

Updates and Best practices in Kubebuilder and Controller-Tools

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Reference: https://sched.co/1HyUw

TOPICS

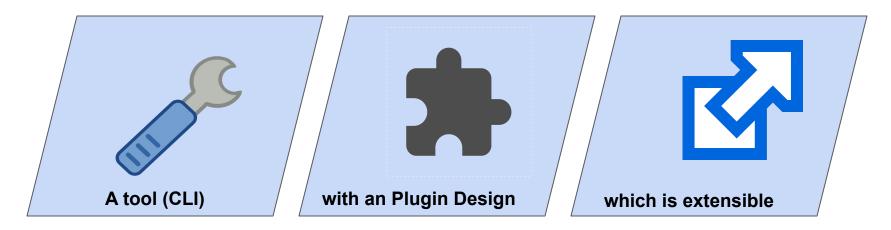


- Introduction
- Best Practices
- Kubebuilder Updates
 - (New Optional Plugins) Deploy Image and Grafana
 - o (Plugins Phase 2) Extensible CLI and Scaffolding Plugins
- Usage of Controller-Tools and Controller-Gen
- Custom Generators
- Community
- References

WHAT IS KUBEBUILDER?



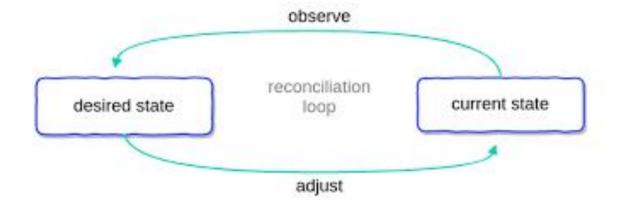
Kubebuilder is a framework for building solutions that extend K8s API(s). It provides:



OPERATOR PATTERN



"Operators are software extensions to Kubernetes that make use of custom resources to manage applications and their components. Operators follow Kubernetes principles, notably the control loop."

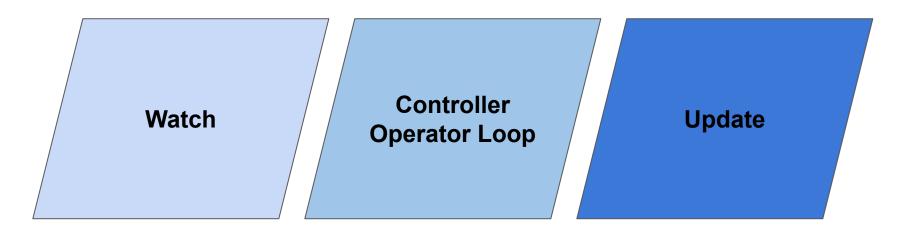


Reference: https://kubernetes.io/docs/concepts/extend-kubernetes/operator/

ADVANTAGES



"People who run workloads on Kubernetes often like to use automation to take care of repeatable tasks. The operator pattern captures how you can write code to automate a task beyond what Kubernetes itself provides"



Reference: https://kubernetes.io/docs/concepts/extend-kubernetes/operator/

WHAT DOES KUBEBUILDER IMPORT?



- Kubebuilder is majorly dependent on:
 - Controller Runtime
 - Library that provides helpful abstractions to watch resources, perform CRUD operations and manage controllers.
 - Controller Tools
 - Used to generate utility code and K8s yaml manifests (i.e. CRDs, RBAC)

Reference:

Controller-runtime: https://github.com/kubernetes-sigs/controller-runtime
Controller-tools: https://github.com/kubernetes-sigs/controller-tools

Golden Rules

- Develop idempotent reconciliation solutions to ensure that the desired state is the current state.
- Understand k8s API extructure and follow up its <u>API Conventions</u> (i.e use <u>Status</u> <u>Conditionals</u>)



- You can use:
 https://github.com/kubernetes/apimachinery
- Avoid a design solution where more than one Kind is reconciled by the same controller
- You can find good content in: https://sdk.operatorframework.io/docs/best-practices/

DEPLOY IMAGE PLUGIN (deploy-image/v1-alpha)



```
$ kubebuilder init
$ kubebuilder create api \
    --group example.com \
    --version vlalphal \
    --kind MyApp \
    --image=myregistry/myapp:v1.0.0 \
    --plugins="deploy-image/v1-alpha"
To create controllers
and API(s) (CRD)
which will deploy and
manage an image on
the cluster.

the cluster.
```

DEPLOY IMAGE PLUGIN (deploy-image/v1-alpha)





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api/vlalphal/senceched types.go contig/samples/example.com_vlalphal_memcached.yaml internal/controller/memcached_controller.go creating import for a test/api/vialphal internal/controller/mescached_controller_test.go creating import for a test/api/vialphal todate dependencies: go mod tidy Running makes 5 make generate skdir -p /Users/jintony/go/arc/test/bin test -s /Users/jintony/gp/src/test/bin/controller-gen 65 /Users/jintony/gs/src/test/bis/costroller-gen -version | grep -q v0.11.3 || \ CDEIN-/lbers/jintony/go/src/test/bin go install sigs.kgs.bg/controller-tools/cod/controller-gents 0.11.3 /Wsers/lintorw/go/src/test/bin/controller-gen/object/headerFile="mack/bailerplate.ga.txt" patks="./..." **Funning makes** & make marrifests /Users/jintony/go/src/test/bin/controller-gen rbsc:roleName:manager-rale crd webbask patks:"./..." setput :cre:artifacts:config-configrerd/bases Next: check the implementation of your new API and controller. If you do changes in the API run the manif ests with: 5 make manifests The Own Health IN WARRANT OF THE T make generate 66 make manifests

GRAFANA PLUGIN (grafana/v1-alpha)



\$ kubebuilder init|edit \
--plugins=grafana.kubebuilder.io/v1-a
lpha
To scaffold Grafana
Dashboards that allow you
to check out the default
metrics which are exported
by projects using
controller-runtime.

EXTENSIBLE CLI AND SCAFFOLDING



- Create your own scaffolding and use them as external plugins.
- Enables the community to:
 - Create plugins that work with other programming languages.
 - Create helpers and integrations on top of existing scaffolds.
 - Generate customized layouts.

KUBEBUILDER PLUGINS



- What is a Plugin?
- Extends the scaffolding of Kubebuilder commands
 - init: project initialization
 - create api: scaffold kubernetes API definitions
 - o create webhook: scaffold Kubernetes webhooks

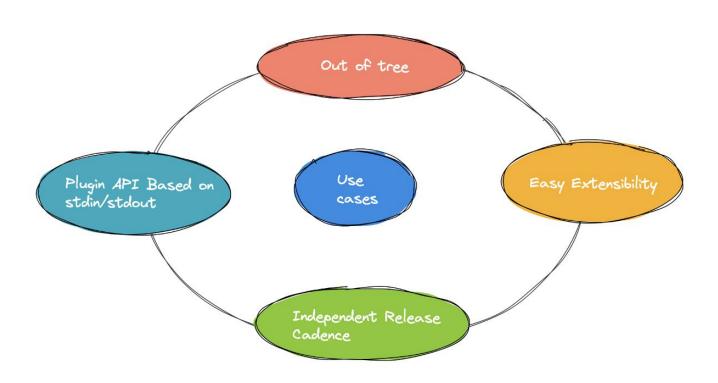
EXTENSIBLE CLI AND SCAFFOLDING PLUGINS



Phase 1	Phase 1.5	Phase 2
 Enable Kubebuilder to become more extensible Ability to import kubebuilder as a library in other projects New CLI and project configuration 	 Chaining of internal plugins Plugin chain persistence Concept of plugin bundle for an enhanced user experience 	 Discover and run external plugin executables Rewrite and externalize the existing internal plugins Kubebuilder library consumers can support chaining and discovery of external plugins

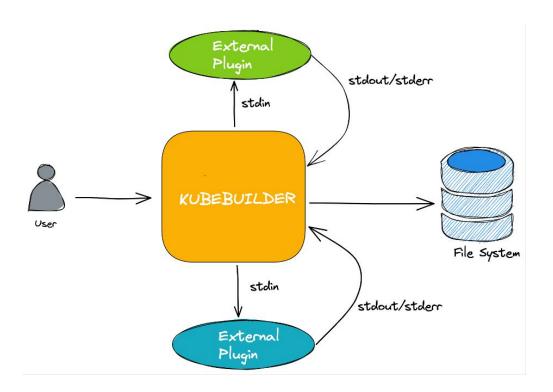
PHASE 2 PLUGINS: WHAT THEY PROVIDE





PHASE 2 PLUGINS WORKFLOW

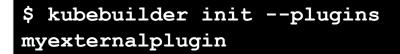




Reference: https://github.com/kubernetes-sigs/kubebuilder/blob/master/designs/extensible-cli-and-scaffolding-plugins-phase-2.md

PHASE 2 PLUGINS DEMO





\$ kubebuilder create api --plugins
myexternalplugin

\$ kubebuilder create webhook
--plugins myexternalplugin

To discover and run a sample external plugin written in python.

Reference: https://github.com/rashmigottipati/POC-Phase2-Plugins

WHAT IS THE USE CONTROLLER-TOOLS?



- Kubebuilder uses Controller-gen which is a tool provide by Controller-tools to generate:
 - K8s YAML manifests, like CRDs and RBAC templates.
 - Go code required to extend the K8s API (runtime.Object/DeepCopy implementations).

CONTROLLER-GEN EXAMPLE



To define some validation rules for the Busybox Kind:

```
ZD
26
    // BusyboxSpec defines the desired state of Busybox
27
    type BusyboxSpec struct {
28
             // INSERT ADDITIONAL SPEC FIELDS - desired state of cluster
29
             // Important: Run "make" to regenerate code after modifying this file
30
31
            // Size defines the number of Busybox instances
32
            // The following markers will use OpenAPI v3 schema to validate the value
33
            // More info: https://book.kubebuilder.io/reference/markers/crd-validation.html
34
             // +kubebuilder:validation:Minimum=1
35
             // +kubebuilder:validation:Maximum=3
36
            // +kubebuilder:validation:ExclusiveMaximum=false
37
            Size int32 `json:"size,omitempty"`
38
```

Reference: https://book.kubebuilder.io/reference/controller-gen.html

CONTROLLER-GEN EXAMPLE



After running \$make generate:

```
spec:
  description: BusyboxSpec defines the desired state of Busybox
  properties:
    size:
      description: 'Size defines the number of Busybox instances The following
        markers will use OpenAPI v3 schema to validate the value More info:
        https://book.kubebuilder.io/reference/markers/crd-validation.html'
      format: int32
      maximum: 3
     minimum: 1
      type: integer
 type: object
```

Reference: https://book.kubebuilder.io/reference/controller-gen.html

CUSTOM GENERATORS



- Ability to define custom "marker" formats and write generators for them.
- Steps for writing custom generators:
 - a. Declaring "marker" format ref.
 - b. Parsing "markers" ref.
 - c. Generating output <u>ref</u>.

COMMUNITY



You are welcome to be part of the Kubebuilder project and contribute to it.

- Slack Channel:
 - (Under kubernetes org)
 - Channel: #kubebuilder
- Community Meetings:
 - join to kubebuilder@googlegroups.com

REFERENCES



- Kubebuilder Documentation: https://book.kubebuilder.io/
 - To Quick Start: https://book.kubebuilder.io/quick-start.html
 - Deploy-Image Plugin: <u>https://book.kubebuilder.io/plugins/deploy-image-plugin-v1-alpha.html</u>
 - Grafana-Plugin: https://book.kubebuilder.io/plugins/grafana-v1-alpha.html
 - Plugins: https://book.kubebuilder.io/plugins/plugins.html

 - To create your plugin: https://book.kubebuilder.io/plugins/creating-plugins.html
 - To use KB as a Library: https://book.kubebuilder.io/plugins/extending-cli.html
- Controller-Runtime: https://github.com/kubernetes-sigs/controller-runtime
- Controller-Tools: https://github.com/kubernetes-sigs/controller-tools
- Kubernetes:
 - API conventions: https://github.com/kubernetes/community/blob/master/contributors/devel/sig-architecture/api-conventions.md
 - Operators: https://kubernetes.io/docs/concepts/extend-kubernetes/operator/

QUESTIONS



