Architecting for Continuous Delivery

Microservices with Pivotal CF and Spring Cloud

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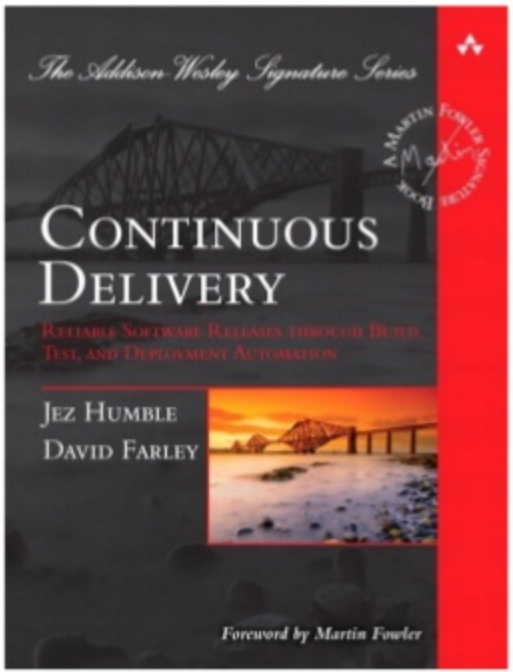
What is Continuous Delivery?

What is Continuous Delivery?

Continuous Delivery - How?



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Warner Music: Software Factories

Warner Software Factory Platform

- New applications and major updates
  - **Before**: 6 months, team of 10 developers
  - **After**: 6 weeks, same team
  - **Speed/Agility**: 400% faster on new platform
  - **HR Hard Savings:** $1.1M per application update delivered

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Iterative Development

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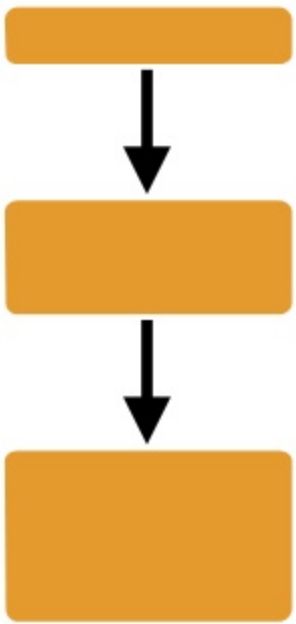
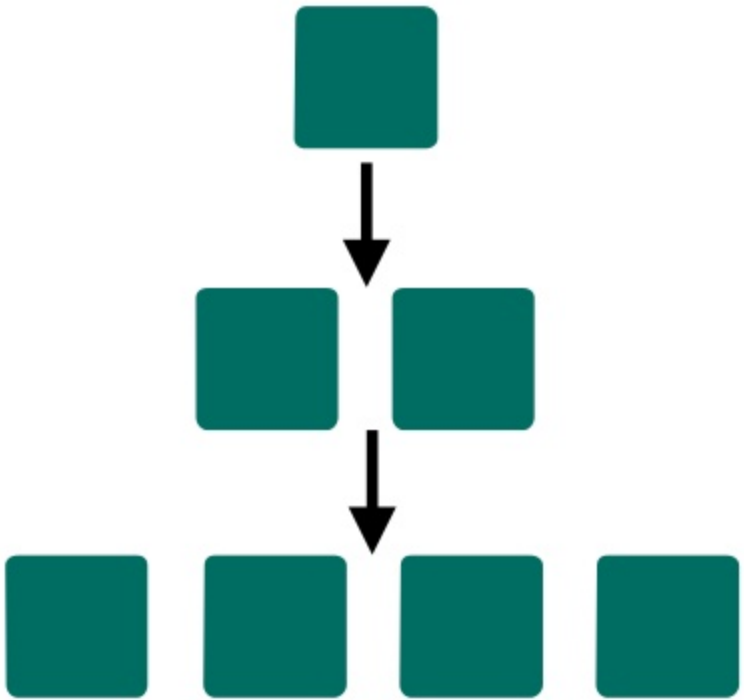
Horizontal Scale



Slow/Expensive



Fast/Cheap

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Diversity of Clients

In January 2014, mobile devices accounted for 55% of Internet usage in the United States. Apps made up 47% of Internet traffic and 8% of traffic came from mobile browsers.

http://money.cnn.com/2014/02/28/technology/mobile/mobile-apps-internet/

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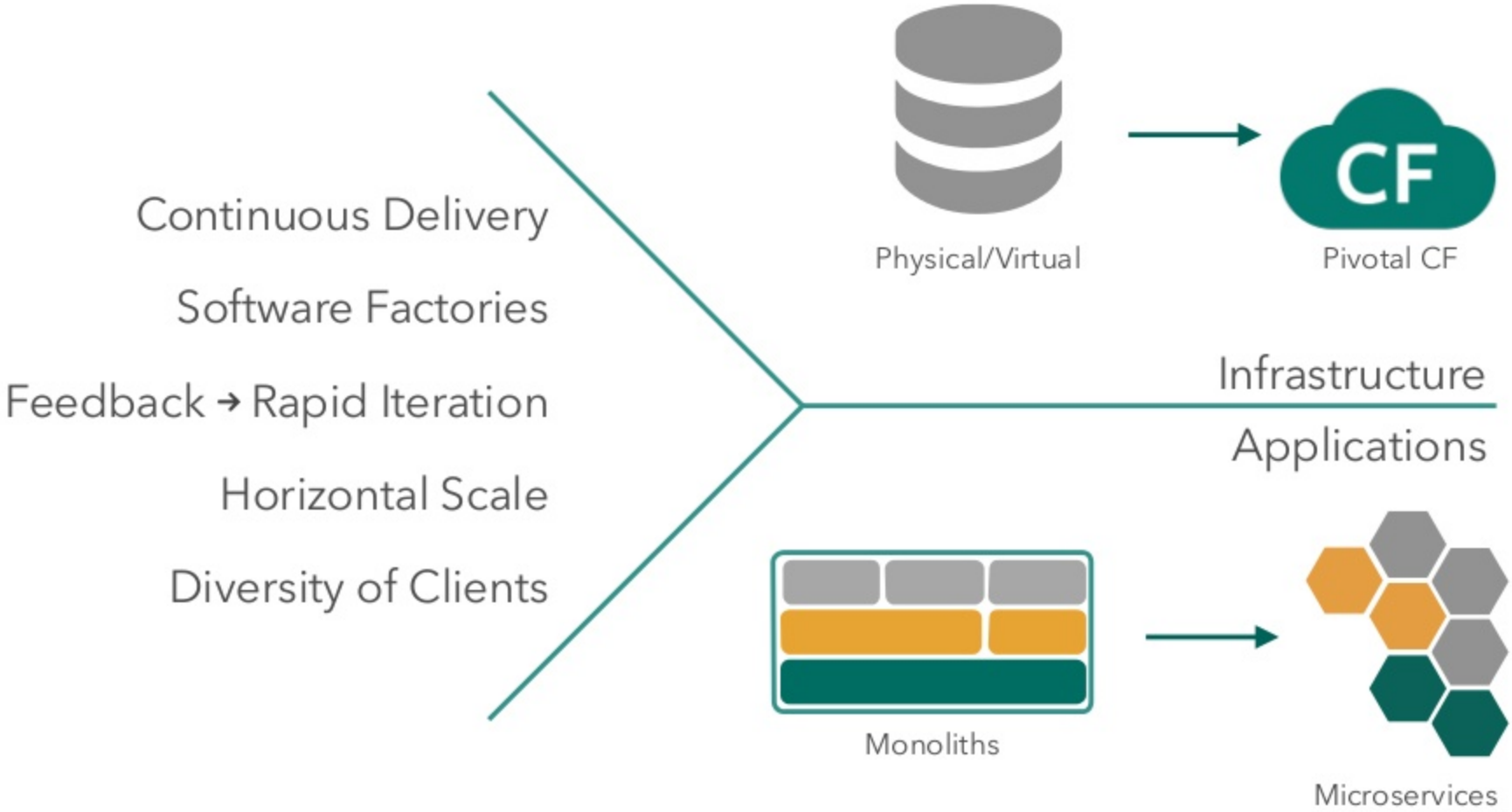

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New Architectural Constraints

- Pivotal CF optimizes for 12 Factor Linux applications

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Twelve Factors

- One Codebase/Many Deploys
- Explicit Isolated Dependencies
- Config via Environment
- Attached Backing Services
- Separate Build/Release/Run
- Stateless Processes
- Export Services via Port Bindings
- Scale Out via Processes
- Disposable Instances
- Dev/Prod Parity
- Logs == Event Streams
- Admin Tasks == Processes

http://12factor.net

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New Architectural Constraints

- Pivotal CF optimizes for 12 Factor Linux applications
- Microservices: a radical departure from traditional monolithic applications
- In both cases, the enterprise is forced to “think different.”

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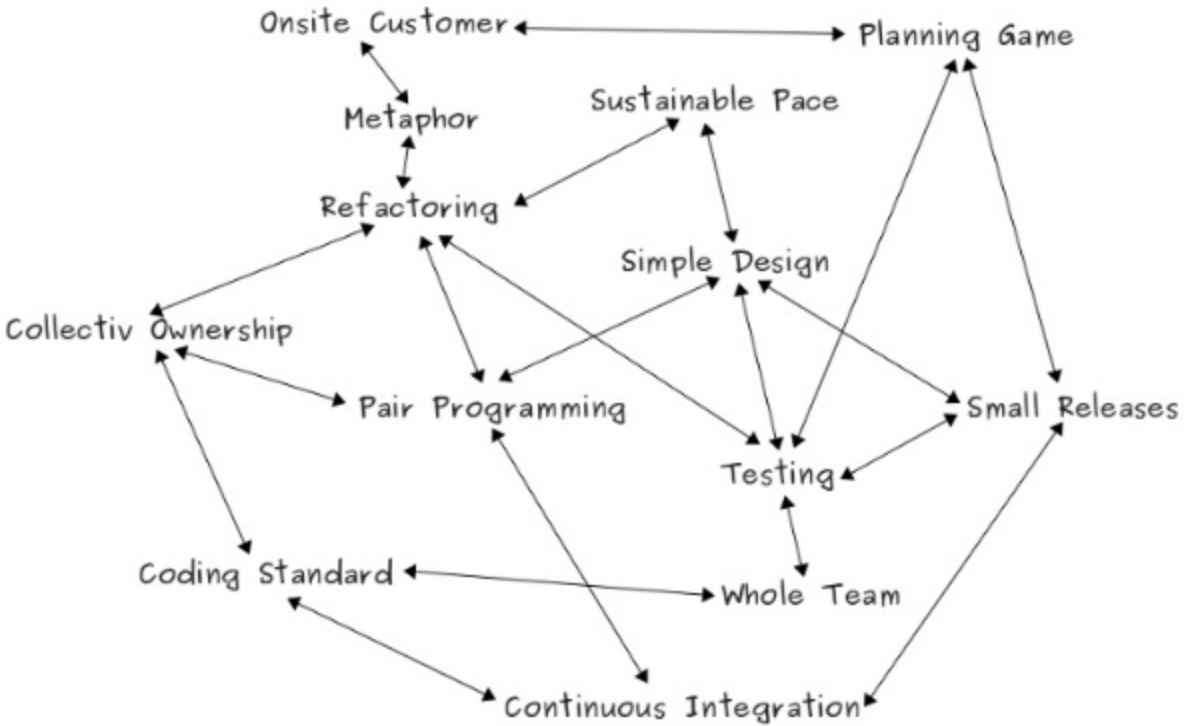
How XP Practices Support Each Other



http://www.kusmin.eu/wiki/index.php/How_XP_Practices_Support_Each_Other

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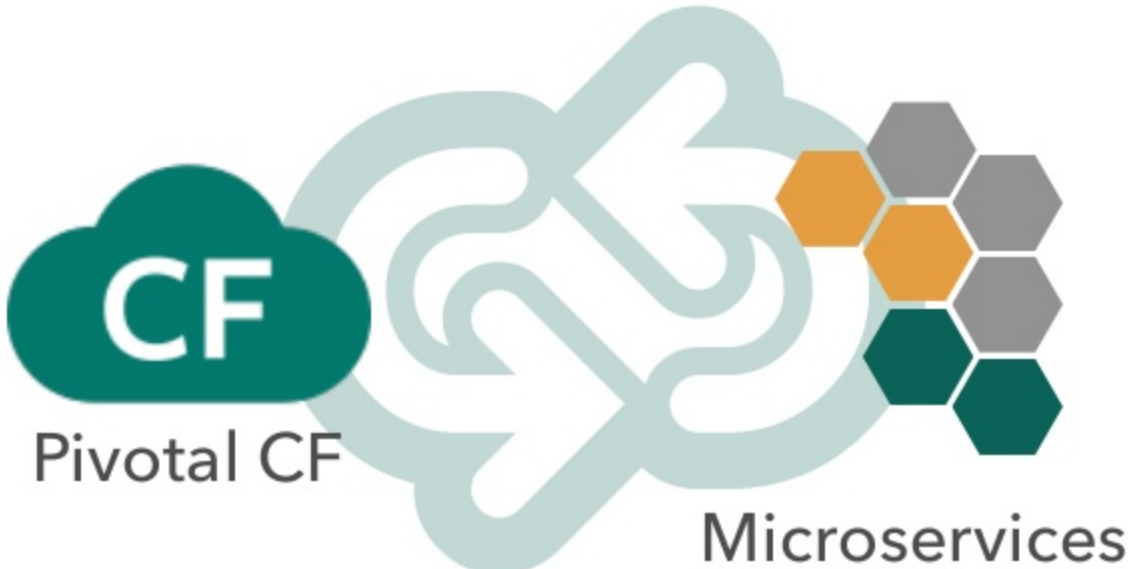
A Mutualistic Symbiotic Relationship…



http://en.wikipedia.org/wiki/Symbiosis#Mutualism

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Microservices Overview

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Simple vs. Easy

- **Simple**
  - *sim- plex*
  - one fold/braid
  - vs complex
- **Easy**
  - *ease < aise < adjacens*
  - lie near
  - vs hard

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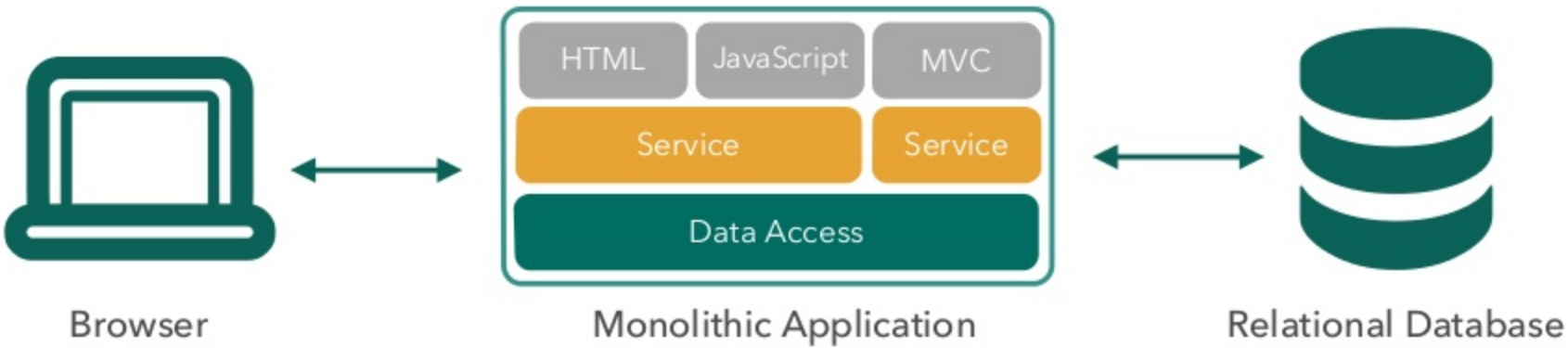
Monolithic Architecture



Monolithic Architectures

- Complex / Easy
- Modularity Dependent Upon Language / Frameworks
- Change Cycles Tightly Coupled / Obstacle to Frequent Deploys
- Inefficient Scaling
- Can Be Intimidating to New Developers
- Obstacle to Scaling Development
- Requires Long-Term Commitment to Technical Stack

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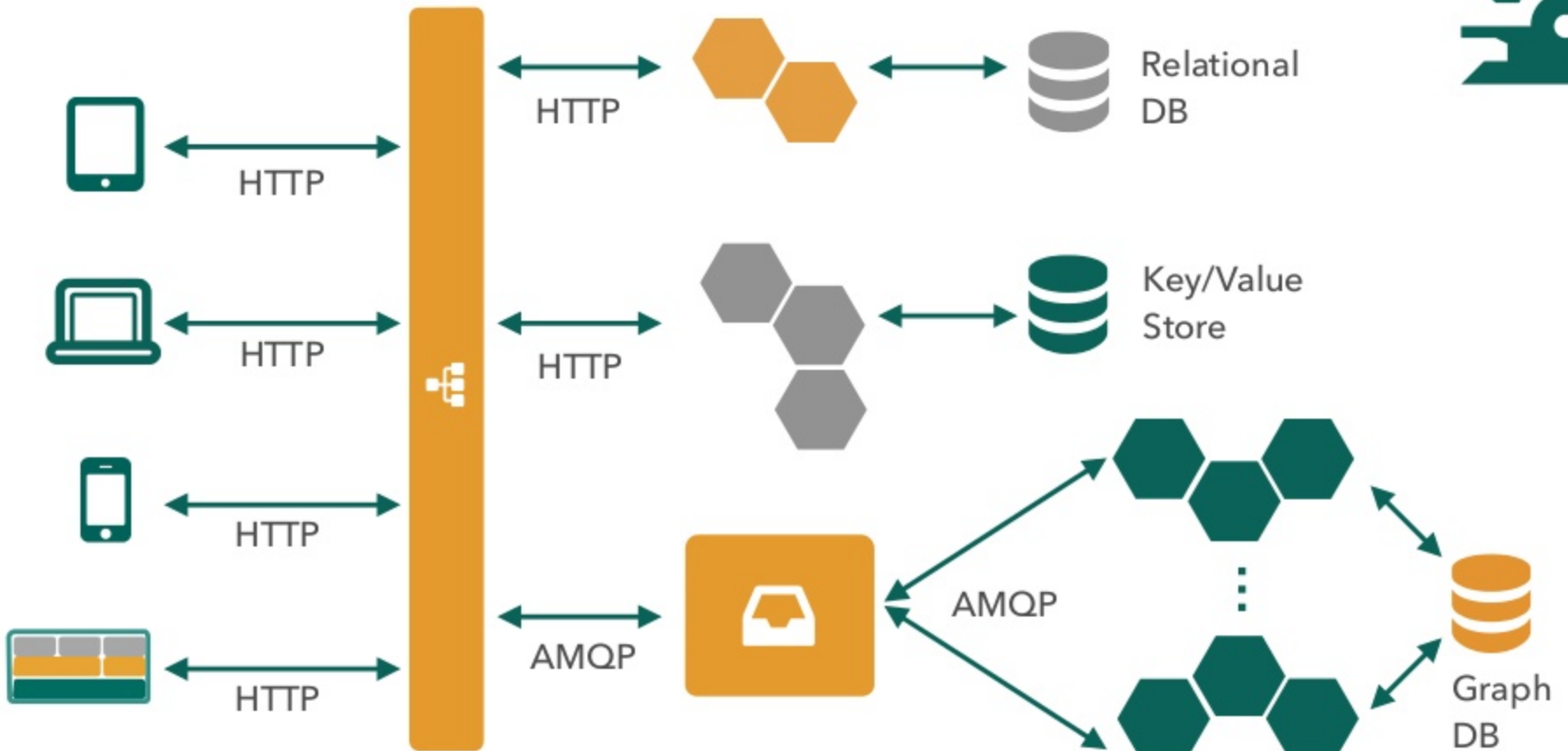
Microservice Architecture



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Microservice Architectures

- Simple / Hard
- Modularity Based on Component Services
- Change Cycles Decoupled / Enable Frequent Deploys
- Efficient Scaling
- Individual Components Less Intimidating to New Developers
- Enables Scaling of Development
- Eliminates Long-Term Commitment to Technical Stack

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