

# **TECHNOLOGY**

# **Deployment and Provisioning**

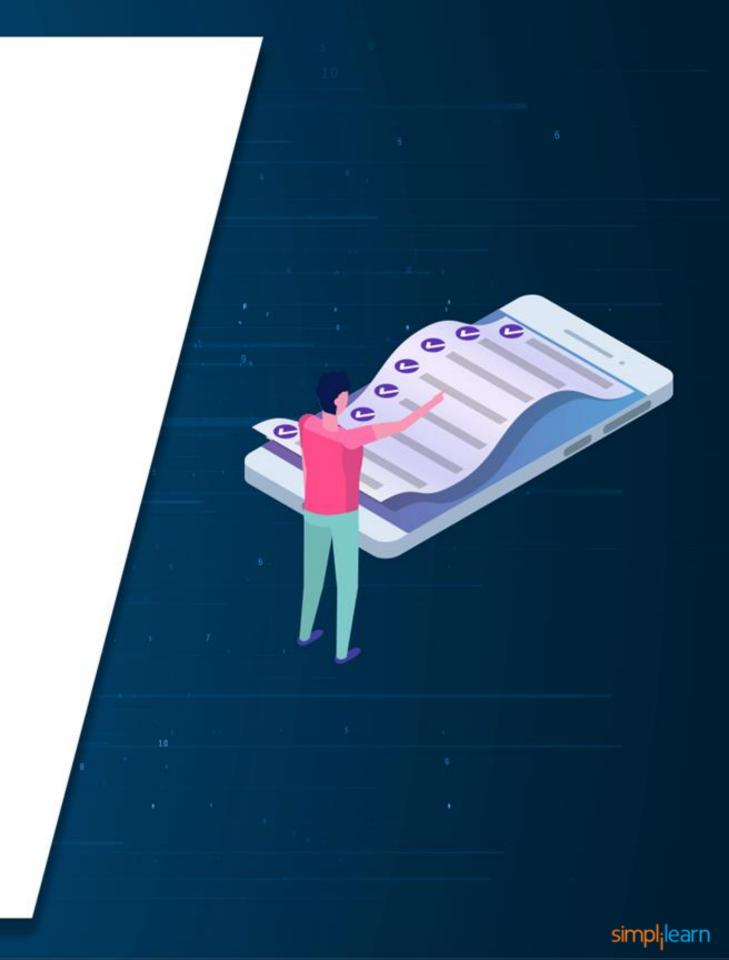


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# **Learning Objectives**

By the end of this lesson, you will be able to:

- Select appropriate load balancers for your application
- Assign EBS volumes to instances
- Deploy **ALBs** with EC2 instances for traffic management





**Duration: 10 Min.** 

#### **Problem Statement:**

Create an AWS EC2 instance assigning it to an IAM role.

# **Assisted Practice: Guidelines**

## Steps to create an AWS EC2 instance:

- 1. Log in to your AWS lab
- 2. Click on IAM Roles in Services
- 3. Create an IAM role
- 4. Select EC2 from **Services**
- 5. Select Ubuntu machine
- 6. Assign your IAM role to the instance
- 7. Launch the instance



# **TECHNOLOGY**

# EC2, ELB, and IOPS

#### **EC2 Launch Issues**

Two major issues that can occur while launching or creating an EC2 instance are given below:



#### **InstanceLimitExceeded** error:

- This error occurs when you have reached the limit of the number of instances that you are allowed to launch within a region.
- By default, this limit is set to 20 by AWS.

An error occurred (InstanceLimitExceeded) when calling the RunInstances operation: Your quota allows for 2 more running instance(s). You request ed at least 5

## **EC2 Launch Issues**

# InsufficientInstanceCapacity error:

- This error means that AWS is out of the number of a type of instances (on-demand) that you have requested to launch.
- However, this is a rare issue that can occur and can be solved by requesting less instances, selecting another type of instance, changing zones, and purchasing reserved instances.
- Example: This error can occur if you request more than twenty **t2.micro** instances at once.

## **EBS Volumes and IOPS**

Elastic Block Store (EBS) is a storage volume that can be attached with an EC2 instance.

- These volumes appear similar to disk space on the instances.
- These volumes can be used to create file systems and databases, run operating systems, and perform other functions.
- SSD-backed storage is a type of EBS volume used quite often.
- SSD can be used to run operating systems and databases which are majorly I/O-intensive tasks.

#### **EBS Volumes and IOPS**

gp2 and io1 are two types of EBS SSD volumes.

- IOPS stands for Input/Output Operations Per Second and is used to provide standard values to the performance capacity of the volume.
- **gp2** stands for General Purpose which is mostly used as boot volumes.
- **io1** is the Provisioned IOPS used for I/O-intensive tasks, databases, and latency-sensitive workloads.
- IOPS capability depends on the size of the volume:
  - **gp2** volumes: 3 IOPS/GB up to 16k IOPS
  - io1 volumes: 50 IOPS/GB up to 64k IOPS



#### **EBS Volumes and IOPS**

#### **IOPS** issues:

- There are cases when a user might reach the IOPS limit or exceed the number of requests.
- If the limit is reached, the user starts getting requests queuing.
- The application becomes slow depending on its sensitivity to IOPS.

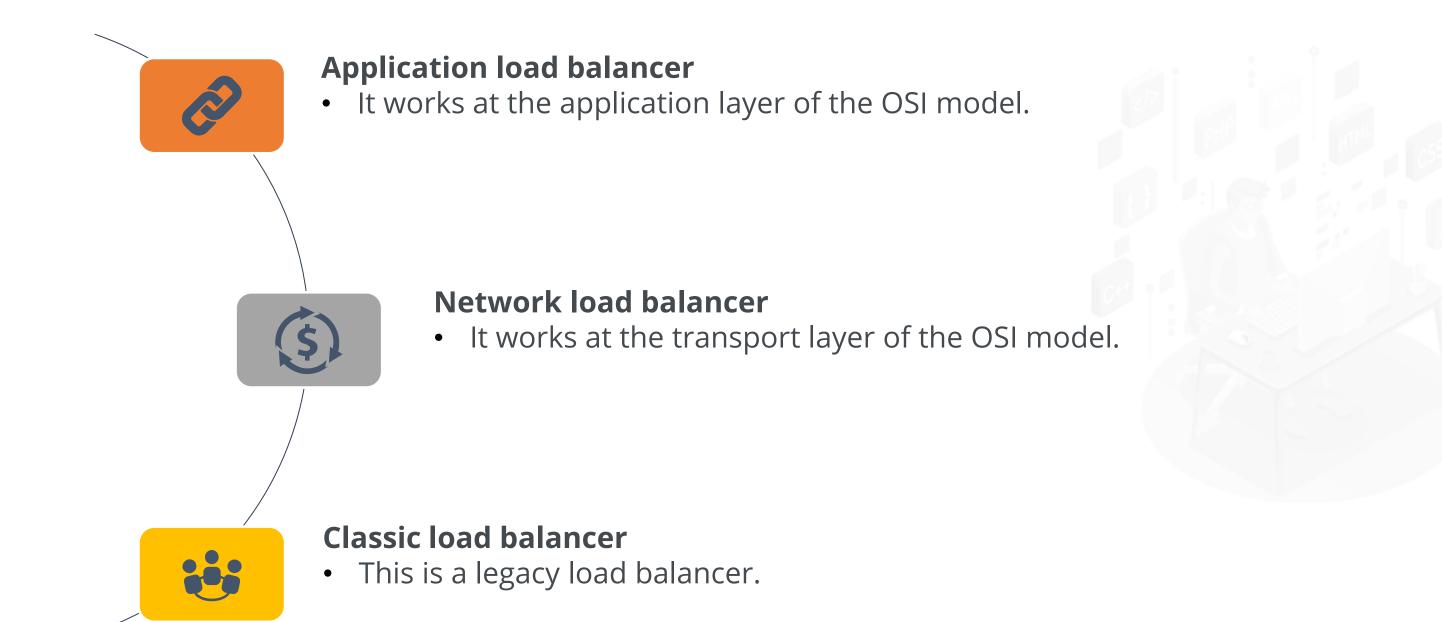
#### **Solutions:**

- 1. User can increase the size of the volume. However, if it is already 5.2TB, then there is a high possibility that it has reached the 16k IOPS limit.
- 2. If more than 16k IOPS is needed, it is advised to change the volume type to Provisioned IOPS.



## **Elastic Load Balancers**

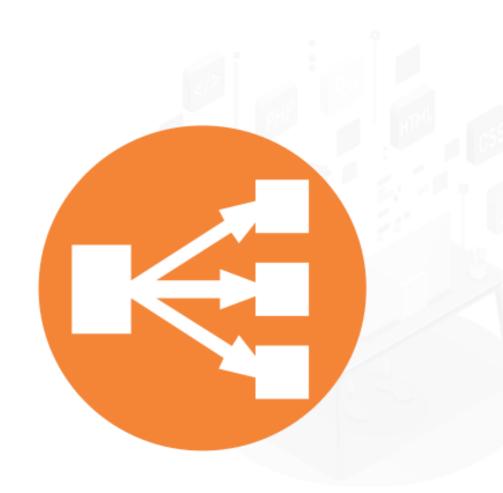
A load balancer helps in distributing requests on multiple servers or instances for efficient working of the application and mitigating response delays. The types of load balancers are given below:



# **Application Load Balancer**

It is best suited for the application layer for load balancing HTTP and HTTPS traffic.

- It can be used for advanced routing and sending requests to determined servers.
- It can identify the required request for the determined server and can route the requests to the right servers if the sent request is not for the specified server.
- It performs all routing tasks using HTTP packets and headers.



# **Network Load Balancer**

It is best suited for load balancing TCP traffic where high performance is required.

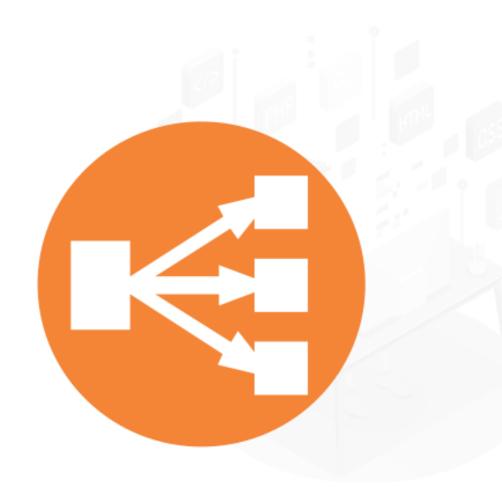
- It is capable of handling millions of requests per second.
- It maintains the lowest latency compared to all other load balancers.
- It is majorly used for production servers where low latency is of utmost importance.
- It is the most expensive load balancer.



# **Classic Load Balancer**

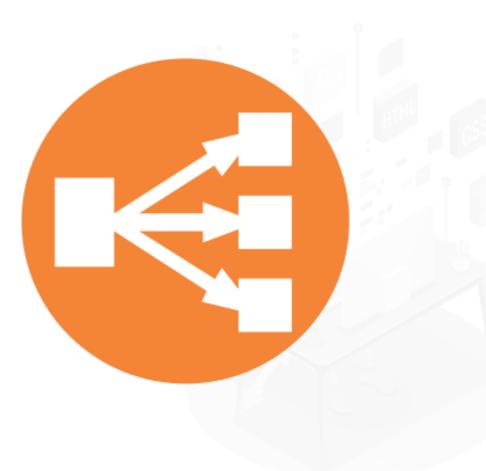
It is a legacy load balancer and can be used on both application and transport layers.

- It provides basic features on layer 7 like X-forwarded and sticky sessions.
- It is rarely used and is not recommended for modern applications.
- It can be strictly used at layer 4 for an application that relies purely on TCP protocol.



# **Pre-Warming a Load Balancer**

- Application load balancers scale automatically to adapt to your workload.
- This changes the IP addresses that the client connects to, as new ALBs are brought into service.
- A network load balancer creates a static IP address in each subnet.
- This keeps the firewall rules simple, as the client only needs to enable a single IP address for each subnet.
- This is done using AWS elastic IP addresses.
- Moreover, keeping an ALB behind an NLB reduces the task of choosing one or other LBs and gives the benefits of both the load balancers.



## **Load Balancer and Static IP**

Pre-warming process is used to make a load balancer scale up if the traffic suddenly increases on the application.

- Example: An e-commerce company's marketing team plans to announce a sale on a public holiday and estimates that there will be five times more traffic on the website.
- To avoid any downtime in this sudden increase in the number of requests, AWS can pre-warm the ELB and configure it to the appropriate level of capacity required to handle requests.
- AWS needs to know the following data to pre-warm the load balancers:
- 1. Start and end dates of the high-performance capacity
- 2. Expected request rate per second
- 3. Size of a typical request



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# **ELB Error Messages**

# **ELB Error Messages**

4XX and 5XX are the major error code that can occur in ELB operations.

- Any unsuccessful request generates 4XX and 5XX errors.
- 4XX error message indicates that there is an error on the client side.
- 5XX error message indicates the issue on the server side.



# **ELB Error Messages**

- 400 indicates that it is a malformed request such as an incorrect header and is not per HTTP and HTTPS standards.
- 401 indicates that the user doesn't have access to the webpage.
- 403 indicates that the request is forbidden and the url is blocked.
- 460 indicates the client's timeout period is short and the load balancer doesn't have time to respond.
- 463 indicates that the load balancer has received an X-Forwarded-For request header with more than thirty IP addresses.



# **ELB Error Messages**

- 500 indicates an internal server error such as a configuration issue with ELB.
- 502 indicates bad gateway in cases when an application server has closed the connection or sent a malformed response.
- 503 indicates that the service is unavailable which means there are no registered target or web servers.
- 504 indicates gateway timeout which means the application is not responding due issues with web servers or databases.
- 561 indicates that the load balancer is not getting a response from the ID provider to authenticate a user.



## **ELB Cloudwatch Metrics**

ELB publishes metrics to Cloudwatch for the load balancer and also for the backend instances.

- The metrics help to verify a system's performance.
- Metrics are gathered in an interval of sixty seconds.
- User can also create a Cloudwatch alarm for a specific action.
- Example: User can create a Cloudwatch alarm to send an email if the metrics reach the limit.



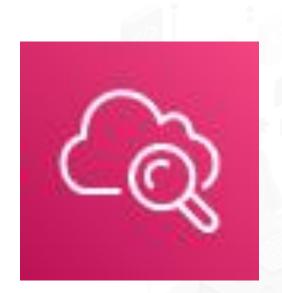
#### **ELB Cloudwatch Metrics**

Cloudwatch metrics can be categorized based on the operations:

#### Overall Health and Performance Metrics

#### **Overall Health:**

- It checks the overall performance and status of the system.
- It includes issues like:
- **1. BackendConnectionError:** Number of unsuccessful backend connections to instances
- 1. HealthyHostCount: Number of healthy registered instances
- **1. UnhealthyHostCount:** Number of unhealthy host count with issues in services
- 1. HTTPCode\_Backend\_2XX\_4XX\_5XX



## **ELB Cloudwatch Metrics**

#### **Performance Metrics:**

They deal with checks like:

- **1. Latency:** Number of seconds taken for a registered instance to respond or connect
- **1. RequestCount:** Number of requests completed or connections made during a specified interval

#### 1. SurgeQueueLength:

- Number of pending requests
- It's for classic load balancers and has the maximum queue size of 1024
- Any additional request is rejected

#### 1. SpilloverCount:

- Number of requests rejected
- This metric is for classic load balancers



# **Application Load Balancer**



**Duration: 10 Min.** 

#### **Problem Statement:**

You are given a project to deploy an application load balancer.

# **Assisted Practice: Guidelines**

Steps to deploy an application load balancer:

- 1. Select a load balancer
- 2. Select a security group
- 3. Configure targets
- 4. Select an instance



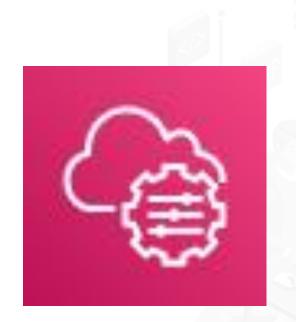
# **TECHNOLOGY**

# **Systems Manager**

# **Systems Manager**

AWS Systems Manager is a tool that provides visibility and control of the entire AWS infrastructure to the user.

- It integrates with Cloudwatch which allows user to view the dashboard, operational date, or reporting bugs.
- It also includes Run command to automate operational tasks such as security patching.
- It also organizes the inventory by grouping resources by application or environment.

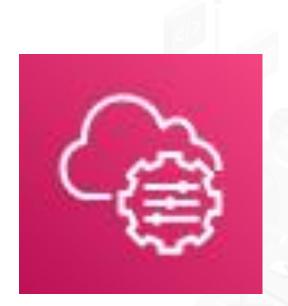


# **Run Command**

Run command allows the user to run predefined commands on one or more EC2 instances.

Some of the basic tasks that can be executed using the Run command:

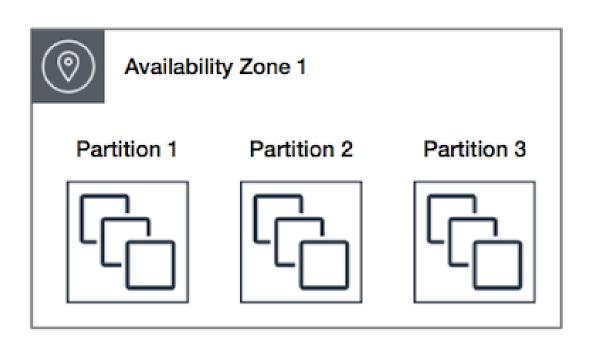
- 1. Stop, restart, terminate, and resize instances
- 2. Attach or detach an instance
- 3. Create snapshots
- 4. DynamoDB backup
- 5. Apply updates and system patches
- 6. Run scripts



# **Placement Groups**

Placement groups help users control how the instances are deployed.

- Placement groups help in getting low latency, high network throughput, and high computing power.
- There are three types of placement groups:
- 1. Cluster: All instances are created in one availability zone
- 2. Partition: Instances are created in segments called partitions with each present in a different rack with separate power and network resources
- 3. Spread: Every instance has a different rack and an independent power and network setup



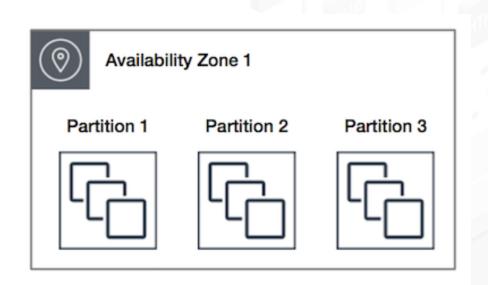
# **Cluster Placement Group**

- A cluster placement group is a grouping of instances in one availability zone.
- User can span peered VPCs in the same region.
- Instances have a throughput limit of 10 Gbps for TCP/IP traffic.
- Instances are placed in the same high bisection bandwidth segment of the network.
- Cluster placement groups are recommended for applications that benefit from low network latency, high network throughput, or both.
- It is recommended to have a single launch request for all instances and also to keep same instance types in one cluster.
- There are, however, chances of reaching the instance limit when trying to add more instances.



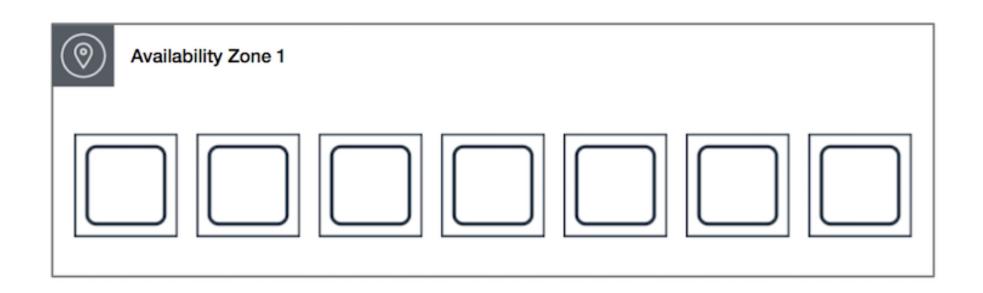
# **Partition Placement Group**

- In partition placement groups, Amazon EC2 divides each group into segments called partitions.
- Each partition within a placement group has a separate set of racks.
- Each rack has a separate network and power source.
- It allows user to isolate and mitigate the impact of hardware failure.
- It can be used to deploy large workloads like HDFS and Cassandra across distinct racks.
- By default, AWS distributes instances across partitions. However, one can also decide where the instances should be launched.
- If there is insufficient unique hardware to fulfill the request during instance startup, the request fails.



# **Spread Placement Group**

- A spread placement group is a one-instance-per-rack arrangement with distinct power and network sources for each instance.
- It is used for applications having a small number of critical instances that should be kept separate from each other.
- Launching instances reduces the risk of simultaneous failures.
- A spread placement group can span multiple availability zones in the same region with a maximum of seven running instances per availability zone per group.



# **Key Takeaways**

- Elastic Block Store (EBS) is a storage volume that can be attached with an EC2 instance.
- IOPS capability depends on the size of the volume.
- A load balancer helps in distributing requests on multiple servers or instances.
- Overall Health and Performance Metrics are the two Cloudwatch metrics.
- Systems Manager organizes an inventory by grouping resources by application or environment.



# **Applying a Load Balancer**



#### **Problem Statement:**

Create and apply load balancer on EC2 instances.

#### **Background of the problem statement:**

As a cloud architect, you are responsible for designing, installing, and maintaining the DevOps infrastructure in your organization. As the festive season draws near, there is a high possibility of an increase in traffic on the website. Hence, you are required to set up a load balancer that navigates requests to the determined servers based on the request header.