Deploy, Monitor, React

Nabarun Chatterjee

July 8, 2016

Overview

- Why Salt
- Master Minion Mode
- Main Components
 - States
 - Grains
 - Pillars
 - Reactors
 - Beacons
 - Returners
- Salt-ssh
 - Roster
 - Autosign
- 5 Demo1 States, grains, pillars, reactors, returners, modules
- Oemo2 Salt ssh
- Conclusion



Agent vs Agentless



• Agent vs Agentless - Salt has both



3 / 14

- Agent vs Agentless Salt has both
 - Master Minion Mode

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode
- It is fast

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode
- It is fast Uses ZMQ

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode
- It is fast Uses ZMQ
- Secure

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode
- It is fast Uses ZMQ
- Secure
 - public keys for authentication with the master daemon

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode
- It is fast Uses ZMQ
- Secure
 - public keys for authentication with the master daemon
 - AES encryption for payload communication

- Agent vs Agentless Salt has both
 - Master Minion Mode
 - Salt ssh mode
- It is fast Uses ZMQ
- Secure
 - public keys for authentication with the master daemon
 - AES encryption for payload communication
- Open Source



States



- States
 - Express the state of a host using small, easy to read, easy to understand configuration files

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions
- Reactors

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions
- Reactors
 - Trigger actions in response to an event

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions
- Reactors
 - Trigger actions in response to an event
- Beacons

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions
- Reactors
 - Trigger actions in response to an event
- Beacons
 - Monitor non-Salt processes

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions
- Reactors
 - Trigger actions in response to an event
- Beacons
 - Monitor non-Salt processes
- Returners

- States
 - Express the state of a host using small, easy to read, easy to understand configuration files
- Grains
 - Unit information that helps in targeting minions
- Pillars
 - Pillars are tree-like structures of data defined on the Salt Master and passed through to minions
- Reactors
 - Trigger actions in response to an event
- Beacons
 - Monitor non-Salt processes
- Returners
 - Return Values of commands

States

6 / 14

Grains

Pillars



8 / 14

Reactors



Beacons



10 / 14

Nabarun Chatterjee

Returners



Nabarun Chatterjee

Roster

12 / 14

Autosign

Thanks for being patient. Questions