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**Tech Talk:**  
**High Performance Microservices**

Microservice architectures are behind nearly all of the apps and services we use today. Despite their ubiquity, microservice-based systems are difficult to design correctly. Confounding matters further, service overhead can make microservices perform worse than their monolithic equivalents. These issues can be reduced or eliminated by following some key principles during the initial design phase.

Some topics we’ll discuss are stateless service design, TTL caching vs immutable responses, database scalability, and more.

**FOOD PROVIDED!**

**When:** Thursday, September 12th at 6pm  
**Location:** Newel Simon Hall 4305  
**Register:** [http://tinyurl.com/y3qwnx8t](http://tinyurl.com/y3qwnx8t)