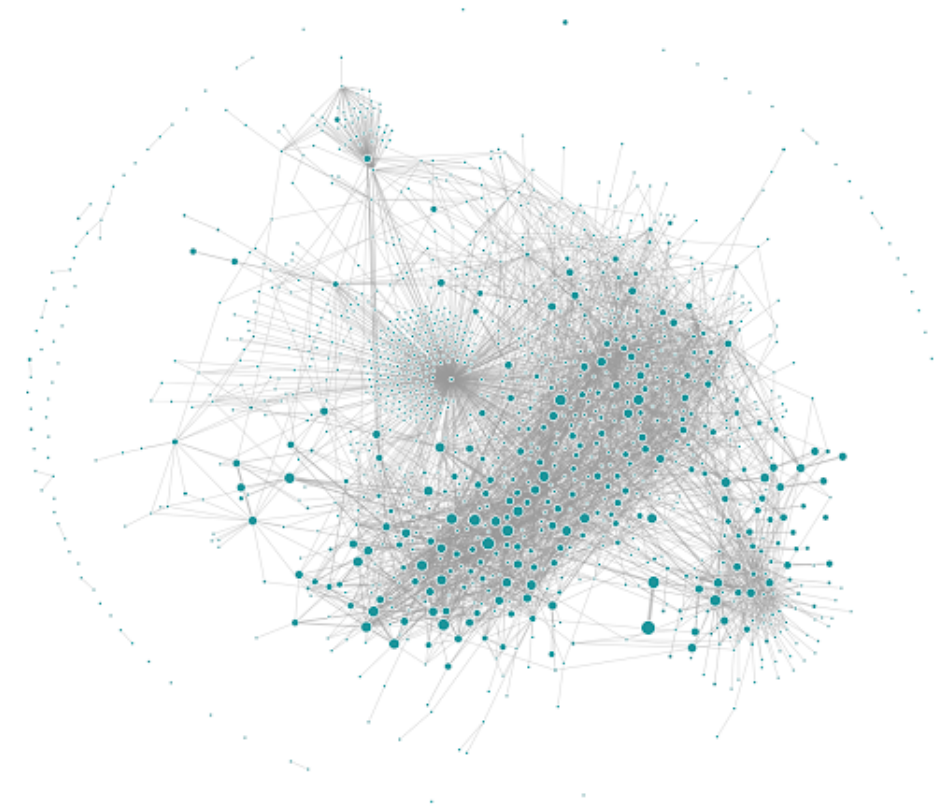


# Microservice Tutorial

Slides are adopted from the Internet

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Slides are adopted from the Internet

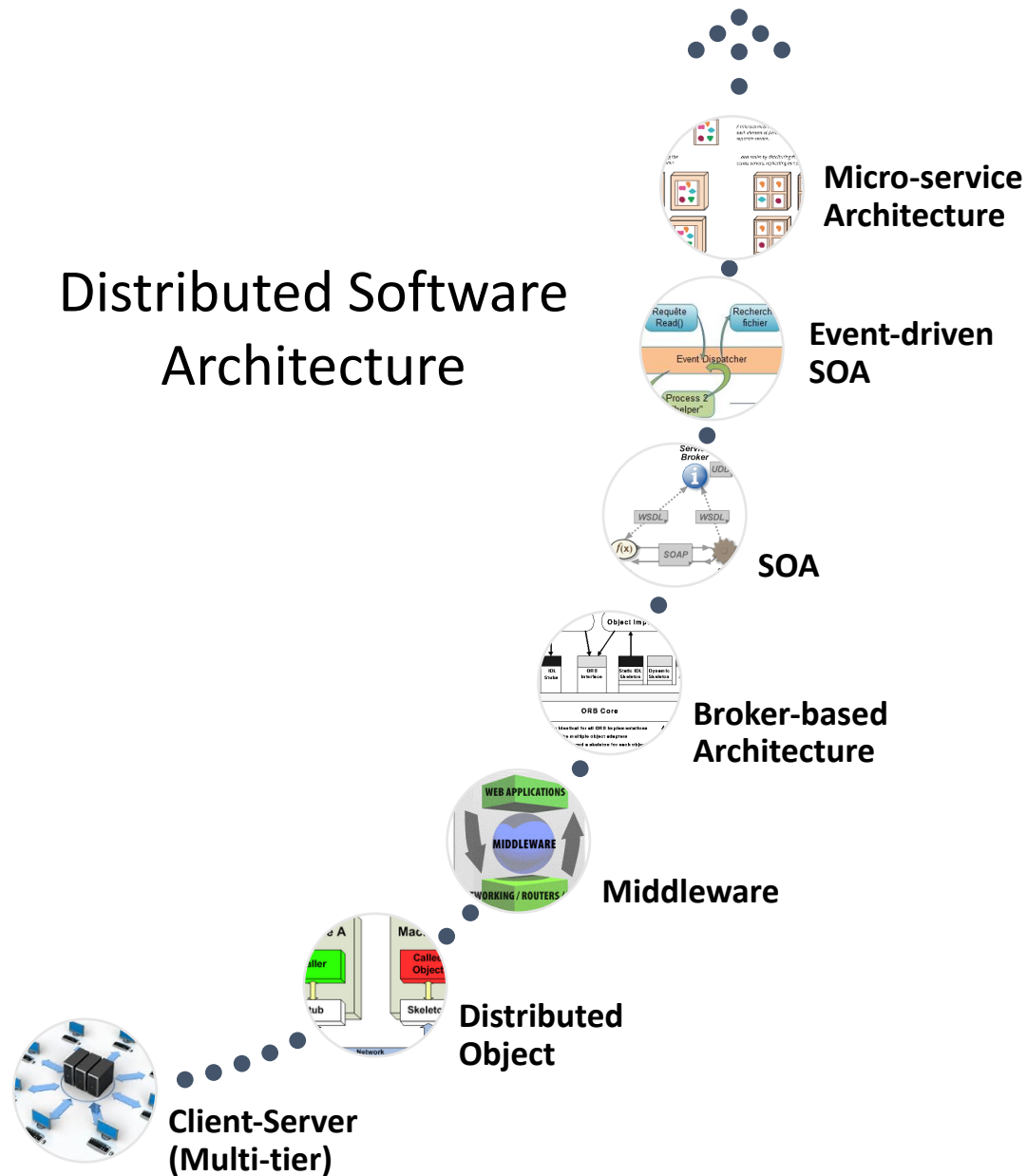


**Component**



**Connector**

## Distributed Software Architecture



### ■ Component patterns

- Distributed process
- Distributed object
- Service

### ■ Microservice

### ■ Connector patterns

- Remote Procedure Call (RPC)
- REST
- Stub/Skeleton of Distributed object
- Middleware
- Broker-based
- Messaging
- Event-driven

**The ultimate goal: to deliver better software faster.**

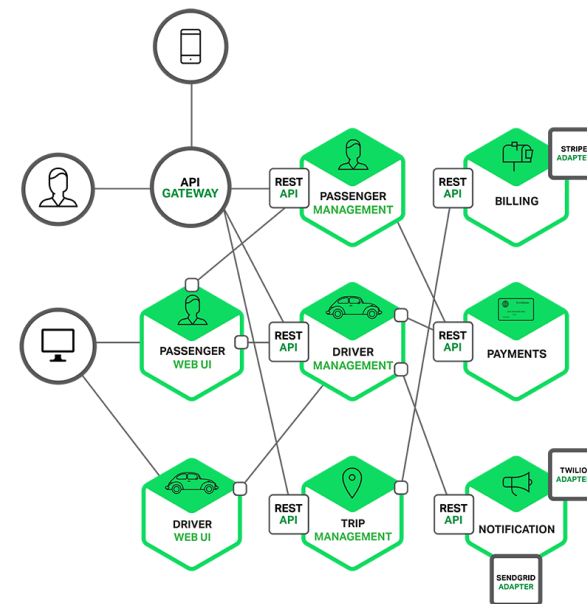
# Micro-Service Architecture

- The Micro-service architectural style 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.
- These services are **built around business capabilities** and **independently deployable** by fully automated deployment machinery.

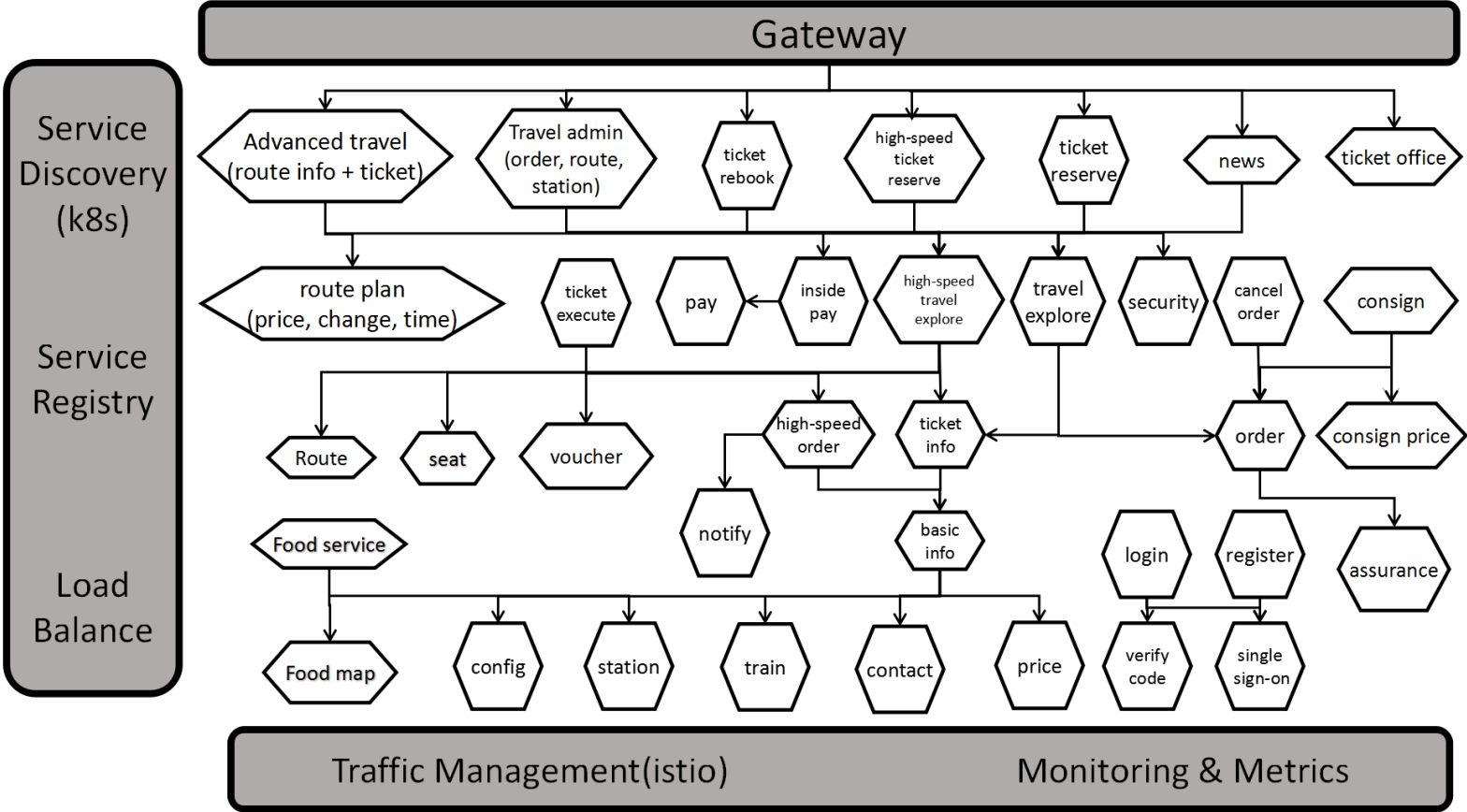
## Industrial Microservice System:

WeChat system: 3,000 services, over 20,000 nodes

Netflix system: 500+ microservices, about two billion API requests every day



# Microservice for Train Ticket Purchasing System



Xiang Zhou, et. al. Fault Analysis and Debugging of Microservice Systems: Industrial Survey, Benchmark System, and Empirical Study. *IEEE Transactions on Software Engineering*, DOI: 10.1109/TSE.2018.2887384.

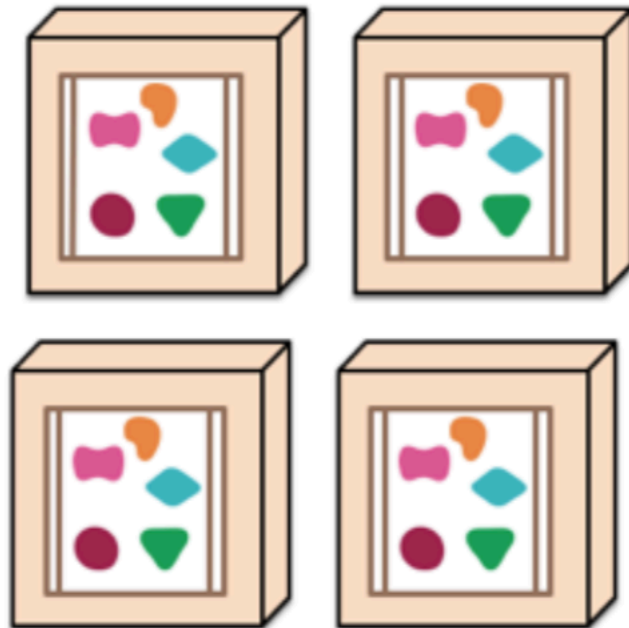
<https://github.com/FudanSELab/train-ticket>

# From Monolithic Application to Microservices

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



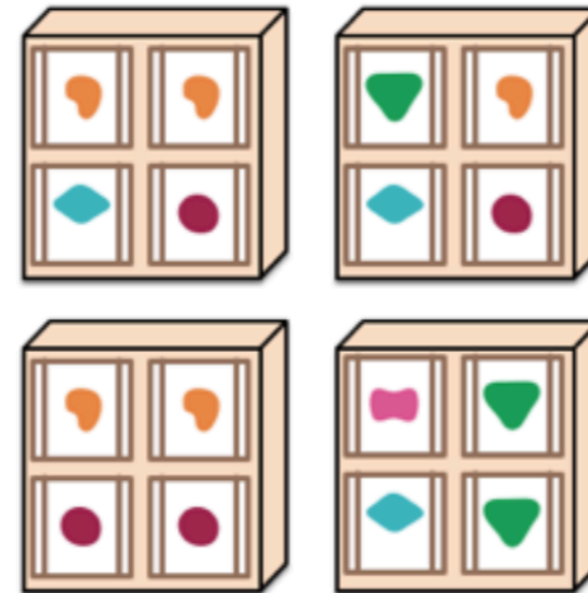
*... and scales by replicating the monolith on multiple servers*



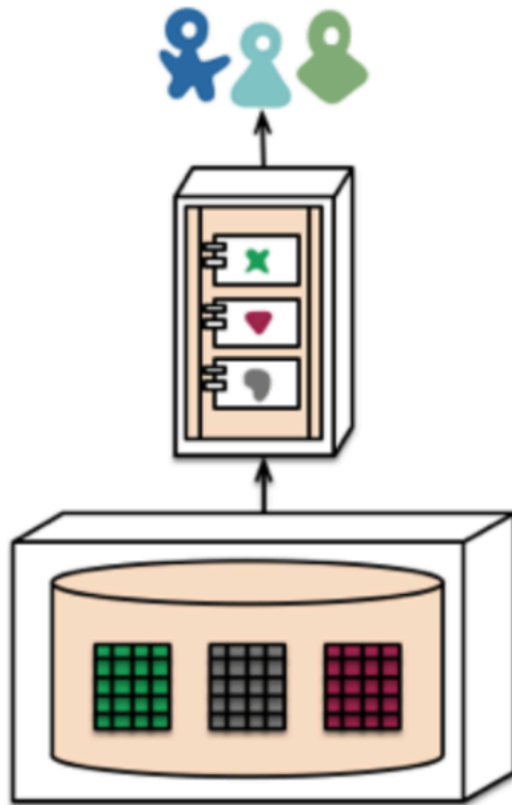
*A microservices architecture puts each element of functionality into a separate service...*



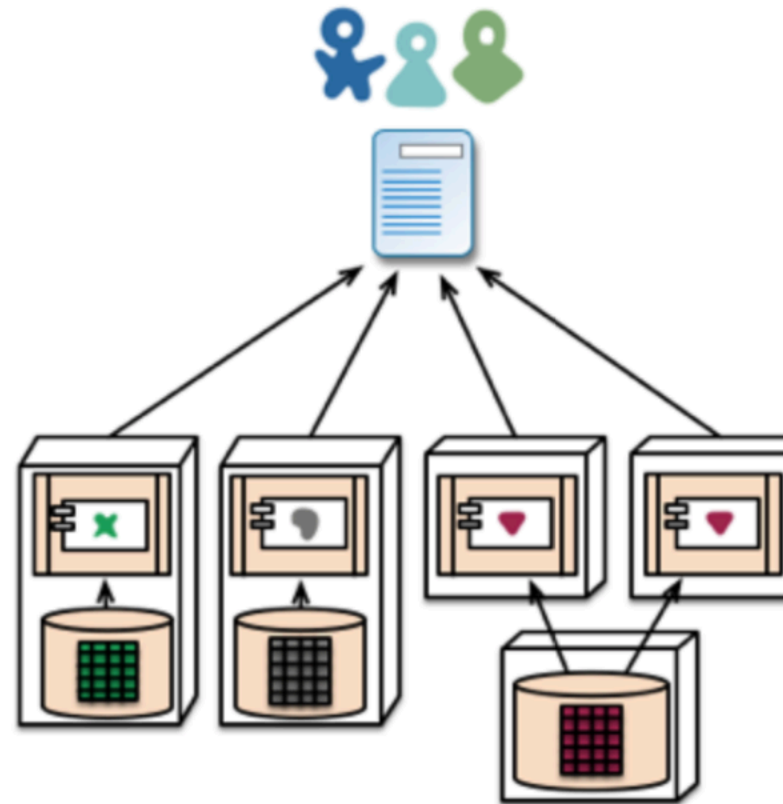
*... and scales by distributing these services across servers, replicating as needed.*



# Database Deployment

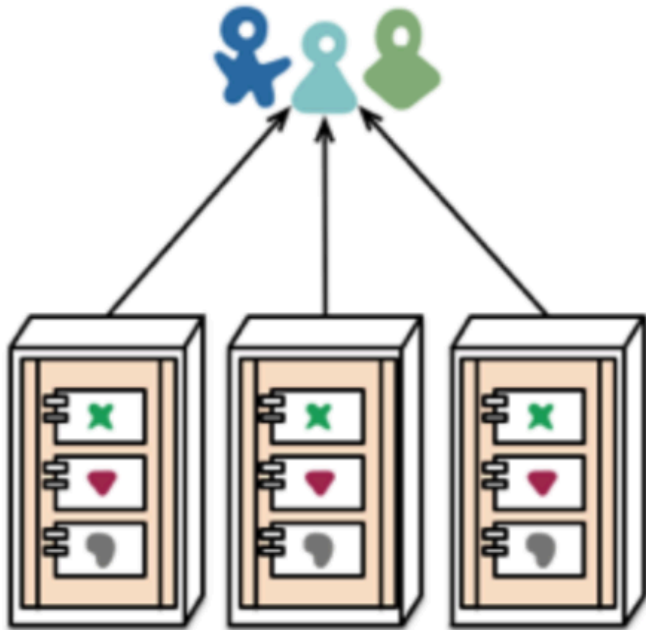


monolith - single database

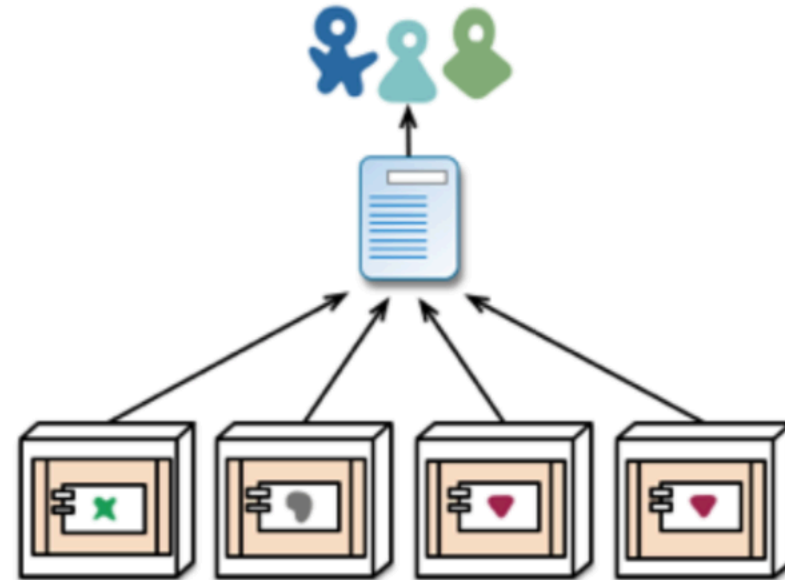


microservices - application databases

# Module Deployment



monolith - multiple modules in the same process

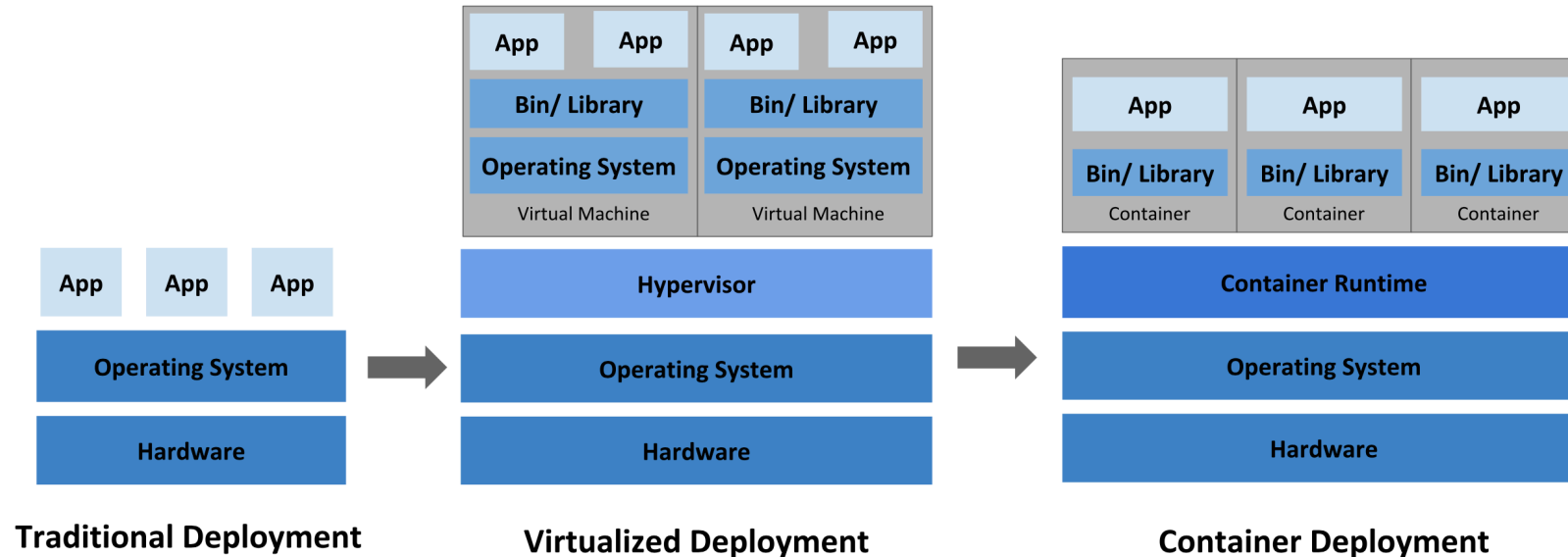


microservices - modules running in different processes



# Container

- Containers provide a way to package software in a format that can *run* ISOLATED on a SHARED operating system.
  - Libraries and settings required to make the software work
  - Lightweight, self-contained, standard, secured systems
  - Guarantees that software will always run the same



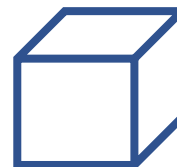
# Container is an enabler of microservice

**Microservice**

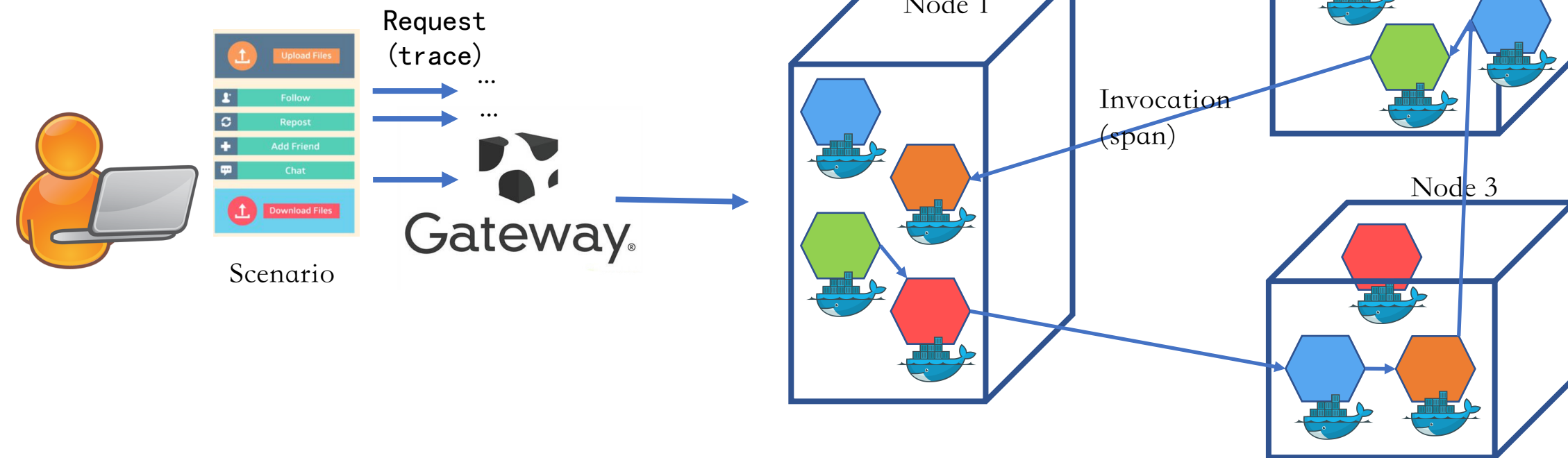


**Container** 

**Node**

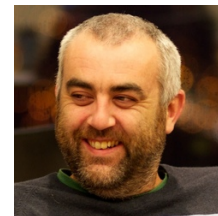


**Request**



# Micro-Service Architecture: suites of independently deployable services

- A means to an end: enabling continuous delivery/deployment.
- Characteristics (J. Lewis and M. Fowler)
  - Using services as building blocks (components) through Published Interfaces.
  - Organized around business capabilities.
  - Development team takes full responsibility for the software in production.
  - Smart endpoints and dumb pipes
  - Decentralized control of languages



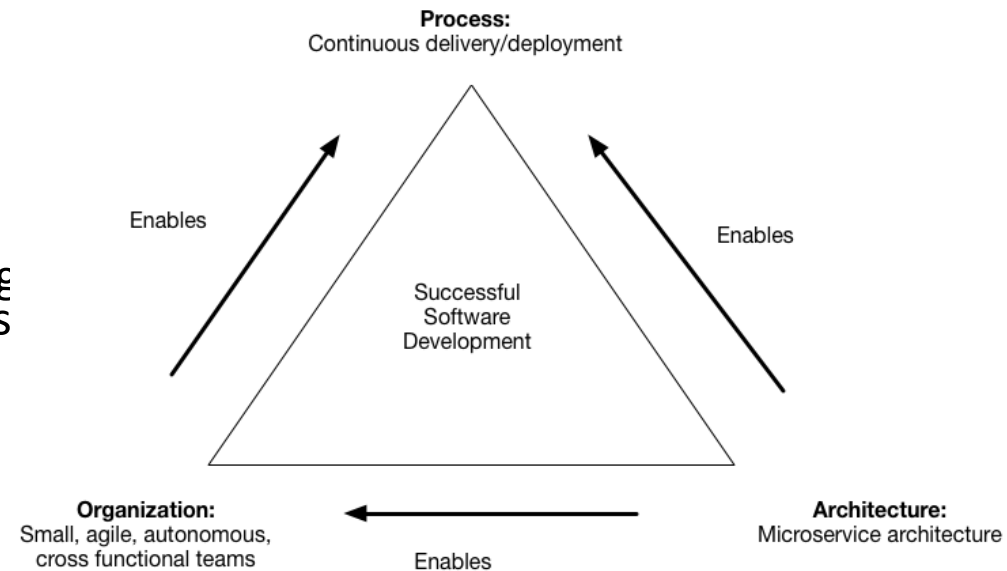
James Lewis



Martin Fowler<sup>11</sup>

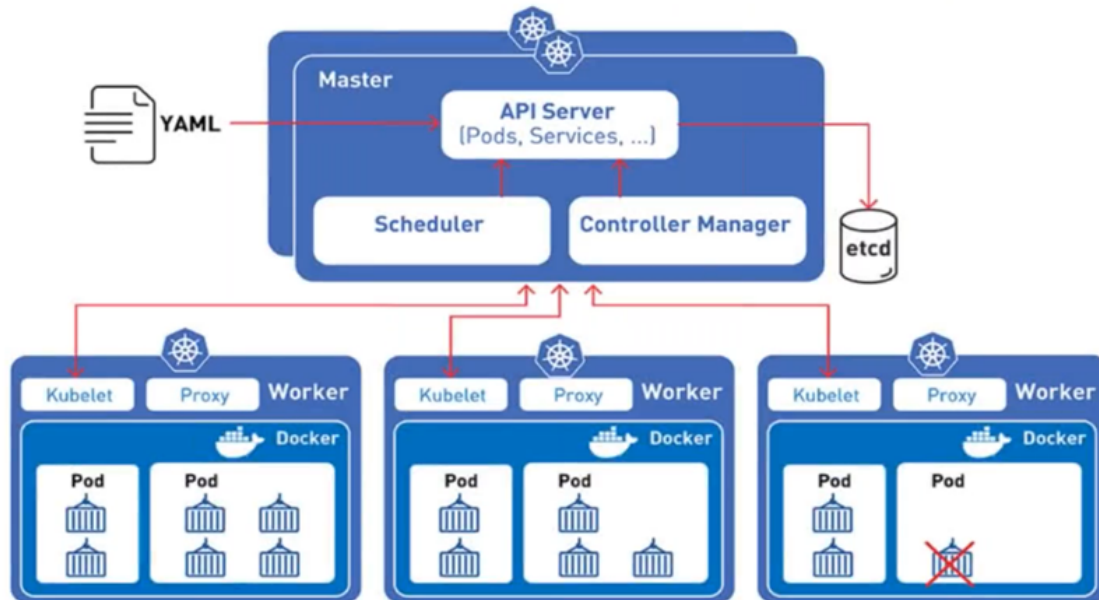
# Micro-Service Architecture

- Decentralized database
  - Each service manage its own database, either different instances of the same database technology, or entirely different database system – an approach called **Polyglot Persistence**.
- Infrastructure automation
- Design for failure
  - Microservice teams would expect to see sophisticated monitoring and logging setups for each individual service such as dashboards showing up/down status and a variety of operation and business relevant metrics.
- Evolutionary Design
  - See service decomposition as a further tool to enable application developers to control changes in their application without slowing down change.
  - Microservcies can have independent replacement and upgradeability.



# Kubernetes: container orchestration and scheduling

## Kubernetes Architecture



**Kubernetes** provides you with a framework to run distributed systems resiliently:

- **Service discovery and load balancing**
- **Storage orchestration**
- **Automated rollouts and rollbacks**
- **Automatic bin packing** (allocate containers to nodes)
- **Automatic Scaling**
- **Self-healing**

# Four generations of microservice architecture:

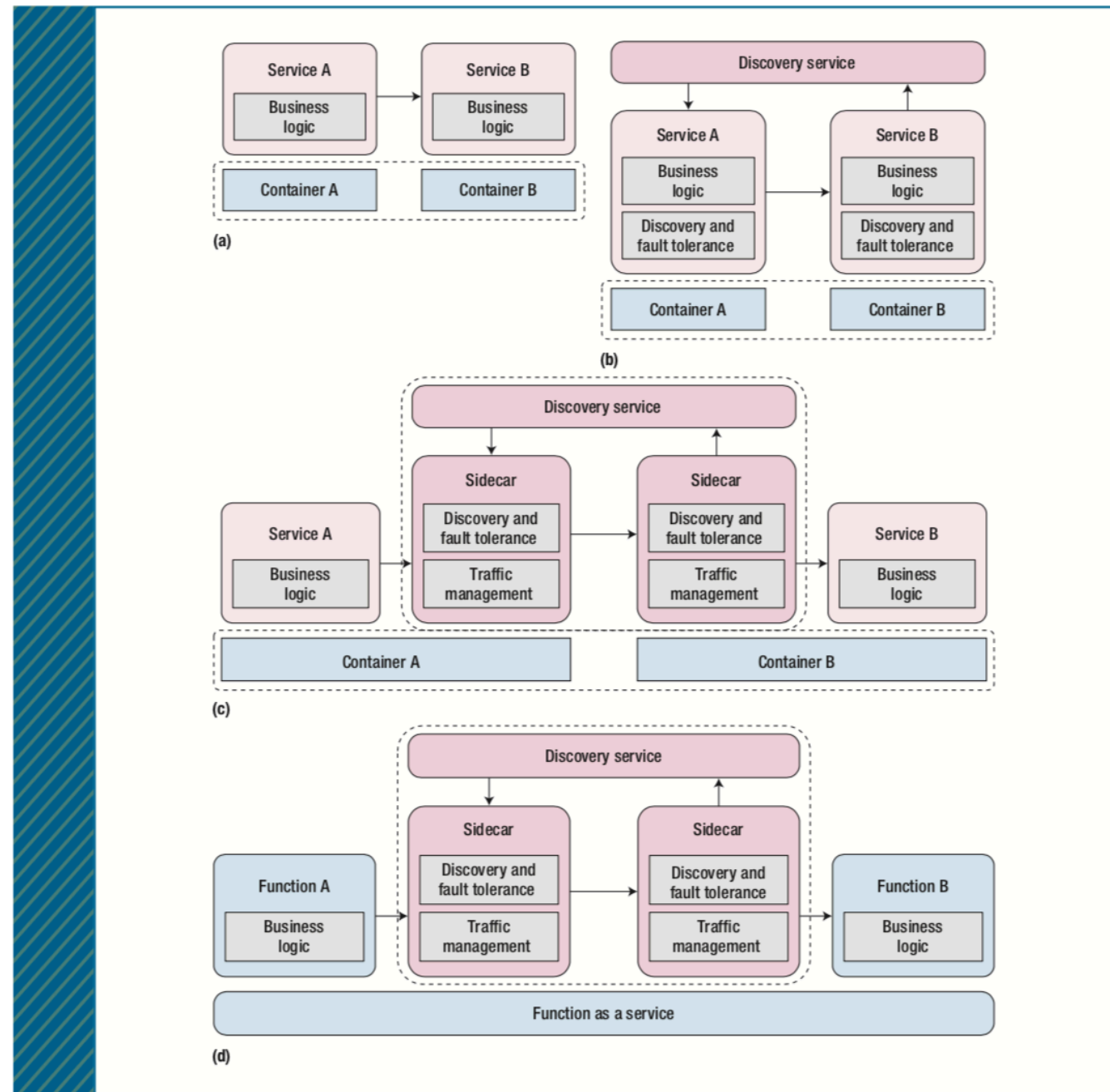
(a) Container orchestration.

(b) Service discovery and fault tolerance.

(c) Sidecar and service mesh.

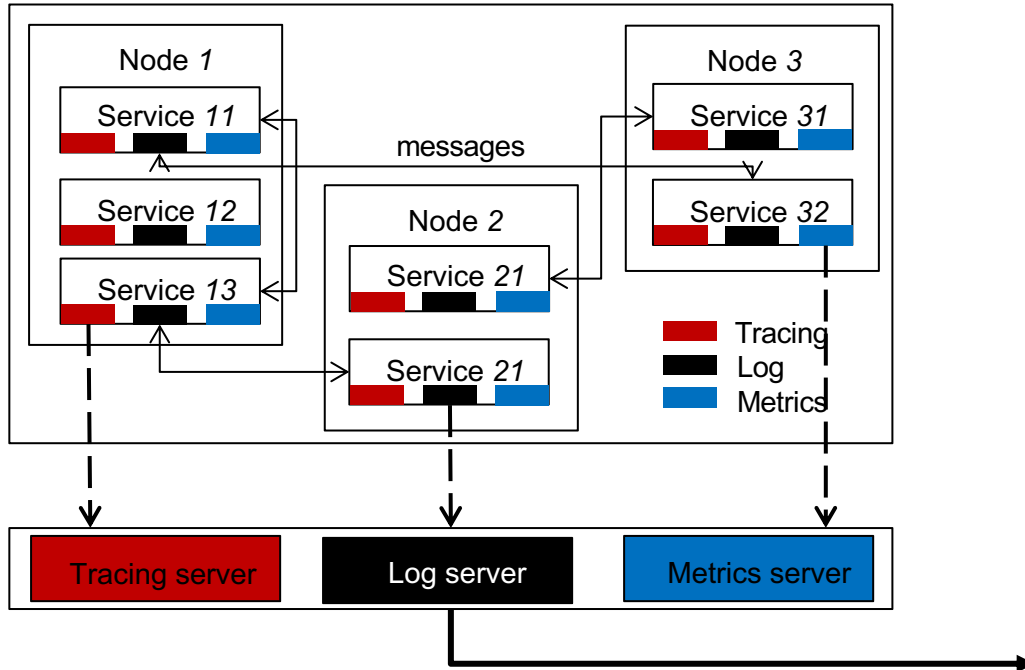
(d) Serverless architecture.

Credit: Jamshidi et al., Microservices—  
The Journey So Far and Challenges Ahead



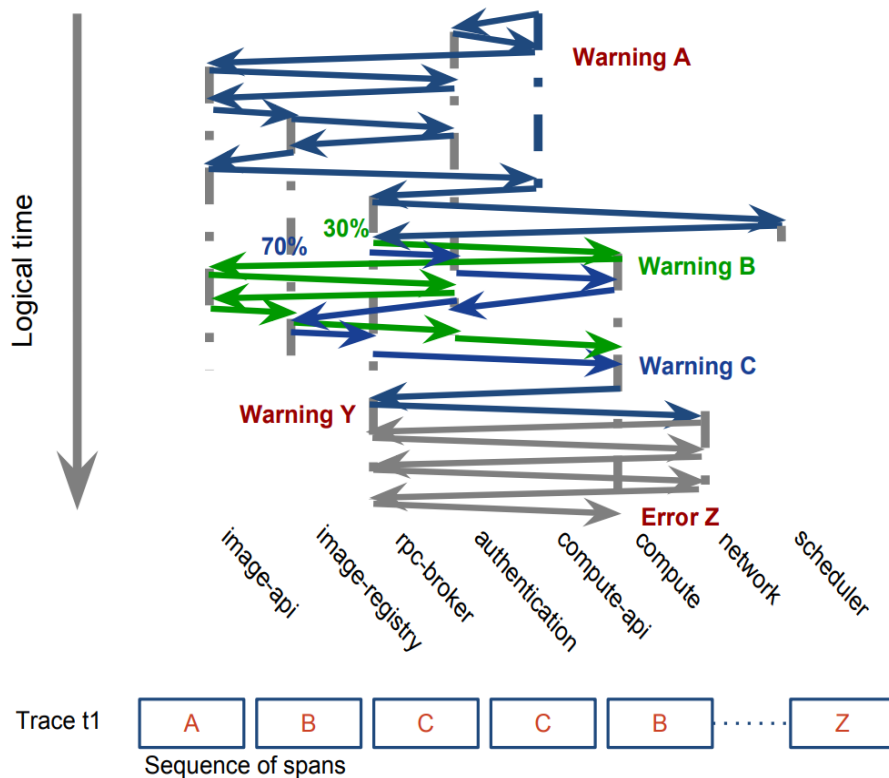
**FIGURE 2.** Four generations of microservice architecture. (a) Container orchestration. (b) Service discovery and fault tolerance. (c) Sidecar and service mesh. (d) Serverless architecture.

# Observability Data



Anomaly Detection:		Root Cause Analysis
1. On the joint representation		
2. Independently → result integration		
Data Integration		
Output: $S = \{(service, values) \mid values \subseteq \{T, L, M\}\}$		
<ul style="list-style-type: none"> <li>time synchronization</li> <li>Service synchronization: which trace (or events) corresponds to which log and metric data (generated by the same action)</li> <li>Correlation between samples from each type of data</li> <li>Correlation within each type of data</li> </ul>		
<p>Trace data</p> $T = \{E_{11}, E_{31}, \dots, E_{12}\}$ <ul style="list-style-type: none"> <li>event timestamps</li> <li>service response time</li> <li>textual: {host, service, project, group}</li> <li>Other meta-data</li> </ul>	<p>Log data</p> $L = \{(k_1, v_1), \dots, (k_n, v_n)\}$ <ul style="list-style-type: none"> <li>system states and significant events at various critical points to help debug anomalies and perform root cause analysis</li> <li>Textual and numerical</li> </ul>	<p>Metric data</p> $M = \{(cpu_1, mem_1), \dots, (cpu_n, mem_n)\}$ <ul style="list-style-type: none"> <li>cross-layer system metric data: CPU, memory, disk, network data etc.</li> <li>Metrics collected on physical and VM layer.</li> </ul>

# Observability data: traces, logs, metrics



```
"traceId": "dbd9a634c6c6faff71d6d85191b30db0",  
"name": "get",  
"timestamp": 1529396975572,  
"parentId": "9a8c3402add170fa",  
"duration": 26238,  
"binaryAnnotations": [  
  {"key": "host_ip", "value": "255.24.137.124"},  
  {"key": "http.status_code", "value": "200"},  
  {"key": "http.url", "value": "https://e4b74c/v2.0/vpc/9874af&448d69"},  
  {"key": "project", "value": "neutron"},  
  {"key": "serviceName", "value": "neutron-server-cascading", "ipv4": "30.55.50.51"}]
```

Defines an endpoint  
(i.e., same function)

Credit: Anomaly Detection from Tracing Data using Multimodal Deep Learning, IEEE Cloud 2019