

# PART 1: NEXT-GEN EHEALTH PLATFORM

## PART 2: WHY CONTAINERS & MICROSERVICES

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# PART 1: CUSTOMER CASE

## BUILDING A NEXT-GEN PLATFORM FOR EHEALTH SERVICES

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# CUSTOMER CASE

**“A large Swedish ehealth provider”**

- Dozens of ehealth services
- On a national level
- To both healthcare organizations and patients

# MULTIPLE SERVICES

- Separate administrative teams
- Independent consultants as developers
- Bring-Your-Own architecture
- Developers without access to production

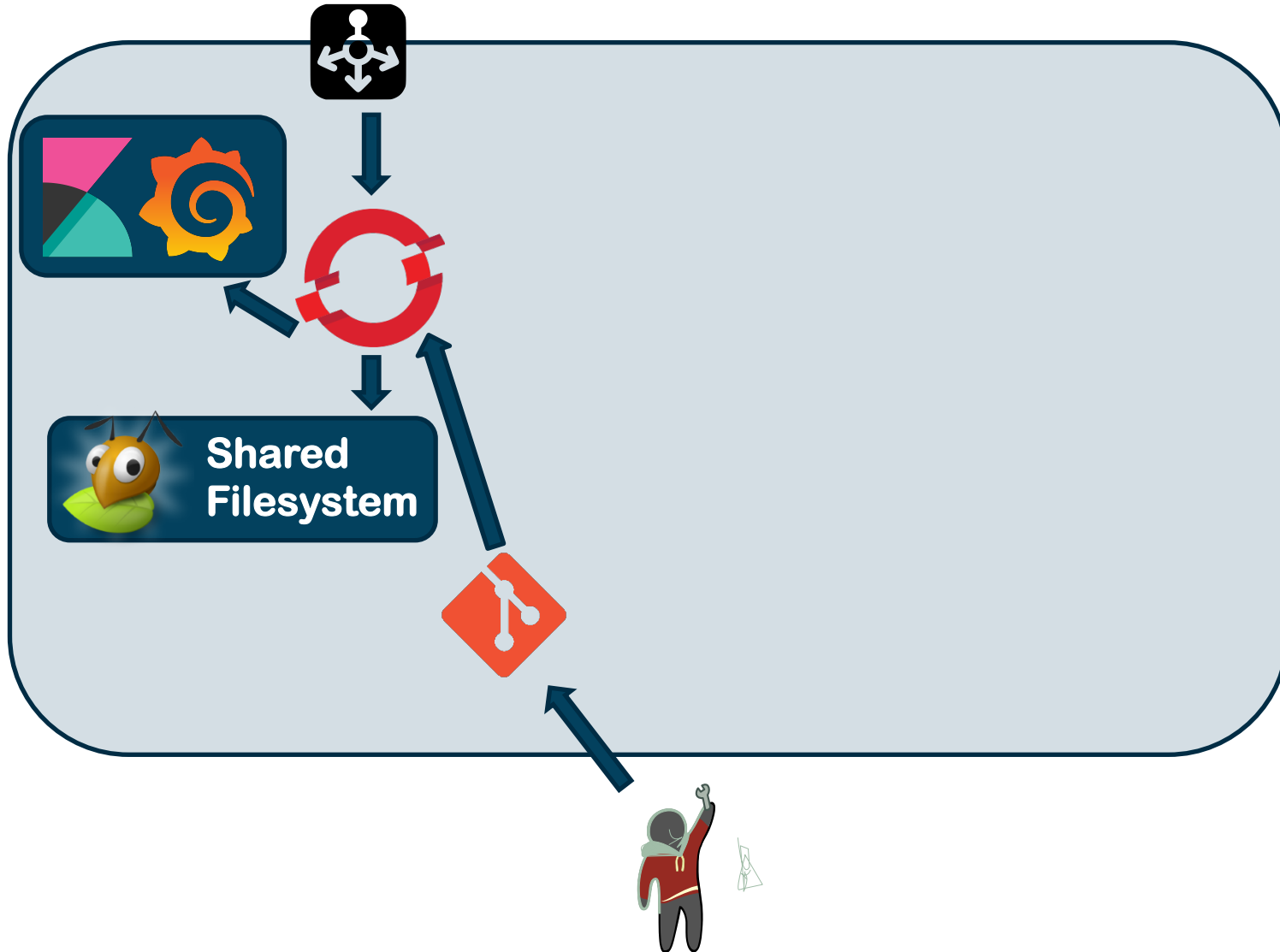
# SINGLE OPERATIONS TEAM

- Diversity in procedures, ie deploy
- Lack of control-plane visibility
- SLA: 99.995%
- No planned downtime

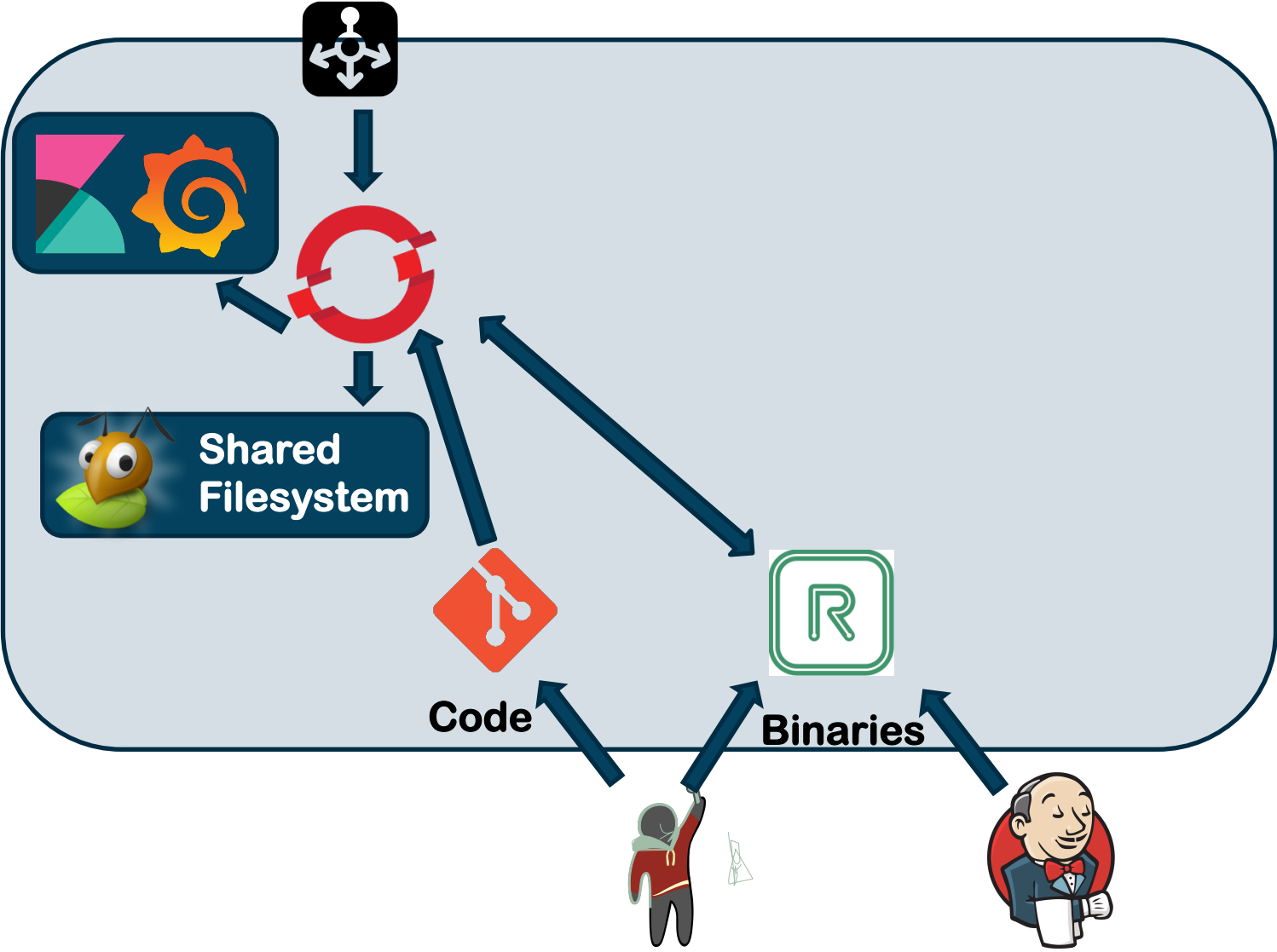
# ADDITIONAL GOALS

- Take control of the source code
- Protect investment in existing pipelines
- Unified admin console of all services
- Facilitate recruitment

# STARTING OUT

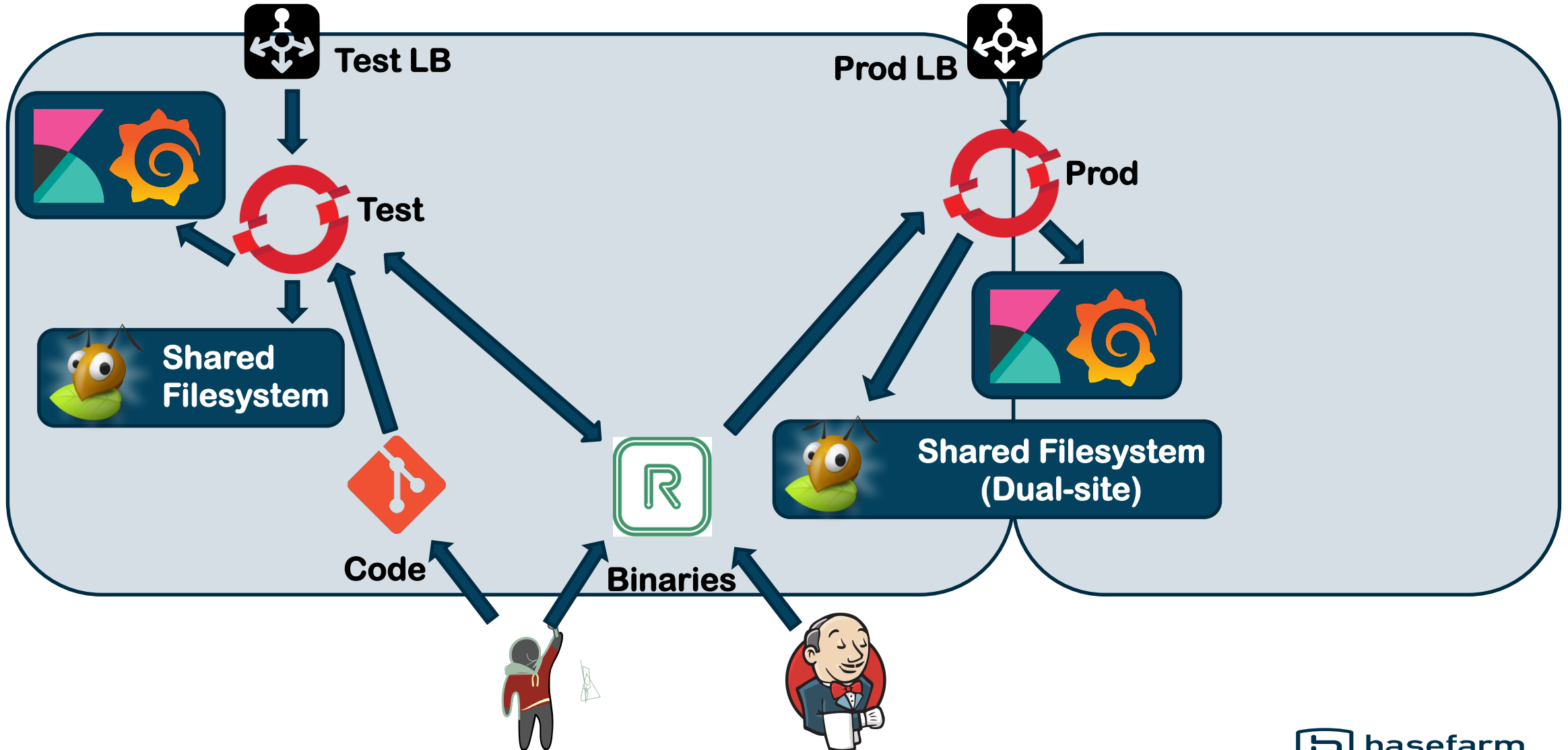


# WE HAVE SOME BINARIES ALREADY BUILT

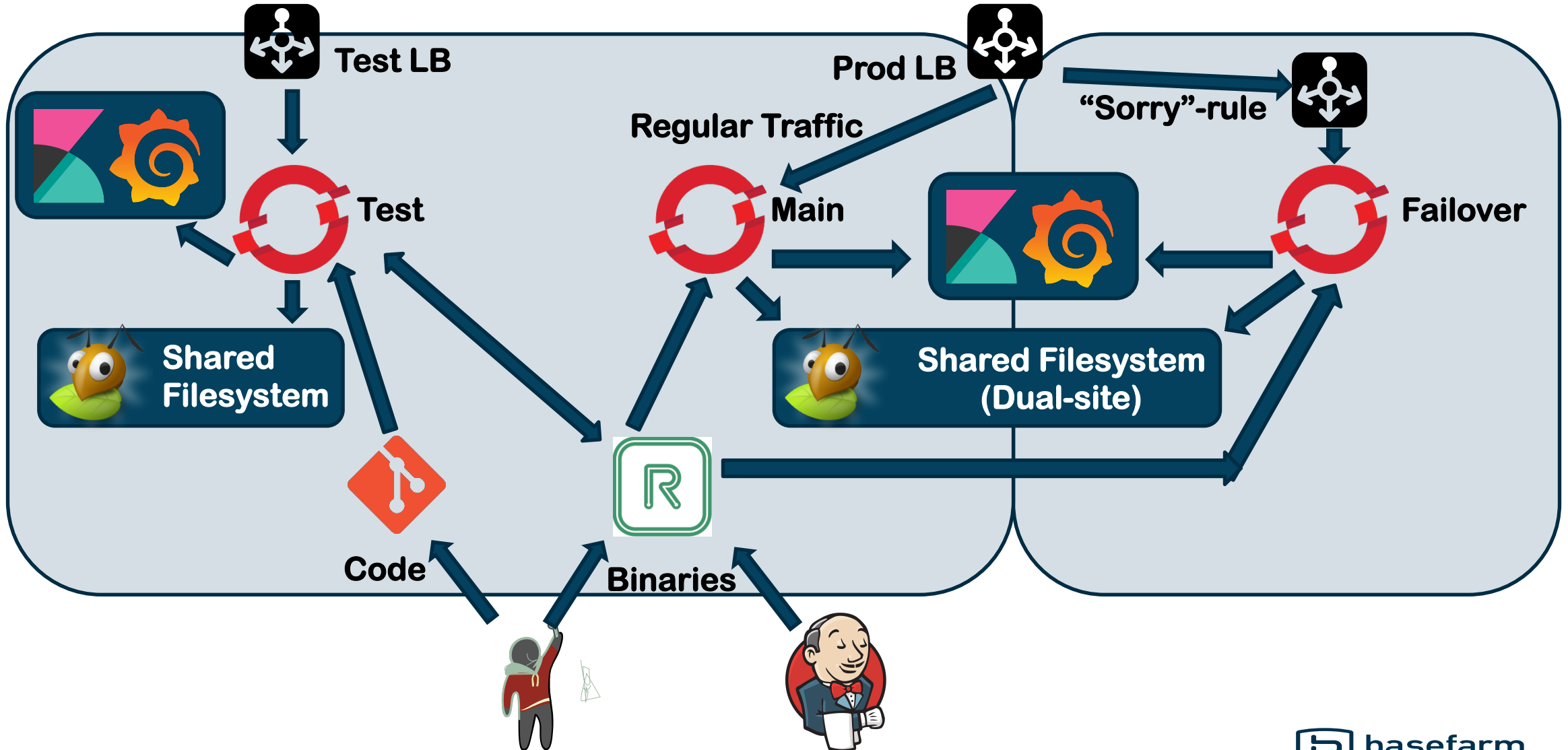




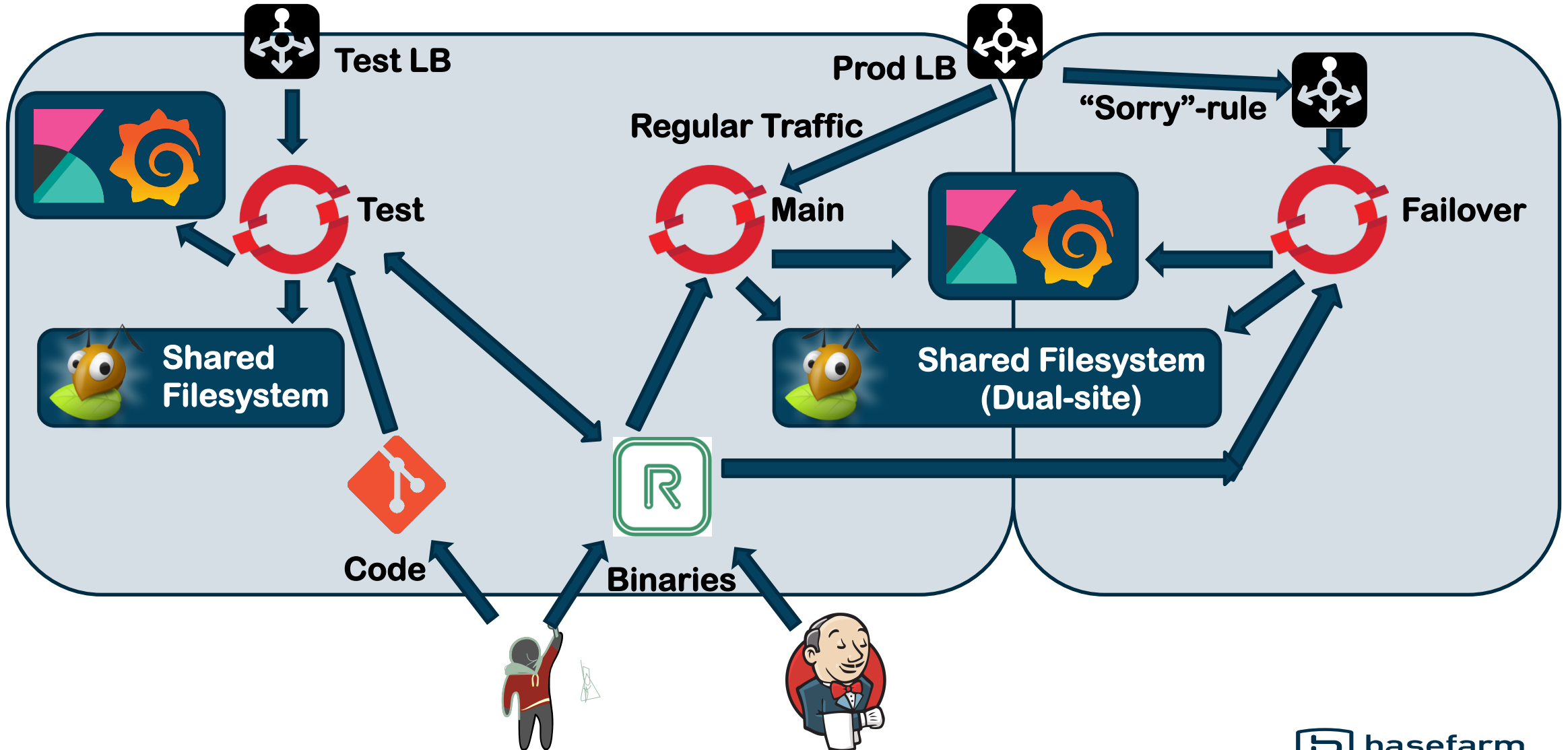
# PROD SEPARATE FROM TEST – AND DUAL-SITE



# CLUSTER MAY GO DOWN, BUT NOT SERVICE



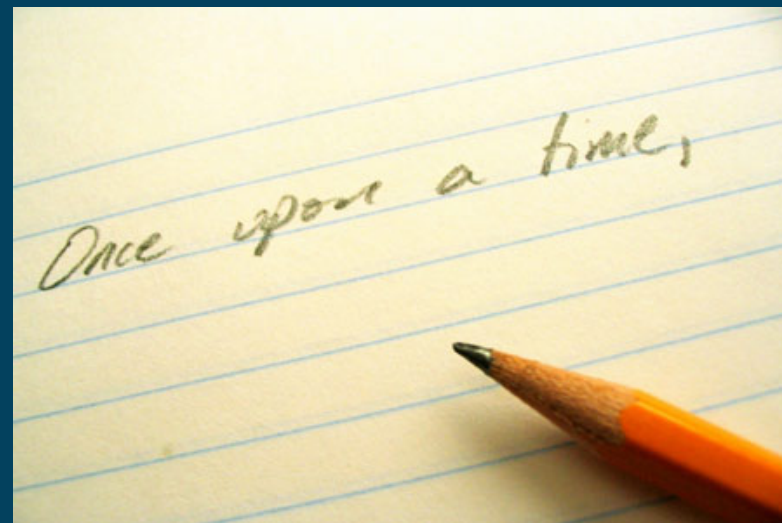
# END RESULT.... SO FAR



## PART 2: WHY DO AGILE & DEVOPS LEAD TO MICROSERVICES & CONTAINERS

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This is my story, told from my point of view.  
Your story will be different – that's okay



# CONFLICTING REQUIREMENTS

DevOps teams should be able to “do everything themselves”



Agile teams should be small for efficiency



We need to reduce “everything”

# REDUCING “EVERYTHING”

- Narrow scope
  - Divide into microservices
- Simplify operations
  - Deploy using container platform



# MICROSERVICE ARCHITECTURE

- Decoupling complexity
- Separation at network layer
- Independence
  - release cycles
  - programming language
- Separation of API and UX



# REDUCING TIME WASTED

	Monolith	Sprint	Release	Sprint	Release	Sprint	Release
Team A		█	█	█	█	█	█
Team B		█	█	█	█	█	█
Team C		█	█	█	█	█	█
<b>μService</b>							
μSvc A		█					
μSvc B		█					
μSvc C		█					

DISCLAIMER:  
GROSS OVER-  
SIMPLIFICATION



# YOUR API IS A PROMISE

Keep your promises!

- Adding features
- Invisible changes
- Versioning
- Life-Cycle



# EVOLUTION IN DEPLOYMENT/PACKAGING

1. **On Premise**  
... Your servers, your basement



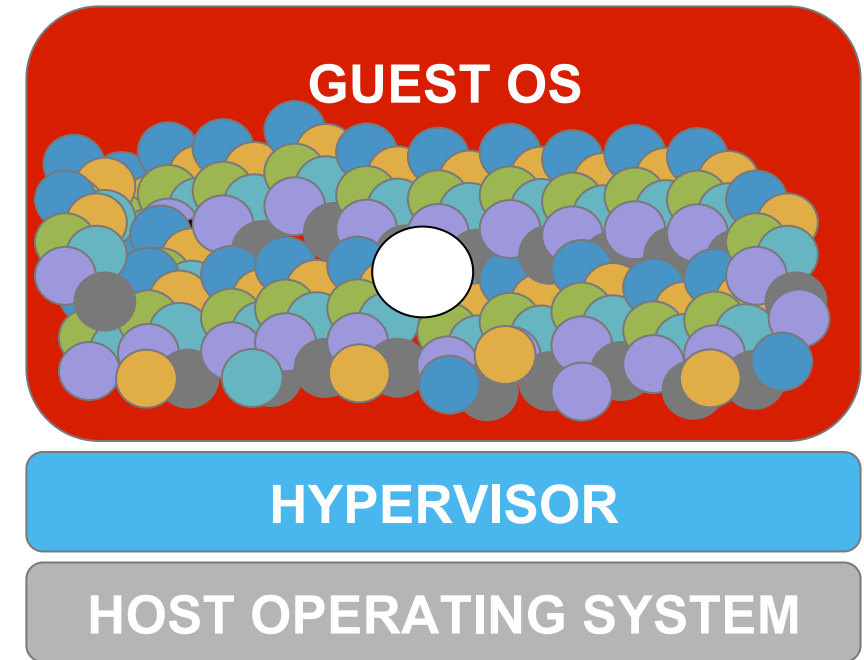
# EVOLUTION IN DEPLOYMENT/PACKAGING

- 1. On Premise**  
... Your servers, your basement
- 2. Co-location**  
... Your hardware in somebody else's DC



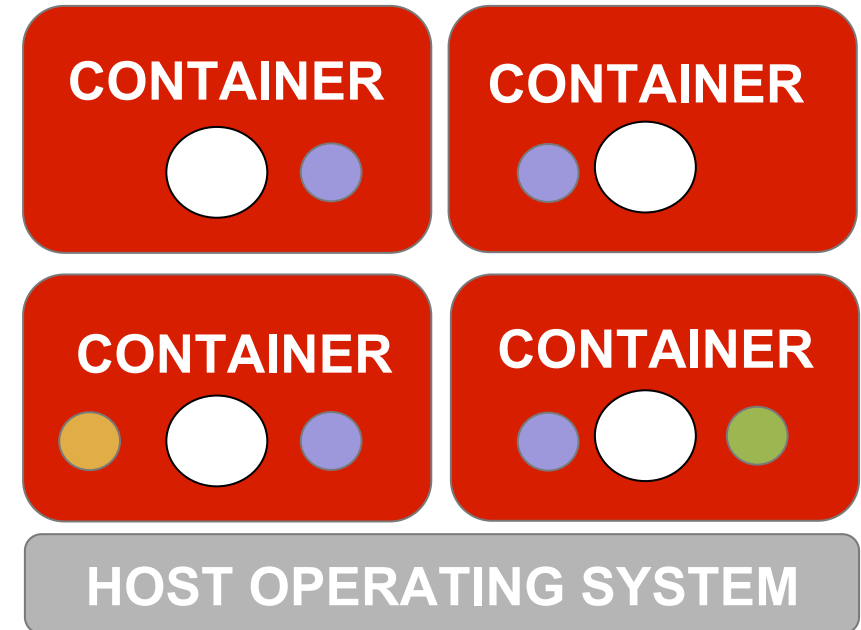
# EVOLUTION IN DEPLOYMENT/PACKAGING

- 1. On Premise**  
... Your servers, your basement
- 2. Co-location**  
... Your hardware in somebody else's DC
- 3. Virtual Servers**  
... Your OS on somebody else's hardware



# EVOLUTION IN DEPLOYMENT/PACKAGING

- 1. On Premise**  
... Your servers, your basement
- 2. Co-location**  
... Your hardware in somebody else's DC
- 3. Virtual Servers**  
... Your OS on somebody else's hardware
- 4. Containers**  
... Your application in somebody else's OS



# LOTS TO CONSIDER

Orchestration

Build Automation

Deployment Automation

Change management

Self Service

Logs & Metrics

Compliance

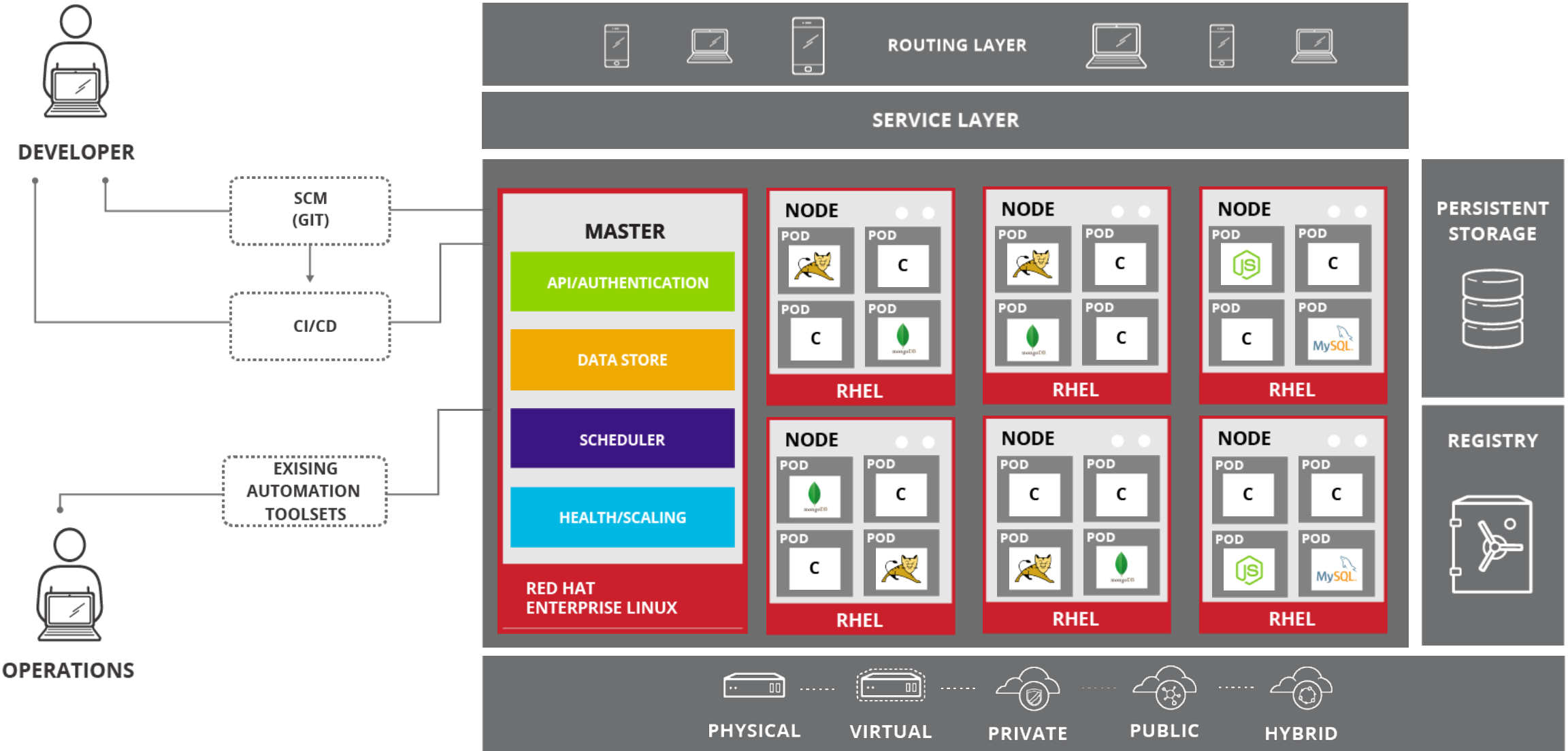
Monitoring

Operational Management

Security

## WE ARE HERE TO HELP YOU!

# LESS TO CONSIDER



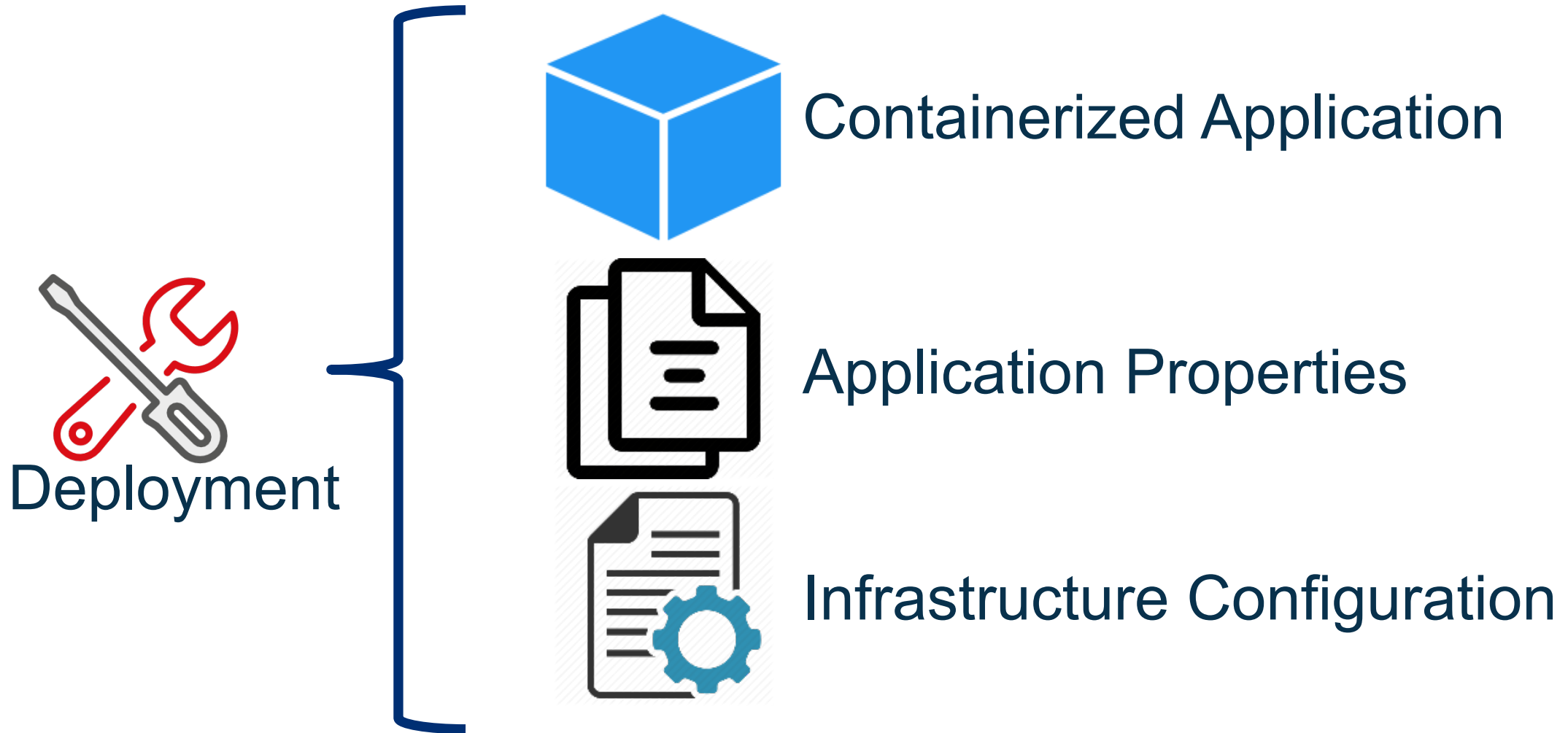
# STILL LEFT TO CONSIDER

Processes

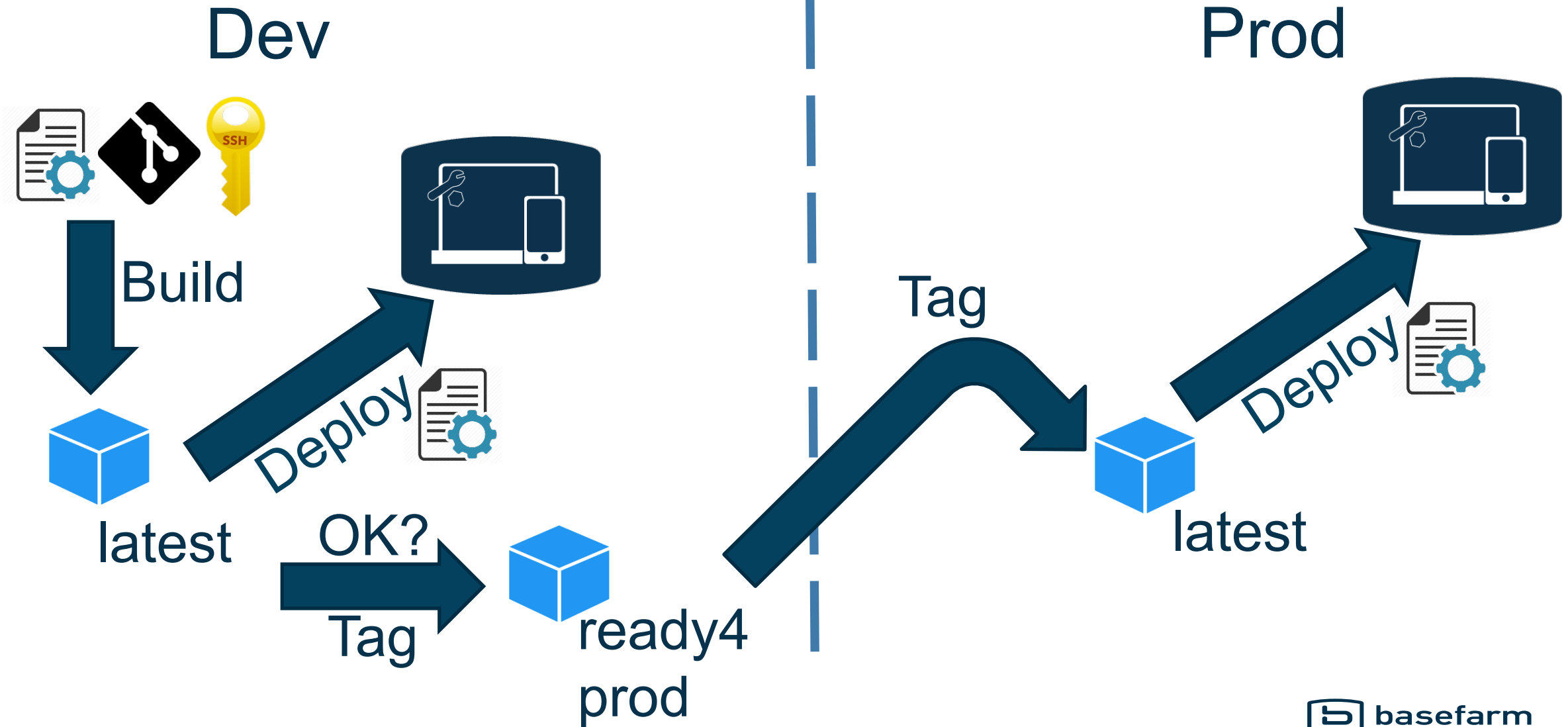
People



# TREAT CONTAINERS AS IMMUTABLE



# "SAFELY AGILE"



# EVOLUTION IN DEPLOYMENT/PACKAGING

## 3. Virtual Servers

... Your OS on somebody else's hardware

## 4. Containers

... Your application in somebody else's OS

## 5. Serverless

... Your code in somebody else's container

## 6. AI?

... Let the code write itself to fit the data model?