

Designing Applications for Cloud Foundry

Writing Applications that Scale

Getting it right By Design

Pivotal

Overview

- After completing this lesson, you should be able to:
 - Consider design considerations for Cloud Foundry

Roadmap

- 12-Factor Applications
- Design Guidelines

Developer Topics / Application Architecture

- Applications may require adjustments to run successfully in Cloud environment
 - See Developer Topics:
 - http://docs.cloudfoundry.org/devguide/deploy-apps/prepare-to-deploy.html

Roadmap

- 12-Factor Applications
- Design Guidelines

- 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 deploys

IV. Backing Services

Treat backing services as attached resources

VII. Port binding

Export services via port binding

X. Dev/prod parity

Keep dev, staging, prod as similar as possible

II. Dependencies

Explicitly declare and isolate dependencies

V. Build, Release, Run

Strictly separate build and run stages

VIII. Concurrency

Scale out via the process model

XI. Logs

Treat logs as event streams

III. Configuration

Store config in the environment

VI. Processes

Execute app as stateless processes

IX. Disposability

Maximize robustness with fast startup and graceful shutdown

XII. Admin processes

Run admin / mgmt tasks as one-off processes

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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 a 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 <u>application</u>
 - i.e. DB credentials, hostnames, passwords
 - Acid Test could the codebase be made open source?
 - Internal wiring (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 via URL / configuration
 - Swappable (change in-memory DB for MySQL)

IV. Backing Services
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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 environment

IV. Backing Services
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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

VIII. 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 dependency (#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)

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Maximize robustness with fast startup and graceful shutdown

- 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 devs 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
 - 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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Run admin / mgmt tasks as one-off processes

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



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

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Roadmap

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Application Architecture

- Application architecture concerns:
 - Load Balancing / Session Management
 - Local file system
 - Port Limitations

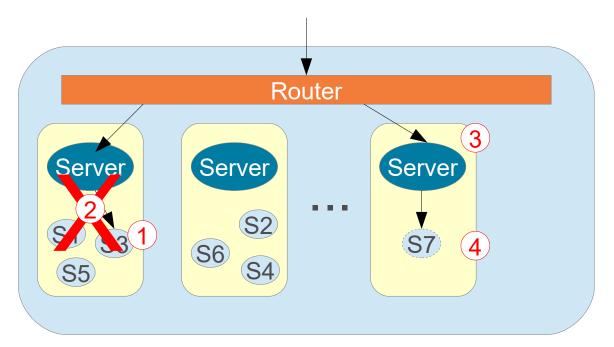
Load Balancing Router

- CF Router provides automatic load balancing
 - When > 1 instance
- Sticky Sessions based on JSESSIONID parameter
 - Works automatically for Java Web apps
 - Other technologies need extra steps.



Session Management

- Based on sticky sessions, managed by Router
- Session is NOT persisted between instances.
 - If an instance fails, those sessions are lost.



- 1 Requests *stick* to previous session
- 2 Server dies
- 3 New container & server started
- 4 New session old session lost

Session Management

- Session use best avoided
 - In order to achieve massive scaling
 - Easy for RESTful servers
- If Sessions are essential
 - Add persistent session management
 - For example: Gemfire cache
 - Move session-data to a light-weight persistent store
 - Such as Redis key-value store

Local File Access

- Apps should not attempt to access the local file system
 - Short lived, not shared
- Instead, use Service abstraction when flat files are needed
 - Amazon S3, Google Cloud Storage, Dropbox, or Box
 - Examples: file-uploading
 - File Storage as a Service is coming
- Or consider using a database
 - Redis: Persistent, in-memory data
 - Mongo DB: JSON document storage

Logging

- Loggregator will automatically handle all output logged to sysout or syserr
 - Note: cf logs receives data on port 4443 (typically blocked by corporate firewalls)
- Don't use log-files
 - Local file system is generally not available
 - Loggregator will NOT handle log files made to the file system or other sources
 - Write to sysout instead
 - Or consider writing log records to a fast, NoSql database
 - Can now be queried

Resources

- All needed resources should be available via classpath
 - Example: use classpath: resource in Spring
- File resources not available
 - short lived / not shared
- Place configuration in classpath: resources
 - Spring MVC supports static web-resource in jars
 - Such as CSS, HTML, images, ...

Port Limitations

- Port usage currently limited to SSH, HTTP and HTTPS
 - Only 22, 80, 443 open to incoming traffic
 - Outgoing traffic can be controlled by Security Groups
 - Open 4443 inbound in your firewall for logging
 - Cloud Foundry Router only supports these protocols



Summary

- After completing this lesson, you should have learned:
 - Architectural design factors for building scalable applications in Cloud Foundry