

Writing Policies for Kubewarden

Agenda

- 1. Who am !?
- 2. What is Kubewarden?
- 3. Policies
 - Writing our first policy.
 - Deploying it to a cluster.
- 4. Next Steps



Who am I?



This isn't me



This is me



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I'm the Head of Community Evangelism at SUSE. I specialize in cloud-native development and cloud operations.

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What is Kubewarden?



Kubewarden

Kubewarden is a policy engine for Kubernetes.

Its mission is to simplify the adoption of policy-as-code.

Policy Developers

Write policies in your favorite language not one specific to Kubewarden.

Kubernetes Operators

Policies can be distributed using container registries use your existing infrastructure and processes.

Highlights of Kubewarden

Open source Hub of existing policies to download and use.



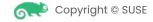
Support of multiple languages such as Rust, Rego, and Go.





Once a WASM is built you can run it anywhere.





Policies



What is a policy?

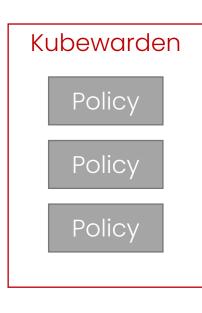
In the context of Kubewarden

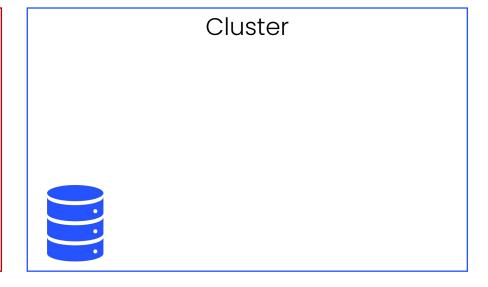
- These are small compiled binaries that do a specific task.
- Delivered as Web Assembly binaries.
- All run in Kubewarden's policy-server.



How policies work?







Accept

Reject

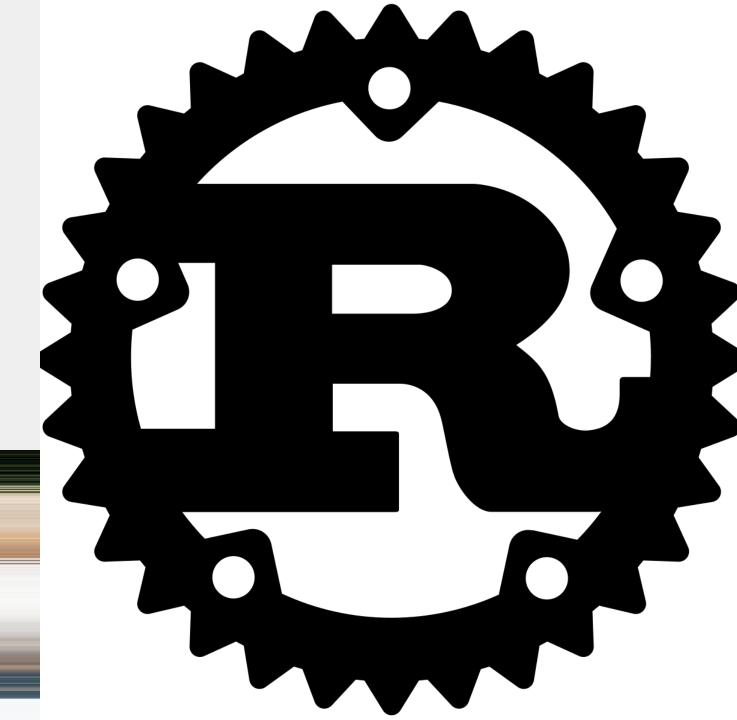
Mutate

Monitor



Writing our first Policy

For this we will be using Rust



What are we building?

Policy that limits the CPU of a container.

This is just an example! Do not use this in production!

Setup and Configuration

- VSCode
 - Rust Extension
- Install
- Verify





```
curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh
```

```
rustup -V
rustup 1.24.3 (ce5817a94 2021-05-31)
info: This is the version for the rustup toolchain manager, not the rustc compiler.
info: The currently active `rustc` version is `rustc 1.57.0 (fledd0429 2021-11-29)`
```

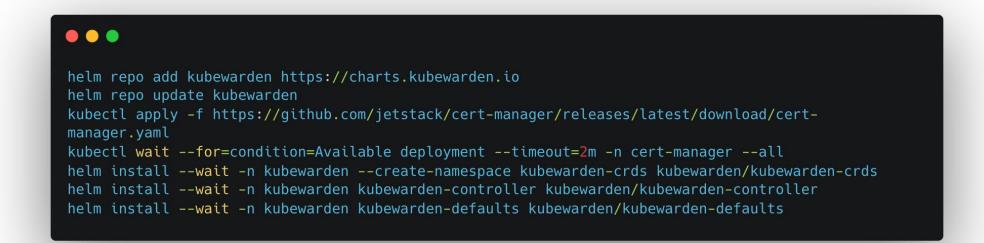
Cluster Configuration

- Rancher Desktop (or another cluster)
- Helm
- Kwctl
- Install Kubewarden



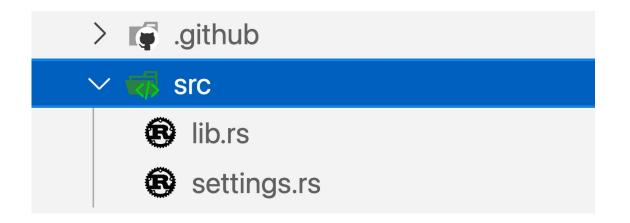








Creating a Rust Policy



```
cargo install cargo-generate
```

Updating the Settings for the Policy

```
#[test]
fn accept settings with cpu limits set() -> Result<(), ()> {
    let cpu limits = String::from("0.1");
    let settings = Settings { cpu limits };
    assert!(settings.validate().is_ok());
    0k(())
#[test]
fn reject_settings_with_no_cpu_limits_set() -> Result<(), ()> {
    let cpu_limits = String::new();
    let settings = Settings { cpu limits };
    assert!(settings.validate().is_err());
    0k(())
```

```
#[derive(Serialize, Deserialize, Default, Debug)]
#[serde(default)]
pub(crate) struct Settings {
    pub cpu_limits: String,
}
```

```
impl kubewarden::settings::Validatable for Settings {
   fn validate(&self) -> Result<(), String> {
      info!(LOG_DRAIN, "starting settings validation");
      if self.cpu_limits.is_empty() {
            Err(String::from("No CPU limits is set."))
      } else {
            Ok(())
      }
   }
}
```



Updating the Policy

```
#[derive(Debug, PartialEq)]
enum PolicyResponse {
    Accept,
    Reject(String),
}
```

```
fn validate_pod(pod: apicore::Pod, settings: settings::Settings) -> Result<PolicyResponse> {
    let pod_spec = pod.spec.ok_or_else(|| anyhow!("invalid pod spec"))?;

    let all_containers = pod_spec.containers.into_iter().all(|container| {
        container_at_or_under_limit(container, settings.cpu_limits.clone())
    });

    if all_containers {
        Ok(PolicyResponse::Accept)
    } else {
        Ok(PolicyResponse::Reject("Rejected".to_string()))
    }
}
```



Updating the Policy cont.

```
match validate_pod(pod, validation_request.settings)? {
   PolicyResponse::Accept => kubewarden::accept_request(),
   PolicyResponse::Reject(message) => kubewarden::reject_request(Some(message), None, None,
}one),
```

Updating the Policy cont.

```
• • •
fn container_at_or_under_limit(container: apicore::Container, settings_cpu_limit: String) -> bool
    let limits = container
        .resources
        .unwrap_or_default()
        .limits
        .unwrap_or_default();
    let container_cpu_limit = limits.get("cpu").unwrap().0.clone();
    info!(LOG_DRAIN, "{}", container_cpu_limit.clone());
    info!(LOG_DRAIN, "{}", settings_cpu_limit.clone());
    if container_cpu_limit == settings_cpu_limit {
        return true;
    return false;
```

Policy Testing

```
use std::collections::BTreeMap;
use k8s_openapi::apimachinery::pkg::api::resource::Quantity as apimachinery_quantity;
#[test]
fn pods_at_limit_set() -> Result<()> {
 let cpu_limits = String::from("1.5");
  let mut _limits: BTreeMap<String, apimachinery_quantity> = BTreeMap::new();
  _limits.insert(String::from("cpu"), apimachinery_quantity { 0: String::from("1.5") });
  assert_eq!(
     validate_pod(
          apicore::Pod {
              spec: Some({
                  apicore::PodSpec {
                          apicore::Container {
                             resources: Some({
                                  apicore::ResourceRequirements {
                                     limits: Some(_limits),
                                     ..apicore::ResourceRequirements::default()
                             ..apicore::Container::default()
                      ..apicore::PodSpec::default()
             }),
              ..apicore::Pod::default()
      PolicyResponse::Accept
 0k(())
```

Building the Policy

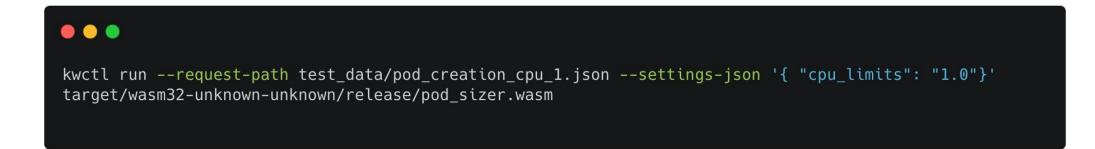






Annotating the Policy





Deploying

```
apiVersion: policies.kubewarden.io/vlalpha2
kind: ClusterAdmissionPolicy
metadata:
    name: pod-sizer
spec:
    module: registry://ghcr.io/robertsirc/rust-wasm-labs/pod_sizer:v0.0.1
    rules:
    - apiGroups: [""]
        apiVersions: ["v1"]
        resources: ["pods"]
        operations:
        - CREATE

mutating: false
    settings:
        cpu_limits: "1.0"
```

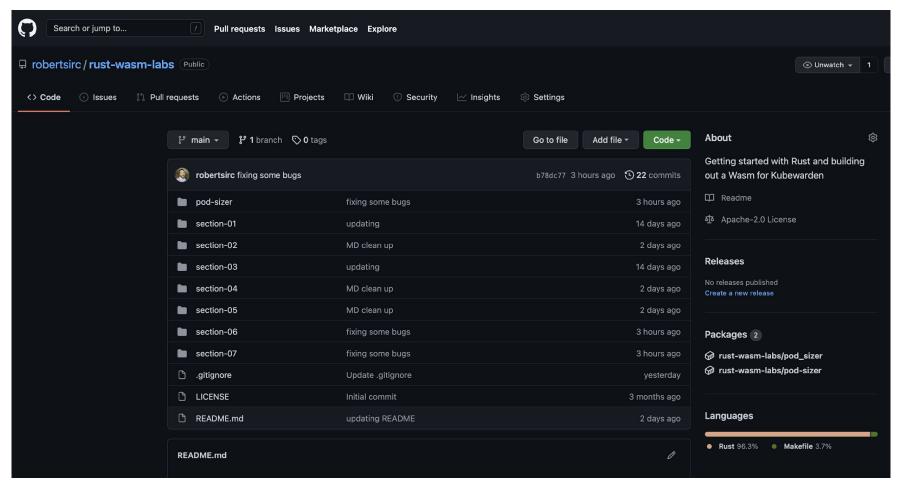
```
$ kubectl apply -f pod-sizer.yml
$ clusteradmissionpolicy.policies.kubewarden.io/pod-sizer created
```

Testing on a Cluster

```
kubectl apply -f test_data/pod_1.yml
kubectl apply -f test_data/pod_2.yml
```

Next Steps

Try this yourself



https://github.com/robertsirc/rust-wasm-labs



Questions?

If not, you can ask after the session

Additional Resources

- Kubewarden
- Docs
- Rust
- Rancher Desktop
- Slack



Thankyou

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