



Building and Deploying Mediasalsa

A Drupal Digital Asset Management system as a Service

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DrupalCon Prague
September 26, 2013

① Culture

Our company

The teams

② Automation

Puppet

Jenkins

③ Measurement

④ Sharing

MediaMosa



- MediaMosa is a Digital Asset Managment system
- Based on Drupal
- Webservice oriented
- Build to store assets
- Transcode and stream videos

MediaSalsa



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MediaMosa as a Service

MediaSalsa infrastructure (Simplified)

- Backend: Core service (MediaMosa)
 - Frontends: Optional
 - ⇒ 1 pipeline/project
 - Web servers
 - Database server
 - Transcoding servers
- } for each environment

Culture

Automation
Measurement
Sharing

Inuits

- Inuits is an Open-Source company

Inuits

- Inuits is an Open-Source company
⇒ We contribute back

Inuits

- Inuits is an **Open-Source** company
 - ⇒ We contribute back
- \pm 40 people in 3 countries
- One language: English

Inuits

What do we do?

- Consulting **vs** Internal projects

Inuits

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- Consulting **vs** Internal projects
- Ideal world **vs** budget and reality

Inuits

What do we do?

- Consulting **vs** Internal projects
 - Ideal world **vs** budget and reality
- ⇒ pragmatic approach

Distributed team

Communication = hell

Distributed team

Communication = hell

How to fix it?

- Daily virtual stand-up over XMPP
- Redmine project management
 - Tasks
 - Repositories
 - Documentation (wiki)
- Internal mailing lists
- Jenkins notifications by mail and XMPP



Dev and ops

Dev

- Develop new features
- Write tests

Ops

- Infrastructure (puppet)
- CD and CI (jenkins)

Ops teach dev to think about **monitoring** and **distributed service**

Culture Automation Measurement Sharing

Puppet

Puppet automates all the things

⇒ mcollective orchestrates all the things



CD

Continuous Delivery **vs** Continuous Deployment

- Puppet code \Rightarrow Deployment
 - Same puppet code for each environment
 - User-triggered deployments
 - Feature flags in Puppet code per environment
- Application code \Rightarrow Delivery

Tests

Dev use tests a lot

- ... They don't work
- ... It works on my machine
- ... Wrong platform
- ... Wrong PHP version
- ⇒ Fixed now, thanks to Jenkins!

Environments

- Development
- UAT
- Prod
 - .ac
 - .com
 - dedicated

} \neq versions

SCM

Code is under revision control (git)

Pipelines

- A collection of jobs
- Run one after another
- Start on checkout, end on deployment

Jenkins pipelines

- Puppetized
- Puppet code
- Application code (backend and frontends)
- One pipeline/project/customer
- Run tests, package code, ...

Pipelines steps

- Checkout
- Syntax
- Style
- Package
- Deploy to dev environment
- Tests in dev environment

Promotion

- At the end of the pipeline
- Send a simple email
 - A link to the promotion page
 - The changelog
- Promotion page contains one button per environment
- Must promote to UAT before Production

Tools used with jenkins

- Pulp to manage RPM repositories
- Mcollective to update packages, run drush

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Logstash

Collect all the logs

- Drupal logs
- Apache logs
- Deployment logs
- System logs

Monitor everything

- "Basics"
- + vhosts
- + databases
- + cronjobs

Graphite + gdash

- Collectd + custom script
- Monitor platform usage
- FFmpeg usage
- Number of acccouts (backend ID's)

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Sharing

We have just **shared** our experience...

Any question?

What did you think?

Locate this session at the DrupalCon Prague website:
<http://prague2013.drupal.org/schedule>

Click the "take the survey" link.

Thank you!

