

Service Mesh

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A **Service Mesh** is a configurable, low-latency infrastructure layer designed to handle a high volume of network-based interprocess communication among [application](#) infrastructure services using [Application Programming Interface \(API\)](#). A Service Mesh ensures that communication among containerized and often ephemeral application infrastructure services is fast, reliable, and secure. The mesh provides critical capabilities including service [discovery](#), load balancing, [encryption](#), observability, traceability, [authentication](#) and authorization, and support for the circuit breaker pattern.

The Service Mesh is usually implemented by providing a proxy [instance](#), called a sidecar, for each service instance. Sidecars handle interservice communications, monitoring, and security-related concerns - indeed, anything that can be abstracted away from the individual services. This way, developers can handle development, support, and maintenance for the application code in the services; operations teams can maintain the Service Mesh and run the app.

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