



# Extending Nomad with Plugins





- Workload orchestrator: maps workload to compute resources.
- Designed to run any workload on any platform.
- Runs on Linux, Windows, or macOS.
- Runs Dockerized or legacy applications.
- Extensible runtimes via task driver plugins.
- Extensible hardware support using device plugins.













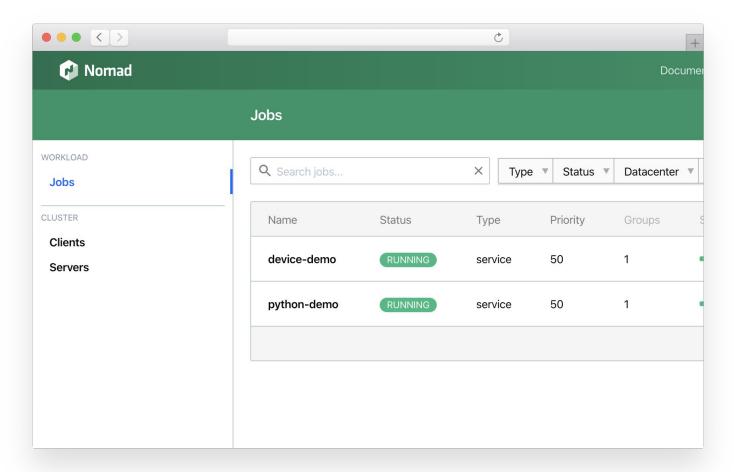








#### Demo



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he/him





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#### **Outline**



Demo



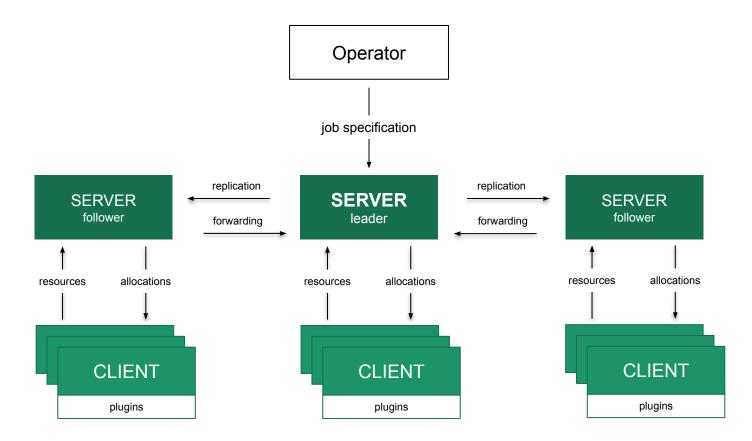
**Nomad Plugin Architecture** 



**Example Plugins** 

#### **Nomad Cluster Architecture**

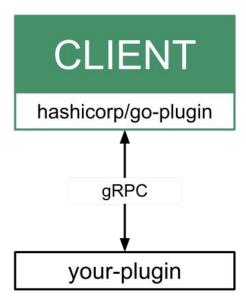




#### **Nomad Plugin Architecture**

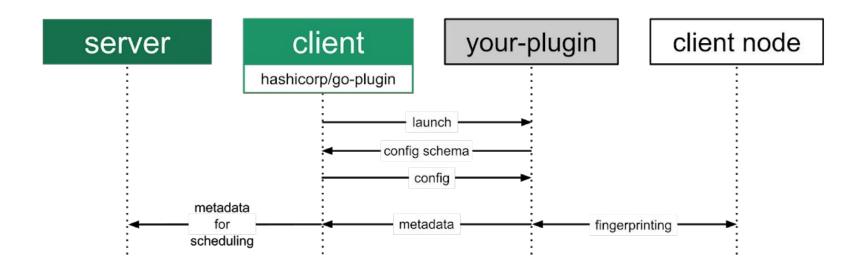


> nomad agent -plugin-dir=plugins ...



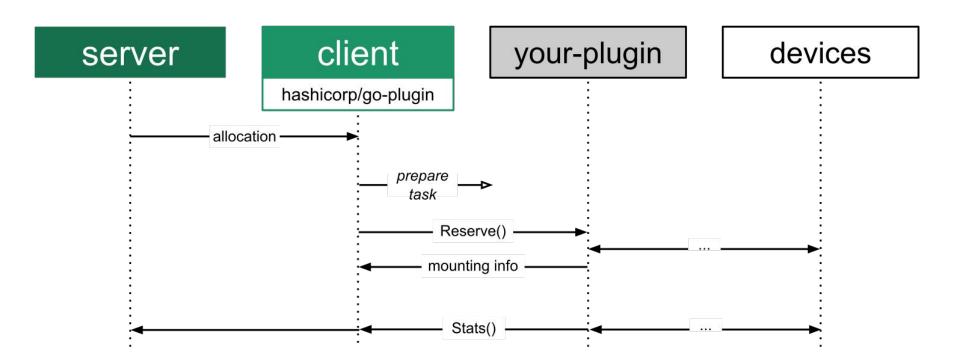
## **Nomad Plugin Architecture**





## **Nomad Device Plugins**





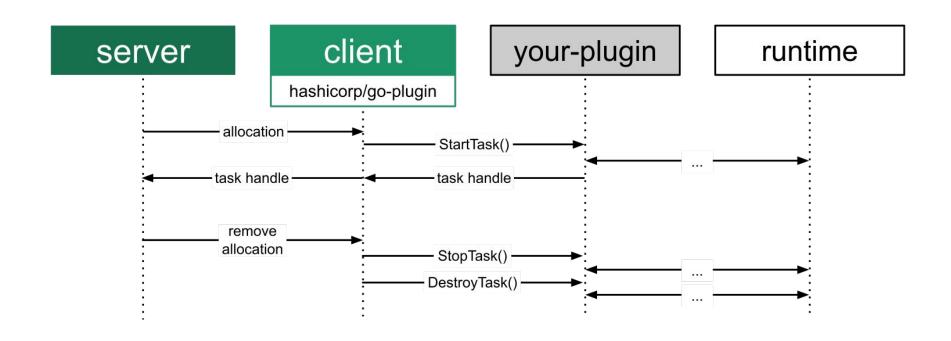
## **Device Plugin Interface**





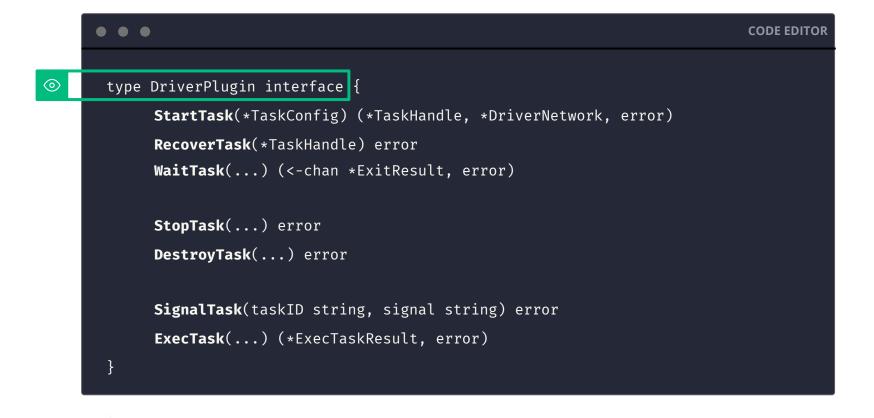
## **Nomad Task Driver Plugins**





## **Driver Plugin Interface**







## Demo Code Review

```
https://github.com/cgbaker/hashitalk-2020-nomad-plugins
// writeFingerprintToChannel collects fingerprint info, partitions devices into
// device groups, and sends the data over the provided channel.
func (d *SkeletonDevicePlugin) writeFingerprintToChannel(devices chan<- *device.FingerprintResponse) {</pre>
        usbCtx := gousb.NewContext()
        defer usbCtx.Close()
        // OpenDevices is used to find the devices to open.
        d.logger.Info("fingerprinting USB devices")
        foundDevs, err := usbCtx.OpenDevices(func(desc *gousb.DeviceDesc) bool {
                // The usbid package can be used to print out human readable information.
                d.logger.Info("examining device", "vendor id", desc.Vendor, "product id", desc.Product)
                return uint16(desc.Vendor) == d.targetVendorId && uint16(desc.Product) == d.targetProductId
        })
        if err != nil {
                d.logger.Warn("error opening usb devices", "err", err)
                devices <- &device.FingerprintResponse{
                        Devices: nil,
                        Error: err.
                return
        d.deviceLock, Lock()
        defer d.deviceLock.Unlock()
```

#### Conclusion



#### **Extensibility through Plugins**

Support for scheduling any workload against any hardware infrastructure.

#### **Growing Ecosystem of Plugins**

Numerous internal and external plugins to use as examples.

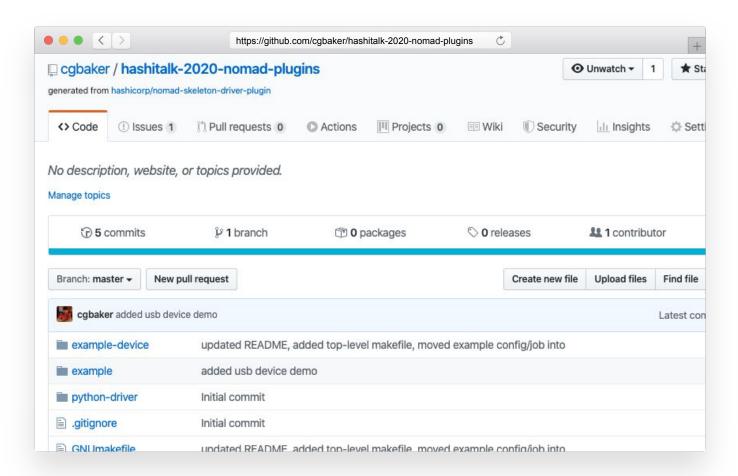
#### **Future Plugin Systems**

Future versions of Nomad will use plugins for further extensibility.



# Demo available on GitHub:







# Thank You

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