Kubernetes

Part 1

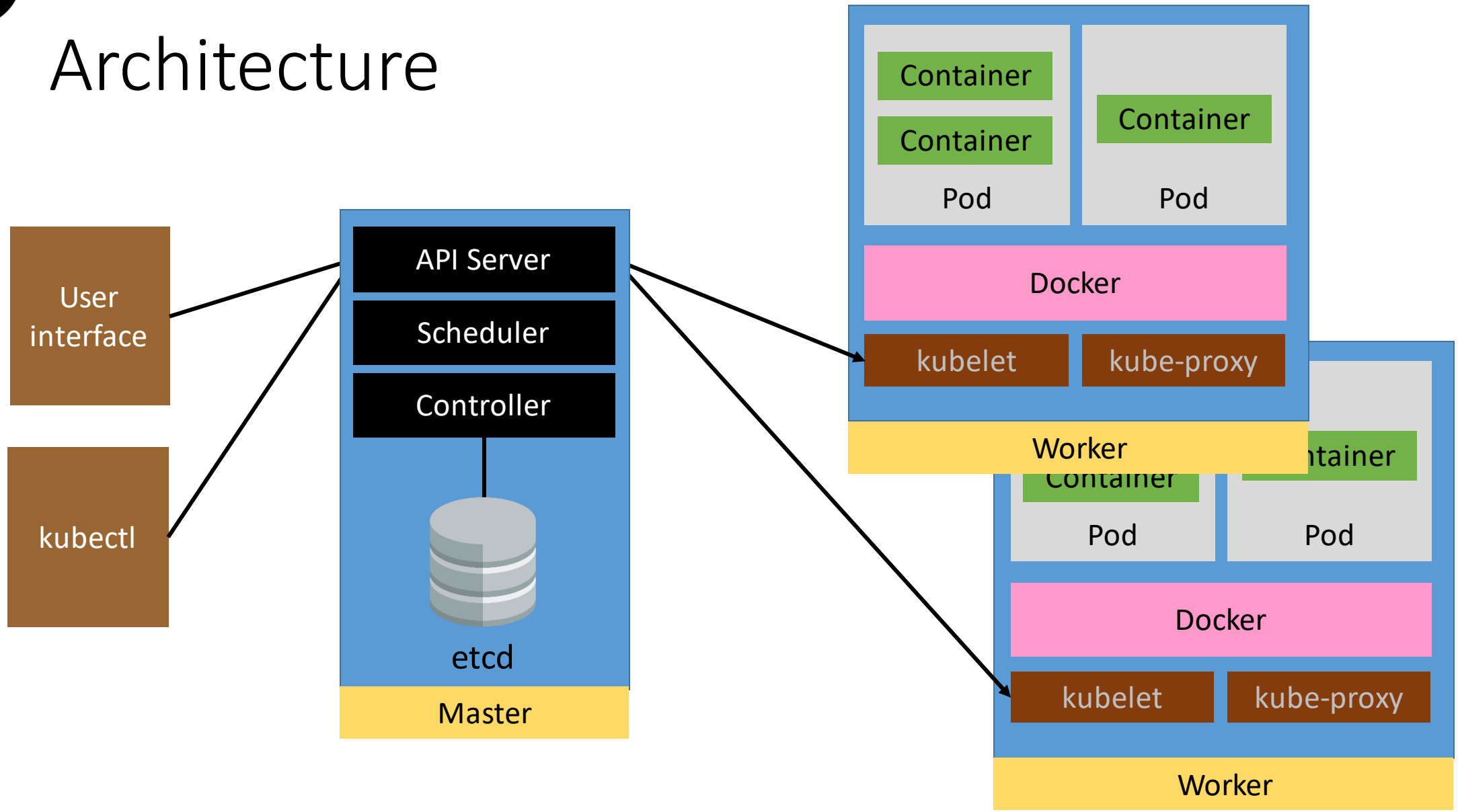
Cloud Native Application

- Cloud native computing
  - Segment application into microservices
  - Package each part of into its own container
  - Dynamically orchestrate those containers to optimize resource utilization

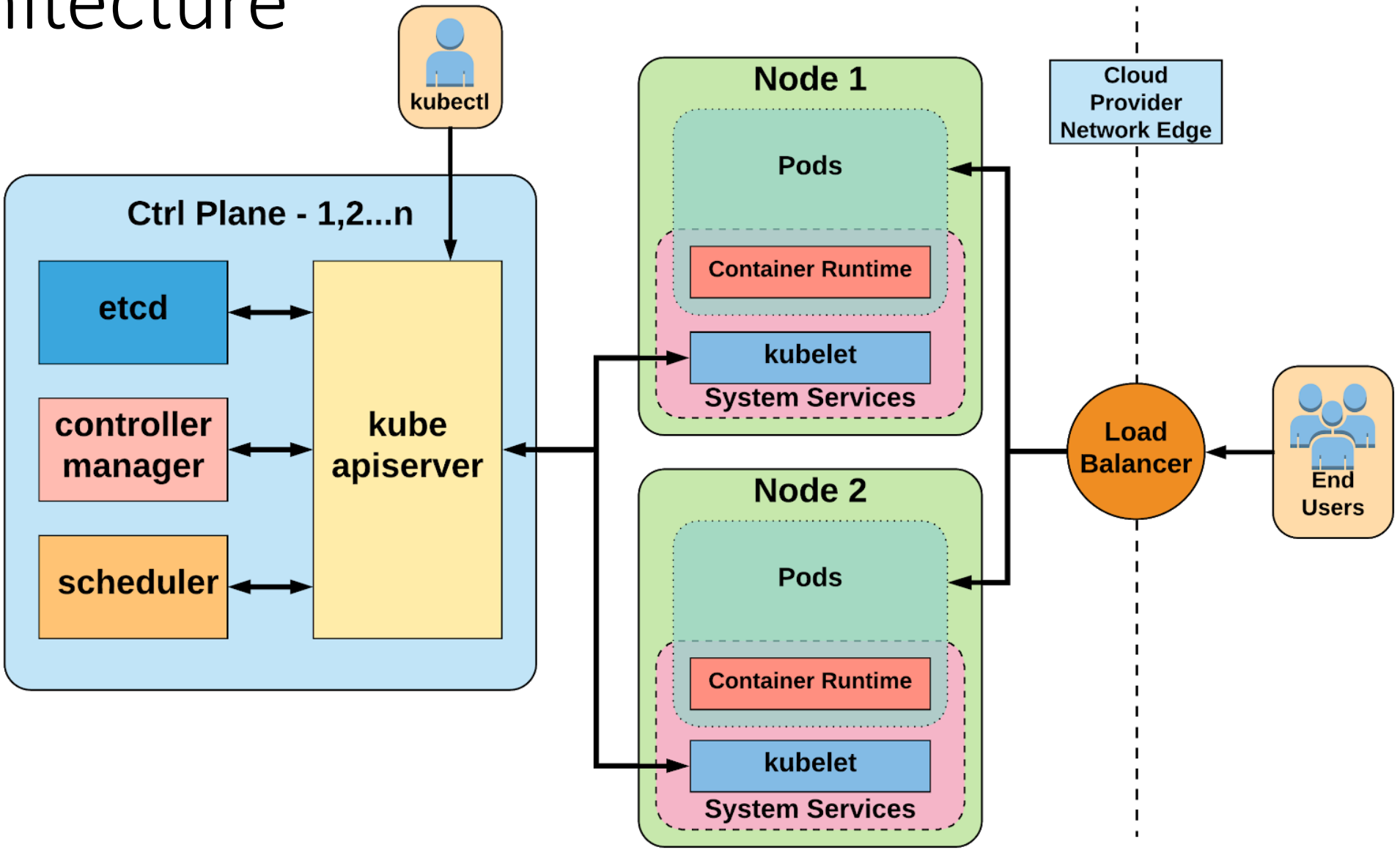
What is Kubernetes?

- Container orchestrator
  - Schedules and deploys containers
  - Recover from failure, keeping the actual state and desired state of an application in sync
  - Provides basic monitoring, logging, health checks
  - Enables containers to talk to each other
  - Scale workloads
- Project that started off as an internal Google project for managing containers
- Provides the same API across all cloud providers
  - Free from the underlying cloud platform

Architecture

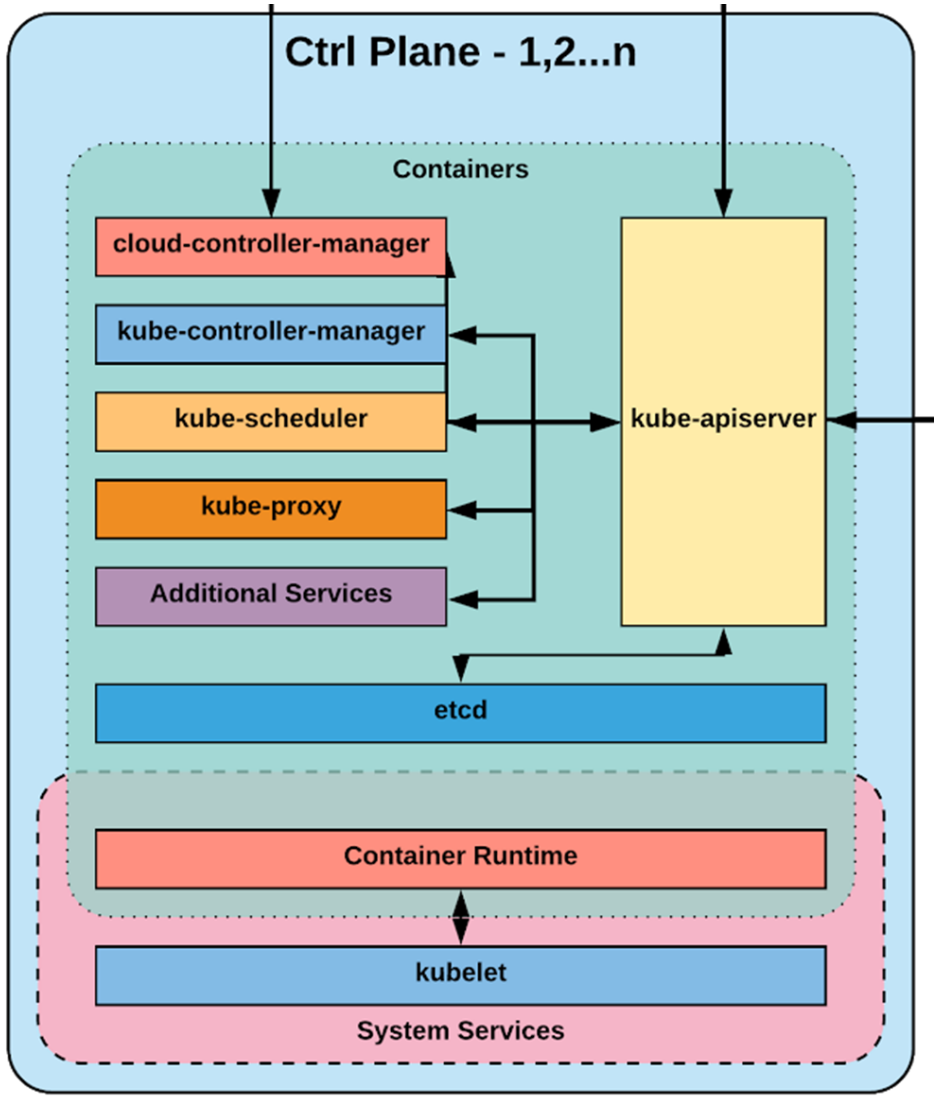


Architecture

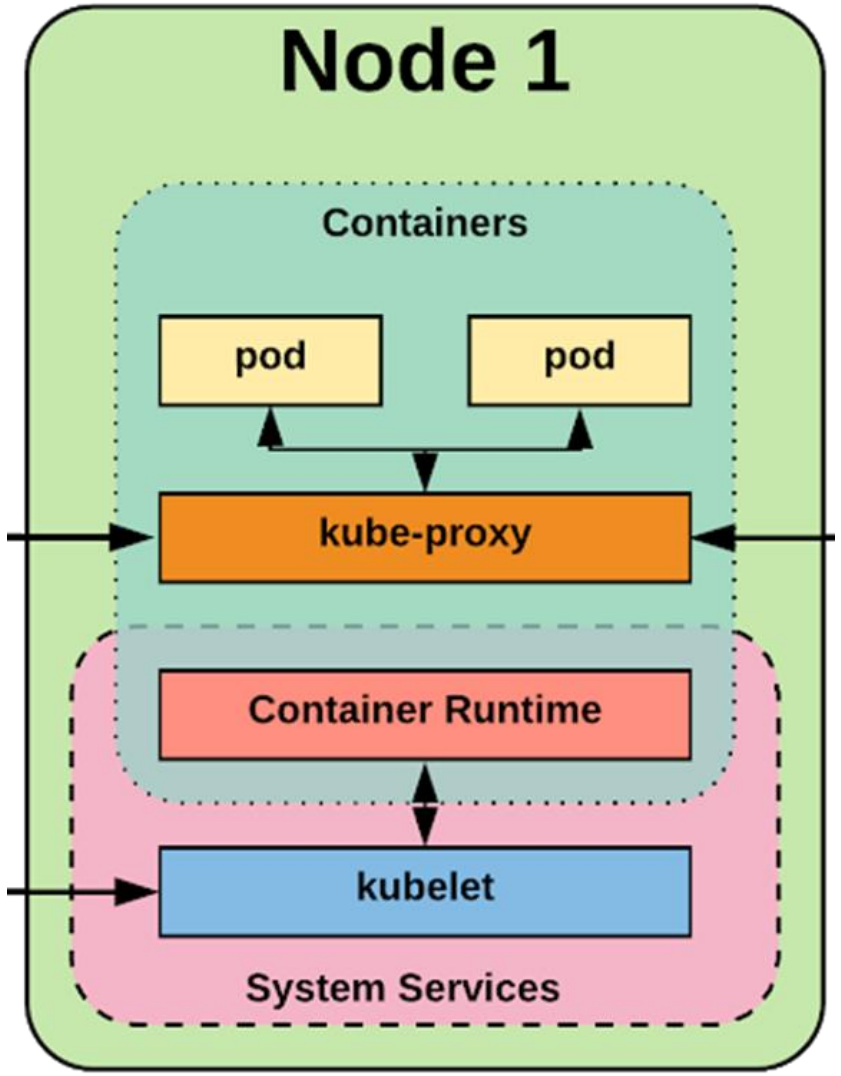


Control Pane Components

- API Server – receives REST request to create services, deploy Pods, etc
- Controller manager – runs a number of process to manages the cluster. Monitors the state of the cluster and steers the cluster towards the desired state
- Scheduler – evaluates workload requirements and schedule it on matching resources
- Etcd – a distributed key/value storage; used to store the cluster's state



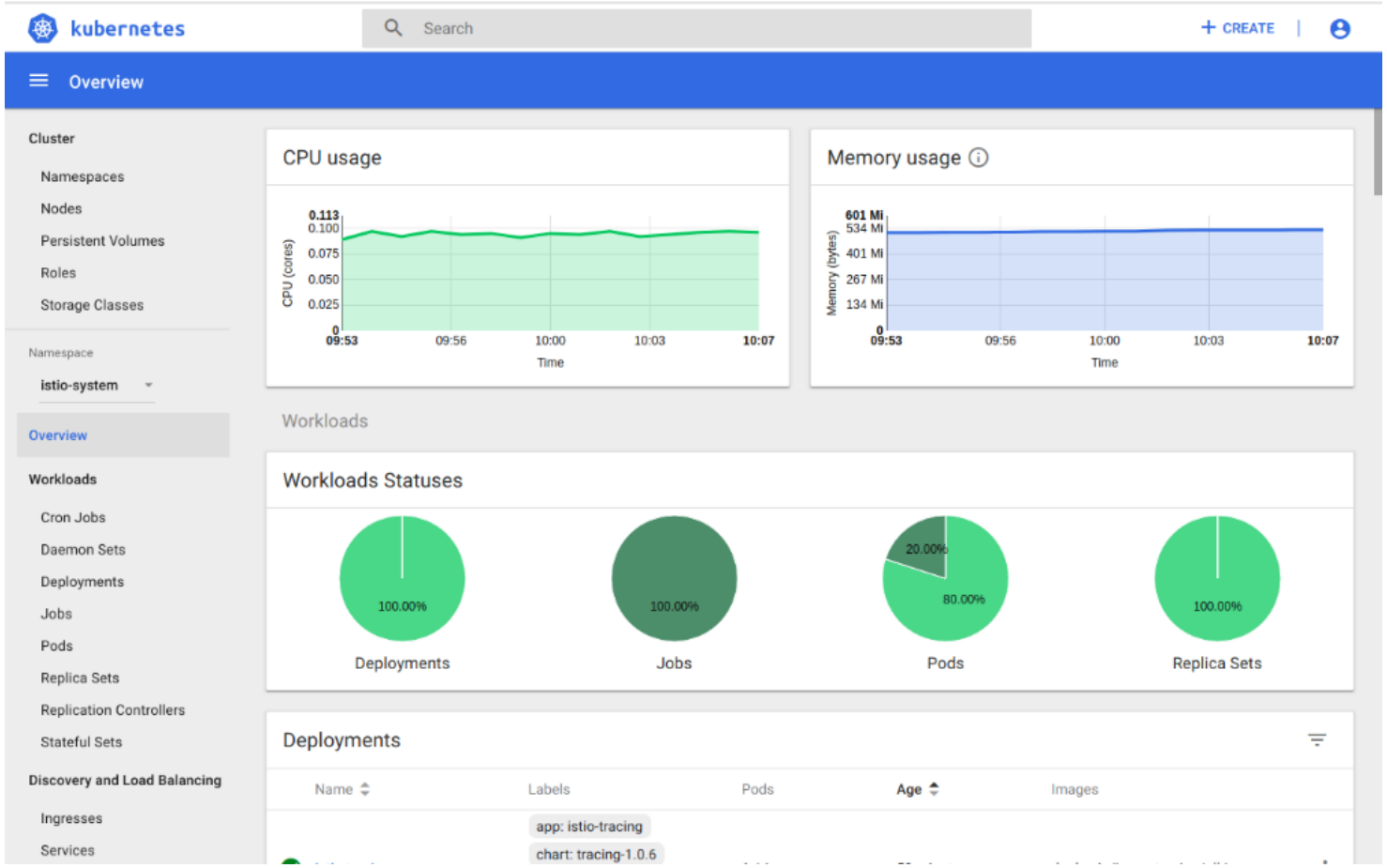
Node Components



- Kubelet – communicates with the API server in master. Takes orders from masters to schedule and manage Pods. Also reports the health of the Pods to the master node
- Kube-proxy – handles' the Pods networking. Performs connection forwarding and load balancing for services
- Container runtime – use to manage containers. Docker in our case

Interacting with Kubernetes

- Native Kubernetes dashboard
  - Not dashboard provided by cloud providers
  - May need to install
- **`kubectl`**
  - Command line
- Programmatic
  - REST API
  - Language specific client libraries



kubectl

- Command line tool for interacting with the cluster
- Gets cluster information from configuration file
  - Default location `$HOME/.kube/config`
- If file is in different location
  - Use `--kubeconfig` option
  - Set `KUBECONIG` environment variable

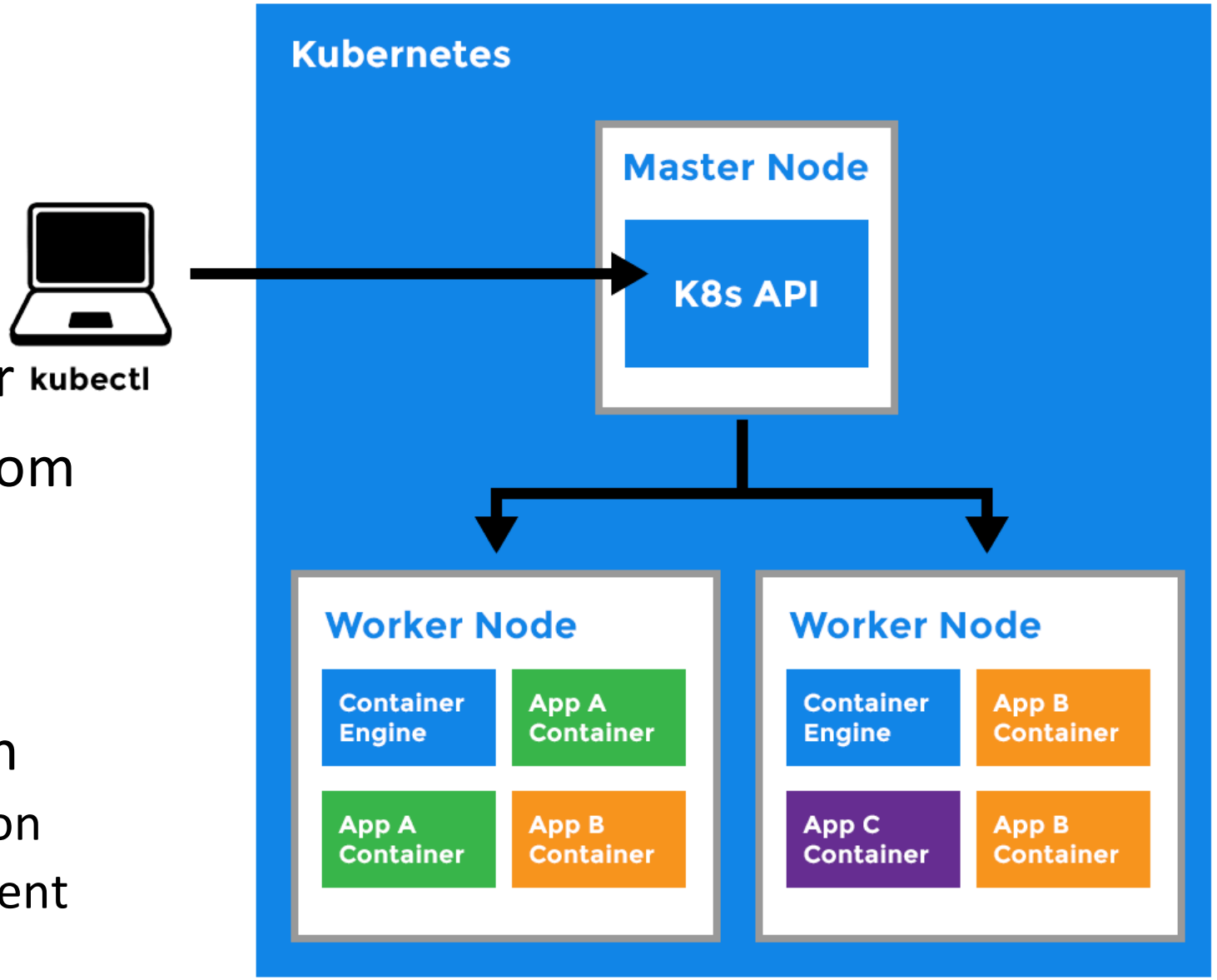


Image from https://blog.risingstack.com/what-is-kubernetes-how-to-get-started/

Kubernetes Command

Resource type	
`pod`	Pod
`deploy`	Deployment
`svc`	Service
`ing`	Ingress
`pvc`	Persistent volume claim

- Creating a resource

```
kubectl create -f <yaml_file>
```

- Getting a resource

```
kubectl get <resource_type> <resource_name>
```

- Detailed information

```
kubectl describe <resource_type> <resource_name>
```

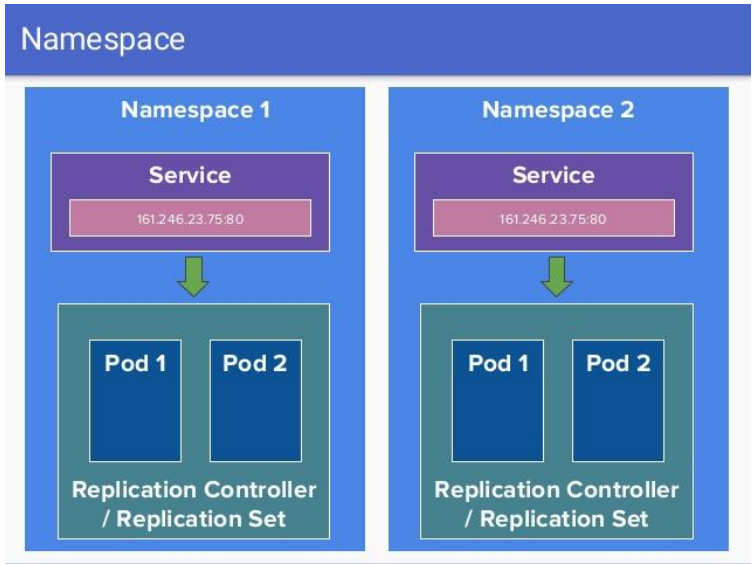
- Delete a resource

```
kubectl delete <resource_type> <resource_name>
kubectl delete -f <yaml_file>
```

Namespace

- A single Kubernetes cluster should be able to run application from multiple users
- For security reasons
  - Each user/application should only be allowed to access their own resources
  - Different policies to regulate their access
- Kubernetes uses namespace to isolate users and applications
  - Can restrict resources, access inside a namespace

- Default namespaces
  - `default` - the namespace to that Kubernetes put your deployment into if you did not specify any namespace
  - `kube-system` - for system
  - `kube-public` - accessible by all user



Defining and Using Namespace

- Create the namespace

```
kubectl create -f namespace.yml
```

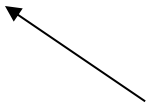
- Specify the namespace with -n

```
kubectl -n <name> <command>
```

- Delete namespace

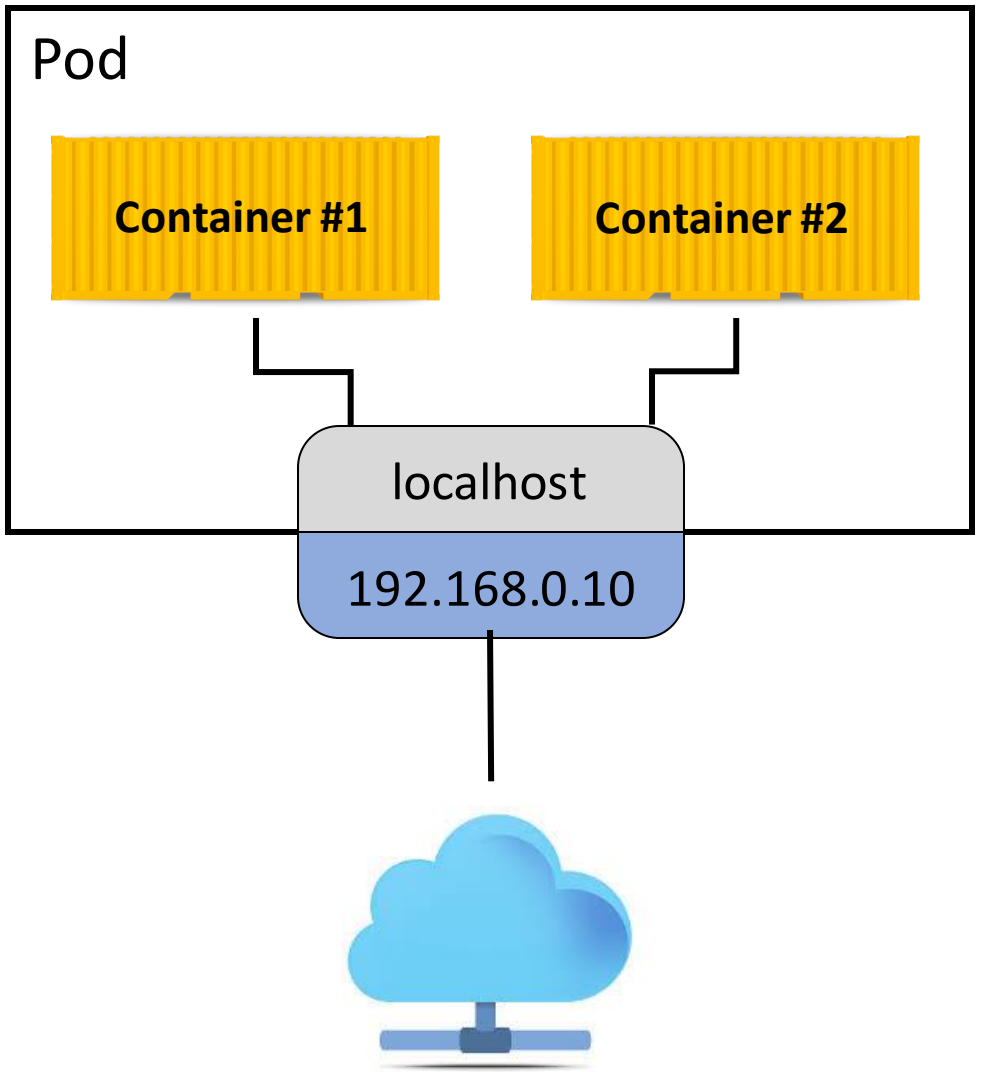
```
kubectl delete namespace/<name>
```

```
apiVersion: v1
kind: Namespace
metadata:
  name: myapp
```



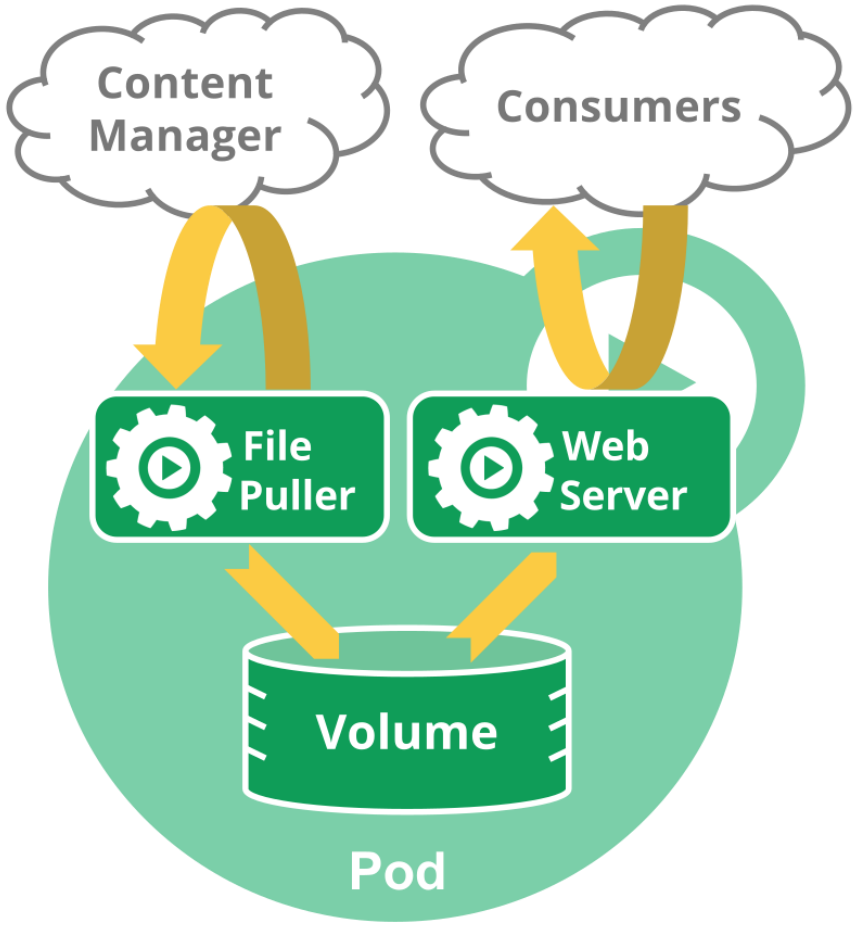
Namespace

Pod



- Is a “unit of work” in Kubernetes
  - Smallest schedulable entity
- Contains one or more containers
- Containers in a Pod share the same namespace
  - Allow containers inside a Pod to communicate with each other via localhost
- Containers in a Pod are either all running or they are not
  - Can never have a Pod with one or more failed containers
- Each Pod has an IP address
- Pods are ephemeral
  - They can die
  - They can be rescheduled by Kubernetes to another node

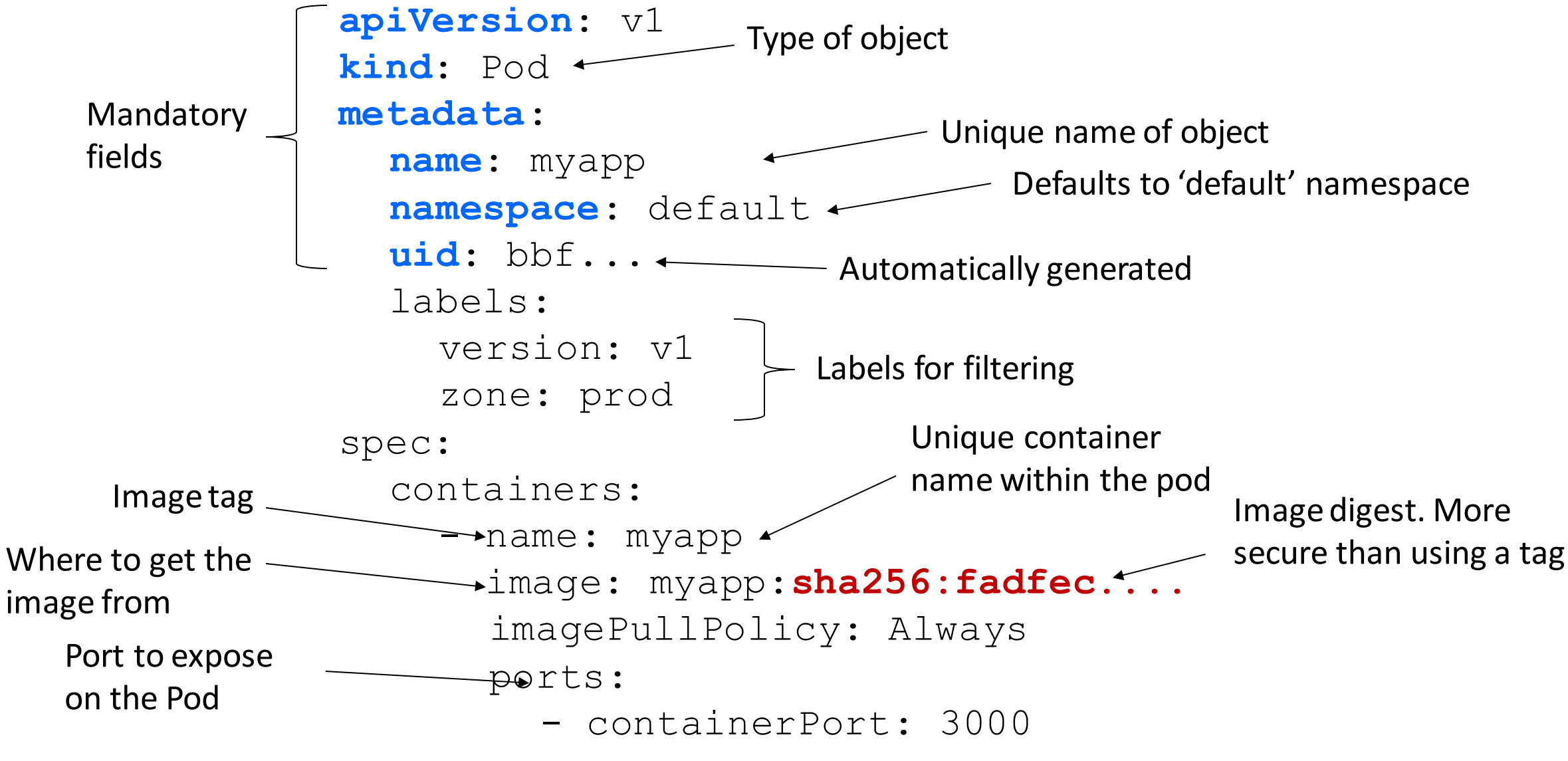
Example of Multi Container Pod



- Two containers
  - Web server displays content from a volume
  - File puller to ensure that the volume has the latest content by syncing it with some remote master
- The two containers are tightly coupled and should be schedule as a Pod

Image from https://kubernetes.io/docs/concepts/workloads/pods/pod/

Defining a Pod



Pod Management

- Create a Pod

```
kubectl create -f pod.yml
```

- View all Pods

```
kubectl get pods -o wide
kubectl get pods –o yaml
```

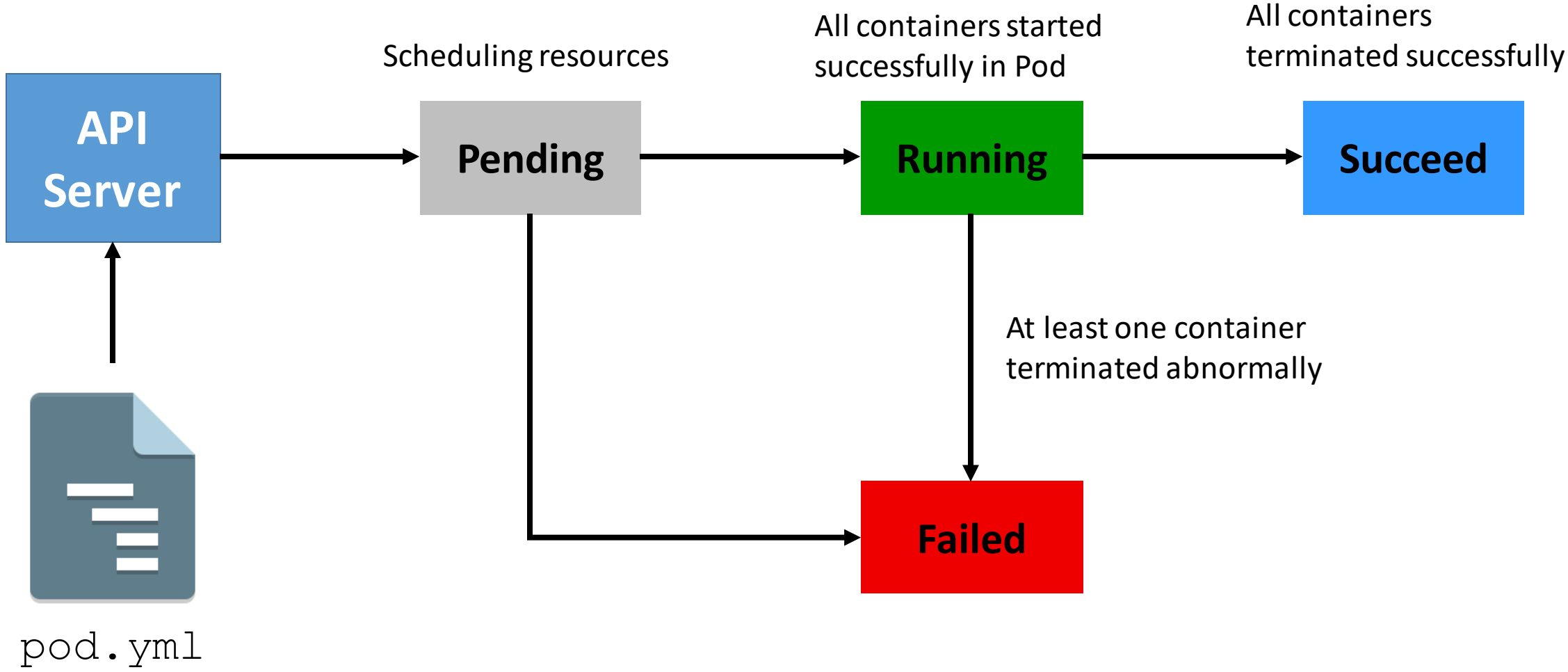
- Detail information about a pod

```
kubectl describe pods myapp-pod
```

- Delete a Pod

```
kubectl delete -f pod.yml
kubectl delete pod myapp-pod
```

Pod Lifecycle



Accessing the Pod

- Pod's container port is not exposed
- To access it need to bind the port to the host port

```
kubectl port-forward myapp-pod 8080:3000
```

  - Forwards traffic from port 8080 to Pods' port 3000
- Not a good way to access the application
  - Use for testing

Kubernetes

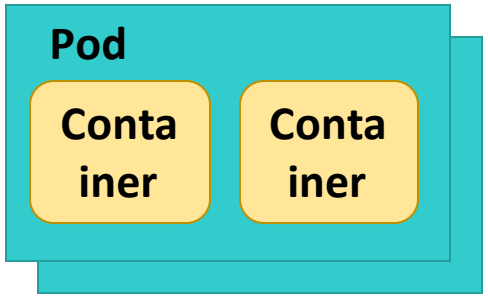


Image idea from https://www.slideshare.net/imesh/deep-dive-into-kubernetes-part-1

Deployments

- Almost always need more than a single Pod in production
- Deployments are used to create and deploy one or more Pods
- Deployment consist of
  - The number of Pods in the initial deployment
  - A template of the Pod which includes the Docker image, container port, etc.

Defining a Deployment

```
apiVersion: apps/v1
kind: Deployment
metadata:
   name: myapp
spec:
   replicas: 2
   selector:
      matchLabels:
         name: myapp
   template:
      metadata:
         name: myapp-pod
         labels:
            name: myapp
      spec:
         containers:
            - name: myapp
              image: myapp@sha256:...
              imagePullPolicy: Always
              ports:
                 - containerPort: 3000
```

Number of instances in deployment

Criteria to identify the pods belonging to this deployment

Pod definition

Deployment Management

- Create a deployment

```
kubectl create -f deployment.yml
```

- View all deployments

```
kubectl get deploy -o wide
kubectl get deploy –o yaml
```

- Detail information about a deployments

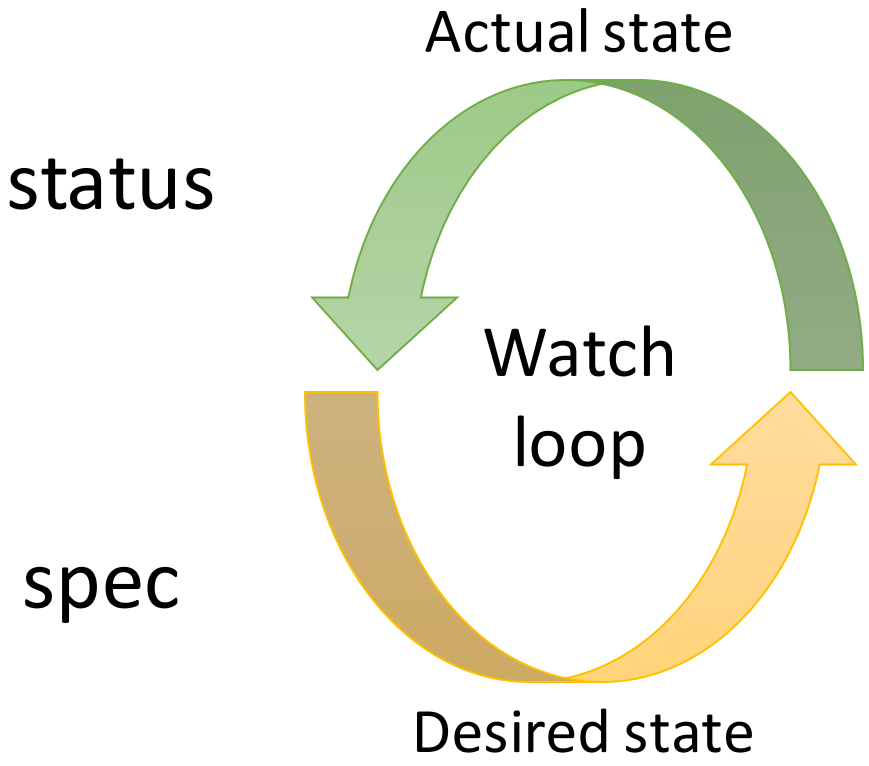
```
kubectl describe deploy myapp-pod
```

- Delete a deployment

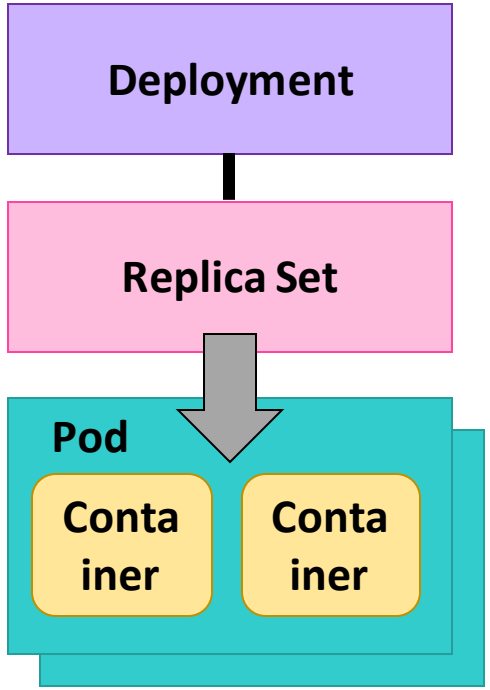
```
kubectl delete -f deployment.yml
kubectl delete deploy myapp-deployment
```

Replica Sets

- Deployments uses replica sets to manage Pods
- Replica sets ensures that the desired number of Pods are running
  - As defined in the `replica` attribute
- Kubernetes will match the actual state against the desired state
  - If the actual number of instances is less than the specification, Kubernetes will provision additional Pods so that the actual matches the desired



Kubernetes



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Passing Values into Containers

- Configurations can be passed into containers in a Pod as configuration maps and/or secrets
  - Key/value pair files
- Difference between ConfigMap and Secret is that the latter values are base 64 encoded
- Passed into the container as
  - Environment variables viz. bind the values to environment variables
  - Mounted as a volume into a container

ConfigMap and Secrets

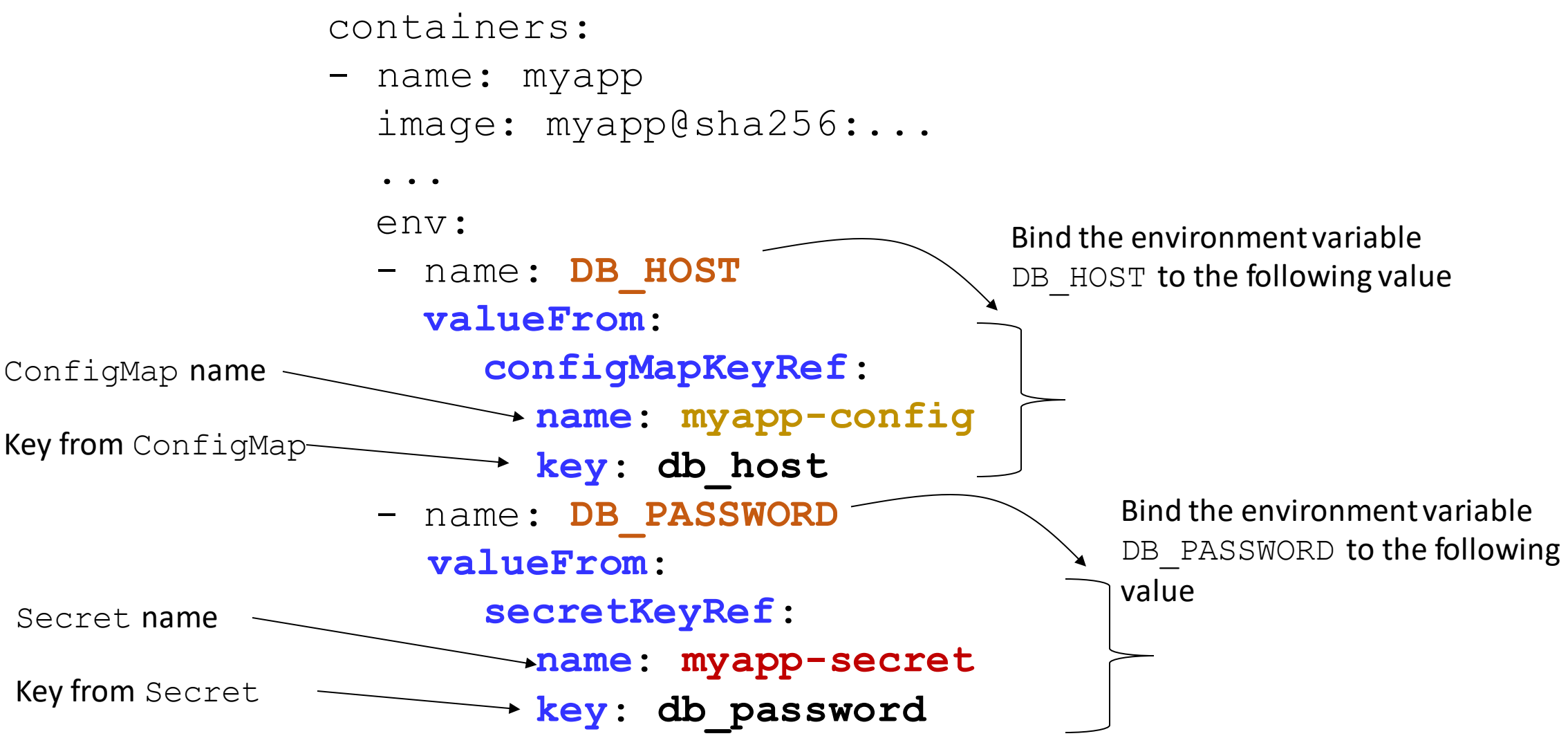
```
apiVersion: v1
kind: ConfigMap
metadata:
   name: myapp-config
data:
   db_name: northwind
   db_host: myserver
   db_port: 3306
```

```
apiVersion: v1
kind: Secret
metadata:
   name: myapp-secret
data:
   db_user: ZnJlZA==
   db_password: eWFiYWRhYmFkb28=
```

```
echo -n 'fred' | base64
```

Encode value to base64

Injecting ConfigMap and Secret into Containers



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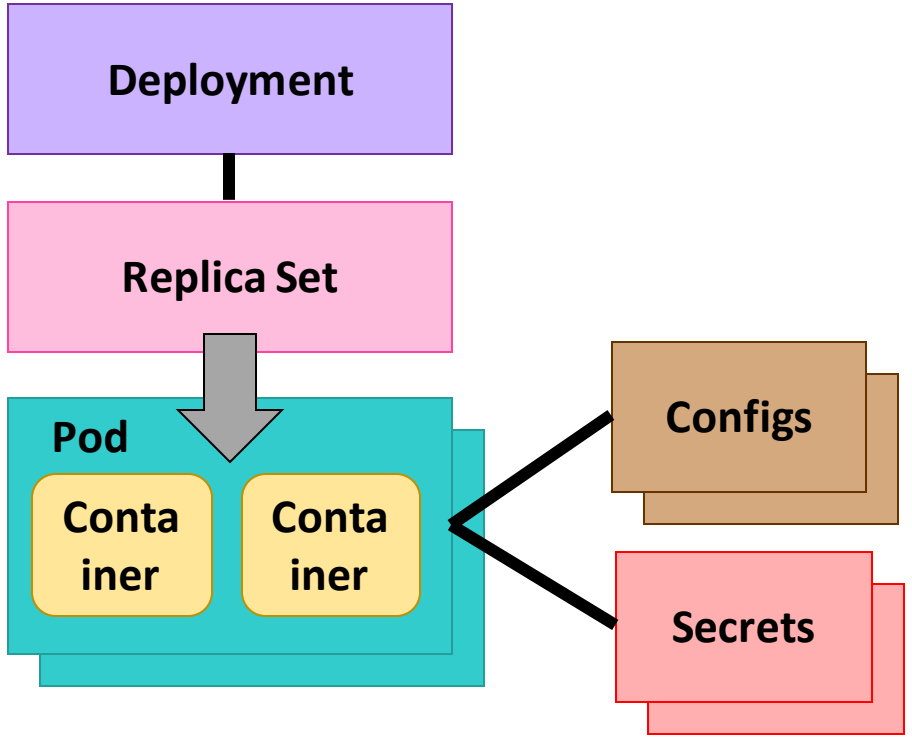

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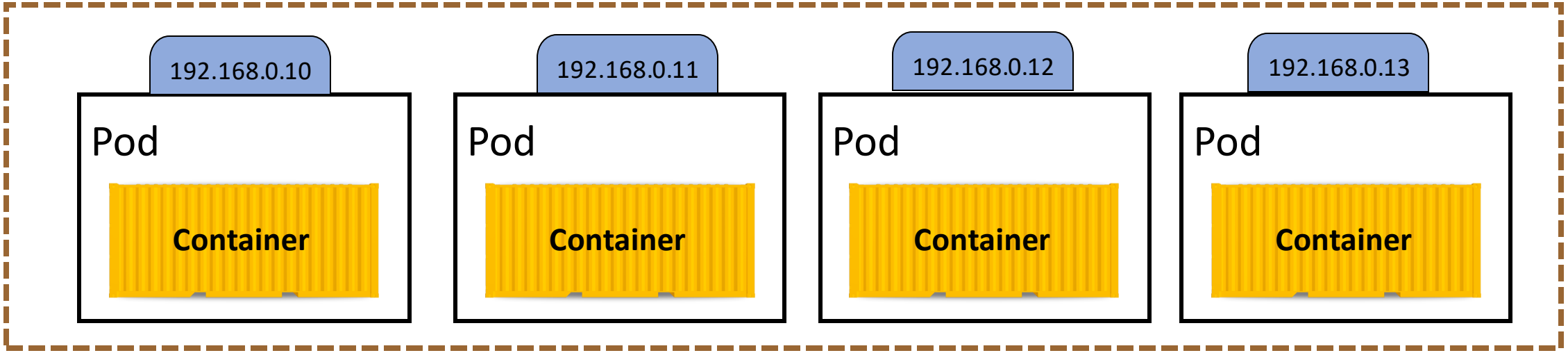
Accessing the Application

A deployment



Pods are Ephemeral

- Pods are ephemeral
  - Can be reschedule to another node by the scheduler
  - Eg. when there is a node or network failure
- Clients cannot connect to pods directly via node
- Service provides a stable IP to the client
  - Acts as a proxy to a set of pods
  - Service keeps track of pods so clients connecting to them don’t have to
- When pods are reschedule to another node the service is responsible for redirecting the request to another Pod instances

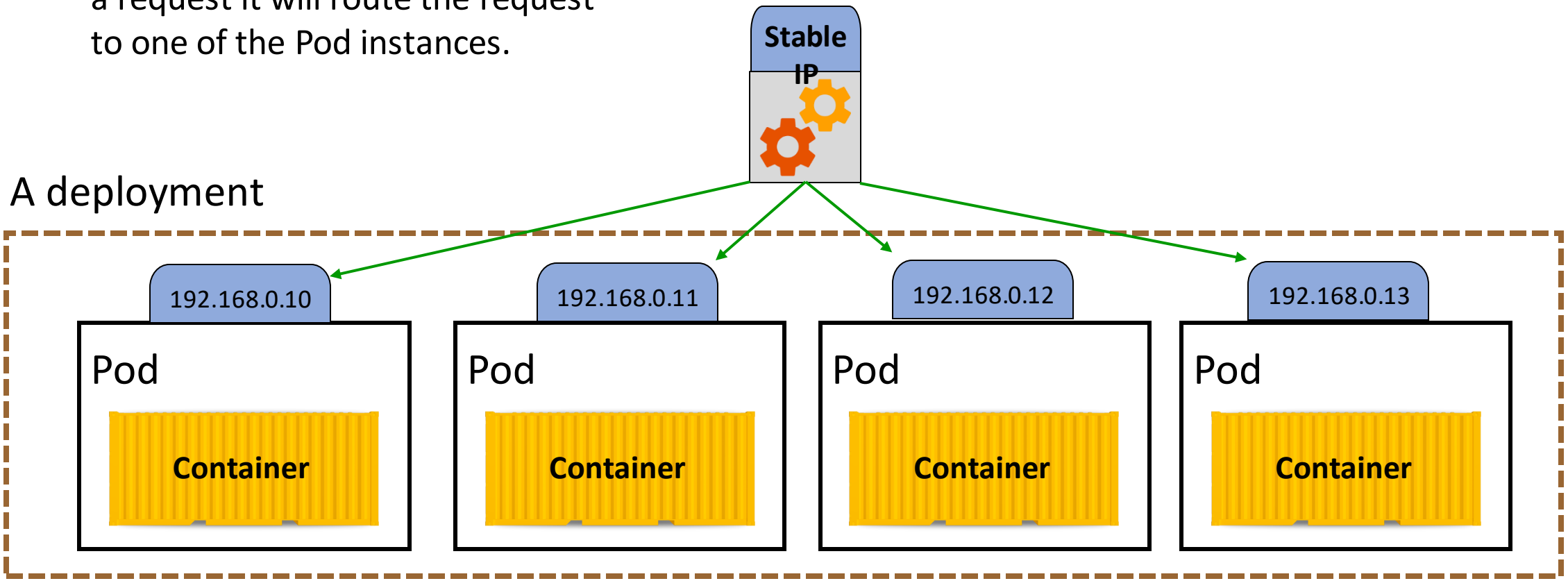
Service

- Well known endpoint for a set of Pods in a deployment
- Services will route a request to a Pod under that the service controls
  - Also provides simple load balancing
- Pods are selected to be in a service based on their labels
  - For a Pod to be in a service, the Pod only has to match some of its Pod labels
  - Pods and services are loosely coupled
- Services are durable, unlike Pods which are ephemeral
  - Static IP address
  - Static namespace DNS name

Accessing the Application

Provides a durable IP address to the client. When a service receives a request it will route the request to one of the Pod instances.

Endpoint keeps track of the Pod's IP address in a deployment



Defining a Service

```
apiVersion: v1
kind: Service
metadata:
  name: myapp
spec:
  type: ClusterIP
  selector:
    name: myapp
    version: v1
  ports:
  - name: http:
    port: 8080
    targetPort: 3000
    protocol: TCP
```

Service name

Specify the type of service that is exposed

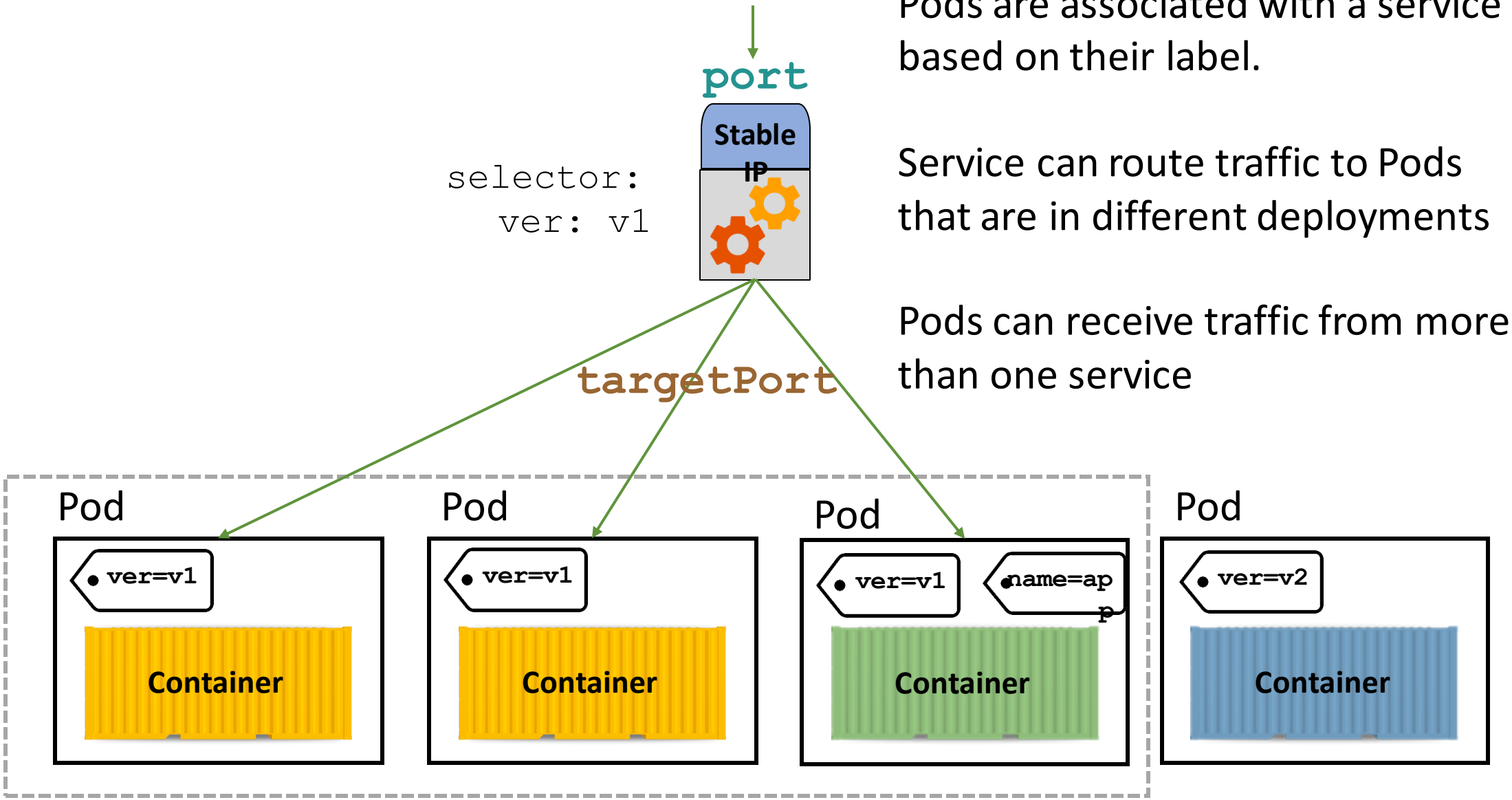
Route service to Pods that matches these labels

The port(s) that are exposed by this service

The port(s) that are exposed by this service

Route traffic from port (8080) to the Pod's port (targetPort 3000)

Services and Pods



Pods are associated with a service based on their label.

Service can route traffic to Pods that are in different deployments

Pods can receive traffic from more than one service

Service Type - `ClusterIP`

- Provision service IP address inside the cluster
- The IP address is not accessible from outside of the cluster
- This is the default

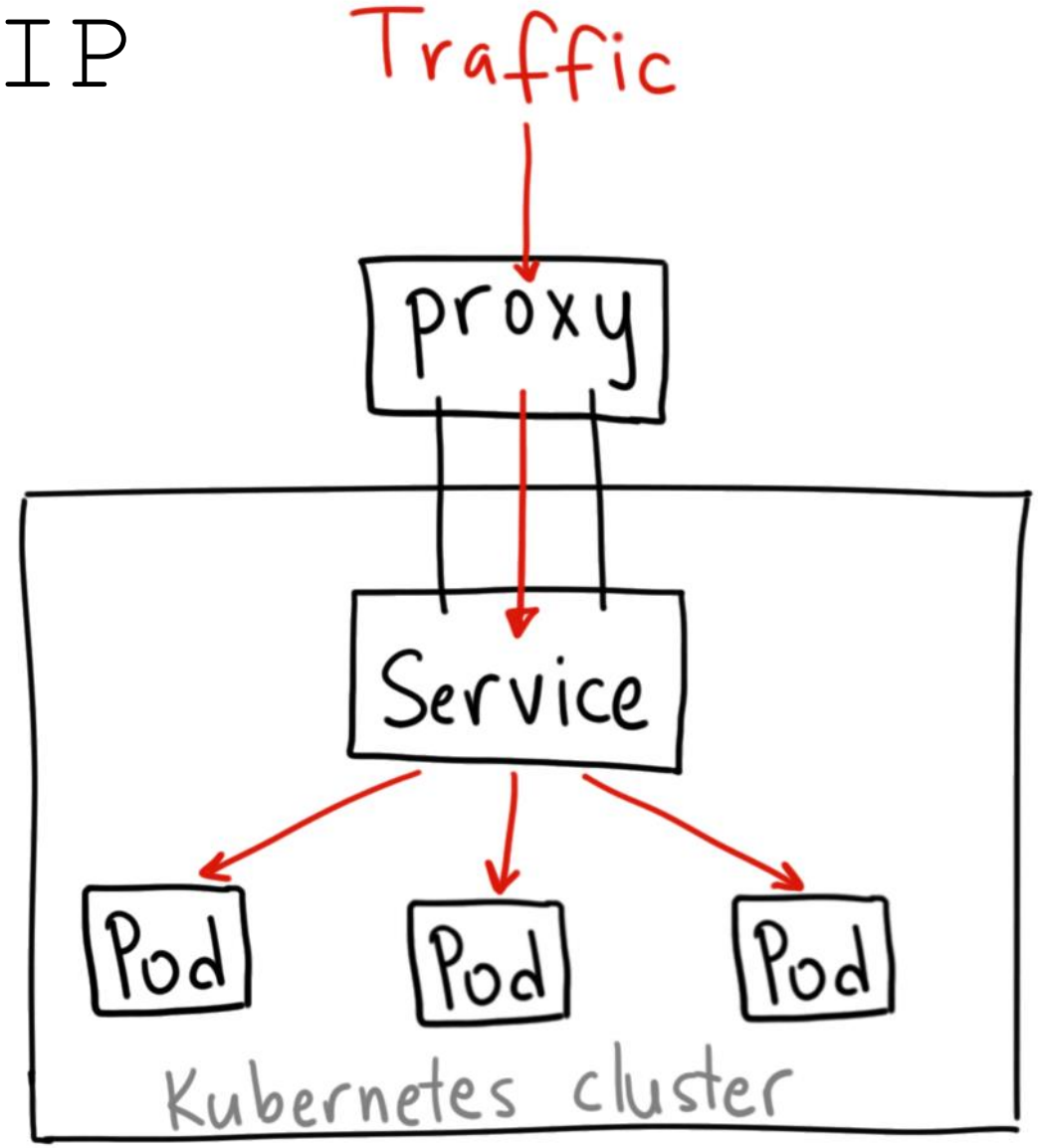
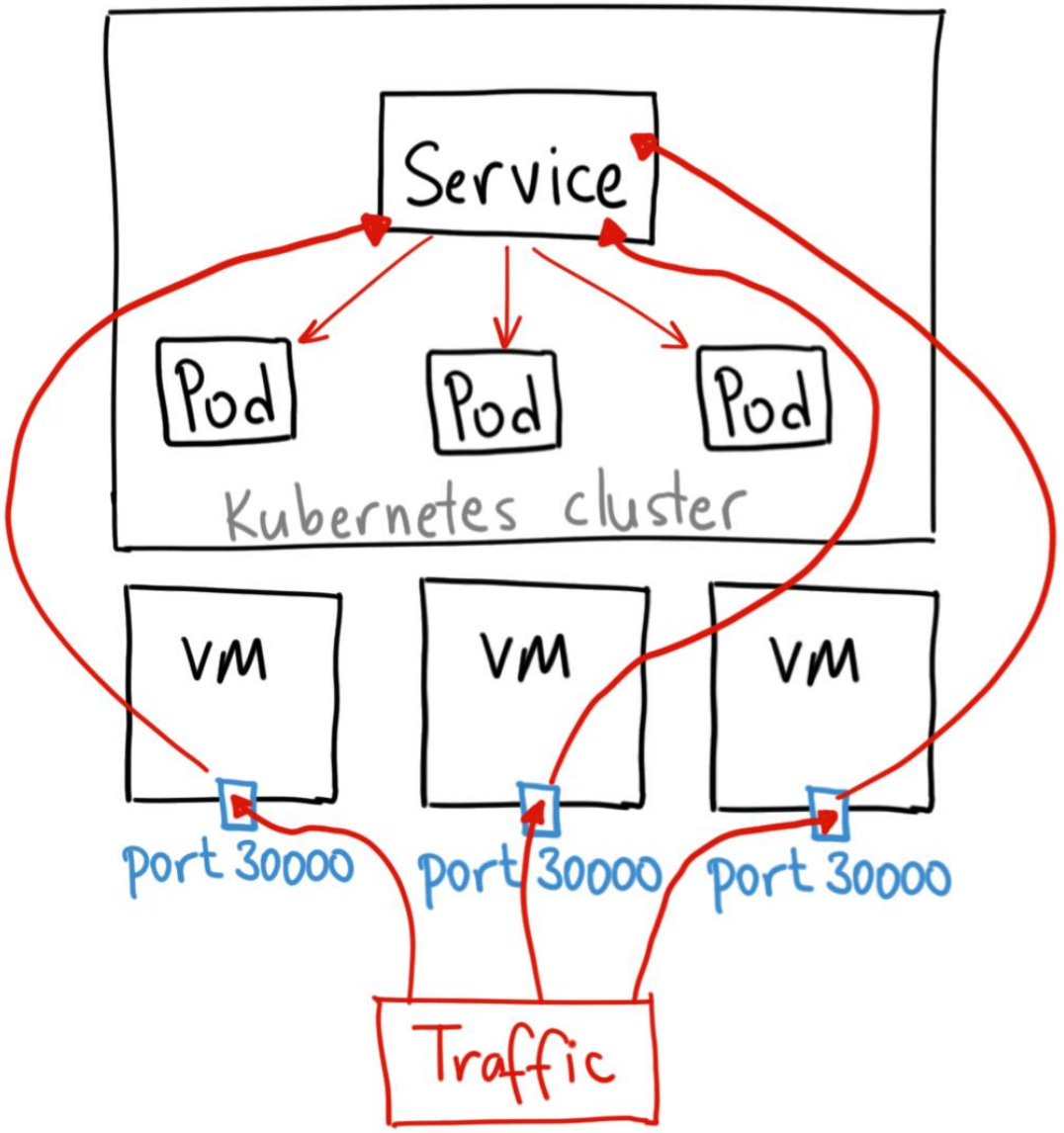


Image from https://medium.com/google-cloud/kubernetes-nodeport-vs-loadbalancer-vs-ingress-when-should-i-use-what-922f010849e0

Service Type - `NodePort`

- Opens a port, 30000 in this case, in all the node
- Traffic arriving at port 30000 on any of the nodes will be routed to the service
  - Expose as `ClusterIP`
- Make services appear local viz. the service can be accessed with localhost
  - Extra hop if the node does not have to Pod
- Need to pick a cluster node and the exposed port (node port) to access the service



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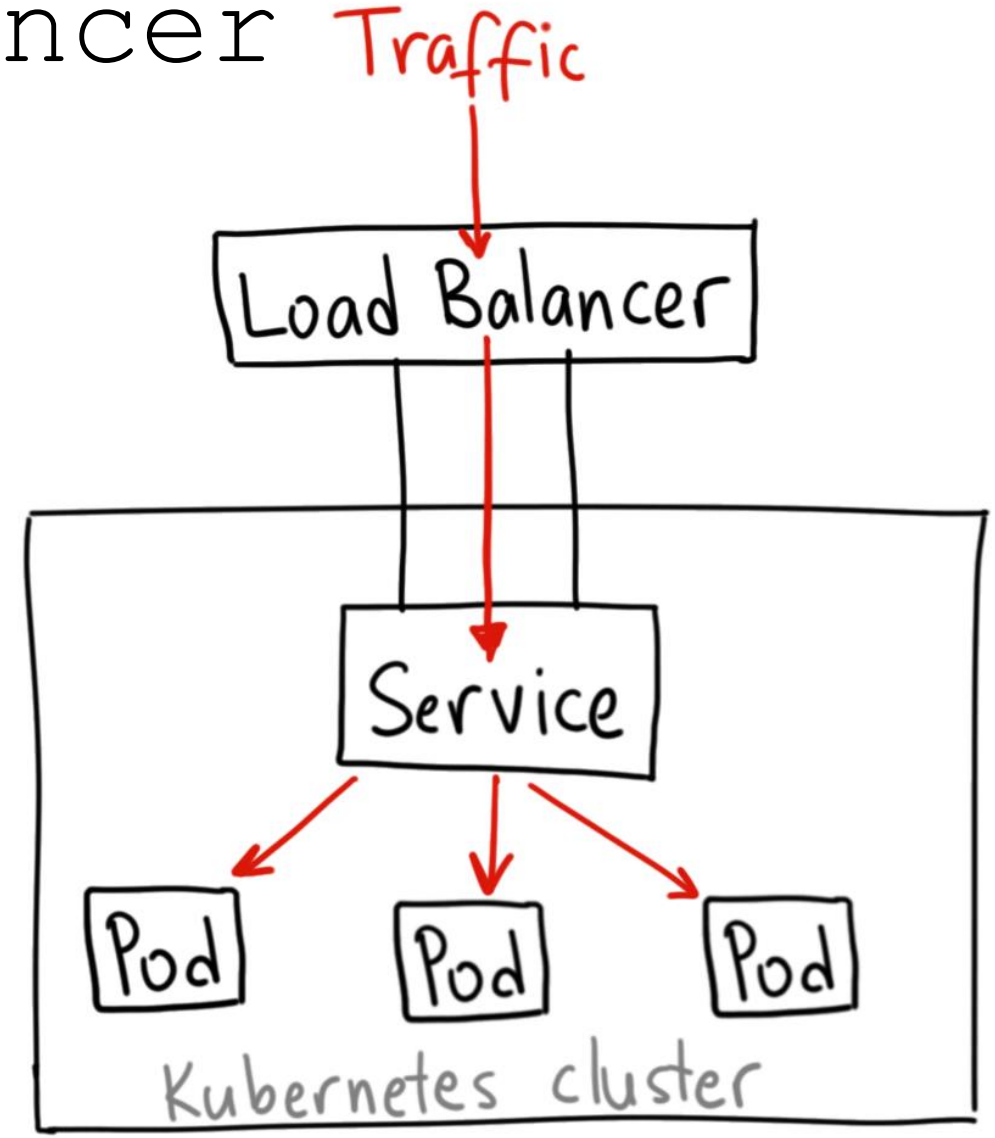
Service Type - `LoadBalancer`

- A load balancer will route traffic to the service
- Traffic coming from the load balancer will be distributed to a node according to its routing policy
  - Exposed as `NodePort`
- The load balancer is accessible from outside of the cluster
- `LoadBalancer` service type will be provisioned by the underlying cloud platform
  - By the cloud controller manager



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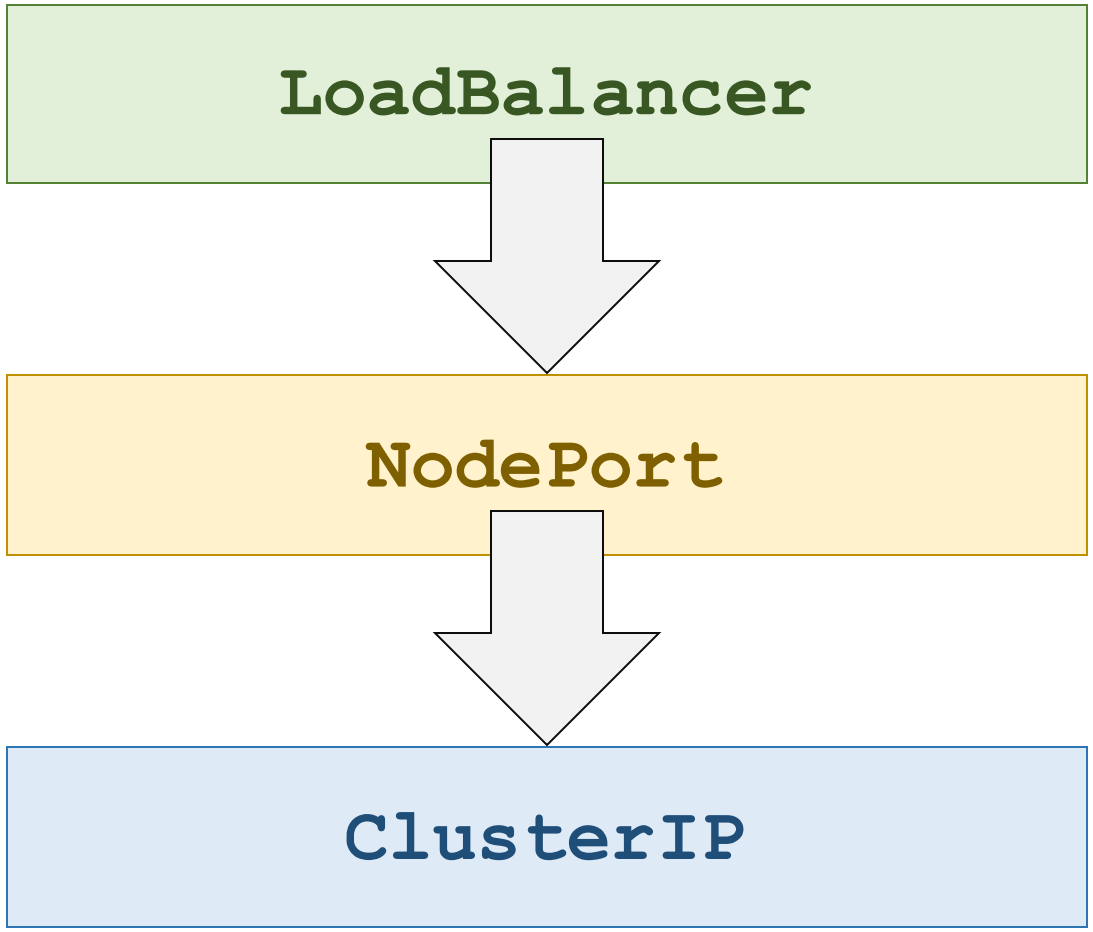
Service



Pod to Service Communication

- Kubernetes creates an entry in its internal DNS (KubeDNS)

  `<service_name>.<namespace>.svc.cluster.local`

- Use the service's name, a pod can access a service either with just the service name or FQDN
  - Eg. `http://<service_name>:8080`

Accessing the Service

- May need to access the service from outside the cluster
  - For testing
- Forward traffic from the host into the cluster's IP

```
kubectl port-forward svc/<service_name> 8080:3000
```

  - Port map 8080 from the host to port 3000 exposed by the service
- Or start a kube-proxy

```
kubectl proxy --port=8080
```

  - Access the service with the following URL

```
http://localhost:8080/api/v1/namespaces/<namespace>/services/
http:<service_name>:3000/proxy/
```

Kubernetes

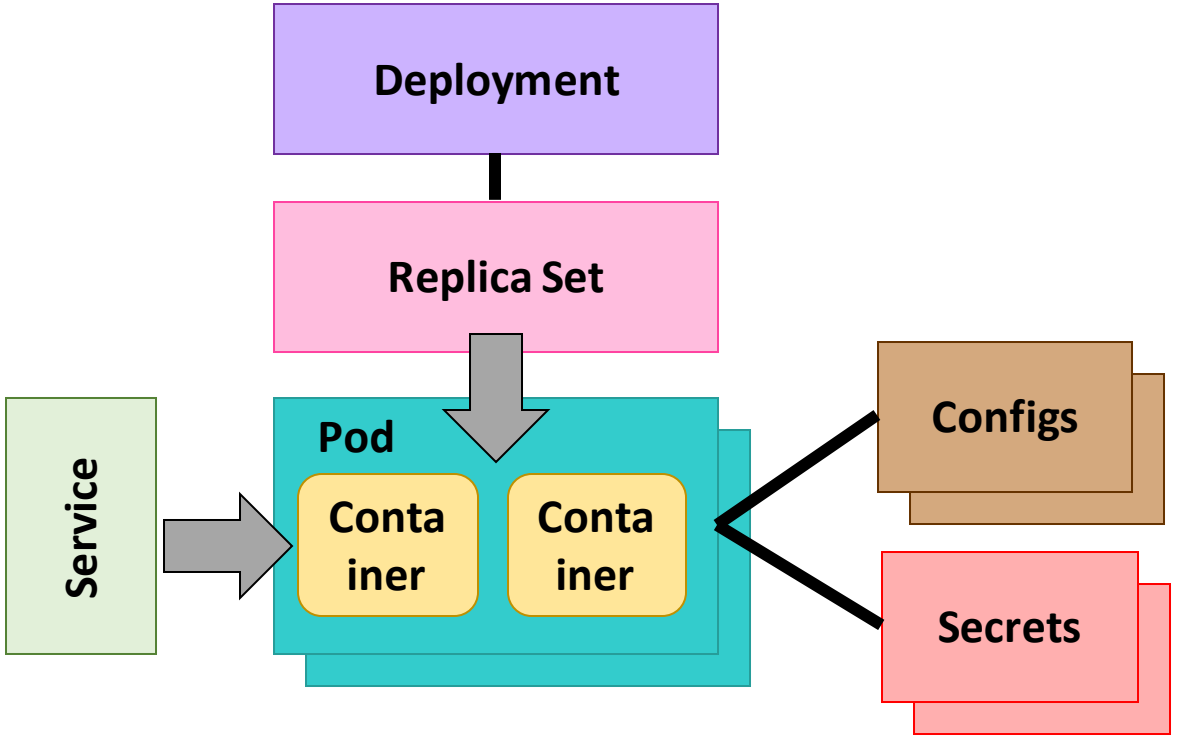


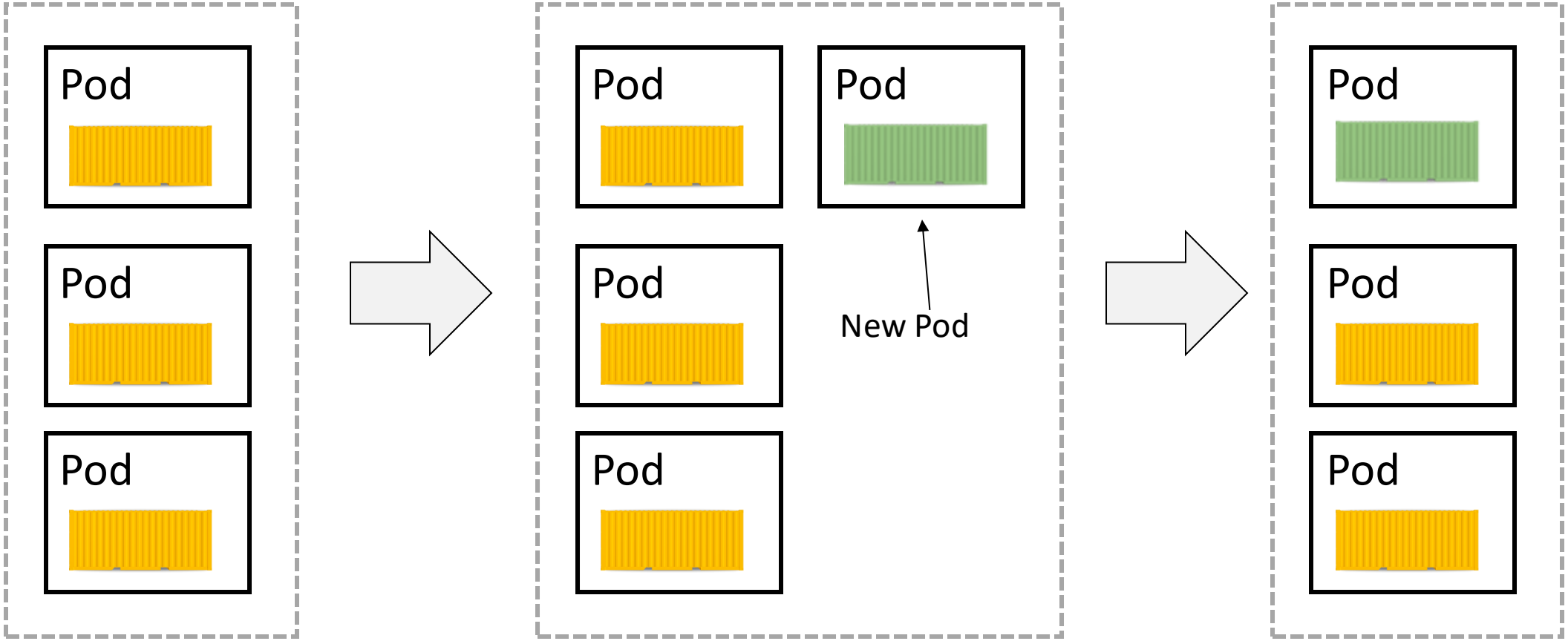
Image idea from https://www.slideshare.net/imesh/deep-dive-into-kubernetes-part-1

Rolling Updates

- Applications need to be updated
  - Pods with new images
- Rolling updates allow deployments to be updated without any downtime
  - Replace old Pods with the new gradually
  - When old Pods are no longer serving request
- Alternative to rolling updates is ‘recreate’
  - Kill all existing Pods before creating new ones

Rolling Update Illustrated

```
maxSurge: 1
maxUnavailable: 0
```



Deployment
Replica = 3

Defining a Rolling Update

Number of seconds for Kubernetes to wait for the application to be ready

Use the rolling update strategy for this deployment with 3 replicas

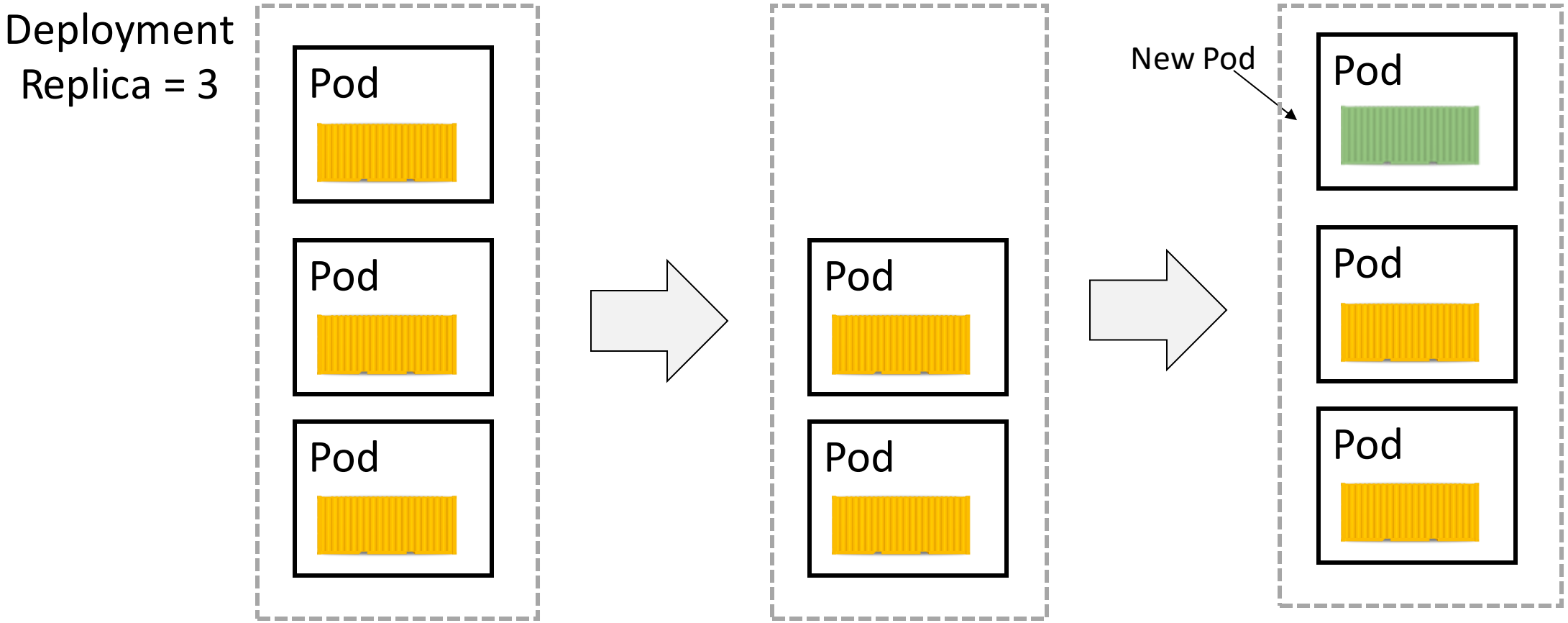
```
apiVersion: apps/v1
kind: Deployment
...
spec:
  replicas: 3
  minReadySeconds: 5
  strategy:
    type: RollingUpdate
    rollingUpdate:
      maxSurge: 1
      maxUnavailable: 0
```

The policy for updating the deployment is controlled by `maxSurge` and `maxUnavailable`

Pods in this deployment will be updated one at a time (`maxSurge`). At any time the number of Pods will not fall below 3 (`maxUnavailable`)

Rolling Update Illustrated

```
maxSurge: 0
maxUnavailable: 1
```




```
kubectl replace -f updated_deployment.yml --record
```

Rollback

```
kubectl create -f dep-v1.yml --record
kubectl create -f svc.yml

kubectl replace -f dep-v2.yml --record
```

Records the changes to the deployment in Kubernetes

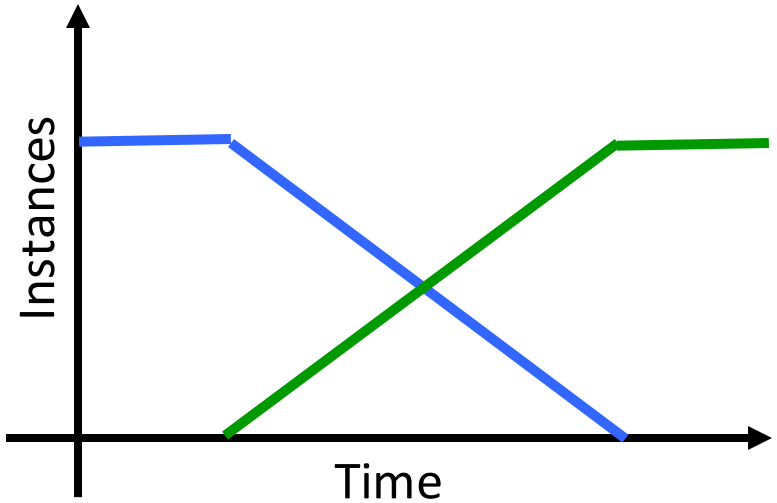
```
kubectl rollout history deployment myapp-deployment

REVISION      CHANGE-CAUSE
1             kubectl create -f dep-v1.yml ...
2             kubectl replace -f dep-v2.yml ...
```

```
kubectl rollout undo deployment myapp-deployment \
   --to-revision=1
```

Rolling Deployment vs Recreate

Rolling Upgrade



Recreate

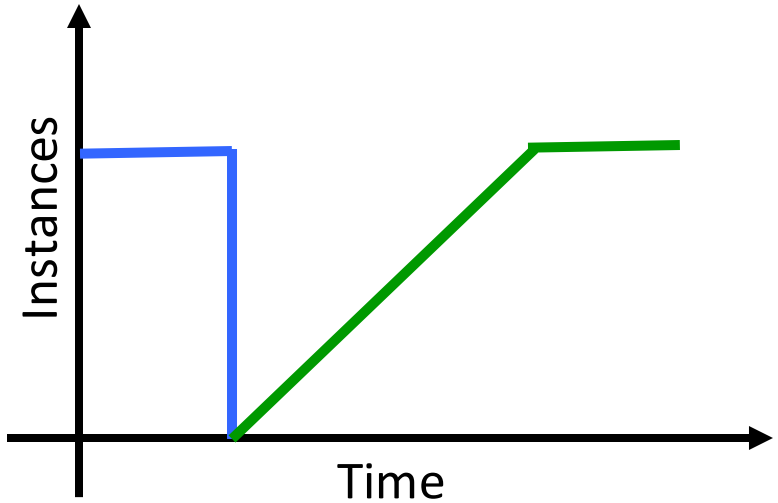
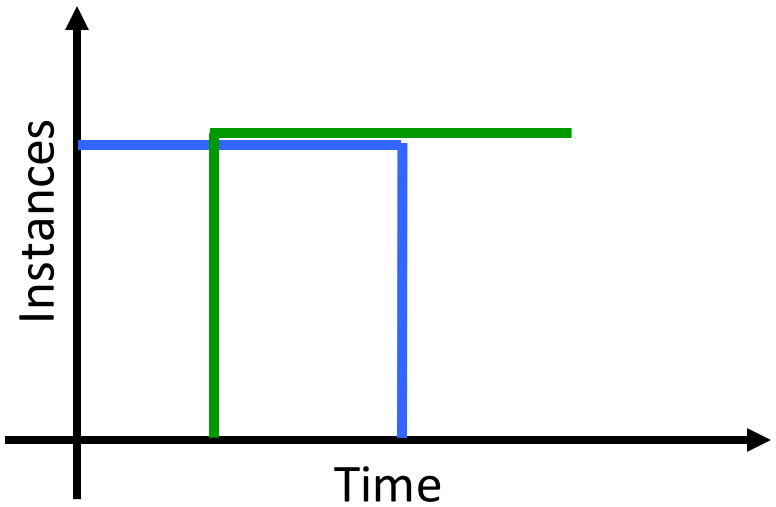


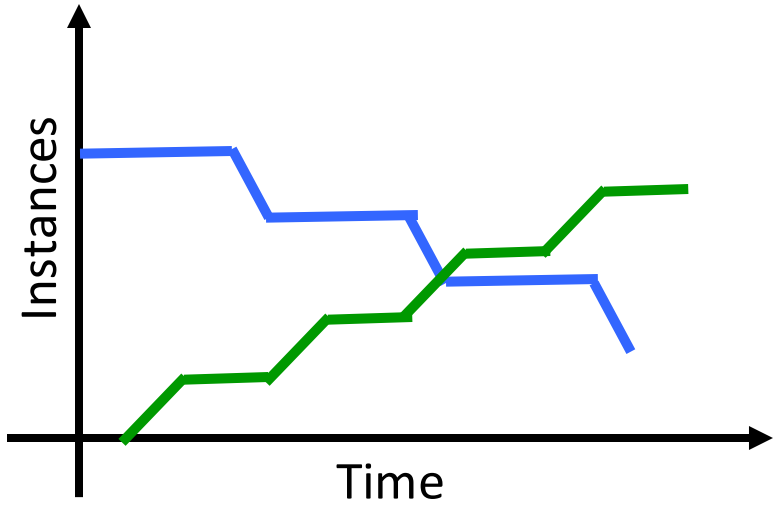
Image idea from https://speakerdeck.com/luxas/intro-to-the-cloud-native-world-of-kubernetes-november-2018

Possible Upgrade Strategies

Blue-Green Release



Canary Release



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Managing Updates

- Apply an update

```
kubectl replace -f deployment-next.yml
```

- Check update status

```
kubectl rollout status deployment <deployment_name>
```

- See the revision history of the deployment

```
kubectl rollout history deployment <deployment_name>
```

- Rollback to a previous version
  - Only possible if `--record` is used

```
kubectl rollout undo deployment <deployment_name> \
  --to-revision=<rev>
```

Health Checks - Readiness

- Discover when a pod is ready to serve traffic
  - Eg. at startup - Pod is creating database
  - Eg. at steady state - scaling a large image and will not receive other request until the current one completes
- Will not route traffic to it until the pod is ready again. Traffic will be rerouted to other Pods

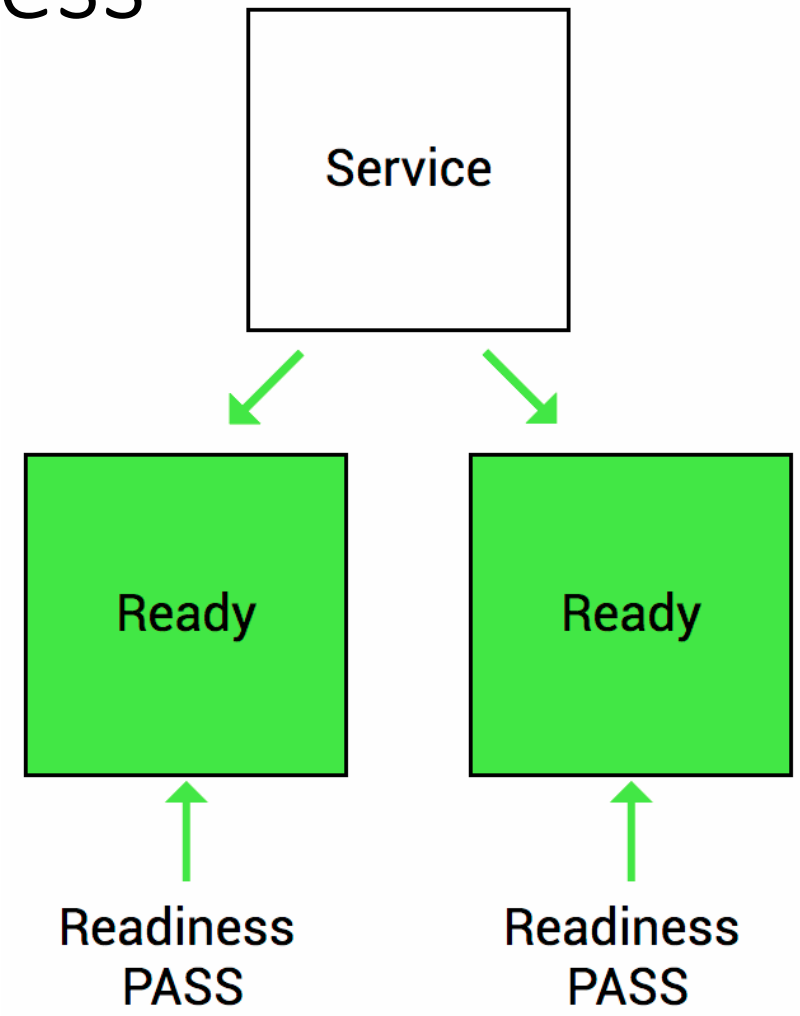

Image from https://cloud.google.com/blog/products/gcp/kubernetes-best-practices-setting-up-health-checks-with-readiness-and-liveness-probes

Health Checks - Liveness

- Checks if a Pod is dead or alive
- If Pod is dead, then remove the Pod and starts a new Pod to replace it
- Difference between liveness and readiness is that a Pod can fail readiness but is alive

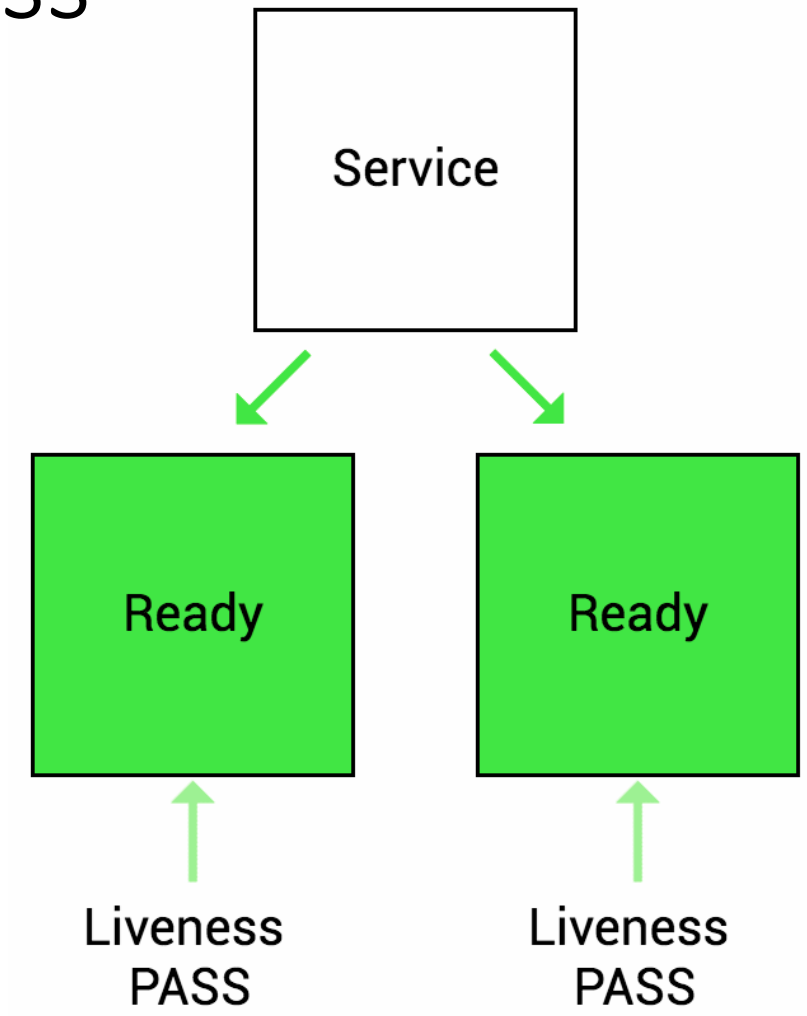

Image from https://cloud.google.com/blog/products/gcp/kubernetes-best-practices-setting-up-health-checks-with-readiness-and-liveness-probes

Defining Probes

```
apiVersion: v1
...
spec:
   containers:
      - name: myapp
        image: myapp:sha256:fadfec....
        imagePullPolicy: Always
        ports:
           - name: app-port
             containerPort: 3000
        readinessProbe:
           httpGet:
              path: /ready
              port: app-port
           timeoutSeconds: 5
           failureThreshold: 1
```

If these request returns a status code of greater than 400 then it is consider a failure

```
livenessProbe:
   httpGet:
      path: /
      port: app-port
   timeoutSeconds: 5
   failureThreshold: 3
   successThreshold: 1
```