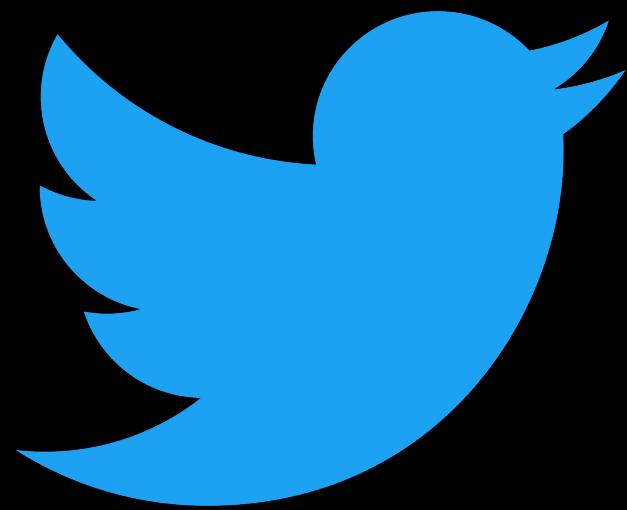


Evitando el **cosplay**
en el diseño de
software

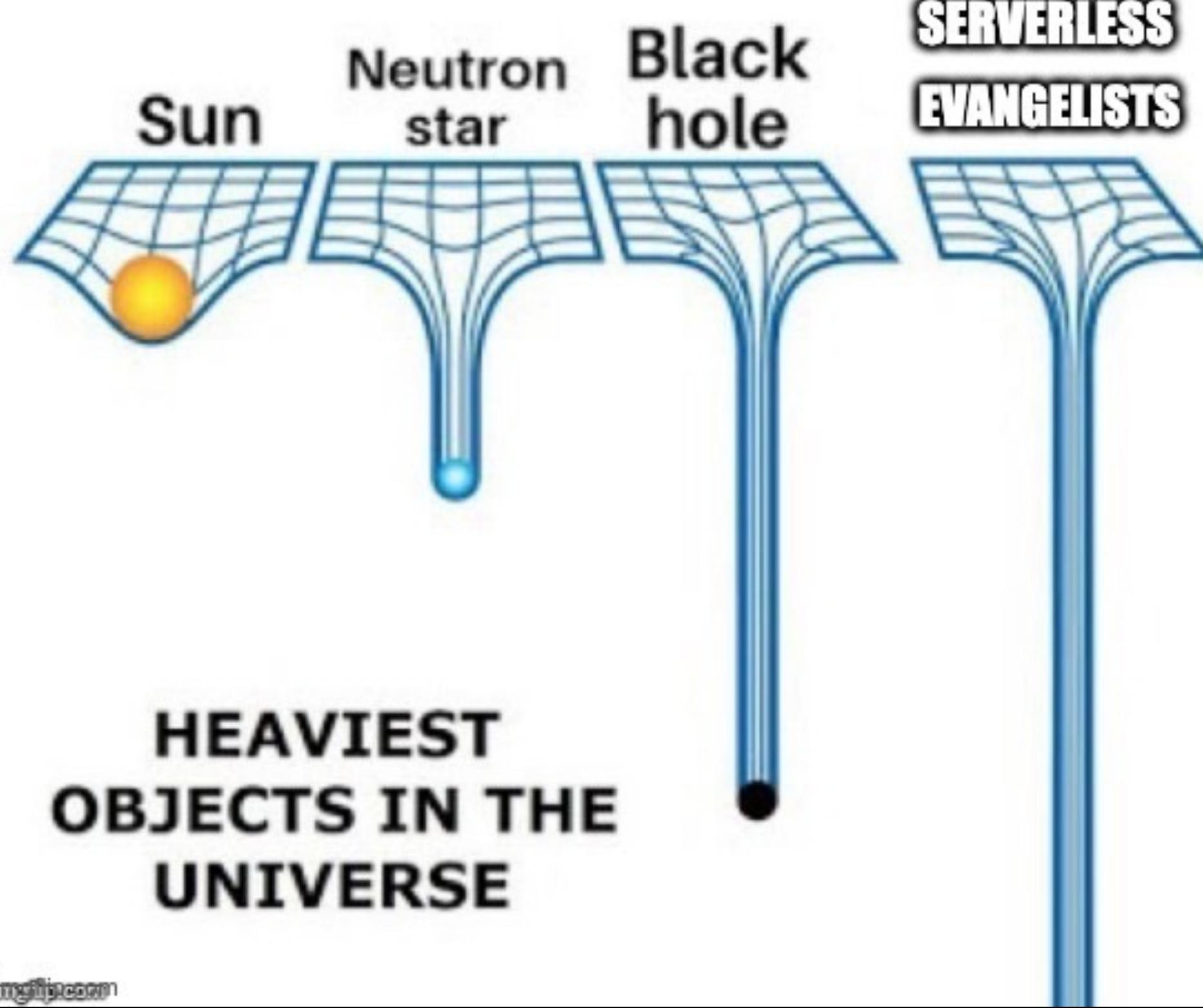
Pablo Bermejo



Distinguished Software Architect
@DXCSpain

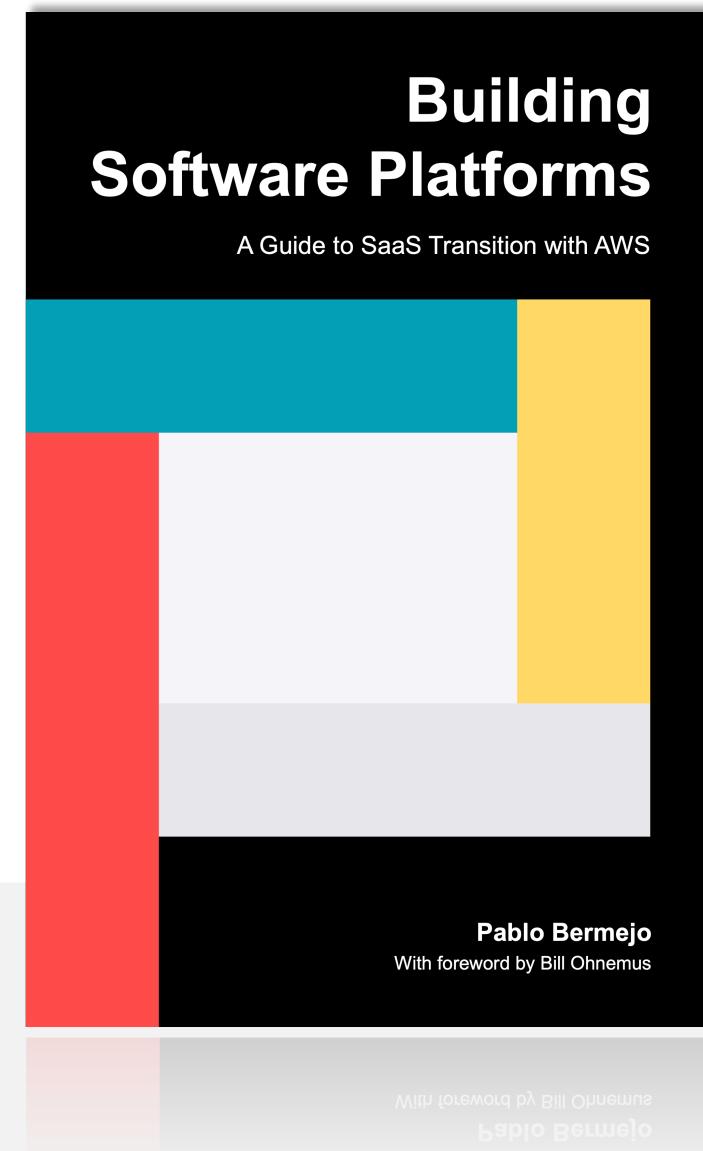


@peibolsang



available at
amazon

 Leanpub



leanpub.com/software-platforms





MY
POINT



Parte 1



Estrategia y dirección tecnológica

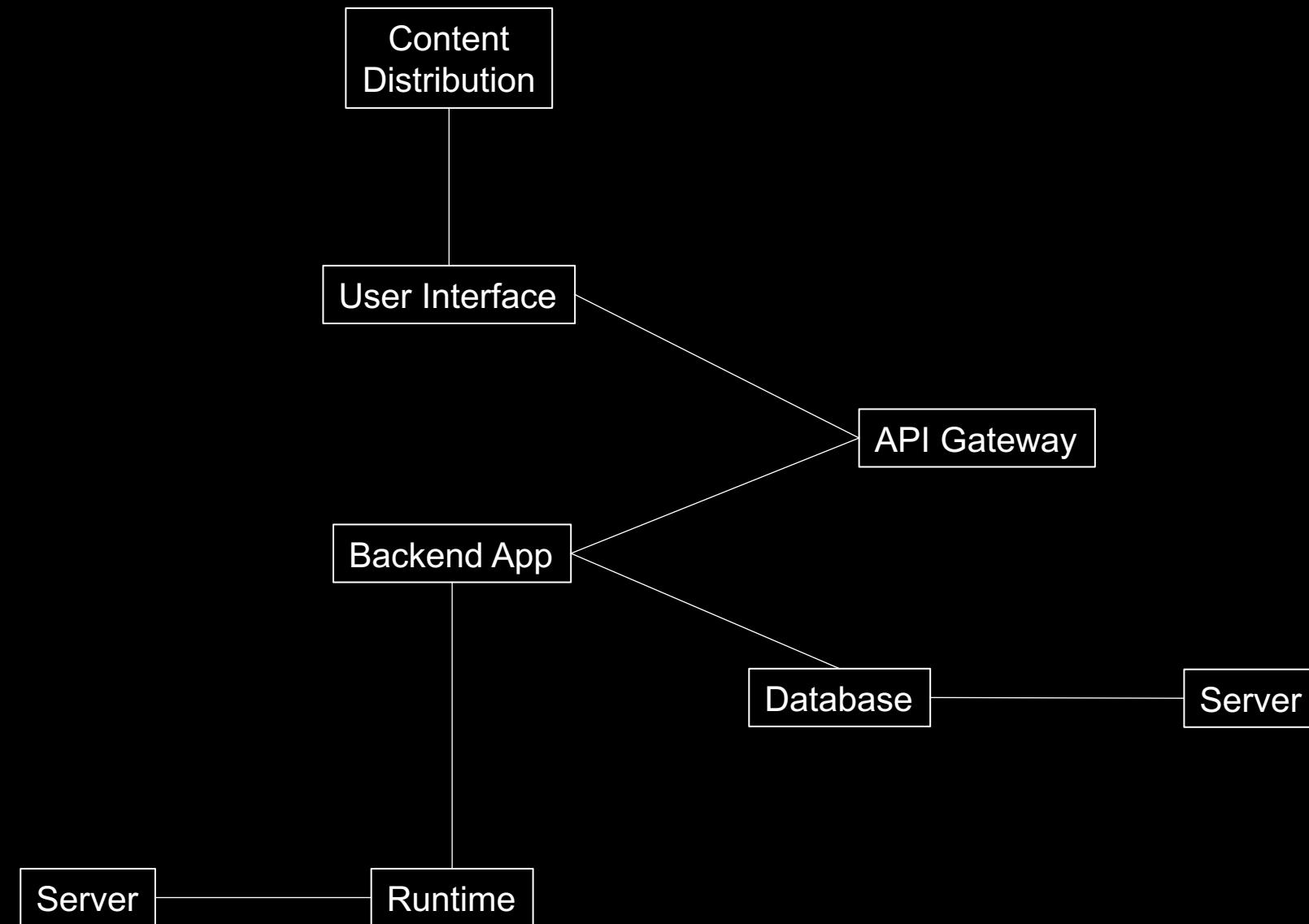
¿Qué usamos
para saber dónde
tenemos que ir?



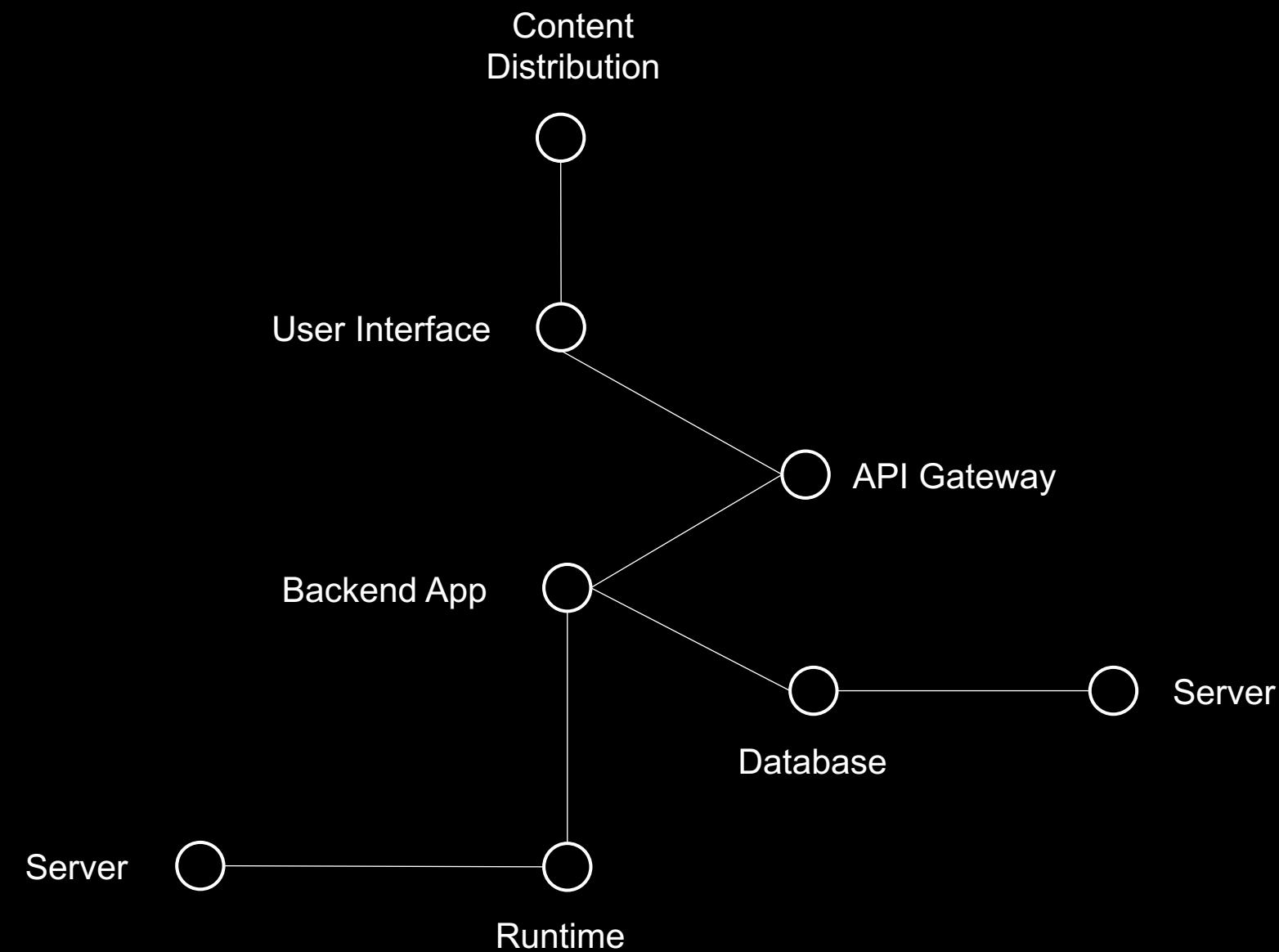
Mapas de Wardley



DIAGRAM



DIAGRAM

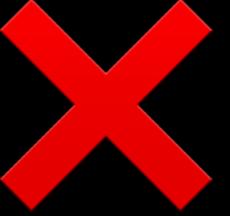




¿Es un mapa?

DIAGRAM

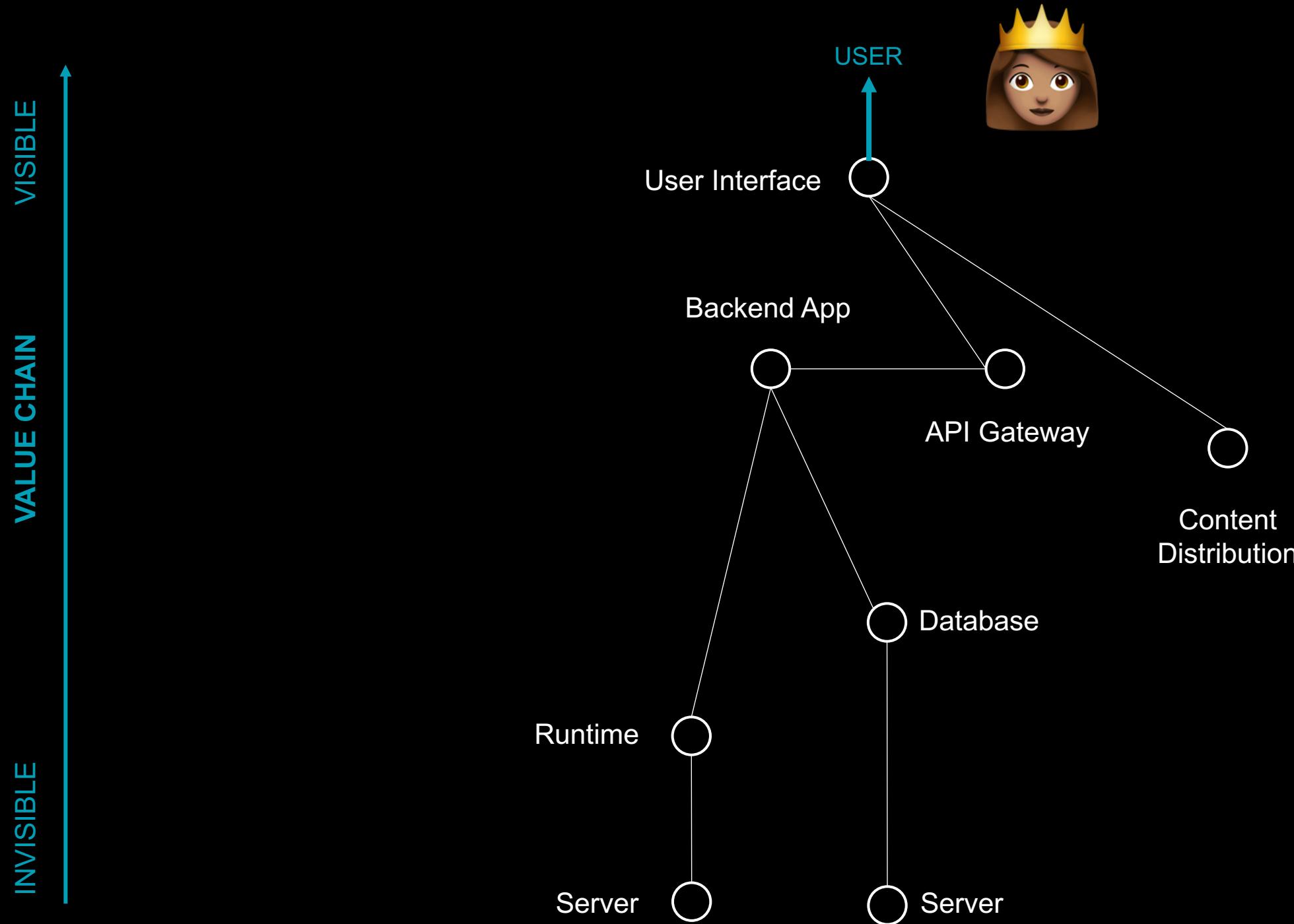


No! 

Nos falta saber
nuestra posición con
respecto al **norte**

¿Cuál
es el norte?

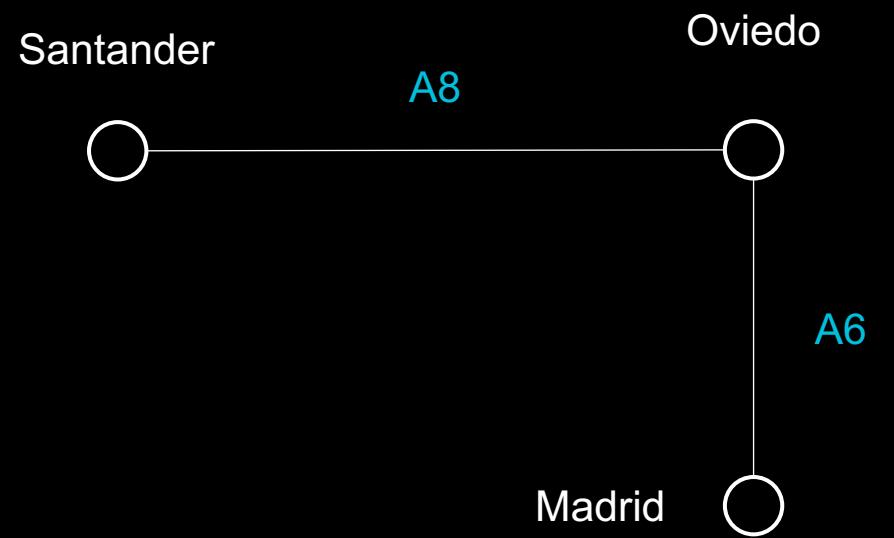
DIAGRAM + position





Y ahora,
¿es un mapa?

DIAGRAM



No! 

Nos falta determinar
el movimiento para
saber la dirección

DIAGRAM

+ position
+ movement

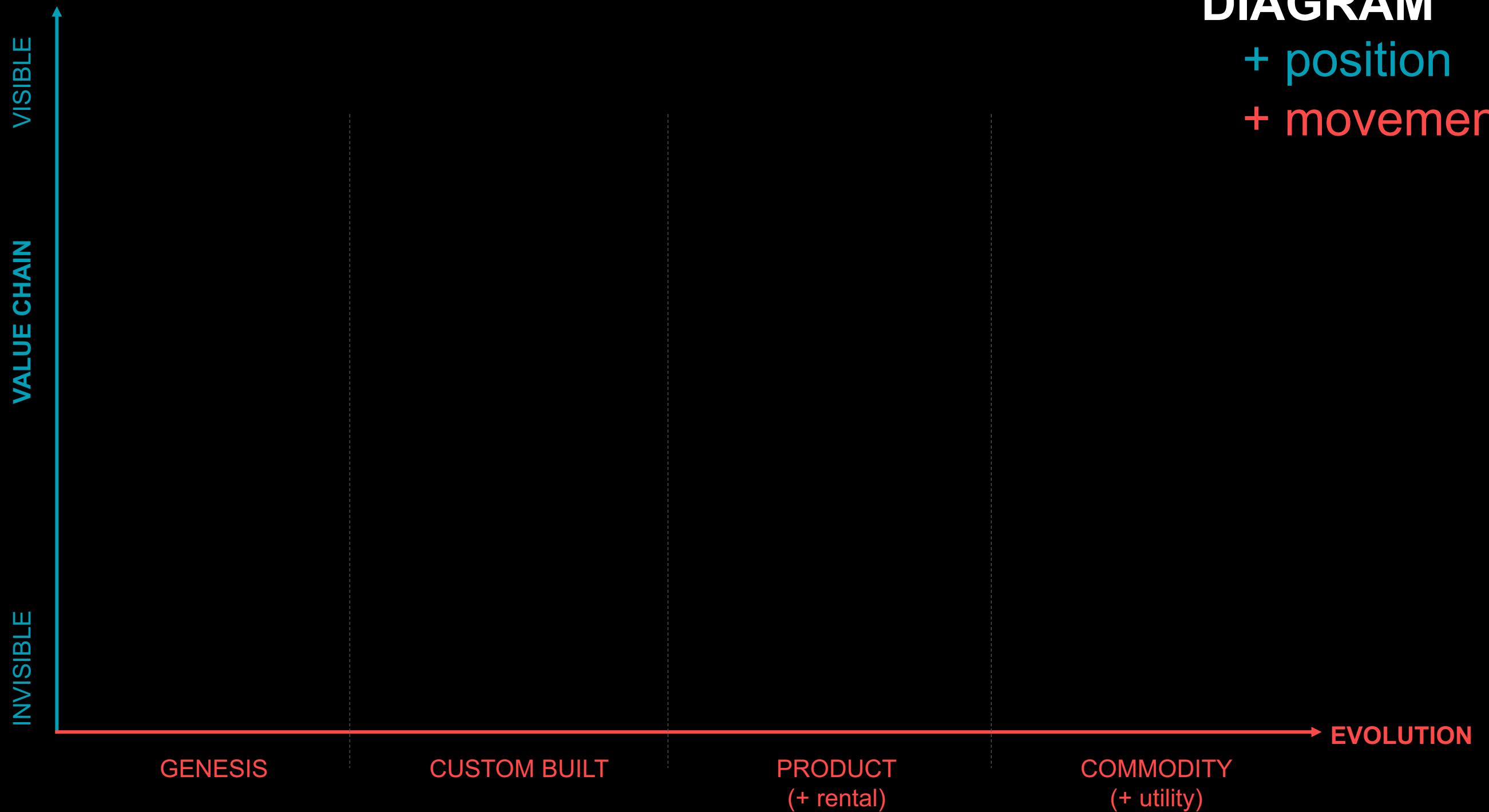


DIAGRAM
+ position
+ movement

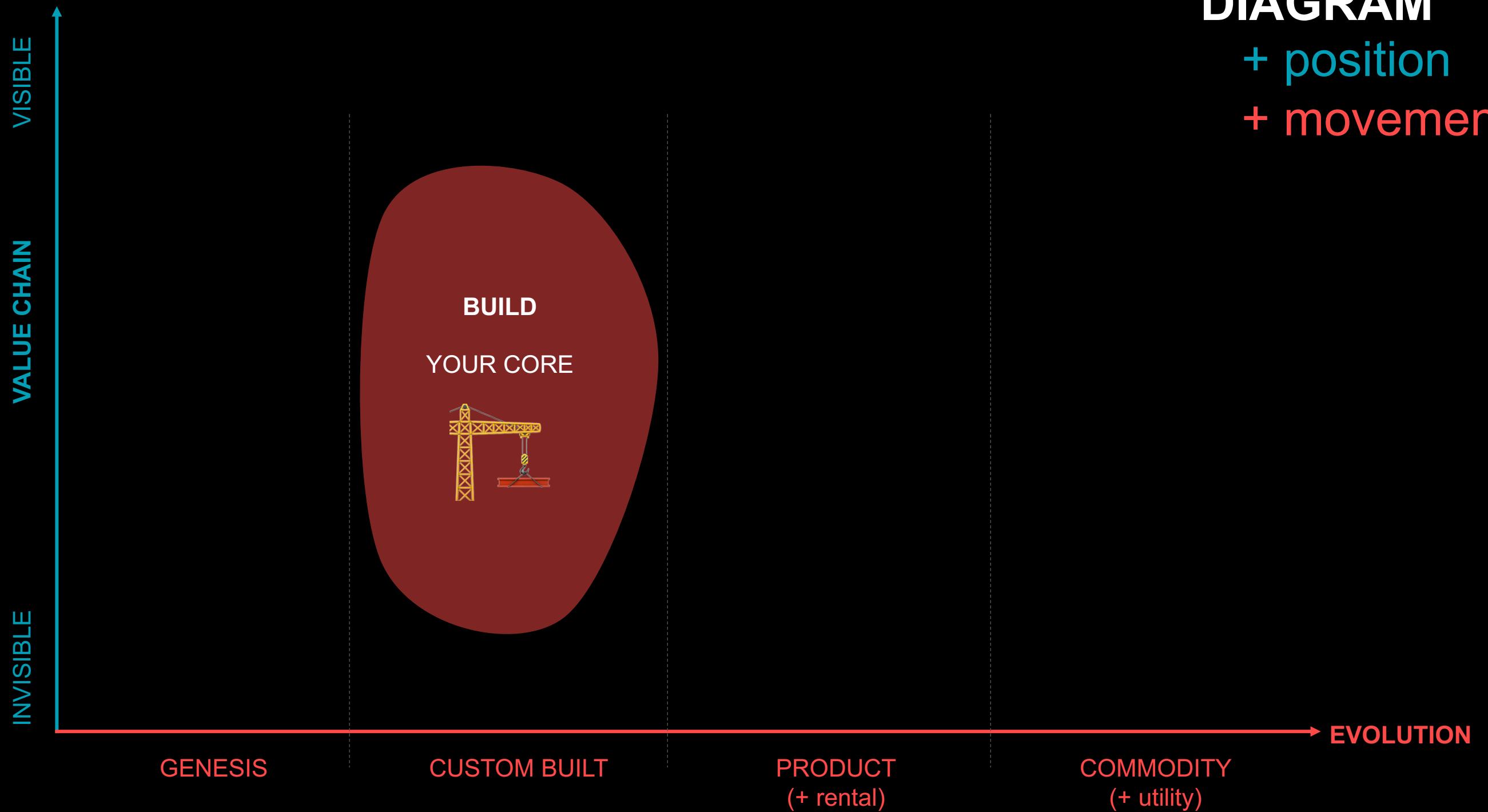


DIAGRAM
+ position
+ movement

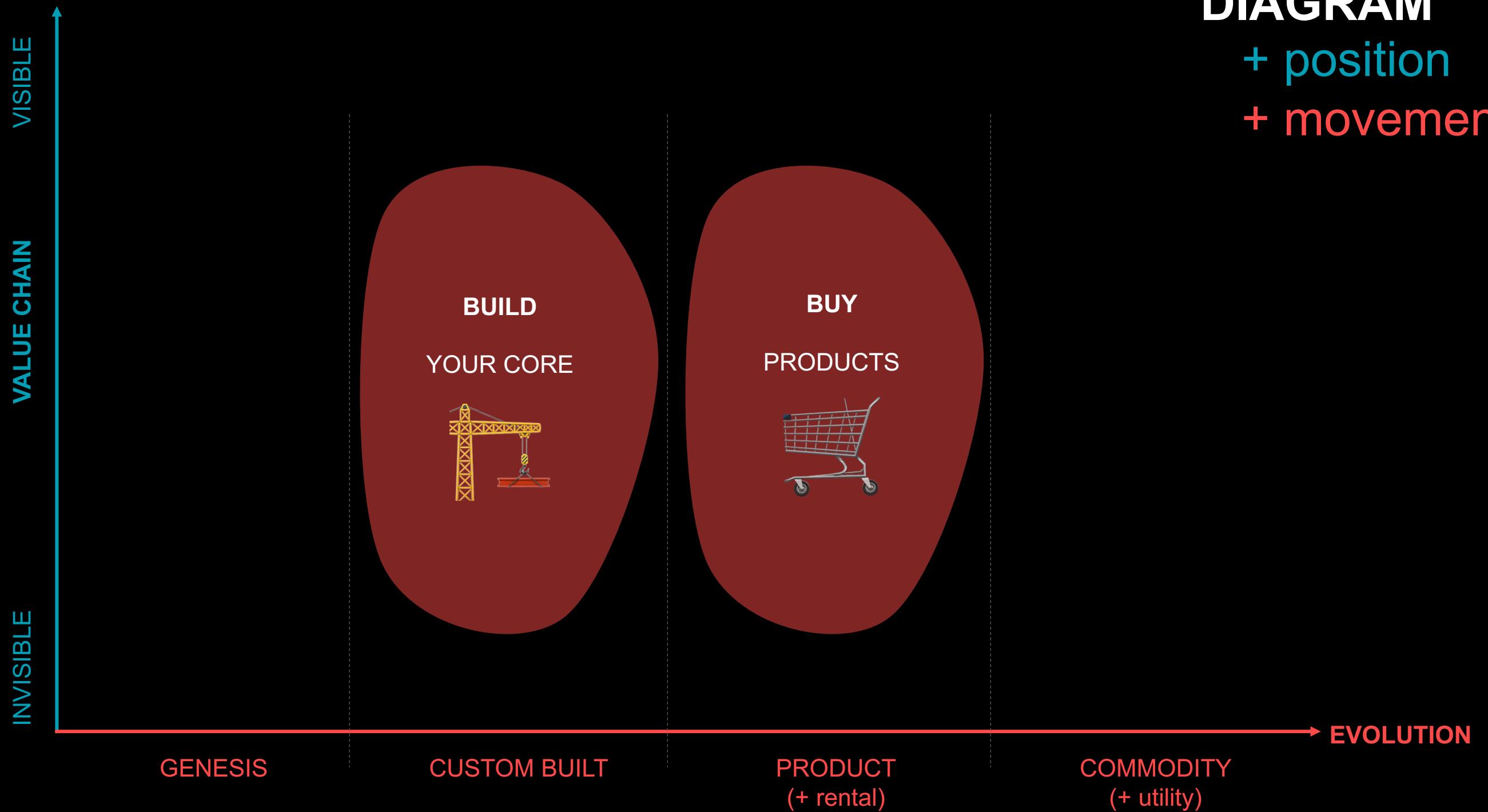
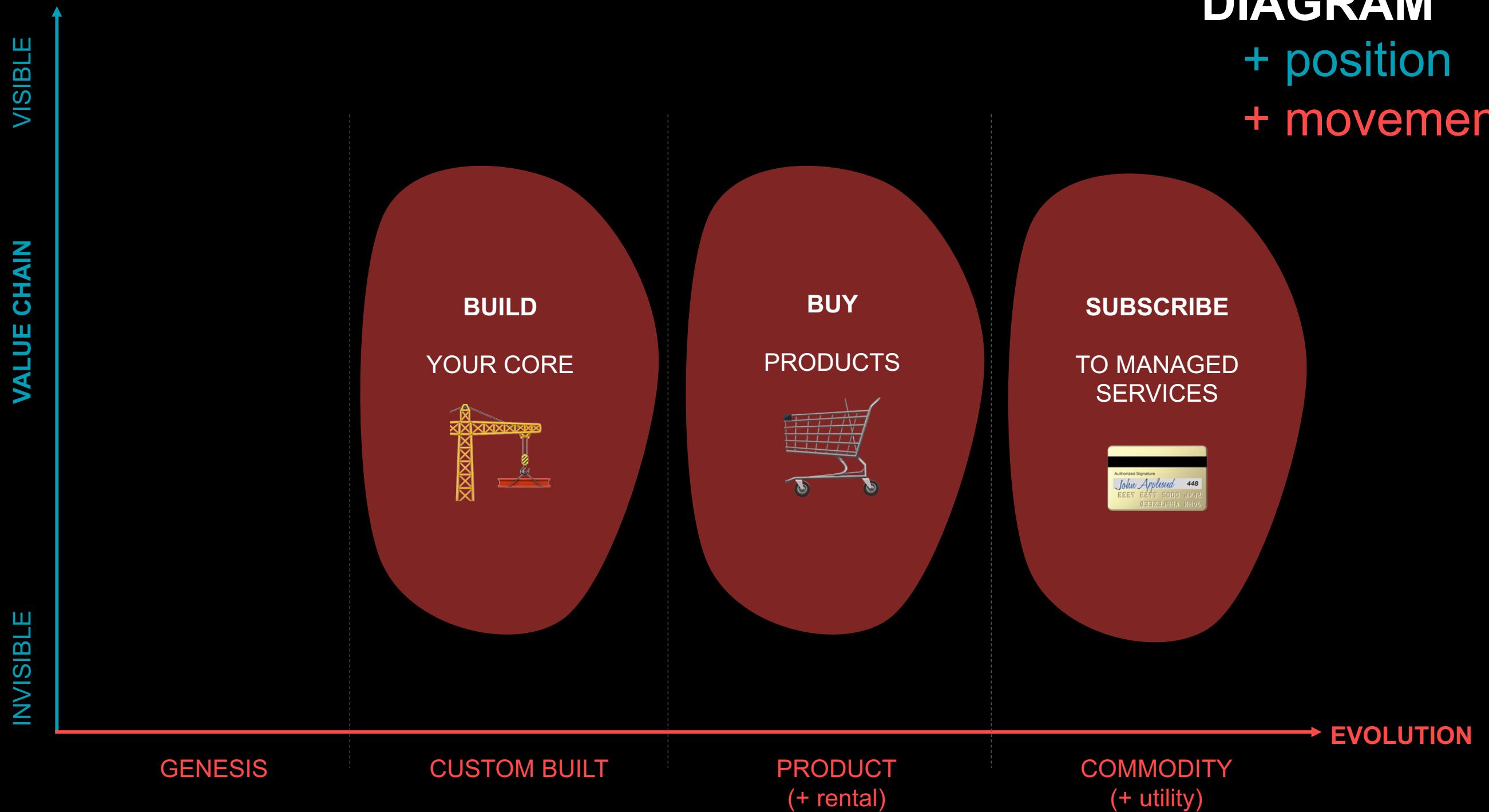
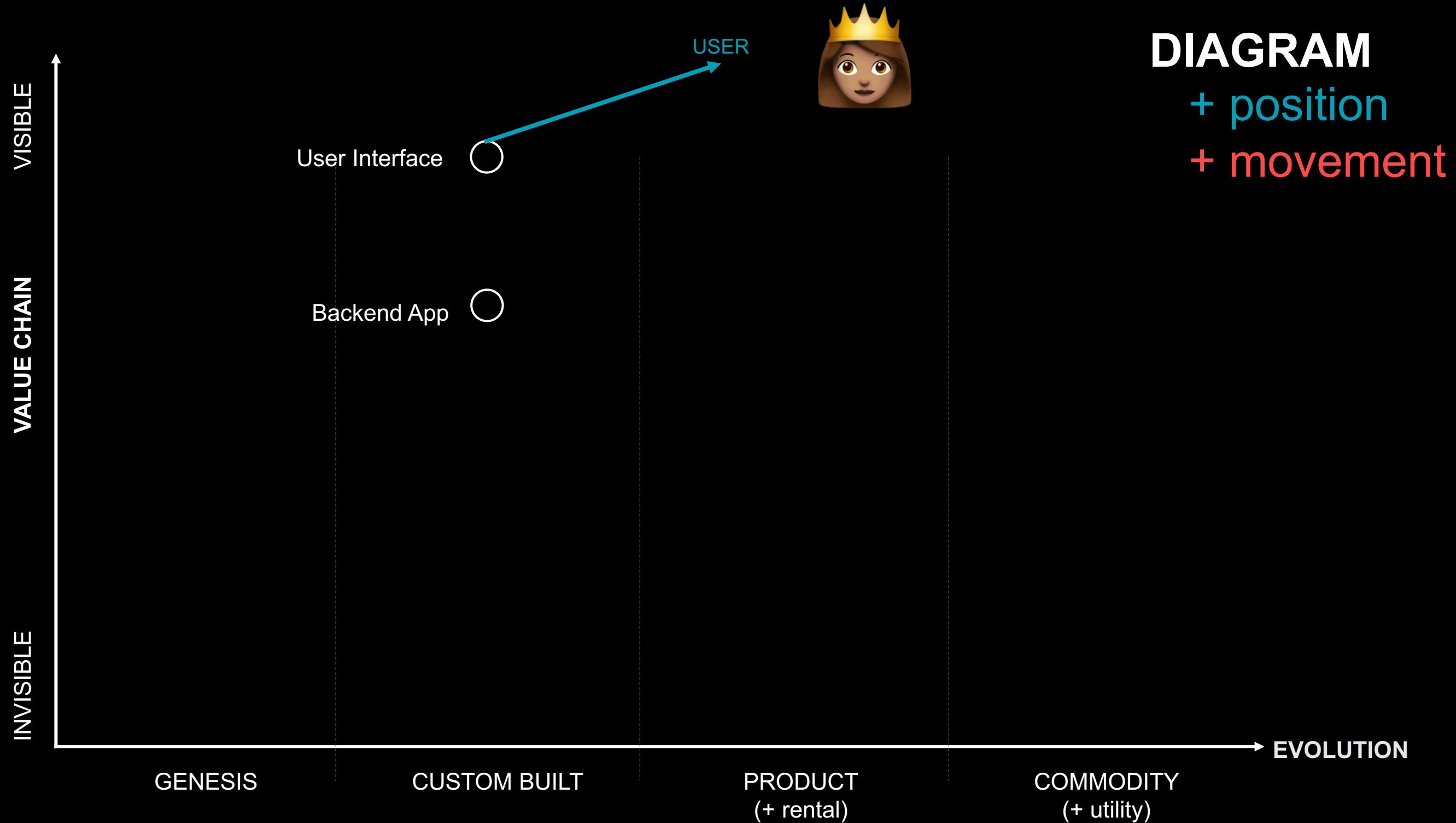
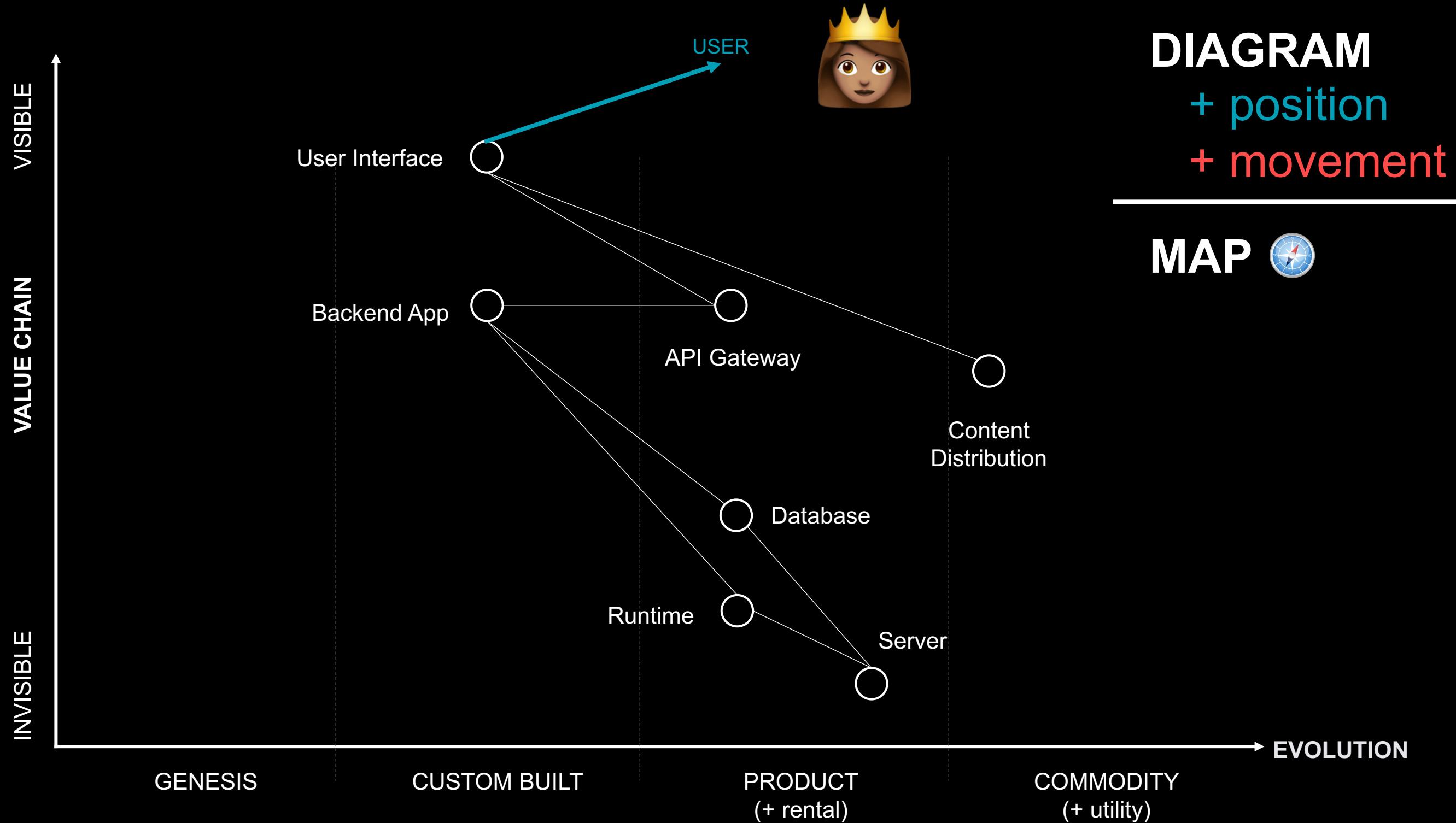
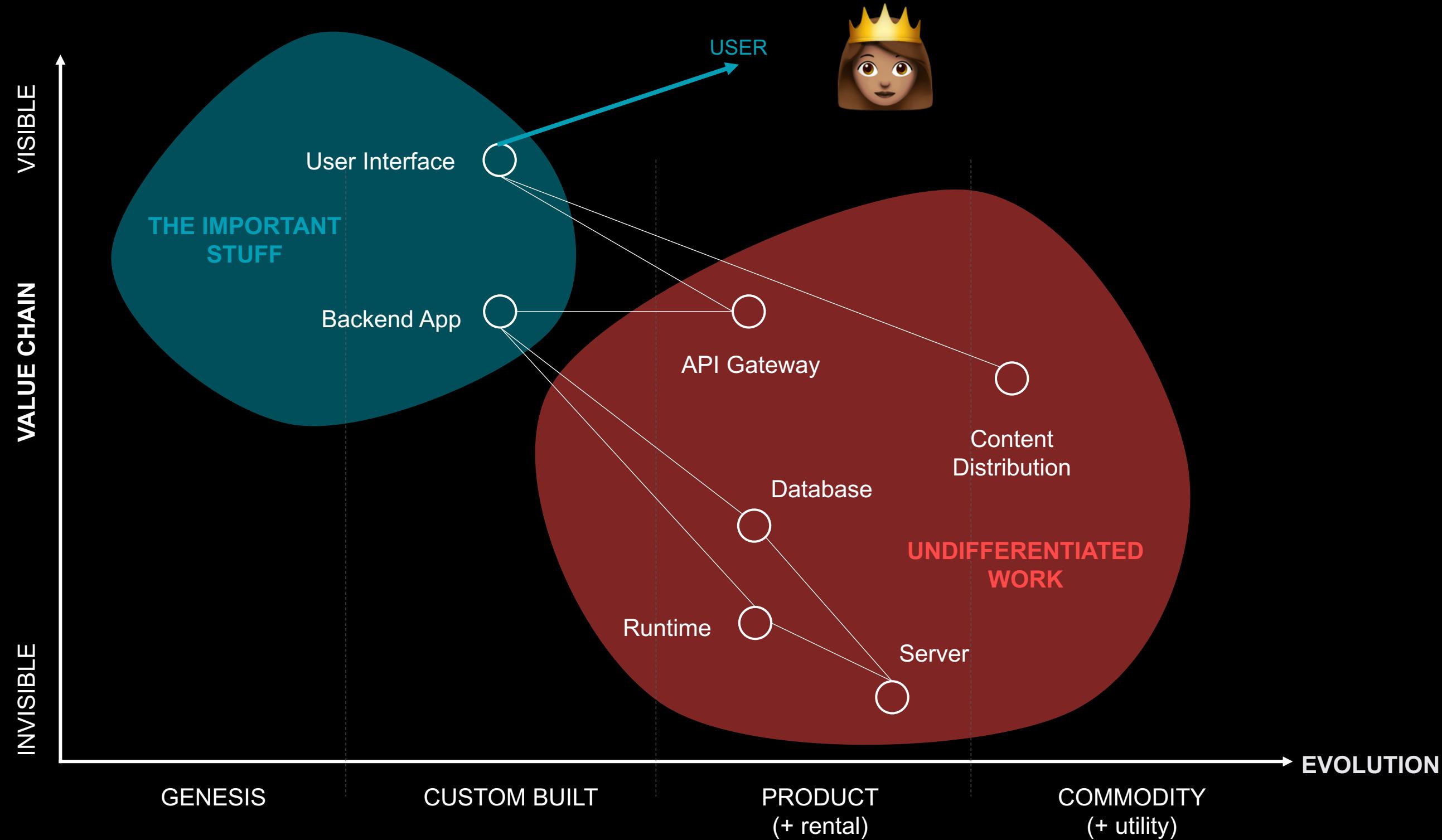


DIAGRAM
+ position
+ movement







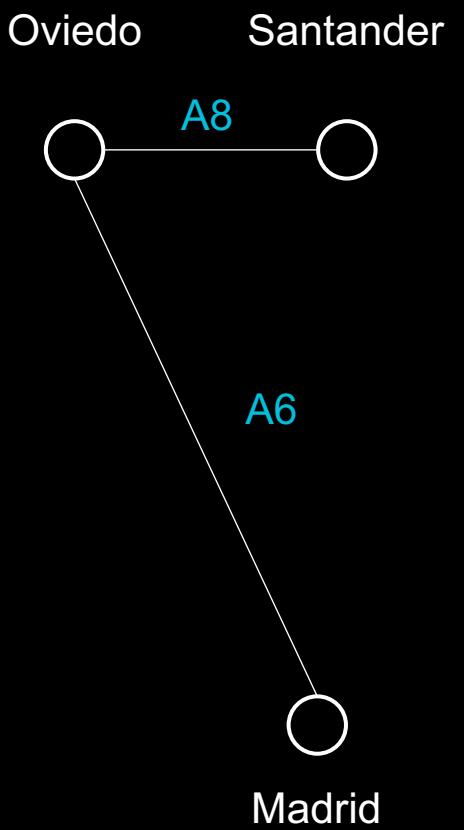


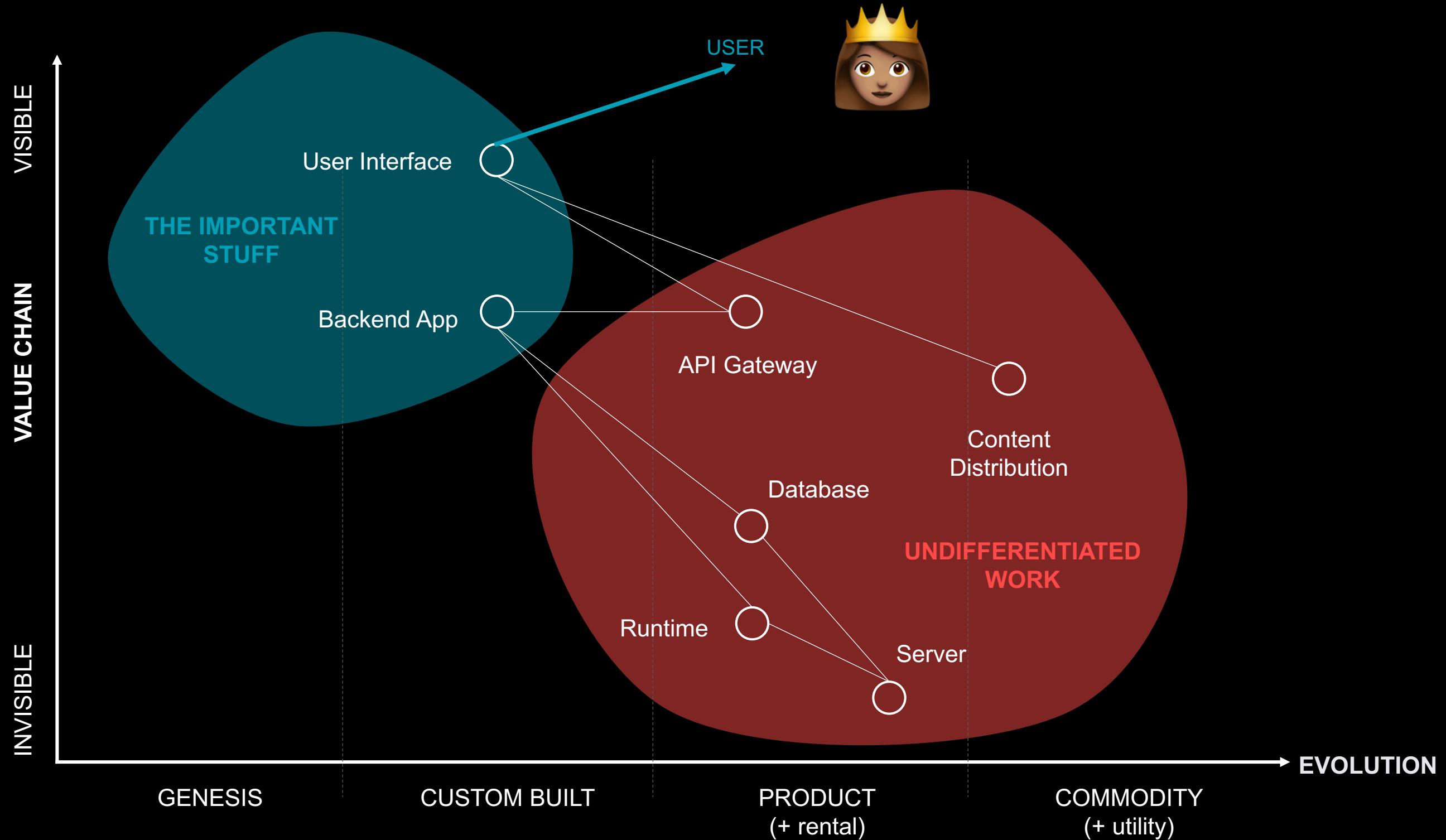
Hemos pasado de un
diagrama de arquitectura ▲
básico a un artefacto de
estrategia tecnológica ⚪

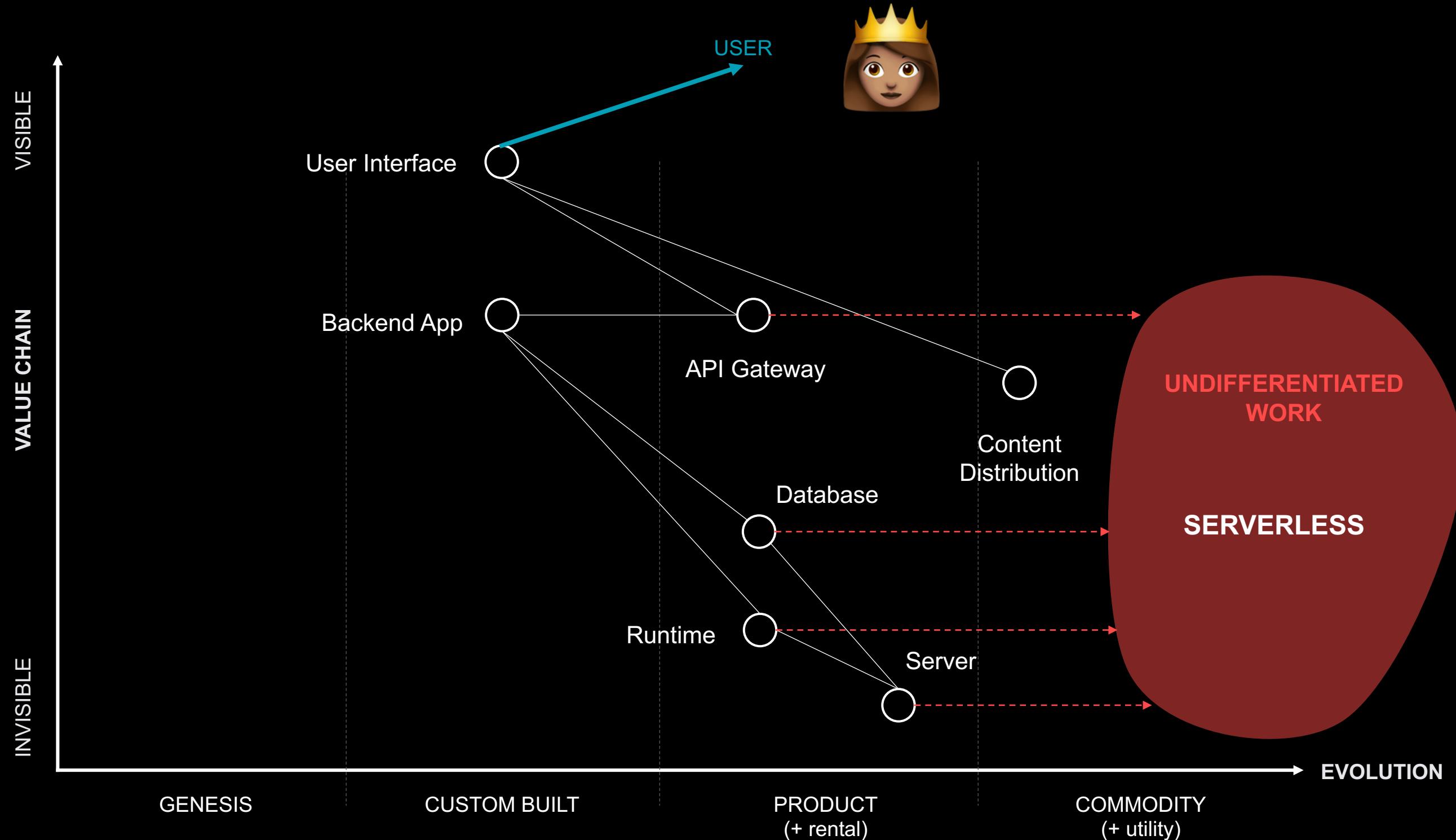


Y el movimiento,
¿dónde está?

MAP



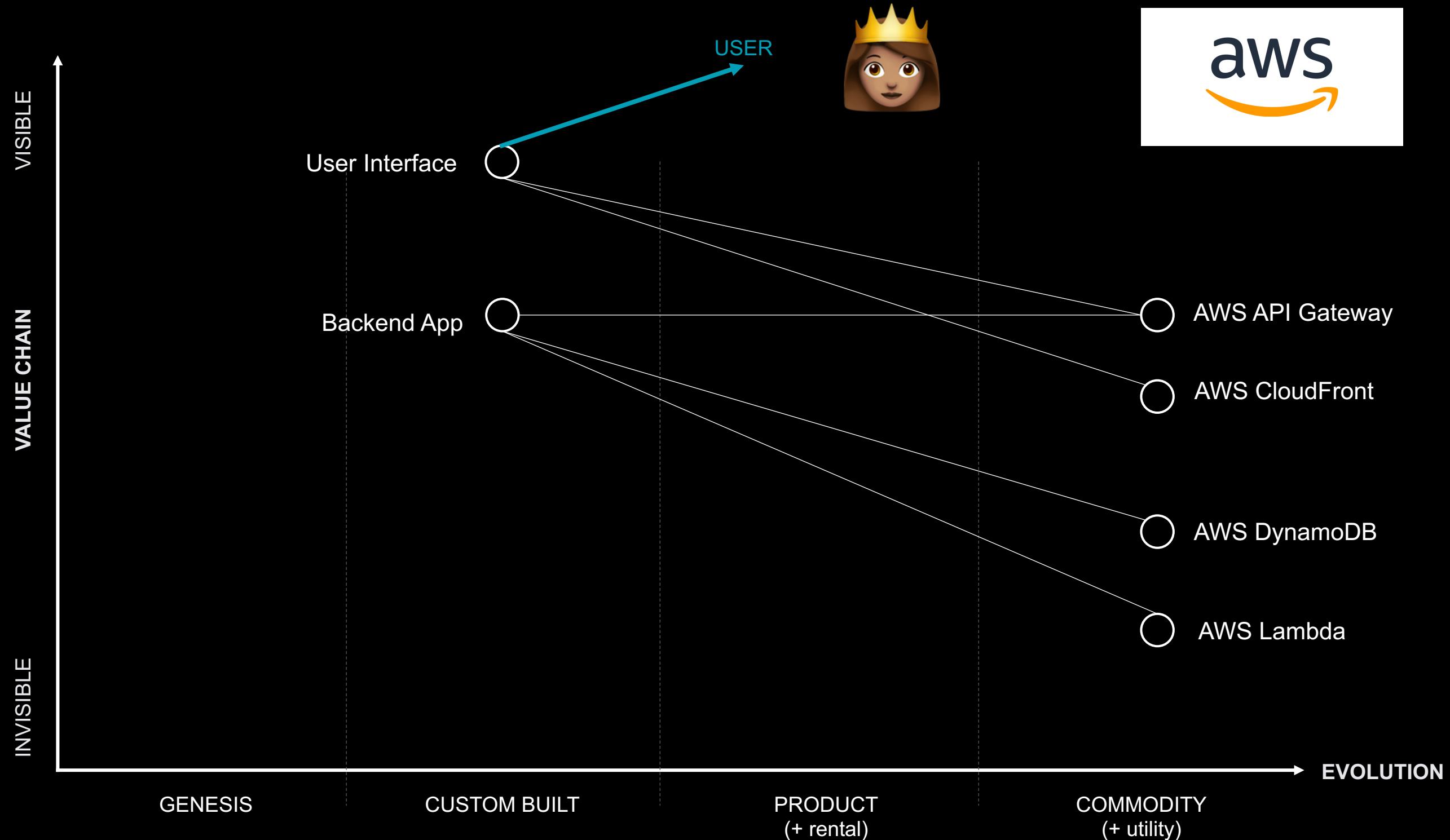




Esto es serverless



No queremos que nuestros
equipos de desarrollo
hagan cosplay  de
proveedores cloud.





**IS THIS A NEW
CLOUD PROVIDER?**

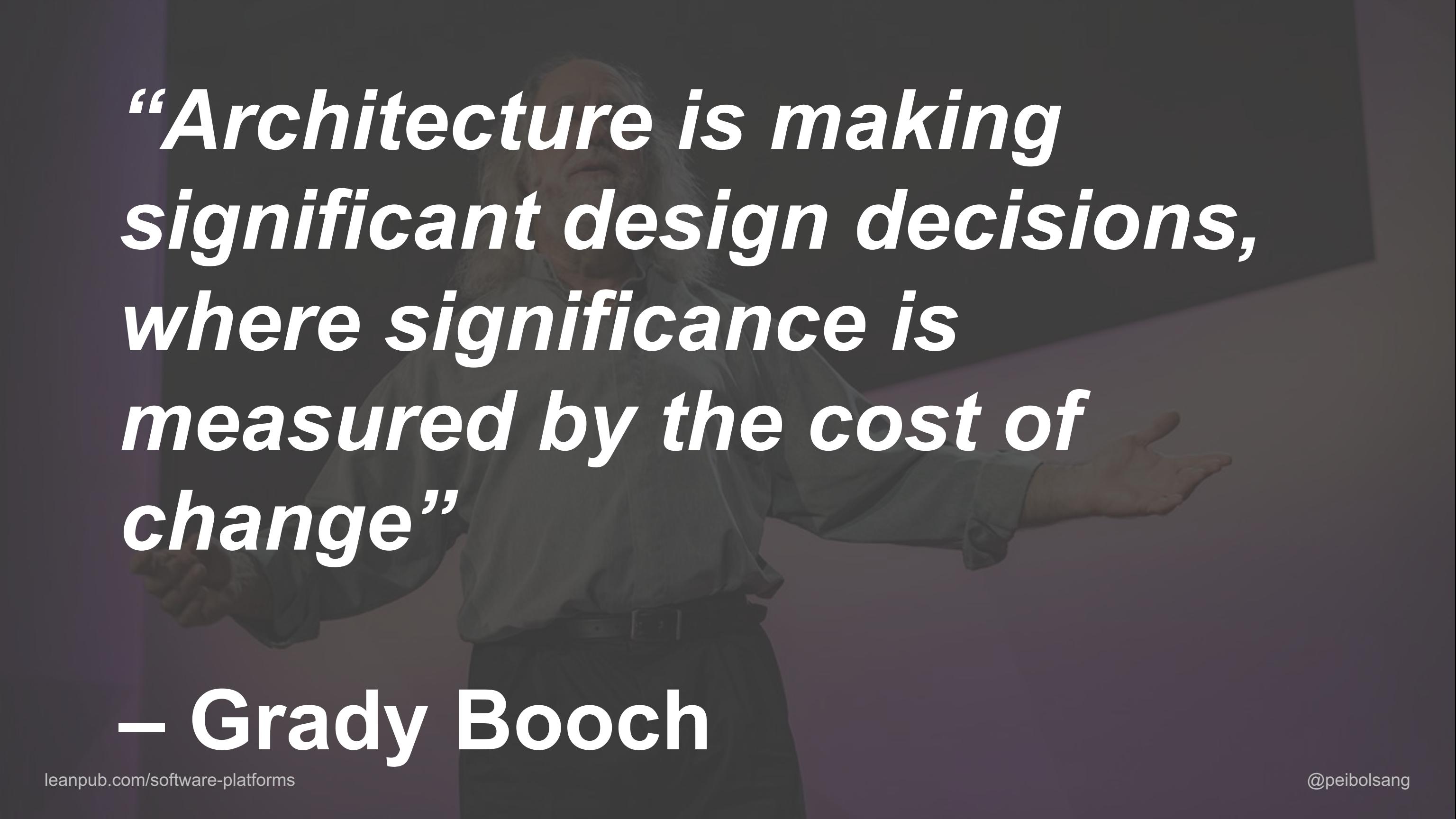
**INTERNAL
PRODUCT TEAMS
MANAGING INFRASTRUCTURE
AND CLUSTERS**

COMPANIES

¿Qué impacto tiene serverless en la arquitectura del software? ▾

*“Serverless does not mean
architecture-less”*

– Gregor Hohpe

A medium shot of a man from the waist up. He has short, light-colored hair and is wearing a green button-down shirt over a white collared shirt. He is gesturing with his hands; his right hand is open and slightly raised, while his left hand is partially visible behind it. He appears to be speaking or presenting.

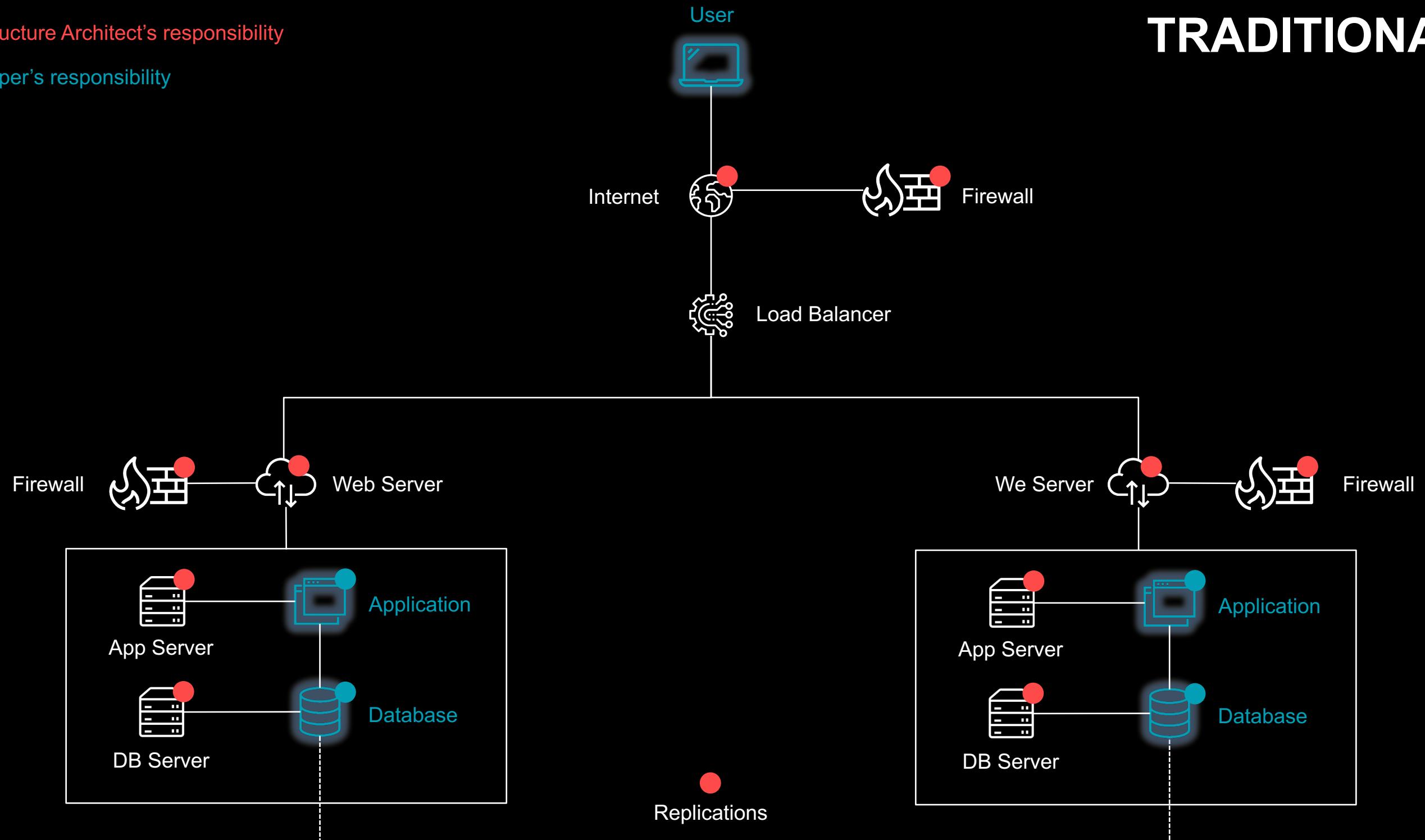
*“Architecture is making
significant design decisions,
where significance is
measured by the cost of
change”*

– Grady Booch

Con **serverless**, los
ingenieros de software
pueden tomar decisiones de
arquitectura a bajo coste 💰

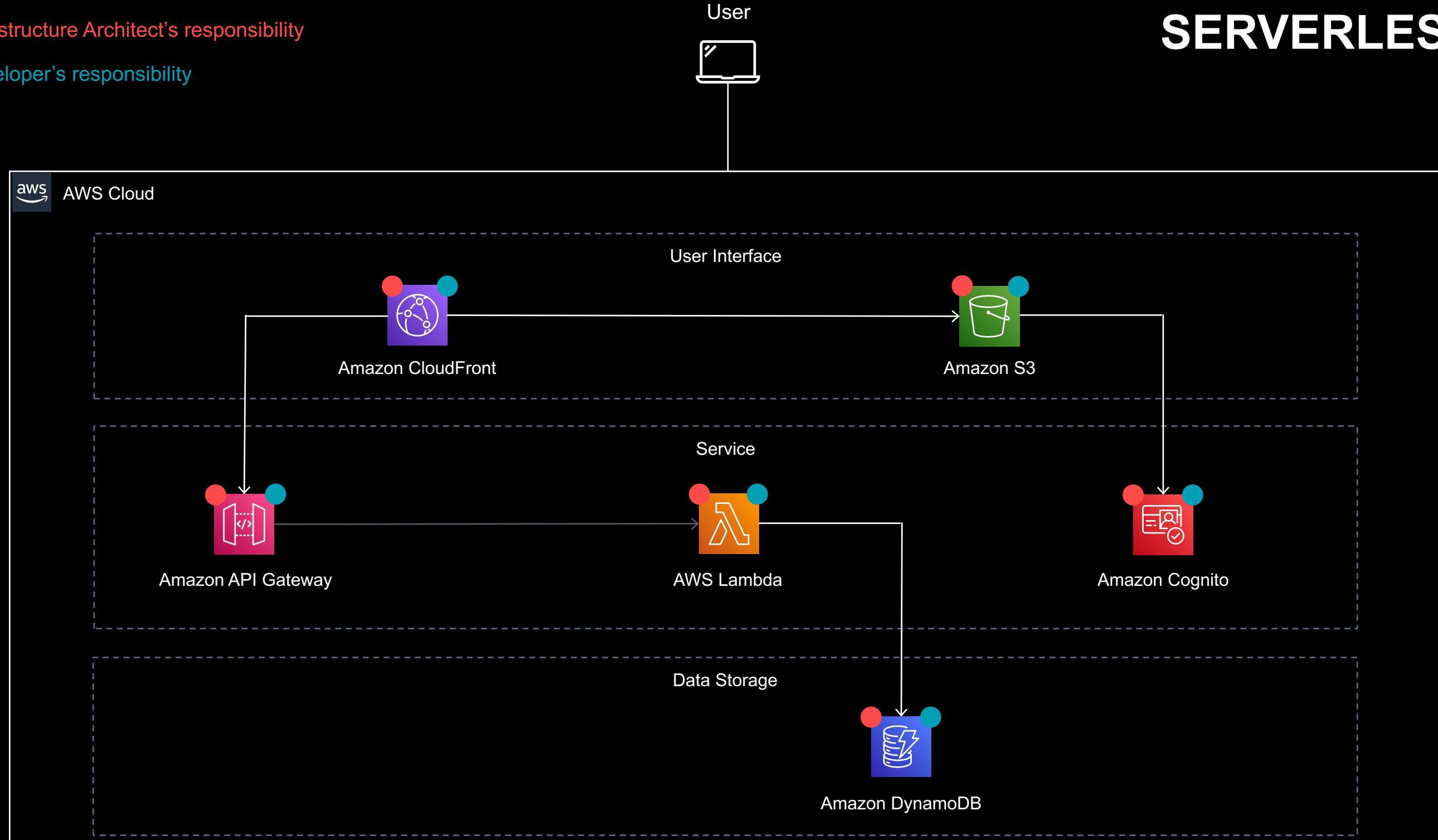
TRADITIONAL

- Infrastructure Architect's responsibility
- Developer's responsibility



SERVERLESS

- Infrastructure Architect's responsibility
- Developer's responsibility

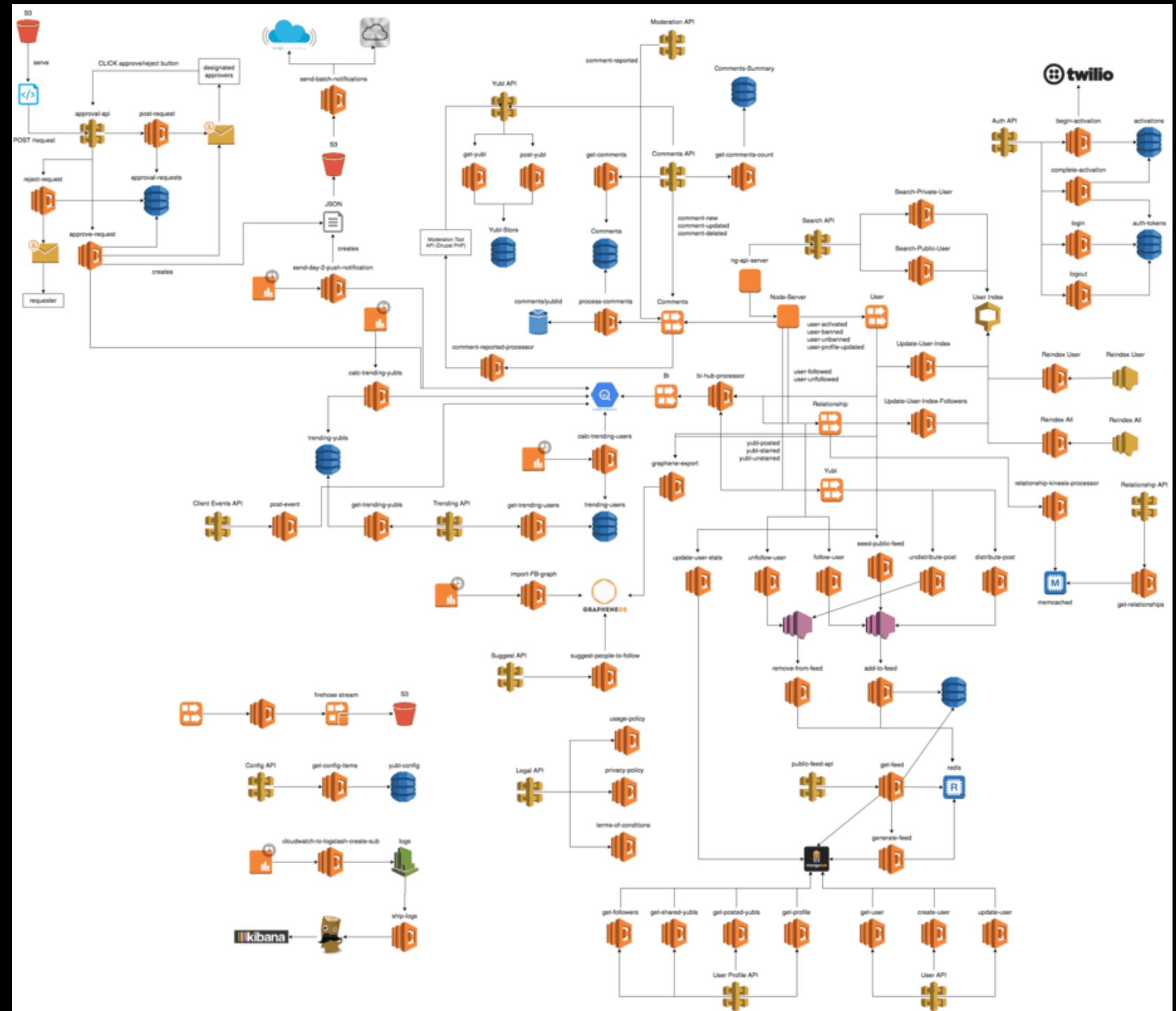




No parece
complejo,
¿verdad?

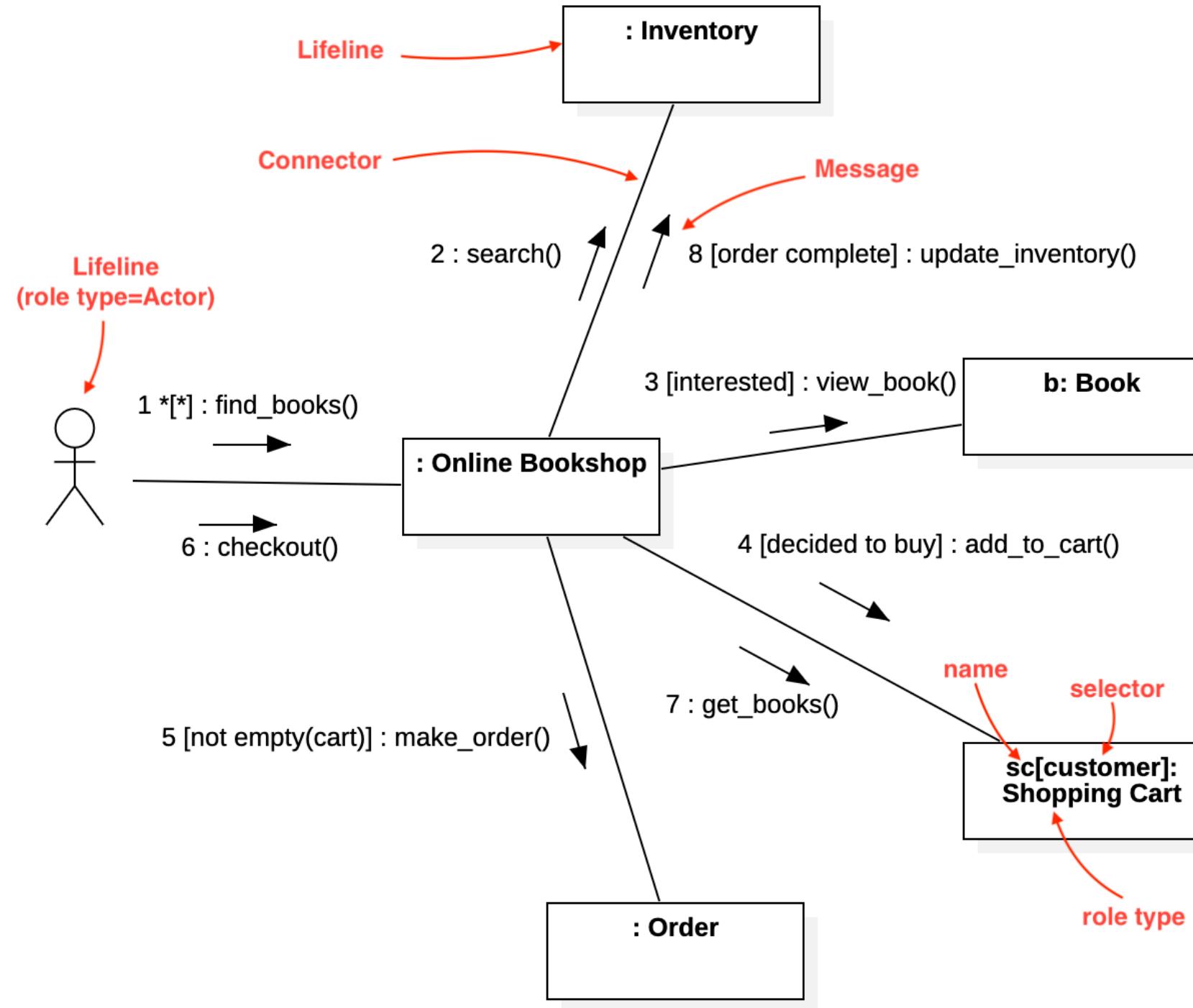
HOLD
MY





¿Qué es ese
diagrama en
realidad?

sd Online Bookshop



La realidad es que con serverless básicamente estamos desplegando nuestros diagramas de colaboración UML



La arquitectura de
software significa estar
en el negocio de los
trade-offs



*“Engineering trade-offs and
stupidity are
undistinguishable if you are
unaware of the trade-offs”*

– Eric Elliot



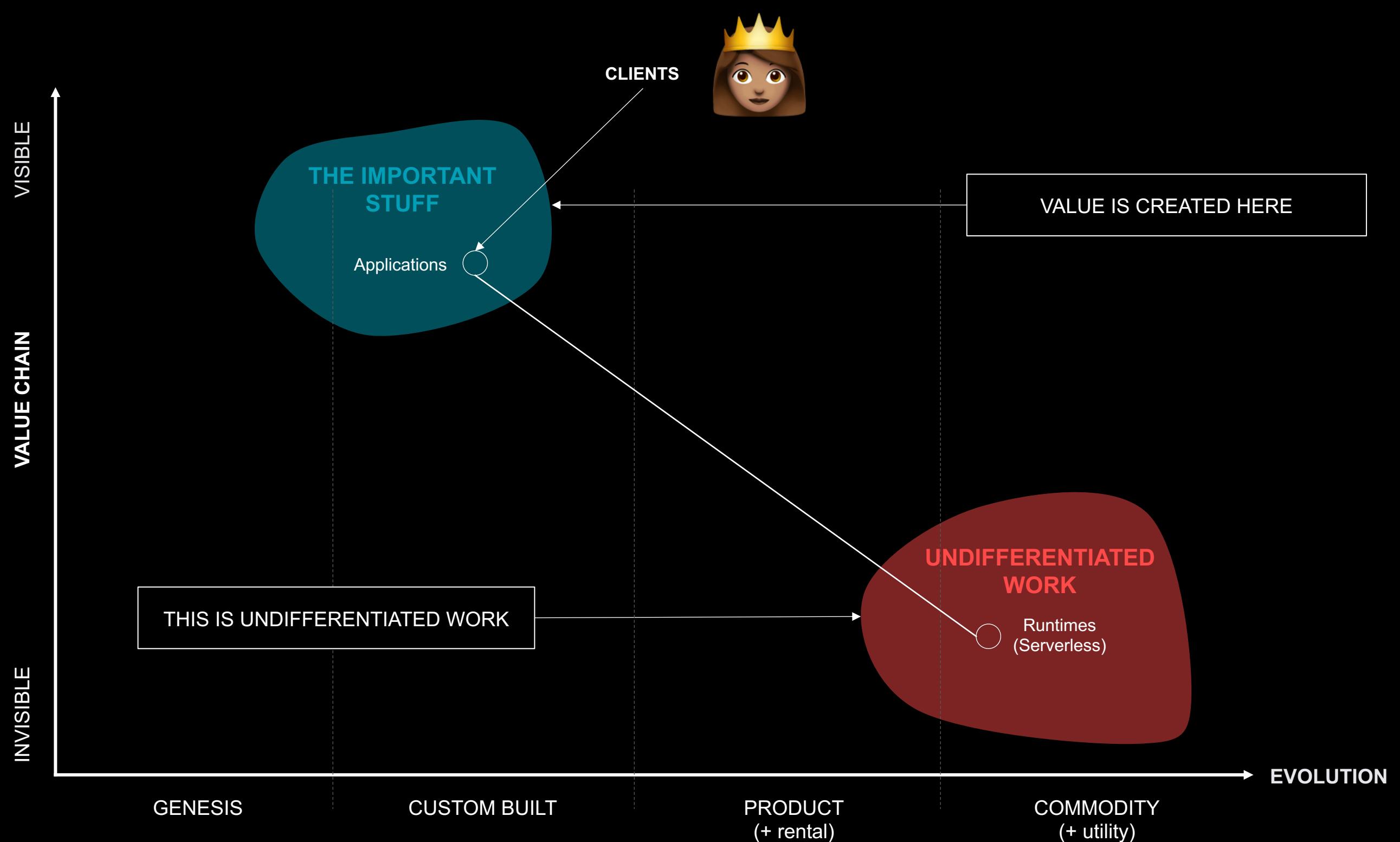
No es oro todo lo
que reluce

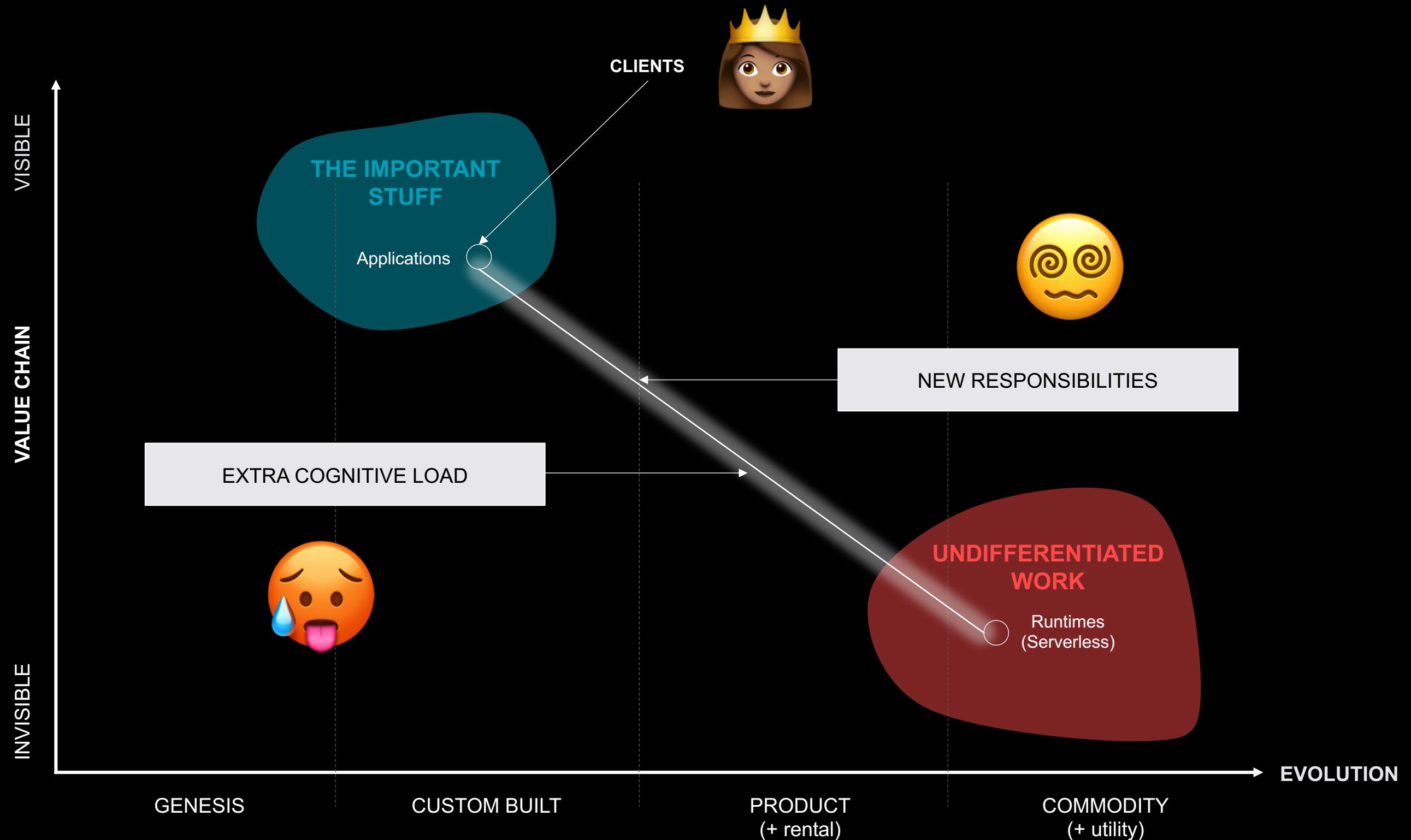
Los proveedores cloud nos
gestionan la **complejidad**



Pero la complejidad es como
la energía: no se destruye,
solo se transforma







EXTRA COGNITIVE LOAD



Select right cloud service

Learn new APIs and SDKs

How to debug after deployment

How to access logs

New integrations

How to develop in local

How to access logs

NEW RESPONSIBILITIES



Write infrastructure-as-code scripts

Set-up CI/CD pipelines

Design my own architecture

NoOps

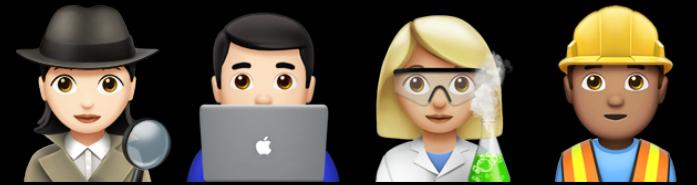
New NFR: Costs (FinOps)

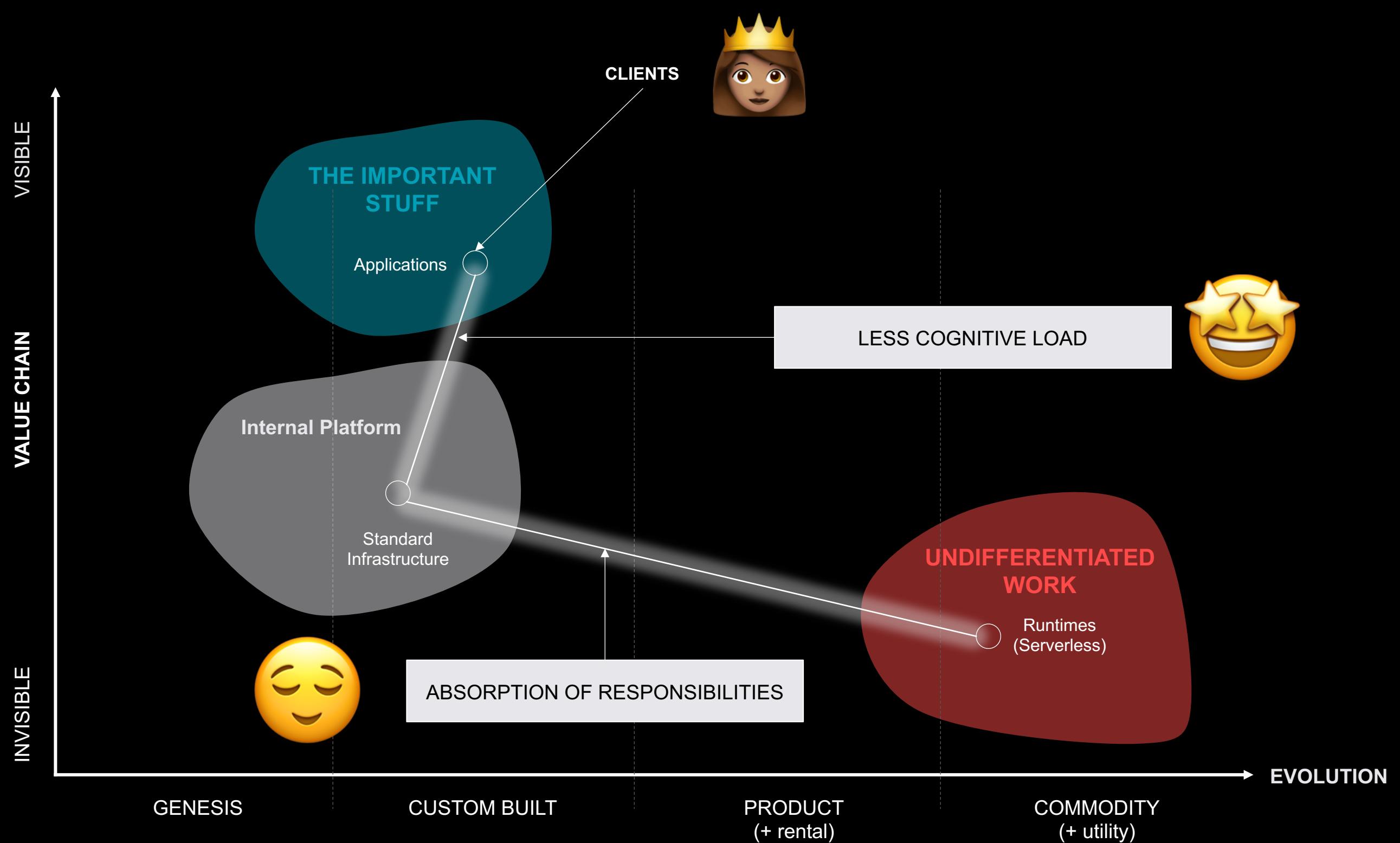
New NFR: Sustainability (GreenOps)



¿Cómo se puede
solucionar esto?

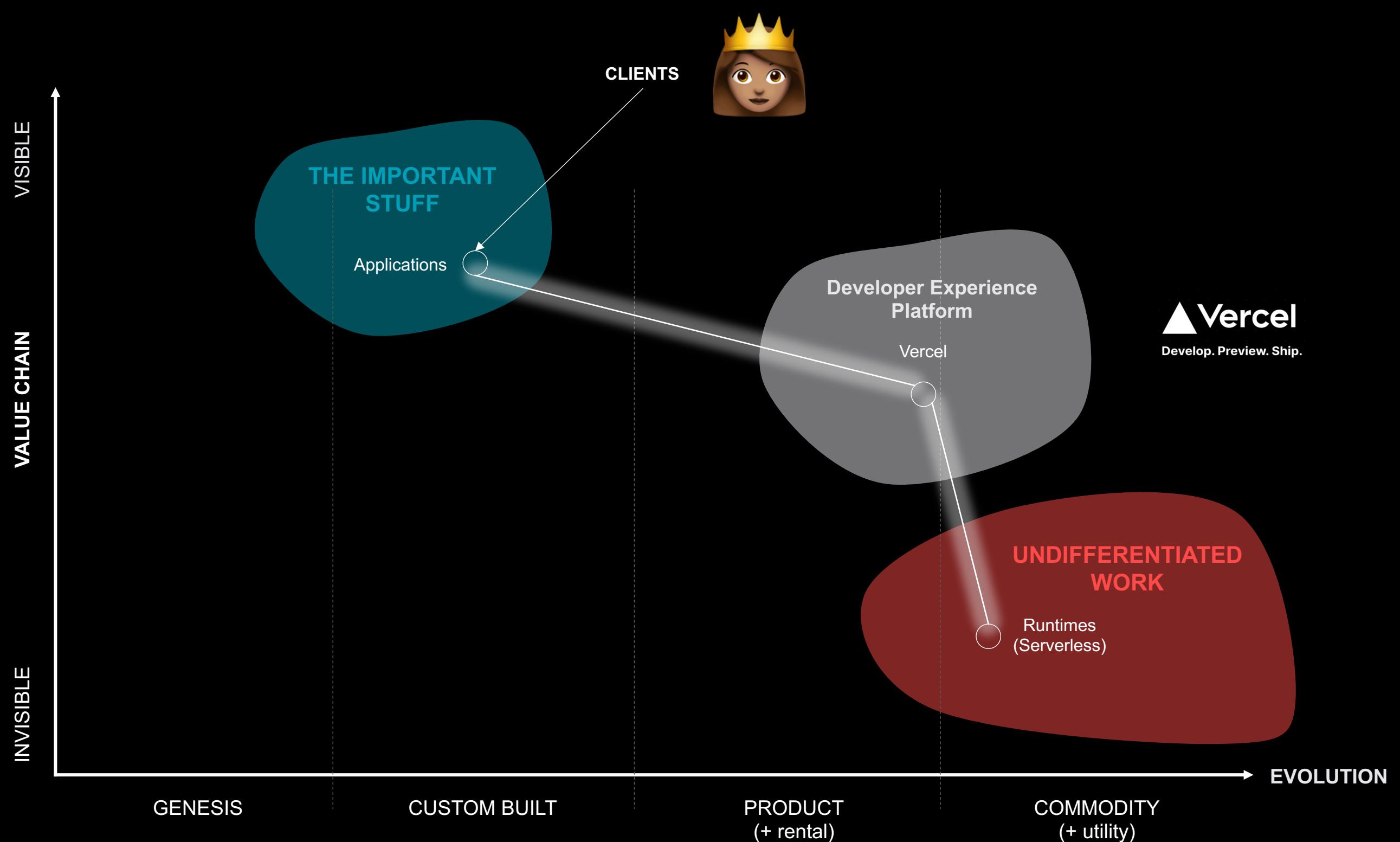
Con **plataformas internas de software** que ayuden a los equipos de desarrollo a centrarse en resolver problemas de negocio





**AWS CREATING
SERVICES**

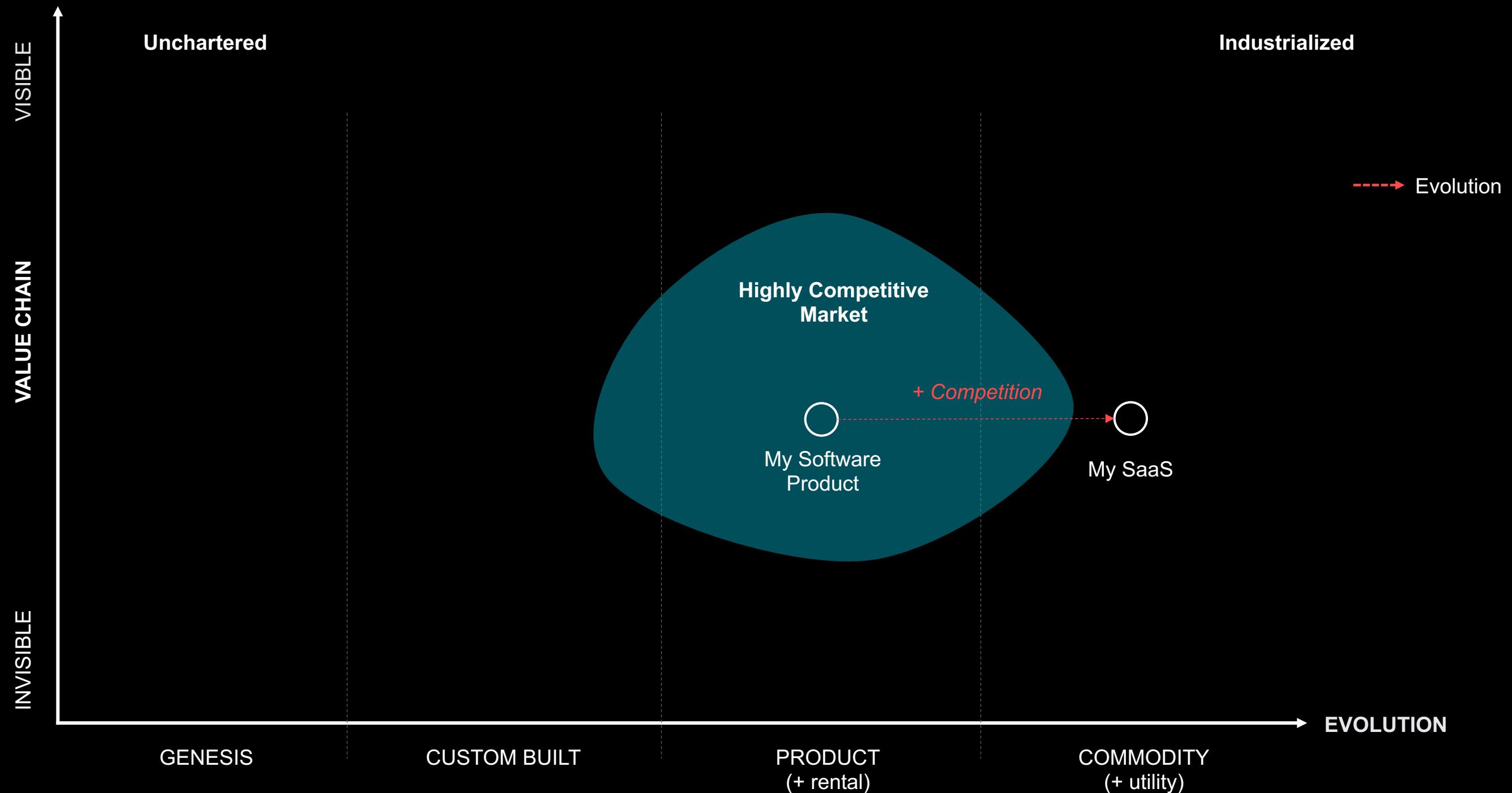




Parte 2



Arquitectura Técnica de Productos Software



Pero,
¿por qué es importante
movernos hacia
servicio  ?

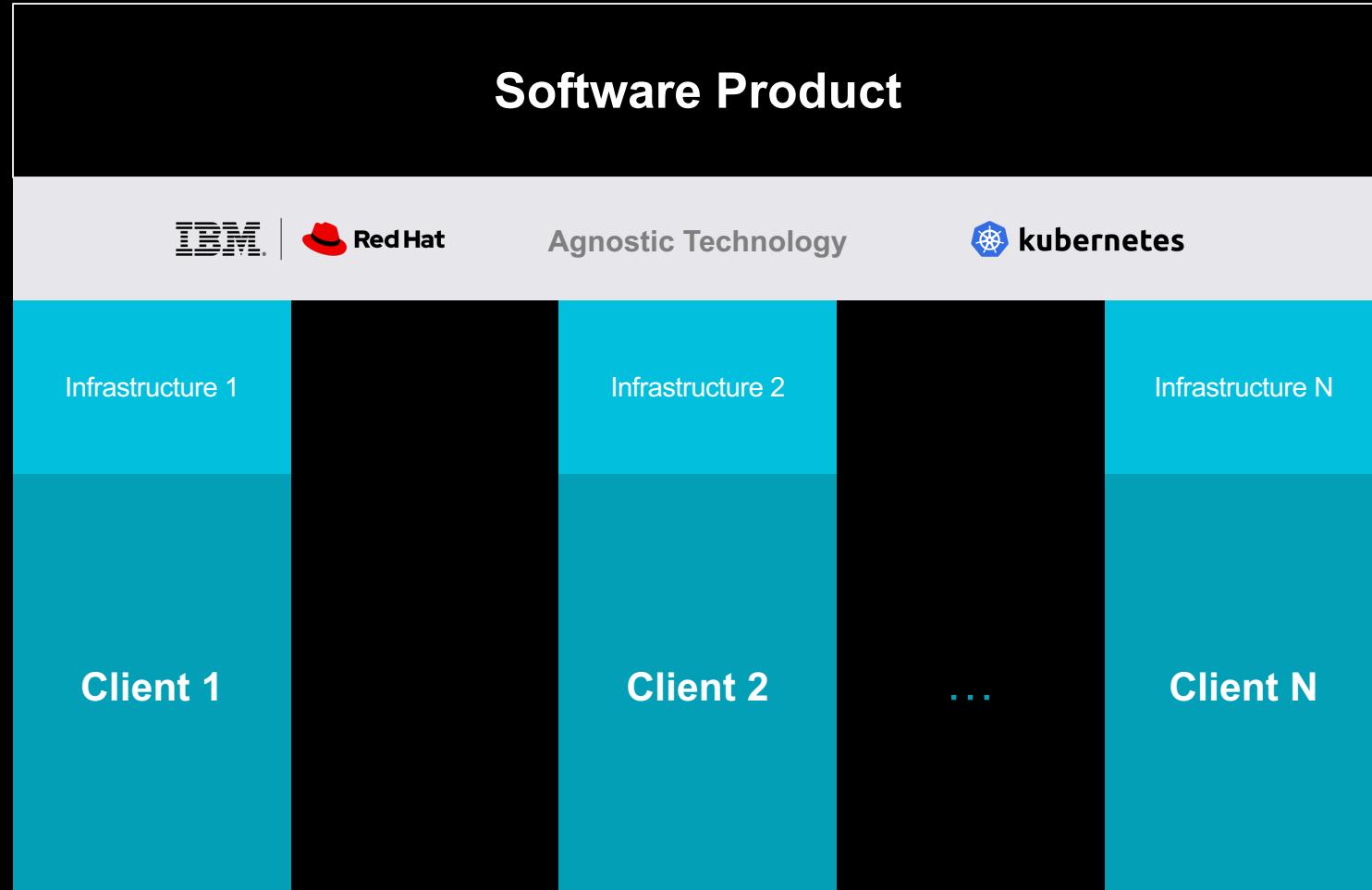
No hay nada mágico en el
código fuente de tu producto
que lo haga irresistible a tus
clientes



El **servicio** es lo que importa



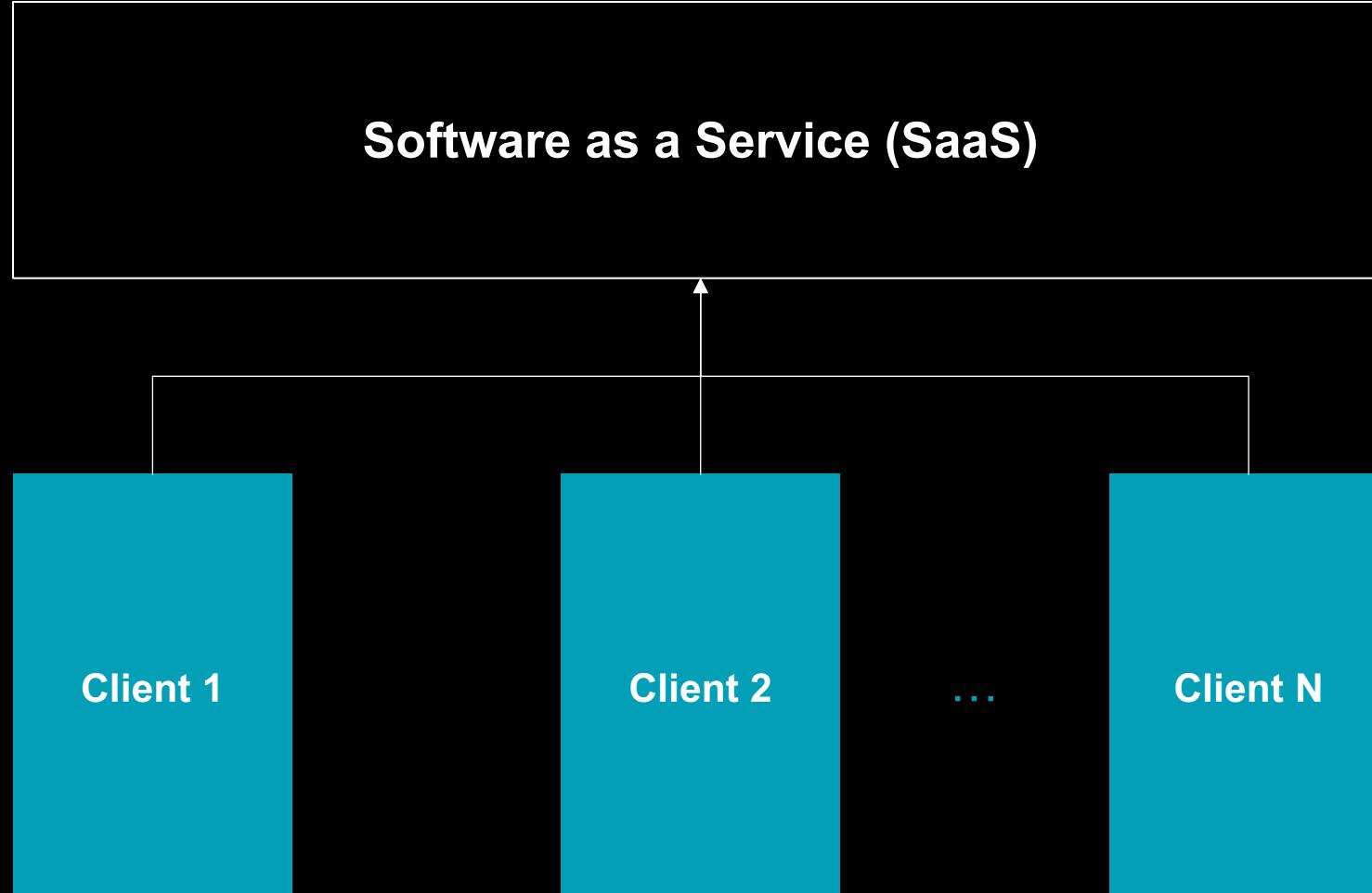
Product-based Economy



The principal need is
deploying the software
product on **multiple client**
environments simultaneously

The challenge is doing it at
scale without building
different versions of the
product for different clients

Service-based Economy

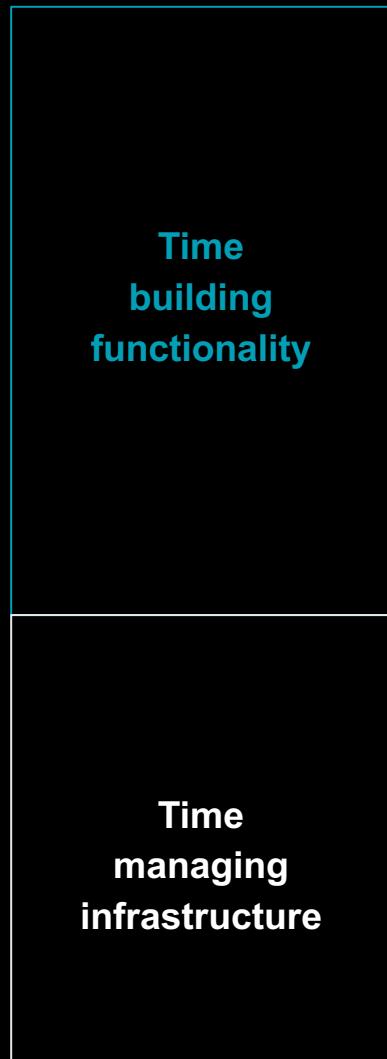


The principal need is delivering software as a service over the Internet. There are no portability requirements

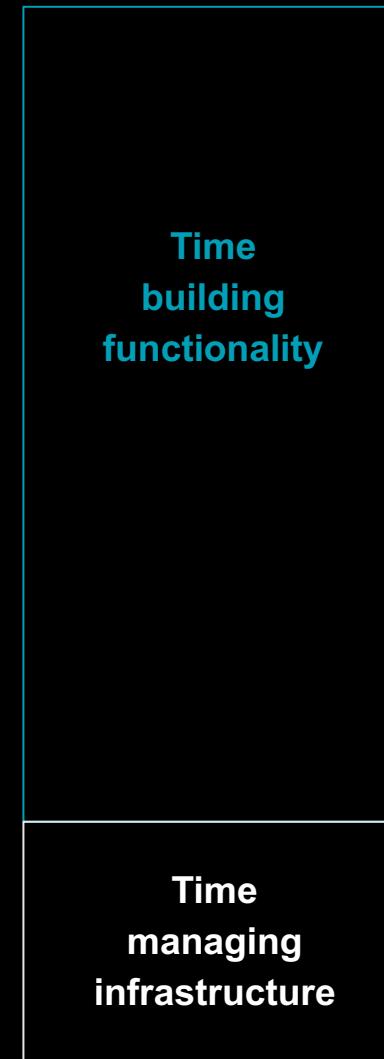
The challenge is doing it at the minimum cost possible, since the software provider owns the costs in their totality

What technology can I use to build my SaaS?

Using agnostic technology



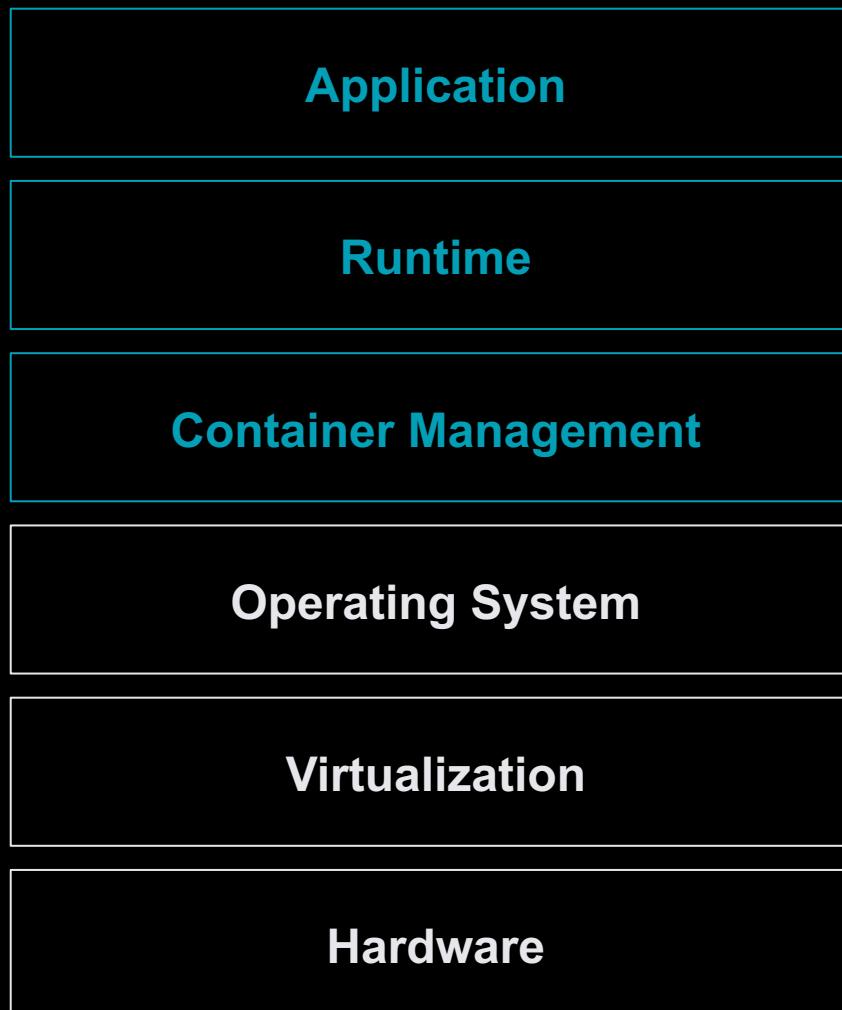
Using managed cloud services



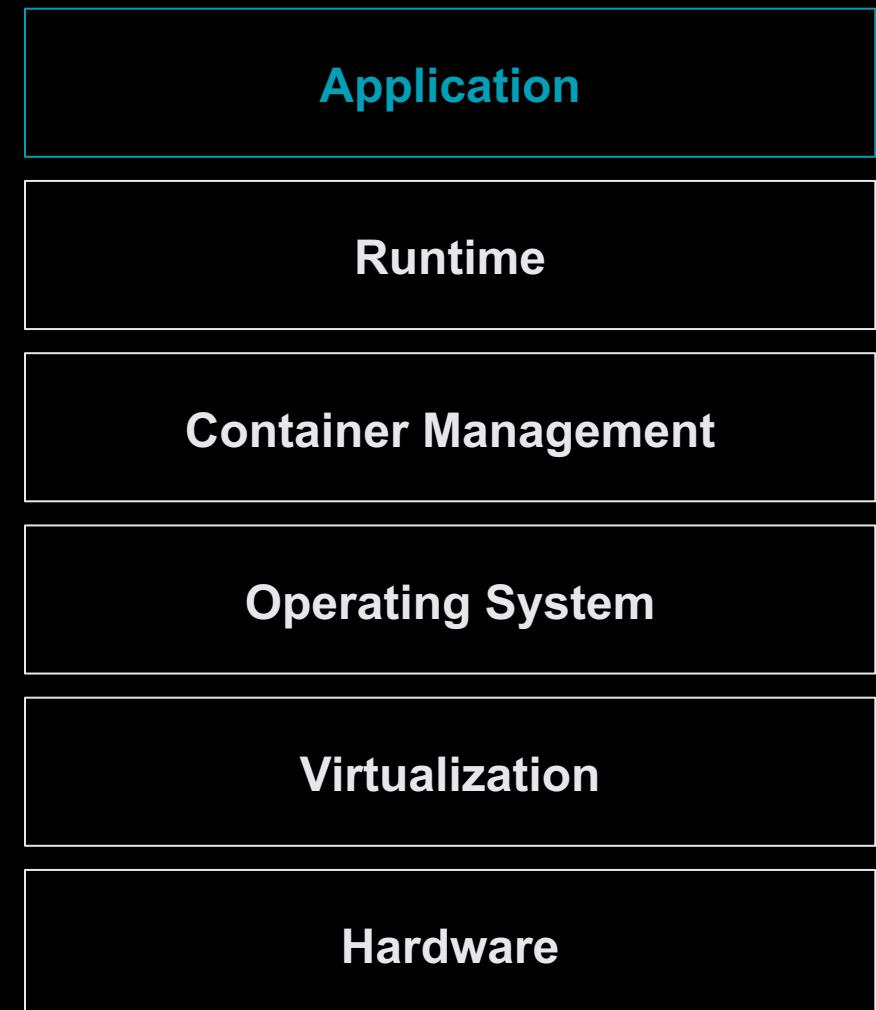
We must **minimize** undifferentiated work (cost of doing business) and **maximize** functionality (delivered value)

“In the future, all the code you ever write is business logic” – Werner Vogels, CTO Amazon.com

Using agnostic technology



Using managed services

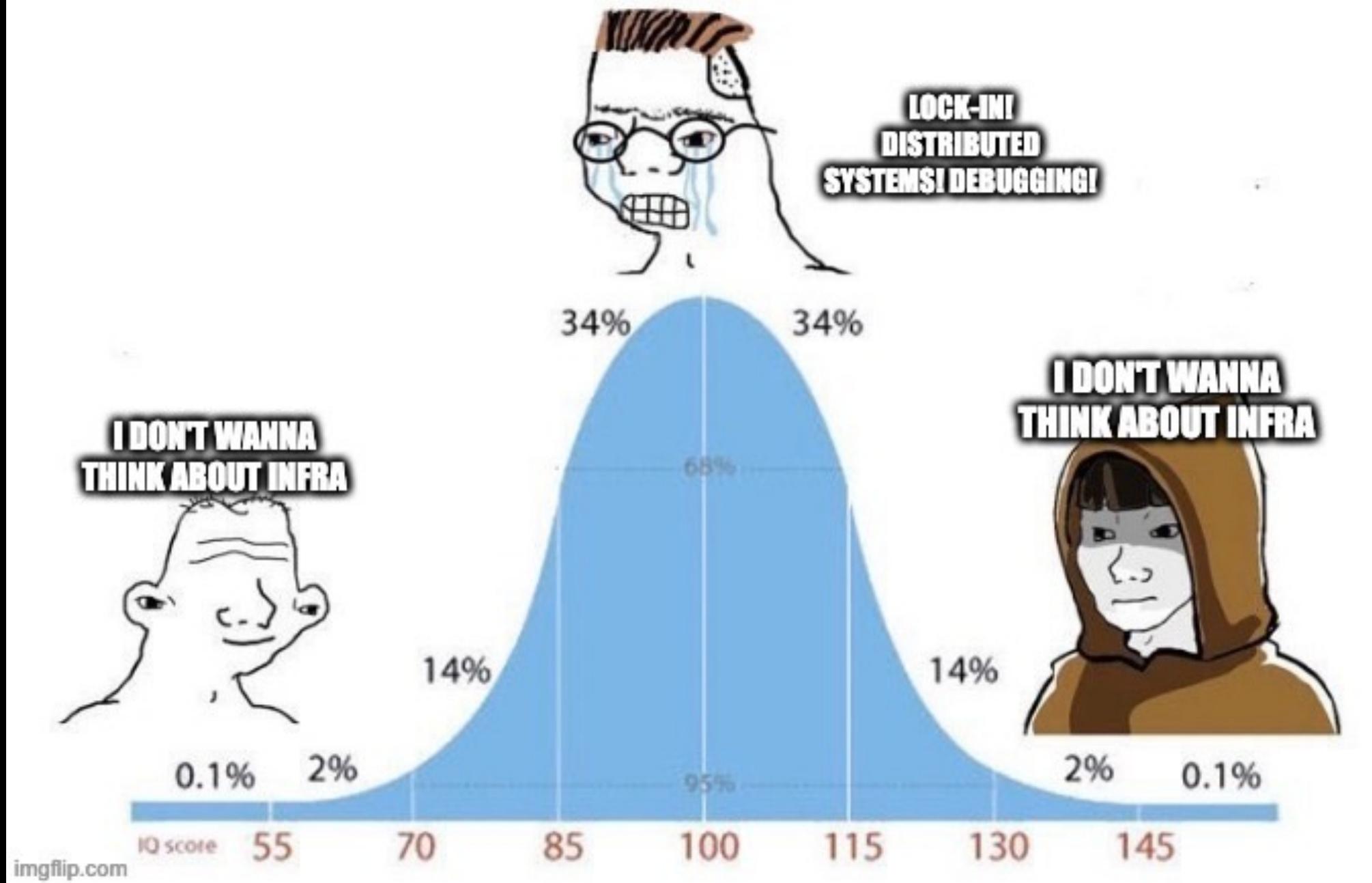


Managed by user (you)



Managed by cloud provider

EMBRACING THE CLOUD

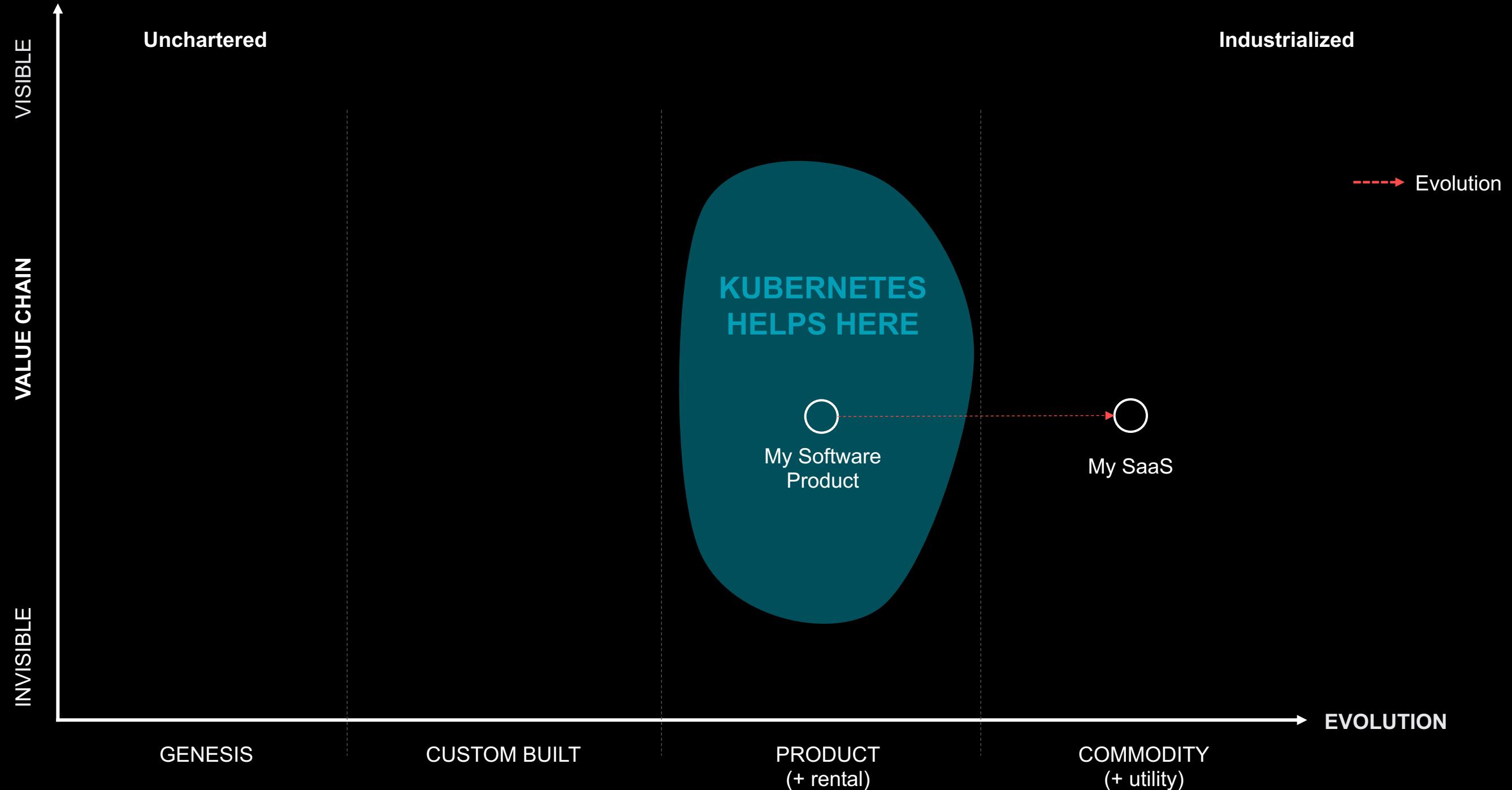


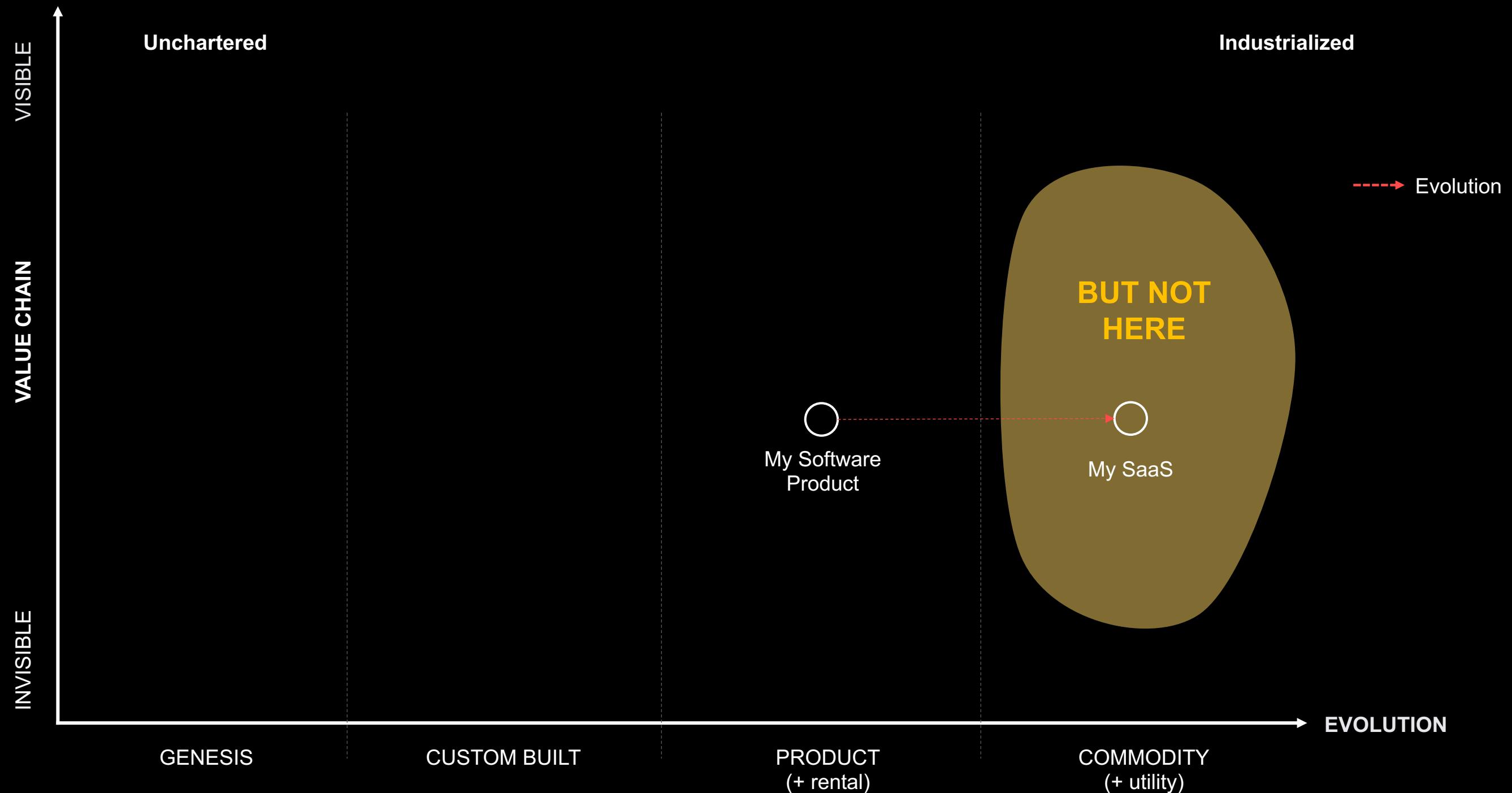
Y ahora, me voy a
meter en un jardín.

El problema de
Kubernetes es que está
sobre-utilizado 🔥

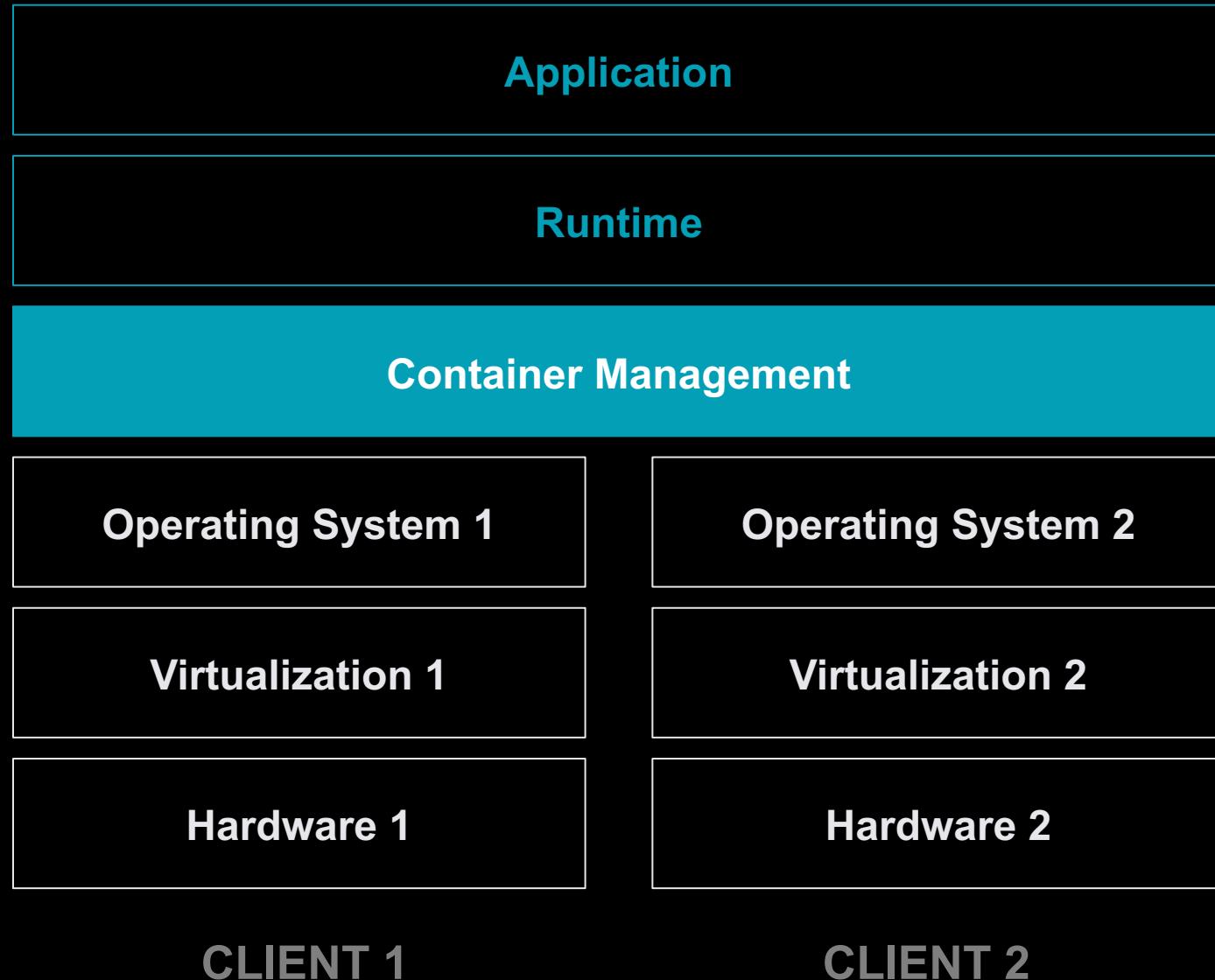
Soluciona un problema
importante, pero no es el
futuro







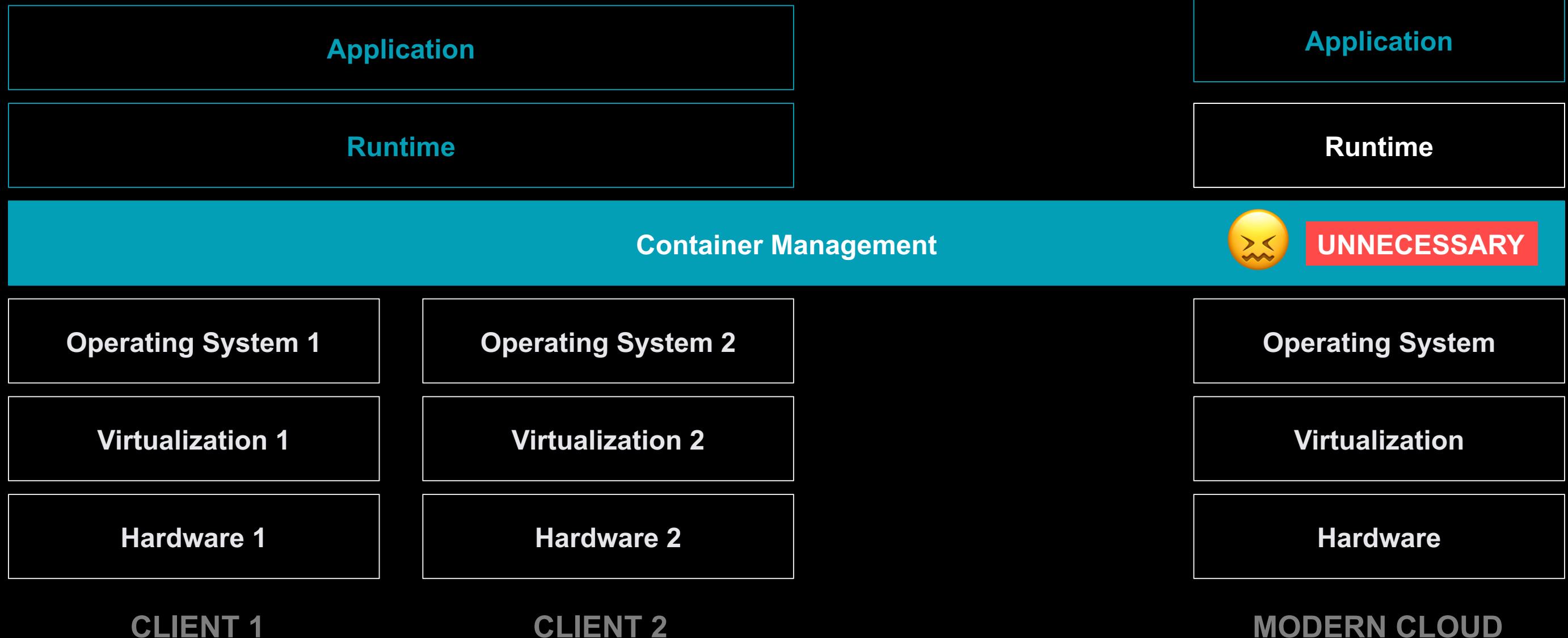
How Kubernetes is helping us



How Kubernetes is helping us



How Kubernetes is NOT helping us





Corey Quinn
@QuinnyPig

...

Me: Kubernetes is the solution to a problem that isn't particularly sympathetic. Specifically "I want to work at @awscloud but your hiring bar is too high so I'm going to run k8s so I can cosplay as a cloud provider myself at home."

Thank you!