

Building a Kubernetes Powered Central Go Modules Repository

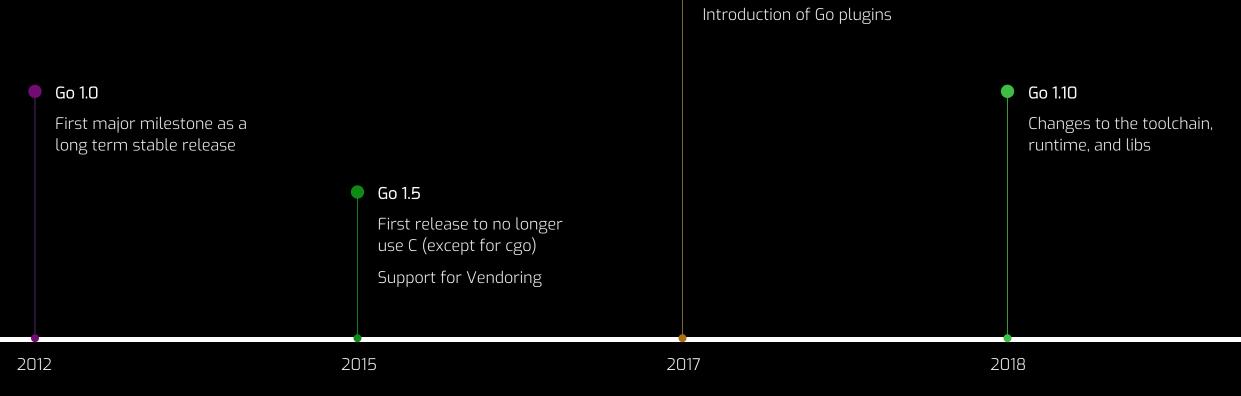


LET'S GO ON A TRIP THROUGH History





A QUICK HISTORY OF GO



Go 1.8



ONE THING MISSING



Dependency Management...

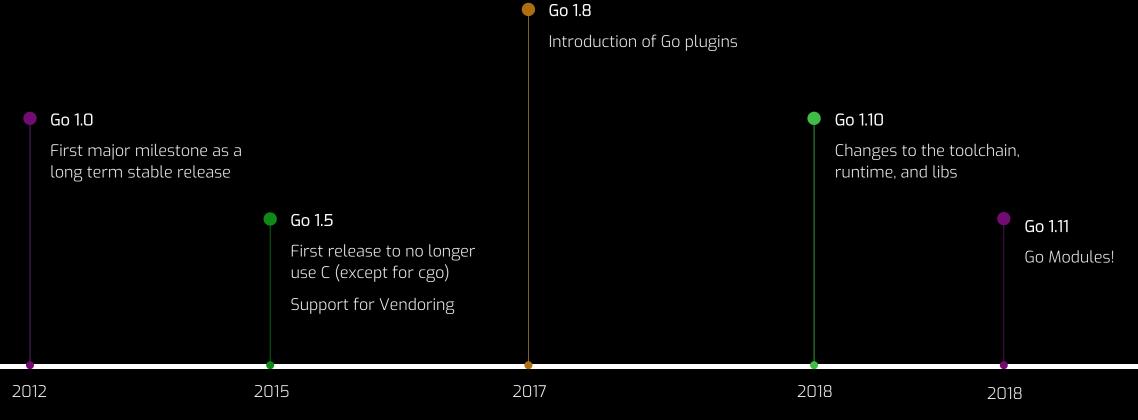


"Tis impossible to be sure of anything but Death and Taxes"

- 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





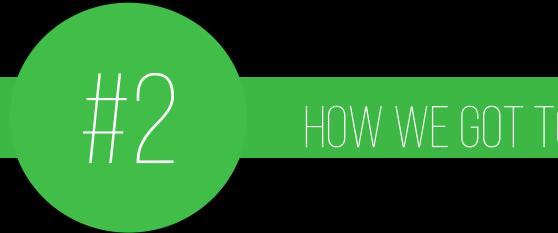


WHAT IS GOCENTER ACTUALLY?

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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

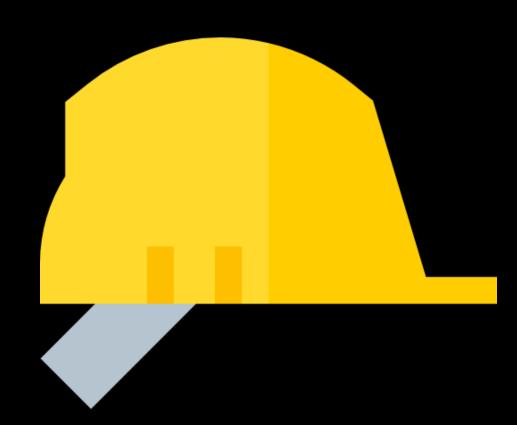


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DEPLOYMENTS USING HELM



- 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







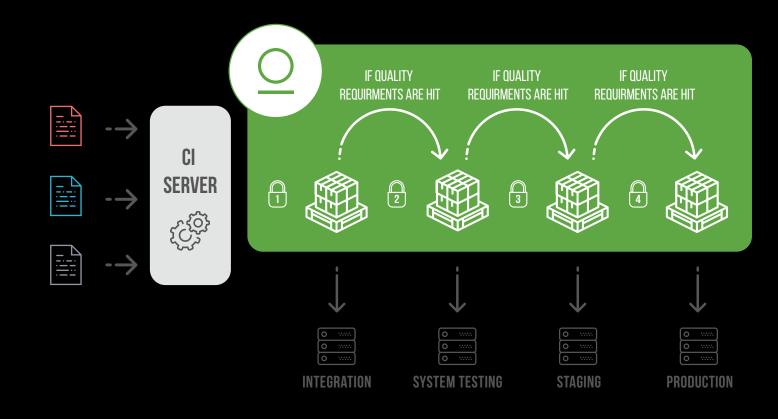
Portbinding, Concurrency & Disposability



HOW WE BUILT OUR INFRASTRUCTURE



WE'RE BIG ON THOSE PIPELINES AND PROMOTIONS CONCEPTS







NUMBER OF CLUSTERS CURRENTLY RUNNING



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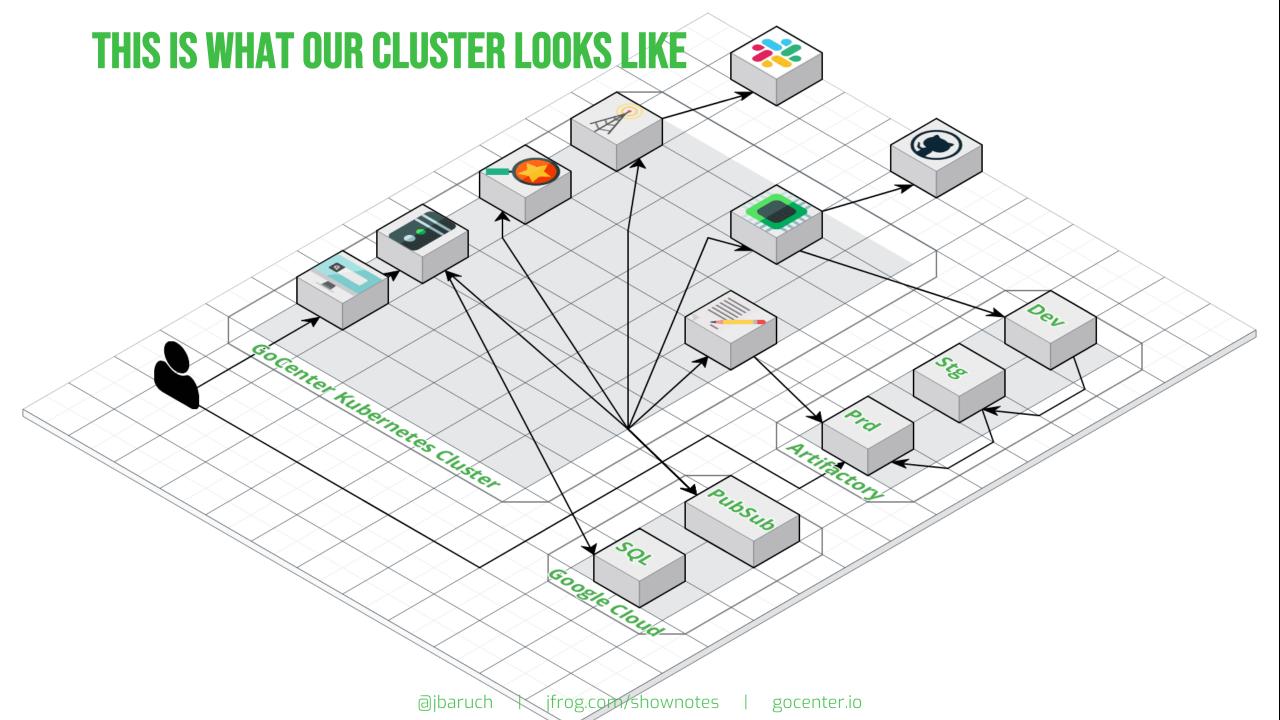
Dev/Prod Parity

RUNNING A FEW MICROSERVICES



RUNNING A FEW MICROSERVICES



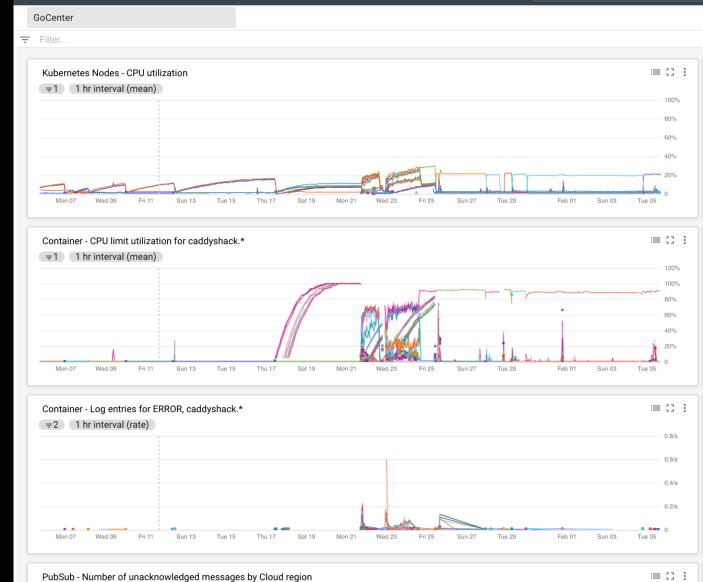


LOAD TESTING

• UI: 10K users with 100 requests per second

ajbaruch

• Backend: Load 10K modules... twice







CHAOS ENGINEERING FOR THE POOR

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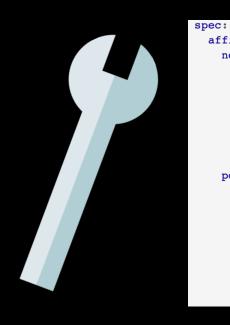


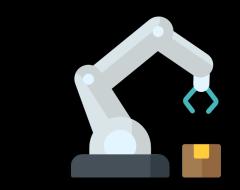


NODE POOLS, CAUSE EVEN NODES HAVE TO RELAX?

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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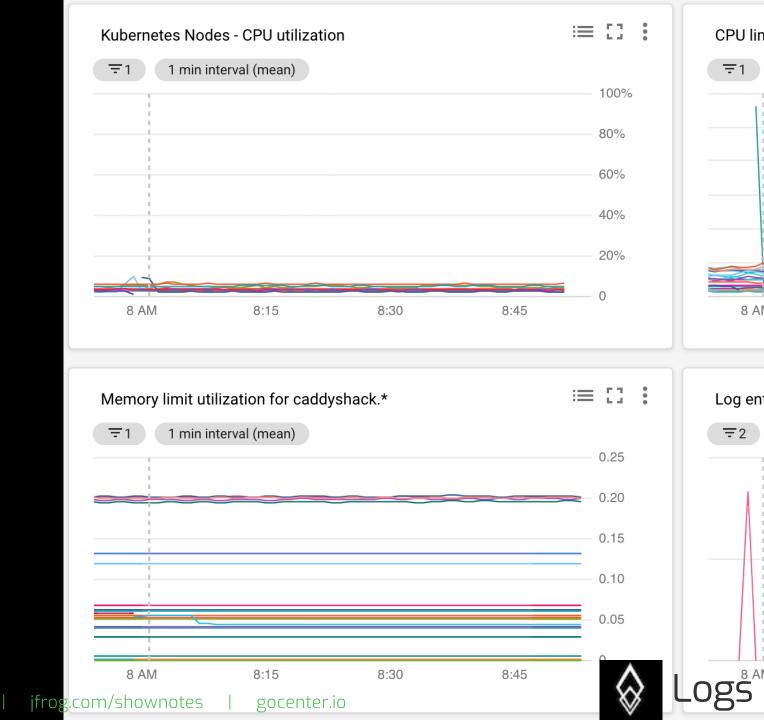
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KEEPING A CLOSE EYE ON Container health

- 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

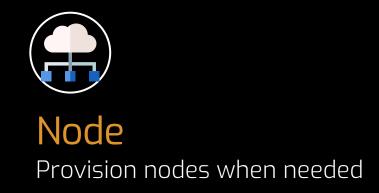
🚆 Jenkins 🔍 🔍 Search						0	Ankush Chadha I log out
Jenkins + SolDev + Caddyshack + caddyshack_ci_pipeline +							ENABLE AUTO REFRESH
 ▲ Up ▲ Status ➢ Changes ➢ Build with Parameters 	Pipeline caddyshak Full project name: SolDev/caddyshack, Pipeline for caddyshack project.		eline				<mark>⊘edit description</mark> Disable Project
 Configure Open Blue Ocean Full Stage View Job Config History Embeddable Build Status 	Recent Changes Becket Changes						
 Test Results Analyzer Pipeline Syntax 		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
 Git Polling Log Build History trend = 	(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
∳ #163 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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