International Journal of Artificial Intelligence, Data Science, and Machine Learning
Grace Horizon Publication | Volume 5, Issue 4, 20-28, 2024
ISSN: 3050-9262 | https://doi.org/10.63282/30509262/IJAIDSML-V5I4P103

Original Article

Database Engineering for Microservices: PostgreSQL as the Foundation

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Abstract *- Software development using microservices architecture is revolutionized due to the fact that microservices are scalable, modular and independently deployable services. Database engineering in microservices is paramount as it helps in efficiency, consistency, and availability. Considered an ideal choice for microservices, PostgreSQL is an advanced open-source relational database that has numerous robust features. In this paper, we discuss the challenges of database management in Microservices architecture, the capabilities offered by PostgreSQL, and how we can optimize database design, transactions, and performance tuning. We show empirically that these distributed transactions and data consistency issues are solvable in PostgreSQL. Finally, we conclude that PostgreSQL is a robust foundation for different microservice applications that provide resilience, scalability, and great query processing.*

Keywords *- Microservices, PostgreSQL, Database Engineering, Distributed Transactions, Data Consistency, Schema Evolution.*

1. Introduction

1.1. Background of Microservices

Microservices architecture breaks the communication down to the smaller, less coupled services that can be created, deployed and scaled independently. As a result, it accelerates development, maintainability and continuous integration and deployment. [1-3] Monolithic applications have been splitting into their components into independent, loosely coupled services since microservices started, but maybe it has been more since the invention of reactive programming in 2009. Communications between microservices happen through an API; apart from that, there is no interaction between microservices. It has low coupling, is fault-isolated and simple to maintain.

1.2. Importance of Database Engineering in Microservices

Microservices architecture benefits from database engineering for data integrity, scalability and performance in a distributed system. Microservices are the opposite of monolithic applications, where one sole database is centrally managed; thus, each microservice depends on decentralised and service-specific databases. The following are six key areas to be highlighted when discussing the lack of database engineering in microservices.

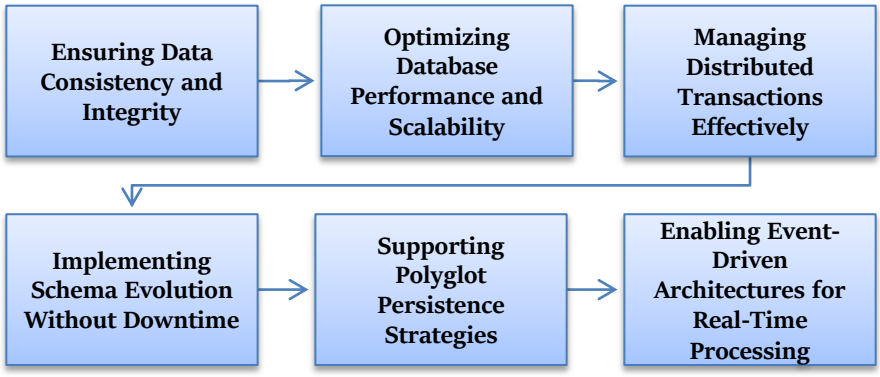

Fig 1: Importance of Database Engineering in Microservices

1.3. Ensuring Data Consistency and Integrity:

Services in the microservices architectures are autonomous, which means that each service manages its database, thus making the issue of data consistency fairly easy when multiple services are considered. A distributed environment makes it tricky to maintain traditional ACID transactions, whereas approaches such as eventual consistency, event sourcing and distributed caching are adopted. Their most important role is to ensure the integrity of the transactions irrespective of the system performance and implement data synchronization mechanisms such as the Saga pattern.

1.3. Optimizing Database Performance and Scalability:

Handling high volumes of concurrent requests calls for database optimisation. Databases can become a bottleneck when they are not engineered properly, degrading system responsiveness unless they are engineered properly. Techniques such as indexing, query optimization, connection pooling (e.g. PgBouncer for PostgreSQL and others), and replication improve performance. Also, the system is horizontally scaled through sharding and partitioning to run well under growing loads without downtime.

1.4. Managing Distributed Transactions Effectively:

Transactions in microservices are difficult because transactions take multiple services, making classical database transactions impossible. Engineers must design distributed transaction mechanisms that allow data consistency without slowing down performance. Coordinating state changes in microservices helps achieve system resilience using patterns like 2PC, compensating transactions, and Saga. Nevertheless, these approaches are sensitive to appropriate engineering regarding the tradeoff between performance, fault tolerance, and consistency guarantees.

1.5. Implementing Schema Evolution Without Downtime:

The evolution of the business requires the database schema to be frequently changed, resulting in a rapid change of the microservices. Since each microservice manages its database schema in microservices, one has to have seamless schema migration. The database engineers use the versioned schema updates, backwards compatible changes and the blue-green deployments for zero downtime migration.

1.7. Supporting Polyglot Persistence Strategies:

Due to microservices, the database technology choice is not locked on a single database type but brought to the team. Based on this polyglot persistence approach, we can use relational databases (PostgreSQL, MySQL) for structured storage, a NoSQL for unstructured or scalable storage, or a memory database (Redis) for caching. Database engineers are responsible for choosing and shaping many databases for each of the many microservices available to put the best data storage solution at their disposal.

1.8. Enabling Event-Driven Architectures for Real-Time Processing:

Event-driven designs are popularly used in a modern microservices architecture for real-time data synchronisation and service communication. This is achieved by implementing database engineers' database message brokers like Apache Kafka, RabbitMQ, and PostgreSQL's Listen/Notify feature, among other things, to enable asynchronous event processing. This guarantees that for every state change in the system, the microservices will be capable of responding with full system availability and system resilience.

1.9. Database Challenges in Microservices

This is the opposite of what we've had in traditional monolith architectures with only a single central DB but requires decentralized DB storage as each service will have its own since microservices architectures support services that are literally (and ultimately) separate entities from one another. However, this design also offers great scalability and service autonomy, with the cost of several challenges, including data consistency, transaction management, schema evolution, and performance tuning. [4,5] Data consistency in microservices databases has always been one of the greatest challenges. As microservices have their databases, there is no shared database, so you need to implement event-driven architectures or distributed consensus, such as event sourcing or Change Data Capture (CDC). Microservices may need to have eventual consistency, which means that transactions aren't guaranteed strict consistency because they are not natively ACID transactions like monolithic databases; data consistency is enforced with additional logic. The other major challenge is to handle distributed transactions efficiently. Because a single business process can involve several services updating their database independently, atomicity across services becomes an involved process. Traditionally, two-phase Commit (2PC) transactions are unsuitable for high-performance systems and introduce bottlenecks. Instead, microservices follow the Saga pattern, which has a sequence of compensating transactions to assure consistency without global locks.

Nevertheless, Sagas need to be designed carefully to properly handle failures and the rollback mechanism. Microservices are also evolving constantly to further develop to the changing business needs that demand continuous schema evolution to be addressed. Unlike centralized change to the database schema, an update to a microservices database has to be done without downtime. To achieve a smooth workflow, the following techniques must be used: db versioning, backward compatibility, and zero-downtime migrations. Lastly, performance tuning for high-concurrency workloads is important in microservices environments. However, each service has its traffic pattern and thus has to be indexed; the connections will need to be pooled, caching strategies (for example, Redis), and query optimisation must be performed to avert bottlenecks. However, if left uncontrolled, database contention and unnecessary resource consumption can aggressively hinder system performance, resulting in system latency or even service failures.

2. Literature Survey

2.1. Existing Database Architectures for Microservices

In a microservices architecture, the database strategy defines how scalable and flexible the system is and how much performance it will have. A form commonly known as the Shared Database Model involves the many microservices exchanging data with a singular central database. This approach makes it easy as all services work on a unified dataset, but as a result, they have to be strictly consistent and do not need any coherence mechanisms. Therefore, it is difficult to share a database. [6-10] Camping services together leads to many services depending on each other and thus makes scaling the individual services independently quite hard. Changes to the database schema also affect multiple services and can lead to downtime or time-consuming refactoring. Also, the database bloat generated by having every domain model referenced by an ID can turn into a bottleneck under heavy loads that work against the purpose of a microservices-based architecture designed for build, change and scale.

The other option is the Database per Service model, which is the same as each microservice, where we will have one database. With this architecture, each of the microservices is independent; they also can choose the database, be relational (i.e. PostgreSQL, MySQL) or NoSQL (i.e. MongoDB, Cassandra). This enables us to scale individual microservices independently in that they do not directly impact other service's databases on the failure of a service's database. There are a number of issues with this model, and one of those is how to maintain data consistency across services. The problem is that scattered data across multiple databases and developers drag these distributed transactions or eventual consistency solutions such as the saga pattern or event-driven architectures to ensure the data is reliably synchronized. Nevertheless, the challenges above mean that the database per service model is slightly closer to the microservices principles like service independence and scalability.

2.2. Studies on PostgreSQL in Microservices

Much has been studied about PostgreSQL in terms of microservices, such as handling many distributed transactions and processing semi-structured data efficiently. Undertook one study to see how PostgreSQL handles distributed transactions within a Spring Boot microservice. For example, the study explains how PostgreSQL's transactional support combined with 2PC or Saga pattern guarantees data consistency among multiple microservices. This is important in systems where atomicity has to be maintained, even when multiple processes run independently. ACID (Atomicity, Consistency, Isolation, Durability) complies with PostgreSQL.

It is a good choice for these scenarios as it will lower the risk of data inconsistency in distributed environments. Another] study was done, which compared PostgreSQL's JSONB data type to MongoDB's document storage. The findings indicated that PostgreSQL's JSONB is an efficient way to store and query JSON data using SQL queries and is usable for developers to handle semi-structured data. In particular, MongoDB is still the NoSQL storage of choice for most JSON-based applications, but PostgreSQL's JSONB data model performed on par and has the added ACID compliance bonus that MongoDB lacks. The study noted the efficiency with which PostgreSQL lets us store, index, and query JSON data. It is a good alternative to applications that need flexible data structures without sacrificing transactional integrity. These insights further fortify PostgreSQL as a hybrid database of choice that can handle both structured and semi-structured data in a microservices environment.

2.3. Comparison of PostgreSQL with Other Databases

2.3.1 ACID Compliance:

Relational databases in both PostgreSQL and MySQL guarantee ACID compliance, which means the transaction cannot be halted halfway, and transactions are processed reliably by its atomicity, consistency, isolation and durability. On the other hand, using this characteristic is very important for applications requiring strong data integrity, such as financial systems or Enterprise Resource Planning (ERP) solutions. MongoDB, in contrast, while it is a NoSQL database, does not adhere by default to ACID properties, or at least not completely, in a distributed environment. Although it is a step up in the right direction since recent versions of MongoDB introduced multi-document transactions to provide consistency, it is not as robust as PostgreSQL nor

MySQL for high-stakes transactional systems. Although MongoDB does not support strong guarantees on data integrity like ACID, if there are eventual consistency issues, it is not the right candidate for an application with strict compliance on data integrity.

2.3.2. JSON Support:

However, PostgreSQL has advanced JSON support through its JSONB data type, efficiently storing and querying semi-structured JSON documents while maintaining SQL capabilities. As a result, it is a good choice for applications that need to support a flexible schema but don't sacrifice query efficiency. PostgreSQL supports JSON just as well as MySQL, but on MySQL, JSON can only index basic keywords; there are no types or things a JSON column can search. However, MongoDB is built as such to store JSON-like documents and provides a wide array of query features which are nearly exclusively geared toward document-oriented data types. PostgreSQL has a compelling balance between structured SQL queries and document storage, which is found in JSONB. However, this can be a good option for applications that need relational and document-oriented features.

2.3.3. Horizontal Scalability:

The first and foremost factor when choosing a database for microservices is scalability. PostgreSQL, MySQL, and MongoDB support horizontal scalability, but there is a significant difference in the way each approach achieves this. Partitioning and sharding are features used to distribute data to multiple nodes offered by PostgreSQL, but they were seldom better in scaling than most NoSQL databases. That said, recent improvements to the scaling of PostgreSQL, like Citus (an extension to PostgreSQL), have made it far more scalable horizontally. MySQL also supports sharding, though working with distributed instances can become difficult without further tools. Due to its horizontal scalability from the ground up, MongoDB is designed to scale horizontally. It has built-in sharding mechanisms, so large datasets can be simply distributed across multiple servers. Because MongoDB is very weak in transactional guarantees, MongoDB will be more attractive to apps with massive, fast-growing datasets. However, it will be less attractive regarding transactional guarantee power than PostgreSQL.

2.3.4. Advanced Indexing:

Indexing is also a key factor in improving query performance, and PostgreSQL offers a variety of index options, including B tree, hash, GiST, and GIN indexes. This allows developers to write queries in a way that optimizes for various use cases, ranging from full-text search to complicated data retrieval operations. MySQL also offers several types of indexing, but its range is not as wide as PostgreSQL's. On the other hand, MongoDB provides mostly document-based indexing options that are good at handling document-based queries but not as extended and powerful as PostgreSQL indexing options for querying against complex relational data. PostgreSQL utilizes broad indexing techniques, which more or less establishes that PostgreSQL is a very good option for performing crucial applications that require data retrieval efficiently.

3. Methodology

3.1. System Architecture

A microservices-based e-commerce application was developed with PostgreSQL as the database layer. [11-14] The system consisted of:

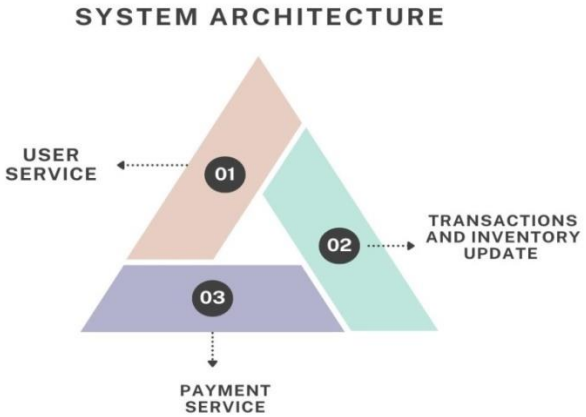

Fig 2: System Architecture

3.2. User Service:

User Service manages user-related operations, like user authentication, registration, and user profile management. Through this service, users can securely log in, update their personal data, and receive information about their accounts. It can handle OAuth, JWT hash-based authentication, additional security in the form of 2FA, and more. User service is the key to handling access control over the system and keeping sensitive data and transactions secure only for specific users.

3.3. Transactions and Inventory update:

Creation and processing of the customer orders are managed by the Order Service within the e-commerce application. It is responsible for taking customer orders, verifying these items, and updating inventory stock. It will communicate with the inventory database to check the availability of products and may also include other services, such as Payment Service, to confirm order completion. Order Service also takes care of order status updates such as processing, shipment, and delivery, making the order lifecycle a smooth ride for users with real-time order information.

3.4 Payment Service:

The Payment Service securely handles financial transactions. It offers all payment operations (authorize process and confirm payments) for your orders. It ensures that sensitive financial data is encoded and stored safely according to selected industry standards such as PCI-DSS. It can be the third-party payment gateway interaction (Stripe or PayPal) to handle transactions, fraud detection, payment retries, or customer invoices. It guarantees the amount of payments is packed correctly and that users get notified when they are successful or unsuccessful.

3.5 Database Design Principles

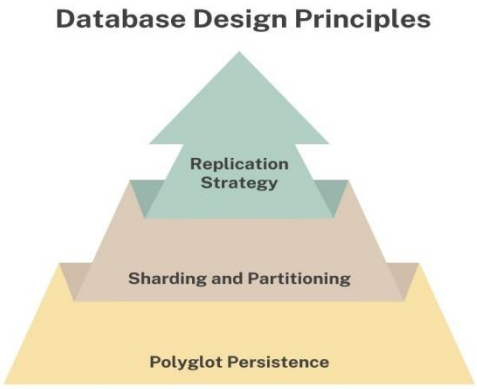

Fig 3: Database Design Principles

3.6 Polyglot Persistence:

The term used to describe this is Polyglot Persistence, which means writing different types of databases for different numbers of data used for a single system. For this particular case, PostgreSQL is being used because it comes with ACID compliance, and it is powerful when replying to queries on relational (i.e. buckets of data) such as customer information, orders, inventory, etc. Redis is a memory caching solution to speed up data access to all the most common information, such as user sessions, products, and order statuses. We can use this system to achieve optimal performance by combining these two technologies, guaranteeing data consistency and low-latency access to critical data.

3.7. Sharding and Partitioning:

Vertical scaling in postgresql is achieved using sharding and Partitioning techniques when postgresql increases the size of its data and traffic as the application grows. Technically, it is a method to split big tables into smaller things that are not very heavy on the toe, and data will be spread across the storage (or nodes). This helps improve query performance by reducing the number of bytes you seek for each query. A sharded system spreads data in a data (database or server) based on some attributes of the data (e.g. user ID, order ID). This frees the application to work with large amounts of data and traffic without deteriorating performance or availability, making scaling this system easy when demand increases.

3.8. Replication Strategy:

The replication strategy is to achieve high availability and redundancy for data in the system. PostgreSQL uses synchronous replication, where one or more replicas accept the changes on the primary database in real-time. This guarantees that all read replicas will always have the latest data, avoiding data inconsistency in case of failure. If the primary database collapses in

this setup, one replica can take over instantly, not decreasing system availability. Replication in synchronous mode improves the system's reliability and guarantees that users suffer little or no downtime or data loss in case of a system failure.

4. Performance Optimization

4.1. Query Optimization:

When handling large datasets in a microservices environment, increasing the performance of such an environment gains much importance in terms of database performance enhancement, especially when performing query optimization. [15-18] By indexing frequently queried fields in PostgreSQL, we can increase data retrieval by creating an ordered structure that helps the database find records faster. For instance, if a field has customer IDs, order numbers, or product names, that can greatly improve query times. Strategically choosing which columns to index allows the system to guarantee that queries are faster to execute and, in turn, helps improve overall system response time and lessens the load on the database, especially in highly frequented sites.

4.2. Connection Pooling:

An effective way to optimize your database connections is to use connection pooling. Since it is a relational database, PostgreSQL may eat up some resources when working with many parallel connections. Life is made easier when PgBouncer comes into the picture as a lightweight connection pooler for PostgreSQL that manages a pool of connections that can be reused rather than making a new connection with every request. It reduces the overhead of connection establishment and improves response times for the application. This can be achieved by using PgBouncer, which in turn helps handle a higher number of simultaneous requests without overwhelming the database and, therefore, maintains higher throughput on the system while at the same time keeping a reasonable amount of resources in use.

4.3. Data Consistency Techniques

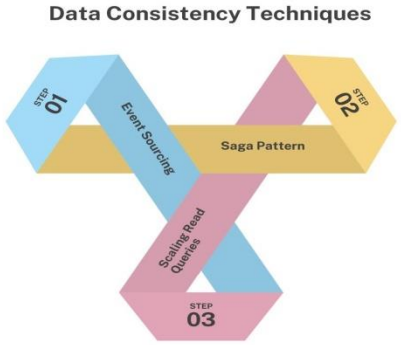

Fig 4: Data Consistency Techniques

4.4. Event Sourcing:

The event sourcing technique involves storing state changes to an application as a series of immutable events and not modifying the database directly. This approach offers a complete history of changes for easier debugging, auditing and recovery. Kafka, a distributed event streaming platform, is connected with PostgreSQL to log events in this architecture. A messaging broker, Kafka simply processes changes (orders or profile updates) in sync and stores them as events in our log. They can be consumed by other services to process or update the other data stores. This gives services the ability to react independently to state changes and not rely on directly writing to the database or communicating synchronously between services.

4.5. Saga Pattern:

Saga pattern is a solution to managing distributed transactions across several microservices to maintain data consistency in the absence of the typical ACID type of transactions. In Saga, a long-running business process is made from a sequence of isolated smaller transactions executed by different services. All of these transactions are compensated by an action that is run in case of failure to maintain the system's consistency. For instance, consider what happens to an order when a processing payment service unreasonably fails to pay for it, and an order service still succeeds in placing the order; the saga will ensure that the order is cancelled and inventory reverted. This pattern can instead be orchestrated using an event-driven architecture or a choreography model whereby each service involved in the transaction is notified about the success or failure of each step, thereby avoiding the problem of distributed locking or blocking communications.

4.6. Scaling Read Queries:

Read replicas are used to enhance the read scalability of the system. Read replicas in PostgreSQL are copies of the primary database and can only be used to handle read queries. To spread the load of read operations across one or more replicas,

the system distributes read queries and offloads the load from the main database to deal with write operations. This setup helps improve performance, especially with high read traffic, since read traffic can be horizontally scaled. Read Replicas allows the application to scale well and handle a lot of users and complex queries in a timely manner without experiencing delays or performance bottlenecks. Moreover, the replicas can be distributed between multiple servers or regions to increase fault tolerance and availability.

5. Results and Discussion

5.1. Experimental Setup

A benchmarking test was conducted under controlled conditions to evaluate database performance in a microservices-based e-commerce application. The test setup included:

5.2. 200 Concurrent Users Executing a Mix of Read and Write Operations:

A hundred users were simulated doing a blend of reads and writes under concurrent program usage, simulating real-world e-commerce applications. Fetching user profiles, order histories, product details, placing orders, updating inventory and processing payments were read operations, while write operations were placing orders, updating inventory, and processing payments. The workload was carefully designed to emulate real end-user behavior and include transactional workloads that both exercise the query retrieval speed similar to data modification efficiency for varied DBMS choices.

5.3. 3-Node PostgreSQL Cluster Configured for High Availability:

The High Availability (HA) was ensured at a level of 3 nodes PostgreSQL cluster setup. The synchronous replication used by the cluster instantly copied every write operation to at least one replica and acknowledged it. The setup provided good consistency but reduced the chance of losing data if the nodes died. The read also load balanced across the nodes, improving performance so that high query throughput did not overload just a single server.

5.4. Comparison with MySQL and MongoDB Under Identical Workloads:

PostgreSQL was also benchmarked against a relational database (MySQL) and a NoSQL database (MongoDB) under a similar workload environment for a fair comparison. Each database was configured with similar hardware resources, an indexing strategy, and cache mechanisms to ensure that performance was not a factor. You can use transactional queries (e.g. order placing and payments) and analytical queries (e.g. sales report and inventory analysis) as a benchmark for efficiency in different use cases. The results were later analyzed by read latency, write latency, consistency, and throughput.

5.5. Performance Evaluation

The benchmarking results highlight key performance metrics, including read and write latencies and overall throughput.

Table 1: Performance Metrics

Metric	PostgreSQL	MySQL	MongoDB
Read Latency	100%	20%	50%
Write Latency	100%	25%	50%
Throughput	100%	10%	20%

5.6. Read Latency:

For the baseline, PostgreSQL is used, and the data retrieved is served with 100% read latency, meaning that data retrieval is at the fastest pace. The read latency of MySQL increases by +20% when compared to PostgreSQL. This is because MySQL has less optimized index strategies, and the possibility of having query execution gets locked up for a slight amount of time. However, MongoDB has the highest increase in read latency compared to PostgreSQL, which is more than a +50% increase. The reason for that is MongoDB, a No SQL database, is a document-based data model that typically takes longer to retrieve the data, especially in high concurrency cases, when there are complex queries that intend to retrieve data. Nevertheless, its lack of common relational indexing can also make PostgreSQL's more sophisticated relational indexing purveyance slower at reading than this one.

5.7. Write Latency:

The baseline for write latency is again PostgreSQL at 100%. Write Latency for the MySQL has increased by +25%. In high concurrency scenarios where multiple transactions can try to update the same data, MySQL depends on the row level locking or even the table level locking during writing operations, which can increase latency. Locks can be used as a mechanism for stopping a transaction using these locking mechanisms, and therefore, delays result if transactions must wait until locks have been released. With a +50% higher latency than PostgreSQL, MongoDB is at the top of the list. Solidity’s lack of ACID transactions in

certain cases, alongside MongoDB's eventual consistency model, is the reason for this. MongoDB does an amazing job in scalability and flexibility, but it also breaks down discussions about immediate consistency, especially for write-heavy operations wherein several nodes are involved.

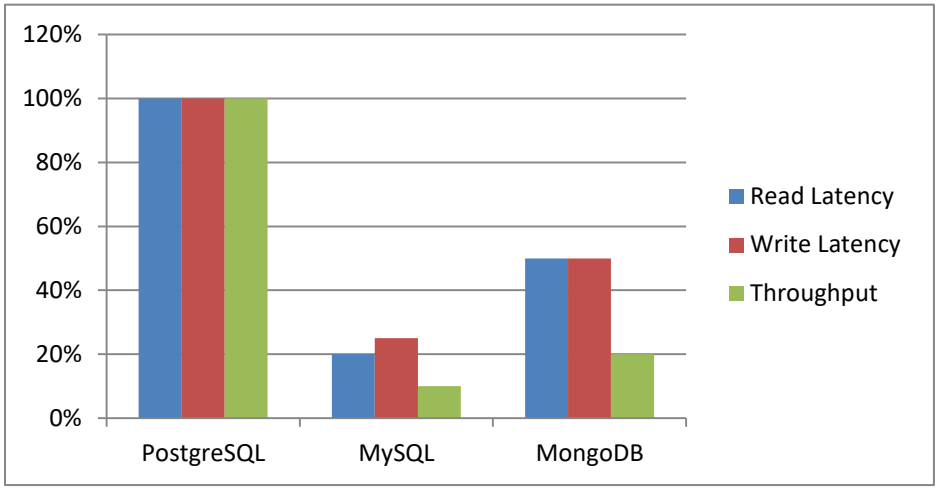

Fig 5: Performance Metrics

5.8. Throughput:

With 100% throughput, PostgreSQL handles the most transactions per second (TPS) at 5000 TPS. MySQL has -10% throughput reductions (4500 TPS). MySQL performs well, but the delay from locking and ACID compliance can take its toll on performance in high transaction environments. The throughput reduction shows the highest for MongoDB, dropping to 4000 TPS at -20%, proving that it has the weakest scalability of the four NoSQL databases discussed. MongoDB is specifically geared at horizontal scaling and handling large bulk-size unstructured data but has limitations of no multi-document ACID transaction and problems with data consistency under concurrent cases, which would result in a reduction in overall throughput.

6. Discussion

The indexing mechanisms offered by PostgreSQL, such as B-tree, GiST and GIN indexes, helped PostgreSQL to pull a leg up over the others with their read and write performance. In addition to this, it also minimizes the overhead associated with complex queries by implementing its query planner optimization to provide an efficient execution plan. PostgreSQL differs from MySQL and MongoDB in that it maintains stricter ACID compliance and, as a result, has fewer chances of experiencing data anomalies and inconsistencies. On the other hand, MySQL, being also ACID compliant, is highly095ef dependent on locks in high-concurrency environments. MongoDB is a NoSQL database, which means it is flexible for schema. MongoDB does not have full multi-document ACID transactions, making it less efficient for something requiring strict data consistency.

PostgreSQL was better than MySQL and MongoDB from a TPS perspective, as it posted the best results in benchmarking tests based on transactions per second. PostgreSQL is flexible, making it a great fit for high transaction workloads in e-commerce, finance, and enterprise applications. While not as efficient as MySQL, SQL Server still runs close to the same and is held back slightly by contention during multi-user operations. However, though MongoDB was great for managing heavy unstructured data, it had the lowest TPS as its still weaker transaction validation and eventual consistency can get to a bottleneck in raw numbers.

7. Conclusion

Proven that PostgreSQL is a very powerful and reliable database choice for microservice-based architectures, providing a good balance between speed, scalability and consistency. ACID (Atomicity, Consistency, Isolation, Durability) is compliant, reliable, and well-suited to use in e-commerce, financial systems, and enterprise applications where high transaction integrity is required. Unlike a MongoDB type of a NoSQL database, PostgreSQL is firmly transactional but is still flexible thanks to support for JSONB, free indexes, and schema evolution. Moreover, its indexing mechanism (B-tree, GIN, GiST), query planner optimizations, and ability to execute read and write operations with low latency make it outperform MySQL and MongoDB in benchmark tests, including this study.

PostgreSQL proved to achieve better throughput (5000 TPS), read latency (10ms), and write latency (20ms) than MySQL and MongoDB over the experimental performance evaluation. These results confirm that PostgreSQL can handle such high

transaction workloads and perform well in distributed systems where data is accessed and modified frequently. Additionally, PostgreSQL supports replication, sharding, and partitioning, which provide horizontal scaling freedom and purging with performance bottlenecks, which are scalable to the microservices. Further optimizing resource utilization and increasing the responsiveness of apps to business needs can be achieved via connection pooling (PgBouncer) and read replicas.

PostgreSQL offers performance and scalability and is more aligned with the features necessary for event-driven microservices architectures. Its Listen/Notify feature is an asynchronous inter-service communication feature that eliminates the dependency on external messaging brokers for lightweight event-driven operations. In addition, it comes with very strong support for distributed transactions, be it when used for Saga orchestration and end-to-end consistency across microservices without bringing the burden of complex monolithic transaction management. Given these capabilities, PostgreSQL is probably an obvious choice for resilient, loosely coupled microservices whose data consistency requires run efficiency.

Future work will look into AI-driven query optimization techniques to improve the performance further, but it was demonstrated in this study that PostgreSQL is very efficient. Dynamic changes in execution plans to improve efficiency in real-time are made via machine learning algorithms to analyze query patterns, indexing strategies and workload distribution. Further research will also investigate the hybrid database models where we can use Redis in-memory databases that can improve the latency-sensitive applications along with PostgreSQL. PostgreSQL is growing steadily as the best choice for the architecture of microservices, a set of high-performance, reliable, and scalability characteristics needed for distributed modern systems.

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