

Choosing cloud native technologies for the journey to multi-cloud

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Join us to learn all about our perilous journey to the
uncharted waters of multi-cloud! ⚓

 @classic_addetz



Hello!

I'm excited to share the work our Engineering Teams have done!

- Technology Evangelist @ Form3
- Huge honor to be speaking to you today
- I will share some of the amazing work our teams have been doing

 classic_addetz



01 Introduction to multi-cloud

02 Deploying with Kubernetes

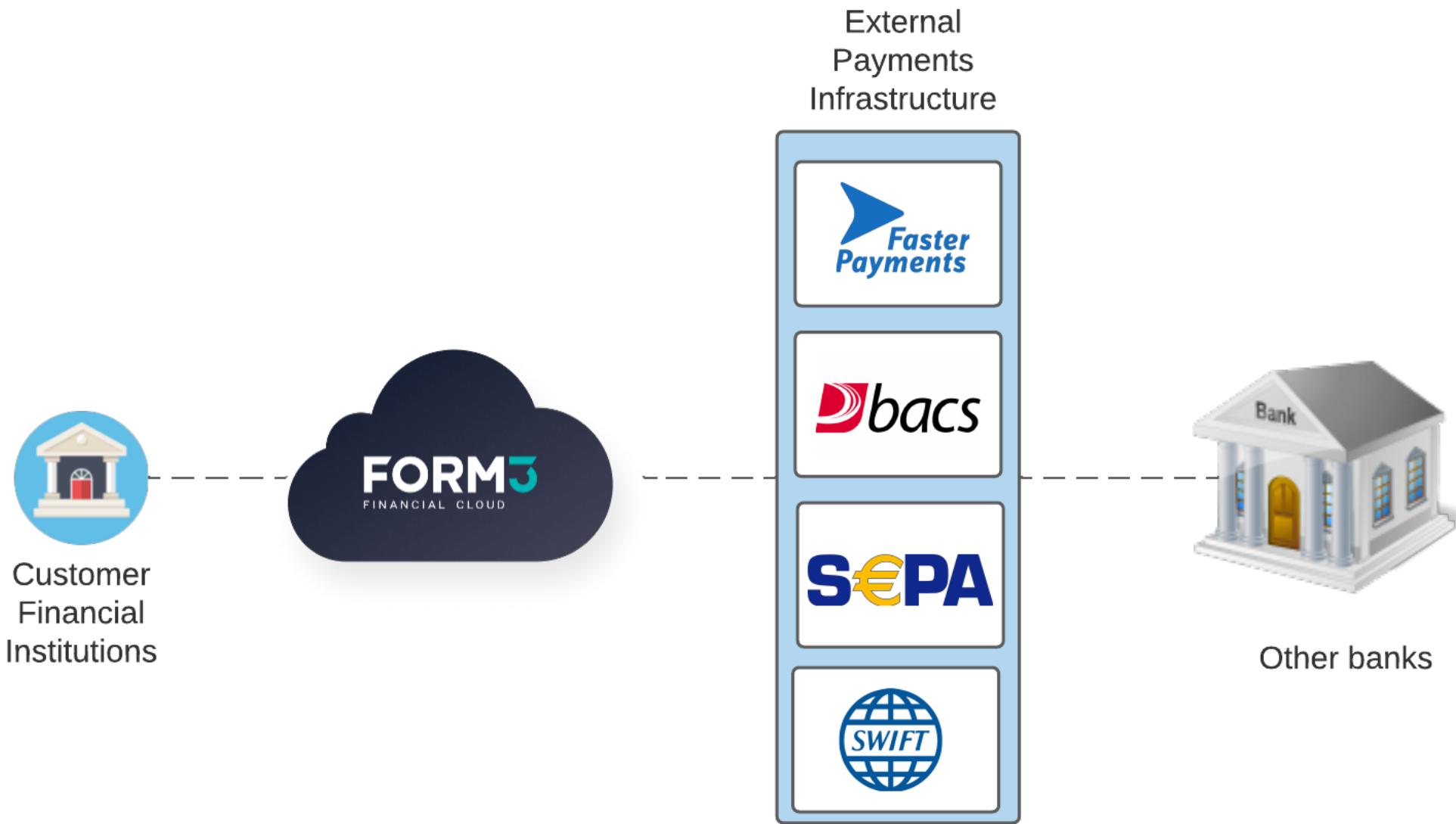
03 Networking with Cilium

04 Event streaming with NATS

05 Database storage with CockroachDB

Introduction to multi-cloud

Payments system overview

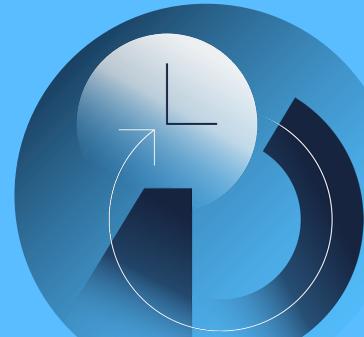


Introduction to multi-cloud

Challenges of payments processing

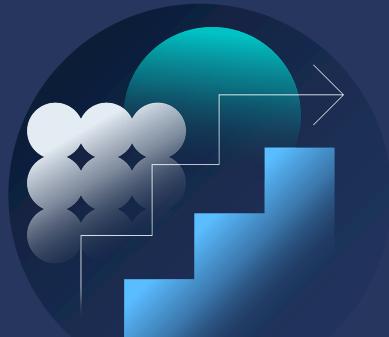
Volume

Our platform processes huge amounts of transactions with virtually an unlimited number of users.



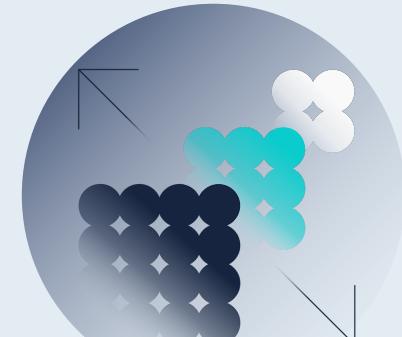
Reliability & durability

We must maintain reliability SLAs for our clients. Outages and errors must be handled without loss of data.

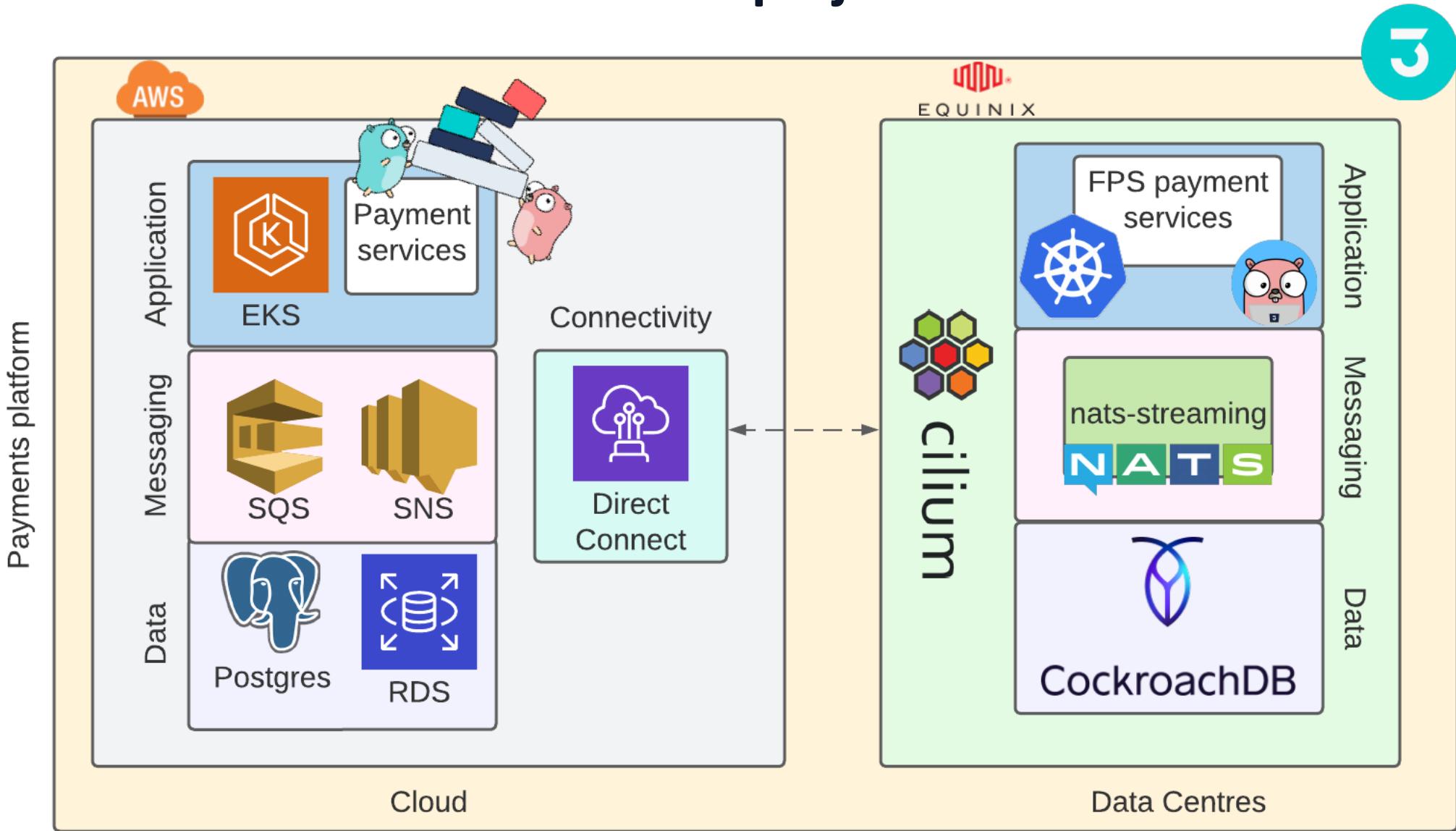


Maintenance

External payment schemes update their endpoints and requests.



Architecture before multi-cloud project

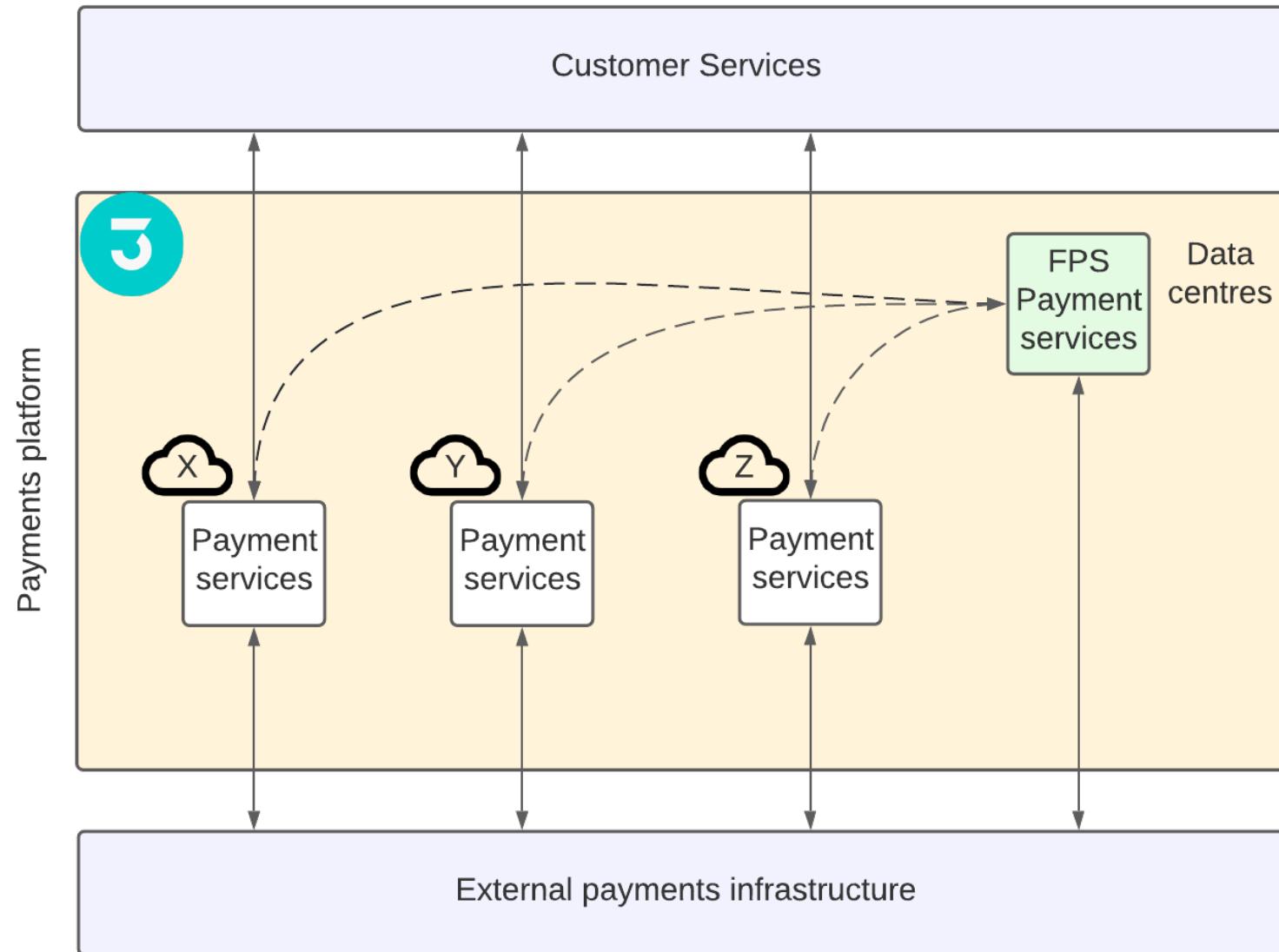


Introduction to multi-cloud

The banking sector is regulated and is one of the last to move to the cloud.

How do we prevent vendor lock in and reliance on one single provider?

A cloud by any other name...



Introduction to multi-cloud

Technical challenges

As soon as we start to discuss moving away from a single cloud, our teams identified some technical challenges from the beginning.

Secure networking

DNS routing

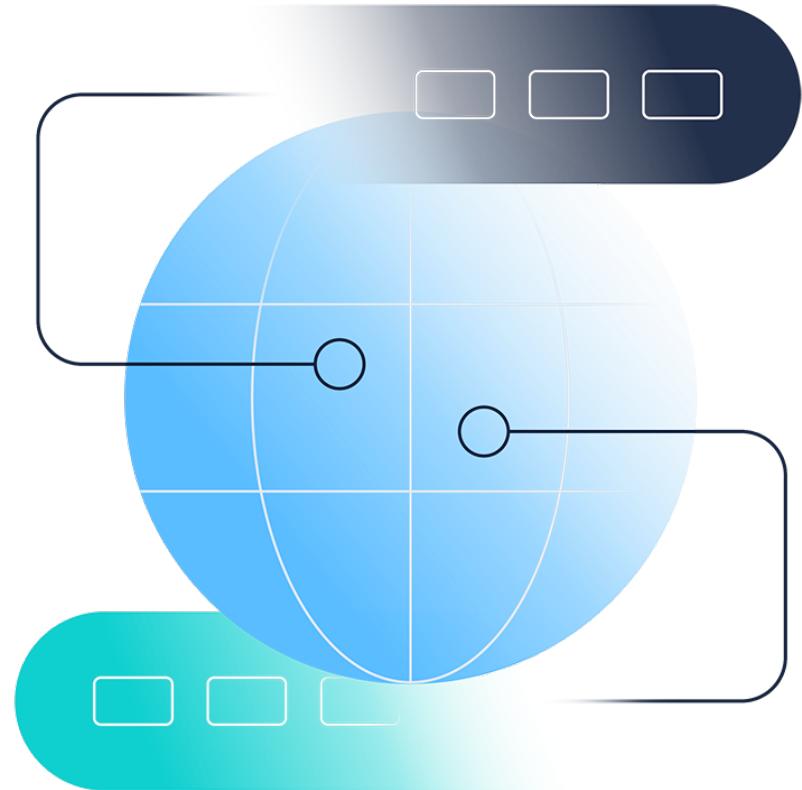
Service discovery

Synchronization data volume

Latency between clouds

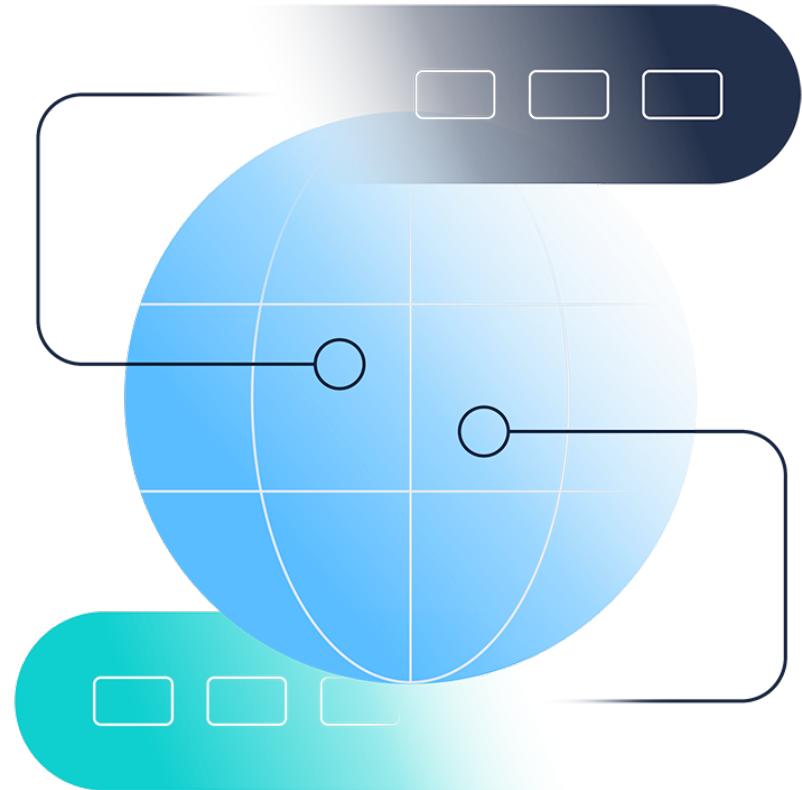
Performance

Building our platform with cloud agnostic technologies allows us to abstract away from the cloud, as opposed to building specific versions of our platform.



Deploying with Kubernetes

Our teams need a developer experience that abstracts away which cloud vendor a specific service is being deployed on. All clouds should behave identically.

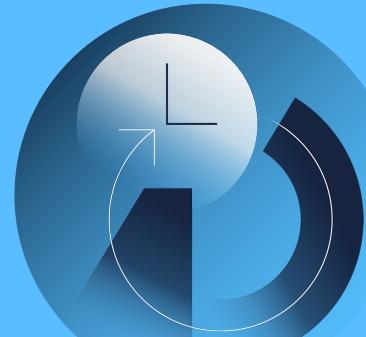


Deploying with Kubernetes

Why go with K8s?

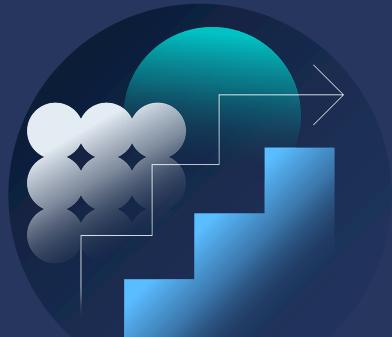
Automation

Allows us to automate the deployment, scaling and management of applications



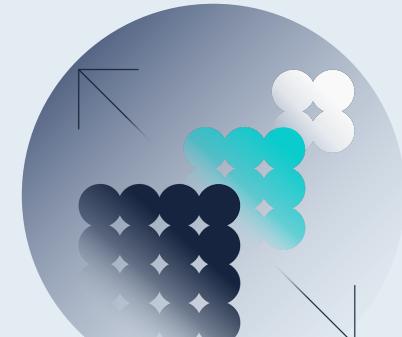
Cloud agnostic

Deploys workloads in any public or private cloud. Easily moving services/workloads to wherever we need.

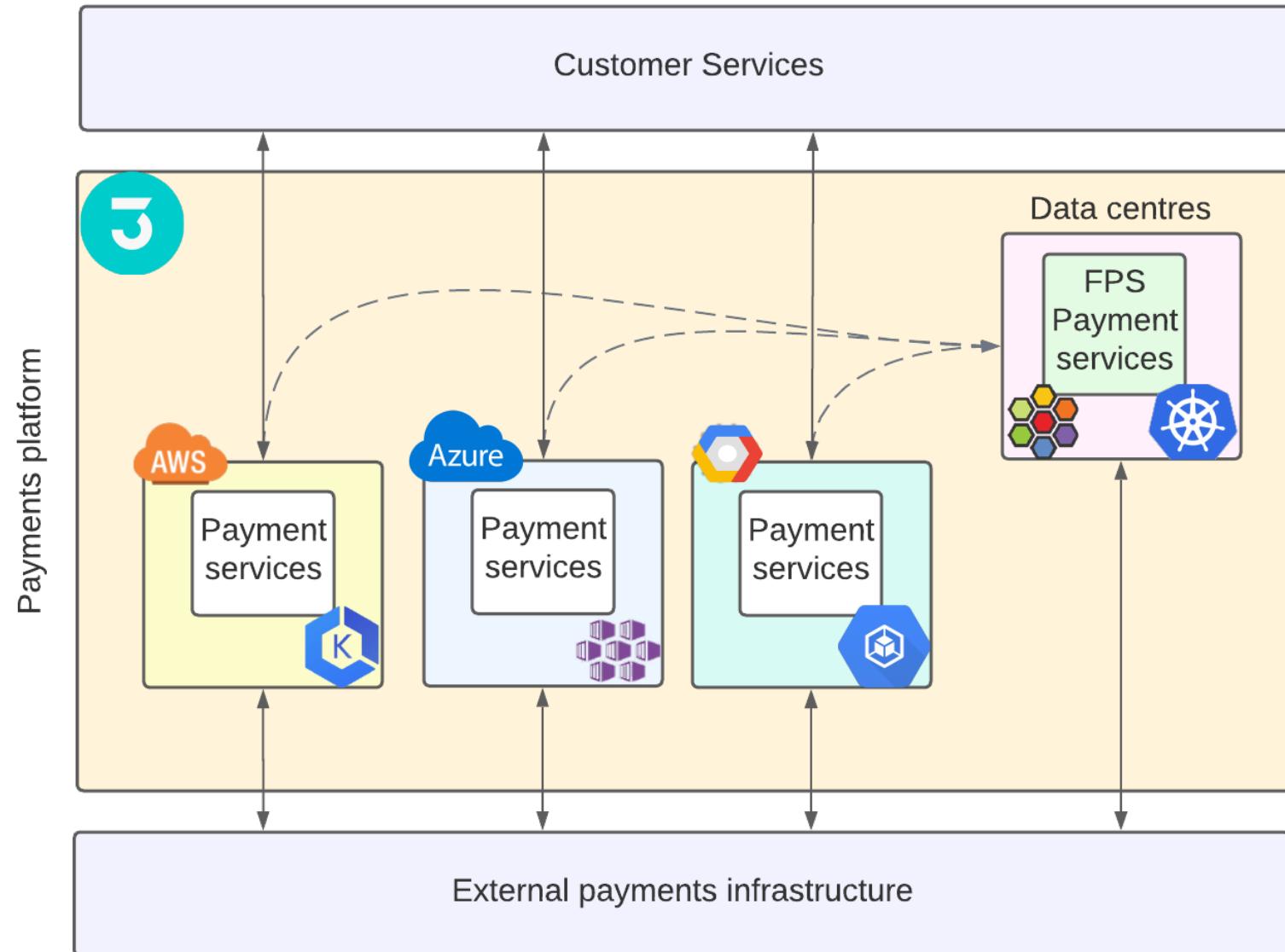


Extendable

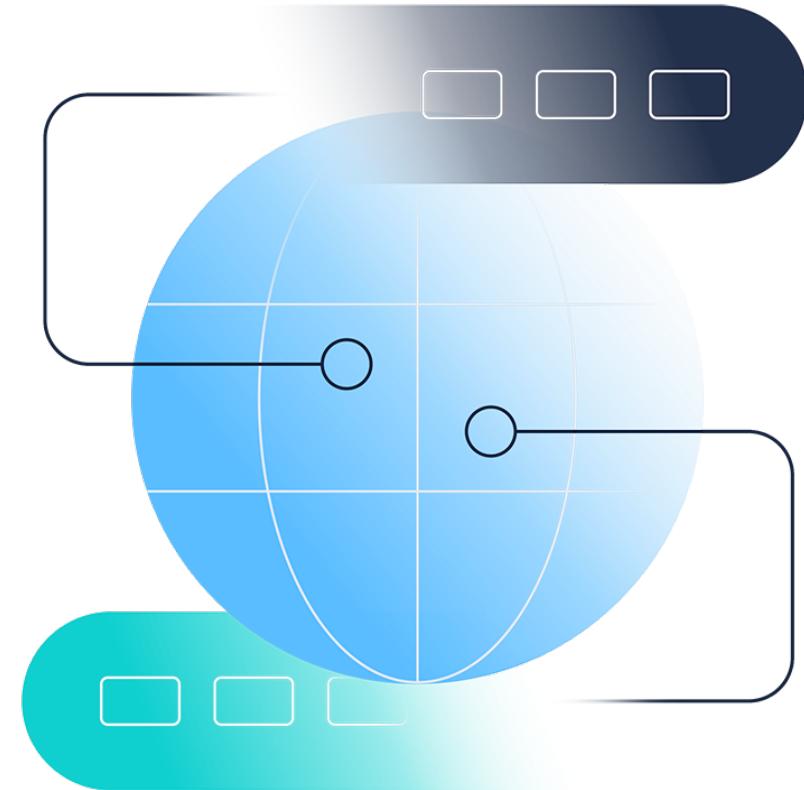
Allows us to create custom native behaviour with Operators and CRDs.



Going multi-cloud

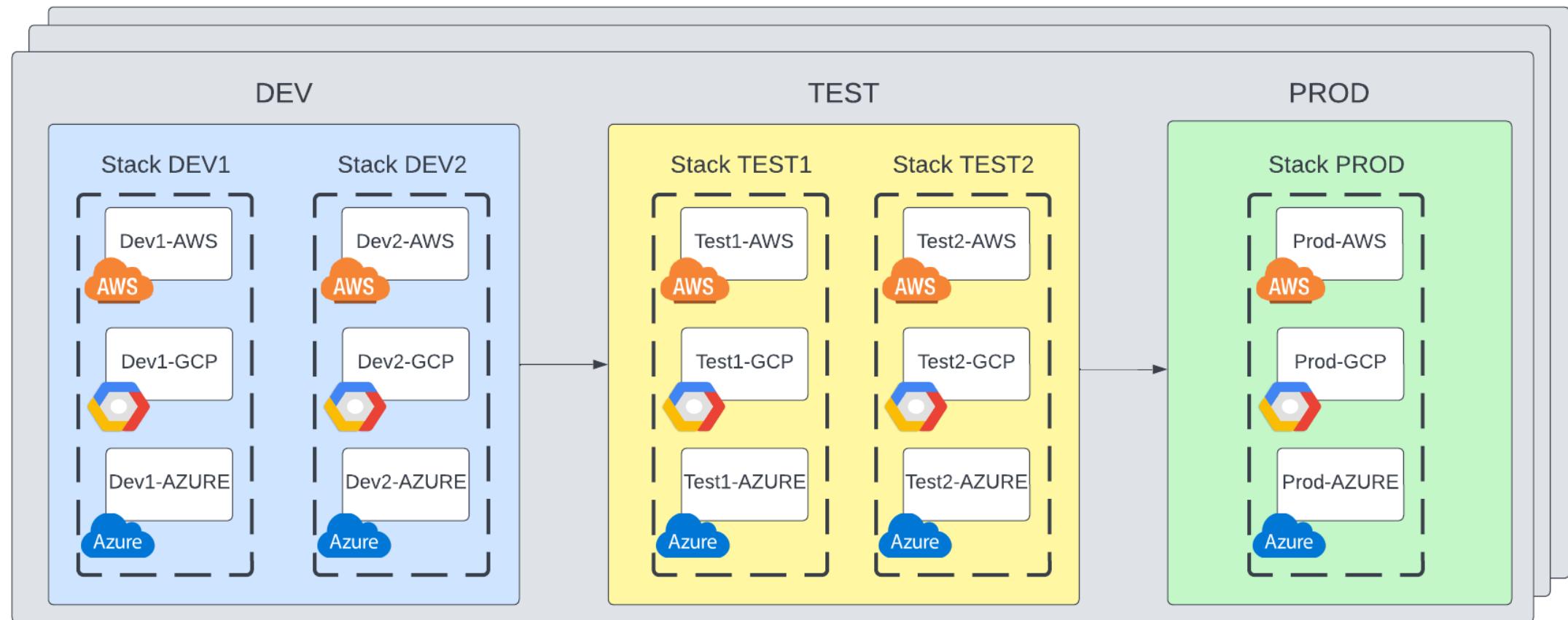


Running Kubernetes
independently can be complex.
We push as much platform
responsibility to the cloud
vendors as possible and
concentrate on the value add.



Our stacks and environments

Jurisdiction 1 of N



Networking with Cilium

Networking with Cilium

Cloud connectivity requirements

Our solution must satisfy our internal and client requirements.

Low latency

Resilient and
Fault tolerant

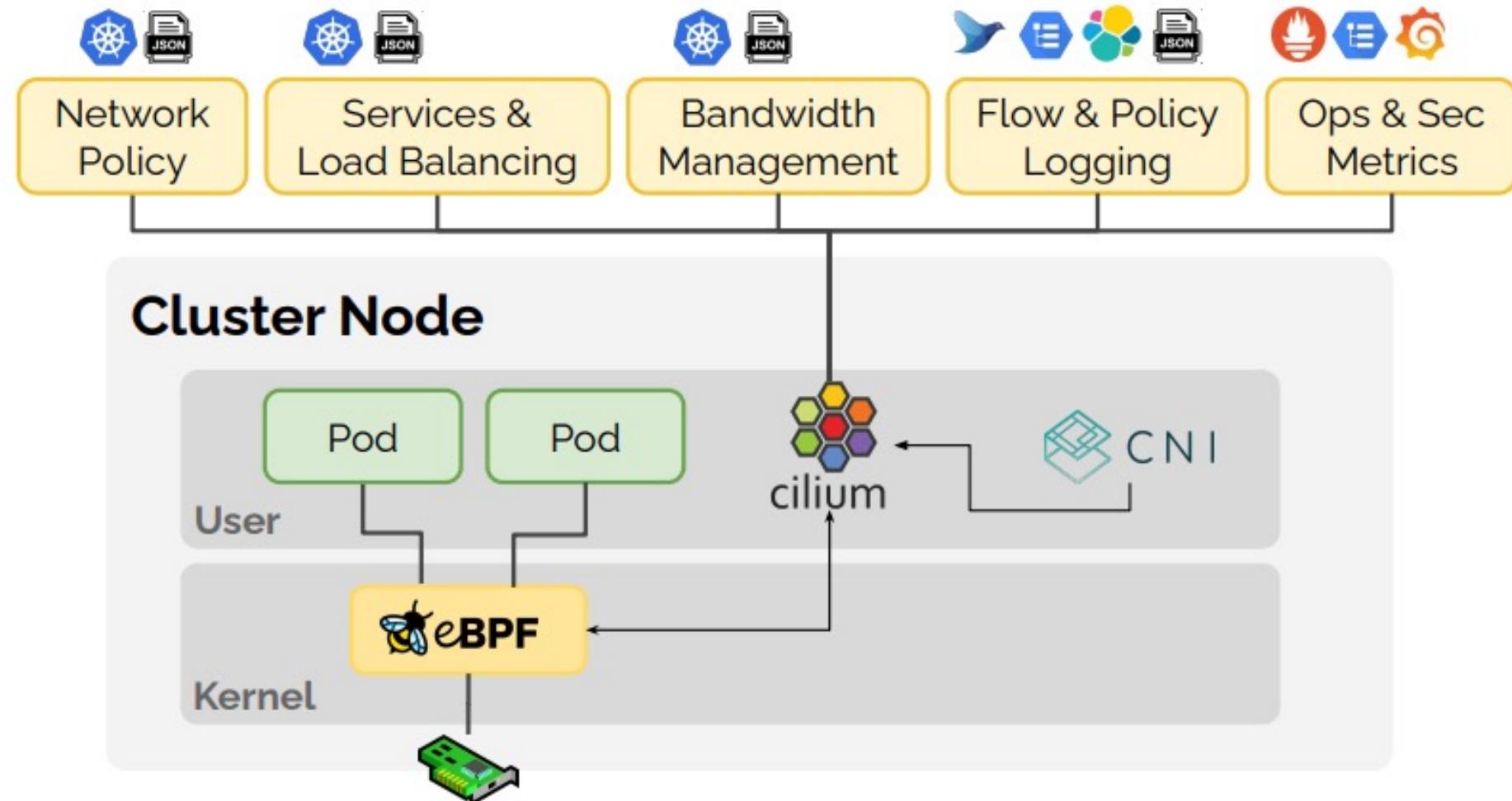
Secure

Highly available

Automatic failover

Audited third
party vendors

What is Cilium?



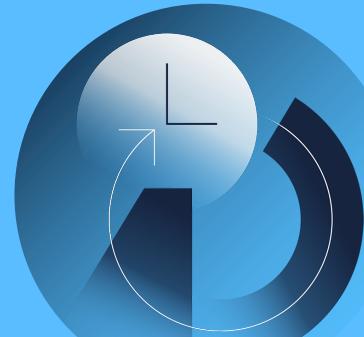
source: <https://github.com/cilium/cilium>

Networking across clusters with Cilium

Why go with Cilium?

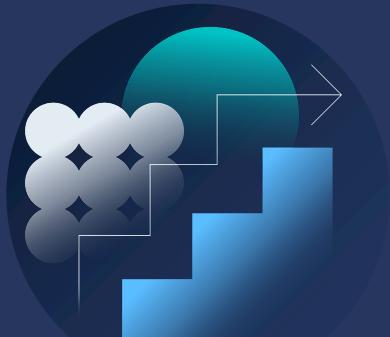
Network policies

Enhance Kubernetes network policies to restrict ingress and egress.



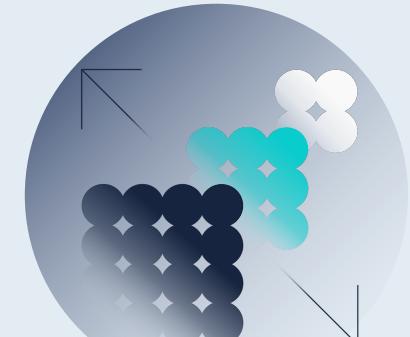
Cloud agnostic

Provides connectivity, service discovery and load balancing across clouds.

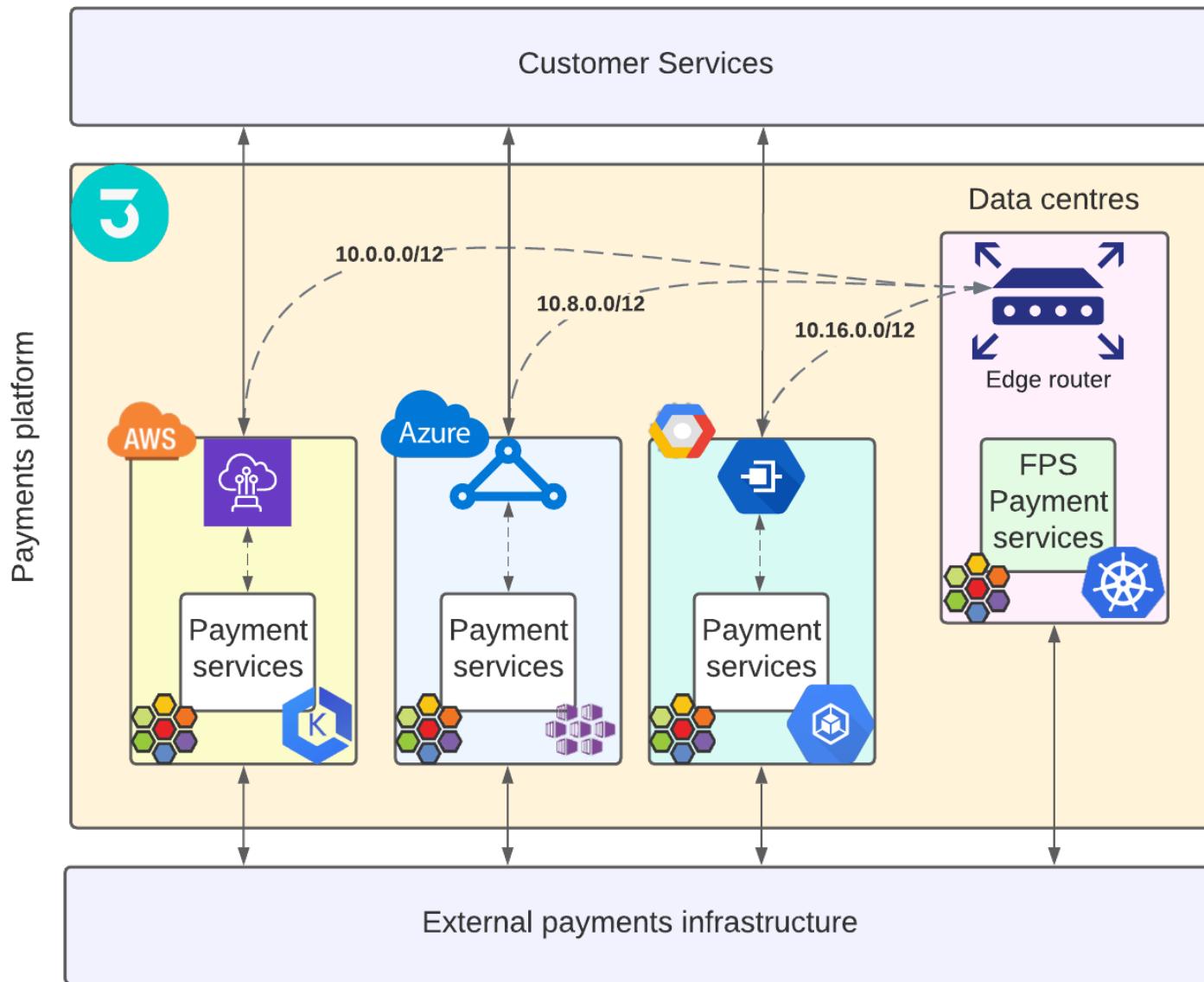


Inbuilt observability

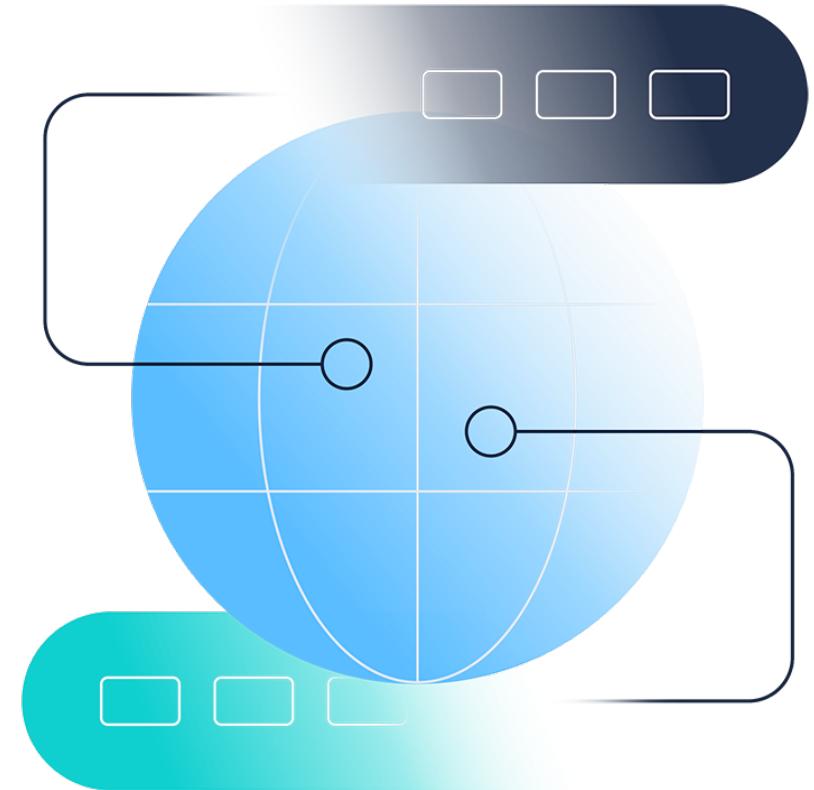
Provides observability with Hubble and Grafana.



Connecting multi-cloud



Cilium provides us with the ability to run our multi-cloud solution using cluster mesh in the future.



Event streaming with NATS

Event streaming with NATS

Messaging system requirements

We need to send data across our multi-cloud system to ensure data is correctly replicated.

Secure

Supports multi-cloud

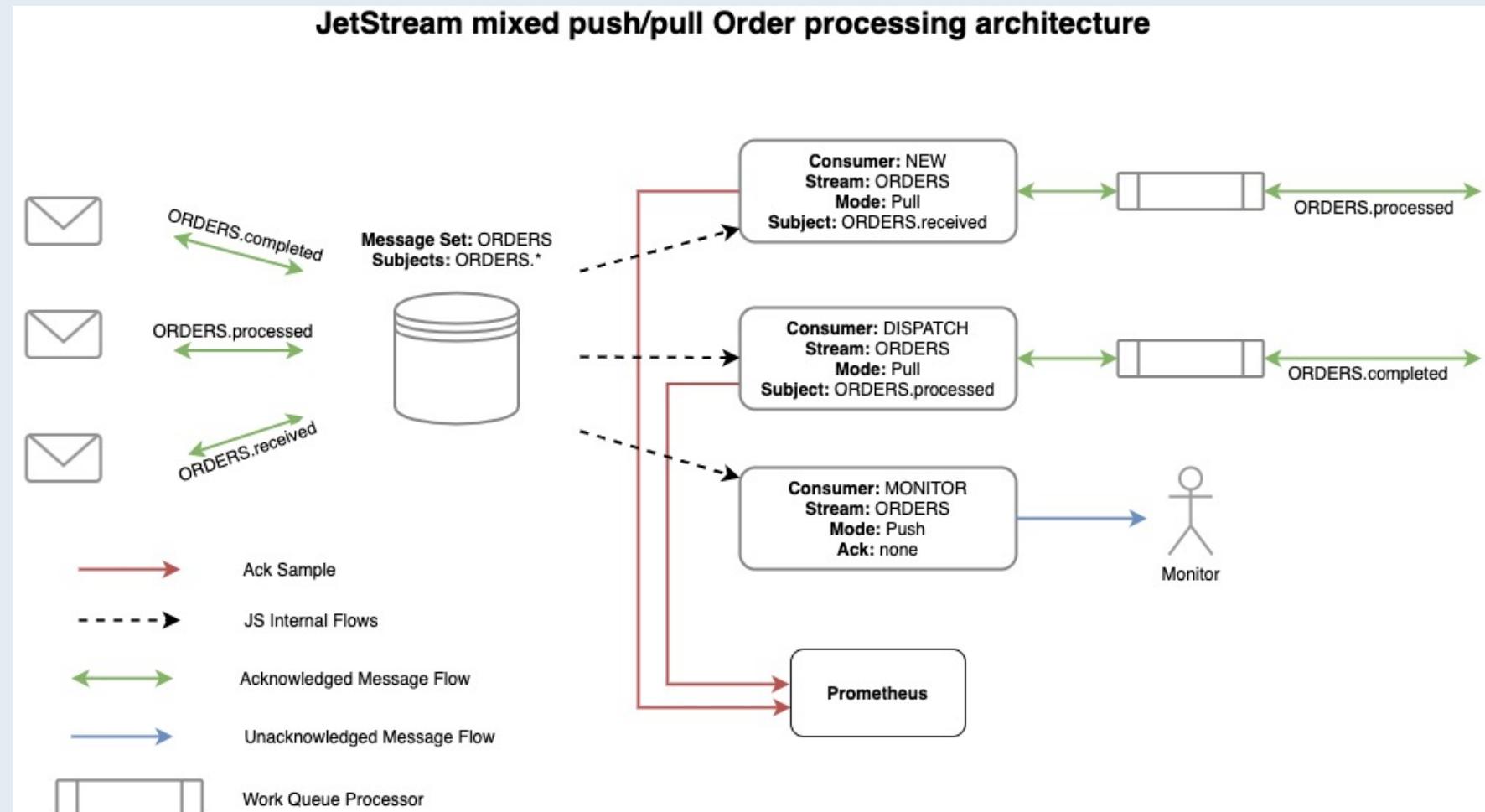
Scalable

Persistent

Go client support

Monitoring and instrumentation

What is NATS JetStream?



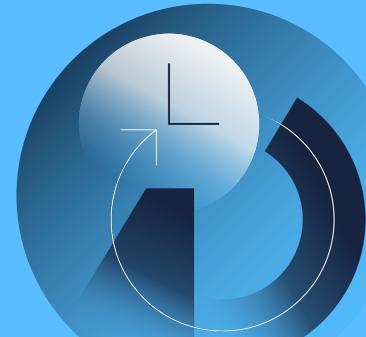
source: <https://docs.nats.io/nats-concepts/jetstream>

Event streaming with NATS

Why go with NATS JetStream?

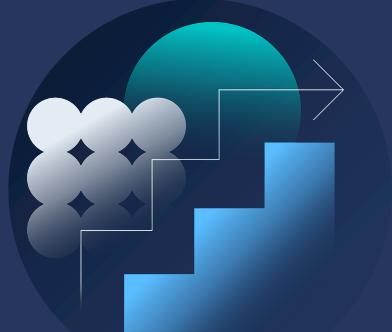
Push & Pull clients

Streams support push and pull clients, as well as wildcard subscriptions.



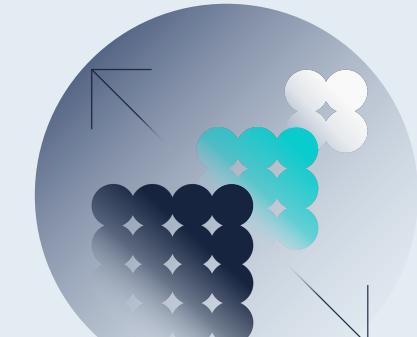
Cloud agnostic

Open source and written in Go, it can work in any cloud.

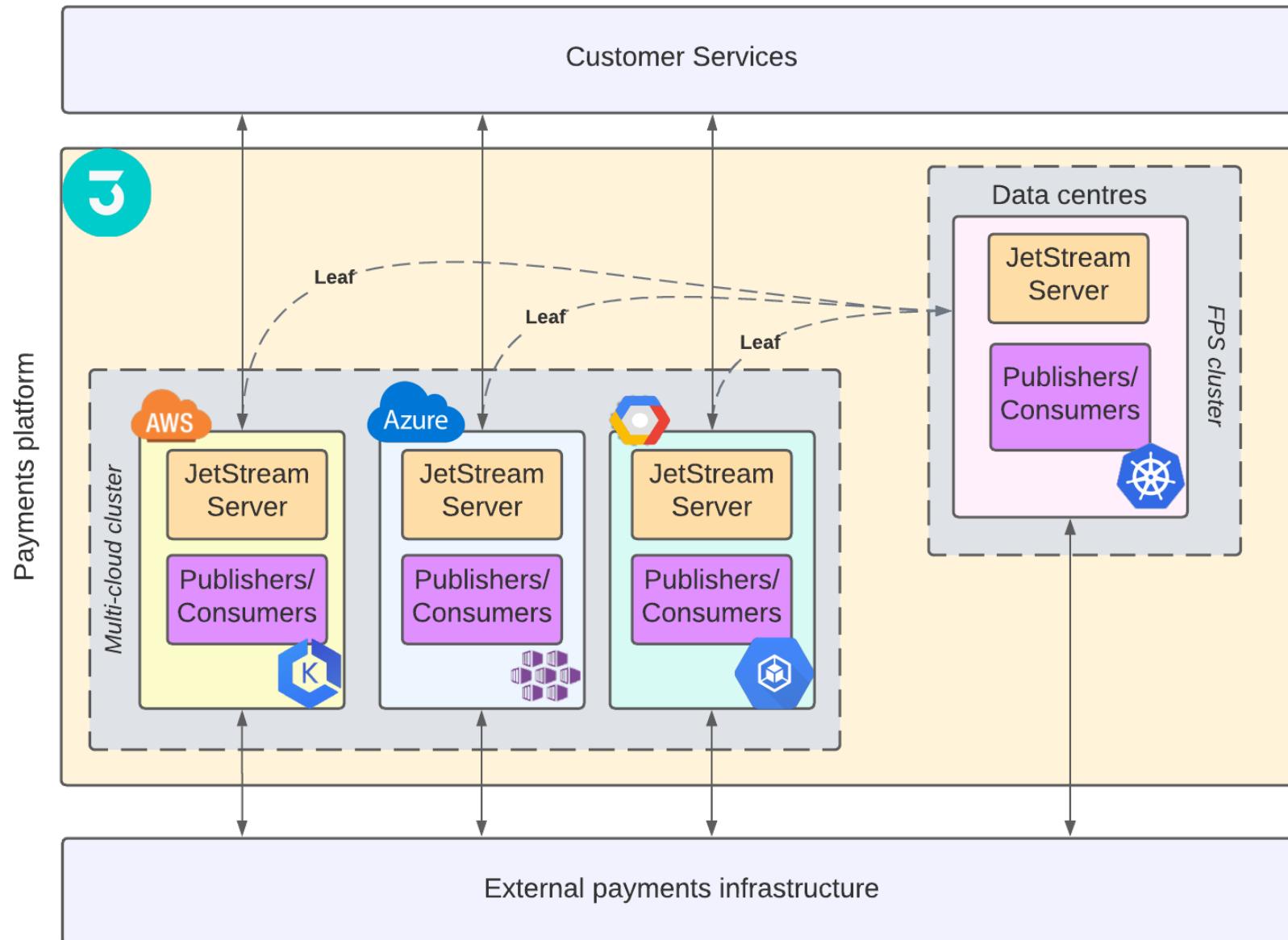


Scalability & durability

Provides horizontal scalability as well as exactly once message delivery guarantees.



Messaging in multi-cloud



Database storage with CockroachDB

Database storage with CockroachDB

Database requirements

Just like with our other components, we had key requirements for our database.

Supports multi-cloud

SQL compatibility

Strongly consistent

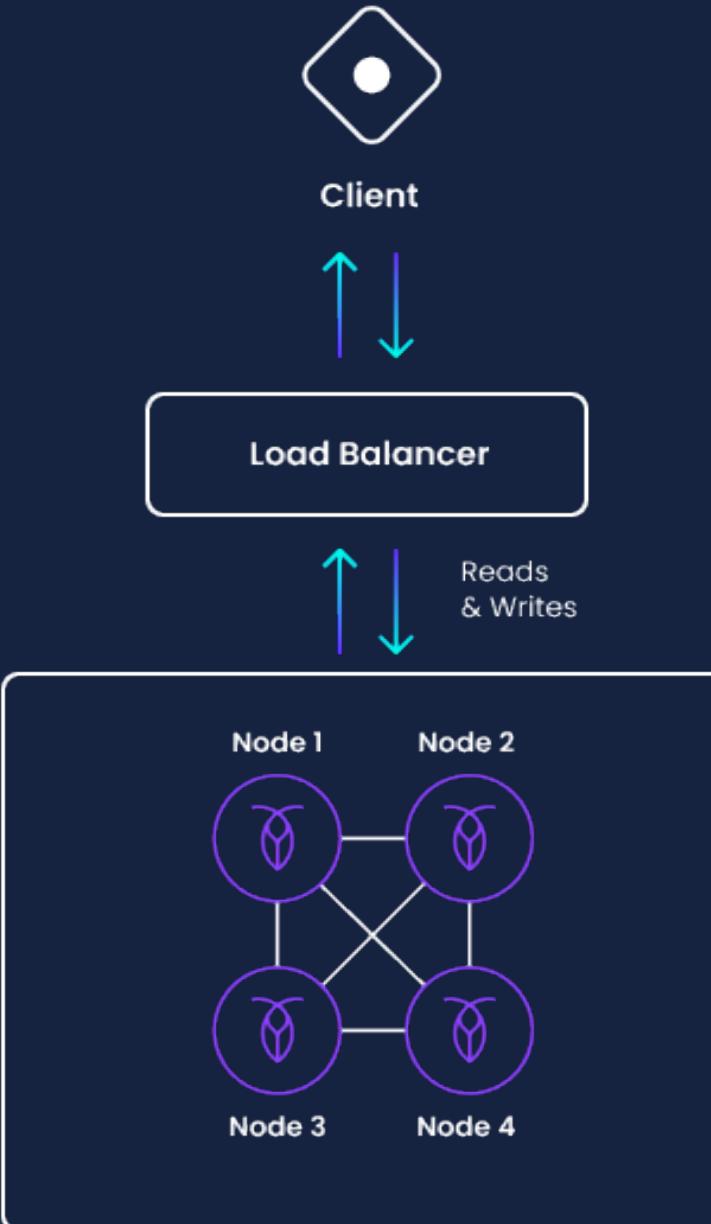
Scalable

Easy to run in Kubernetes

Secure

What is CockroachDB?

- Distributed database
- Write to any node
- ACID compliant
- Balances ranges automatically
- Open source



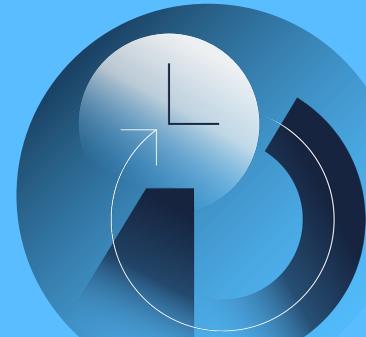
source: <https://www.cockroachlabs.com/product/>

Distributed database storage with CockroachDB

Why go with CockroachDB?

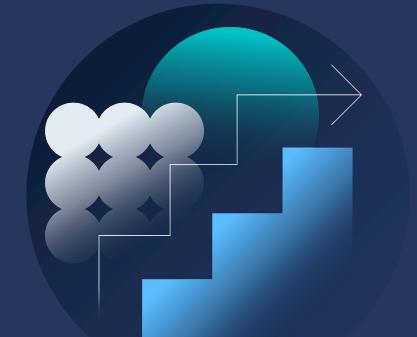
PostgreSQL compatibility

Switching our workloads from our current Postgres setup was easier.



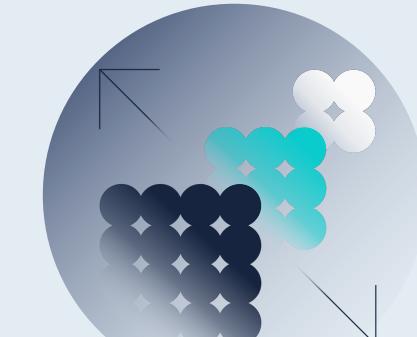
Cloud agnostic

Runs in Kubernetes across cloud vendors.

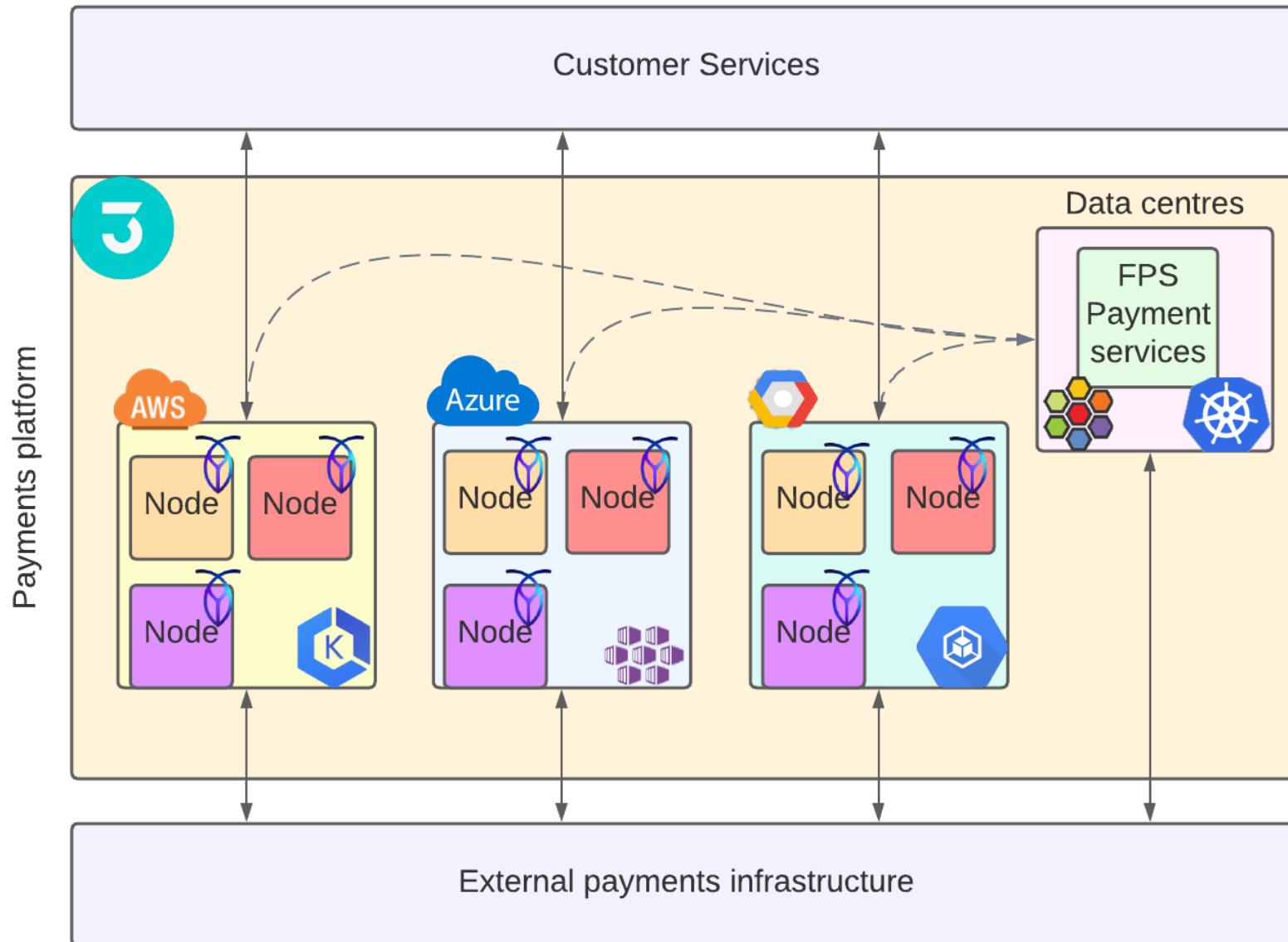


Strongly consistent

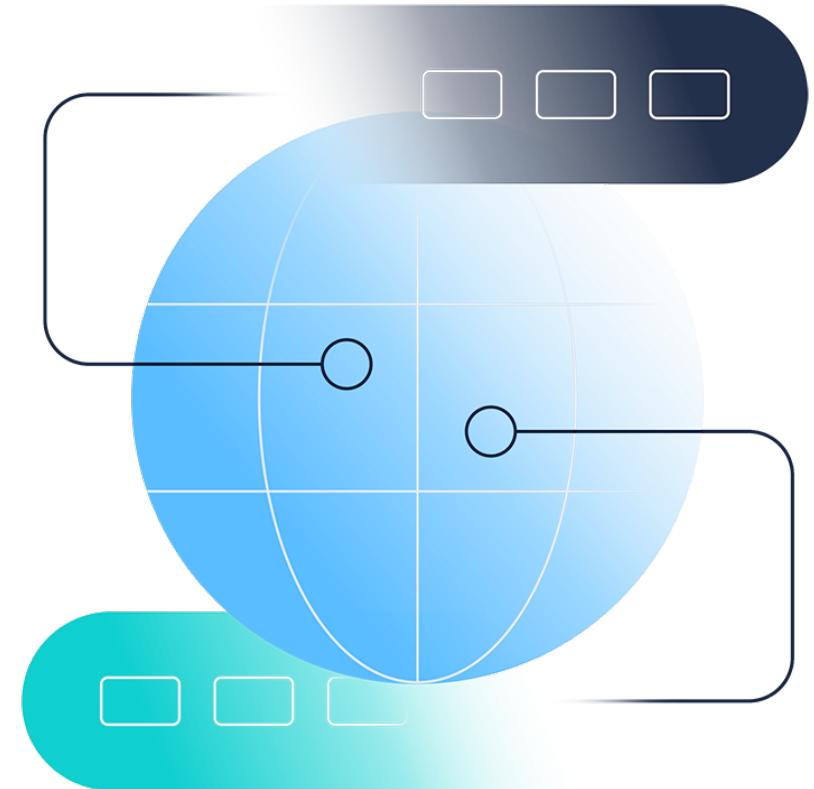
We should not drop or duplicate transactions.



Our database setup



CockroachDB is technically a CP system. We achieve availability with our multi-cloud setup and CockroachDB's inbuilt self healing which rebalances nodes.



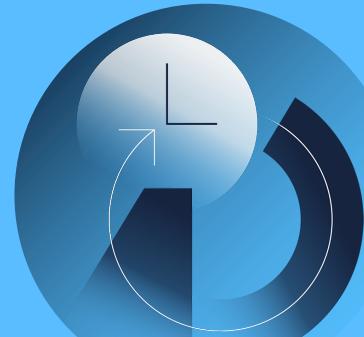
Conclusions

Conclusions

Three rules of thumb

Test end to end

We test our services end to end with a variety of types of load.



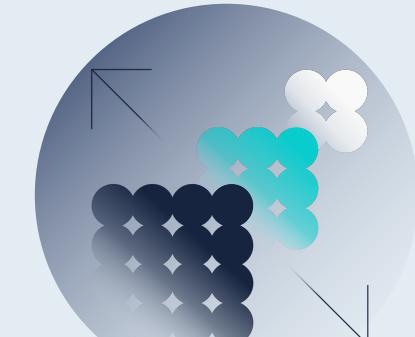
Expect errors & retries

Errors and retries are even more prevalent in multi-cloud. Make sure you design your services with this in mind.

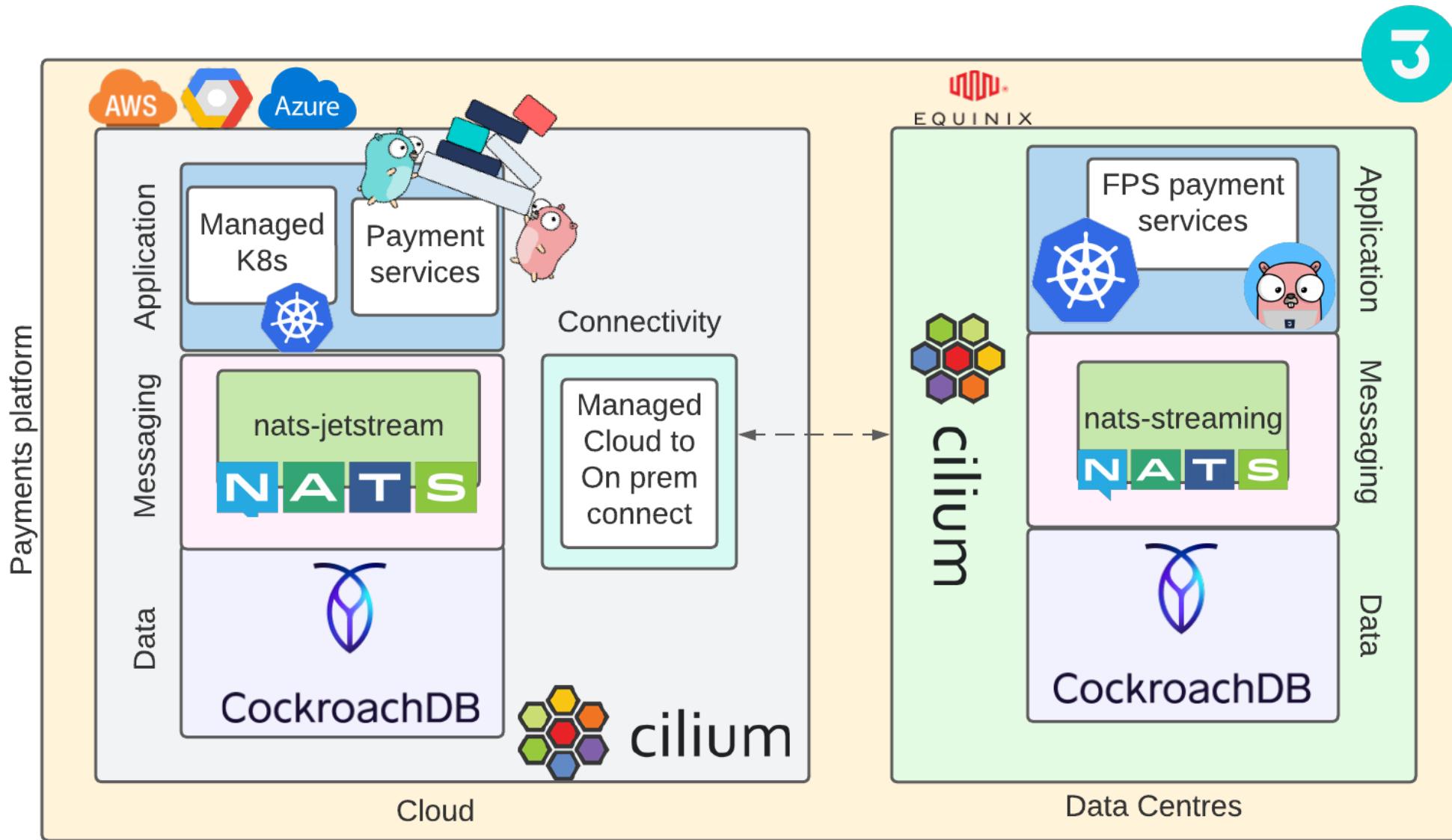


Go cloud agnostic

Push as much work to specialized services as possible. Rely on the public cloud vendor as much as possible, while avoiding lock-in.



Cloud native technologies



Thanks for listening! ❤️

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We'll be at our stand in Pavilion 1!

