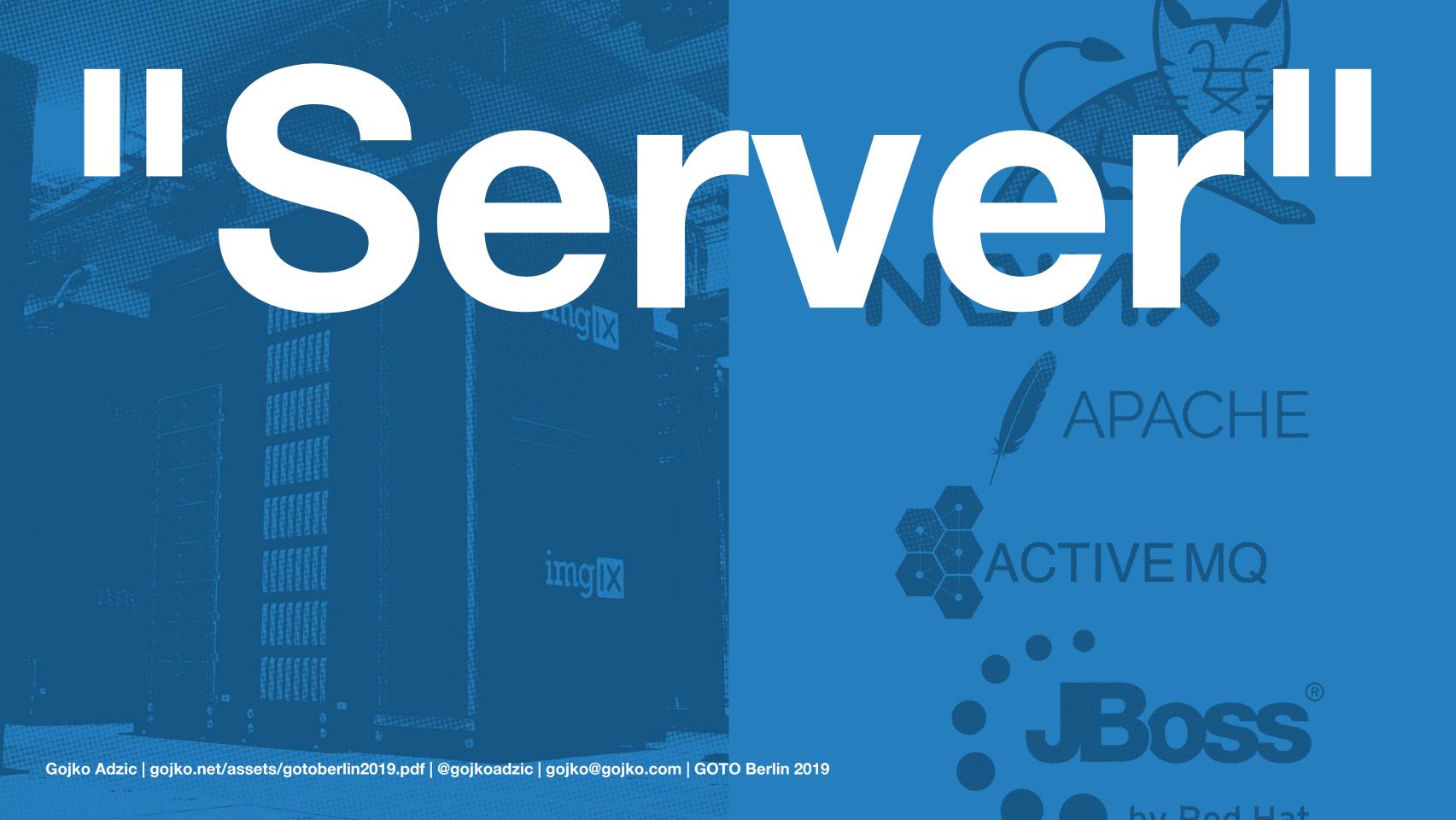
Five things you need to know about serverless

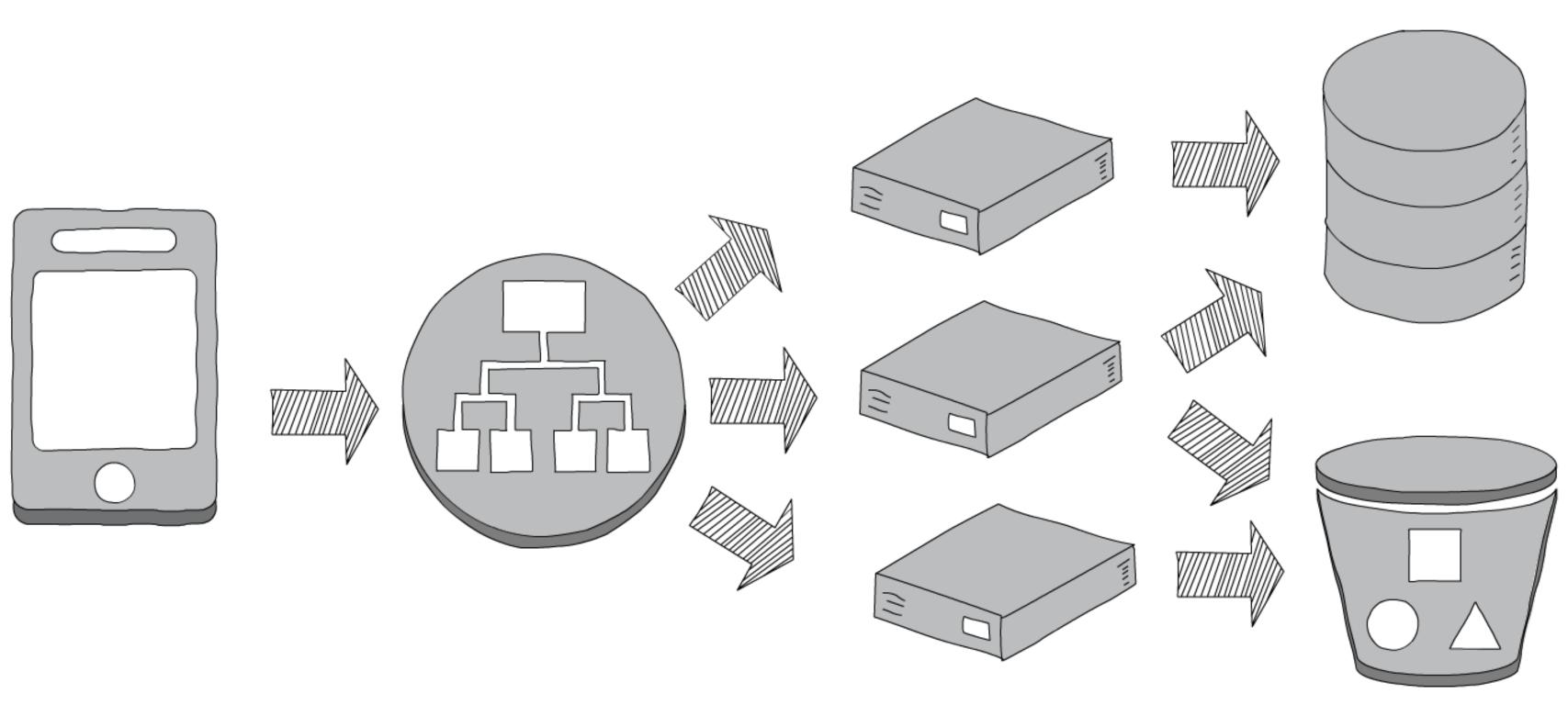
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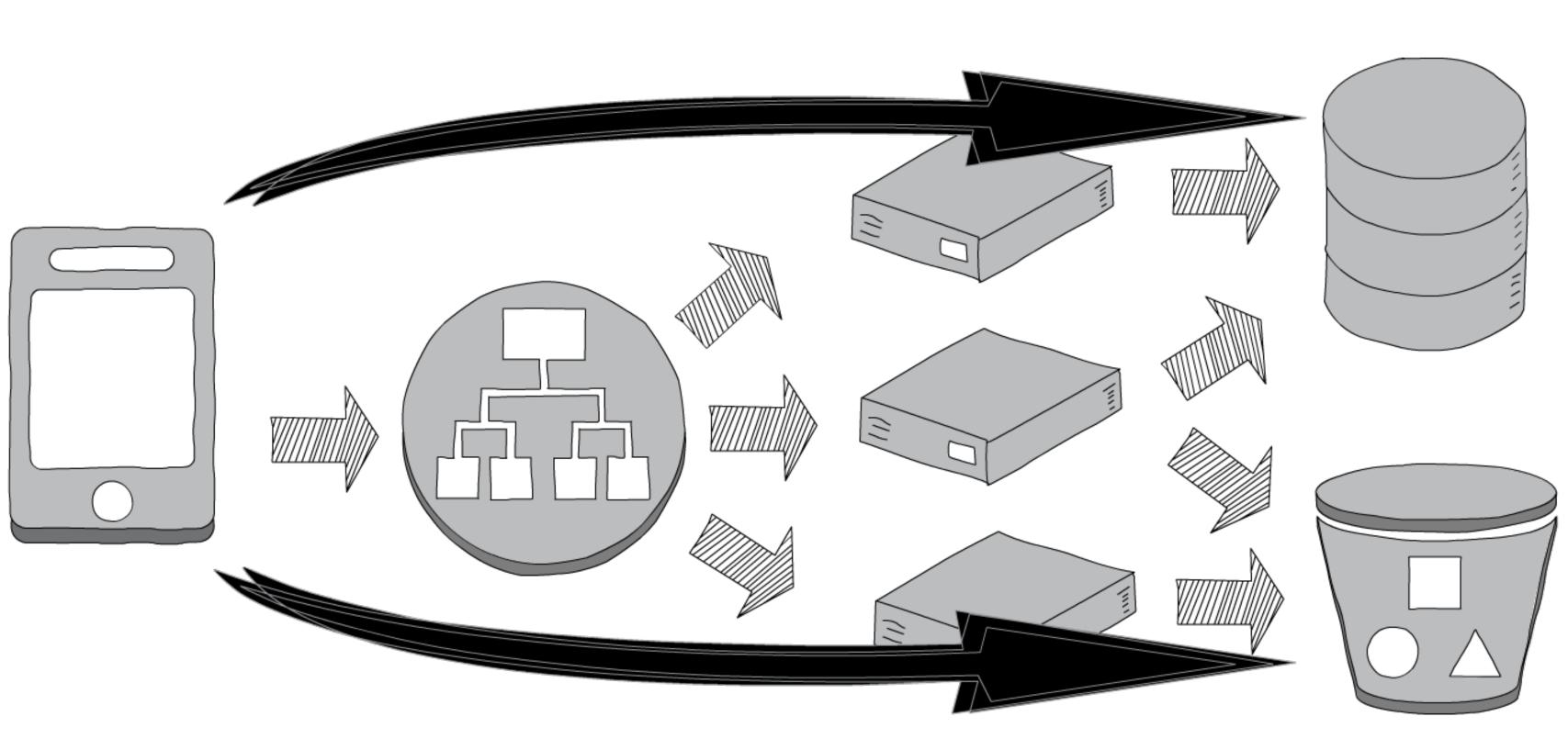






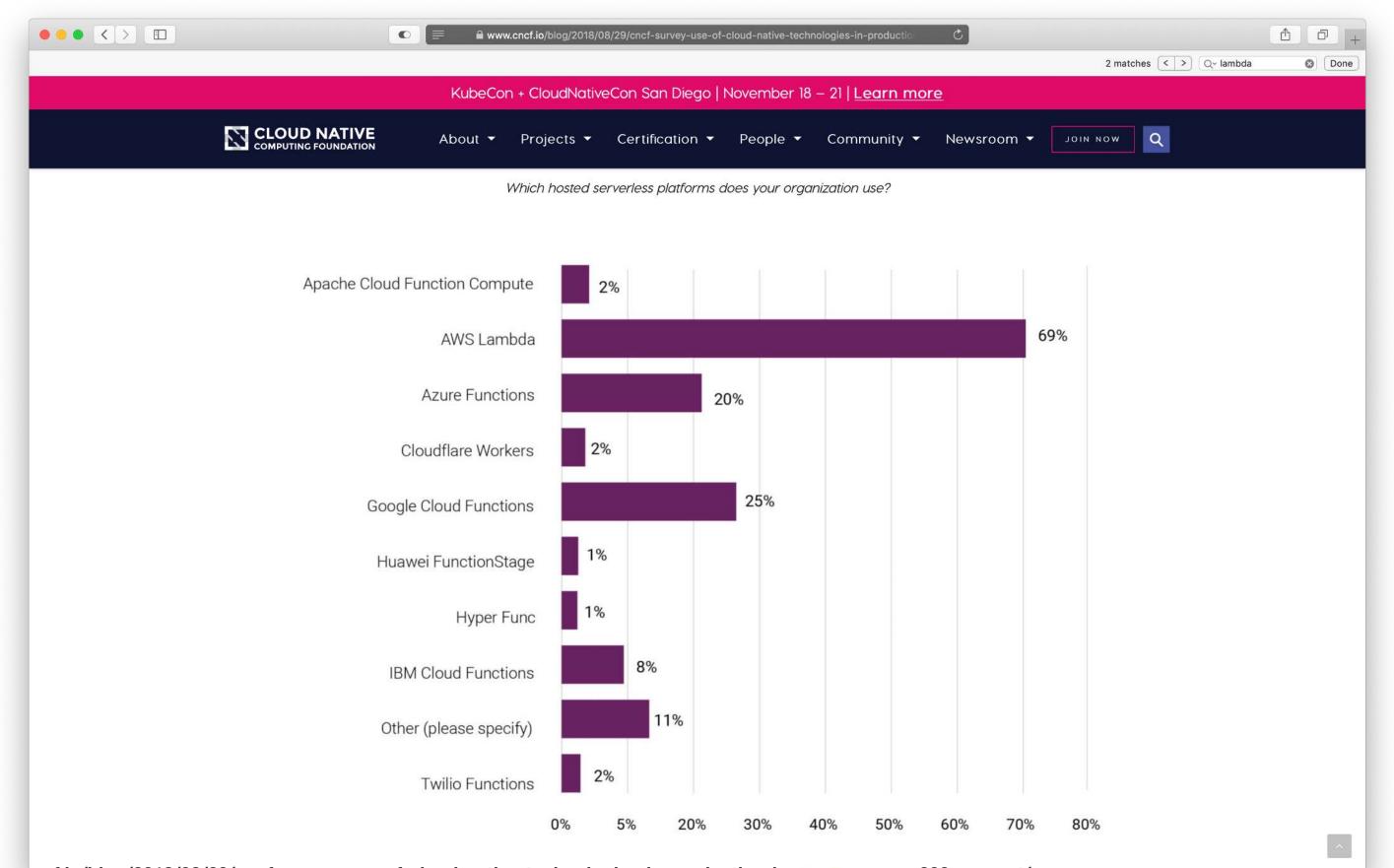






Serverless Socketless

- Why it's important
- Key tech constraints
- Key design constraints
- How to make the most of it
- Where it's going in the future



AWS Lambda model

```
exports.handler = function (event, context /*, *callback*/) {
   // do something useful with the event
}
```

Missverstandenfinanziellervorteil



Missverstandenfinanziellervorteil Financial advantage (not tech)

Paying for utilisation not capacity not environments not service instances

Illustrative pricing...

us-east-1, 512 MB memory

- \$0.0000002 per request
- \$0.000000834 for 100ms in CPU

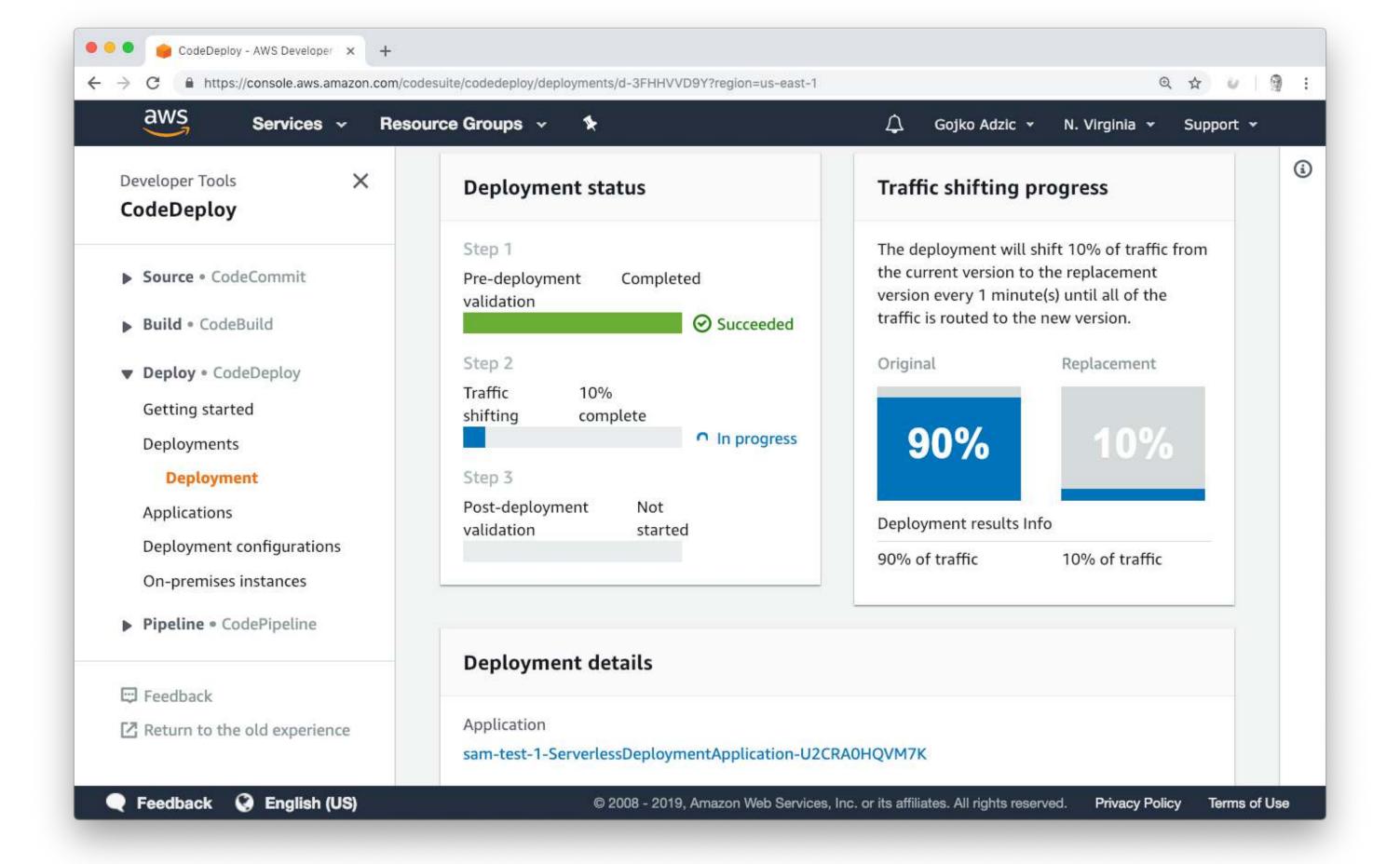
monthly pricing...

- 100ms every 5 minutes = 1¢
- non-stop = \$27
- EC2 primary + failover = \$9

Included in the price

- monitoring
- scaling
- failover/backups
- error recovery
- OS security patches/updates

Versions/environments have no effect on price



ConvertFileFunction: Type: AWS::Serverless::Function Properties: DeploymentPreference: Type: Canary10Percent10Minutes Alarms: !Ref CheckForLambdaErrors - !Ref CheckForDropInSales - !Ref CheckForDropInConversion Hooks: PreTraffic: !Ref ClearStatisticsLambda PostTraffic: !Ref NotifyAdminsLambda

Mind Mup.com

Heroku February 2016 ⇒ Lambda February 2017

~ -50% operational costs

~ +50% active users

~ 66% estimated savings

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https://dl.acm.org/citation.cfm?id=3117767

Serverless Computing: Economic and Architectural Impact

Gojko Adzic **Neuri Consulting LLP** 25 Southampton Buildings London, United Kingdom WC2A 1AL gojko@neuri.co.uk

ABSTRACT

Amazon Web Services unveiled their 'Lambda' platform in late 2014. Since then, each of the major cloud computing infrastructure providers has released services supporting a similar style of deployment and operation, where rather than deploying and running monolithic services, or dedicated virtual machines, users are able to deploy individual functions, and pay only for the time that their code is actually executing. These technologies are gathered together under the marketing term 'serverless' and the providers

client/server applications are designed, developed and operated.

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Lambda¹, which was first announced at the end of 2014 [7], and which saw significant adoption in mid to late 2016. All the major cloud service providers now offer similar services, such as Google Cloud Functions², Azure Functions³ and IBM OpenWhisk⁴. This paper primarily discusses AWS Lambda, as this was the first platform to launch and is the most fully-featured.

Historically, application developers would procure or lease dedicated machines, typically hosted in datacentres, to operate their systems. The initial capital expenditure required to purchase new Gojko Adzic | gojko.net/assets/gotoberlin2019.pdf | @gojkoadzic | gojko@gojko.com | GOTO Berlin 2019 to increase capacity were long, and coping with peak computational loads in systems with varying demand required advance planning

"lowered five-year operating costs by 60% and were 89% faster at compute deployment"

- IDC white paper on AWS Serverless

"fourth quarter of 2017... serverless adoption grew by 667%"

Cloudability research

Reserved | Utilised capacity



Reserved Utilised capacity Gegenteilvonflughafenberlinbrandenburg



Provider controls instances

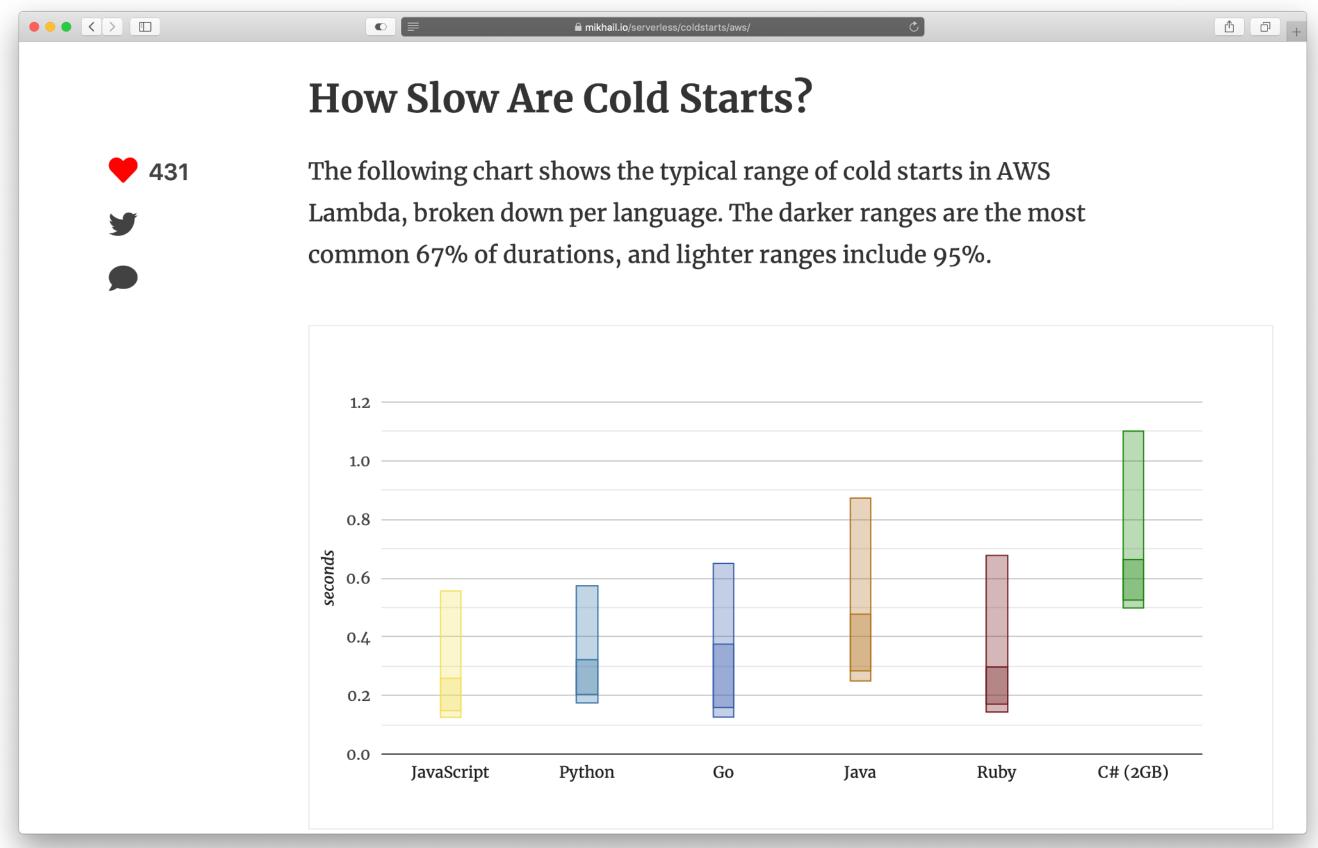
- can start/die/get reused or replaced at any point
- optimised for throughput, not latency
- not stateless, but transient

Task routing

- only availability SLA (99.95%)
- no sticky sessions
- no latency or processing time SLA
- 15 min max per task (can't ask for more)
- max 1000 concurrent instances (can ask for more)

My experimental data (AWS does not publish official numbers)

- new instance
 - Python, JS <1s
 - Java 2-5s
- instances reused within ~5 minutes
- existing instance from API Gateway, SNS, S3:
 50-100ms



Great for...

- HTTP API
- Image conversions
- Payment processing
- Reporting



Not so great for...

- Real-time/low-latency processing (<10ms)</p>
- Continuous processing (Twitter feeds)
- GPU-bound tasks (video rendering)

Optimise for Recovery



Optimise for Start

Design for:

parallelisation

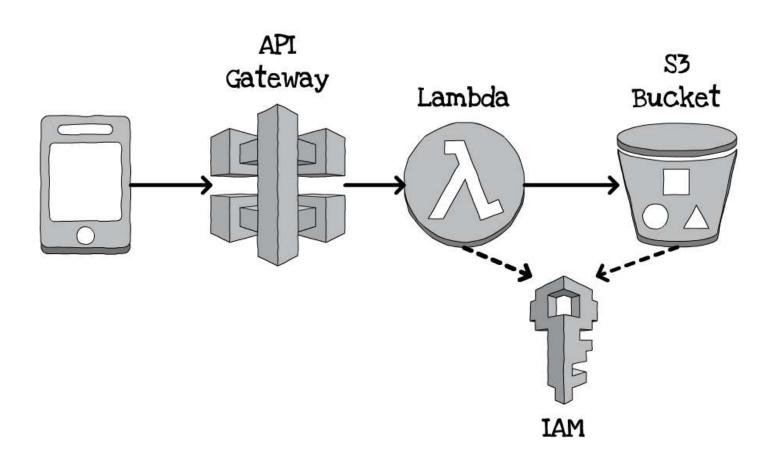
quick data access

processing data aggregates

Use the platform for typical

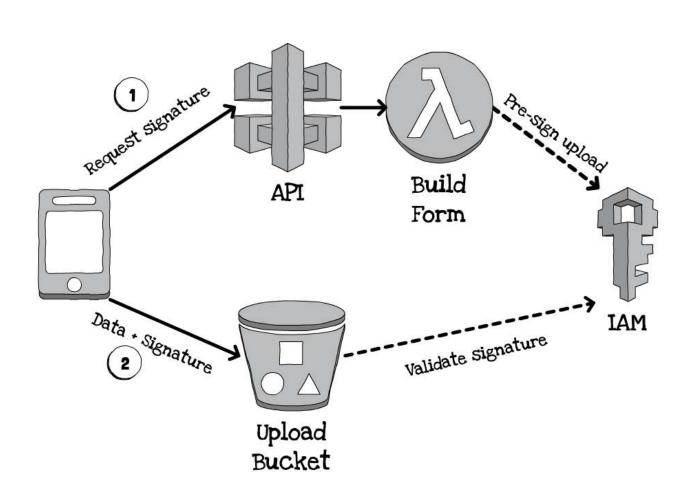
server responsibilities

What's it doing here?



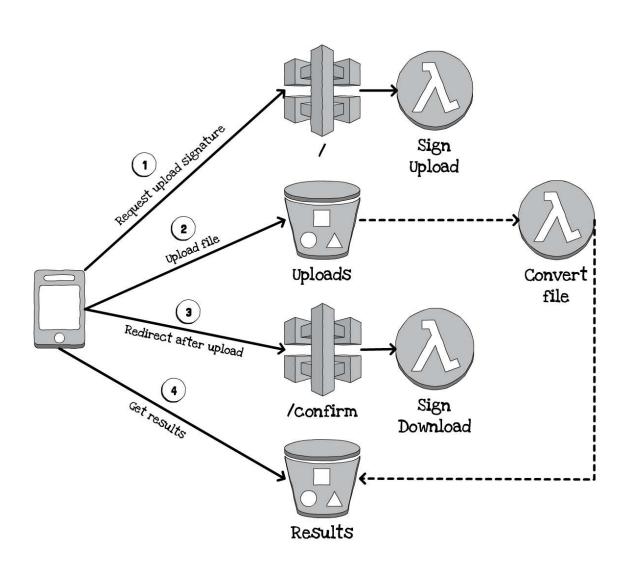
Don't use Lambda as a gatekeeper

Let client devices talk directly to resources



Don't use Lambda for orchestration

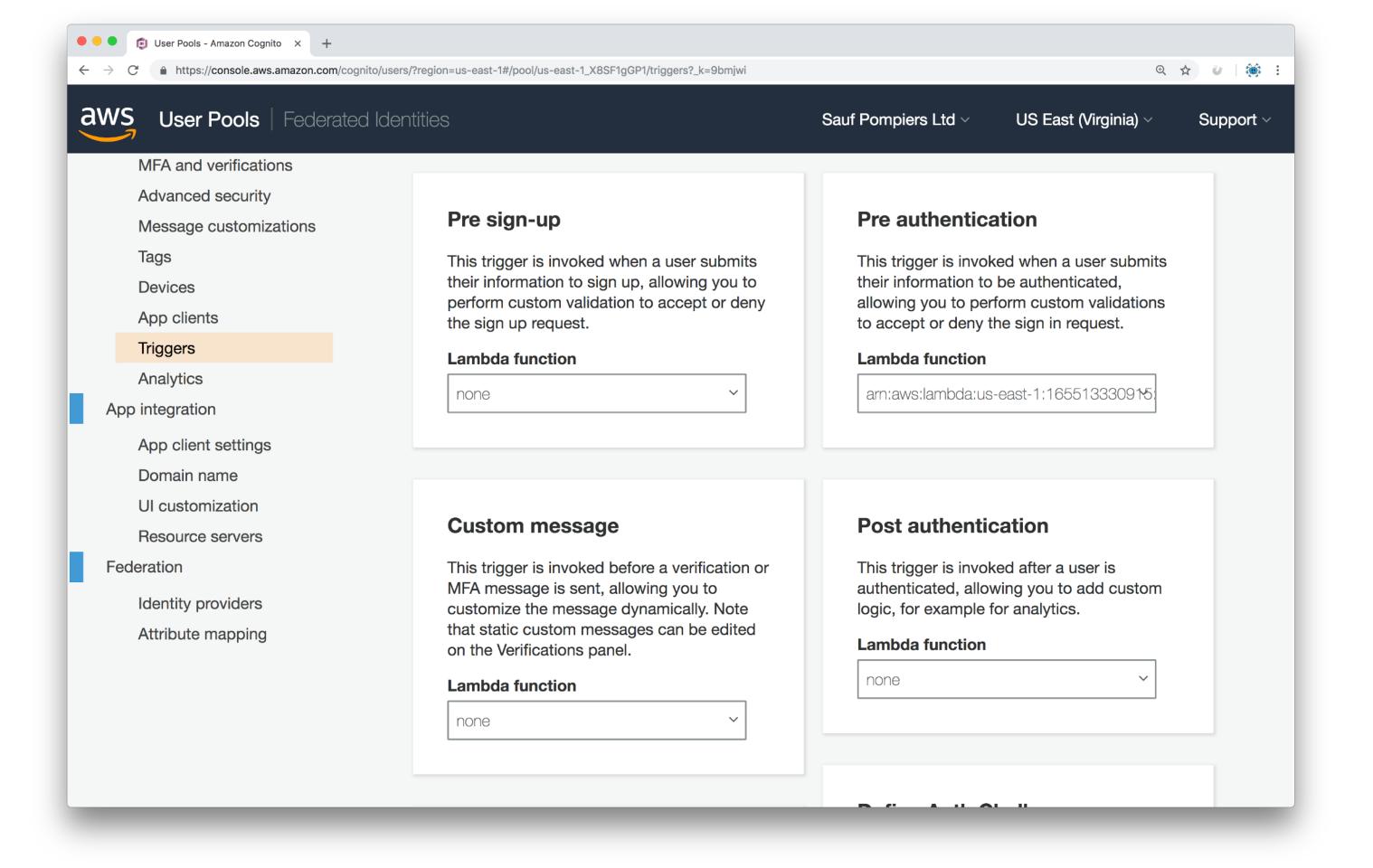
Use platform events + client-side workflows

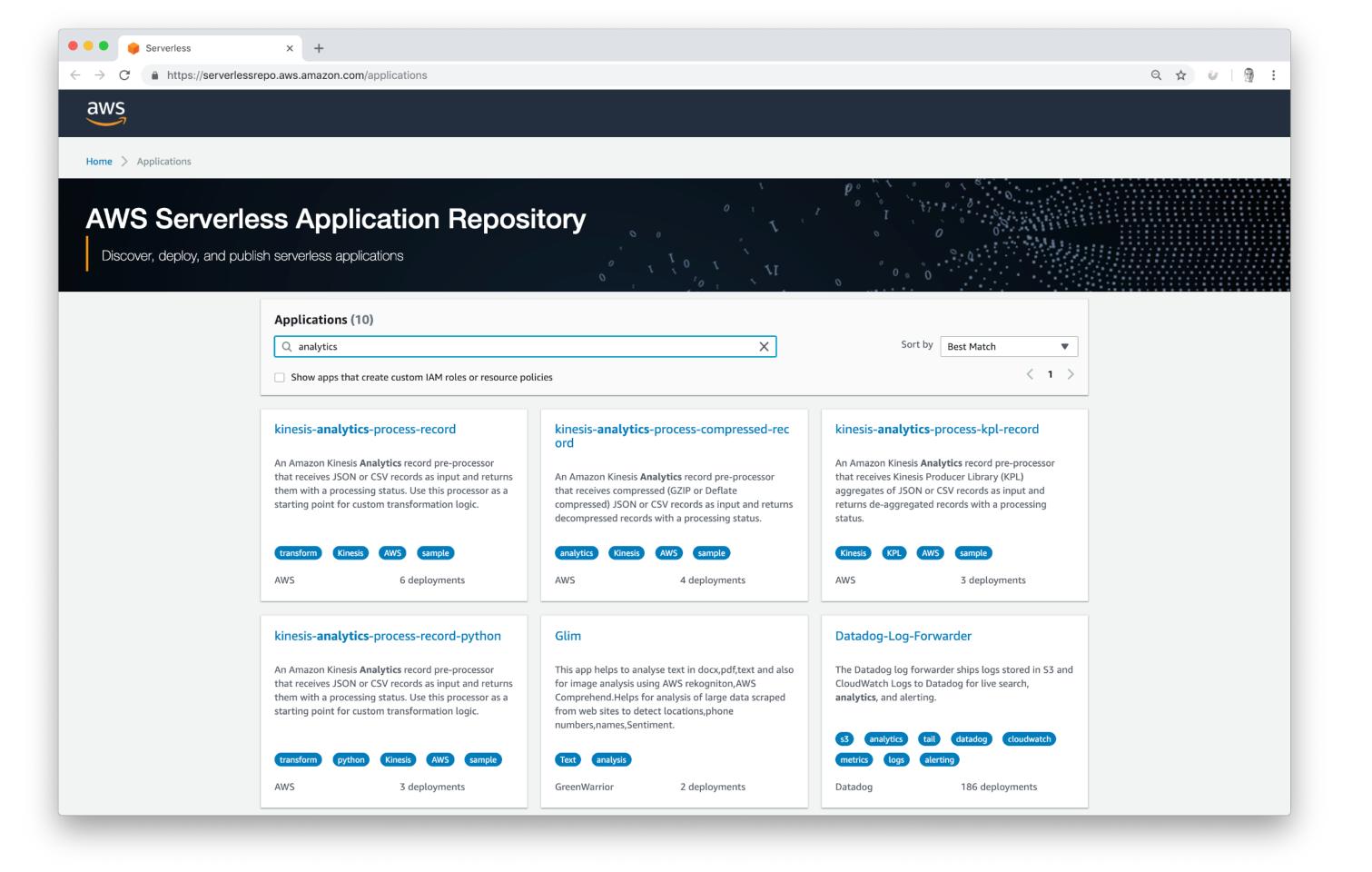


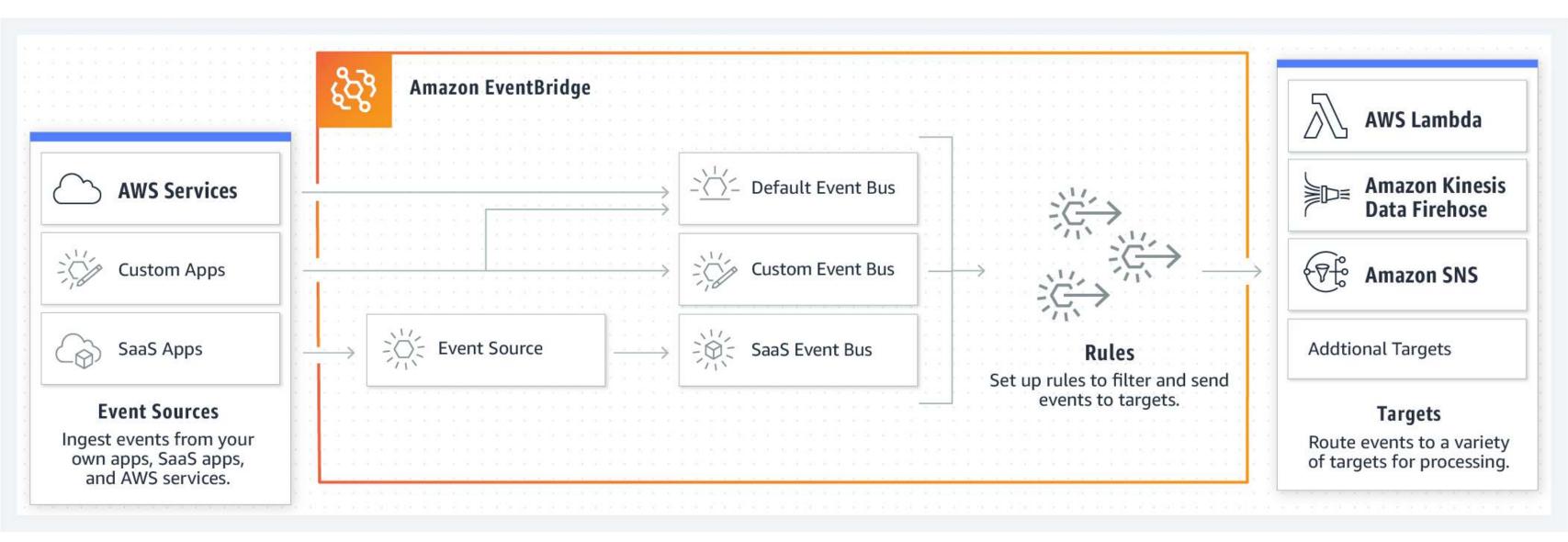
Integrated apps

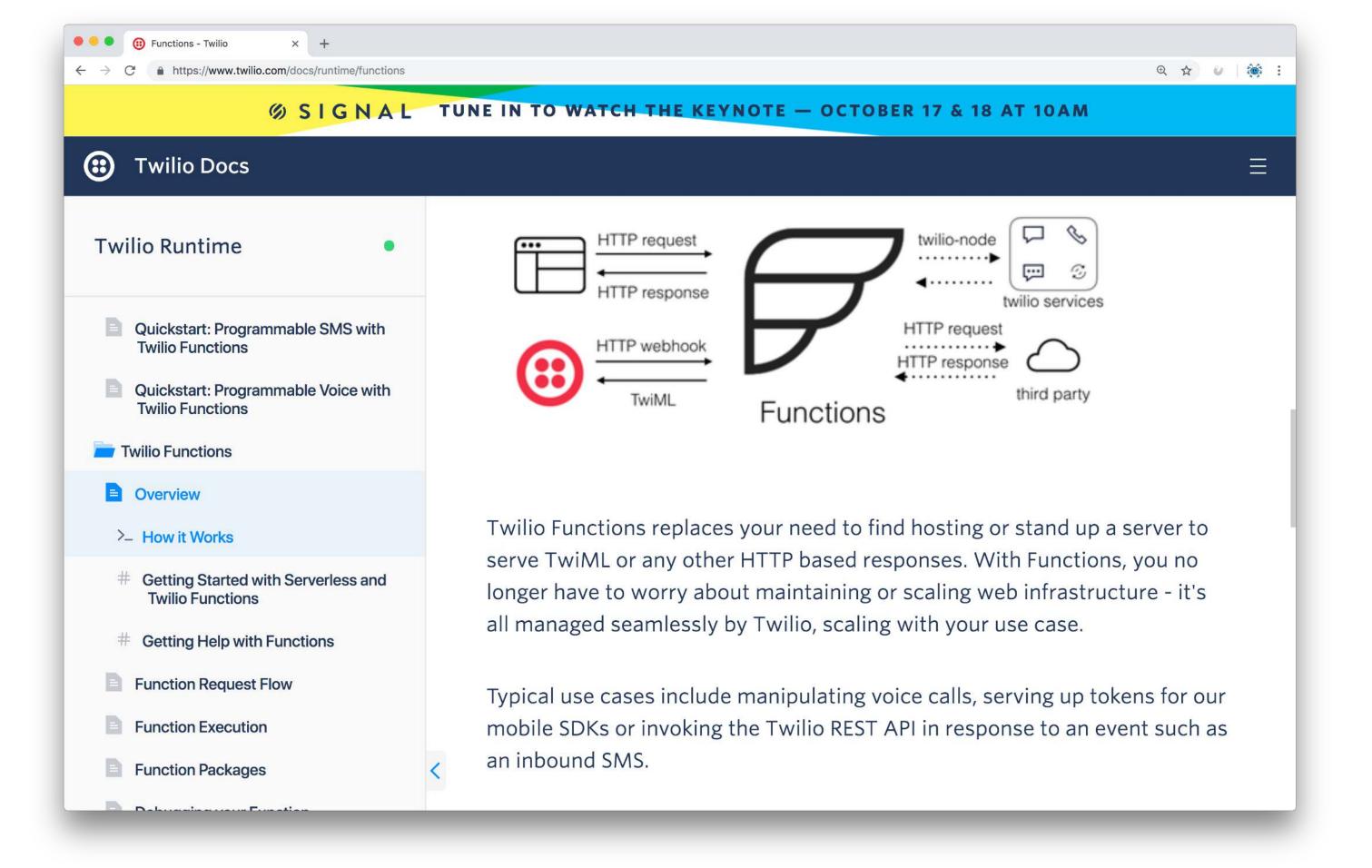


platform glue









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Log

rammable SMS kstart for Twilio tions

SMS

Twilio Functions with Programmable SMS to send and receive ges without managing your own infrastructure. All you need is a unt and a few lines of Node.js code.

Show me how it's done!

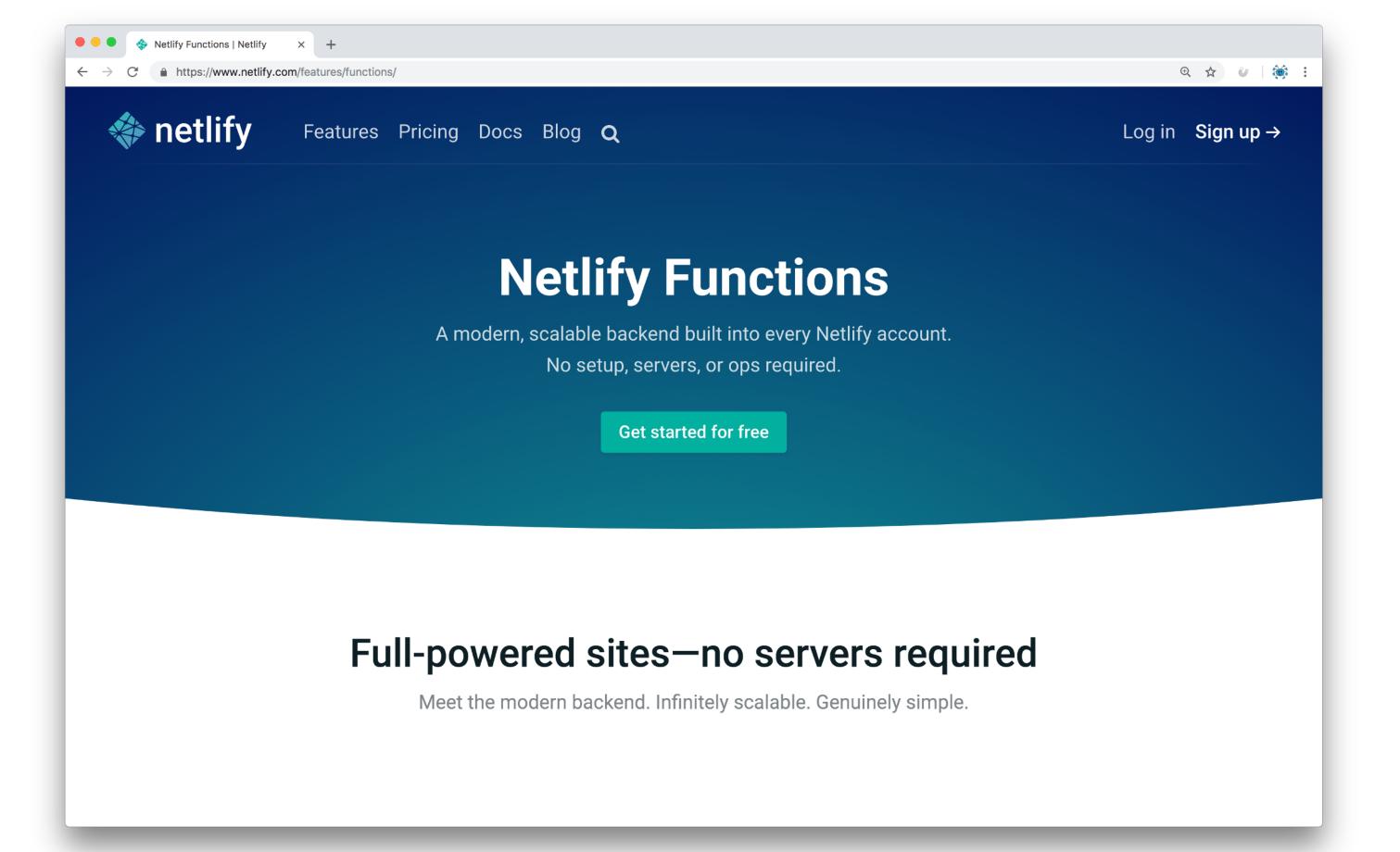
Service <u>Privacy Policy</u>

Copyright © 2018 Twilio, Inc.

Receiving an inbound SMS @

```
NODE.JS
```

```
exports.handler = function(context, event, callback) {
  let twiml = new Twilio.twiml.MessagingResponse()
  twiml.message("Hello World")
  callback(null, twiml)
}
```



called from an address relative to the deployed site root:

```
/.netlify/functions/{function_name}. You can also set a function to be triggered by certain Netlify events.
```

THE HANDLER METHOD

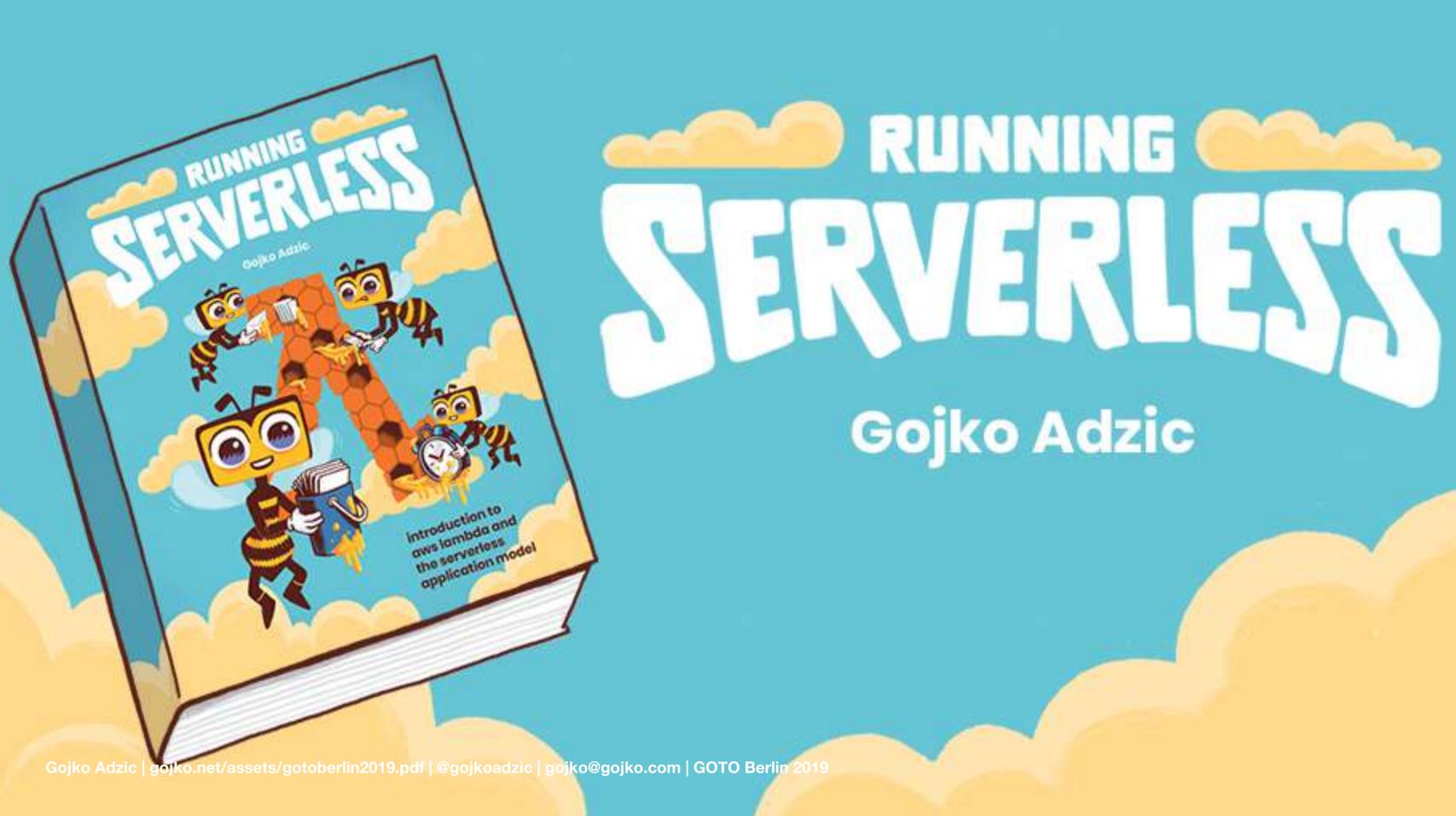
Each JavaScript file to be deployed as a Lambda function must ex handler method with the following general syntax:

```
exports.handler = function(event, context, callback) {
    // your server-side functionality
}
```

Netlify provides the event and context parameters when the fur

Serverless functions will replace webhooks

Webhakenzerstörer



https://leanpub.com/ running-serverless/c/ gotober

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