

Enterprise Cloud Computing

Pitfalls, Puzzles, and Great Rewards

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Agenda

	Pitfalls	Puzzles	Great Rewards
Cost			
Availability & Scalability			
Game Changers			

**Is the cloud cheaper or
more expensive?**

Yes.

Apples to apples

For big values of apples

Growth

Cyclical & seasonal

How much does the
idea of a new server
weigh?

Who pays for it?

**Float like a Mint, sting
like an Intuit**

Speaking of segues...

Will it stay up?
Will it scale?

Failure is not an option

Failure is mandatory

**What about my big, fast
monolithic DB?**

**Use many small, not-as-
fast DB partitions**

**Or, use more
horizontally scalable
datastore**

**Managing and deploying
hundreds or thousands of
servers isn't scary anymore**

CDN is not optional

**All the failure models
are different**

**All this resistance to failure
is great, but what if the
whole cloud goes down?**

Sometimes, reality gets
in the way

**Failure includes API
calls**

Now for the good stuff!

Near-zero provisioning cost

Near-zero duplication cost

Dev & testing on full stacks

No upgrades

No database migrations

**No reboots, no fixing
broken things**

So... on that note... the cloud
changes everything you know
about deploying software.
Any questions?

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