Il ne faut pas vendre la peau de YARN parce qu'un Mesos vaut mieux que deux **Kubernetes** 



### Hi! My name is

I am a software engineer, specialized in Big Data with a growing interest in AI/ML/DL. In my everyday work, I am involved in cloud computing and data management in general, including the use of open data, issues related to the capture, storage, retrieval, sharing, analysis and visualization of big data, and finally make sense of data with the semantic Web. I define myself as a technical person and I love getting my hands in the code.

More gibberish with a little bit of gobbledygook, some rigmarole, gabble, hocus-pocus and so on...

#### **BIG DATA, CLOUD**



Pascal GILLET *Cloud Architect* ∧: ST∧CK L∧BS



@pagillet

Expert en *nuages* 

"

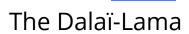
"A cluster is a set of nodes with at least one master node and several worker nodes.

The cluster manager is mostly used to dispatch work for the cluster (or cloud) to perform."

Wikipedia



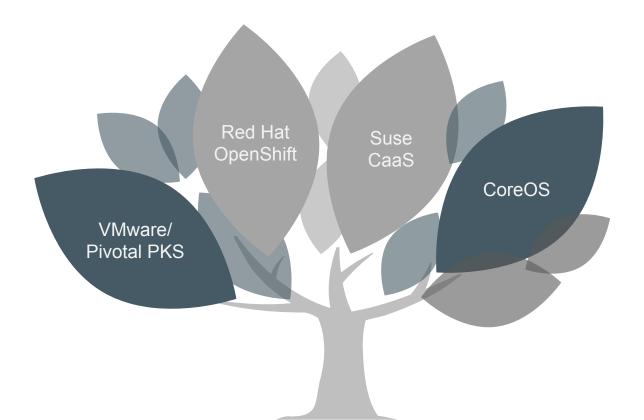
#### "An operating system architecture for cluster-level resource management."



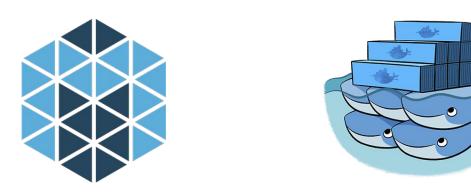
# Cluster managers vs Container orchestration systems

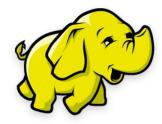


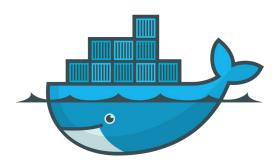
### Kubernetes is everywhere...



### ... But there are many others







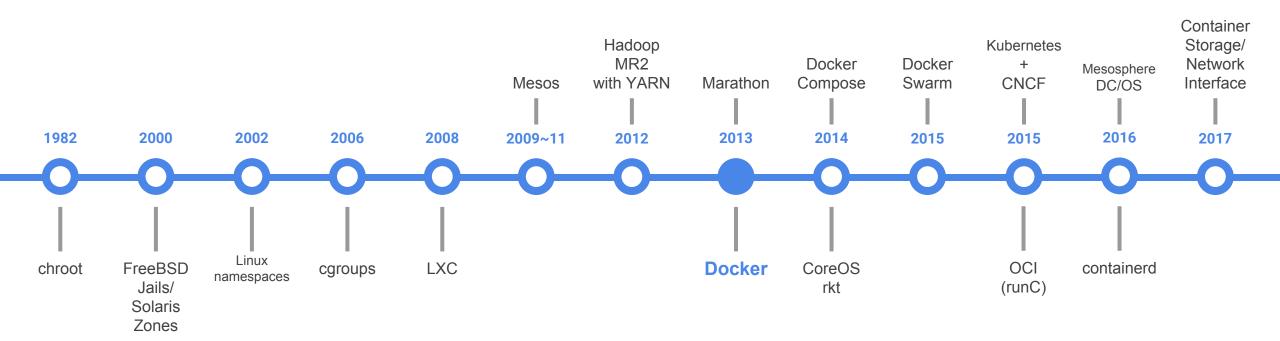


# "The War of the **Containers**' *"One Container"* **Orchestration System**

**To Rule Them All**" "Docker, Inc cheated on Swarm with K8S!" "Which one is the best?"

"There can be only one"

### A brief history of Containers: from chroot to Kubernetes



#### **The Docker revolution**

Agnostic & self-sufficient single package

**Deterministic app packaging** 

**Complete information** 

**SCM-like semantics** 

**Portability** 

Image immutability & predictability

But needs additional tooling for container management on multiple hosts!

CaaS

laaS

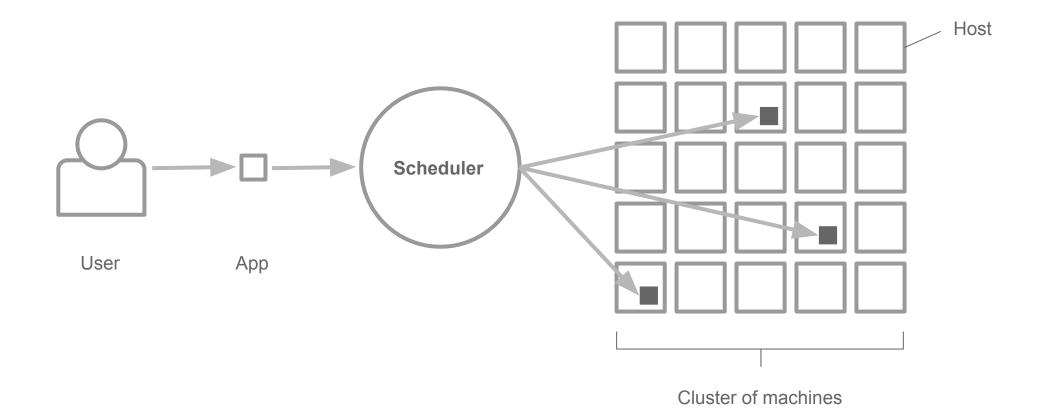
# Workload heterogeneity

#### Batch jobs One-off or time-scheduled (cron) Short-lived Underscheduled (cron) Compared Underscheduled (cron) Short-lived (cron) Sho

#### **Analytics pipelines**

- MapReduce/Spark jobs
- Machine learning
- Average duration

# Scheduling



# Scheduling goals & requirements

- **1.** Using the cluster resources efficiently
- 2. Working with user-supplied placement constraints
- 3. (Data locality)
- 4. Scheduling applications rapidly
- 5. Having a degree of *fairness* and/or business importance
- 6. Robustness & Availability



#### Interference (concurrency):

- pessimistic approach: Ensure that a particular resource is only made available to one scheduler at a time
- optimistic approach (conflict detection)

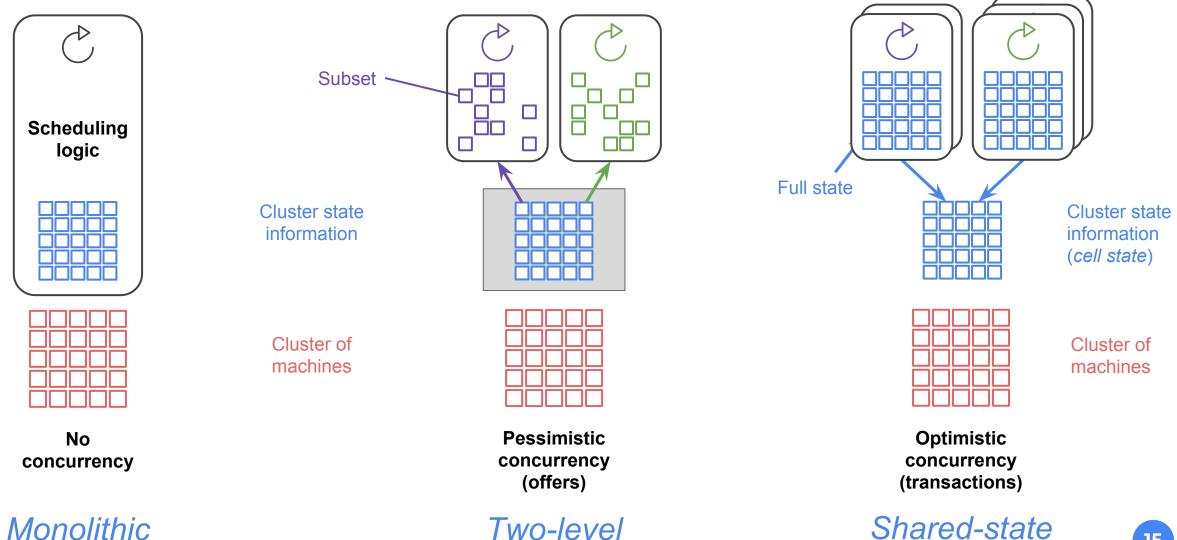
#### **Allocation granularity:**

- Atomic all-or-nothing gang scheduling / hoarding
- Incremental placement (MapReduce)

#### **Cluster-wide behaviors:**

- priority preemption
- strict fairness
- ...

# **Scheduling architectures**



# **Comparison of scheduling approaches**

Approach	Resource choice	Interference	Alloc. granularity	Cluster-wide policies
Monolithic	all available	none (serialized)	global policy	strict priority (preemption)
Statically partitioned	fixed subset	none (partitioned)	per-partition policy	scheduler-depend ent
Two-level (Mesos)	dynamic subset	pessimistic	hoarding	strict fairness
Shared-state (Omega)	all available	optimistic	per-scheduler policy	free-for-all, priority preemption

#### **Resource allocation**

Mesos: Dominant Resource Fairness (DRF)

YARN: Capacity Scheduler / Fair Scheduler

#### Kubernetes:

Container resource requests / limits (cpu, memory) Pod resources: sum of its containers' resource requests / limits "The scheduler ensures that, for each resource type, the sum of the resource requests of the scheduled Containers is less than the capacity of the node"

Swarm <u>strategies</u> for ranking nodes:

- Spread: Node with the least number of containers
- Binpack: Node which is most packed

Nomad: bin packing which "optimize the resource utilization and density of applications"



**Declarative configuration: blue print** (desired state)

**Rules & Constraints (affinity)** 

**Provisioning (OSB)** 

**Rolling updates** 

**S**caling



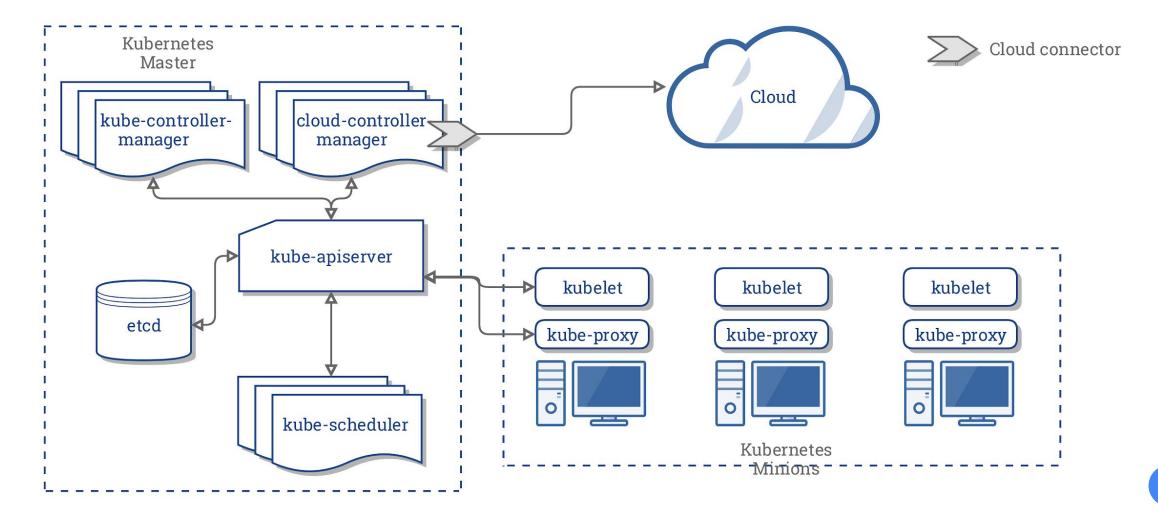
**Service Discovery** 

Load balancing

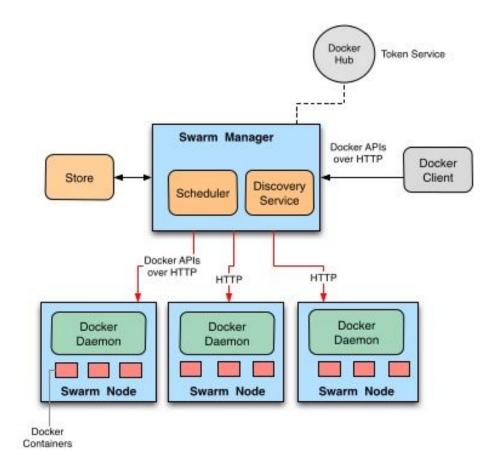
Health check & Monitoring (desired state reconciliation)

Persistent storage (stateful applications)

# **Kubernetes (Monolithic)**

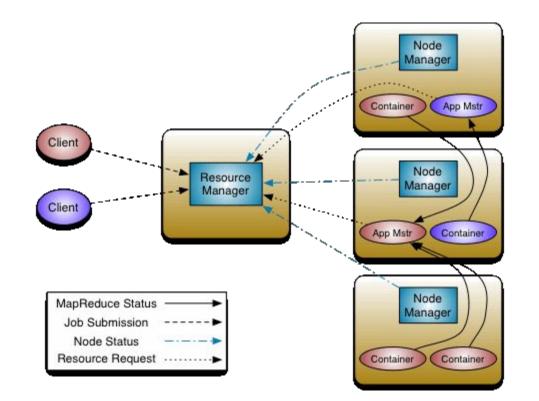


# Swarm (Monolithic)

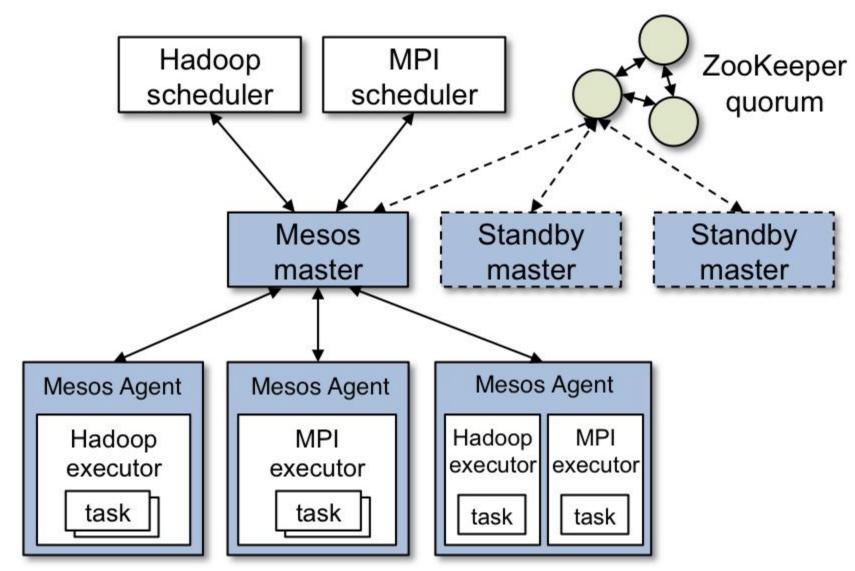




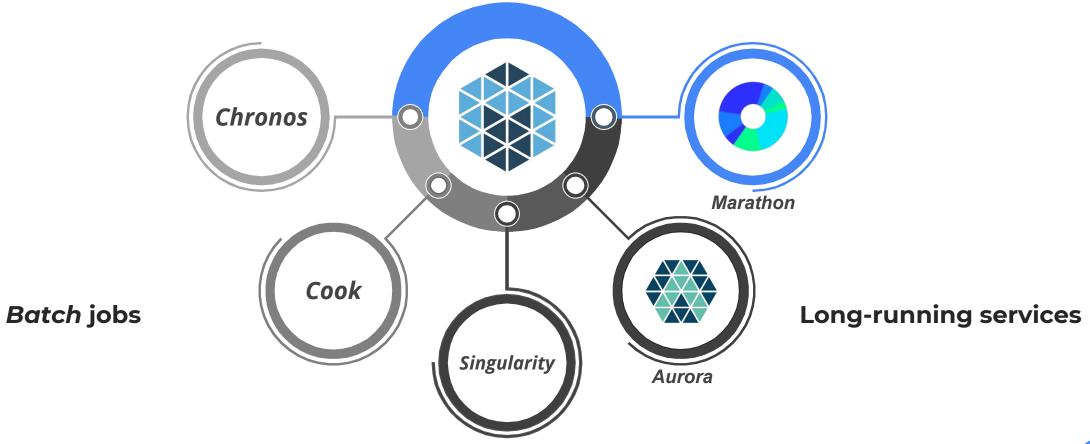
# YARN (Monolithic)



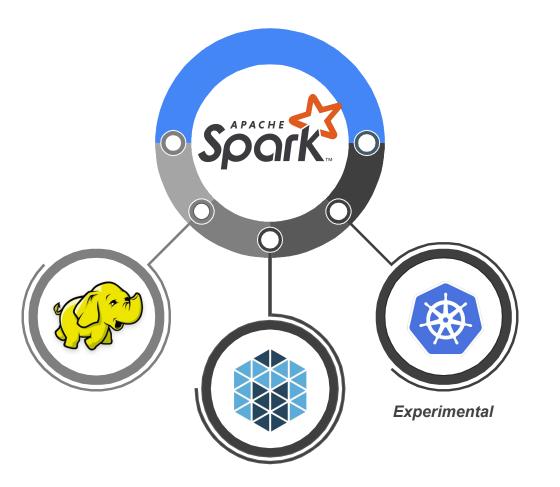
# Mesos (two-level)



### **Mesos scheduling frameworks**



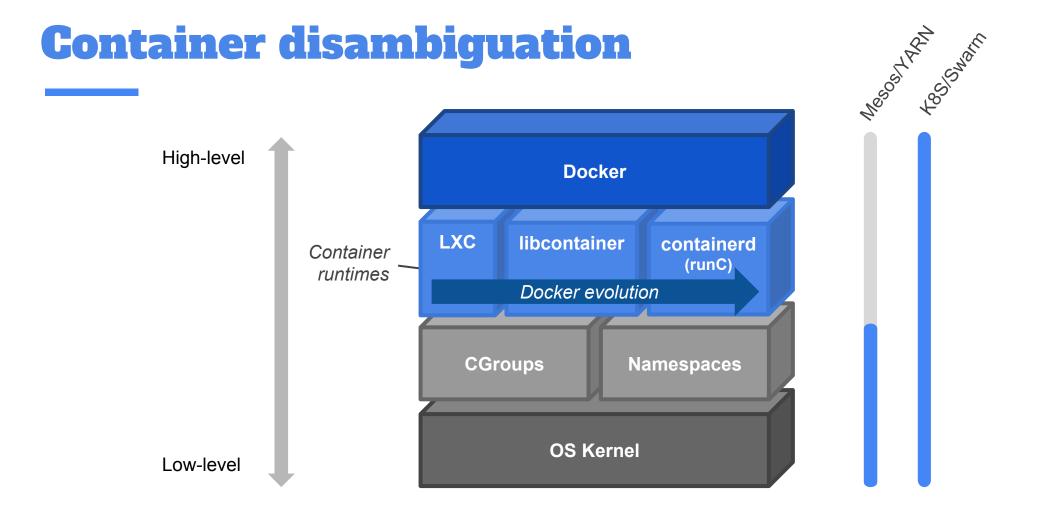






# **Comparison in terms of Component Architecture**

 $\wedge \wedge$ 



"Without CGroups, it becomes hard to limit container CPU usage" - YARN

#### **Paradigm shift in application deployment**

#### **Managed containerization**

The cluster manager is responsible for containerizing the application

Standalone applications: Shell scripts, Java

Agent's working directory for dependencies & native libraries:

- Mesos sandbox
- YARN LocalResources

#### **Self-containerized applications**

The cluster manager supports the application's container format and run it directly

Docker



#### **Stateful services**

Persistent volumes enable stateful services

# Motivation & current limitations

 Volume management is tightly coupled to the COs:
adding support to new storage systems requires adding code into the core COs codebase

> No well-defined interface allowing third-party storage vendors to plug into COs

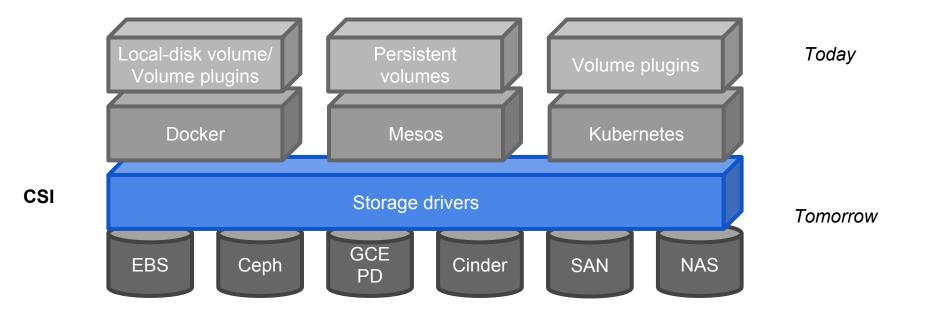
#### **Container Storage Interface (CSI)**

Specification that defines a common set of APIs for all interactions between storage vendors and container orchestration platforms

Close collaboration among Kubernetes, CloudFoundry, Docker and Mesos communities

**Primary goal:** establish a standardized mechanism for COs to expose arbitrary storage systems to their (containerized) workloads, using a consistent API that decouples the release cycle of COs from that of the storage systems, making the integration itself more sustainable and maintainable

### **Container Storage Interface**



### **Cloud Native Reference Stack**

#### **Application Definition & Development**

#### Orchestration & Management

Runtime

Provisioning

Infrastructure

#### **Resource Management**

- Image Management
- Container Management
- Compute Resources

#### **Cloud Native – Network**

- Network Segmentation and Policy
- SDN & APIs (e.g., CNI, libnetwork)

#### **Cloud Native- Storage**

- Volume Drivers/Plugins
- Local Storage Management
- Remote Storage Access

#### Observability

- View / Filter / Replay
- Monitoring / Trace / Stream / Log
- Business Intelligence

#### **Orchestration and scheduling**

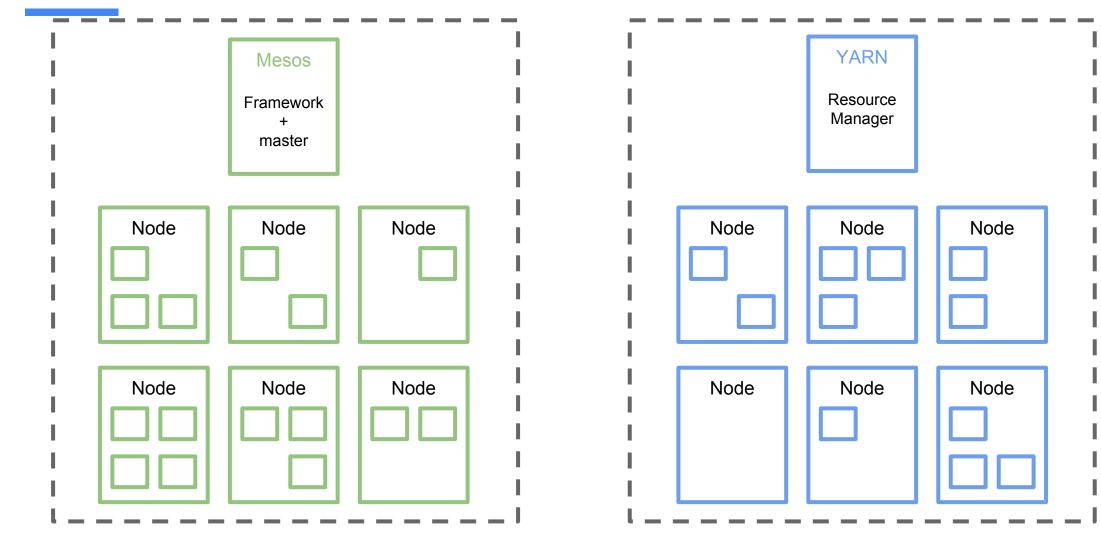
Name resolution and service discovery (e.g., DNS)

#### **Service Management**

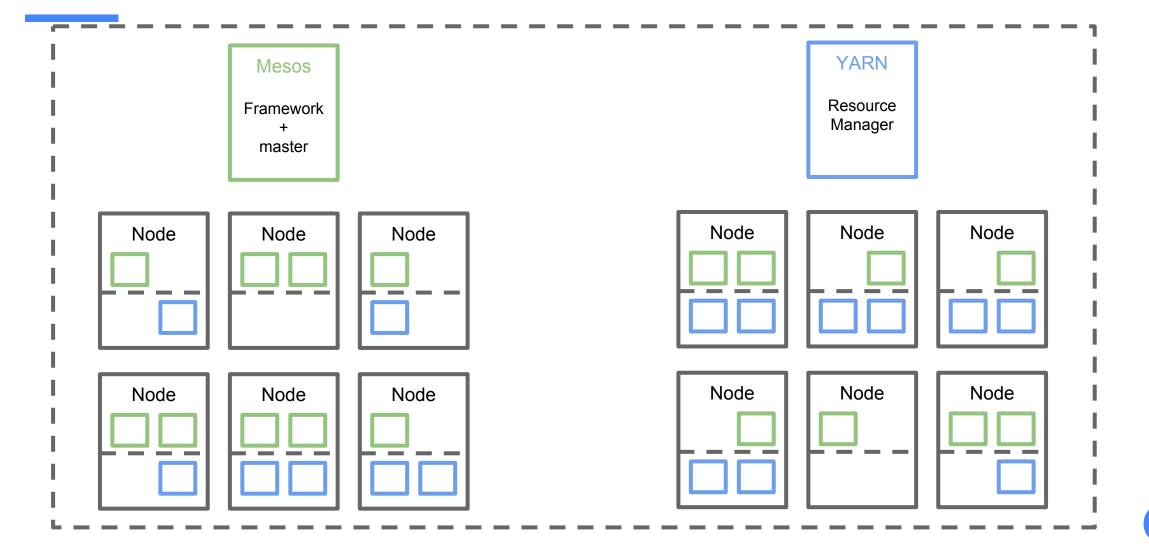
- Routing / Proxy / Load Balancer
- Policy / Placement / Traffic Management



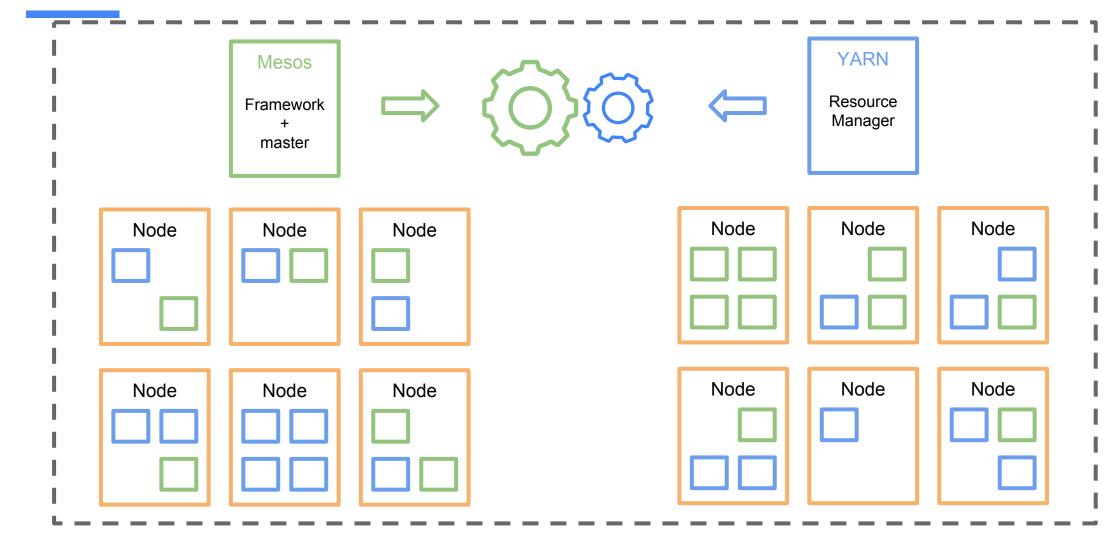
#### The static partition issue: siloed clusters



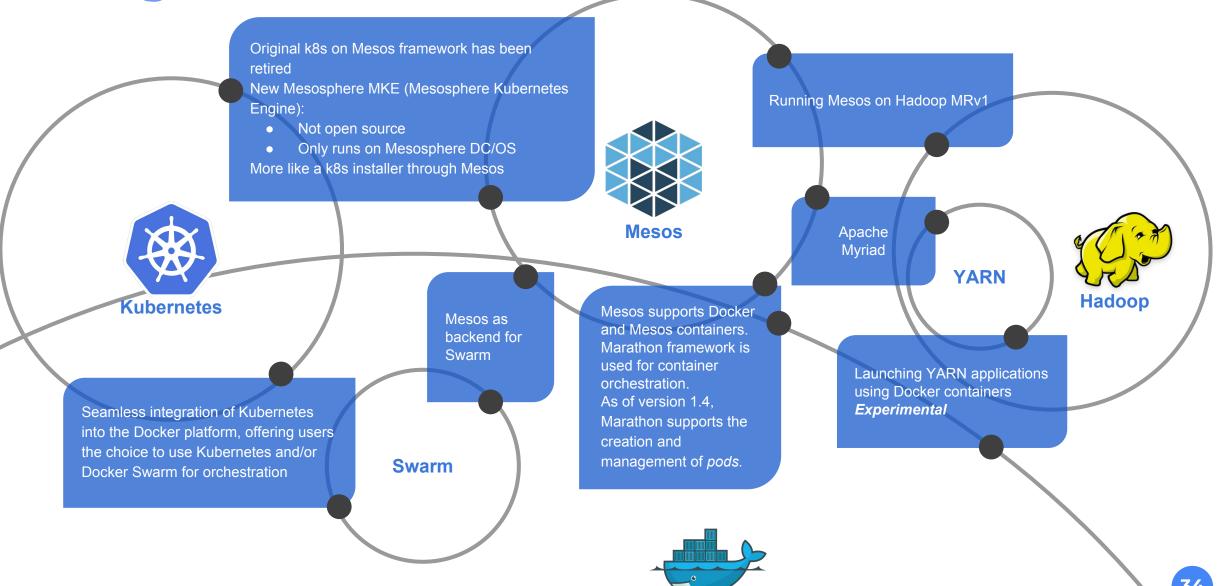
#### The static partition issue: node resource partitioning



#### **Sharing a single pool of resources**



### Integrations



Docker

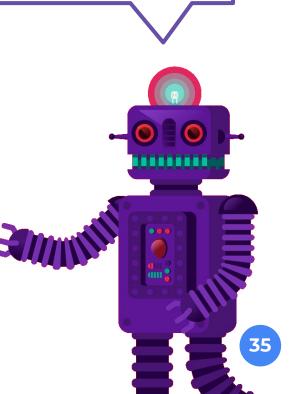
### The server disaggregation





Operating system with minimal functionality required for deploying applications inside containers Distributed operating system based on Apache Mesos

Do you remember when humans used to play with their toy servers along with a dedicated host operating system !? They were such losers! AHAHA





No unique solution to solve every problems with cluster computing

Developers & DevOps like to change tools and want to replace them easily

Vendors need to create multiple integrations to be supported across the container ecosystem

Propose an architecture that gives control to the developers

CNCF, OCI & OSB standards

#### Thanks

#### Would You Like To Know More?

Malte Schwarzkopf, Andy Konwinski, Michael Abd-El-Malek, John Wilkes, *Omega: flexible, scalable schedulers for large compute clusters* (2013)

Abhishek Verma, Luis Pedrosa, Madhukar Korupolu, David Oppenheimer, Eric Tune, John Wilkes, *Large-scale cluster management at Google with Borg* (2015)

A.Ghodsi, M. Zaharia, B. Hindman, A. Konwinski, S. Shenker, I. Stoica, *Dominant resource fairness: fair allocation of multiple resource types* (2011)

Mesos Architecture providing an overview of Mesos concepts: <u>http://mesos.apache.org/documentation/latest/architecture/</u>