

# 企业级持续交付平台的微服务演进

[ ThoughtWorks 林帆 ]

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- ❖ 你以为微服务就是拆服务？
- ❖ 微服务的容器化探索



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## 案例：企业级持续交付平台

- 2015年8月 -

- ❖ ~5人临时团队
- ❖ 1个Service (和其他开源服务)
- ❖ 不到10服务节点
- ❖ 接入项目数~50



- 2016年8月

- 
- ❖ ~20人，分为两个团队
- ❖ 超过20个Service
- ❖ 超过200服务节点
- ❖ 接入项目数超过1000



# Jenkins



The screenshot displays the Jenkins web interface. At the top, the Jenkins logo and a search bar are visible. Below the navigation bar, there are several menu items on the left: New Item, People, Build History, Edit View, Delete View, View Fullscreen, Manage Jenkins, My Views, and Credentials. The main content area shows a grid of pipeline names, with 'Pipeline' selected. Below the grid, the 'Pipeline' view is shown, including a build queue (empty), build executor status (two executors on a master and two on a host), and a pipeline graph for build #191. The graph shows four stages: Build (54 sec), CreateImage (15 sec), Deploy (1 sec), and Clean (0 sec).

**Jenkins**

Build Queue

No builds in the queue.

Build Executor Status

master

- 1 idle
- 2 idle

Host

- 1 idle
- 2 idle

Host

- 1 idle
- 2 idle

**Pipeline**

#191 triggered by SCM changes by [redacted] started: [redacted]

Changes:

1134351eb505a860012ad759cca27146452f8f...

Build → CreateImage → Deploy → Clean

Build: 54 sec

CreateImage: 15 sec

Deploy: 1 sec

Clean: 0 sec



MySQL



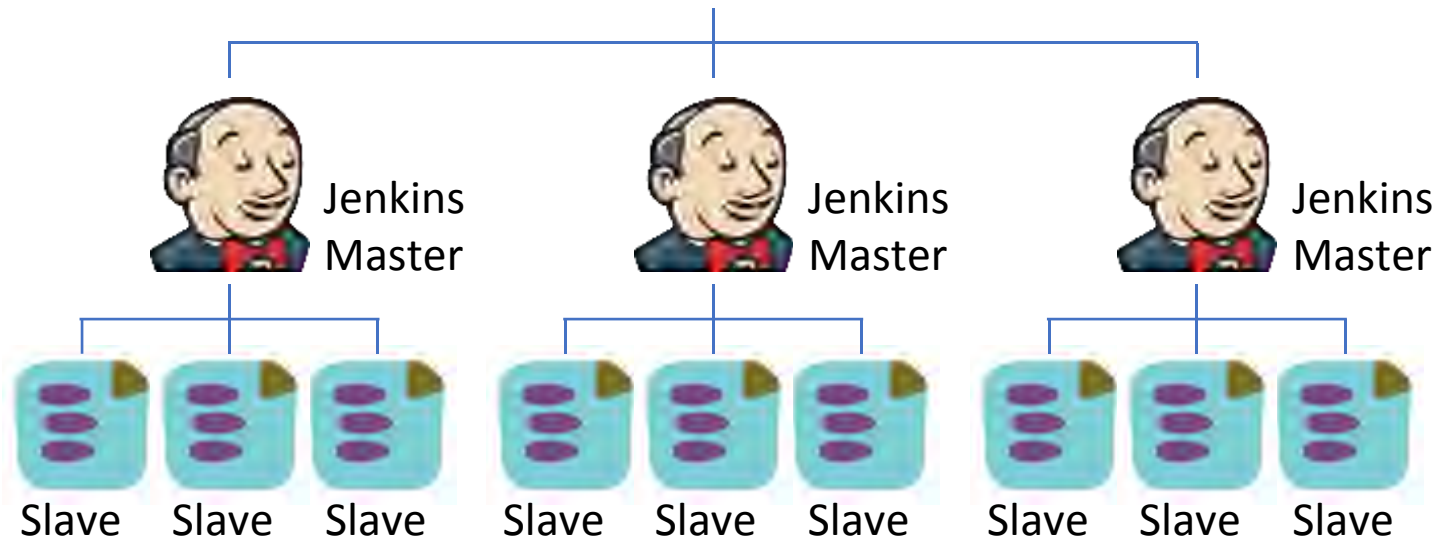
SonarQube

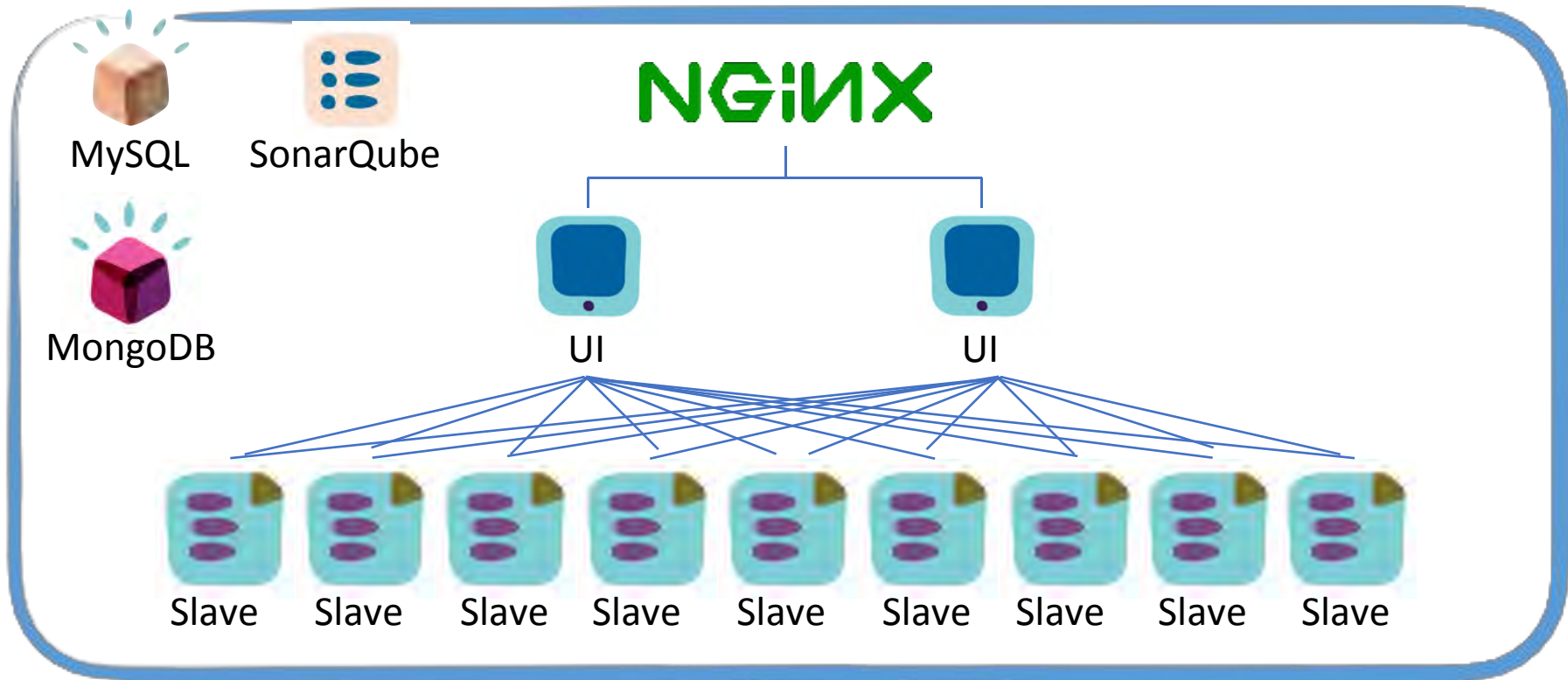


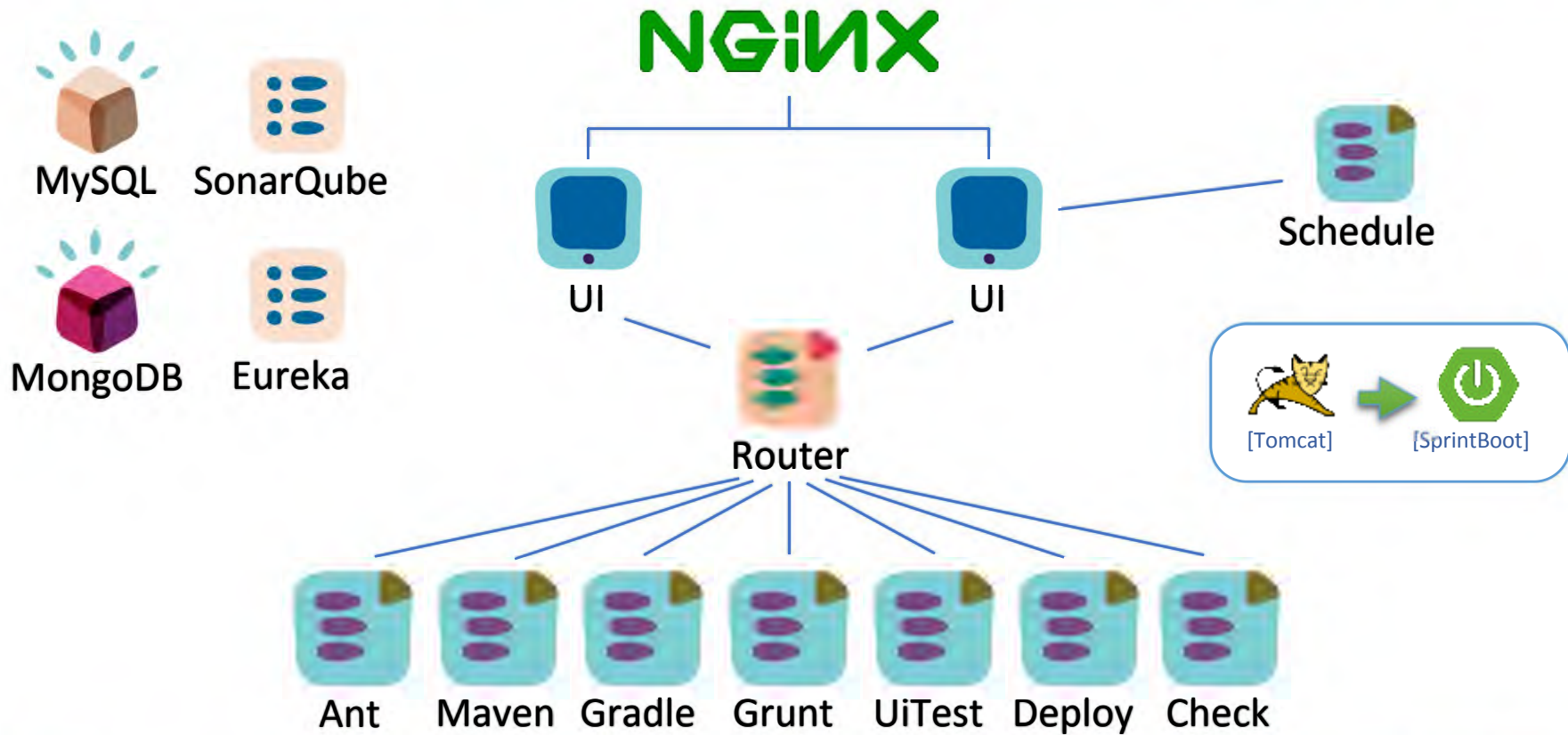
UI



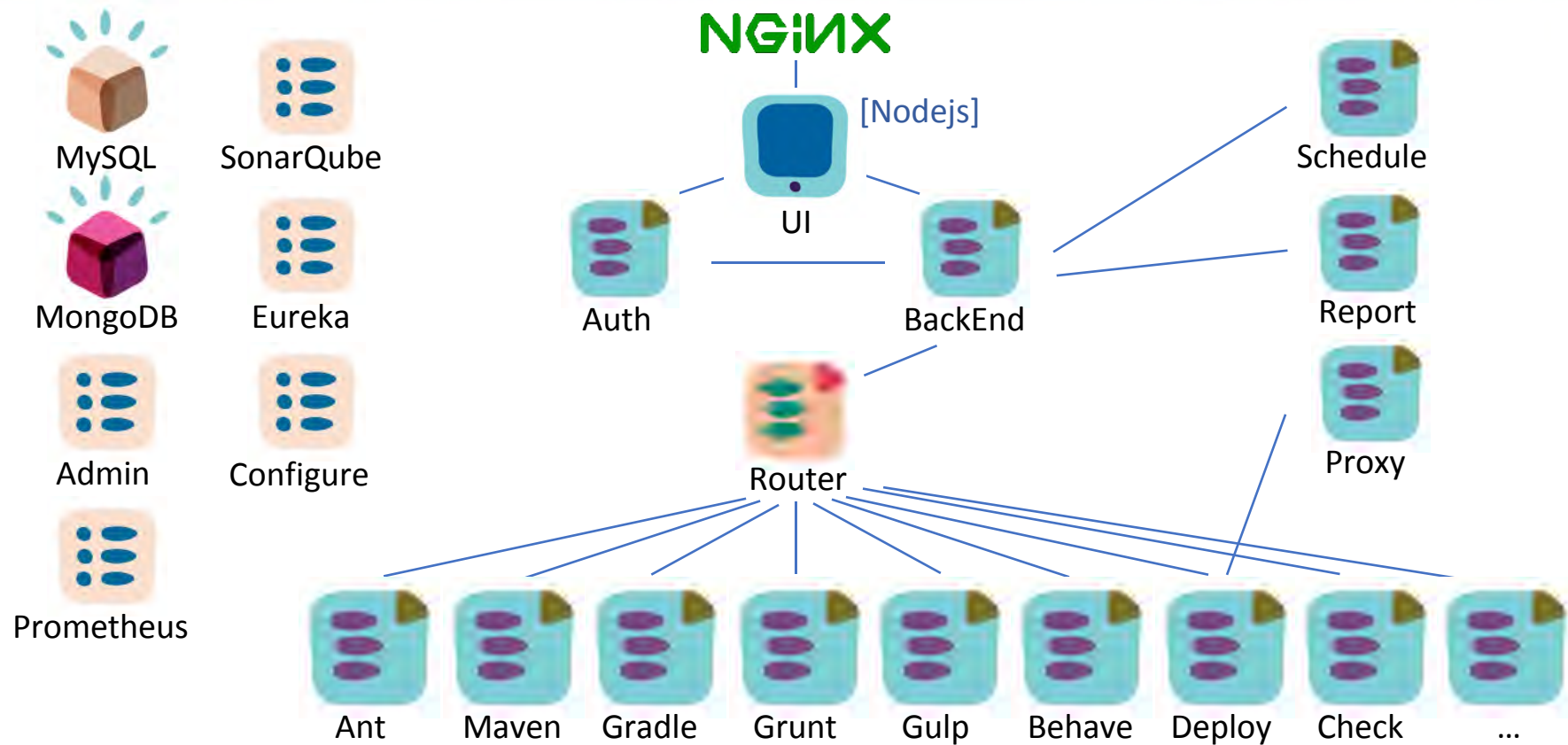
MongoDB

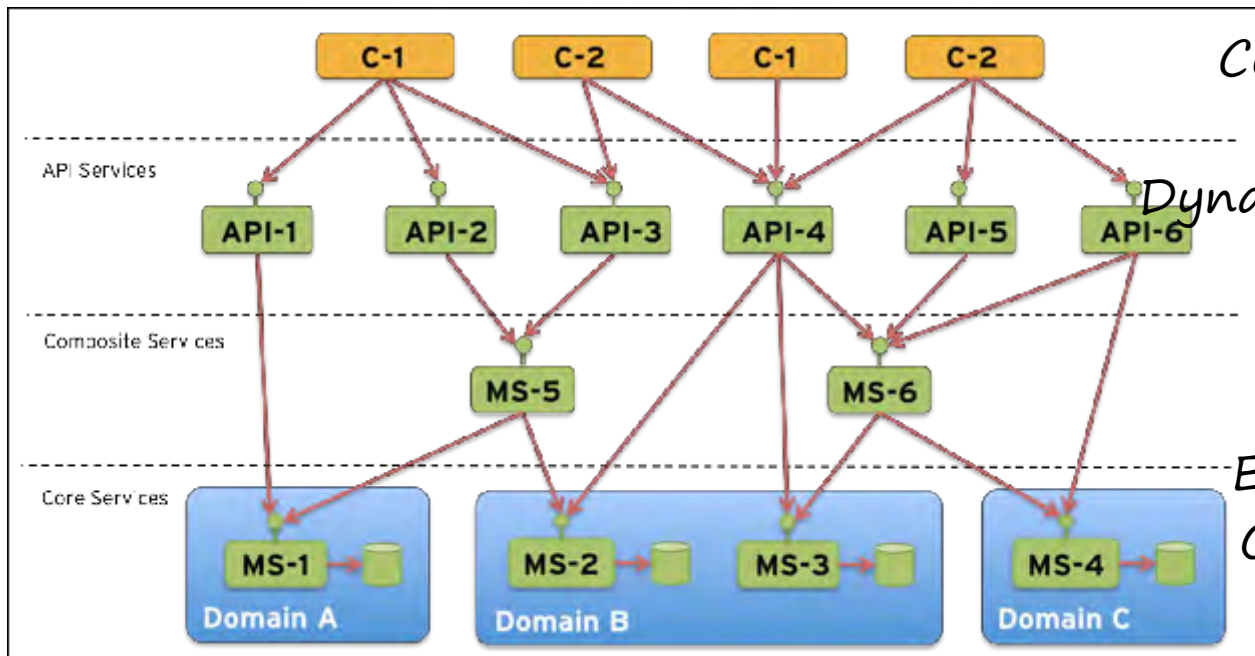






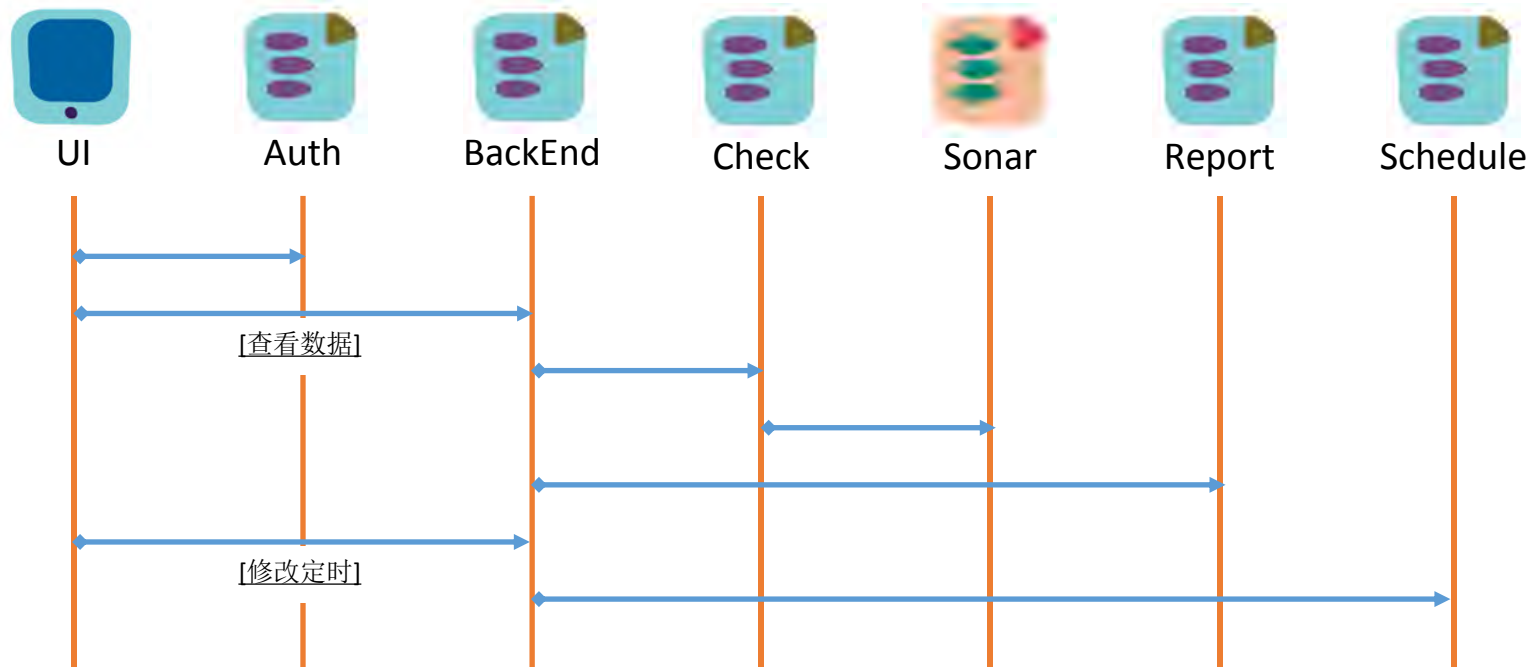




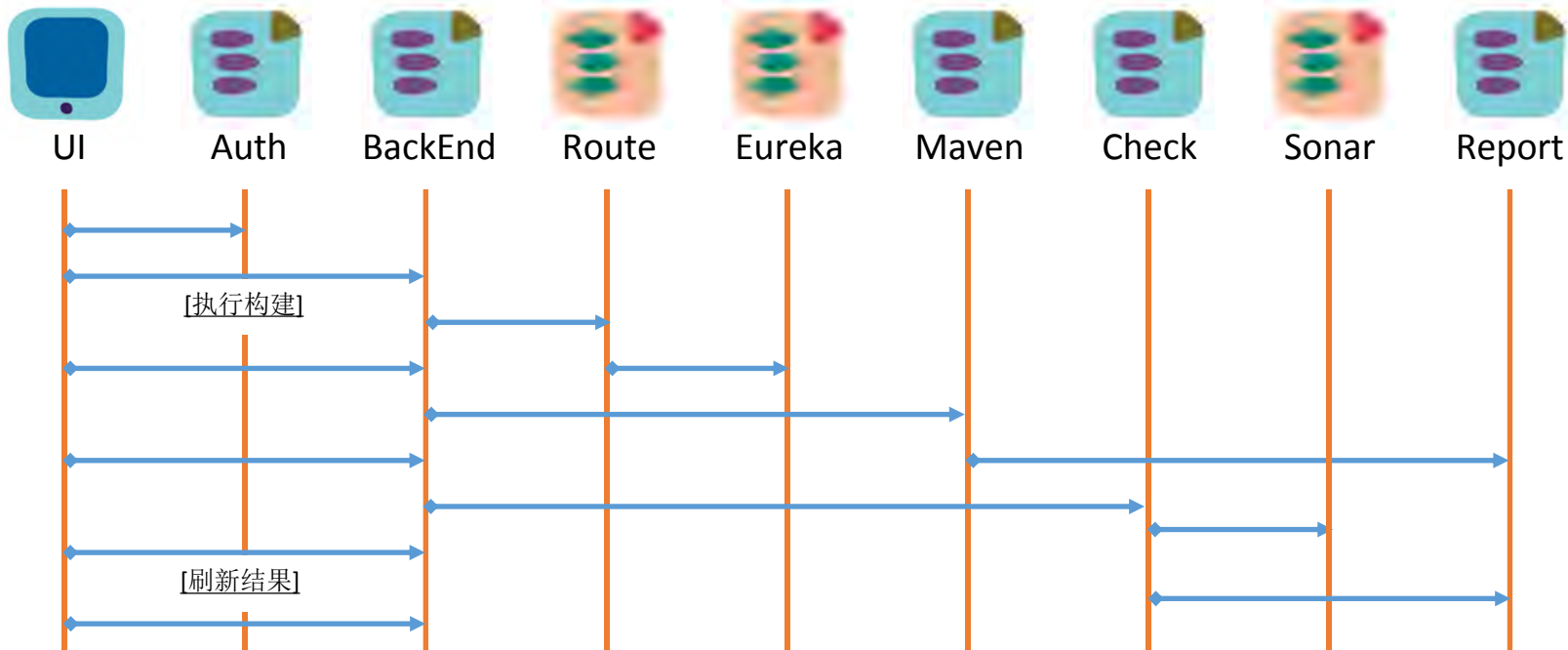


Central Configuration server  
Service Discovery server  
Dynamic Routing & Load Balancing  
Circuit Breaker  
Monitoring  
Centralised log analysis  
Edge Server (API Gateway)  
OAuth 2.0 protected APIs

### 用户查看和修改流水线



用户执行一次项目构建



## 服务何时应该拆分？

- ❖ 代码量过大、逻辑混乱（也许可以考虑重写这个服务...）
- ❖ 服务承担了多个独立业务职责（代码存在大量重复判断语句）
- ❖ 同时有太多功能需要在同一个代码仓库进行开发（>3~5个）

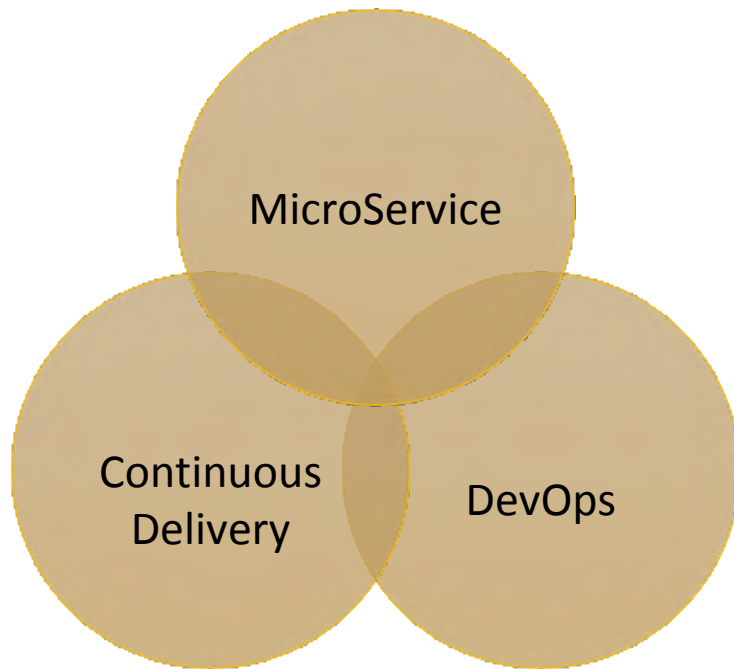
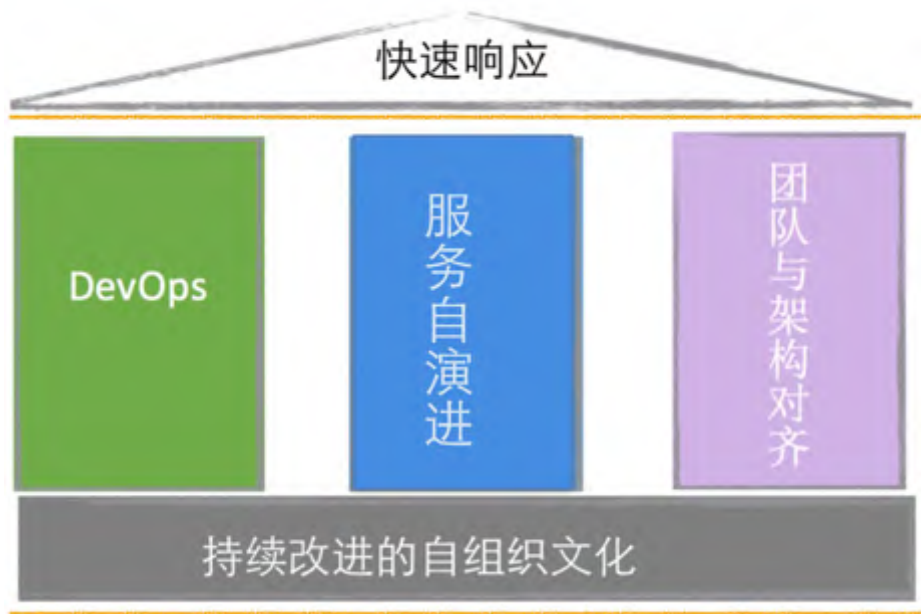
你以为微服务  
的关键真的就是拆分服务？



## 微服务真的只是拆分服务？

- ❖ 架构不是银弹
- ❖ 基础设施&团队文化

设计系统的组织，其产生的设计和架构等价于组织间的沟通结构  
—— Conway' s law

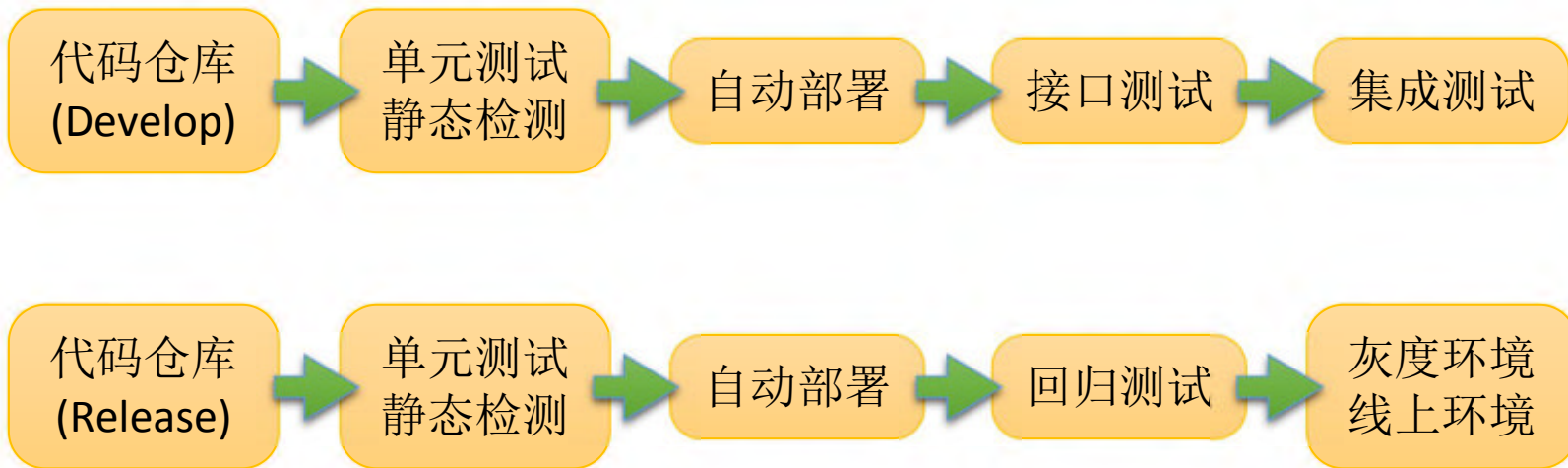




## 微服务关键实践

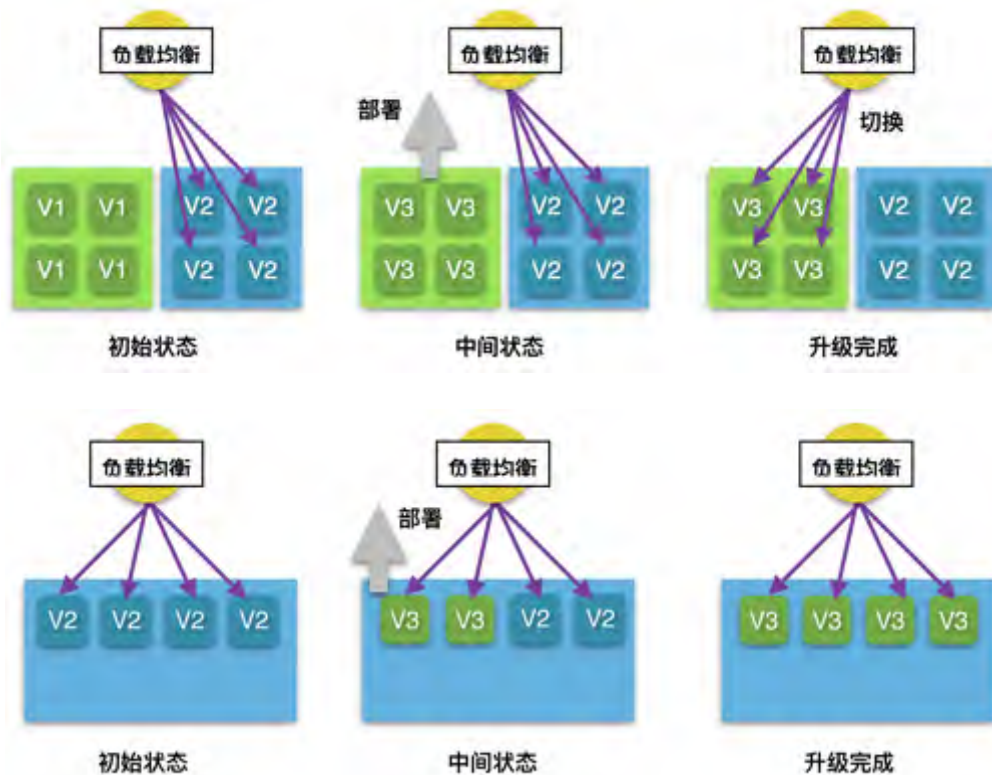
- ❖ 持续交付
- ❖ 全功能团队
- ❖ 自动化运维
- ❖ 服务高可用
- ❖ 不离线部署
- ❖ 监控告警
- ❖ 容器化

## 基于主干开发的流水线

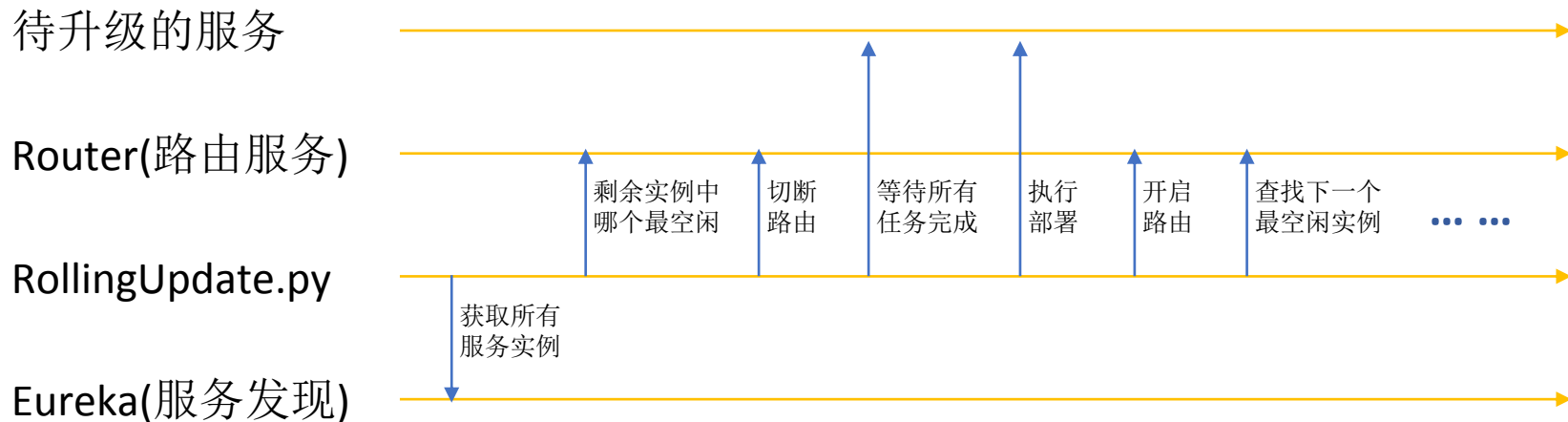


# 服务的非离线部署

BlueGreen  
Update  
Rolling  
Update



# 带状态检查的Rolling Update



## 为什么要用微服务

- ❖ 多技术栈混用，方便新技术引入
- ❖ 更低的试错成本，更快的响应变化

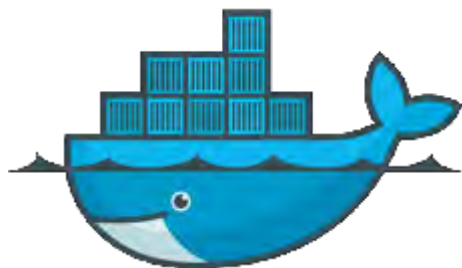
## 微服务的潜在好处

- ❖ 更清晰的代码，更少的分支，便于持续集成优化
- ❖ 更短的构建时间，更快的运行测试，更好的并行开发

## 微服务的潜在问题

- ❖ 接口&依赖的版本管理
- ❖ 链式故障&跨团队问题追踪
- ❖ 数据表归属&数据耦合
- ❖ 分布式系统的其他一切问题

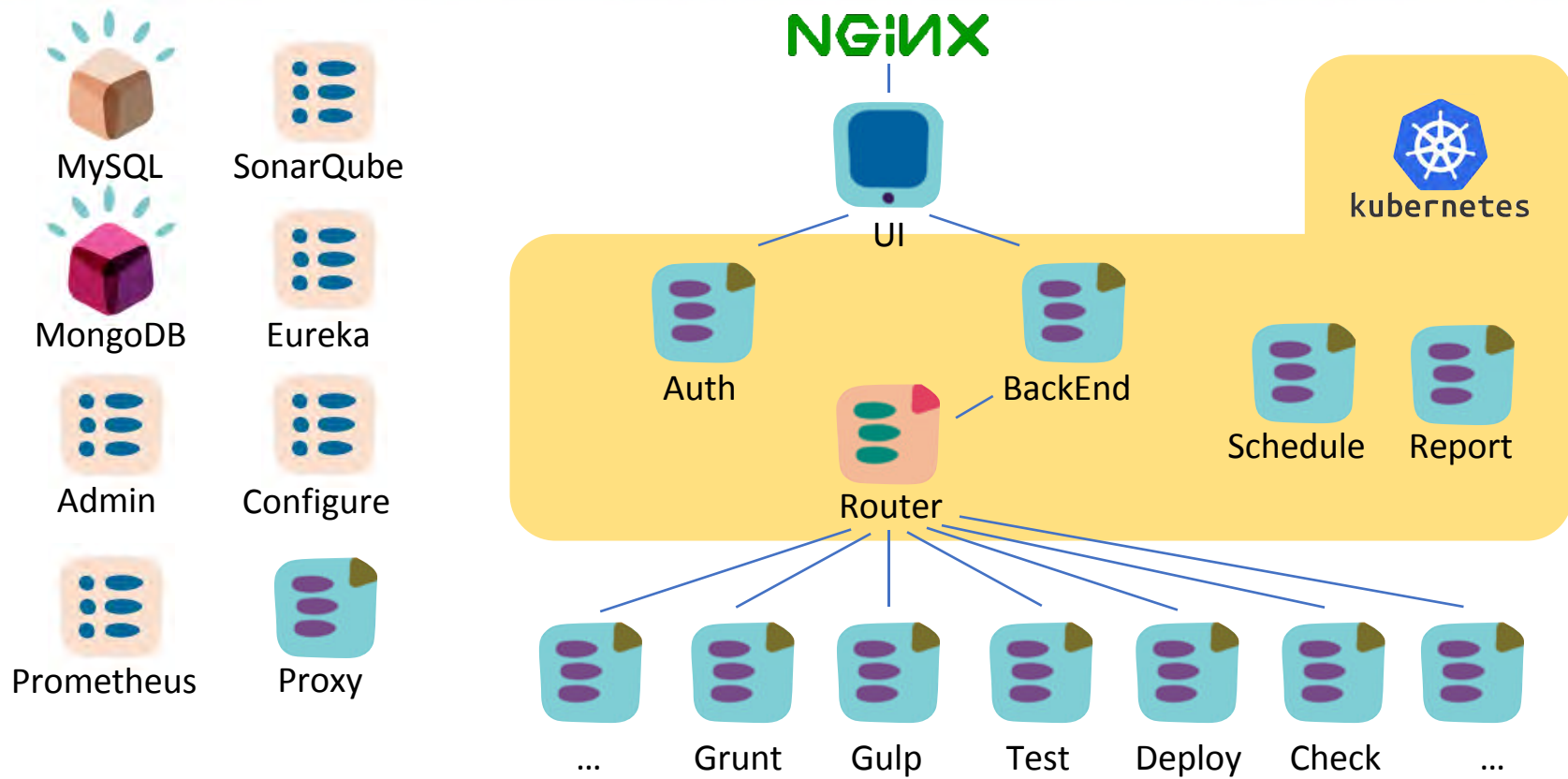
## 微服务的容器化探索



docker



kubernetes



MySQL



SonarQube



MongoDB



Eureka



Admin



Configure



Prometheus



Proxy

NGINX



UI



Auth



BackEnd



Router



Schedule



Report



Grunt



Gulp



Test



Deploy



Check

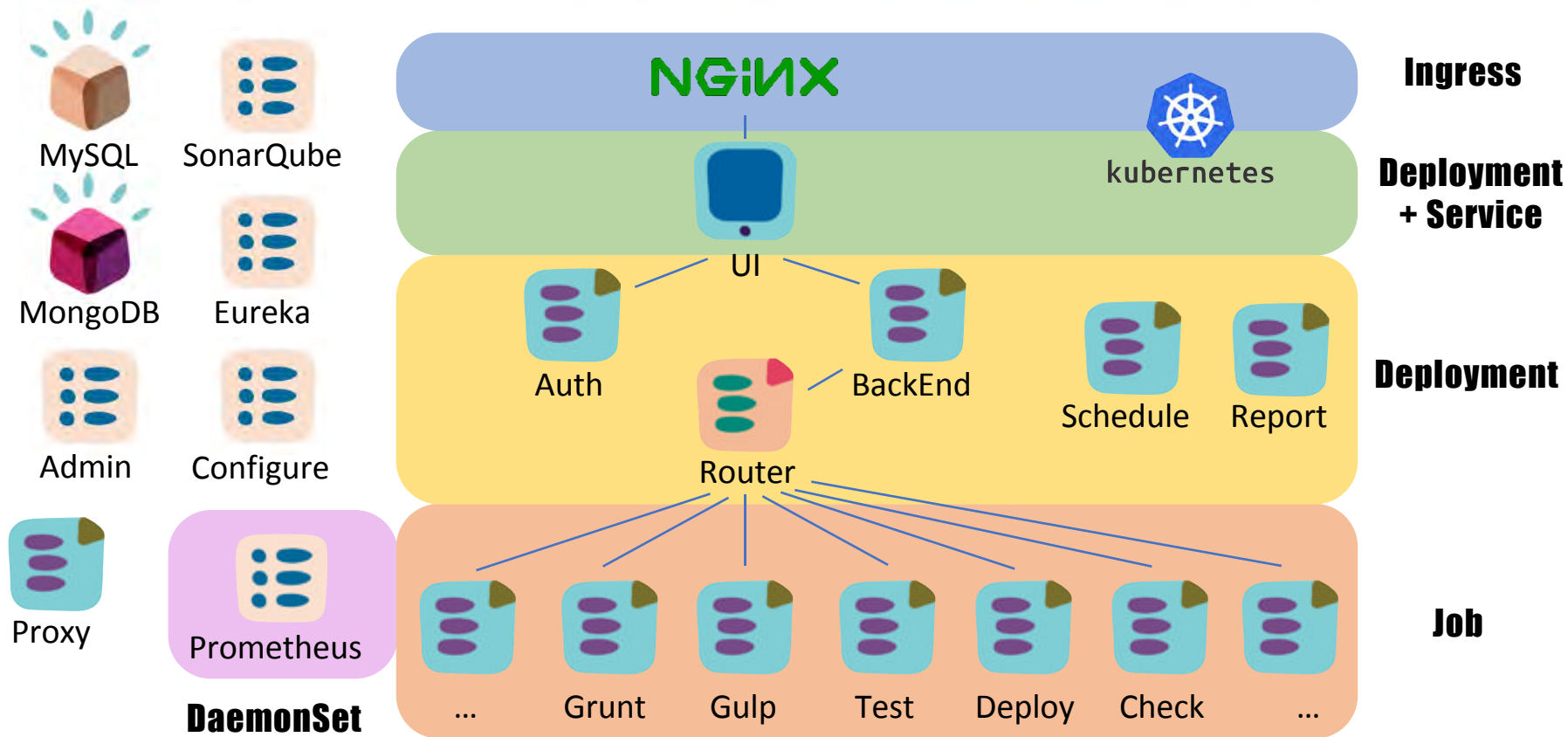
...

...



kubernetes





# Thanks

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