



集群管理

集群接管 节点上下线 离线资源池管理 资源池管理 驱逐



持续集成

代码构建 镜像构建



服务发布

资源大小选择 资源池选择 调度策略选择 固定ip支持 回滚 灰度 配置管理



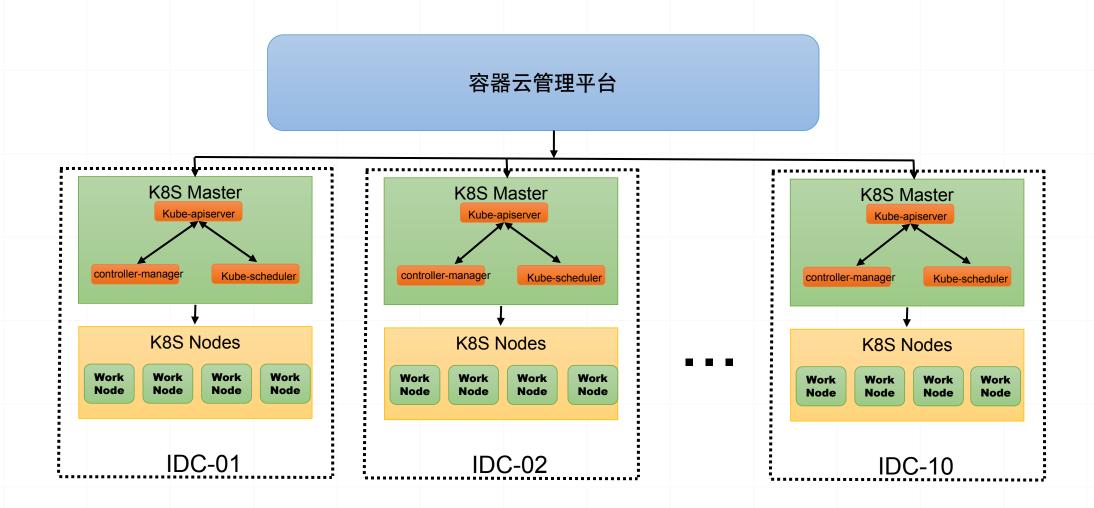
API提供

提供统一的部署接口 提供查询功能



报表查询

容器化接入率 集群资源使用详情 集群监控



单集群 故障

单集群越来越大, 降低单集群故障对 业务的影响

集群平 滑升级

通过新增集群实 现集群的平滑升 级

第三方集群接入

业务无需代码改 动即可发布服务 至第三方集群

边缘机房区域自治

防止前端机房计算节 点与控制平面失联

公有云资源接入

接入公有云弹性资源 实现快速弹性功能



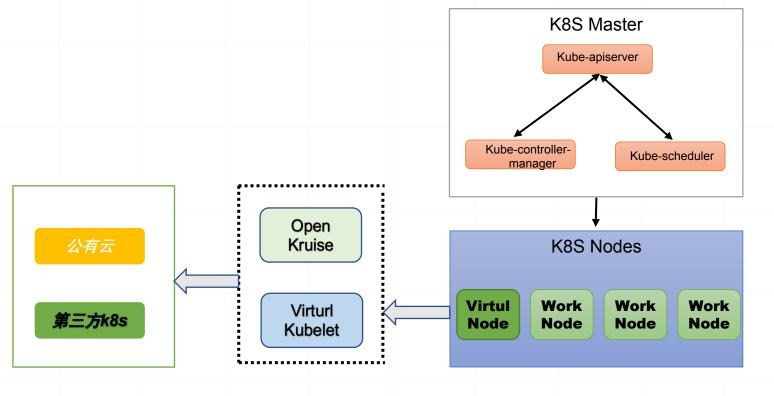
解决的问题:

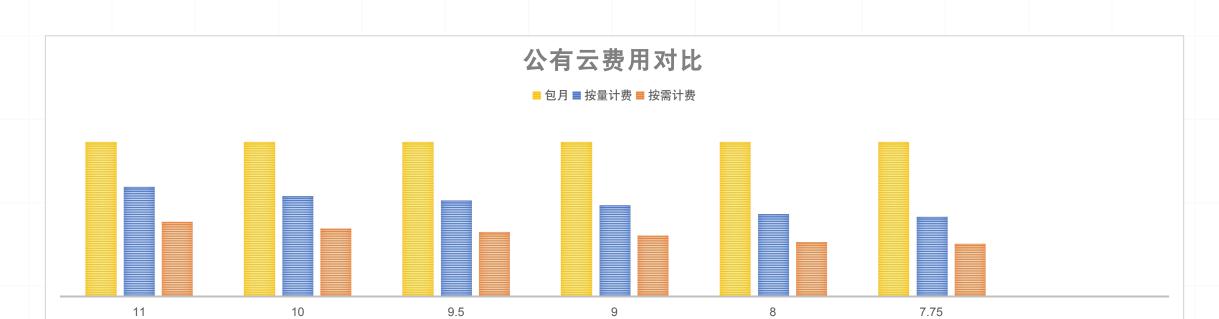
依靠云资源可秒级弹性扩容 无需预留离线资源 支持优先部署到自建机房,资源不足时部署到弹性机 房

快速接入第三方集群

☑ 成本优化:

云厂商即用即计费, 优化计算资源成本, 按需计费, 不使用不计费 抢占式实例成本优化明显





节点弹性伸缩在定时扩缩容节点满足目前的需求,扩容需要5分钟左右,在非定时伸缩情况下需要15分钟完成扩容

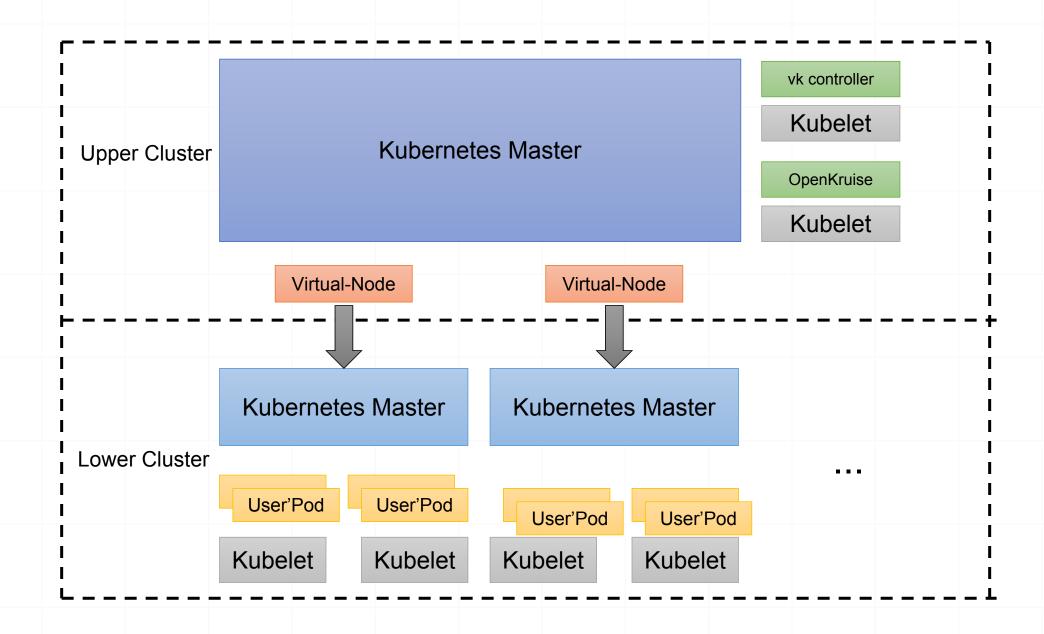
01

弹性伸缩可实现 秒级扩容,与正 常pod实例无差别

02

弹性伸缩比起节点 弹性伸缩成本上表 现更优,可节省更 多的计算机缘成本

03





Virturl Kubelet

● 虚拟 WorkerNode

Liqo Provider

Tensile Kube Provider



OpenKruise

WorkloadSpread

能够将 Workload 的 Pod 按一定规则分布到不同类型的 Node 节点上,赋予单一 Workload 多区域部署和弹性部署的能力

SidecarSet自动注入 Container 至 Pod

Webhook

Kubernetes API

kubelet

node

kubelet

node

UpdatePod

kubelet

node

virtual kubelet

Typical kubelets implement the pod and container operations for each node as usual

Virtual kubelet registers itself as a "node" and allows developers to deploy pods and containers with their own APIs.

Capacity

OperatingSystem

CreatePod

virtual kubelet NodeConditions

GetPods

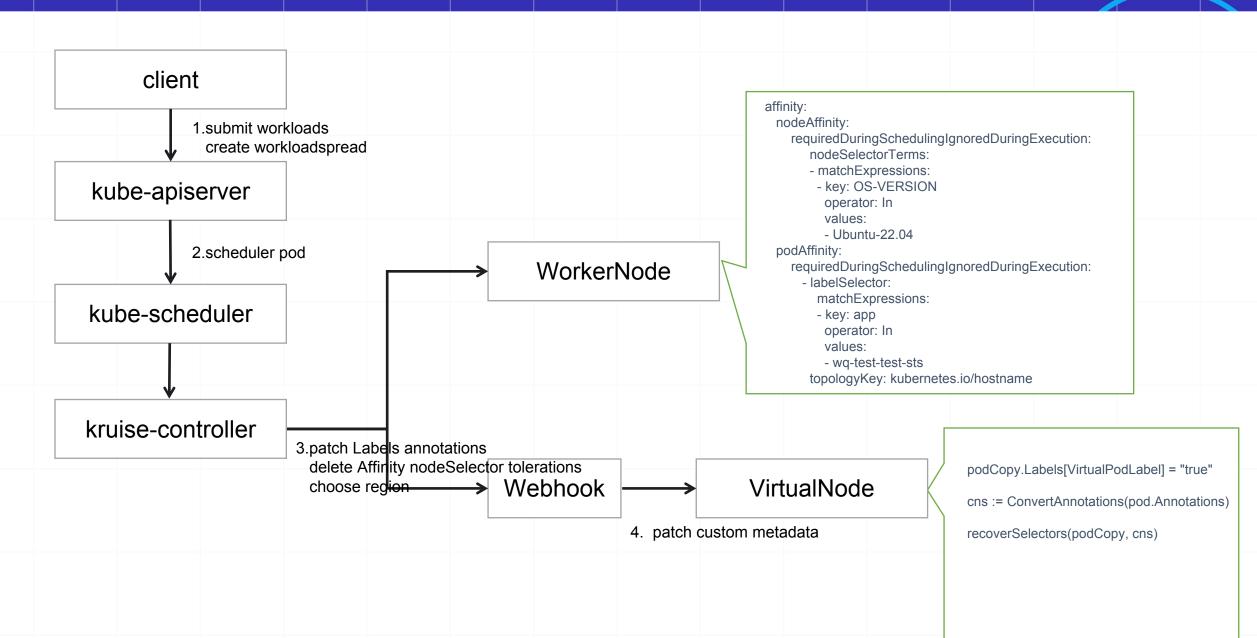
GetPodStatus

GetPod



功能:

- create, delete and update pods,cm,secrets
- container logs, exec, and metrics
- get pod, pods and pod status
- capacity
- node addresses, node capacity, node daemon endpoints
- operating system
- bring your own virtual network



WorkloadSpread

能够将 Workload 的 Pod 按一定规则分布到不同类型的 Node 节点上,赋予单一 Workload 多区域部署和弹性 部署的能力

优先部署到自建机房,资源不足时部署到 VK

优先部署固定数量个 Pod 到自建机房, 其余到 VK

```
apiVersion: apps.kruise.io/v1alpha1
kind: WorkloadSpread
metadata:
 name: workloadspread-demo
spec:
 scheduleStrategy:
  adaptive:
   rescheduleCriticalSeconds: 30
  type: Adaptive
 subsets:
 - name: common
  maxReplicas: 50%
  patch:
   metadata:
    annotations:
      subset: common
  requiredNodeSelectorTerm:
   matchExpressions:
   - key: node-role.kubernetes.io/WorkerNode
    operator: In
    values:
    - "true"
  tolerations:
  - effect: NoSchedule
   kev: unscheduer
   operator: Equal
   value: "true"
 - name: local-virtual-kubelet
  patch:
   metadata:
    annotations:
      clusterSelector: '{"tolerations":[{"key":"node.kubernetes.io/not-
ready", "operator": "Exists", "effect": "No Execute" }, "key": "node.kubernetes.io/unreachable", "operator": "Exists", "effect": "No
Execute"},{"key":"test","operator":"Exists","effect":"NoExecute"},{"key":"test1","operator":"Exists","effect":"NoExecute"},{"
key":"test2","operator":"Exists","effect":"NoExecute"},{"key":"test3","operator":"Exists","effect":"NoExecute"}}}
      subset: local-virtual-kubelet
   spec:
    affinity:
     nodeAffinity: null
     podAntiAffinity: null
    nodeSelector: null
  requiredNodeSelectorTerm:
   matchExpressions:
   - key: node-role.kubernetes.io/local-virtual-kubelet
    operator: In
    values:
    - "true"
```

```
func recoverSelectors(pod *corev1.Pod, cns *ClustersNodeSelection) {
                     if cns != nil {
                                          pod.Spec.NodeSelector = cns.NodeSelector
                                          pod.Spec.Tolerations = cns.Tolerations
                                          if pod.Spec.Affinity == nil {
                                                               pod.Spec.Affinity = cns.Affinity
                                          } else {
                                                               if cns.Affinity != nil && cns.Affinity.NodeAffinity != nil {
                                                                                    if pod.Spec.Affinity.NodeAffinity != nil {
                                                                                                         pod.Spec.Affinity.NodeAffinity.RequiredDuringSchedulingIgnoredDuringExecution =
cns. Affinity. Node Affinity. Required During Scheduling Ignored During Execution \\
                                                                                    } else {
                                                                                                         pod.Spec.Affinity.NodeAffinity = cns.Affinity.NodeAffinity
                                                               } else {
                                                                                    pod.Spec.Affinity.NodeAffinity = nil
                                                               if cns.Affinity != nil {
                                                                                    if cns.Affinity.PodAffinity != nil {
                                                                                                         pod.Spec.Affinity.PodAffinity = cns.Affinity.PodAffinity
                                                                                    if cns.Affinity.PodAntiAffinity != nil {
                                                                                                         pod.Spec.Affinity.PodAntiAffinity = cns.Affinity.PodAntiAffinity
                     } else {
                                          pod.Spec.NodeSelector = nil
                                          pod.Spec.Tolerations = nil
                                          if pod.Spec.Affinity != nil && pod.Spec.Affinity.NodeAffinity != nil {
                                                               pod.Spec.Affinity.NodeAffinity.RequiredDuringSchedulingIgnoredDuringExecution = nil
                     if pod.Spec.Affinity != nil {
                                          if pod.Spec.Affinity.NodeAffinity != nil {
                                                               if pod.Spec.Affinity.NodeAffinity.RequiredDuringSchedulingIgnoredDuringExecution == nil &&
                                                                                    pod.Spec.Affinity.NodeAffinity.PreferredDuringSchedulingIgnoredDuringExecution == nil {
                                                                                    pod.Spec.Affinity.NodeAffinity = nil
                                          if pod.Spec.Affinity.NodeAffinity == nil && pod.Spec.Affinity.PodAffinity == nil &&
                                                               pod.Spec.Affinity.PodAntiAffinity == nil {
                                                               pod.Spec.Affinity = nil
```

SidecarSet

自动注入sidecar,可以将日志采集、监控上报等agent,通过sidecar的形式自动注入到pod

```
# sidecarset.yaml
apiVersion: apps.kruise.io/v1alpha1
kind: SidecarSet
metadata:
 name: test-sidecarset
spec:
 selector:
  matchLabels:
   vk: true
 updateStrategy:
  type: RollingUpdate
  maxUnavailable: 1
 containers:
 - name: sidecar1
  image: centos:6.7
  command: ["sleep", "999d"] # do nothing at all
  volumeMounts:
  - name: log-volume
   mountPath: /var/log
 volumes: # this field will be merged into pod.spec.volumes
 - name: log-volume
  emptyDir: {}
```





