Dancing with Serverless

December 2022

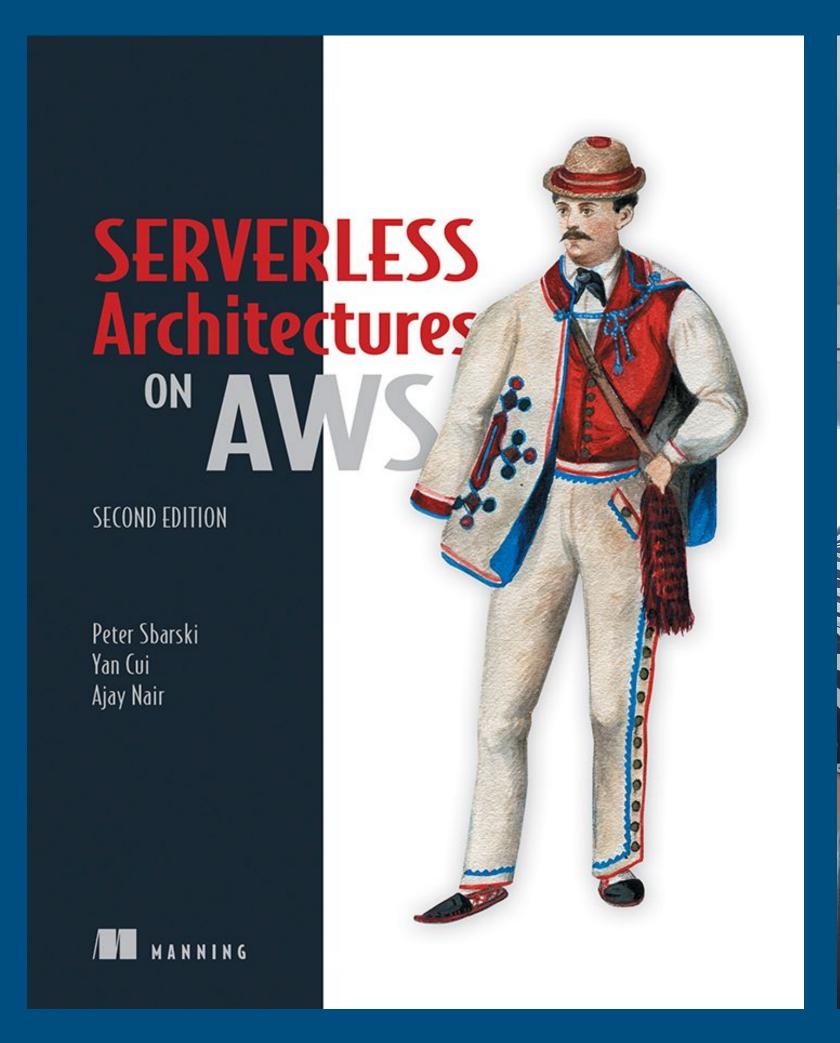


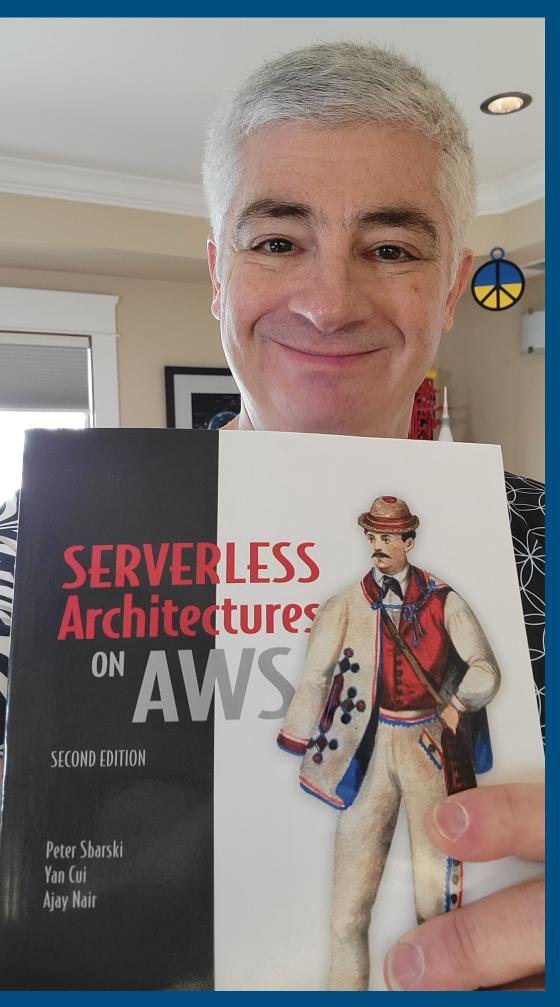
About Me



- AWS Serverless Hero
- Author of Serverless Architectures on AWS
- Organiser of the Melbourne Serverless Meetup
- Former VP Education & Research at A Cloud Guru
- Former head of Serverlessconf

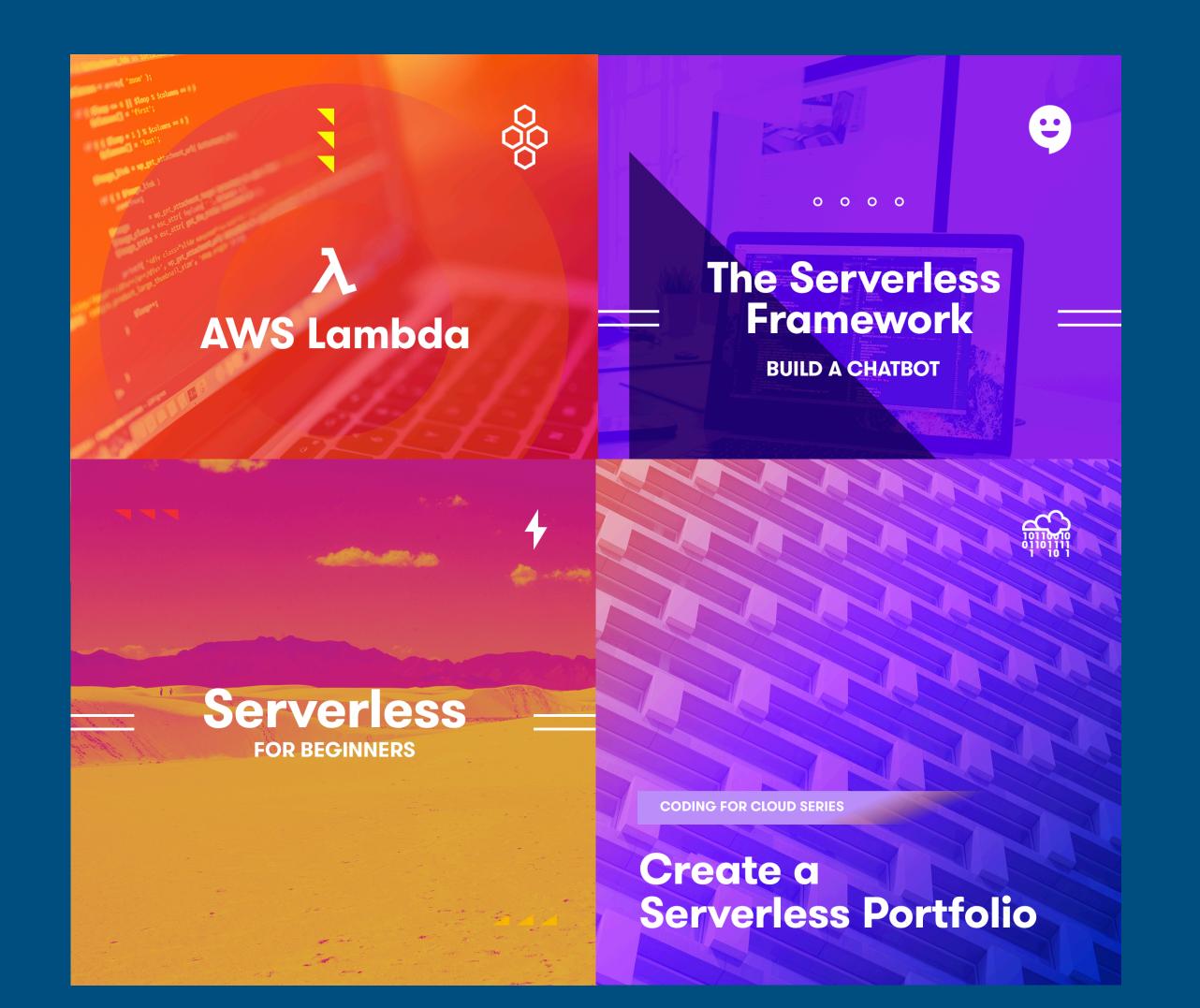
Serverless Architectures on AWS (2nd Edition)





Early Days at ACG

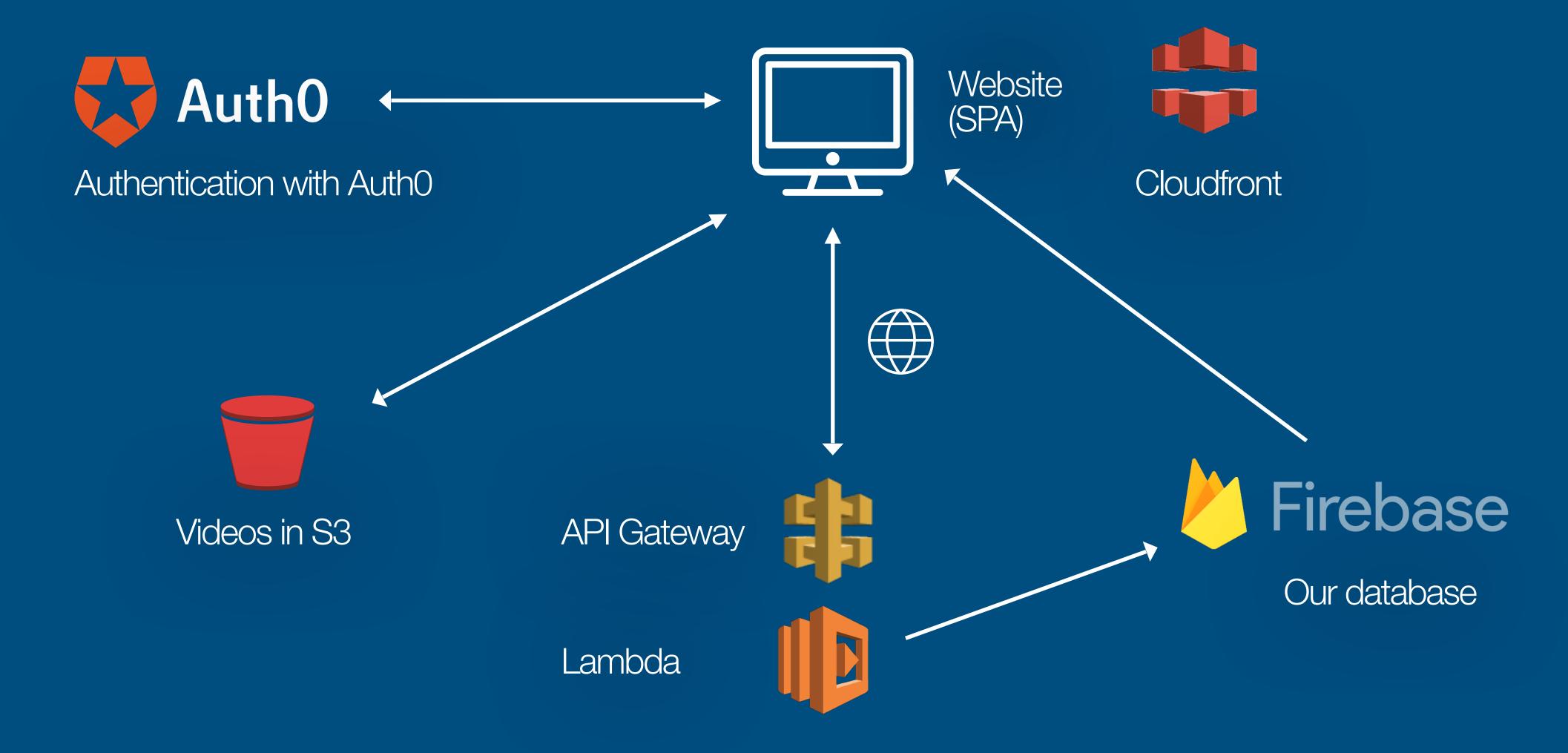
Teaching the world to cloud



Video Lessons Quiz Engine Online Store Sign Up / Login Scale Effortlessly Low Operational Overhead

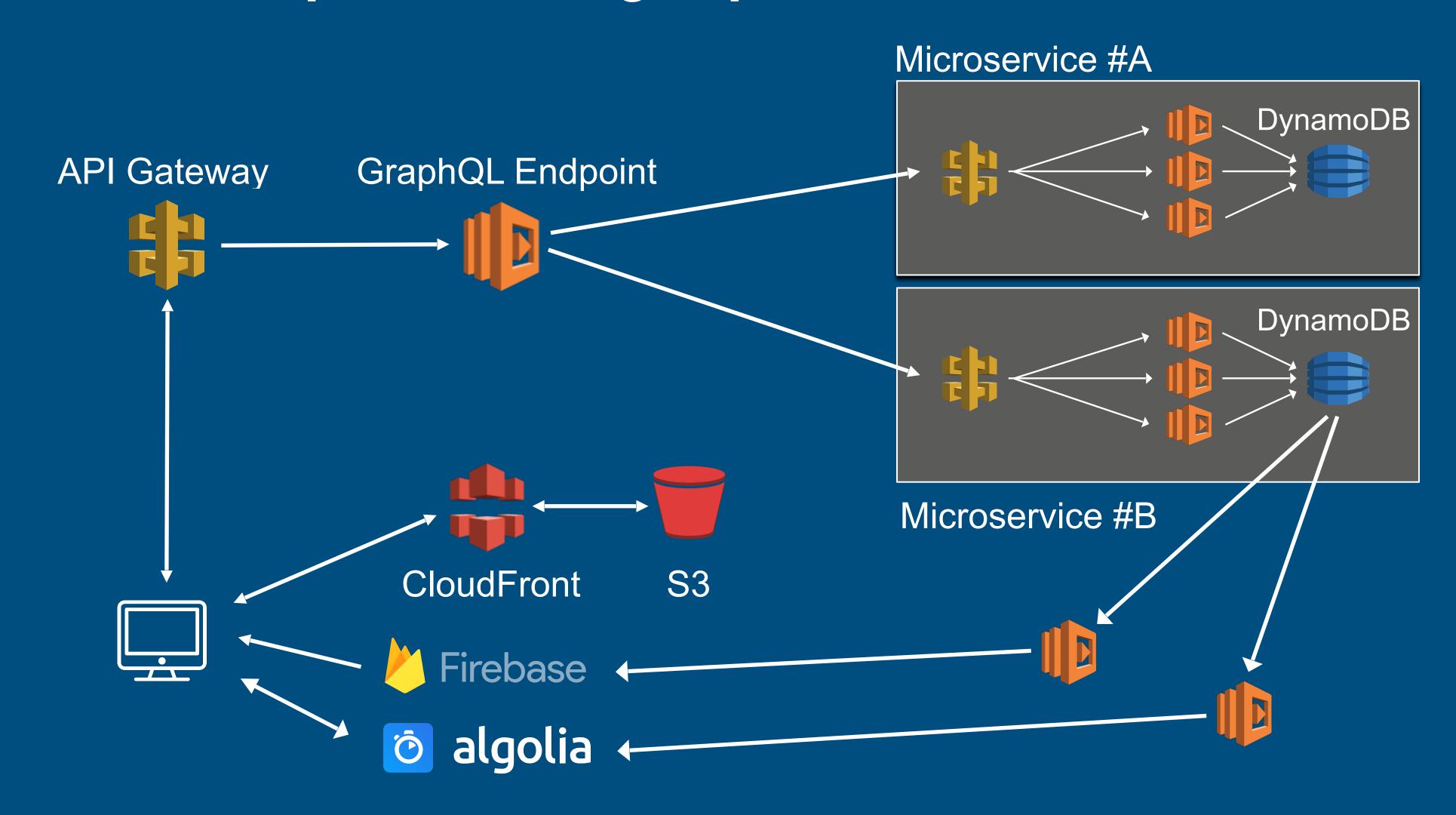
Starting up in 2015

Serverless Monolith



Evolution

Teams of developers working in parallel



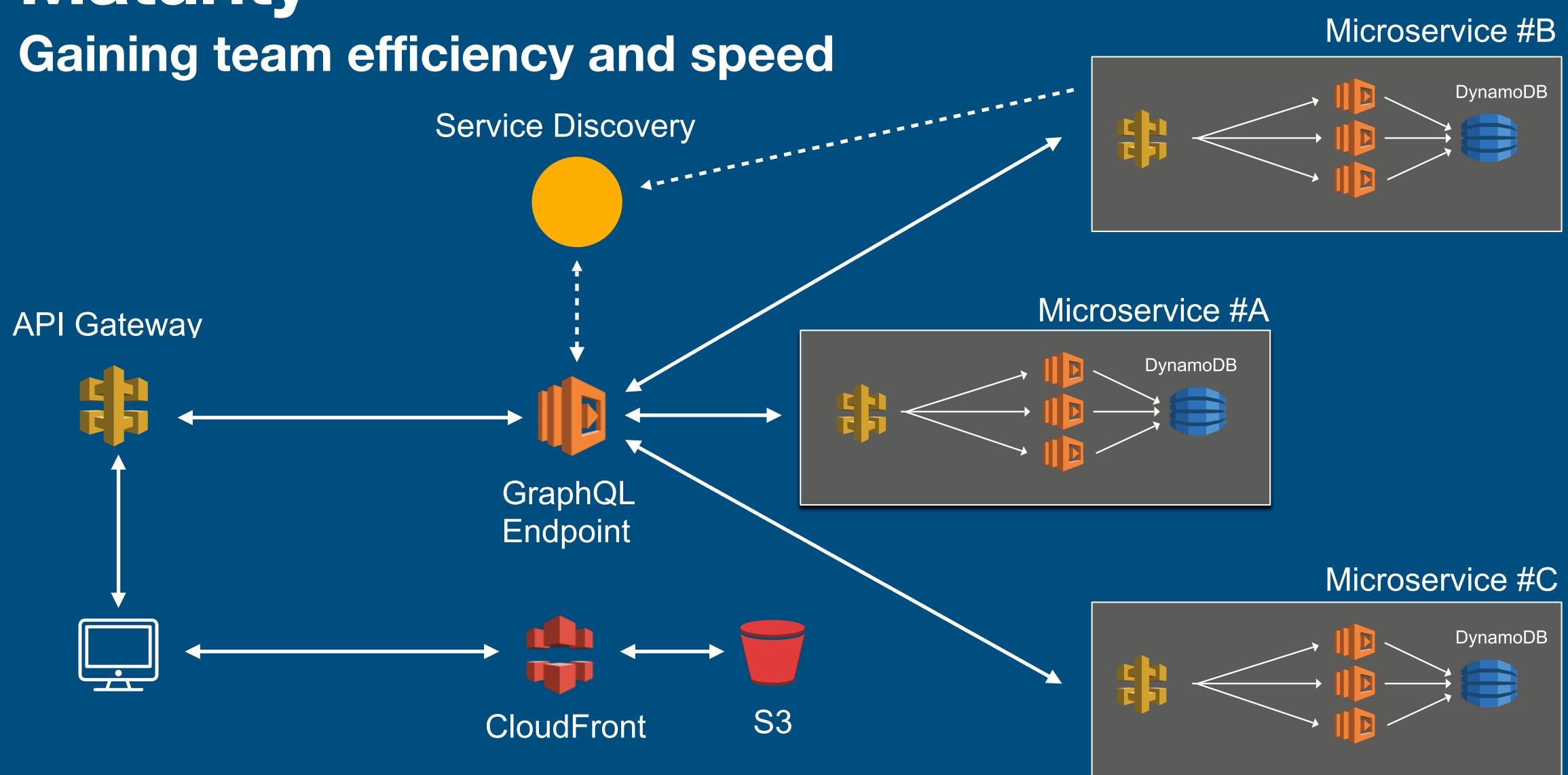
We evolved our architecture

And the costs weren't too bad either

- 289 Lambda Functions
- 19 Micro-services
- 3.68TB of data in S3
- 107m Lambda Invocations / month
- 45m API Requests / month
- 3.8+ TB of data via CloudFront per day
- 650K+ users

Service	Cost
Key Management Service	\$25.26
Simple Storage Service (S3)	\$108.23
Config	\$109.84
Elastic Transcoder	\$154.17
API Gateway	\$192.14
Developer Support	\$314.59
Redshift	\$371.50
DynamoDB	\$373.54
Lambda	\$706.49
CloudWatch	\$3,142.73
CloudFront	\$5,099.85

Maturity



Common Benefits

When things go right

- It's fast to build (shortened time to market)
- Massive scale and initially can be cheap or free
- It's operationally efficient
- It's not Kubernetes
- Large architectural pivots/changes are possible
- It's fun developers love it

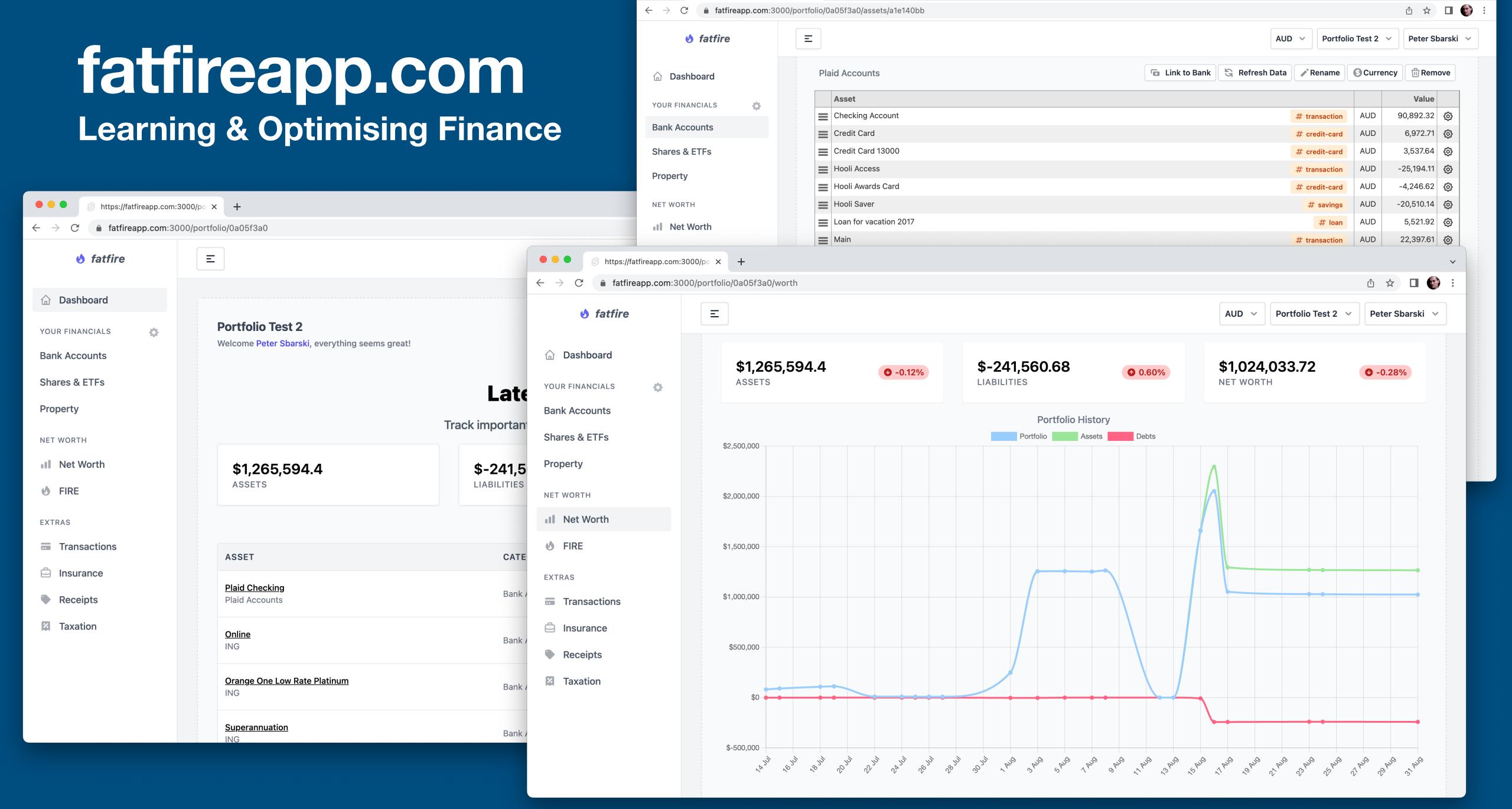
Common Complaints

Why can't things just be easy

- Hard to dev locally
- Hard to debug
- Hard to observe and monitor
- Hard or impossible to do certain things (e.g. long-running tasks)
- Lock-in is a problem. Maybe?

How I build today Back to working on my own

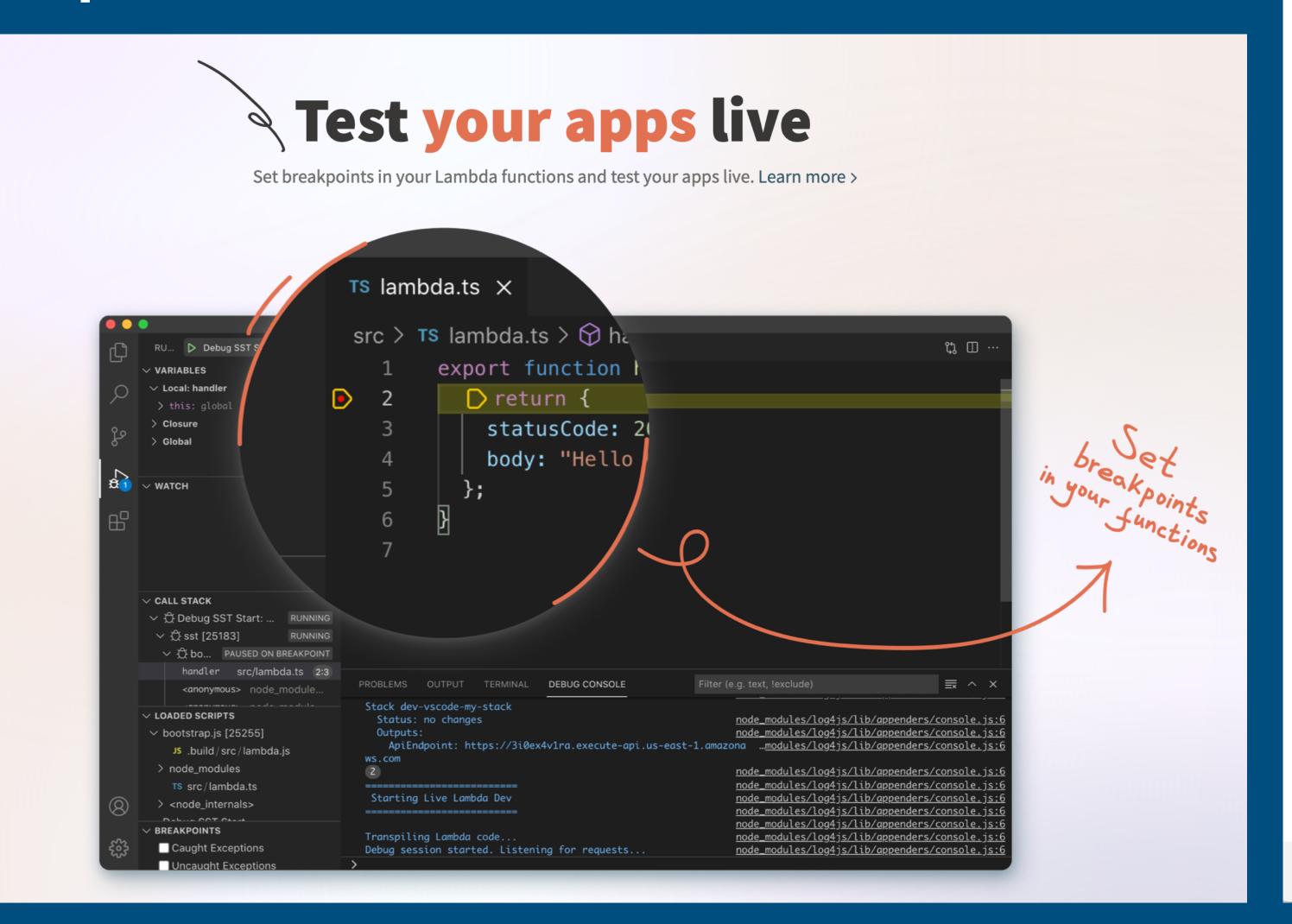
- Back to building on my own
- Serverless first approach makes technical decisions easier
- Have to be fast and reduce operational overhead to zero
- Could potentially need a lot of compute down the road
- Leverage as many AWS services as possible
- Solve local dev & debugging



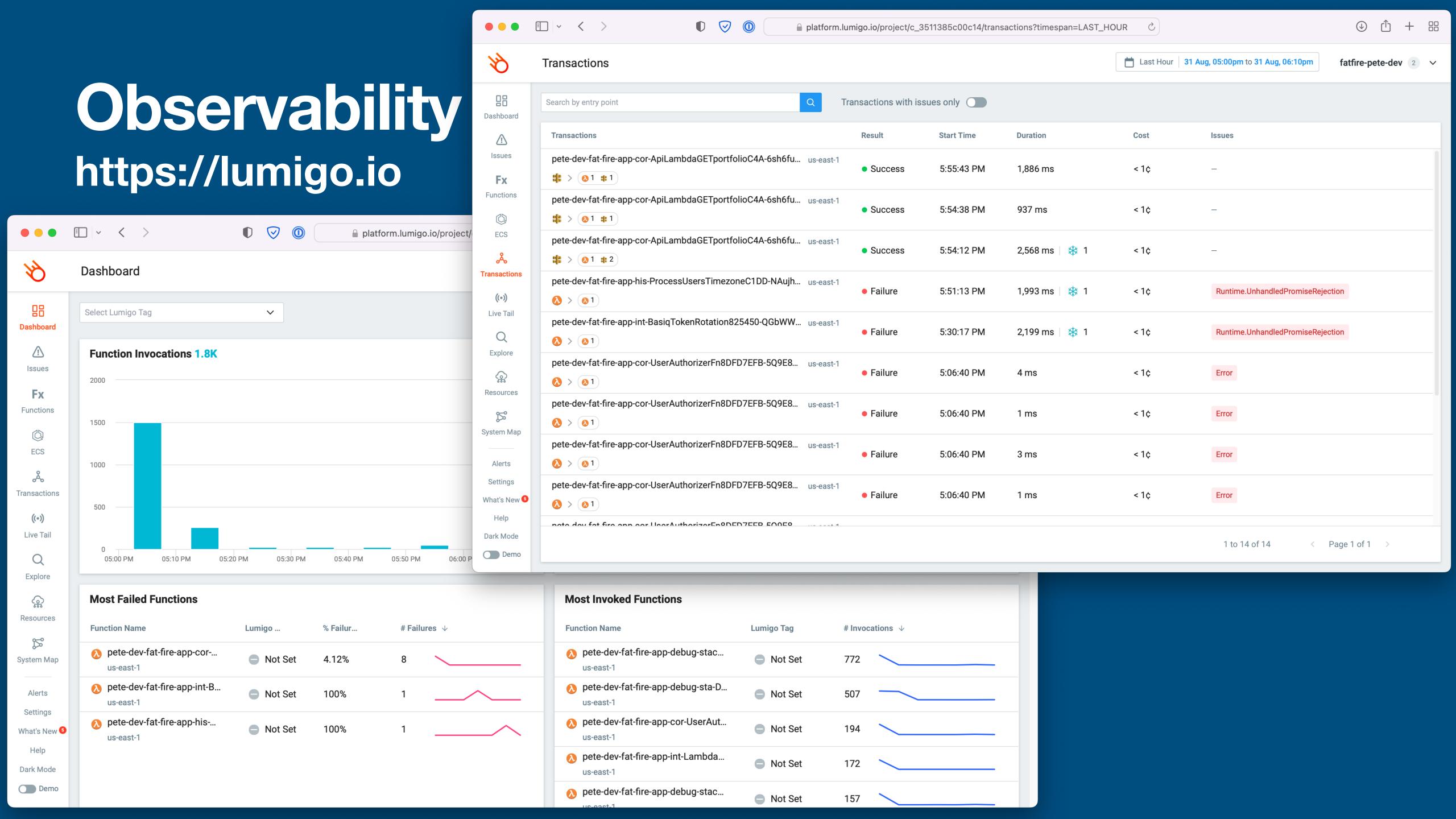
https://fatfireapp.com:3000/po × +

Serverless Stack (SST)

https://sst.dev



6 Invocations Local GET /integration/transactions Success Stacks ▶ "Request" : { ... } 8 items 06:57:37.368 06:57:37.738 Missing transactions for [] **Functions** getting cached response false API ▶ "Response" : { ... } 3 items 06:57:38.216 DynamoDB **GET /integration/transactions** Success RDS ▶ "Request" : { ... } 8 items 06:57:37.306 **Buckets** 06:57:37.736 Missing transactions for [] getting cached response false 🗯 GraphQL ▶ "Response" : { ... } 3 items 06:57:38.200 **Cognito** GET /integration/transactions Success ▶ "Request" : { ... } 8 items 06:57:37.303 Missing transactions for [] 06:57:37.738 getting cached response false ▶ "Response" : { ... } 3 items 06:57:38.215 Success GET /integration/transactions ▶ "Request" : { ... } 8 items 06:57:37.300 Missing transactions for [] 06:57:37.737 getting cached response false pete-dev ▶ "Response" : { . . . } 3 items 06:57:38.216



Fatfire Architecture









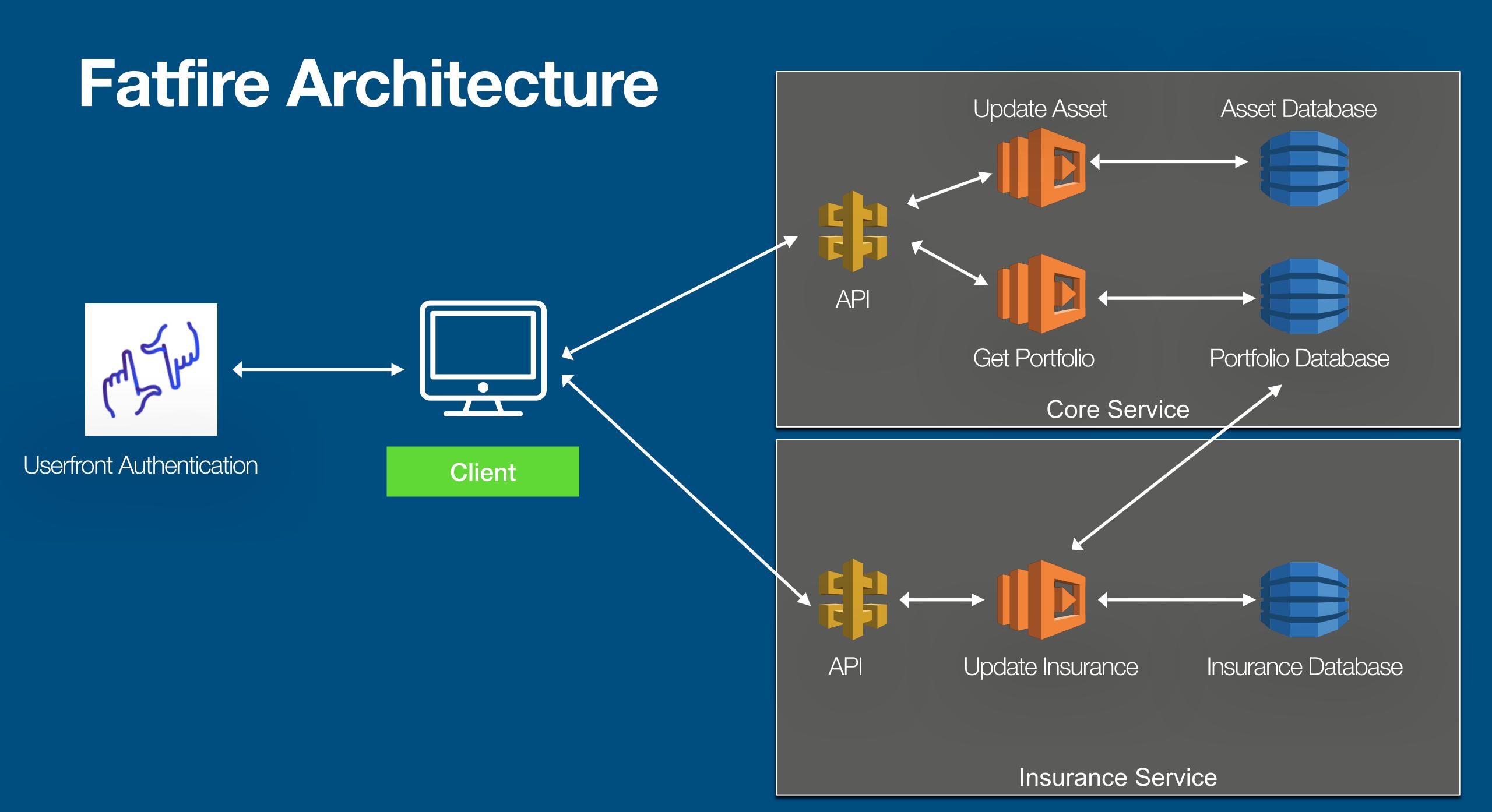


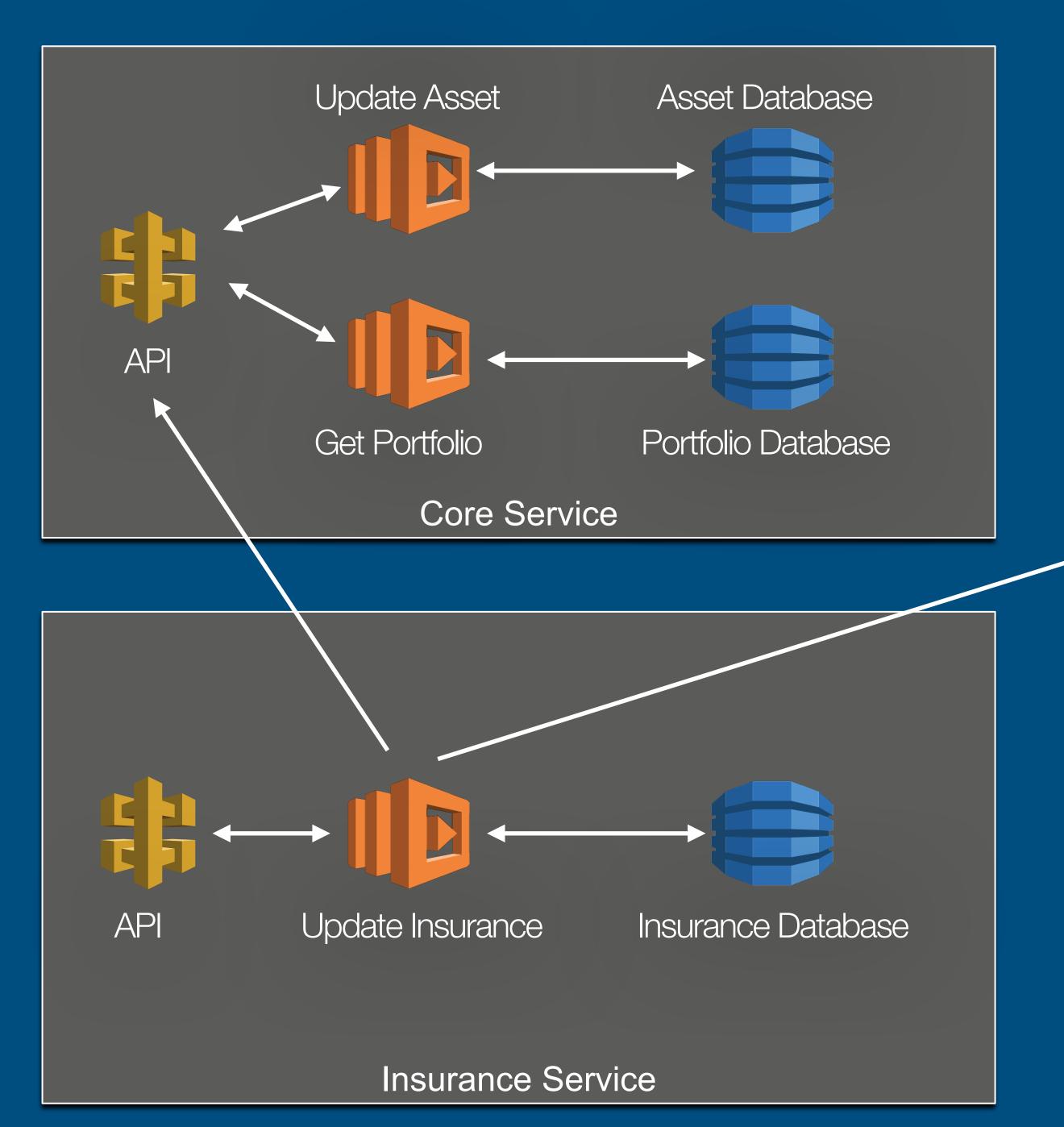


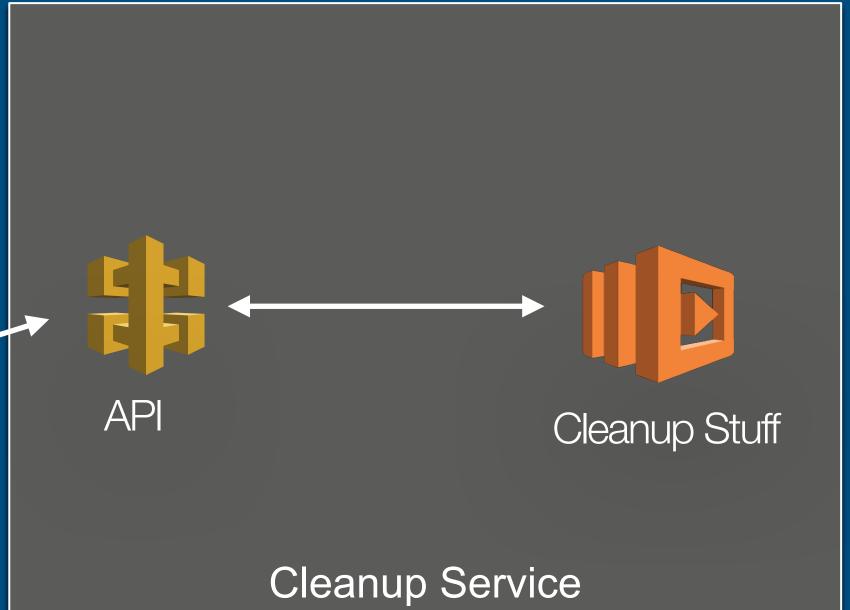


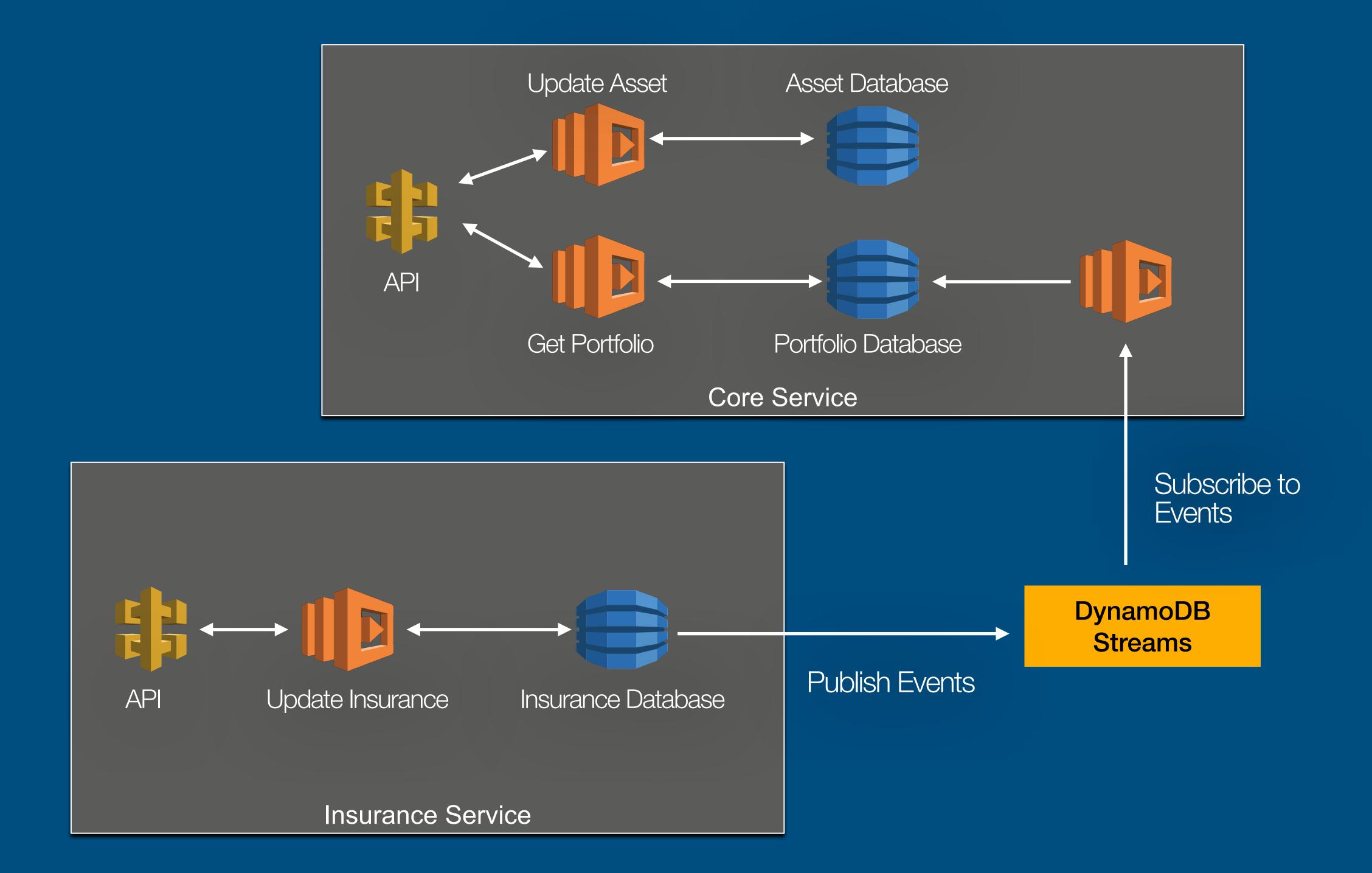




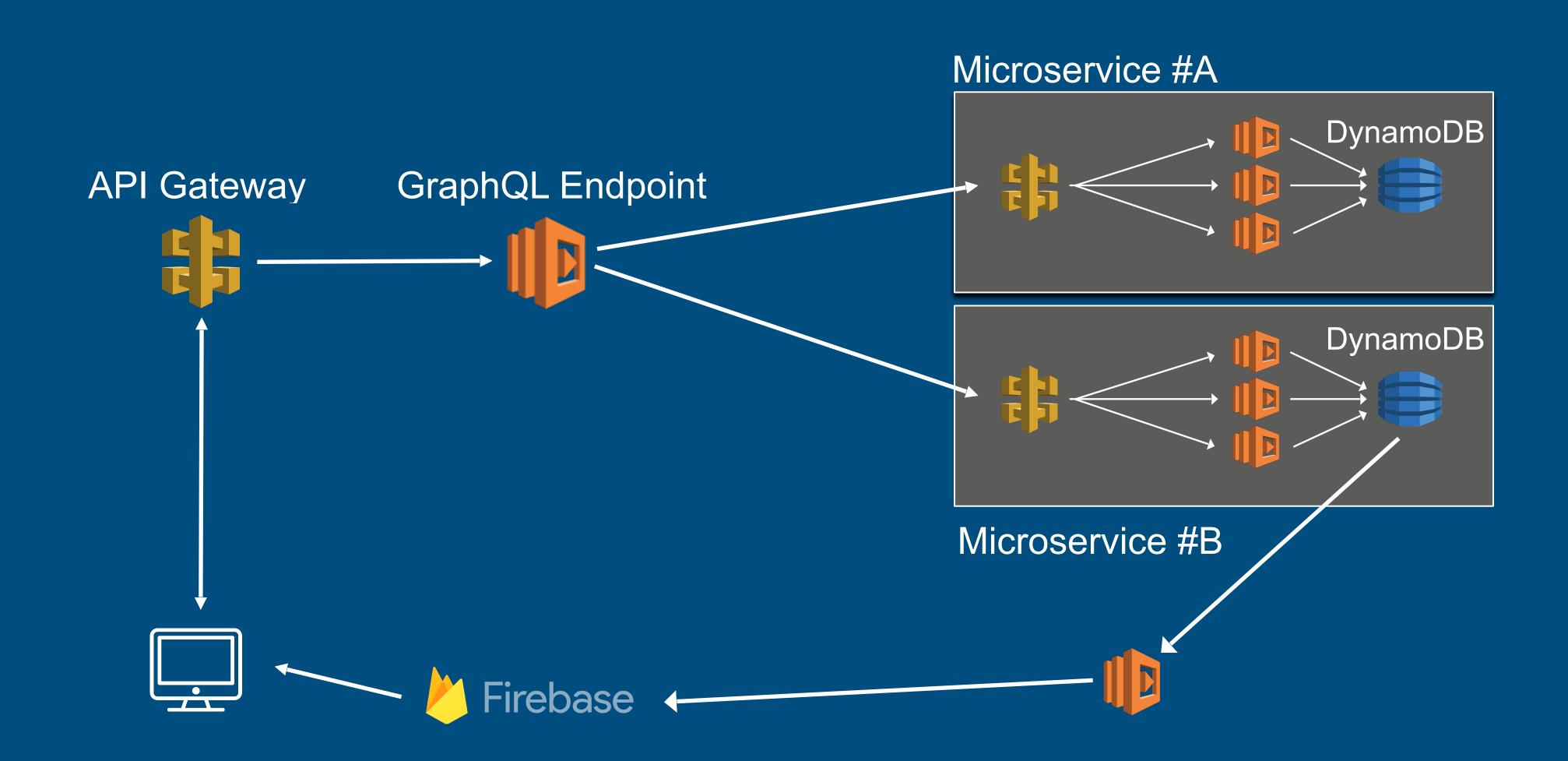


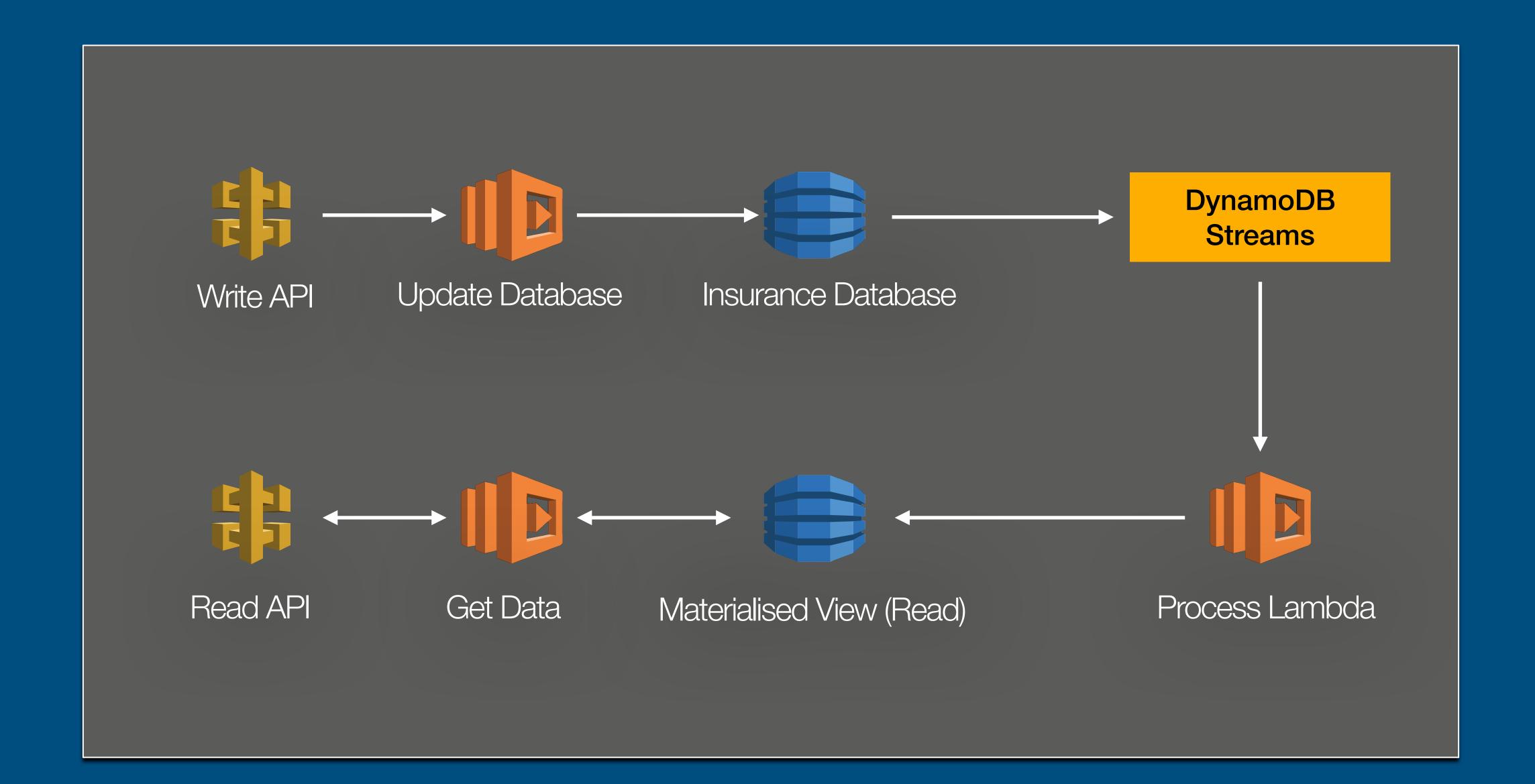






Remember this architecture?





Web Sockets With API Gateway

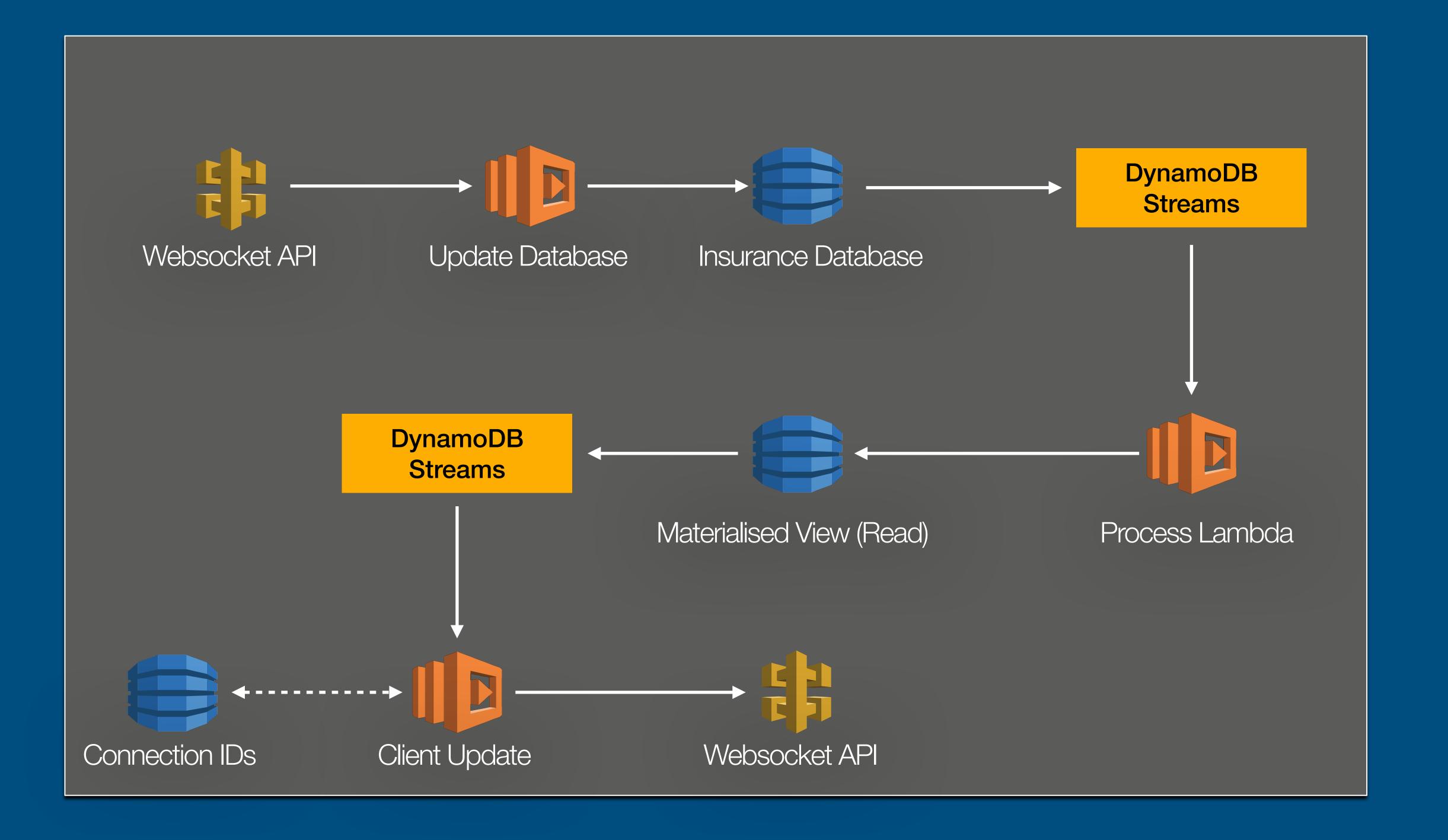
Connect with a websocket

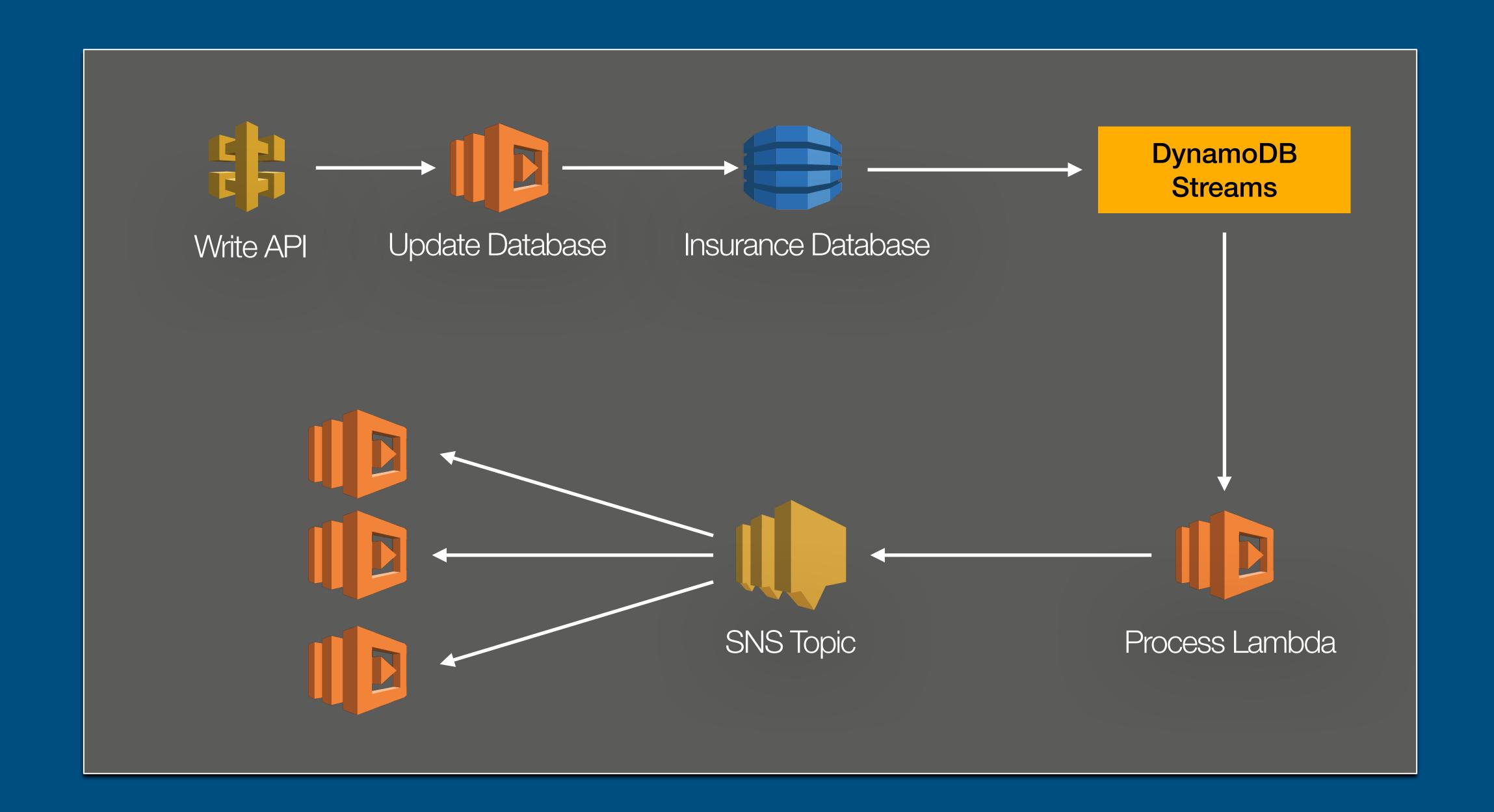
Store caller information in Dynamo

Receive connection ID and information about the caller



Invoke a callback URL with the appropriate connection ID

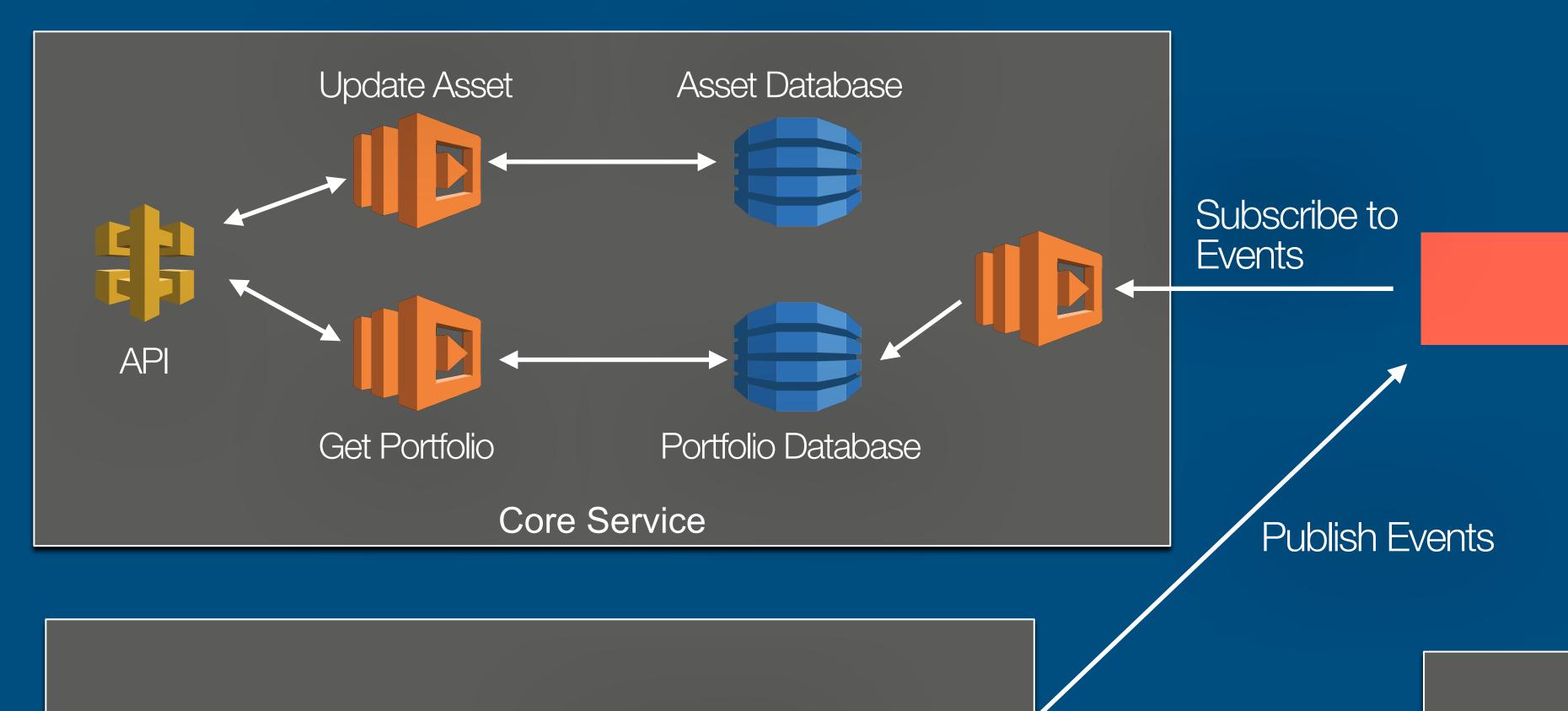


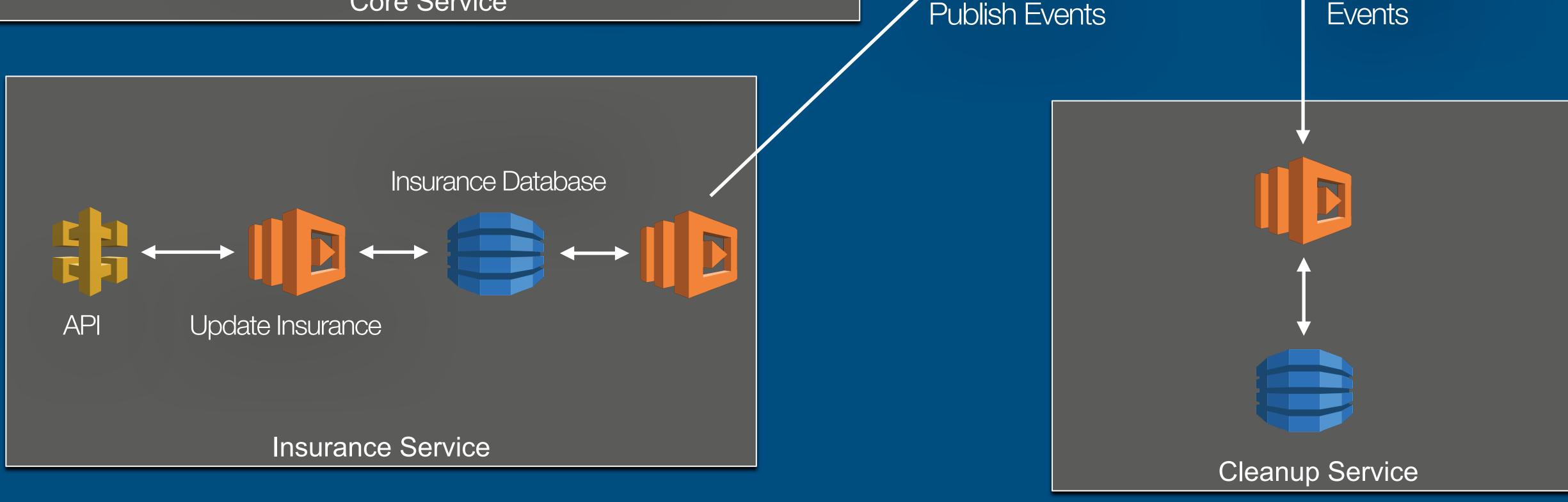


Mullet Architecture

With thanks to Tim Wagner





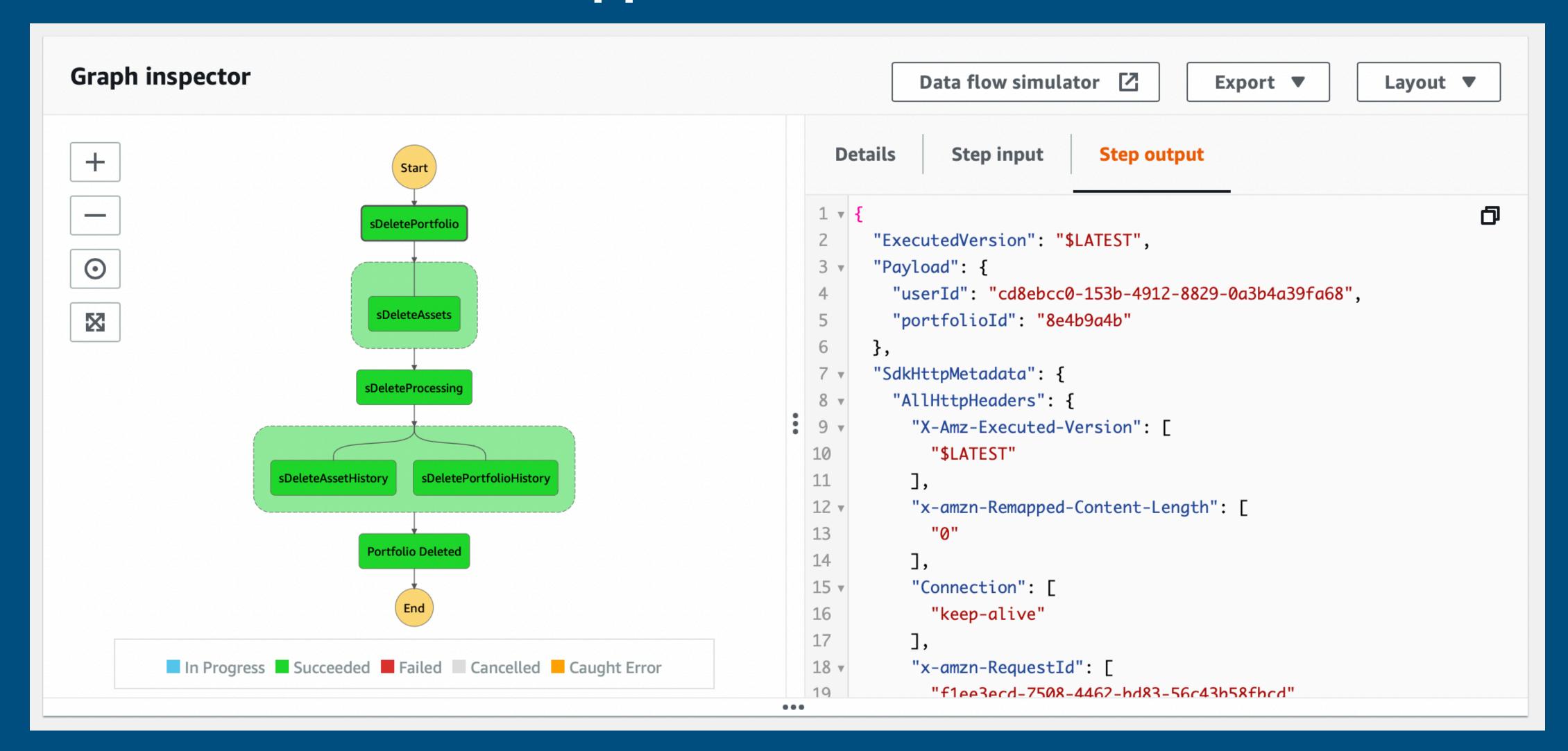


EventBridge

Subscribe to

Step Functions

Coordinate Distributed Applications

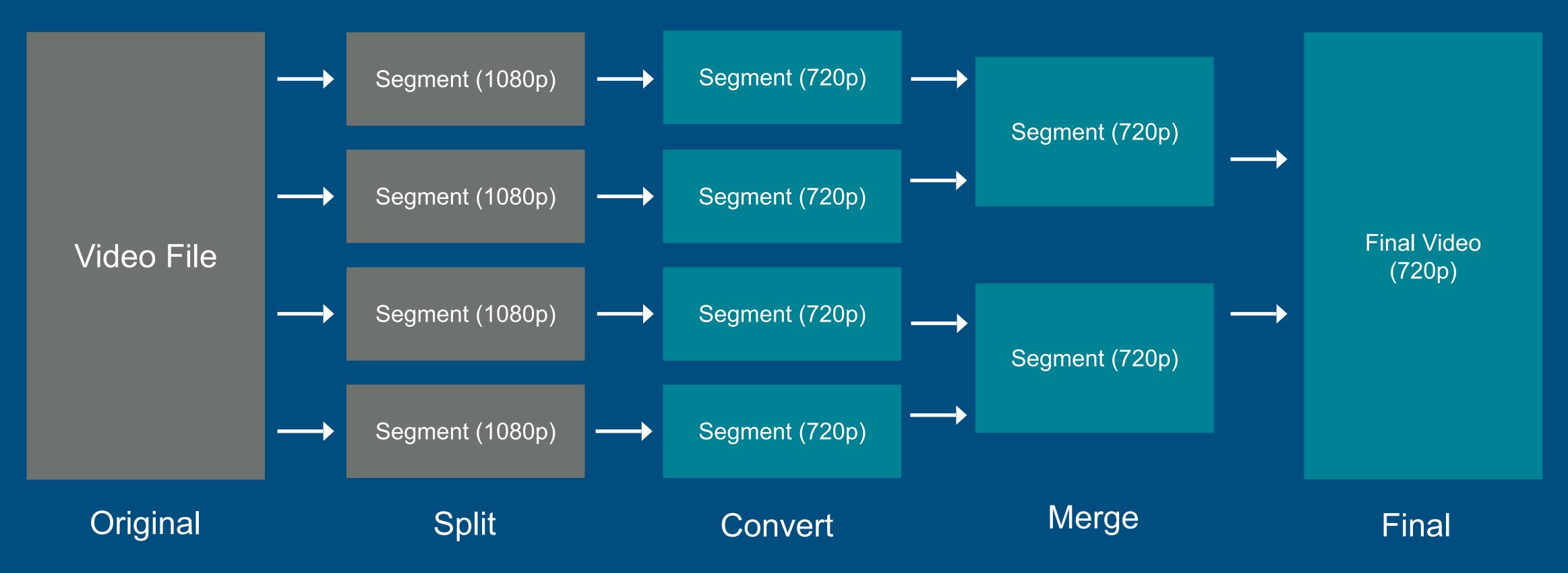


Parallel Architecture

Dealing with unexpected problems

- Take a complex problem and solve it with Lambda by applying techniques like MapReduce & Parallelisation
- Can you transcode (i.e. encode) a large video file with a Serverless-only approach?

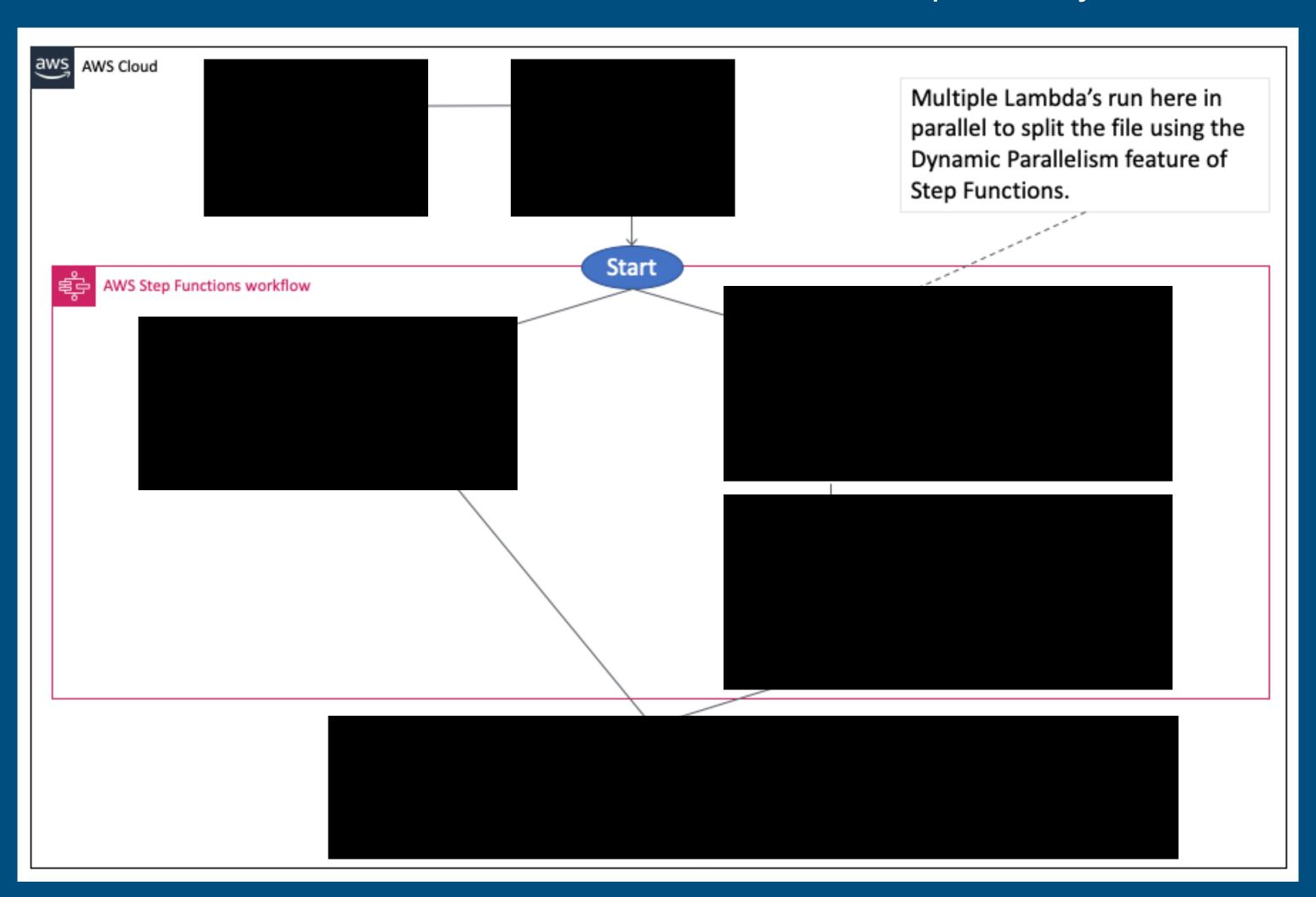
Divide and conquer Using the Lambda supercomputer



Read more: https://bit.ly/3wJOdvQ

Parallel Computing with Lambda & Step Functions

Read more: https://bit.ly/3wJOdvQ



Serverless Video Transcoder

Parallel and conquer

	Serverless	Traditional	MacBook Pro
	Lambda	EC2 (t2.large)	16GB 3.5GHz i7
34MB MP4 (00:43, 1920×1080)	11 seconds	32 seconds	18 seconds
77MB MP4 (6:49, 2048×1152)	26 seconds	144 seconds	78 seconds
100MB MP4 (59:56, 1280×720)	86 seconds	1073 seconds	592 seconds
350MB MP4 (07:45, 2560×1440)	35 seconds	432 seconds	224 seconds
420MB MKV (01:02, 3840 x 1606)	112 seconds	157 seconds	101 seconds
1GB MKV (57:57, 1280 x 718)	185 seconds	4320 seconds	2367 seconds

Read more: https://bit.ly/3wJOdvQ

Common Complaints

Why can't things just be easy

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- Lock-in is a problem ?

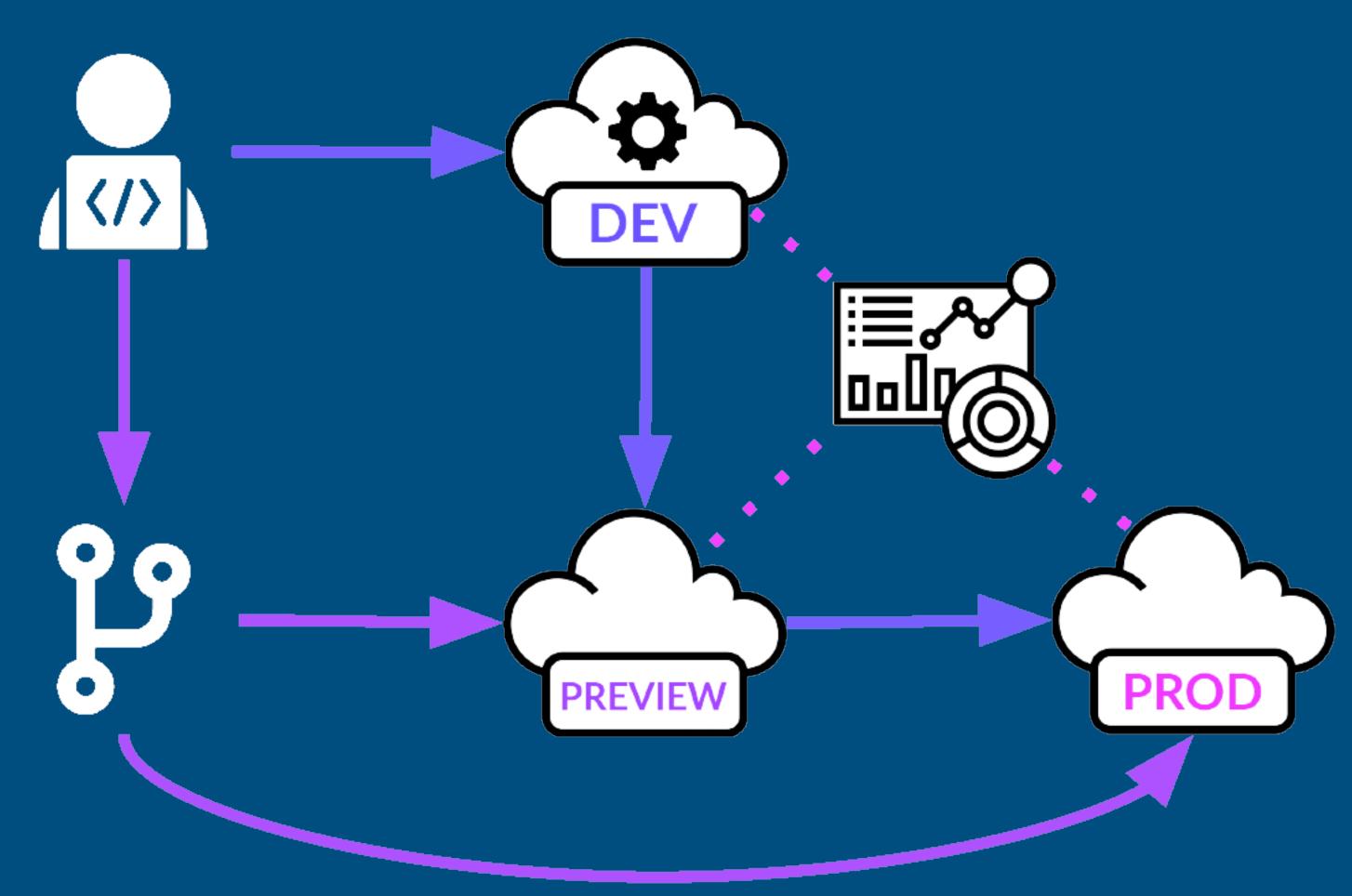
Modern Applications Some lessons were learnt

- Security/compliance first
- Use microservices
- Serverless where possible
- CI/CD
- Monitor, monitor, monitor!
- https://youtu.be/IPOvrK3S3gQ

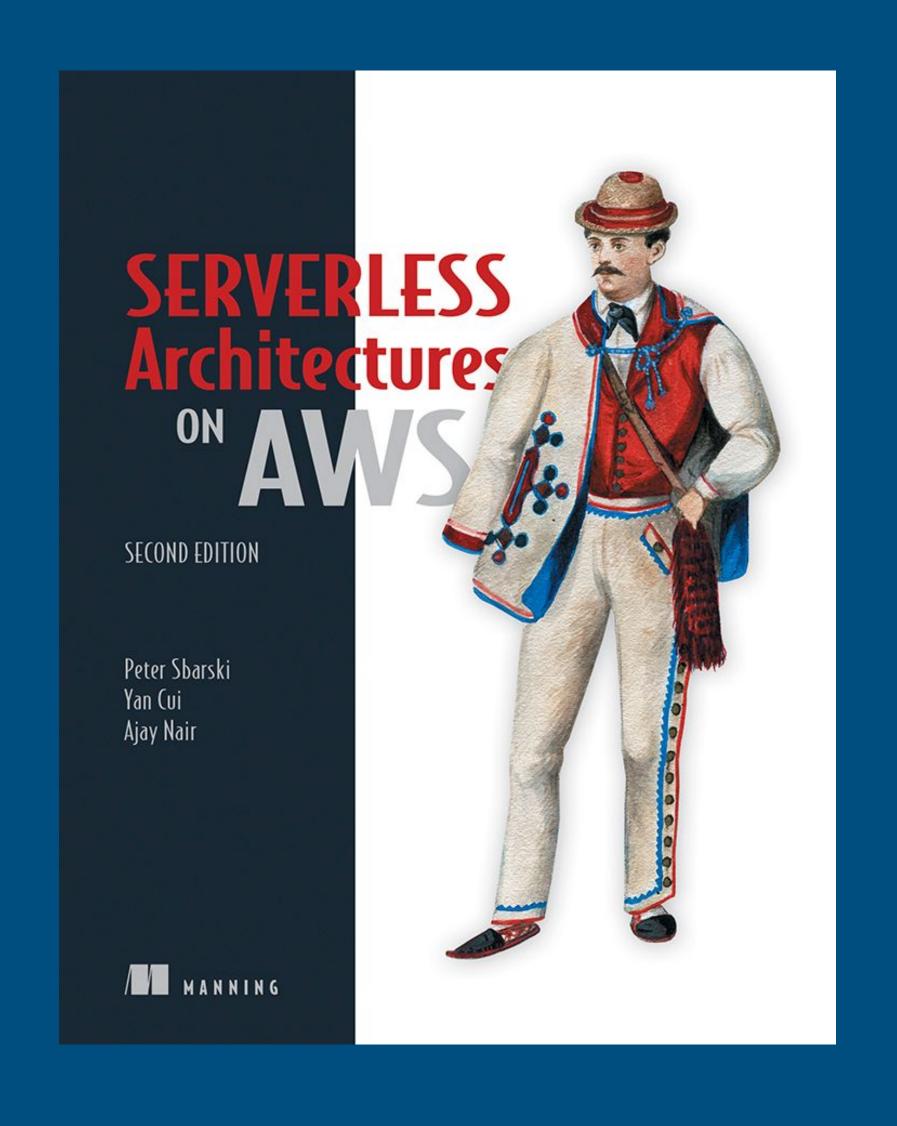
- Serverless monoliths can be OK!
- Automation is a must
- Think through your testing strategy
- Experimentation and architectural changes are easier
- Serverless (& services) > containers

Ampt https://getampt.com





Thank you



Fatfire: https://fatfireapp.com

Ampt: https://getampt.com

Serverless Architectures on AWS:

https://www.manning.com/books/serverless-architectures-on-aws-second-edition

The Value Flywheel Effect:

https://itrevolution.com/product/the-value-flywheel-effect/