



**DavidChappell**  
& Associates

# INTRODUCING WINDOWS AZURE

DAVID CHAPPELL

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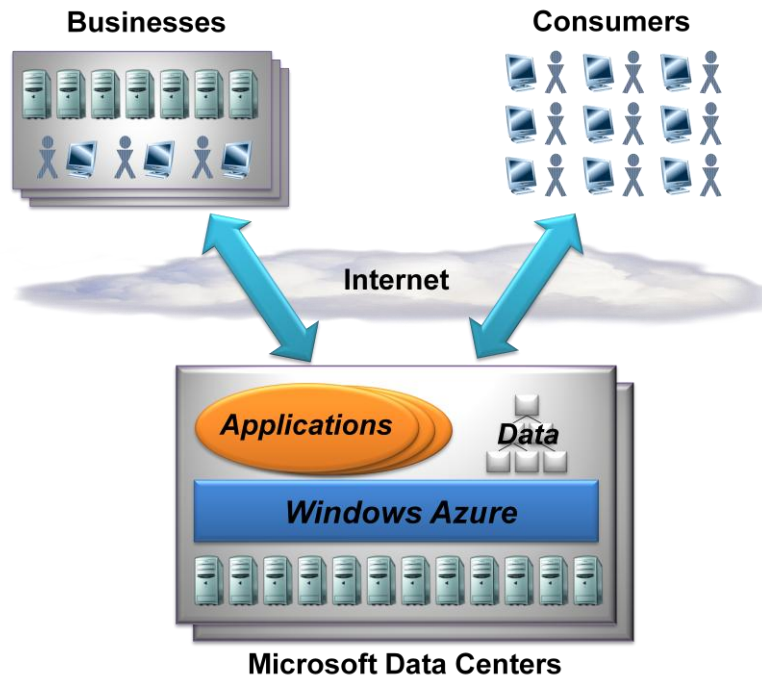
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## AN OVERVIEW OF WINDOWS AZURE

Cloud computing is here. Running applications on machines in an Internet-accessible data center can bring plenty of advantages. Yet wherever they run, applications are built on some kind of platform. For on-premises applications, this platform usually includes an operating system, some way to store data, and perhaps more. Applications running in the cloud need a similar foundation.

The goal of Microsoft's Windows Azure is to provide this. Part of the larger *Windows Azure platform*, Windows Azure is a foundation for running Windows applications and storing data in the cloud. Figure 1 illustrates this idea.



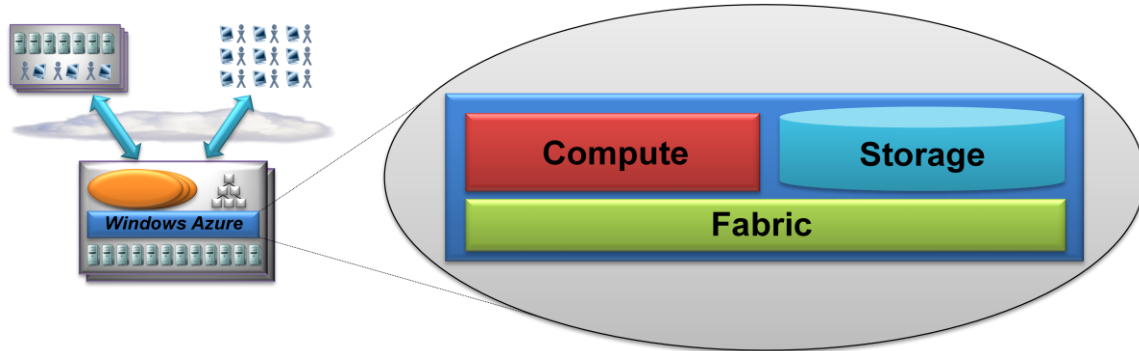
**Figure 1: Windows Azure applications run in Microsoft data centers and are accessed via the Internet.**

As the figure shows, Windows Azure runs on machines in Microsoft data centers. Rather than providing software that Microsoft customers can install and run themselves on their own computers, Windows Azure is a service: Customers use it to run applications and store data on Internet-accessible machines owned by Microsoft. Those applications might provide services to businesses, to consumers, or both. Here are some examples of the kinds of applications that can be built on Windows Azure:

- An independent software vendor (ISV) could create an application that targets business users, an approach that's often referred to as *Software as a Service (SaaS)*. ISVs can use Windows Azure as a foundation for a variety of business-oriented SaaS applications.
- An ISV might create a SaaS application that targets consumers. Windows Azure is designed to support very scalable software, and so a firm that plans to target a large consumer market might well choose it as a platform for a new application.

- Enterprises might use Windows Azure to build and run applications that are used by their own employees. While this situation probably won't require the enormous scale of a consumer-facing application, the reliability and manageability that Windows Azure offers could still make it an attractive choice.

Whatever a Windows Azure application does, the platform itself provides the same fundamental components, as Figure 2 shows.



**Figure 2: Windows Azure has three main parts: the Compute service, the Storage service, and the Fabric.**

As their names suggest, the Compute service runs applications while the Storage service stores data. The third component, the Windows Azure Fabric, provides a common way to manage and monitor applications that use this cloud platform. The rest of this section introduces each of these three parts.

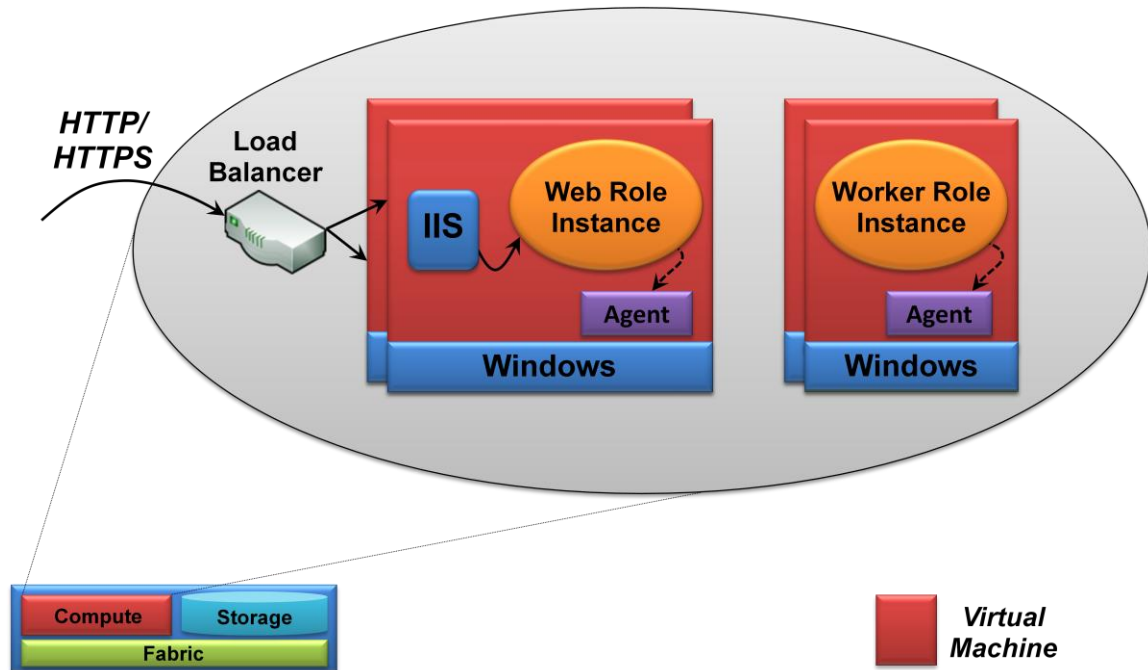
## THE COMPUTE SERVICE

The Windows Azure Compute service can run many different kinds of applications. A primary goal of this platform, however, is to support applications that have a very large number of simultaneous users. (In fact, Microsoft has said that it will build its own SaaS applications on Windows Azure, which sets the bar high.) Reaching this goal by scaling *up*—running on bigger and bigger machines—isn't possible. Instead, Windows Azure is designed to support applications that scale *out*, running multiple copies of the same code across many commodity servers.

To allow this, a Windows Azure application can have multiple *instances*, each executing in its own virtual machine (VM). Each VM is provided by a hypervisor (based on Hyper-V) that's been modified for use in Microsoft's cloud, and it provides a Windows interface to the instance it contains.

To run an application, a developer accesses the Windows Azure portal through her Web browser, signing in with a Windows Live ID. She then chooses whether to create a *hosting* account for running applications, a *storage* account for storing data, or both. Once the developer has a hosting account, she can upload her application, specifying how many instances the application needs. Windows Azure then creates the necessary VMs and runs the application.

In the first release of Windows Azure, two different instance types are available for developers to use: Web role instances and Worker role instances. Figure 3 illustrates this idea.



**Figure 3: A Windows Azure application can consist of Web role instances and/or Worker role instances, each of which runs in its own Windows virtual machine.**

As its name suggests, a Web role instance can accept incoming HTTP or HTTPS requests. To allow this, it runs in a VM that includes Internet Information Services (IIS) 7. Developers can create Web role instances using ASP.NET, Windows Communication Foundation (WCF), or another .NET technology that works with IIS. Developers can also create applications in native code—using the .NET Framework isn’t required. This means that developers can upload and run other technologies as well, including PHP and the Java-based Tomcat. And as Figure 3 shows, Windows Azure provides built-in hardware load balancing to spread requests across Web role instances that are part of the same application.

By running multiple instances of an application, Windows Azure helps that application scale. Because the Windows Azure load balancer doesn’t allow creating an affinity with a particular Web role instance, however, there’s no way to guarantee that multiple requests from the same user will be sent to the same instance. Accordingly, Web role instances must be stateless. Any client-specific state should be written to Windows Azure storage or passed back to the client after each request.

Worker role instances are similar to, but not quite the same as their Web role cousins. The big difference is that Worker role instances don’t have IIS configured, and so Worker role instances aren’t hosted by IIS. Instead, they’re executables in their own right. Running a Web server is allowed—it’s even possible to install an Apache Web server in a Worker role—but a Worker role instance is more likely to function like a background job. For example, an application might use Web role instances to accept requests from users, then process those requests at a later time using Worker role instances. Similarly, an application that sifts through large amounts of data in parallel might use many Worker role instances to carry out this work.

A developer can use only Web role instances, only Worker role instances, or a combination of the two to create a Windows Azure application. If the application’s load increases, he can use the Windows Azure portal to request more Web role instances, more Worker role instances, or more of both for his

application. If the load decreases, he can reduce the number of running instances. To shut down the application completely, the developer can shut down all of the application's Web role and Worker role instances. Windows Azure also exposes an API that lets all of these things be done programmatically—changing the number of running instances doesn't require manual intervention—but the platform doesn't automatically scale applications based on their load.

The VMs that run both Web role and Worker role instances also run a Windows Azure *agent*, as Figure 3 shows. This agent exposes a relatively simple API that lets an instance interact with the Windows Azure fabric. For example, an instance can use the agent to find the root of a local storage resource in the VM instance it's running in.

To create Windows Azure applications, a developer uses the same languages and tools as for any Windows application. She might write a Web role using ASP.NET and Visual Basic, for example, or use WCF and C#. Similarly, she might create a Worker role in one of these .NET languages, work directly in C++ without the .NET Framework, or use Java. And while Windows Azure provides add-ins for Visual Studio, using this development environment isn't required. A developer who has installed PHP, for example, might choose to use another tool to write applications.

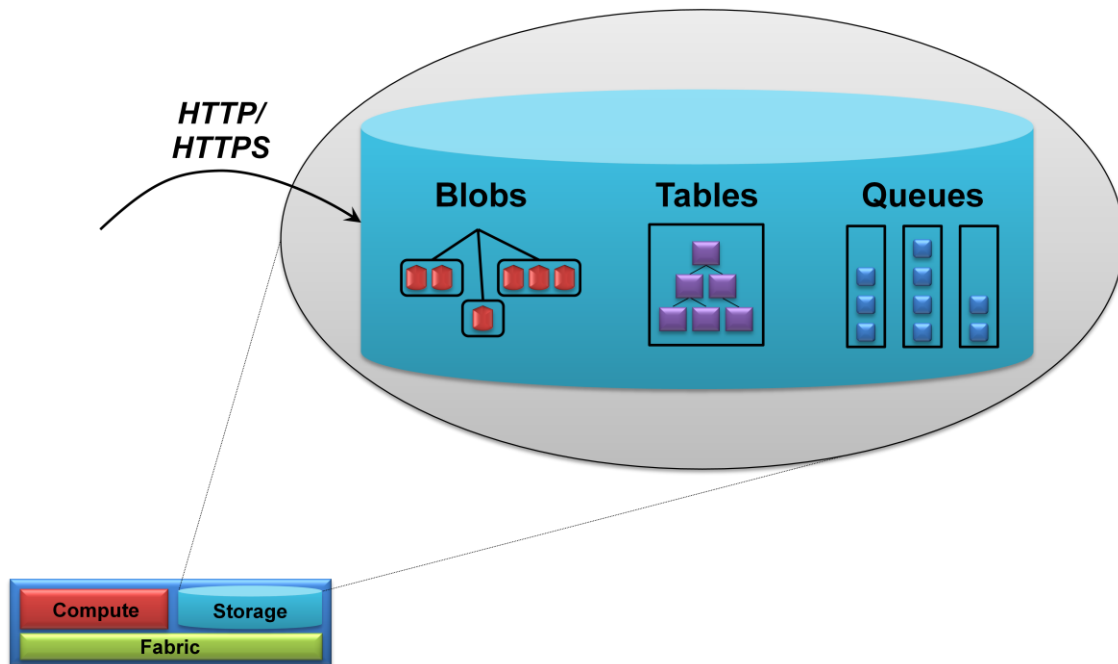
To allow monitoring and debugging Windows Azure applications, each instance can call a logging API that writes information to a common application-wide log. A developer can also configure the system to collect performance counters for an application, measure its CPU usage, store crash dumps if it fails, and more. This information is kept in Windows Azure storage, and a developer is free to write code to examine it. For example, if a Worker role instance crashes three times within an hour, custom code might send an email to the application's administrator. Note that Windows Azure doesn't provide this itself; instead, it provides a way for applications to generate and store the data that a developer can use to create this kind of service.

It's important to note that a developer can't supply her own VM image for Windows Azure to run. Instead, the platform itself provides and maintains its own version of Windows. Developers focus solely on creating applications that run on Windows Azure. Furthermore, those applications can run only in user mode—administrative access isn't allowed. This restriction lets Windows Azure itself update the operating system in each VM without worrying about whether the application has made system-level changes. Rather than requiring developers to install Windows patches, for example, Windows Azure takes care of this. The goal is to let applications run continuously while minimizing the administrative effort required.

The ability to execute code is a fundamental part of a cloud platform, but it's not enough. Applications also need persistent storage that holds on to information even when they're not running. Meeting this need is the goal of the Windows Azure Storage service, described next.

## THE STORAGE SERVICE

Applications work with data in many different ways. Accordingly, the Windows Azure Storage service provides several options. Figure 4 shows the choices.



**Figure 4: Windows Azure Storage provides blobs, tables, and queues.**

The simplest way to store data in Windows Azure storage is to use blobs. A blob contains binary data, and as Figure 4 suggests, there's a simple hierarchy: A storage account can have one or more *containers*, each of which holds one or more blobs. Blobs can be big, and they can have associated metadata, such as information about where a JPEG photograph was taken or who the singer is for an MP3 file. Blobs also provide the underlying storage for *XDrives*, a mechanism for viewing persistent storage as if it were a local drive.

Blobs are just right for some situations, but they're too unstructured for others. To let applications work with data in a more fine-grained way, Windows Azure storage provides tables. Don't be misled by the name: These aren't relational tables. In fact, even though they're called "tables", the data each one holds is actually stored in a group of *entities* that contain *properties*. And rather than using SQL, an application can access a table's data using the conventions defined by ADO.NET Data Services. The reason for this apparently idiosyncratic approach is that it allows *scale-out storage*—scaling by spreading data across many machines—much more effectively than would a standard relational database. In fact, a single Windows Azure table can contain billions of entities holding terabytes of data.

Blobs and tables are both focused on storing and accessing data. The third option in Windows Azure storage, queues, has a quite different purpose. A primary function of queues is to provide a way for Web role instances to communicate asynchronously with Worker role instances. For example, a user might submit a request to perform some compute-intensive task via a Web page implemented by a Windows Azure Web role. The Web role instance that receives this request can write a message into a queue describing the work to be done. A Worker role instance that's waiting on this queue can then read the message and carry out the task it specifies. Any results can be returned via another queue or handled in some other way.

Regardless of how data is stored—in blobs, tables, or queues—all information held in Windows Azure storage is replicated three times. This replication allows fault tolerance, since losing a copy isn't fatal. The system provides strong consistency, however, so an application that immediately reads data it has just written is guaranteed to get back what it just wrote. Windows Azure also keeps a backup copy of all data in another data center in the same part of the world. If the data center holding the main copy is unavailable or destroyed, this backup remains accessible.

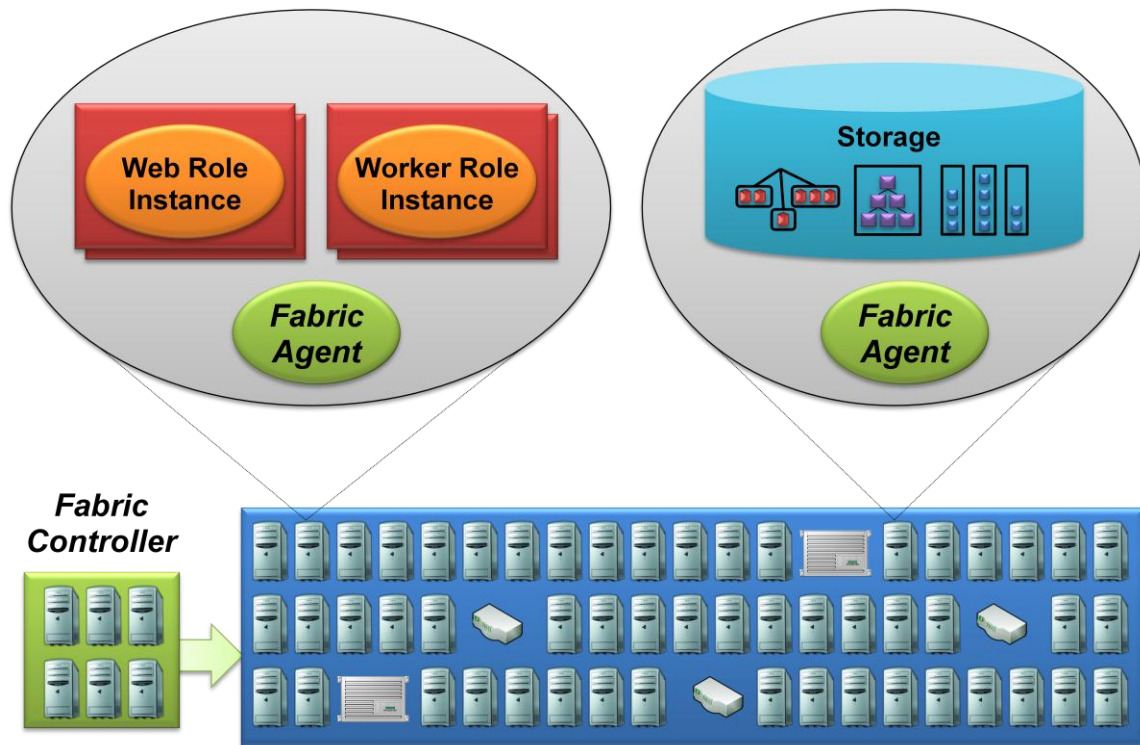
Windows Azure storage can be accessed by a Windows Azure application, by an application running on-premises within some organization, or by an application running at a hoster or on another cloud platform. In all of these cases, all three Windows Azure storage styles use the conventions of REST to identify and expose data, as Figure 4 suggests. Blobs, tables, and queues are all named using URIs and accessed via standard HTTP operations. A .NET client might use the ADO.NET Data Services libraries to do this, but it's not required—an application can also make raw HTTP calls.

Creating Windows Azure applications that use blobs, tables, and queues can certainly be useful. But most applications today rely on relational storage, something that's not part of Windows Azure itself. This option is provided, however, by SQL Azure Database, another component of the Windows Azure platform. Applications running on Windows Azure (or in other places) can use this technology to get familiar SQL-based access to relational storage in the cloud.

## THE FABRIC

All Windows Azure applications and all of the data in Windows Azure Storage live in some Microsoft data center. Within that data center, the set of machines dedicated to Windows Azure is organized into a fabric. Figure 5 illustrates this idea.





**Figure 5: The fabric controller interacts with Windows Azure applications via the fabric agent.**

As the figure shows, the Windows Azure Fabric consists of a (large) group of machines, all of which are managed by software called the *fabric controller*. The fabric controller is replicated across a group of five to seven machines, and it owns all of the resources in the fabric: computers, switches, load balancers, and more. Because it can communicate with a *fabric agent* on every computer, it's also aware of every Windows Azure application in this fabric. (Interestingly, the fabric controller sees Windows Azure Storage as just another application, and so the details of data management and replication aren't visible to the controller.)

This broad knowledge lets the fabric controller do a number of useful things. It monitors all running applications, for example, giving it an up-to-the-minute picture of what's happening in the fabric. It manages operating systems, taking care of things like patching the version of Windows Server that runs in Windows Azure VMs. It also decides where new applications should run, choosing physical servers to optimize hardware utilization.

To do this, the fabric controller depends on a configuration file that is uploaded with each Windows Azure application. This file provides an XML-based description of what the application needs: how many Web role instances, how many Worker role instances, and more. When the fabric controller receives this new application, it uses this configuration file to determine how many Web role and Worker role VMs to create.

Once it's created these VMs, the fabric controller then monitors each of them. If an application requires five Web role instances and one of them dies, for example, the fabric controller will automatically restart a new one. Similarly, if the machine a VM is running on dies, the fabric controller will start a new instance

of the Web or Worker role in a new VM on another machine, resetting the load balancer as necessary to point to this new machine.

In the first release of Windows Azure, the fabric offers four VM sizes for developers to choose from. The options are:

- Small, with a single-core 1.6 GHz CPU, 1.75 GB of memory, and 225 GB of instance storage
- Medium, with a dual-core 1.6 GHz CPU, 3.5 GB of memory, and 490 GB of instance storage
- Large, with a four-core 1.6 GHz CPU, 7 GB of memory, and 1,000 GB of instance storage
- Extra large, with a eight-core 1.6 GHz CPU, 14 GB of memory, and 2,040 GB of instance storage

Note that each instance has one or more dedicated processor cores. This means that application performance is predictable and that there's no arbitrary limit on how long an instance can execute. A Web role instance, for example, can take as long as it needs to handle a request from a user, while a Worker role instance might compute the value of pi to a million digits.

## USING WINDOWS AZURE: SCENARIOS

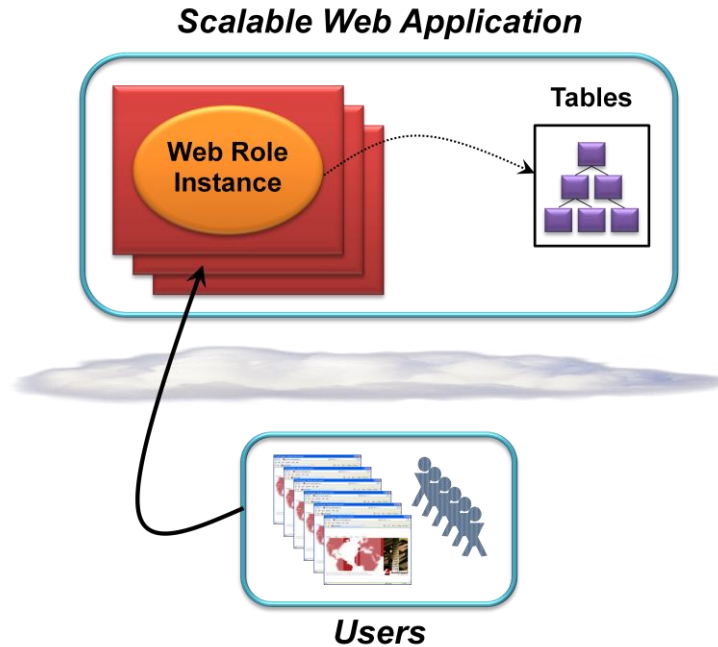
Understanding the components of Windows Azure is important, but it's not enough. The best way to get a feeling for this platform is to walk through examples of how it can be used. Accordingly, this section looks at five core scenarios for using Windows Azure: creating a scalable Web application, creating a parallel processing application, creating a Web application with background processing, creating a Web application with relational data, and using cloud storage from an on-premises or hosted application.

### CREATING A SCALABLE WEB APPLICATION

Suppose an organization wishes to create an Internet-accessible Web application. The usual choice today is to run that application in a data center within the organization or at a hoster. In many cases, however, a cloud platform such as Windows Azure is a better choice.

For example, if the application needs to handle a large number of simultaneous users, building it on a platform expressly designed to support this makes sense. The intrinsic support for scale-out applications and scale-out data that Windows Azure provides can handle much larger loads than more conventional Web technologies. Or suppose the application's load will vary significantly, with occasional spikes in the midst of long periods of lower usage. An online ticketing site might display this pattern, for example, as might news video sites with occasional hot stories, applications that are used mostly at certain times of day, and others. Running this kind of application in a conventional data center requires always having enough machines on hand to handle the peaks, even though most of those systems go unused most of the time. If the application is instead built on Windows Azure, the organization running it can expand the number of instances it's using only when needed, then shrink back to a smaller number. Since Windows Azure charging is usage-based—you pay per hour for each instance—this is likely to be cheaper than maintaining lots of mostly unused machines.

To create a scalable Web application on Windows Azure, a developer might use Web roles and tables. Figure 6 shows a simple illustration of how this looks.



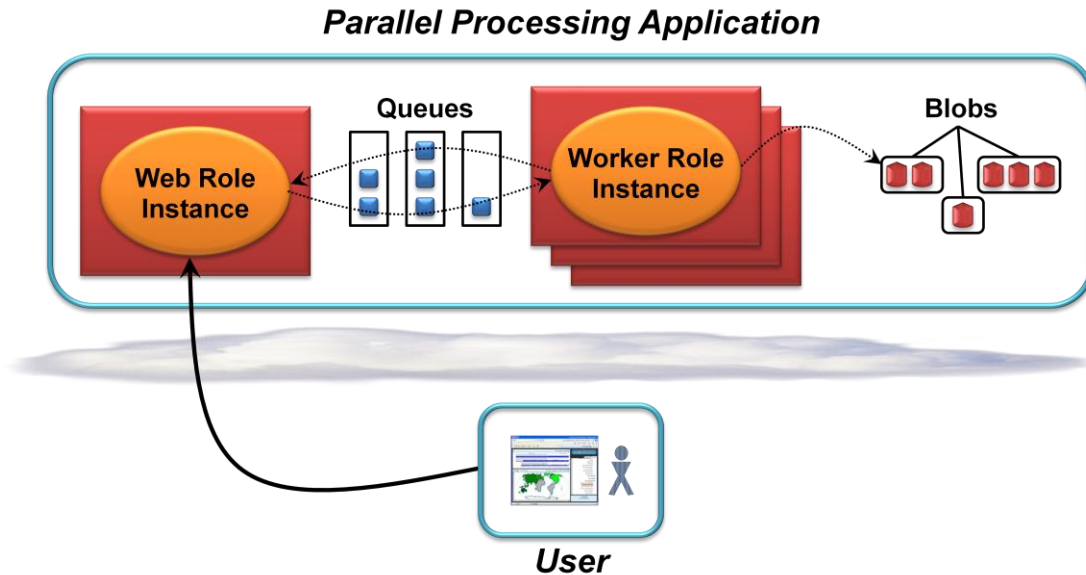
**Figure 6: A scalable Web application can use Web role instances and tables.**

In the example shown here, the clients are browsers, and so the application logic might be implemented using ASP.NET or another Web technology. It's also possible to create a scalable Web application that exposes RESTful and/or SOAP-based Web services using WCF. In either case, the developer specifies how many instances of the application should run, and the Windows Azure fabric controller creates this number of VMs. As described earlier, the fabric controller also monitors these instances, making sure that the requested number is always available. For data storage, the application uses Windows Azure Storage tables, which provide scale-out storage capable of handling very large amounts of data.

## CREATING A PARALLEL PROCESSING APPLICATION

Scalable Web applications are useful, but they're not the only situation where Windows Azure makes sense. Think about an organization that occasionally needs lots of computing power for a parallel processing application. There are plenty of examples of this: rendering at a film special effects house, new drug development in a pharmaceutical company, financial modeling at a bank, and more. While it's possible to maintain a large cluster of machines to meet this occasional need, it's also expensive. Windows Azure can instead provide these resources as needed, offering something like an on-demand compute cluster.

A developer can use Worker roles to create this kind of application. And while it's not the only choice, parallel applications commonly use large datasets, which might be stored in Windows Azure blobs. Figure 7 shows a simple illustration of how this kind of application might look.



**Figure 7: A parallel processing application might use a Web role instance, many Worker role instances, queues, and blobs.**

In the scenario shown here, the parallel work is done by a number of Worker role instances running simultaneously, each using blob data. Since Windows Azure imposes no limit on how long an instance can run, each one can perform an arbitrary amount of work. To interact with the application, the user relies on a single Web role instance. Through this interface, the user might determine how many Worker instances should run, start and stop those instances, get results, and more. Communication between the Web role instance and the Worker role instances relies on Windows Azure Storage queues.

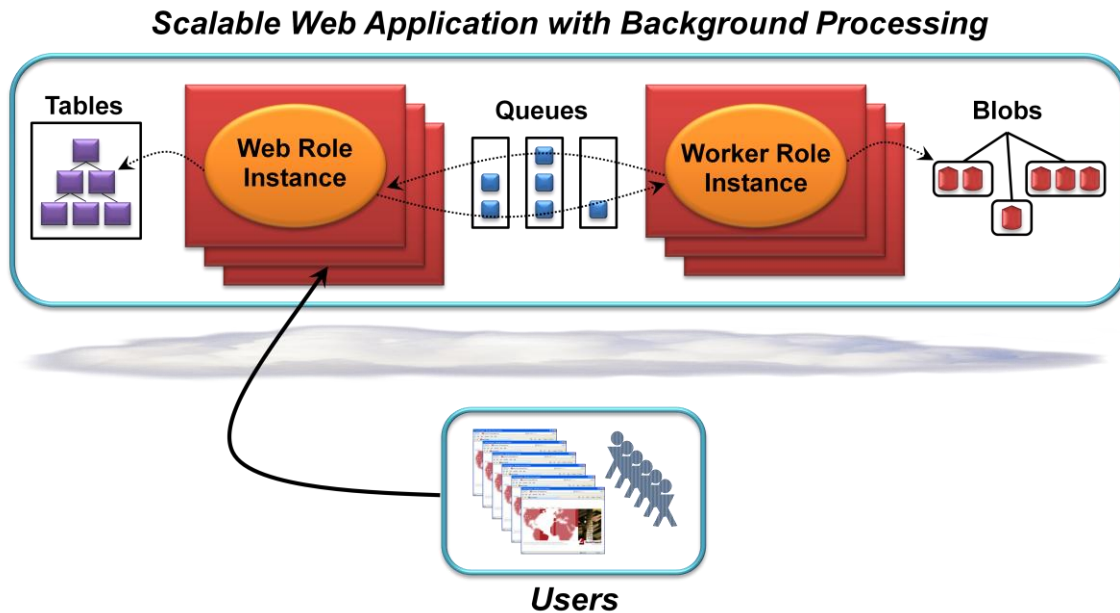
Those queues can also be accessed directly by an on-premises application. Rather than relying on a Web role instance running on Windows Azure, as shown here, the user might instead interact with the Worker role instances from an on-premises application through queues. However it's done, the result is the same: lots of on-demand processing power.

## CREATING A SCALABLE WEB APPLICATION WITH BACKGROUND PROCESSING

It's probably fair to say that a majority of applications built today provide a browser interface. Yet while applications that do nothing but accept and respond to browser requests are useful, they're also limiting. There are lots of situations where Web-accessible software also needs to initiate work that runs in the background, independently from the request/response part of the application.

For example, think about a Web application for video sharing. It needs to accept browser requests, perhaps from a large number of simultaneous users. Some of those requests will upload new videos, each of which must be processed and stored for later access. Making the user wait while this processing is done wouldn't make sense. Instead, the part of the application that accepts browser requests should be able to initiate a background task that carries out this work.

Windows Azure Web roles and Worker roles can be used together to address this scenario. Figure 9 shows how this kind of application might look.



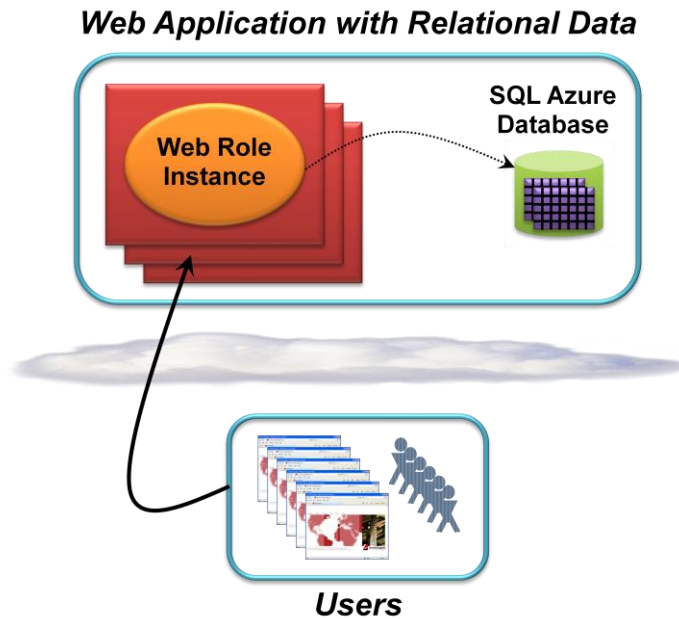
**Figure 8: A scalable Web application with background processing might use all of Windows Azure's capabilities.**

Like the scalable Web application shown earlier, this application uses some number of Web role instances to handle user requests. To support a large number of simultaneous users, it also uses tables to store information. For background processing, it relies on Worker role instances, passing them tasks via queues. In this example, those Worker instances work on blob data, but other approaches are also possible.

This example shows how an application might use all of the basic capabilities that Windows Azure exposes: Web role instances, Worker role instances, blobs, tables, and queues. While not every application needs all of these, having them all available is essential to support more complex scenarios like this one.

**CREATING A WEB APPLICATION WITH RELATIONAL DATA**

Blobs, tables, and queues are right for some situations. For many others, though, relational data is better. Suppose an enterprise wants to run an application on Windows Azure, for instance. This application might not need the massive scale that Windows Azure tables allow. Instead, its creators might prefer to use the relational approach they already know, complete with familiar reporting tools. In a case like this, the application might use Windows Azure together with SQL Azure Database, as Figure 10 shows.



**Figure 9: A Windows Azure application can use SQL Azure Database to work with relational data.**

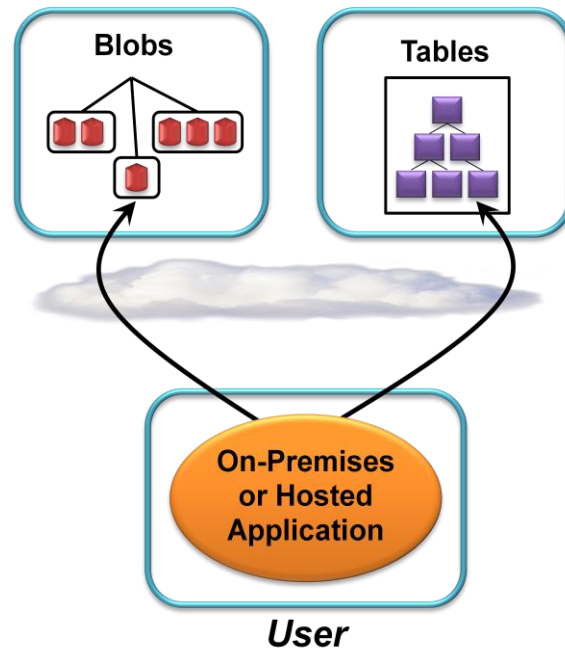
SQL Azure Database provides a large subset of SQL Server’s functionality as a managed cloud service. Applications can create databases, run SQL queries, and more, but there’s no need to administer the database system or the hardware it runs on—Microsoft takes care of this. SQL Azure Database is accessed using the Tabular Data Stream (TDS) protocol, just like the on-premises version of SQL Server. This lets a Windows Azure application access relational data using traditional mechanisms like ADO.NET. And since SQL Azure Database is a cloud service, charging is usage-based, much as in Windows Azure Storage

Because Windows Azure and SQL Azure Database provide cloud facsimiles of their on-premises counterparts, it’s straightforward to move the code and data for this kind of application between the two worlds. Things aren’t exactly the same—the Windows Azure code probably does logging via a cloud-only mechanism, for example—but the cloud and on-premises environment are quite similar. This portability is useful whenever it makes sense to create an application whose code and data can exist either on-premises or in the cloud.

## USING CLOUD STORAGE FROM AN ON-PREMISES OR HOSTED APPLICATION

While Windows Azure provides a range of capabilities, an application sometimes needs only one of them. For example, think about an on-premises or hosted application that needs to store a significant amount of data. An enterprise might wish to archive old email, for example, saving money on storage while still keeping the mail accessible. A news Web site running at a hoster might need a globally accessible, scalable place to store large amounts of text, graphics, video, and profile information about its users. A photo sharing site might want to offload the challenges of storing its information onto a reliable third party.

All of these situations can be addressed by Windows Azure Storage. Figure 11 illustrates this.



**Figure 10: An on-premises or hosted application can use Windows Azure blobs and tables to store its data in the cloud.**

As the figure shows, an on-premises or hosted application can directly access Windows Azure’s storage. While this access is likely to be slower than working with local storage, it’s also likely to be cheaper, more scalable, and more reliable. For some applications, this tradeoff is definitely worth making. And even though it’s not shown in the figure, applications can use SQL Azure Database in this same way.

Supporting the five scenarios described in this section—scalable Web applications, parallel processing applications, scalable Web applications with background processing, Web applications with relational storage, and non-cloud applications accessing cloud storage—is a fundamental goal for Windows Azure. As this cloud platform grows, however, expect the range of problems it addresses to expand as well. The scenarios described here are important, but they’re not the end of the story.

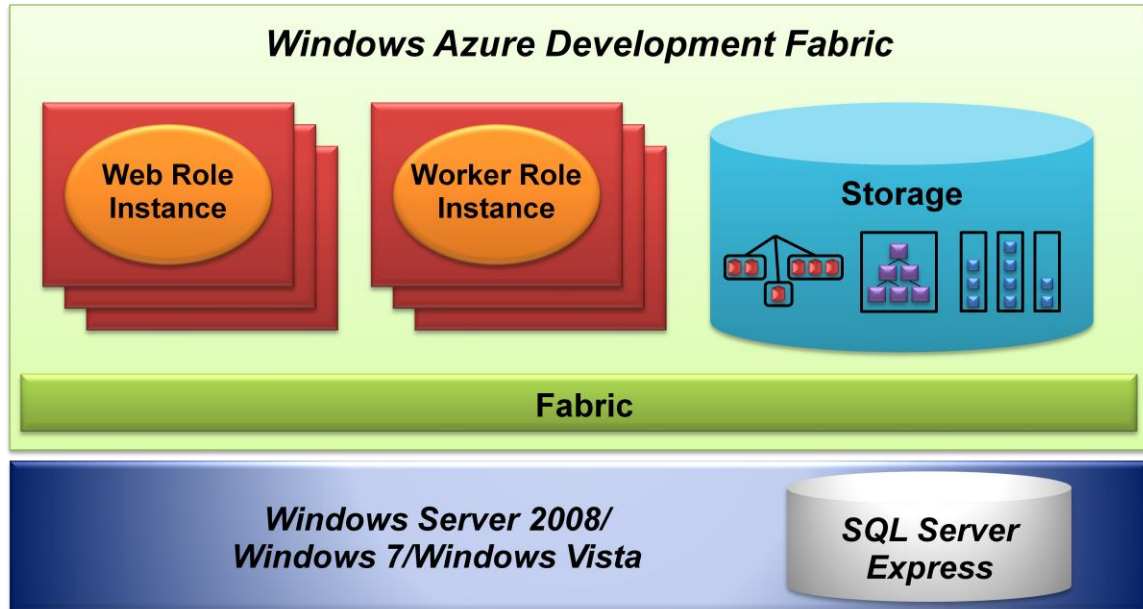
## UNDERSTANDING WINDOWS AZURE: A CLOSER LOOK

Understanding Windows Azure requires knowing the basics of the platform, then seeing typical scenarios in which those basics can be applied. There’s much more to this technology, however. This section takes a deeper look at some of its more interesting aspects.

### DEVELOPING WINDOWS AZURE APPLICATIONS

For developers, building a Windows Azure application looks much like building a traditional Windows application. As described earlier, the platform supports both .NET applications and applications built using unmanaged code, so a developer can use whatever best fits her problem. To make life easier, Windows Azure provides Visual Studio project templates for creating Web roles, Worker roles, and applications that combine the two.

One obvious difference between the cloud and on-premises worlds is that Windows Azure applications don't run locally. This difference has the potential to make development more challenging. To mitigate this, Microsoft provides the *development fabric*, a version of the Windows Azure environment that runs on a developer's machine. Figure 12 shows how this looks.



**Figure 11: The development fabric provides a local facsimile of Windows Azure for developers.**

The development fabric runs on a single machine running Windows Server 2008, Windows 7, or Windows Vista. It emulates the functionality of Windows Azure in the cloud, complete with Web roles, Worker roles, and all three Windows Azure storage options. A developer can build a Windows Azure application, deploy it to the development fabric, and run it in much the same way as with the real thing. He can determine how many instances of each role should run, for example, use queues to communicate between these instances, and do almost everything else that's possible using Windows Azure itself. (In fact, it's entirely possible to create a Windows Azure application without ever using Windows Azure in the cloud.) Once the application has been developed and tested locally, the developer can upload the code and its configuration file via the Windows Azure portal, then run it.

## EXAMINING THE COMPUTE SERVICE

You might be happy letting Microsoft choose which data center your application and its data live in. More likely, though, you need more control. Suppose your data needs to remain within the European Union for legal reasons, for example, or maybe most of your customers are in North America. In situations like these, you want to be able to specify where your application runs and stores its data.

To allow this, Windows Azure lets a developer indicate which data center an application should run in and where its data should be stored. She can also specify that a particular group of applications and data (including data in SQL Azure Database) should all live in the same data center. Microsoft is initially providing Windows Azure data centers in the United States, Europe, and Asia, with more to follow.



Wherever it runs, a Windows Azure application can be installed and made available to its users in a two-step process. A developer first uploads the application to the platform's staging area. The staged application's HTTP/HTTPS endpoint has a DNS name of the form <GUID>.cloudapp.net, where <GUID> represents a globally unique identifier assigned by Windows Azure. This DNS name is associated with a virtual IP address (VIP) that identifies the Windows Azure load balancer through which the application can be accessed.

When the developer is ready to make the application live, she uses the Windows Azure portal to request that it be put into production. Windows Azure then atomically changes its DNS server entry to associate the application's VIP with the production DNS name the developer has chosen, such as myazureservice.cloudapp.net. To use a custom domain rather than Microsoft's cloudapp.net domain, the owner of a Windows Azure application can create a DNS alias using a standard CNAME.

A couple of things about this process are worth pointing out. First, because the VIP swap is atomic, a running application can be upgraded to a new version with no downtime. This is important for many kinds of cloud services. Second, notice that throughout this process, the actual IP addresses of the Windows Azure VMs—and the physical machines those VMs run on—are never exposed. It's also worth mentioning that this two-step process isn't the only option. It's also possible to deploy an application directly into production without going through staging.

Once the application is accessible from the outside world, its users are likely to need some way to identify themselves. To do this, Windows Azure lets developers use any HTTP-based authentication mechanism they like. An ASP.NET application might use a membership provider to store its own user ID and password, for example, or it might use some other method, such as Microsoft's Live ID service. Windows Azure applications are also free to use Windows Identity Foundation (WIF) to implement claims-based identity. The choice is entirely up to the application's creator.

Creating secure applications often requires using certificates. To allow this, Windows Azure provides a certificate store, letting an application use different certificates for different purposes. An application might use one certificate for its SSL endpoint, for instance, and another to sign requests it makes to some other service. New certificates can be deployed individually to this store—uploading a new version of the application isn't required.

Once it's running, a role instance can use Windows Azure-provided APIs to discover the topology of the application it's part of. In other words, any instance can learn about internal endpoints exposed by the other Web and/or Worker role instances that are part of the same application. Once it has this information, an instance can establish direct communication with those instances via WCF or another mechanism, an option known as *inter-role communication*. Among other things, this lets a developer install a distributed caching technology such as memcache in Worker roles, then communicate directly with that cache from Web roles in the same application.

To help manage running Windows Azure applications, the platform provides a Service Management API. This RESTful interface allows a remote client to deploy Windows Azure applications, monitor the resources those applications use, change the number of running role instances, and more.

## EXAMINING THE STORAGE SERVICE

To use Windows Azure Storage, a developer must first create a storage account. To control access to the information in this account, Windows Azure gives its creator a secret key. Each request an application makes to information in this storage account—blobs, tables, and queues—carries a signature created with this secret key. In other words, authorization is at the account level (although blobs do have another option, described later). Windows Azure Storage doesn't provide access control lists or any other more fine-grained way to control who's allowed to access the data it contains.

### Blobs

Binary large objects—blobs—are often just what an application needs. Whether they hold video, audio, archived email messages, or anything else, they let applications store and access data in a very general way. To use blobs, a developer first creates one or more containers in some storage account. Each of these containers can then hold one or more blobs.

To identify a particular blob, an application can supply a URI of the form:

```
http://<StorageAccount>.blob.core.windows.net/<Container>/<BlobName>
```

<StorageAccount> is a unique identifier assigned when a new storage account is created, while <Container> and <BlobName> are the names of a specific container and a blob within that container. Containers can't be nested—they can contain only blobs, not other containers—so it's not possible to create a hierarchy of blobs. Still, it's legal for a blob name to contain a "/", so a developer can create the illusion of a hierarchy if desired.

Blobs come in two forms:

- Block blobs, each of which can contain up to 200 gigabytes of data. To make transferring them more efficient, a block blob is subdivided into blocks. If a failure occurs, retransmission can resume with the most recent block rather than sending the entire blob again. Once all of a blob's blocks have been uploaded, the entire blob can be committed at once.
- Page blobs, which can be as large as one terabyte each. A page blob is divided into 512-byte pages, and an application is free to read and write individual pages at random in the blob.

Whatever kind of blob they hold, containers can be marked as private or public. For blobs in a private container, both read and write requests must be signed using the key for the blob's storage account. For blobs in a public container, only write requests must be signed; any application is allowed to read the blob. This can be useful in situations such as making videos, photos, or other unstructured data generally available on the Internet. It's also possible to create *shared access signatures* for individual users or applications. Requests made to read, write, or delete a particular blob can be required to carry a particular signature, allowing finer-grained access control to blob data.

One common application of blobs is to store information that will be accessed from many different places. Think of an application that serves up videos, for example, to Flash or Silverlight clients around the world. To improve performance in situations like this, Windows Azure provides a content delivery network

(CDN). The CDN stores copies of a blob at sites closer to the applications that use the blob's data. The result is better performance for blobs that are frequently accessed from distributed locations.

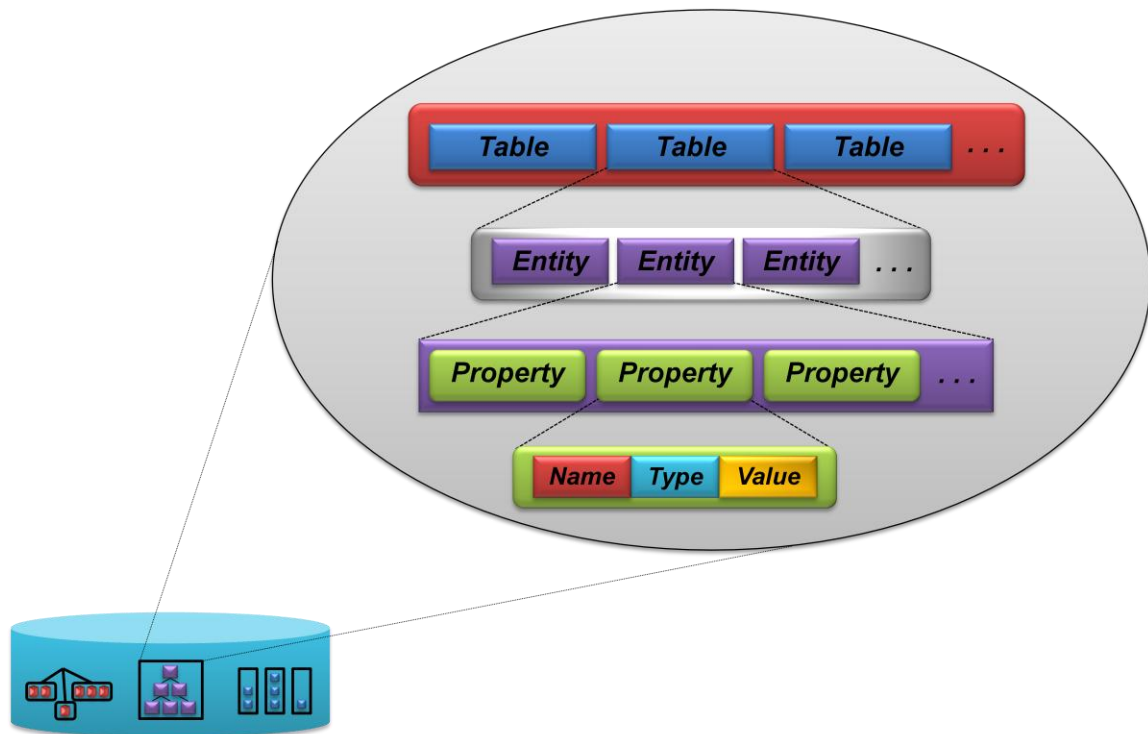
Another important aspect of blobs is the role they play in supporting XDrives. To understand what that role is, realize first that Web role instances and Worker role instances are free to access their VM's local file system. By default, however, this storage isn't persistent: When the instance is shut down, the VM and its local storage go away. Mounting an XDrive for the instance, however, can make a page blob look like a local drive, complete with an NTFS file system. Writes to the XDrive can be written immediately to the underlying blob. When the instance isn't running, this data is stored persistently in the page blob, ready to be mounted again. Among the ways in which XDrives can be used are the following:

- A developer can upload a Virtual Hard Disk (VHD) containing an NTFS file system, then mount this VHD as an XDrive. This provides a straightforward way to move file system data between Windows Azure and an on-premises Windows Server system.
- A Windows Azure developer can install and run a MySQL database system in a Windows Azure role instance, using an XDrive as underlying storage.

## Tables

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A blob is easy to understand—it's just a slab of bytes—but tables are a bit more complex. Figure 13 illustrates how the parts of a table fit together.



**Figure 12: Tables provide entity-based storage.**

As the figure shows, each table holds some number of entities. An entity contains zero or more properties, each with a name, a type, and a value. A variety of types are supported, including Binary, Bool,

DateTime, Double, GUID, Int, Int64, and String. A property can take on different types at different times depending on the value stored in it, and there's no requirement that all properties in an entity have the same type—a developer is free to do what makes the most sense for her application.

Whatever it contains, an entity can be up to one megabyte in size, and it's always accessed as a unit. Reading an entity returns all of its properties, and writing one can replace all of its properties. It's also possible to update a group of entities within a single table atomically, ensuring that all of the updates succeed or all of them fail.

Windows Azure Storage tables are different from relational tables in a number of ways. Most obviously, they're not tables in the usual sense. Also, they can't be accessed using ordinary ADO.NET, nor do they support SQL queries. And tables in Windows Azure Storage enforce no schema—the properties in a single entity can be of different types, and those types can change over time. The obvious question is: Why? Why not just support ordinary relational tables with standard SQL queries?

The answer grows out of the primary Windows Azure goal of supporting massively scalable applications. Traditional relational databases can scale up, handling more and more users by running the DBMS on ever-larger machines. But to support truly large numbers of simultaneous users, storage needs to scale out, not up. To allow this, the storage mechanism needs to get simpler: Traditional relational tables with standard SQL don't work anymore. What's needed is the kind of structure provided by Windows Azure tables.

Using tables requires some re-thinking on the part of developers, since familiar relational structures can't be applied unchanged. Still, for creating very scalable applications, this approach makes sense. For one thing, it frees developers from worrying about scale—just create new tables, add new entities, and Windows Azure takes care of the rest. It also eliminates much of the work required to maintain a DBMS, since Windows Azure does this for you. The goal is to let developers focus on their application rather than on the mechanics of storing and administering large amounts of data.

Like everything else in Windows Azure Storage, tables are accessed RESTfully. A .NET application can use ADO.NET Data Services or Language Integrated Query (LINQ) to do this, both of which hide the underlying HTTP requests. Any application, .NET or otherwise, is also free to make these requests directly. For example, a query against a particular table is expressed as an HTTP GET against a URI formatted like this:

```
http://<StorageAccount>.table.core.windows.net/<TableName>?$filter=<Query>
```

Here, *<TableName>* specifies the table being queried, while *<Query>* contains the query to be executed against this table. If the query returns a large number of results, a developer can get a continuation token that can be passed in on the next query. Doing this repetitively allows retrieving the complete result set in chunks.

Updates pose another problem: What happens if multiple applications attempt to update the same entity simultaneously? Updating an entity requires reading that entity, changing its contents by modifying, adding, and/or deleting properties, then writing the updated entity back to the same table. Suppose that two applications both read the same entity, modify it, then write it back—what happens? The default answer is that the application whose write gets there first will succeed. The other application's write will fail. This approach, an example of optimistic concurrency, relies on version numbers maintained by

Windows Azure tables. Alternatively, an application can unconditionally update an entity, guaranteeing that its changes will be written.

Windows Azure tables aren't the right choice for every storage scenario, and using them requires developers to learn some new things. Still, for applications that need the scalability they provide, tables can be just right.

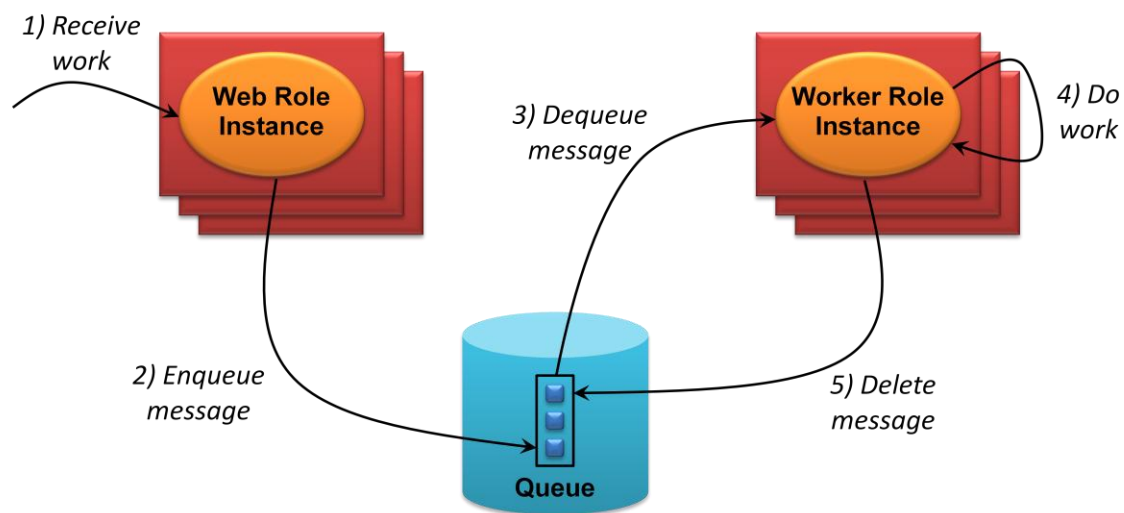
## Queues

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While tables and blobs are primarily intended to store and access data, the main goal of queues is to allow communication between different parts of a Windows Azure application. Like everything else in Windows Azure Storage, queues are accessed RESTfully. Both Windows Azure applications and external applications reference a queue by using a URI formatted like this:

`http://<StorageAccount>.queue.core.windows.net/<QueueName>`

As already described, a common use of queues is to allow interaction between Web role instances and Worker role instances. Figure 14 shows how this looks.



**Figure 13: Messages are enqueued, dequeued, processed, then explicitly deleted from the queue.**

In a typical scenario, multiple Web role instances are running, each accepting work from users (step 1). To pass that work on to Worker role instances, a Web instance writes a message into a queue (step 2). This message, which can be up to eight kilobytes, might contain a URI pointing to a blob or entity in a table, or something else—it's up to the application. Worker instances read messages from this queue (step 3), then do the work the message requests (step 4). It's important to note, however, that reading a message from a queue doesn't actually delete the message. Instead, it makes the message invisible to other readers for a set period of time (which by default is 30 seconds). When the Worker instance has completed the work this message requested, it must explicitly delete the message from the queue (step 5).

Separating Web role instances from Worker role instances makes sense. It frees the user from waiting for a long task to be processed, and it also makes scalability simpler: just add more instances of either. But why make instances explicitly delete messages? The answer is that it allows handling failures. If the

Worker role instance that retrieves a message handles it successfully, it will delete the message while that message is still invisible, i.e., within its 30 second window. If a Worker role instance dequeues a message, however, then crashes before it completes the work that message specifies, it won't delete the message from the queue. When its visibility timeout expires, the message will reappear on the queue, then be read by another Worker role instance. The goal is to make sure that each message gets processed at least once.

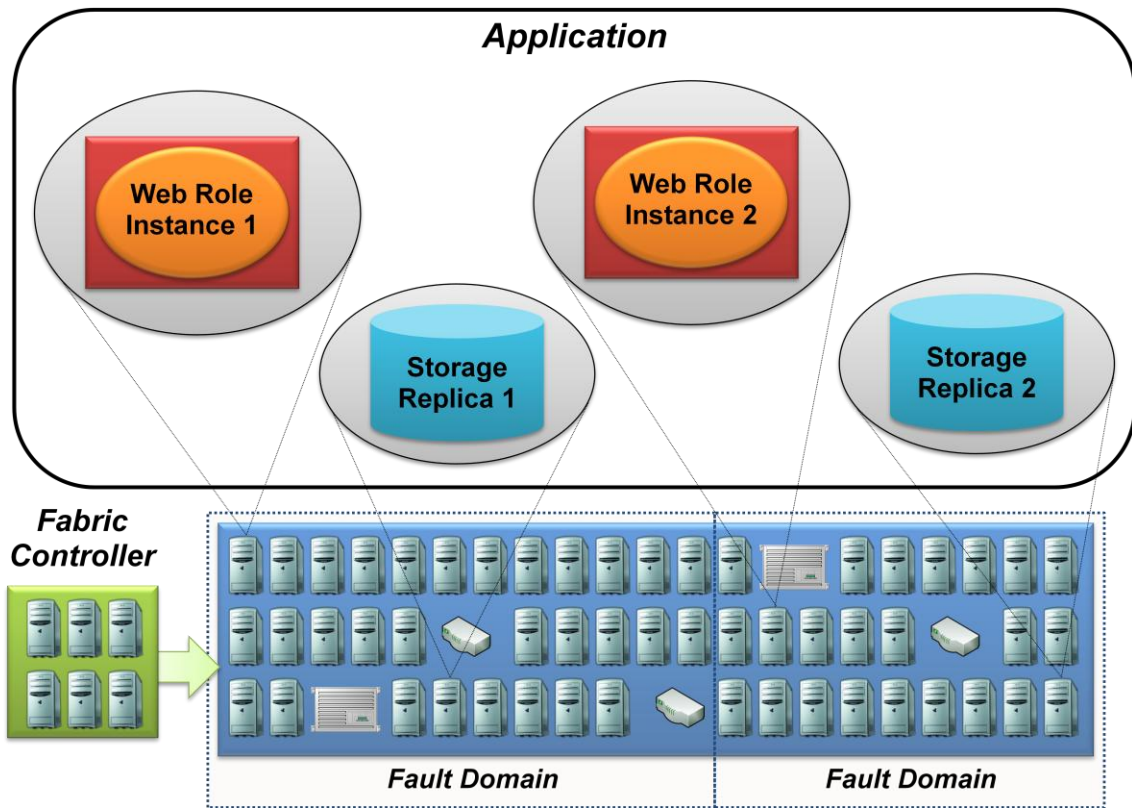
As this description illustrates, Windows Azure Storage queues don't have the same semantics as queues in Microsoft Message Queuing (MSMQ) or other more familiar technologies. For example, a conventional queuing system might offer first in, first out semantics, delivering each message exactly once. Windows Azure Storage queues make no such promises. As just described, a message might be delivered multiple times, and there's no guarantee to deliver messages in any particular order. Life is different in the cloud, and developers will need to adapt to those differences.

## EXAMINING THE FABRIC

To an application developer, Windows Azure consists of the Compute service and the Storage service. Yet neither one could function without the Windows Azure Fabric. By knitting together a data center full of machines into a coherent whole, the Fabric provides a foundation for everything else.

As described earlier, the fabric controller owns all resources in a particular Windows Azure data center. It's also responsible for assigning instances of both applications and storage to physical machines. Doing this intelligently is important. For example, suppose a developer requests five Web role instances and four Worker role instances for his application. A naïve assignment might place all of these instances on machines in the same rack serviced by the same network switch. If either the rack or the switch failed, the entire application would no longer be available. Given the high availability goals of Windows Azure, making an application dependent on single points of failure like these would not be a good thing.

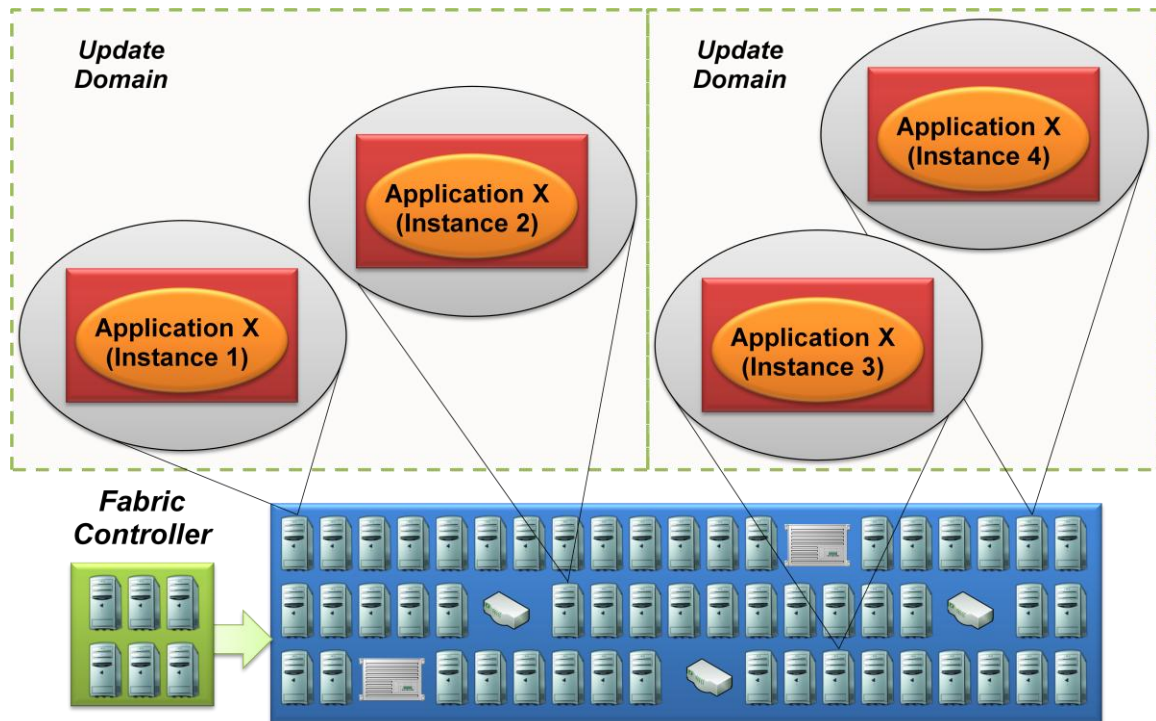
To avoid this, the fabric controller groups the machines it owns into a number of *fault domains*. Each fault domain is a part of the data center where a single failure can shut down access to everything in that domain. Figure 15 illustrates this idea.



**Figure 15: The fabric controller places different instances of an application in different fault domains.**

In this simple example, the application is running just two Web role instances, and the data center is divided into two fault domains. When the fabric controller deploys this application, it places one Web role instance in each of the fault domains. This arrangement means that a single hardware failure in the data center can't take down the entire application. Also, recall that the fabric controller sees Windows Azure Storage as just another application—the controller doesn't handle data replication. Instead, the Storage application does this itself, making sure that replicas of any blobs, tables, and queues used by this application are placed in different fault domains.

Keeping an application running in the face of hardware failures is useful, but it isn't enough. Recall that a running application can be updated in place. A truly reliable application—the kind that Windows Azure aims to support—shouldn't need to be shut down to do this. To make this possible, Windows Azure groups application instances into two or more *update domains*. Figure 16 shows how this looks.



**Figure 16: Grouping an application into different update domains lets the application keep running while it's being updated.**

When an application's code is updated, the fabric controller does this one update domain at a time. In the example shown in Figure 16, for instance, the fabric controller might first shut down instances 1 and 2 of application X, update their code, then restart these instances from the new executable. It can then shut down instances 3 and 4 of the application, update their code, then restart them from the new executable.

The goal is to keep the application running continuously, even while it's being updated. Users might notice the update—the application's response time will likely increase when some of its instances are shut down, for example, and different users will access different versions of the application in the middle of the update. Still, from the user's point of view, the application remains continuously available.

Don't confuse update domains, a property of an application, with fault domains, a property of the data center. Both have the same overarching purpose, however: helping the Fabric keep Windows Azure applications running at all times.

## LOOKING AHEAD

At the Professional Developers Conference in late 2009, Microsoft announced plans to add more to Windows Azure in 2010, including:

- A mechanism for customers to install and run existing applications on Windows Azure.
- Microsoft codename "Sydney", allowing Windows Azure instances to connect to an on-premises environment using IPsec. This will let customers treat Windows Azure applications much like applications running in a branch office.



Both of these changes are meant to broaden the technology's appeal. Making it easier to move existing applications to Windows Azure has obvious appeal, while the "Sydney" extensions will make it simpler to use Windows Azure applications from on-premises Windows domains. By adding these capabilities, Microsoft aims to make this cloud platform useful in a wider range of situations.

## CONCLUSIONS

Running applications and storing data in the cloud is the right choice for many situations. Windows Azure's three parts—the Compute service, the Storage service, and the Fabric—work together to make this possible. Together with the Windows Azure development environment, SQL Azure Database, and the rest of the Windows Azure platform, they provide a bridge for Windows developers moving into this new world.

Today, cloud platforms are a slightly exotic option for most organizations. As all of us build experience with Windows Azure and other cloud platforms, however, this new approach will begin to feel less strange. Over time, we should expect cloud-based applications—and the cloud platforms they run on—to play an increasingly important role in the software world.

## FOR FURTHER READING

- Windows Azure Platform Home Page  
<http://www.microsoft.com/windowsazure>
- Introducing the Windows Azure Platform, David Chappell  
<http://go.microsoft.com/fwlink/?LinkId=158011>
- Windows Azure Blobs: Programming Blob Storage  
<http://download.microsoft.com/download/D/6/E/D6E0290E-8919-4672-B3F7-56001BDC6BFA/Windows%20Azure%20Blob%20-%20Dec%202008.docx>
- Windows Azure Tables: Programming Table Storage  
<http://download.microsoft.com/download/3/B/1/3B170FF4-2354-4B2D-B4DC-8FED5F838F6A/Windows%20Azure%20Table%20-%20Dec%202008.docx>
- Windows Azure Queues: Programming Queue Storage  
<http://download.microsoft.com/download/5/2/D/52D36345-BB08-4518-A024-0AA24D47BD12/Windows%20Azure%20Queue%20-%20Dec%202008.docx>

## ABOUT THE AUTHOR

David Chappell is Principal of Chappell & Associates ([www.davidchappell.com](http://www.davidchappell.com)) in San Francisco, California. Through his speaking, writing, and consulting, he helps people around the world understand, use, and make better decisions about new technologies.