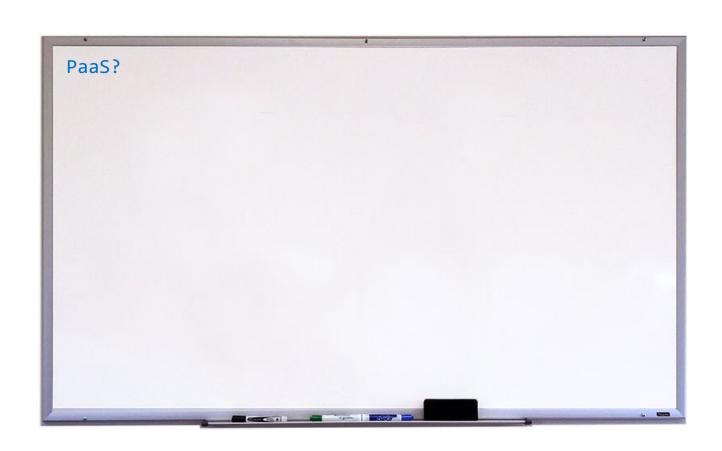
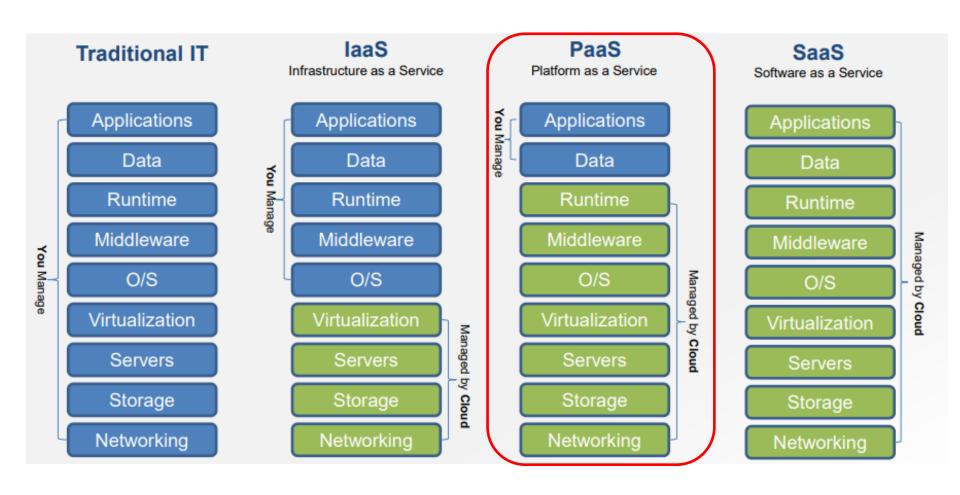
PaaS

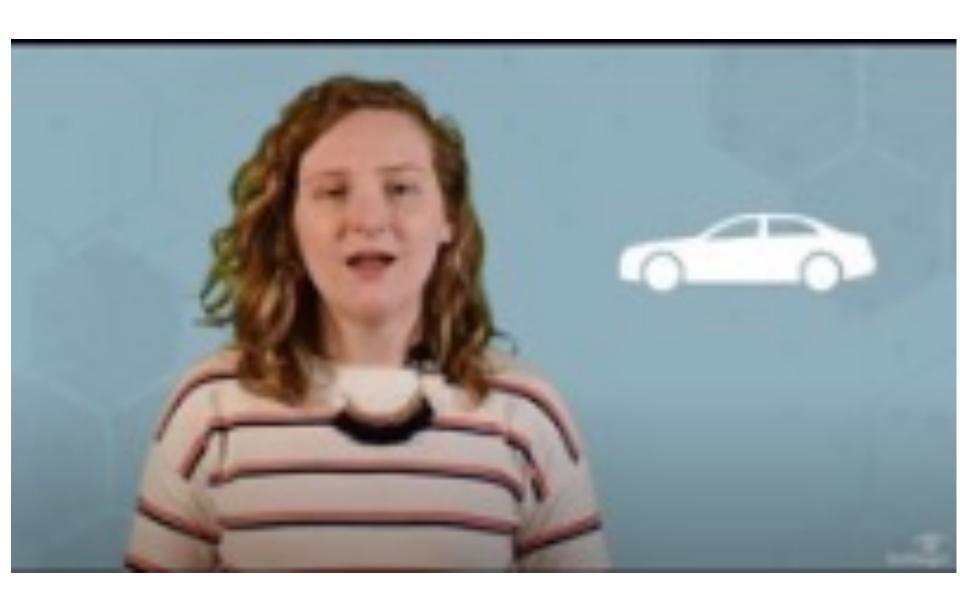
Antonio Brogi

Department of Computer Science University of Pisa





What is PaaS?



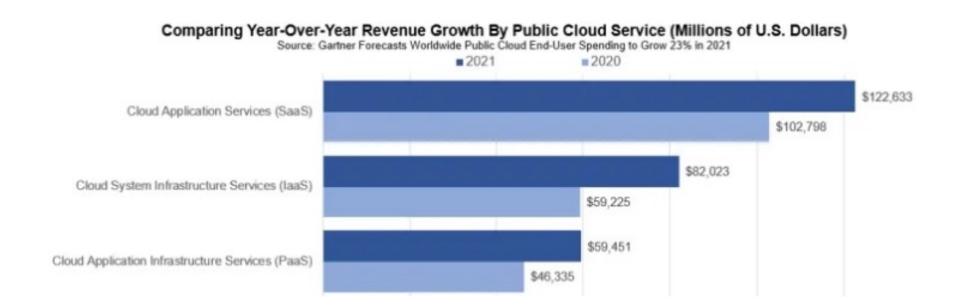
https://www.youtube.com/watch?v=6L1eQe5E1K4

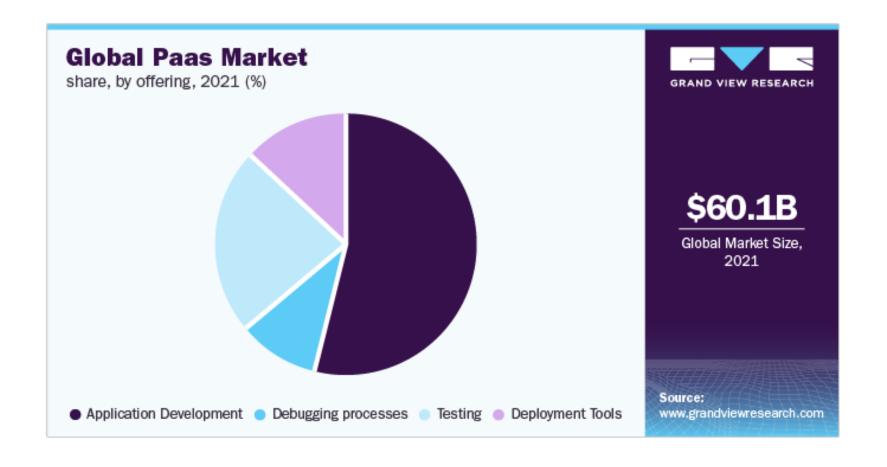


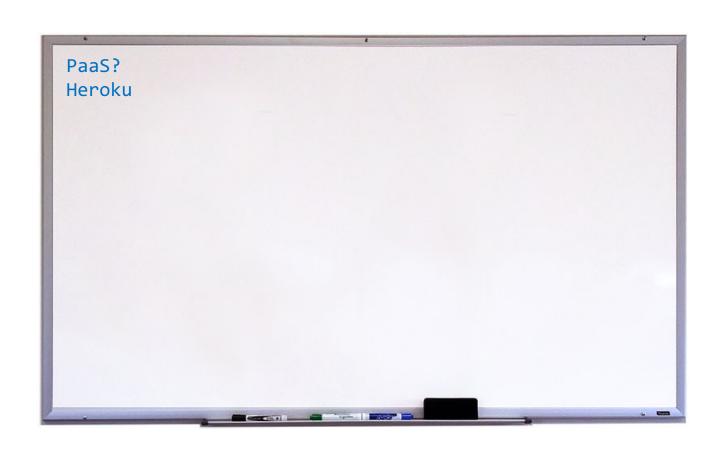
- Third-party providers deliver HW and SW tools for application development
- User just provides application and data
- Advantages
 - Decreased infrastructure management
 - Automated mainteinance
 - Easier load balancing, scaling, distribution of services
 - Easier adoption of new offerings and technologies

Risks

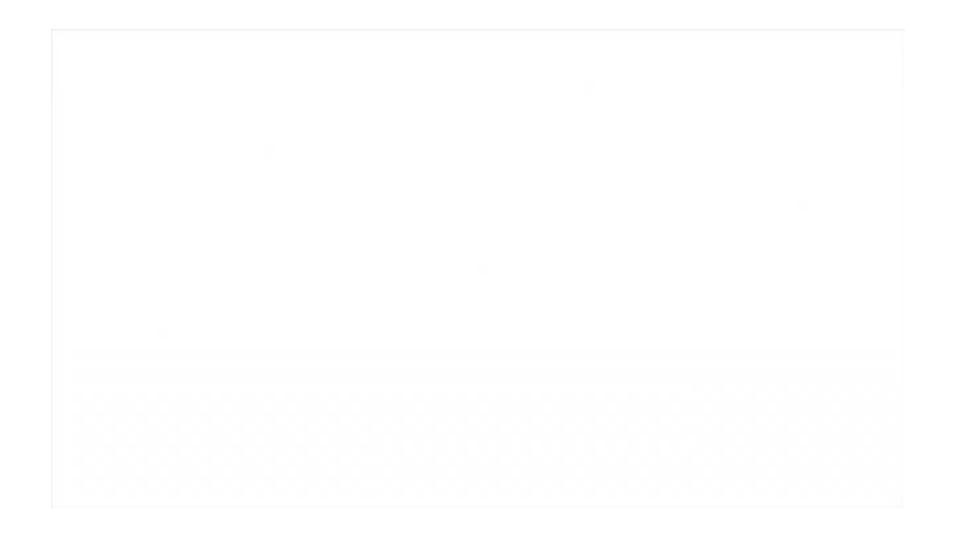
- Service availability
- Vendor lock-in
- Internal changes to PaaS







What is Heroku? (by analogy)







Bob and Jim

- need lot of time to produce foods for occasional events
- often produce too much or too little food
- can only make hamburgers and pasta salads
- want to improve their business

They hear of a "cloud catering company" that "wows" people

- they have magical shelfs in their kitchens (any ingredient, any quantity, even finished goods)
- they can focus on using their imagination to create many different types of delicious food
- they ship recipies to factories -that can scale to meet any demand!

Heroku is similar to that "cloud catering company"

- can build with different languages
- many "add-on"s that are easy to plug in
- dynos for scaling up and down arbitrarily

You can focus on creating delicious applications!

Heroku



Heroku is a cloud platform based on a managed container system, with integrated data services and a powerful ecosystem, for deploying and running modern apps

(Born in 2007, acquired by Salesforce in 2010 for 212 MUSD)

Dynos

The Heroku Platform uses containers ("dynos") to run and scale all Heroku apps

Dynos are isolated, virtualized Linux containers designed to execute code based on a user-specified command

- app can scale to any specified number of dynos based on its resource demands
- easy for user to scale and manage number, size, and type of dynos for app

Deploying to dynos makes it easy to build and run flexible, scalable apps - freeing user from managing infrastructure

Buildtime

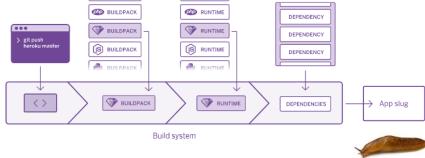
To deploy an app, Heroku needs only three things from the developer:

- source code
- a list of dependencies
- a "Procfile" (text file indicating which command to use to start the code running)

The automated build system

- receives your code
- fetches a buildpack, language runtime, and code dependencies

produces a slug - a bundle of source, dependencies, runtime, output, that is injected into a dyno to run your app



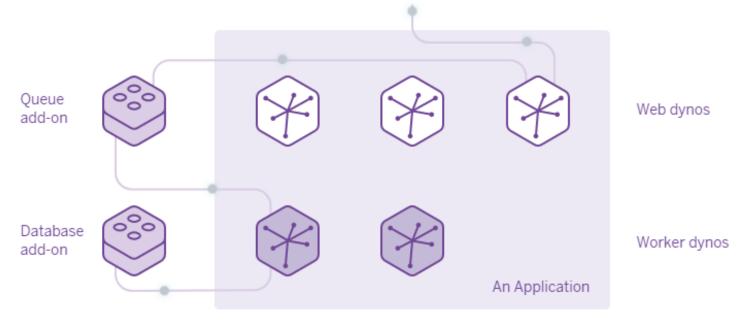
The final component needed to run app is the OS – on Heroku called the "stack", an Ubuntu operating system image maintained by Heroku

Runtime

When you deploy or scale your app, Heroku will automatically create one or more dynos, each loaded with the same stack and slug representing your app

Heroku's Dyno Manager then executes the command you provided in your configuration file to start your application running on Heroku

Dynos (example)



- Application receives request
- Request is delivered to random Web dyno
- Request is placed in queue
- Worker dyno picks up request and does the work, can persist result in database

Dyno types

Heroku allows developers to fine-tune their app's runtime resources by choosing different types of dynos

Dyno Type	Memory (RAM)	CPU Share	Compute	Dedicated	Sleeps
free	512 MB	1x	1x-4x	no	<u>yes</u>
hobby	512 MB	1x	1x-4x	no	no
standard-1x	512 MB	1x	1x-4x	no	no
standard-2x	1024 MB	2x	4x-8x	no	no
performance-m	2.5 GB	100%	12x	yes	no
performance-I	14 GB	100%	50x	yes	no

Standard dynos support scalability
Performance dynos support scalability and autoscaling

Dyno Type	Price per dyno/month		
free	\$0		
hobby	\$7		
standard-1x	\$25		
standard-2x	\$50		
performance-m	\$250		
performance-l	\$500		

Heroku Add-ons

150+ 3rd party cloud services that developers can use to immediately extend their apps with a range of functionality such as data stores, logging, monitoring and more



ADD-ON CATEGORIES

Data Stores

Data Store Utilities

Monitoring

Logging

Email/SMS

Caching

Errors and Exceptions

Content Management

Search

Metrics and Analytics

Testing

Messaging and Queueing

Network Services

Alerts and Notifications

User Management

Development Tools

Security

Dynos

Content

Document Processing

Image Processing

Video Processing

Continuous Integration and Delivery

Utilities

Heroku Add-ons

Monday, 5:50pm



We need to add some monitoring capability to our product prototype for the demo scheduled for Wednesday morning



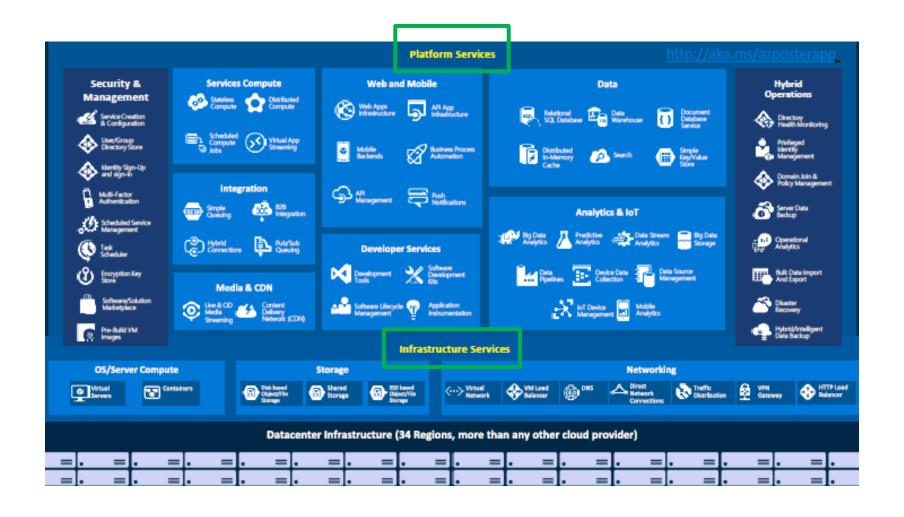




Tour of Microsoft Azure



https://www.youtube.com/watch?v=0d1OO79brYY





https://www.youtube.com/watch?v=XfTRyF6TX6o



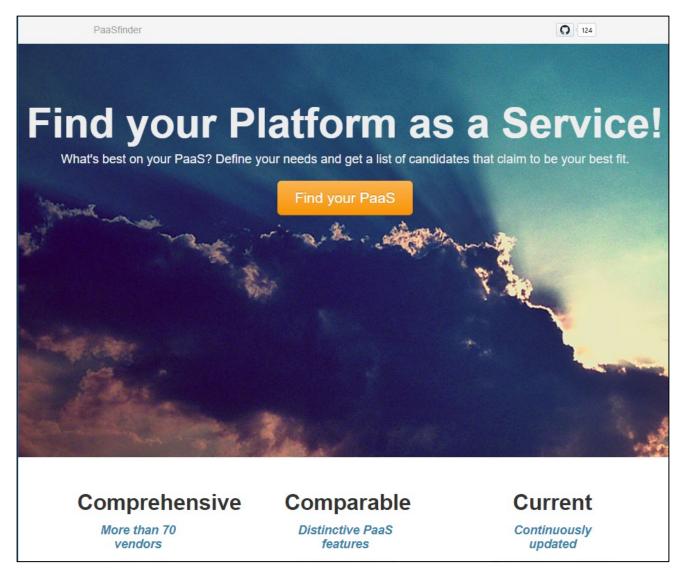


→lab



I would like to use a PaaS in production, with public hosting, autoscaling, supporting both Python and Go, and located in Europe.





https://paasfinder.org



Definition - Vendor lock-in makes a customer dependent on a vendor for products or services, unable to use another vendor without substantial switching costs.



Example (PaaS)

- Federico* used GAE to develop a guestbook app featuring a "login" and a "write" button
- Federico wrote its app in Python using the Django framework, and he exploited Google Account API to implement user authentication
- Later on, Federico decided to change cloud provider to Windows Azure
- Azure featured an authentication framework allowing to access other services (including Google Account), but API had not been ported to Python yet → authentication had to be reimplemented
- To migrate users'files, he had to develop a script running on GAE that used both GAE and Azure libraries
- To migrate the DB: GAE's DB was not available as a single file that can be downloaded → data had to be extracted brute-force and stored in a simple format. The obtained file was then parsed by a script running on Azure.

Only 10% of organizations are "very concerned" about laaS/PaaS public cloud vendor lock-in. Another 32% are "somewhat concerned".

451 Research, 2020

Generally, the calculus in the enterprise market is shifting more toward speed, and we'll worry about platform later.

Dave Bartoletti, Forrester Research, 2020