

## Mantendo seu monolito vivo

em um ambiente de alta disponibilidade

Guilherme Carreiro - Senior Software Engineer at Red Hat

Paulo Martins - Senior Software Engineer at Red Hat

TDC Porto Alegre

28.11.2019



## Mantendo seu monolito vivo

em um ambiente de alta disponibilidade

Guilherme Carreiro - Senior Software Engineer at Red Hat

Paulo Martins - Senior Software Engineer at Red Hat

TDC Porto Alegre

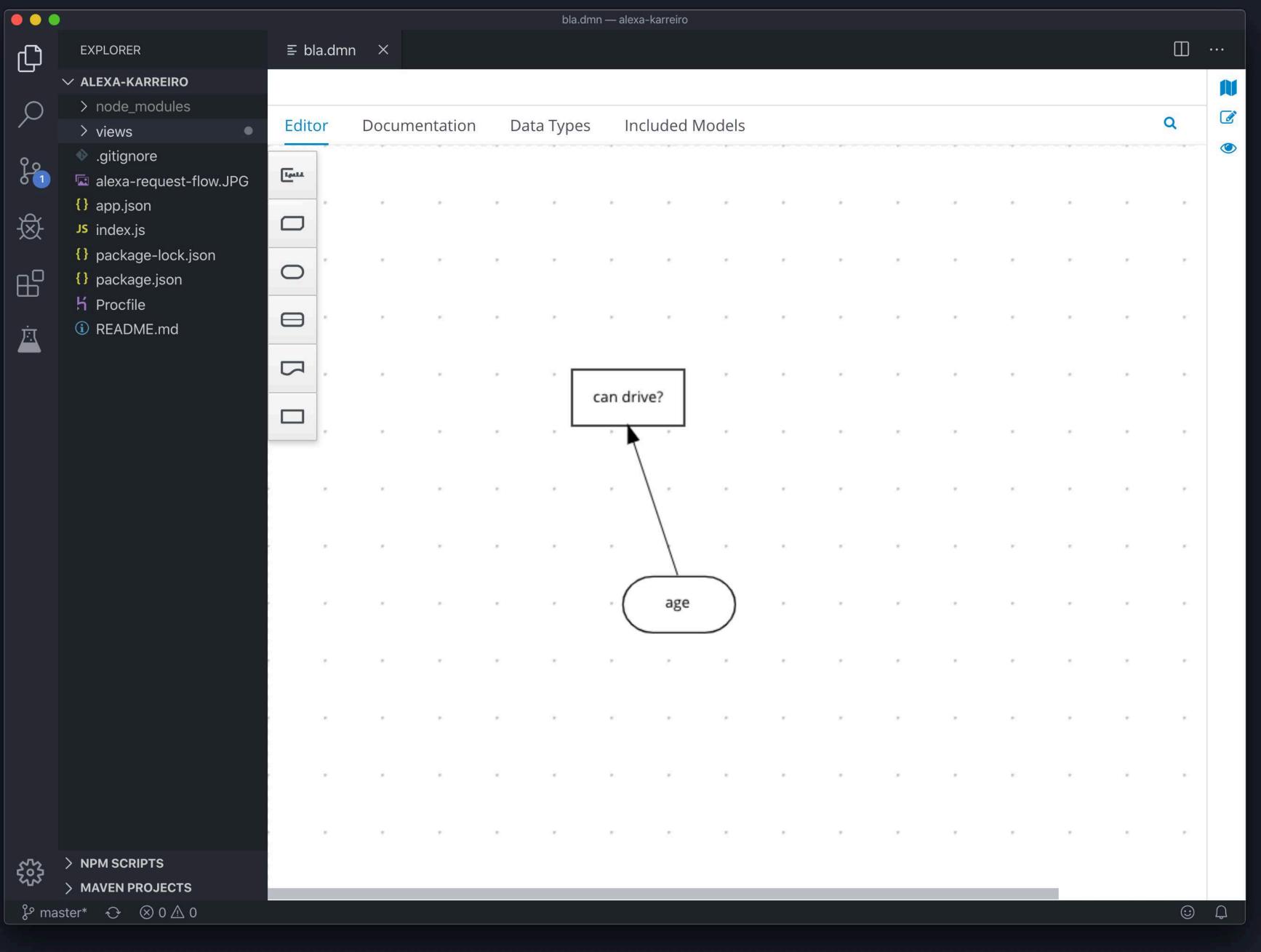
28.11.2019



### Guilherme Carreiro - @karreiro

- São Paulo, SP
- DMN
- Go language
- Data Privacy
- Weekly blogger <u>karreiro.com</u>
- Red Hat / Middleware (Decision Tooling)



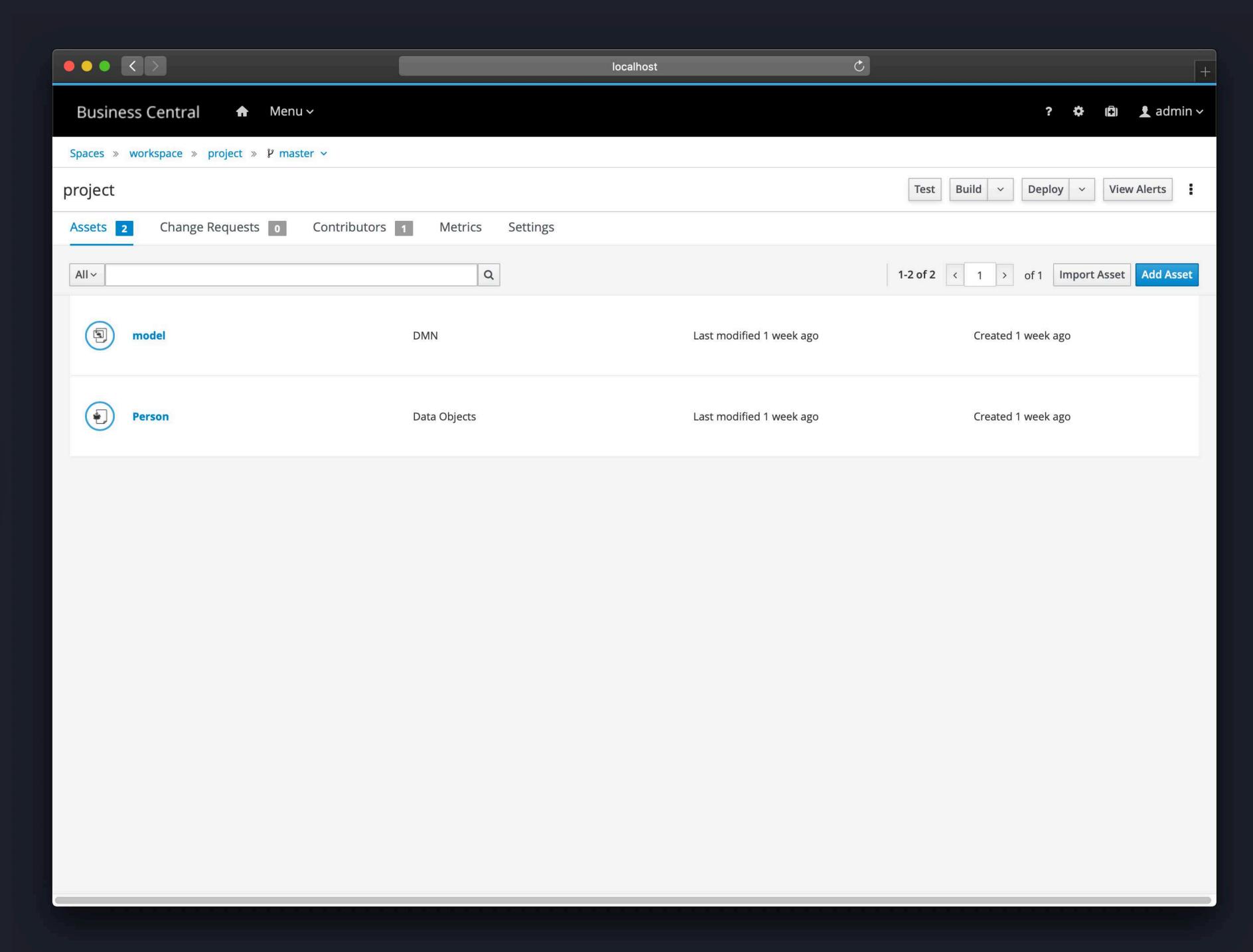




### Paulo Martins - @paulovmr

- Campinas, SP
- Computer Scientist
- React
- Foundation Blog https://medium.com/kie-foundation
- Red Hat / Middleware (Foundation)





### The Monolith

16Gb of RAM to run a single app 💩



## Monolith features

- Simple deployment
- Built-in tracing
- Simple packaging
- Easy reusability

## Monolith features

- Deployment coupling
- Code coupling
- Inflexible scalability
- Lack of elasticity

# The Monolith perspective

# The Monolith perspective

# Cloud-native apps and Containers

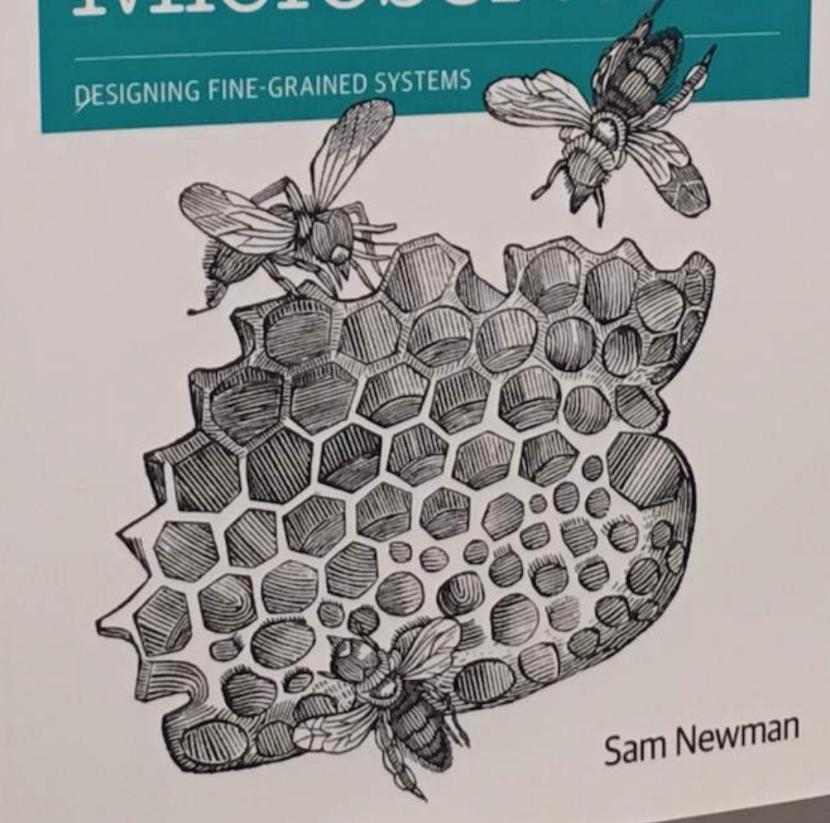
The Microservices sweet spot

## Linux Containers (LXC)

Namespaces, Control Groups, and Copy-on-write filesystem

O'REILLY

# Building Microservices



B. Fernandez

GARY McGRAW



WILEY

TTERNS





langled

Web







# Containers with Microservices

- Independent deployments
- Flexible scalability
- Horizontal scalability
- High elasticity

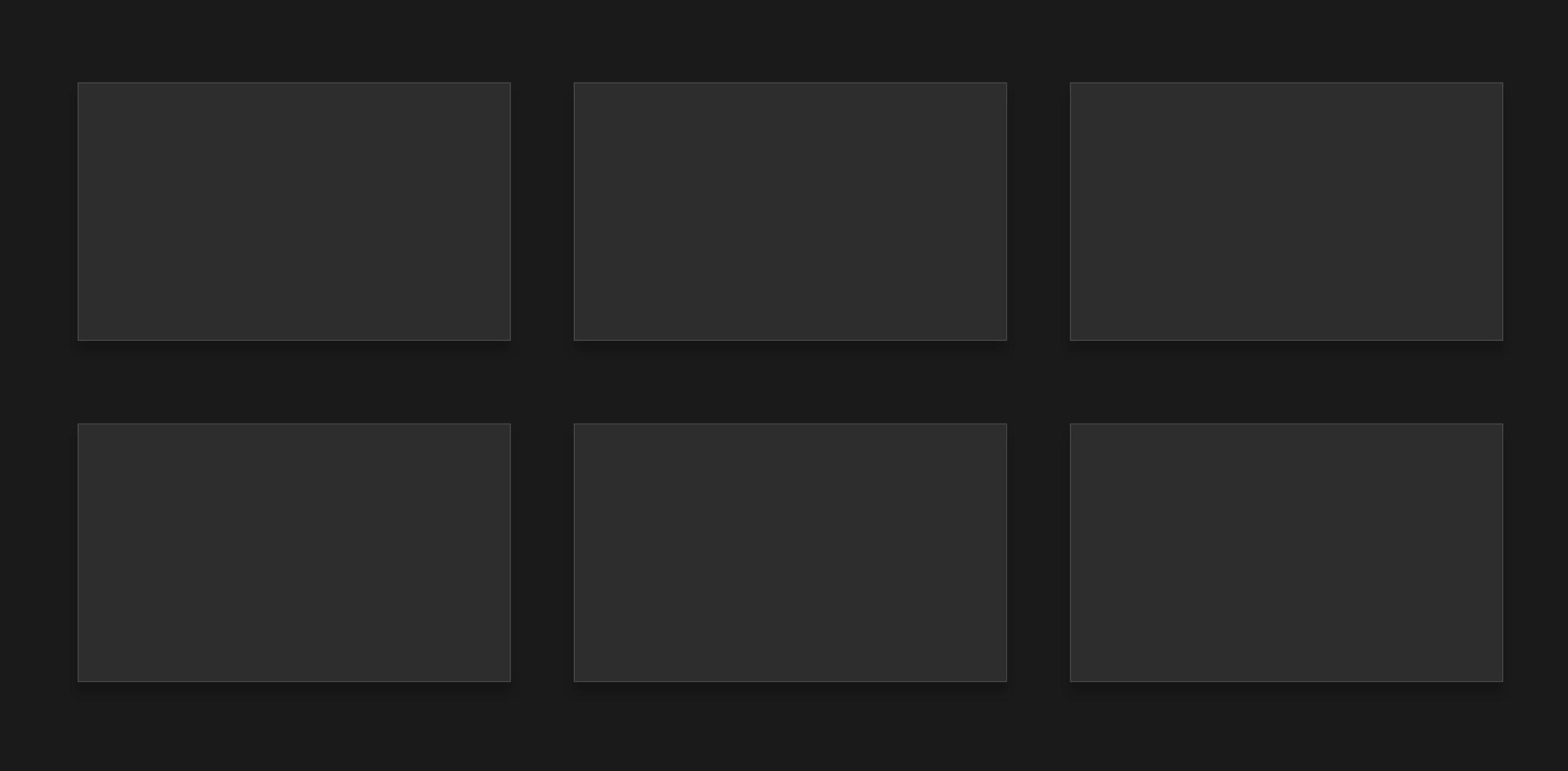
# Containers with Microservices

- Clear understanding of the domain
- Tracing
- Orchestration vs. Choreography

# The Cloud-native apps perspective

## We want it.

...and nobody is gonna die!



# The Monolith perspective

## The Monolith perspective

## Cloud-native apps and Containers

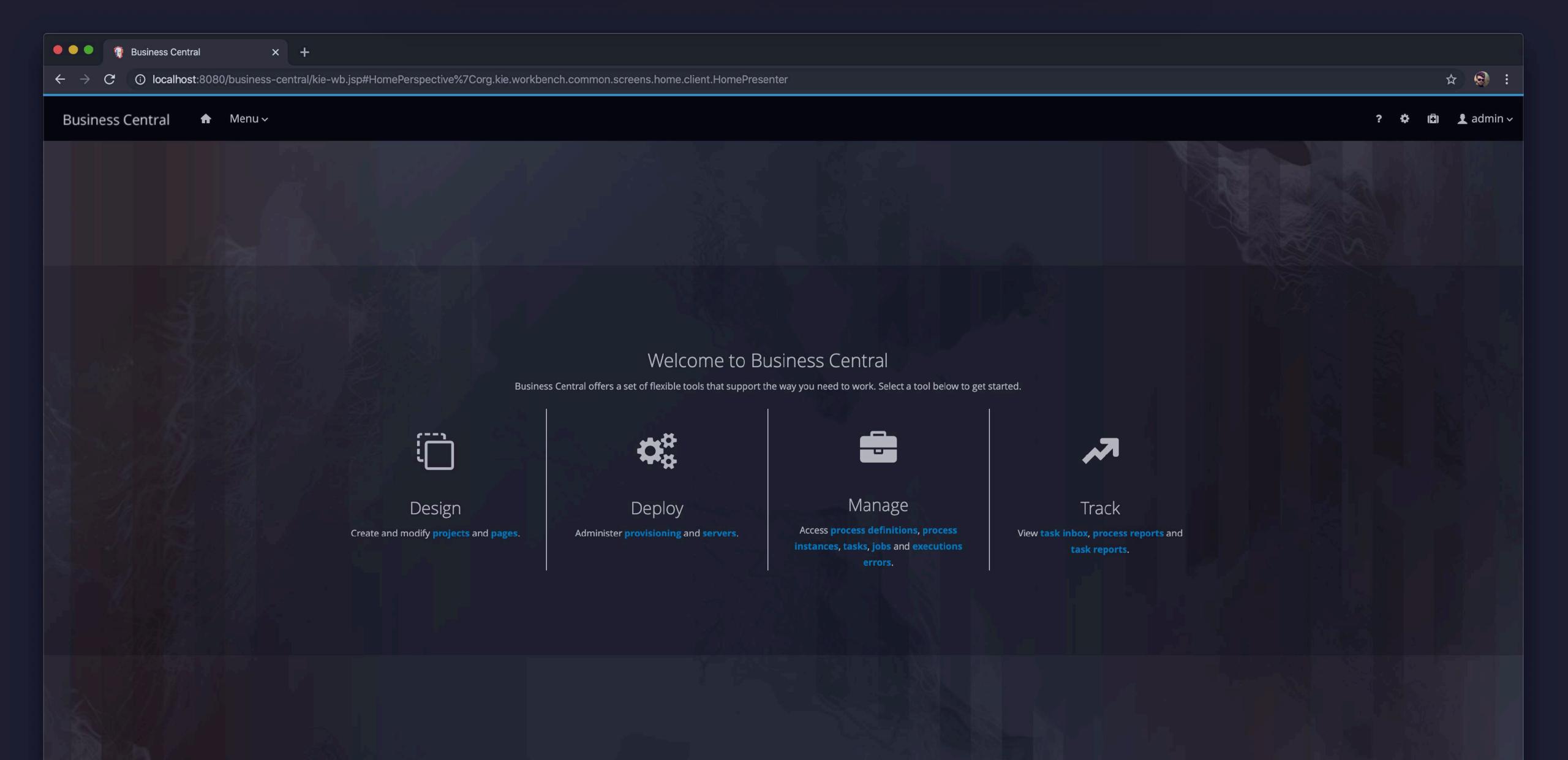
## Business Central

Old but gold — not legacy.

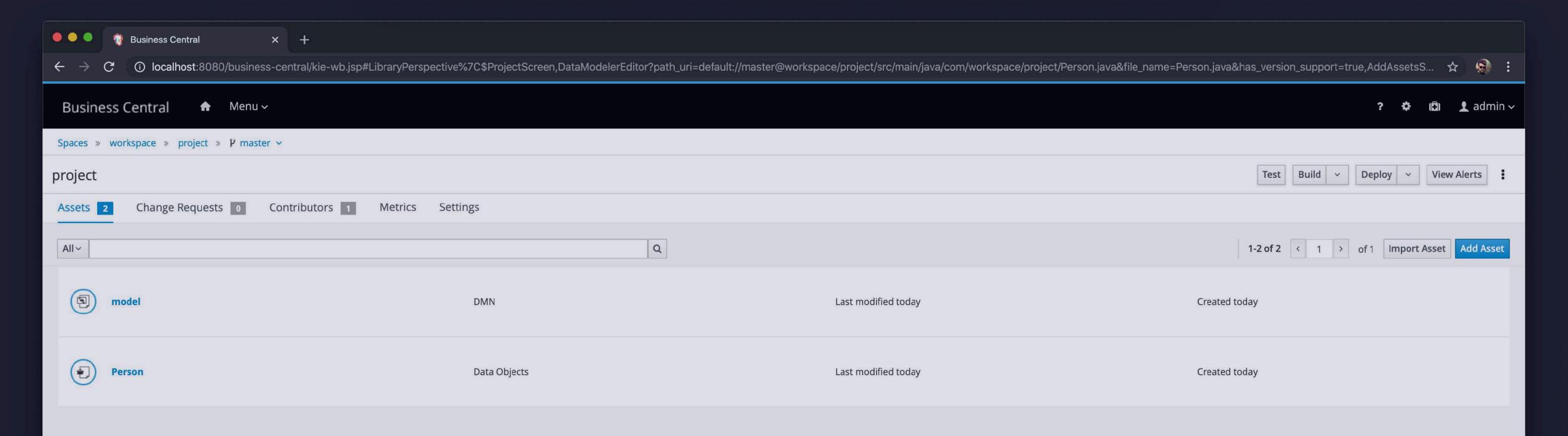
# Business Central 188Mb WAR:

- more than 8 years of code base
- more than 1 million of LOC
- more than 30 developers
- more than 150 sub-projects
- very good balance between coupling and cohesion

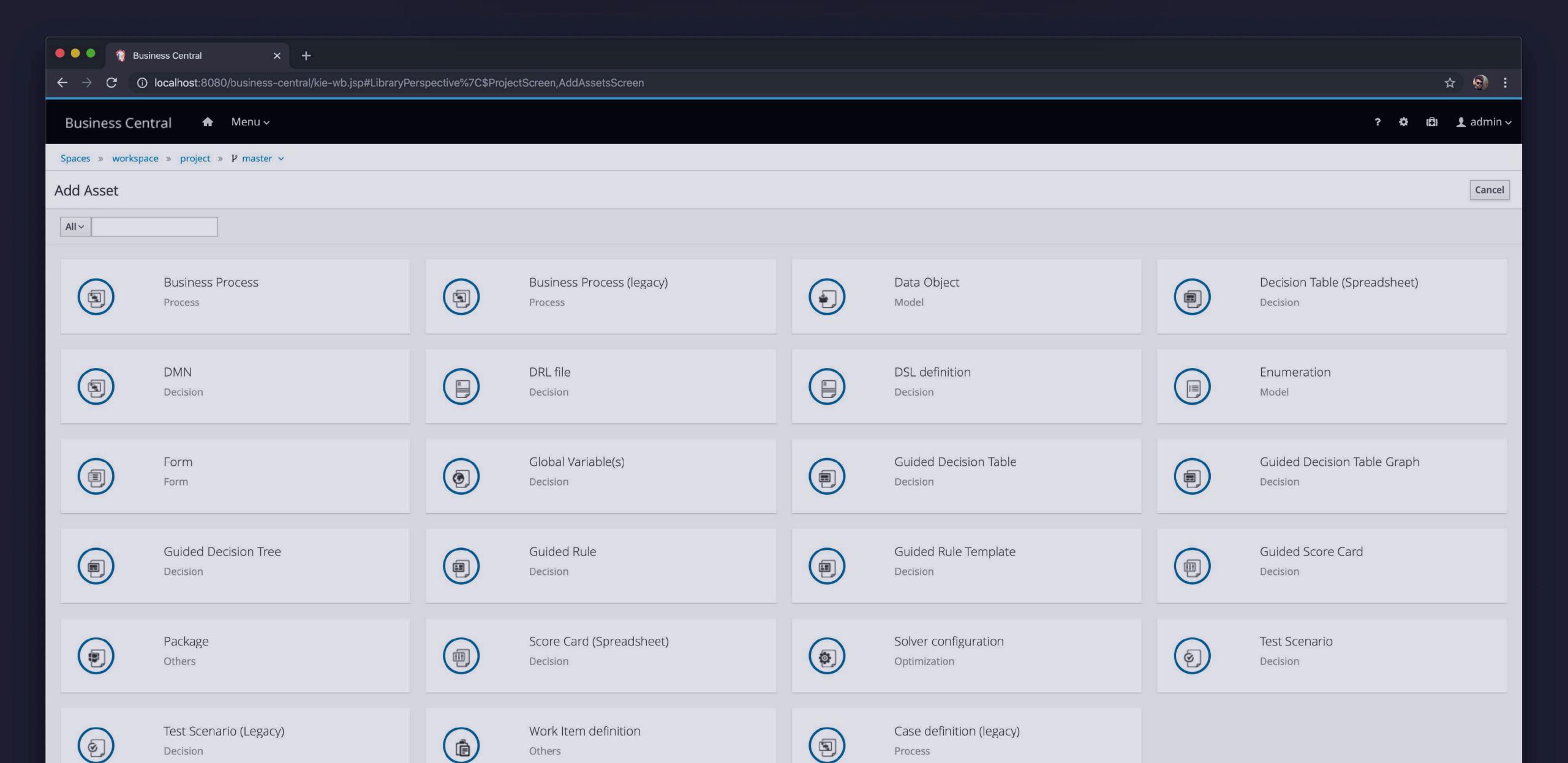
### Business Central platform



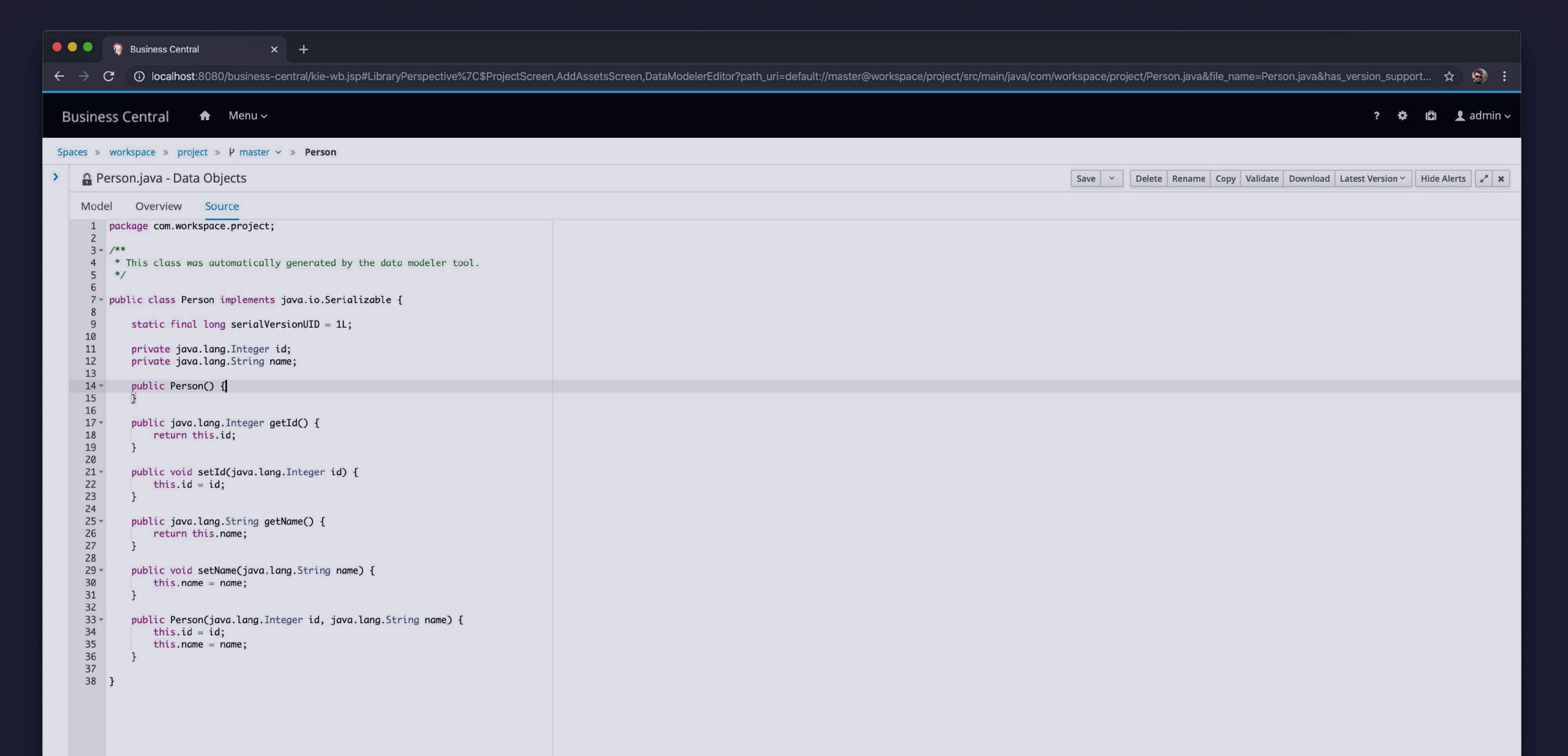
### Business Central filesystem



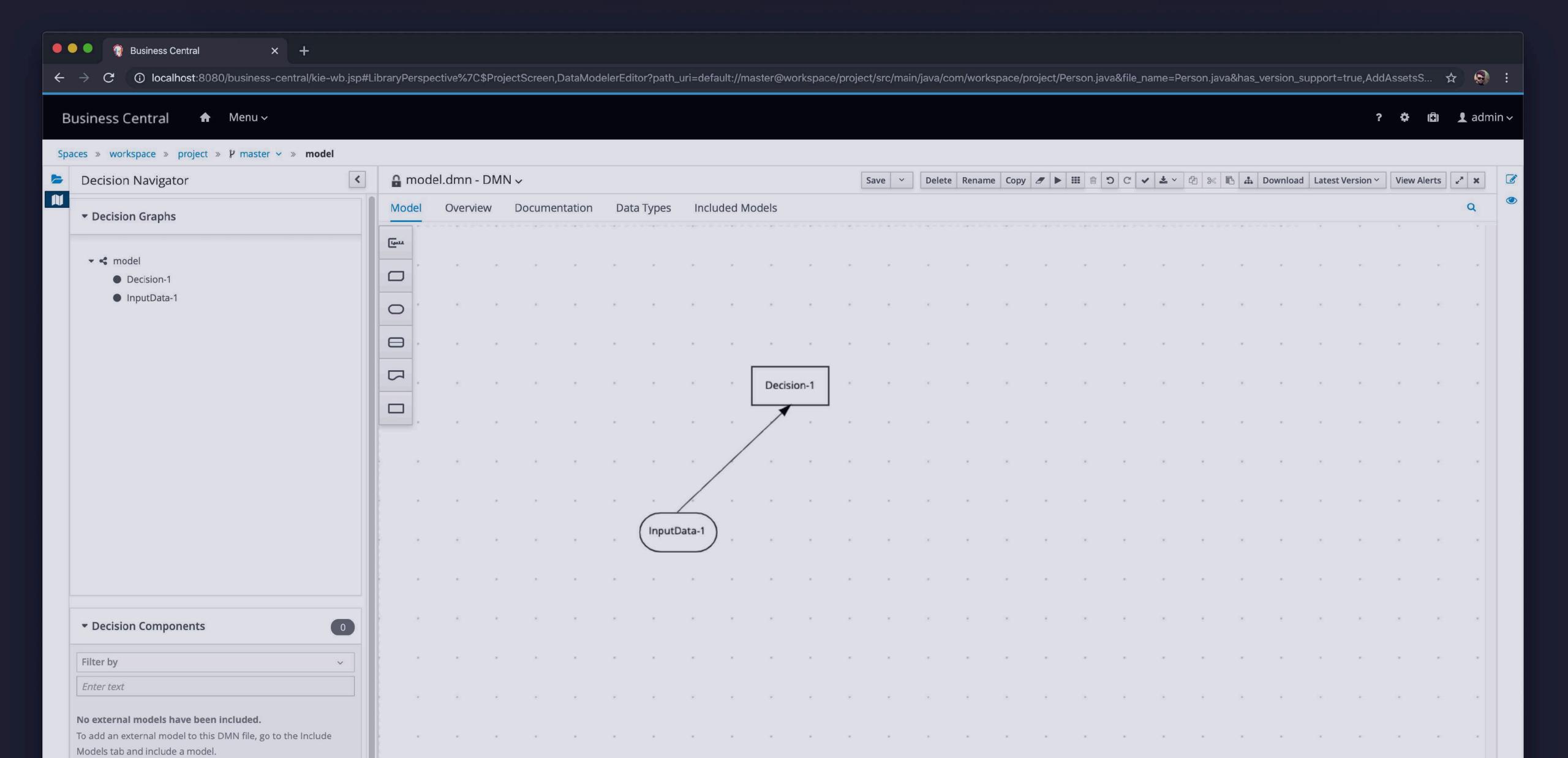
### Business Central assets



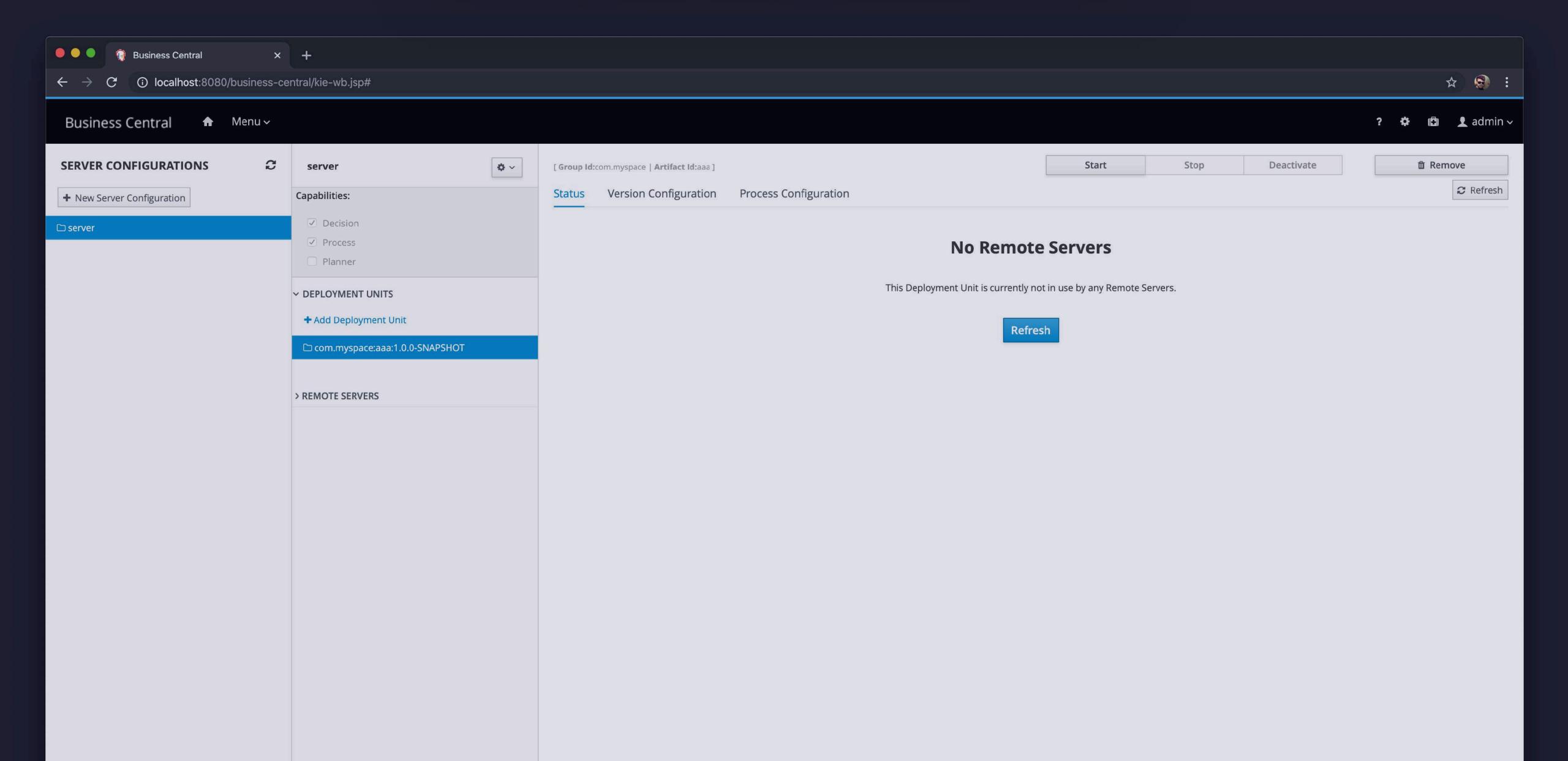
### Business Central editors (Data Objects)



### Business Central editors (DMN models)



### Business Central runtime



# Monolith-to-Cloud challenges

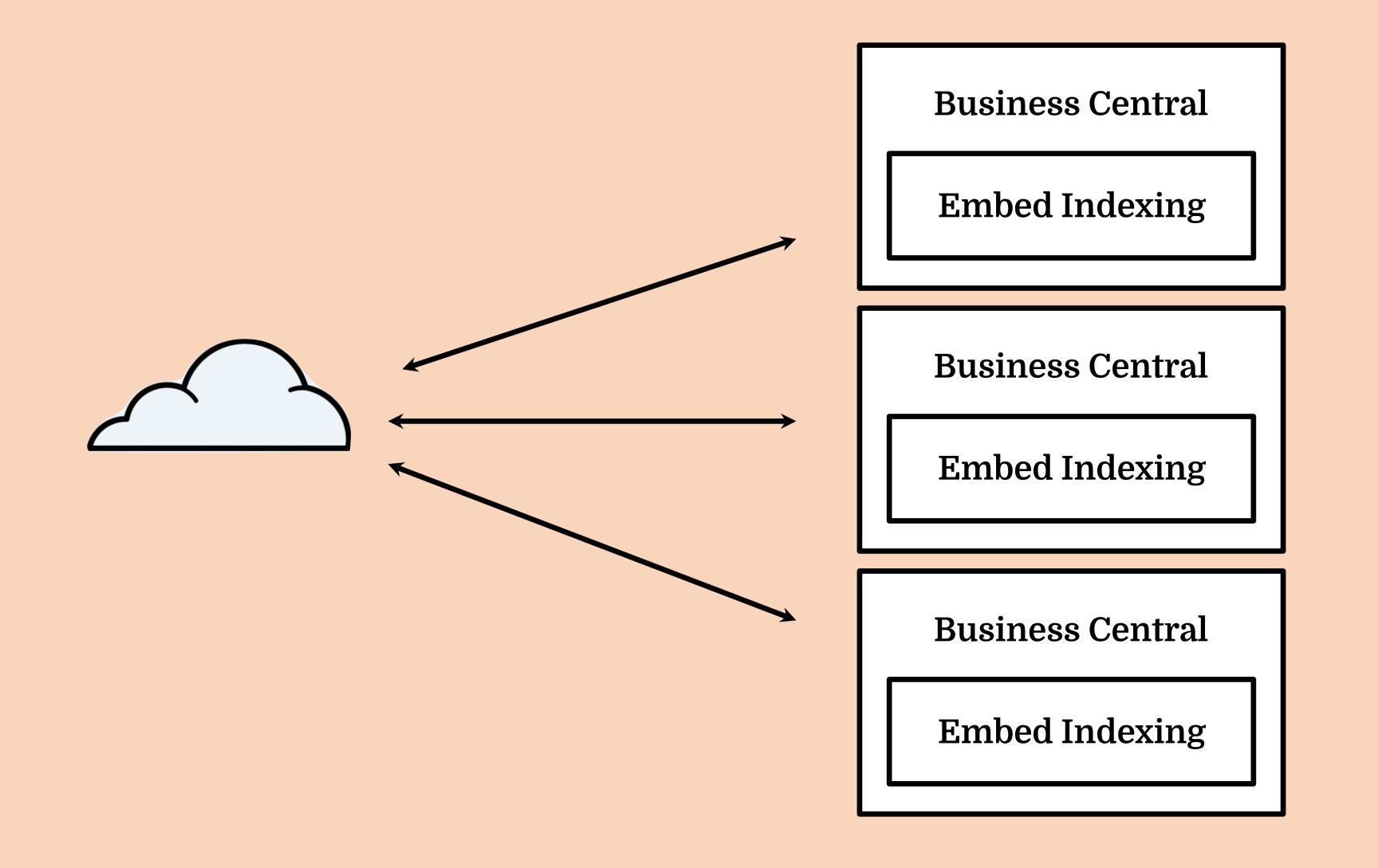
Here we go!

# Monolith-to-Cloud challenges

- 1. Redundant processing
- 2. Global lock
- 3. Keep the programming paradigm

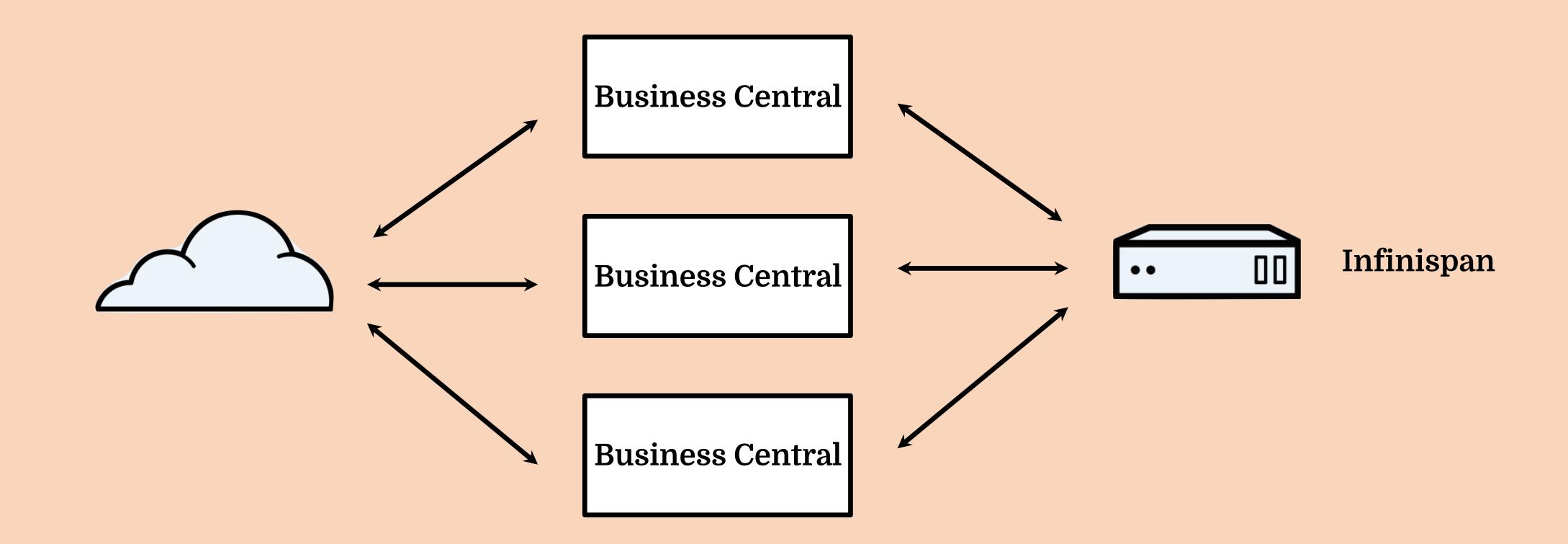
## 1. Redundant processing

DRYing the monolith



## Indexing as a service

Ctrl + Alt + M



# Lighter monolith and fine tuning

Win-win **Y** 

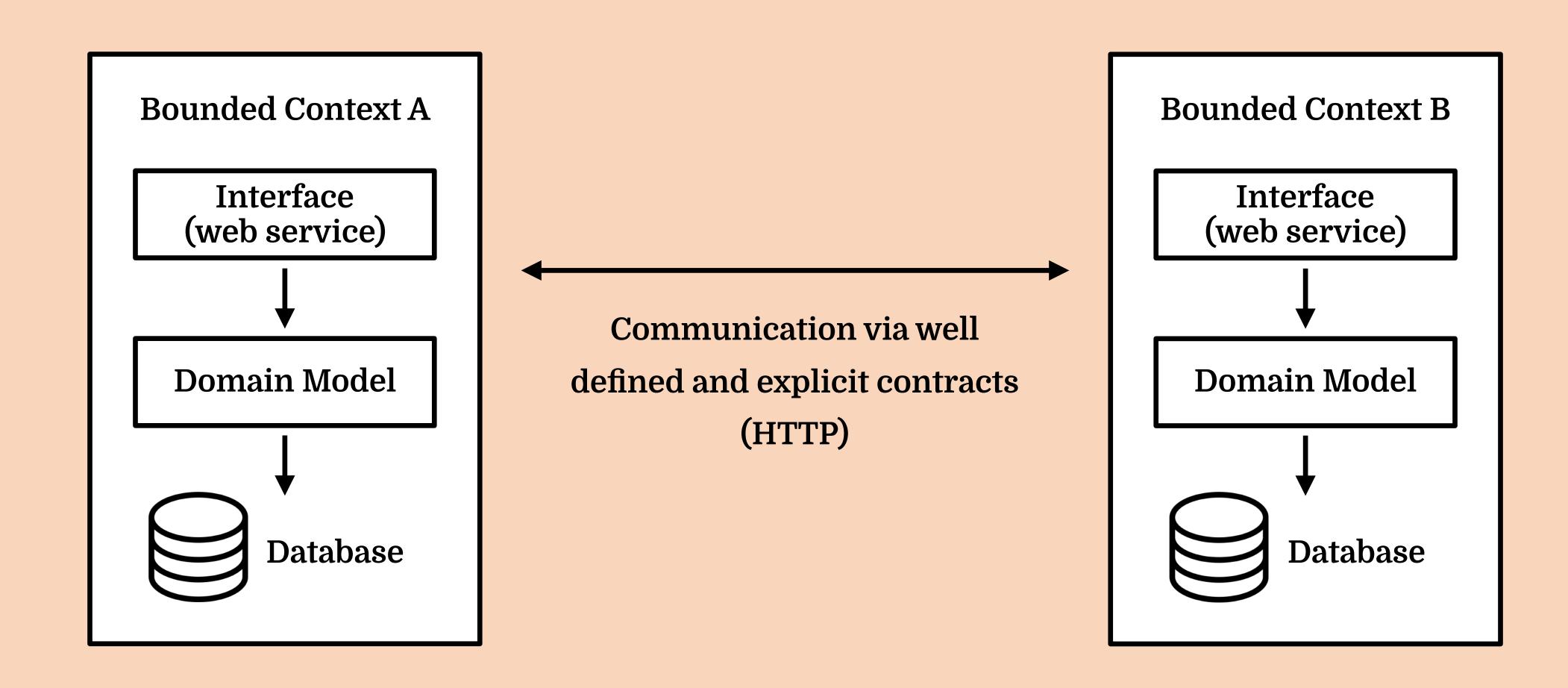
# 2. Global lock

Do not stop the world!!!

# Bounded Contexts

"A context means a specific responsibility. A bounded context means that responsibility is enforced with explicit boundaries" \*

# Bounded Contexts



# The locked contexts

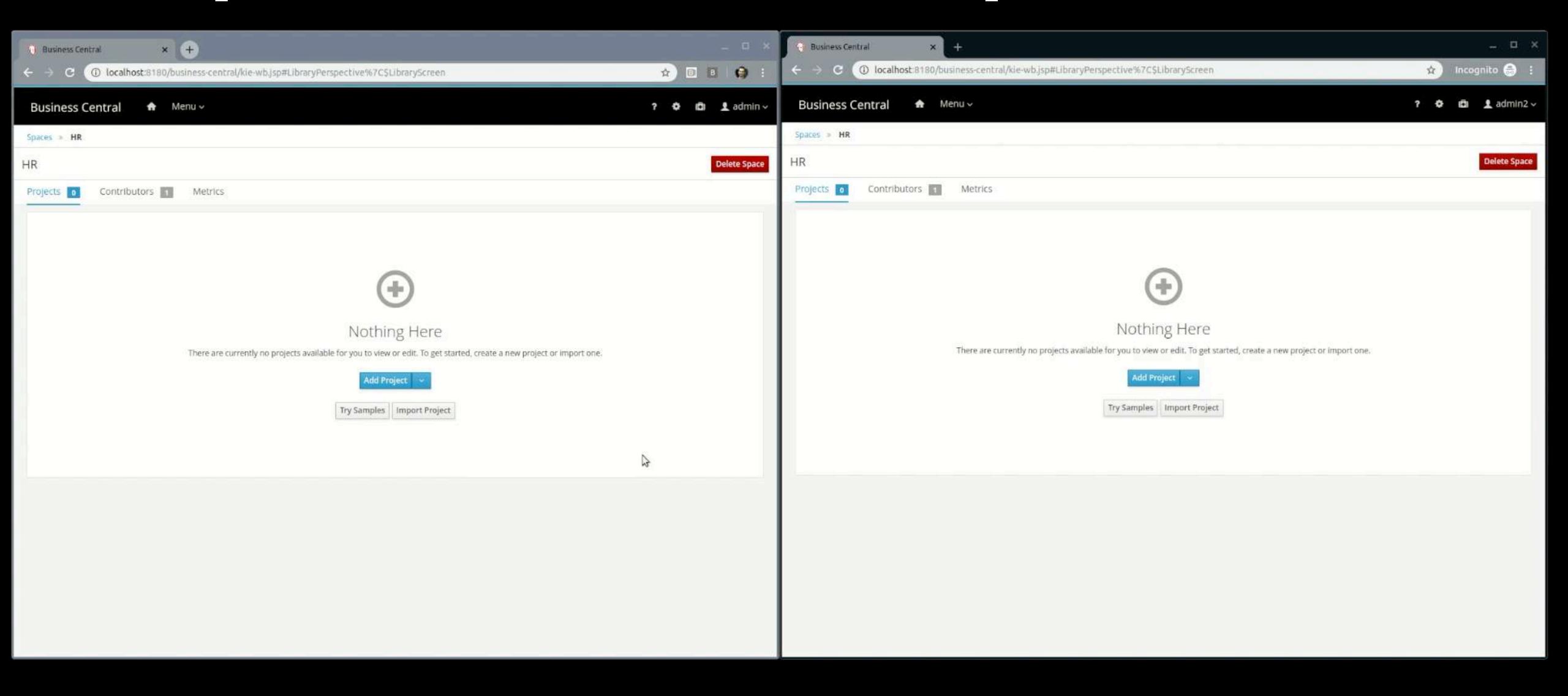
Smaller contexts, smaller locks

# 3. Keep the programming paradigm

The agnostic code base

### http://localhost:8180/...

### http://localhost:8180/...



```
class NewProjectEvent {
   Project project;

   NewProjectEvent(Project p) {
     this.project = project;
   }

   Project getProject() {
     return this.project;
   }
}
```

```
class NewProjectEvent {
   Project project;

   NewProjectEvent(Project p) {
     this.project = project;
   }

   Project getProject() {
     return this.project;
   }
}
```

```
class ProjectsController {
  @Inject
  Event<NewProjectEvent> newProjectEvent;

  void createProject(Project project) {
    fileSystem.save(project);
    newProjectEvent.fire(new NewProjectEvent(project))
  }
}
```

```
class NewProjectEvent {
   Project project;

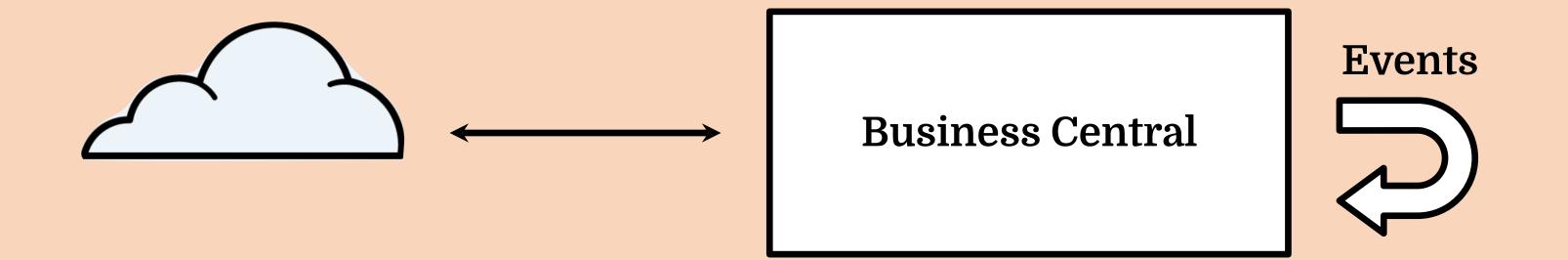
   NewProjectEvent(Project p) {
     this.project = project;
   }

   Project getProject() {
     return this.project;
   }
}
```

```
class ProjectsController {
  @Inject
  Event<NewProjectEvent> newProjectEvent;

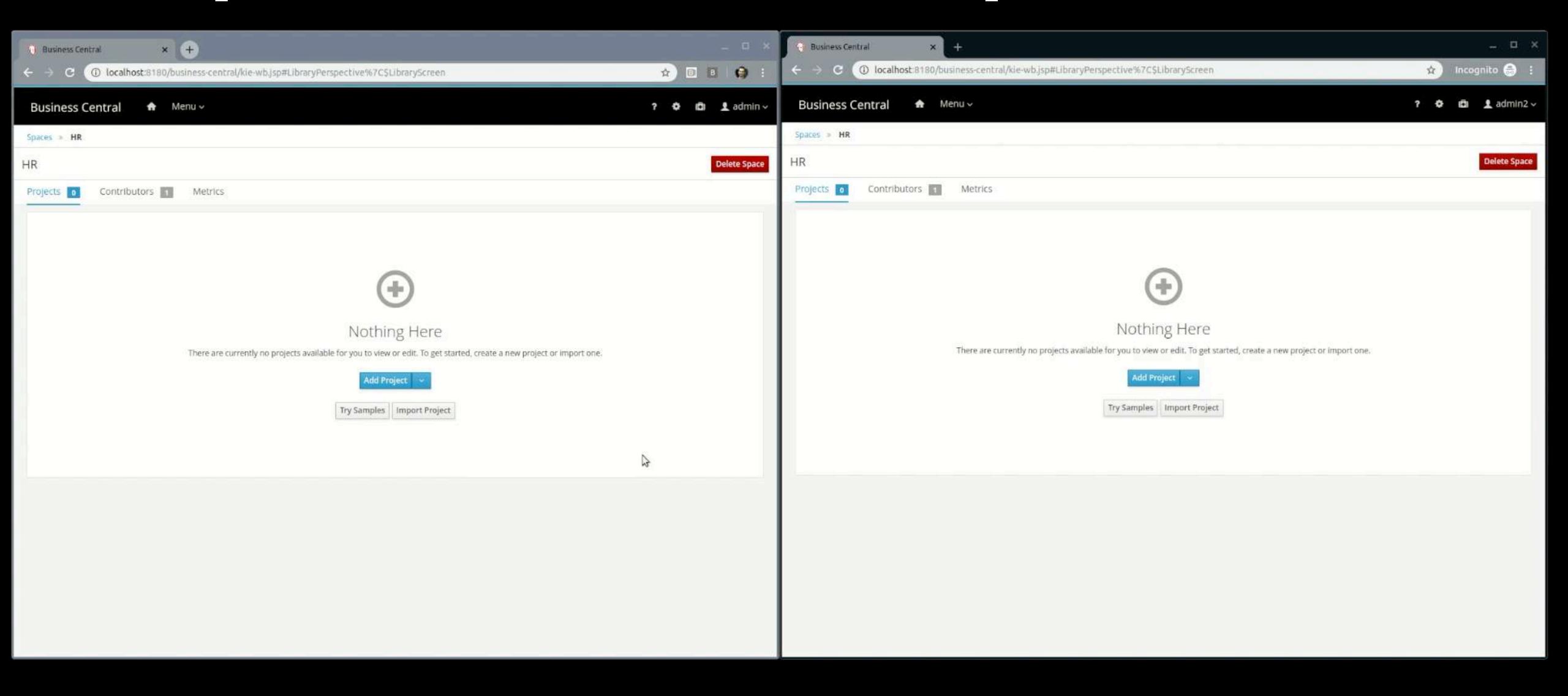
  void createProject(Project project) {
    fileSystem.save(project);
    newProjectEvent.fire(new NewProjectEvent(project))
  }
}
```

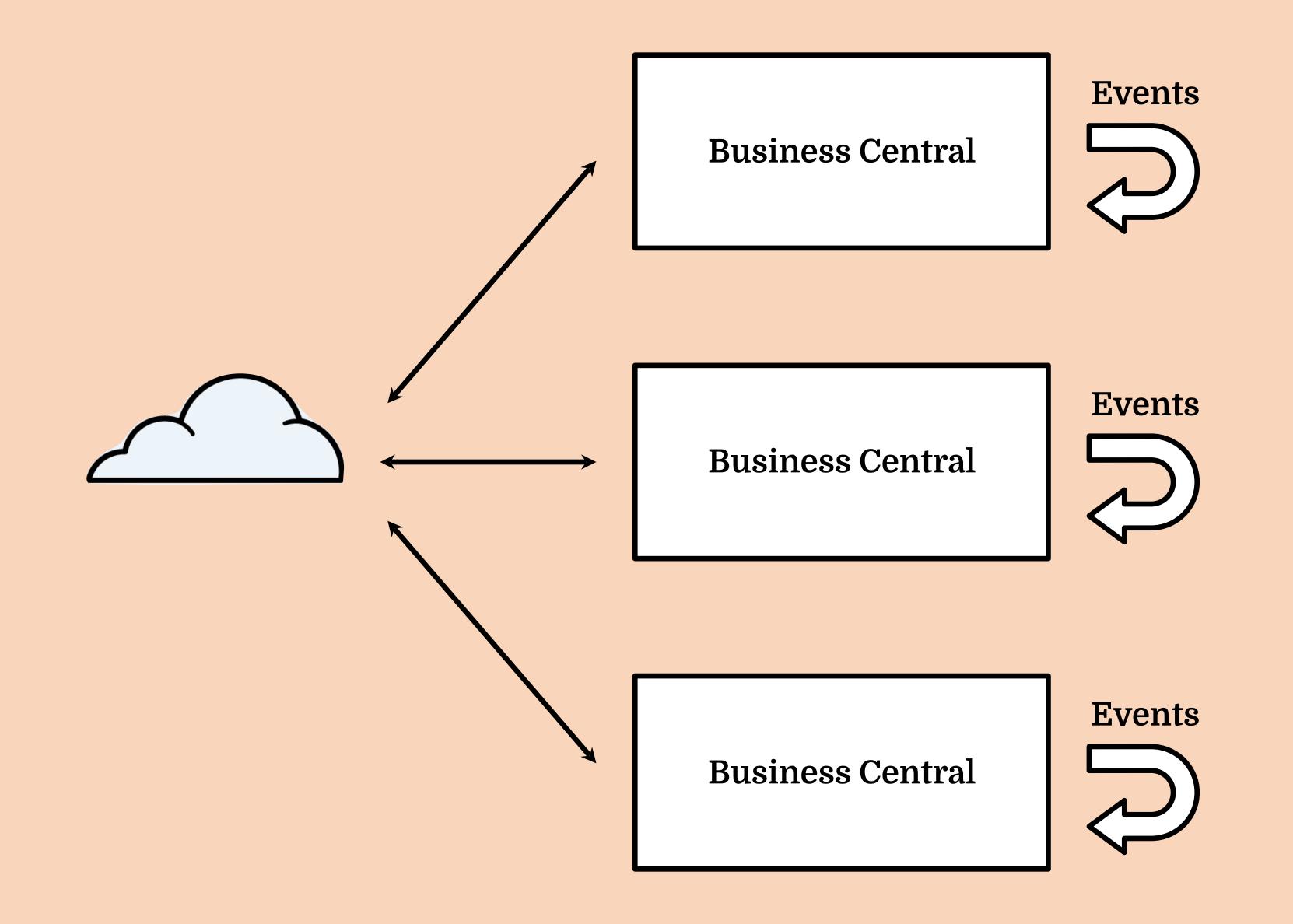
```
class ProjectScreen {
  onNewProject(@Observes NewProjectEvent e) {
    updateProjectList(e.getProject())
  }
}
```



### http://localhost:8180/...

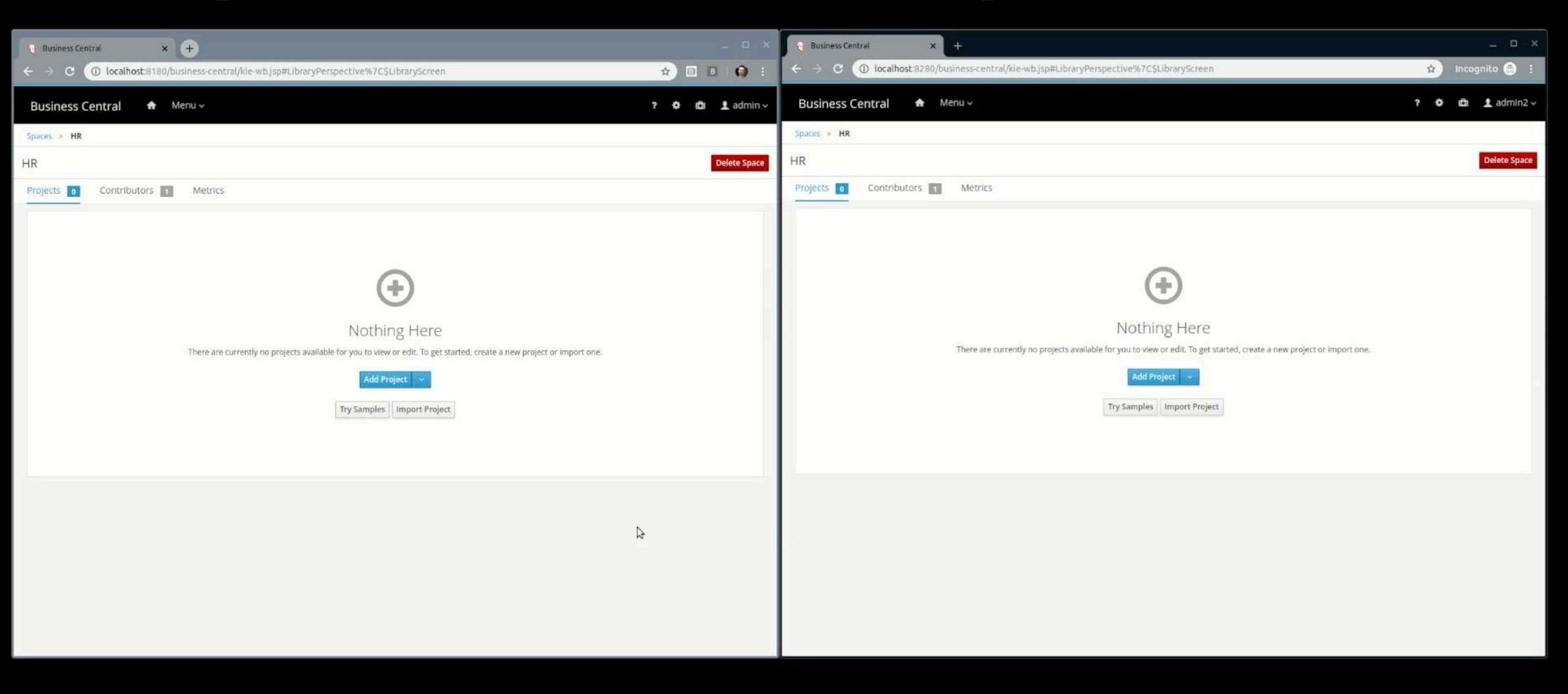
### http://localhost:8180/...





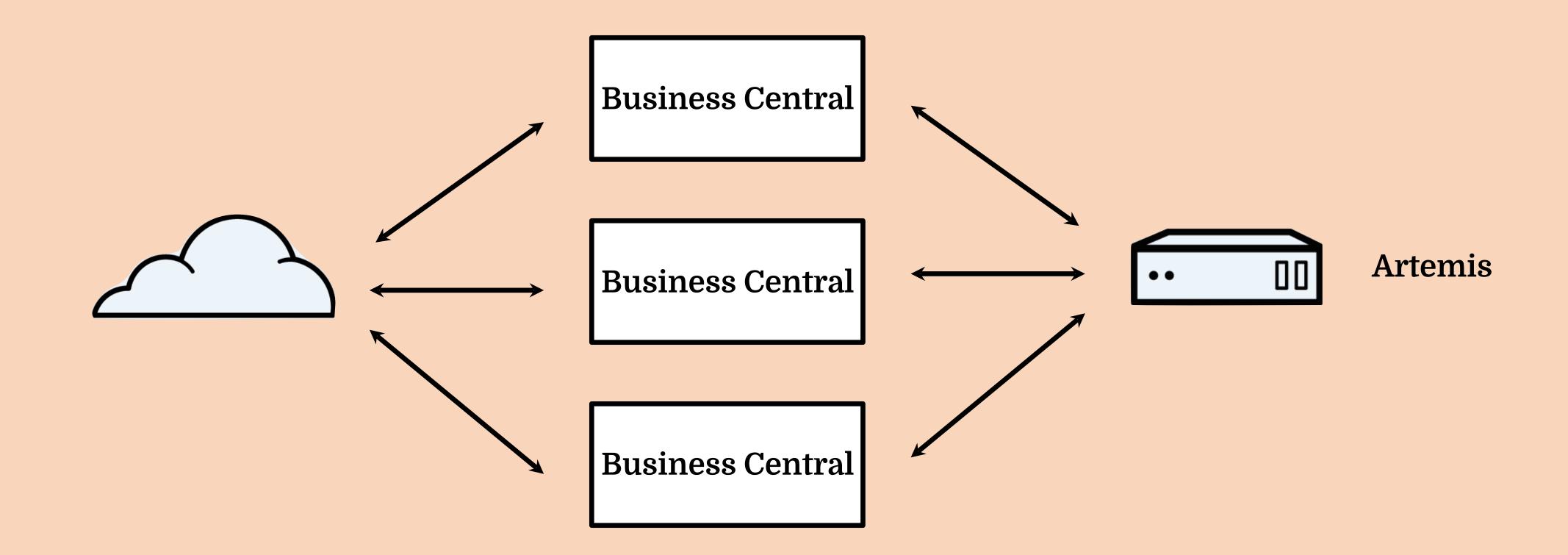
### http://localhost:8180/...

### http://localhost:8280/...



## Distributed CDI Events

- Publish-subscribe pattern



## Distributed CDI Events

- Publish–subscribe pattern
- Clustered events

```
@Clustered
class NewProjectEvent {
    Project project;

    NewProjectEvent(Project p) {
        this.project = project;
    }

    Project getProject() {
        return this.project;
    }
}
```

## Distributed CDI Events

- Publish-subscribe pattern
- Clustered events
- Event propagation

```
@ApplicationScoped
class ClusterEventObserver {
  String nodeId = UUID.randomUUID().toString();
  // ...
  void consumeMessage(Event<Object> eventBus,
                      EventMessage message) {
    if (!message.getNodeId().equals(nodeId)) {
      eventBus.fire(fromJSON(message));
  void observeAllEvents(@Observes Object event,
                        EventMetadata metaData) {
    if (shouldObserveThisEvent(event, metaData)) {
      broadcast(event);
```

#### @ApplicationScoped

```
class ClusterEventObserver {
  String nodeId = UUID.randomUUID().toString();
  // ...
  void consumeMessage(Event<Object> eventBus,
                      EventMessage message) {
    if (!message.getNodeId().equals(nodeId)) {
      eventBus.fire(fromJSON(message));
  void observeAllEvents(@Observes Object event,
                        EventMetadata metaData) {
    if (shouldObserveThisEvent(event, metaData)) {
      broadcast(event);
```

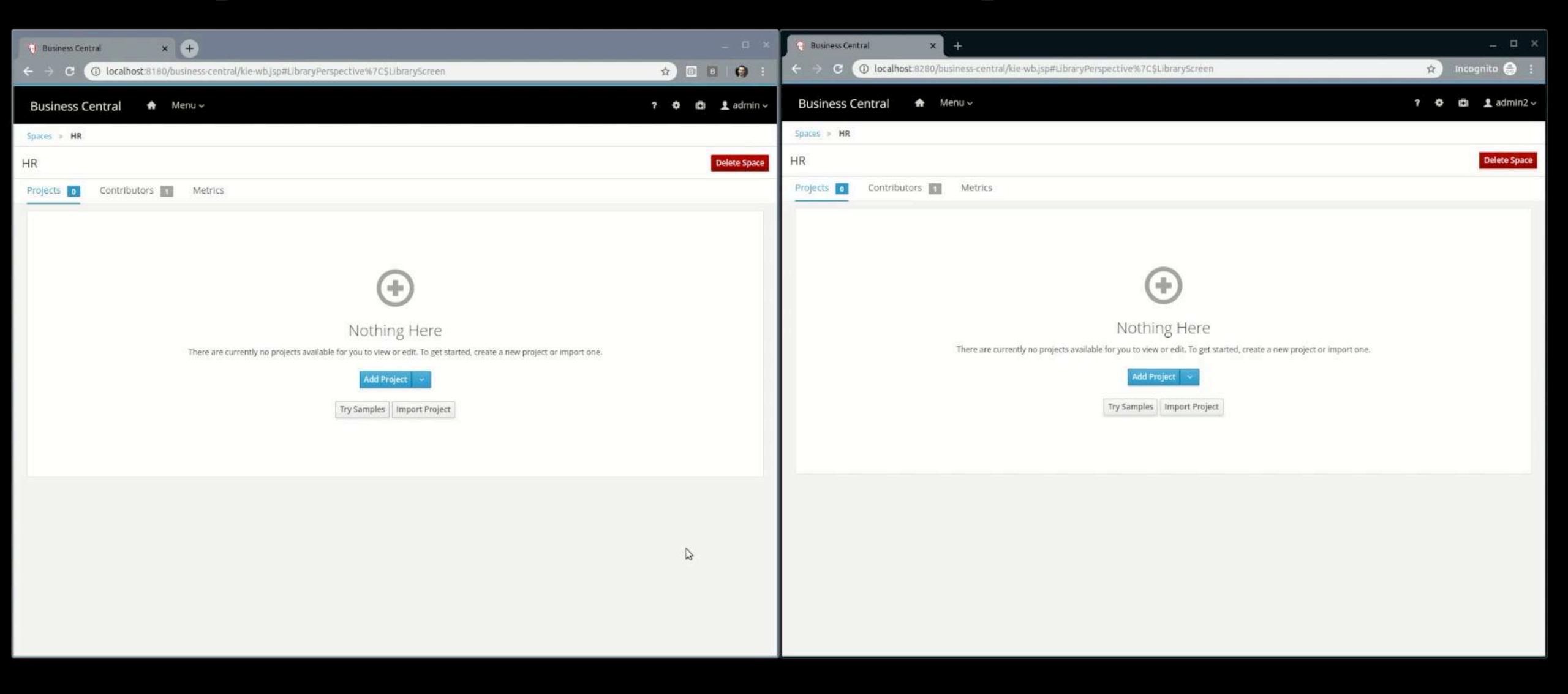
```
@ApplicationScoped
class ClusterEventObserver {
  String nodeId = UUID.randomUUID().toString();
  // ...
  void consumeMessage(Event<Object> eventBus,
                      EventMessage message) {
    if (!message.getNodeId().equals(nodeId)) {
      eventBus.fire(fromJSON(message));
  void observeAllEvents(@Observes Object event,
                        EventMetadata metaData) {
    if (shouldObserveThisEvent(event, metaData)) {
      broadcast(event);
```

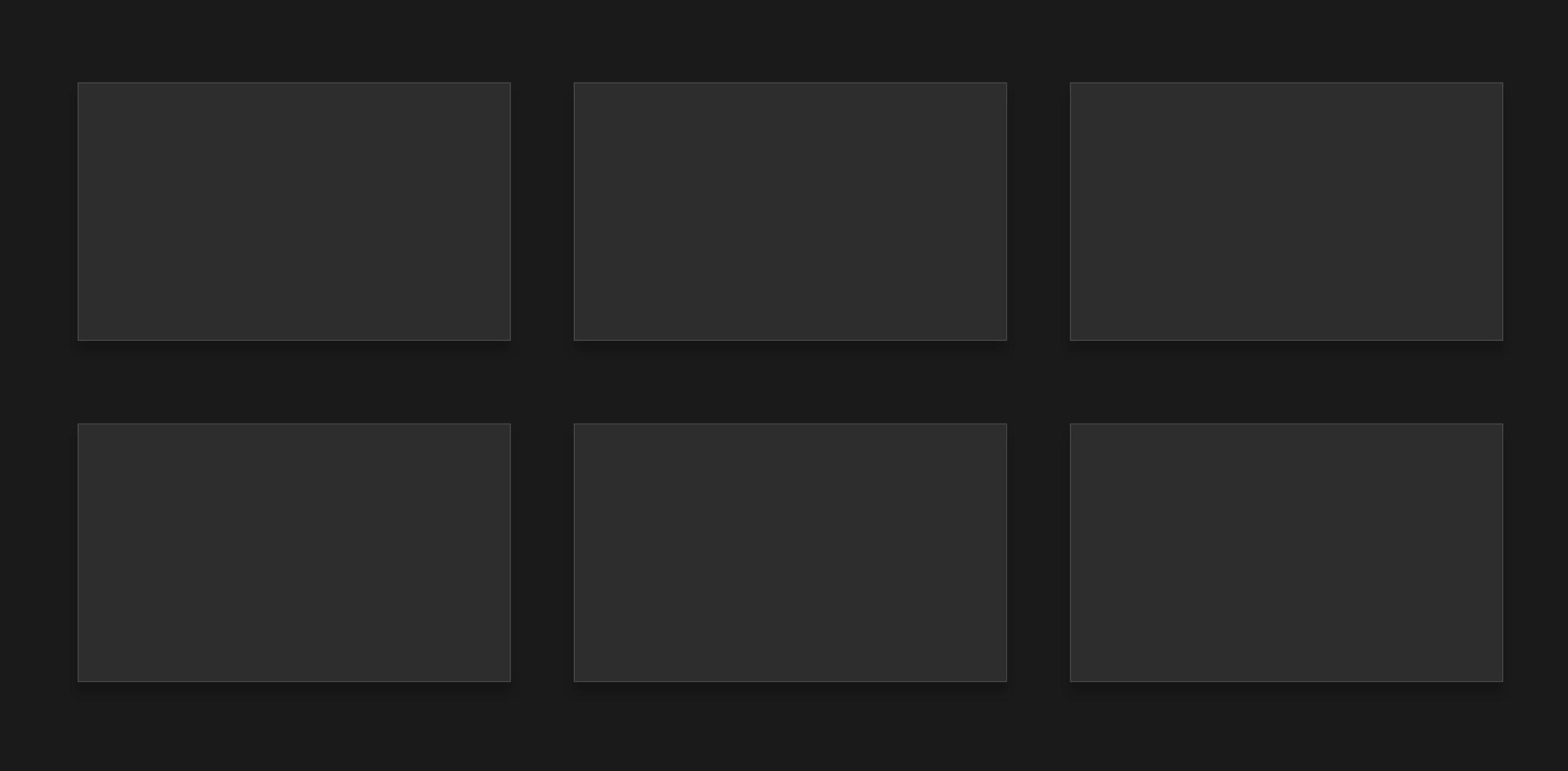
```
@ApplicationScoped
class ClusterEventObserver {
  String nodeId = UUID.randomUUID().toString();
  // ...
  void consumeMessage(Event<Object> eventBus,
                      EventMessage message) {
    if (!message.getNodeId().equals(nodeId)) {
      eventBus.fire(fromJSON(message));
  void observeAllEvents(@Observes Object event,
                        EventMetadata metaData) {
    if (shouldObserveThisEvent(event, metaData)) {
      broadcast(event);
```

```
@ApplicationScoped
class ClusterEventObserver {
  String nodeId = UUID.randomUUID().toString();
  // ...
  void consumeMessage(Event<Object> eventBus,
                      EventMessage message) {
    if (!message.getNodeId().equals(nodeId)) {
      eventBus.fire(fromJSON(message));
  void observeAllEvents(@Observes Object event,
                        EventMetadata metaData) {
    if (shouldObserveThisEvent(event, metaData)) {
      broadcast(event);
  // ...
```

### http://localhost:8180/...

### http://localhost:8280/...





# The Monolith perspective

# Cloud-native apps and Containers

The Monolith perspective

Cloud-native apps and Containers

Business Central

Monolith to Cloud challenges

# Cloud-ready

The pragmatic good enough.

### Co-Transformation to Cloud-Native Applications Development Experiences and Experimental Evaluation

Josef Spillner<sup>1</sup>, Yessica Bogado<sup>2</sup>, Walte

<sup>1</sup>Service Prototyping Lab, Zurich University of La

Microservices



Review

#### A Brief History of Cloud Application Architec

Nane Kratzke <sup>©</sup>

Lübeck University of Applied Sciences, Department of Electrical Engineering and Computer § 23562 Lübeck, Germany; nane.kratzke@fh-luebeck.de



#### About the Complexity to Transfer Cloud Applications at Runtime and how Container Platforms can Contribute?

WE W

#### Nane Kratzke

Lübeck University of Applied Sciences,
Center for Communication, Systems and Applications (CoSA), Germany,
nane.kratzke@fh-luebeck.de

Abstract. Cloud-native applications are often designed for only one specific cloud infrastructure or platform. The effort to port such kind of applications into a different cloud is usually a laborious one time exercise. Modern Cloud-native application architecture approaches make use of popular elastic container platforms (Apache Mesos, Kubernetes, Docker Swarm). These kind of platforms contribute to a lot of existing cloud engineering requirements. This given, it astonishes that these kind of platforms (already existing and open source available) are not considered more consequently for multi-cloud solutions. These platforms provide inherent multi-cloud support but this is often overlooked. This paper presents a software prototype and shows how Kubernetes and Docker Swarm clusters could be successfully transfered at runtime across public cloud infrastructures of Google (Google Compute Engine), Microsoft (Azure) and Amazon (EC2) and further cloud infrastructures like Open-Stack. Additionally, software engineering lessons learned are derived and some astonishing performance data of the mentioned cloud infrastructures is presented that could be used for further optimizations of IaaS transfers of Cloud-native applications.

Keywords: cloud-native application, multi-cloud, elastic platform, con-

### Co-Transformation to Cloud-Native Applications Development Experiences and Experimental Evaluation

Josef Spillner<sup>1</sup>, Yessica Bogado<sup>2</sup>, Walte

<sup>1</sup>Service Prototyping Lab, Zurich University of Immation and Communication Technology Center, Its

iosef spillner@zhaw.ch {vessica hogado walter}

About the Complexity to Transfer Cloud Applications at Runtime and how Container

"Cloud-ready apps are applications initially developed to run on static environments, but modified to take advantage of a limited number of cloud features"

Nane Kratzke

Lübeck University of Applied Sciences, Department of Electrical Engineering and Compute

entando

WHAT WE DO

Back to overview

What is the Difference between Cloud-Ready

Tuesday, April 17, 2018 | ENGINEERING\_TEAM

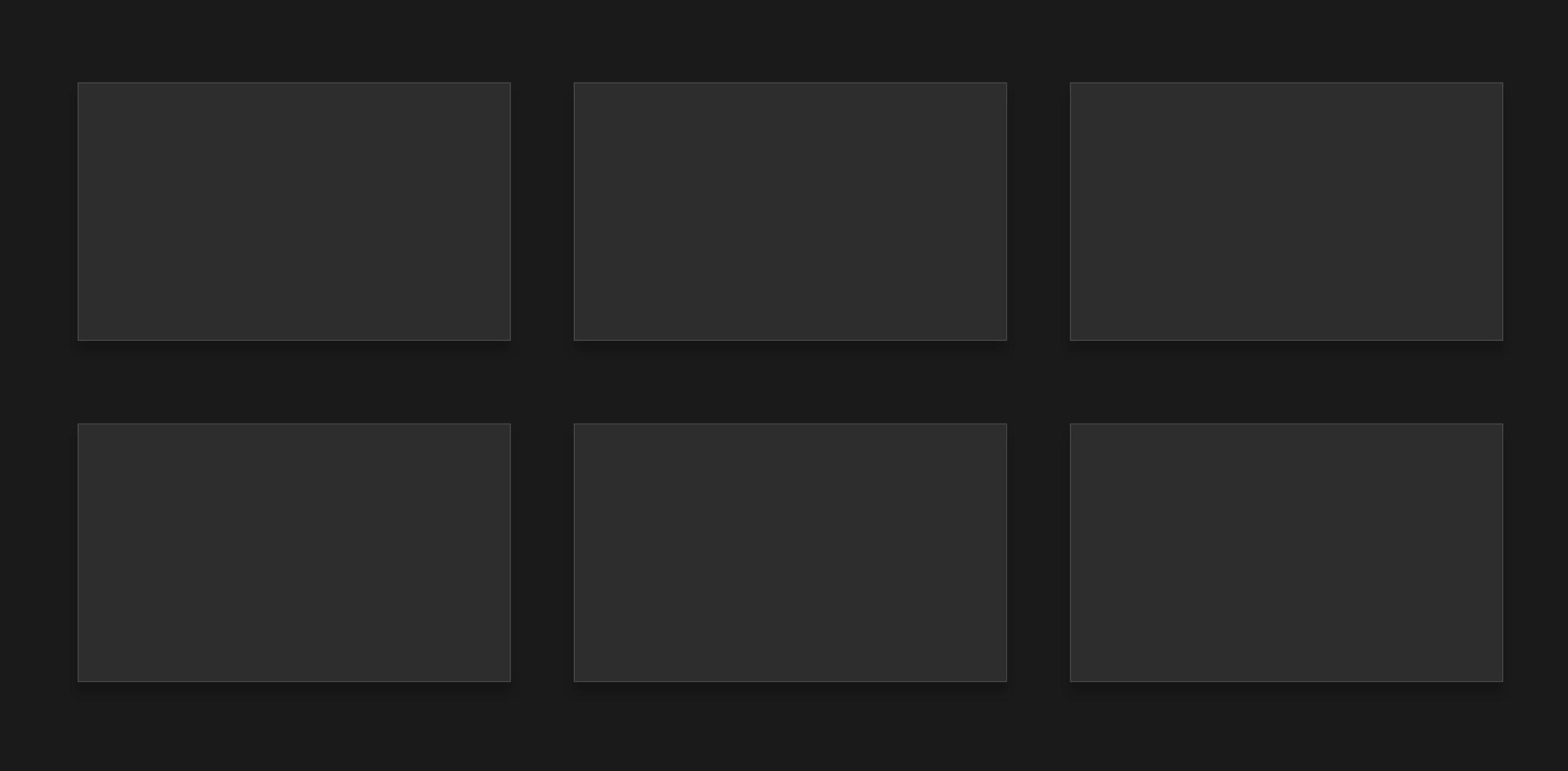
Engineering

Abstract. Cloud-native applications are often designed for only one specific cloud infrastructure or platform. The effort to port such kind of applications into a different cloud is usually a laborious one time exercise. Modern Cloud-native application architecture approaches make use of popular elastic container platforms (Apache Mesos, Kubernetes, Docker Swarm). These kind of platforms contribute to a lot of existing cloud engineering requirements. This given, it astonishes that these kind of platforms (already existing and open source available) are not considered more consequently for multi-cloud solutions. These platforms provide inherent multi-cloud support but this is often overlooked. This paper presents a software prototype and shows how Kubernetes and Docker Swarm clusters could be successfully transfered at runtime across public cloud infrastructures of Google (Google Compute Engine), Microsoft (Azure) and Amazon (EC2) and further cloud infrastructures like Open-Stack. Additionally, software engineering lessons learned are derived and some astonishing performance data of the mentioned cloud infrastructures is presented that could be used for further optimizations of IaaS transfers of Cloud-native applications.

Keywords: cloud-native application, multi-cloud, elastic platform, con-

# Cloud-ready

- 1. Each instance is agnostic of environment
- 2. Redundant tasks as a service
- 3. Horizontal scalability



The Monolith perspective

Cloud-native apps and Containers

Business Central

Monolith to Cloud challenges

Cloud-ready enough

The Monolith perspective

Cloud-native apps and Containers

Business Central

Monolith to Cloud challenges

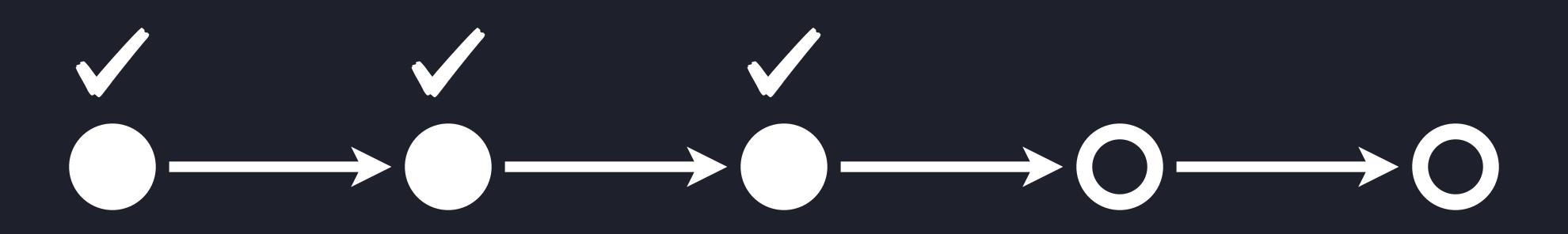
Cloud-ready enough

Look at your app

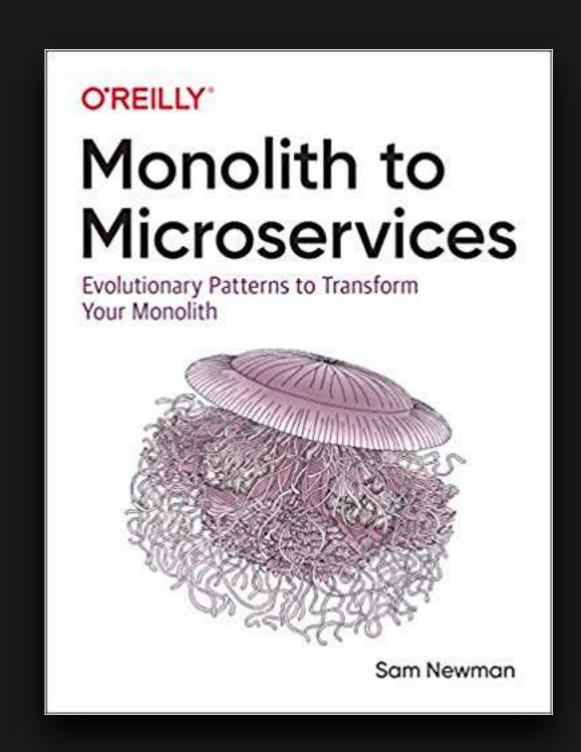
# Look at your app

It's not that ugly, neither that good — probably.







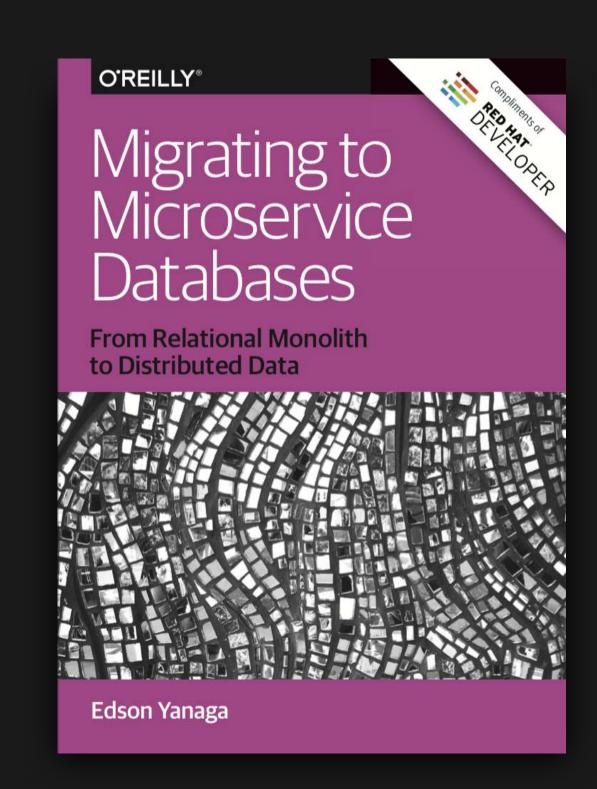


### Monolith to Microservices

by Sam Newman

Release Date: November 2019

http://shop.oreilly.com/product/0636920233169.do

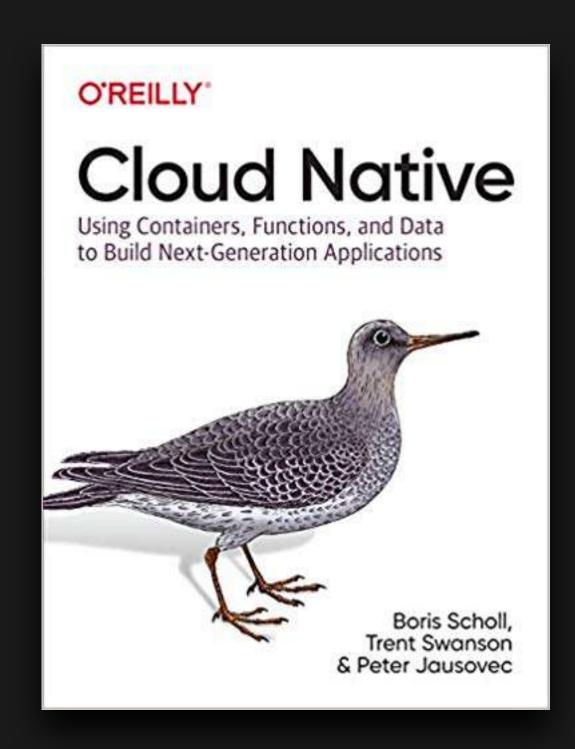


### Migrating to Microservice Databases

by Edson Yanaga

Release Date: April 2017

https://developers.redhat.com/books/migrating-mi...



### Cloud Native

by Peter Jausovec, Trent Swanson, Boris Scholl

Release Date: August 2019

http://shop.oreilly.com/product/0636920261704.do



# Thank you!

@karreiro - <u>karreiro.com/talks</u>

@paulovmr