A little history . . .

- Life in the Corporate Data Center
- Challenges of Scaling
 - Lead time on ordering equipment
 - Fixed costs of running a data center
 - Floor space, Power management, Heating/Cooling
 - Redundancy, Fire Suppression, Battery Backup
 - Network Wiring, Network Switching
- Welcome, "Cloud Computing"
 - Private my private cloud in my own data center
 - Public a shared environment hosted by a provider

A metaphor

- The electrical grid
 - You don't know where it comes from
 - It's there when you need it, just plug it in
 - Use what you want
 - Need more? Just take it.
 - Pay for what you use

Definition . . .

 "Computing Services and Solutions are delivered and consumed in real time over the internet."

Characteristics of Public Cloud Services

- Offsite hosting
- Pay per use (setup/initial, plus ongoing)
- Shared space
- Massively Scalable
- On-Demand Provisioning
- Rapid Deployment
- Lowers innovation barriers
- Leading edge architecture

Advantages of Cloud Computing

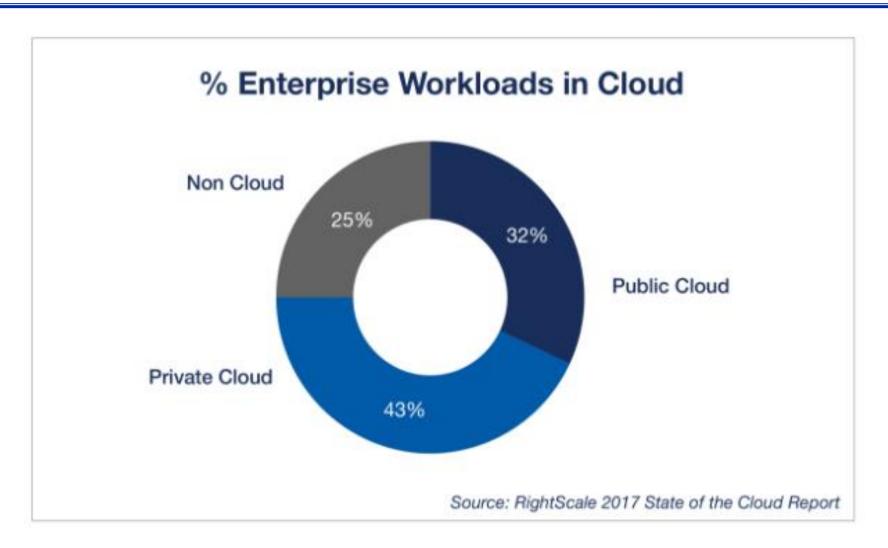
- Ubiquitous (available from anywhere)
- Automated change management
- Massively Scalable
- On-Demand Provisioning
- Rapid Deployment
- Lowers innovation barriers
- Leading edge architecture
- Lower Cost

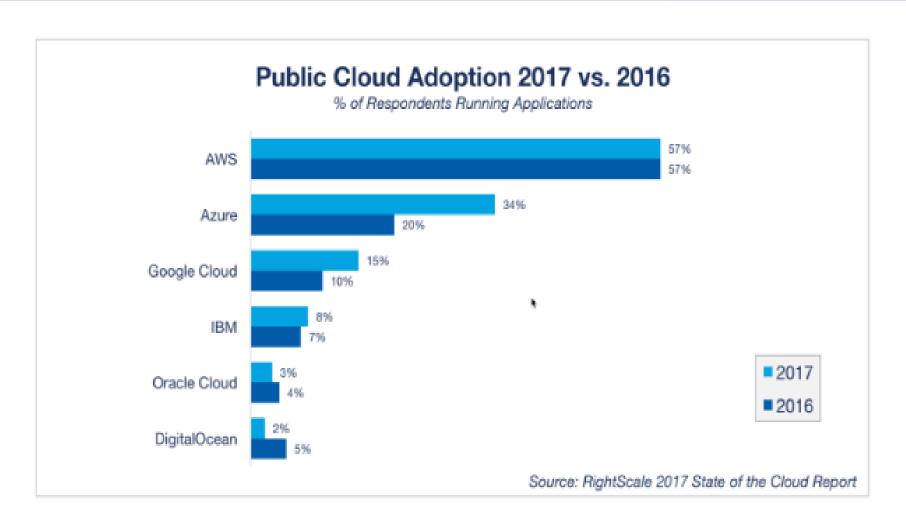
Disadvantages of Cloud Computing

- Surrender Control
- Less Robust Monitoring
- Requires Large Network Pipe/Capacity
- Less Secure multi-tenancy, DDOS

Private versus Public Cloud

- Private: Leverage the advantages, with few disadvantages
 - Massively Scalable
 - On-Demand Provisioning
 - Rapid Deployment
 - More secure
 - Better Monitoring
 - BUT → Still requires significant internal infrastructure





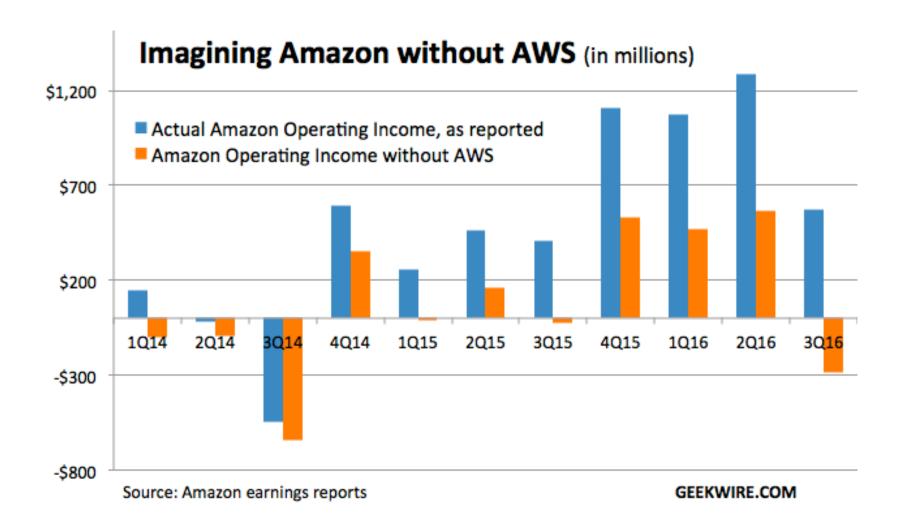
Updates from IDC

(The premier global provider of market intelligence, advisory services, and events for the information technology, telecommunications and consumer technology markets.)

- Public cloud services spending will grow nearly seven times faster than global IT spending.
- Annual market revenue will grow at a 24.4% CAGR (compound annual growth rate) worldwide for the period 2015-2020 to total \$203.4 billion.
- Forecast total \$122.5 billion in 2017.
- Spending on software-as-a-service (SaaS), the predominant form of cloud computing, will lead the way. SaaS (software-as-a-service) spending will represent nearly two-thirds of global public cloud services spending this year and around 60% in 2020
- laaS will grow at a five-year CAGR of 30.1%.
- PaaS will post a five-year CAGR of 32.2%.

Amazon

- 3Q2016
 - \$575MM operating income overall
 - \$861MM operating income from AWS
 - (\$286MM) operating loss outside AWS



laaS - Infrastructure-as-a-Service

 A cloud service providing infrastructure - computers, networking resources, storage. Typically virtual, but could be could be physical.

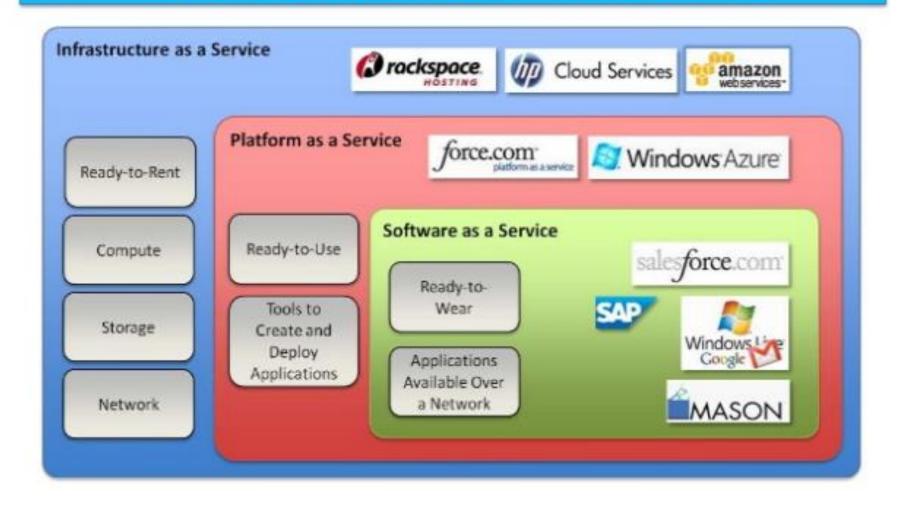
PaaS - Platform-as-a-Service

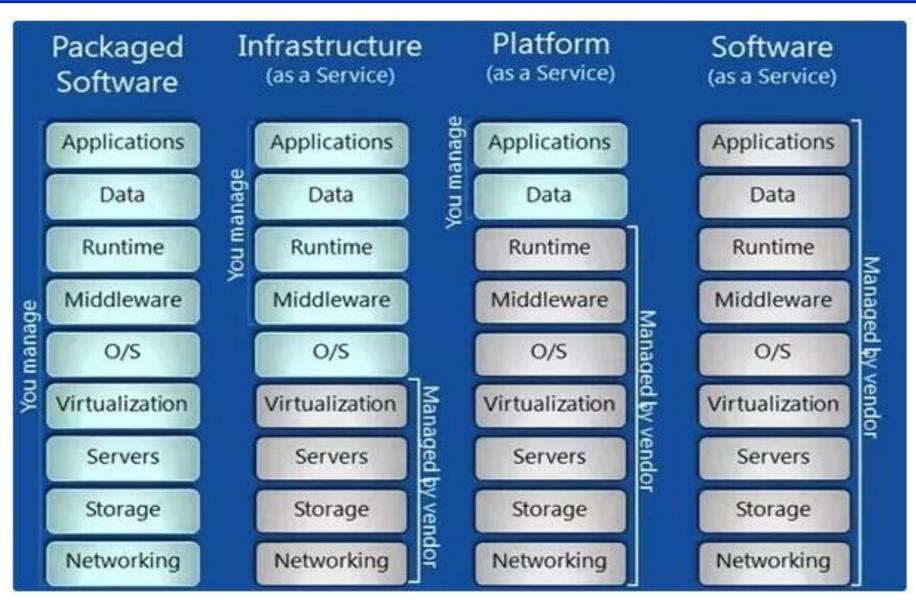
A cloud service that hides the infrastructure (users don't see the servers, storage, switches, etc.) Provides a software development platform. Users can develop and run an application on a PaaS: the system ensures the app has the necessary infrastructure to run and scale.

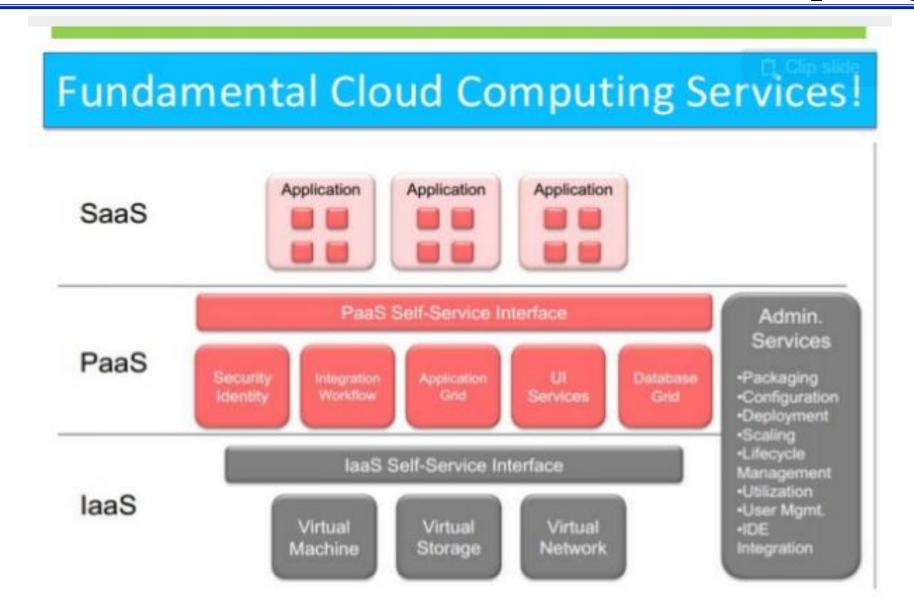
SaaS - Software-as-a-Service

 A cloud service providing users access to software in a self-service, ondemand fashion. This could be a single application or an entire suite.

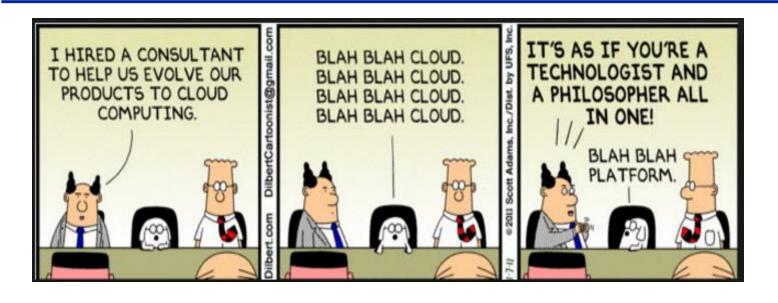
Cloud Computing Architecture

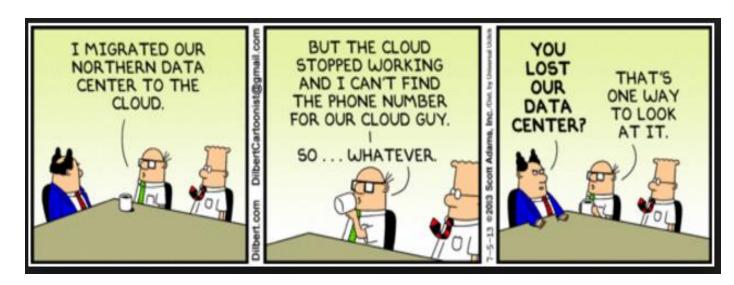


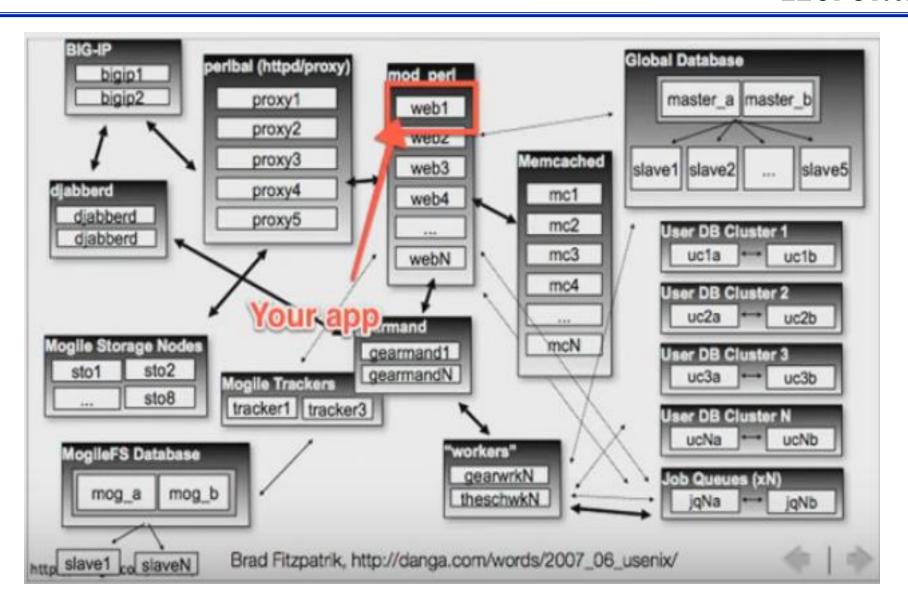




Break







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SaaS - Software-as-a-Service

 A cloud service providing users access to software in a self-service, on-demand fashion. This could be a single application or an entire suite.

- One of the first PaaS providers out there (June 2007)
- Initially focused on Ruby
- Purchased by SalesForce in December 2010
- Free on a small scale (great for students)
- Many competitors
 - AWS, GoogleSites, Azure, OpenShift, DigitalOcean



G2 Crowd GridSM for PaaS Summer 2015 Contenders Leaders Microsoft Azure Heroku 片 Google App Engine Market Presence AWS Elastic Beanstalk OpenShift Cloud Foundry DigitalOcean 🖎 Niche **High Performers** Satisfaction Share Image

Everything you need to build, run, and scale customer apps



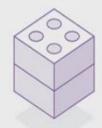
Dynos

Run virtually any language at scale



Database

Enterprise grade PostgreSQL as a Service

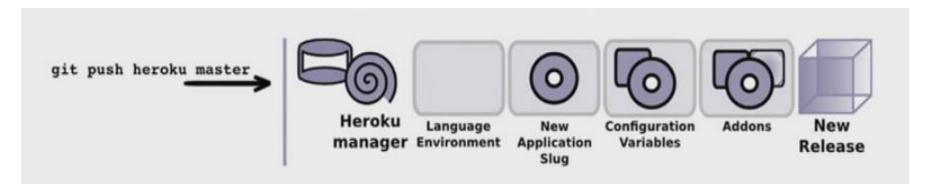


Add-ons

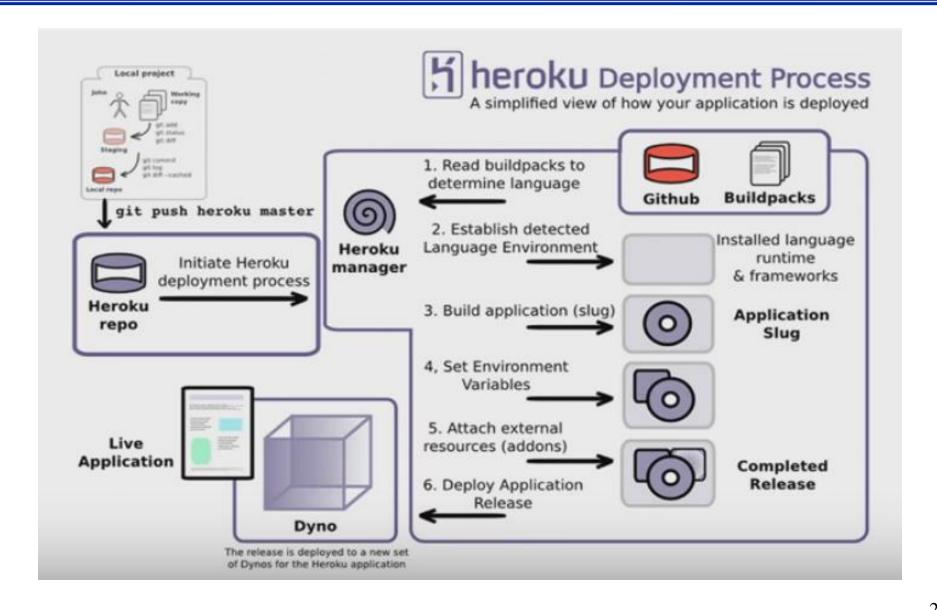
Marketplace for data stores and app services

- Provides users with one or more DYNOs
 - "Dyno" a virtual engine that runs your app.
 - If you need to add capacity, you can add more dynos.
- Provides Standard PostgreSQL database engine
- Allows "add-on's"
 - Load testing
 - Email sending
 - Create a PDF
 - Alternate DB (Mongo or Redis)
- Core support for Ruby, Python, NodeJS, Java, PhP
- Tightly integrated with git for version control





- Write your app in any supported language
- Ready to deploy, push to heroku git master
- Heroku Manager
 - Packages your app into an executable bundle
 - Contains all components needed to run your app
 - Compiled app is called a "slug"
 - Slug is executable on the DYNO
 - Compiled through a "buildpack"
 - Every change is a "new release" easy to roll back



Learn More At

https://devcenter.heroku.com/categories/reference



- **Demo** (first delete my old app!)
 - Running Windows CMD console
 - Make sure I've got git on my PC
 - Download and install Composer on my PC (buildpack for php)
 - Download and install Heroku ToolBelt on my PC
 - Check versions of git, heroku, composer "composer --version"
 - "git clone https://github.com/heroku/php-getting-started.git"
 - Create a git repo on my PC (git init)
 - Edit my app (a php program)
 - Log in to Heroku
 - Do a "heroku create" to create the app in Heroku
 - It gives you a URL
 - Go look at it
 - Add my file to stage, then commit my app in git
 - Doa"git push heroku master"
 - Look at the app change it again and push
 - Look at heroku logs "heroku logs --tail"

Demo

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