Table of contents provided by Syndetics

- **Preface** (p. vii)
- 1 Introduction (p. 1)
- A Brief History of Systems Develop merit (p. 1)
- The Value of Patterns, Practices, and Components (p. 4)
- Standing on the Shoulders of Giants (p. 4)
- A Shared Language for Discussing Our Practice (p. 5)
- Summary (p. 8)
- An Example Sidecar: Adding HTTPS to a Legacy Service (p. 11)
- Hands On: Deploying the topz Container (p. 14)
- Building a Simple PaaS with Sidecars (p. 15)
- Parameterized Containers (p. 17)
- Define Each Container's API (p. 17)
- Summary (p. 19)
- A Brief History of Patterns in Software Development (p. 2)
- The Rise of Open Source Software (p. 3)
- Formalization of Algorithmic Programming (p. 3)
- **Summary** (p. 6)
- 2 The Sidecar Pattern (p. 11)
- Modular Application Containers (p. 14)
- Patterns for Object-Oriented Programming (p. 3)
- Designing Sidecars for Modularity and Reusability (p. 16)
- Shared Components for Easy Reuse (p. 5)
- Part I Single-Node Patterns
- Documenting Your Containers (p. 18)
- Motivations (p. 7)
- Dynamic Configuration with Sidecars (p. 12)
- **3 Ambassadors** (p. 21)
- Using an Ambassador to Shard a Service (p. 22)
- Hands On: Implementing a Sharded Redis (p. 23)
- Using an Ambassador for Service Brokering (p. 25)
- Using an Ambassador to Do Experimentation or Request Splitting (p. 26)
- Hands On: Implementing 10% Experiments (p. 27)
- 4 Adapters (p. 31)
- Monitoring (p. 32)
- Hands On: Using Prometheus for Monitoring (p. 33)
- **Logging** (p. 34)
- Hands On: Normalizing Different Logging Formats with Fluentd (p. 35)
- Adding a Health Monitor (p. 36)
- Hands On: Adding Rich Health Monitoring for MySQL (p. 37)
- Part II Serving Patterns
- Introduction to Microservices (p. 41)
- 5 Replicated Load-Balanced Services (p. 45)
- Stateless Services (p. 45)
- Readiness Probes for Load Balancing (p. 46)

- Hands On: Creating a Replicated Service in Kubernetes (p. 47)
- Session Tracked Services (p. 48)
- Application-Layer Replicated Services (p. 49)
- Introducing a Caching Layer (p. 49)
- **Deploying Your Cache** (p. 50)
- Hands On: Deploying the Caching Layer (p. 51)
- Expanding the Caching Layer (p. 53)
- Rate Limiting and Denial-of-Service Defense (p. 54)
- SSL Termination (p. 54)
- Hands On: Deploying nginx and SSL Termination (p. 55)
- Summary (p. 57)
- 6 Sharded Services (p. 59)
- Sharded Caching (p. 59)
- Why You Might Need a Sharded Cache (p. 60)
- The Role of the Cache in System Performance (p. 61)
- Replicated, Sharded Caches (p. 62)
- Hands On: Deploying an Ambassador and Memcache for a Sharded Cache (p. 63)
- An Examination of Sharding Functions (p. 66)
- Selecting a Key (p. 67)
- Consistent Hashing Functions (p. 68)
- Hands On: Building a Consistent HTTP Sharding Proxy (p. 69)
- Hot Sharding Systems (p. 70)
- 7 Scatter/Gather (p. 73)
- Scatter/Gather with Root Distribution (p. 74)
- Hands On: Distributed Document Search (p. 75)
- Scatter/Gather with Leaf Sharding (p. 76)
- Scaling Scatter/Gather for Reliability and Scale (p. 79)
- 8 Functions and Event-Driven Processing (p. 81)
- Determining When FaaS Makes Sense (p. 82)
- The Benefits of FaaS (p. 82)
- The Challenges of FaaS (p. 82)
- The Need for Background Processing (p. 83)
- The Need to Hold Data in Memory (p. 83)
- The Costs of Sustained Request-Based Processing (p. 84)
- Sharded, Replicated Serving (p. 70)
- Hands On: Sharded Document Search (p. 77)
- Choosing the Right Number of Leaves (p. 78)
- **Patterns for FaaS** (p. 84)
- The Decorator Pattern: Request or Response Transformation (p. 85)
- Hands On: Adding Request Defaulting Prior to Request Processing (p. 86)
- Handling Events (p. 87)
- Hands On: Implementing Two-Factor Authentication (p. 88)
- Event-Based Pipelines (p. 89)
- Hands On: Implementing a Pipeline for New-User Signup (p. 89)
- 9 Ownership Election (p. 93)
- Determining If You Even Need Master Election (p. 94)

- The Basics of Master Election (p. 95)
- Hands On: Deploying etcd (p. 97)
- Implementing Locks (p. 98)
- Hands On: Implementing Locks in etcd (p. 101)
- Implementing Ownership (p. 101)
- Hands On: Implementing Leases in etcd (p. 102)
- Handling Concurrent Data Manipulation (p. 103)
- Part III Batch Computational Patterns
- 10 Work Queue Systems (p. 109)
- A Generic Work Queue System (p. 109)
- The Source Container Interface (p. 110)
- The Worker Container Interface (p. 112)
- The Shared Work Queue Infrastructure (p. 113)
- Hands On: Implementing a Video Thumbnailer (p. 115)
- Dynamic Scaling of the Workers (p. 117)
- The Multi-Worker Pattern (p. 118)
- 11 Event-Driven Batch Processing (p. 121)
- Patterns of Event-Driven Processing (p. 122)
- **Copier** (p. 122)
- **Filter** (p. 123)
- **Splitter** (p. 124)
- **Sharder** (p. 125)
- Merger (p. 127)
- Hands On: Building an Event-Driven Flow for New User Sign-Up (p. 128)
- Publisher/Subscriber Infrastructure (p. 129)
- Hands On: Deploying Kafka (p. 130)
- 12 Coordinated Batch Processing (p. 133)
- Join (or Barrier Synchronization) (p. 134)
- **Reduce** (p. 135)
- Hands On: Count (p. 136)
- Sum (p. 137)
- **Histogram** (p. 137)
- Hands On: An Image Tagging and Processing Pipeline (p. 138)
- 13 Conclusion: A New Beginning? (p. 143)
- **Index** (p. 145)