

ThoughtWorks®

PRINCIPLES OF MICROSERVICES

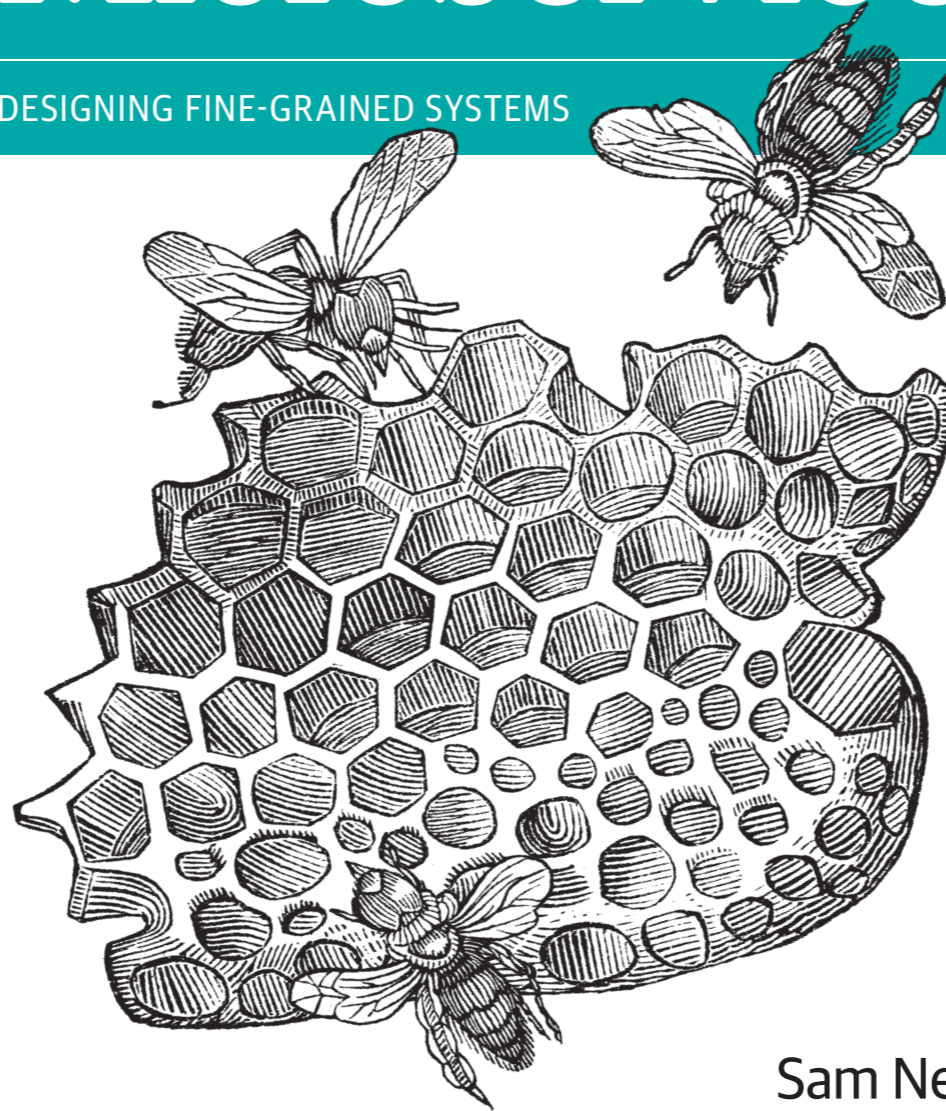
Sam Newman
GeeCon 2015

ThoughtWorks®

O'REILLY®

Building Microservices

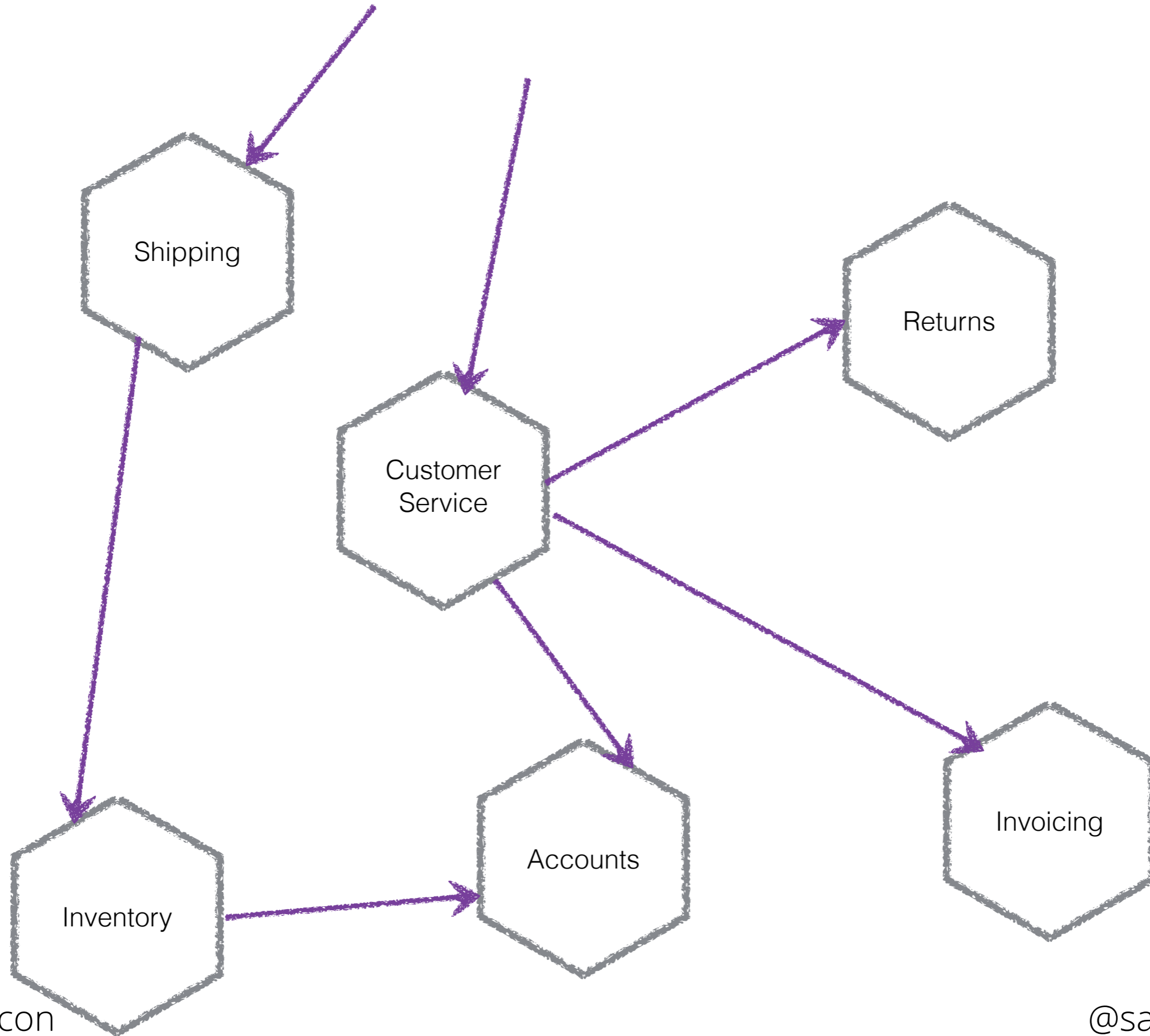
DESIGNING FINE-GRAINED SYSTEMS

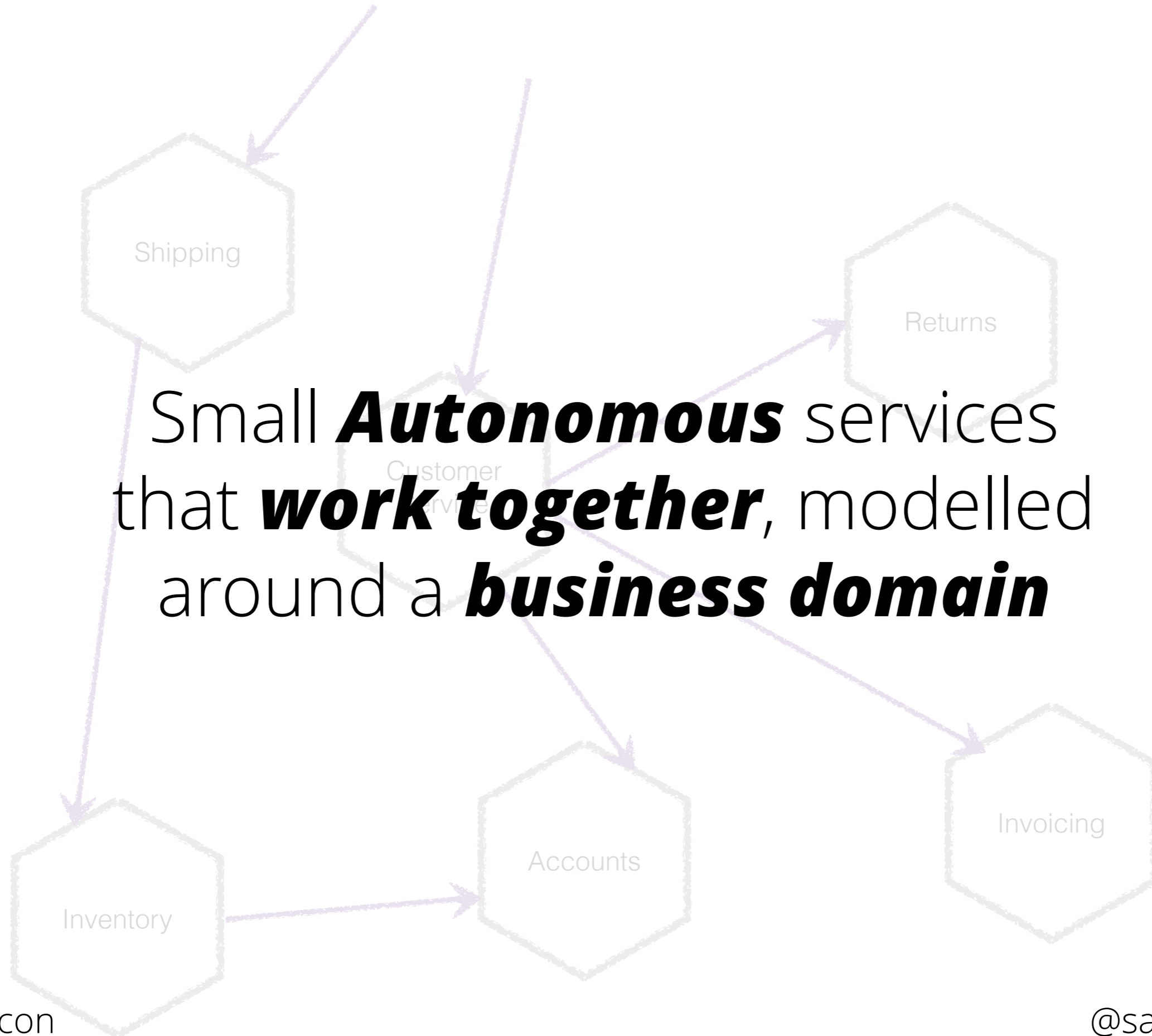


Sam Newman

#geecon

@samnewman







THE TWELVE FACTORS

I. Codebase

One codebase tracked in revision control, many deploys

II. Dependencies

Explicitly declare and isolate dependencies

III. Config

Store config in the environment

IV. Backing Services

Treat backing services as attached resources

V. Build, release, run

Strictly separate build and run stages

VI. Processes

Execute the app as one or more stateless processes

VII. Port binding

Export services via port binding

VIII. Concurrency

Scale out via the process model

IX. Disposability

Maximize robustness with fast startup and graceful shutdown

X. Dev/prod parity

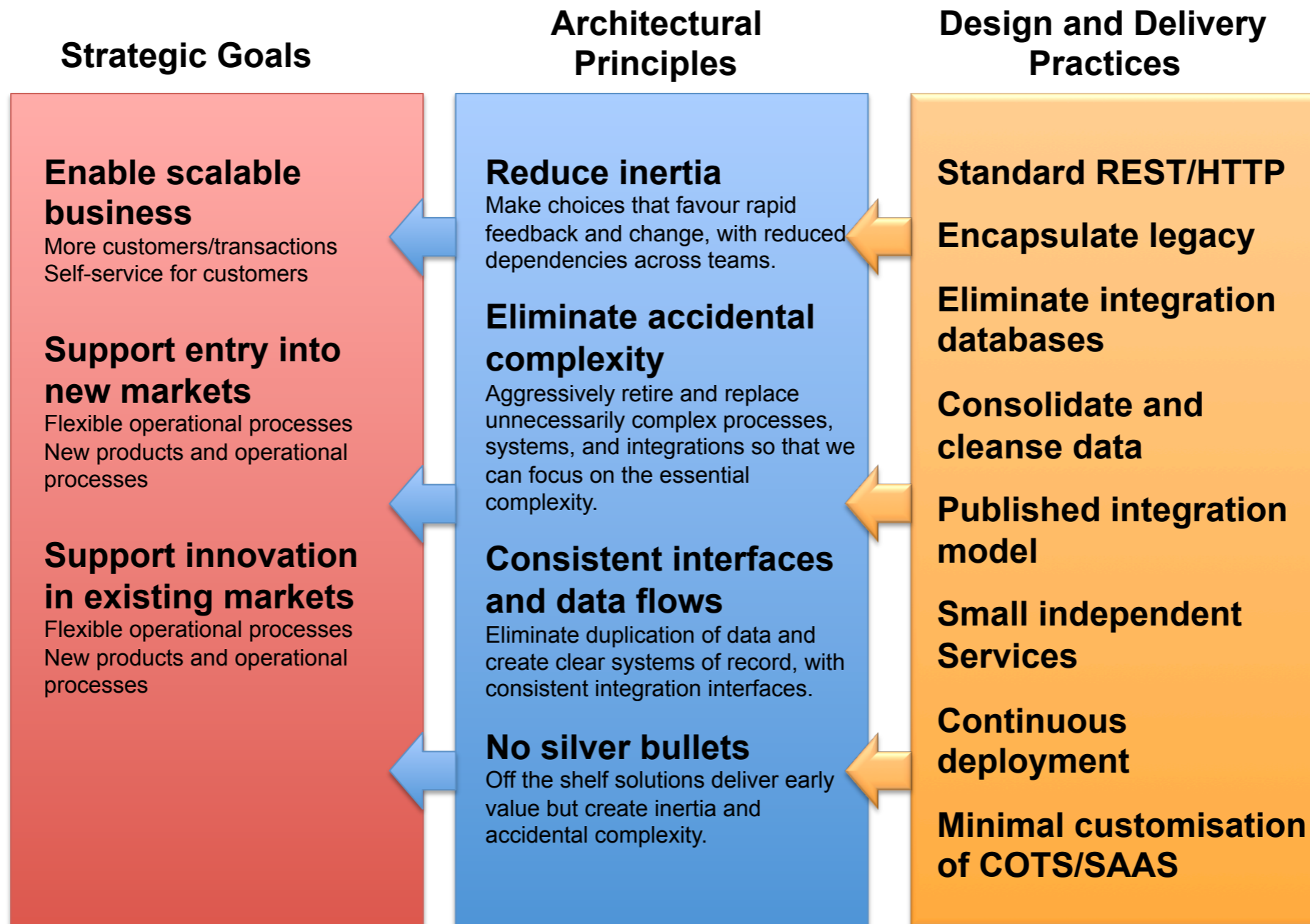
Keep development, staging, and production as similar as possible

XI. Logs

Treat logs as event streams

XII. Admin processes

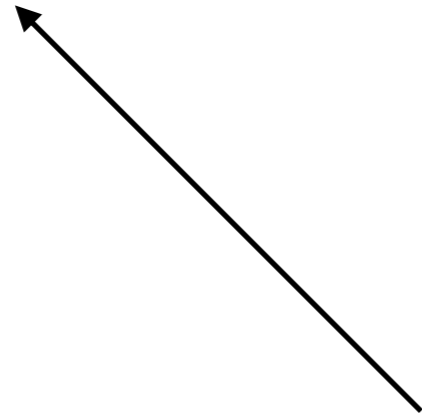
Run admin/management tasks as one-off processes



Small ***Autonomous*** services
that ***work together***

Principles Of Microservices

Modelled Around
Business Domain

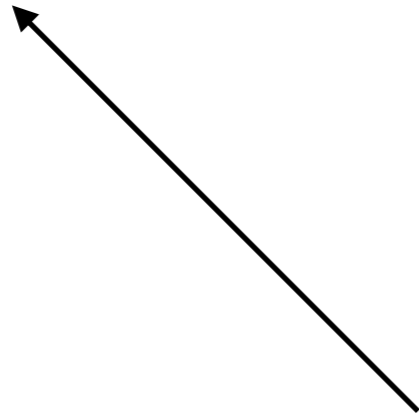


**Principles Of
Microservices**

Modelled Around
Business Domain

Culture Of
Automation

**Principles Of
Microservices**

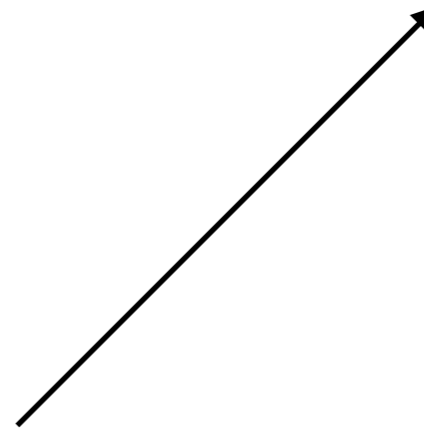
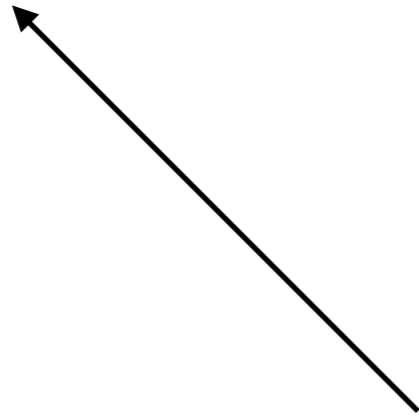


Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

**Principles Of
Microservices**



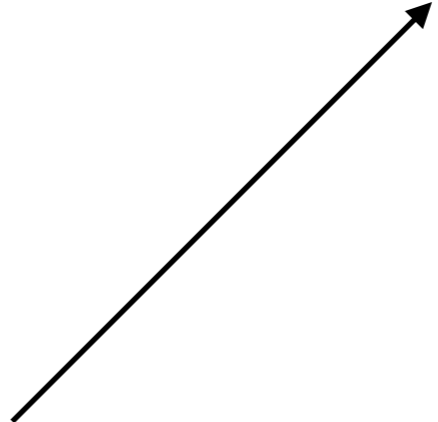
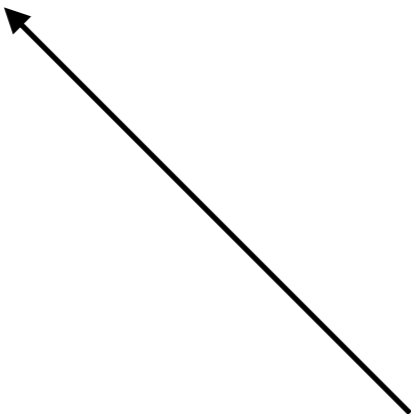
Modelled Around
Business Domain

Culture Of
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Hide Implementation
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**Principles Of
Microservices**

Decentralise All
The Things



Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

**Principles Of
Microservices**

Decentralise All
The Things

Deploy
Independently

Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

**Principles Of
Microservices**

Decentralise All
The Things

Consumer First

Deploy
Independently

Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

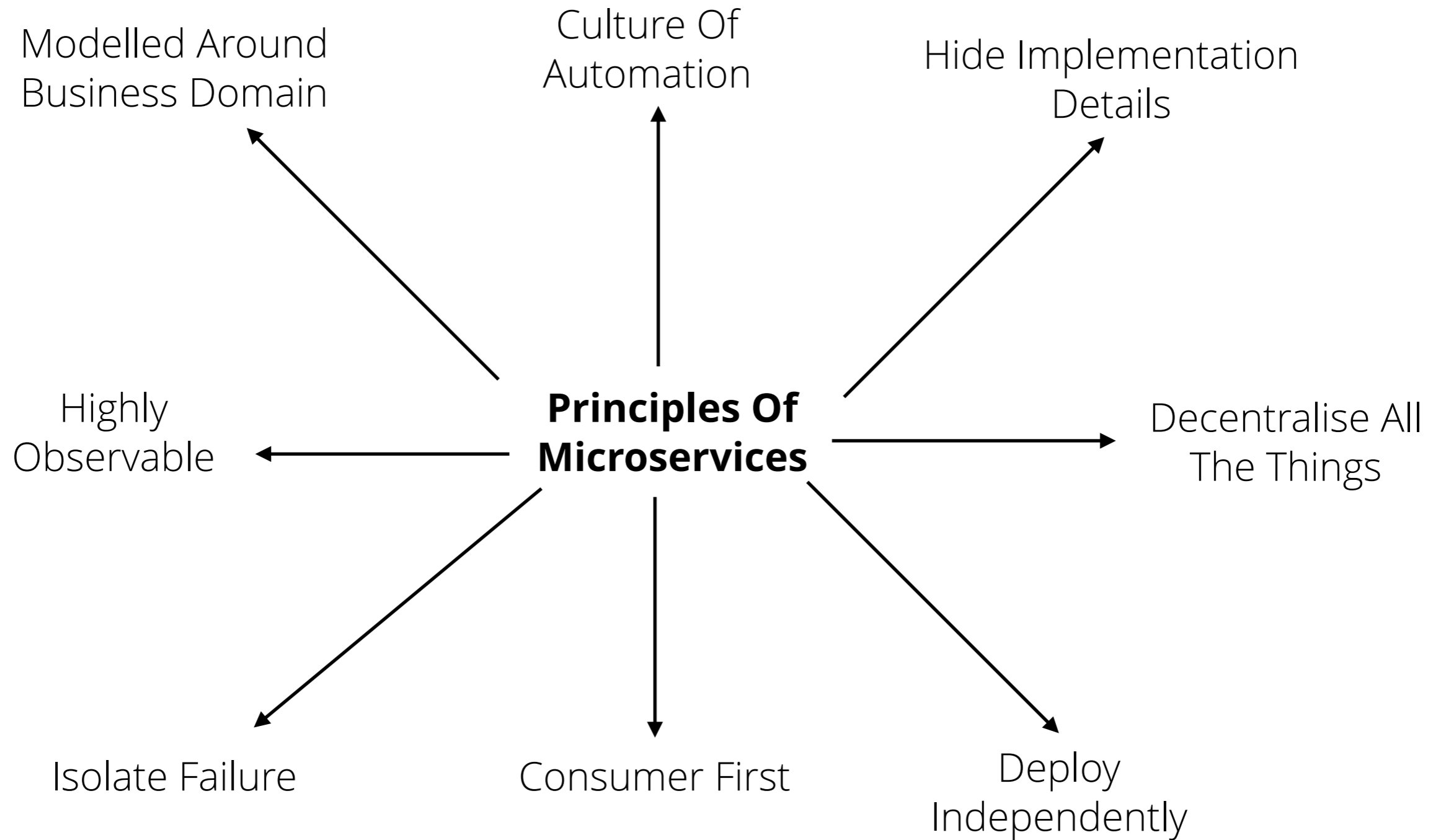
**Principles Of
Microservices**

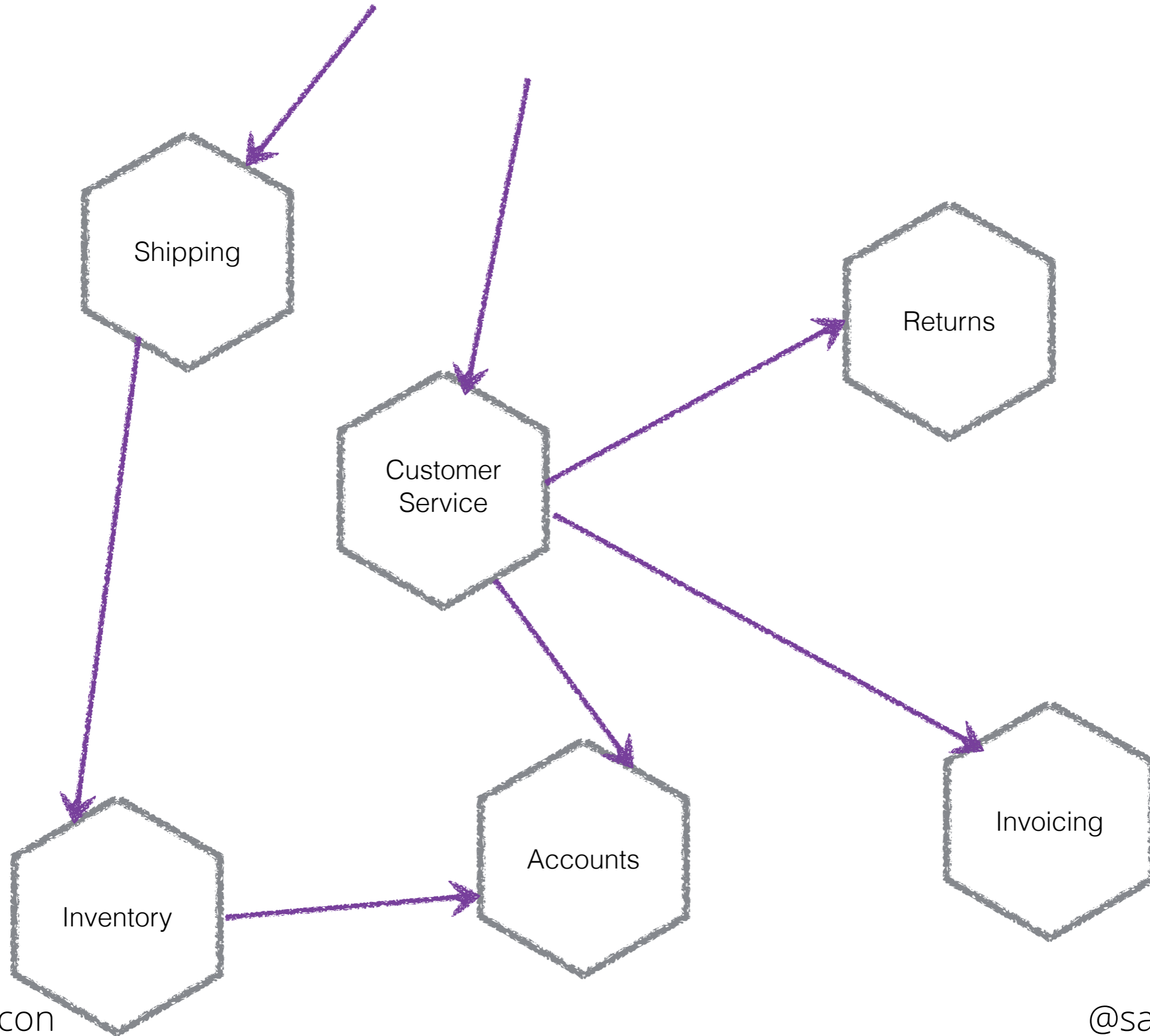
Decentralise All
The Things

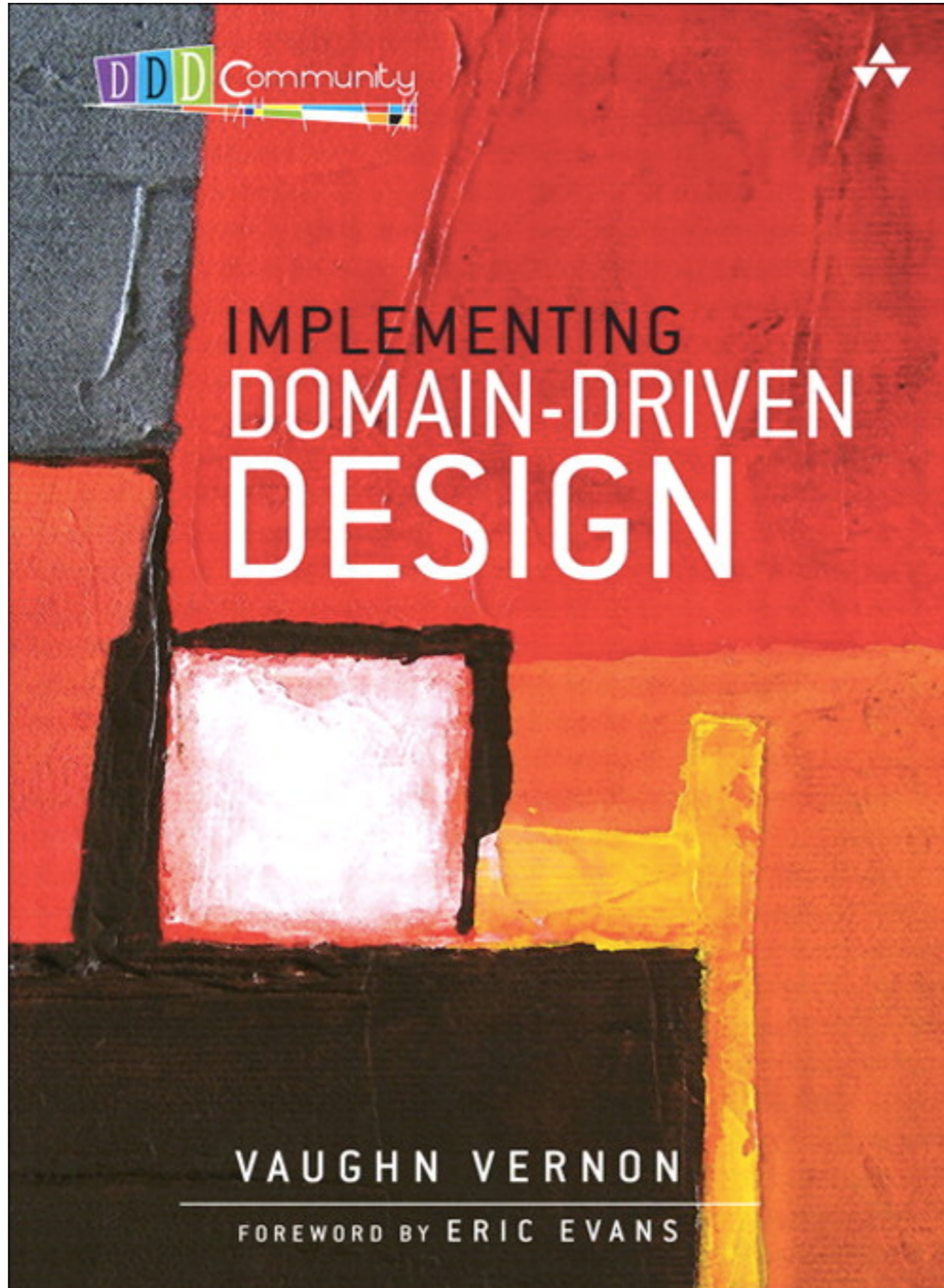
Isolate Failure

Consumer First

Deploy
Independently

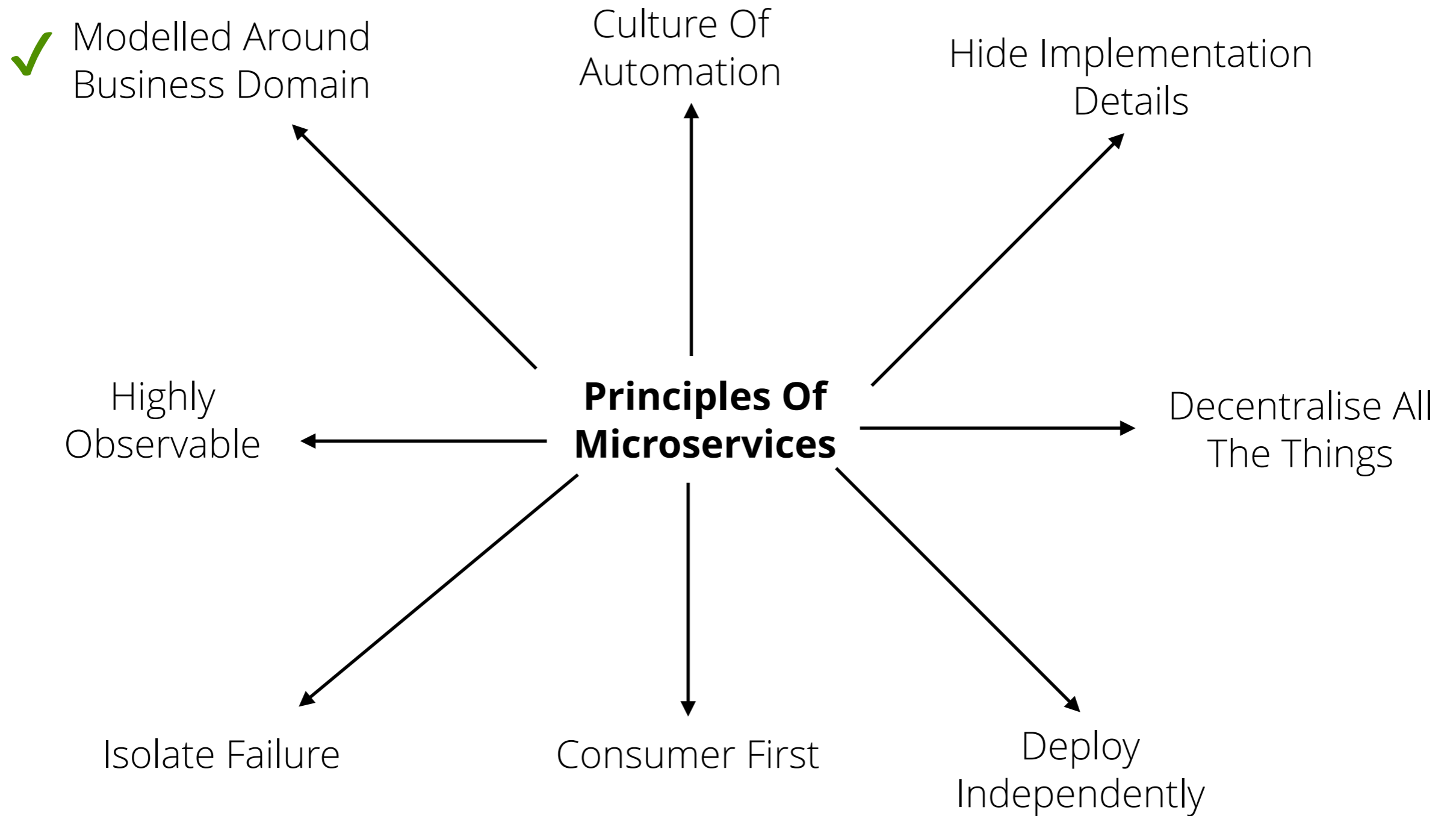


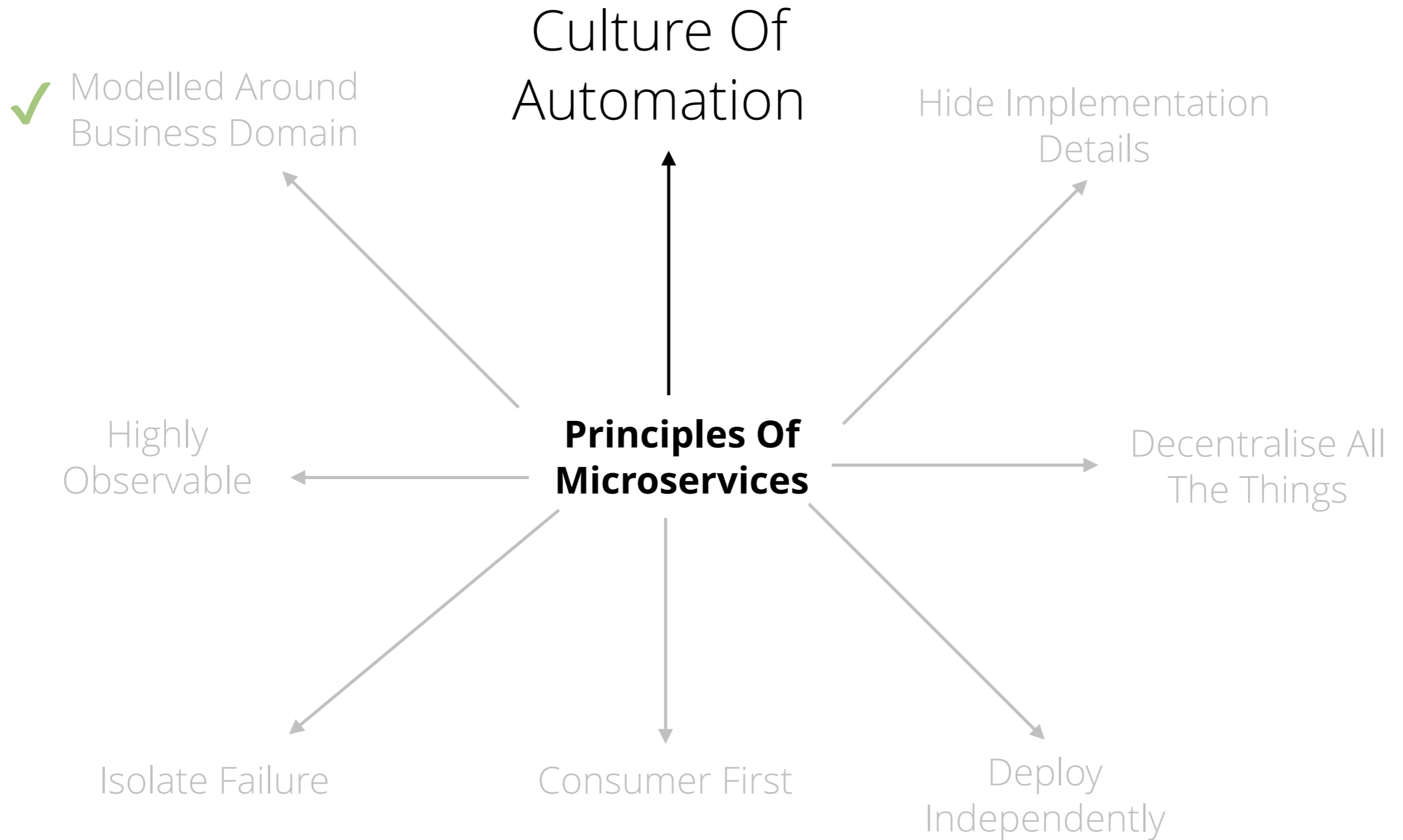




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2 Microservices



3 Months

2 Microservices



3 Months

10 Microservices



12 Months

2 Microservices



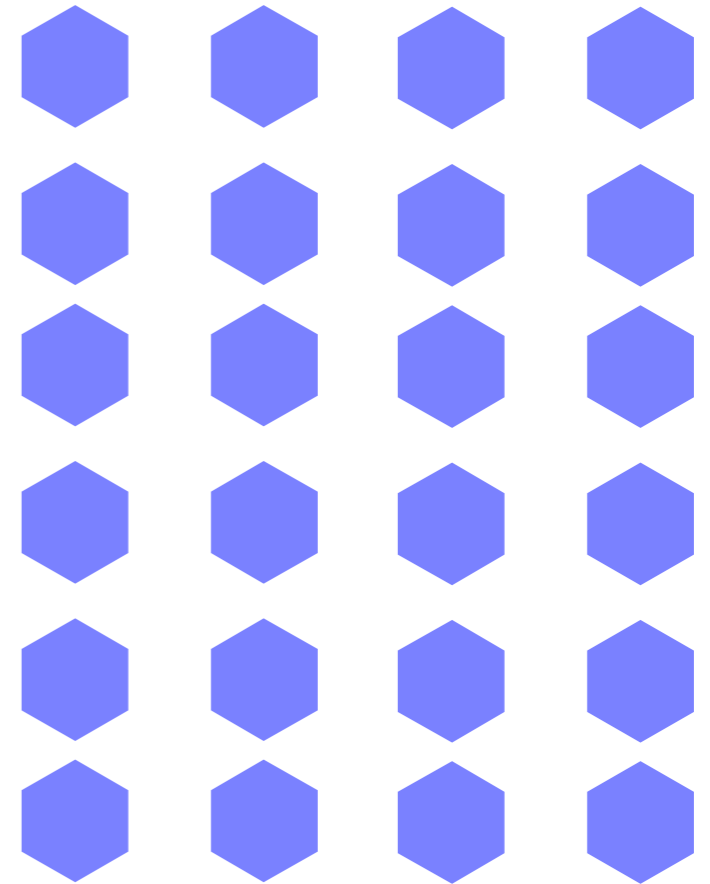
3 Months

10 Microservices



12 Months

60 Microservices



18 Months

Infrastructure Automation

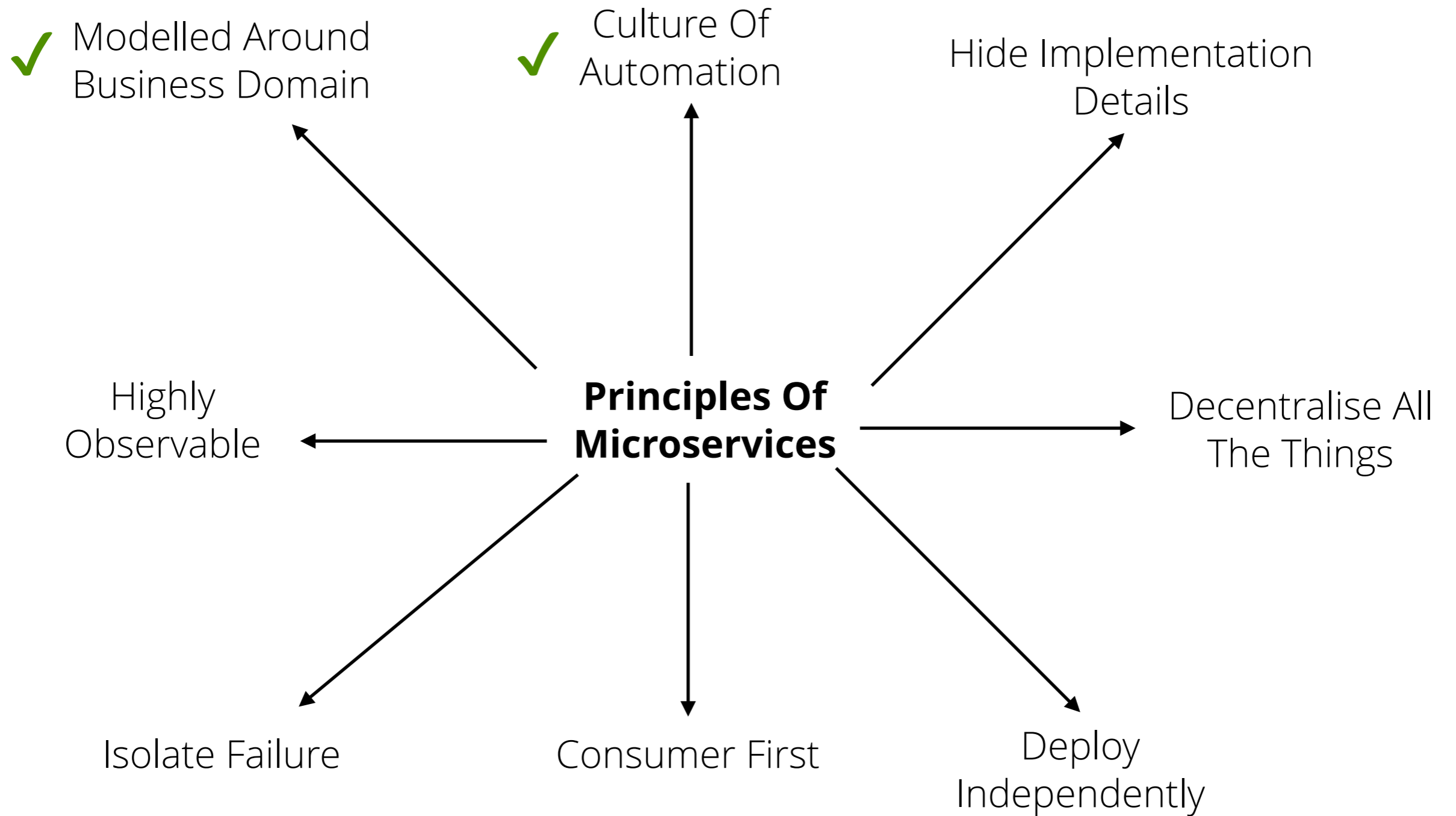
Infrastructure Automation

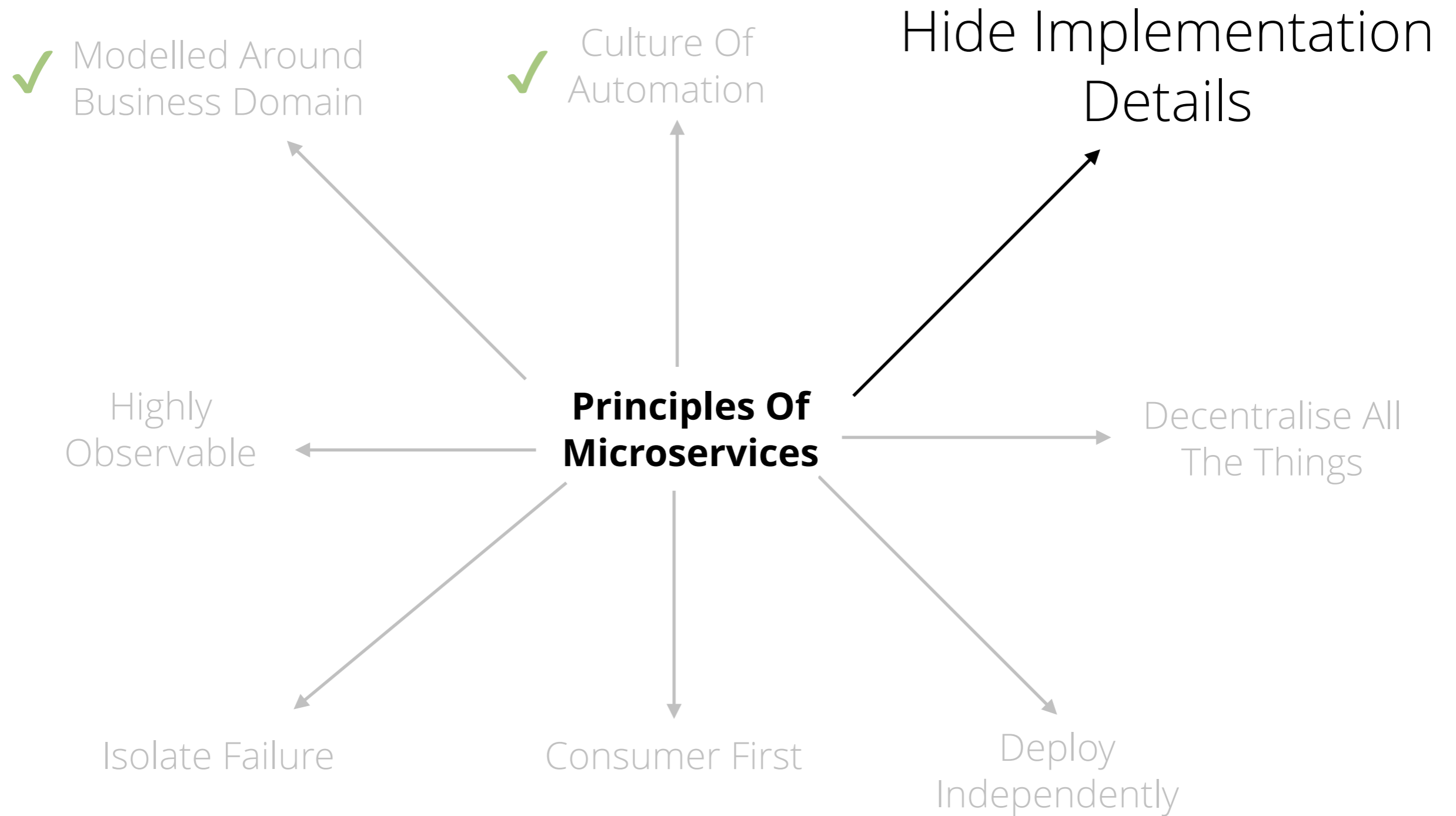
Automated Testing

Infrastructure Automation

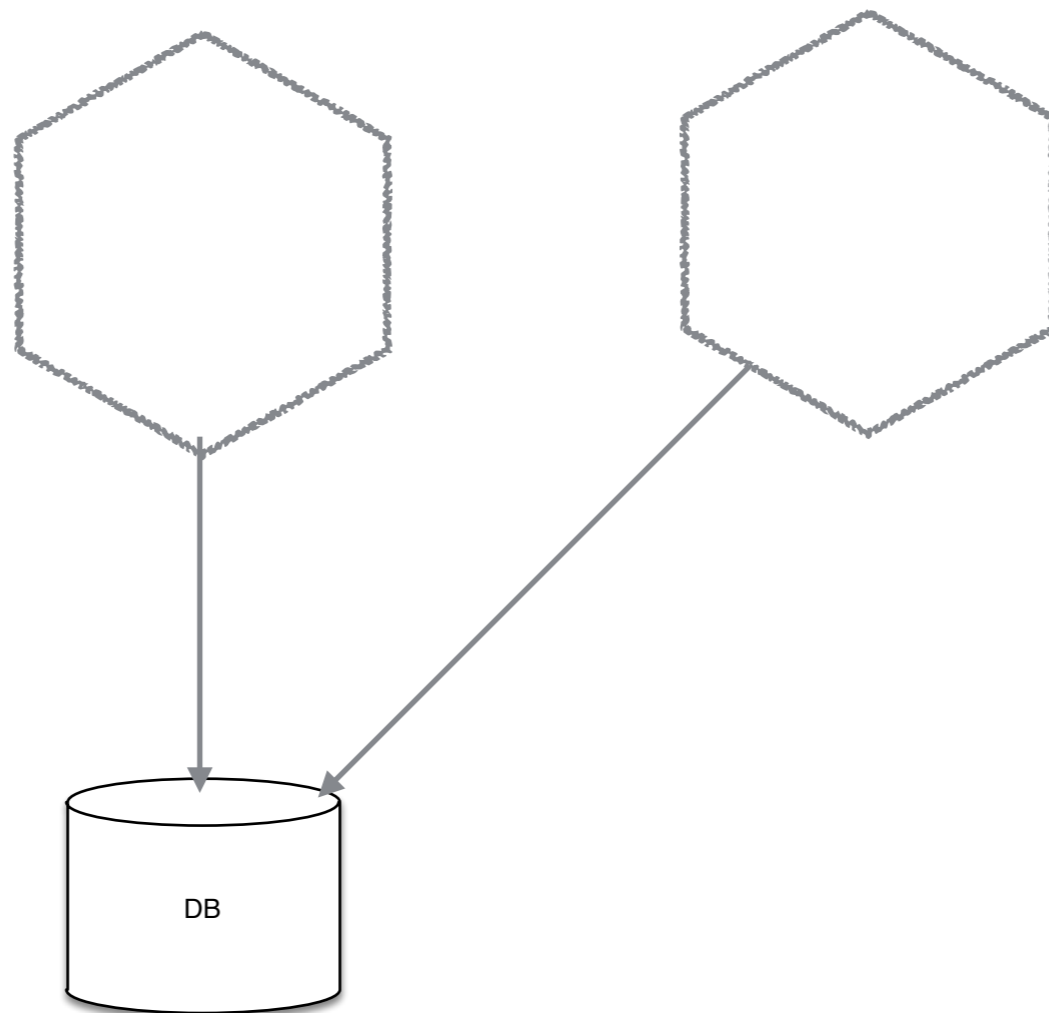
Automated Testing

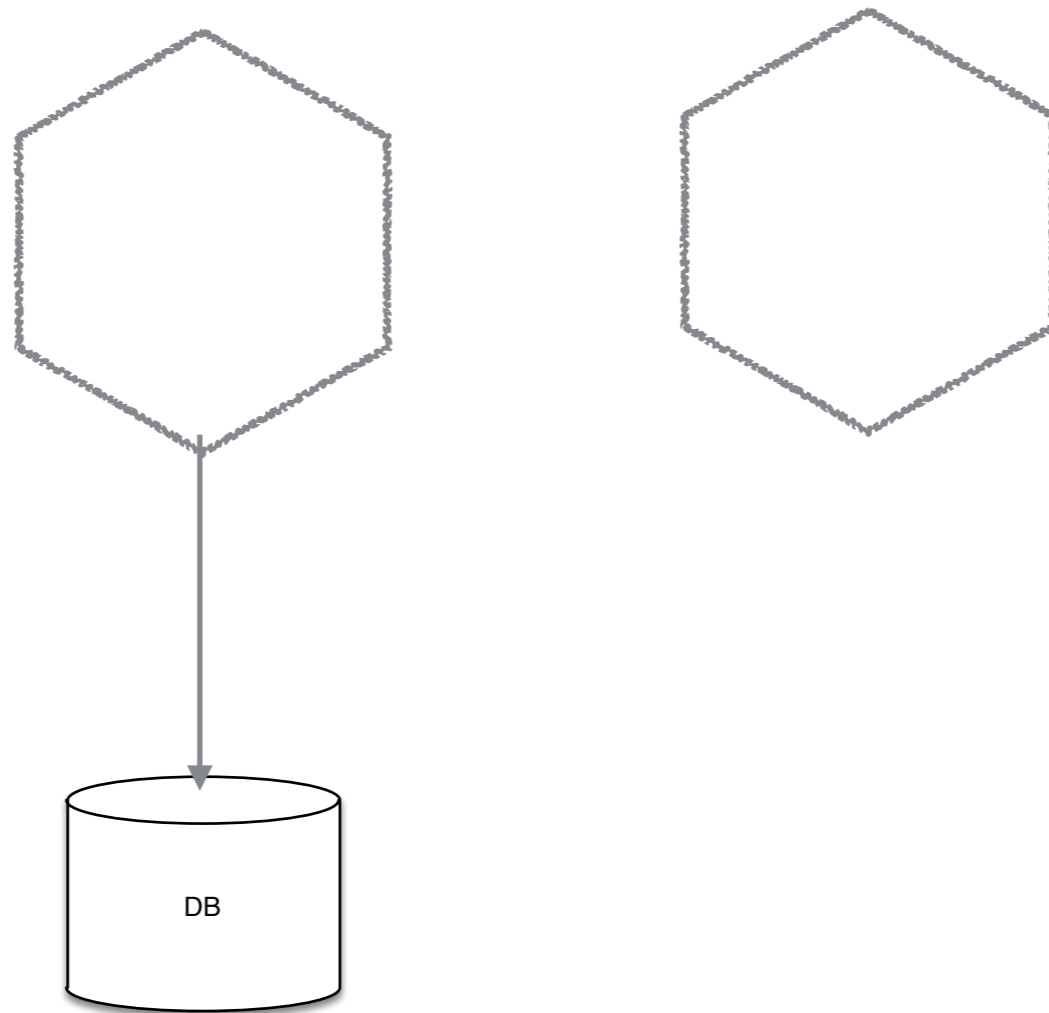
Continuous Delivery

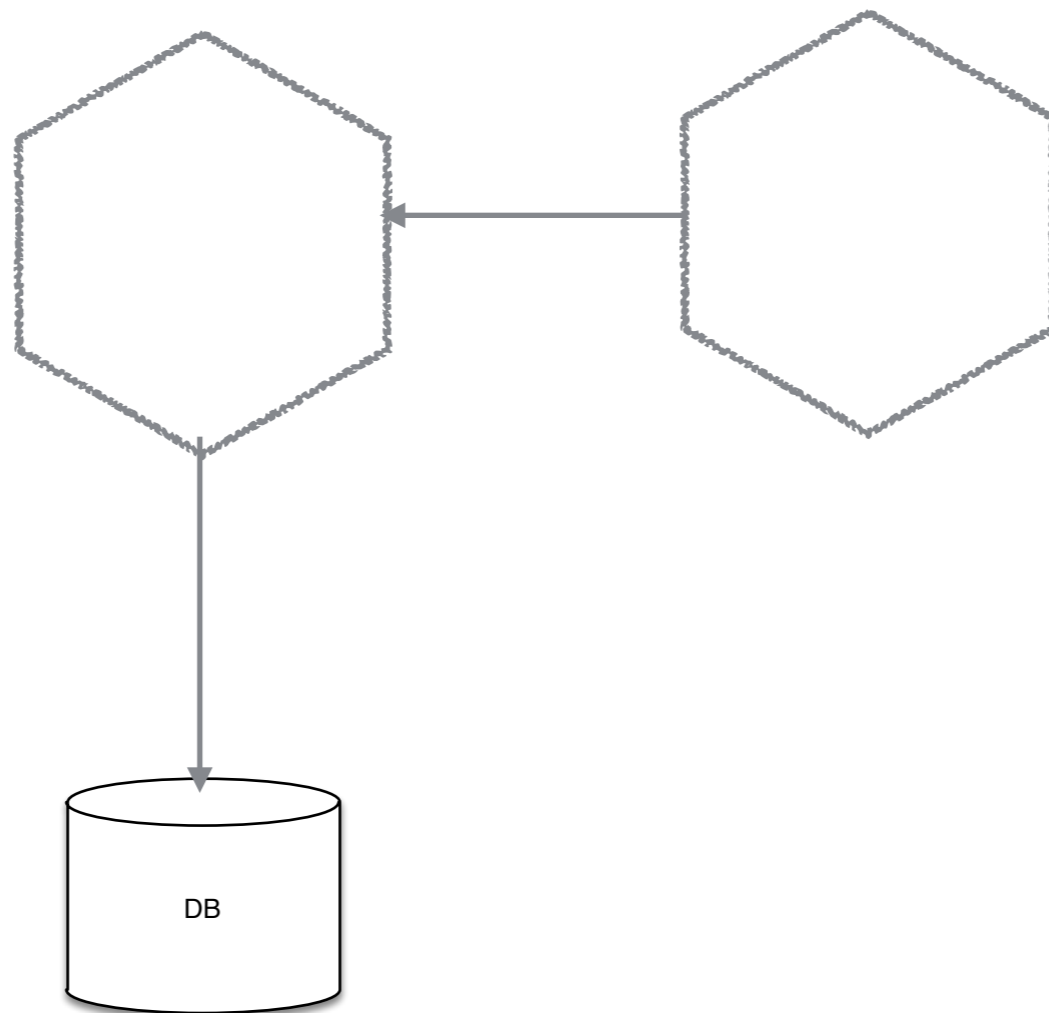




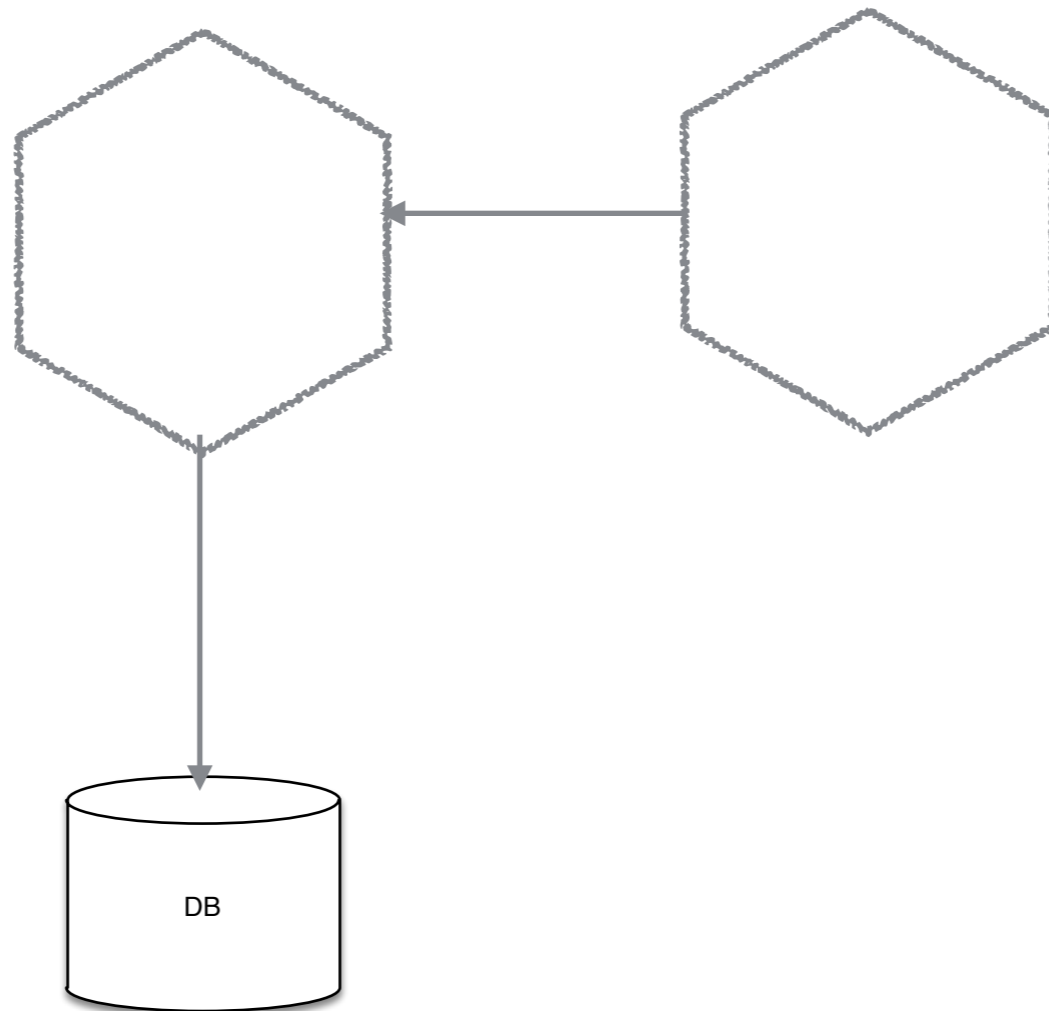


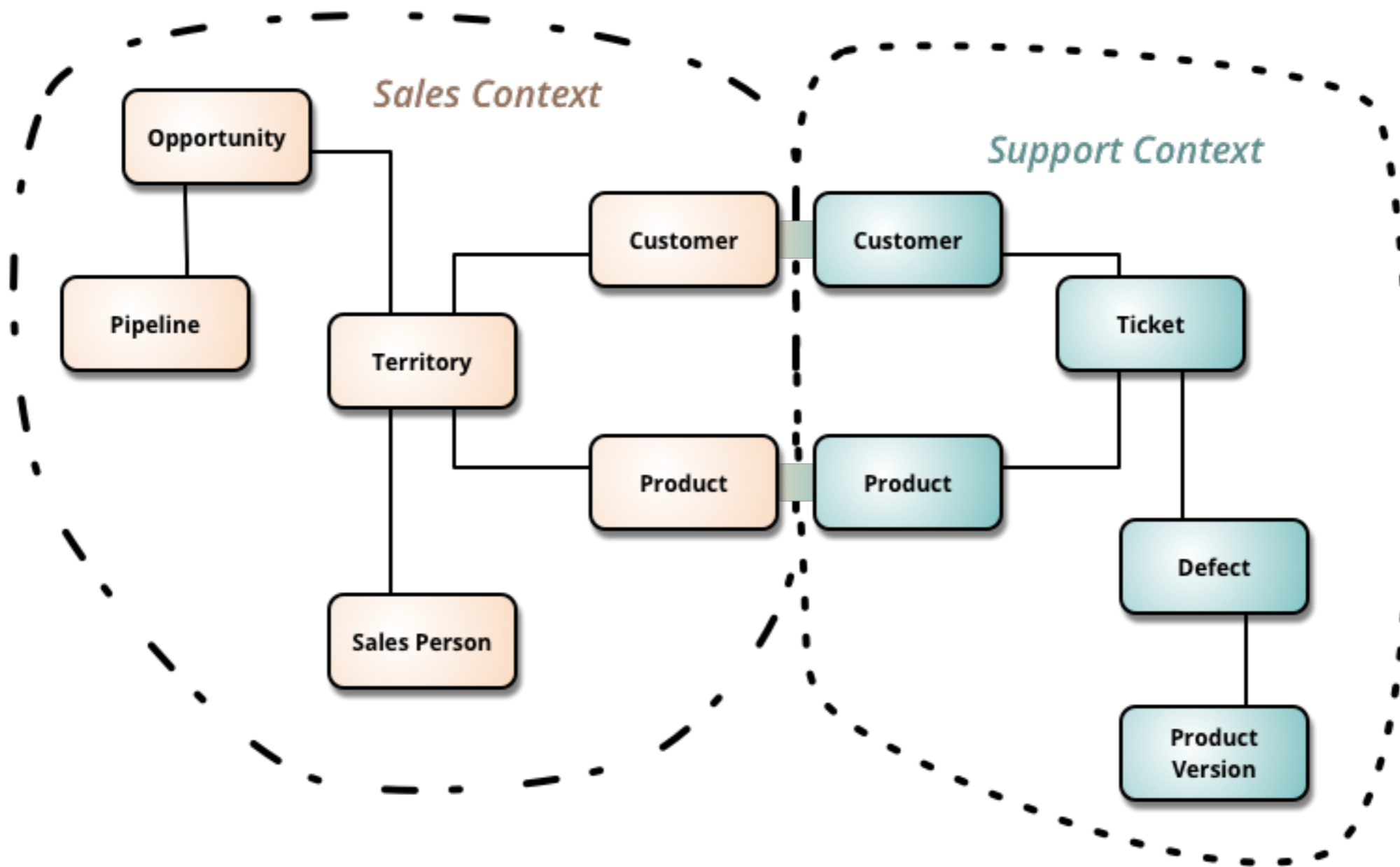


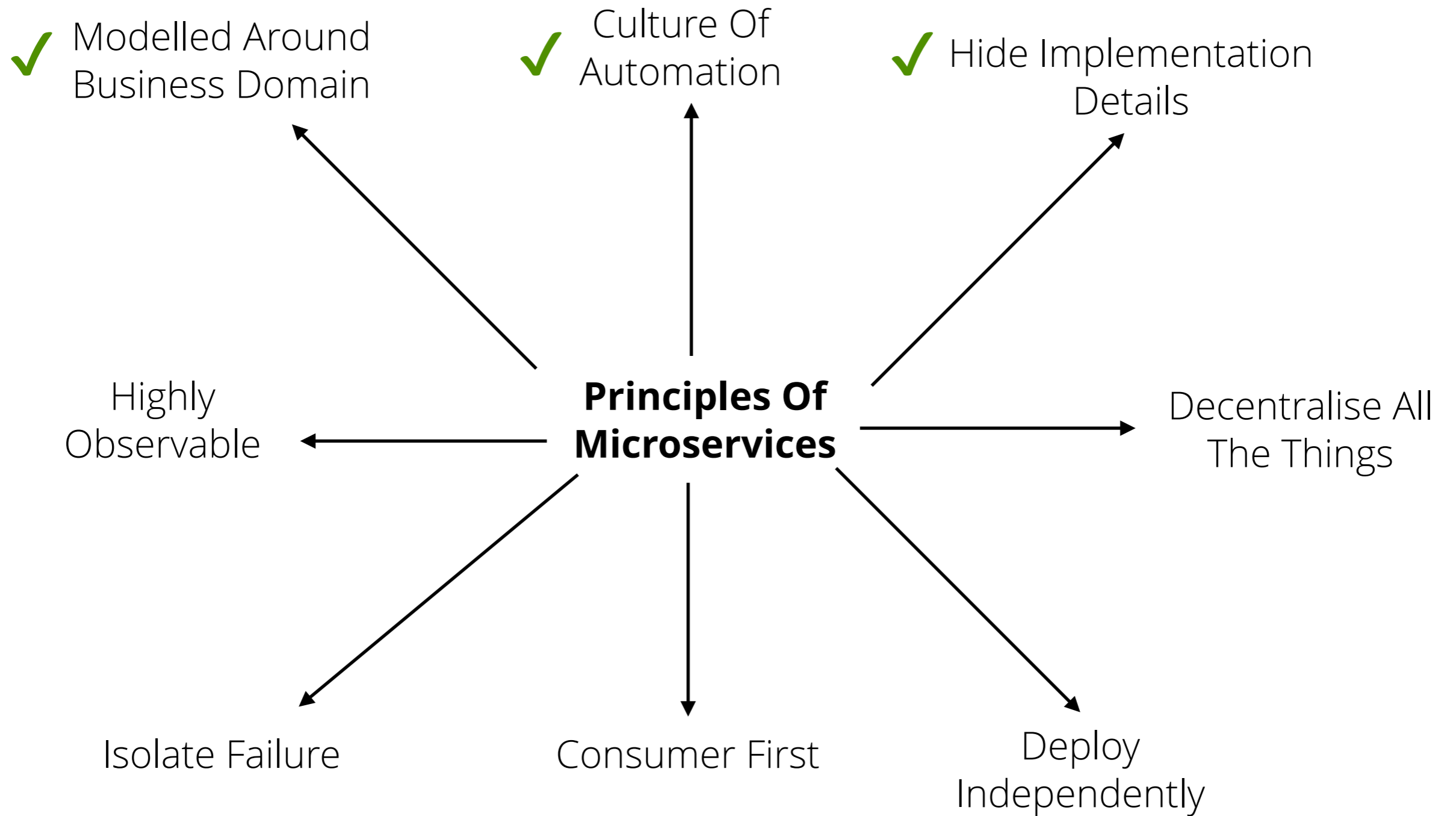


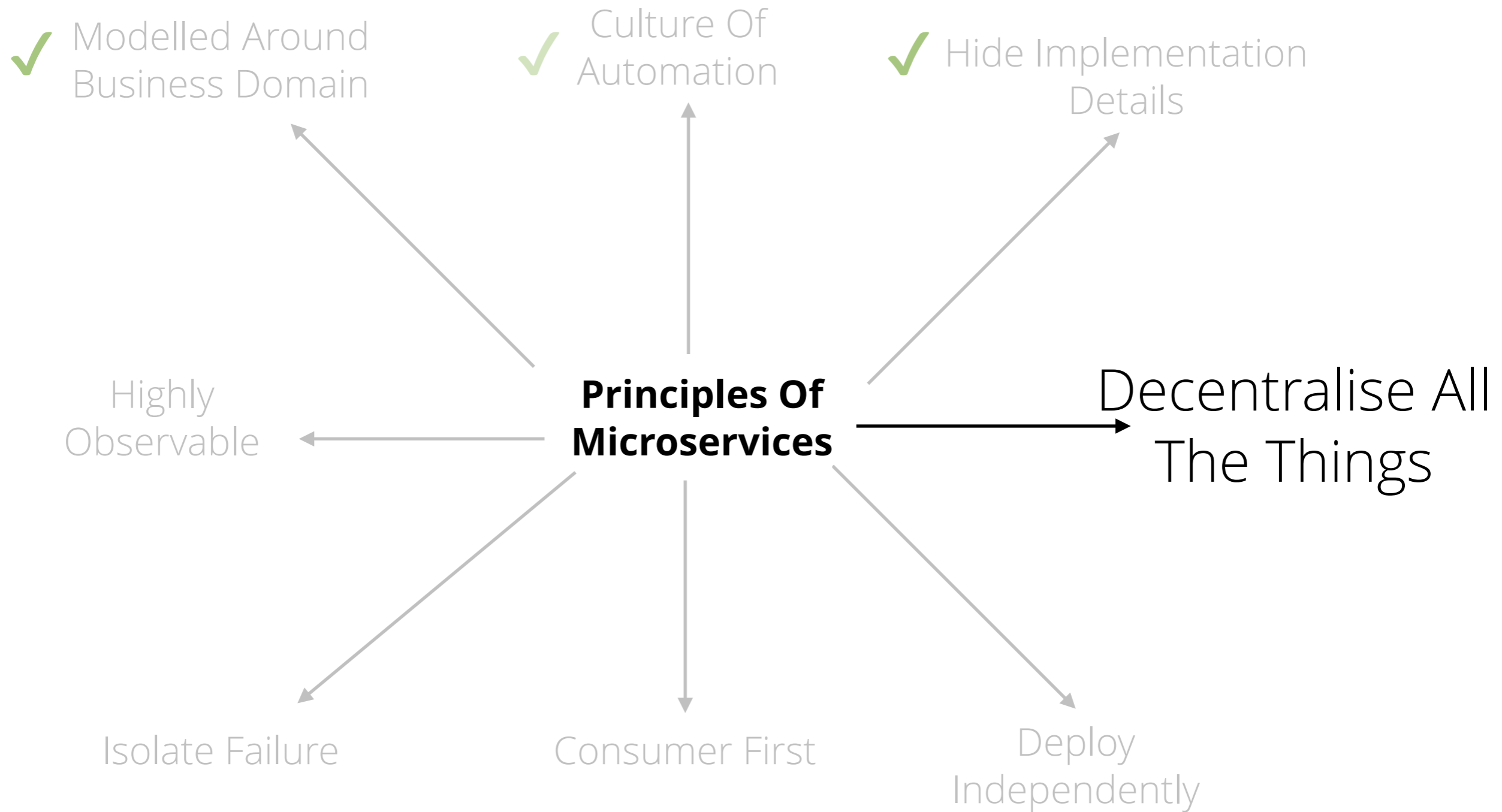


HIDE YOUR DATABASE









What is autonomy?

What is autonomy?

Giving people as much freedom as possible
to do the job at hand

What is autonomy?

Giving people as much freedom as possible
to do the job at hand

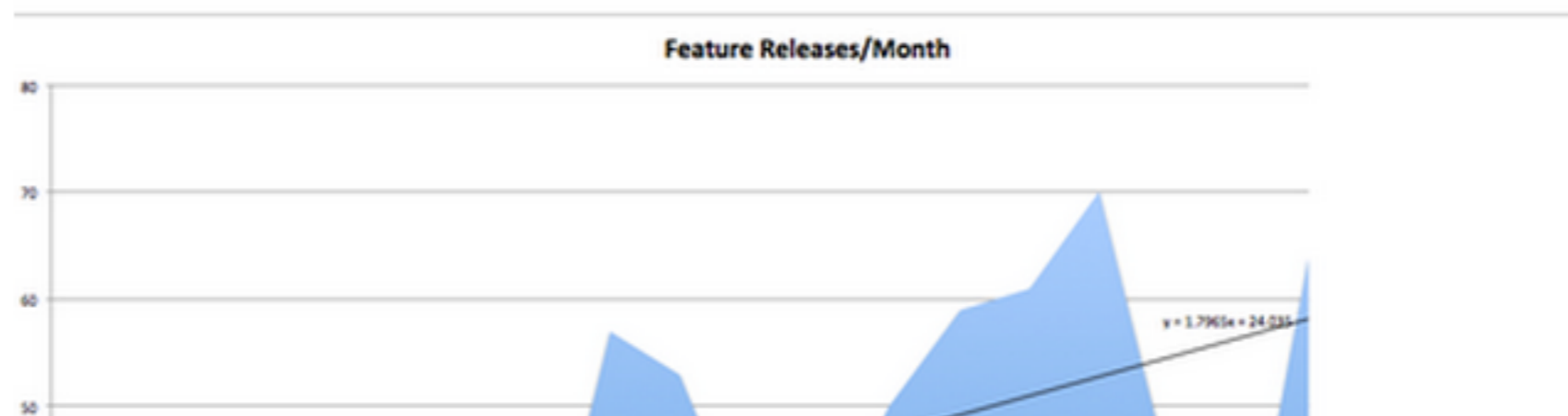
SELF-SERVICE





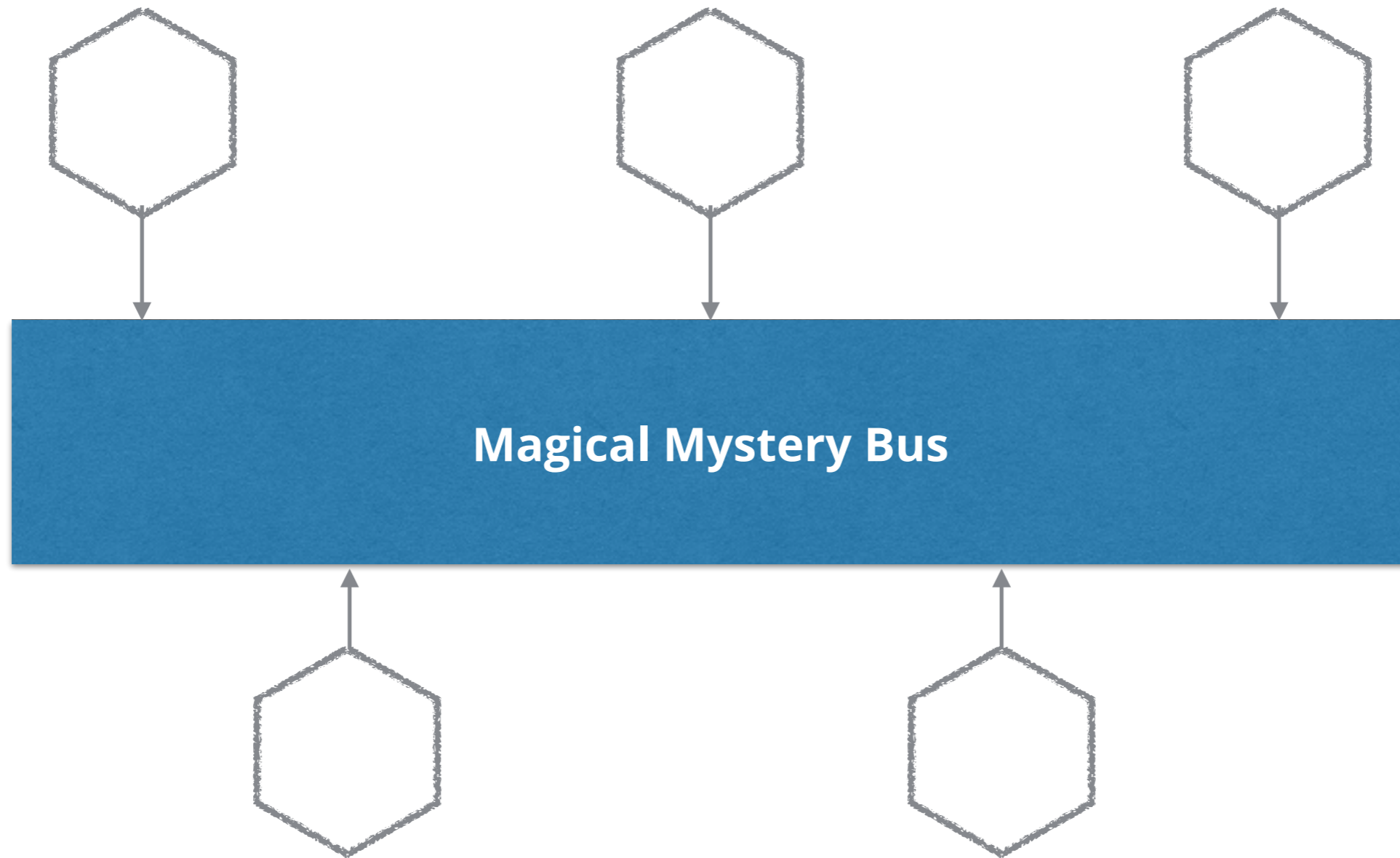
Search the blog

Making Architecture Work in Microservice Organizations



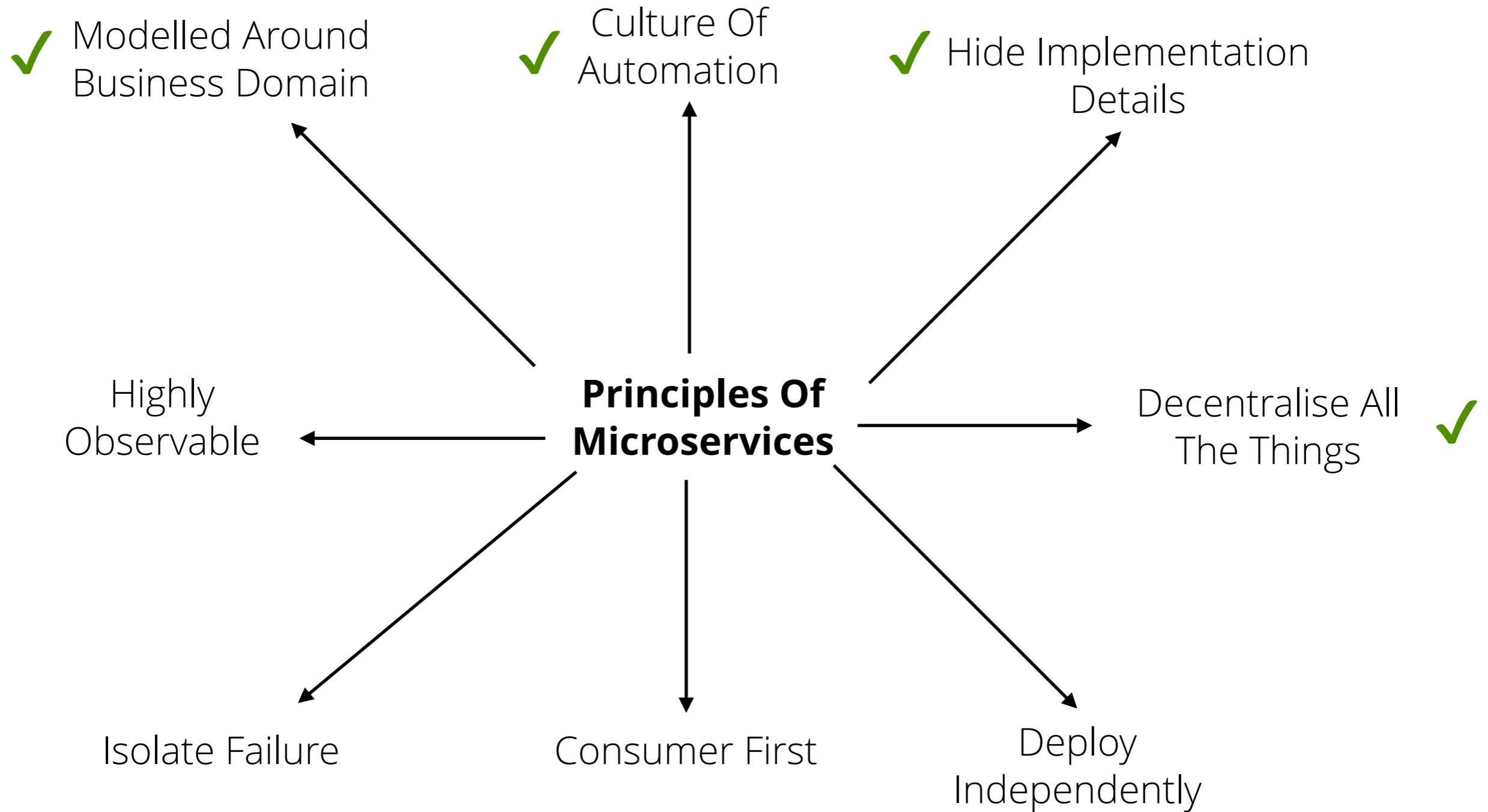
<http://tech.gilt.com/post/102628539834/making-architecture-work-in-microservice>

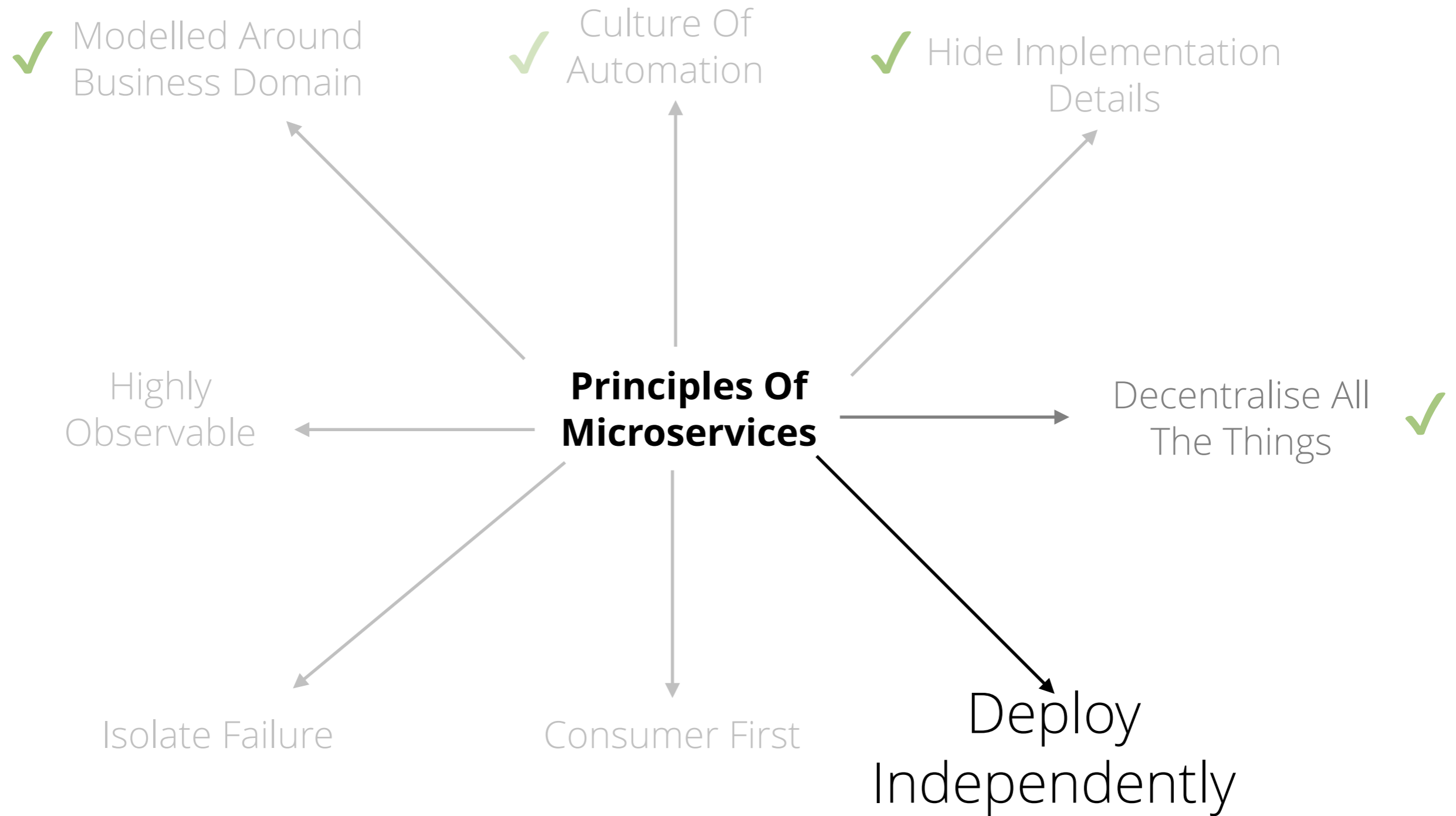
DUMB-PIPES, SMART ENDPOINTS



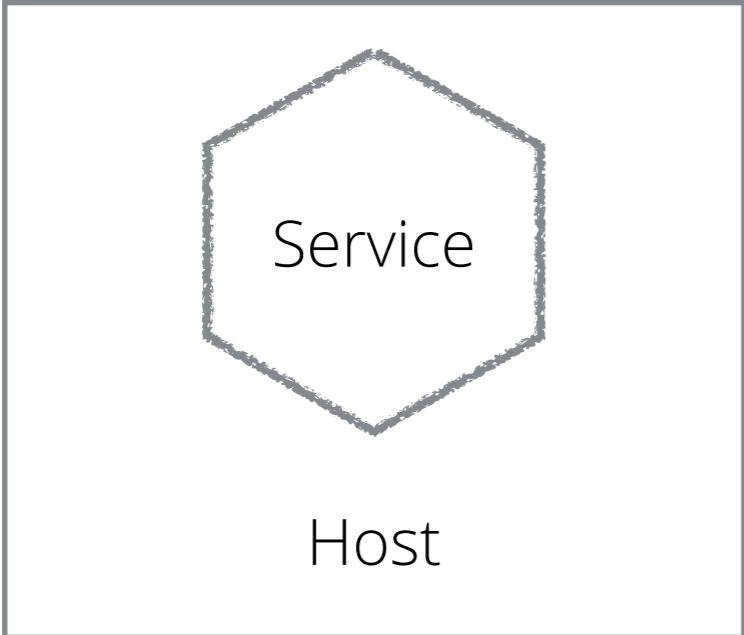
Magical Mystery Bus



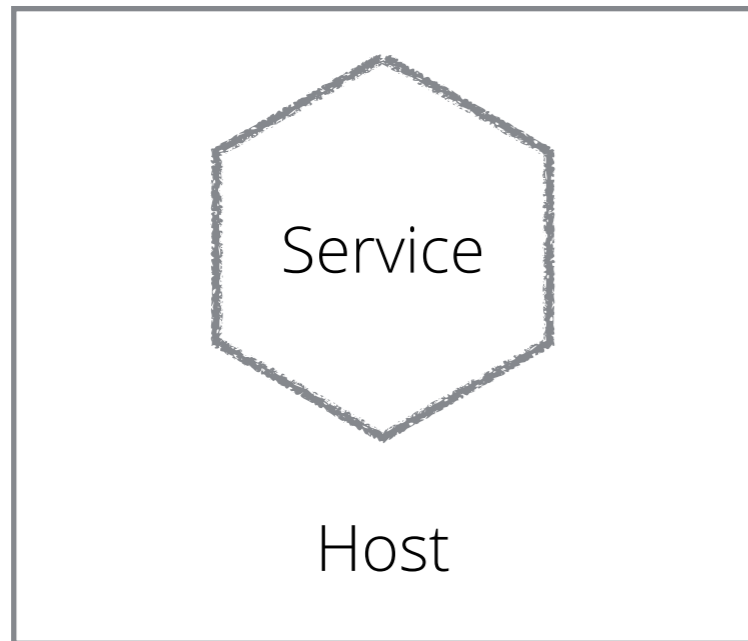




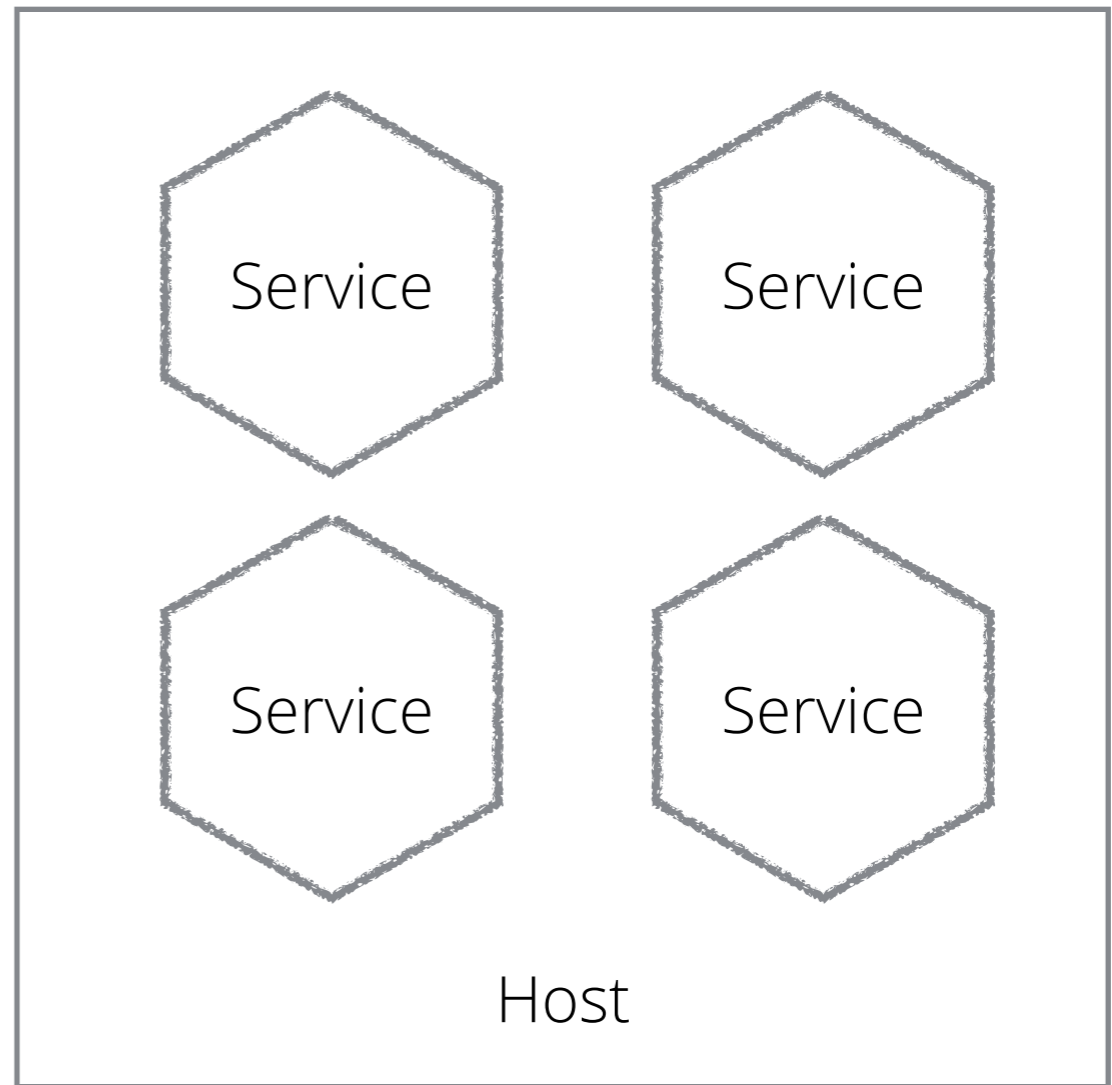
ONE SERVICE PER-HOST



ONE SERVICE PER-HOST



VS



CONSUMER-DRIVEN CONTRACTS



CONSUMER-DRIVEN CONTRACTS



Expectations

CONSUMER-DRIVEN CONTRACTS



Expectations

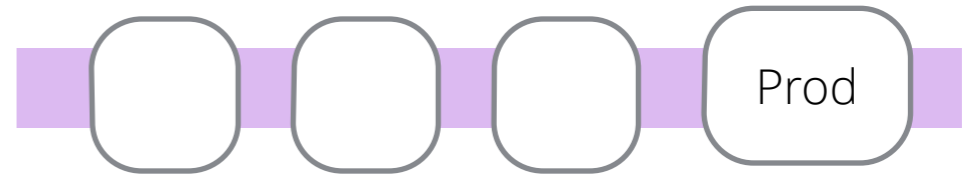


```
26
27 def expect(): Node = {
28   <html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
29     <head>
30       <link rel="stylesheet" href="/static/common.css" type="text/css" />
31       <link rel="stylesheet" href="/css/fortaglaytype" type="text/css" />
32       <meta http-equiv="refresh" content="30" />
33     </head>
34     <body>
35       { content(build) }
36     </body>
37   </html>
38 }
39
40 private def content(build: List[Build]): Elem = {
41   displayType match {
42     case "single" => <div { build.map(build => asTable(build)) } </div>
43     case "multi" => {
44       if (build.length == 1) {
45         <div { build.map(build => asTable(build)) } </div>
46       } else {
47         <ul class="build">{ build.map(build => buildFormat(build)) }</ul>
48       }
49     }
50     case _ => <ul class="build">{ build.map(build => buildFormat(build)) }</ul>
51   }
52 }
53
54 private def asTable(build: Build): Elem = {
55   <table class="build" = build.getTableName <tableClass >
56     <tr <td colspan="2" align="center">
57       <td { linkFormat(build) }</td>
58     </tr>
59     </table>
60 }
61 }
```

CONSUMER-DRIVEN CONTRACTS



Expectations



```
26
27 def html(): Node = {
28   <html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
29     <head>
30       <link rel="stylesheet" href="/static/common.css" type="text/css" />
31       <link rel="stylesheet" href="/css/bootstrap.css" type="text/css" />
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33     </head>
34     <body>
35       { content(build) }
36     </body>
37   </html>
38 }
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41   displayType match {
42     case "single" => <div { build.map(build => asTable(build)) } </div>
43     case "multi" => {
44       if (build.length == 1) {
45         <div { build.map(build => asTable(build)) } </div>
46       } else {
47         <ul class="list">{ build.map(build => build.html(build)) }</ul>
48       }
49     }
50     case _ => <ul class="list">{ build.map(build => build.html(build)) }</ul>
51   }
52 }
53
54 private def asTable(build: Build): Elem = {
55   <table class="{ build.html } build.getTable.html">
56     <tr <td colspan="2">{ build.getTable.html }</tr>
57     <tr <td colspan="2">{ build.getTable.html }</tr>
58   </table>
59 }
60 }
61 }
```

CONSUMER-DRIVEN CONTRACTS



Expectations



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51   }
52 }
53
54 private def asTable(build: Build): Elem = {
55   <table class="build" > { build.getTableHtml } </table>
56   <tr > { build.getTableHtml } </tr>
57   <tr > { build.getTableHtml } </tr>
58   </table>
59 }
60 }
61 }
```


Pact

Define a pact between service consumers and providers, enabling "consumer driven contract" testing.

Pact provides an RSpec DSL for service consumers to define the HTTP requests they will make to a service provider and the HTTP responses they expect back. These expectations are used in the consumers specs to provide a mock service provider. The interactions are recorded, and played back in the service provider specs to ensure the service provider actually does provide the response the consumer expects.

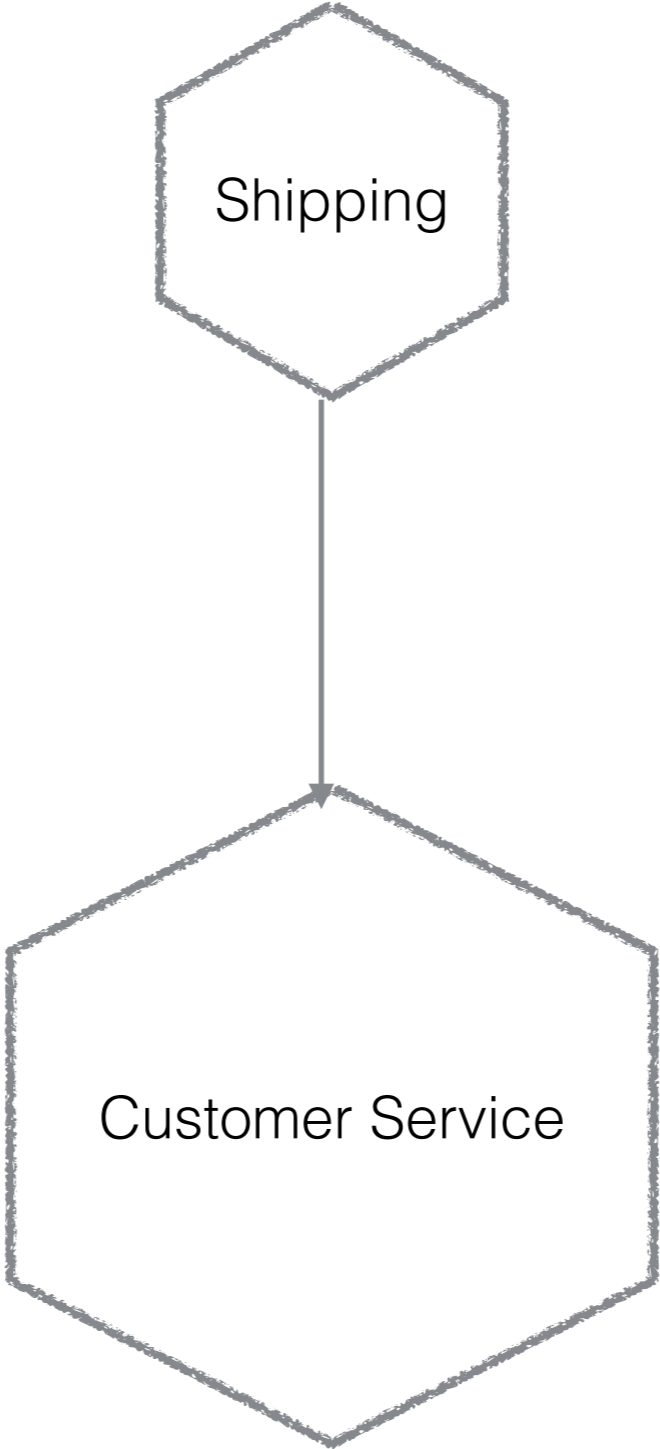
This allows testing of both sides of an integration point using fast unit tests.

This gem is inspired by the concept of "Consumer driven contracts". See <http://martinfowler.com/articles/consumerDrivenContracts.html> for more information.

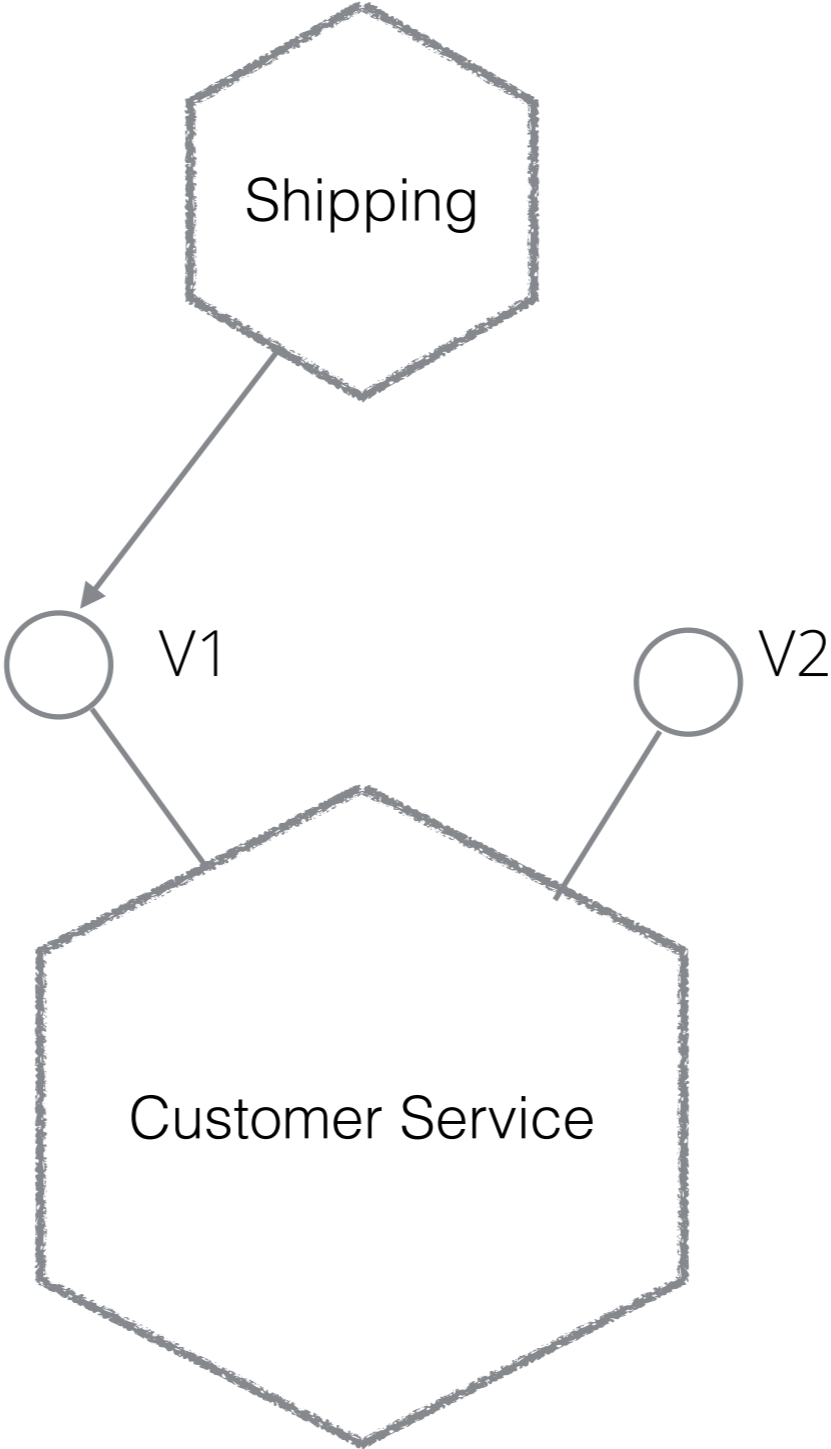
Travis CI Status:  build passing

<https://github.com/realestate-com-au/pact>

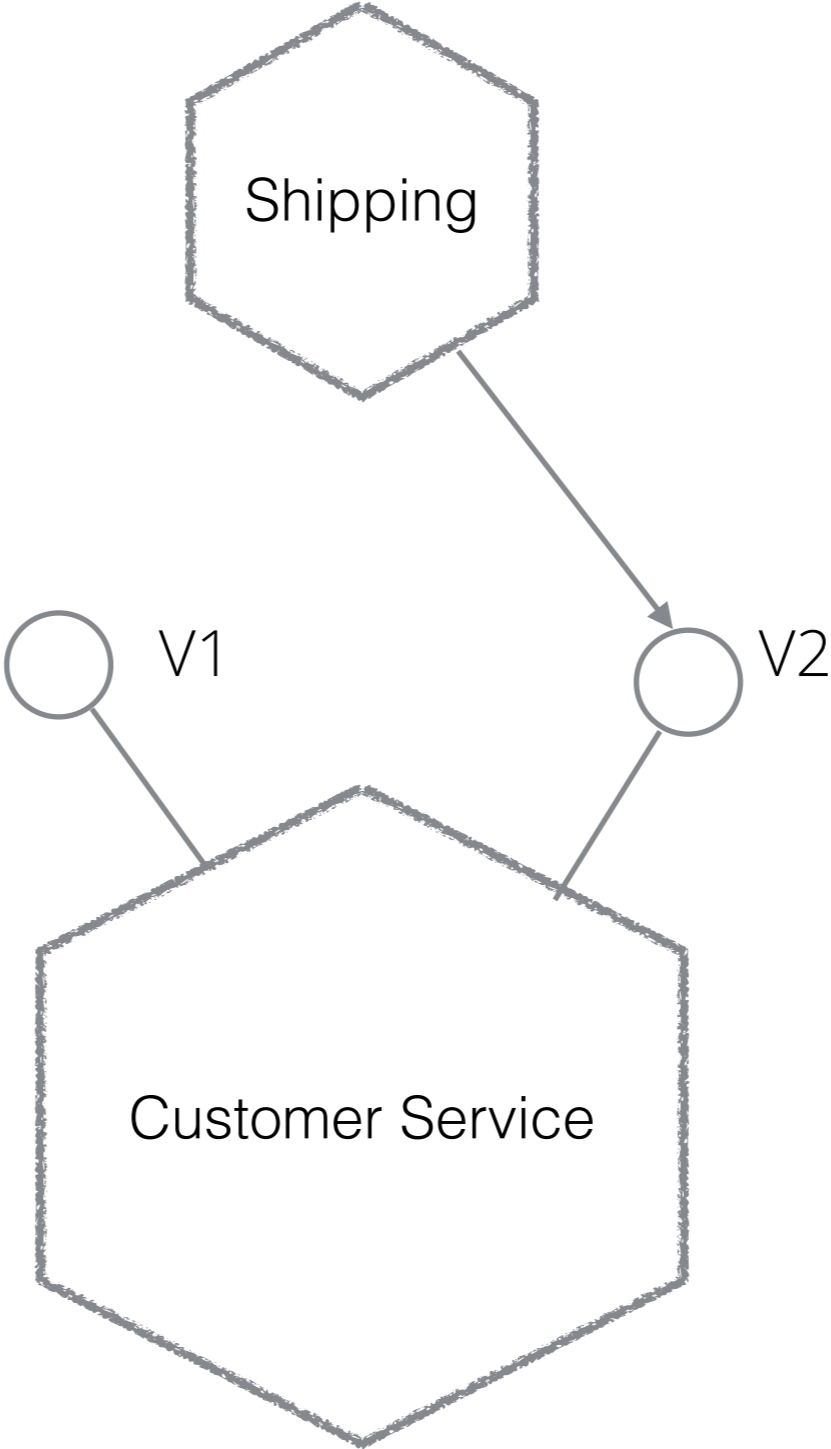
CO-EXIST ENDPOINTS



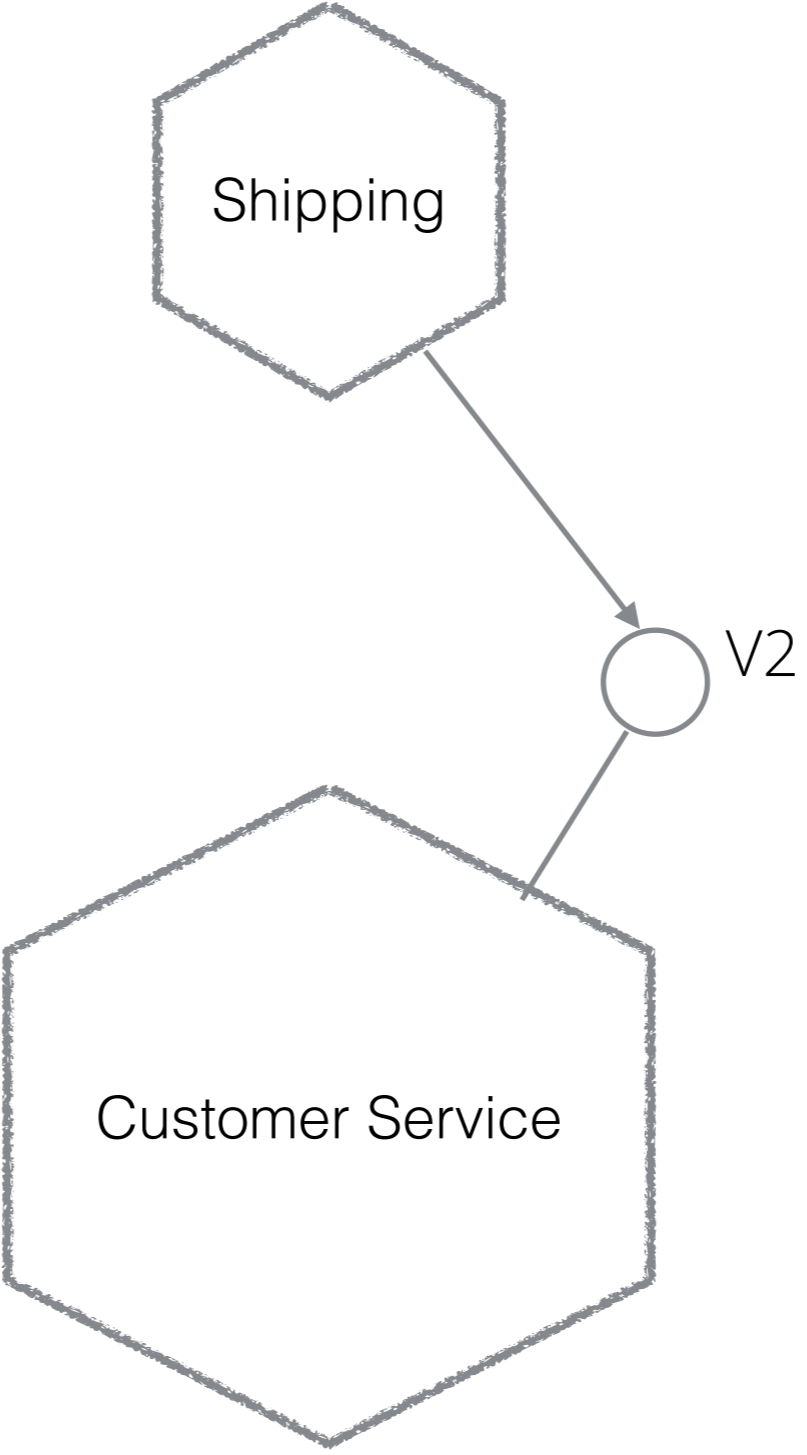
CO-EXIST ENDPOINTS

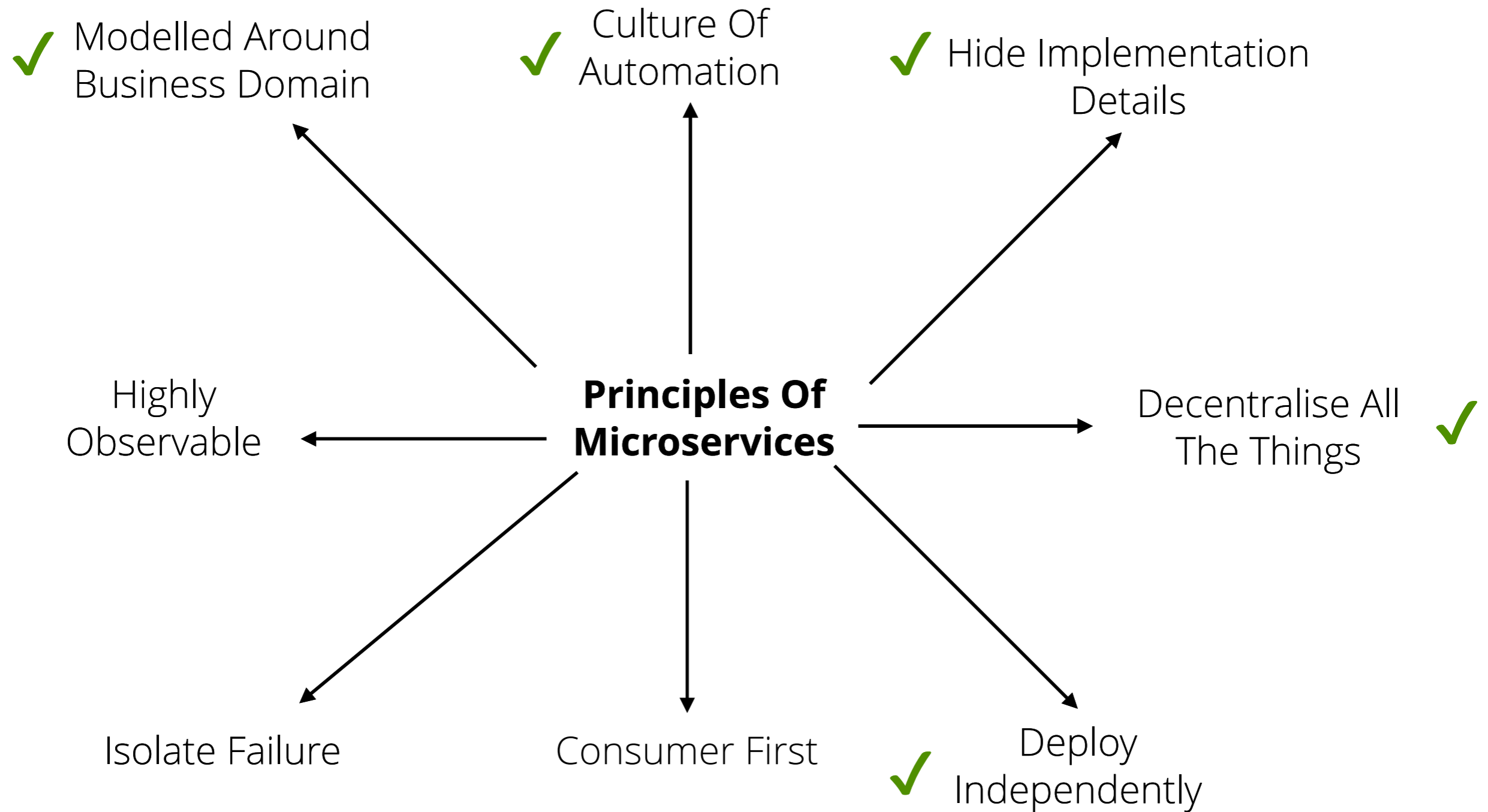


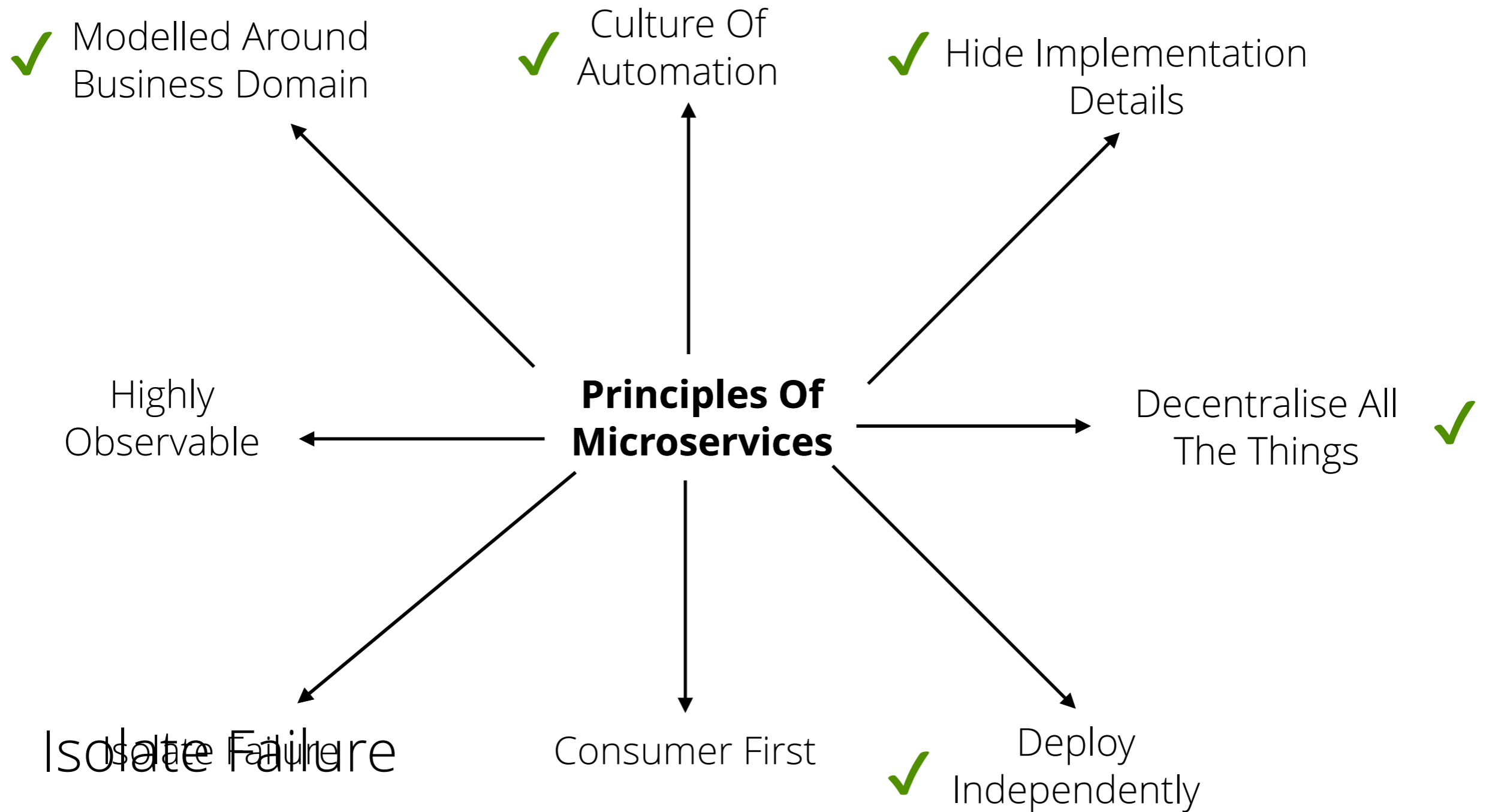
CO-EXIST ENDPOINTS

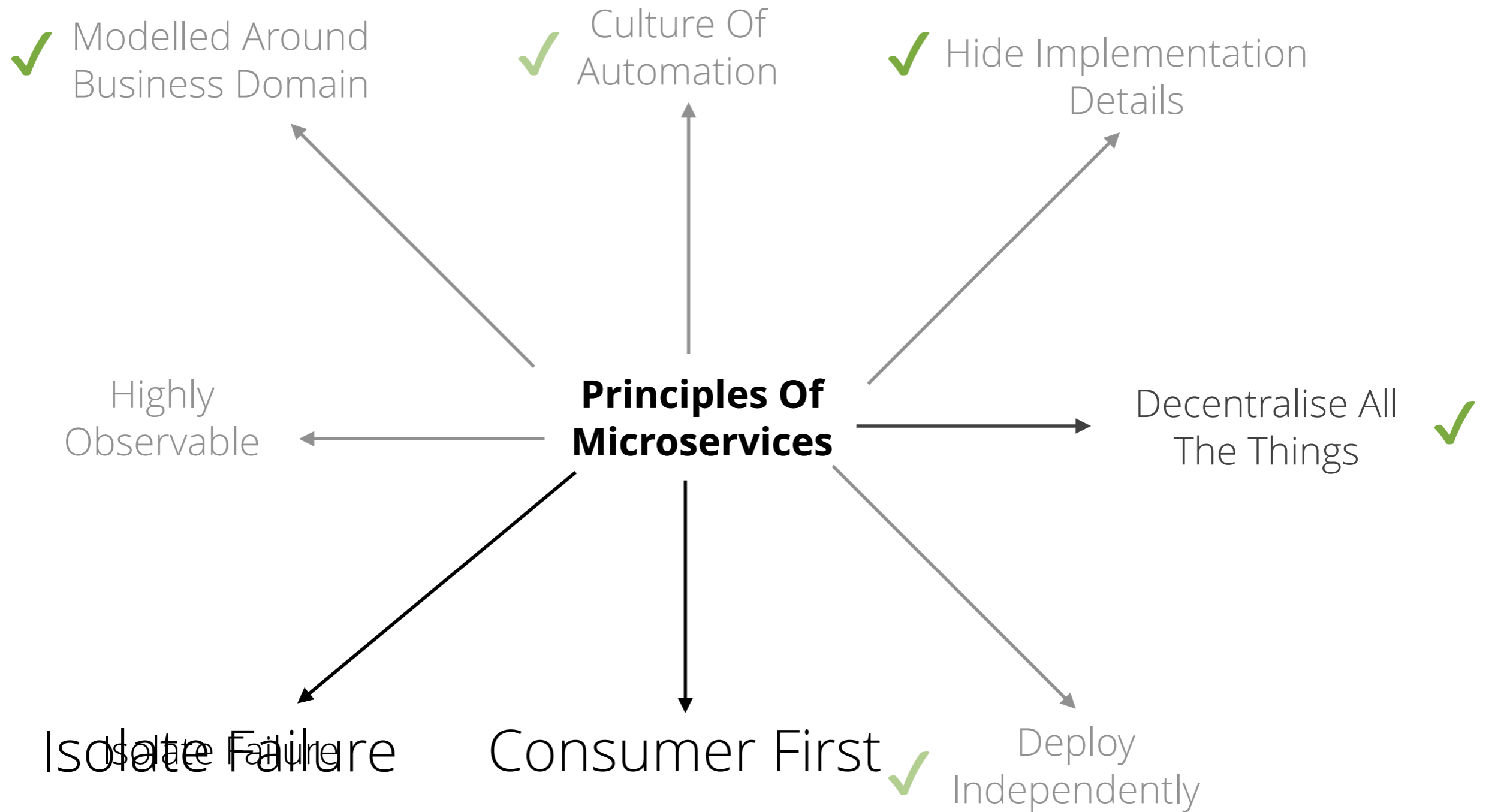


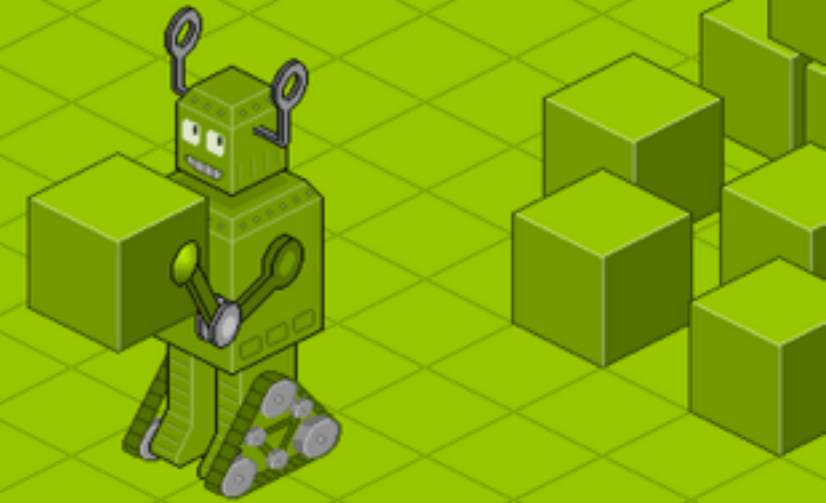
CO-EXIST ENDPOINTS











SWAGGER

The World's Most Popular Framework for APIs.

A POWERFUL INTERFACE TO YOUR API

Swagger is a simple yet powerful representation of your RESTful API. With the largest ecosystem of API tooling on the planet, thousands of developers are supporting Swagger in almost every modern programming language and deployment environment. With a Swagger-enabled API, you get interactive documentation, client SDK generation and discoverability.

Response Content Type

Try it out!

POST /store/order

Place an order for a pet

Response Class (Status 200)

Model | Model Schema

```
{
  "id": 0,
  "petId": 0,
  "quantity": 0,
  "shipDate": "2015-05-11T05:03:29.879Z",
  "status": "placed",
  "complete": true
}
```

Response Content Type

Parameters

Parameter	Value	Description	Parameter Type	Data Type
body	<div style="border: 1px solid #ccc; height: 100px; width: 100%;"></div> <p>Parameter content type: <input type="text" value="application/json"/></p>	order placed for purchasing the pet	body	Model Model Schema <pre>{ "id": 0, "petId": 0, "quantity": 0, "shipDate": "2015-05-11T05:03:29.800Z", "status": "placed", "complete": true }</pre>

SERVICE DISCOVERY



SERVICE DISCOVERY



SERVICE DISCOVERY



HUMANE REGISTRIES

HumaneRegistry



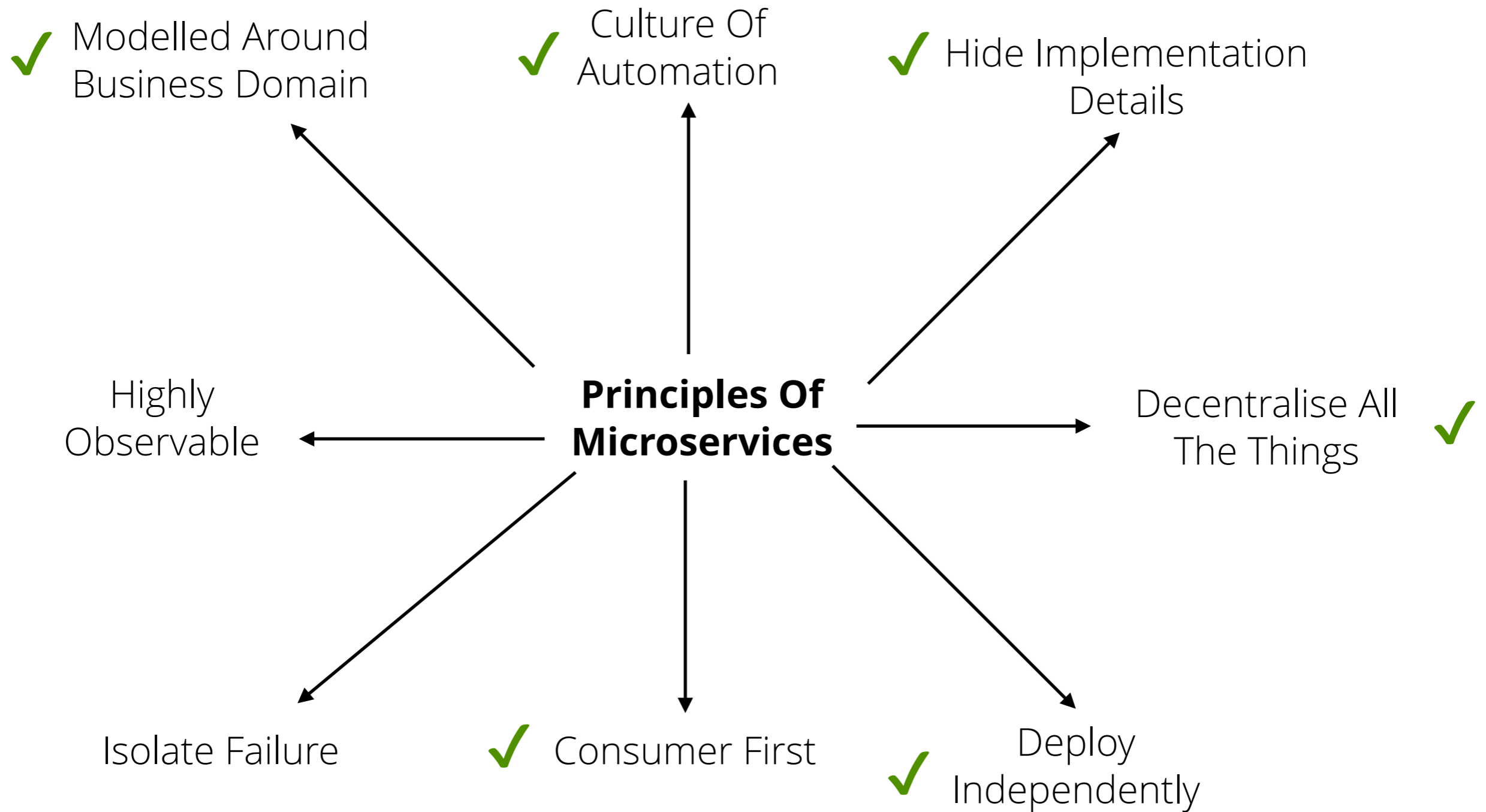
Martin Fowler

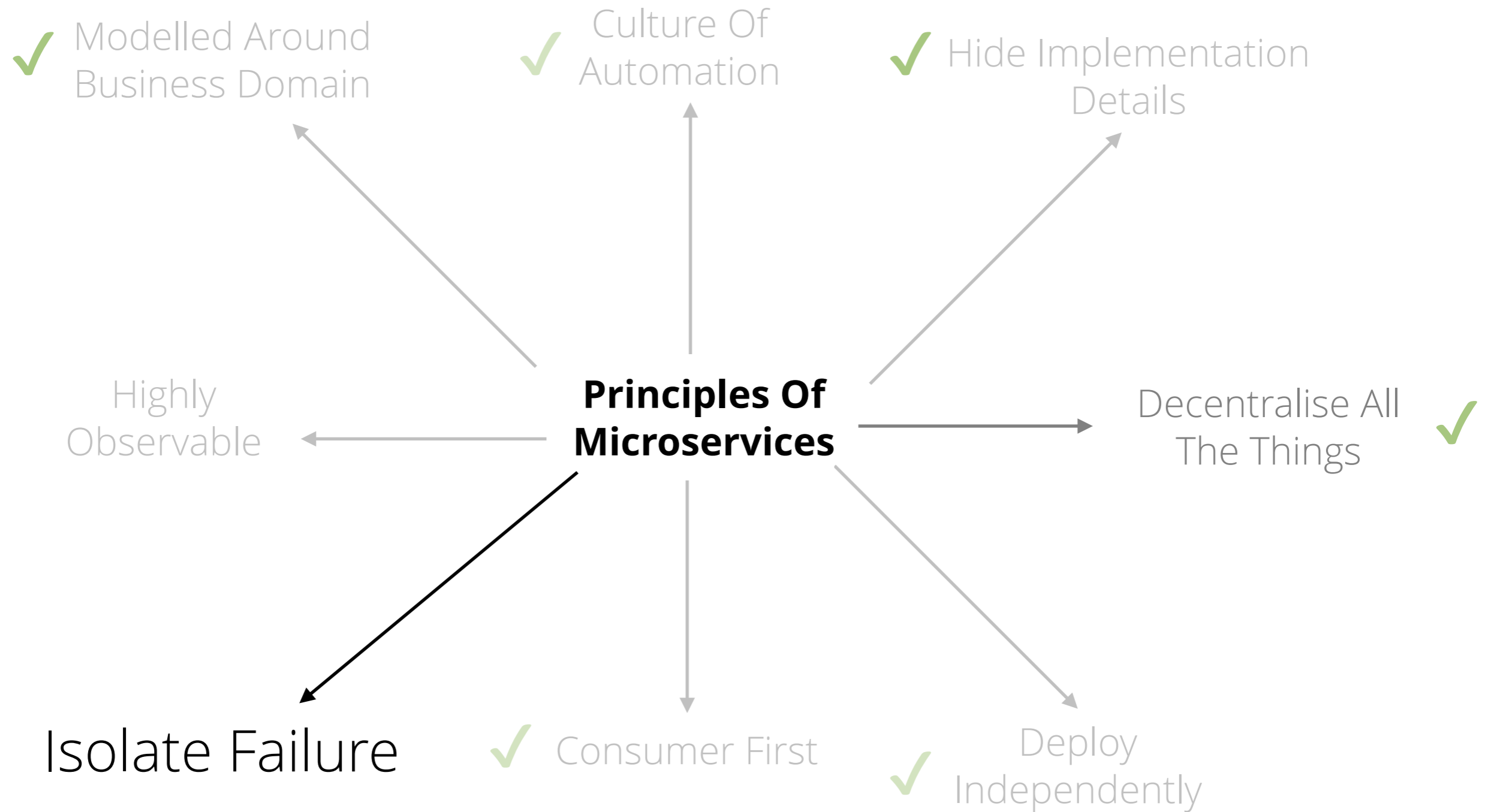
1 December 2008

One of the features of the new world of services that SOA-gushers promoted was the notion of registries. Often this was described in terms of automated systems that would allow systems to automatically look up useful services in a registry and bind and consume those services all by themselves.

Well computers may look clever occasionally, but I didn't particularly buy that idea. While there might be the odd edge case for automated service lookup, I reckon twenty-two times out of twenty it'll be a human programmer who is doing the looking up.

I was chatting recently to my colleague Erik Dörnenburg about a project he did with Halvard Skogsrud to build a service registry that was designed for humans to use and maintain. The organization was already using [ServiceCustodians](#) to manage the development on the project, so the registry needed to work in that context. This led to the following principles:





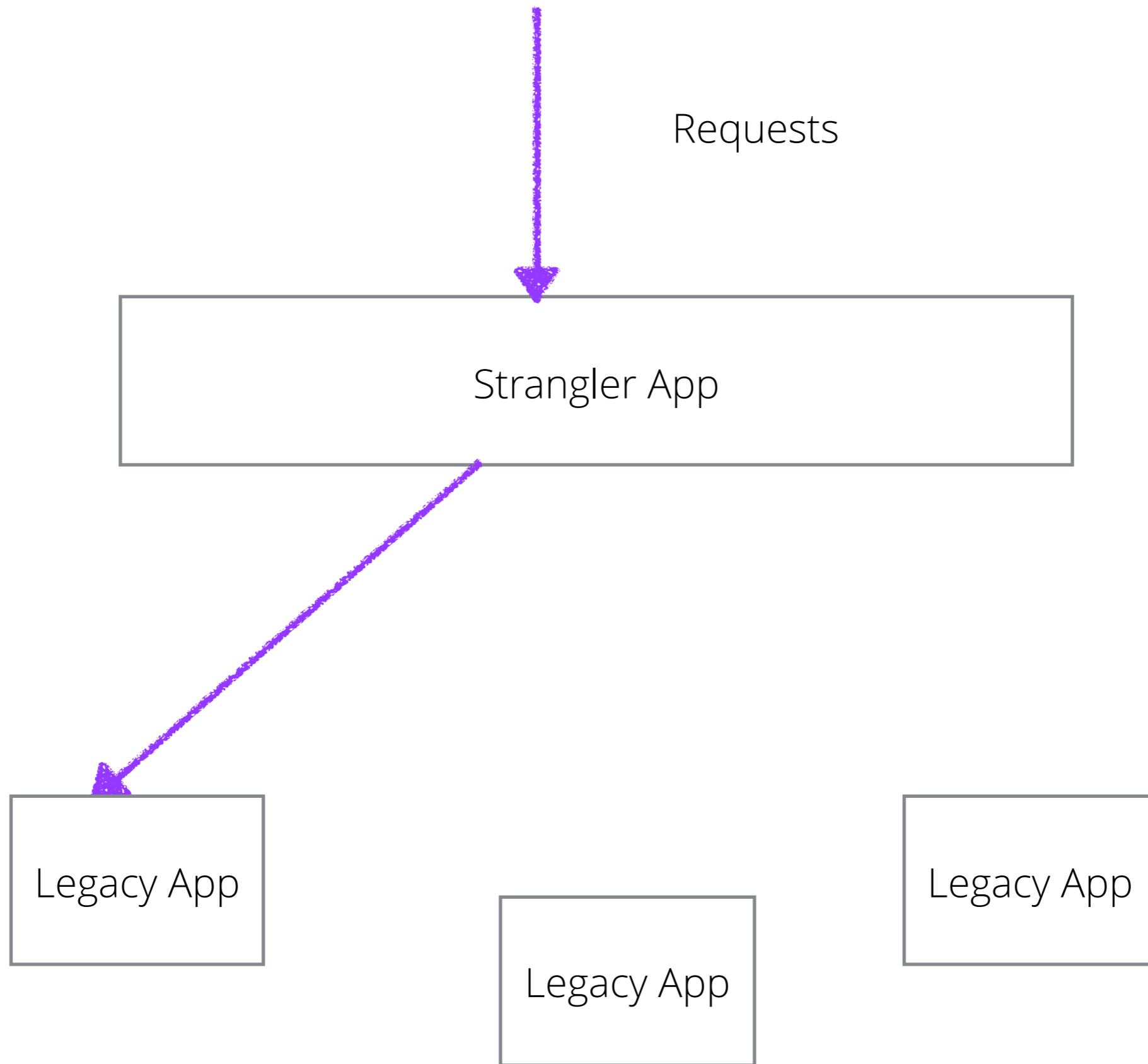
Strangler App

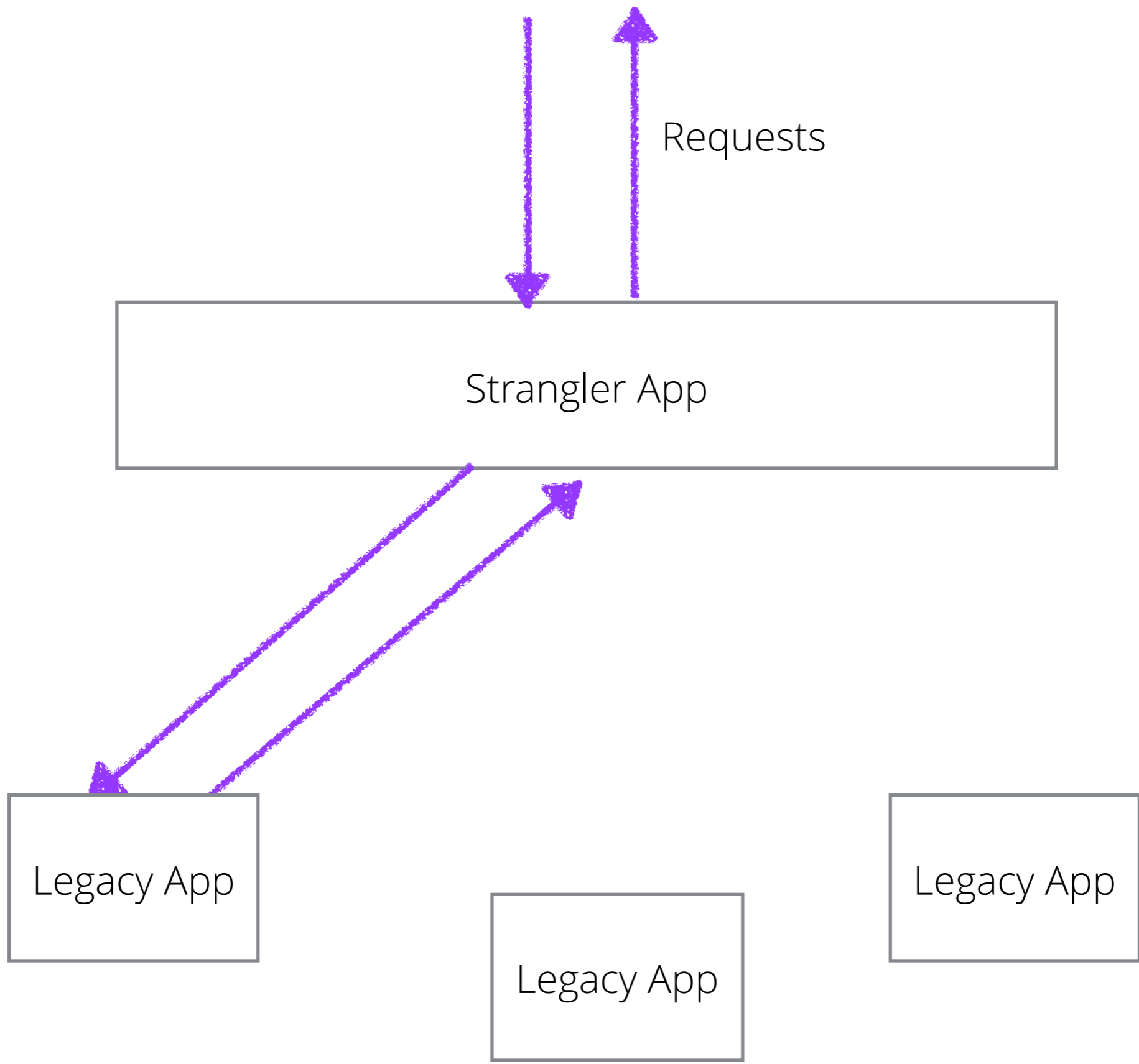
Strangler App

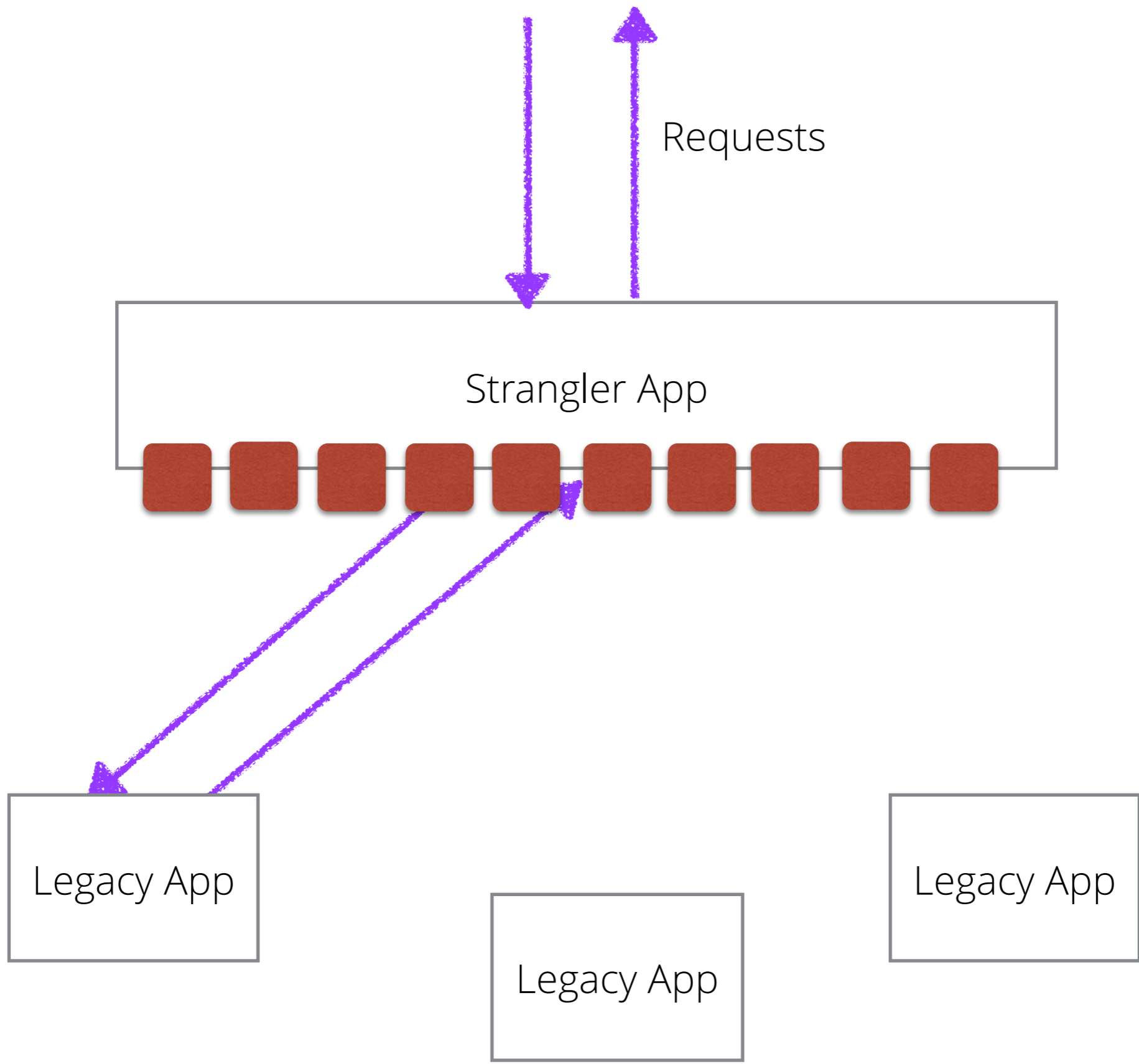
Legacy App

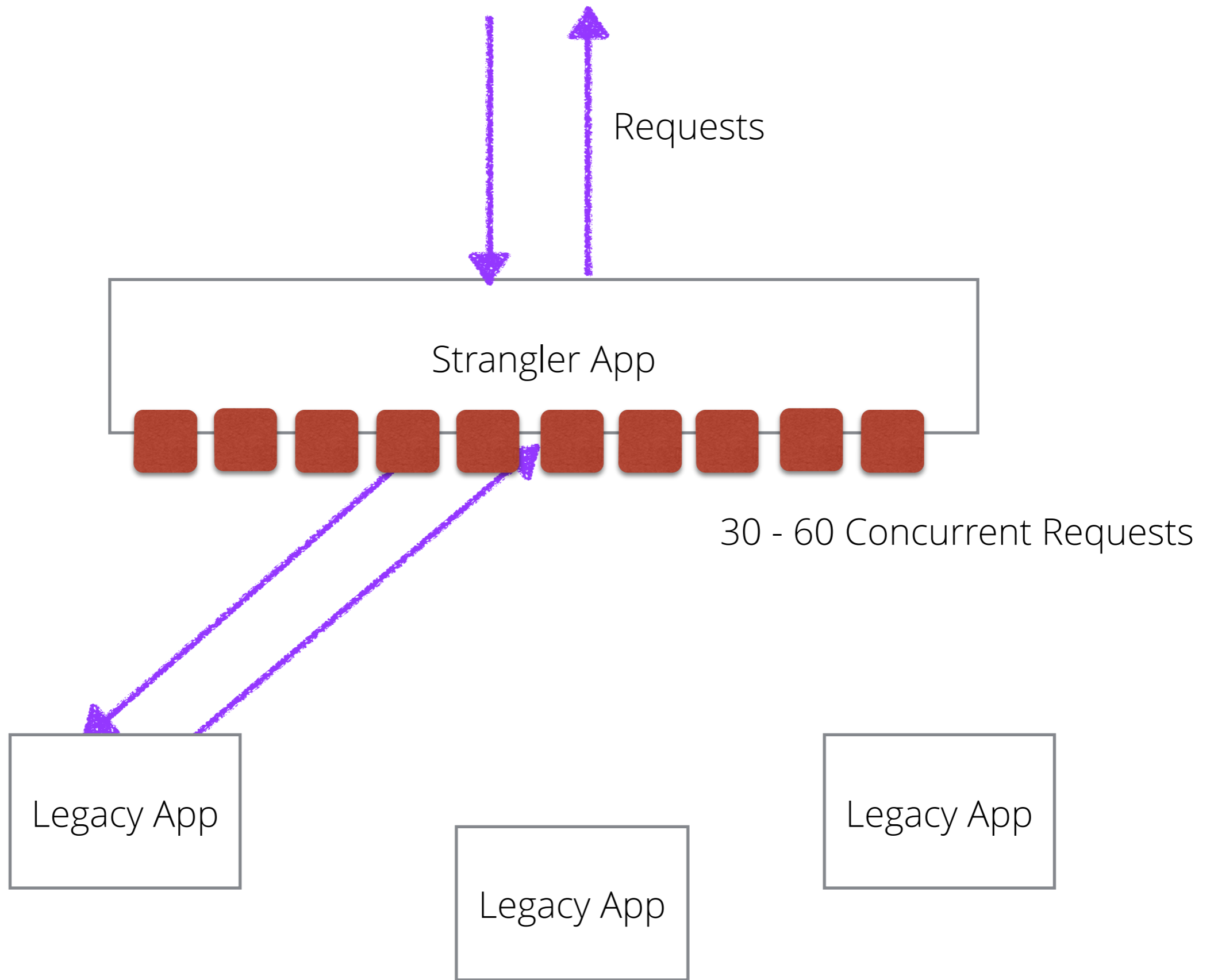
Legacy App

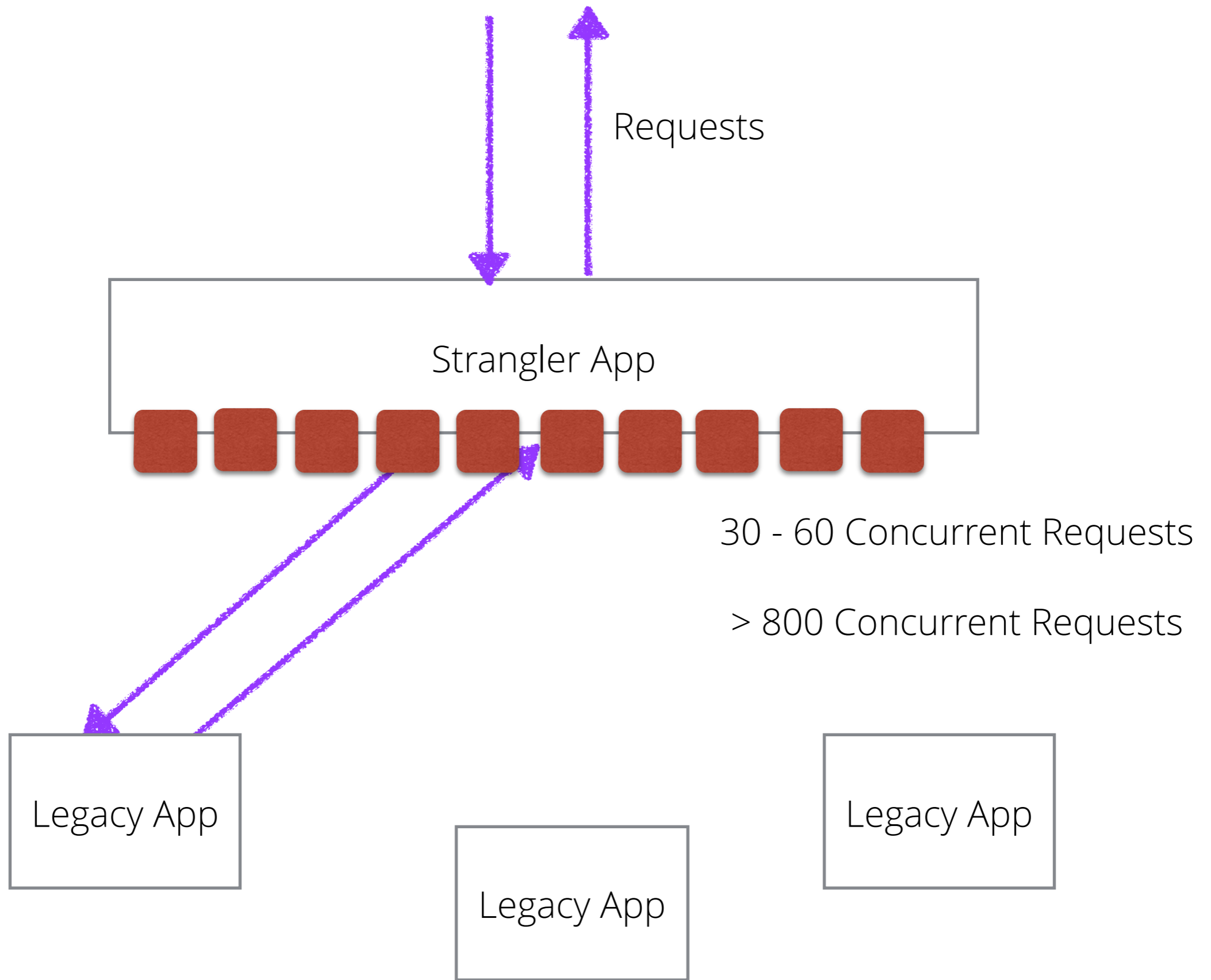
Legacy App

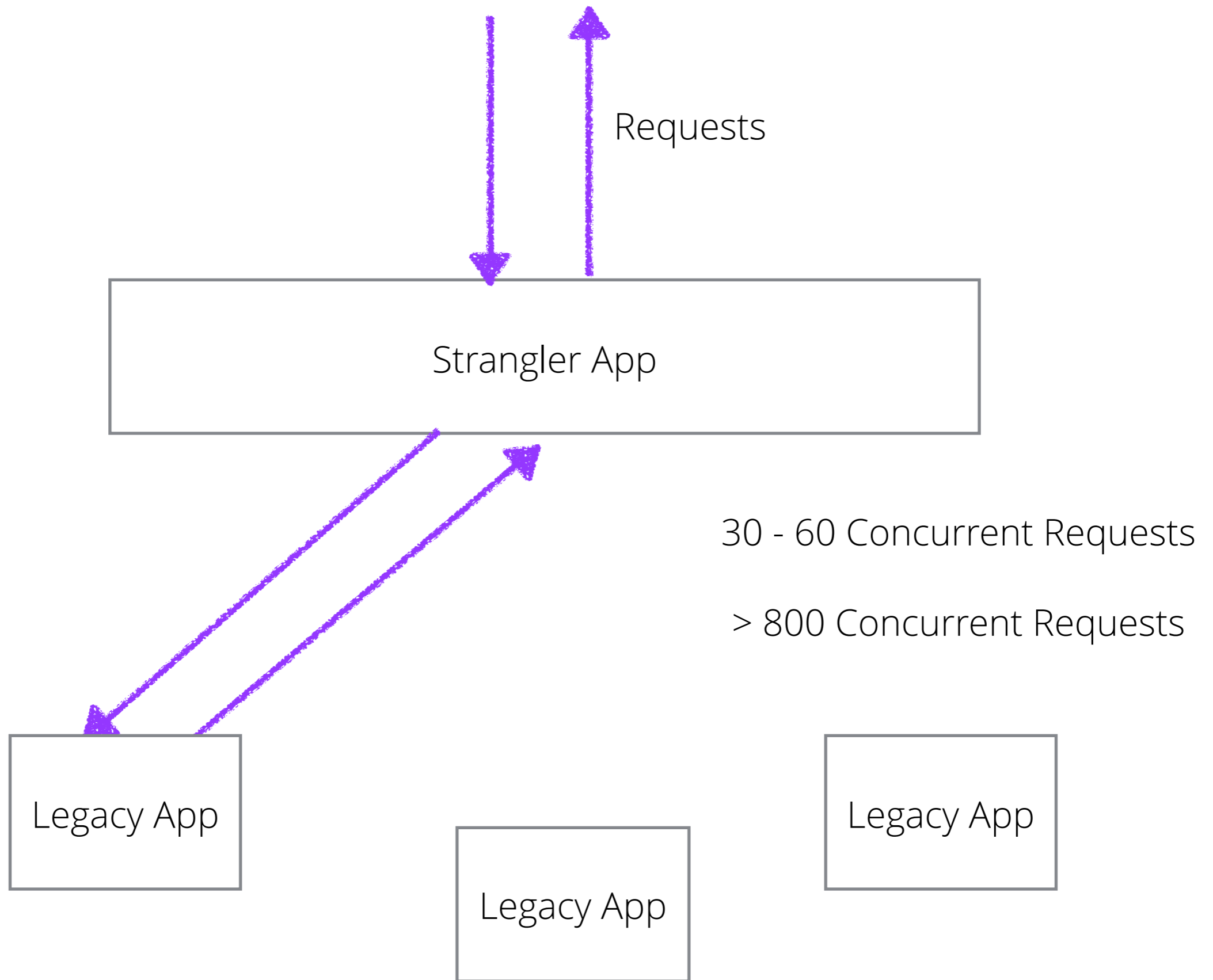


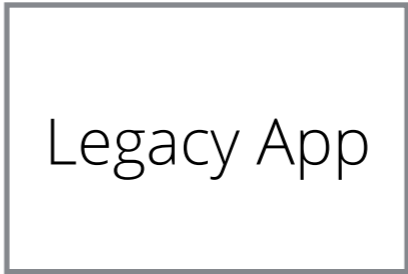
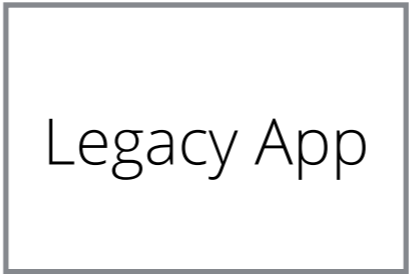
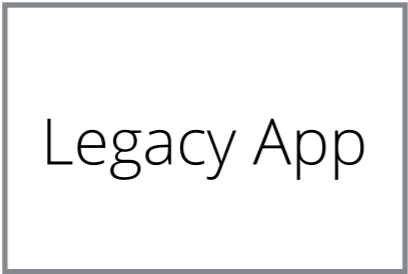
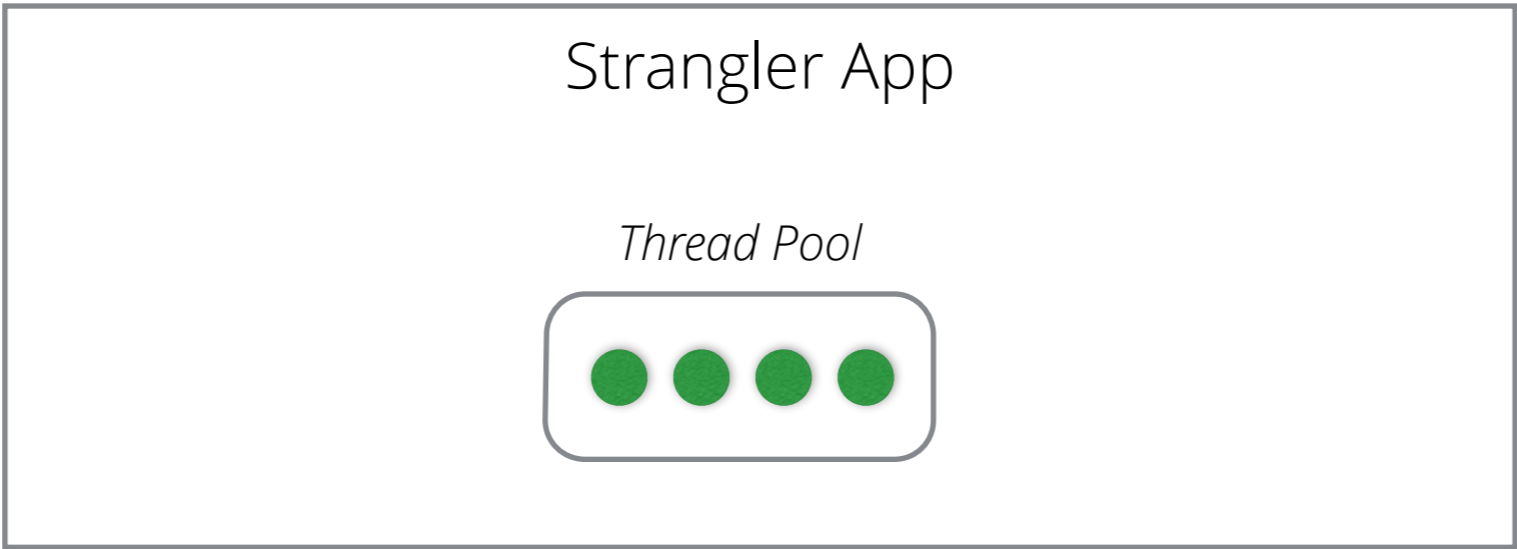


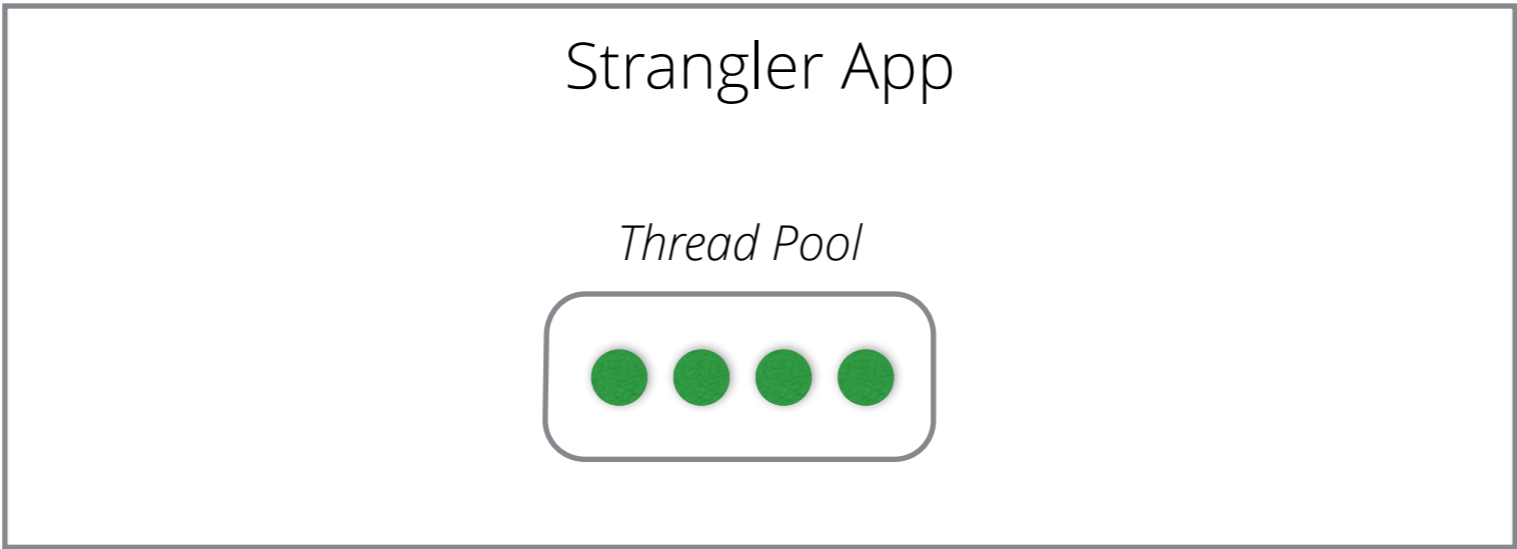






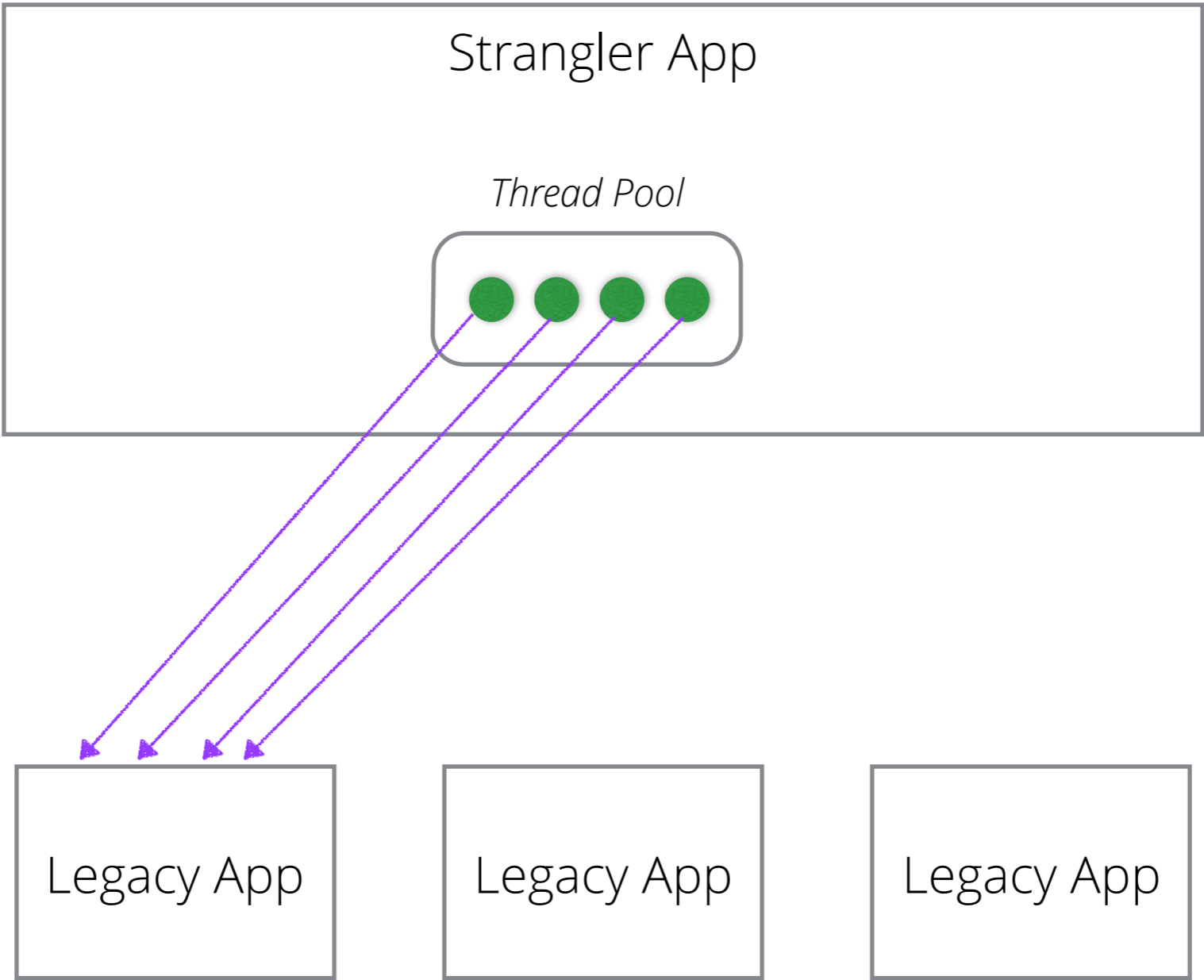






Failing...slowly!





Failing...slowly!

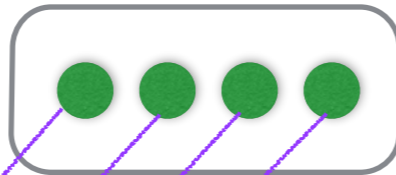
Legacy App

Legacy App

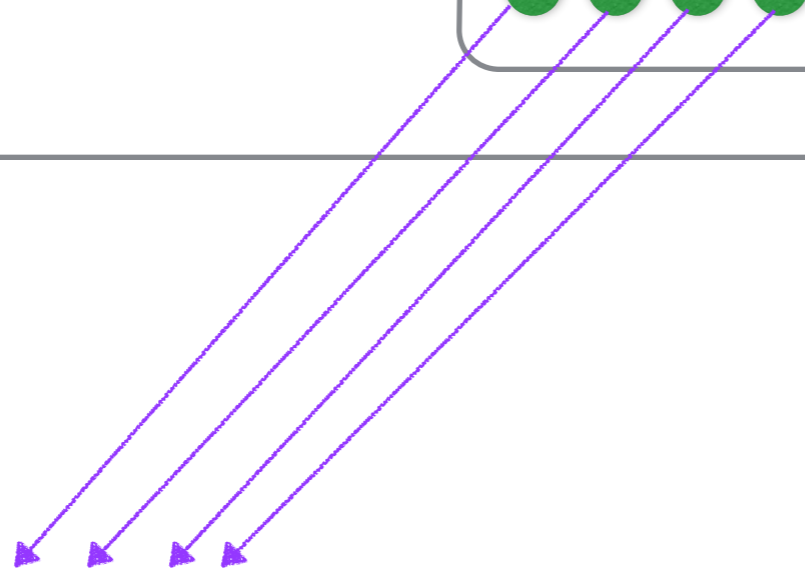
Legacy App

Strangler App

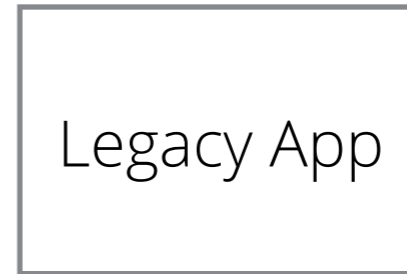
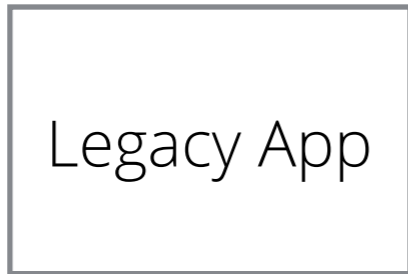
Thread Pool



Thread-pool exhausted

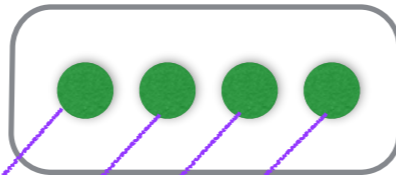


Failing...slowly!



Strangler App

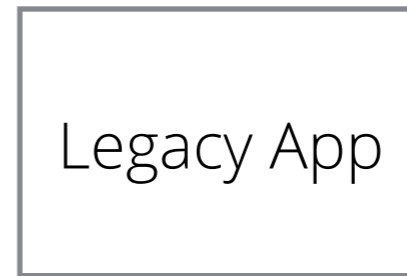
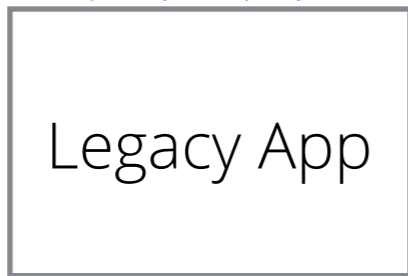
Thread Pool

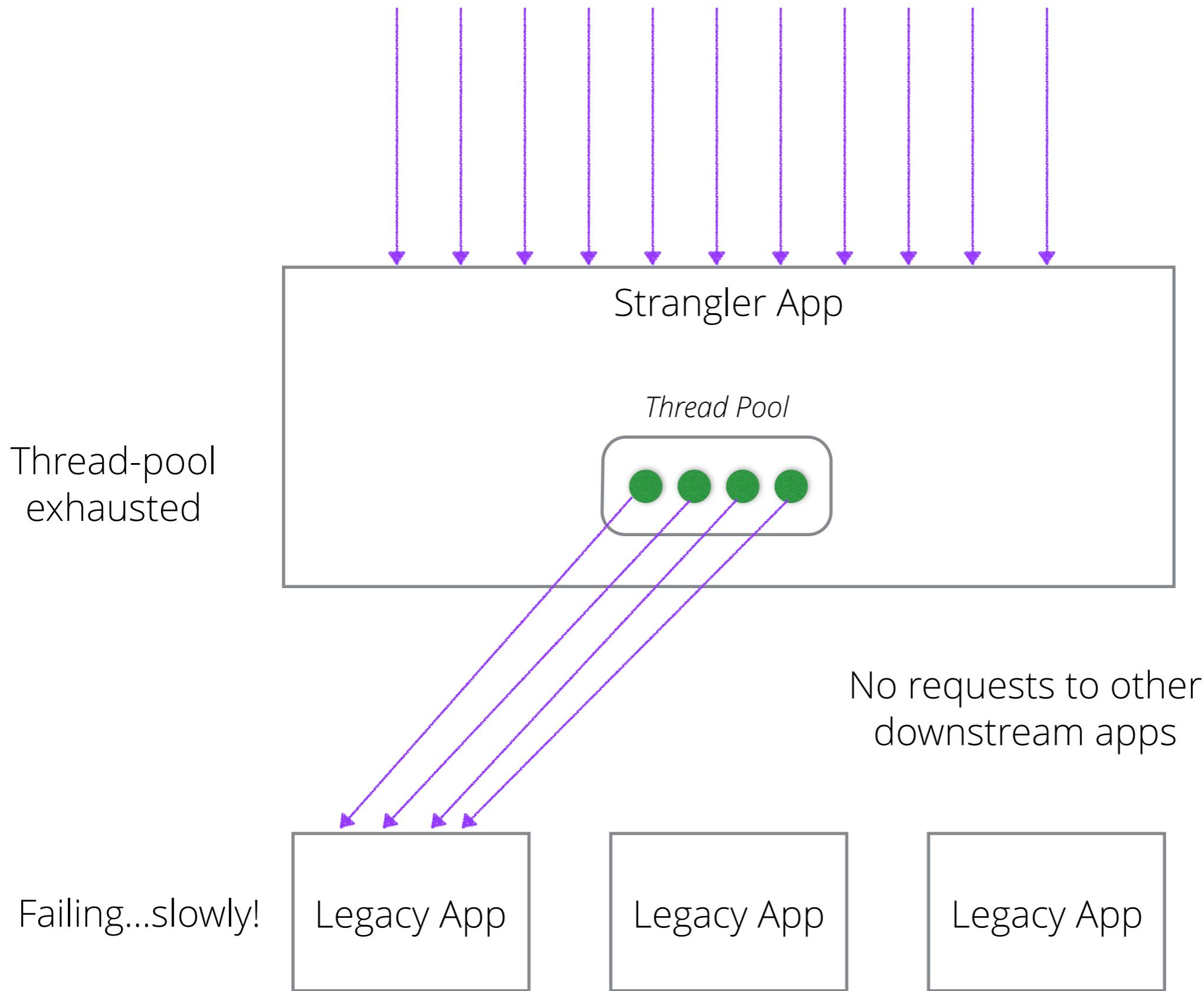


Thread-pool exhausted

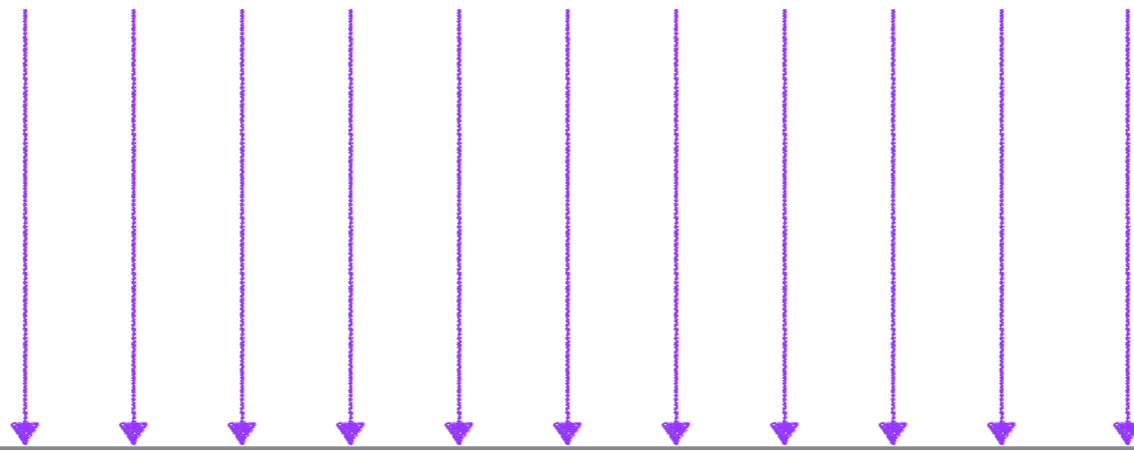
No requests to other downstream apps

Failing...slowly!



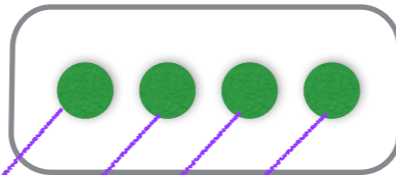


Requests
Building Up



Strangler App

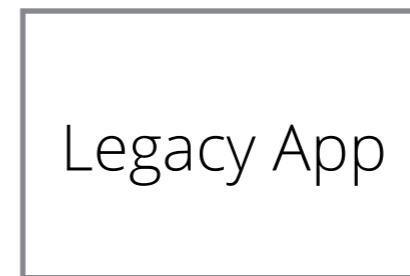
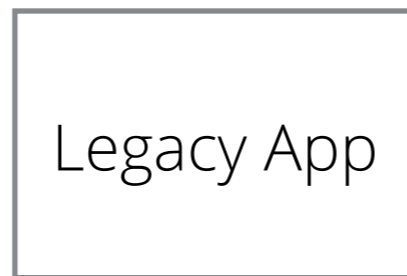
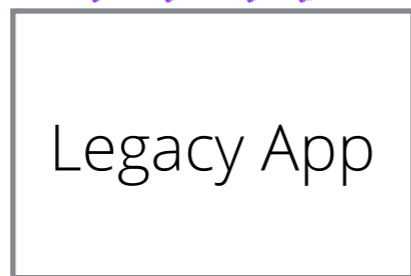
Thread Pool

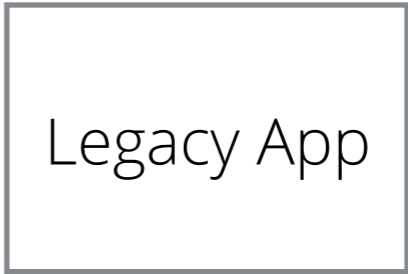
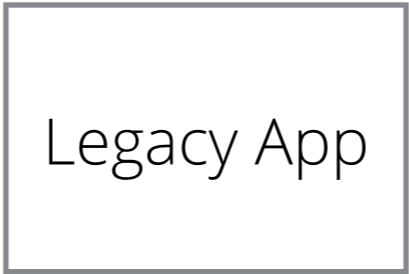
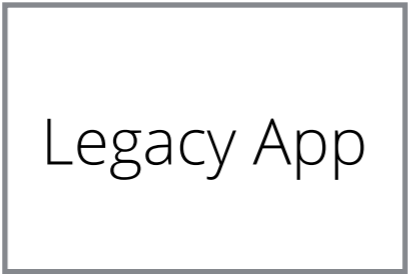
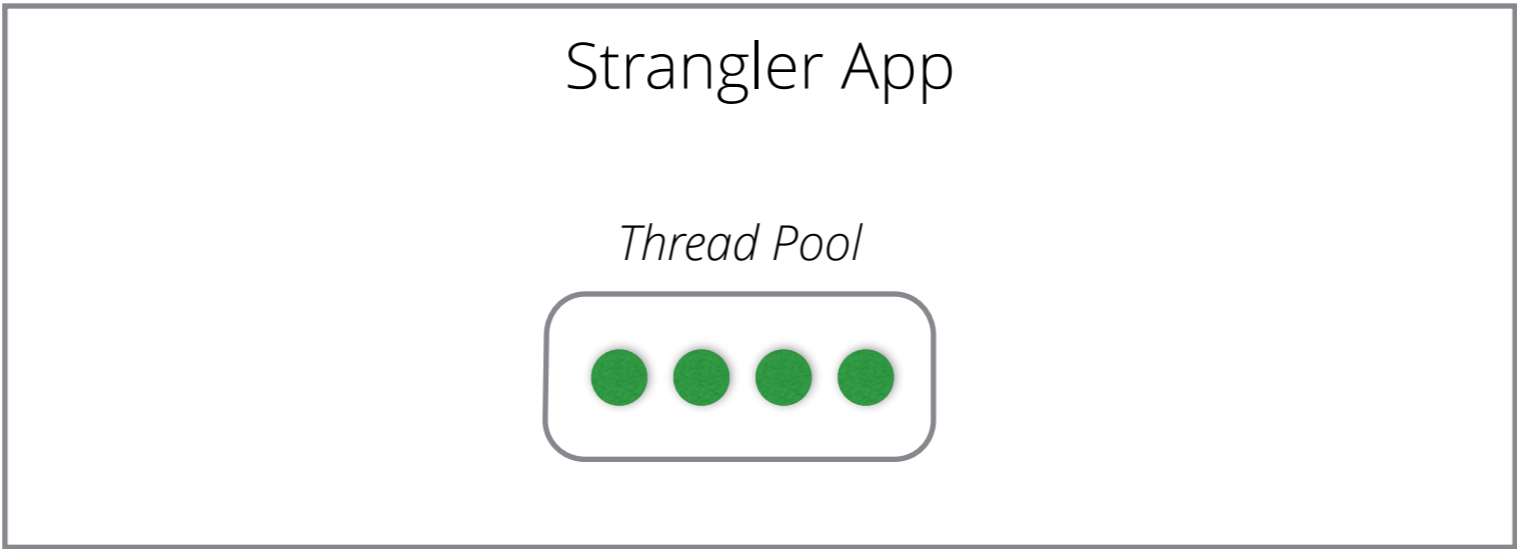


Thread-pool
exhausted

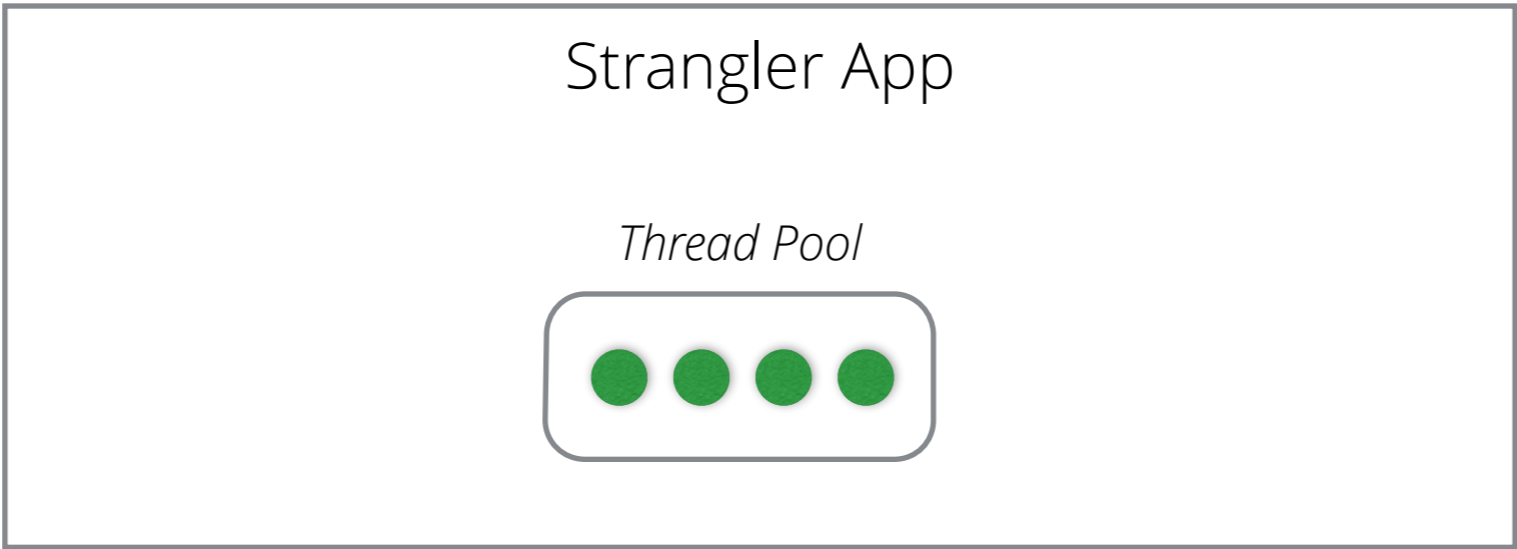
No requests to other
downstream apps

Failing...slowly!

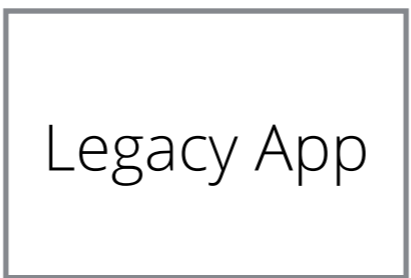
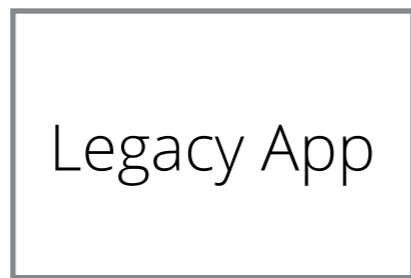
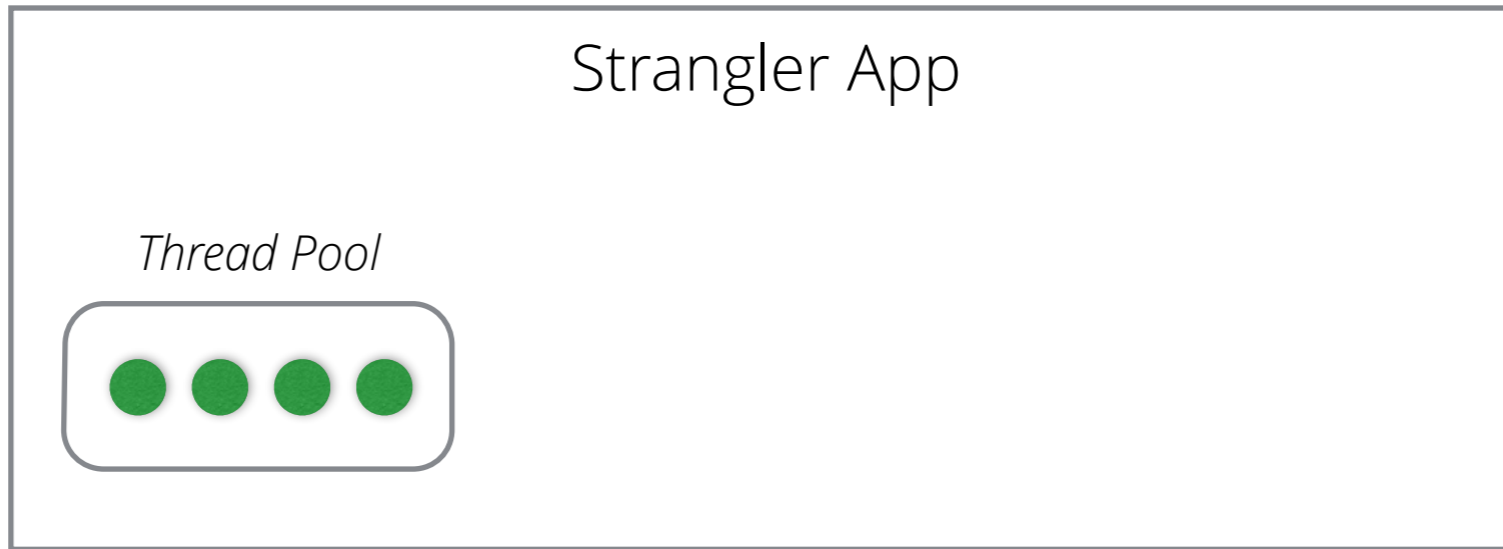




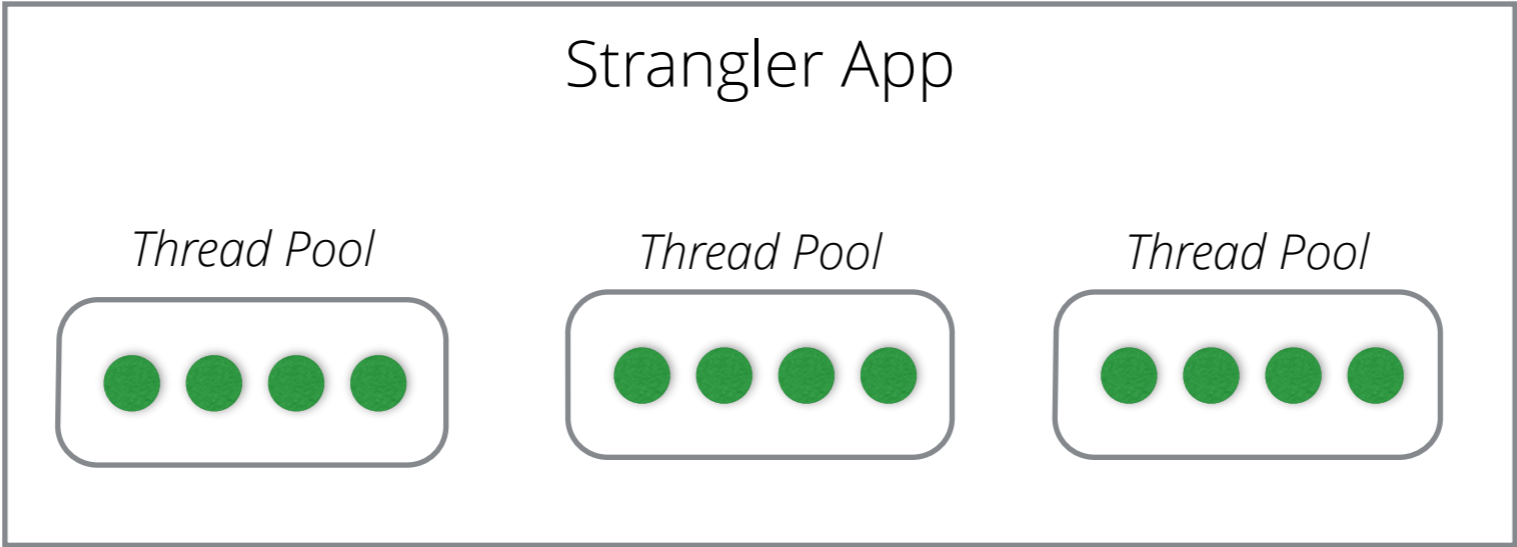
Fix **Timeouts**



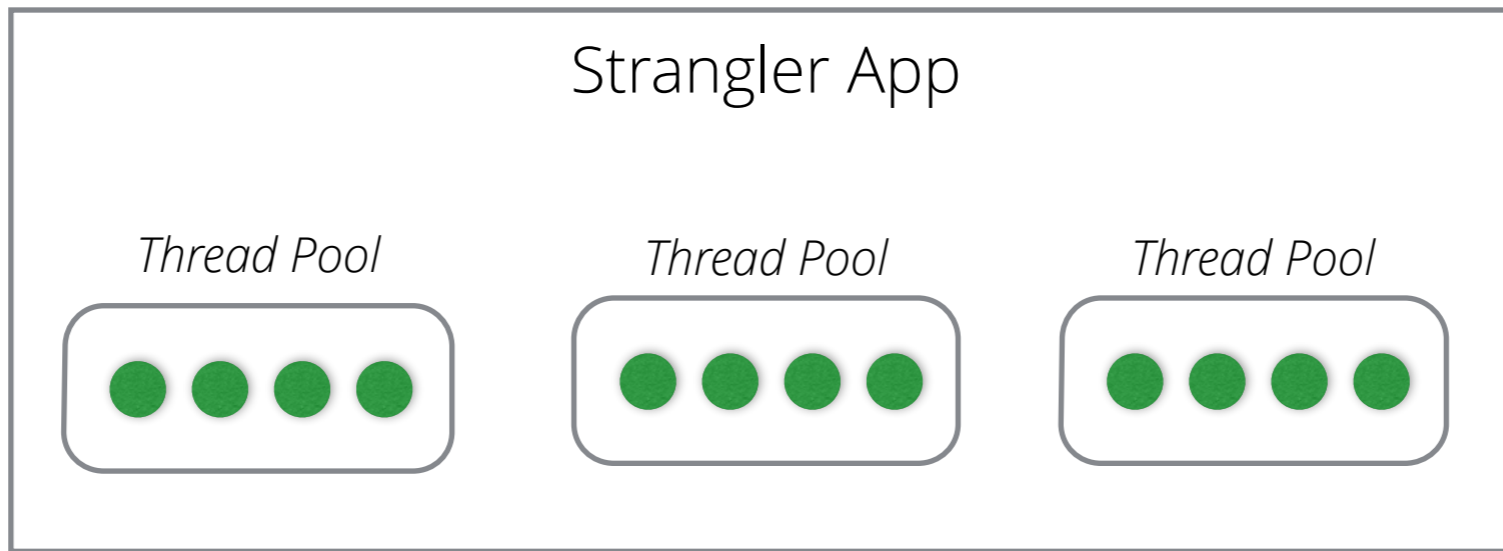
Fix **Timeouts**



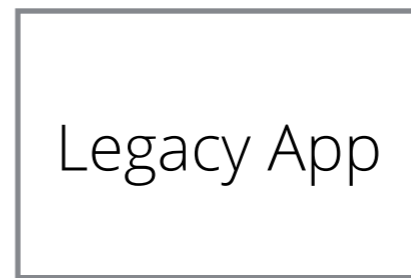
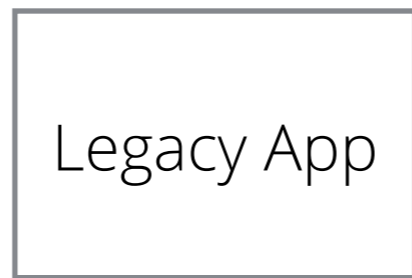
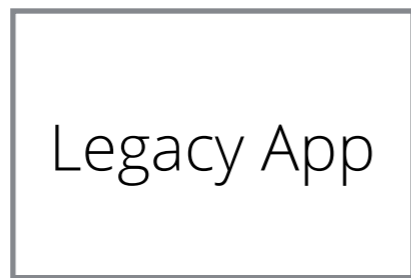
Fix **Timeouts**



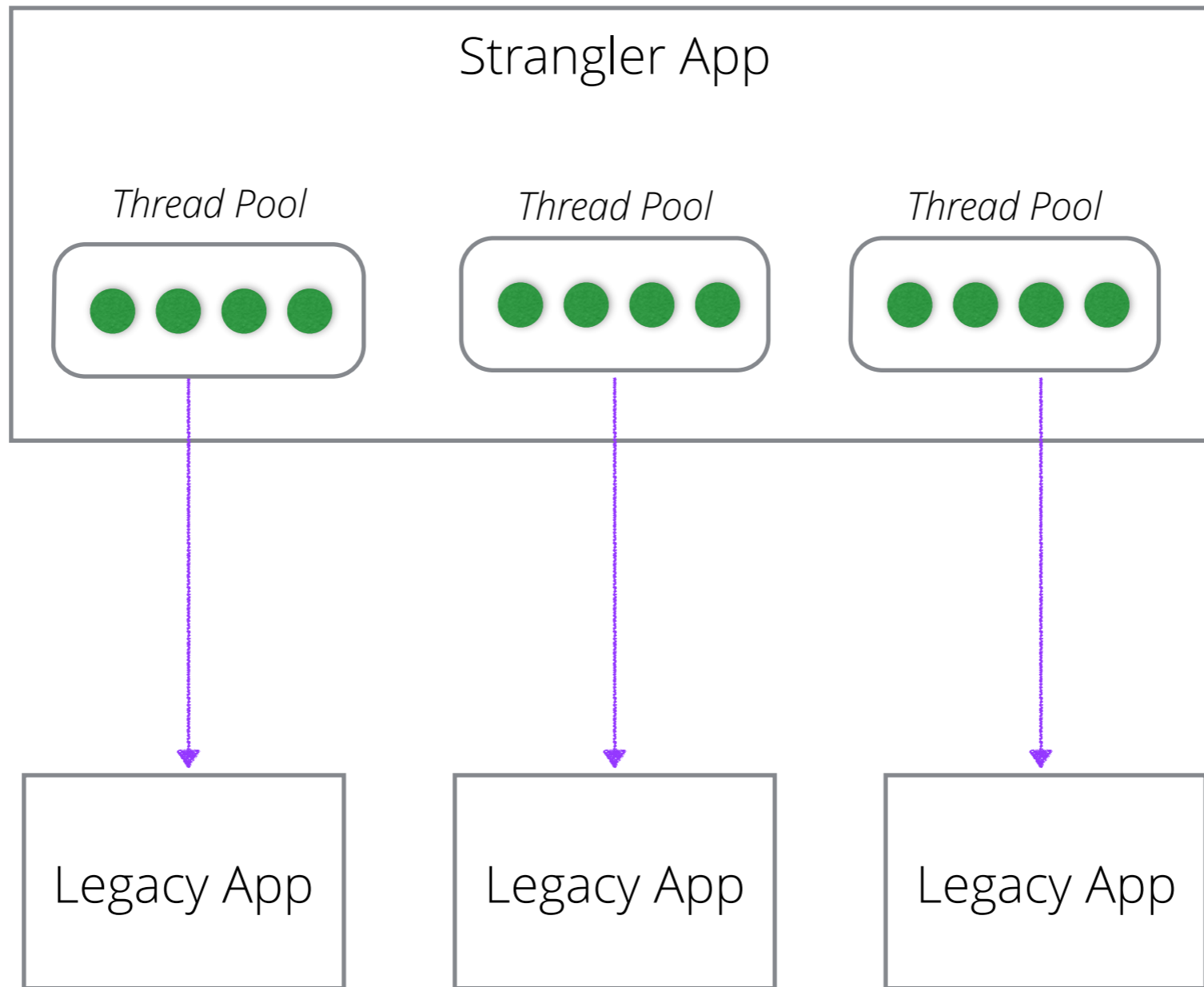
Fix **Timeouts**



Bulkhead
Downstream
Connections

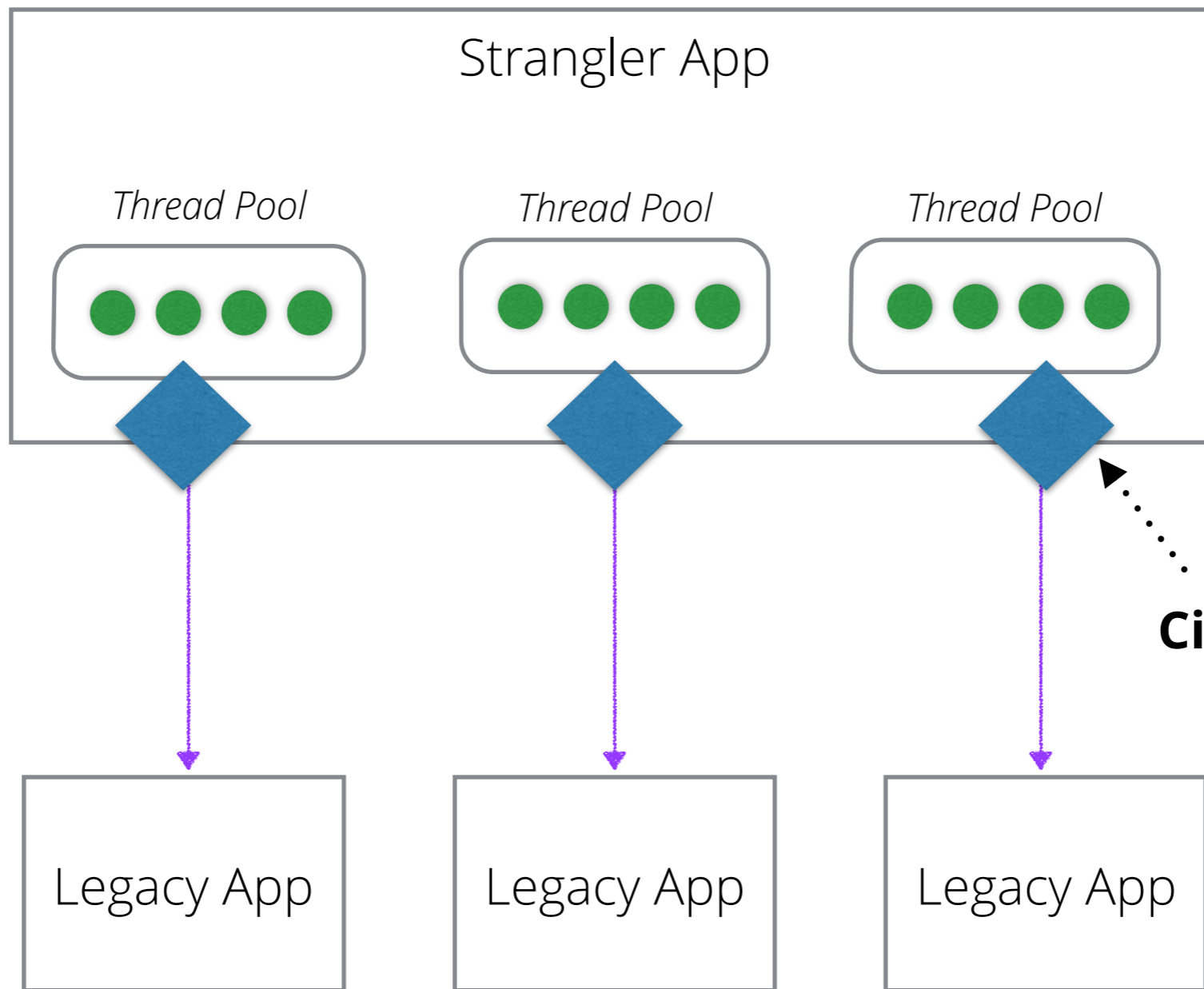


Fix **Timeouts**



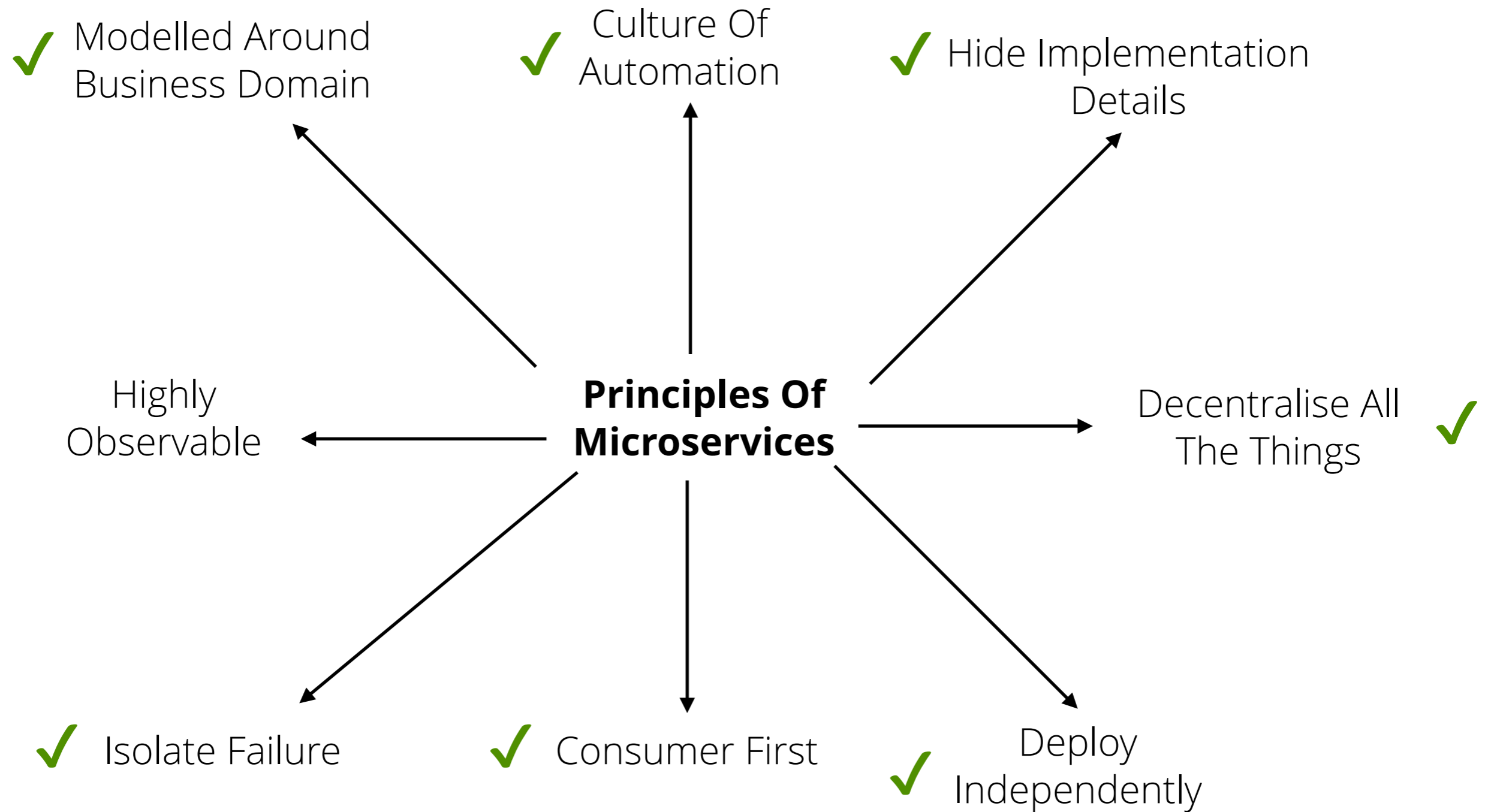
Bulkhead
Downstream
Connections

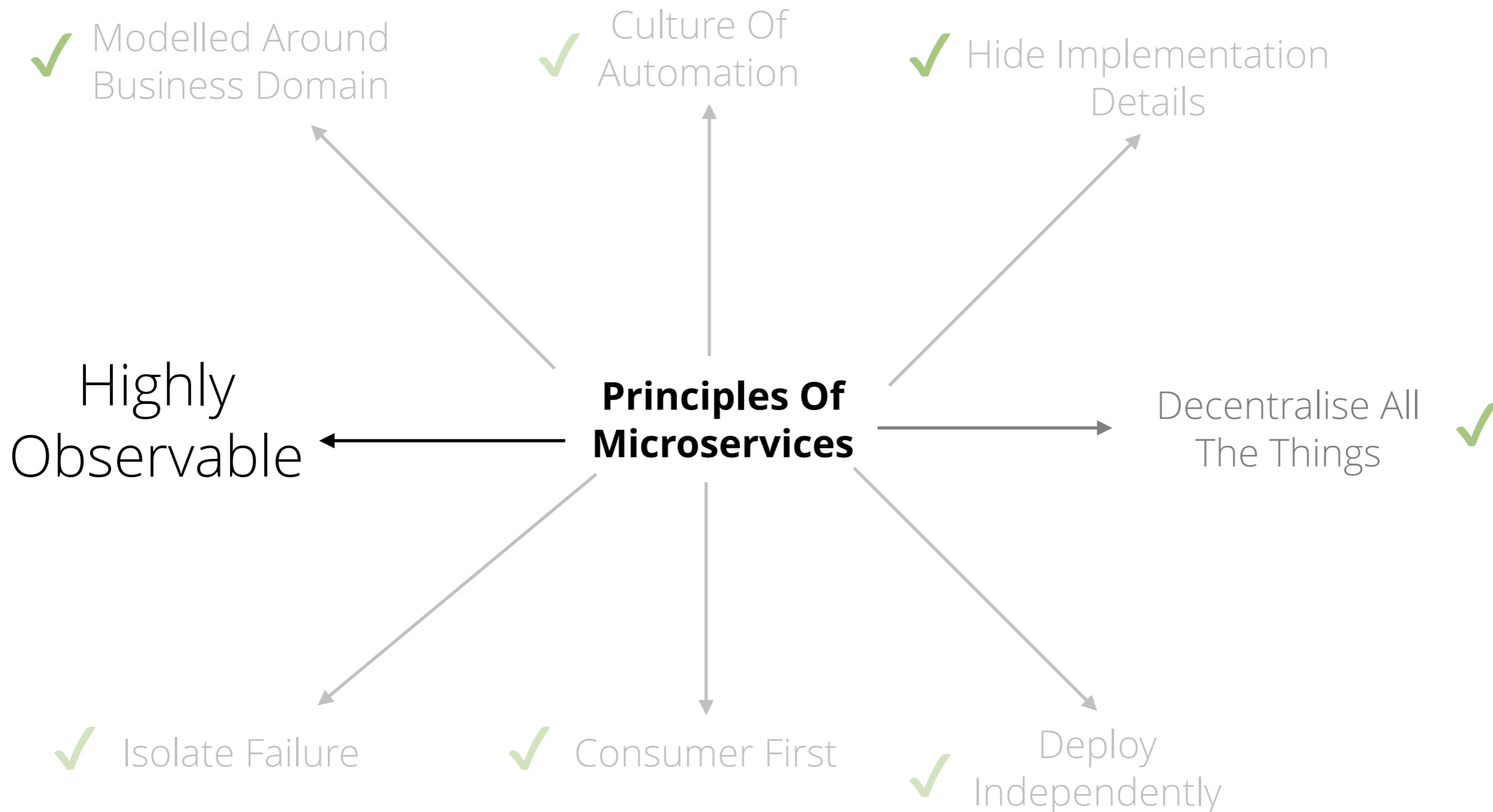
Fix **Timeouts**



Bulkhead
Downstream
Connections

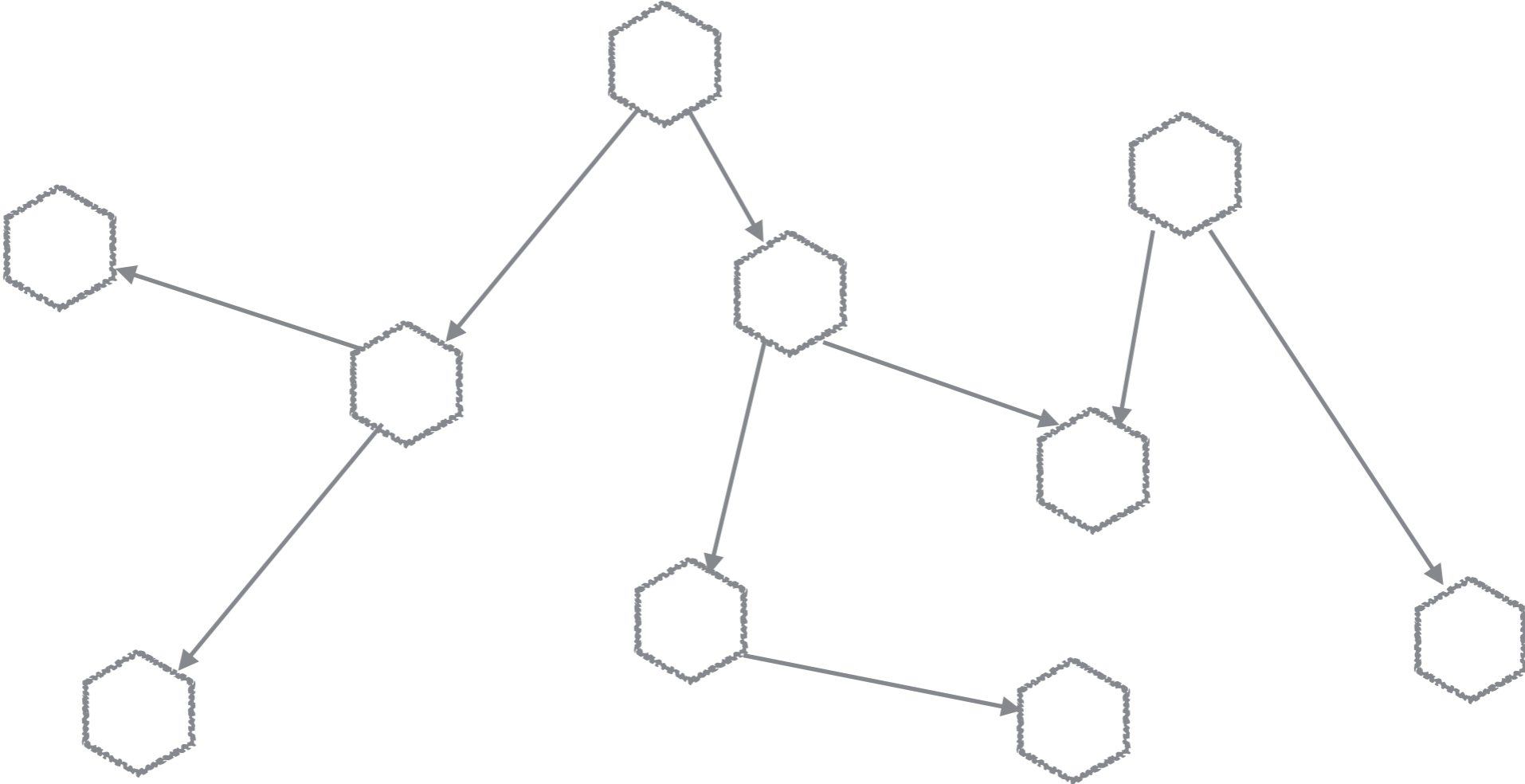
Circuit Breakers



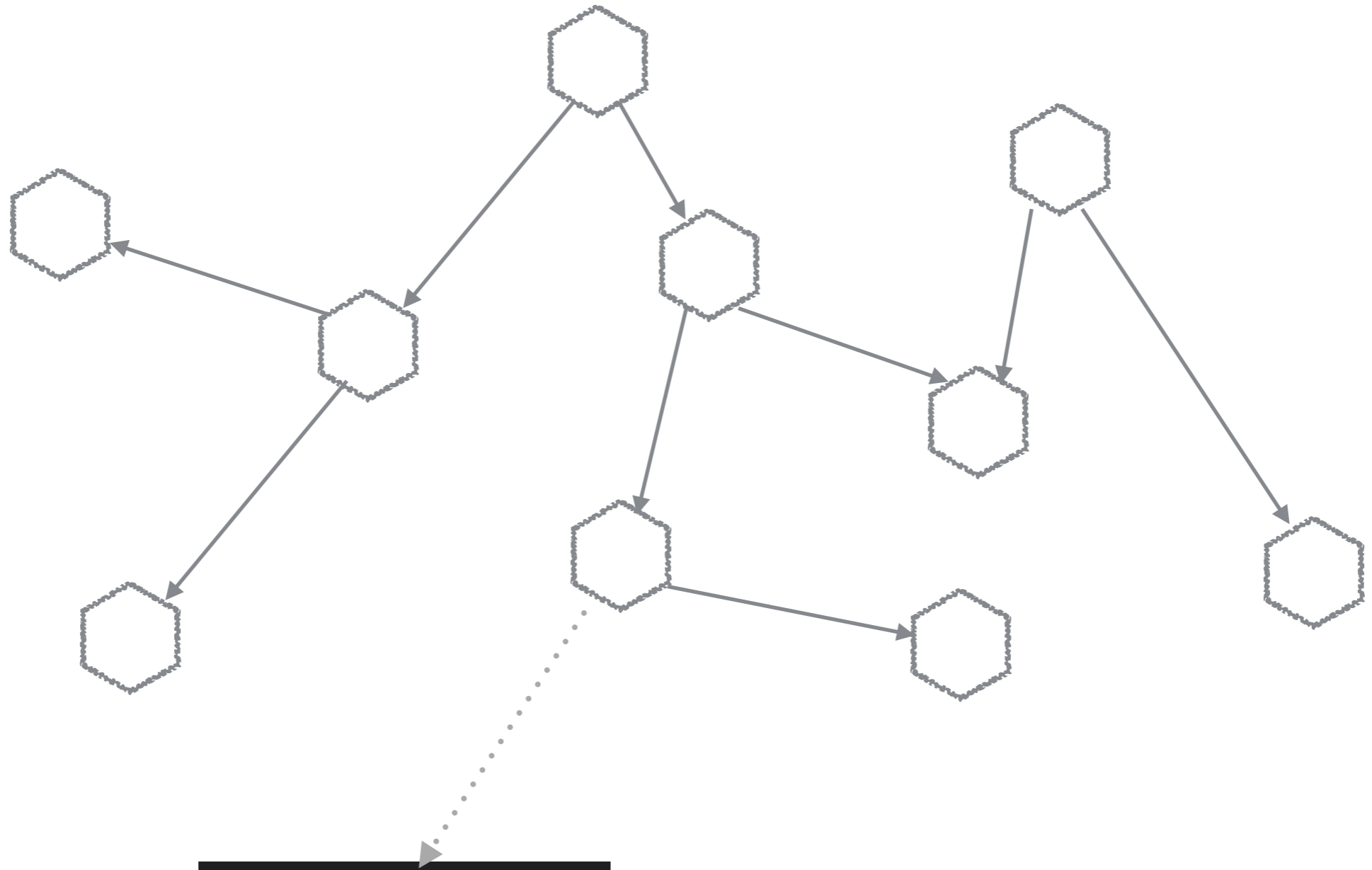




AGGREGATION



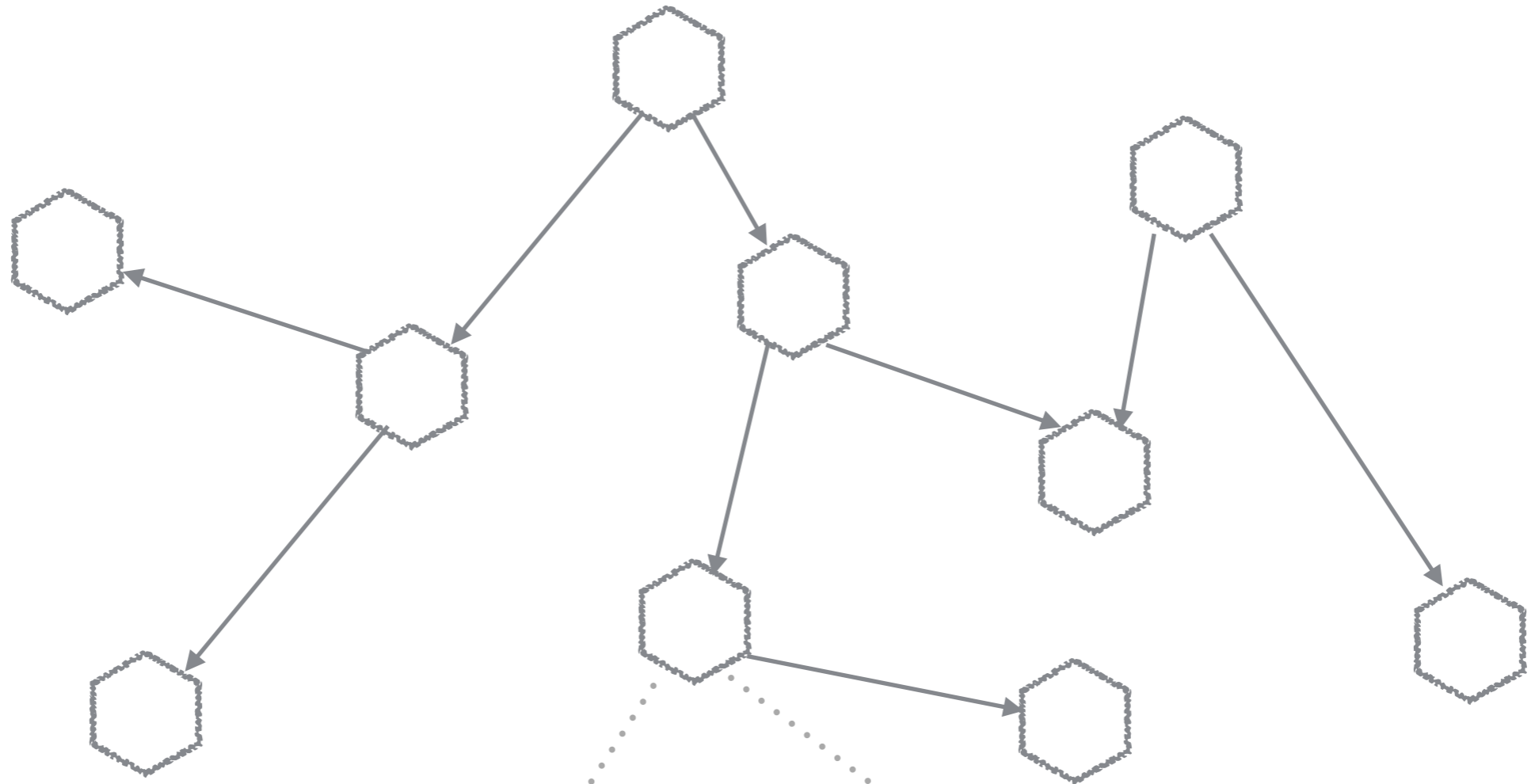
AGGREGATION



LOGS



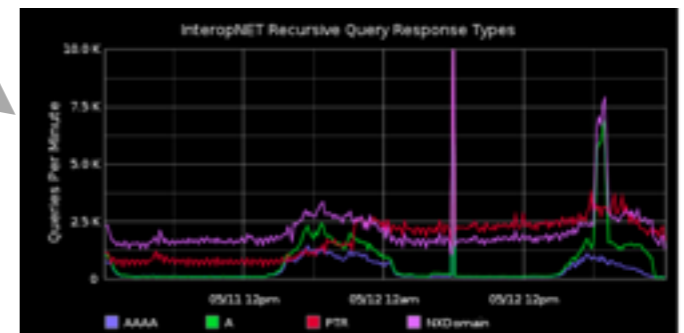
AGGREGATION



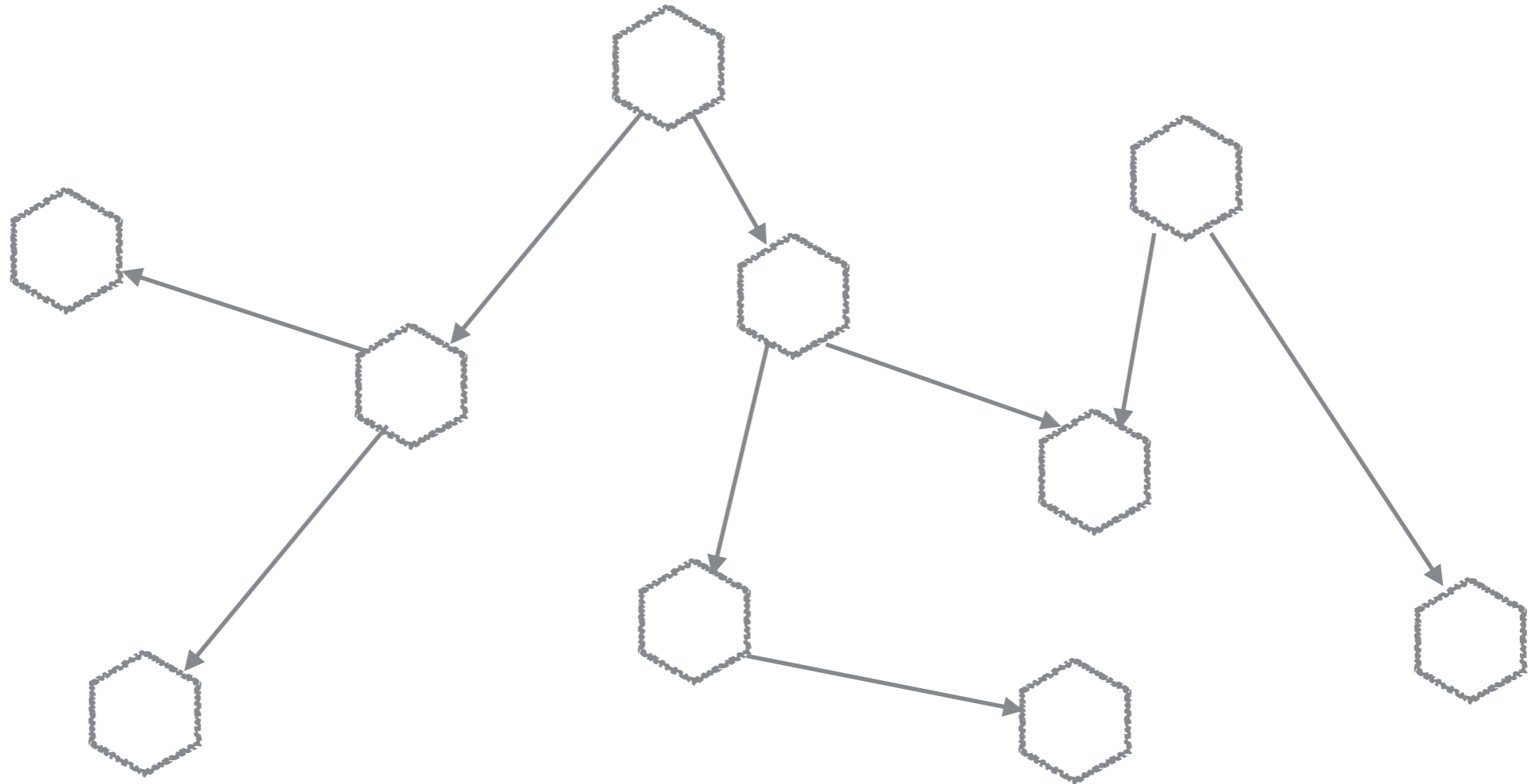
LOGS



STATS

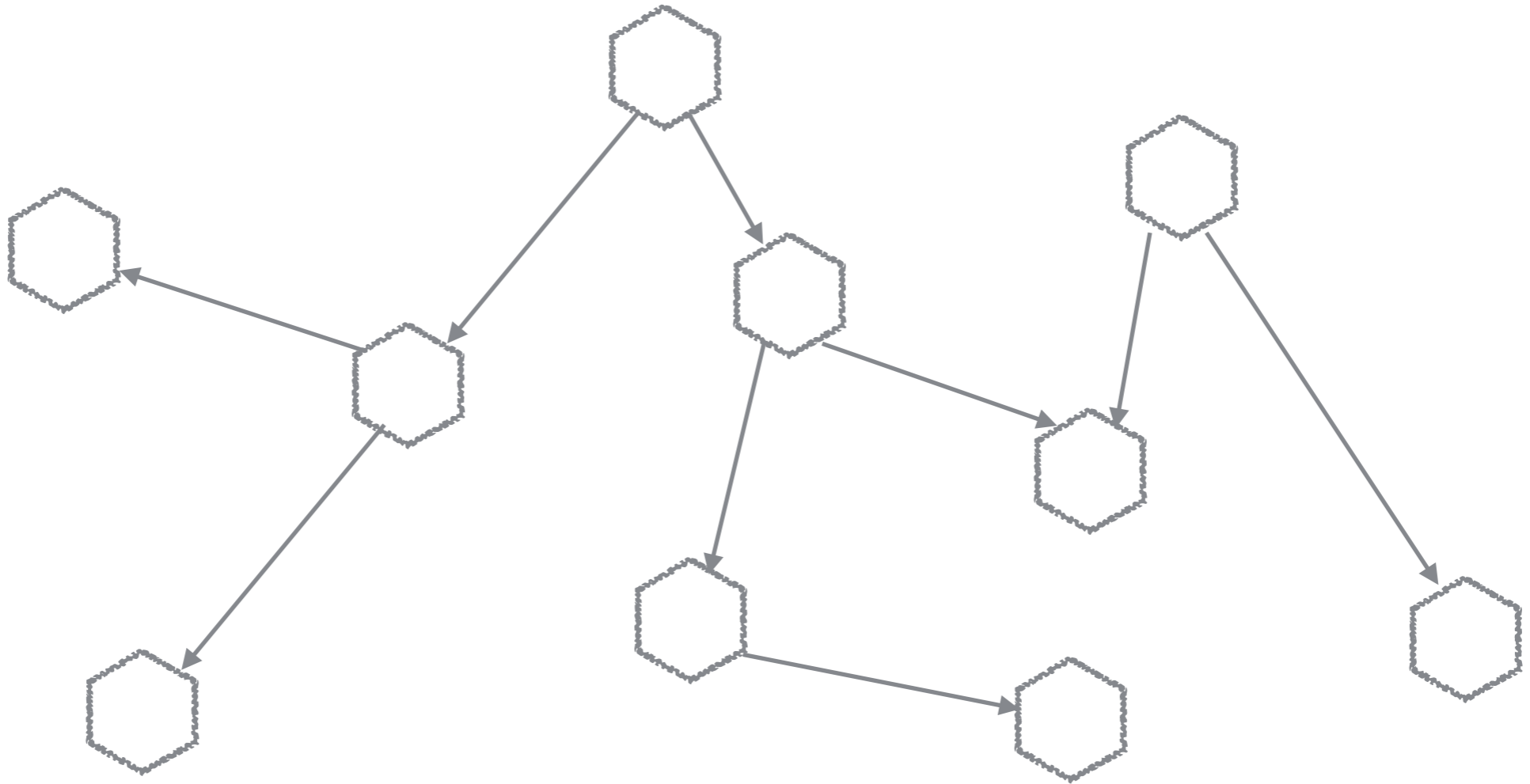


CORRELATION IDS

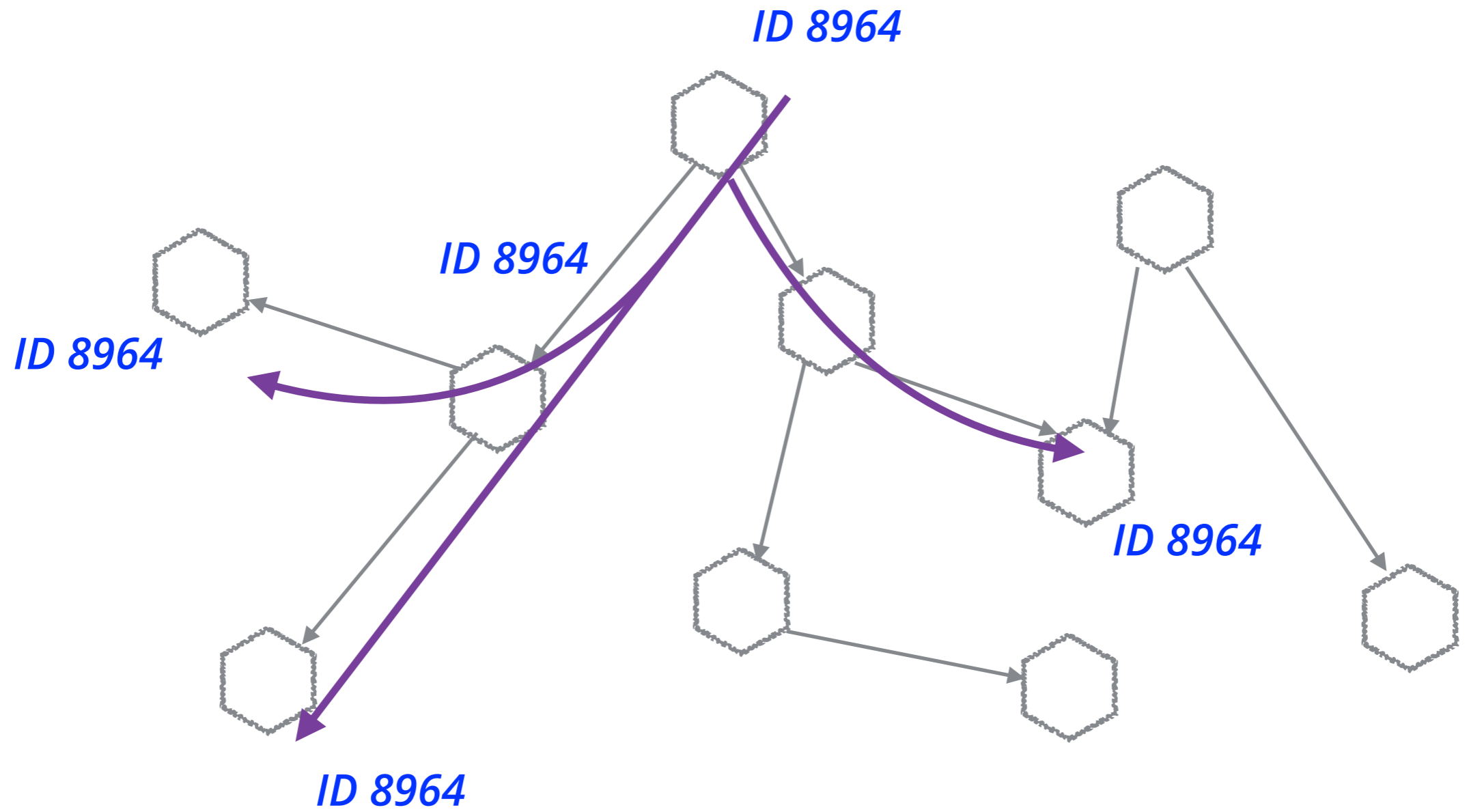


CORRELATION IDS

ID 8964

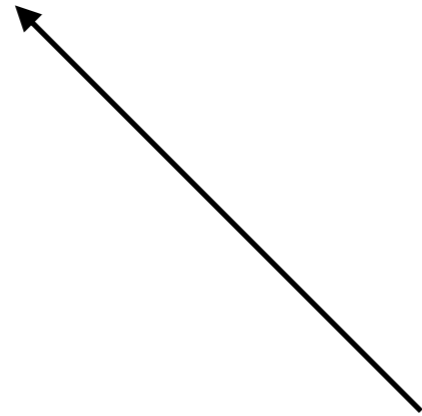


CORRELATION IDS



Principles Of Microservices

Modelled Around
Business Domain

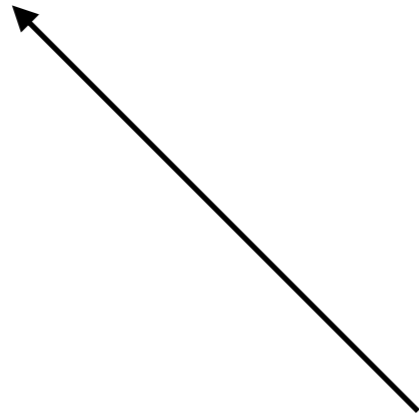


**Principles Of
Microservices**

Modelled Around
Business Domain

Culture Of
Automation

**Principles Of
Microservices**

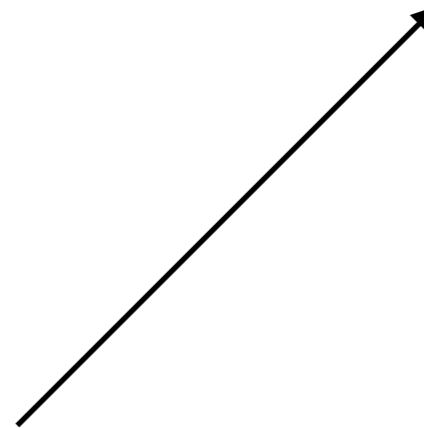
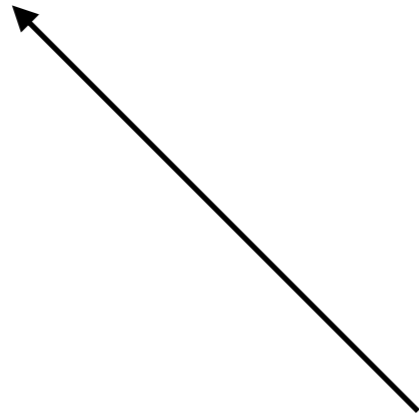


Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

**Principles Of
Microservices**



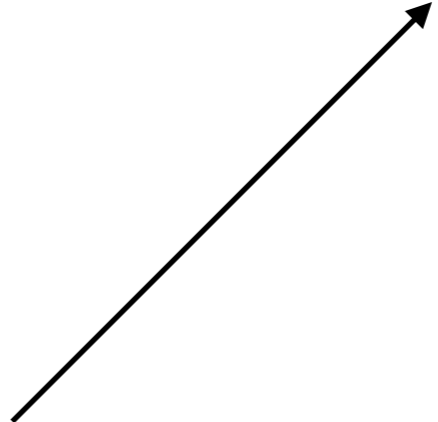
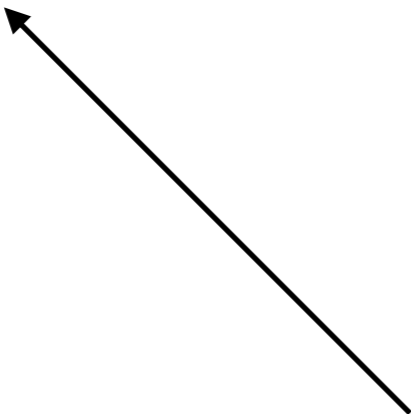
Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

**Principles Of
Microservices**

Decentralise All
The Things



Modelled Around
Business Domain

Culture Of
Automation

Hide Implementation
Details

**Principles Of
Microservices**

Decentralise All
The Things

Deploy
Independently

Modelled Around
Business Domain

Culture Of
Automation

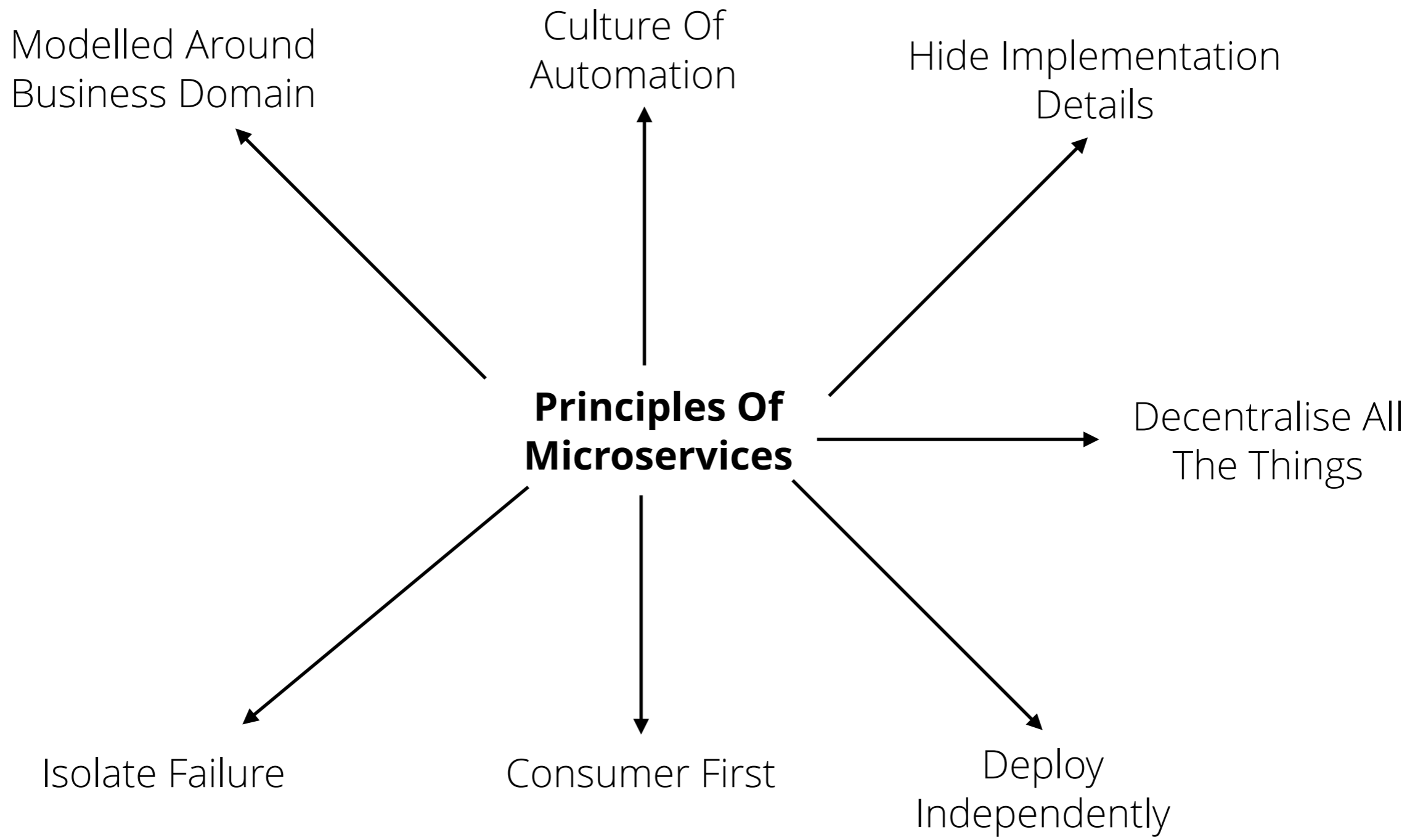
Hide Implementation
Details

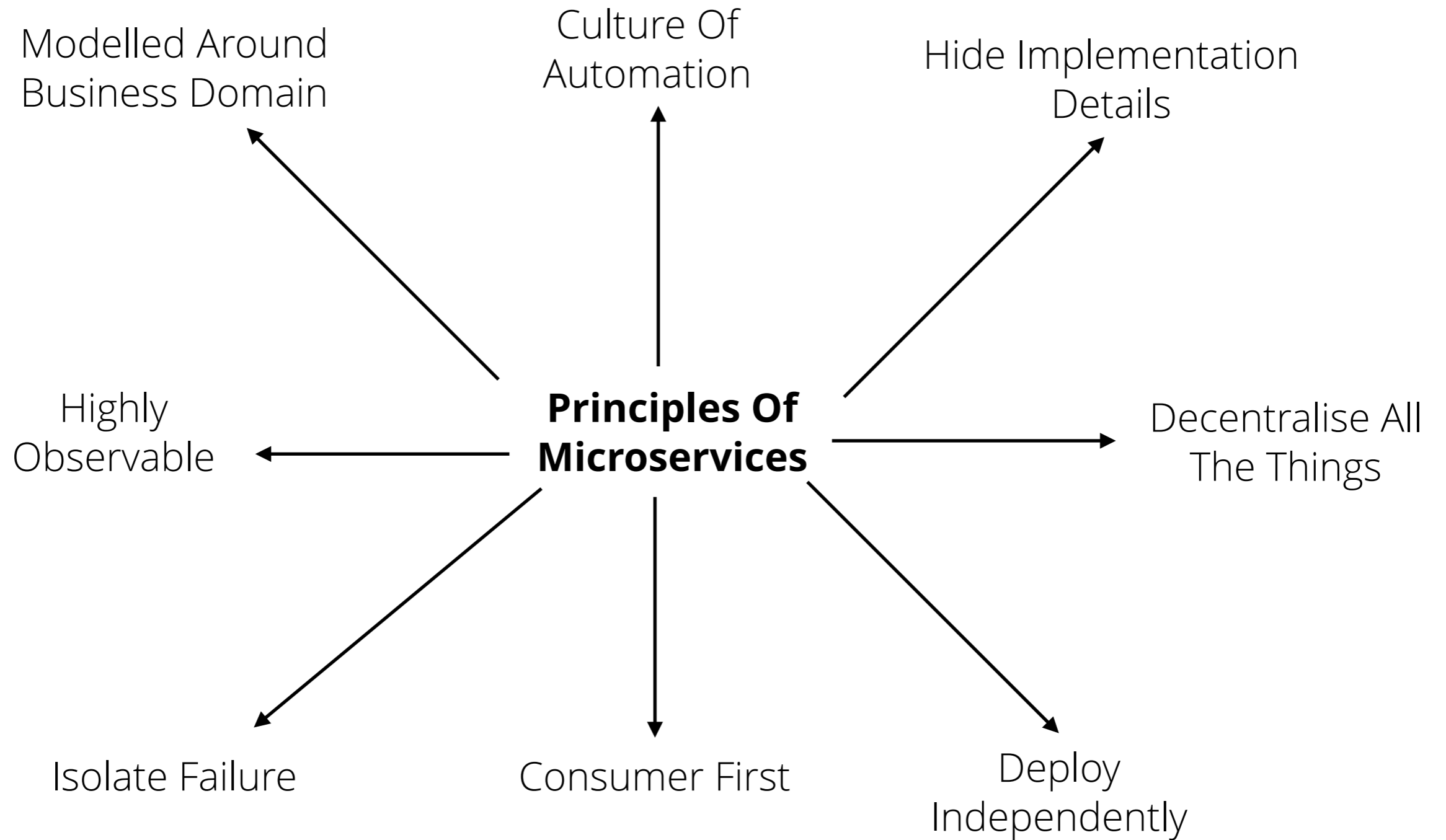
**Principles Of
Microservices**

Decentralise All
The Things

Consumer First

Deploy
Independently

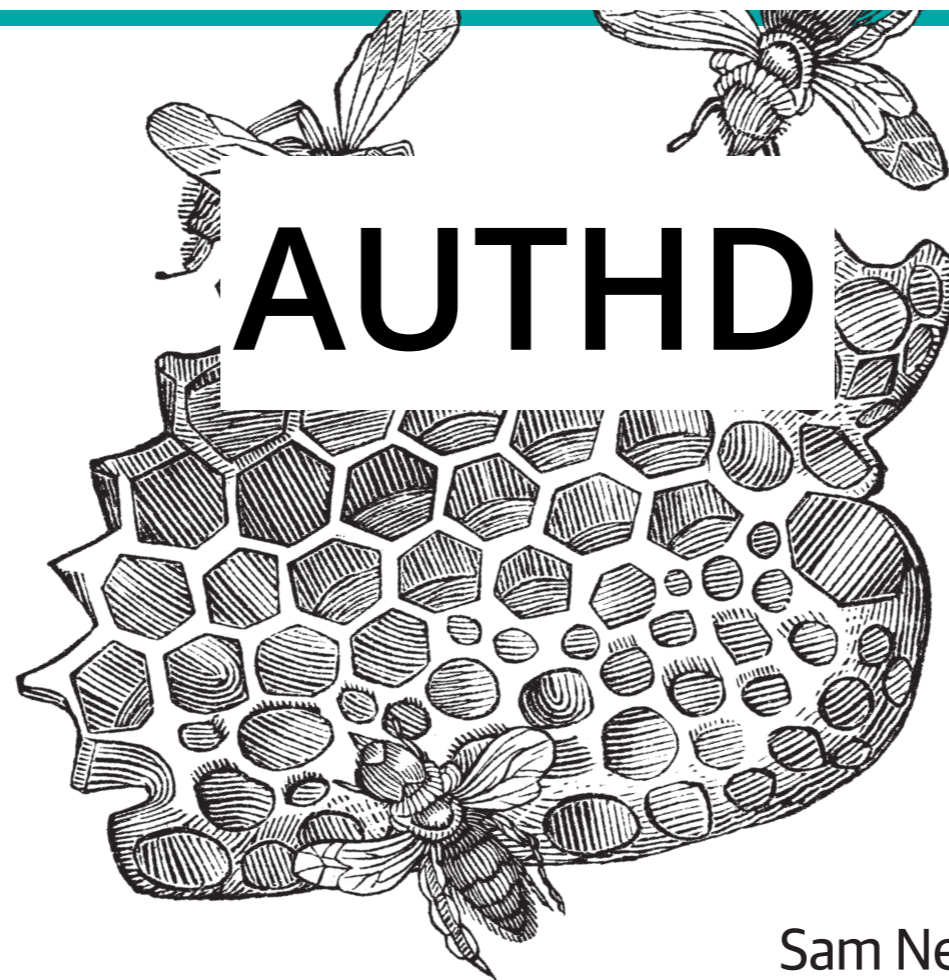




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<http://buildingmicroservices.com/>



Sam Newman

THANKS!

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