Microservices Will Break... Unless You Do This!

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Get recipients Send message Wait 2 days **Filter Send discount**

Get recipients

Send message

Wait 2 days

Filter

Send discount

LET'S LEARN TO FALL





The Journey



Check availability

Reserve the car

Assign the car



Check availability

Reserve the car

Assign the car





#1 Long transactions

#2 No single database

Distributed transactions?











#1 Long transactions



#2 Single point of failure

Enlightenment

What if we didn't stick to ACID?



Atomicity

ľ

l

All or nothing transactions

Atomicity Consistency

Always in valid state

Atomicity Consistency solation

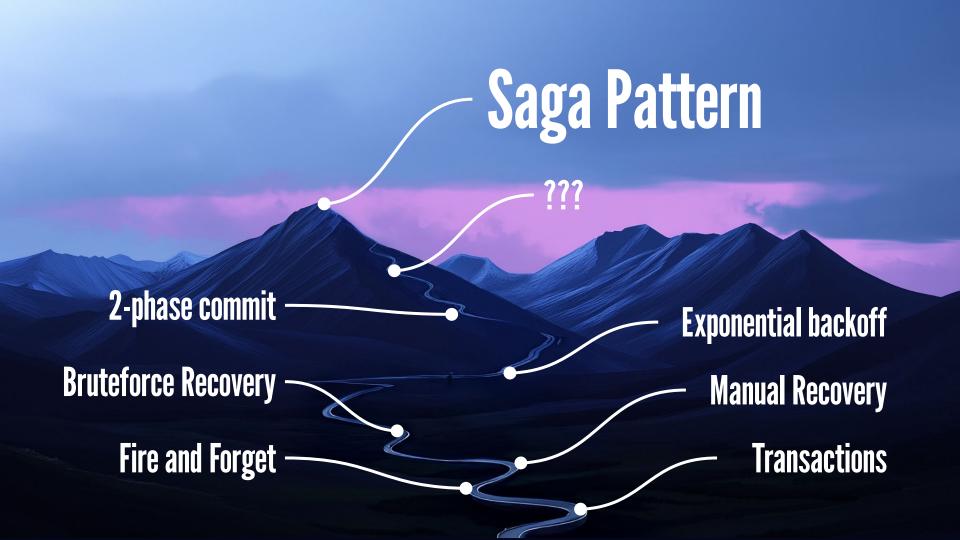
Transactions not committed are "invisible"

Atomicity Consistency solation Durability

Committed transactions written to disk

Atomicity Consistency solation Durability

Which one are we sacrificing?



Goal: Break up large transactions

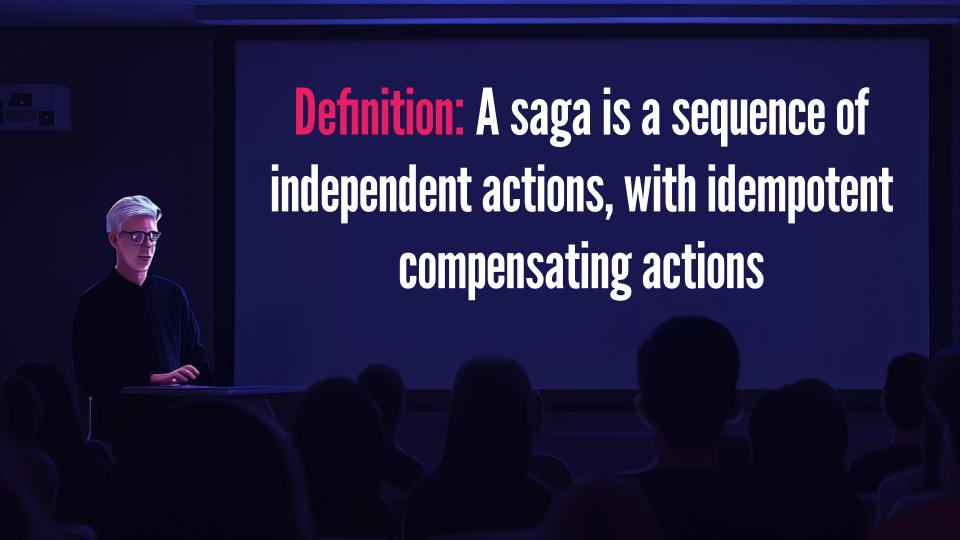
Let's organise a ski trip!



What if the hotel is full?



What is a Saga?



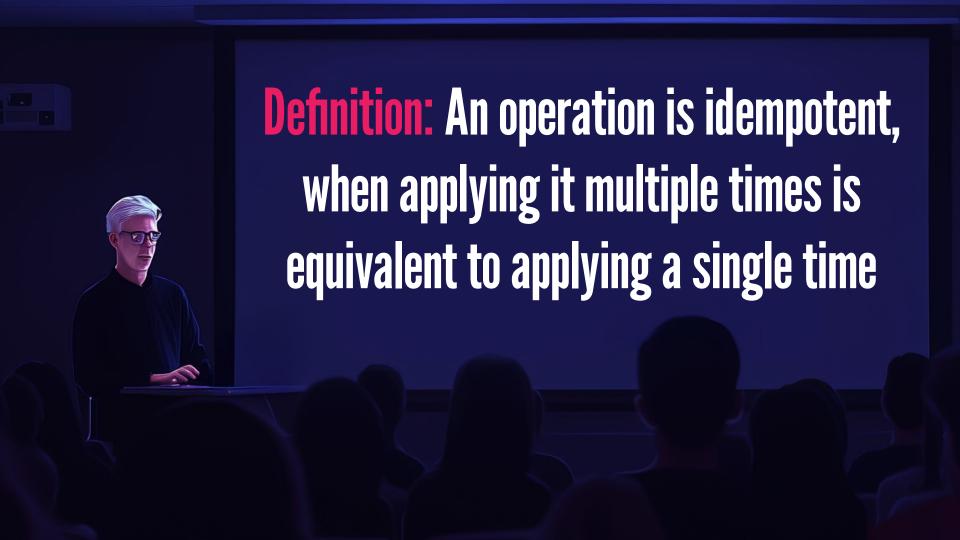
#1 Sequence of actions



#2 Compensating actions



Idempotent Compensating actions



Cancel plane ticket by ID

Order . vizza

Eat the re ng pizza

Reserve a Litel room

Reserve roor for tonight

Cancel the la reservation

Cancel reser III ID 18P1ZZ4

What did we lose from ACID?

Entirely lost

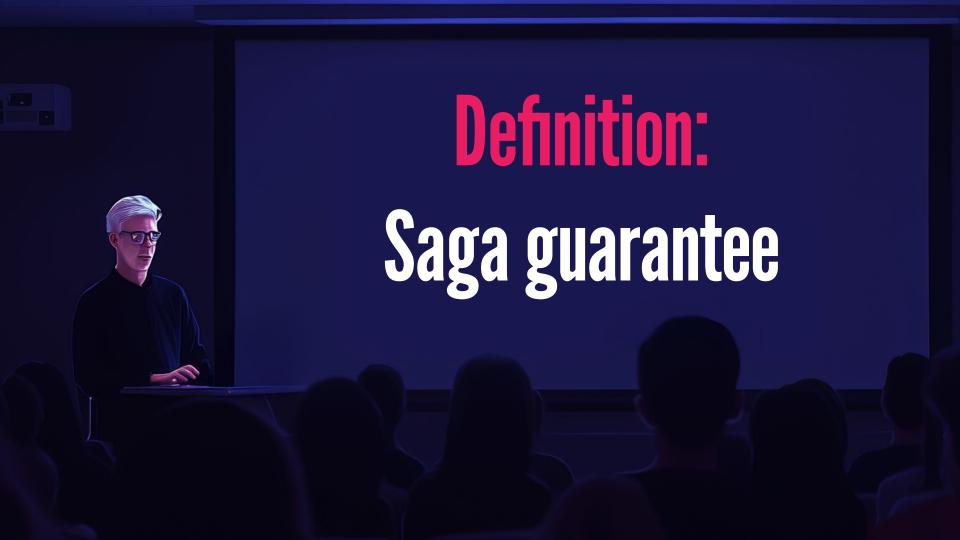
Eventual consistency

Entirely lost

Atomicity Consistency* lcolation DUIGUUII Durability

Remaizns true

We gained availability

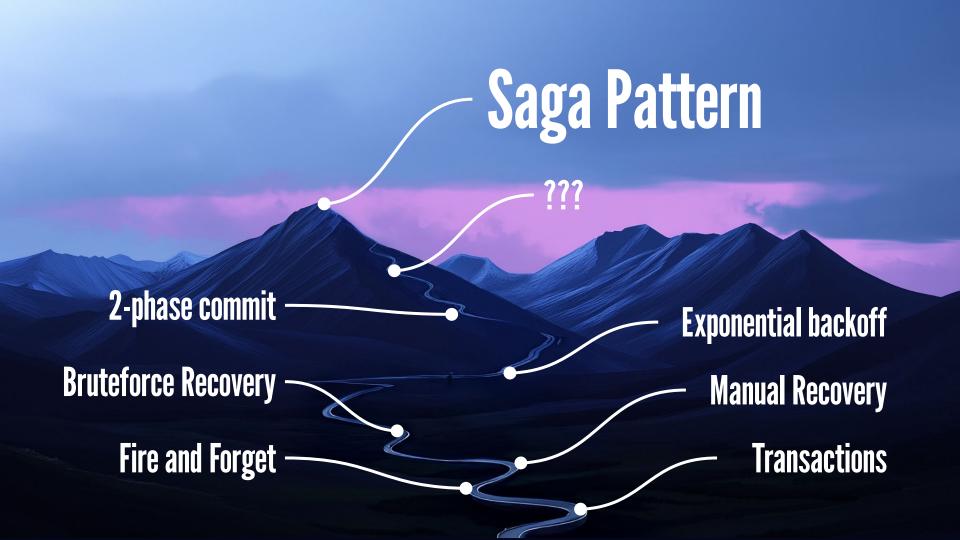


Either everything is successful

Or successful actions are compensated

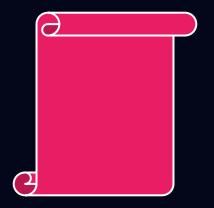
Or we are in the process of executing the actions

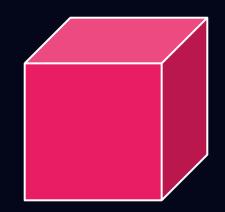
What if an action can't be compensated?





Digging deeper

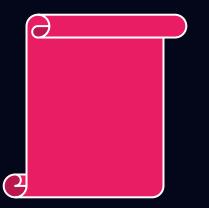




Saga Log

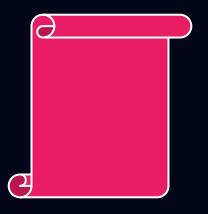
S.E.C.

Saga Execution Coordinator



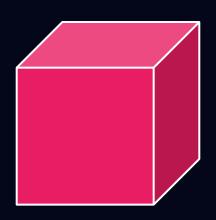
Saga Log

#1 Durable record of independent actions



Saga Log

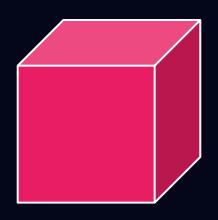
#2 Single source with fall back (Sharded DB)



S.E.C.

Saga Execution Coordinator

#1 Stateless & fungible process

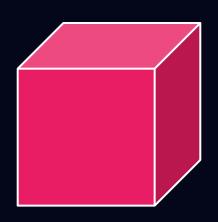


S.E.C.

Saga Execution Coordinator

#2
Processes the

Saga Logs



S.E.C.

Saga Execution Coordinator

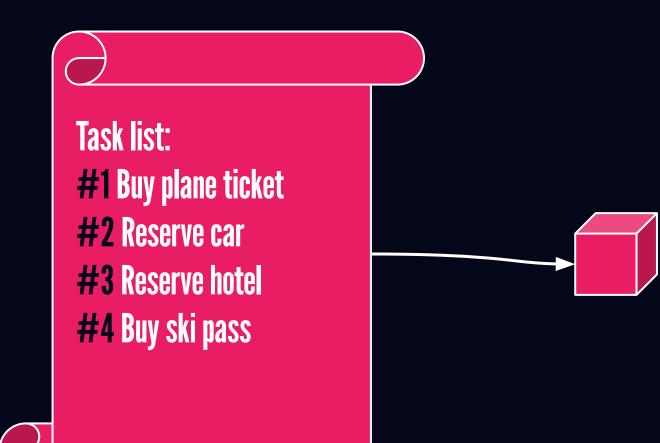
#3 May fail and restart at any time

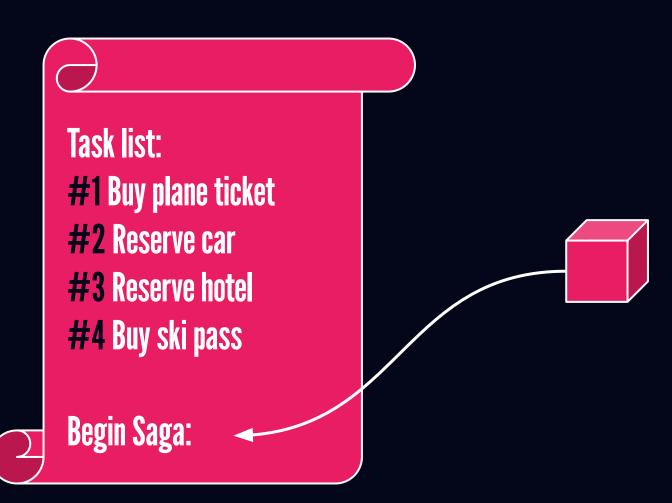
Happy path

Task list:

- **#1** Buy plane ticket
- **#2** Reserve car
- **#3** Reserve hotel
- #4 Buy ski pass



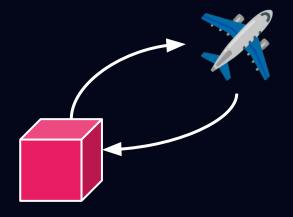






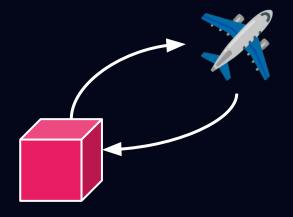
- **#1** Buy plane ticket
- **#2** Reserve car
- **#3** Reserve hotel
- #4 Buy ski pass

Begin Saga: Begin #1

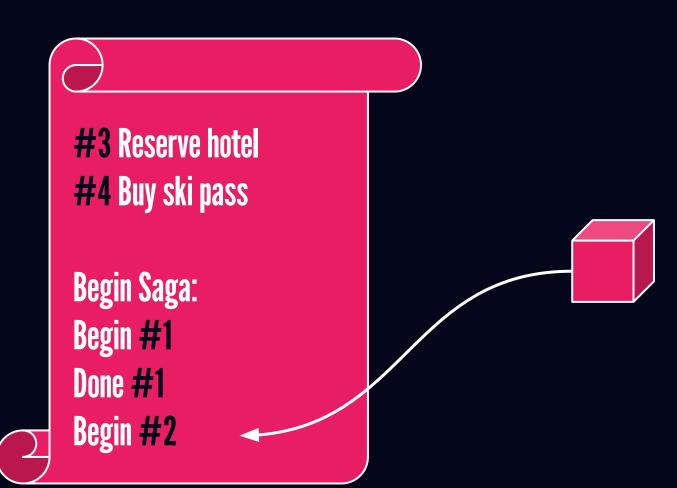


- **#1** Buy plane ticket
- **#2** Reserve car
- **#3** Reserve hotel
- #4 Buy ski pass

Begin Saga: Begin #1

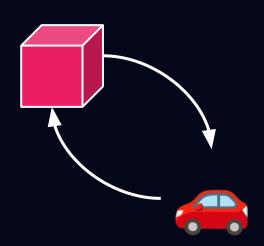






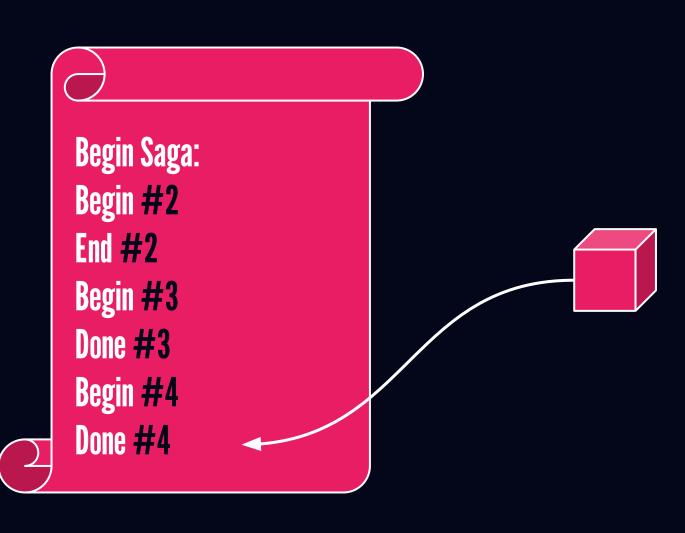
#3 Reserve hotel **#4** Buy ski pass

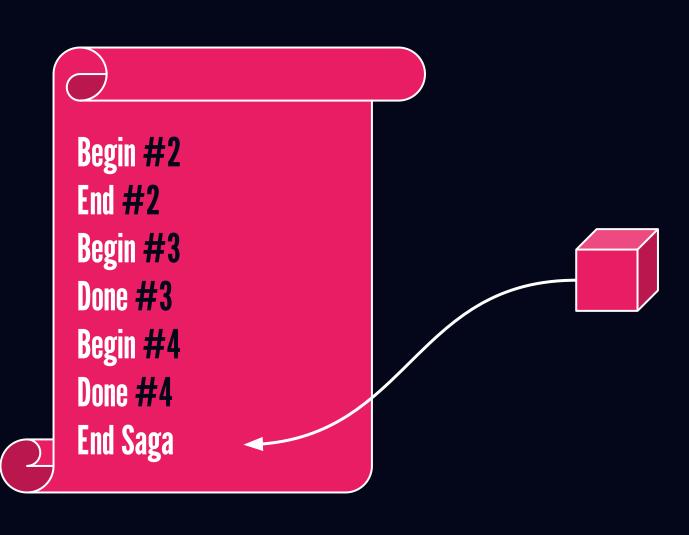
Begin Saga:
Begin #1
Done #1
Begin #2



#4 Buy ski pass **Begin Saga:** Begin #1 Done #1 Begin #2 **End #2**

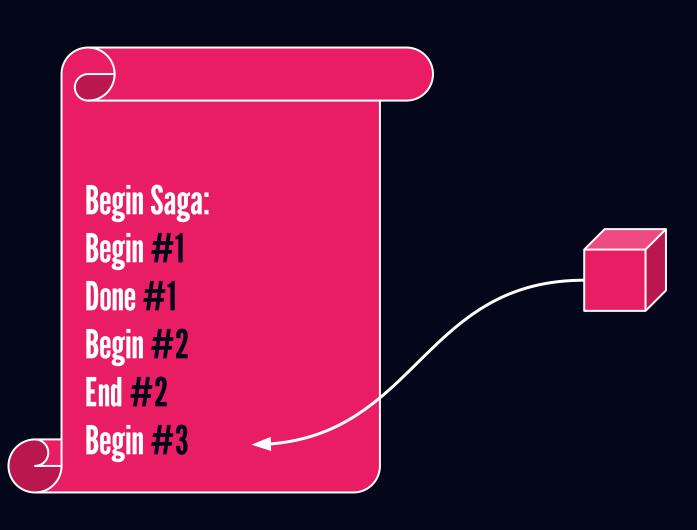
And so on...





Failure case

#4 Buy ski pass **Begin Saga:** Begin #1 Done #1 Begin #2 **End #2**



Begin Saga:

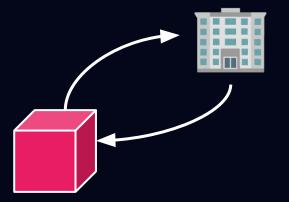
Begin #1

Done #1

Begin #2

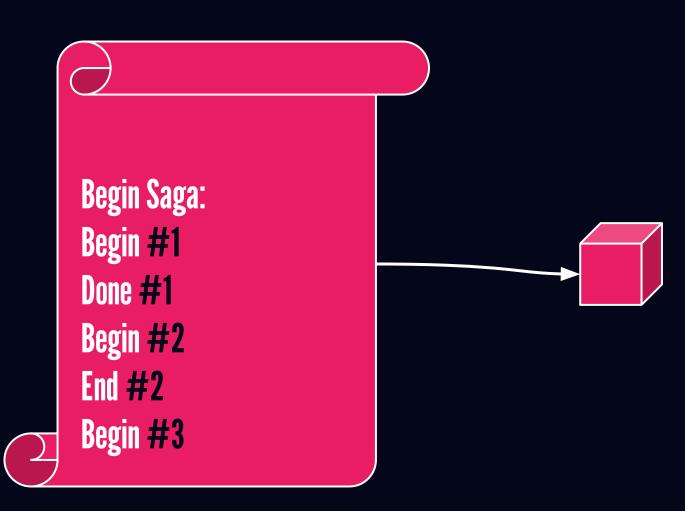
End #2

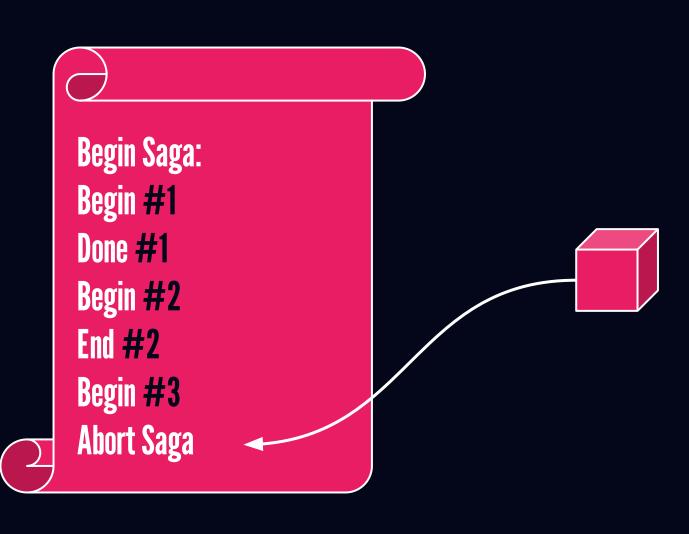
Begin #3

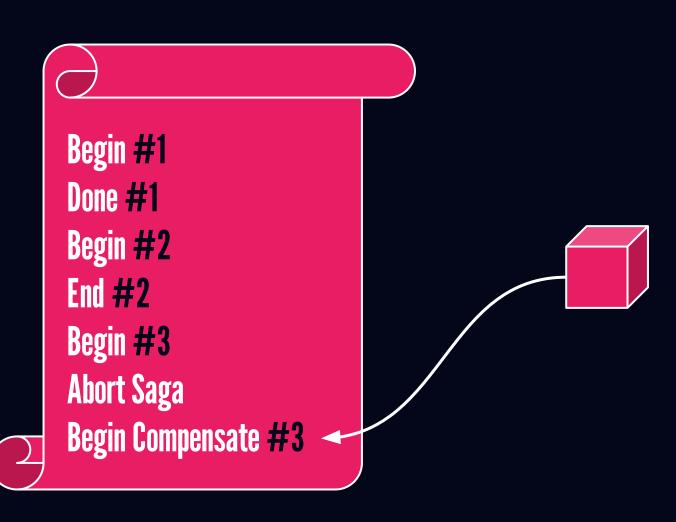


Begin Saga: Begin #1 Done #1 Begin #2 **End #2** Begin #3

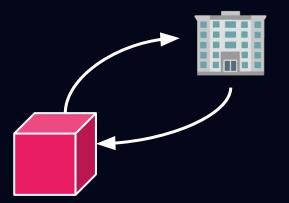






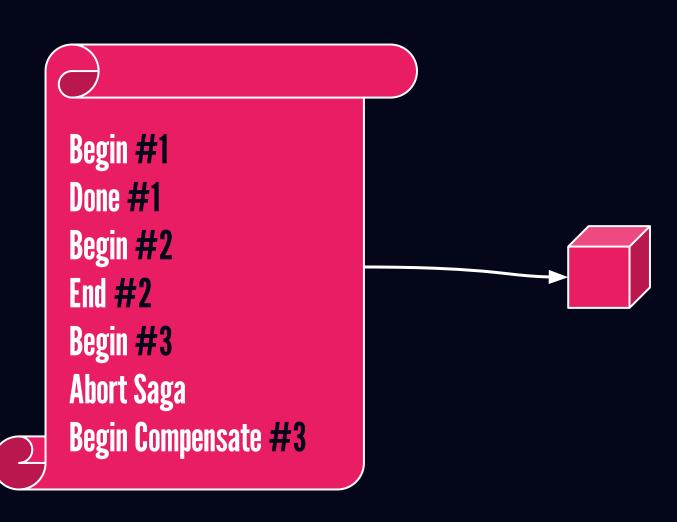




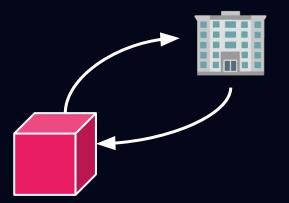


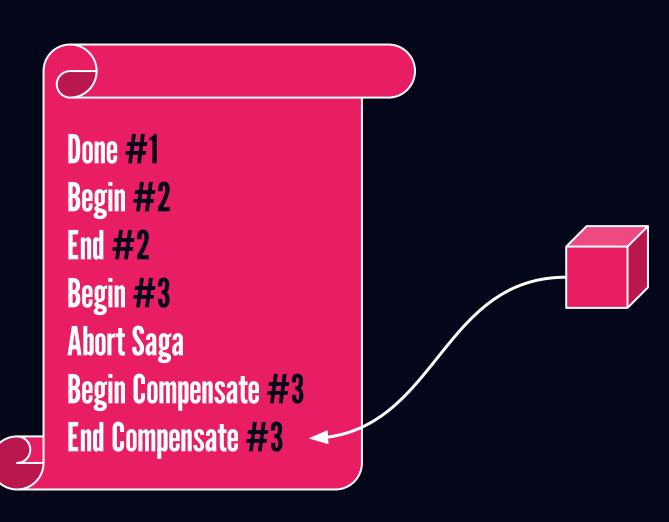












And so on...

When should we apply compensating actions?

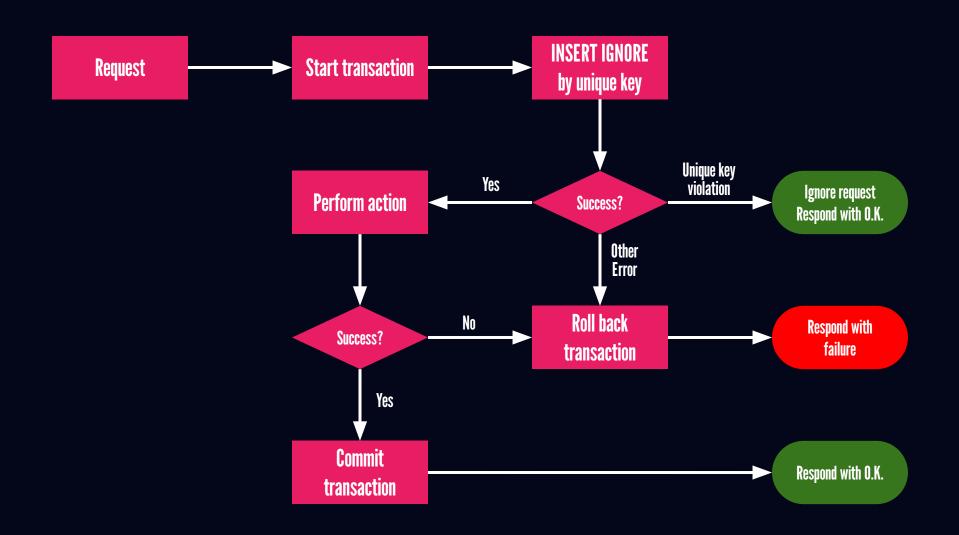
#1 Saga log ends with "Begin"

#2 Saga log contains "Abort"

What if an action isn't idempotent?

We can use transactions and unique action IDs

Action ID registry



Conclusion

#1 Use Saga for long running distributed processes

#2 Make all API endpoints idempotent

