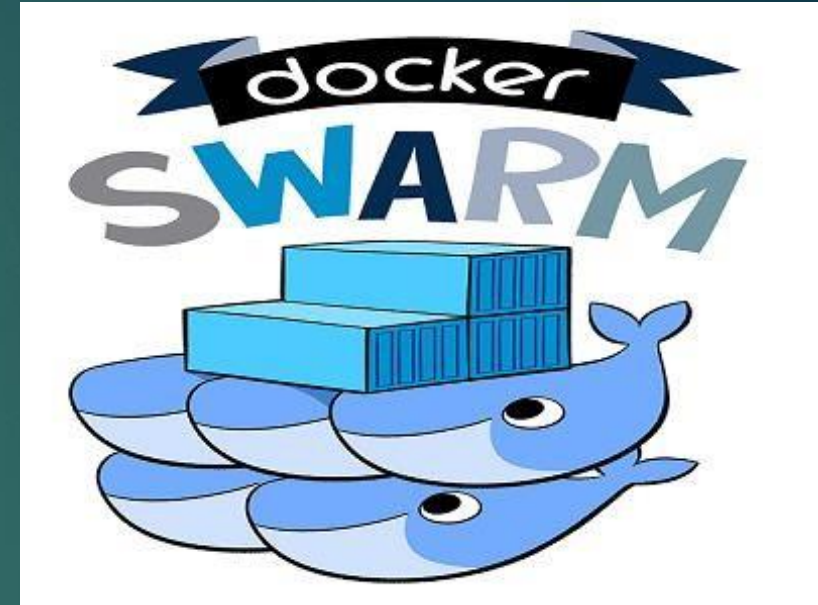


# Docker Swarm

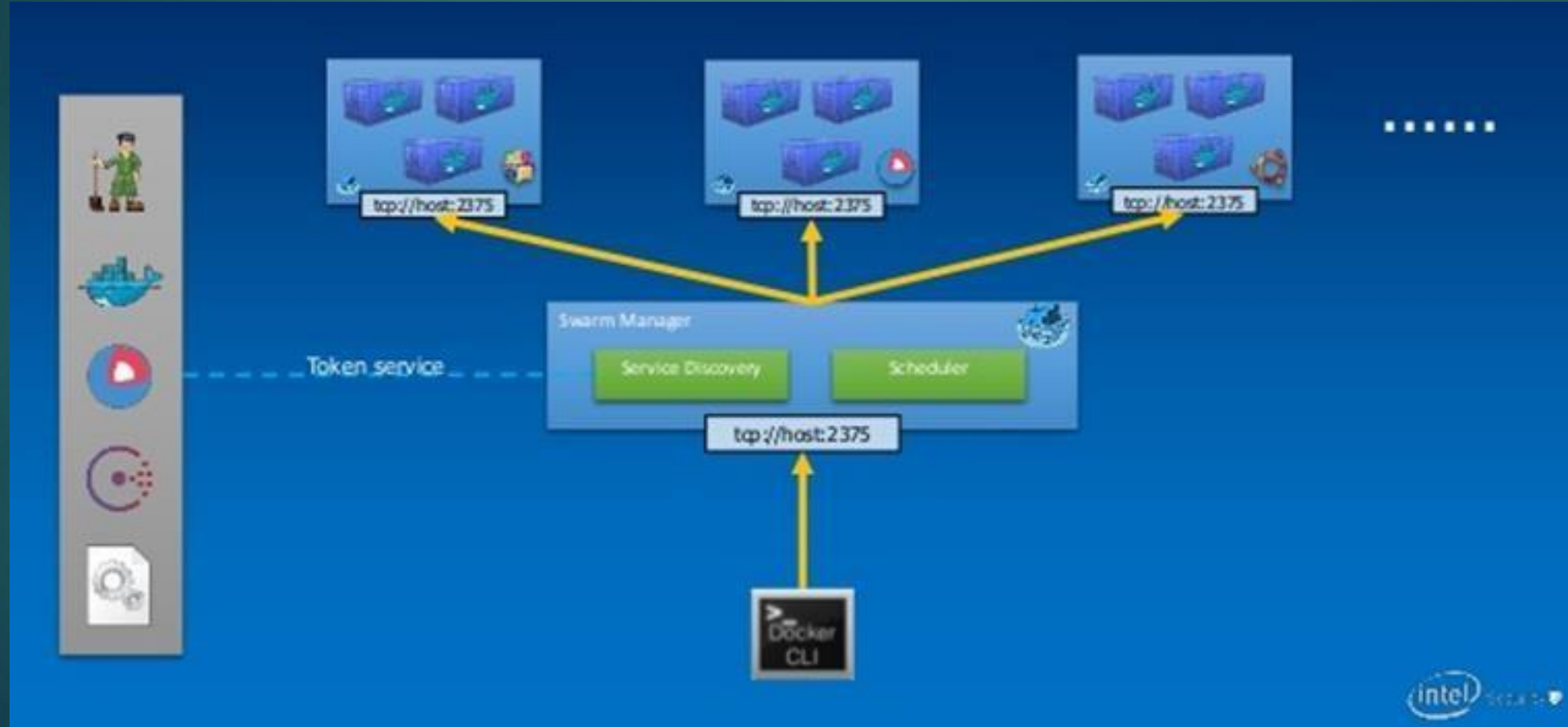
# Docker Swarm

- Docker Swarm is clustering for Docker
- It turns several Docker hosts into a single virtual Docker host
- The regular Docker client works transparently with Swarm
- The Swarm is controlled by a Swarm Manager
- Each Docker node communicates with the manager
- It can be installed manually or by using Docker Machine



# Swarm Architecture

- The Swarm is controlled by a Swarm Manager
- Each Docker node communicates with the manager
- It can be installed manually or by using Docker Machine



# Creating a Swarm

- A machine needs to be designated as a manager
- There can be several managers
- The manager is created by initializing a Swarm
- Swarm must be performed on the manager machine

```
$ docker swarm init
```

```
Swarm initialized: current node (5lo6zmzvashexpfm8ipnl37) is now a manager.
```

To add a worker to this swarm, run the following command:

```
docker swarm join \
  --token SWMTKN-1-51icto7l3hfkym98e2cq0rflh6a6hkyqzxpypb8jaid3qzx5kmm-
864t0x9ebw4a2ymsms1kvq9s9 \
  192.168.0.38:2377
```

To add a manager to this swarm, run 'docker swarm join-token manager' and follow the instructions.

# Managing a Swarm

- The manager node is automatically added to the Swarm
- Information about the Swarm can be found using docker info

...

Swarm: active

NodeID: 5lo6zmzvashexpfm8ipnl37

Is Manager: true

ClusterID: e9ff1sv78oxyb1989xa0hvy77

Managers: 1

Nodes: 1

...

Node Address: 192.168.0.38

...

# Joining a Swarm

- Nodes can be added to the Swarm
- Ensure that firewall rules aren't blocking port 2377 on the manager
- The nodes can be listed

```
$ docker swarm join \
  --token SWMTKN-1-51icto7l3hfkym98e2cq0rflh6a6hkyqzxpypb8jaid3qzx5kmm-
864t0x9ebw4a2ymsms1kvq9s9 \
  192.168.0.38:2377
```

```
$ docker node ls
```

ID	HOSTNAME	STATUS	AVAILABILITY	MANAGER STATUS
5lo6zmzvashepfm8ipnl37 *	hp	Ready	Active	Leader
esc6tvcf01tx09zwzr90no53	localhost.localdomain	Ready	Active	

# Docker Swarm—Services

- A Docker Service is a container
- Services run in Docker Swarm
- They can only be started on a Swarm Manager node
- Multiple copies of services can be run
- The Swarm Manager replicates the service on other nodes in the Swarm

## Docker Swarm - Services (Contd.)

- A service can be added to the manager node
- A service is a container
- You can also inspect the service
- It also appears as a running container

```
$ docker service create --replicas 1 --name helloworld alpine  
ping docker.com  
1rw0x7pohbf4mvz9isdiecbe2
```

```
$ docker service ls
```

ID	NAME	REPLICAS	IMAGE	COMMAND
1rw0x7pohbf4	helloworld	0/1	alpine	ping docker.com

```
$ docker service inspect -pretty helloworld
```

```
$ docker ps
```



# Docker Swarm Services - Scaling

- A service can be scaled
- The service will be duplicated and run on different nodes
- The service can be removed from all nodes

```
$ docker service ps helloworld
$ docker service scale helloworld=2
helloworld scaled to 2
```

```
$ docker service ps helloworld
```

ID	NAME	IMAGE	NODE	DESIRED STATE	CURRENT STATE
84lhnrmfeob8y4r1tevkvs0d9	helloworld.1	alpine	hp	Running	Running
34u5pzw5yldnessr4radaip26	helloworld.2	alpine	localhost.localdomain	Running	Running

```
$ docker service rm helloworld
```

# Applying Rolling Updates

- We will deploy a service based on the Redis 3.0.6 container image
- Then we will upgrade the service to use the Redis 3.0.7 container image using rolling updates
- We configure the rolling update policy at service deployment time
- The `--update-delay` flag configures the time delay between updates to a service task or sets of tasks
- By default the scheduler updates 1 task at a time
- By passing the `--update-parallelism` flag to configure the maximum number of service tasks that the scheduler updates simultaneously.

```
$ docker service create --replicas 3 --name redis --update-delay 10s redis:3.0.6
$ docker service inspect --pretty redis
```

```
$ docker service update --image redis:3.0.7 redis
$ docker service inspect --pretty redis
$ docker service update redis
$ docker service ps redis
```

THANK YOU