



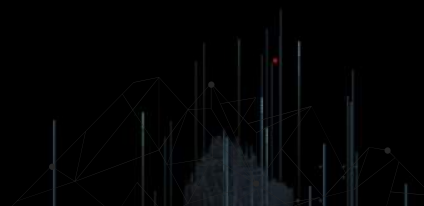
Cloud Native Applications

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Agenda

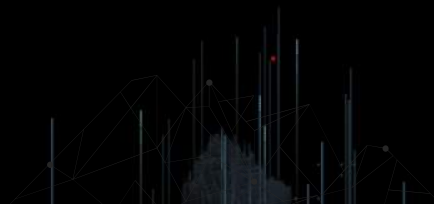
- Define Cloud Native
- Cloud Native practices and the “15 factors”
- From Monoliths to the Cloud
- Q&A





What is Cloud Native?

- Contract between application and infrastructure
- Designed to scale elastically and horizontally
- No host dependencies
- Application conforms to the “12 (or 15) factors”
- Container-based*

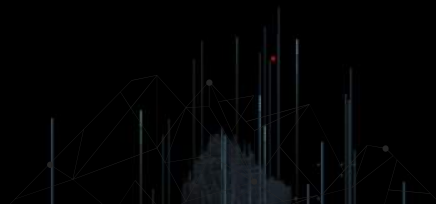




Team Discipline

云道

- Structure around rapid, continuous delivery
- Embrace agility
- Embrace the cloud
- Adopt practices aimed at thriving on cloud platforms

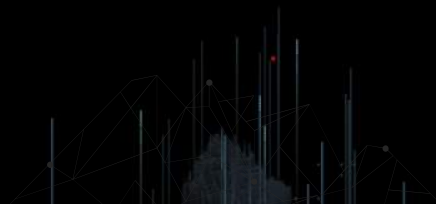




The Way of the Cloud

云道

- Favor Simplicity
- Test First, Test Everything
- Release Early, Release Often
- Automate Everything
- Build Ecosystems, not Monoliths

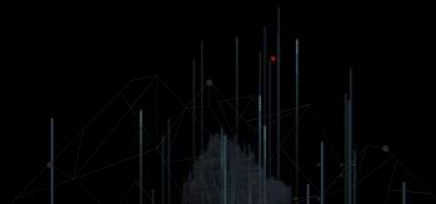




15 Factors of Cloud Native

十五个因素

- Based on Heroku's original "12 factor" list (12factor.net)
- Characteristics of a cloud native application
- Some easier to adopt than others
- Adopting all factors pays huge dividends

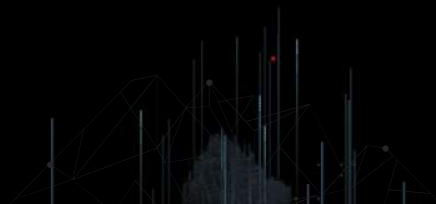




One codebase, One App

第一

- Single version-controlled codebase, *many* deploys
- Multiple apps should not share code
 - Microservices need separate release schedules
 - Upgrade, deploy one without impacting others
- Tie build and deploy pipelines to single codebase

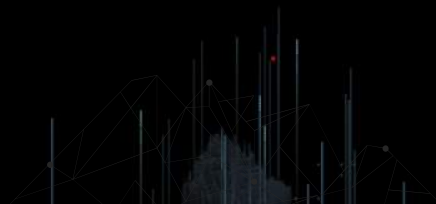




API First

第二

- Service ecosystem requires a contract
 - Public API
- Multiple teams on different schedules
 - Code to contract/API, not code dependencies
- Use well-documented contract standards
 - Protobuf IDL, Swagger, Apiary, etc
- API First \neq *REST* First
 - RPC can be more appropriate in some situations

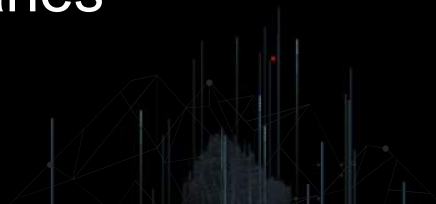




Dependency Management

第三

- Explicitly declare dependencies
- Include all dependencies with app release
- Create immutable build artifact (e.g. docker image)
- Rely on smallest docker image
 - Base on **scratch** if possible
- App cannot rely on host for system tools or libraries

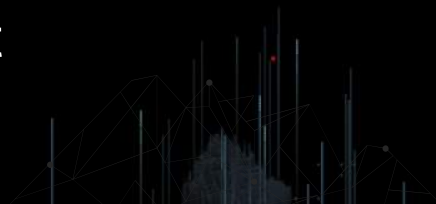




Design, Build, Release, Run

第四

- Design part of iterative cycle
 - Agile doesn't mean random or undesigned
- Mature CI/CD pipeline and teams
 - Design to production in *days* not months
- Build creates immutable artifact
- Release *automatically* deploys to environment
 - Environment contains config, *not* release artifact

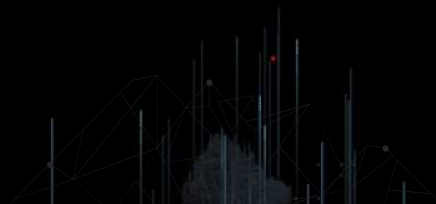




Configuration, Credentials, Code

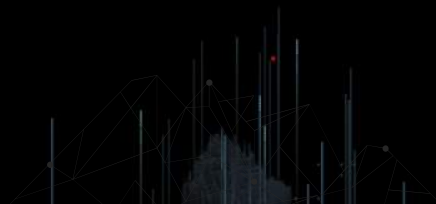
第五

- “3 Cs” volatile substances that explode when combined
- Password in a config file is as bad as password in code
- App must accept “3 Cs” from *environment* and only use harmless defaults
- Test - could you expose code on github and not reveal passwords, URLs, credentials?



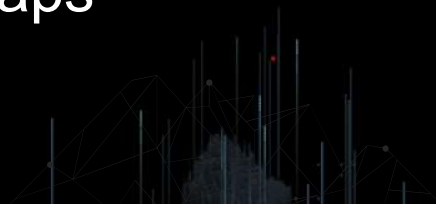


- Emit formatted logs to `stdout`
- Code should not know about destination or purpose of log emissions
- Use downstream log aggregator
 - collect, store, process, expose logs
 - ELK, Splunk, Sumo, etc
- Use *structured logs* to allow query and analysis
 - JSON, csv, K=V, etc
- Logs *are not* metrics





- App must start as quickly as possible
- App must stop quickly and gracefully
- Processes start and stop all the time in the cloud
- Every scale up/down disposes of processes
 - Slow dispose == slow scale
- Slow dispose or startup can cause availability gaps

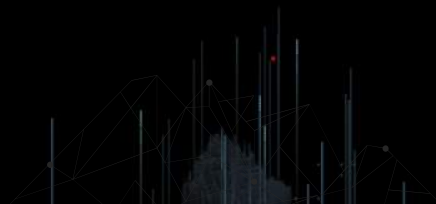




Backing Services

第八

- Assume all resources supplied by *backing services*
- Cannot assume mutable file system
 - “Disk as a Service” (e.g. S3, virtual mounts, etc)
- Every backing service is *bound resource*
 - URL, credentials, etc -> environment config
- Host does not satisfy NFRs
 - Backing services and cloud infrastructure

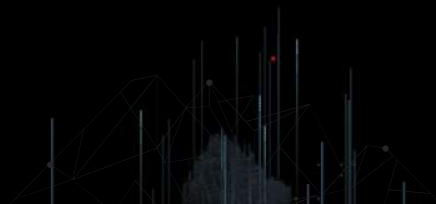




Environment Parity

第九

- “Works on my machine”
 - Cloud-native anti-pattern. Must *work everywhere**
- Every commit is candidate for deployment
- Automated acceptance tests
 - Provide no confidence if environments don't match

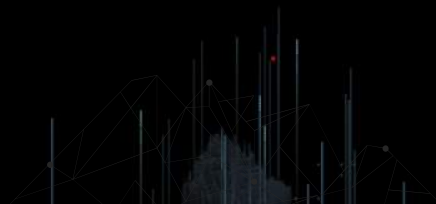




Administrative Processes

第十

- Database migrations
- Run-once scripts or jobs
- *Avoid* using for batch operations, consider instead:
 - Event sourcing
 - Schedulers
 - Triggers from queues, etc
 - Lambdas/functions

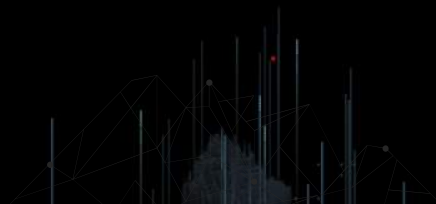




Port Binding

第十一

- In cloud, infrastructure determines port
- App must accept port assigned by platform
- Containers have internal/external ports
 - App design must embrace this
- Never use reserved ports
- Beware of container “host mode” networking

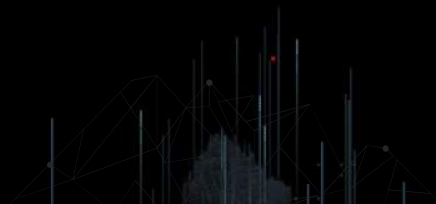




Stateless Processes

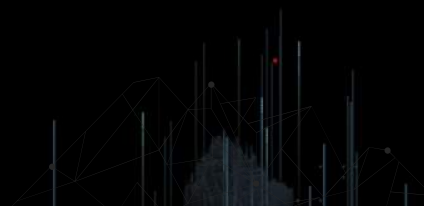
第十二

- What is stateless?
- Long-term state handled by a backing service
- In-memory state lives *only* as long as request
- Requests from same client routed to different instances
 - “Sticky sessions” cloud native anti-pattern





- Scale horizontally using the process model
- Build disposable, stateless, share-nothing processes
- Avoid adding CPU/RAM to increase scale/throughput
- Where possible, let platform/libraries do threading
 - Many single-threaded svcs > 1 multi-threaded monolith





Telemetry

第十四

- Monitor apps in the cloud like satellite in orbit
- No tether, no live debugger
- Application Perf Monitoring (APM)
- Domain Telemetry
- Health and system logs

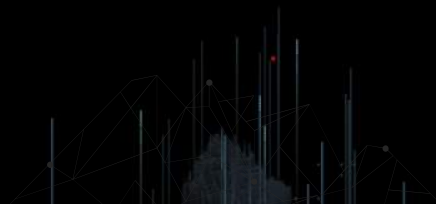




Authentication & Authorization

第十五

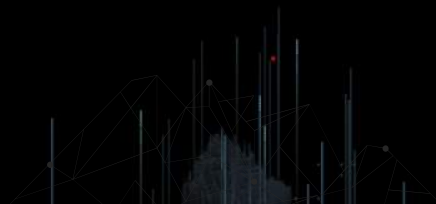
- Security should never be an afterthought
- Auth should be explicit, documented decision
 - Even if anonymous access is allowed
 - Don't allow anonymous access 😊
- Bearer tokens/OAuth/OIDC best practices
- Audit all attempts to access





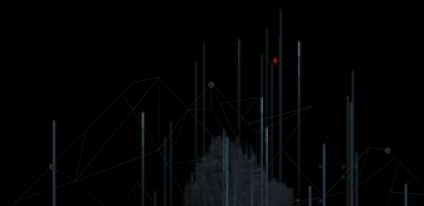
Migrating Monoliths to the Cloud

- Make a rule - *stop adding to the monolith*
 - All new code must be cloud native
- Prioritize features
 - Where will you get most benefit from cloud native?
- Come up with a plan
 - Decompose monolith over time
 - Fast, agile iterations toward ultimate goal
- Use multiple strategies and patterns



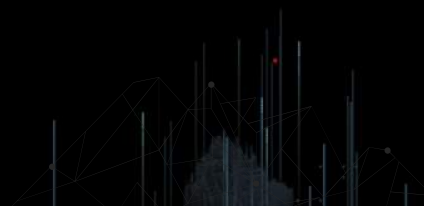
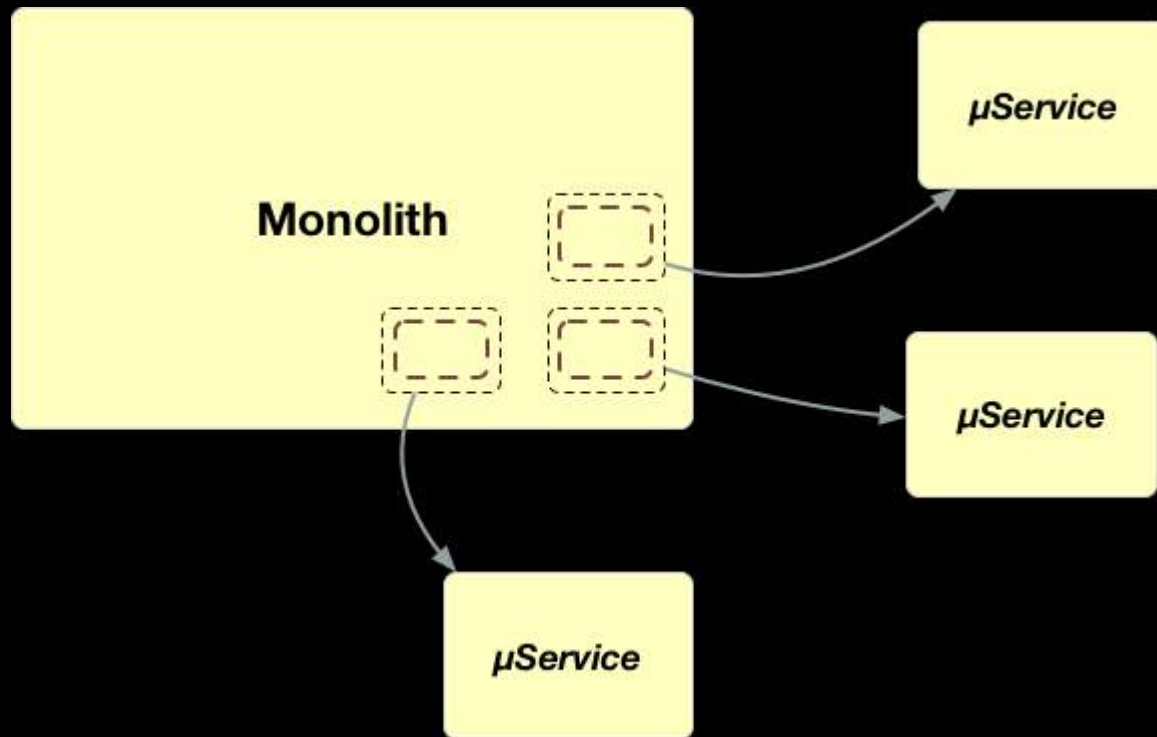


Monolith Migration - “Lift and Shift”



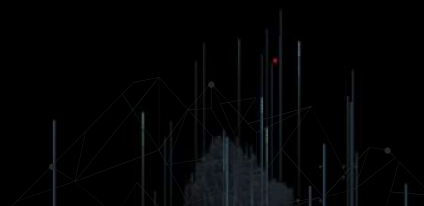
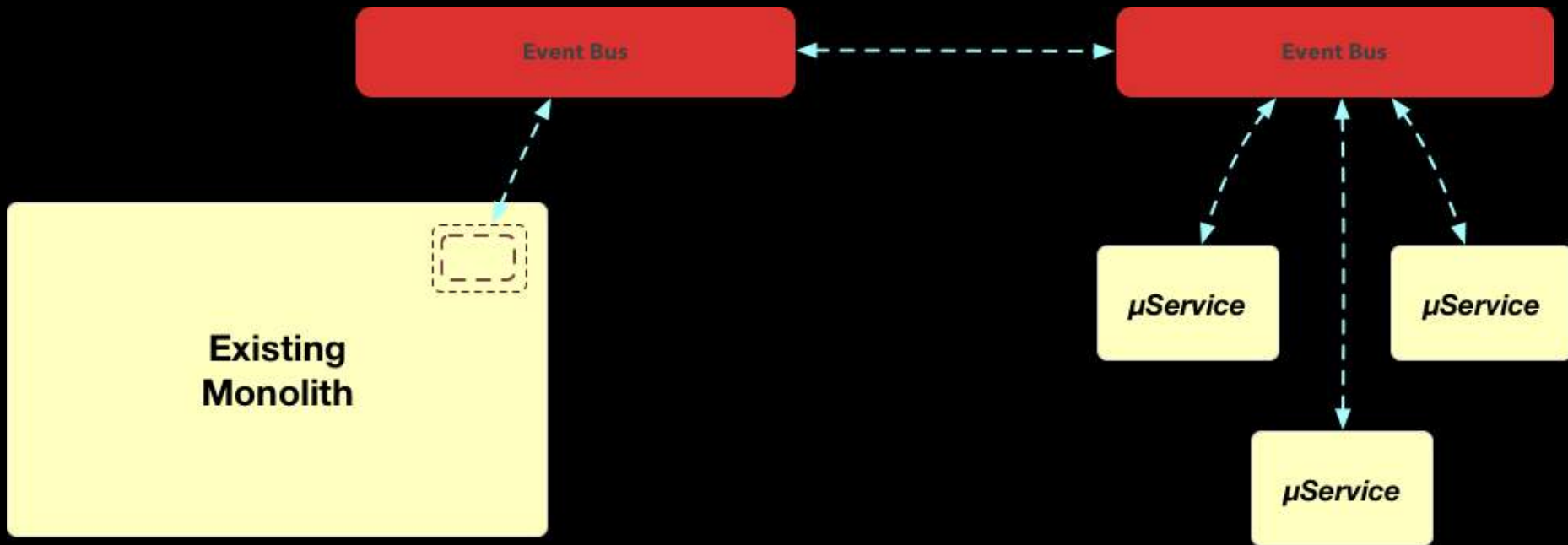


Monolith Migration - Isolate and Break





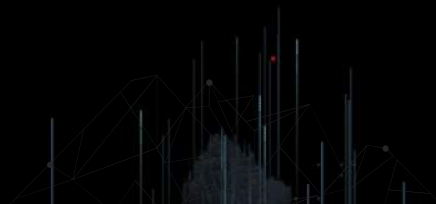
Monolith Migration - Event Sourcing





Cloud Native Go

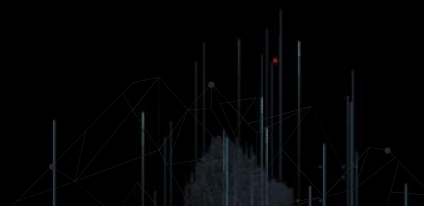
- Lightweight
- Easily learning curve
- Compiles to native binaries
- Very fast
- Large, thriving, engaged community
 - <http://gopherize.me>

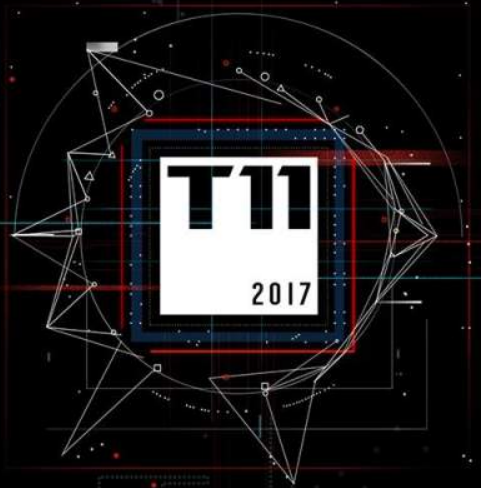




Questions

问题





THANKS