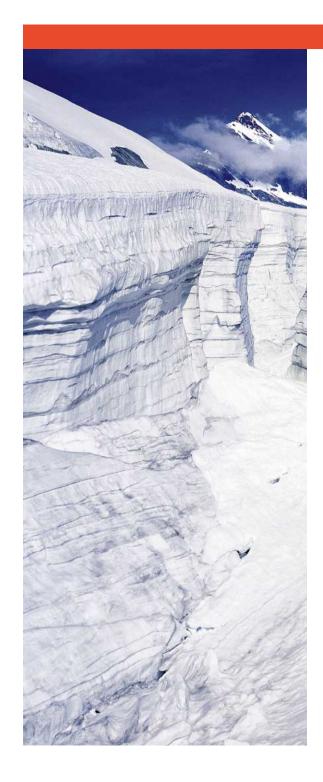


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Oliver Wegner • Stefan Tilkov

From Parts to a Whole: **Modular Development** of a Large-Scale e-Commerce Site

QCon, London 06/03/2014





1. Reviewing architectures

Generic Architecture Review Results

Building features takes too long

Technical debt is well-known and not addressed

Deployment is way too complicated and slow

Architectural quality has degraded

Scalability has reached its limit

"-ility" problems abound

Replacement would be way too expensive



Conway's Law

Organization → **Architecture**

"Organizations which design systems are constrained to produce systems which are copies of the communication structures of these organizations." – M.E. Conway

Reversal 1

Architecture → **Organization**

Any particular architecture approach constraints organizational options – i.e. makes some organizational models simple and others hard to implement.

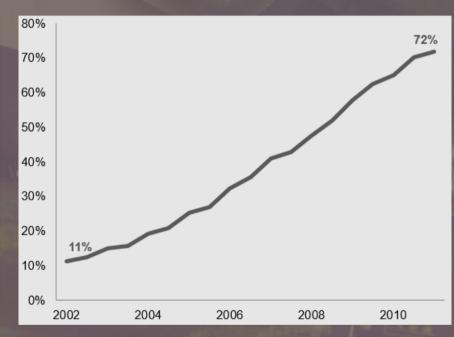
Reversal 2

Architecture → **Organization**

Choosing a particular architecture can be a means of optimizing for a desired organizational structure.

2. Rebuilding Otto.de





4.200 **Employees**

> 2.1 Billion € turnover

> 2 Million items on Otto.de

> 80% turnover online

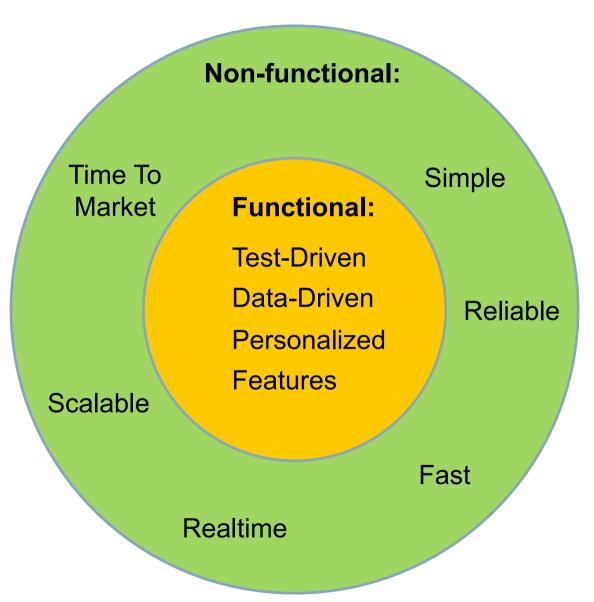
Kleid. Gefunden auf OTTO .de



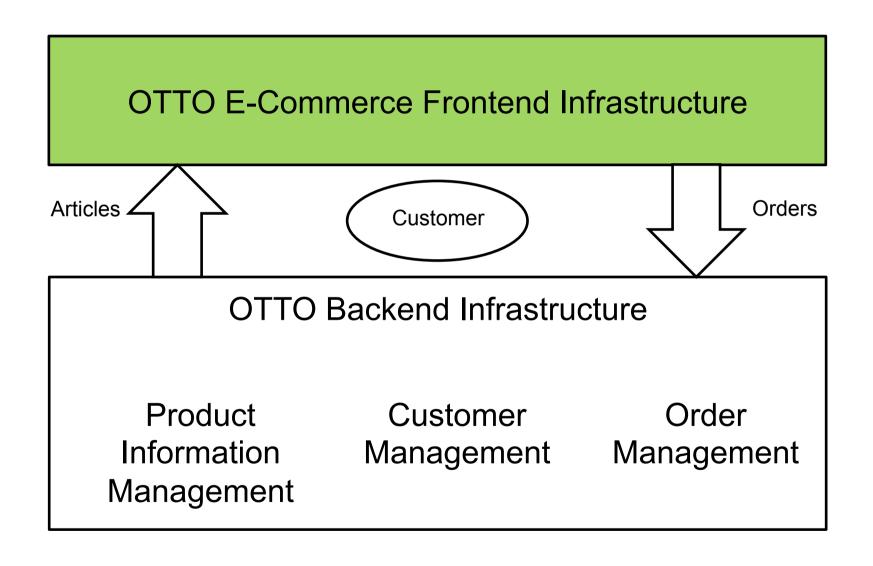


But why rebuild Otto.de?

Goals



How green is the green field?



Start of the project LHOTSE

Open Source as core technologies

One Prototype to define the technology stack

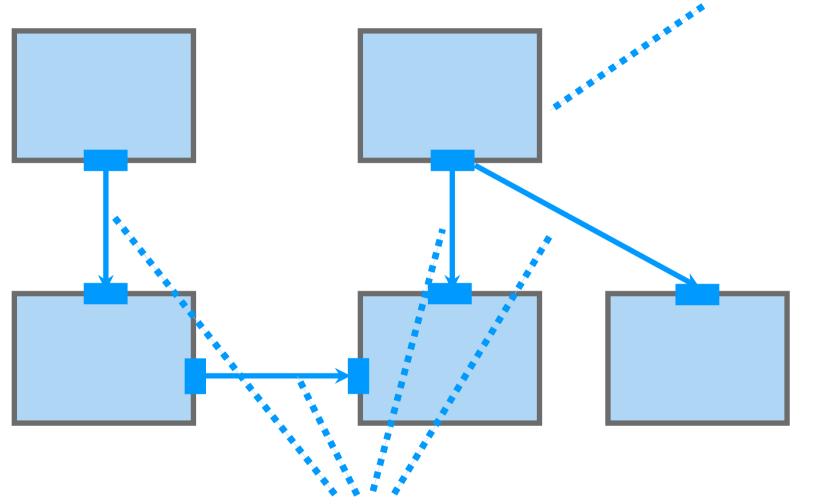
Project organization with autonomous teams

Scrum as an agile development method

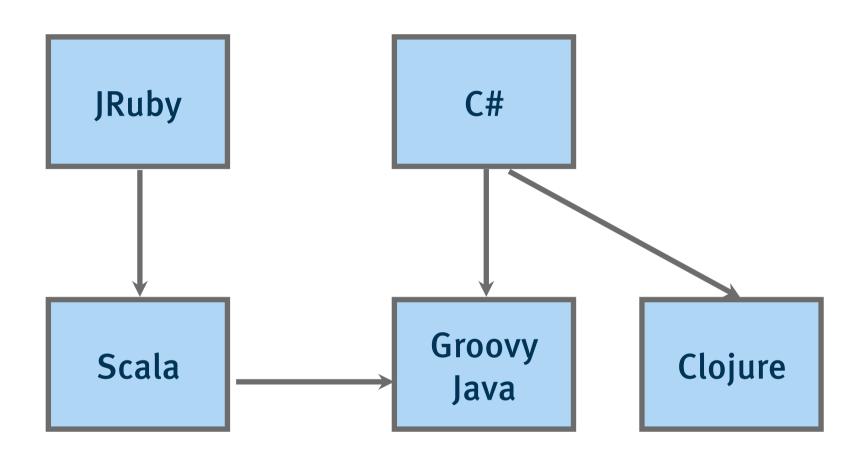
Technical system architecture

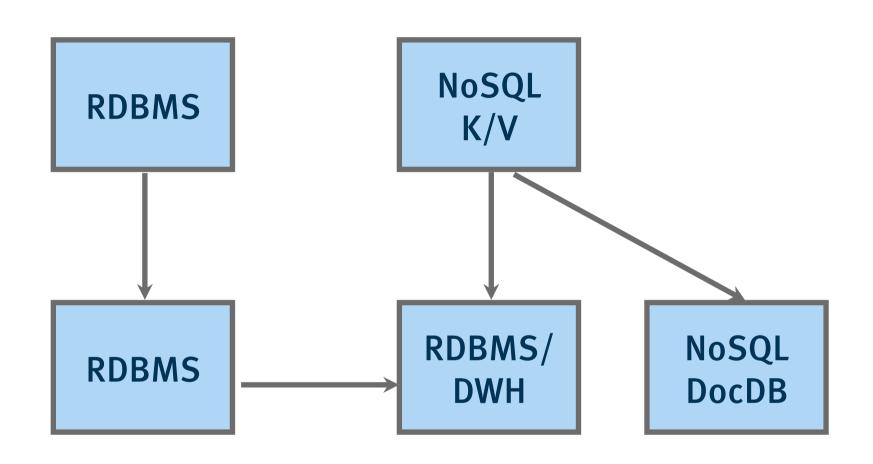
3. A system-of-systems approach

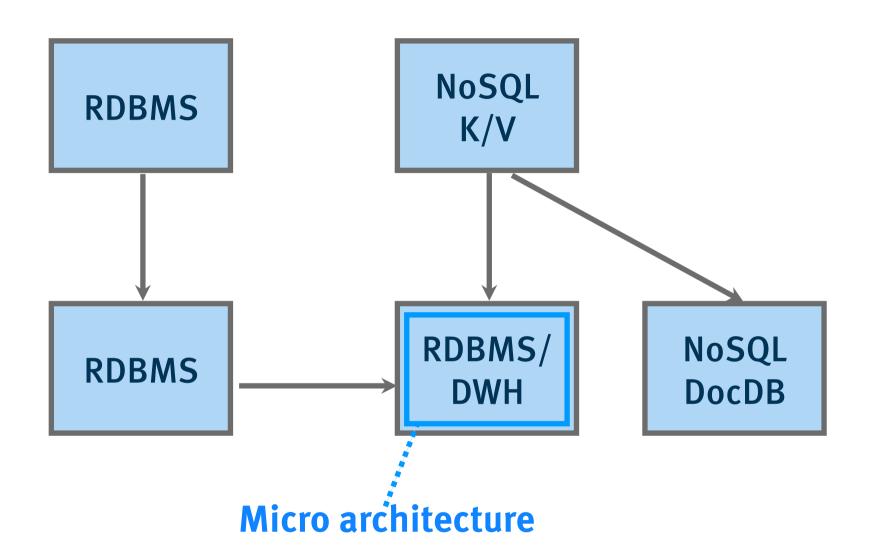
Domain architecture

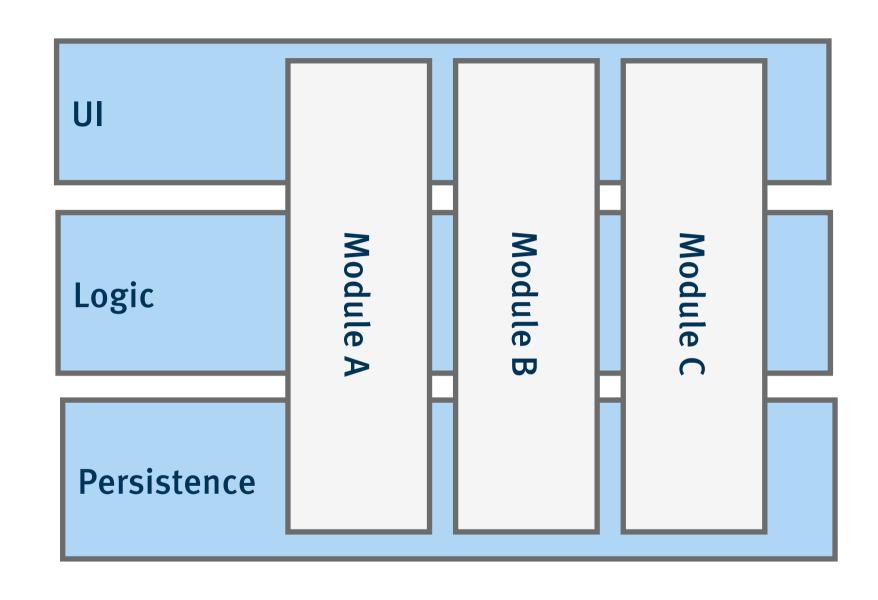


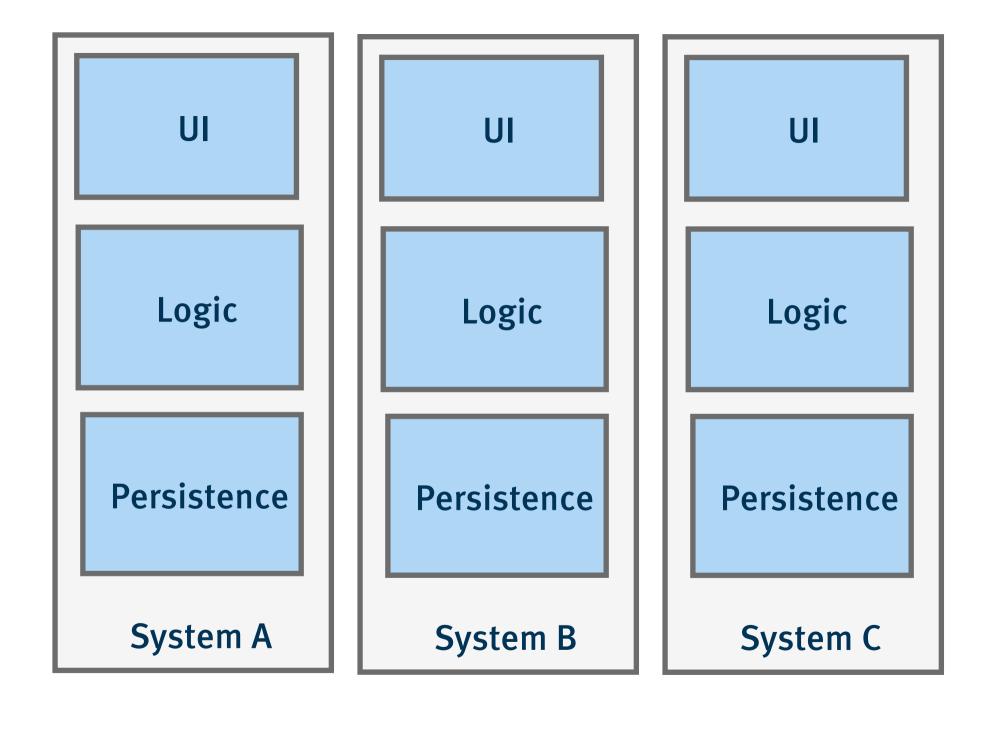
Macro (technical) architecture





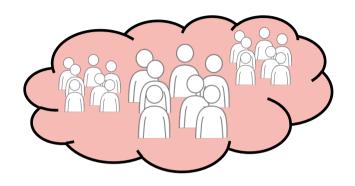




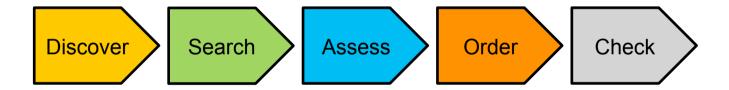


4. The Otto architecture

Buying Process – as you already know it



Customer Journey





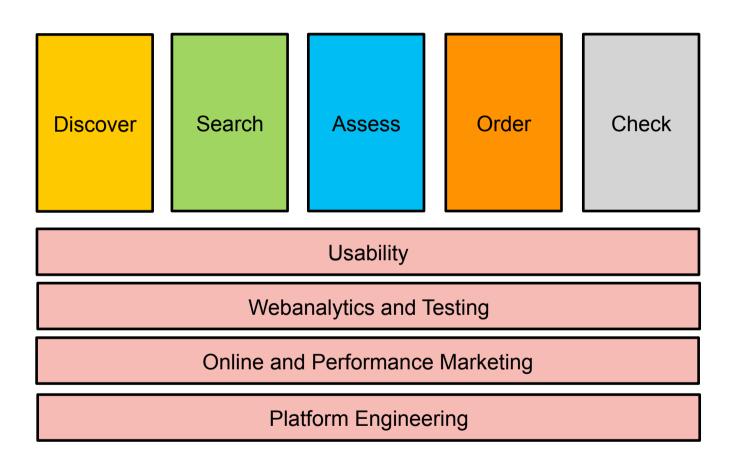






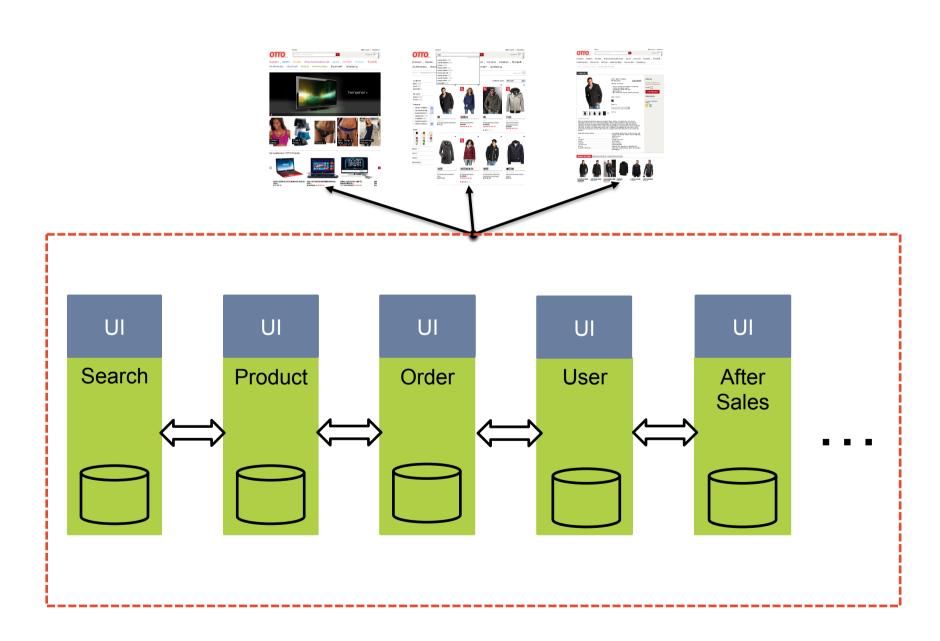


The E-Commerce Business Architecture – Vertical and Horizontal aspects of the product Otto.de

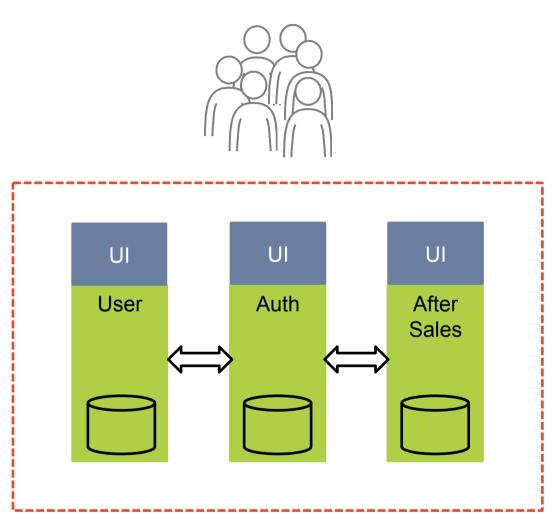


1 Website = 1 Product = 1 System = 1 Engineering Team?

System architecture is vertical



Organizational aspects



1 Team → N Systems

1 System → 1 Team

Architecture rules

Macro-Architecture

RESTful Architecture

Shared Nothing

Vertical Design

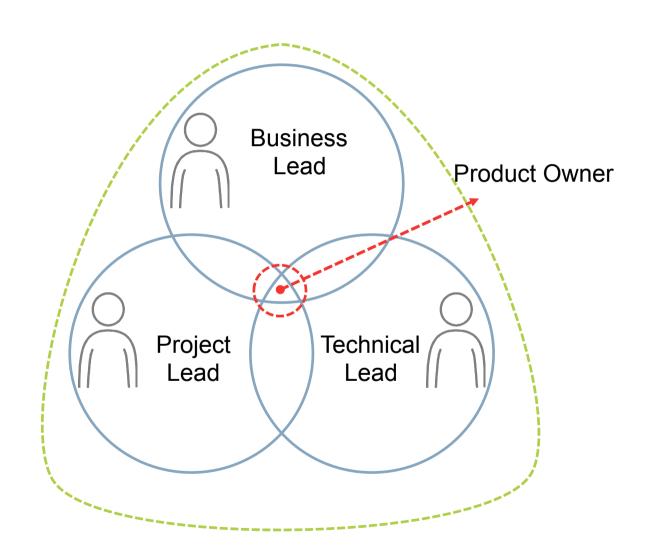
Data Governance

Micro-Architecture

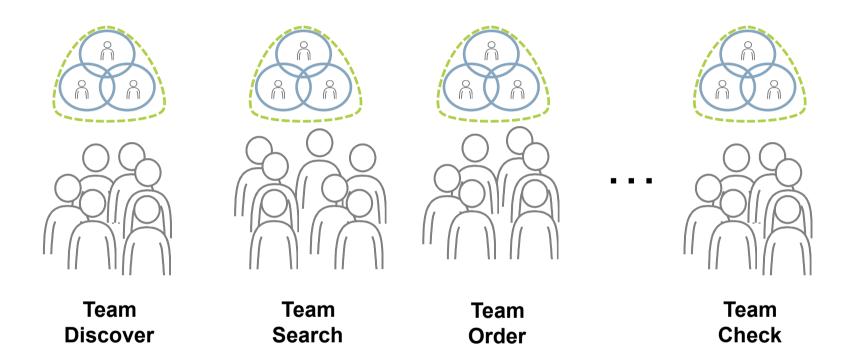
Buy when non core

Common Technologies

The 3 Faces of Product Ownership



Project start with distributed teams



But how to deal with frontend integration?

5. Frontend Integration

Server-side integration options

Edge integration

Homegrown

REST

RMI RPC

Feeds

DB replication

Deployment

Chef, Puppet, ...

Build tools

Asset pipeline

Development

Git/SVN submodules Gems

Maven artifacts

Client-side integration options

Client call SPA-style

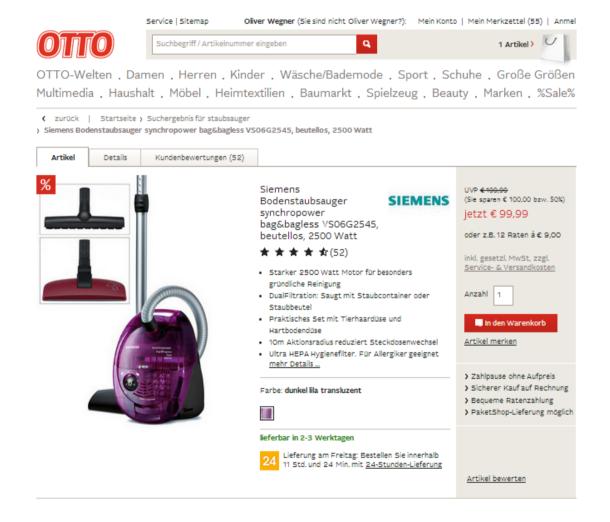
Replaced link

Unobtrusive JS

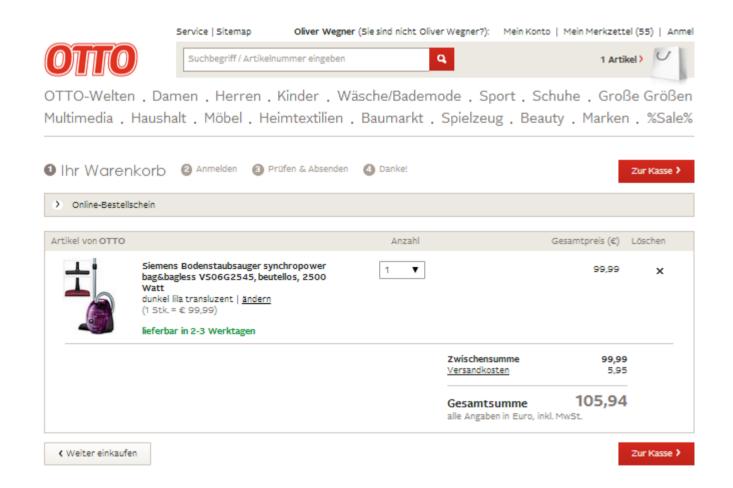
ROCA-style

Link Magical integration concept

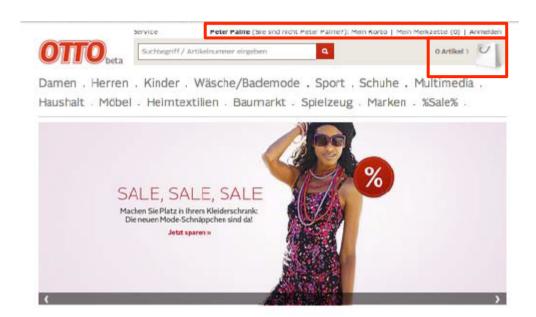
Otto.de – detail view



Otto.de - Basket



Management of JS and CSS from each team





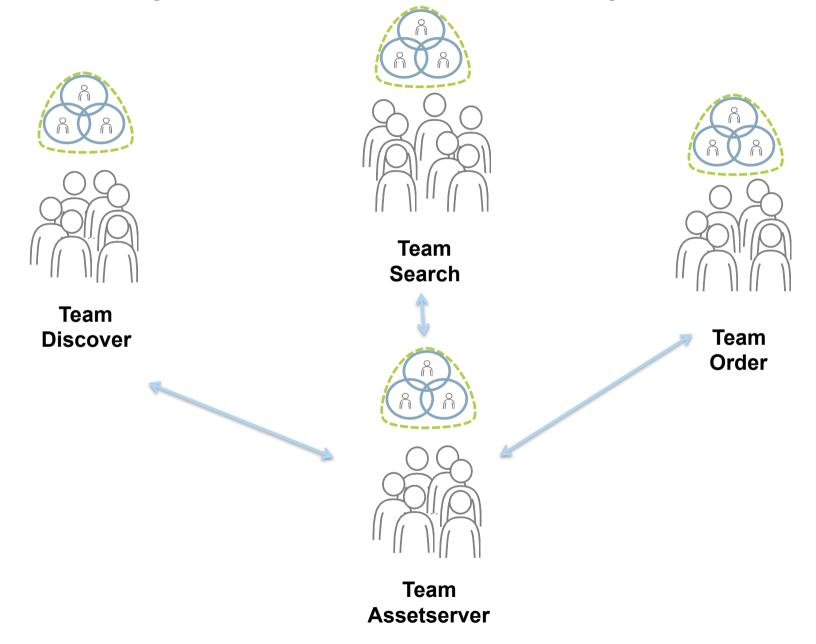
System View

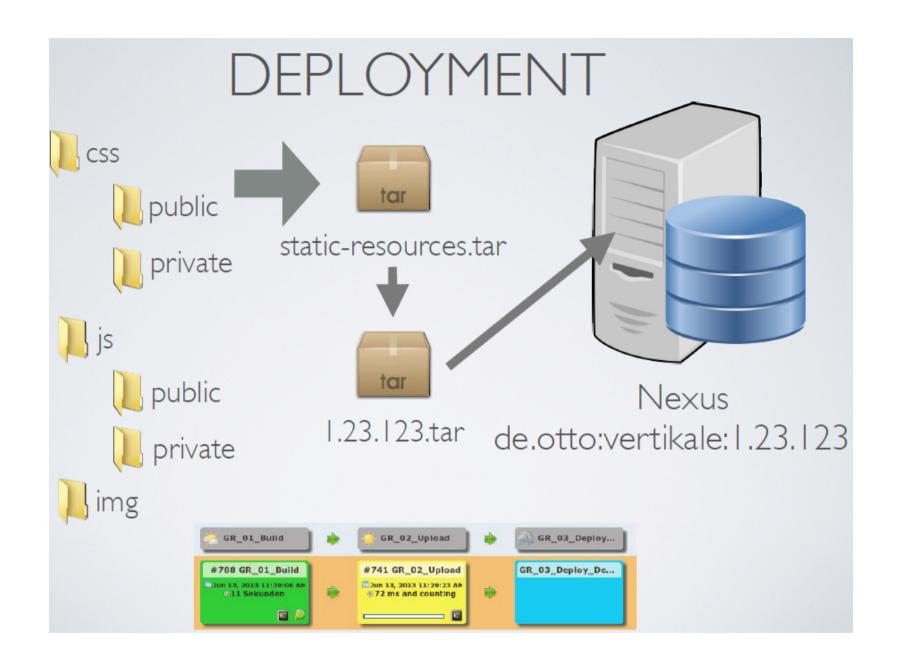




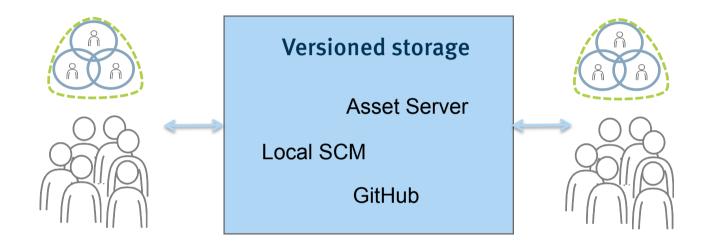


Separate teams for horizontal aspects



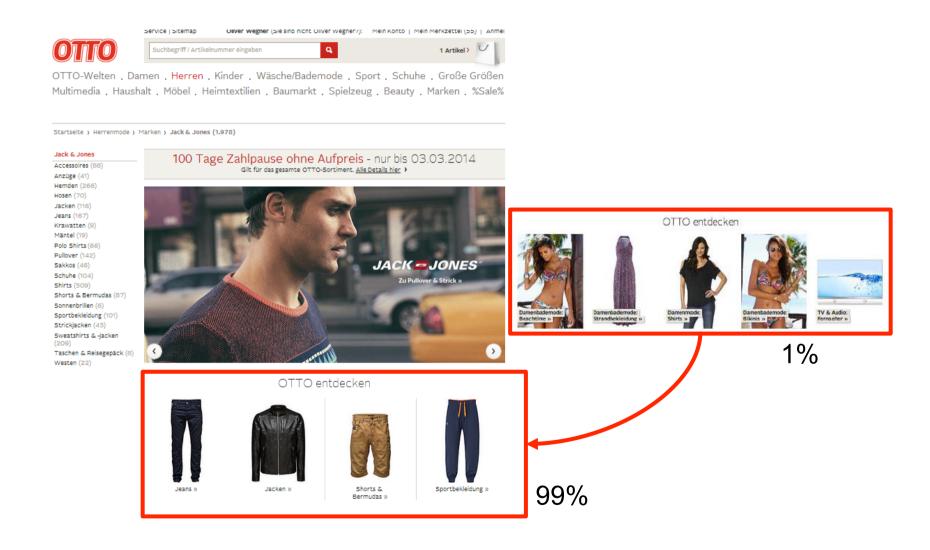


Decoupling

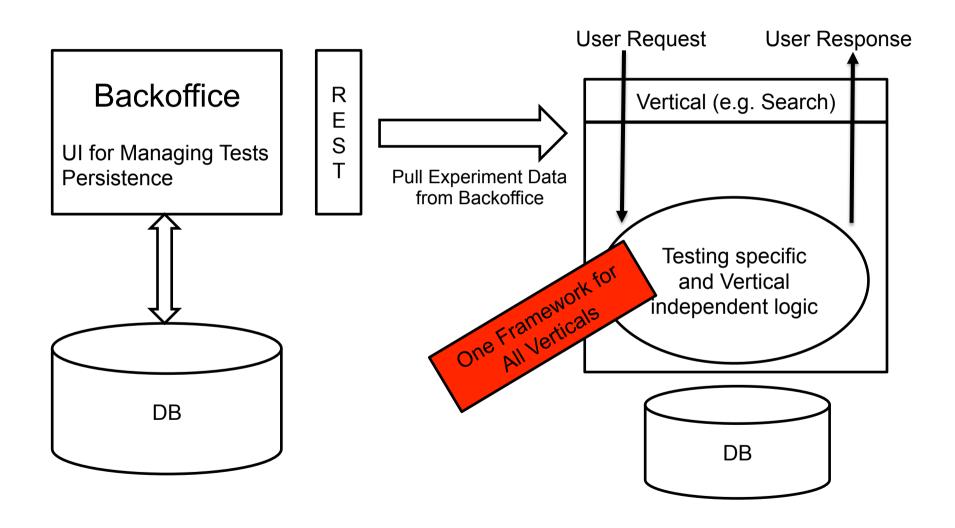


6. A/B-Testing

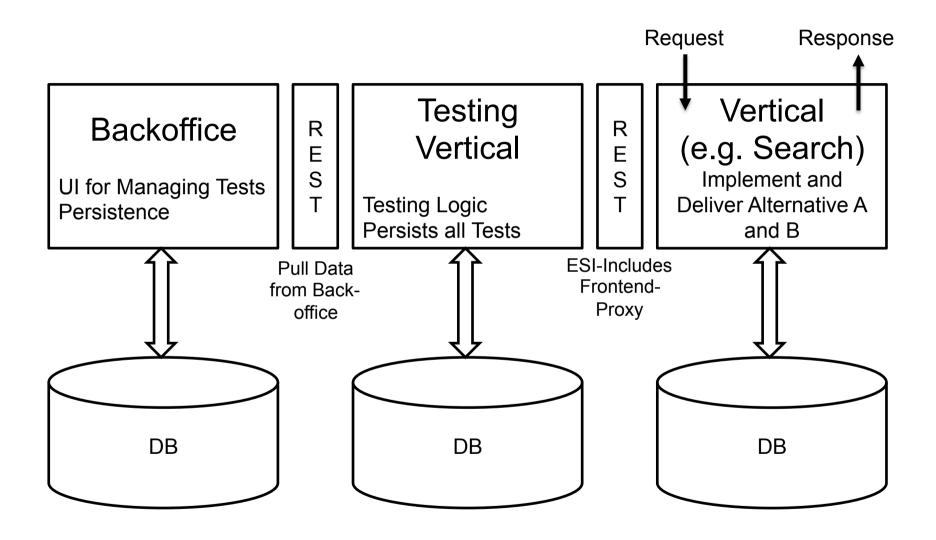
AB-Testing in a distributed environment – What is an AB-Test



Solution with a centralized framework every team has to include in their repository



Solution with a dedicated Vertical and loose coupling



7. Conclusion

Results of the project LHOTSE

2 years in total

Scaled to >100 people

Finished in budget

Finished in quality

Finished before schedule: October, 24th → 4 months earlier

Minimum Viable Product

Lessons learned in applying a system-of-systems approach

Independent, autonomous systems for maximum decoupling

Prefer "pull" to "push" sharing

Strict macro architecture rules

Minimize crossfunctional concerns

Address crossfunctional concerns

Minimize need for coordination

Be skeptical of "easy" solutions

Teams with their own decisions

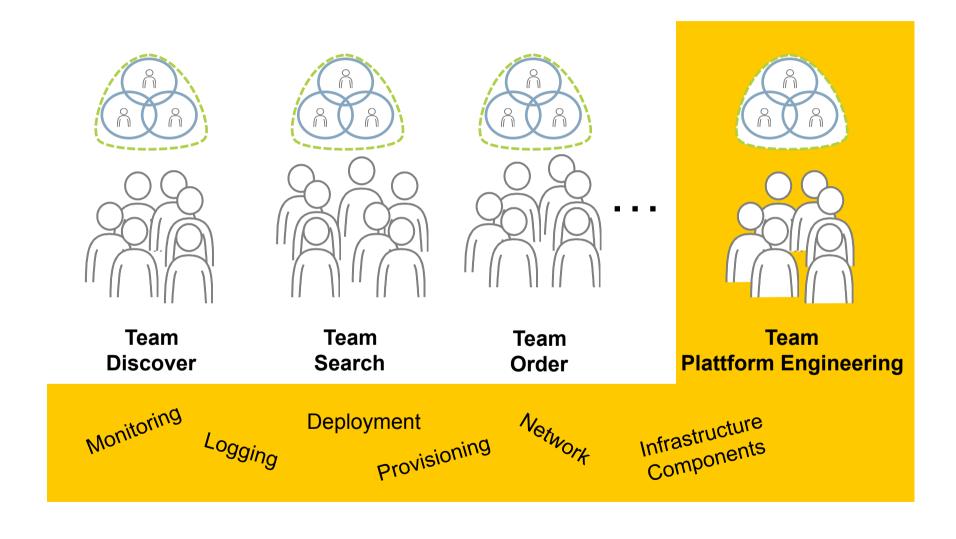


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BACKUP

Plattform Engineering delivers the basic infrastructure for all verticals



Microservices?

Microservices Approach

- -Very small
- -100s
- –Does one thing only
- -Separate client (?)

Vertical Systems Approach

- -Medium-sized
- -10s
- –Small # of related things
- -Includes UI