

#### Building a Kubernetes Powered Central Go Modules Repository

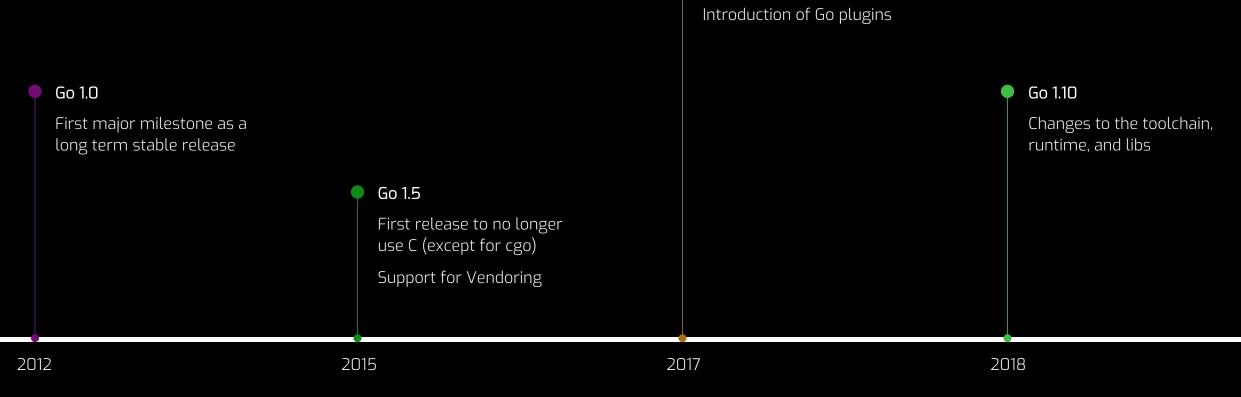


#### LET'S GO ON A TRIP THROUGH History





#### A QUICK HISTORY OF GO



Go 1.8



#### **ONE THING MISSING**



#### Dependency Management...

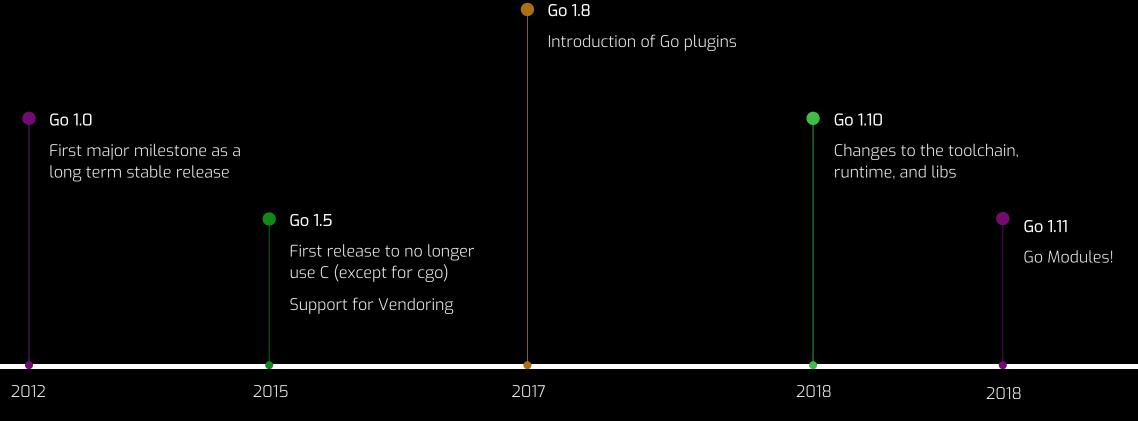


## "Tis impossible to be sure of anything but Death and Taxes"

- Christopher Bullock



A QUICK HISTORY OF GO





#### **SO, WHAT ARE MODULES?**



Official Dependency Management



No more GOPATH



In one single tool



#### **VENDORING IS A REALLY, REALLY BAD IDEA**



#### But why not use vendoring?



#### FORKING IS NOT ALWAYS GOOD, BAD FORKING IS ALWAYS BAD



#### And that's what vendoring is



#### **IN SOFTWARE IMMUTABLE AND REPEATABLE ARE REALLY IMPORTANT**



#### Immutable dependencies

The best way to guarantee issues is force push



#### Lost Dependencies

Trust

Who doesn't remember left-pad with Node.js?



Do you trust your colleagues? What about the rest of the Internet?







Baruch Sadogursky, Chief Sticker Officer



Head of Developer Relations

Chief Sticker Officer



#### SHOWNOTES



#### https://jfrog.com/shownotes





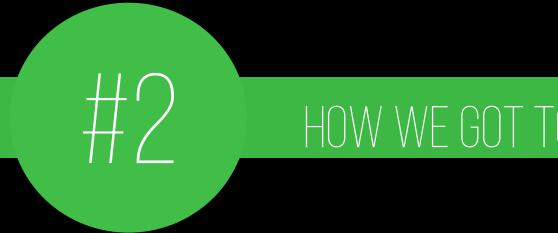


#### **WHAT IS GOCENTER ACTUALLY?**

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#### HOW WE GOT TO KUBERNETES



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#### WHY DID WE CHOOSE KUBERNETES?

- Make use of a proven
   orchestration platform
- Leverage out-of-thebox features



## kubernetes



#### **RUNNING ON GOOGLE CLOUD PLATFORM**

Most mature Kubernetes offering Easy to deploy using existing tools and techniques Lots of troubleshooting tools like BigQuery and StackDriver





#### **WHO NEEDS STATE ANYWAY?**

- 1. Codebase
- 2. Dependencies
- 3. Config
- 4. Backing services
- 5. Build, release, run
- 6. Processes

- 7. Port binding
- 8. Concurrency
- 9. Disposability
- 10. Dev/Prod parity
- 11. Logs
- 12. Admin processes



The Twelve-Factor App

## BUT WE DIDN'T BUILD EVERYTHING OURSELVES

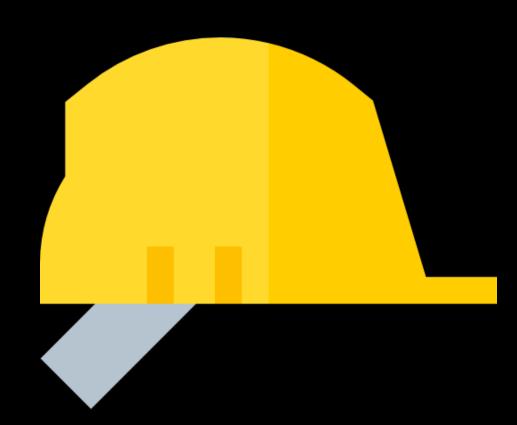


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#### **DEPLOYMENTS USING HELM**



- Helm Charts are versioned
- Separate value files per environment
- Having one of the cofounders of Helm at our company also doesn't hurt





#### SOME BEST PRACTICES WE LEARNED WHILE BUILDING







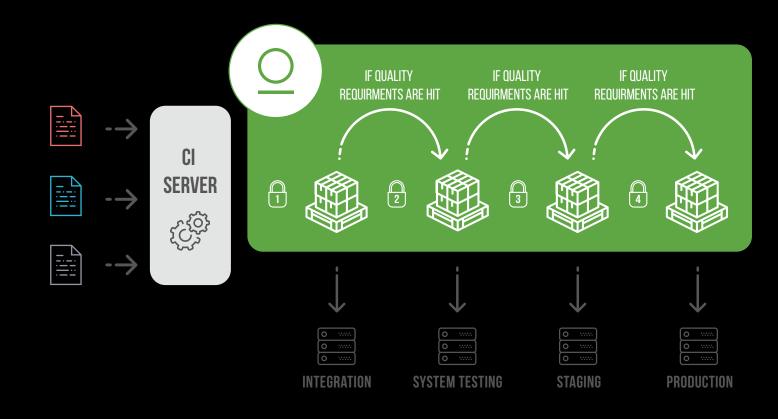
Portbinding, Concurrency & Disposability



### HOW WE BUILT OUR INFRASTRUCTURE



#### **WE'RE BIG ON THOSE PIPELINES AND PROMOTIONS CONCEPTS**







#### NUMBER OF CLUSTERS CURRENTLY RUNNING



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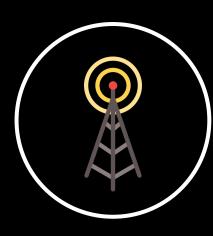
#### Dev/Prod Parity

#### **RUNNING A FEW MICROSERVICES**



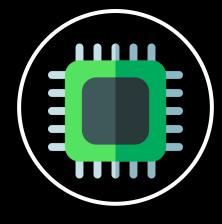
Discovery





Notifier





Processor





#### **RUNNING A FEW MICROSERVICES**



Validator





**UI** Backend

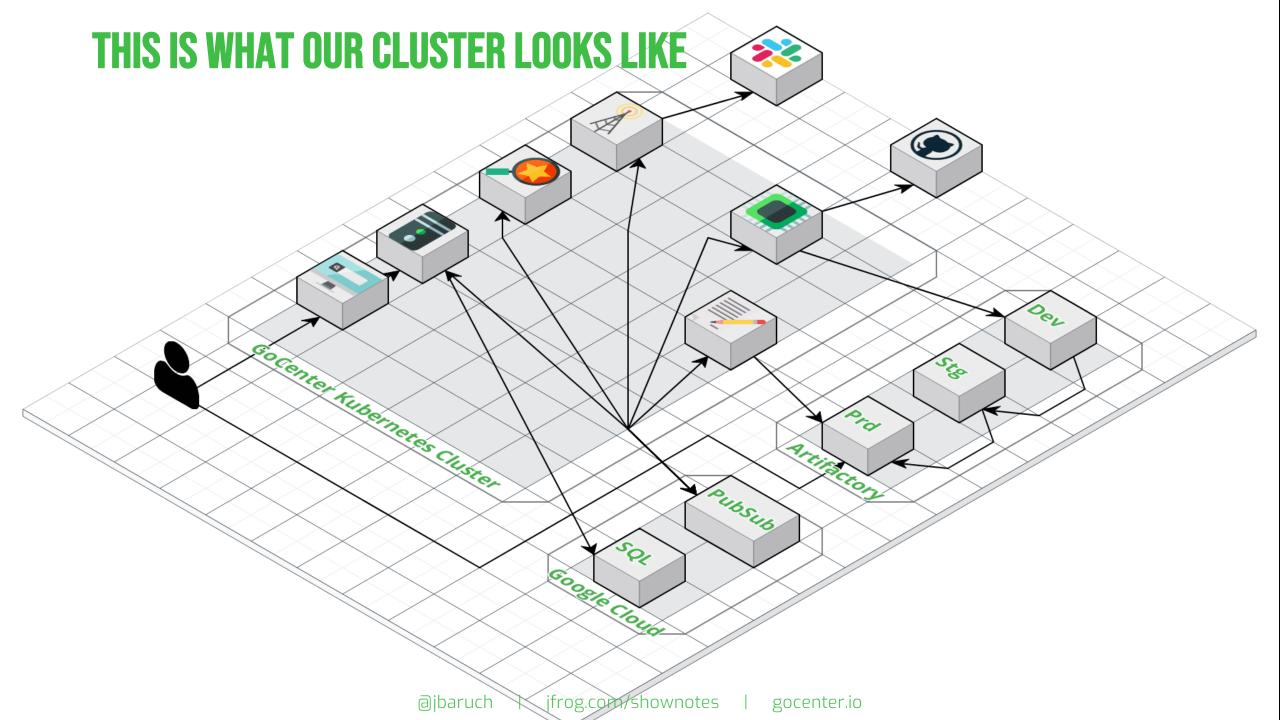




UI





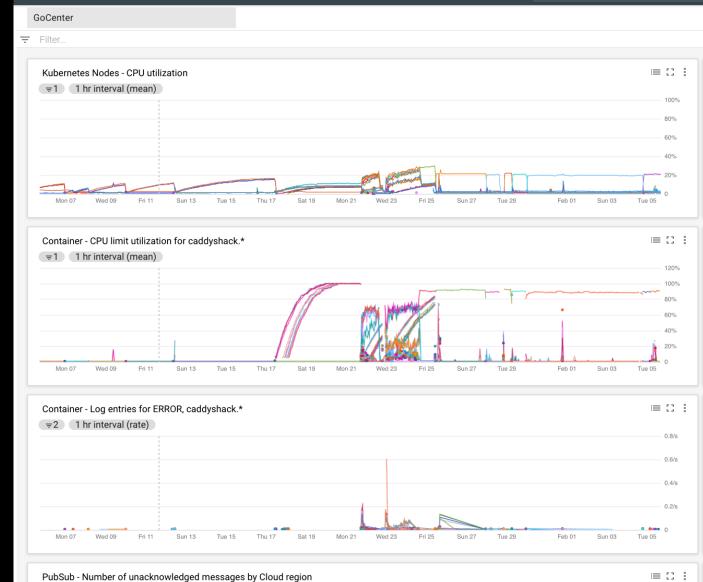


### LOAD TESTING

• UI: 10K users with 100 requests per second

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• Backend: Load 10K modules... twice



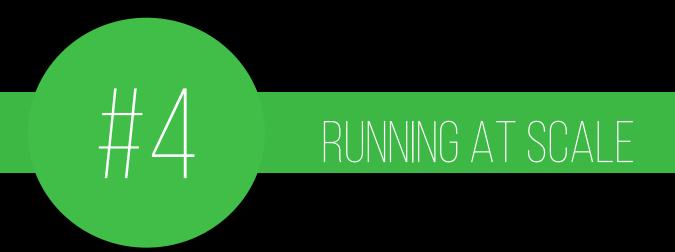




## **CHAOS ENGINEERING FOR THE POOR**

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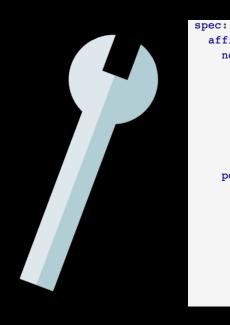


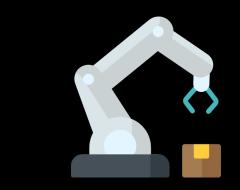


## **NODE POOLS, CAUSE EVEN NODES HAVE TO RELAX?**

#### **DEPLOYMENTS USING HELM**

resources: limits: cpu: 800m memory: 2Gi requests: cpu: 800m memory: 1Gi





- affinity: nodeAffinity: requiredDuringSchedulingIgnoredDuringExecution: nodeSelectorTerms: - matchExpressions: - key: node-pool operator: In values: - pvm-pool
  - podAntiAffinity:
  - requiredDuringSchedulingIgnoredDuringExecution:
  - labelSelector:
    - matchExpressions:
    - key: app
    - operator: In
    - values:
    - discovery
    - topologyKey: kubernetes.io/hostname



#### https://hub.helm.sh

Build, release, run



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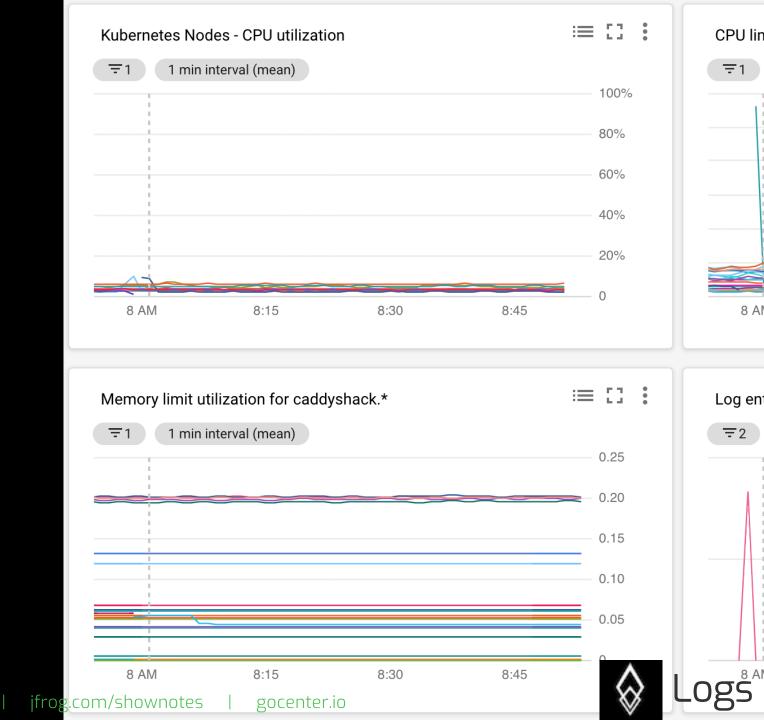
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### **KEEPING A CLOSE EYE ON Container health**

- FluentD
- Prometheus
- Grafana

#### <u>Live Dashboard</u>

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## SOMETIMES IT'S GOOD TO BRING A FRIEND ALONG

#### **WE KEEP IN TOUCH WITH OUR NODES**

## Kube-Slack

#### jenkins APP 7:24 AM

Started Job 'SolDev/caddyshack\_deploy\_prod' to deploy '0.1.147-2' on prod.

#### gocenter APP 7:25 AM

containers with unready status: [caddyshack-proxy]

caddyshack/caddyshack-webui-85d58dd497-t66lk: ContainersNotReady containers with unready status: [caddyshack-proxy]

#### Pod is ready

caddyshack/caddyshack-webui-85d58dd497-t66lk: Pod is ready Pod is ready

containers with unready status: [caddyshack-ui caddyshack-proxy]

caddyshack/caddyshack-webui-85d58dd497-kjbs8: ContainersNotReady containers with unready status: [caddyshack-ui caddyshack-proxy]

#### Pod is ready

P

caddyshack/caddyshack-webui-85d58dd497-kjbs8: Pod is ready Pod is ready

#### jenkins APP 7:28 AM

Finished Job 'SolDev/caddyshack\_deploy\_prod'. Deployment '0.1.147-2' on prod.

# ✓ SolDev / caddystack\_ (\_ pipeline 164) Pyeline Curves Test Artfrict O Image: Test Artfrict O Image: Test Artfrict O Image: Test Image: Test Artfrict O Image: Test Image: Test Artfrict O Image: Test Image: Test</th

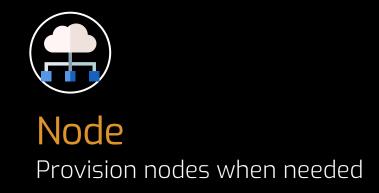
🚆 Jenkins 🔍 🔍 Search						0	Ankush Chadha I log out
Jenkins + SolDev + Caddyshack + caddyshack_ci_pipeline +							ENABLE AUTO REFRESH
<ul> <li>▲ Up</li> <li>▲ Status</li> <li>➢ Changes</li> <li>➢ Build with Parameters</li> </ul>	Pipeline caddyshak Full project name: SolDev/caddyshack, Pipeline for caddyshack project.		eline				<mark>⊘edit description</mark> Disable Project
<ul> <li>Configure</li> <li>Open Blue Ocean</li> <li>Full Stage View</li> <li>Job Config History</li> <li>Embeddable Build Status</li> </ul>	Recent Changes Becket Changes						
<ul> <li>Test Results Analyzer</li> <li>Pipeline Syntax</li> </ul>		Git info	Build images and helm chart	Cleanup ci deployment env	Deploy helm chart to ci	Basic Test	Promote version
BitBucket Hook Log	Average stage times:	3s	5min 45s	24min 57s	2min 43s	1h 26min	4min 31s
<ul> <li>Git Polling Log</li> <li>Build History trend =</li> </ul>	(Average <u>full</u> run time: -2h 13min) Feb 09 09:50 Changes	35	1min 2s	35min 1s	2min 44s	1h 36min	4min 37s
find x <i>i</i> 164 Feb 9, 2019 5:50 PM v0.1.152	Feb 08         No           21:56         Changes	3s	5min 5s	26min 58s	2min 51s	35min 0s	lled
<b>∳ #163</b> Feb 9, 2019 5:56 AM v0.1.152	#162 Feb 08 1 18:47 commits	4s	5min 4s				
#162 Feb 9, 2019 2:47 AM	#161						
A #161 Feb 8 2019 1:37 AM	Feb 07 2	20	7min 22a	07min Eda	Omin Eta	th OOmin	Amin 07e



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#### **SCALING ON MANY LEVELS**





#### **Compute** Run more microservices



Messaging Scaling based on queue depth



What goes up must come down... usually







## DARE TO DREAM



#### **WHAT'S NEXT FOR GOCENTER**





In-Cluster Artifactory Making upgrades more seamless, but...



#### Your Feedback

We want to hear from you what we need to improve!



#### TWITTER ADS AND Q&A

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