

# Microservice Architectures

17-313 Fall 2022

**Inspirations:**

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

Josh Evans @ Netflix (<https://www.youtube.com/watch?v=CZ3wIuvmHeM>)

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

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



# Administrativa

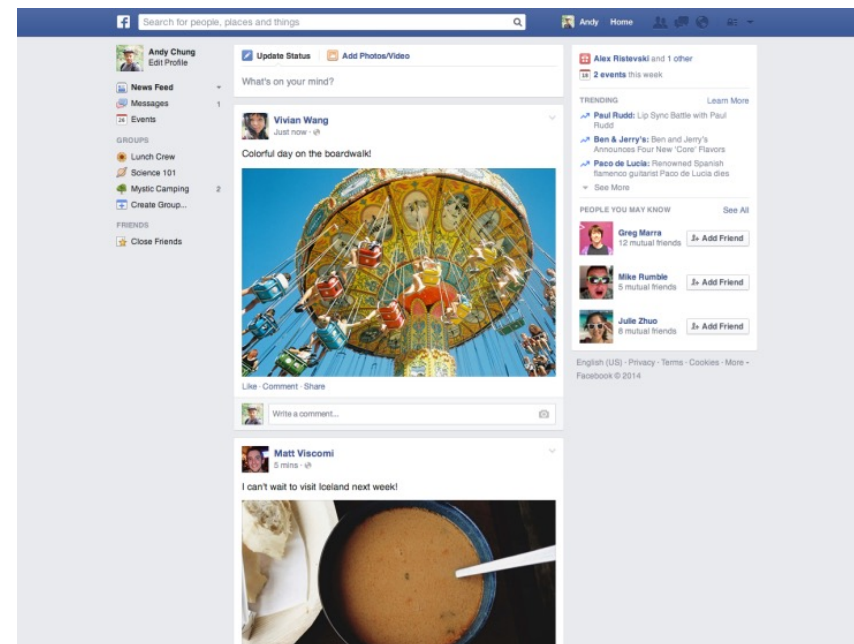
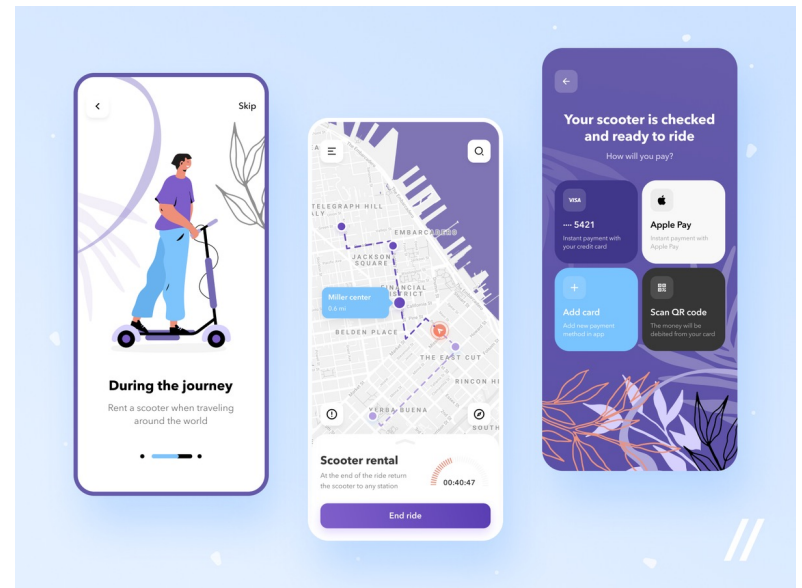
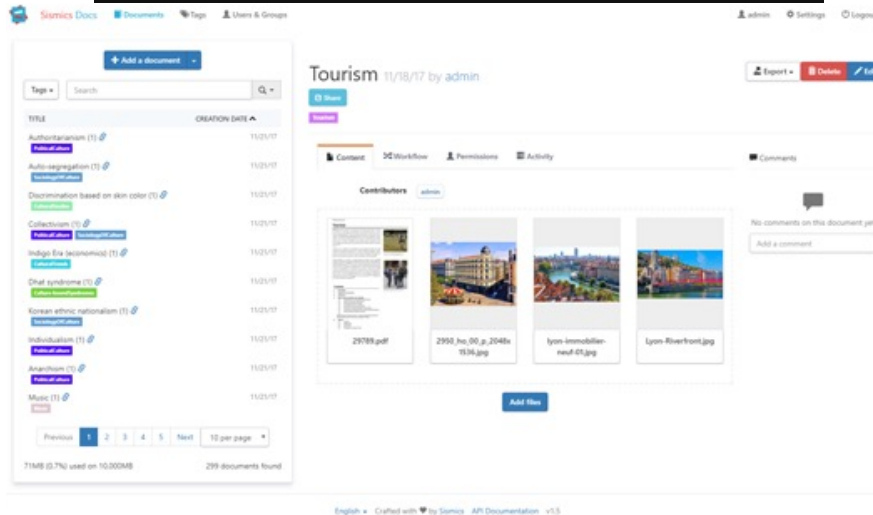
- Homework 3B due Thursday (Oct 6).
- Recitation this week: midterm review (**come prepared!**)
  - Work through problems on the previous midterms – many students found this helpful.
  - Any questions on the previous midterm questions – bring them to recitation to discuss as a class.
- Midterm on October 11<sup>th</sup> (in class, regular timing).

# Learning Goals

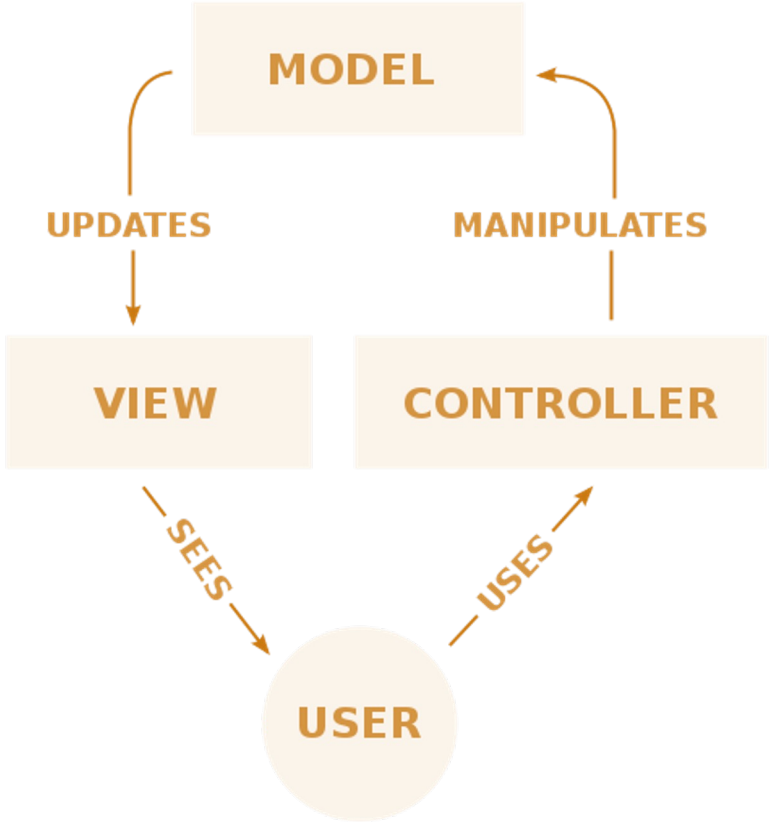
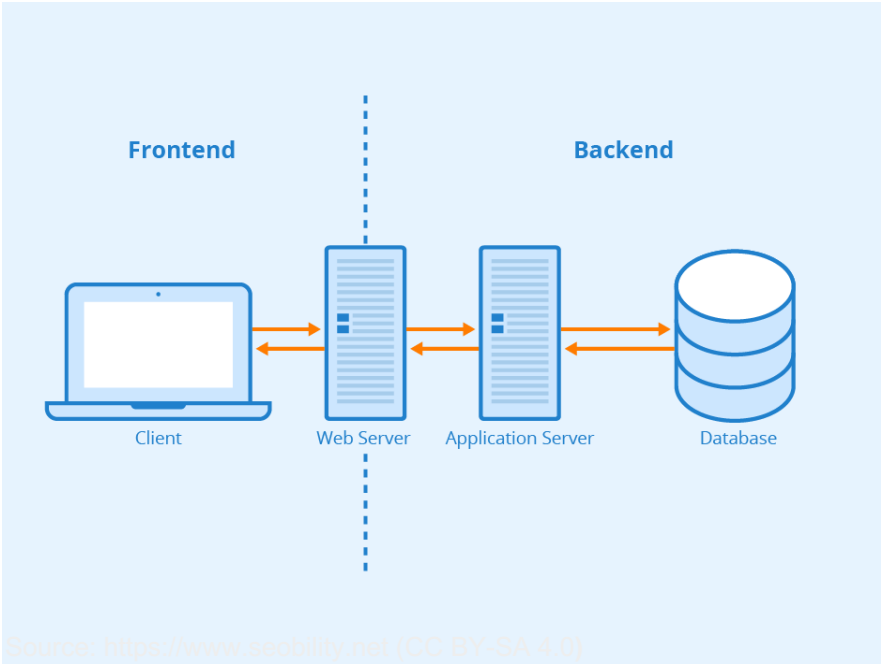
- Contrast the monolithic application design with a modular design based on microservices.
- Reason about how architectural choices affect software quality and process attributes.
- Reason about tradeoffs of microservices architectures.

**Before we get to microservices...**

# How might these apps be architected?



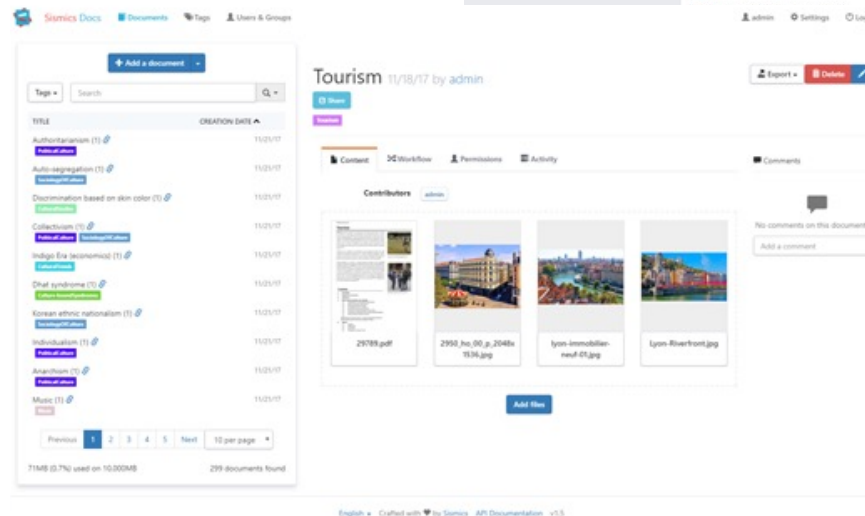
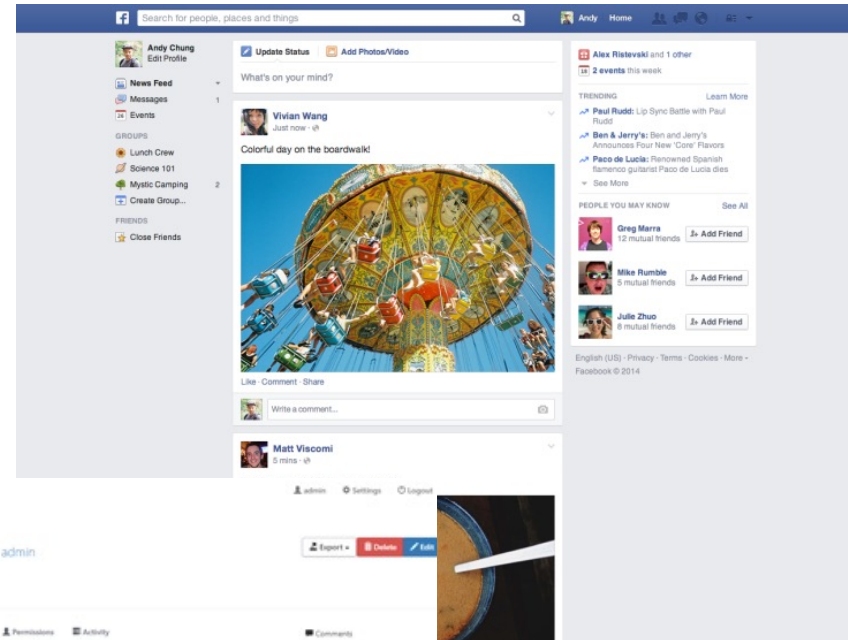
# Monolithic styles: Client-server or MVC



# Monoliths make trade-offs on software quality

Several consequences of this architecture on:

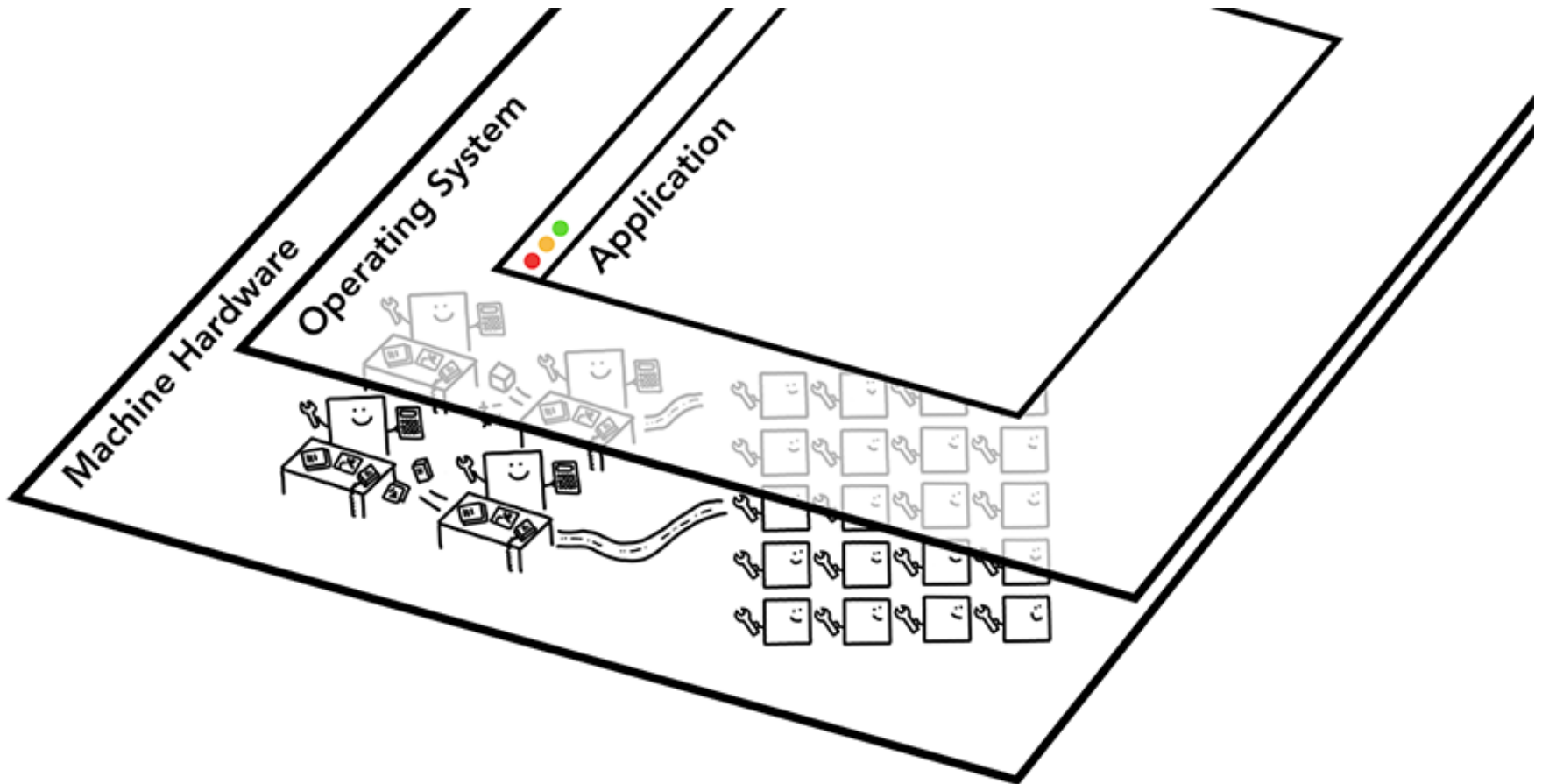
- Scalability
- Reliability
- Performance
- Development
- Maintainability
- Evolution
- Testability
- Ownership



# Service-based architecture - Chrome

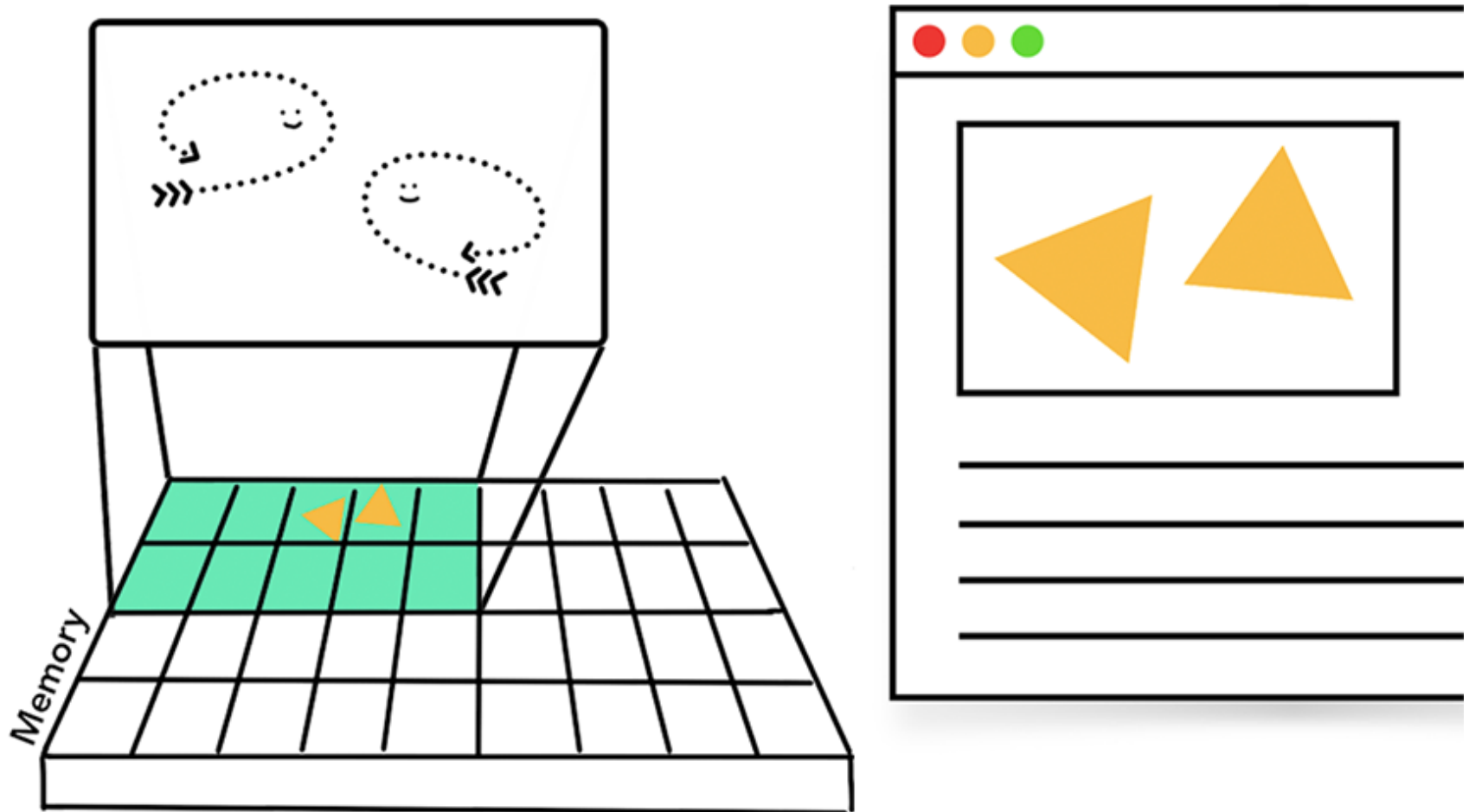


# Web Browsers



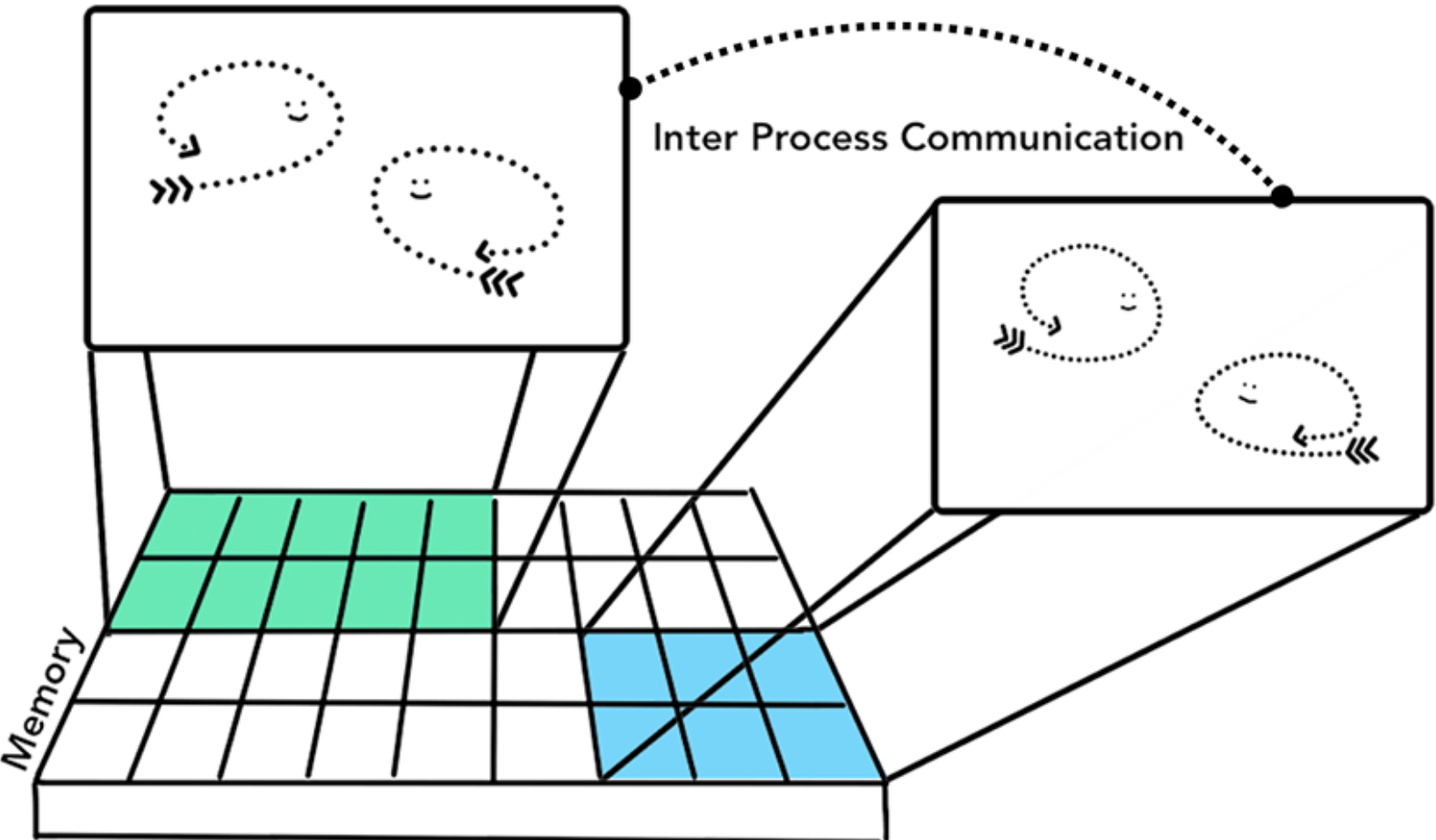
Source: <https://developers.google.com/web/updates/2018/09/inside-browser-part1> (CC BY 4.0)

# Browser: A multi-threaded process



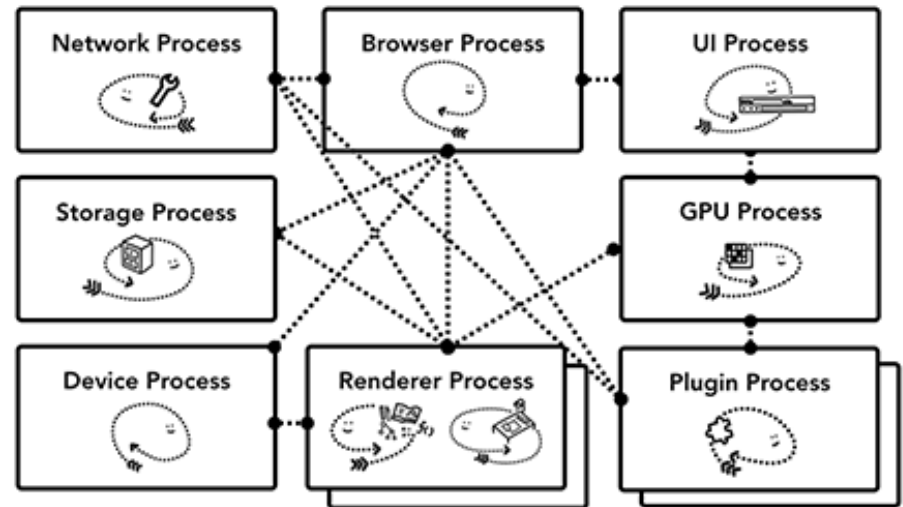
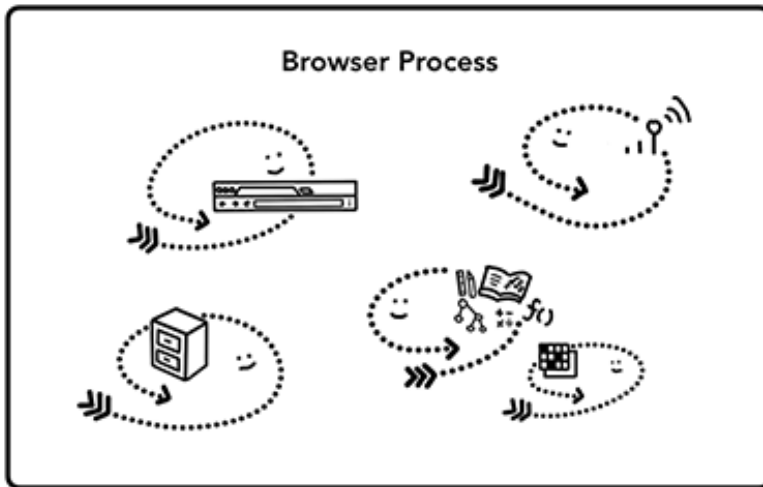
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# Multi-process browser with IPC



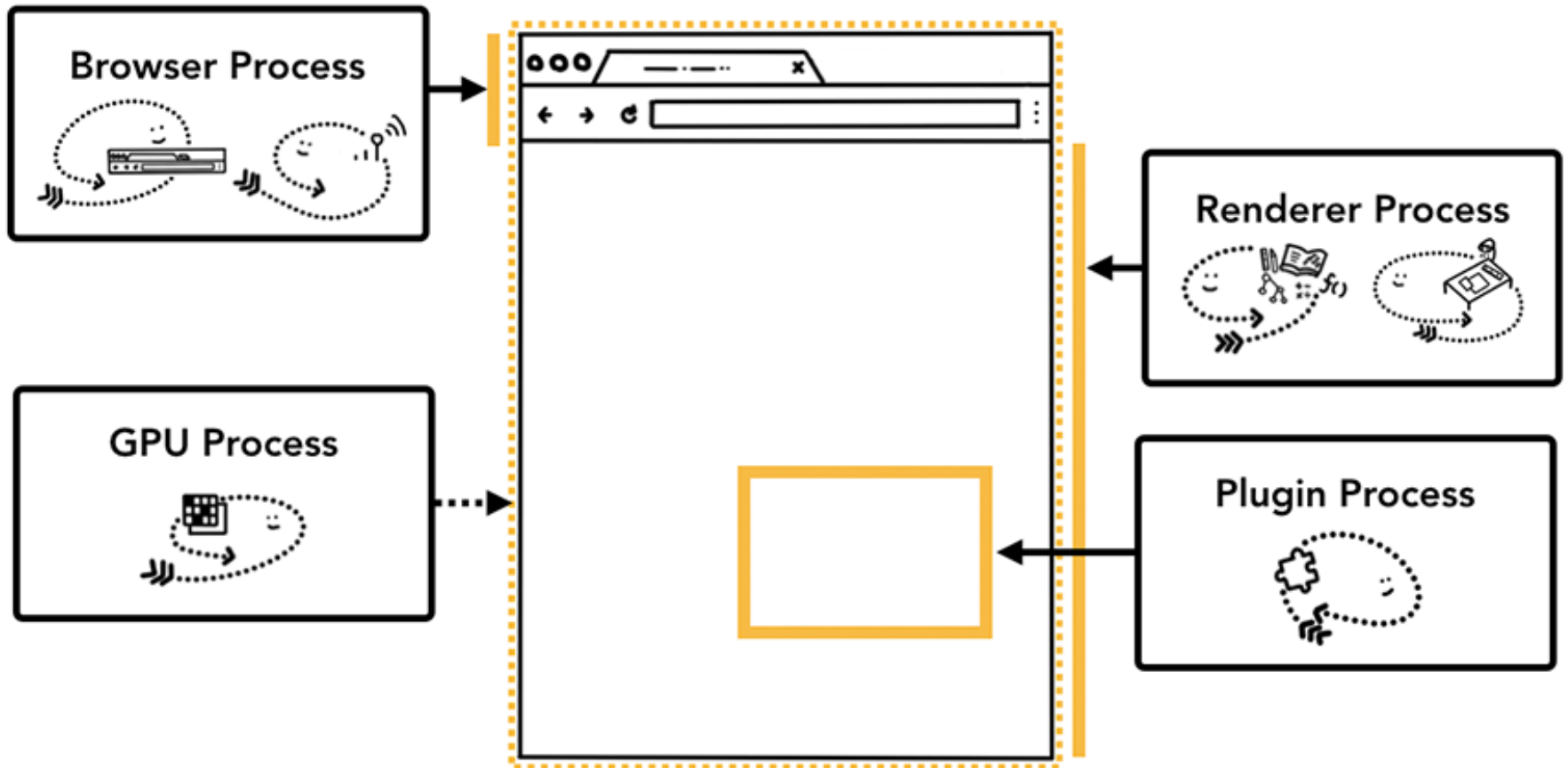
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# Browser Architectures



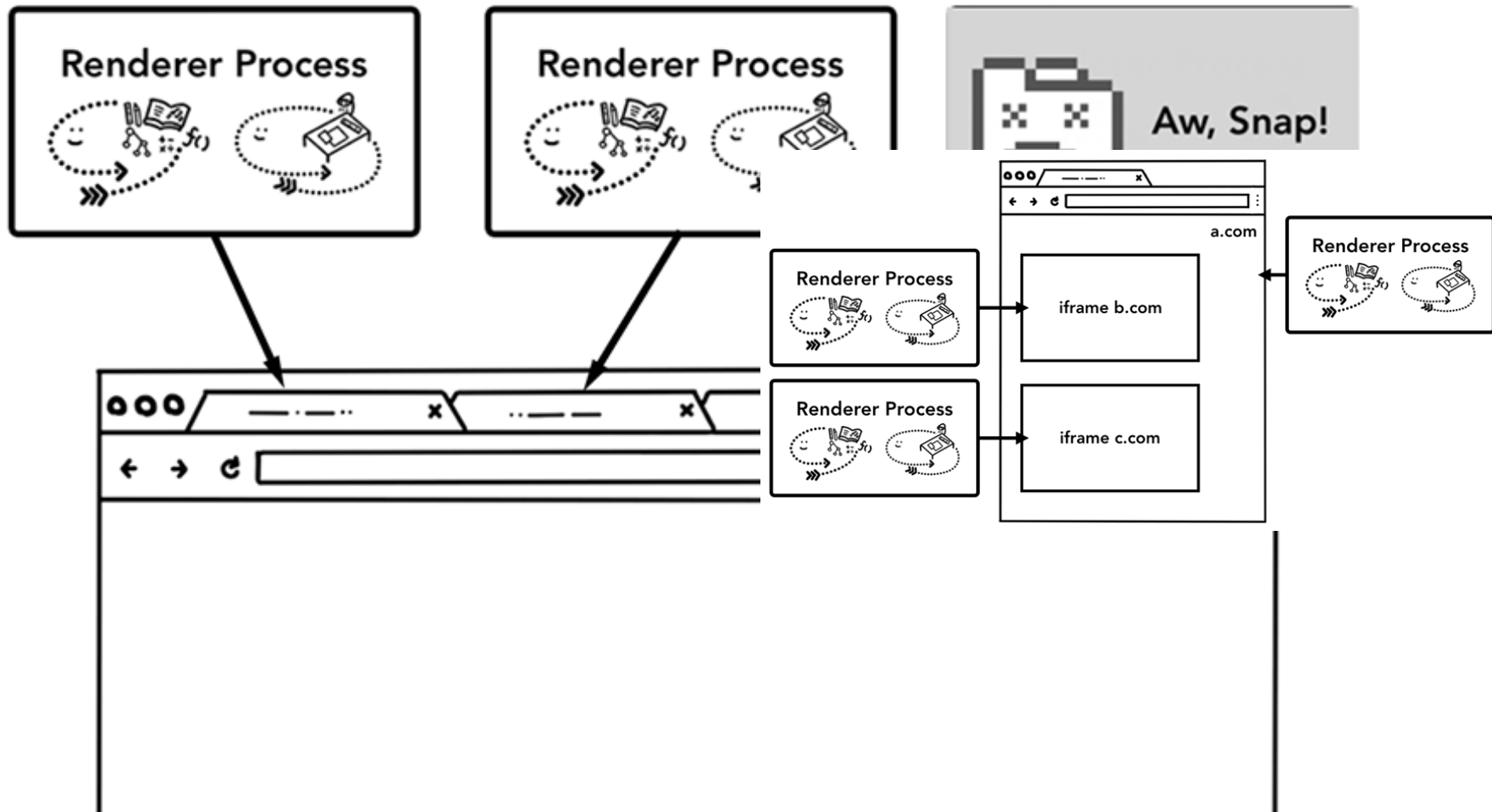
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# Service-based browser architecture



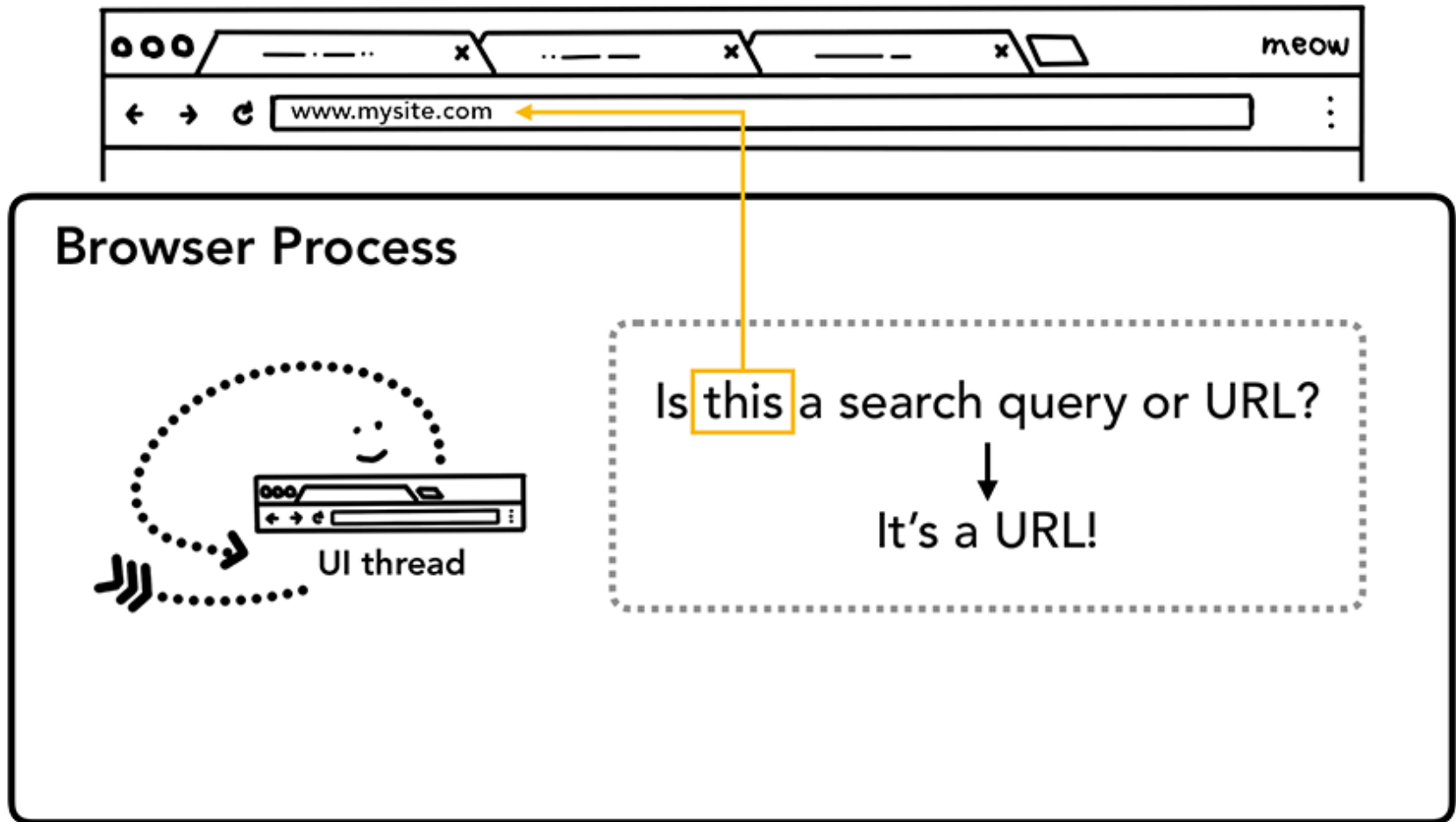
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# Service-based browser architecture



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

# Navigating to a web site uses service requests



# Navigating to a web site uses service requests



## Browser Process





# Navigating to a web site uses service requests

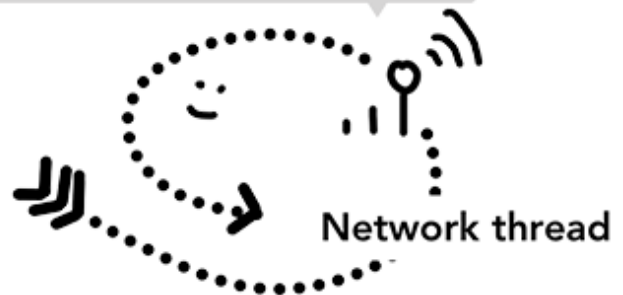


## Browser Process

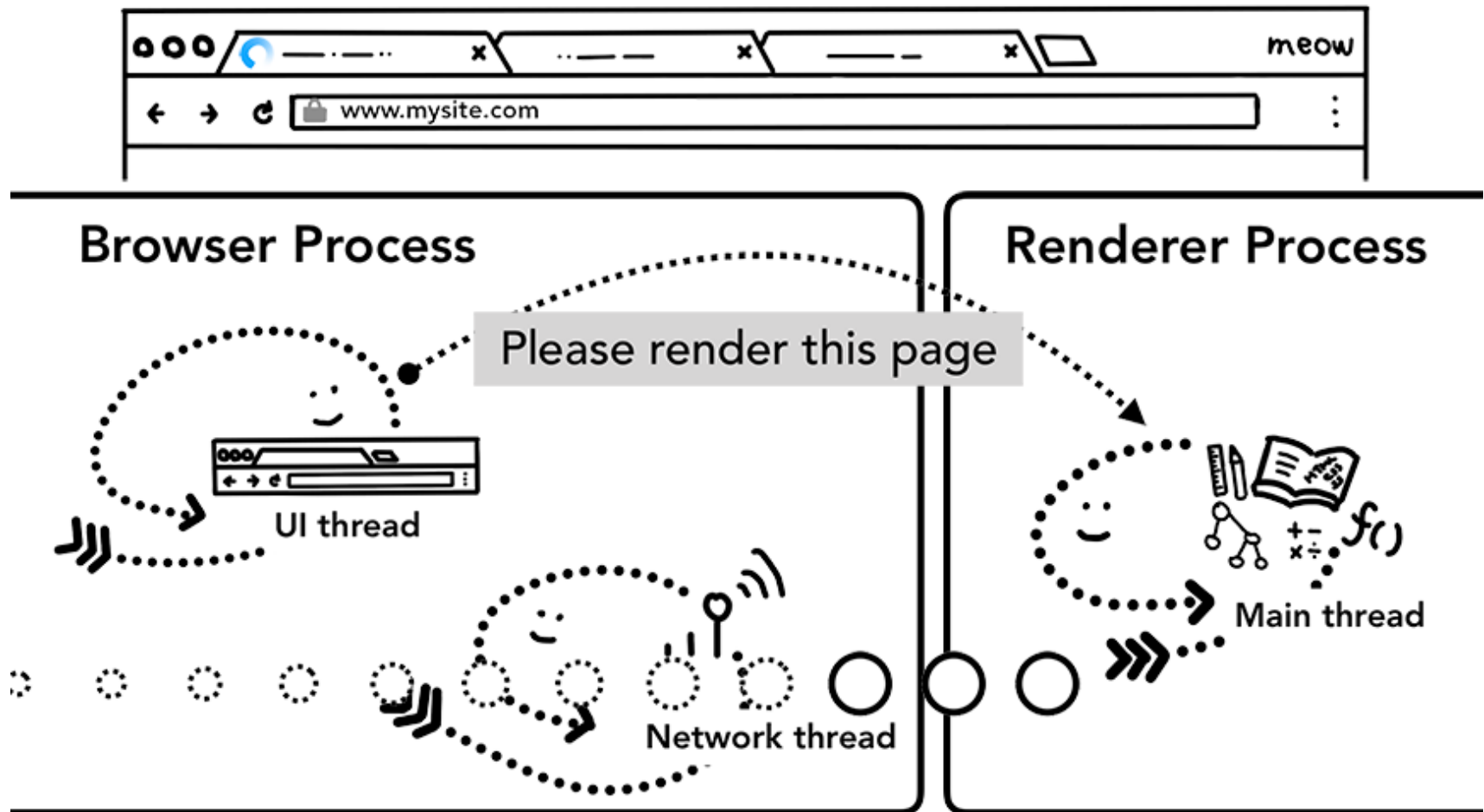
Let me get a Renderer Process!



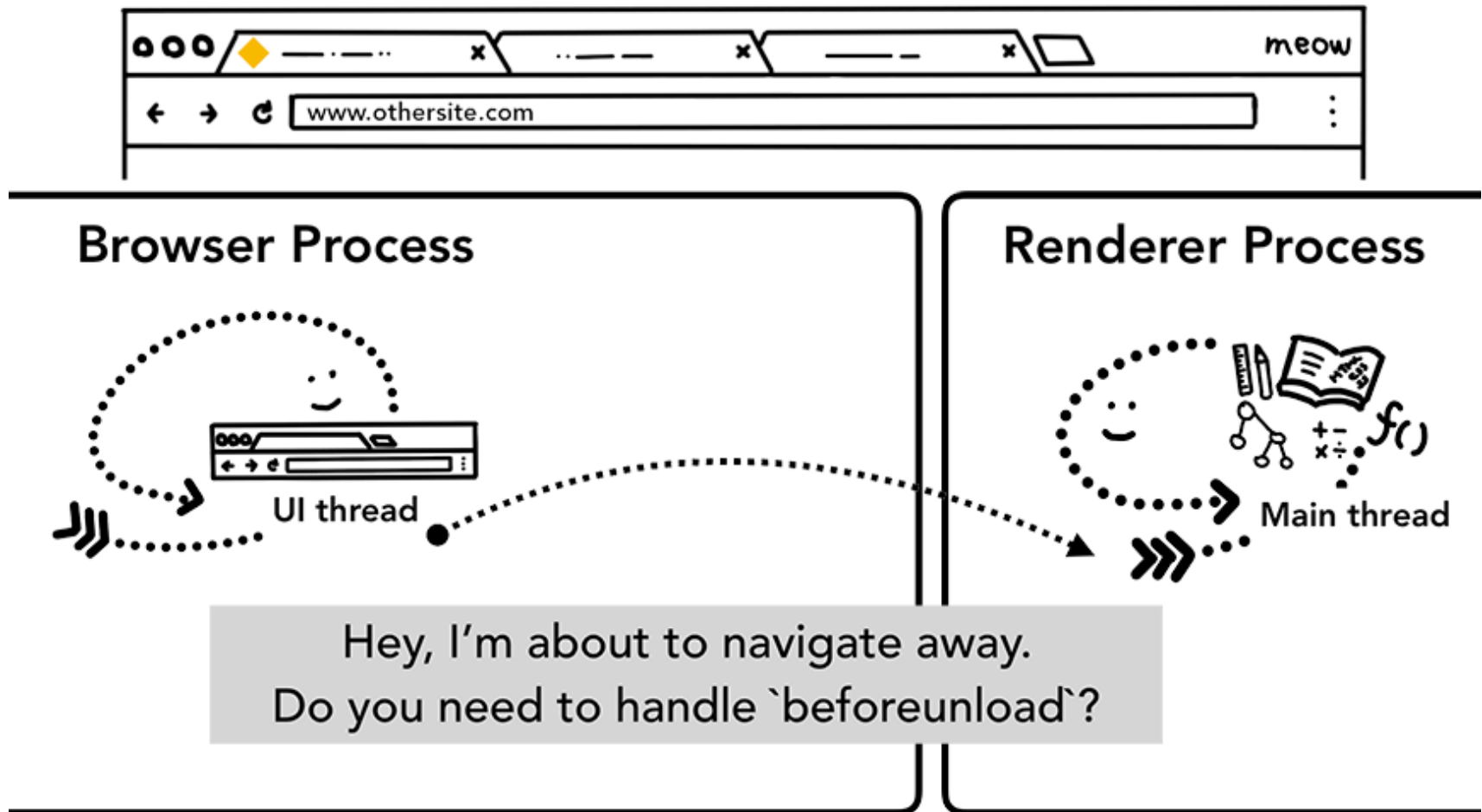
I got what you requested!



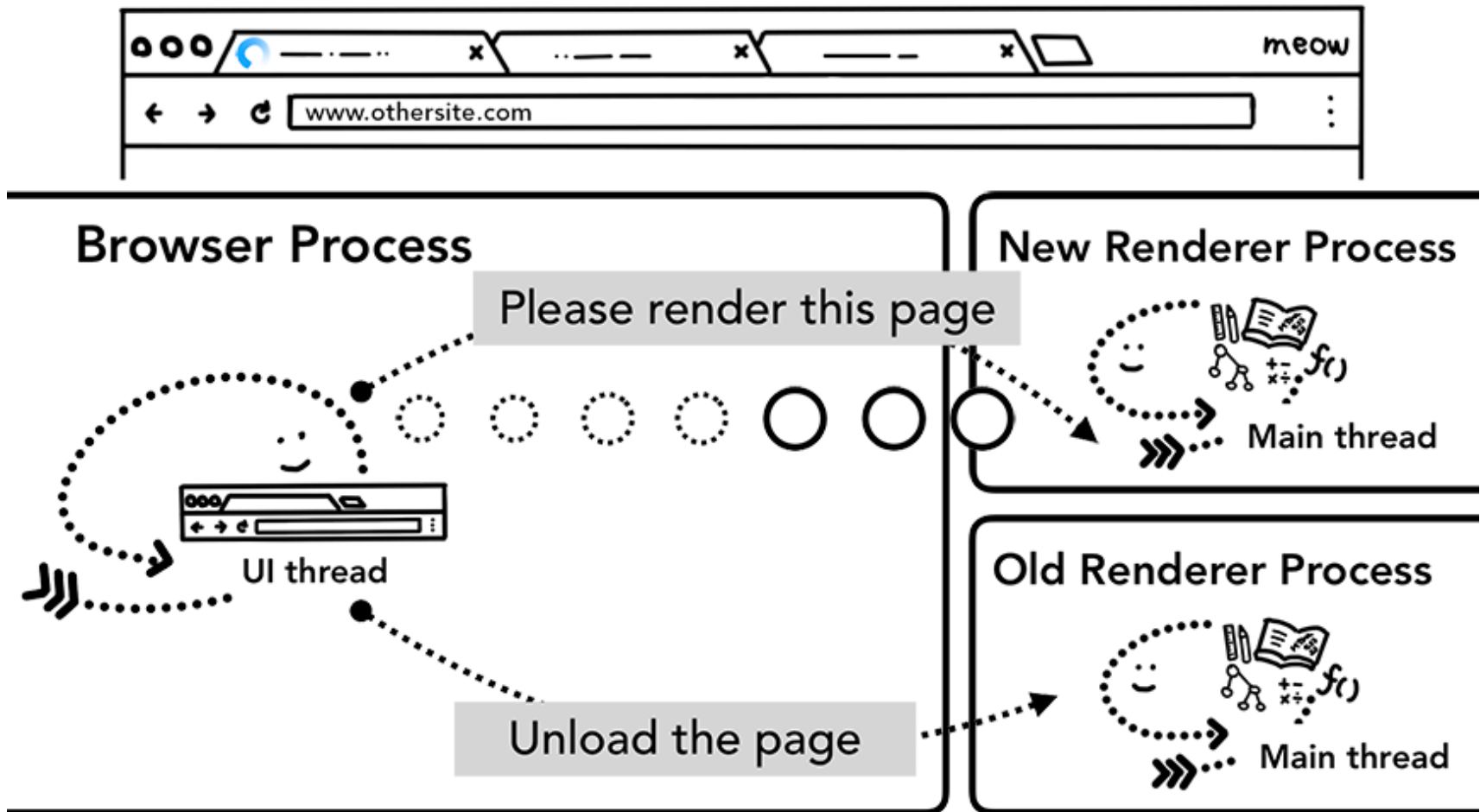
# Navigating to a web site uses service requests



# Navigating to a web site uses service requests



# Navigating to a web site uses service requests



# Microservice architecture - Netflix

# Netflix

**NETFLIX** Home TV Shows Movies Latest My List

THE HAUNTING OF BLY MANOR

A young governess arrives at Bly Manor and begins to see apparitions haunting the estate.

▶ Play Episode ⓘ More info 🧑‍🤝‍🧑 Watch together

Popular on Netflix

- MURDOCH MYSTERIES
- VIKINGS
- RuPaul DRAG RACE
- Ratched
- New Girl
- 📌

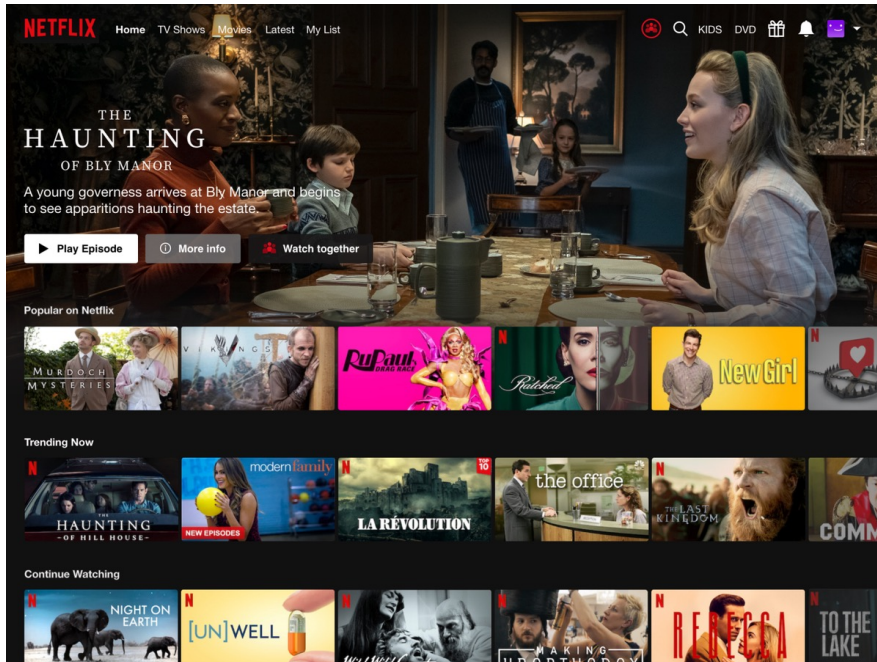
Trending Now

- THE HAUNTING OF HILL HOUSE - NEW EPISODES
- modern family
- LA RÉVOLUTION
- the office
- THE LAST KINGDOM
- COMM

Continue Watching

- NIGHT ON EARTH
- [UN]WELL
- MAKING UP ARTHOLOGY
- REBECCA
- TO THE LAKE

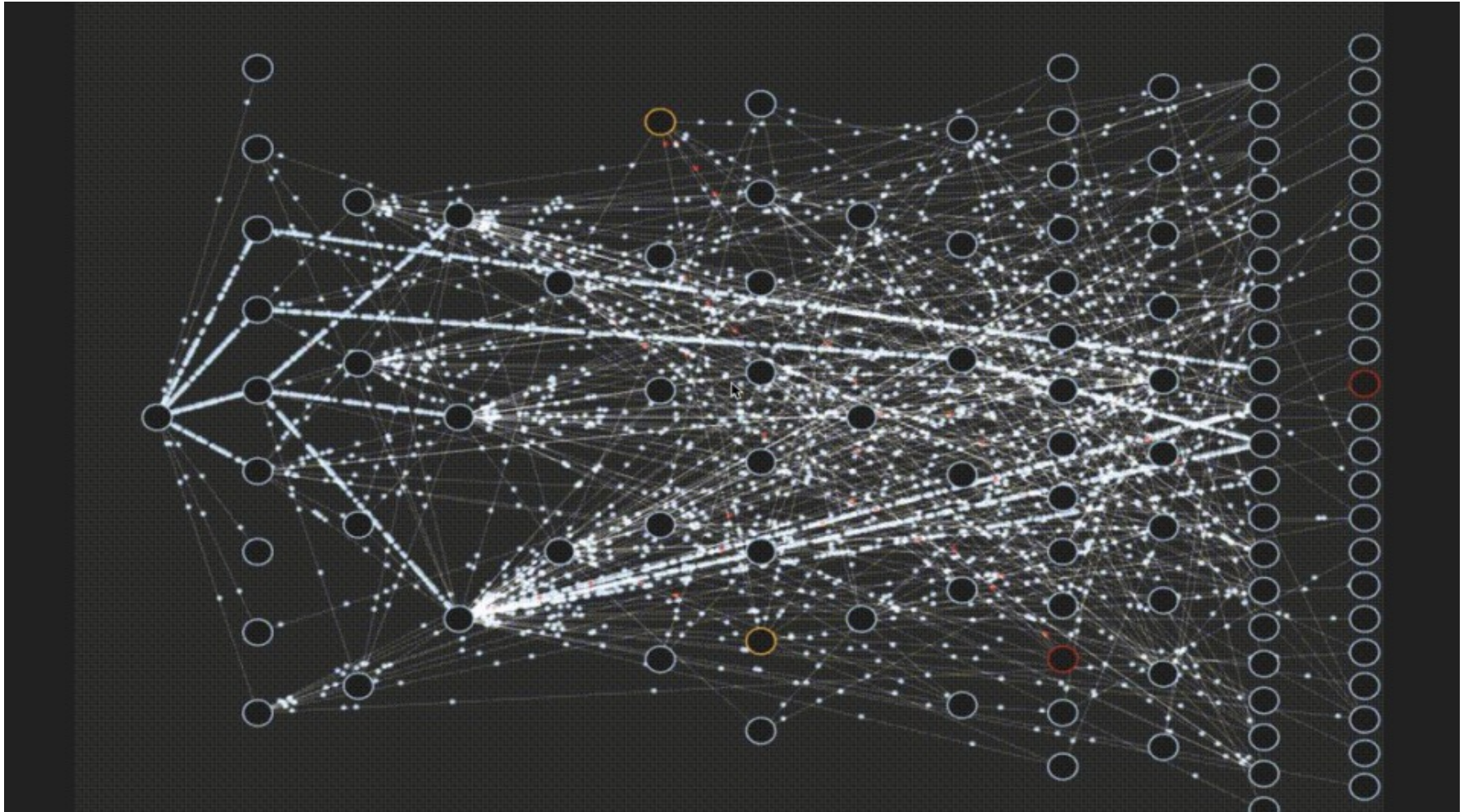
# Netflix Microservices – App Boot



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

(as of 2016)

# Netflix Microservices – One Request



(as of 2016)

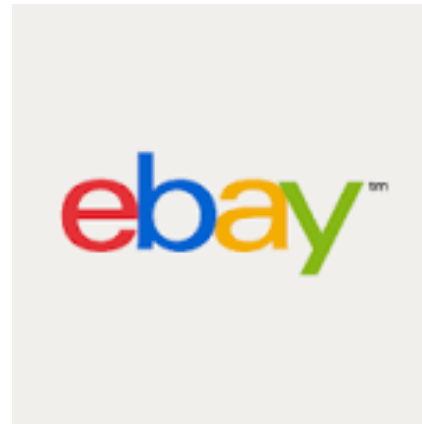
<https://www.youtube.com/watch?v=CZ3wluvmHeM>



# Who uses Microservices?



COMCAST



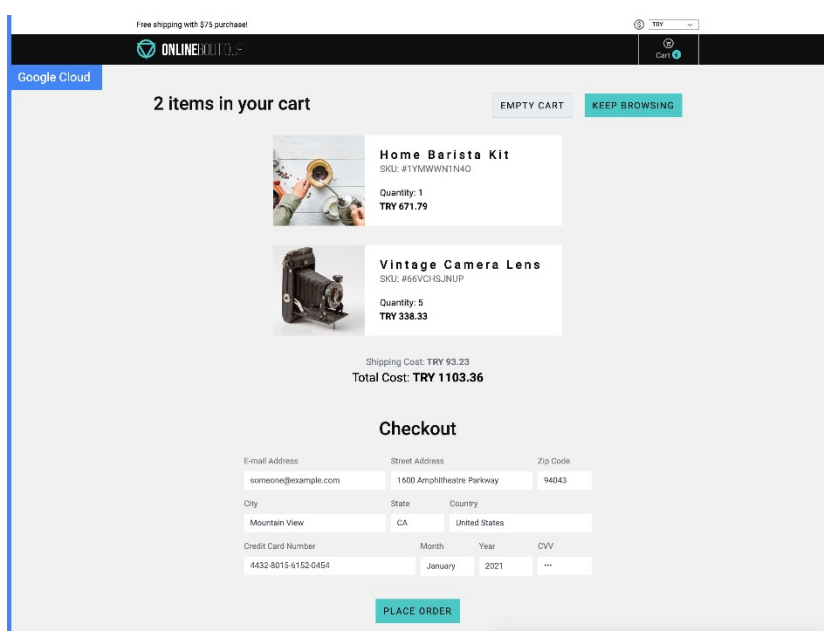
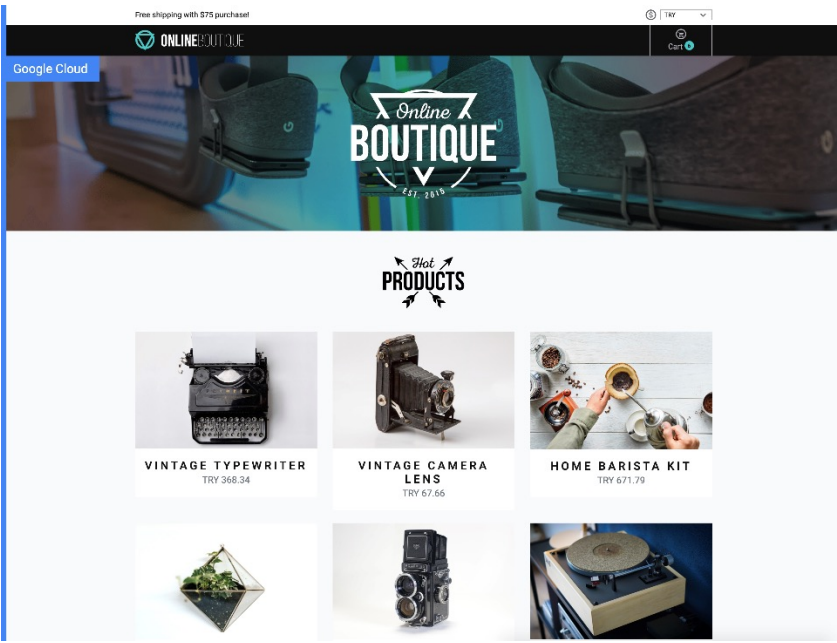
UBER

GROUPON<sup>®</sup>



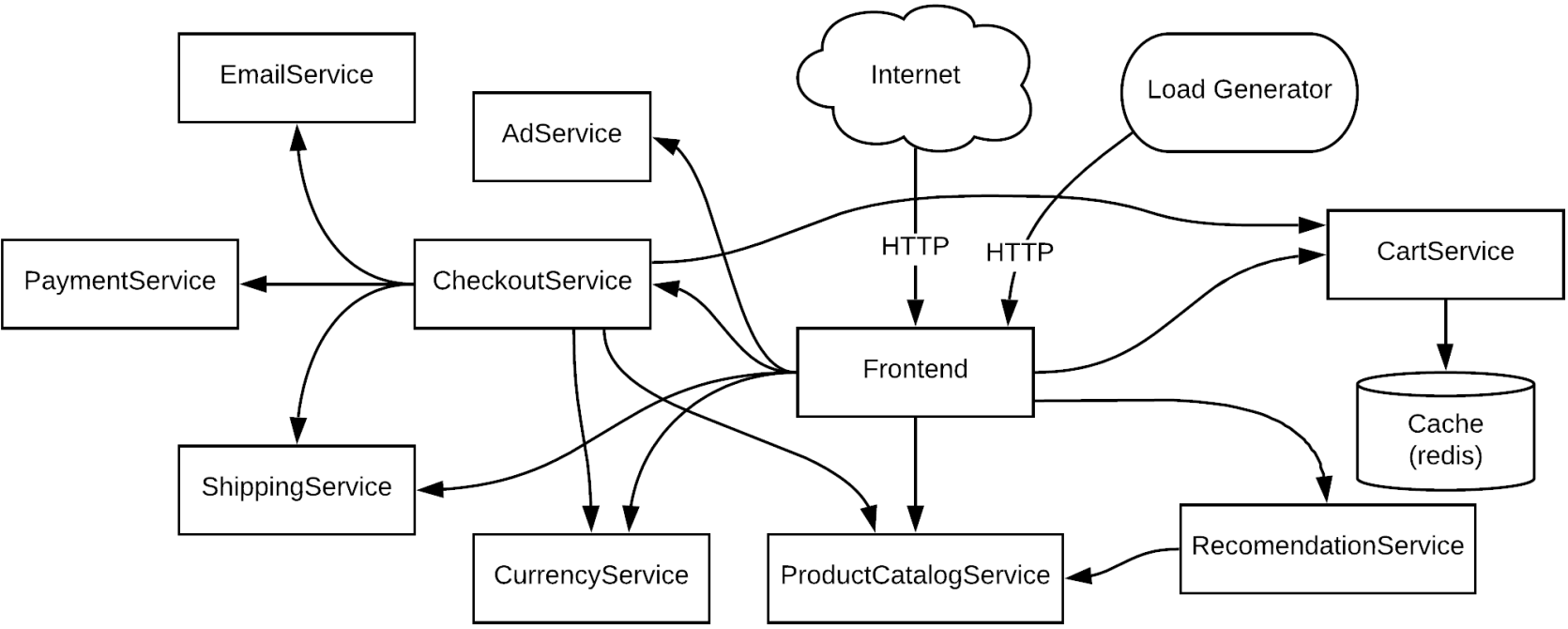
# Microservices – The Hipster Shop Example

# 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:

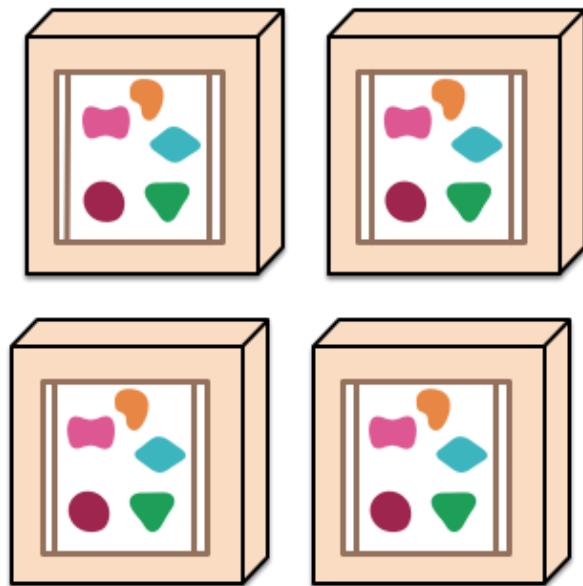
- Scalability
- Reliability
- Performance
- Development
- Maintainability
- Evolution
- Testability
- Ownership
- Data Consistency

# Scalability

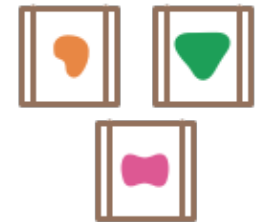
*A monolithic application puts all its functionality into a single process...*



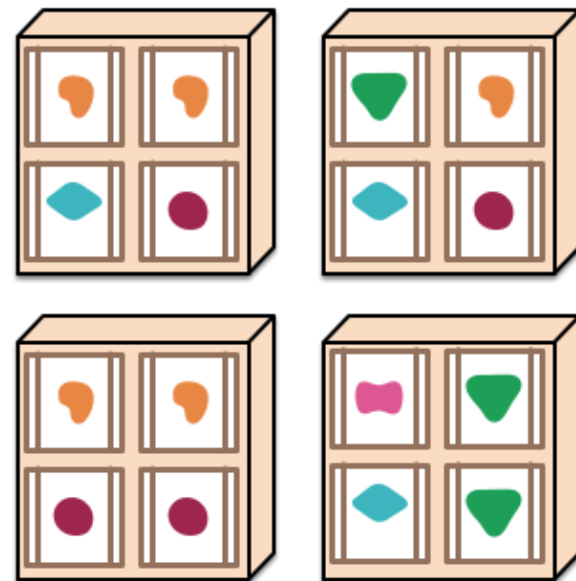
*... and scales by replicating the monolith on multiple servers*



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

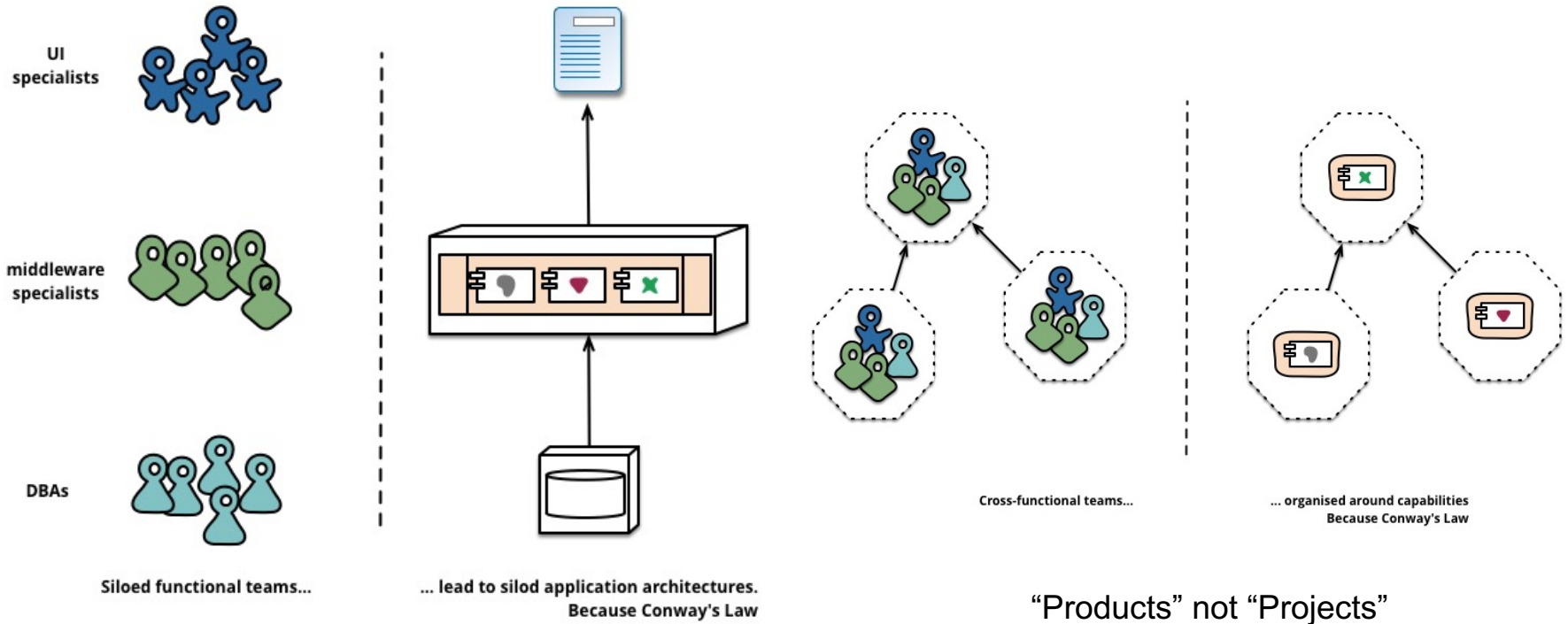


*... and scales by distributing these services across servers, replicating as needed.*

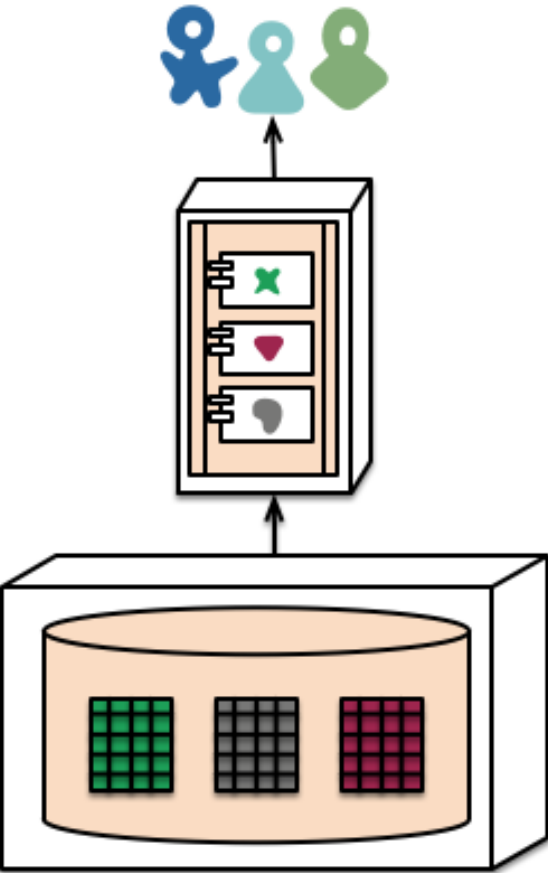


Source: <http://martinfowler.com/articles/microservices.html>

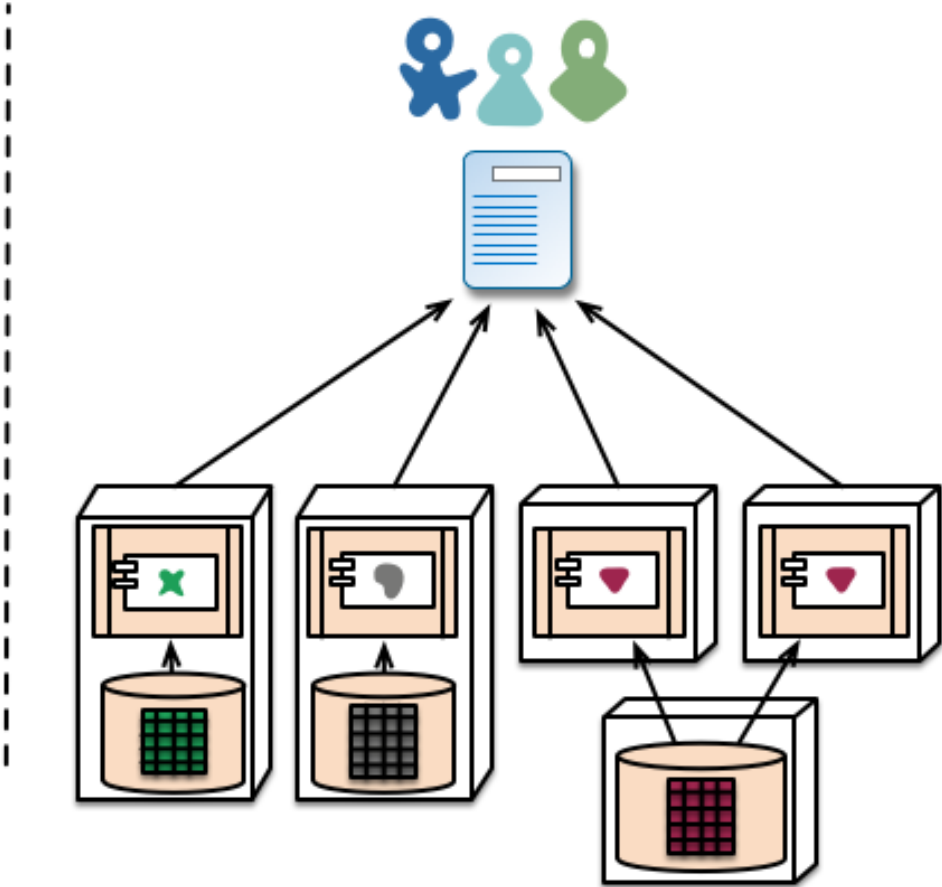
# Team Organization (Conway's Law)



# Data Management and Consistency



monolith - single database

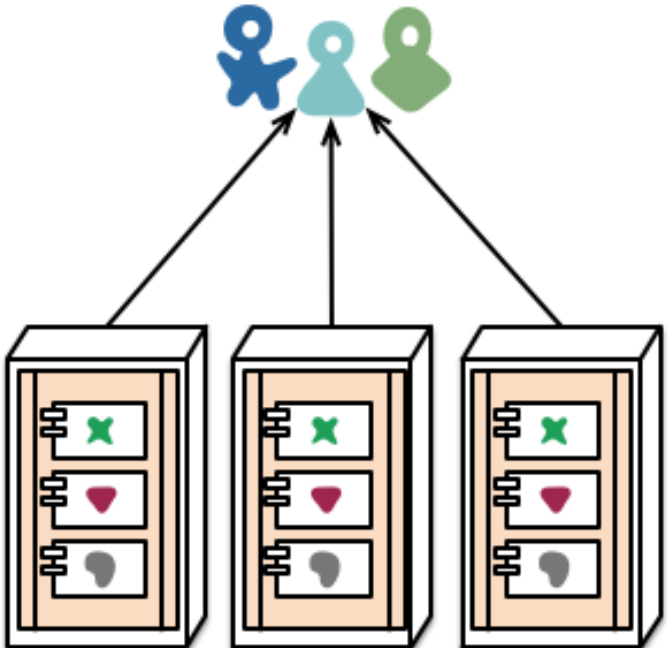


microservices - application databases

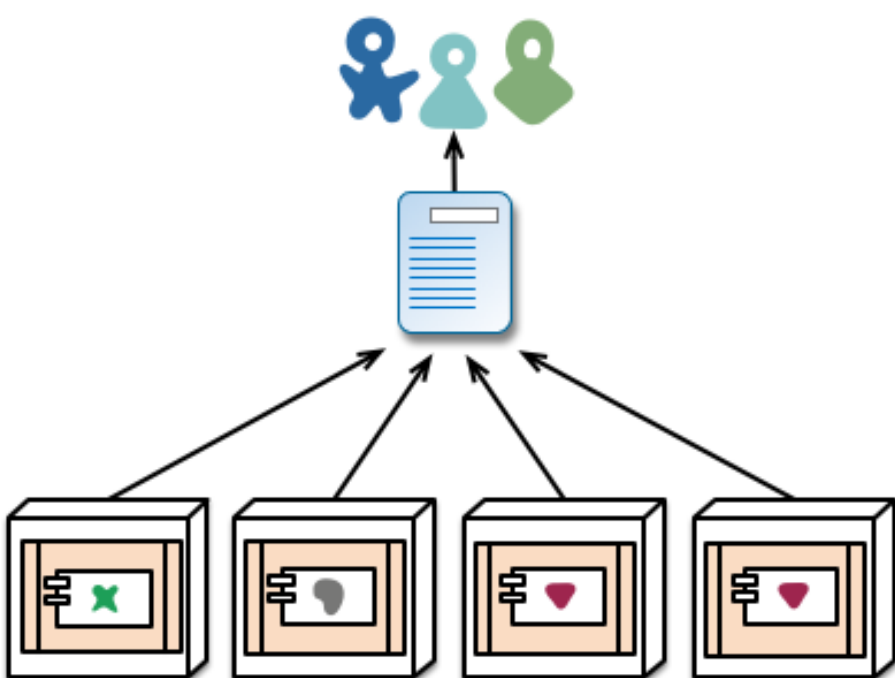
Source: <http://martinfowler.com/articles/microservices.html>



# Deployment and Evolution



monolith - multiple modules in the same process



microservices - modules running in different processes

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

# 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

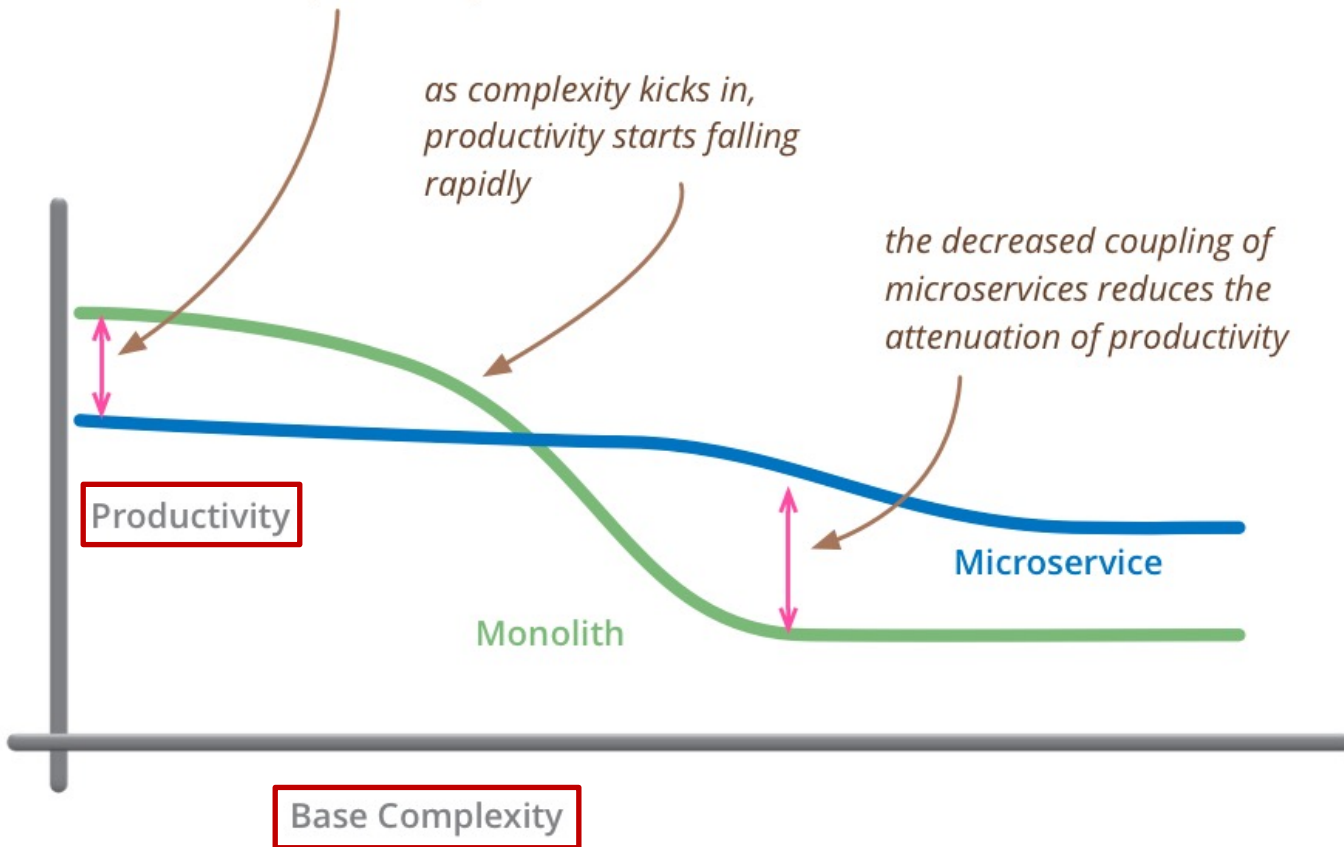
# Are microservices always the right choice?

# 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?

# Serverless

# 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: API testing and DevOps

