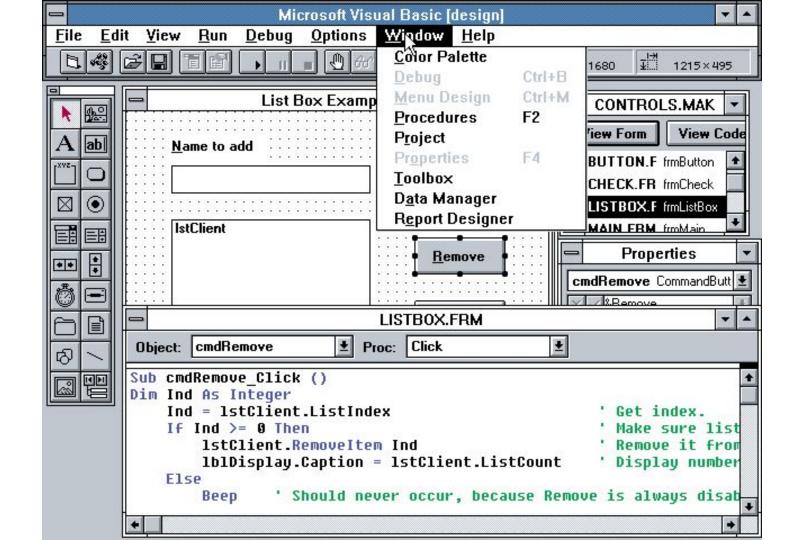
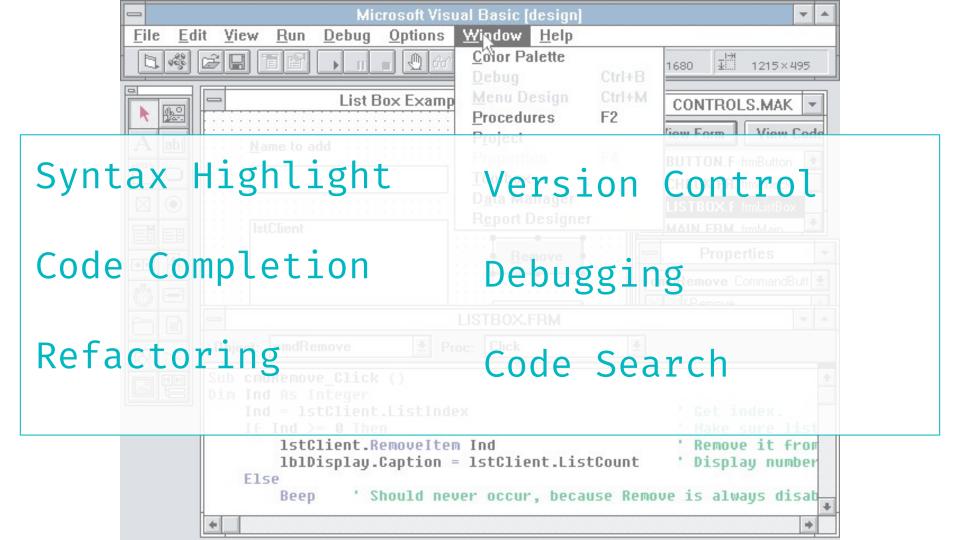
Successful Kubernetes Development Workflows

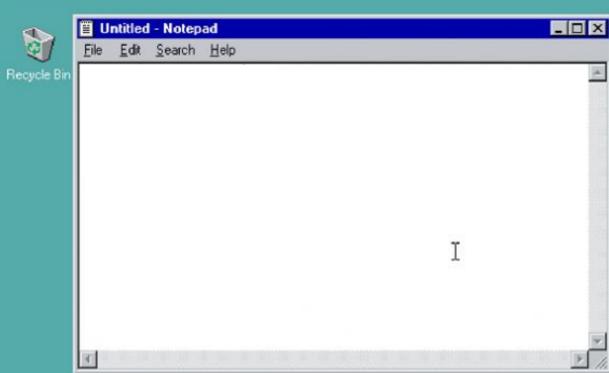
Ellen Körbes













The Problem:

Containers and Kubernetes are incredible!



kubectl run --restart=Always # creates deployment
kubectl run --restart=Never # creates pod

kubectl run --restart=OnFailure # creates job

The Problem:

Containers and Kubernetes are incredible!

...except for the development workflow.





Successful Kubernetes Development Workflows

\$ whoami

Ellen Körbes

- CNCF Ambassador
- Google Developer Expert for Go
- Focused on the developer experience side of Kubernetes
- 🕨 Frequent speaker... everywhere 😅



Head of Product

- l@tilt.dev
- @ellenkorbes
- they/she
- #tilt@slack.k8s.io



Successful Kubernetes Development Workflows

The Problem Set



The Problem Set

Development Clusters Feedback Loop Automation

Managing Configuration Files Problem Solving

Custom Workflows



Successful Kubernetes Development Workflows

The Protagonists





Datadog

Cloud monitoring SaaS provider.

Engineering team:

~**800** devs.







Datadog

unu

Cloud monitoring SaaS provider.

Electric scooters manufacturer in Berlin.

Engineering team:

~800 devs.

Development team has ~25 engineers.





UNU

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MINDSPACE.

Mindspace

Creative learning & gamification agency.

Very **tiny**!

Four engineers!





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Cluster API

Use a cluster to create, configure, and manage other clusters.

230+ contributors.

Very. Weird. Workflow!



The Problem

Development Clusters



no dev cluster ==



Concerns

Local Cluster:

- Can the whole app fit a laptop's RAM?
- Which type? There's
 Minikube, kind, Microk8s, etc.
- Double-click setup
- Feedback bottleneck:
 - o 1. Compute
 - o 2. Network



Dev Clusters Config Files Feedback Loop Cluster Context Debug

Concerns

Remote Cluster:

- Cash money dollars.
- Requires more infra & setup out of the box.
- No double-click setup!
- Feedback bottleneck:
 - 1. Network
 - o 2. Compute



Datadog

- **300+ services**—won't fit a laptop
- Self-managed cluster on public cloud
- Separate namespaces per team or per developer
- Wrapper tools for provisioning
- At first devs use staging services, which are cloned when working on them
- Option to add debugging tools



Mindspace

- Microk8s on Linux
- Mostly Docker for Mac
- Docker Compose for unit/integration tests... because Kubernetes in Cl.
- Local clusters mirror prod, except for e.g. Mongo, replication



Successful Kubernetes Development Workflows

KUBERNETES ON THE LAPTOP IS FINE!!!!111

...when you do it right.



Dev Clusters Config Files Feedback Loop Cluster Context Debug

unu

- Docker for Mac (Troublesome!)
- Run everything locally
- Hitting limits!
- Solution: **optional services**



Dev Clusters Config Files Feedback Loop Cluster Context Debug

Cluster API

- Concept: management clusters
- Use kind as the local dev cluster
- Why? Quick & easy to tear down
- Specific development on every cloud



Takeaway

Small companies? **Local** cluster.*

Big companies? Remote cluster.

Local clusters are easier to start, and companies migrate to remote once things don't fit a laptop anymore.



Takeaway

Small companies? Local cluster.*

Big companies? Remote cluster.

Local clusters are easier to start, and companies migrate to remote once things don't fit a laptop anymore.

* Don't know which? Check out dex.dev!



The Problem

Managing Configuration Files



manually editing yaml ==





Why?

Consider a simple Kubernetes app. YAML files:

- Deployment
- Service
- PersistentVolume
- StatefulSet
- Ingress

It goes on...



```
apiVersion: v1
kind: Service
metadata:
name: {{ template "fullname" . }}
labels:
     chart: "{{    .Chart.Name }}-{{    .Chart.Version
spec:
type: {{ .Values.service.type }}
ports:
- port: {{ .Values.service.externalPort }}
     targetPort: {{ .Values.service.internalPort | name: software
}}
     protocol: TCP
     name: {{ .Values.service.name }}
selector:
     app: {{ template "fullname" . }}
```

```
image:
           repository: software/todo
           tag. 1.0.0
          nullPolicy. IfNotPresent
apiVersion: v1
kind: Service
metadata:
la ls:
     chart: "mychart-0.1.0"
spec:
type: ClusterIP
ports:
- port: 80
     targetPort: 80
     protocol: TCP
     name: nginx
selector:
     app: software
```



```
apiVersion: v1
kind: Service
metadata:
name: {{ template "fullname" . }}
labels:
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     protocol: TCP
     name: nginx
selector:
     app: software_
```

Datadog

- **Helm** templates
- Different values for different environments (1 node vs. 100)
- One dev writes the YAML the first time...
- …everyone else just tilt ups.



Dev Clusters Config Files Feedback Loop Cluster Context Debug

Mindspace

- Services follow a common pattern
- Helm templating creates YAML
- Helm is further automated with Tilt



unu

- Services follow a common pattern
- Helm templating creates YAML
- Helm is further automated with Tilt
- Semi-custom Tilt/Bash YAML generator.
 Multi-layered Helm values file so people can override values per service, env, or locally.



Cluster API

- Convention for all provider projects:
 Provider-specific JSON.
- User-specific Tilt settings on tilt-settings.json overlays on top of defaults.
- Kustomize templating
- For development everything is extremely uniform.



Takeaways

Everyone uses a templating solution.*

Big companies sometimes roll their own.

Almost everyone uses **Helm** templates.



Takeaways

Everyone uses a templating solution.*

Big companies sometimes roll their own.

Almost everyone uses **Helm** templates.

* Don't know which to choose? Check out <u>dex.dev!</u>



The Problem

Feedback Loop Automation



What?

Roughly, we want the following operations:

- docker build
- docker push
- kubectl apply

...to be done automatically.





Assuming your team uses #Kubernetes:

How long does it take between changing a line of code, and that code running in your development cluster? (Mark the closest answer.)

Feel free to share details of your setup 😊

30 minutes 22.6%

1 minute 21.6%

2 seconds 4.9%

Results 50.9%

1,931 votes · Final results

3:38 PM · Nov 29, 2019 · Twitter Web App



manual app update ==



Why?

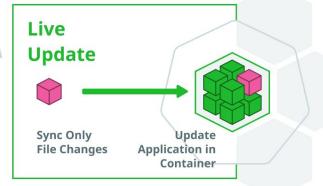
Developer cognitive load:

- Developers like to stay focused
 - # of operations per code change?
 - Time from change to new process?
- Custom workflow automation
- Onboarding





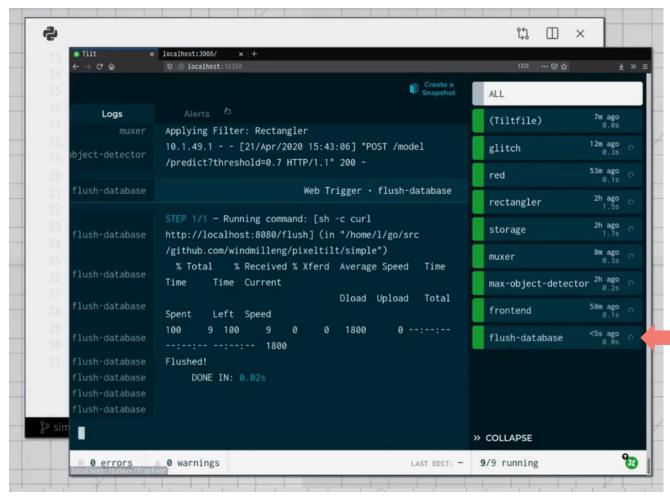




Datadog

- Rolling out **Tilt**, currently at ~40%.
- **CI image** pulled locally
- Build locally inside Cl image
- Tilt wraps Helm
- Easily discoverable buttons in Tilt:
 - Get dependencies
 - DB migrations







unu

- unu inspired Tilt's extensions feature!
- **Tilt + tons of automation**, such as:



unu

- unu inspired Tilt's extensions feature!
- Tilt + tons of automation, such as:

- Internal Traefik proxy
- TLS management
- Vault integration
- Tracing support
- Sharded, replicated mongo cluster
- Prometheus alerts
- Live reload for Grafana dashboards (!)
- Special thanks: David Rubin, who wrote the first third-party Tilt extension!



Mindspace

Mindspace:

- **Tilt**, specifically for dev ↔ prod parity
- Had tons of Tilt hacks that eventually became native features



Cluster API

- User-specific **Tilt** settings on tilt-settings.json **overlays** on top of **defaults**
- Very complex Tilt automation e.g. cert.
 management functionality
- Used to build the Go binary in the container, with a full toolchain in the dev image, now building binaries locally



Takeaways

- Pattern:
 - Uniform services fit a common structure, and allow for recycling configs, live reload settings, etc
 - DevEx teams automate everything e.g. unu's service discovery, Traefik, etc.



The Problem

Problem Solving

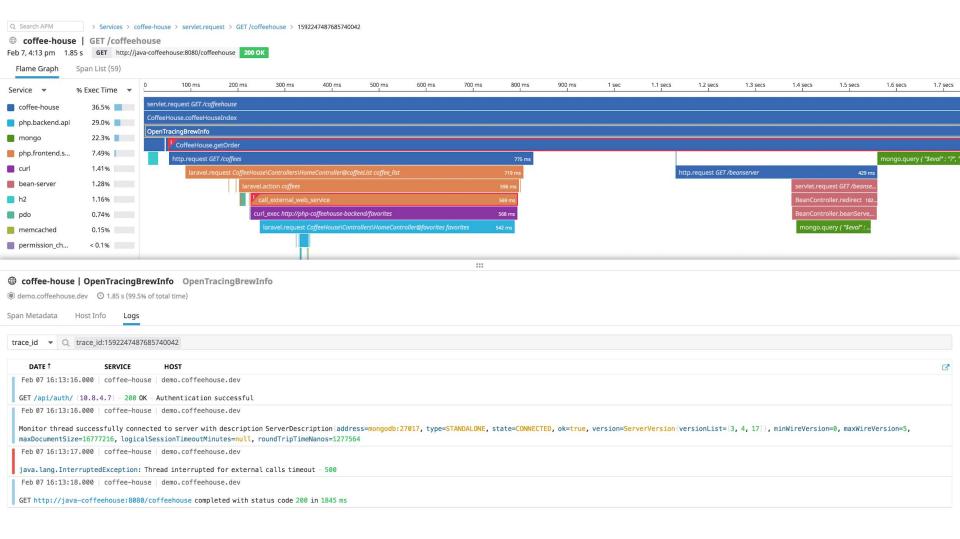
Single Player



Datadog & unu

- No debuggers. Output to logs, then use tracing.
- Datadog uses Datadog for metrics & traces
- Auto-instrumentation helps!
- unu uses Jaeger





Mindspace & Cluster API

Mindspace:

Remote debugging: IDE connects to node remote debugging; Tilt exposes the ports

Cluster API:

- Debugging: **Printlines**—no support for debuggers
- Quick feedback loop means this is fine



Takeaway

 Integration with tracing (Datadog & unu) and debugging tools (Mindspace) is still rare but growing!



The Problem

Problem Solving

Multi Player





Datadog

- Devs work in public, shareable namespaces
- Use wrapper tool to switch namespaces
- Any dev can access another dev's namespace



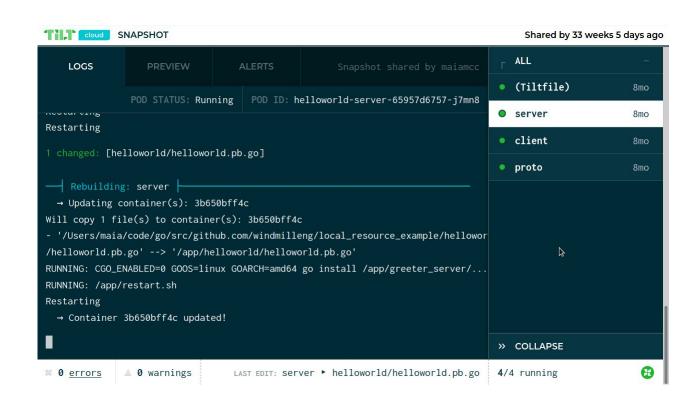
Mindspace

 No need for high-tech when it's a small team sharing the same office!



Cluster API

Snapshots!





Takeaways

- Big companies: You have a namespace and your colleague logs into it
- Middle ground: Snapshots
- Small companies: analog solutions



The Future



We've learned there's no ideal workflow



- We've learned there's no ideal workflow
- Everyone needs their own setup



- We've learned there's no ideal workflow
- Everyone needs their own setup
- Kubernetes won because it's flexible



- We've learned there's no ideal workflow
- Helm/Kustomize integration

- Everyone needs their own setup
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- Datadog: Buttons! Bazel!



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- ClusterAPI: Cert. manager! User overrides!



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- Helm/Kustomize integration
- Datadog: Buttons! Bazel!
- ClusterAPI: Cert. manager! User overrides!
- Unu: Sharded Mongo cluster!



- We've learned there's no ideal workflow
- Everyone needs their own setup
- Kubernetes won because it's flexible

- Helm/Kustomize integration
- Datadog: Buttons! Bazel!
- ClusterAPI: Cert. manager! User overrides!
- Unu: Sharded Mongo cluster!
- ...and dozens of user-contributed
 Tilt extensions.



• N tools means N² combinations



- N tools means N² combinations
- It's a lot to maintain



- N tools means N² combinations
- It's a lot to maintain
- We need to do for Kubernetes what the IDE did in the late 80s.







Successful Kubernetes Development Workflows

Thank You!



Ellen Körbes



Head of Product

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- @ellenkorbes
- they/she
- #tilt@slack.k8s.io

Featured:

Datadog <u>datadoghq.com</u>

unu <u>unumotors.com</u>

Mindspace <u>mindspace.net</u>

Cluster API <u>cluster-api.sigs.k8s.io</u>

