

Docker & Kubernetes

First Steps

Brief History

Why are Containers a thing in the first place?

Rise of the modern Data Center

The 90's Server Room

- Multiple failure points
- Nonuniform, commodity hardware
- High-touch, manual operations
- If it breaks, fix it



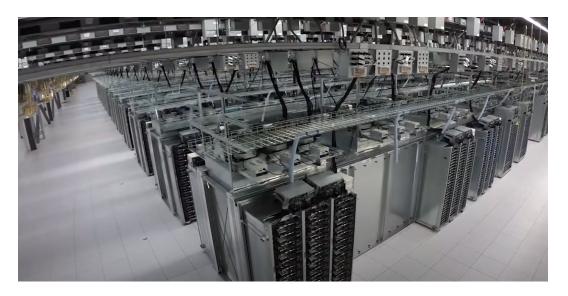
Modern Data Center

- Redundancy everywhere
- Uniform, sometimes custom hardware and silicon
- Automated operations
- If it breaks, swap it out for a new one

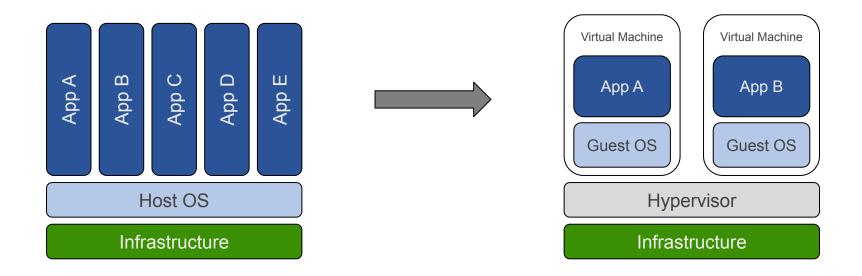


When everything starts looking the same ...

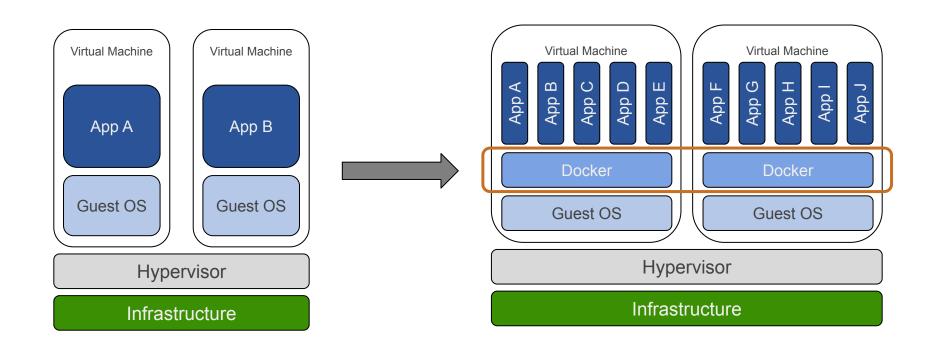
- Hardware interfaces become standardized
 - Compute (CPU / Memory)
 - Storage
 - Network
- Standard interfaces allow for
 - Hot-swappable hardware
 - Abstractions (Virtual Machines)
 - Programmability



Virtual Machine abstraction



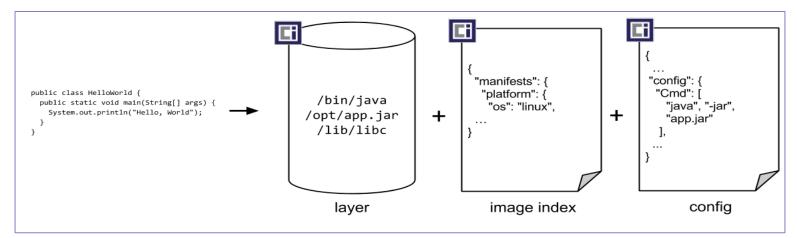
Container abstraction



What is Docker?

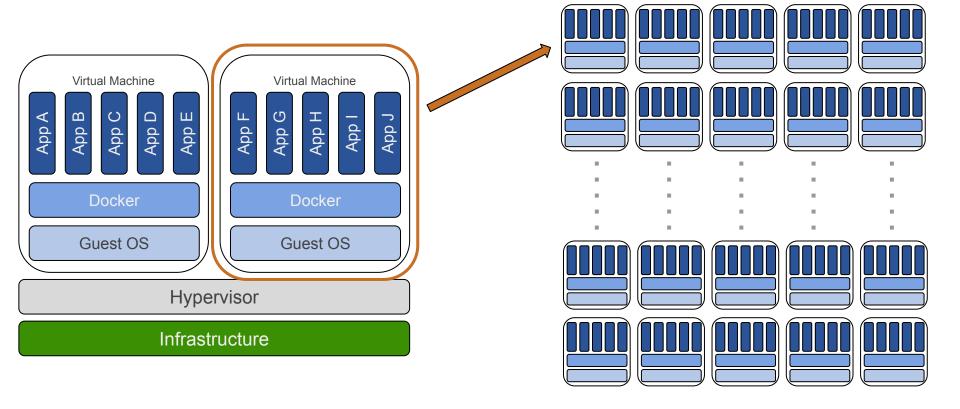
Side Note: Today it is better to ask ... What is the Open Container Initiative?

- Image Format Specification how to specify the manifest, filesystem layers, and configuration of an image
- Image Distribution Specification how to distribute images
- Container Runtime Specification how to execute a container on a specific Host OS

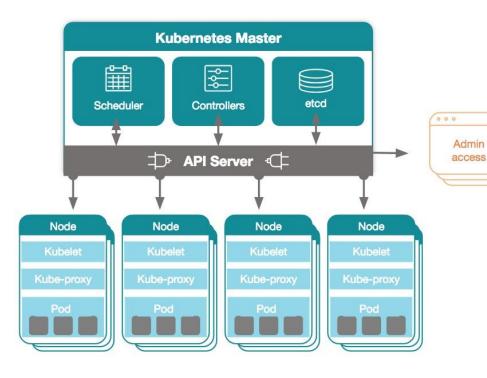


Why Kubernetes?

Kubernetes - what is it solving?



Kubernetes Architecture



Take what runs well locally on a single machine with "docker run ..." and do the same reliably and securely across a distributed cluster of potentially hundreds of machines

"Container Scheduling & Orchestration"

Resource Utilization
Configuration
Volume Management
Health Checks
Networking

and so much more ...

Kubernetes Deployments

Kubernetes Deployments

```
docker run \
   --name my-app \
   --env DATABASE=jdbc:postgresql://localhost/test \
   --volume $(pwd)/conf:/usr/local/etc
   my-app:1.0.0
```

Take what runs well locally on a single machine with "docker run ..." and do the same reliably and securely across a distributed cluster of potentially hundreds of machines

Deployment

Pod

- Containers
- CPU / Memory
- Env Vars

- Volumes
- Health checks

