



# **Serverless computing**

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2022 - 2023

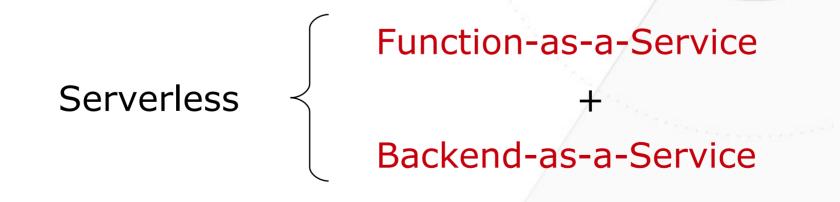
CSC5004 — CLOUD COMPUTING ARCHITECTURES

# Actually, containers are hard

- An environment is required
  - Overhead of building containers and pods
- A management layer is required
  - Overhead of configuring service availability
- Backends are required
  - Overhead of management of non-core features
    - Database servers, monitoring...
  - Always running servers
    - Can scale down to 0, but then latency overhead on next request

### Introducing: serverless

- Real cloud-native applications: only provide code for the business core features
- All management and execution provided by the cloud platform
  - From execution environment to service availability



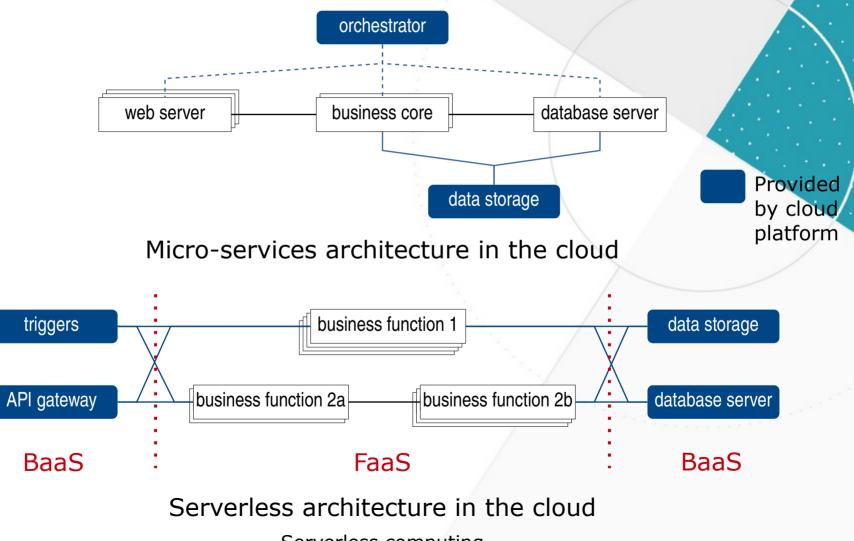
## **Backend-as-a-Service**

- Common backend components in application architectures
  - Database servers, message queues, (object) storage.
- Better served by the cloud provider
  - Mutualized, no overhead for the user, available
  - Provides an ecosystem of components
    - Beware vendor lock-in!
- Elasticity requirement: scale quickly, up and down to zero, with the FaaS workload

#### Function-as-a-Service

- Run backend code without long-lived servers
  - Execution environments are spawned on-demand
  - All managed by the cloud platform
- The unit of execution is a code block: the function
  - Applications are mostly event-driven
  - Parallelism at the cloud function level
  - Technically, also concurrency inside the cloud function
- Central feature of serverless

# **Comparison with micro-services**



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# **Benefits of FaaS**

- Elasticity: granularity of the request handler
  - Quick scaling, down to zero
- Deployment: just write code and upload
  - Quick experimentation, update
- Cost: pay only the compute time you need
  - No request = no function running = no resource
    = no cost

- Roughly: Cost = Compute Time x Reserved Memory

# Demo: Apache OpenWhisk

- Create new function
- Manually invoke function
- Use API gateway
- Use triggers
- Warm and cold starts



# FaaS application architecture

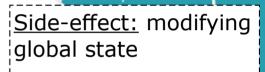
 Extract-Transform-Load (ETL) paradigm: get data, process data, output data



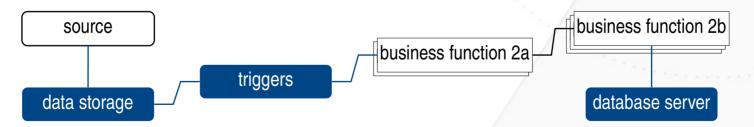
Transform

Load

- Event-driven
  - Execution when a request arrives or a trigger is fired
- Stateless functions: no side-effects
  - Use BaaS services to store business data
  - Rely on API gateway or client to keep request state



In the cloud: modifying the DB, touching storage... while processing data



Example of the Extract-Transform-Load paradigm in Serverless

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# FaaS application architecture

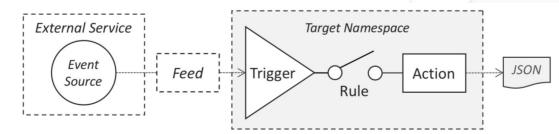
 Extract-Transform-Load (ETL) paradigm: get data, process data, output data

Extract

Transform

Load

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<u>Side-effect:</u> modifying global state

<u>In the cloud:</u> modifying the DB, touching storage... while processing data

Programming model of Apache OpenWhisk

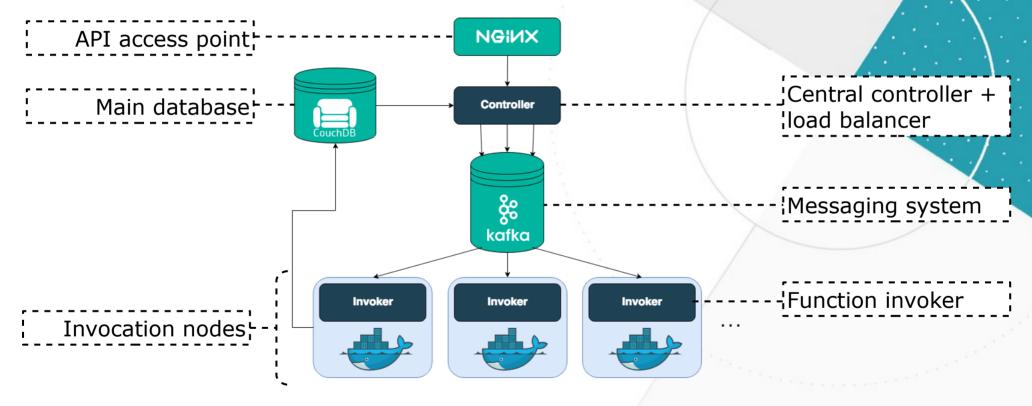


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# FaaS application architecture

- Platform-level parallelism
  - No need for multi-process management
- Chains and graphs of function dependencies
  - Chain function calls to implement more complex features while keeping fine granularity
  - Higher-level chaining: dependency graph (MapReduce...)
- In practice: collection of code pieces + platform-level configuration
  - Provided environments: NodeJS, Python, Java
  - Custom environments (Docker images)
  - Opaque binary executables

# **Internals of Apache OpenWhisk**



Architecture of Apache OpenWhisk

Internals: function invocation

0)(after authentication and other tasks).

- 1)Spawn new Docker container with runtime
- 2)Inject action code
- 3)Execute action with parameters
- 4)Retrieve result
- 5) Destroy Docker container

OPTIMIZE

#### Function container management

- Very slow (for serving request) to spin up new container
  - Around 400ms
- Reuse existing containers!
  - Functions are stateless
- Cold starts and warm starts
  - No runtime container available: cold start
  - Available runtime container: warm start
- Smart management of container pool
  - Pool of pre-warmed containers
  - Trade-off between occupied resources and execution latency
    - Containers kept warm use resources but are not billed to the user!

40 times faster!

# Limits of serverless

- Latency: cold starts
- Compatibility with serverful applications
  - What about stateful applications? (no local state)
  - What about massively parallel applications?
    - Isolation between functions: MPI is hard
  - FaaS is not fit for long-running computations
    - Will cost more while being less efficient
- Fresh, active area of research!

# Serverless computing

- Function-as-a-Service for core business code and features
- Backend-as-a-Service to provide architectural services
- Most cloud-native paradigm
  - Fine-grained, elastic, pay-as-you-go
- Not suited to all applications

- Yet?