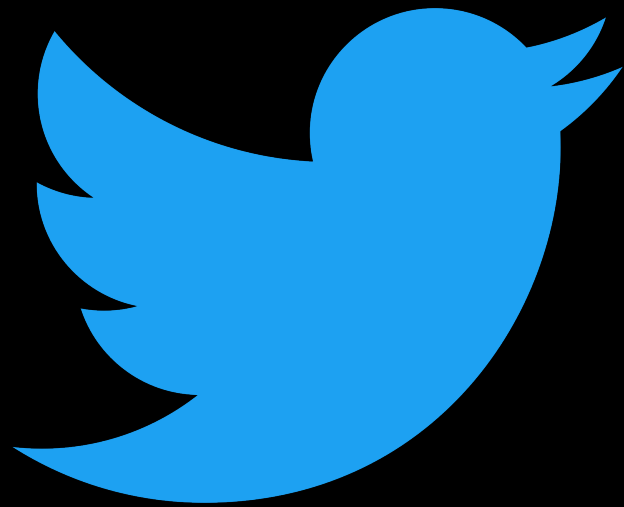


Evitando el *cosplay*
en el diseño de
software

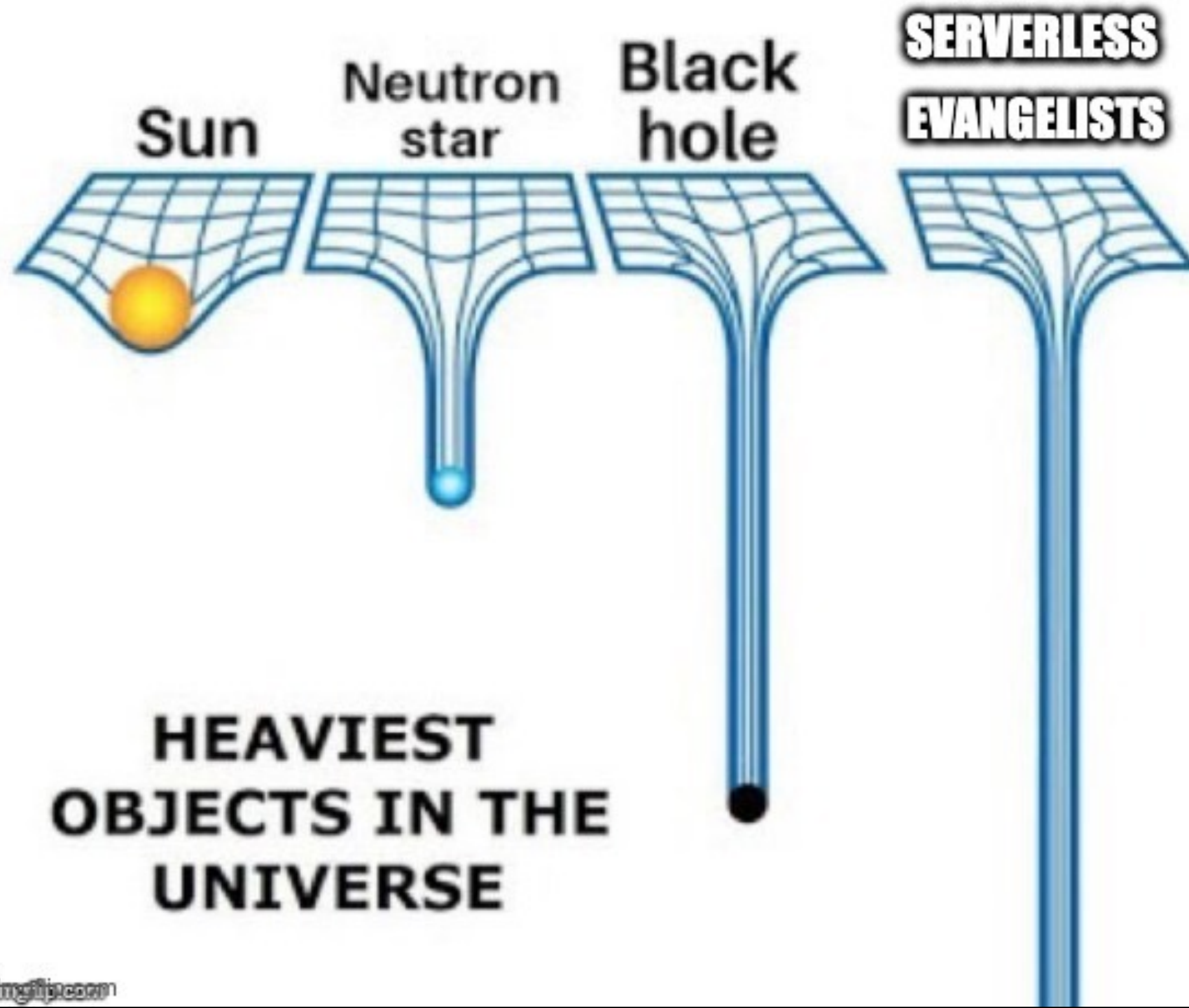
Pablo Bermejo



Distinguished Software Architect
@DXCSpain



@peibolsang



Building Software Platforms

A Guide to SaaS Transition with AWS

Pablo Bermejo

With foreword by Bill Ohnemus

With foreword by Bill Ohnemus
Pablo Bermejo

leanpub.com/software-platforms



ME

**A TECHNICAL
CHALLENGE AT WORK**



you

Parte 1

Estrategia y dirección tecnológica

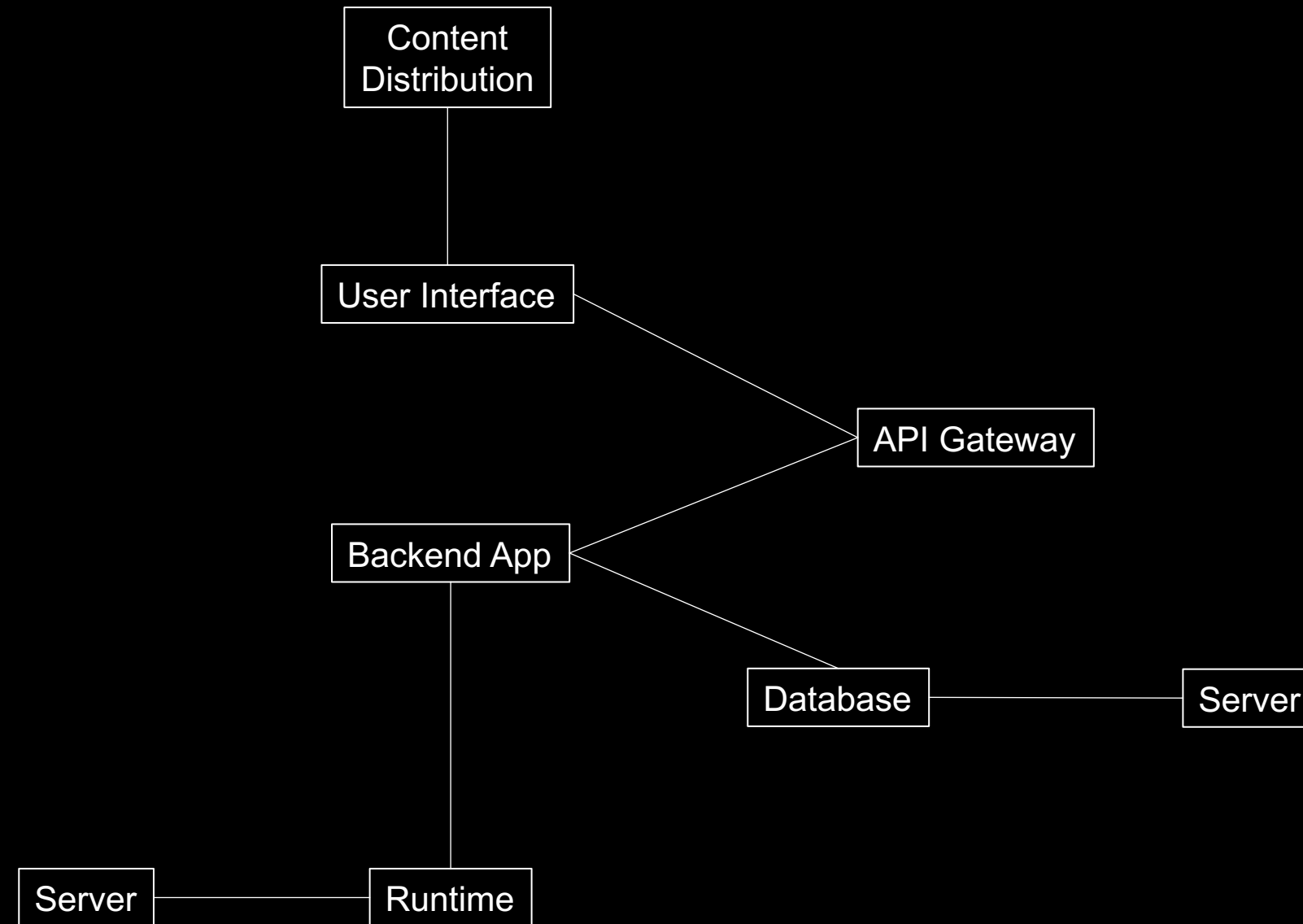
**¿Qué usamos
para saber dónde
tenemos que ir?**



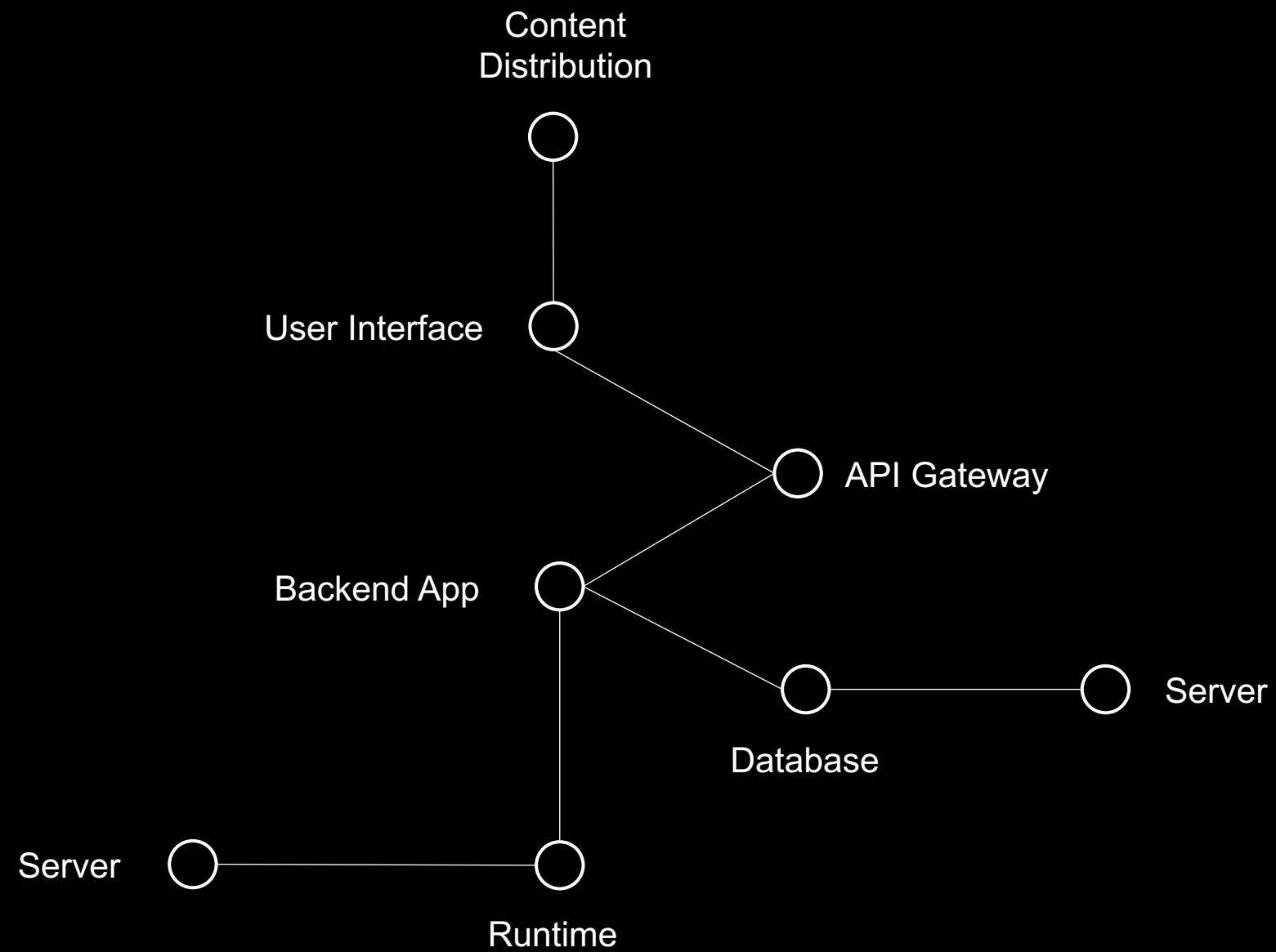
Mapas de Wardley



DIAGRAM



DIAGRAM





¿Es un mapa?

DIAGRAM



No! ✖

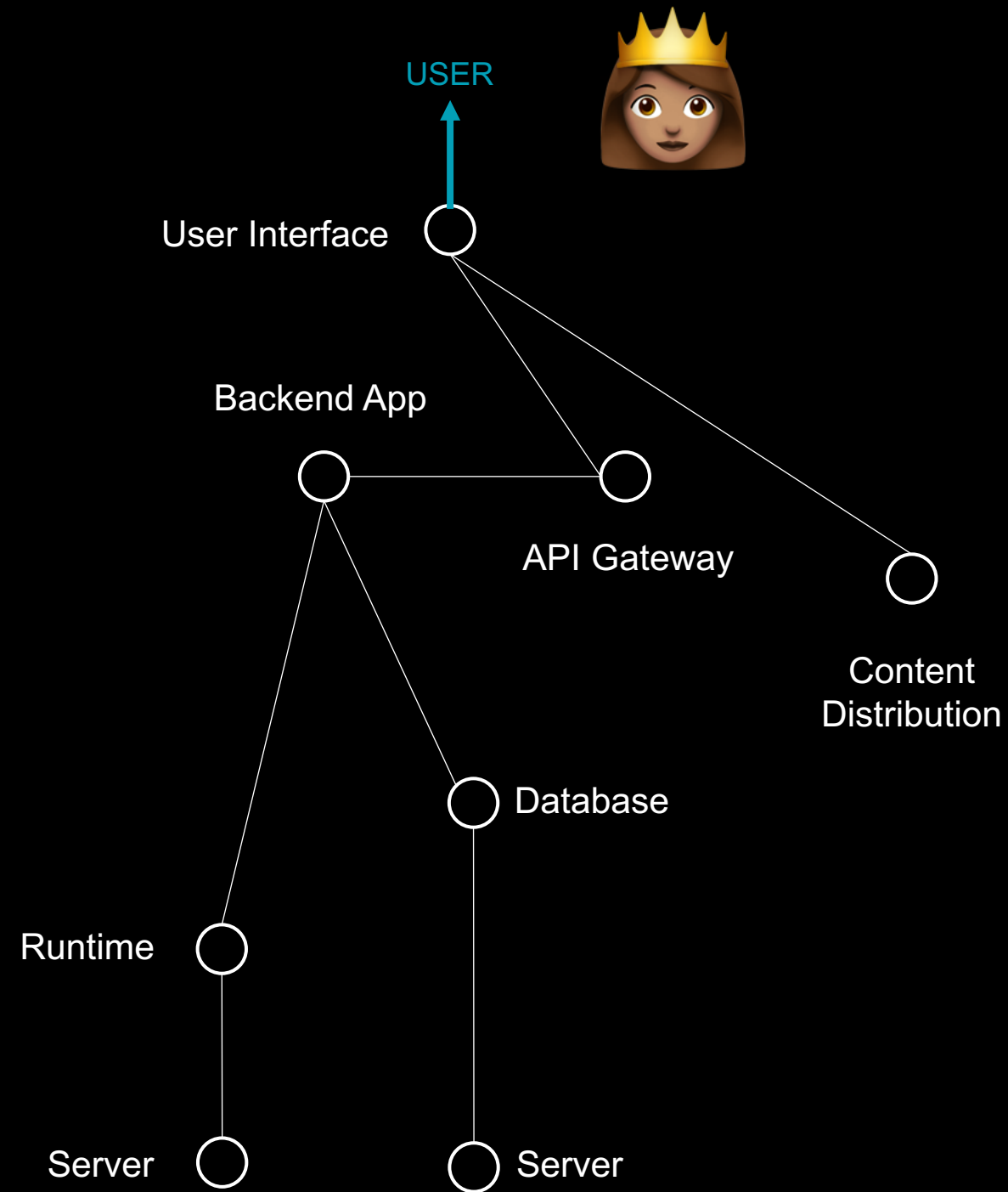
**Nos falta saber
nuestra posición con
respecto al norte**

¿Cuál
es el norte?

DIAGRAM

+ position

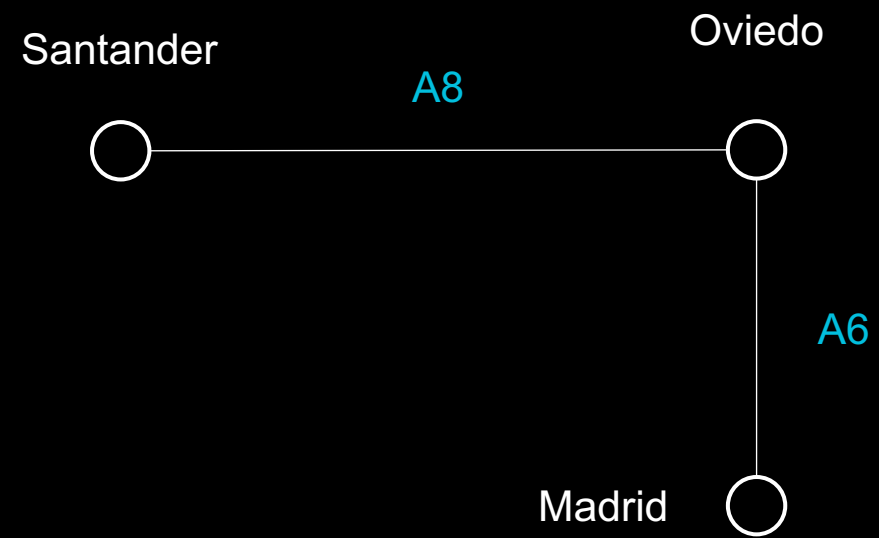
VISIBLE
↑
VALUE CHAIN
↓
INVISIBLE





**Y ahora,
¿es un mapa?**

DIAGRAM

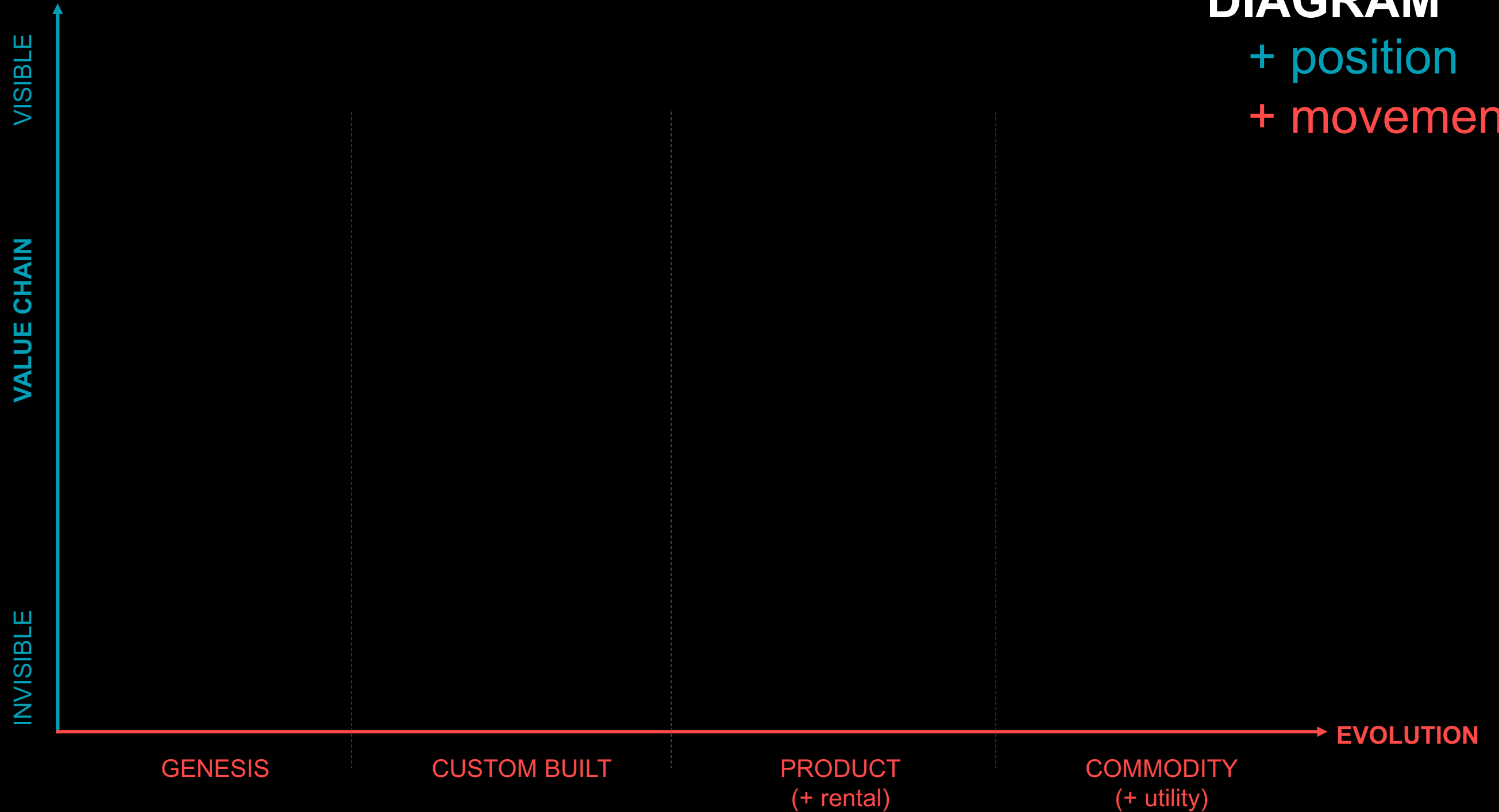


No! 🙅

Nos falta determinar
el movimiento para
saber la **dirección**

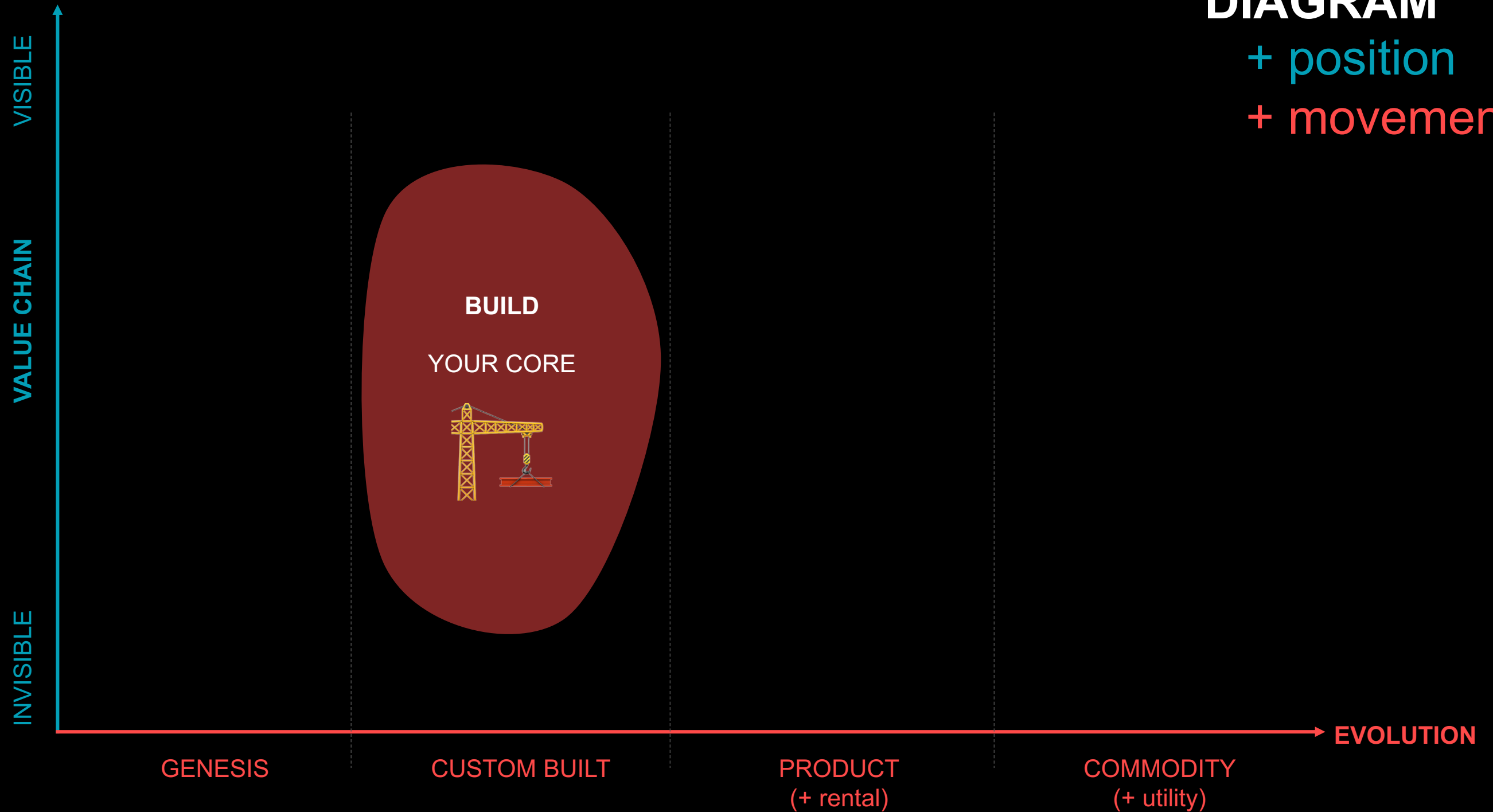
DIAGRAM

- + position
- + movement



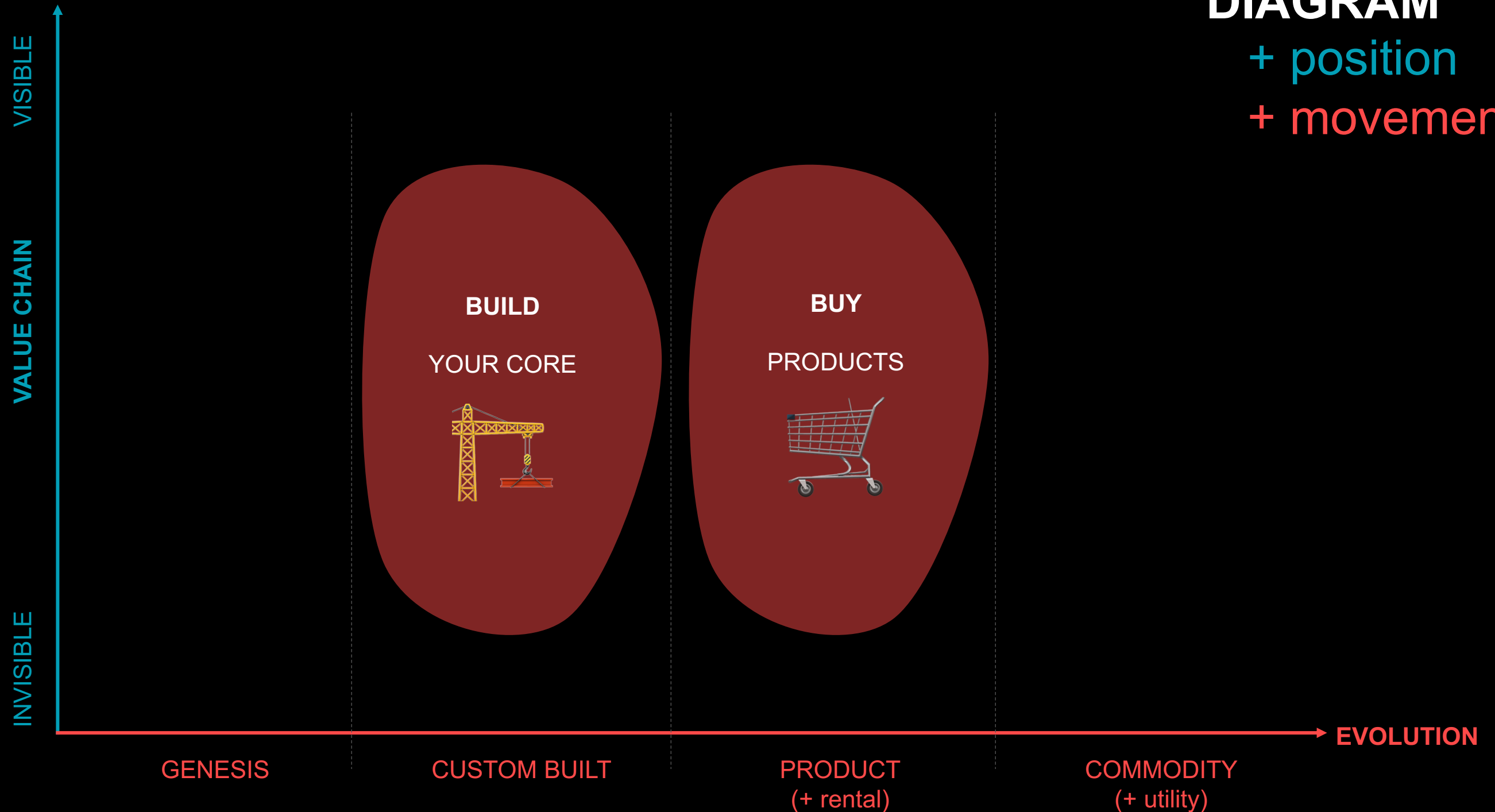
DIAGRAM

- + position
- + movement



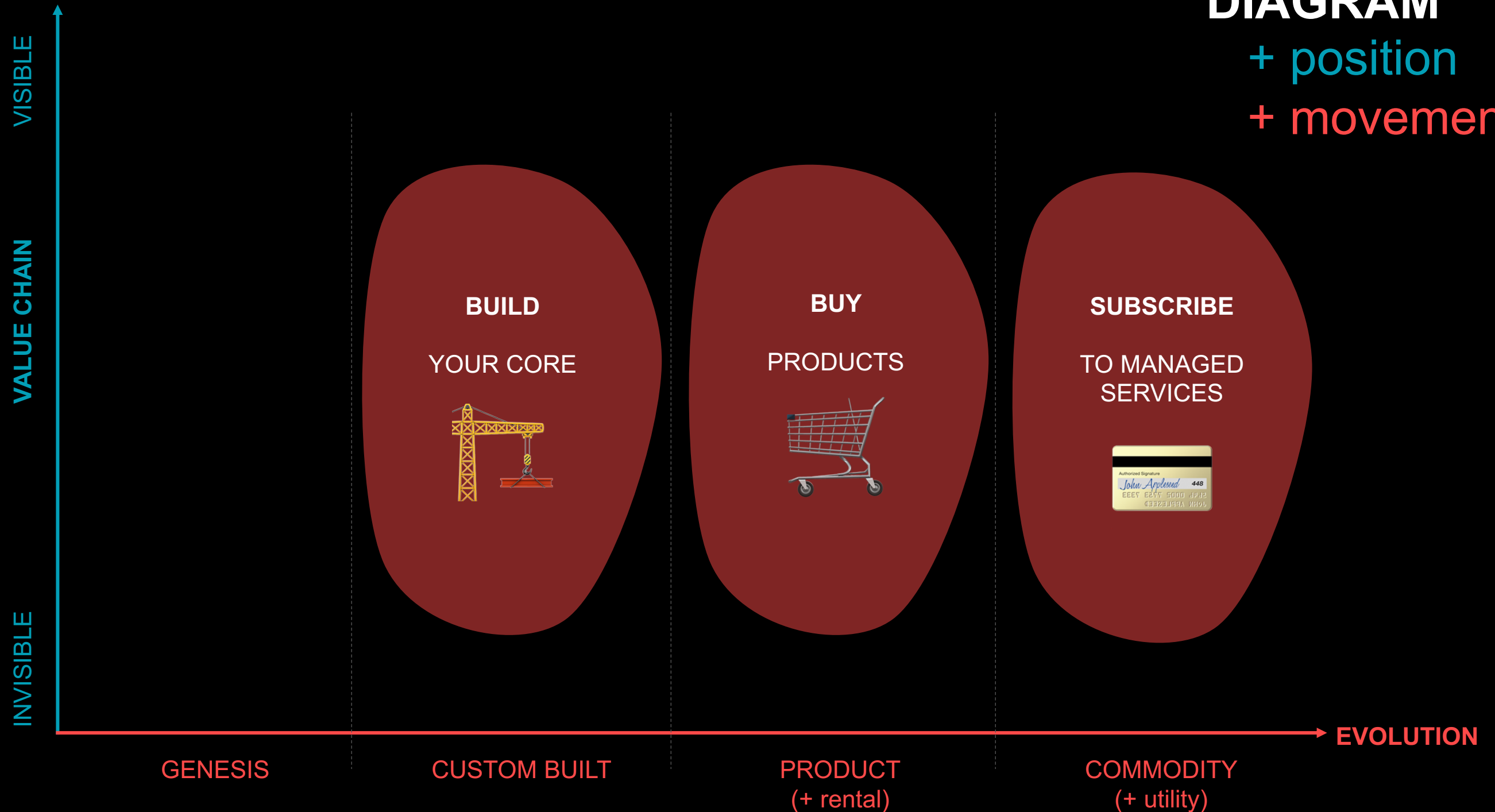
DIAGRAM

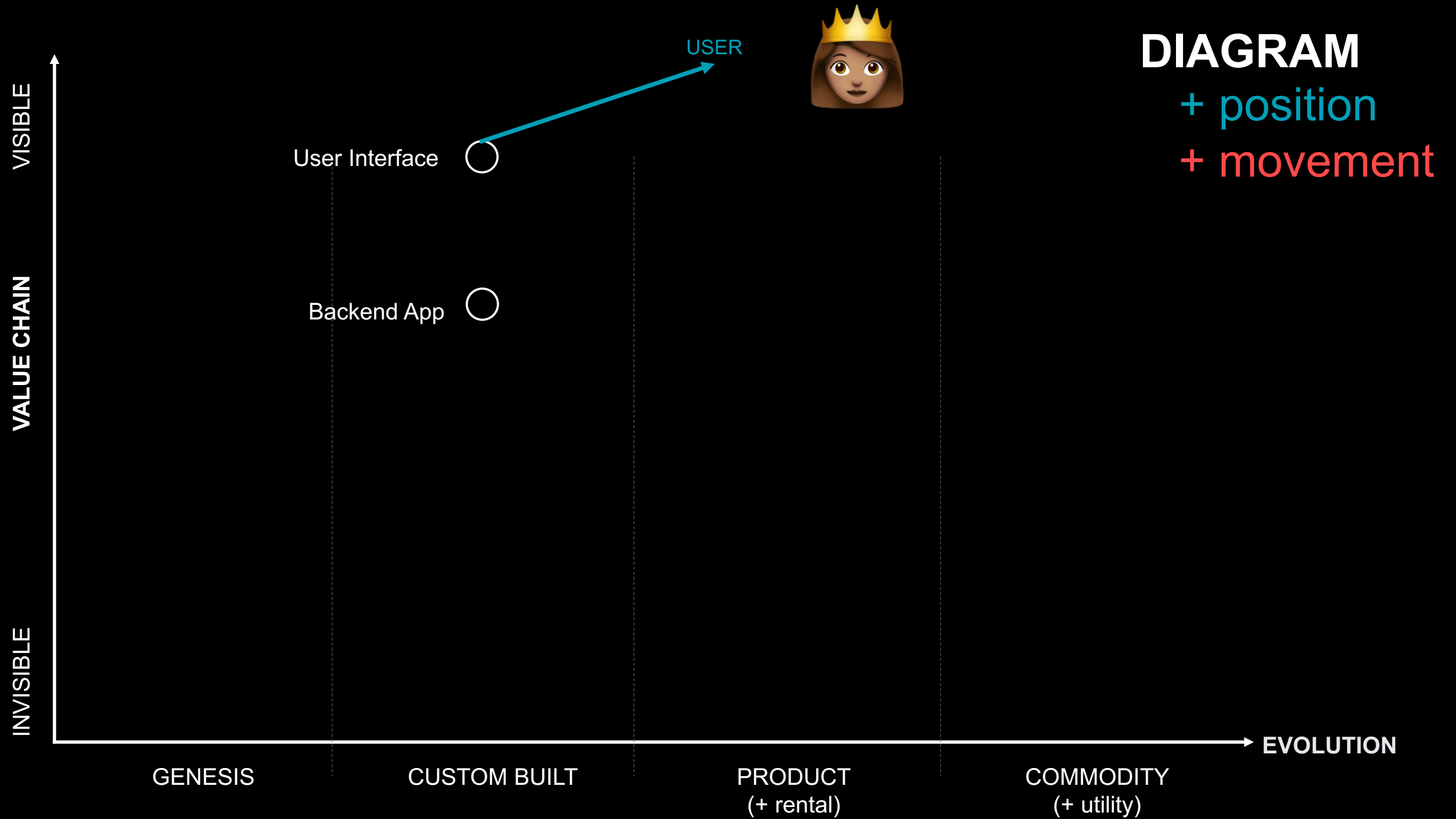
+ position
+ movement

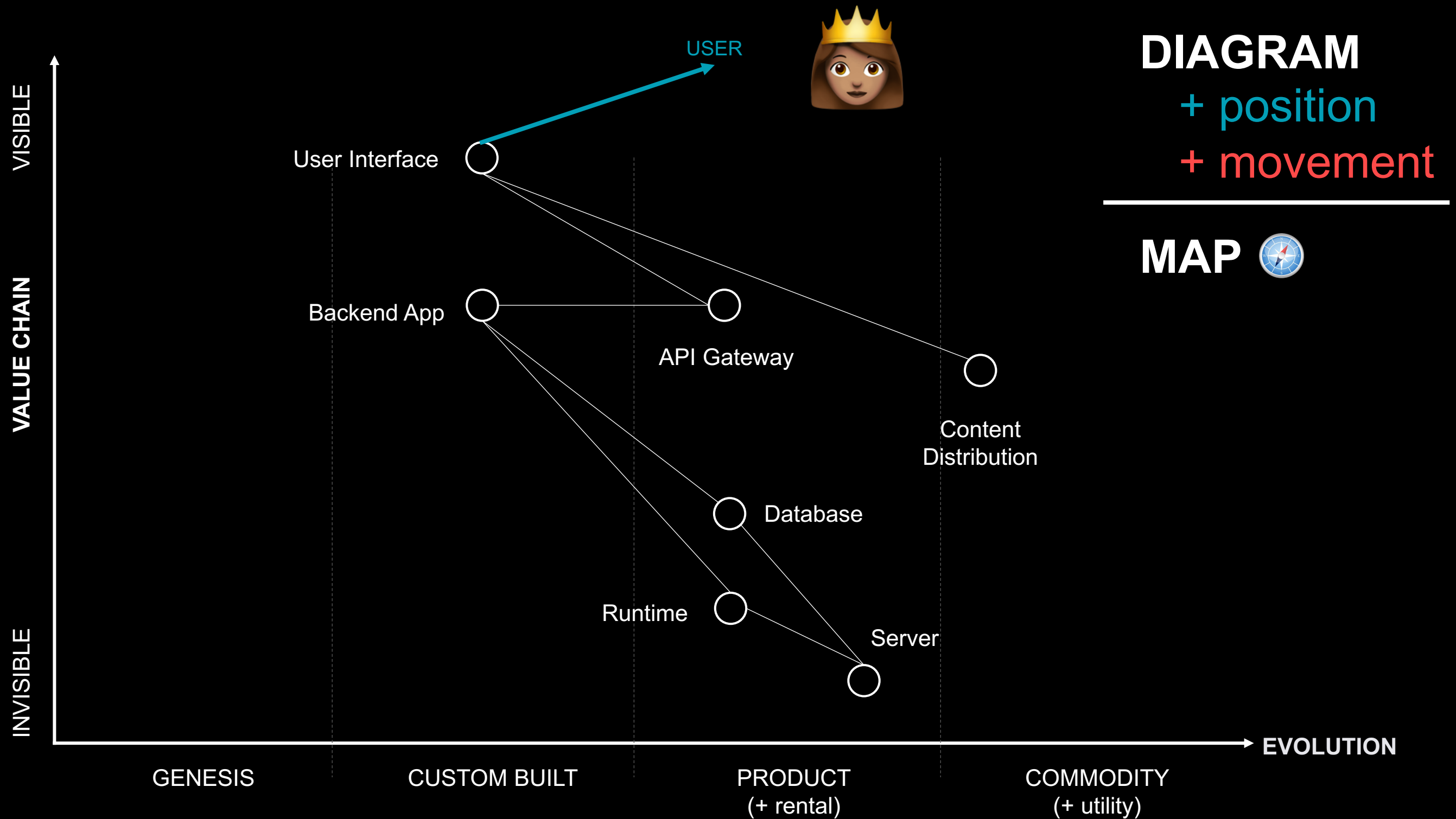


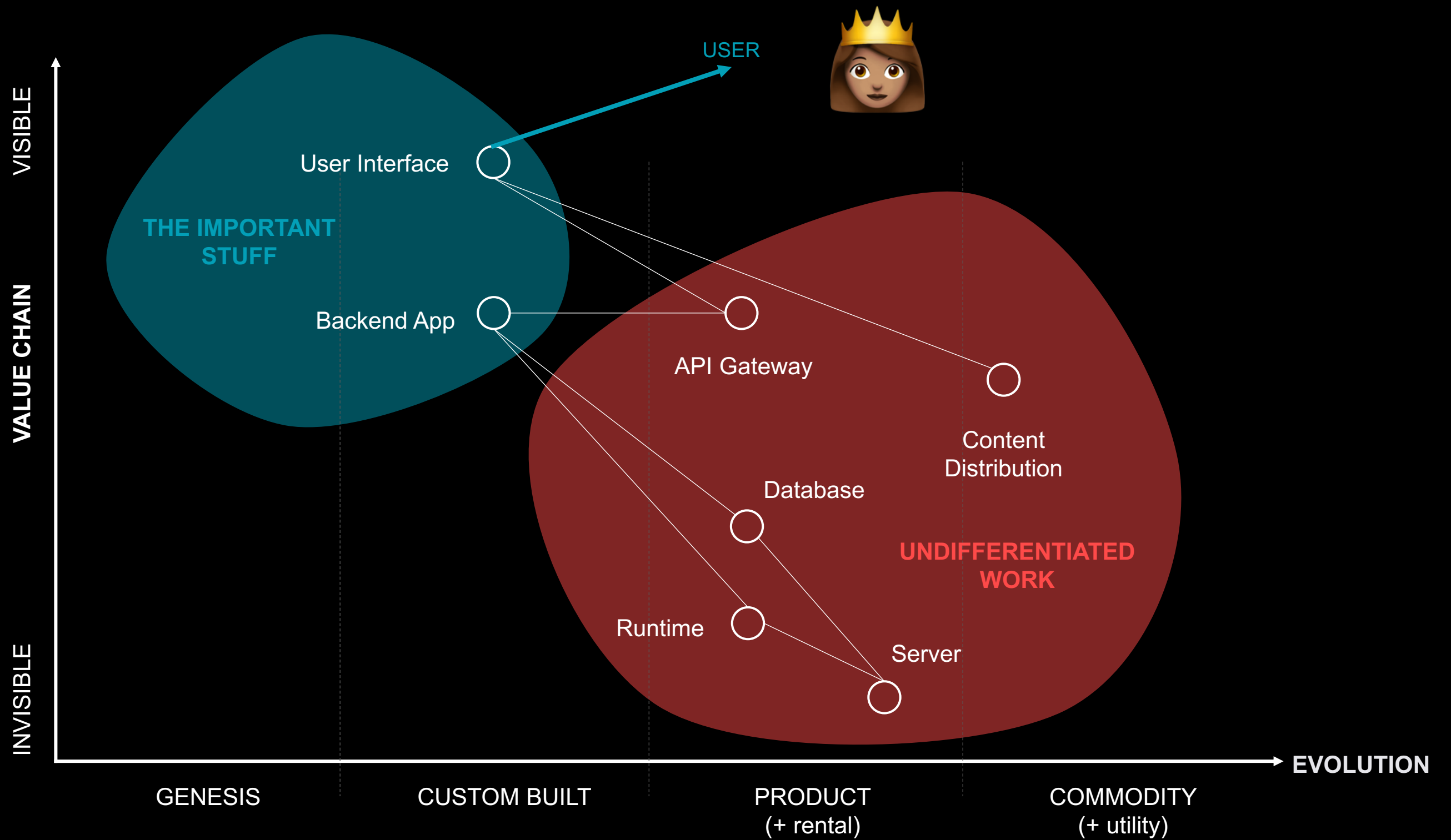
DIAGRAM

+ position
+ movement







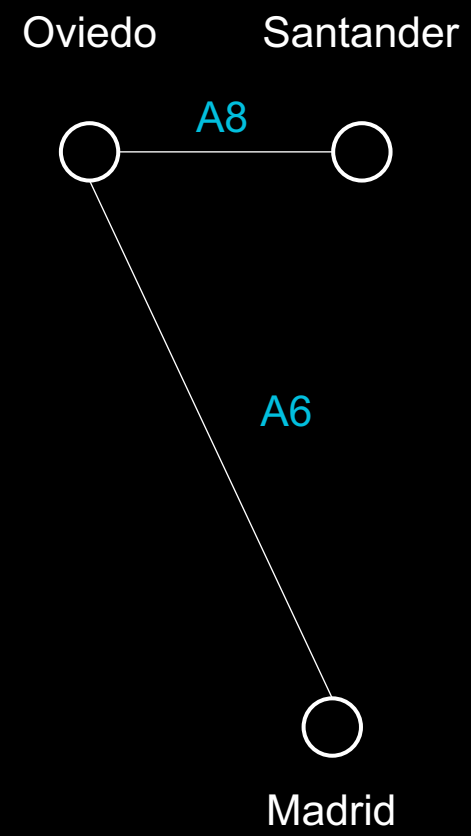


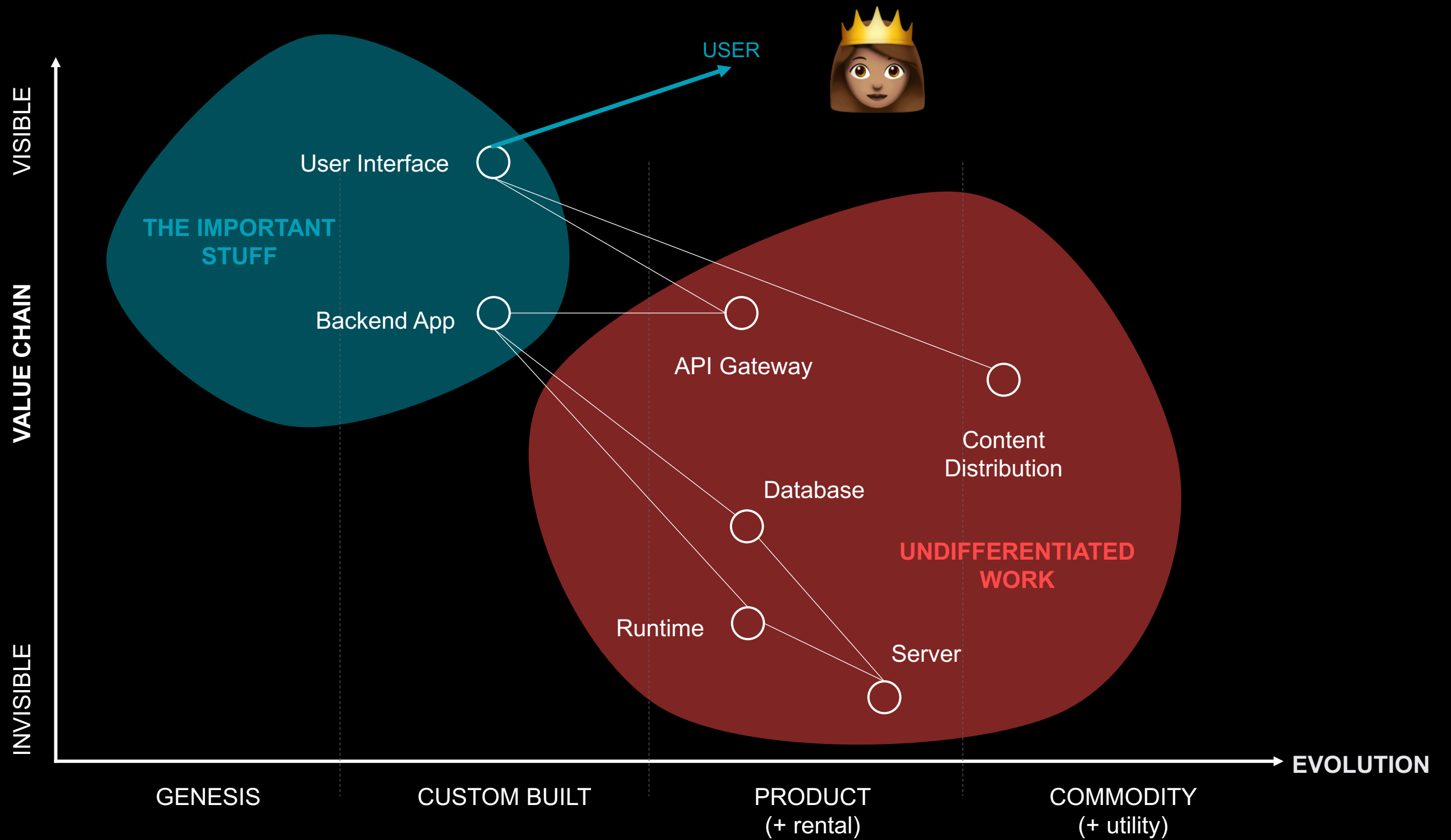
Hemos pasado de un
diagrama de arquitectura 
básico a un artefacto de
estrategia tecnológica 

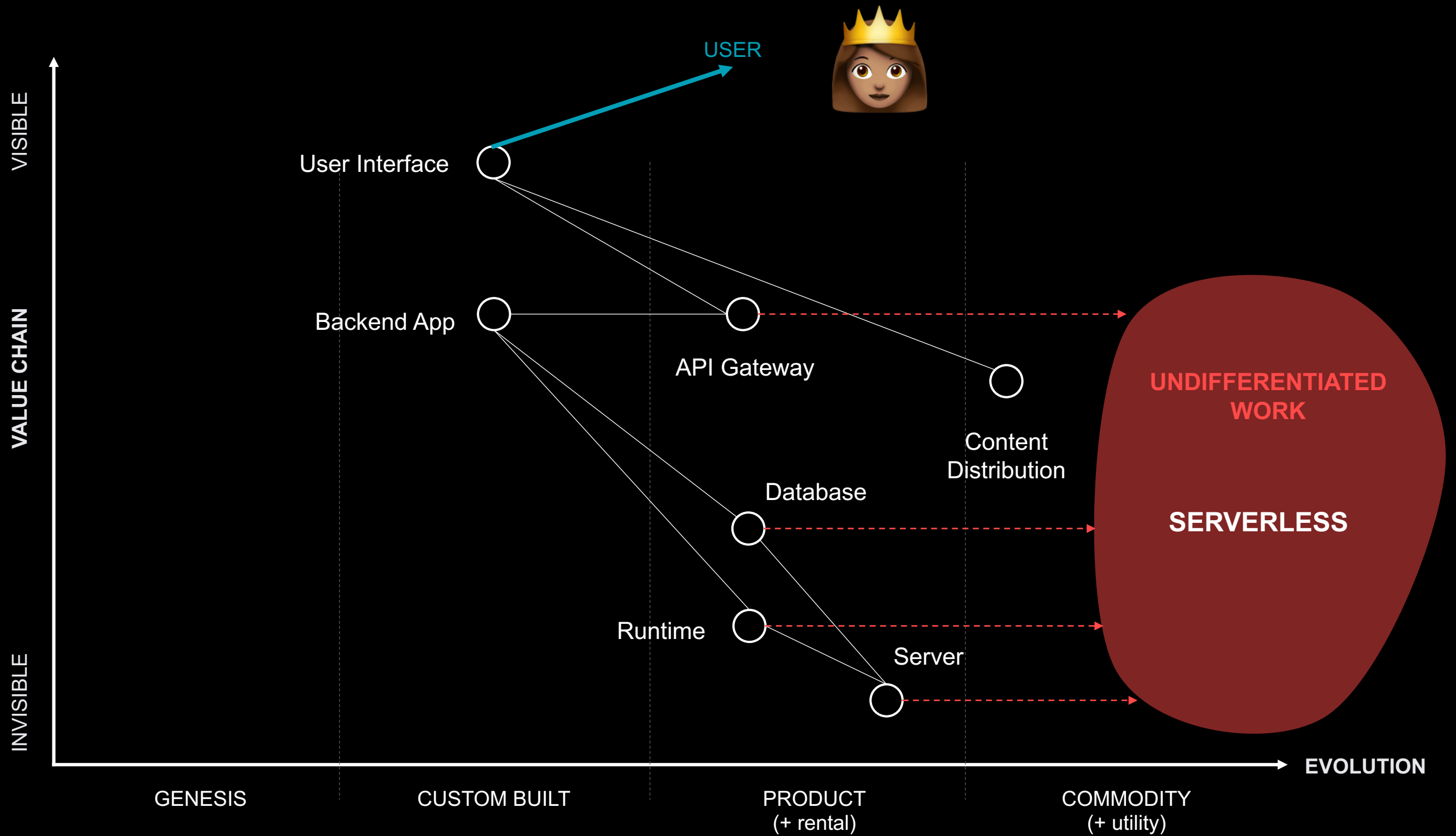


**Y el movimiento,
¿dónde está?**

MAP

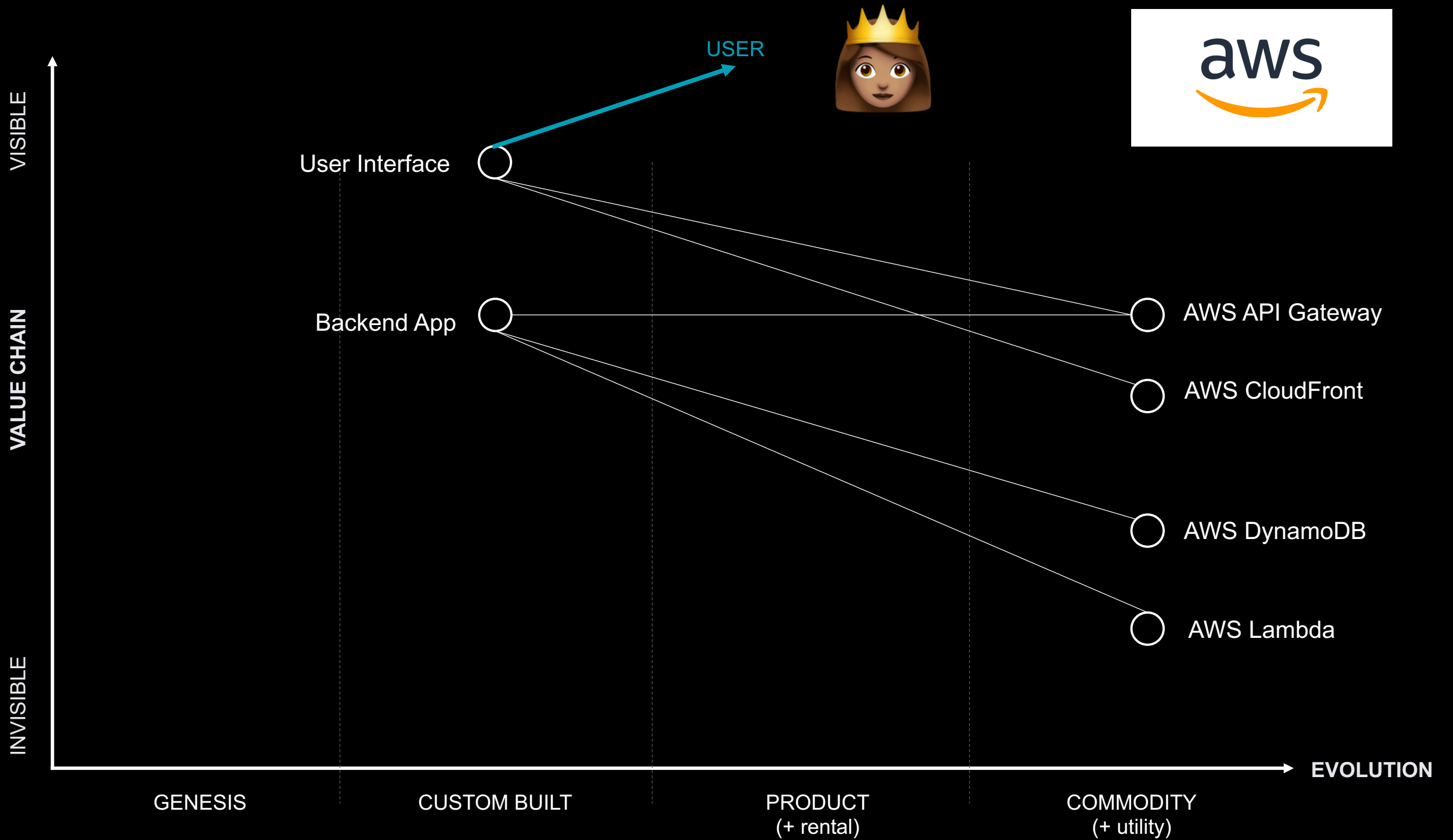






Esto es **serverless** 💡

No queremos que nuestros
equipos de desarrollo
hagan cosplay 🧑🎤 de
proveedores cloud.



**IS THIS A NEW
CLOUD PROVIDER?**

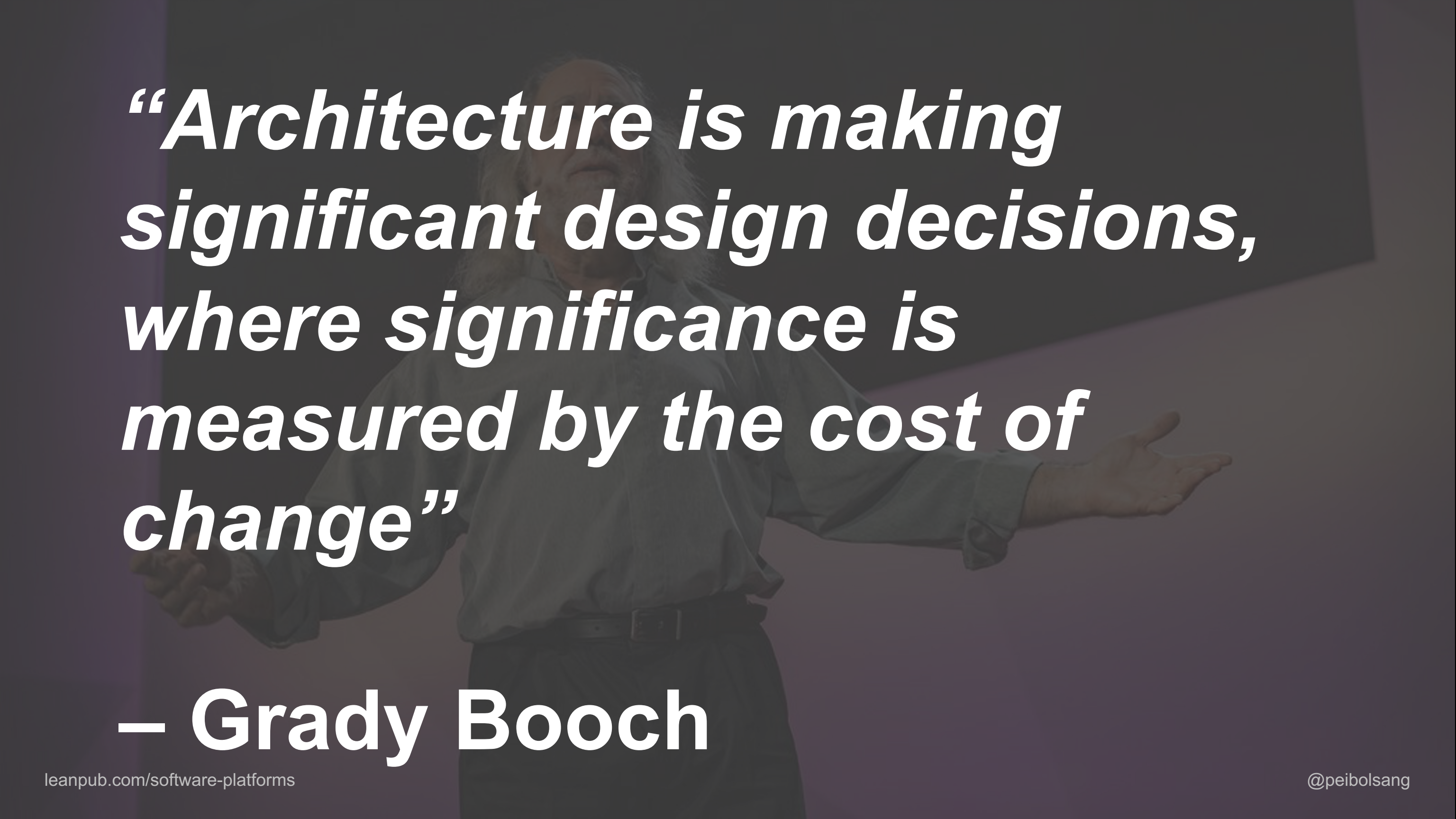
**INTERNAL
PRODUCT TEAMS
MANAGING INFRASTRUCTURE
AND CLUSTERS**

COMPANIES

**¿Qué impacto
tiene serverless en la
arquitectura del
software ?**

***“Serverless does not mean
architecture-less”***

– Gregor Hohpe

A faded background image of Grady Booch, a man with long hair and a beard, wearing a light-colored shirt and dark trousers, gesturing with his hands as if speaking.

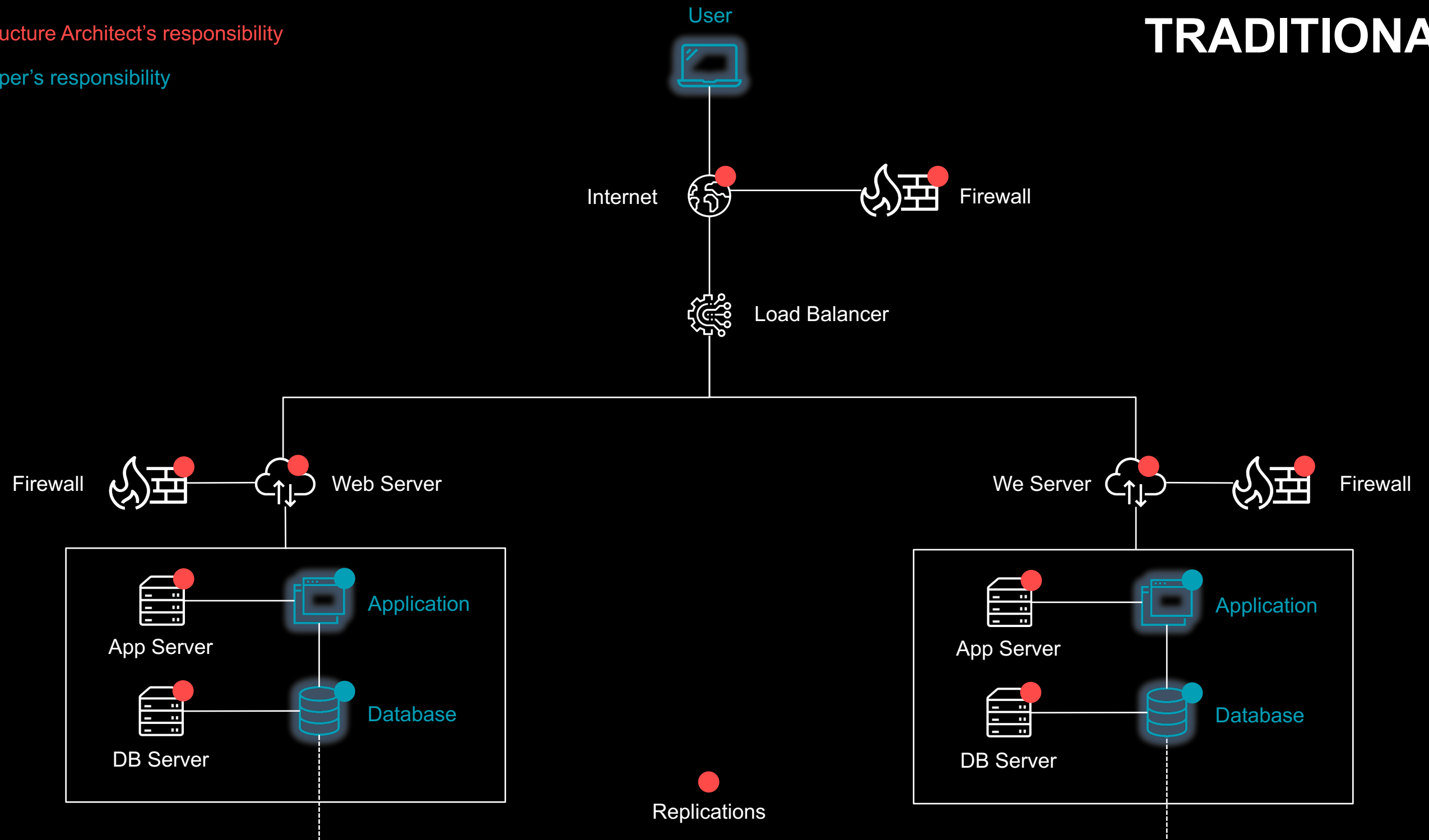
***“Architecture is making
significant design decisions,
where significance is
measured by the cost of
change”***

– Grady Booch

Con **serverless**, los ingenieros de software pueden tomar decisiones de arquitectura a bajo coste 💰

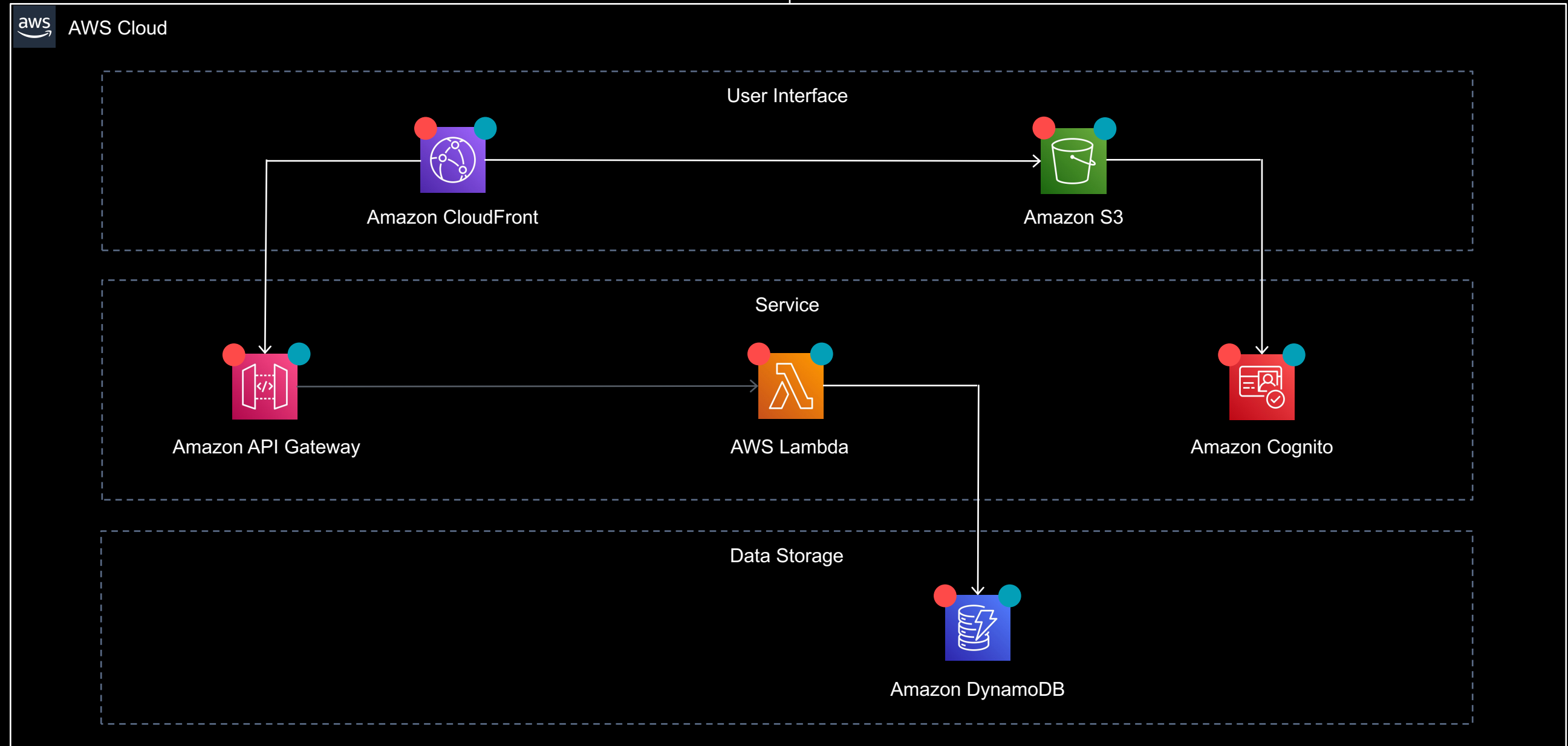
- Infrastructure Architect's responsibility
- Developer's responsibility

TRADITIONAL



- Infrastructure Architect's responsibility
- Developer's responsibility

SERVERLESS

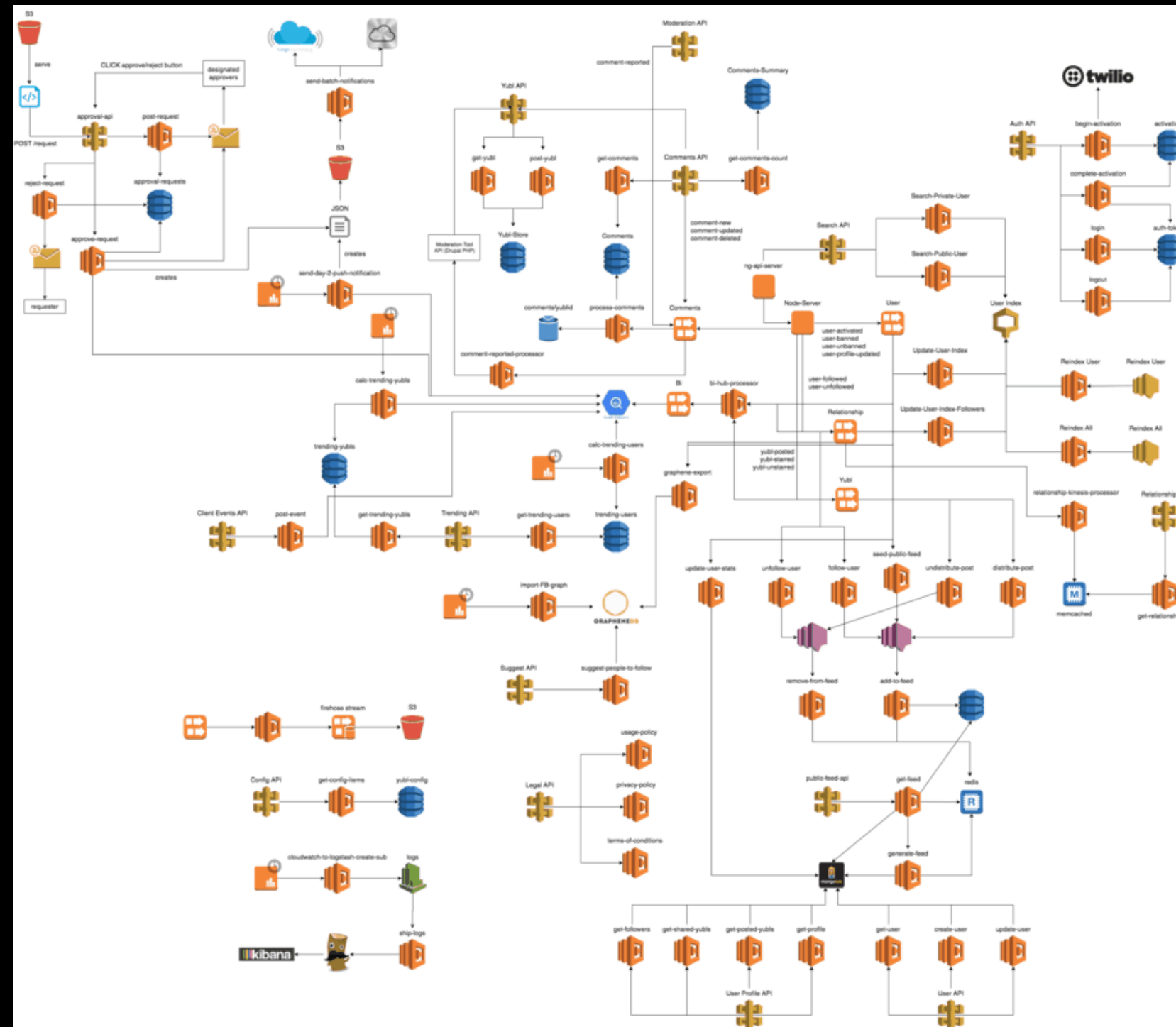




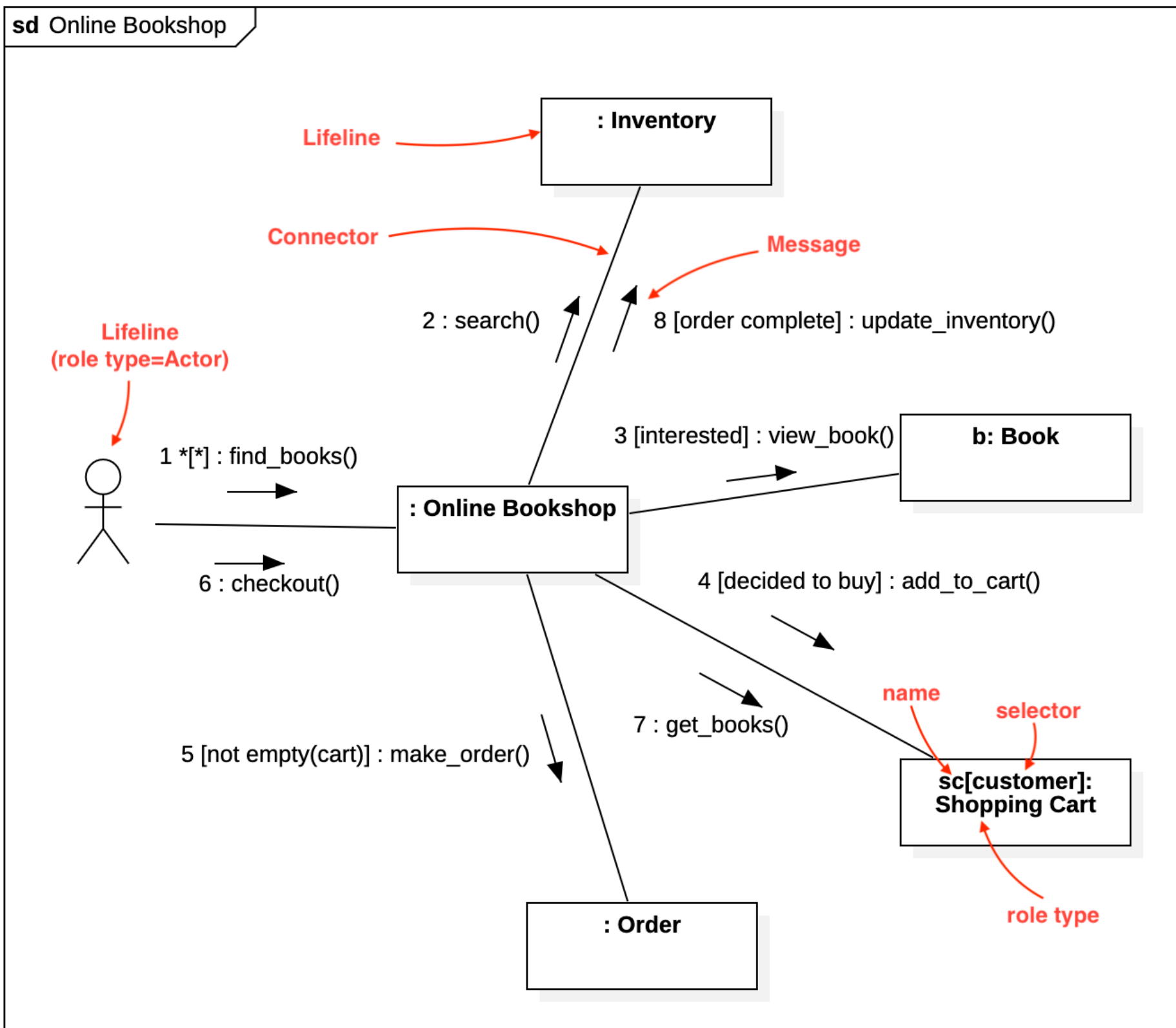
**No parece
complejo,
¿verdad?**

HOLD MY





**¿Qué es ese
diagrama en
realidad?**



La realidad es que con
serverless básicamente
estamos desplegando
nuestros diagramas de
colaboración UML



**La arquitectura de
software significa estar
en el negocio de los
trade-offs**



“Engineering trade-offs and stupidity are undistinguishable if you are unaware of the trade-offs”

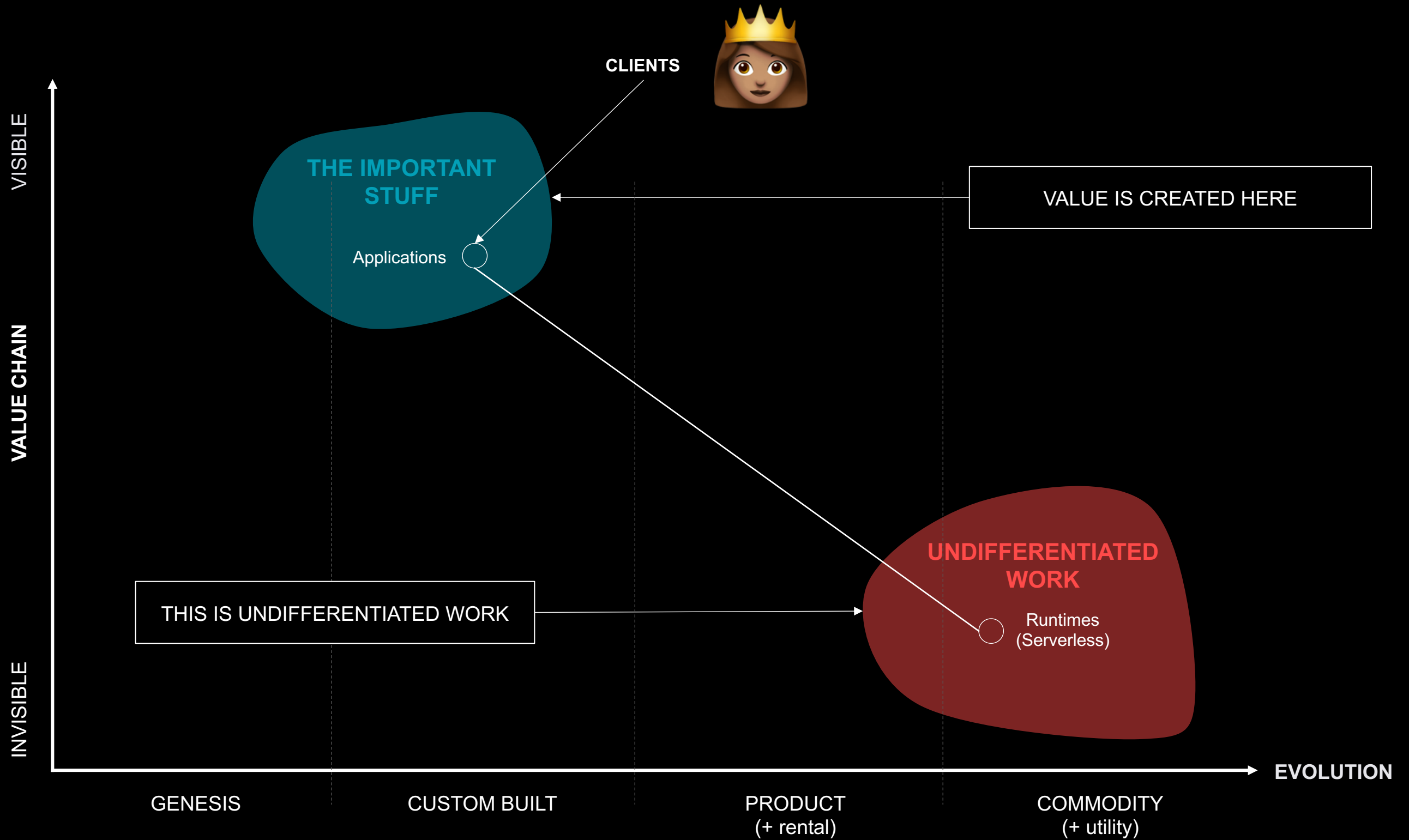
– Eric Elliot

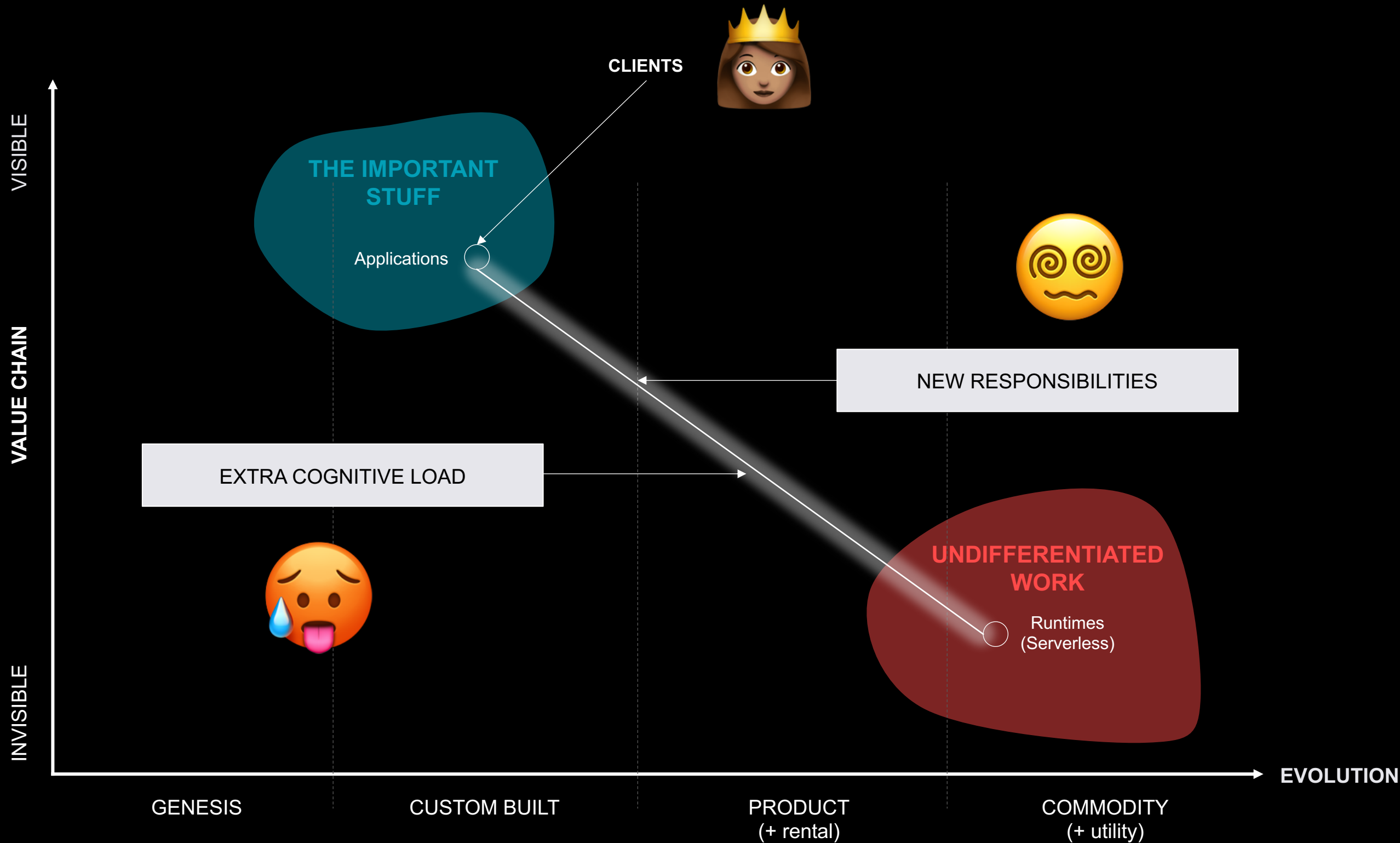


**No es oro todo lo
que reluce**

Los proveedores cloud nos gestionan la **complejidad** 🧶

Pero la complejidad es como la energía: no se destruye, solo se transforma 🔮





EXTRA COGNITIVE LOAD



- How to develop in local
- Select right cloud service
- How to access logs
- Learn new APIs and SDKs
- How to debug after deployment
- How to access logs
- New integrations

NEW RESPONSIBILITIES

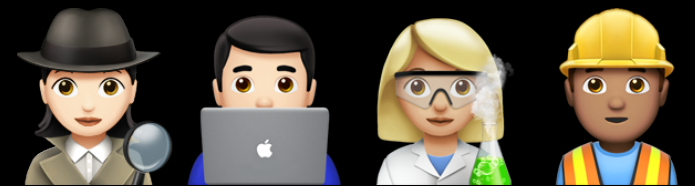


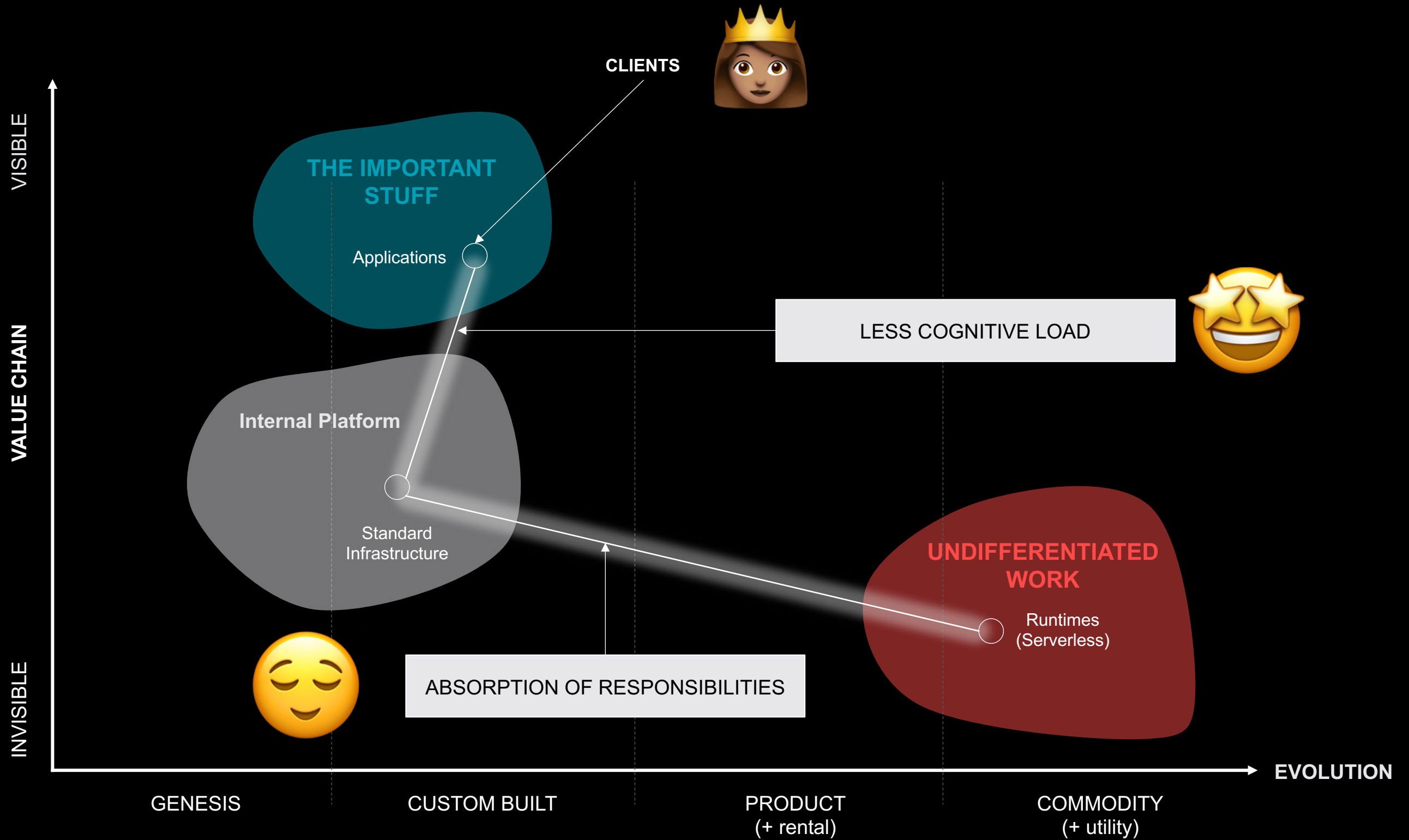
- Write infrastructure-as-code scripts
- Set-up CI/CD pipelines
- Design my own architecture
- NoOps
- New NFR: Costs (FinOps)**
- New NFR: Sustainability (GreenOps)**



**¿Cómo se puede
solucionar esto?**

Con plataformas internas de software que ayuden a los equipos de desarrollo a centrarse en resolver problemas de negocio



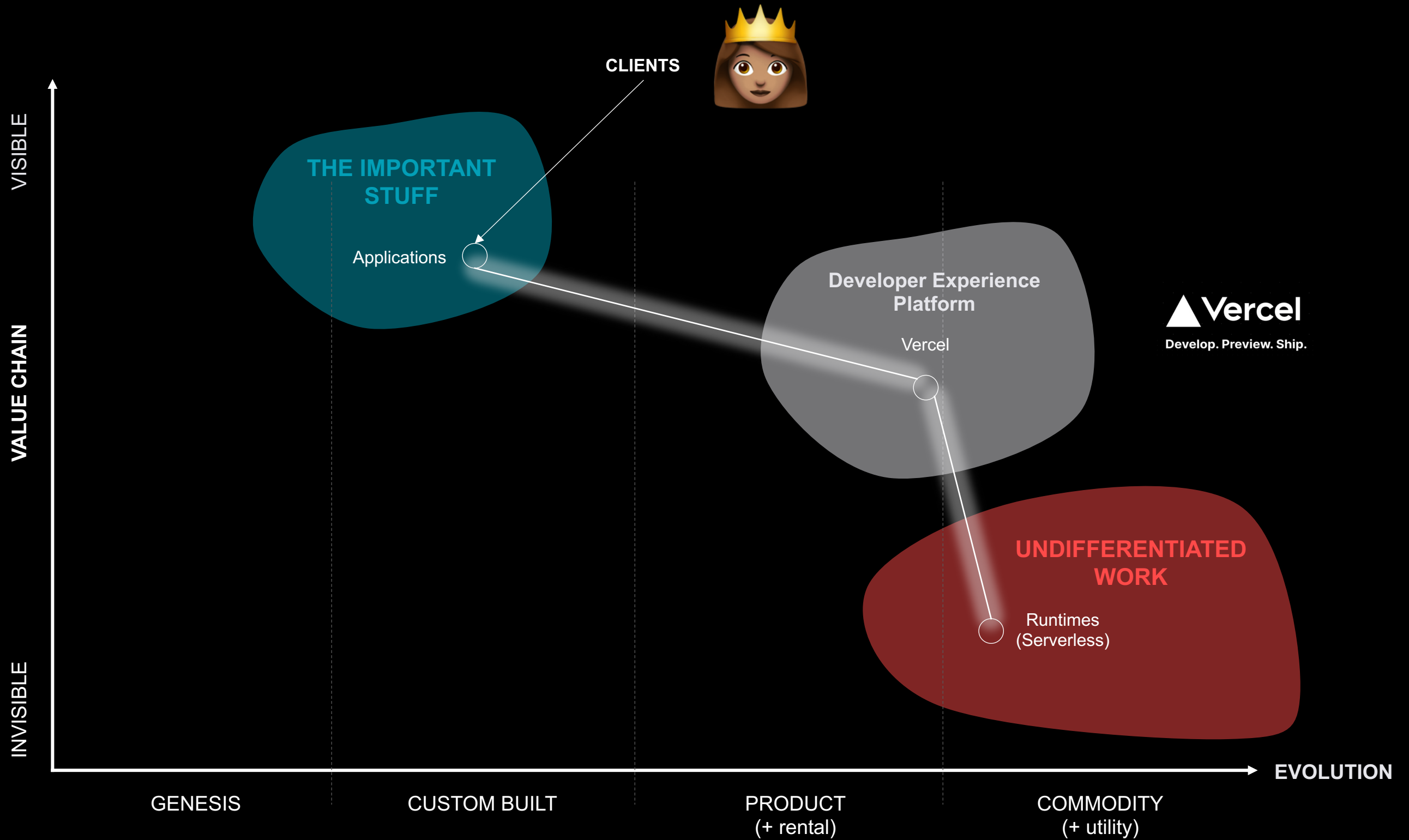


**AWS CREATING
SERVICES**



**PLATFORM
TEAM**

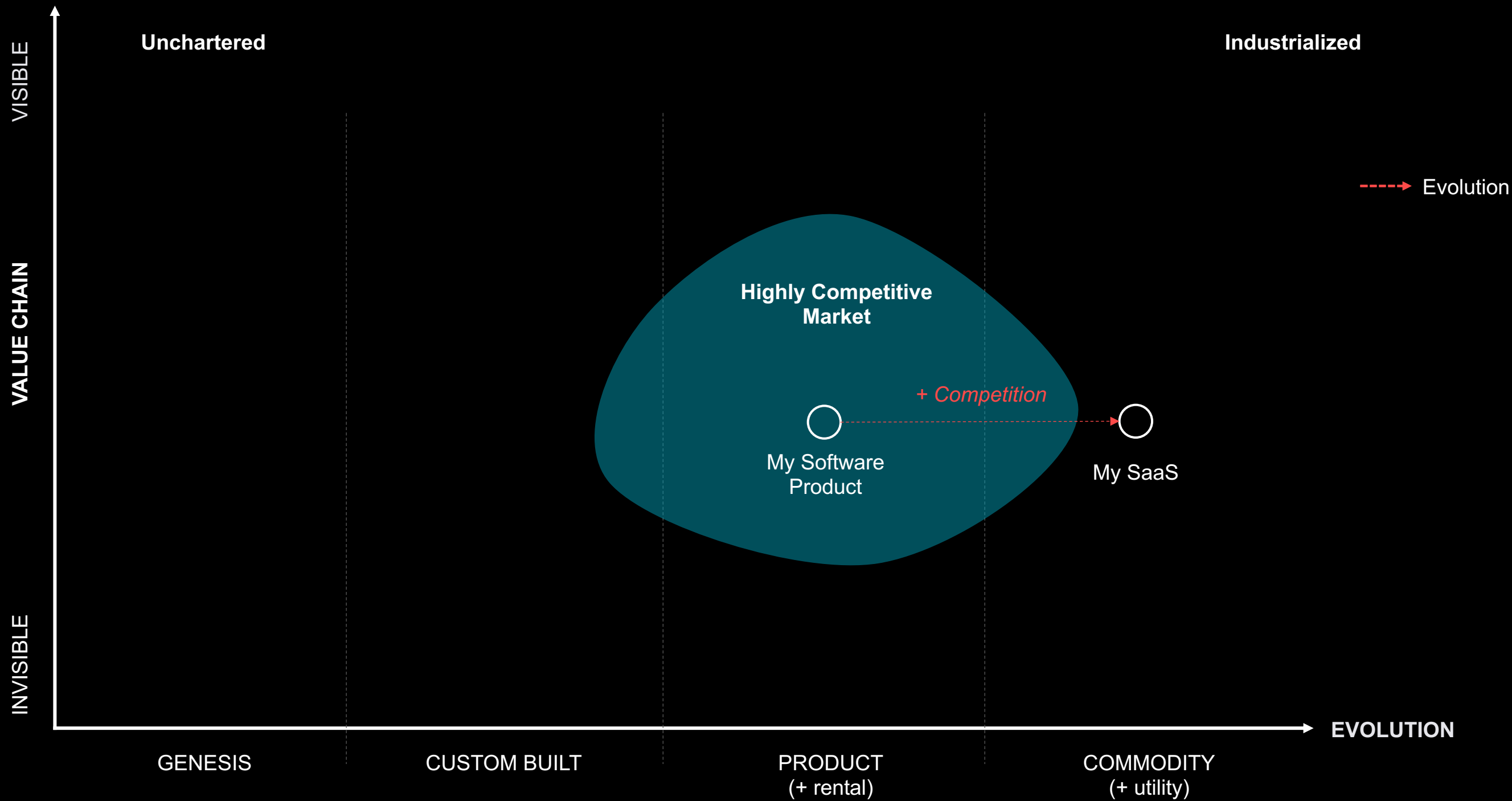
DEVELOPERS



Parte 2



Arquitectura Técnica de Productos Software

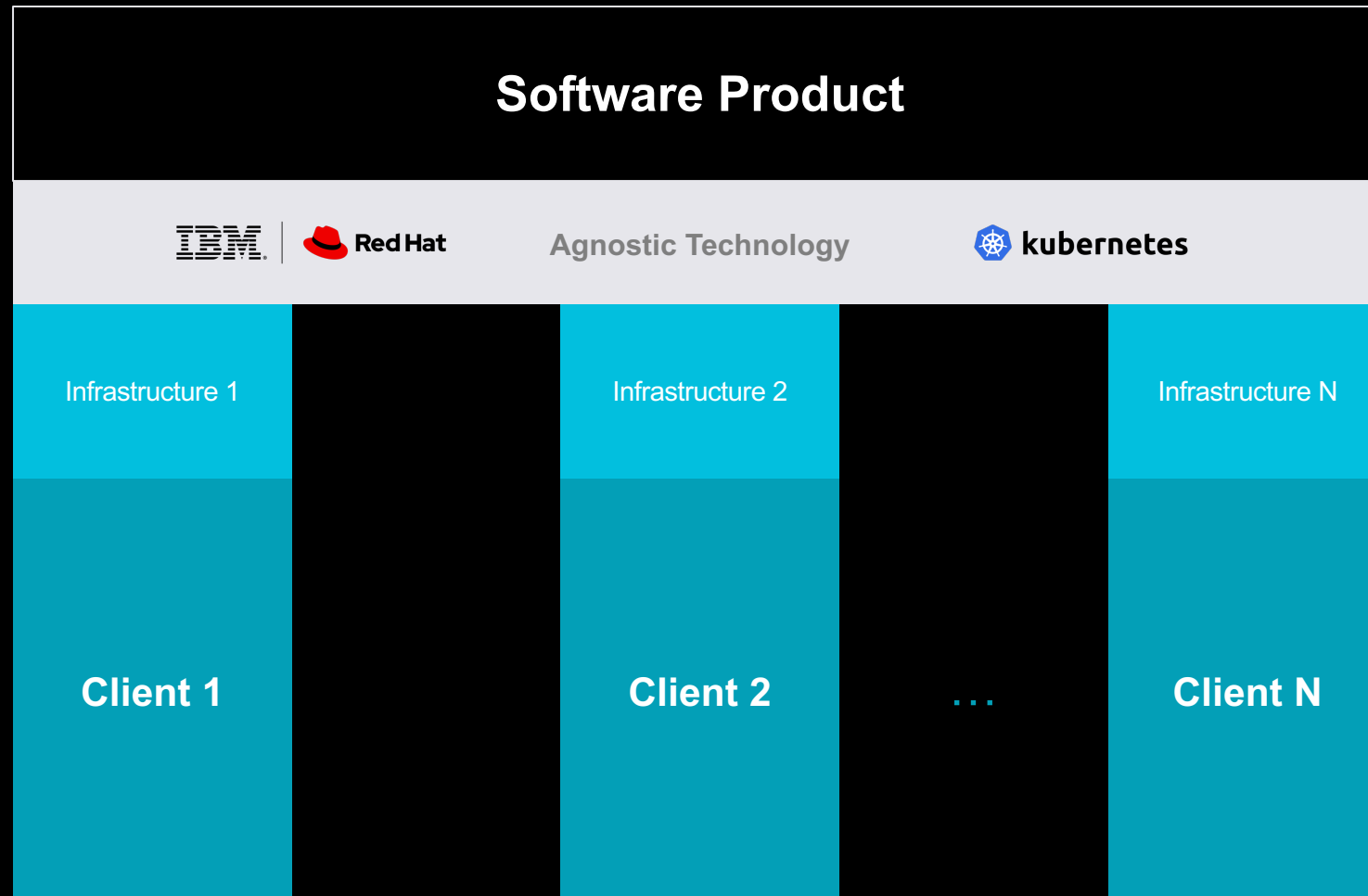


**Pero,
¿por qué es importante
movernos hacia
servicio 🌍 ?**

No hay nada mágico en el
código fuente de tu producto
que lo haga irresistible a tus
clientes 🧙

El **servicio** es lo que importa 🔥

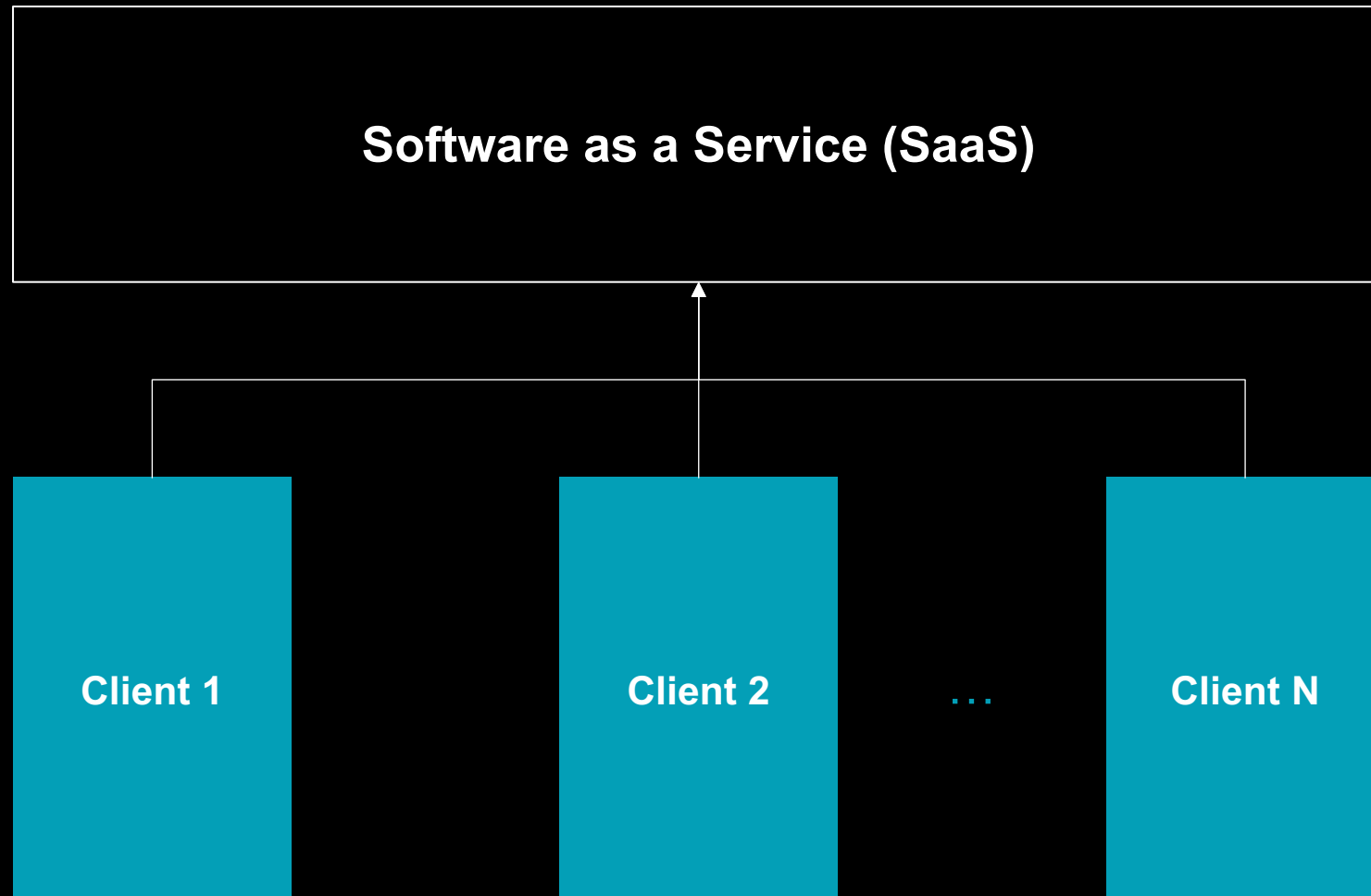
Product-based Economy



The principal need is deploying the software product on multiple client environments simultaneously

The challenge is doing it at scale without building different versions of the product for different clients

Service-based Economy



The principal need is delivering software as a **service** over the Internet. There are no portability requirements

The challenge is doing it at the **minimum cost** possible, since the software provider owns the costs in their totality

What technology can I use to build my SaaS?

Using agnostic technology



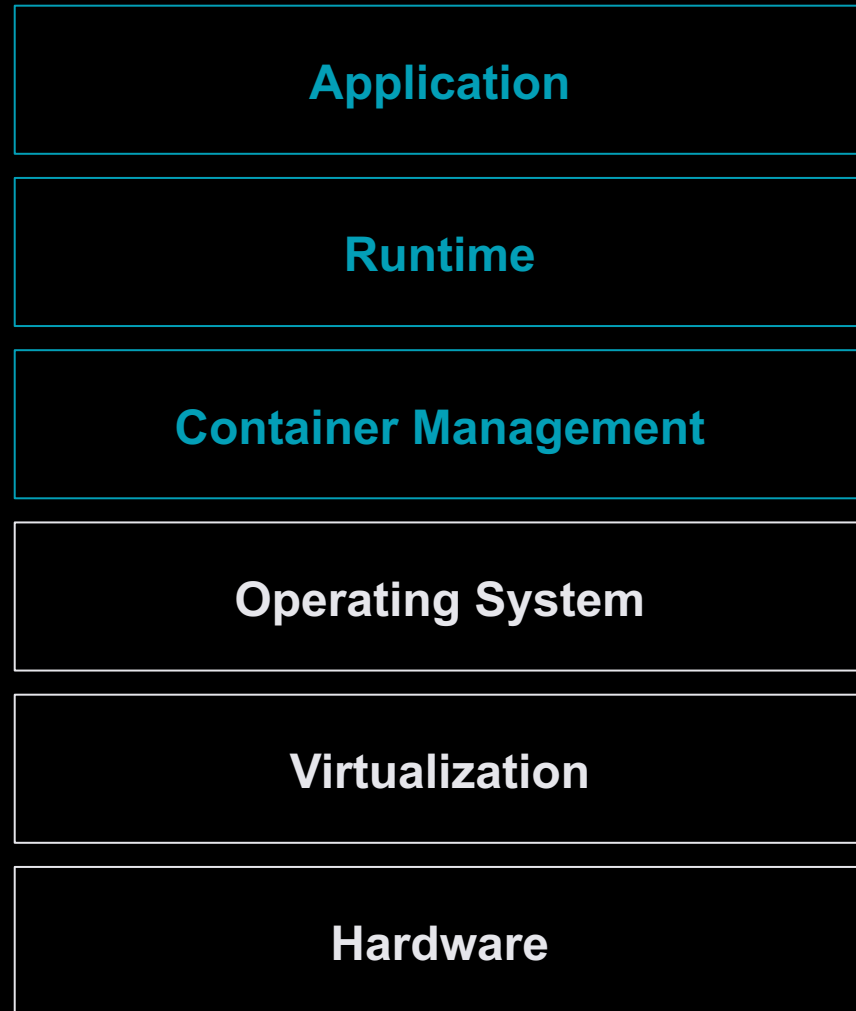
Using managed cloud services



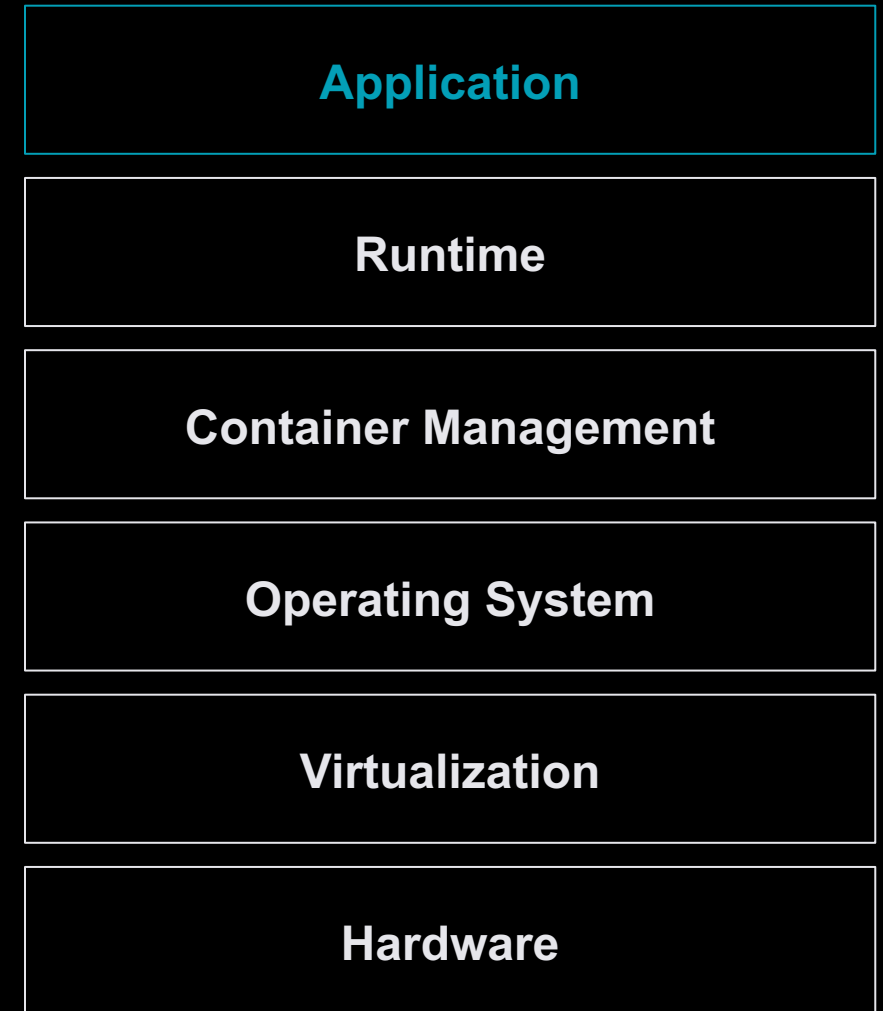
We must **minimize** undifferentiated work (cost of doing business) and **maximize** functionality (delivered value)

“In the future, all the code you ever write is business logic” – Werner Vogels, CTO Amazon.com

Using agnostic technology



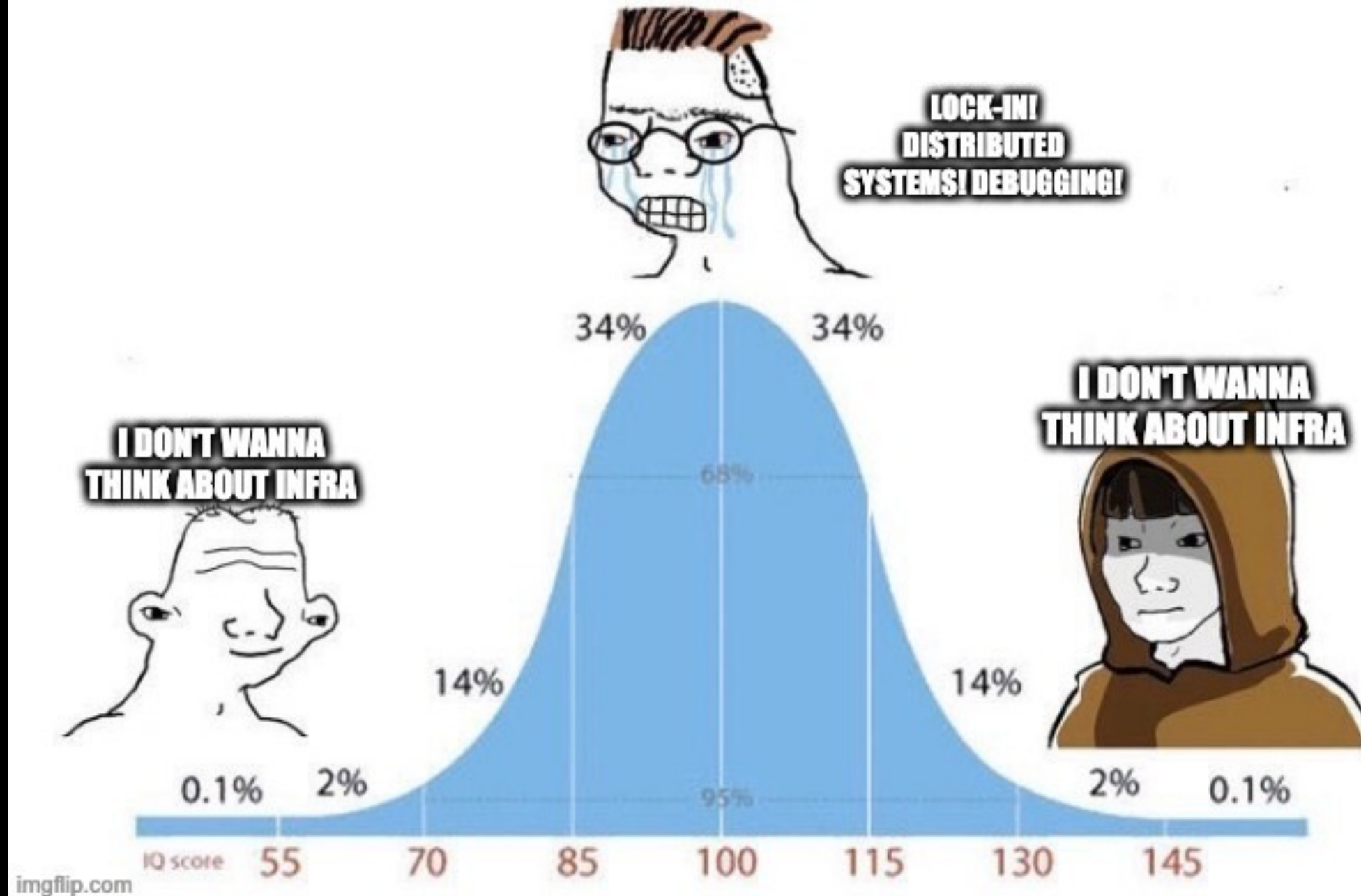
Using managed services



 Managed by user (you)

 Managed by cloud provider

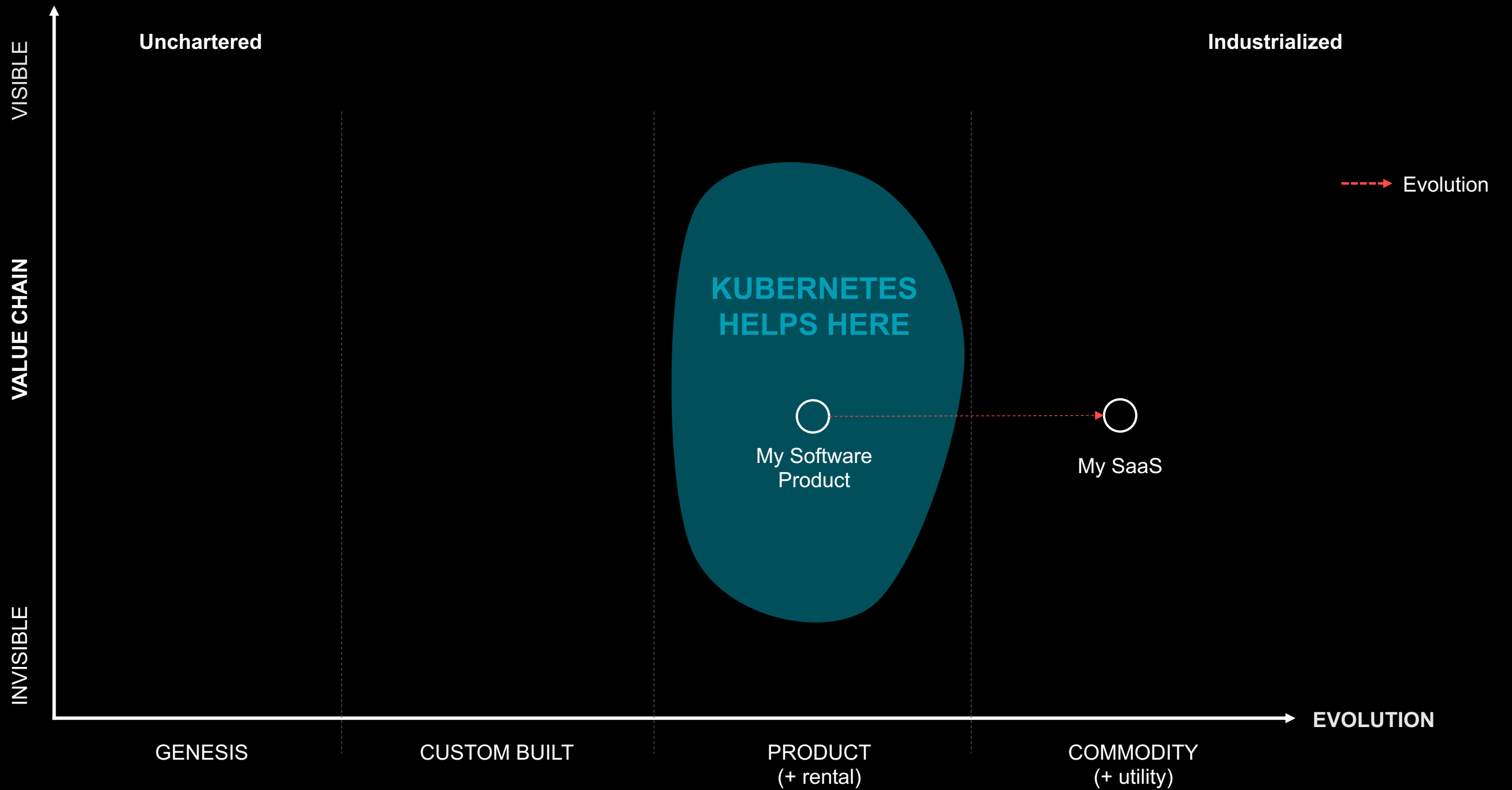
EMBRACING THE CLOUD

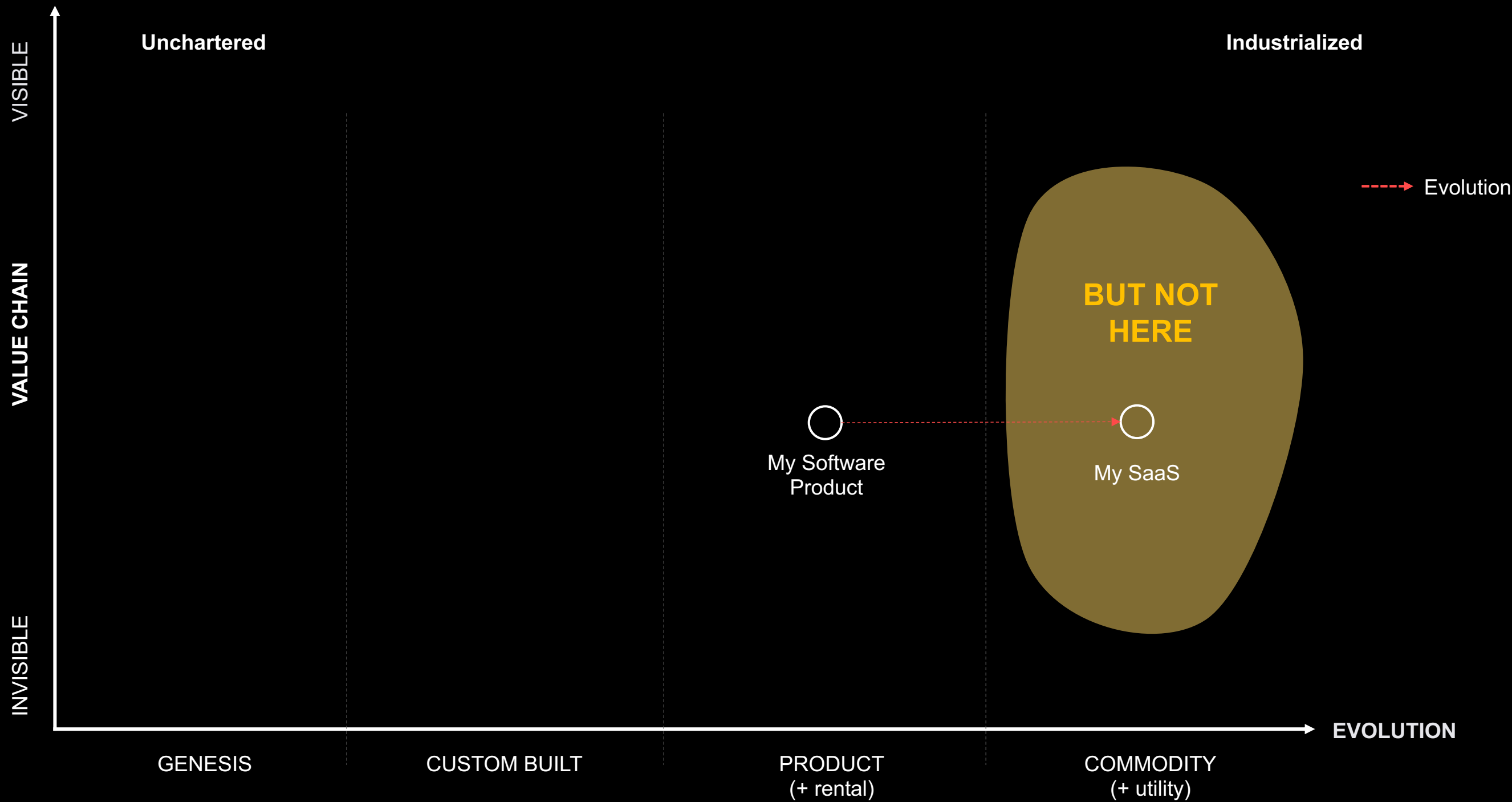


**Y ahora, me voy a
meter en un jardín.**

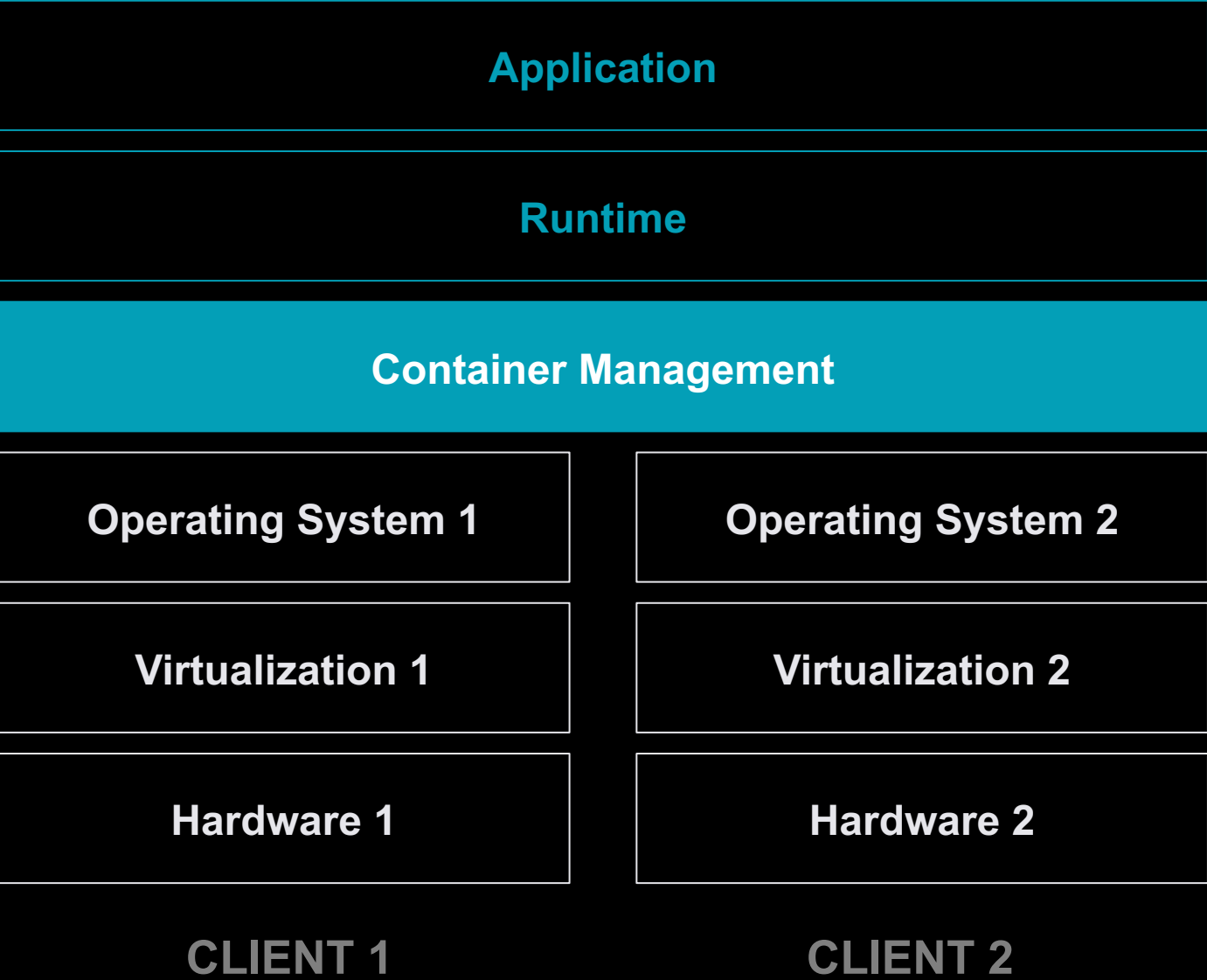
El problema de
Kubernetes es que está
sobre-utilizado 🔥

Soluciona un problema
importante, pero no es el
futuro 🚀

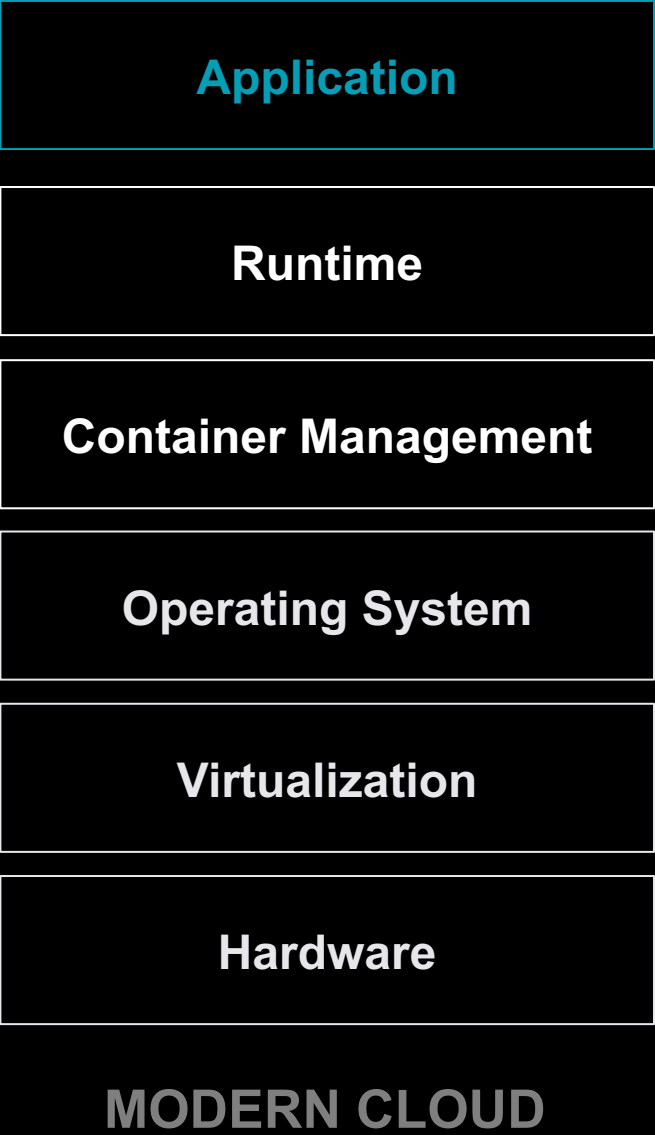
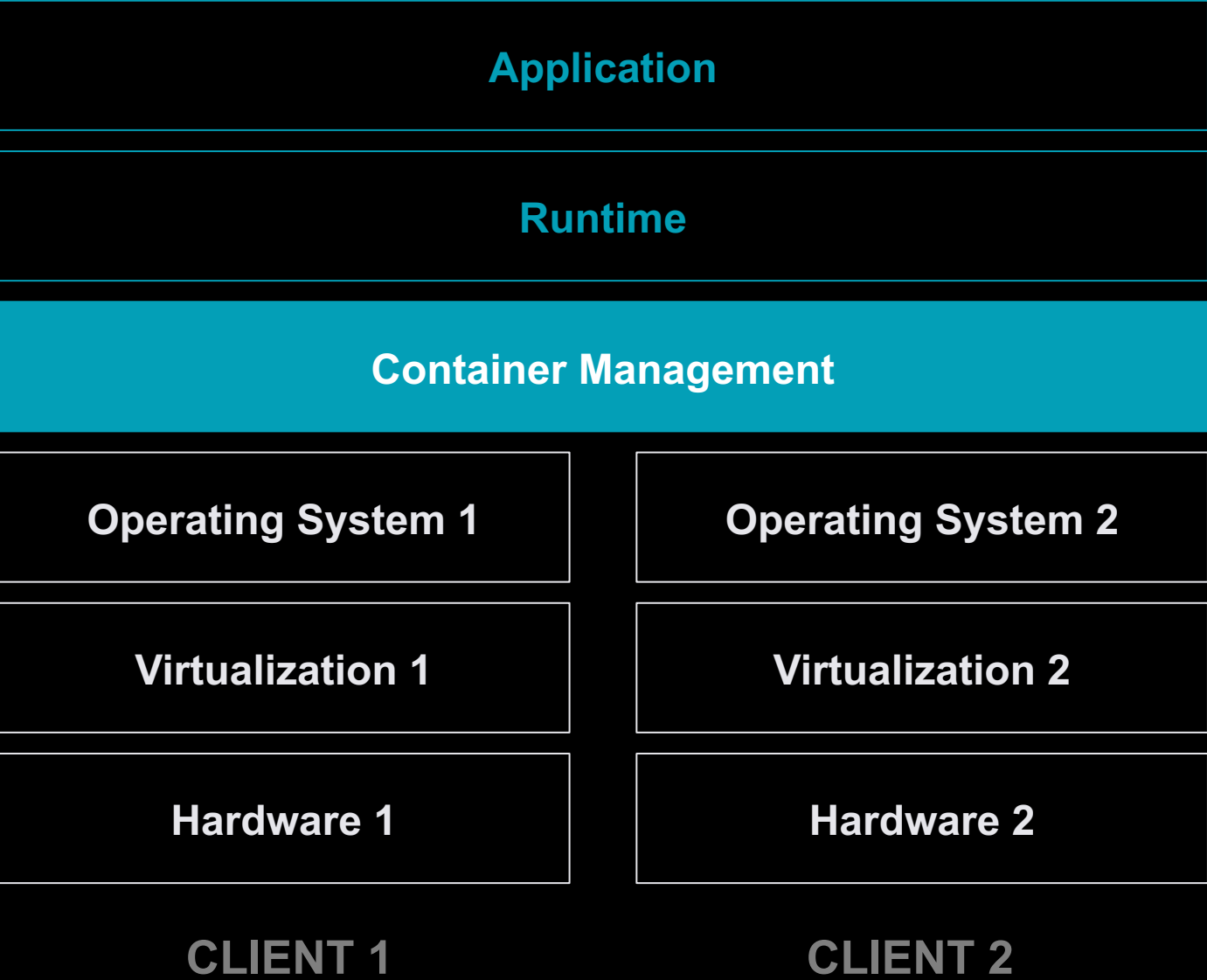




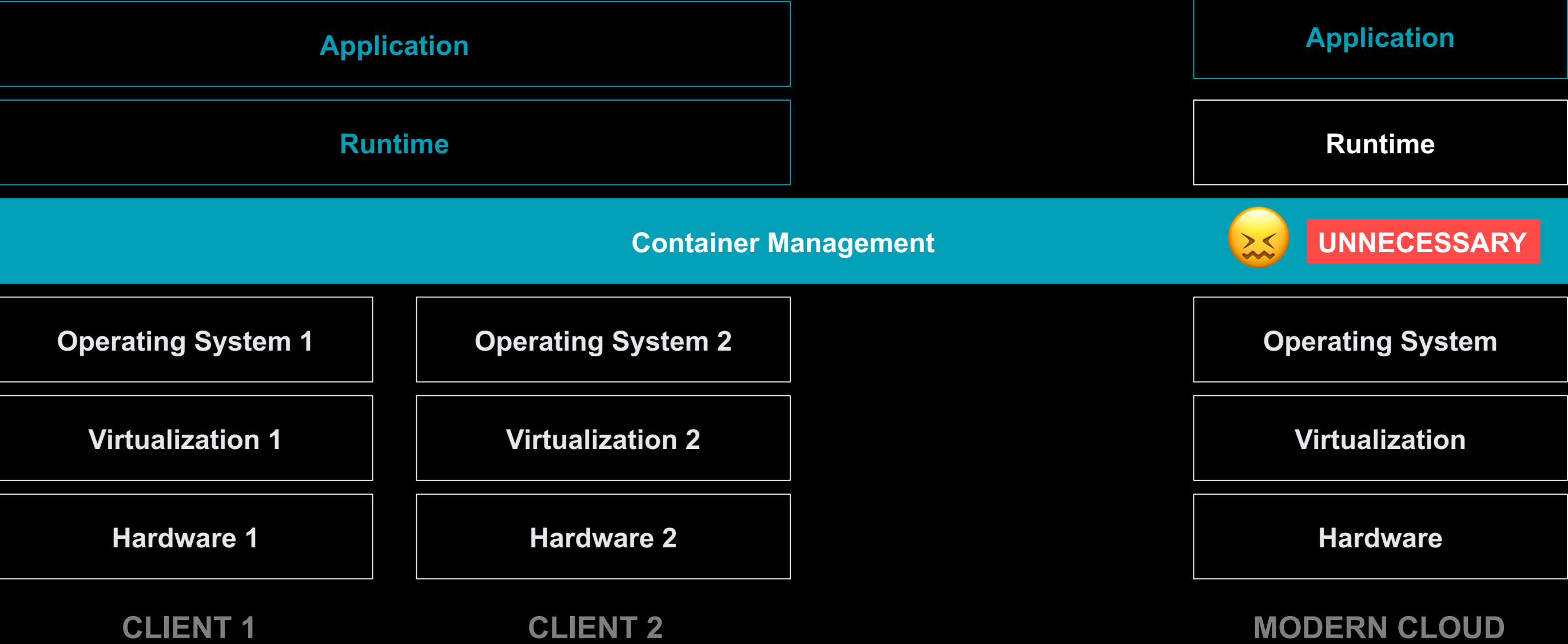
How Kubernetes is helping us



How Kubernetes is helping us



How Kubernetes is NOT helping us





Corey Quinn

@QuinnyPig

...

Me: Kubernetes is the solution to a problem that isn't particularly sympathetic. Specifically "I want to work at [@awscloud](#) but your hiring bar is too high so I'm going to run k8s so I can cosplay as a cloud provider myself at home."

Thank you!