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AWS SUMMIT



M A M 3 0 3

Circuit Breaker, Saga & Strangler Fig - Patterns for transformation

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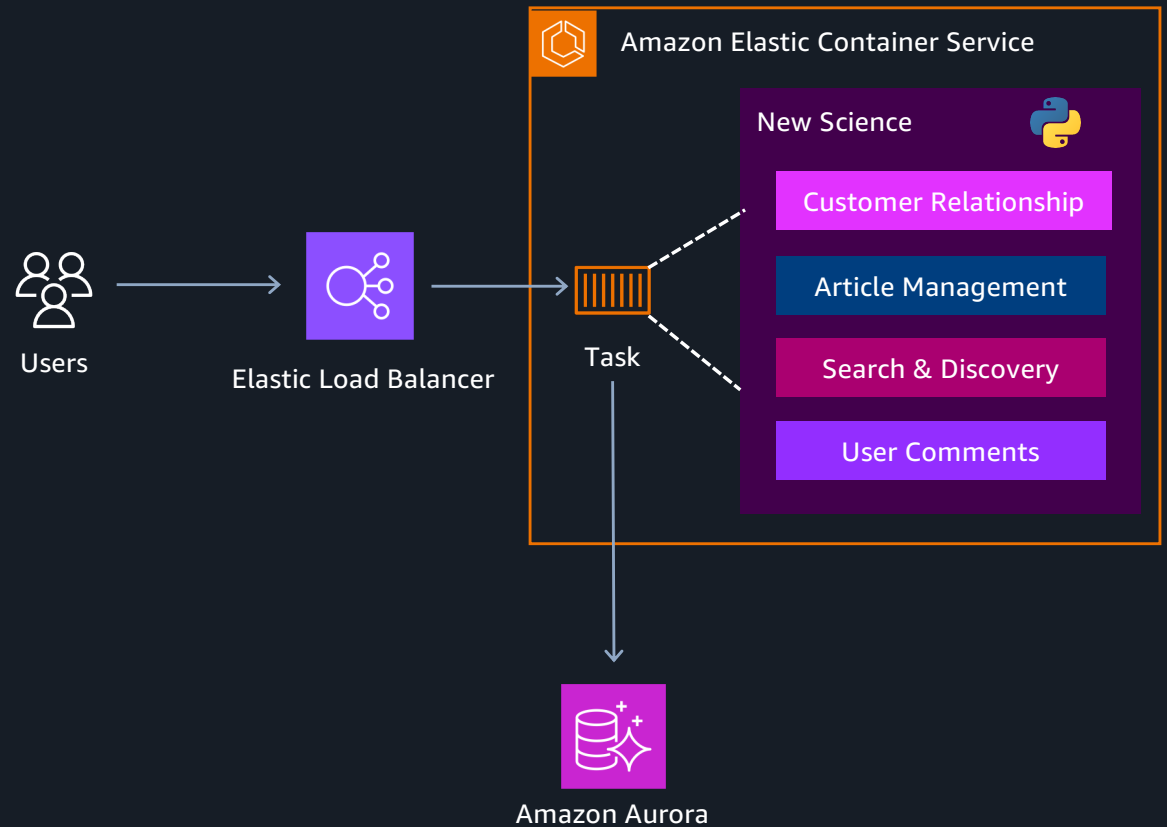
No architecture **decision** you
take comes **without trade-offs**.

Your job as software architect is
to **identify** the **least painful**
option on the table.

OUR APPLICATION

AnyCompany New Science

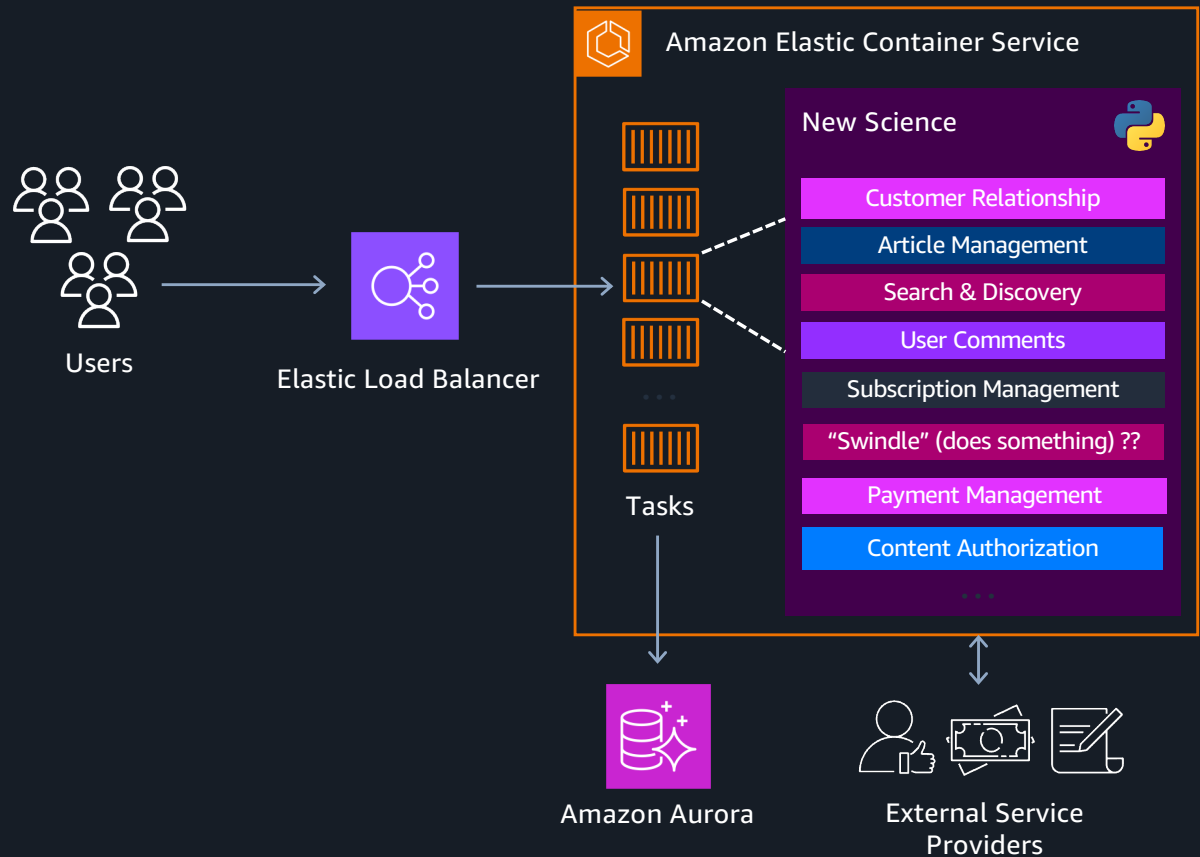
How it all began ...



OUR APPLICATION

AnyCompany New Science

5 years and many feature
requests later ...



Strangler fig





Strangler Fig (with Façade) Pattern

Gradually create a new system
around the edges of the old, letting
it grow slowly until the old system
is strangled

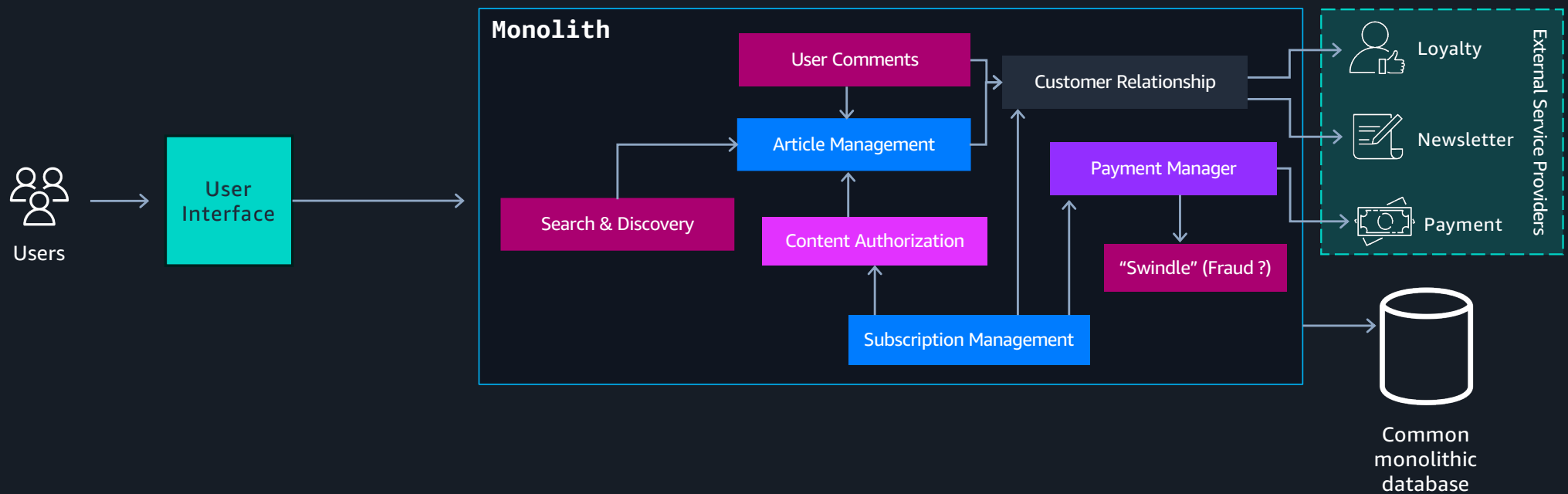


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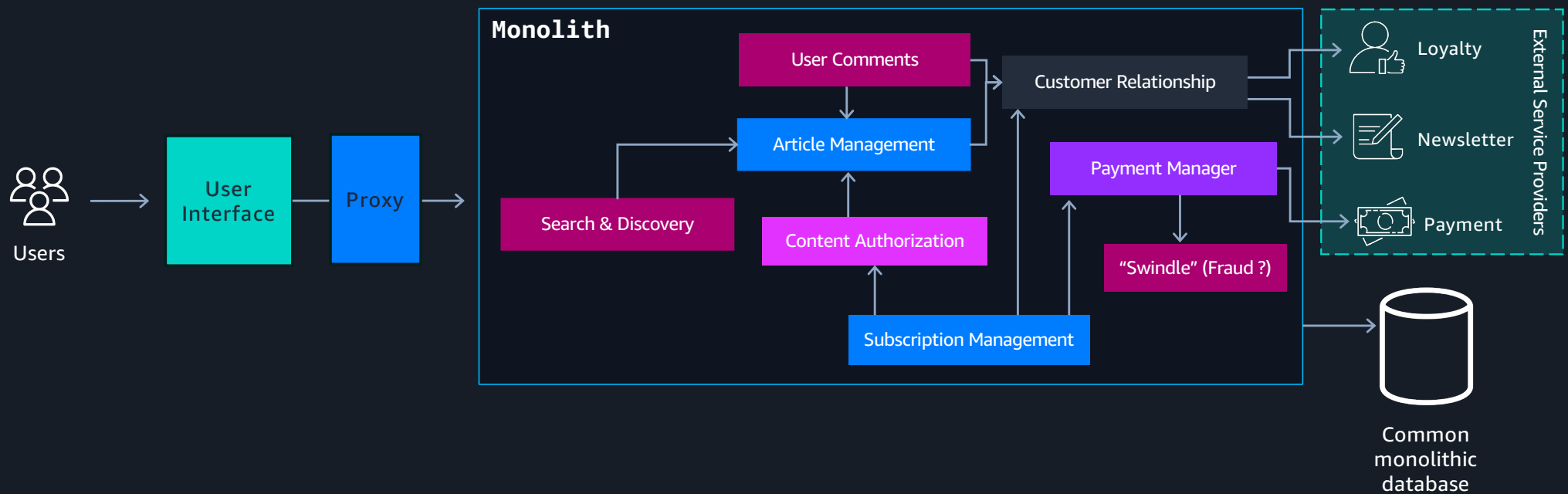
Strangling the Monolith

Our starting point, the monolithic application



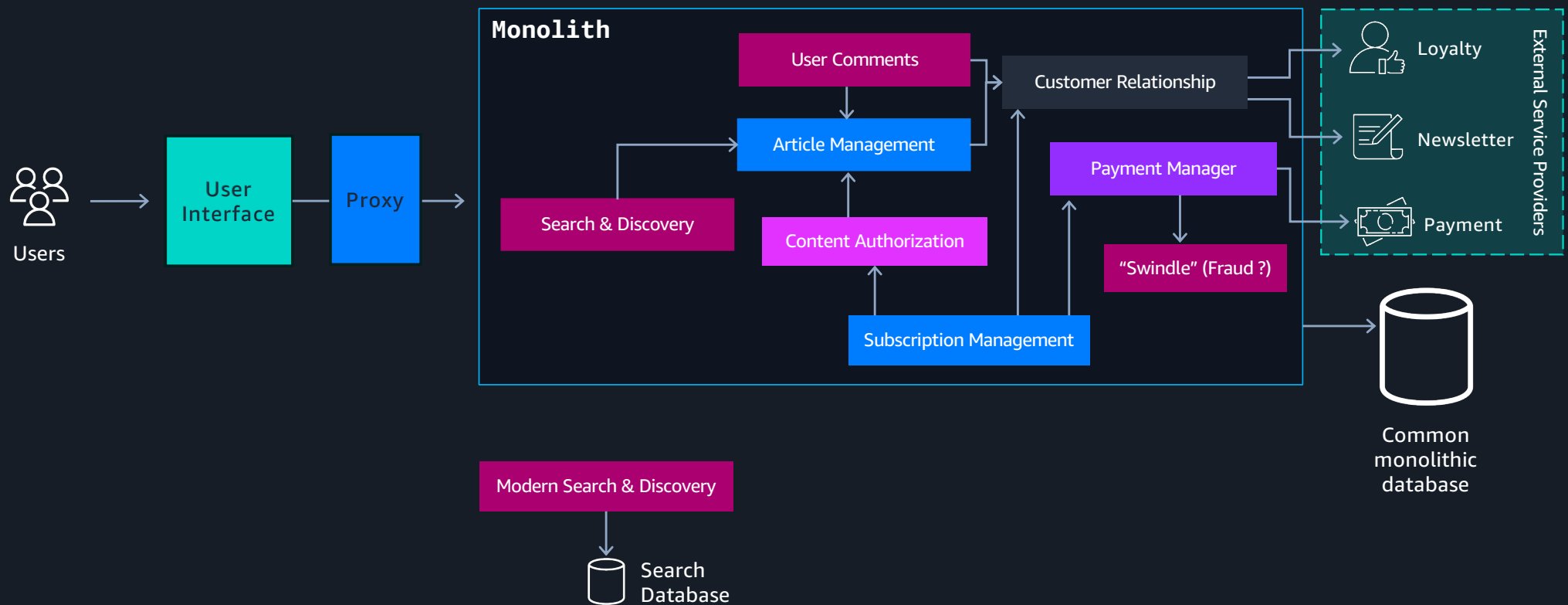
Strangling the Monolith

Introduce façade layer to proxy user requests



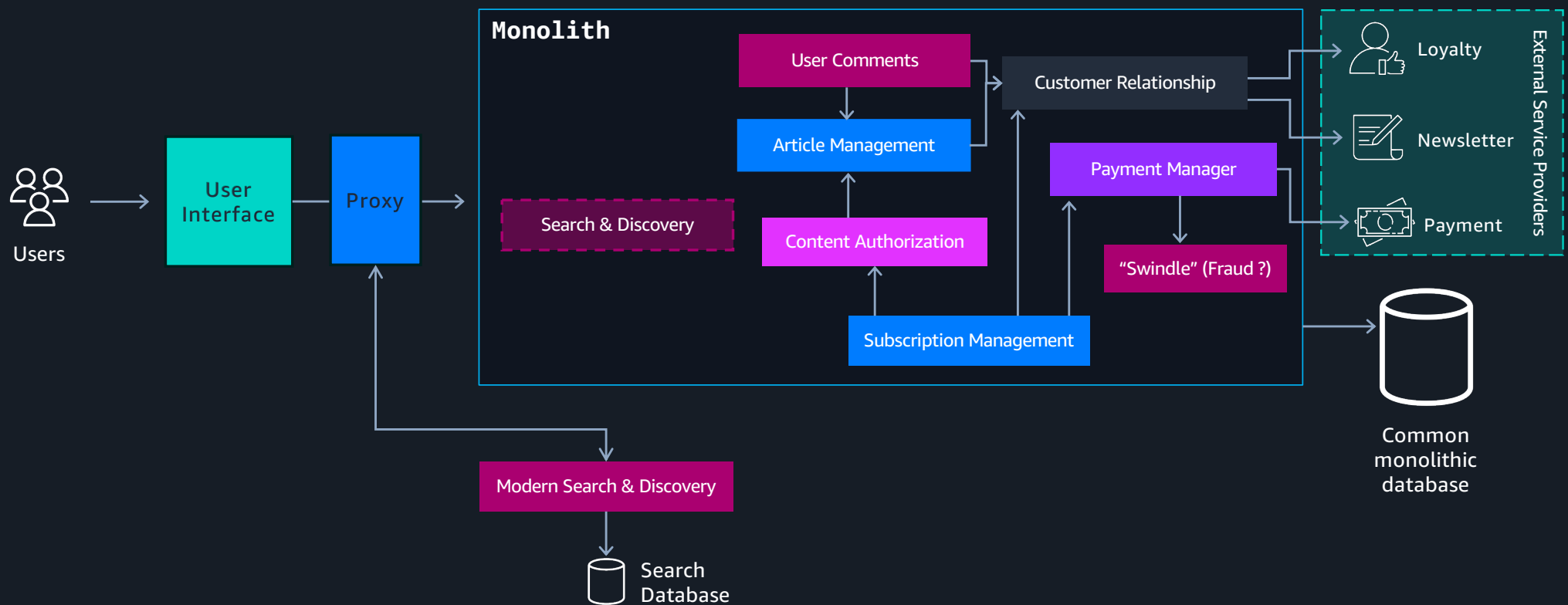
Strangling the Monolith

Deploy new modernized service and redirect traffic with proxy



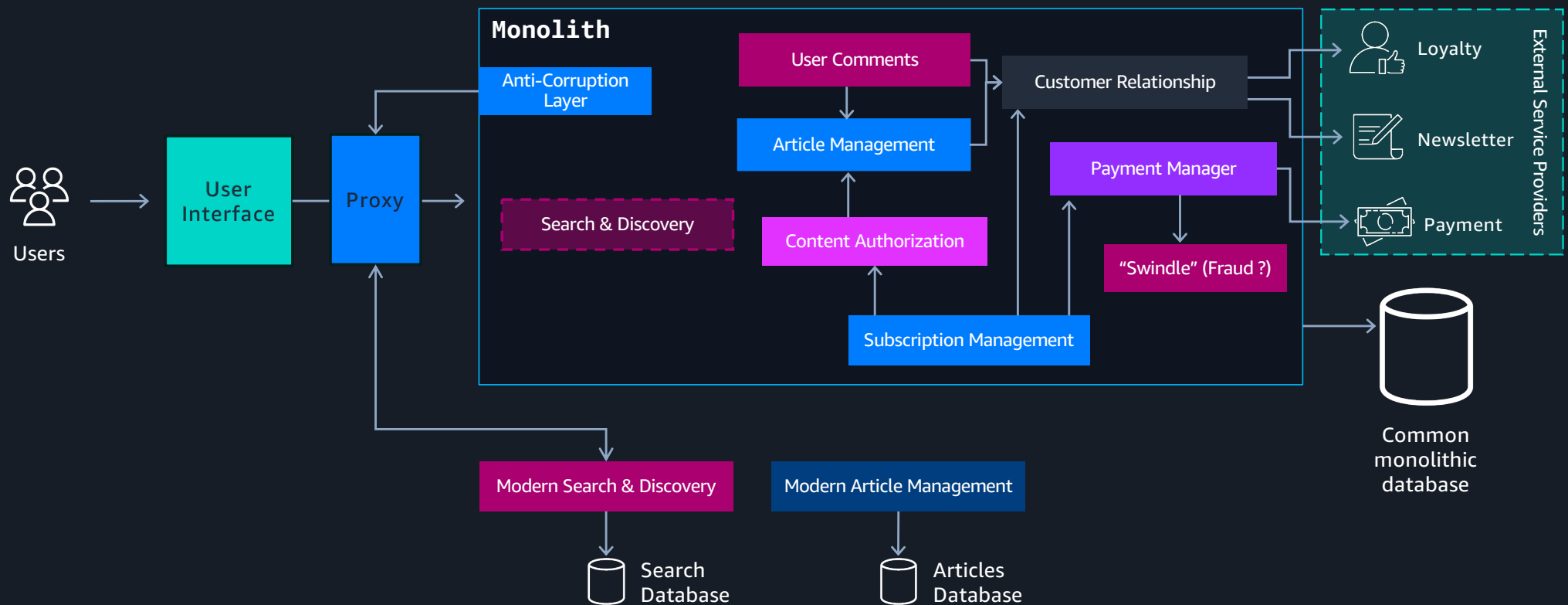
Strangling the Monolith

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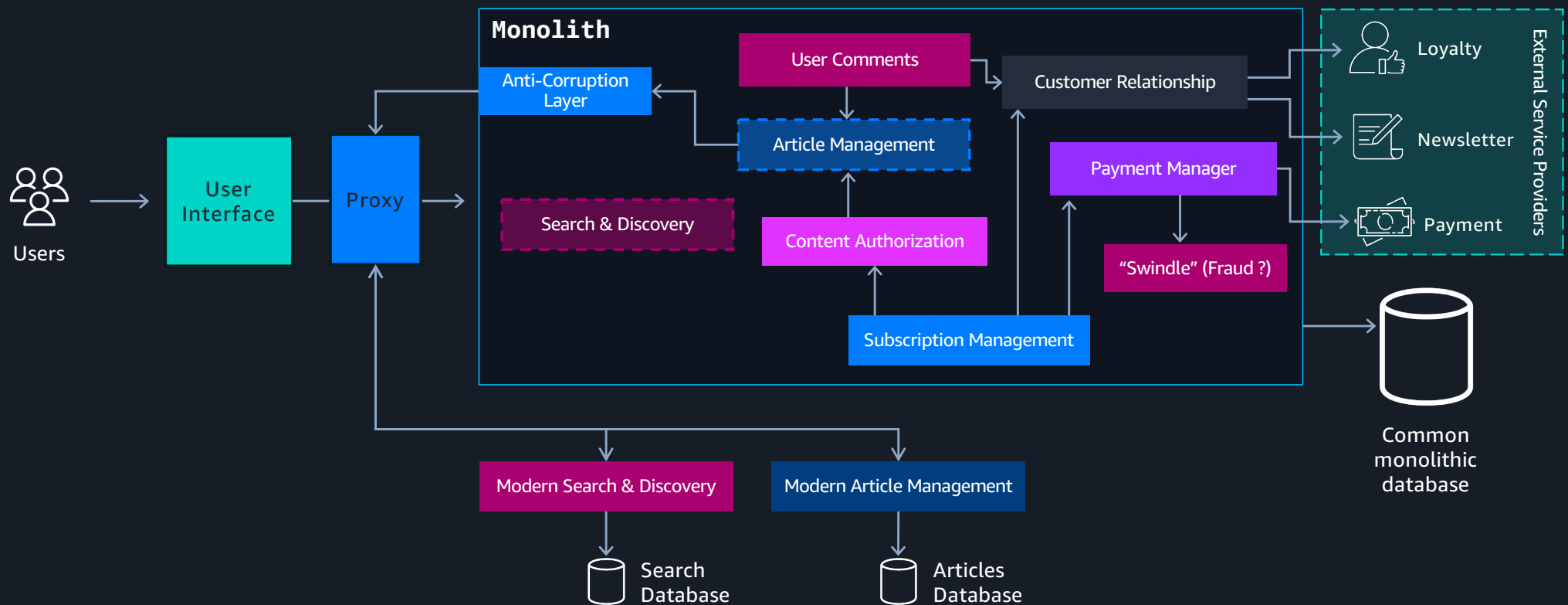
Strangling the Monolith

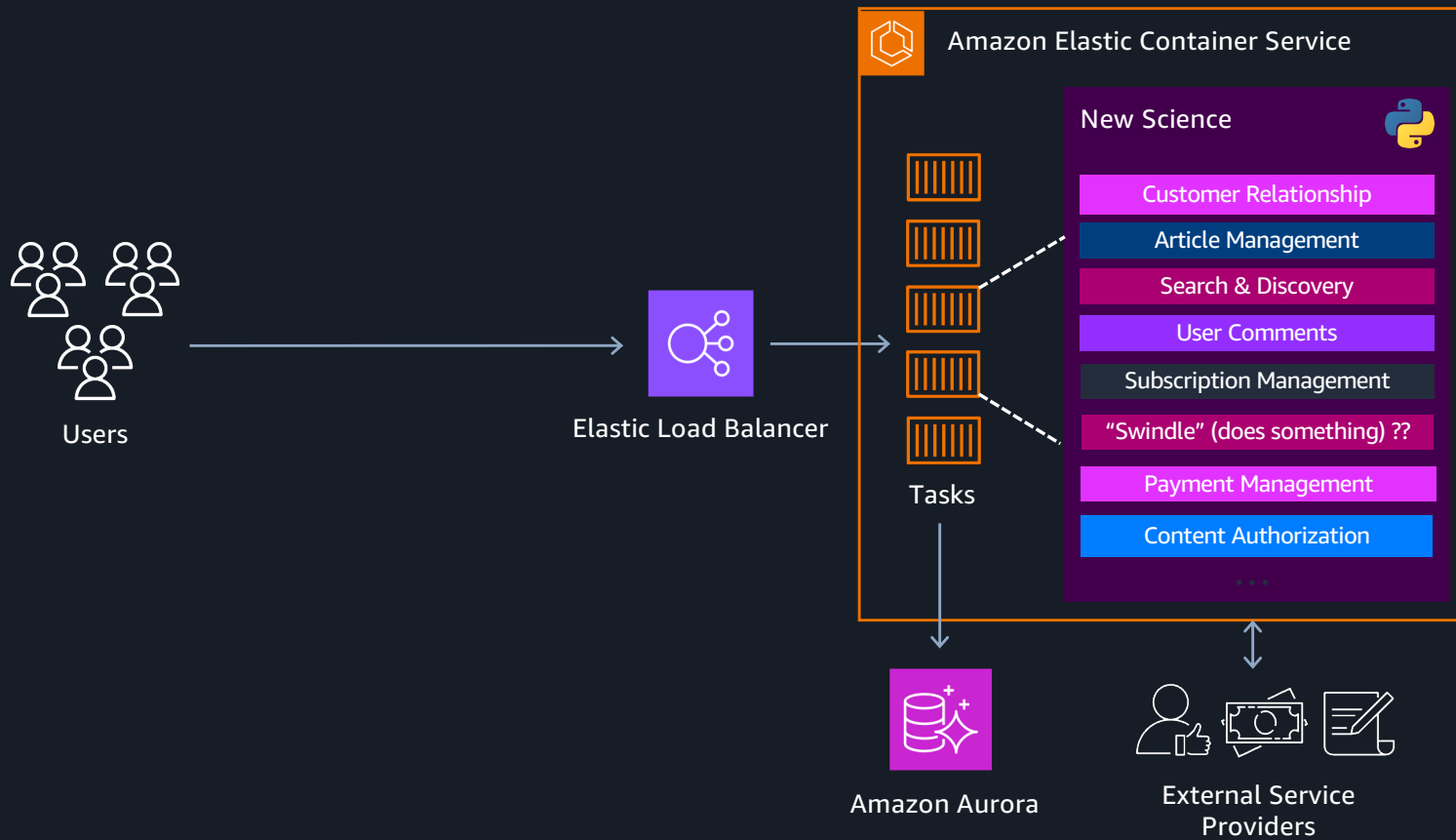
Implementing a modern article management service and an anti-corruption layer (ACL) to our monolith

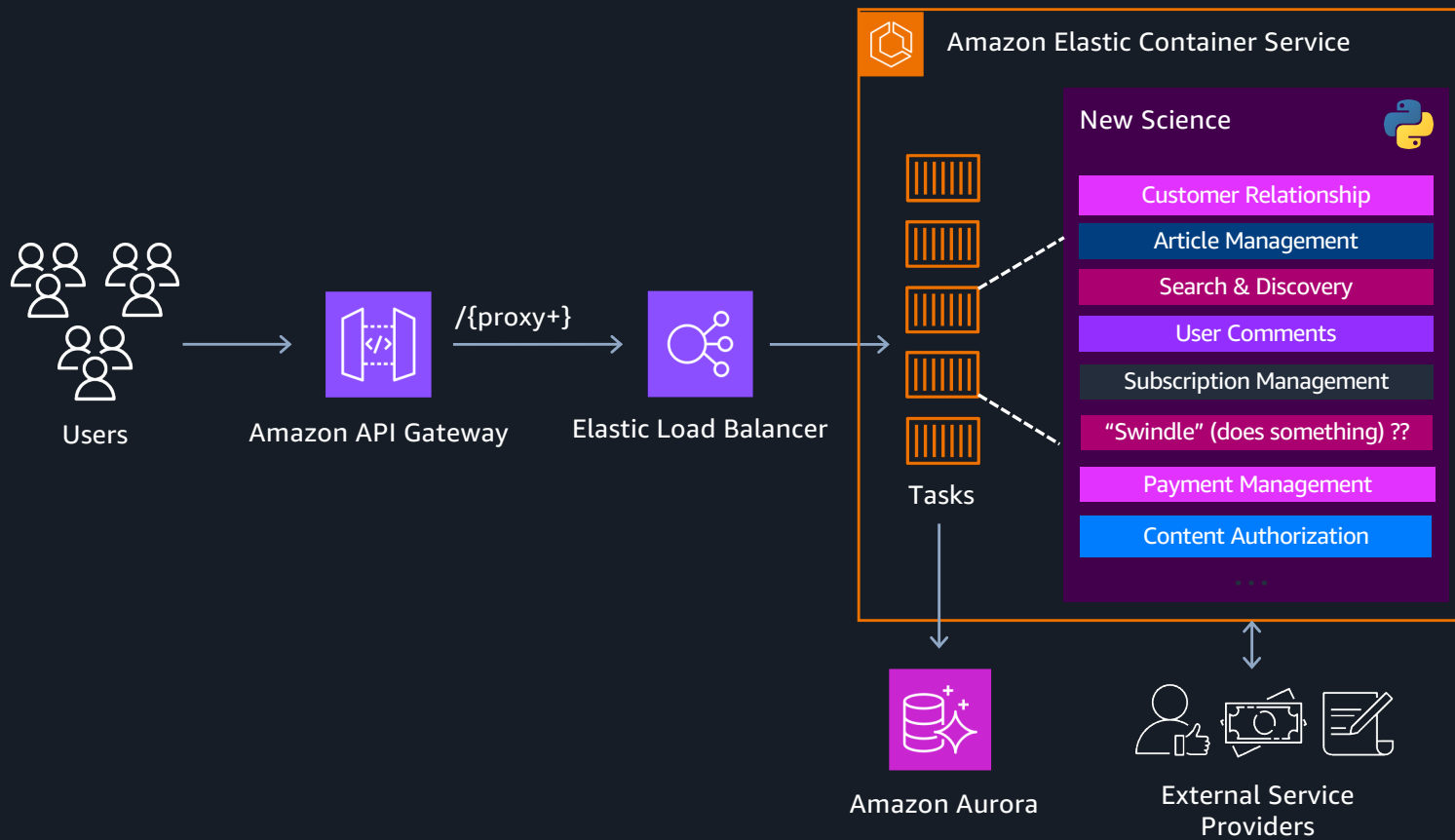


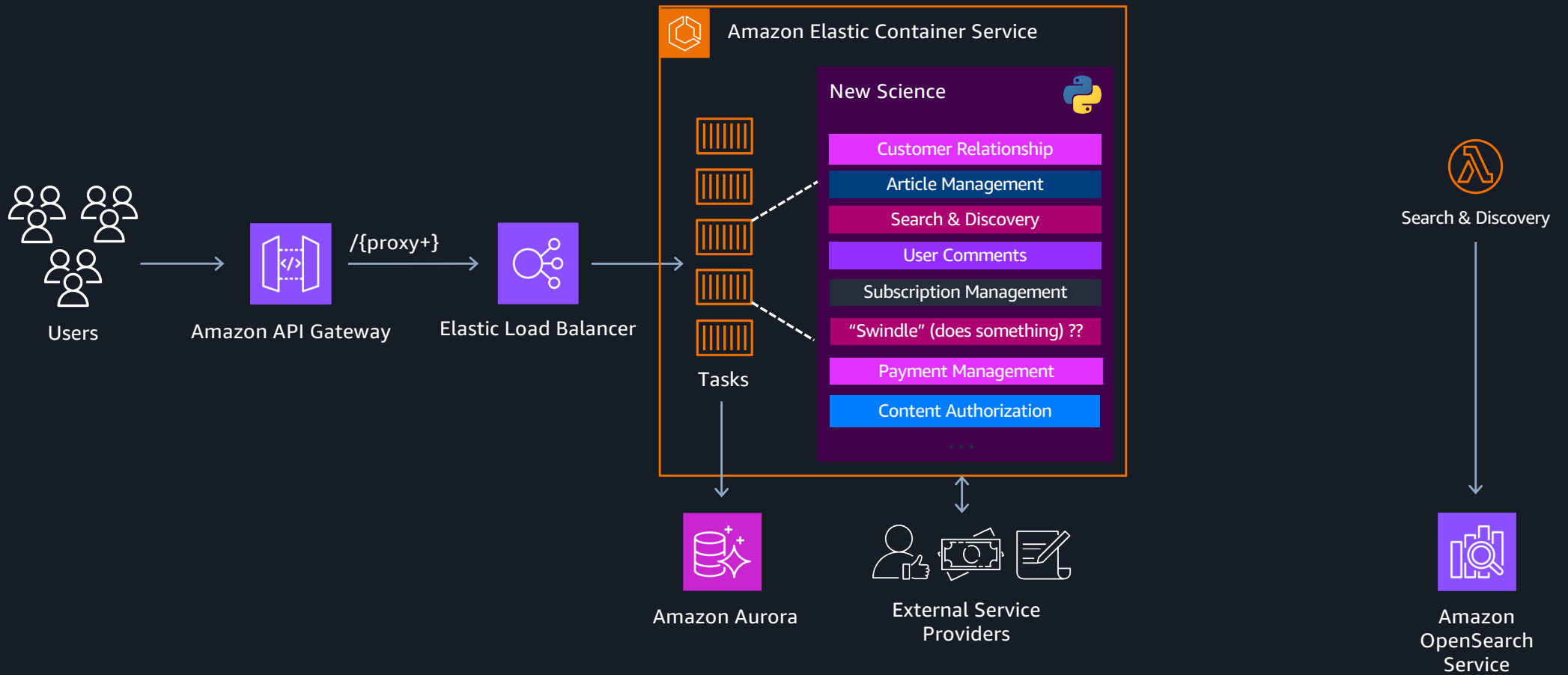
Strangling the Monolith

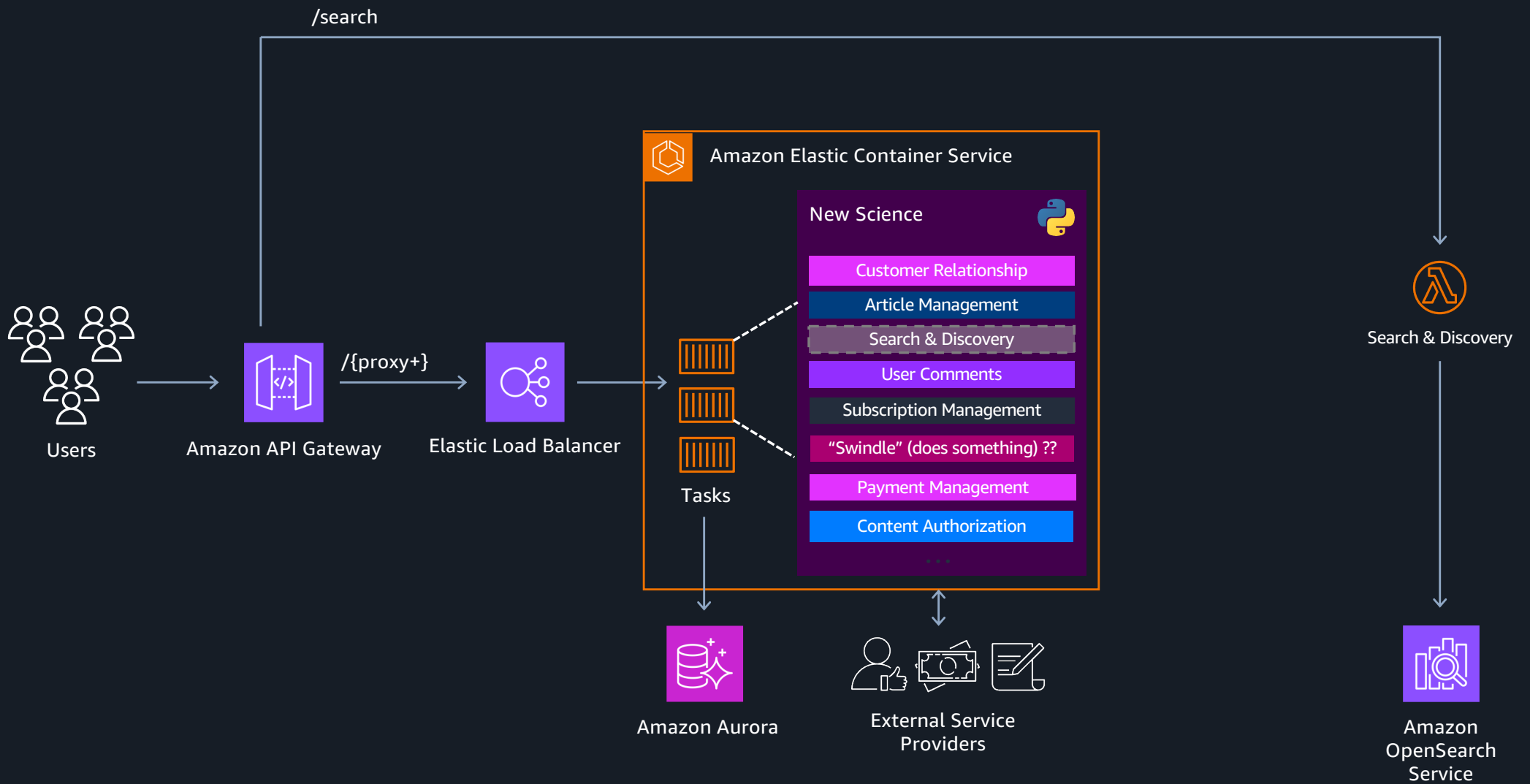
Cutover, Iterate, prioritize and incrementally modernize based on benefits or solving actual pain points

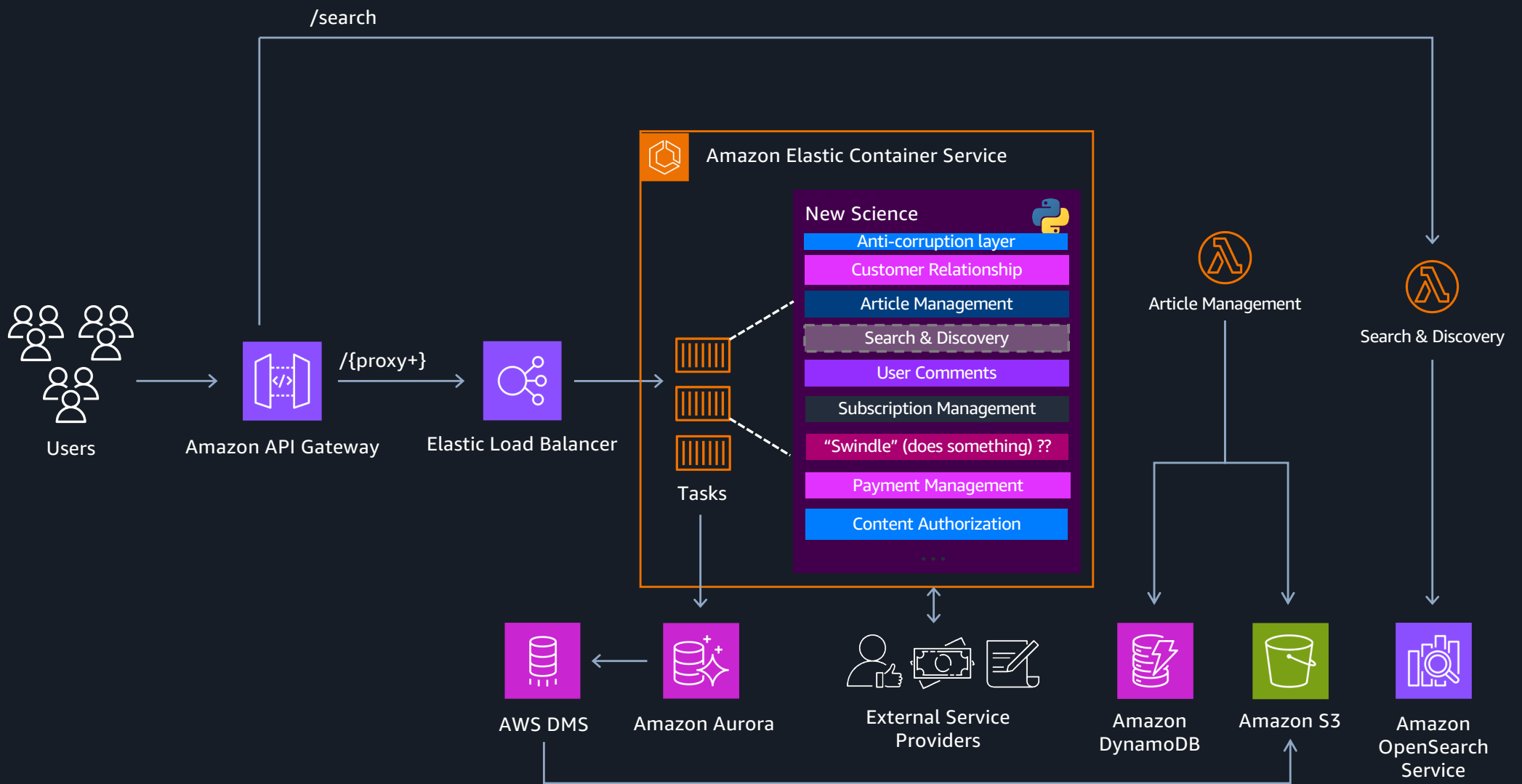


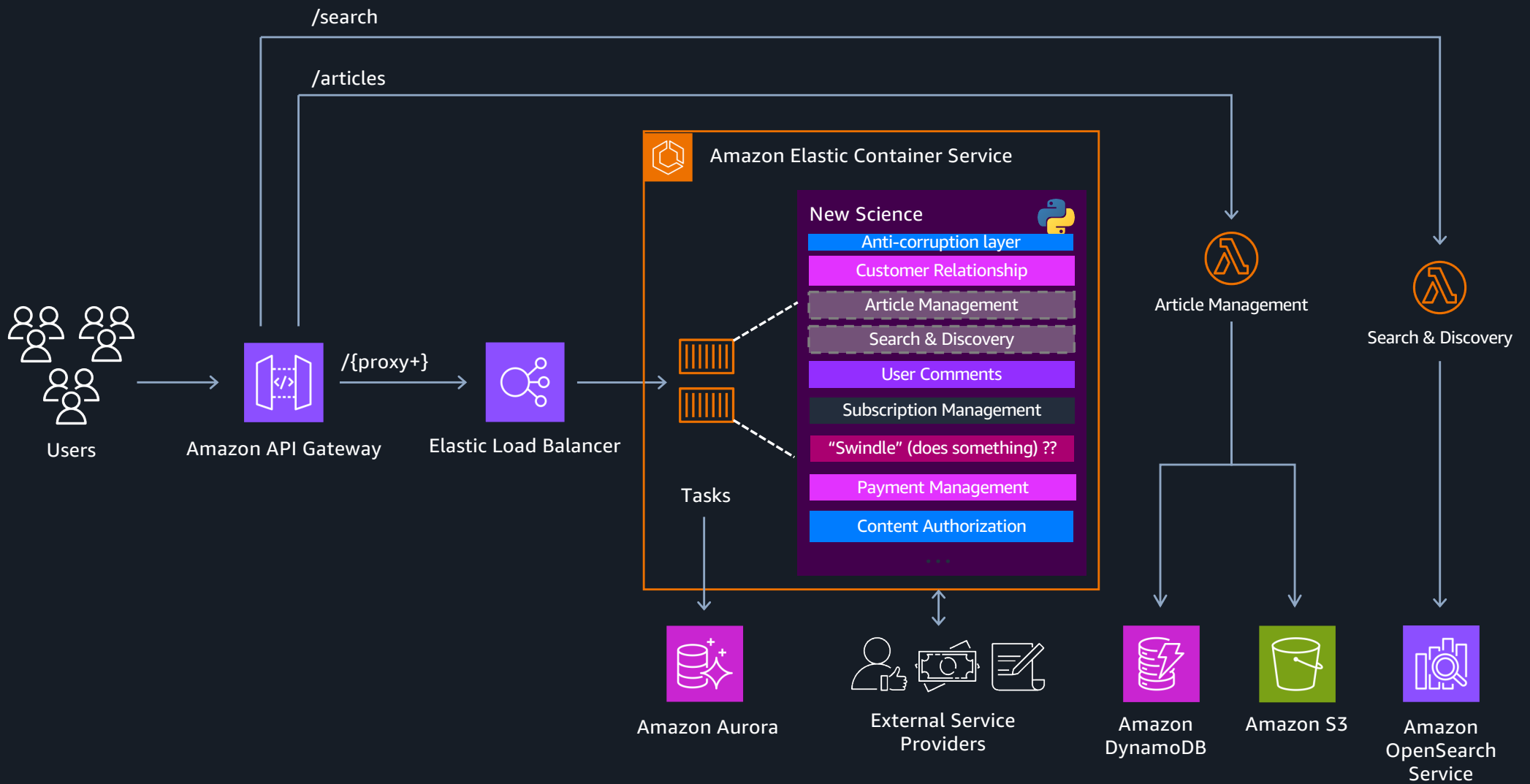












Strangling the monolith

Think big but start small, gradually build new parts of the system around the edges, hollowing out the monolith



Managing interaction between systems:

Saga Patterns



Divide and conquer



The **monolith** architectural style makes it easier to **neglect** your **clean** architecture over time.

The **independent systems** architectural style makes it easier to **retain** your **clean** architecture over time.



Of course, not for free.

Use case: Subscribe to premium tier

A lot of steps to fulfil in order to subscribe a customer to premium tier (incomplete):

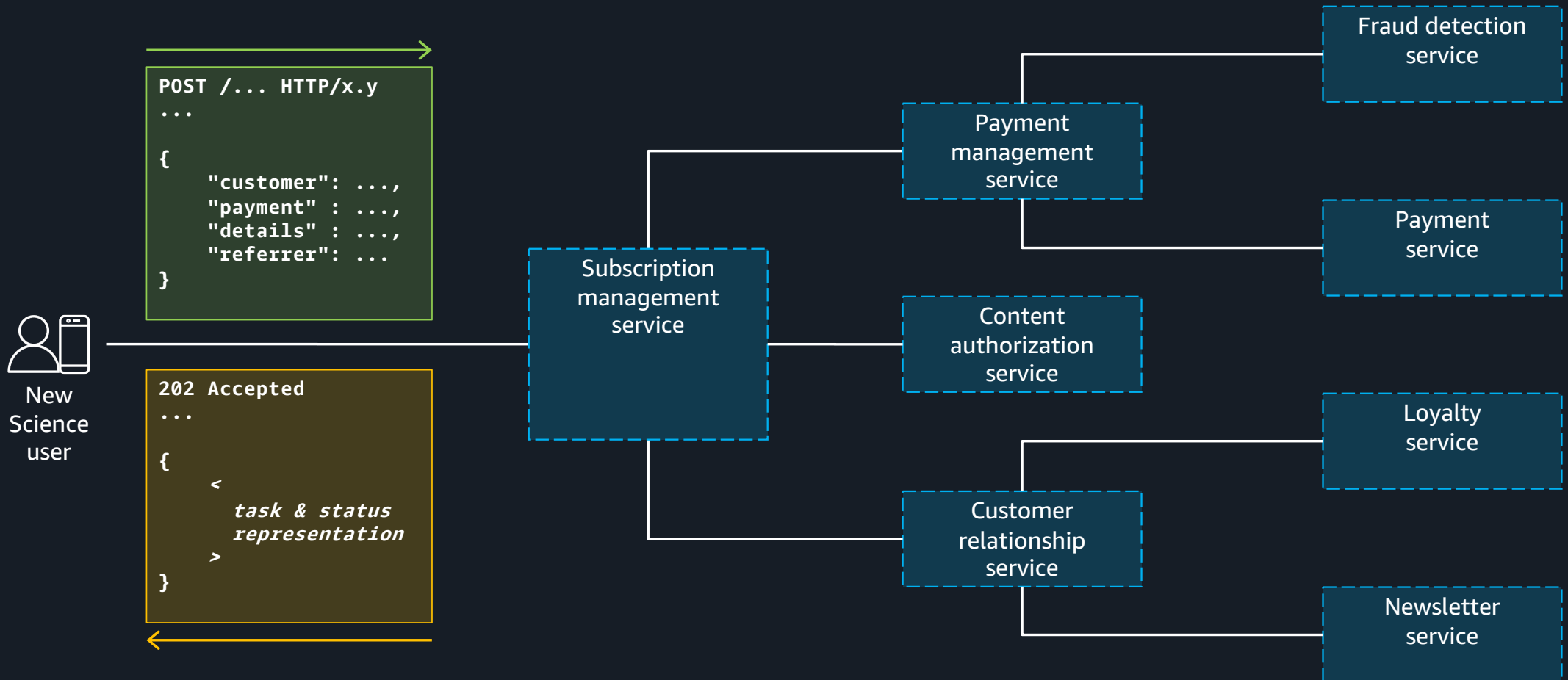
- Customer sends subscription request to subscription management
- Subscription management invokes payment management
- Payment management invokes fraud detection
- Payment management invokes payment collection
- Subscription management invokes content authorization
- Subscription management invokes customer relationship management
- Customer relationship management invokes loyalty program
- Customer relationship management invokes newsletter management

Business decisions (not tech decisions) how to handle failures (incomplete):

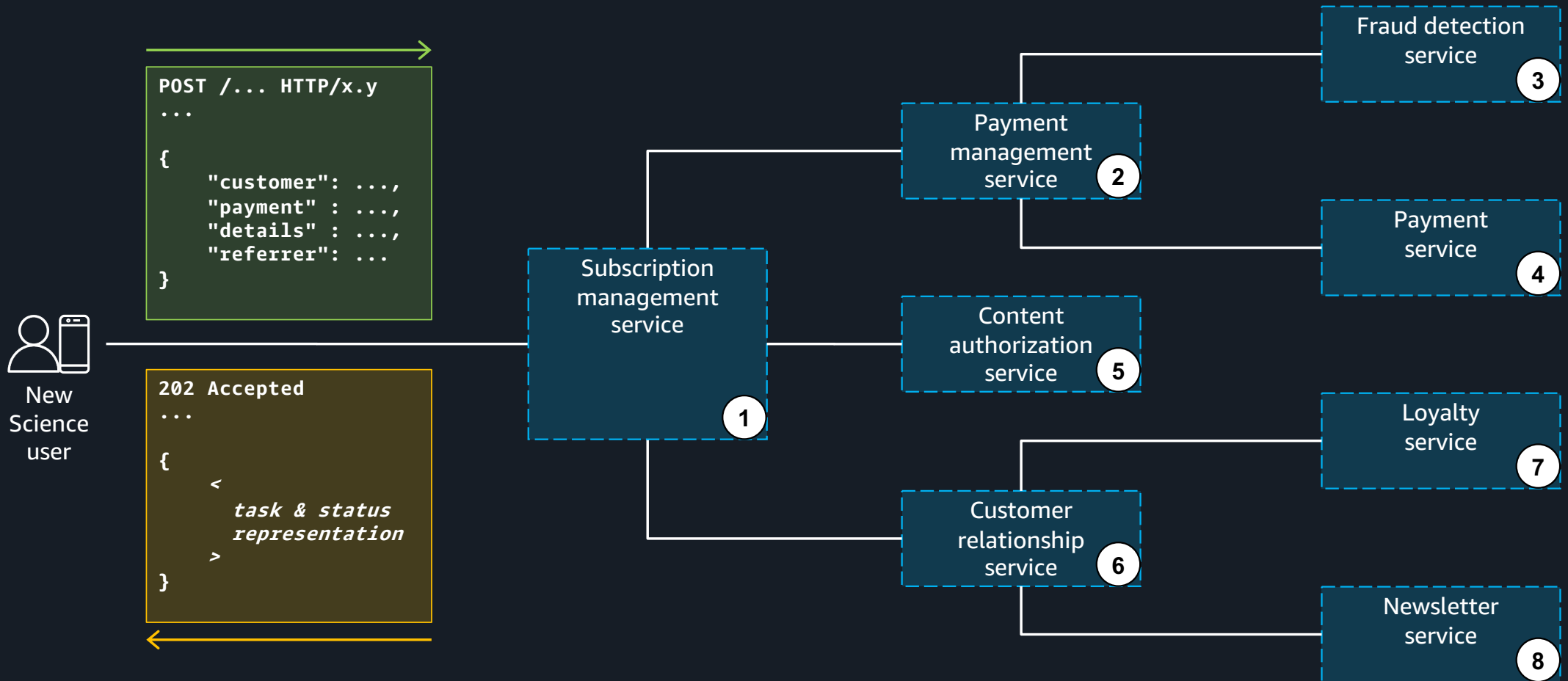
- Abort entire request
- Retry a failing step, maybe do it later
- Report back to user either way



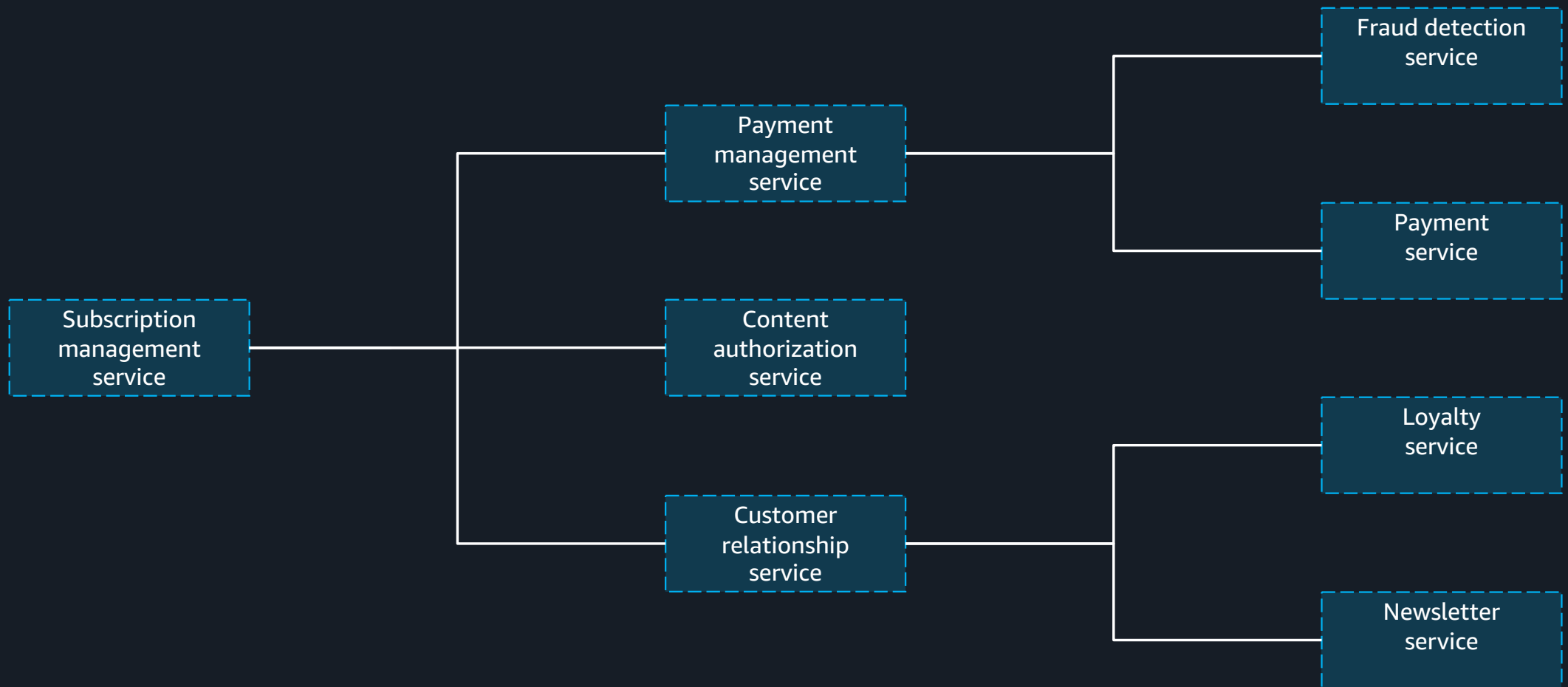
Use case: Subscribe to premium tier



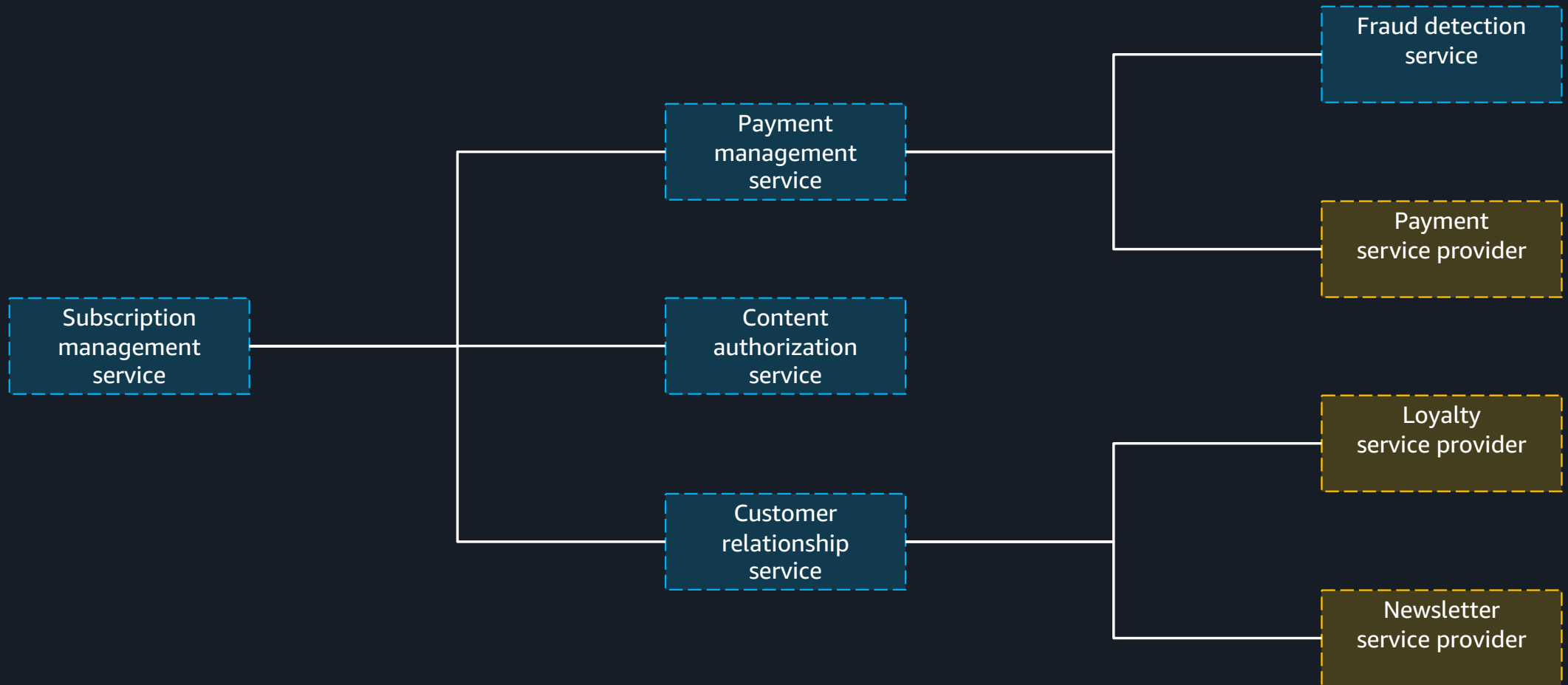
Use case: Subscribe to premium tier



Integrating the downstream systems



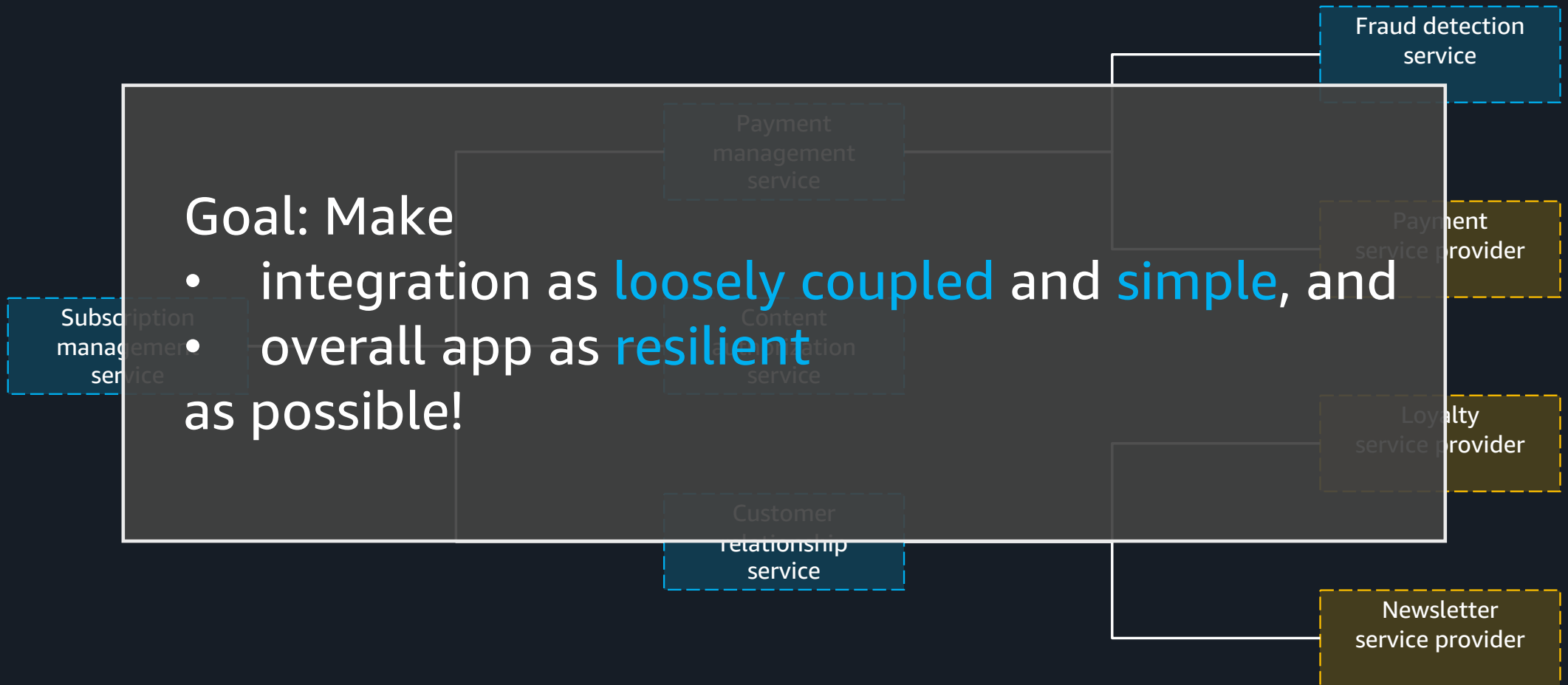
Integrating the downstream systems



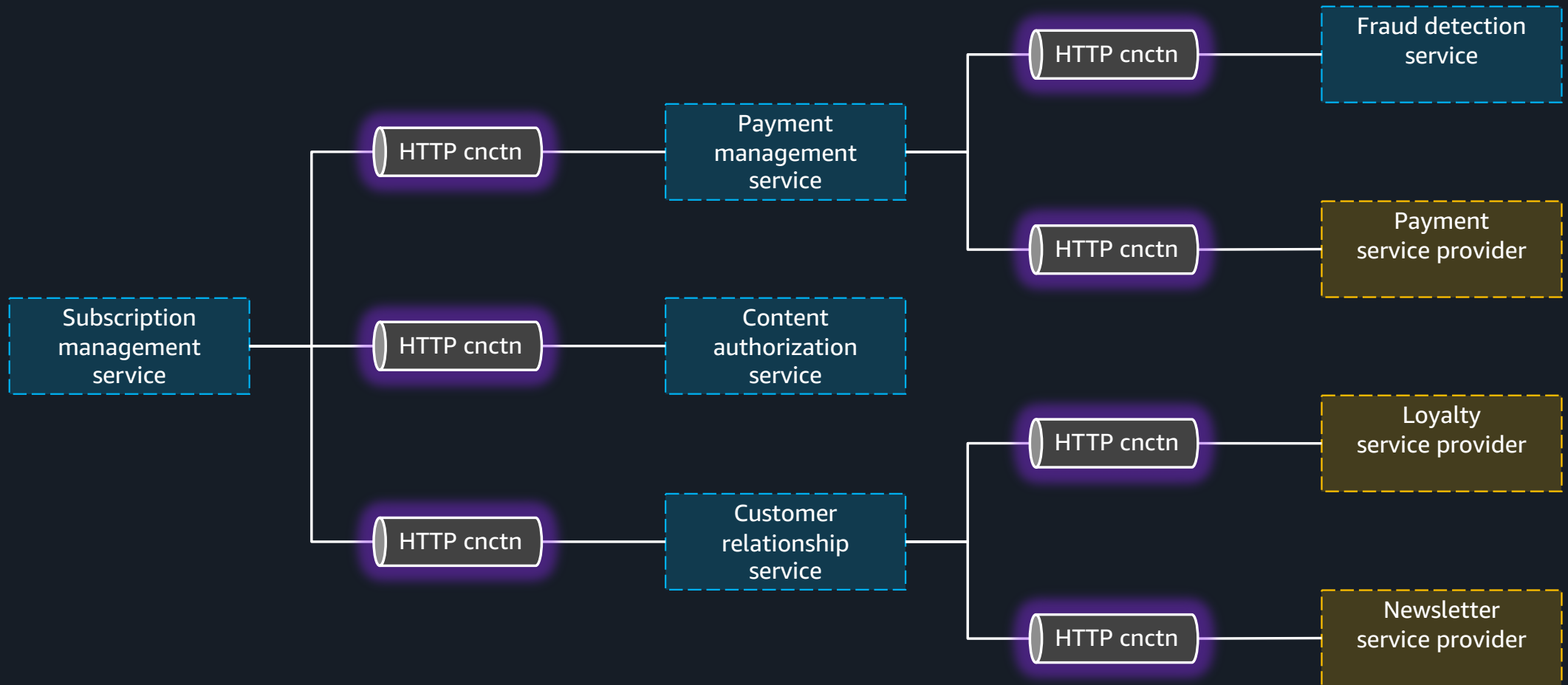
Integrating the downstream systems

Goal: Make

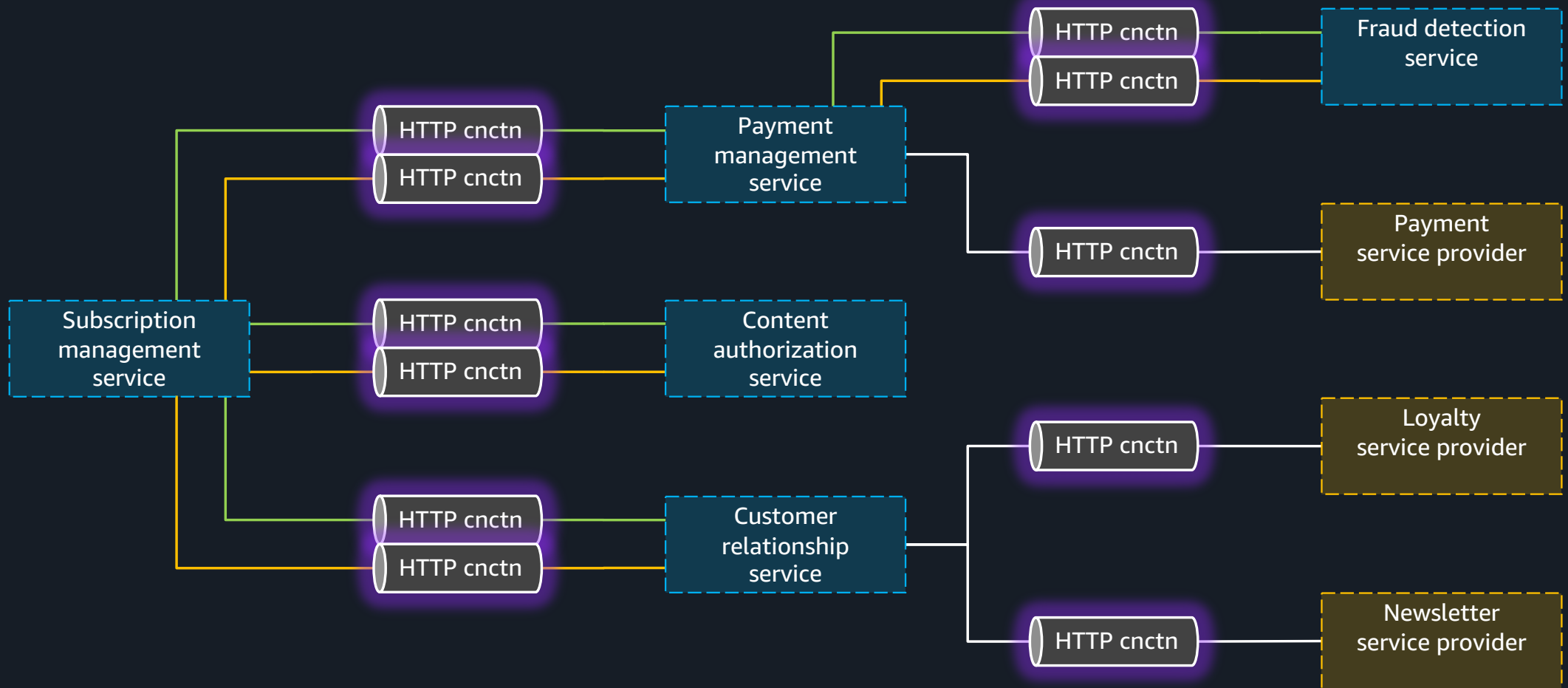
- integration as **loosely coupled** and **simple**, and
- overall app as **resilient** as possible!



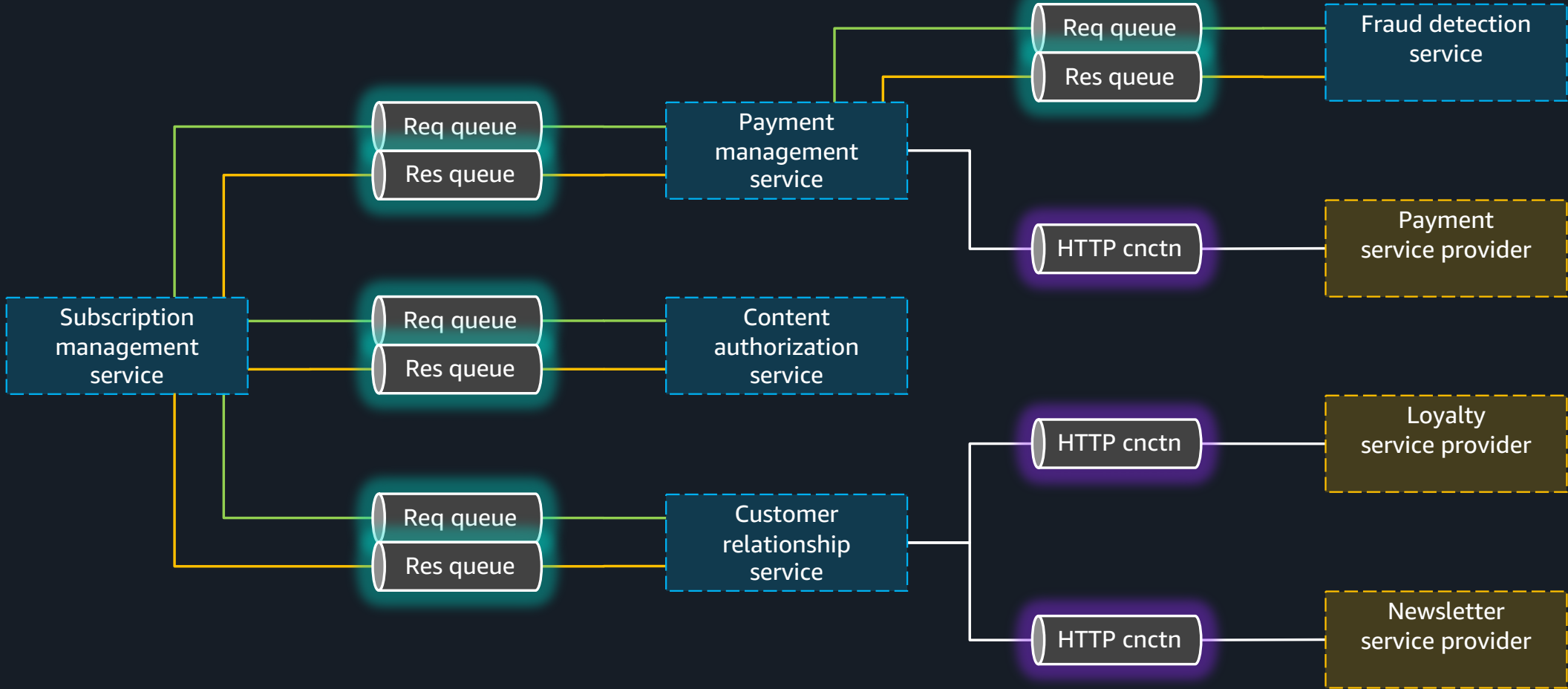
Synchronous request-response w/ APIs



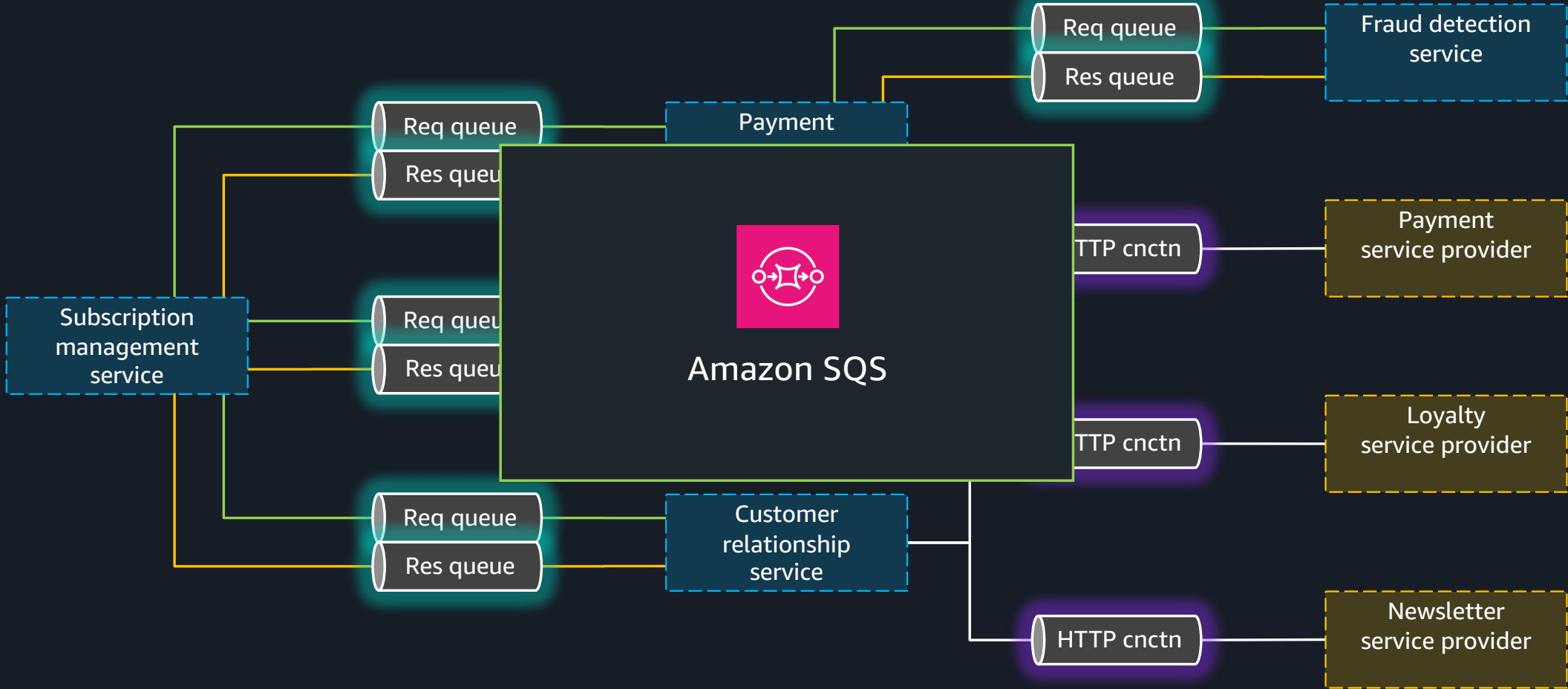
Asynchronous request-response w/ APIs



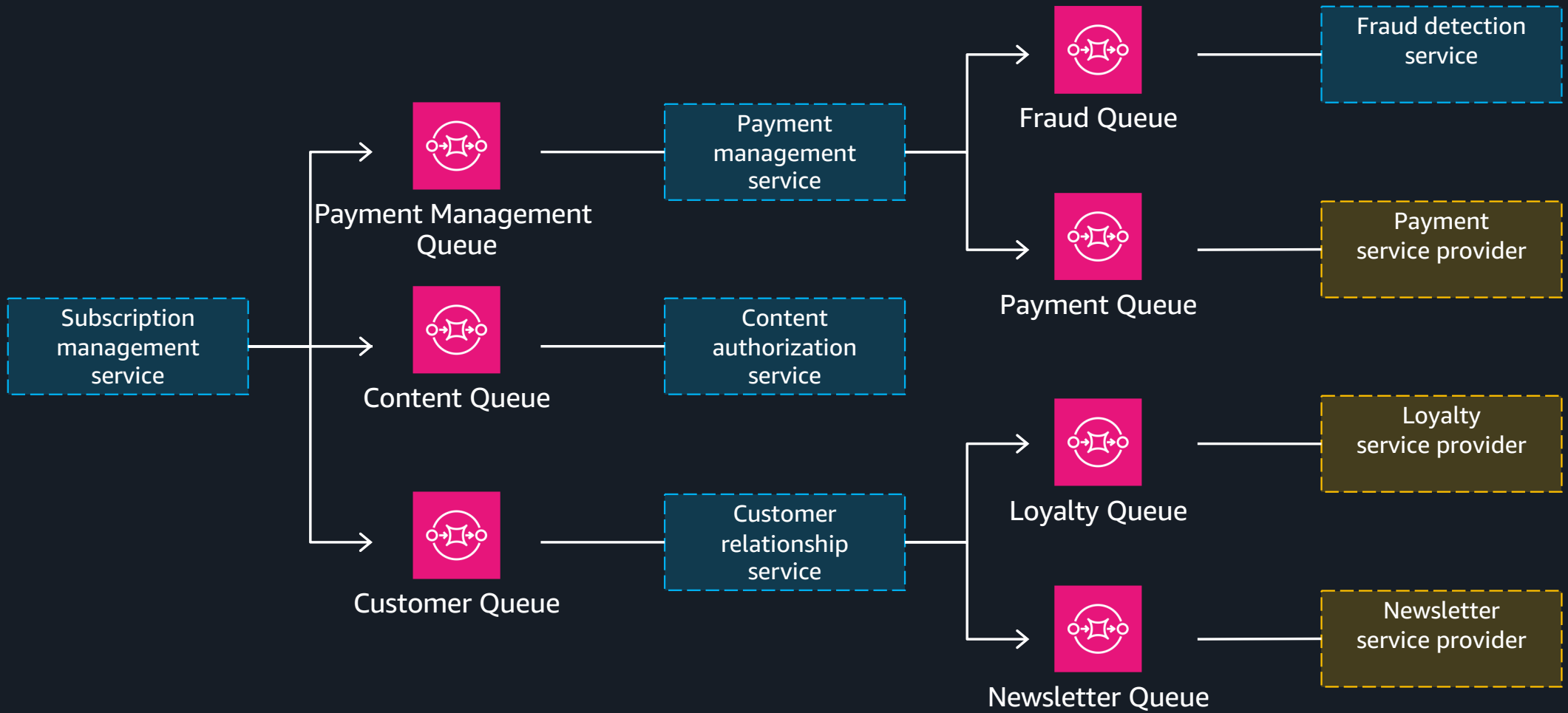
Asynchronous request-response w/ queues



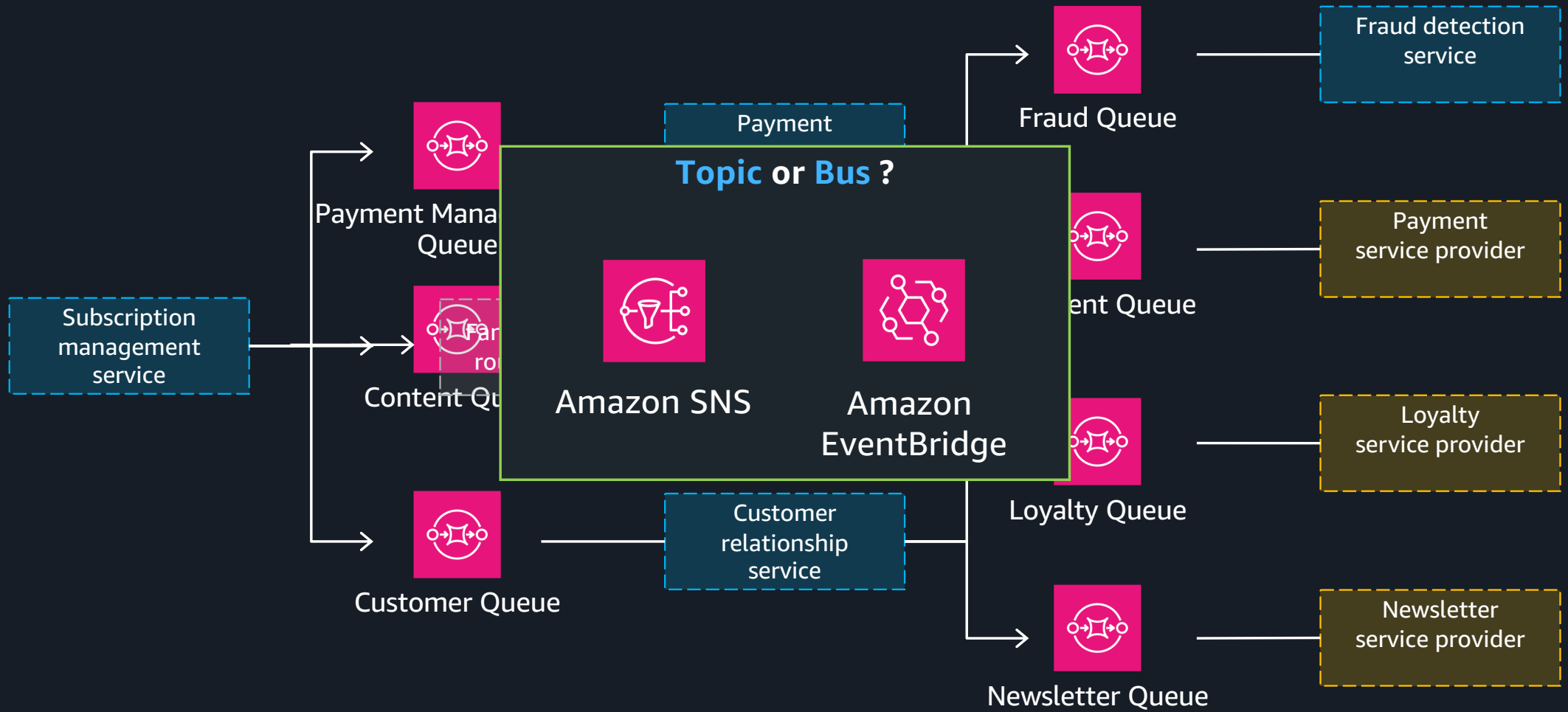
Asynchronous request-response w/ queues



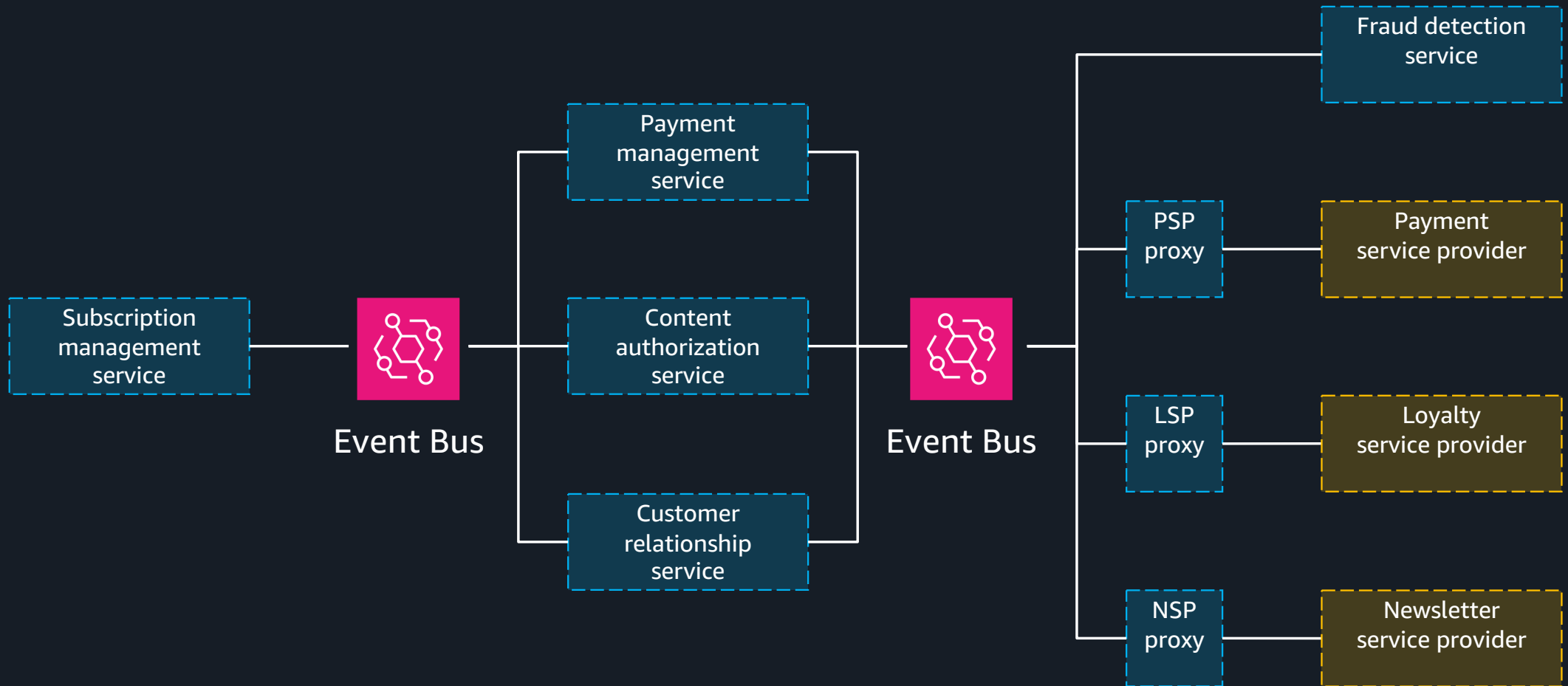
Asynchronous requests with queues



Fan-out chaining with queues



Event-driven interaction with EventBridge

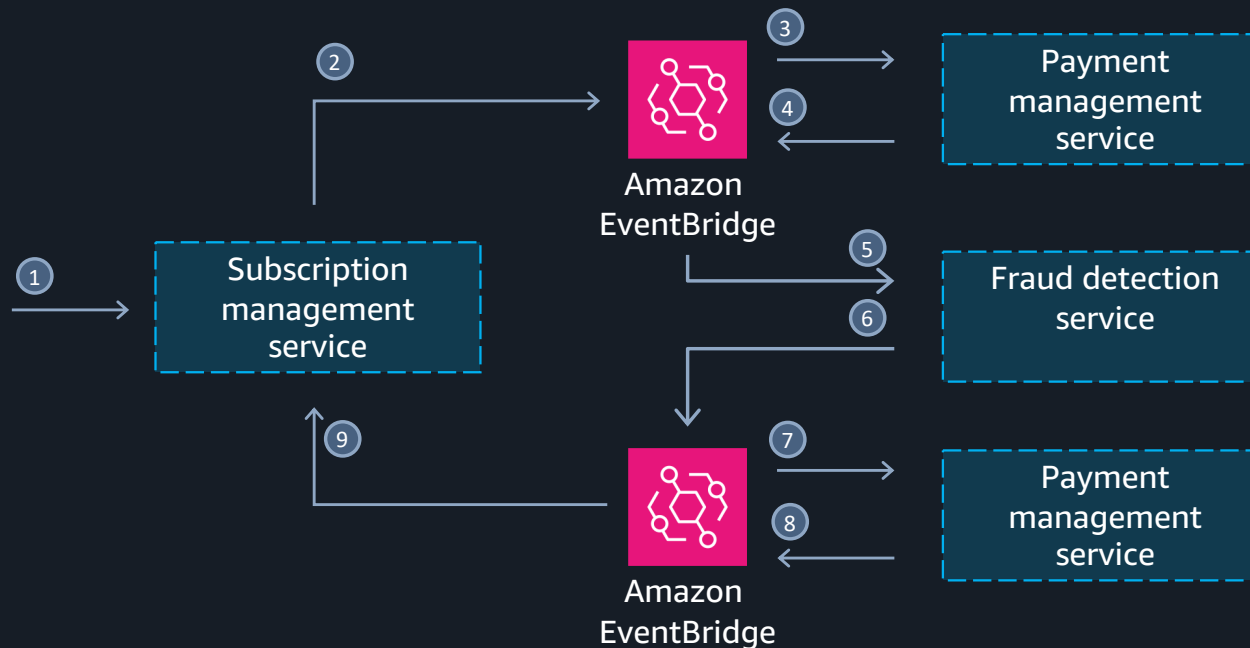


Event-driven interaction with EventBridge

Saga Choreography:

- No master controller
- Each service:
 - Executes its local transaction
 - Publishes an event describing what happened
 - Subscribes to events that matter to it
- Distributed workflow, driven entirely by events

Choreography w/ message bus

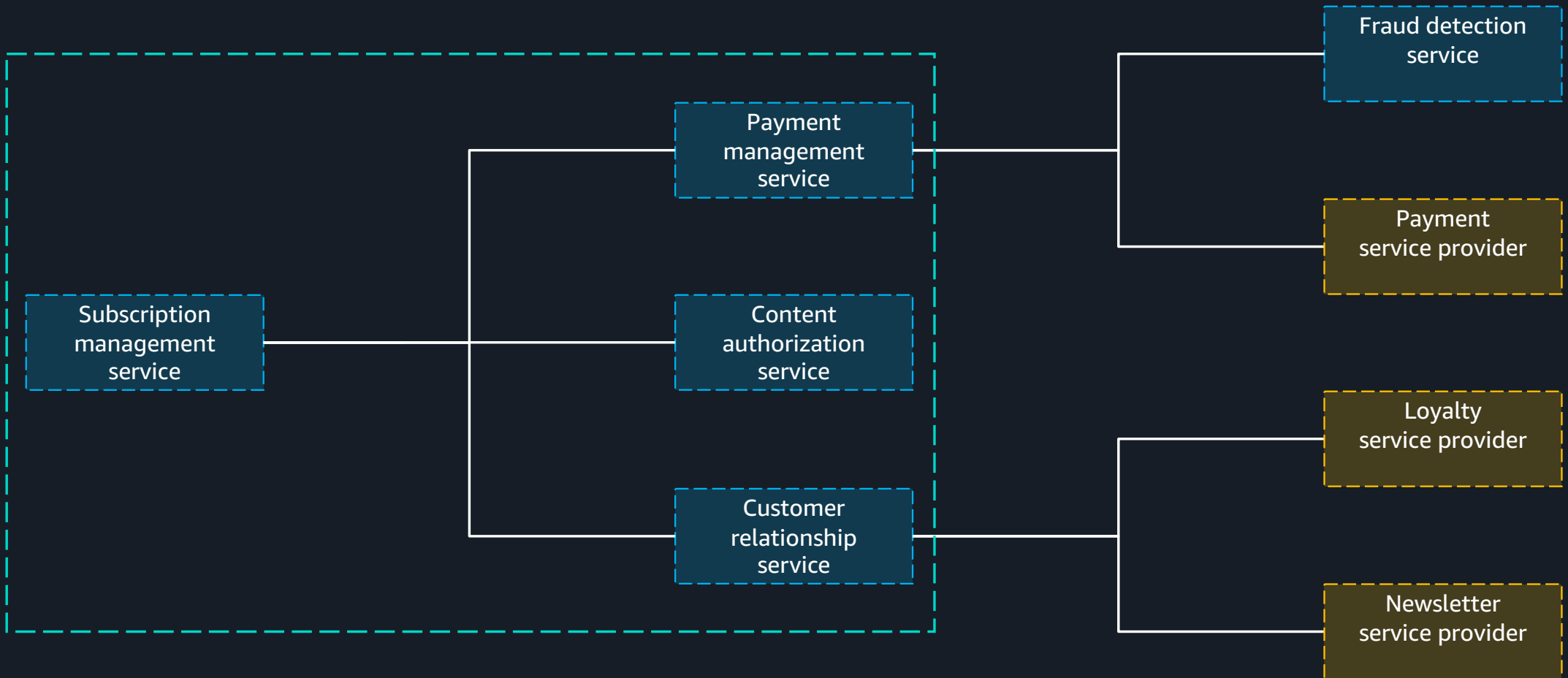


Choreography w/ message bus

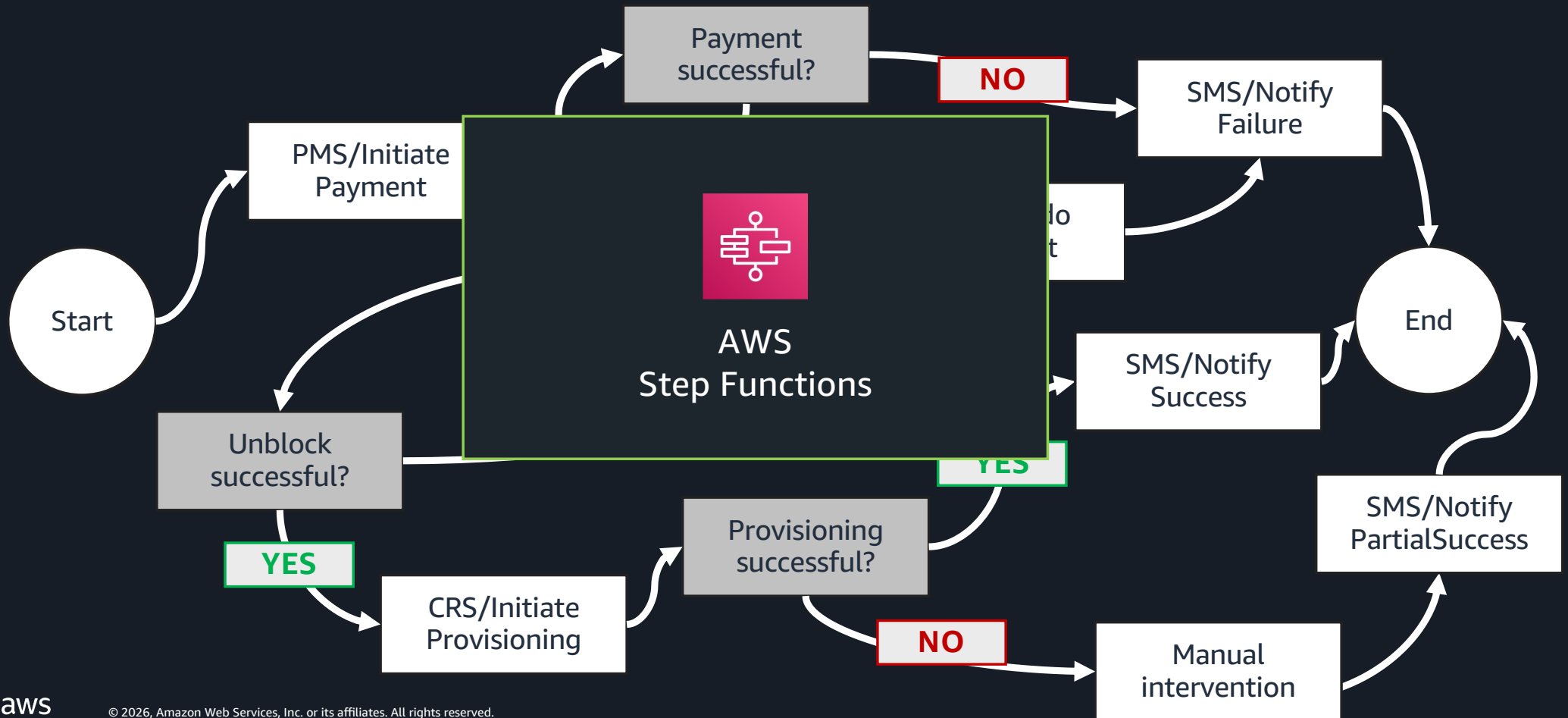
Saga Choreography benefits and challenges:

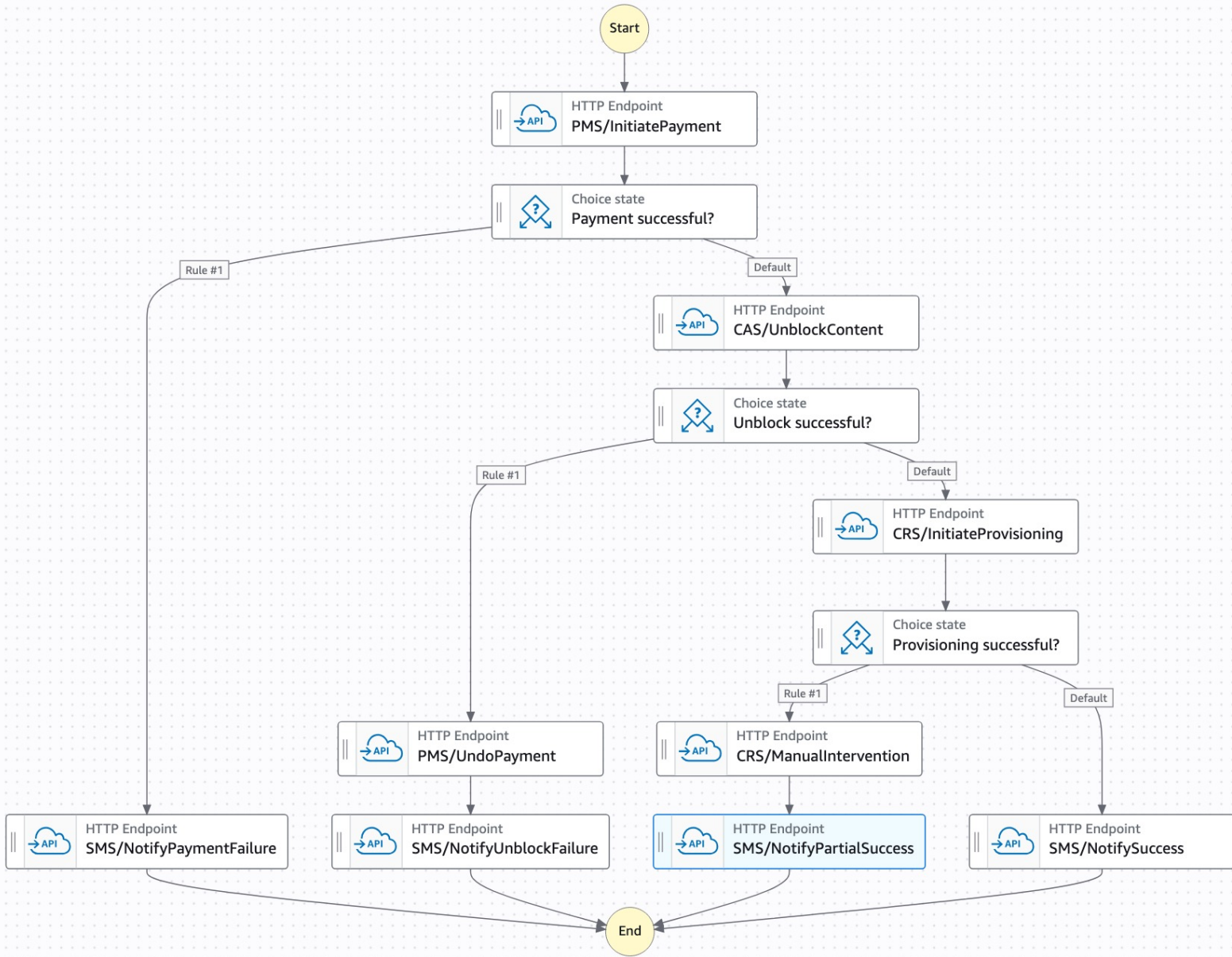
- **Easy** to get started with (comes up quite naturally)
- Highly **scalable** (through asynchronous communication)
- Highly **decoupled** architecture implicitly supports **autonomous** teams (DDD)
- **Simplifies** monolith-to-microservices migrations (as we saw)
- Event flow not explicitly **visible**, but implicitly encoded in systems
- Consequently **complex** for transactions, compensations / re-driving after failure
- Hard to introduce a **new step** in the flow – need to touch code and config
- No explicit support for **delayed** executions and **conditions**
- **Schema changes** in flowing events potentially affect all systems

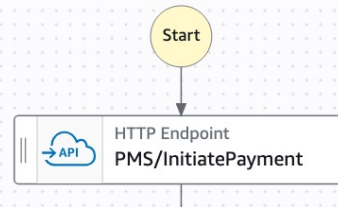
Externalize workflow in an orchestrator



Externalize workflow in an orchestrator







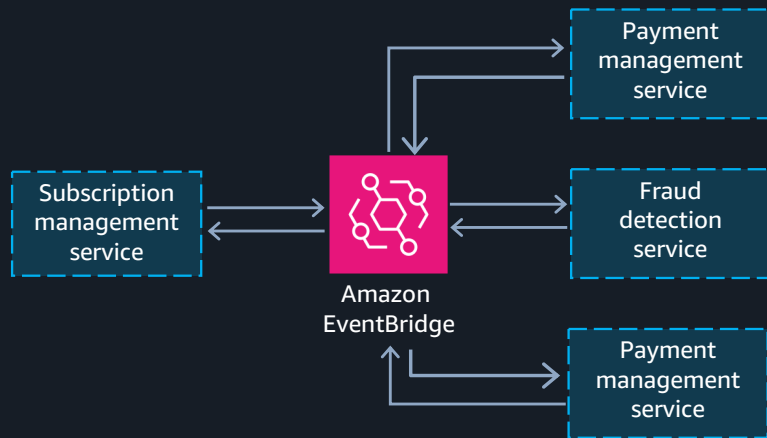
Saga Orchestration benefits and challenges:

- Explicit workflow **visibility** in orchestrator component
- Simplified **debugging** due to explicit state during execution
- Easy workflow **evolution** – no need to touch multiple services
- Better control over **consistency** due to explicit error handling
- Introduction of a central **dependency** that must be HA and HS
- Reduced **autonomy**: Services become workflow actors, not even-driven agents
- Risk of becoming a **god** service with poor governance (e.g., leak business rules)
- Tighter **coupling** at workflow level: Must know participants and their contracts

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graph TD; End((End));
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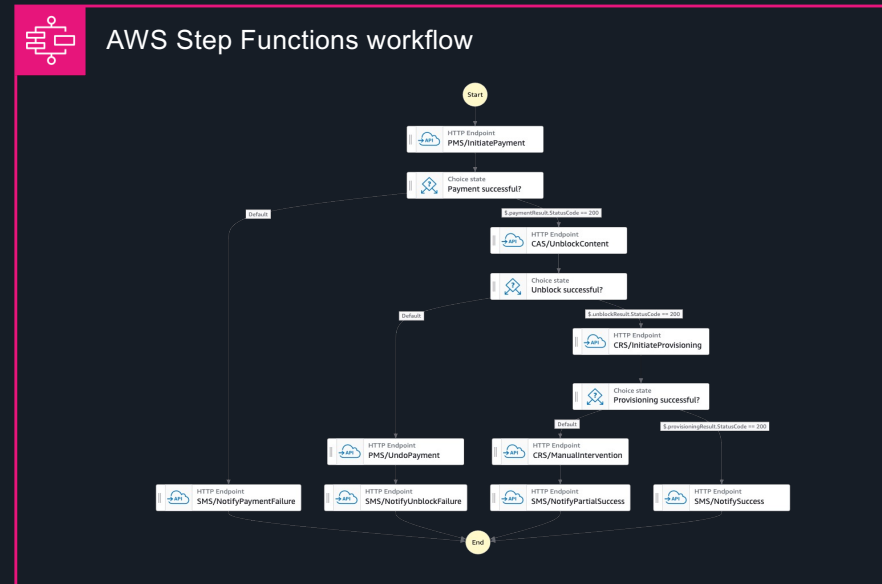
When to use what

Choreography



- ✓ Business logic can evolve easily (add, delete services)
- ✓ Services can scale independently
- ✗ Transactional consistency across services is difficult
- ✗ End-to-end monitoring, handling errors, and timeout are difficult

Orchestration



- ✓ Centralized business logic in orchestrator
- ✓ Transaction management across services
- ✓ End-to-end monitoring and error handling easier
- ✗ Tightly coupled
- ✗ Orchestrator can become single point of failure/limitation
- ✗ Single point of maintenance (can be good or bad)

When to use what

Prefer Choreography when:

- Your system is **naturally event-driven**
- Workflows are **simple**
- Teams require high **autonomy**
- Organizational **decentralization** is key
- Failure **complexity** is acceptable

“Let each service mind its own business.”

Prefer Orchestration when:

- Workflows are **long-running or complex**
- Business **correctness** matters more than autonomy
- Governance or compliance require **visibility**
- Need for **centralized** retries, compensation, rules, and timeouts

“Make process behaviour obvious, testable, and evolvable.”



When to use what

Prefer Choreography when:

- Your system is simple
- Workflows are linear
- Teams are siloed
- Organization is flat
- Failure is rare

"Let each service be responsible for its own state."

Prefer Orchestration when:

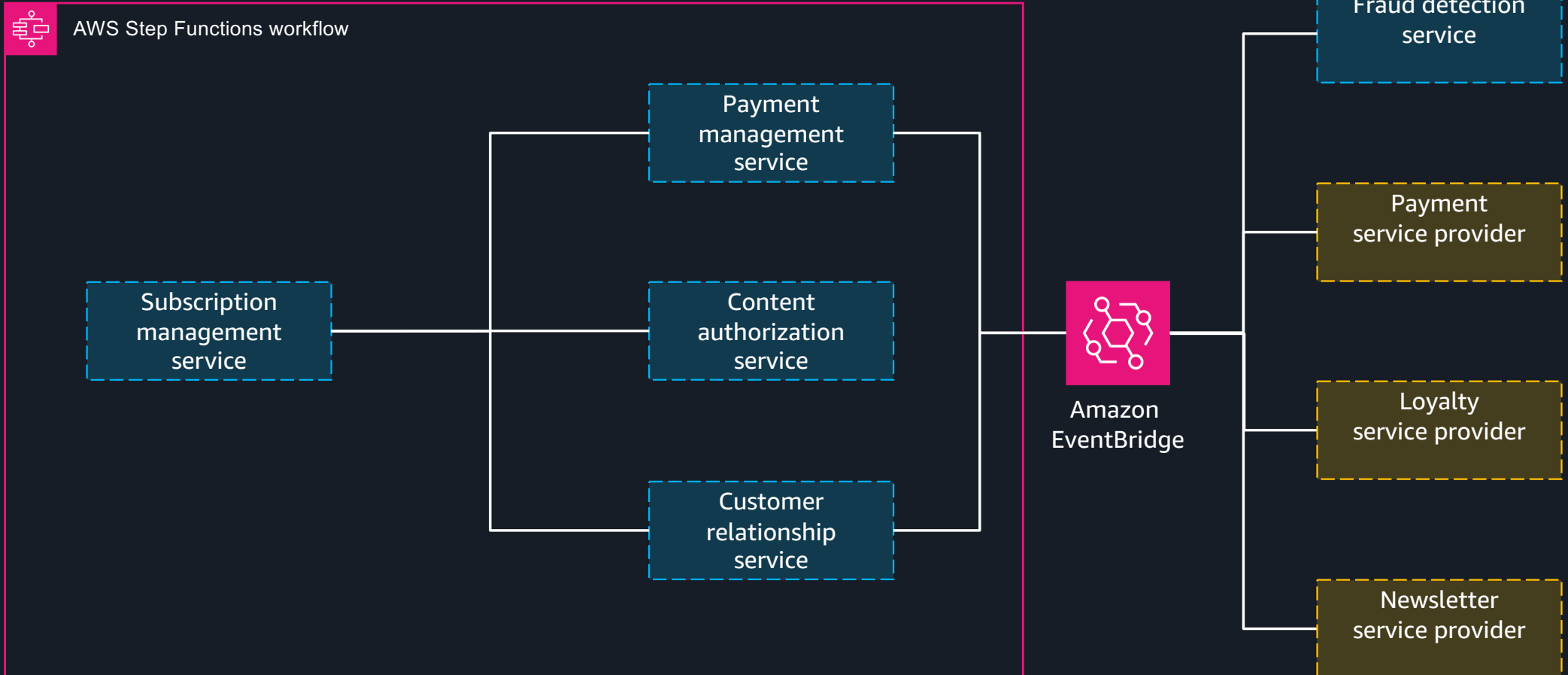
- Your system is complex
- Workflows are non-linear
- Teams are cross-functional
- Organization is hierarchical
- Failure is frequent

"Make process behaviour obvious, testable, and evolvable."

Combine
Choreography and Orchestration
for the **best** of both worlds



Externalize workflow in an orchestrator



Suffering from success



Our customers

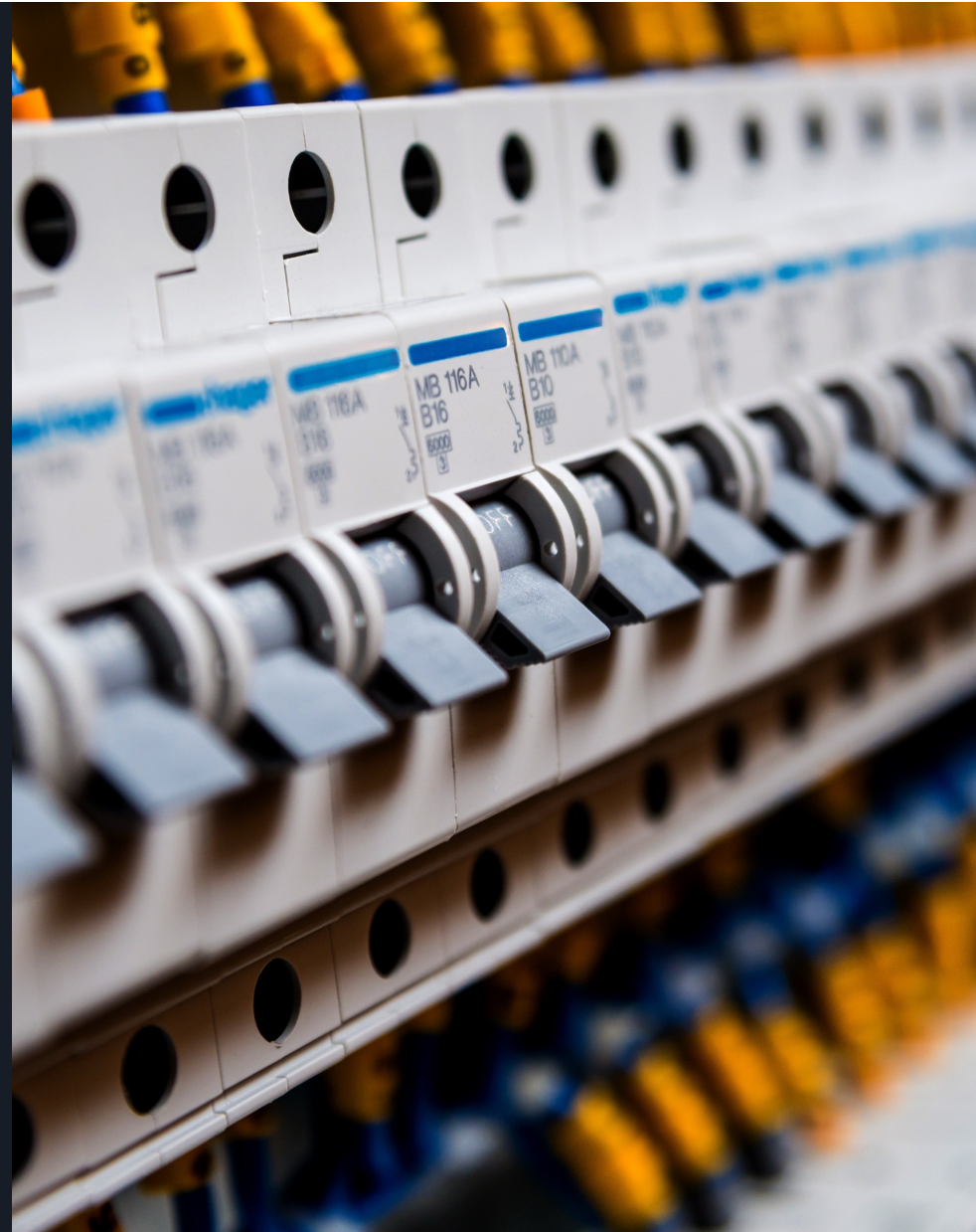


The subscriptions team

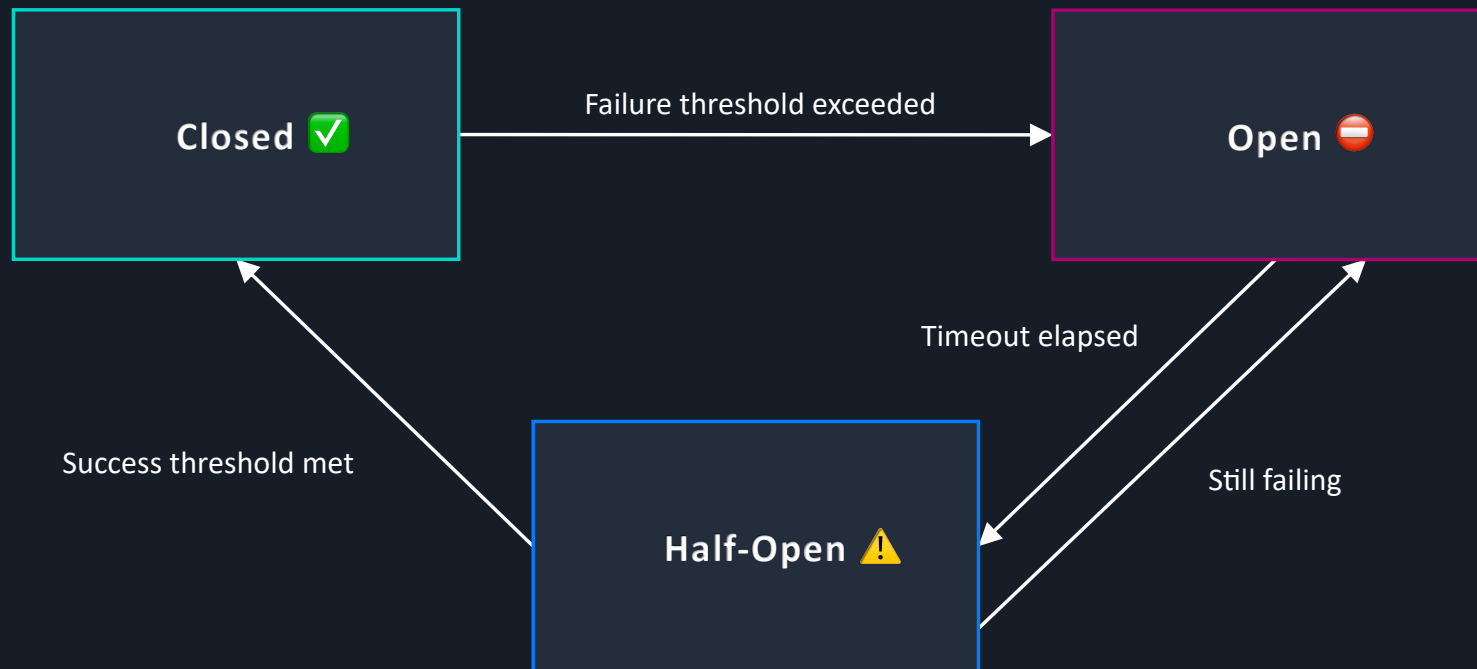


Circuit Breaker pattern

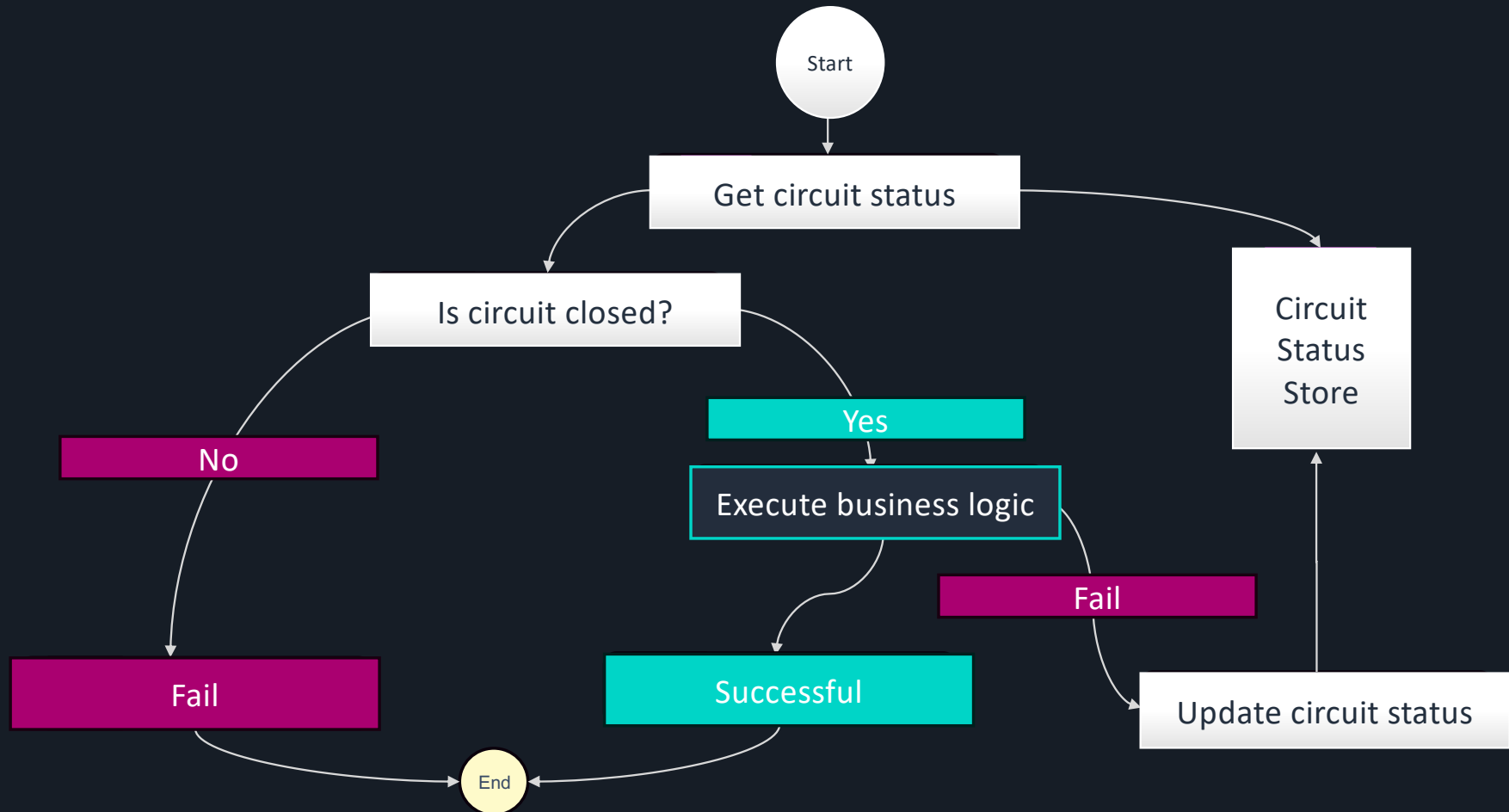
Prevent repeated execution of operations that are likely to fail and protect distributed systems from overload and cascading failure.



Circuit Breaker state transitions



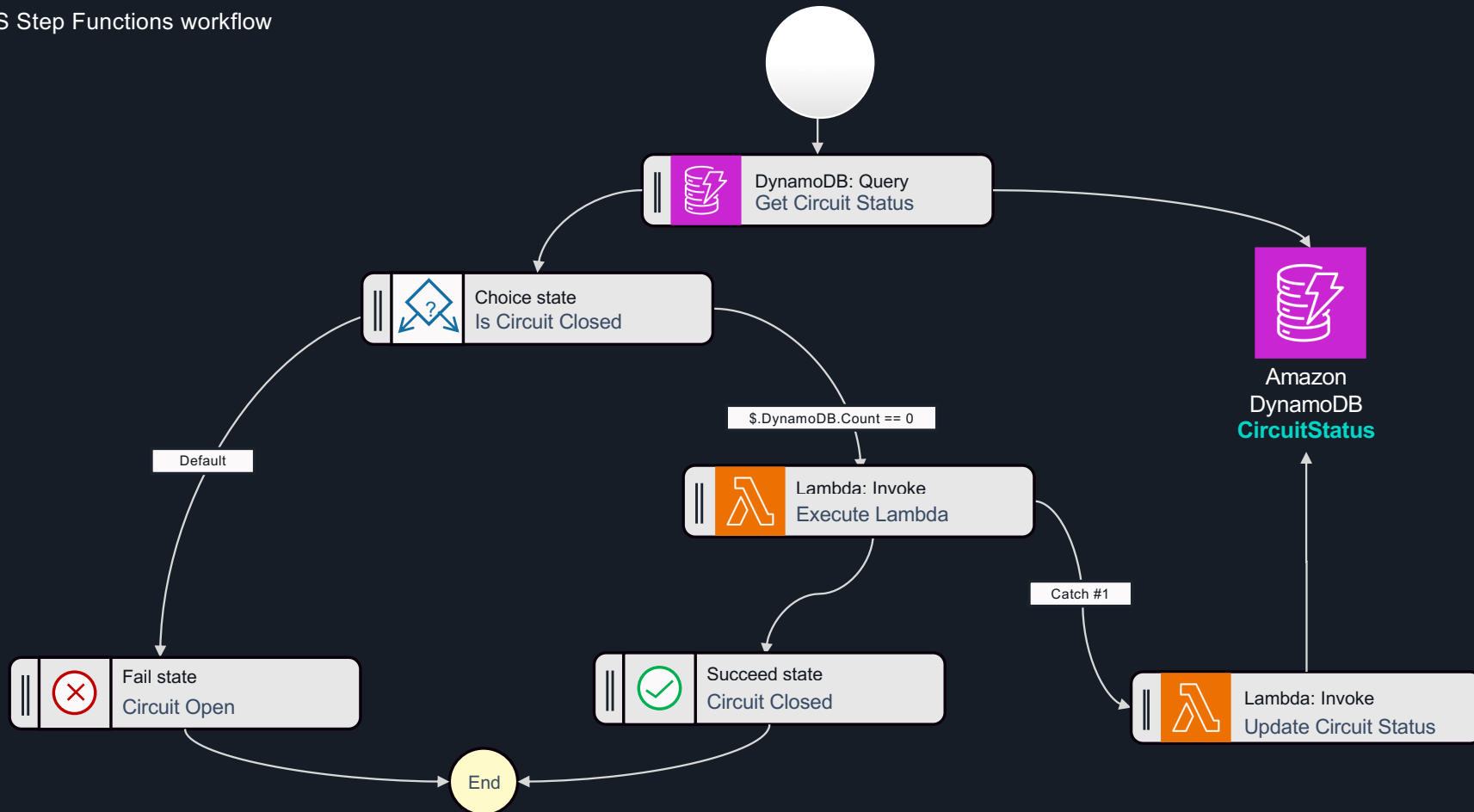
A Circuit Breaker Protected Execution



A Circuit Breaker Protected Execution



AWS Step Functions workflow



The “Subscription Crisis” meeting

On-Call

“How are we supposed to know when to start the processing again? We can’t spend all time testing this every 5 minutes.”

CFO

“New subscribers are critical in our current growth phase!”

User Experience

“Our subscribers need to be informed about delays or support will be overrun.”

Architect

“How about adding subscribers to a backlog but pausing when the systems are overloaded?”

Ops Lead

“The subscription workflow fails at high load with different errors.”



An event-driven Circuit Breaker approach

On-Call

"How are we supposed to know when to start the processing again? We can't spend all time testing this every 5 minutes."

CFO

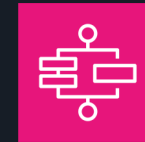
"New subscribers are critical in our current growth phase!"

User Experience

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Architect

"How about adding subscribers to a backlog but pausing when the systems are overloaded?"



AWS Step Functions
Subscription State Machine

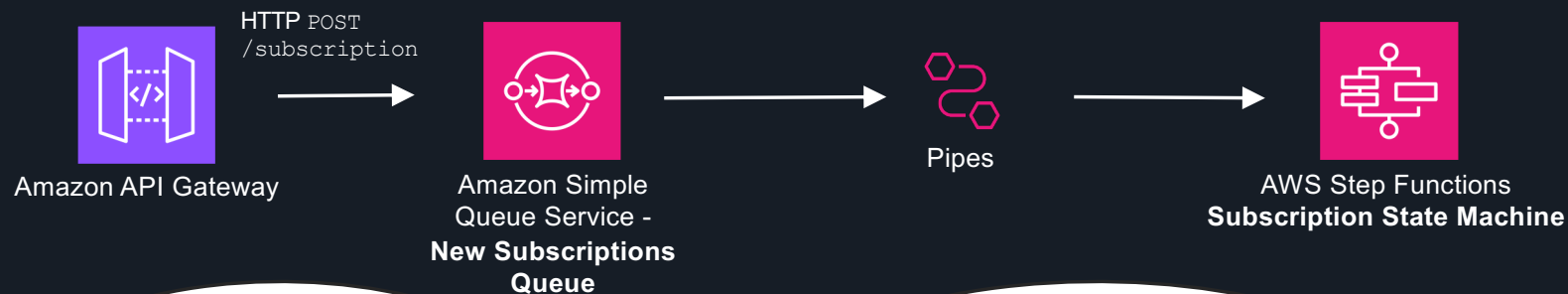


Amazon CloudWatch -
Subscriptions Failing Alarm

An event-driven Circuit Breaker approach

On-Call

"How are we supposed to know when to start the processing again? We can't spend all time testing this every 5 minutes."

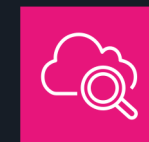


User Experience

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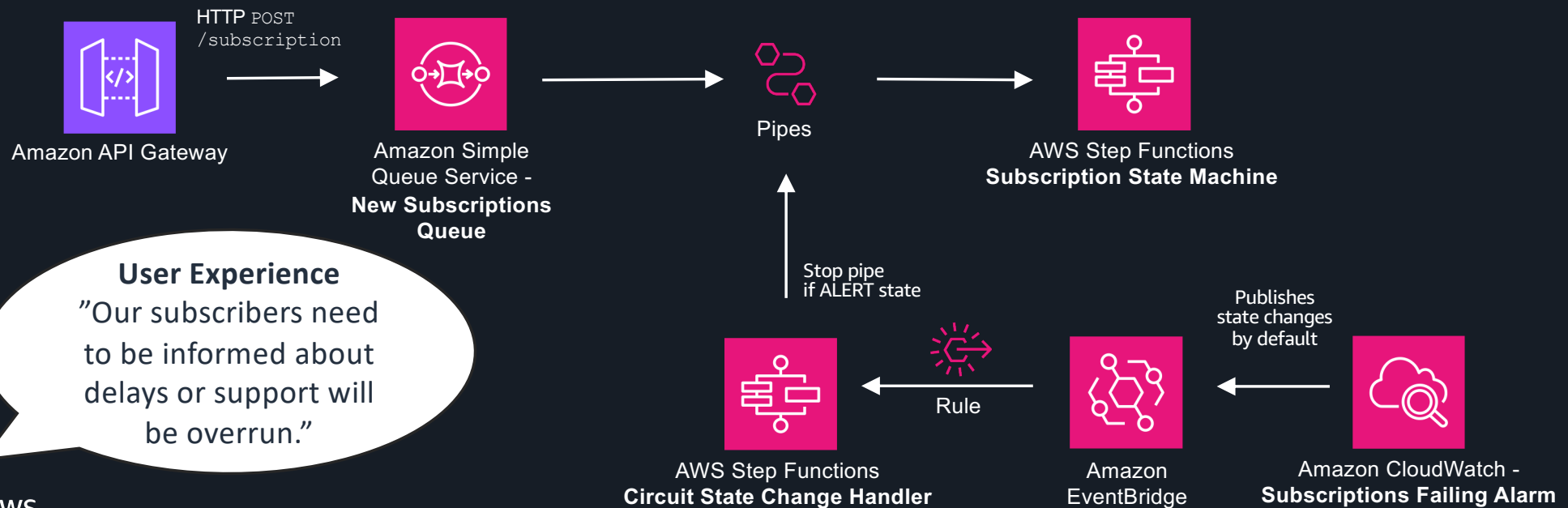
Amazon CloudWatch -
Subscriptions Failing Alarm



An event-driven Circuit Breaker approach

On-Call

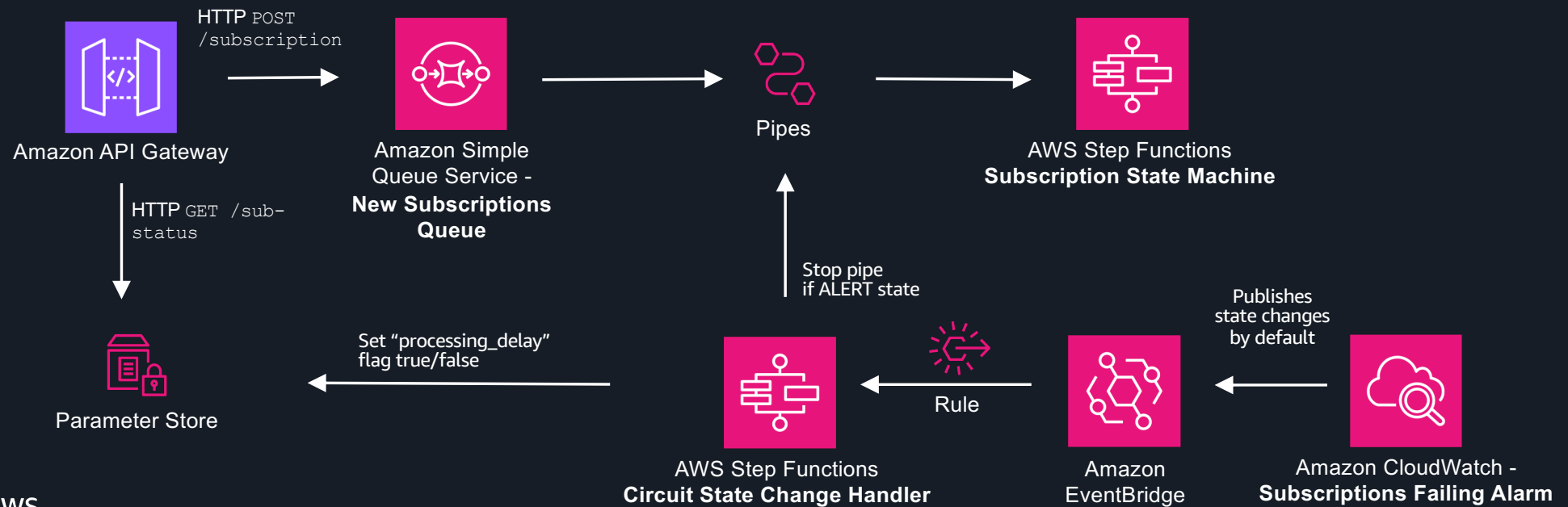
"How are we supposed to know when to start the processing again? We can't spend all time testing this every 5 minutes."



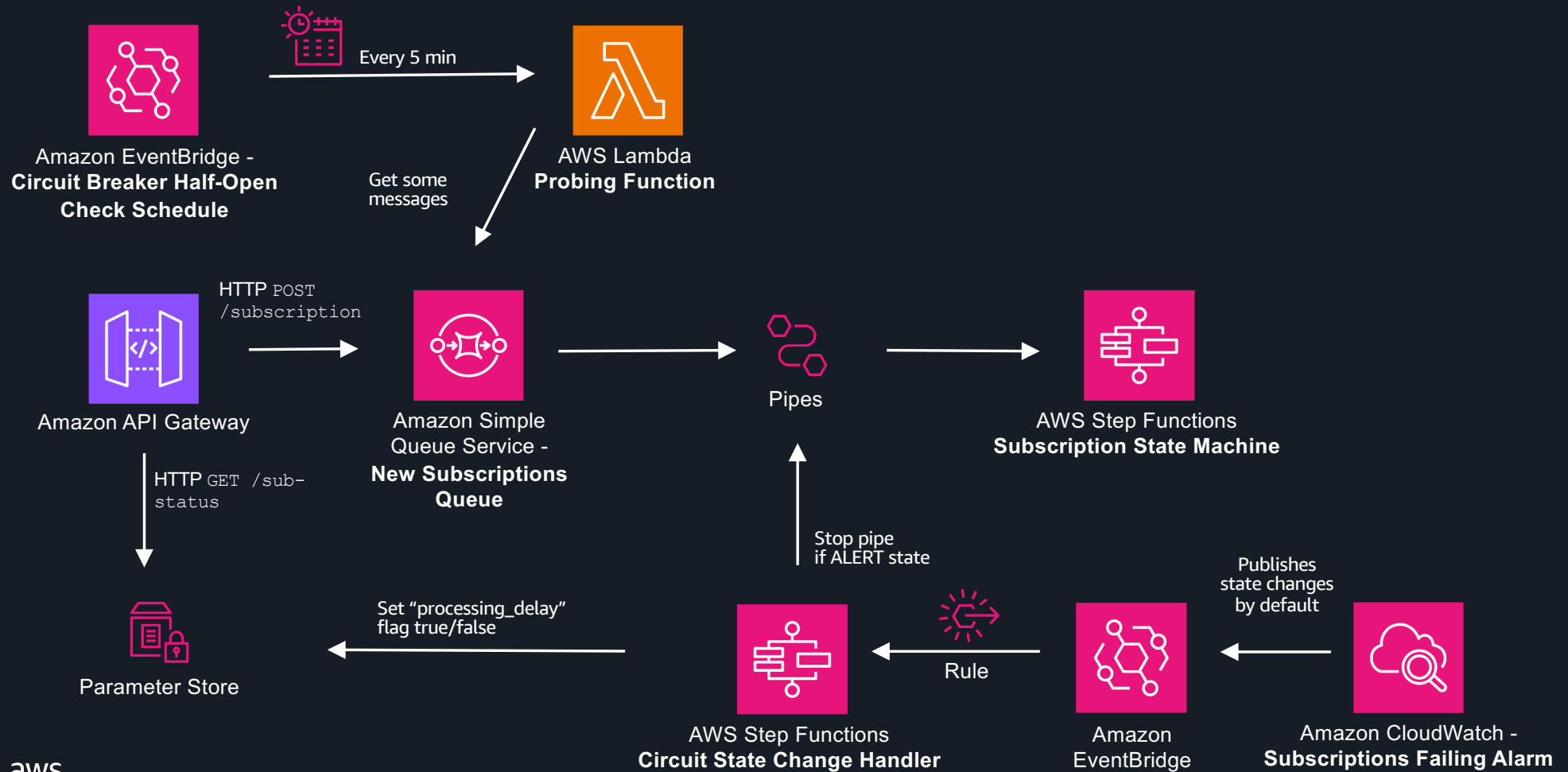
An event-driven Circuit Breaker approach

On-Call

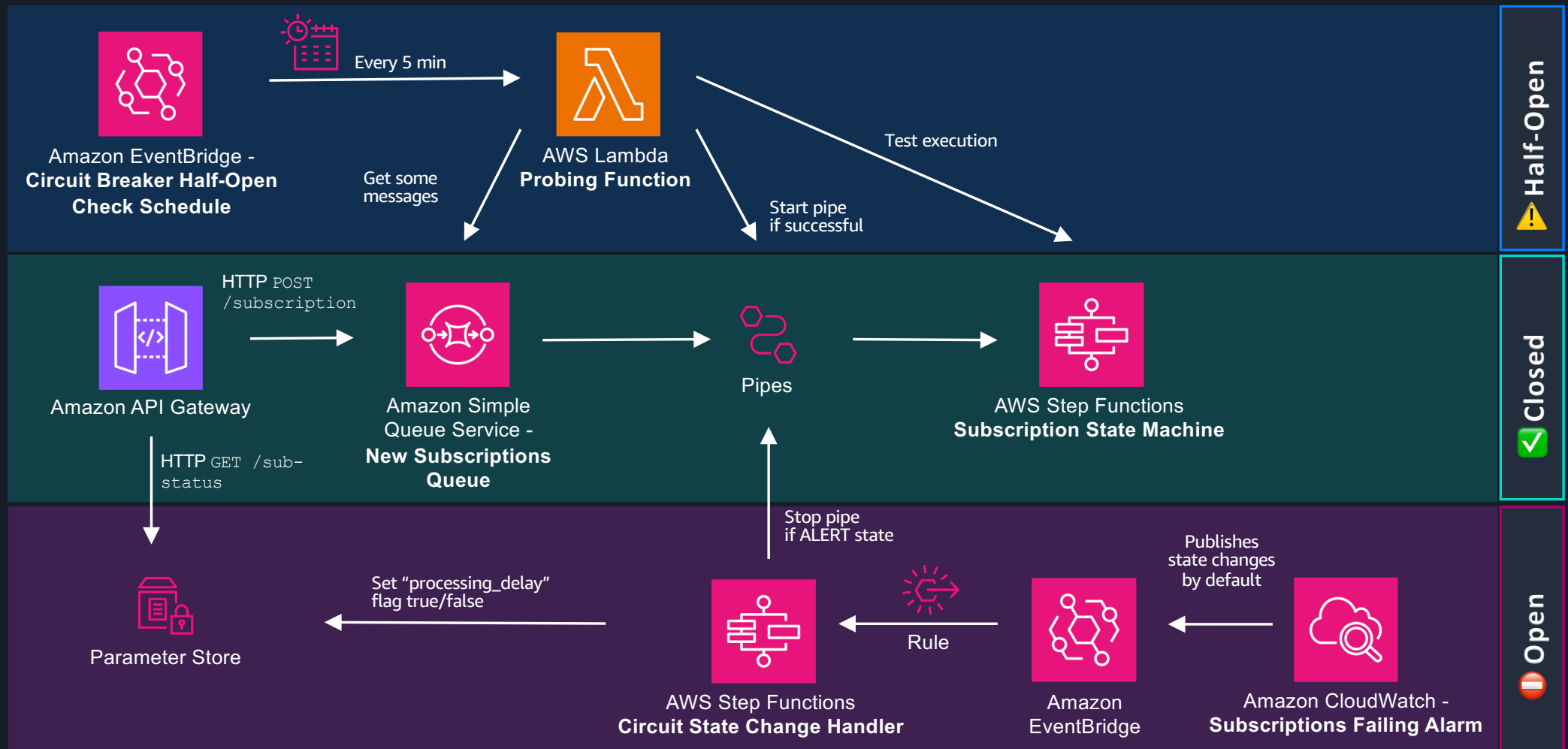
"How are we supposed to know when to start the processing again? We can't spend all time testing this every 5 minutes."



An event-driven Circuit Breaker approach



An event-driven Circuit Breaker approach



Actions and resources



Dive Deeper into Modernization Patterns

AWS Prescriptive Guidance

Cloud design patterns, architectures, and implementations

<http://go.aws/49qBn9Y>

AWS Blog Post

Using the circuit-breaker pattern with AWS Lambda extensions and Amazon DynamoDB

<https://go.aws/3P5PZEc>

Speaker Contact & Presentation Resources



AWS Workshop

Building near real-time LLM-powered features for monolithic applications

<https://catalog.workshops.aws/build-real-time-features-legacy-apps>





Thank you



Please complete the
session survey