0x22E

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Product Description

Web editor for reproducible pipelines designed for creating, editing, validating specifications with a library of predefined and custom types that follow an ML experiment domain model defined as a semantic network represented in YAML. The editor could be used as an extension in VS Code or as Web App (WPA) served from website.

- Store Specifications: allows users save specification either by their own or via customizable autosave.
- Edit Specifications: built-in editor allows users to easily edit pipelines specifications without need to leave website
 or IDE.
- **Specifications Validation:** automatically checks job specifications for syntax errors, helps validate pipeline scripts, ensuring they are error-proof without need to execute.
- Code Hints: includes code highlighting, autocompletion and prompts (e. g. entity name automatic suggestions) and highly customizable linting.
- Repository Integration: all the changes can be applied to a GitLab/GitHub repository specification file.
- Framework Integration: specification state changes affect the MLOps platform via CI/CD framework integration.

Team: 0x22E

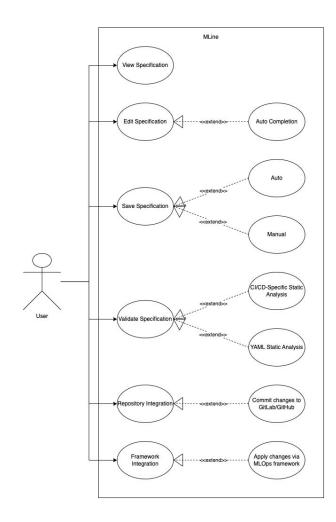
Project repo: https://github.com/2Delight/mline

Use case diagram

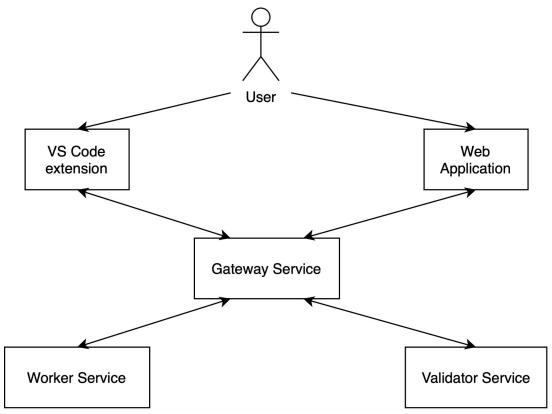
(take from the previous task)

Show main scenarios on a diagram

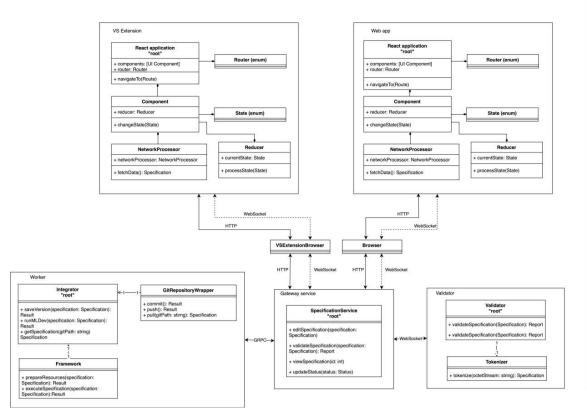
Provide a link to structured textual use case scenarios in your project repo.

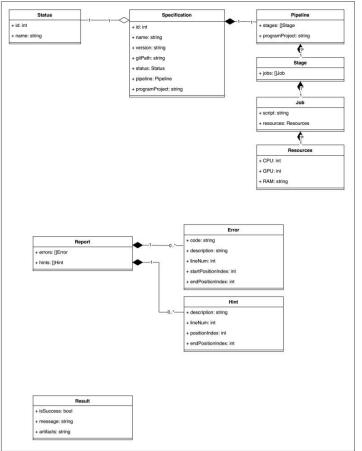


DFD Diagram

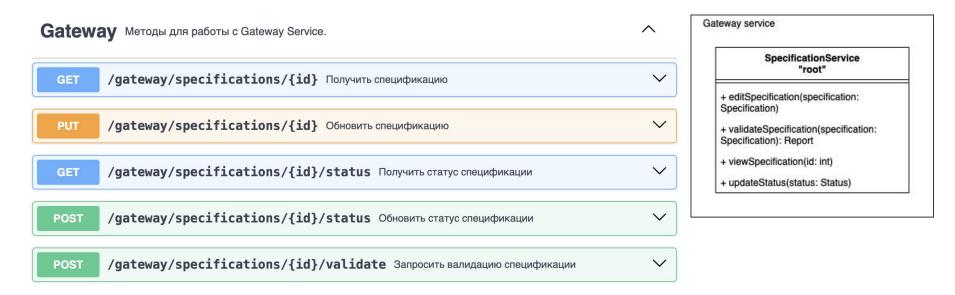


Aggregate diagram





Open API (Gateway Service)



Use Cases:

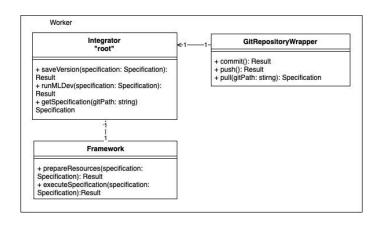
View specification Edit specification Validate specification

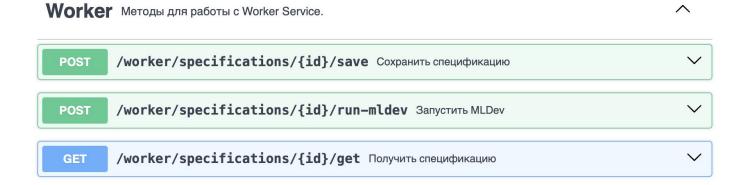
Framework integration Repository integration

Open API (Worker service)

Use Cases:

Save specification Framework integration Repository integration



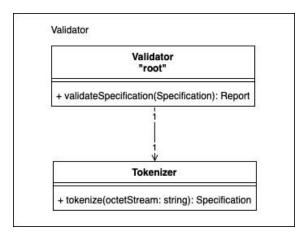


Open API (Validator service)

Use Case: Validate specification

Validator Методы для работы с Validator Service.

POST /validator/specifications/validate Провалидировать спецификацию



Design complexity

Chidamber-Kemerer suite (except RFC, LCOM) for Gateway Service

Dependency metric / Class	SpecificationService	Status	Specification	Pipeline	Stage	Job	Resources	Report	Error	Hint
WMC (Weighted Methods Per Class)	4	0	0	0	0	0	0	0	0	0
DIT (Depth of Inheritance Tree)	0	0	0	0	0	0	0	0	0	0
NOC (Number of Children)	0	0	0	0	0	0	0	0	0	0
CBO (Coupling between Object Classes)	3	0	2	1	1	1	0	2	0	0

Service dependency metrics (SIY, AIS, ADS) for all microservices from this review

Dependency metric / Service	VS Extension	Web App	Worker Service	Gateway Service	Validator Service
SIY (Services Interdependence in the System)	0	0	1	1	0
AIS (Absolute Importance of the Service)	0	0	1	3	1
ADS (Absolute Dependence of the Service)	1	1	2	2	0

Solution stack

Implementation

- API definition: OpenAPI, gRPC
- Connection server for API: Golang net/http
- App framework: React TS, Go STL
- Serialization/state format: json, protobuf, raw bytes

Asynchronous interactions

Messaging client library: WebSocket API

Testing tools: testing, testify, Jest, Go build-in testing

Operations

- Code build: makefile, npm builder
- CI/CD: GitHub Actions, ArgoCD
- Linux: Alpine
- K8s: Helm

Physical schema for Gateway Service (RDBMS)

```
CREATE TABLE specifications (

id SERIAL PRIMARY KEY, -- Unique identifier

name VARCHAR(255) NOT NULL, -- Specification name

git_path VARCHAR(512) NOT NULL, -- Git repository path

status VARCHAR(50) NOT NULL, -- Specification status (e.g., git_processing, git_failed, ...)

created_at TIMESTAMP DEFAULT NOW(), -- Creation timestamp

updated_at TIMESTAMP DEFAULT NOW() -- Last update timestamp

);

-- Indexes for faster querying

CREATE INDEX specifications_git_path_ids ON specifications (git_path);
```

Table 'specification' is used to store statuses for specification. Also it includes information about name, git_path, created_at and updated_at for specifications.

Query flow:

- 1. Insert status specification with default status when it first time requested
- 2. Update status when specification changes status
- 3. Fetch status by git_path field

+ id: SERIAL (PK)

- + name: VARCHAR(255)
- + git_path: VARCHAR(512)
- + status: VARCHAR(50)
- + created_at: TIMESTAMP
- + updated_at: TIMESTAMP

Physical schema for Gateway Service (NoSQL)

Key: specification_v1:9a0f5d8abf5d3e2dbb1ef1a84d9c77f5 Value:

```
"specification_git_path": "https://github.com/MLDev/highextensive/blob/master/example.yaml",

"value": "pipeline: !GenericPipeline\r\n # the pipeline sets the sequence of steps \r\n runs:\r\n - !BasicStage\r\n # each step is a state\r\n # which takes inputs from and\r\n # puts outputs back to disk\r\n name: hello_world\r\n script:\r\n # this is our bash script\r\n - echo Hello World!\r\n # note that we need not to esc double quotes\r\n # if we use text block like this \r\n - >\r\n echo \"Time is $(date)\""
}
```

Redis cache is used to exclude requests to external data source.

Query flow:

- 1. Insert after changing specification content.
- 2. Fetch specification content using hash from specification data.

For example, it could be SHA-256 from name + git_path + updated_at

Cache TTL would be about several minutes. This cache is not persistent.

Physical Schema for Validator

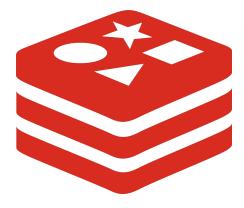
Redis: Hash<String, Hash<String, ...>>

Redis cache is used to prevent excessive computations

Query flow:

- 1. Insert after changing specification content
- 2. Try to fetch by hashing the file contents

Cache TTL would be not longer than 1 hour



Physical Schema for Visual Studio Code Extension

```
1 CREATE TABLE yaml_errors (
2  id INT AUTO_INCREMENT PRIMARY KEY, /*Unique identifier for each error type.*/
3  code VARCHAR(255) UNIQUE NOT NULL, /*A unique error code (e.g., YAML001, YAML002).*/
4  message TEXT NOT NULL, /*A human-readable description of the error.*/
5  severity VARCHAR(255) NOT NULL, /*Severity level.*/
6  description TEXT, /*A more detailed explanation of the error and how to fix it.*/
7  example TEXT, /*An example of YAML code that triggers this error.*/
8  regex TEXT /*A regular expression that can be used to detect this error.*/
9 );
```

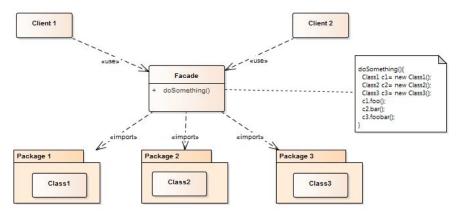


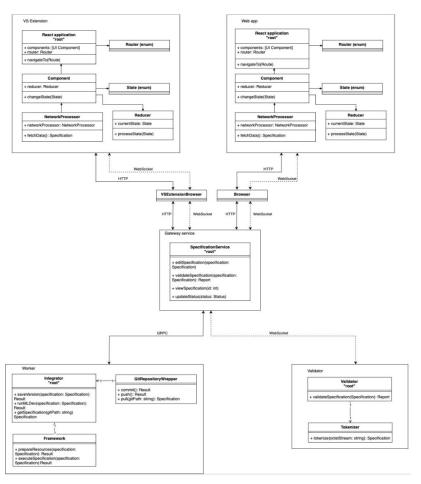
We would suggest to use SQLite as it's a lightweight, file-based database that's easy to embed in extension. It's suitable if we need to store and query structured data, such as a catalog of common YAML errors or a history of user-reported errors. Positive sides: Self-contained, no separate server required, relatively easy to use, good performance for moderate-sized datasets. Negative sides: Not as performant as larger server-based databases for massive datasets.

Design case #1 Facade

Problem: We have several frontends, so it is required to have one point which should provide communication with other backends

Solution: We created facade service

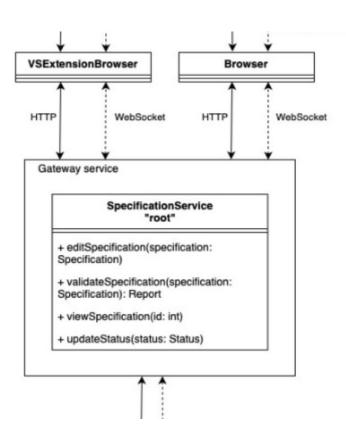




Design case #2 Proxy

Problem: Control and route traffic

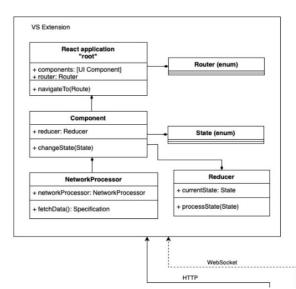
Solution: Create a Gateway service that resolves the requests and pushes them further



Design case #3 Singleton

Problem: no possibility to controlling access use resources that should be loaded once on user's application host

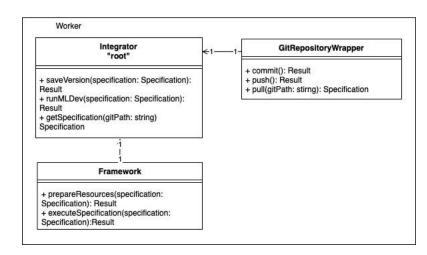
Solution: To load this resource and than use it As singleton

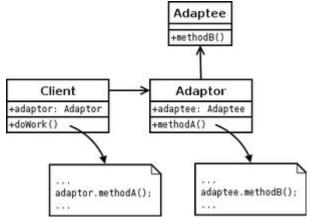


Design case #4 Adapter

Problem: We have several external services (like Git, MLDev), we should handle requests correctly, but response format from gateway don't fit for Git and MLDev

Solution: We created adapters for requests to external services service

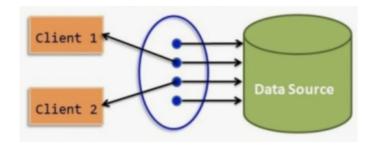




Design case #5 Connection Pool

Problem: Creating a connection on each request is pretty expensive

Solution: Pool with open connections



Prompts (ChatGPT o1)

- 1. Using the resource {RESOURCE_URL}, please select the two best microservices frameworks or service toolkits considering the following criteria: {CRITERIA}. Provide a brief description of each.
- 2. From the two frameworks you selected ({FRAMEWORK_1} and {FRAMEWORK_2}), choose the best one and justify your selection based on {JUSTIFICATION_CRITERIA}.
- 3. Using an LLM code assistant, generate "Hello World" examples for the two microservices frameworks ({FRAMEWORK_1} and {FRAMEWORK_2}).
- 4. Evaluate the generated "Hello World" examples for the two frameworks ({FRAMEWORK_1} and {FRAMEWORK_2}), considering factors such as {EVALUATION_CRITERIA} {RESOURCE_URL}: https://github.com/mfornos/awesome-microservices {CRITERIA}: Popularity, community support, ease of use, language support, and performance. {JUSTIFICATION_CRITERIA}: Project requirements, team expertise, and performance considerations.
 - {EVALUATION_CRITERIA}: Code readability, ease of setup, documentation quality, and suitability.

Answers

Top Two Microservices Frameworks

1. Spring Boot (Java)

- Description: Spring Boot is a highly popular Java-based framework that simplifies building production-grade microservices. It
 provides an opinionated approach to configurations, making it easier to get started, while still being customizable.
- · Why It Stands Out:
 - · Popularity: Extremely popular with strong enterprise adoption.
 - Community Support: Massive support from the Java community, extensive tutorials, and active forums.
 - · Ease of Use: Pre-configured starter projects and embedded servers like Tomcat reduce setup complexity.
 - · Language Support: Java, Kotlin, and Groovy.
 - · Performance: Performs well for enterprise-level microservices and integrates seamlessly with tools like Spring Cloud.

2. Go-Micro (Golang)

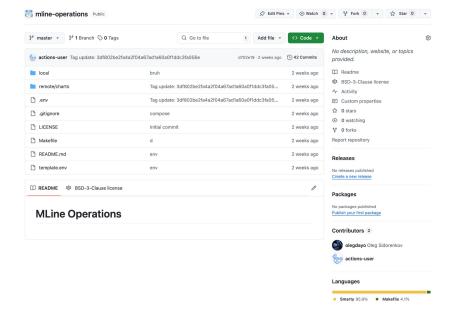
- Description: Go-Micro is a lightweight, highly modular microservices toolkit for Go. It simplifies building distributed systems by
 providing abstractions for discovery, load balancing, messaging, and API development.
- · Why It Stands Out:
- · Popularity: Popular within the Go developer community for building performant and distributed systems.
- Community Support: Actively maintained, with Go's growing ecosystem.
- · Ease of Use: Simplified setup with clear APIs for microservices development.
- Language Support: Golang.
- Performance: Highly optimized for speed and lightweight memory usage.

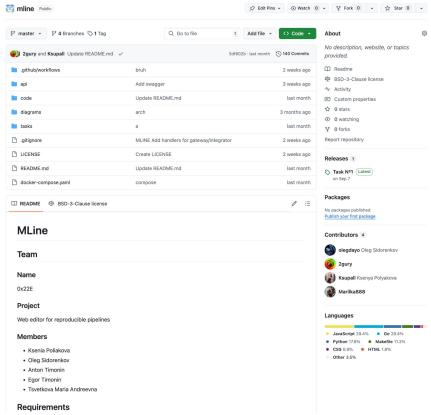
```
2. Go-Micro (Golang)
Here's a basic "Hello World" service using Go-Micro:
Dependencies: Install Go-Micro using go get github.com/asim/go-micro/v3
                                                                                                         们 Copy
 go
 package main
 import (
      "context"
      "fmt"
      "github.com/asim/go-micro/v3"
      "github.com/asim/go-micro/v3/server"
 // HelloService defines the service interface
 type HelloService struct{}
 // SayHello is a handler function
 func (h *HelloService) SayHello(ctx context.Context, req *Request, rsp *Response) error {
      rsp.Message = "Hello, World!"
      return nil
  type Request struct{}
 type Response struct {
      Message string
 func main() {
      // Create a new service
      service := micro.NewService(
         micro.Name("hello"),
      // Initialize the service
      service.Init()
      // Register the handler
      micro.RegisterHandler(service.Server(), new(HelloService))
      // Run the service
      if err := service.Run(); err != nil {
         fmt.Println(err)
```

Infrastructure. Repositories

MLine - code

MLine Operations - infrastructure state





Infrastructure. Docker

Multistage building

Running in Alpine

Pushed to dockerhub

```
FROM rust:latest AS builder

WORKDIR /app

COPY . .

RUN apt update && apt install musl-tools -y

RUN rustup target add x86_64-unknown-linux-musl

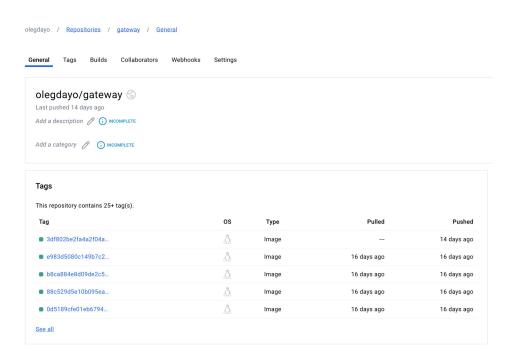
RUN cargo build --release --target x86_64-unknown-linux-musl

FROM --platform=linux/amd64 alpine:latest AS runner

WORKDIR /app

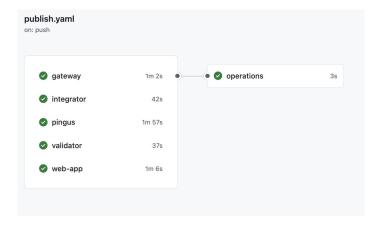
COPY --from=builder /app/target/x86_64-unknown-linux-musl/release/pingus .

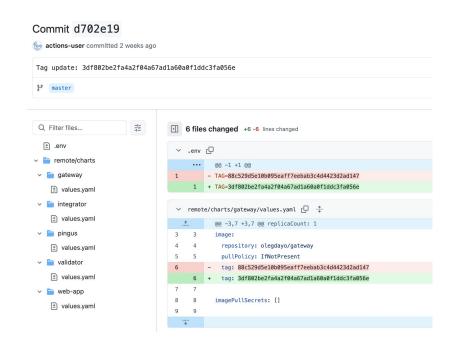
CMD ["./pingus"]
```



Infrastructure. CI/CD

- 1. Push to dockerhub
- 2. Commit to operations repo
- 3. Sync in ArgoCD

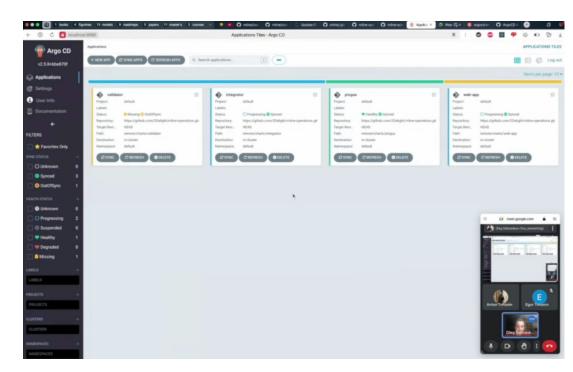




Infrastructure. Delivery

Using Helm + ArgoCD to deploy





Team and Roles



Egor TimoninBackend developer



Tsvetkova MariaBackend developer



Oleg Sidorenkov
Infrastructure engineer
Teamlead
@olegdayo



Ksenia PoliakovaProject manager,
Frontend developer



Frontend developer

Thank you for your attention!

