loT at Scale with Evolutionary Serverless Architecture



Selcuk Sasoglu







CAN YOUR ARCHITECTURE SURVIVE?

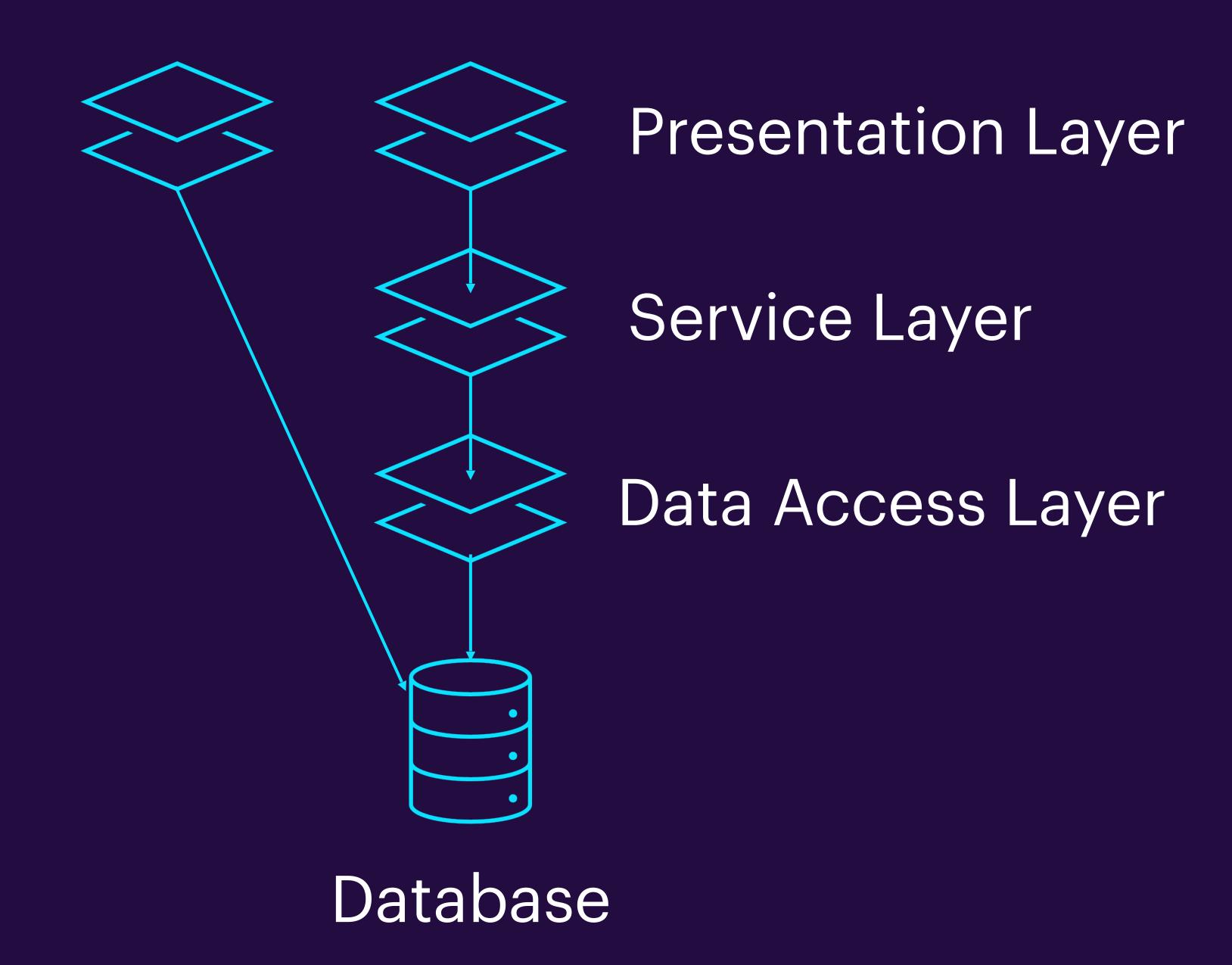
ARCHITECTURE

Things that are
HARD

to change later.

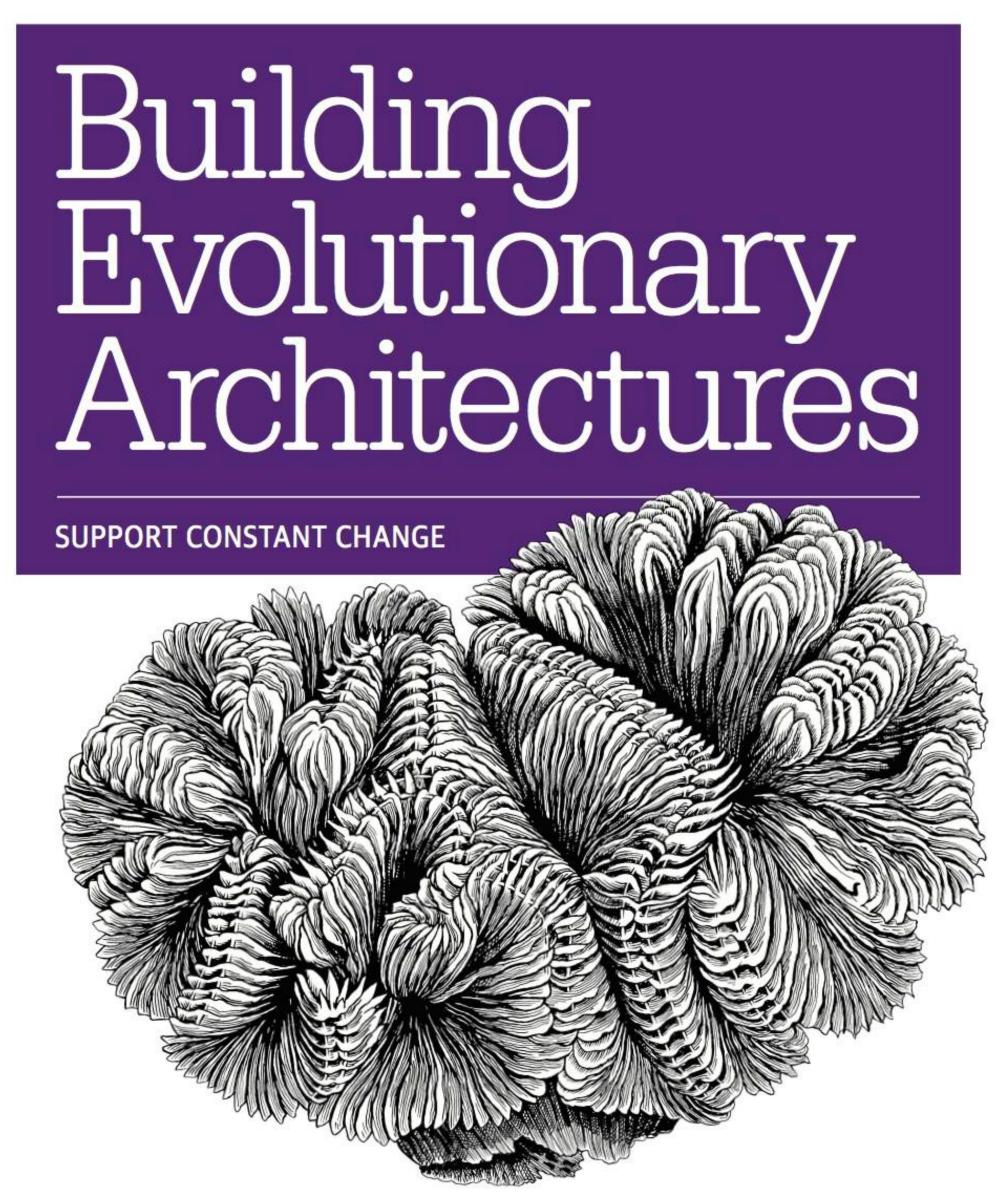






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Neal Ford, Rebecca Parsons & Patrick Kua

An evolutionary architecture supports guided, incremental change across multiple dimensions.

* From the book Building Evolutionary Architectures

Big Ball of Mud

Monoliths (Unstructured, Modular, Layered)

Service Oriented Architecture

Microservices Architecture

Event Driven Architecture

Serverless Architecture

Microkernel Architecture



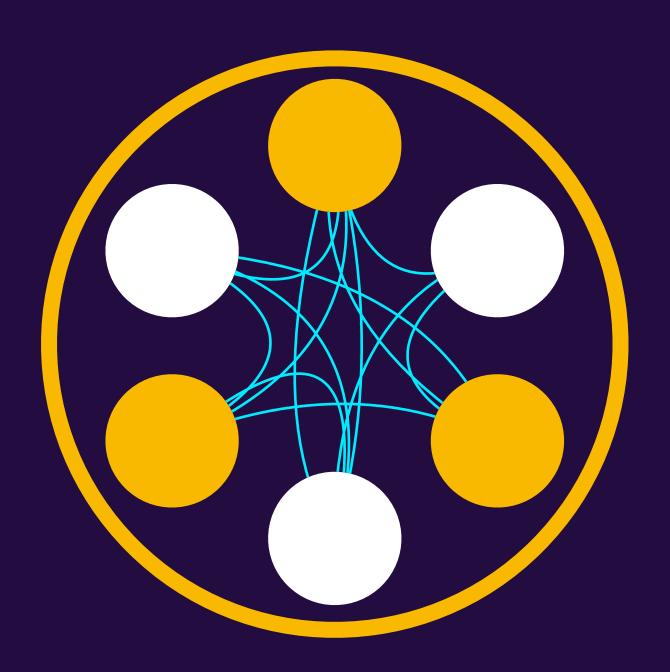




Appropriate Coupling



Appropriate Coupling

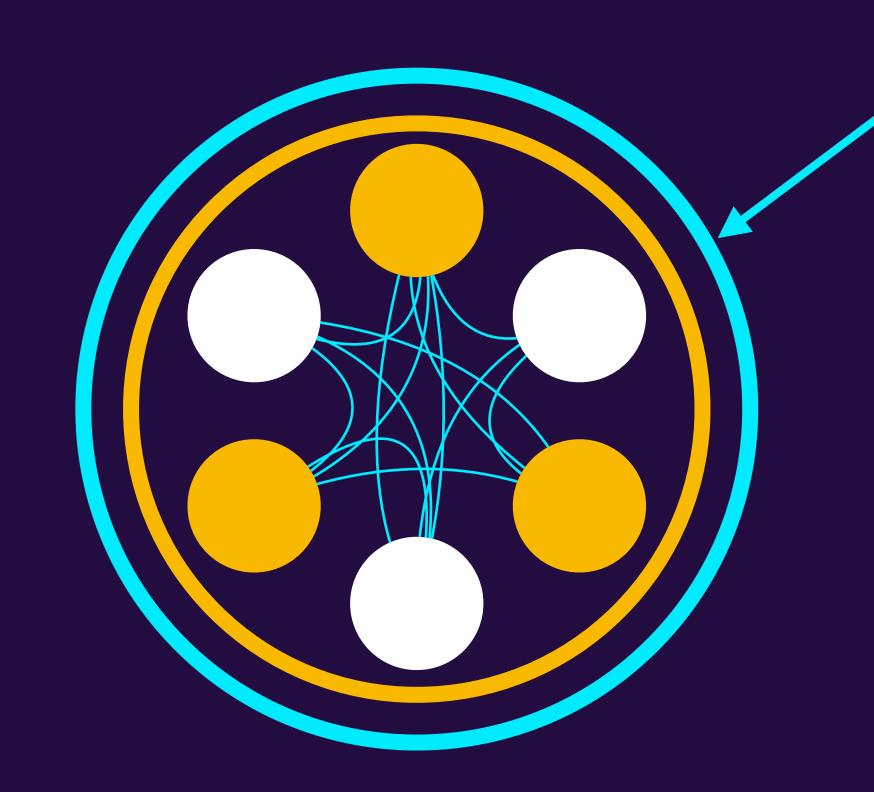


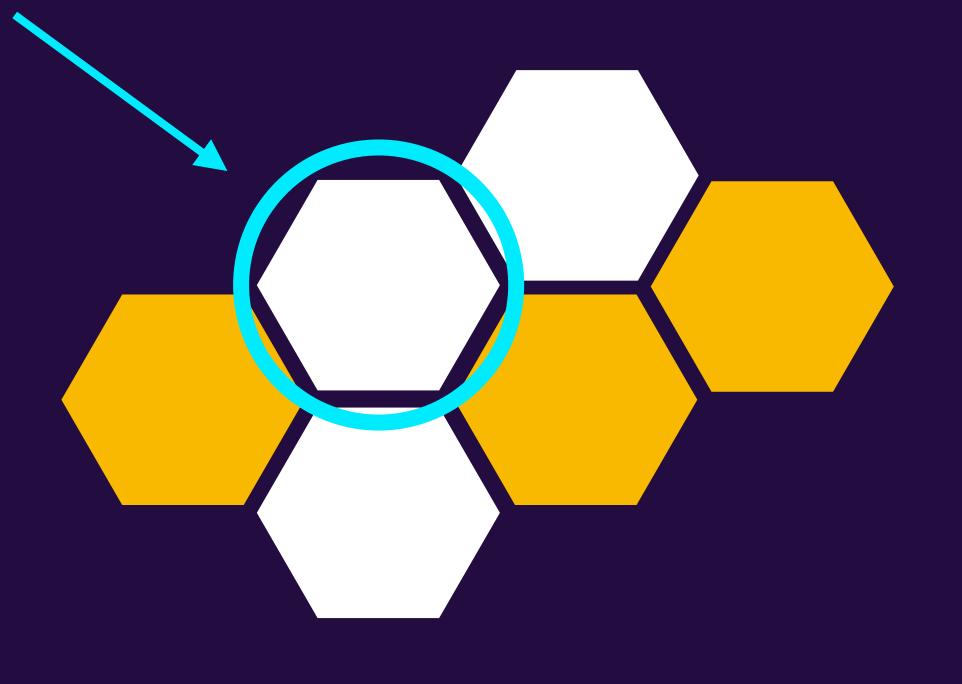


Appropriate Coupling

Architectural

Quantum





Guided Change

accessibility composability evolvability administrability configurability credibility customisability agility efficiency debuggability accuracy deployability dependability flexibility compatibility extensibility reusability maintainability modularity precision resilience responsivenessproductibility reliability robustness safety scalability sustainability timeliness testability traceability usability

Guided Change

evolvability administrability composability accessibility credibility customisability agility configurability efficiency debuggability deployability accuracy compatibility dependability flexibility extensibility maintainability modularity precision reusability responsiveness productibility reliability resilience sustainability scalability safety robustness testability traceability timeliness usability

Guided Change

administrability composability evolvability accessibility configurability customisability credibility agility debuggability deployability efficiency accuracy flexibility extensibility dependability compatibility precision maintainability reusability modularity responsivenessproductibility resilience reliability robustness sustainability safety scalability timeliness testability traceability usability



EVOLUTIONARY ARCHITECTURES Guided Change

FITNESS FUNCTIONS

Guided Change

Unit Tests

Integration Tests

End to End Tests

FITNESS FUNCTIONS

Alerts

Manual Checks

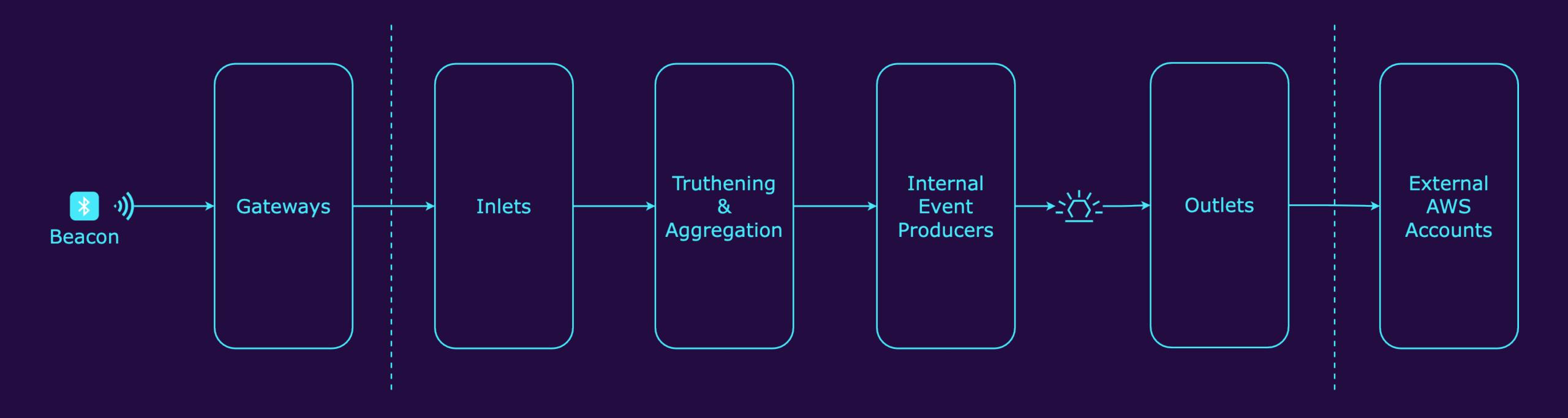
Metrics

Incremental Change



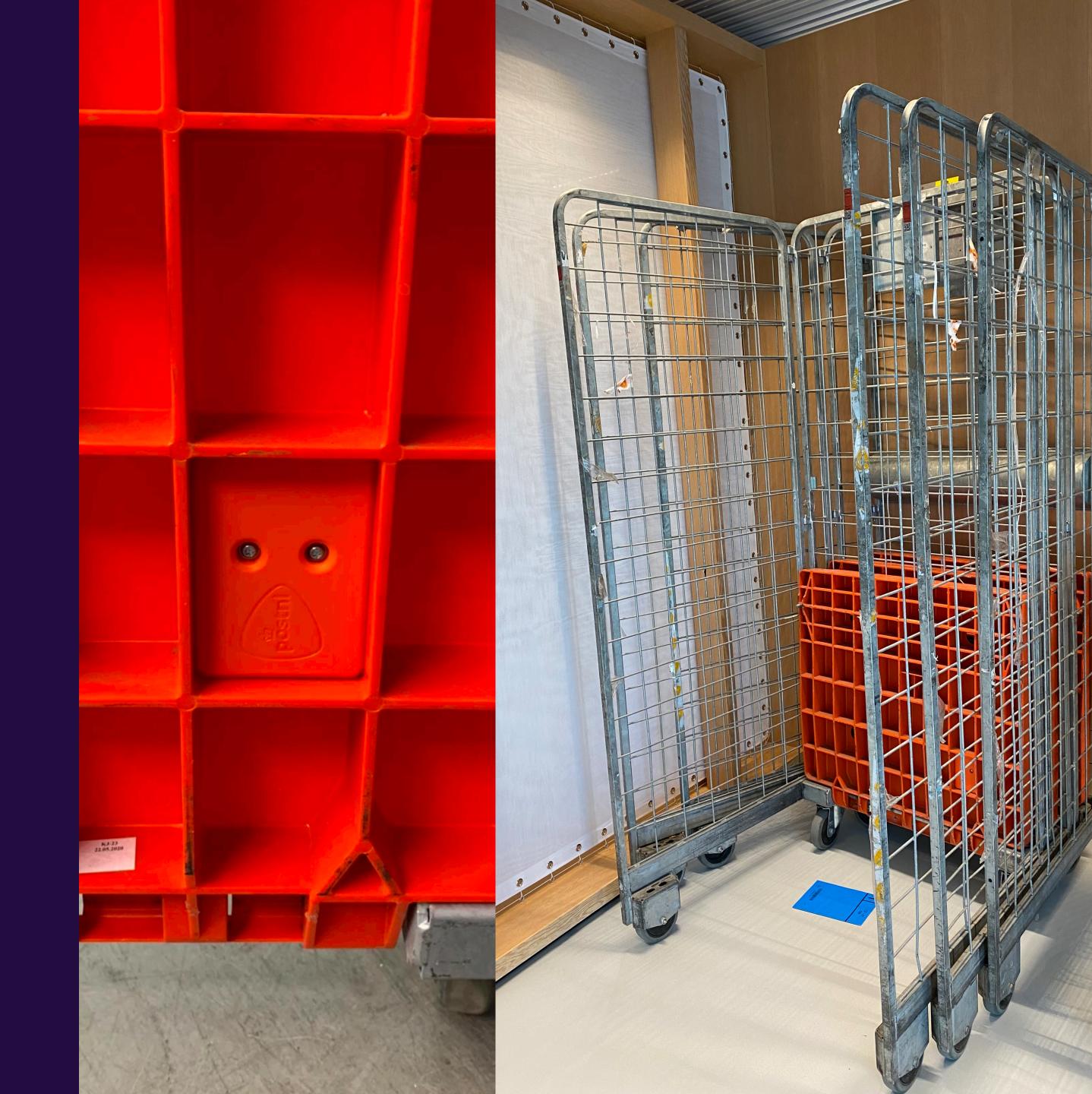




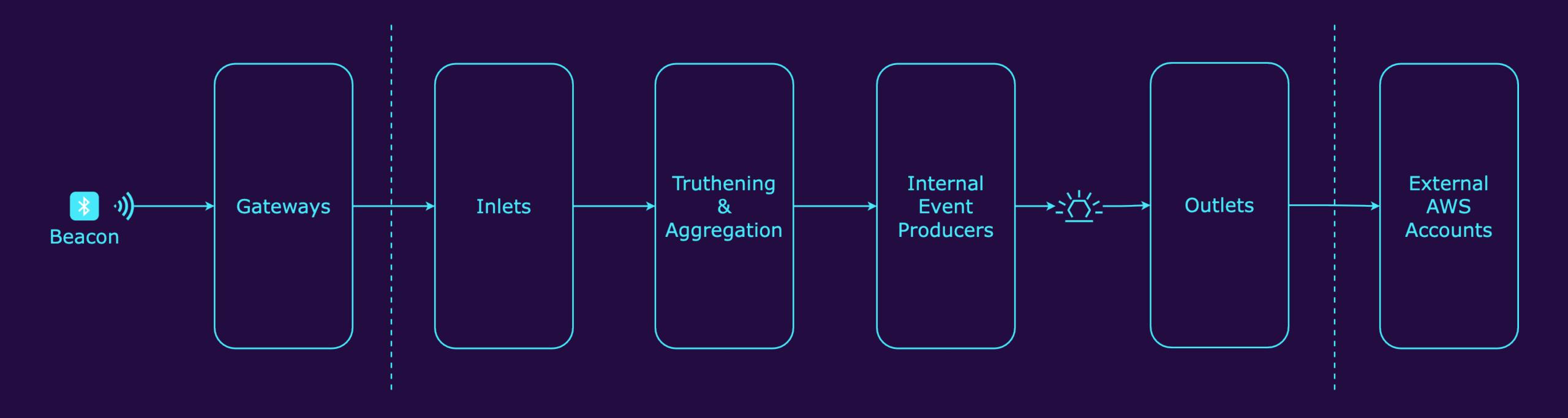


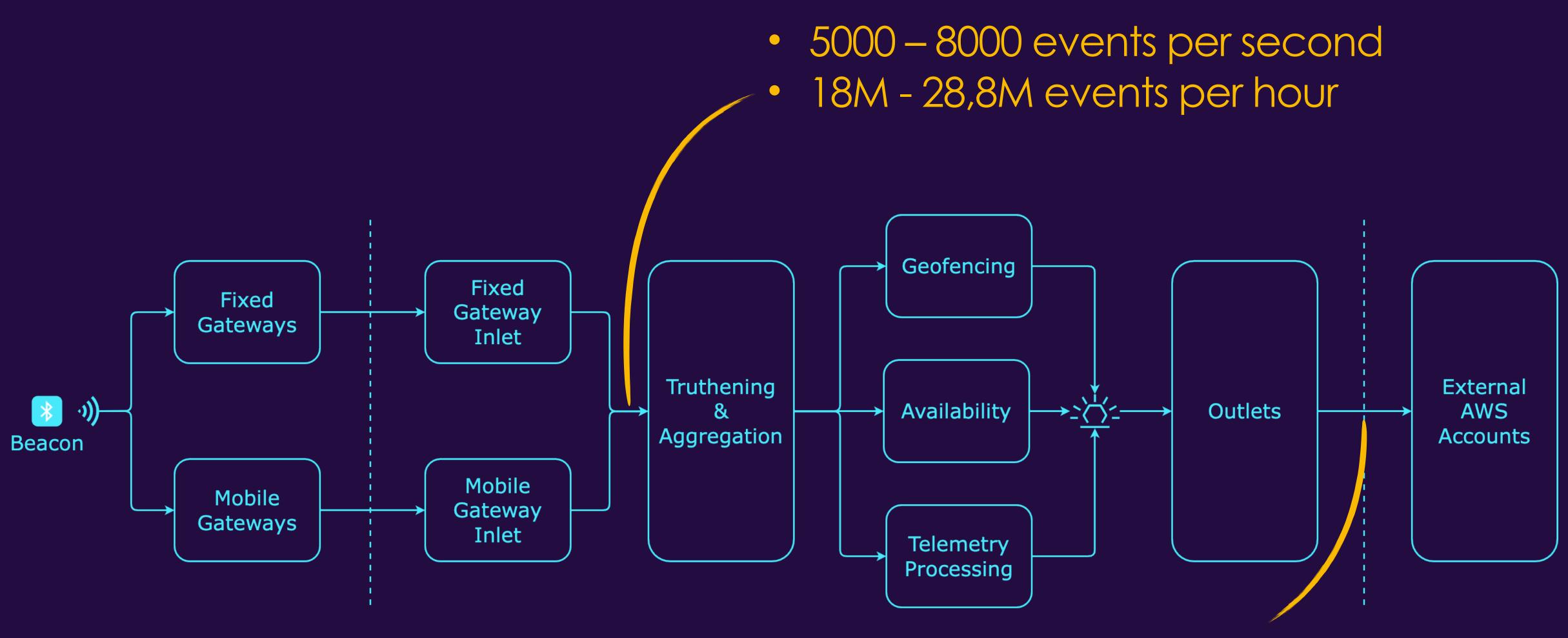


• Beacons on rollcages

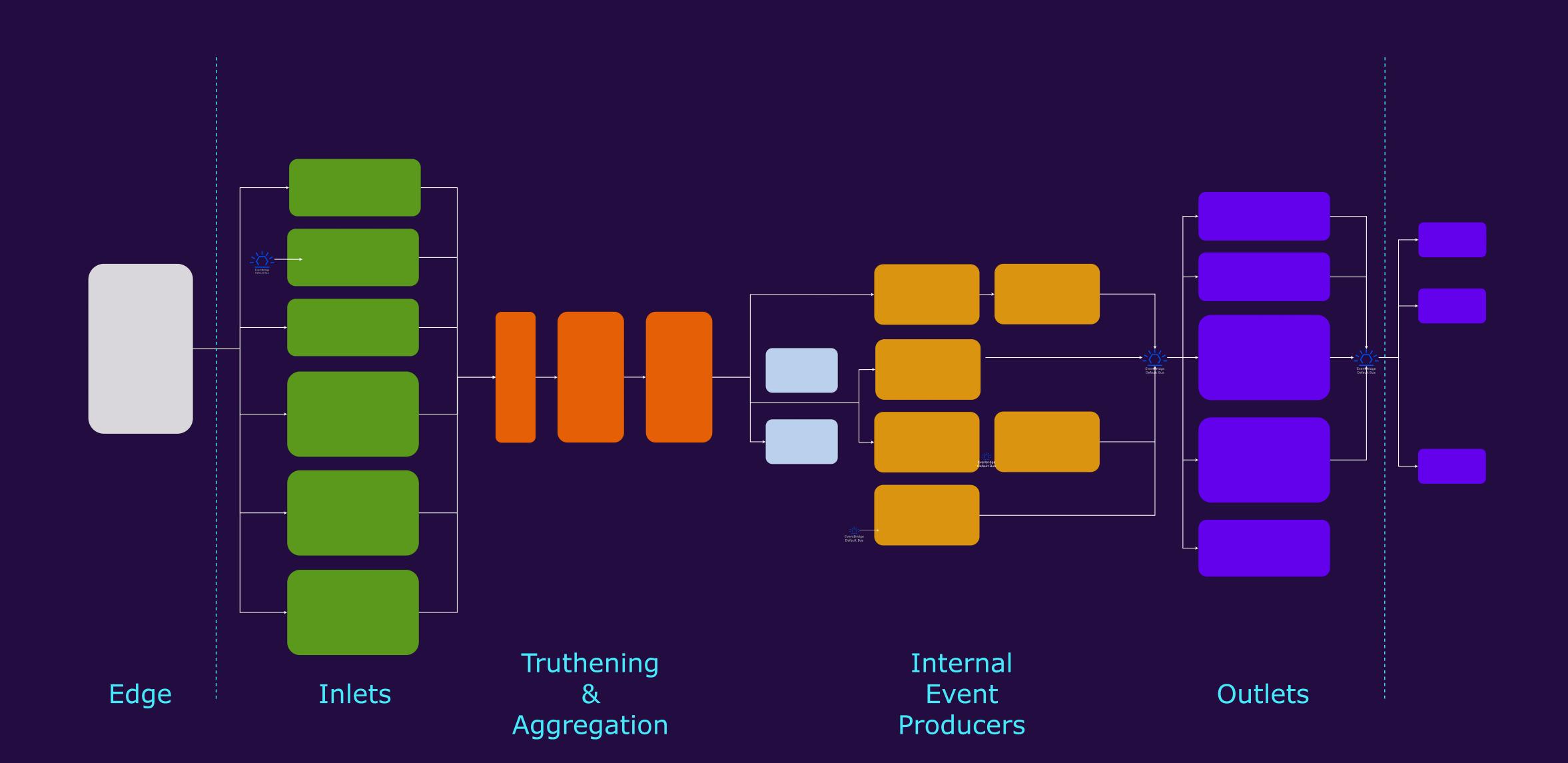






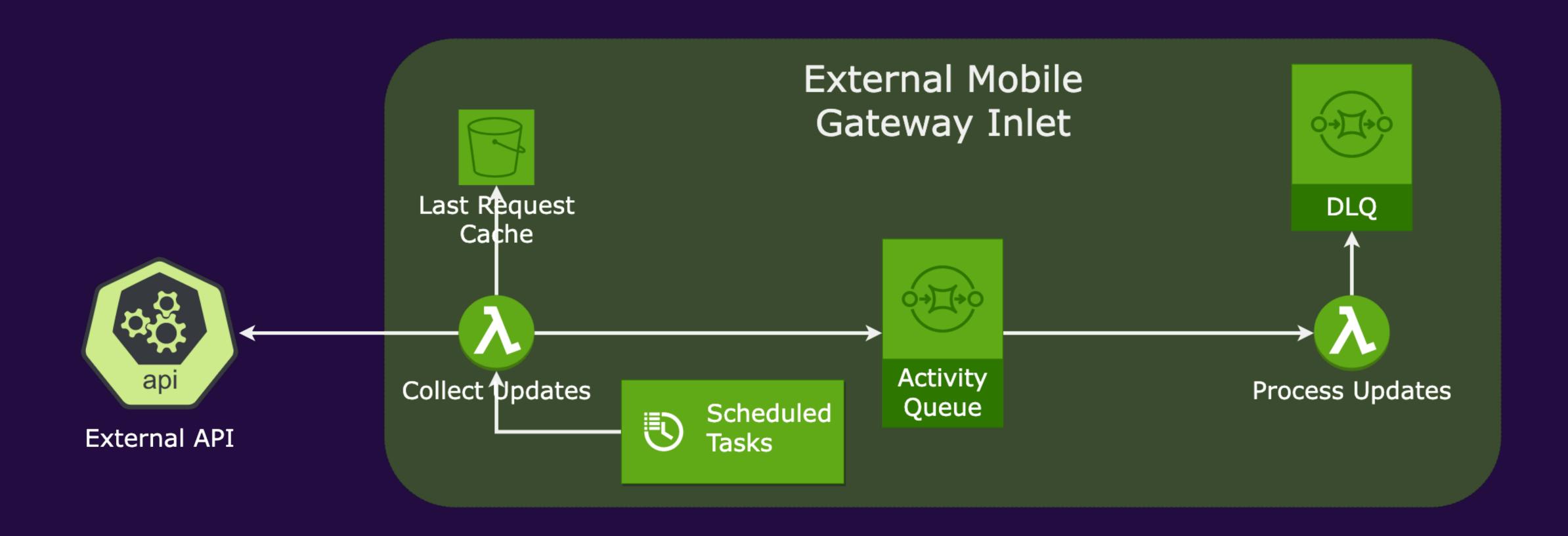


- 60 100 events per second
- 220K 360K events per hour



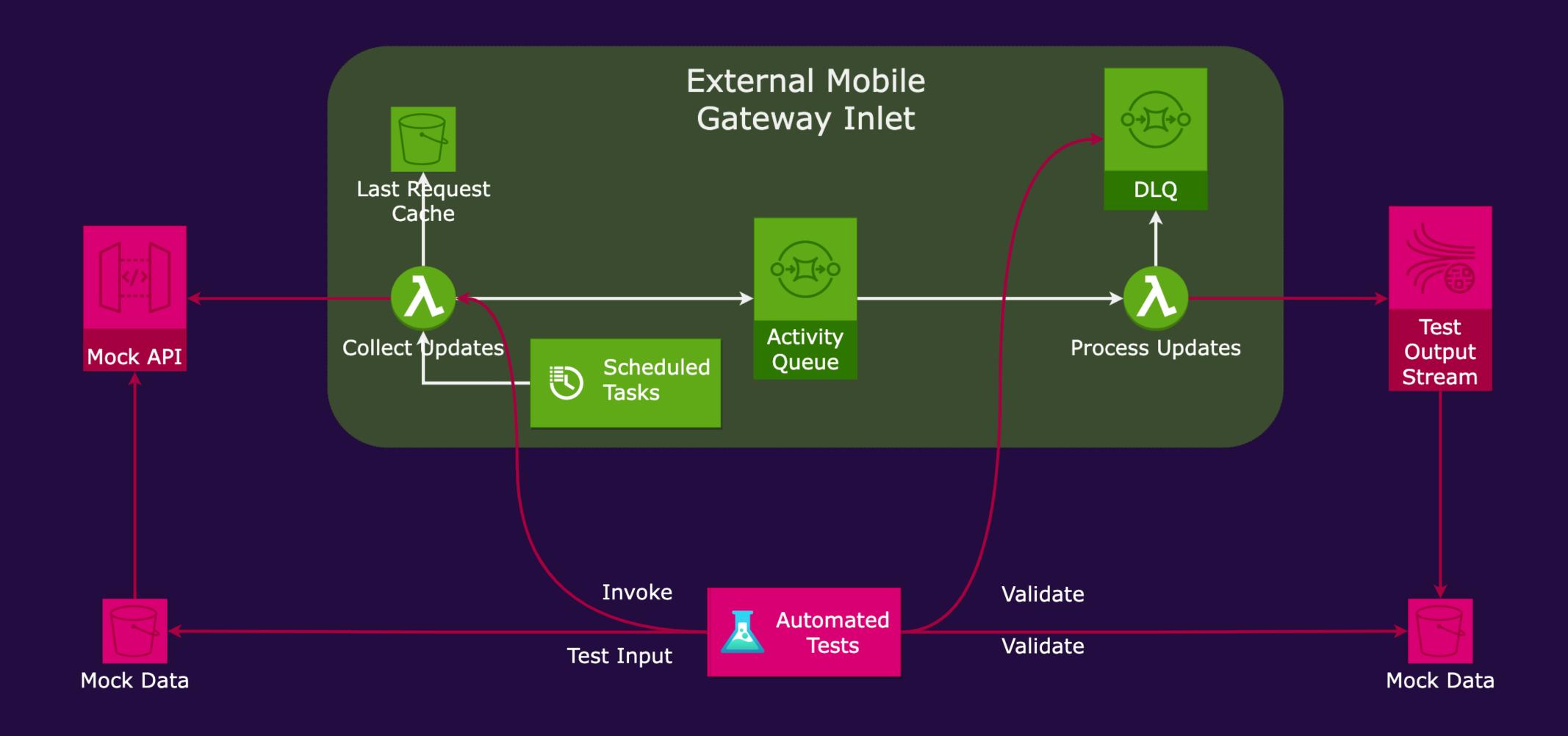
APPROPRIATE COUPLING

Module/Microservice Based Development

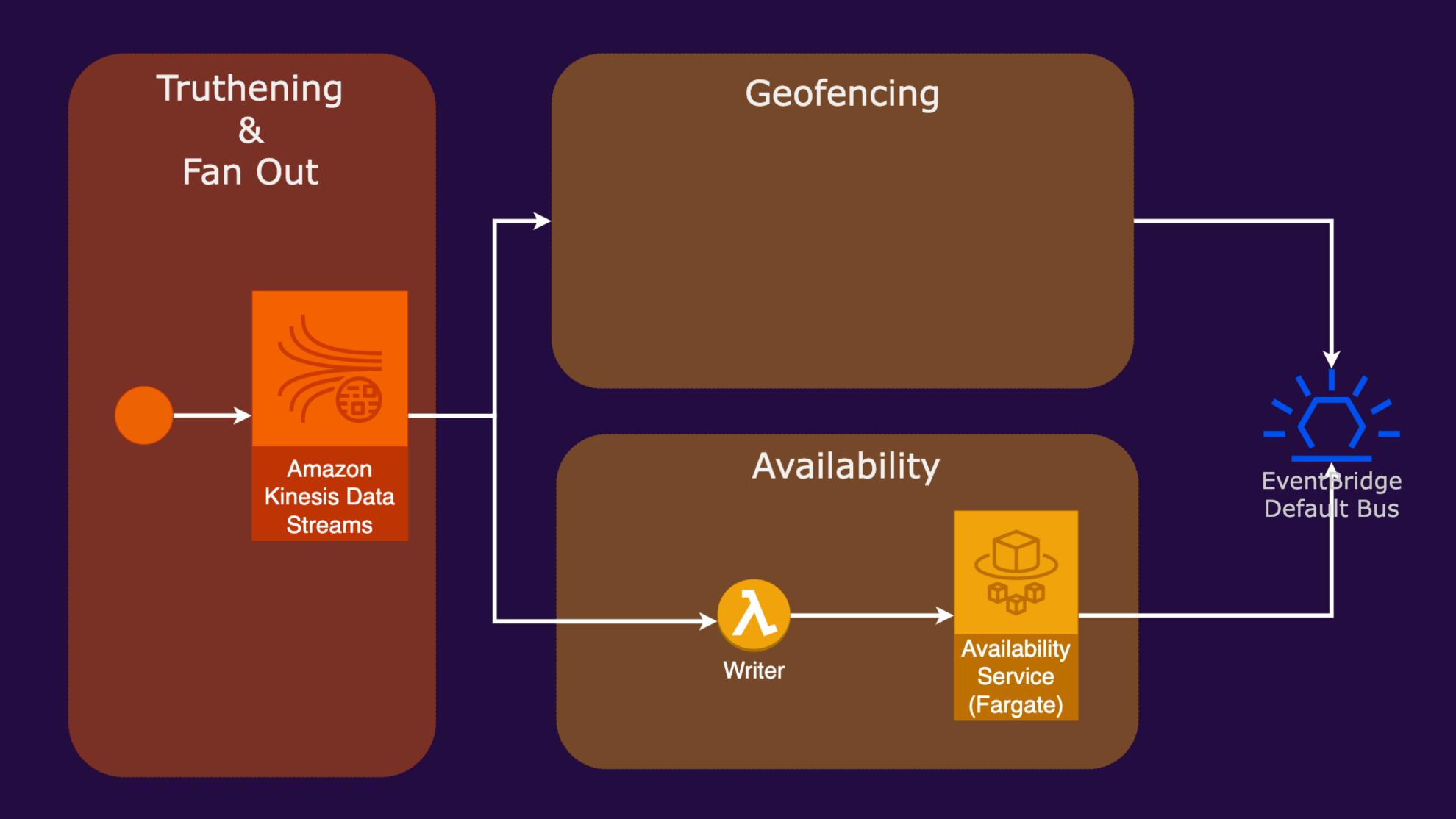


APPROPRIATE COUPLING

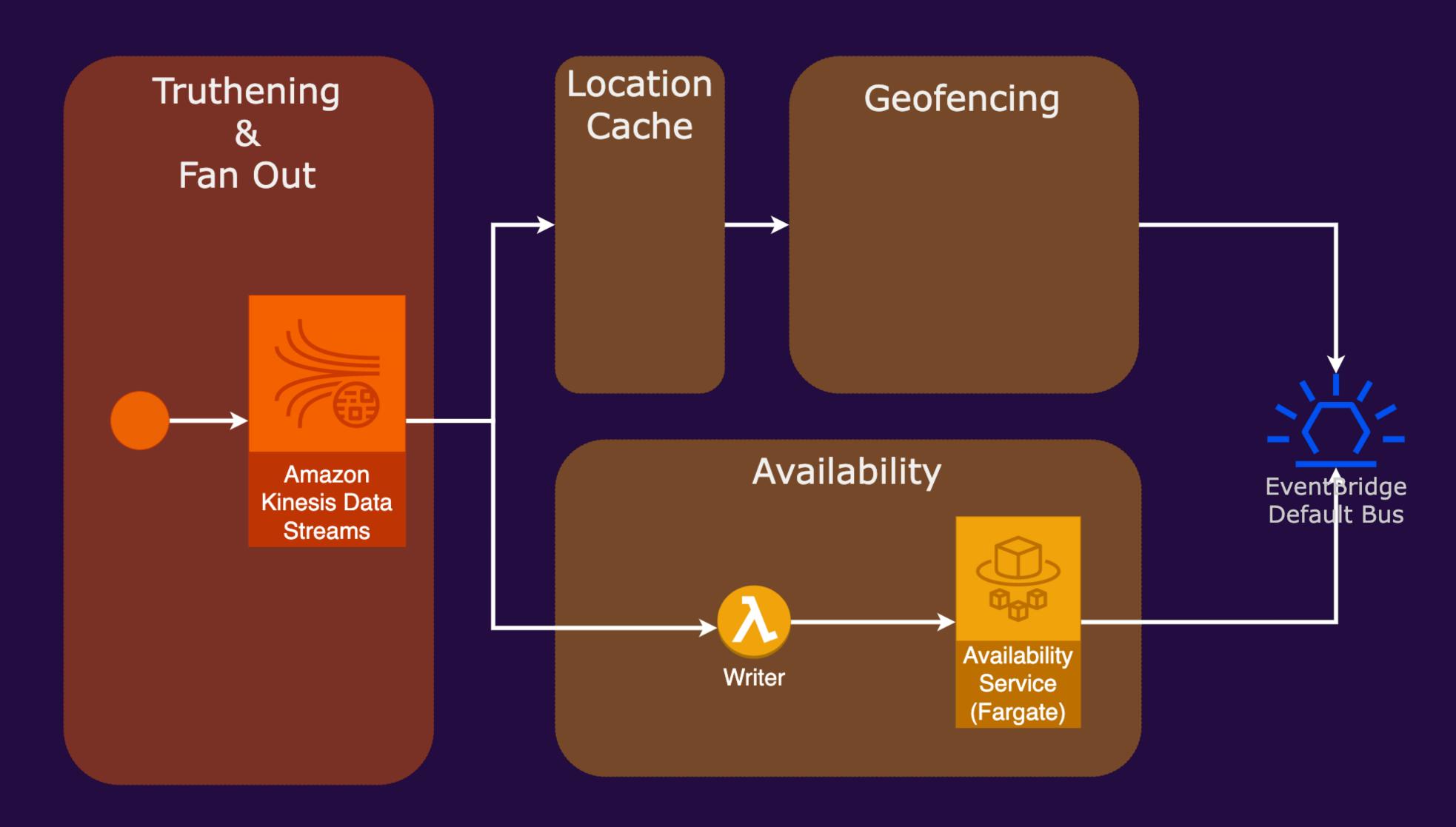
Module/Microservice Based Development



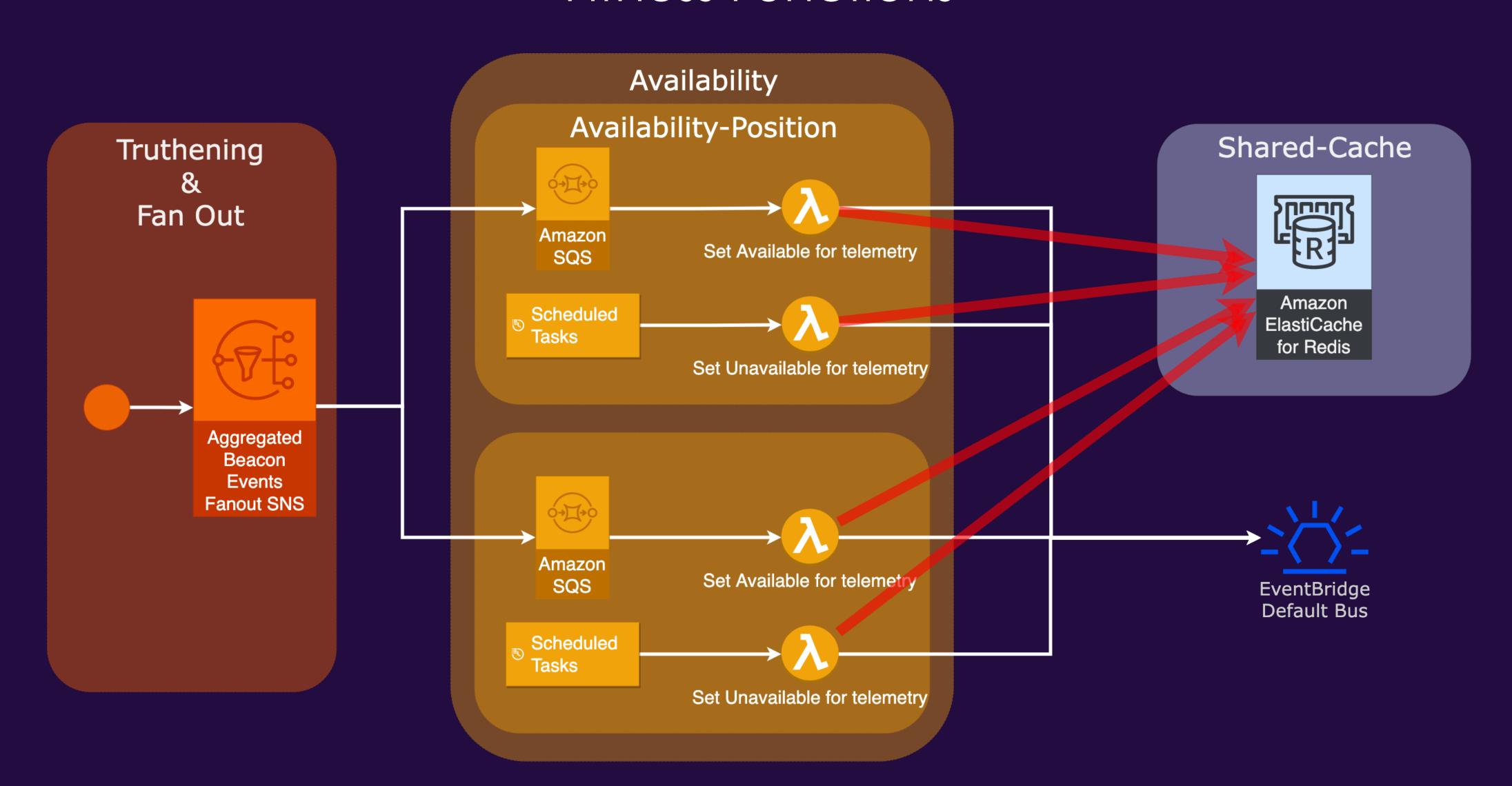
Fitness Functions



Fitness Functions

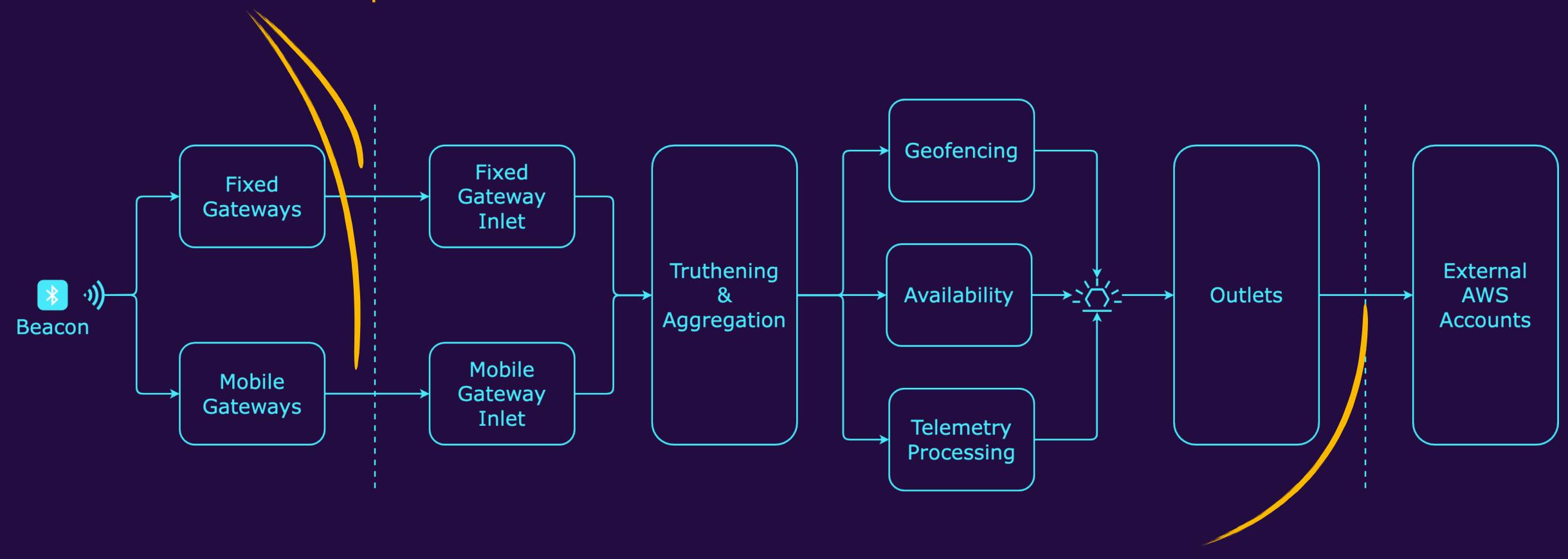


Fitness Functions



Fitness Functions

Fitness Function Input



Fitness Assertion

GUIDELINES



Make Decisions Reversible

- Use feature toggles
- Canary/Ramped/Blue Green Deployments
- Do not over engineer to support reverse ops



Build Sacrificial Architectures

- Set nothing on stone
- Find balance with tracer bullets



Defer Solutions Until Patterns Emerge

- Do not rush into making tough decisions or tool selections
- Defer tough decisions until last moment by hiding them behind abstractions



Version services/events

Always version services/events

RECAP Evolutionary Architectures



Appropriate Coupling

Small

+

High Functional Cohesion

=

Evolvable



Guided Change

Key Dimensions

and

Fitness Functions



Incremental Change

Use Automation

Questions?

Selcuk Sasoglu



Thank you!

Have any feedback? You can scan here!



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