

# The Design of The C++ Runtime For AWS Lambda

CppCon 2019

Marco Magdy  
Senior Software Engineer



# Disclaimer

- This talk is mini deep dive on how C++ runs on Lambda
- This talk is NOT a tutorial or a walkthrough on using the C++ runtime for Lambda
- This talk is NOT a sales pitch for AWS Lambda

# Overview

1. **What is AWS Lambda?**
2. A bit of history
3. What is the C++ runtime for Lambda?
4. What was particularly hard about running C++ in Lambda?
5. Advantages of using C++ with AWS Lambda

# What is AWS Lambda?

- A service that lets you run code without provisioning or managing servers.
- You pay only for the compute time you consume.
- Lambda takes care of everything required to run and scale your code with high availability.
- You can set up your code to automatically trigger from other AWS services or call it directly from any web or mobile app.
- The code runs on x86 64-bit Amazon Linux machine

# Overview

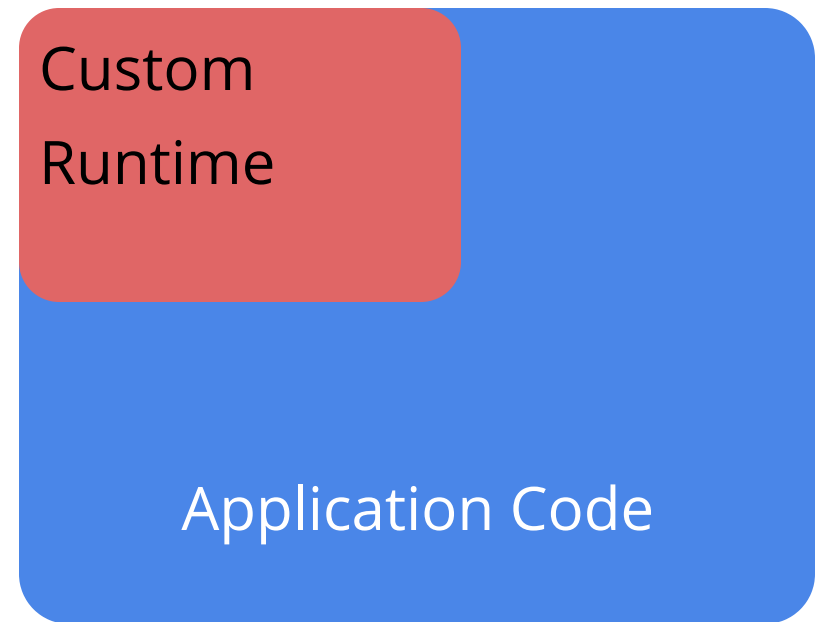
1. What is AWS Lambda?
2. **A bit of history**
3. What is the C++ runtime for Lambda?
4. What was particularly hard about running C++ in Lambda?
5. Advantages of using C++ with AWS Lambda

# A Bit of History

- Lambda supports running code written in JavaScript, .NET, Go, Python, Java, and *custom-runtimes*
- Custom runtimes support was added in 2018, which made it possible to write Lambda functions in any language.
- If your language speaks HTTP, then you can interface with Lambda.
- A GET HTTP request to get the details of an incoming invocation
- A POST HTTP request to submit the results back to Lambda

# Lambda Host

local endpoint



# Overview

1. What is AWS Lambda?
2. A bit of history
3. **What is the C++ runtime for Lambda?**
4. What was particularly hard about running C++ in Lambda?
5. Advantages of using C++ with AWS Lambda



# Hello World

```
1 #include <aws/lambda-runtime/runtime.h>
2
3 using namespace aws;
4
5 lambda_runtime::invocation_response my_handler(lambda_runtime::invocation_request const& req)
6 {
7     if (req.payload == "Hi") {
8         return lambda_runtime::invocation_response::success("Hello World" /*payload*/,
9                                                             "application/text" /*content-type*/);
10    }
11
12    return lambda_runtime::invocation_response::failure("Something Went wrong" /*error message*/,
13                                                         "BadRequest" /*error type*/);
14 }
15
16
17 int main()
18 {
19     lambda_runtime::run_handler(my_handler);
20     return 0;
21 }
```

# Hello World

```
1 #include <aws/lambda-runtime/runtime.h>
2
3 using namespace aws;
4
5 lambda_runtime::invocation_response my_handler(lambda_runtime::invocation_request const& req)
6 {
7     if (req.payload == "Hi") {
8         return lambda_runtime::invocation_response::success("Hello World" /*payload*/,
9                                                             "application/text" /*content-type*/);
10    }
11
12    return lambda_runtime::invocation_response::failure("Something Went wrong" /*error message*/,
13                                                         "BadRequest" /*error type*/);
14 }
15
16
17 int main()
18 {
19     lambda_runtime::run_handler(my_handler);
20     return 0;
21 }
```

# Hello World

```
1 #include <aws/lambda-runtime/runtime.h>
2
3 using namespace aws;
4
5 lambda_runtime::invocation_response my_handler(lambda_runtime::invocation_request const& req)
6 {
7     if (req.payload == "Hi") {
8         return lambda_runtime::invocation_response::success("Hello World" /*payload*/,
9                                                             "application/text" /*content-type*/);
10    }
11
12    return lambda_runtime::invocation_response::failure("Something Went wrong" /*error message*/,
13                                                         "BadRequest" /*error type*/);
14 }
15
16
17 int main()
18 {
19     lambda_runtime::run_handler(my_handler);
20     return 0;
21 }
```

# Hello World

```
1 #include <aws/lambda-runtime/runtime.h>
2
3 using namespace aws;
4
5 lambda_runtime::invocation_response my_handler(lambda_runtime::invocation_request const& req)
6 {
7     if (req.payload == "Hi") {
8         return lambda_runtime::invocation_response::success("Hello World" /*payload*/,
9                                                             "application/text" /*content-type*/);
10    }
11
12    return lambda_runtime::invocation_response::failure("Something Went wrong" /*error message*/,
13                                                         "BadRequest" /*error type*/);
14 }
15
16
17 int main()
18 {
19     lambda_runtime::run_handler(my_handler);
20     return 0;
21 }
```

# Hello World

```
1 #include <aws/lambda-runtime/runtime.h>
2
3 using namespace aws;
4
5 lambda_runtime::invocation_response my_handler(lambda_runtime::invocation_request const& req)
6 {
7     if (req.payload == "Hi") {
8         return lambda_runtime::invocation_response::success("Hello World" /*payload*/,
9                                                             "application/text" /*content-type*/);
10    }
11
12    return lambda_runtime::invocation_response::failure("Something Went wrong" /*error message*/,
13                                                         "BadRequest" /*error type*/);
14 }
15
16
17 int main()
18 {
19     lambda_runtime::run_handler(my_handler);
20     return 0;
21 }
```

- The user code package is a zip file that looks like this



```
$ tree my-package  
  
|-- bootstrap  
|-- bin  
|   |-- demo-app  
|-- lib  
|   |-- liby.so  
|   |-- libz.so  
...
```

- Lambda executes the "bootstrap" file

# Overview

1. What is AWS Lambda?
2. A bit of history
3. What is the C++ runtime for Lambda?
4. **What was particularly hard about running C++ in Lambda?**
5. Advantages of using C++ with AWS Lambda





# Dependencies

Any C++ application has the following dependencies:

# Dependencies

Any C++ application has the following dependencies:

- Application specific dependencies

# Dependencies

Any C++ application has the following dependencies:

- Application specific dependencies
- The C++ runtime (libstdc++ or libc++)

# Dependencies

Any C++ application has the following dependencies:

- Application specific dependencies
- The C++ runtime (libstdc++ or libc++)
- The C runtime (GNU libc, musl libc, etc.)

# System Dependencies

Development Machine	Production Machine
Ubuntu 18.04	Amazon Linux 2017.03
GNU Lib C v2.27	GNU Lib C v2.17

# System Dependencies

Development Machine	Production Machine
Ubuntu 18.04	Amazon Linux 2017.03
GNU Lib C v2.27	GNU Lib C v2.17

MyApp: /lib64/libc.so.6: version `GLIBC\_2.18' not found (required by libstdc++.so.6)

MyApp: /lib64/libc.so.6: version `GLIBC\_2.25' not found (required by libcrypto.so.1.1)

# Application Dependencies

# Application Dependencies

```
-Wl, rpath /usr/lib/x86_64-linux-gnu/libxyz.so
```

If they don't match between the build and host machine:



# Application Dependencies

```
-Wl, rpath /usr/lib/x86_64-linux-gnu/libxyz.so
```

If they don't match between the build and host machine:

error while loading shared libraries: libxyz.so: cannot open shared object file: No  
such file or directory

# Two Problems To Solve

1. Package the dependencies reliably
2. Resolve the conflict between the build machine system libraries and the host machine system libraries.

# Solutions That Did NOT Work

## Solution #1

1. Run `ldd`
2. Copy the files with their respective paths in the zip file
3. Unzip them on the Lambda host and overlay the files on the existing directories

```
$ tree my-package
|-- demo-app
|-- usr
|   |-- lib
|   |   |-- libxyz.so
|   |   |-- libabc.so
|   ...
...
```

# Solutions That Did NOT Work

## Solution #2

1. Run `ldd`
2. Add the files to the zip file under a single directory
3. Unzip the files on the Lambda host
4. Set `LD_LIBRARY_PATH` to that directory
5. Execute the binary

# Solutions That Did NOT Work

## Solution #3

1. Run `ldd`
2. Add the files with their respective paths in the zip file
3. Unzip the files in a directory on the Lambda host
4. `chroot` that directory
5. Execute the binary

# Solutions That Did NOT Work

## Solution #3

### Name

chroot - run command or interactive shell with special root directory

### Synopsis

```
chroot [OPTION] NEWROOT [COMMAND [ARG]...]
```

# Solutions That Did NOT Work

## Solution #3



```
$ tree my-package
```

```
|-- demo-app
|   |-- usr
|   |   |-- lib
|   |       |-- libxyz.so
|   |       |-- libabc.so
|   ...
```

```
$ sudo chroot my-package my-package/demo-app
```

# Solutions That Did NOT Work

## Solution #4

1. Run `ldd`
2. Add the files to the zip file under a single directory
3. Unzip the files in a directory on the Lambda host
4. Set `LD_LIBRARY_PATH` to that directory
5. Set `LD_PRELOAD` to the packaged `libc` and `libstdc++`
6. Execute the binary



# Solution That ALMOST Worked

## Solution #5

1. Run `ldd`
2. Add the files to the zip file under a single directory
3. Unzip the files in a directory on the Lambda host
4. Execute the binary using `ld-linux` from the user's package and constrain its search path with `--library-path`



```
MyPackage/lib/ld-linux.so --library-path MyPackage/lib MyPackage/bin/MyApp
```

# Solution That ALMOST Worked

## Solution #5

### Name

ld-linux.so - dynamic linker/loader

### Synopsis

```
/lib/ld-linux.so [OPTIONS] [PROGRAM] [ARGUMENTS]
```

### *Options*

```
--library-path PATH
```

Use *PATH* instead of LD\_LIBRARY\_PATH environment variable setting


# Solutions That DID Work

## Solution #6 - Winner

1. Run ldd
2. **Query the Linux distro package manager for libc's list of files**
3. Add both sets of files to the zip file under a single directory
4. Unzip the files in a directory on the Lambda host
5. Execute the binary using ld-linux

# Solutions That DID Work

## Solution #6 - Winner



```
1 #!/bin/bash
2
3 set -euo pipefail
4
5 export AWS_EXECUTION_ENV=lambda-cpp
6
7 exec $LAMBDA_TASK_ROOT/lib/ld-linux-x86-64.so.2 --library-path $LAMBDA_TASK_ROOT/lib $LAMBDA_TASK_ROOT/bin/MyApp
```

# 3 Working Solutions

1. Query the package manager for libc's list of files and execute the binary via the dynamic loader
2. Build on Amazon Linux and set `LD_LIBRARY_PATH`
3. Use musl libc and set `LD_LIBRARY_PATH`

# Known Problems & Limitations

- Dynamically loaded dependencies via dlopen require aren't packaged
- TLS certificates live under different paths between Linux distributions
- Data files are not automatically packaged
- Packaging the entirety of GNU Lib C creates large zip files
- Debugging is challenging

# Why would I use this?

- \$\$\$ - Time is money on AWS Lambda & Faster == Cheaper
- SIMD is easy(ier) in C/C++
- Brings C++ to the web in a secure, safe way

# The C++ Lambda Runtime

- Open Source - [github.com/aws-labs/aws-lambda-cpp](https://github.com/aws-labs/aws-lambda-cpp)
- It uses libcurl to speak HTTP to Lambda's host (only HTTP is required)
- It requires a C++11 (or later) to build
- The user code can be in any version of C++ or C
- You can use your favorite Linux distro to build your code



# Questions?

