A System Architect Guide:
Ten Ways to Ruin Your Cloud Experience ... ... and How To Mitigate Them

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- lives in Munich, Germany
- plans, designs, consults, and actually implements scalable data center solutions for his clients
- if you are an experienced and curious engineer, looking for challenges and a good package: we hire!

- Member of the Board and Program Chair at LinuxTag
- next time in Berlin, Germany
- plans, organizes, and actually hosts one of Europe's most traditional conference and expo since 1996
- if you are an experienced speaker with a hot subject to talk about to your peers:
  - we want your talk in our cfp
Use the term "cloud computing"

What is „cloud computing, anyway?“

Open Stack, OwnCloud, SugarCRM, ...

No need to confuse your engineers
Rely on „feelings“

Requirements are individual

„I believe NFS does not scale“

Define a spec. Challenge the competitors. Projects and vendors are usually no idiots.
Do „handicraft“ your environments

It's tempting to do apparently nonrecurring steps by hand for „quick wins“

„Let me just configure this interface“

Mandatory to automate your „make world“ from end to end
Cloud providers offer SLAs. Most clients hesitate to challenge them.

„Well, they have a steep learning curve with that filer, too ...“

SLAs are expensive. Either pay and use them – or just save the money for something else
Broaden the gap between developers and ops

Responsibility ping-pong and fingerpointing don't solve problems

„That crappy artifact doesn't deploy, so what?“ – „Why don't those weirdos just run our scripts?“

Assign a dev the „deputy admin of the week“ role. Send the engineers to a coding dojo.
Reinvent the wheel. Not-invented-here syndrome.

„Those configuration management systems are all nonsense. Mine's perfect.“

Standardization is a strong weapon. Join forces by improving existing tools
Keep a generous buffer of resources

Utilizations below 90% are a waste of resources in virtualized environments

„Let's upgrade, we have an average load of 0.6 over the last week“

If your infrastructure does not scale elastically, why did you go for the „cloud“ in the first place?
Set up individual maturity environments

Software did work in the test and integration environment, but failed in production

„I was never told there could ever be more than a single database slave“

Configure all environments from the same sources, use the same scripts and assign comparable sizing
Don't bother yourself with scalability

Single resource become bottlenecks sooner than you expect

„We won't need multiple application servers“

Planning scalability might be a challenge, squashing it into existing environments is way beyond price
We engineers like to play with our toys. But there might be problems, that do not need technical solutions.

„How should we implement the SD backed, hot failover HA enhanced, LDAP driven, role-based user management for the both of us?“

Less is more
Thanks for listening! Questions?

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