

Getting up to speed: Application Deployment Patterns in the Cloud

Given by Derek C. Ashmore

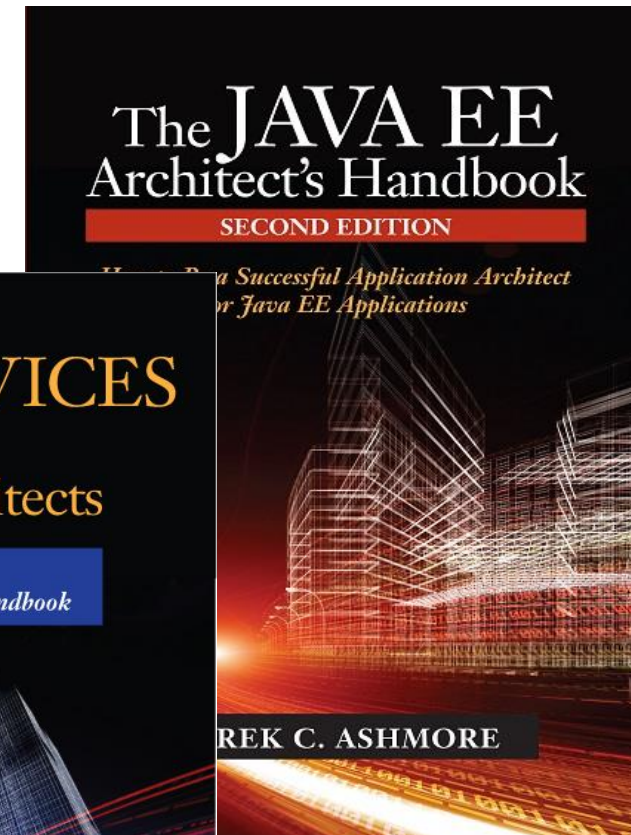
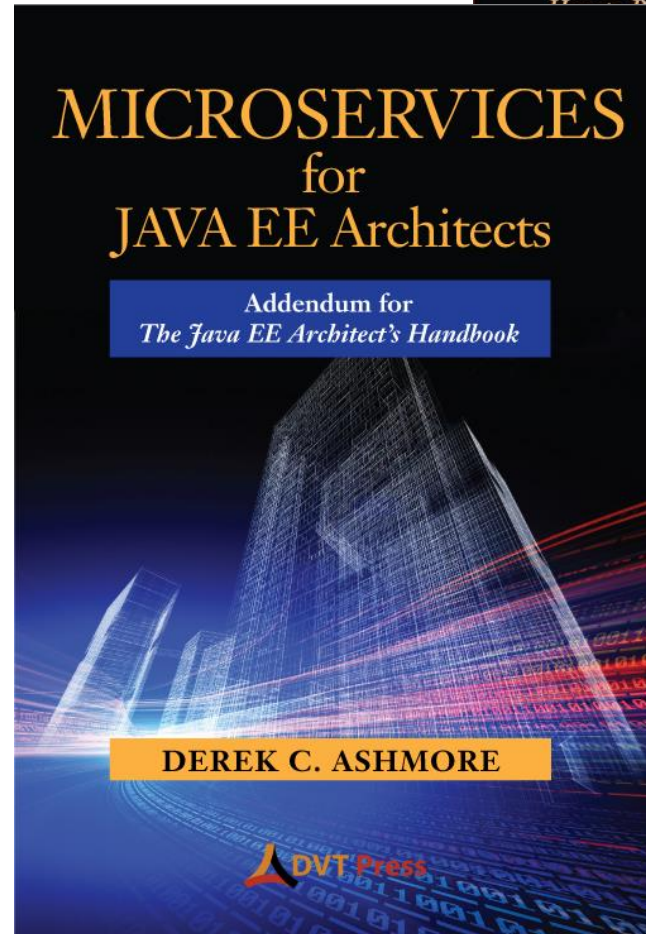
Code PaLOUsa 2022

August 19, 2022



Who am I?

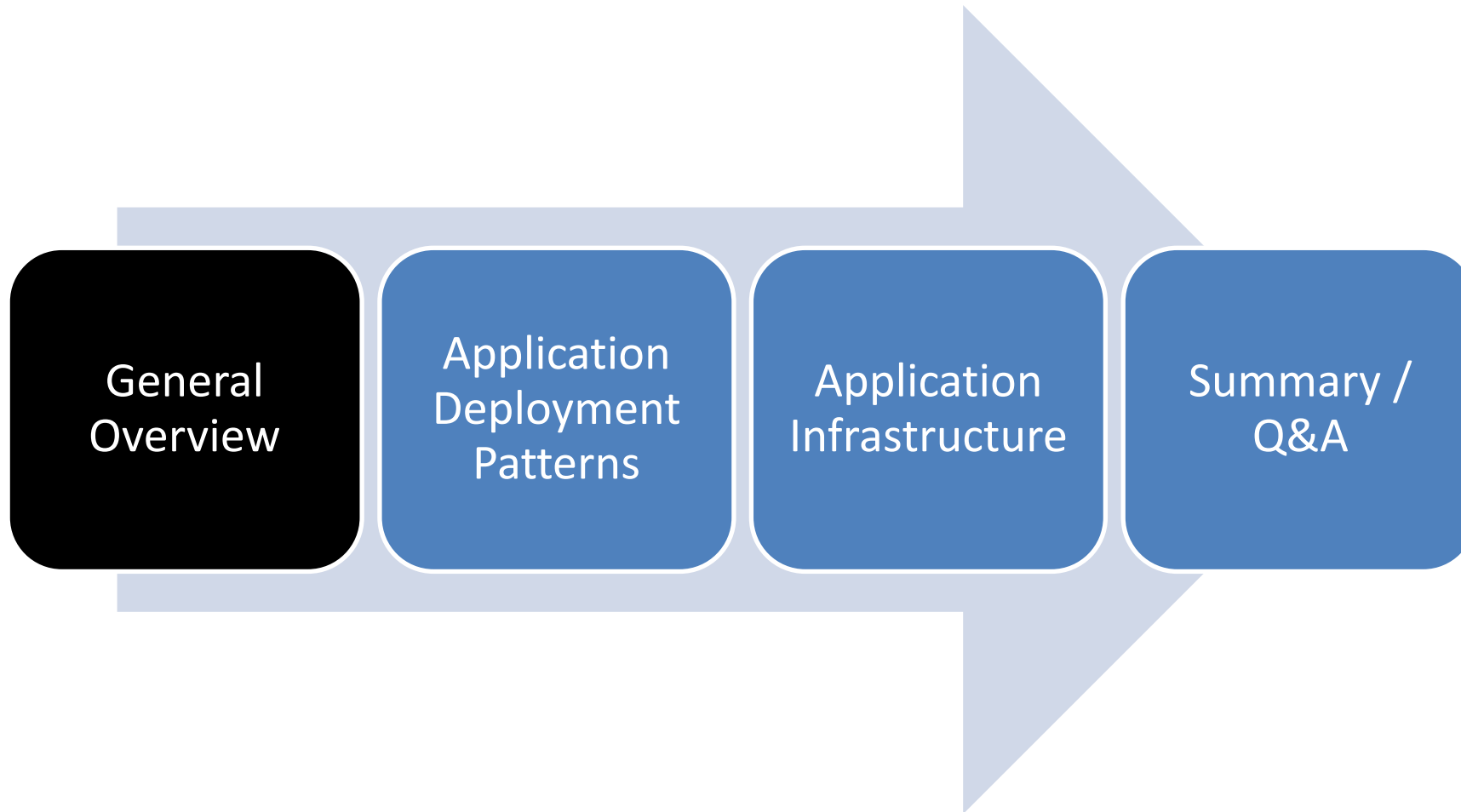
- Professional Geek since 1987
- Java/J2EE/Java EE since 1999
- AWS since 2010
- Azure since 2017
- Specialties
 - Application Transformation
 - Infrastructure Automation
- Yes – I still code!



Discussion Resources

- This slide deck
 - <https://www.slideshare.net/derekashmore/presentations>
- Deployment Pattern Article Series
 - <http://www.derekashmore.com/2020/05/design-patterns-for-cloud-management.html>
- Slide deck has hyper-links!
 - Don't bother writing down URLs

Agenda



Tales from the Field

- National Consumer Product Firm
 - Rebuilds the entire cloud footprint with all applications every two weeks
- National Fast-food Franchise
 - Mobile App Cloud and application footprint
 - Rolling Update pattern
- National Financial Institution
 - Mobile App Cloud and application footprint
 - blue/green capability



A Brief History of Time

- I've been writing CI/CD Pipelines for over a decade.
- Before the Cloud
 - Application builds and packaging
 - Automating application build/packaging became standard
 - Deployments sometimes automated / sometimes not
 - OPS handled deployments – often manually
 - Releases required bureaucracy and constrained by schedules
- After the cloud
 - OPS decentralized – DevOps teams formed
 - Everything is (or can be) code now
 - Application developers increasingly responsible for application infrastructure too
 - Instances / Virtual Machines
 - Content Delivery Network (CDN) deployments
 - Serverless function development/deployment
 - Database design/management too
 - CI/CD Pipelines augmented to handle application infrastructure too

Deja Vu

- Cloud deployment pipelines look the same after a while
 - Like build automation before it
- Coding patterns have developed for application infrastructure and releases
 - Just like application code for any programming language

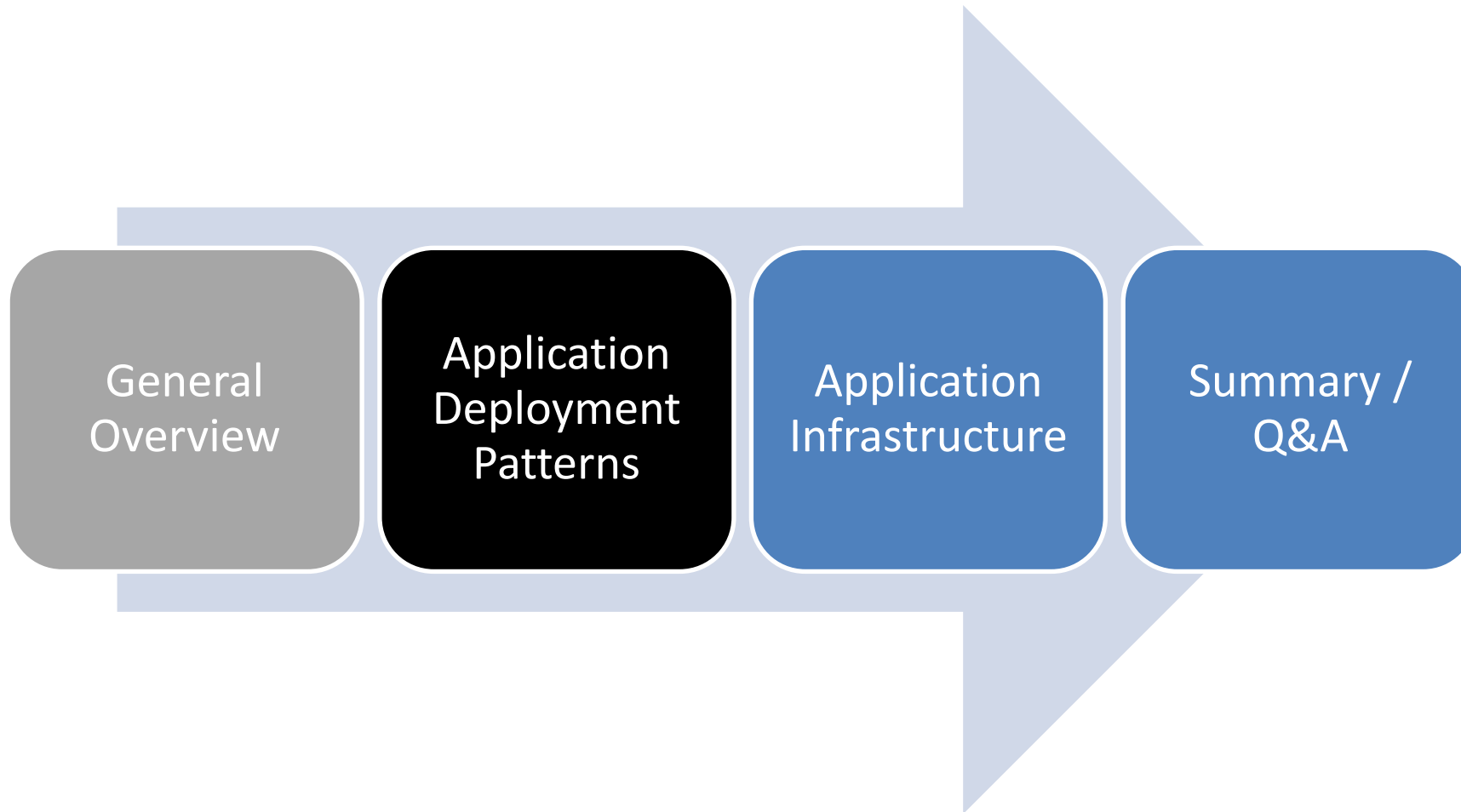
Cloud Pattern Categories

- Build Patterns
 - Creating deployable artifacts from source code
 - Docker Images
 - Java → Wars/Ears
 - Python packages
- Application Release Patterns
 - Making deployable artifacts available to end users
- Infrastructure Patterns
 - Creating/maintaining infrastructure used/needed by applications

What is a Pattern?

- Elements of a Software Pattern
 - Problem Statement
 - Sometimes called “Intent”
 - Example(s) of the problem
 - Applicability Statement
 - When to use this pattern
 - Structure
 - Algorithm used by the pattern
 - Consequences
 - Advantages / Disadvantages
 - Limitations

Agenda



Application Deployment Pipeline Patterns

- Application Deployment Pipeline Patterns
 - Make build pipeline output available to end users
 - Docker images, Java Wars/Ears, Python Packages, etc.
 - Many require cloud (any vendor)
 - Can be implemented using any CI/CD deployment software
 - Jenkins, Bamboo, Azure DevOps, AWS Code* products
 - Just like GoF patterns that can be implemented in any programming language
- The Pattern List
 - Spray and Pray (All at Once)
 - Rolling Updates
 - Blue/Green
 - Canary

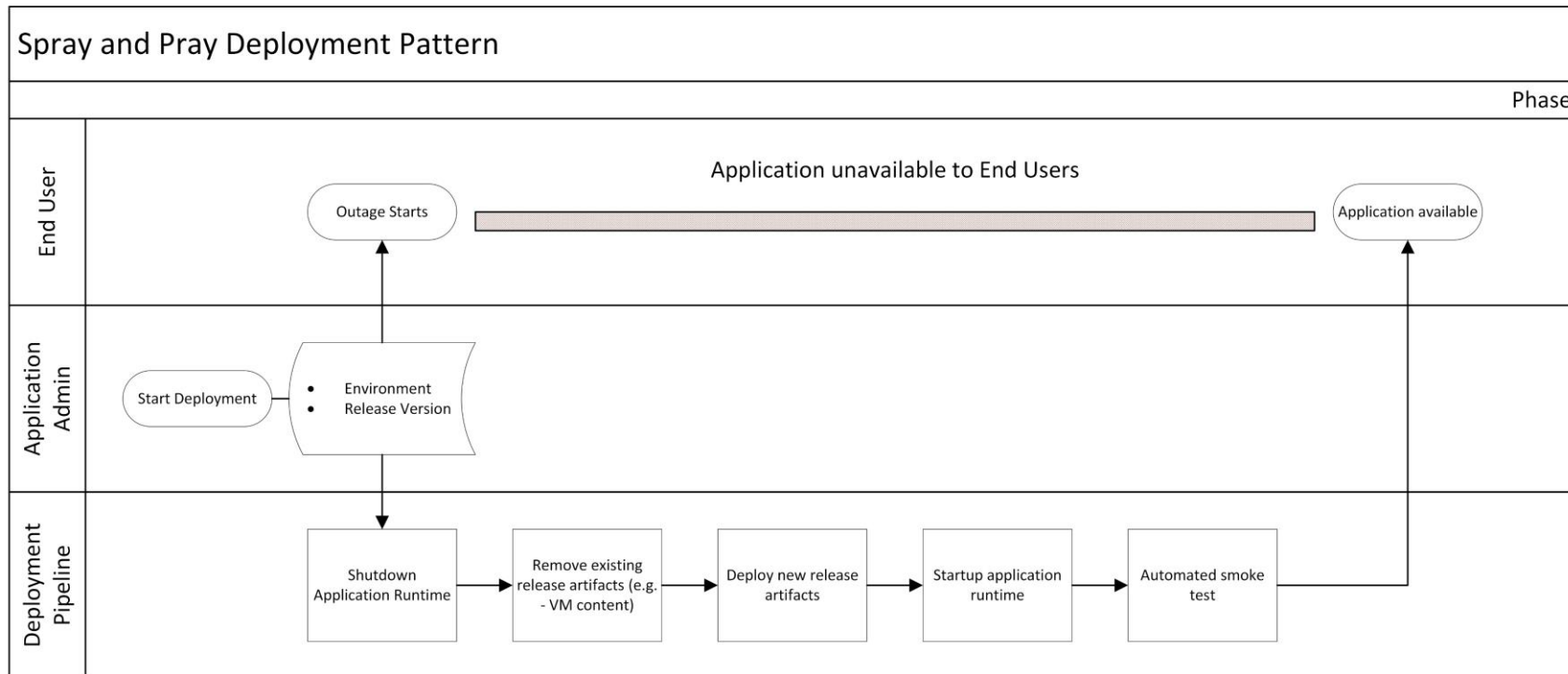
Spray and Pray (All at Once)

- **Problem Statement**

- An application release needs to be made available to users

- **An Example**

- An internal web application used for company profitability analysis



Rolling Updates

- **Problem Statement**

- An application release needs to be made available to users without downtime to users

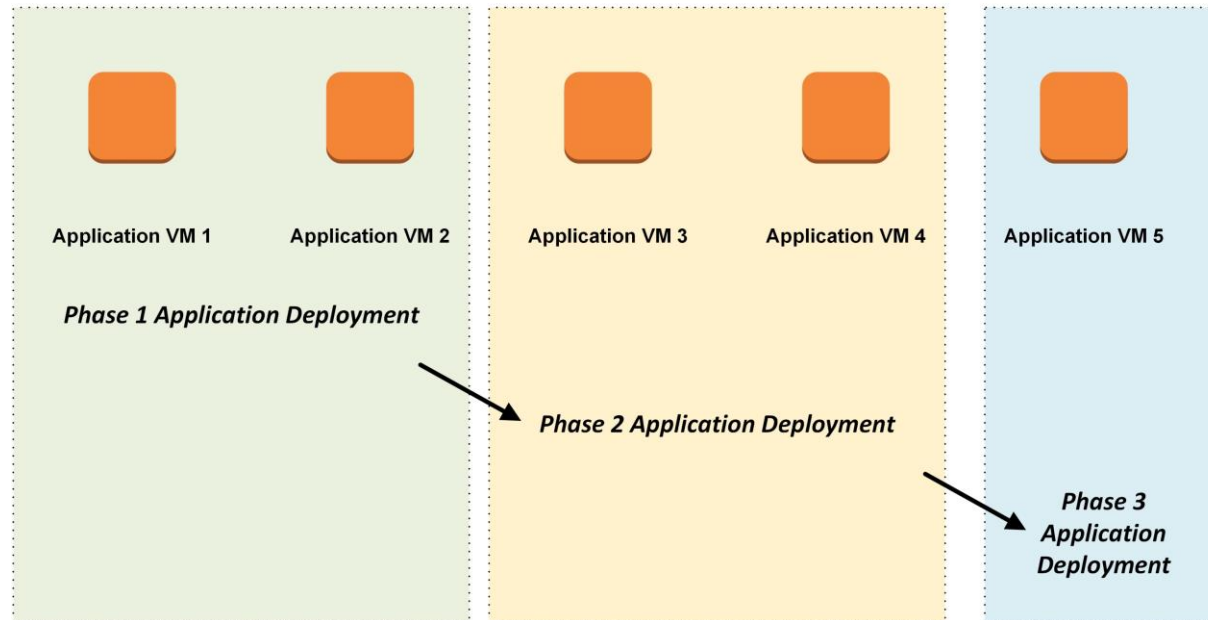
- **An Example**

- multiple (highly available) node deployment -- any technical stack
- Mobile application for Fast Food franchiser
 - AWS Elastic Beanstalk



Load Balancer

- Application Release “Mix” available to users throughout
- Some users use old version, some use new version
- Both old and new releases need to be able to use the same database
- Typically used with “mutable” infrastructures
- Autoscaling changes the implementation, but not the concept



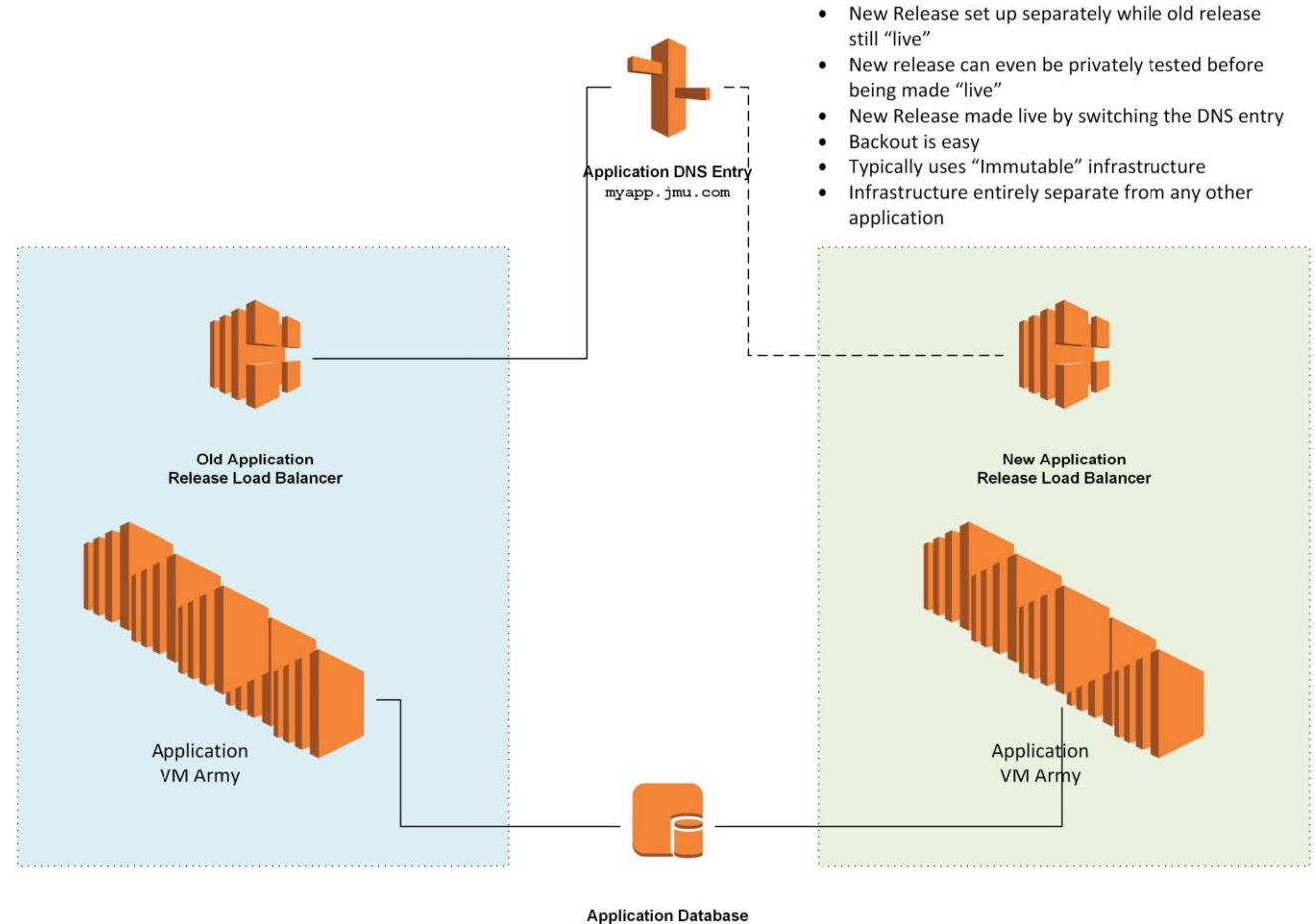
Blue / Green

- **Problem Statement**

- An application release needs to be made available to users without downtime to users and minimizing rollback time

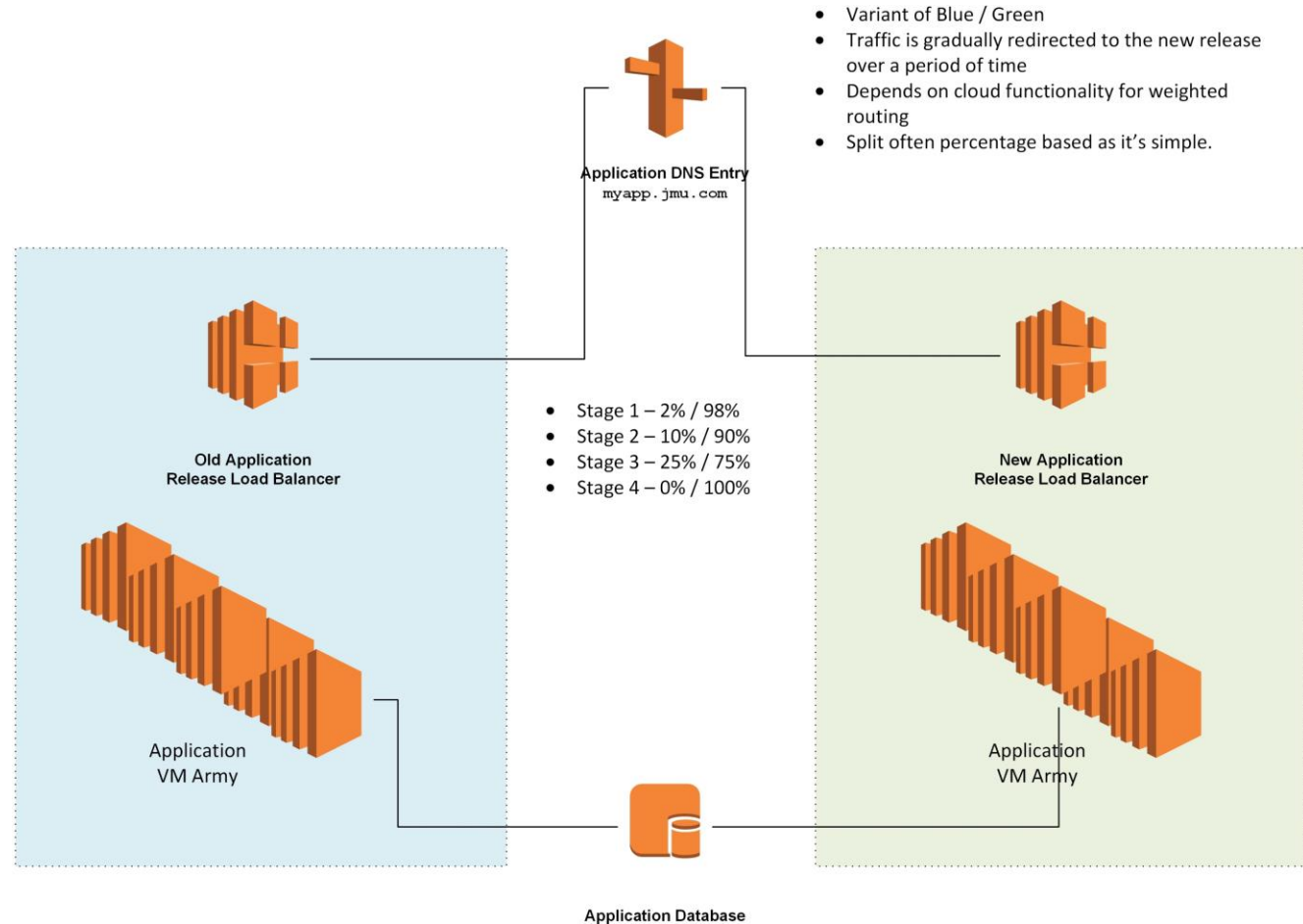
- **An Example**

- Mobile consumer banking application suite
 - Large bank with US presence
 - High Availability a must
 - Customer outages must be eliminated at all costs
 - Ability to quickly rollback at the first sign of trouble



Canary

- Problem Statement
 - An application release is "tested" in production by releasing it at first to a smaller percentage of users
- An Example
 - Mobile consumer banking application suite



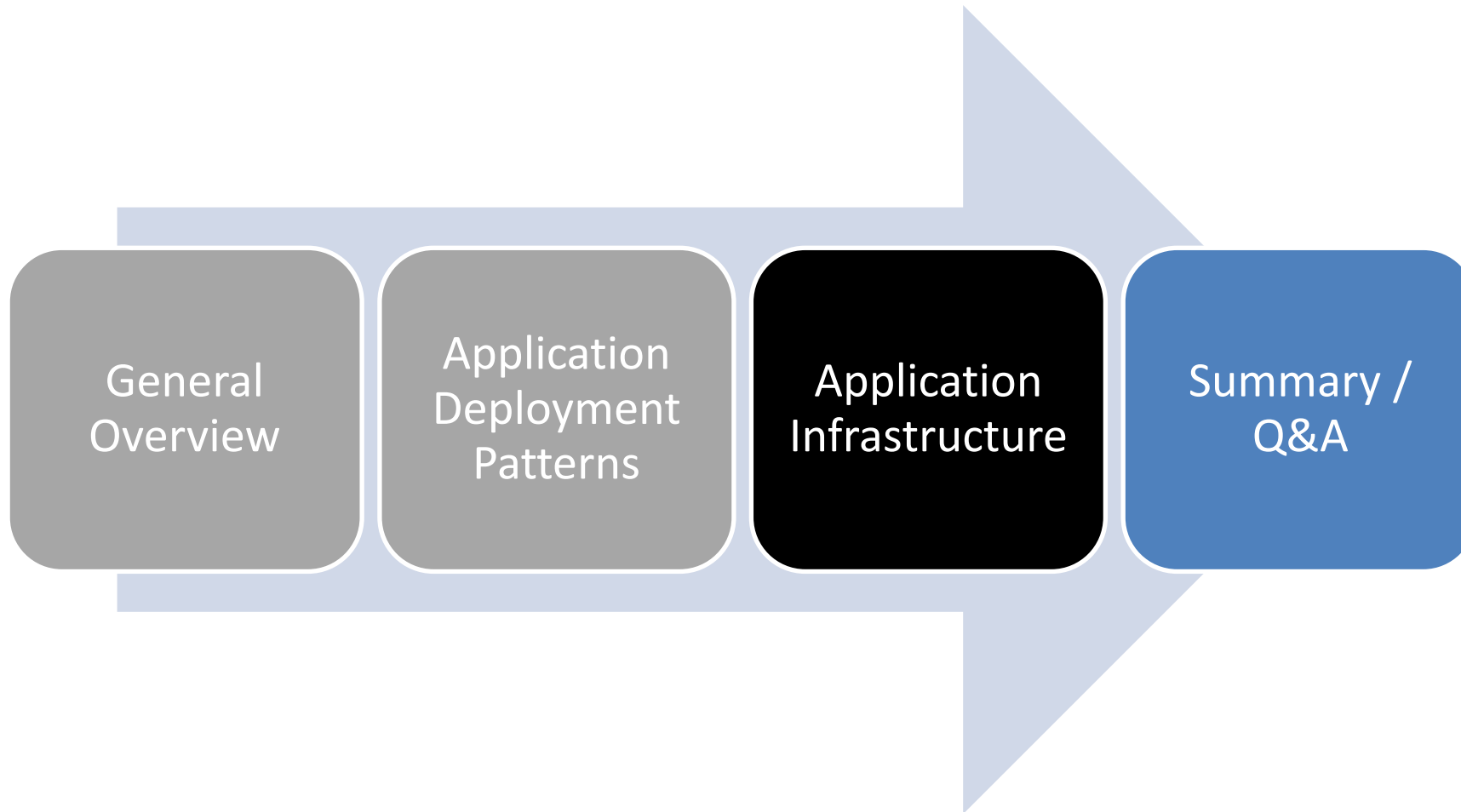
Pattern Requirements

<i>Requirements</i>	<i>Spray and Pray</i>	<i>Rolling Updates</i>	<i>Blue / Green</i>	<i>Canary</i>
End-User Outage	✓			
Cloud Required			✓	✓
Infrastructure as Code Required			✓	✓
Immutable Infrastructure Required			✓	✓
Release Agnostic Database Required		✓	✓	✓

Pattern Consequences

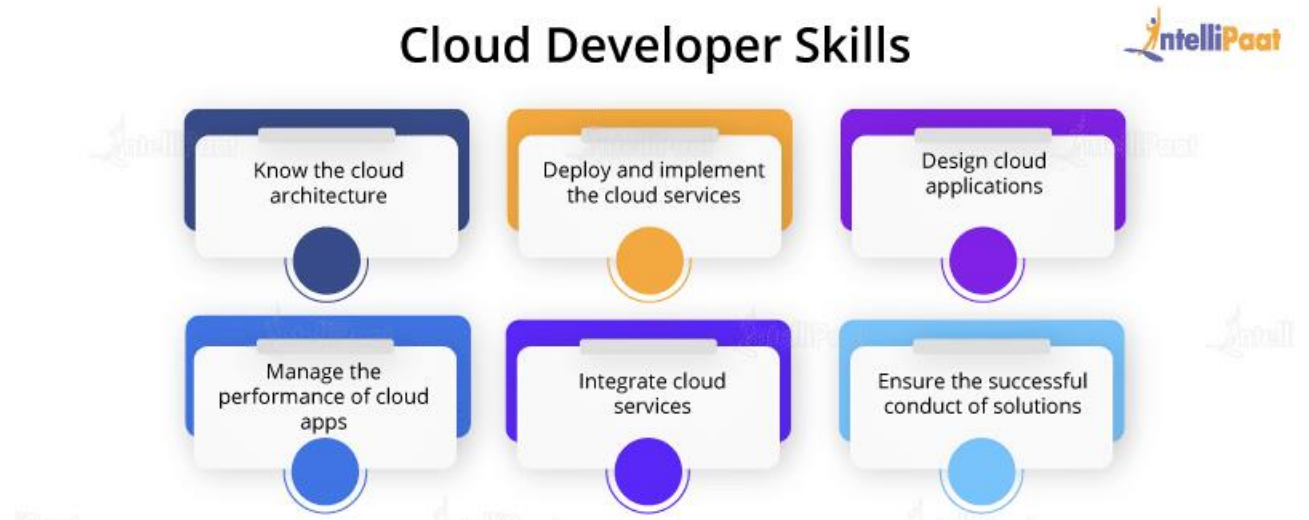
<i>Pattern Consequences</i>	<i>Spray and Pray</i>	<i>Rolling Updates</i>	<i>Blue / Green</i>	<i>Canary</i>
No End-User Downtime		✓	✓	✓
Ease of Rollback			✓	✓
Complexity	Low	Medium	Medium-High	High
Supports Continuous Delivery		✓	✓	✓

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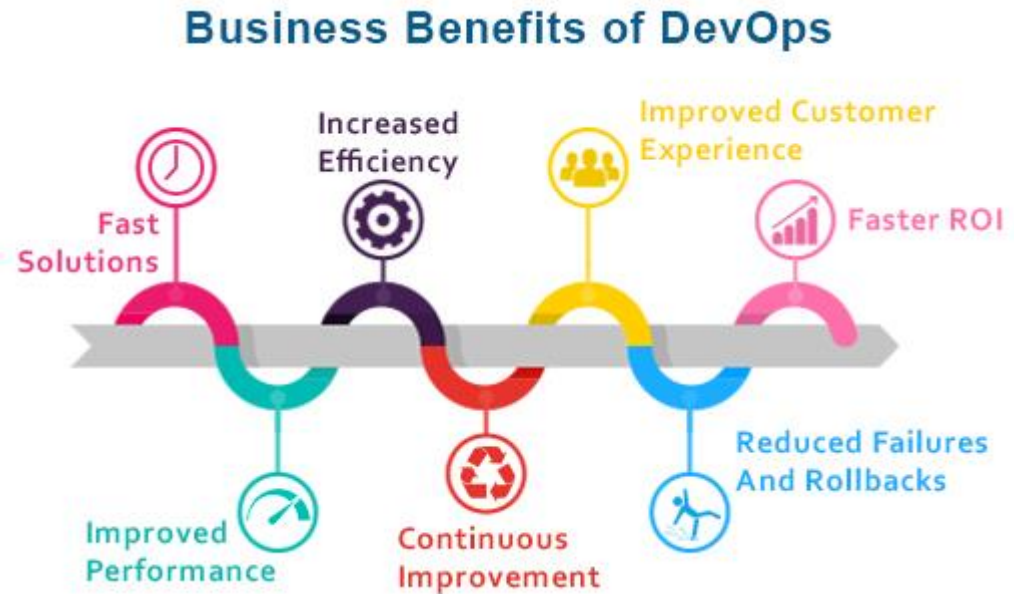
Added Skills for App Developers

- Cloud Responsibilities are Common Now
 - Application Infrastructure in the cloud
 - Infrastructure coding
- App Infrastructure Pipelines
 - Different Coding Languages
 - Terraform / ARM / CloudFormation



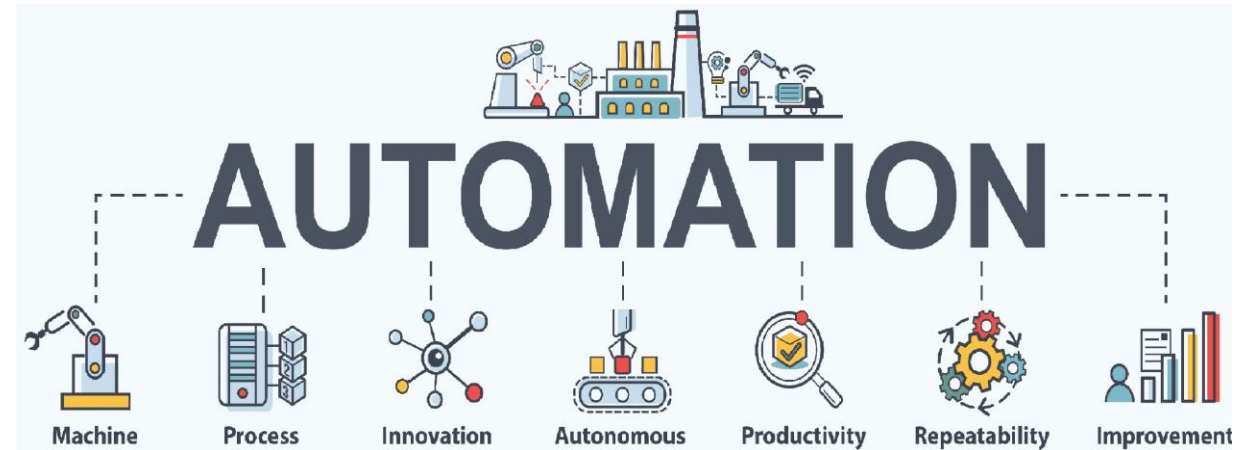
DevOps Automation Defined

- Manage entirely through code
 - No more manual changes
 - 100% Infrastructure as Code
- Automation Types
 - Cloud Infrastructure Code
 - Application Infrastructure
 - CI/CD Pipelines
 - Image factories
 - VMs and Docker
 - Security Enforcement



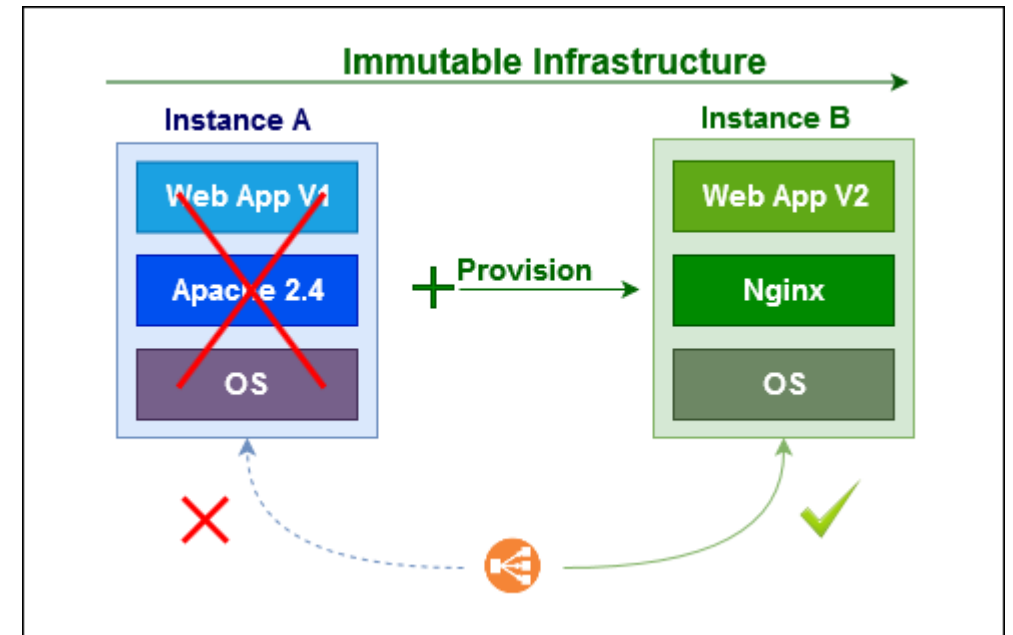
Automate Once – Deploy Many Times

- Same Automation for all environments
 - New environments require “pushing a button” and providing a few inputs
- Supports cloud computing benefits
 - Provides Environment Consistency
 - New environments work because they were tested.
 - Speed to Market – New environments are quick to set up
 - All environments are consistent
 - All environments have the same security posture
 - Safety for Change
 - All changes can follow SDLC lifecycle
 - Cost Effectiveness
 - Environments easily destroyed when no longer needed



Head toward Immutable Infrastructure

- Most Legacy Apps use Mutable Infrastructure
 - Servers/VMs exist – apps deployed to them
 - Content Update
- Go Immutable!
 - App Infrastructure created with each deployment
 - Allows Blue/Green and Canary Patterns
 - Treats your infrastructure like your app code



More Tales from the Field

- Financial Data Provider
 - Team of 4 administrates global network infrastructure
 - 6 regions
 - 3 environments per region
- Financial Institution
 - Team of 3 maintains CI/CD pipelines across the enterprise
 - 12 applications and growing
 - Blue/green deployments



Current Application Trends

- Greenfield trends toward serverless
 - AWS Lambda
 - Azure App Services/Functions
- Old model with VMs heavier lift for App Devs



Further Reading

- This slide deck
 - <https://www.slideshare.net/derekashmore/presentations>
- Deployment Pattern Article Series
 - <http://www.derekashmore.com/2020/05/design-patterns-for-cloud-management.html>
- Written Material for Deployment Patterns
 - <https://learningactors.com/intro-to-deployment-strategies-blue-green-canary-and-more/>

Questions?

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