

Cloud Services 2

Amazon Web Services





Observability

What changes do you need to make to adopt these best practices?

Architectural patterns



Microservices

Componentization
Business capabilities
Products not projects
Infrastructure automation

Operational Model



Serverless

No provisioning/management
Automatic scaling
Pay for value billing
Availability and resiliency

Software Delivery



DevOps

Cultural philosophies
Cross-disciplinary teams
CI/CD
Automation tools

Approaches to modern application development

- Simplify environment management
- Reduce the impact of code changes
- Automate operations
- Accelerate the delivery of new, high-quality services
- Gain insight across resources and applications
- Protect customers and the business

Approaches to modern application development

- Simplify environment management with **serverless technologies**
- Reduce the impact of code changes with **microservice architectures**
- Automate operations by **modeling applications & infrastructure as code**
- Accelerate the delivery of new, high-quality services with **CI/CD**
- Gain insight across resources and applications by enabling **observability**
- Protect customers and the business with **end-to-end security & compliance**

Approaches to modern application development

- Simplify environment management with serverless technologies
- Reduce the impact of code changes with microservice architectures
- Automate operations by modeling applications & infrastructure as code
- Accelerate the delivery of new, high-quality services with CI/CD
- Gain insight across resources and applications by enabling observability
- Protect customers and the business with end-to-end security & compliance

Microservices increase release agility



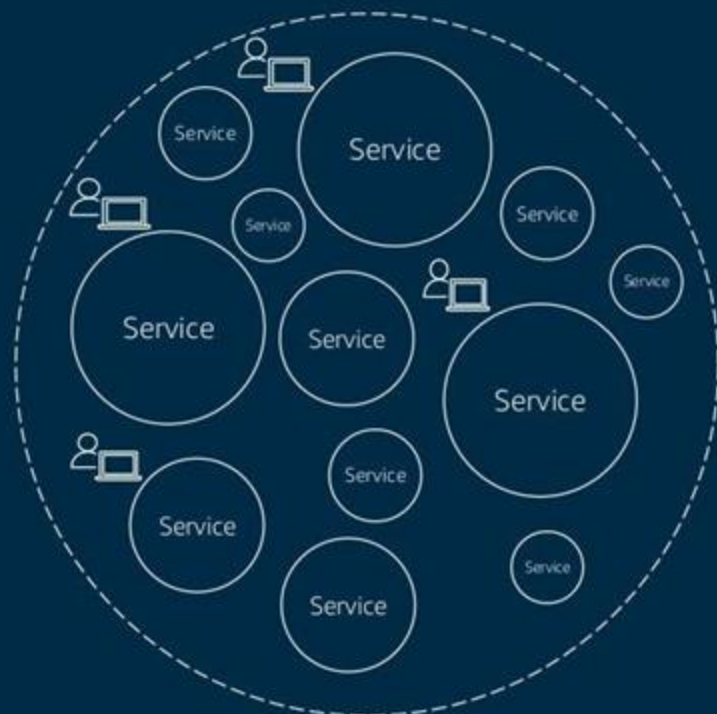
Monolithic application



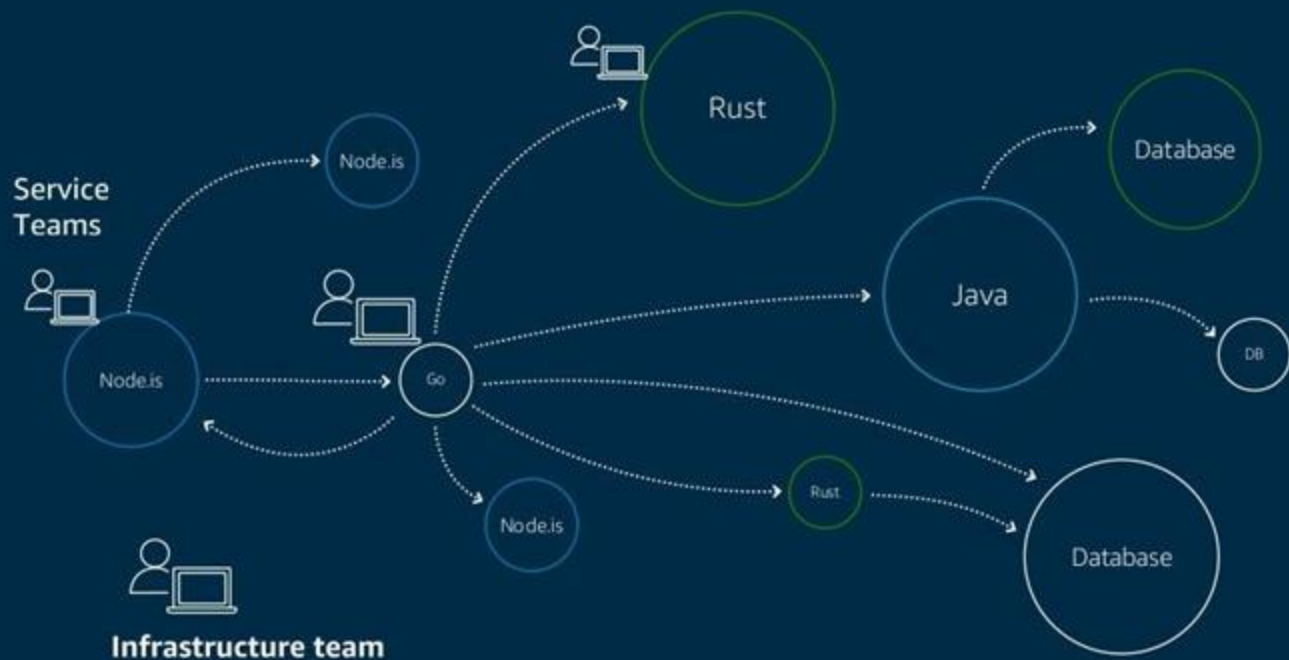
Microservices

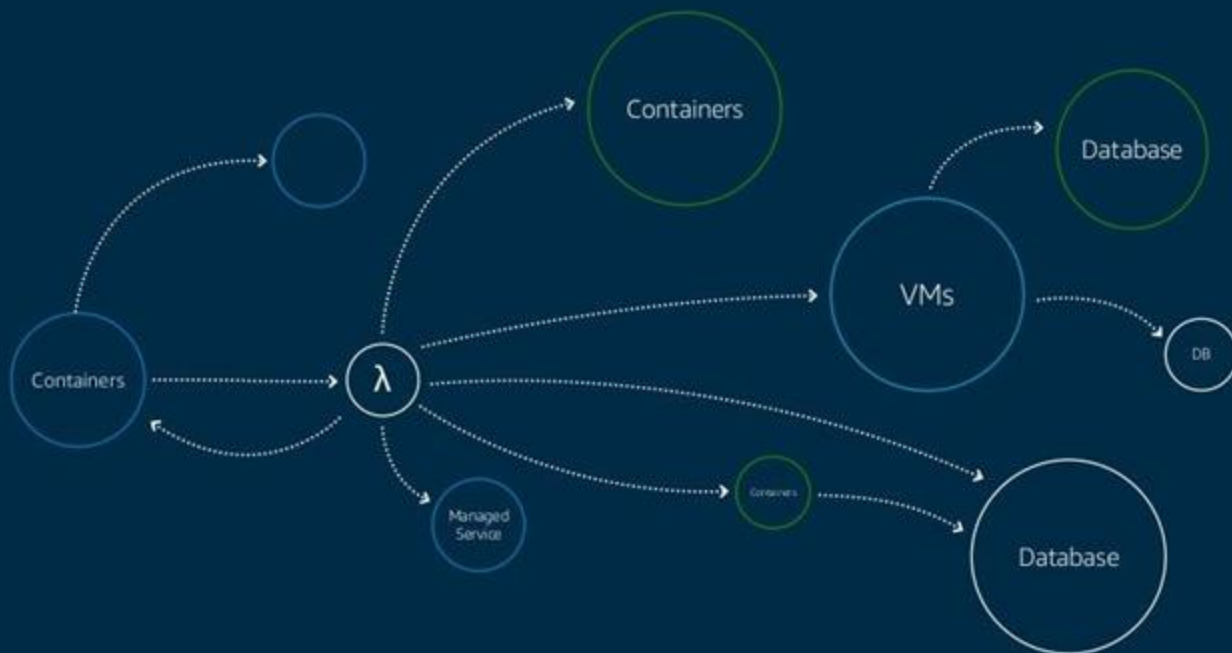


Monolith

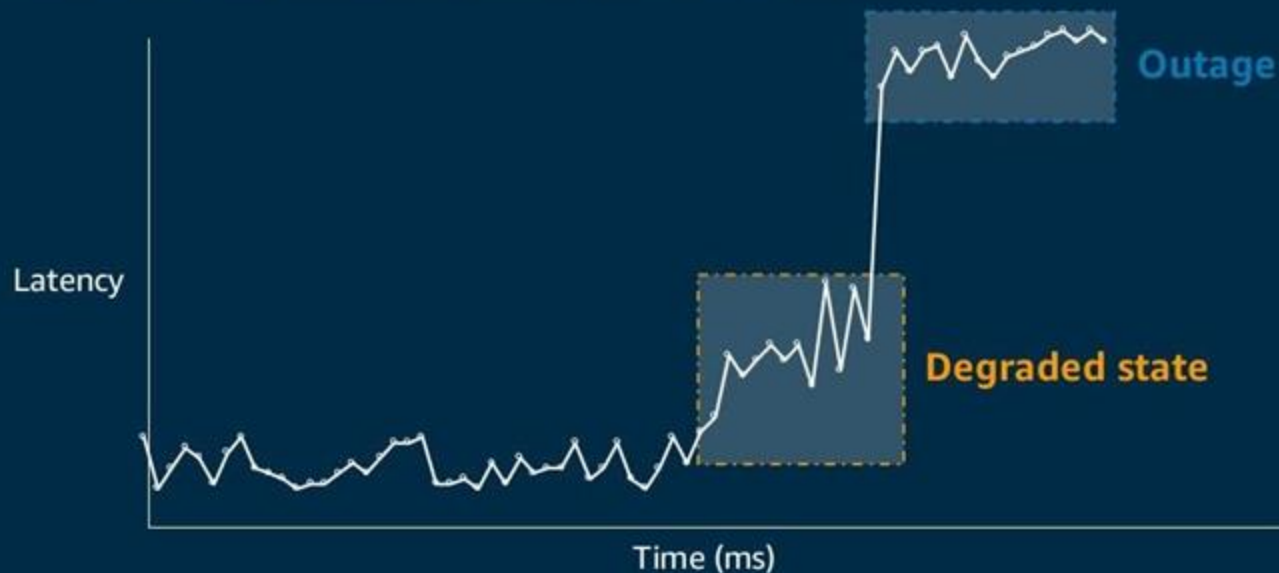


© 2019 Amazon Web Services, Inc. or its affiliates. All rights reserved.





Proactive operations helps mitigate issues



Observability in Control Theory

1961-62

On the General Theory of Control Systems

R. S. KALMAN

Abstract

In the last twenty-five years technological progress in automatic control systems has been rapid. The need for a general theory of control systems has been recognized in a number of papers. However, the general theory of control systems has not yet been developed. This paper presents a general theory of control systems. It is based on the concept of a control system as a set of linear differential equations. The theory is developed in a series of papers. This paper presents the first part of the theory.

During the last twenty-five years technological progress in automatic control systems has been rapid. The need for a general theory of control systems has been recognized in a number of papers. However, the general theory of control systems has not yet been developed. This paper presents a general theory of control systems. It is based on the concept of a control system as a set of linear differential equations. The theory is developed in a series of papers. This paper presents the first part of the theory.

This paper presents the first part of the theory. It is based on the concept of a control system as a set of linear differential equations. The theory is developed in a series of papers. This paper presents the first part of the theory.

1

MATHEMATICAL DESCRIPTION OF LINEAR DYNAMICAL SYSTEMS*

R. S. KALMAN

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

1961-62

Observability

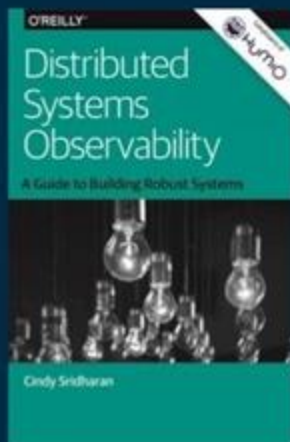
In control theory, observability is a measure of how well internal states of a system can be inferred from knowledge of its external outputs.

<https://en.wikipedia.org/wiki/Observability>

Levels of Observability



The Three Pillars of Observability



Distributed Systems Observability by *Cindy Sridharan*

The Three Pillars of Observability

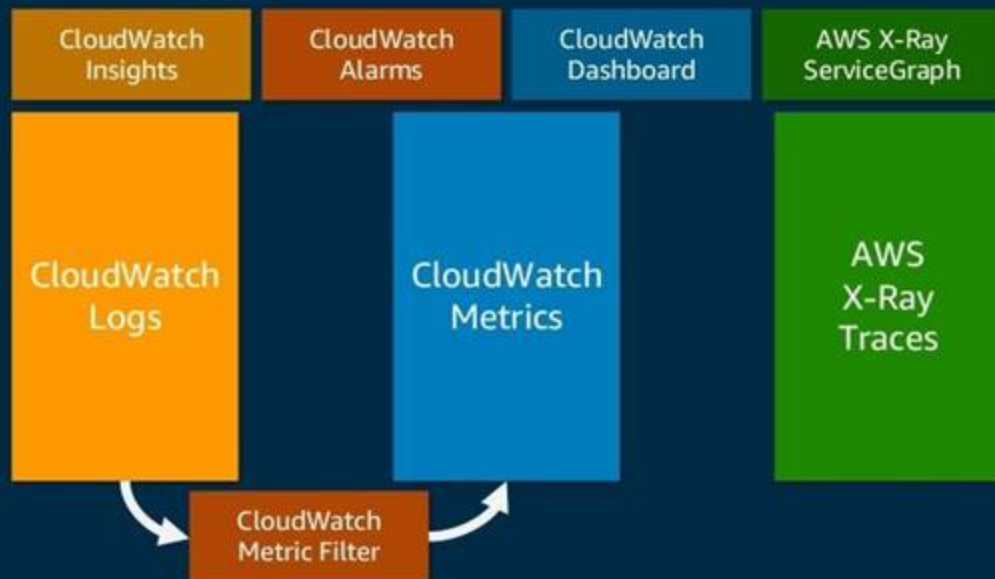


Distributed Systems Observability by *Cindy Sridharan*

Using Observability



Observability on AWS



© 2019 Amazon Web Services, Inc. or its affiliates. All rights reserved.

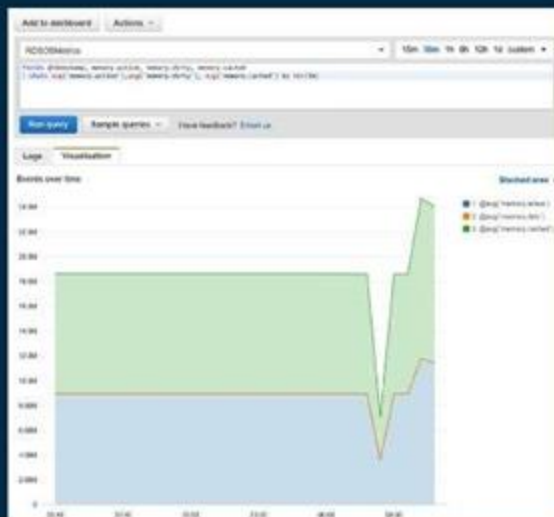
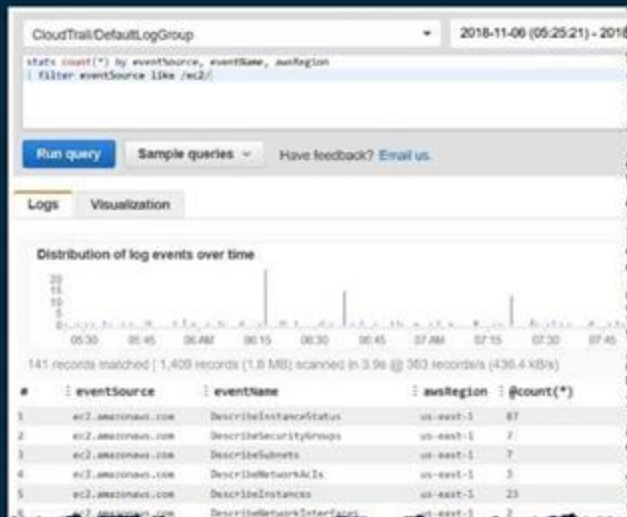


CloudWatch API PutMetricData

```
const metricData = await cloudWatch.putMetricData({  
  MetricData: [  
    {  
      MetricName: 'My Business Metric',  
      Dimensions: [  
        {  
          Name: 'Location',  
          Value: 'Paris'  
        }  
      ],  
      Timestamp: new Date(),  
      Value: 123.4  
    }  
  ],  
  Namespace: METRIC_NAMESPACE  
}).promise();
```

- Metric name
- Dimensions
- Timestamp
- Value
- Namespace

Add correlation IDs to logs – CloudWatch Logs + Insights



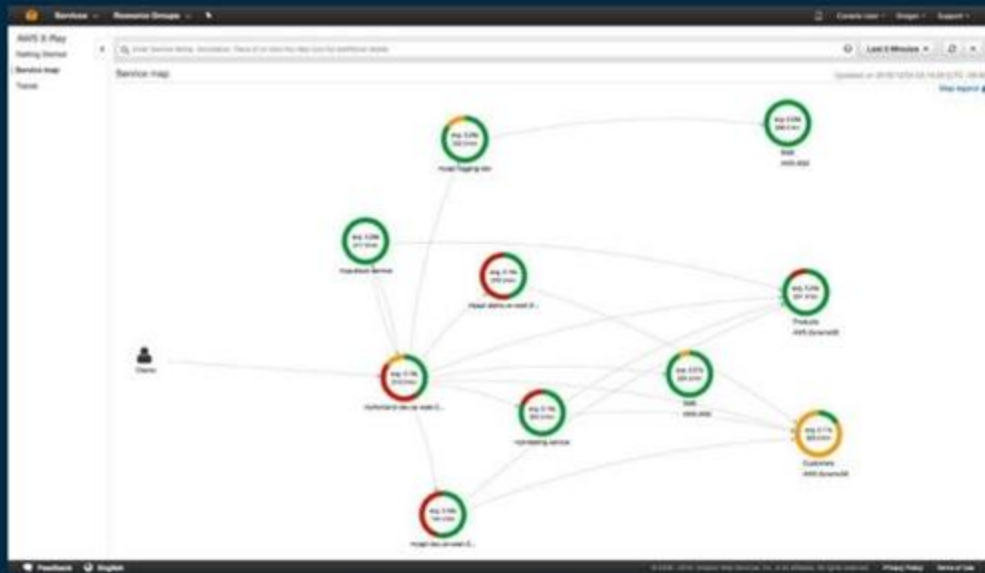
AWS X-Ray Key Concepts

Segments

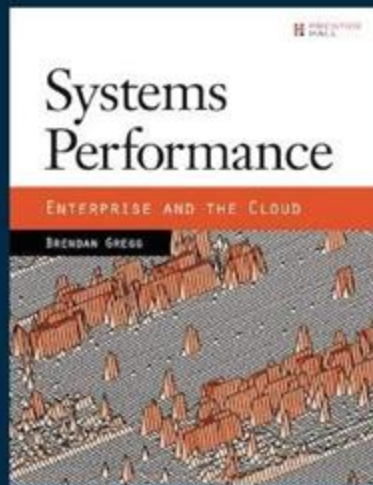


Subsegments

End-to-end tracing – AWS X-Ray Service Map



Understand performance...



Systems Performance by *Brendan Gregg*

© 2019, Amazon Web Services, Inc. or its affiliates. All rights reserved.

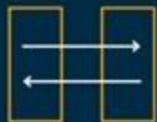


Understand performance... and latency...

Event	Latency	Scaled
1 CPU cycle	0.3 ns	1 s
Level 1 cache access	0.9 ns	3 s
Level 2 cache access	2.8 ns	9 s
Level 3 cache access	12.9 ns	43 s
Main memory access (DRAM, from CPU)	120 ns	6 min
Solid-state disk I/O (flash memory)	50–150 µs	2–6 days
Rotational disk I/O	1–10 ms	1–12 months
Internet: San Francisco to New York	40 ms	4 years
Internet: San Francisco to United Kingdom	81 ms	8 years
Internet: San Francisco to Australia	183 ms	19 years
TCP packet retransmit	1–3 s	105–317 years
OS virtualization system reboot	4 s	423 years
SCSI command time-out	30 s	3 millennia
Hardware (HW) virtualization system reboot	40 s	4 millennia
Physical system reboot	5 m	32 millennia

Systems Performance by *Brendan Gregg*

What is needed



Consistent
communications
management



Complete visibility

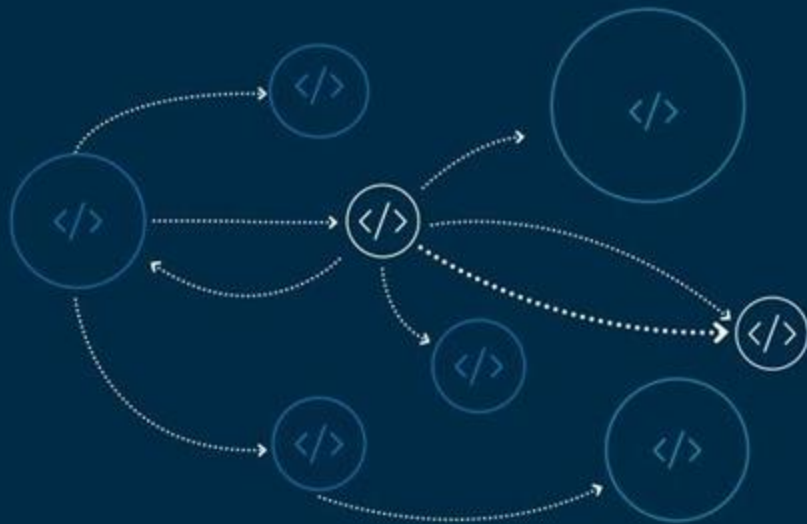


Failure isolation
and protection



Fine-grained
deployment controls

Client side traffic management



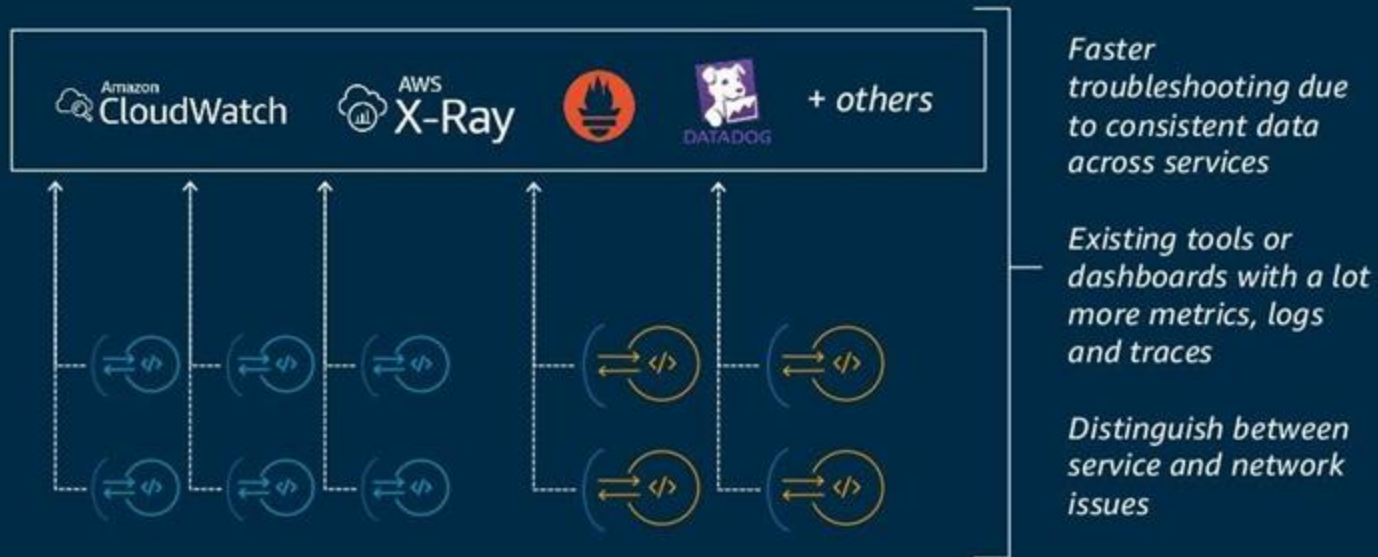
Traffic Shaping

- Service discovery
- Retries
- Timeouts
- Circuit breakers
- Health checks

Routing Controls

- Protocols support
- Header based
- Cookie based
- Path based
- Host based

Application observability



Extra leermaterialen & labs



Bronvermelding slides:

- AWS Techtalk: <https://www.slideshare.net/AmazonWebServices/observability-for-modern-applications>

