

# Zero-Downtime Dreams

Bringing Live Migration to Kubernetes



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#### 照尾几几回

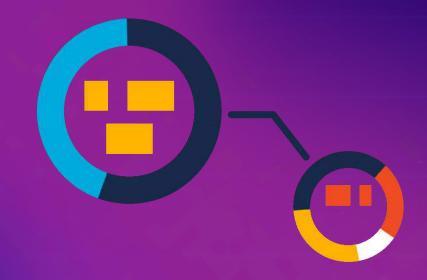


#### **Kunal Das**

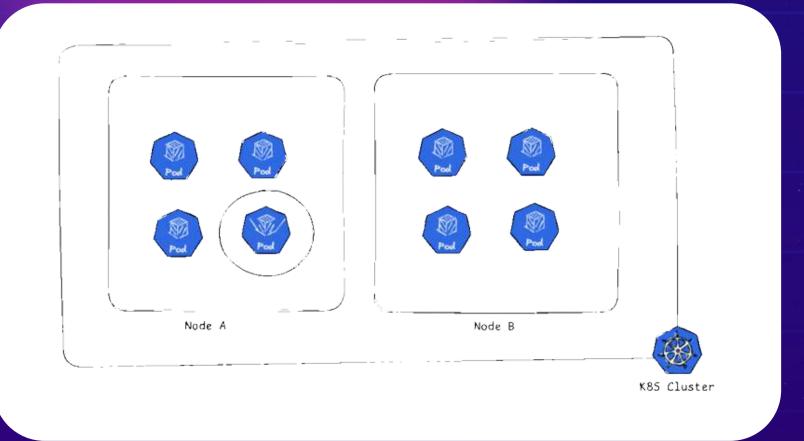
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## Live Migration



Container live migration is the process of moving a running container from one host server to another with minimal or zero downtime, allowing for continuous operation, uninterrupted service, and efficient resource management

## Why does live migration matter?



Downtime costs



Users drop



SLAs break.



Databases



Long-running connections



ML / Al Workloads

#### Challenges of Live Migration

- Stateful vs Stateless: Stateless is easy (reschedule pods), but stateful is hard.
- Network Identity: Preserving IPs so TCP connections don't break.
- In-Memory State: Migrating memory pages with minimal freeze.
- Kubernetes Defaults: No native mechanism for true zero-downtime migration.





### DEMOTIME

Let's see Live Migration in Action

#### Minecraft Capture the Flag Rules:

Teams: Red vs Blue – each team has a base with their colored flag

Objective: Capture the enemy team's flag and bring it back to your own base to score

Basic Rules:

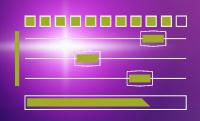
- You can only capture the enemy flag if your own flag is at your base (not stolen)
- If you're holding the enemy flag and get killed, the flag drops and can be returned by the enemy team
- Flags automatically return to base after a certain time if dropped
- Check the bottom of your screen for command prompts/coordinates

## CAST Al's Approach

**Core Techniques** 



DaemonSet



Controller



CRIU

**Network Magic** 



TCP connections persist.



Pods retain their IP addresses during migration.

### Benefits & Use Cases

- Zero downtime upgrades / node replacements.
- Preemptible & spot instance automation.
- Maintenance windows without service disruption.
- Cost savings by moving workloads seamlessly.



## Q&A

FAQ:

Available on:



Coming Soon:







## THANK YOU FOR YOUR TIME

PING ME ANYTIME TO KNOW MORE



