

# Implementing Serverless PHP

## Under the hood of OpenWhisk

Rob Allen, Nineteen Feet

I write APIs

# Serverless?

*The first thing to know about serverless computing is that "serverless" is a pretty bad name to call it.*

- Brandon Butler, Network World

# AKA: Functions as a Service

- A runtime to execute your functions
- No capacity planning or load balancing; just tasks being executed.
- Pay for execution, not when idle

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*"Our teams like the serverless approach; it's working well for us and we consider it a valid architectural choice."*

2017 Technology Radar

# Use-cases

## **Synchronous**

Service is invoked and provides immediate response  
(HTTP requests: APIs, chat bots)

## **Asynchronous**

Push a message which drives an action later  
(web hooks, timed events, database changes)

## **Streaming**

Continuous data flow to be processed

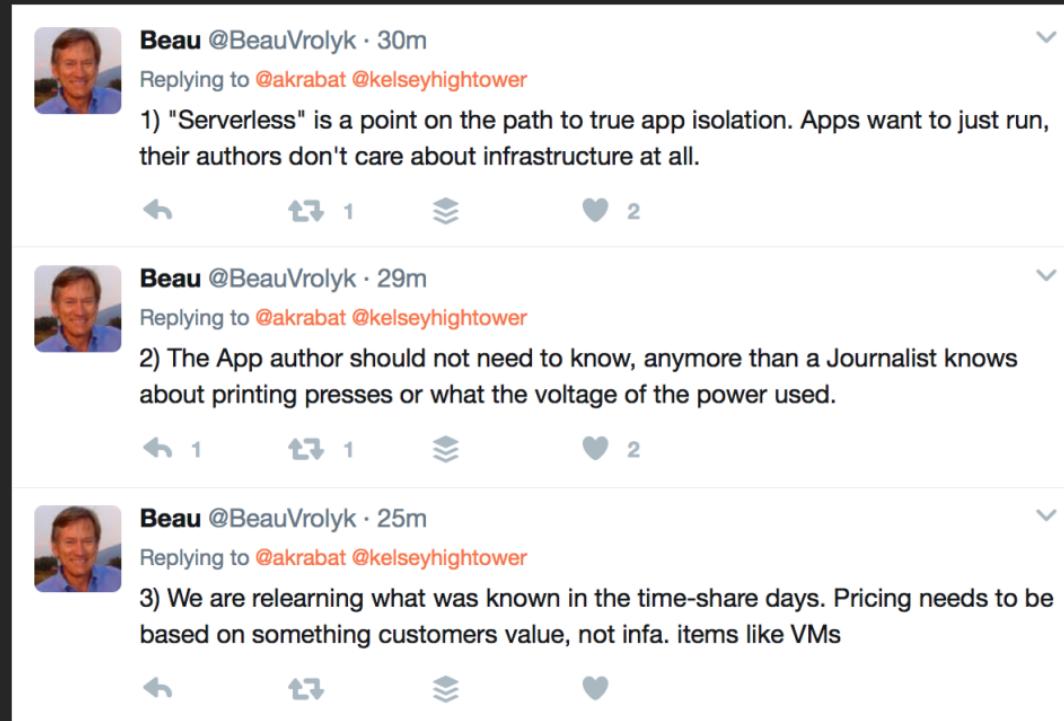
# Benefits

- No need to think about servers
- Concentrate on application code
- Pay only for what you use, when you use it
- Language agnostic: NodeJS, Swift, Python, Java, C#, etc

# Challenges

- Start up latency
- Time limit
- State is external
- DevOps is still a thing

# It's about value



**Beau** @BeauVrolyk · 30m  
Replies to @akrabat @kelseyhightower

1) "Serverless" is a point on the path to true app isolation. Apps want to just run, their authors don't care about infrastructure at all.

1 2

**Beau** @BeauVrolyk · 29m  
Replies to @akrabat @kelseyhightower

2) The App author should not need to know, anymore than a Journalist knows about printing presses or what the voltage of the power used.

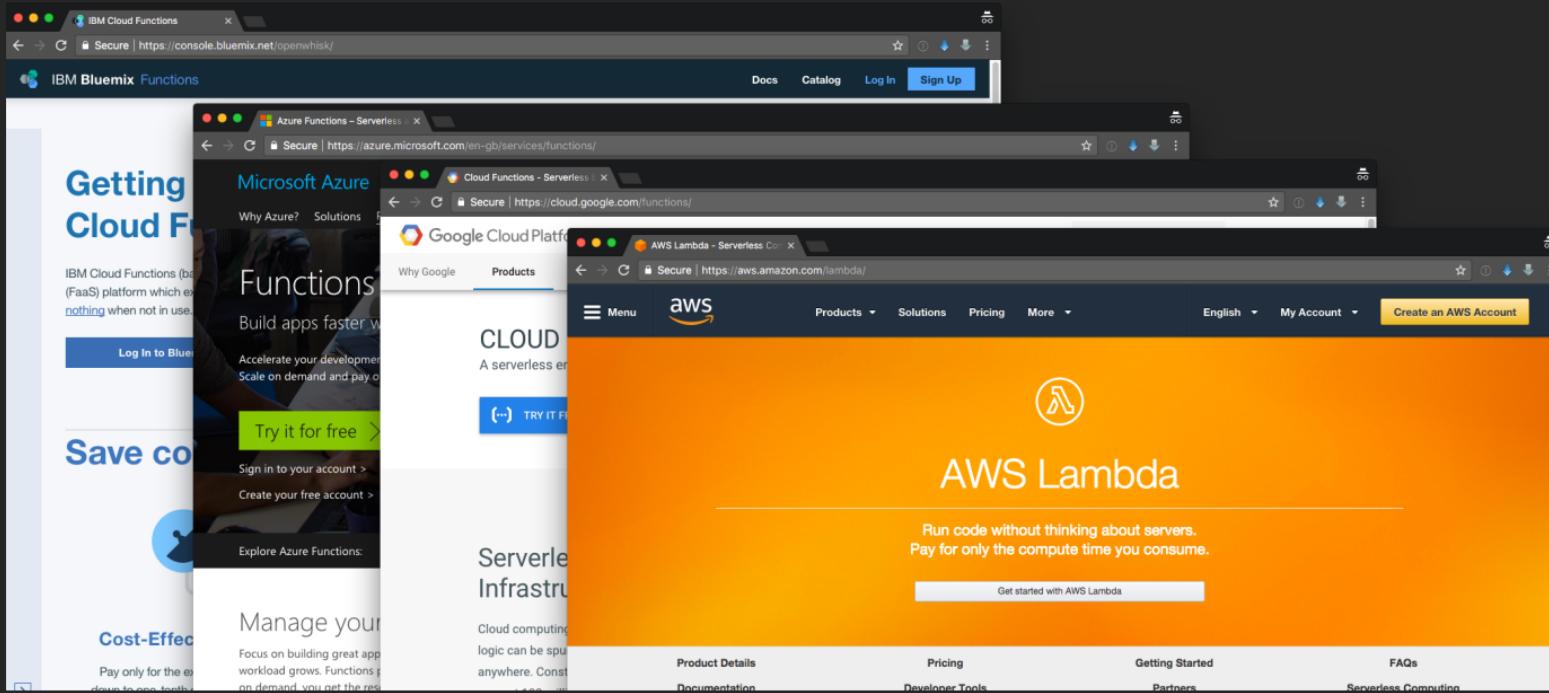
1 2

**Beau** @BeauVrolyk · 25m  
Replies to @akrabat @kelseyhightower

3) We are relearning what was known in the time-share days. Pricing needs to be based on something customers value, not infa. items like VMs

1 2

# Serverless providers



# OpenWhisk

# OpenWhisk

OpenSource; multiple providers:

IBM

RedHat

Adobe (for Adobe Cloud Platform APIs)

&, of course, self-hosted

# JavaScript

# Hello world in JS

hello.js:

```
1 function main(params)
2 {
3     name = params.name || "World"
4     return {msg: 'Hello ' + name}
5 }
```

Create action:

```
$ wsk action create helloJS hello.js --kind nodejs:6
ok: updated action helloJS
```

# Hello world in JS

Execute:

```
$ wsk action invoke -r helloJS -p name Rob
{
    "msg": "Hello Rob"
}
```

or:

```
$ curl -k https://192.168.33.13/api/v1/web/guest/default/helloJS.json
{
    "msg": "Hello World"
}
```

# PHP

# Hello world in PHP

hello.php:

```
1 <?php
2 function main(array $args) : array
3 {
4     $name = $args["name"] ?? "World";
5     return [ "msg" => "Hello $name" ];
6 }
```

# The old way: Dockerise it

Create a bash script called `exec`:

```
1 #!/bin/bash
2
3 # Install PHP
4 if [ ! -f /usr/bin/php ]; then
5     echo "http://dl-cdn.alpinelinux.org/alpine/edge/community" \
6         >> /etc/apk/repositories
7     apk add --update php7 php7-json
8 fi
9
10 # Run PHP action
11 /usr/bin/php -r 'require "/action/hello.php";'
12 echo json_encode(main(json_decode($argv[1], true)));' -- "$@"
```

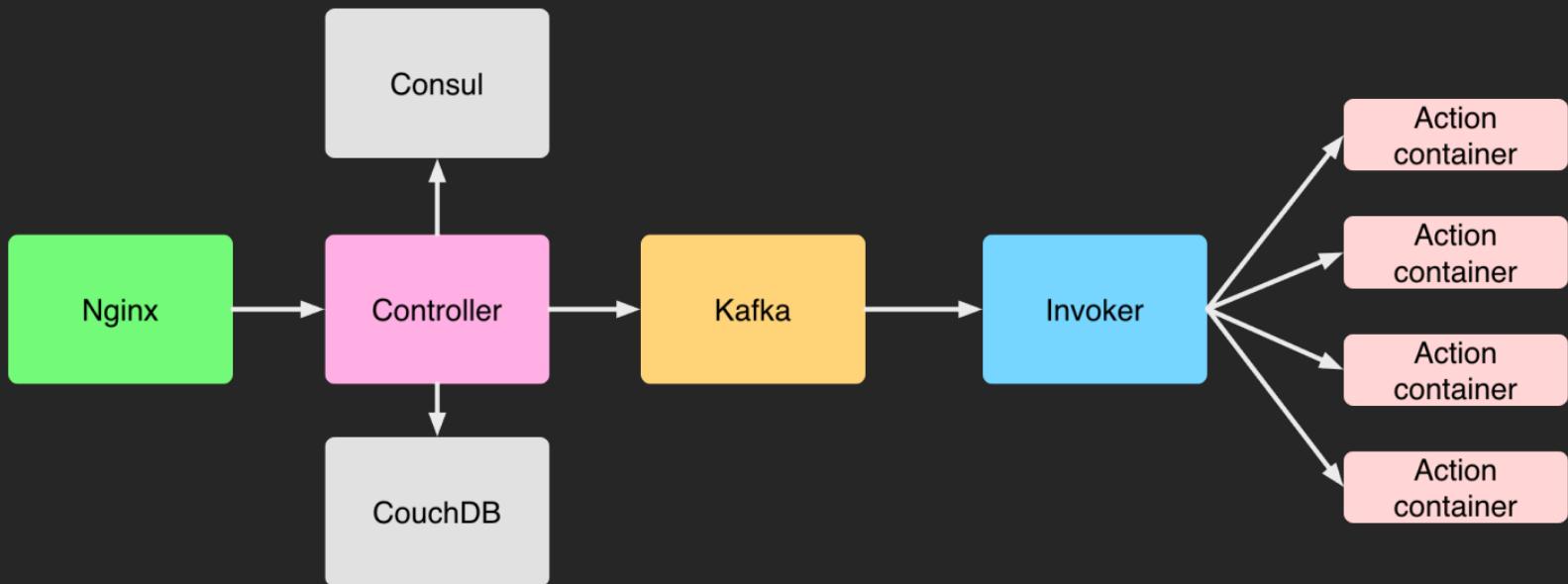
# Create & execute action

```
1 $ zip -r hello.zip hello.php exec  
2  
3 $ wsk action create helloPHP hello.zip --native  
4 ok: updated action helloPHP  
5  
6 $ wsk action invoke -r helloPHP -p name Rob  
7 {  
8     "msg": "Hello Rob"  
9 }
```

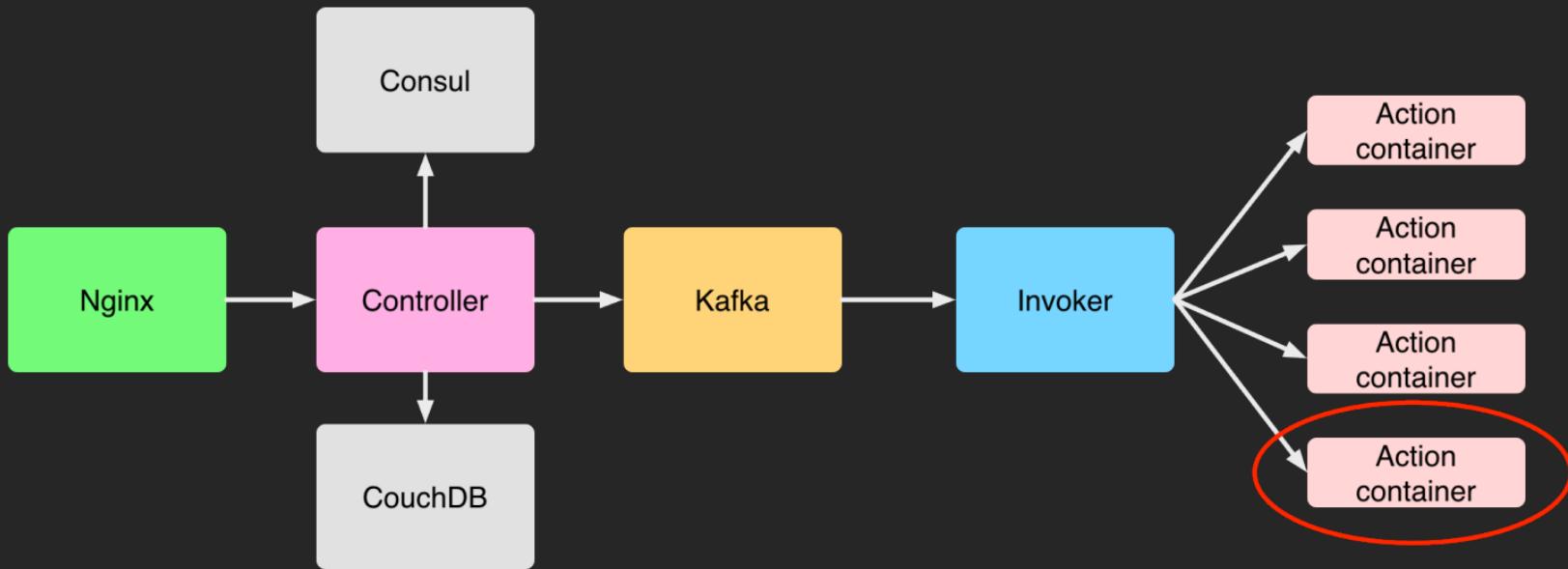
Time for first-run: 2 seconds

Solution:  
Write a PHP action runner!

# OpenWhisk's architecture

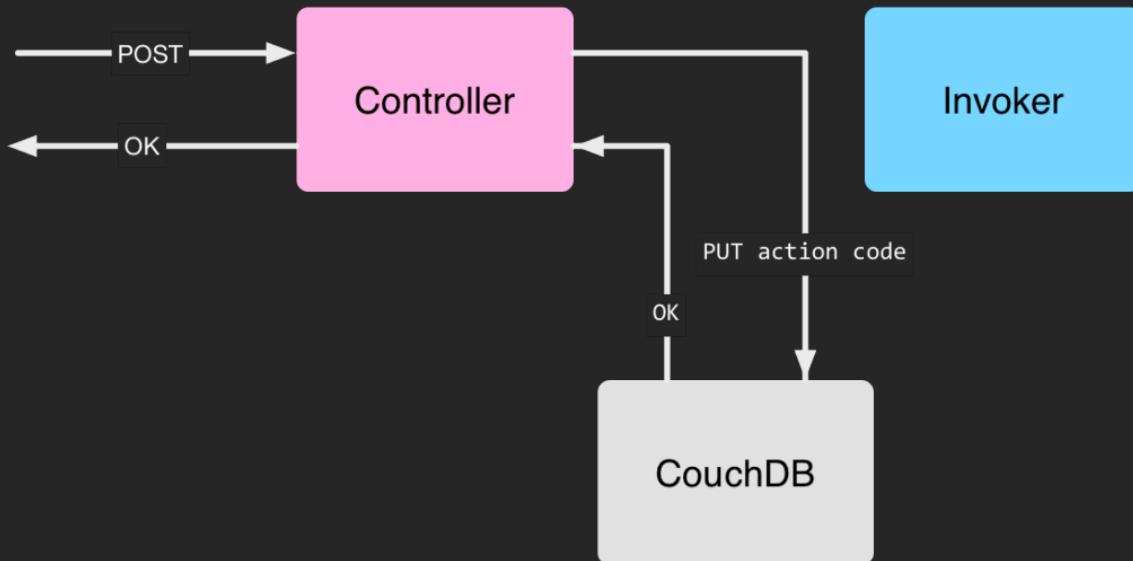


# OpenWhisk's architecture



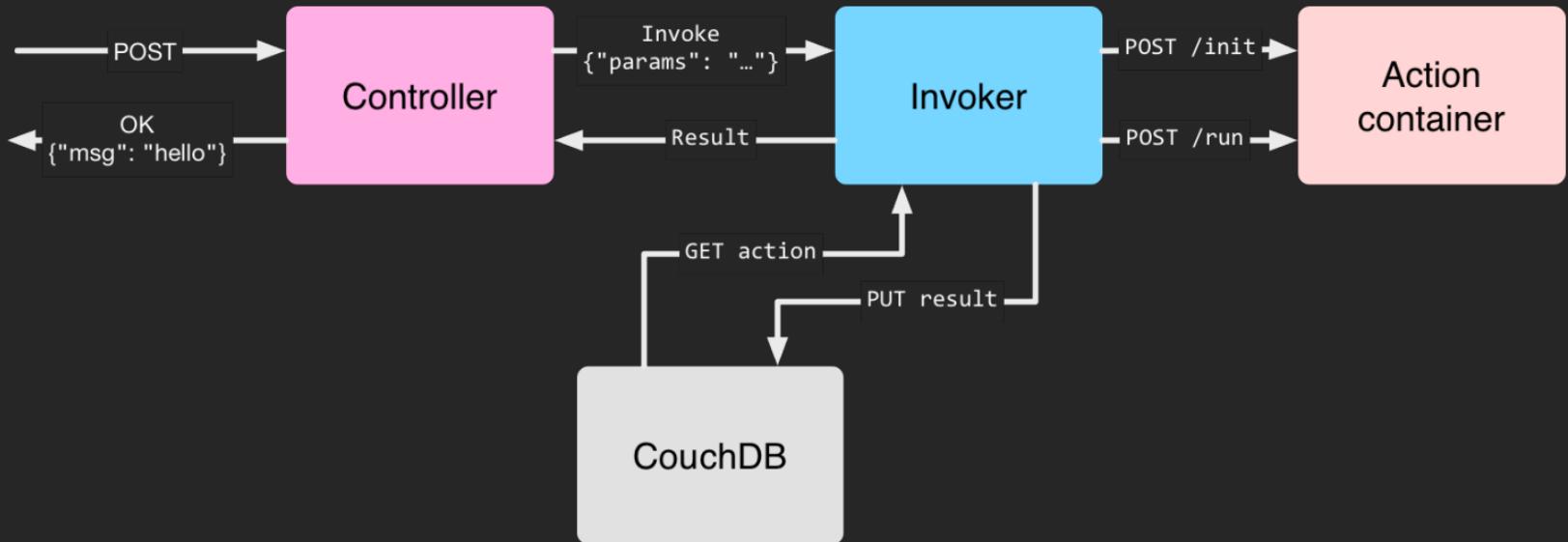
# Create an action

```
wsk action create hello
```



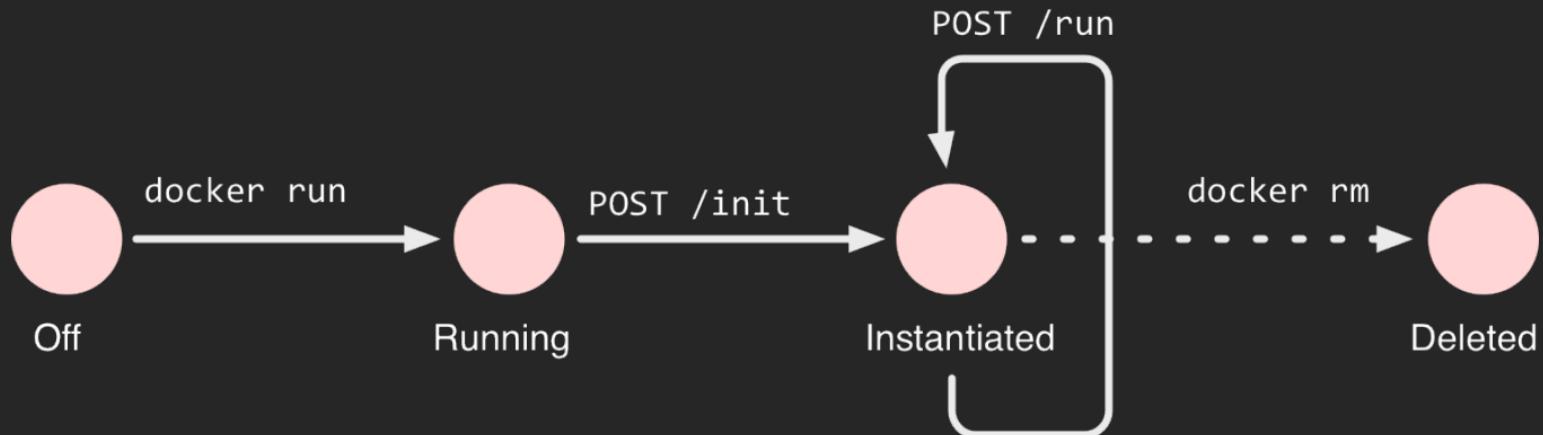
# Invoke an action

```
wsk action invoke hello
```



# Action container lifecycle

- Hosts the user-written code
- Controlled via two end points: `/init` & `/run`



# Action container API

input

```
{ "value": {  
    "name" : "helloPHP",  
    "main" : "main",  
    "binary": false,  
    "code" : "<?php ...",  
}  
}
```

output

```
{ "OK": true}
```

```
{ "value": {  
    "name" : "Rob",  
}  
}  
`{ "msg": "Hello Rob" }
```

# Writing a PHP action container

We need:

- A container
- Code to handle endpoints (router.php)
- Execute the user code (runner.php)

# Dockerfile

```
FROM php:7.1-alpine

# copy required files
ADD router.php /action
ADD runner.php /action

# Start webserver on port 8080
EXPOSE 8080
CMD [ "php", "-S", "0.0.0.0:8080", "/action/router.php" ]
```

Responding to the invoker:  
router.php

# router.php

```
1 <?php
2 if ($_SERVER['REQUEST_URI'] == '/init') {
3     $result = init();
4 } elseif ($_SERVER['REQUEST_URI'] == '/run') {
5     $result = run();
6 }
7
8 /* send response */
9 header('Content-Type: application/json');
10 echo json_encode((object)$result);
```

# router.php: init()

```
1 function init()
2 {
3     $post = file_get_contents('php://input');
4     $data = json_decode($post, true)['value'];
5
6     file_put_contents('index.php', $data['code']);
7
8     $config = ['function' => $data['main'], 'file' => 'index.php'];
9     file_put_contents('config.json', json_encode($config));
10
11    return ["OK" => true];
12 }
```

# router.php: run()

```
1 function run()
2 {
3     $args = file_get_contents('config.json');
4     $stdin = json_decode(file_get_contents('php://input'), true)['value'];
5
6     list($rtnCode, $stdout, $stderr) = runAction($args, $stdin);
7
8     file_put_contents("php://stderr", $stderr);
9     file_put_contents("php://stdout", $stdout);
10
11    $pos = strrpos($stdout, PHP_EOL) + 1;
12    $lastLine = trim(substr($stdout, $pos));
13
14    return $lastLine;
15 }
```

# router.php: run()

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```

# router.php: runAction()

```
1 function runAction(array $args, string $stdin = '') : array
2 {
3     $args = implode(' ', array_map('escapeshellarg', $args));
4
5     /* execute runner and open file pointers for input/output */
6     $pipes = [];
7     $process = proc_open(
8         '/usr/local/bin/php -f runner.php' . $args,
9         [
10             0 => ['pipe', 'r'], /* descriptor for stdin */
11             1 => ['pipe', 'w'], /* descriptor for stdout */
12             2 => ['pipe', 'w'] /* descriptor for stderr */
13         ],
14         $pipes,
15     );
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12             2 => ['pipe', 'w'] /* descriptor for stderr */
13         ],
14         $pipes,
15     );
```

# router.php: runAction()

```
1  /* write to the process's stdin */
2  $bytes = fwrite($pipes[0], $stdin); fclose($pipes[0]);
3
4  /* read the process's stdout */
5  $stdout = stream_get_contents($pipes[1]); fclose($pipes[1]);
6
7  /* read the process's stderr */
8  $stderr = stream_get_contents($pipes[2]); fclose($pipes[2]);
9
10 /* close process & get return code */
11 $returnCode = proc_close($process);
12
13 return [$returnCode, $stdout, $stderr];
14 }
```

# router.php: run()

```
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2 {
3     $args = file_get_contents('config.json');
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```

Running the action code:  
runner.php

# runner.php

Runs the user's code in a separate process

```
1 <?php
2 $config = json_decode($argv[1], true);
3 $functionName = $config['function'] ?? 'main';
4
5 require '/action/vendor/autoload.php';
6 require '/action/src/index.php';
7 $result = $functionName(
8     json_decode(file_get_contents('php://stdin') ?? [], true)
9 );
10
11 /* last line of output is response */
12 echo json_encode((object)$result);
```

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11 /* last line of output is response */
12 echo json_encode((object)$result);
```

# Hello world in PHP

hello.php:

```
1 <?php
2 function main(array $args) : array {
3     $name = $args["name"] ?? "World";
4     return [ "msg" => "Hello $name" ];
5 }
```

# Execute natively in OpenWhisk

```
$ wsk action create hello hello.php --kind php:7.1
ok: updated action hello

$ wsk action invoke -r hello -p name Rob
{
    "msg": "Hello Rob"
}
```

Time for first-run: 400 ms

# Demo

# Summary

# Resources

- <https://www.martinfowler.com/articles/serverless.html>
- <http://www.openwhisk.org>
- <https://medium.com/openwhisk>
- <http://github.com/apache/incubator-openwhisk/pull/2415>
- <https://github.com/akrabat/ow-php-ftime>

# Thank you!

Rob Allen ~ @akrabat

PHP Training: @phptraininguk