

## Serverless Design Principles a guide to effective architectural choices

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# Distributed Systems are LIVING systems

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### Distributed systems goals



Organization scalability



Business Agility



Faster feedback loop



Reduce external dependencies



Reduce blast radius

# How does serverless fit in distributed systems?

### Serverless is a STRATEGY

n



### Serverless Portfolio\*

#### **APPLICATION PRIMITIVES – COMPUTE AND DATASTORES**



Amazon



Lambda



**Fargate** 





Serverless



#### **APPLICATION INTEGRATION**







AWS Step Functions







#### **Developer Tools**

















#### **SECURITY AND ADMINISTRATION**









Amazon









### Where can serverless help?



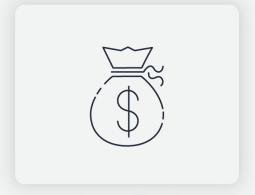
Focus on business value



Managed infrastructure



Automatic scaling



Lower Total
Cost of Ownership (TCO)



Security and isolation by design



**Business agility** 

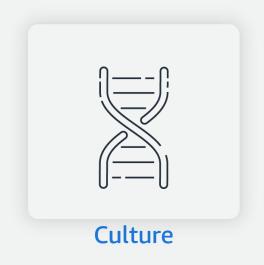


### How to design Serverless applications



### **CONNECTED DIMENSIONS in distributed systems**







### Organization



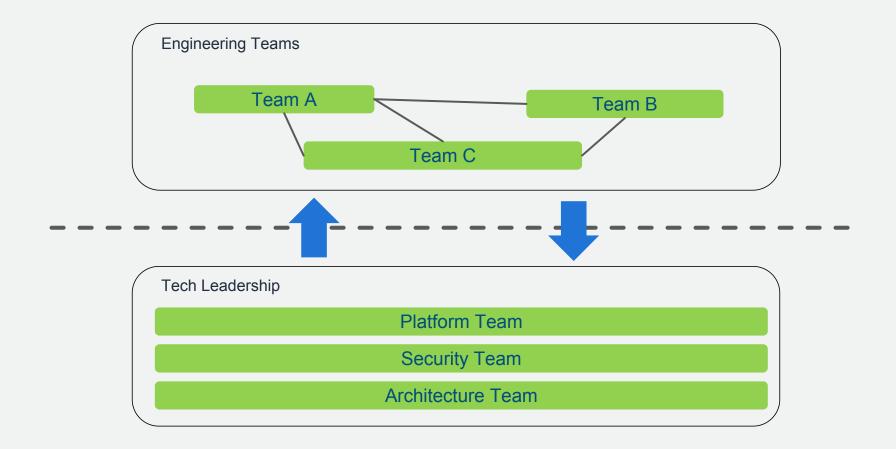
"Any organization that designs a system will produce a design whose structure is a copy of the organization's communication structure."

Melvin E. Conway

1967

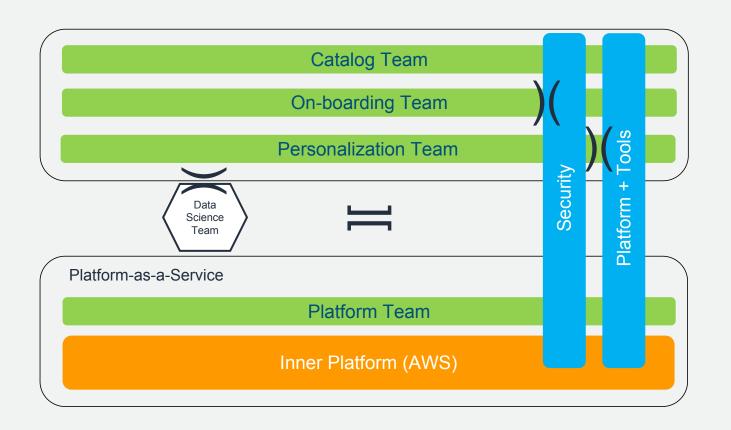


### Centralized mindset





### Decentralize mindset



### Key:



<u>Stream-aligned team</u> – A team with a business-aligned objective



<u>Enabling Team</u> - An Enabling team helps a stream-aligned team to overcome obstacles.



<u>Complicated Subsystem Team</u> – A team with specialist skills that facilitate acute functionality



Facilitating



Federated Service (i.e. X-as-a-Service)



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# Serverless is an extension of your enablement teams

**1** 

**Enablement teams** focus with Serverless

2

3

### Culture

# Decentralize & Empower



### Developing a culture of serverless-first

#### Form CCOE

Form Cloud Center of Excellence.

1

### Quick Wins

Deliver strategic "light house" modernized workloads

2

### Leadership Support

Establish clear vision and support from leadership

3

#### **Best Practices**

Build reusable patterns, reference architecture, and shared services

4

### Evangelize

Community Building and Enablement

5

### Reorganize

Decentralize
CCOE function
and federate
across the
organization

6



### System Architecture



# **Evolutionary Architecture**



Architecture begins with





### A spectrum of compute for different needs





### Selecting services that fit your strategy

**Step One** Start with the highest abstraction **Step Two** Move to a lower abstraction when needed

Step Three
Iterate and evolve



### Design Principles



## Modularity



"Modularity: the quality of consisting of separate parts that, when combined, form a complete whole."

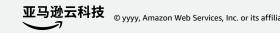
**Cambridge Dictionary** 



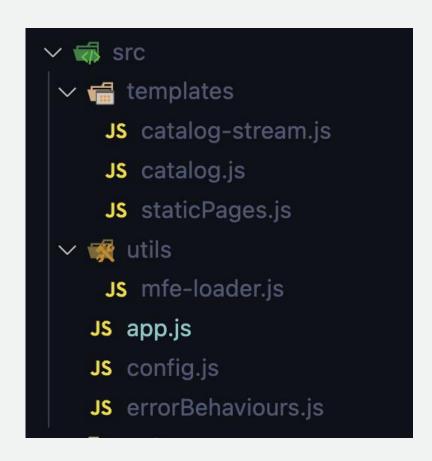
### "A system lacks modularity when a tweak to one of its components affects the functioning of others.

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**Cambridge Dictionary** 



### Modularity using code



- Strong encapsulation
- Large usage of design patterns
- Decouple business logic from environment
- Developers discipline

### Modularity using infrastructure







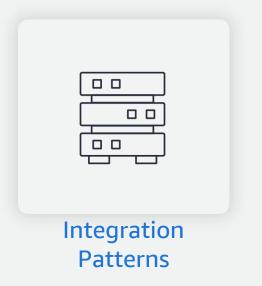
- More options to express your intents
- Configuration over code
- Many common built-in behaviors
- More control on what to develop

### Architecture and patterns enabled by Serverless









Architectures

# How to design a workload using Serverless

### **Business requirements**

- Gift code service for an e-commerce
- Gift codes can be generated by the system or 3<sup>rd</sup> party companies
- For every gift code consumption we need to
  - Notify the customer support team
  - Update the user's account history
  - If the gift code was issued by 3<sup>rd</sup> party company notify them



### **Workload Characteristics**

- 99.99% availability on critical path
- 99.9% availability on the rest of the system

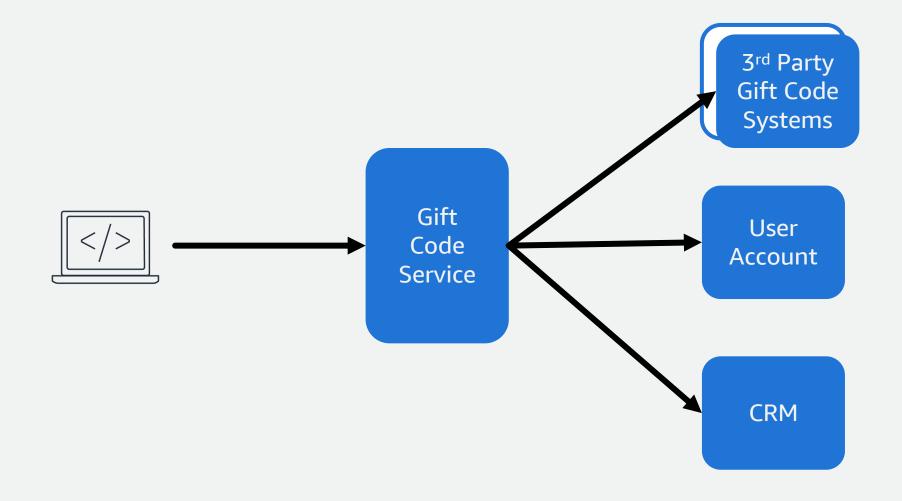
Events to communicate across bounded context

- Under 1 second response time for the user facing APIs
- Scale to up 3000 TPS with 50% headroom

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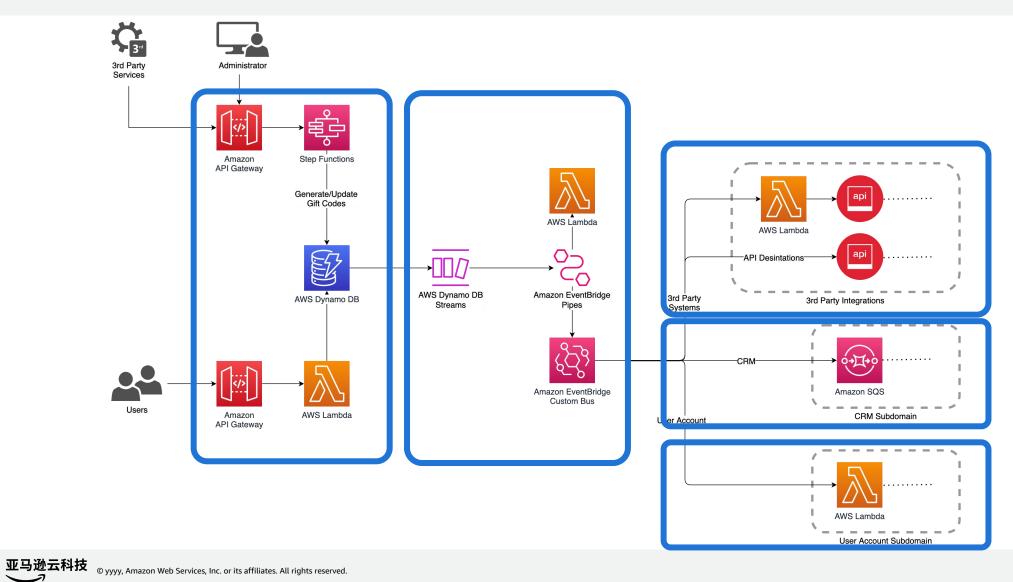
### High-level architecture





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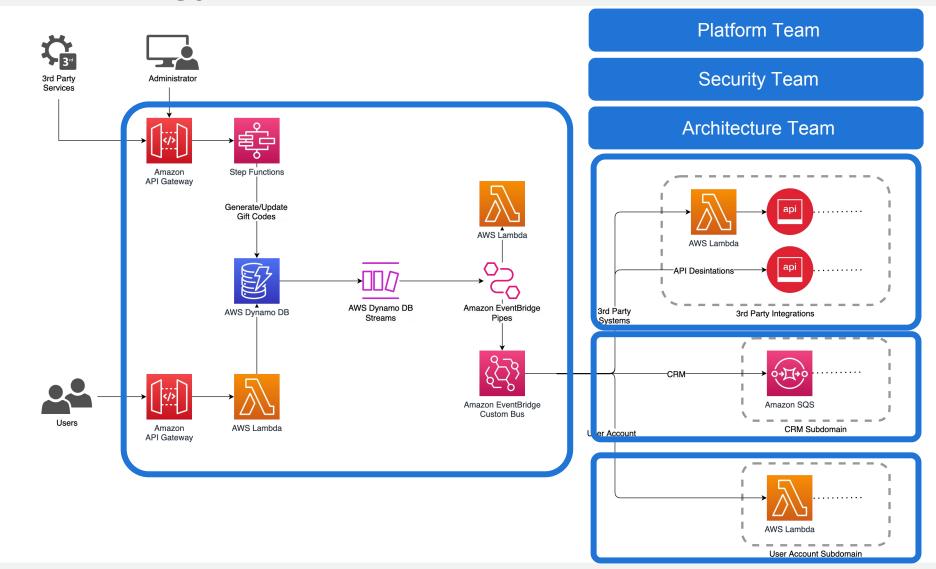
### **Architectural characteristics**



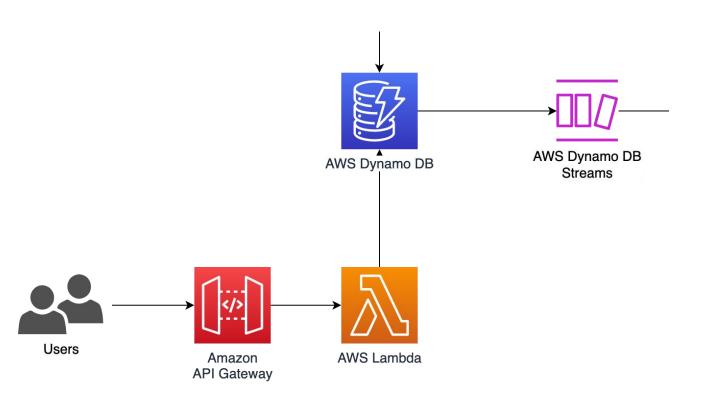


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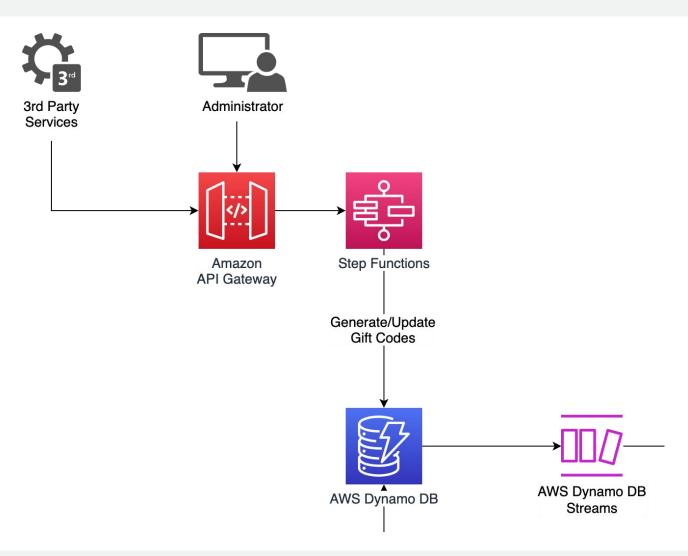
### Team topology



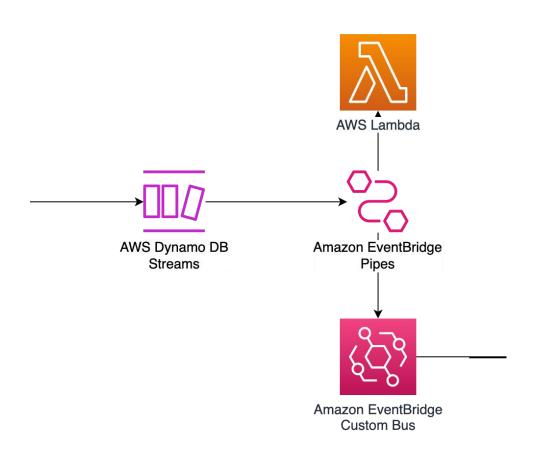




- Synchronous API
- Quick acknowledgment for the users
- Only part that needs to scale based on users traffic
- DynamoDB Streams becomes the glue with the asynchronous part of the system

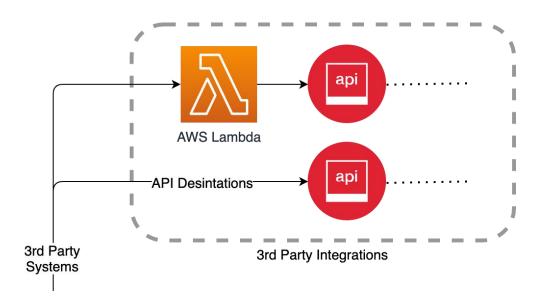


- Synchronous API
- Step Functions orchestrates different services to generate or update gift codes
- API Gateway helps to mitigate eventual traffic spikes from 3<sup>rd</sup> party services

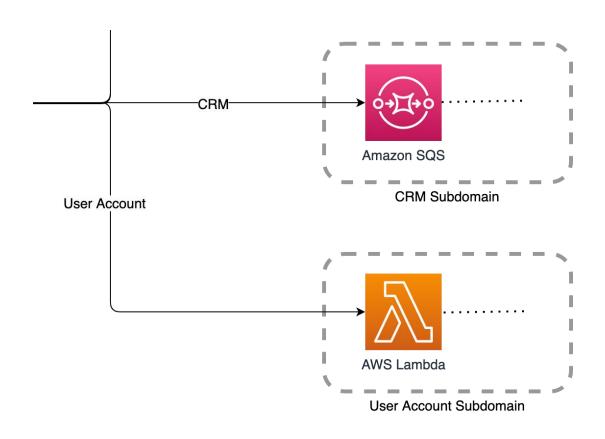


- Events allow the decoupling of producers and consumers
- DynamoDB Streams notifies every change in the DynamoDB table
- EventBridge Pipes enrich the information received for downstream services
- EventBridge is the message broker



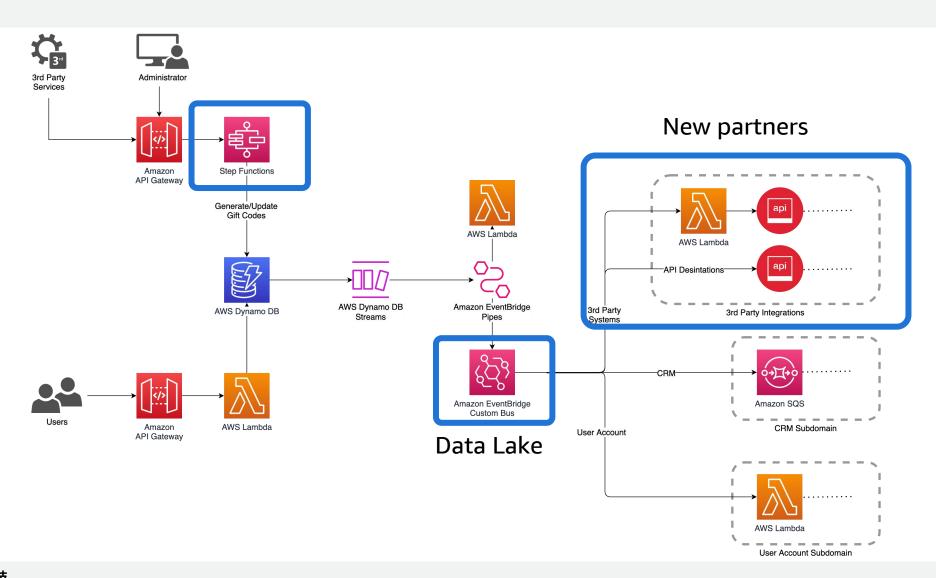


- Some 3<sup>rd</sup> party systems accepts an API calls in the format defined by your system
- Some others require to translate from JSON to XML or any other format
- More architectural patterns are also applicable



- CRM has API limits so a queue helps us to ease the traffic
- User account uses a Lambda function to manipulate the event and then integrate inside their bounded context

### Ready for the future...





# Express your architecture characteristics and business requirements into infrastructure focusing on YOUR BUSINESS goals

# 3/8 n not build SOFFWARE

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