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IST 615 – CLOUD MANAGEMENT

CONTAINERS & KUBERNETES (1)

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Outline

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- Announcements
 - Midterm
- Recap
- Containers, Kubernetes and OpenShift
- Lab #3 description
- *In-class lab: Containers*

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Labs/Class activities

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- Lab 3: Cloud service integration
 - Released today – AWS
 - Due October 8
- October 8: Midterm + regular class session (1/2)

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Midterm

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- Midterm exam will take place on October 8
 - We will use the first half of the class for the exam
 - Via Blackboard / open book exam / synchronous
 - Paper-based, closed-book, in-class
 - Arrive early
 - Exam duration = 60 to **75** minutes
 - Exam will evaluate up to today's session content
 - Sessions 1 through 6
 - Question types:
 - Multiple choice
 - Short answer (2 to 5 lines)
 - Essay (1 to 2 paragraphs)

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Recap

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TCO

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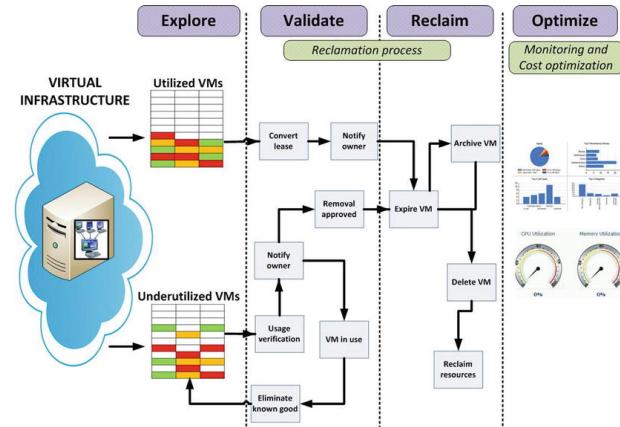
- Cloud's hidden costs
 - ▣ Service interruptions
 - ▣ Inappropriate service scaling
 - ▣ Denial of service attacks
 - ▣ Extra security
 - ▣ Disaster preparedness and recovery plan costs
 - ▣ Initial cost of cloud-readiness

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Capacity management goals

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- Efficient resource utilization
 - Manage workloads efficiently
- Reduce wasted resources
- Enable and support monitoring of service levels
- Controlling VM sprawl



Source: Cloud Capacity Management, P. Wali; N. Sabharwal, Apress, 2013

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Capacity management goals (2)

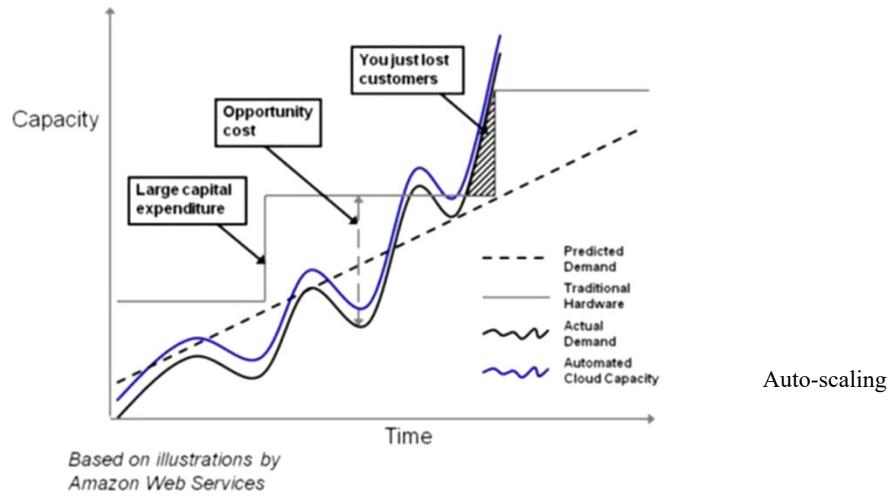
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- Define rules for handling resources that fail
- Define auto-scaling mechanisms to handle unforeseen demand and/or seasonal variations in demand
- Ensure the operation of cloud/multi-cloud resources under appropriate economic constraints

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Capacity utilization

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Design for Capacity

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- Cloud solution architecture, performance targets and costs have to be analyzed until a viable design is determined
- The elasticity of the cloud moves capacity planning/design from a worst-case (peak) scenario perspective to an automatic scaling (of capacity) perspective
 - ▣ Use of a few large units of capacity (large VMs) vs. many small units of capacity (small VMs)

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Types of pricing in the Cloud (AWS)

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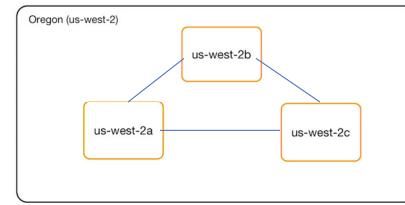
- On-Demand
- Reserved Instances
 - In AWS – Commitment levels: 1 year or 3 years
- Spot pricing
 - Bidding on spare capacity that the cloud provider has available
 - Can get up to 90% off the normal On-Demand price
 - Good for applications that have flexible start and end times
 - You don't pay more than your bid
 - You pay the market price until that price exceeds your bid
 - When the market price exceeds your bid, (in AWS), you have 2 minutes to shutdown your workload (or to migrate it).

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AWS Regions

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- https://aws.amazon.com/about-aws/global-infrastructure/regions_az/
- Each AWS Region consists of multiple, isolated, and physically separate Availability Zones within a geographic area.
 - Each AZ has independent power, cooling, and physical security and is connected via redundant, ultra-low-latency networks
 - Two to five AZs may be present in an AWS region
- Choosing between regions
 - Cost
 - Regulation (data sovereignty)
 - Latency



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Azure -Regions

Azure offers more global regions than any other cloud provider with 60+ regions representing over 140 countries

- Regions are made up of one or more datacenters in close proximity.
- Provide flexibility and scale to reduce customer latency.
- Preserve data residency with a comprehensive compliance offering.



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Understanding CPUs and vCPUs

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- CPU cores vs threads
 - <https://www.youtube.com/watch?v=hwTYDQ0zZOw>
- The mapping/definition of a vCPU is dependent on the cloud provider and the virtual machine instance type
 - For EC2 general purpose instances (Spring/2021):
 - Each vCPU is a thread of either an Intel Xeon core or an AMD EPYC core, except for M6g instances, A1 instances, T2 instances, and m3.medium.
 - Each vCPU on T4g and M6g instances is a core of the AWS Graviton2 processor.
 - Each vCPU on A1 instances is a core of an AWS Graviton Processor.

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Auto Scaling

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The autoscaling process can:

- Replace instances that have (performance) issues
 - Marked by the load balancer or hypervisor
 - Helps in building a self-healing infrastructure
- Maintain cluster size
- Grow cluster to meet increase in demand and scale down when needed

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Containers, Kubernetes and OpenShift 101

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Containers, Kubernetes, and OpenShift 101

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Trends on the IT field related to containers

- ✓ DevOps
- ✓ CI/CD
- ✓ Microservices
- ✓ AI/ML
- ✓ Cryptocurrency
- ✓ Cloud-native
- ✓ Multi-cloud
- ✓ Hybrid cloud
- ✓ 5G
- ✓ Edge computing

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What is a Container?

Distributing vs Running containers



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Distributing and Running Applications as Containers

- ➡ **Container images** package an application together with all its dependencies, such as:
 - ✓ System libraries
 - ✓ Programming language runtimes
 - ✓ Programming language libraries
 - ✓ Configuration settings
 - ✓ Static data files
- ➡ Container images are an **universal packaging and distribution mechanism**, independent of operating systems and programming languages.
- ➡ Container images serve as **blueprints for creating containers**.



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Distributing and Running Applications as Containers

”**o** Containers are operating system-level sandboxes that run applications isolated from each other and also from the core operating system services

”**o** Containers create the illusion of an operating system dedicated to a single application and provide an exclusive set of operating system-managed resources, such as:

- ✓ Processes
- ✓ Filesystems (Files and folders)
- ✓ Devices
- ✓ Users and groups
- ✓ Semaphores
- ✓ Networks

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Containers as a Packaging Mechanism

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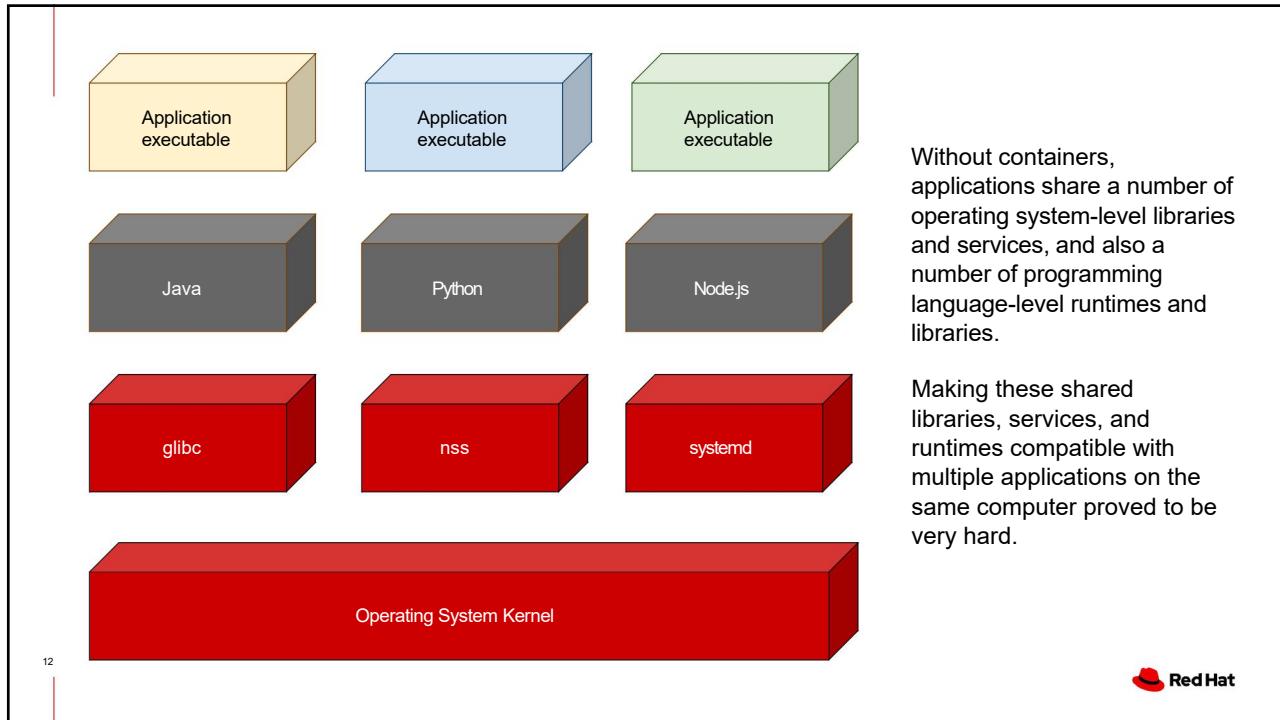


Containers are a standard way to **package** goods to ease **shipping** and delivery.

Software **containers** are a standard way to **package** applications to ease **deployment** and management.



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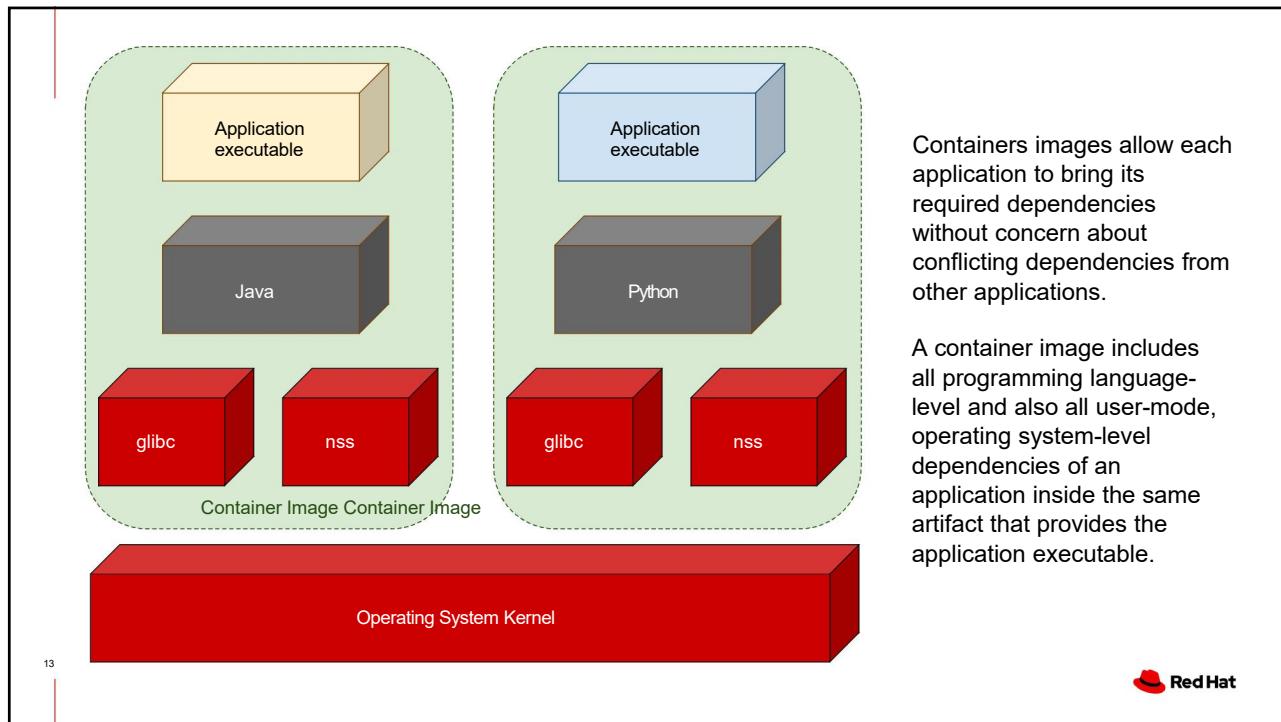


Without containers, applications share a number of operating system-level libraries and services, and also a number of programming language-level runtimes and libraries.

Making these shared libraries, services, and runtimes compatible with multiple applications on the same computer proved to be very hard.



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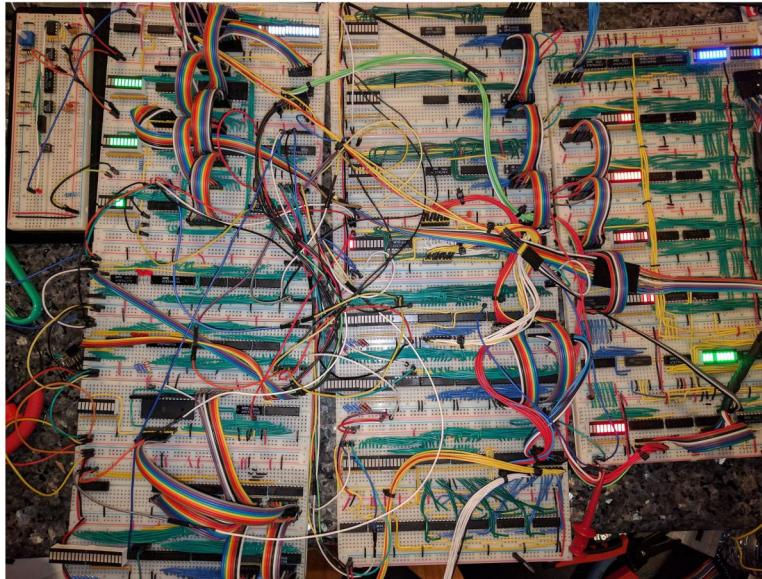
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Containers as a Runtime Mechanism

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Red Hat

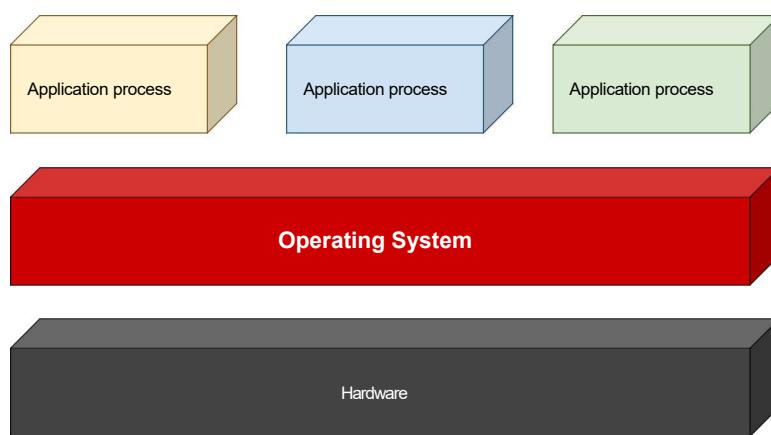
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In the beginning, applications had complete control over the hardware. There was no sandbox protecting an application.



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Then **operating systems** came and made applications run inside sandboxes called **processes** that prevented one application from accessing the memory of other applications.

Processes were also forced to release the CPU to other processes after a time slice.



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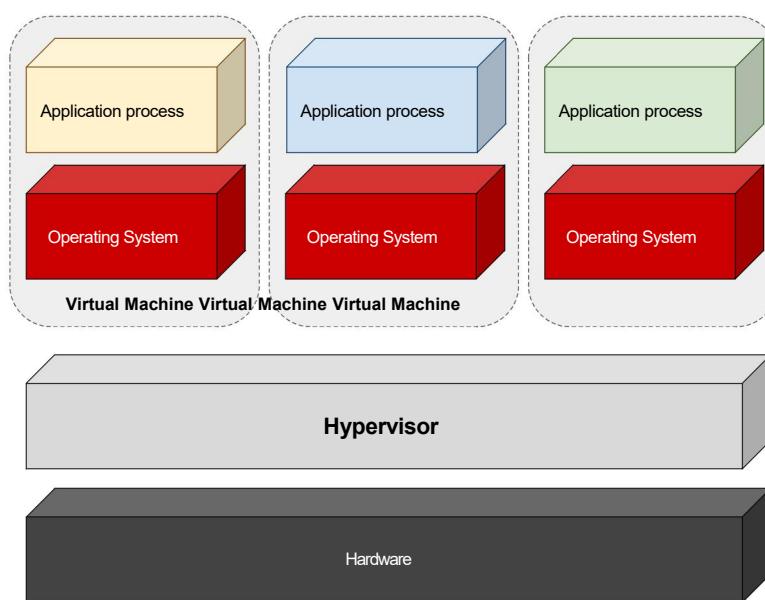
The process sandbox was not strong enough. Applications could still interfere with each other and the operating system by indirect means.

The contact surface between applications was still too large.

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Then came the **hypervisor** and put both applications and their required operating systems inside sandboxes named **virtual machines**.

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With more computers and more virtual machines, the larger cost factor changed from **computers** to **people**.

Also, the reliability of **people** instead of **software and hardware** become the largest risk factor.



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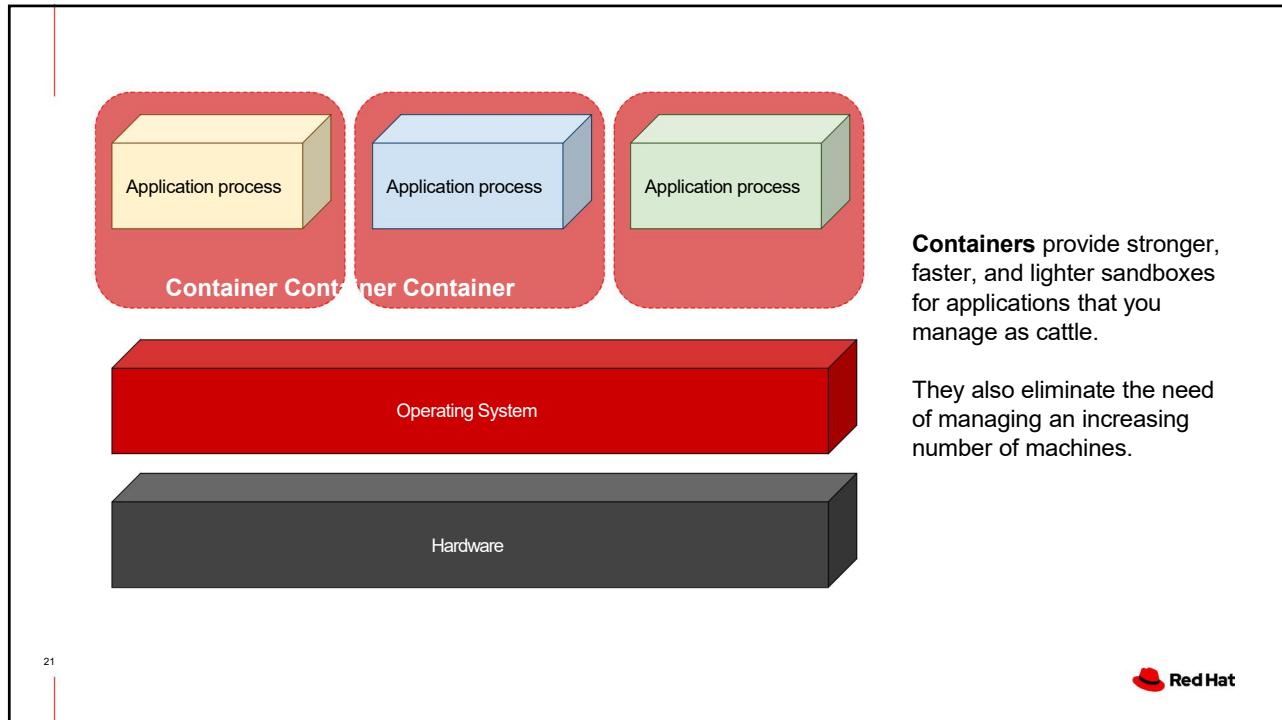


The solution proposed by the cloud and agile practitioners is managing applications as **cattle** instead of not as pets.

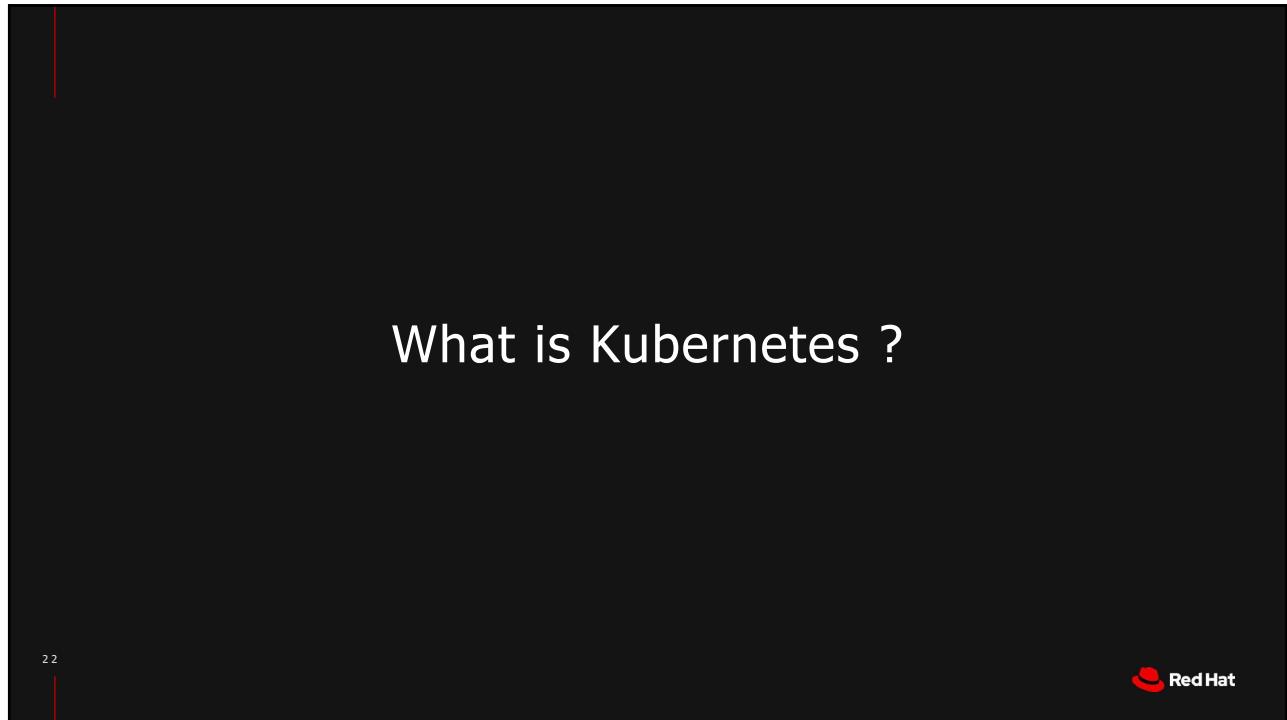
Seeing all servers as indistinct from each other leads to easier automation and thus making people more scalable and reliable.



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What is Kubernetes ?

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Cloud and mobile applications are usually composed of multiple **microservices** that collaborate with each other.



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The more pieces you have, the more things could go wrong...



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You need a good **helmsman** to take care of all containers on your ship.



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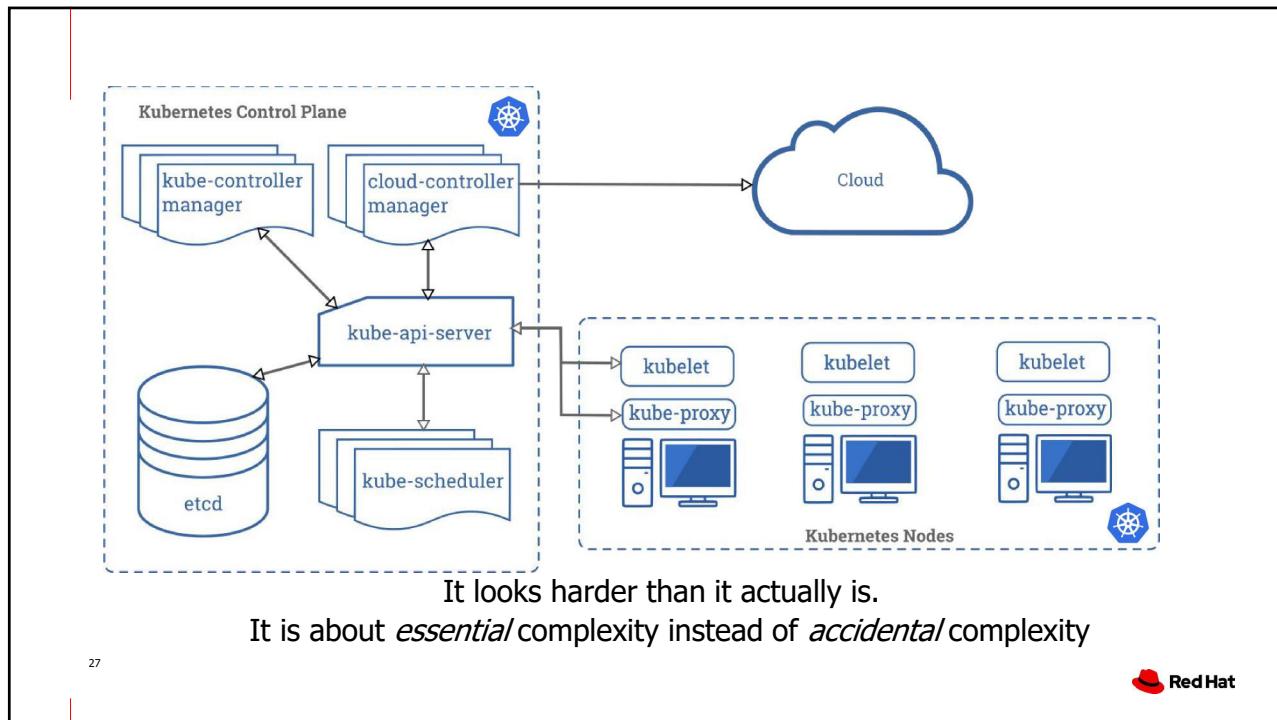


You need a good **Kubernetes** to take care of all containers on your cluster of computers.

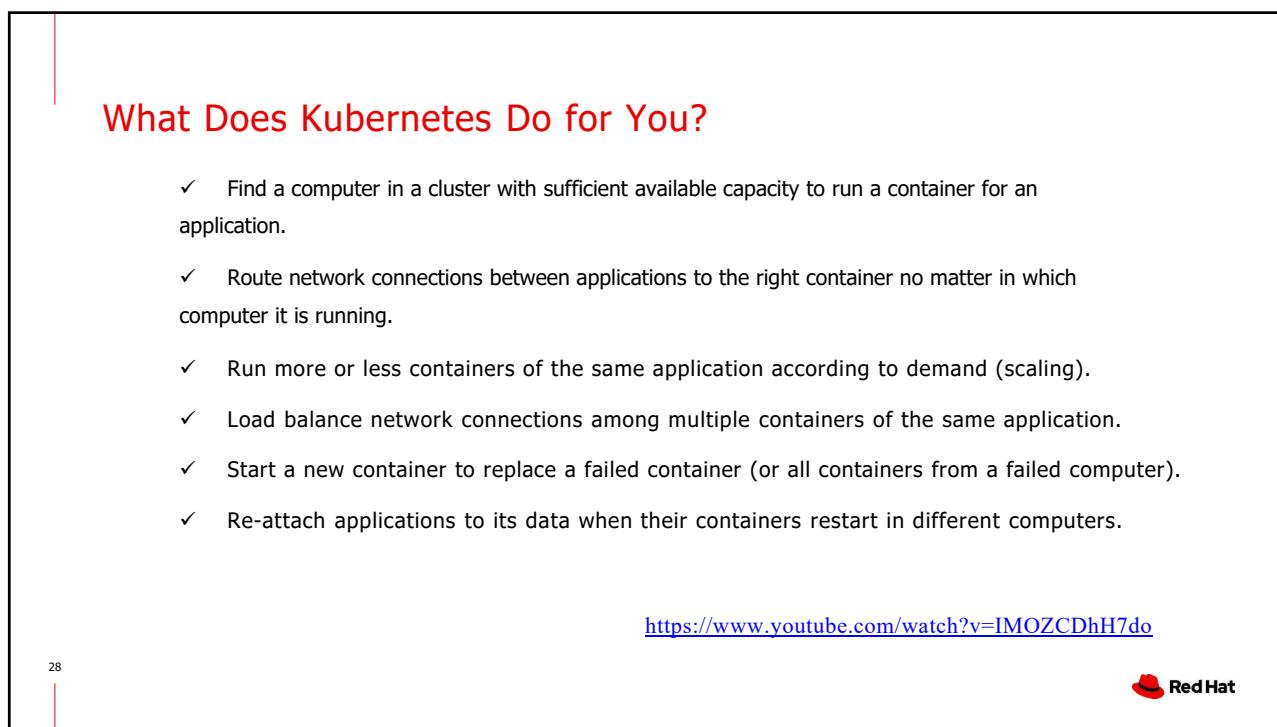


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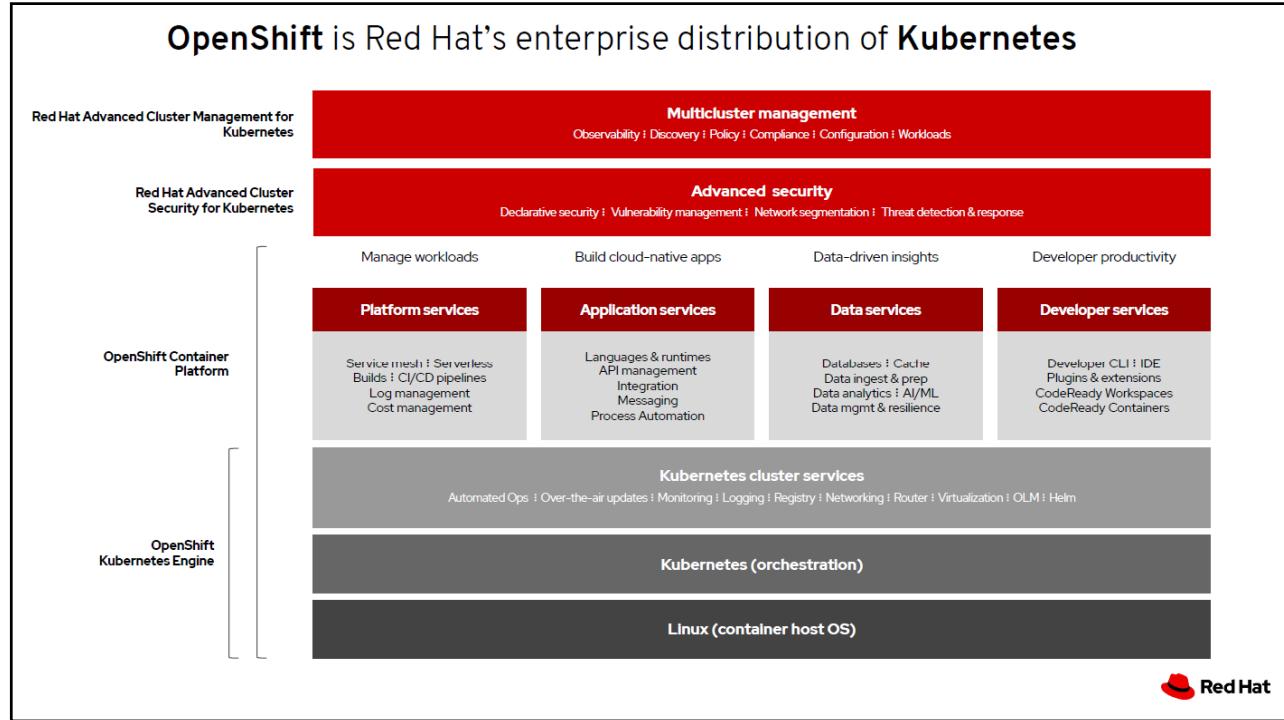
What is OpenShift ?

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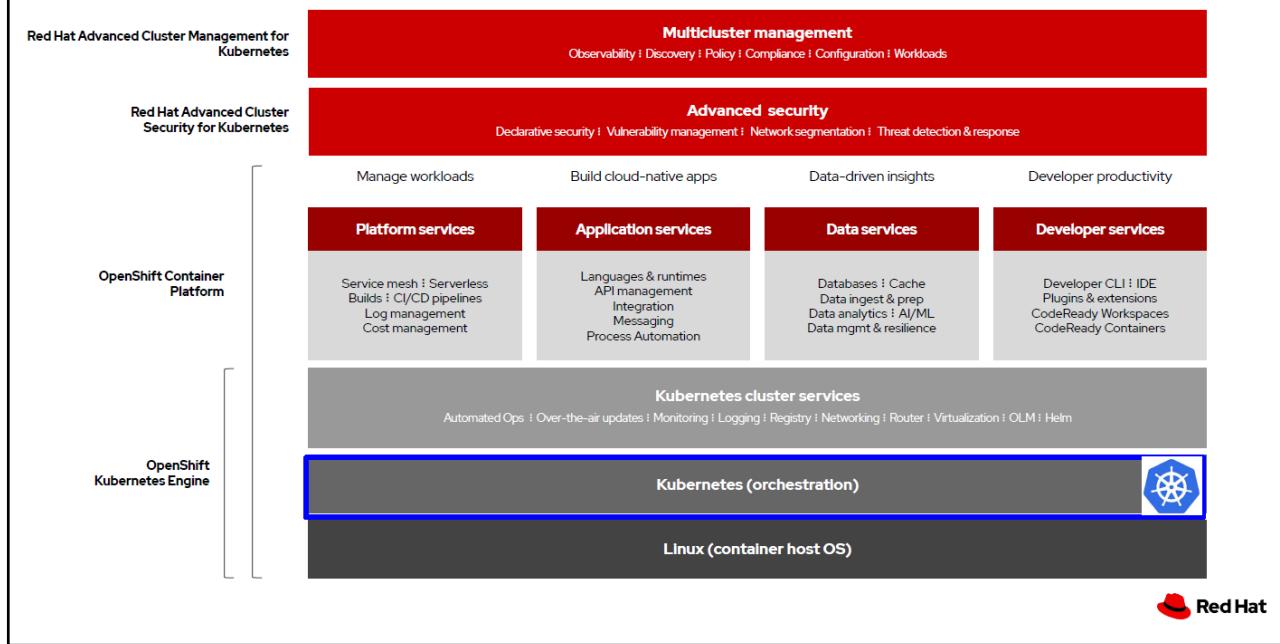
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OpenShift is Red Hat's enterprise distribution of **Kubernetes**



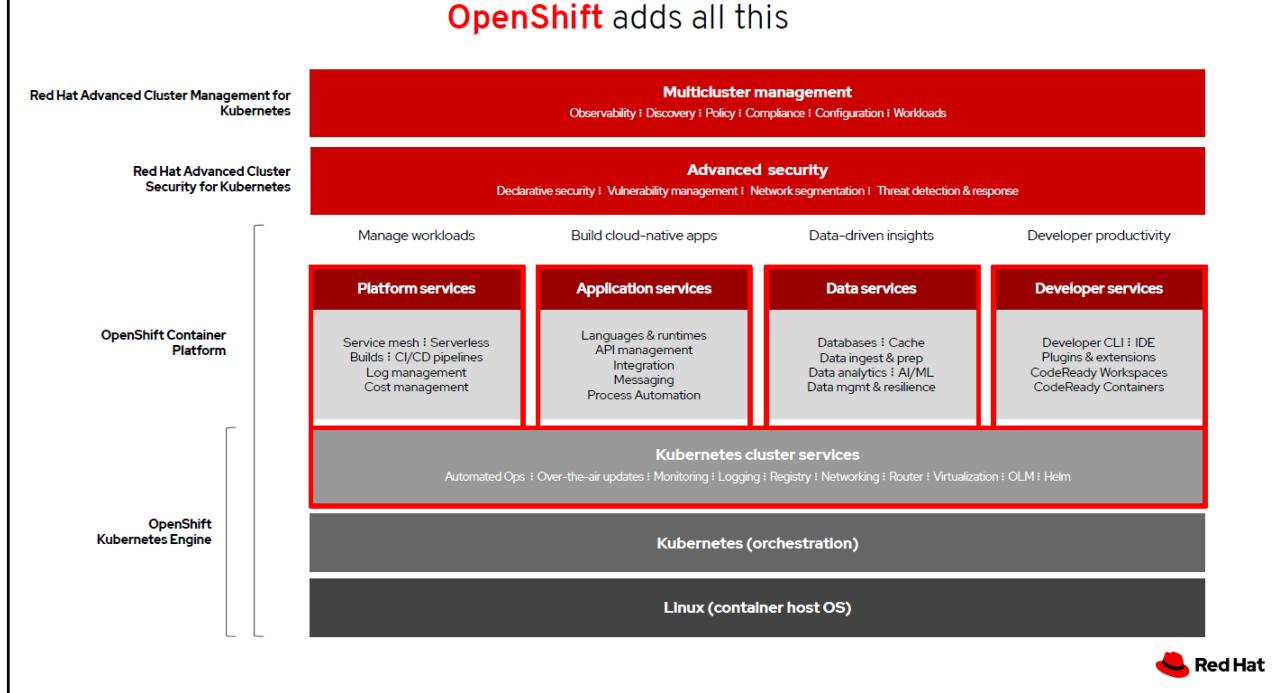
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Here is **Kubernetes**

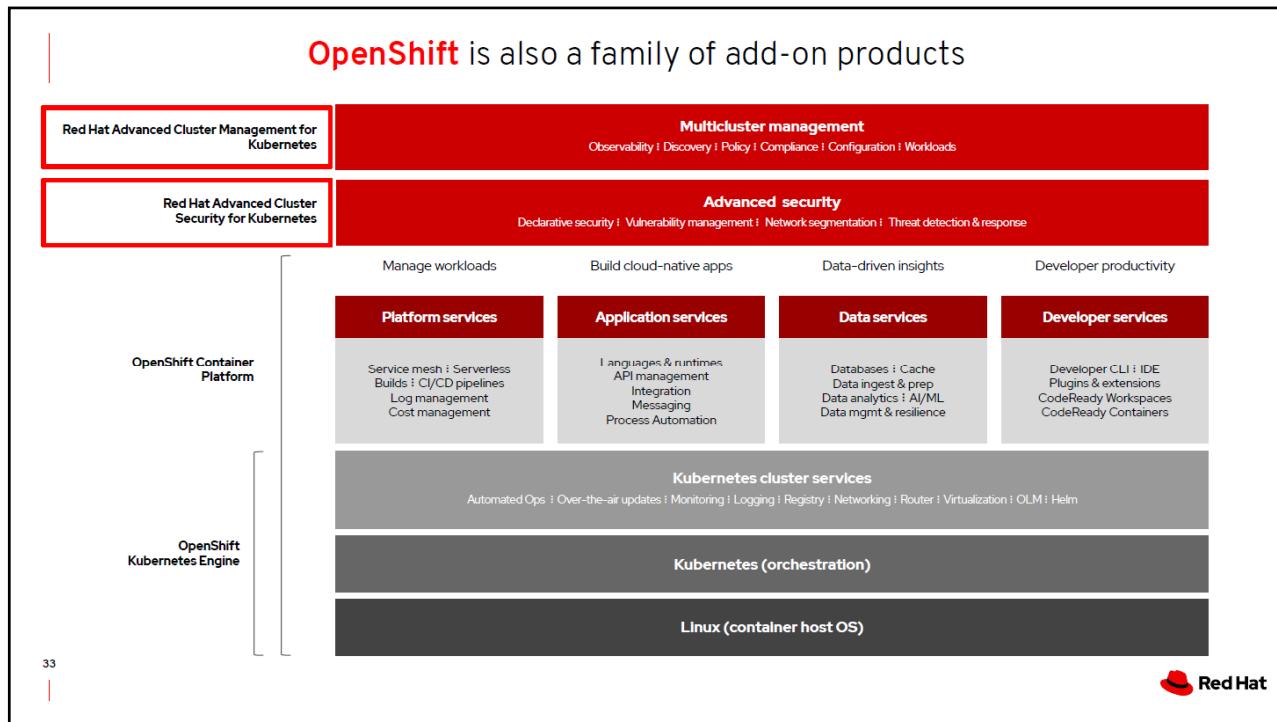


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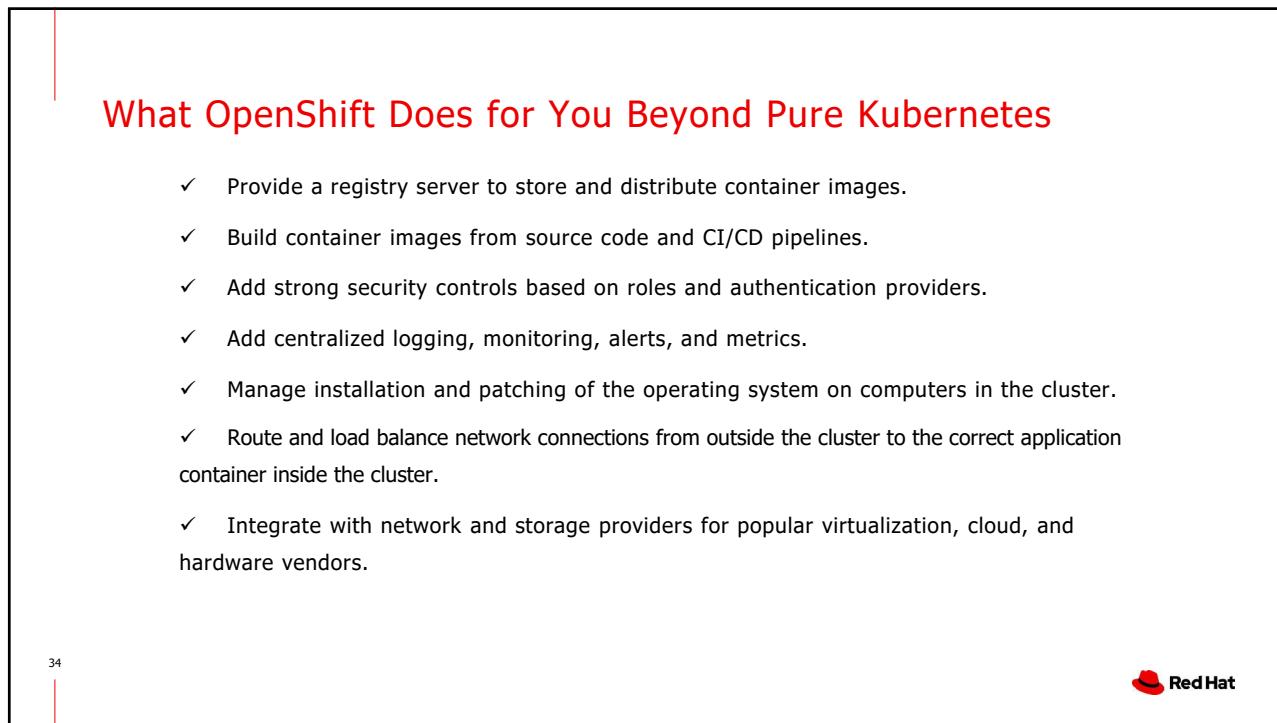
OpenShift adds all this



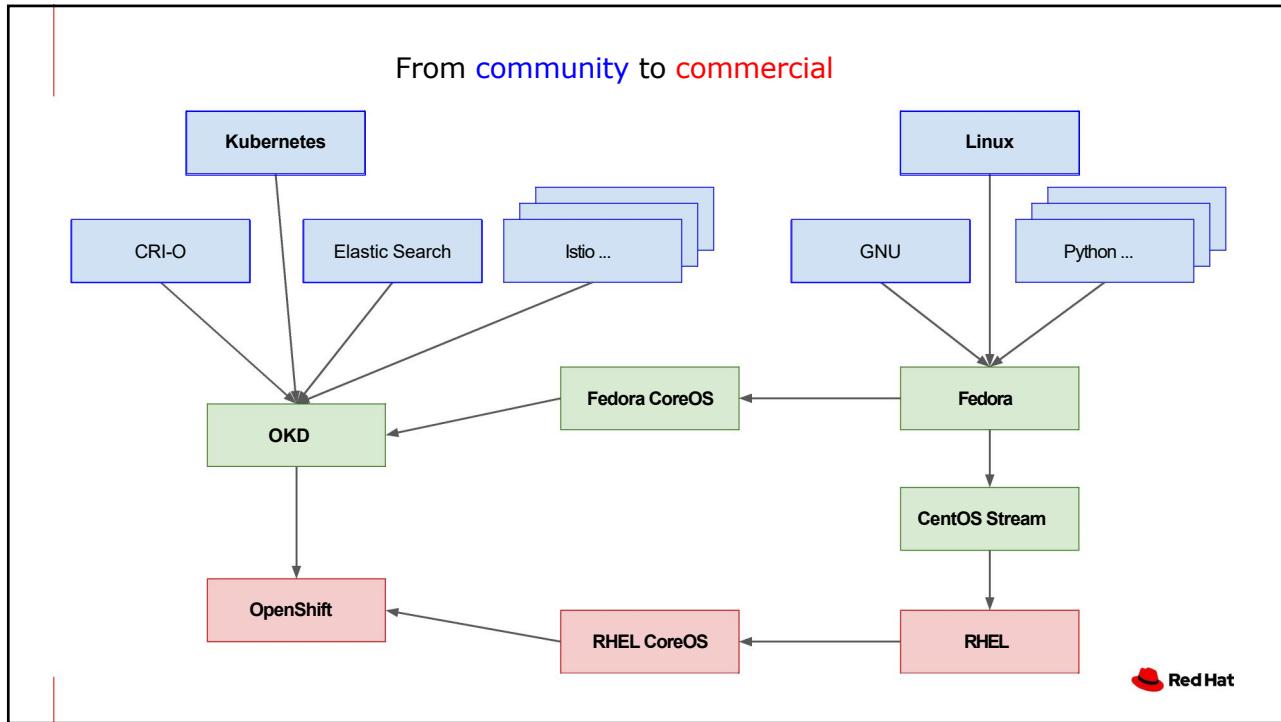
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Containers Are Linux

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Running Containers on My Computer

- ” Ø **Container runtimes** and **Container Engines** are just tools that ask the Linux kernel to start an application inside a container sandbox. There are many to choose from.
- ” Ø Standards from the **Open Container Initiative** (<https://opencontainers.org>) allow interoperability between different tools that produce and consume the same containers and container images.
- ” Ø The Red Hat ecosystem of operating systems (Fedora, CentOS, and Red Hat Enterprise Linux) come with the *Linux Container Tools* app stream: **podman**, **skopeo**, and **buildah**.
- ” Ø To use, on your non-Linux work or personal machine, the same tools you would use in a production RHEL system, either configure your own virtual machine or install **Code Ready Containers** (CRC) that does that for you.

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Linux Container Tools	VS	Docker
✗ Little known outside of the RHEL, CentOS, and Fedora ecosystems		✓ Well-known among developers of all major platforms
✗ Still immature clients for Windows and Mac		✓ Good clients for Mac and Windows (daemon runs inside a Linux VM)
✓ Set of single-purpose, standalone tools		✗ Monolithic daemon that performs all tasks
✓ Easier to bug fix and secure, runs rootless		✗ “Big ball of mud” issues to fix and secure, daemon has to run as root
✓ Strong backwards-compatibility record and guarantees		✗ Incompatible changes pop-up by surprise (ask the Kubernetes developers)
✓ Strong community and sponsors		✗ Sponsor is financially challenged and not very engaged with the community



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Lab #3 Description

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- AWS S3 (Simple Storage Service)
 - https://www.youtube.com/watch?v=I14_sXHO8U
- AWS IAM (Identity and Access Management)
 - <https://www.youtube.com/watch?v=UI6FW4UANGc>
- Lab 3 posted in Blackboard
 - Due October 8
 - Use of AWS S3 storage service
 - Integrating two AWS services to work together (EC2 & S3) via IAM
 - Additional details
 - Follow the instructor's description in class

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In-class lab

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- Hands-on activity
 - In-class lab on containers
 - Follow lab guide posted in Blackboard

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