

Deploying UNICORE

With One Click

7. September 2015 | Sander Apweiler and Benedikt von St. Vieth

Motivation

Use software to define your infrastructure and services

Motivation

Use software to define your infrastructure and services

Reasons

- reproducibility
- easier deployments
- automated updates
- faster failovers

Motivation

Use software to define your infrastructure and services

Reasons

- reproducibility
- easier deployments
- automated updates
- faster failovers

Technologies

- Ansible, Chef, puppet, ...
- docker

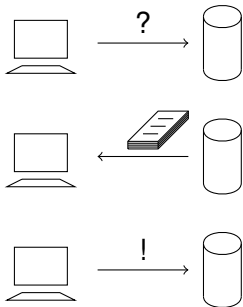
puppet

about puppet

- configuration management tool
- declarative definition of resources
 - packages
 - services
 - configuration files
- operating system agnostic
- public-private-key infrastructure for communication

about puppet – client-server

- node asks puppetmaster about his resources
- puppetmaster sends catalog to node
- node enforces the configuration, does necessary corrections and reports to puppetmaster



about puppet – declarative definition

```
node myhost.example.com {
  class { 'mysql::server':
    root_password => 'password'
  }
  mysql::db { 'mydb':
    user      => 'myuser',
    password => 'mypass',
    host      => 'localhost',
    grant     => ['SELECT', 'UPDATE'],
  }
}
```


deploying UNICORE

- install required Java
- creat necessary directories
- load .tar.gz-file to server
- extract .tar.gz-file
- modify configure.properties
- run configuration script
- run install script
- start server components

deploying UNICORE – with puppet

Steps required when using puppet:

- add UNICORE class to server definition

```
node myhost.example.com {  
  include ::unicore  
}
```

Minimal set of variables:

- `unicore_hostname: mydns.example.com ($::fqdn)`
- `unicore_servers_version: 7.4.0`

puppet **resources used**

- user
- package
 - install Java for current operating system
- file
 - copy archive to server
 - create configuration from template
- exec
 - extract archive
 - run configure step
 - run installation
 - start service

puppet

pro puppet:

- controls operating system and services
- uses same code for N deployments

con puppet:

- you need a server or VM
- operating system already is a overhead
- no atomic updates

docker

about docker

Lightweight virtualization using technologies like cgroups, namespaces, libcontainer and AuFS

build

... a image containing your application

ship

... your image using a registry or the central docker Hub

run

... the application by starting a container from the image

build – Dockerfile

```
FROM centos:latest
MAINTAINER Benedikt von St. Vieth

# install dependencies and clean-up afterwards
RUN yum -y update && yum install -y wget java-1.8.0-
    openjdk-headless && yum clean all && rm -rf /var/
    lib/{rpm,yum}

RUN wget -q -O '/unicore.tgz' '<...>/...tgz' && \
    mkdir '/opt/unicore' && \
    tar -xzf /unicore.tgz -C /opt/unicore && \
    rm -rf /unicore.tgz /opt/unicore/docs && \
    cd /opt/unicore && \
    sed -i ... configure.properties

ADD entrypoint.sh /entrypoint.sh
ENTRYPOINT /entrypoint.sh
EXPOSE 8080
```

deploying UNICORE – docker run

```
docker run -d -p 8082:8082  
           -e WSRFLITEURL=hostname  
           -e GATEWAYPORT=8082 benedicere/unicore
```


docker

pro docker:

- run UNICORE deployment with one command
- use same images for N deployments
- start on every Linux, virtualized on Windows/OSX

CON docker:

- increase complexity when using volumes and links

conclusion and outlook

conclusion

puppet

- well suited for reproducible operations

docker

- more complex integration testing
- good alternative for Live-CD
- ease operations

conclusion

puppet

- well suited for reproducible operations

docker

- more complex integration testing
 - good alternative for Live-CD
 - ease operations
-
- x509 authentication makes it very complex
 - too many and too complex configuration files

outlook

puppet

- introduce puppet class per service
- implement update procedure

docker

- build images per service
 - use docker-compose
 - move persistence to external volumes
-
- use UNICORE packages