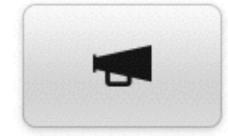
## Please ask questions via the mobile app!



## Engage







Kevin Goldsmith VP Engineering

@kevingoldsmith



# Let's say I wanted to build a large application

Must scale to millions of users

- Must scale to millions of users
- Support multiple platforms

- Must scale to millions of users
- Support multiple platforms
- Handle complex business rules

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- Competitive in a fast moving market

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  - React Quickly

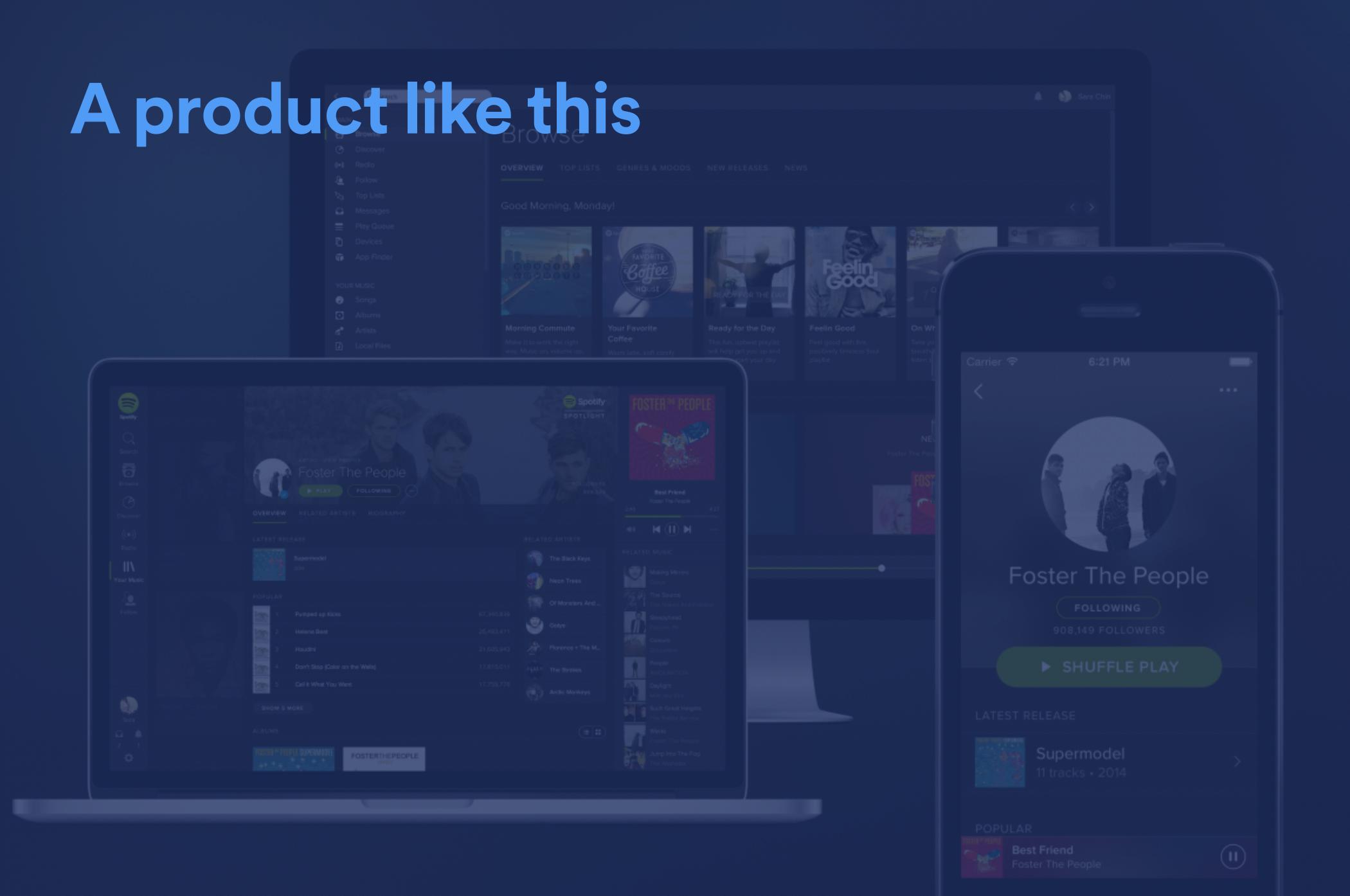
- Must scale to millions of users
- Support multiple platforms
- Handle complex business rules
- Competitive in a fast moving market
  - React Quickly
  - Out-innovate

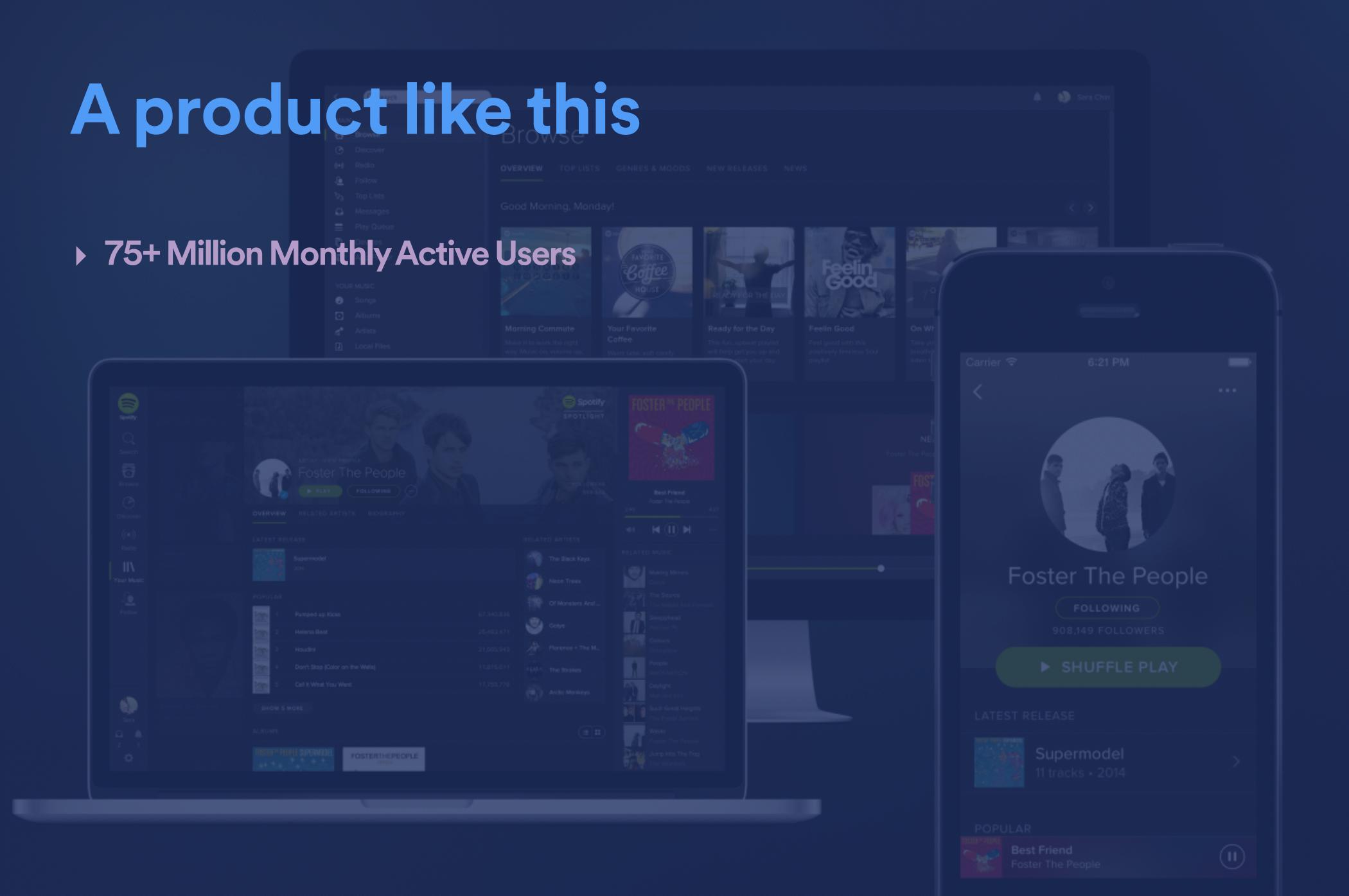
## A product like this

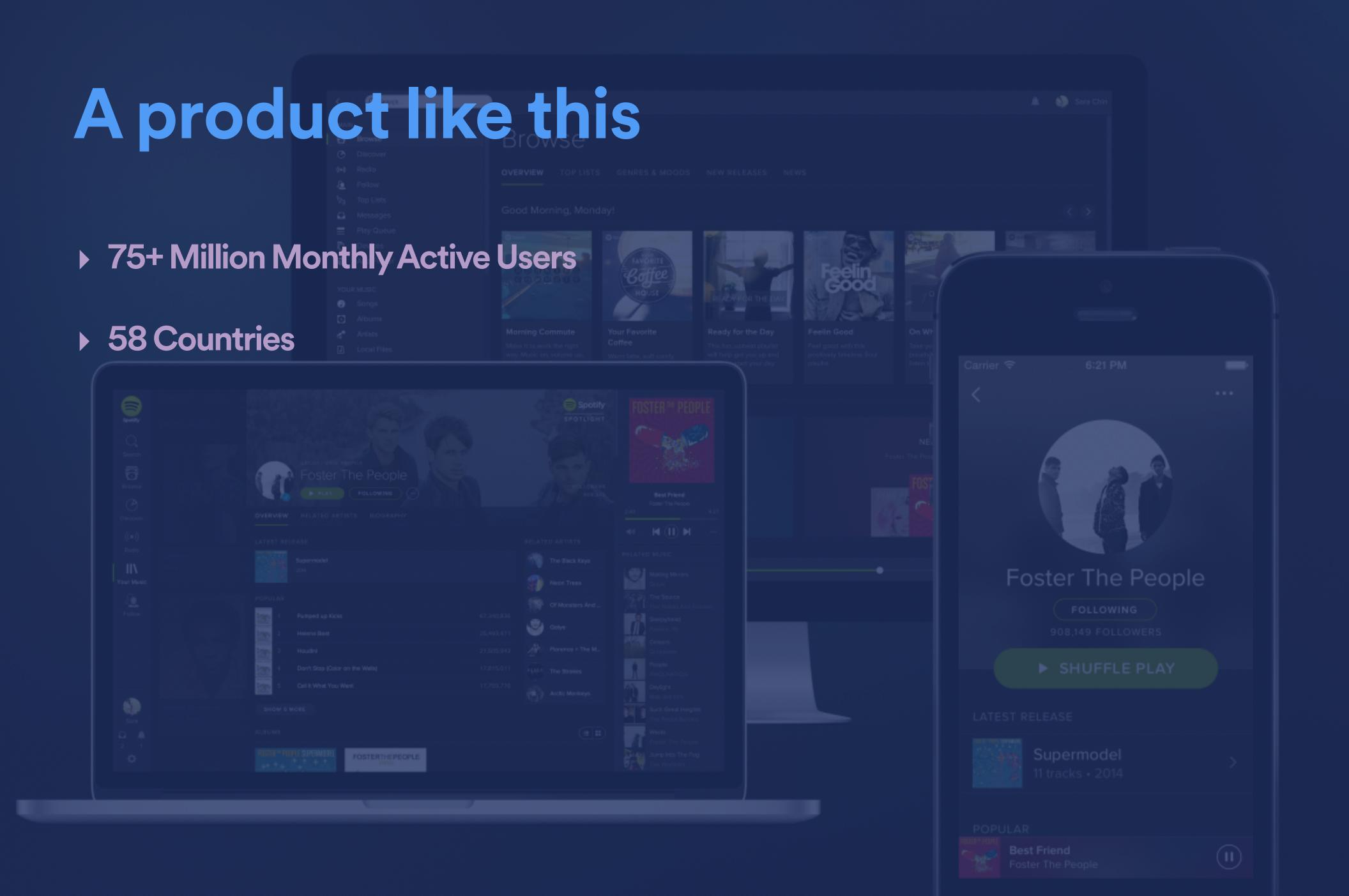


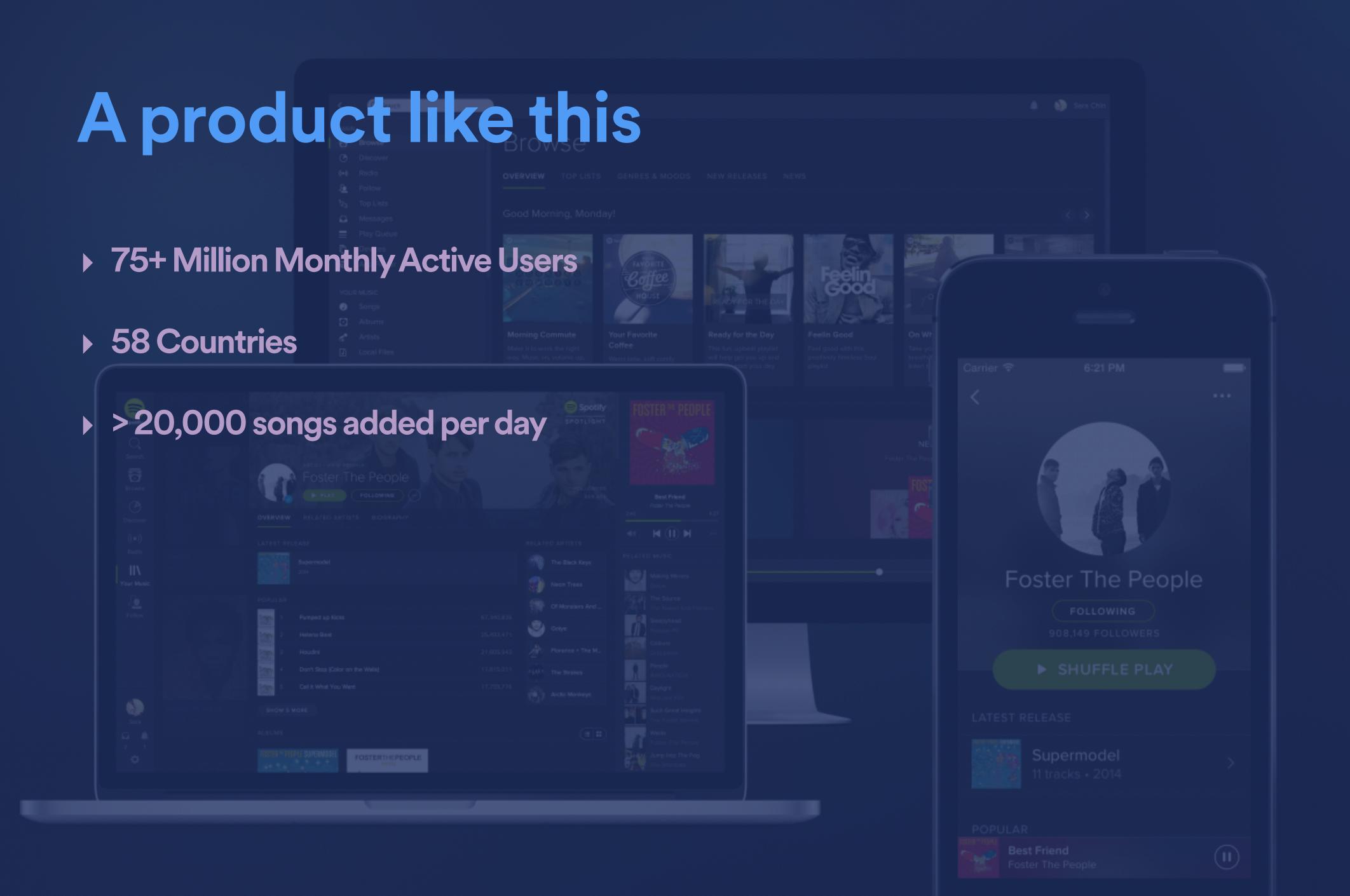


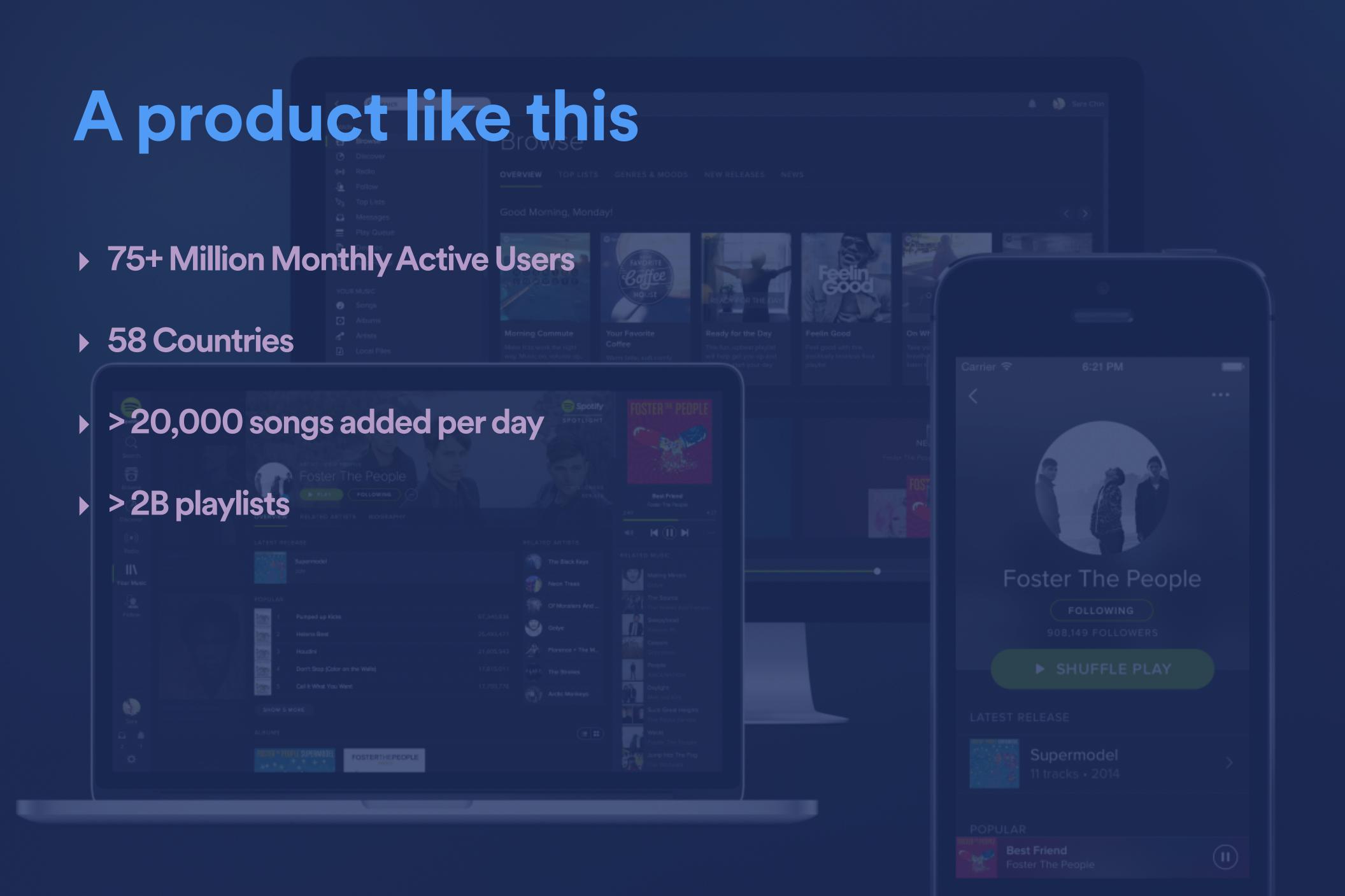


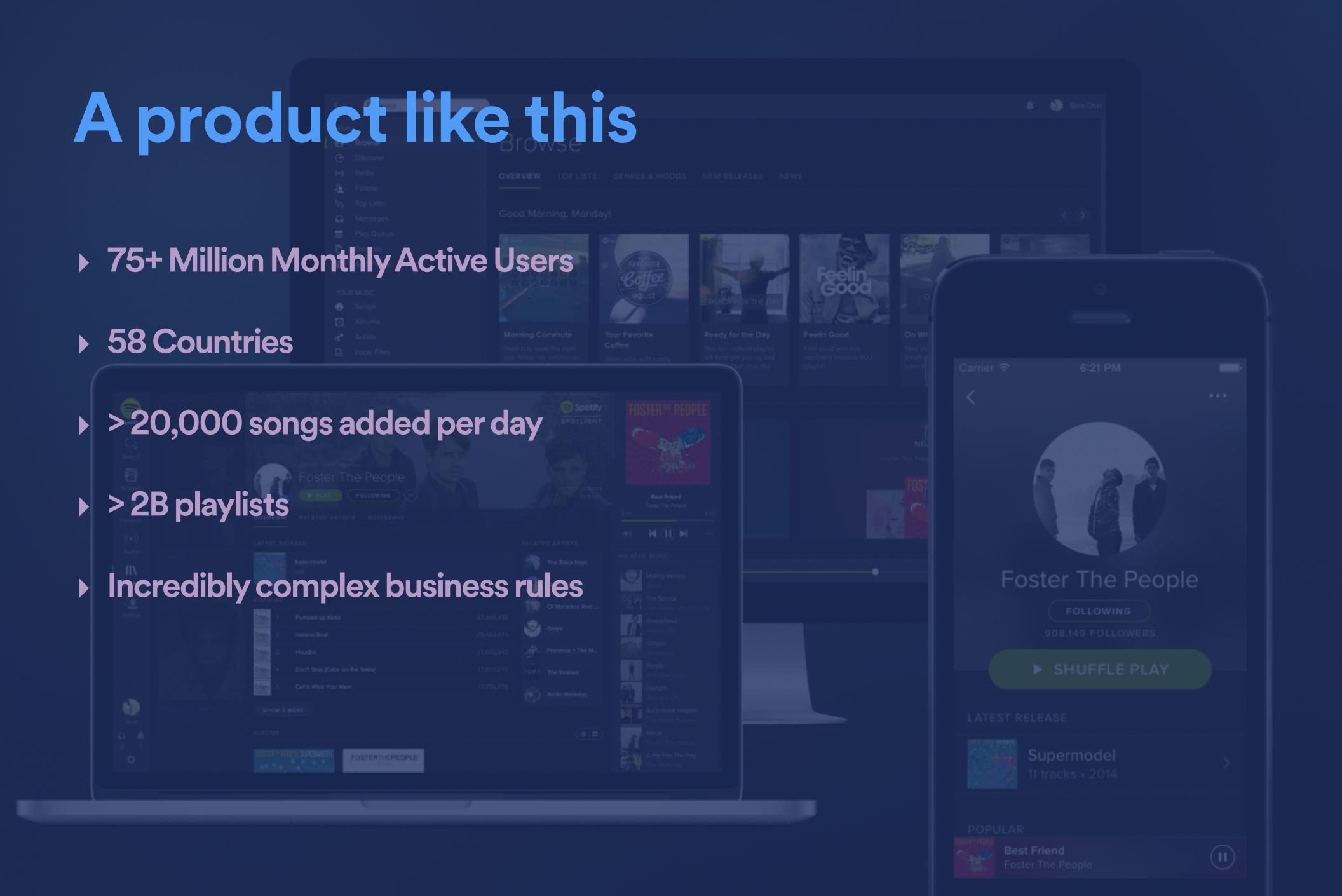


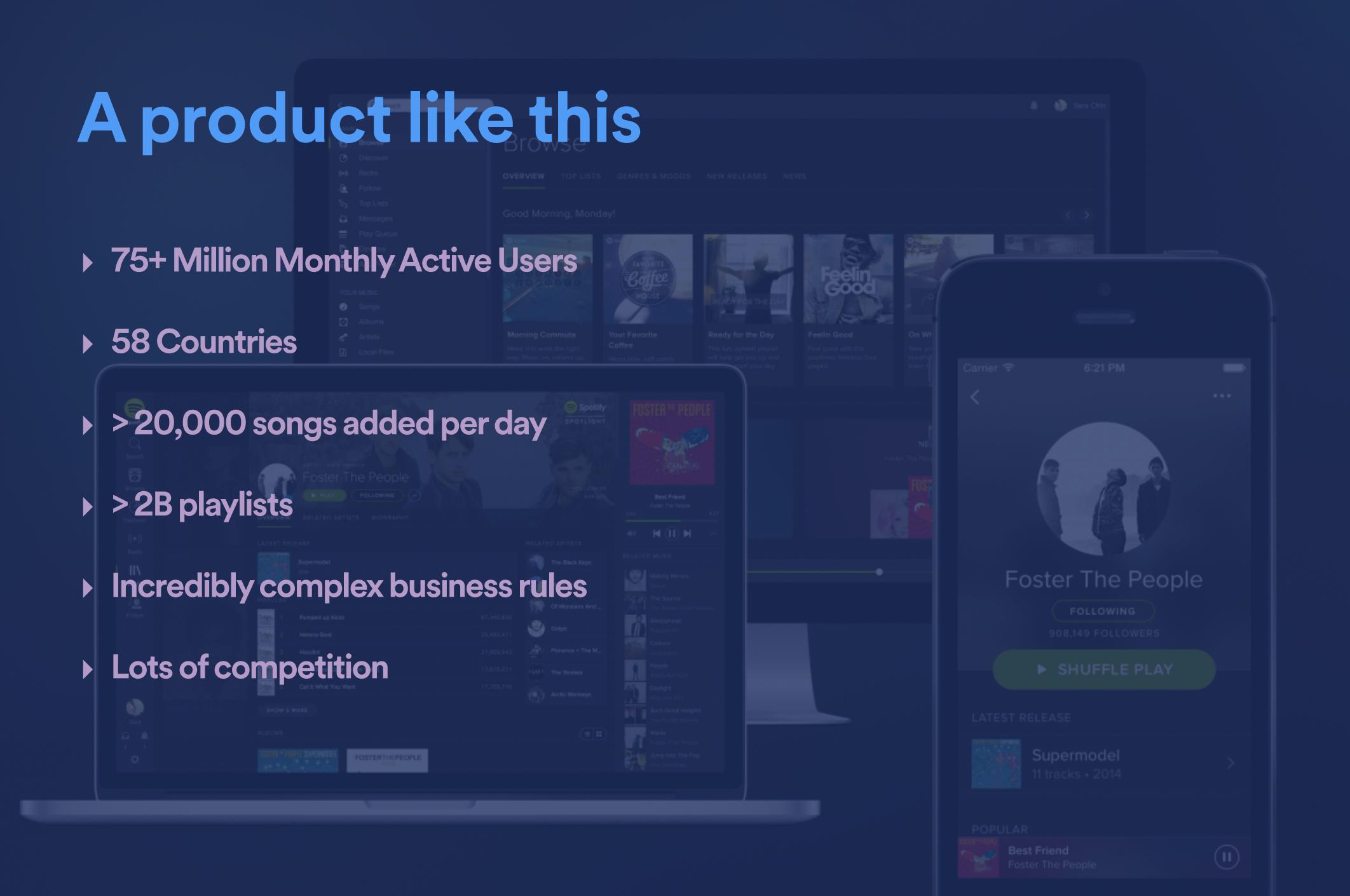












#### A product like this



## **ÉMUSIC**PANDORA

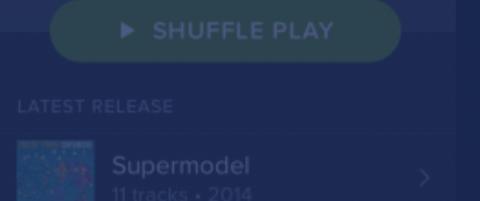








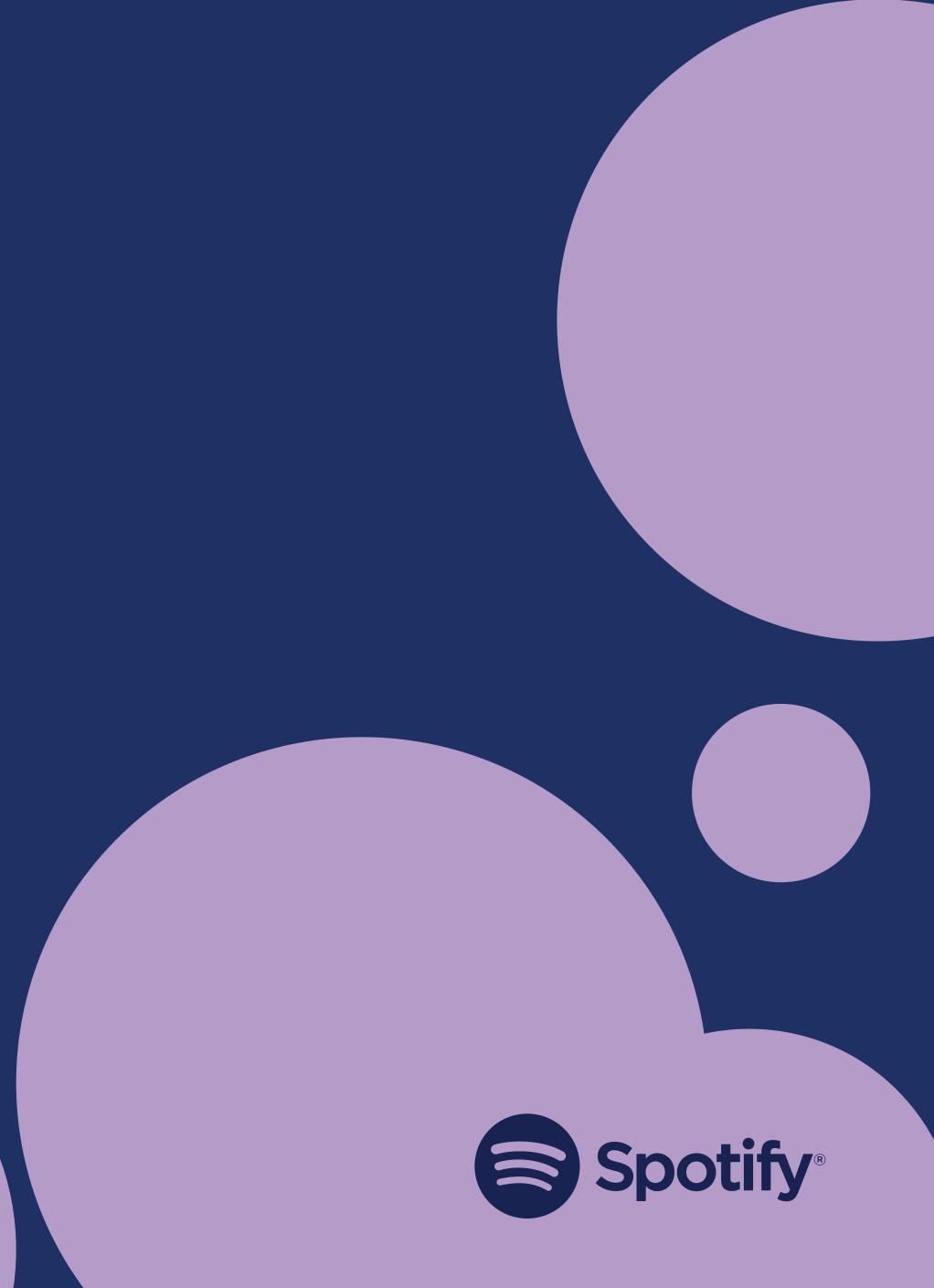




POPULAI

Best Friend Foster The Po

How do you support these requirements while moving fast and innovating?



### Solution

Autonomous full-stack teams



#### Autonomous

adjective
au·ton·o·mous - \o-'tä-nə-məs\

(of a country or region) having the freedom to govern itself or control its own affairs.

"the federation included sixteen autonomous republics"

having the freedom to act independently.

"school governors are legally autonomous"

synonyms: self-governing, independent, sovereign, free, self-ruling, self-determining, autarchic; self-sufficient

"an autonomous republic"

#### Autonomous

adjective
au·ton·o·mous - \o
o-'tä-nə-məs\

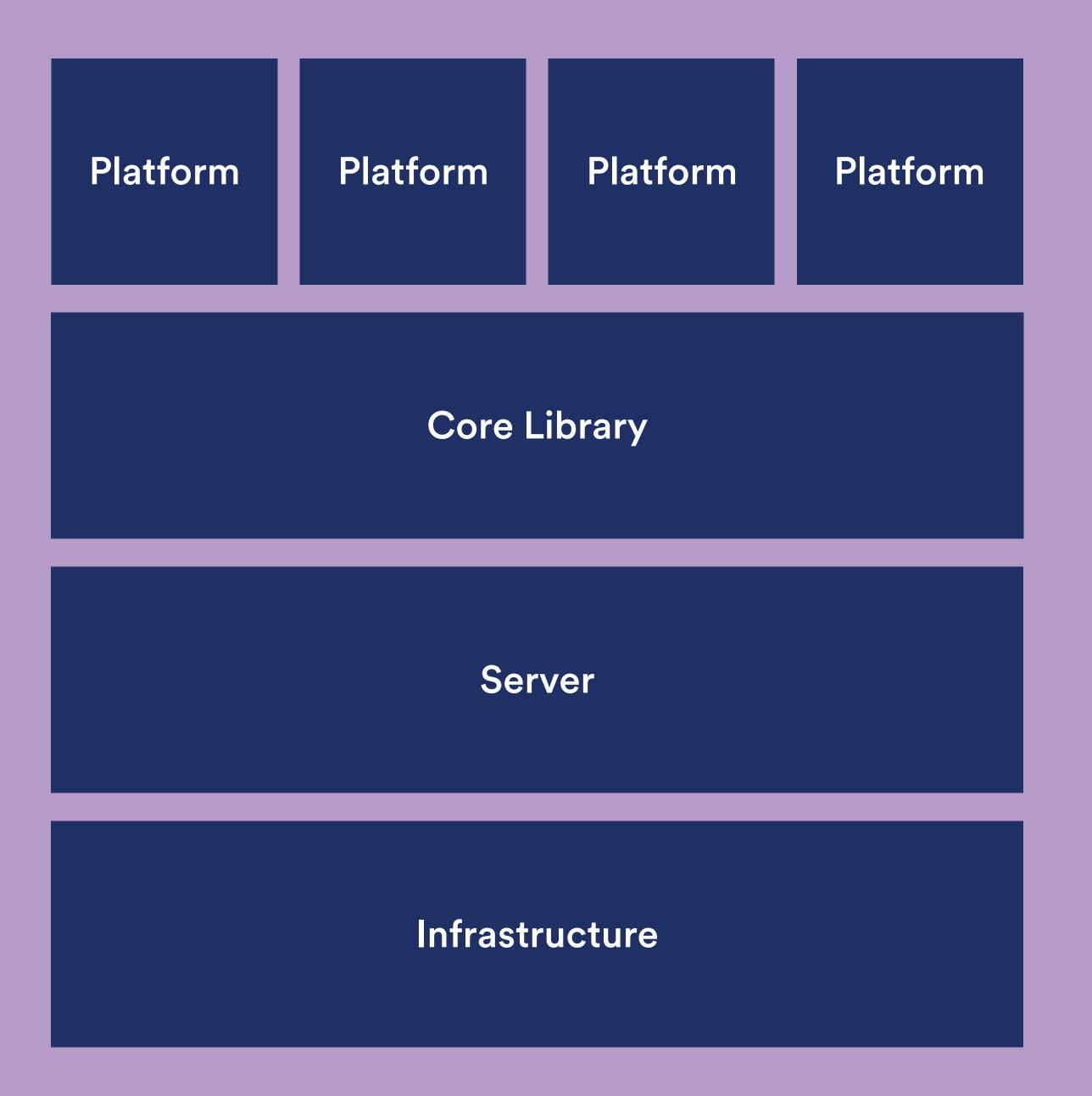
(of a country or region) having the freedom to govern itself or control its own affairs. "the federation included sixteen autonomous republics"

#### having the freedom to act independently.

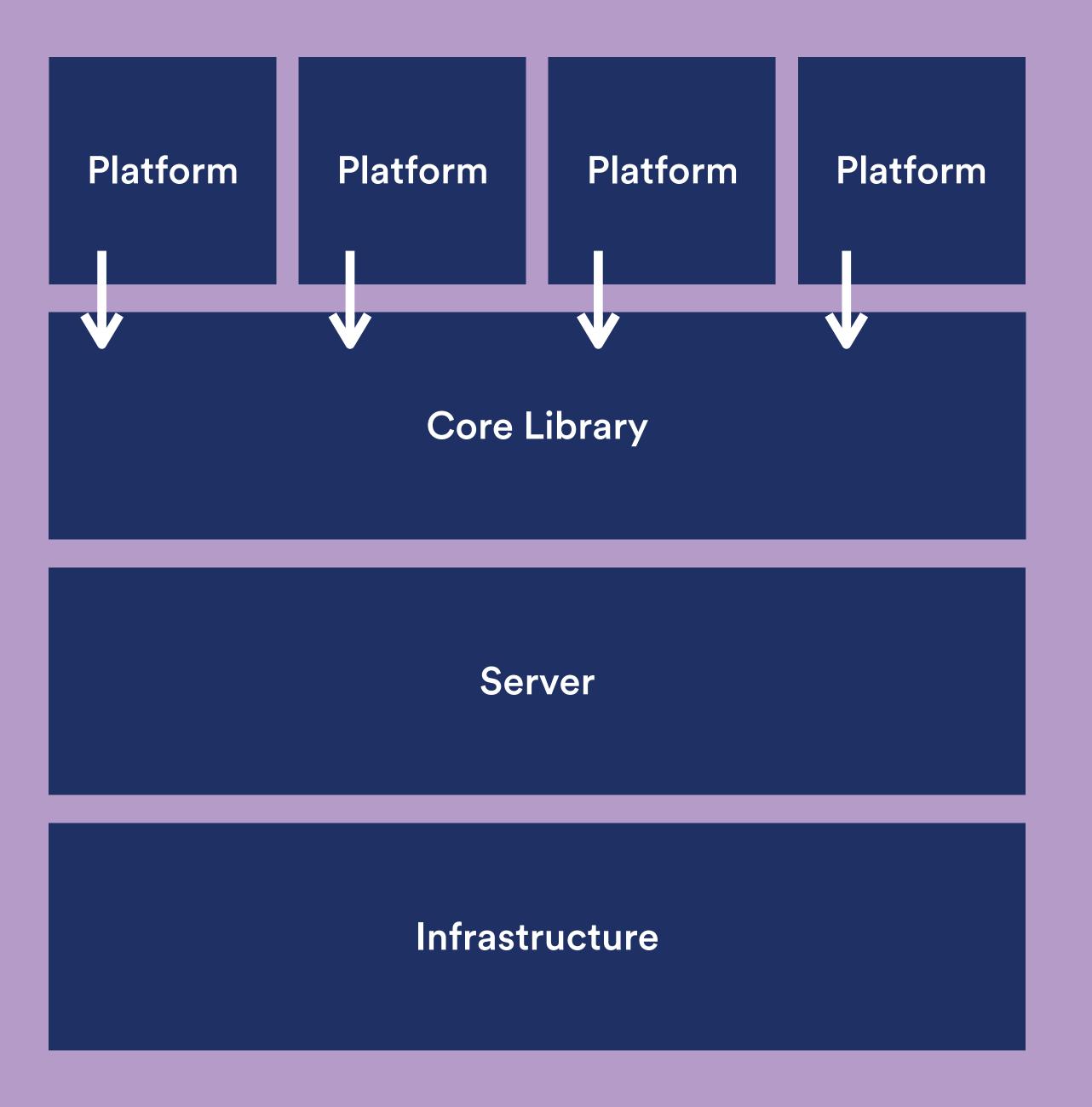
"school governors are legally autonomous"

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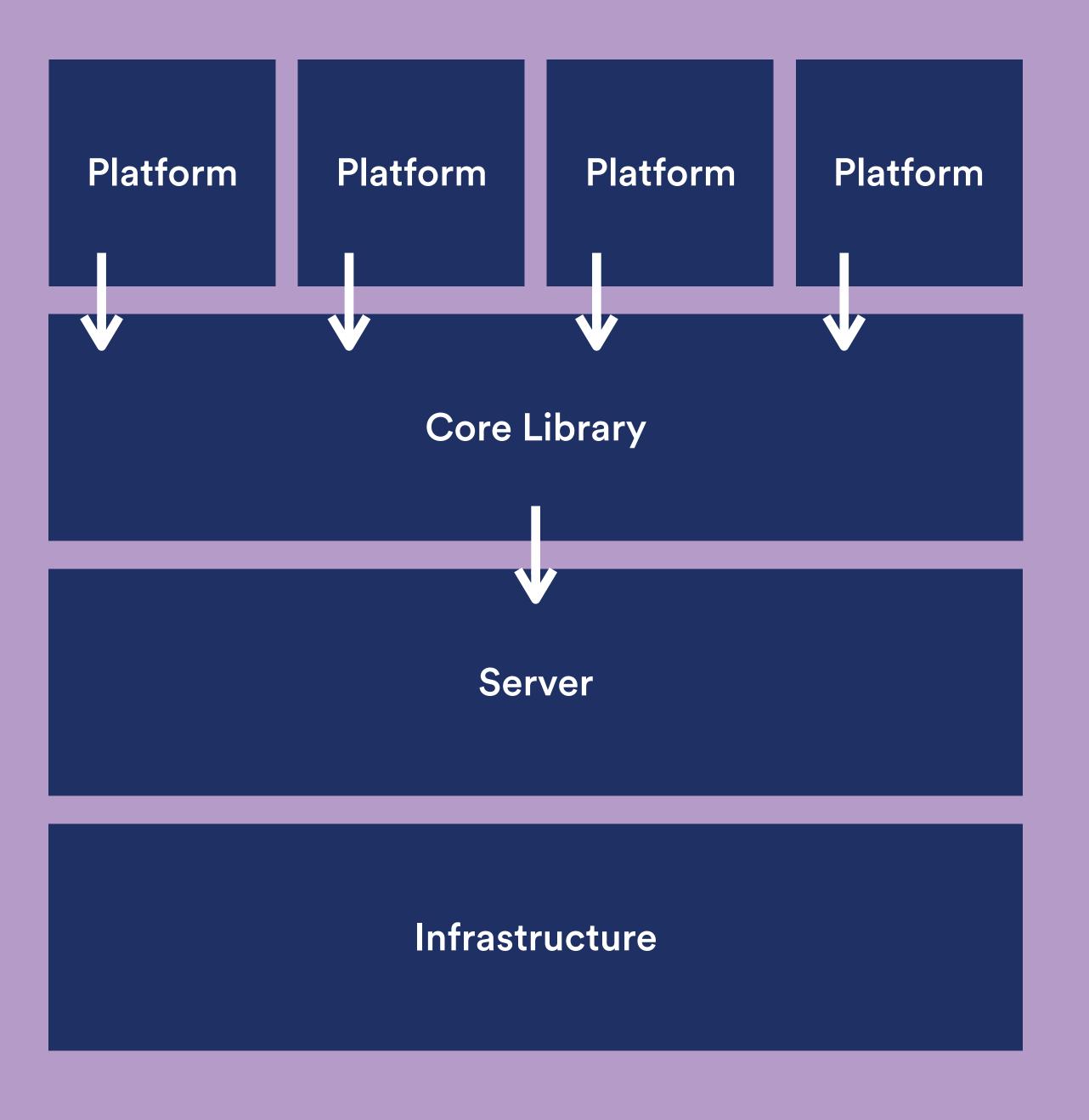
"an autonomous republic"



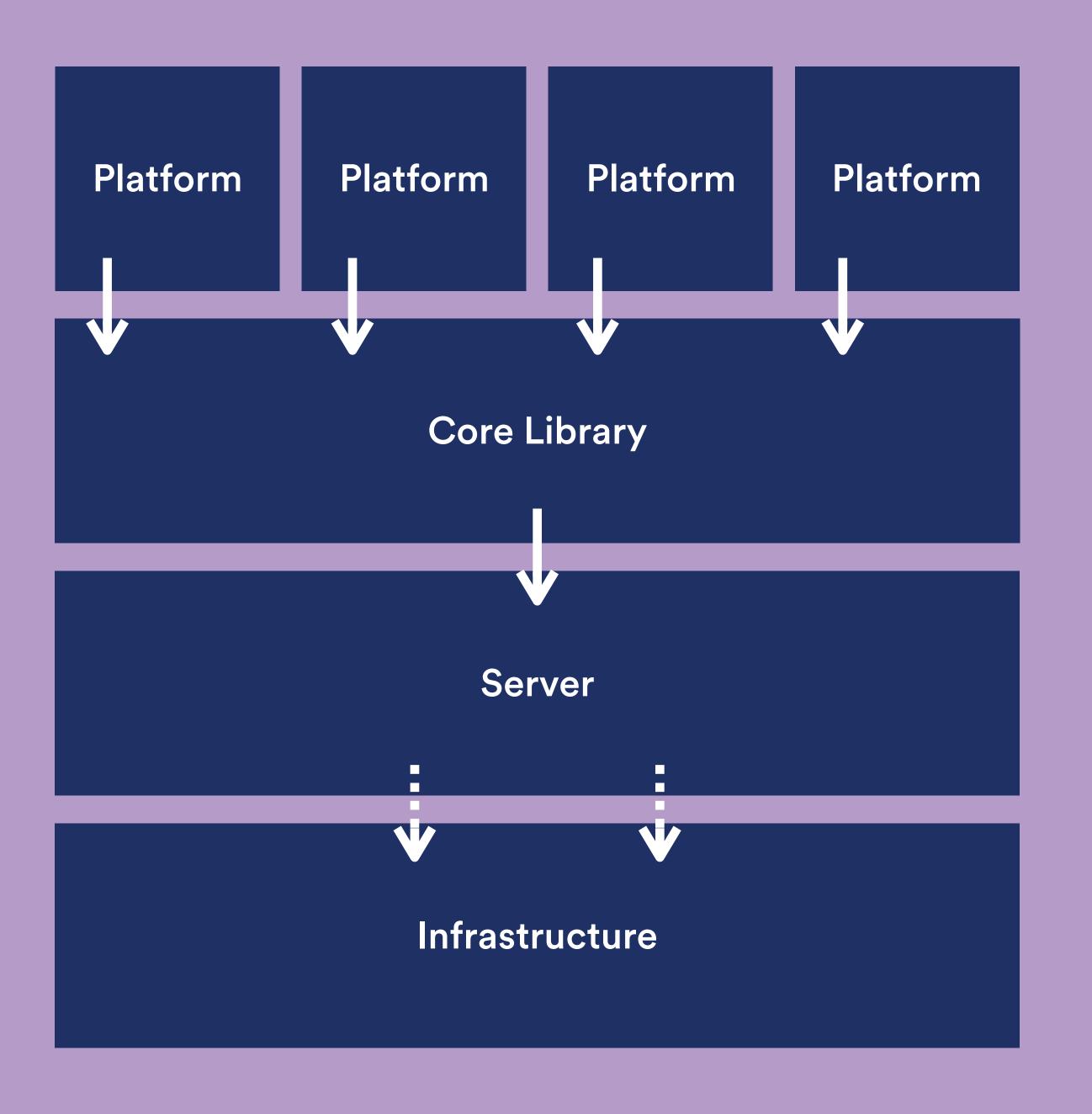




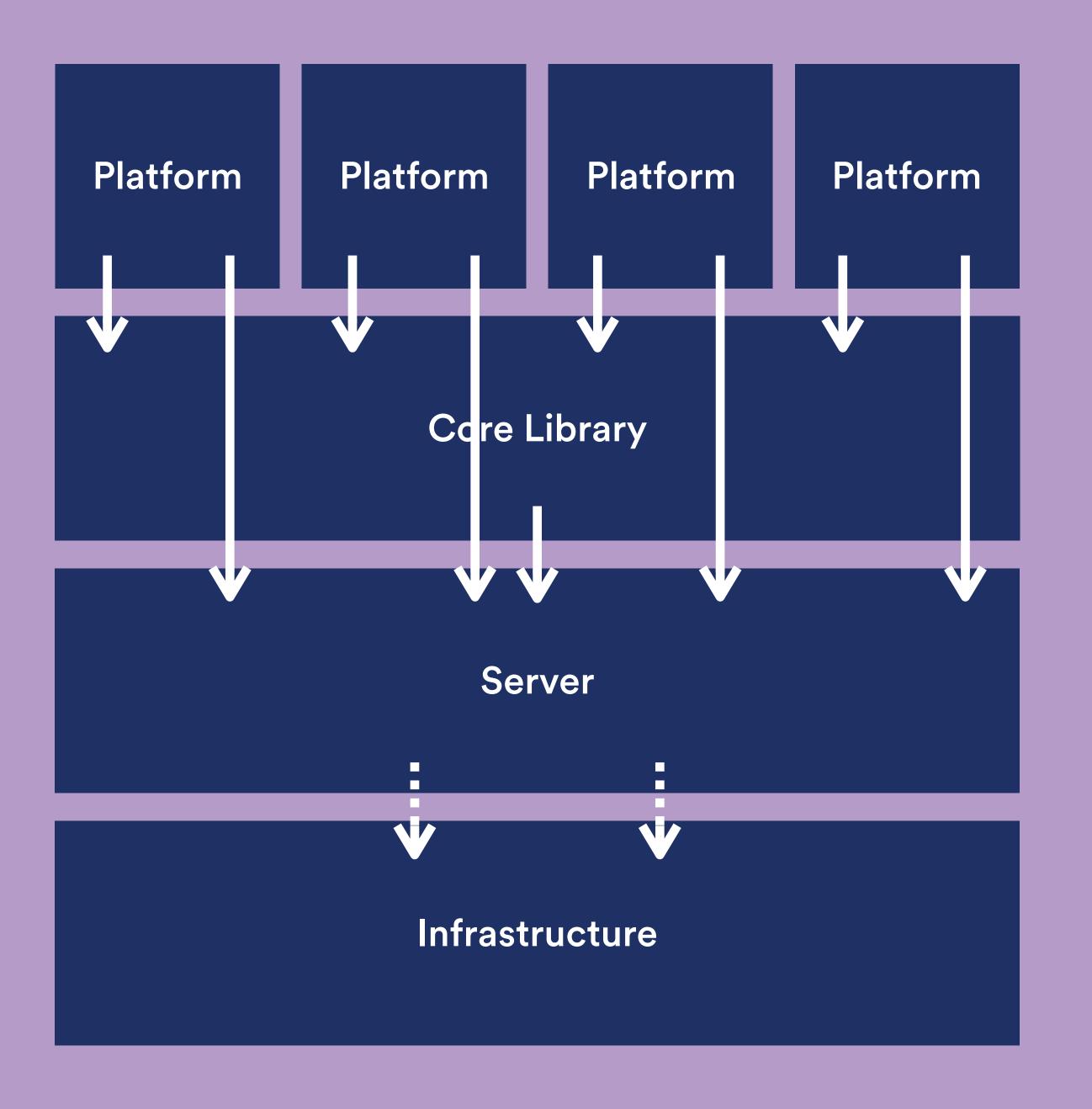




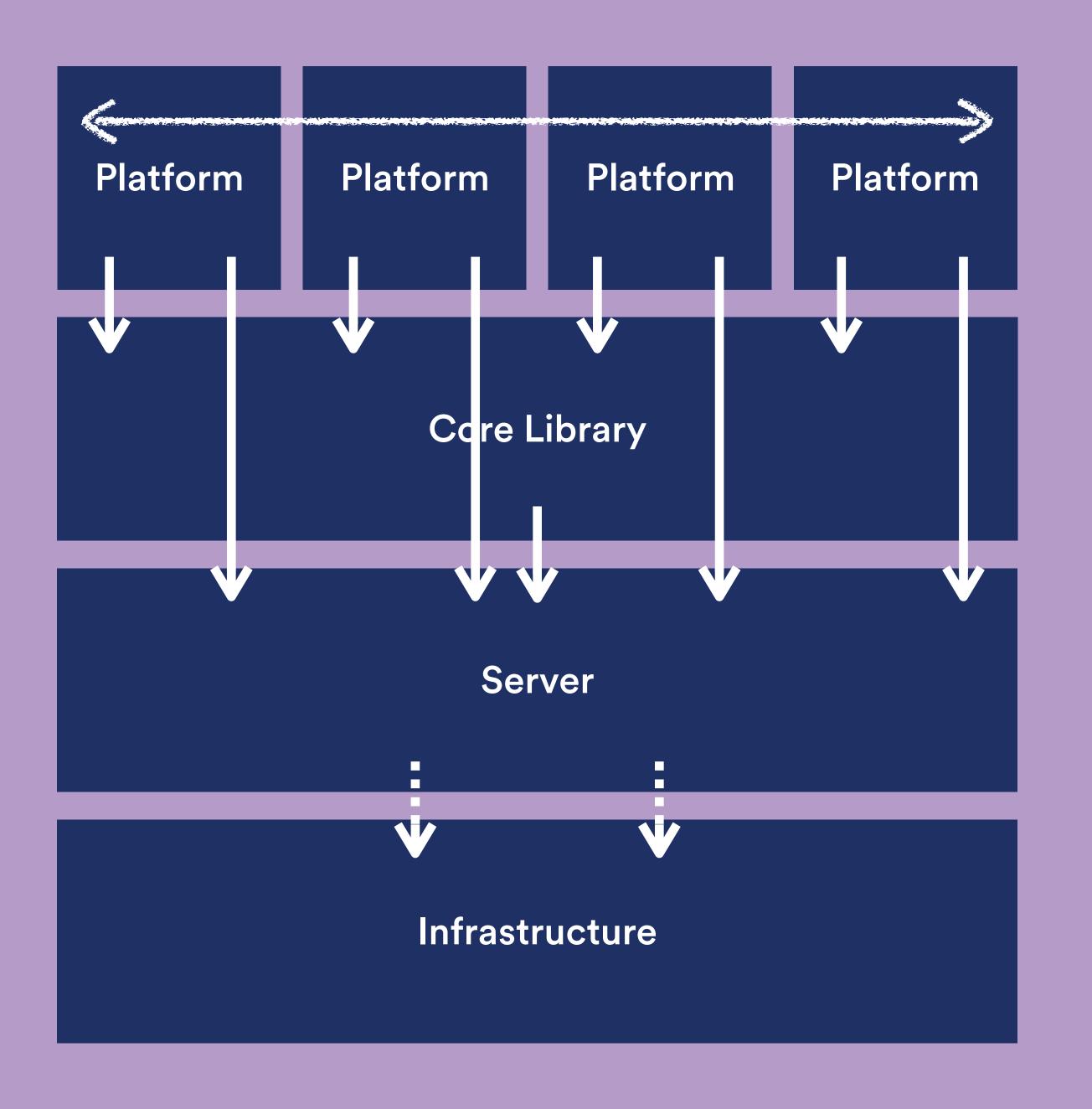
















Synchronization



Client UX implementation

Synchronization



Client UX implementation

depends on

Synchronization



Synchronization

Client UX implementation

Core Library Implementation

depends on



Synchronization

Client UX implementation

Core Library Implementation

depends on depends on



Synchronization

Client UX implementation

Core Library Implementation

Server Implementation

depends on depends on



Synchronization

Client UX implementation

Core Library Implementation

Server Implementation

depends on depends on depends on

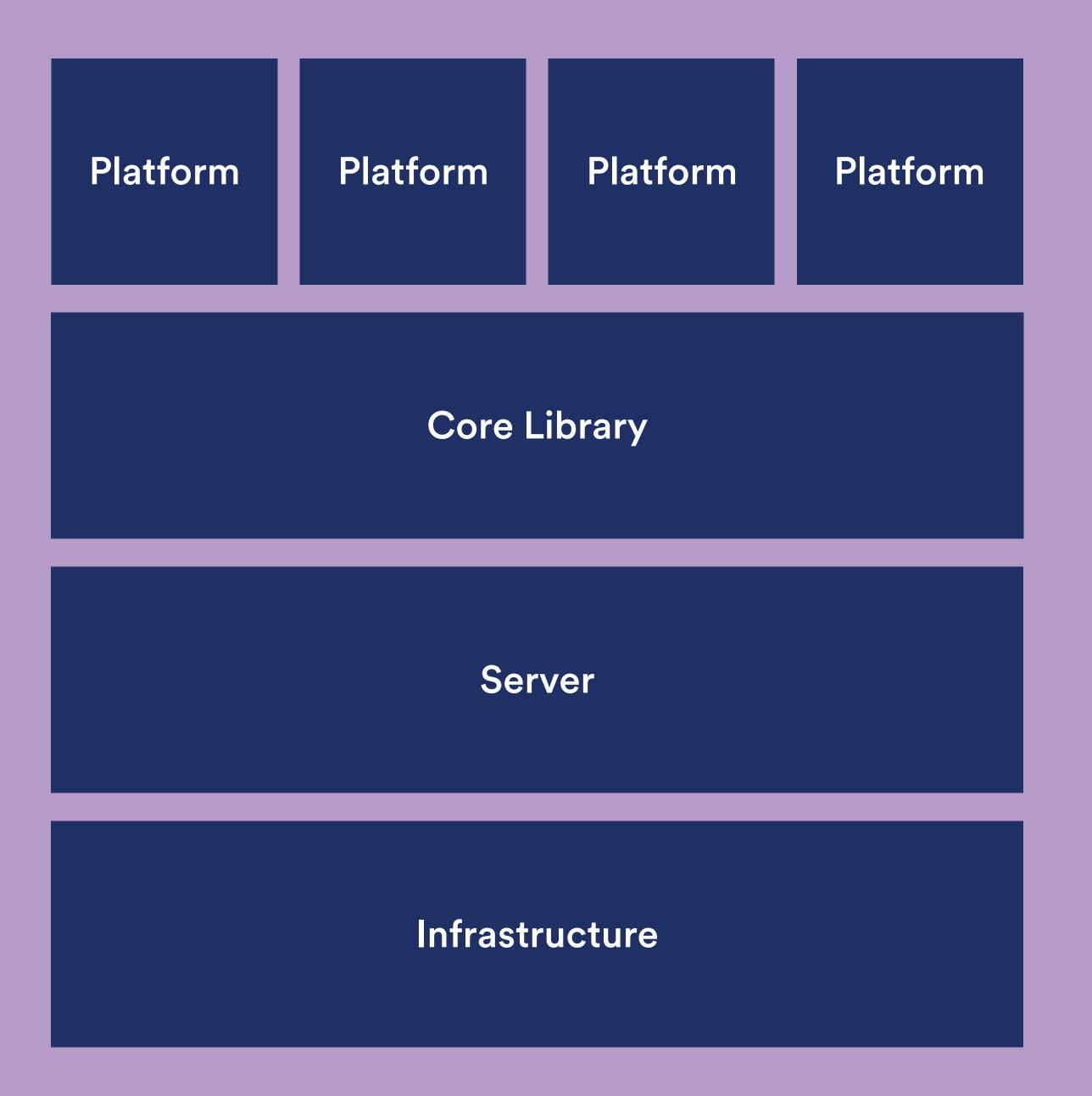


Synchronization

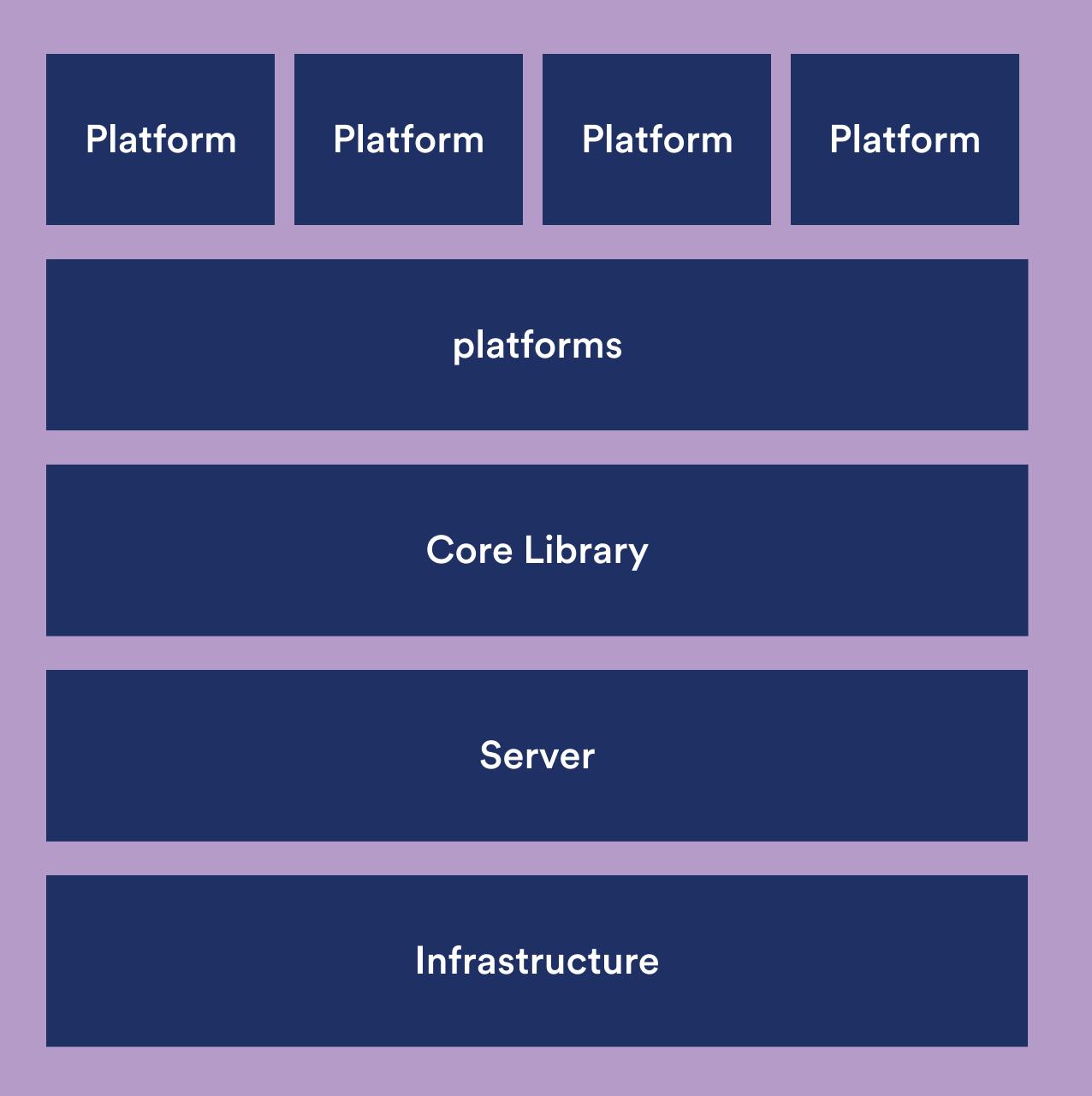
Client UX implementation
Core Library Implementation
Server Implementation
Infrastructure Implementation

depends on depends on depends on

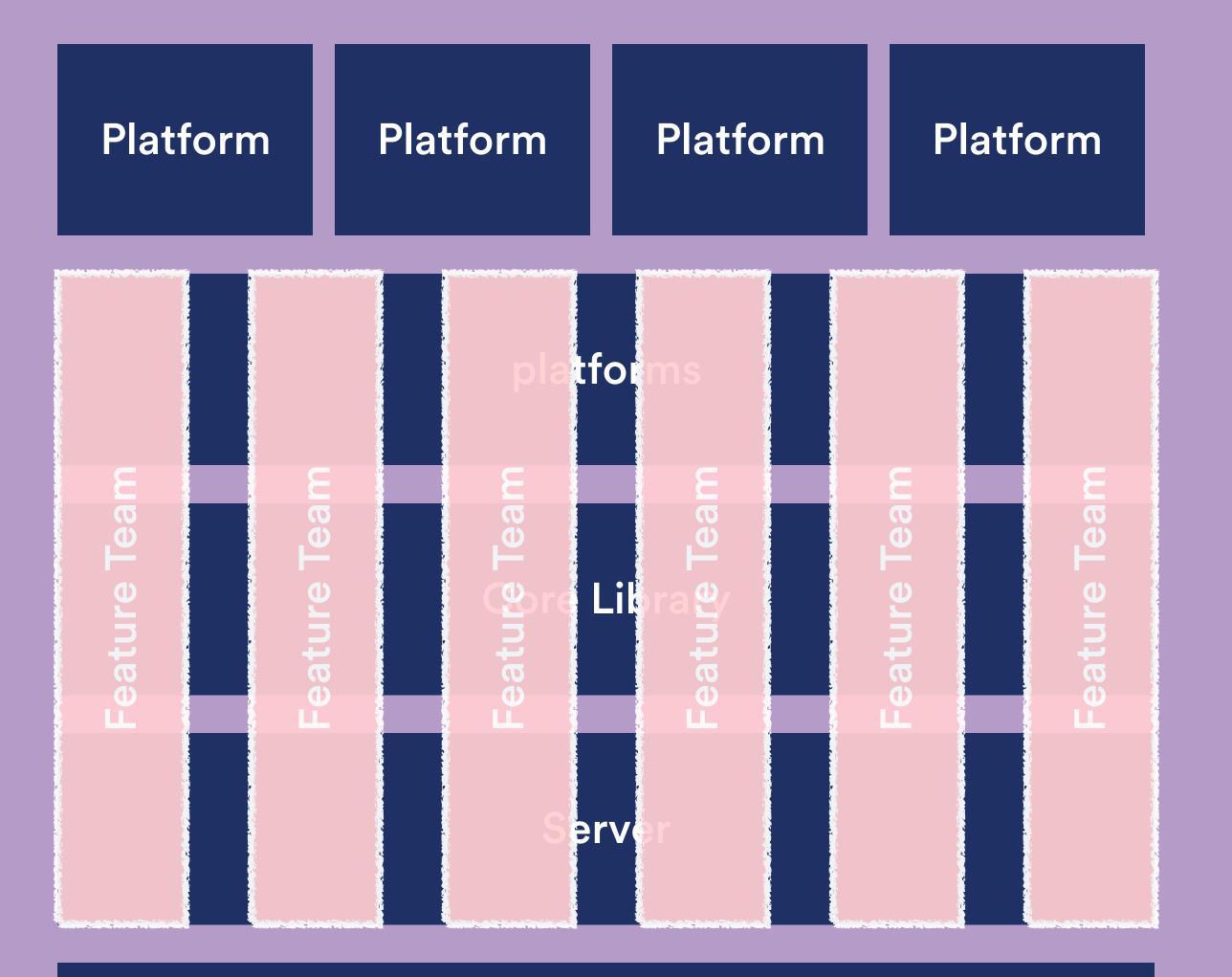






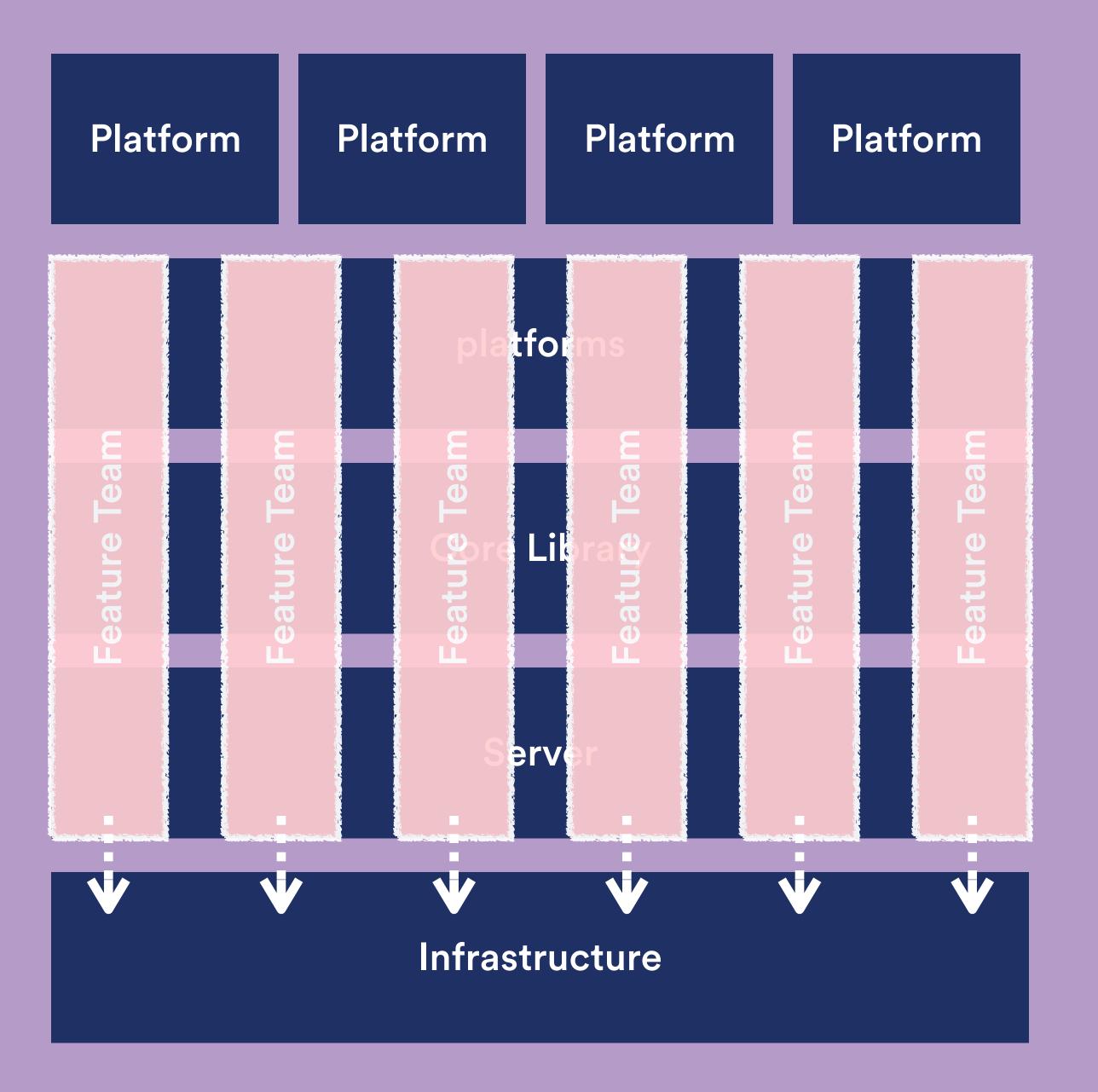




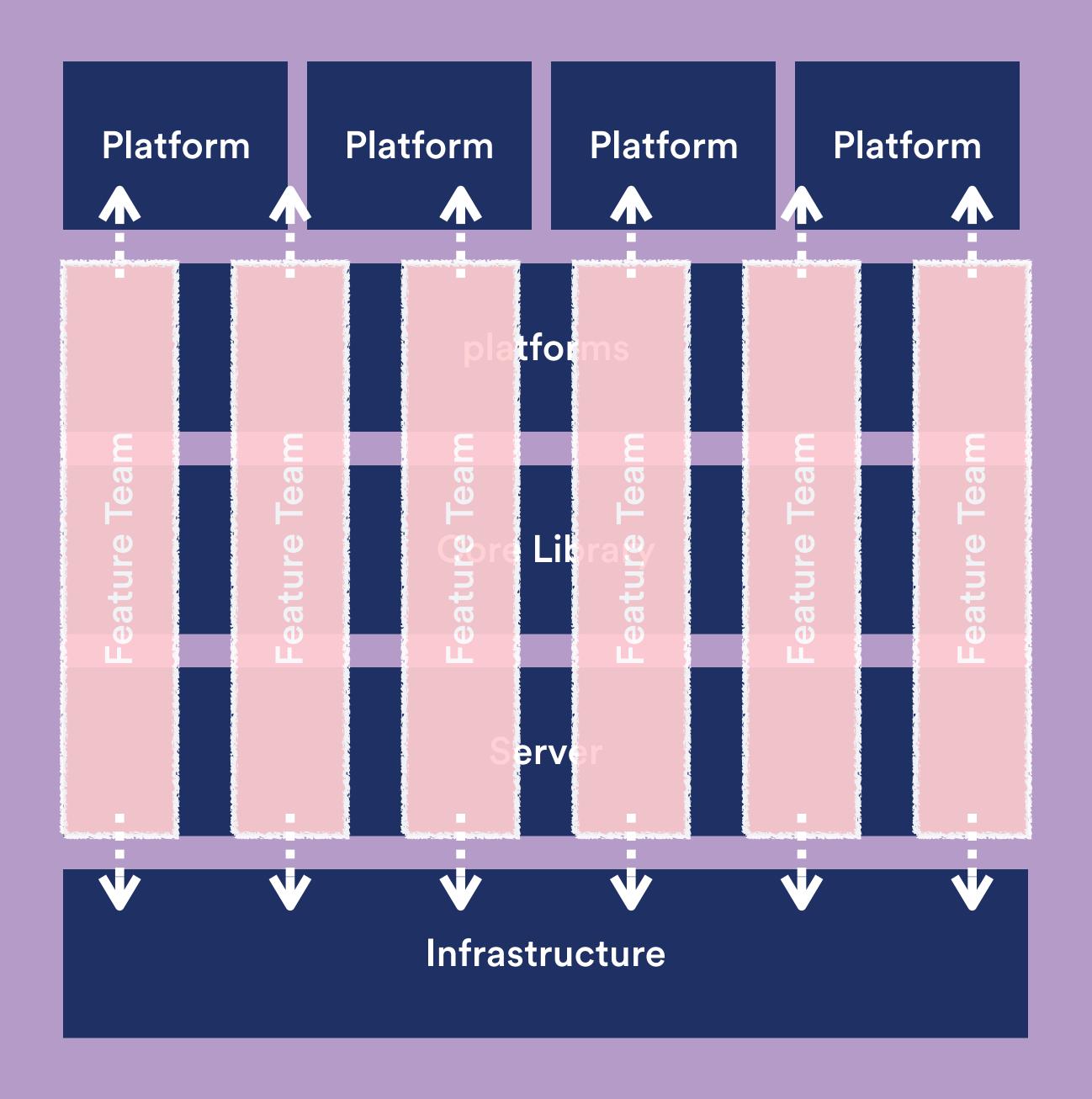


Infrastructure



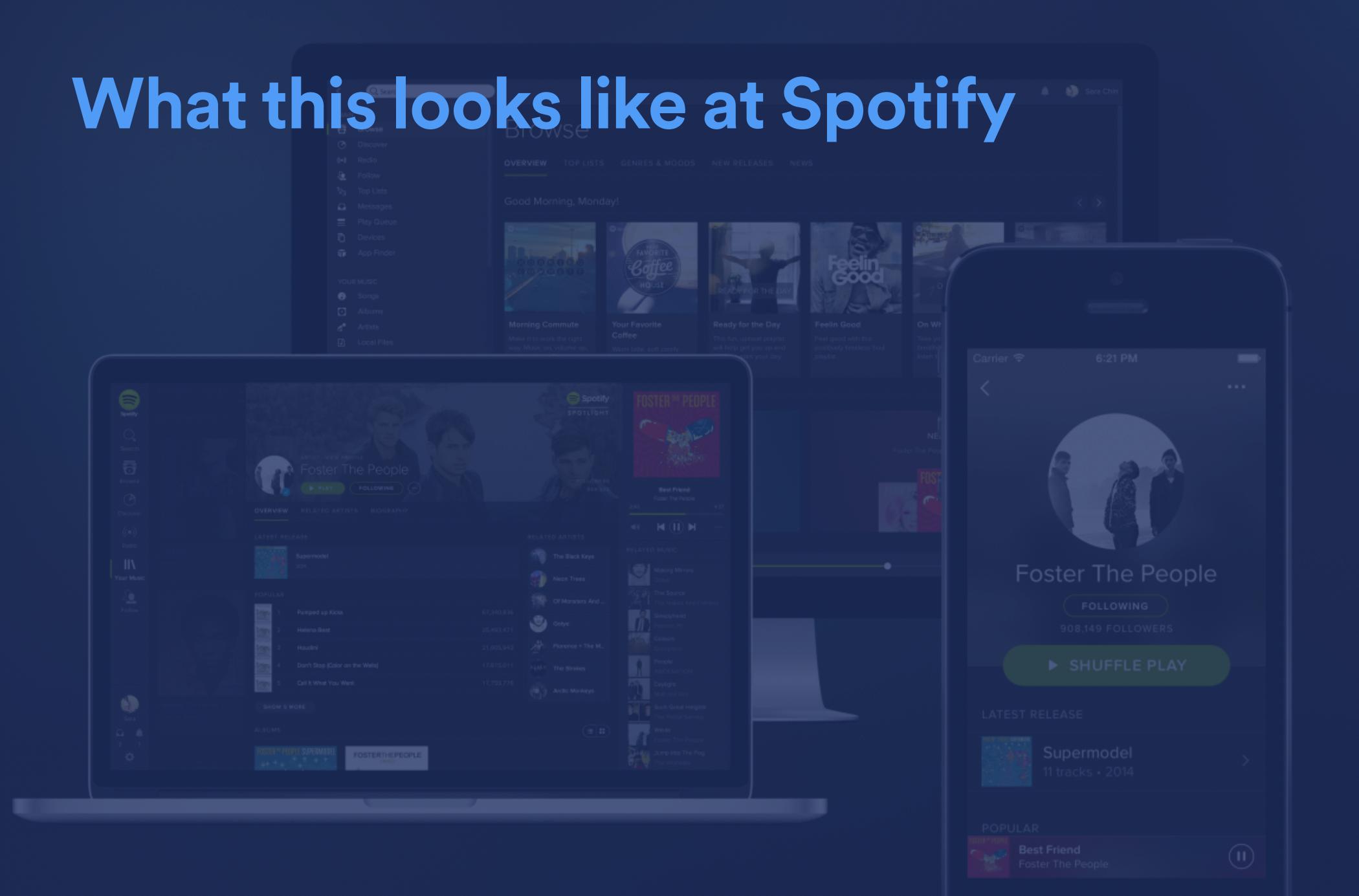


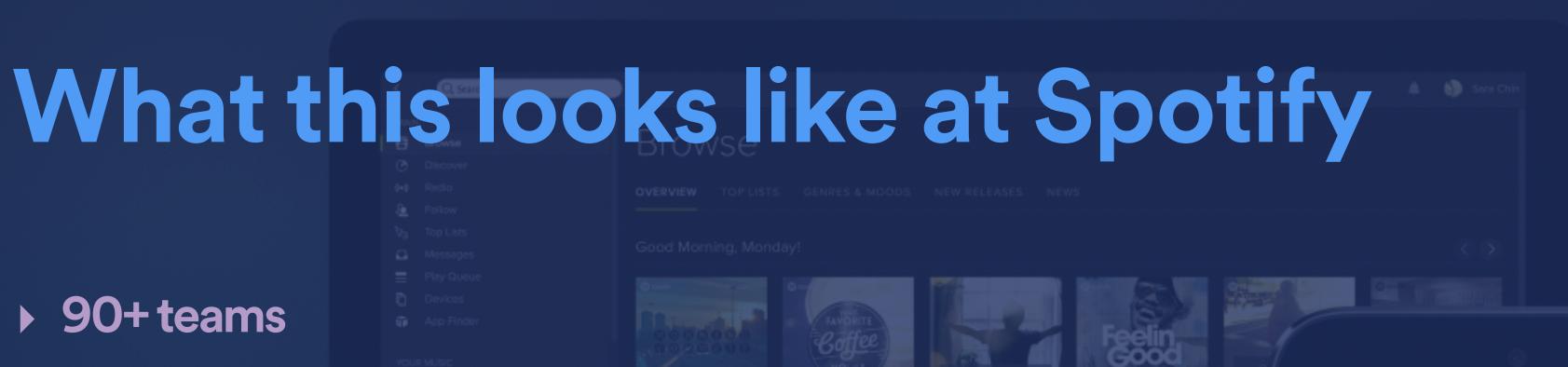




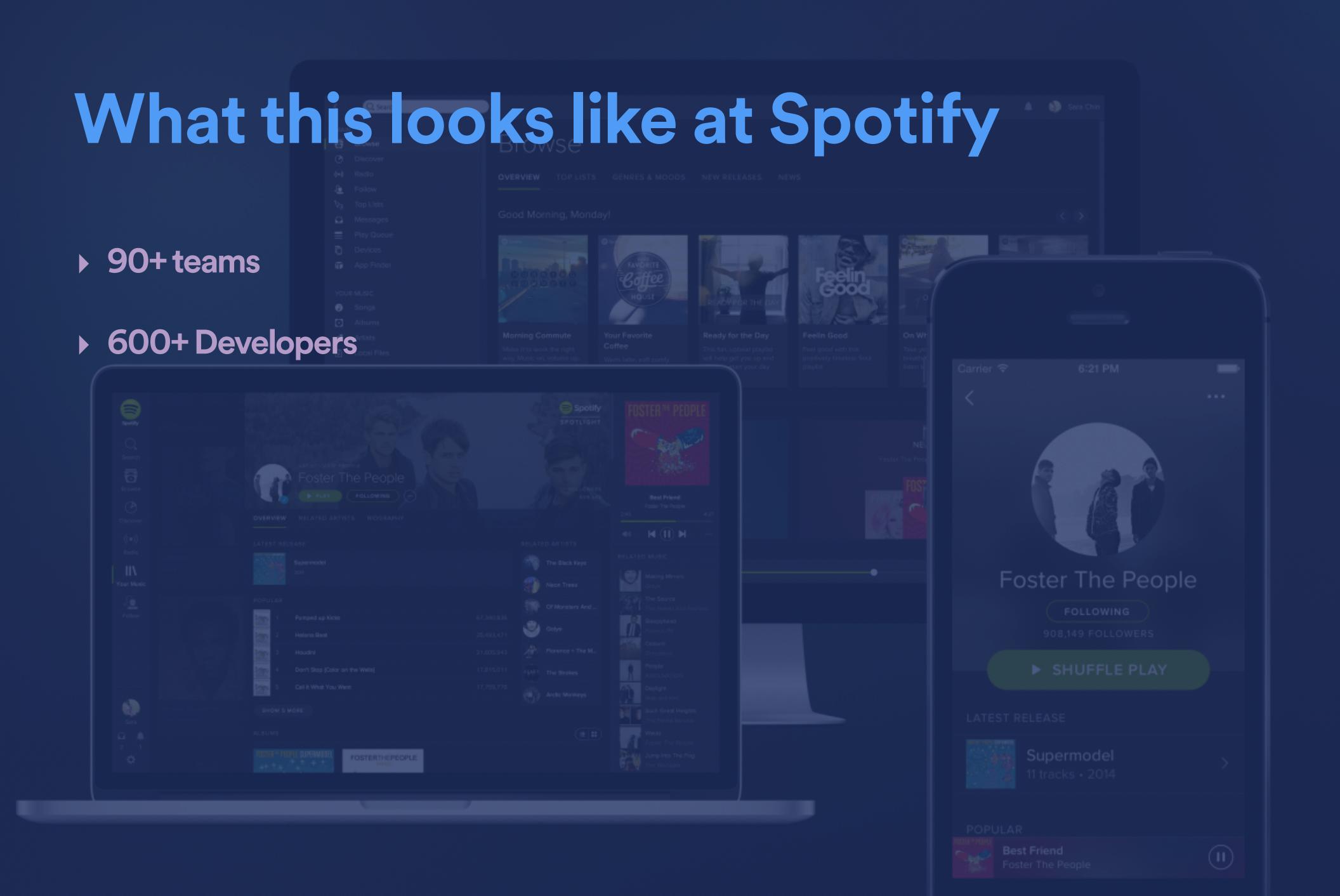


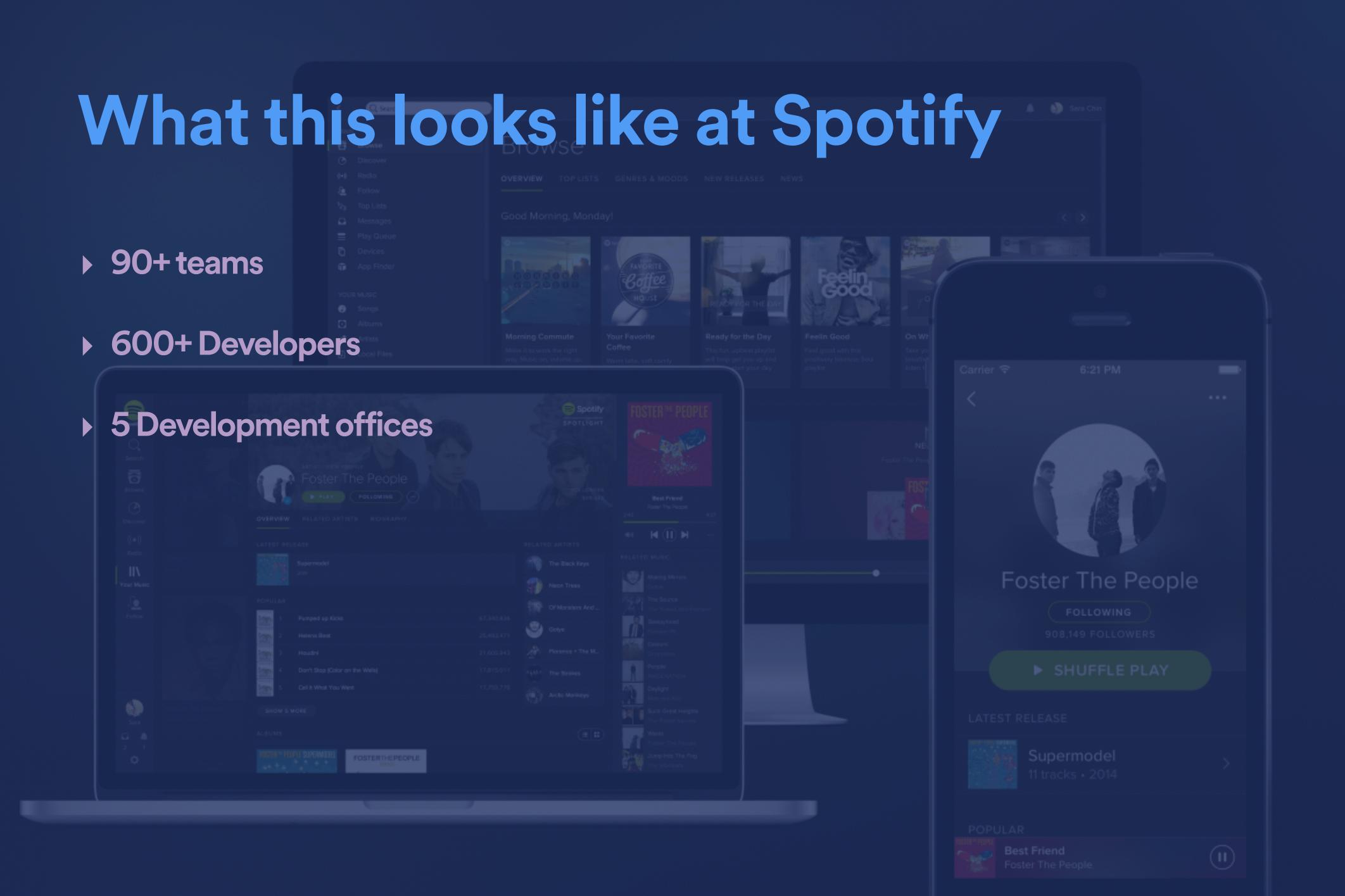


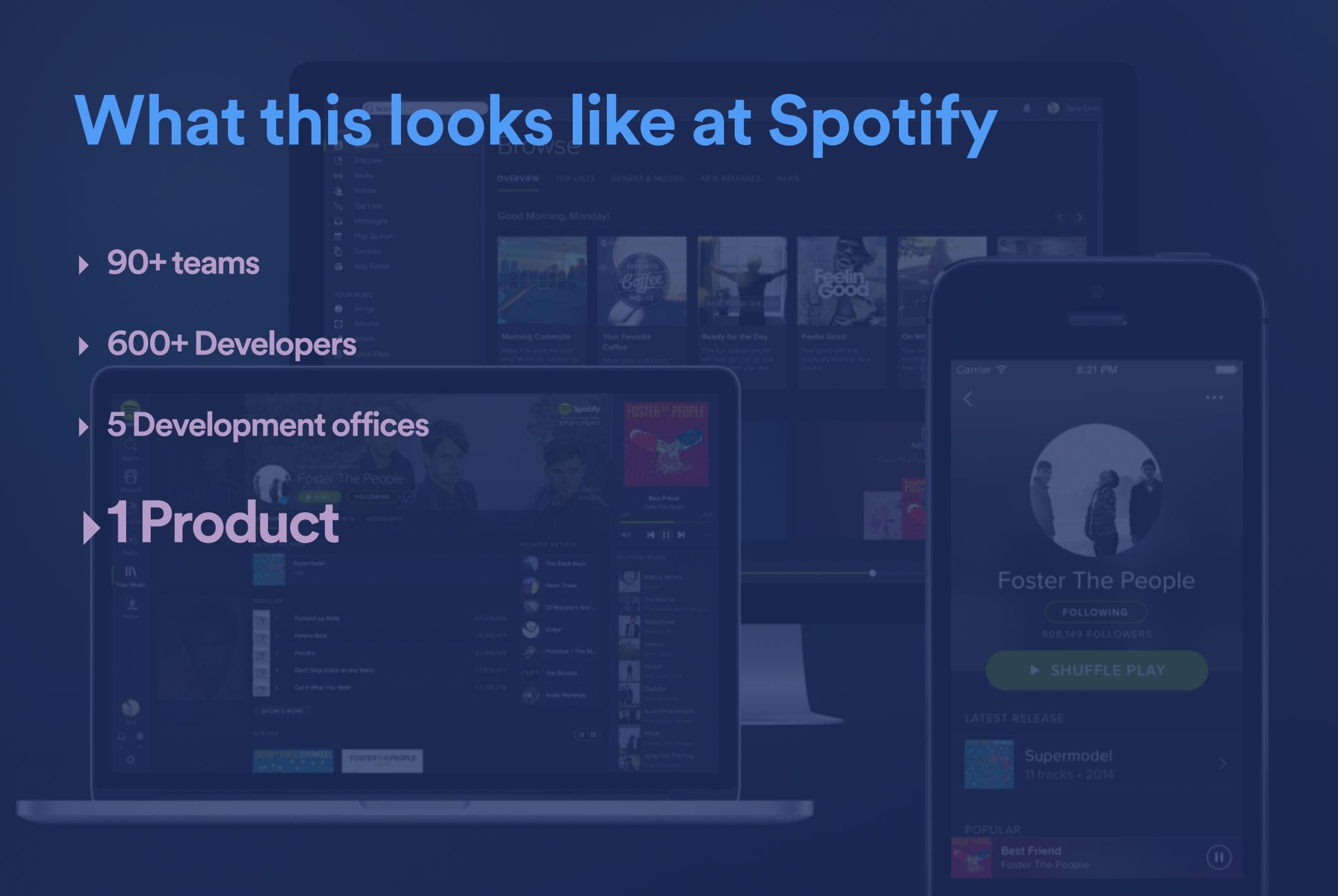












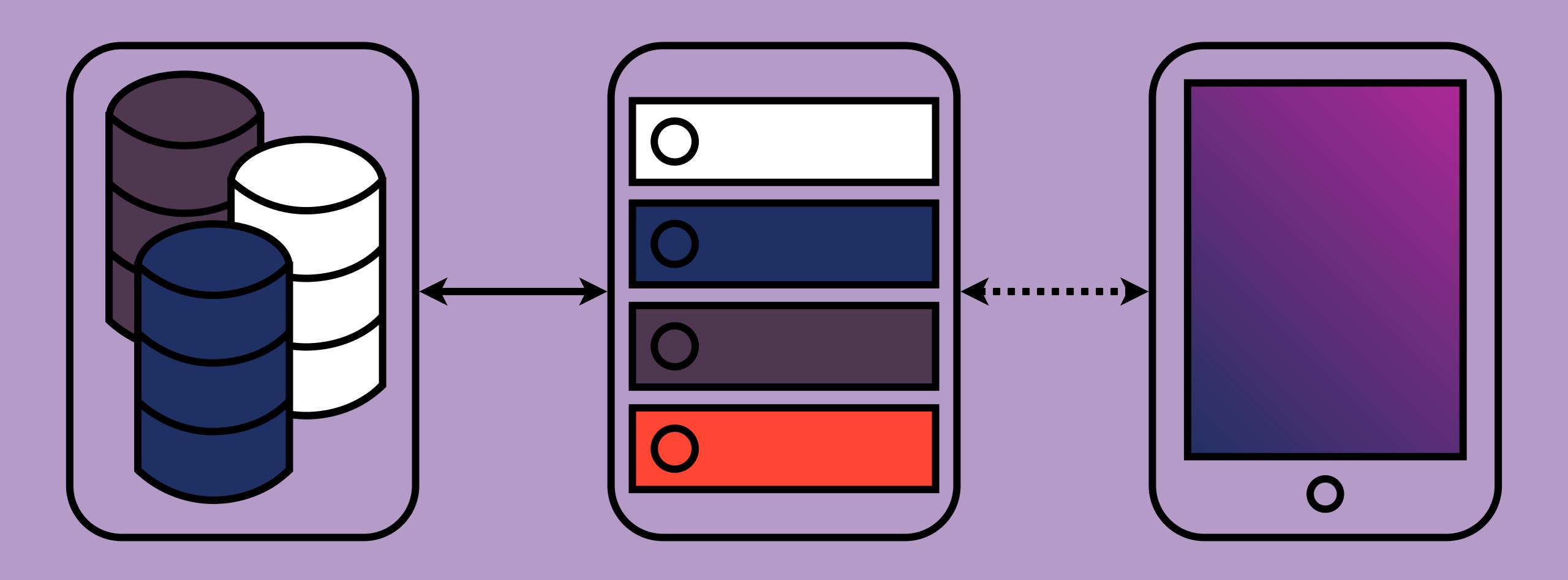
# Full-stack autonomous teams

Requires you to structure your application in loosely coupled parts

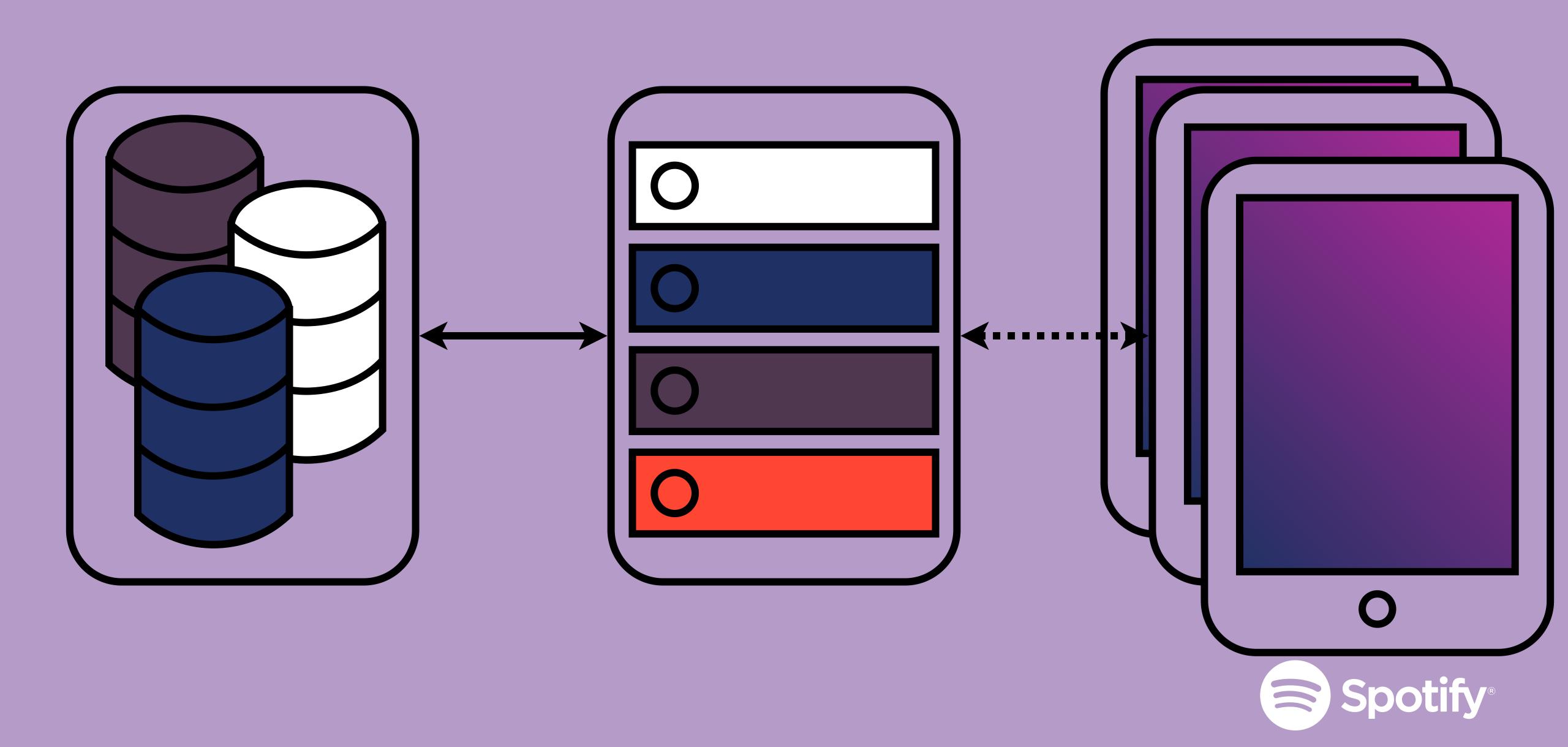


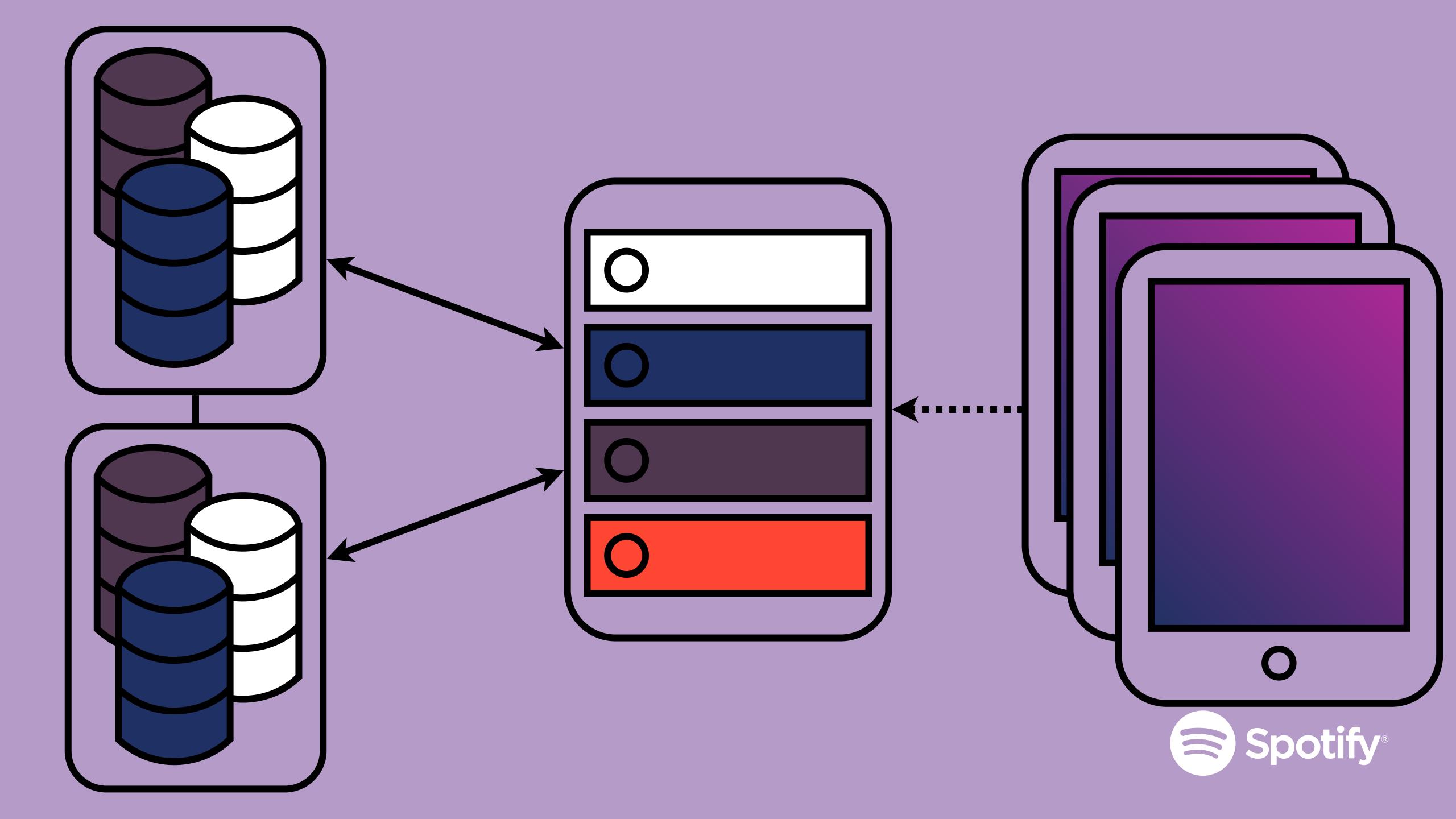
## Services

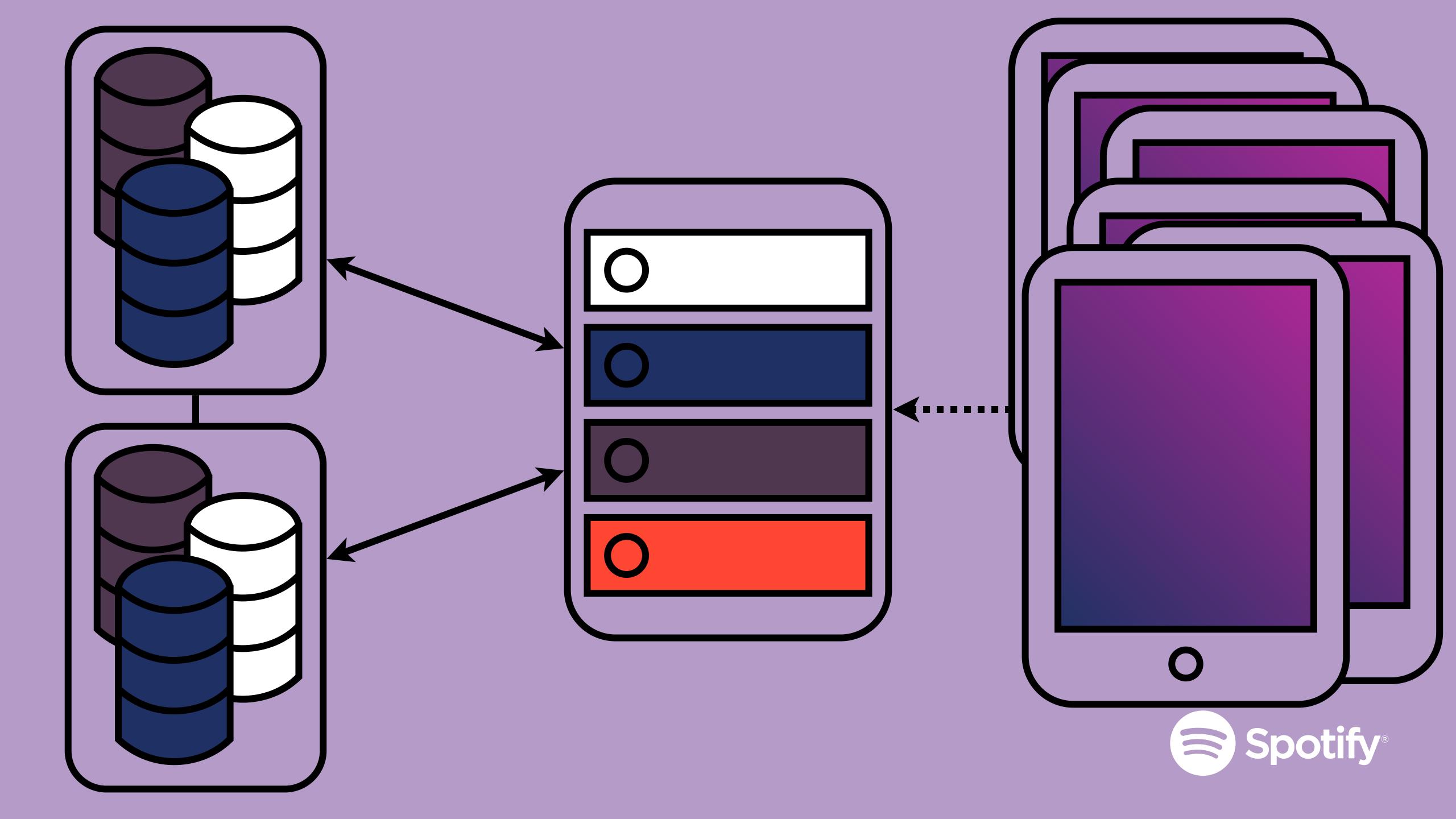


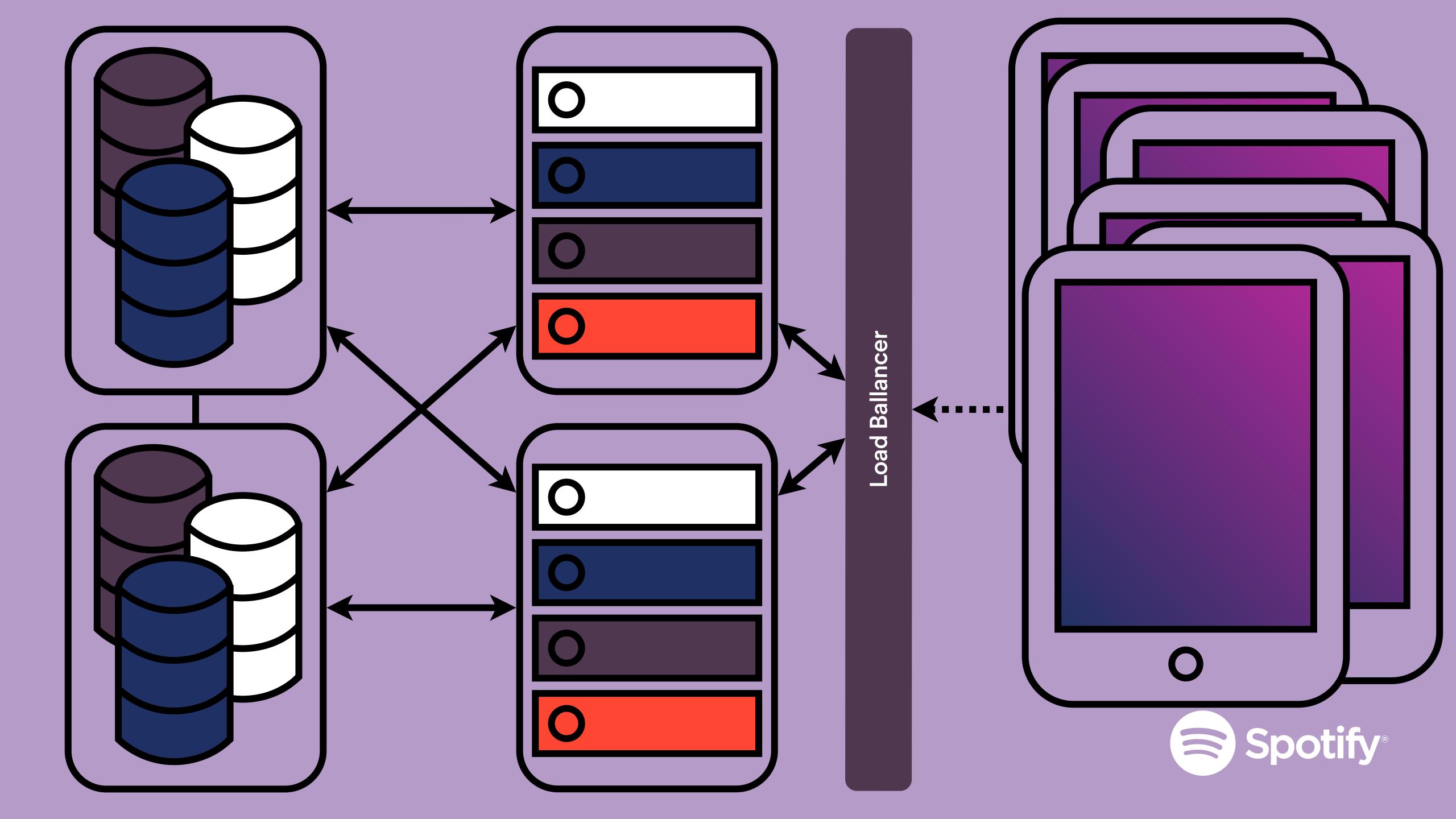


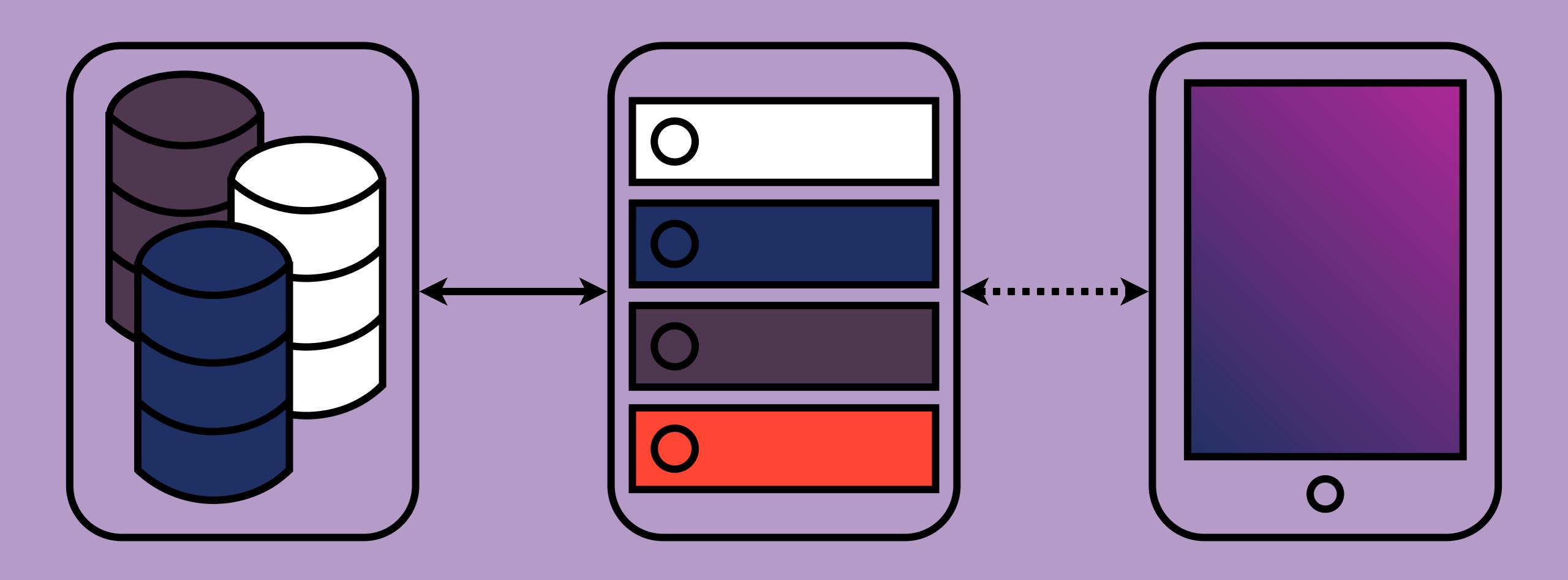




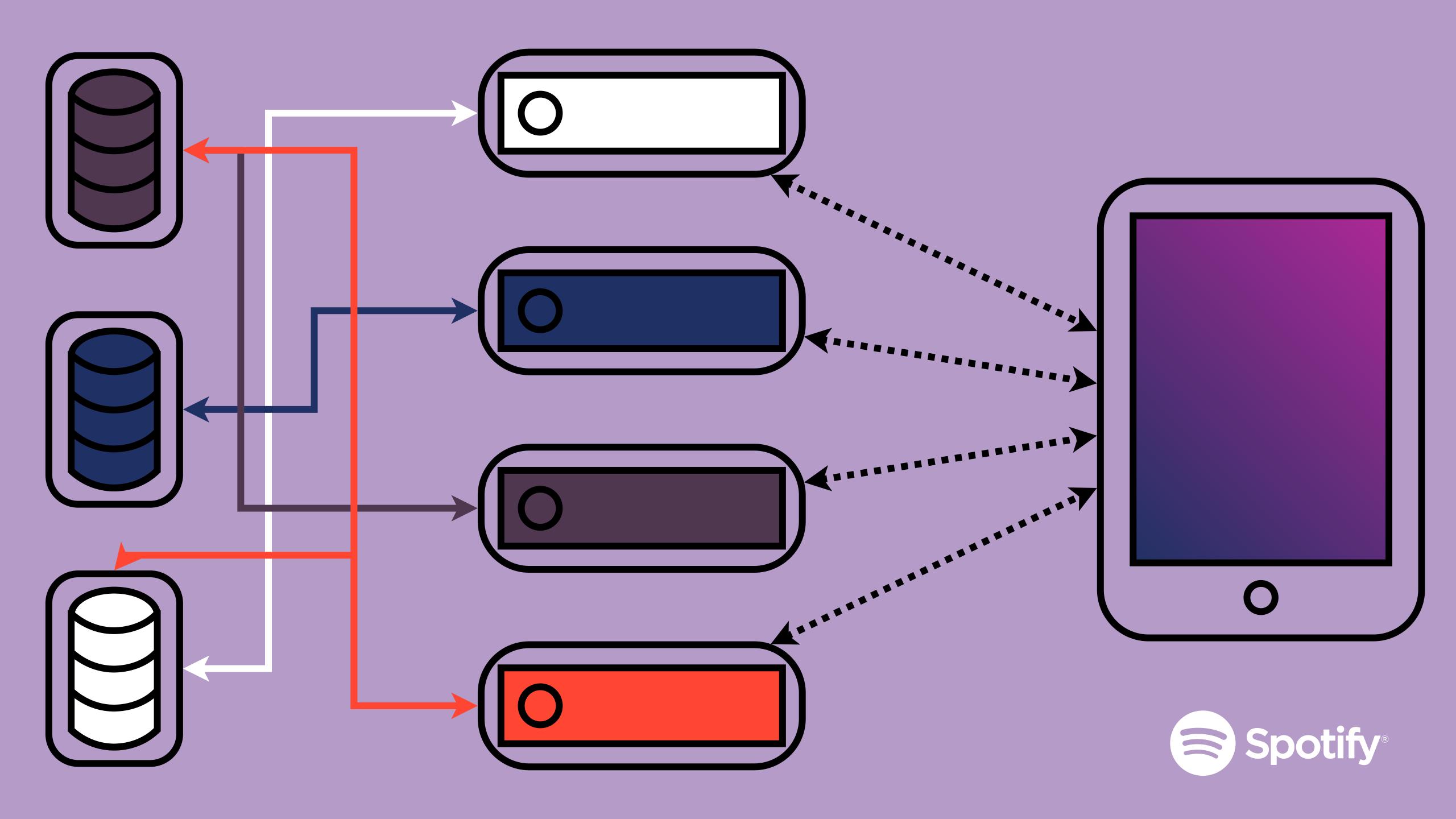


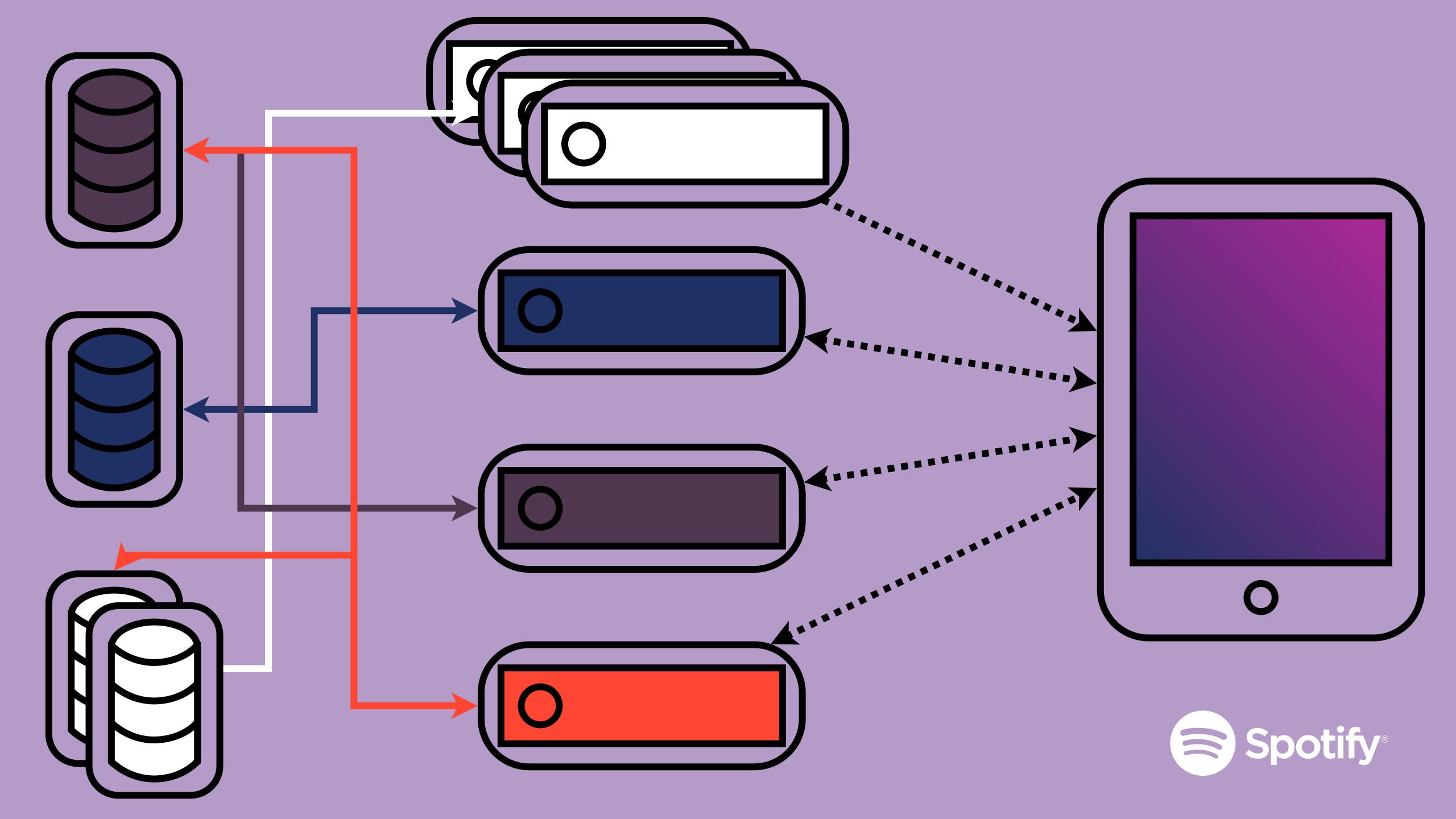












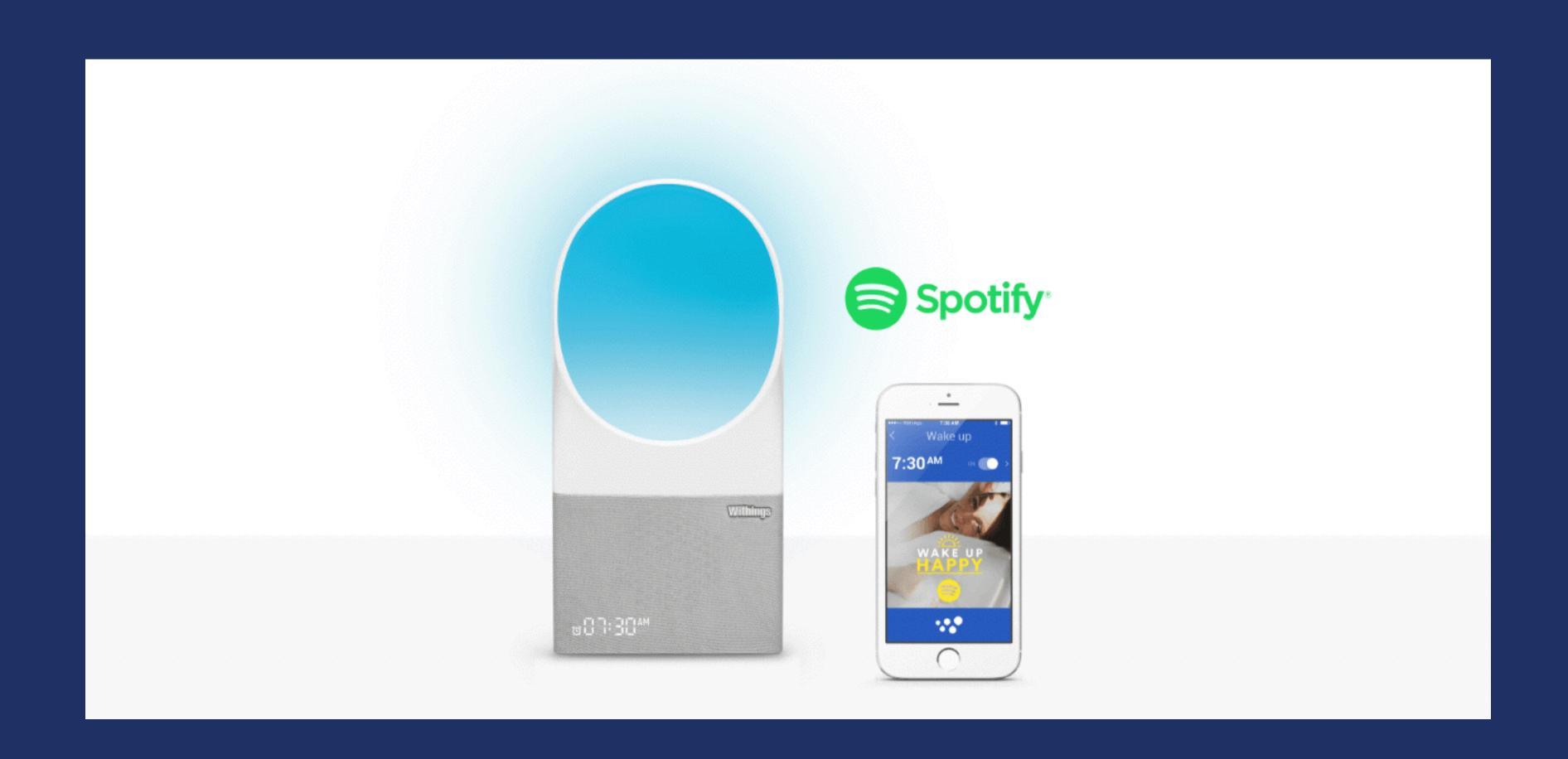
Easier to scale based on real-world bottlenecks

Easier to test

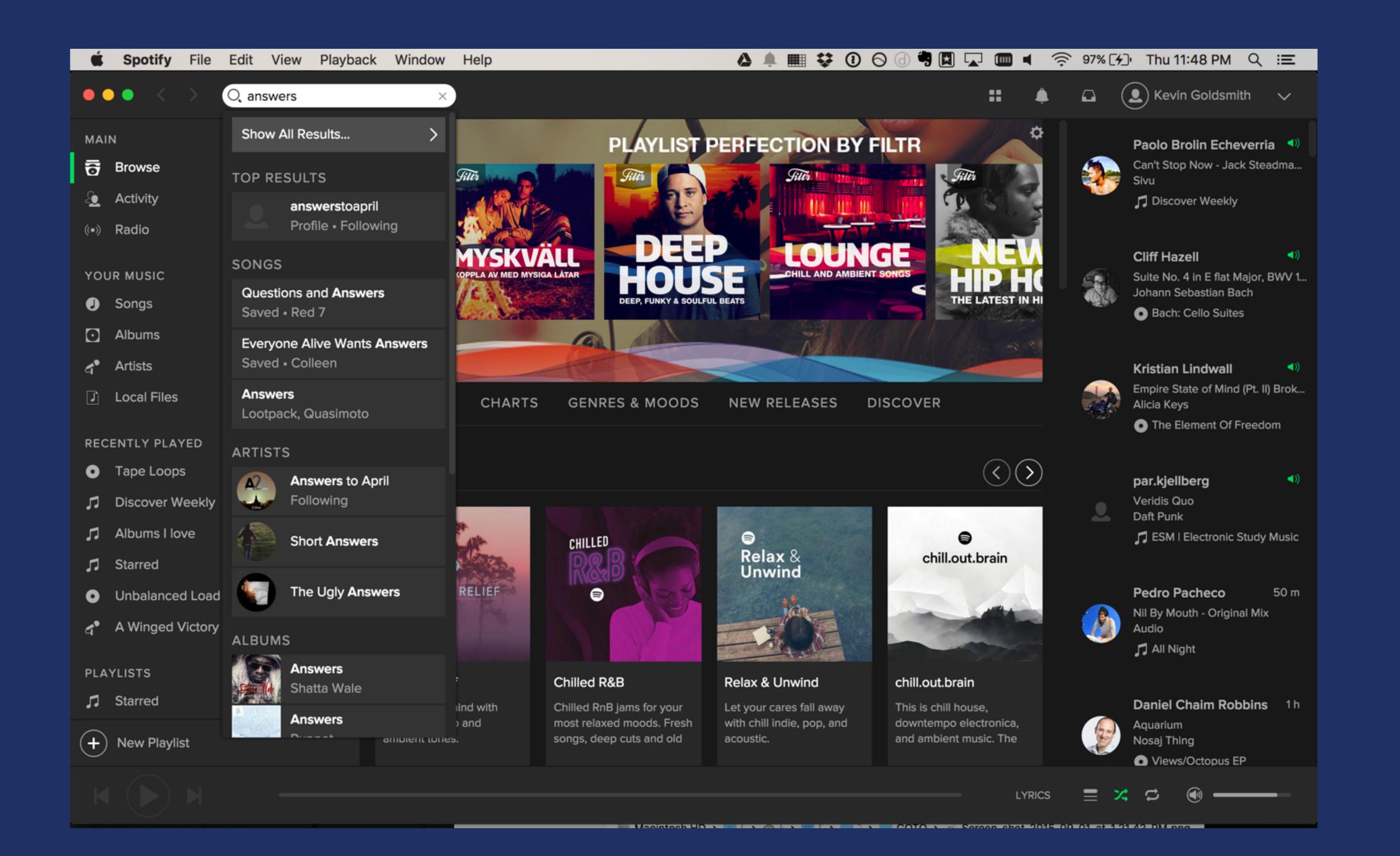
Easier to deploy

**Easier to monitor** 

Can be versioned independently



Are less susceptible to large failures

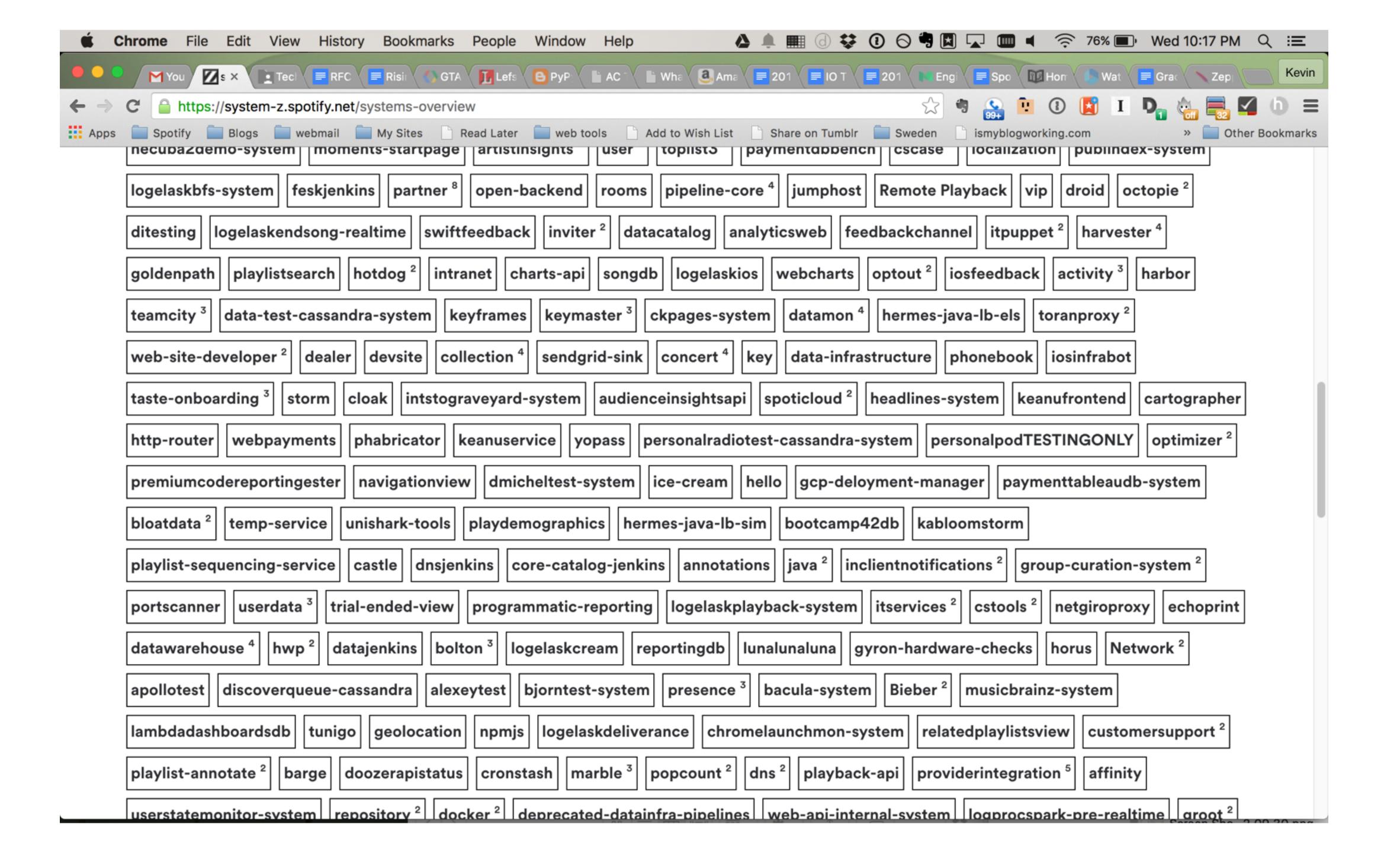


#### Microservices boo!

are harder to monitor

#### Microservices boo!

need good documentation / discovery tools



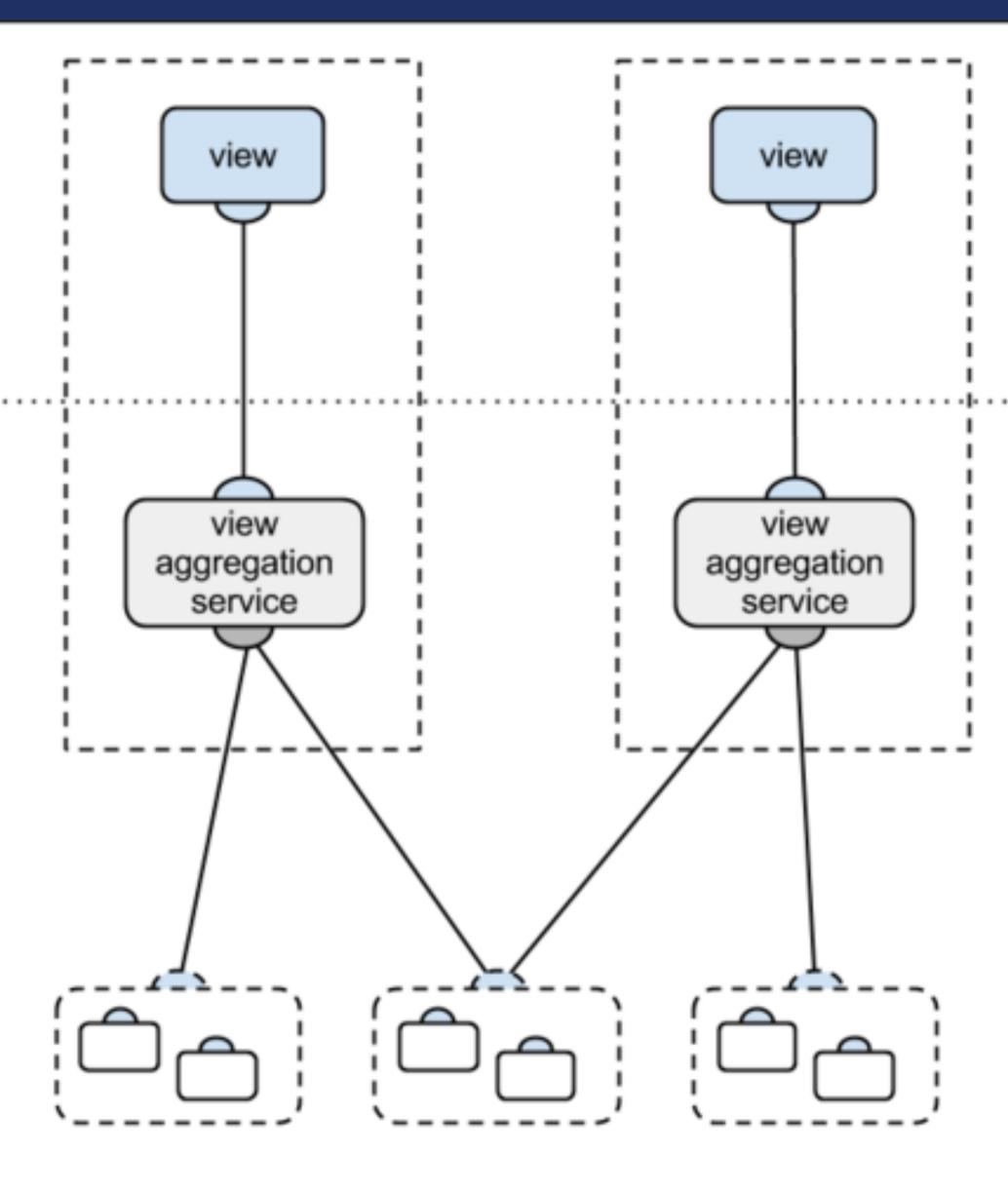
## Microservices boo!

create increased latency

### Views

View aggregation

Services









I see you have a poorly structured monolith. Would you like me to convert it into a poorly structured set of microservices?











RETWEETS

3,531

**FAVORITES** 

2,009















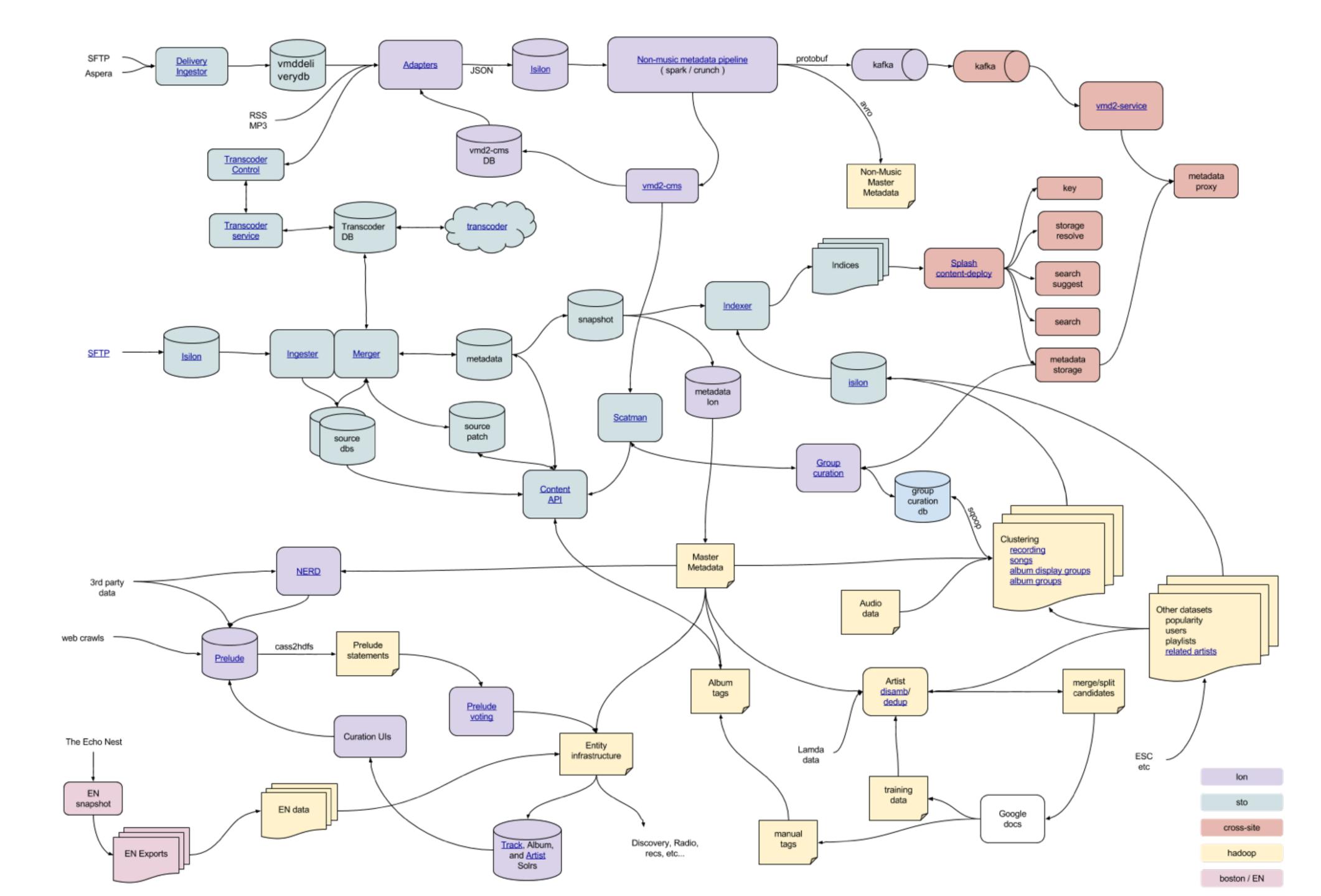
4:59 PM - 23 Feb 2015

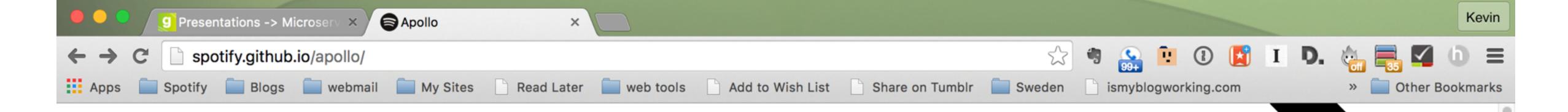
▶ 810 active services

- ▶ 810 active services
- ~10 Systems per squad

- ▶ 810 active services
- ~10 Systems per squad
- ~1.7 Systems per person with access to production servers

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- ~10 Systems per squad
- ~1.7 Systems per person with access to production servers
- ~1.15 Systems per member of Technology





## http://spotify.github.io/apollo/

### **SPOTIFY APOLLO OPERATIONS MANUAL**

A LIBRARY FOR WRITING SERVICES THAT FOCUSES ON COMPOSABILITY AND SIMPLICITY, WITH HIGH PERFORMANCE USING MODERN JAVA IDIOMS AND FEATURES.

## GENERAL DESCRIPTION

#### **APOLLO**

Apollo is a set of Java libraries that we use at Spotify when writing micro-services. Apollo includes features such as an HTTP server and a URI routing system, making it trivial to implement RESTful services.

#### WARNING

Open-source Apollo is still in development and only release candidates are available. The API and documentation might change prior to the stable 1.0.0 open source release.

#### Apollo has three main parts:

#### APOLLO API

The apollo-api library defines the interfaces for your request routing and request/reply handlers.

#### **APOLLO CORE**

The apollo-core library manages the lifecycle (loading, starting, and stopping) of your service and defines a powerful module system for adding functionality to an Apollo assembly. You do not usually need to interact directly with apollo-core; think of it merely as "plumbing."

#### APOLLO HTTP SERVICE

The apollo-http-service library is a standardized assembly of Apollo modules. It incorporates both apollo-api and apollo-core and ties them together with several other useful modules to get





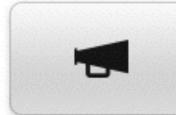
# Questions

twitter: @kevingoldsmith

(yes, we're hiring)



## Please evaluate this talk via the mobile app!



# Engage



