SERVERLESS COMPUTING

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APPROACH

- What is Serverless Computing?
- How we arrived here?
- Why use Serverless Computing?
- Benefits
- Where best to use and not to use
- Who are using it?
- Examples

SOMEONE TELLS YOU BRAINLESS, IS BAD

IF YOU HAVE GONE SERVERLESS, IS GREAT!

WHAT IS SERVERLESS COMPUTING?

- You do not own the servers
- The cloud provider handles server allocation/provisioning
- "Serverless Computing eliminates infrastructure management tasks such as server or cluster provisioning, patching, operating system maintenance, and capacity provisioning." – <u>AWS</u>

HOW DID WE ARRIVE HERE?

Figure 1: Road to Serverless Solutions

Paradigm shift in computing evolution

Server-based





Physical Machines

Unit of scale: Physical servers

- · Deploy in months
- · Live for years



Virtual Machines
Unit of scale: Machine

- Deploy in minutes
- · Live for week



Containerization

Unit of scale: Application

- Deploy in seconds
- · Live for minutes/hours



Serverless

Unit of scale: Functions

- · Deploy in milliseconds
- · Live for seconds

Focus on business logic

WHY GO SERVERLESS?

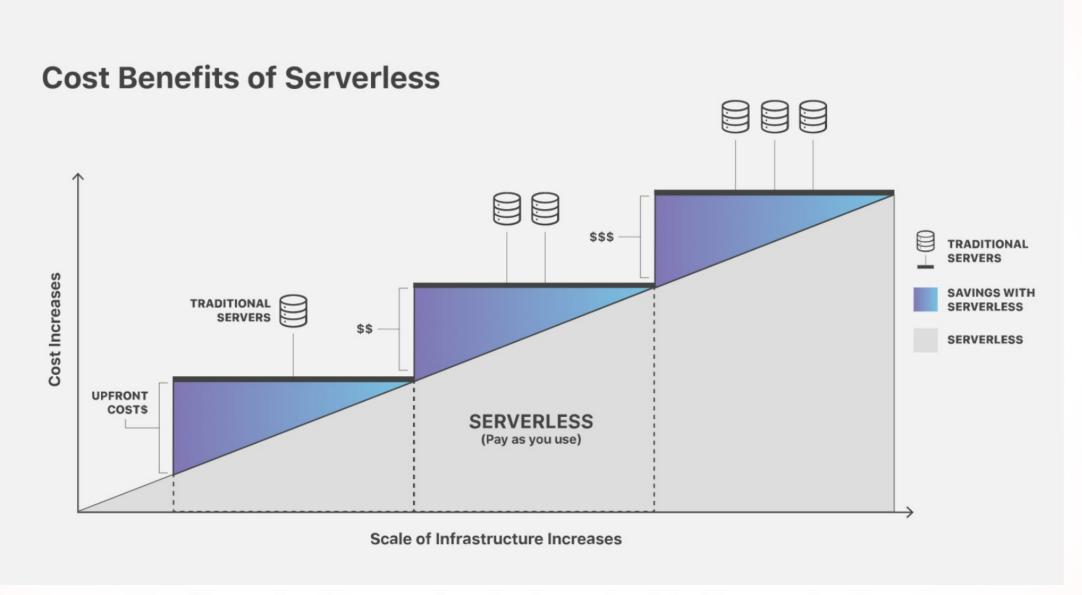
- No Implementing the Infrastructure
- No Maintaining ...
- No Debugging ...
- No Monitoring ...

Focus on your **Application**, not the **Infrastructure**



BENEFITS OF GOING SERVERLESS

- Low Cost as pay per execution only
- Faster go-to-market as less dev time
- Simplified Coding so Debugging Easier
- Disciplined Coding as execution timeout fixed
- Easy Scaling



https://www.cloudflare.com/learning/serverless/what-is-serverless/

WHEN 'NOT' TO GO SERVERLESS

- Long Running Codes
- High Memory Usage Codes
- Cold-Starts may not work for you
- Vendor Lock-In

Functions	Basic IO: 5/Account Maximum Execution Time: 15 Seconds Maximum Memory Allowed: 256 MB/Function Cron Functions: 5/Project Maximum Execution Time: 15 Minutes Maximum Memory Allowed: 256 MB/Function
	Event Functions: 5/Project Maximum Execution Time: 15 Minutes Memory Allowed: 256 MB/Function
App Logic	1/Project Maximum Execution Time: 15 Seconds Maximum Memory Allowed: 256 MB/App Logic
Cache	5 Segments/Project Memory Allowed: 10 MB/Segment Maximum Size of a Cache Item: 32 KB Retention Hours of a Cache Item: 48 hours (2 days)
Cron	Periodic or Calendar Cron Jobs: 5/Account One-Time Cron Jobs: 20/Minute Maximum Number of Cron Executions: 10 K/Day/Account Maximum Execution Time: 5 minutes Maximum Number of Failures allowed: 50/Cron Job

WHEN 'NOT' TO GO SERVERLESS

- Cost of splitting a single application
- Testing is more time-taking

WHEN TO GO SERVERLESS

- Autoscaling Websites
- Backups
- Image and Video Edits
- Processing Events
- IoT Data Handling

WHO ARE THE CLOUD-PROVIDERS?

- Amazon
- Microsoft
- Alibaba
- Google
- Zoho

WHO IS USING SERVERLESS?

- Netflix
- Reuters
- Coca-Cola
- Nordstrom
- CodePen

https://dashbird.io/blog/companies-using-serverless-in-production/

SOME TERMS YOU MUST KNOW

- FaaS (Function-as-a-Service)
 - Developers can deploy an individual function or a piece of business logic
- BaaS (Backend-as-a-Service)
 - Database, Caching, Cron, etc are available as services
- Event-Triggered Programming
 - When some specific activity happens, do something

SOME TERMS YOU MUST KNOW

- PaaS (Platform-as-a-Service)
 - Application is deployed as a single unit as normal apps
- Kubernetes
 - Container orchestration platform
- AWS Fargate
 - Highly secure container deployment and management architecture. A mix of PaaS and Serverless

SOME EXAMPLES

- Serverless Websites -
 - https://weather-serverless-692911511.development.zohocatalyst.com/app/
- E-com Order Placement
 - https://shoppy-698833516.development.zohocatalyst.com/app/index.html
- Dog Dictionary
 - https://dogdictionary-698653107.development.zohocatalyst.com/app/

SOME EXAMPLES

- Video Selfies-
 - https://videoselfies-696722811.development.zohocatalyst.com/app/login.html
- Take Selfies
 - https://selfie-696722811.development.zohocatalyst.com/app/login.html
- Don't Read. Listen
 - https://newfileup-696722811.development.zohocatalyst.com/app/login.html