Cloud Functions

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Cloud Functions

- Functions in the cloud
- Serverless environment for running simple, single purpose functions
- Respond to events
- Supports many programming languages
- Cost effective
- SLA: 99.95%

Serverless

- Cloud resource that is completely managed by the cloud
- Users do not need to think about:
 - VMs
 - CPU
 - Memory
 - etc.
- It just works (and autoscales ©)

Serverless

Remember:



Supported Programming Languages

- Node.js
- Python
- Go
- Java
- Ruby
- PHP
- .NET

Cloud Functions Versions

v1

- Up to 8GB RAM and 2vCPU
- 1 concurrent request per instance
- No traffic splitting support
- Supports events triggered from 7 sources

v2

- Up to 16GB RAM and 4vCPU

 1000 concurrent request per instance

 Fraffic splitting support
- events triggered by

Cloud Functions Cold Start

- Functions run on instances
 - Provide the actual vCPU and RAM
- Instances are created:
 - When a new function deploys
 - As part of scaling
 - After an instance crash

Cloud Functions Cold Start

- Unused instances are shut down
- Starting a new instance can take time
- This is called Cold Start
- To avoid cold start:
 - Set minimum number of active instances
 - Make sure your code catches exceptions

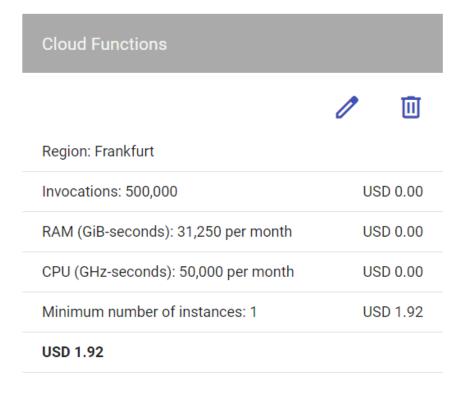
Cloud Functions Build Process



^{*} Process for Cloud Functions v2. In v1 there are some minor changes

Cloud Functions Pricing

Based on Cloud Run pricing





Architecture: ReadIt Cloud System

