Cloud Computing

Course plan

Learning session 2

Core Services

Disclaimer

- Most Clouds completely abstract real infrastructure
- End-users deal with services on top of real infrastructure

"Core Services" lecture plan

- Compute
- Storage
- Network
- Databases
- Events and Messaging

Compute is ...

- infrastructure capable to run your workload/application
- CPU + memory

Compute could be based on:

- raw Virtual Machines (VM)
- Functions (Function as a Service)
- Containers
- Mixed/Hybrid

Virtual Machine

- Configurable CPU, RAM, size/type of storage, network bandwidth
- Control OS components and configuration
- Create snapshots/images

Virtual Machines / EC2 / Compute Engine

Functions

- Run code in response to event (http or from other services)
- No VMs to manage
- Faster scale-out
- (often) Pay only for running time (ms)

Azure Function / AWS Lambda / Cloud Function

Containers

- Run single **container** without orchestrator
- No VMs to manage

Azure Container Instance / AWS Fargate / Cloud Run

Kubernetes:

- Run multiple containers on (partially) cloud-managed Kubernetes
- Integrated with other cloud services
- (mostly) based on VMs

Application-optimized:

- VM optimized for concrete app
- Pre-installed applications/services
- Often includes other cloud services (monitoring, dns, and others)
- Cloud-provider offers marketplace

App Service / Lightsail or Elastic Beanstalk / App Engine

Batch:

• VMs optimized for high performance computing

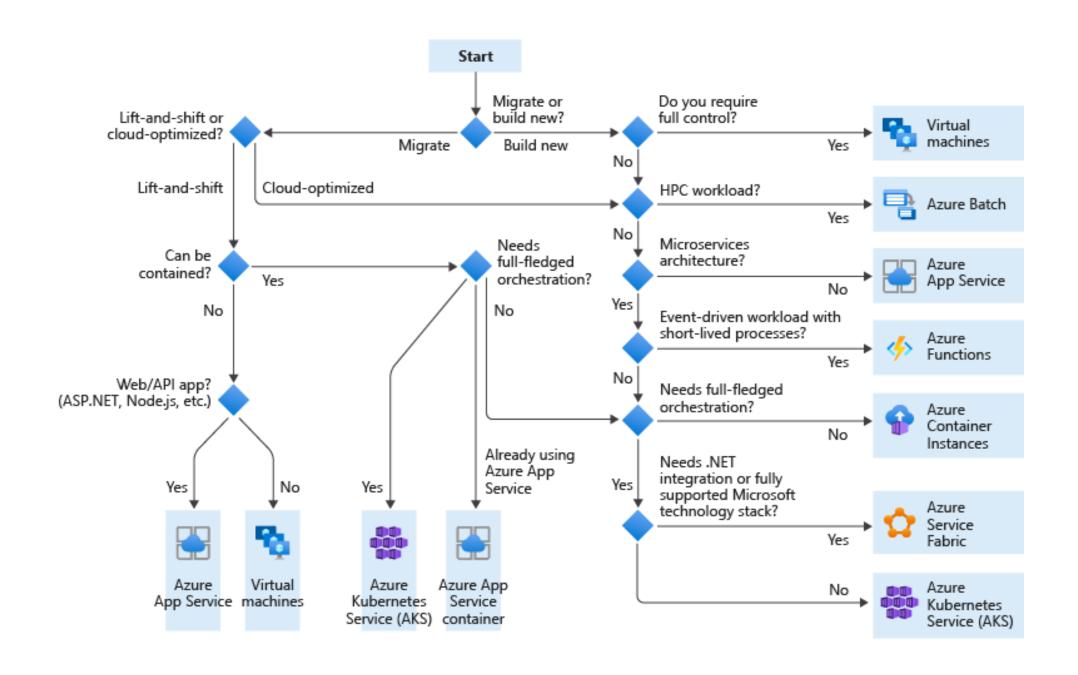
Azure Batch / AWS Batch / Preemptible Virtual Machines

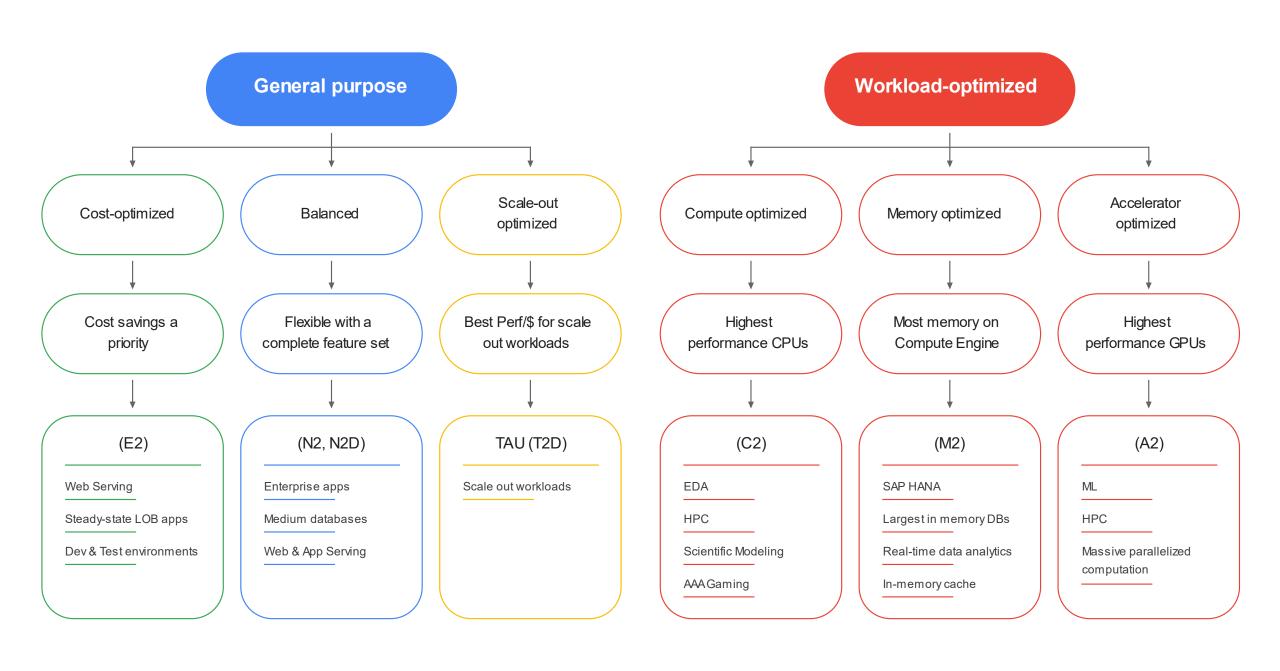
Other:

- Service Fabric: distributed systems platform (azure's k8s)
- 555

How to choose compute service?

- Azure
- AWS
- GCP compute





Demo

Compute Summary

- Compute is an infrastructure capable to run workload/application
- Main types:
 - VM
 - Function
 - Container

Storage is an infrastructure capable to store your data

Types of storage resources

- Block
- File system
- Object

Block Storage:

- Specific location on disks/memory
- Network access to raw block devices
- Each block could be referenced in different OS and partitioned independently

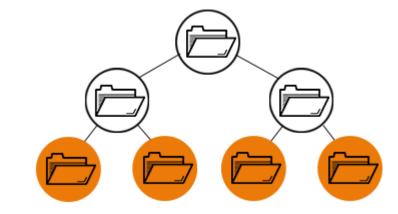
(Solid State Drive) (Hard Disk Drive)





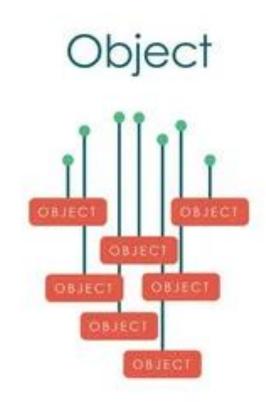
File Storage:

- Shared filesystem
- Folder structure
- File path and name



Object Storage:

- Flat-structure like key-value store
- Each object has associated metadata and Id
- Immutable objects: written or replaced
- Often accessed via (REST) API
- Often allows aggregation into buckets/containers



AWS offerings:

- Block Storage: EBS (Elastic Block Storage)
- File System: EFS (Elastic File System)
- Object Storage: S3 (Simple Storage Service) with multiple replication types and access tiers (<u>Storage Classes</u>) including <u>Glacier</u>

Bonus: Snow Family

Azure offerings:

- Block Storage: Azure Disk
- File System: Azure File or One Drive
- Object Storage: Storage Account, including Blob, Queue, Table, File Share (File System)
 - Has multiple access tiers and replication modes

GCP offerings:

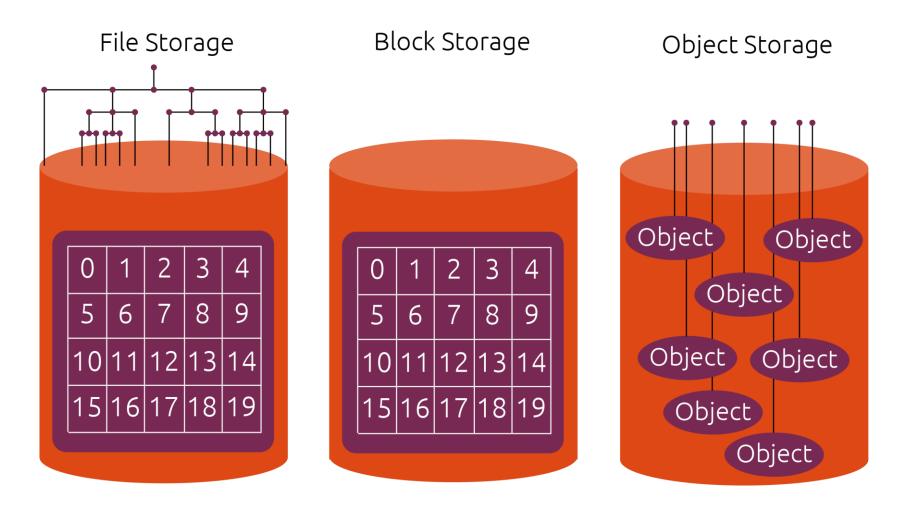
- Block Storage: Persistent Disk
- File System: Filestore or Google Drive
- Object Storage: Cloud Storage with multiple access tiers (<u>Storage</u> <u>Classes</u>) and redundancy options

How to choose:

- Who uses the storage
- Usage patterns and performance: access frequency, size of data, size of files
- Pricing
- Access control

Demo

Storage Summary



Examples

- VM disk
- DB Backup
- A bunch of json files
- Data Lake
- Share files within a team

[Bonus] Storage



- Cloud is not really a network, but it provides networking services
- Networking services are the ones that solve your connectivity and isolation problems
- Software-defined network

Classless Inter-Domain Routing (CIDR)

- Used for IP-allocation and routing
- It divides the space using 1-bit steps
- Consists of two parts:
 - the most significant bit
 - network prefix

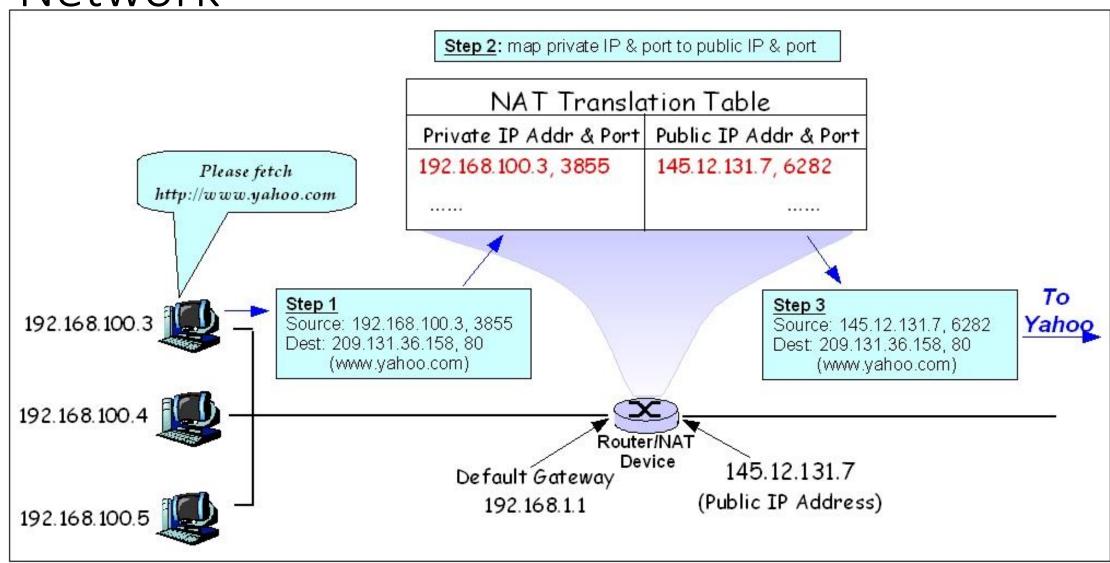
CIDR notation	Bits	Range
10.0.0.0/8	00001010.00000000.000000000.00000000	10.0.0.0 – 10.255.255.255
10.1.0.0/16	00001010.00000001.00000000.00000000	10.1.0.0 - 10.1.255.255
10.2.0.0/16	00001010.00000010.000000000.00000000	10.2.0.0 – 10.2.255.255
10.3.0.0/31	00001010.00000011.00000000.00000000	10.3.0.0 - 10.3.0.1
10.3.0.2/32	00001010.00000011.00000000.00000010	10.3.0.2 - 10.3.0.2

CIDR <u>Calculator example</u>

Private Network

- a computer network that uses private IP address space
- anyone may use these addresses without approval from regional or local Internet registries
- private network devices communicate with public internet via <u>Network Address Translation</u> (NAT)

CIDR notation	IP range
10.0.0.0/8	10.0.0.0 – 10.255.255.255
172.16.0.0/12	172.16.0.0 - 172.31.255.255
192.168.0.0/16	192.168.0.0 - 192.168.255.255



Virtual Network

- Like traditional network but in cloud and dedicated only for you
- Has address space specified as <u>CIDR</u> block
- Has 1..N subnets (CIDR)
- Can have Route table, security rules/groups, public/private endpoints
- Could be **peered** with other Virtual and on-premise networks

Virtual Network / Virtual Private Cloud (VPC) / Virtual Private Cloud

Load Balancer (LB)

- distributes network traffic
- could be exposed publicly or private-only
- custom rules, auto-scaling, health-checks, and others
- integrates with other cloud-services

Load Balancer / Elastic Load Balancer (ELB) / Cloud Load Balancer

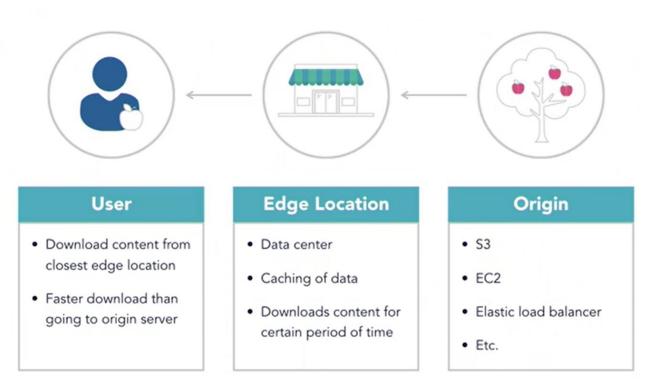
Domain Name System (DNS)

- translates names to IP addresses
- can work with cloud-internal resources ...
- ... or with public domain-registrars

Azure DNS / Route 53 / Cloud DNS

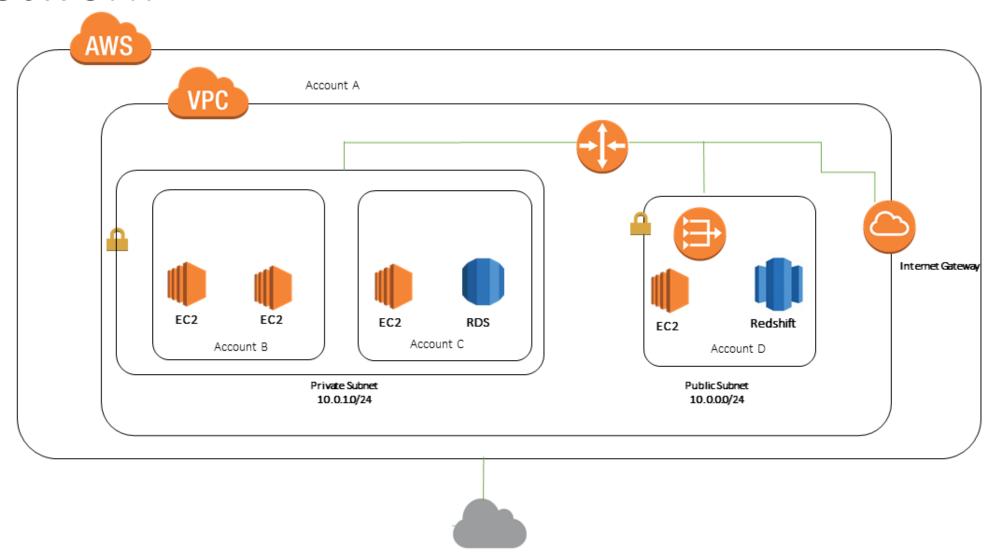
Content Delivery Network (CDN)

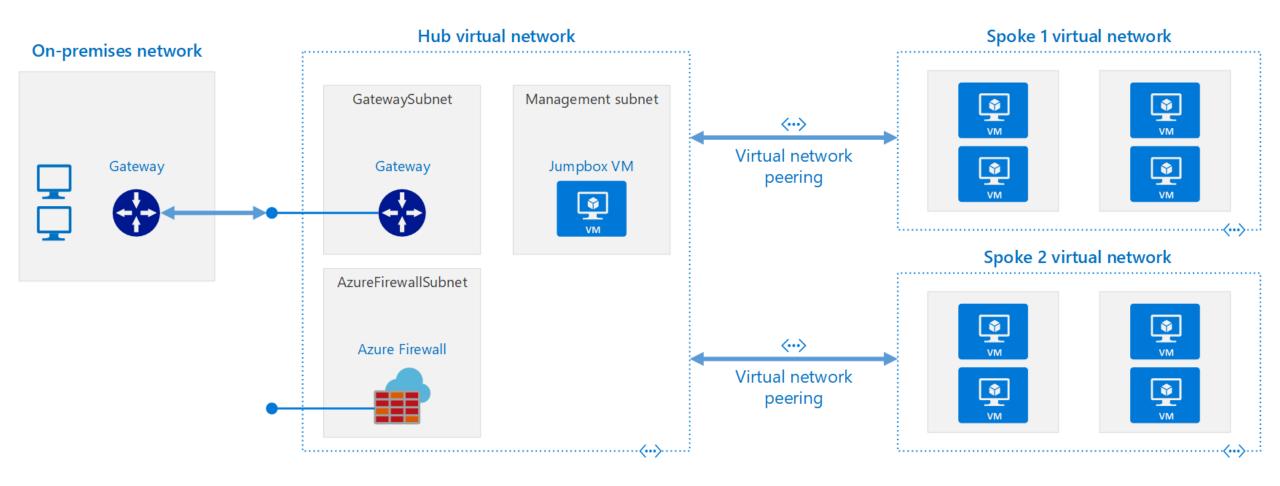
Caches files on edge locations



Azure CDN / CloudFront / Cloud CDN

And a LOT of others, for example AWS Ground Station or Azure Orbital





Network Summary

- Networking services solve your connectivity and isolation problems
- Virtual Networks
 - CIDR notation for address space
 - Split on subnets
 - NAT
 - security rules/groups
- Load Balancer
- DNS
- CDN

Cloud Database is ...

- Place where you store and query data
- Managed by cloud provider

Cloud providers

- might propose a custom database (CosmosDB, Aurora, DynamoDB, BigTable, Spanner)
- have product, which is compatible with popular solutions: psql, mysql, mongo, cassandra, redis, etc
 - Compatible does not mean actual product behind. Thus, read the docs

Cloud Database groups

- Relational
- Non-relational
- In-memory

Relational DBs in cloud

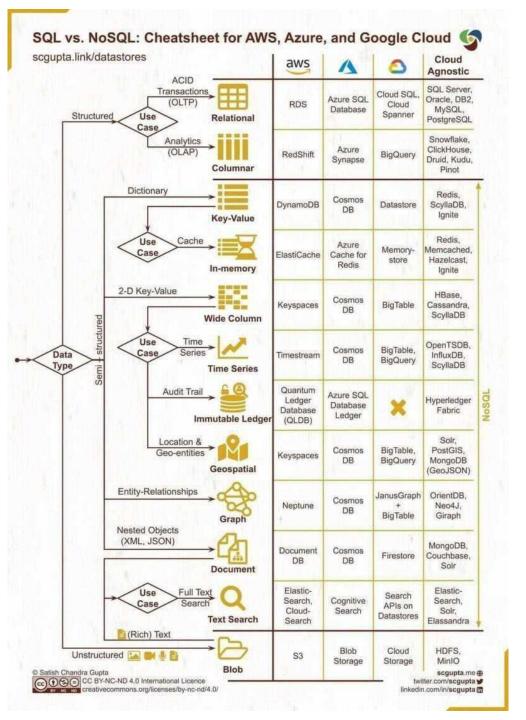
- Azure:
 - Azure SQL (MS SQL)
 - Azure Database for MariaDB/MySQL/PostgreSQL
- AWS:
 - Aurora
 - Relational Database Service [RDS] (Aurora, psql, mysql, mariadb, oracle, mssql)
- GCP:
 - Cloud Spanner
 - Cloud SQL (MySQL, PostgreSQL, and SQL Server)

Non-relational DBs in cloud

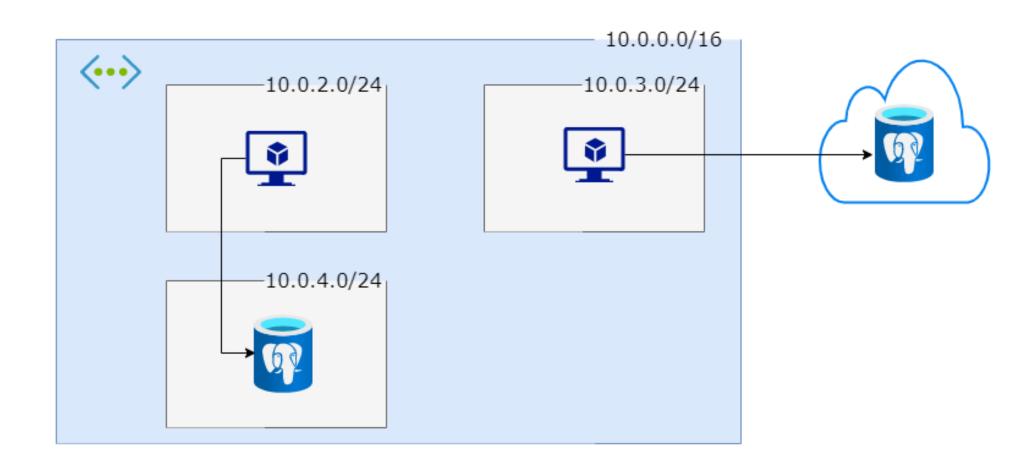
- Azure:
 - CosmosDB (with different APIs: mongo, cassandra, sql, gremlin)
 - Storage Account Table
- AWS:
 - DynamoDB
 - DocumentDB (mongo), Keyspaces (cassandra), Neptune (graph)
- GCP:
 - Cloud BigTable (more data)
 - Firestore (less data)

In-memory DBs in cloud

- Azure:
 - Azure Cache for Redis
- AWS:
 - Amazon ElastiCache for Memcached/Redis
- GCP:
 - Memorystore (Redis/Memcached)



Demo



Events and Messaging

Event streams in cloud

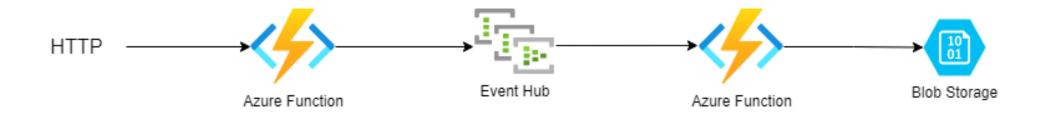
- Azure:
 - Event Hub (compatible with Kafka)
 - Stream Analytics
- AWS:
 - Amazon Kinesis
 - Managed Streaming for Apache Kafka
- GCP:
 - PubSub
 - Dataflow

Events and Messaging

Messaging in cloud

- Azure:
 - Service Bus
 - Storage Account Queue
- AWS:
 - Simple Queue Service (SQS)
 - Amazon MQ (ActiveMQ and Rabbit)
- GCP:
 - PubSub

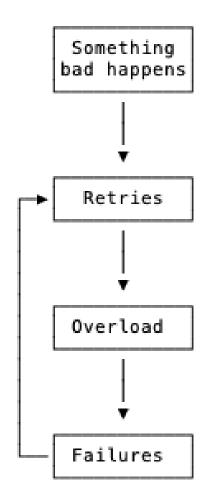
Demo



Demo



In distributed systems, especially deep SoA and microservice architectures, retries are mostly bad, despite being considered by many to be a "best practice". Specifically, doing more when when you're overloaded is bad for availability, stability, and efficiency.



Additional resources

- (video) <u>Safe Client Behavior</u>
- (comics) Networking basics by Julia Evans
- (video) DynamoDB design-patterns (applies to most "nosql")

Additional resources (optional)

- (video) <u>AWS Networking Fundamentals</u>
- (article) <u>How DNS works</u>
- (article) What happens on DNS update
- (article) What is CDN
- (course) Google's Introduction to Computer Networking

Additional resources (optional)

- (article) Online Event Processing
- (safe-client articles): <u>bulkhead</u>, <u>circuit-breaker</u>, <u>poison-queue</u>
- (article) <u>AWS Aurora inside</u>
- (article) DynamoDB internals (medium paywall)
- (article) AWS in plain English