

Web 2.0

Lecture 3: Microservices and Cloud Native

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Overview

- **Microservices Architecture**
- Docker
- Kubernetes

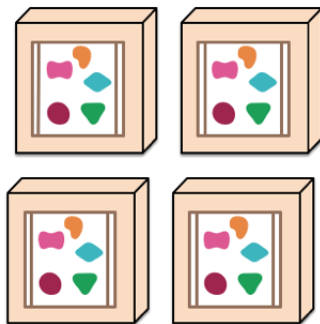
Overview

- Emerging software architecture
 - *monolithic vs. decoupled applications*
 - *applications as independently deployable services*

A monolithic application puts all its functionality into a single process...



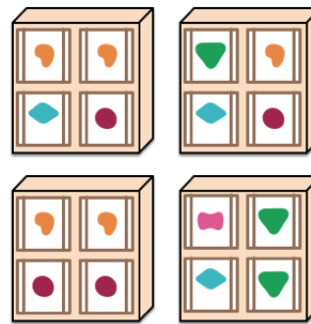
... and scales by replicating the monolith on multiple servers



A microservices architecture puts each element of functionality into a separate service...



... and scales by distributing these services across servers, replicating as needed.



Major Characteristics

- Loosely coupled
 - *Integrated using well-defined interfaces*
- Technology-agnostic protocols
 - *HTTP, they use REST architecture*
- Independently deployable and easy to replace
 - *A change in small part requires to redeploy only that part*
- Organized around capabilities
 - *such as accounting, billing, recommendation, etc.*
- Implemented using different technologies
 - *polyglot – programming languages, databases*

Overview

- Microservices Architecture
- Docker
 - *Overview*
 - *Image Layering*
 - *Working with Docker*
 - *Swarm*
- Kubernetes

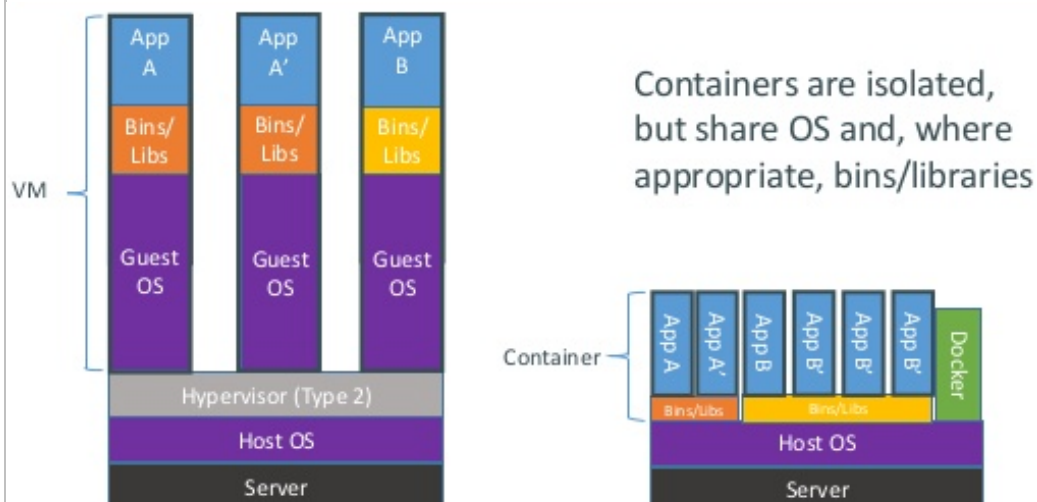
Overview

- Linux Containers
 - *Introduced in 2008*
 - *Allow to run a process tree in a isolated system-level "virtualization"*
 - *Use much less resources and disk space than traditional virtualization*
- Implementations
 - *LXC – default implementation in Linux*
 - **Docker Containers**
 - *Builds on Linux namespaces and union file system (OverlayFS, AUFS, etc.)*
 - *A way to build, commit and share images*
 - *Build images using a description file called Dockerfile*
 - *Large number of available base and re-usable images*

Linux Namespaces

- "Isolation" of Linux processes
- There are 7 namespaces
 - *Mount* – isolate filesystem mount points
 - *UTS* – isolate hostname and domainname
 - *IPC* – isolate interprocess communication resources
 - *PID* – isolate PID number space
 - *Network* – isolate network interfaces
 - *User* – isolate UID/GID number spaces
 - *cgroup* – isolate cgroup root directory

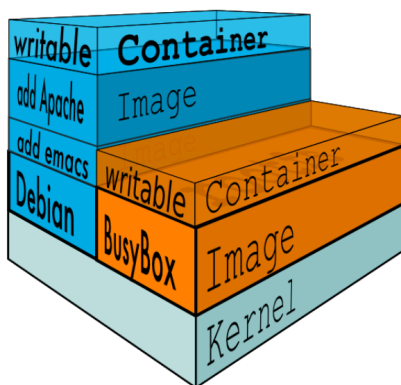
VM vs. Docker Containers



Docker Basic Terms

- Image
 - Basis for containers.
 - An image contains a union of layered filesystems stacked on top of each other.
 - An image does not have state and it never changes.
- Container
 - A runtime instance of a Docker image, a standard to "ship software".
- Docker Engine
 - The core process providing the Docker capabilities on a host.
- Docker Client
 - Interface that integrates with docker engine.
- Registry
 - A hosted service containing repository of images.
 - A registry provides a registry API to search, pull and push images.
 - Docker Hub is the default Docker registry.
- Swarm
 - A cluster of one or more docker engines.

Docker Images



- Containers are made up of R/O layers via a storage driver (OverlayFS, AUFS, etc.)
- Containers are designed to support a single application
- Instances are ephemeral, persistent data is stored in bind mounts or data volume containers.

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Image Layering with OverlayFS

- OverlayFS
 - A filesystem service implementing a **union mount** for other file systems.
 - Docker uses **overlay** and **overlay2** storage drivers to build and manage on-disk structures of images and containers.
- Image Layering
 - OverlayFS takes two directories on a single Linux host, layers one on top of the other, and provides a single unified view.
 - Only works for two layers, in multi-layered images hard links are used to reference data shared with lower layers.

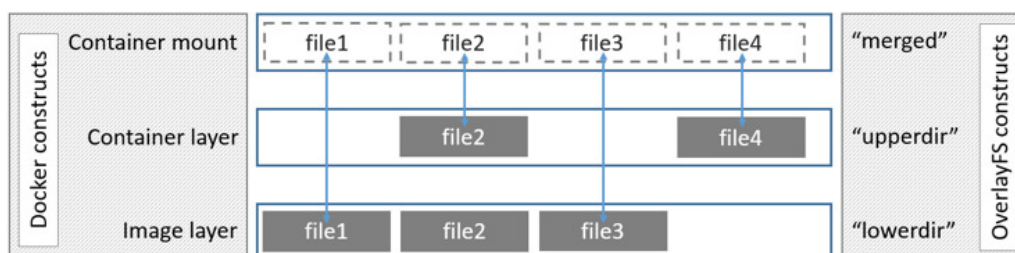


Image Layers Example

- Pulling out the image from the registry

```
$ sudo docker pull ubuntu

Using default tag: latest
latest: Pulling from library/ubuntu

5ba4f30e5bea: Pull complete
9d7d19c9dc56: Pull complete
ac6ad7efd0f9: Pull complete
e7491a747824: Pull complete
a3ed95caeb02: Pull complete
Digest: sha256:46fb5d001b88ad904c5c732b086b596b92cfb4a4840a3abd0e35dbb6870585e4
Status: Downloaded newer image for ubuntu:latest
```

- Each image layer has its own directory under `/var/lib/docker/overlay/`.
- This is where the contents of each image layer are stored.

- Directories on the file system

```
$ ls -l /var/lib/docker/overlay/

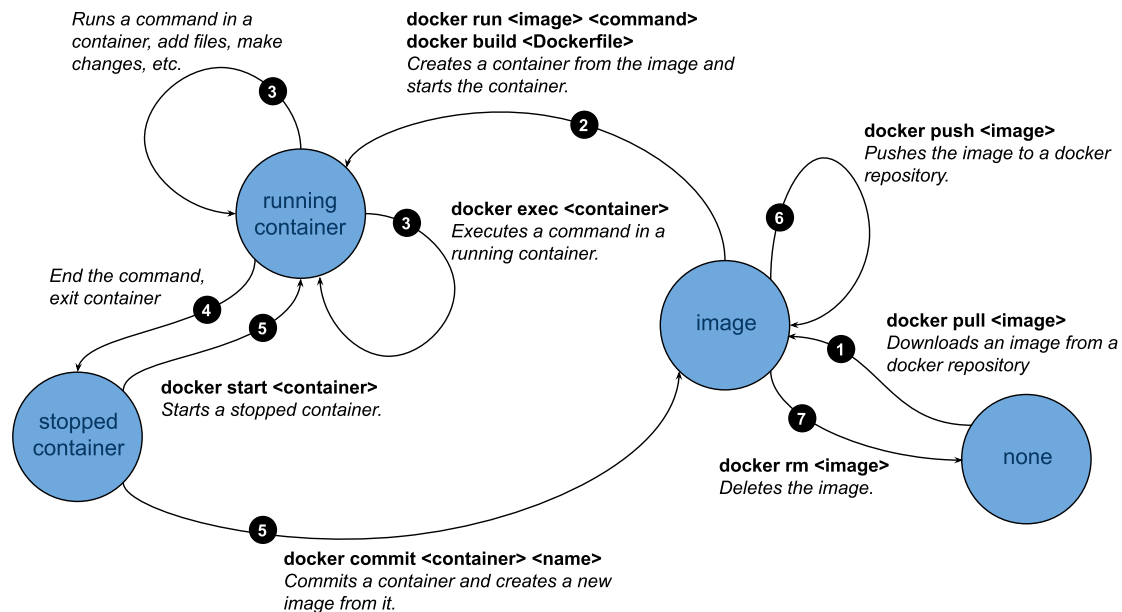
total 20
drwx----- 3 root root 4096 Jun 20 16:11 38f3ed2eac129654acef11c32670b534670c3a06e483f6
drwx----- 3 root root 4096 Jun 20 16:11 55f1e14c361b90570df46371b20ce6d480c434981cbda!
drwx----- 3 root root 4096 Jun 20 16:11 824c8a961a4f5e8fe4f4243dab57c5be798e7fd195f6d!
drwx----- 3 root root 4096 Jun 20 16:11 ad0fe55125ebf599da124da175174a4b8c1878afe6907!
drwx----- 3 root root 4096 Jun 20 16:11 edab9b5e5bf73f2997524eebeac1de4cf9c8b904fa8ad!
```

- The organization of files allows for efficient use of disk space.
- There are **files unique to every layer** and **hard links to files shared with lower layers**

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Docker Container Lifecycle State Diagram



Commands (1)

docker version

list current version of docker engine and client

docker search <image>

search for an image in the registry

docker pull <image[:version]>

*download an image of a specific version from the registry
if the version is not provided, the latest version will be downloaded*

docker images

list all local images

docker run -it <image[:version]> <command>

*start the image and run the command inside the image
if the image is not found locally, it will be downloaded from the registry
option -i starts the container in interactive mode
option -t allocates a pseudo TTY*

docker ps [-as]

*list all running containers
option -a will list all containers including the stopped ones.
option -s will list the container's size.*

Commands (2)

docker rm <container>

remove the container

docker rmi <image>

remove the image

docker commit <container> <name[:version]>

create an image from the container with the name and the version

docker history <image>

display the image history

Networking and Linking

- There are 3 docker networks by default
 - **bridge** – container can access host's network (default)
 - Docker creates subnet **172.17.0.0/16** and gateway to the network
 - When a container is started, it is automatically added to this network
 - All containers in this network can communicate with each other
 - **host** – all host's network interfaces will be available in the container.
 - **none** – container will be placed on its own network and no network interfaces will be configured.
- Custom Network configuration
 - You can create a new network and add containers to it
 - Containers in the new network can communicate with each other but the network will be isolated from the host network
- Linking containers (legacy)

```
$ docker run -d --name redmine-db postgres
$ docker run -it --link redmine-db:db postgres /bin/bash
root@c4b12143ebe8:/# psql -h db -U postgres
psql (9.6.1)
Type "help" for help.
postgres=# SELECT inet_server_addr();
postgres=# SELECT * FROM pg_stat_activity \x\g\x
```

Networking Commands

docker network ls

lists all available networks

docker network inspect <network-id>

Returns the details of specific network

docker network create --driver bridge isolated_nw

creates a new isolated network

docker run -it --network=isolated_nw ubuntu bin/bash

starts the container ubuntu and attaches it to the isolated network

Data Volumes

- Data Volume
 - A directory that bypass the union file system
 - Data volumes can be shared and reused among containers
 - Data volume persists even if the container is deleted
 - It is possible to mount a shared storage volume as a data volume by using a volume plugin to mount e.g. NFS
- Adding a data volume

docker run -d -v /webapp training/webapp python app.py
will create a new volume with name **webapp**,
the location of the volume can be determined by using **docker inspect**.
- Mount a host directory as a data volume

docker run -d -v /src/webapp:/webapp training/webapp python app.py
if the path exists in the container, it will be overlayed (not removed),
if the host directory does not exist, the docker engine creates it.
- Data volume container
 - Persistent data to be shared among two or more containers

docker create -v /dbdata --name dbstore training/postgres /bin/true
docker run -d --volumes-from dbstore --name db1 training/postgres
docker run -d --volumes-from dbstore --name db2 training/postgres

Dockerfile

- Dockerfile is a script that creates a new image

```
# This is a comment
FROM oraclelinux:7
MAINTAINER Tomas Vitvar <tomas@vitvar.com>
RUN yum install -q -y httpd
EXPOSE 80
CMD httpd -X
```

- A line in the Dockerfile will create an intermediary layer

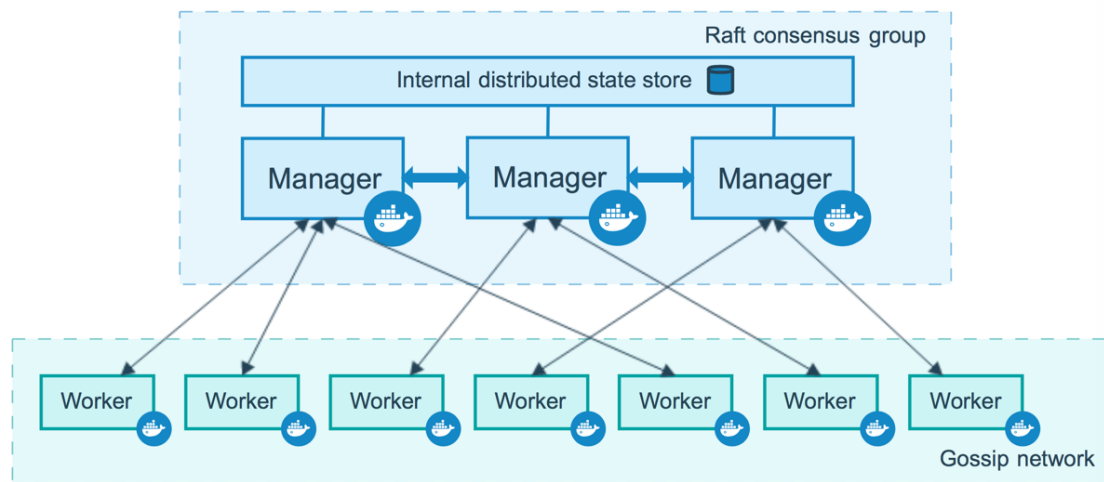
```
$ docker build -t tomvit/httpd:v1 .
Sending build context to Docker daemon 2.048 kB
Step 1 : FROM oraclelinux:7
--> 4c357c6e421e
Step 2 : MAINTAINER Tomas Vitvar <tomas@vitvar.com>
--> Running in 35feebb2ffab
--> 95b35d5d793e
Removing intermediate container 35feebb2ffab
Step 3 : RUN yum install -q -y httpd
--> Running in 3b9aee3c3ef1
--> 888c4914laf9
Removing intermediate container 3b9aee3c3ef1
Step 4 : EXPOSE 80
--> Running in 03e1ef9bf875
--> c28545e3580c
Removing intermediate container 03e1ef9bf875
Step 5 : CMD httpd -X
--> Running in 3c1c0273a1ef
```

If processing fails at some step, all preceeding steps will be loaded from the cache on the next run.

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Swarm

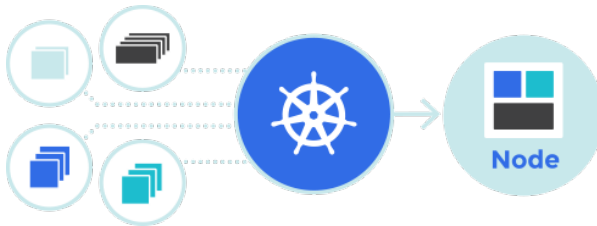


Overview

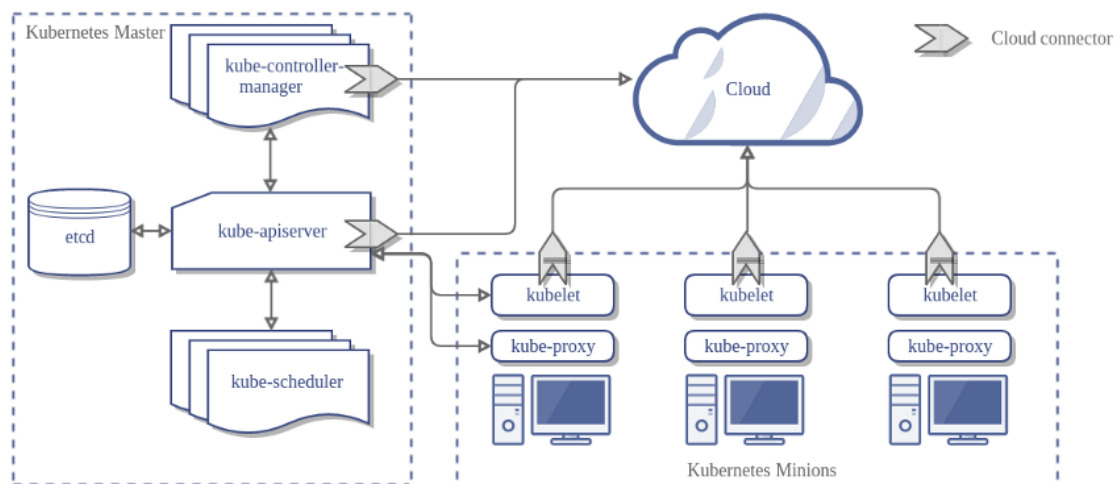
- Microservices Architecture
- Docker
- **Kubernetes**

Overview

- In your architecture...
 - Containers are atomic pieces of application architecture
 - Containers can be linked (e.g. web server, DB)
 - Containers access shared resources (e.g. disk volumes)
- Kubernetes
 - Automation of deployments, scaling, management of containerized applications across number of nodes
 - Based on Borg, a parent project from Google



System Architecture



Major Terms

- Node
 - *a worker machine in Kubernetes, previously known as a minion (a VM or physical machine). It uses **kubelet** and **kube-proxy** to communicate with the master and other nodes/services.*
- Master
 - *A node that manages the cluster of nodes.*
- Pod
 - *The basic building block of Kubernetes, one or more dependant containers.*
- Service
 - *A set of pods with rules allowing pods to talk to each other, such as:*
 - **NodePort** *exposes the pod under a cluster IP.*
 - **LoadBalancer** *exposes the pod for load balancing by external load balancer*
- Controllers
 - *Worker units to ensure a desired state, such as:*
 - **ReplicaSet** *ensures that a specified number of pod replicas are running.*
 - **Deployment** *manages ReplicaSets, provides declarative updates to pods.*
 - **StatefulSet** *manages deployment and scaling of a set of Pods.*
 - **DaemonSet** *ensures that all (or some) Nodes run a copy of a Pod.*

Features

- Automatic binpacking
 - *Automatically places containers onto nodes based on their resource requirements and other constraints.*
- Horizontal scaling
 - *Scales your application up and down with a simple command, with a UI, or automatically based on CPU usage.*
- Automated rollouts and rollbacks
 - *Progressive rollout out of changes to application/configuration, monitoring application health and rollback when something goes wrong.*
- Storage orchestration
 - *Automatically mounts the storage system (local or in the cloud)*
- Self-healing
 - *Restarts containers that fail, replaces and reschedules containers when nodes die, kills containers that don't respond to user-defined health checks.*
- Service discovery and load balancing
 - *Gives containers their own IP addresses and a single DNS name for a set of containers, and can load-balance across them.*

Demo

- Environment Setup

`minikube` – a local virtual machine (running a master and a single node)

`kubectl` – CLI to access Kubernetes cluster

- Steps

1. create `hello-node` app in `node.js` and test it [see [server.js](#)]

`node server.js`

2. create docker image for the app [see [Dockerfile](#)]

`docker build -t hello-node:v1 .`

3. deploy the app to Kubernetes by using `kubectl`

`kubectl run hello-node --image=hello-node:v1 --port=8080`

4. Expose the app as a load balancer service.

`kubectl expose deployment hello-node --type=LoadBalancer`

5. Explore the app in minikube dashboard.

`minikube dashboard`

6. Fire requests at the service and count them [see [test.sh](#)]

`./test.sh.`

7. Change the number of replicas by using the dashboard or `kubectl`.