



Migration of an Enterprise UI Microservice System from Cloud Foundry to Kubernetes

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Agenda

- Overview of IBM Cloud Console Architecture
- What is Cloud Foundry? What is Kubernetes? Why Switch?
- Experiences And Lessons Learned During Migration
- Conclusion

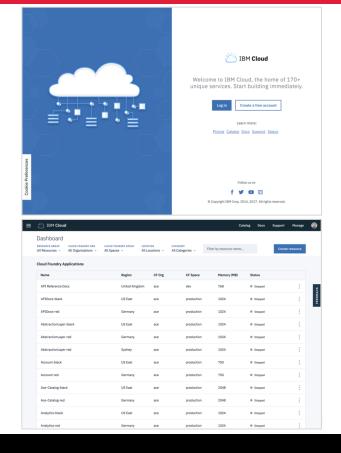


Overview of IBM Cloud Console Architecture



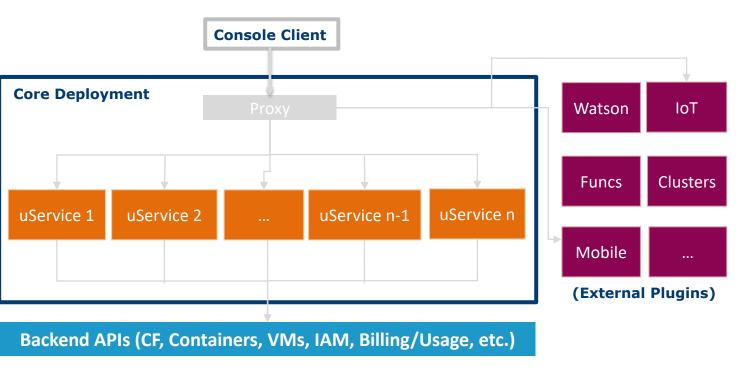
IBM Cloud Console

- Large UI serving as front-end to the IBM Cloud
- Lets users create, view, and manage PaaS/laaS resources:
 - Cloud Foundry apps & services
 - Kubernetes clusters
 - Virtual servers
 - Bare metal
- Provides additional functionality for:
 - Registration/onboarding
 - Identity and Access Management (IAM)
 - Billing/usage
 - Docs



IBM Cloud Console Architecture

- Started life about 5 years ago as a monolithic Java app
- Now composed of about 40 Node.js, cloud-native microservices + more than 20 external plugins
- Originally deployed as apps to Cloud Foundry
- Currently deployed as containers on Kubernetes





What is Cloud Foundry? What is Kubernetes? Why Switch?



What is Cloud Foundry*?

- Provides a PaaS with an abstraction at the application level
 - Developers can focus on code rather than underlying infrastructure



- Leverages the Open Service Broker API to make it easy to use services from apps
- Manages apps as Diego containers (internally)

* Technically describing the Cloud Foundry Application Runtime which is one of the two open source components from the CF Foundation.



What is Kubernetes?

- Abstracts at the *container* level
- Provides many of the benefits of PaaS with the flexibility of IaaS
 - Often referred to as laaS+
- Orchestrates computing, networking, and storage infrastructure on behalf of user workloads
- Enables portability across infrastructure providers





Why Did We Switch?

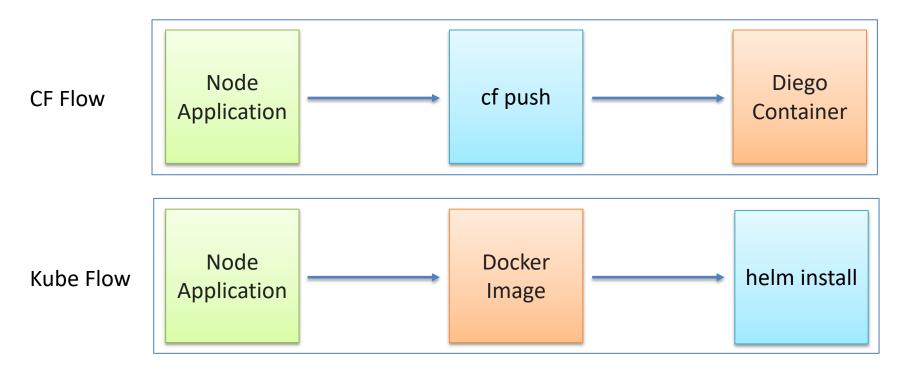
- Nothing "wrong" with CF
 - Very easy to get apps running, relatively low learning curve, etc.
 - Used in some way by at least half of the Fortune 500
- Kubernetes offers several advantages for our use case
 - More granular control to better manage our large, complex microservice system
 - Dedicated clusters to avoid performance/availability problems from friendly fire
 - In fairness, CF can be installed in a dedicated manner as well (even on Kubernetes!)
 - Simpler "front door" stack with built-in Ingress proxy to avoid extra network hops
 - Private host names
 - All apps in CF have public host names, so not possible to have a "private" microservice
 - Private networking
 - Calls between microservices in CF require going out over the public internet
 - Improved memory and CPU usage (dynamic allocation)
 - Ability to run our own services (like Redis)
 - Integrated monitoring with Prometheus



Experiences And Lessons Learned During Migration



Need to Dockerize





Migrating Manifest to Helm

- Helm Deployment
 - Docker image
 - CPU & memory
 - Environment variables
- Helm Service
 - Single alias for the deployment
- Helm Ingress
 - Hostname/URL mapping to service



Deployment Configuration

Cloud Foundry

- Configuration per deployment environment
- Kubernetes
 - Helm cli makes hierarchical simple
 - Global
 - Global-<Environment>
 - Cluster
 - Cluster-<namespace>



Exposure of Microservices

- Cloud Foundry
 - Public URL per microservice
 - Each microservice has to protect against direct access
 - Security concerns
 - Common code repeated
- Kubernetes
 - Microservice gets to choose exposure
 - Service Allows an internal only route to the application
 - Ingress Allows external routes to be defined to map to Services
 - Protections take place at a higher level to allow microservices to ignore exposure issues

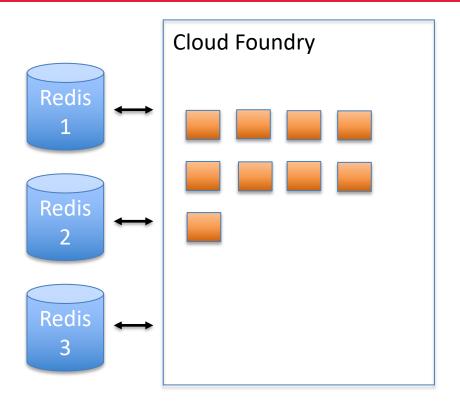


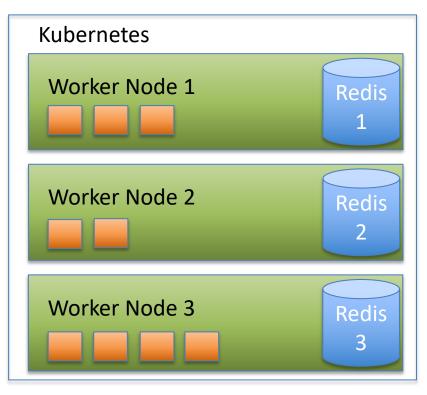
Common Code Migration Problems

- Cloud Foundry assumptions
 - Environment variable assumptions
 - VCAP_SERVICES
 - PORT
 - Invalid OS name characters like hyphens
 - URL format for intra-microservice communication
 - CF: <u>https://ace-common-production.us-south.bluemix.net</u>
 - Kubernetes: <u>http://common</u>
 - URL construction vs URL variables



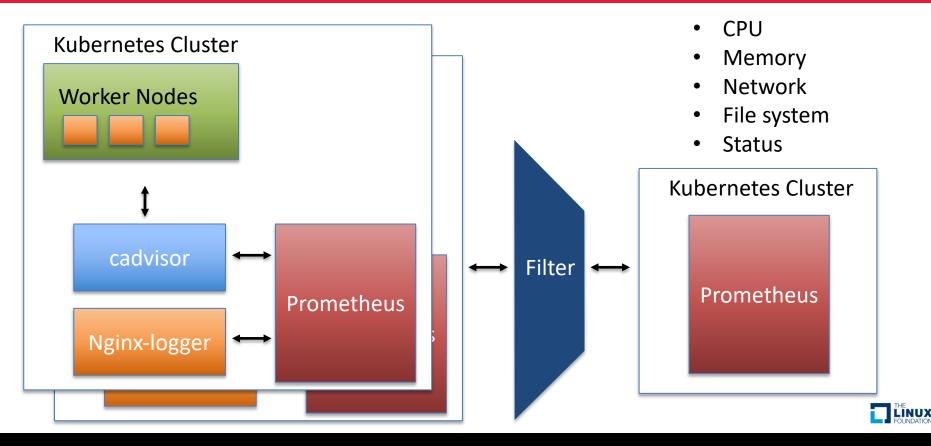
Installing a Local Redis with Stateful Sets







Monitoring in Kubernetes

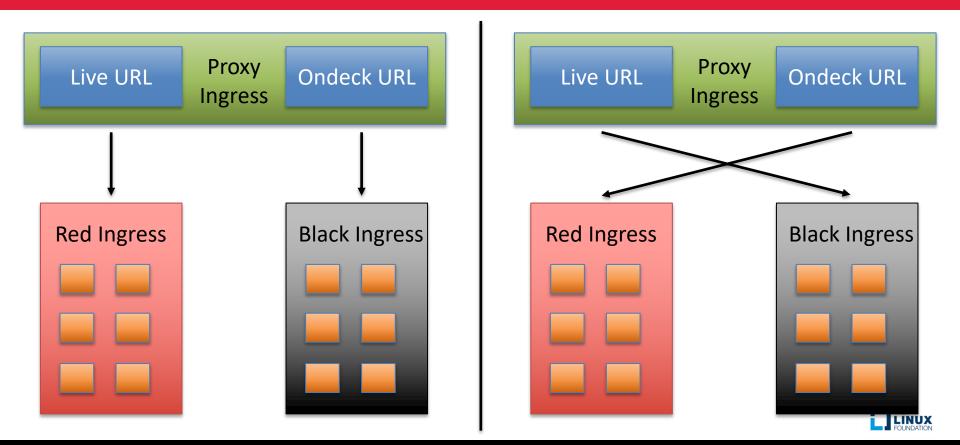


Monitoring NGINX Ingress

- Nginx logs contain invaluable metrics about incoming calls
 - Timestamp
 - HTTP method
 - HTTP status codes
 - Headers
 - URI
 - Response time
- Implemented custom solution for accessing those metrics
 - Configure nginx to log to syslog
 - Create microservice that scrapes the syslog and exposes the data to Prometheus
 - Filter, monitor, and alert



Red/Black Deployments

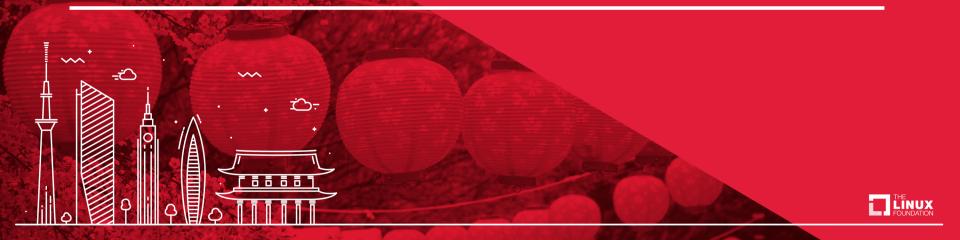


Built-in Liveness/Readiness Checks

- /readiness
 - "I am ready to accept traffic"
 - One time initialization checks
 - Connections to resources (URLs, DBs, etc..)
 - Periodic checks
 - Circuit breakers
 - Current status
 - Content Throttling
- /liveness
 - "I should keep living"
 - Unrecoverable situations/Unexpected Failures
 - "Have you tried turning it off and on again?"

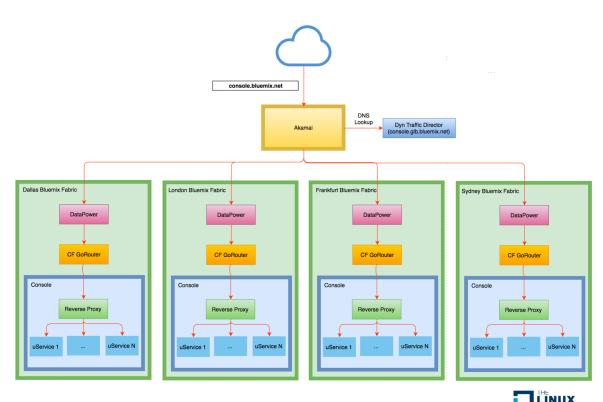


Rolling Out Kubernetes



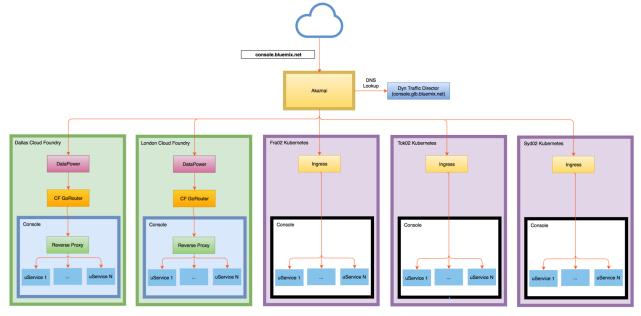
Geo Load Balancing and Failover (CF)

- One global URL (<u>https://console.bluemix.net</u>)
- Use Dyn geo load balancing to serve UI from the nearest healthy region
- If healthcheck in a region show: a problem, Dyn routes to the next closest healthy region
- Odds of all regions being down at the same time much less than one region being down
- Reduces regional latency



Geo Load Balancing and Failover (Migration)

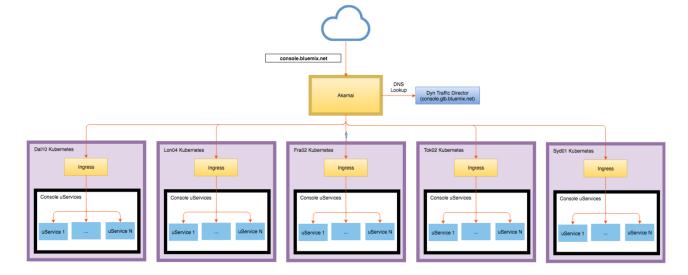
- Needed to verify stability of Kube clusters before turning off CF deployments in production
- Solution: Add Kube clusters to Dyn rotation and run CF deployments side-by-side with Kube deployments





Geo Load Balancing and Failover (Final)

 Once satisfied, removed CF deployments from rotation and only Kube deployments remained





Conclusion



Conclusion

- CF is a great technology, but Kubernetes better meets the needs of our microservice system
- Nothing is free, and we had to solve several new problems along the way
- Allowed us to achieve greater performance, scalability, reliability, and security than we had before



Questions?

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The End

