

# *Cloud Computing*

**A little history . . .** Life in the Corporate “Data Center”



## **A little history . . .**

- Things to think about:
  - Scaling, Lead time
  - Floor space
  - Power management
  - Heating/Cooling
  - Redundancy -- SPOF
  - Fire Suppression
  - Battery Backup -- UPS
  - Network Wiring
  - Data & Server Backups
  - Network Switching
  - 7X24 support
  - Alerts/Alarms

## **Welcome, “Cloud Computing”**

- Private – my private cloud in my own data center
- Public – a shared environment hosted by a provider

## **A metaphor**

- The electrical grid
  - You don't know where it comes from
  - It's there when you need it, just plug it in
  - Use what you want
  - Need more? Just take it.
  - Pay for what you use

## **Definition . . .**

- **“Computing Services and Solutions are delivered and consumed in real time over the internet.”**
- **Characteristics of Public Cloud Services**
  - Offsite hosting
  - Pay per use (setup/initial, plus ongoing)
  - Shared space
  - Massively Scalable
  - On-Demand Provisioning
  - Rapid Deployment
  - Lowers innovation barriers
  - Leading edge architecture

## **Advantages of Cloud Computing**

- Ubiquitous (available from anywhere)
- Automated change management
- Massively Scalable
- On-Demand Provisioning
- Rapid Deployment
- Lowers innovation barriers
- Leading edge architecture
- Lower Cost

## **Disadvantages of Cloud Computing**

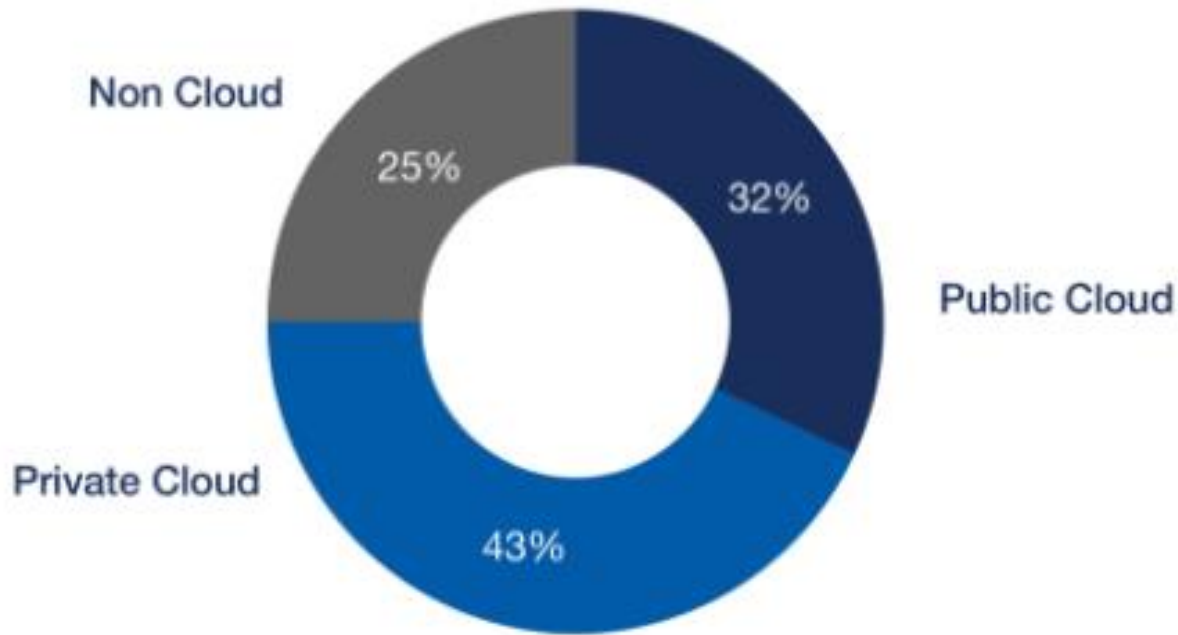
- Surrender Control
- Less Robust Monitoring
- Requires Large Network Pipe/Capacity
- Less Secure – multi-tenancy, DDOS

## **Private versus Public Cloud**

- Private: Leverage the advantages, with few disadvantages
  - Massively Scalable
  - On-Demand Provisioning
  - Rapid Deployment
  - More secure
  - Better Monitoring
  - BUT → Still requires significant internal infrastructure

# Cloud Computing

## % Enterprise Workloads in Cloud



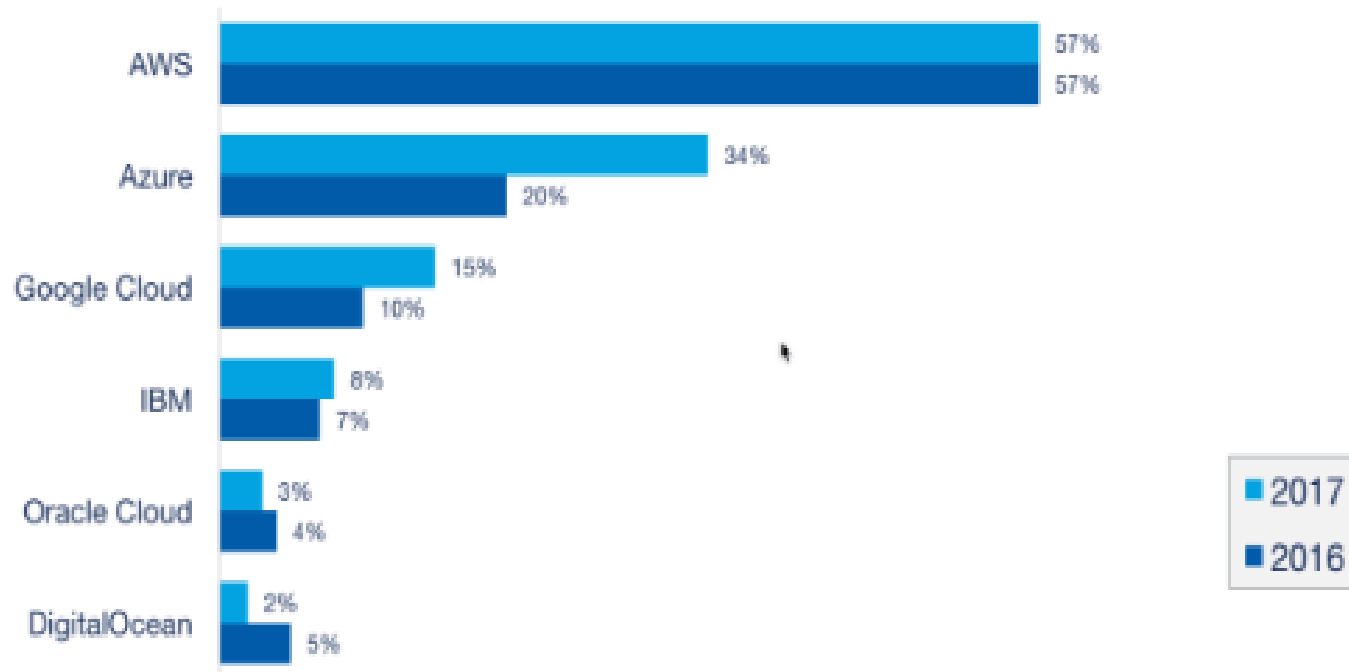
Source: RightScale 2017 State of the Cloud Report



# Cloud Computing

## Public Cloud Adoption 2017 vs. 2016

*% of Respondents Running Applications*



*Source: RightScale 2017 State of the Cloud Report*

## **Updates from IDC**

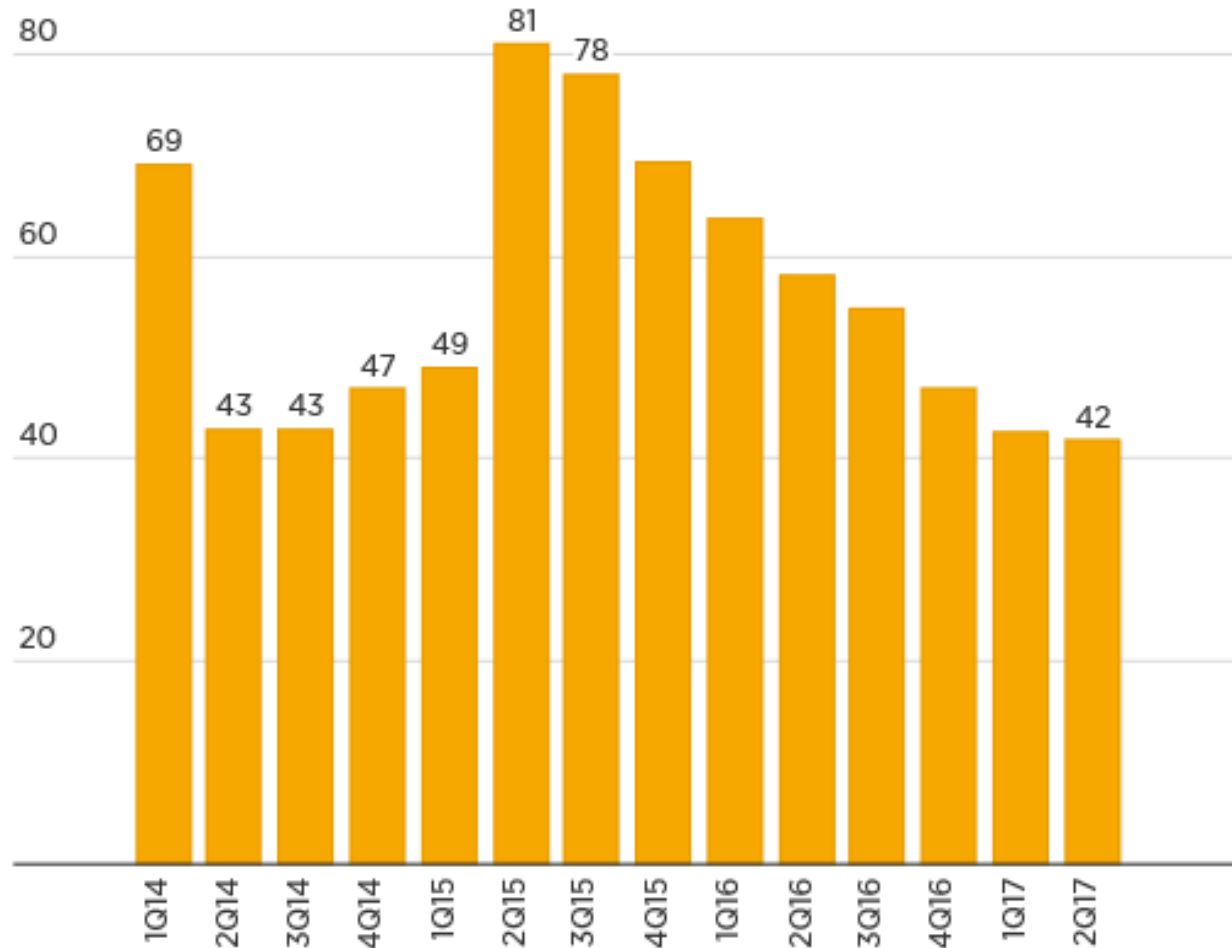
(The premier global provider of market intelligence, advisory services, and events for the information technology, telecommunications and consumer technology markets.)

- Public cloud services spending will grow nearly seven times faster than global IT spending.
- Annual market revenue will grow at a 24.4% CAGR (compound annual growth rate) worldwide for the period 2015-2020 to total \$203.4 billion.
- Forecast total \$122.5 billion in 2017.
- Spending on software-as-a-service (SaaS), the predominant form of cloud computing, will lead the way. SaaS (software-as-a-service) spending will represent nearly two-thirds of global public cloud services spending this year and around 60% in 2020
- IaaS will grow at a five-year CAGR of 30.1%.
- PaaS will post a five-year CAGR of 32.2%.

## Amazon

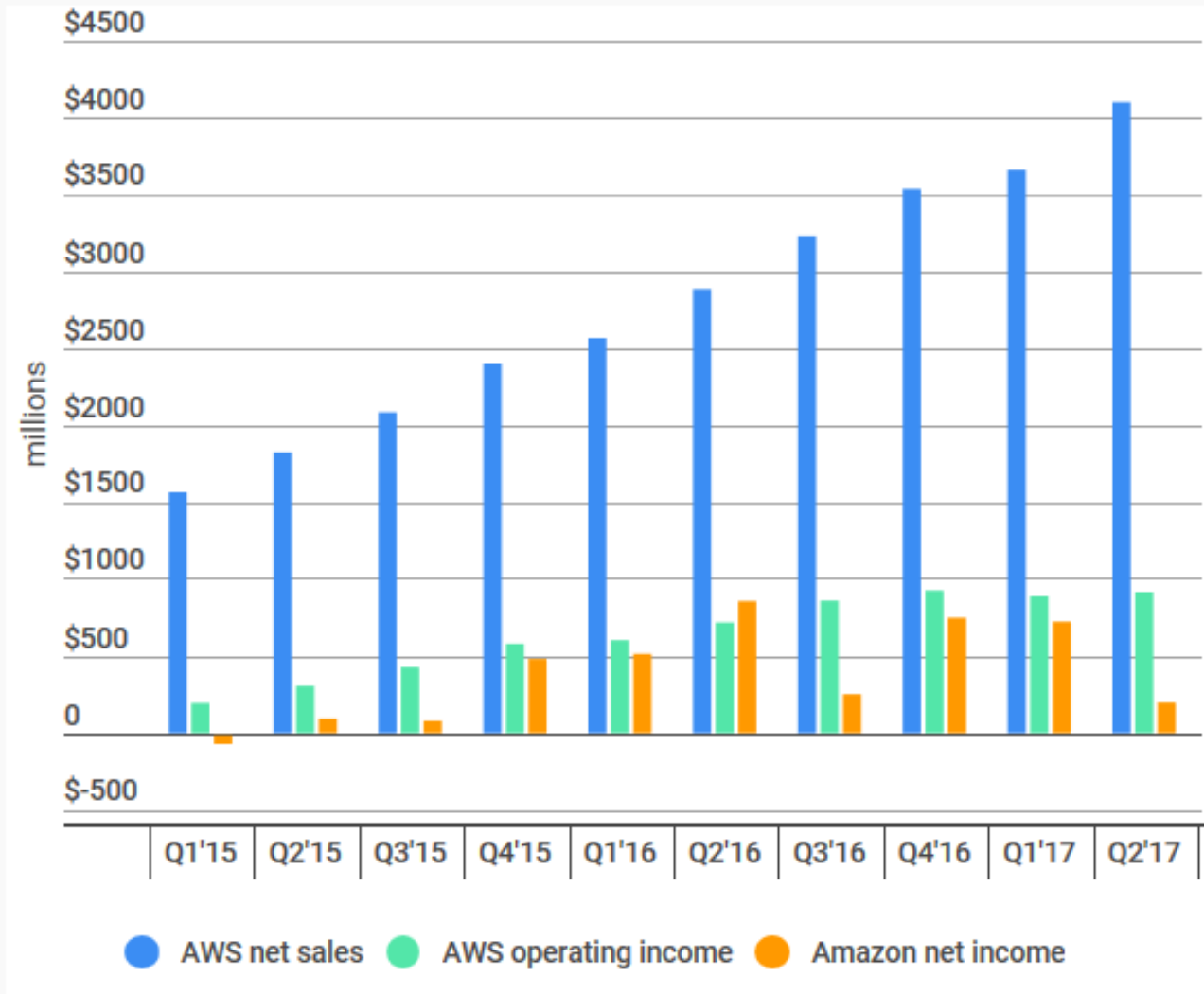
### AWS year-over-year revenue growth

In percentage

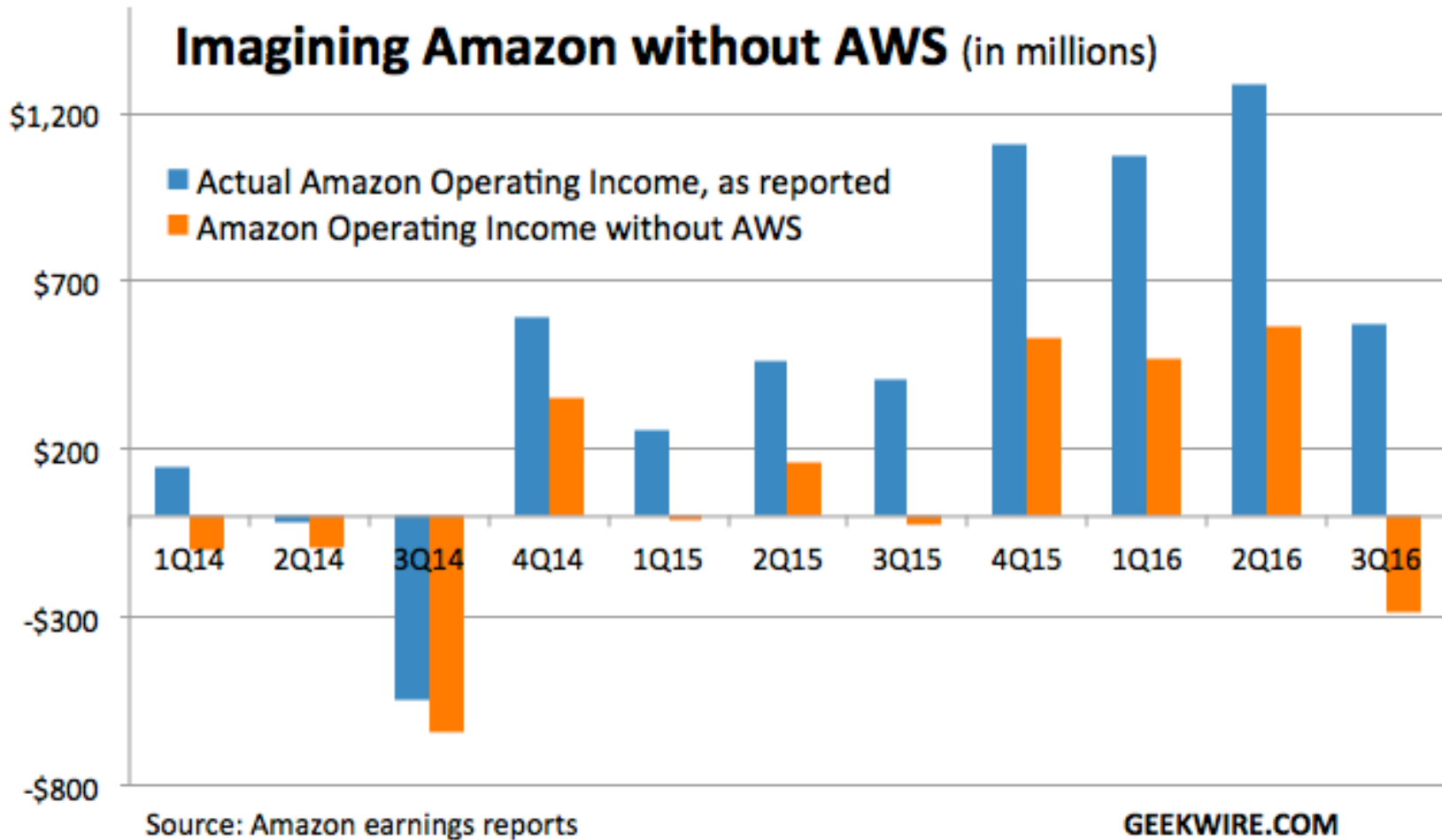


# Cloud Computing

## Amazon 2Q2017



# Cloud Computing



# *Cloud Computing*

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- **IaaS - Infrastructure-as-a-Service**

- A cloud service providing infrastructure - computers, networking resources, storage. Typically virtual, but could be could be physical.

- **PaaS - Platform-as-a-Service**

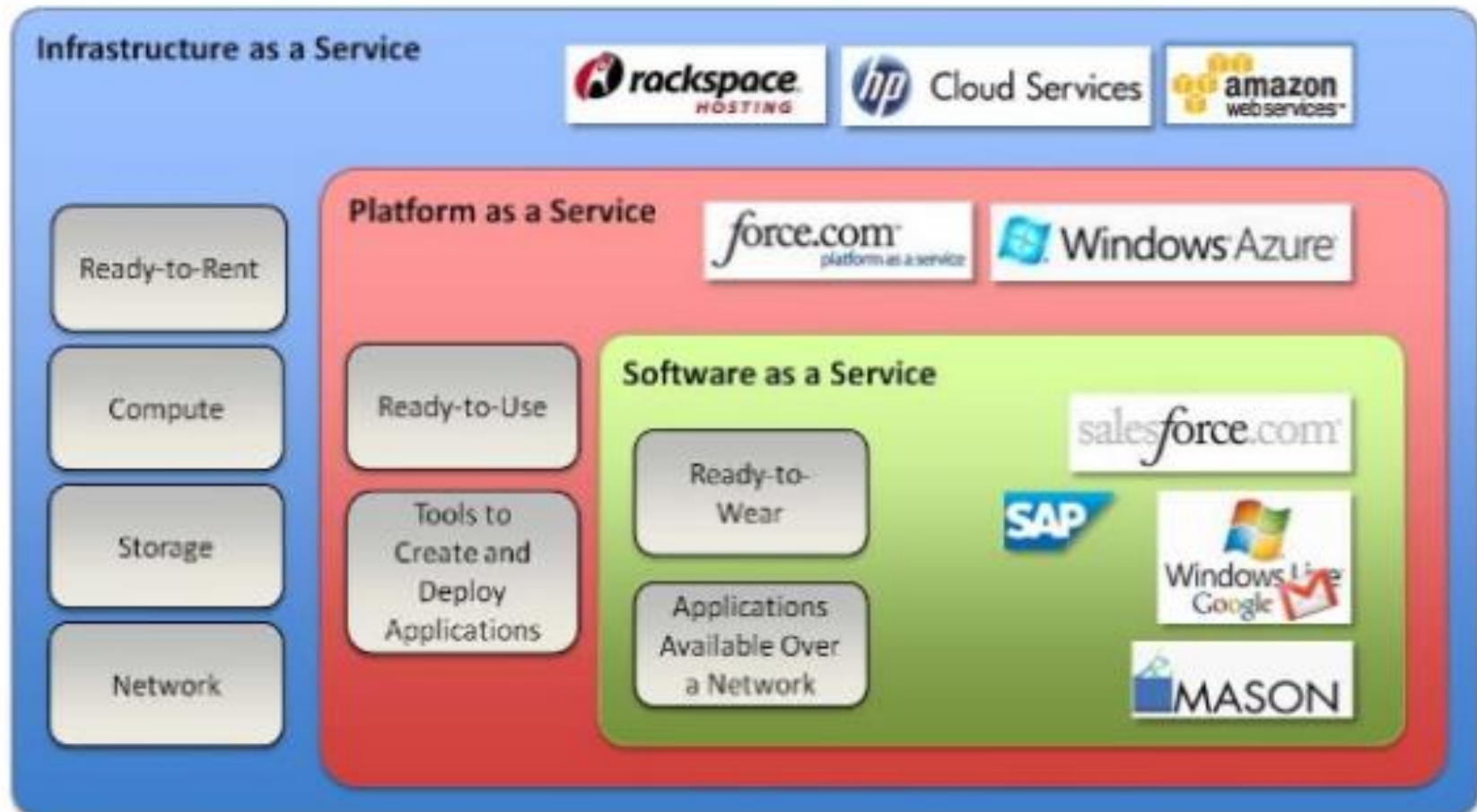
- A cloud service that hides the infrastructure (users don't see the servers, storage, switches, etc.) Provides a software development platform. Users can develop and run an application on a PaaS: the system ensures the app has the necessary infrastructure to run and scale.

- **SaaS - Software-as-a-Service**

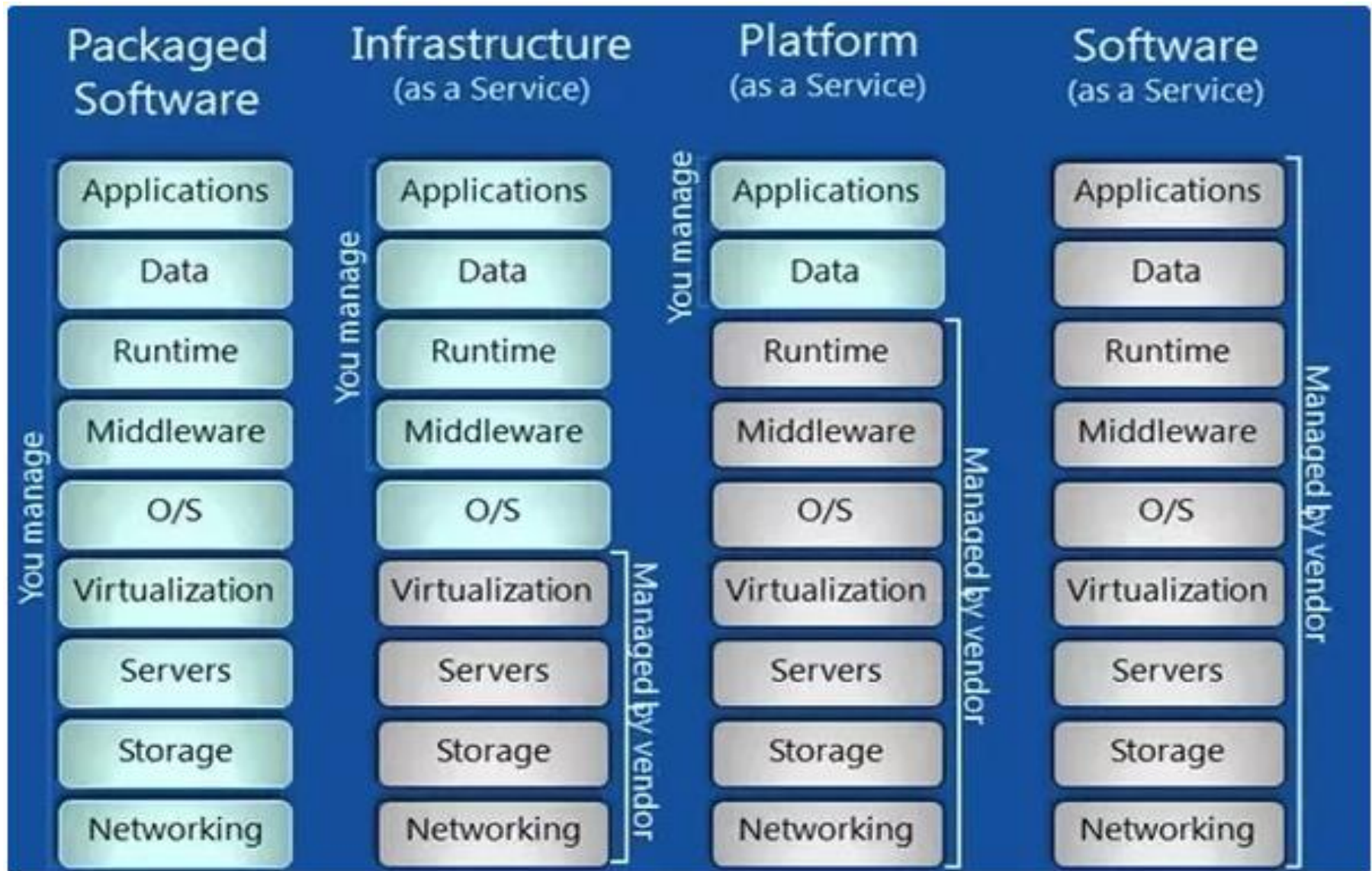
- A cloud service providing users access to software in a self-service, on-demand fashion. This could be a single application or an entire suite.

## Cloud Computing Architecture

Clip slide

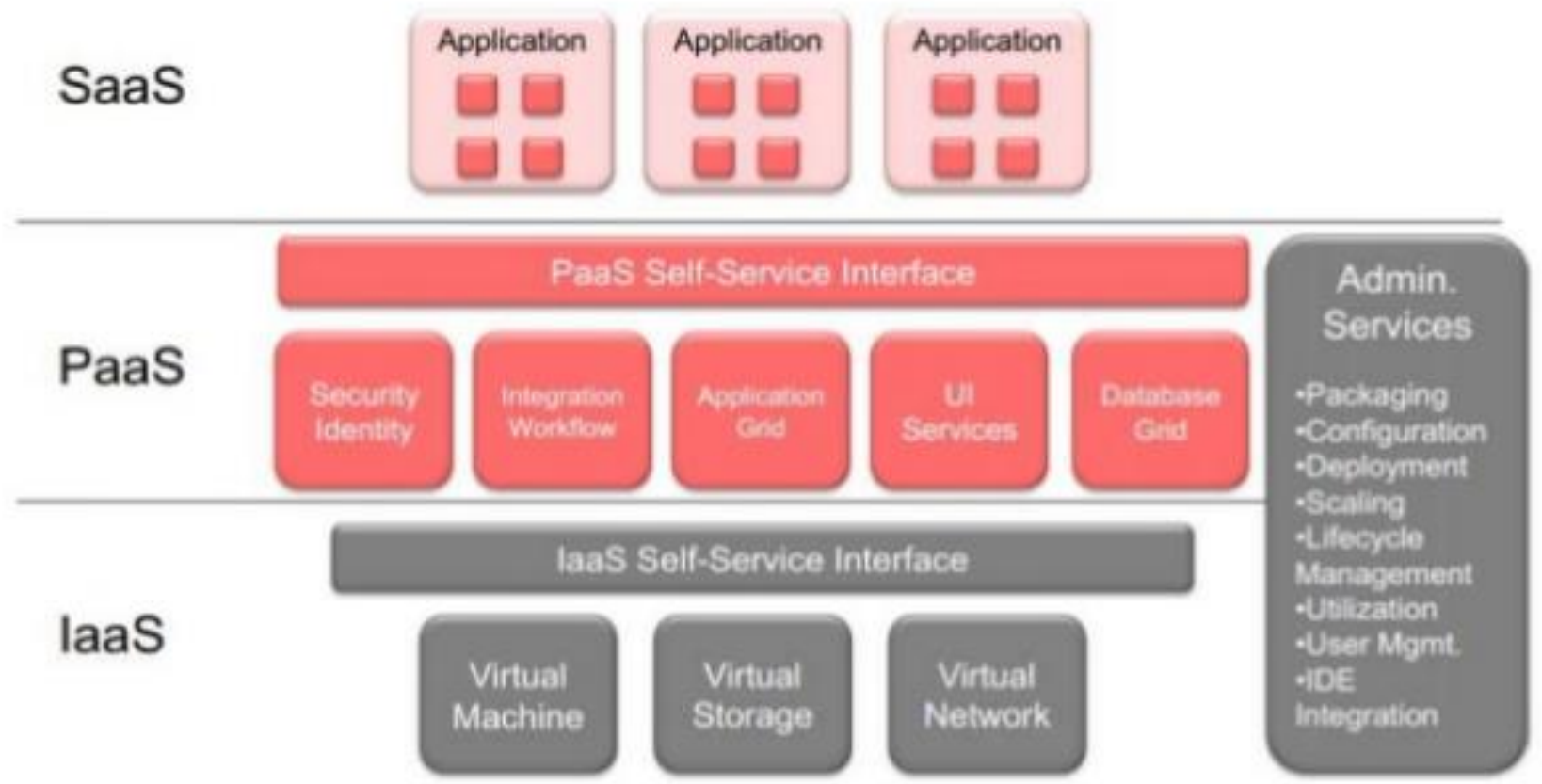


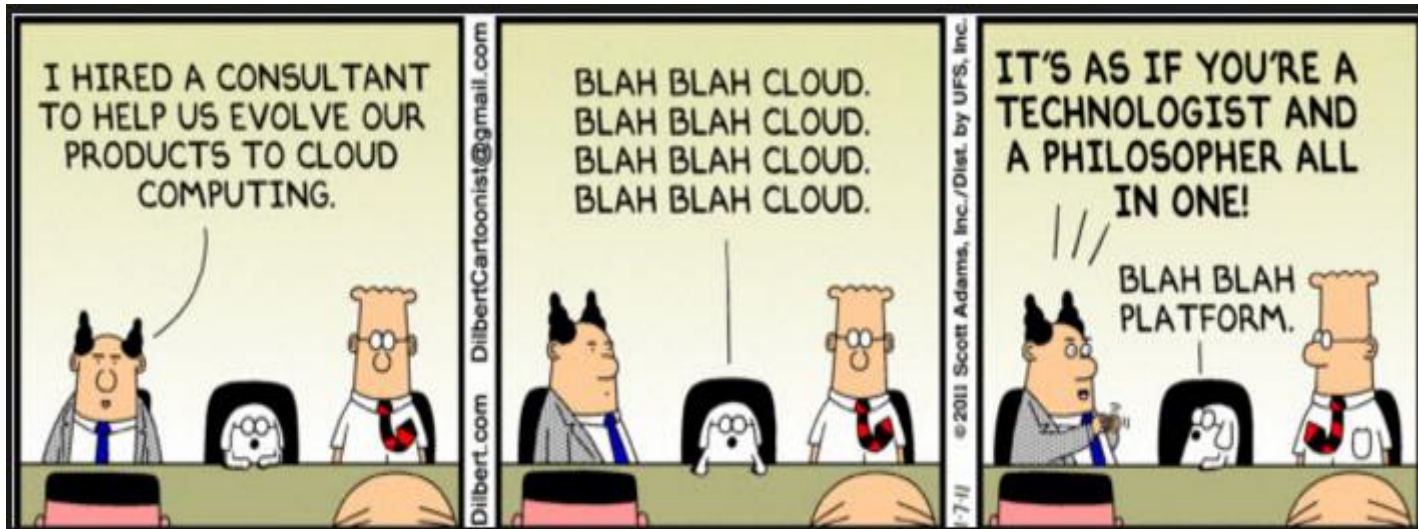
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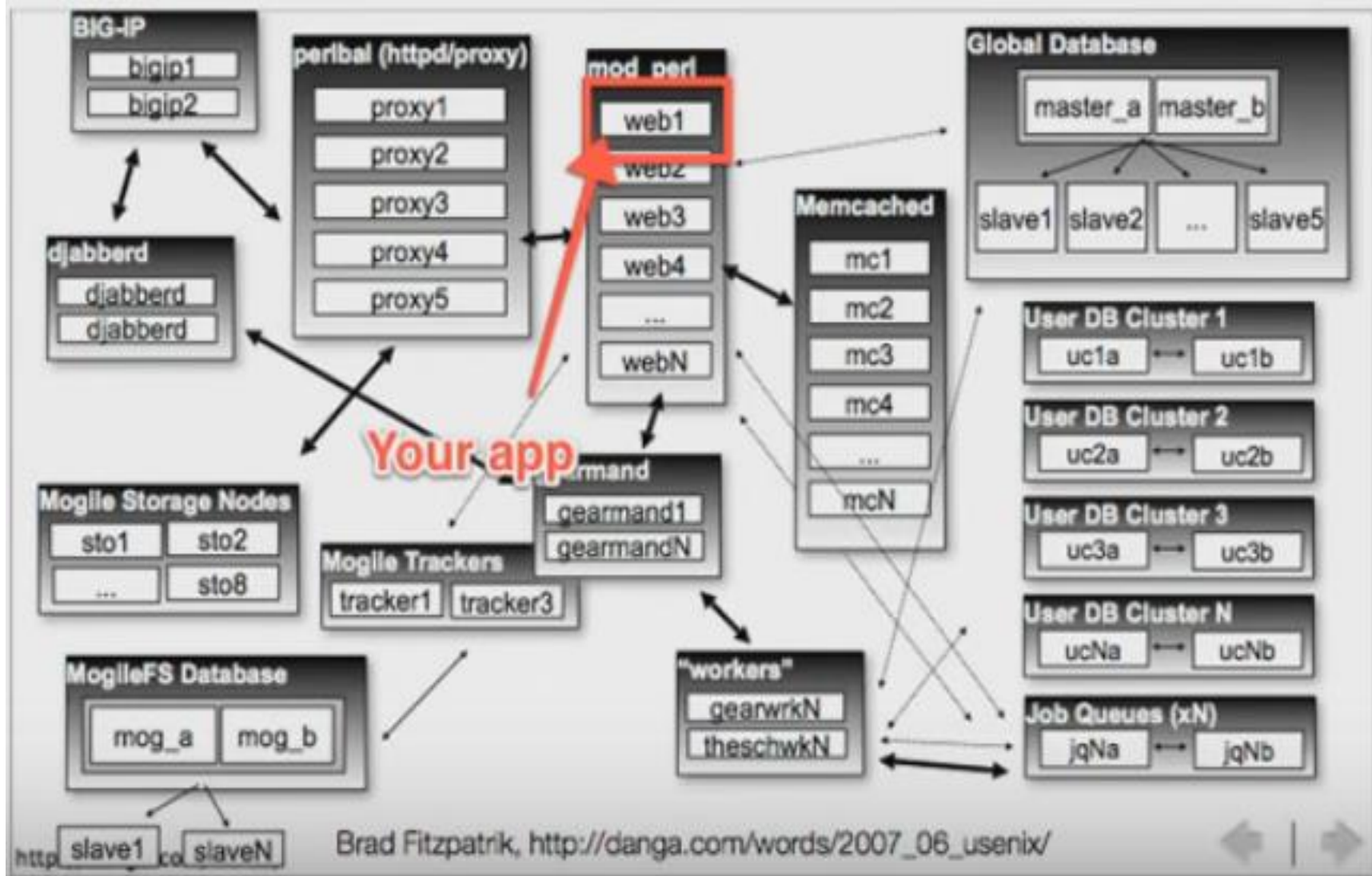




## Fundamental Cloud Computing Services!







- **IaaS - Infrastructure-as-a-Service**
  - A cloud service providing infrastructure - computers, networking resources, storage. Typically virtual, but could be could be physical.
- **PaaS - Platform-as-a-Service**
  - A cloud service that hides the infrastructure (users don't see the servers, storage, switches, etc.) Provides a software development platform. Users can develop and run an application on a PaaS: the system ensures the app has the necessary infrastructure to run and scale.
- **SaaS - Software-as-a-Service**
  - A cloud service providing users access to software in a self-service, on-demand fashion. This could be a single application or an entire suite.

- **Heroku**

- One of the first PaaS providers out there (June 2007)
- Initially focused on Ruby
- Purchased by Salesforce in December 2010
- Free on a small scale (great for students)
- Many competitors
  - AWS, GoogleSites, Azure, OpenShift, DigitalOcean

Total Companies Using Salesforce.Com Heroku



**13,151**



**+26.99%**

Past 6 Months Change

G2 Crowd Grid<sup>SM</sup> for **PaaS**

Summer 2015





## Everything you need to build, run, and scale customer apps



### Dynos

Run virtually any  
language at scale



### Database

Enterprise grade  
PostgreSQL as a Service



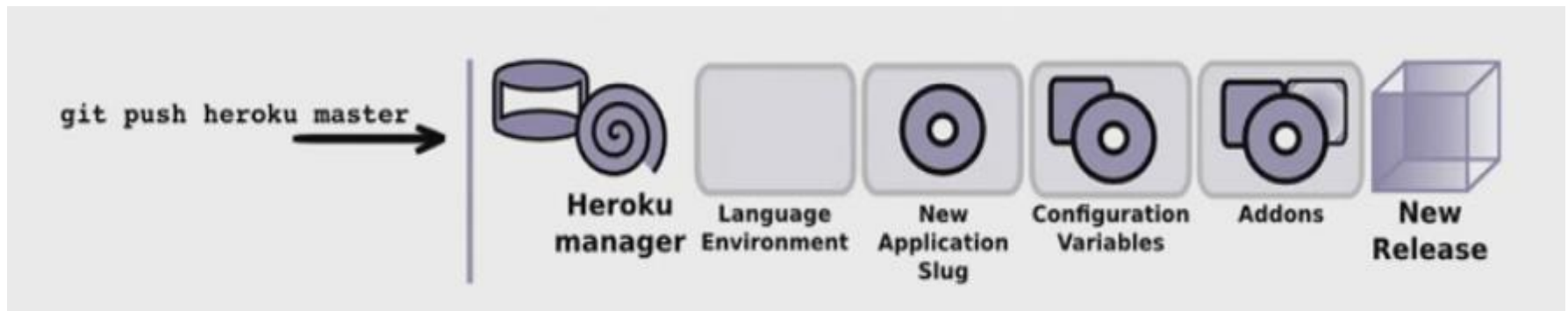
### Add-ons

Marketplace for data  
stores and app services

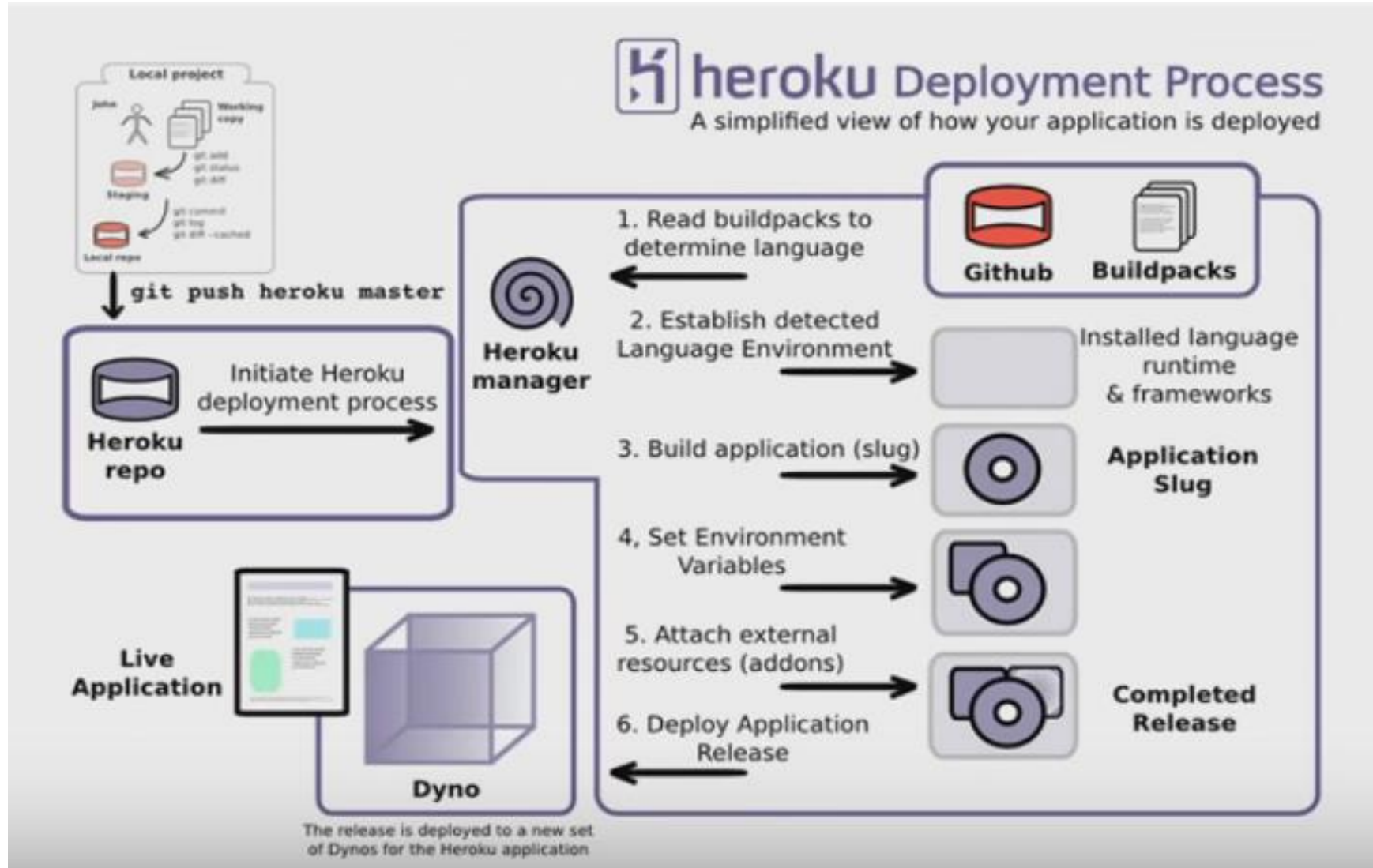
- **Provides users with one or more DYNOS**
  - “Dyno” - a virtual engine that runs your app.
  - If you need to add capacity, you can add more dynos.
- **Provides Standard PostgreSQL database engine**
- **Allows “add-on’s”**
  - Load testing
  - Email sending
  - Create a PDF
  - Alternate DB (Mongo or Redis)
- **Core support for Ruby, Python, NodeJS, Java, PhP**
- **Tightly integrated with git for version control**







- **Write your app in any supported language**
- **Ready to deploy, push to heroku git master**
- **Heroku Manager**
  - Packages your app into an executable bundle
  - Contains all components needed to run your app
  - Compiled app is called a “slug”
  - Slug is executable on the DYNO
  - Compiled through a “buildpack”
  - Every change is a “new release” – easy to roll back



- **Learn More At**

<https://devcenter.heroku.com/categories/reference>



- **Demo** (first delete my old app!)
  - Running Windows CMD console
  - Make sure I've got git on my PC
  - Download and install Composer on my PC (buildpack for php)
  - Download and install Heroku ToolBelt on my PC
  - Check versions of git, heroku, composer `composer --version`
  - `git clone https://github.com/heroku/php-getting-started.git`
  - Create a git repo on my PC (`git init`)
  - Edit my app (a php program)
  - Log in to Heroku
  - Do a `heroku create` to create the app in Heroku
    - It gives you a URL
    - Go look at it
  - Add my file to stage, then commit my app in git
  - Do a `git push heroku master`
  - Look at the app – change it again and push
  - Look at heroku logs `heroku logs --tail`

- **Demo**

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