# Tutorial – PaaS

## Case Study: Force.com application development platform

Week 6

School of Software

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SCHOOL OF SOFTWARE

# Short review of PaaS

- Overview of PaaS
  - Composed of hardware resources and software resources (such as operating systems and/or software frameworks) to ***build*** software applications;
  - Could be provisioned on top of IaaS;
  - Shared hardware resources and software resource usage among all PaaS consumers;
  - Major PaaS providers: Google App Engine, Force.com platform, and Microsoft Azure.

# Case study for Force.com platform

- **Question 1:** What are multi-tenant applications?
- **Question 2:** What are the benefits of multi-tenant applications?
- **Question 3:** Architecture overview of Force.com
- **Question 4:** Data storage model of Force.com

# Case study for Force.com platform

- **Question 1:** What are multi-tenant applications?
  (refer to Section 2)

- **Question 2:** What are the benefits of multi-tenant applications?
  (refer to Section 2 and 3)

- **Question 3:** Architecture overview of Force.com
  (refer to Section 4 and 5)

- **Question 4:** Data storage model of Force.com
  (refer to Section 6)

# Q1: What are multitenant applications?

- Multitenant applications satisfy the needs of multiple users or organizations (in contrast to single tenant applications).
- In PaaS multi-tenant applications, all tenants share the same underlying computing platform
- Tenants operate in virtual isolation from one another, and their data and customizations remain secure and insulated from the activity of all other tenants.

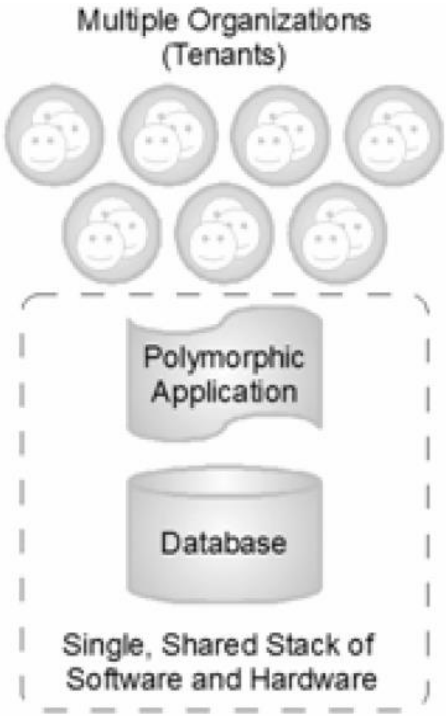



**Figure:** Tenants sharing a single stack of computing resources

# Q2: What are the benefits of multi-tenant applications?

- **Benefits to application providers:**
  - Ease of carrying out application update(s);
  - Enabling and managing application delivery for multiple users using a single stack of resources (much easier and cheaper than maintaining a single stack of resources for each user);
  - Provider gather operational information from the collective user population (which queries respond slowly, what errors happen more often, etc.)
- **Benefits to the end users:**
  - Receive the applications at a (much) lower price than traditional mechanisms

# Q3: Working of Force.com (at an abstract level)

- Core-application data and logic is stored as metadata
- End-user customizations (changes to existing core data, core logic, new data, and new logic), are stored as metadata (and not as views).
- Force.com provides clear separation between:
  (a) Core application data and functionality (Force.com defined Data and Logic)
  (a) User-defined application data and functionality (Custom Data and Logic)
- Force.com does not create an "actual" table in a database (in response to customizations), rather it's runtime engine generates these views on the fly using the metadata

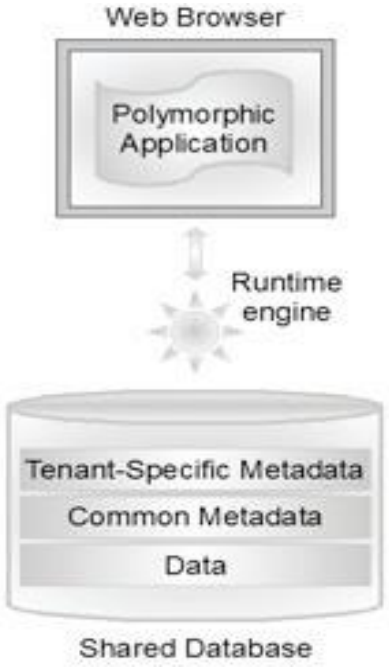



**Figure:** Force Multi-tenant Architecture

- Different users (tenants) see their customized (tenant-specific) view of the application

# Q3: Architectural elements of Force.com

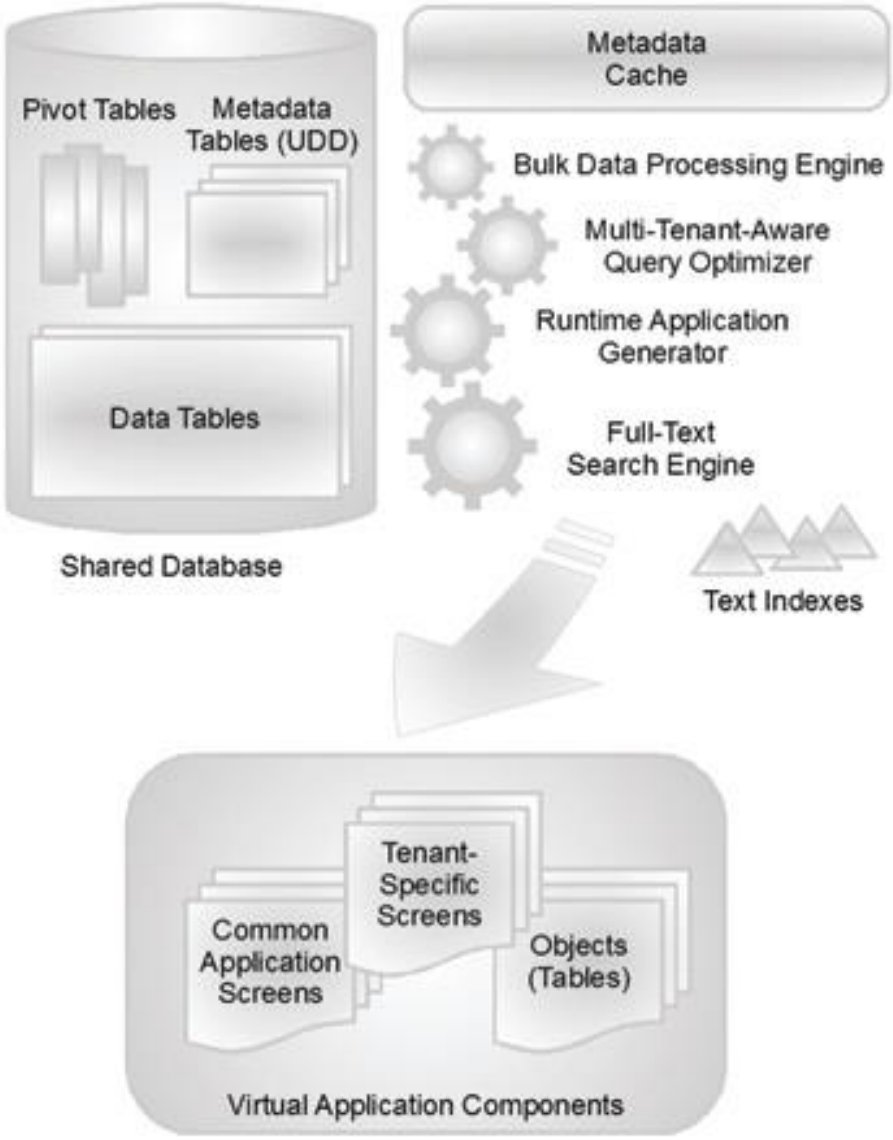



**Figure:** Architectural elements of Force.com platform

# Q3: Architectural elements of Force.com

- Metadata cache:
  - Frequently accessed metadata (used to generate application components) is stored in metadata cache;
  - This improves performance and application response time.

- Bulk Data processing engine:
  - This engine carries out repetitive actions (such as bulk update, bulk retrieve, bulk delete etc…);
  - Has an intelligent in-built fault-recovery mechanism to re-execute the "update" or "save" operations after factoring out records that cause errors during the bulk update/save process

# Q3: Architecture overview of Force.com

- Full text external search engine:
  - Force.com employs an external search service
  - This works independent of the other architectural elements
  - Tenant's data is indexed (and indexes are stored as a special set of pivot tables) for quick access and retrieval.
- Runtime Application Generator:
  - Runtime engine accesses the
    - core application metadata; (and)
    - custom metadata of the corresponding user.
  - Runtime engine compiles them at run-time to generate custom views for the corresponding user

# Q3: Architecture overview of Force.com

- Multitenant-aware query optimizer
  - The underlying storage tables are partitioned based on Org ID
  - The query optimizer, considers which users is executing a given application function, and using intelligent algorithms determines which database partition needs to be queried

# Q3: Architecture overview of Force.com

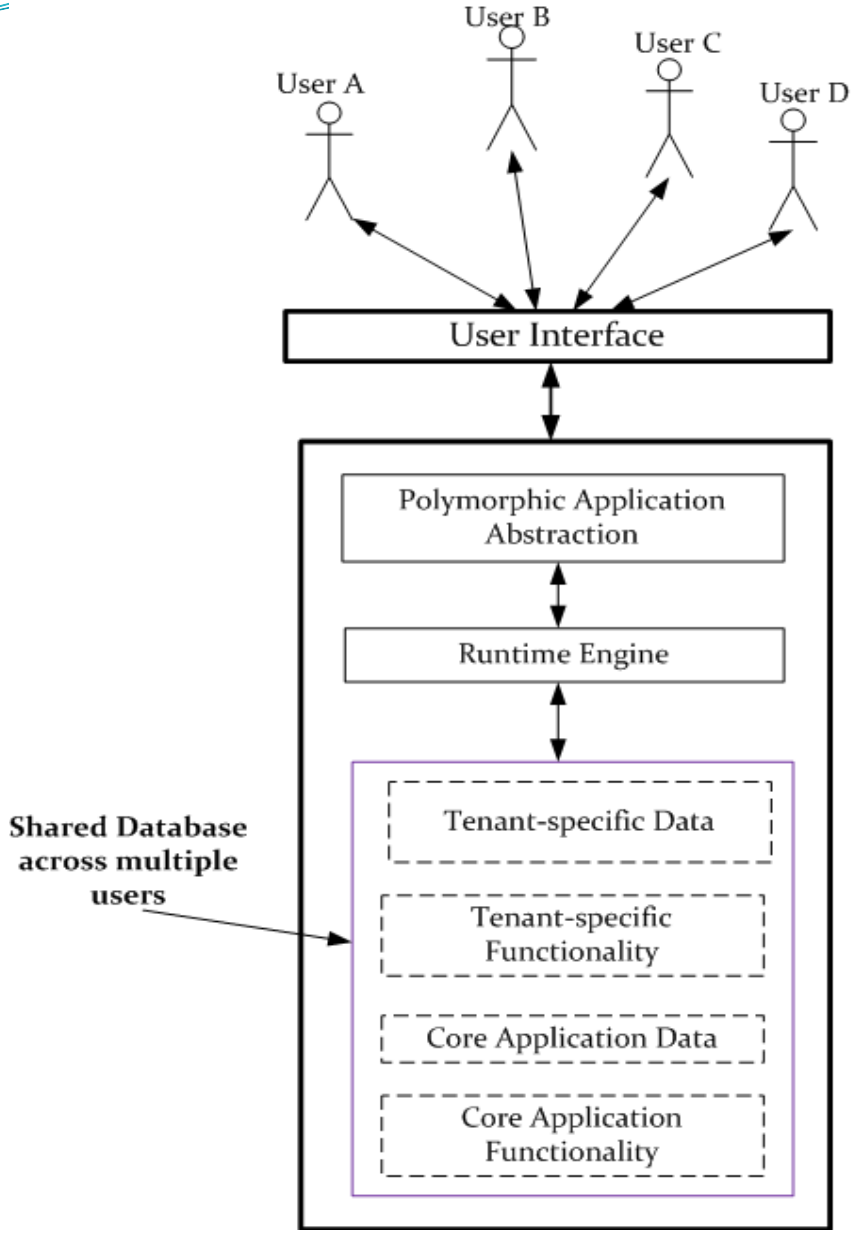



**Figure:** Step-wise working of Force.com

**Step 1:** A given user (assume User A) interacts via a user interface and provides authentication credentials

**Step 2:** The user interface passes User A's credentials and/or request for information from User A to the Polymorphic Application Abstraction Layer

**Step 3:** The polymorphic application abstraction determines the user requesting the data and the type of data that is being requested and passes this information to the run time engine

**Step 4:** The run-time engine takes input from the polymorphic application abstraction, retrieves relevant data, compiles it, and passes it back.

# Q4: Data Storage Model of Force.com

- Force.com manages to deliver the views (including the customized user defined views) using a combination of:
  - Metadata tables
  - Data tables
  - Pivot Tables

- Joins between the above three tables are carried out at run-time to generate customized views.

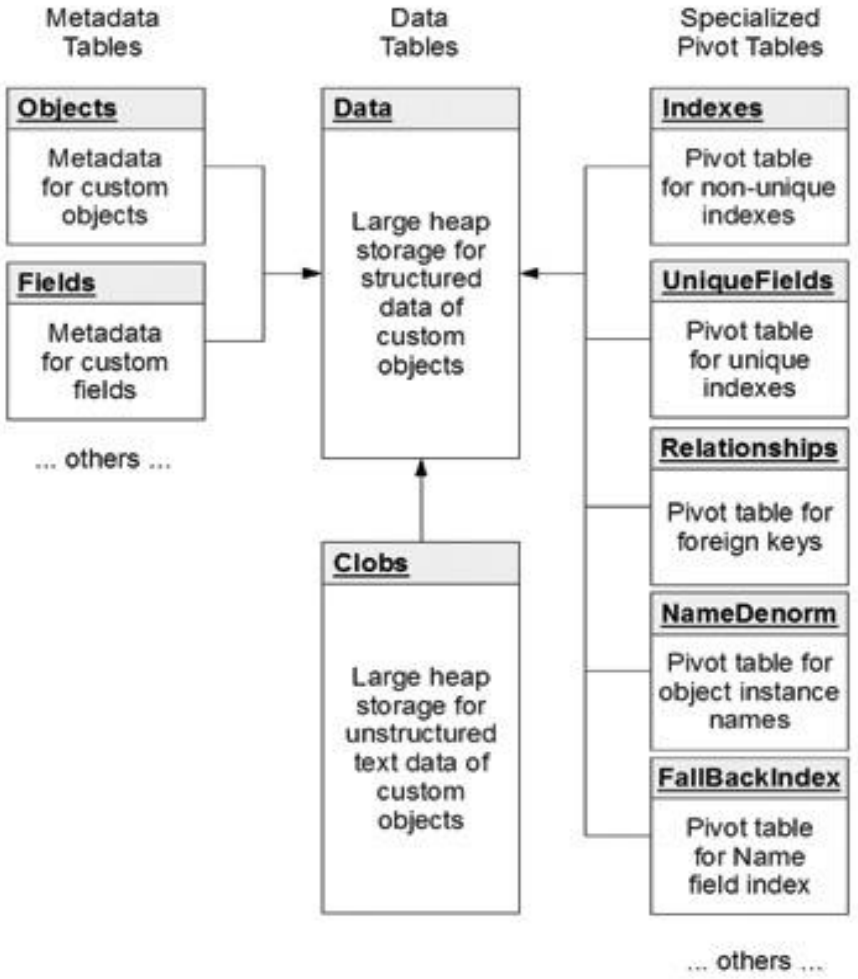



**Figure:** Force.com data storage model

# Q4: Data Storage Model of Force.com
# Metadata table – Objects Metadata table

- Two types of metadata tables to store user's customizations
- Objects Metadata table
  - Used to store "*information*" (not the corresponding data values within the object), about the user-defined objects.
  - Stored object information is annotated with
    - OrgID - A unique identifier assigned to each unique end-user
    - ObjID - Force.com assigned unique identifier to each user-created object
    - ObjectName – The name of the object
  - Each new user-defined class will have an associated row in this table

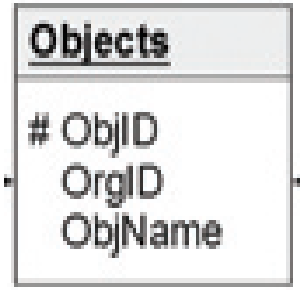



**Figure:** Metadata table for the storing information on custom classes

# Q4: Data Storage Model of Force.com
# Metadata tables – Fields Metadata table

- Fields Metadata table
  - Used to store "*information*" (not the corresponding data values) about the user-defined fields within an object.
  - Stored field information is annotated with:
    - OrgID - The identification of the end-user who owns the object encompassing the field
    - ObjID - The identification of the object to whom the field belongs
    - FieldName – The name of the field
    - IsIndexed – Boolean value to indicate if the field requires indexing
    - FieldNum – Value to determine the position of the field in the object relative to other fields
  - Each new user-defined field within an object will have an associated row in this table

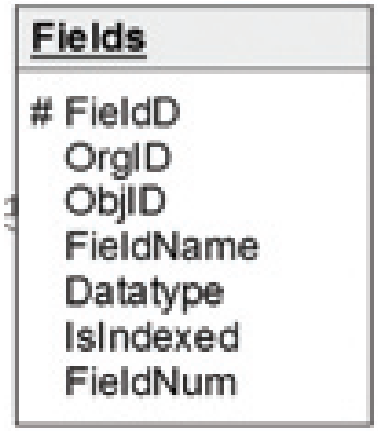



**Figure:** Metadata table for the fields within an object

# Q4: Data Storage Model of Force.com – Data table

- Data table used to store the application-specific data
- The stored data is annotated by the following identifiers:
  - OrgID, ObjID, ObjName, and Global Unique Identifier (assigned by Force.com to the corresponding data)
- The type of the attributes in the data table is Custom/Flex, to accommodate any structured data types supported by the Force.com platform
- Each new user-defined object will have an associated row in this table

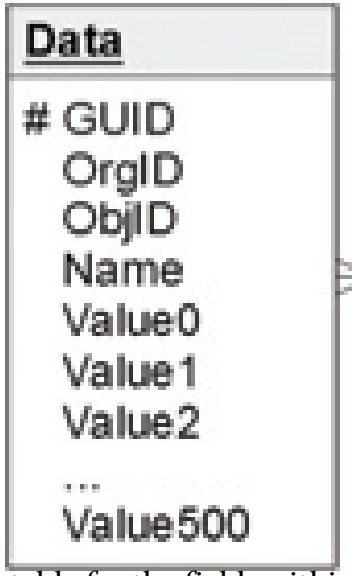



**Figure:** Data table for the fields within an object

# Q4: Data Storage Model of Force.com CLOBs tables

- Force.com platform supports data storage as "Text Area (Long)" up to 32, 768 characters. This is used to store arbitrary and unstructured text.
- If an object has "Text Area (Long)" as one of its fields, then the corresponding data is stored in the CLOB (Character Large Objects) table

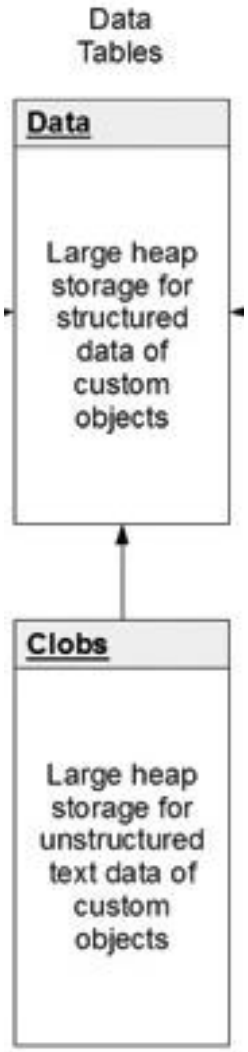



**Figure:** Text Area (Long) fields are stored in CLOB table

# Q4: Data Storage Model of Force.com Pivot tables

- The external search engine indexes user's data and stores its summary (based on different criteria), in the pivot tables .
- Indexes Pivot Table
  - This table indexes strongly typed data types with in the Force.com platform to enable fast searching on these data types

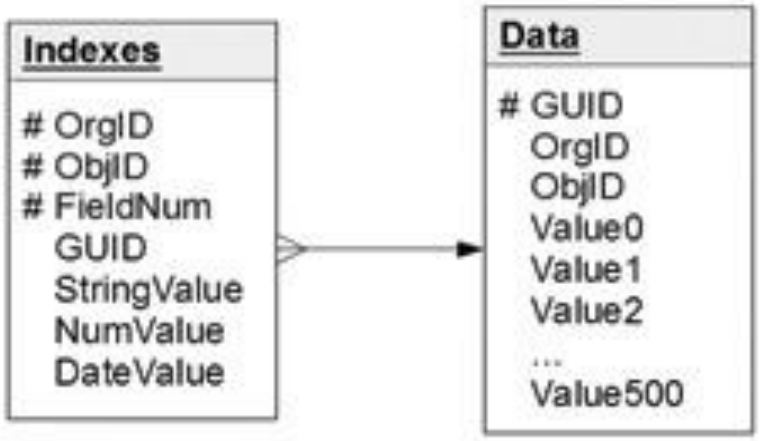
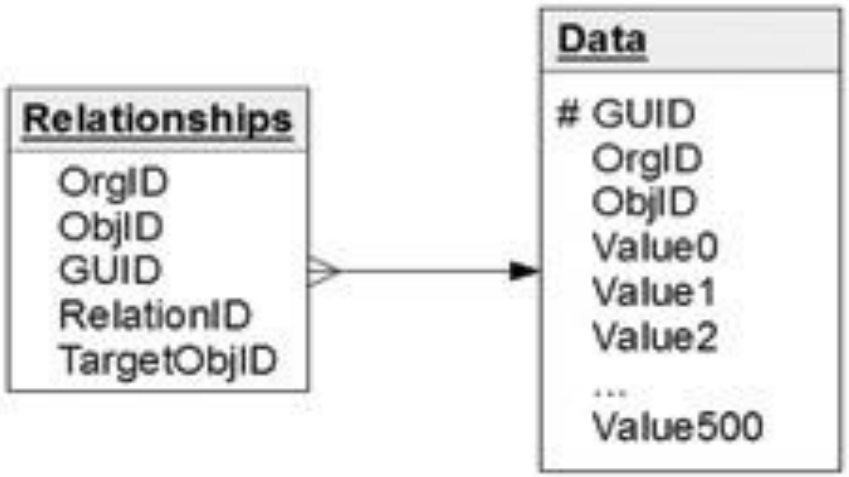



**Figure:** The index pivot table stores a pivot of the indexed object field

# Q4: Data Storage Model of Force.com
# Pivot tables

- UniqueFields Pivot Table
  - This table is used to enforce the uniqueness of a user-defined field (if defined as a unique field within an object by the user)

- Relationships Pivot Table
  - This table stores a summary of all the relationships between custom objects;
  - Custom-relationships cannot be defined (at this stage) in Force.com



# Q4: Data Storage Model of Force.com
# Pivot tables

- Fallback Index Table
  - This index table is used in case the external search engine fails or is overloaded;
  - Stores the names of all the objects to enable a "fall-back" search operation to be performed.

- History Tracking Table
  - This table stores information about changes (field changes, object changes ..etc) carried out by a given user (indexed by OrgID) to enable tracking;
  - Useful in carrying out audit trails.

# Q4: Data Storage Model of Force.com Partitioning of Data and Metadata

- All the data structures (metadata, pivot table structures and data tables) used in the Force.com platform are partitioned by OrgID using native database partitioning mechanism

- Using the multi-tenant query optimizer, a given query from a given user will only be directed at the corresponding partitioned data structures.