



Objectives of CF - Buildpacks

Purpose:

To learn pivotal cloud foundry BuildPack.

Product:

- Introduction to Buildpacks
 - What are Buildpacks?
 - Deploying to Cloud Foundry
 - Using Buildpacks
- Customizing Buildpacks
 - Buildpack API
 - Java Buildpack
 - Configure / Extend Java Buildpack

Process:

 To learn configure buildpacks and customize buildpacks in Cloud Foundry.



Table of Contents

- Introduction to Buildpacks
 - What are Buildpacks?
 - Deploying to Cloud Foundry
 - Using Buildpacks
- Customizing Buildpacks
 - Buildpack API
 - Java Buildpack
 - Configure / Extend Java Buildpack



INTRODUCTION TO BUILDPACKS



What are Buildpacks?

Applications

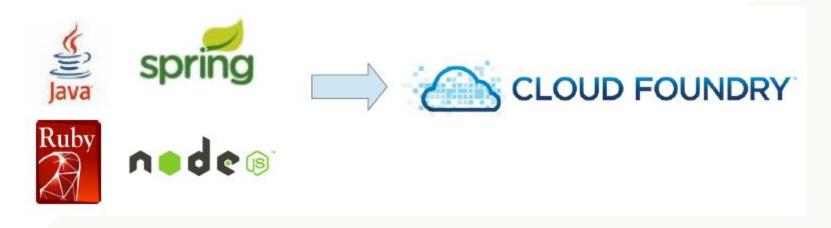
- Consists of source code and application frameworks used by developers to create application
 - Java/Spring
 - Ruby/Rails
 - Java Script for Node.js

— . . .



What are Buildpacks?

- The Question:
 - Applications can be written in many languages / frameworks:



- ...and yet each type can run in Cloud Foundry
- How is this possible?



Configuring a Server from scratch

If you were configuring a new server to run an application, what would you include / install ?



- Operating system
- Runtimes for your software (Java, Ruby, Python, etc.)
- Containers as needed (e.g. Tomcat for Java, Apache HTTPD for PHP)
- Frameworks as needed (APM tools)
- Application binaries
- Good idea to write a script to do this.



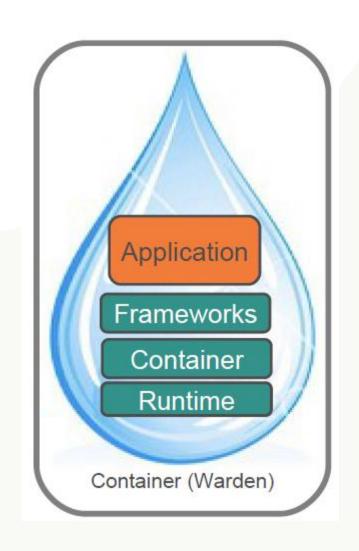
A Buildpack Does the Same Thing

Except the goal is run on Cloud Foundry

Buildpack – a combination of scripts that assembles runtimes, containers, frameworks, and your application into a droplet

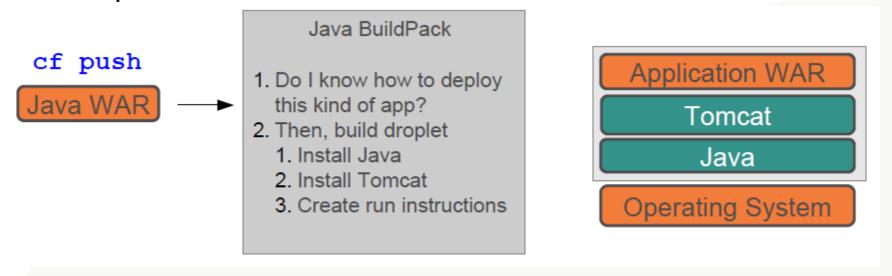
Droplets run inside Warden Containers, which run inside DEAs

Fully explained in the architecture session.



The Answer: Buildpacks

- Buildpacks define how assemble a droplet to run a specific kind of application
- Example:



- The Buildpack "builds" the "droplet" to run an app.
 - Called staging the application



Buildpacks are Not...

- Buildpacks ...
 - Are not a special build process for our application
 - Buildpacks build droplets
 - Do not run on our local machine
 - Buildpacks run on CF during the staging process



Buildpack Structure

- Often written as Ruby script with three parts:
 - Detect if the buildpack should be applied
 - Compile (pack) the Droplet by combining the application code with runtimes, frameworks, plug-ins etc. necessary for the application
 - Release the app to be deployed to an assigned DEA

NOTE: Assemble or pack would be a better name than Compile

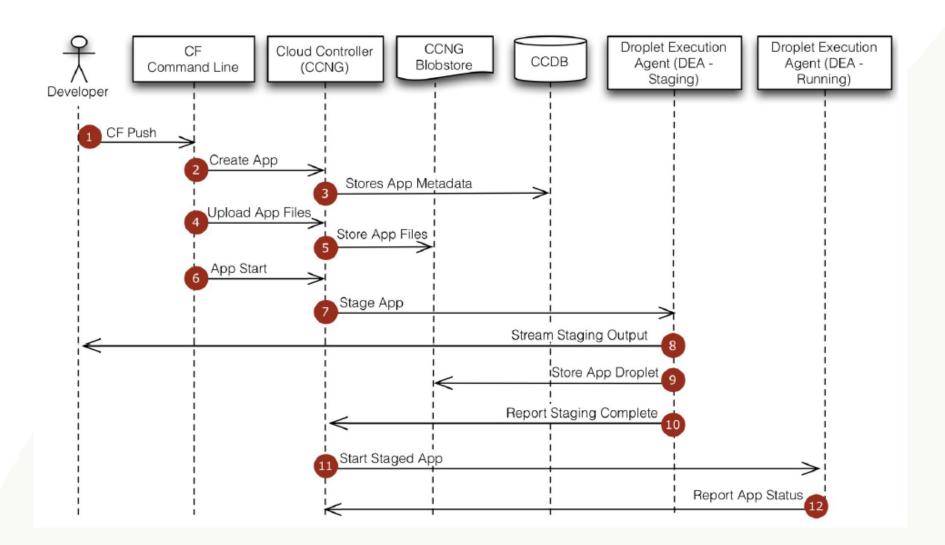
No code compilation is happening



DEPLOYING TO CLOUD FOUNDRY



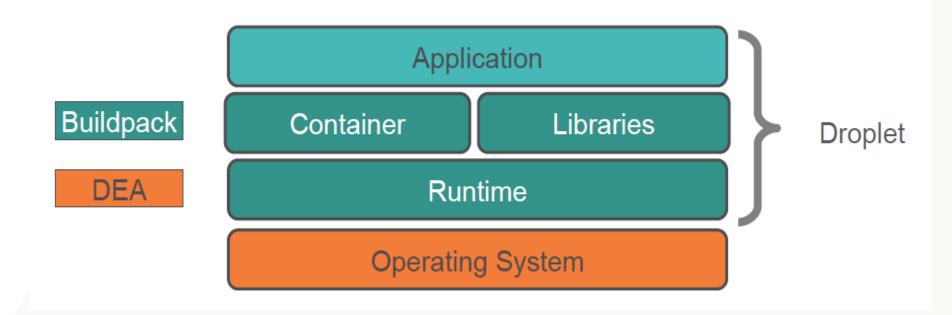
Deploying to CF





Staging and Buildpacks

 Build packs are responsible for preparing the machine image for an application





Available Buildpacks

- Buildpacks are either
 - Installed into a cloud foundry instance or
 - Loaded from an external location at push time
- Buildpacks provided by public Cloud Foundry
 - Note: This list expands over time!





Custom Buildpacks

- Cloud Foundry Community provides buildpacks for other languages
- Or write our own
 - Usually by forking /adapting an exiting buildpack
- For list of CF Community Buildpacks
 - https://github.com/cloudfoundry-community/cf-docs-contrib/wiki/Buildpacks











Compatibility

- Buildpacks can be compatible with multiple PaaS offerings
- CF buildpacks follow the Heroku buildpack design
 - CF and Heroku buildpacks are compatible (if we care to make them compatible)
 - Other PaaS offerings adopting the buildpack design





USING BUILDPACKS



Built-In Buildpacks

Use cf buildpacks to determine installed buildpacks

```
> cf buildpacks
Getting buildpacks...
                 position enabled locked filename
buildpack
ruby_buildpack
                                              ruby buildpack-offline-v1.0.1.zip
                           true
                                     false
nodejs buildpack
                                     false
                                              nodejs-buildpack-offline-b29.zip
                           true
java buildpack
                                     false
                                              java-buildpack-v2.4.zip
                           true
go_buildpack
                                     false
                                              go buildpack-offline-v1.0.1.zip
                            true
liberty buildpack
                                    false
                                              liberty buildpack.zip
                           true
                                               python_buildpack-offline-v1.0.1.zip
python buildpack
                            true
                                     false
                                               php buildpack-offline-v1.0.1.zip
php_buildpack
                                     false
                            true
```



Managing Built-In Buildpacks

- \$> cf create-buildpack <name> <path> <order>
 - <path> local directory/ zip file /URL /URL to zip file
 - <order> relative order in buildpack list
 - --enable / --disable
- Commands for update, delete, rename available
- Administrator permissions required



Automatic Detection / Explicit Reference

\$> cf push

- Application checked against pre-defined buildpacks
- Matching buildpack invoked automatically

\$> cf push -b <buildpack-name>

Desired buildpack specified (installed buildpack)

\$> cf push -b <url>

- The desired buildpack is referenced by a Git URL
 - Note: "disable custom buildpacks" disables this option



Specify within manifest

- Use buildpack element
 - Specify name or URL

```
applications:
- name: cf-my-app
  host: cf-my-app
  domain: cfapps.io
  path: target/my-war.war
  buildpack: https://github.com/cloudfoundry/java-buildpack
```

- Remember precedence
 - Options specified in push command override manifest



Pushing an Executable

- Suppose I have a binary executable?
 - Such as a script or statically compiled C,C++ application
 - Must be compiled for x86 Linux
- Then I can push and run it using the "null" buildpack



CUSTOMIZING BUILDPACKS



Buildpack API



Buildpack API

- -/bin/detect app_directory
 - Inspect application bits to determine builbpack applicability
- -/bin/compile app_directory cache_directory
 - Download and install runtime, container, packages, libraries; install application bits as necessary
- -/bin/release app_directory
 - Build application start command



/bin/detect

Ruby A Programmer's Best Friend	Gemfile exists?
nodes	package.json exists?
∂ python ¯	setup.py exists?



/bin/compile

- Builds' the Droplet
- Downloads and installs any necessary runtime
 - Java VM, Ruby interpreter, JavaScript interpreter ...
 - Container or web server
 - Support libraries, packages, modules
 - Java jars, Ruby gems, NPM packages

Then install the app bits into the runtime or container



/bin/compile caching

- Runtime, container, and support packages are often downloaded from sources external to Cloud Foundry
 - Depending on the buildpack

 DEA provides a location for storing downloaded artifacts to speed subsequent staging operations



/bin/release

Builds a YAML-formatted hash with three possible keys

 On Cloud Foundry (currently) only the web: value is used to get the start command for the app

```
addons: []
config_vars: {}
Default_process_types:
web: <start command>
```



Java Buildpack

 Supports variety of JVM languages, containers, and frameworks with a modular, configurable, and extensible design















Java Buildpack Concepts

Containers

How an application is run

<u>Frameworks</u>

Additional application transformations

JREs Java Runtimes

Java Buildpack Concepts

Containers

Executable JARs, Groovy, Play, Servlet 2 & 3, Spring Boot CLI

<u>Frameworks</u>

AppDynamics, New Relic, Spring Auto-reconfiguration

JREs OpenJDK, Oracle JDK



Container Detection Criteria

Java main()	META-INF/MANIFEST.MF exists with Main- Class attribute set
Tomcat	WEB-INF directory exists
Groovy	.groovy file with a main() method, or .groovy file with no classes, or .groovy file with a shebang (#!) declaration
Spring Boot CLI	One or more POGO .groovy files with no main() method, and no WEB-INF directory
Play	start and lib/play.play_*.jar exist



Framework detection criteria

App Dynamics App Dynamics service bound to app

New Relic New Relic service bound to app

Spring spring-core*.jar in the application

AutoConfiguration directory



/bin/compile Output Example

Output example:

```
----> Downloaded app package (11M)
----> Downloading Open Jdk JRE 1.8.0 20 from
http://download.run.pivotal.io/openjdk/lucid/x86 64/open
jdk-1.8.0 20.tar.gz (1.0s)
       Expanding Open Jdk JRE to .java-
buildpack/open jdk jre (1.1s)
----> Downloading Tomcat Instance 7.0.53 from
http://download.run.pivotal.io/tomcat/tomcat-
7.0.53.tar.qz (0.5s)
       Expanding Tomcat to .java-buildpack/tomcat (0.1s)
----> Uploading droplet (49M)
```



See what's Going On

\$> cf files <app-name> app

Log output from buildpack

- java-buildpack.log
- java-buildpack
 open_jdk_jre
 spring_auto_reconfiguration
 tomcat

. . .

- META-INF/
- WEB-INF/

Sandboxes for each component used during staging



Configure / Extend Java Buildpack



Customization

- You may alter Java buildpack
 - Configure artifacts used by standard JREs, Containers, and Frameworks
 - Extend the buildpack with your own JREs, Containers, and Frameworks

Customization is done by forking the buildpack



- ... or Simply downloading, modifying and zipping.



Customizing Configuration

- Most configuration options found in / config
 - determine behavior of a JRE, Container or Framework

```
▼ (mage configured)
         👫 app_dynamics_agent.yml
          cache.yml
          components.yml
          groovy.yml
          java_opts.yml
          new relic agent.yml
          open_jdk_jre.yml
         ncacle_jre.yml
repository root: "{default.repository.root}/openjdk/{platform}/{architecture}"
version: 1.8.0 +
memory sizes:
                                            repository root and
  metaspace: 64m..
                                            version typically at
memory heuristics:
                                            the top of each file.
  heap: 75
  metaspace: 10
  stack: 5
  native: 10
```



Locating Downloads

- URLs derived from repository root
 - { default.repository.root } /openjdk/ { platform} / { architecture}
 - download.pivotal.io.s3.amazonaws.com / openjdk / lucid /x86_64
 - index.yml holds location of each version

```
# http://download.pivotal.io.s3.amazonaws.com/openjdk/lucid/x86_64/index.yml
---
1.8.0_25: https://download.run.pivotal.io/.../x86_64/openjdk-1.8.0_25.tar.gz
1.7.0_71: https://download.run.pivotal.io/.../x86_64/openjdk-1.7.0_71.tar.gz
1.8.0_31: https://download.run.pivotal.io/.../x86_64/openjdk-1.8.0_31.tar.gz
1.7.0_75: https://download.run.pivotal.io/.../x86_64/openjdk-1.7.0_75.tar.gz
1.8.0_40: https://download.run.pivotal.io/.../x86_64/openjdk-1.8.0_40.tar.gz
...
```



Customization by Configuration : Tomcat

Example: customizing the Tomcat artifact for download

```
cloudfoundry/java-buildpack/config/tomcat.yml
tomcat:
 version: 8.0.+
 repository root: "{default.repository.root}/tomcat"
# http://files.example.com/tomcat-custom/index.yml
8.0.18:/https://download.run.pivotal.io/tomcat/tomcat-8.0.18.tar.gz
8.0.17 https://download.run.pivotal.io/tomcat/tomcat-8.0.17.tar.gz
7.0.59 https://download.run.pivotal.io/tomcat/tomcat-7.0.59.tar.gz
8.0.20: https://download.run.pivotal.io/tomcat/tomcat-8.0.20.tar.gz
```



Resource Configuration

- Tomcat container supports simple customization of context.xml and server.xml
 - Files will overlay sandbox provided values.

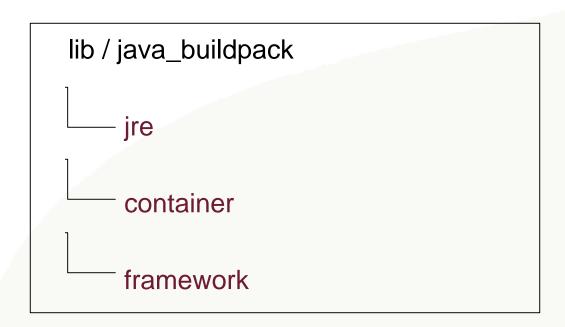


- Not just for Tomcat
 - JDK, New Relic, etc.



Extending the Buildpack - 1

- You can extend the Java Buildpack
 - To add different JRE, Container or Framework
- Implement support class (Ruby) in the appropriate directory
 - With additional support classes as necessary





Extending the Buildpack - 2

 Support class types have similar interfaces, following the buildpack scripts naming conventions

```
# Return String or an Array<String> that identifies the component to be
# used in staging, or nil.
def detect

# Modifies the application's file system. Component is expected to
# transform the application's file system in whatever way is necessary
(e.g. downloading files or creating symbolic links) to support the function
of the component. Status output written to STDOUT is expected.
def compile

# Modifies the application's runtime configuration to support the function
# of the component. Create the command required to run the application,
# taking context values into account when creating the command. Container
# components are expected to return the command required to run the application.
def release
```



Extending the Buildpack - 3

Add new support class to config/components.yml

```
Configuration for components to use in the buildpack
containers:
  - "JavaBuildpack::Container::DistZip"
  - "JavaBuildpack::Container::Groovy"
  - "JavaBuildpack::Container::JavaMain"
  - "JavaBuildpack::Container::PlayFramework"
  - "JavaBuildpack::Container::Ratpack"
   "JavaBuildpack::Container::SpringBoot"
   "JavaBuildpack::Container::SpringBootCLI"
   "JavaBuildpack::Container::Tomcat'
  - "JavaBuildpack::Container::YOUR-CONTAINER-HERE"
jres:
                                          or here if JRE
  - "JavaBuildpack::jre::OpenJdkJRE"
# - "JavaBuildpack::jre::OracleJRE"
                                         ...or here if framework
frameworks:
  - "JavaBuildpack::Framework::AppDynamicsAgent"
```



More on Customization

- Much more information and documentation included in the GitHub repository
- https://github.com/cloudfoundry/java-buildpack



Customization without Forking

- Simple customization of properties can be done without forking the buildpack
 - Set environment variables instead
 - Either using cf set-env or in the env: section of manifest

- Three options:
 - JAVA_OPTS variable
 - JBP_CONFIG variable



Change JVM Runtime Options - I

The JAVA_OPTS variable is recognized when app runs:

```
$> cf set-env spring-music JAVA_OPTS -showversion
Setting env variable JAVA_OPTS -showversion spring-music myorg
development jlee@pivotal.io
OK
TIP: Use 'cf restage' to ensure your env variable changes take effect
$> cf restage spring-music
... usual push output ...
2015-04-10T16:45:11.88 [App/0] ERR openjdk version "1.8.0_40-"
2015-04-10T16:45:11.88 [App/0] ERR OpenJDK Runtime Environment (build
1.8.0_40--vagrant_2015_03_26_09_03-b25)
2015-04-10T16:45:11.88 [App/0] ERR OpenJDK 64-Bit Server VM (build
25.40-b25, mixed mode)
```



Change JVM Runtime Options - II

- Most JVM options can be specified this way
 - Except some that govern memory sizing
 - Such as –Xms, -Xmx, Xss, -XX:maxPermSize,

XX: MarketaspaceSize, -XX:MetaspaceSize,

- -XX:PermSize
- Most other –XX options can be used
- For full details see:
- https://github.com/cloudfoundry/javabuildpack/blob/master/docs/framework-java_opts.md



JBP_CONFIG variables

- Use environment variable to override a buildpack configuration file
 - Naming convention used:
 - my_file.yml→JBP_CONFIG_MY_FILE
 - Variable must be set to valid inline YAML syntax

- To change default version of Java to 7
 - Override open_jdk_jre.yml

```
>$ cf set-env my-application JBP_CONFIG_OPEN_JDK_JRE '[version:
1.7.0_+, memory_heuristics: {heap: 85, stack: 10}]'
```



Offline Buildpacks

- Wish to avoid download buildpacks from Internet
- Java buildpack can be packages as offline Buildpack
 - Builds droplets without internet connection
- One time build process
 - Internally packages latest version of each dependency within the buildpack
 - Disables remote downloads
 - About 180M in size
 - Install using cf create-buildpack/update-buildpack
 - https://github/cloudfoundry/javabuildpack/blob/master/docs/buildpack-modes.md
- Note: Pivotal CF ships with offline buildpacks!



Recap

/bin/compile

detect

java buildpacks

cf set-env

forking

offline









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