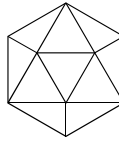


# Cloud First Architecture

Patterns and Practices for the Cloud



**WELCOME**



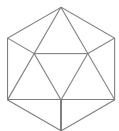
## Cameron Vetter

Cloud / Machine Learning / Mixed Reality Consultant



Cameron Vetter is a technologist with 20 years of experience using Microsoft tools and technologies to develop software. Cameron has experience in many roles including Development, Architecture, Infrastructure, Management, and Leadership roles. He recently received a [Microsoft MVP award](#) for his evangelism work around Deep Learning in Azure. He has worked for some of the largest companies in the world as well as small companies getting a breadth of experience helping him understand the needs of different size businesses and different Industries. Currently, Cameron is the Principal Architect at the Octavian Technology Group, where he helps clients develop [Technical Strategies](#). He also helps clients Architect, Design, and Develop software focusing on [Deep Learning / AI, Cloud Architecture, Microservices, Mixed Reality, and Azure](#).

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# About Us

## A Partner to Advise and Support

Our team offers a combined decades of experience in technology-related fields, and we leverage our expertise to take a business-focused approach to helping organizations solve real problems with proven solutions.

Octavian TG offers [Cloud Architecture](#), [Mixed Reality Development](#), [Data Science](#), [Machine Learning](#), [Fractional CIO](#), and [Agile trainers](#).

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**OCTAVIAN**  
TECHNOLOGY GROUP

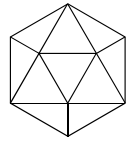




## Why Azure?

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Everything we talk about today can be applied to any major cloud providers' offerings. I use Azure as example, because they have the most sophisticated offering and I have the most familiarity with it.



# Agenda

- Introduction
- Hosting Model
- Architecture Styles
- Design Principles
- Best Practices
- Cloud Design Patterns
- Performance Antipatterns
- Question & Answer



# Hosting Model

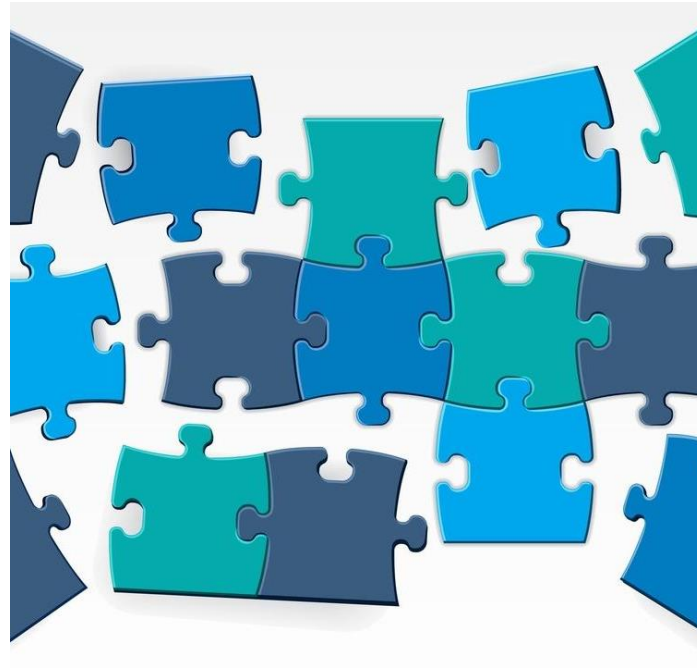


# Cloud Hosting Models

/ Good, Better, Best /



Infrastructure AAS



Platform AAS



Functions AAS



# INFRASTRUCTURE AS A SERVICE

/ Good/

## ADVANTAGES



Servers, Network, and Data Center management managed by Cloud Provider.



Availability Sets allow duplicate VM's to exist in different data centers for scaling.



Closest to on premise, allowing for lift and shift migrations.

## DISADVANTAGES



Operating System Updates, Application installation, and database server management unchanged.



Security is completely dependent on proper configuration of the platform.



Lift and shift migrations usually reproduce most of your problems in a new location.

# PLATFORM AS A SERVICE

/ Better /

## ADVANTAGES



All levels of the infrastructure are managed by the cloud provider



Most security is handled by the cloud providers security team.



Automatic scaling and replication is available.

## DISADVANTAGES



Application and Service change management is unchanged.



Application and Services are responsible for not opening up security holes.



# FUNCTIONS AS A SERVICE

/ Best /

## ADVANTAGES



Creation of compute is handled by the platform, no need to worry about selecting the right resources.



Extremely cost efficient.



## DISADVANTAGES



Lack of flexibility, software must be designed with a SOA pattern.



Limited to the FAAS platforms selection of tools and languages.

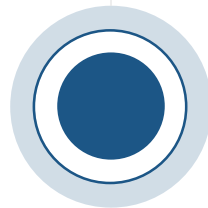
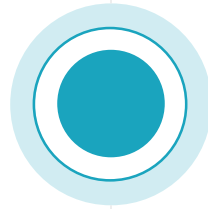




## Cloud Optimized

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A strategy for migrating to the cloud by refactoring an application to take advantage of cloud-native features and capabilities.



## Lift and Shift

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A strategy for migrating a workload to the cloud without redesigning the application or making code changes. Sometimes called rehosting.





# Architecture Styles



# Architectures

Dependency Management Appropriate for your Domain Type

Traditional  
Business  
Domain / Few  
Updates



## N-tier

Horizontal tiers



## Web-Queue-Worker

Front and Backend  
jobs decoupled with  
async messaging

Simple  
Domain /  
Resource  
Intensive



## Event Driven

Producer / Consumer.  
Each subsystem is  
independent.



## Microservices

Vertically decomposed  
services that interact  
through an API

IoT and real-  
time systems /  
Frequent  
Updates

Complicated  
Domain /  
Frequent  
Updates



# Design Principles





# DESIGN FOR SELF HEALING



In a distributed system, failures happen. Design your application to be self healing when failures occur.

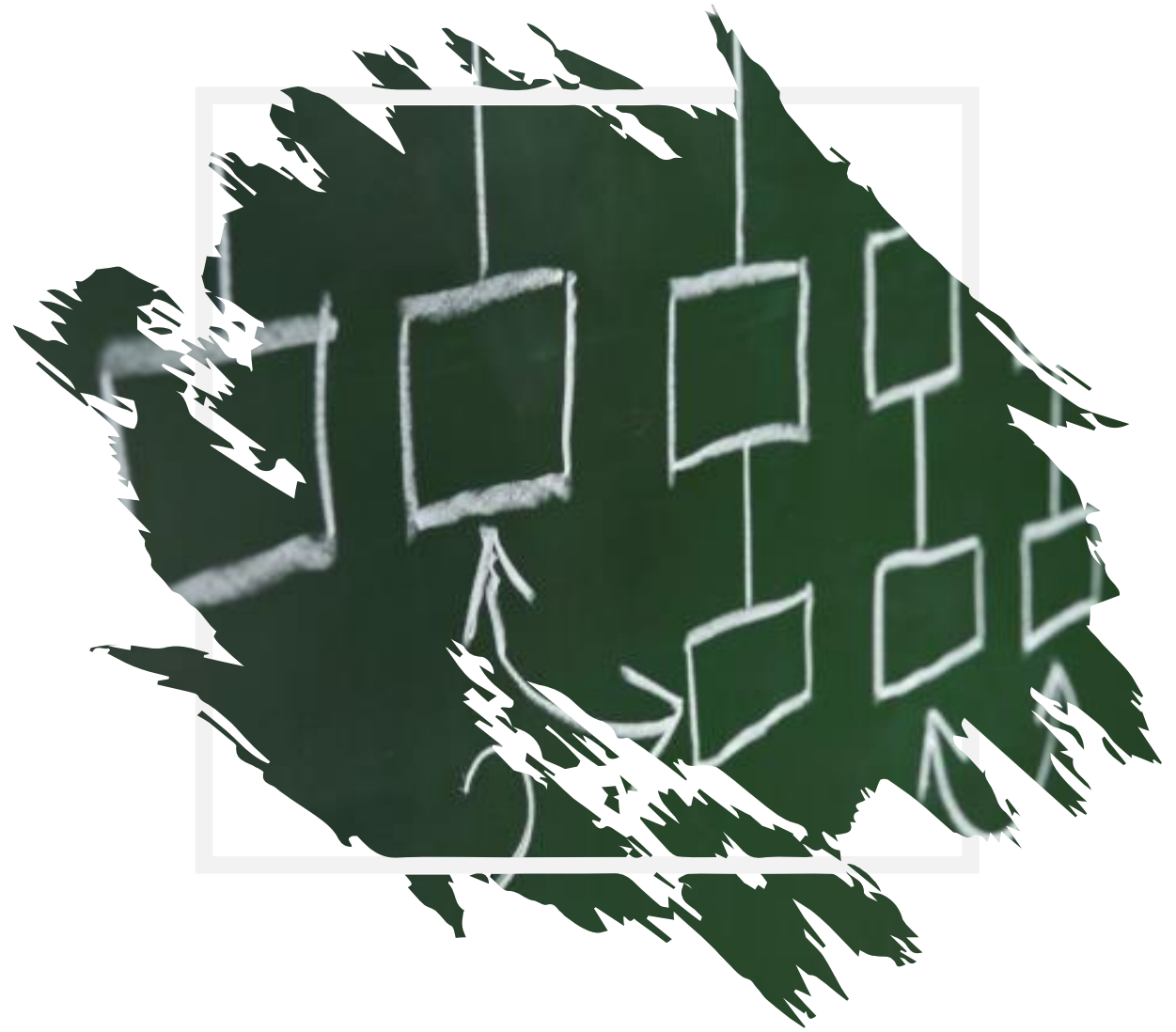




# MAKE EVERYTHING REDUNDANT



Build redundancy into your application, to avoid having single points of failure.





## MINIMIZE DEPENDENCIES



Minimize dependencies between application services to achieve scalability.



# DESIGN TO SCALE OUT



Design your application so that it can scale horizontally, adding or removing new instances as demand requires.





# PARTITION AROUND LIMITS



Use partitioning to work around database, network, and compute limits.

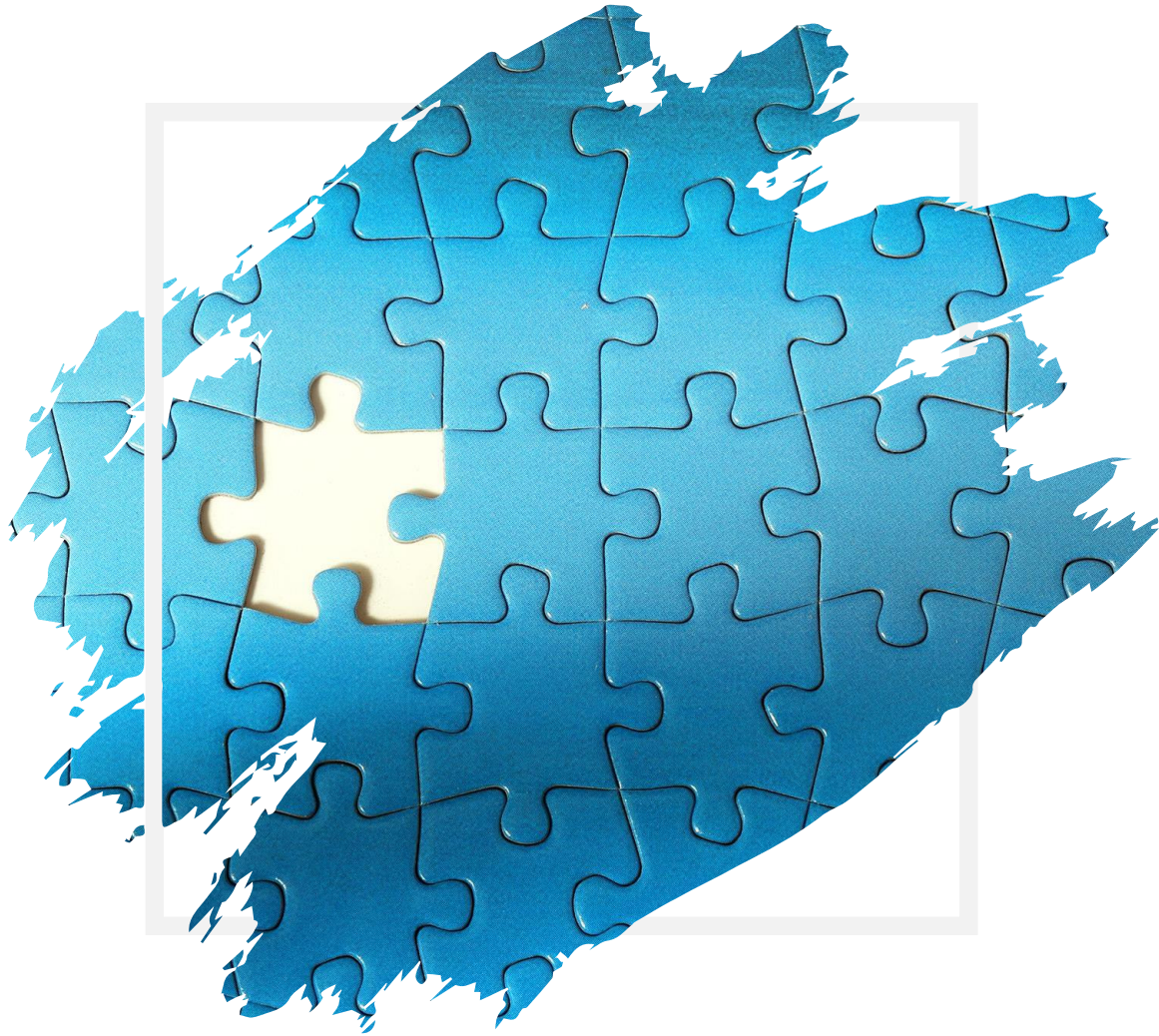


# DESIGN FOR OPERATIONS



Design your application so that the operations team has the tools they need.





## USE MANAGED SERVICES



When possible, use platform as a service (PaaS) rather than infrastructure as a service (IaaS).



# USE THE BEST DATA STORE FOR THE JOB



Pick the storage technology that is the best fit for your data and how it will be used.





# DESIGN FOR EVOLUTION



All successful applications change over time. An evolutionary design is key for continuous innovation.





# BUILD FOR THE NEEDS OF THE BUSINESS



Every design decision must be justified by a business requirement.





# Best Practices





# Scalability

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Scalability is the ability of a system to handle increased load. There are two main ways that an application can scale. Vertical scaling (scaling *up*) means increasing the capacity of a resource, for example by using a larger VM size. Horizontal scaling (scaling *out*) is adding new instances of a resource, such as VMs or database replicas.

**The need to vertically scale signifies a problem.**

# Availability

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Availability is the proportion of time that the system is functional and working. It is usually measured as a percentage of uptime. Application errors, infrastructure problems, and system load can all reduce availability.

SLA is a combined effort of the cloud provider and the application architecture





# Resiliency

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Resiliency is the ability of the system to recover from failures and continue to function. The goal of resiliency is to return the application to a fully functioning state after a failure occurs. Resiliency is closely related to availability.

**A system with poor availability has a problem with resiliency**

# Management and DevOps

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Deployments must be reliable and predictable. They should be automated to reduce the chance of human error. Monitoring and diagnostics are crucial.

Failed deploys usually are a symptom of a problem with your DevOps





# Security

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You must think about security throughout the entire lifecycle of an application, from design and implementation to deployment and operations. The platform should provide protections against a variety of threats, but you still need to build security into your application and into your DevOps processes.

**Don't wait to start thinking about security until after your first breach.**



# Cloud Design Patterns

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*Design Patterns*

## Anti-Corruption Layer

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Implement a façade or adapter layer between a modern application and a legacy system

*Design Patterns*

## Backends for Frontends

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Create separate backend services to be consumed by specific frontend applications or interfaces.





*Design Patterns*

## Circuit Breaker

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Handle faults that might take a variable amount of time to fix when connecting to a remote service or resource.

*Design Patterns*

## Claim Check

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Split a large message into a claim check and a payload to avoid overwhelming a message bus.





*Design Patterns*

## Competing Consumers

Enable multiple concurrent consumers to process messages received on the same messaging channel.

*Design Patterns*

## Federated Identity

Delegate authentication to an external identity provider.



**UNITED FEDERATION of PLANETS**



*Design Patterns*

## **Publisher/Subscriber**

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Enable an application to announce events to multiple interested consumers asynchronously, without coupling the senders to the receivers.

*Design Patterns*

## **Strangler**

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Incrementally migrate a legacy system by gradually replacing specific pieces of functionality with new applications and services.





# Antipatterns





## Busy Database



### **PROBLEM**

Database Code execution, such as stored procedures and triggers overused, putting excessive load on the database server.



### **DETECTION**

Monitor the volume of database activity, compare it to the usage of the other tiers.



### **SOLUTION**

Refactor processing to other application tiers, limiting your database to data access operations..



## PROBLEM

Long synchronous tasks or excessive background threads can cause decreased response times



## DETECTION

High latency on front end tasks and server failures including 500 or 503 errors.



## SOLUTION

Make all front end tasks asynchronous and move resource intensive tasks to isolated compute.





## Chatty I/O

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### PROBLEM

A high quantity of network calls and other I/O operations like disk operations.



### DETECTION

End users report extended response times or failures caused by timeouts, due to resource contention.



### SOLUTION

Reduce the quantity of I/O requests by batching data into larger requests.





## PROBLEM

Application retrieves lots more data than it needs which often gets discarded.  
Improper use of ORM tools to filter data retrieval in memory.



## DETECTION

High latency and data store contention,  
Long running queries are identified.



## SOLUTION

Fetch only the data that you need.  
Optimize ORM based requests to filter data at the database server not in memory.



Extraneous  
Fetching



## Improper Instantiation



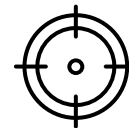
### PROBLEM

Using the wrong instantiation lifetime for classes, Not using a Singleton pattern where appropriate.



### DETECTION

Exceptions related to exhaustion of resources, increased memory usage and garbage collection.



### SOLUTION

Wrap classes in thread safe singleton's when they are safe for reuse. Use resource pooling when appropriate.



## PROBLEM

Putting all of an applications data into a single data store, that may lead to resource contention or be a poor fit for some of the data.



## DETECTION

Sudden dramatic slow downs that lead to eventual failures.



## SOLUTION

Separate data according to use aligned with how the data is used.



# Monolithic Persistence



No Caching



## PROBLEM

Repeatedly fetching the same information from a resource that is expensive.  
Repeatedly constructing the same calls to a remote service.



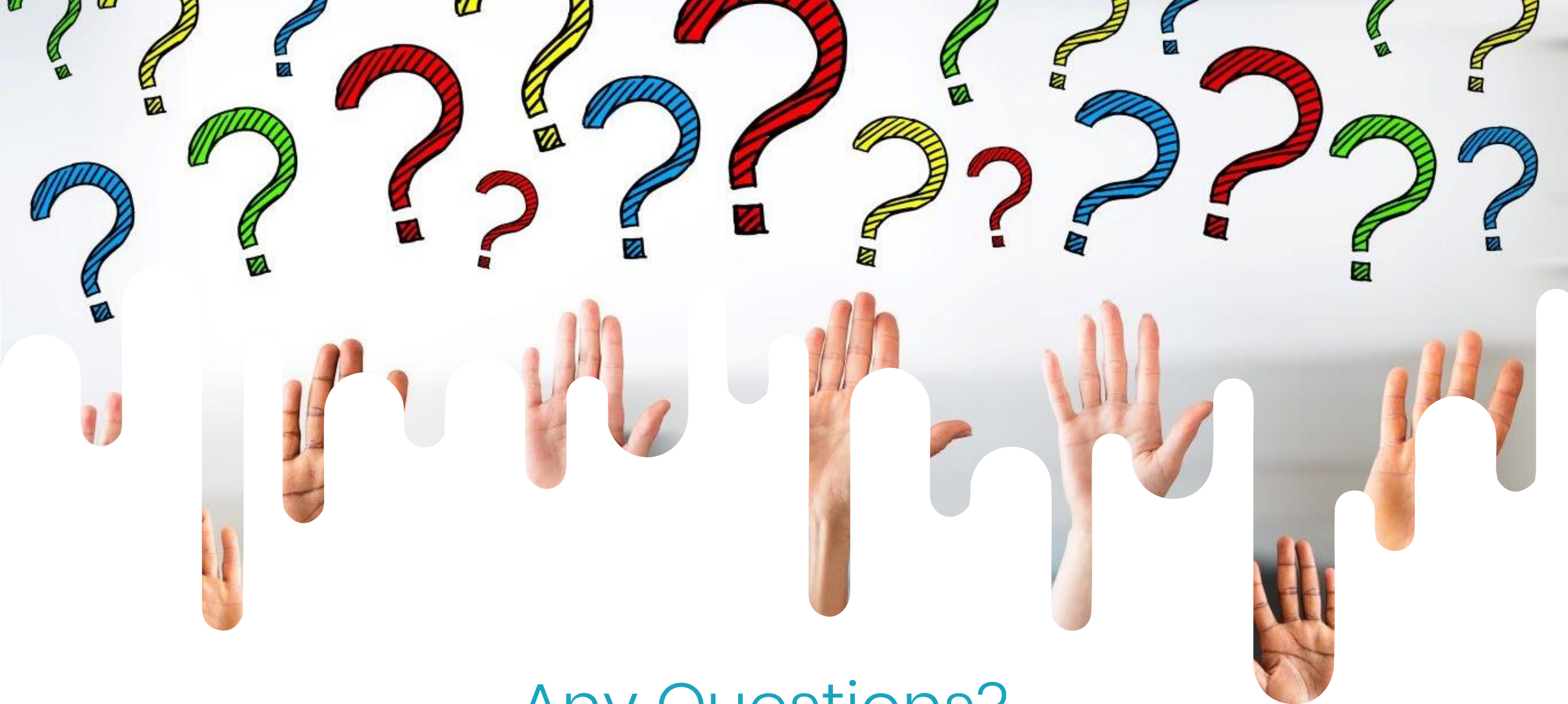
## DETECTION

Exceptions related to exhaustion of resources, increased memory usage and garbage collection.



## SOLUTION

Reads should check a cache then retrieve the data if it is not cached.



Any Questions?



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