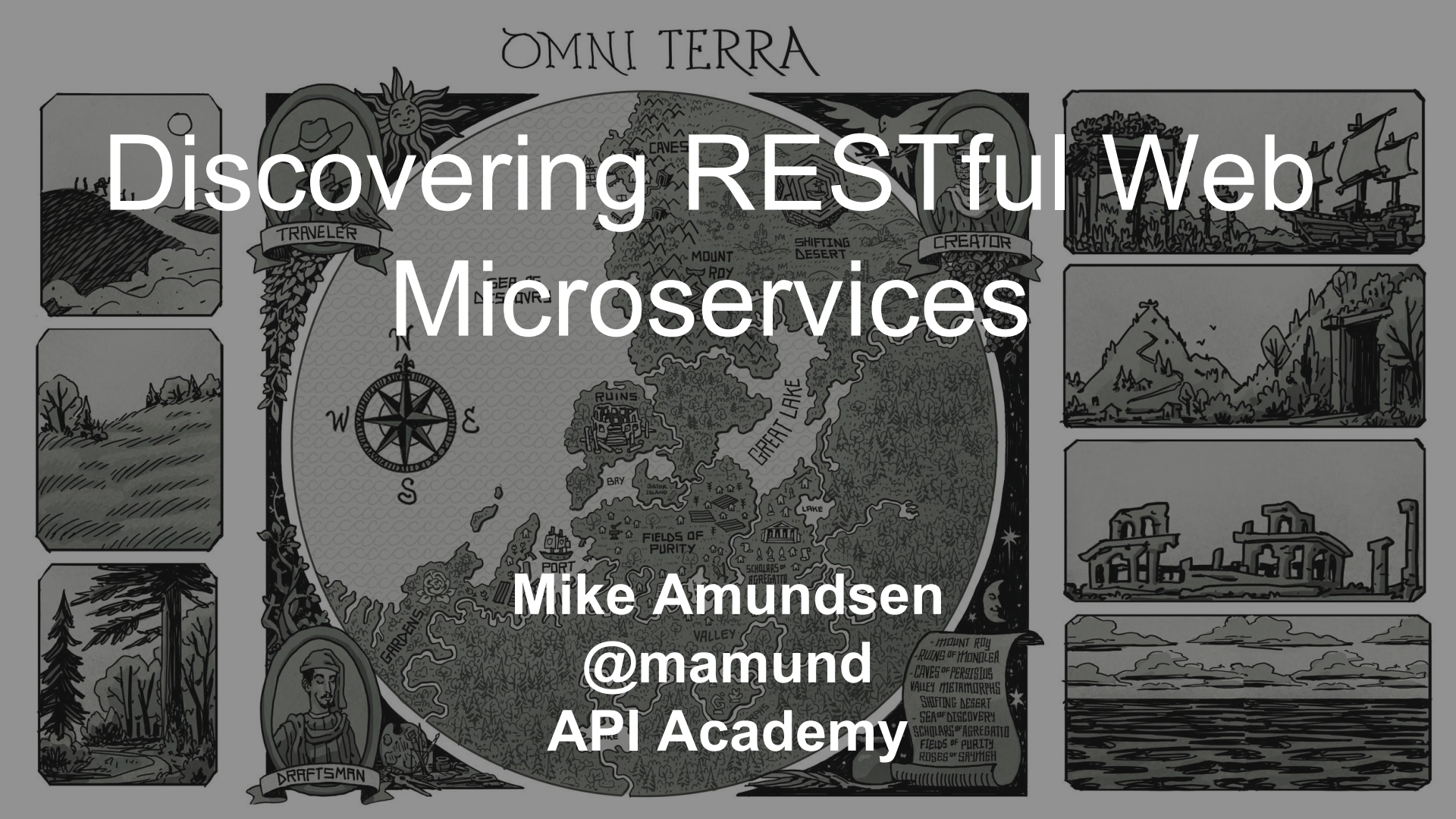


Discovering RESTful Web Microservices

Mike Amundsen
@mamund
API Academy


Mike Amundsen
@mamund

http://apiacademy.co

http://g.mamund.com/msabook

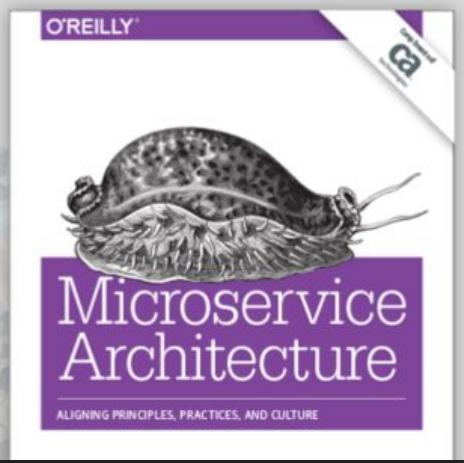
ca technologies

Microservice Architecture: Aligning Principles, Practices, and Culture

Microservices is the next evolution in software architecture designed to help organizations embrace continual change in the digital economy. But how do you design and apply an effective microservice architecture?

This new book from O'Reilly provides comprehensive guidance through seven valuable chapters that give you a deep-dive into:

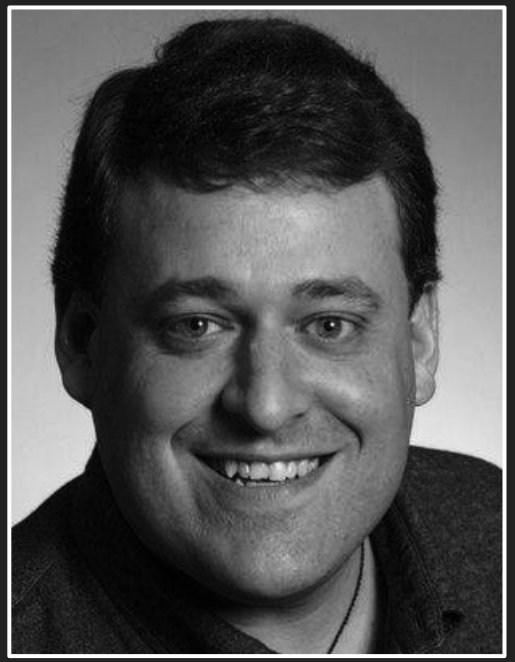
- The benefits and principles of microservices
- A design-based approach to microservice architecture
- Lessons for applying microservices in practice



RESTful Web

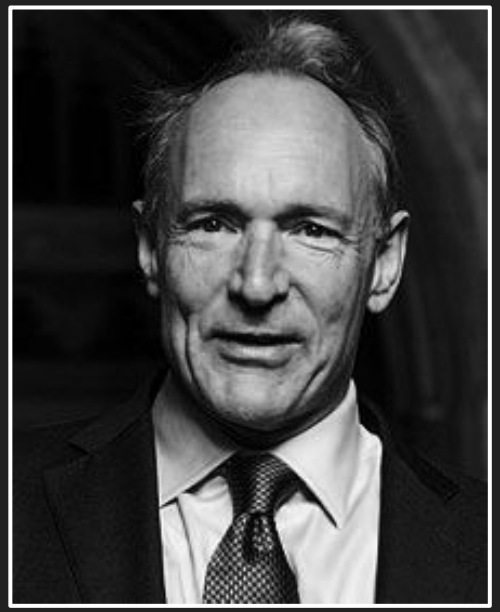
"REST emphasizes scalability of component interactions, generality of interfaces, independent deployment of components, and intermediary components."

-- Roy Fielding, 2000



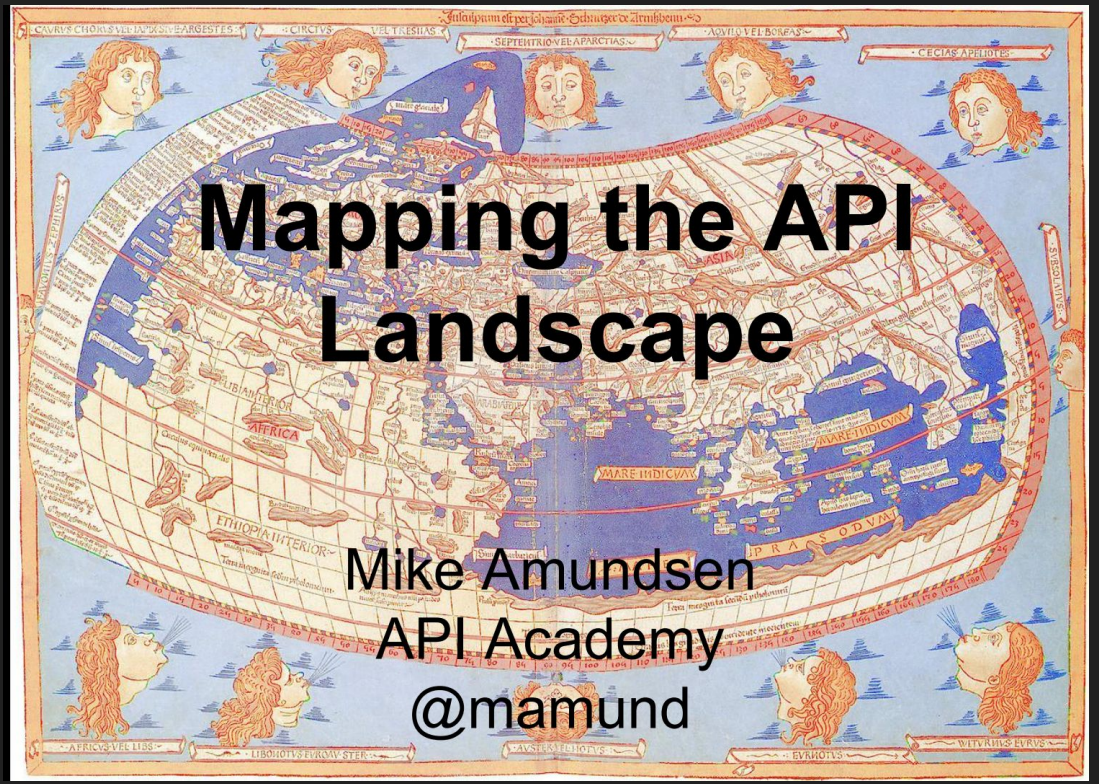
"We should work toward a universal linked information system, in which generality and portability are [most] important."

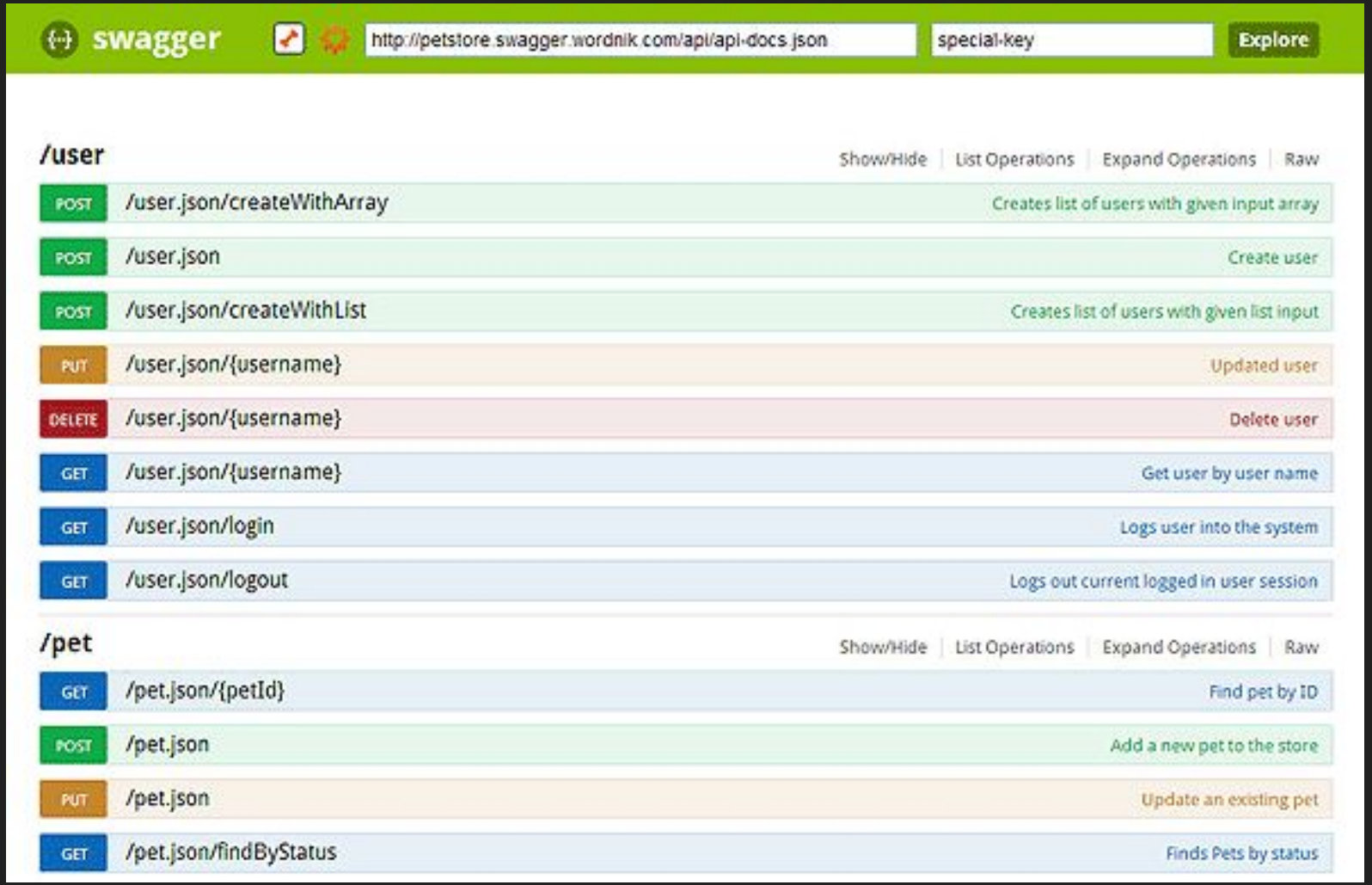
-- Tim Berners-Lee, 1989

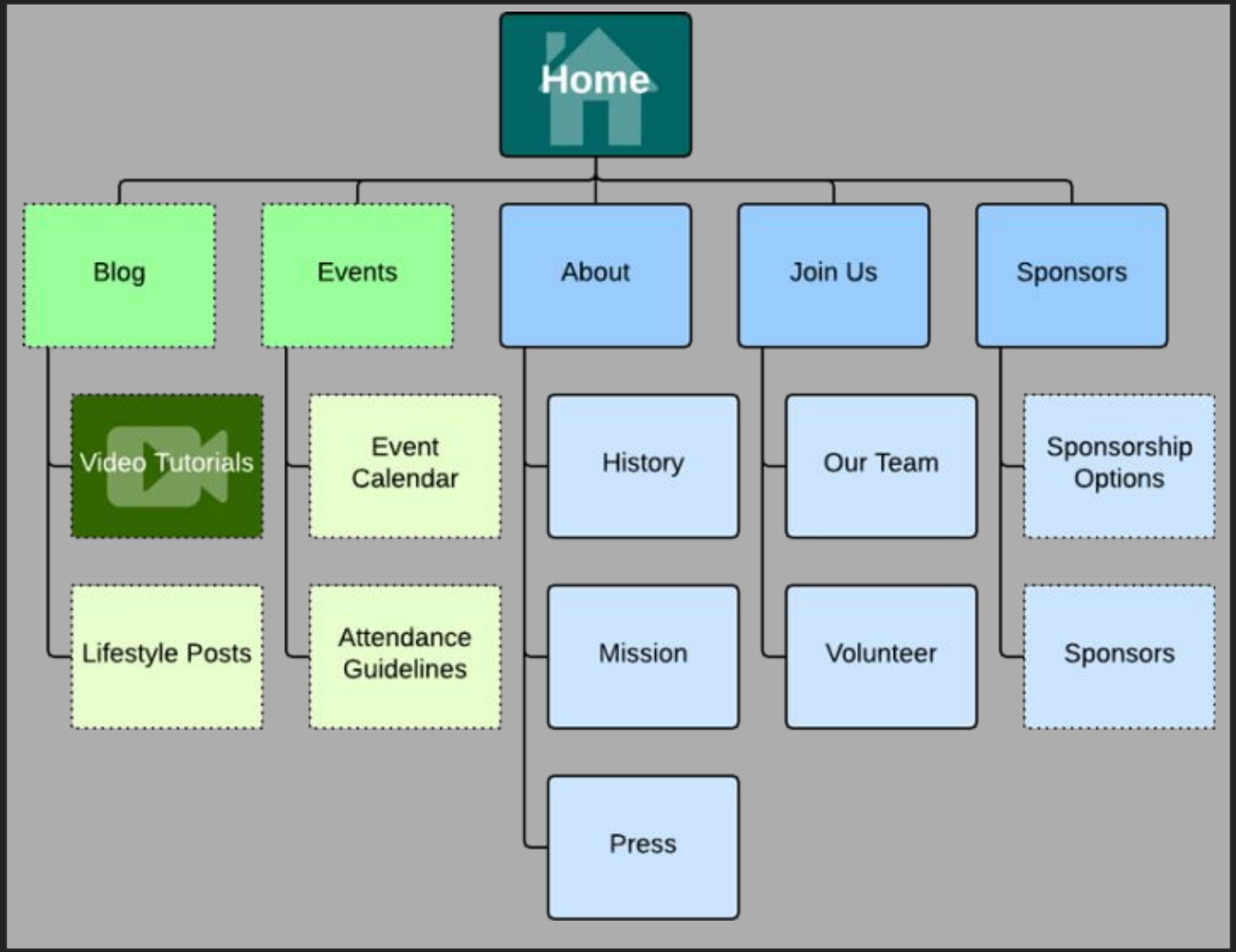


Discovering

A few years ago, in a slide deck far away...




swagger
http://petstore.swagger.wordnik.com/api/api-docs.json
special-key
Explore
/user
Show/Hide
List Operations
Expand Operations
Raw
POST
/user.json/createWithArray
Creates list of users with given input array
POST
/user.json
Create user
POST
/user.json/createWithList
Creates list of users with given list input
PUT
/user.json/{username}
Updated user
DELETE
/user.json/{username}
Delete user
GET
/user.json/{username}
Get user by user name
GET
/user.json/login
Logs user into the system
GET
/user.json/logout
Logs out current logged in user session
/pet
Show/Hide
List Operations
Expand Operations
Raw
GET
/pet.json/{petId}
Find pet by ID
POST
/pet.json
Add a new pet to the store
PUT
/pet.json
Update an existing pet
GET
/pet.json/findByStatus
Finds Pets by status


Home
Blog
Events
About
Join Us
Sponsors
Video Tutorials
Lifestyle Posts
Event Calendar
Attendance Guidelines
History
Mission
Press
Our Team
Volunteer
Sponsorship Options
Sponsors

LEGEND to MAP SYMBOLS

COUNTRY

Feature Town

desert/wasteland

grassland

swamp

hills

mountains

cave

political border

road

river

town/village

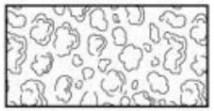
cities

tower/fortress

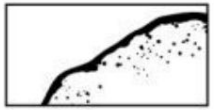
castle

country capital

windmill



forest



lake

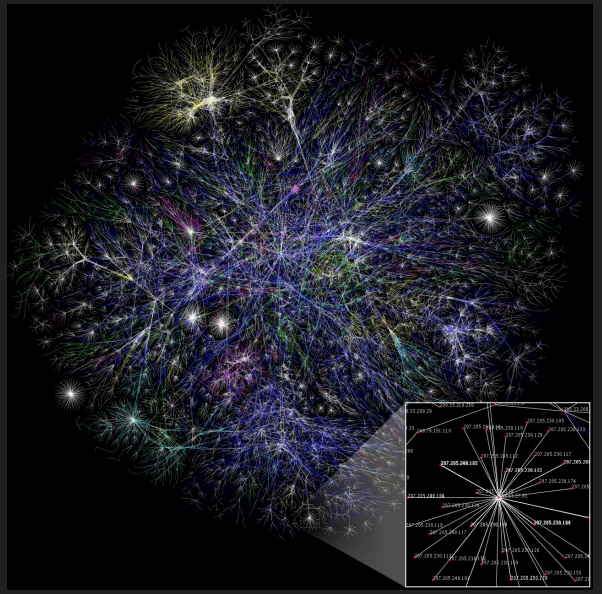
reef

canyon

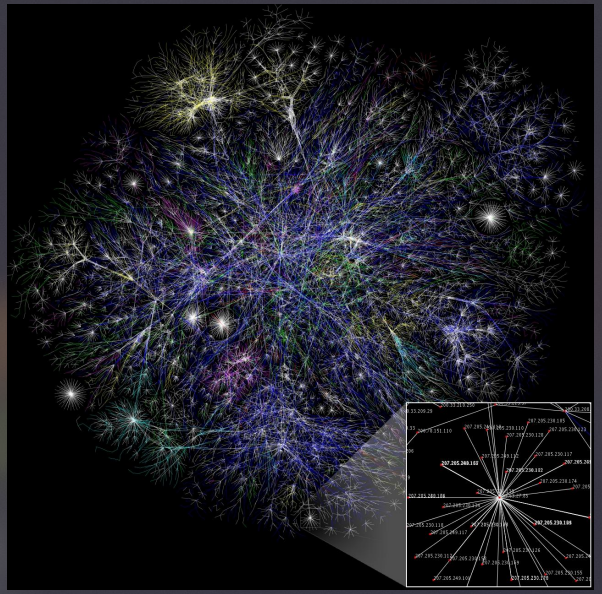
Traveling

Traveling

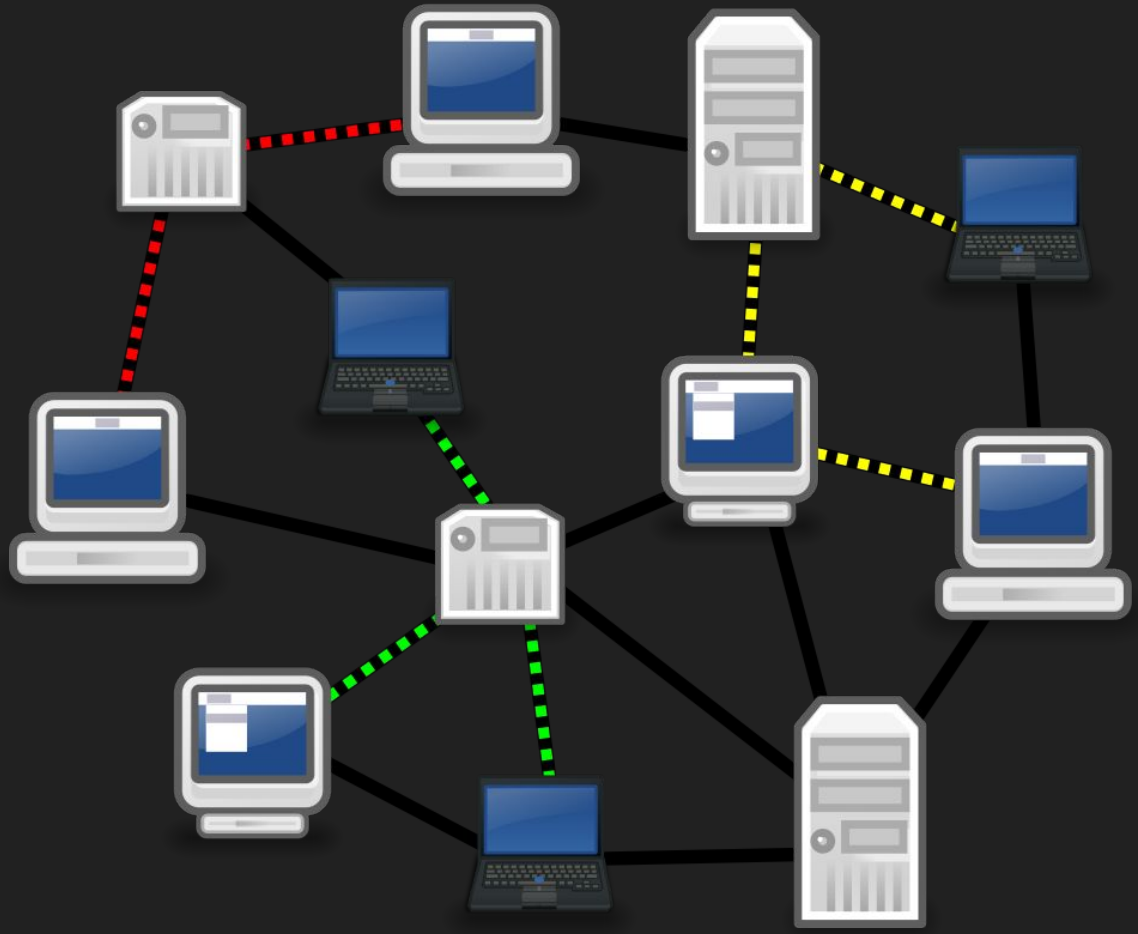
Traveling the Network



Programming the Network




RedBoot(tm) bootstrap and debug environment [RAM]
(Panasonic Avionics Corporation) release, version ("560328-212" v "1.07" b "0126
") - built 15:35:59, May 22 2013
Platform: SM-02 (I386)
Copyright (C) 2000, 2001, 2002, Red Hat, Inc.
RAM: 0x00000000-0x000a0000, 0x00100000-0x01000000 available
Current Boot Count is 0
verifying MBR... Fix MBR:
Partition 0: already exists
Partition 1: already exists
Partition 2: already exists
Partition 3: already exists
verifying image... OK.
== Executing kernel in 5 seconds - enter ^C to abort
Load Address 0x00000000
Image length 0x00e2f5d5
Loading kernel binary...
Read image signature... 1f 8b
Decompressing image...



Fallacies of Distributed Computing (1994)

1. The network is reliable.
2. Latency is zero.
3. Bandwidth is infinite.
4. The network is secure.
5. Topology doesn't change.
6. There is one administrator.
7. Transport cost is zero.
8. The network is homogeneous.

L Peter Deutsch

https://en.wikipedia.org/wiki/Fallacies_of_distributed_computing

Programming the Network

"There is no simultaneity at a distance."

-- Pat Helland (2005)

Pat Helland

"Data on the Inside vs. Data on the Outside, Helland (2005) http://cidrdb.org/cidr2005/papers/P12.pdf

“Bugs will happen. They cannot be eliminated, so they must be survived instead.”

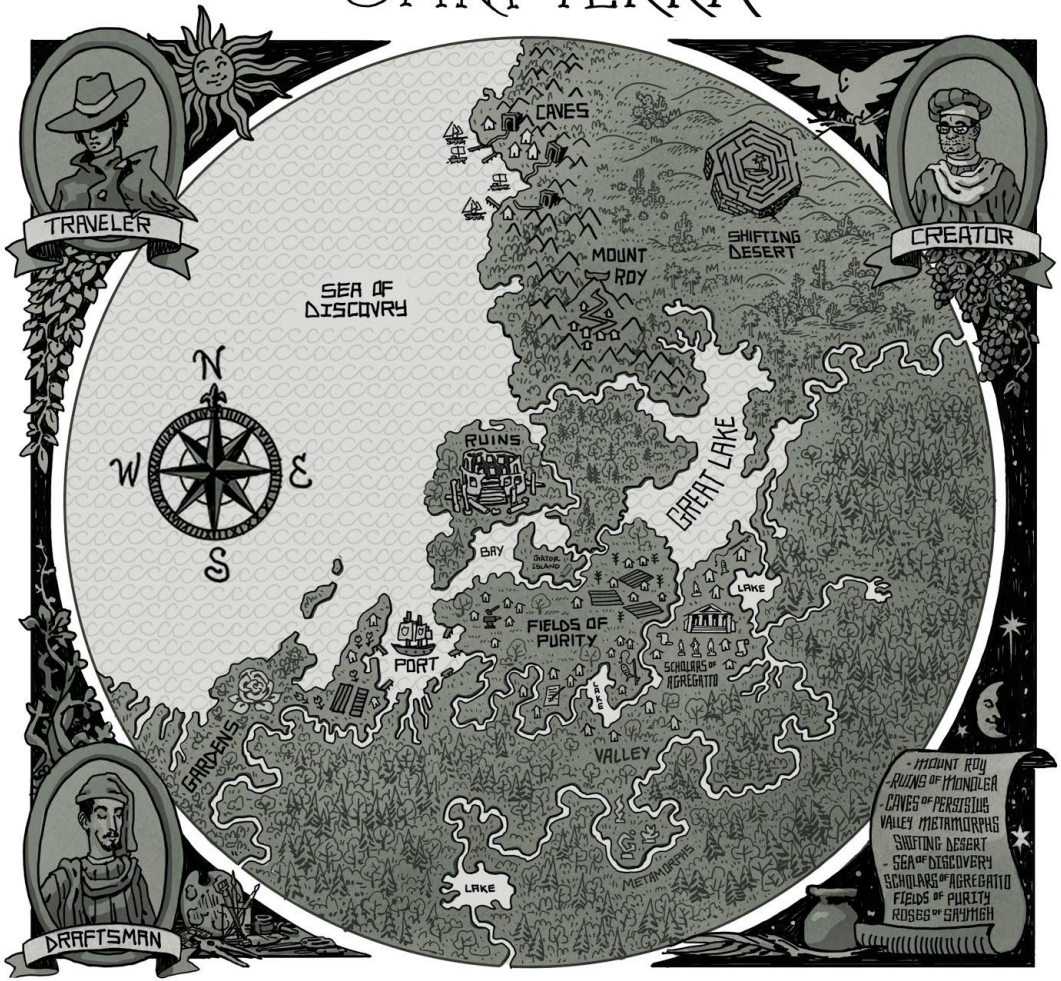
-- Michael T. Nygard


The Pragmatic Programmers
Release It!
Second Edition
Design and Deploy
Production-Ready Software
Michael T. Nygard
BETA

Nygard Stability Patterns

- **Timeout**
- **Circuit Breaker**
- **Bulkhead**
- **Steady State**
- **Fail Fast**
- **Handshaking**

OMNI TERRA


TRAVELER
CREATOR
DRAFTSMAN
CAVES
SHIFTING DESERT
MOUNT ROY
SEA OF DISCOVRY
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RUINS
GREAT LAKE
BAY
GATOR ISLAND
LAKE
FIELDS OF PURITY
PORT
SCHOLARS OF AGREGATIO
LAKE
VALLEY
GARDENS
METAMORPHS
LAKE
- MOUNT ROY
- RUINS OF MONDLER
- CAVES OF PERSISTIS
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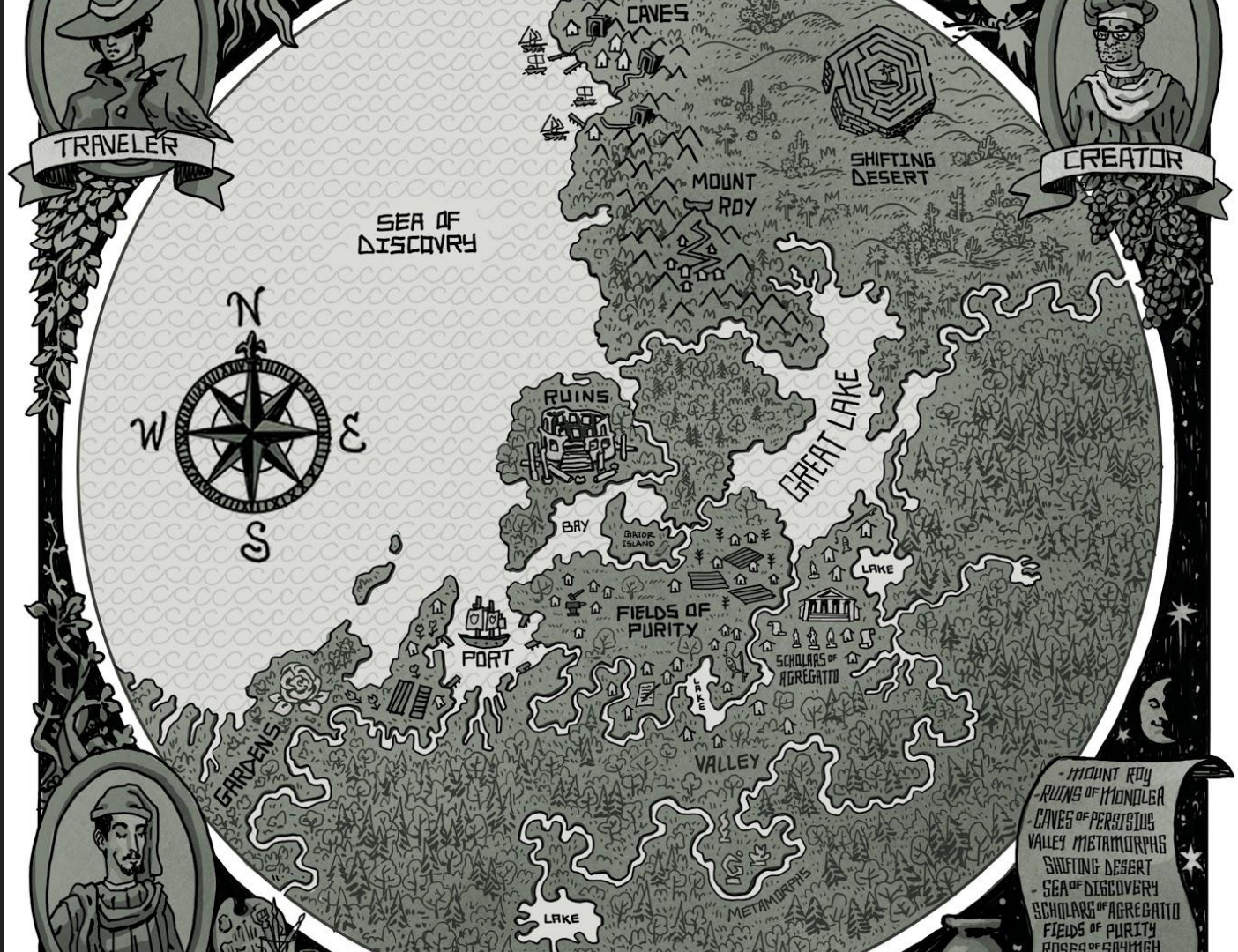
SHIFTING DESERT
- SEA OF DISCOVERY
SCHOLARS OF AGREGATIO
FIELDS OF PURITY
ROSES OF SAYMEH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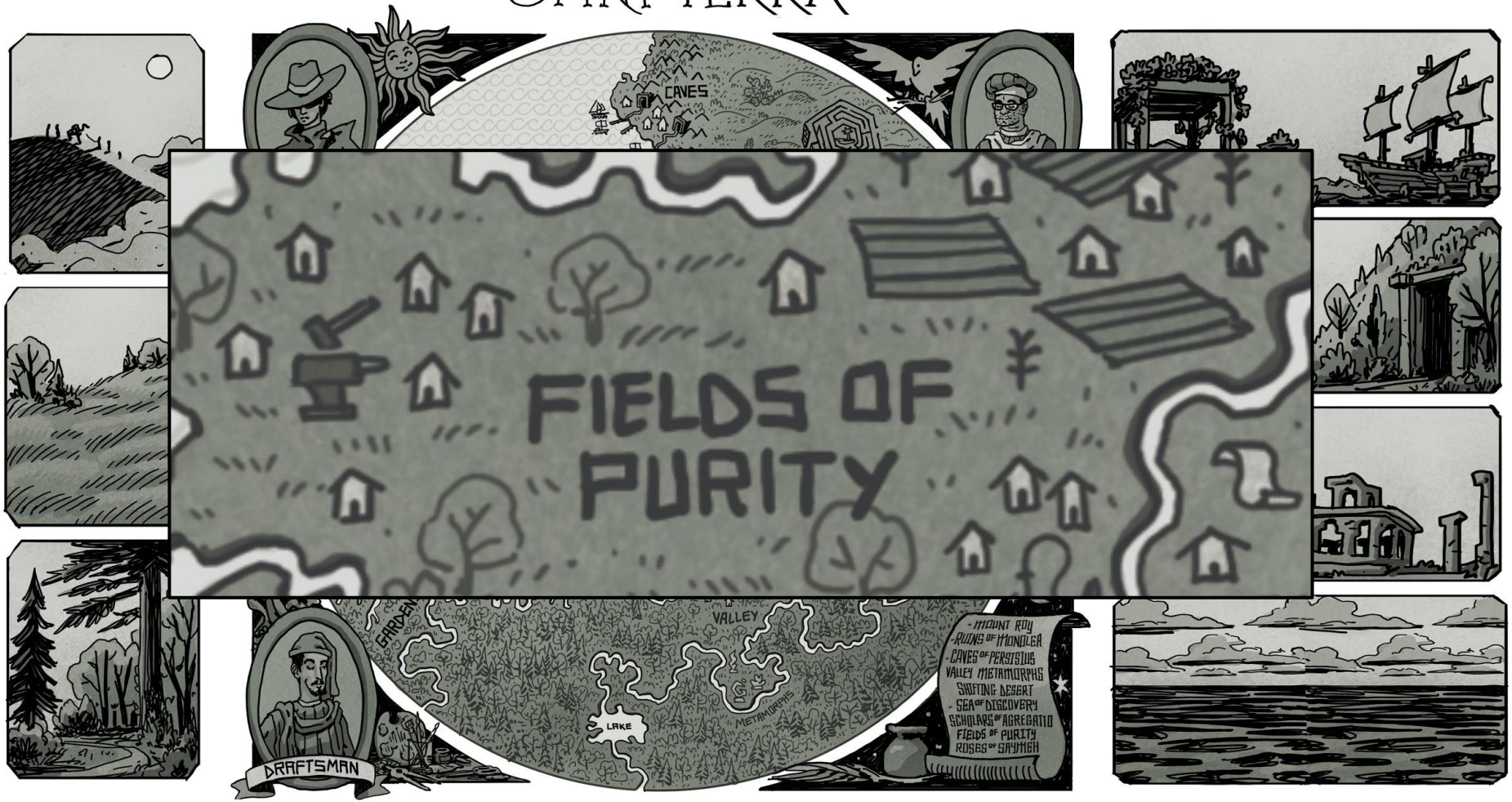
- RUINS OF MONDLEA
- CAVES OF PERSISIUS
VALLEY METAMORPHS
SHIFTING DESERT
- SEA OF DISCOVERY
SCHOLARS OF AGREGATTO
FIELDS OF PURITY

"The journey of a thousand miles begins with one step." -- Lao Tzu

Let's talk about code for a bit...

*Let's talk about **code** for a bit...*

OMNI TERRA


CAVES
FIELDS OF PURITY
VALLEY
METAMORPHS
LAKE
DRAFTSMAN
- MOUNT ROY
- RUINS OF MONDLER
- CAVES OF PERISTOIS
VALLEY METAMORPHS
SHIFTING DESERT
- SEA OF DISCOVERY
SCHOLARS OF AGREGATIO
FIELDS OF PURITY
ROSES OF SAYMEH

Stateless Microservices

- Simple processors (converters, translators, etc.)
- No dependence on other microservices
- No local data storage (disk I/O)

The most common MSC example, but the least useful!

Stateless Microservices

- No shared state
- Easy to replace
- Easy to scale up

Stateless Microservices

```
// http server handling data conversions
function conversionServer(request, response) {
  response = convertValue(request);
  return response;
}
```

But, what about the network?

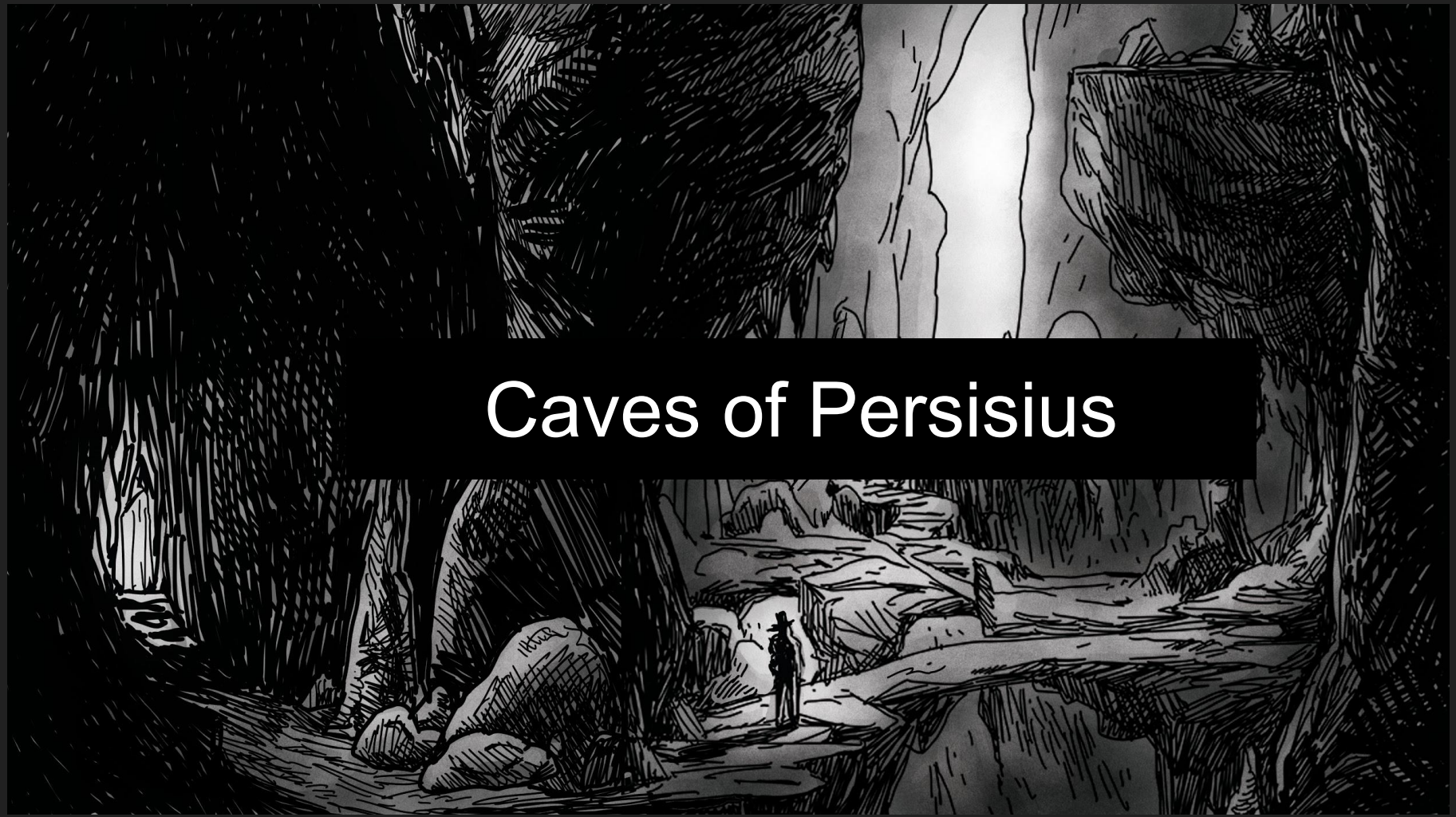
Programming the network

- *What if the work takes too long?*

Stateless Microservices

```
// http server handling data conversions
function conversionServer(request, response) {
  if(request.timeBudget > my.averageResponse) {
    response = FailFastError(request);
  }
  else {
    response = convertValue(request);
  }
  return response;
}
```

1. Fail-Fast


Caves of Persisius

Persistence Microservices

- Simple (local) storage (reads and/or writes)
- Disk I/O dependent
- Possibly VM or one-U dependent

Commonly needed MSC, not the easiest to implement.

Persistence Microservices

- System of Record/Source of Truth
- Relatively easy to scale for reads (CQRS)
- No cross-service two-phase commits (Saga)

Persistence Microservices

```
function updateOrders(request, response) {
  response = localStorage.write(request);
  return response;
}
```

But, what about the network?

Programming the network

- *What if the work takes too long?*
- *What is the dependent service doesn't respond in time?*
- *What if the dependent service is down?*
- *What if the storage overflows (data, logs, etc.)?*

Persistence Microservices

```
function updateOrders(request, response) {
  if(request.timeBudget < localStorage.latency) {
    response = FailFastError(request);
  }
  else {
    response = setTimeOut(circuitBreaker(
      localStorage.write(request),
      {timeout:10,maxFail:3,reset:30}
    ), timeBudget);
  }
  return response;
}
```

1. Fail-Fast
2. Timeout
3. Circuit Breaker
4. Steady State


Scholars of Aggregato

Aggregator Microservices

- Depends on other ("distant") microservices
- Network dependent
- Usually Disk I/O dependence, too

The most often-needed; most challenging, too.

Aggregator Microservices

- Sequence vs. Parallel calls
- Timing is everything
- Easy to scale (should be…)

Aggregator Microservices

```
function writeOrders(request, response) {
  var resourceList = ["customerDB", "orderDB", "salesDB"]'
  var serviceList = gatherResources(resourceList);
  response = serviceList(request)

  return response;
}
```

But, what about the network?

Programming the network

- *What if the work takes too long?*
- *What if a dependent services doesn't respond in time?*
- *What if a dependent service is down?*
- *What if storage overflows (data, logs, etc.)?*
- *What if a dependent service is unhealthy?*
- *What if traffic for a service spikes?*

Aggregator Microservices

```
function writeOrders(request, response) {
  var resourceList = ["customerDB", "orderDB", "salesDB"]'

  setTimeOut(function(request,response, resourceList) {
    var serviceList = gatherResources(resourceList);
    if(serviceList.estimatedCost > request.timeBudget) {
      response = FailFast(request);
    }
    else {
      if(serviceList.healthy === true) {
        circuitBreaker(serviceList, request,
        {timeout:10,maxFail:3,reset:30});
      }
    }
  },request.timeBudget);

  return response;
}
```

1. Fail-Fast
2. Timeout
3. Circuit Breaker
4. Steady State
5. Handshaking
6. Bulkhead

Nygard's Admonition...

Joe asks:

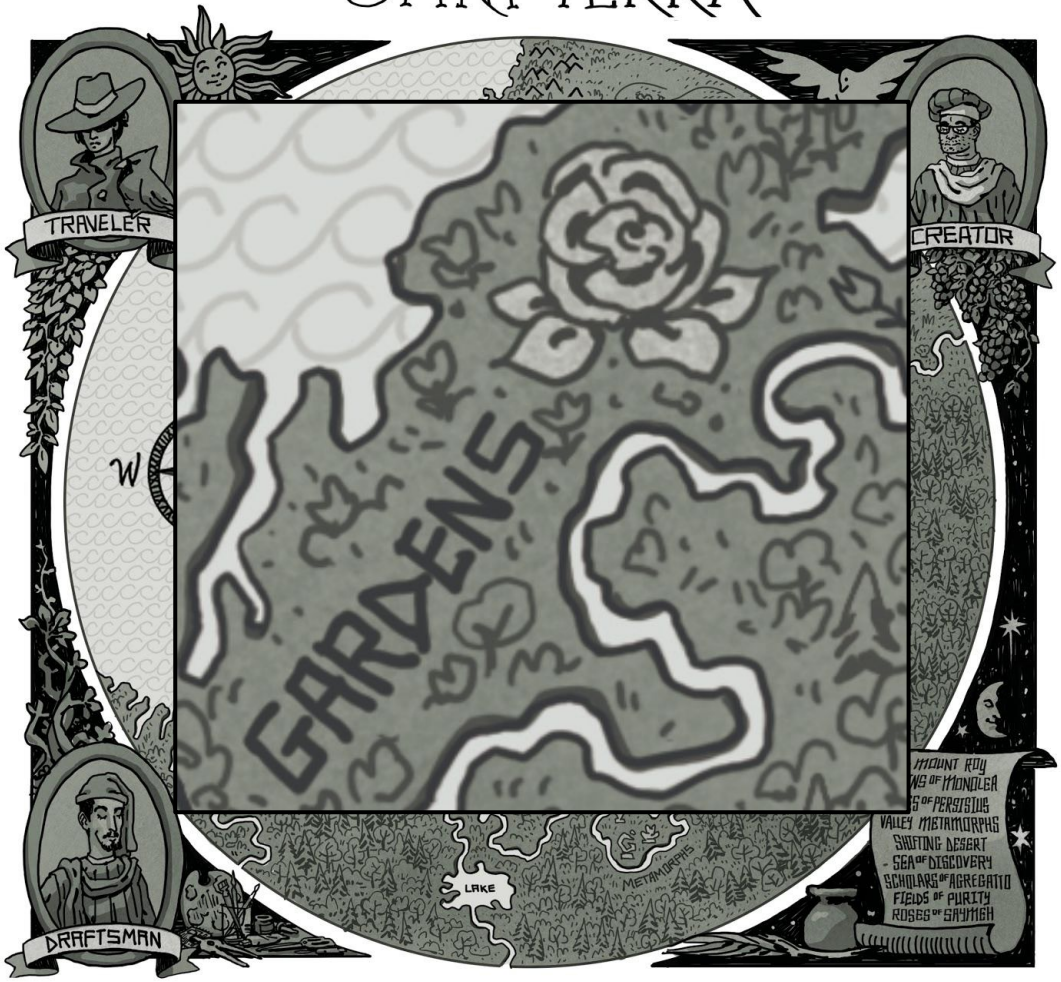
Is All This Clutter Really Necessary?

You may think, as I did when porting the sockets library, that handling all the possible timeouts creates undue complexity in your code. It certainly adds complexity. You may find that half your code is devoted to error handling instead of providing features. I argue, however, that the essence of aiming for production—instead of aiming for QA—is handling the slings and arrows of outrageous fortune. That error-handling code, if done well, adds resilience. Your users may not thank you for it, because nobody notices when a system *doesn't* go down, but you will sleep better at night.


BUT WAIT,
there's more!

*Let **not** talk about code for a bit...*

OMNI TERRA


TRAVELER
CREATOR
DRAFTSMAN
GARDENS
W
LAKE
METAMORPHS
MOUNT ROY
VALLEY METAMORPHS
SHIFTING DESERT
SEA OF DISCOVERY
FIELDS OF PURITY
ROSES OF SAYMEH

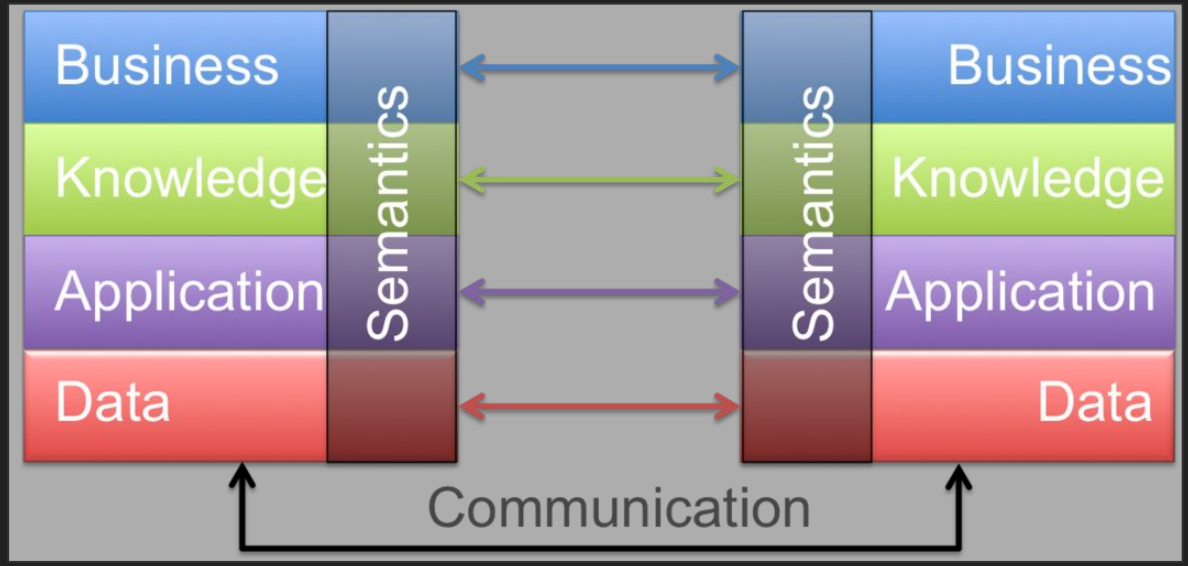
Aim for Interop, not Integration...

"Interoperation is peer to peer. Integration is where a system is subsumed within another."

-- Michael Platt, Microsoft

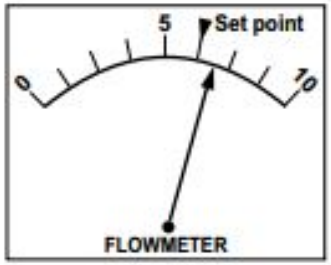
https://blogs.technet.microsoft.com/michael_platt/2005/08/30/integration-and-interoperability/

Aim for Interop, not Integration...



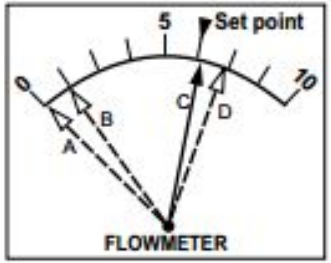
Signal, Sign, and Symbol

Jens Rasmussen



SIGNAL

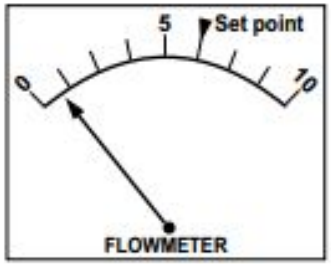
- Keep at set point
- Use deviation as error signal
- Track continuously



SIGN

Stereotype acts

If	If C, ok
Valve Open	If D, adjust flow
If	If A, ok
Valve Closed	If B, recalibrate meter

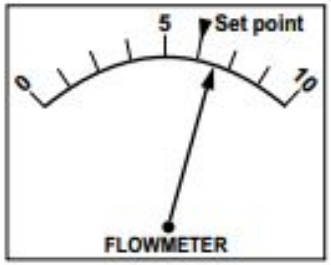


SYMBOL

If, after calibration, is still B, begin to read meter and speculate functionally (could be a leak)

Signal, Sign, and Symbol

- Signal: Protocol
- Sign: Format
- Symbol: Vocabulary



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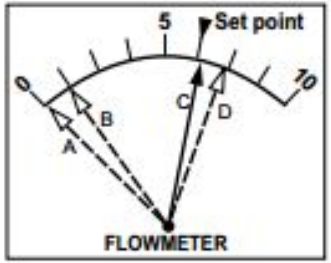
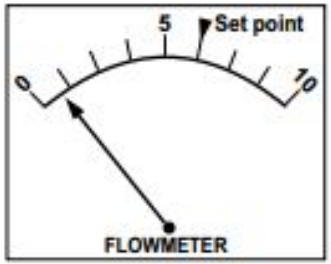


SIGN

Stereotype acts

If Valve Open	If C, ok If D, adjust flow
If Valve Closed	If A, ok If B, recalibrate meter

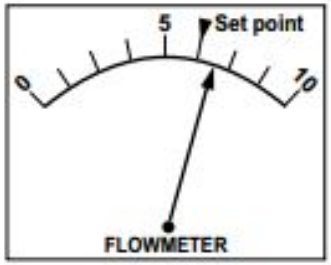


SYMBOL

If, after calibration, is still B, begin to read meter and speculate functionally (could be a leak)

Signal, Sign, and Symbol

- Signal: Protocol
  HTTP, CoAP, etc.
- Sign: Format
  HTML, HAL, etc.
- Symbol: Vocabulary
  ALPS, DCAP, etc.



SIGNAL
- Keep at set point
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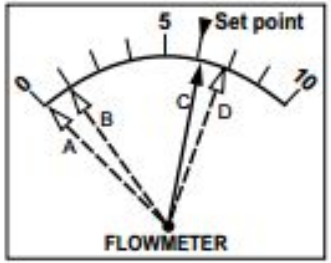
- Track continuously



SIGN

Stereotype acts

If Valve Open	If C, ok If D, adjust flow
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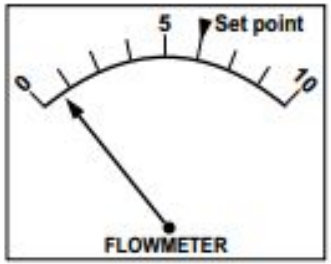
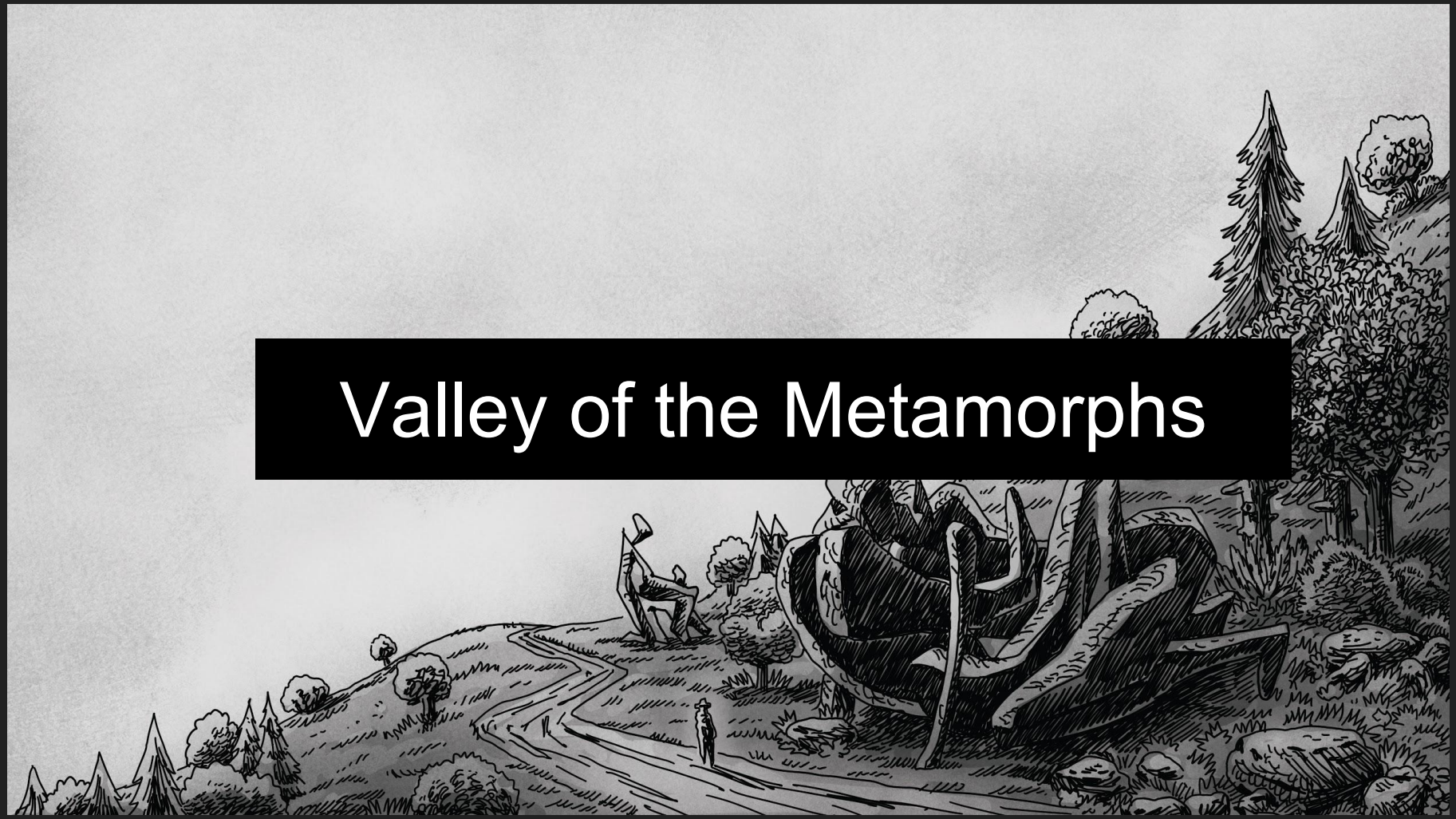


SYMBOL

If, after calibration, is still B, begin to read meter and speculate functionally (could be a leak)

Valley of the Metamorphs



Three Rules for Not Breaking Things...

1. You can't take things away
2. You can't change the meaning of things
3. All new things must be optional

You can't take things away...

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "status" : "All OK"
}
```

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
400 Bad Request
```

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
HTTP/1.1. 301 Moved Permanently
Location: http://new-status

*** RESPONSE ***
HTTP/1.1 200 OK
...
{
  "status" : "All OK"
}
```

You can't change the meaning of things...

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "machinesActive" : "42"
}
```

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "status" : "All OK",
  "machinesActive" : "42"
}
```

All new things MUST be optional...

```
*** REQUEST ***
GET /status?machines HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "machinesActive" : "42"
}
```

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
400 Bad Request
```

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "status" : "All OK",
  "machinesActive" : "42"
}
```

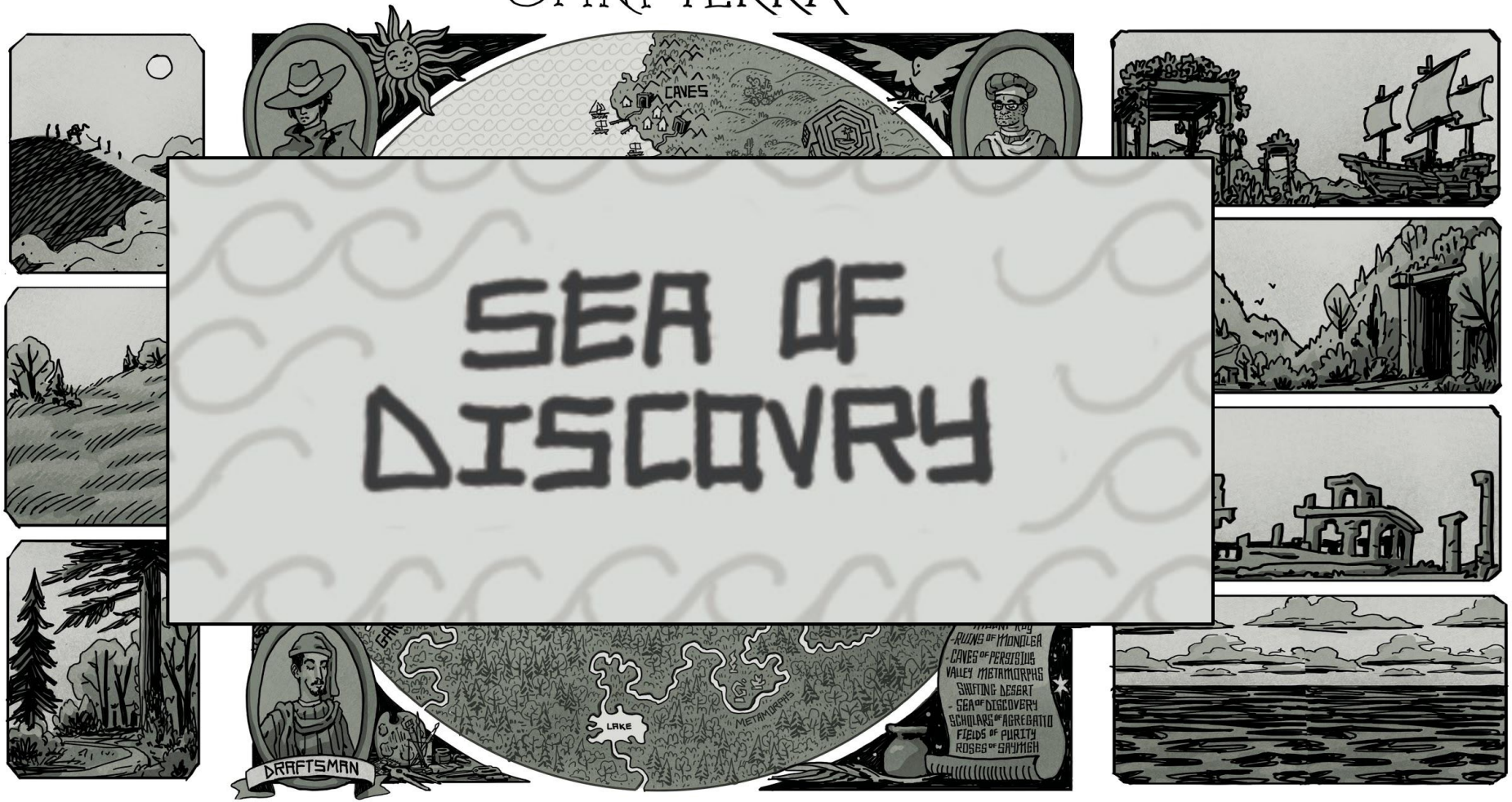
SOFTWARE ARCHITECTURE

What is
the best practice for
versioning
a REST API?

ε | VOLVE | 13 10

Roy Fielding, 2013

Roy Fielding, 2013



SEA OF DISCOVRY

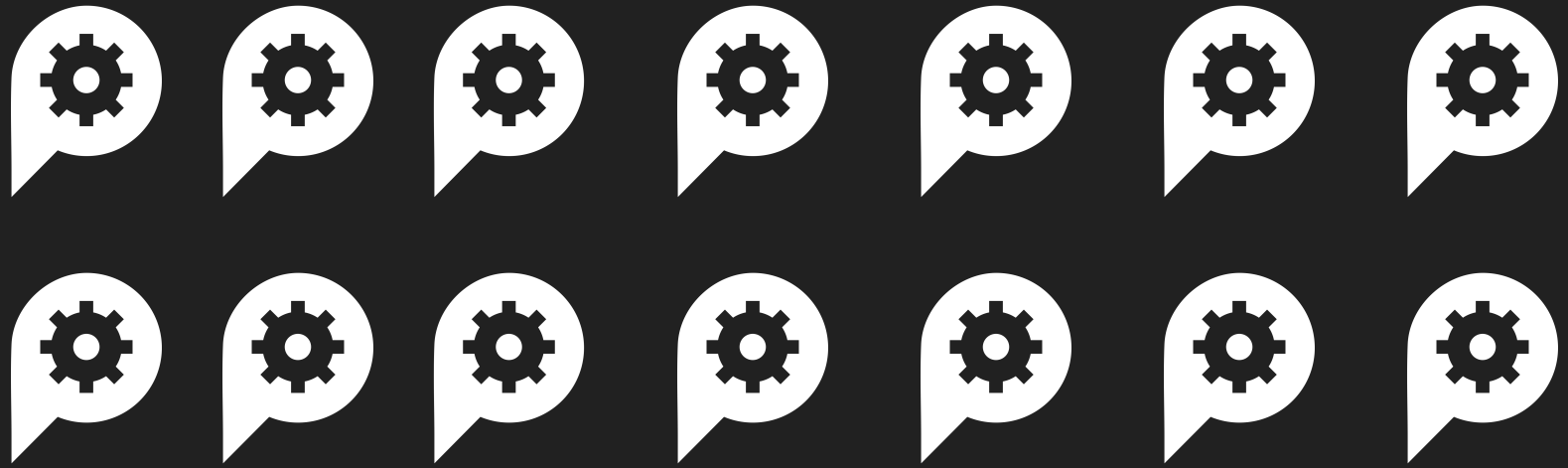
Service Discovery

"How do you get communication started among totally uncorrelated 'sapient' beings?"

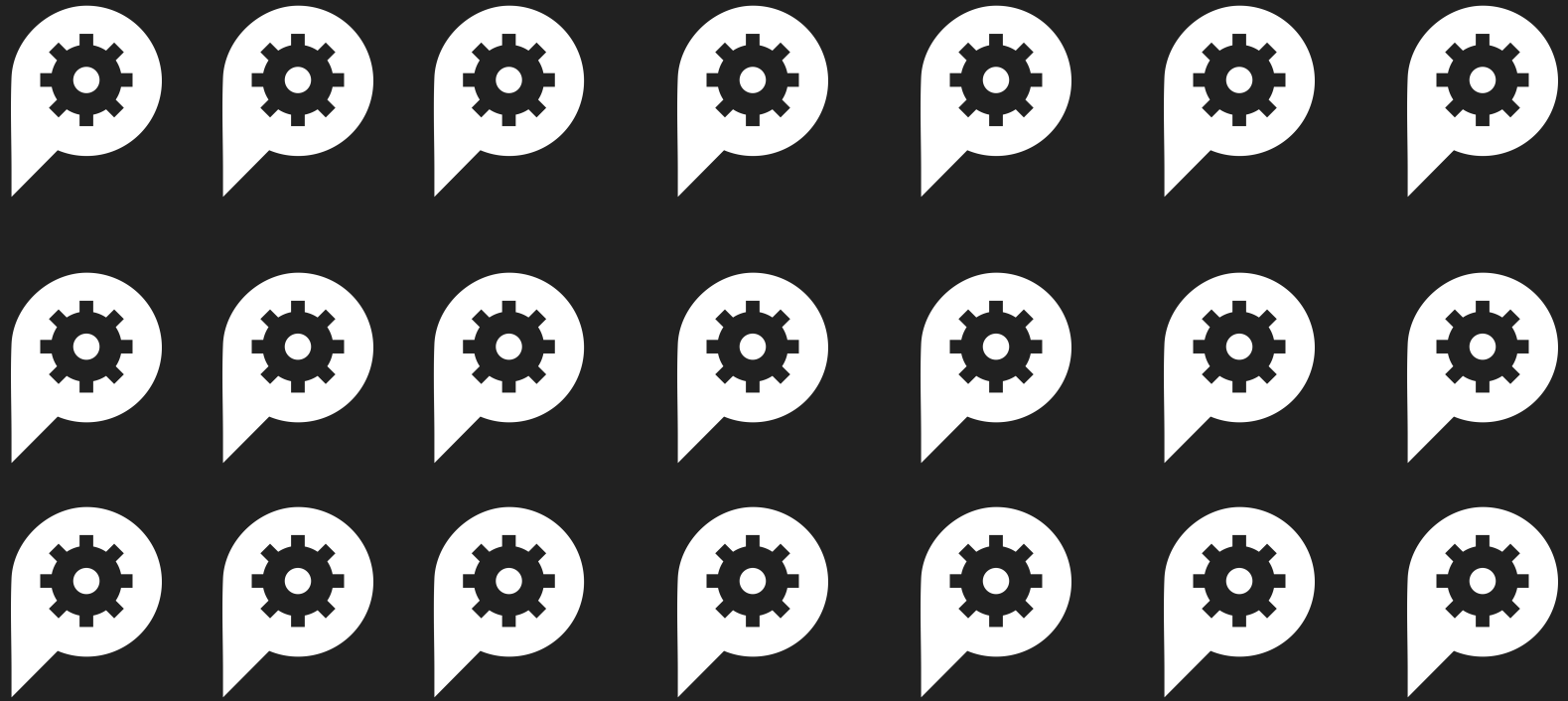
-- J. C. R. Licklider, 1963

Service Discovery

Service Discovery



Service Discovery



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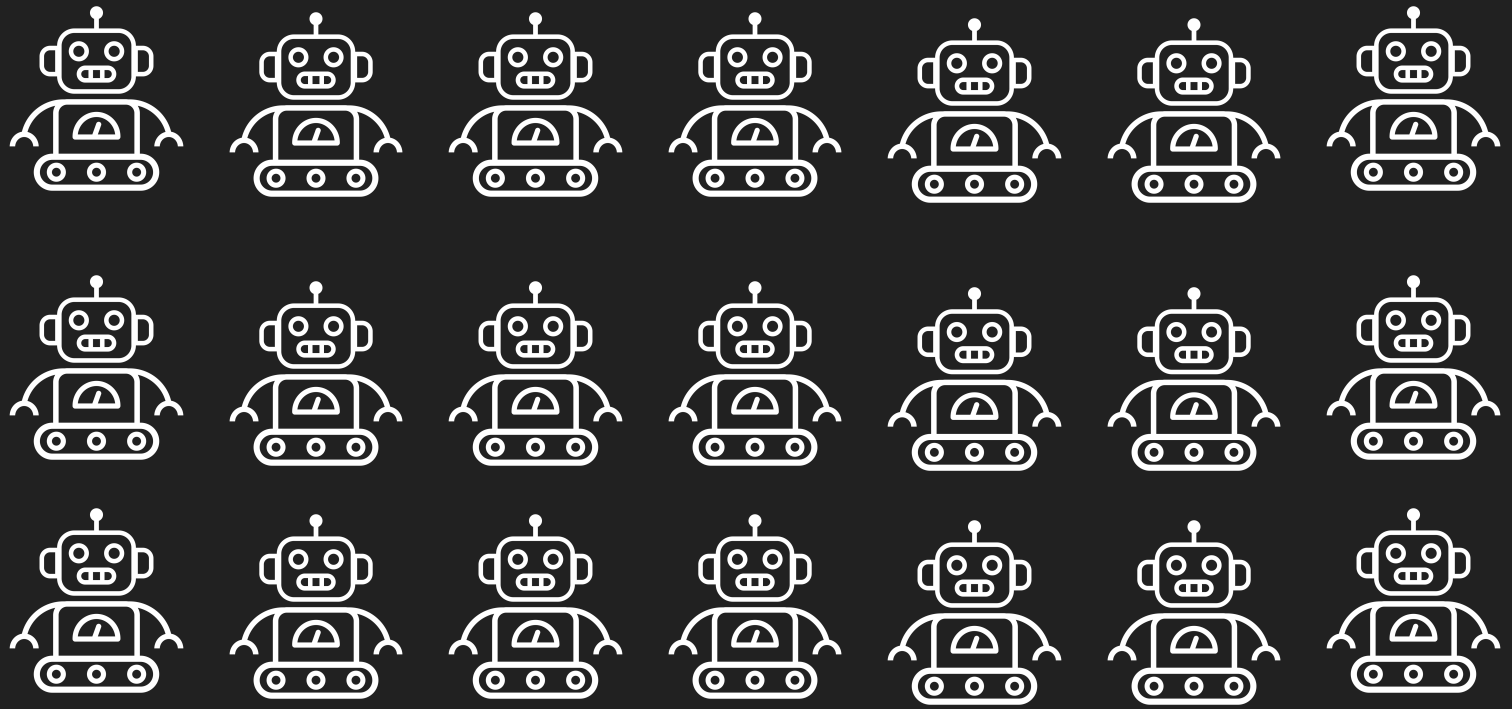

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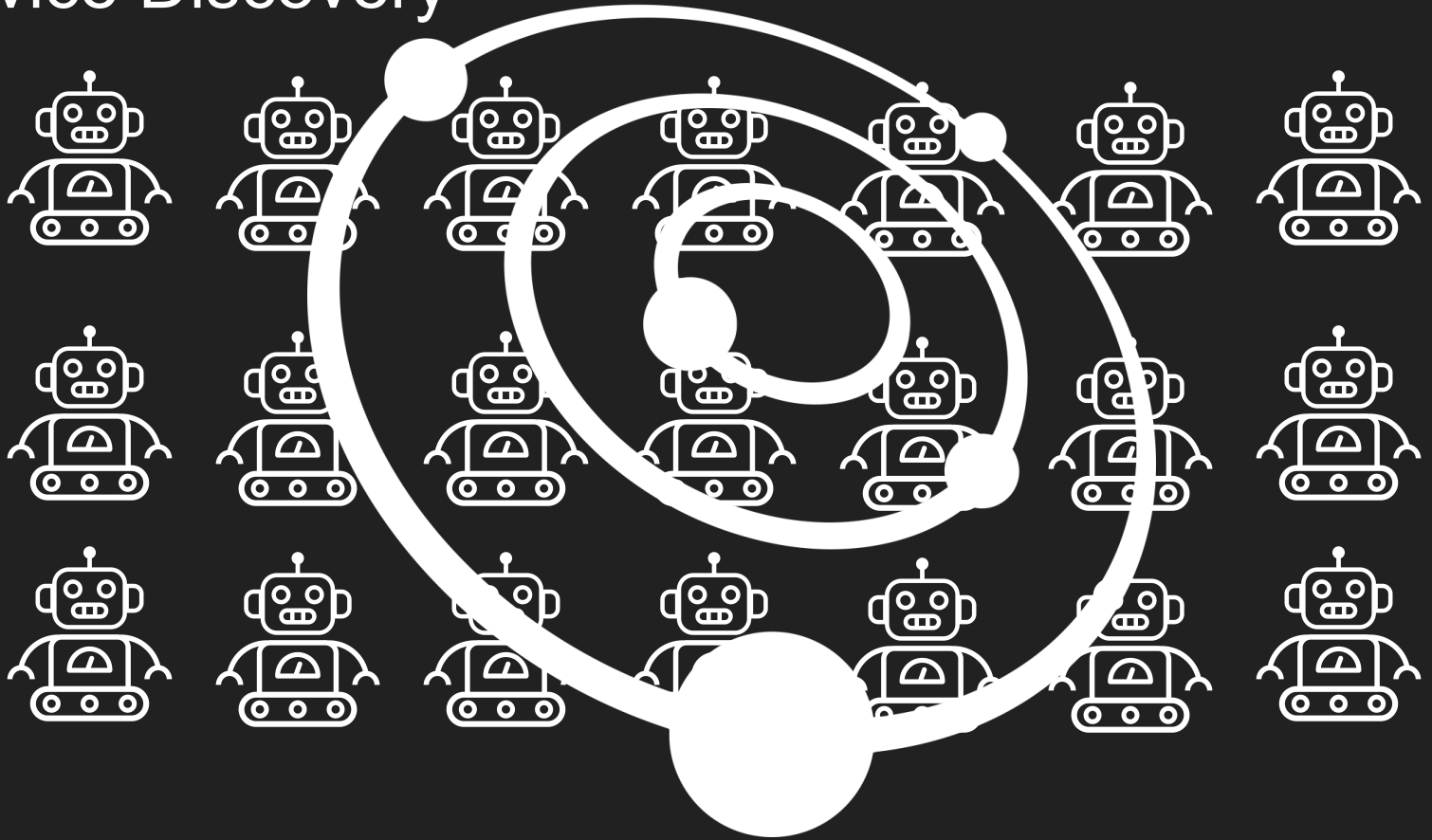

Licklider Memo (1963)

ADVANCED RESEARCH PROJECTS AGENCY

Washington 25, D.C. April 23, 1963

MEMORANDUM FOR: Members and Affiliates of the Intergalactic Computer Network

FROM: J. C. R. Licklider

SUBJECT: Topics for Discussion at the Forthcoming Meeting

First, I apologize humbly for having to postpone the meeting scheduled for 3 May 1963 in Palo Alto. The ARPA Command & Control Research office has just been assigned a new task that must be activated immediately, and I must devote the whole of the coming week to it. The priority is externally enforced. I am extremely sorry to inconvenience those of you who have made plans for May 3rd. Inasmuch as I shall be in Cambridge the rest of this week, I am asking my colleagues here to re-schedule the meeting, with May 10th, Palo Alto, as target time and place.

The need for the meeting and the purpose of the meeting are things that I feel intuitively, not things that I perceive in clear structure. I am afraid that that fact will be too evident in the following paragraphs. Nevertheless, I shall try to set forth some background material and some thoughts about possible interactions among the various activities in the overall enterprise for which, as you may have detected in the above subject, I am at a loss for a name.

In the first place, it is evident that we have among us a collection of individual (personal and/or organizational) aspirations, efforts, activities, and projects. These have in common, I think, the characteristics that they are in some way connected with advancement of the art or technology of information processing, the advancement of intellectual capability (man, man-machine, or machine), and the approach to a theory of science. The individual parts are, at least to some extent, mutually interdependent. To make progress, each of the active research needs a software base and a hardware facility more complex and more extensive than he, himself, can create in reasonable time.

In pursuing the individual objectives, various members of the group will be preparing executive the monitoring

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In pursuing the individual objectives, various members of the group will be preparing executive the monitoring

Licklider Protocol (2008)

Networking Working Group
Request for Comments: 5326
Category: Experimental

M. Ramadas
ISTRAC, ISRO
S. Burleigh
NASA/Jet Propulsion Laboratory
S. Farrell
Trinity College Dublin
September 2008

Licklider Transmission Protocol - Specification

Status of This Memo

This memo defines an Experimental Protocol for the Internet community. It does not specify an Internet standard of any kind. Discussion and suggestions for improvement are requested. Distribution of this memo is unlimited.

IESG Note

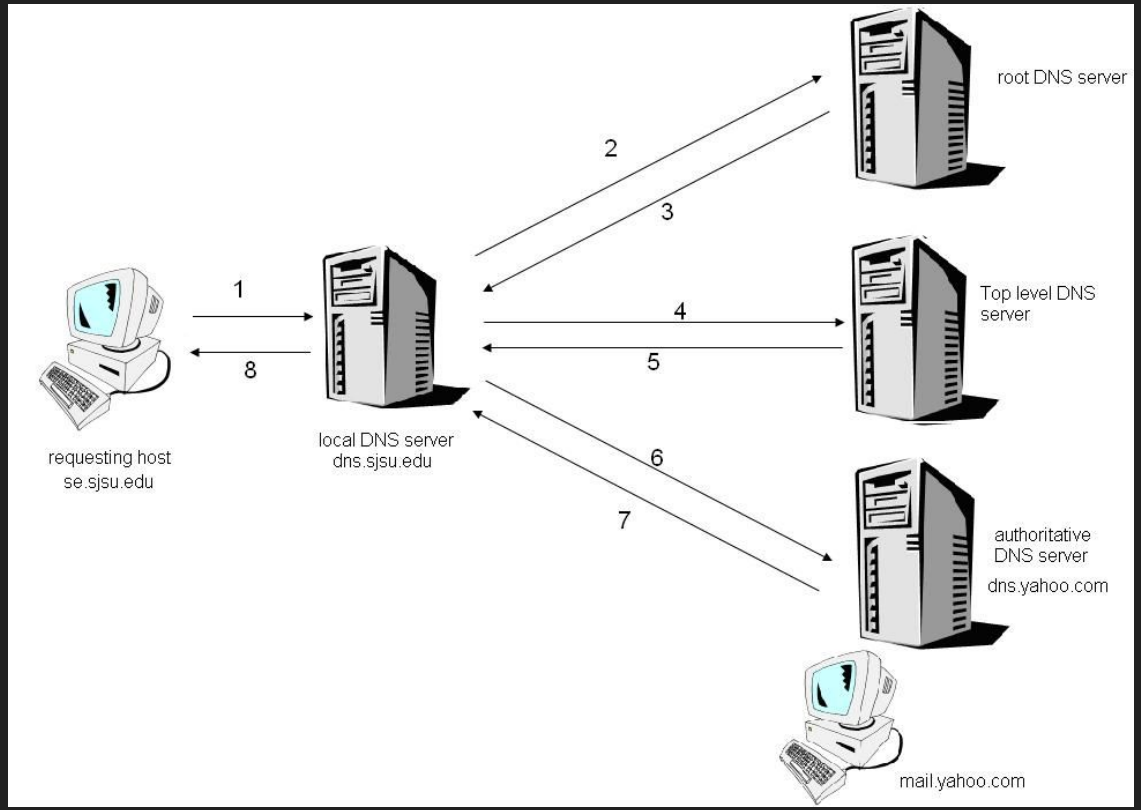
This RFC is not a candidate for any level of Internet Standard. It represents the consensus of the Delay Tolerant Networking (DTN) Research Group of the Internet Research Task Force (IRTF). It may be considered for standardization by the IETF in the future, but the IETF disclaims any knowledge of the fitness of this RFC for any purpose and in particular notes that the decision to publish is not based on IETF review for such things as security, congestion control, or inappropriate interaction with deployed protocols. See RFC 3932 for more information.

Abstract

This document describes the Licklider Transmission Protocol (LTP), designed to provide retransmission-based reliability over links characterized by extremely long message round-trip times (RTTs) and/or frequent interruptions in connectivity. Since communication across interplanetary space is the most prominent example of this sort of environment, LTP is principally aimed at supporting "long-haul" reliable transmission in interplanetary space, but it has applications in other environments as well.

This document is a product of the Delay Tolerant Networking Research Group and has been reviewed by that group. No objections to its publication as an RFC were raised.

DNS for discovering machines



*But we need to discover **services...***

Discovering Interoperative Services… (DISCO)

Discovering Interoperative Services for Continuous Operation (DISCO)

Mike Amundsen
<mca@mamund.com>

Table of Contents

Status

Status
Working Draft — *Only experimental and 'proof-of-concept' apps should be built on this unstable draft.*

Repository
https://github.com/rwmbook/registry-docs

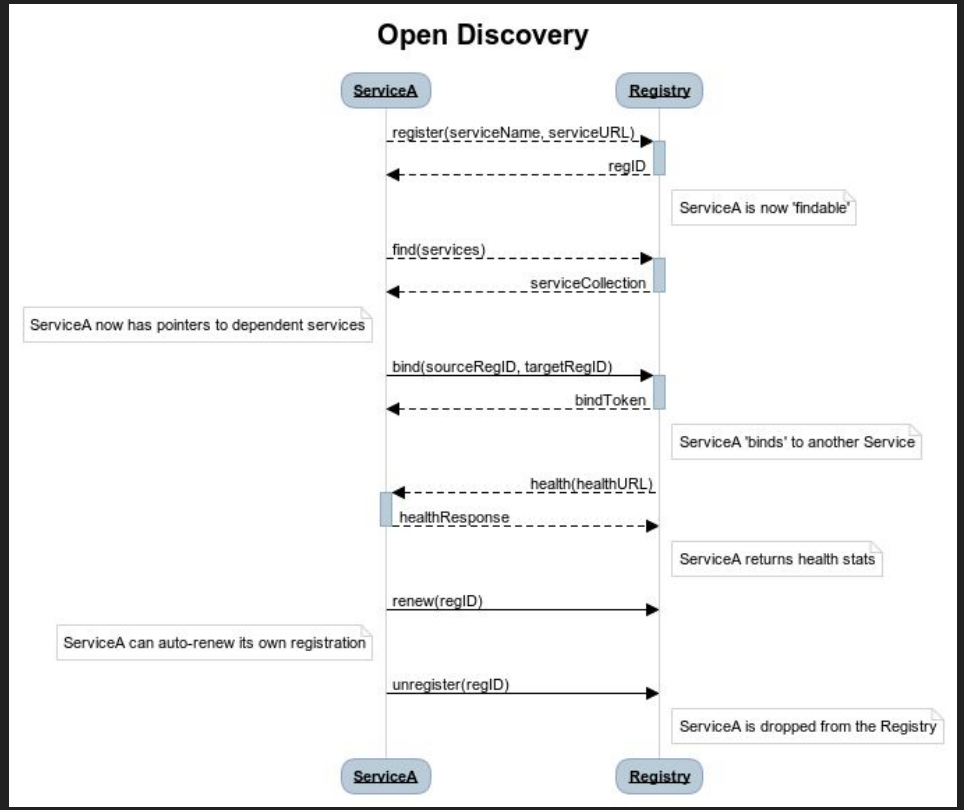
Last Updated
2018-03-10

Summary

This document details an *adhoc specification* called **DISCO** (**D**iscovering **I**nteroperative **S**ervices for **C**ontinuous **O**peration). DISCO is a simple language for managing the adding/removing of services as well as the ability to search ("find") and make connections with ("bind") registered services.

DISCO was designed to be easy, open, lightweight, and extensible. For this reason, readers/implementers may find things "missing" or "underspecified." This is intentional. Getting started is meant to be easy. And local customization is supported as needed. This allows the DISCO spec to safely grow and improve over time without breaking exsting implementations.

The DISCO "language" supports the following features:



open-disco.org

Discovering Interoperative Services… (DISCO)

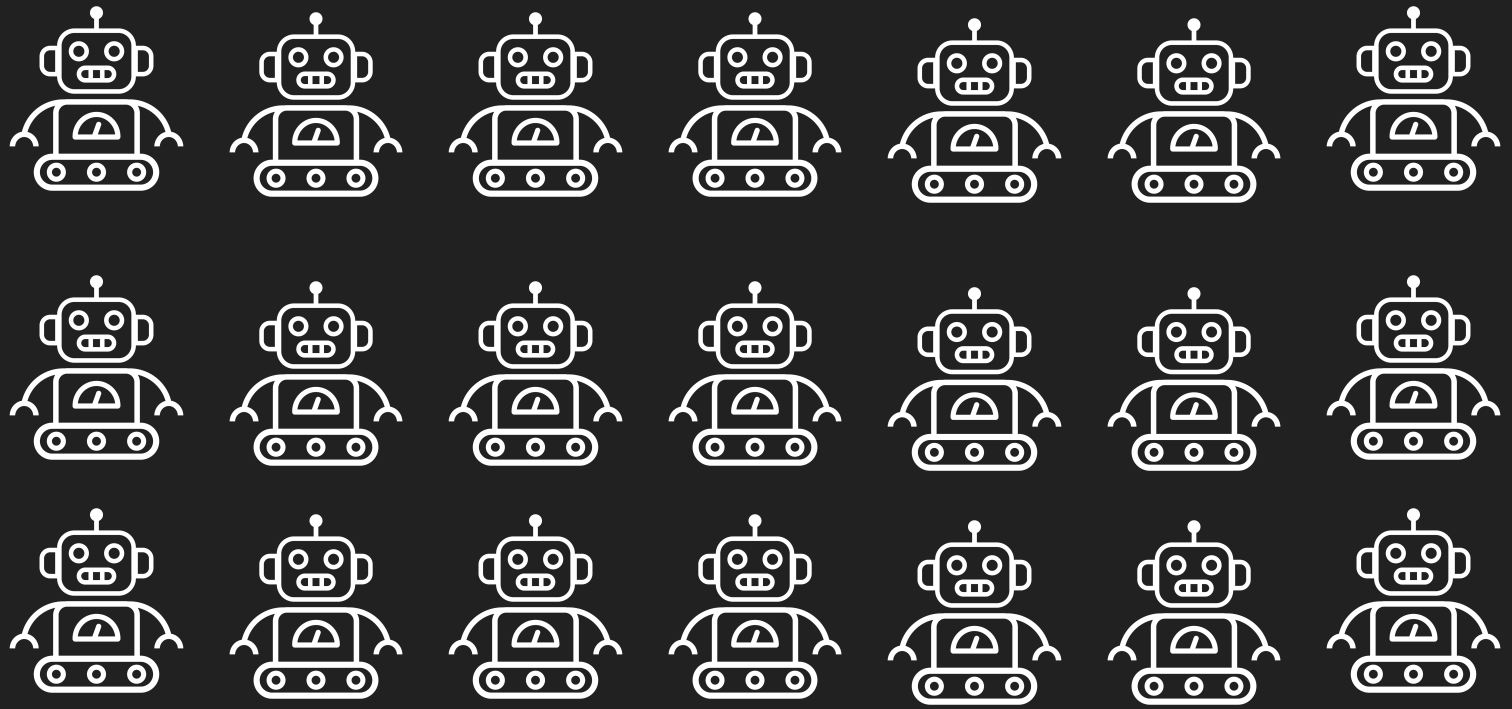
The DISCO "language" supports the following features:

- `register` : add a service to the shared registry
- `find` : query the registry for services (dependents) to consume
- `bind` : notify the registry the intention to connect with and use another service
- `renew` : renew a service's registry *lease* to prove is is still up and running
- `unregister` : remove a service from the registry

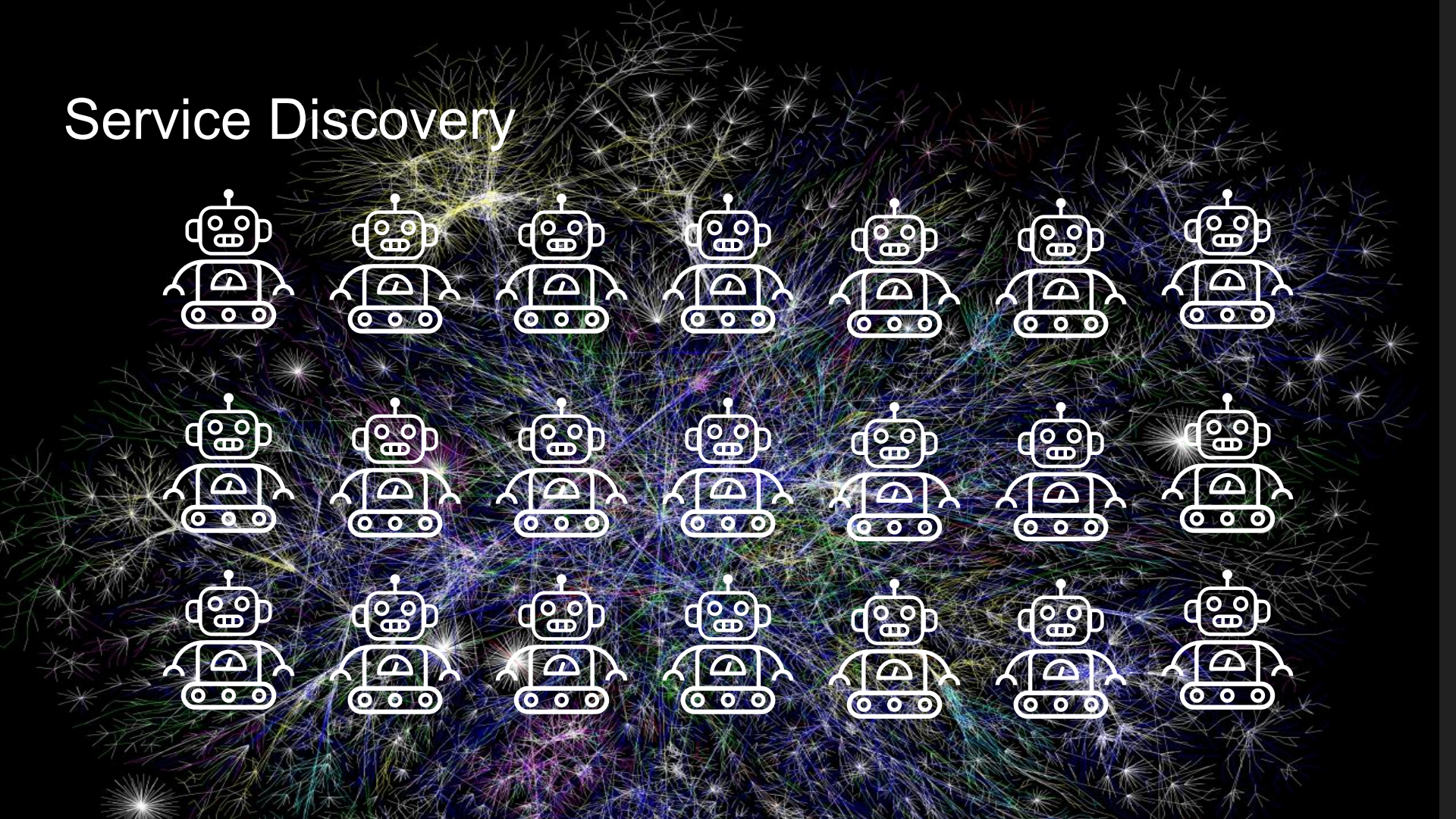
Discovering Interoperative Services… (DISCO)

```
// register this service w/ defaults
discovery.register(null, function(response) {

  // sample service discovery action
  discovery.find(null, function(data, response) {

    // select endpoints from query
    if(data.success===true) {
      // launch http server
      http.createServer(zipServer).listen(8080);
      console.info('zip-server running on port 8080.');
    }
    else {
      console.error('unable to bind to dependent services');
      process.kill(process.pid, "SIGTERM");
    }
  });
});
```

Service Discovery

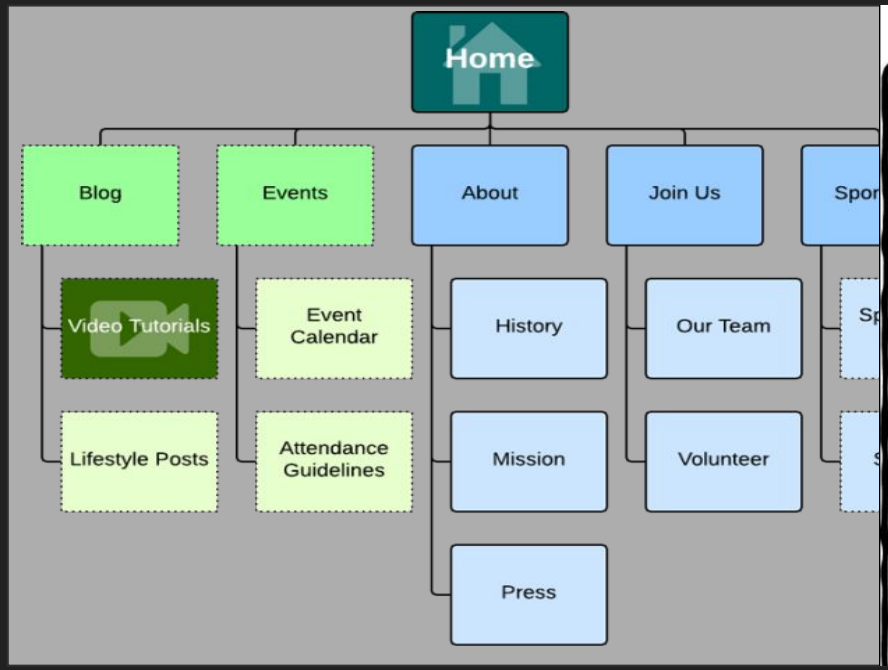


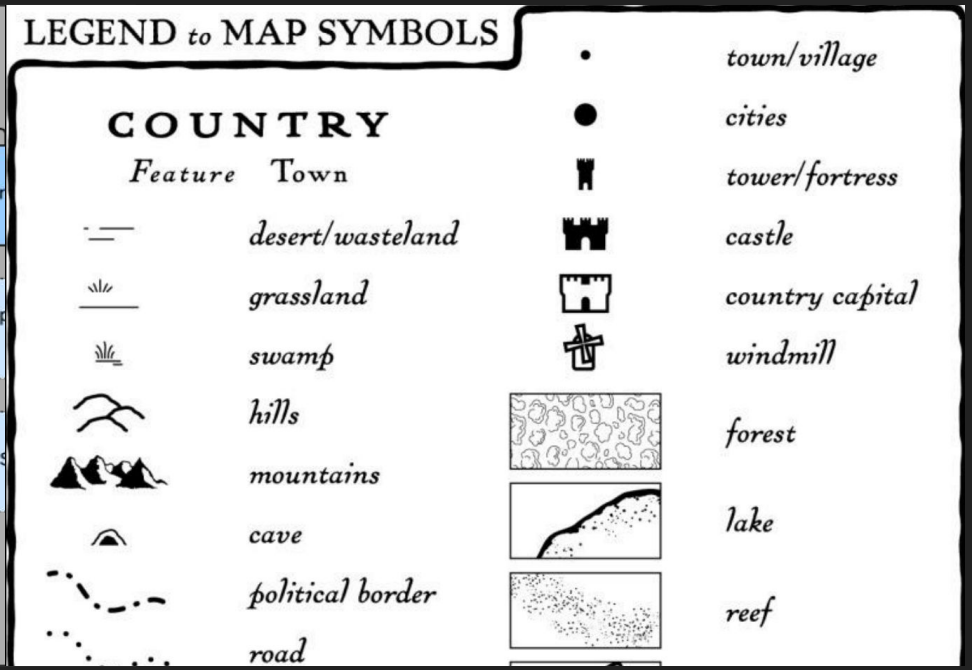
Service Discovery



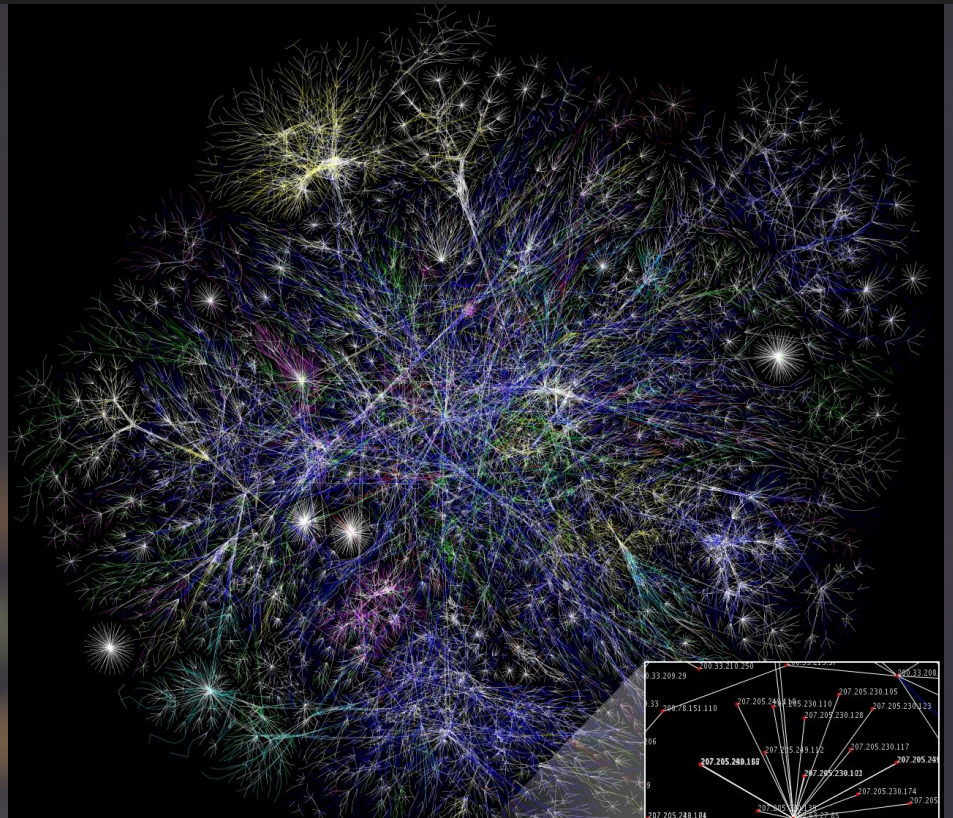
So...

We need better maps...





So that we can program the network...

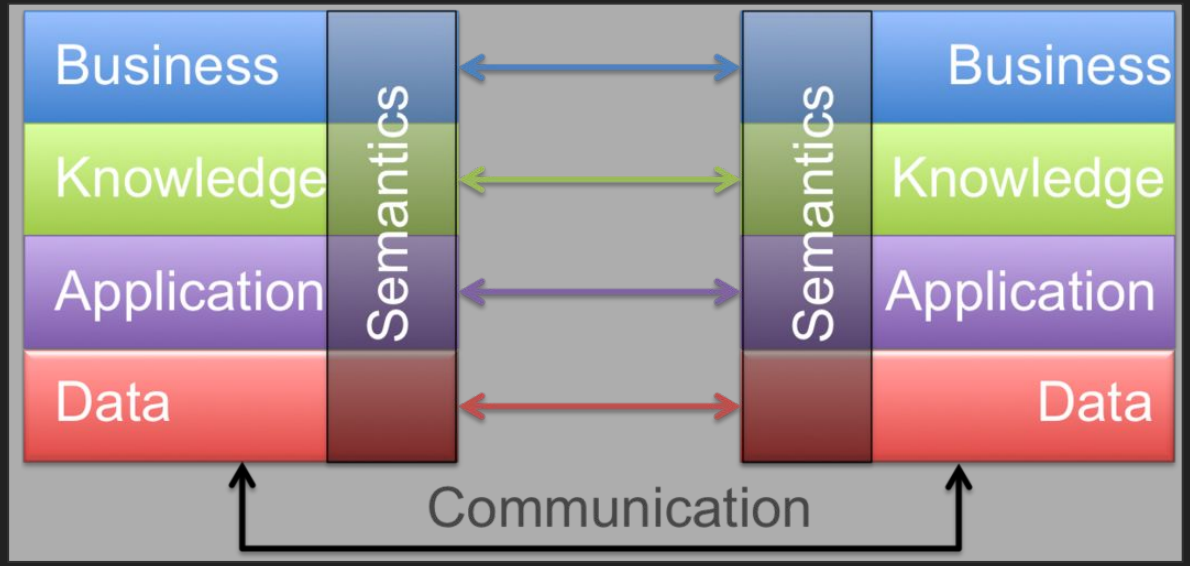


Which means applying patterns to our code..,

```
function writeOrders(request, response) {
  var resourceList = ["customerDB", "orderDB", "salesDB"]'

  setTimeOut(function(request,response, resourceList) {
    var serviceList = gatherResources(resourceList);
    if(serviceList.estimatedCost > request.timeBudget) {
      response = FailFast(request);
    }
    else {
      if(serviceList.healthy === true) {
        circuitBreaker(serviceList, request,
        {timeout:10,maxFail:3,reset:30});
      }
    }
  },request.timeBudget);

  return response;
}
```

1. Fail-Fast
2. Timeout
3. Circuit Breaker
4. Steady State
5. Handshaking
6. Bulkhead

And that means understanding the role of semantics...

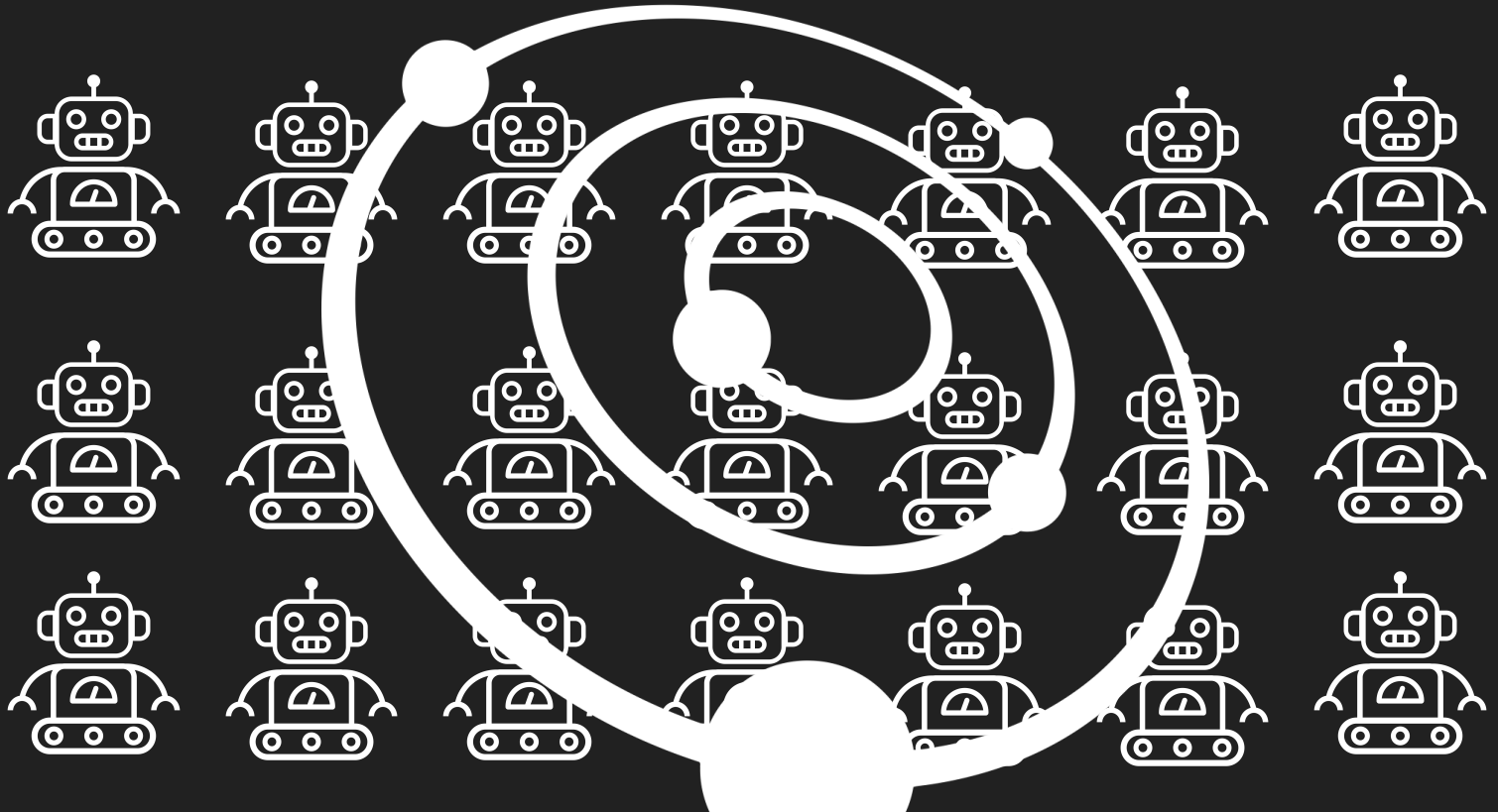


And the importance of change over time...

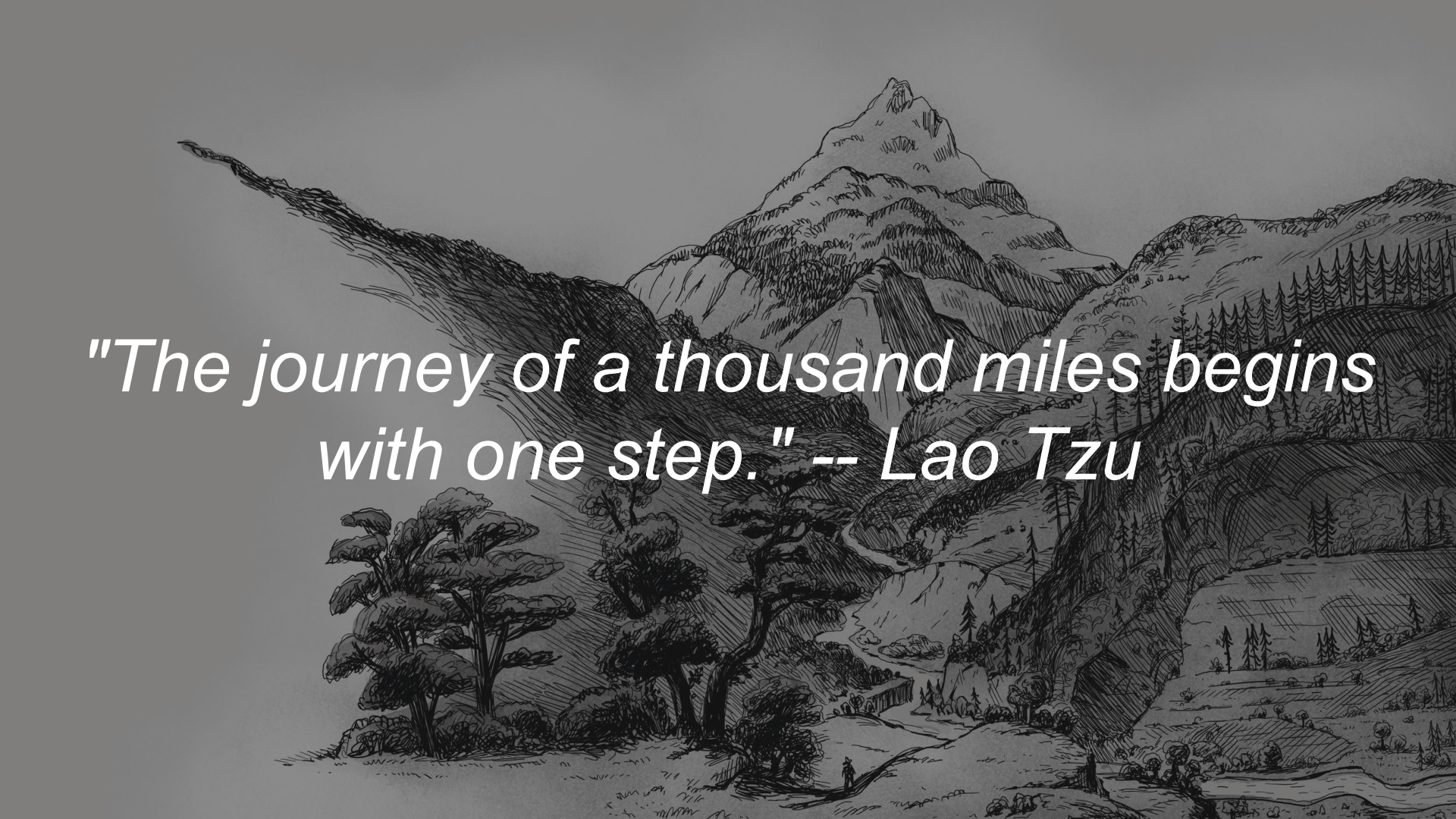
```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "machinesActive" : "42"
}
```

```
*** REQUEST ***
GET /status HTTP/1.1
...

*** RESPONSE ***
200 OK
...
{
  "status" : "All OK",
  "machinesActive" : "42"
}
```

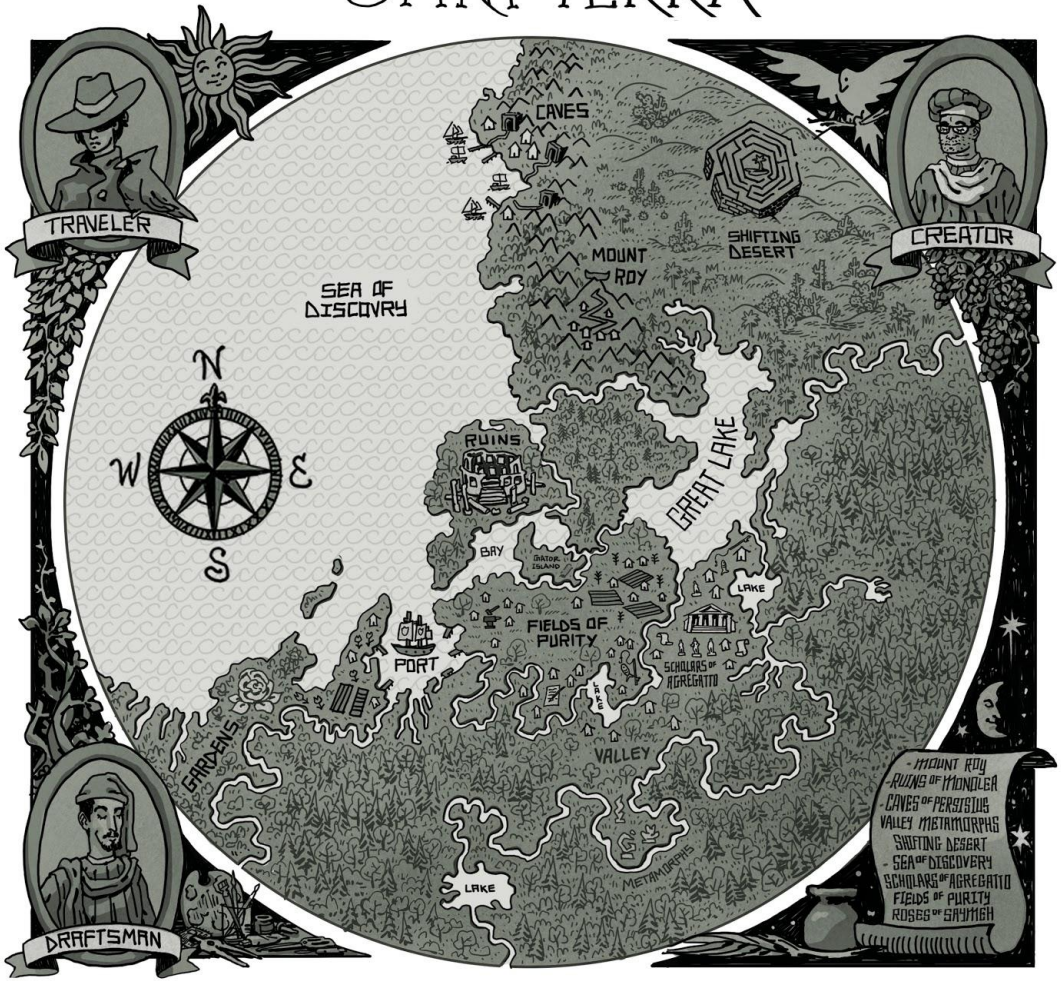
And the power of service-level discovery...



That's a lot!


"The journey of a thousand miles begins with one step." -- Lao Tzu

OMNI TERRA


TRAVELER
CREATOR
DRAFTSMAN
CAVES
SHIFTING DESERT
MOUNT ROY
SEA OF DISCOVRY
N
W
E
S
RUINS
GREAT LAKE
BAY
GATOR ISLAND
LAKE
FIELDS OF PURITY
PORT
SCHOLARS OF AGREGATIO
LAKE
VALLEY
GARDENS
METAMORPHS
LAKE
- MOUNT ROY
- RUINS OF MONDLER
- CAVES OF PERSISTIS
VALLEY METAMORPHS
SHIFTING DESERT
- SEA OF DISCOVERY
SCHOLARS OF AGREGATIO
FIELDS OF PURITY
ROSES OF SAYMEH

Discovering RESTful Web Microservices

http://g.mamund.com/2018-05-microcph

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API Academy