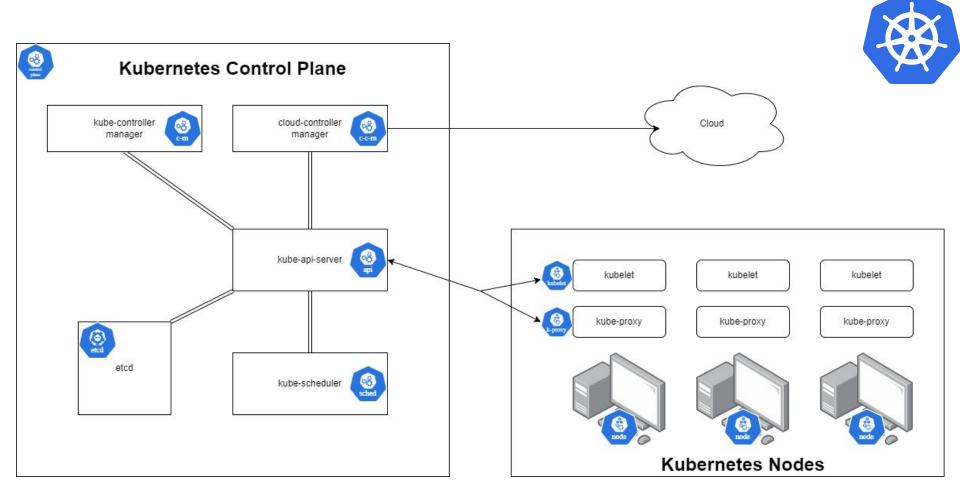


# Kubernetes Architecture





### **Kubernetes API Server**

- Exposes the Kubernetes API.
- All communication in the cluster utilizes this API.
- It accepts commands to view or change the state of the cluster.





### etcd

- Highly available key-value store.
- Contains all the cluster data.
- Source of truth for the state in a Kubernetes cluster.
- It stores the deployment configuration of application, when any application is deployed.





### Kubernetes scheduler

- Assigns newly created Pods to nodes.
- Determines where workloads should run.





# Kubernetes controller manager

- Runs all the controller processes.
  - Controllers monitor the cluster state.
  - Controllers ensure the actual state matches the desired state.





# Cloud controller manager

- Runs controllers that interact with underlying cloud providers.
- Links clusters into a cloud provider's API.





### **Nodes**

- The worker machines in Kubernetes.
- It can be virtual or physical machine.
- It is managed by the control plane.
- It contains the services necessary to run applications.





### Kubelet

- Communicates with the API server.
- Ensure that Pods and their associated containers are running.
- Reports to the control plane on health and status.





### **Container runtime**

- Downloads images and runs containers.
- Kubernetes implements an interface so that this component is pluggable.
- Docker is well-known runtime.



### **Controllers**

- Monitor the state of a cluster.
- Take action to ensure the actual state matches the desired state.
- Communicate with the API server to initiate these actions.
- Track Kubernetes objects and ensure that the desired state is achieved.



### **Kubernetes Objects**

- Persistent entities in Kubernetes.
- Define the desired state for your workload.
- Use the Kubernetes API to work with them -
  - kubectl CLI
  - Client libraries
- Consist of two parts: spec and status





# Namespaces and names

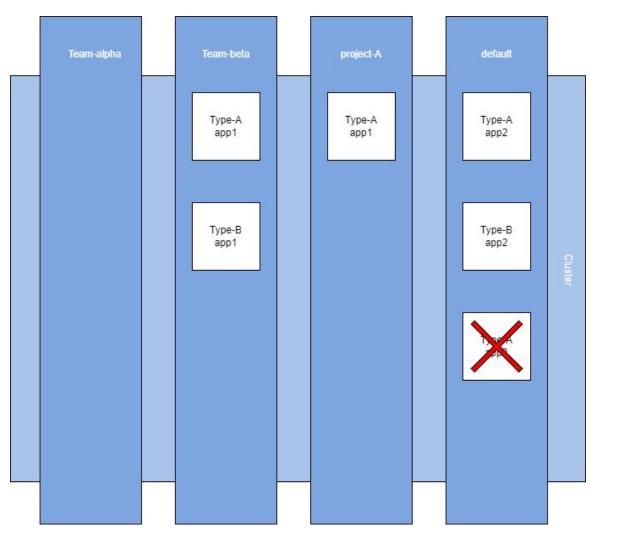
#### **Namespaces**

- Virtualization of a physical cluster With namespaces, you can make one cluster appear to be several distinct clusters.
- Segregate cluster by team, project, etc.
- Necessary with large numbers of users.

#### **Names**

- Each object has a name.
- Names are unique for a resource type within a namespace.







### Labels and selectors

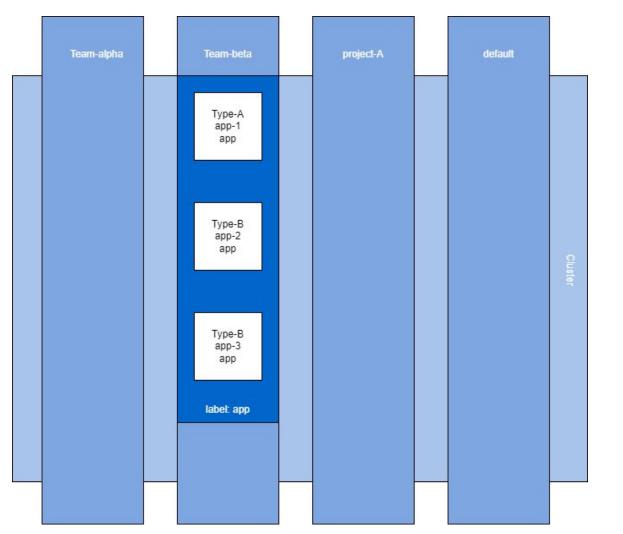
#### Labels

- Key/value pairs attached to objects.
- Intended for identification of objects.
- Not unique.
- Organize and group objects.

#### **Selectors**

Identify and group a set of objects.







### **Pod**

- Simplest unit in Kubernetes.
- Represents processes running in your cluster.
- Encapsulates a container (or sometimes multiple).
- Replicating a Pod serves to scale an application horizontally.





# ReplicaSet

- Maintains a set of identical Pods.
- Definition consists of:
  - Number of replicas
  - Pod template
  - Selector to identify which Pods it can acquire.
- Generally encapsulated by a Deployment.





# **Deployment**

- Provides updates for Pods and ReplicaSets.
- Runs multiple replicas of your application.
- Suitable for stateless applications.
- Update triggers a rollout.



# Manage Kubernetes applications

- ReplicaSet
- Autoscaling
- Rolling updates
- ConfigMaps and Secrets
- Service binding





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# **Autoscaling**

- ReplicaSet works with a set number of pods.
- Horizontal Pod Autoscaler (HPA) enables scaling up and down as needed.
- Can configure based on desired state of CPU, Memory, etc.





# Rolling updates

- ReplicaSet and autoscaling are used to minimize the downtime and service interruptions.
- It is a way to roll out app changes in an automated and controlled fashion throughout your pods.
- Work with pod templates such as deployments.
- Allow for rollback if something goes wrong.





# **ConfigMaps & Secrets**

- Used to provide configuration for deployments.
- Reusable across deployments.
- Created in a couple of different ways -
  - Using string literals.
  - Using an existing properties or "Key"="value" file.
  - Providing a ConfigMap YAML descriptor file.
- Multiple ways to reference from pod/deployment -
  - Reference as an environment variable.
  - Mount as volume.

