





Allocation



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Allocation

Relationship between Software and its execution environment

Where does each component run?



Allocation

Deployment view

Packaging, distribution, deployment

Distribution channels

Delivery options

Execution environments

Deployment pipeline

Software in production

Configuration

Capacity planning

Logging & Monitoring

Incidents & post-mortem

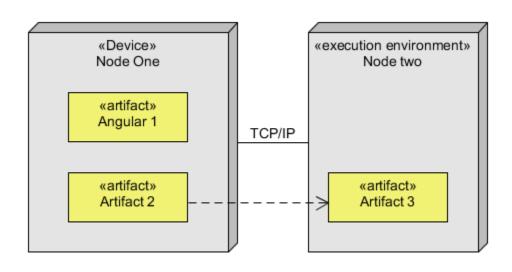
Chaos engineering

Deployment view

UML has deployment diagrams
Artifacts associated with computational nodes
2 types of nodes:

Device node

Execution environment node



Packaging, distribution & deployment

Packaging

Create an executable from source code Package consists of:

Compiled code

Even for interpreted languages:

Transpiled, obfuscated & minimized

Configuration files

Environment variables

Credentials, etc.

Libraries & dependencies Installation scripts

User manuals & docs



Publishing releases

A *release* implies functionality changes Planning

Publishing a release has costs

Usually, current users don't want new releases

External factors:

Marketing, clients, hardware, ...

Agile model: frequent releases

Continuous delivery minimizes risk

Continuous delivery

Continuous delivery

Frequent releases to obtain feedback as soon as possible

Deployment pipeline

Advantages:

Embrace change

Minimize integration risks



Wabi-sabi philosophy

Accept imperfection

Software that is not finnished: Good enough

Feature toggles and canary releases

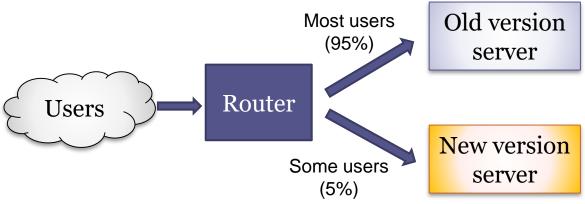
Feature toggles

Also known as *feature flags*, *feature bits*,...

Modify system behaviour without changing code

Canary releases

Introduce new versions by slowly rolling out the change to small subset of users



https://martinfowler.com/articles/feature-toggles.html https://martinfowler.com/bliki/CanaryRelease.html

Distribution channels

Traditional distribution

CDs, DVDs, ...

Web based

Downloads, FTP, ...

Application markets

Linux packages

App stores:

AppStore,
Google Play,
Windows Store











Software computation options

Data Center (On-premises):

Se instala y ejecuta en computadores del cliente

Cloud computing: SaaS (Software as a Service)

Computer resources on demand

Edge computing

Computation done near customer devices

Connected devices process data closer to where it is created

Example: IOTs, Connected cars, ...

Fog computing

Computation at intermediate nodes (Local Area Network)

Software computation options

Cloud layer

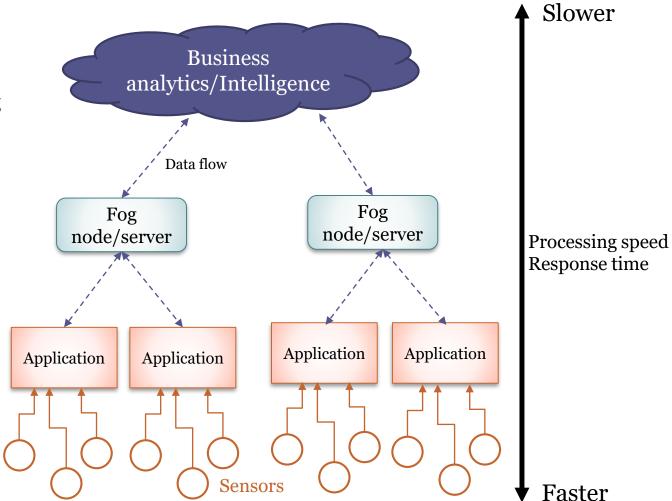
Data centers
Big data processing
Data warehousing

Fog layer

Local network Control response

Edge layer

Real time Micro data storage On-premises visualization Embedded systems



Execution environments

Physical Hosts

Big computer vs server farms

Virtual machines

Multiple OS can exist in the same machine

Provide portability and isolation

Very popular

Most applications run on virtual machines

Performance can be less predictable

Containers

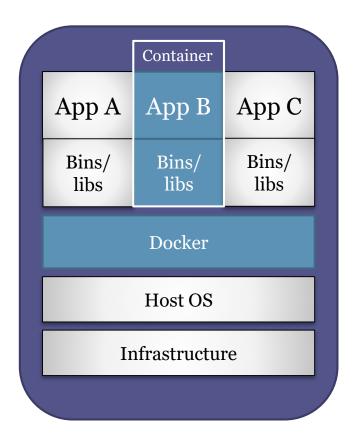
Docker

Local execution of processes Images distributed in containers



Virtual machines vs Containers

	VM	
App A	App B	App C
Bins/ libs	Bins/ libs	Bins/ libs
Guest OS	Guest OS	Guest OS
Virtual I	Hardware/e	emulator
Ir	nfrastructu	re



Containers

Advantages

Performance: less overhead and system resources Increased portability

Easy installation: Deployment as code

Adapt very well to microservices

Challenges:

Management:

Containerized applications can have lots of instances

Coordination between containers

Approaches: Kubernetes, Docker swarm

Continuous deployment

Deployment pipeline: Automated implementation of an application's build, deploy, test and release process Goals

Create runtime environments on demand
Fast, reliable, repeatable and predictable outcomes
Consistent environments in staging and production
Establish fast feedback loops to react upon
Make release days riskless, almost boring

Deployment pipeline

Patterns

```
Infrastructure as code
```

Keep everything in Version Control

Code

Configuration

Data

Align development and operations (DevOps)

Tools:

Ansible, Chef, Puppet,...

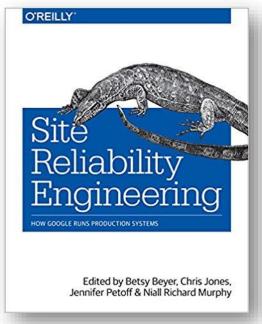
Best practices: https://12factor.net/

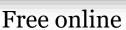
Software in production

Key quality attributes:

Availability
Reliability
Observability

Recommended books







Reliability

Capacity planning

Load testing

Example: JMeter, Gatling

Load balancing

Increase reliability through redundancy

Failover



Logging and monitoring

Quality attribute: Observability

Usually not required by customer

Logging

Usually easy to generate

Logging as stream processing: Apache Kafka

Metrics & Monitoring

Time-series database systems & visualizations

Prometheus, Graphite, Grafana, Datadog, Nagios, ...

Health checks



Incidents & post-mortem

Resolve and review incident

Ensure team view it as **blameless**

Create post-mortem report

Incident details

Root Cause Analysis

Timeline and actions taken to resolve it

Identify preventive measures

Chaos engineering

Started by Netflix in 2010 (Chaos Monkey) Test distributed systems

Break things on purpose

Failure injection testing

Ensure that one instance failure doesn't affect the system

Antifragility and resilience

End of presentation