



People matter, results count.

12-FACTOR APPLICATIONS



- http://12factor.net
- Outlines architectural principles for modern apps
 - Focus on scaling, continuous delivery, portable and cloud ready



I. Codebase

One codebase tracked in SCM, many deploy

II. Dependencies

Explicitly declare and isolate dependencies

III. Configuration

Store config in the environment

IV. Backing Services

Treat backing services as attached resources

V. Build, Release, Run

Strictly separate build and run stages

VI. Processes

Execute app as stateless processes

VII. Port binding

Export services via port binding

VII. Concurrency

Scale out via the process model

IX. Disposability

Maximize robustness with fast startup and graceful shutdown

X. Dev/ prod parity

Keep dev, staging, prod as similar as possible

XI. Logs

Treat logs as event streams

XII. Admin processes

Run admin/ mgmt tasks as one-off processes



I. Codebase

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environment

- Codebase
 - An application has a single codebase
 - Multiple codebase = distributed system (not an app)
 - Each component in a codebase can (should) be an app
 - Tracked in version control
 - Git, Subversion, Mercurial, etc.
 - Multiple deployments
 - i.e development, testing, staging, production, etc.



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Dependencies

- Packaged as jars (java), RubyGems, CPAN (Perl)
- Declared in Manifest
 - Maven POM, Gemfile / bundle exec, etc.
- No reliance on specific system tools
 - i.e Linux tool not available on windows



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Configuration

- Separate from the <u>code</u>
- Also separate from the application
 - i.e. DB credentials; hostnames, passwords
 - Acid test could the code base be made open source?
 - Internal writing (i.e. Spring Configuration) considered part of codebase.
- Environment variables recommended.



IV. Backing Services

Treat backing services as attached resources

V. Build, Release, Run Strictly separate build and run stages

VI. Processes

Execute app as stateless processes

- Backing Services
 - Service consumed by app as part of normal operations
 - DB, Message Queues, SMTP servers
 - May be locally managed or third-party managed
 - Services should be treated as resources
 - Connected to vis URL / Configuration
 - Swappable (change in memory DB for MySQL)



IV. Backing Services
Treat backing services
as attached resources

V. Build, Release, Run Strictly separate build and run stages

VI. Processes
Execute app as
stateless processes

- Build, Release, Run
 - Build stage converts codebase into build (version)
 - Including managed dependencies
 - Release stage build + config = release
 - Ready to run
 - Run Runs app in execution environments



IV. Backing Services
Treat backing services
as attached resources

V. Build, Release, Run Strictly separate build and run stages

VI. Processes
Execute app as
stateless processes

Processes

- One or more discrete running processes
- Stateless
 - Processes should not store internal state (HTTP Sessions)
- Shared Nothing
 - Data needing to be shared should be persisted
- Memory / local tmp storage considered volatile
- Processes may intercommunicate via messaging / persistent storage



VII. Port binding

Export services via port binding

VII. Concurrency
Scale out via the
process model

IX. Disposability

Maximize robustness
with fast startup and
graceful shutdown

- Port binding
 - App should not need a "Container"
 - Java App Server, Apache HTTPD for PHP ...
 - PaaS now takes that role
 - Apps should export HTTP as a service
 - Define as a dependecncy (#2)

Tornado (Python), Thin (Ruby), embedded Jetty/Tomcat (Java)

- Execute at runtime
- One App can become another App's service (#4, #6)



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- Concurrency
 - Processes are first class citizens
 - Like Unix service daemons
 - Unlike Java threads
 - Individual processes are free to multithread
 - BUT a VM can only get so large (vertical scaling).
 - Must be able to span multiple machines (horizontal scaling)



VII. Port binding
Export services via port binding

VII. Concurrency
Scale out via the
process model

IX. Disposability
Maximize robustness
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- Disposability
 - Processes should be disposable
 - Remember, they're stateless!
 - Should be quick to start and stop
 - Should exit gracefully / finish current requests.
 - Or should be idempotent / reentrant
 - Enhances scalability and fault tolerance
 - Design crash-only software



X. Dev/ prod parity

Keep dev, staging, prod as similar as possible

XI. Logs Treat logs as event streams

XII. Admin processes
Run admin/ mgmt tasks
as one-off processes

- Development, Staging, Production should be similar
 - Dev / prod environments often different
 - Tool gap dev use SQLLite / Nginx prod uses Apache/ Oracle
 - Personnel gap developers develop, admins deploy
 - Time gap (development over weeks / months)
 - Keep differences minor
 - Reduce tool gap use same software
 - Reduce time gap small changes & continuous deployment
 - Reduce personnel gap involve developers in deployment and monitoring



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- Logs are streams of aggregated, time –ordered events
 - Apps are not concerned with log management

streams

- Just write to sysout.
- Separate log managers handle management
 - Logging as a service
- Can be managed via tools like papertrail, Splunk ...
 - Log indexing and analysis



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- Admin Processes / Management Tasks Run as One-Off Processes.
 - DB Migrations, one time scripts, etc.
 - Use same environment, tool, language as application processes

- REPL

Read – Eval – Print Loop = command-shell for running non-interactive shell scripts



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