## PaaSterns for Java developers in the cloud

#### (aka The Cloud with no pain in the PaaS)

#### Sacha Labourey CEO, CloudBees, Inc.

#### September 18/19, 2012 - Zurich/Berne

©2012 CloudBees, Inc. All Rights Reserved

### Introduction – Sacha Labourey



- Born in 1975 in Switzerland
- JBoss
  - Clustering lead 2001
  - GM Europe 2003
  - CTO 2005
- Red Hat
  - JBoss acquisition in June 2006
  - co-GM of Red Hat's middleware division
  - Left Red Hat in April 2009
- CloudBees
  - Started in April 2010
  - About 30 bees in 6 countries











## Agenda

- What does "Cloud" mean to developers?
   laaS vs. PaaS vs. SaaS
- A few words on CloudBees
- A few PaaSterns
- Closing comments

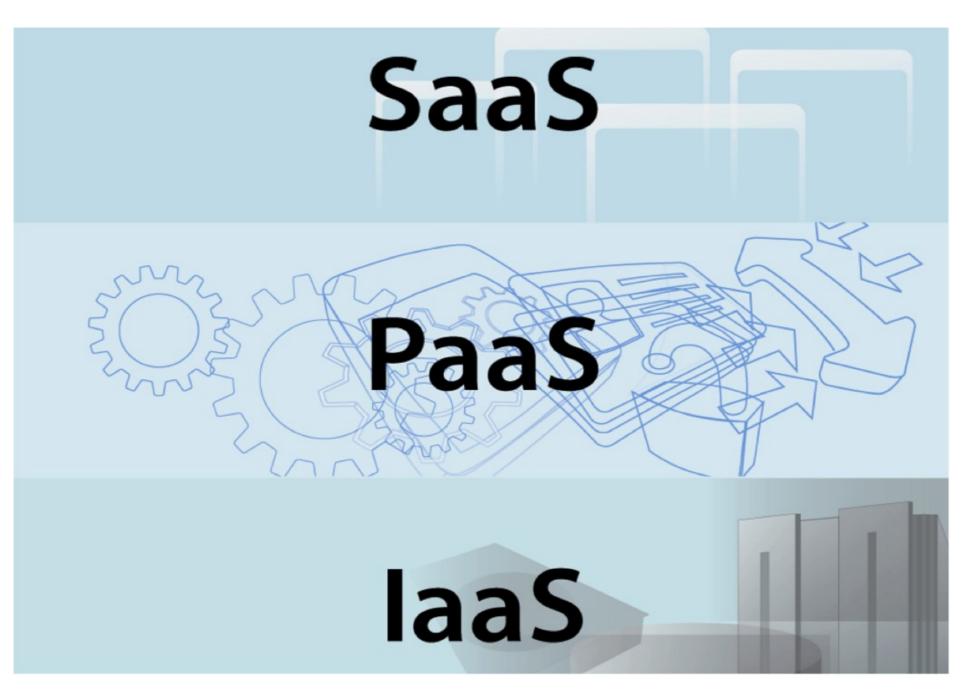


# What does "Cloud" mean to developers?

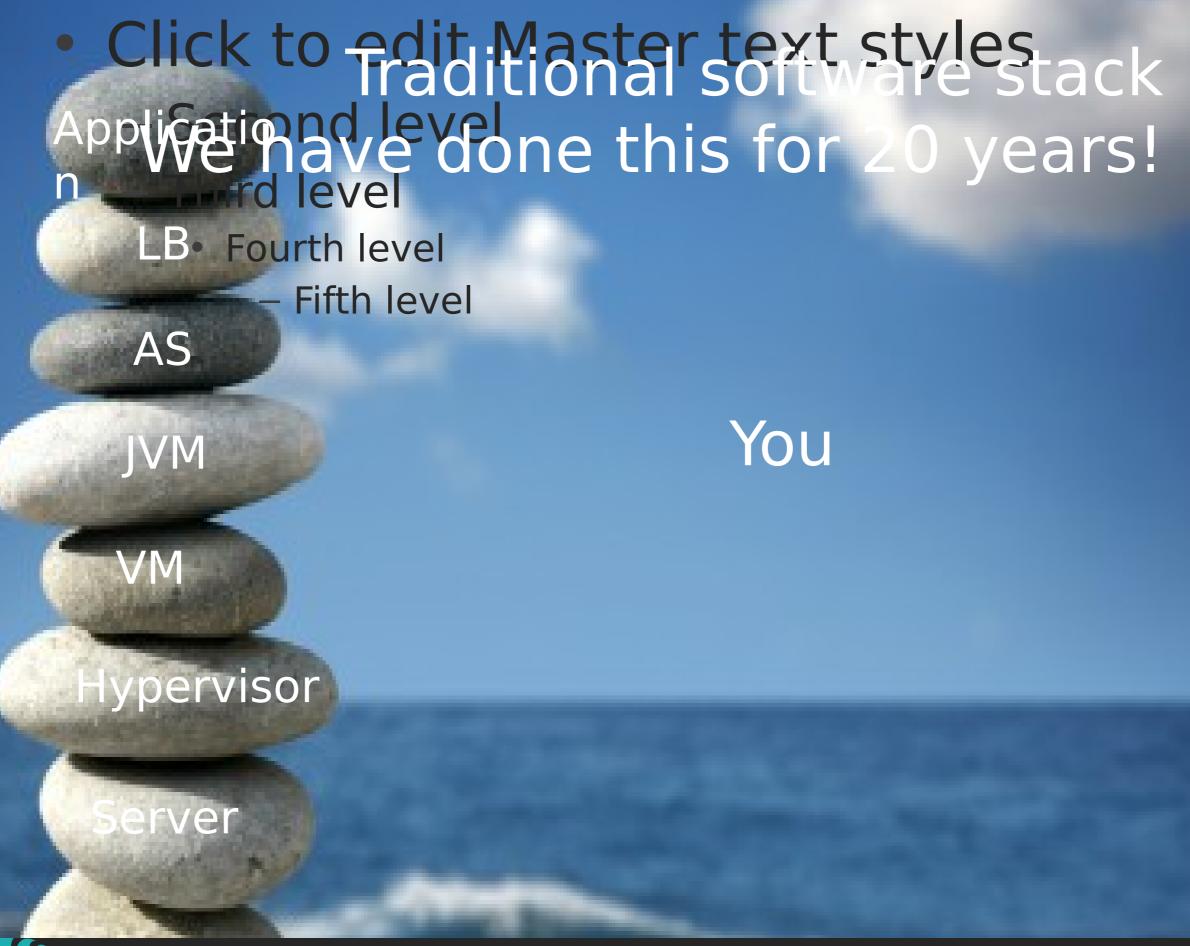
laas vs. PaaS vs. SaaS



#### Easy: « Just use a XaaS! »



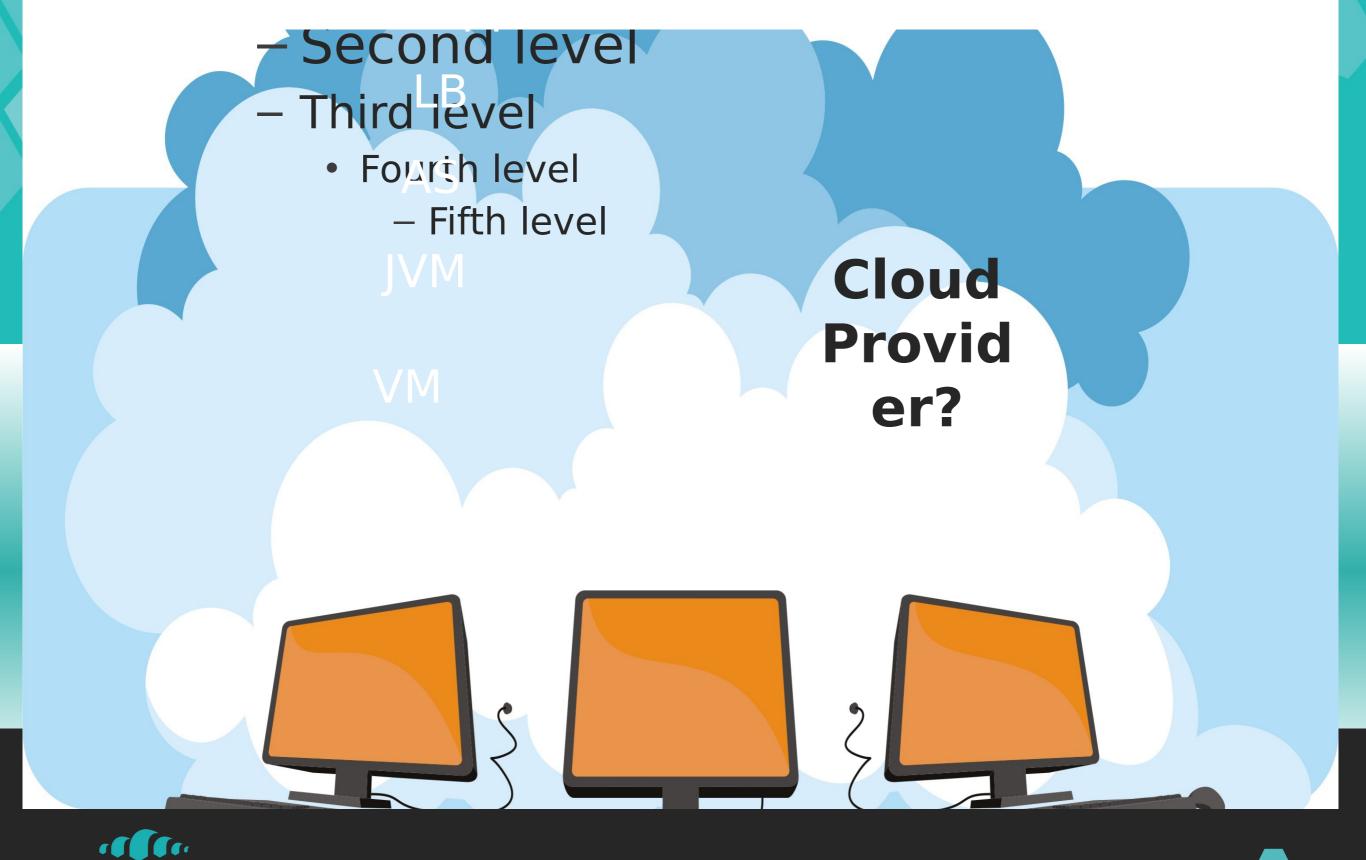






Cloud Computing: How to do it? Who does what?

loudBees

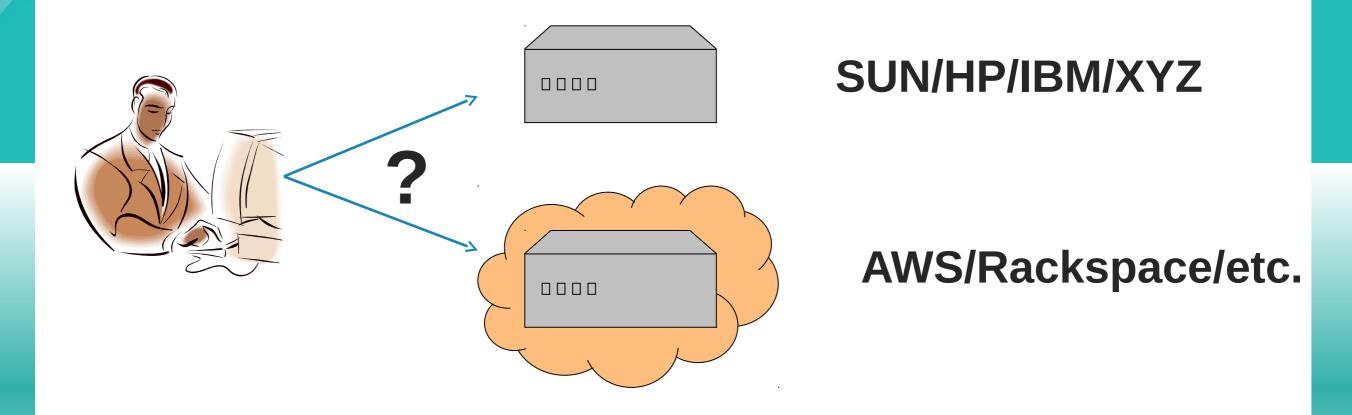


### laaS

- AWS the most popular example
- Server Lego blocks VM, storage, IP, etc.
- Development environment:
  - "Give me a server, an OS, a virtualization layer, an application server, a firewall, a database, I'll deal with it! And patch it. And monitor it. And..."
  - Flexible but c0mpLiCaTed
- User point of view
  - Custom systems and environments



### laaS – Let's try not to change too much...



#### Must probably be the same...



### laaS – Congratulations!



	ubuntu@don	nU-12-31-39-00-ED-A	3 - byobu	_ 0 ×
Eile Edit y	iew Terminal Help			
Linux domU- C 2009 1686		2.6.31-300-ec2 #3-Ub	untu SMP Sat Sep	26 10:31:44 UT
	fficial Ubuntu docu .ubuntu.com/	umentation, please v	isit:	Contraction of the
System in	formation as of Mor	Nov 2 23:09:43 UT	C 2009	STITLES
		Memory usage: 5% Swap usage: 0%		
Graph thi	s data and manage t	this system at https	://landscape.cano	nical.com/
system to y	our needs, you can	of the system is ins choose to install o tware by running the	ne or more	he
sudo tas	kselsection serv	ver		A state
ubuntu@domU	-12-31-39-00-ED-A3:	-5		

ec2-terminate-instances ?-purchase-reserved-instance-of ec2-reboot-instances ec2-detach-volume \*stop-instances ec2-create-imag -revoke ec2-allocate-address Chef?-migrate-image chef ec2-attach-volume puppet ec2-associate-address ec2-delete-snapshot ec2-release-address ec2-delete-volume ec2-get-r ec2-register ec ec2-start-instances

"Great" news: you have now become responsible for the data-center!



### laaS – Consequences

- Directly managing your laaS resources provides you with resource elasticity (CAPEX-free), but...
- The amount of soft-IT typically required to do so is ... higher!
  - All of the traditional IT activities remain (maintain/patch/monitor OS+JVM+AS+DB++, etc.)
  - + cloud-specific items: elasticity/security/automation
- I can read your mind: this <u>is</u> where you will start
- My advice? Move on...



### SaaS

- SalesForce.com, Zendesk, NetSuite, etc.
- Development environment
  - Rigid mostly through CONFIGURATION
  - When available "development" takes place within the SaaS itself
- User point of view
  - Standard applications
  - Very fast bootstrap
  - Most of the time, lock-in is very high





## PaaS

- Cloud concepts are applied to Applications and Data
  - On-demand, pay-as-you-go, elasticity, etc.
  - No need to handle updates, patches, scalability, failover, etc.
- Development environment
  - "Give me my typical development environment and manage everyt else for me – servers, scalability,
- User point of view
  - Custom applications
  - Harder to "grasp" initially

### This is a **Service**, not just some **Software**!



## One last warning...

- Could I please get a « Private PaaS »?
  - Sure! We can also sell you a private jet!
  - Very tempting! All of the advantages but no decision about the cloud is needed! And I'll be able to customize it!
- Yes, but...
  - A great part of the value from a PaaS comes from the « S »: <u>SERVICE</u>
  - With a public PaaS, you are outsourcing your Operations & DevOps
  - With a Private PaaS you'll get a better « interface » between DEV and IT compared to traditional middleware, but, overall, you remain in charge of all operations!
  - And remember: Customization is the root of all evil!
  - « Can I get a 160V plug just for this toaster? »

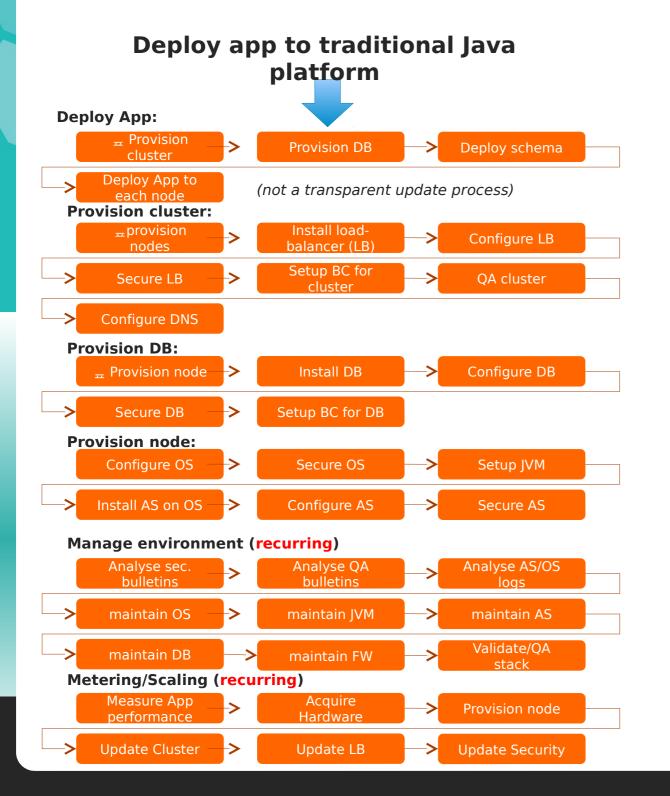


## Why am I telling you all of this?

#### Enter into the world of CloudBees!

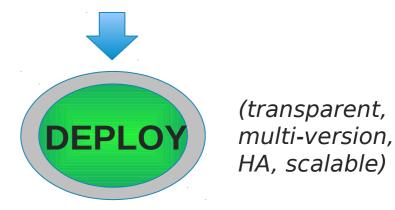


## Why does CloudBees rock?



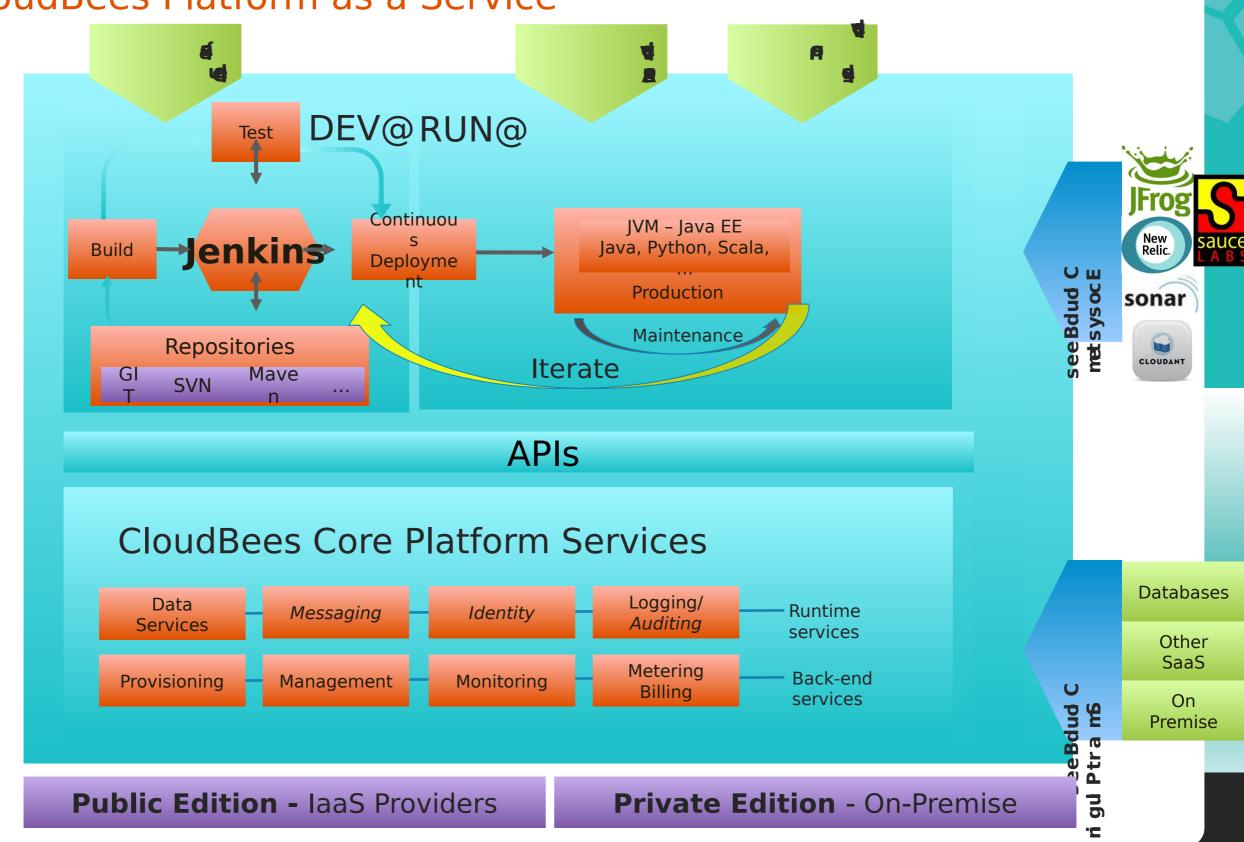
CloudBees

#### Deploy app to CloudBees



- No need to care about servers, load-balancers, firewalls, backups, etc.
- The environment is constantly managed and monitored
- Scalability happens in realtime
- Integrated failover/HA
- We do « Ops », you do « Dev »

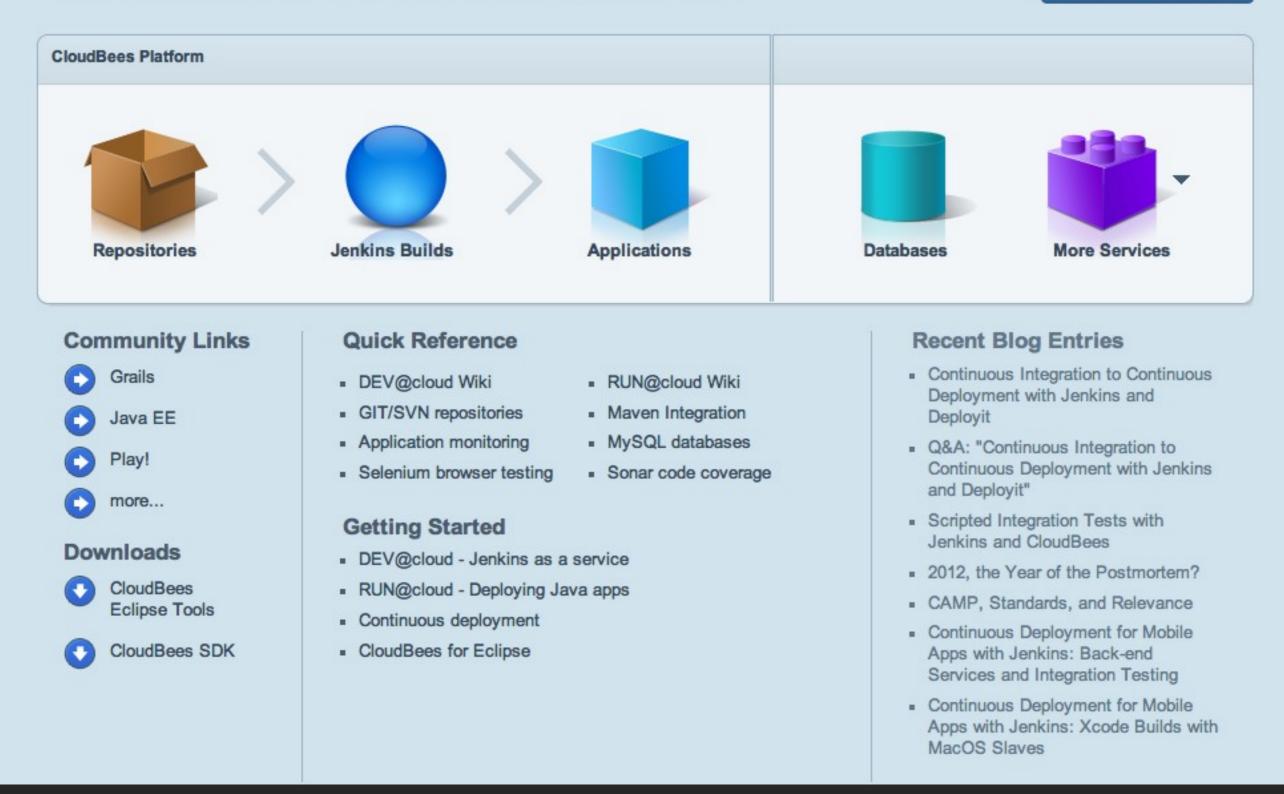




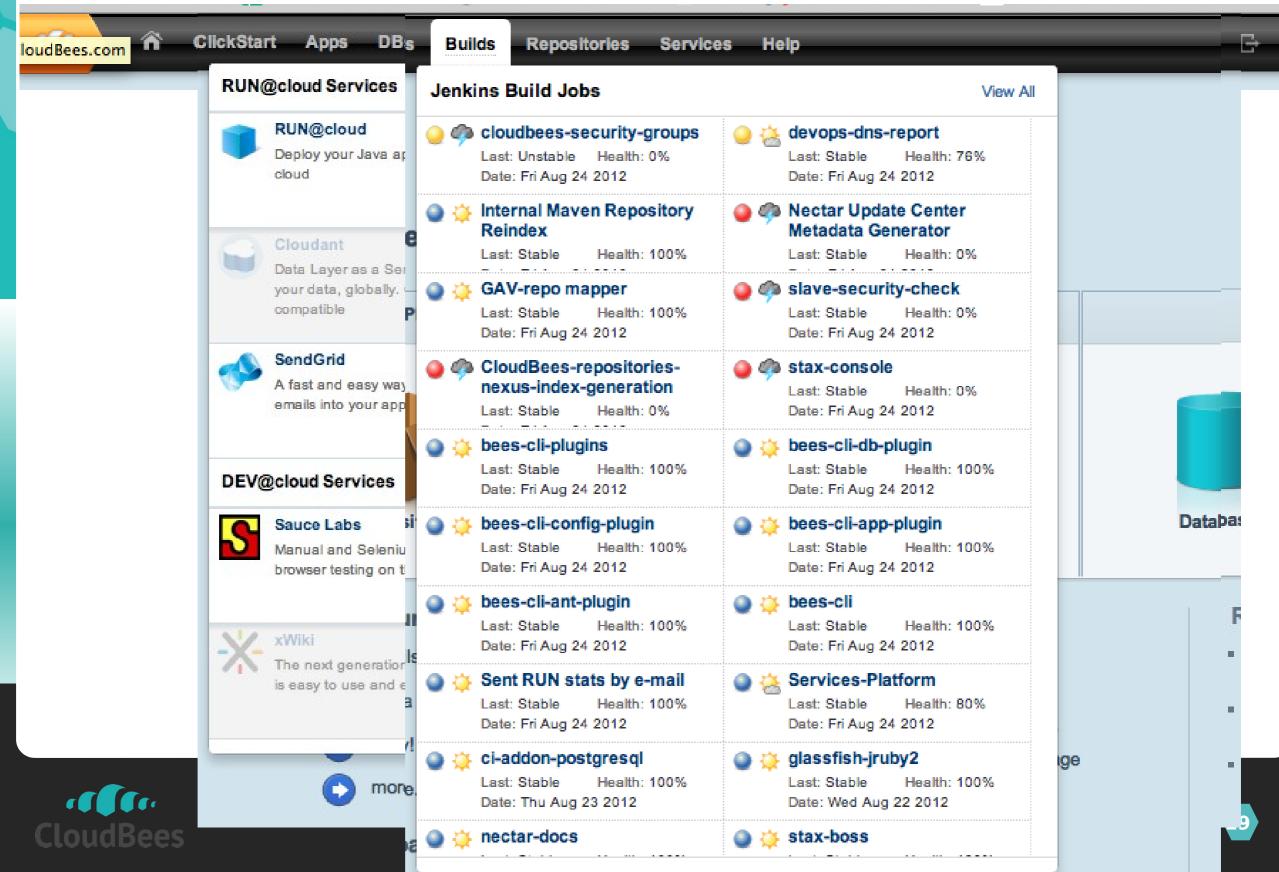
CloudBees

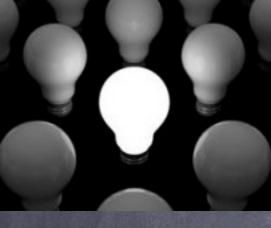
#### Welcome to CloudBees - Click a service to get started!

Browse Ecosystem \*



### All of you assets in a click!





## Let's move onto some "PaaSterns" now...

(mostly "good design" principles)

## Patterns...

Starting... Portability in the cloud Tiers vs Tears Deployment Environments Dev & Prod Parity Data & App cloning Networking CDNs Cloud Automation Continous Deployment SOA

## Getting started

Lots of new things to learn! (delegation of trust, access to legacy data, latency, elasticity, iterativity, etc.)

The cloud is not perfect Might not solve all of your problems today

> Put a team together Start small Non-critical Learn and Extend (and enjoy!)

## Portability



#### Follow the right patterns

Avoid lock in to any cloud! Java is your friend here Lock-in mostly with PaaS API (automation) not an issue initially

In fact - easier to go "cloud  $\pm$  on premises" than other way around (cloud keeps you "clean")

Data is "sticky" so be careful with DBs (any DB, cloud or not cloud)



#### All your job





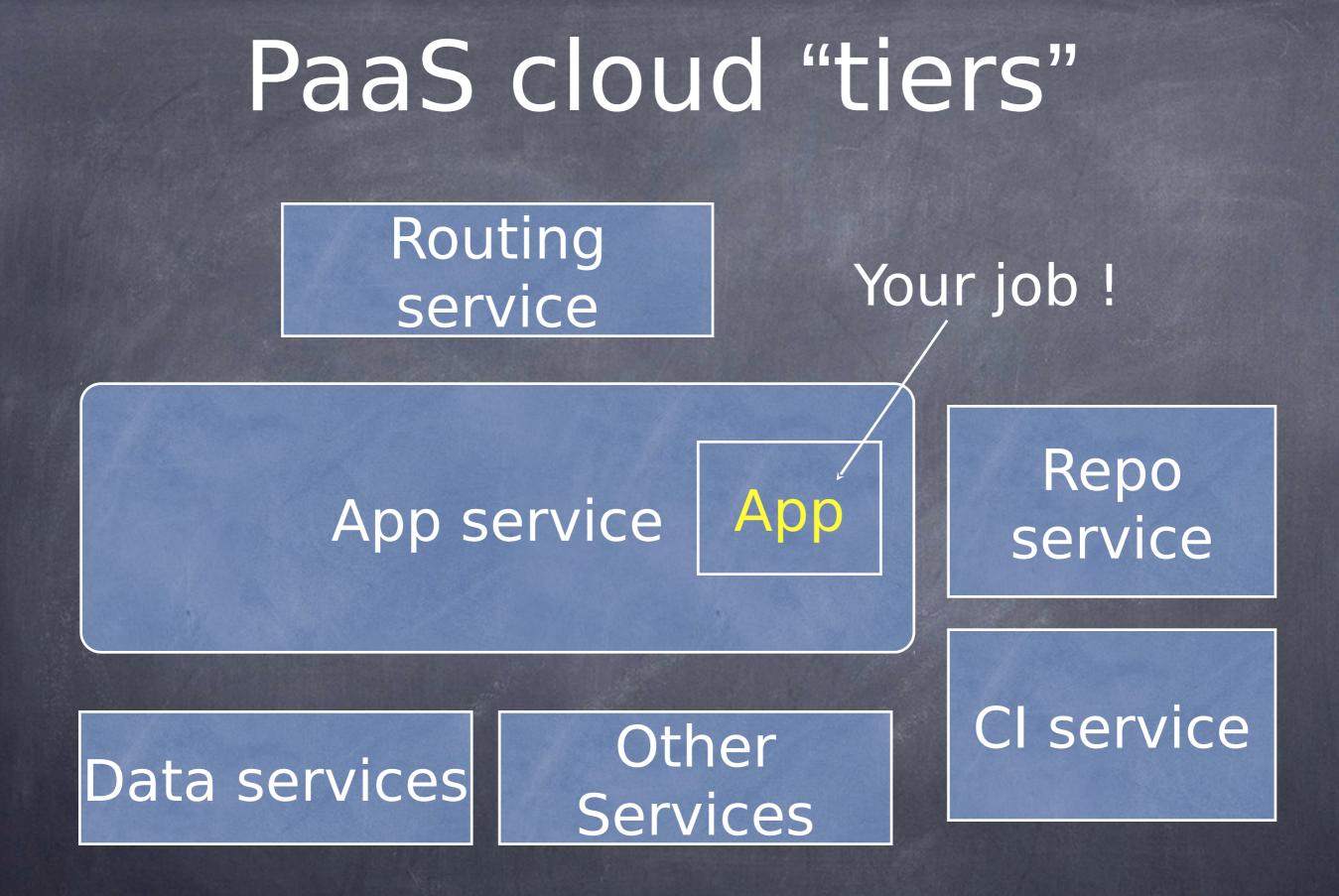


DB

#### Other services

Dev servers

#### Repos and build



## problem

All services are someone else's problem Note transition from server -> service

Similar, but nuanced

## servers



Large, expensive Vertically scalable Intrinsic redundancy CAPEX not OPEX outages rare\*\*, but long

## Cost of provisioning: high in time and money

\*\* Really?

## Common cloud servers



Numerous, cheap Horizontally scalable \*\* Outages more common, but short PaaS job is to hide all this ! Not your problem !

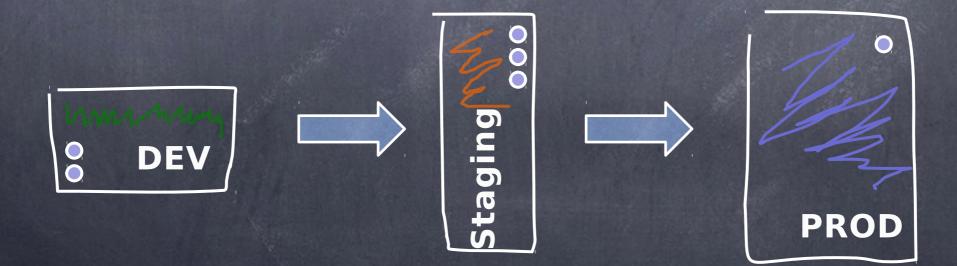
## Cost of provisioning: low in time and money

\*\* Actually a lot of choice nowadays

# Environments

Classic: Dev, Test, UAT, Staging, Production Often anemic hardware for non prod Work to move between

Hardware/software not consistent



## Dev and Prod parity

Homogenous environments Dev and prod "identical" differ in name only No "server crunch" - so why compromise No "surprises" when promoting

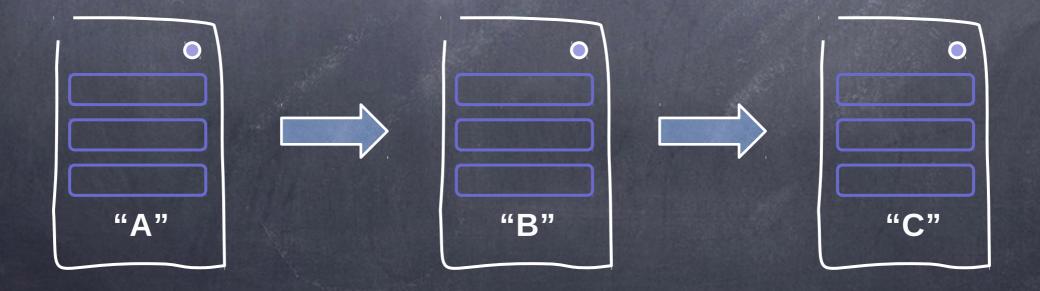
Only pay for what you use: hi-fidelity environments - start/stop as needed



## **BEARS REPEATING**

## Dev and Prod parity

#### Dev and prod differ in name only



## One App Many Deploys

Parameterize via Environment variables When build "promoted" - same bits as tested !!

"common sense" ??

"Config varies substantially across deploys, code does not" \*\*

\*\* (http://www.12factor.net/)

Applications			View All		
Opzilla		Run		Click a service to	get started!
Status: active	View	Status: active	View		
API		run-staging			
Status: active	View	Status: active	View		
providers		mytestapp			
Status: active	View	Status: hibernate	View		
nectar-license-generator		security-test			
Status: active	View	Status: hibernate	View		
permission-test		gc-executor		kins Builds	Applications
Status: hibernate	View	Status: active	View		
xwiki		services-platform			
Status: active	View	Status: active	View	uick Reference	
providers-dev		apptester		DEV@cloud Wiki	<ul> <li>RUN@cloud Wiki</li> </ul>
Status: active	View	Status: hibernate	View	GIT/SVN repositories	<ul> <li>Maven Integration</li> </ul>
services-dev		newrelic-dev		Application monitoring	<ul> <li>MySQL databases</li> </ul>
Status: active	View	Status: hibernate	View	Selenium browser testing	<ul> <li>Sonar code coverage</li> </ul>
services-ui		jenkins-proxy-dev			
Status: active	View	Status: active	View	etting Started	
newrelic-staging		providers-staging		DEV@cloud - Jenkins as a	service
Status: hibernate	View	Status: stopped	View	RUN@cloud - Deploying Ja	va apps
newrelic		services-staging		Continuous deployment	

## One App Many Deploys

You can have multiple concurrent versions ...as many as you need

Differ in URL

Slowly transition

Enables A/B testing

## Data cloning

#### For "modest" volumes of data Clone into each environment:

IC S

CloudBees-community / cloudbees-data-refresh

1 Pull Request I Watch 2 P Fork

2

forked from stevemac007/cloudbees-data-refresh

Code	Network	Pull Requests 0	Wiki	Graphs	Admin
A simple library to allo					

## Networking

<u>Classic:</u> layered, partitioned, ops controlled firewalls

<u>Cloud:</u> flatter networks, programmatic firewalls Firewalls also happen at server level

A PaaS manages this for you

## Hybrid Networking

Need: cloud apps, but some "behind firewall data"

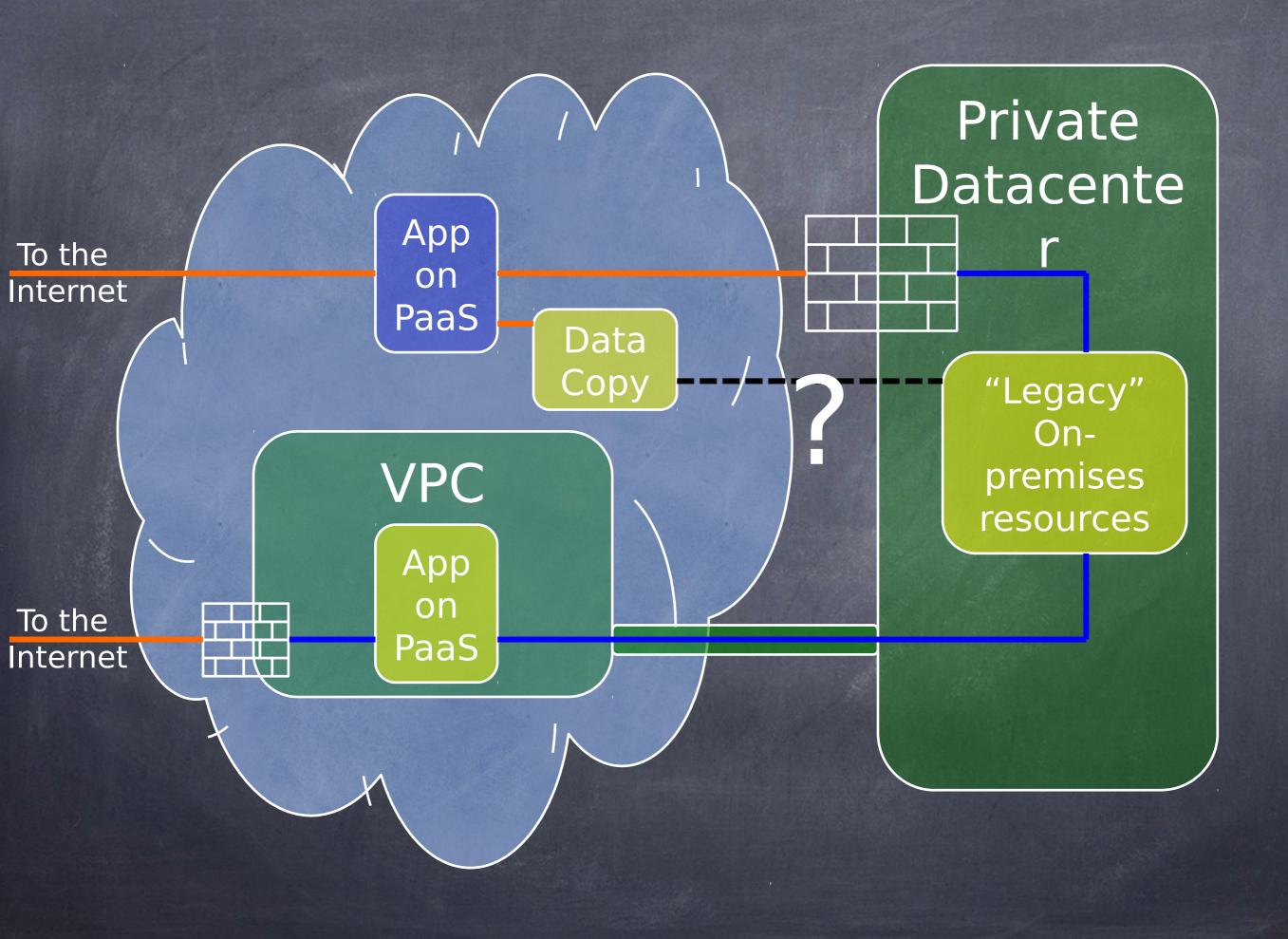
Very frequent within companies using Java

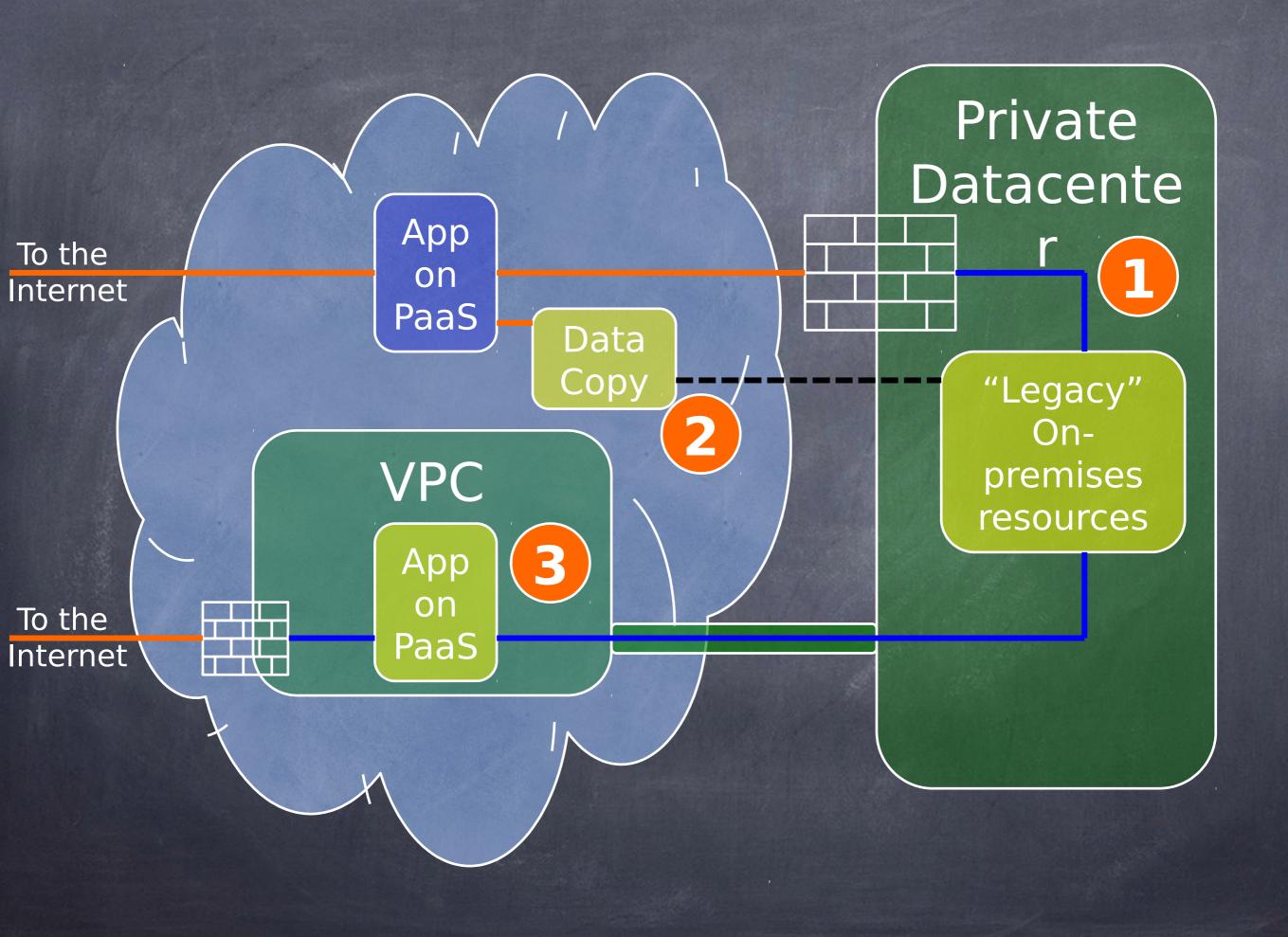
#### **Typical Solutions:**

- Replicate data
- VPN

 Firewall rules on private network (fixed IPs) that expose select services (optional tunneling)

- VPC (growing usage!)





#### Use A CDN

CDN=Content Delivery Network

Fight latency Move static/cacheable content to CDN edge nodes

Examples: Amazon Cloudfront, Cachefly Now easily accessible by "anybody"



#### Shift to cloud -> shift to remote servers (sometimes) Great, let's take it to our advantage!

Some users latency sensitive Use a CDN with geo-aware DNS (all of them)

Bulk of "data" delivered can be cached in some cases

## cache

Use hash based asset paths (framework + build tools help)

No expiry caching

----

Maximum chance of cache hit and low latency Massively improve experience of modern apps

## Latency Friendly GUIs

Web interfaces: lightweight js + background loading (eg backbone.js style)

Mobile apps: naturally latency friendly

Classic request/response web apps are latency sensitive.

Some latency inevitable, pick frameworks wisely

# APIS

All types of clouds have apis

Make use of them from builds: Deploy time (easy roll back !) Development and testing (multiple environments)

Cost saving: only run when needed

bees app:stop
bees app:hibernate \*\*

\*\* will wake when testers need it

## Deploy early and often

When it is easy to roll back, it is easy to deploy Deliver smaller changes, more often (data breaking changes, you can take your time !)

Risk in deployment is proportional to the time since last deployment

Risk = X \* (Now - LastDeployment)

# Deployment

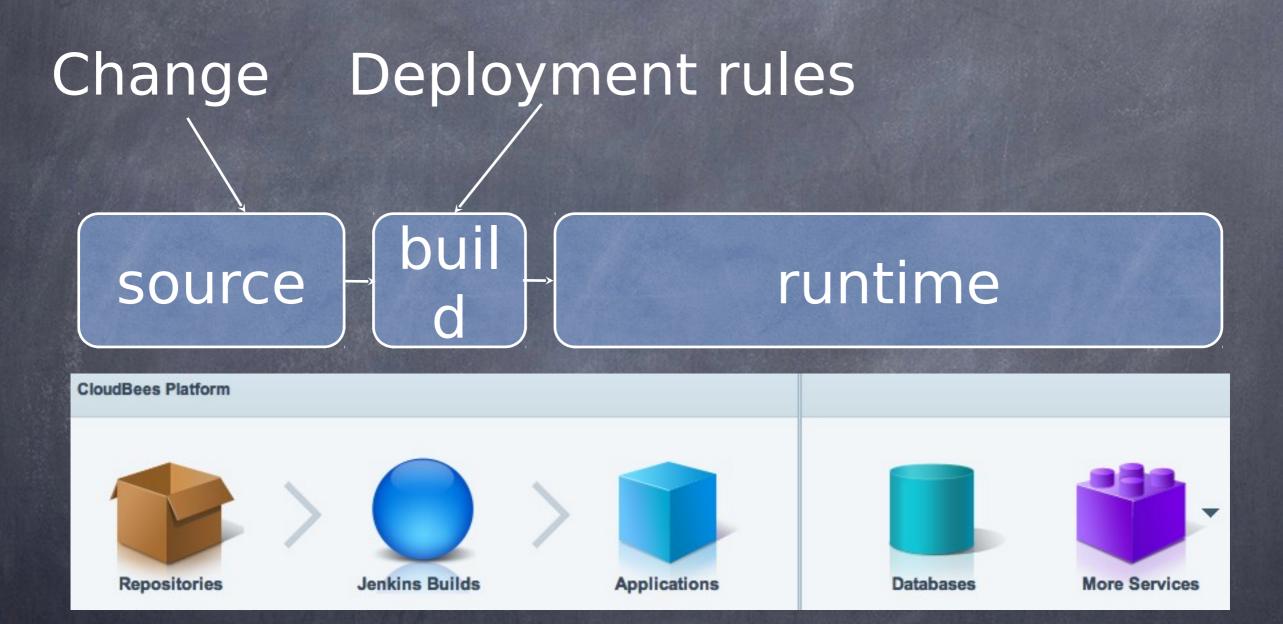
CI == continuous integration Continuous deployment takes the next step

Tests + Automation == Lower risk

Deploy to "an environment" continuously (may not be production !)

Need a "build/test/dev" automation workflow server (eg Jenkins)

# Deployment



#### If only someone had built this !

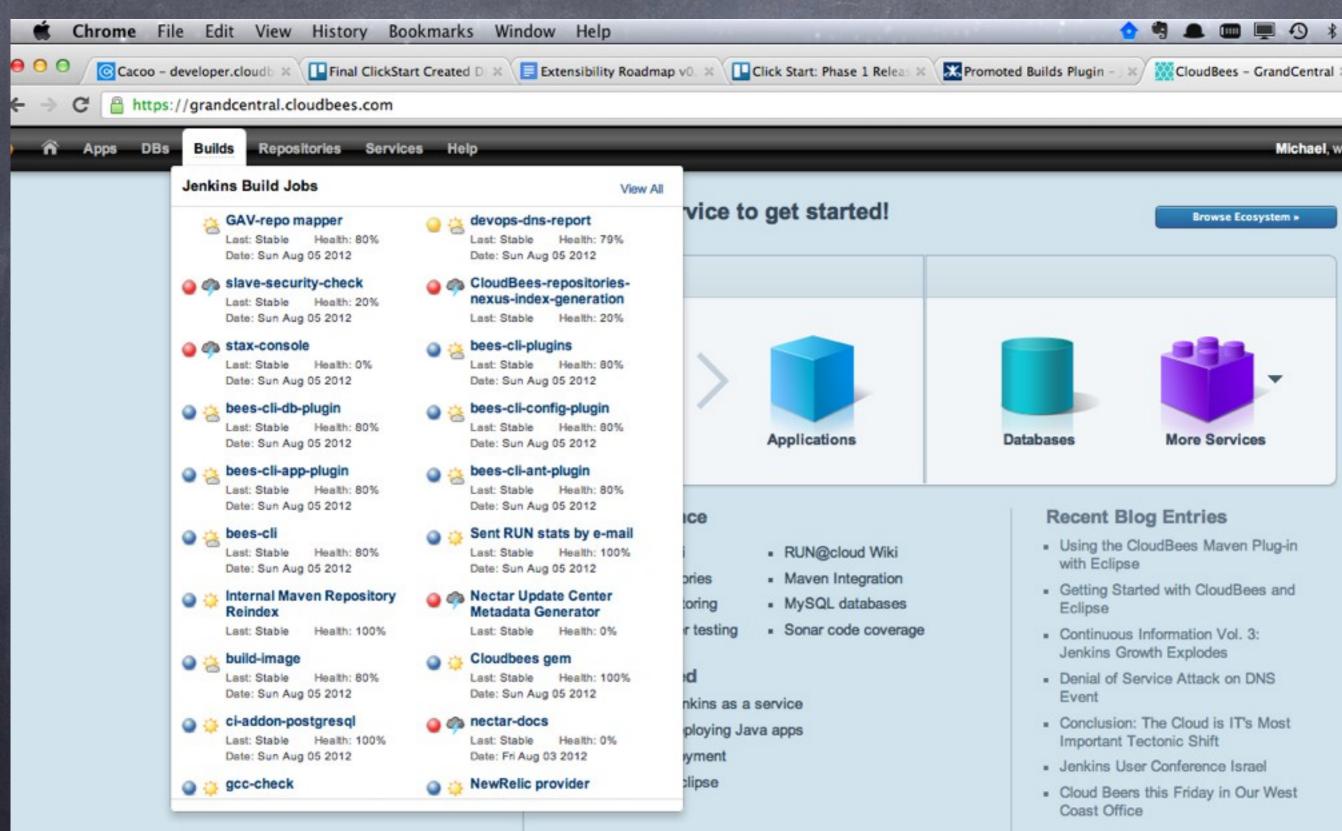
### Build Workflow



		Should the post	t-build steps run o	
	Add post-build step $ extsf{ imes}$			
	Deploy to CloudBees			
1	Execute Windows batch command			
	Execute shell			
	Invoke Ant			
	Invoke top-level Maven targets			
	Abort the build if it's stuck			

> 400 plugins

## Dog Fooding



SOA

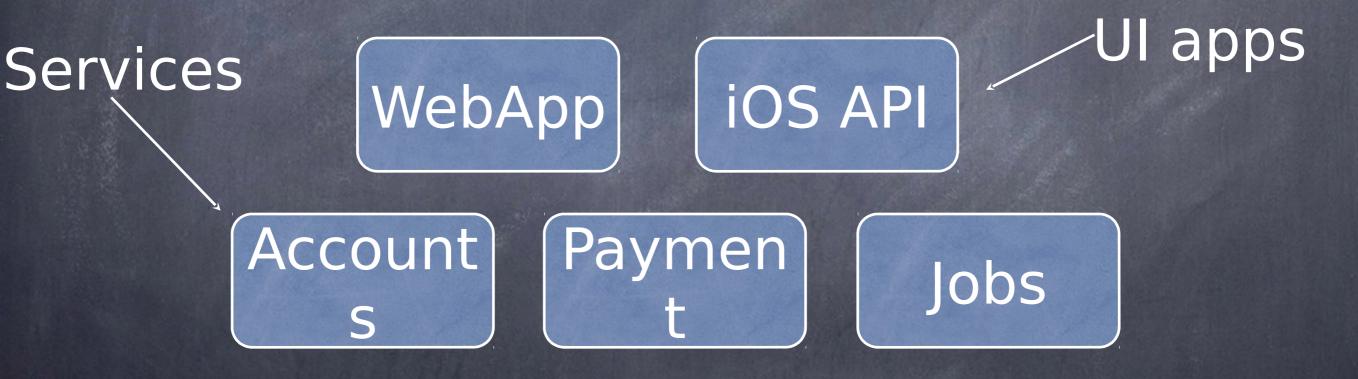
Same Old Architecture? Got a bad name due to WS-\* and Enterprise Vendors

Is a very useful approach In use by all modern web companies Just not WS-\* !

Build apps as composeable, re-useable services On paas cloud: http + rest

SOA

Build multi tiered applications Separate out tiers Separate out background vs online GUI vs backoffice functionality



All are just apps on a PaaS

SOA

Services are still just apps ! They are consumed by other apps

Different apps/services can have different release cadences

Use CI automation to help keep things in sync

HTTP interfaces for your own use (health, business stats) - not just user facing

### Use Natural Sharding

Many apps have a "natural" way to split up data if needed

(users, accounts etc)

As a way to scale out, split apps into multiple instances

Databases in to shards

Cheap and easy to clone environments if needed.

### REST-api first design

Increasingly common to build REST apis first Separate apps for Web, Mobile clients Server side becomes less GUI centric Shift in frameworks - choose wisely Services, like databases, live on, are reused, and composed into new services

#### Prefer Stateless

Easy to say - hard to do Stateless apps delegate state to: Databases, cookies, cache servers, external services

> Places state can "hide": User sessions, caches, frameworks

#### Prefer Stateless

Session data:

Use session service (cloudbees service) – cluster friendly (and transparent)

cookies (modulo security) database

#### Maybe Stateful

Stateful is actually ok:

A cache that can be replaced eg Lift Web Framework not required to be replicated

In this case - use "sticky sessions" - session affinity to a server (just a flag on cloudbees)

Scale up vs out

State is short lived

#### Prefer Stateless

Why stateless?

Allows fine grained scaling Allows scaling out (as well as up +1 dimension) High Availability Zero downtime deploys

Client side UI state (eg mobile, HTML5) makes this easier than ever

Why does a server care what tab a user has selected?

# scaling

Smaller state-light apps Scale out quickly

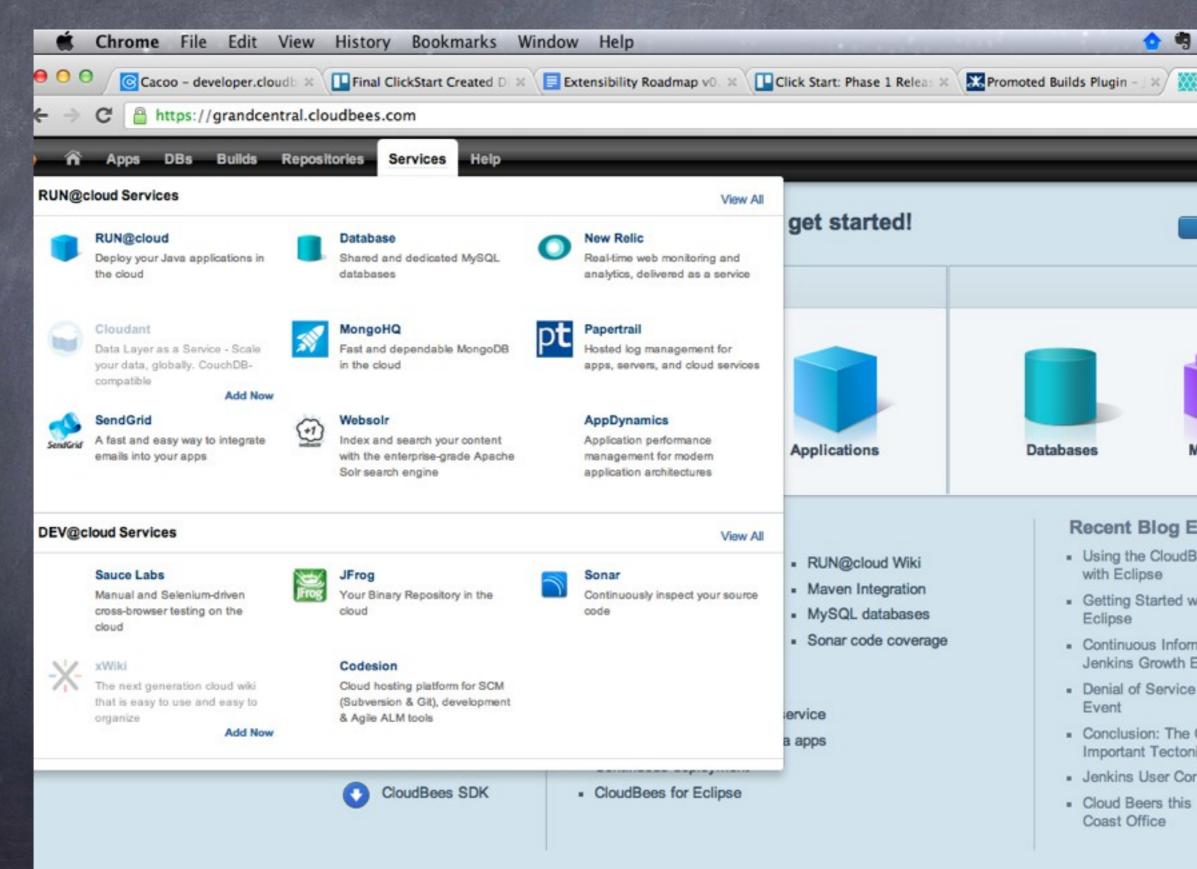
Autoscale (track stats, ensure SLA being met automatically) (no work for you !)

Only pay for what you need

Why host your own email service Why host your own monitoring/analysis

#### Some PaaS providers

(CloudBees, Heroku, etc.) Offer a rich ecosystem to choose from (send grid, new relic, for example)



This is the "re-use" we were "promised" many years ago

Finally delivered Compose services together

Worried about lock in?

Data services are built on open source, you can always export your data and host it yourself

Other services are less "latency sensitive" (eg newrelic is popular for on-prem systems too)

#### Skunkworks

"It is easier to ask forgiveness than it is to ask permission" -- Grace Hopper

#### Cost of trying/building is cheap, so you can "just build it"

Find a part of your application that could be split off into a cloud service on a paas

"ask forgiveness"

#### Example: Lose it!

#### Lose it!

- Mobile application
- >10 millions customers
- >20,000 transactions per minute, at peak time
- And... only 4 employees and ...2 developers!
  - No IT, no servers, no DevOps
  - Complete focus on SOFTWARE DEVELOPMENT
  - Anything else is handled by CloudBees (AS + DB)
- Unmatched productivity level!
  - This is possible TODAY
  - Will you wait for your competitors to shoot first?

#### Weather Forecast

By 2020, IT will either be about...

SaaS

or

PaaS

"Can I find a pre-built solution that matches my needs?" \_\_ SaaS "If not, then I need to build a custom application" <u>\_\_\_\_\_ PaaS</u>

# Force

You can't really get what is a PaaS until you try it

You need to feel this "ah ah!!" moment

Register on CloudBees.com (free and complete)

• (Jenkins as a Service, Git, SVN, Maven, MySQL as a Service, Eclipse Plugin, etc.)

www.cloudbees.com/signup

#### Get started in a click



i.e. you have no excuse!

#### Thank you

# CloudBees®

@SachaLabourey