

from applications to services

as natural as the move from albums to 'itunes'

a service-oriented state of the union at gsi commerce

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but first, for something completely different ...

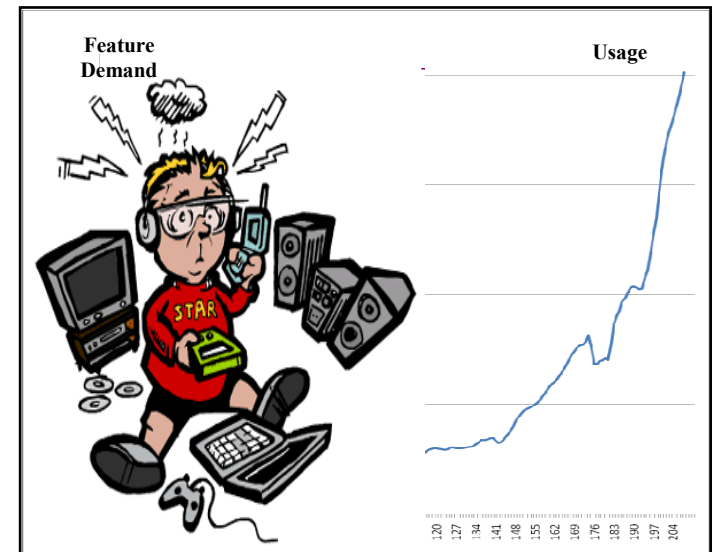
Monty Python's The Architect

- **MR. TID:** Gentlemen, we have two basic suggestions for the design of the residential block of apartments, and I thought it best the architects themselves came in to explain the advantages of both designs. Mr. Wiggin will be first. Mr. Wiggin?
- **MR. WIGGIN:** Thank you. Good morning, gentlemen. As you can see, this is a twelve-story block combining classical neo-Georgian features with all the advantages of modern design. The tenants arrive in the entrance hall here, are carried along the corridor on a conveyor belt in extreme comfort and past murals depicting Mediterranean scenes, toward the rotating knives. The last twenty feet of the corridor are heavily soundproofed. The blood pours down these chutes and the mangled flesh slurps into these large containing ... eh, yes?
- **CITY GENT #1:** Uh, did you say 'knives'?
- **MR. WIGGIN:** Rotating knives. Yes.
- **CITY GENT #2:** Are you, uh, proposing to slaughter our tenants?
- **MR. WIGGIN:** Does that not fit in with your plans?
- **CITY GENT #1:** No, it does not. We wanted a... simple... block of apartments.
- **MR. WIGGIN:** You see, I mainly design slaughter houses.
- **CITY GENT #1:** Yes. Pity.
- **MR. WIGGIN:** Mind you, this is a real beaut! None of your blood caked on the walls and flesh flying out of the windows inconveniencing passers-by with this one. I mean, my life has been building up to this.
- **CITY GENT #2:** Yes, and well done – err ... but we did want a block of apartments.



gsi commerce's service oriented state of the union - *an unfinished drama told in six acts*

- The Protagonist
 - ❖ **GSI Commerce**
- The Antagonist
 - ❖ **Multi-Dimensional Growth**
- The Conflict
 - ❖ **Scaling Usage while Satisfying Feature Demand**



- Awareness
 - ❖ **Diversity of Feature Demand is a Scalability Concern Too!**
- Enlightenment
 - ❖ **From albums to 'itunes'**
 - ❖ Moving the Focus from Applications to Services
 - ❖ So the customer can build what they need when they need it
 - ❖ In case they need a slaughterhouse when you offer a webstore ☺
- Enlightenment's Challenges
 - ❖ **Operational Complexity**























gsi commerce at a glance

- **Dedicated to supporting 3rd party eCommerce businesses since 1999**
- **4000+ employees across the organization**
 - ❖ Headquarters in King of Prussia, PA
 - ❖ Offices in CA and VA and in Barcelona, Spain (Europe HQ) and the UK
 - ❖ Three Distribution Centers in KY and another in VA
 - ❖ Customer Care Centers in WI, GA, VA, and FL
 - ❖ Fully redundant data centers in VA and NJ
- **Provide solutions through our integrated eCommerce platform**
 - ❖ World class, highly scalable technology platform
 - ❖ Logistics and customer care
 - ❖ Marketing services
- **Publicly traded on NASDAQ (“GSIC”)**

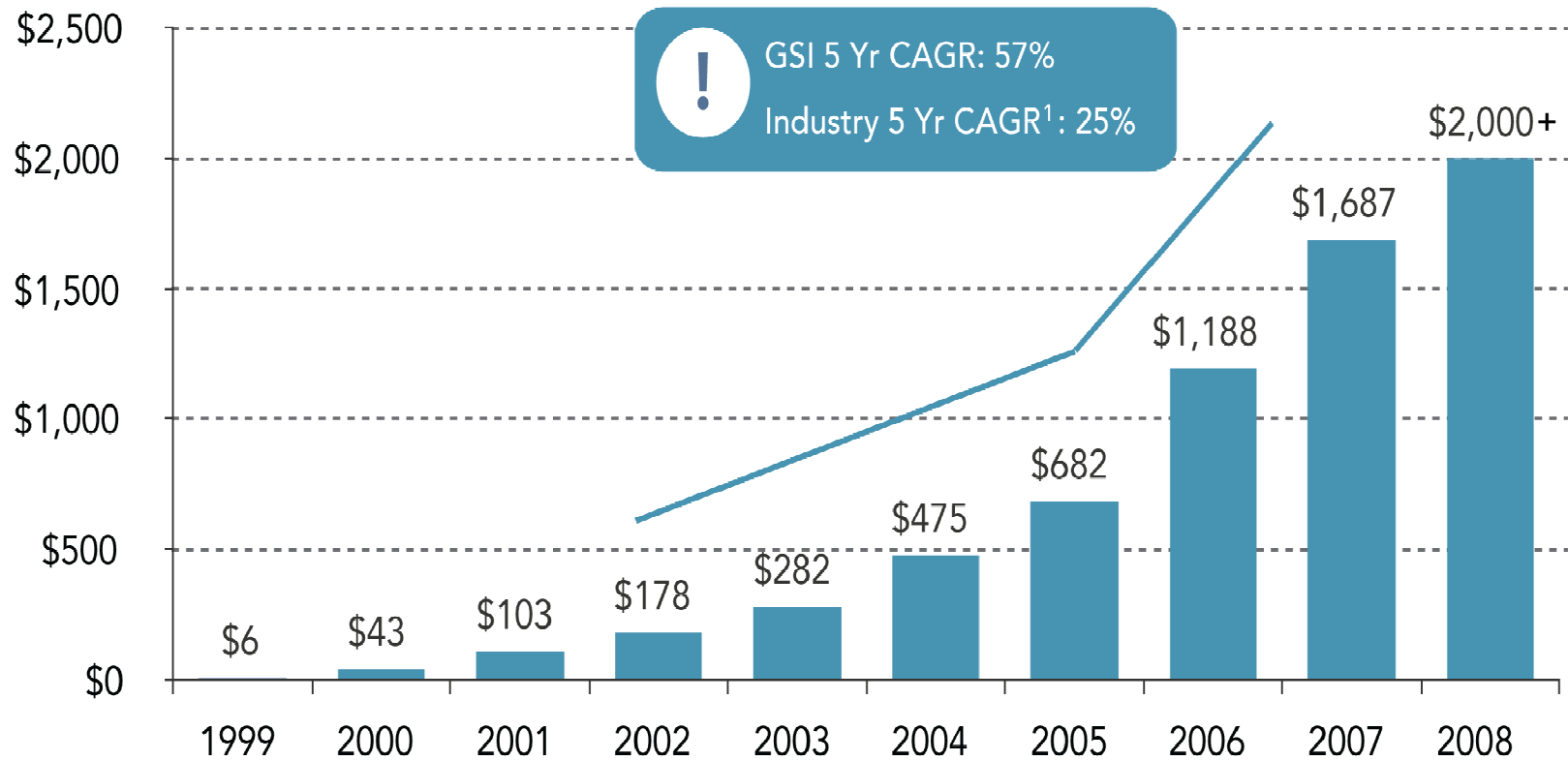


gsi commerce's corporate history - with an emphasis on growth

1999	Founded in 1999 by CEO Michael Rubin in King of Prussia, PA	Global Sports, Inc.		Launched 5 Sporting Goods Sites
2000	Opened fulfillment center in KY	Infrastructure scaled to support growth		
2001		Added partners in entertainment	Redundant data centers	
2002	Changed name to GSI Commerce, Inc.	Opened call center in FL		
2003	40+ partners	Entered home vertical		
2004	Entered apparel vertical			
2005	Entered jewelry vertical		Acquired Aspherio in Barcelona, Spain	Over 4 billion page views
2006	Opened 2 nd call center in WI			
2007	Acquired 	Acquired Zendor in the UK	Additional warehouses and customer service locations opened in US	\$1.7B in transactions through the platform
2008	Acquired 		Significant international focus & investment 	Over \$2B in transactions Over 25.8M orders Over 19.7B page views Over 1.5B visitors Over 305K Cyber Monday orders

we have certainly grown in transaction volume ...

GSI Platform Transactions



... but even more in diversity and capability demand

5 sporting goods partners > 85+ partners in 15 categories

1999

2008

**SPORTS
AUTHORITY**

**Dunham's
SPORTS**

MC SPORTS

SPORT CHALET
The Athlete's Foot

Categories

Sporting Goods

TOYS R US BABIES R US



**ESTÉE
LAUDER
COMPANIES**



RALPH LAUREN



**BIG
LOTS!**

Bath & Body Works



RadioShack

AÉROPOSTALE

ZALES
THE DIAMOND STORE



iRobot



GODIVA
Chocolate

Calvin Klein

PETSMART



GNC LiveWell

kate spade
NEW YORK

**SPORTS
AUTHORITY**

Categories

Apparel, Accessories & Footwear

Appliances & Tools

Baby Products

Cosmetics & Fragrances

Consumer Electronics

Entertainment Media

General Merchandise

Gifts

Home Furnishings

Jewelry

Pets

Personal Care

Specialty Foods

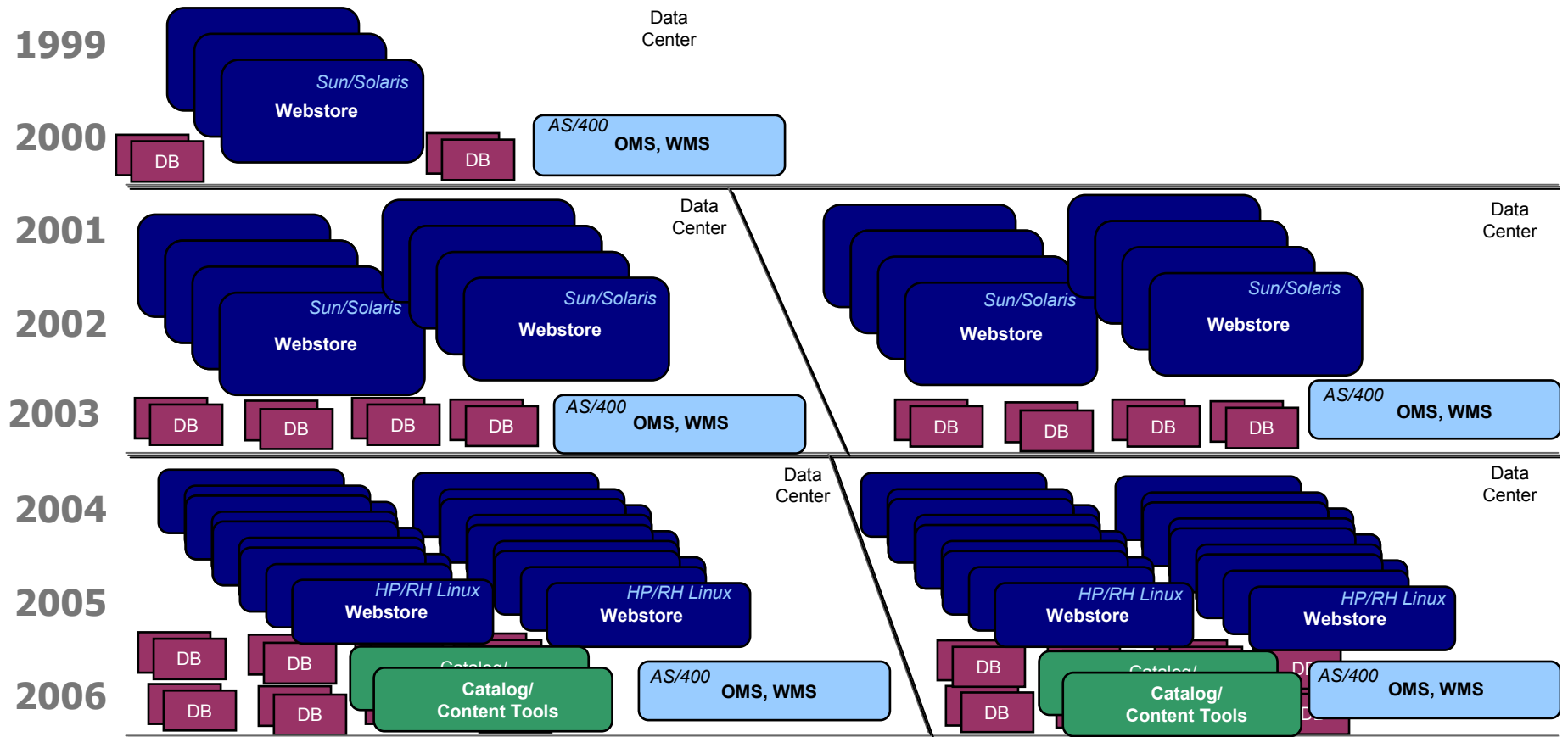
Sporting Goods

Toys & Video Games

- Small number of Sporting Goods Stores
- We did everything for each store
- We owned the inventory for all stores
- The Webstore Application satisfied pretty much any demand

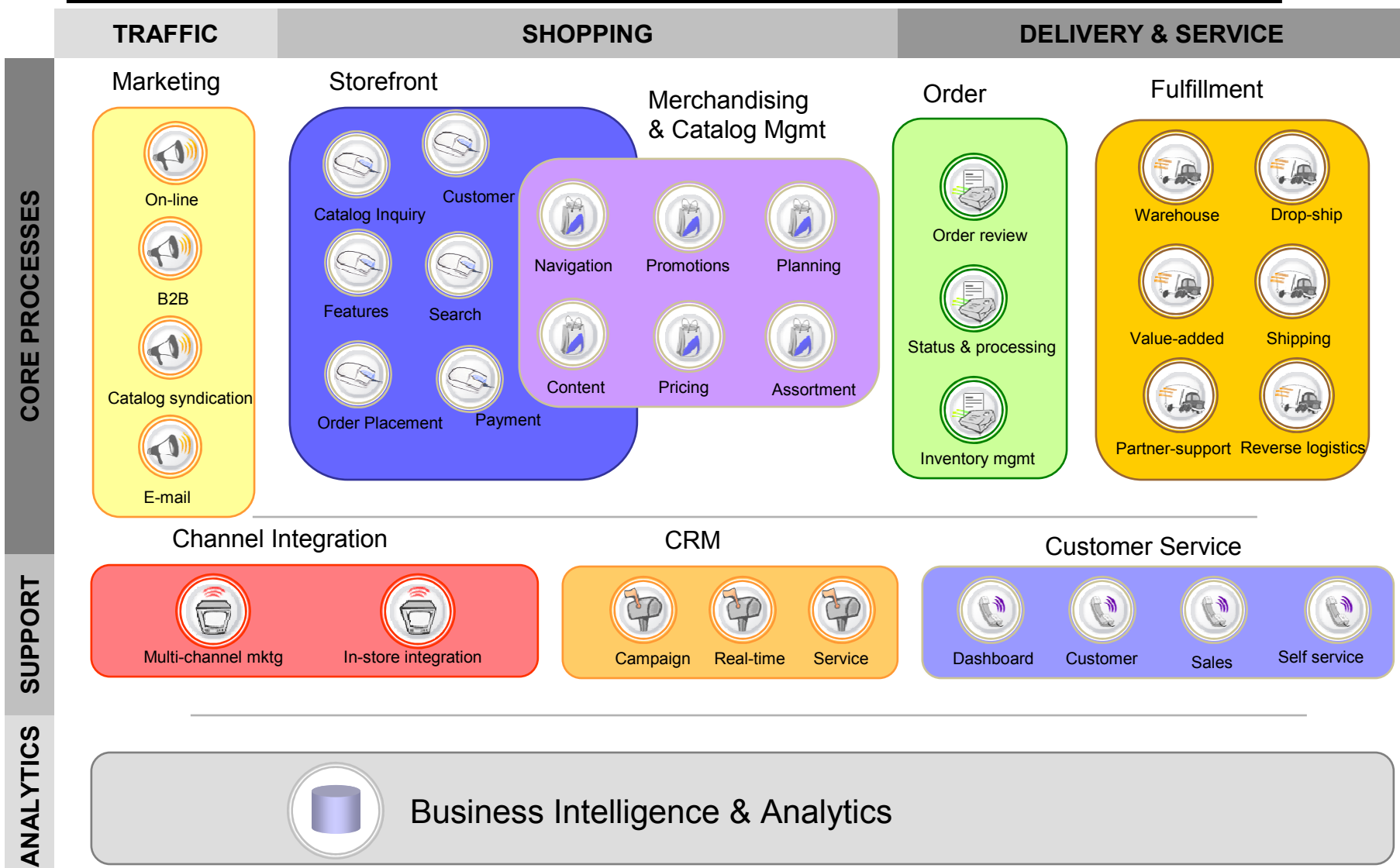
- Sporting Goods became "All Kinds of Things"
- "We do everything" became just one of many partner models
- Partner needs and desires had become increasingly sophisticated
- **By 2006, scalability needs had expanded not just in terms of size but perhaps most of all in functional diversity**

gsi commerce ecommerce platform history - scaling to meet traffic growth, but something was missing ...

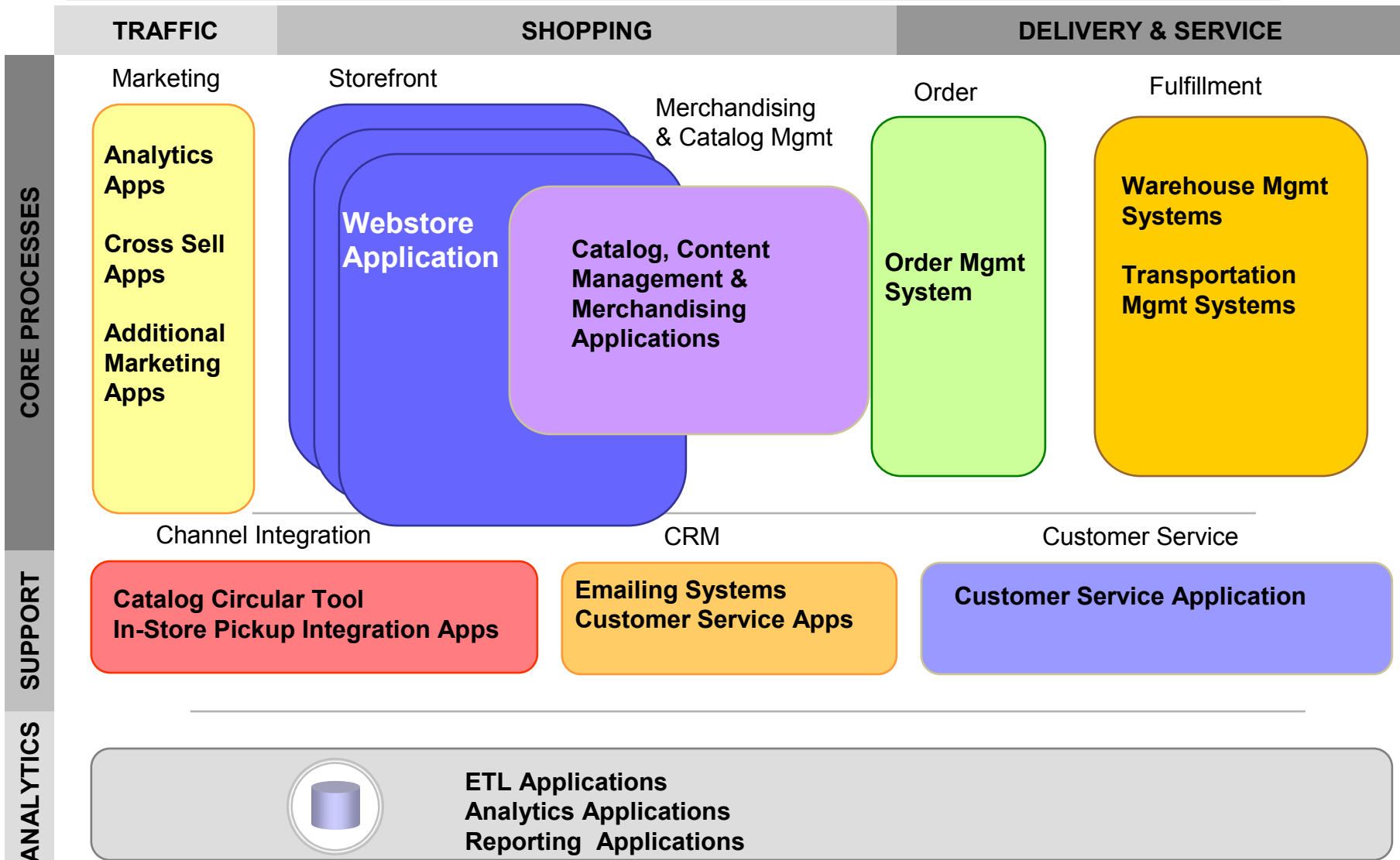


- This scaling solved the “we’re getting a lot more traffic to the webstore” problem
- We were then confronted with the “we build our own applications too and need access to your capabilities programmatically” problem
- We added catalog and content management tooling to help solve the “our partners want more control” problem
- **Continuing to add applications to satisfy each flavor of each partner need would itself clearly not scale**

awareness - our logical services ...

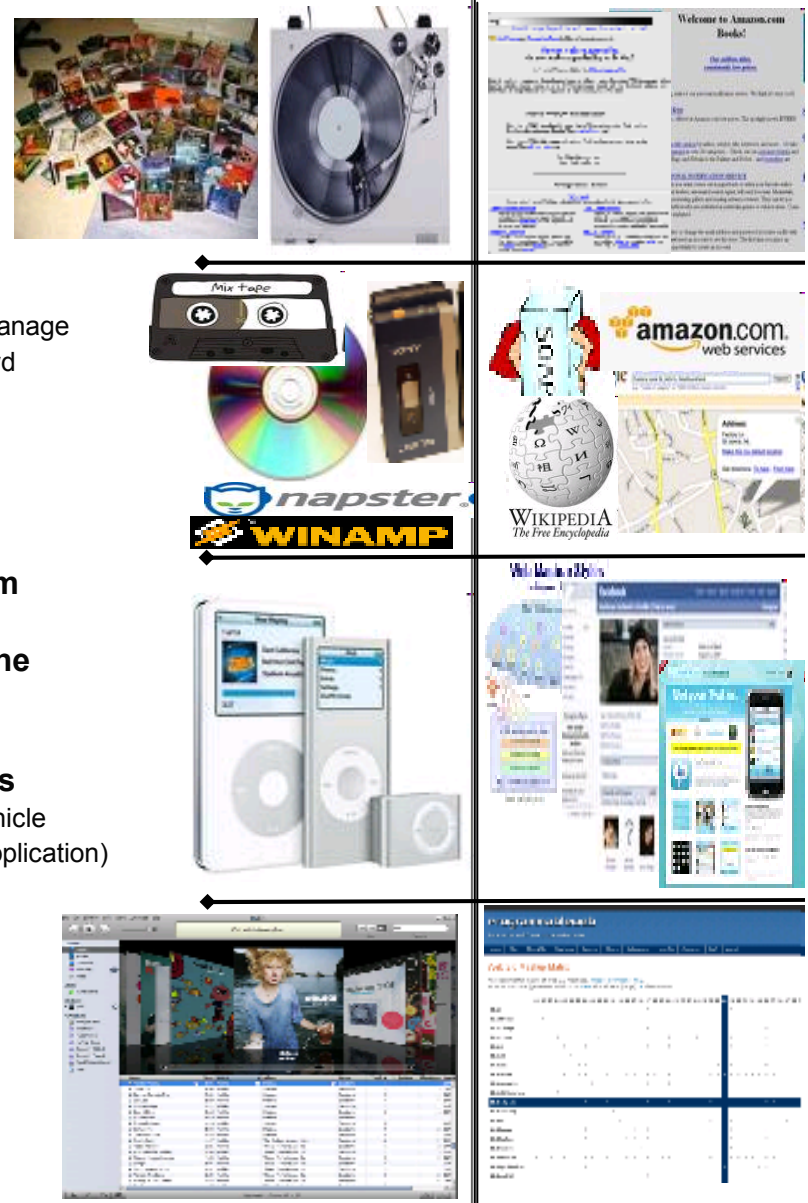


... were locked within our applications and systems –
impeding our ability to scale in diversity of feature demand



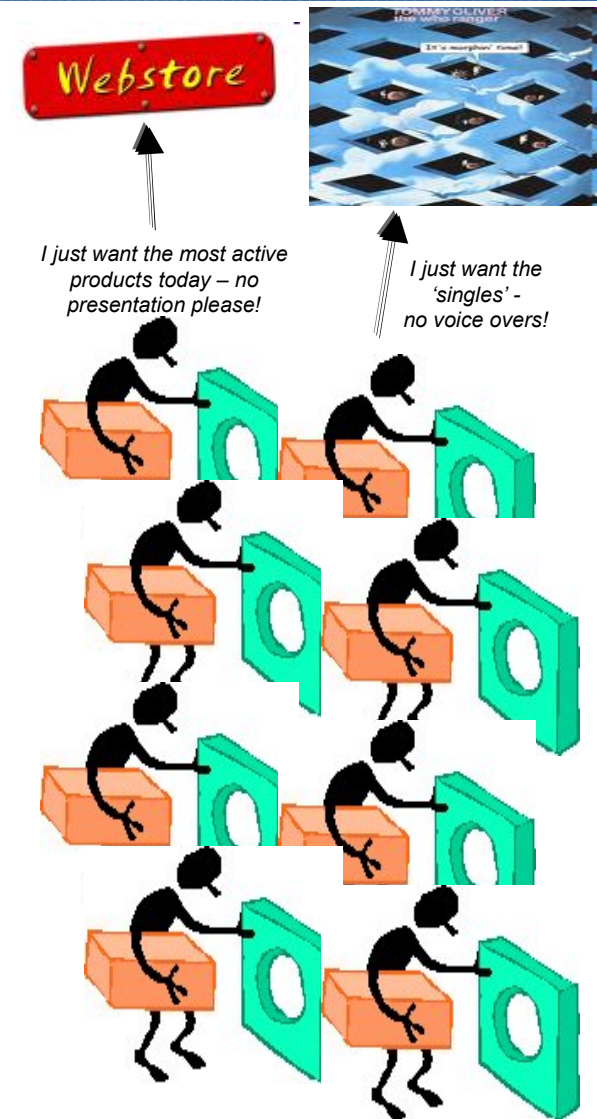
the dawn of enlightenment – *from albums to 'itunes' (or how a good thing became better)*

- **Albums (CDs) are much like applications**
 - ❖ The good ones are classic but they're rarely **exactly** what you want
- **Albums in the 1960s were like Web Applications in the 1990s**
 - ❖ If you only liked some of its songs (features), you lived with the rest
- **The 1970s, 80s, and 90s brought about more choice in music ...**
 - ❖ Everyone had "awesome mix" tapes, but they were time consuming to make
 - ❖ Walkmans made you mobile - CDs made your music collection much easier to manage
 - ❖ Toward the end of this era, the MP3 began its ascent, mainly with the techie crowd
- **Likewise, Web Applications in early 2000-2002 involved more choice**
 - ❖ Web Services appeared and the read-only web became a bit more read-write
 - ❖ Consumers (and clients/business partners) were getting more savvy
- **Then ... BAM! Apple brought digital music delivery to the mainstream**
- **POW! The groundswell of the Participatory Web brought an avalanche of services not just on the web but of the web**
- **Now, 'traditional' Web Applications (and Albums/CDs) are still with us**
 - ❖ But it's the service (the digital song) that is becoming the mainstream delivery vehicle
 - ❖ The playlist (the service based application) is your (customer's) perfect album (application)
 - ❖ Services aren't as far along on this journey, but they'll quickly catch up
- **If the digital song is the service, iTunes is its most successful service registry**
 - ❖ Certainly not the only one (Napster, Amazon, givemebits, etc.) but to most it is
 - ❖ It's also a 'mashup' editor (in a couple of senses!), a BPM tool, a browser



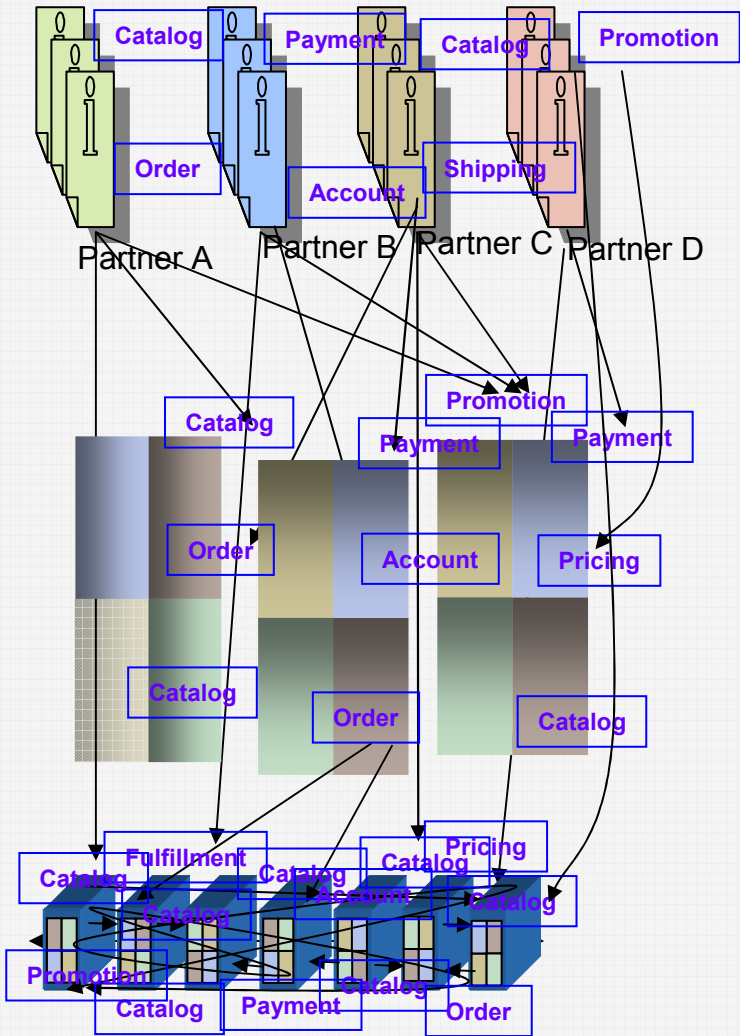
we first exposed services directly from our webstore – *many square pegs from a decidedly application-specific round hole*

- **Some applications, like our Webstore, are more like Concept Albums**
 - ❖ Meant to be used (listened to) as a whole – like the Who's 'Tommy'
 - ❖ Sometimes containing application context (voice over, thematic backing tracks)
 - ❖ Containing songs are often very different from the versions released as 'singles'
- **Services are simply songs we want/need for our own playlist**
 - ❖ As consumers, we may not want the presentation/concept (we likely either have our own or want none at all) – maybe we want the 'single' version
- **Extracting Services requires knowledge of the Application**
 - ❖ Not simply by the provider but by the consumer as well
 - ❖ "The songs are trapped in their conceptual album window dressing"
- ❖ **From an operational perspective, this compromise between service and application has repercussions**
 - ❖ Configuration/set-up for one that likely doesn't apply to the other
 - ❖ Monitoring, management, and tuning applied to one can negatively affect the other
- **It was clear the Webstore would need change to consume our services, not contain them**
 - ❖ We needed to separate the services from the application – people needed both but they didn't need a hybrid



we needed to free the services from the webstore ...
... along with their underlying components

Webstore Application

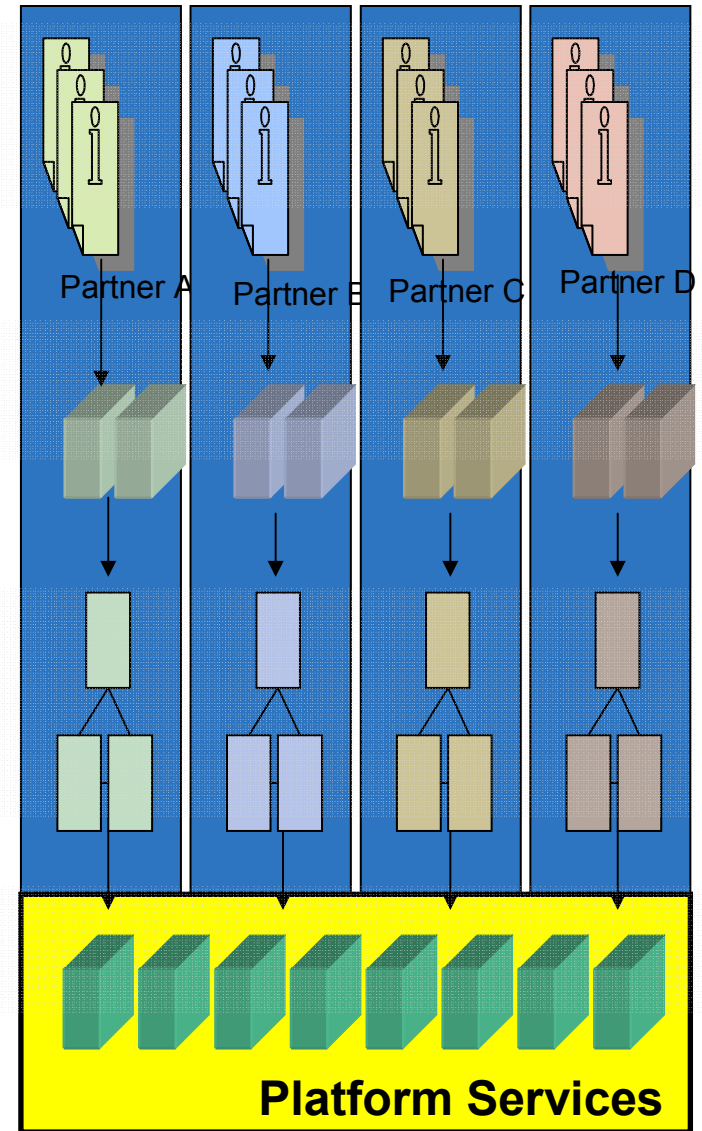


Presentation
Page Layout

Page Navigation
Input Validation

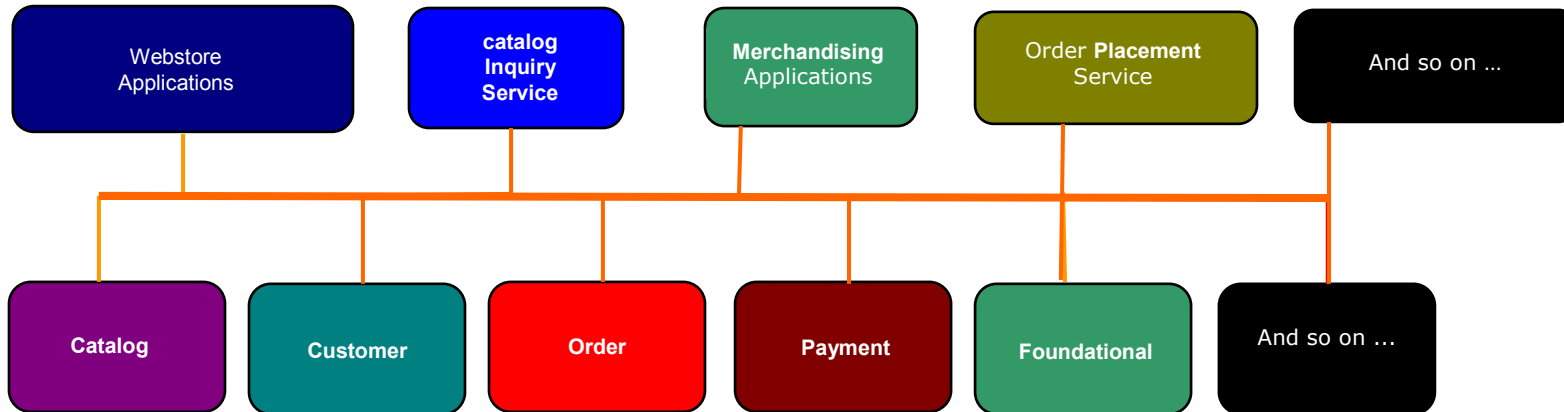
Partner-specific
Business Logic

Platform business
logic



we needed a strategy –

*balance applications with components and services
starting with the webstore*



➤ Design the Service Contracts

- ❖ Logical Resources, Representations and Messages
- ❖ SLAs
- ❖ Security Concerns
- ❖ Community Concerns

➤ Construct the Services

- ❖ Using the underlying components when available

➤ Refactor the Services

- ❖ The implementation to use components if appropriate
- ❖ The interface based on consumer feedback

➤ Decompose the Webstore into Components

➤ Start with the Catalog components (Products, Categories, etc.)

➤ Continue with Orders, Customers, Payment, etc.

➤ Factor out Foundational Component Capabilities

- ❖ Persistence support, Configuration, Instrumentation, etc.

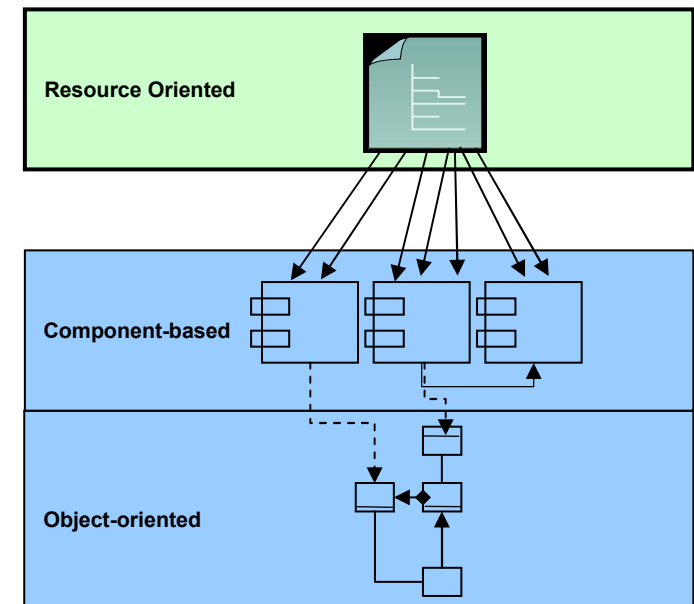
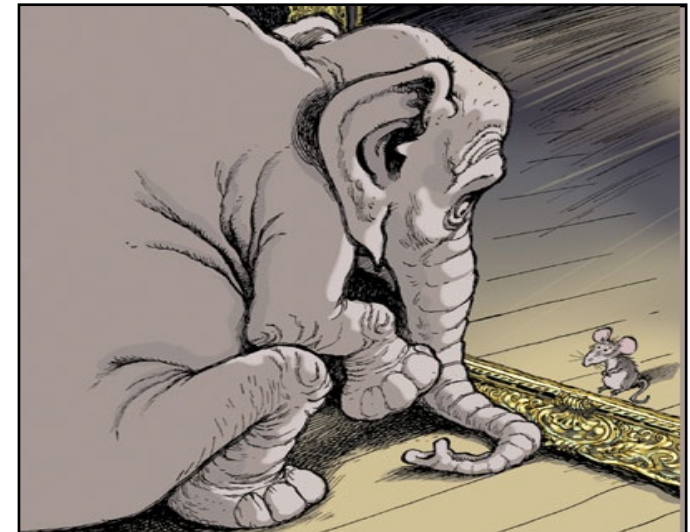
➤ Components have contracts with consumers too

- ❖ Can be tested standalone, and change impact can be better isolated

digging deeper -

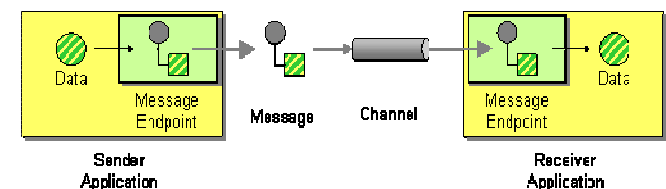
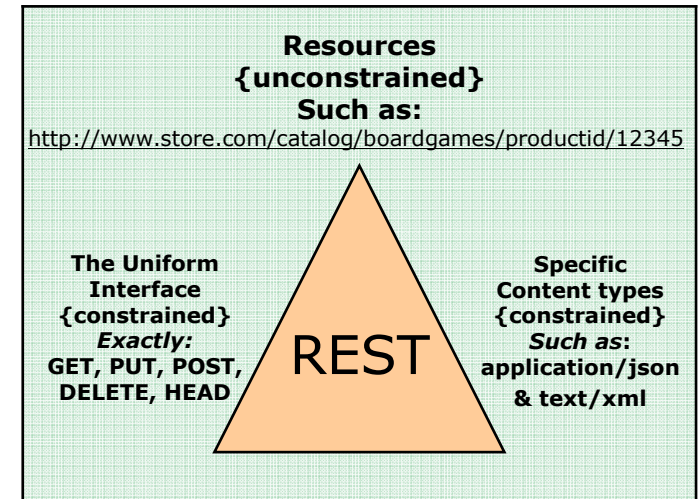
distinct design approaches were needed for the large and the small

- **String theory aside, physicists have yet to unify general relativity & quantum mechanics ...**
 - ❖ ... so why do we so often think one size fits all with software?
- **REST and Messaging for Distributed Services: “the large”**
 - ❖ Coarse Grained
 - ❖ Data centric
 - ❖ The request/reply payloads as the engine of application state
 - ❖ Stateless between service requests
 - ❖ Naturally Resource Oriented
- **Domain Driven Design for Objects & Components: “the small”**
 - ❖ Naturally tightly coupled clusters of classes making up the implementation is object oriented
 - ❖ Behavior-centric, rather than state/resource centric
 - ❖ Often stateful
 - ❖ Relatively fine grained
 - ❖ Often exposing rich sets of operations



the large – service oriented design at gsi commerce

- **A Consumer Says “Give me product details on Plasma TVs”**
 - ❖ Procedural
 - [Product.getDetails\(ProductType.TELEVISION, ProductSubType.PLASMA, “Radioshack”\)](#)
 - ❖ RESTful
 - [GET /store/radioshack/catalog/television/plasma?type=detail](#)
 - ❖ Messaging
 - [<ProductDetailRequest><Store>RadioShack</Store>...](#)
 - ❖ What’s more Natural? More Practical? Depends on the consumer!
- **For Distributed Services, Messaging and RESTful HTTP are generally our first choice**
- **Services whose primary consumers are “of the Web” seem to naturally think in RESTful terms**
 - ❖ AJAX, Flash
 - ❖ Generally talking via JSON
 - ❖ Rarely use SOAP (SOAP isn’t usually very RESTful)
- **Integration Services naturally communicate via Messaging**
 - ❖ Generally talk via XML
 - ❖ May use SOAP (in which case, please, doc/literal)
- **Messaging can be RESTful**
 - ❖ Atom feeds are a good example
- **We provide SOAP for those who need it**
 - ❖ Usually server-side/integration scenarios
- **Security? Good old SSL when its needed**
 - ❖ Usually with an API key for external consumers so we can track usage
 - ❖ WS-Security for partners and clients that need it: useful for integration collaborations



the small – component based development at gsi commerce

➤ Design

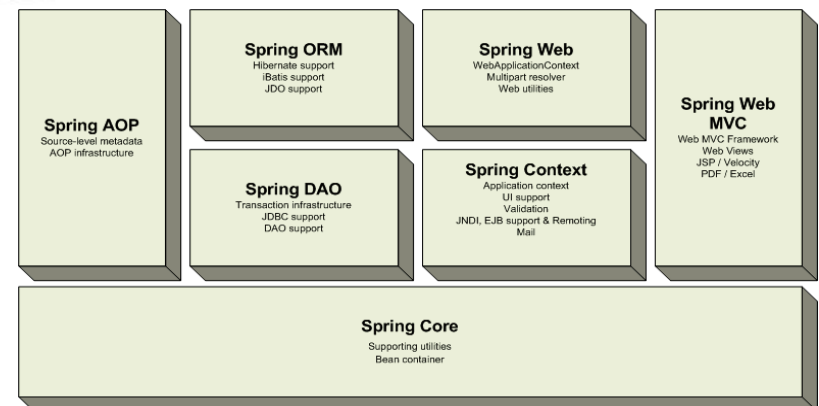
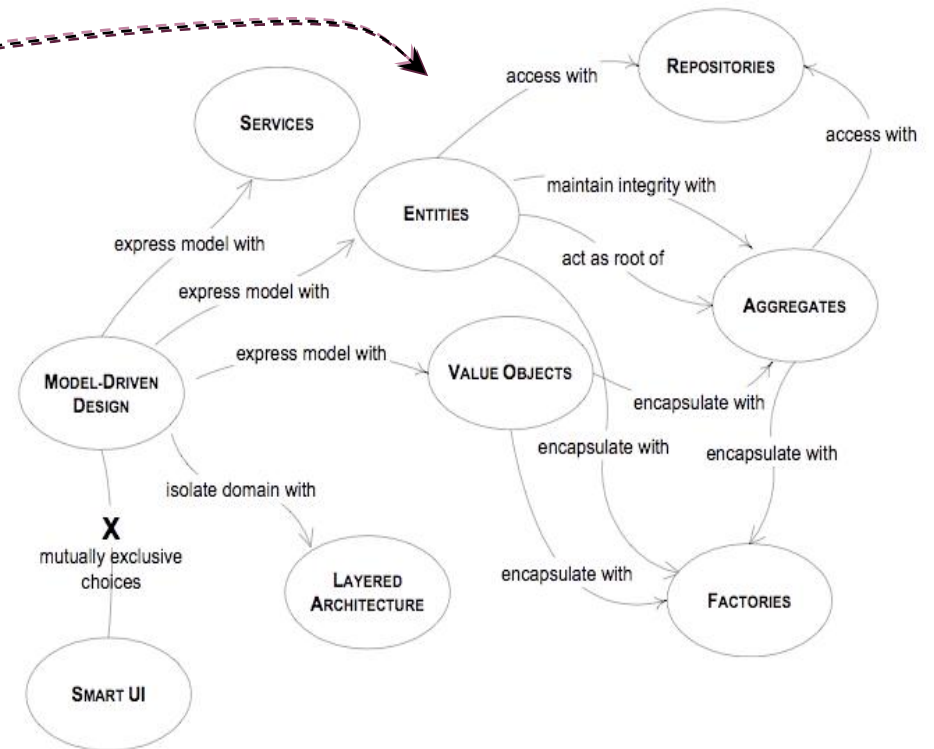
- ❖ **Domain Driven Design as overarching philosophy**
- ❖ **Extensibility Principles**
 - Extend Service, Domain and Repository behavior via Interface Inheritance, Delegation and Composition
 - Push Extensibility outward toward (and to) the client
 - Annotate All Extensibility Points
- ❖ **Maintainability Principles**
 - Streamline Associations
 - Streamline State
 - Streamline *Implementation* Inheritance
 - Streamline Visibility
 - Streamline Mutability
 - Annotate Concurrency Semantics
 - Unit Tests for virtually everything and anything

➤ Technologies

- ❖ **Spring DI for decoupling dependencies**
- ❖ **DAOs with Spring JDBC Templates**
 - Initial component-based persistence encapsulation
 - Focus was on solidifying component responsibilities and boundaries
 - Looking now at full OR/M solution as next step
- ❖ **Spring Modules AOP-based Caching**
 - Allows multiple cache implementations to be plugged in
 - Cacheable Aspects on CRUD operations of our Entity Repositories
 - EHCACHE is our current cache provider (local cache/overflow to disk)
- ❖ **Spring Security**

➤ Future Directions

- ❖ OSGI
- ❖ Complete Object/Relational Mapping (OR/M) Solution
- ❖ Distributed Caching



a big bang approach to services did not make sense ...

... so we needed an integration solution

➤ **We identified our integration needs as we grew our service ecosystem**

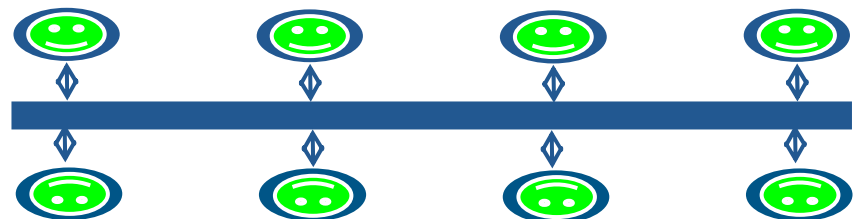
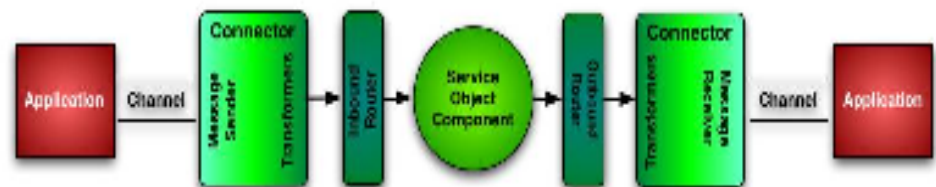
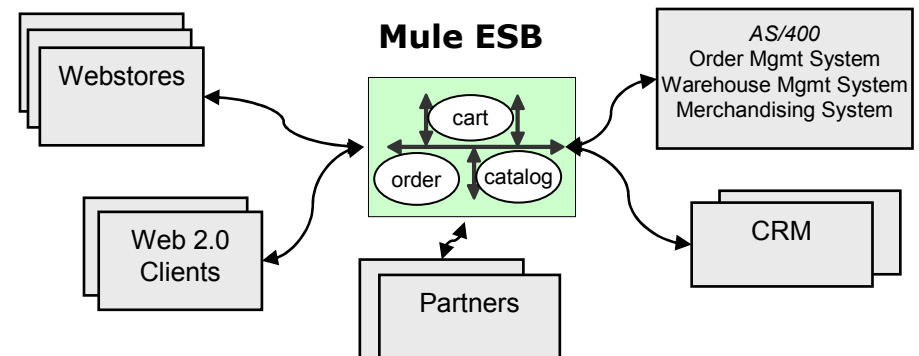
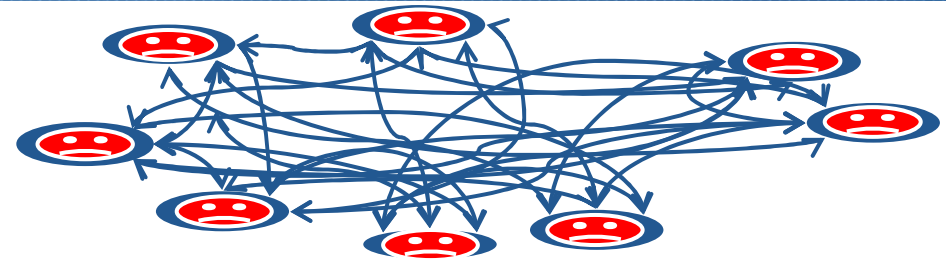
- ❖ Service Interface Translation to support our divergent partner desires without it bleeding into the core of our platform
- ❖ A way to expose “legacy” capabilities as services until we could get to componentizing them (or because it makes no sense to componentize them)
- ❖ A way to compose aggregate services from discrete ones
- ❖ A way to abstract a heterogeneous smorgasbord of backend integration solutions

➤ **The name Enterprise Service Bus (ESB), like SOA, ceases to have much meaning these days**

- ❖ We simply needed a good integration solution

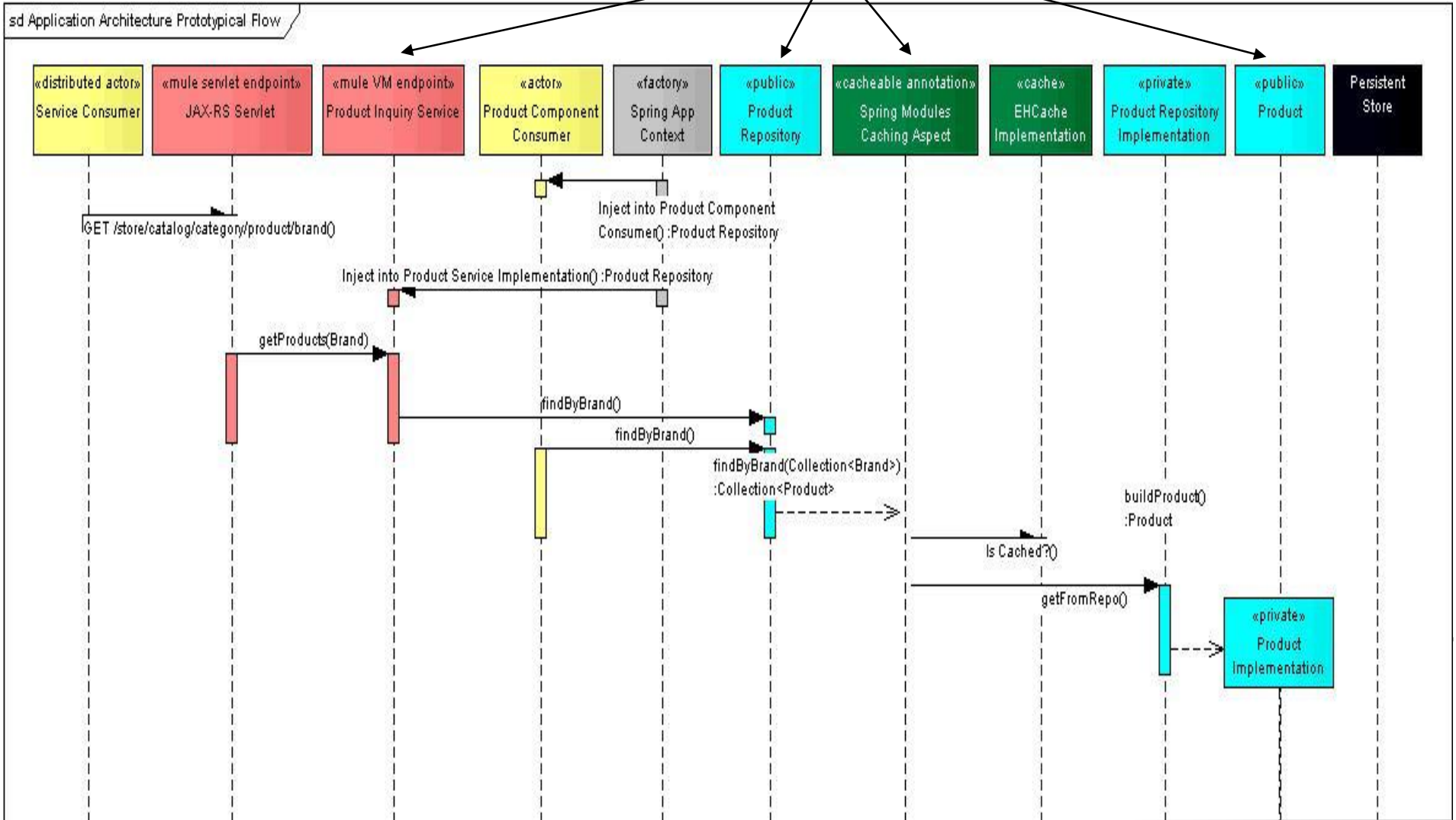
➤ **Mule ESB gave us just what we needed without giving us a lot of vendor baggage**

- ❖ Its event driven model, based on Enterprise Integration Patterns, was familiar and intuitive
- ❖ Its integration with Spring was nice as well
- ❖ It could be used as an ESB but also simply as an embeddable integration framework

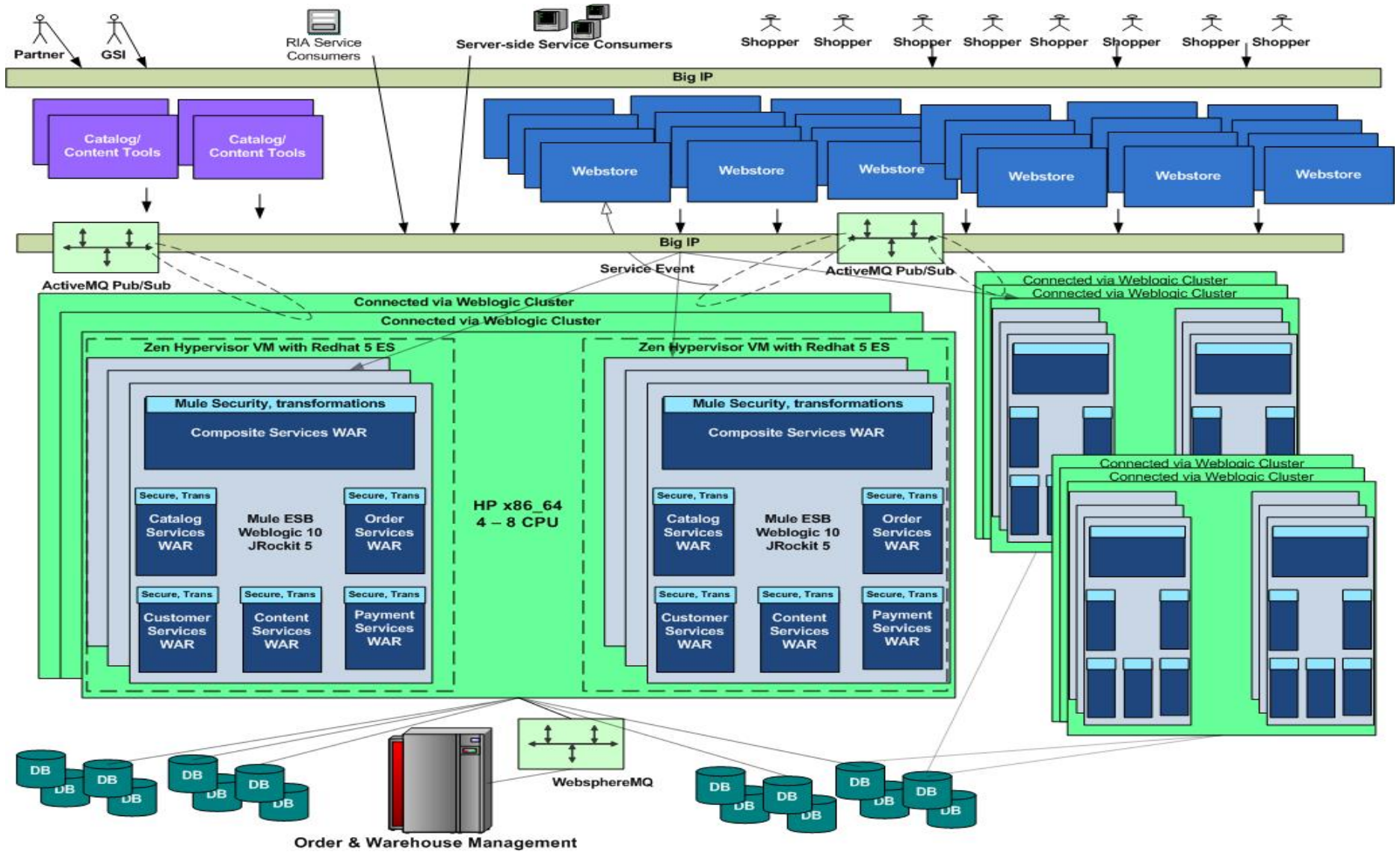


the logical ...

Extension Points



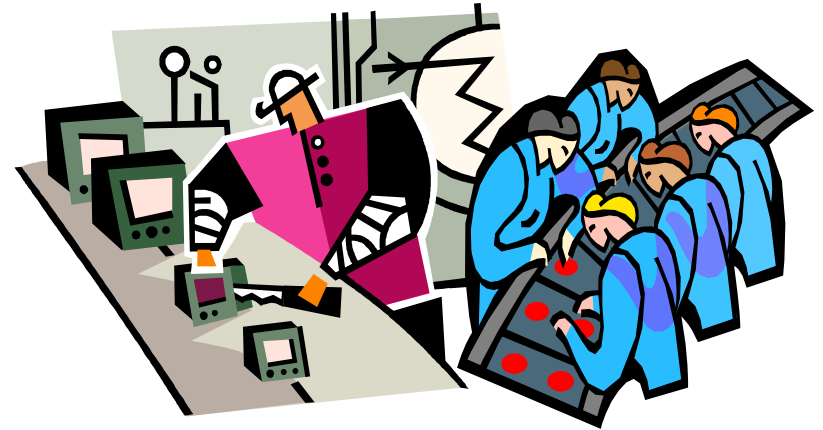
... and the physical



the downside of services?

two words: operational complexity

- We deploy releases for over 85 partners every two weeks
- We have a large number of projects with significant changes flowing through development, integration, QA, and UAT environments at any given time
- We have 100s of machines and many 100s of application server instances across two data centers for production roll out
- 95% of all of this activity is driven by what is primarily one application we all know very well: the Webstore
- Once we cracked open the Webstore and decomposed its parts into services, we gave birth to new deployment units that were most decidedly not web stores
- The Enterprise Service Bus helps hide this complexity from Service Consumers but not from administrators and release managers



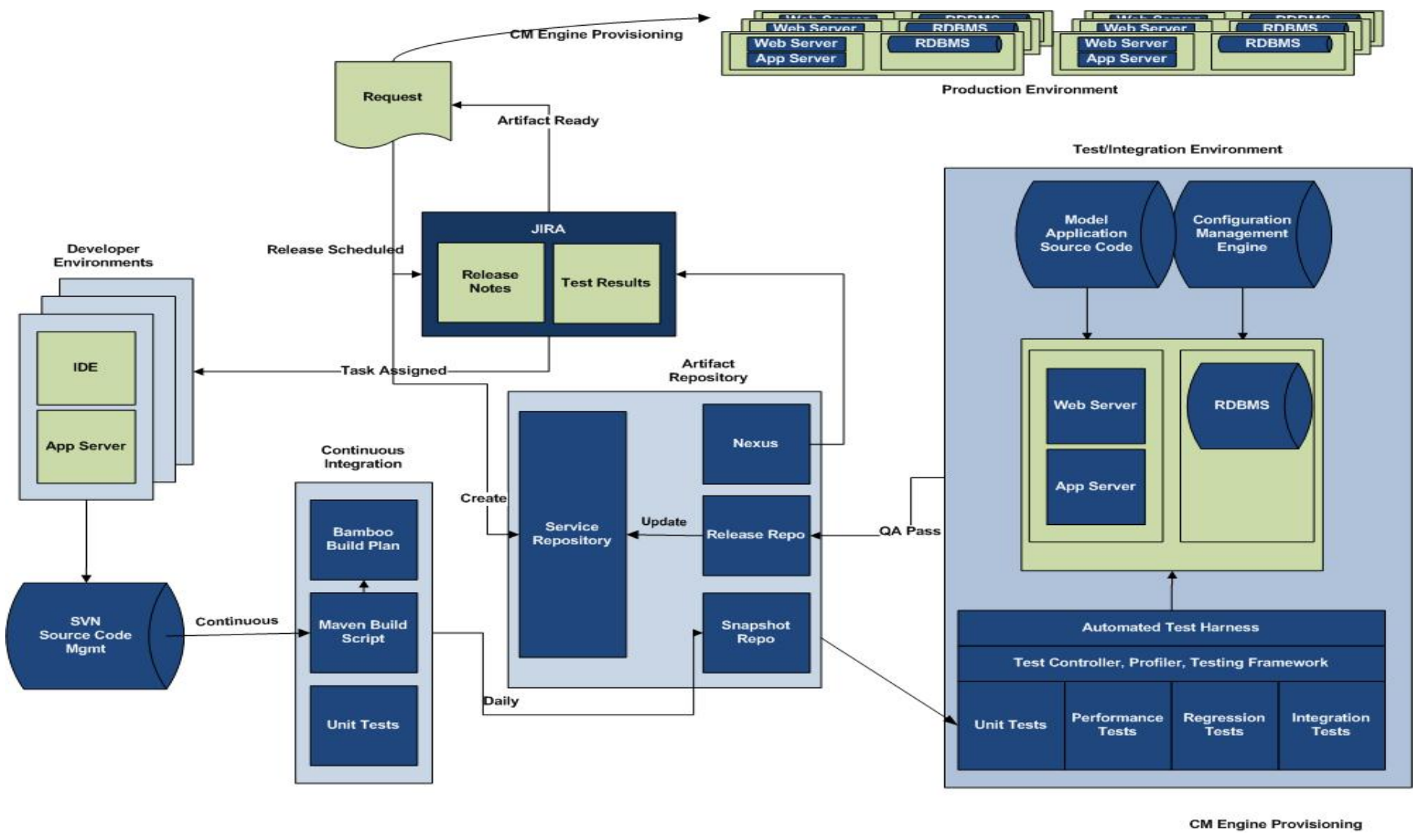
how do we tackle this complexity?

policies applied through automation through service lifecycle ...

Policy	Requirement	Managing System
Source Code Management	<ul style="list-style-type: none"> • Component and Service Source Control – Single Component Library / Single Module 	Subversion
Request Tracking	<ul style="list-style-type: none"> • Component and Service has Issue Tracking System to manage requests 	JIRA
Build	<ul style="list-style-type: none"> • Components and Service have a Maven build that implements site, install, and test targets 	Maven
Deployment	<ul style="list-style-type: none"> • Services are capable of configuring & deploying themselves using the standard script-driven engine 	GSI Configuration Management Engine
Continuous Integration	<ul style="list-style-type: none"> • Components & Services have Continuous Integration plans for each scheduled version 	Bamboo
Code Coverage	<ul style="list-style-type: none"> • Components and Services have 90% Unit test coverage 	Cobertura, JUnit
Documentation	<ul style="list-style-type: none"> • Components & Services have supporting rollout/usage documentation, published to Mule Galaxy 	Confluence, Mule Galaxy Repository
Versioning	<ul style="list-style-type: none"> • Component versions that are QA passed are published to the Maven Release Repository • Versioned Service Metadata is auto published to Mule Galaxy Repository 	Nexus, Mule Galaxy Repository
Code and Module Structure	<ul style="list-style-type: none"> • Services & Component Implementation Idioms & Project Module makeup meet GSI Minimum Application Requirements 	Maven, Checkstyle, Cobertura
Production Monitoring and Management	<ul style="list-style-type: none"> • All components have associated JMX beans, for runtime production behavioral analysis 	Mule ESB, Mule HQ, Ganglia, Nagios, JManage
SLA Compliance	<ul style="list-style-type: none"> • All E-Commerce Web Capabilities, including our Web Services, are continuously monitored and measured at numerous locations across the internet 	Gomez

service governance -

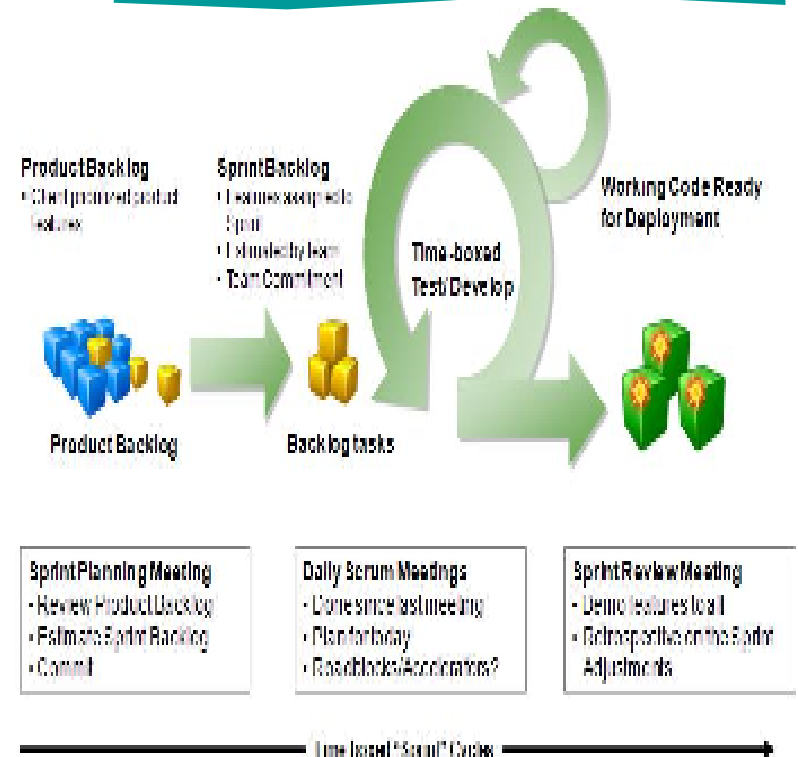
... but policies must be baked into daily practice



daily practice – the process

agility under the waterfall

- **Deliverables, Resource/Time Estimates and major milestone artifacts are agreed upon for each release**
 - Formal backlog of tasks prioritized based on this
- **Each release project has macro-level waterfall phases**
 - ❖ Requirements, Design, Implementation and Test
 - ❖ Each phase ends with formal release of agreed upon deliverables
- **Each phase in turn consists of a series of iterative, two week sprints**
 - ❖ Each sprint involves tasks with elements of requirements, design, implementation and test
 - The relative **focus** on each varies based on the phase
 - ❖ Culminating with demonstrations to the business stakeholders
 - ❖ The sprint deliverables must be production ready
 - We have a strict definition of what 'done' means
- **Management, development, test, requirements & architecture members all actively involved in each sprint**
- **Focused on peer review, refactoring and, above all, tests**



summary

➤ **You need to evolve not only capabilities but the way those capabilities are exposed**

- ❖ Scalability exists at multiple dimensions
- ❖ Functional diversity has scale as well

➤ **Decompose your ...**

- ❖ Capabilities into components

➤ **Compose your ...**

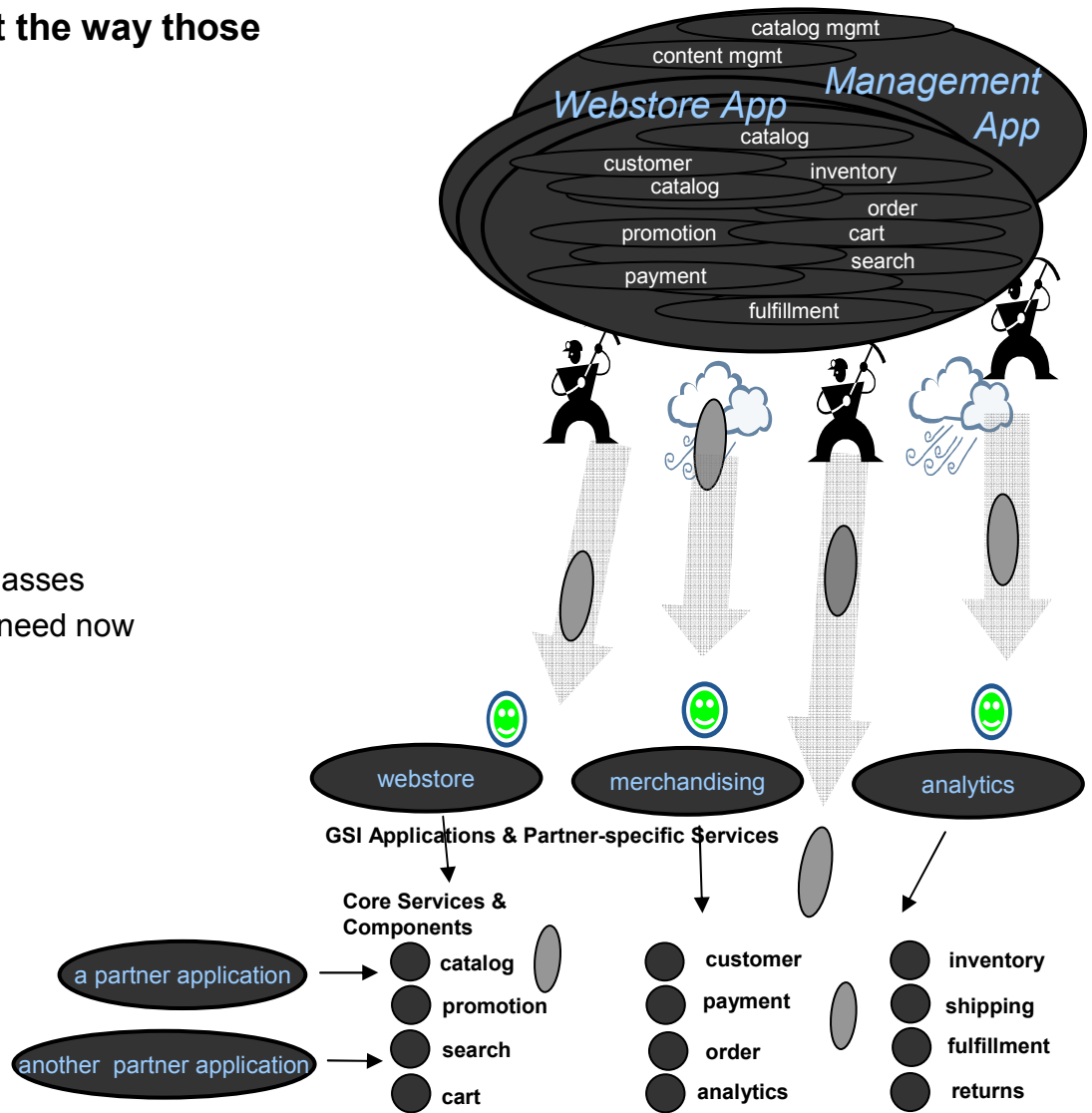
- ❖ Components into Services

➤ **Allows you to ...**

- ❖ Quickly construct applications needed for the masses
- ❖ Give partners building blocks for the apps they need now
 - *Give them iTunes in addition to Albums!*

➤ **But be sure you ...**

- ❖ Automate the build-test-provision/deploy cycles
- ❖ Are relentless in refactoring
- ❖ Are fanatical about consistency
 - *It reduces technical debt*
 - *It slows the architectural decay*
- ❖ And it never hurts to say too much ...
 - *Test, Test, Test*
 - *Automate, Automate, Automate*



thanks for listening!

questions?

mailto: buzzards@gsicommerce.com