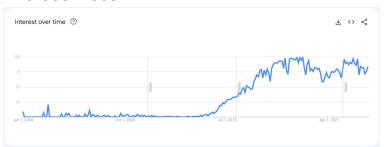
Towards Modern Development of Cloud Applications

Sanjay Ghemawat, Robert Grandl, Srdjan Petrovic, Michael Whittaker, Parveen Patel, Ivan Posva, Amin Vahdat



Microservices



Plethora of technologies that help to grow the microservices ecosystem

















Breaking a Monolithic API into Microservices at Uber





stence source, and have a common

Opinionated discussions

https://news.ycombinator.com/item?id=22196951

▲ sterlind on Jan 31, 2020 | root | parent | next [-]

I can't tell if my project is a monolith or microservices, but it's goin

▲ rubyn00bie on Jan 30, 2020 | parent | context | favorite | on: Monoliths Are the Future **How and Why Etsy Moved to an API-First Architecture** I couldn't agree more with an article. Most people think a micro-service architecture is a panacea because "look at **API Strategies at eBay** distributed monolith. Distributed system are hard, I know, I do it. AWS Partner Network (APN) Blog huherto on Jan 31, 2020 | prev | next [-] I totally agree. Mostly we are doing microservices the wrong way. We are Migrating Applications from Monolithic to Microservice on AWS the data, and you end up with many interdependencies. There is not enouget to sell many boxes. Video Streaming Comments | Mare So I'm a hard sell on monoliths. Like, I'm not actually pro micro-servi Scaling up the Prime Video disaster. ▲ ar lan on Jan 31, 2020 | parent | prev | next [-] audio/video monitoring service and I'm completely in your camp, and I'm surprised by the lack of nuance There are many benefits to having microservices that people seem to reducing costs by 90% services. They take coordination, good CICD, and a lot of forethought to ensure vity. The move from a distributed microservices architecture to a monolith

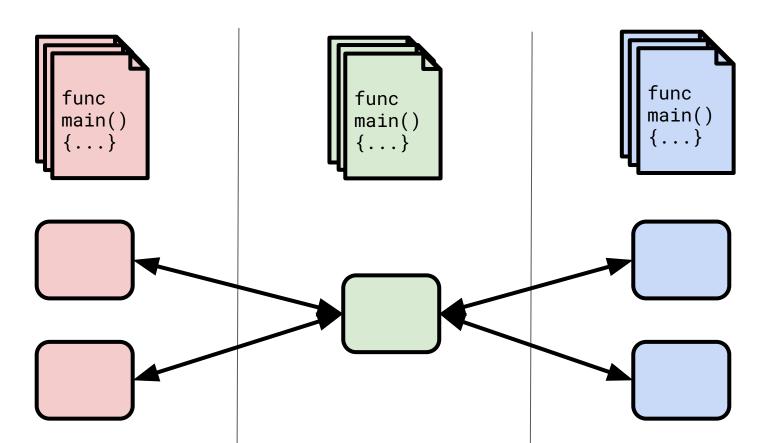
application helped achieve higher scale, resilience, and reduce costs.

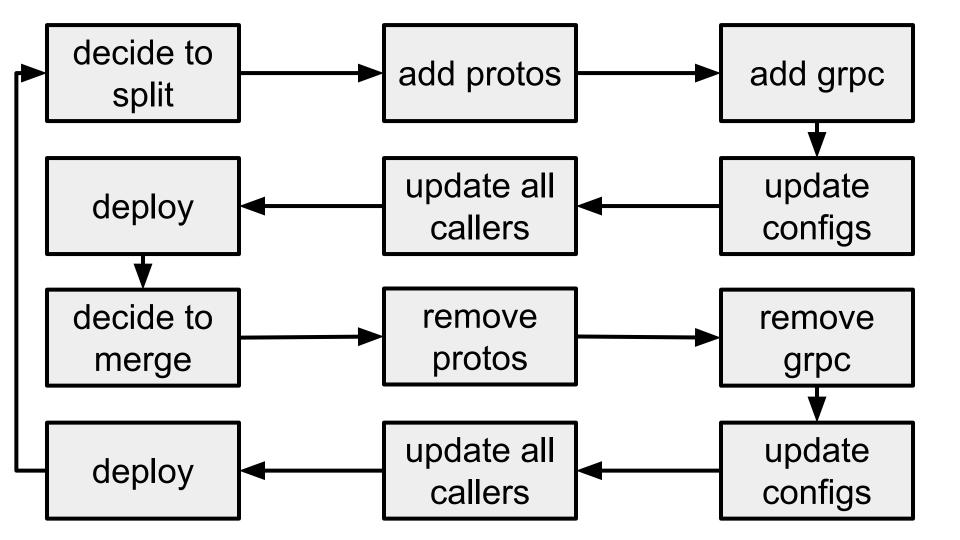
Microservices Pros and Cons

- + Performance 😀
- + Abstraction $\stackrel{\square}{=}$
- + Fault Tolerance 😀

- Performance 😔
- Abstraction 😔
- Fault Tolerance 😔

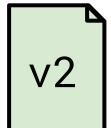
Coupling of Logical and Physical Boundaries

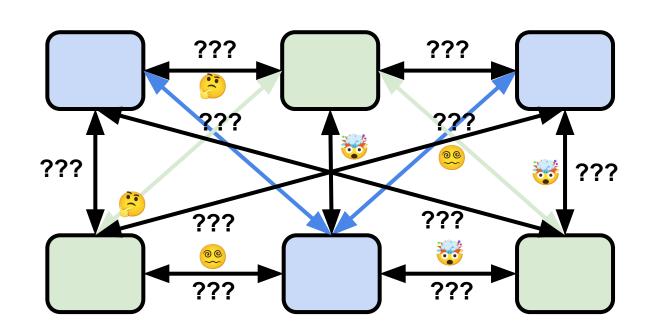




Versioning Woes







"About two thirds of update failures are caused by interaction between two software versions that hold incompatible data syntax or semantics assumption."

<u>Understanding and Detecting Software Upgrade Failures</u> <u>in Distributed Systems</u> [SOSP'21]

OUR PROPOSAL

1 Decoupling of Logical and Physical Boundaries

2 Isolated Rollouts

1 Decoupling of Logical and Physical Boundaries

Write as a monolith. Deploy as a set of microservices. **Programming Runtime Framework**

PROGRAMMING FRAMEWORK

Components are...

- the key abstraction.
- like actors.
- long-lived.
- possibly replicated.
- soft-state.
- written using native language constructs.

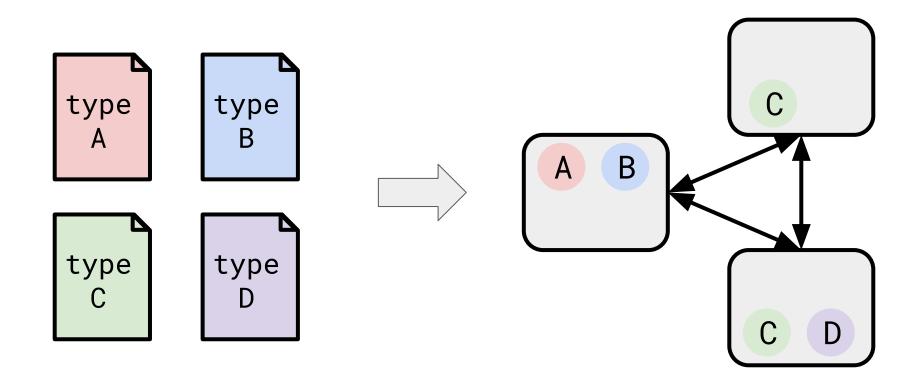
```
// Component interface.
type Reverser interface {
    Reverse(string) string
}
```

```
// Component implementation.
type reverser struct {
    weaver.Implements[Reverser]
func (r *reverser) Reverse(s string) string {
    runes := []rune(s)
    n := len(runes)
    for i := 0; i < n/2; i++ {
        runes[i], runes[n-i-1] = runes[n-i-1], runes[i]
    return string(runes)
```

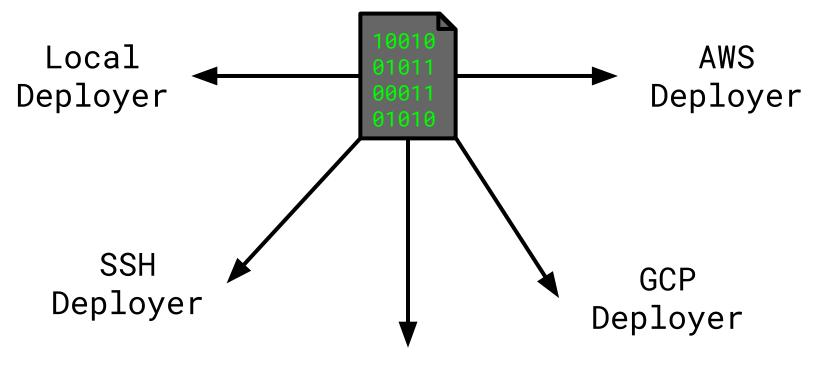
```
func main() {
    app := weaver.Init()
    r := weaver.Get[Reverser](app)
    reversed := r.Reverse("!dlroW ,olleH")
    fmt.Println(reversed)
}
```

RUNTIME

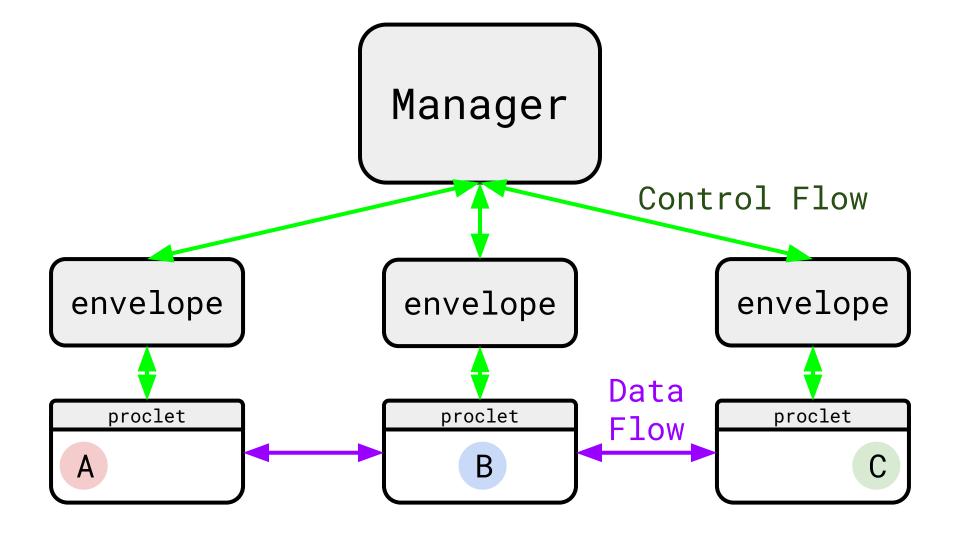
Runtime



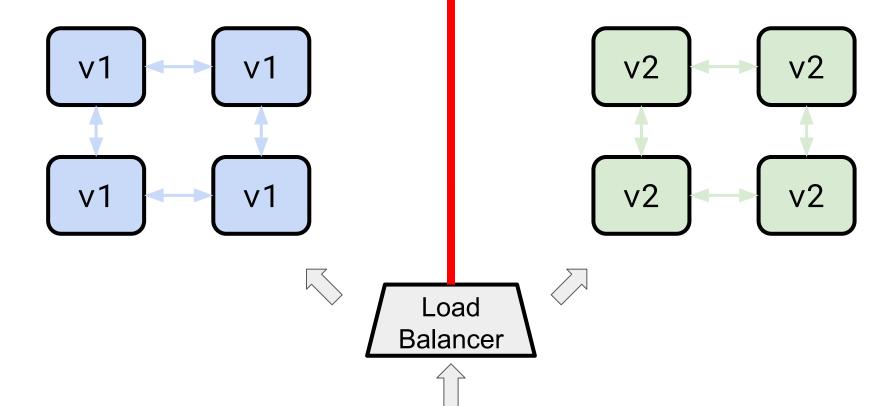
Runtime Runtime Start Component A user 0 C code **Export Logs** е

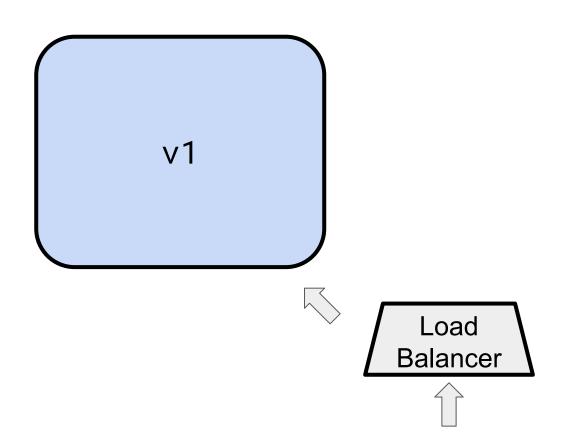


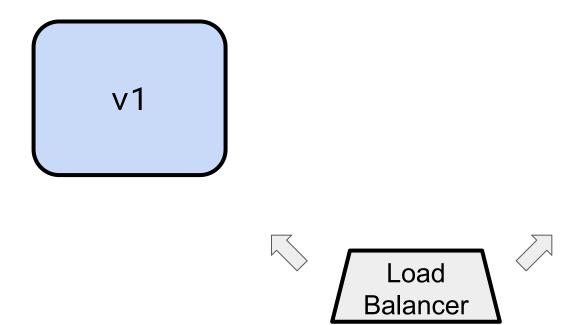
Kubernetes Deployer



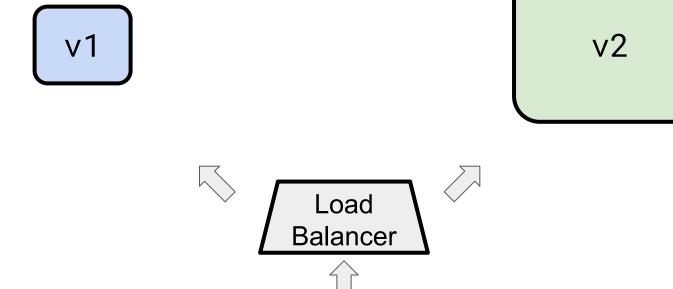
2 Isolated Rollouts

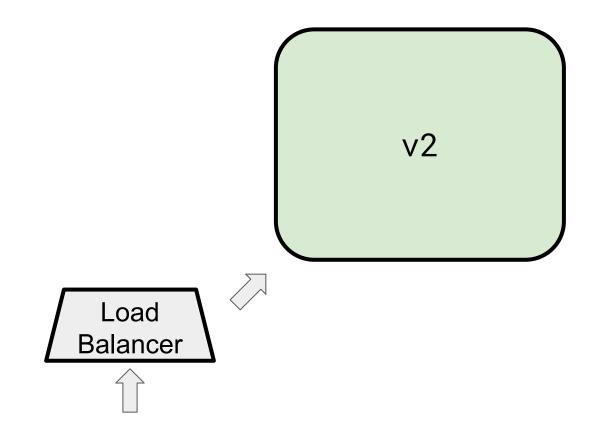












INNOVATIONS

Innovations: Serialization

```
type pair struct {
   x, y int32
pair
    OXAAAAAAA,
    OXAAAAAAA,
```

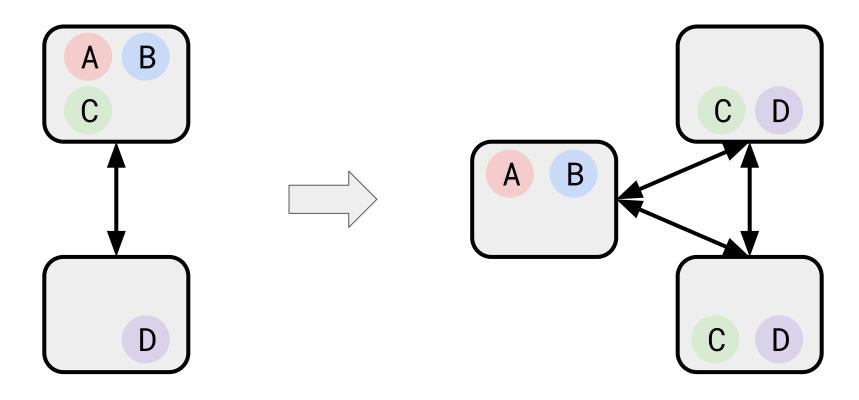
```
Protobuf serialization:
```

```
088AD5AAD52A108AD5AAD52A
```

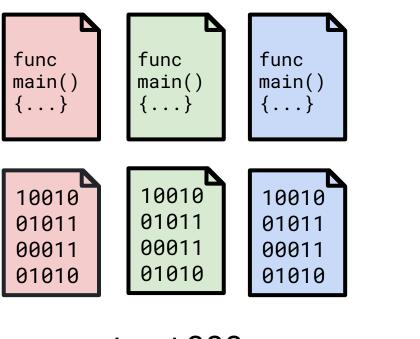
```
Custom Serialization:
```

AA AA AA AA

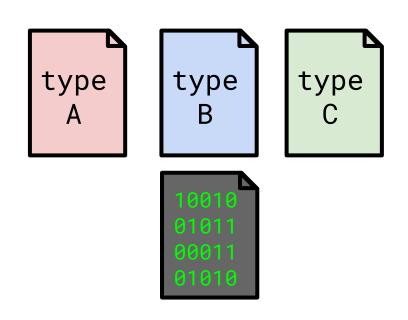
Innovations: Smart Scaling and Placement



Innovation: Testing



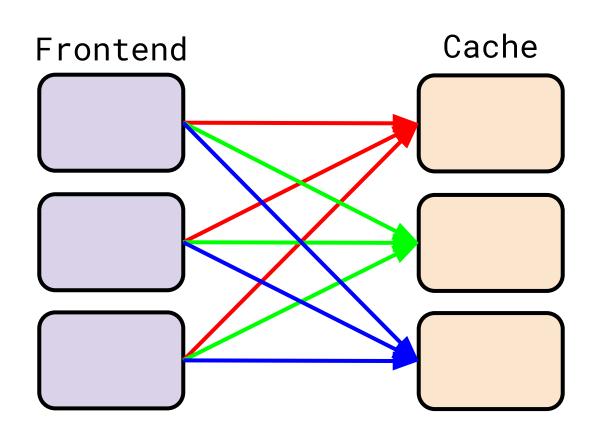
test???



unit tests failure tests

Innovations: Routing

Fast key-value stores: An idea whose time has come and gone [HotOS'19]



BENCHMARKS

- Online Boutique application
- 11 microservices
- C2-medium-8 nodes on GKE
- 10,800 QPS load

Metric	Baseline	Prototype (split)	Prototype (merged)	Gains
Go code	2647 lines	2117 lines	2117 lines	up to 1.25x
Autoscaled to	77.7 CPU	27.7 CPU	9.11 CPU	up to 8x
Median latency	5.47 ms	2.66 ms	0.38 ms	up to 14x
99p latency	18.87 ms	9.24 ms	2.47 ms	up to 7x

RELATED WARK

Related Work (Actor Frameworks)

- Orleans
- Akka
- Cloudflare Durable Objects
- Ray
- Erlang
- C++ Actor Framework
- ..

Bigger focus on rollouts, versioning, portability, and

simplicity.

Related Work (Serverless Functions)

- AWS Lambda
- Cloud Run
- Cloud Functions
- App Engine
- Azure Functions

Easier to integrate multiple services together.

Related Work (Physical and Logical Decoupling)

- Databases
- Data processing systems
- Dataflow systems
- ML training systems
- ..

Same idea, but for serving systems.

https://serviceweaver.dev serviceweaver@google.com