# Advanced Continuous Delivery Strategies for Containerized **Applications Using** DC/OS

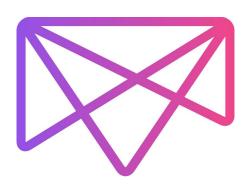
Southern California Linux Expo 16x March 9, 2018

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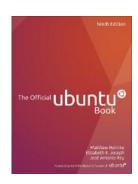


## Elizabeth K. Joseph, Developer Advocate

- Developer Advocate at Mesosphere
- 4 years working on CI/CD for OpenStack
- 10+ years in Linux systems administration and engineering roles
- Author of <u>The Official</u>
   <u>Ubuntu Book</u> and
   <u>Common OpenStack</u>
   <u>Deployments</u>





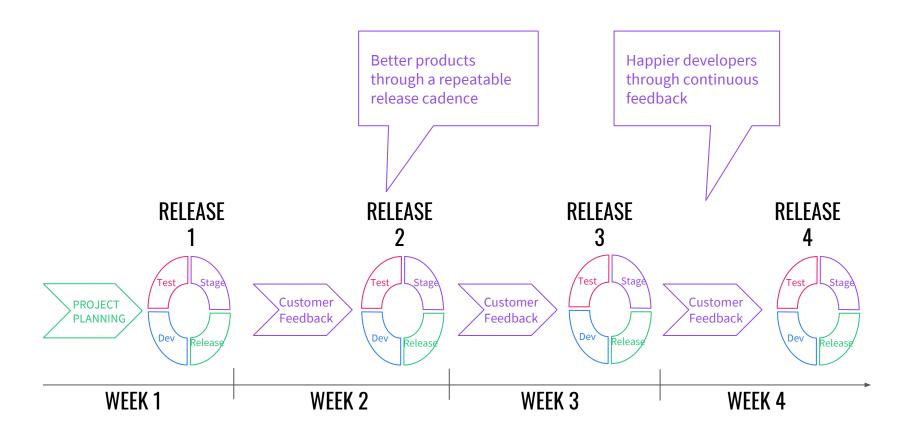


## **Definition: Continuous Delivery**

**Continuous Delivery** (CD) is a software engineering approach in which teams produce software in short cycles, ensuring that the software can be reliably released at any time.

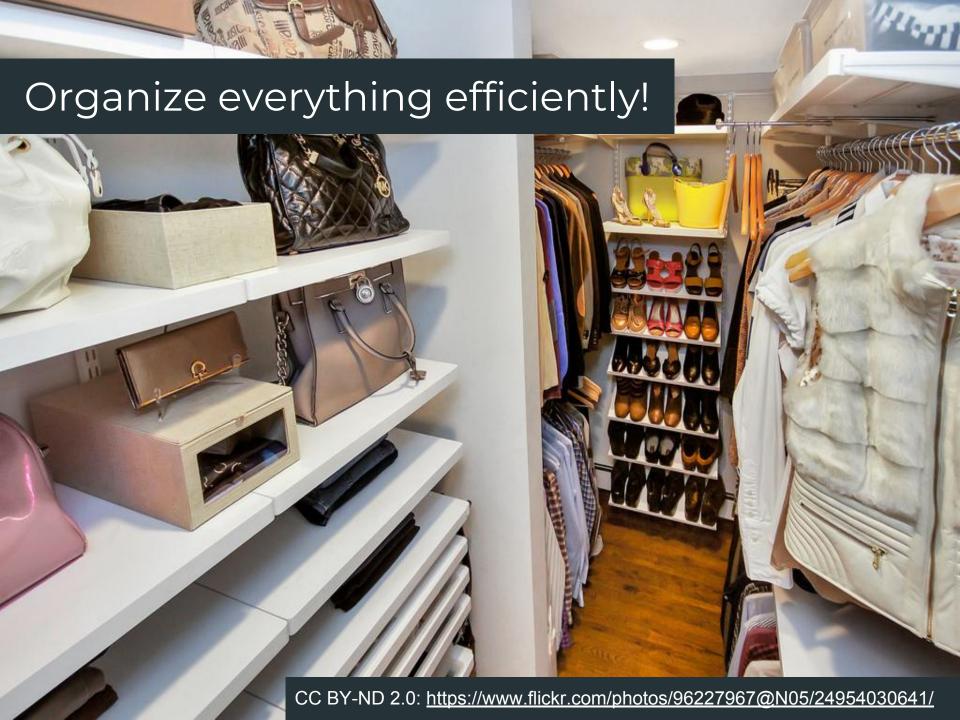
Via <a href="https://en.wikipedia.org/wiki/Continuous delivery">https://en.wikipedia.org/wiki/Continuous delivery</a>

## Modern Release Process

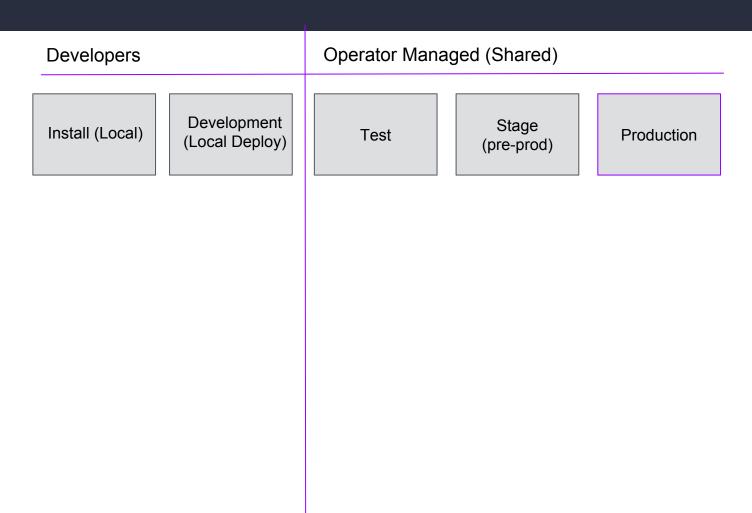


# CD with **Containers** and DC/OS: 2-pronged approach





## Traditional Workload Flow Stages



## Modern Workload Flow Stages

Developers (Local, Shared)

Operator Managed (Shared)

Install (Local)

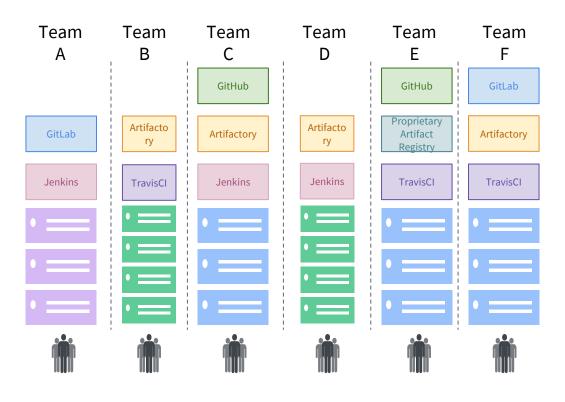
Development (Local Deploy)

Test

Stage (pre-prod)

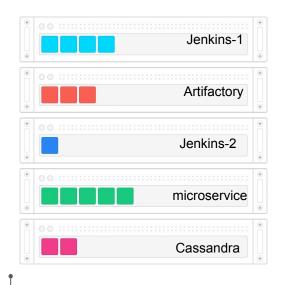
Production

#### Supporting various CI/CD pipelines



- Installing each service and maintaining upgrades is time-consuming, with each machine having different OS's and tooling
  - More difficult because teams like to use many technologies and tools as building blocks
  - Spinning up CD pipeline for each application is time-consuming
- Low utilization driven by silos of developers with single-instances of tools
- Poor allocation of capacity may prevent developers from shipping code, and acquiring new HW is slow

### NAIVE APPROACH



Industry Average 12-15% utilization

**Typical Datacenter** siloed, over-provisioned servers, low utilization

# THE KERNEL: APACHE MESOS

## **APACHE MESOS**



**Use:** The primary resource manager and negotiator

#### Why Mesos?

- 2-level scheduling
- Fault-tolerant, battle-tested
- Scalable to 10,000+ nodes
- Created by Mesosphere founder @ UC Berkeley; used in production by 100+ web-scale companies [1]

[1]

http://mesos.apache.org/documentation/latest/powered-by-mesos/

# DC/OS

## DC/OS: Datacenter Operating System

- Resource management
- Task scheduling
- Container orchestration
- Logging and metrics
- Network management
- "Universe" catalog of pre-configured apps (including Jenkins, GitLab, Artifactory...), browse at <a href="http://universe.dcos.io/">http://universe.dcos.io/</a>
- And much more <a href="https://dcos.io/">https://dcos.io/</a>



## DC/OS Architecture Overview

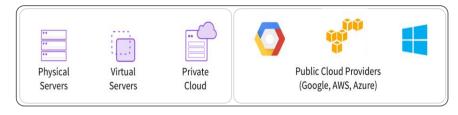
#### **Services & Containers**



#### DC/OS



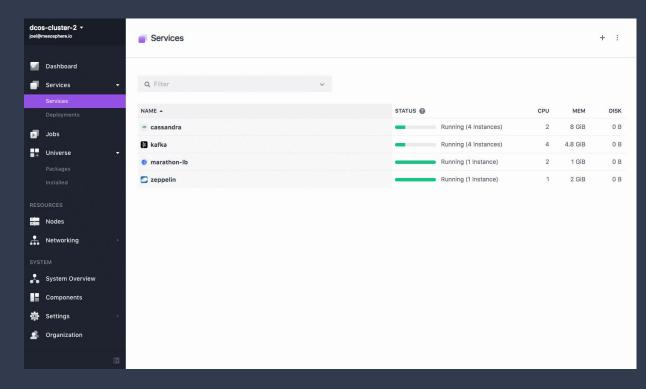
#### ANY INFRASTRUCTURE



## Interact with DC/OS (1/2)

Web-based UI

https://docs.meso sphere.com/latest/ gui/



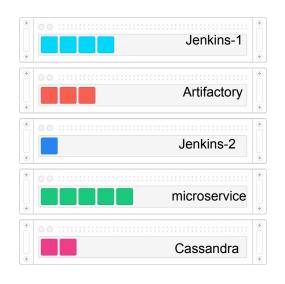
## Interact with DC/OS (2/2)

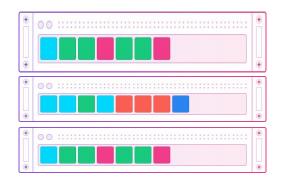
CLI tool API

https://docs.mesosphere.com/latest/cli/

https://docs.mesosphere.com/latest/api/

#### MULTIPLEXING OF DATA, SERVICES, USERS, ENVIRONMENTS





Typical Datacenter siloed, over-provisioned servers, low utilization

Mesos/ DC/OS automated schedulers, workload multiplexing onto the same machines

#### **DEPLOYING APPS**

	Manual	Automatic
Scheduling	<ul> <li>A sysadmin provisions one or more physical/virtual servers to host the app</li> </ul>	<ul> <li>Mesos resource offers (two-tier scheduling) offers available resources directly to frameworks</li> </ul>
Deployment	<ul> <li>By hand or using Puppet / Chef / Ansible</li> <li>Jenkins SSHing to the machine and running a shell script</li> <li>Note: all dependencies must also be present!</li> </ul>	<ul> <li>Containers deployed, ideally using a CI/CD tool to create/update app definitions</li> <li>Docker containers packages app and dependencies</li> </ul>
Health checks	Nagios pages a sysadmin	<ul> <li>Health checks, restarts unhealthy/failed instances</li> </ul>
Service discovery	<ul> <li>Static hostnames / IP addresses in a spreadsheet or config management</li> <li>A sysadmin configures a load balancer manually or with Puppet / Chef / Ansible</li> </ul>	<ul> <li>Provides DNS resolution for running services (hostname / IP address, ports, etc)</li> <li>Load balancer configs built dynamically using cluster state</li> </ul>
Persistence	<ul> <li>Individual servers with RAID 1/5/6/10, expensive SANs, NFS, etc.</li> <li>Dedicated, statically partitioned Ceph or</li> </ul>	<ul> <li>External/persistent volumes (REX-Ray),</li> <li>HDFS, etc.</li> <li>Self-healing Ceph or Gluster on Mesos /</li> </ul>

Gluster storage clusters

DC/OS

## Development Team Self-Service for CI/CD LET DEVELOPERS USE THE TOOLS THEY WANT



















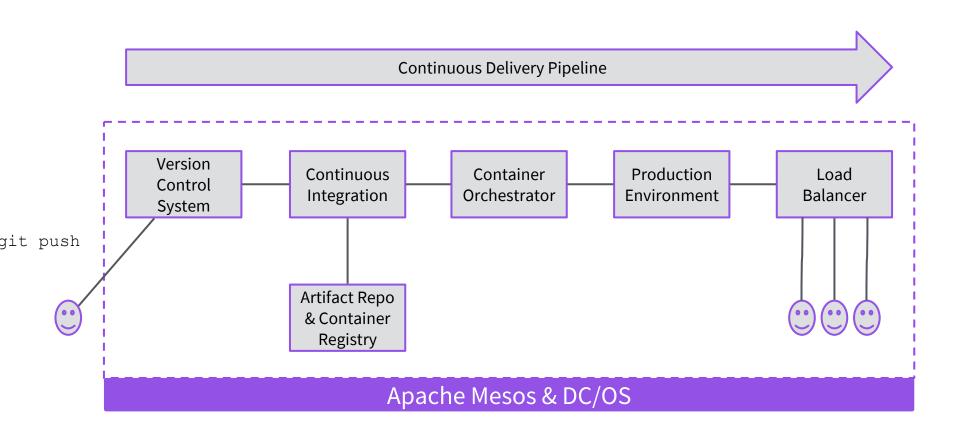


DC/OS

- Single-command installation of services like Jenkins, GitLab, and Artifactory
- Once a service is installed, it can be run across the entire datacenter, elastically sharing all or some of the datacenter's resources
- Ability to run application code (PaaS), containers, and distributed applications with no restrictions to application development teams

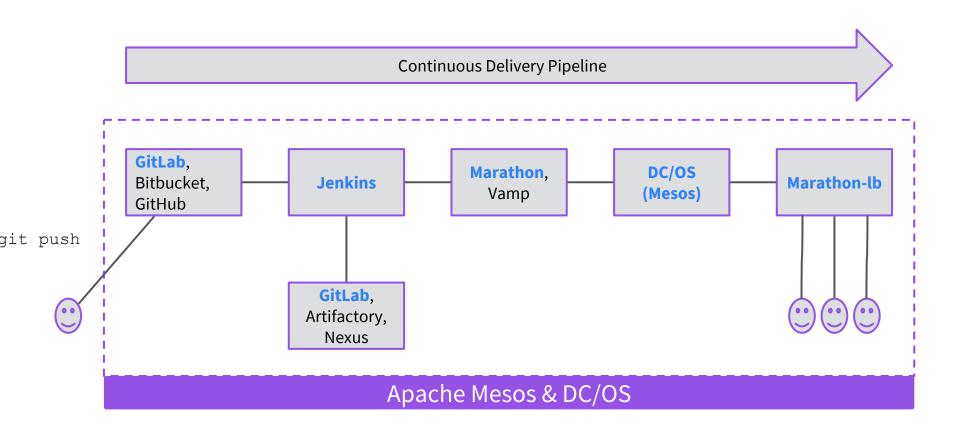
## \_\_\_\_ Devel

## Development Team Self-Service for CI/CD RELIABLE, SIMPLIFIED CI/CD INTEGRATION with DC/OS

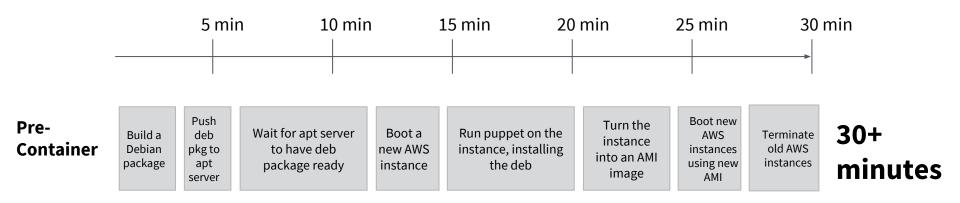


## Deve

## Development Team Self-Service for CI/CD RELIABLE, SIMPLIFIED CI/CD INTEGRATION with DC/OS



## Old vs. New Deploy Process



"It would easily take 30 minutes for a single deploy even under ideal conditions where nothing broke."

#### **Container**



#### <1 minute

"A simple service might only take 20 seconds to fully deploy under ideal conditions."

# Advanced Strategies!

## Canary and Blue/Green Deployments

#### Canary

"Canary release is a technique to reduce the risk of introducing a new software version in production by slowly rolling out the change to a small subset of users before rolling it out to the entire infrastructure and making it available to everybody." <a href="https://martinfowler.com/bliki/CanaryRelease.html">https://martinfowler.com/bliki/CanaryRelease.html</a>

#### **Blue/Green**

"One of the challenges with automating deployment is the cut-over itself, taking software from the final stage of testing to live production. You usually need to do this quickly in order to minimize downtime. The blue-green deployment approach does this by ensuring you have two production environments, as identical as possible. At any time one of them, let's say blue for the example, is live. As you prepare a new release of your software you do your final stage of testing in the green environment. Once the software is working in the green environment, you switch the router so that all incoming requests go to the green environment - the blue one is now idle." <a href="https://martinfowler.com/bliki/BlueGreenDeployment.html">https://martinfowler.com/bliki/BlueGreenDeployment.html</a>

## Blue/Green, Canary: Marathon

#### **Marathon**

The Marathon scheduler in DC/OS has an API that can be called by Jenkins jobs to specify how a deployment is completed. Since it's a custom configuration, you can be as specific as you need, but it does make it a more complicated approach.



Get started at

https://mesosphere.github.io/marathon/docs/blue-green-deploy.html

More tips in the Zero Downtime Deployments Lab by <a href="https://github.com/mhausenblas/zdd-lab">https://github.com/mhausenblas/zdd-lab</a>

## Blue/Green, Canary: Vamp

#### **Vamp**

This is can be simplified by using the open source Vamp tooling. Vamp easily hooks into DC/OS, leveraging your existing Marathon scheduler but with specific definitions around other types of deployments.

Vamp is available in the DC/OS Universe catalog.



Get started at

https://vamp.io/documentation/how-vamp-works/v0.9.5/architecture-and-components/

Watch in action on DC/OS in "Doing Real DevOps with DC/OS" by Julien Stroheker of Microsoft at MesosCon EU back in October 2017:

https://www.youtube.com/watch?v=hNAWHZhMNf8

# **Basic CD** pipeline Demo with GitLab & Jenkins

# **Questions?**

- @dcos
- chat.dcos
- .io ⊠ users@dcos.io
- /dcos/examples/dcos/demos

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