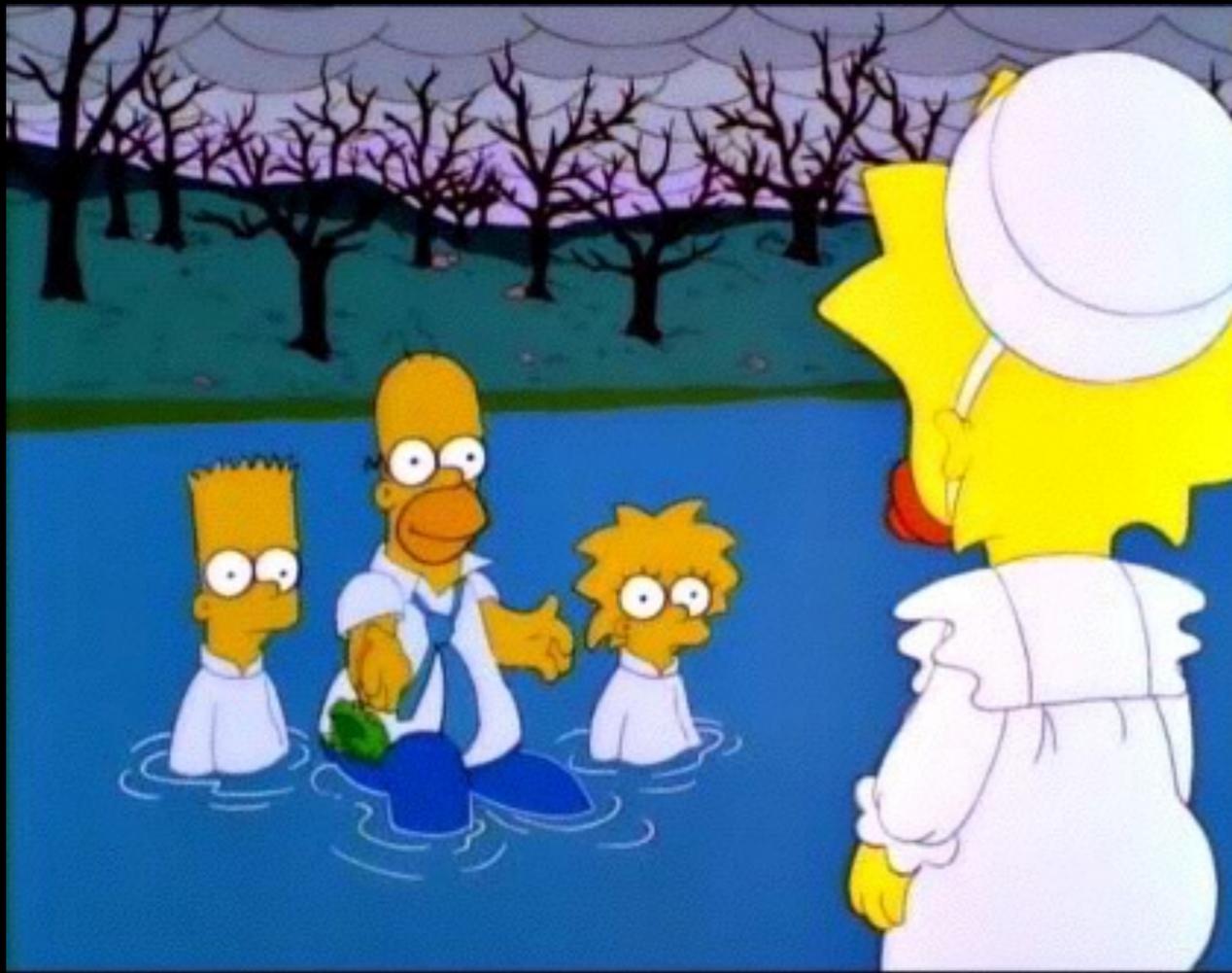


the road to cloud Native applications

Fabien Hermenier



cloud ready applications
single-tiered
monolithic
hardware specific

cloud native applications
leverage cloud services
scalable
reliable



Agenda

Phase 1

Phase 2

Phase 3

Follow
the lecture

Profit

Develop Cloud-Native Applications



Cloud Architecture Patterns

O'REILLY®

Bill Wilder

www.it-ebooks.info

live and prosper wo. downtime

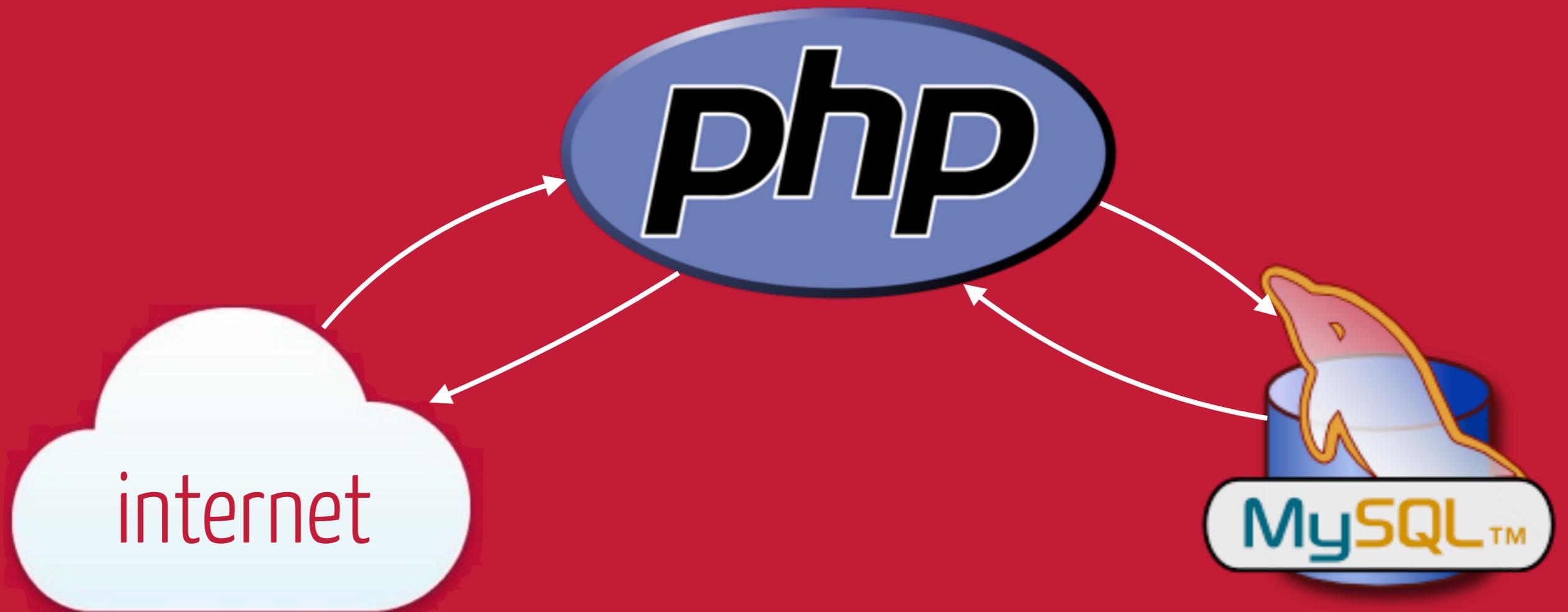
upgrade

non-blocking, async
communications

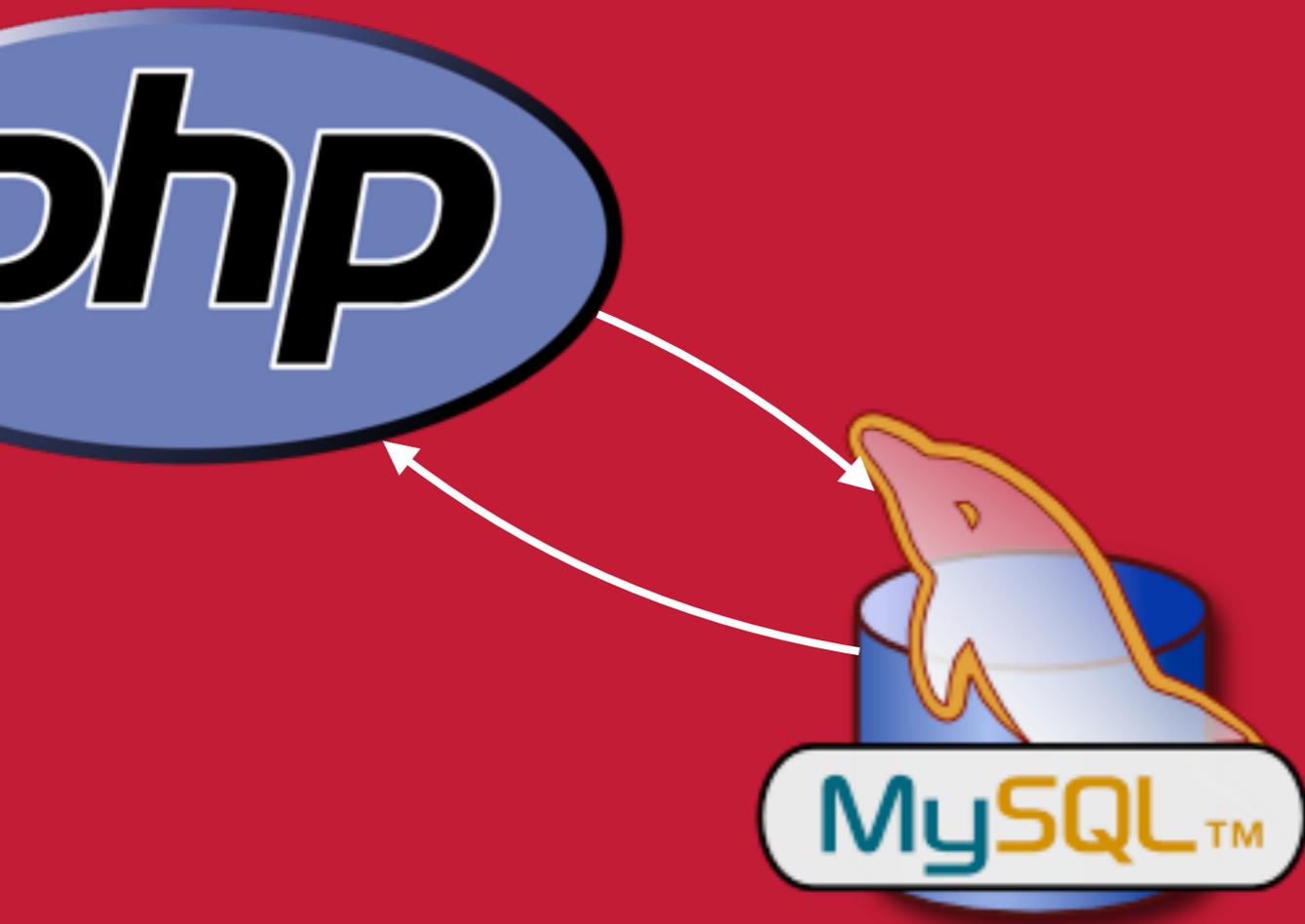
scale



prehistorical times

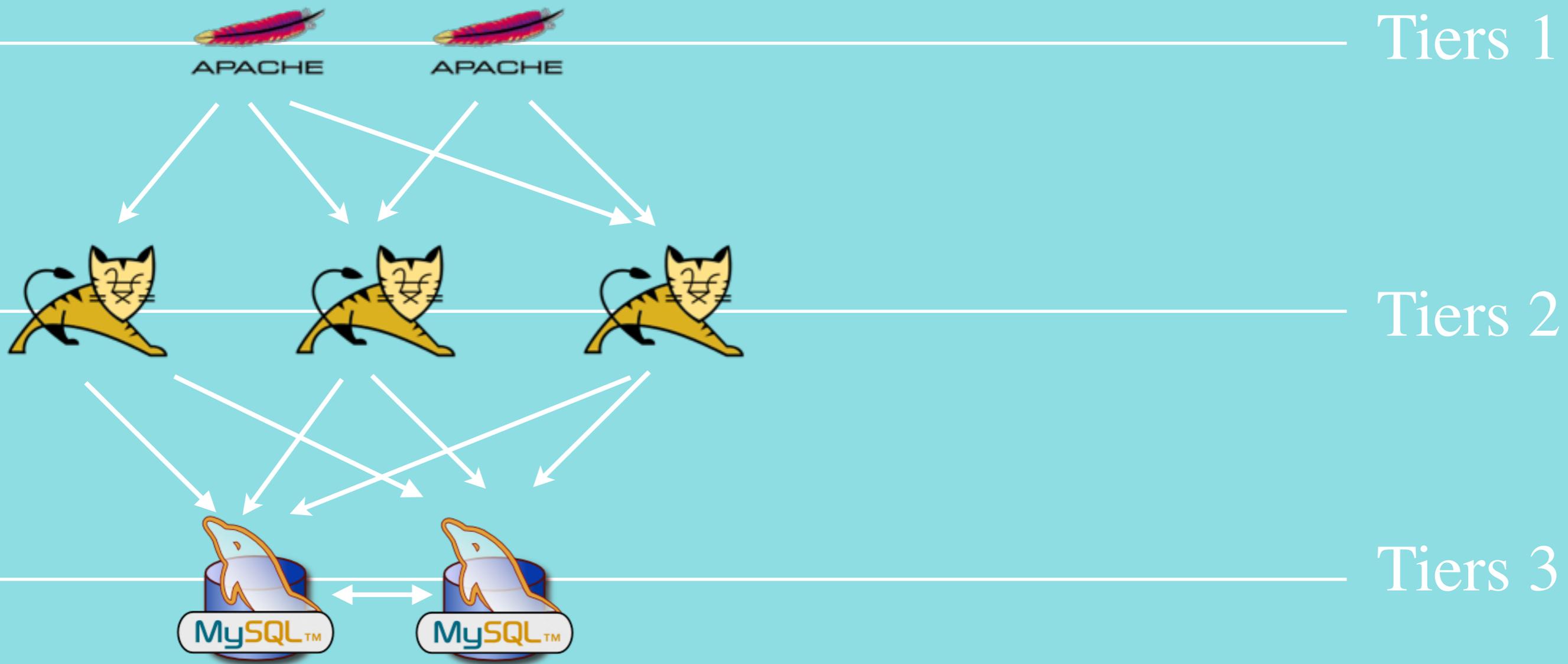


prehistorical times

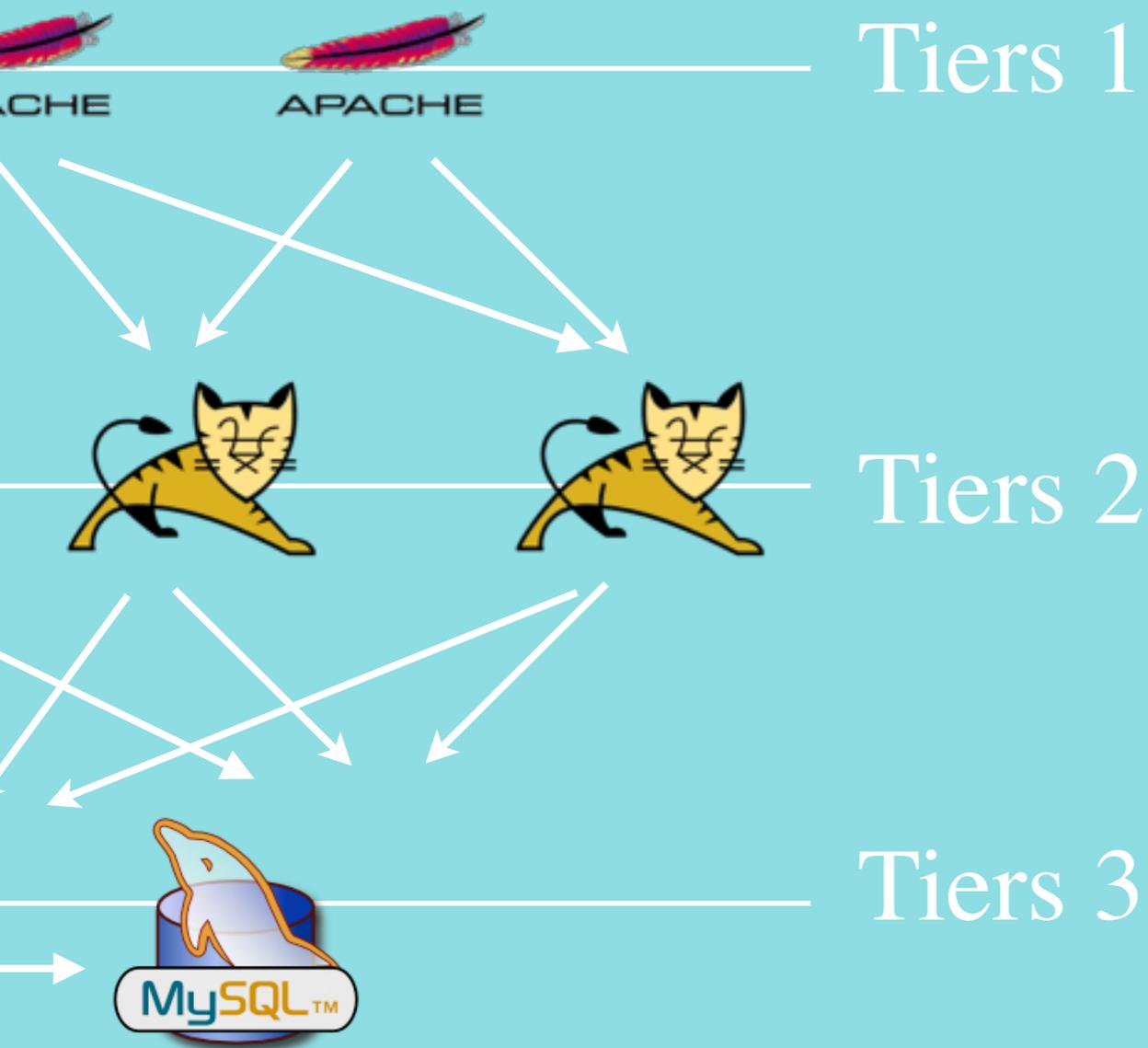


2 **S**ingle **P**oint **o**f **F**ailure
limited scalability
not scalable online
not upgradable online

n-tiered apps to the rescue

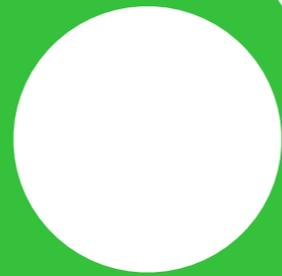
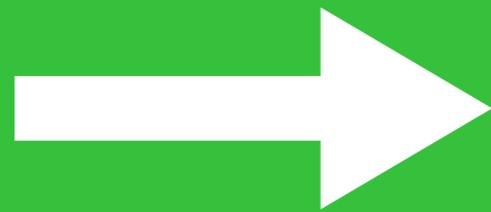


n-tiered apps to the rescue



load balancing
horizontal scalability
upgradable online

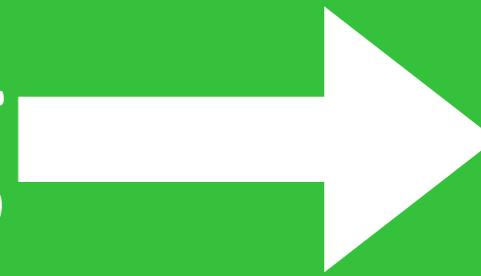
load



balancing



balancing



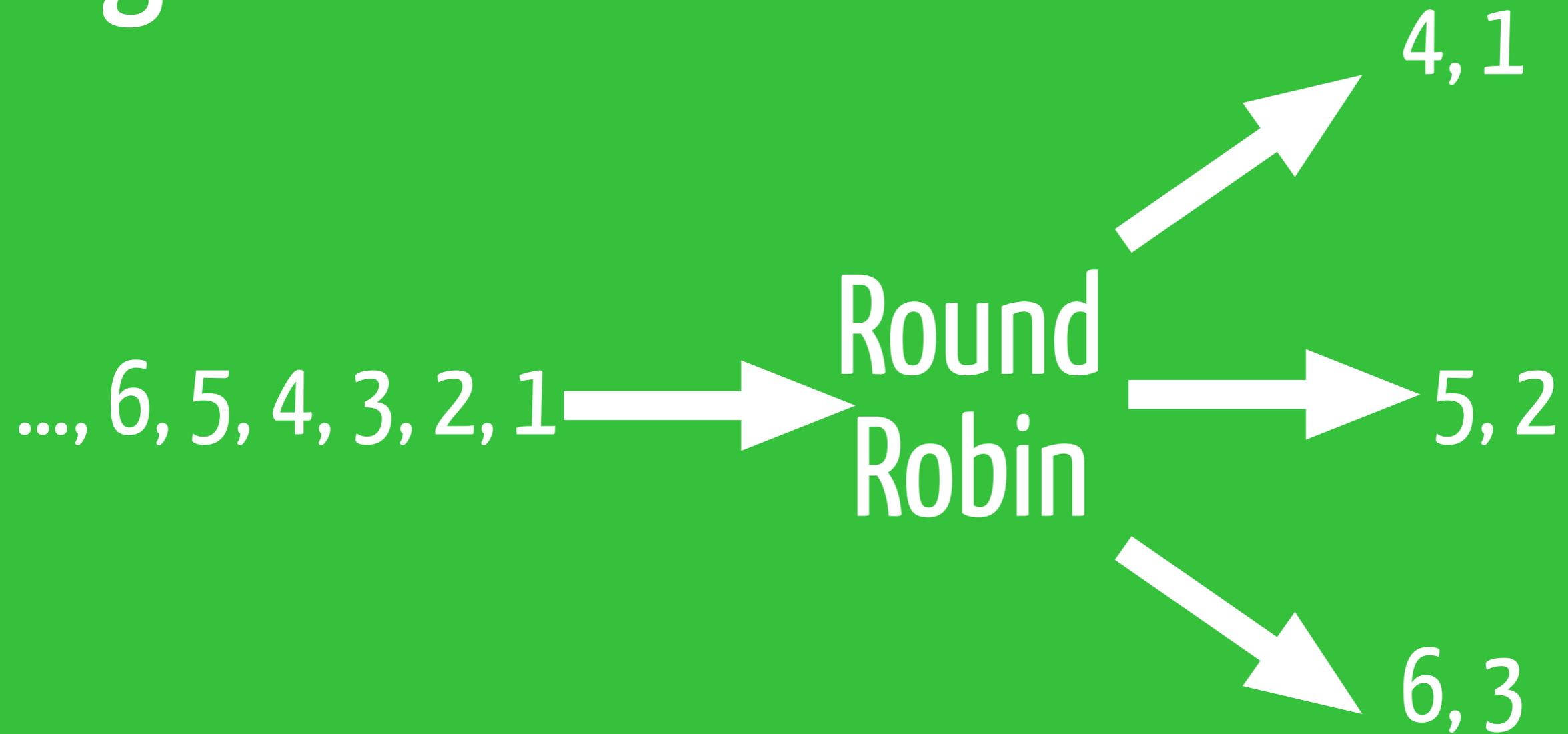
balancing



spread incoming requests
to backend services

synchronous communications

possible load balancing algorithms



nice on homogeneous nodes

possible load balancing algorithms

..., 6, 5, 4, 3, 2, 1 → weighted

6, 5, 3, 1

4, 2

weight the nodes or the requests depending on their size

““ spread incoming requests
to backend services

synchronous communications””

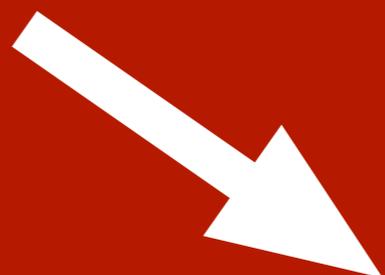
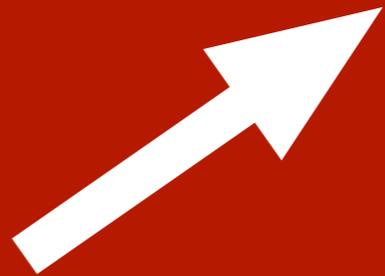
is everything
balanceable?

load balancing stateful stuff

3, 2, 1

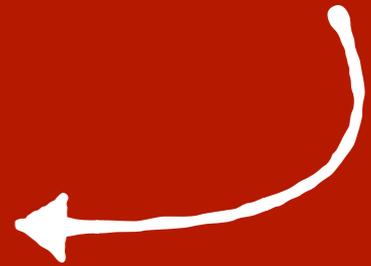


Round Robin



4

achievement unlocked



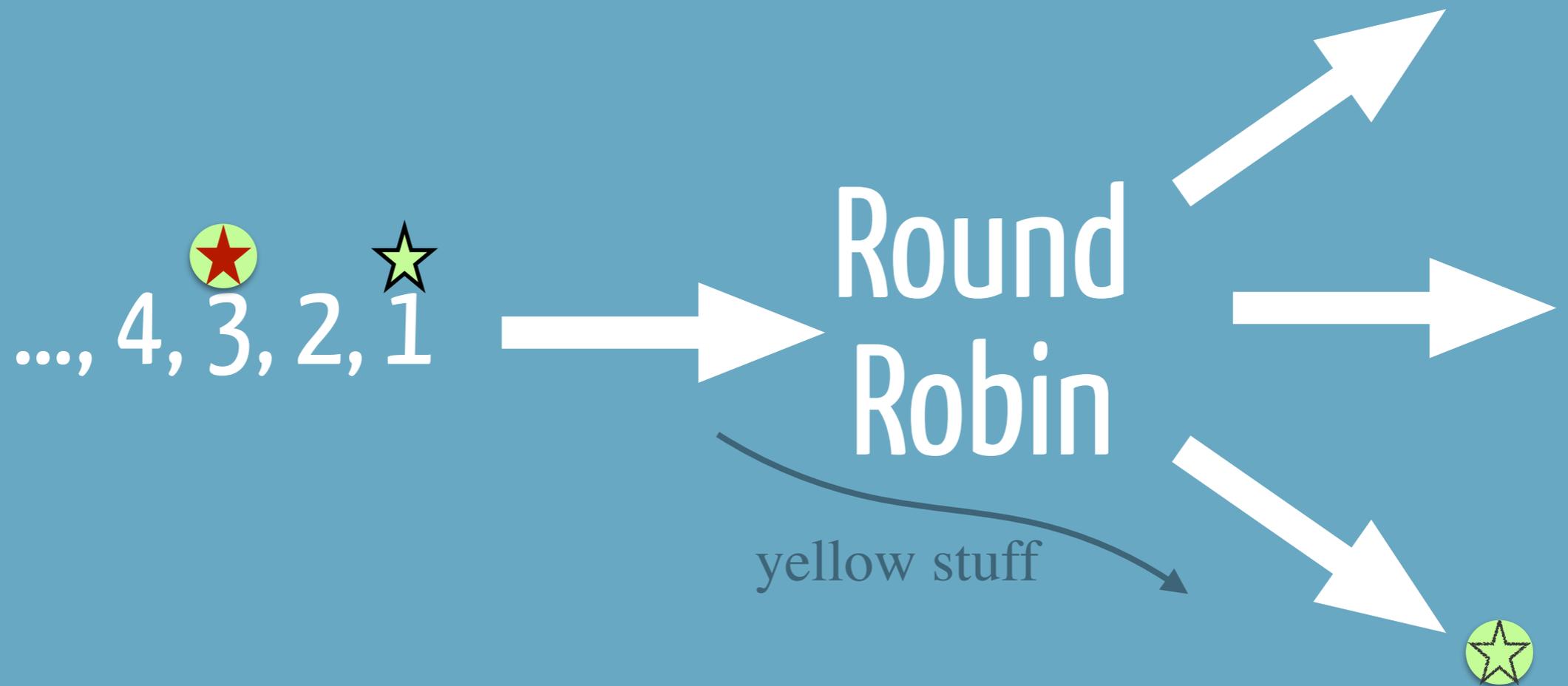
2

3

load balancing stateful stuff



load balancing stateful stuff + sticky sessions



IP based

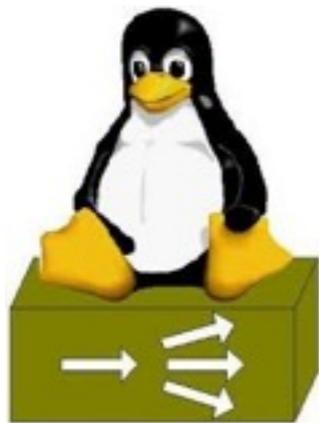
not resilient to node failures



mod_proxy_balancer



1b



linux virtual server

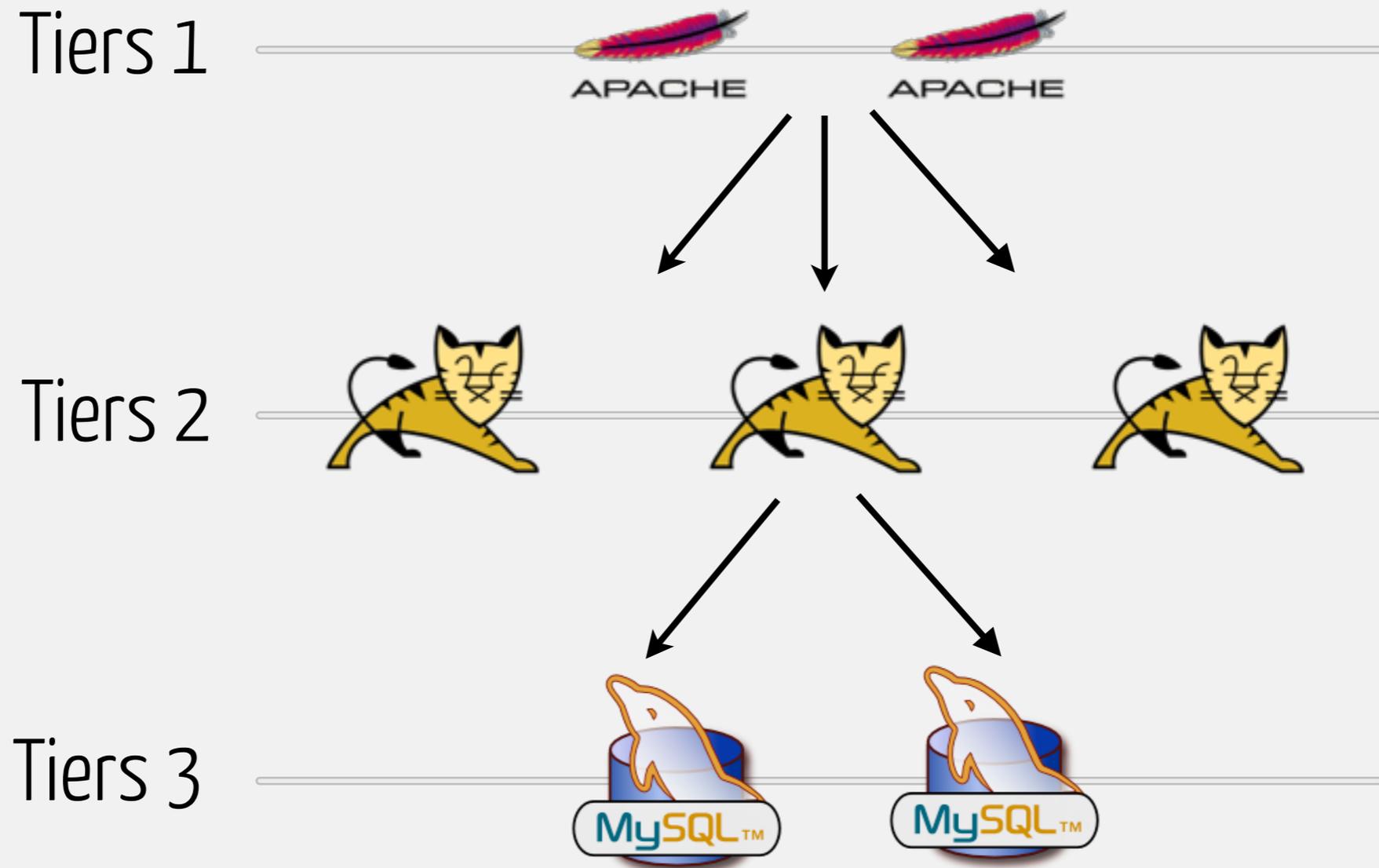


galera

scalinog

scale up / down

vertical scaling



historical method (more powerful hardware)

mostly cold approaches

easy to implement coldly

hardware bounded

does not address reliability



EVOLUTION

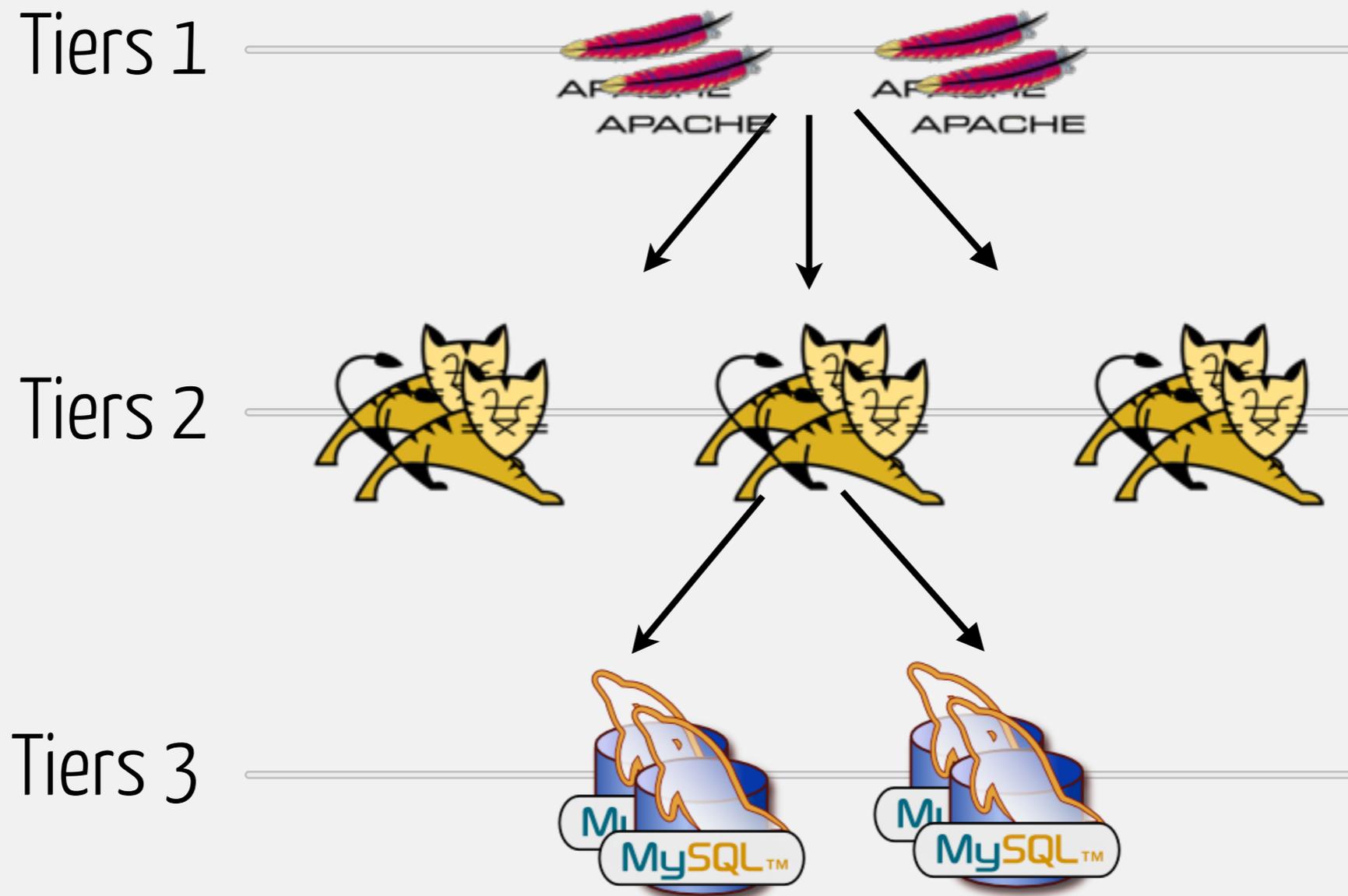
vertical scaling

oVirt support for hot plug CPU

Guest OS Support Matrix

OS	Version	Arch	Plug	Unplug
Red Hat Enterprise Linux 6.3		x86	+	-
Red Hat Enterprise Linux 6.5		x86	+	+
Microsoft Windows Server 2003	All	x86	-	-
Microsoft Windows Server 2003	All	x64	-	-
Microsoft Windows Server 2008	All x86	-	-	-
Microsoft Windows Server 2008	Standard, Enterprise	x64	Reboot Required	Reboot Required
Microsoft Windows Server 2008	Datacenter	x64	+	?
Microsoft Windows Server 2008 R2	All	x86	-	-
Microsoft Windows Server 2008 R2	Standard, Enterprise	x64	Reboot Required	Reboot Required
Microsoft Windows Server 2008 R2	Datacenter	x64	+	?
Microsoft Windows Server 2012	All	x64	+	?
Microsoft Windows Server 2012 R2	All	x64	+	?
Microsoft Windows 7	All	x86	-	-
Microsoft Windows 7	Starter, Home, Home Premium, Professional	x64	Reboot Required	Reboot Required
Microsoft Windows 7	Enterprise, Ultimate	x64	+	?
Microsoft Windows 8.x	All	x86	+	?
Microsoft Windows 8.x	All	x64	+	?

what about the runtime ?



horizontal scaling

horizontal scaling



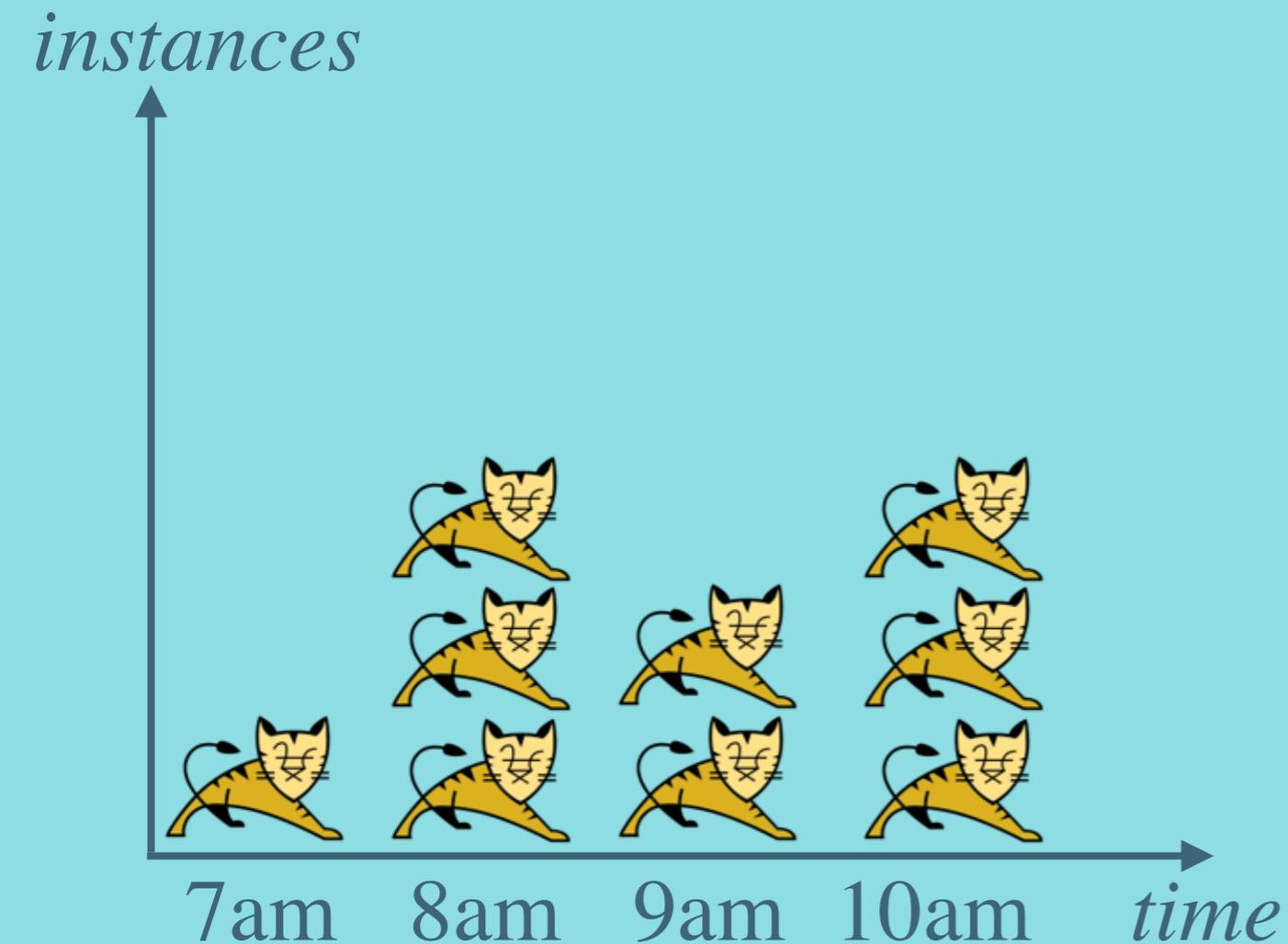
not application agnostic — require a load balancer / synchronisation —
scale to the infinite in theory — support node failure

← Elasticity →

optimize performance in live through
scaling requests

manual elasticity

initiated by the administrator



error prone
under/over-estimations

time-driven only ?

latency-aware elasticity

getting a VM takes up to 5 minutes

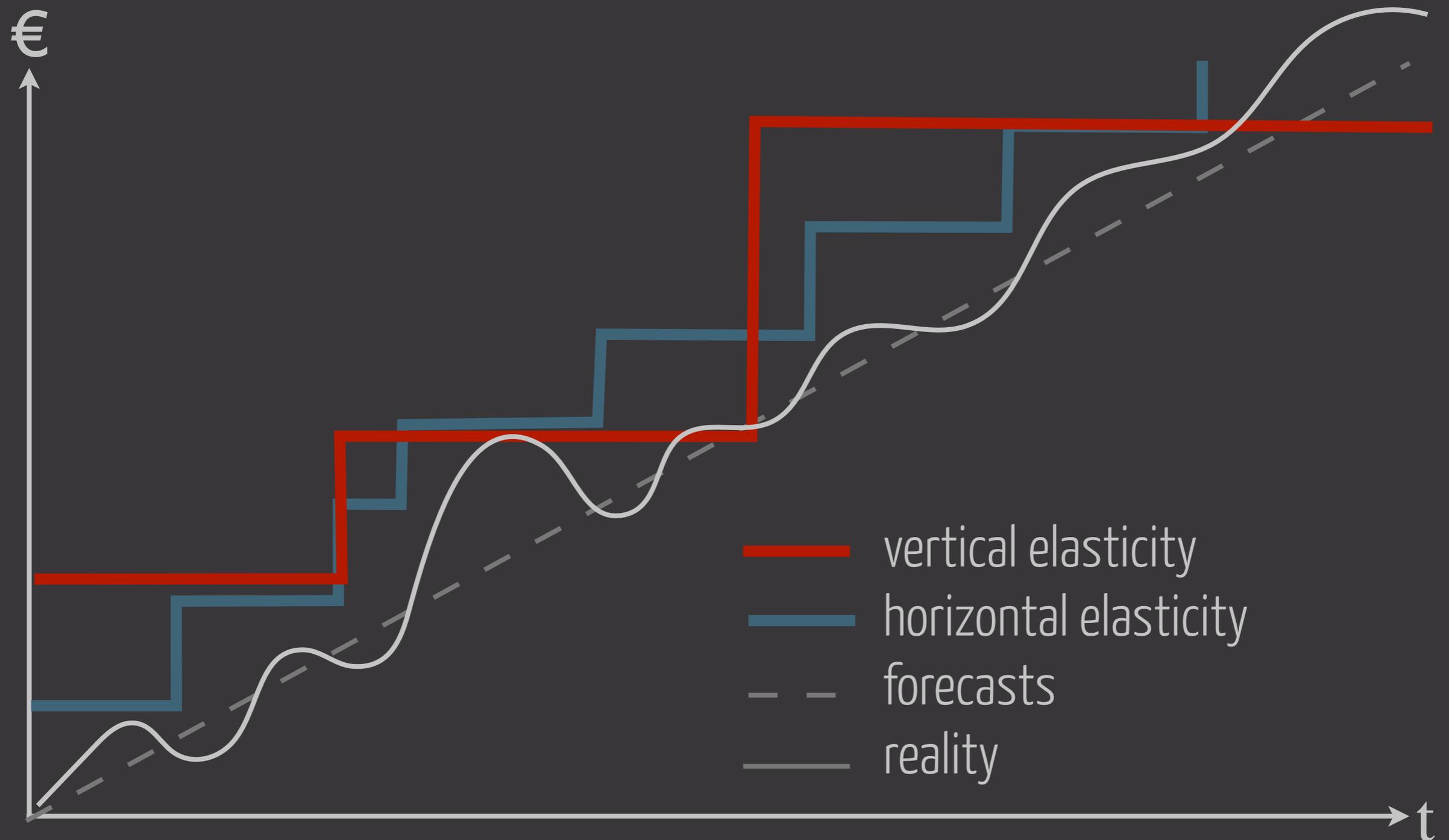


LOADING

think in terms of trends

spare space just in case

static elasticity



dynamic elasticity

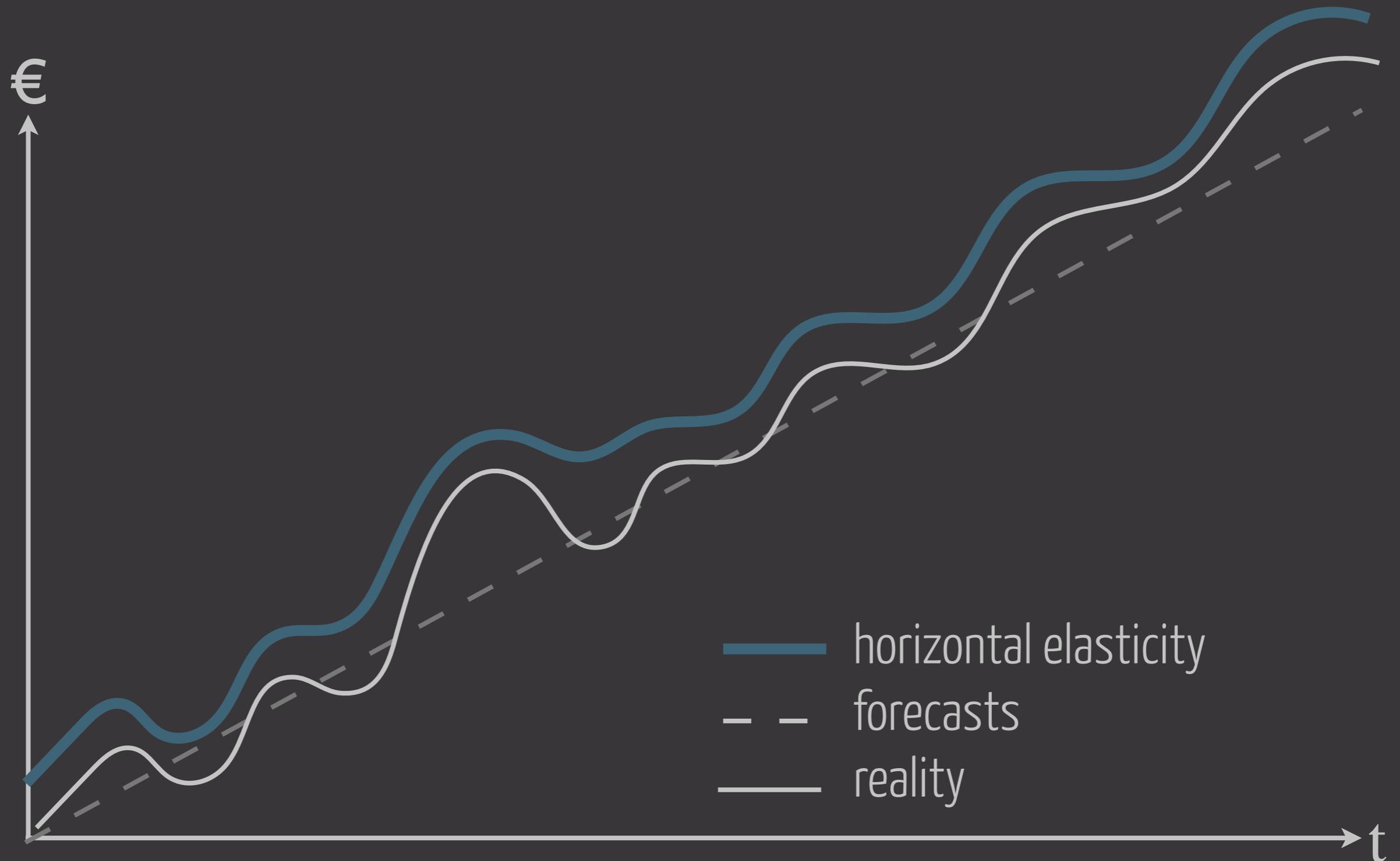
initiated by the app itself

rule based system

feedback from monitoring data

implemented inside/outside the app

dynamic elasticity



Filter: 1 to 2 of 2 Auto Scaling Groups

<input type="checkbox"/>	Name	Launch Configuration	Instances	Desired	Min	Max	Availability Zones	Default Co
<input type="checkbox"/>	awseb-e-dnma...	awseb-e-dnmaa76xme-...	1	1	1	4	eu-west-1a, eu-west-1b, eu-...	360
<input checked="" type="checkbox"/>	WWWELB	my	1	1	1	10	eu-west-1b	100

Decrease Group Size

Actions ▾

Execute policy when: awsec2-**WWWELB-High-CPU-Utilization**
breaches the alarm threshold: CPUUtilization < 20 for 300 seconds
for the metric dimensions AutoScalingGroupName = **WWWELB**

Take the action: Remove 1 instances

And then wait: 100 seconds before allowing another scaling activity

Increase Group Size

Actions ▾

Execute policy when: awsec2-**WWWELB-CPU-Utilization**
breaches the alarm threshold: CPUUtilization >= 40 for 300 seconds
for the metric dimensions AutoScalingGroupName = **WWWELB**

Take the action: Add 1 instances

And then wait: 100 seconds before allowing another scaling activity

dynamic elasticity

scale where its matter

monitor each tier to indentify the bottlenecks

scale out apache/tomcat/mysql ?

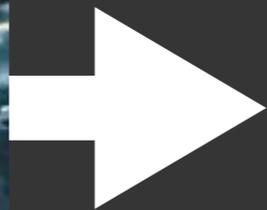
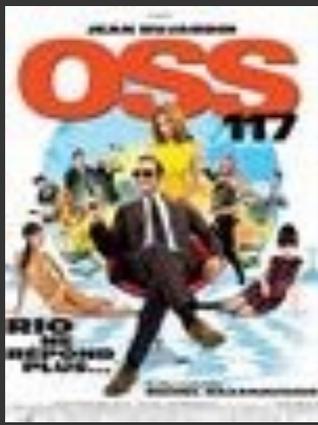
cost model for elasticity

service cost
instance cost (hourly based)

/!\ don't scale too often

load balancing

requests cannot stall in a load balancer
consequences with high response time?

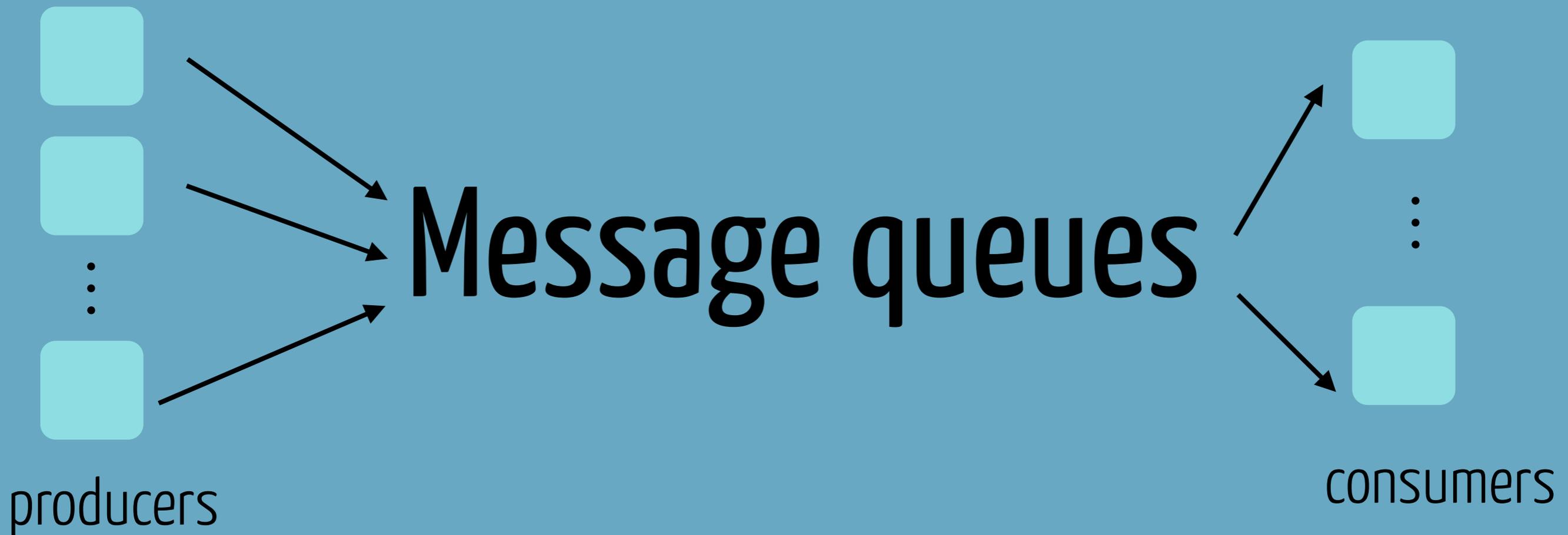


transcode

transcode

trans

asynchronous communication protocol
to transfer data





benefits

shift time consuming tasks to workers

loose coupling

queues are reliable

- durable data
- fault tolerant
- eventual consistency

queues are scalable

- # workers
- # internal components

Programming model for workers

3 basic operations: dequeue — process — delete

1. ?

2. ?

3. ?

Programming model for workers

1. dequeue/delete
2. ~~process~~



message lost

Programming model for workers

1. dequeue
2. process
3. delete

« at least 1 one read » ?

1. dequeue
2. process
3. delete



what is there is a node failure
while processing

Programming model for workers

invisibility window

messages are not definitely dequeued

hidden for a period (configurable)

removed once deleted

a timeout makes the message visible again

Programming model for workers

1. dequeue
2. process
3. delete

invisibility window

realize eventual consistency

1. dequeue
2. process
3. delete



what if
processing time > invisibility window

Programming model for workers

1. dequeue
2. process
3. delete

eventual consistency makes possible to process a message twice.

Take care !

billing model for queues

#request
#Data transfered

/!\ pull mode



Amazon SQS
Simple Queuing System

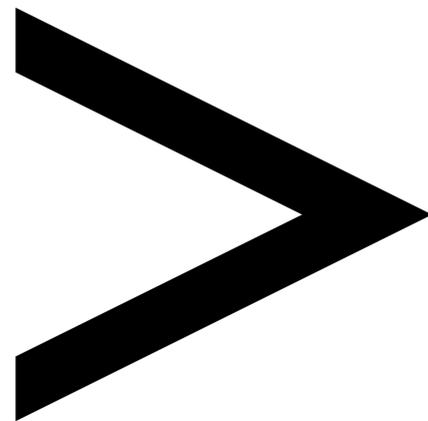
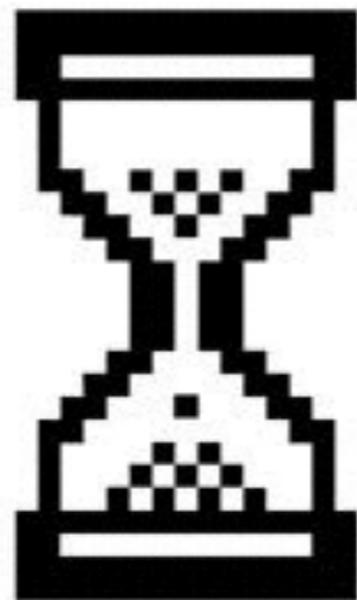


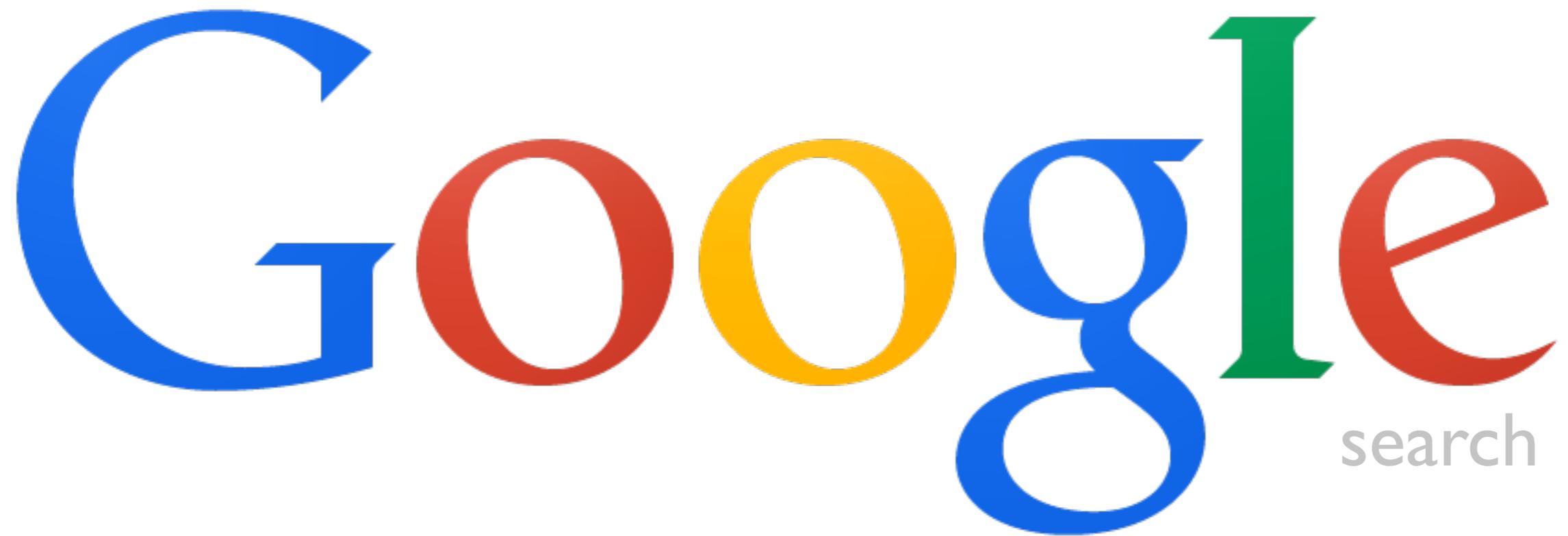
dealing with latency



LOADING

latency over business





+500 ms   -20% traffic



+100 ms 



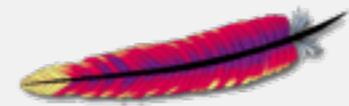
-1% \$\$

Latency numbers

L1 cache reference	0.5 ns
Branch mispredict	5 ns
L2 cache reference	7 ns
Mutex lock/unlock	25 ns
Main memory reference	100 ns
Compress 1K bytes with Zippy	3,000 ns = 3 μ s
Send 2K bytes over 1 Gbps network	20,000 ns = 20 μ s
SSD random read	150,000 ns = 150 μ s
Read 1 MB sequentially from memory	250,000 ns = 250 μ s
Round trip within same datacenter	500,000 ns = 0.5 ms
Read 1 MB sequentially from SSD*	1,000,000 ns = 1 ms
Disk seek	10,000,000 ns = 10 ms
Read 1 MB sequentially from disk	20,000,000 ns = 20 ms
Send packet CA->Netherlands->CA	150,000,000 ns = 150 ms

colocate

same process, server, rack, datacenter



APACHE



1 Gb/sec

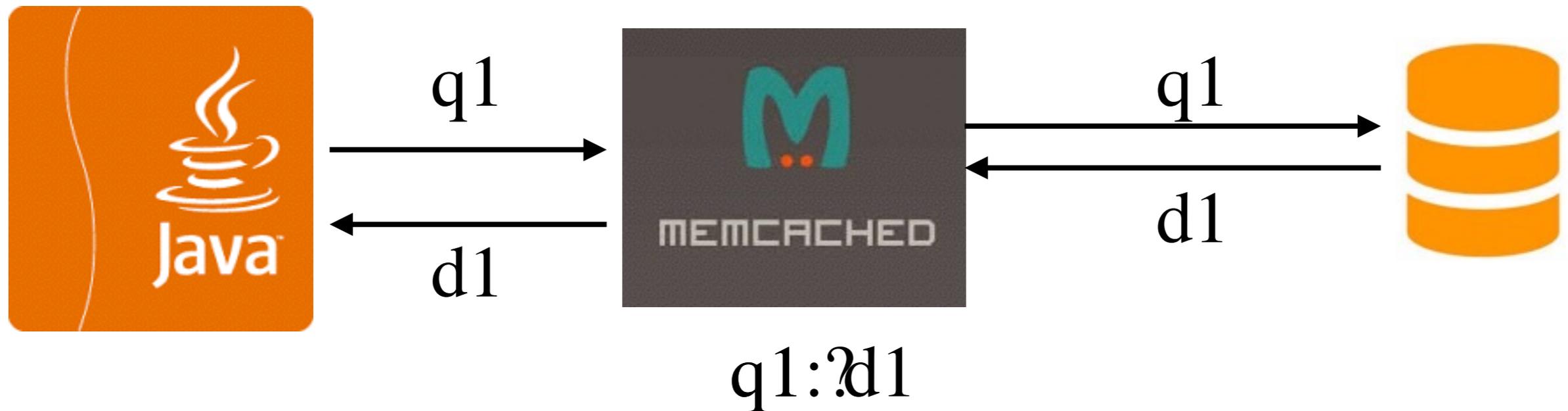


reduce latency
reduce data transfer costs

cache

to store data closely
and speed up future accesses

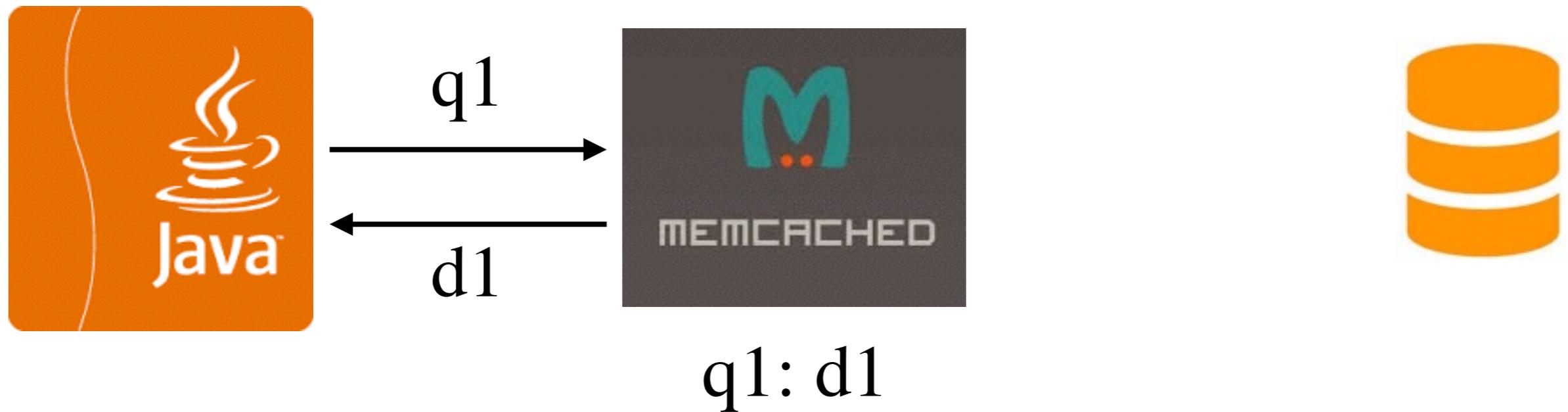
cache miss



cache

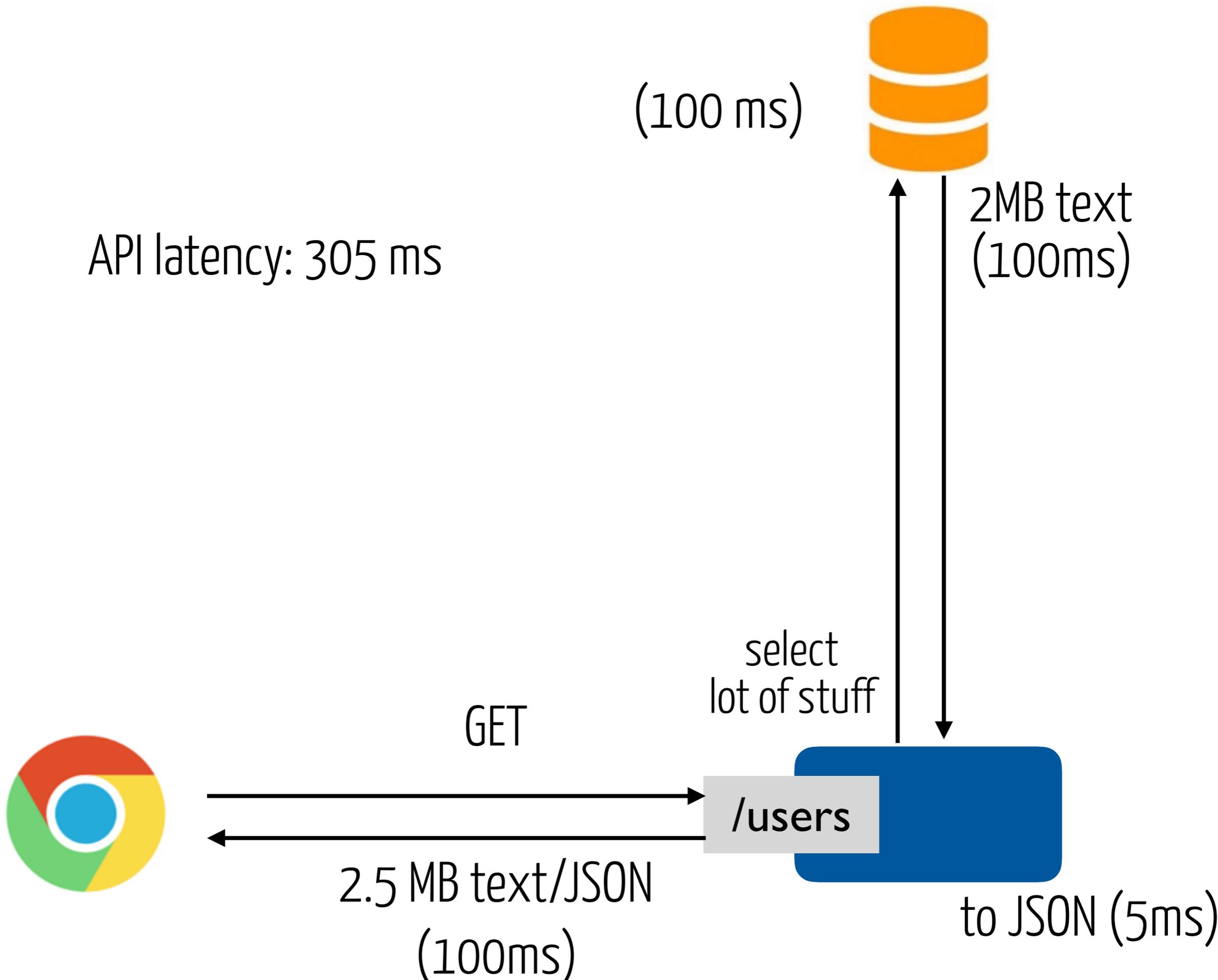
to store data closely
and speed up future accesses

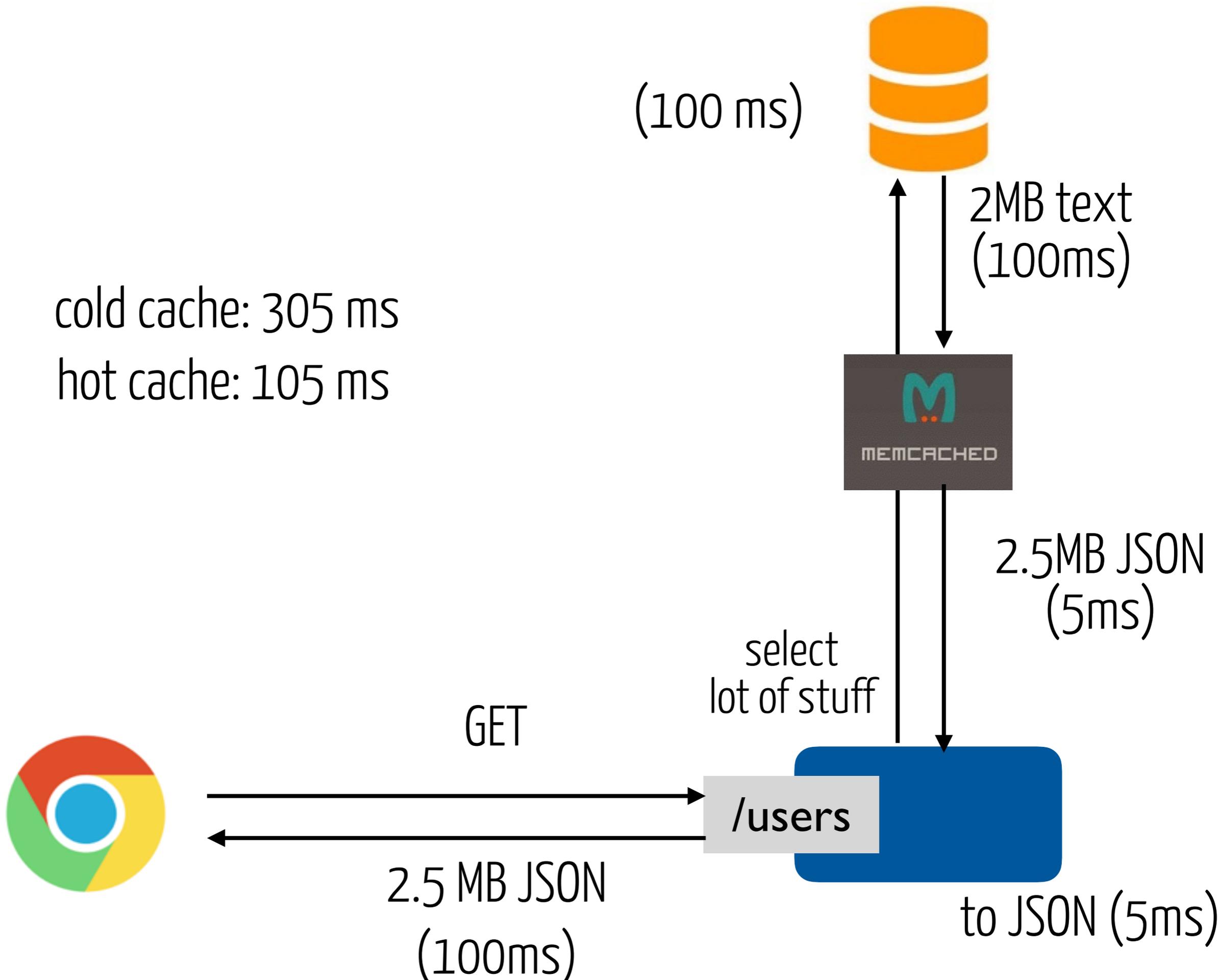
cache hit

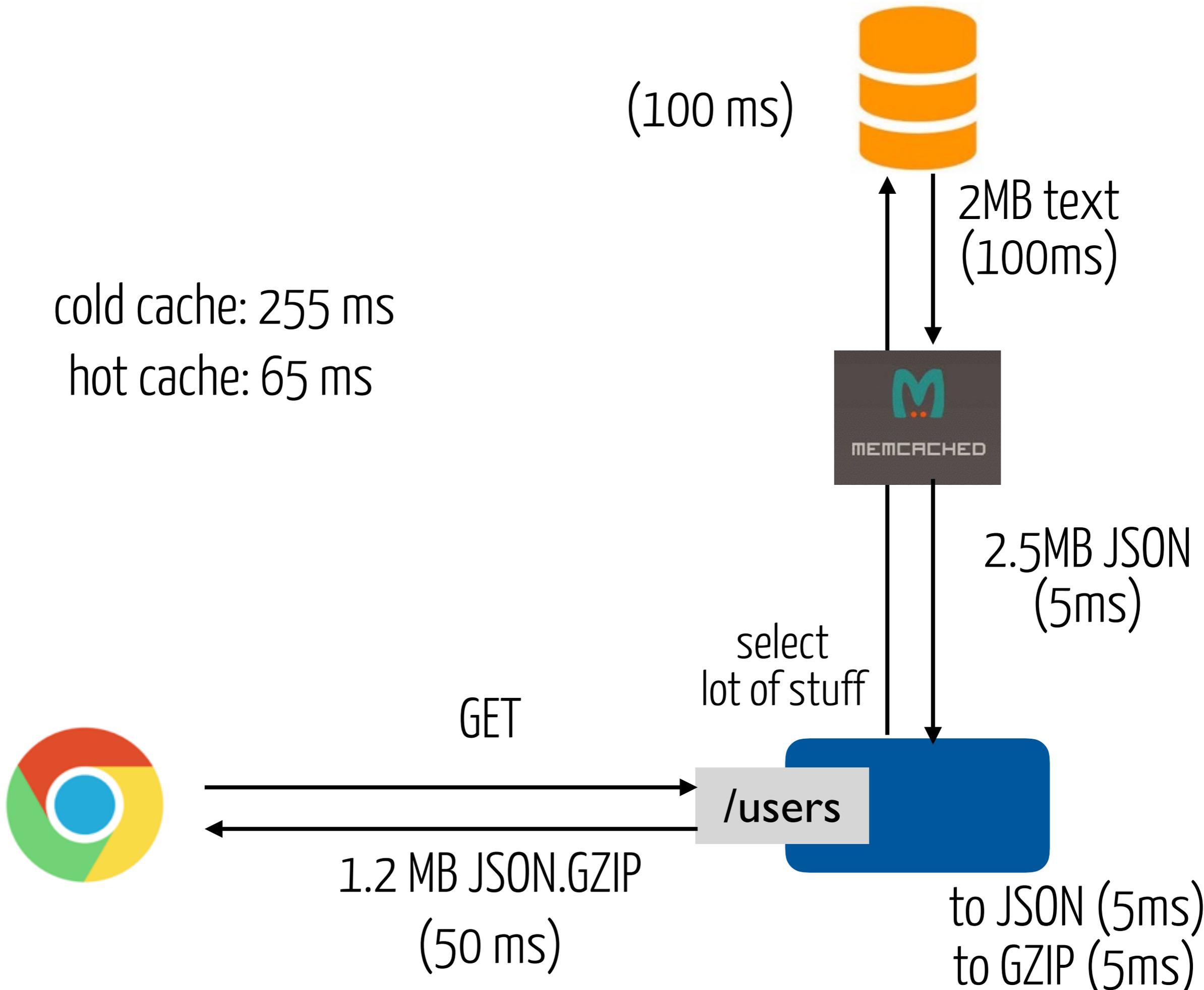


cache everything
everywhere

« Cache is the new RAM »







cold cache: 255 ms
hot cache: 65 ms

(100 ms)

2MB text
(100ms)



2.5MB JSON
(5ms)

select
lot of stuff

GET



/users

1.2 MB JSON.GZIP
(50 ms)

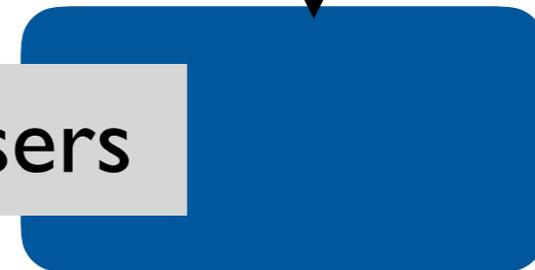
to JSON (5ms)
to GZIP (5ms)



cache consistency
cache + security



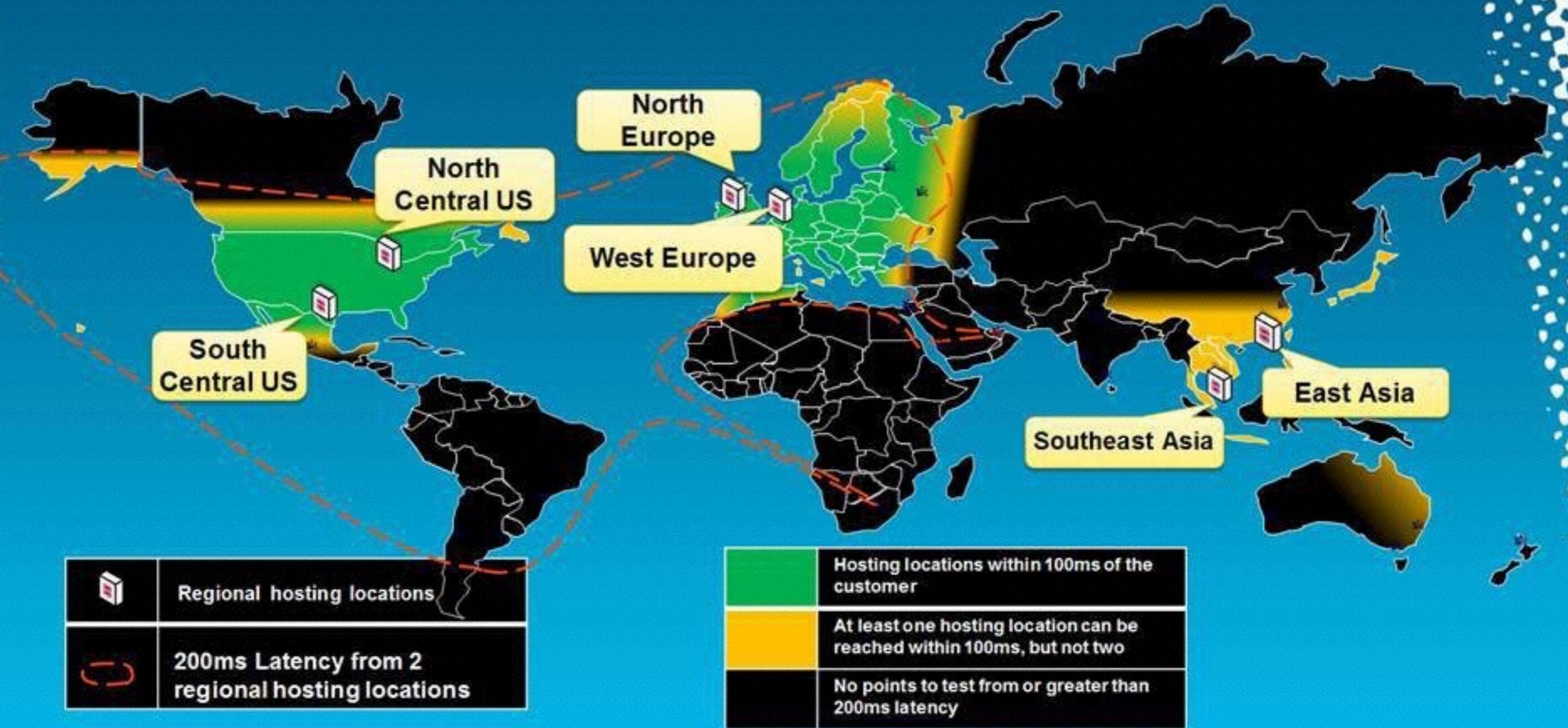
/users



Getting close to clients

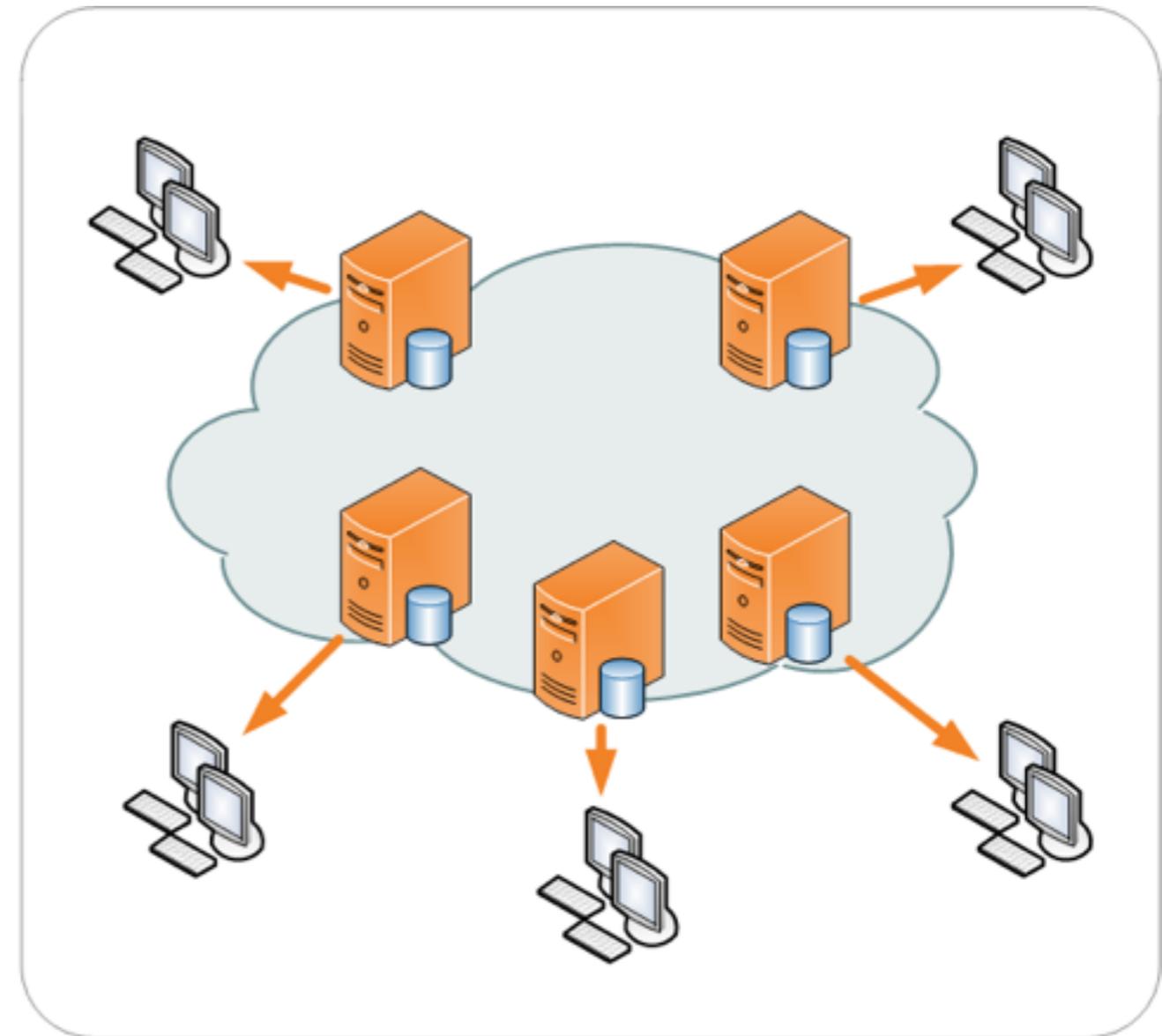
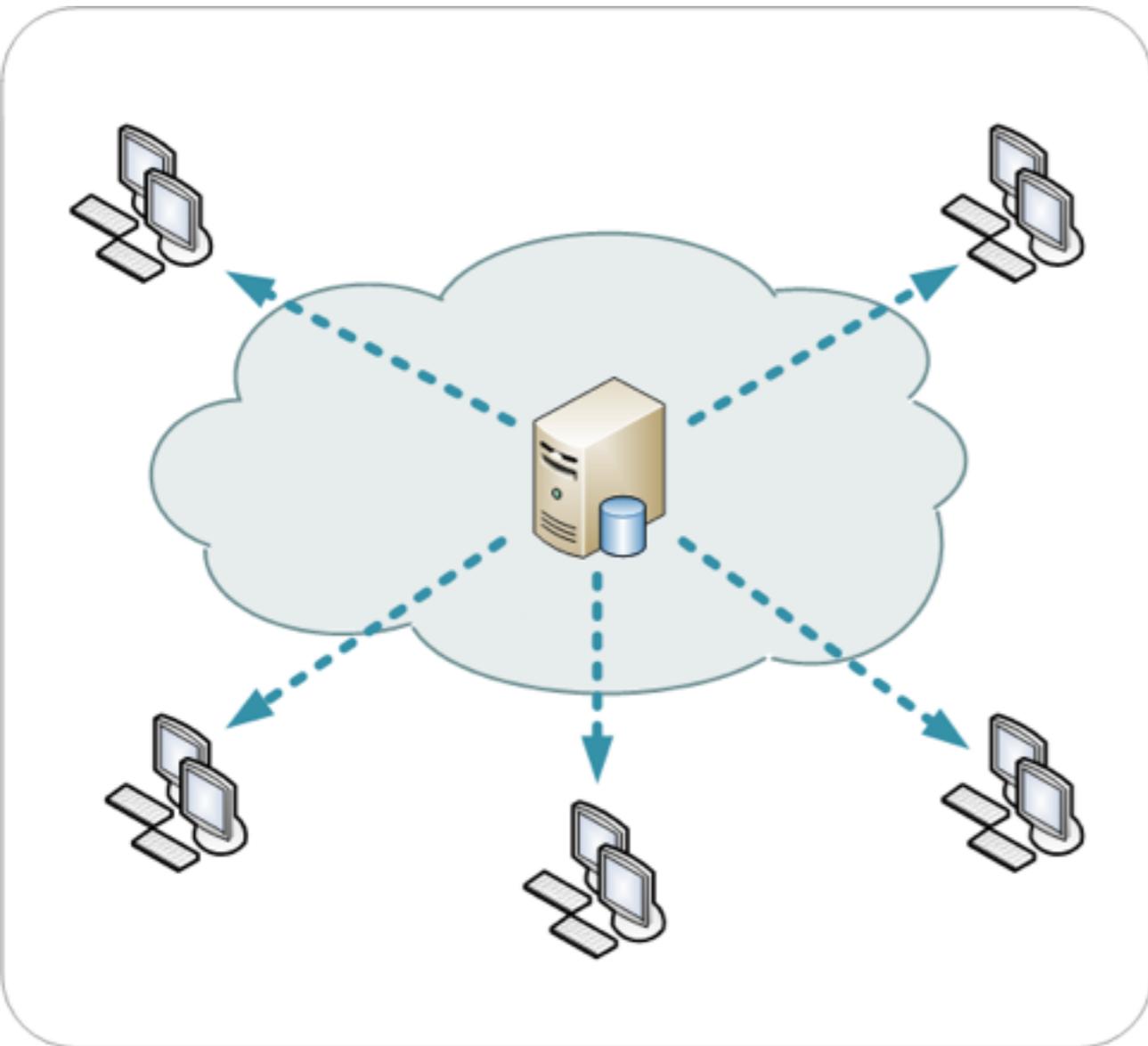


Microsoft Azure Data Centers World Wide



Getting close to the clients

Content Delivery Networks (CDN)



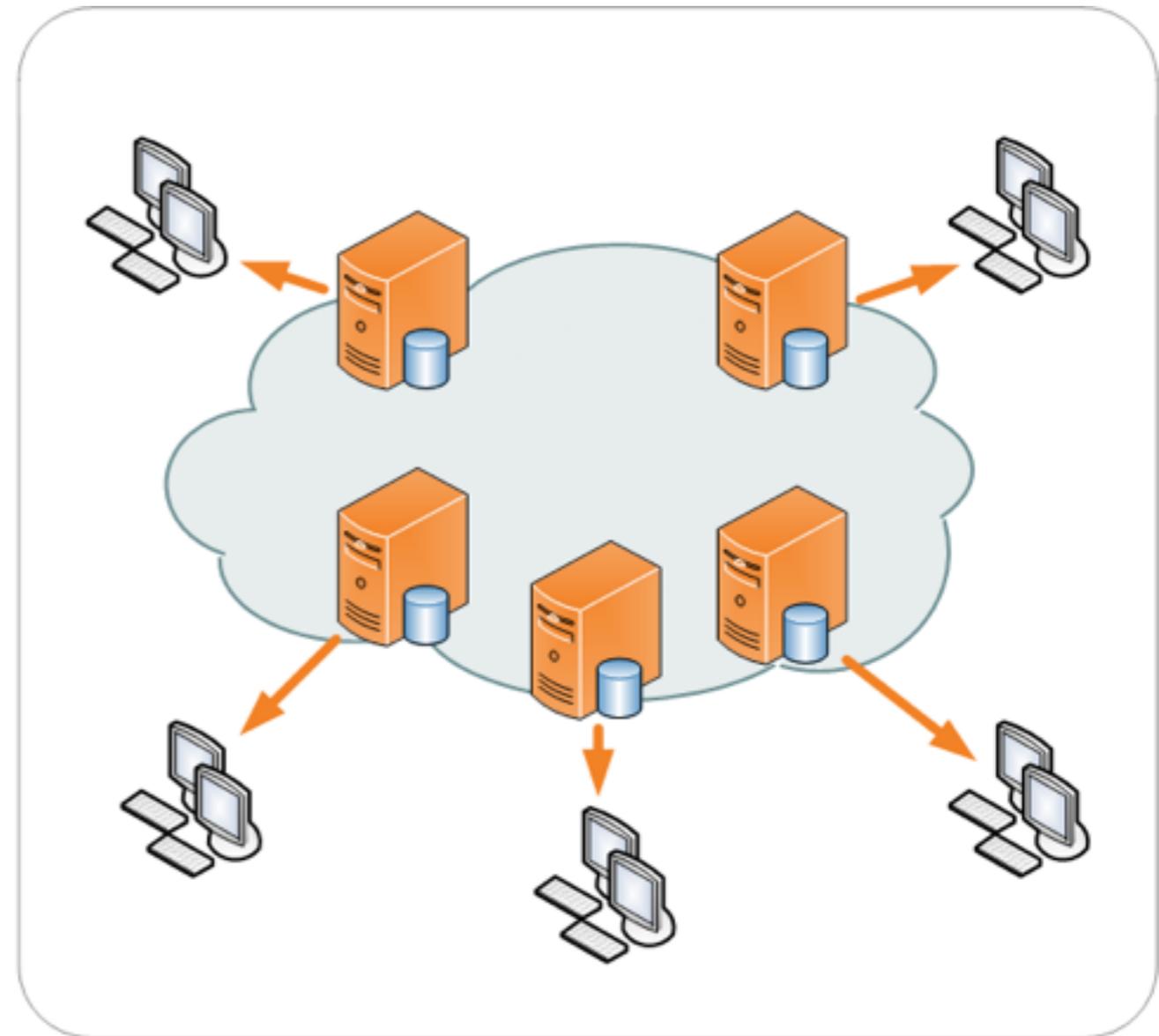
Content Delivery Networks (CDN)

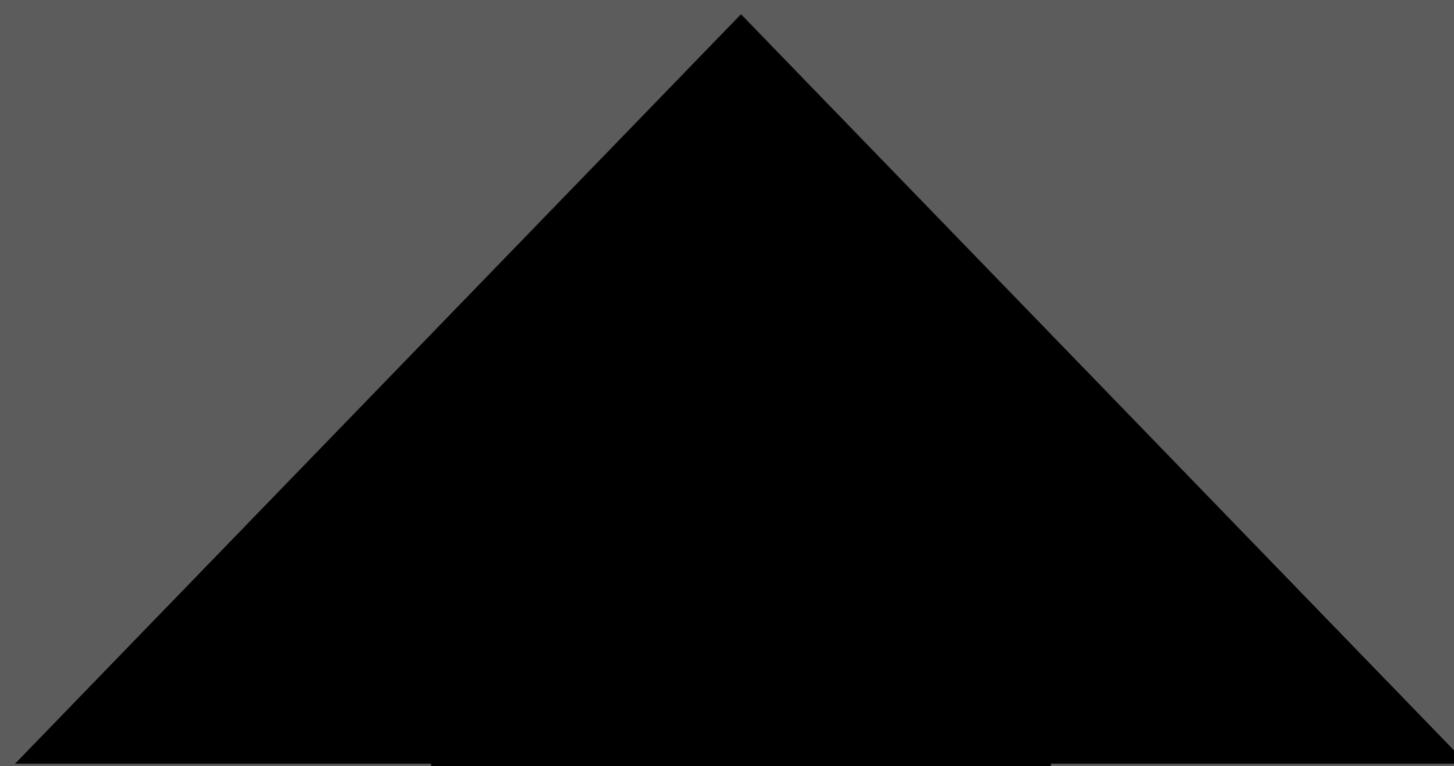
available at network edges

data are injected into the CDN

the CDN spreads the data where it matters

user requests are redirected to the closest Point of Presence (PoP)





Deploy

Zero

Downtime

Deployment

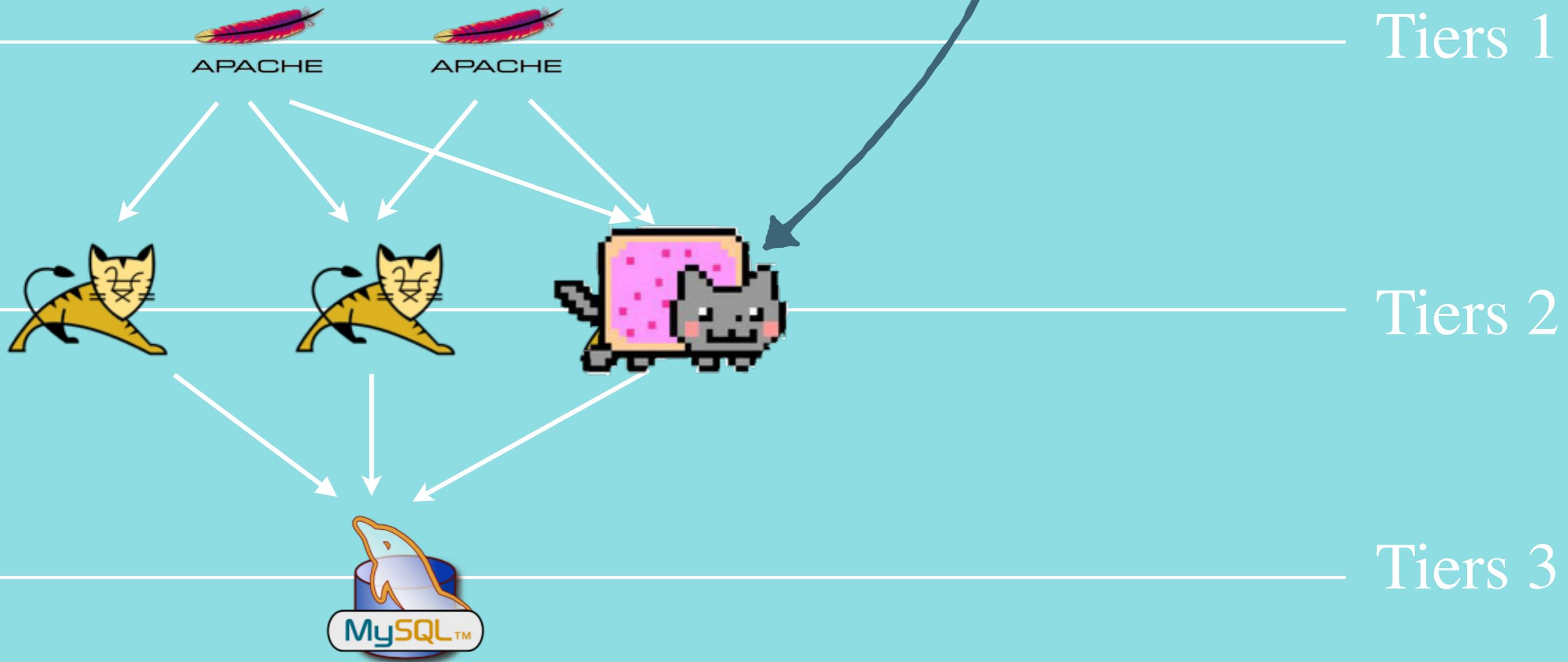
What to deploy

new features

internal changes

fixes

how-to upgrade gracefully ?



move fast & break nothing

a talk about code, teams & process by [@holman](#)

(that guy make good talks about github processes)

There is some code you can't break

permission - billing - upgrades - maintenance

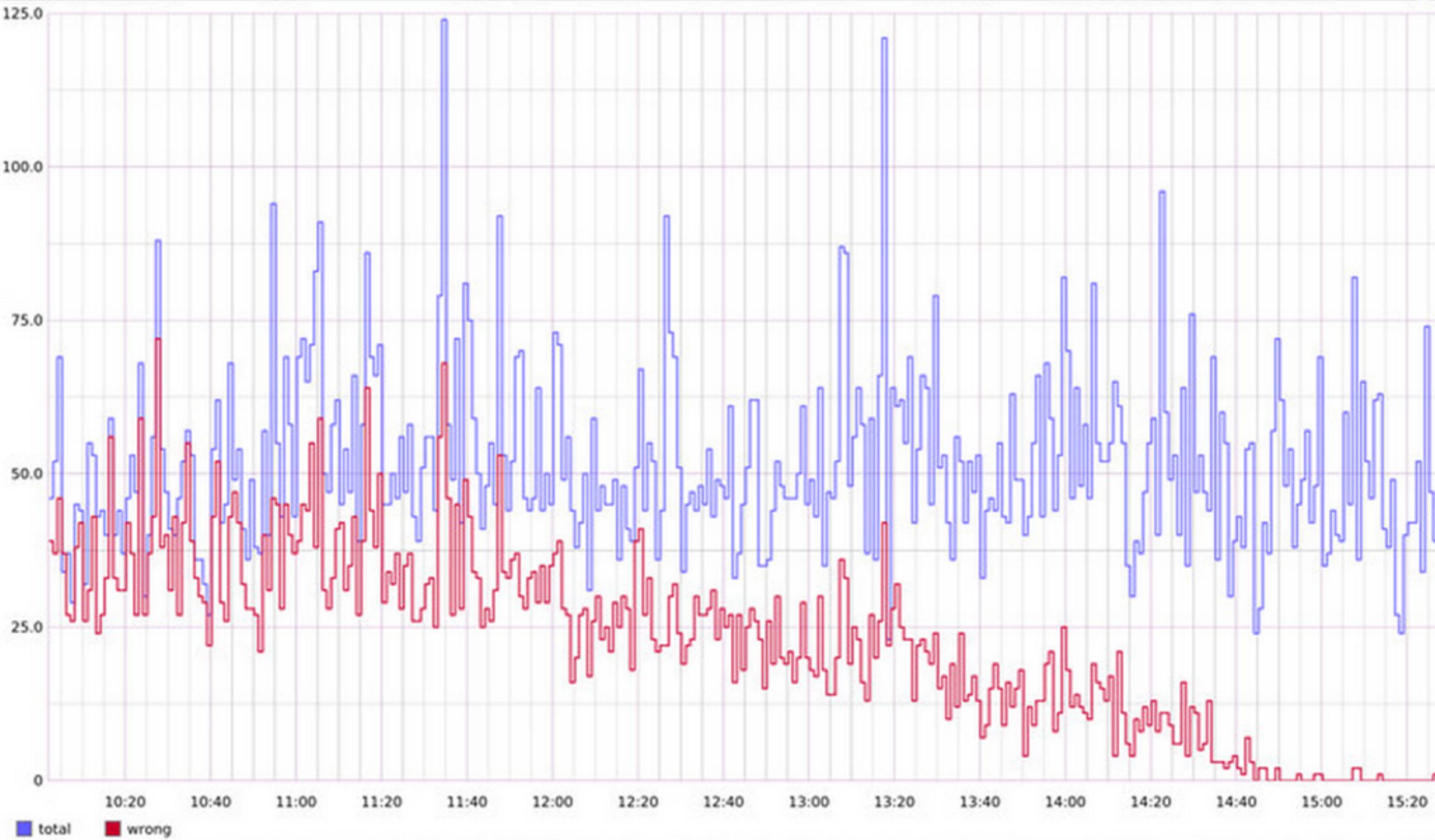
tests are not enough

new code can't change production
code behavior

parallel paths

```
science « new auth » do |e|  
  e.control{user.slow_auth}  
  e.candidate{user.fast_auth}  
end
```

monitor progress



at facebook

2 releases a day

the frontend is a standalone 1.5GB executable

deployment over bitorrent

no downtime

see [Push: tech talk](#)

at facebook

canary release

dev fenced to the next release
(6 private servers)

over 2% of the production servers

over 100% of the production servers

at facebook

decoupling

stateless sessions

backward & forward compatible UI

dark launches & feature flag

integration tests



test if images are ok

test if every files are in a cdn

test if css is clean

everything is **automated**

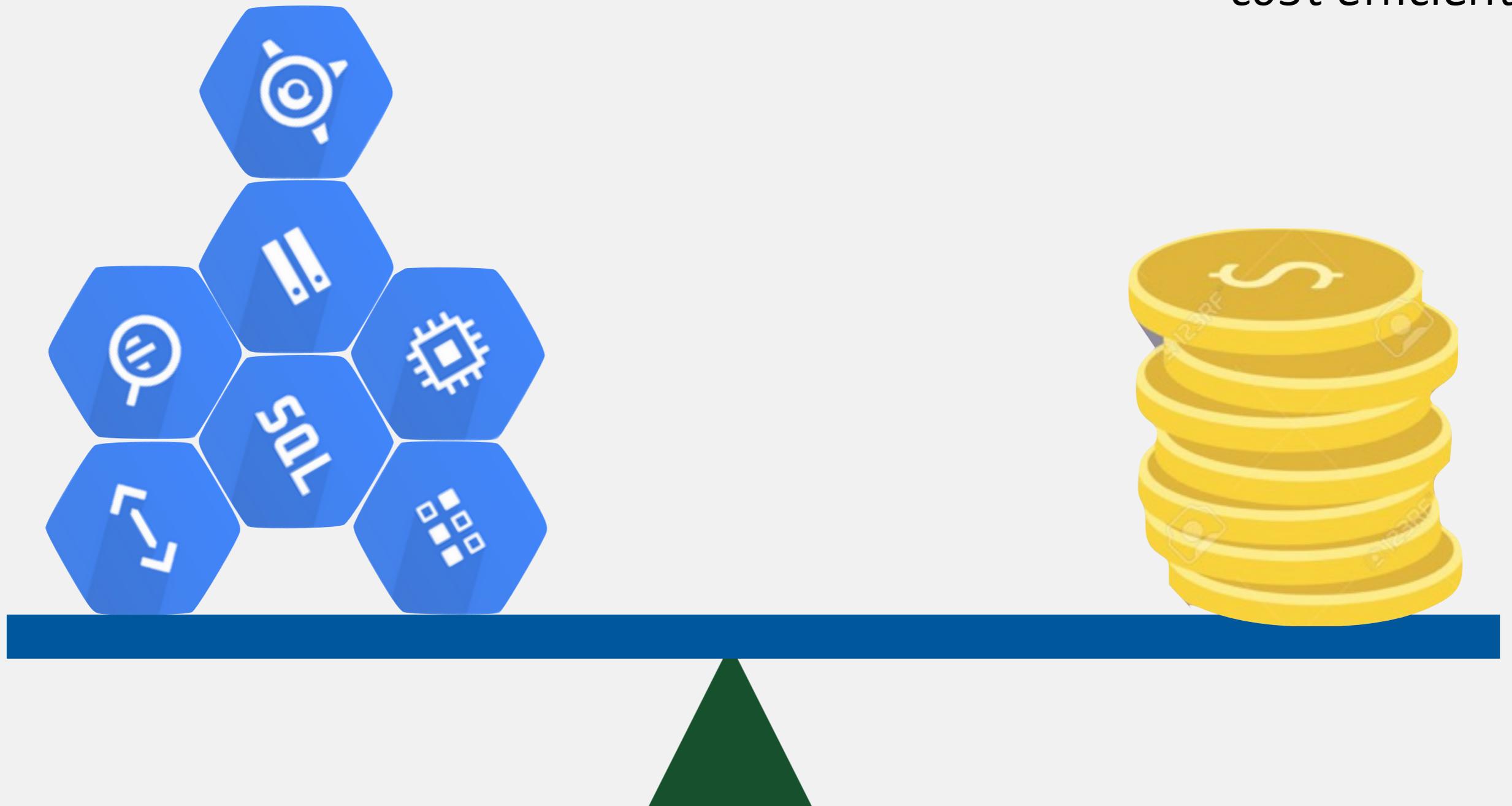
CI + grunt



hosting costs

The architecture = the bill

workload proportional
cost efficient



Resource	Unit	Unit cost (in US \$)
Standard Runtime Instances*	Instance hours	\$0.05
Outgoing Network Traffic	Gigabytes	\$0.12
Incoming Network Traffic	Gigabytes	Free
Datastore Storage	Gigabytes per month	\$0.18
Blobstore, Logs, and Task Queue Stored Data**	Gigabytes per month	\$0.026
Dedicated Memcache	Gigabytes per hour	\$0.06

Logs API
SSL Virtual IPs*** (VIPs)
Sending Email, Shared Memcache, Cron, Files, Users, and Channel)

Resource	Free Quota per day	Pricing beyond the free quota
Stored data	1 GB	\$0.18 / GB / month
Entity Reads	50,000	\$0.06 per 100,000 entities
Entity Writes	20,000	\$0.18 per 100,000 entities
Entity Deletes	20,000	\$0.02 per 100,000 entities
Small Operations	Unlimited. Includes calls to allocate Cloud Datastore IDs or keys-only queries.	Not applicable.

GO TO THE PRICING CALCULATOR

Save to win

small instances

few requests

limit data transfer

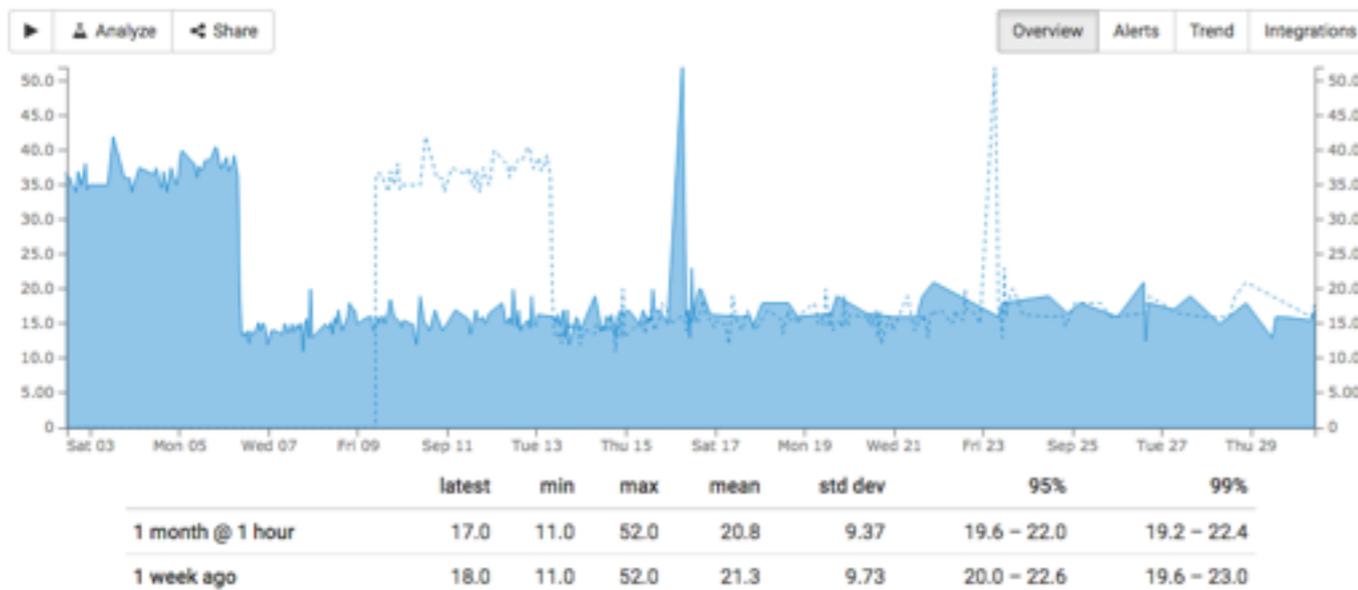
Architecture tradeoffs

few big instances vs. small instances

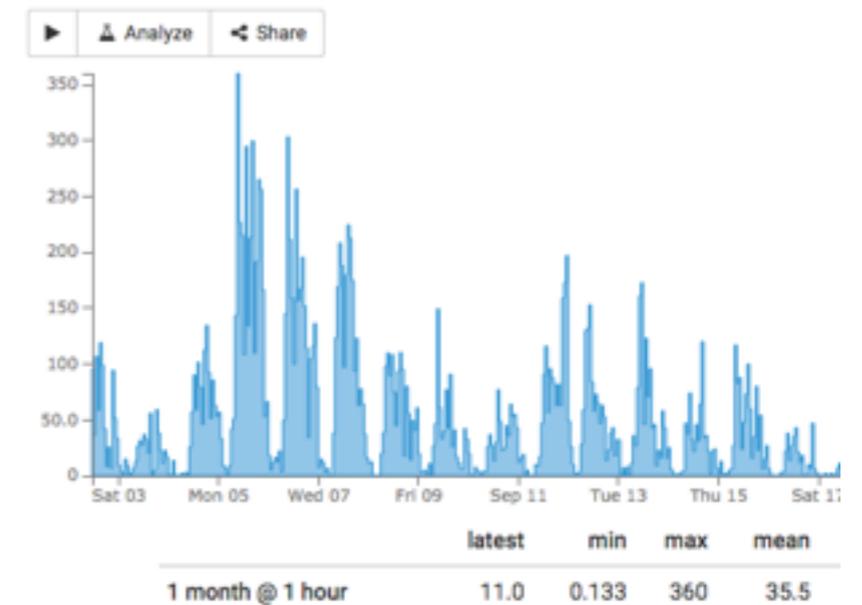
cache request vs. datastore request

few big requests vs. numerous small requests

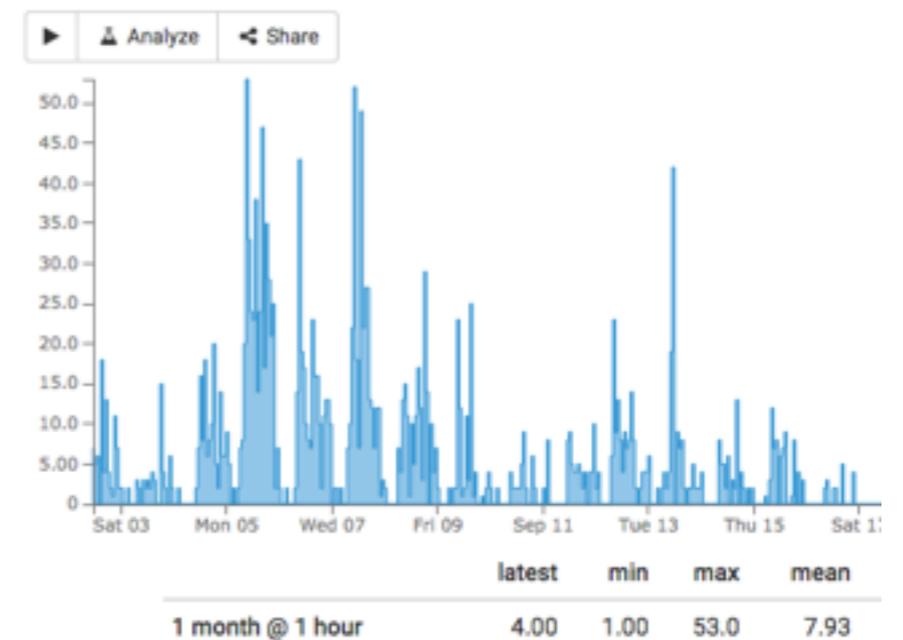
list internships



API read hit



API write hit



Monitor and understand design consequences

tumblr.

500 M page views a day

Peak rate of ~40k req/sec

1+ TB/day into Hadoop cluster

Posts: 50GB a day

Follower list updates: 2.7TB a day

Dashboard: 1M w/sec, 50K r/sec

tumblr. origin

simple LAMP application on rackspace
everything on a single server

backend service in C

memcache

CDN

HA-proxy

MySQL sharding for the blog

Redis for the dashboard

tumblr.

moved to high-concurrency oriented frameworks

JVM centric approach — for hiring and dev. speed

PHP just for request authentication and presentation

scale, finaggle — support from the big guys

HBase + Redis but still MySQL for bulk data

Redis for the dashboard notification

tumblr.

dynamic isolation of users into cells

standalone app with its database

once logged, a cell is assigned to the user,

populated with data

cell are populated for live events by a stream

isolation eases parallelism

small isolated components isolate failures

tumblr.

500 web servers
200 database servers
47 pools
30 shards
30 memcache servers
22 redis servers
15 varnish servers
25 haproxy nodes
8 nginx
14 job queue servers

RECAP

always
available

performant
at any scale

cost
effective

PaaS to create and push a cloud application

support for multiple software stacks

Ruby, PHP, Python, Java, Node.js, Docker, Go

deployment method

git, files



EC2, S3, SNS, CloudWatch, AutoScaling,
Elastic load balancers, SQS

a low-level HTTP API

official binding for popular languages

official eclipse plugin

tons of documentation, tutorial
on AWS website



runtimes on top of EC2

multiple environments
(web, worker, data)

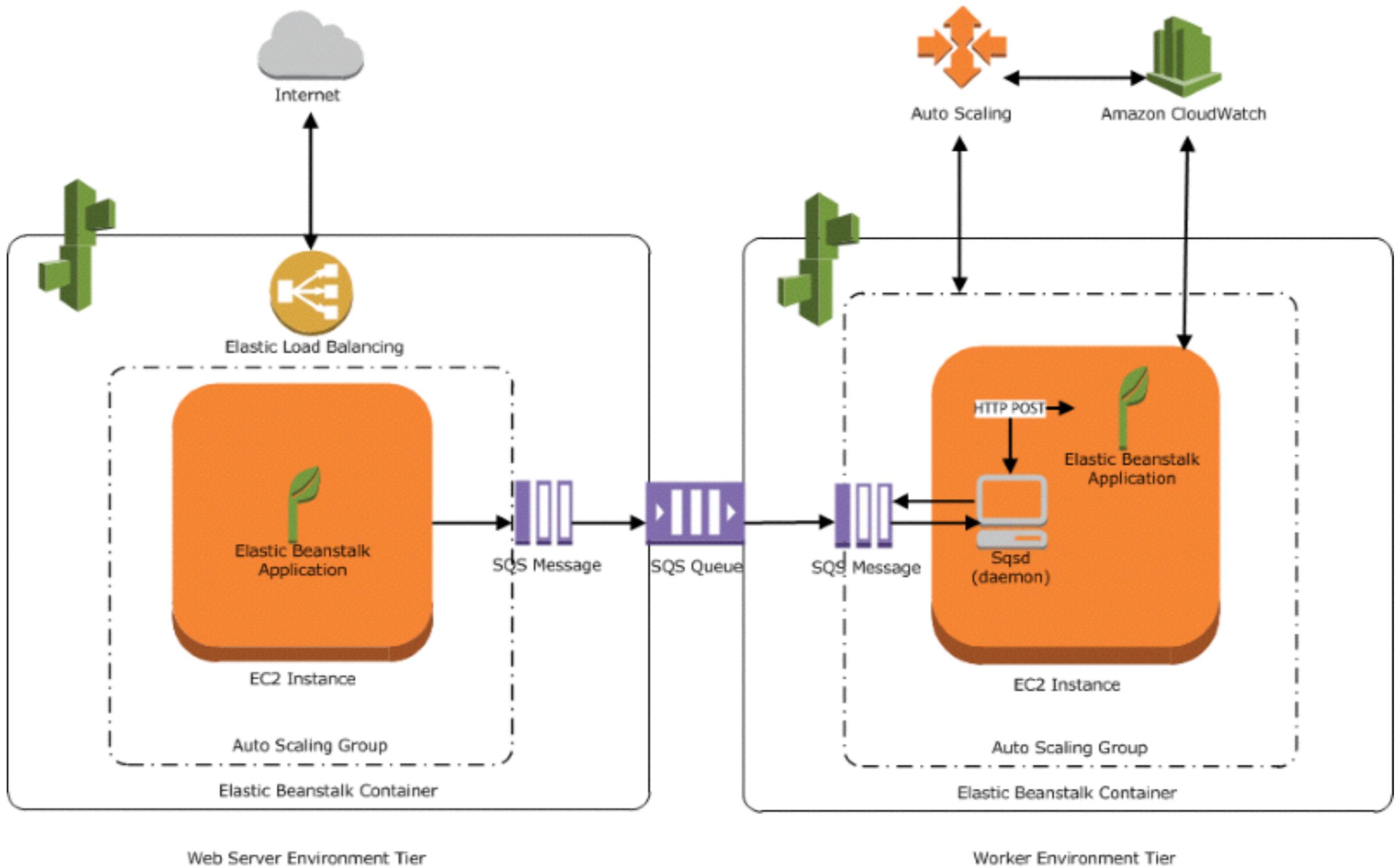
deploy: env version + env configuration

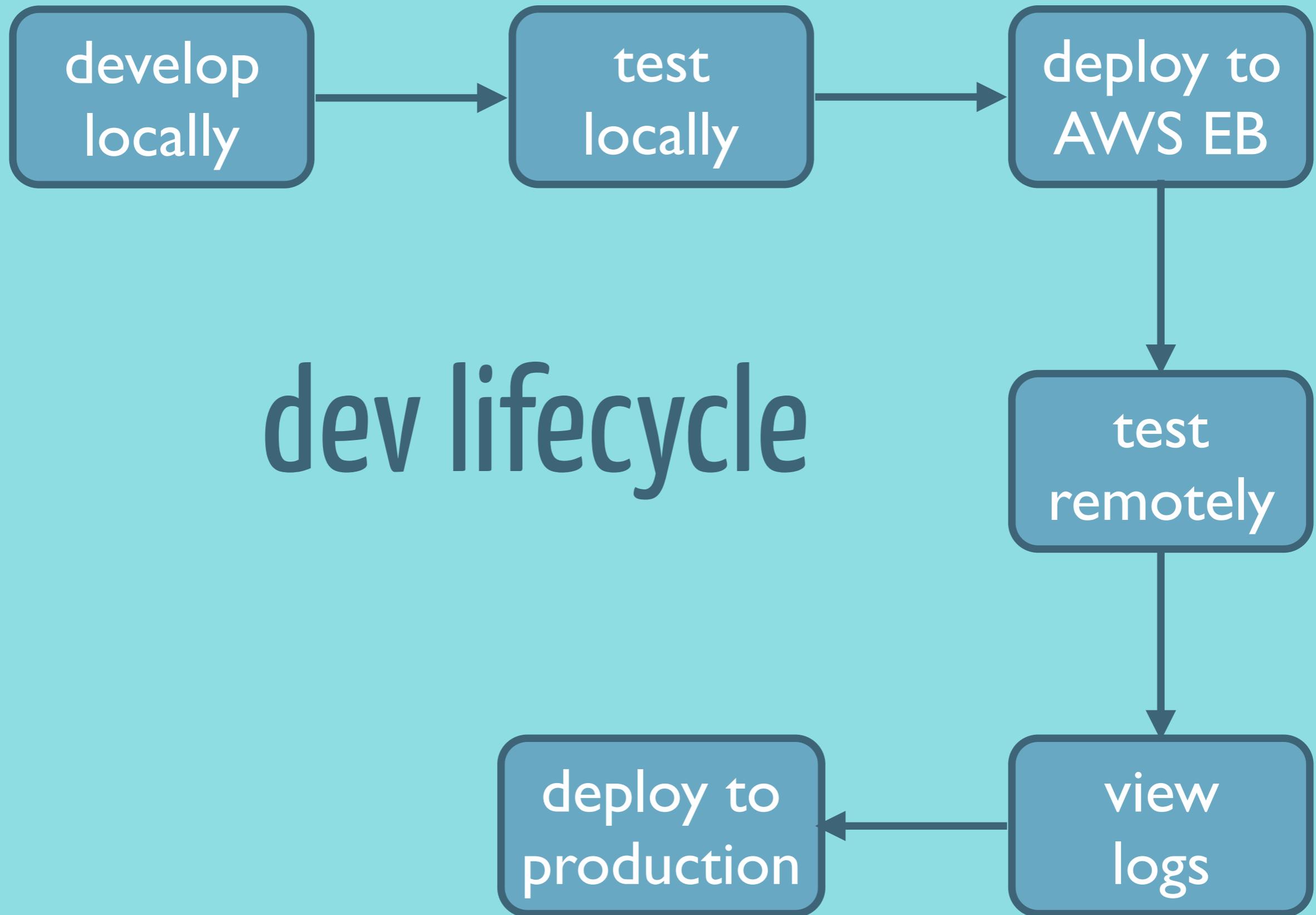
env version comes from S3

Elastic HTTP balancers
between the envs.

security, security, security,







dev lifecycle

Go online !!



Developing within a PaaS



The standard environment (General Availability)

containers on top of Google's infrastructure

App Engine > Documentation



Download and Install the SDK for App Engine

The SDK for App Engine includes a local development server as well as the tooling for deploying and managing your applications in App Engine.

Go

Java

PHP

Python

The flexible environment (beta)

VMs on top of Google compute engine



Python



Java 8



Go



Node.js



Ruby



docker

Custom

app-engine is emulated locally

The screenshot shows a web browser window with the address bar displaying "localhost:8080/_ah/admin/". The page title is "Google App Engine" and the main heading is "tp-gae-142008 Development Console". On the left side, there is a navigation menu with links for "Datastore Viewer", "Task Queues", "XMPP", "Inbound Mail", "Modules", "Capabilities Status", and "Full Text Search". The main content area is titled "Datastore Viewer" and contains the following elements:

- Entity Kind:
- [Select different namespace](#)
- [Show indexes](#)
- A message: "Datastore has no entities in the Empty namespace. You need to add data programatically before you can use this tool to view and edit it."

Deployment methods



Feature	Standard environment	Flexible environment
Instance startup time	Milliseconds	Minutes
Maximum request timeout	60 seconds	60 minutes
Background threads	Yes, with restrictions	Yes
Background processes	No	Yes
SSH debugging	No	Yes
Scaling	Manual, Basic, Automatic	Manual, Automatic
Writing to local disk	No	Yes, ephemeral (disk initialized on each VM startup)
Customizable serving stack	No	Yes (built by customizing a Dockerfile)
Automatic in-place security patches	Yes	Yes
Network access	Only via App Engine services (includes outbound sockets)	Yes
Supports installing third-party binaries	No	Yes
Location	United States or European Union	While in Beta, United States only. European Union-hosted applications should not deploy apps to the flexible environment.
Pricing	Based on Instance hours	While in Beta, based on Compute Engine Pricing for each VM. Pricing will change in the future.

	FREE <small>LIMIT PER DAY</small>	PRICE <small>ABOVE FREE LIMIT</small>
Instances	28 instance hours	\$0.05 / instance / hour
Cloud Datastore <i>(NoSQL)</i>	<ul style="list-style-type: none"> • 50k read/write/small • 1 GB storage 	<ul style="list-style-type: none"> • \$0.06 / 100k read or write ops • Small operations free* • \$0.18 / GB / month
Network Traffic <i>(Outgoing)</i>	1 GB	\$0.12 / GB
Network Traffic <i>(Incoming)</i>	1 GB	FREE
Cloud Storage	5 GB	\$0.026 / GB / month
Memcache	<ul style="list-style-type: none"> • Free Usage of Shared Pool • No free quota for Dedicated Pool 	<ul style="list-style-type: none"> • Free Usage of Shared Pool • Dedicated Pool: \$0.06 / GB / hour
Search	<ul style="list-style-type: none"> • 1000 basic operations • 0.01 GB indexing documents • 0.25 GB document storage • 100 searches 	<ul style="list-style-type: none"> • \$0.50 / 10k searches • \$2.00 / GB indexing documents • \$0.18 / GB / month Storage
Email API	100 recipients	Contact Sales
Logs API	100 MB	\$0.12 per GB
Task Queue	5 GB	\$0.026 / GB / month
Logs Storage	1 GB	\$0.026 / GB / month
SSL Virtual IPs	-	\$39 / virtual IP / month
Bundled Services	Cron, Image Manipulation, SNI SSL Certificates, Socket API, Task Queue API, URLFetch, Users API	

Compute



App Engine
(PaaS)



Compute Engine
(IaaS)

Storage



Cloud Storage



Cloud SQL



Cloud Datastore

Services



BigQuery



Cloud Endpoints

Queues

Pull queues

dequeue, lease, delete. Dev side tasks can be tagged

Push queues

dequeues at a given rate
elasticity handled automatically

cron

tasks at a given recurrence