The background features several abstract blue geometric shapes. In the top left, there are two small squares, one dark blue and one light blue, with lines extending from them. A horizontal blue bar is positioned above the title. A large, thick blue L-shaped graphic is located below the title, extending towards the bottom right corner.

IBM Cloud Code Engine

About me...

Jeremias Werner

STSM, Serverless, IBM Cloud

jerewern@de.ibm.com

- 2007-2015 – Software Development
- 2016 – Initial committer of Apache OpenWhisk
- 2016-2020 – Architect of IBM Cloud Functions
- 2020-2025 – Architect of IBM Cloud Code Engine
- 2024-2025 – Architect of Serverless Fleets, a feature in Code Engine to support large scale compute intensive workloads

I'm a proud father of two children, enjoy activities in the nature and interested in financial markets...



IBM Cloud Code Engine

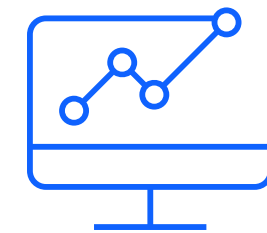
Run any code. Easily. At scale



*IBM Cloud Code Engine
is a fully-managed
runtime where
developers can:*



Go live in seconds



Easily scale any code
even down to zero



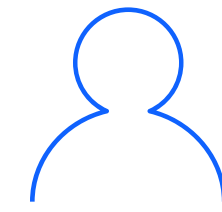
Pay only for what you
use

Developers

Is Code Engine right for you?

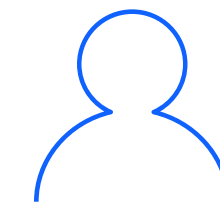
Always included:

- Pay as you go
- Built-in security
- Private networking between your apps and jobs



Containers/ Kubernetes
developer

Code Engine easily runs your containers. It is built on Kubernetes with all its features, without the learning curve. Keep your existing Kubernetes experience or Code Engine's simple user interface - the choice is yours.



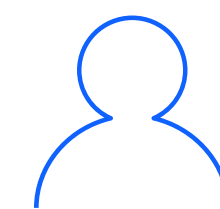
PaaS/ Cloud Foundry
developer

With Code Engine's simplified user experience, you can focus on writing & pushing code to the cloud. All infrastructure, networking, security and versioning of your code is managed for you.



Batch Jobs developers






Simply submit your "run to completion" batch jobs and scale them out. Never worry about provisioning, managing or removing infrastructure



Serverless/ Functions
developer

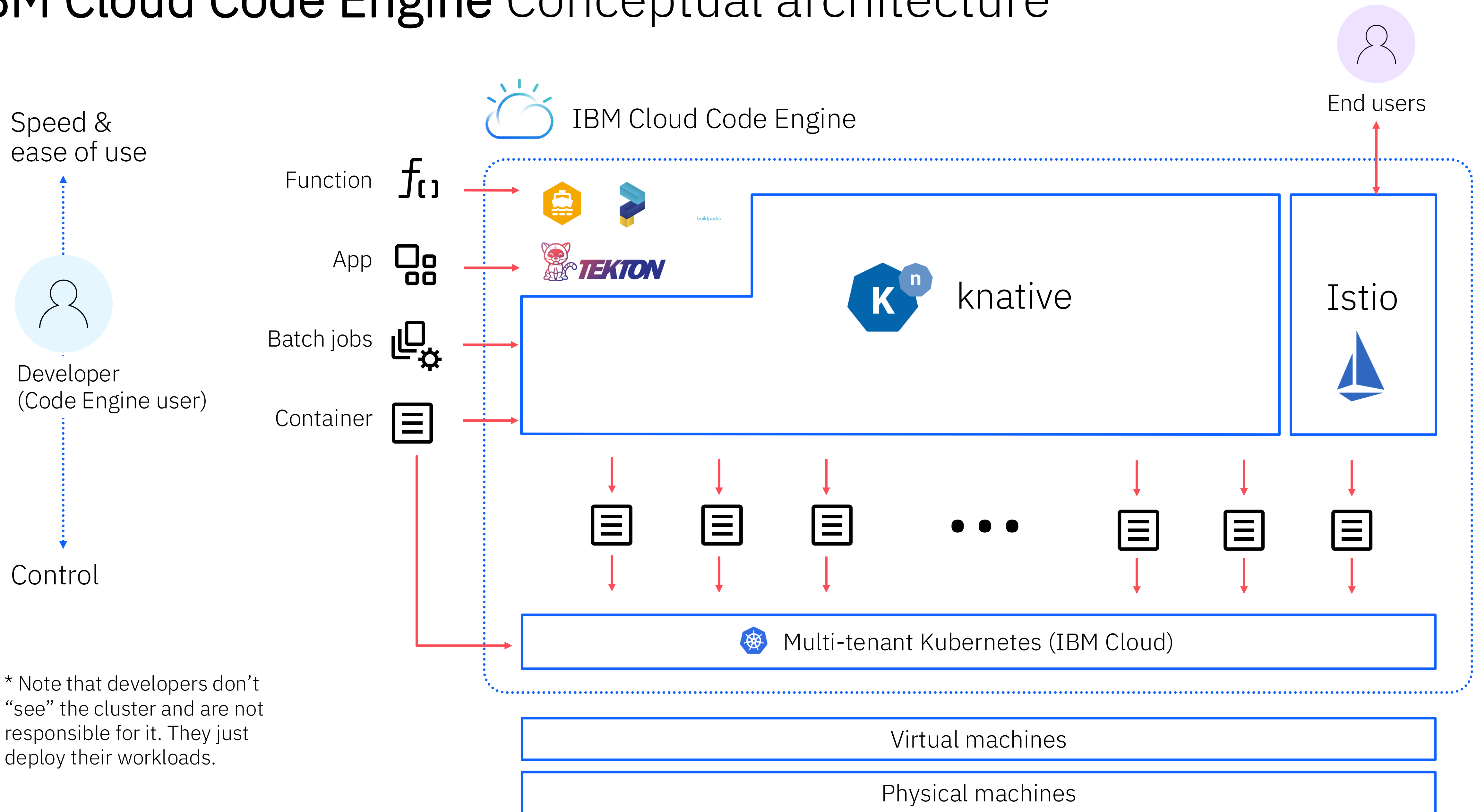
Code Engine supports running your event-driven workloads without needing to manually setup, manage or scale your code. You get the same "Functions-as-a-Service" experience that you expect from a Serverless platform.

Competitive Overview

	Multi-tenant Container service	“Push” source code	Batch jobs	Functions
	AWS Fargate <i>AWS App Runner</i>	AWS Elastic Beanstalk <i>AWS App Runner</i>	AWS Batch	AWS Lambda
	Azure Container Instances <i>Azure Container Apps</i>	Azure app service	Azure Batch	Azure Functions <i>Azure Containers Apps</i>
	<i>Google Cloud Run</i>	Google App Engine <i>Google Cloud Run</i>	Google Batch <i>Google Cloud Run</i>	Google Cloud Functions
	 Code Engine			

* Services in red are the closest to Code Engine in terms of functionality

IBM Cloud Code Engine Conceptual architecture



Demo

<https://www.ibm.com/cloud/code-engine>



Apps

Web apps, microservices, REST APIs, HTTP servers, Single-Page-Apps

Jobs

Run-to-completion, bash scripts, ongoing tasks

Functions

Chat bot integrations, “Glue code”, Webhook targets

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Jobs

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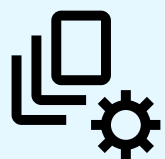

Chat bot integrations, “Glue code”, Webhook targets

Fleets *

Large scale, **compute-intensive workloads** like Monte Carlo simulations, financial risk modelling, chemical molecule calculations, AI training & fine-tuning (serverless GPUs)

* Currently being rolled out in stages

Batch jobs vs. Fleets

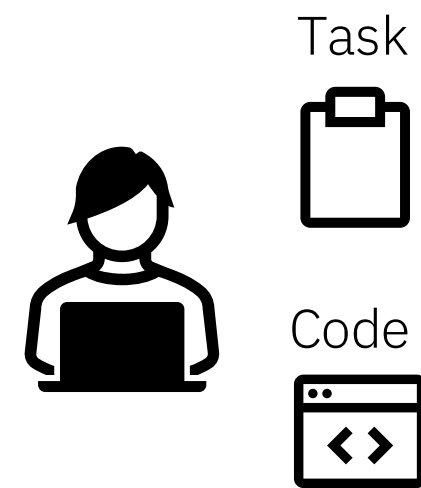
 Batch Jobs	 Serverless Fleets
Multi tenant isolation	Single tenant isolation
Small-medium size tasks	Large size tasks
Static array	Dynamic task queuing
vCPU only	vCPU & GPU
No control over machine profile	Full control over machine profile
Require private path to connect to VPC	Natively connect to the users VPC
vCPU-hour price: \$ 0.123516	vCPU-hour price: \$ 0.0480
GB-hour price: \$ 0.012816	GB-hour price: \$ 0.0042

The concept

Serverless Fleets run your tasks to completion

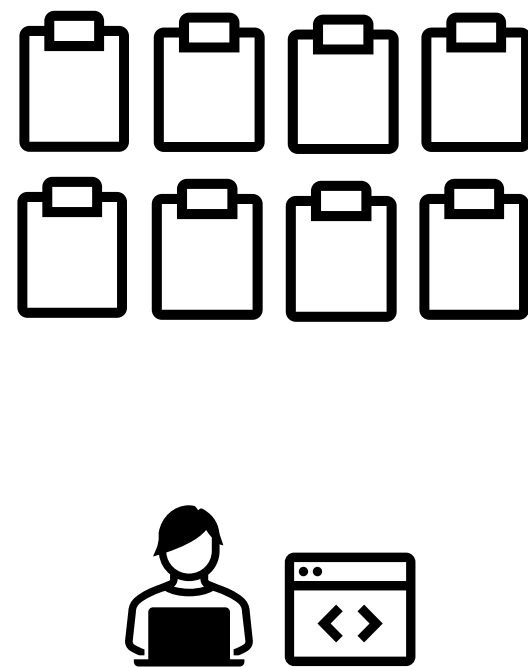
Code Engine

1. User has tasks



My local resources are not enough to run all my tasks

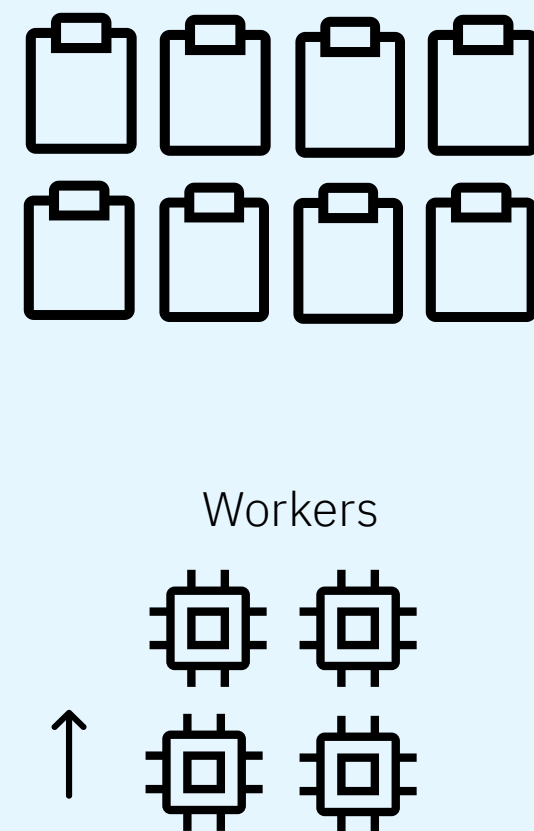
2. User starts fleet on cloud



Starting a fleet in the cloud via UI, CLI, API. Specifying:

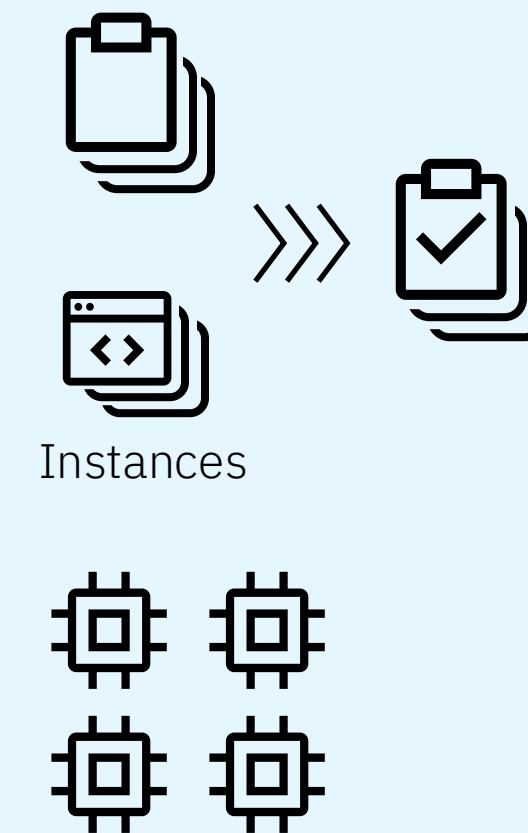
- Code
- Instance resources & scaling
- Worker machine type (optionally)

3.1 Instantiate tasks & workers



Automatically instantiating infrastructure resources (workers) based on number of tasks & instance resources and scaling specs

3.2 Instances processing tasks

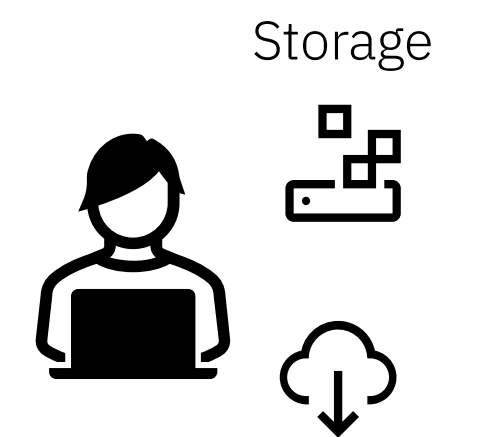


Automatically starting instances of user code to process tasks

3.3 Decommission workers



Automatically scaling down all infrastructure resources



Download results from storage and iterate

Demo

<https://www.ibm.com/cloud/code-engine>



Pricing

- Completely based on usage (allocated vCPU & memory)
- Pricing on 100ms basis
- Charging stops when apps/jobs idle and automatically scale to zero
- Free tier resets every month

Pricing	Always free	CPU 100,000 vCPU seconds per month	Memory 200,000 GB seconds per month	Incoming requests 100,000 HTTP requests per month
	Beyond free tier	CPU \$0.00003431 per vCPU second	Memory \$0.00000356 per GB second	Incoming requests \$0.538 per 1 million HTTP requests

Interested?

 Visit us <https://www.ibm.com/products/code-engine>

