



Modern Architectures

From monolithic legacy applications to modern, reactive microservices

Technical University of Košice

April 27th, 2017

Dr. Michael Menzel

Personal details

- Architect
- Diploma in Computer Science, University of Trier
- Doctorate at Hasso-Plattner-Institute, Potsdam
- Clients: Telecom, VW, Deutsche Postbank
- > 15 years of development experience

Area of expertise

- Software development and programming
- Large distributed systems architectures
- System integration, web service technologies and frameworks
- IT security & identity management

Example projects

- Technical Lead for intermediary business middleware services for the largest German retail bank
- Technical lead for a middleware authorization framework of a leading retail bank



Daniel Heinrich

Personal details

- Senior Developer
- M.Sc. Internet & Web Sciences, Hof University of Applied Sciences
- Clients: Airbus Defense & Space, Federal Employment Agency
- > 5 years of development experience

Area of expertise

- Software development and programming
- System integration, web service technologies and frameworks

Example projects

- Lead architect for a logistics support analysis tool of an European airplane project
- Architect for the placement and consultation system of the Federal Employment Agency



Senacor is a leading independent consultancy for Business-IT Transformation in Germany

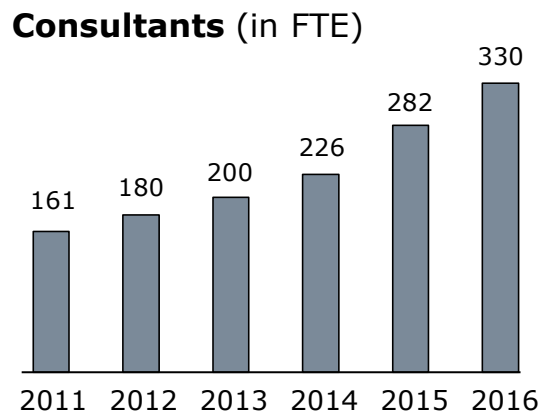
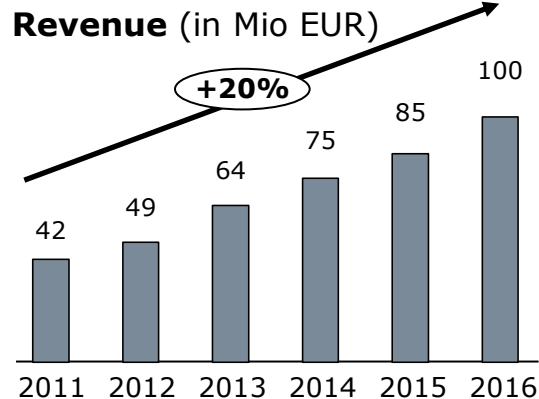
Company

- Transformation planning incl. master planning, target IT-architecture and IT-roadmap
- Focused on strategic, long-term cooperation with relatively few clients within the scope of large transformation projects
- Industries: Financial Services, Insurance Business, Automotive, Telecommunication and Public sector

Key data

- Founding:** 1999 in Nuremberg
- Number of employees:** ~ 405, (330 consultants)
- Revenue 2015:** 100 Mio.
- Leadership:** Partnership
- Shareholders:** Management, private investors

Revenue development

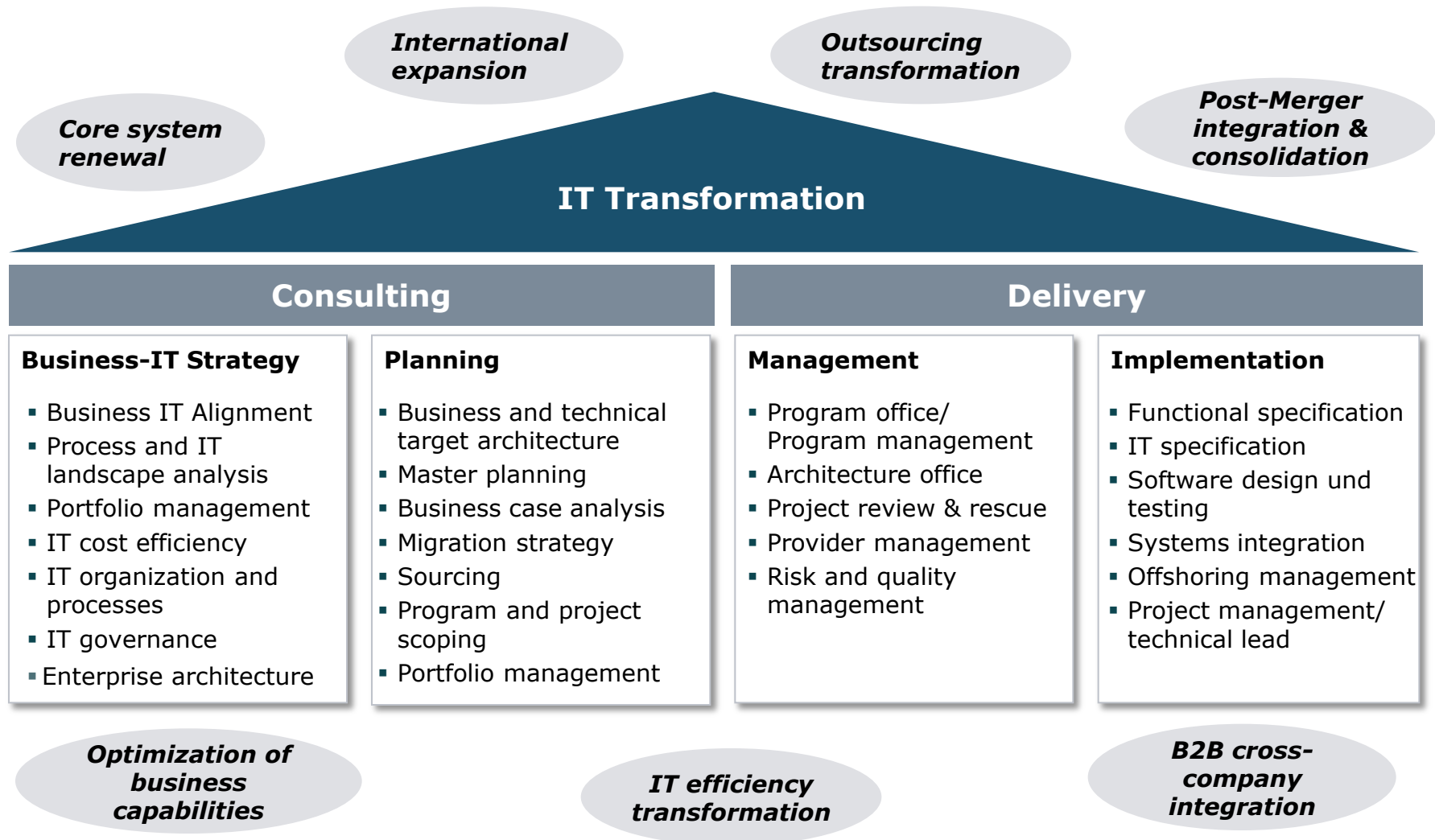


Our Offices



- 9 offices in Germany, Austria and Slovakia
- International projects in German companies

Senacor offers end-to-end support for IT transformations triggered by a variety of business and technology needs



Senacor supports large clients characterised by high IT complexity

Banking



Logistik



Automotive



Telco



Öffentlicher Sektor



Versicherungen



Other



- **Software is eating the world**

- What is architecture?
 - Status quo: Multi-Channel Architecture
 - Digital-Ready Architecture
 - Assessment and conclusion
-

Digitalization changes everything

 Google Wallet

FAQ

SIGN IN

GET THE APP

What happens if Google enters your market?

SEND MONEY

REQUEST MONEY



Software is eating the world – and large corporations are struggling to adapt to the challenges

Who is the Disruptor?

Digitalization changes everything

Blue Chips

amazon payments

Google
wallet

PayPal™

Apple Pay

MyWallet

T...



Bank

FinTecs

PAGIDO

elipay

auxmoney

bitcoin.de

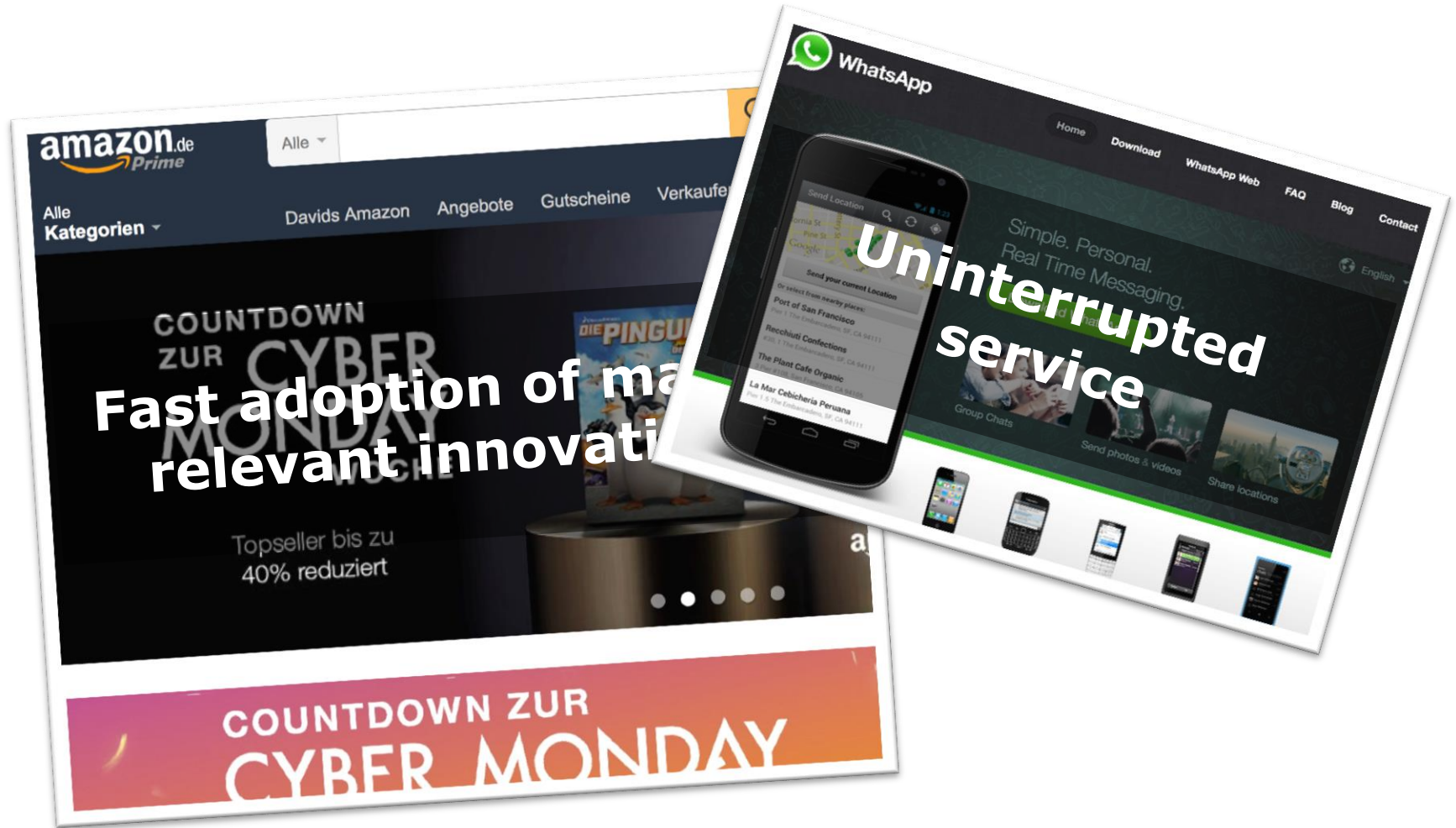
kash
smart bezahlen

quirion

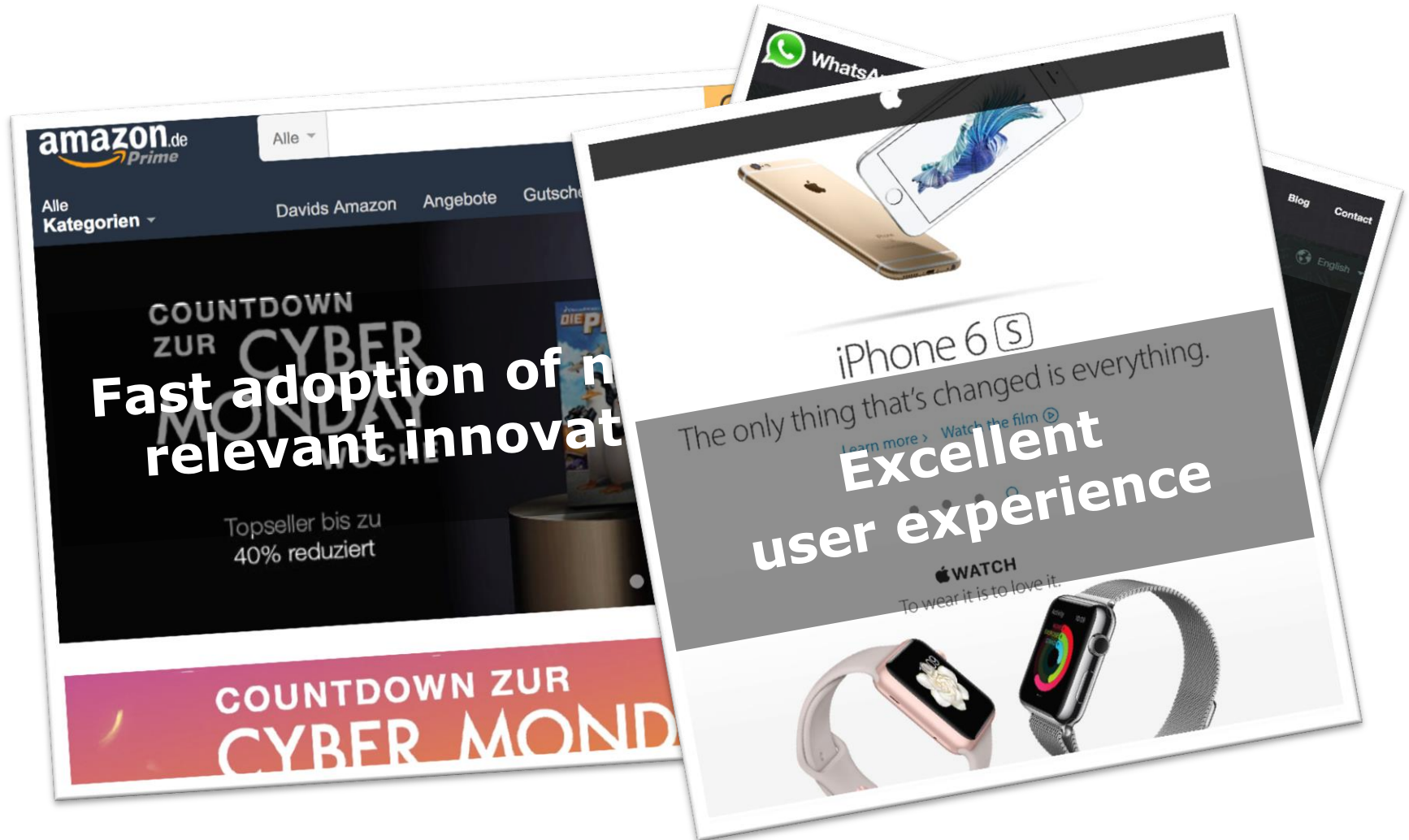
Digitalization changes everything



Digitalization changes everything



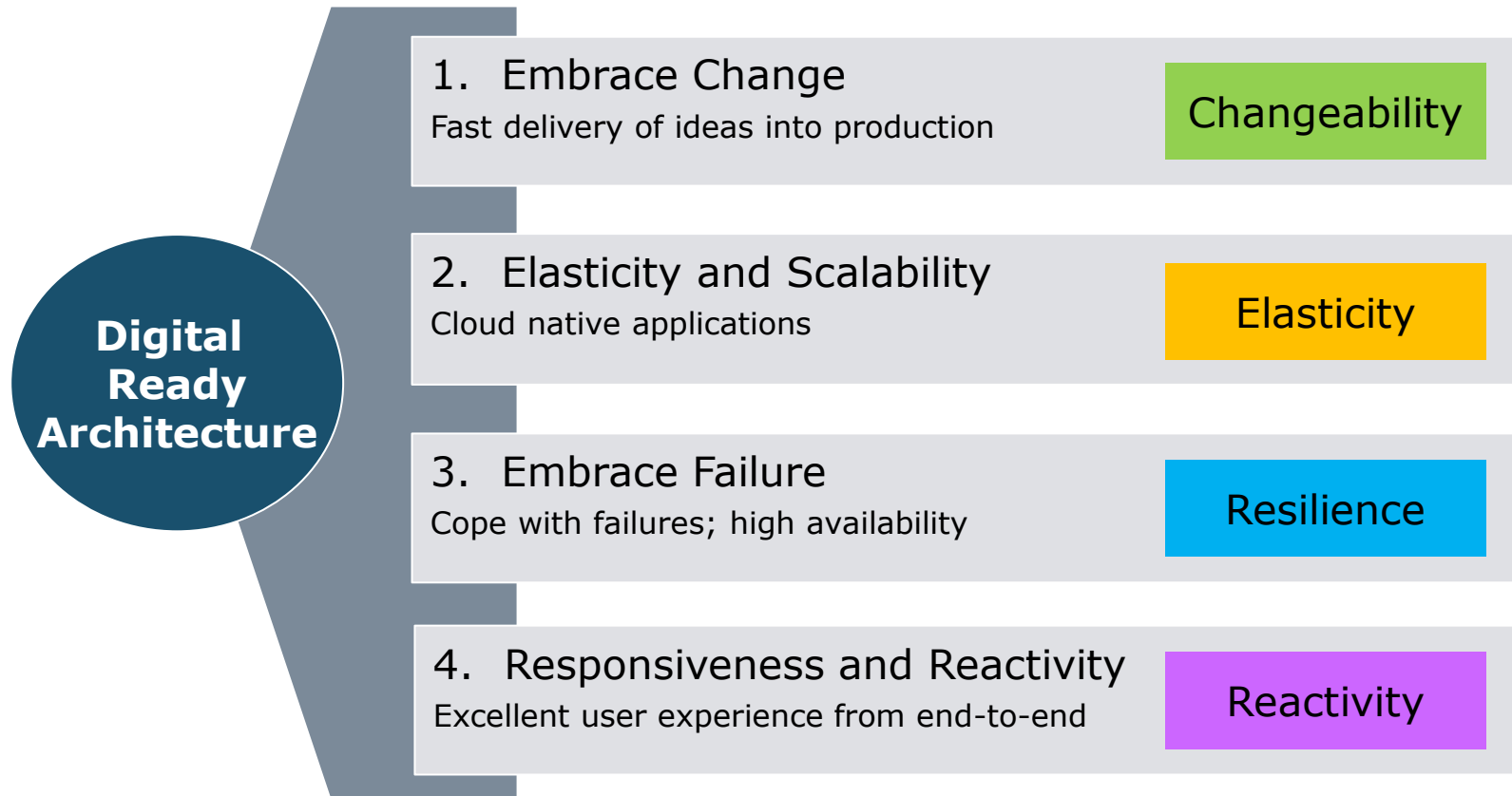
Digitalization changes everything



Digitalization changes everything



The “Digital Ready Architecture” requires a different approach and is based on a set of key assumptions/guidelines



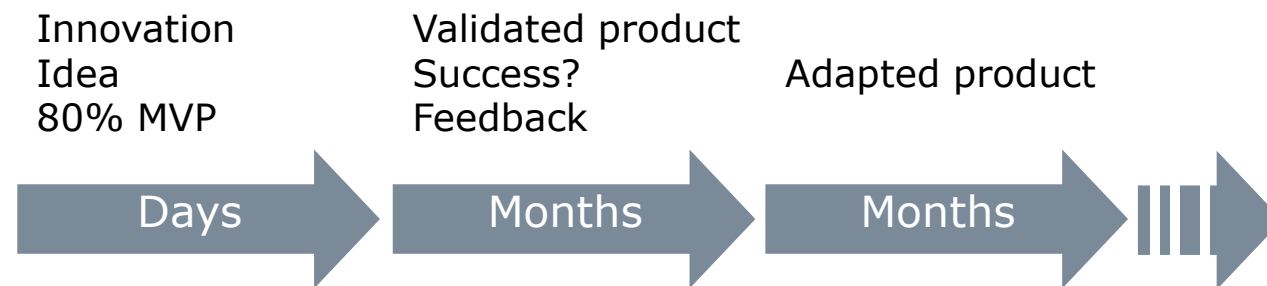
Innovation is key for surviving the market changes

Changeability

Traditional corporations lack a fast feedback loop and innovation chain



Disruptive market forces release ideas faster and more frequently



We want to stay up, even with high load

Elasticity

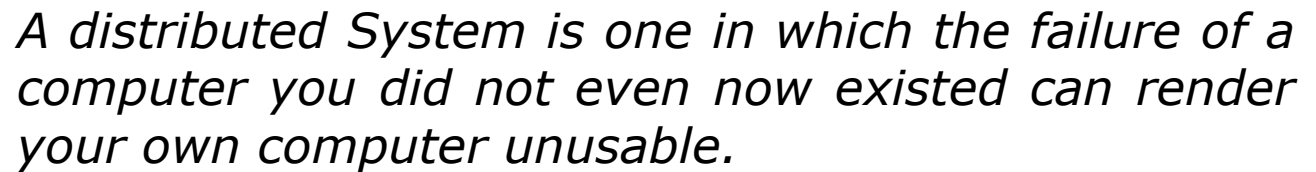


**How much load
will the Christmas
Season put on my
systems?**

Dynamic Scalability is the key

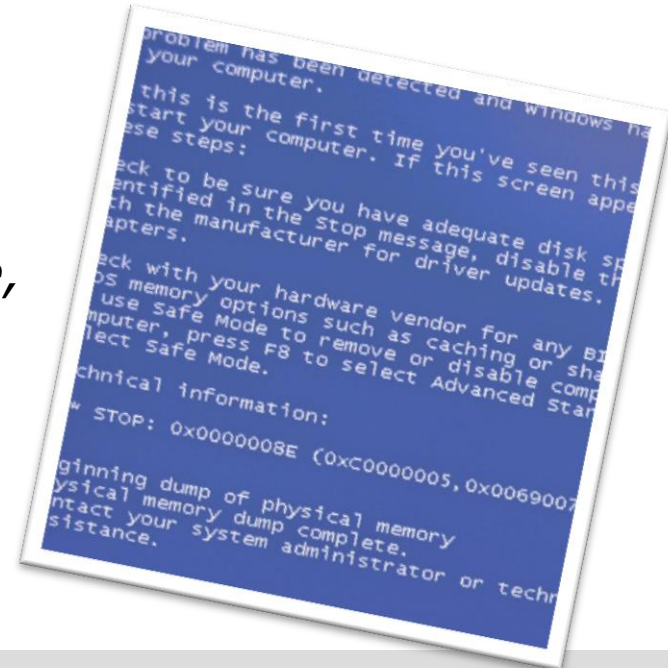
- ✓ transparent scale-out
- ✓ dynamic provisioning of resources
- ✓ Cloud-readiness

Resilience



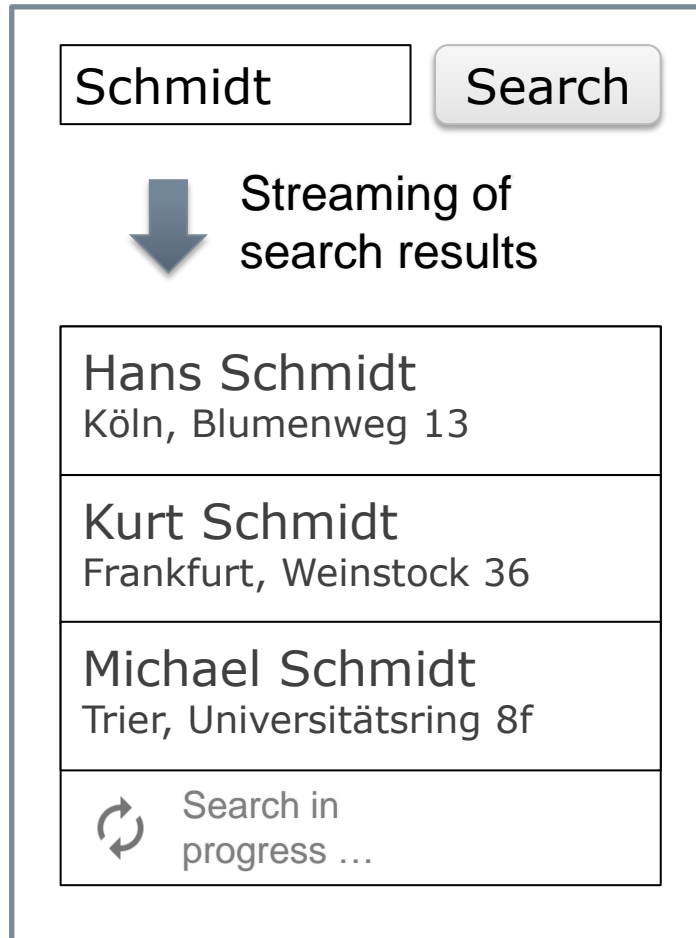
*Crash Failure, Omission Failure, Timing Failure,
Response Failure, Byzantine Failure*

➔ Do not try to avoid Failures. Embrace them.



Applications should be highly interactive enabling an excellent user experience from end-to-end

Reactivity



"Nobody likes to wait and look at an AJAX loading indicator"

Reactive systems are push-based:

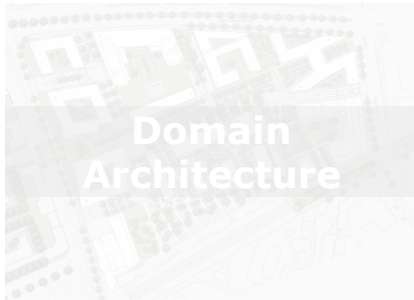
- Asynchronous data processing
- Streaming of information

-
- Software is eating the world
 - **What is architecture?**
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-



What is Architecture?

Three different abstraction levels for architecture guide the development of software applications



- Architecture at the level of whole domain areas
- Concepts include business areas and organizations such as: Loan, HR, trading, CRM
- Technical details in general not a primary concern

Focus of this presentation:



- Architecture at the level of systems and system of systems
- Concepts include protocols, replication, intra-domain messaging
- Typically one would find patterns such as SOA, ESB, CQRS, event sourcing,...



- Architecture at the level of deployable units
- Concepts include the actual design of services
- Typical abstractions and technologies include: Spring, EJB, BCE, reactive design patterns, SPA and concrete programming languages

**But in general terms: architecture is basically about the way
people collaborate**

Yes, Teamwork



Conway's Law

*...organizations which design systems ... are constrained to produce designs which are **copies of the communication structures** of these organizations*

- M. Conway

Teams will develop focusing on their area of expertise

Web Frontend Team

Frontend

Services Team

Services

Database Team

Databases

Ops Team

Application Servers

Loan gets built

Web Frontend Team

Loan
UI

Services Team

Loan
Service

Database Team

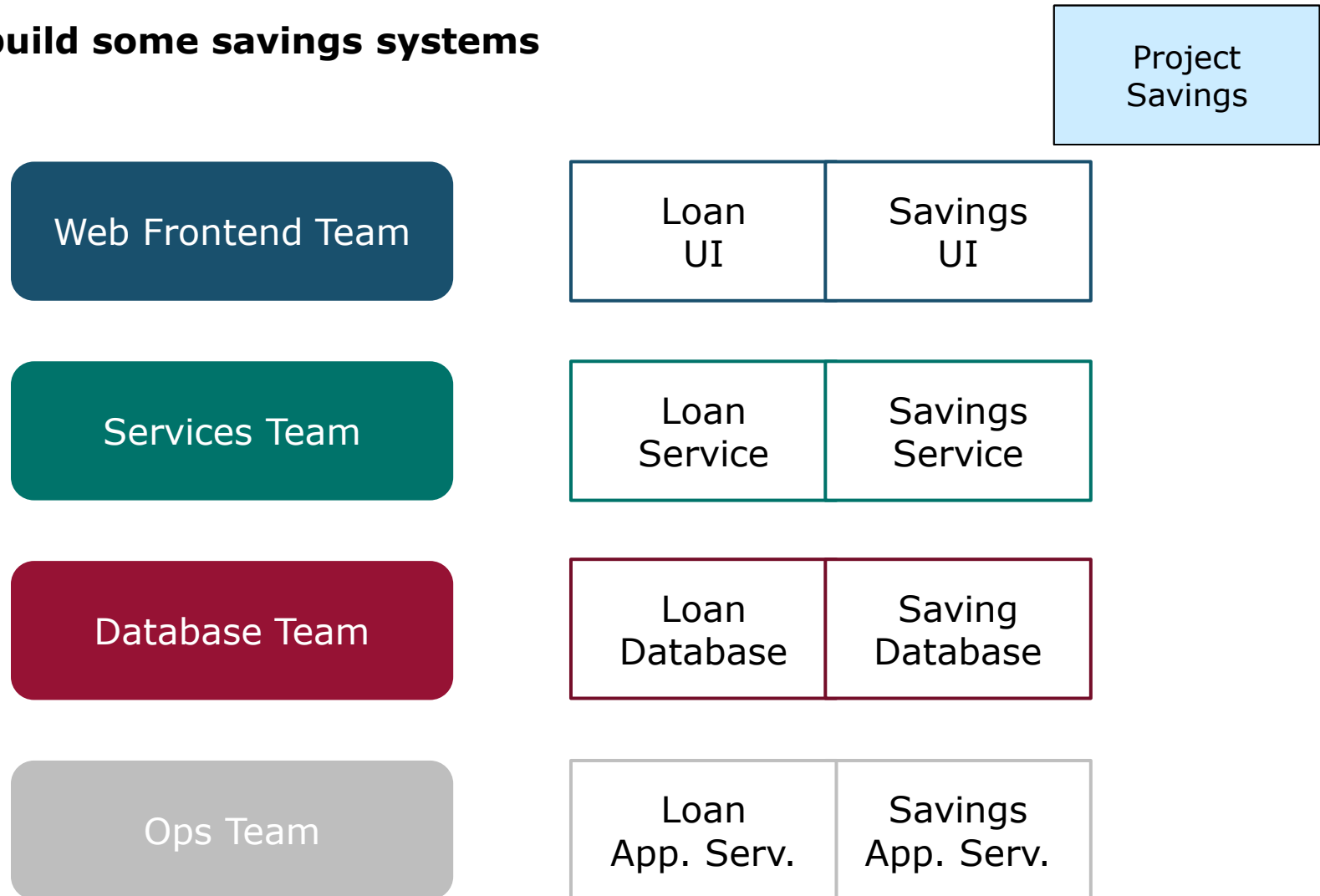
Loan
Database

Ops Team

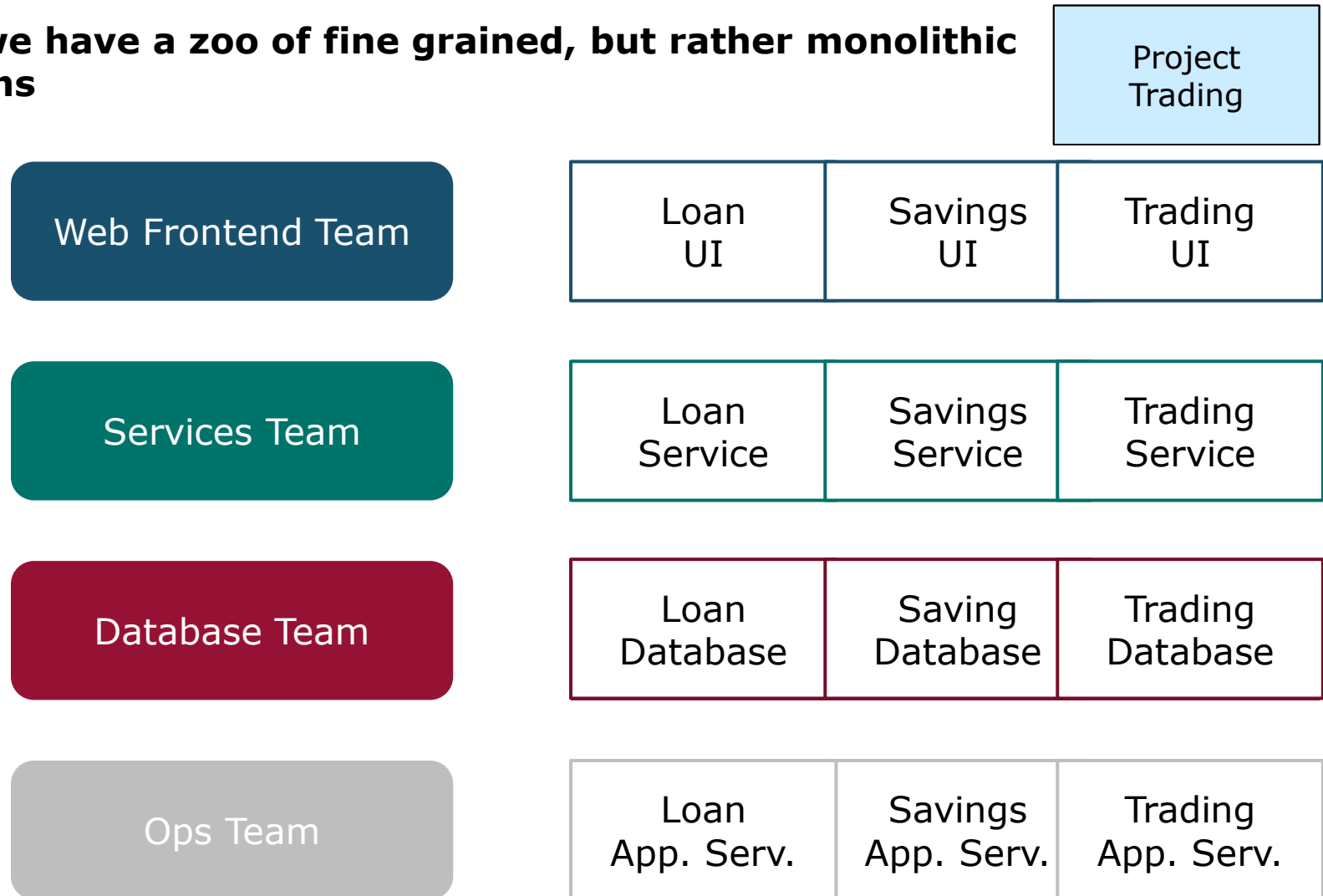
Loan
App. Serv.

Project
Loan

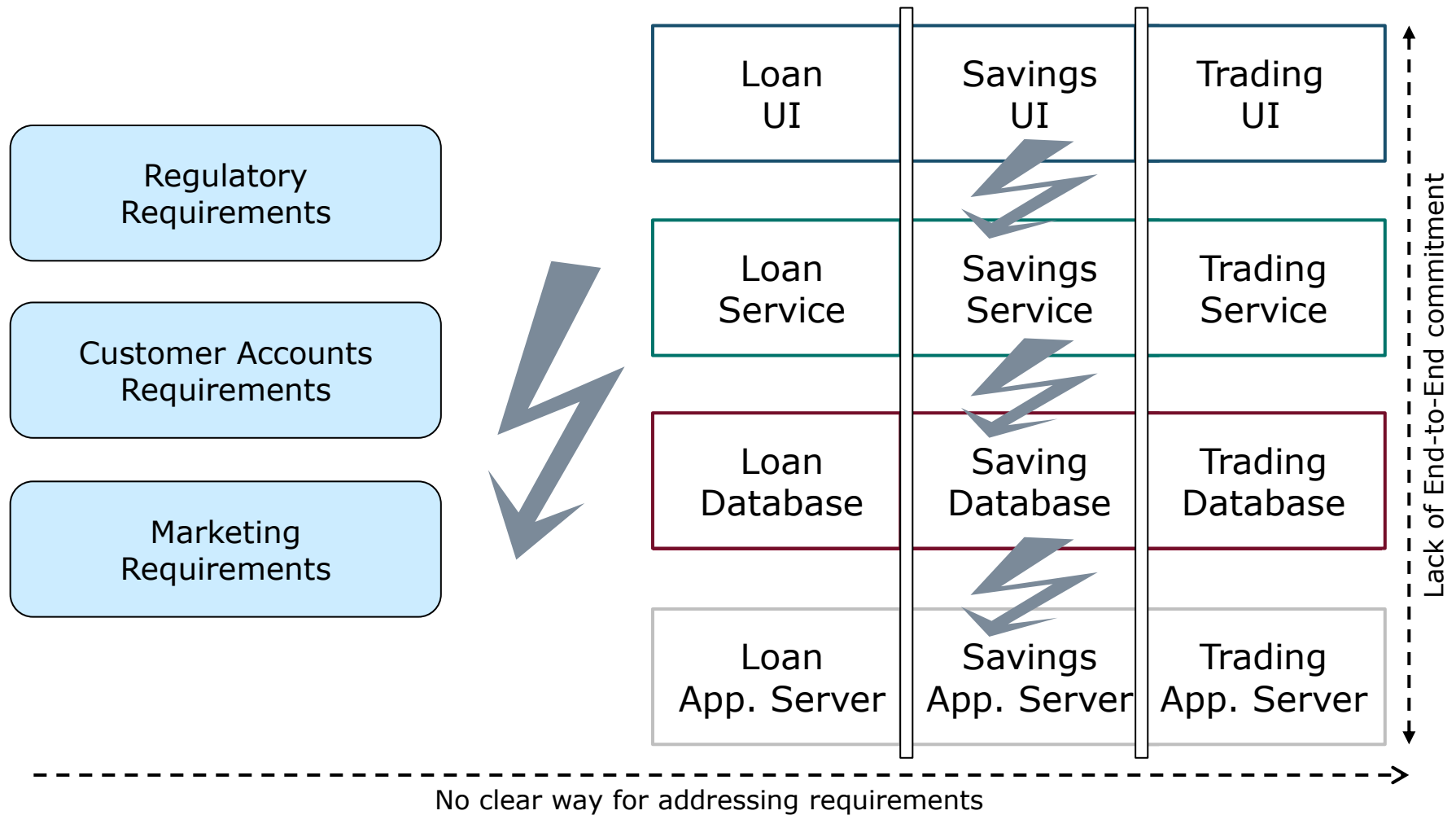
Let's build some savings systems



Now we have a zoo of fine grained, but rather monolithic systems

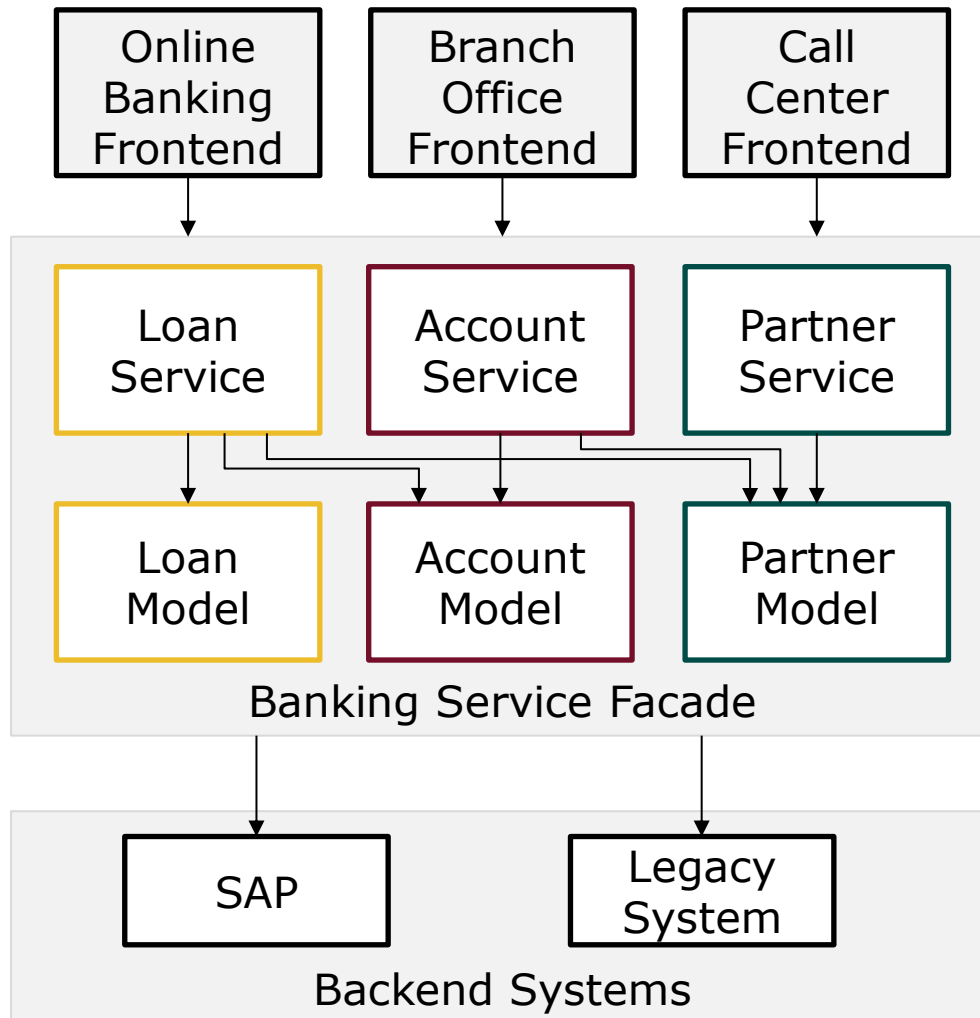


Businesses do not work this way! Cross-cutting concerns and other requirements need a complex change process and are risky to develop



-
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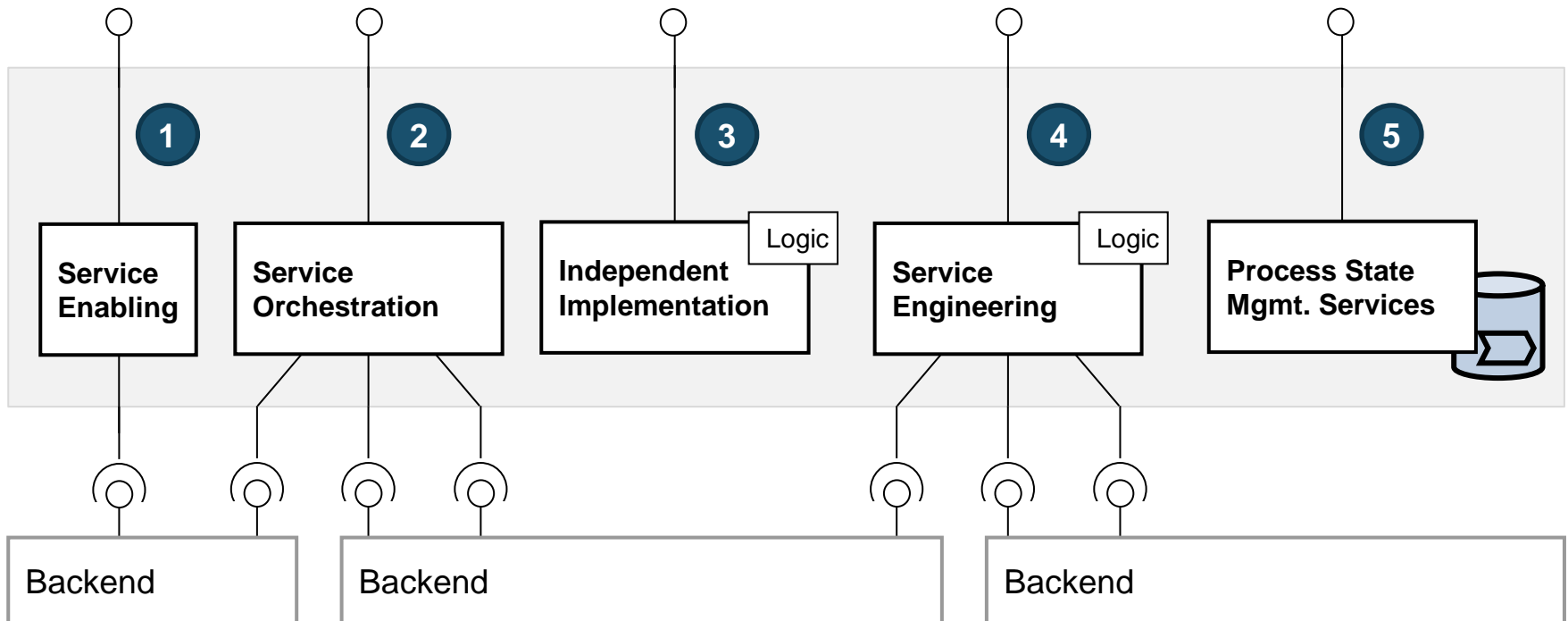
Status-Quo: Multi-Channel Architecture to foster service reuse



Service Facade

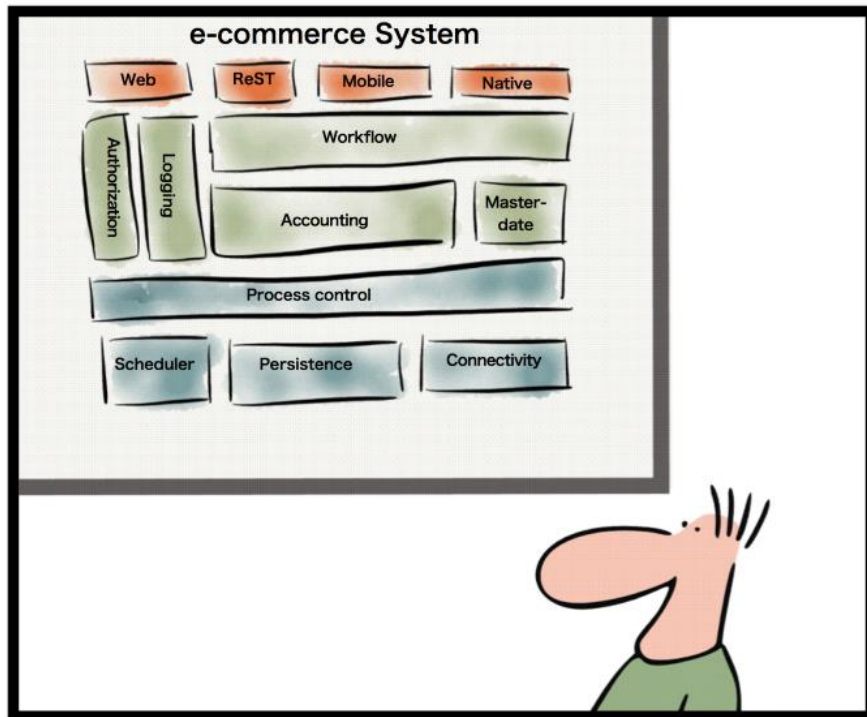
- Provision of channel-independent services
- Harmonized Interfaces Technology
- Maximize reuse
- Canonical Data Model / Shared Entities

Facade Services integrate backend services or provide custom implementations

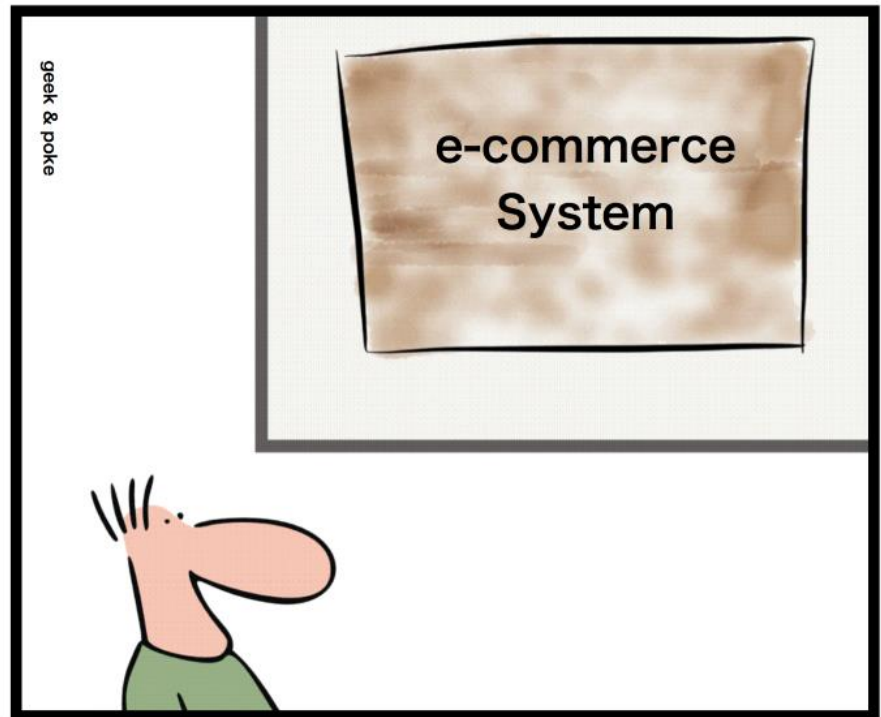




HOW TO DRAW THE ARCHITECTURE OF YOUR SYSTEM

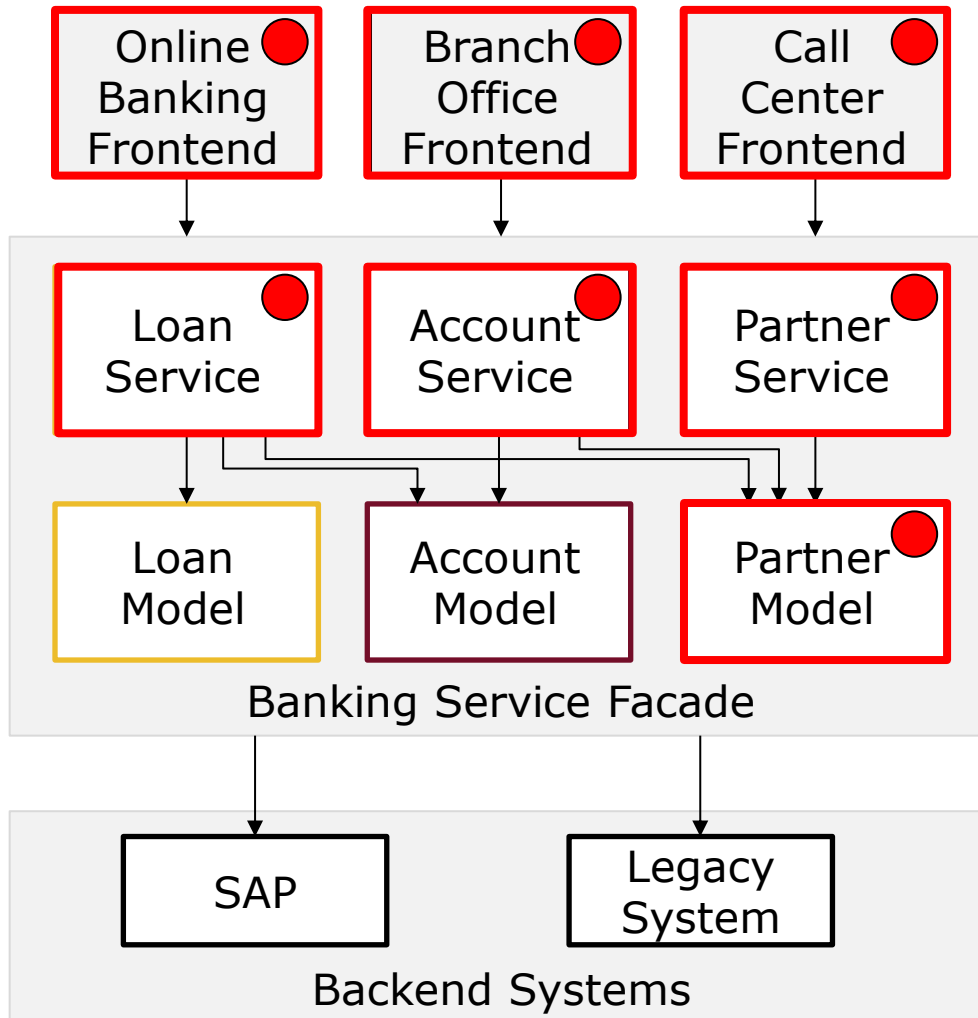


RULE 1: JUST MAKE IT NICE



RULE 2: AND NOT REALISTIC!!!

Although the applications are highly componentized, at runtime these form a monolithic structure that is rather difficult to change in key areas

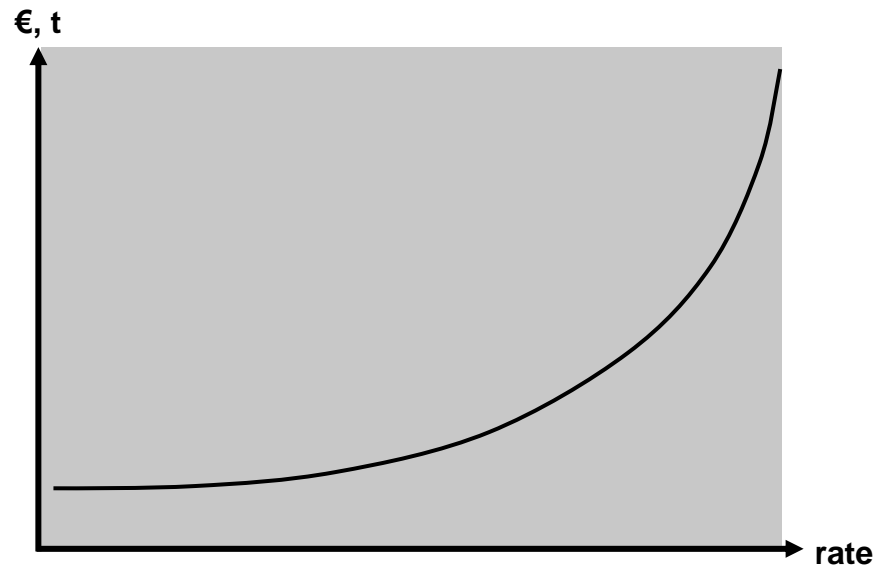


Enhancing the
● Business Partner
Which Components
are affected?

Monolithic Applications lead to an increased effort for modifications

Effort for modifications

- Time
- Cost
- Risk
- Technical knowledge



Application complexity

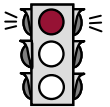
- Lines of Code
- Number of Interfaces/Classes/Services
- Libraries
- Dependencies to backend systems
- Startup logic

The multi-channel-architecture does not meet the requirements of an Digital Ready Architecture

Evaluation

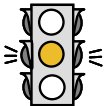
Embrace Change

- Effects of changes tend to ripple through the system
- Incompatible changes are risky and error prone



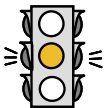
Elasticity and Scalability

- Scalability is usually achieved by clustering and scaling vertically in advance
- Fine grained scalability is in general hard to achieve



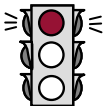
Embrace Failure


- The reuse of systems lead to a brittle deployment monolith
- Measures to avoid reduced availability lead to complex and costly solutions



Responsiveness and Reactivity

- Typical patterns are blocking system calls and distributed transactions
- Achieving true reactivity and responsiveness is unlikely

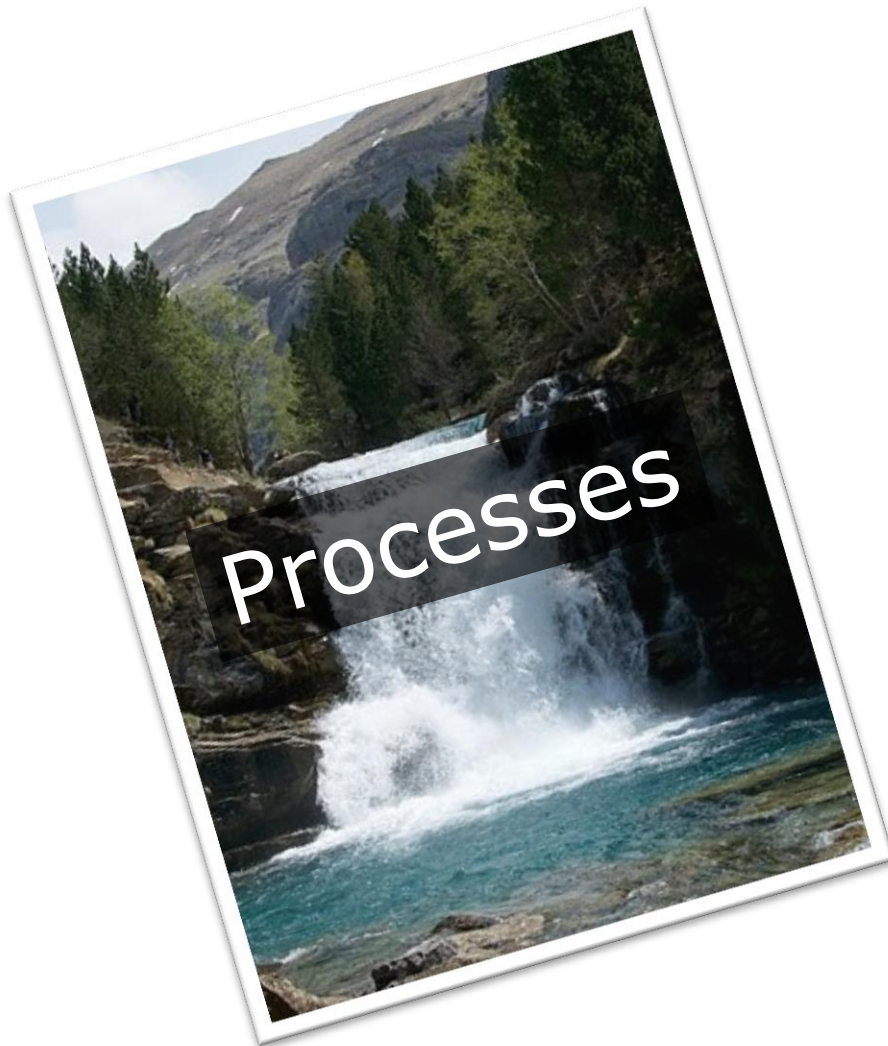




Multi-Channel Architecture does not encourage innovation
What's next?

-
- Software is eating the world
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 - **Digital-Ready Architecture**
 - Assessment and conclusion
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There are four primary areas that need to be changed, in order to cope with the challenges of today's realities



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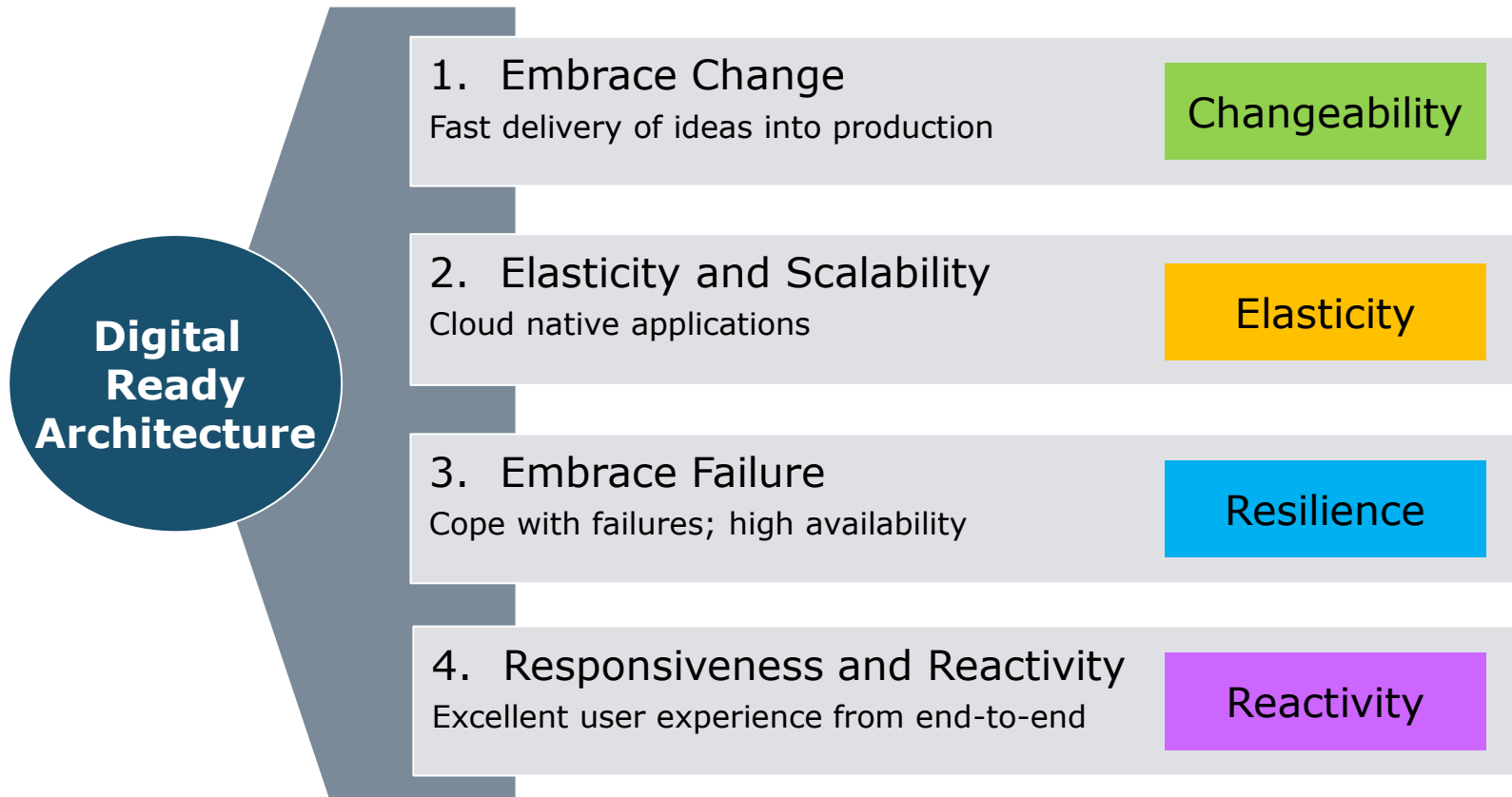
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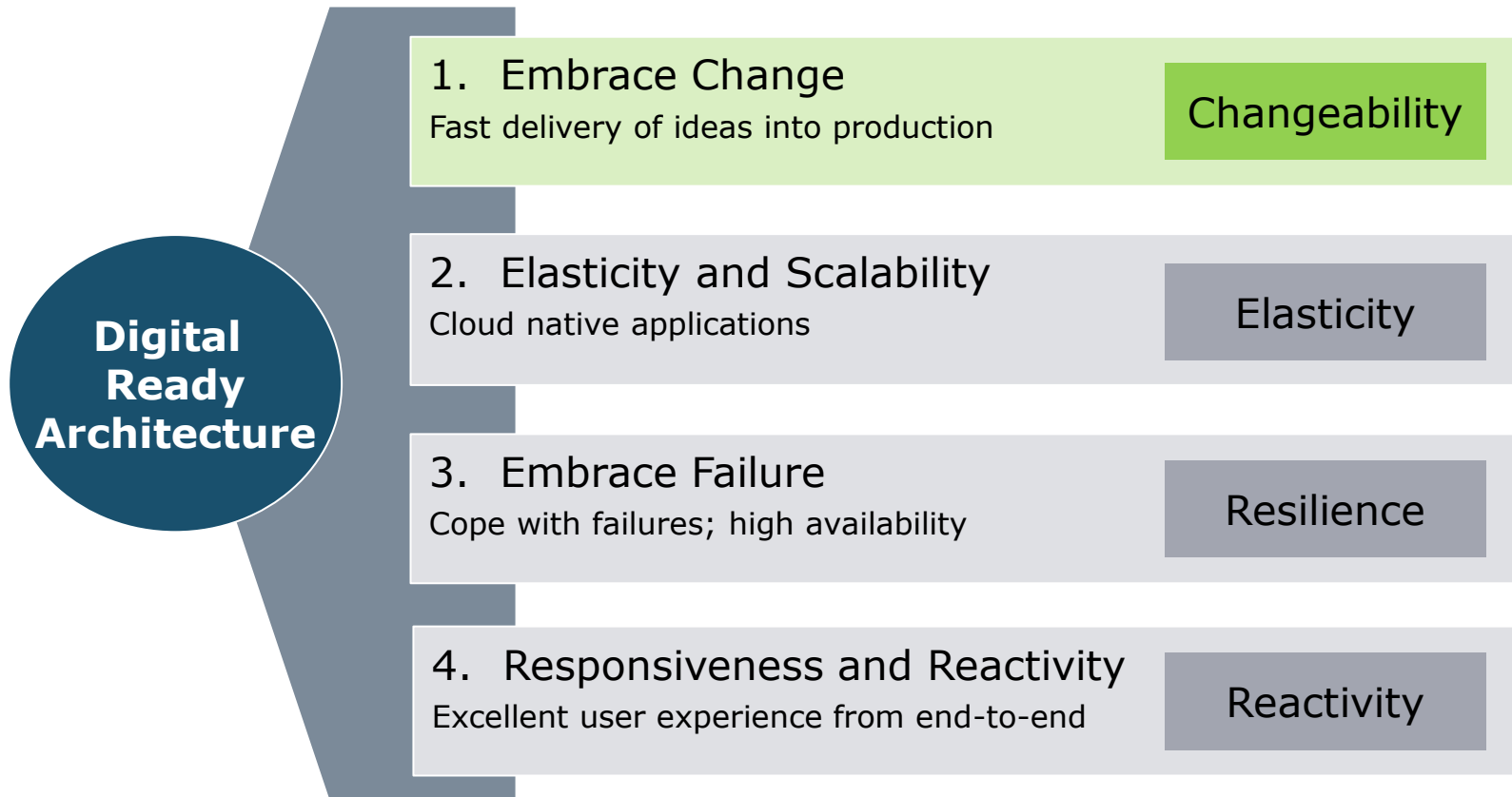
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The “Digital Ready Architecture” requires a different approach and is based on a set of key assumptions/guidelines



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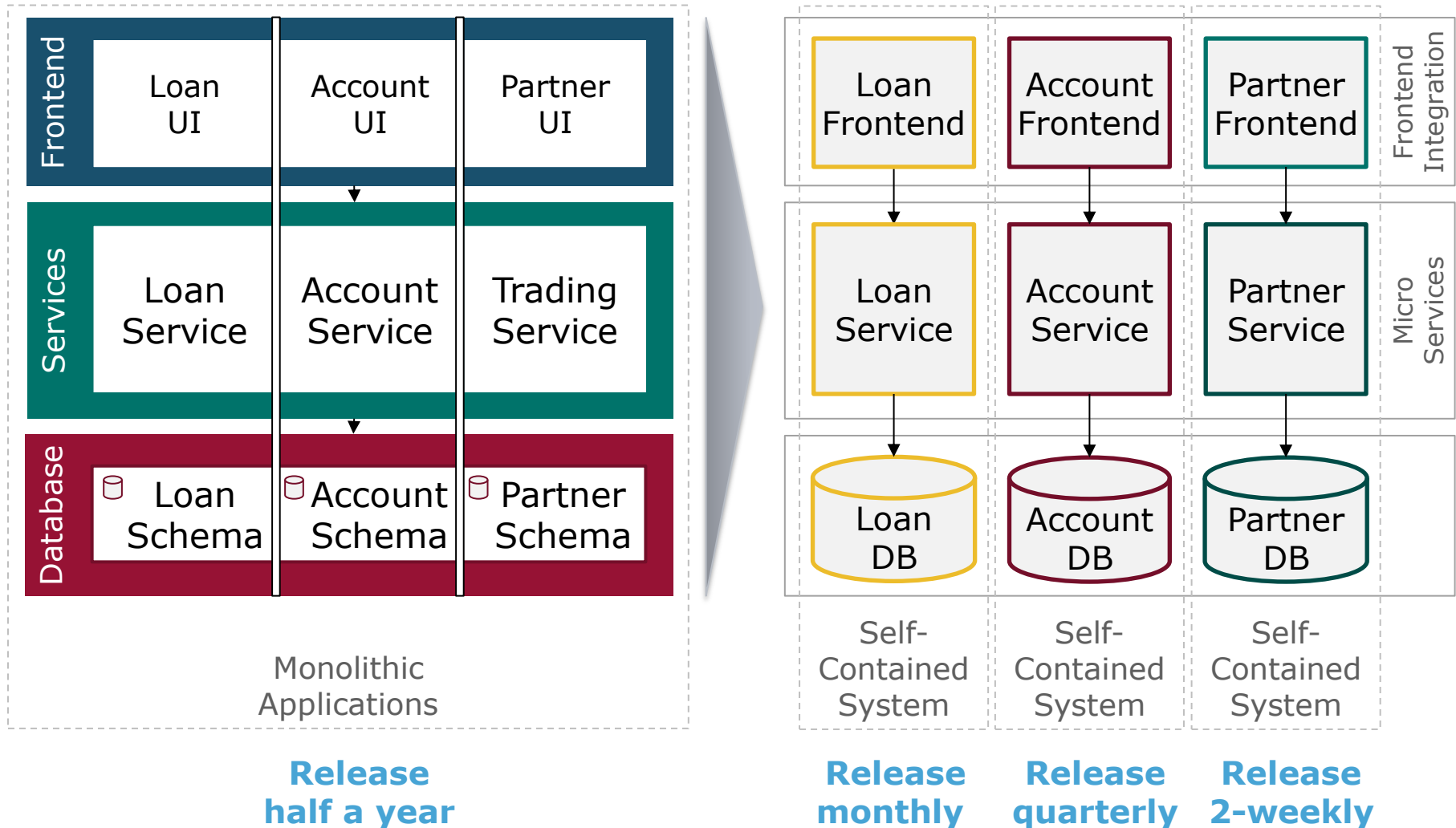


We want to be able to change often and quickly.
The reason for agile practices is to embrace change.
Agile is all about small development iterations.

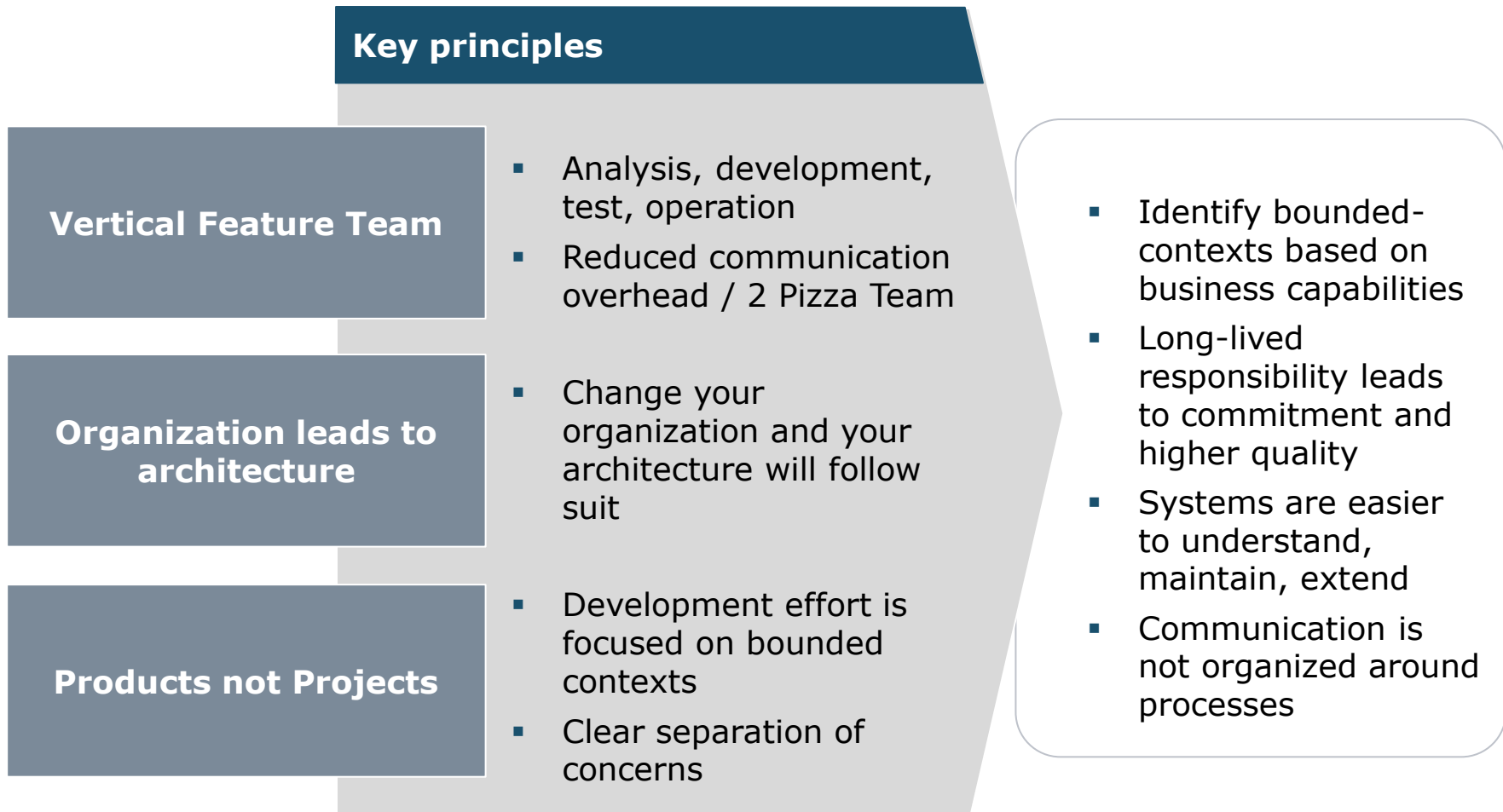
- Deliver features faster to the customer
- More controll over the direction of the project
- Don't waste money by investing in features nobody wants



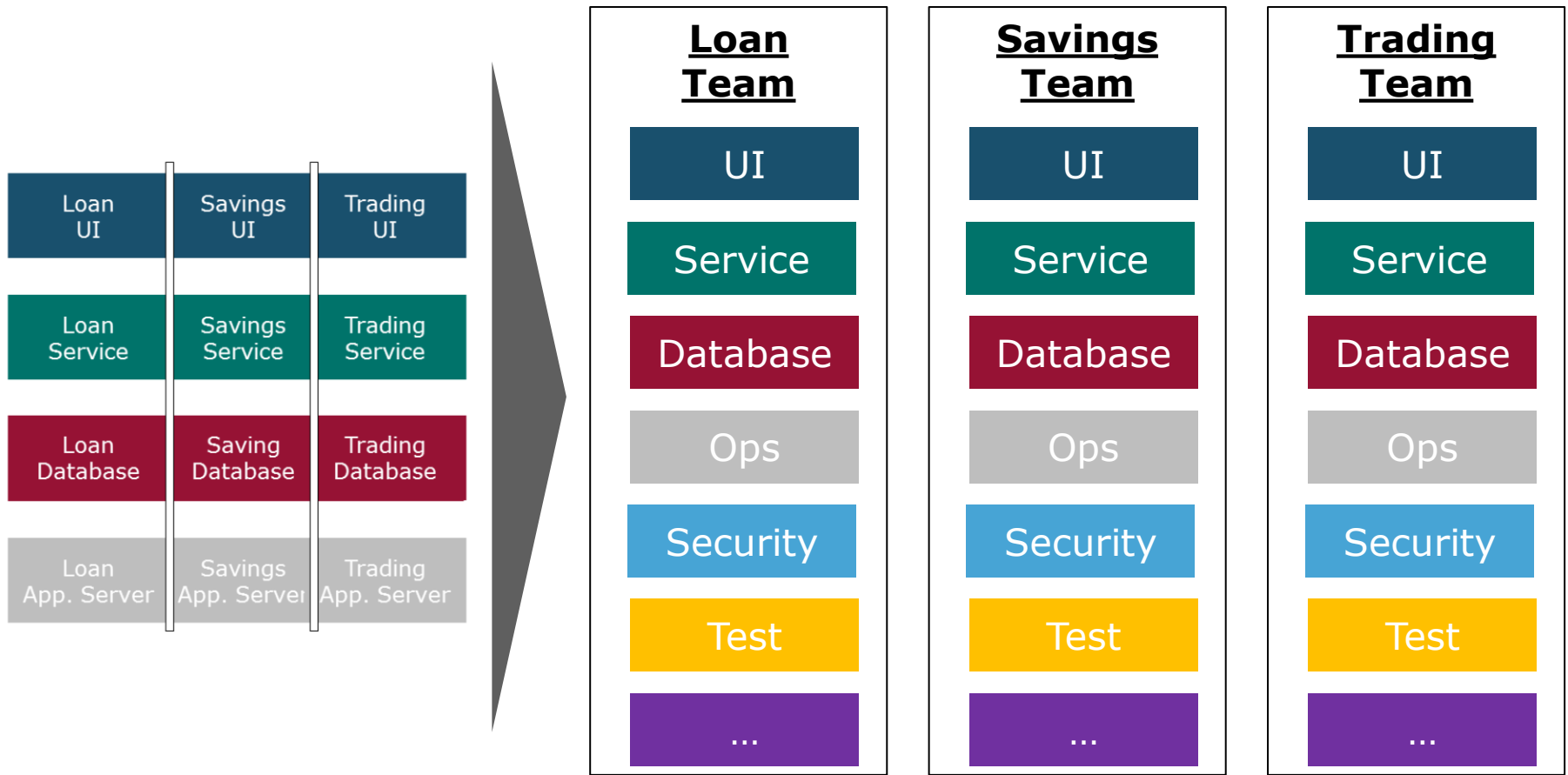
How to embrace change: Vertical decomposition of monolithic applications in independent services in order to decouple releases



Vertical teams are required to deliver fast, dynamic and highly decomposed applications



Restructuring teams into vertical feature teams leads to end-to-end commitment

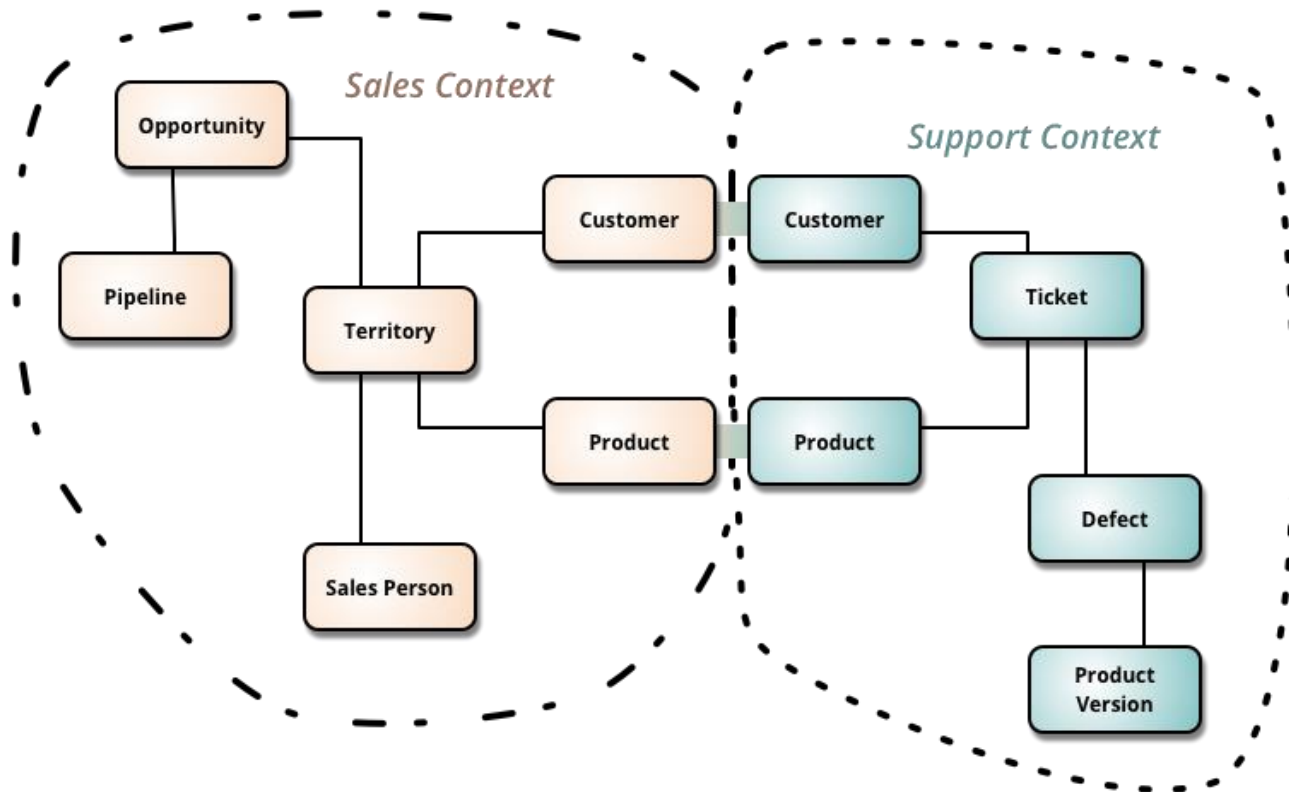
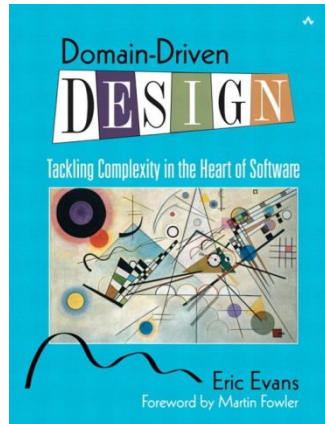


Inverse Conway Maneuver

Evolve your team and organizational structure to promote your desired architecture. Ideally your technology architecture will display isomorphism with your business architecture.

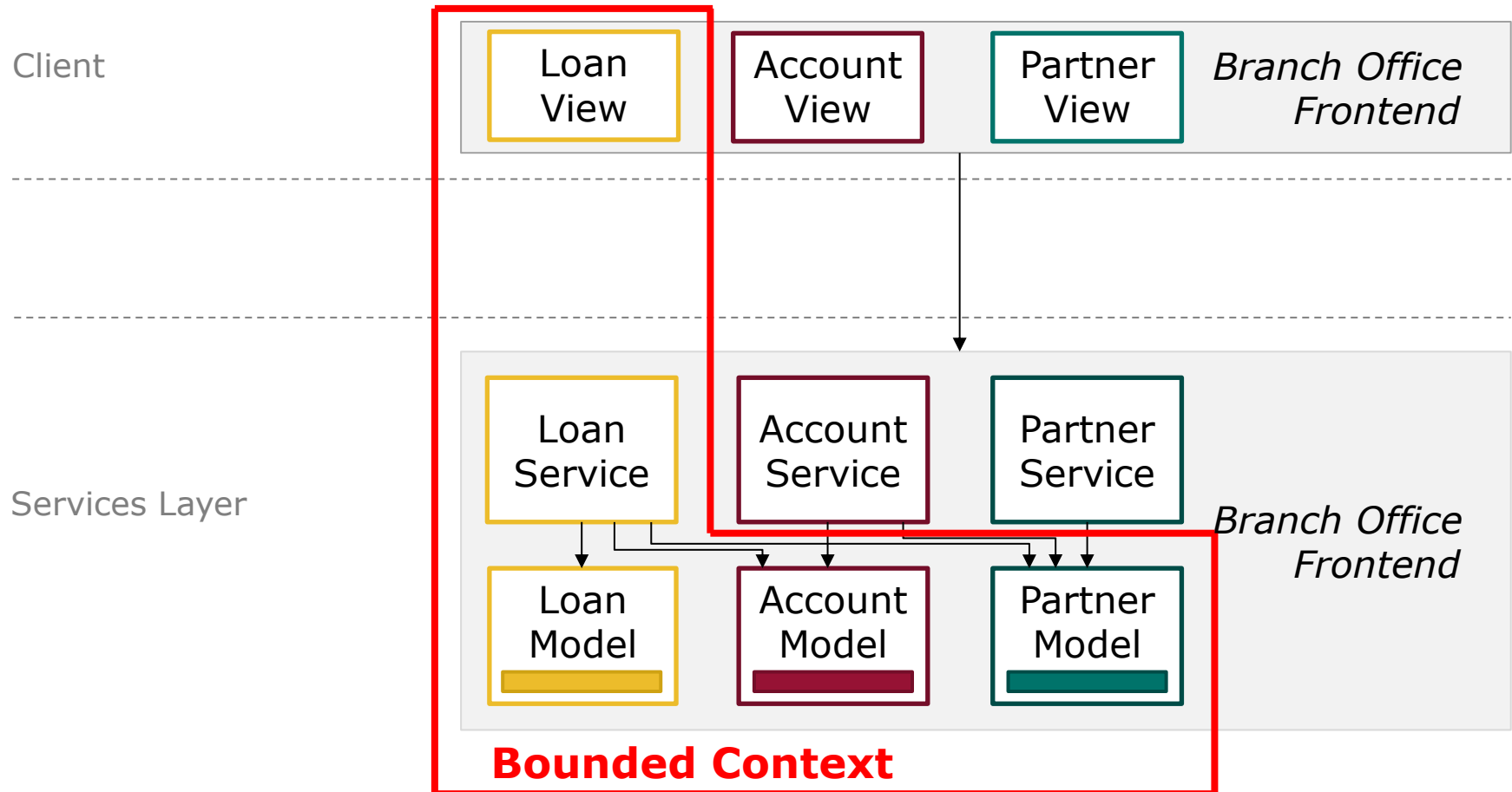
<https://www.thoughtworks.com/radar/techniques/inverse-conway-maneuver>

Bounded-context: autonomous components, with own unified domain model and own ubiquitous language

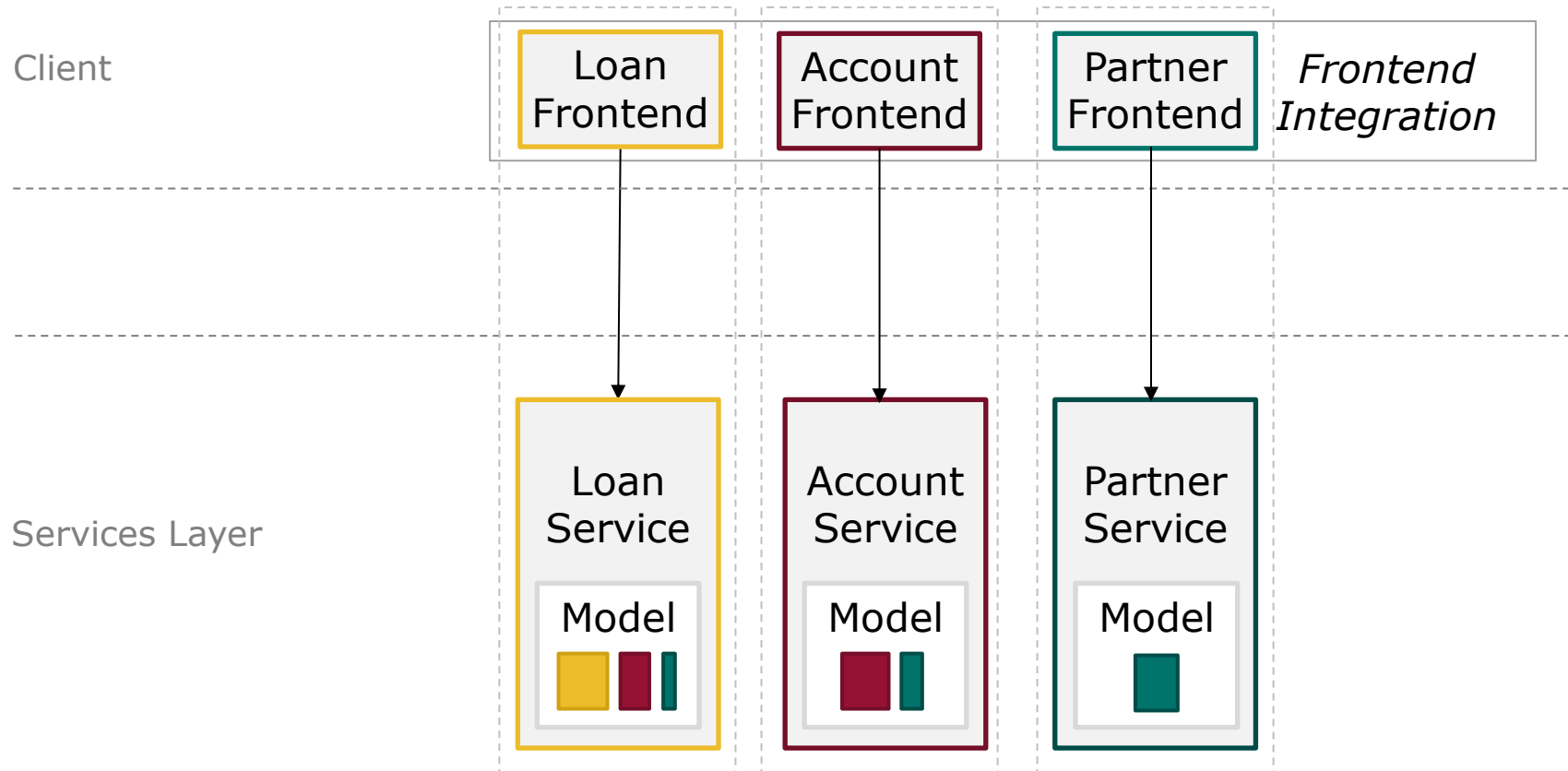


<http://martinfowler.com/bliki/BoundedContext.html>

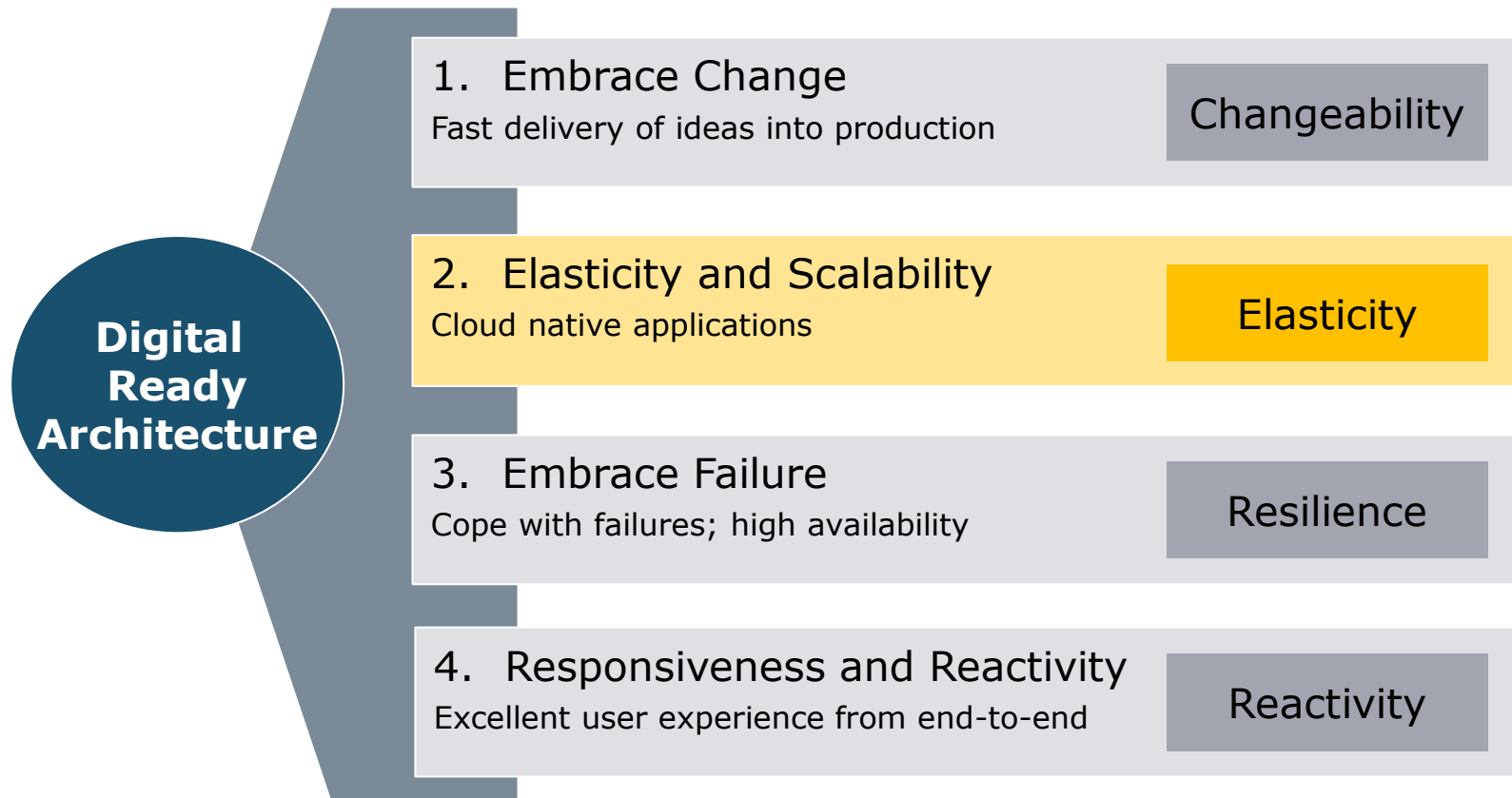
Multi-Channel-Architecture: Bounded Context of Loan Requirements spread over model classes



**Vertical decomposition of services is based on copy & own;
although certain key functions may be shared if needed**



The “Digital Ready Architecture” requires a different approach and is based on a set of key assumptions/guidelines



Why being elastic

Scalability

- Being able to **scale up/out**
- Handle future needs



Elasticity

- Reacting to **changing demand** by scaling **bigger or smaller**
- Handle **current** needs



Being able to handle peaks

Avoid cost for unneeded infrastructure

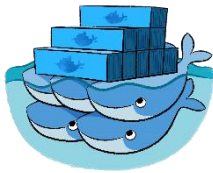
How to be elastic

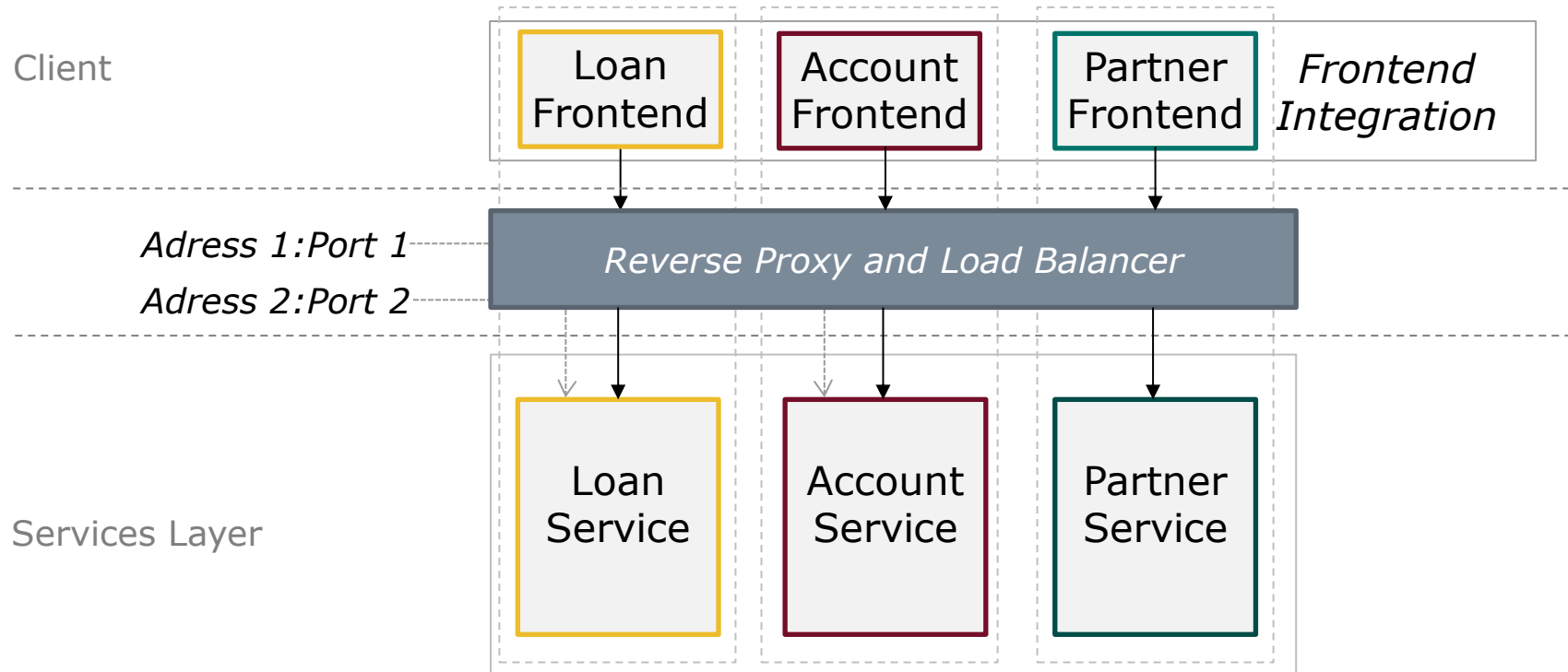
Immutable

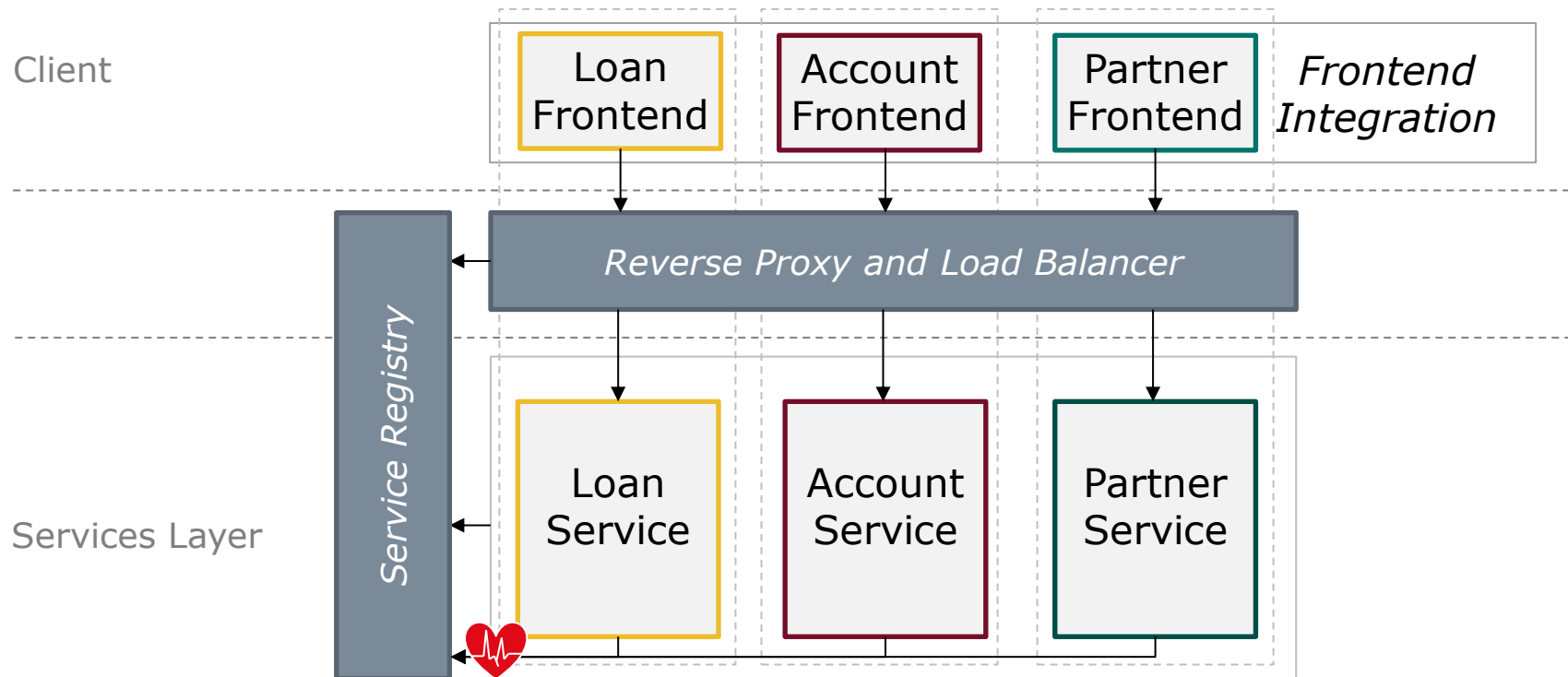
- immutable infrastructure, i.e. Docker container
- stateless services (with external session store)

Automatic

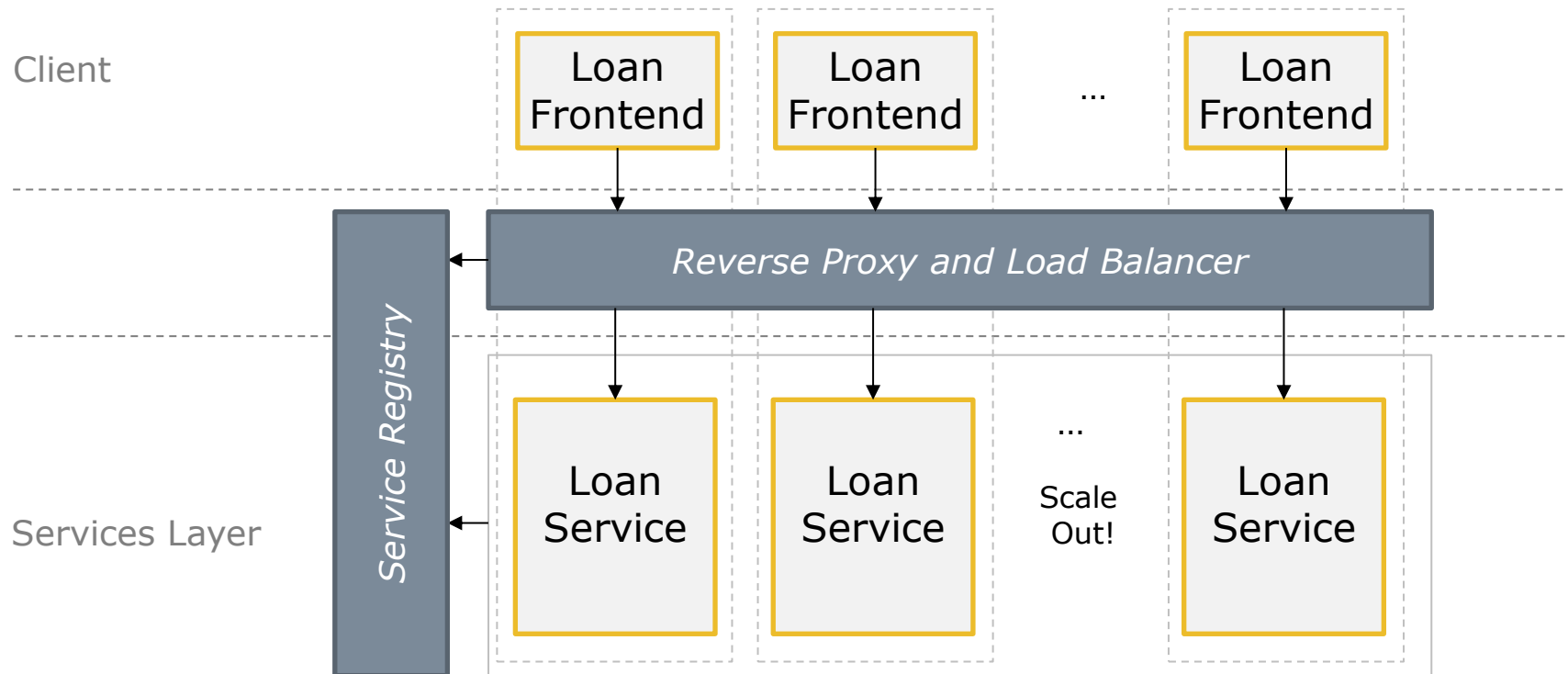
- auto-scaling, i.e. Kubernetes, Mesos Marathon
- reverse-proxy and load balancer
- service registry
- health checks



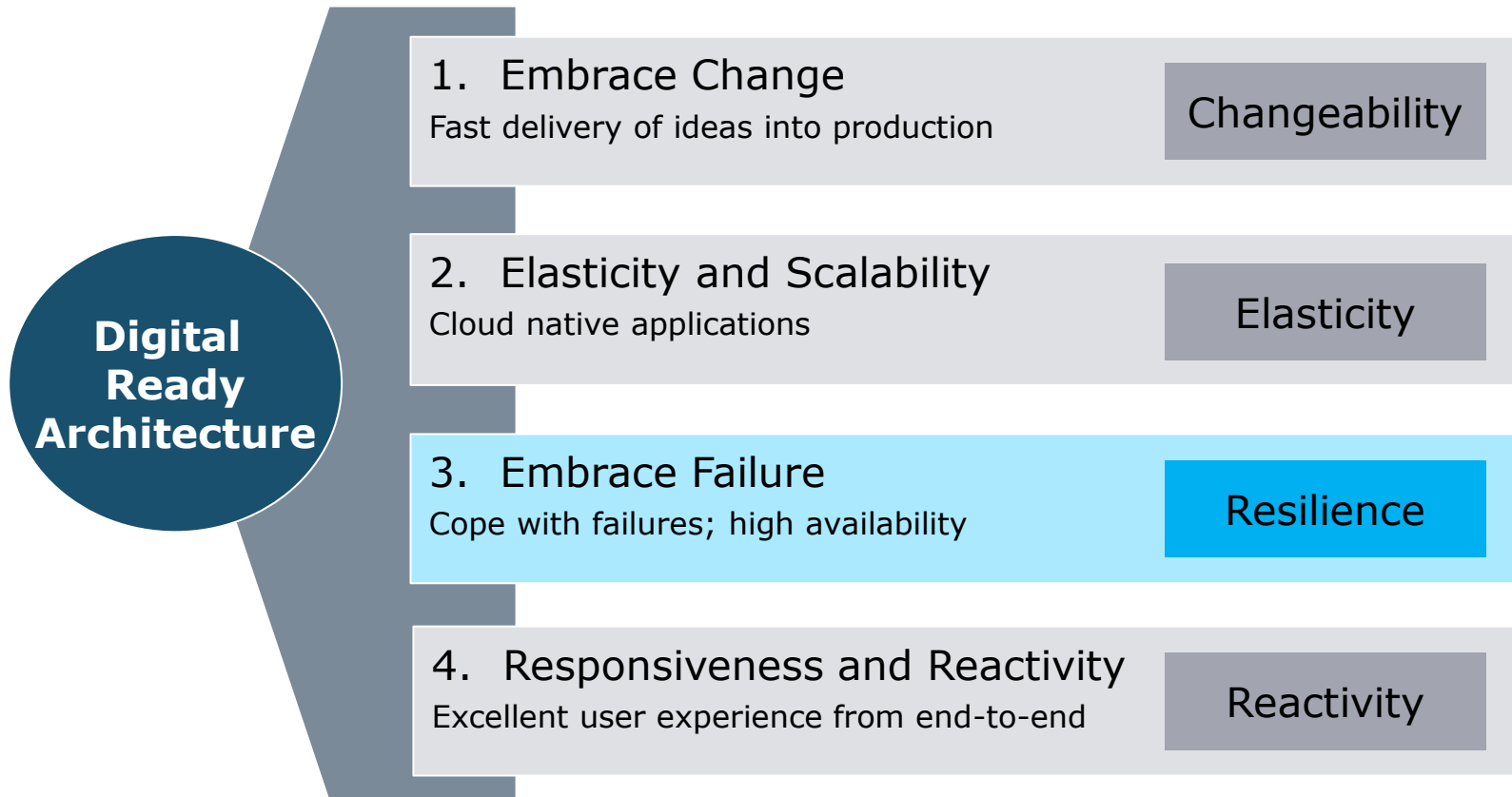




- Service registration on start up
- Heart beat checks for crashed services

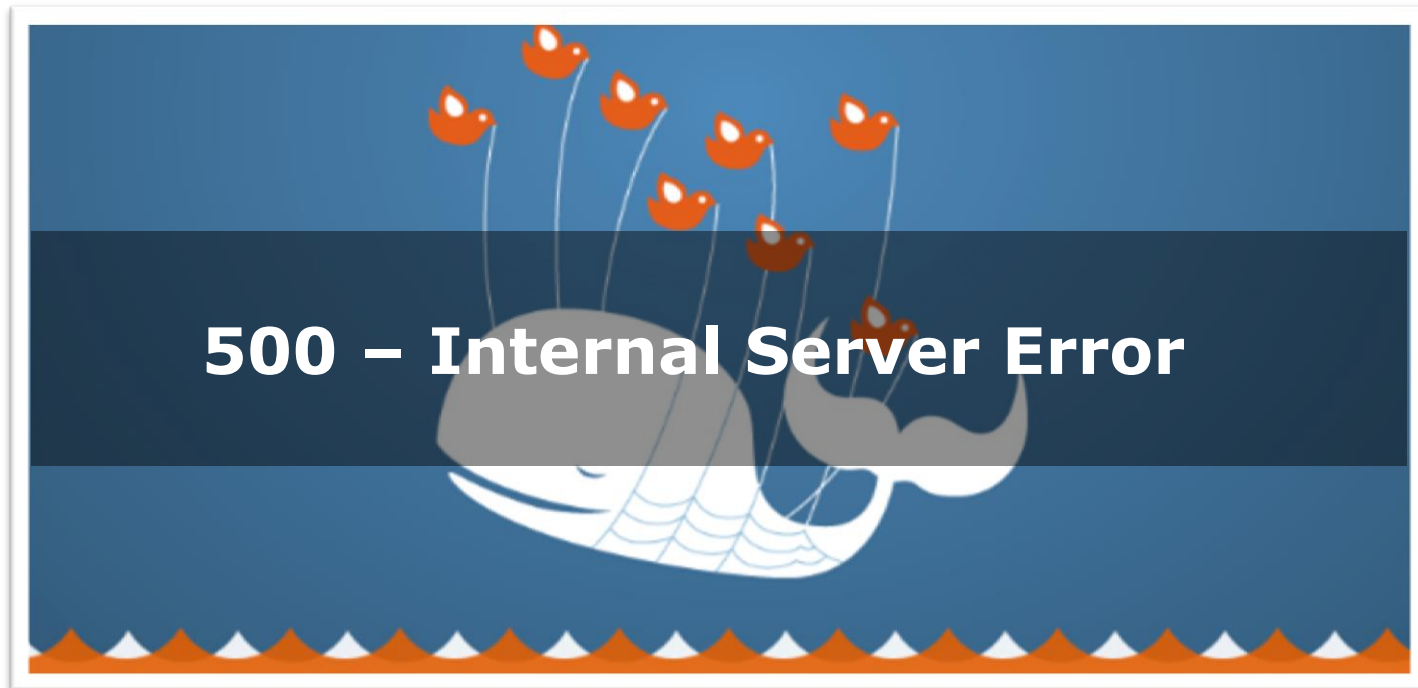


The “Digital Ready Architecture” requires a different approach and is based on a set of key assumptions/guidelines

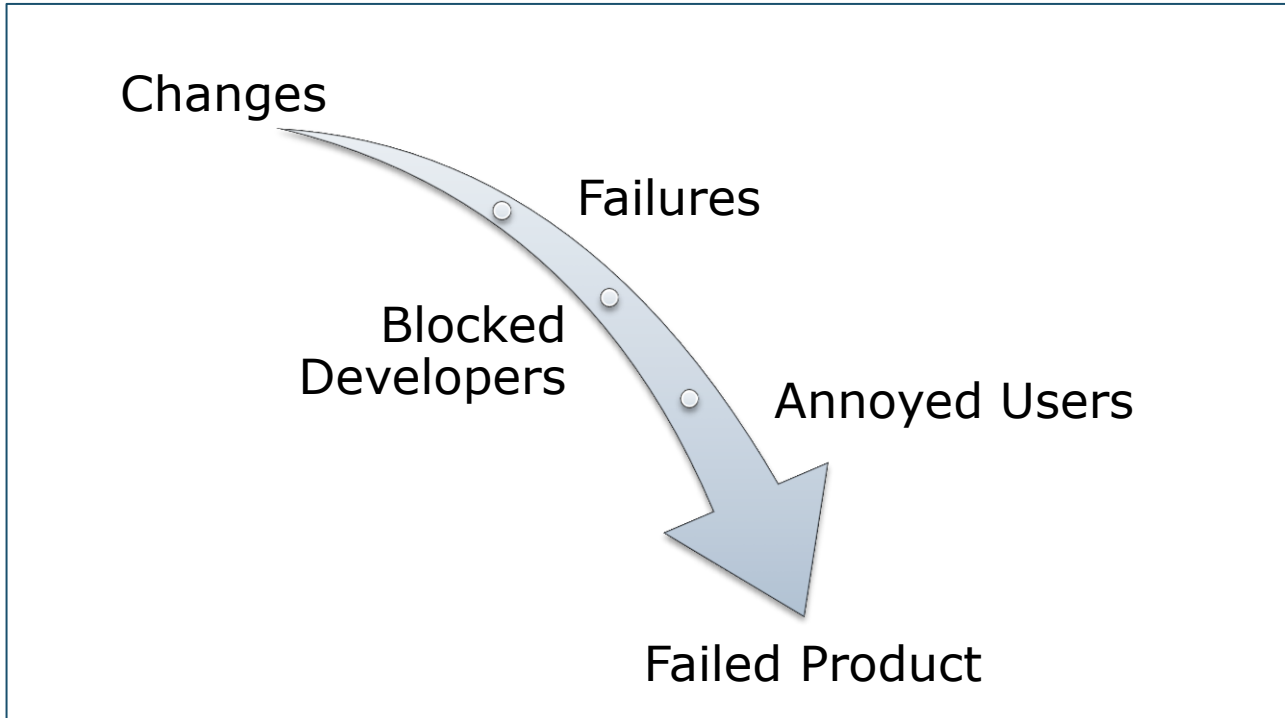


What happens when a service ...

- **is down?**
- **is slow to respond?**
- **responds with an unexpected response?**
- **is thrashed with huge requests?**



Why to be resilient



- **Make many changes quickly,** hence be able to handle more failures
- **Safe costs,** free developers from emergency calls from production
- **Retain users,** avoid complete outages

How to be resilient

Resilience

The system stays responsive in the face of failure with a graceful degradation of service if required

Isolate failures by

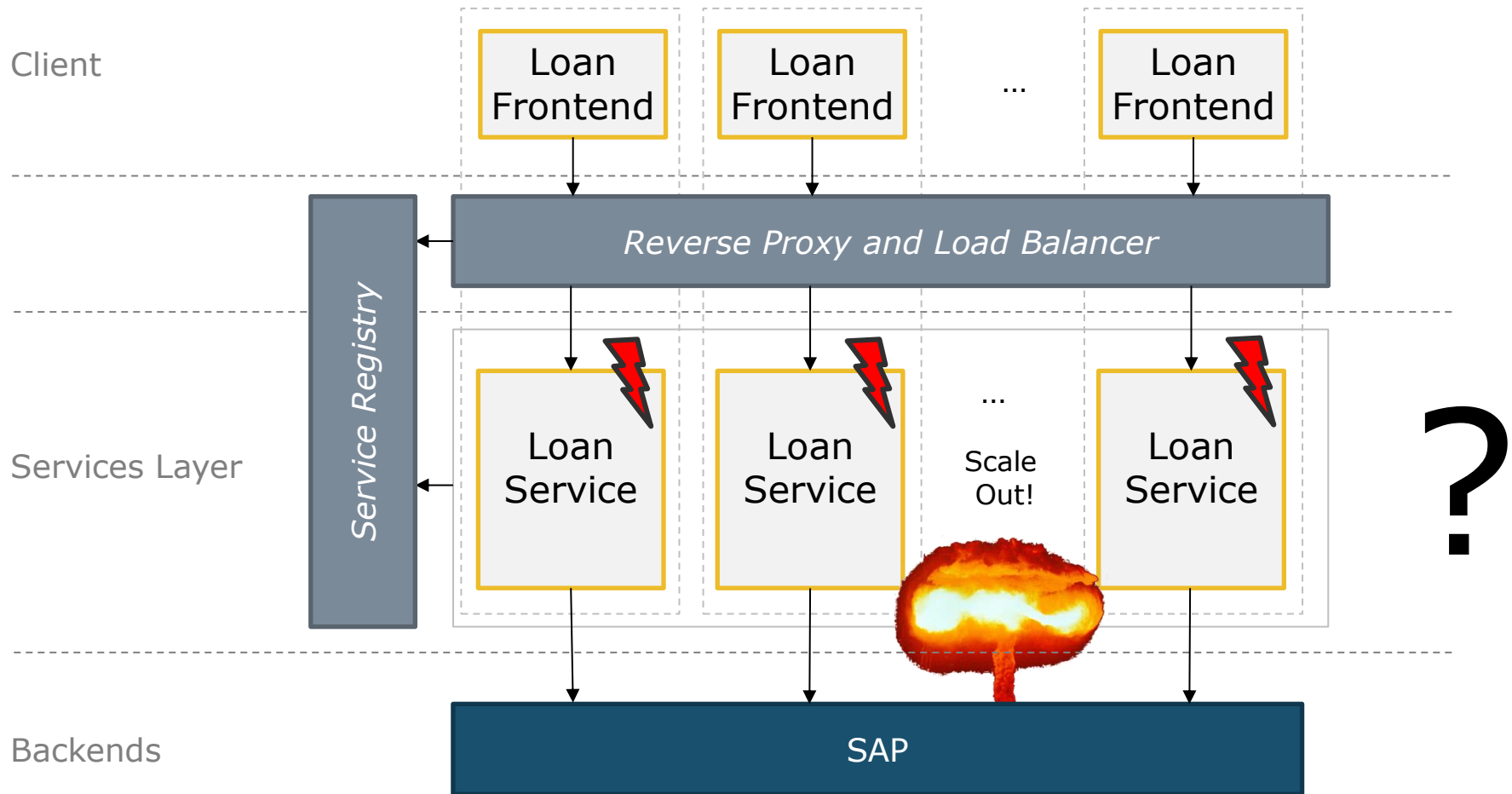
- **Redundancy** (i.e. no single point of failure)
- **Loose coupling**
 - own data store
 - asynchronous messaging
 - location transparency
 - eventual consistency

Elasticity

Reactivity

to be able to **fallback** on some default behavior i.e. cached data

No System is an island ...



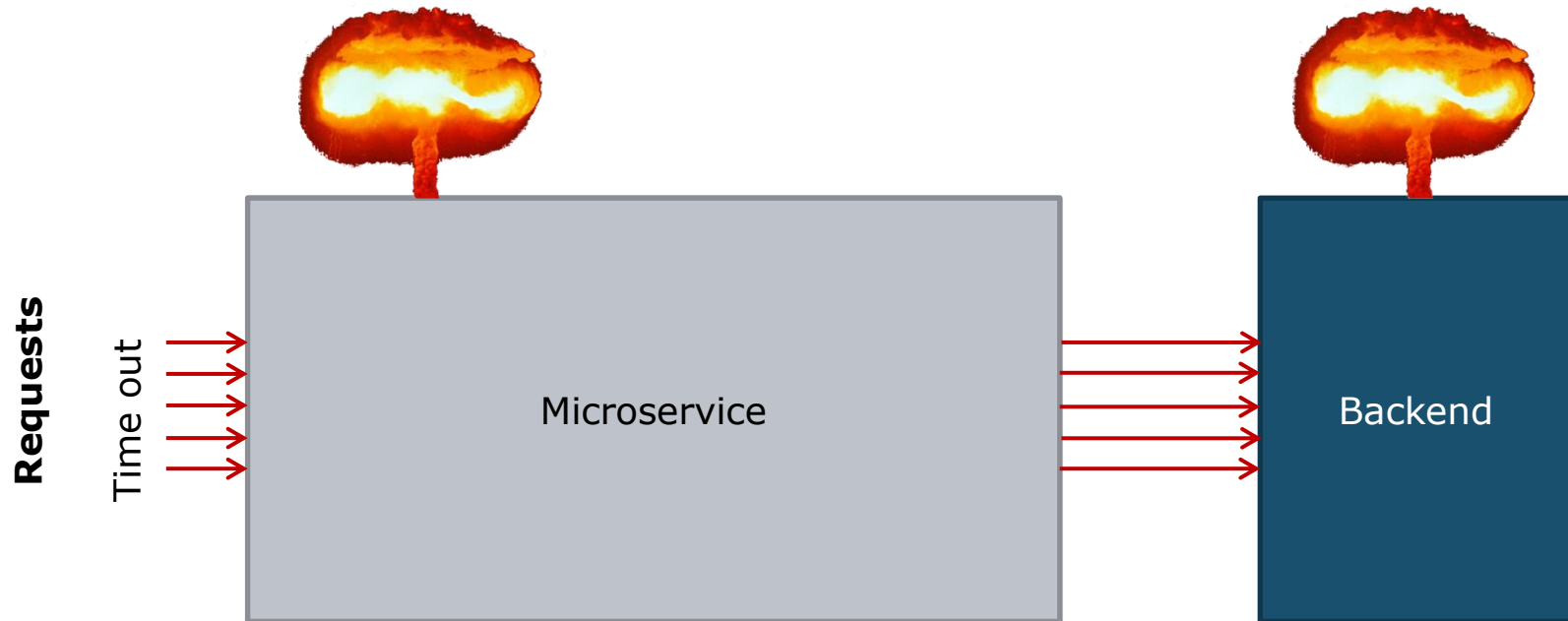
Circuit Breaker

**The circuit breaker breaks the circuit instead of the house
burning down – since 1879**

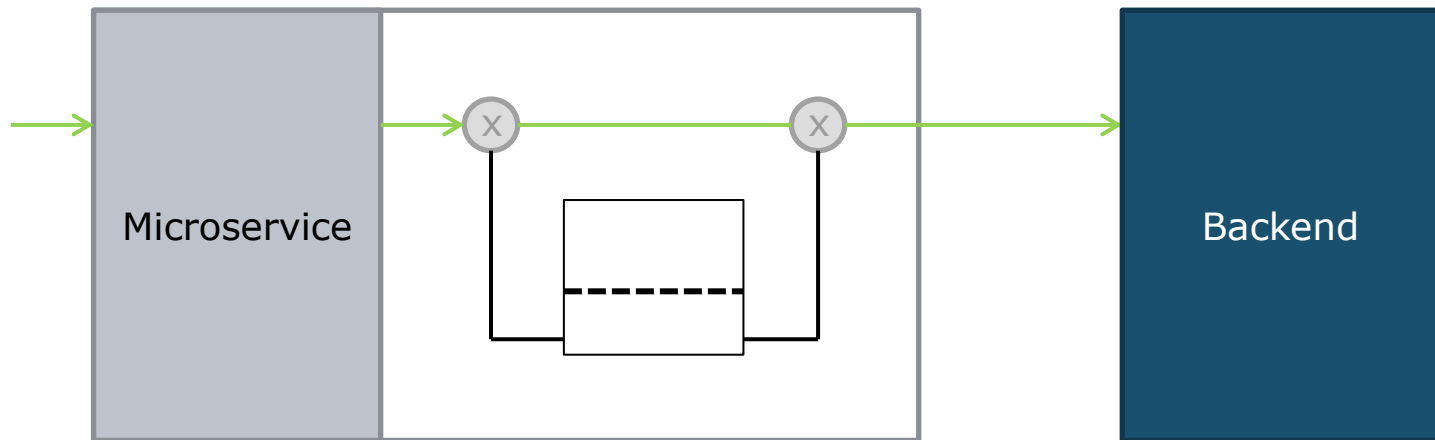
Unavailable services can affect the overall availability of synchronous, blocking systems



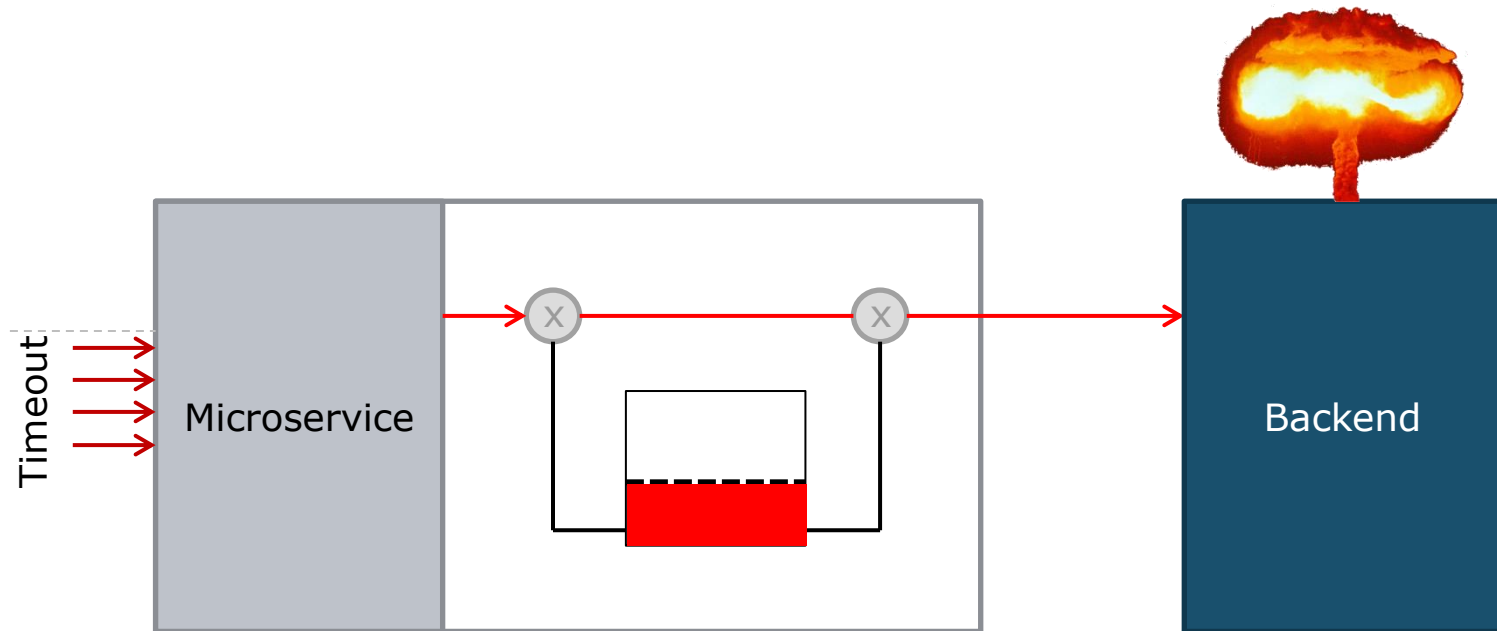
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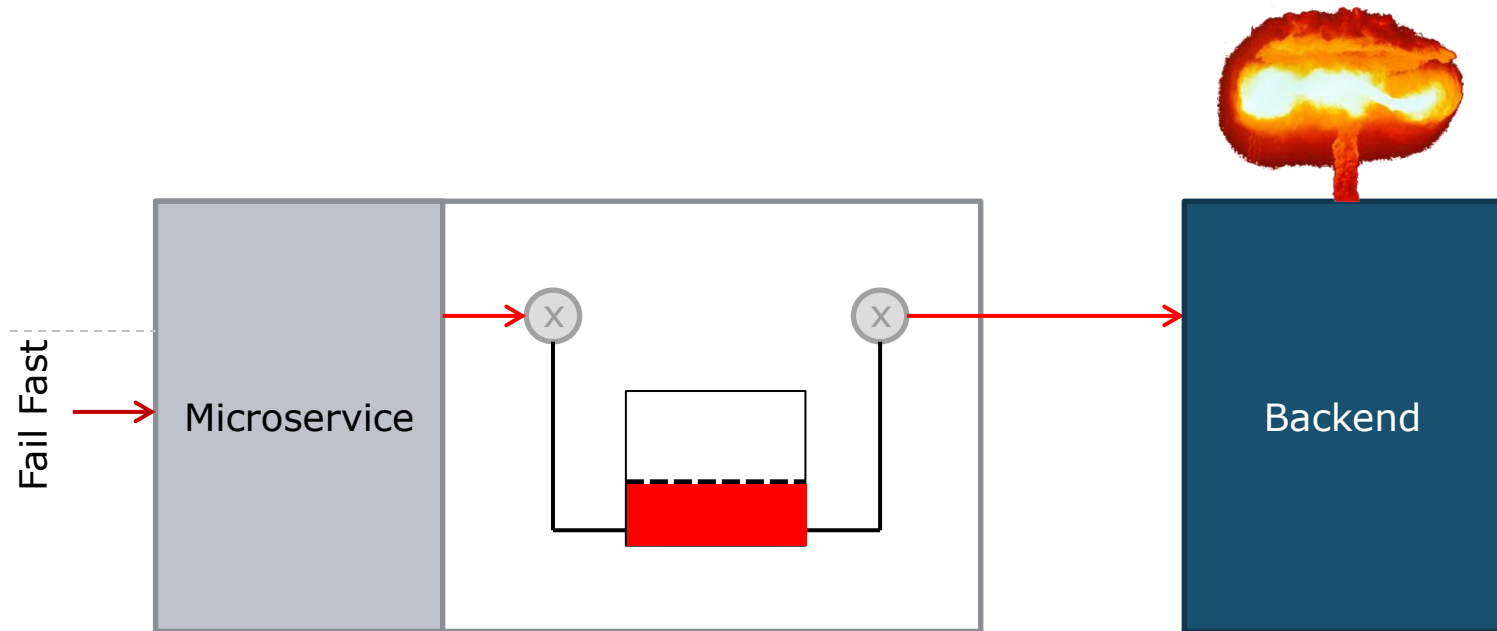
Circuit Breaker Pattern isolates backend access



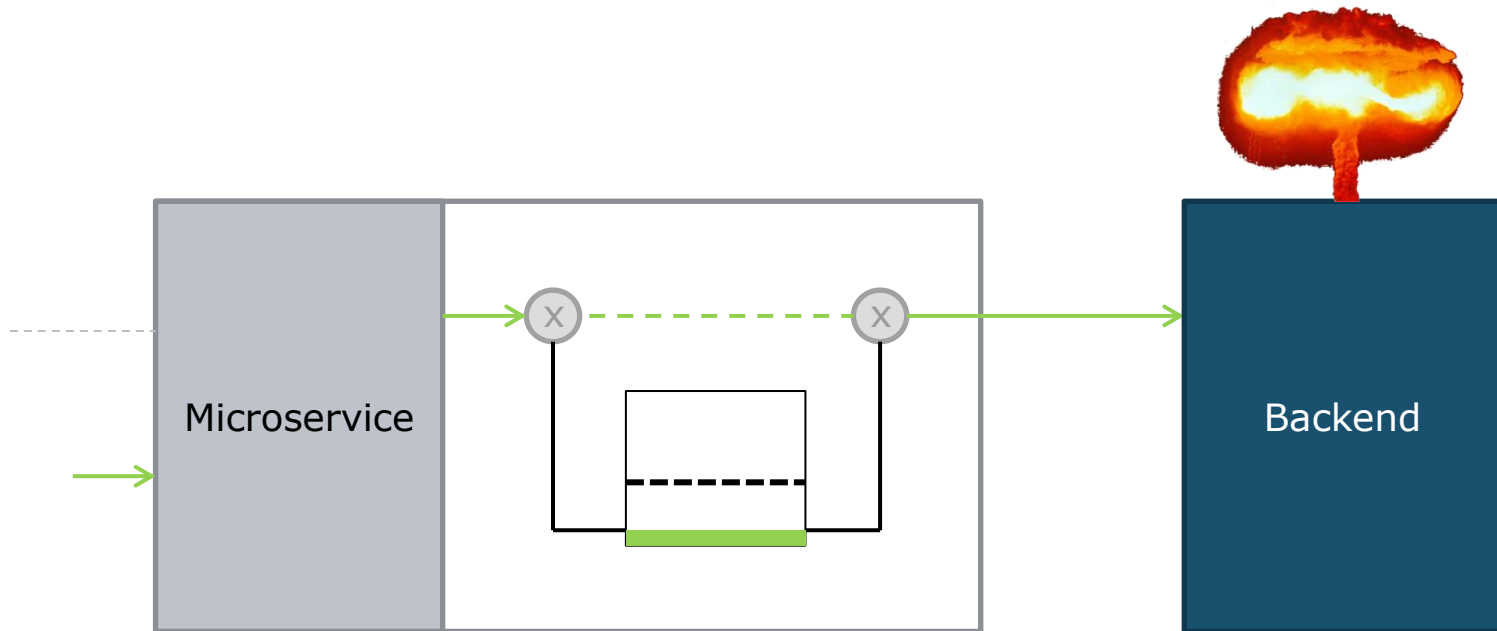
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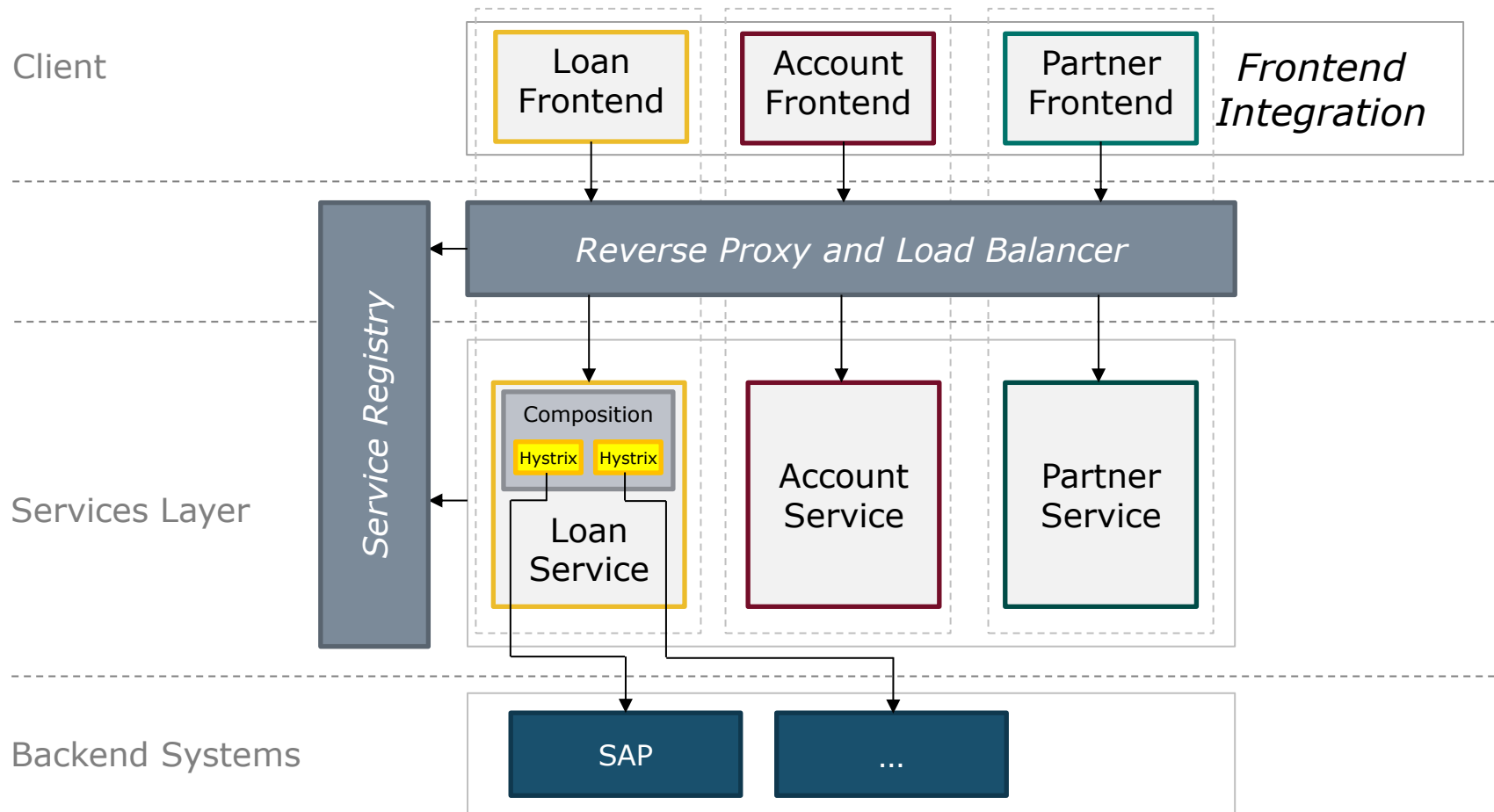
Circuit Breaker Pattern isolates backend access



Circuit Breaker Pattern isolates backend access



Hystrix isolates invocations in Server-side service compositions



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Why being responsive

highly interactive (responsive) systems, which

- provide consistent response times
- are able to operate under high load and huge data volume

How to be responsive: Reactive frameworks are based on non-blocking, asynchronous, and event-driven implementations

✓ Non-Blocking API ✓ Asynchronicity ✓ Event-driven



VERT.X

 RxNetty

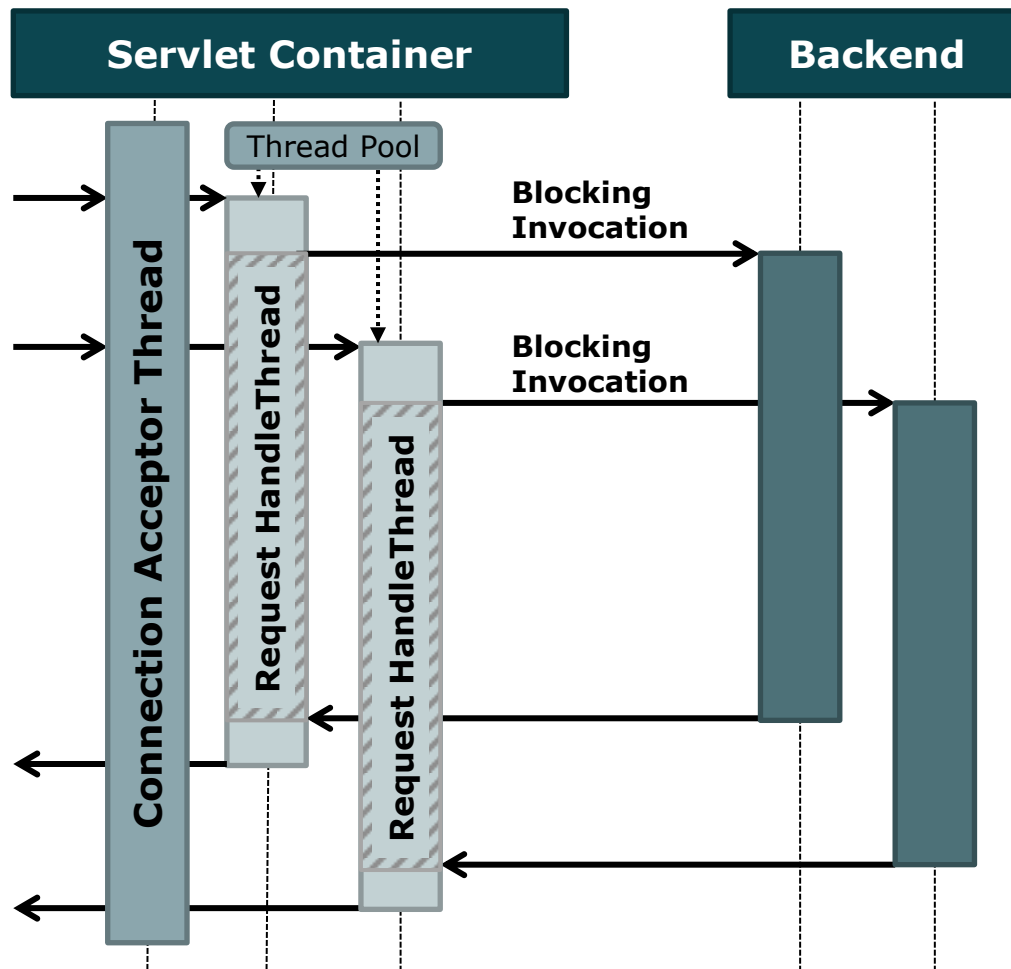
nodeJS

 akka

 spring

We Are Reactive

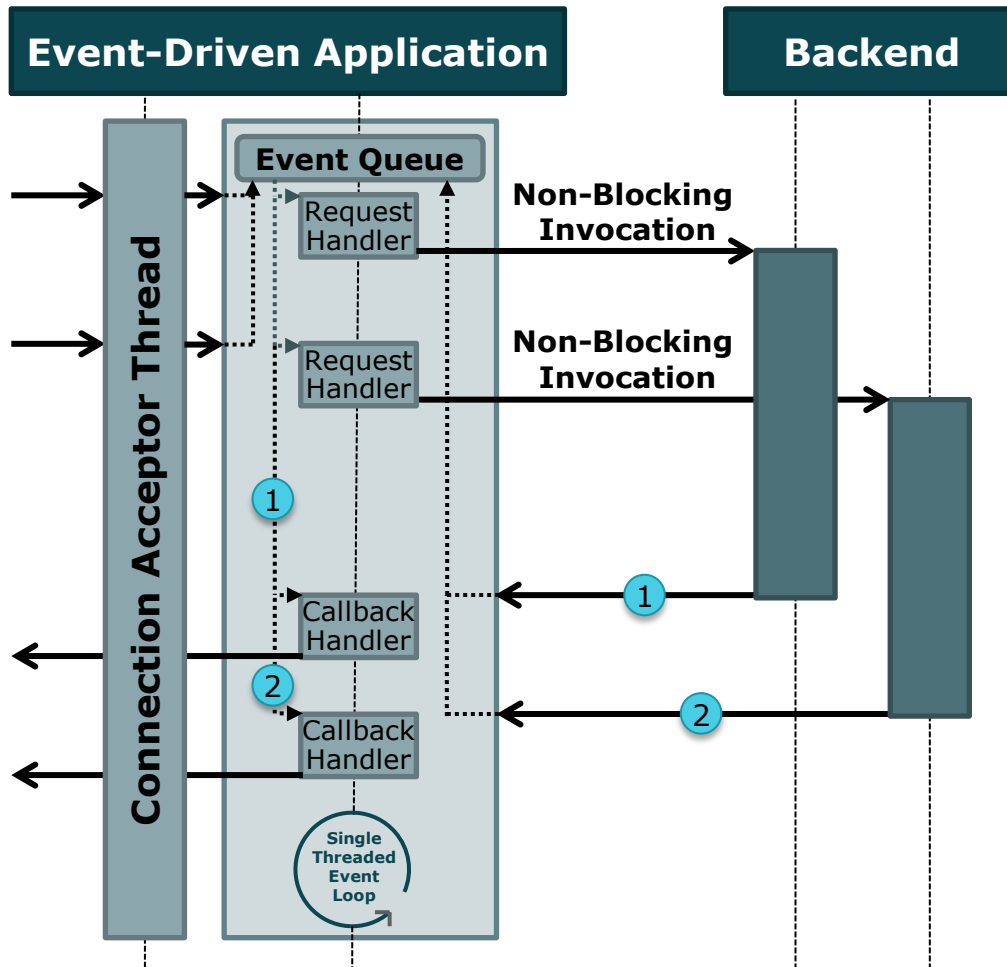
The servlet model uses one thread per request to facilitate an synchronous, blocking programming model



Servlet Model:
One thread per request

- Synchronous programming model
- Blocking Invocations
- Shared state and locks

Support a high number of parallel request using an asynchronous, non-blocking request handling



Event-driven application:
Single-threaded
event loop

- Asynchronous event handling
- No locks / synchronization required

Do you want to know more ...

non-blocking API
Asynchronous
Event-driven



ReactiveX

Building reactive applications
 with RxJava

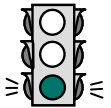
Rx-Hackathon, 15:00

An architecture build on the principles of non-blocking, reactive Microservices meets the challenges of the digital age

Evaluation

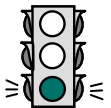
Embrace Change

- Microservices isolate changes and reduce the risk of releasing new business value
- Both technological and business innovations are furthered



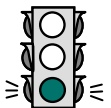
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- Scalability is usually achieved by clustering and scaling vertically in advance
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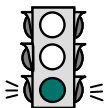
Embrace Failure

- Horizontal scalability enables elastic reaction to load
- Systems can be scaled on a fine grained level



Responsiveness and Reactivity

- Reactivity needs to be designed into the systems
- But: fine grained systems encourage the application of new techniques and methodologies



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- Software is eating the world
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 - **Assessment and conclusion**
-

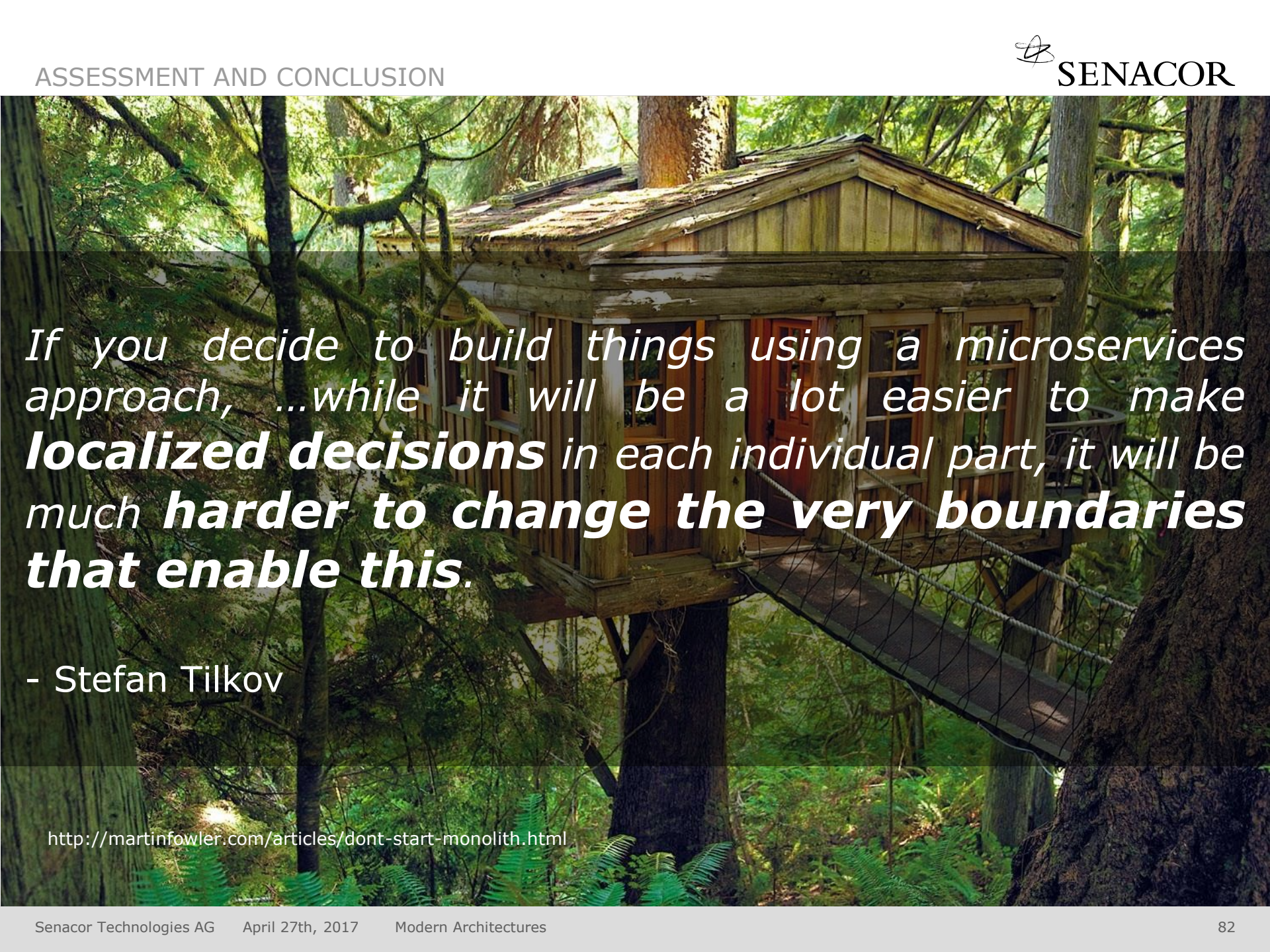


*...don't even consider Microservices unless you have a **system that's too complex to manage as a monolith.***

*The **majority** of software systems should be built as **a single monolithic application.***

- Martin Fowler

<http://martinfowler.com/bliki/MicroservicePremium.html>

A photograph of a rustic wooden treehouse built high up in a dense forest. The treehouse has a gabled roof and a small balcony with a rope railing. Sunlight filters through the trees, creating a dappled light effect on the foliage and the structure.

*If you decide to build things using a microservices approach, ...while it will be a lot easier to make **localized decisions** in each individual part, it will be much **harder to change the very boundaries that enable this.***

- Stefan Tilkov

<http://martinfowler.com/articles/dont-start-monolith.html>



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Following

any decent answer to an interesting question
begins, "it depends..."

RETWEETS
479

FAVORITES
294



7:45 PM - 6 May 2015





Think before you act,...



..., so you do not build this!

The age of digitization acts as a disruptive force and requires an end-to-end rethinking of established principles and patterns

Software is eating the World

- Disrupting forces put pressure on the IT departments of corporations
- In order to meet the market demands, new ideas and products must be delivered faster and more often
- Bank of 2 Speeds – think speedboats and tankers

Monolithic apps. are not up to the challenge

- Systems are build according to the organization's communication structure
- Traditional software system architectures, such as the multi-channel architecture, make meeting market demands challenging

Self-Contained-Systems offer a solution

- Going from monolithic applications to as system of systems requires change on an organizational level
- You have to understand your domain
- Going from monolithic applications to as system of systems requires change on an organizational level



Questions? Comments? Feedback?

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