

# Service and API Migration at Speed

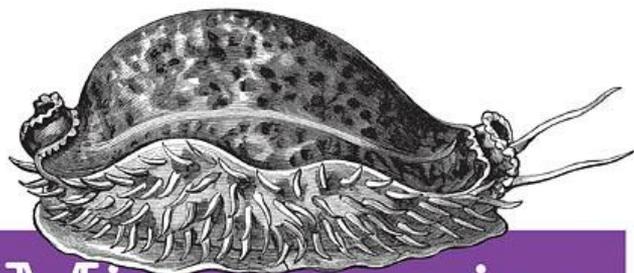
**Mike Amundsen**  
**@mamund**  
**[training.amundsen.com](http://training.amundsen.com)**





**Mike Amundsen**  
**@mamund**

O'REILLY®

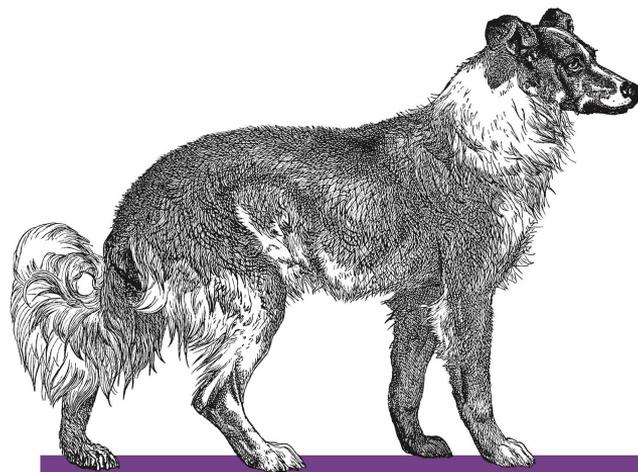


# Microservice Architecture

ALIGNING PRINCIPLES, PRACTICES, AND CULTURE

Irakli Nadareishvili, Ronnie Mitra,  
Matt McLarty & Mike Amundsen

O'REILLY®



# Continuous API Management

MAKING THE RIGHT DECISIONS IN AN EVOLVING LANDSCAPE

Mehdi Medjaoui, Erik Wilde,  
Ronnie Mitra & Mike Amundsen  
Foreword by Kin Lane

## A Look Ahead

- Why?
- Unlocking Business Value
- Services in a Nutshell
- Basic Principles
- The **S\*T\*A\*R** Model



***What's in a name?***

# Naming things

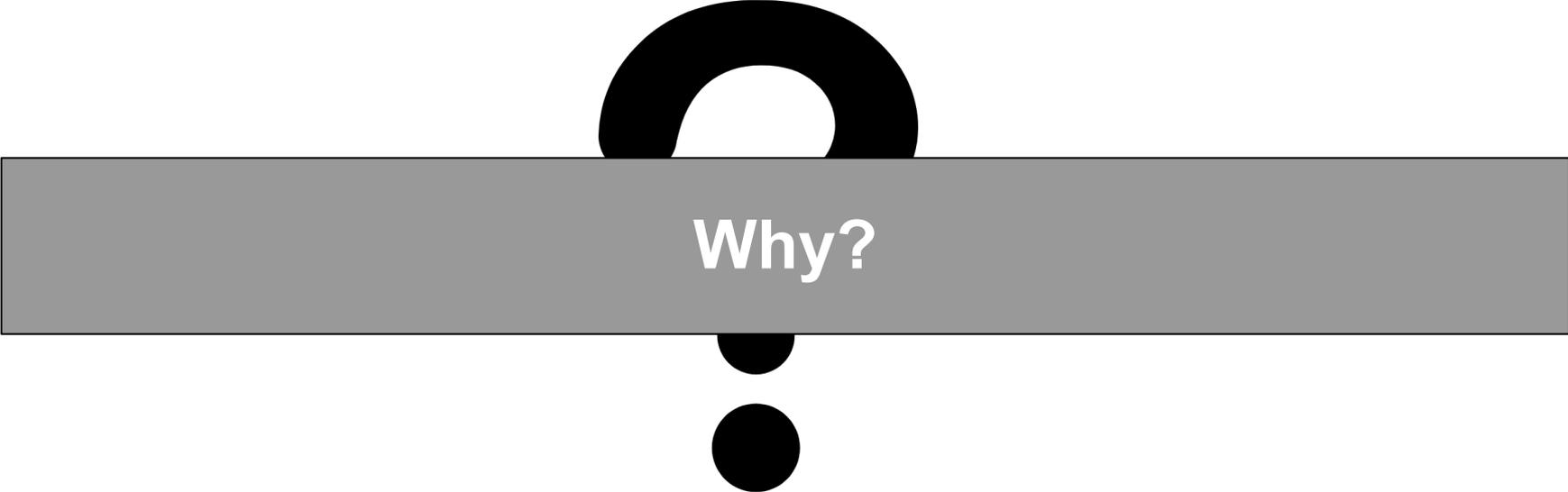
- SOA
- Microservices
- Self-Contained Systems
- Right-sized Services

*"We concluded that a service-oriented architecture would give us the level of isolation that would allow us to build many software components rapidly and independently."*

*-- Werner Vogels, 2006*



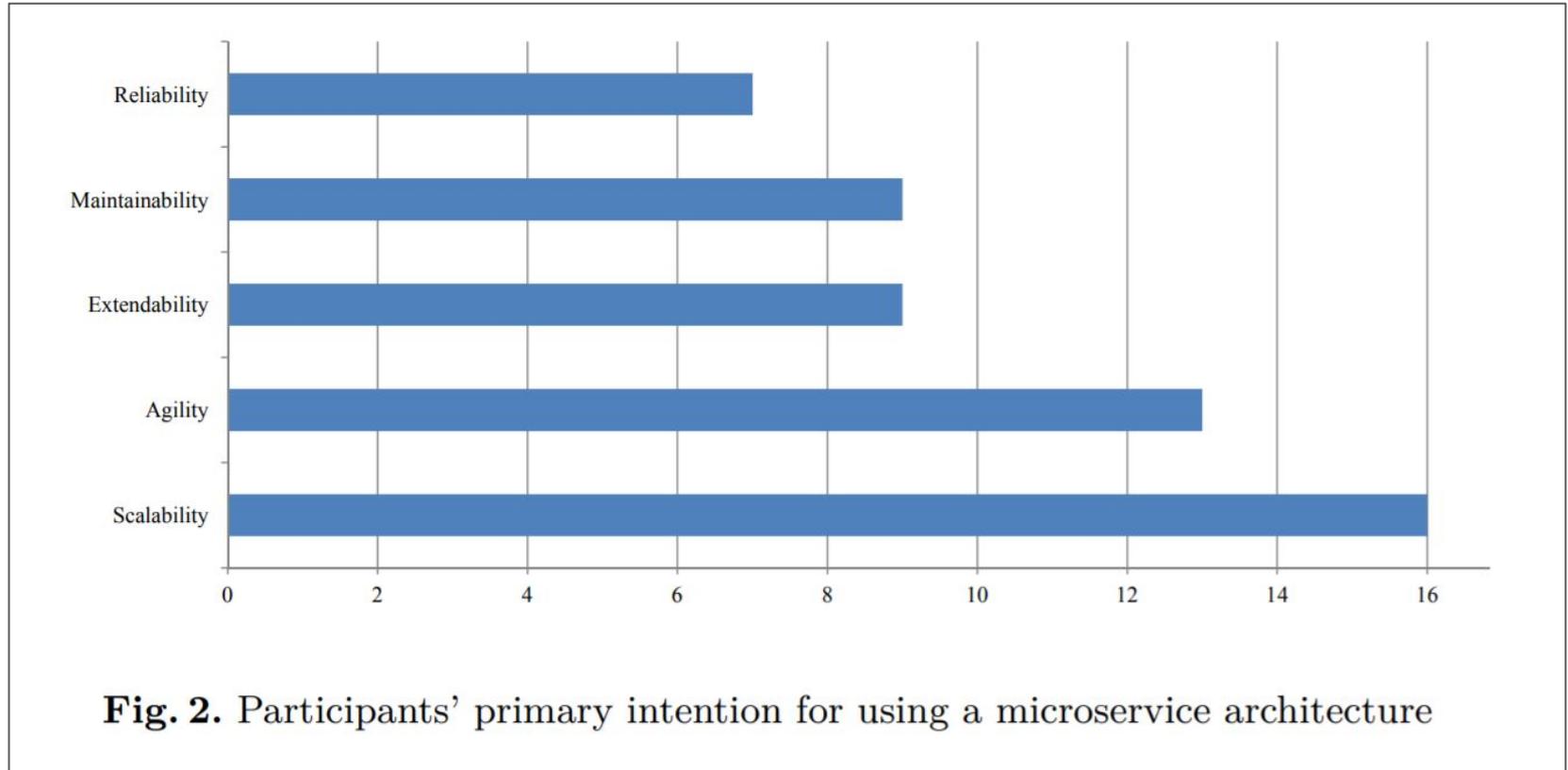




Why?



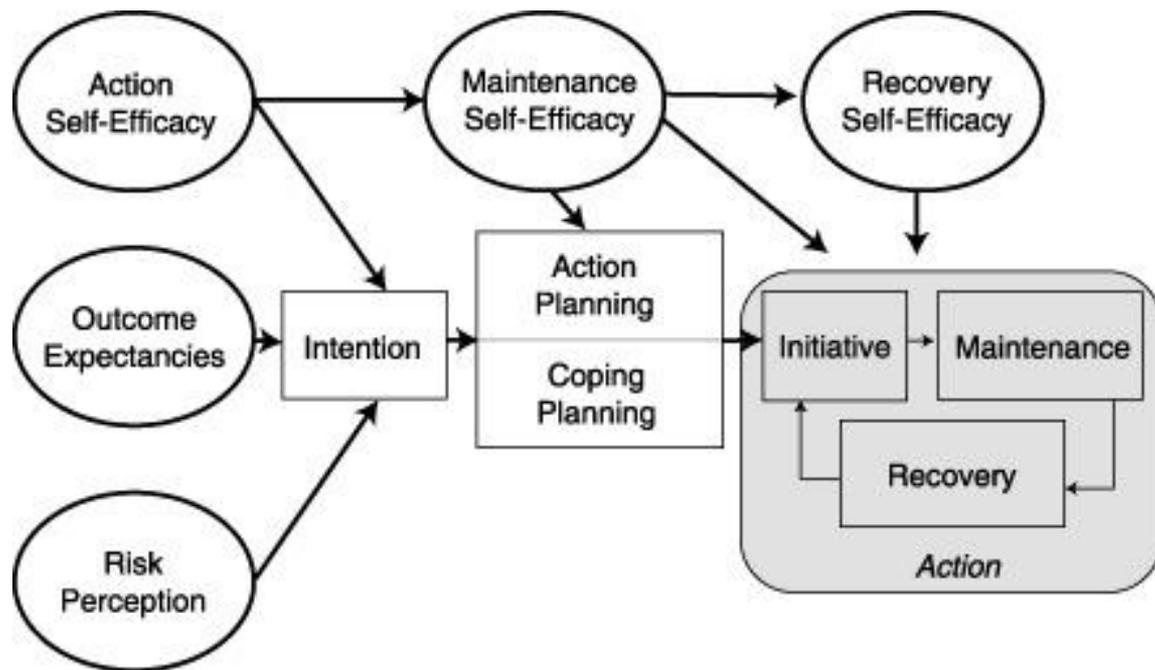
# Reasons to migrate to microservices



**Fig. 2.** Participants' primary intention for using a microservice architecture





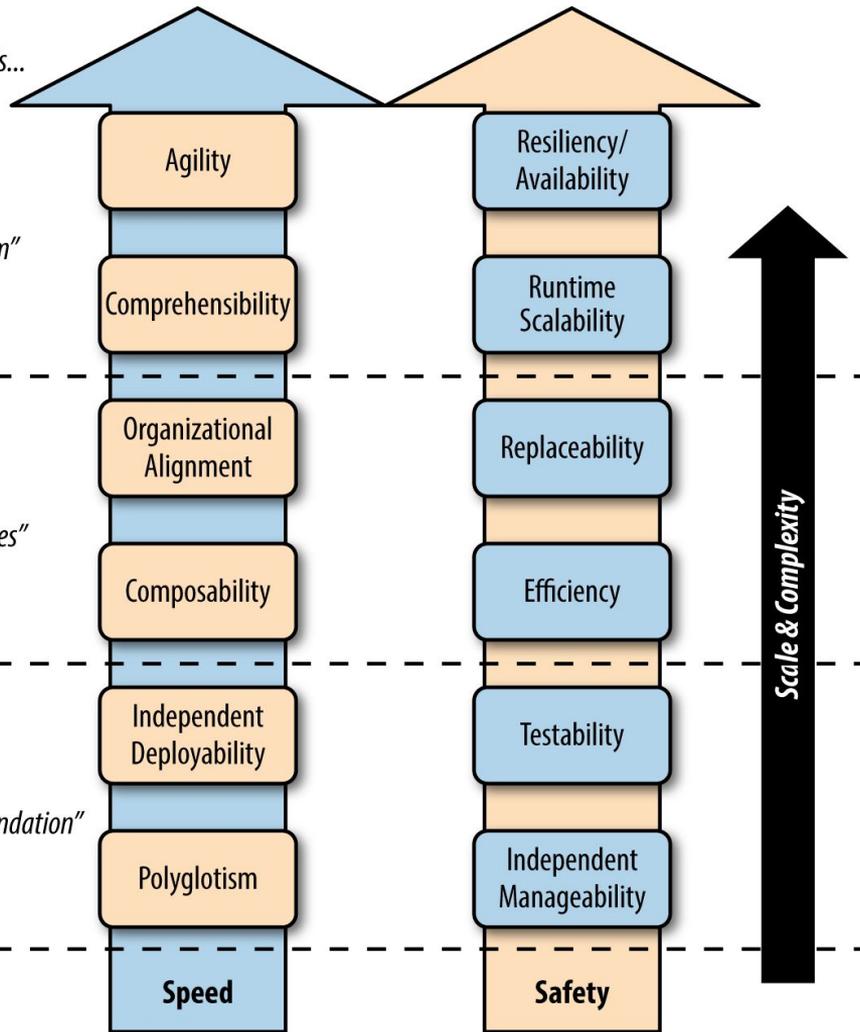


A microservice architecture that is...

**Systematized**  
"Design the system"

**Cohesive**  
"Design the services"

**Modularized**  
"Establish the foundation"



*"If you go back to 2001, the Amazon.com retail website was a large architectural monolith ... and it took a long time for a code change to go from check-in, to be running in production."*

*-- Rob Brigham, Amazon, 2015*







FLY CALIFORNIA

**VAULT DOOR**

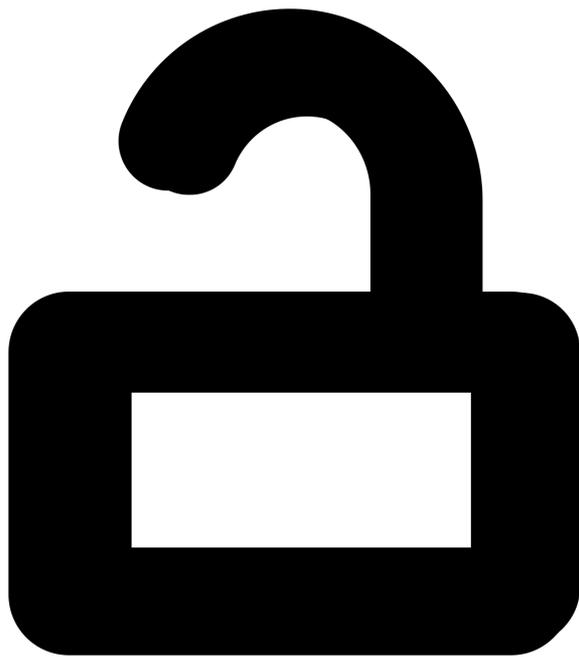
WEIGHT: 22 1/2 Tons  
THICKNESS: 22 Inches  
STEEL: 11 Layers of Special  
Cutting and Drill Resistant  
LOCKS: 4 Hamilton Watch  
Movements for Time Locks







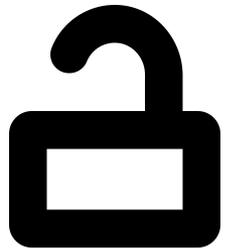
# Balancing Speed and Safety at Scale





**Unlocking Business Value**

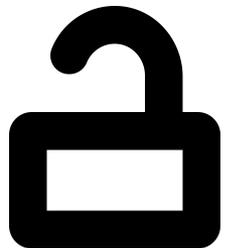
**Where is everything?**



# Where is everything?



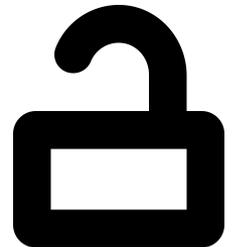
By Pascal from Heidelberg, Germany - The Mess, CC BY 2.0, <https://commons.wikimedia.org/w/index.php?curid=37981790>



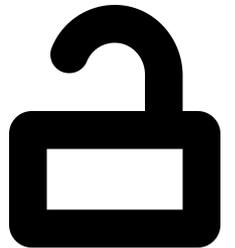
## Where is everything?

*"Data and services are stuck inside isolated applications within the enterprise."*

*-- Tung and Biltz, Accenture*



# **Why does it cost so much to get at it?**



# Why does it cost so much to get at it?



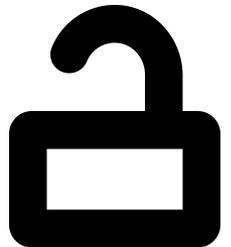
By DOJ - US Department of Justice photo, Public Domain, <https://commons.wikimedia.org/w/index.php?curid=6419733>



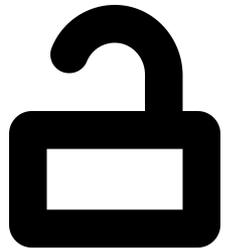
# Why does it cost so much to get at it?

*"It is about renovating at the core, as opposed to getting rid of the core."*

*-- Hung LeHong, Gartner*



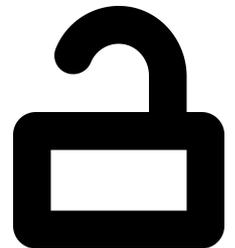
**How can I reduce cost/risk?**



# How can I reduce cost/risk?

		COMPLEXITY				
		C1	C2	C3	C4	C5
SIZE	S1	100	250	400	550	700
	S2	175	325	475	625	775
	S3	250	400	550	700	850
	S4	325	475	625	775	925
	S5	400	550	700	850	1000

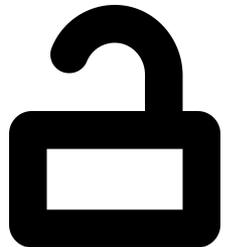
<https://www.infoq.com/articles/standish-chaos-2015>



## How can I reduce cost/risk?

*"Lower the risk of change through tools and culture."*

*-- John Allspaw, Etsy*





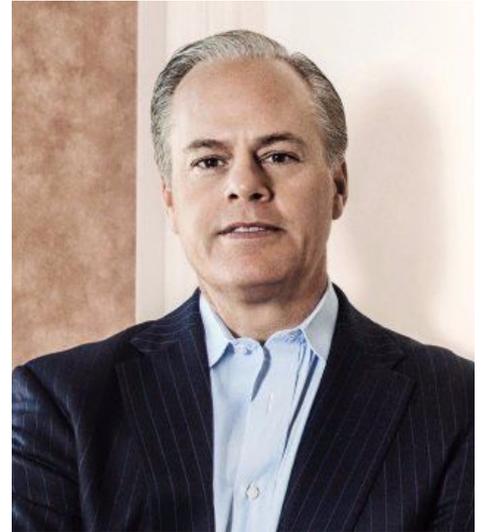
Changes Ahead





***"Built for Change."***

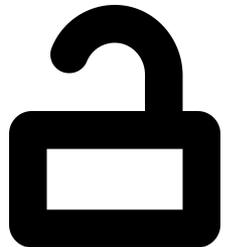
*-- Mike Gregoire, CEO, CA Technologies*



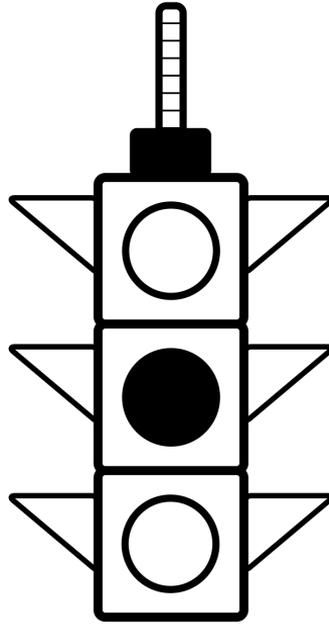
***How can we do it?***

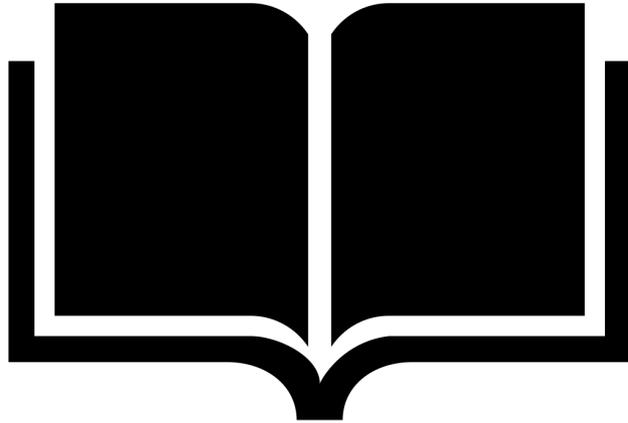
# Give your system the STAR treatment

- **Stabilize**
- **Transform**
- **Add**
- **Repeat**



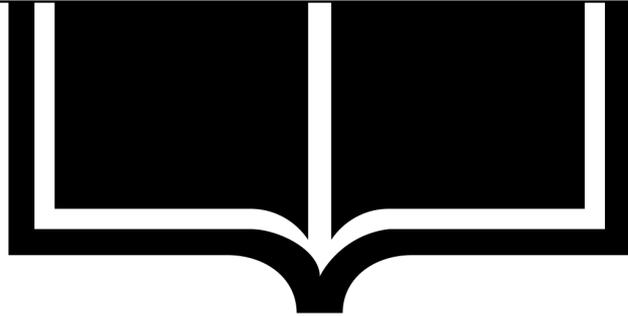
***But first...***







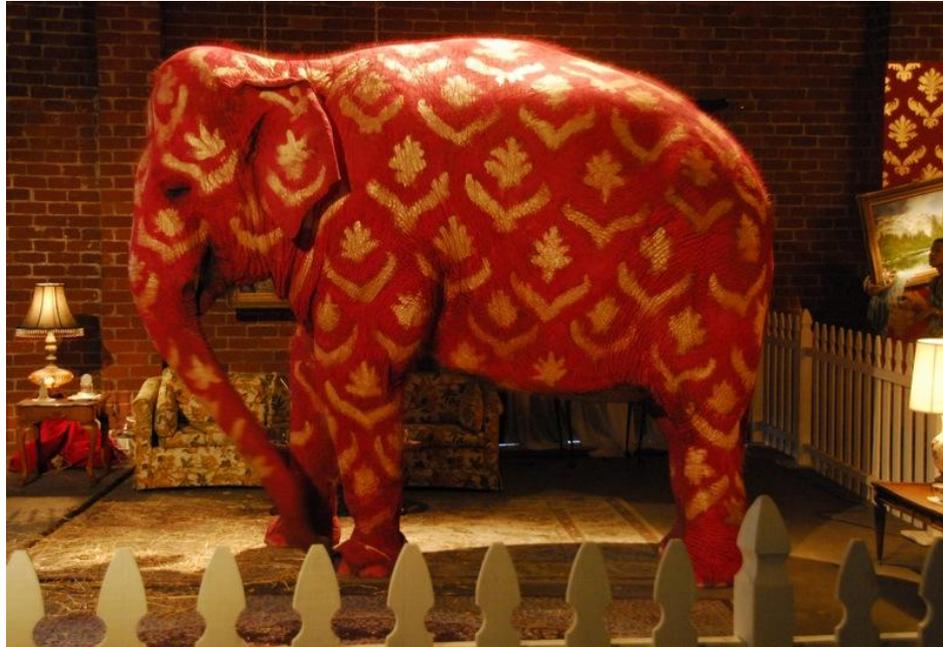
# Basic Principles



**The elephant in the room: one bite at a time.**



# The elephant in the room: one bite at a time.



By Bit Boy - Flickr: The Elephant in the Room, CC BY 2.0, <https://commons.wikimedia.org/w/index.php?curid=20972528>



# **The elephant in the room: one bite at a time.**

*"Whenever you do a transition, do the smallest thing that teaches you the most and do that over and over again."*

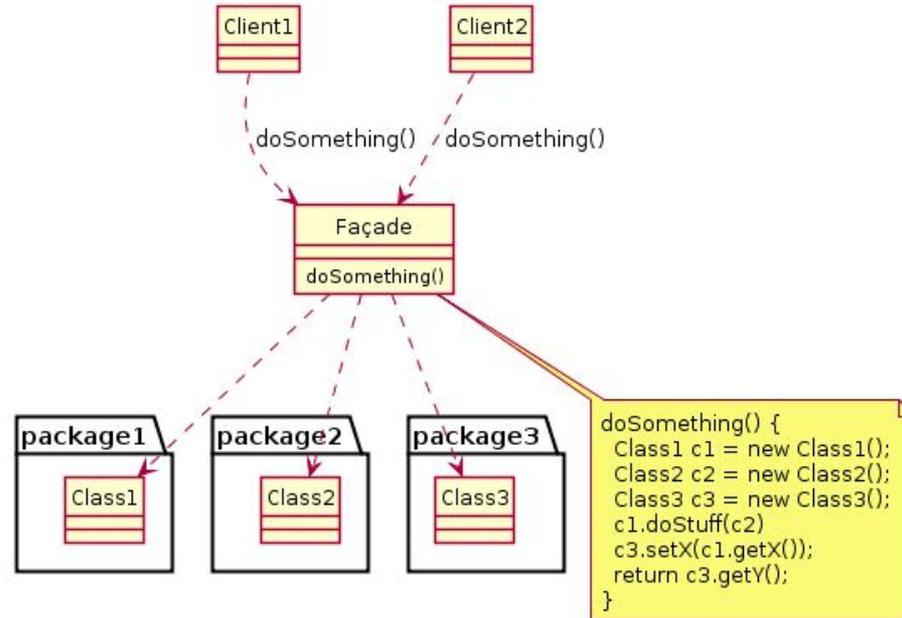
*-- Adrian Cockcroft, Netflix*



# **Employ facades, stranglers, and refactoring**



# Employ facades, stranglers, and refactoring



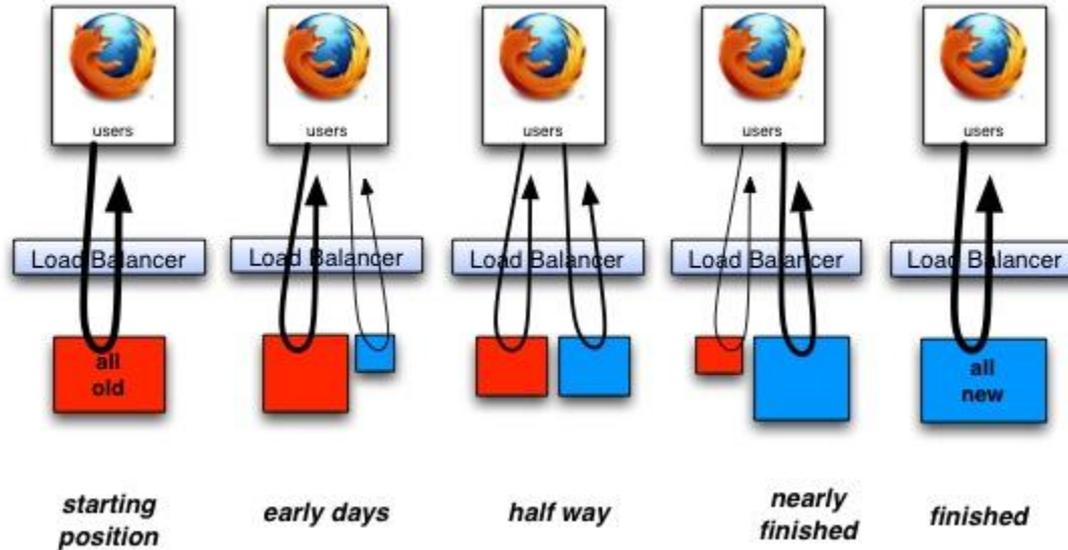
# Employ facades, stranglers, and refactoring

*"The **facade** design pattern is used to define a simplified interface to a more complex subsystem."*

*-- Richard Carr, BlackWasp*



# Employ facades, stranglers, and refactoring



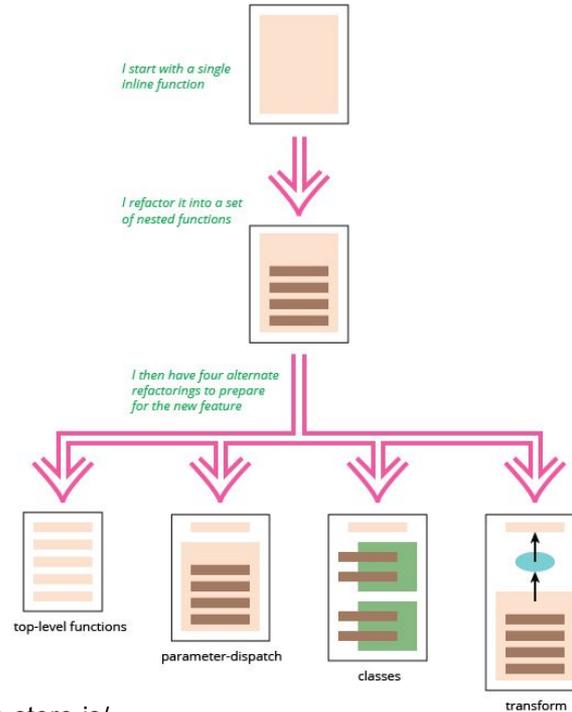
# Employ facades, stranglers, and refactoring

*"Strangulation of a legacy solution is a safe way to phase one thing out for something better."*

*-- Paul Hammant, Thoughtworks*



# Employ facades, stranglers, and refactoring



<https://martinfowler.com/articles/refactoring-video-store-js/>



# Employ facades, stranglers, and refactoring

*"When you **refactor** you are improving the design of the code after it has been written."*

*-- Martin Fowler, Thoughtworks*



**APIs are forever, code is not.**



# APIs are forever, code is not.

## Not Found

The requested URL /oldpage.html was not found on this server.

---

*Apache/2.2.3 (CentOS) Server at www.example.com Port 80*



# APIs are forever, code is not.

*"We knew that designing APIs was a very important task as we'd only have one chance to get it right."*

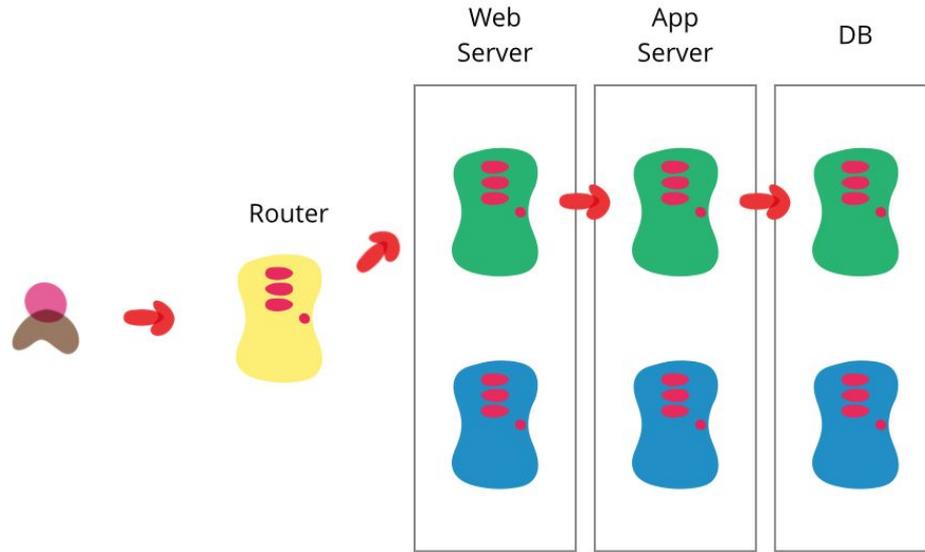
*-- Werner Vogels, Amazon*



# **Continuous change and instant reversibility**



# Continuous change and instant reversibility



<https://martinfowler.com/bliki/BlueGreenDeployment.html>



# Continuous change and instant reversibility

*"Blue-green deployment gives you a rapid way to rollback - if anything goes wrong."*

*-- Martin Fowler, Thoughtworks*

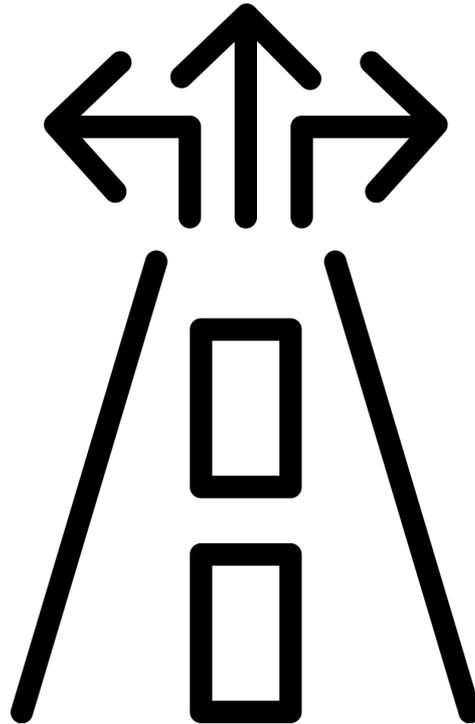


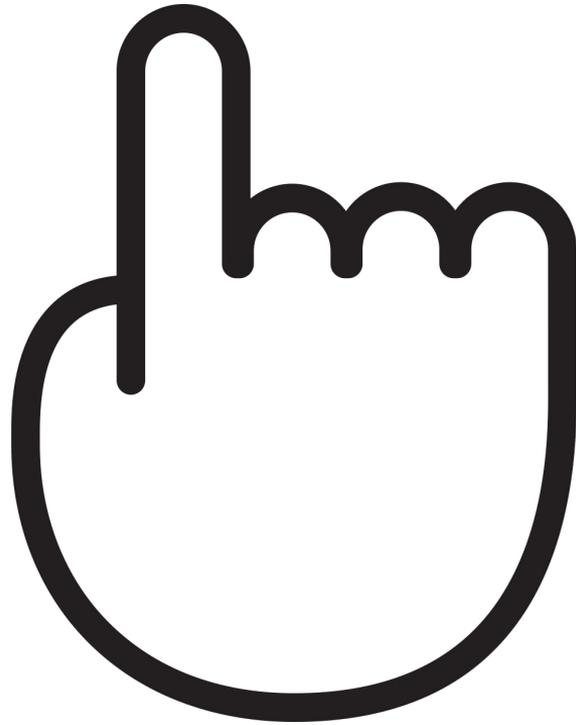
# Basic Principles

- Take one bite at a time.
- Employ facades, stranglers, and refactoring
- APIs are forever, code is not
- Continuous change and instant reversibility



***So, what's the roadmap?***



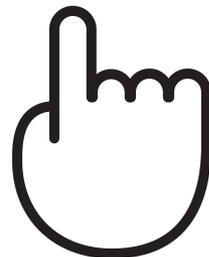


A hand cursor icon, consisting of a thick black outline of a hand with the index finger pointing upwards, is centered on the page. A horizontal grey bar with a thin black border is positioned across the middle of the hand, partially obscuring it. The text "Step 1: Stabilize the Interface" is written in white, bold, sans-serif font on the grey bar.

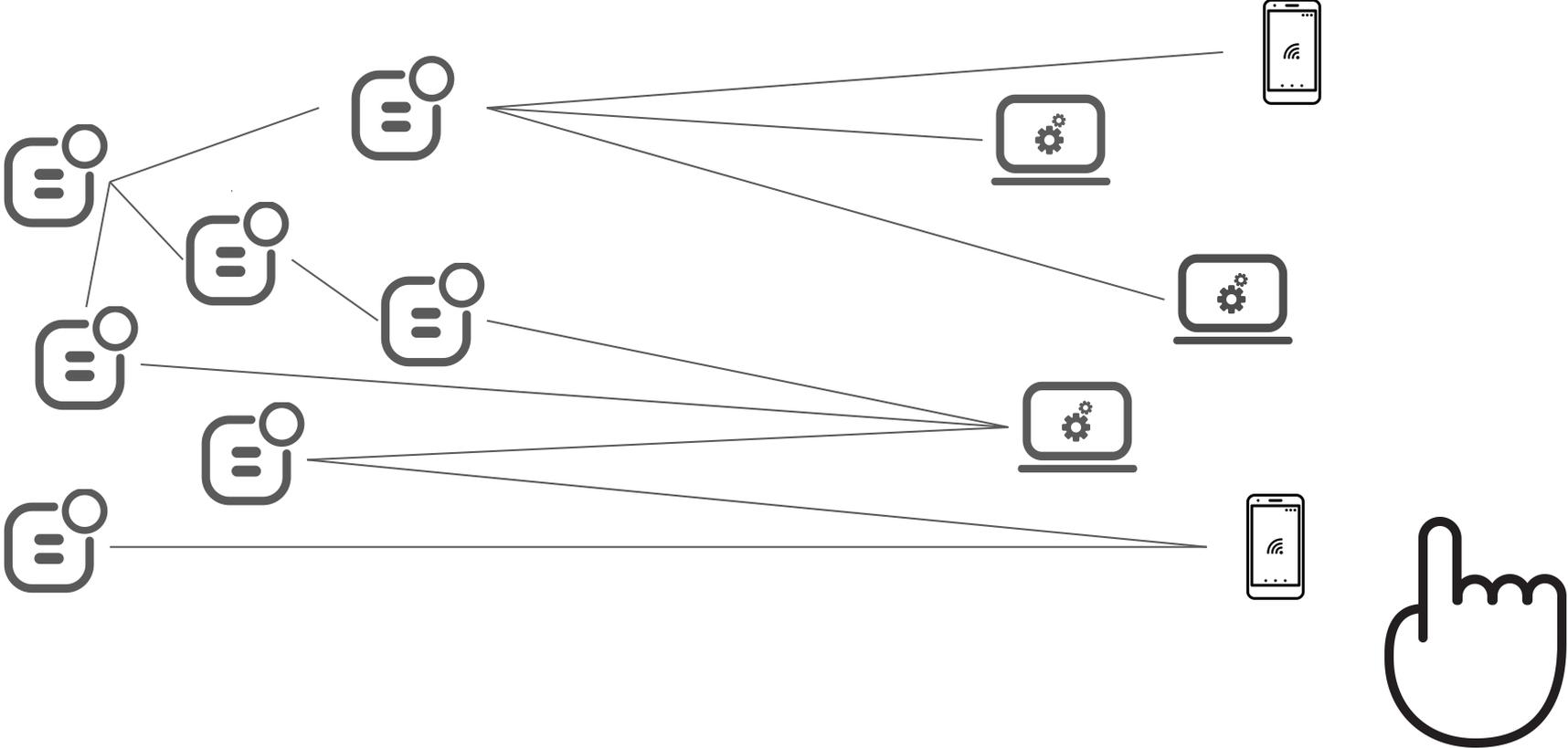
**Step 1: Stabilize the Interface**

*Step 1: Stabilize the Interface*

**All API consumers talk to a proxy**

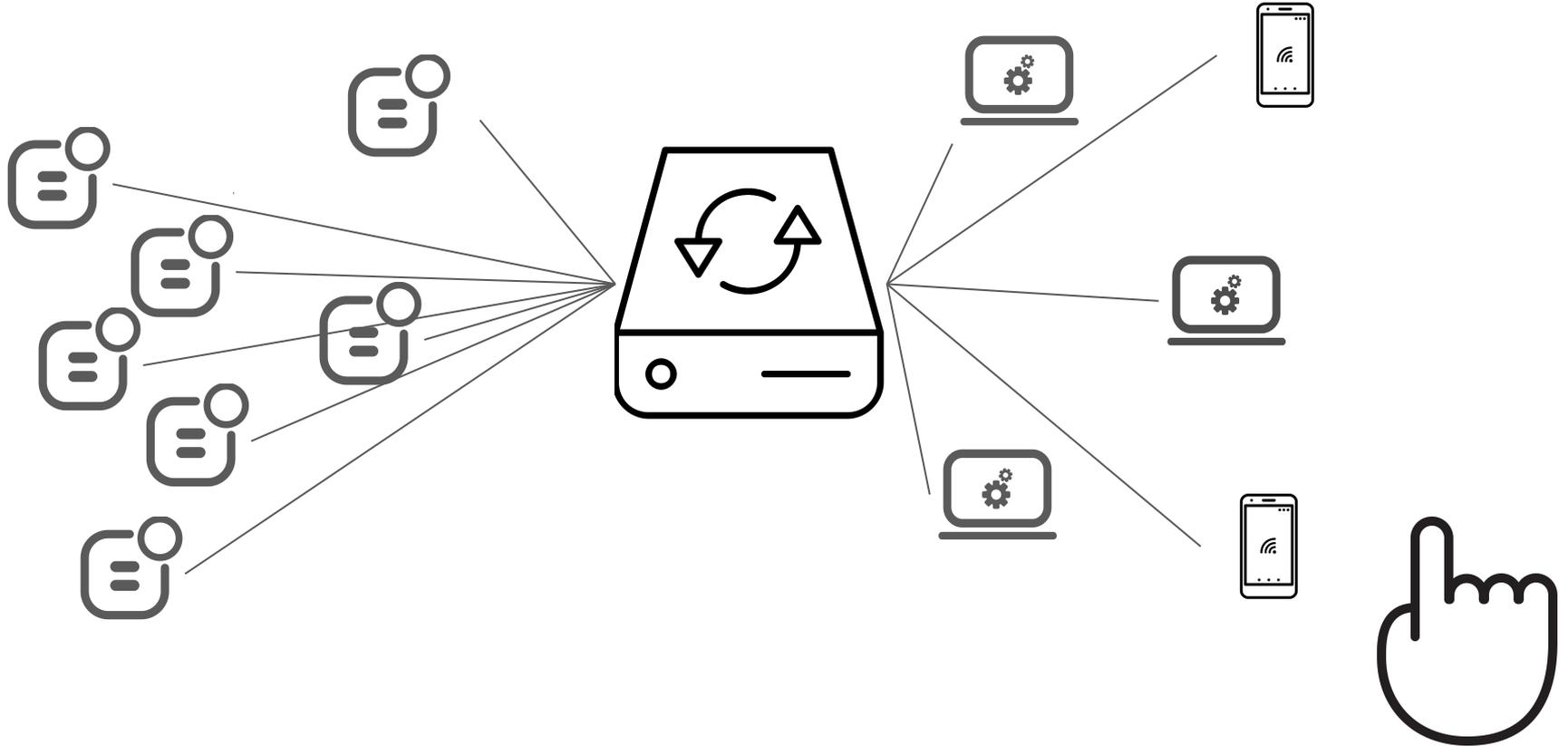


# All API consumers talk to a proxy



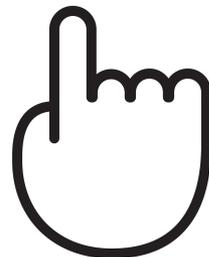
*Step 1: Stabilize the Interface*

# All API consumers talk to a proxy



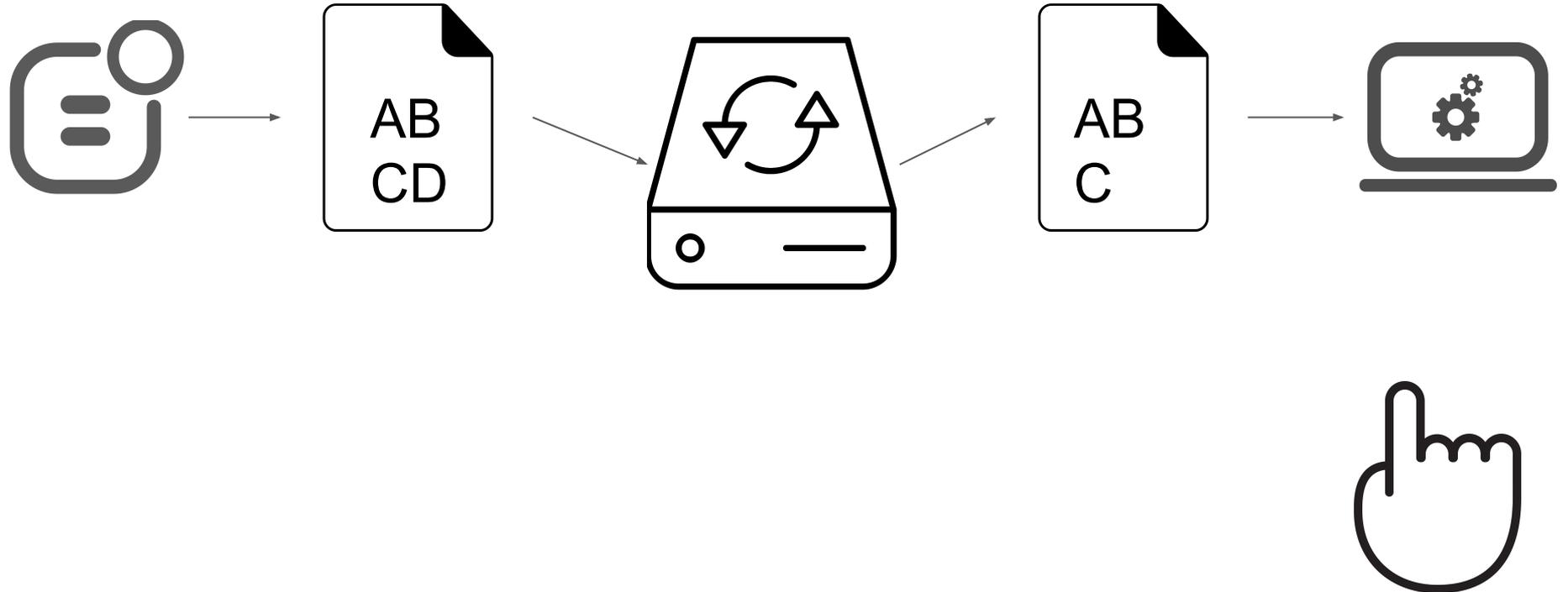
*Step 1: Stabilize the Interface*

**The stabilizer proxy is be pass-through only**



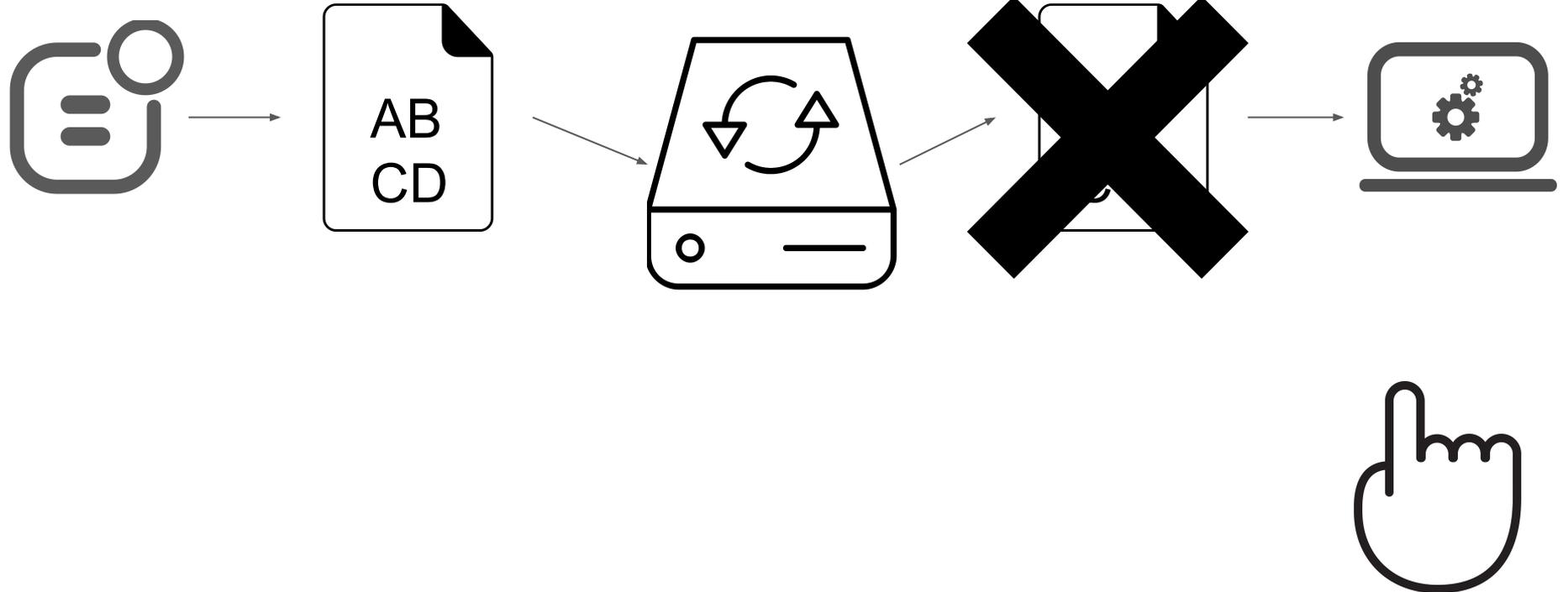
*Step 1: Stabilize the Interface*

**The stabilizer proxy is be pass-through only**



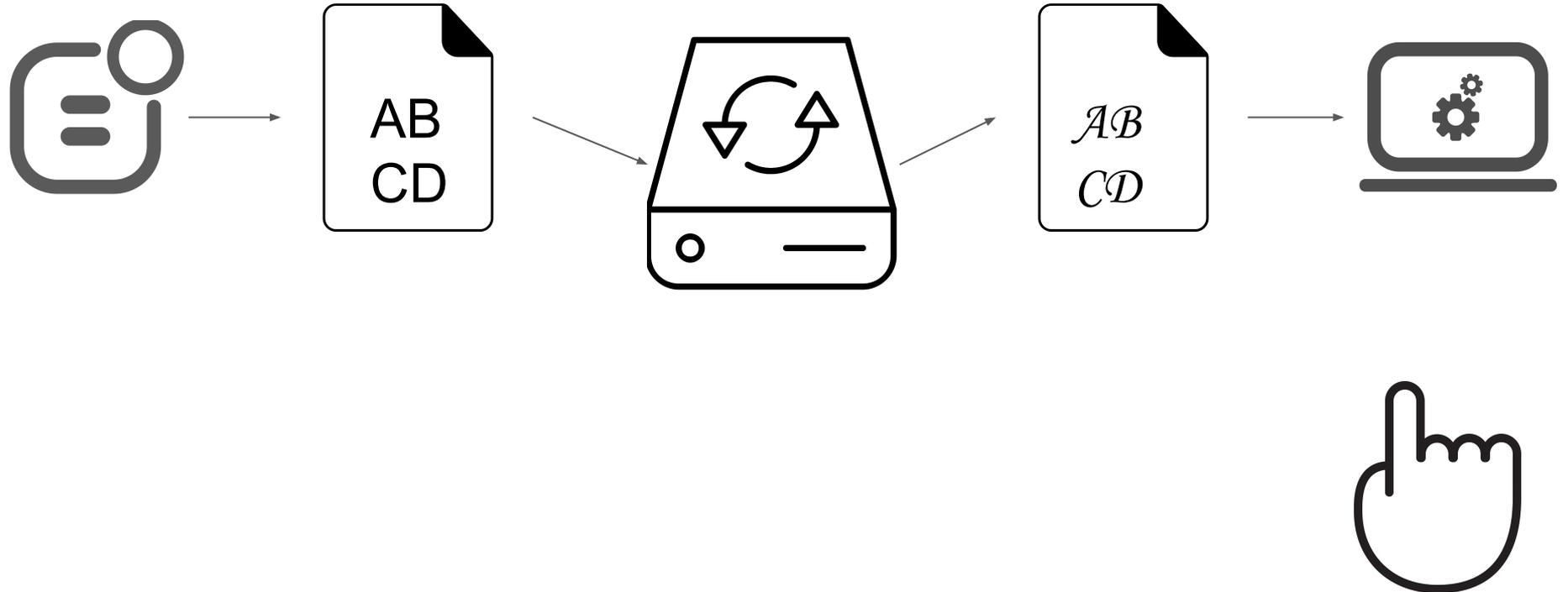
*Step 1: Stabilize the Interface*

**The stabilizer proxy is be pass-through only**



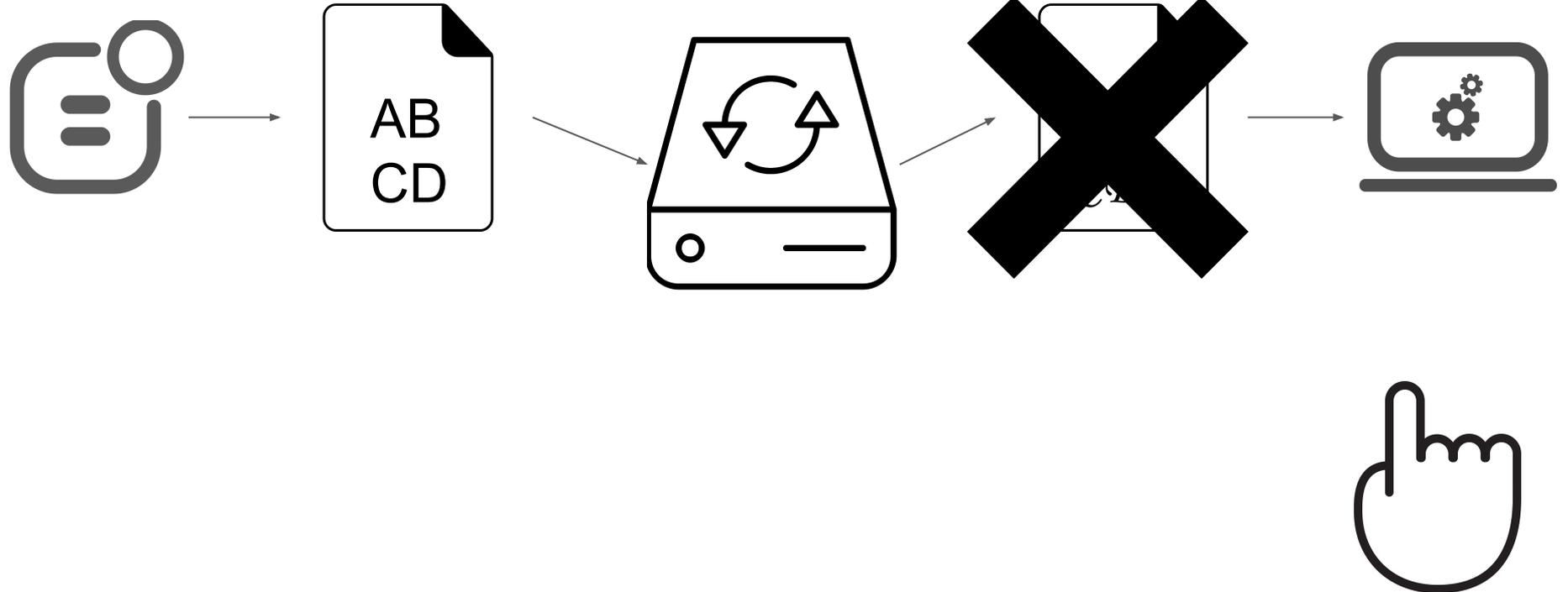
*Step 1: Stabilize the Interface*

**The stabilizer proxy is be pass-through only**



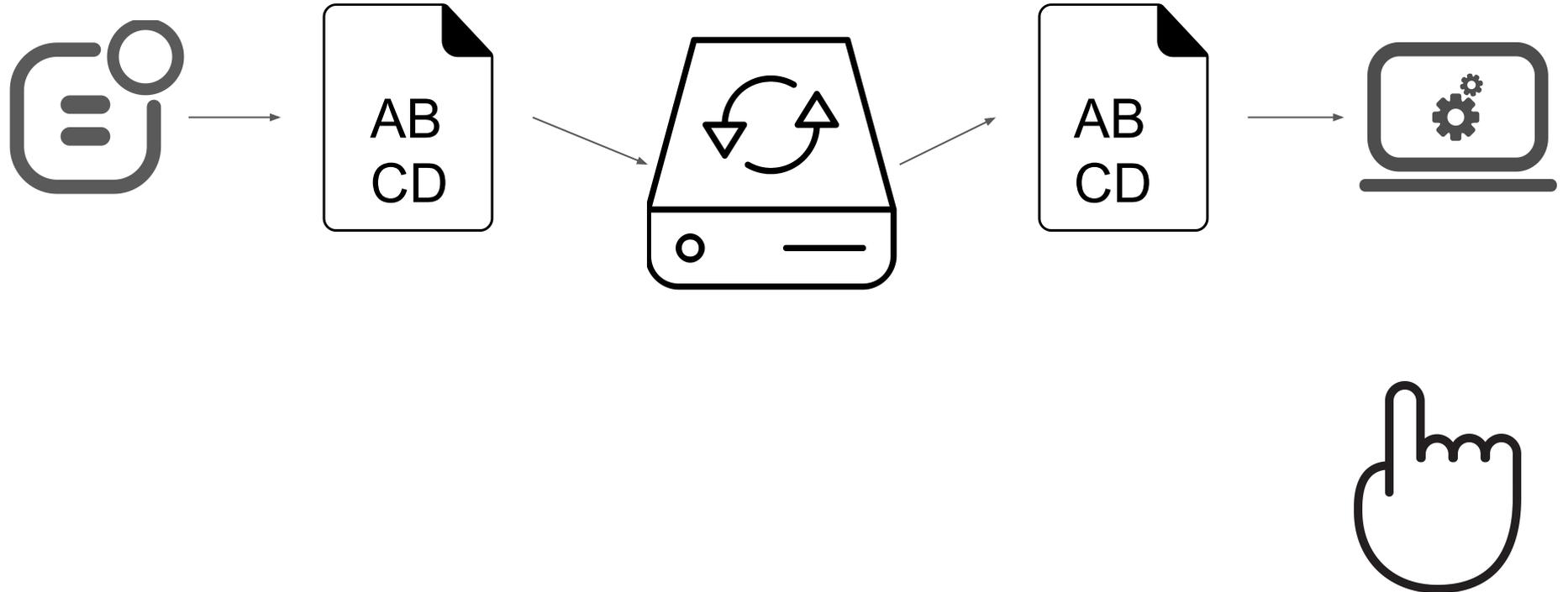
*Step 1: Stabilize the Interface*

**The stabilizer proxy is be pass-through only**



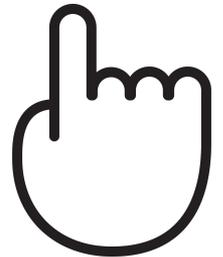
*Step 1: Stabilize the Interface*

**The stabilizer proxy is be pass-through only**



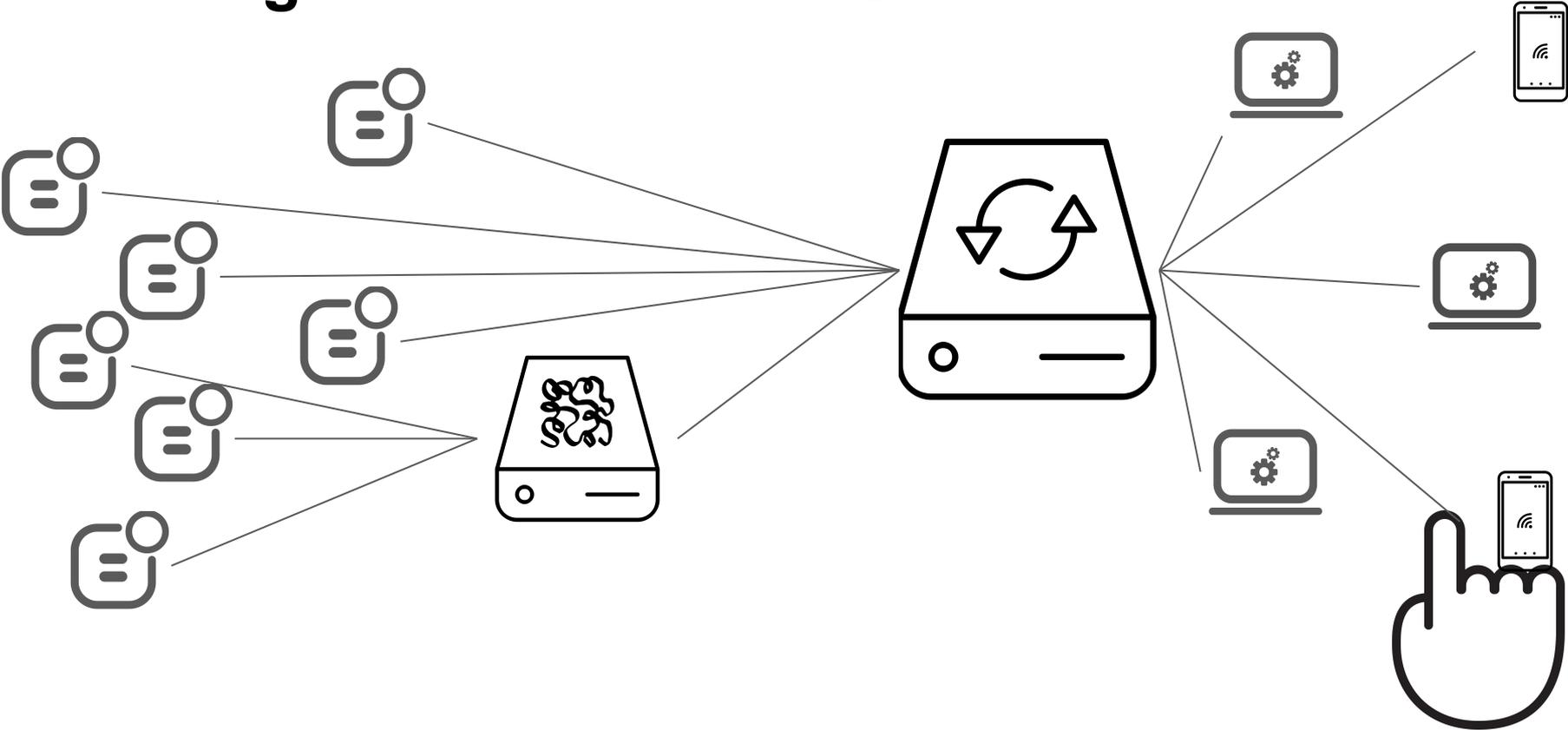
*Step 1: Stabilize the Interface*

# **ESBs, external services go behind the Stabilizer**



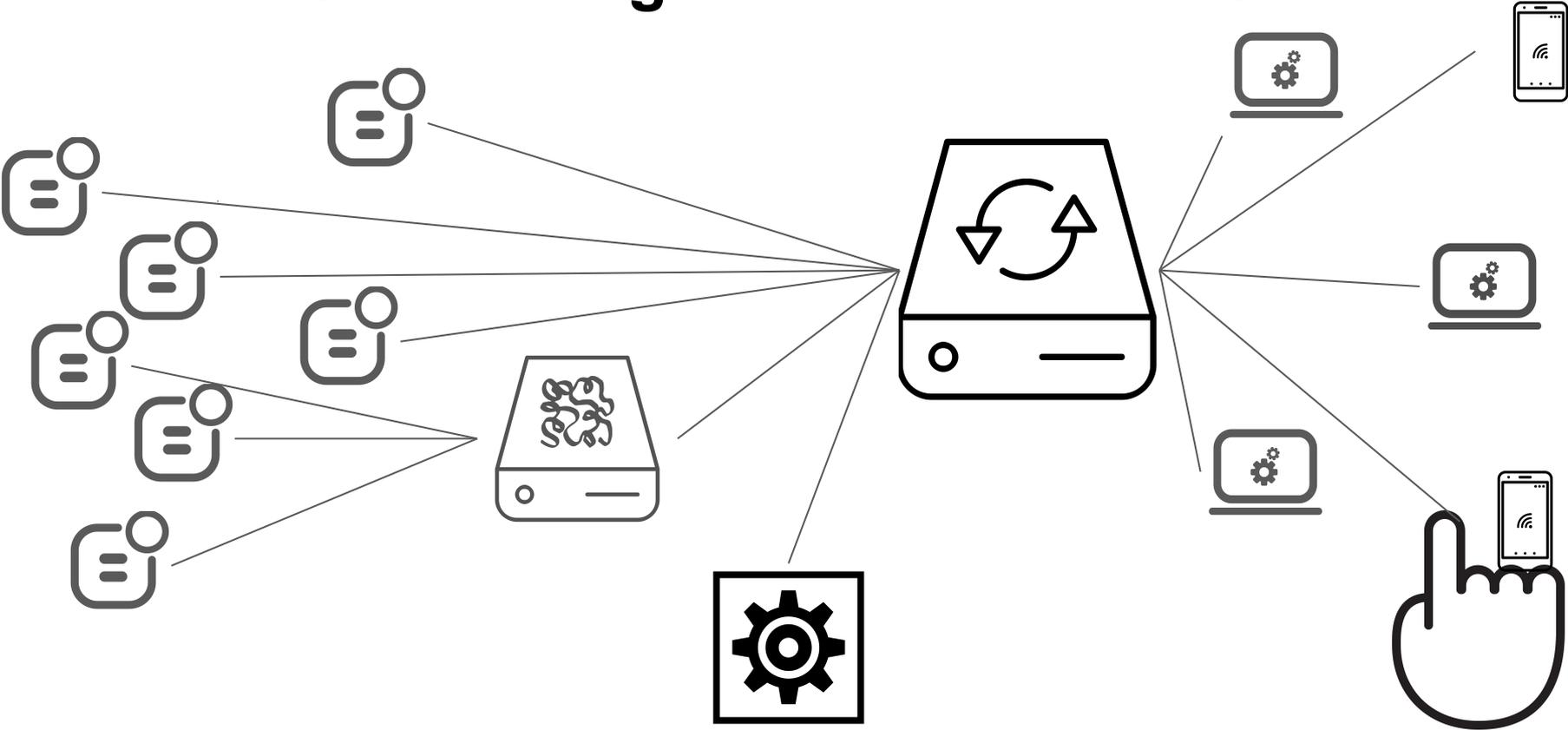
*Step 1: Stabilize the Interface*

# ESBs go behind the Stabilizer



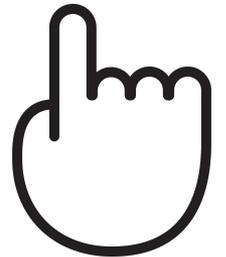
*Step 1: Stabilize the Interface*

# External services go behind the Stabilizer

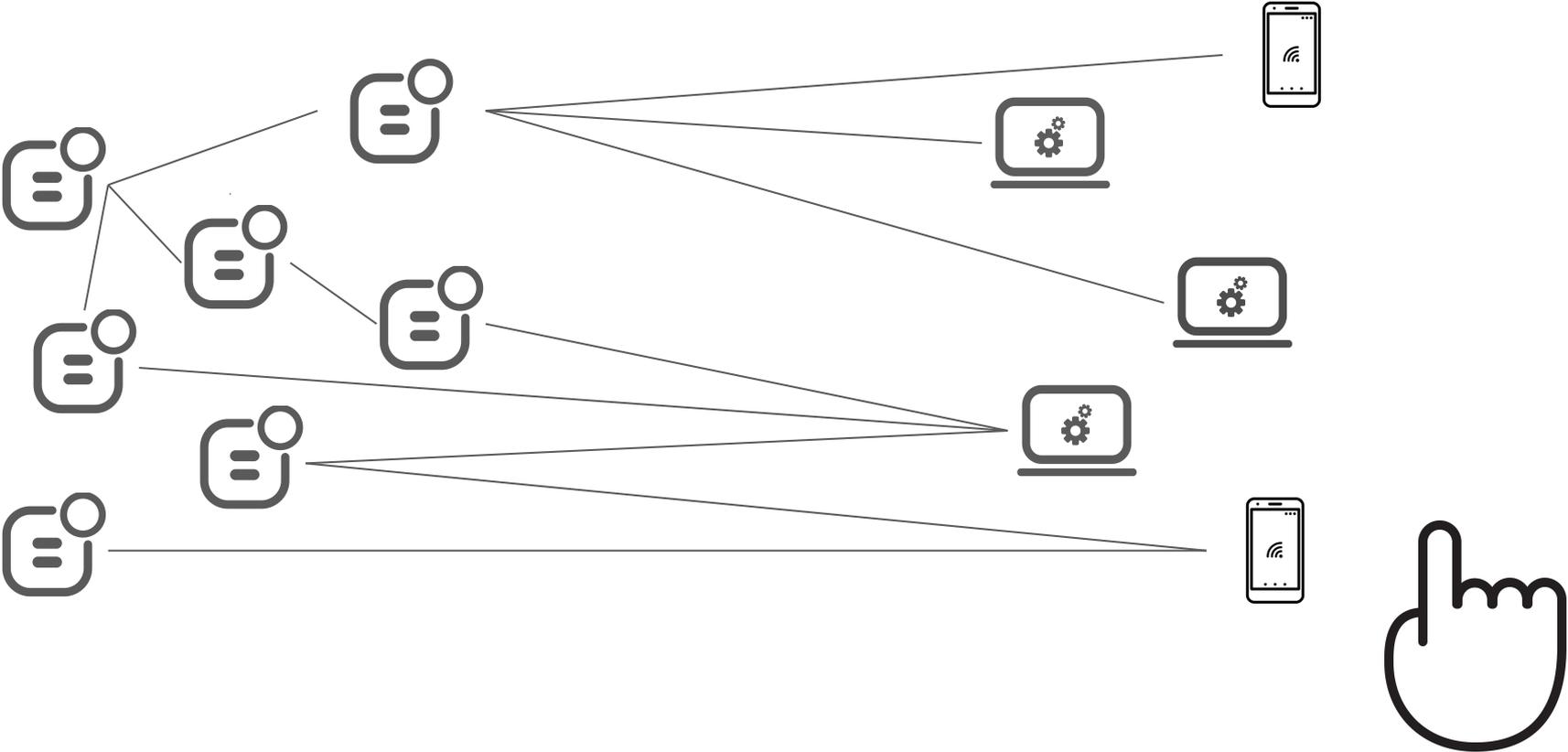


*Step 1: Stabilize the Interface*

# "Proxy Marching"

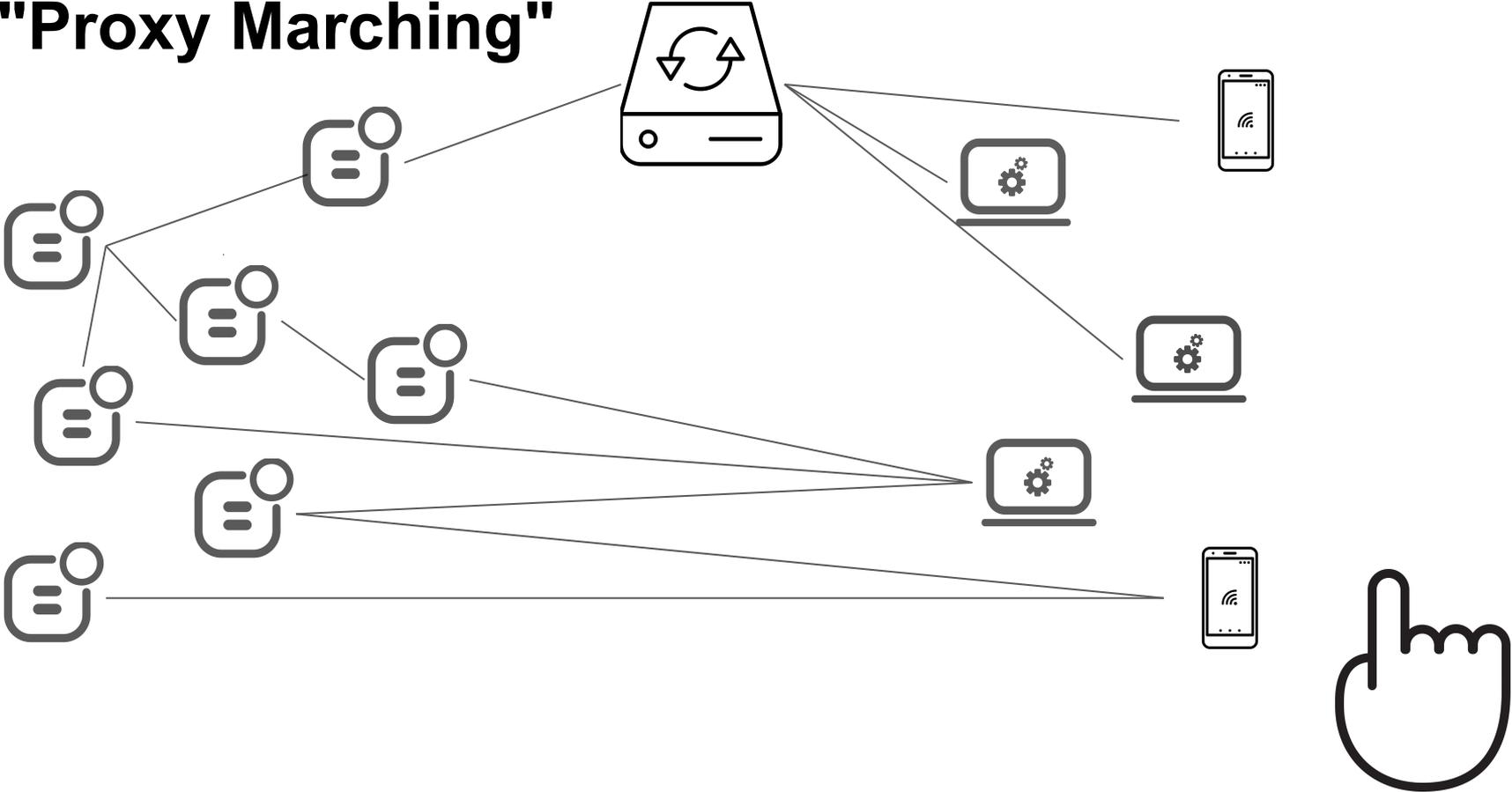


# "Proxy Marching"



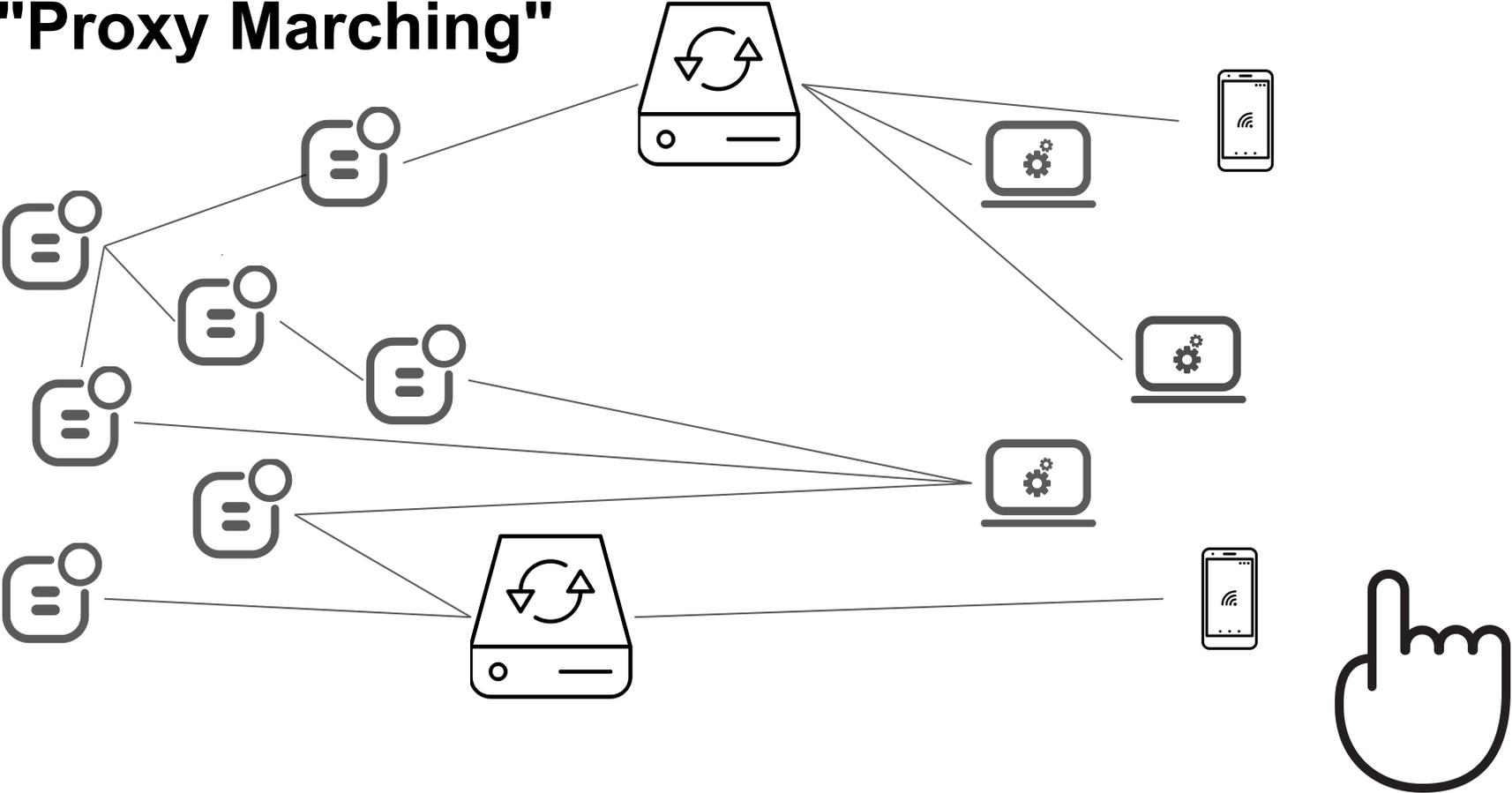
*Step 1: Stabilize the Interface*

# "Proxy Marching"



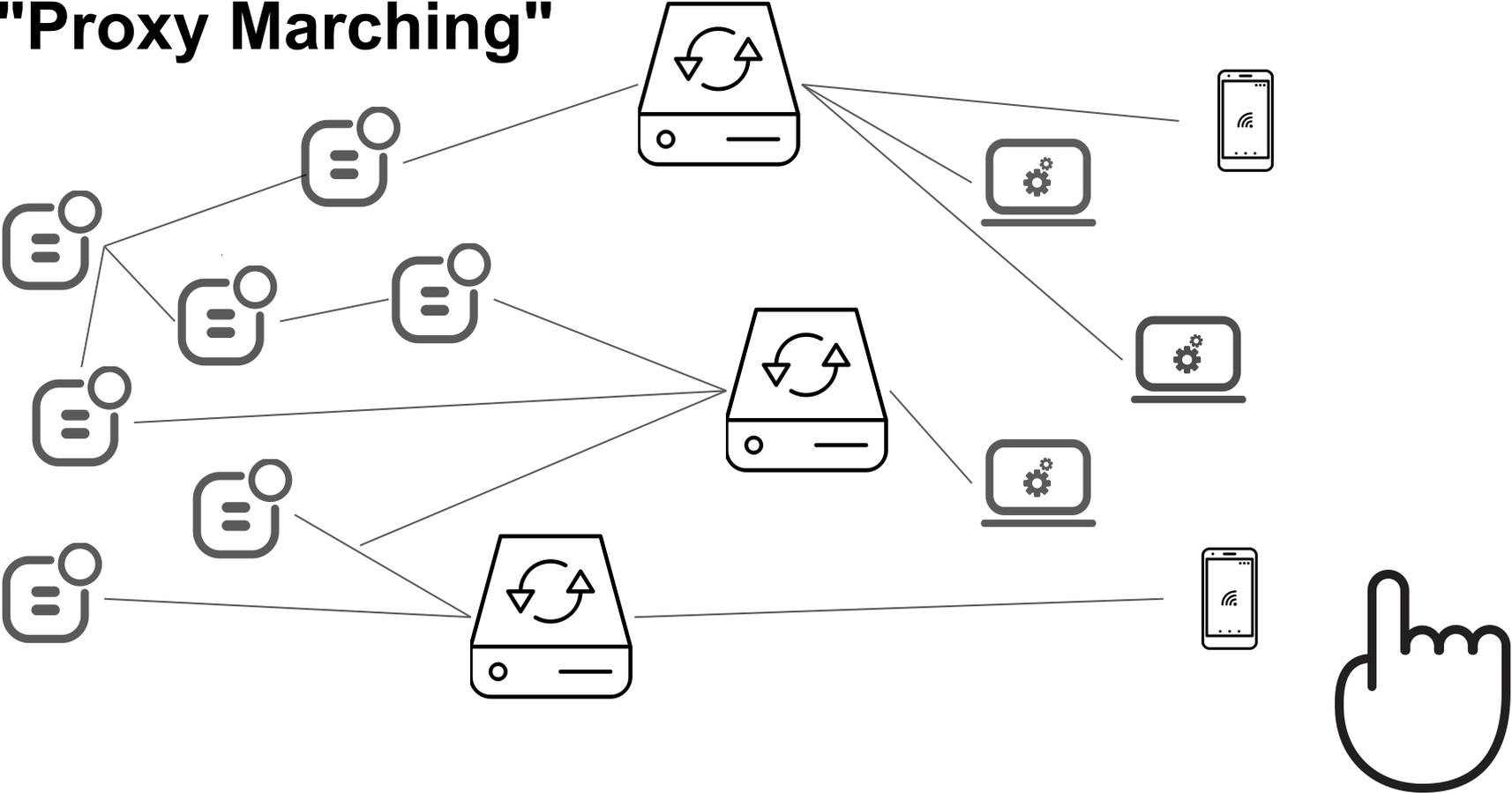
*Step 1: Stabilize the Interface*

# "Proxy Marching"



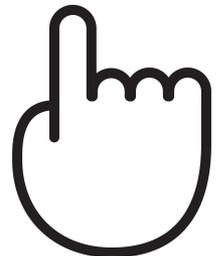
*Step 1: Stabilize the Interface*

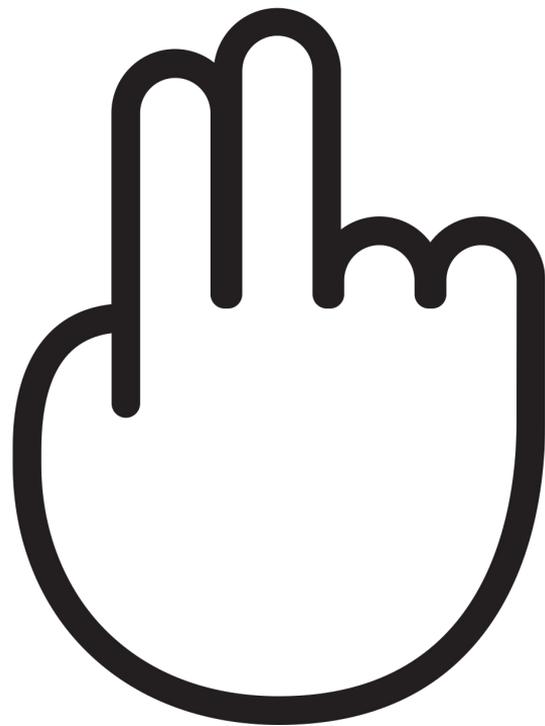
# "Proxy Marching"



## **Stabilize the Interface**

- All API consumers talk to a proxy
- The proxy **MUST** be pass-through only
- Keep ESBs & external services *behind* the proxy
- Employ a "Proxy March"



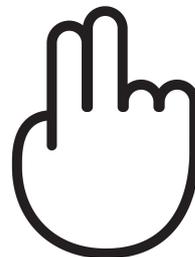




**Step 2: Transform the Implementation**

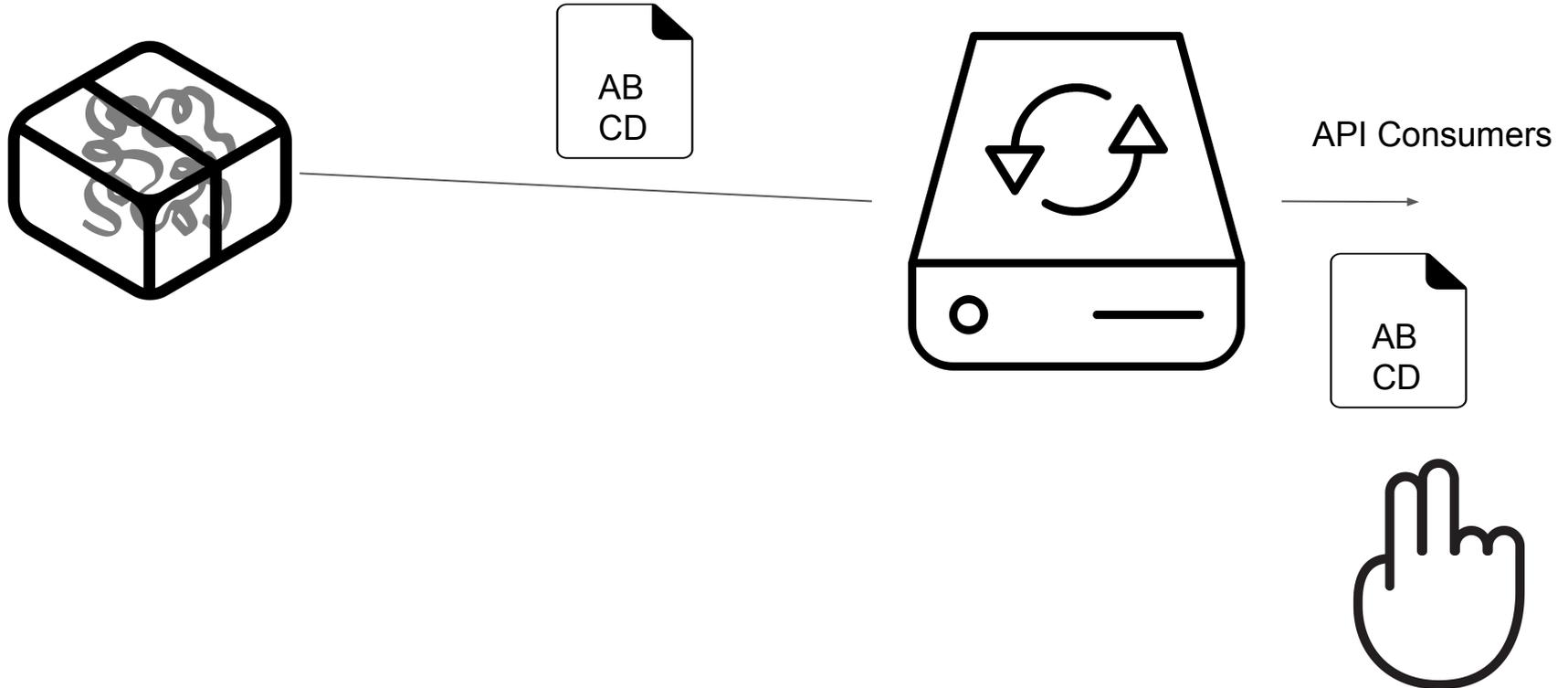
*Step 2: Transform the Implementation*

# **Refactor existing components**



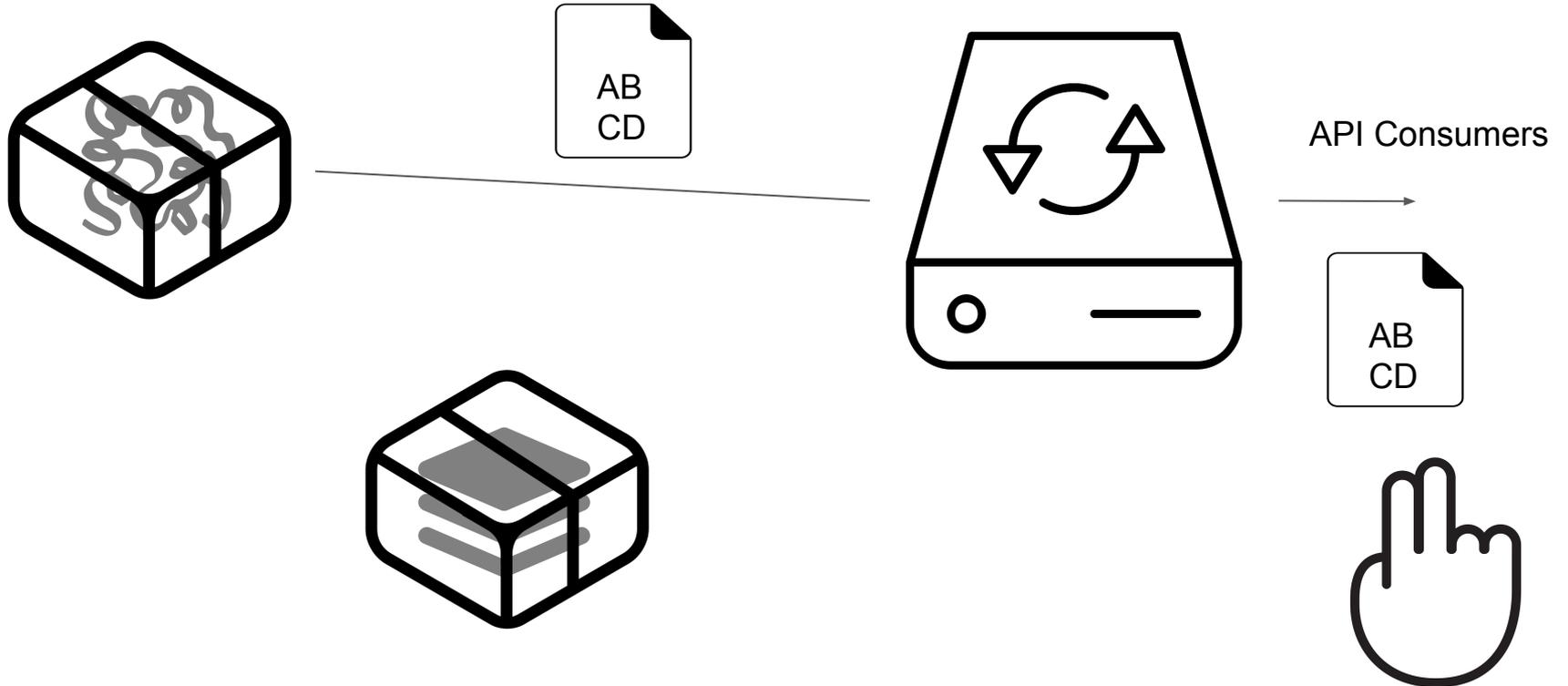
*Step 2: Transform the Implementation*

# Refactor existing components



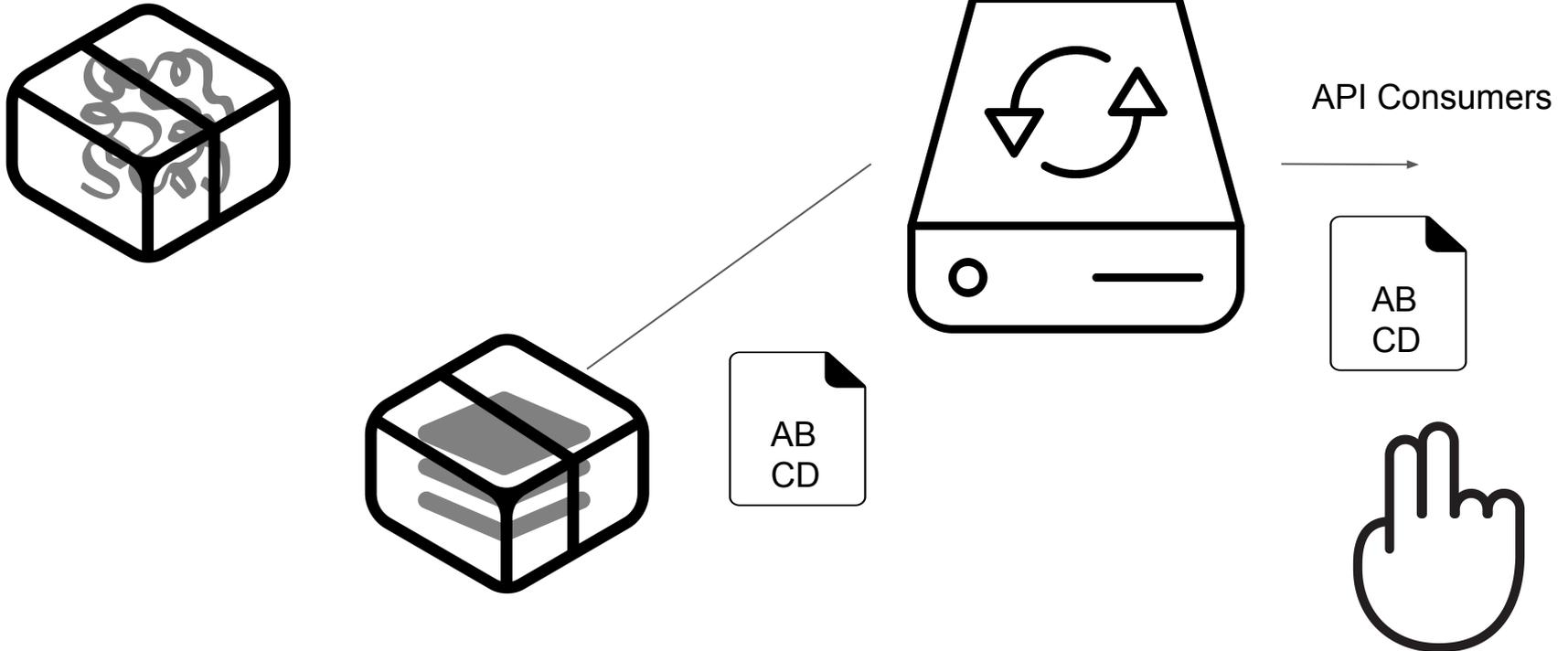
*Step 2: Transform the Implementation*

# Refactor existing components



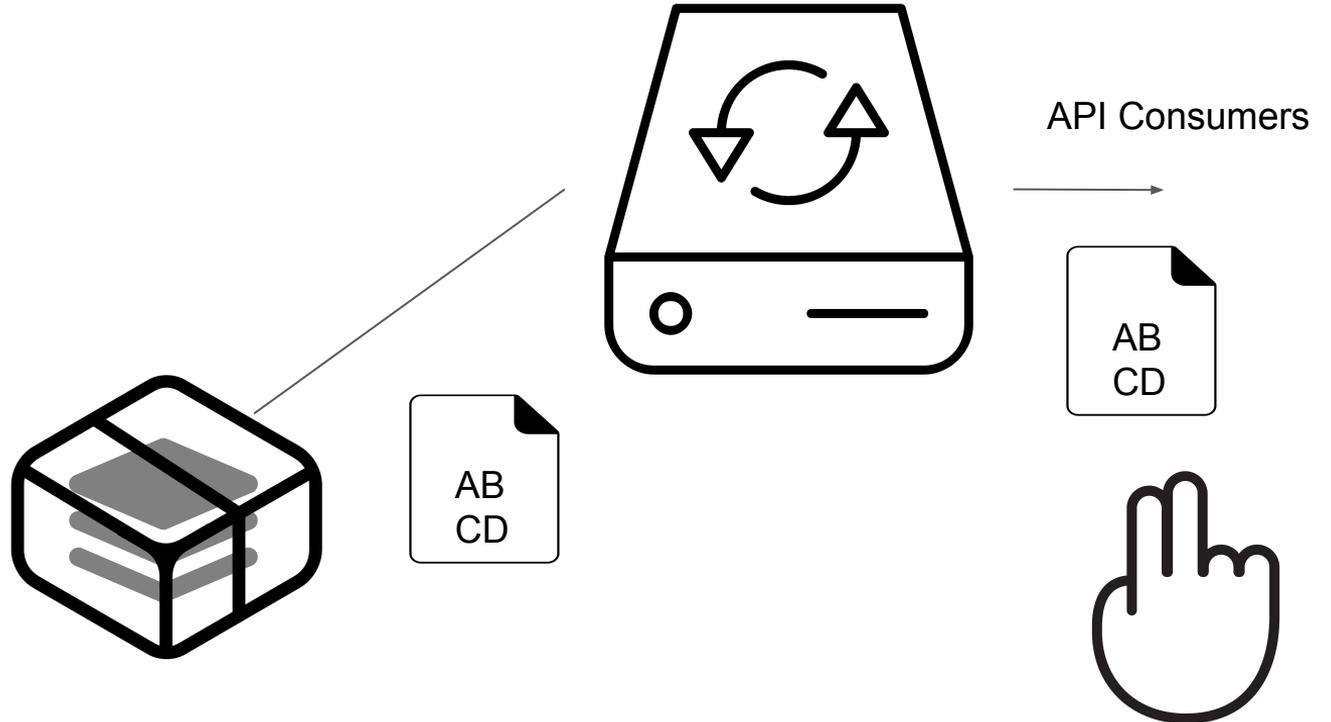
*Step 2: Transform the Implementation*

# Refactor existing components



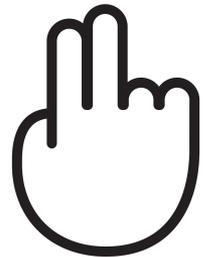
*Step 2: Transform the Implementation*

# Refactor existing components



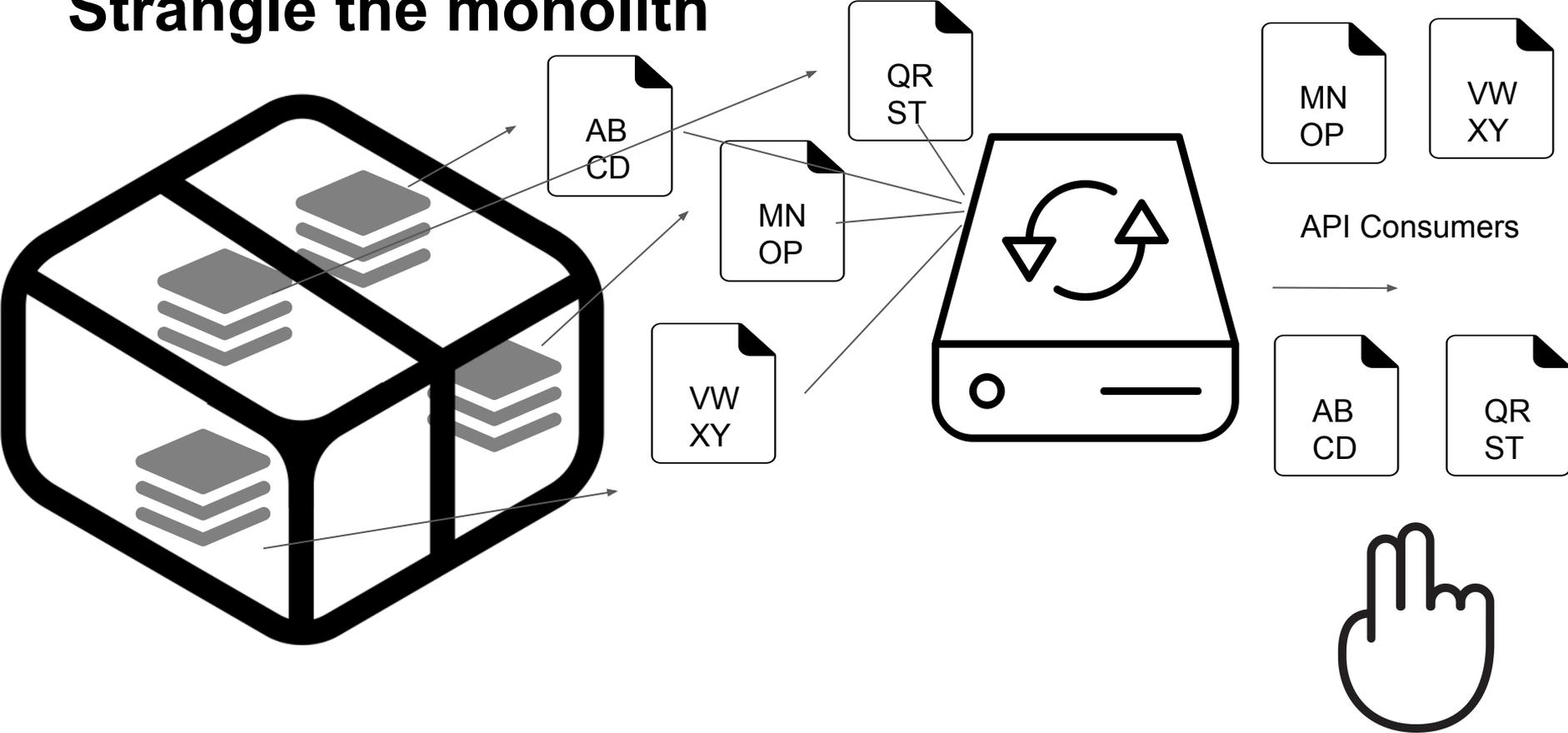
*Step 2: Transform the Implementation*

# **Strangle the monolith**



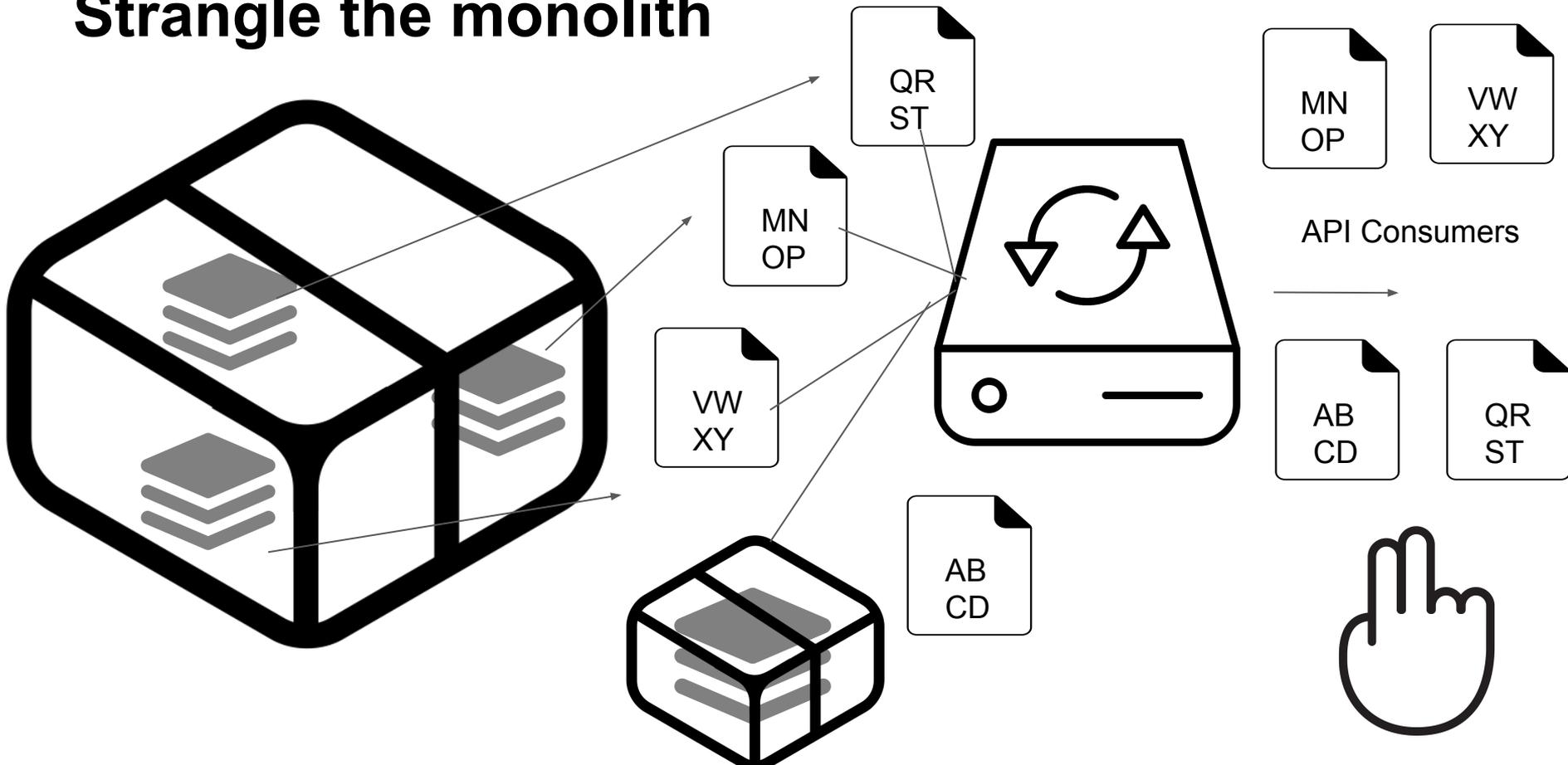
*Step 2: Transform the Implementation*

# Strangle the monolith



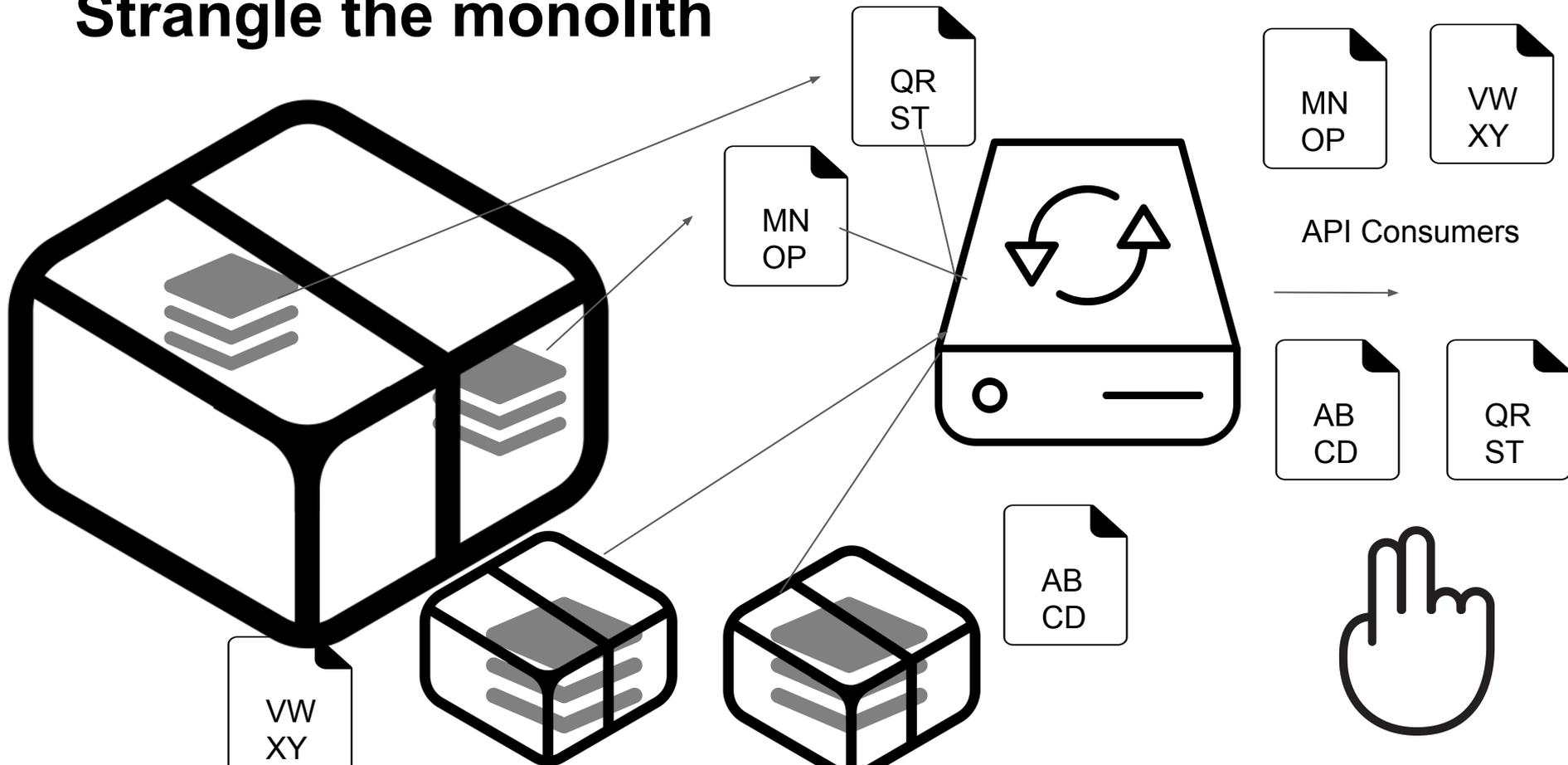
## Step 2: Transform the Implementation

# Strangle the monolith



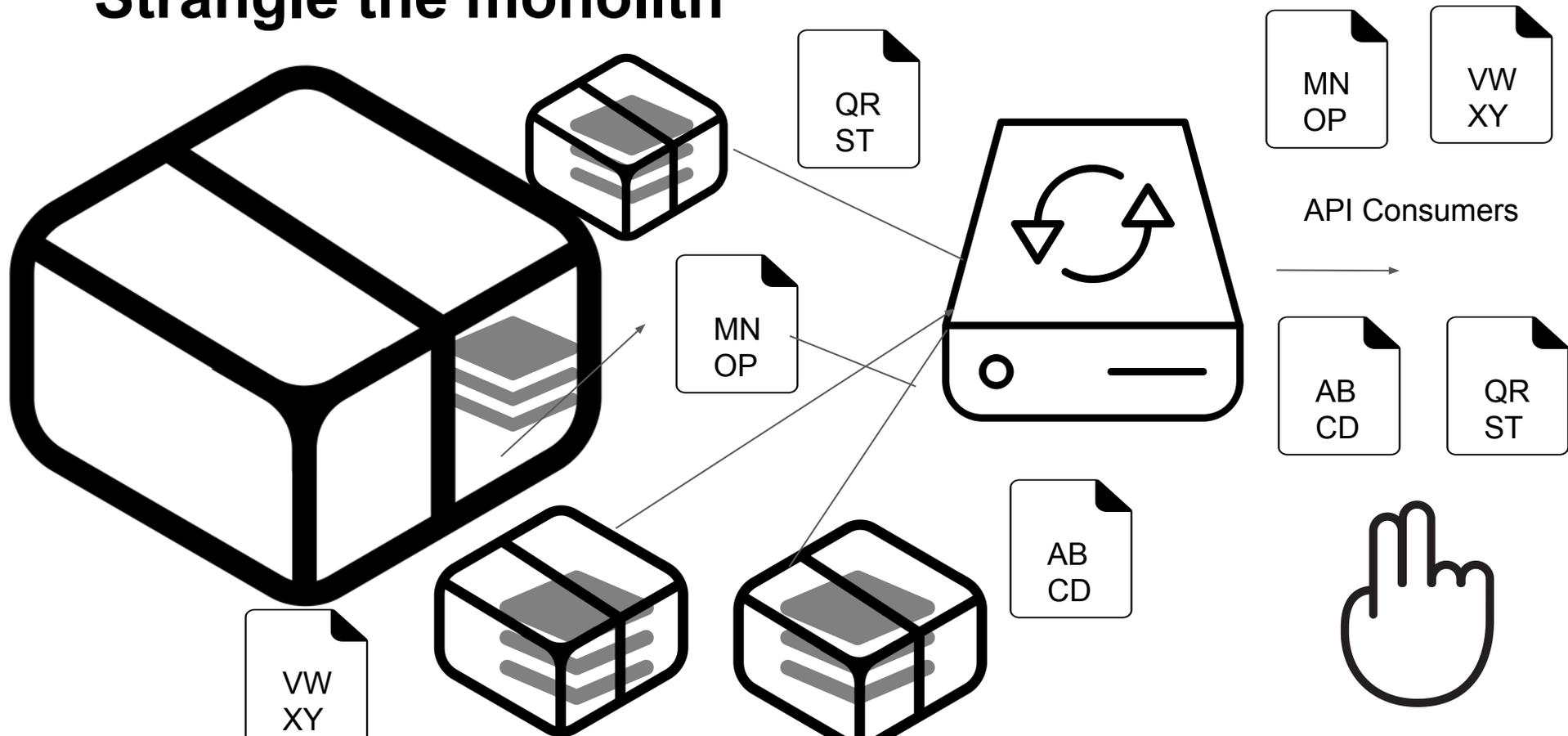
## Step 2: Transform the Implementation

# Strangle the monolith



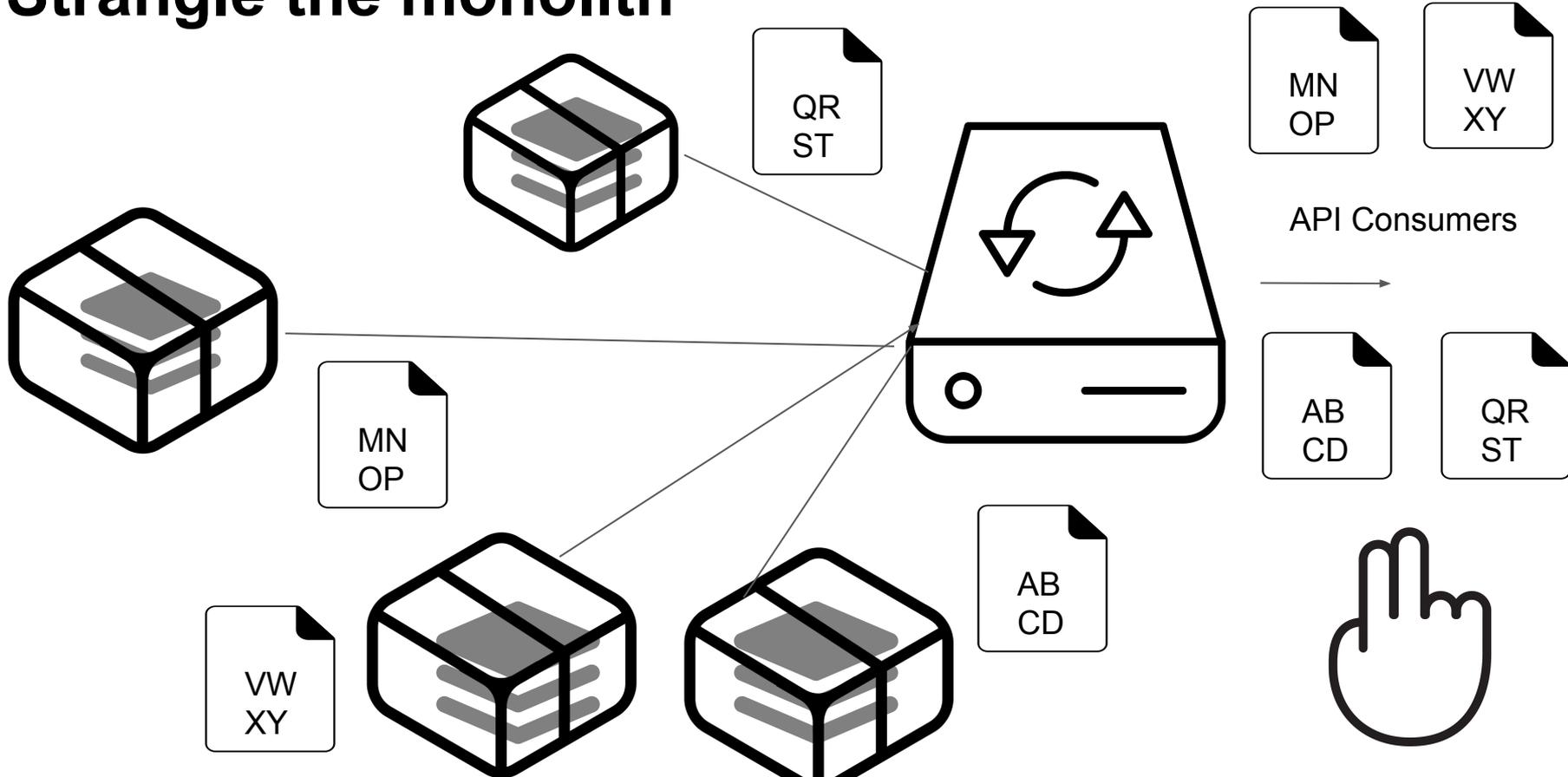
## Step 2: Transform the Implementation

# Strangle the monolith



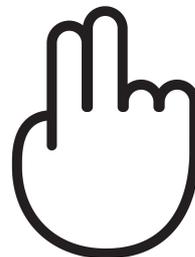
## Step 2: Transform the Implementation

# Strangle the monolith



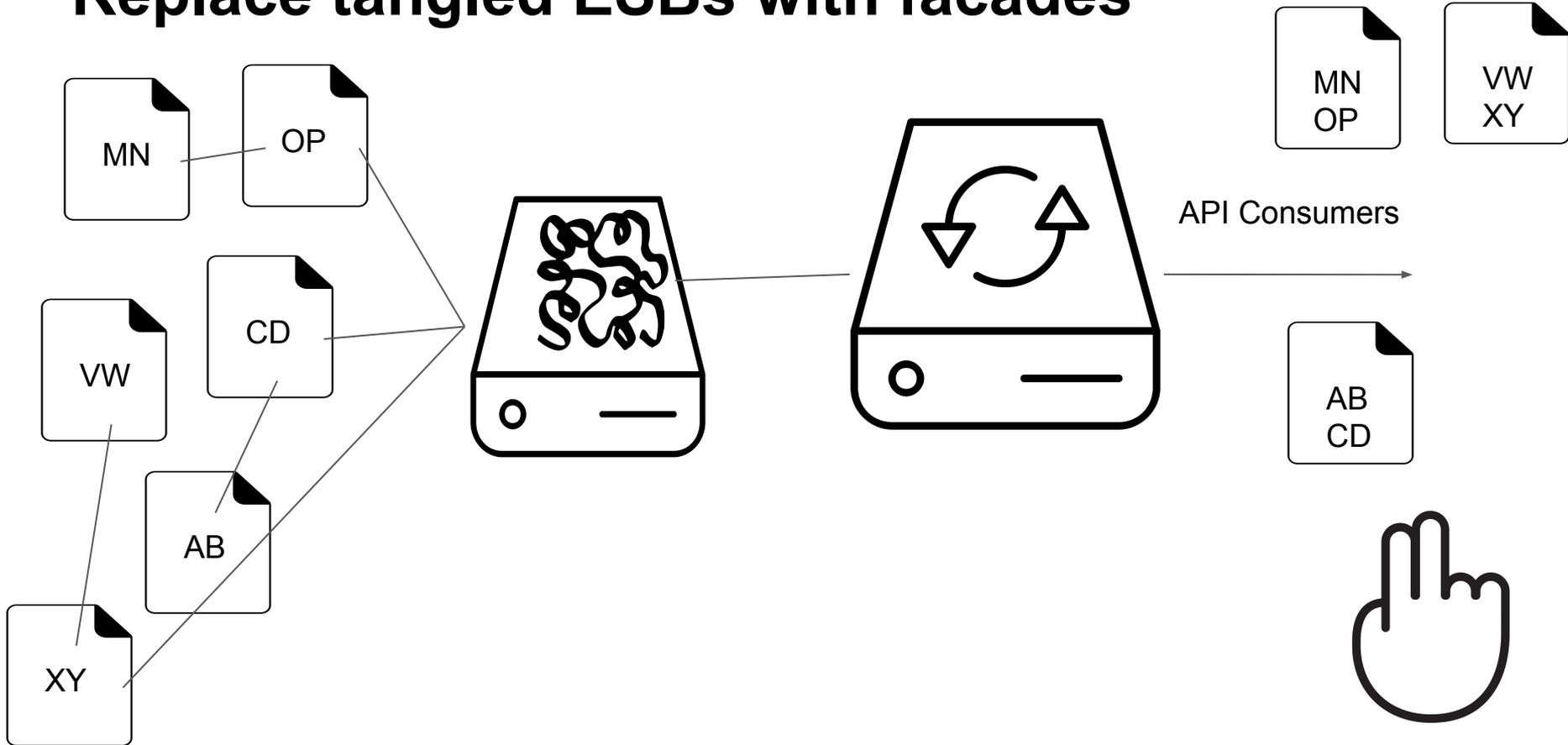
*Step 2: Transform the Implementation*

## **Replace tangled ESBs with facades**



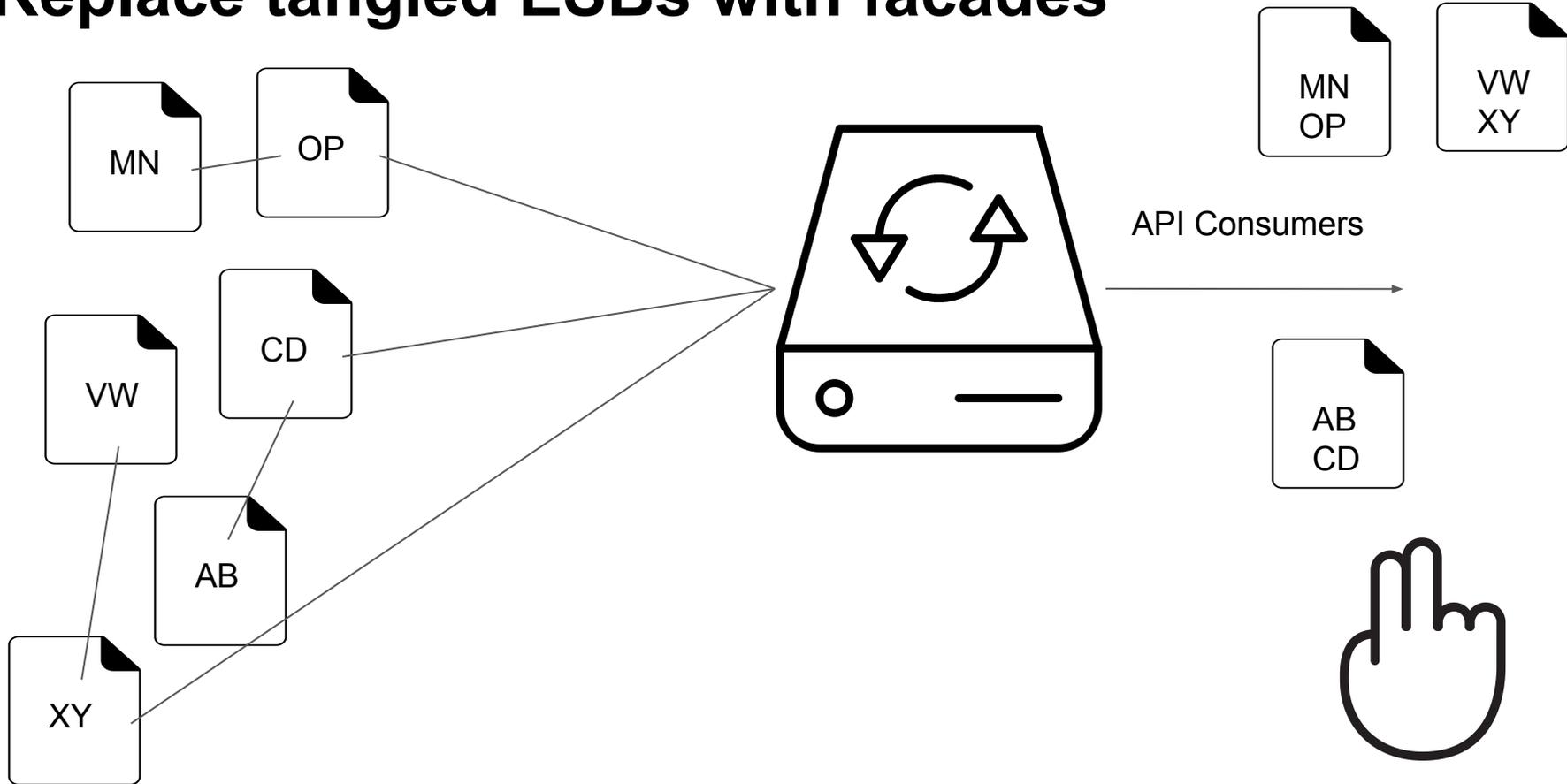
*Step 2: Transform the Implementation*

# Replace tangled ESBs with facades



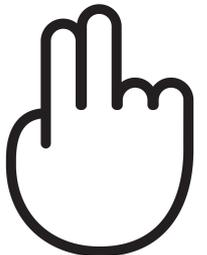
*Step 2: Transform the Implementation*

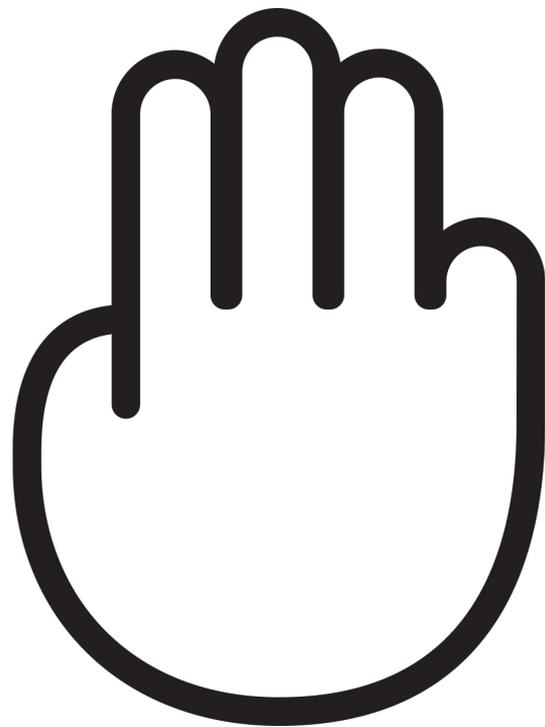
# Replace tangled ESBs with facades

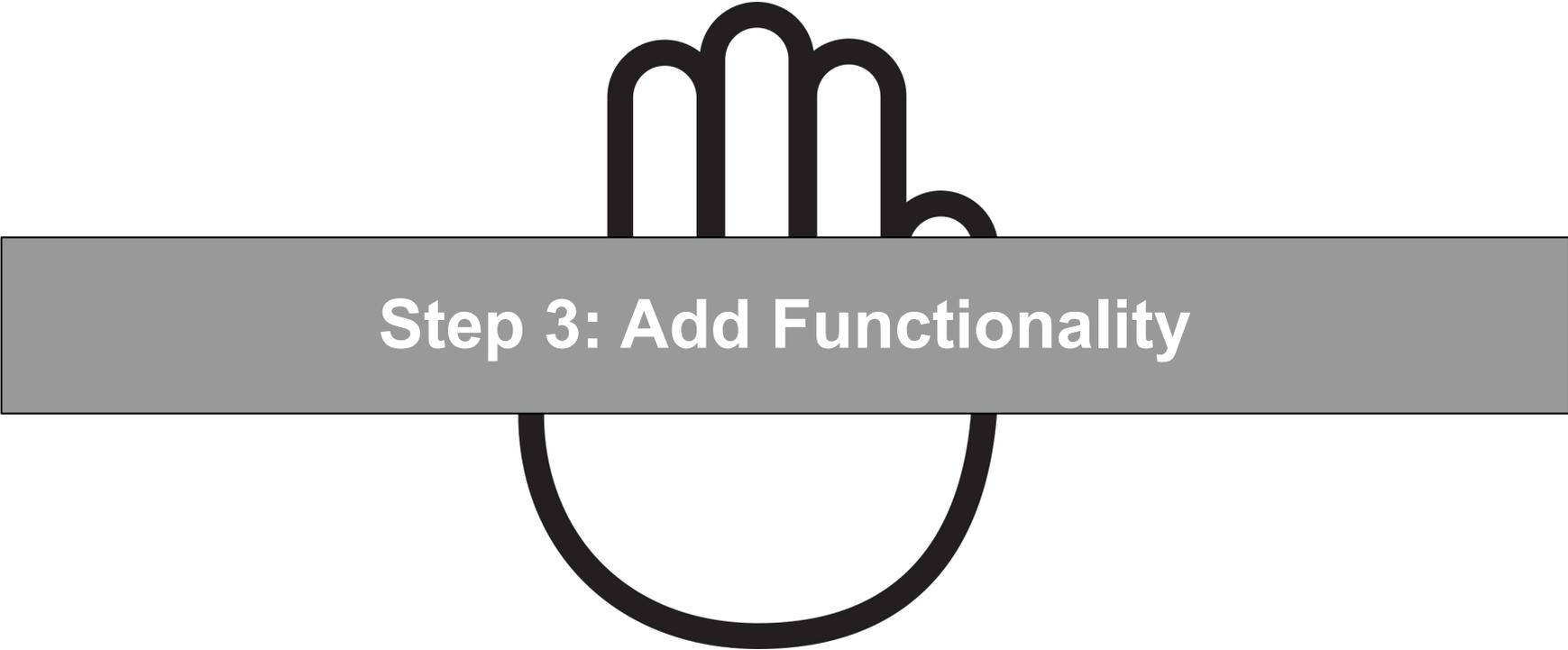


# **Transform the Implementation**

- Refactor existing components
- Strangle the monolith
- Replace tangled ESBs



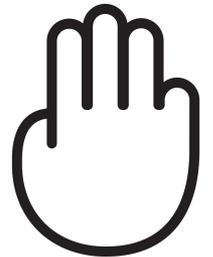


A stylized black outline of a hand with fingers spread, positioned behind a horizontal grey bar. The bar is centered and contains the text 'Step 3: Add Functionality' in white. The hand's palm is visible below the bar, and its fingers are visible above it.

**Step 3: Add Functionality**

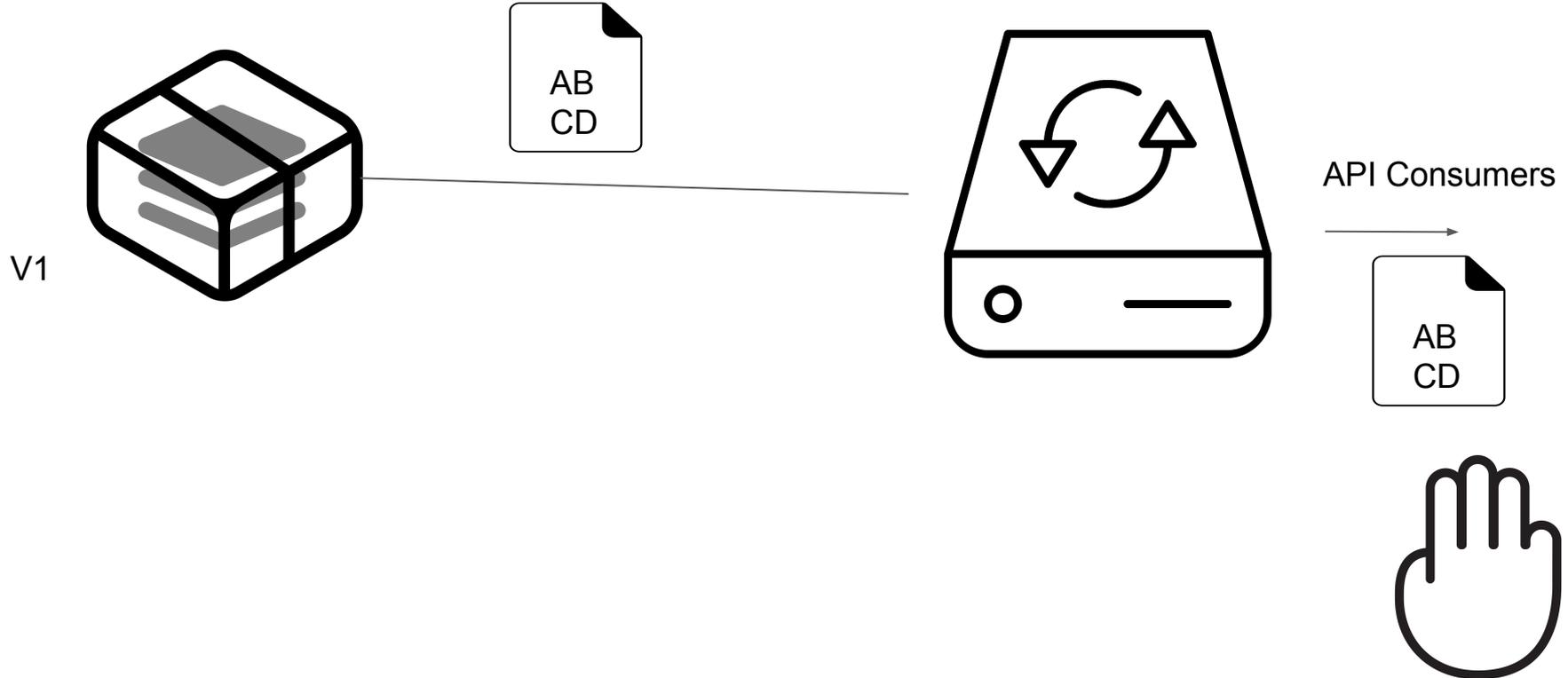
*Step 3: Add Functionality*

# **Update functionality via side-by-side components**



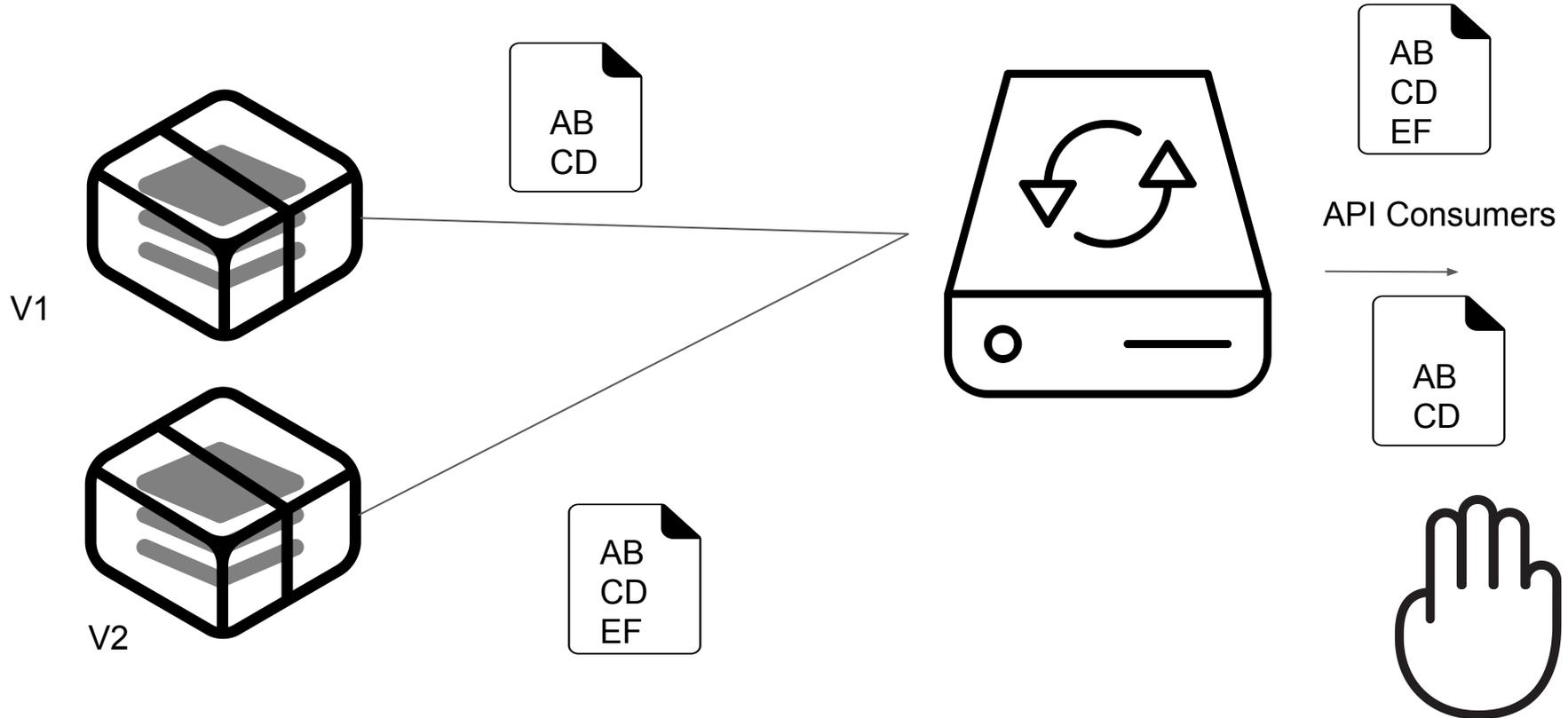
*Step 3: Add Functionality*

# Update functionality via side-by-side components



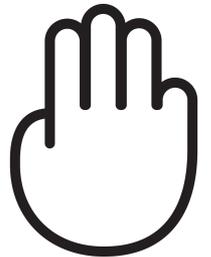
### Step 3: Add Functionality

# Update functionality via side-by-side components



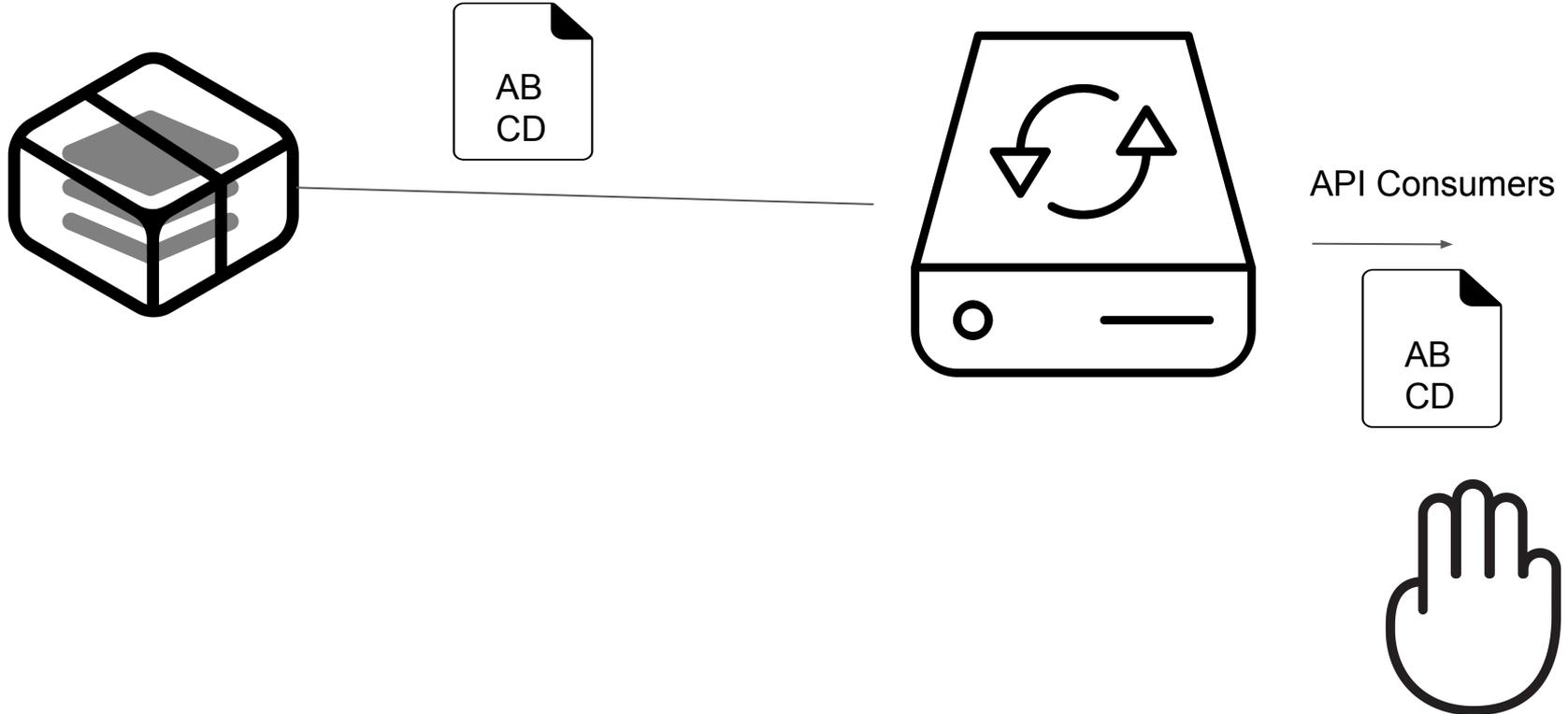
*Step 3: Add Functionality*

# **Introduce new functionality via new components**



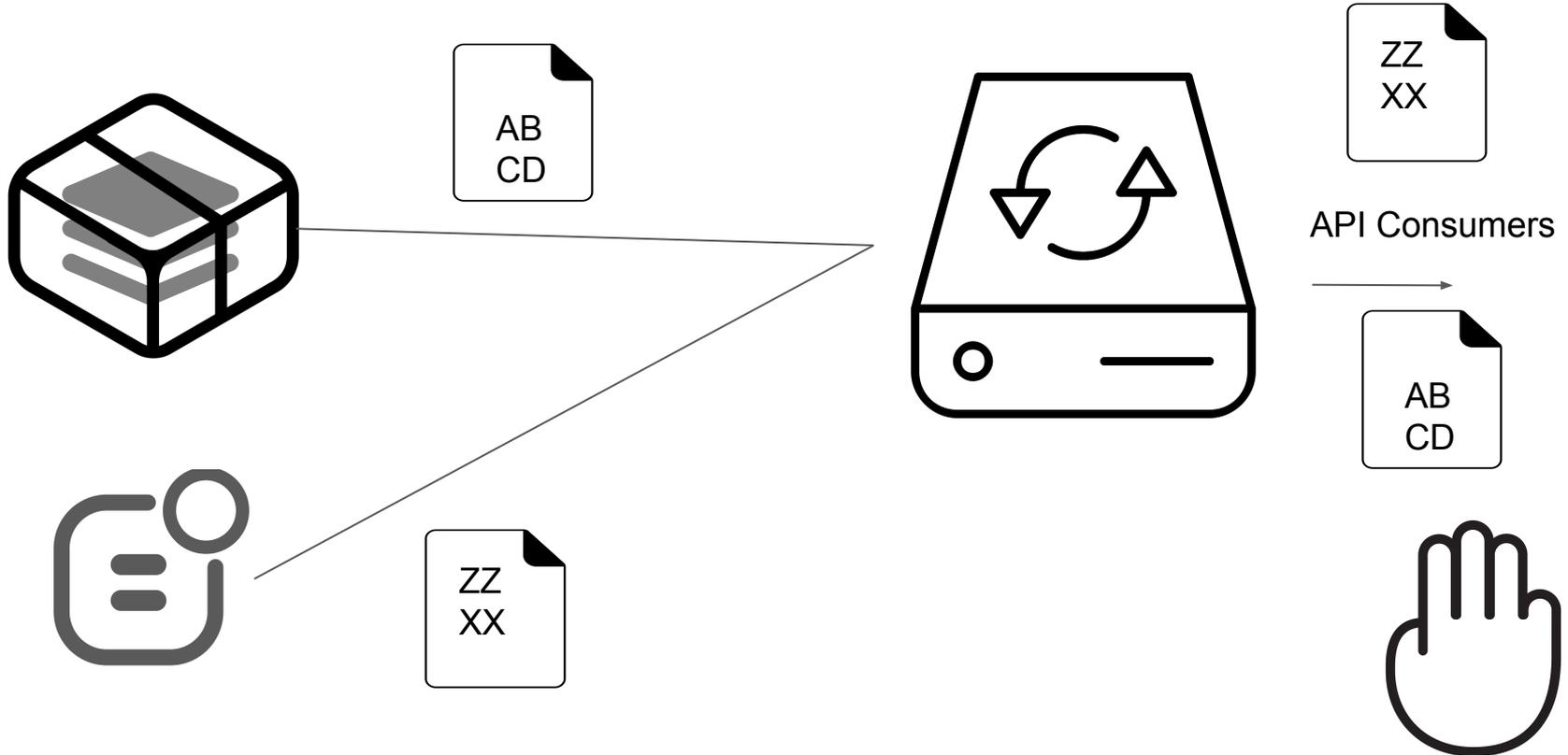
*Step 3: Add Functionality*

# Introduce new functionality via new components



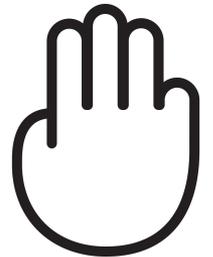
## Step 3: Add Functionality

# Introduce new functionality via new components

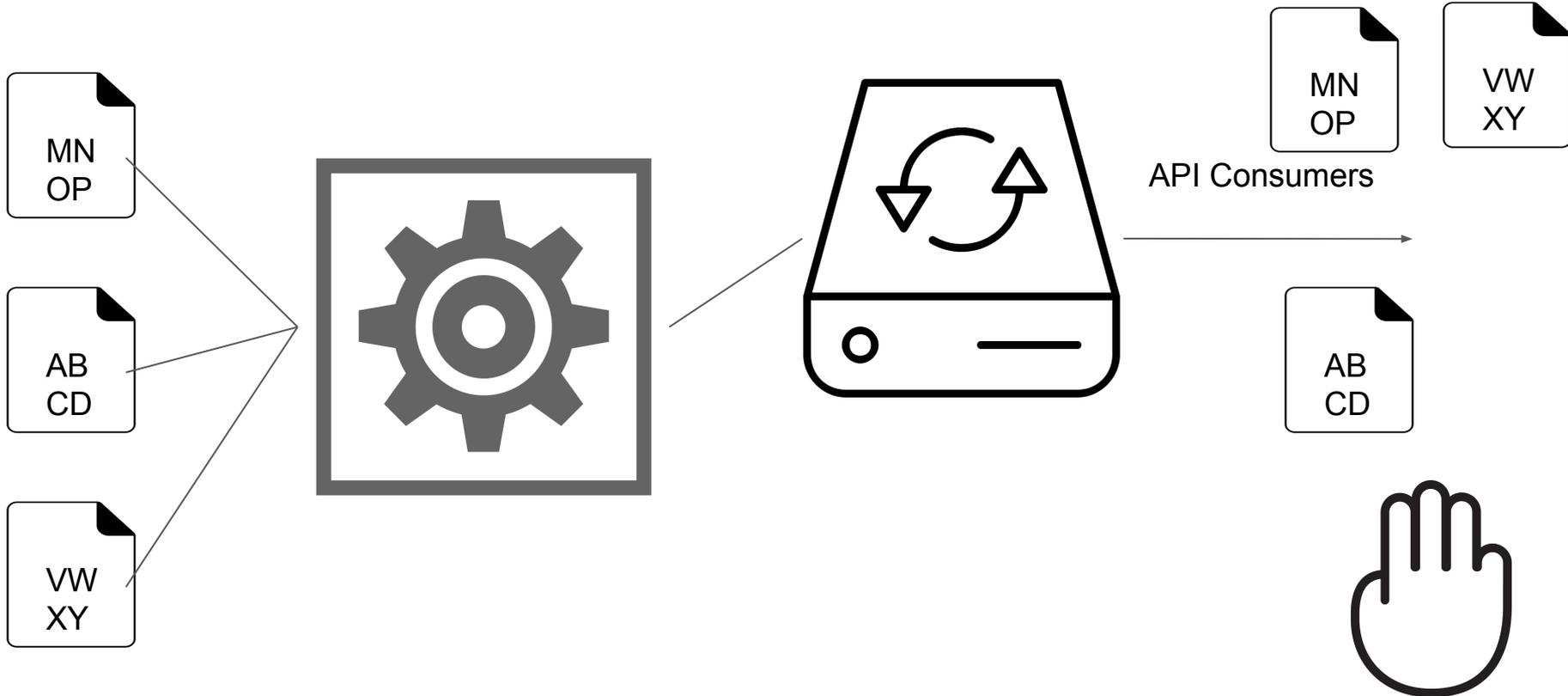


*Step 3: Add Functionality*

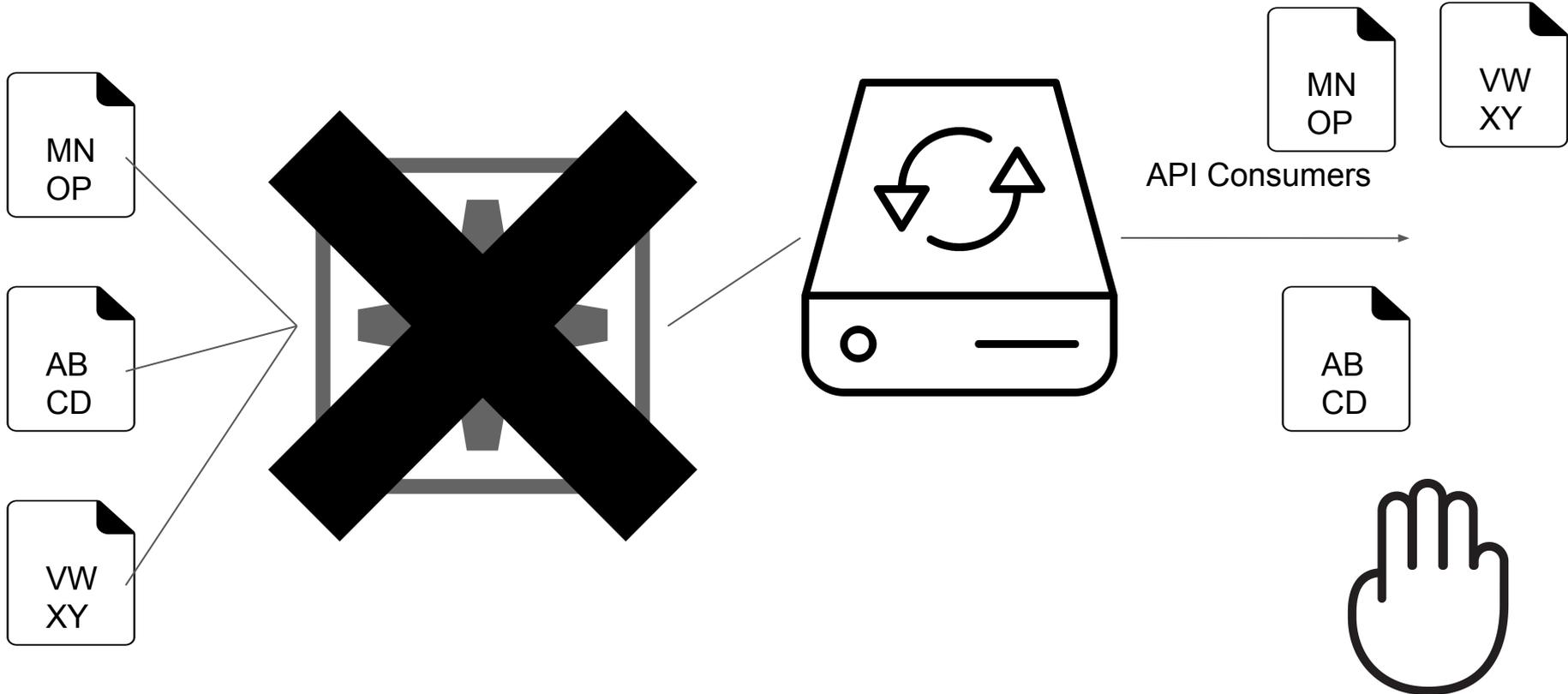
# **Acquire new functionality via 3rd party facades**



# Acquire new functionality via 3rd party facades

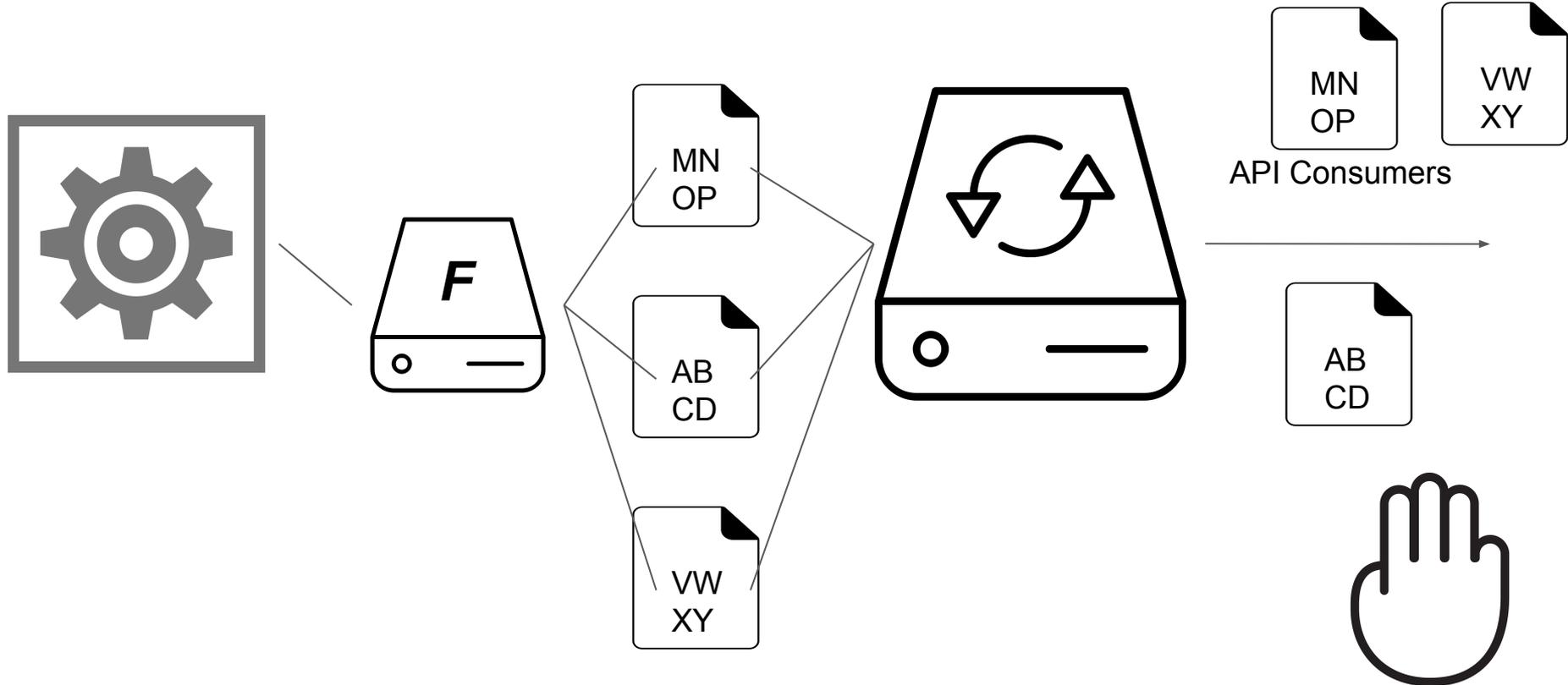


# Acquire new functionality via 3rd party facades



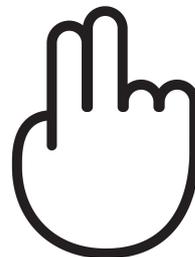
*Step 3: Add Functionality*

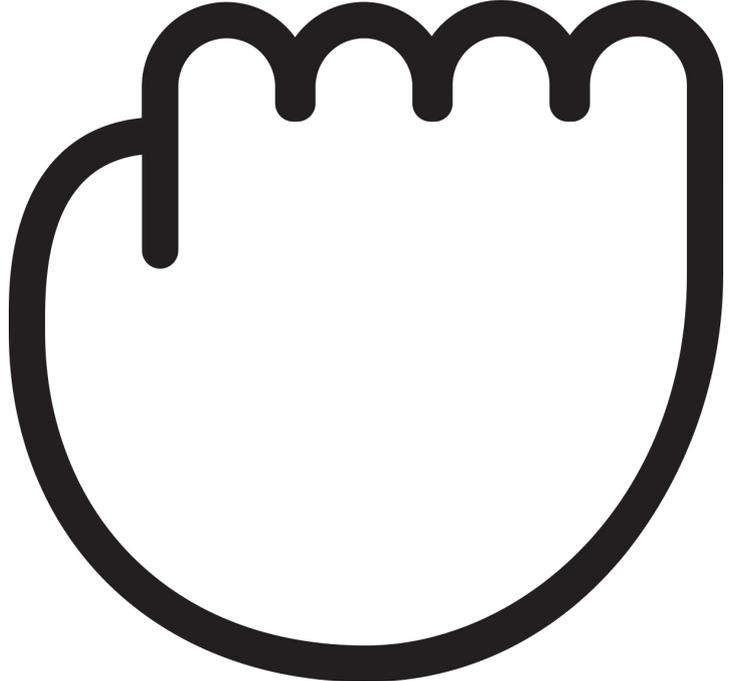
# Acquire new functionality via 3rd party facades



## **Add Functionality**

- Side-by-side updates
- New components
- External services facades



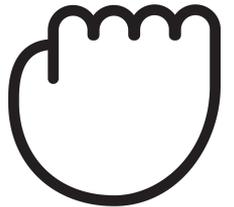




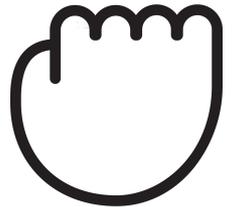
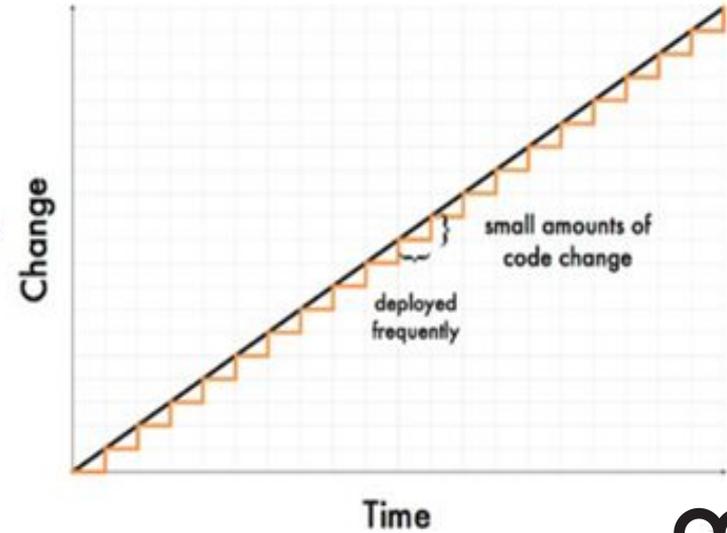
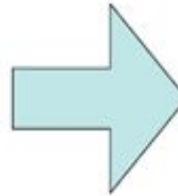
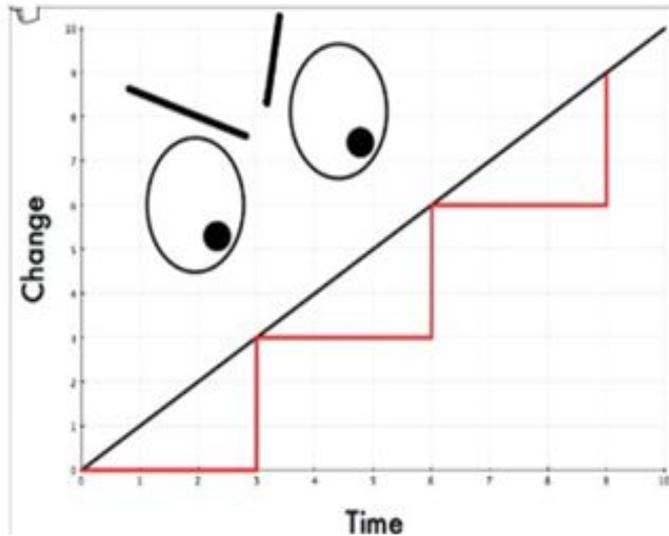
**Step 4: Rinse and Repeat**

*Step 4: Rinse and Repeat*

**All changes are incremental**



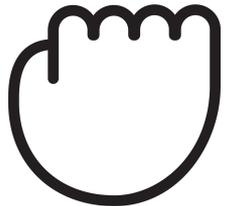
# All changes are incremental



# All changes are incremental

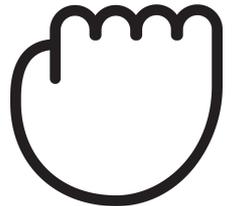
*"Incremental change may just be **the next big thing** this decade."*

*-- Sandeep Kishore, HCL Technologies*

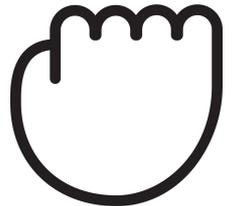
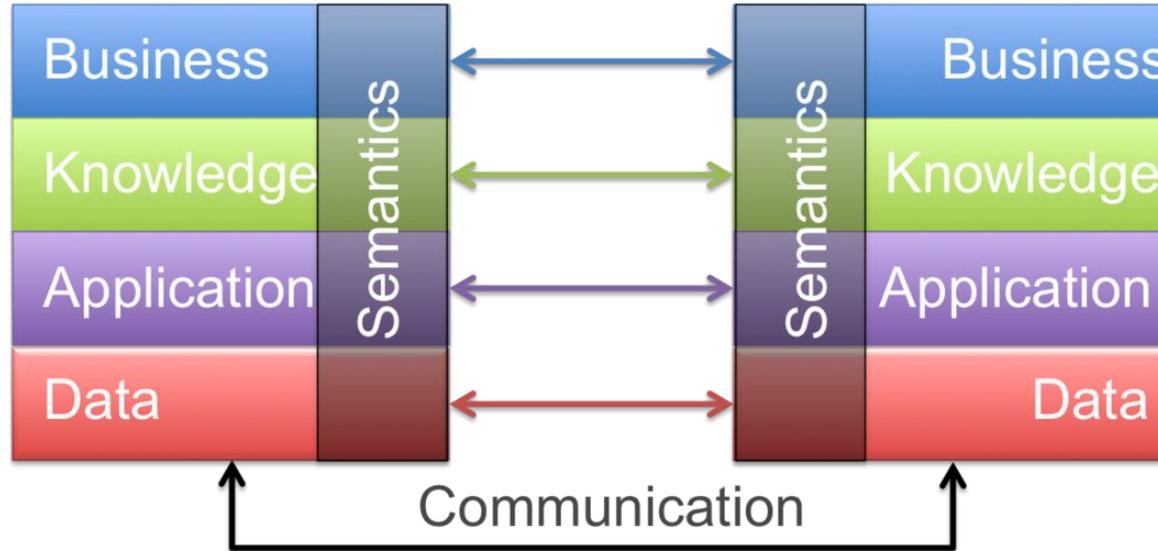


*Step 4: Rinse and Repeat*

**Aim for loose interop, not tight integration**



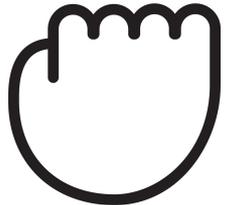
# Aim for loose interop, not tight integration



## **Aim for loose interop, not tight integration**

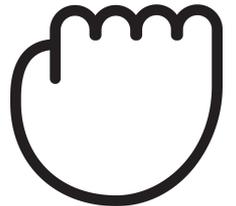
*"Interoperation is peer to peer. Integration is where a system is subsumed within another."*

*-- Michael Platt, Microsoft*

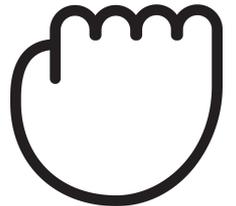
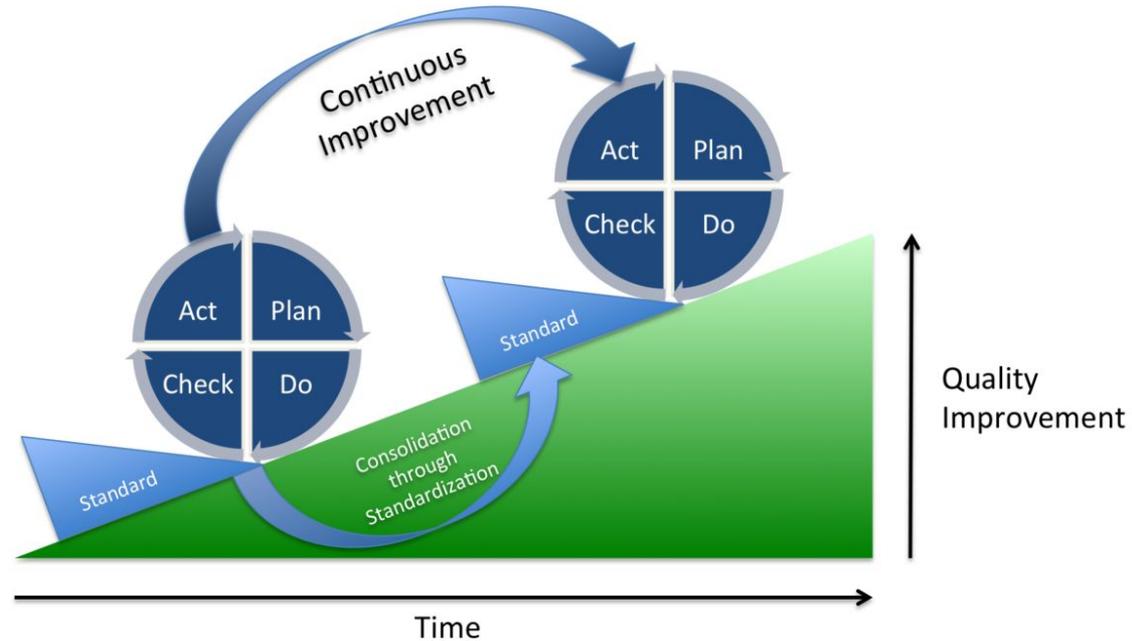


*Step 4: Rinse and Repeat*

# **Support continuous improvement**



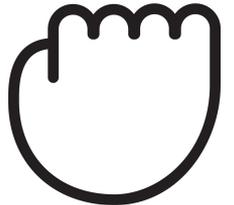
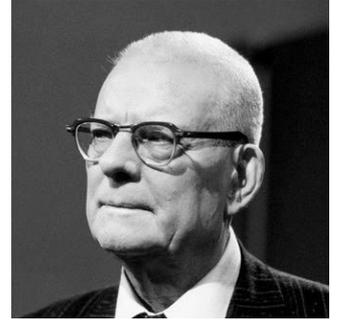
# Support continuous improvement



# Support continuous improvement

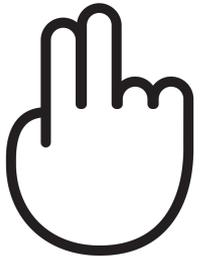
*"Management's job is to improve the system."*

*-- W. Edwards Deming*



# Rinse and Repeat

- Make only incremental changes
- Aim for peer-to-peer interoperability
- Support continuous improvement



**So...**

# The Quick Summary



# The Quick Summary

- Focus on Unlocking Value



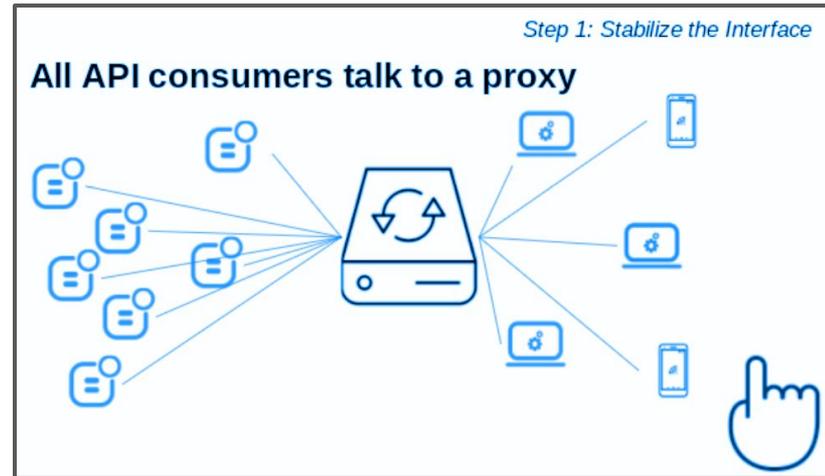
# The Quick Summary

- Focus on Unlocking Value
- Change One Thing



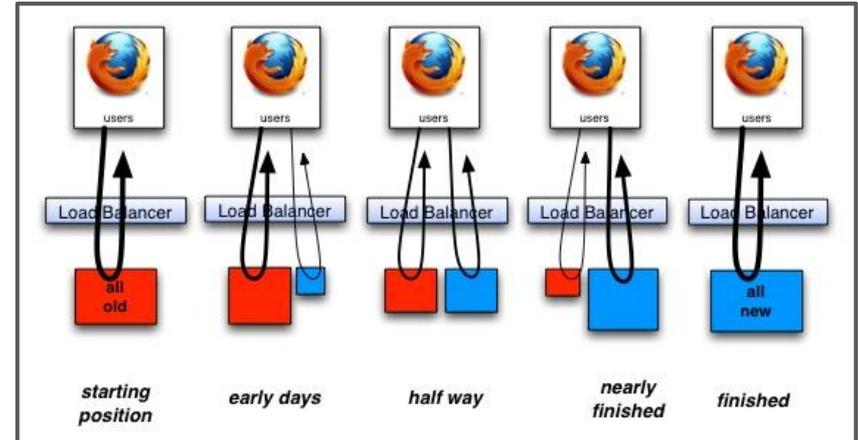
# The Quick Summary

- Focus on Unlocking Value
- Change One Thing
- Stabilize the Interface



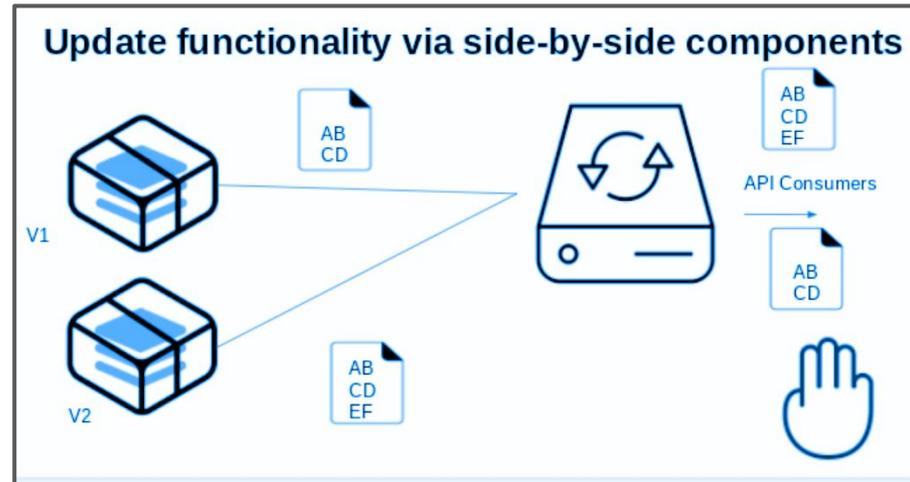
# The Quick Summary

- Focus on Unlocking Value
- Change One Thing
- Stabilize the Interface
- Transform the Implementation



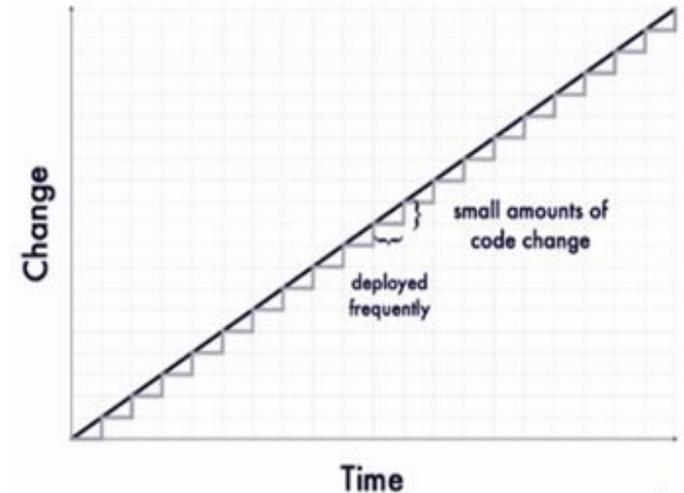
# The Quick Summary

- Focus on Unlocking Value
- Change One Thing
- Stabilize the Interface
- Transform the Implementation
- Add Functionality



# The Quick Summary

- Focus on Unlocking Value
- Change One Thing
- Stabilize the Interface
- Transform the Implementation
- Add Functionality
- Rinse and Repeat







# Service and API Migration at Speed

**Mike Amundsen**  
**@mamund**  
**[training.amundsen.com](http://training.amundsen.com)**