

Kubernetes and networks *5

Why is this so dang hard?



What does "network model" mean?

Kubernetes clusters are made up of nodes

Machines - virtual or physical

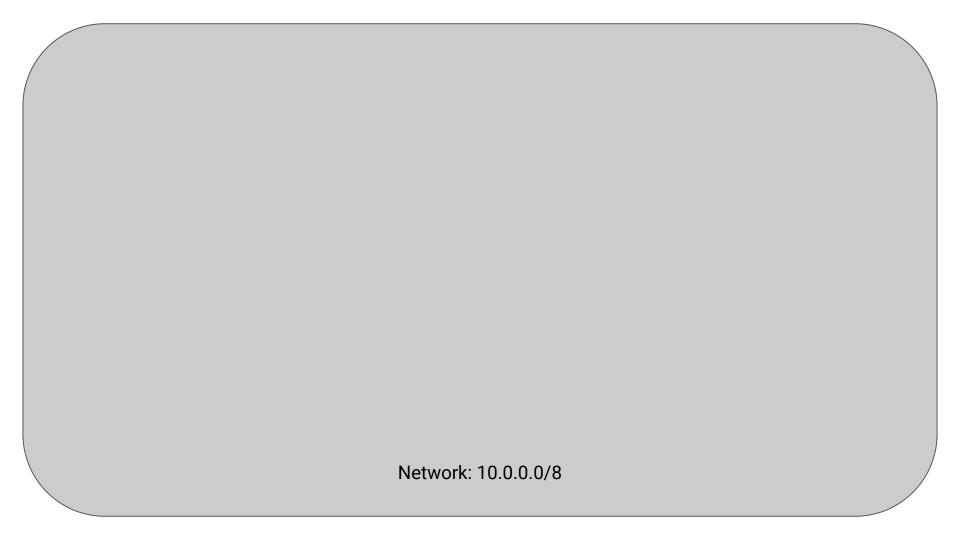
Those nodes exist on some network

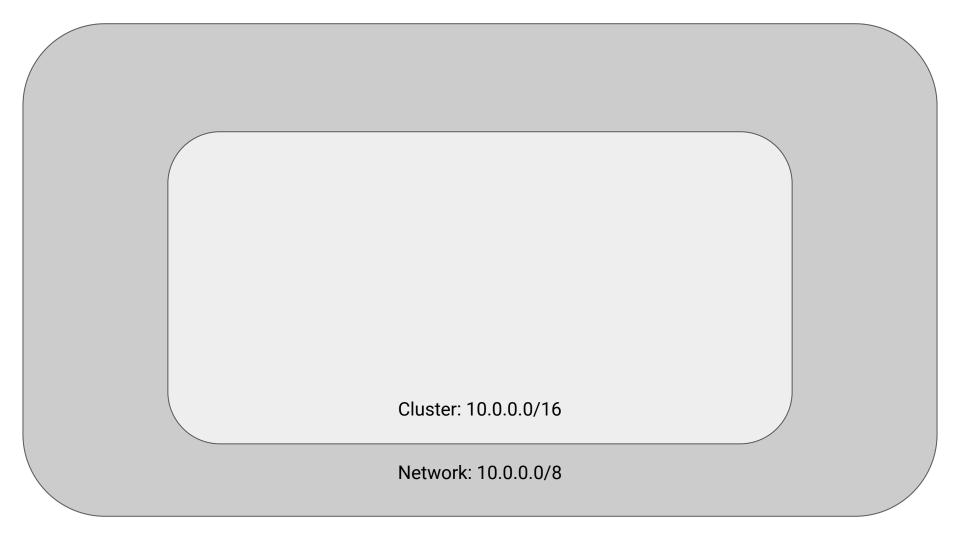
Pods run on those nodes

Pods get IP addresses

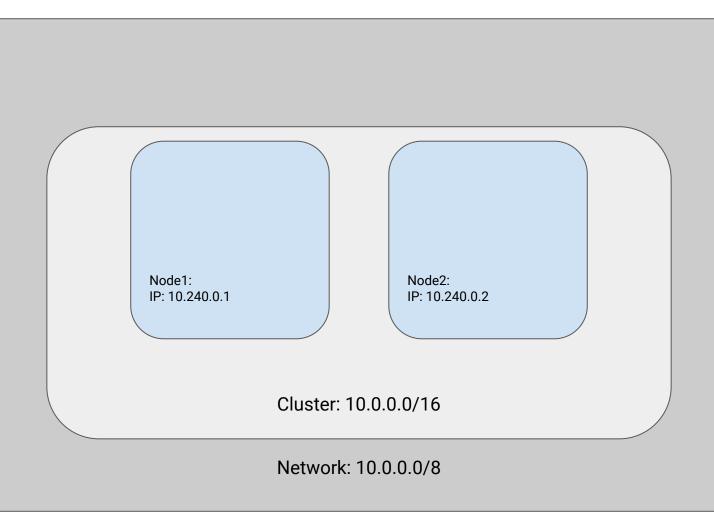
"Network model" describes how those pod IPs integrate with the larger network

Start with a "normal" cluster





NOTE: It's not *required* that a cluster be a single IP range, but it's common and makes the pictures easier



Node1:

IP: 10.240.0.1

Pod range: 10.0.1.0/24

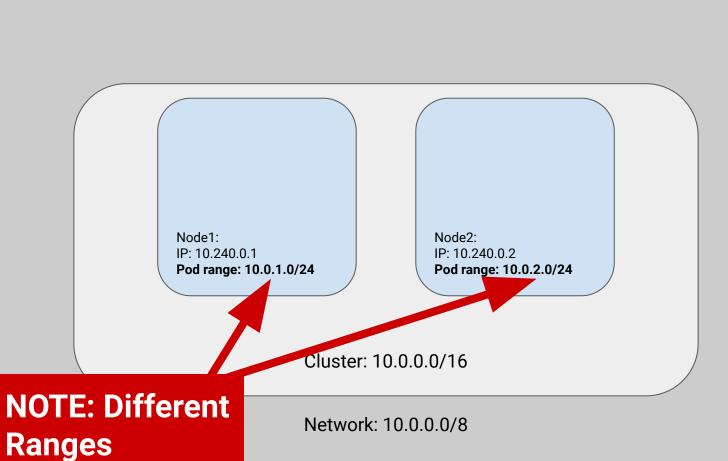
Node2:

IP: 10.240.0.2

Pod range: 10.0.2.0/24

Cluster: 10.0.0.0/16

Network: 10.0.0.0/8



NOTE: It's not *required* that nodes have a predefined IP range, but it's common and makes the pictures easier

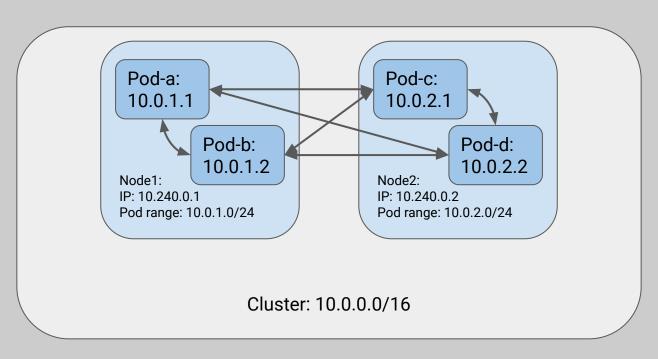
Pod-a: 10.0.1.1 Pod-b: 10.0.1.2 Node1: IP: 10.240.0.1 Pod range: 10.0.1.0/24 Pod-c: 10.0.2.1 Pod-d: 10.0.2.2 Node2: IP: 10.240.0.2 Pod range: 10.0.2.0/24

Cluster: 10.0.0.0/16

Network: 10.0.0.0/8

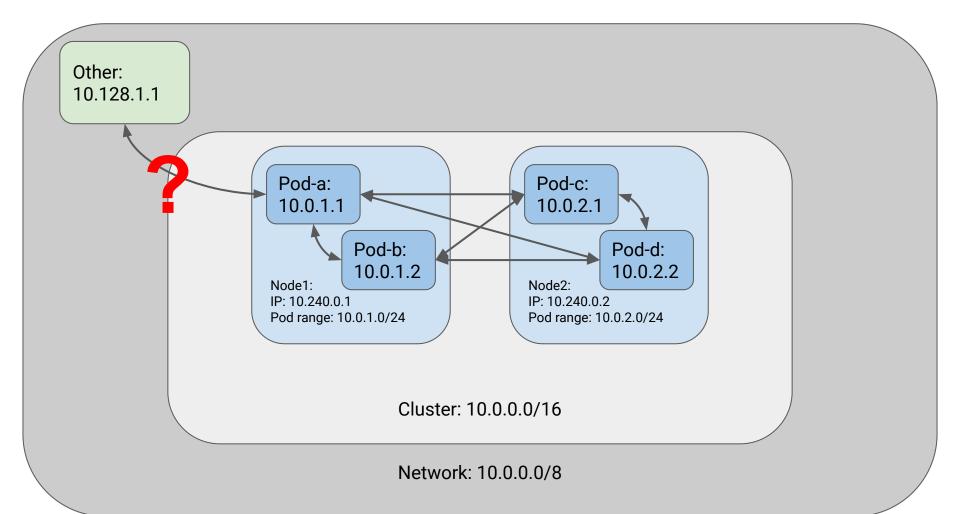
Pods get IPs from the node's IP range (again, usually but not always)

Kubernetes demands that pods can reach each other

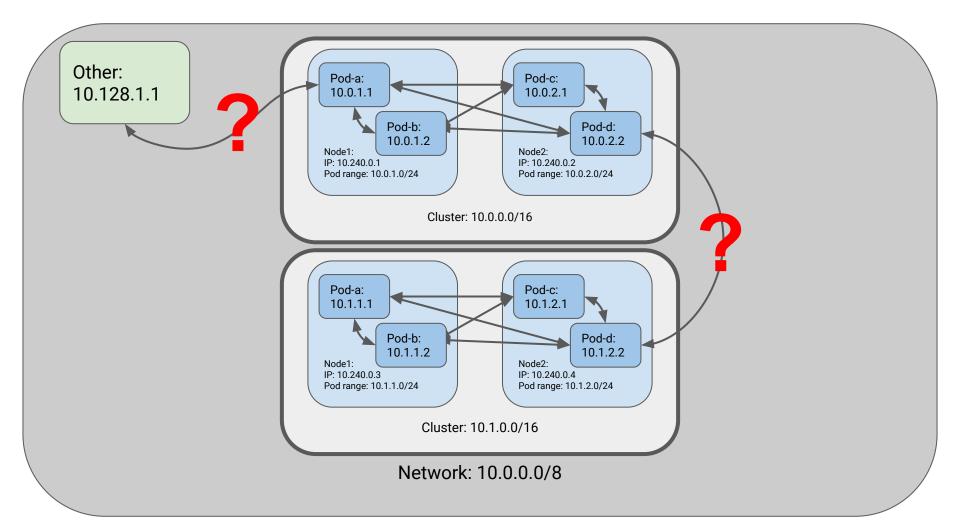


Network: 10.0.0.0/8

Kubernetes does not say anything about things outside of the cluster

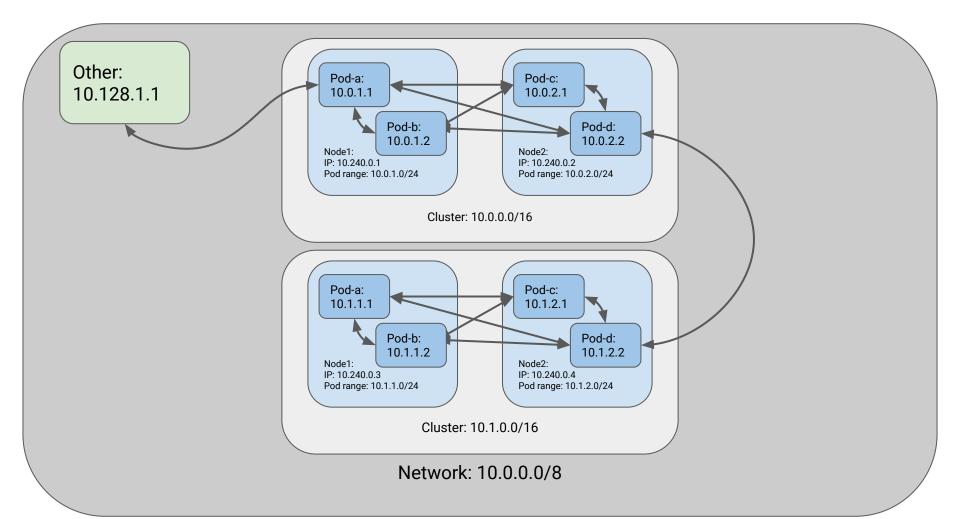


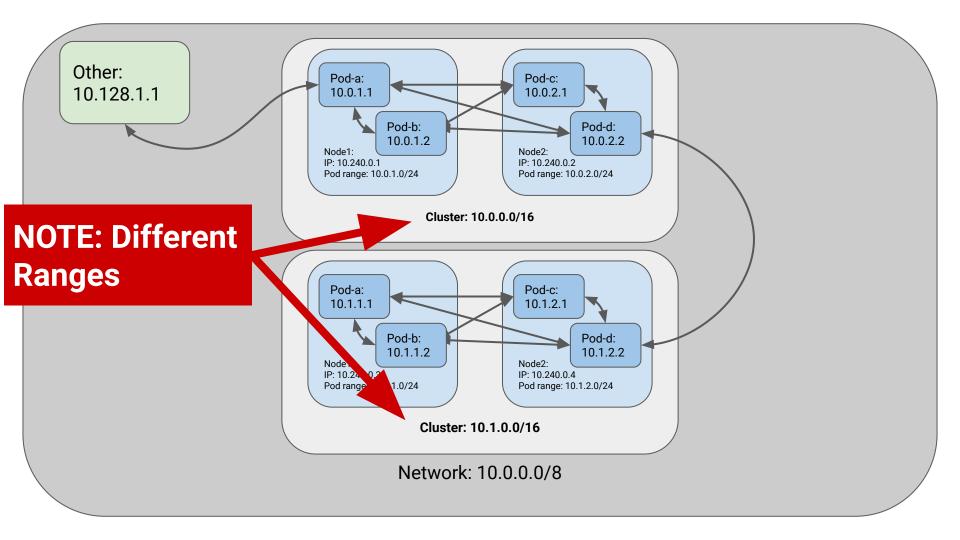
Multi-cluster makes it even more confusing



Network models (not exhaustive)

Fully-integrated (aka flat)





Each node owns an IP range from the larger network

Everyone on the network knows how to deal with that (or the network deals with it for them)

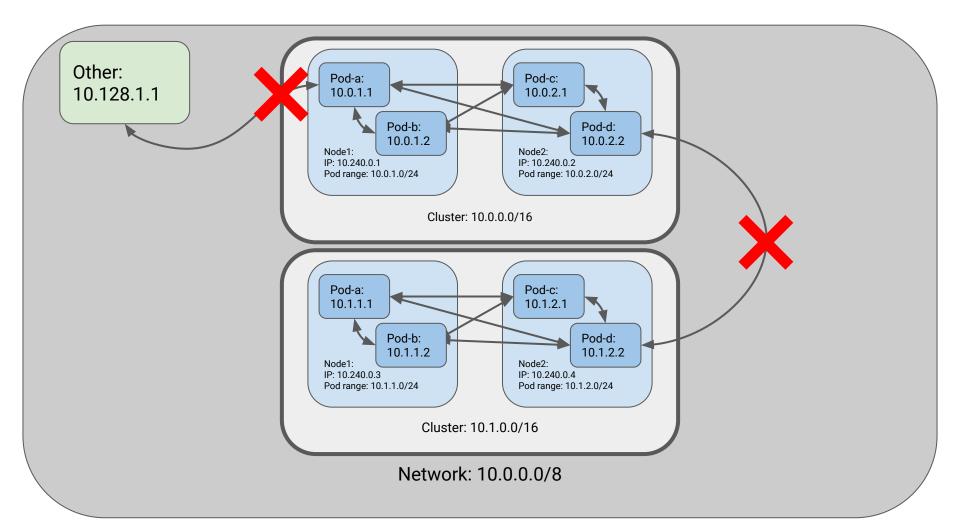
Good when:

- IP space is available
- Network is programmable / dynamic
- Need high integration / performance
- Kubernetes is a large part of your footprint

Bad when:

- IP fragmentation / scarcity
- Hard-to-configure network infrastructure
- Kubernetes is a small part of your footprint

Fully-isolated

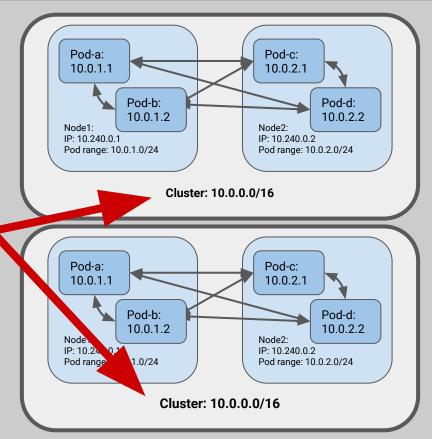


No connectivity from inside to outside or vice-versa!

In fact, you can re-use all of the IPs

Other: 10.128.1.1

NOTE: Same Range

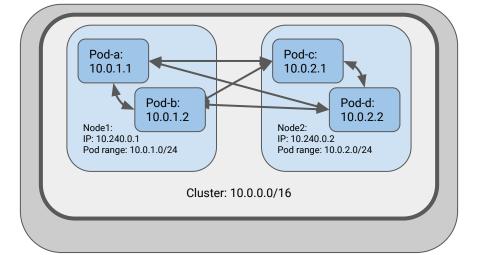


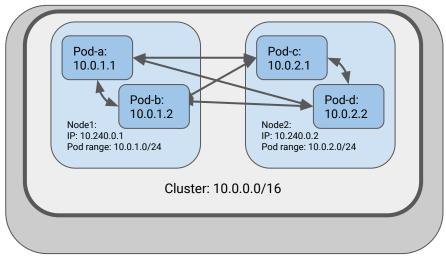
Network: 10.0.0.0/8

In fact, they are basically on different networks

Other: 10.128.1.1

Network: 10.0.0.0/8





May be easier to reason about security boundaries

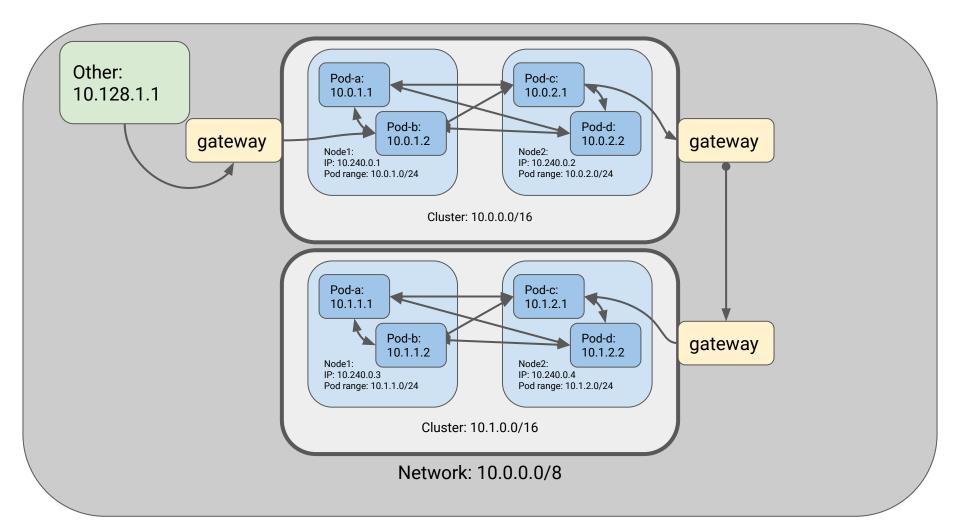
Good when:

- Don't need integration
- IP space is scarce / fragmented
- Network is not programmable / dynamic

Bad when:

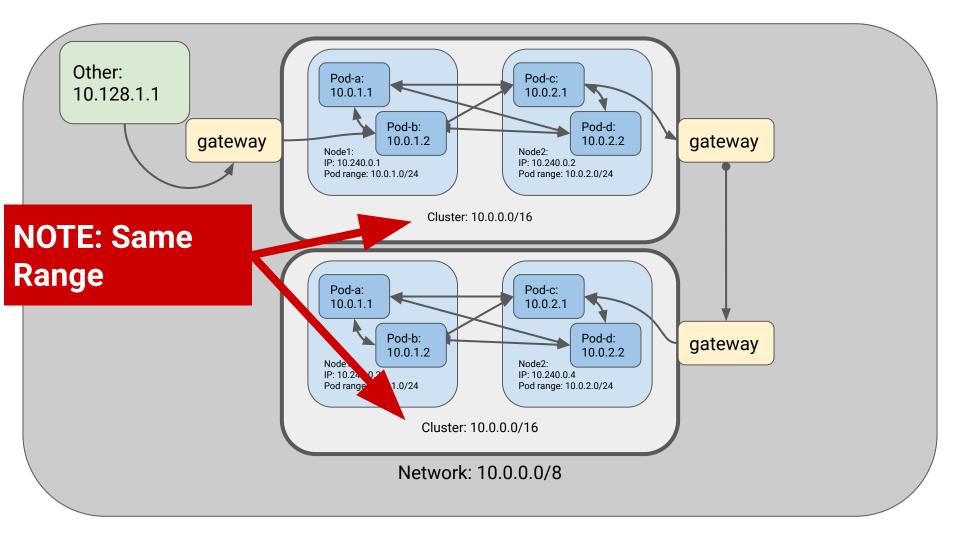
Need communication across a cluster-edge

Island mode



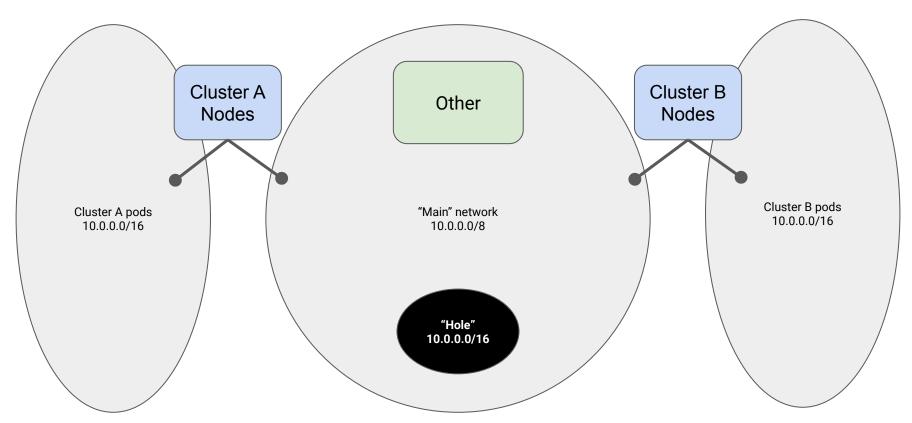
Ingress and egress traffic goes thru one or more abstract "gateways" (more on that later)

You can re-use the Pod IPs (a major motivation for this model), but node IPs come from the larger network



Can be implemented as an overlay network or not

Another way to think of this: clusters have a private network for their pods; nodes have one leg in the main network and one leg in the cluster network



Any pod can reach the "main" network by masquerading as its node, but not vice-versa (except via a gateway)

Good when:

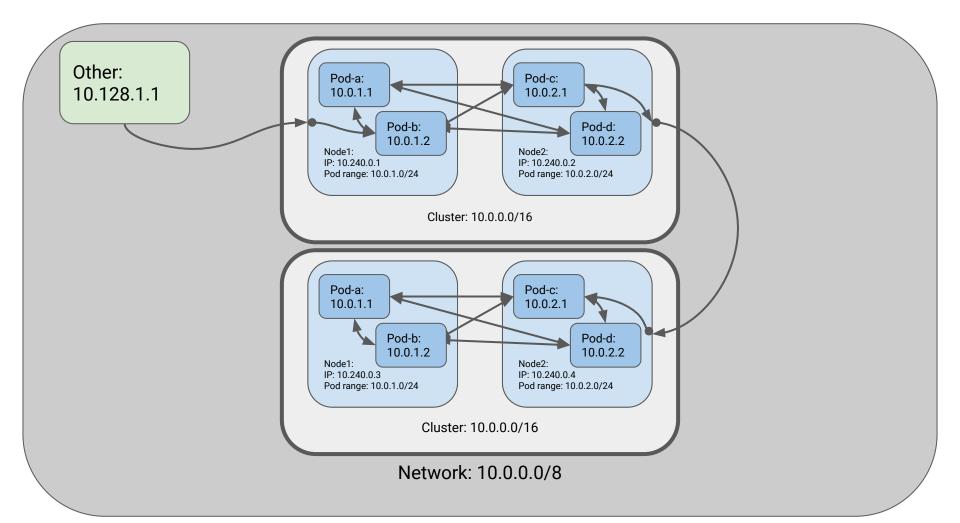
- Need some integration
- IP space is scarce / fragmented
- Network is not programmable / dynamic

Bad when:

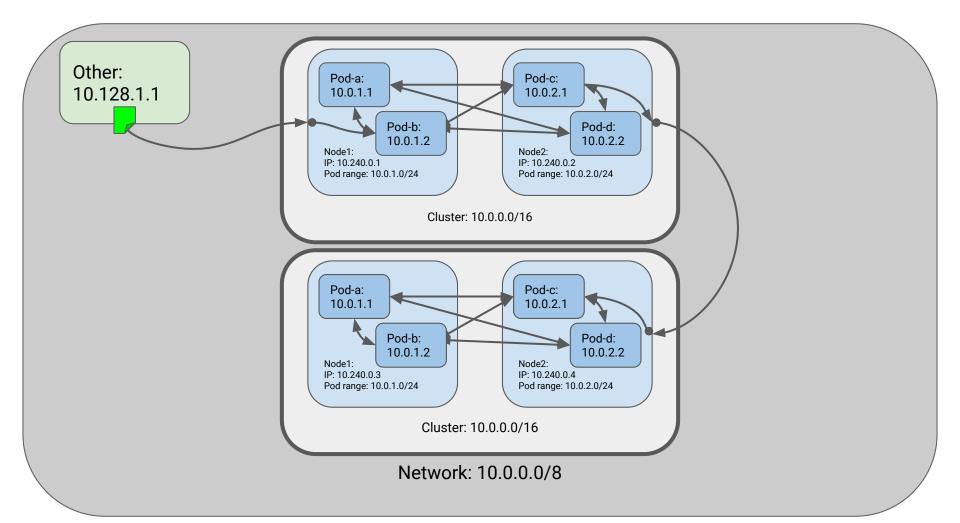
- Need to debug connectivity
- Need direct-to-endpoint communications
- Need a lot of services exposed (especially non-HTTP)
- Rely on client IPs for firewalls
- Large number of nodes

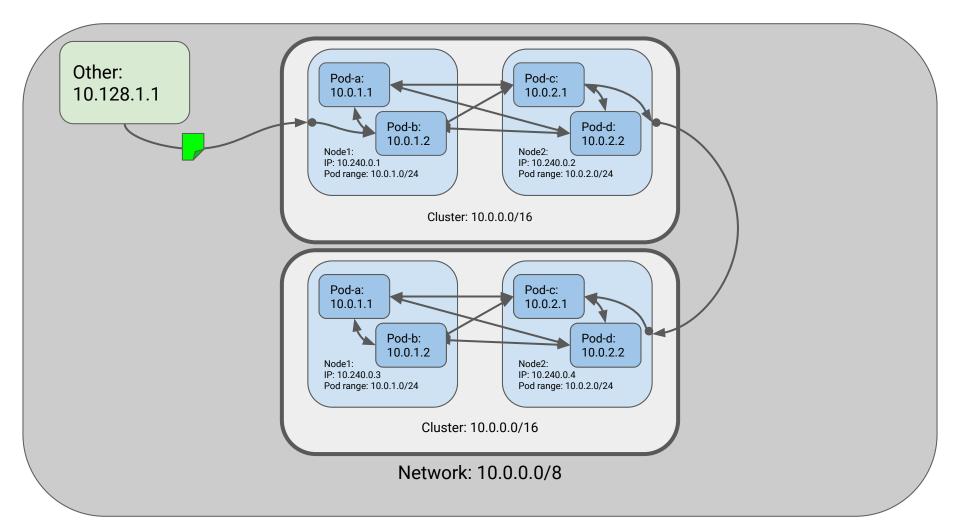
Various forms of "gateway"

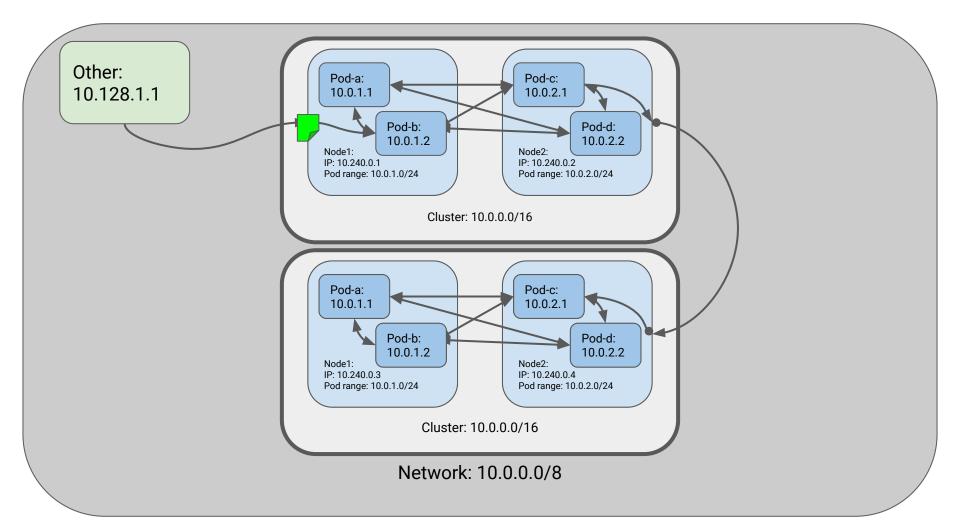
Gateway: nodes



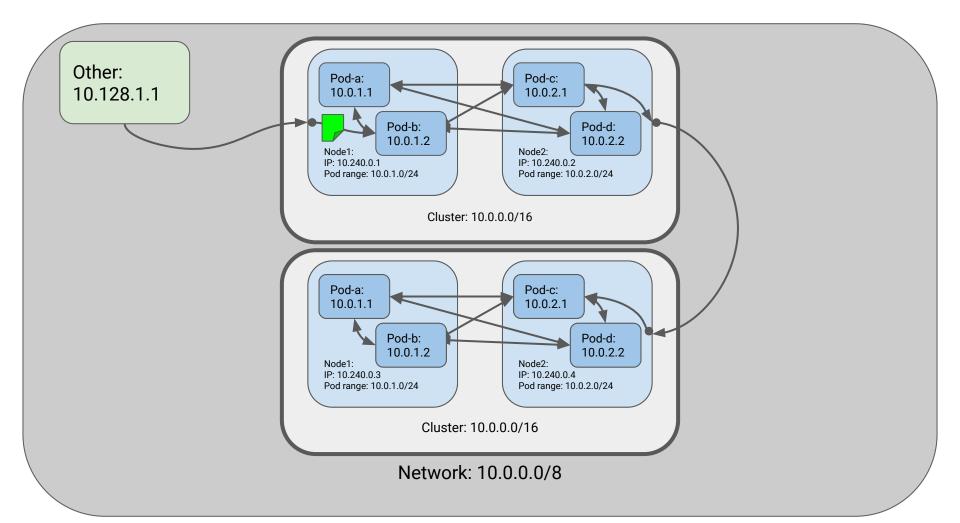
Ingress: Service NodePorts

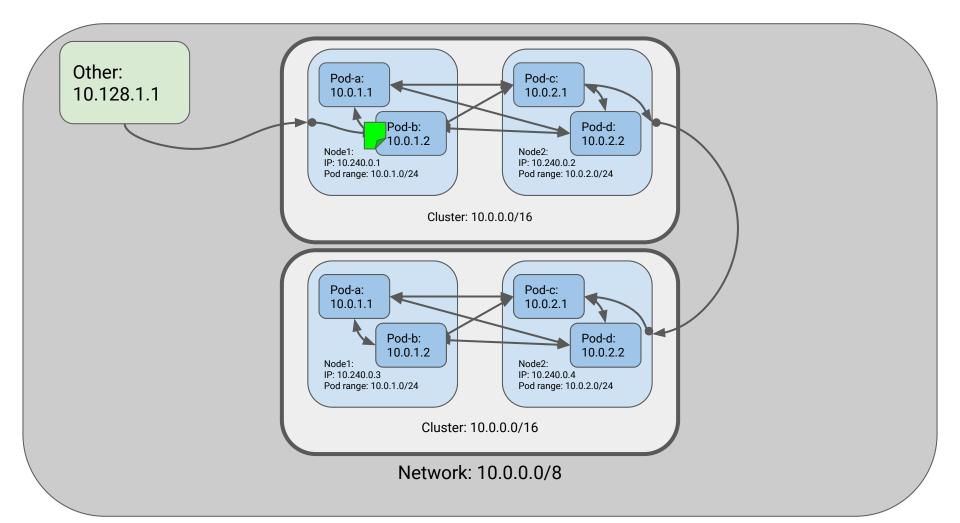






Node uses IP dst_port to route to correct service

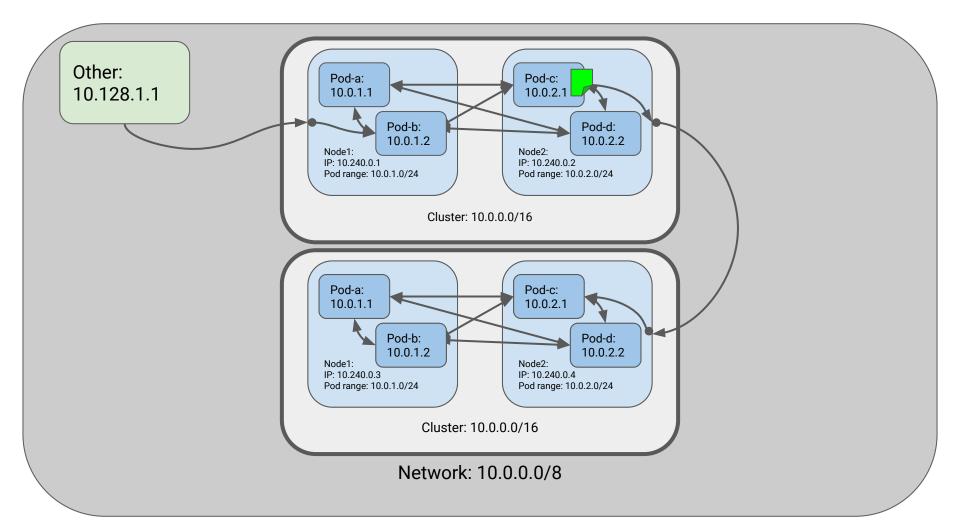


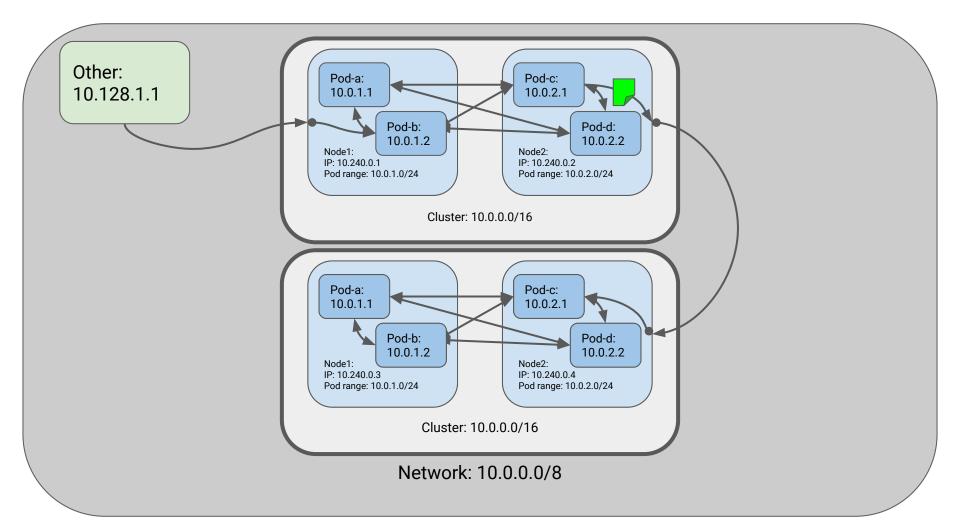


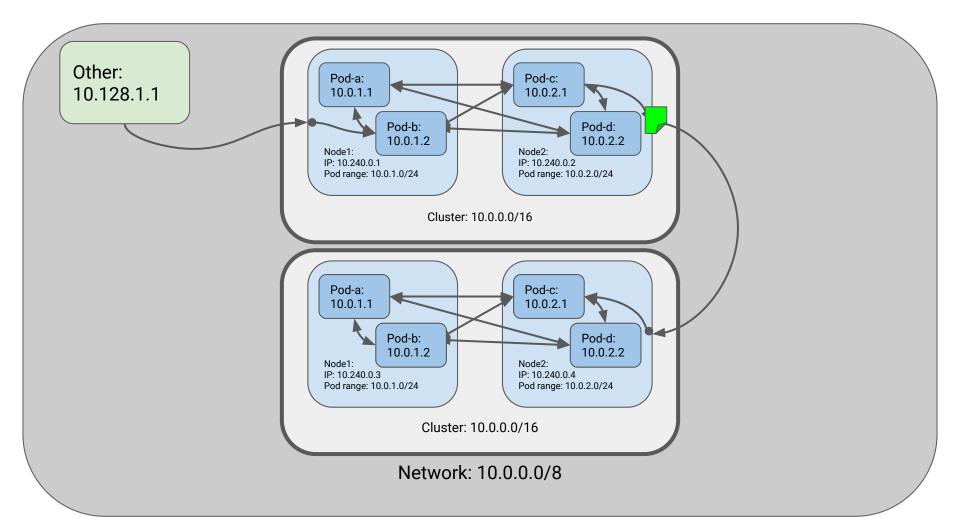
You can ingress L4 into an L7 proxy and forward from there (e.g. Ingress controllers)

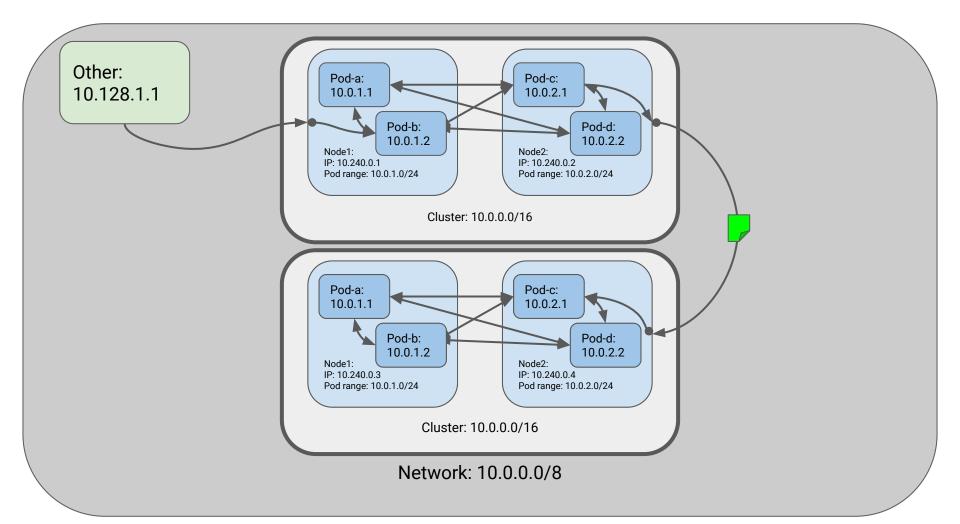
(aka SNAT)

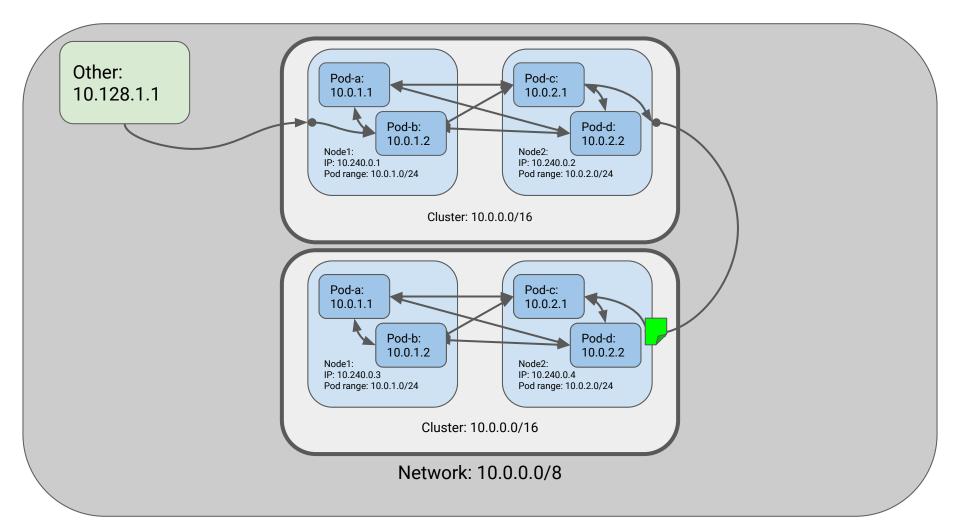
Egress: IP Masquerade

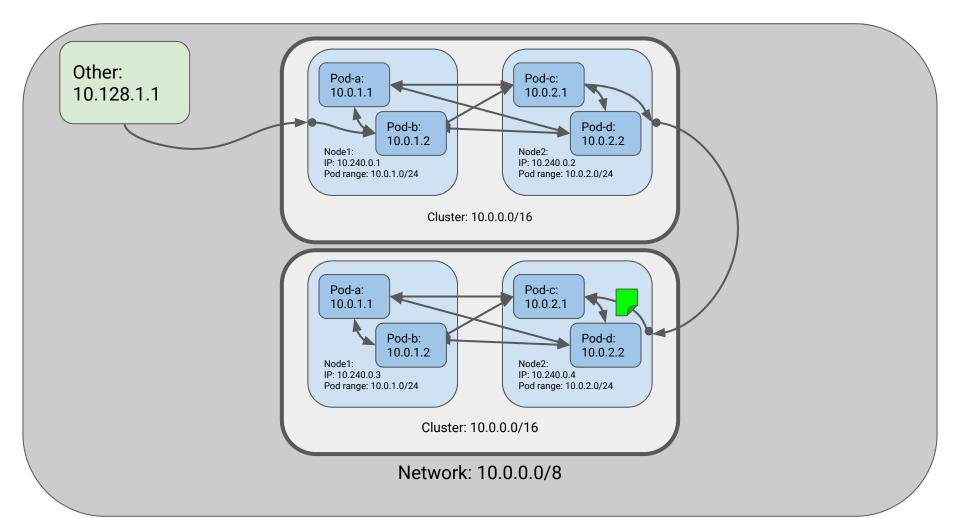


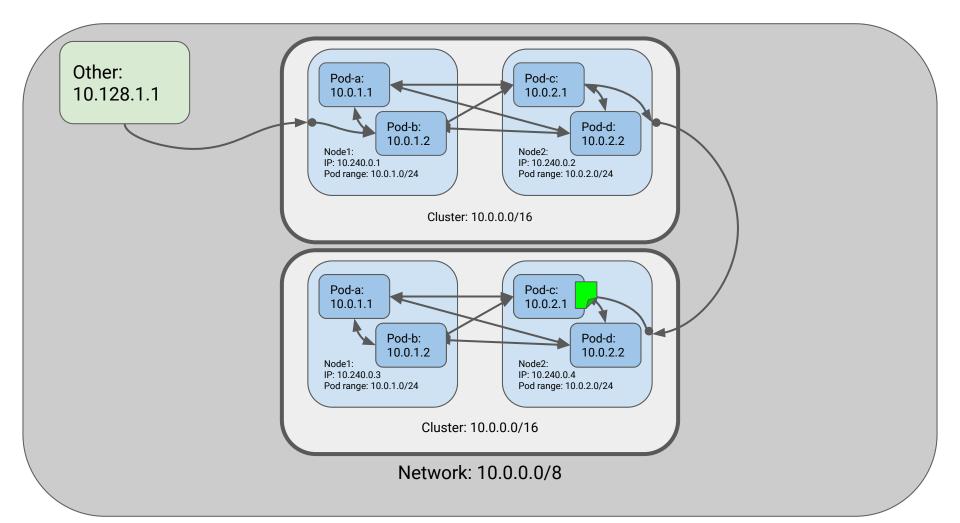






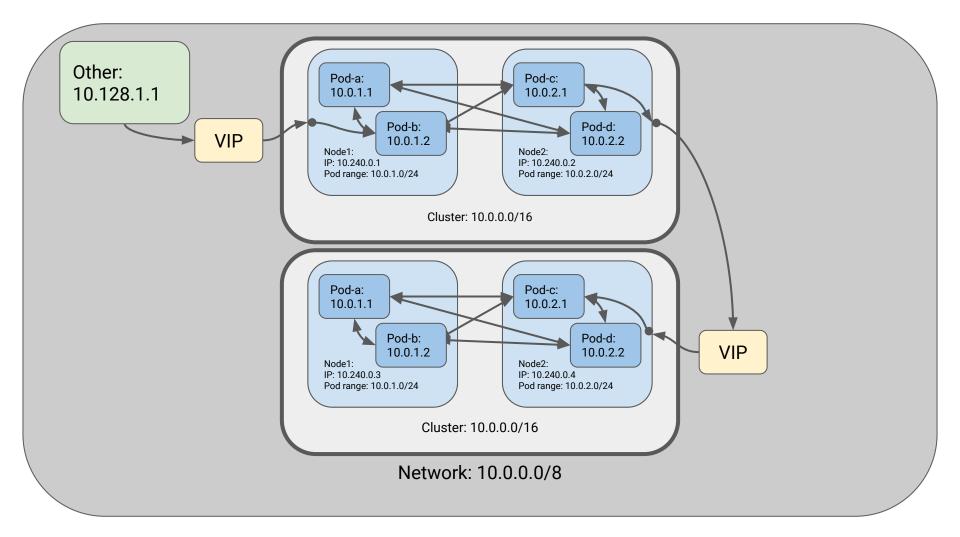






SNAT obscures client IP (Traffic from pods on a node comes from the node's IP)

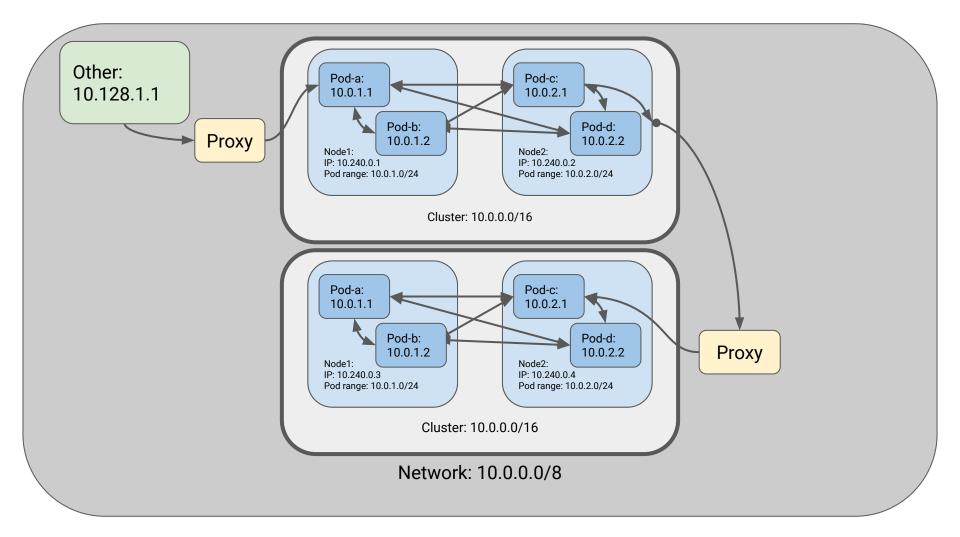
Gateway: VIP (ingress)



Similar to NodePort, but node uses IP dst_ip to route

Still needs something like SNAT to egress

Gateway: Proxy (ingress)



Can either route to NodePort or directly to pod IPs (e.g. proxy has special config to "get onto the island")

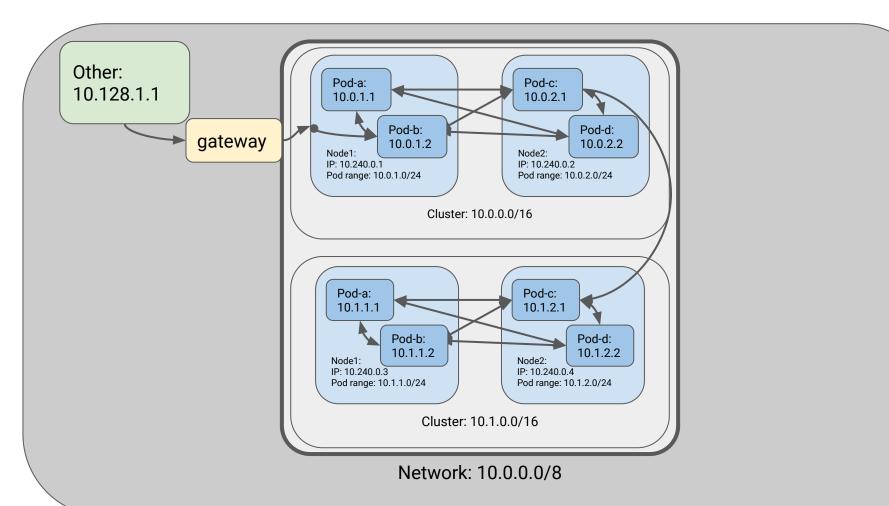
Still needs something like SNAT to egress

There's a LOT more to know about ingress (for another presentation)

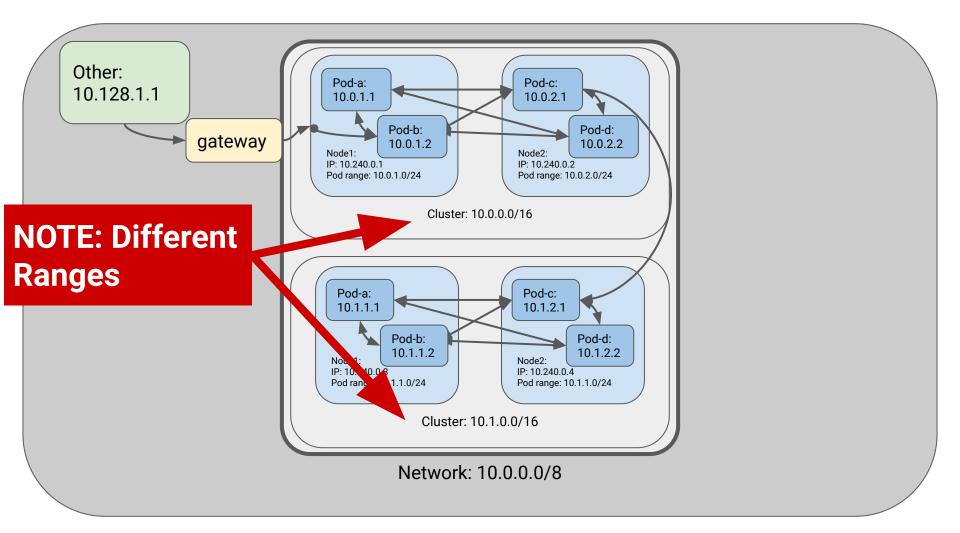
Options for egress are poorly explored, so far

(aka "bigger islands")

Archipelago

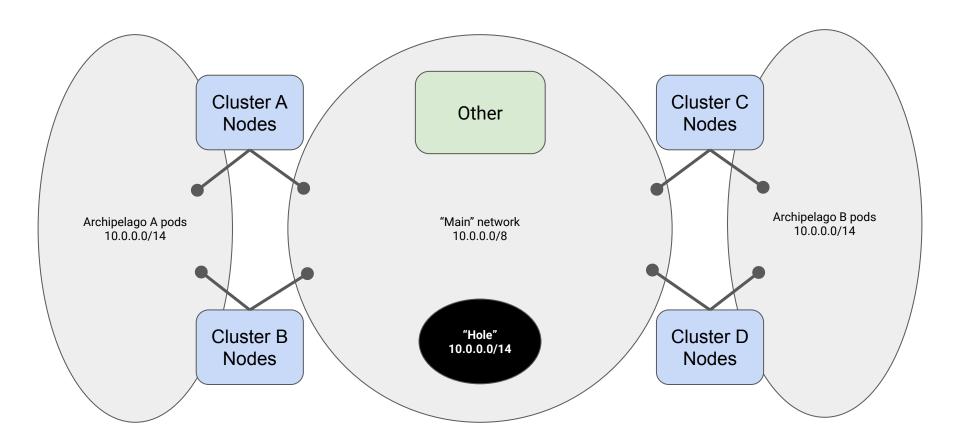


Flat within the archipelago



Can't reuse pod IPs between clusters, but can between archipelagos

Island mode to the rest of the network



Can be implemented as an overlay network or not

Good when:

- Need high integration across clusters
- Need some integration with non-kubernetes
- IP space is scarce / fragmented
- Network is not programmable / dynamic

Bad when:

- Need to debug connectivity
- Need direct-to-endpoint communications
- Need a lot of services exposed to non-k8s
- Rely on client IPs for firewalls
- Large number of nodes across all clusters

Gateway options are similar to plain island mode

Which one should you use?

There is no "right answer". You have to consider the tradeoffs.

Sorry.