

PaaS Heroku

CCS3341 Cloud Computing

Dr S. Veloudis

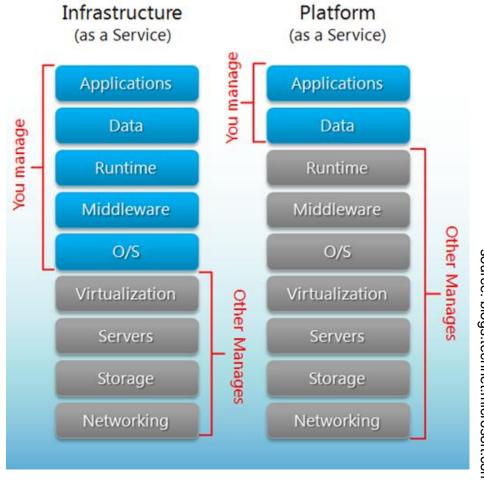
- Platform as a Service
- But what is a platform
 - A platform here refers to a software framework through which software solutions can be developed
 - It provides a complete operational and development environment for a multitude of programming languages
 - It offers core software functionality for developing a cloud application which would otherwise need to be engineered from scratch
 - A cloud platform therefore serves as a launch pad for cloud software
 - PaaS offerings also include the infrastructure on which cloud applications are deployed
 - This infrastructure may be provided by a 3rd party laaS provider

Note: A PaaS provider may at the same time be an laaS consumer!



contd.

PaaS vs laaS



source: blogs.technet.microsoft.com



- Cloud platforms are offered as a service
 - No need to deploy and maintain the platform on proprietary equipment
 - The PaaS user simply codes up a software solution and doesn't worry about platform deployment details
- PaaS abstracts away interaction with the 'bare metal'
 - Frees developers from the burden of administering the OS
- PaaS customers are charged for the infrastructure on which the PaaSdeveloped cloud application is deployed
 - Clearly, the more resources this infrastructure is equipped with, the higher the charges





PaaS - Heroku Platform

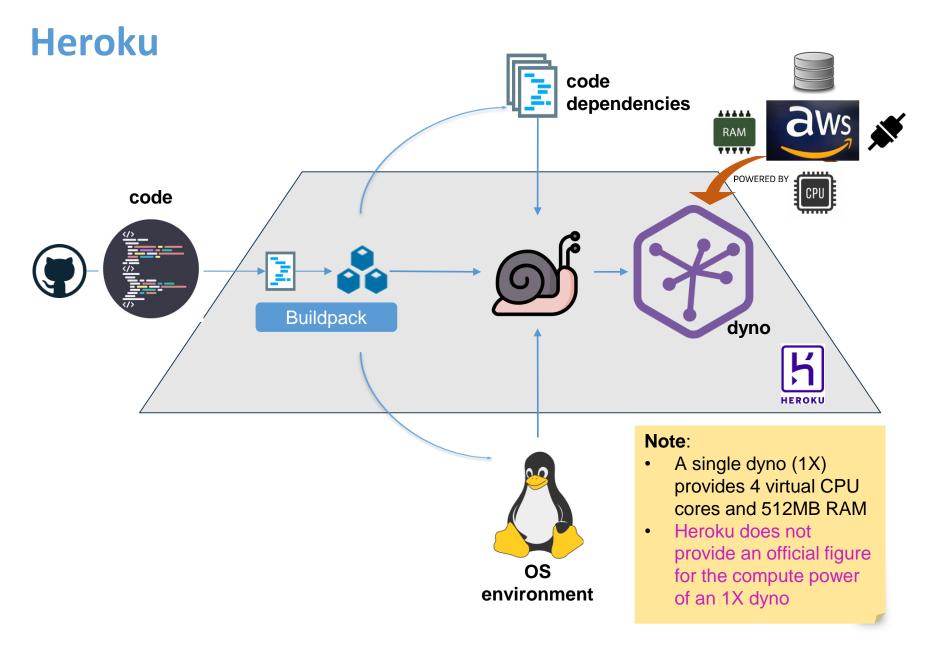
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Supports a multitude of programming languages



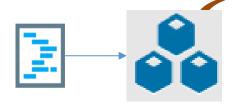
- Provides an operational environment in which applications developed in the supported languages can execute
- It also provides a development environment to assist developers in writing applications (see later)
- But how does it work?







Heroku: Buildpacks



Buildpack

Core concept on Heroku platform

Provides a simple and flexible way to package and deploy applications

- Builds the application
- Sets up appropriate runtime environment for the application to execute

Two kinds:

Official

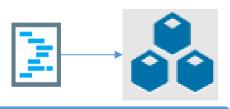
- Heroku provides a collection of officially supported buildpacks for popular languages and frameworks such as Node.js, Ruby, Python, Java, etc.
- Maintained by Heroku
- Designed to be used out-of-the-box for most common use cases

3rd party

- Developers provide custom buildpacks
- Customize the build and deployment process of an application



Heroku: Buildpacks



By invoking an appropriate runtime (e.g., JRE and hence javac)

Buildpack

Building an app

Linking

- Combining multiple object files and libraries into a single executable
- Resolves
 references to
 functions and
 variables
 defined in
 other parts of
 the code
- Linking is a dynamic process merging bytecode files (.class, .jar) on demand (at runtime)
- Merged files are either internal to the codebase or from external repos (declared in the POM file)

Fetched by:

Compilation:

Transforming a program P written in a language L to a semantically-equivalent program P' expressed in some object code language L'

In Java L' is called **bytecode**: a platform independent non-executable format

Java (and .NET) uses Just-In-Time (JIT) compilation: javac compiles source code into bytecode which is then **interpreted**

As opposed to (ahead of time, AOT) compilation, interpretation is performed on an instruction-by-instruction basis

AOT compilation leads to shorter execution times and JIT compilation to better portability and shorter building times

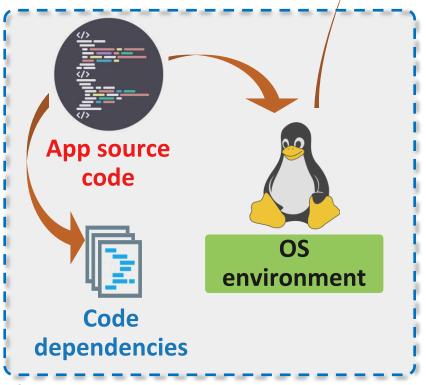




Heroku: Slugs



Bundle comprising



A containerised environment where the appruns

Includes:

Language runtime (e.g., JRE)

- Compiles and/or interprets source code
- Executes source code

Lightweight Linux-based OS

 Provides necessary OS runtime to support execution



Heroku: Slugs



In-slug OS provides drivers for accessing disks and other devices

- Interrupt handling
- In-slug OS maintains page tables to map virtual memory space into physical
- In-slug OS manages only memory allocated to containing dyno
- Ensures process isolation

Of utmost importance for isolating different dynos

- In-slug OS manages network access
- Implements TCP/IP stack
- Opens sockets (endpoints), establishes connections, manages data transfers

Through appropriate APIs that are called from within the app

- In-slug OS implements the upper layers of the TCP/IP stack (http, https, app specific communication protocols)
- Lower stack layers are handled by the Heroku OS with the support of the Heroku router



Heroku: Router

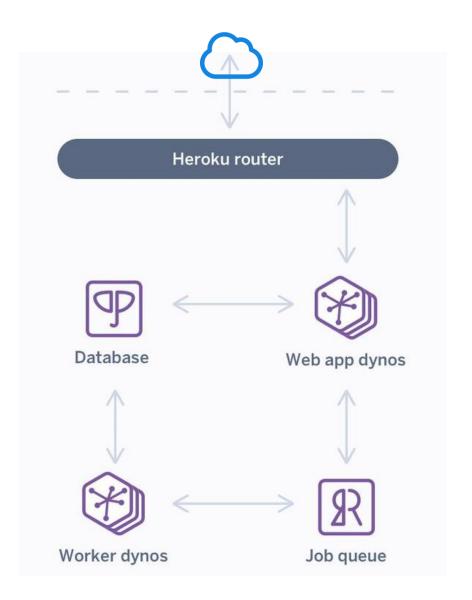
Heroku Router

Ingress traffic

- Dynamic request routing to appropriate dyno
- Load balancing
- SSL/TLS termination (decrypting incoming traffic)
- DDoS protection
- Firewall

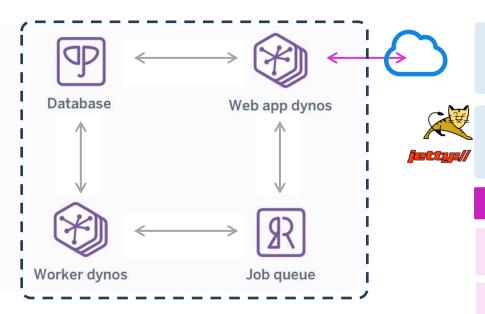
Egress traffic

- Routing based on IP tables
- Firewall





Heroku: Ingress and Egress Traffic



 Requests passed over to the upper layers of the TCP/IP stack

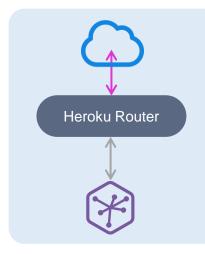


 Web server unmarshals the request which is now ready for processing

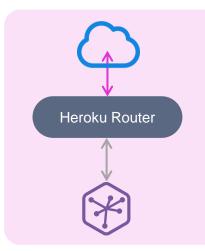
Egress traffic

- Web server marshals response
- Upper layers of the TCP/IP stack pass over response to Heroku Router





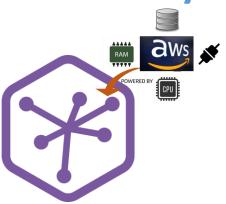
Receives incoming requests and determines the appropriate destination for each request based on routing rules and possibly load balancing



Receives a response and routes it towards its destination using IP tables



Heroku: Dynos



An app must always comprise at least one web dyno

Two kinds of dynos

Web dynos

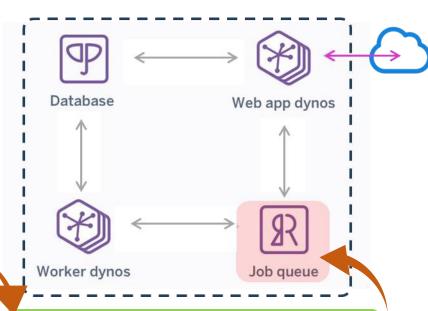
intended for serving web requests

Worker dynos

Execute background tasks

A web dyno is one whose slug includes a prepackaged Prebui unmar

Prebuilt functionality to unmarshal incoming requests and marshal responses



- No prepackaged web server
- Used for tasks that can be executed asynchronously and independently of incoming web requests
- Typically connect to a database



Heroku: Dynos - Procfile

A text file with commands for starting dynos

Procfiles are not necessary for simple apps (e.g., apps comprising a single web dyno)

```
web: java -Dserver.port=$PORT -Xmx512m -Dlogging.config=logback.xml -jar
target/myapp.jar
worker: java -jar target/myapp.jar -workers
scheduler: java -jar target/myapp.jar --scheduler
```

Defines three processes (dynos)

- worker: specifies the command to invoke a worker
- scheduler: specifies the command to invoke a scheduler (also a worker but this time with the label "scheduler")

web: specifies the command to invoke a web process, on the web server at port \$PORT, the amount of RAM assigned to JVM for this app, and a custom logback

By default Heroku runs 1 web dyno automatically for a newly deployed app



Heroku: Add-ons



A modular piece of software extending the functionality of an app

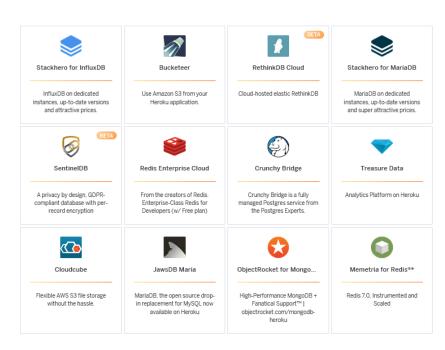
Example

- Suppose a Java app that uses a database
- A popular option is to get the database as service from Heroku
- In such a case, the database must use an addon to connect to the database

Example

- Suppose an app is deployed as a web and a worker dyno
- The two dynos interact via a message queue
- The message queue may be provided as an addon

- Heroku offers a comprehensive list of add–ons
- These are either proprietary (owned by Heroku) or 3rd party



and many more...



Benefits

- Cost savings
 - Leveraging economies of scale allows lower infrastructure setting up, running and maintenance costs
 - The flexible pay-as-you-go model incurs lower costs as it allows usage to be monitored, measured, and billed transparently based on utilisation
- Agility and increased productivity
 - No need to spend time on planning and purchasing servers, networking equipment, etc.
 - Easy and cost-effective to quickly setup the infrastructure required for testing up new ideas
 - Development can be greatly facilitated through the use of 3rd party services
 - Faster time to market
 - Focus on innovation rather than on code deployment, infrastructure maintenance and update issues
 - Location independence



contd.

- Benefits_(contd.)
 - Performance and availability
 - Scalability to cope with increased demand loads
 - Reliability
 - Provides support for disaster recovery and business continuity
 - Power-efficient
 - Multi-tenancy and virtualisation permit less power consumption

Criticisms

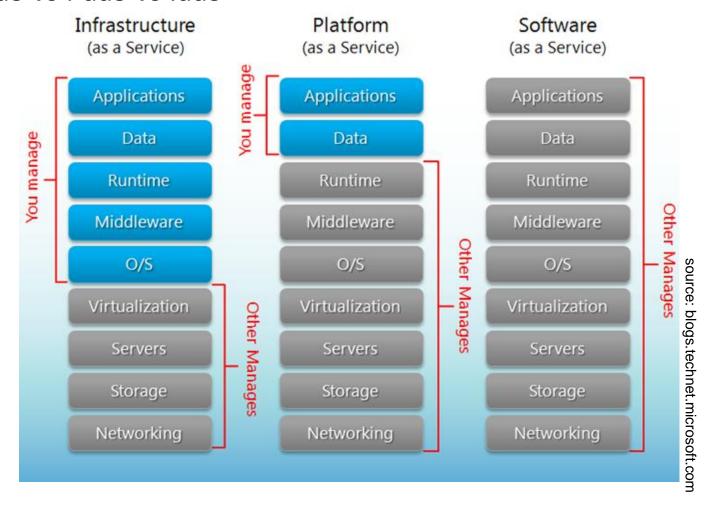
- Security
- Lock-in effect
 - Applications developed on a particular PaaS platform are designed to be offered on that platform
 - This also depends on the amount of 3rd party services used



- Software as a Service
- Refers to software (services and applications) that are delivered over the Internet on an on-demand basis
 - No need to go through a sales process to gain access to the software
 - The software is made available through a web browser
 - No need to install the software locally
 - Allows for the use of thin clients for accessing possibly 'fat applications' (i.e. hefty applications that wouldn't be able to run on a thin client)
 - Allows for ubiquitous access
 - The software is charged on a pay-as-you-go basis
 - The customer is charged only for the parts of the service used and for as long as they are used
 - The customer is typically billed on a recurring basis
 - The software and the entire software stack on which it operates is maintained by the vendor



SaaS vs PaaS vs laaS





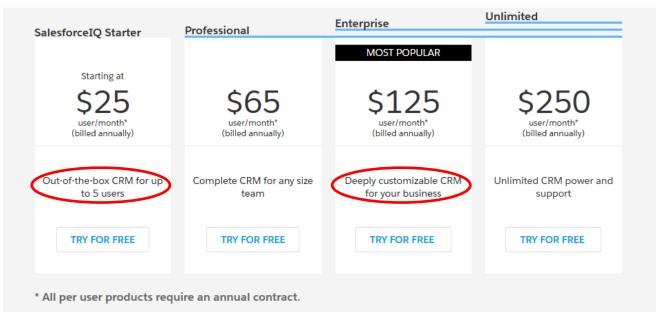
- SaaS applications have a much lower barrier to entry than their locally installed competitors
- Software types that lend themselves to the SaaS model include:
 - Customer relationship management (CRM)
 - Video conferencing
 - Accounting
 - Web analytics
 - Web content management
 - Collaboration software

Note: Well known SaaS examples include Gmail, Google docs, ...

- SaaS applications may be used out-of-the-box
 - No need to make extensive changes or integrate with other systems
- SaaS applications are also typically offered in easily-customisable versions
 - Provide the opportunity to clients to create added value by customising the applications in the way that suits their businesses better







Introducing SalesforceIQ

Discover a smart, easy CRM solution built for small businesses. SalesforceIQ is an out-of-the box application powered by Relationship Intelligence that can be set up in minutes.





Benefits

- Cost savings
 - Leveraging economies of scale allows lower infrastructure setting up, running and maintenance costs
 - The flexible pay-as-you-go model incurs lower costs as it allows usage to be monitored, measured, and billed transparently based on utilisation
- Agility and increased productivity
 - No need to spend time on planning and purchasing servers, networking equipment, etc.
 - Faster time to market
 - Location independence
 - High-degree of customisability
- Performance and availability
 - Scalability to cope with increased demand loads
- Reliability
 - Provides support for disaster recovery and business continuity



- Benefits_(contd.)
 - Power-efficient
 - Multi-tenancy and virtualisation permit less power consumption
- Criticisms
 - Lock-in effect
 - Depends on the degree of customisation performed...

