

# METALK8S

## MetalK8s Documentation

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# **Part I**

## **Quickstart Guide**



This guide describes how to set up a [MetalK8s](#) cluster for experimentation. For production installations, refer to the [Installation Guide](#). It offers general requirements and describes sizing, configuration, and deployment. It also explains major concepts central to MetalK8s architecture, and will show how to access various services after completing the setup.





## INTRODUCTION

### 1.1 Concepts

Although being familiar with [Kubernetes concepts](#) is recommended, the necessary concepts to grasp before installing a MetalK8s cluster are presented here.

#### 1.1.1 Nodes

[Nodes](#) are Kubernetes worker machines, which allow running containers and can be managed by the cluster (control-plane services, described below).

#### 1.1.2 Control-plane and workload-plane

This dichotomy is central to MetalK8s, and often referred to in other Kubernetes concepts.

The **control-plane** is the set of machines (called [nodes](#)) and the services running there that make up the essential Kubernetes functionality for running containerized applications, managing declarative objects, and providing authentication/authorization to end-users as well as services. The main components making up a Kubernetes control-plane are:

- [API Server](#)
- [Scheduler](#)
- [Controller Manager](#)

The **workload-plane** indicates the set of nodes where applications will be deployed via Kubernetes objects, managed by services provided by the **control-plane**.

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**Note:** Nodes may belong to both planes, so that one can run applications alongside the control-plane services.

---

Control-plane nodes often are responsible for providing storage for [API Server](#), by running [etcd](#). This responsibility may be offloaded to other nodes from the workload-plane (without the etcd taint).

#### 1.1.3 Node roles

Determining a [Node](#) responsibilities is achieved using **roles**. Roles are stored in [Node manifests](#) using labels, of the form `node-role.kubernetes.io/<role-name>: ''`.

MetalK8s uses five different **roles**, that may be combined freely:

**node-role.kubernetes.io/master** The master role marks a control-plane member. Control-plane services (see above) can only be scheduled on master nodes.

**node-role.kubernetes.io/etcd** The etcd role marks a node running [etcd](#) for storage of [API Server](#).

**node-role.kubernetes.io/node** This role marks a workload-plane node. It is included implicitly by all other roles.

**node-role.kubernetes.io/infra** The infra role is specific to MetalK8s. It serves for marking nodes where non-critical services provided by the cluster (monitoring stack, UIs, etc.) are running.

**node-role.kubernetes.io/bootstrap** This marks the *Bootstrap node*. This node is unique in the cluster, and is solely responsible for the following services:

- An RPM package repository used by cluster members
- An OCI registry for *Pods* images
- A *Salt Master* and its associated *SaltAPI*

In practice, this role will be used in conjunction with the `master` and `etcd` roles for bootstrapping the control-plane.

### 1.1.4 Node taints

*Taints* are complementary to roles. When a taint, or a set of taints, are applied to a *Node*, only *Pods* with the corresponding *tolerations* can be scheduled on that Node.

Taints allow dedicating Nodes to specific use-cases, such as having Nodes dedicated to running control-plane services.

### 1.1.5 Networks

A MetalK8s cluster requires a physical network for both the control-plane and the workload-plane Nodes. Although these may be the same network, the distinction will still be made in further references to these networks, and when referring to a Node IP address. Each Node in the cluster **must** belong to these two networks.

The control-plane network will serve for cluster services to communicate with each other. The workload-plane network will serve for exposing applications, including the ones in infra Nodes, to the outside world.

---

**Todo:** Reference Ingress

---

MetalK8s also allows one to configure virtual networks used for internal communications:

- A network for *Pods*, defaulting to 10.233.0.0/16
- A network for *Services*, defaulting to 10.96.0.0/12

In case of conflicts with the existing infrastructure, make sure to choose other ranges during the *Bootstrap configuration*.

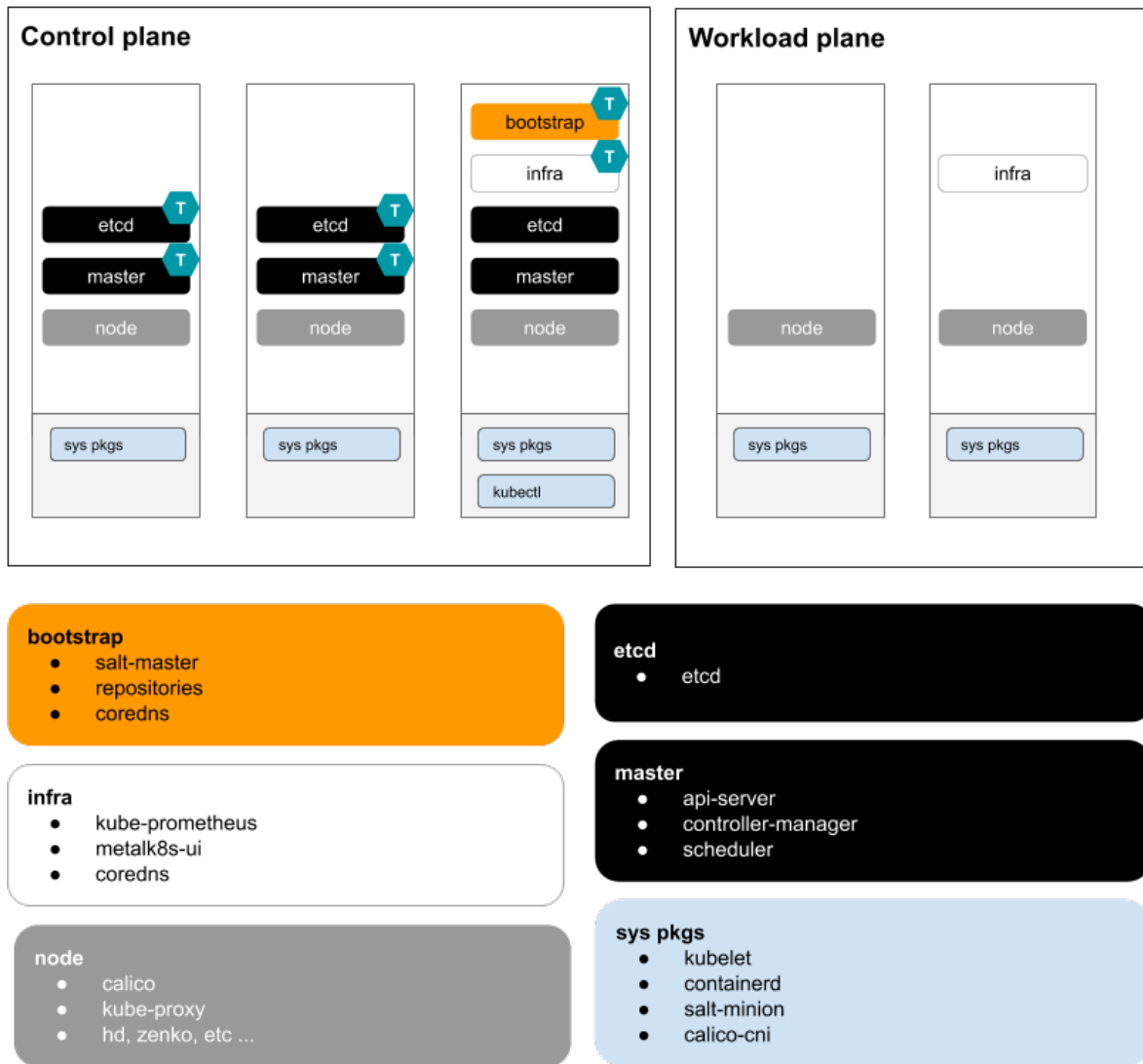
## 1.2 Installation plan

In this guide, the depicted installation procedure is for a medium sized cluster, using three control-plane nodes and two worker nodes. Refer to the *Installation Guide* for extensive explanations of possible cluster architectures.

---

**Note:** This image depicts the architecture deployed with this Quickstart guide.

---

**Todo:**

- describe architecture schema, include legend
- improve architecture explanation and presentation

The installation process can be broken down into the following steps:

1. [Setup](#) of the environment (with requirements and example OpenStack deployment)
2. [Deployment](#) of the *Bootstrap node*
3. [Expansion](#) of the cluster from the Bootstrap node

**Todo:** Include a link to example Solution deployment?



## SETUP OF THE ENVIRONMENT

### 2.1 General requirements

[MetalK8s](#) clusters require machines running [CentOS](#) / [RHEL](#) 7.6 or higher as their operating system. These machines may be virtual or physical, with no difference in setup procedure.

For this quickstart, we will need 5 machines (or 3, if running workload applications on your control-plane nodes).

#### 2.1.1 Sizing

Each machine should have at least 2 CPU cores, 4 GB of RAM, and a root partition larger than 40 GB.

For sizing recommendations depending on sample use cases, see the [Installation guide](#).

#### 2.1.2 Proxies

For nodes operating behind a proxy, add the following lines to each cluster member's `/etc/environment` file:

```
http_proxy=http://user;pass@HTTP proxy IP address:<port>
https_proxy=http://user;pass@HTTPS proxy IP address:<port>
no_proxy=localhost,127.0.0.1,<local IP of each node>
```

#### 2.1.3 SSH provisioning

Each machine should be accessible through SSH from your host. As part of the [Deployment of the Bootstrap node](#), a new SSH identity for the [Bootstrap node](#) will be generated and shared to other nodes in the cluster. It is also possible to do it beforehand.

#### 2.1.4 Network provisioning

Each machine needs to be a member of both the control-plane and workload-plane networks, as described in [Networks](#). However, these networks can overlap, and nodes need not have distinct IPs for each plane.

In order to reach the cluster-provided UIs from your host, the host needs to be able to connect to workload-plane IPs of the machines.

### 2.1.5 Repositories provisioning

Each machine needs to have repositories properly configured and having access to basic repository packages (depending on the operating systems).

CentOS:

- base
- extras
- updates

RHEL:

- rhel-7-server-rpms
- rhel-7-server-extras-rpms
- rhel-7-server-optional-rpms

---

**Note:** For RHEL you should have a system properly registered.

---

---

**Note:** The repository names and configurations do not necessarily need to be the same as the official ones but all packages must be made available.

---

Enable an existing repository:

CentOS:

```
yum-config-manager --enable <repo_name>
```

RHEL:

```
subscription-manager repos --enable=<repo_name>
```

Add a new repository:

```
yum-config-manager --add-repo <repo_url>
```

---

**Note:** *repo\_url* can be remote url using prefix *http://*, *https://*, *ftp://*, ... or a local path using *file://*.

---

For more detail(s), refer to the official documentation:

- [Enable Optional repositories with RHSM](#)
- [Configure repositories with YUM](#)
- [Advanced repositories configuration](#)

## 2.2 Example OpenStack deployment

---

**Todo:** Extract the Terraform tooling used in CI for ease of use.

---

## DEPLOYMENT OF THE BOOTSTRAP NODE

### 3.1 Preparation

#### 3.1.1 MetalK8s ISO

On your bootstrap node, download the MetalK8s ISO file. Mount this ISO file at the specific following path:

```
root@bootstrap $ mkdir -p /srv/scality/metalk8s-2.4.1
root@bootstrap $ mount <path-to-iso> /srv/scality/metalk8s-2.4.1
```

### 3.2 Configuration

1. Create the MetalK8s configuration directory.

```
root@bootstrap $ mkdir /etc/metalk8s
```

2. Create the /etc/metalk8s/bootstrap.yaml file. Change the networks, IP address, and hostname to conform to your infrastructure.

```
apiVersion: metalk8s.scality.com/v1alpha2
kind: BootstrapConfiguration
networks:
  controlPlane: <CIDR-notation>
  workloadPlane: <CIDR-notation>
ca:
  minion: <hostname-of-the-bootstrap-node>
apiServer:
  host: <IP-of-the-bootstrap-node>
archives:
  - <path-to-metalk8s-iso>
```

The archives field is a list of absolute paths to MetalK8s ISO files. When the bootstrap script is executed, those ISOs are automatically mounted and the system is configured to re-mount them automatically after a reboot.

---

#### Todo:

- Explain the role of this config file and its values
  - Add a note about setting HA for apiServer
-

### 3.2.1 SSH provisioning

1. Prepare the MetalK8s PKI directory.

```
root@bootstrap $ mkdir -p /etc/metalk8s/pki
```

2. Generate a passwordless SSH key that will be used for authentication to future new nodes.

```
root@bootstrap $ ssh-keygen -t rsa -b 4096 -N '' -f /etc/metalk8s/pki/salt-bootstrap
```

**Warning:** Although the key name is not critical (will be re-used afterwards, so make sure to replace occurrences of salt-bootstrap where relevant), this key must exist in the /etc/metalk8s/pki directory.

3. Accept the new identity on future new nodes (run from your host). First, retrieve the public key from the Bootstrap node.

```
user@host $ scp root@bootstrap:/etc/metalk8s/pki/salt-bootstrap.pub /tmp/salt-bootstrap.pub
```

Then, authorize this public key on each new node (this command assumes a functional SSH access from your host to the target node). Repeat until all nodes accept SSH connections from the Bootstrap node.

```
user@host $ ssh-copy-id -i /tmp/salt-bootstrap.pub root@<node_hostname>
```

## 3.3 Installation

### 3.3.1 Run the install

Run the bootstrap script to install binaries and services required on the Bootstrap node.

```
root@bootstrap $ /srv/scality/metalk8s-2.4.1/bootstrap.sh
```

**Warning:** In case of virtual network (or any network which enforces source and destination fields of IP packets to correspond to the MAC address(es)) *IP-in-IP needs to be enabled*.

### 3.3.2 Provision storage for Prometheus services

After bootstrapping the cluster, the Prometheus and AlertManager services used to monitor the system will not be running (the respective *Pods* will remain in *Pending* state), because they require persistent storage to be available. You can either provision these storage volumes on the bootstrap node, or later on other nodes joining the cluster. Templates for the required volumes are available in `examples/prometheus-sparse.yaml`. Note, however, these templates use the *sparseLoopDevice Volume* type, which is not suitable for production installations. Refer to *Volume Management* for more information on how to provision persistent storage.

**Note:** When deploying using Vagrant, persistent volumes for Prometheus and AlertManager are already provisioned.



### 3.3.3 Validate the install

Check if all *Pods* on the Bootstrap node are in the Running state.

**Note:** On all subsequent *kubect* commands, you may omit the `--kubeconfig` argument if you have exported the KUBECONFIG environment variable set to the path of the administrator *kubeconfig* file for the cluster.

By default, this path is `/etc/kubernetes/admin.conf`.

```
root@bootstrap $ export KUBECONFIG=/etc/kubernetes/admin.conf
```

```
root@bootstrap $ kubectl get nodes --kubeconfig /etc/kubernetes/admin.conf
```

NAME	STATUS	ROLES	AGE	VERSION
bootstrap	Ready	bootstrap,etcd,infra,master	17m	v1.11.7



  

```
root@bootstrap $ kubectl get pods --all-namespaces -o wide --kubeconfig /etc/kubernetes/admin.conf
```

NAMESPACE	NAME	READY	STATUS	RESTARTS
kube-system	calico-kube-controllers-b7bc4449f-6rh2q	1/1	Running	0
kube-system	calico-node-r2qxs	1/1	Running	0
kube-system	coredns-7475f8d796-8h4lt	1/1	Running	0
kube-system	coredns-7475f8d796-m5zz9	1/1	Running	0
kube-system	etcd-bootstrap	1/1	Running	0
kube-system	kube-apiserver-bootstrap	2/2	Running	0
kube-system	kube-controller-manager-bootstrap	1/1	Running	0
kube-system	kube-proxy-vb74b	1/1	Running	0
kube-system	kube-scheduler-bootstrap	1/1	Running	0
kube-system	repositories-bootstrap	1/1	Running	0
kube-system	salt-master-bootstrap	2/2	Running	0
metalk8s-ingress	nginx-ingress-controller-46lxd	1/1	Running	0
metalk8s-ingress	nginx-ingress-default-backend-5449d5b699-8bkbr	1/1	Running	0
metalk8s-monitoring	alertmanager-main-0	2/2	Running	0
metalk8s-monitoring	alertmanager-main-1	2/2	Running	0
metalk8s-monitoring	alertmanager-main-2	2/2	Running	0
metalk8s-monitoring	grafana-5cb4945b7b-ltdrz	1/1	Running	0
metalk8s-monitoring	kube-state-metrics-588d699b56-d6crn	4/4	Running	0
metalk8s-monitoring	node-exporter-4jdgv	2/2	Running	0
metalk8s-monitoring	prometheus-k8s-0	3/3	Running	1
metalk8s-monitoring	prometheus-k8s-1	3/3	Running	1

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metalk8s-monitoring	prometheus-operator-64477d4bff-xxjw2	1/1	Running	0	
 4m	10.233.132.68	bootstrap	<none>		

Check that you can access the MetalK8s GUI, following [this procedure](#).

### 3.3.4 Troubleshooting

---

#### Todo:

- Mention `/var/log/metalk8s-bootstrap.log` and the command-line options for verbosity.
  - Add Salt master/minion logs, and explain how to run a specific state from the Salt master.
  - Then refer to a troubleshooting section in the installation guide.
-

## CLUSTER EXPANSION

Once the *Bootstrap node* has been installed (see *Deployment of the Bootstrap node*), the cluster can be expanded. Unlike the `kubeadm join` approach which relies on *bootstrap tokens* and manual operations on each node, MetalK8s uses Salt SSH to setup new *Nodes* through declarative configuration, from a single endpoint. This operation can be done either through *the MetalK8s GUI* or *the command-line*.

### 4.1 Defining an architecture

See the schema defined in *the introduction*.

The Bootstrap being already deployed, the deployment of other Nodes will need to happen four times, twice for control-plane Nodes (bringing up the control-plane to a total of three members), and twice for workload-plane Nodes.

---

**Todo:**

- explain architecture: 3 control-plane + etcd, 2 workers (one being dedicated for infra)
  - remind roles and taints from intro
- 

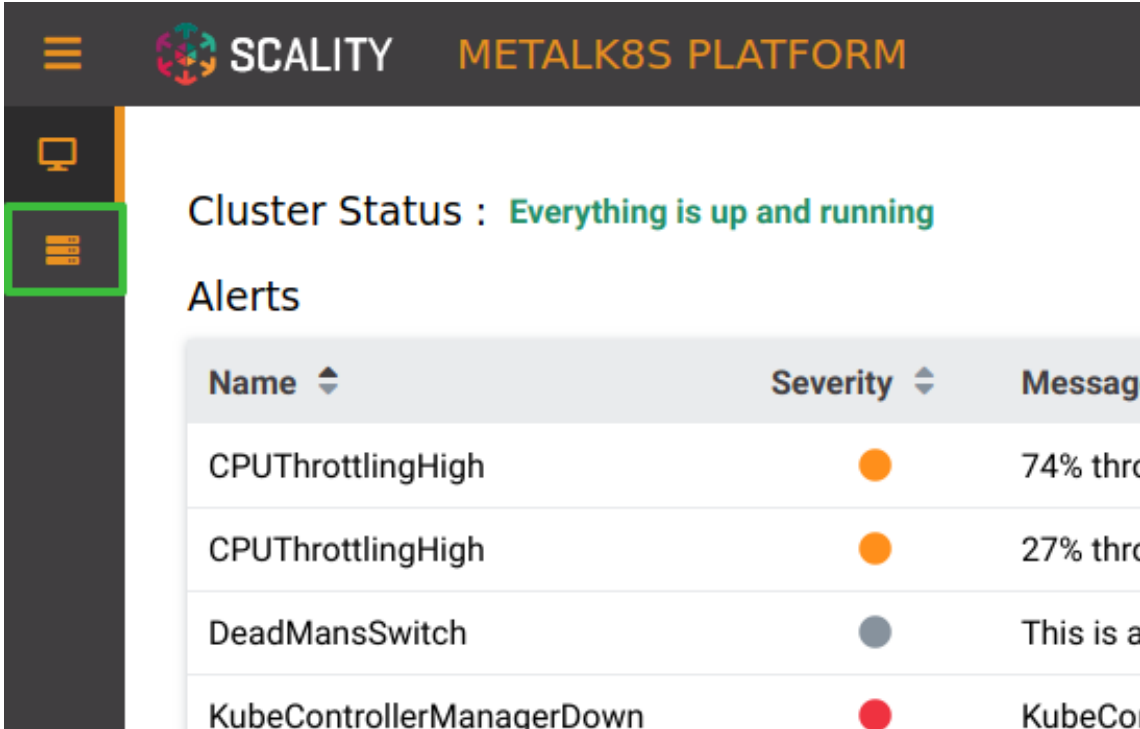
### 4.2 Adding a node with the MetalK8s GUI

To reach the UI, refer to *this procedure*.

#### 4.2.1 Creating a Node object

The first step to adding a Node to a cluster is to declare it in the API. The MetalK8s GUI provides a simple form for that purpose.

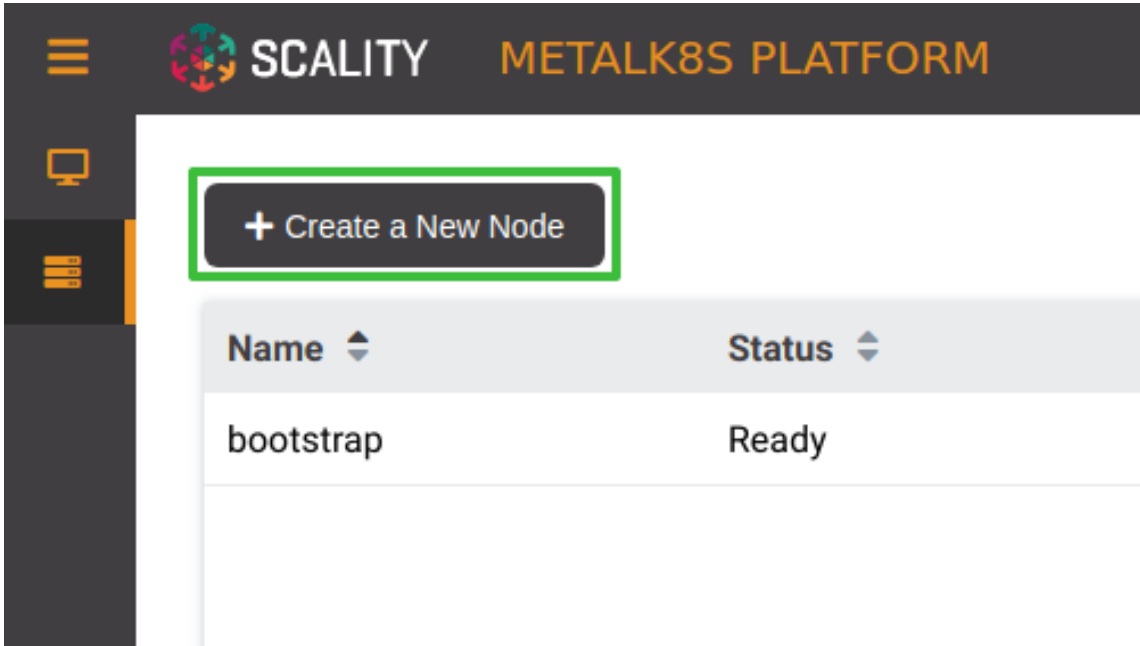
1. Navigate to the Node list page, by clicking the button in the sidebar:



The screenshot shows the SCALITY METALK8S PLATFORM dashboard. The top navigation bar includes the SCALITY logo and the text "METALK8S PLATFORM". On the left sidebar, the "Alerts" icon is highlighted with a green box. The main content area displays "Cluster Status : Everything is up and running" in green text. Below this, the "Alerts" section shows a table with the following data:

Name	Severity	Message
CPUThrottlingHigh	Orange circle	74% thrc
CPUThrottlingHigh	Orange circle	27% thrc
DeadMansSwitch	Grey circle	This is a
KubeControllerManagerDown	Red circle	KubeCo

- From the Node list (the Bootstrap node should be visible there), click the button labeled “Create a New Node”:

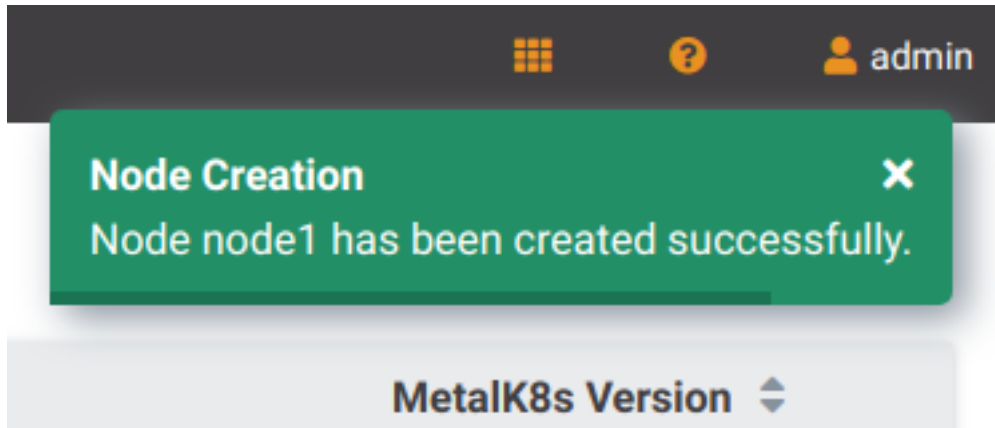


The screenshot shows the SCALITY METALK8S PLATFORM dashboard. The top navigation bar includes the SCALITY logo and the text "METALK8S PLATFORM". On the left sidebar, the "Nodes" icon is highlighted with a green box. The main content area displays a button labeled "+ Create a New Node" which is also highlighted with a green box. Below the button, a table shows the following data:

Name	Status
bootstrap	Ready

- Fill the form with relevant information (make sure the *SSH provisioning* for the Bootstrap node is done first):
  - Name:** the hostname of the new Node
  - MetalK8s Version:** use “2.4.1”
  - SSH User:** the user for which the Bootstrap has SSH access
  - Hostname or IP:** the address to use for SSH from the Bootstrap
  - SSH Port:** the port to use for SSH from the Bootstrap
  - SSH Key Path:** the path to the private key generated in *this procedure*

- **Sudo required:** whether the SSH deployment will need sudo access
  - **Roles/Workload Plane:** check this box if the new Node should receive workload applications
  - **Roles/Control Plane:** check this box if the new Node should run control-plane services
  - **Roles/Infra:** check this box if the new Node should run infra services
4. Click “Create”. You will be redirected to the Node list page, and will be shown a notification to confirm the Node creation:



## 4.2.2 Deploying the Node

After the desired state has been declared, it can be applied to the machine. The MetalK8s GUI uses [SaltAPI](#) to orchestrate the deployment.

1. From the Node list page, any yet-to-be-deployed Node will have a “Deploy” button. Click it to begin the deployment:

Name ▾	Status ▾	Deployment ▾
bootstrap	Ready	
node1	Unknown	<div>Deploy</div>

2. Once clicked, the button will change to “Deploying”. Click it again to open the deployment status page:



Detailed events are shown on the right of this page, for advanced users to debug in case of errors.

---

**Todo:**

- UI should parse these events further
  - Events should be documented
- 

3. When complete, click on “Back to nodes list”. The new Node should have a Ready status.

---

**Todo:**

- troubleshooting (example errors)
- 

## 4.3 Adding a node from the command-line

### 4.3.1 Creating a manifest

Adding a node requires the creation of a *manifest* file, following the template below:

```
apiVersion: v1
kind: Node
metadata:
  name: <node_name>
  annotations:
    metalk8s.scality.com/ssh-key-path: /etc/metalk8s/pki/salt-bootstrap
    metalk8s.scality.com/ssh-host: <node control-plane IP>
    metalk8s.scality.com/ssh-sudo: 'false'
  labels:
    metalk8s.scality.com/version: '2.4.1'
    <role labels>
spec:
  taints: <taints>
```

The combination of <role labels> and <taints> will determine what is installed and deployed on the Node.

A node exclusively in the control-plane with etcd storage will have:

```
[...]
metadata:
  [...]
  labels:
    node-role.kubernetes.io/master: ''
    node-role.kubernetes.io/etcd: ''
    [...] (other labels except roles)
spec:
  [...]
  taints:
  - effect: NoSchedule
    key: node-role.kubernetes.io/master
  - effect: NoSchedule
    key: node-role.kubernetes.io/etcd
```

A worker node dedicated to infra services (see *Introduction*) will use:

```
[...]
metadata:
  [...]
```

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```

labels:
  node-role.kubernetes.io/infra: ''
  [ ... (other labels except roles) ]
spec:
  [ ... ]
  taints:
  - effect: NoSchedule
    key: node-role.kubernetes.io/infra

```

A simple worker still accepting infra services would use the same role label without the taint.

### 4.3.2 Creating the Node object

Use `kubectl` to send the manifest file created before to Kubernetes API.

```

root@bootstrap $ kubectl --kubeconfig /etc/kubernetes/admin.conf apply -f <path-to-node-manifest>
node/<node-name> created

```

Check that it is available in the API and has the expected roles.

```

root@bootstrap $ kubectl --kubeconfig /etc/kubernetes/admin.conf get nodes
NAME                STATUS    ROLES                  AGE      VERSION
bootstrap           Ready     bootstrap,etcd,infra,master 12d      v1.11.7
<node-name>         Unknown   <expected node roles>      29s

```

### 4.3.3 Deploying the node

Open a terminal in the Salt Master container using [this procedure](#).

Check that SSH access from the Salt Master to the new node is properly configured (see [SSH provisioning](#)).

```

root@salt-master-bootstrap $ salt-ssh --roster kubernetes <node-name> test.ping
<node-name>:
  True

```

Start the node deployment.

```

root@salt-master-bootstrap $ salt-run state.orchestrate metalk8s.orchestrate.deploy_node \
                             saltenv=metalk8s-2.4.1 \
                             pillar='{ "orchestrate": { "node_name": "<node-name>" } }'

```

```

... lots of output ...
Summary for bootstrap_master
-----
Succeeded: 7 (changed=7)
Failed:    0
-----
Total states run:      7
Total run time: 121.468 s

```

### 4.3.4 Troubleshooting

#### Todo:

- explain orchestrate output and how to find errors

- point to log files
- 

## 4.4 Checking the cluster health

During the expansion, it is recommended to check the cluster state between each node addition.

When expanding the control-plane, one can check the etcd cluster health:

```
root@bootstrap $ kubectl -n kube-system exec -ti etcd-bootstrap sh --kubeconfig /etc/kubernetes/
admin.conf
root@etcd-bootstrap $ etcdctl --endpoints=https://[127.0.0.1]:2379 \
    --ca-file=/etc/kubernetes/pki/etcd/ca.crt \
    --cert-file=/etc/kubernetes/pki/etcd/healthcheck-client.crt \
    --key-file=/etc/kubernetes/pki/etcd/healthcheck-client.key \
    cluster-health

member 46af28ca4af6c465 is healthy: got healthy result from https://172.21.254.6:2379
member 81de403db853107e is healthy: got healthy result from https://172.21.254.7:2379
member 8878627efe0f46be is healthy: got healthy result from https://172.21.254.8:2379
cluster is healthy
```

---

### Todo:

- add sanity checks for Pods lists (also in the relevant sections in services)
-



## ACCESSING CLUSTER SERVICES

### 5.1 MetalK8s GUI

This GUI is deployed during the *Bootstrap installation*, and can be used for operating, extending and upgrading a MetalK8s cluster.

#### 5.1.1 Gather required information

1. Get the control plane IP of the bootstrap node.

```
root@bootstrap $ salt-call grains.get metalk8s:control_plane_ip
local:
  <the control plane IP>
```

#### 5.1.2 Use MetalK8s UI

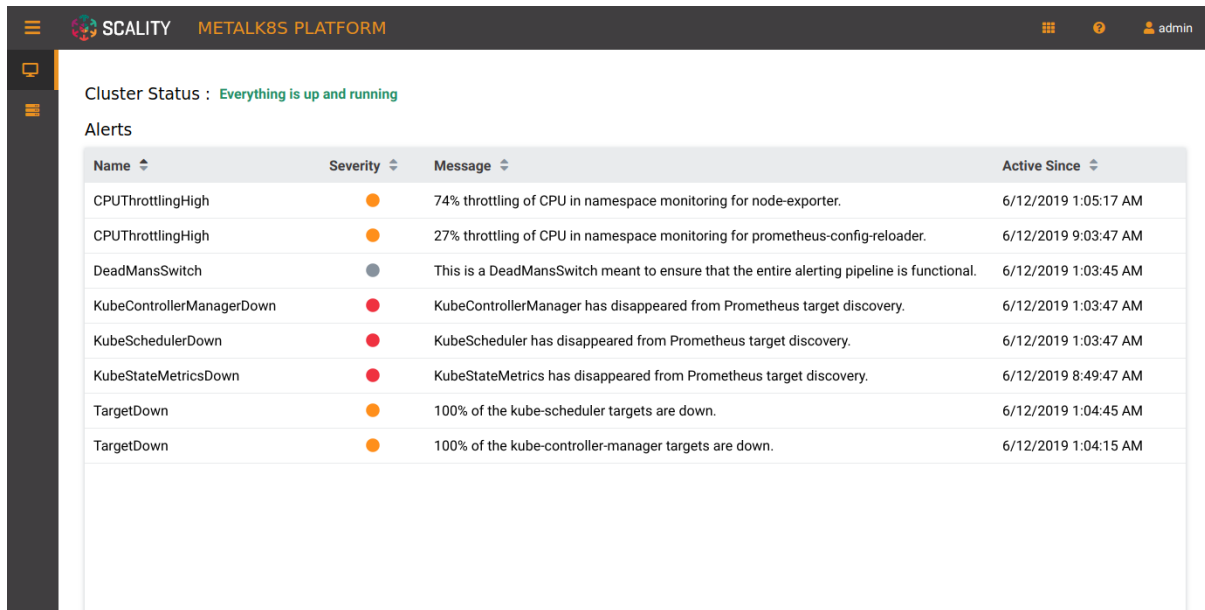
Once you have gathered the IP address and the port number, open your web browser and navigate to the URL `https://<ip>:8443`, replacing placeholders with the values retrieved before.

The login page is loaded, and should resemble the following:



Log in with the default login / password (admin / admin).

The landing page should look like this:



This page displays two monitoring indicators:

1. the Cluster Status, which evaluates if control-plane services are all up and running
2. the list of alerts stored in *Alertmanager*

## 5.2 Grafana

Grafana is available on the same host as the MetalK8s UI, under /grafana. Log in with the default credentials: admin / admin.

## 5.3 Salt

MetalK8s uses *SaltStack* to manage the cluster. The Salt Master runs in a *Pod* on the *Bootstrap node*.

The Pod name is salt-master-<bootstrap hostname>, and it contains two containers: salt-master and salt-api.

To interact with the Salt Master with the usual CLIs, open a terminal in the salt-master container (we assume the Bootstrap hostname to be bootstrap):

```
root@bootstrap $ kubectl exec -it -n kube-system -c salt-master --kubeconfig /etc/kubernetes/admin.conf salt-master-bootstrap bash
```

---

### Todo:

- how to access / use SaltAPI
  - how to get logs from these containers
-

## **Part II**

# **Installation Guide**



## SIZING RECOMMENDATIONS

---

**Todo:** Evaluate requirements for various architectures

---



# **Part III**

## **Operational Guide**





This guide describes MetalK8s ISO preparation steps, upgrade and downgrade guidelines, supported versions and best practices required for operating [MetalK8s](#). Refer to the [Installation Guide](#) if you do not have a working [MetalK8s](#) setup.



## BOOTSTRAP NODE BACKUP AND RESTORATION PROCEDURE

This section describes how to backup a **MetalK8s** bootstrap node and how to restore a bootstrap node from such backup.

### 7.1 Backup procedure

A backup file is generated at the end of the bootstrap.

To create a new backup file you can run the following command:

```
/srv/scality/metalk8s-X.X.X/backup.sh
```

Backup archives are stored in `/var/lib/metalk8s/`.

### 7.2 Restoration procedure

**Warning:** You cannot use the restore script if you do not have High Availability apiserver because some information required to reconfigure the others nodes are stored in the apiserver.

**Warning:** In case of a 3-node etcd cluster (2 nodes + unreachable old bootstrap node) you need to remove the old bootstrap node from the etcd cluster before running the restore script.

To restore a bootstrap node you need a backup archive and **MetalK8s** ISOs.

All the ISOs referenced in the bootstrap configuration file (located at `/etc/metalk8s/bootstrap.yaml`) must be present.

First mount the ISO and then run the restore script:

```
/srv/scality/metalk8s-X.X.X/restore.sh --backup-file <backup_archive>
```

---

**Note:** Replace `<backup_archive>` with the path to the backup archive you want to use.

---



## ENABLE IP-IN-IP ENCAPSULATION

By default [Calico](#) in MetalK8s is configured to use [IP-in-IP](#) encapsulation only for cross-subnet communication.

[IP-in-IP](#) is needed for any network which enforces source and destination fields of IP packets to correspond to the MAC address(es).

To always use [IP-in-IP](#) encapsulation run the following command:

```
$ kubectl --kubeconfig /etc/kubernetes/admin.conf \
  patch ippool default-ipv4-ippool --type=merge \
  --patch '{"spec": {"ipipMode": "Always"}}'
```

For more details refer to [IP-in-IP Calico configuration](#).



## ISO PREPARATION

This section describes a reliable way for provisioning a new **Metalk8s** ISO for upgrade or downgrade.

To provision a new **Metalk8s** ISO you need to run the utility script shipped with the current installation:

```
/srv/scality/metalk8s-X.X.X/iso-manager.sh -a <path_to_iso>
```





## UPGRADE GUIDE

This section describes a reliable upgrade path for **MetalK8s** including all the components that make up the stack.

### 10.1 Supported Versions

---

**Note:** MetalK8 supports upgrade **strictly** from one supported minor version to another. For example:

- Upgrade from 2.0.x to 2.0.x
- Upgrade from 2.0.x to 2.1.x

Please refer to the release notes for more information.

---

### 10.2 Upgrade Pre-requisites

Prior to beginning the upgrade steps listed below, make sure to complete the pre-requisites listed in *ISO Preparation*.

### 10.3 Upgrade Steps

Ensure that the pre-requisites above have been met before you make any step further.

- From the *Bootstrap node*, launch the upgrade.

```
/srv/scality/metalk8s-X.X.X/upgrade.sh --destination-version <destination_version>
```



## DOWNGRADE GUIDE

This section describes the logical steps for downgrading **MetalK8s**.

To downgrade your cluster you need to run the utility script shipped with the current installation providing it with the destination version:

```
/srv/scality/metalk8s-X.X.X/downgrade.sh --destination-version <version>
```



## CHANGING THE HOSTNAME OF A METALK8S NODE

1. On the node, change the hostname:

```
$ hostnamectl set-hostname <New hostname>
$ systemctl restart systemd-hostnamed
```

2. Check that the change is taken into account.

```
$ hostnamectl status

Static hostname: <New hostname>
Pretty hostname: <New hostname>
Icon name: computer-vm
Chassis: vm
Machine ID: 5003025f93c1a84914ea5ae66519c100
Boot ID: f28d5c64f06c48a3a775e24c4f03d00c
Virtualization: kvm
Operating System: CentOS Linux 7 (Core)
CPE OS Name: cpe:/o:centos:centos:7
Kernel: Linux 3.10.0-957.12.2.el7.x86_64
Architecture: x86-64
```

3. On the bootstrap node, check the hostname edition incurred a change of status on the bootstrap. The edited node must be in a **NotReady** status.

```
$ kubectl get <node_name>
<node_name>    NotReady    etcd,master    19h    v1.11.7
```

4. Change the name of the node in the yaml file used to create it. Refer to [Creating a manifest](#) for more information.

```
apiVersion: v1
kind: Node
metadata:
  name: <New_node_name>
  annotations:
    metalk8s.scality.com/ssh-key-path: /etc/metalk8s/pki/salt-bootstrap
    metalk8s.scality.com/ssh-host: <node control-plane IP>
    metalk8s.scality.com/ssh-sudo: 'false'
  labels:
    metalk8s.scality.com/version: '2.4.1'
    <role labels>
spec:
  taints: <taints>
```

Then apply the configuration:

```
$ kubectl apply -f <path to edited manifest>
```

5. Delete the old node (here <node\_name>):

```
$ kubectl delete node <node_name>
```

6. Open a terminal into the *Salt master* container:

```
$ kubectl -it exec salt-master-<bootstrap_node_name> -n kube-system -c salt-master bash
```

7. Delete the now obsolete *Salt minion* key for the changed Node:

```
$ salt-key -d <node_name>
```

8. Re-run the deployment for the edited Node:

```
$ salt-run state.orchestrate metalk8s.orchestrate.deploy_node saltenv=metalk8s-2.4.
→ 1 pillar='{ "orchestrate": { "node_name": "<new-node-name>" } }'
```

```
Summary for bootstrap_master
```

```
-----
```

```
Succeeded: 11 (changed=9)
```

```
Failed:    0
```

```
-----
```

```
Total states run:    11
```

```
Total run time: 132.435 s
```

9. On the edited node, restart the *kubelet* service:

```
$ systemctl restart kubelet
```

## VOLUME MANAGEMENT

This section highlights **MetalK8s Volume Management** which covers volume creation and volume deletion necessary for use in persistent data storage within a MetalK8s Cluster.

### 13.1 StorageClass Creation

**MetalK8s** uses **StorageClass** objects to describe how **Volumes** are formatted and mounted. This section highlights how to create a Storageclass using the **CLI**.

1. Create a **StorageClass** manifest.

You can define a new **StorageClass** using the following template:

```
apiVersion: storage.k8s.io/v1
kind: StorageClass
metadata:
  name: <storageclass_name>
provisioner: kubernetes.io/no-provisioner
reclaimPolicy: Retain
volumeBindingMode: WaitForFirstConsumer
mountOptions:
  - rw
parameters:
  fsType: <filesystem_type>
  mkfsOptions: <mkfs_options>
```

Set the following fields:

- **mountOptions**: specifies how the volume should be mounted. For example **rw** (read/write), **ro** (read-only).
- **fsType**: specifies the filesystem to use on the volume. **xfs** and **ext4** are the only currently supported file system types.
- **mkfsOptions**: specifies how the volume should be formatted. This field is optional (note that the options are passed as a JSON-encoded string). For example **["-m", "0"]** could be used as **mkfsOptions** for an **ext4** volume.
- Set **volumeBindingMode** as **WaitForFirstConsumer** in order to delay the binding and provisioning of a Pod until a Pod using the **PersistentVolumeClaim** is created.

2. Create the **StorageClass**.

```
root@bootstrap $ kubectl apply -f storageclass.yml
```

3. Check that the **StorageClass** has been created.

```
root@bootstrap $ kubectl get storageclass <storageclass_name>
NAME                                PROVISIONER                                AGE
<storageclass_name>                kubernetes.io/no-provisioner              2s
```

## 13.2 Volume Management using the CLI

To use persistent storage in a MetalK8s cluster, one needs to create **Volume** objects. In order to create Volumes you need to have **StorageClass** objects registered in your cluster. See [StorageClass Creation](#)

### 13.2.1 Volume Creation

This section describes how to create a **Volume** from the CLI.

1. Create a **Volume** manifest

You can define a new **Volume** using the following template:

```
apiVersion: storage.metal8s.scality.com/v1alpha1
kind: Volume
metadata:
  name: <volume_name>
spec:
  nodeName: <node_name>
  storageClassName: <storageclass_name>
  rawBlockDevice:
    devicePath: <device_path>
```

Set the following fields:

- **name**: the name of your volume, must be unique
- **nodeName**: the name of the node where the volume will be located.
- **storageClassName**: the **StorageClass** to use
- **devicePath**: path to the block device (for example, `/dev/sda1`).

2. Create the **Volume**

```
root@bootstrap $ kubectl apply -f volume.yml
```

3. Verify that the **Volume** was created

```
root@bootstrap $ kubectl get volume <volume_name>
NAME          NODE          STORAGECLASS
<volume_name> bootstrap    metal8s-demo-storageclass
```

### 13.2.2 Volume Deletion

This section highlights how to delete a **Volume** in a MetalK8s cluster using the CLI

1. Delete a **Volume**

```
root@bootstrap $ kubectl delete volume <volume_name>
volume.storage.metal8s.scality.com <volume_name> deleted
```

2. Check that the **Volume** has been deleted

---

**Note:** The command below returns a list of all volumes. The deleted volume entry should not be found in the list.

---



```
root@bootstrap $ kubectl get volume
```

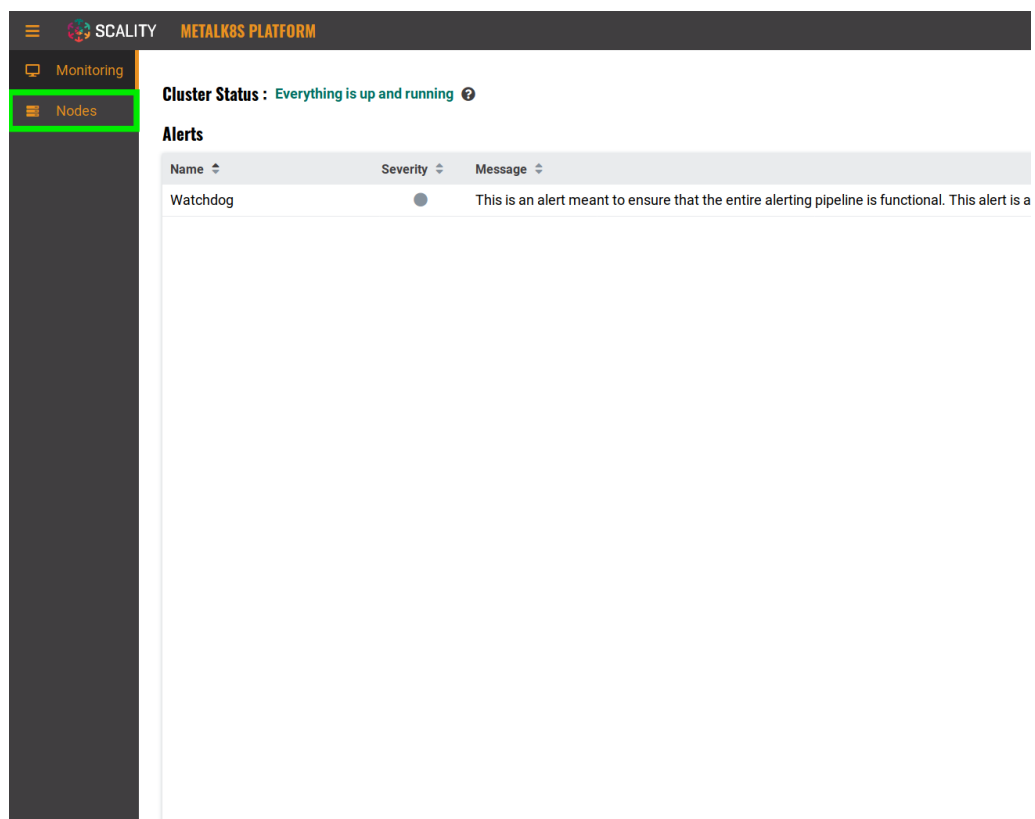
## 13.3 Volume Management using the UI

This section describes the creation and deletion of MetalK8s **Volume** using the MetalK8s UI. In order to create Volumes you need to have StorageClass objects registered in your cluster. See [StorageClass Creation](#)

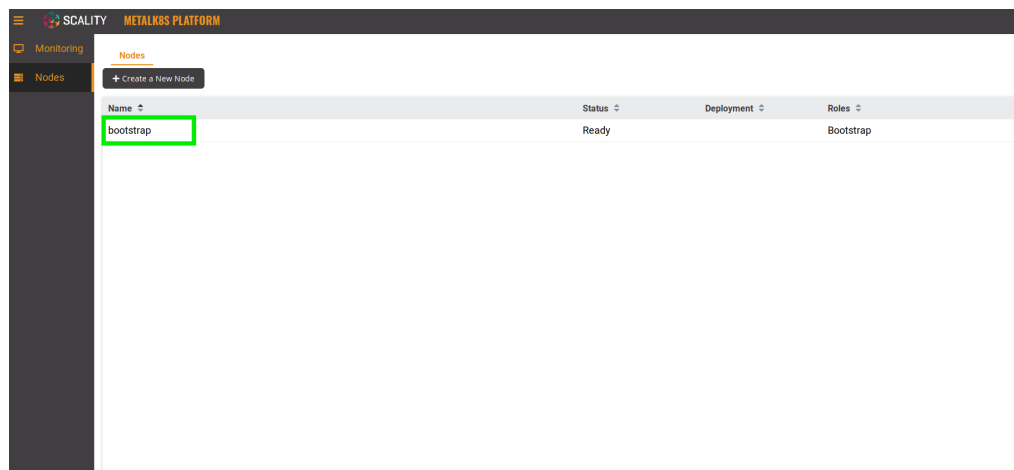
### 13.3.1 Volume Creation

To access the UI, refer to [this procedure](#)

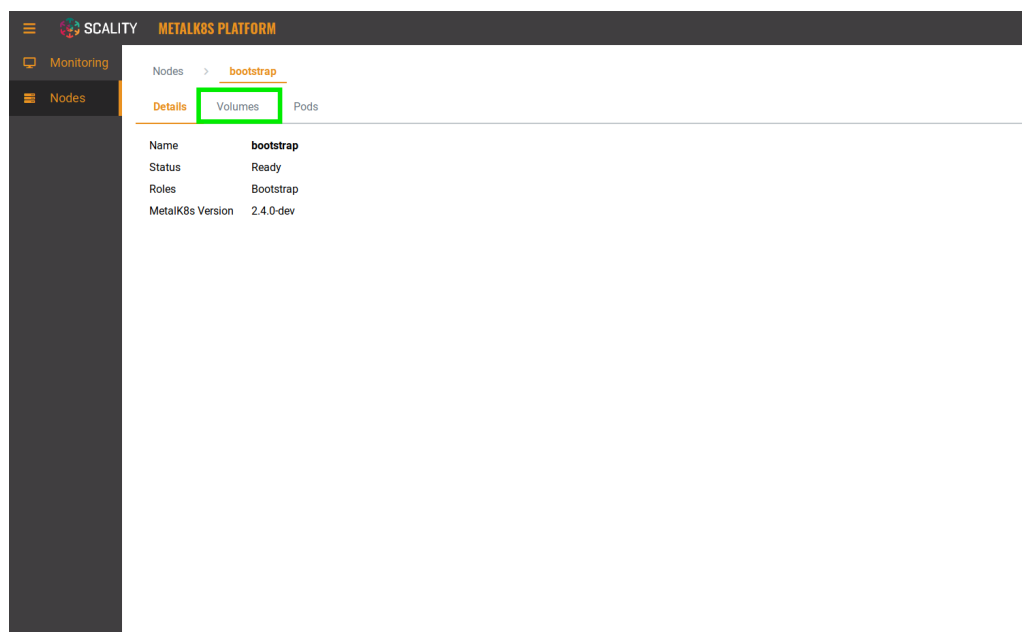
1. Navigate to the **Nodes** list page, by clicking the button in the sidebar:



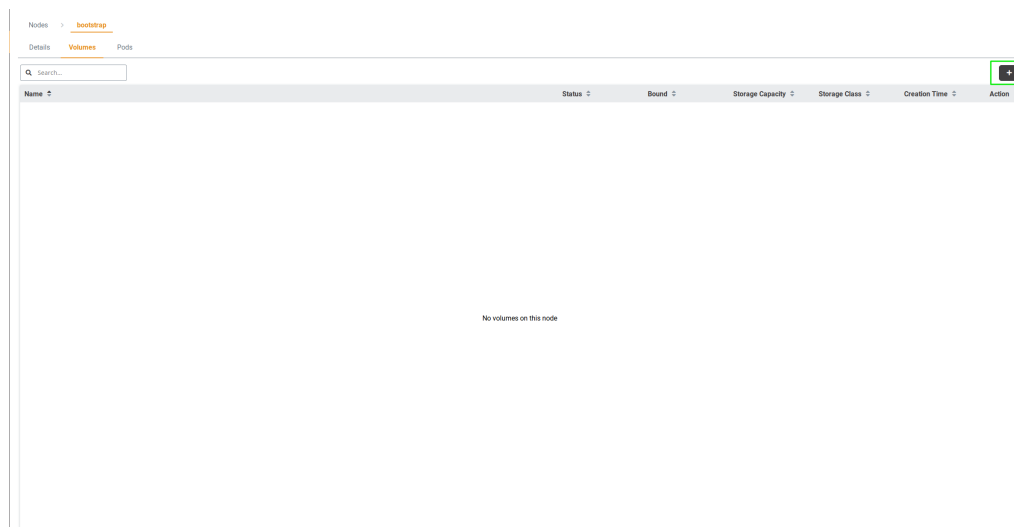
2. From the Node list, select the node you would like to create a volume on



3. Navigate to the **Volumes** tab



4. Click the + button to create a volume



5. Fill out the respective fields

SCALITY METALK8S PLATFORM

Nodes > bootstrap > **Create a New Volume**

Name:

Labels:   Add

**io.kubernetes/type**

Storage Class:

Type:

Device path:

Cancel Create

- **Name:** Denotes the volume name.
- **Labels:** A set of key/value pairs that are used by Persistent Volume Claims to select the right Persistent Volumes.
- **Storage Class:** Refer to the storage class creation page listed here: [StorageClass Creation](#)
- **Type:** MetalK8s currently only supports **RawBlockDevice** and **SparseLoopDevice**.
- **Device path:** Refers to the path of an existing storage device.

6. Finally, click the **Create** button

SCALITY METALK8S PLATFORM

Nodes > bootstrap > **Create a New Volume**

Name:

Labels:   Add

**io.kubernetes/type**

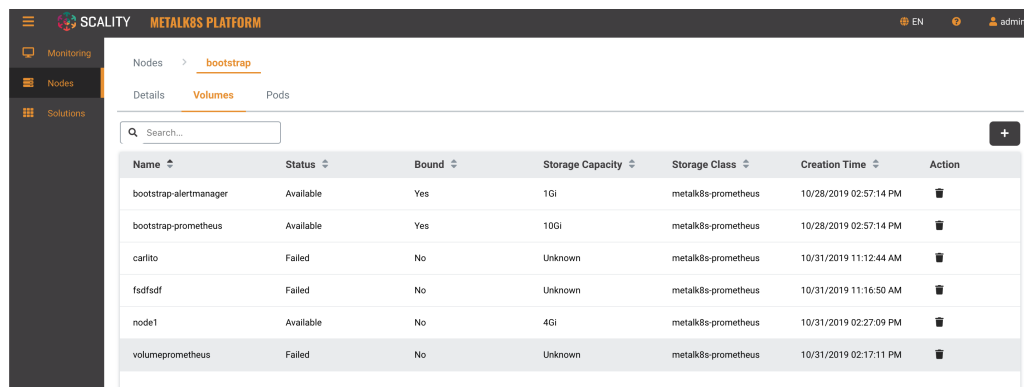
Storage Class:

Type:

Device path:

Cancel **Create**

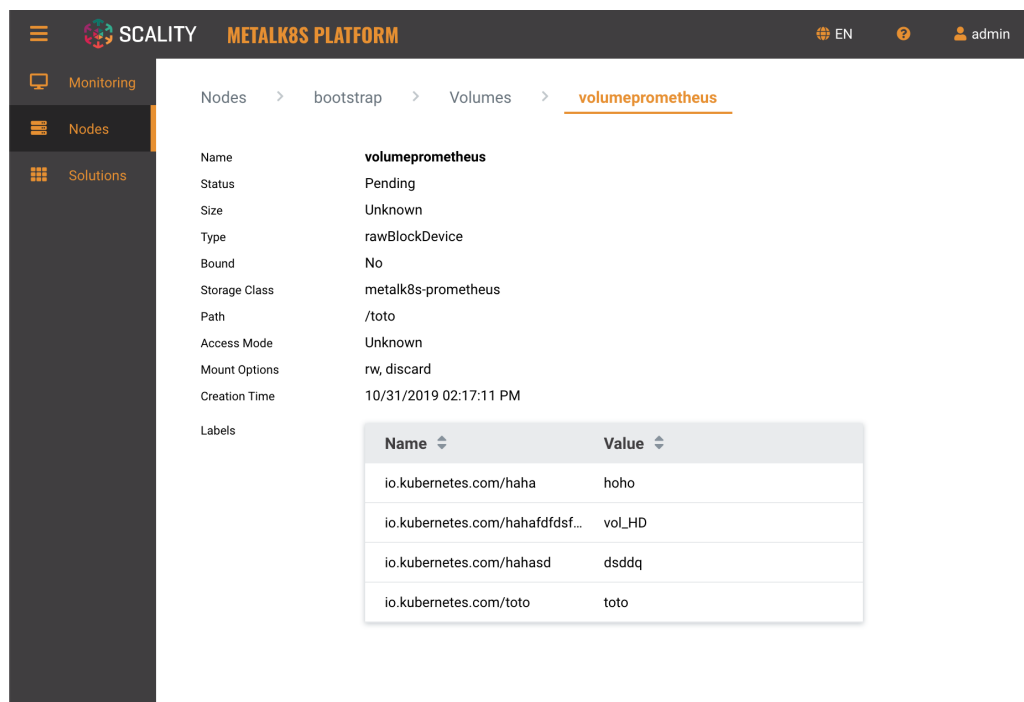
7. You should have a new volume listed in the **Volume list**



The screenshot shows the MetalK8s Platform UI with the 'bootstrap' namespace selected. The 'Volumes' tab is active, displaying a table of volumes. The table has columns for Name, Status, Bound, Storage Capacity, Storage Class, Creation Time, and Action. The volumes listed are bootstrap-alertmanager, bootstrap-prometheus, carlito, fsdfsdf, node1, and volumeprometheus.

Name	Status	Bound	Storage Capacity	Storage Class	Creation Time	Action
bootstrap-alertmanager	Available	Yes	1Gi	metalK8s-prometheus	10/28/2019 02:57:14 PM	[Delete]
bootstrap-prometheus	Available	Yes	10Gi	metalK8s-prometheus	10/28/2019 02:57:14 PM	[Delete]
carlito	Failed	No	Unknown	metalK8s-prometheus	10/31/2019 11:12:44 AM	[Delete]
fsdfsdf	Failed	No	Unknown	metalK8s-prometheus	10/31/2019 11:16:50 AM	[Delete]
node1	Available	No	4Gi	metalK8s-prometheus	10/31/2019 02:27:09 PM	[Delete]
volumeprometheus	Failed	No	Unknown	metalK8s-prometheus	10/31/2019 02:17:11 PM	[Delete]

8. If you click on any volume in the Volume list, you will see more information in the Volume detail view:

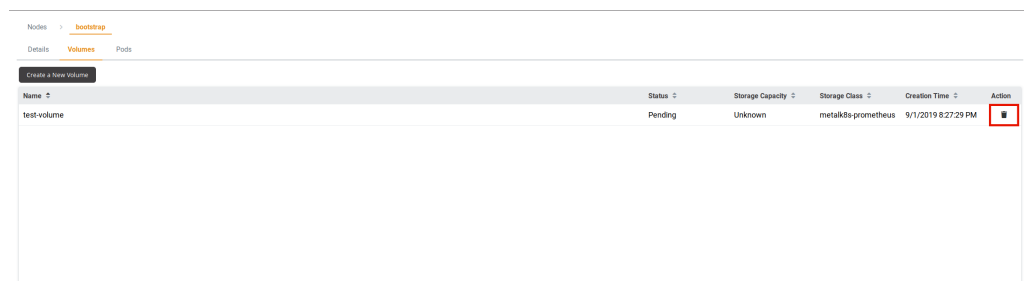


The screenshot shows the MetalK8s Platform UI with the 'bootstrap' namespace selected. The 'Volumes' tab is active, and the 'volumeprometheus' volume is selected. The detail view shows the following information:

Name	Value
io.kubernetes.com/haha	hoho
io.kubernetes.com/hahafdfsdf...	vol_HD
io.kubernetes.com/hahasd	dsddq
io.kubernetes.com/toto	toto

### 13.3.2 Volume Deletion

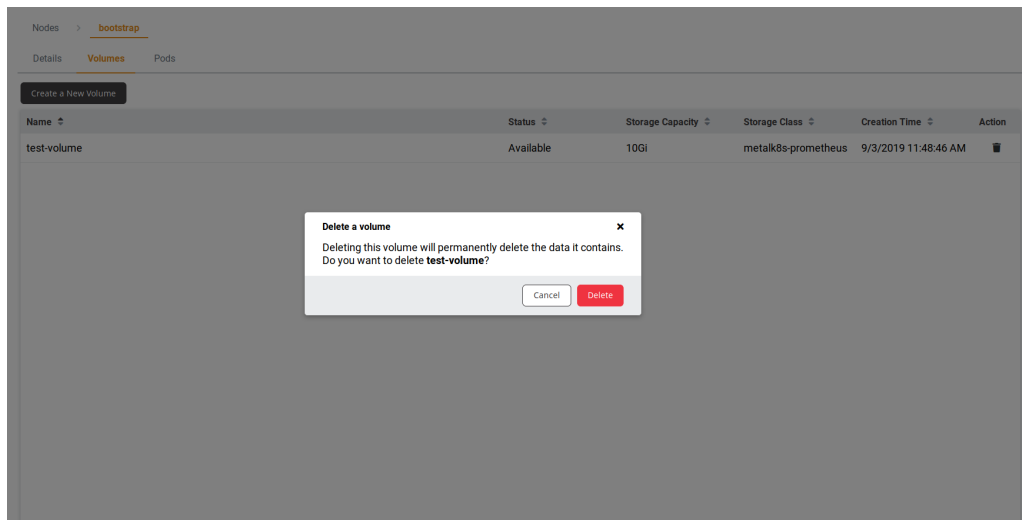
1. To delete a volume from the MetalK8s UI, from the volume listing, click the delete button



The screenshot shows the MetalK8s Platform UI with the 'bootstrap' namespace selected. The 'Volumes' tab is active, displaying a table of volumes. The volume 'test-volume' is highlighted, and the delete button (trash icon) is circled in red.

Name	Status	Storage Capacity	Storage Class	Creation Time	Action
test-volume	Pending	Unknown	metalK8s-prometheus	9/1/2019 8:27:29 PM	[Delete]

2. Confirm the volume deletion request by clicking the **Delete** button





## ACCOUNT ADMINISTRATION

This section highlights **MetalK8s Account Administration** which covers changing the default username and password for some MetalK8s services.

### 14.1 Administering Grafana

A fresh install of MetalK8s has a Grafana service instance with default credentials: admin / admin. For more information on how to access Grafana, please refer to [this procedure](#)

#### 14.1.1 Changing Grafana username and password

To change the default username and password for Grafana on a MetalK8s cluster, perform the following procedures:

1. Create a file named `patch-secret.yaml` that has the following content:

```
stringData:
  admin-user: <username-in-clear>
  admin-password: <password-in-clear>
```

2. Apply the patch file by running:

```
$ kubectl --kubeconfig /etc/kubernetes/admin.conf patch secrets prometheus-operator-grafana --
↪ patch "$(cat patch-secret.yaml)" -n metalk8s-monitoring
```

3. Now, roll out the new updates for Grafana:

```
$ kubectl --kubeconfig /etc/kubernetes/admin.conf rollout restart deploy prometheus-operator-
↪ grafana -n metalk8s-monitoring
```

4. Access the Grafana instance and authenticate yourself using the new Account credentials.

### 14.2 Administering MetalK8s GUI, Kubernetes API and Salt API

During installation, MetalK8s configures the Kubernetes API to accept Basic authentication, with default credentials admin / admin.

Services exposed by MetalK8s, such as [its GUI](#) or [Salt API](#), rely on the Kubernetes API for authenticating their users. As such, changing the credentials of a Kubernetes API user will also change the credentials required to connect to either one of these services.

### 14.2.1 Managing Kubernetes API username and password

**Warning:** The procedures mentioned below must be carried out on every control-plane *Node*, or more specifically, any Node bearing the `node-role.kubernetes.io/master` label.

1. Edit the credentials file located at `/etc/kubernetes/htpasswd`, replacing the username and/or password fields as below:

```
<password-in-clear>,<username-in-clear>,123,"system:masters"
```

2. Force a restart of the Kubernetes API server:

```
$ crictl stop \  
  $(crictl ps -q --label io.kubernetes.pod.namespace=kube-system \  
    --label io.kubernetes.container.name=kube-apiserver \  
    --state Running)
```

3. Access a service (for example, MetalK8s GUI) and authenticate yourself using the new Account credentials.

---

**Note:** Upon changing the username and/or password, a fresh logout then login is required for accessing the MetalK8s GUI.

---



# **Part IV**

## **Developer Guide**



## ARCHITECTURE DOCUMENTS

### 15.1 Authentication

#### 15.1.1 Context

Currently, when we deploy MetalK8s we pre-provision a super admin user with a username/password pair. This implies that anyone wanting to use the K8S/Salt APIs needs to authenticate using this single super admin user.

Another way to access the APIs is by using the K8S admin certificate which is stored in `/etc/kubernetes/admin.conf`. We could also manually provision other users, their corresponding credentials as well as role bindings but this current approach is inflexible to operate in production setups and security is not guaranteed since username/password pairs are stored in cleartext.

We would at least like to be able to add different users with different credentials and ideally integrate K8S authentication system with external an identity provider.

Managing K8S role binding between user/groups High level roles and K8S roles is not part of this specification.

#### 15.1.2 Requirements

Basically, we are talking about:

- Being able to provision users with an local Identity Provider (IDP)
- Being able to integrate with an external IDP

Integration with LDAP and Microsoft Active Directory(AD) are the most important ones to support.

#### 15.1.3 User Stories

##### Pre-provisioned user and password change

In order to stay aligned with many other applications, it would make sense to have a pre-provisioned user with all privileges (kind of super admin) and pre-provisioned password so that it is easy to start interacting with the system through various admin UIs. Whatever UI this user opens for the first time, the system should ask him/her to change the password for obvious security reasons.

##### User Management with local IdP

As an IT Generalist, I want to provision/edit users and high-level roles. The MetalK8s high-level roles are:

- Cluster Admin role

- Solution Admin role
- Read Only

This is done from CLI with well-documented procedure. Entered passwords are never visible and encrypted when stored in local IDP DB. The CLI tool enables to add/delete and edit passwords and roles.

### External IDP Integration

As an IT Generalist, I want to leverage my organisation's IDP to reuse already provisioned users & groups. The way we do that integration is through a CLI tool which does not require to have deep knowledge in K8S or in any local IDP specifics. When External IDP Integration is set up, we can always use local IDP to authenticate.

### Authentication check

UI should make sure the user is well authenticated and if not, redirect to the local IDP login page. In the local IDP login page, the user should choose between authenticating with local IDP or with external IDP. If no external IDP is configured, no choice is presented to the user. This local IDP login page should be styled so that it looks like any other MetalK8s or solutions web pages. All admin UIs should share the same IDP.

### Configuration persistence

Upgrading or redeploying MetalK8s should not affect configuration that was done earlier (i.e. local users and credentials as well as external IDP integration and configuration)

### SSO between Admin UIs

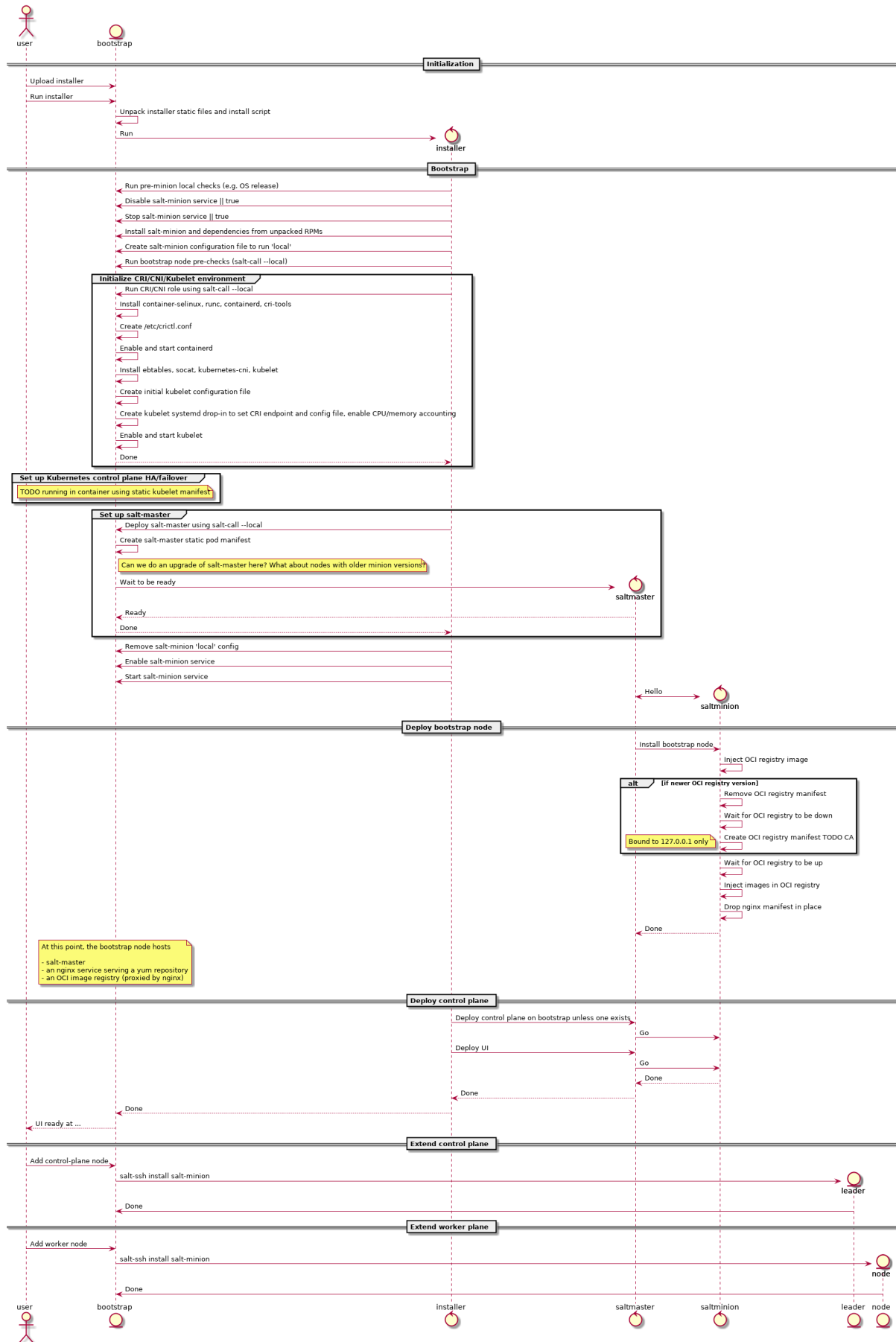
Once IDP is in place and users are provisioned, one authenticated user can easily navigate to the other admin UIs without having to re-authenticate.

## 15.1.4 Open questions

- Authentication across multiple sites
- SSO across MetalK8s and solutions Admin UIs and other workload Management UIs
- Our customers may want to collect some statistics out of our Prometheus instances. This API could be authenticated using OIDC, using an OIDC proxy, or stay unauthenticated. One should consider the following factors:
  - the low sensitivity of the exposed data
  - the fact that it is only exposed on the control-plane network
  - the fact that most consumers of Prometheus stats are not human (e.g. Grafana, a federating Prometheus, scripts and others), hence not well-suited for performing the OIDC flow

## 15.2 Deployment

Here is a diagram representing how MetalK8s orchestrates deployment on a set of machines:



### 15.2.1 Some notes

- The intent is for this installer to deploy a system which looks exactly like one deployed using kubeadm, i.e. using the same (or at least highly similar) static manifests, cluster ConfigMaps, RBAC roles and bindings, ...

The rationale: at some point in time, once kubeadm gets easier to embed in larger deployment mechanisms, we want to be able to switch over without too much hassle.

Also, kubeadm applies best-practices so why not follow them anyway.

#### Configuration

To launch the bootstrap process, some input from the end-user is required, which can vary from one installation to another:

- CIDR (i.e. `x.y.z.w/n`) of the control plane networks to use  
Given these CIDR, we can find the address on which to bind services like etcd, kube-apiserver, kubelet, salt-master and others.  
These should be existing networks in the infrastructure to which all hosts are connected.  
This is a list of CIDRs, which will be tried one after another, to find a matching local interface (i.e. hosts comprising the cluster may reside in different subnets, e.g. control plane in VMs, workload plane on physical infrastructure).
- CIDRs (i.e. `x.y.z.w/n`) of the workload plane networks to use  
Given these CIDRs, we can find the address to be used by the CNI overlay network (i.e. Calico) for inter-Pod routing.  
This can be the same as the control plane network.
- CIDR (i.e. `x.y.z.w/n`) of the Pod overlay network  
Used to configure the Calico IPPool. This must be a non-existing network in the infrastructure.  
Default: `10.233.0.0/16`
- CIDR (i.e. `x.y.z.w/n`) of the Service network  
Default: `10.96.0.0/12`
- VIP for the kube-apiserver and keepalived toggle  
Used as the address of kube-apiserver where required. This can either be a VIP managed by custom load-balancing/high-availability infrastructure, in which case the keepalived toggle must be off, or one which our platform will manage using keepalived.  
If keepalived is enabled, this VIP must sit in a control plane CIDR shared by all control plane nodes.  
Note: we run keepalived in unicast mode, which is an extension of classic VRRP, but removes the need for multicast support on the network.

#### Firewall

We assume a host-based firewall is used, based on firewalld. As such, for any service we deploy which must be accessible from the outside, we must set up an appropriate rule.

We assume SSH access is not blocked by the host-based firewall.

These services include:

- VRRP if keepalived is enabled on control-plane nodes
- HTTPS on the bootstrap node, for nginx fronting the OCI registry and serving the yum repository

- salt-master on the bootstrap node
- etcd on control-plane / etcd nodes
- kube-apiserver on control-plane nodes
- kubelet on all cluster nodes

## 15.3 Monitoring

This document describes the monitoring features included in MetalK8s.

---

**Todo:** Describe the monitoring stack ([#1075](#)), include quick explanation in quickstart guide.

---

## 15.4 Requirements

### 15.4.1 Deployment

#### Mimick Kubeadm

A deployment based on this solution must be as close to a *kubeadm*-managed deployment as possible (though with some changes, e.g. non-root services). This should, over time, allow to actually integrate *kubeadm* and its ‘business-logic’ in the solution.

#### Fully Offline

It should be possible to install the solution in a fully offline environment, starting from a set of ‘packages’ (format to be defined), which can be brought into the environment using e.g. a DVD image. It must be possible to validate the provenance and integrity of such image.

#### Fully Idempotent

After deployment of a specific version of the solution in a specific configuration / environment, it shall be possible to re-run this deployment, which should cause no changes to the system(s) involved.

#### Single-Server

It must be possible to deploy the solution on a single server (without any expectations w.r.t. availability, of course).

#### Scale-Up from Single-Server Deployment

Given a single-server deployment, it must be possible to scale up to multiple nodes, including control plane as well as workload plane.

#### Installation == Upgrade

There shall be no difference between ‘installation’ of the solution vs. upgrading a deployment, from a logical point of view. Of course, where required, particular steps in the implementation may cause other actions to be performed, or specific steps to be skipped.

## Rolling Upgrade

When upgrading an environment, this shall happen in ‘rolling’ fashion, always cordoning, draining, upgrading and uncordoning nodes.

## Handle CentOS Kernel Memory Accounting

The solution must provide versions of *runc* and *kubelet* which are built to include the fixes for the *kmem* leak issues found on CentOS/RHEL systems.

See:

- <https://github.com/kubernetes/kubernetes/issues/61937>
- <https://github.com/kubernetes/kubernetes/pull/72114#issuecomment-454953077>
- <https://github.com/kubernetes/kubernetes/pull/72998#issuecomment-455512443>

## At-Rest Encryption

Data stored by Kubernetes must be encrypted at-rest (TBD which kind of objects).

## Node Labels

Nodes in the cluster can be properly labeled, e.g. including availability zone information.

## Vagrant

For evaluation purposes, it should be possible to set up a cluster in a *Vagrant* environment, in a fully automated fashion.

## 15.4.2 Runtime

### No Root

All services, including those managed by *kubelet*, must run as a non-root user, if possible. This user must be provisioned as a system user/group. E.g., for the *etcd* service, despite being managed by *kubelet* using a static Pod manifest, a suitable *etcd* user and group should be created on the system, */var/lib/etcd* (or similar) must be owned by this user/group, and the Pod manifest shall specify the *etcd* process must run as said UID/GID.

### SELinux

The solution may not require SELinux to be disabled or put in permissive mode.

It must, however, be possible to configure workload-plane nodes to be put in SELinux disabled or permissive mode, if applications running in the cluster can’t support SELinux.

### Read-Only Containers

All containers as deployed by the solution must be fully immutable, i.e. read-only, with *EmptyDir* volumes as temporary directories where required.



## Environment

The solution must support CentOS 7.6.

## CRI

The solution shall not depend on Docker to be available on the systems, and instead rely on either *containerd* or *cri-o*. TBD which one.

## OIDC

For ‘human’ authentication, the solution must integrate with external systems like Active Directory. This may be achieved using OIDC.

For environments in which an external directory service is not available, static users can be configured.

## 15.4.3 Distribution

### No Random Binaries

Any binary installed on a host system must be installed by a system package (e.g. RPM) through the system package manager (e.g. yum).

### Tagged Generated Files

Any file generated during deployment (e.g. configuration files) which are not required to be part of a system package (i.e. they are installation-specific) should, if possible, contain a line (as a comment, a preamble, ...) describing the file was generated by this project, including project version (TBD, given idempotency) and timestamp (TBD, given idempotency).

### Container Images

All container (OCI) images must be built from a well-known base image (e.g. upstream CentOS images), which shall be based on a digest and parametrized during build (which allows for easy upgrades of all images when required).

During build, only ‘system’ packages (e.g. RPM) can be installed in the container, using the system package manager (e.g. CentOS), to ensure the ability to validate provenance and integrity of all files part of said image.

All containers should be properly labeled (TODO), and define suitable *PORT* and *ENTRYPOINT* directives.

## 15.4.4 Networking

### Zero-Trust Networking: Transport

All over-the-wire communication must be encrypted using TLS.

### Zero-Trust Networking: Identity

All over-the-wire communication must be validated by checking server identity and, where sensible, validating client/peer identity.

### Zero-Trust Networking: Certificate Scope

Certificates for different ‘realms’ must come from different CA chains, and can’t be shared across multiple hosts.

### Zero-Trust Networking: Certificate TTL

All issued certificates must have a reasonably short time-to-live and, where required, be automatically rotated.

### Zero-Trust Networking: Offline Root CAs

All root CAs must be kept offline, or be password-protected. For automatic certificate creation, intermediate CAs (online, short/medium-lived, without password protection) can be used. These need to be rotated on a regular basis.

### Zero-Trust Networking: Host Firewall

The solution shall deploy a host firewall (e.g., using *firewalld*) and configure it accordingly (i.e., open service ports where applicable).

Furthermore, if possible, access to services including *etcd* and *kubelet* should be limited, e.g. to *etcd* peers or control-plane nodes in the case of *kubelet*.

### Zero-Trust Networking: No Insecure Ports

Several Kubernetes services can be configured to expose an unauthenticated endpoint (sometimes for read-only purposes only). These should always be disabled.

### Zero-Trust Networking: Overlay VPN (Optional)

Encryption and mutual identity validation across nodes for the CNI overlay, bringing over-the-wire encryption for workloads running inside Kubernetes without requiring a service mesh or per-application TLS or similar, if required.

## DNS

Network addressing must, primarily, be based on DNS instead of IP addresses. As such, certificate SANs should not contain IP addresses.

### Server Address Changes

When a server receives a different IP address after a reboot (but can still be discovered through an updated DNS entry), it must be possible to reconfigure the deployment accordingly, with as little impact as possible (i.e., requiring as little changes as possible). This related to the *DNS* section above.

For some services, e.g. *keepalived* configuration, IP addresses are mandatory, so these are permitted.

### Multi-Homed Servers

A deployment can specify subnet CIDRs for various purposes, e.g. control-plane, workload-plane, etcd, ... A service part of a specific ‘plane’ must be bound to an address in said ‘plane’ only.

### Availability of kube-apiserver

*kube-apiserver* must be highly-available, potentially using failover, and (optionally) made load-balanced. I.e., in a deployment we either run a service like *keepalived* (with VRRP and a VIP for HA, and IPVS for LB), or there's a site-local HA/LB solution available which can be configured out-of-band.

E.g. for *kube-apiserver*, its */healthz* endpoint can be used to validate liveness and readiness.

### Provide LoadBalancer Services

The solution brings an optional controller for *LoadBalancer* services, e.g. MetalLB. This can be used to e.g. front the built-in *Ingress* controller.

In environments where an external load-balancer is available, this can be omitted and the external load-balancer can be integrated in the Kubernetes infrastructure (if supported), or configured out-of-band.

### Network Configuration: MTU

Care shall be taken to set networking configuration, e.g. MTU sizes, properly across the cluster and the services relying on it (e.g. the CNI).

### Network Configuration: IPIP

Unless required, 'plain' networking must be used instead of tunnels, i.e., when using Calico, IPIP should only be used in cross-subnet networking.

### Network Configuration: BGP

In environments where routing configuration using BGP can be achieved, this should be feasible for MetalLB-managed services, as well as Calico routing, in turn removing the need for IPIP usage.

### IPv6

TODO

## 15.4.5 Storage

TODO

## 15.4.6 Batteries-Included

Similar to MetalK8s 1.x, the solution comes 'batteries included'. Some aspects of this, including optional HA/LB for *kube-apiserver* and *LoadBalancer* Services using MetalLB have been discussed before.

### Metrics and Alerting: Prometheus

The solution comes with *prometheus-operator*, including *ServiceMonitor* objects for provisioned services, using exporters where required.

### Node Monitoring: node\_exporter

The solution comes with *node\_exporter* running on the hosts (or a *DaemonSet*, if the volume usage restriction can be fixed).

### Node Monitoring: Platform

The solution integrates with specific platforms, e.g. it deploys an HPE iLO exporter to capture these metrics.

### Node Monitoring: Dashboards

Dashboards for collected metrics must be deployed, ideally using some *grafana-operator* for extensibility sake.

### Logging

The solution comes with log aggregation services, e.g. *fluent-bit* and *fluentd*. Either a storage system for said logs is deployed as part of the cluster (e.g. Elasticsearch with Kibana, Curator, Cerebro), or the aggregation system is configured to ingest into an environment-specific aggregation solution, e.g. Splunk.

### Container Registry

To support fully-offline environments, this is required.

### System Package Repository

See above.

### Tracing Infrastructure (Optional)

The solution can deploy an OpenTracing-compatible aggregation and inspection service.

### Backups

The solution ensures backups of core data (e.g. *etcd*) are made, at regular intervals as well as before a cluster upgrade. These can be stored on the cluster node(s), or on a remote storage system (e.g. NFS volume).

## DESIGN DOCUMENTS

### 16.1 Volume Management v1.0

- MetalK8s-Version: 2.4
- Replaces:
- Superseded-By:

#### 16.1.1 Abstract

To be able to run stateful services (such as Prometheus, Zenko or Hyperdrive), MetalK8s needs the ability to provide and manage persistent storage resources.

To do so we introduce the concept of MetalK8s **Volume**, using a **Custom Resource Definition** (CRD), built on top of the existing concept of **Persistent Volume** from Kubernetes. Those **Custom Resources** (CR) will be managed by a dedicated Kubernetes operator which will be responsible for the storage preparation (using Salt states) and lifetime management of the backing **Persistent Volume**.

Volume management will be available from the Platform UI (through a dedicated tab under the Node page). There, users will be able to create, monitor and delete MetalK8s volumes.

#### 16.1.2 Scope

The scope of this first version of Volume Management will be minimalist but still functionally useful.

#### Goals

- support two kinds of **Volume**:
  - **sparseLoopDevice** (backed by a sparse file)
  - **rawBlockDevice** (using whole disk)
- add support for volume creation (one by one) in the Platform UI
- add support for volume deletion (one by one) in the Platform UI
- add support for volume listing/monitoring (show status, size, ...) in the Platform UI
- document how to create a volume
- document how to create a **StorageClass** object
- automated tests on volume workflow (creation, deletion, ...)

## Non-Goals

- RAID support
- LVM support
- expose raw block device (unformatted) as **Volume**
- use an **Admission Controller** for semantic validation
- auto-discovery of the disks
- batch provisioning from the Platform UI

### 16.1.3 Proposal

To implement this feature we need to:

- define and deploy a new CRD describing a MetalK8s **Volume**
- develop and deploy a new Kubernetes operator to manage the MetalK8s volumes
- develop new Salt states to prepare and cleanup underlying storage on the nodes
- update the Platform UI to allow volume management

## User Stories

### Volume Creation

As a user I need to be able to create MetalK8s volume from the Platform UI.

At creation time I can specify the type of volume I want, and then either its size (for **sparseLoopDevice**) or the backing device (for **rawBlockDevice**).

I should be able monitor the progress of the volume creation from the Platform UI and see when the volume is ready to use (or if an error occurred).

### Volume Monitoring

As a user I should be able to see all the volumes existing on a specified node as well as their states.

### Volume Deletion

As a user I need to be able to delete a MetalK8s volume from the Platform UI when I no longer need it.

The Platform UI should prevent me from deleting Volumes in use.

I should be able monitor the progress of the volume deletion from the Platform UI.

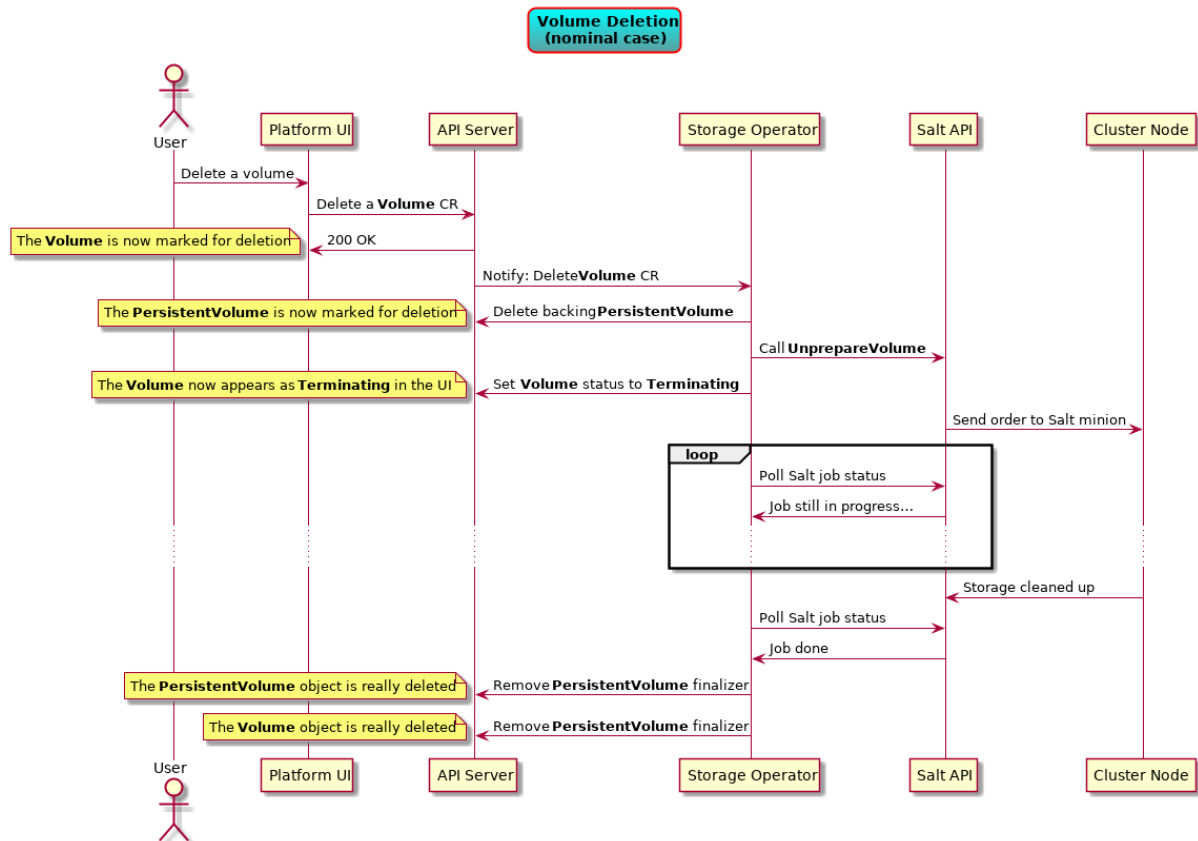
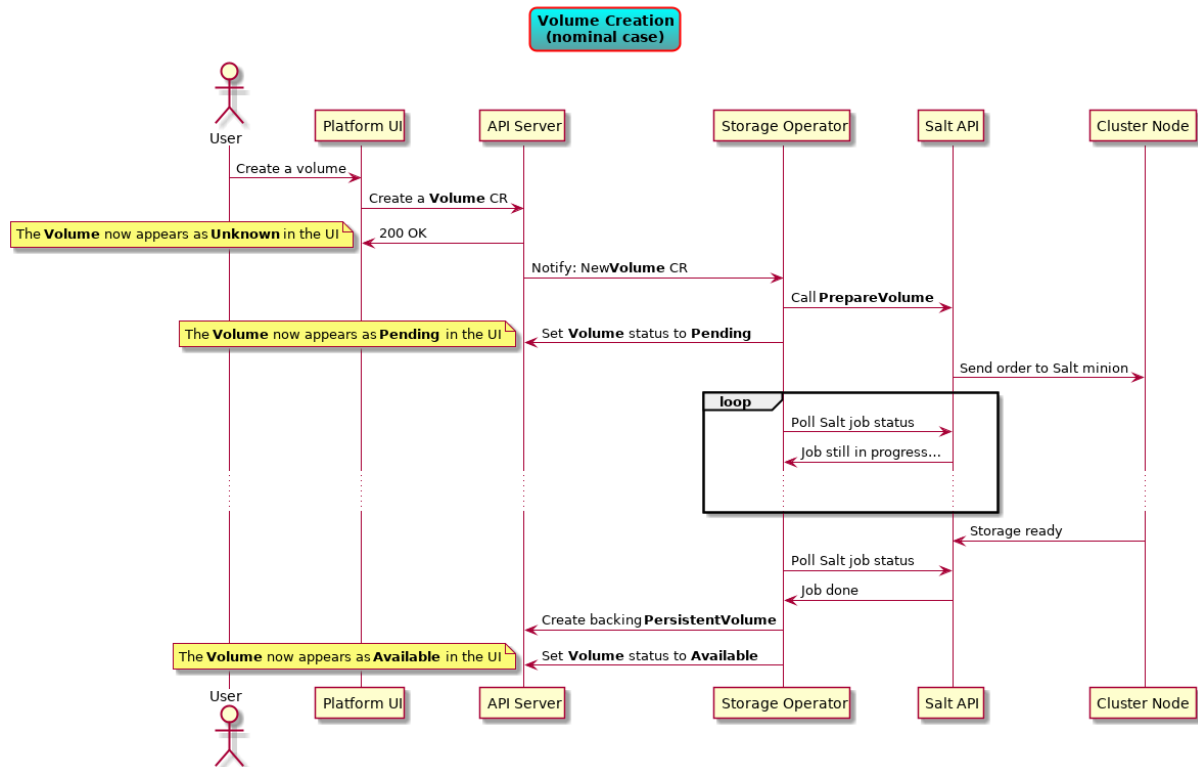
## Component Interactions

User will create MetalK8s volumes through the Platform UI.

The Platform UI will create and delete **Volume** CRs from the API server.

The operator will watch events related to **Volume** CRs and **PersistentVolume** CRs owned by a **Volume** and react in order to update the state of the cluster to meet the desired state (prepare storage when a new **Volume** CR is created, clean up resources when a **Volume** CR is deleted). It will also be responsible for updating the states of the volumes.

To do its job, the operator will rely on Salt states that will be called asynchronously (to avoid blocking the reconciliation loop and keep a reactive system) through the Salt API. Authentication to the Salt API will be done through a dedicated Salt account (with limited privileges) using credentials from a dedicated cluster **Service Account**.



## 16.1.4 Implementation Details

### Volume Status

A **PersistentVolume** from Kubernetes has the following states:

- **Pending**: used for **PersistentVolume** that is not available
- **Available**: a free resource that is not yet bound to a claim
- **Bound**: the volume is bound to a claim
- **Released**: the claim has been deleted, but the resource is not yet reclaimed by the cluster
- **Failed**: the volume has failed its automatic reclamation

Similarly, our **Volume** object will have the following states:

- **Available**: the backing storage is ready and the associated **PersistentVolume** was created
- **Pending**: preparation of the backing storage in progress (e.g. an asynchronous Salt call is still running).
- **Failed**: something is wrong with the volume (Salt state execution failed, invalid value in the CRD, ...)
- **Terminating**: cleanup of the backing storage in progress (e.g. an asynchronous Salt call is still running).

### Operator Reconciliation Loop

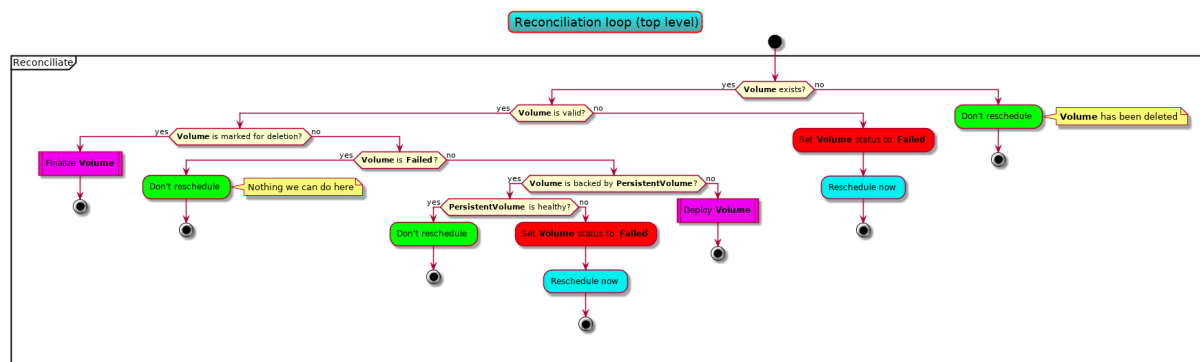
#### Reconciliation Loop (Top Level)

When the operator receives a request, the first thing it does is to fetch the targeted **Volume**. If it doesn't exist, which happens when a volume is **Terminating** and has no finalizer, then there nothing more to do.

If the volume does exist, the operator has to check its semantic validity.

Once pre-checks are done, there are four cases:

1. the volume is marked for deletion: the operator will try to delete the volume (more details in [Volume Finalization](#)).
2. the volume is stuck in an unrecoverable (automatically at least) error state: the operator can't do anything here, the request is considered done and won't be rescheduled.
3. the volume doesn't have a backing **PersistentVolume** (e.g. newly created volume): the operator will deploy the volume (more details in [Volume Deployment](#)).
4. the backing **PersistentVolume** exists: the operator will check its status to update the volume's status accordingly.





## Volume Deployment

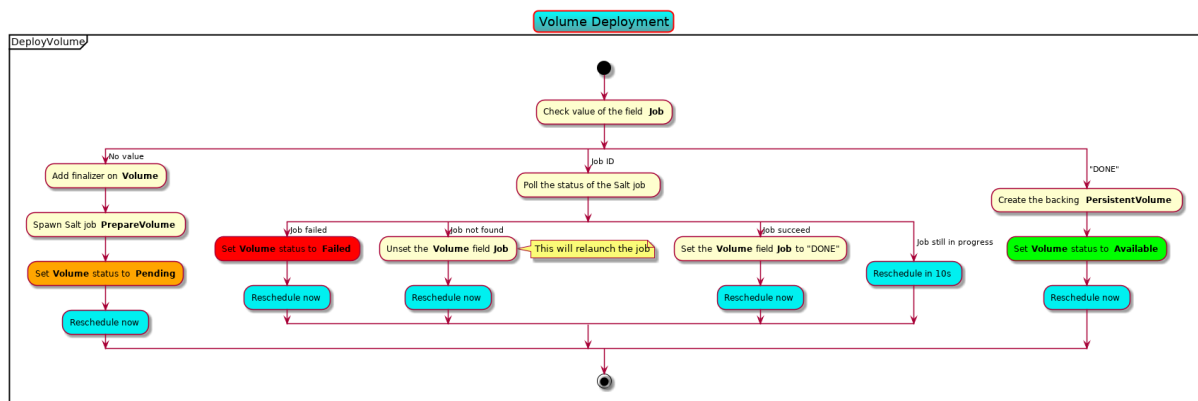
To deploy a volume, the operator needs to prepare its storage (using Salt) and create a backing **PersistentVolume**.

If the **Volume** object has no value in its Job field, it means that the deployment hasn't started, thus the operator will set a finalizer on the **Volume** object and then start the preparation of the storage using an asynchronous Salt call (which gives a job ID) before rescheduling the request to monitor the evolution of the job.

If the **Volume** object has a job ID, then the storage preparation is in progress and the operator will monitor it until it's over. If the Salt job ends with an error, the operator will move the volume into a failed state.

Otherwise (i.e. Salt job succeeded), the operator will proceed with the **PersistentVolume** creation (which requires an extra Salt call, synchronous this time, to get the volume size), taking care of putting a finalizer on the **PersistentVolume** (so that its lifetime is tied to the **Volume**'s) and set the **Volume** as the owner of the created **PersistentVolume**.

Once the **PersistentVolume** is successfully created, the operator will move the **Volume** to the *Available* state and reschedule the request (the next iteration will check the health of the **PersistentVolume** just created).

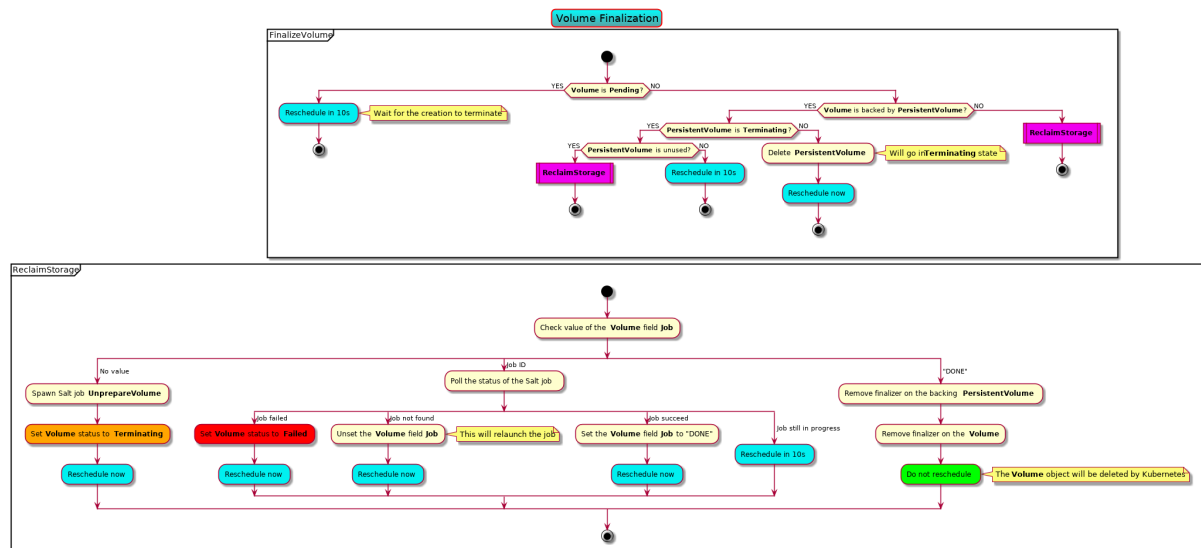


## Volume Finalization

A **Volume** in state **Pending** cannot be deleted (because the operator doesn't know where it is in the creation process). In such cases, the operator will reschedule the request until the volume becomes either **Failed** or **Available**.

For volumes with no backing **PersistentVolume**, the operator will directly reclaim the storage on the node (using an asynchronous Salt job) and upon completion it will remove the **Volume** finalizer to let Kubernetes delete the object.

If there is a backing **PersistentVolume**, the operator will delete it (if it's not already in a terminating state) and watch for the moment when it becomes unused (this is done by rescheduling). Once the backing **PersistentVolume** becomes unused, the operator will reclaim its storage and remove the finalizers to let the object be deleted.



## Volume Deletion Criteria

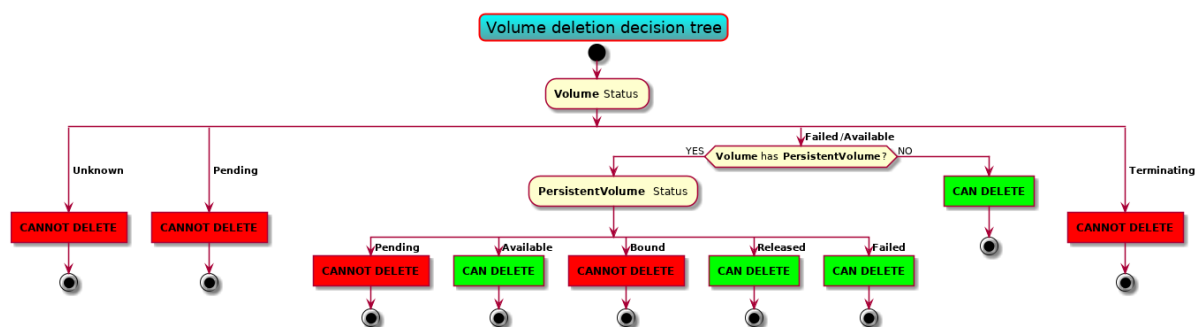
A volume should be deletable from the UI when it's deletable from a user point of view (you can always delete an object from the API), i.e. when deleting the object will trigger an “immediate” deletion (i.e. the object won't be retained).

Here are the few rules that are followed to decide if a **Volume** can be deleted or not:

- **Pending** states are left untouched: we wait for the completion of the pending action before deciding which action to take.
- The lack of status information is a transient state (can happen between the **Volume** creation and the first iteration of the reconciliation loop) and thus we make no decision while the status is unset.
- **Volume** objects whose **PersistentVolume** is bound cannot be deleted.
- **Volume** objects in **Terminating** state cannot be deleted because their deletion is already in progress!

In the end, a **Volume** can be deleted in two cases:

- it has no backing **PersistentVolume**
- the backing **PersistentVolume** is not bound (**Available**, **Released** or **Failed**)



## 16.1.5 Documentation

In the Operational Guide:

- document how to create a volume from the CLI
- document how to delete a volume from the CLI

- document how to create a volume from the UI
- document how to delete a volume from the UI
- document how to create a **StorageClass** from the CLI (and mention that we should set **Volume-BindingMode** to **WaitForFirstConsumer**)

In the Developer Documentation:

- document how to run the operator locally
- document this design

### 16.1.6 Test Plan

We should have automated end-to-end tests of the feature (creation and deletion), from the CLI and maybe on the UI part as well.



## HOW TO BUILD METALK8S

### 17.1 Requirements

In order to build MetalK8s we rely and third-party tools, some of them are mandatory, others are optional.

#### 17.1.1 Mandatory

- [Python](#) 3.6 or higher: our buildchain is Python-based
- [docker](#) 17.03 or higher: to build some images locally
- [skopeo](#), 0.1.19 or higher: to save local and remote images
- [hardlink](#): to de-duplicate images layers
- [mkisofs](#): to create the MetalK8s ISO

#### 17.1.2 Optional

- [git](#): to add the Git reference in the build metadata
- [Vagrant](#), 1.8 or higher: to spawn a local cluster (VirtualBox is currently the only provider supported)
- [VirtualBox](#): to spawn a local cluster
- [tox](#): to run the linters

#### 17.1.3 Development

If you want to develop on the buildchain, you can add the development dependencies with `pip install -r requirements/build-dev-requirements.txt`.

### 17.2 How to build an ISO

Our build system is based on [doit](#).

To build, simply type `./doit.sh`.

Note that:

- you can speed up the build by spawning more workers, e.g. `./doit.sh -n 4`.
- you can have a JSON output with `./doit.sh --reporter json`

When a task is prefixed by:

- `--`: the task is skipped because already up-to-date
- `..`: the task is executed
- `!!`: the task is ignored.

### 17.2.1 Main tasks

To get a list of the available targets, you can run `./doit.sh list`.

The most important ones are:

- `iso`: build the MetalK8s ISO
- `lint`: run the linting tools on the codebase
- `populate_iso`: populate the ISO file tree
- `vagrant_up`: spawn a development environment using Vagrant

By default, i.e. if you only type `./doit.sh` with no arguments, the `iso` task is executed.

You can also run a subset of the build only:

- `packaging`: download and build the software packages and repositories
- `images`: download and build the container images
- `salt_tree`: deploy the Salt tree inside the ISO

## 17.3 Configuration

You can override some buildchain's settings through a `.env` file at the root of the repository.

Available options are:

- `PROJECT_NAME`: name of the project
- `BUILD_ROOT`: path to the build root (either absolute or relative to the repository)
- `VAGRANT_PROVIDER`: type of machine to spawn with Vagrant
- `VAGRANT_UP_ARGS`: command line arguments to pass to `vagrant up`
- `VAGRANT_SNAPSHOT_NAME`: name of auto generated Vagrant snapshot
- `DOCKER_BIN`: Docker binary (name or path to the binary)
- `GIT_BIN`: Git binary (name or path to the binary)
- `HARDLINK_BIN`: hardlink binary (name or path to the binary)
- `MKISOFS_BIN`: mkisofs binary (name or path to the binary)
- `SKOPEO_BIN`: skopeo binary (name or path to the binary)
- `VAGRANT_BIN`: Vagrant binary (name or path to the binary)
- `GOFMT_BIN`: gofmt binary (name or path to the binary)
- `OPERATOR_SDK_BIN`: the Operator SDK binary (name or path to the binary)

Default settings are equivalent to the following `.env`:

```
export PROJECT_NAME=MetalK8s
export BUILD_ROOT=_build
export VAGRANT_PROVIDER=virtualbox
export VAGRANT_UP_ARGS="--provision --no-destroy-on-error --parallel --provider $VAGRANT_PROVIDER"
export DOCKER_BIN=docker
```

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```
export HARDLINK_BIN=hardlink
export GIT_BIN=git
export MKISOFS_BIN=mkisofs
export SKOPEO_BIN=skopeo
export VAGRANT_BIN=vagrant
export GOFMT_BIN=gofmt
export OPERATOR_SDK_BIN=operator-sdk
```

## 17.4 Buildchain features

Here are some useful doit commands/features, for more information, [the official documentation is here](#).

### 17.4.1 doit tabcompletion

This generates completion for bash or zsh (to use it with your shell, see [the instructions here](#)).

### 17.4.2 doit list

By default, `./doit.sh list` only shows the “public” tasks.

If you want to see the subtasks as well, you can use the option `--all`.

```
% ./doit.sh list --all
images      Pull/Build the container images.
iso         Build the MetalK8s image.
lint        Run the linting tools.
lint:shell  Run shell scripts linting.
lint:yaml   Run YAML linting.
[...]
```

Useful if you only want to run a part of a task (e.g. running the lint tool only on the YAML files).

You can also display the internal (a.k.a. “private” or “hidden”) tasks with the `-p` (or `--private`) options.

And if you want to see **all** the tasks, you can combine both: `./doit.sh list --all --private`.

### 17.4.3 doit clean

You can cleanup the build tree with the `./doit.sh clean` command.

Note that you can have fine-grained cleaning, i.e. cleaning only the result of a single task, instead of trashing the whole build tree: e.g. if you want to delete the container images, you can run `./doit.sh clean images`.

You can also execute a dry-run to see what would be deleted by a clean command: `./doit.sh clean -n images`.

### 17.4.4 doit info

Useful to understand how tasks interact with each others (and for troubleshooting), the `info` command display the task’s metadata.

Example:

```
% ./doit.sh info _build_rpm_packages:calico-cni-plugin/srpm

_build_rpm_packages:calico-cni-plugin/srpm

Build calico-cni-plugin-3.8.2-1.el7.src.rpm

status      : up-to-date

file_dep    :
- /home/foo/dev/metalk8s/_build/packages/redhat/calico-cni-plugin/SOURCES/calico-ipam-amd64
- /home/foo/dev/metalk8s/_build/packages/redhat/calico-cni-plugin/SOURCES/v3.8.2.tar.gz
- /home/foo/dev/metalk8s/packages/redhat/calico-cni-plugin.spec
- /home/foo/dev/metalk8s/_build/packages/redhat/calico-cni-plugin/SOURCES/calico-amd64

task_dep    :
- _package_mkdir_rpm_root
- _build_builder:metalk8s-rpm-builder
- _build_rpm_packages:calico-cni-plugin/mkdir

targets     :
- /home/foo/dev/metalk8s/_build/packages/redhat/calico-cni-plugin-3.8.2-1.el7.src.rpm
```

### 17.4.5 Wildcard selection

You can use wildcard in task names, which allows you to either:

- execute all the sub-tasks of a specific task: `_build_rpm_packages:calico-cni-plugin/*` will execute all the tasks required to build the package.
- execute a specific sub-task for all the tasks: `_build_rpm_packages:*/get_source` will retrieve the source files for all the packages.



## HOW TO RUN COMPONENTS LOCALLY

### 18.1 Running a cluster locally

#### 18.1.1 Requirements

- the *mandatory requirements for the buildchain*
- **Vagrant**, 1.8 or higher: to spawn a local cluster (VirtualBox is currently the only provider supported)
- **VirtualBox**: to spawn a local cluster

#### 18.1.2 Procedure

You can spawn a local MetalK8s cluster by running `./doit.sh vagrant_up`.

This command will start a virtual machine (using VirtualBox) and:

- mount the build tree
- import a private SSH key (automatically generated in `.vagrant`)
- generate a bootstrap configuration
- execute the bootstrap script to make this machine a bootstrap node

After executing this command, you have a MetalK8s bootstrap node up and running and you can connect to it by using `vagrant ssh bootstrap`.

Note that you can extend your cluster by spawning extra nodes (up to 9 are already pre-defined in the provided `Vagrantfile`) by running `vagrant up node1 --provision`. This will:

- spawn a virtual machine for the node 1
- import the pre-shared SSH key into it

You can then follow the cluster expansion procedure to add the freshly spawned node into your MetalK8s cluster (you can get the node's IP with `vagrant ssh node1 -- sudo ip a show eth1`).

### 18.2 Running the storage operator locally

#### 18.2.1 Requirements

- **Go** (1.12 or higher) and **operator-sdk** (0.9 or higher): to build the Kubernetes Operators
- **Mercurial**: some Go dependencies are downloaded from Mercurial repositories.

## 18.2.2 Prerequisites

- You should have a running MetalK8s cluster somewhere
- You should have installed the dependencies locally with `cd storage-operator; go mod download`

## 18.2.3 Procedure

1. Copy the `/etc/kubernetes/admin.conf` from the bootstrap node of your cluster onto your local machine
2. Delete the already running storage operator, if any, with `kubectl --kubeconfig /etc/kubernetes/admin.conf -n kube-system delete deployment storage-operator`
3. Get the address of the Salt API server with `kubectl --kubeconfig /etc/kubernetes/admin.conf -n kube-system describe svc salt-master | grep :4507`
4. Run the storage operator with:

```
cd storage-operator
export KUBECONFIG=<path-to-the-admin.conf-you-copied-locally>
export METALK8S_SALT_MASTER_ADDRESS=https://<ADDRESS-OF-SALT-API>
operator-sdk up local
```

## 18.3 Running the platform UI locally

### 18.3.1 Requirements

- [Node.js](#), 10.16

### 18.3.2 Prerequisites

- You should have a running MetalK8s cluster somewhere
- You should have installed the dependencies locally with `cd ui; npm install`

### 18.3.3 Procedure

1. Connect to the bootstrap node of your cluster, and execute the following command as root:

```
python - <<EOF
import subprocess
import json

output = subprocess.check_output([
    'salt-call', 'pillar.get', 'metalk8s', '--out', 'json'
])
pillar = json.loads(output)['local']
ui_conf = {
    'url': 'https://{ip}:6443'.format(pillar['api_server']['host']),
    'url_salt': 'https://{salt[ip]}:{salt[ports][api]}'.format(
        salt=pillar['endpoints']['salt-master']
    ),
    'url_prometheus': 'http://{prom[ip]}:{prom[ports][web][node_port]}'.format(
        prom=pillar['endpoints']['prometheus']
    ),
}
```

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```
print(json.dumps(ui_conf, indent=4))  
EOF
```

2. Copy the output into ui/public/config.json.
3. Run the UI with `cd ui; npm run start`



## DEVELOPMENT BEST PRACTICES

### 19.1 Commit Best Practices

#### 19.1.1 How to split a change into commits

##### Why do we need to split changes into commits

This has several advantages amongst which are:

- small commits are easier to review (a large pull request correctly divided into commits is easier/faster to review than a medium-sized one with less thought-out division)
- simple commits are easier to revert ([e866b01f0553/8208a170ac66](#))/cherry-pick ([Pull request #1641](#))
- when looking for a regression (e.g. using `git bisect`) it is easier to find the root cause
- make `git log` and `git blame` way more useful

##### Examples

The golden rule to create good commits is to ensure that there is only one “logical” change per commit.

##### Cosmetic changes

Use a dedicated commit when you want to make cosmetic changes to the code (linting, whitespaces, alignment, renaming, etc.).

Mixing cosmetics and functional changes is bad because the cosmetics (which tend to generate a lot of diff/noise) will obscure the important functional changes, making it harder to correctly determine whether the change is correct during the review.

Example (Pull request [#1620](#)):

- one commit for the cosmetic changes: [766f572e462c6933c8168a629ed4f479bb68a803](#)
- one commit for the functional changes: [3367fabdefc0b35d34bf7cf2fb0d33ff81f9fd5a](#)

Ideally, purely cosmetic changes which inflate the number of changes in a PR significantly, should go in a separate PR

##### Refactoring

When introducing new features, you often have to add new helpers or refactor existing code. In such case, instead of having single commit with everything inside, you can either:

1. first add a new helper: [29f49cbe9dfa](#)

2. then use it in new code: `7e47310a8f20`

Or:

1. first add the new code: `5b2a6d5fa498`
2. then refactor the now duplicated code: `ac08d0f53a83`

### Mixing unrelated changes

It is sometimes tempting to do small unrelated changes as you are working on something else in the same code area. Please refrain to do so, or at least do it in a dedicated commit.

Mixing non-related changes into the same commit makes revert and cherry-pick harder (and understanding as well).

The pull request [#1846](#) is a good example. It tackles three issues at once: [#1830](#) and [#1831](#) (because they are similar) and [#839](#) (because it was making the other changes easier), but it uses distinct commits for each issue.

## 19.1.2 How to write a commit message

### Why do we need commit messages

After comments in the code, commit messages are the easiest way to find context for every single line of code: running `git blame` on a file will give you, for each line, the identifier of the last commit that changed the line.

Unlike a comment in the code (which applies to a single line or file), a commit message applies to a logical change and thus can provide information on the design of the code and why the change was done. This makes commit messages a part of the code documentation and makes them helpful for other developers to understand your code.

Last but not least: commit messages can also be used for automating tasks such as issue management.

Note that it is important to have all the necessary information in the commit message, instead of having them (only) in the related issue, because:

- the issue can contain troubleshooting/design discussion/investigation with a lot of back and forth, which makes hard to get the gist of it.
- you need access to an external service to get the whole context, which goes against one of biggest advantage of the distributed SCM (having all the information you need offline, from your local copy of the repository).
- migration from one tracking system to another will invalidate the references/links to the issues.

### Anatomy of a good commit message

A commit is composed of a subject, a body and a footer. A blank line separates the subject from body and the body from the footer.

The body can be omitted for trivial commit. That being said, be very careful: a change might seem trivial when you write it but will seem totally awkward the day you will have to understand why you made it. If you think your patch is trivial and somebody tells you he does not understand your patch, then your patch is not trivial and it requires a detailed description.

The footer contains references for issue management (Refs, Closes, etc.) or other relevant annotations (cherry-pick source, etc.). Optional if your commit is not related to any issue (should be pretty rare).

## Subject

A good commit message should start with a short summary of the change: the subject line.

This summary should be written using the imperative mood and carry as much information as possible while staying short, ideally under 50 characters (this is a goal, the hard limit is 72).

Subject topic and description shouldn't start with a capital.

It is composed of:

- a topic, usually the name of the affected component (ui, build, docs, etc.)
- a slash and then the name of the sub-component (optional)
- a colon
- the description of the change

Examples:

- ci: use proxy-cache to reduce flakiness
- build/package: factorize task\_dep in DEBPackage
- ui/volume: add banner when failed to create volume

If several components are affected:

- split your commit (preferred)
- pick only the most affected one
- entirely omit the component (happen for truly global change, like renaming licence to license over the whole codebase)

As for “what is the topic?”, the following heuristic works quite well for MetalK8s: take the name of the top-level directory (ui, salt, docs, etc.) except for eve (use ci instead). buildchain could also be shortened to build.

Having the topic in the summary line allows for faster peering over `git log` output (you can know what the commit is about just by reading a few characters, not need to check the entire commit message or the associated diff). It also helps the review process: if you have a big pull request affecting front-end and back-end, front-end people can only review commits starting with ui (not need to read over the whole diff, or to open each commit one by one in Github to see which ones are interesting).

## Body

The body should answer the following questions:

- Why did you make this change? (is this for a new feature, a bugfix - then, why was it buggy? -, some cleanup, some optimization, etc.). It is really important to describe the intent/motivation behind the changes.
- What change did you make? Document what the original problem was and how it is being fixed (can be omitted for short obvious patches).
- Why did you make the change in that way and not in another (mention alternate solutions considered but discarded, if any)?

When writing your message you must consider that your reader does not know anything about the code you have patched.

You should also describe any limitations of the current code. This will avoid reviewer pointing them out, and also inform future people looking at the code which tradeoffs were made at the time.

Lines must be wrapped at 72 characters.

## Footer

Use [references](#) such as Refs, See, Fixes or Closes followed by an issue number to automate issue management.

In addition to the references, you can also provide the URLs (it will be quicker to access them from the terminal).

Example:

```
topic: description

[ commit message body ]

Refs: #XXXXX
Refs: #YYYYY
Closes: #ZZZZZ
See: https://github.com/scality/metalk8s/issues/XXXXX
See: https://github.com/scality/metalk8s/issues/YYYYY
See: https://github.com/scality/metalk8s/issues/ZZZZZ
```

Footer can also contain a signature (`git commit -s`) or cherry-pick source (`git cherry-pick -x`).

## Examples

### Bad commit message

- Quick fix for service port issue: what was the issue? It is a quick fix, why not a proper fix? What are the limitations?
- fix glitches: as expressive and useful as ~fix stuff~
- Bump Create React App to v3 and add optional-chaining: Why? What are the benefits?
- Add skopeo & m2crypto to packages list: Why do we need them?
- Split certificates bootstrap between CA and clients: Why do we need this split? What is the issue we are trying to solve here?

Note that none of these commits contain a reference to an issue (which could have been used as an (invalid) excuse for the lack of information): you really have no more context/explanation than what is shown here.

### Good commit message

#### Commit b531290c04c4

```
Add gzip to nginx conf

This will decrease the size of the file the client need to download
In the current version we have ~7x improvement.
From 3.17Mb to 0.470Mb send to the client
```

Some things to note about this commit message:

- Reason behind the changes are explained: we want to decrease the size of the downloaded resources.
- Results/effects are demonstrated: measurements are given.



### Commit 82d92836d4ff

Use safer invocation of shell commands

Running commands with the "host" fixture provided by testinfra was done without concern for quoting of arguments, and might be vulnerable to injections / escaping issues.

Using a log-like formatting, i.e. ``host.run('my-cmd %s %d', arg1, arg2)`` fixes the issue (note we cannot use a list of strings as with ``subprocess``).

Issue: GH-781

Some things to note about this commit message:

- Reasons behind the changes are explained: potential security issue.
- Solution is described: we use log-like formatting.
- Non-obvious parts are clarified: cannot use a list of string (as expected) because it is not supported.

### Commit f66ac0be1c19

build: fix concurrent build on MacOS

When trying to use the parallel execution feature of ``doit`` on Mac, we observe that the worker processes are killed by the OS and only the main one survives.

The issues seems related to the fact that:

- by default ``doit`` uses ``fork`` (through ``multiprocessing``) to spawn its workers
- since macOS 10.13 (High Sierra), Apple added a new security measure[1] that kill processes that are using a dangerous mix of threads and forks[2])

As a consequence, now instead of working most of the time (and failing in a hard way to debug), the processes are directly killed.

There are three ways to solve this problems:

1. set the environment variable ``OBJC_DISABLE_INITIALIZE_FORK_SAFETY=YES.``
2. don't use ``fork``
3. fix the code that uses a dangerous mix of thread and forks

(1) is not good as it doesn't fix the underlying issue: it only disable the security and we're back to "works most of the time, sometimes does weird things"

(2) is easy to do because we can tell to ``doit`` to uses only threads instead of forks.

(3) is probably the best, but requires more troubleshooting/time/

In conclusion, this commit implements (2) until (3) is done (if ever) by detecting macOS and forcing the use of threads in that case.

[1]: [http://sealiesoftware.com/blog/archive/2017/6/5/Objective-C\\_and\\_fork\\_in\\_macOS\\_1013.html](http://sealiesoftware.com/blog/archive/2017/6/5/Objective-C_and_fork_in_macOS_1013.html)

[2]: <https://blog.phusion.nl/2017/10/13/why-ruby-app-servers-break-on-macos-high-sierra-and-what-can-be-done-about-it/>

Closes: #1354

Some things to note about this commit message:

- Observed problem is described: parallel builds crash on macOS.
- Root cause is analyzed: OS security measure + thread/fork mix.
- Several solution are proposed: disable the security, workaround the problem or fix the root cause.
- Selection of a solution is explained: we go for the workaround because it is easy and faster.
- Extra-references are given: links in the footer gives more in-depth explanations/context.

### 19.1.3 Conclusion

When reviewing a change, do not simply look at the correctness of the code: review the commit message itself and request improvements to its content. Look out for commits that can be divided, ensure that cosmetic changes are not mixed with functional changes, etc.

The goal here is to improve the long term maintainability, by a wide variety of developers who may only have the Git history to get some context so it is important to have a useful Git history.

## 19.2 Python best practices

### 19.2.1 Import

Avoid `from module_foo import symbol_bar`

In general, it is a good practice to avoid the form `from foo import bar` because it introduces two distinct bindings (`bar` is distinct from `foo.bar`) and when the binding in one namespace changes, the binding in the other will not. . .

That's also why this can interfere with the mocking.

All in all, this should be avoided when unnecessary.

#### Rationale

Reduce the likelihood of surprising behaviors and ease the mocking.

#### Example

```
# Good
import foo

baz = foo.Bar()

# Bad
from foo import Bar

baz = Bar()
```

#### References

- [Idioms and Anti-Idioms in Python](#)
- [unittest.mock documentation](#)

## 19.2.2 Naming

### Predicate functions

Functions that return a Boolean value should have a name that starts with `has_`, `is_`, `was_`, `can_` or something similar that makes it clear that it returns a Boolean.

This recommendation also applies to Boolean variable.

### Rationale

Makes code clearer and more expressive.

### Example

```
class Foo:
    # Bad.
    def empty(self):
        return len(self.bar) == 0

    # Bad.
    def baz(self, initialized):
        if initialized:
            return
        # [ . . . ]

    # Good.
    def is_empty(self):
        return len(self.bar) == 0

    # Good.
    def qux(self, is_initialized):
        if is_initialized:
            return
        # [ . . . ]
```

## 19.2.3 Patterns and idioms

### Don't write code vulnerable to "Time of check to time of use"

When there is a time window between the checking of a condition and the use of the result of that check where the result may become outdated, you should always follow the **EAFP** (It is Easier to Ask for Forgiveness than Permission) philosophy rather than the **LBYL** (Look Before You Leap) one (because it gives you a false sense of security).

Otherwise, your code will be vulnerable to the infamous **TOCTTOU** (Time Of Check To Time Of Use) bugs.

In Python terms:

- **LBYL**: if guard around the action
- **EAFP**: try/except statements around the action

### Rationale

Avoid race conditions, which are a source of bugs and security issues.

## Examples

```
# Bad: the file 'bar' can be deleted/created between the `os.access` and
# `open` call, leading to unwanted behavior.
if os.access('bar', os.R_OK):
    with open(bar) as fp:
        return fp.read()
return 'some default data'

# Good: no possible race here.
try:
    with open('bar') as fp:
        return fp.read()
except OSError:
    return 'some default data'
```

## References

- Time of check to time of use

### Minimize the amount of code in a try block

The size of a try block should be as small as possible.

Indeed, if the try block spans over several statements that can raise an exception caught by the except, it can be difficult to know which statement is at the origin of the error.

Of course, this rule doesn't apply to the catch-all try/except that is used to wrap existing exceptions or to log an error at the top level of a script.

Having several statements is also OK if each of them raises a different exception or if the exception carries enough information to make the distinction between the possible origins.

## Rationale

Easier debugging, since the origin of the error will be easier to pinpoint.

### Don't use `hasattr` in Python 2

To check the existence of an attribute, don't use `hasattr`: it shadows errors in properties, which can be surprising and hide the root cause of bugs/errors.

## Rationale

Avoid surprising behavior and hard-to-track bugs.

## Examples

```
# Bad.
if hasattr(x, "y"):
    print(x.y)
else:
    print("no y!")
```

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```
# Good.  
try:  
    print(x.y)  
except AttributeError:  
    print("no y!")
```

## References

- [hasattr\(\) – A Dangerous Misnomer](#)



## INTEGRATING WITH METALK8S

### 20.1 Introduction

With a focus on having minimal human actions required, both in its deployment and operation, MetalK8s also intends to ease deployment and operation of complex applications, named *Solutions*, on its cluster.

This document defines what a *Solution* refers to, the responsibilities of each party in this integration, and will link to relevant documentation pages for detailed information.

#### 20.1.1 What is a *Solution*?

We use the term *Solution* to describe a packaged Kubernetes application, archived as an ISO disk image, containing:

- A set of OCI images to inject in MetalK8s image registry
- An *Operator* to deploy on the cluster
- Optionally, a UI for managing and monitoring the application, represented by a standard Kubernetes Deployment

For more details, see the following documentation pages:

- [Solution archive guidelines](#)
- [Solution Operator guidelines](#)
- (TODO) Solution UI guidelines

Once a *Solution* is deployed on MetalK8s, a user can deploy one or more versions of the *Solution Operator*, using either the *Solution UI* or the Kubernetes API, into separate namespaces. Using the *Operator*-defined CustomResource(s), the user can then effectively deploy the application packaged in the *Solution*.

#### 20.1.2 How is a *Solution* declared in MetalK8s?

MetalK8s already uses a *BootstrapConfiguration* object, stored in `/etc/metalk8s/bootstrap.yaml`, to define how the cluster should be configured from the bootstrap node, and what versions of MetalK8s are available to the cluster.

In the same vein, we want to use a *SolutionsConfiguration* object, stored in `/etc/metalk8s/solutions.yaml`, to declare which *Solutions* are available to the cluster, from the bootstrap node.

---

**Todo:** Add specification in a future Reference guide

---

Here is how it could look:

```
apiVersion: metalk8s.scality.com/v1alpha1
kind: SolutionsConfiguration
solutions:
  - /solutions/storage_1.0.0.iso
  - /solutions/storage_latest.iso
  - /other_solutions/computing.iso
```

There would be no explicit information about what an archive contains. Instead, we want the archive itself to contain such information (more details in [Solution archive guidelines](#)), and to discover it at import time.

Note that Solutions will be **imported** based on this file contents, i.e. the images they contain will be made available in the registry and the UI will be deployed, however **deploying** the Operator and subsequent application(s) is left to the user, through manual operations or the Solution UI.

---

**Note:** Removing an archive path from the solutions list will effectively remove the Solution images and UI when the “import solutions” playbook is run.

---

### 20.1.3 Responsibilities of each party

This section intends to define the boundaries between MetalK8s and the Solutions to integrate with, in terms of “who is doing what?”.

---

**Note:** This is still a work in progress.

---

#### MetalK8s

**MUST:**

- Handle reading and mounting of the Solution ISO archive
- Provide tooling to deploy/upgrade a Solution’s CRDs and UI

**MAY:**

- Provide tooling to deploy/upgrade a Solution’s Operator
- Provide tooling to verify signatures in a Solution ISO
- Expose management of Solutions in its own UI

#### Solution

**MUST:**

- Comply with the standard archive structure defined by MetalK8s
- If providing a UI, expose management of its Operator instances
- Handle monitoring of its own services (both Operator and application, except the UI)

**SHOULD:**

- Use MetalK8s monitoring services (Prometheus and Grafana)

---

**Note:** Solutions can leverage the [Prometheus Operator](#) CRs for setting up the monitoring of their components. For more information, see [Monitoring](#) and [Solution Operator guidelines](#).

---

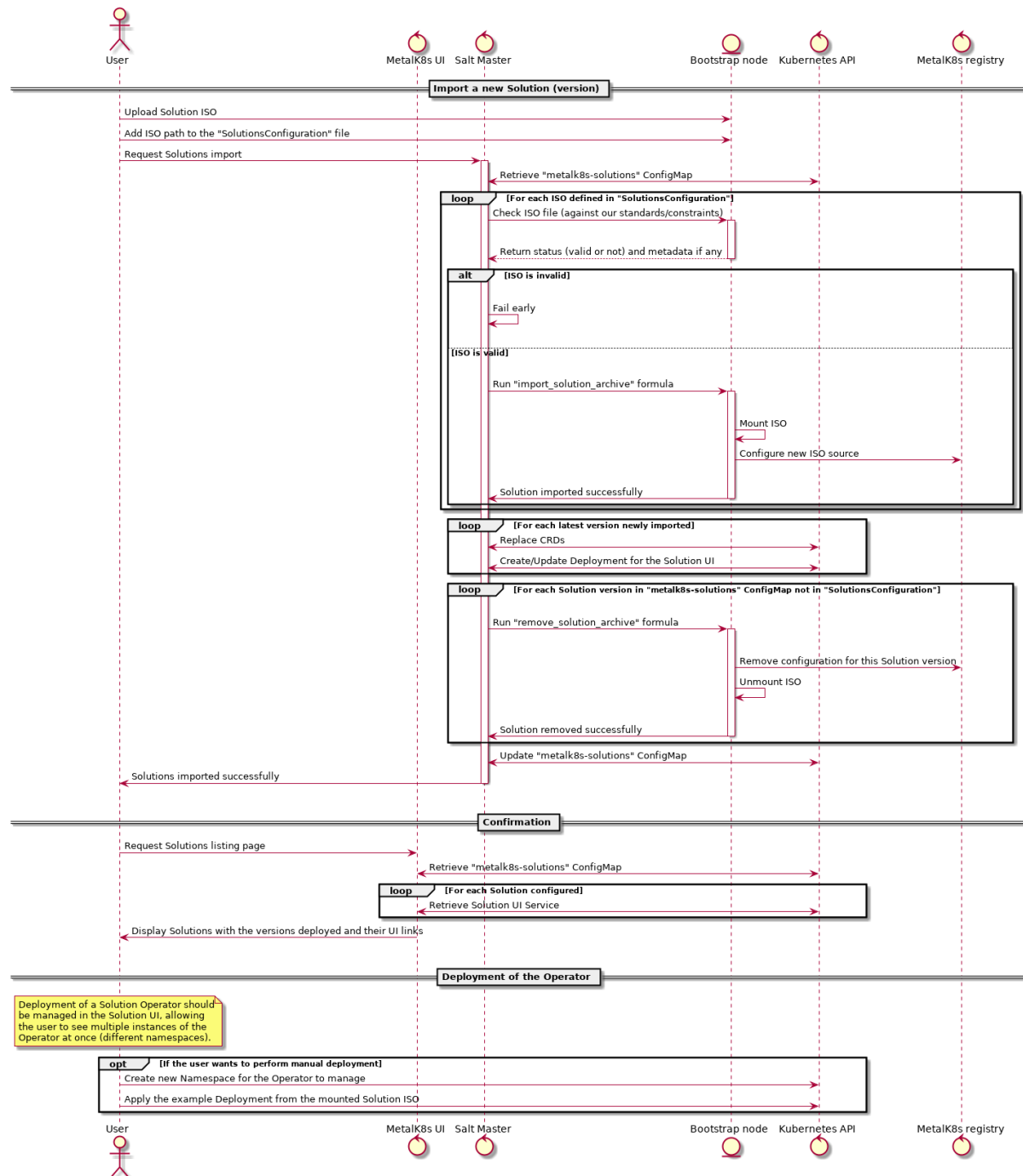


**Todo:** Define how Solutions can deploy Grafana dashboards.

## 20.1.4 Interaction diagrams

We include a detailed interaction sequence diagram for describing how MetalK8s will handle user input when deploying / upgrading Solutions.

**Note:** Open the image in a new tab to see it in full resolution.



**Todo:** A detailed diagram for Operator deployment would be useful (wait for #1060 to land). Also, add another diagram for specific operations in an upgrade scenario using two Namespaces, for staging/testing the new version.

---

## 20.2 Solution archive guidelines

To provide a predictable interface with packaged Solutions, MetalK8s expects a few criteria to be respected, described below.

### 20.2.1 Archive format

Solution archives must use the [ISO-9660:1988](#) format, including [Rock Ridge](#) and [Joliet](#) directory records. The character encoding must be [UTF-8](#). The conformance level is expected to be at most 3, meaning:

- Directory identifiers may not exceed 31 characters (bytes) in length
- File name + '.' + file name extension may not exceed 30 characters (bytes) in length
- Files are allowed to consist of multiple sections

The generated archive should specify a volume ID, set to {project\_name} {version}.

**Todo:** Clarify whether Joliet/Rock Ridge records supersede the conformance level w.r.t. filename lengths

---

Here is an example invocation of the common Unix [mkisofs](#) tool to generate such archive:

```
mkisofs
  -output my_solution.iso
  -R # (or "-rock" if available)
  -J # (or "-joliet" if available)
  -joliet-long
  -l # (or "-full-iso9660-filenames" if available)
  -V 'MySolution 1.0.0' # (or "-volid" if available)
  -gid 0
  -uid 0
  -iso-level 3
  -input-charset utf-8
  -output-charset utf-8
  my_solution_root/
```

**Todo:** Consider if overriding the source files UID/GID to 0 is necessary

---

### 20.2.2 File hierarchy

Here is the file tree expected by MetalK8s to exist in each Solution archive:

```
.
├── images
│   └── some_image_name
│       └── 1.0.1
│           ├── <layer_digest>
│           ├── manifest.json
│           └── version
```

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```

├── registry-config.inc
├── operator
│   └── deploy
│       ├── crds
│       │   └── some_crd_name.yaml
│       ├── operator.yaml
│       ├── role.yaml
│       ├── role_binding.yaml
│       └── service_account.yaml
├── product.txt
├── ui
│   └── deployment.yaml

```

### 20.2.3 Product information

General product information about the packaged Solution must be stored in the `product.txt` file, stored at the archive root.

It must respect the following format (currently version 1, as specified by the `ARCHIVE_LAYOUT_VERSION` value):

```

NAME=Example
VERSION=1.0.0-dev
REQUIRE_METALK8S=">=2.0"
ARCHIVE_LAYOUT_VERSION=1

```

It is recommended for inspection purposes to include information related to the build-time conditions, such as the following (where command invocations should be statically replaced in the generated `product.txt`):

```

GIT=$(git describe --always --long --tags --dirty)
BUILD_TIMESTAMP=$(date +%Y-%m-%dT%H:%M:%SZ)

```

**Note:** If a Solution can require specific versions of MetalK8s on which to be deployed, requiring specific services (and their respective versions) to be shipped with MetalK8s (e.g. Prometheus/Grafana) is not yet feasible. It will probably be handled in the Operator declaration, maybe using a CR.

It is recommended for inspection purposes to include information related to the build-time conditions, such as the following (where command invocations should be statically replaced in the generated `product.txt`):

```

GIT=$(git describe --always --long --tags --dirty)
BUILD_TIMESTAMP=$(date +%Y-%m-%dT%H:%M:%SZ)

```

### 20.2.4 OCI images

MetalK8s exposes container images in the [OCI](#) format through a static read-only registry. This registry is built with [nginx](#), and relies on having a specific layout of image layers to then replicate the necessary parts of the Registry API that CRI clients (such as `containerd` or `cri-o`) rely on.

Using [skopeo](#), you can save images as a directory of layers:

```

$ mkdir images/my_image
$ # from your local Docker daemon
$ skopeo copy --format v2s2 --dest-compress docker-daemon:my_image:1.0.0 dir:images/my_image/1.0.0

```

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```
$ # from Docker Hub
$ skopeo copy --format v2s2 --dest-compress docker://docker.io/example/my_image:1.0.0 dir:images/my_
↪image/1.0.0
```

Your images directory should now resemble this:

```
images
├── my_image
│   └── 1.0.0
│       ├── 53071b97a88426d4db86d0e8436ac5c869124d2c414caf4c9e4a4e48769c7f37
│       ├── 64f5d945efcc0f39ab11b3cd4ba403cc9fefe1fa3613123ca016cf3708e8cafb
│       ├── manifest.json
│       └── version
```

Once all your images were stored this way, you can de-duplicate layers using hardlinks, using the tool [hardlink](#):

```
$ hardlink -c images
```

A detailed procedure for generating the expected layout is available at [NicolasT/static-container-registry](#). You can use the script provided there, or use the one vendored in this repository (located at `buildchain/buildchain/static-container-registry`) to generate the NGINX configuration to serve these image layers with the Docker Registry API. MetalK8s, when deploying the Solution, will include the `registry-config.inc` file provided at the root of the archive. In order to let MetalK8s control the mountpoint of the ISO, the configuration **must** be generated using the following options:

```
$ ./static-container-registry.py \
  --name-prefix '{{ repository }}' \
  --server-root '{{ registry_root }}' \
  /path/to/archive/images > /path/to/archive/registry-config.inc.j2
```

Each archive will be exposed as a single repository, where the name will be computed as `<NAME>-<VERSION>` from [Product information](#), and will be mounted at `/srv/scality/<NAME>-<VERSION>`.

**Warning:** Operators should not rely on this naming pattern for finding the images for their resources. Instead, the full repository prefix will be exposed to the Operator container as an environment variable when deployed with MetalK8s. See [Solution Operator guidelines](#) for more details.

The images names and tags will be inferred from the directory names chosen when using `skopeo copy`. Using `hardlink` is highly recommended if one wants to define alias tags for a single image.

MetalK8s also defines recommended standards for container images, described in [Container Images](#).

## 20.2.5 Operator

See [Solution Operator guidelines](#) for how the `/operator` directory should be populated.

## 20.2.6 Web UI

---

**Todo:** Create UI guidelines and reference here

---

## 20.3 Solution Operator guidelines

An Operator is a method of packaging, deploying and managing a Kubernetes application. A Kubernetes application is an application that is both deployed on Kubernetes and managed using the Kubernetes APIs and `kubectl` tooling.

—[coreos.com/operators](https://coreos.com/operators)

MetalK8s *Solutions* are a concept mostly centered around the Operator pattern. While there is no explicit requirements except the ones described below (see [Requirements](#)), we recommend using the [Operator SDK](#) as it will embed best practices from the [Kubernetes](#) community. We also include some [Recommendations](#).

### 20.3.1 Requirements

#### Files

All Operator-related files except for the container images (see [OCI images](#)) should be stored under `/operator` in the ISO archive. Those files should be organized as follows:

```
operator
├── deploy
│   ├── crds
│   │   └── some_crd_name.yaml
│   ├── operator.yaml
│   ├── role.yaml
│   ├── role_binding.yaml
│   └── service_account.yaml
```

Most of these files are generated when using the Operator SDK.

---

**Todo:** Specify each of them, include example (after [#1060](#) is done). Remember to note specificities about `OCI_REPOSITORY_PREFIX` / namespaces. Think about using `kustomize` (or `kubectl apply -k`, though only available from K8s 1.14).

---

#### Monitoring

MetalK8s does not handle the monitoring of a Solution application, which means:

- the user, manually or through the Solution UI, should create `Service` and `ServiceMonitor` objects for each Operator instance
- Operators should create `Service` and `ServiceMonitor` objects for each deployed component they own

The [Prometheus Operator](#) deployed by MetalK8s has cluster-scoped permissions, and is able to read the aforementioned `ServiceMonitor` objects to set up monitoring of your application services.

### 20.3.2 Recommendations

#### Permissions

MetalK8s does not provide tools to deploy the Operator itself, so that users can have better control over which version runs where.

The best-practice encouraged here is to use namespace-scoped permissions for the Operator, instead of cluster-scoped.

This allows for better isolation between different application deployments from a single Solution, for instance when trying out a new version before affecting production machines, or when managing two independent application stacks.

---

**Note:** Future improvements to MetalK8s may include the addition of an “Operator for Operators”, such as the [Operator Lifecycle Manager](#).

---

## 20.4 Deploying And Experimenting

Given the solution ISO is correctly generated, a script utility has been added to enable solution install and removal

### 20.4.1 Installation

Use the *solution-manager.sh* script to install a new solution ISO using the following command

```
/src/scality/metalk8s-X.X.X/solution-manager.sh -a/--add </path/to/new/ISO>
```

### 20.4.2 Removal

To remove a solution from the cluster use the previous script by invoking

```
/src/scality/metalk8s-X.X.X/solution-manager.sh -d/--del </path/to/ISO>
```

## **Part V**

# **Glossary**





**Alertmanager** The Alertmanager is a service for handling alerts sent by client applications, such as [Prometheus](#).

See also the official Prometheus documentation for [Alertmanager](#).

#### API Server

**kube-apiserver** The Kubernetes API Server validates and configures data for the Kubernetes objects that make up a cluster, such as [Nodes](#) or [Pods](#).

See also the official Kubernetes documentation for [kube-apiserver](#).

#### Bootstrap

**Bootstrap node** The Bootstrap node is the first machine on which MetalK8s is installed, and from where the cluster will be deployed to other machines. It also serves as the entrypoint for upgrades of the cluster.

#### Controller Manager

**kube-controller-manager** The Kubernetes controller manager embeds the core control loops shipped with Kubernetes, which role is to watch the shared state from [API Server](#) and make changes to move the current state towards the desired state.

See also the official Kubernetes documentation for [kube-controller-manager](#).

**etcd** etcd is a distributed data store, which is used in particular for the persistent storage of [API Server](#).

For more information, see [etcd.io](#).

**Kubeconfig** A configuration file for [kubectl](#), which includes authentication through embedded certificates.

See also the official Kubernetes documentation for [kubeconfig](#).

**Kubelet** The kubelet is the primary “node agent” that runs on each cluster node.

See also the official Kubernetes documentation for <https://kubernetes.io/docs/reference/command-line-tools-reference/kubelet/>

**Node** A Node is a Kubernetes worker machine - either virtual or physical. A Node contains the services required to run [Pods](#).

See also the official Kubernetes documentation for [Nodes](#).

**Node manifest** The YAML file describing a [Node](#).

See also the official Kubernetes documentation for [Nodes management](#).

**Pod** A Pod is a group of one or more containers sharing storage and network resources, with a specification of how to run these containers.

See also the official Kubernetes documentation for [Pods](#).

**Prometheus** Prometheus serves as a time-series database, and is used in MetalK8s as the storage for all metrics exported by applications, whether being provided by the cluster or installed afterwards.

For more details, see [prometheus.io](#).

**SaltAPI** SaltAPI is an HTTP service for exposing operations to perform with a [Salt Master](#). The version deployed by MetalK8s is configured to use the cluster authentication/authorization services.

See also the official SaltStack documentation for [SaltAPI](#).

**Salt Master** The Salt Master is a daemon responsible for orchestrating infrastructure changes by managing a set of [Salt Minions](#).

See also the official SaltStack documentation for [Salt Master](#).

**Salt Minion** The Salt Minion is an agent responsible for operating changes on a system. It runs on all MetalK8s nodes.

See also the official SaltStack documentation for [Salt Minion](#).

## Scheduler

**kube-scheduler** The Kubernetes scheduler is responsible for assigning *Pods* to specific *Nodes* using a complex set of constraints and requirements.

See also the official Kubernetes documentation for [kube-scheduler](#).

**Service** A Kubernetes Service is an abstract way to expose an application running on a set of *Pods* as a network service.

See also the official Kubernetes documentation for [Services](#).

**Taint** Taints are a system for Kubernetes to mark *Nodes* as reserved for a specific use-case. They are used in conjunction with *tolerations*.

See also the official Kubernetes documentation for [taints and tolerations](#).

**Toleration** Tolerations allow to mark *Pods* as schedulable for all *Nodes* matching some *filter*, described with *taints*.

See also the official Kubernetes documentation for [taints and tolerations](#).

**kubect1** `kubect1` is a CLI interface for interacting with a Kubernetes cluster.

See also the official Kubernetes documentation for [kubect1](#).

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