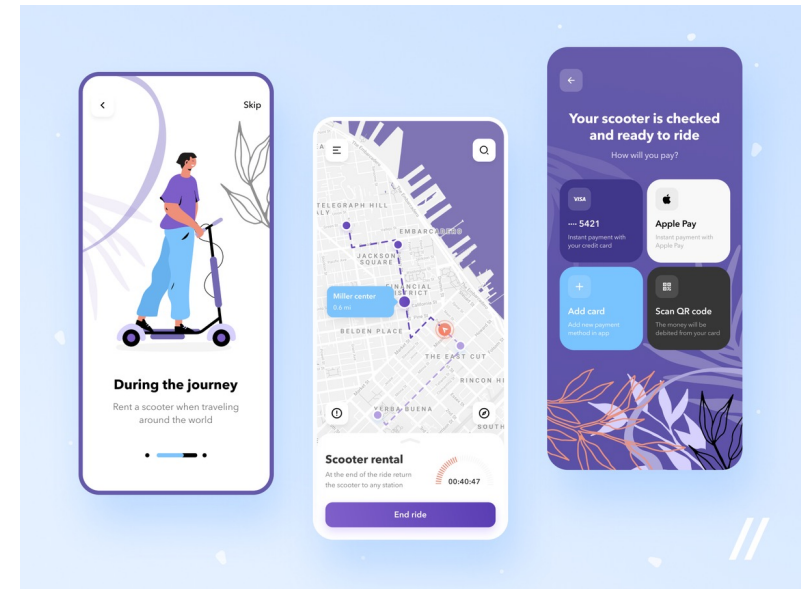
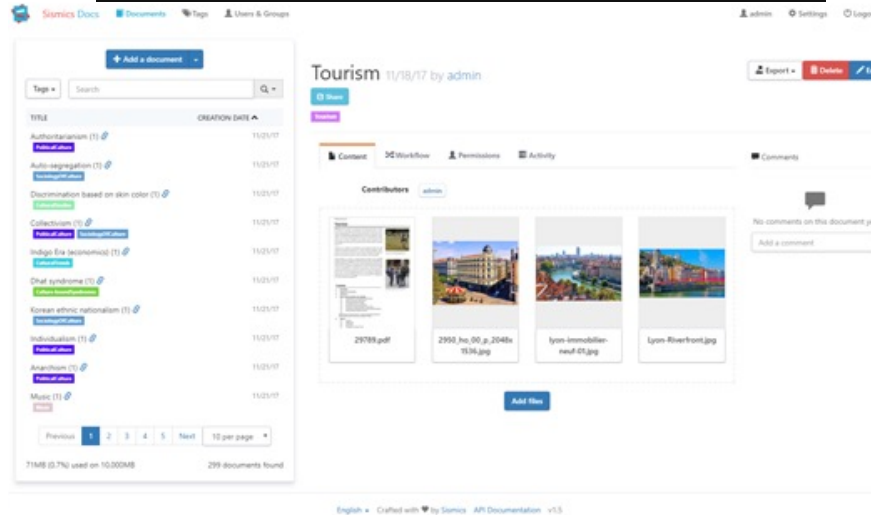
- Mid-term exam next week (Oct 10) in class
- Recitation this week: midterm review (**come prepared!**)
  - <https://cmu-313.github.io/recitations/reci6-midterm-review/>
  - Work through problems on the previous midterms – many students found this helpful.
  - Any questions on the previous midterm questions – bring them to recitation to discuss as a class.
- Final Presentations (P5):  
Tuesday December 12<sup>th</sup>, 5:30 pm - 8:30pm, Room TBD

# Learning Goals

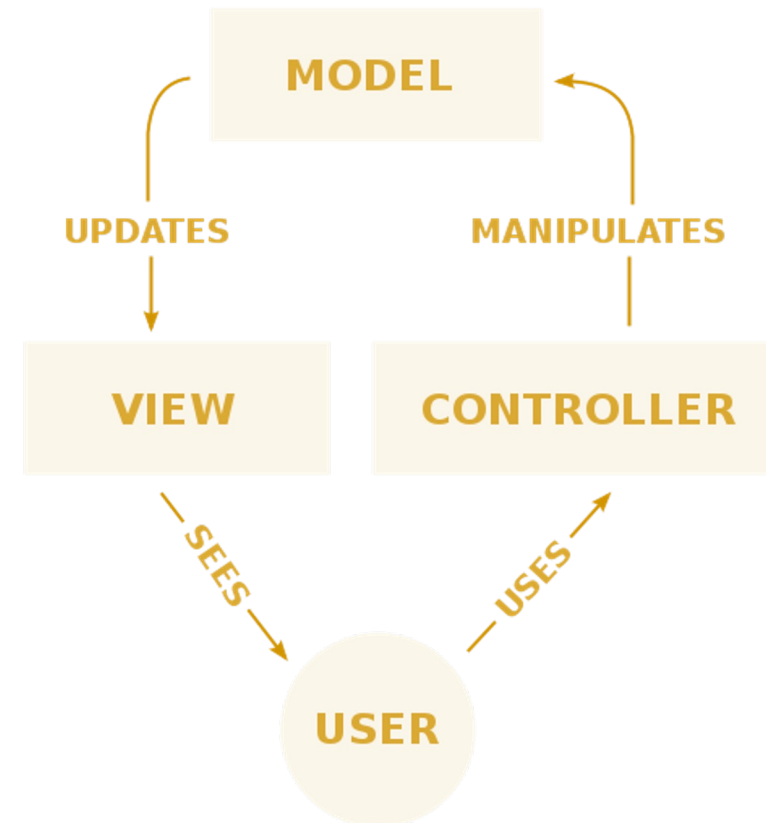
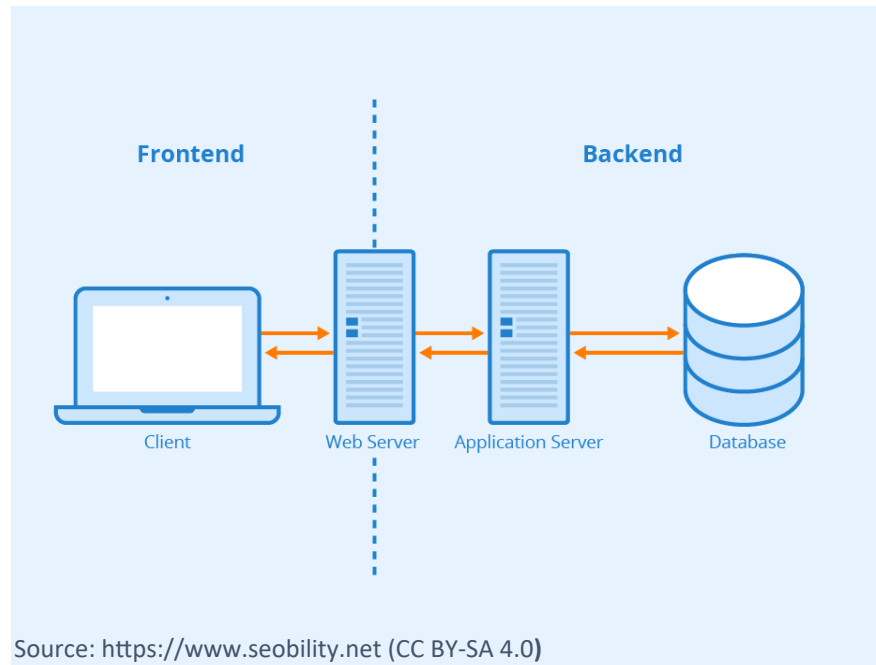
- Contrast the monolithic application design with a modular design based on microservices.
- Reason about how architectural choices affect software quality and process attributes.
- Reason about tradeoffs of microservices architectures.

Before we get to microservices...

# How might these apps be architected?



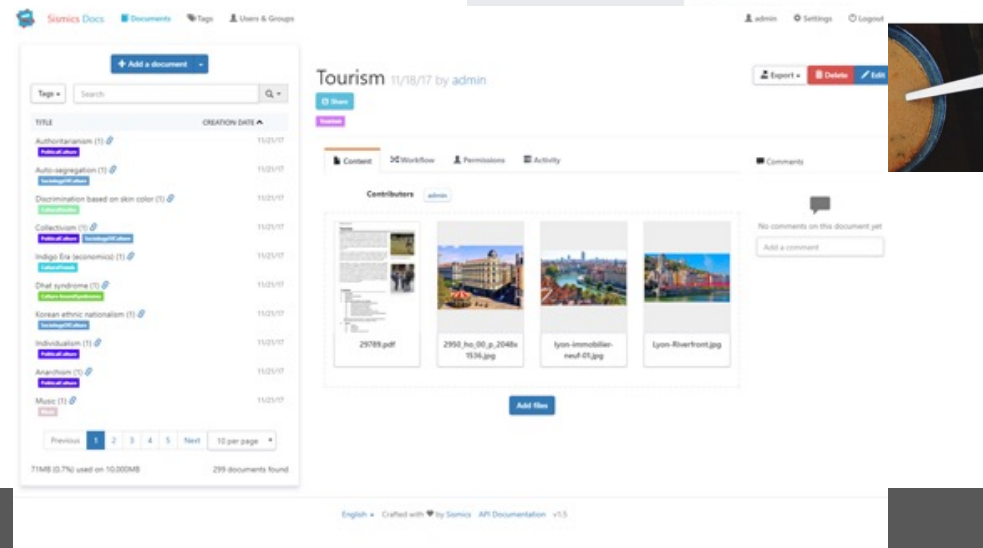
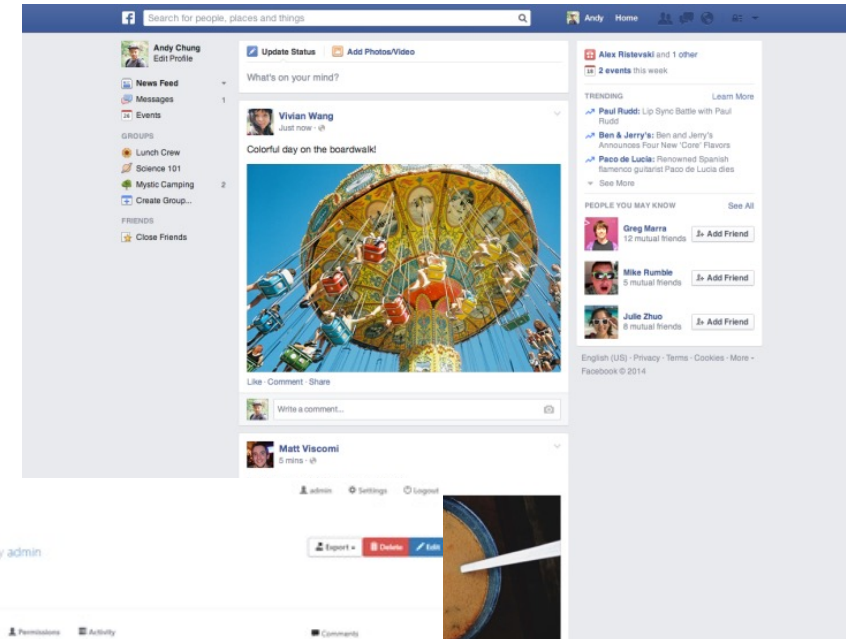
# Monolithic styles: Client-server or MVC



# Monoliths make trade-offs on software quality

Several consequences of this architecture on:

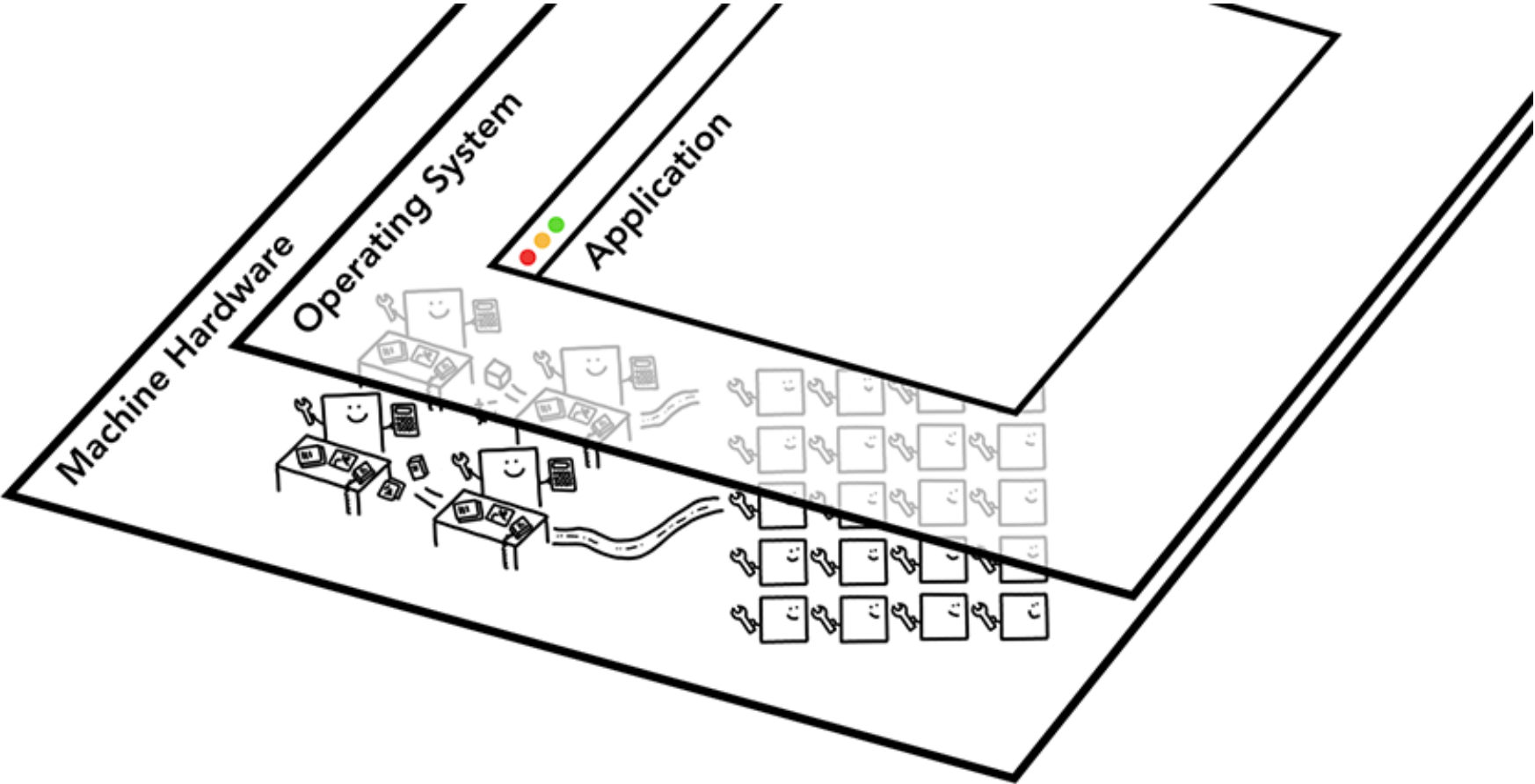
- Scalability
- Reliability
- Performance
- Development
- Maintainability
- Evolution
- Testability
- Ownership



# Service-based architecture – Chrome



# Web Browsers



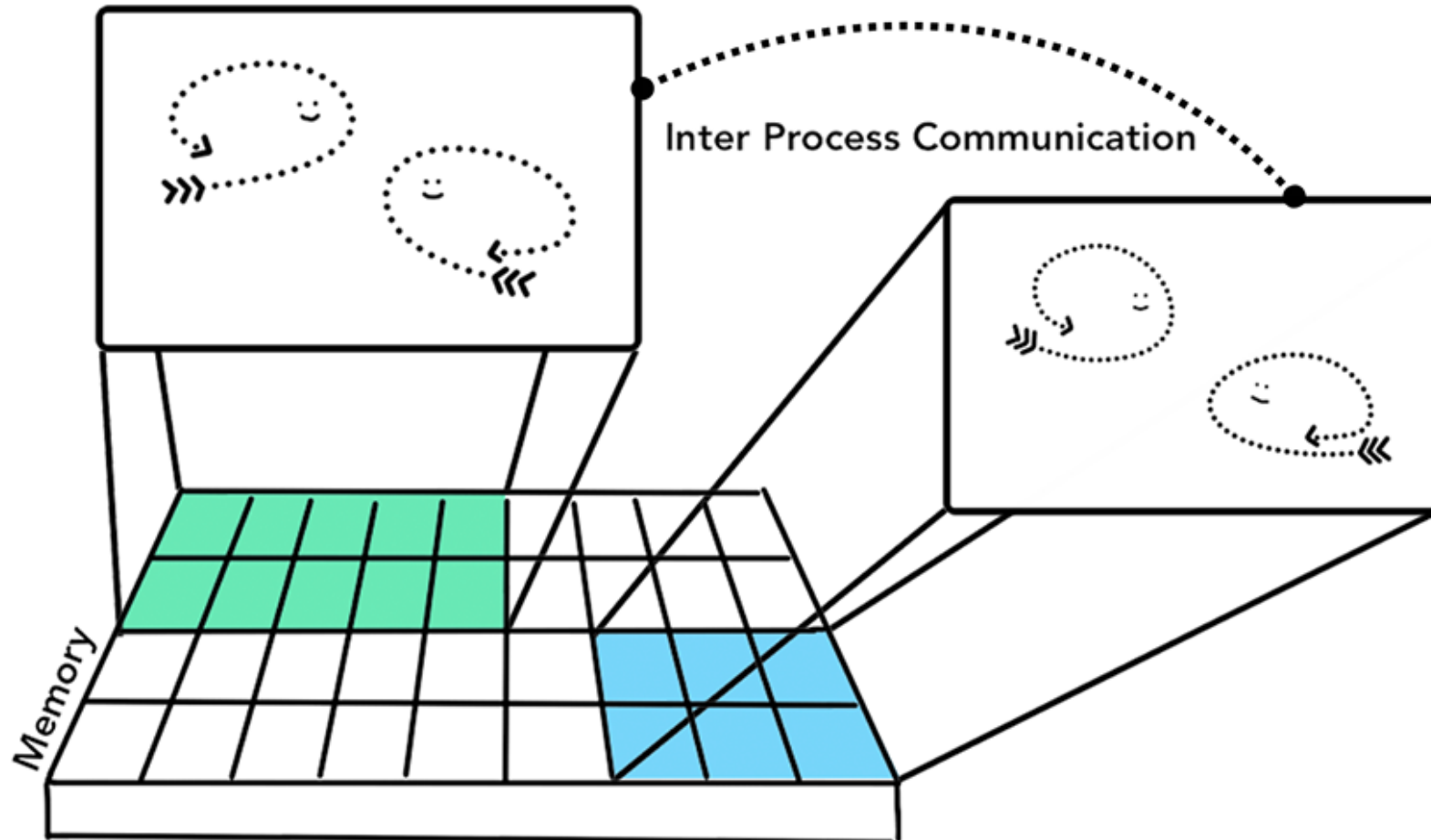
Source: [https://developers.google.com/web/updates/2018/09/inside-browser\\_part1](https://developers.google.com/web/updates/2018/09/inside-browser_part1) (CC BY 4.0)

# Browser: A multi-threaded process



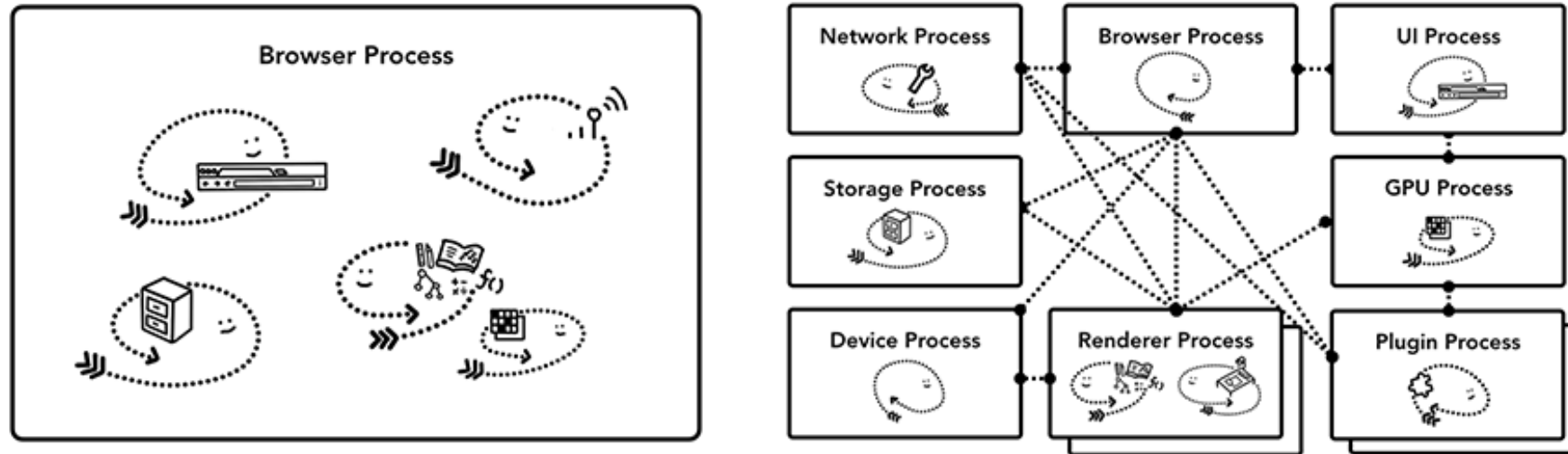
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# Multi-process browser with IPC



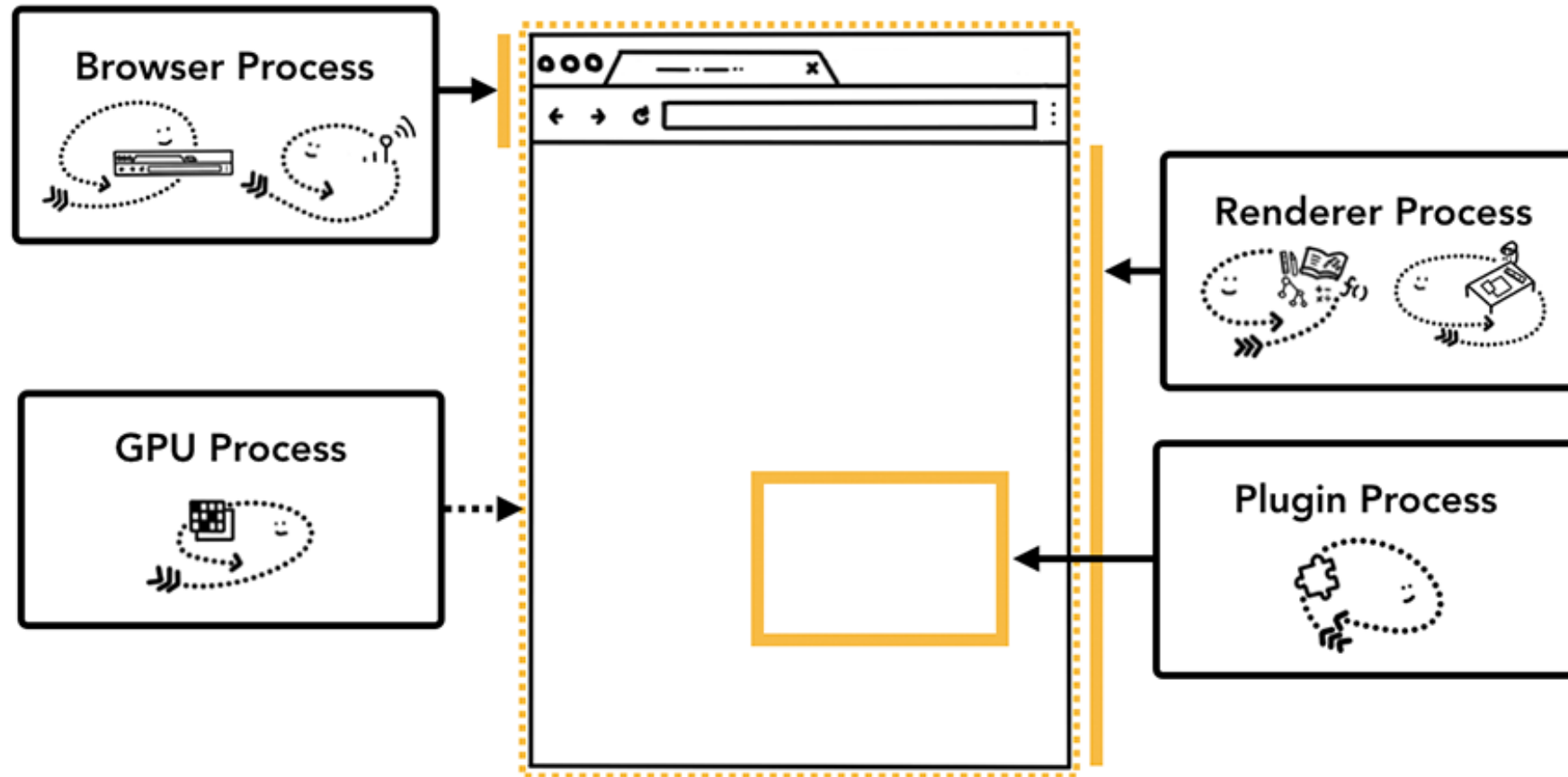
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# Browser Architectures



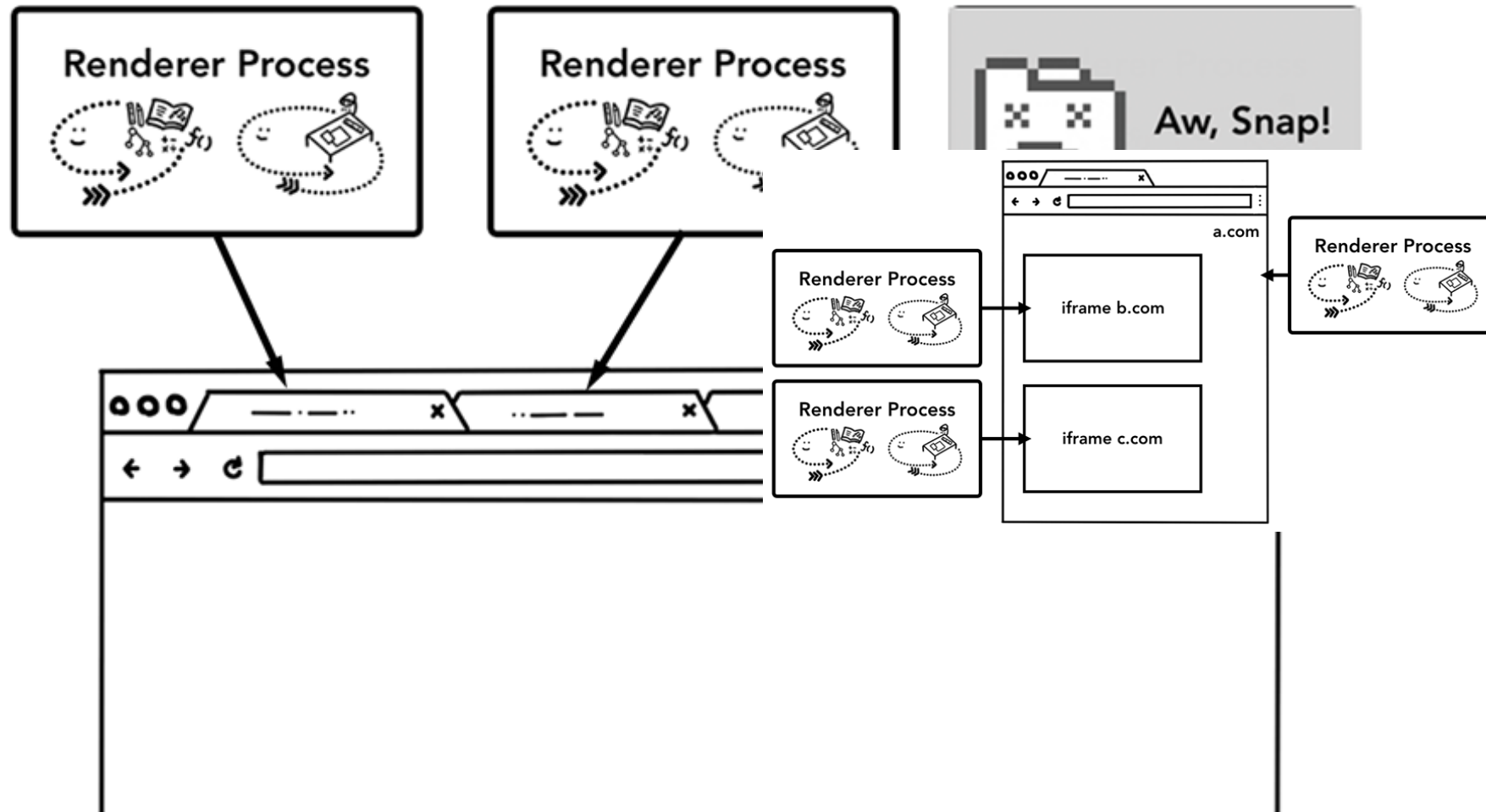
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# Service-based browser architecture



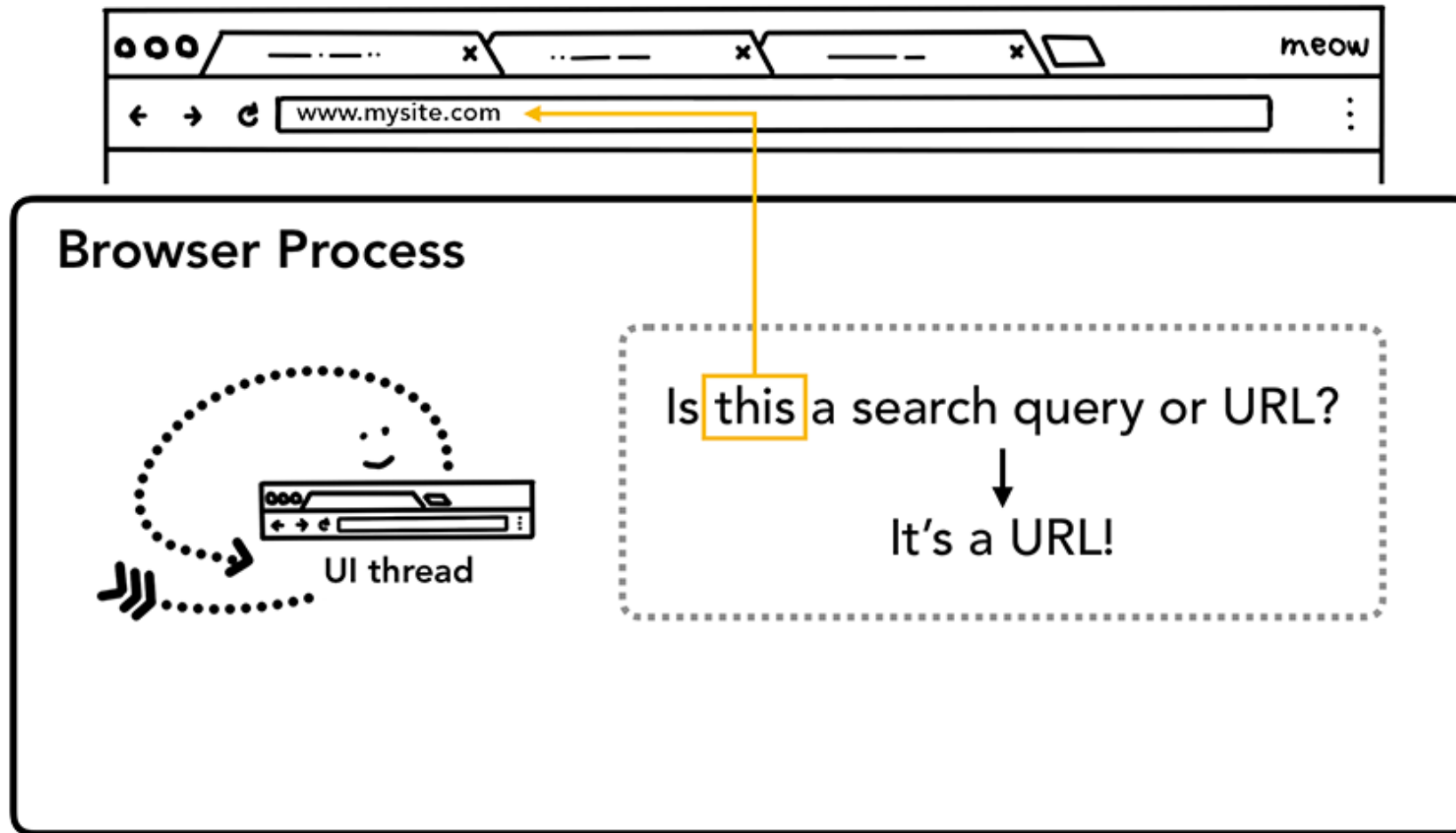
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# Service-based browser architecture



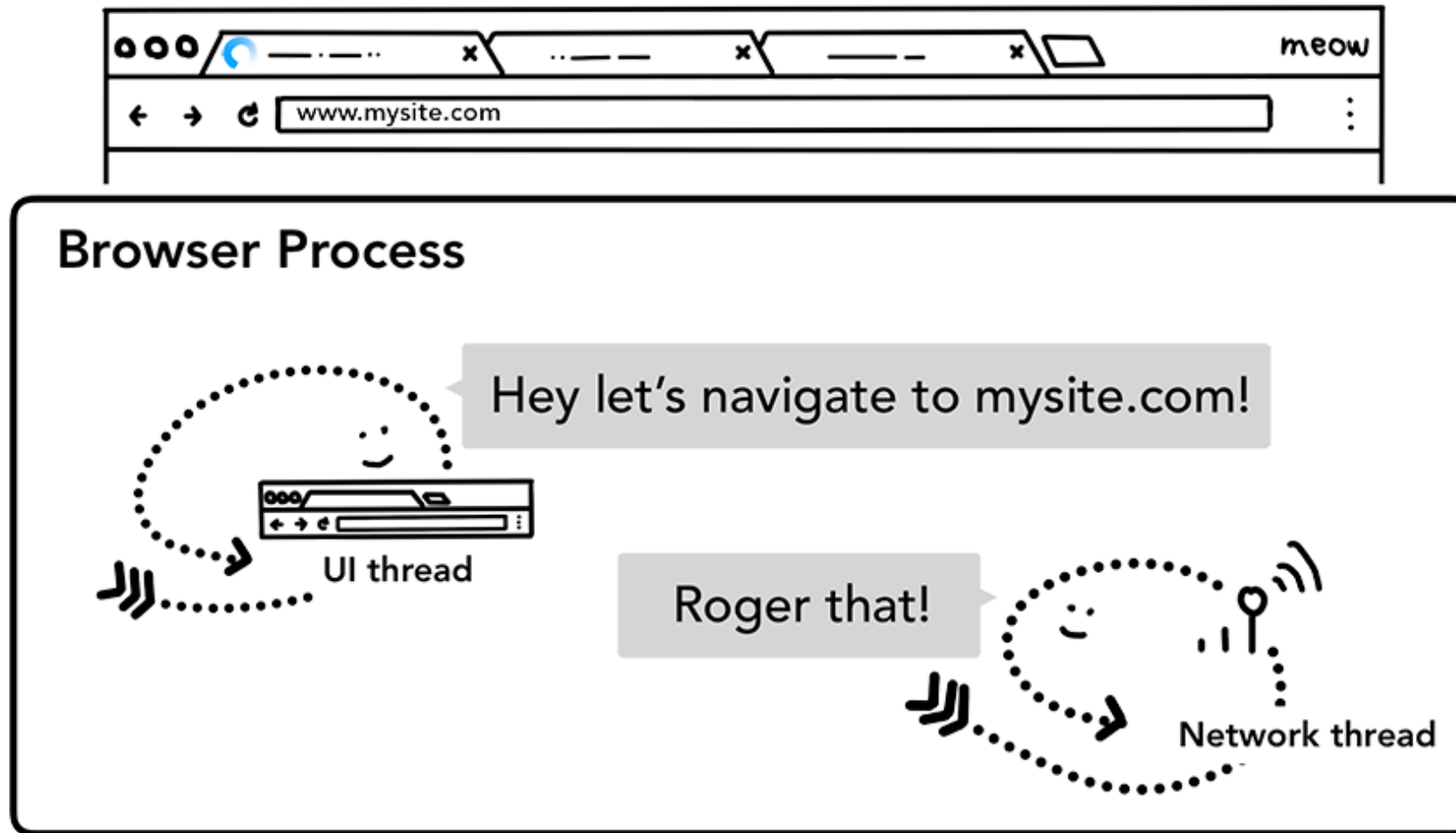
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# Navigating to a web site uses service requests



Source: <https://developers.google.com/web/updates/2018/09/inside-browser-part1> (CC BY 4.0)

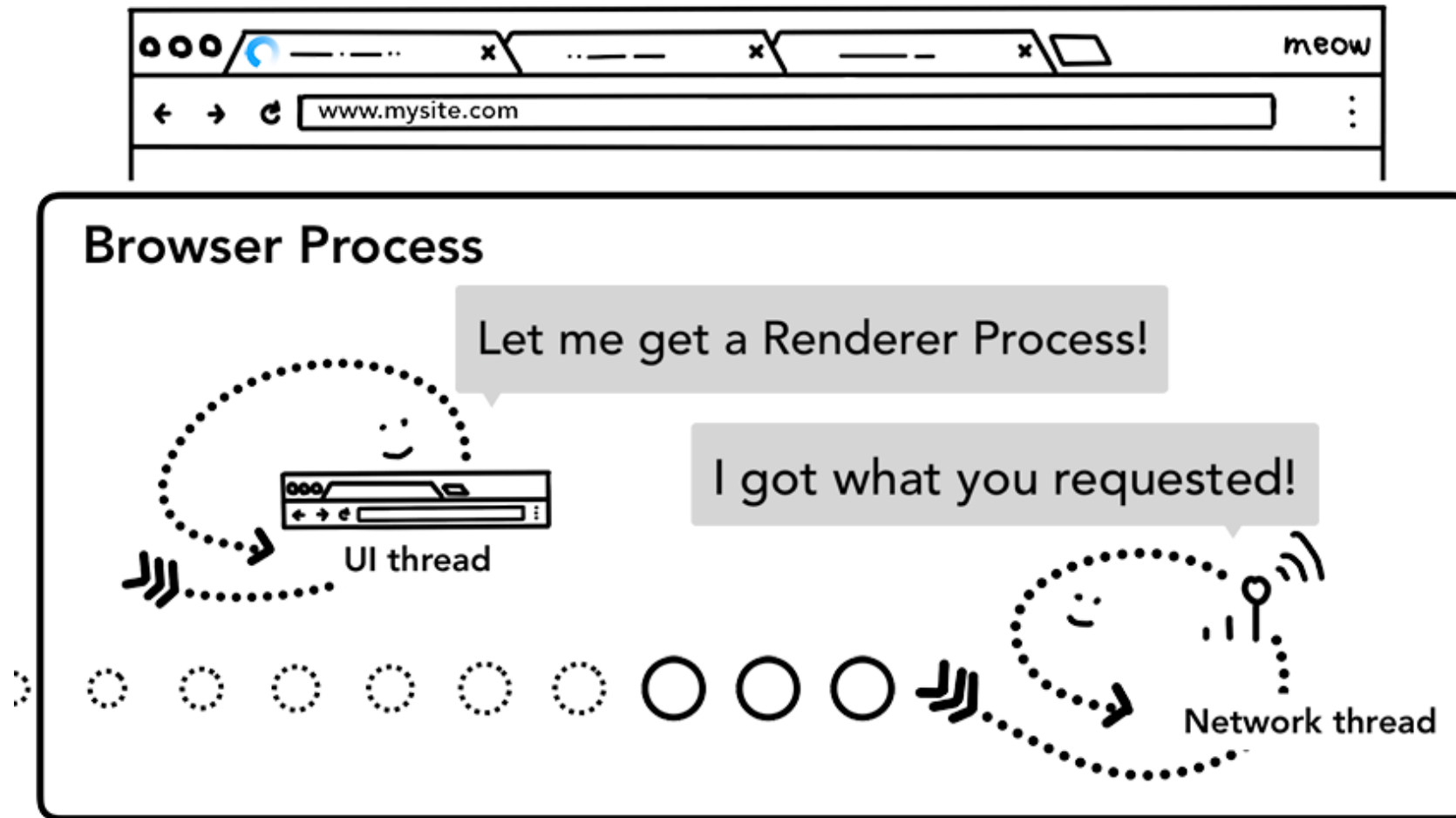
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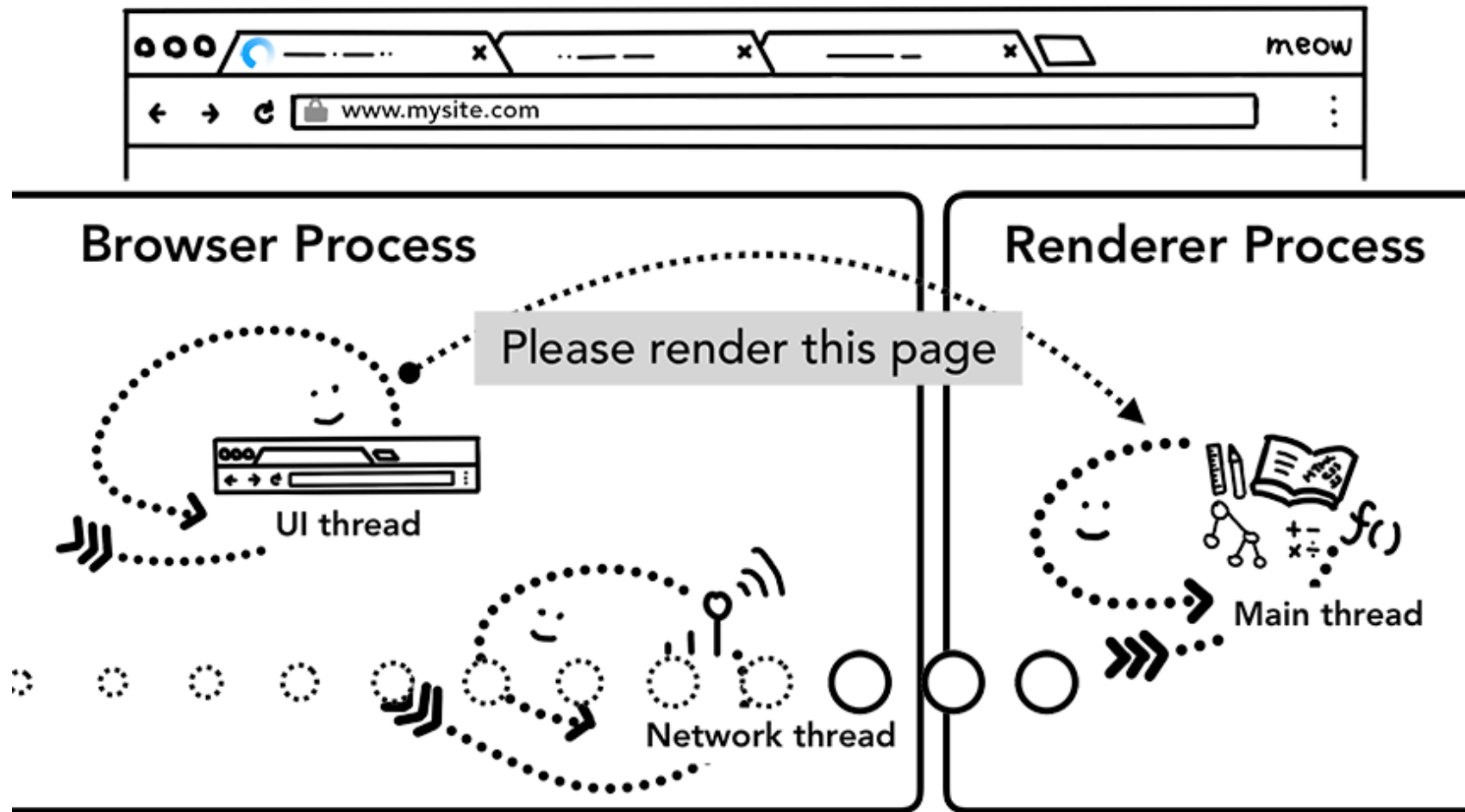


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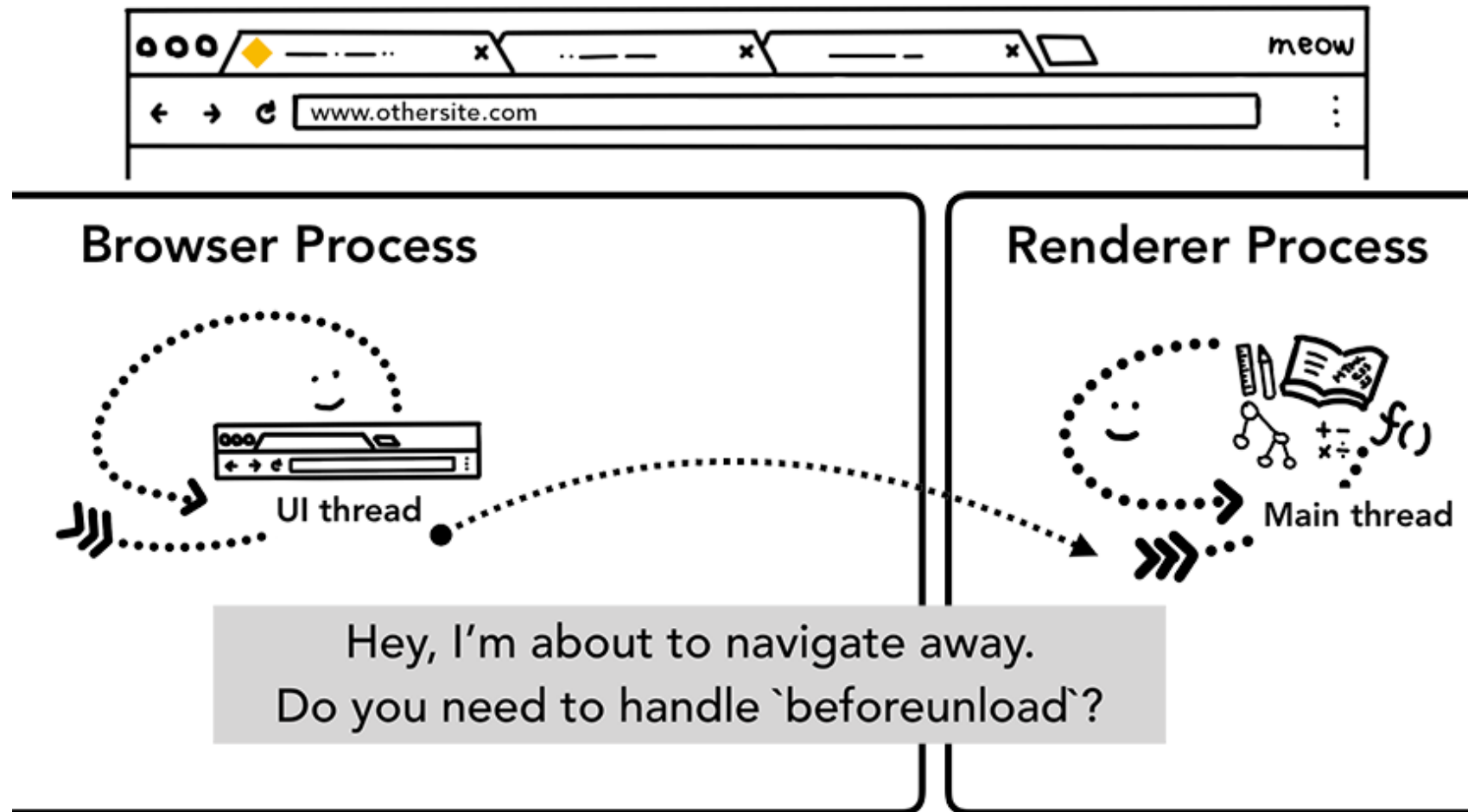
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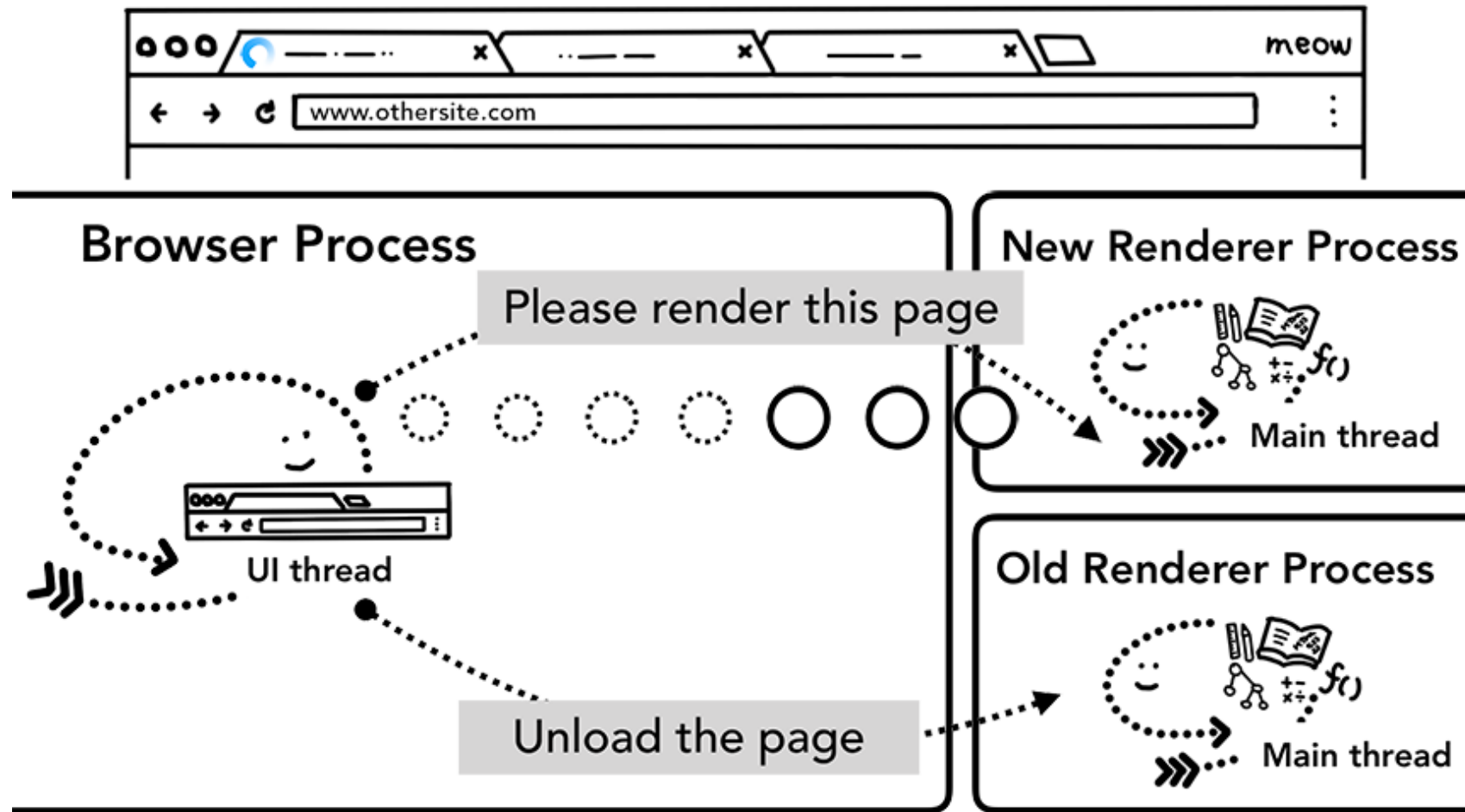
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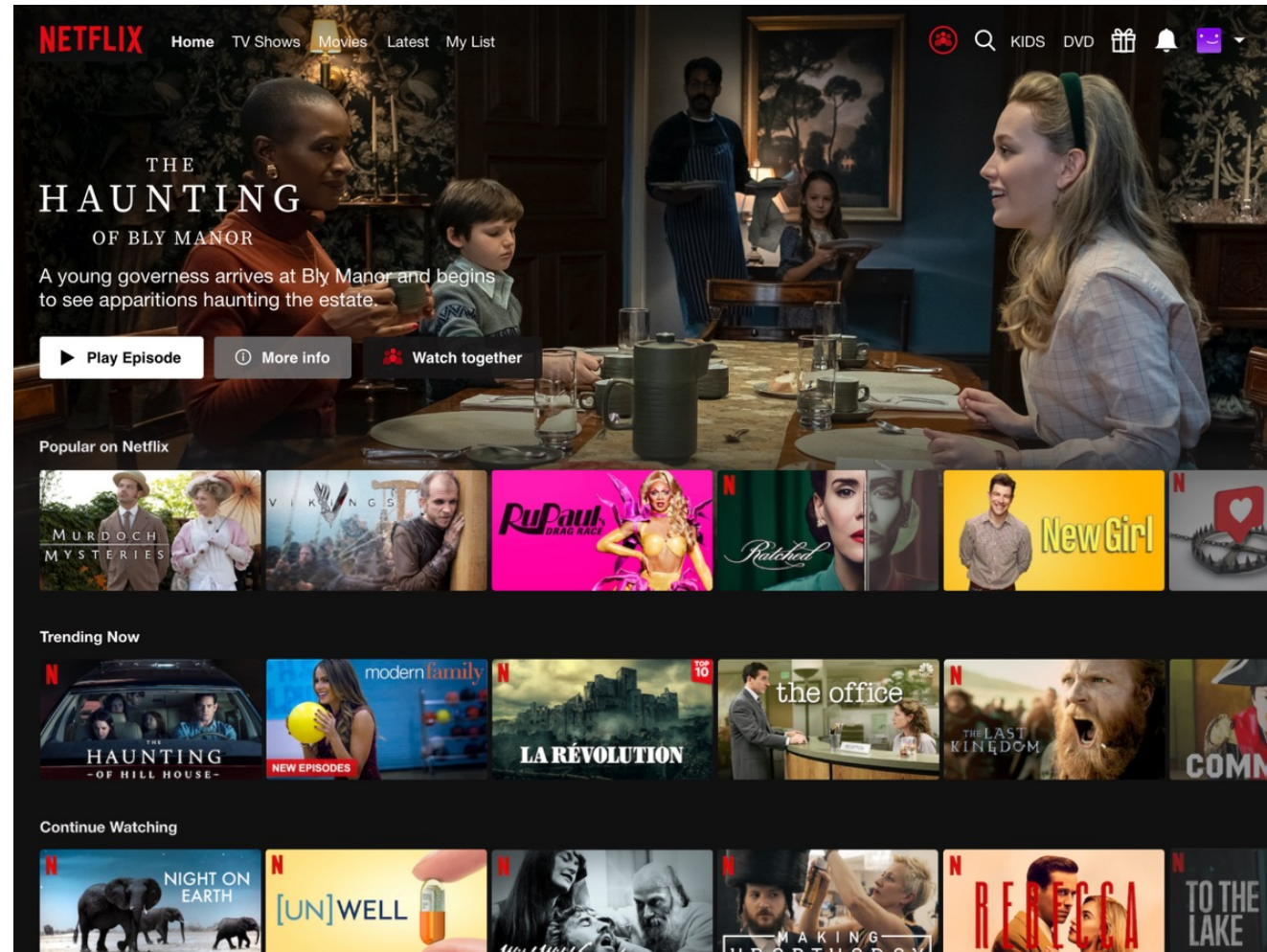
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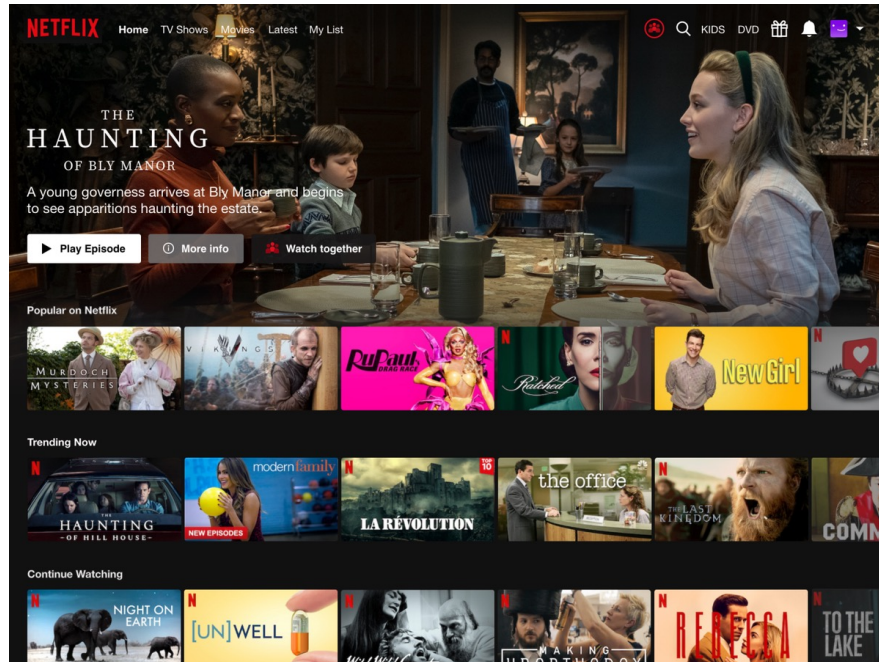
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# Microservice architecture – Netflix

# Netflix

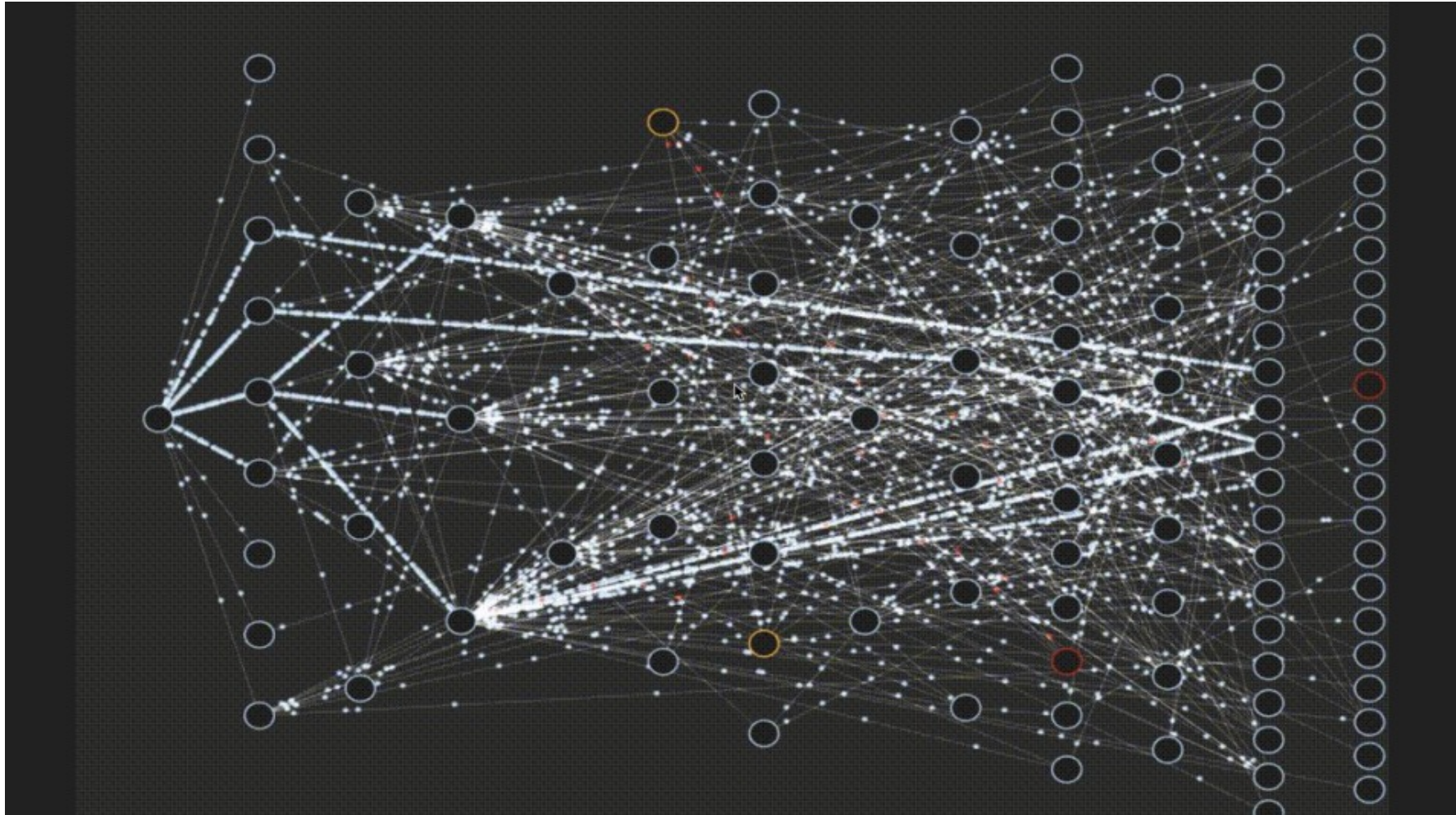


# Netflix Microservices – App Boot



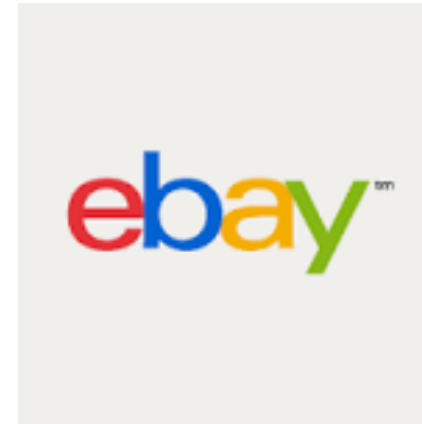
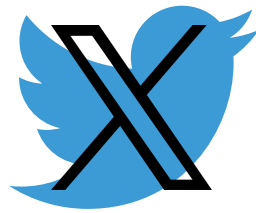
- Recommendations
- Trending Now
- Continue Watching
- My List
- Metrics

# Netflix Microservices – One Request





# Who uses Microservices?

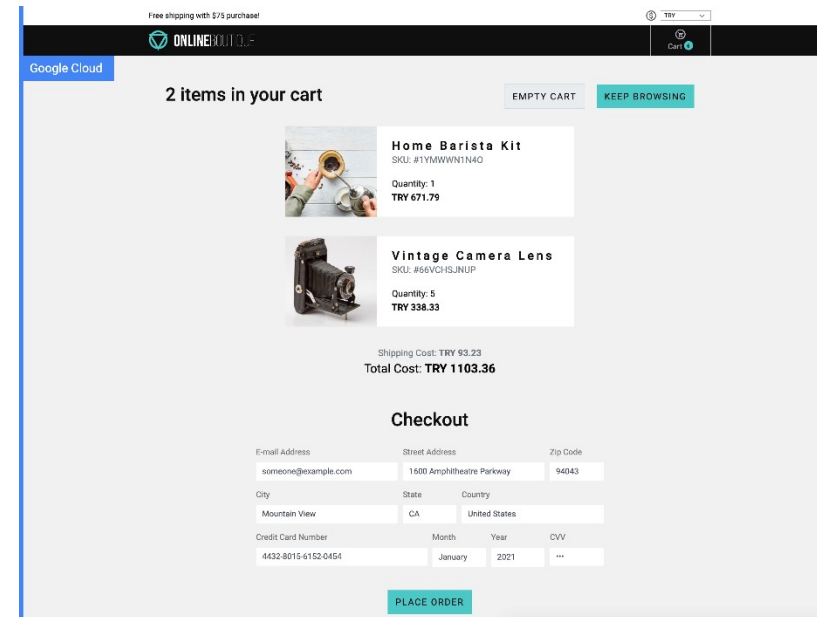
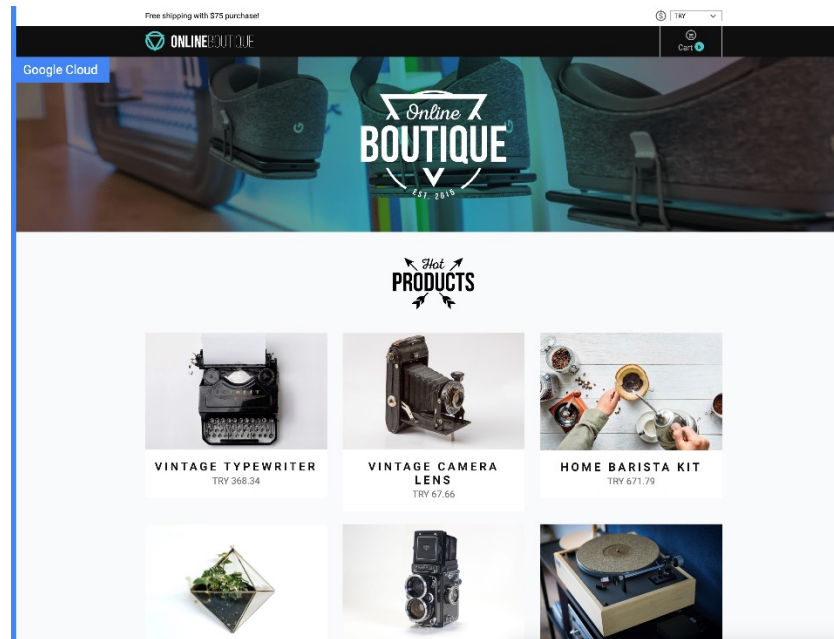


**UBER**

**GROUPON<sup>®</sup>**

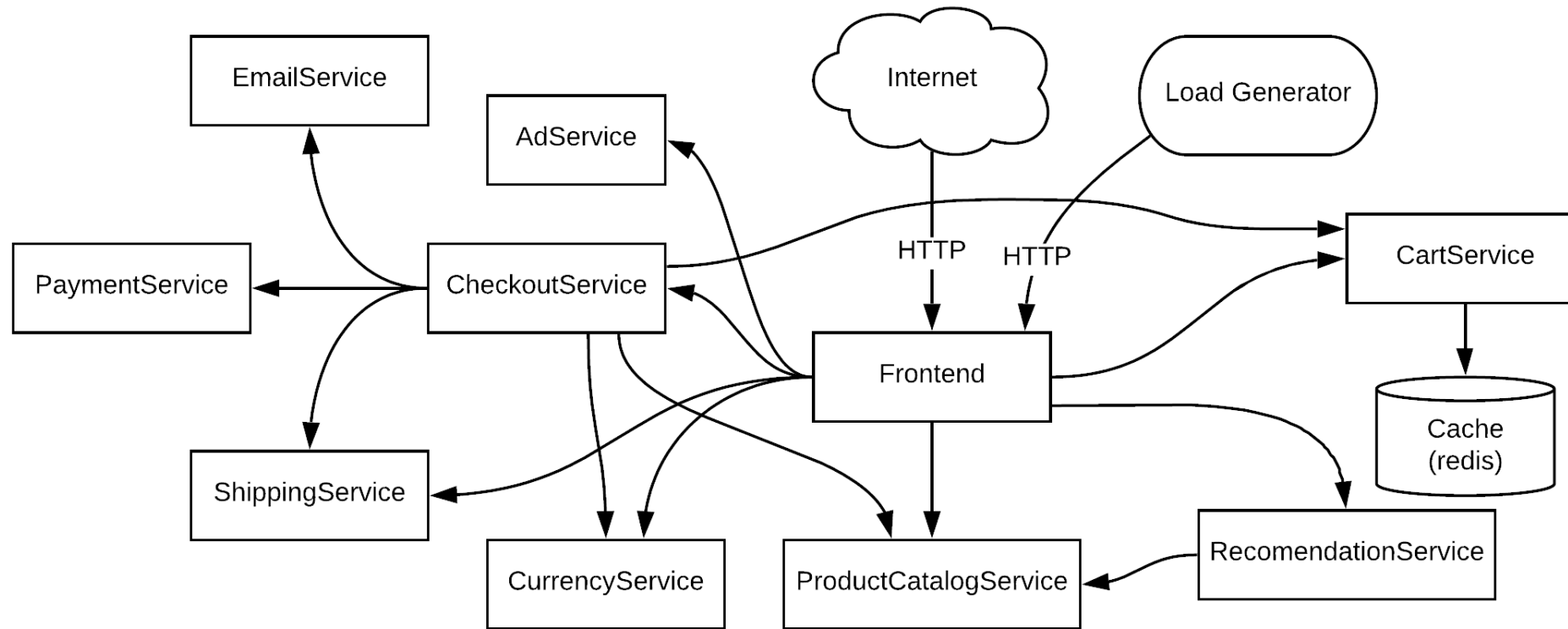
# Microservices – The Hipster Shop Example

# Hipster Shop: Guess some microservices



<https://onlineboutique.dev>

# Hipster Shop Microservice Architecture



<https://github.com/GoogleCloudPlatform/microservices-demo>

# Microservices

What are the consequences of this architecture? On:

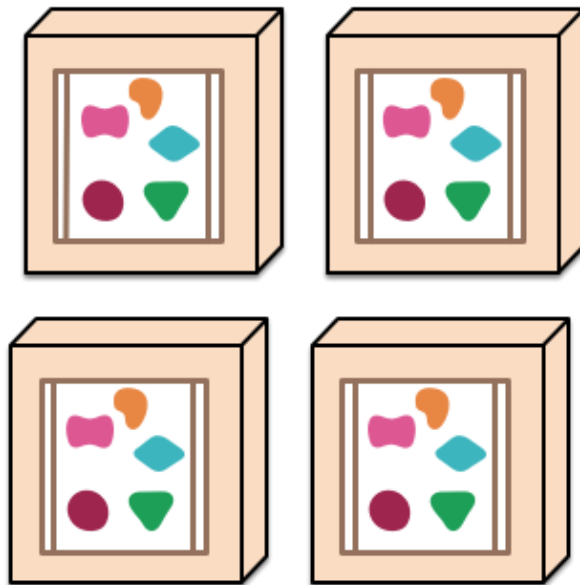
- Scalability
- Reliability
- Performance
- Development
- Maintainability
- Evolution
- Testability
- Ownership
- Data Consistency

# Scalability

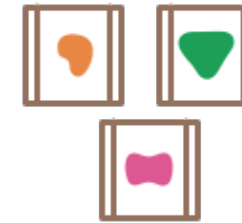
*A monolithic application puts all its functionality into a single process...*



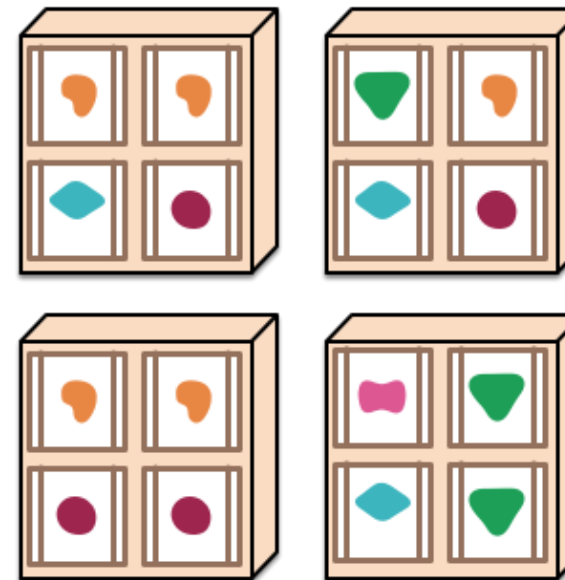
*... and scales by replicating the monolith on multiple servers*



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

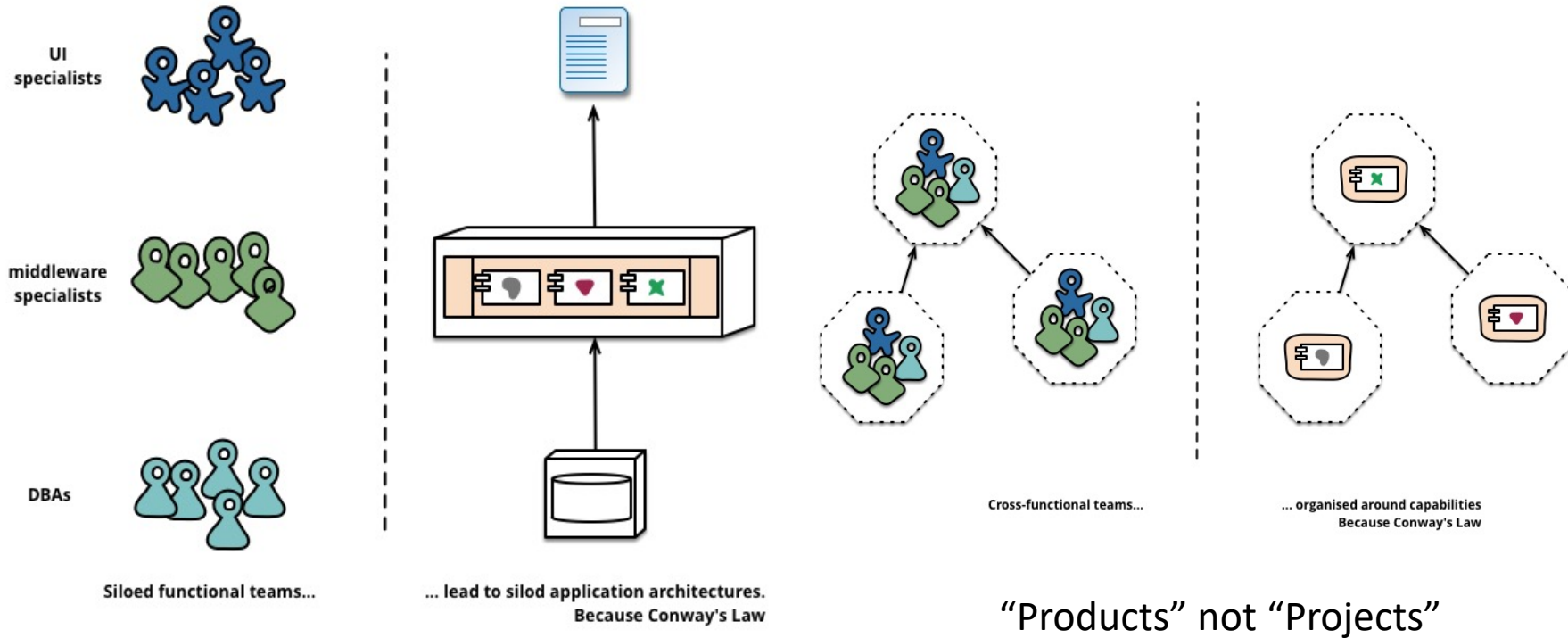


*... and scales by distributing these services across servers, replicating as needed.*



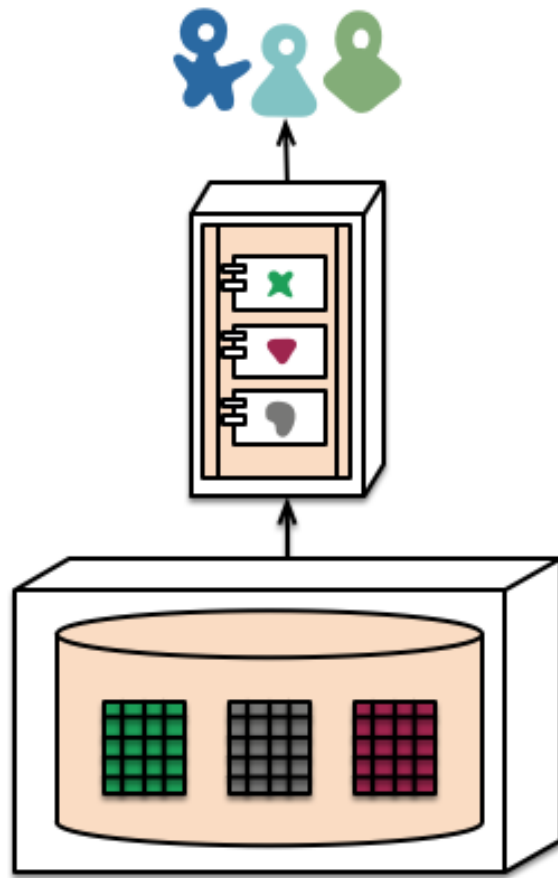
Source: <http://martinfowler.com/articles/microservices.html>

# Team Organization (Conway's Law)

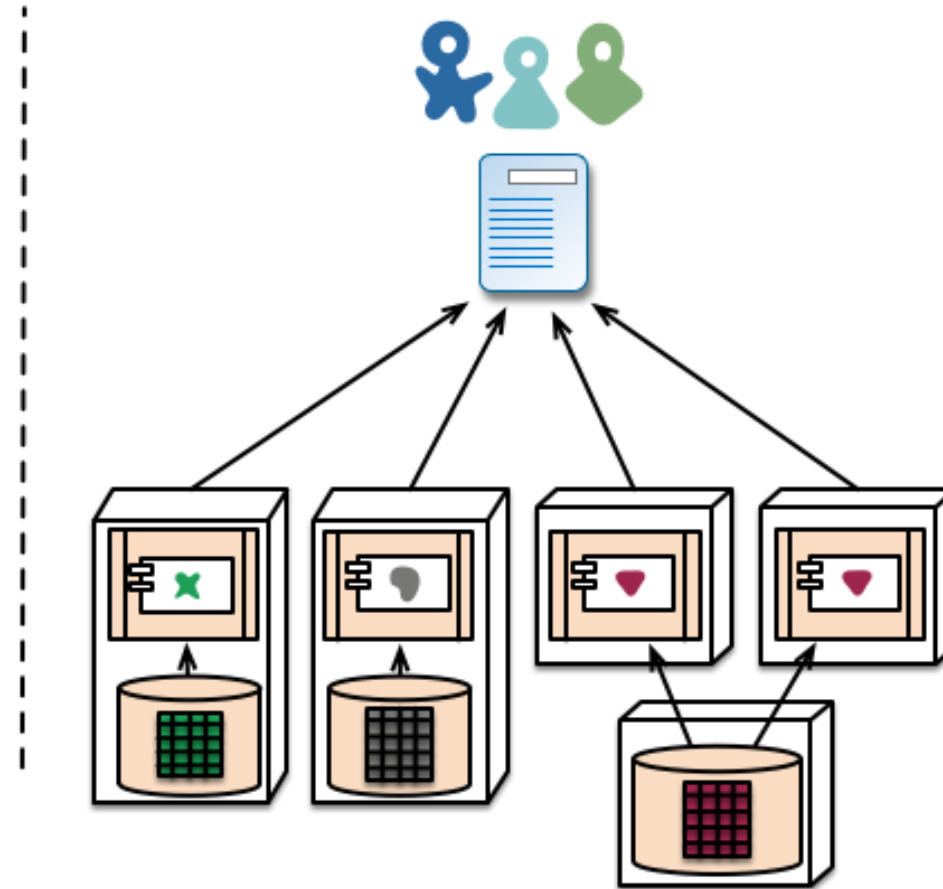


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# Data Management and Consistency



monolith - single database

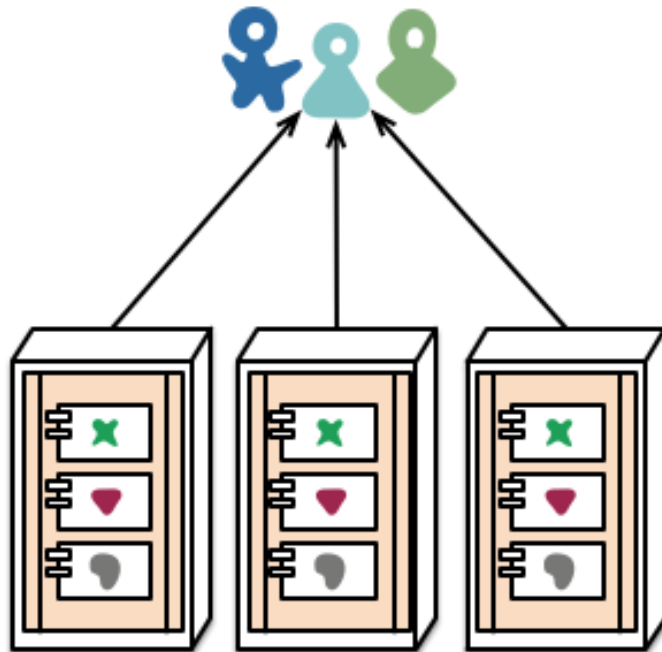


microservices - application databases

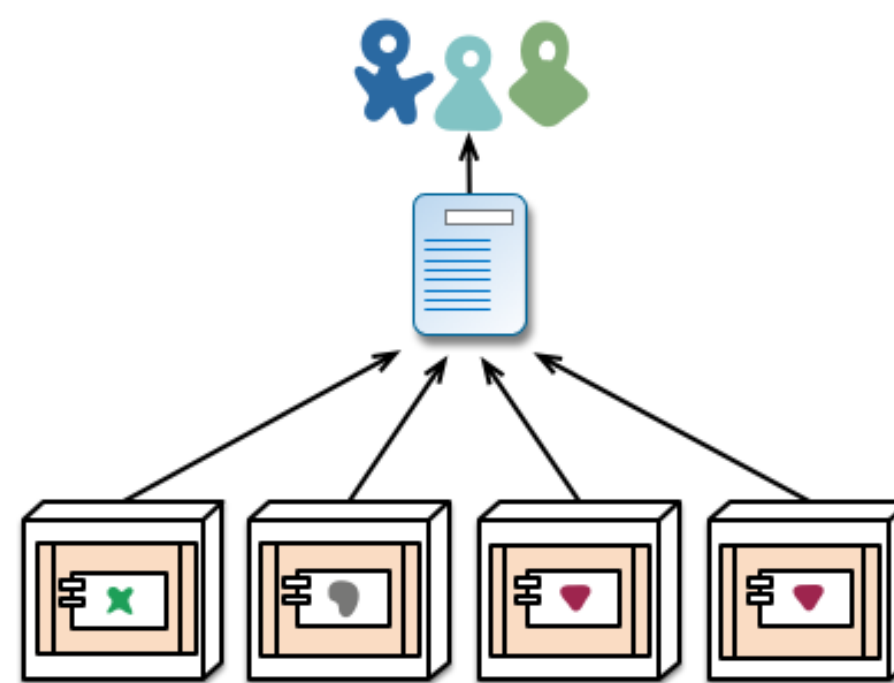
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# Deployment and Evolution



monolith - multiple modules in the same process



microservices - modules running in different processes

# Microservices

- Building applications as suite of small and easy to replace services
  - fine grained, one functionality per service (sometimes 3-5 classes)
  - composable
  - easy to develop, test, and understand
  - fast (re)start, fault isolation
  - modelled around business domain
- Interplay of different systems and languages
- Easily deployable and replicable
- Embrace automation, embrace faults
- Highly observable

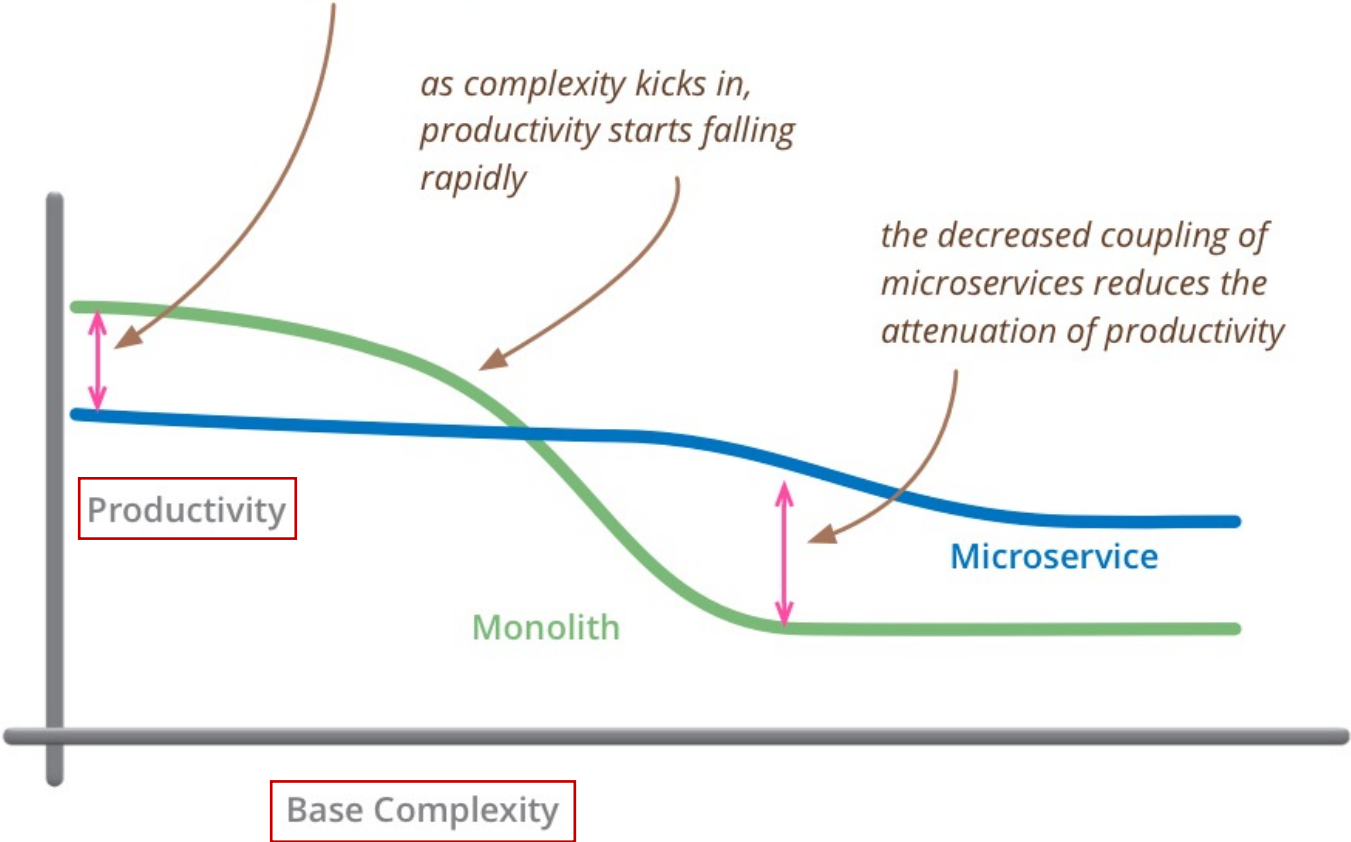
Are microservices always the right choice?

# Microservices overhead

*for less-complex systems, the extra baggage required to manage microservices reduces productivity*

*as complexity kicks in, productivity starts falling rapidly*

*the decreased coupling of microservices reduces the attenuation of productivity*



# Microservice challenges

- Complexities of distributed systems
  - network latency, faults, inconsistencies
  - testing challenges
- Resource overhead, RPCs
  - Requires more thoughtful design (avoid "chatty" APIs, be more coarse-grained)
- Shifting complexities to the network
- Operational complexity
- Frequently adopted by breaking down monolithic application
- HTTP/REST/JSON communication
  - Schemas? Document API using Swagger, etc.



# Taken to the extreme...

## Serverless (Functions-as-a-Service)

- Instead of writing minimal services, write just functions
- No state, rely completely on cloud storage or other cloud services
- Pay-per-invocation billing with elastic scalability
- Drawback: more ways things can fail, state is expensive
- Examples:  
AWS lambda, CloudFlare workers, Azure Functions
- What might this be good for?

# More in DevOps & Scaling

