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Assignment No 8

Aim: Setup Single Node Kubernetes Cluster with Minikube and Deploy an web app on Kubernetes cluster.

Theory:

➤ What is Kubernetes?

Kubernetes is a portable, extensible, open-source platform for managing containerized workloads and services, that facilitates both declarative configuration and automation. It has a large, rapidly growing ecosystem. Kubernetesservices, support, and tools are widely available.

The name Kubernetes originates from Greek, meaning helmsman or pilot. Google open-sourced the Kubernetes project in 2014. Kubernetes combines <u>over 15 years of Google's experience</u> running production workloads at scale with best-of-breedideas and practices from the community

➤ Why you need Kubernetes and what it can do

Containers are a good way to bundle and run your applications. In a production environment, you need to manage the containers that run the applications and ensure that there is no downtime. For example, if a container goes down, another container needs to start. Wouldn't be easier if this behavior was handled by a system?

That's how Kubernetes comes to the rescue! Kubernetes provides you with a framework to run distributed systems resiliently. It takes care of scaling and failover for your application, provides deployment patterns, and more. For example, Kubernetes can easily manage a canary deployment for your system.

Kubernetes provides you with:

- Service discovery and load balancing
- Storage orchestration
- Automated rollouts and rollbacks
- Automatic bin packing
- Self-healing
- Secret and configuration management

Kubernetes Components

When you deploy Kubernetes, you get a cluster.

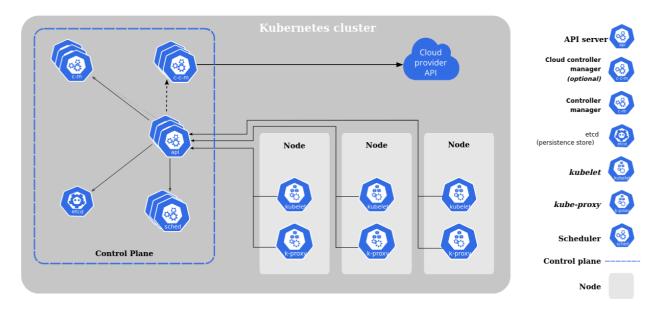
A Kubernetes cluster consists of a set of worker machines, called <u>nodes</u>, that run containerized applications. Every cluster has at least one worker node.

The worker node(s) host the \underline{Pods} that are the components of the application workload. The $\underline{control\ plane}$ manages the worker nodes and the Pods in the cluster. In production

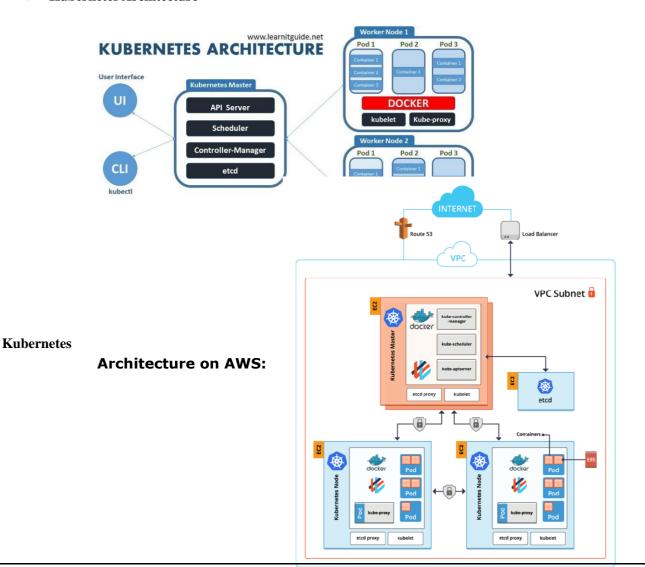
environments, the control plane usually runs across multiple computers and a cluster usually runs multiple nodes, providing fault-tolerance and high availability.

This document outlines the various components you need to have a complete and working Kubernetes cluster.

Here's the diagram of a Kubernetes cluster with all the components tied together.



Kubernetes Architecture



Control Plane Components

The control plane's components make global decisions about the cluster (for example, scheduling), as well as detecting and responding to cluster events (for example, starting up a new <u>pod</u> when a deployment's replicas f ield is unsatisfied).

Control plane components can be run on any machine in the cluster. However, for simplicity, set up scripts typically start all control plane components on the same machine, and do not run user containers on this machine. See <u>Building High-Availability Clusters</u> for an example multi- master-VM setup.

1. kube-apiserver

The API server is a component of the Kubernetes <u>control plane</u> that exposes the Kubernetes API. The API server is the front end for the Kubernetes control plane.

The main implementation of a Kubernetes API server is <u>kube-apiserver</u>. kube-apiserver is designed to scale horizontally—that is, it scales by deploying more instances. You can run several instances of kube-apiserver and balance traffic between those instances.

2. etcd

Consistent and highly-available key value store used as Kubernetes' backing store for all cluster data.

If your Kubernetes cluster uses etcd as its backing store, make sure you have a back up plan for those data.

You can f ind in-depth information about etcd in the official <u>documentation</u>.

3. kube-scheduler

Control plane component that watches for newly created <u>Pods</u> with no assigned <u>node</u>, and selects a node for them to run on

Factors taken into account for scheduling decisions include: individual and collective resource requirements, hardware/software/policy constraints, affinity and anti-affinity specifications, data locality, inter-workload interference, and deadlines.

4. kube-controller-manager

Control Plane component that runs <u>controller</u> processes.

Logically, each <u>controller</u> is a separate process, but to reduce complexity, they are all compiled into a single binary and run in a single process.

These controllers include:

- Node controller: Responsible for noticing and responding when nodes go down.
- Replication controller: Responsible for maintaining the correct number of pods for every replication controller object in the system.
- Endpoints controller: Populates the Endpoints object (that is, joins Services & Pods).
- Service Account & Token controllers: Create default accounts and API access tokens for new namespaces.

5. cloud-controller-manager

A Kubernetes <u>control plane</u> component that embeds cloud-specific control logic. The cloud controller manager lets you link your cluster into your cloud provider's API, and separates out

the components that interact with that cloud platform from components that just interact with your cluster. The cloud-controller-manager only runs controllers that are specific to your cloud provider. If you are running

The cloud-controller-manager only runs controllers that are specific to your cloud provider. If you are running Kubernetes on your own premises, or in a learning environment inside your own PC, the cluster does not have a cloud controller manager.

As with the kube-controller-manager, the cloud-controller-manager combines several logically independent control loops into a single binary that you run as a single process. You can scale horizontally (run more than one copy) to improve performance or to help tolerate failures.

The following controllers can have cloud provider dependencies:

- Node controller: For checking the cloud provider to determine if a node has been deleted in the cloud after it stops responding
- Route controller: For setting up routes in the underlying cloud infrastructure
- Service controller: For creating, updating and deleting cloud provider load balancers

> Node Components

Node components run on every node, maintaining running pods and providing the Kubernetes runtime environment.

1. kubelet

An agent that runs on each <u>node</u> in the cluster. It makes sure that <u>containers</u> are running in a <u>Pod</u>.

The kubelet takes a set of PodSpecs that are provided through various mechanisms and ensures that the containers described in those PodSpecs are running and healthy. The kubelet doesn't manage containers which were not created by Kubernetes.

2. kube-proxy

kube-proxy is a network proxy that runs on each node in your cluster, implementing part of the Kubernetes Service concept.

<u>kube-proxy</u> maintains network rules on nodes. These network rules allow network communication to your Pods from network sessions inside or outside of your cluster.

kube-proxy uses the operating systempacket filtering layer if there is one and it's available. Otherwise, kube-proxy forwards the traffic itself.

3. Container runtime

The container runtime is the software that is responsible for running containers.

Kubernetes supports several container runtimes: <u>Docker</u>, <u>containerd</u>, <u>CRI-O</u>, and any implementation of the <u>Kubernetes</u> <u>CRI (Container Runtime Interface)</u>.

> Pods

Pods are the smallest deployable units of computing that you can create and manage in Kubernetes.

A *Pod* (as in a pod of whales or pea pod) is a group of one or more <u>containers</u>, with shared storage/network resources, and a specification for how to run the containers. A Pod's contents are always co-located and co-scheduled, and run in a shared context. A Pod models an application-specific "logical host": it contains one or more application containers which are

relatively tightly coupled. In non-cloud contexts, applications executed on the same physical or virtual machine are analogous to cloud applications executed on the same logical host.

Using Pods

Usually you don't need to create Pods directly, even singleton Pods. Instead, create them using workload resources such as <u>Deployment</u> or <u>Job</u>. If your Pods need to track state, consider the <u>StatefulSet</u> resource.

Pods in a Kubernetes cluster are used in two main ways:

- Pods that run a single container. The "one-container-per-Pod" model is the most common Kubernetes use case; in this case, you can think of a Pod as a wrapper around a single container; Kubernetes manages Pods rather than managing the containers directly.
- Pods that run multiple containers that need to work together. A Pod can encapsulate an application
 composed of multiple co-located containers that are tightly coupled and need to share resources. These colocated containers form a single cohesive unit of service—for example, one container serving data stored
 in a shared volume to the public, while a separate *sidecar* container refreshes or updates those files. The
 Pod wraps these containers, storage resources, and an ephemeral network identity together as a single unit.

Service

An abstract way to expose an application running on a set of Pods as a network service.

With Kubernetes you don't need to modify your application to use an unfamiliar service discovery mechanism. Kubernetes gives Pods their own IP addresses and a single DNS name for a set of Pods, and can load-balance across them.

> Ingress

FEATURE STATE: Kubernetes v1.19 [stable]

An API object that manages external access to the services in a cluster, typically HTTP. Ingress may provide load balancing, SSL termination and name-based virtual hosting.

> Terminology

For clarity, this guide defines the following terms:

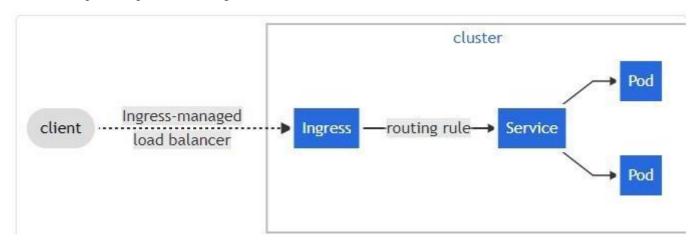
- Node: A worker machine in Kubernetes, part of a cluster.
- Cluster: A set of Nodes that run containerized applications managed by Kubernetes. For this example, and in most common Kubernetes deployments, nodes in the cluster are not part of the public internet.
- Edge router: A router that enforces the firewall policy for your cluster. This could be a gateway managed by a cloud provider or a physical piece of hardware.
- Cluster network: A set of links, logical or physical, that facilitate communication within a cluster according to the Kubernetes <u>networking model</u>.

• Service: A Kubernetes <u>Service</u> that identifies a set of Pods using <u>label</u> selectors. Unless mentioned otherwise, Services are assumed to have virtual IPs only routable within the cluster network.

▶ What is Ingress?

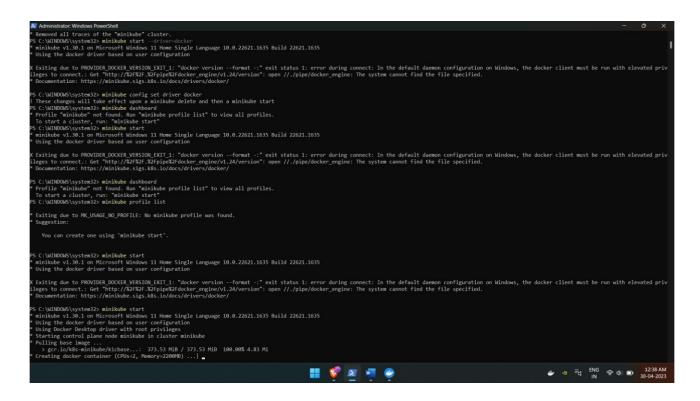
<u>Ingress</u> exposes HTTP and HTTPS routes from outside the cluster to <u>services</u> within the cluster. Traffic routing is controlled by rules defined on the Ingress resource.

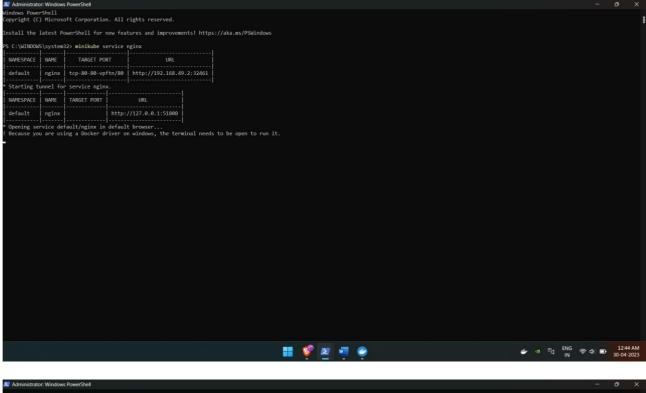
Here is a simple example where an Ingress sends all its traffic to one Service:

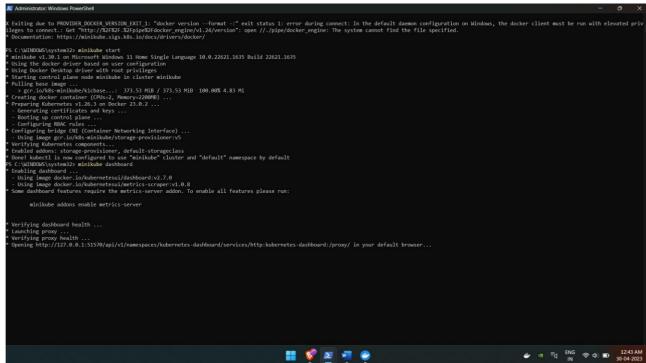


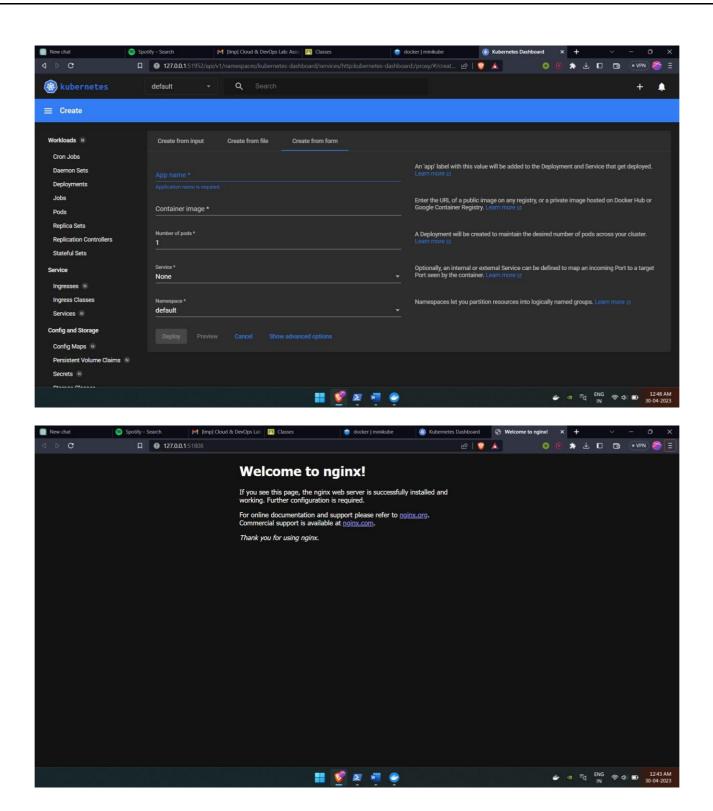
An Ingress may be configured to give Services externally-reachable URLs, load balance traffic, terminate SSL/TLS, and offer name-based virtual hosting. An <u>Ingress controller</u> is responsible for fulfilling the Ingress, usually with a load balancer, though it may also configure your edge router or additional frontends to help handle the traffic.

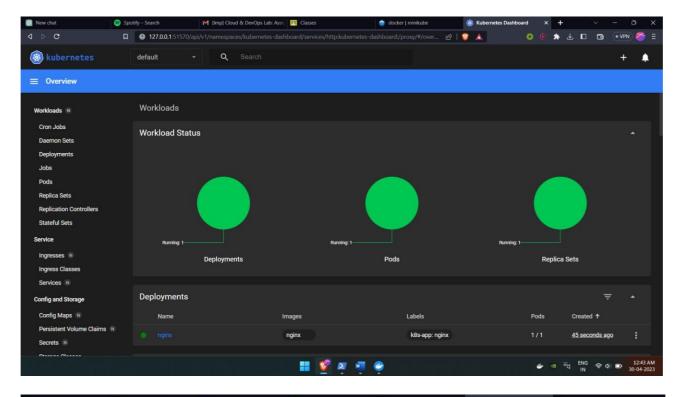
An Ingress does not expose arbitrary ports or protocols. Exposing services other than HTTP and HTTPS to the internet typically uses a service of type Service.Type=LoadBalancer.

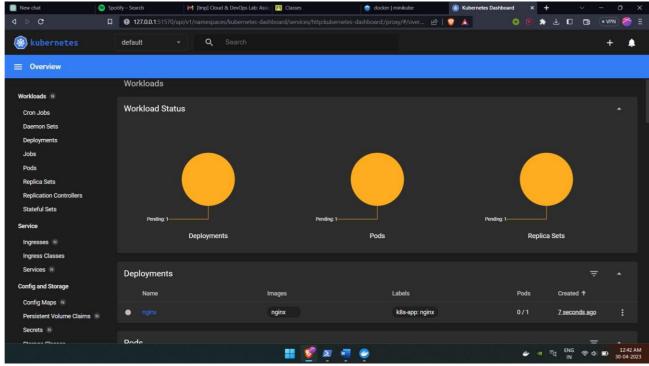


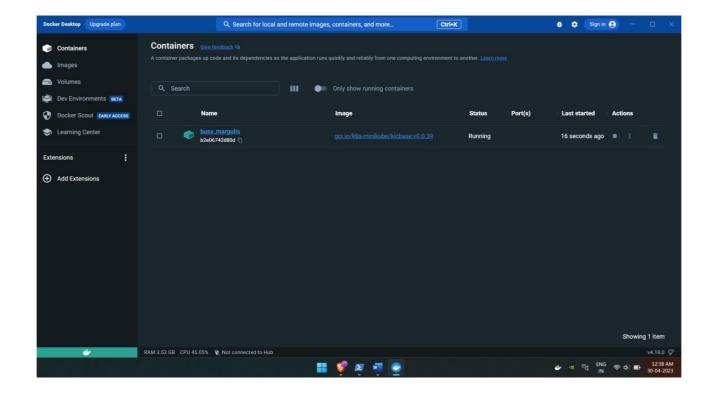












> References for further study:

- 1) https://kubernetes.io/docs/home/
- 2) you need to learn Kubernetes RIGHT NOW!! Networkchuck
- 3) techworld with Nana
- 4) Kubernetes Concepts Explained in 9 minutes! KodeKloud
- 5) Kubernetes Tutorial for Beginners | Kubernetes Tutorial | Intellipaat
- 6) Install Kubernetes | Setup Kubernetes Step by Step | Kubernetes Training | Intellipaat