Serverless Applications Google Cloud Functions

Outline

• Google Cloud Platform Functions + API Management

Google Cloud Functions

Why Google Cloud Functions?

• **Serverless Applications on Google's Infrastructure.** Construct applications from bite-sized business logic billed to the nearest 100 milliseconds, only while your code is running. Serve users from zero to planet-scale, all without managing any infrastructure.

Microservices Over Monoliths

• Developer agility comes from building systems composed of small, independent units of functionality focused on doing one thing well. Cloud Functions lets you build and deploy services at the level of a single function, not at the level of entire applications, containers, or VMs.

Connect & Extend Cloud Services

• Cloud Functions provides a connective layer of logic that lets you write code to connect and extend cloud services. Listen and respond to events such as a file upload to Cloud Storage, an incoming message on a Cloud Pub/Sub topic, a log change in Stackdriver Logging, or a mobile-related event from Firebase.

Serverless Economics

• Cloud Functions are ephemeral, spinning up on-demand and back down in response to events in the environment. Pay only while your function is executing, metered to the nearest 100 milliseconds, and pay nothing after your function finishes.

Mobile Ready

• Mobile app developers can use Cloud Functions directly from Firebase, Google Cloud's mobile platform. Firebase natively emits events to which Cloud Functions can respond, including from Firebase Analytics, Realtime Database, Authentication, and Storage.

Just Add Code

• Run in a fully-managed, serverless environment where Google handles servers, operating systems, and runtime environments completely on your behalf. Each Cloud Function runs in its own isolated secure execution context, scales automatically, and has a lifecycle independent from other functions.

Open and Familiar

• Cloud Functions are written in JavaScript and execute in a standard Node.js runtime environment. We don't assume anything proprietary all the way down to the operating system, which means your functions will just work—including native libraries you bring to the platform. Discover a superior, open developer experience that comes from working hand-in-hand with the Node.js Foundation, with our Google colleagues and with the community through the open source V8 engine.

Google Cloud Functions Use Cases

Mobile Backend

• Use Google's mobile platform for app developers, Firebase, and extend your mobile backend with Cloud Functions. Listen and respond to events from Firebase Analytics, Realtime Database, Authentication, and Storage.

APIs & Microservices

• Compose applications from lightweight, loosely coupled bits of logic that are quick to build and scale automatically. Your functions can be event-driven or invoked directly over HTTP/S.

Data Processing / ETL

• Listen and respond to Cloud Storage events such as when a file is created, changed, or removed. Process images, do video transcoding, validate or transform data, and invoke any service on the Internet from your Cloud Function.

Webhooks

• Via a simple HTTP trigger, respond to events originating from 3rd party systems like GitHub, Slack, Stripe, or from anywhere that can send HTTP/S requests.

IoT

• Imagine tens or hundreds of thousands of devices streaming data into Cloud Pub/Sub automatically launching Cloud Functions to process, transform and store data. Cloud Functions lets you do this in a way that's completely serverless.

Google Cloud Functions Features

Cloud Pub/Sub Triggers

• Cloud Functions can be triggered by messages on a Cloud Pub/Sub topic, and multiple functions can subscribe to the same topic.

Cloud Storage Triggers

 You can associate a Cloud Function to mutation events on a Cloud Storage bucket. Every time a file in your bucket is created, deleted or modified, your function will execute.

Firebase Triggers

Mobile developers will find first-class integration between Firebase and Cloud Functions.

HTTP/S Invocation

• Functions deployed with an HTTP trigger are given a fully qualified domain together with a dynamically generated TLS certificate for secure communication.

GitHub/Bitbucket

• Using Cloud Source Repositories you can deploy Cloud Functions directly from your Github or Bitbucket repository without needing to upload code or manage versions yourself.

Logging, Monitoring & Debugging

• Logs emitted from your Cloud Functions are automatically written to Stackdriver Logging and performance telemetry is recorded in Stackdriver Monitoring. Stackdriver Debugger lets you investigate your code's behavior in production.

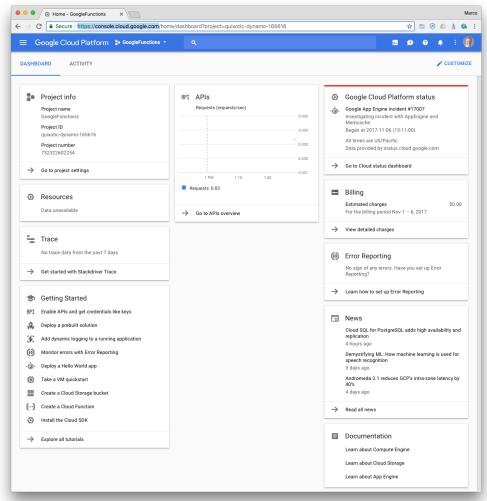
Google Cloud Functions Pricing

| | FREE LIMIT PER | PRICE ABOVE FREE LIMIT (PER UNIT) | PRICE UNIT |
|---|------------------------|-----------------------------------|----------------------------|
| Invocations * | 2 million invocations | \$0.40 | per million invocations |
| Compute Time | 400,000 GB-seconds | \$0.0000025 | per GB-Second |
| | 200,000 GHz seconds | \$0.0000100 | per GHz-Second |
| Outbound Data (Egress) | 5GB | \$0.12 | per GB |
| Inbound Data (Ingress) | Unlimited | Free | per GB |
| Outbound Data to Google APIs in same region | Unlimited | Free | per GB |

^{*} Includes both Background and HTTP Functions.

Create a Simple HTTP service using Google Cloud Functions

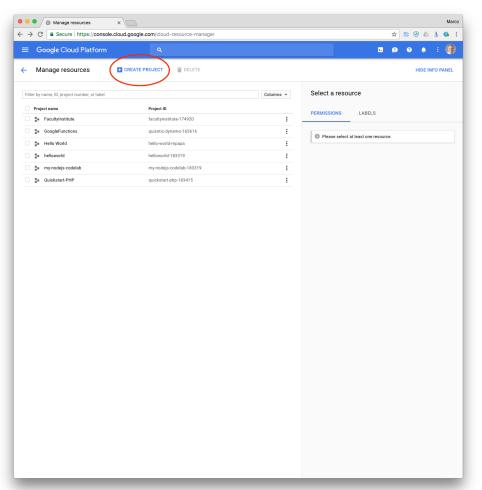
In this exercise you will demonstrate writing, deploying, and triggering an HTTP Cloud Function. The Cloud Function is triggered by and HTTP request and outputs a "Hello World" in our browser. This tutorial uses billable components of Cloud Platform, including: Google Cloud Functions.



Follow the steps in this section to create a new Google Cloud function and an API endpoint to trigger it:

1. Sign in to the Google Cloud Platform at:

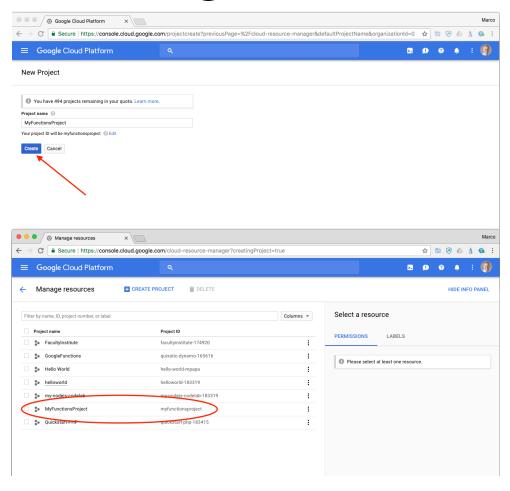
https://console.cloud.google.com



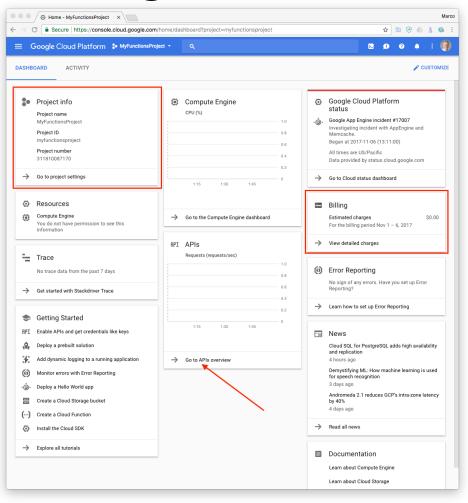
2. Select or create a Cloud Platform project. Go to the Projects page at:

https://console.cloud.google.com/project

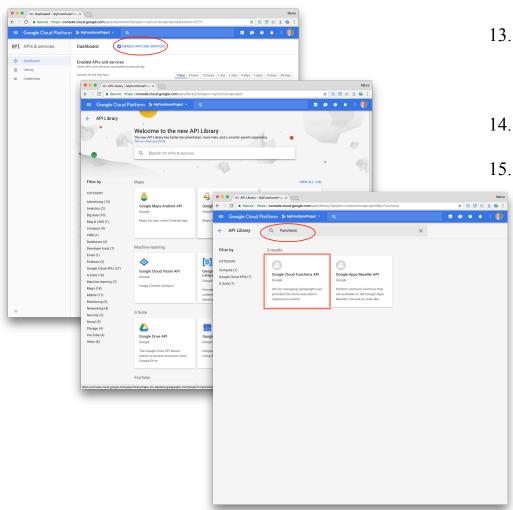
3. Select **CREATE PROJECT**.



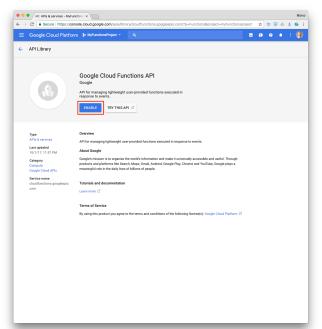
- 4. Enter your project name, such as *MyFunctionsProject*. Notice the project ID.
- 5. Click Create.
- 6. You may have to refresh the page to see your new project.
- 7. Click on the project name, *MyFunctionsProject*, in this example.
- 8. Click the **Products and Services** "3 bars" icon on top left, and select **Home**.

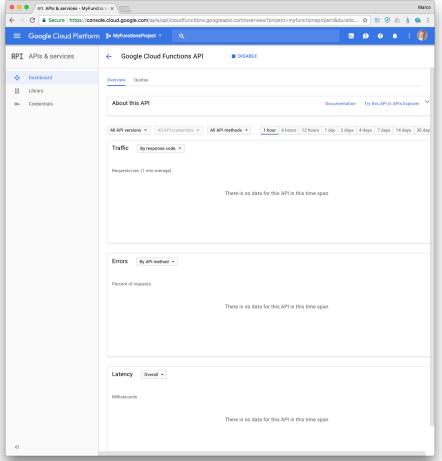


- 9. Enable billing for a project
- 10. How you enable billing depends on whether you're creating a new project or you're re-enabling billing for an existing project.
- 11. When you create a new project, you're prompted to choose which of your billing accounts you want to link to the project. If you have only one billing account, that account is automatically linked to your project.
- 12. Click on **Go to APIs** overview.

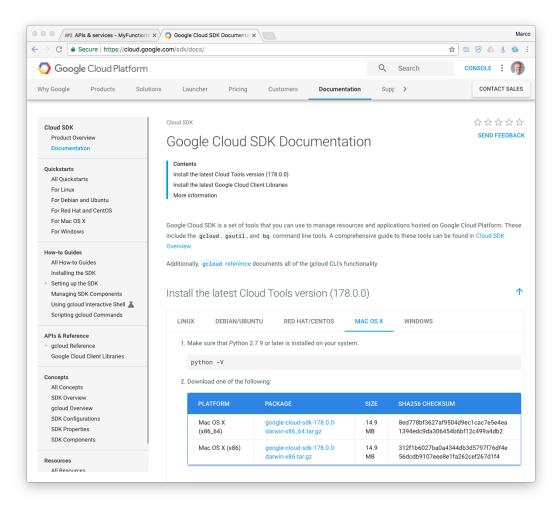


- 13. Enable the Cloud Functions API. In the API & Services Dashboard, click ENABLE APIS AND SERVICES. The page titled "Welcome to the new API Library" appears.
- 14. Enter "Functions" in the edit box. Then click **Google Cloud Functions API**.
- 15. Click **ENABLE**. Wait while "Enabling API."





16. The **Google Cloud Functions API** "Overview" page is shown from the **Dashboard**.



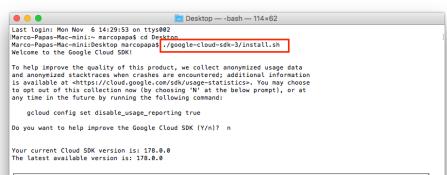
17. Install and initialize the Cloud SDK at:

https://cloud.google.com/sdk/docs/

- 18. In the section titled *Install the latest Cloud Tools version*, select your platform several versions of Linux, Mac OSX or Windows)
- 19. Make sure that Python 2.7.9 or later is installed on your system:

python -V

- 20. Download your selected package. (google-cloud-sdk-178.0.0-darwin-x86_64.tar on macOS)
- 21. Extract the file to any location on your file system.



| Components | | | | |
|--|---|---|--|--|
| Status | Name | ID | Size | |
| Not Installed Not Installed Not Installed Not Installed Not Installed Not Installed Not Installed Not Installed Not Installed Not Installed | App Engine Go Extensions Cloud Bigtable Command Line Tool Cloud Bigtable Emulator Cloud Datalab Command Line Tool Cloud Datastore Emulator Cloud Datastore Emulator Cloud Datastore Emulator (Legacy) Cloud Pub/Sub Emulator Emulator Reverse Proxy Google Container Local Builder Google Container Registry's Docker credential helper gcloud Alpha Commands | app-engine-go cbt bigtable datalab cloud-datastore-emulator gcd-emulator pubsub-emulator emulator-reverse-proxy container-builder-local docker-credential-gcr alpha | 97.7 MiB 4.0 MiB 3.5 MiB < 1 MiB 17.7 MiB 38.1 MiB 33.2 MiB 14.5 MiB 3.7 MiB 2.2 MiB < 1 MiB | |
| Not Installed Not Installed Not Installed Not Installed Not Installed Installed Installed | gcloud Beta Commands gcloud app Java Extensions gcloud app PHP Extensions gcloud app Python Extensions kubectl BigQuery Command Line Tool Cloud SDK Core Libraries Cloud Storage Command Line Tool | beta app-engine-java app-engine-php app-engine-python kubectl bq core gsutil | < 1 MiB 116.0 MiB 21.9 MiB 6.2 MiB 12.2 MiB < 1 MiB 7.4 MiB 3.3 MiB | |

To install or remove components at your current SDK version [178.0.0], run: \$ gcloud components install COMPONENT_ID

To update your SDK installation to the latest version [178.0.0], run: \$ gcloud components update

==> Source [/Users/marcopapa/Desktop/google-cloud-sdk-3/completion.bash.inc] in your profile to enable shell comma nd completion for gcloud.

==> Source [/Users/marcopapa/Desktop/google-cloud-sdk-3/path.bash.inc] in your profile to add the Google Cloud SDK command line tools to your \$PATH.

For more information on how to get started, please visit: https://cloud.google.com/sdk/docs/quickstarts

Marco-Papas-Mac-mini:Desktop marcopapa\$

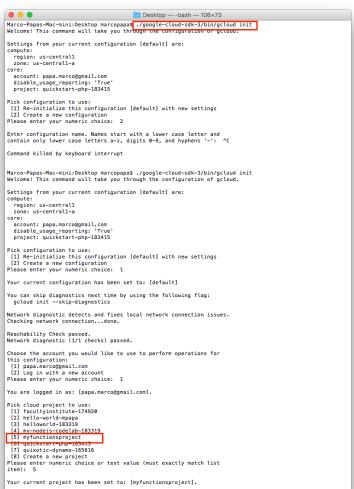
22. Run the **install script** to add SDK tools to your path, enable command completion in your bash shell, and/or and enable usage reporting.

./google-cloud-sdk-3/install.sh

Note: you may have to rename the SDK folder google-cloud-sdk-3 from "google-cloud-sdk 3".

18. Open a new terminal so that the changes take effect.

^{\$} gcloud components remove COMPONENT_ID



23. Run **gcloud init** to initialize the SDK:

./google-cloud-sdk/bin/gcloud init

- 24. You will be asked to select the project.
- 25. You maybe asked to "enable" **API** [compute.googleapis.com] and "configure" Google Compute Engine. Answer Y to both.

```
Desktop — -bash — 96×27
Your project default Compute Engine zone has been set to [us-central1-c].
You can change it by running [gcloud config set compute/zone NAME].
Your project default Compute Engine region has been set to [us-central1].
You can change it by running [gcloud config set compute/region NAME].
Your Google Cloud SDK is configured and ready to use!
* Commands that require authentication will use papa.marco@gmail.com by default
* Commands will reference project 'myfunctionsproject' by default
* Compute Engine commands will use region 'us-central1' by default
* Compute Engine commands will use zone `us-central1-c` by default
Run 'gcloud help config' to learn how to change individual settings
This gcloud configuration is called [default]. You can create additional configurations if you w
ork with multiple accounts and/or projects.
Run 'gcloud topic configurations' to learn more.
Some things to try next:
* Run `gcloud --help` to see the Cloud Platform services you can interact with. And run `gcloud
help COMMAND' to get help on any gcloud command.
* Run 'gcloud topic -h' to learn about advanced features of the SDK like arg files and output fo
Marco-Papas-Mac-mini:Desktop marcopapa$
```

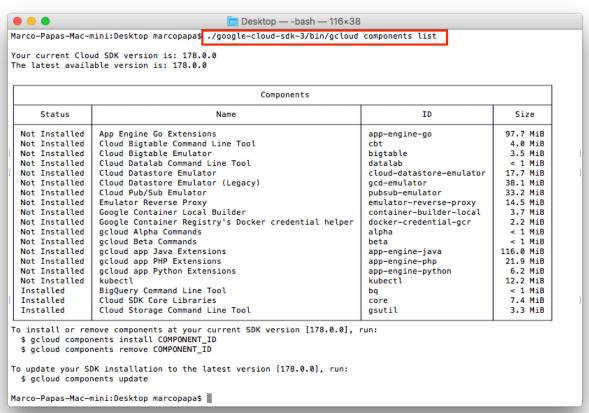
Google Cloud Functions (DELETE)

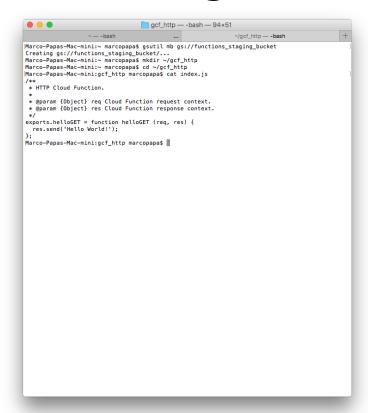


- 26. Run **gcloud init** to initialize the SDK:
- ./google-cloud-sdk/bin/gcloud init
- 27. You will be asked to log in to continue. Answer **Y** (Yes).
- 28. Click **Allow** when asked about your Google Cloud SDK credentials.
- 29. Run **gcloud auth login** to obtain your credentials (if not automatically asked)
- ./google-cloud-sdk/bin/gcloud auth
 login



- 30. Verify all geloud installed components:
- ./google-cloud-sdk-3/bin/gcloud components list





31. Now prepare the application. Create a Cloud Storage bucket to stage your Cloud Functions files, where [YOUR_STAGING_BUCKET_NAME] is a globally-unique bucket name:

```
gsutil mb gs://[YOUR STAGING BUCKET NAME]
```

As in:

```
gsutil mb gs://functions staging bucket
```

32. Create a directory on your local system for the application code:

Linux or Mac OS X:

```
mkdir ~/gcf_http
cd ~/gcf_http
```

Windows:

```
mkdir %HOMEPATH%\gcf_http
cd %HOMEPATH%\gcf http
```

```
index.js

☆ ~/gcf_http/index.js -
         * HTTP Cloud Function.
   3
         * @param {Object} req Cloud Function request context.
         * @param {Object} res Cloud Function response context.
   5
         exports.helloGET = function helloGET (req, res) {
          res.send('Hello World!');
   9
  10
   L: 10 C: 1
               JavaScript → Unicode (UTF-8) → Unix (LF) → ■ Saved: 3/30/17, 11:15:52 AM 🗋 227 / 25 / 10
```

33. Create an index.js file in the gcf_http directory with the following contents:

```
/**
  * HTTP Cloud Function.
  *
  * @param {Object} req Cloud
Function request context.
  * @param {Object} res Cloud
Function response context.
  */
exports.helloGET = function
helloGET (req, res) {
  res.send('Hello World!');
};
```

34. The **helloGET** function is exported by the module and is executed when you make an HTTP request to the function's endpoint.

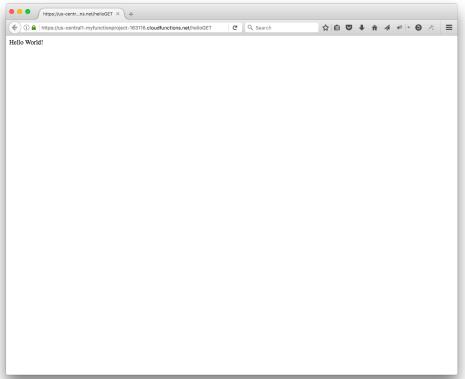
35. Deploying the Function. To **deploy** the helloGET function with an HTTP trigger, run the following command in the gcf http directory:

gcloud beta functions deploy helloGET --stage-bucket [YOUR_STAGING_BUCKET_NAME]
--trigger-http

where [YOUR_STAGING_BUCKET_NAME] is the name of your staging Cloud Storage Bucket, as in:

gcloud beta functions deploy helloGET --stage-bucket functions_staging_bucket
--trigger-http

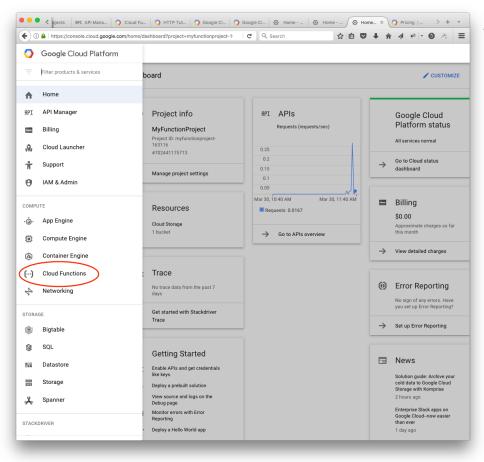




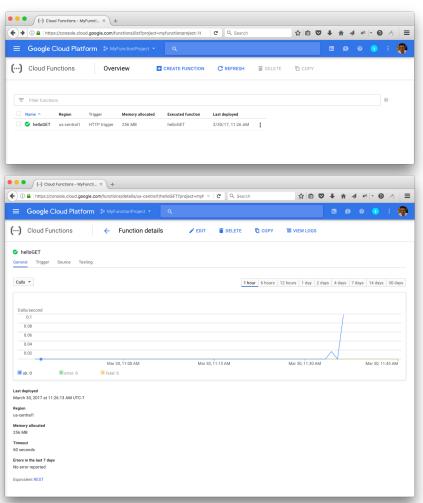
36. Triggering the function. Notice of the value of the url of httpsTrigger.

https://us-central1myfunctionproject-163116.cloudfunctions.net/helloGET

37. Make an **HTTP request** to your function, using curl or visit the function's endpoint in your browser to see the "Hello World!" message.



38. Monitor the function. From the Google Cloud Platform menu, select **Cloud Functions**.



- 39. Click on helloGet.
- 40. Click on the **Trigger**, **Source** and **Testing** tabs.