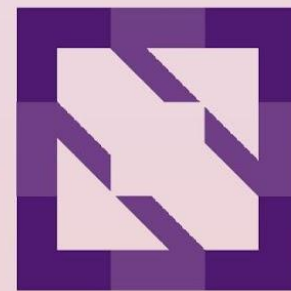




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# What's New in Operator Framework?

*Jonathan Berkhahn, IBM*  
*Attila Mészáros, Red Hat*

# Who are we?



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- Jonathan Berkhahn
  - Open Source Contributor for IBM
  - Member of Operator Framework Steering Committee
  - Previously contributed to Kubernetes, Cloud Foundry
- Attila Mészáros
  - Engineer at Red Hat
  - Maintainer of Java Operator SDK
  - Member of Operator Framework Steering Committee

# What is an Operator?



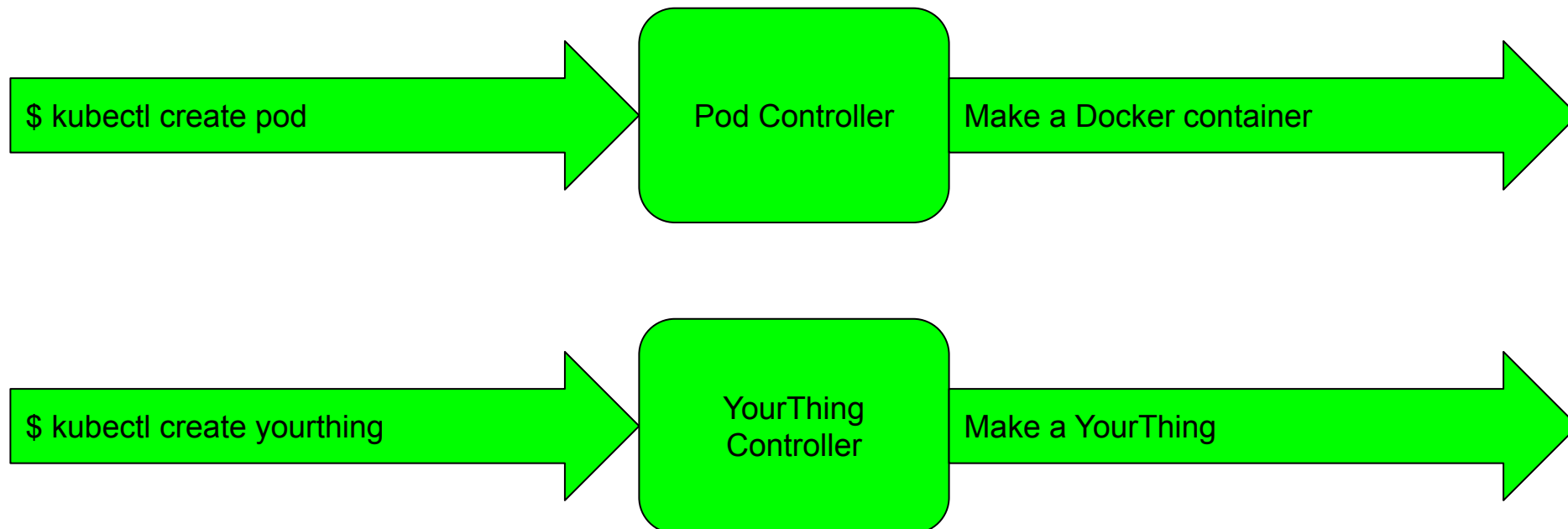
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- Operators are a design pattern that contain application specific logic that is usually handled by a human operator, hence the term “operator”.



# What is Operator Framework?



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An open source toolkit to manage Kubernetes native applications, called Operators, in an effective, automated, and scalable way.

Things we make include:

- Java Operator SDK (!)
- Operator SDK
- Operator Lifecycle Manager (OLM)
- Operator Package Manager (OPM)

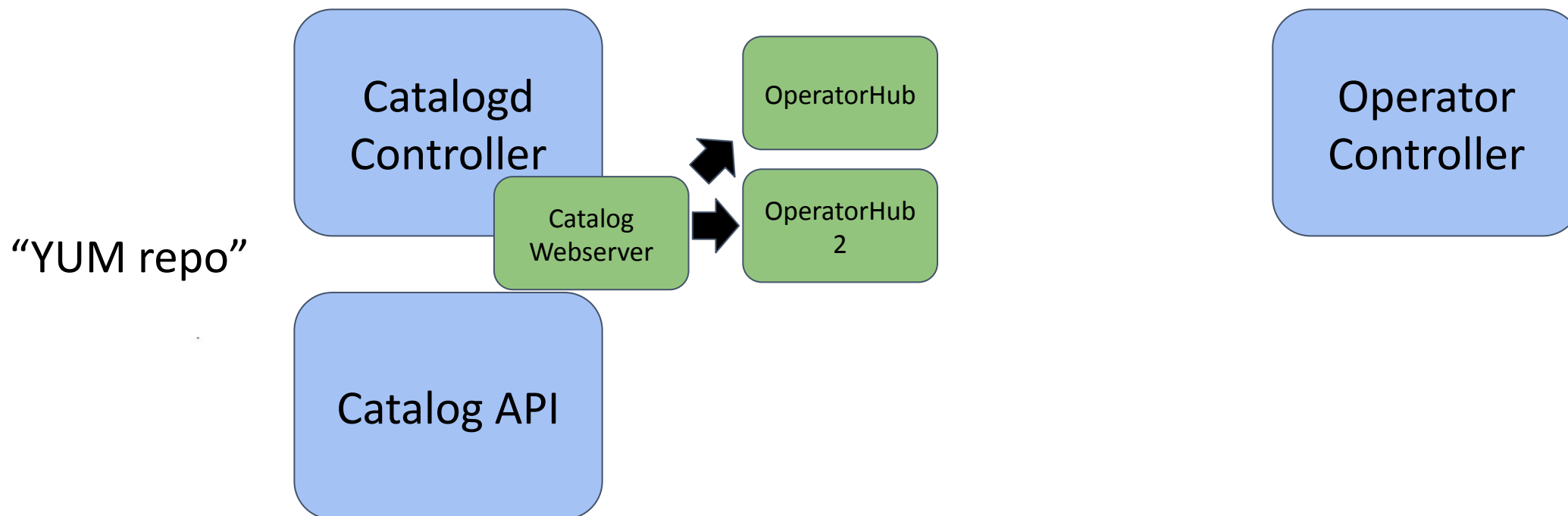


- Major refactoring of our internal APIs and the components that comprise them
- OLM and its resources (CatalogSources, etc.) going away
- More generic resources that are more human-usable

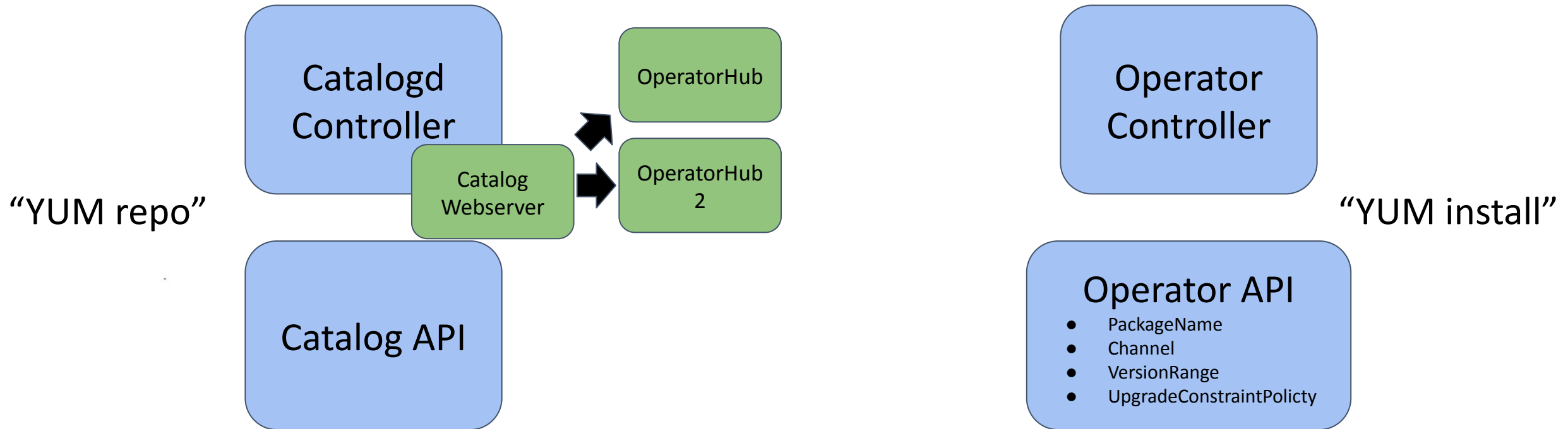


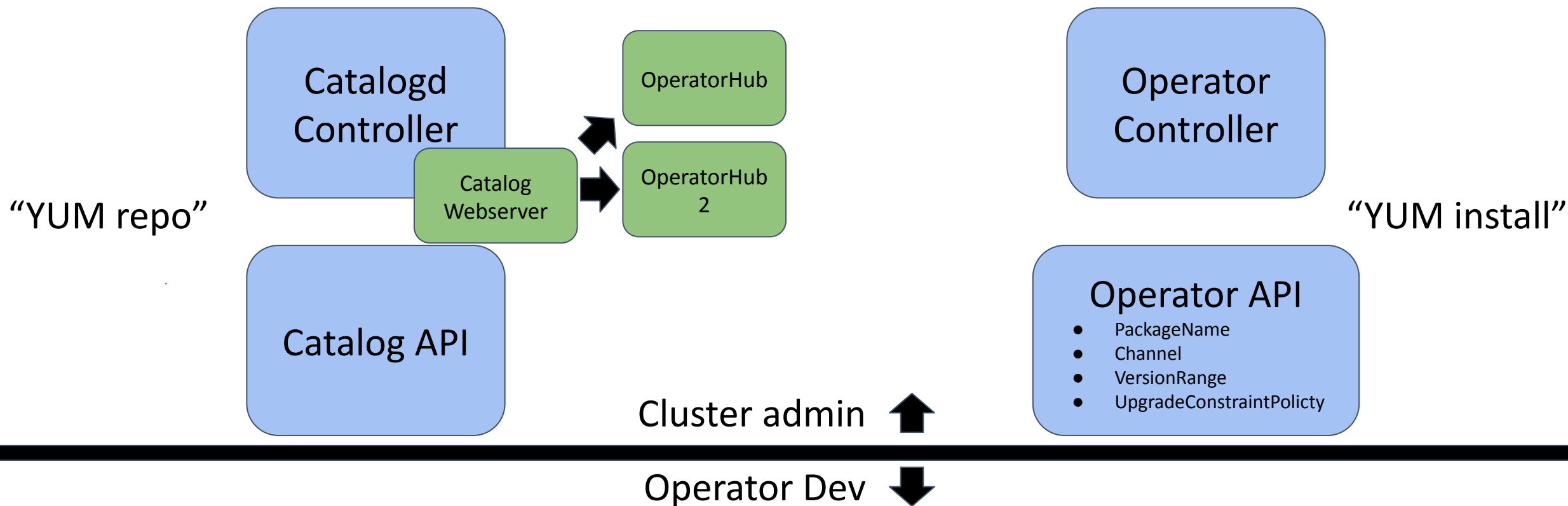
Catalogd  
Controller

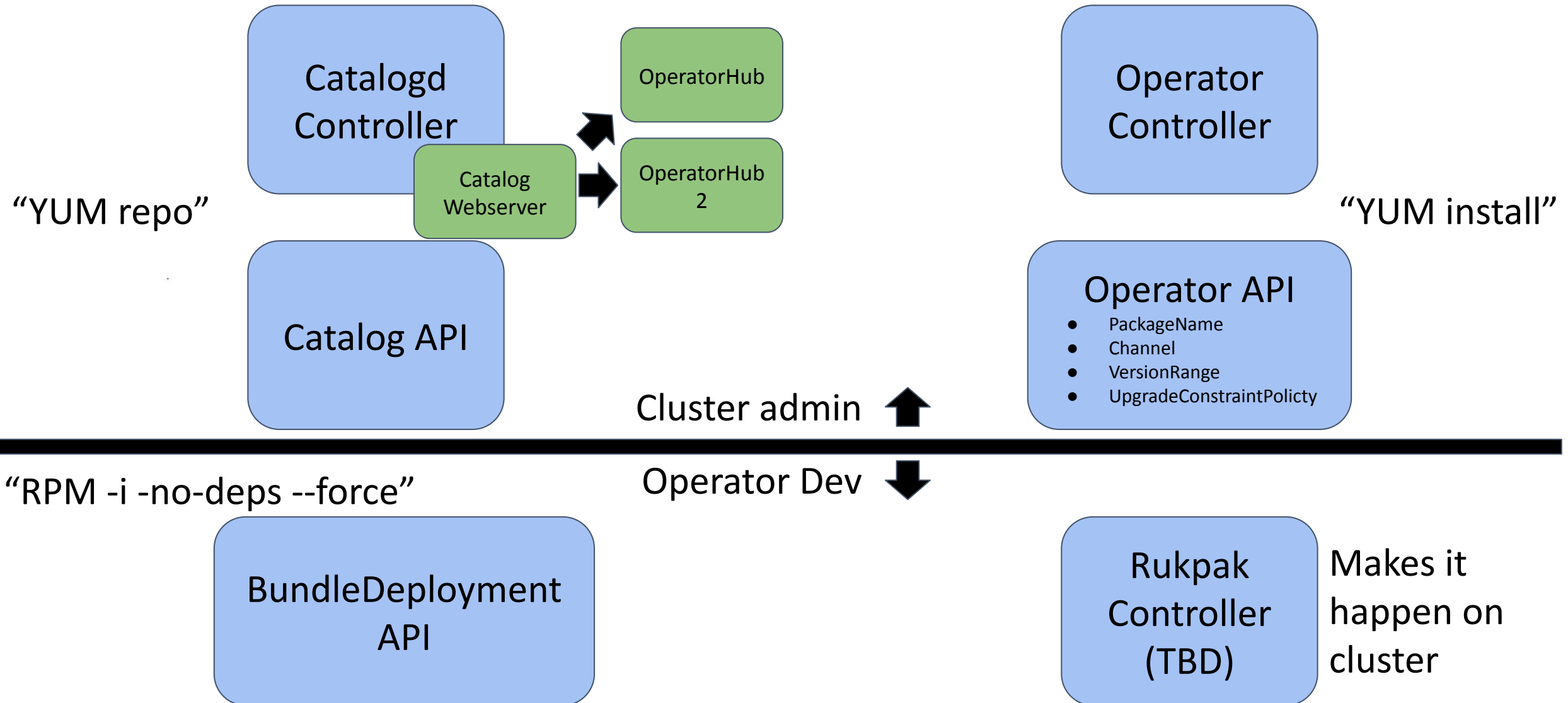
Operator  
Controller













- API that is declarative, more in-line with Kube API philosophy
- Git ops friendly
- Human friendly
- Non-explody :)



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# Java Operator SDK in a Nutshell

*Attila Mészáros (@csviri)*

# What is Java Operator SDK?



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- <https://github.com/operator-framework/java-operator-sdk>
- Feature complete and production ready framework to implement K8S Operators in Java
- Core framework (includes controller runtime)
- Additional Components
- Users and/or target audience
  - Keycloak, Flink, Debezium,...



- Core operator framework
- Built on top of **Fabric8 Kubernetes Client**
  - Generator for Java -> CRD & CRD -> Java
  - Informers, Leader Election and all the standard functionalities also in go-client
- Support for integration testing (JUnit5 extension)
- Java Framework Support
  - **Quarkus Extension**
  - Spring Boot Starter
- (Go) Operator SDK Plugin - scaffolding
- Kubernetes Webhooks Framework
  - Conversion Hooks
  - Dynamic Admission Controllers

# Quarkus Extension



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- <https://github.com/quarkiverse/quarkus-operator-sdk>
- Builds upon core Java Operator SDK
- Build time optimization for Quarkus
- Native builds
- Nice configuration approach
- Support for Helm, OLM, pure K8S resource generator



# More About the Core Framework



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- Similar concepts as in go controller-runtime
  - but the “Java way”
- Batteries included
- Bit higher level regarding features like:
  - **Finalizer handling**
  - Declarative Retries
  - Error Handling
  - Rate Limiting
  - ...

# Implementing a Reconciler



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```
@ControllerConfiguration
public class SampleOperatorReconciler implements Reconciler<SampleCustomResource> {

    public UpdateControl<SampleCustomResource> reconcile(
        SampleCustomResource primary, Context<SampleCustomResource> context) {

        // reconciliation logic

        return UpdateControl.patchStatus(primary);
    }
}
```

# Run it!



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```
public class Runner {  
  
    private static final Logger log = LoggerFactory.getLogger(Runner.class);  
  
    public static void main(String[] args) {  
        Operator operator = new Operator();  
        operator.register(new SampleOperatorReconciler());  
        operator.start();  
    }  
}
```

# Support for Finalizers



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- So what “higher level” approach means?
- Finalizers are added when explicit cleanup is needed
  - Thus cleanup not covered by K8S Garbage Collector (Owner References)
- Just implement “*Cleaner*” interface

# Cleaner Interface



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```
@ControllerConfiguration
public class SampleOperatorReconciler implements Reconciler<SampleCustomResource>,
    Cleaner<SampleCustomResource> {

    public UpdateControl<SampleCustomResource> reconcile(
        SampleCustomResource primary, Context<SampleCustomResource> context) {

        return UpdateControl.patchStatus(primary);
    }

    @Override
    public DeleteControl cleanup(SampleCustomResource sampleCustomResource,
        Context<SampleCustomResource> context) {

        // cleanup logic

        return DeleteControl.defaultDelete();
    }
}
```

# Dependent Resources



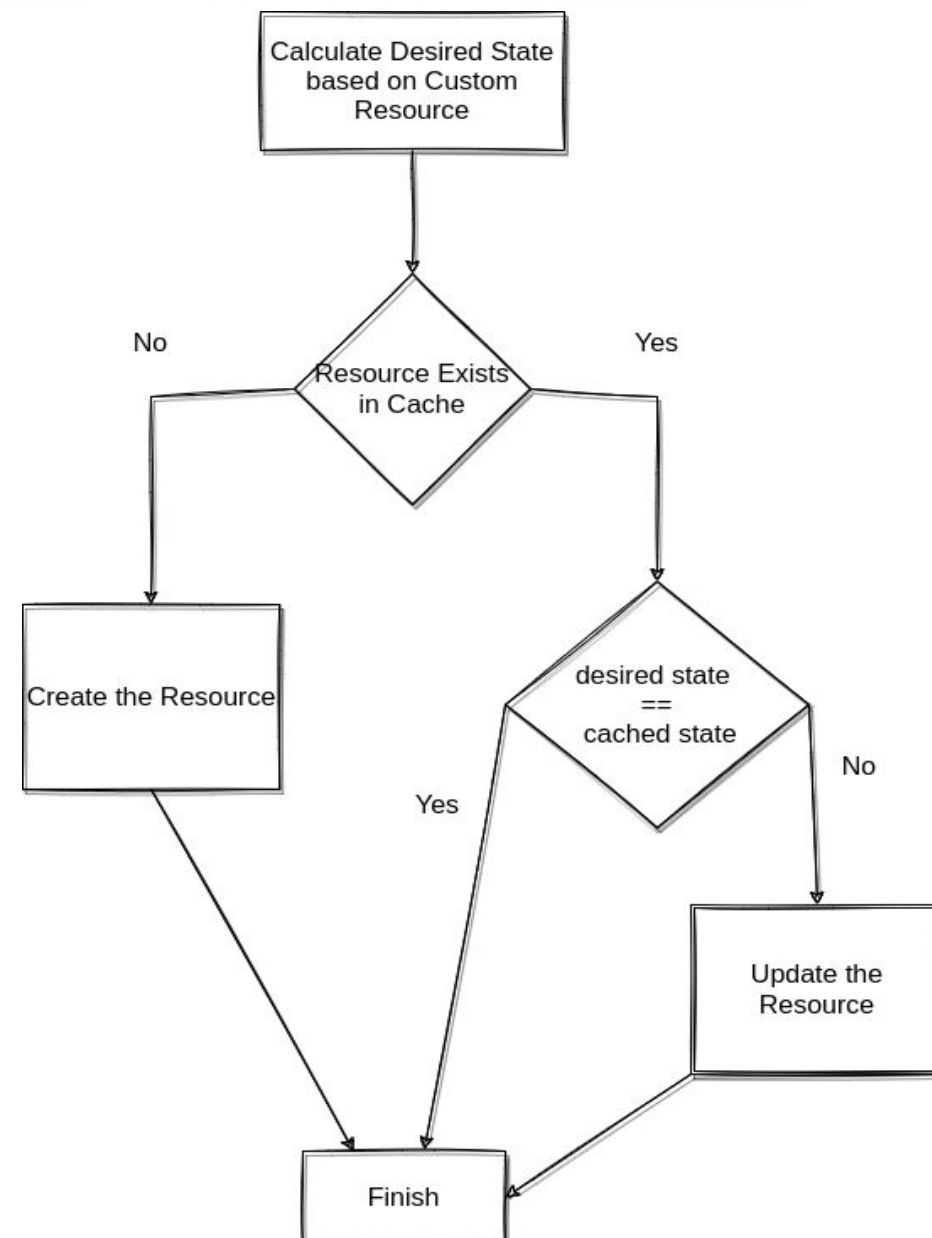
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- Abstraction for reconciliation of a single resource
  - Kubernetes and/or External resources
- Desired state!
- Kubernetes and External Resources
- Highly extensible and customizable
- Much more to it:
  - Trait Interfaces
  - Bulk resources
  - External resource with state
  - SSA / no SSA
  - ...





# ConfigMap Dependent Resource



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```
public class ConfigMapDependentResource
    extends CRUDKubernetesDependentResource<ConfigMap, SampleCustomResource> {

    public ConfigMapDependentResource() {
        super(ConfigMap.class);
    }

    @Override
    protected ConfigMap desired(SampleCustomResource primary,
                                Context<SampleCustomResource> context) {
        return new ConfigMapBuilder()
            .withMetadata(new ObjectMetaBuilder()
                .withName(primary.getMetadata().getName())
                .withNamespace(primary.getMetadata().getNamespace())
                .build())
            .withData(Map.of("data", primary.getSpec().getValue()))
            .build();
    }
}
```

# Using Dependent Resource



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```
@ControllerConfiguration(dependents = {
    @Dependent(type = ConfigMapDependentResource.class)})
public class SampleOperatorReconciler implements Reconciler<SampleCustomResource> {

    public UpdateControl<SampleCustomResource> reconcile(
        SampleCustomResource primary, Context<SampleCustomResource> context) {

        // additional logic

        return UpdateControl.patchStatus(primary);
    }
}
```



# Standalone Dependent Resource



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```

@ControllerConfiguration
public class SampleOperatorReconciler implements Reconciler<SampleCustomResource> {

    private KubernetesDependentResource<ConfigMap, SampleCustomResource> configMapDR;

    public UpdateControl<SampleCustomResource> reconcile(
        SampleCustomResource primary, Context<SampleCustomResource> context) {

        configMapDR.reconcile(primary, context);

        // other logic

        return UpdateControl.patchStatus(primary);
    }

    // omitted code
}
```

# Workflow Sample



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```
@ControllerConfiguration(
    depends = {
        @Dependent(name = "first", type = FirstService.class)
        @Dependent(name = "second", type = SecondService.class)
        @Dependent(name = "statefulset", type = FirstStatefulSet.class,
            dependsOn = {"first"},
            readyPostcondition = StatefulSetReadyCondition.class),
        @Dependent(name = "second",
            type = SecondStatefulSet.class,
            dependsOn = {"second", "statefulset"},
            reconcilePrecondition = MyPrecondition.class)
    })
public class ComplexDependentReconciler implements Reconciler<ComplexDependentCustomResource>,
    EventSourceInitializer<ComplexDependentCustomResource> {

    // ...

}
```

- Handles reconciliation of multiple dependent resources
- Will ensure optimal reconciliation execution
  - Async
  - Concurrent
- “Depends on” relation
  - Ordering
- Conditions
  - Reconcile precondition
  - Ready postcondition
  - ...

# Dependent Resources and Workflows



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- Terraform / IaaC analogy
- ... just adopted to K8S operator landscape
- Cache and eventing optimizations
- Results in easy, correct and optimal implement of reconciliation

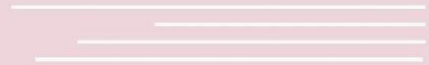


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# Thank you! Q&A