

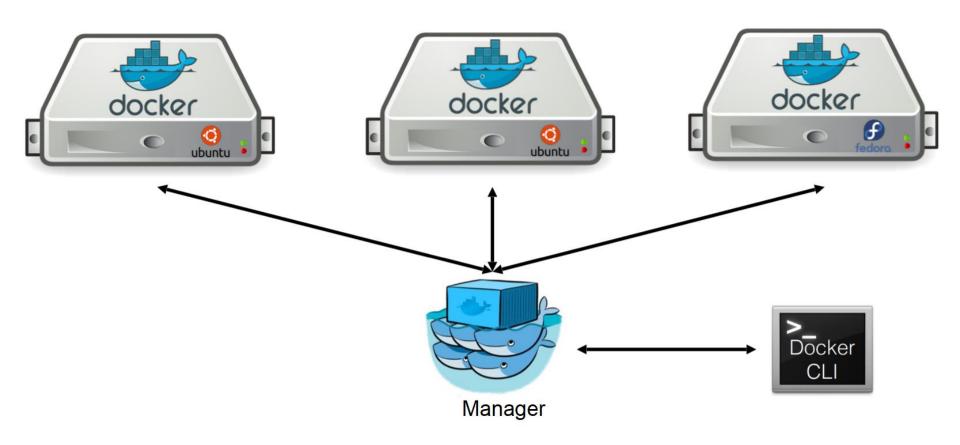
Docker Containers Tutorialpart3 Docker Swarm

Distributed Systems UE,

Docker swarmkit

- <u>Swarmkit</u>: Cluster management and orchestration features in Docker Engine 1.12 or later.
- It turns a pool of Docker hosts into a single, virtual host.
- When Swarmkit is enabled, we call Docker Engine running in swarm mode.
- See the feature list: Swarm mode overview.
- This project focuses on micro-service architecture.
- It supports service reconciliation, load balancing, service discovery, built-in certificate rotation, etc.

Clustering



https://docs.docker.com/

Docker Nodes?

Machines running *SwarmKit* can be grouped together in order to form a *Swarm*, coordinating tasks with each other. Once a machine joins, it becomes a *Swarm Node*. Nodes can either be *worker* nodes or *manager* nodes.

- Worker Nodes are responsible for running Tasks using an Executor. SwarmKit comes with a default Docker Container Executor that can be easily swapped out.
- Manager Nodes on the other hand accept specifications from the user and are responsible for reconciling the desired state with the actual cluster state.

Features of SwarmKit

Some of SwarmKit's main features are:

- Orchestration
- Scheduling
- Cluster management

Orchestration

- Desired State Reconciliation: SwarmKit constantly compares the desired state against the current cluster state and reconciles the two if necessary. For instance, if a node fails, SwarmKit reschedules its tasks onto a different node.
- Service Types: There are different types of services. The project currently ships with two of them out of the box
 - ✓ Replicated Services are scaled to the desired number of replicas.
 - ✓ Global Services run one task on every available node in the cluster.

Orchestration (cont.)

- Configurable Updates: At any time, you can change the value of one or more fields for a service. After you make the update, SwarmKit reconciles the desired state by ensuring all tasks are using the desired settings. By default, it performs a lockstep update that is, update all tasks at the same time. This can be configured through different knobs:
 - ✓ Parallelism defines how many updates can be performed at the same time.
 - ✓ **Delay** sets the minimum delay between updates. *SwarmKit* will start by shutting down the previous task, bring up a new one, wait for it to transition to the *RUNNING* state *then* wait for the additional configured delay. Finally, it will move onto other tasks.
- Restart Policies: The orchestration layer monitors tasks and reacts to failures based on the specified policy. The operator can define restart conditions, delays and limits (maximum number of attempts in a given time window). SwarmKit can decide to restart a task on a different machine. This means that faulty nodes will gradually be drained of their tasks.

Scheduling

node attribute	matches	example
node.id	node's ID	node.id == 2ivku8v2gvtg4
node.hostname	node's hostname	node.hostname != node-2
node.ip	node's IP address	node.ip != 172.19.17.0/24
node.role	node's manager or worker role	node.role == manager
node.platform.os	node's operating system	node.platform.os == linux
node.platform.arch	node's architecture	node.platform.arch == x86_64
node.labels	node's labels added by cluster admins	node.labels.security == high
engine.labels	Docker Engine's labels	engine.labels.operatingsy stem == ubuntu 14.04

Cluster Management

- State Store: Manager nodes maintain a strongly consistent, replicated (Raft based) and extremely fast (inmemory reads) view of the cluster which allows them to make quick scheduling decisions while tolerating failures.
- Topology Management: Node roles (Worker / Manager)
 can be dynamically changed through API/CLI calls.
- Node Management: An operator can alter the desired availability of a node: Setting it to Paused will prevent any further tasks from being scheduled to it while Drained will have the same effect while also re-scheduling its tasks somewhere else (mostly for maintenance scenarios).

Docker Swarm

Setup using the hosted discovery service

- Create a cluster:
 - \$ swarm create
- Add nodes to a cluster:
 - \$ swarm join --add=<node_ip>
- Start Swarm
 - \$ swarm manage --addr=<swarm_ip>

Scheduling

Scheduling in Docker Swarm relies on filters and strategies

- **≻**spread
- **≻**random
- >binpack

A manager node, schedules the tasks on a set of worker nodes.

A survey of Docker Swarm scheduling strategies

Anwar Hassen at Aalto University

Scheduling (cont.)

- Consider that there is a client that gets connected to the server farm.
- Consider the following scenario in which the manager of the server farm receives requests from the client as follows:
 - It is supposed to schedule the received tasks on the worker nodes. The tasks have different execution times. Manager receives a list consisting of execution times of tasks that should be sent to the worker nodes.
 - The execution times are 16, 7, 20, 10, 11, 22, and 12 minutes.
 Each task is allowed to have the resources of worker node for 25 minutes.
 - Manager schedules the tasks by Bin-Packing Algorithm. This algorithm packs the tasks in two methods: first-fit and bets-fit.
 What is the difference between two methods? Please implement both methods.

Scheduling (cont.)

 https://gist.githubusercontent.com/vfarcic/750fc4117bad9d861900 4081af171896/raw/3134886e92c09f47ac37edfc151d745fa8e4235 e/02-docker-swarm.sh

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