

# Architecture Styles and Hypes

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October 15, 2020

# Administrativa

- Homework 4 will be released today.
- No recitation Friday.
- Wednesday recitation – bring questions or we end early!
  - 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 22<sup>nd</sup>.

# Learning Goals

- Understand history of Microservices
- Reason about tradeoffs of Microservices architectures.

# MICROSERVICES



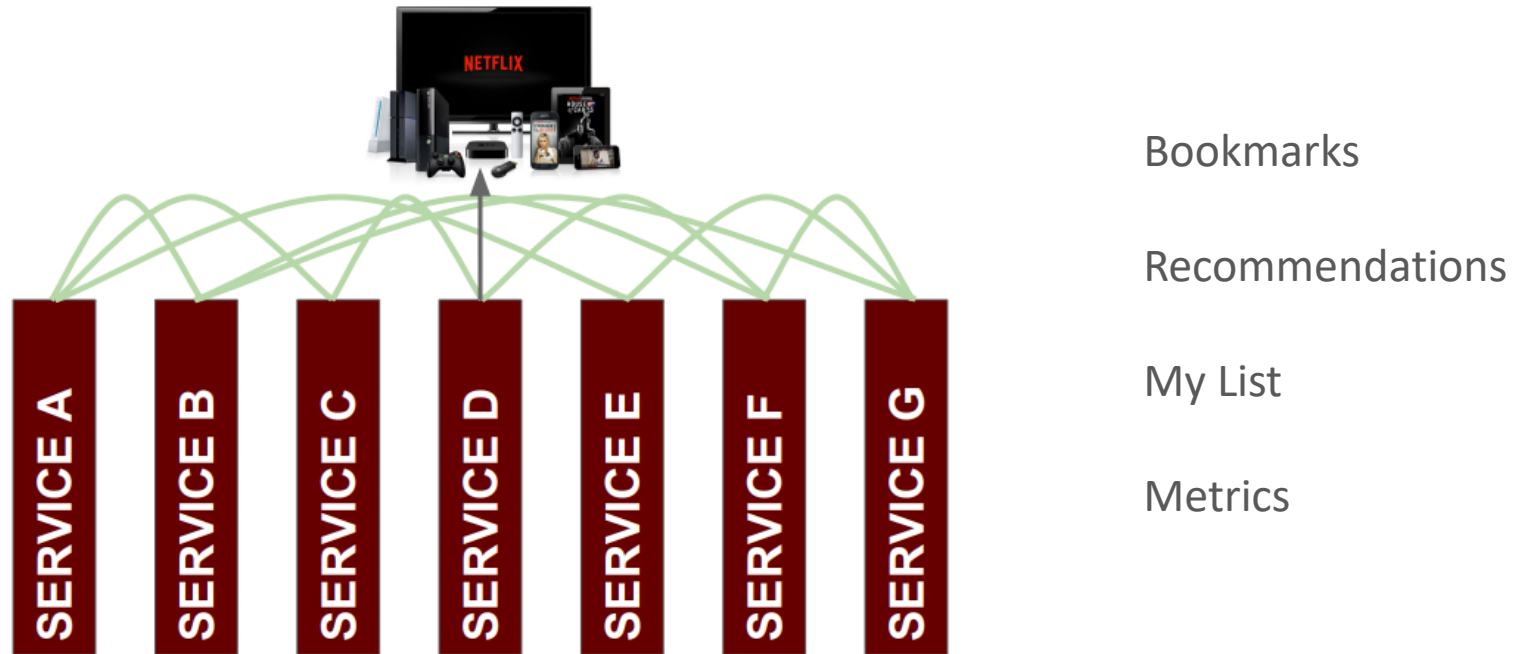




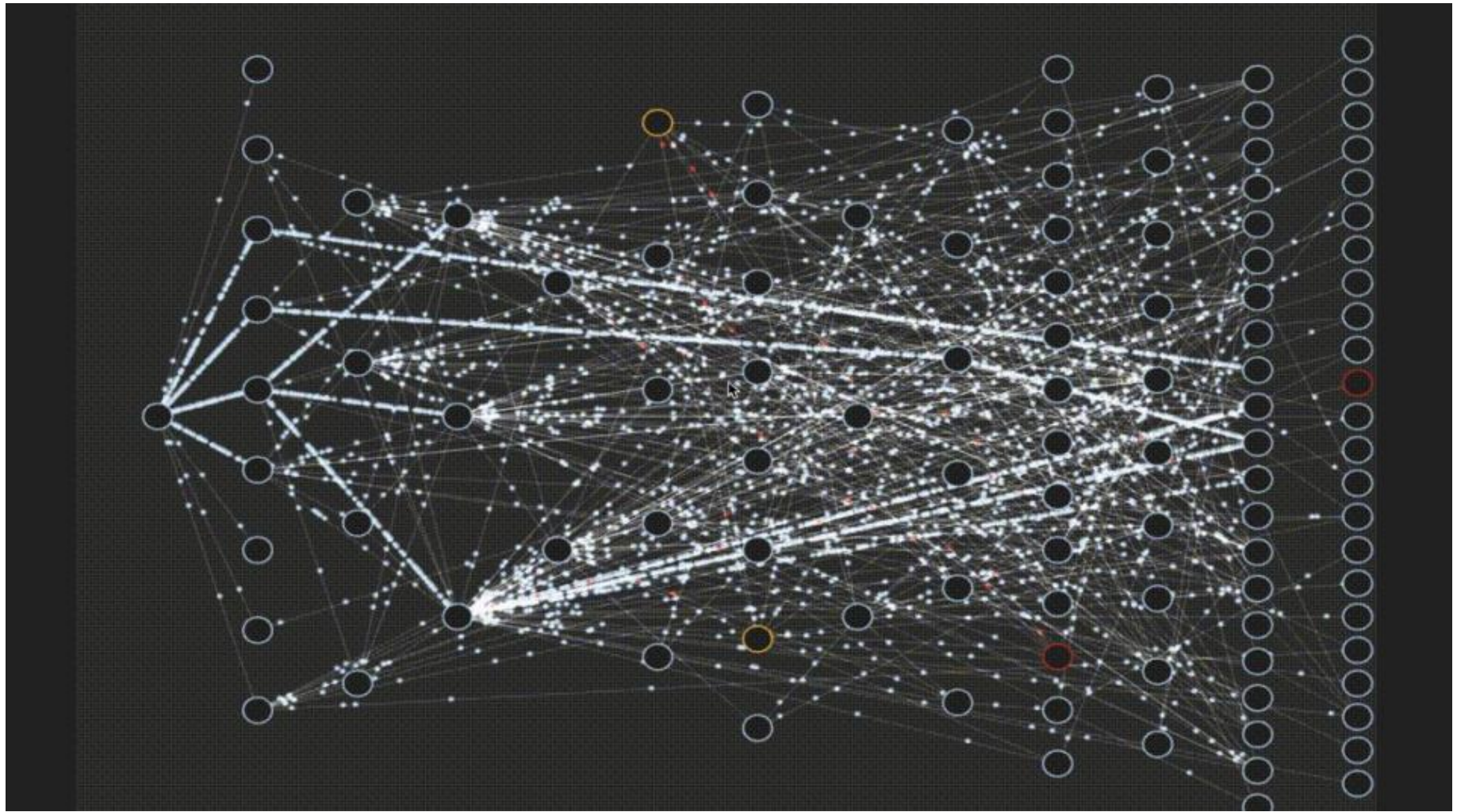
**Netflix**



## AppBoot

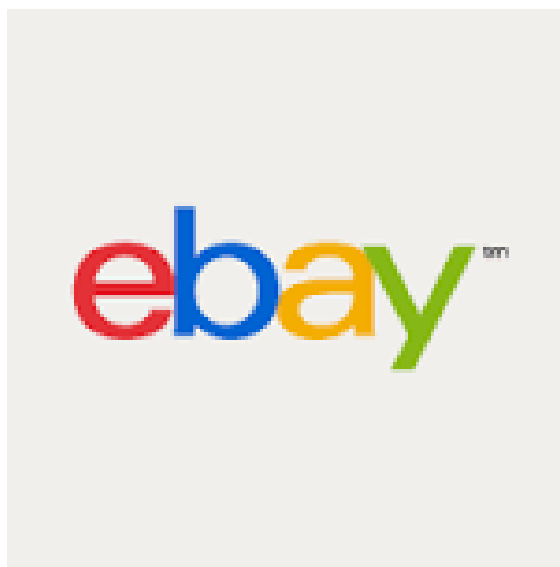


(as of 2016)



(as of 2016)

Microservices

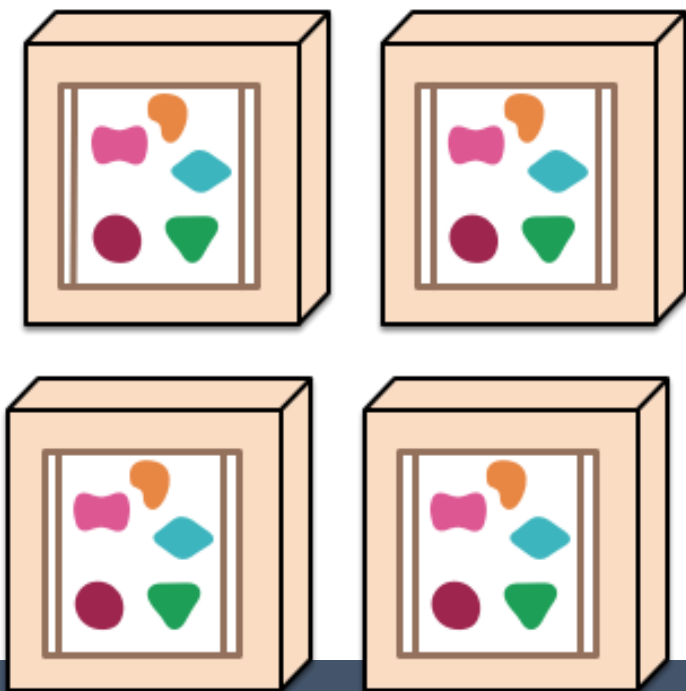


**UBER** **GROUPON**<sup>®</sup>

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



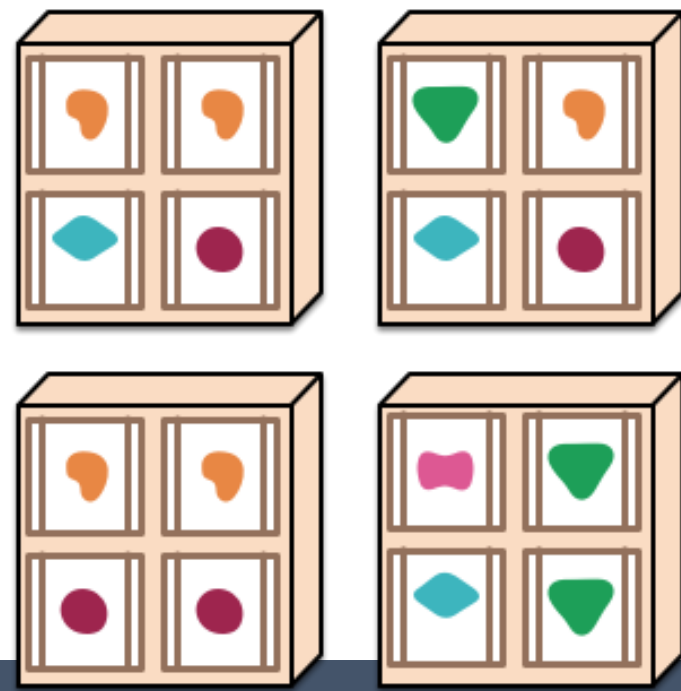
*... and scales by replicating the monolith on multiple servers*



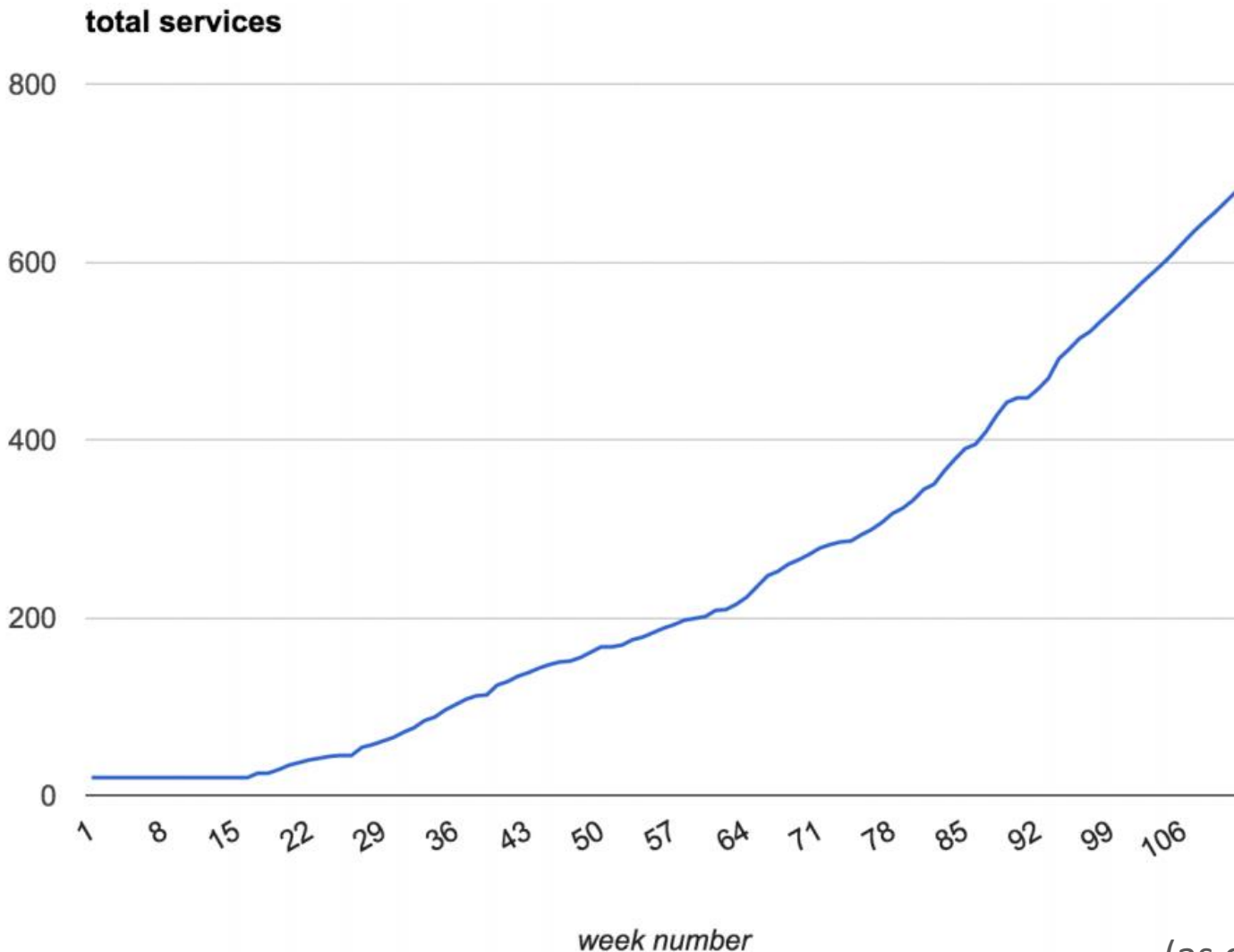
*A microservices architecture puts each element of functionality into a separate service...*



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



**Über**

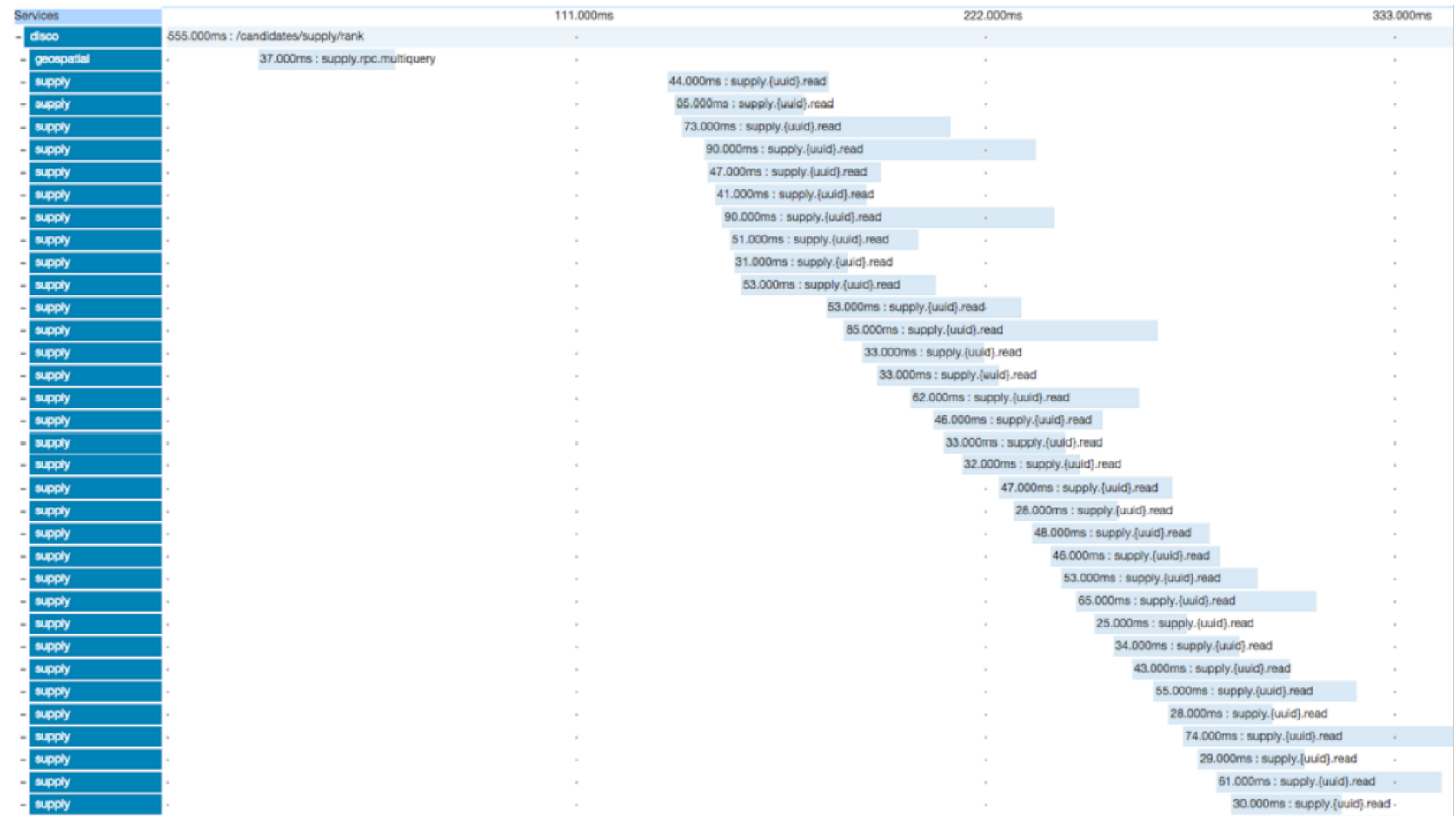


(as of 2016)

# 17-313 Software Engineering

Services		756.000ms	1.512s	2.268s	3.024s	3.781s
- rtapi	3.775s : /riders/:rideruuid/pickup	.	.	.	.	.
- passport	3.000ms : resolvevregion	.	.	.	.	.
- cn	3.000ms : resolvevregion	.	.	.	.	.
- on	162.000ms : getclient	.	.	.	.	.
- halyard	58.000ms : gettreatmentresult	.	.	.	.	.
- optic	62.000ms : /client/:uuid/ping	.	.	.	.	.
- geospatial	6.000ms : supply.rpc.multiquery	.	.	.	.	.
- paxon	3.000ms : /eyeball/;	.	.	.	.	.
- ueta	33.000ms : /v2/eta/predict-many	.	.	.	.	.
- onedirection	4.000ms : /fitted_multi	.	.	.	.	.
- onedirection	3.000ms : /fitted_multi	.	.	.	.	.
- ueta	32.000ms : /v2/eta/predict-many	.	.	.	.	.
- ultron	4.000ms : /classify	.	.	.	.	.
- ultron	3.000ms : /classify	.	.	.	.	.
- api	3.085s : verifypaymentprofile	.	.	.	.	.
- demand		.	.	.	230.000ms : /client/:uuid/j	.
- optic		.	.	.	.	8.000ms : /cli
- optic		.	.	.	.	100.000ms :
- demand		.	.	.	.	45.000ms : /
- trident		.	.	.	.	55.000
- on		.	.	.	.	6.000r
- passport		.	.	.	.	44.1

(as of 2016)



(as of 2016)



# 17-313 Software Engineering

Services		1.515s	3.031s	4.546s	6.062s
- accountmgmt	-7.577s : accountmgmtservice:getallmerchants	-	-	-	-
- accountmgmt	-58.104ms : sql select	-	-	-	-
- accountmgmt	-57.771ms : mysql:select	-	-	-	-
- accountmgmt	- 180.370ms : sql select	-	-	-	-
- accountmgmt	- 180.120ms : mysql:select	-	-	-	-
- accountmgmt	- 5.316ms : sql select	-	-	-	-
- accountmgmt	- 4.976ms : mysql:select	-	-	-	-
- accountmgmt	- 1.848ms : sql select	-	-	-	-
- accountmgmt	- 766μ : mysql:select	-	-	-	-
- accountmgmt	- 1.048ms : sql select	-	-	-	-
- accountmgmt	- 600μ : mysql:select	-	-	-	-
- accountmgmt	- 1.070ms : sql select	-	-	-	-
- accountmgmt	- 783μ : mysql:select	-	-	-	-
- accountmgmt	- 940μ : sql select	-	-	-	-
- accountmgmt	- 624μ : mysql:select	-	-	-	-
- accountmgmt	- 1.130ms : sql select	-	-	-	-
- accountmgmt	- 791μ : mysql:select	-	-	-	-
- accountmgmt	- 2.553ms : sql select	-	-	-	-
- accountmgmt	- 814μ : mysql:select	-	-	-	-
- accountmgmt	- 751μ : sql select	-	-	-	-
- accountmgmt	- 495μ : mysql:select	-	-	-	-
- accountmgmt	- 956μ : sql select	-	-	-	-
- accountmgmt	- 734μ : mysql:select	-	-	-	-
- accountmgmt	- 722μ : sql select	-	-	-	-
- accountmgmt	- 493μ : mysql:select	-	-	-	-
- accountmgmt	- 698μ : sql select	-	-	-	-
- accountmgmt	- 469μ : mysql:select	-	-	-	-
- accountmgmt	- 692μ : sql select	-	-	-	-
- accountmgmt	- 479μ : mysql:select	-	-	-	-
- accountmgmt	- 669μ : sql select	-	-	-	-
- accountmgmt	- 455μ : mysql:select	-	-	-	-
- accountmgmt	- 702μ : sql select	-	-	-	-
- accountmgmt	- 475μ : mysql:select	-	-	-	-
- accountmgmt	- 719μ : sql select	-	-	-	-

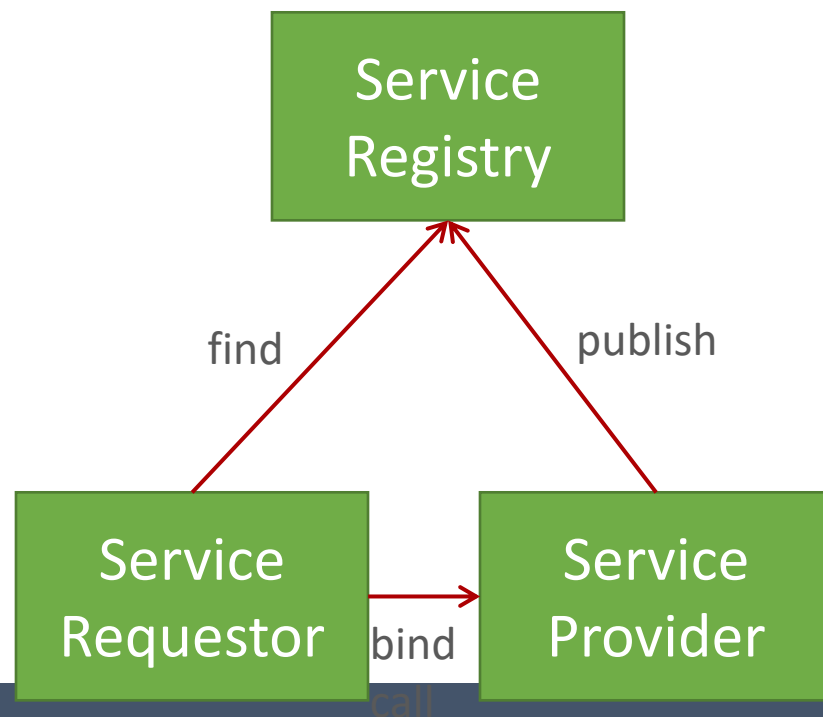
(as of 2016)

# 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

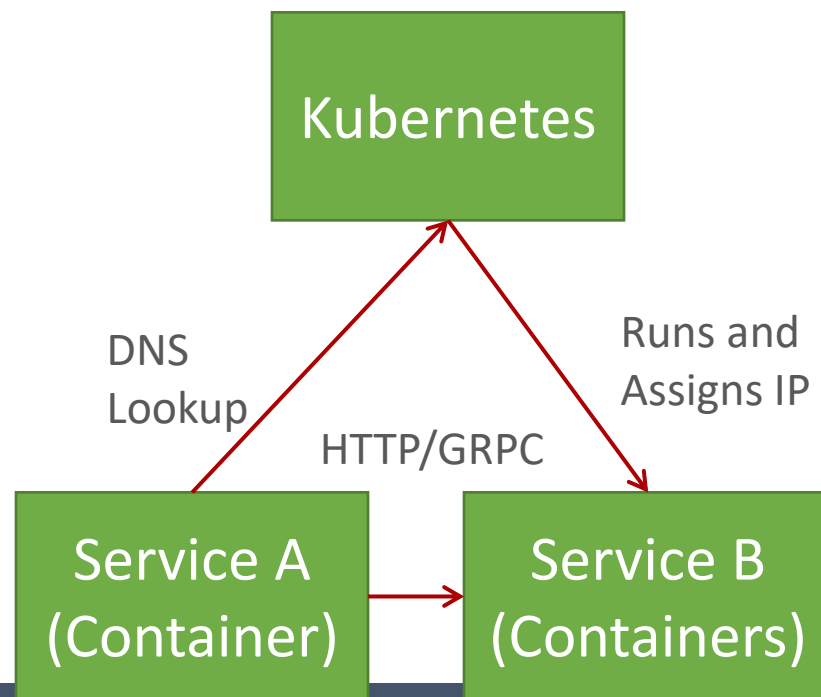
# Service Oriented Architectures (SOA)

- Service: self-contained functionality
- Remote invocation, language-independent interface
- Dynamic lookup possible
- Often used to wrap legacy systems



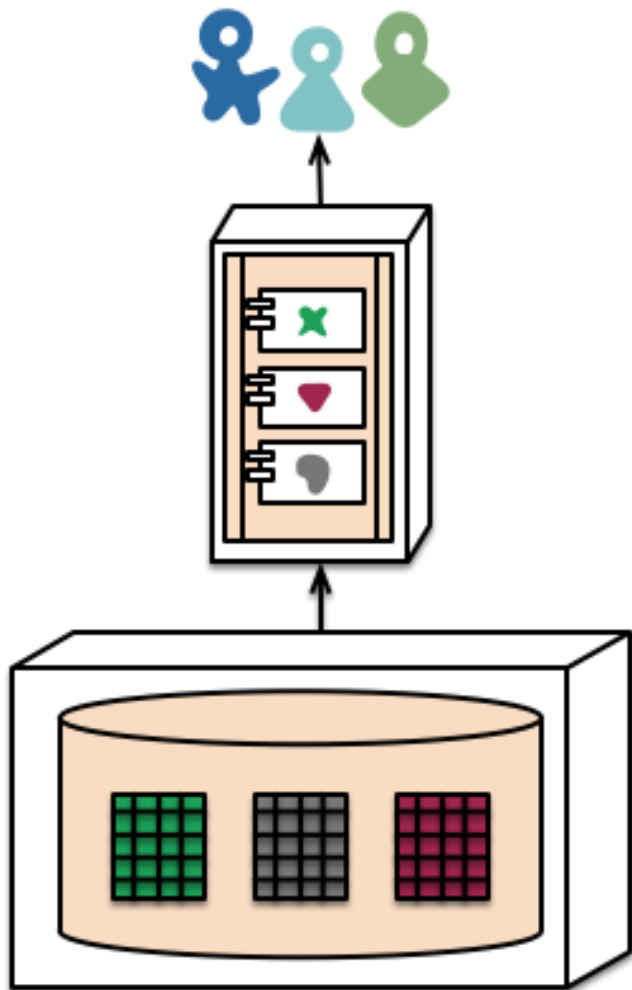
# ~~Service Oriented Architectures~~ (~~SOA~~) Microservice Architecture

- Service: self-contained functionality
- Language-independent interface
- Dynamic lookup

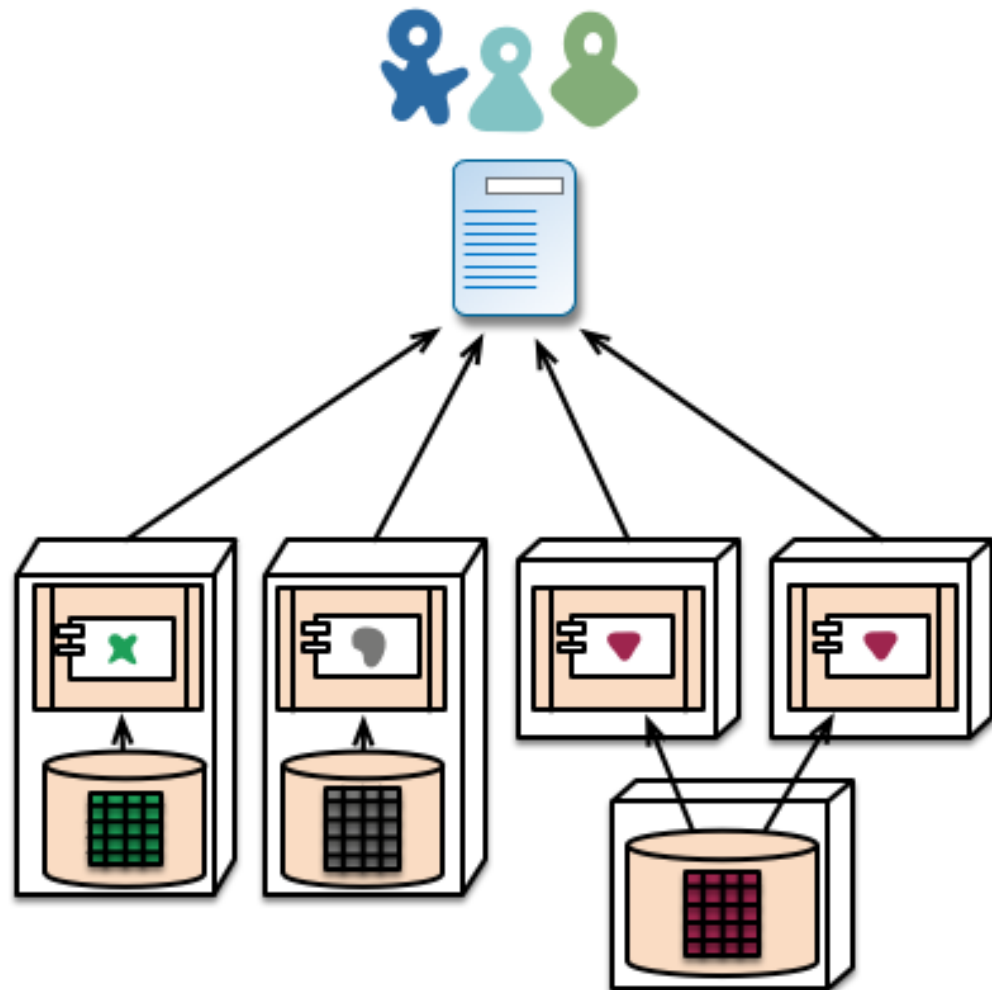


# Technical Considerations

- HTTP/REST/JSON/GRPC/etc. communication
- Independent development and deployment
- Self-contained services (e.g., each with own database)
  - multiple instances behind load-balancer
- Streamline deployment



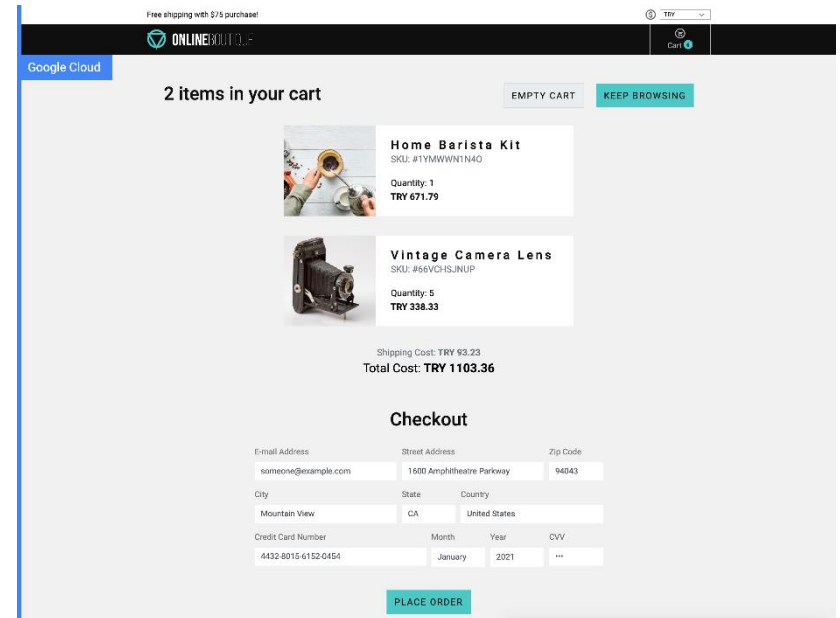
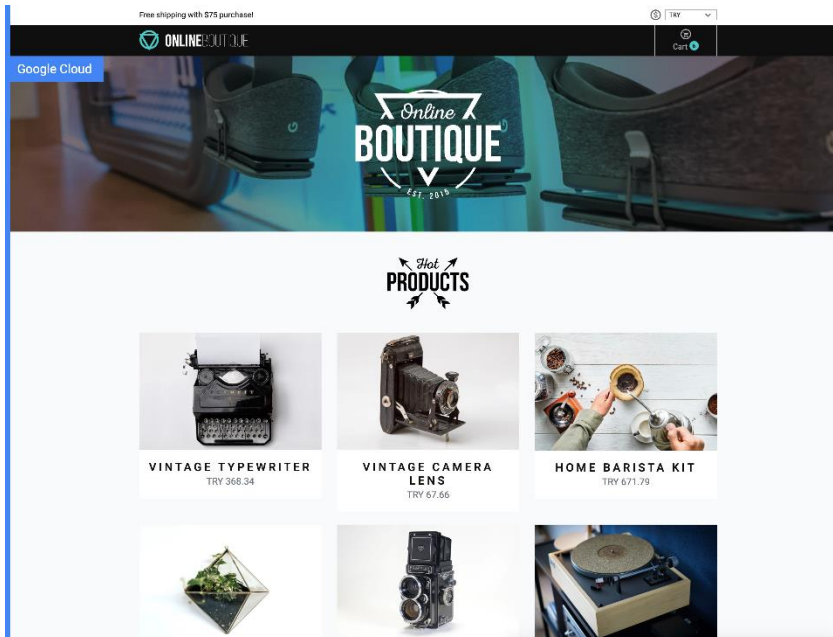
monolith - single database



microservices - application databases

# Hipster Shop

# Hipster Shop User Interface





# Hipster Shop Bingo Game

Microservice Bingo

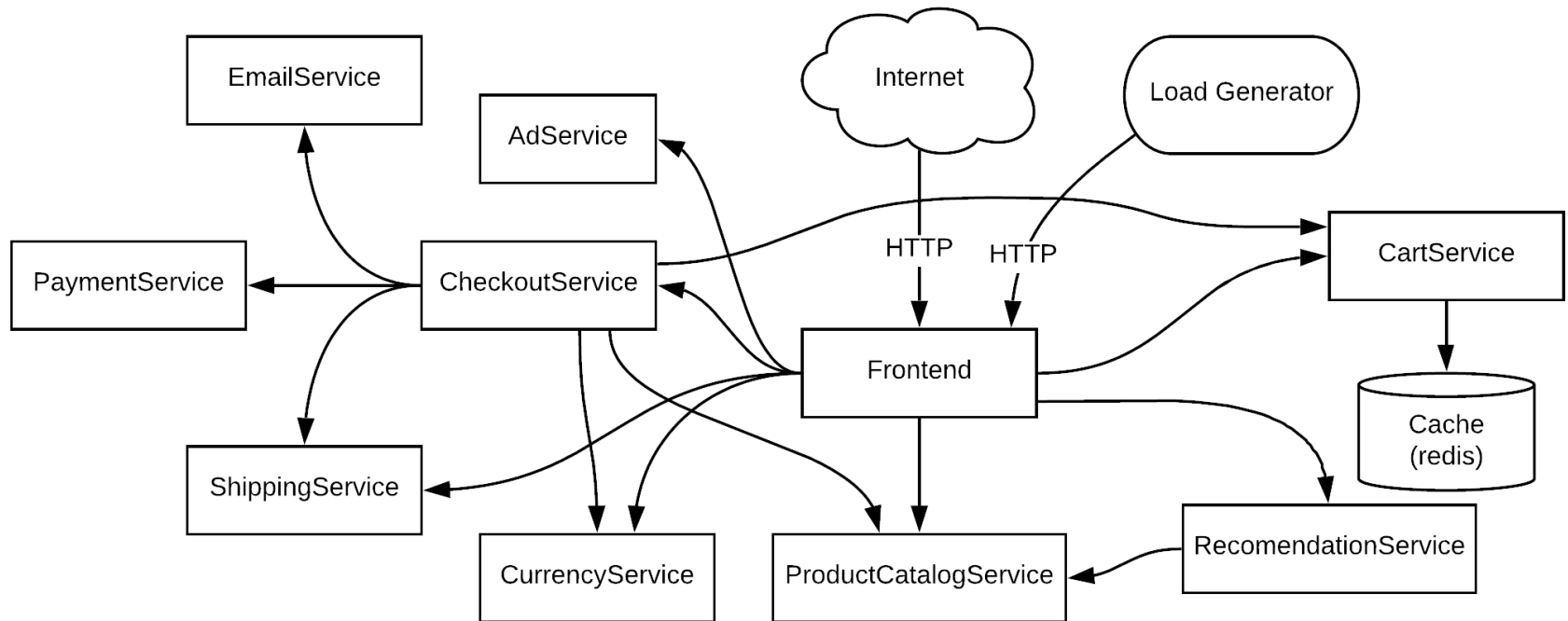
	FREE SPOT Frontend	

Make a copy of the first slide for your group.

Add your Andrew IDs to the slide.

[https://docs.google.com/presentation/d/1P7X7nFMIWAQW12kOk6pW66jtk34S\\_j\\_RnCt2c3BwMvM/edit?usp=sharing](https://docs.google.com/presentation/d/1P7X7nFMIWAQW12kOk6pW66jtk34S_j_RnCt2c3BwMvM/edit?usp=sharing)

# Hipster Shop Microservice Architecture



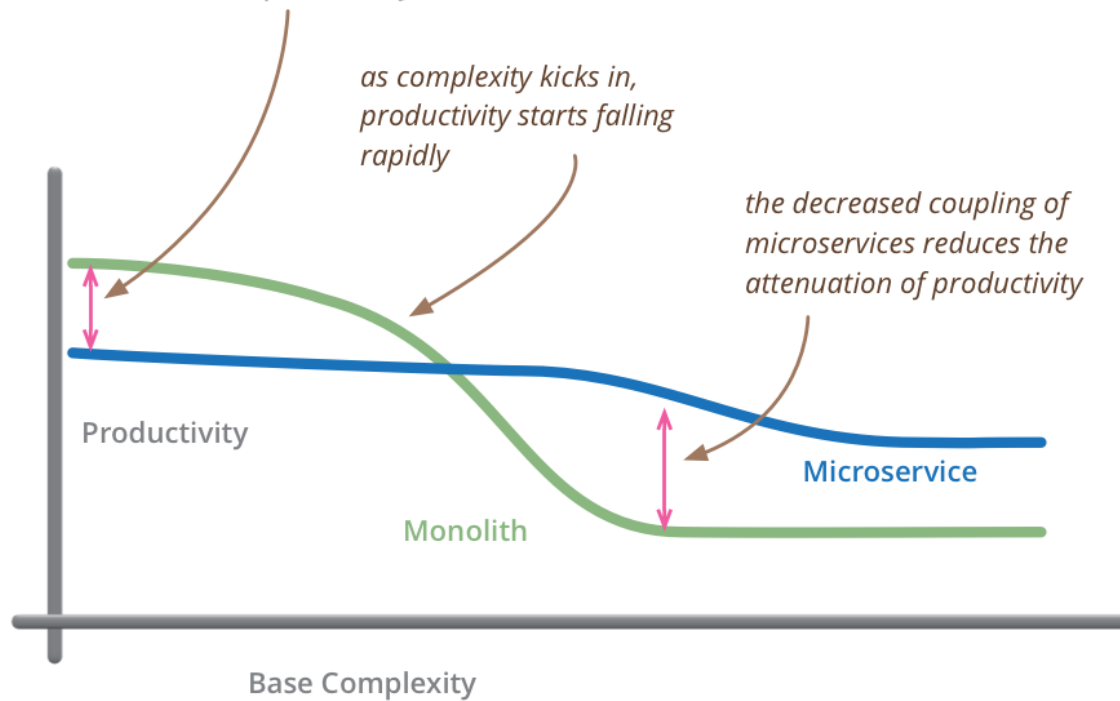
<https://github.com/GoogleCloudPlatform/microservices-demo>

# Microservices overhead

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

*as complexity kicks in, productivity starts falling rapidly*

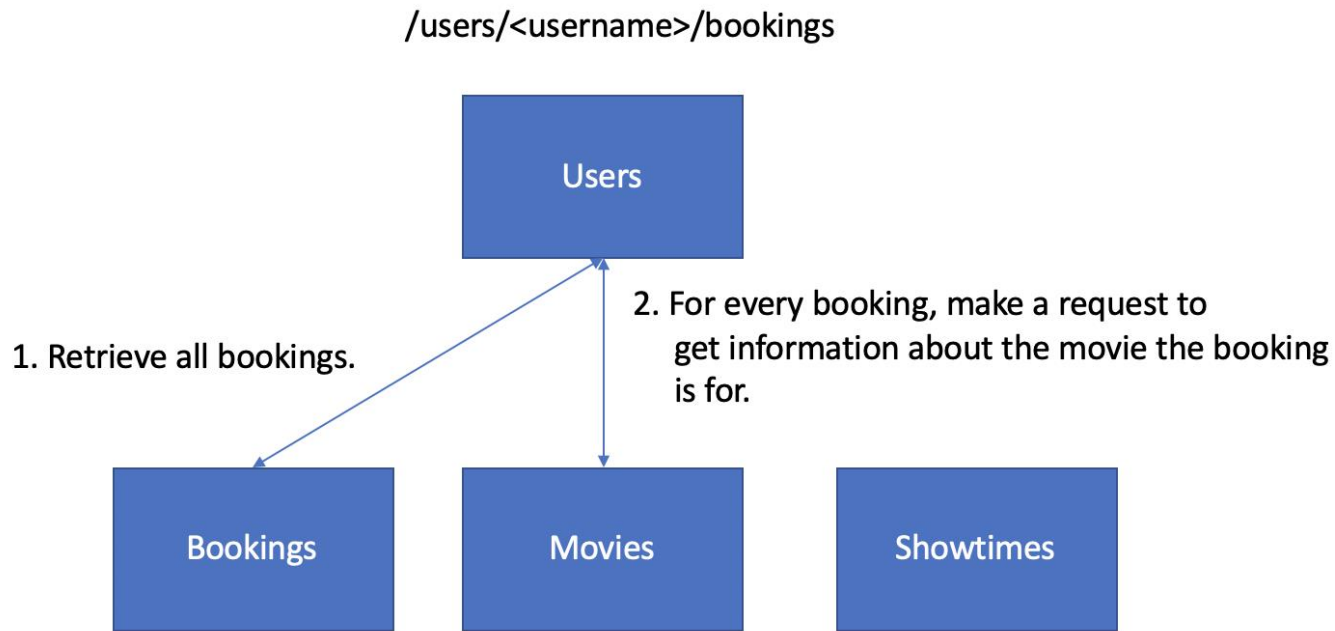
*the decreased coupling of microservices reduces the attenuation of productivity*



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

# Cinema

# Cinema Diagram



<https://codeahoy.com/2016/07/10/writing-microservices-in-python-using-flask/>

<https://github.com/umermansoor/microservices/>

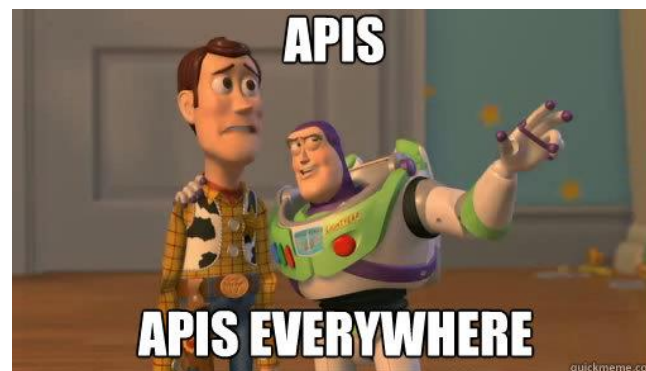
# Cinema Code Walkthrough

# Drawbacks

- Complexities of distributed systems
  - network latency, faults, inconsistencies
  - testing challenges
- Resource overhead, RPCs
- Shifting complexities to the network
- Operational complexity
- Frequently adopted by breaking down monolithic application
- HTTP/REST/JSON communication
  - Schemas?

# Discussion of Microservices

- Are they really “new”?
- Do microservices solve problems, or push them down the line?
- What are the impacts of the added flexibility?
- Beware “cargo cult”
- “If you can’t build a well-structured monolith, what makes you think microservices is the answer?” – Simon Brown
- Leads to more API design decisions





# Serverless







# Serverless (Functions-as-a-Service)

- “extreme” use of microservices
- 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?
  
- (New in 2019/20) Stateful Functions:  
Azure Durable Entities, CloudFlare Durable Objects

