



# Programming for Hostile Environments

**Our adversary: bare metal infrastructure**



# About Me

*Nathan Goulding, SVP Engineering*

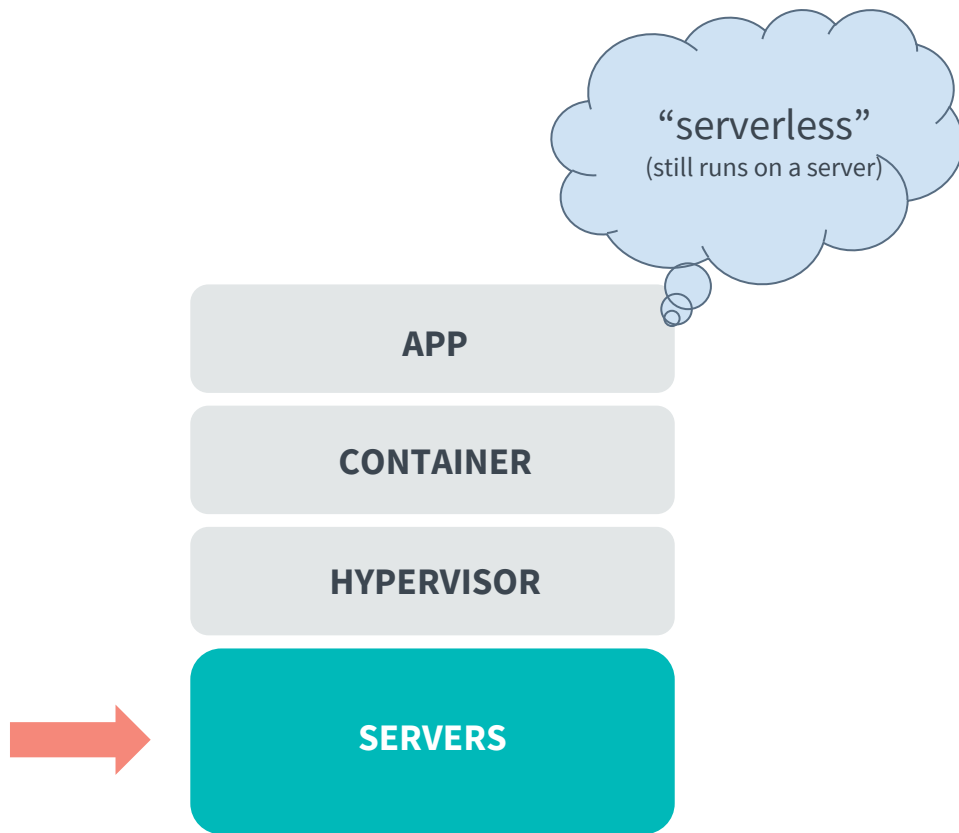


- ~15 years frontline engineer for infrastructure/cloud and media companies
- Currently lead engineering team at Packet
- $me = n+3$

# What Packet Does

***We automate bare metal, physical infrastructure***

- Founded in 2014 by infrastructure geeks
- Over 15,000 users
- x86 and ARM CPU architectures
- 16 locations around the world
- 20 supported operating systems
- 50,000 installs per month



# “DRIVERLESS”

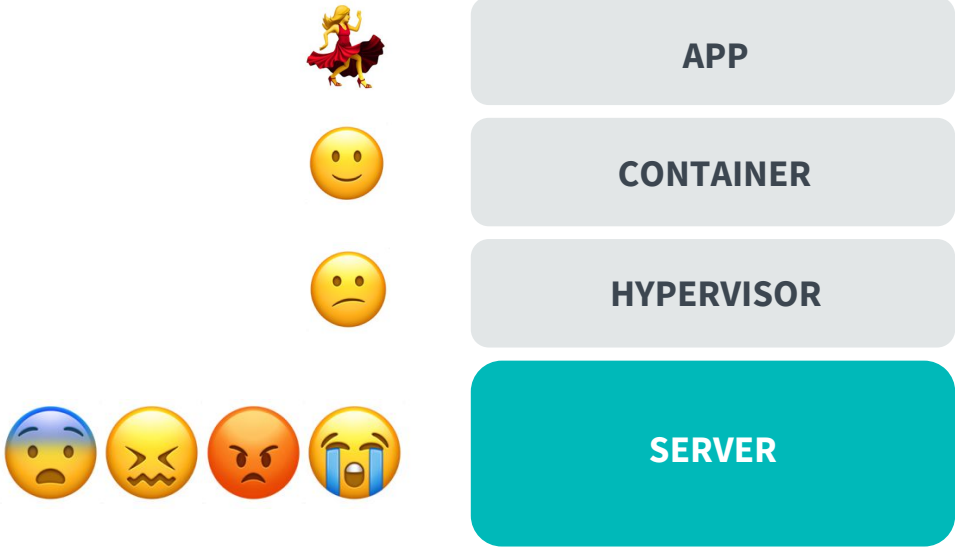


# Programming for Hostile Environments

## ***Topics we'll cover:***

- Transitioning from monolith (ruby) to microservices (golang)
- Turning antipatterns into patterns
- Applied best practices
- Goals we set for ourselves
- Ephemeral nanoservices

# Hostility of the Environment



# The Problem, Abstract



**Edward M. Vielmetti**

Special Projects Director at Packet.net  
5mo



Complex systems that work are always in a state of partial failure.

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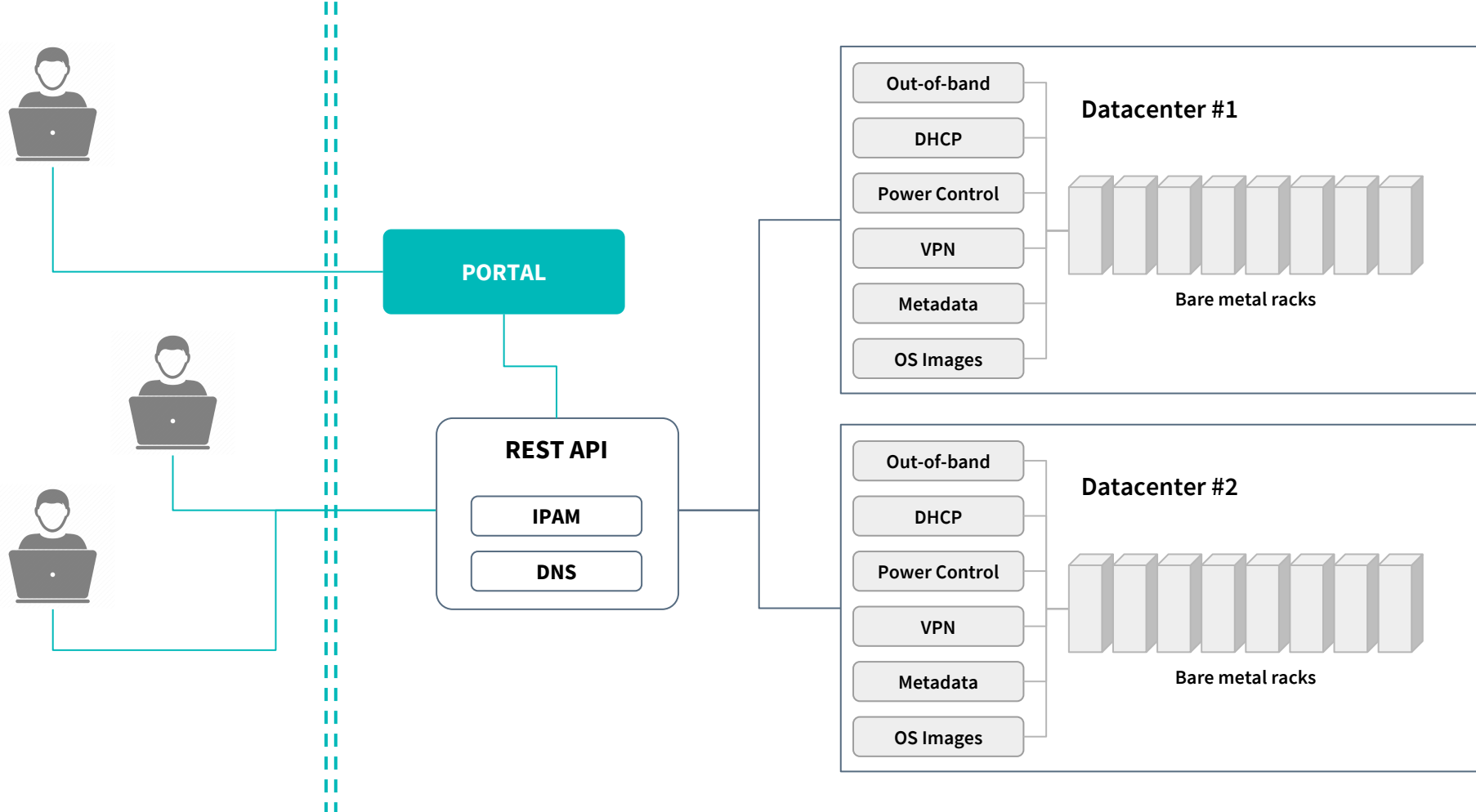
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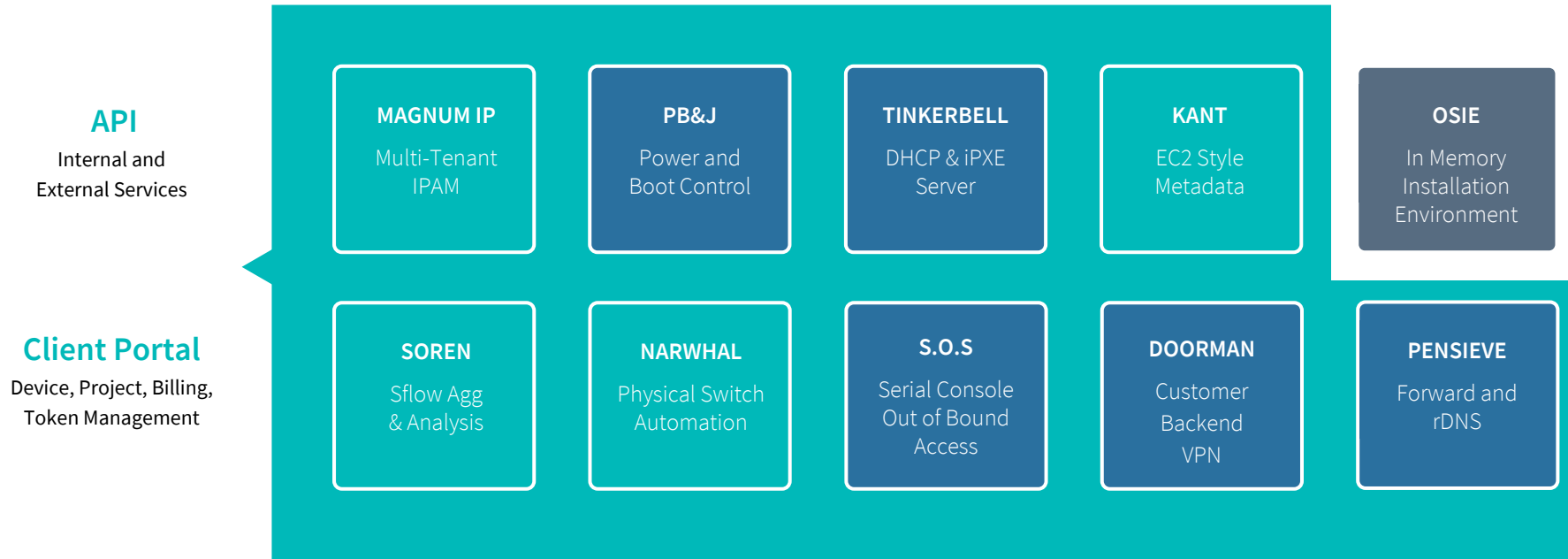


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# From monolith to microservices



# Moving to golang

- Compiled
- Static typing
- Very little “magic”
- The best of prior programming languages minus the cruft

# An emerging pattern

```
13 // powerAction is the handler for the POST /power endpoint.
14 func powerAction(c *gin.Context) {
15     var req struct {
16         Action      power.Operation `json:"action" binding:"required"`
17         SoftTimeout string          `json:"soft_timeout,omitempty"`
18         OffDuration string          `json:"off_duration,omitempty"`
19     }
20     if c.BindJSON(&req) != nil {
21         return
22     }
23
24     opts := power.DefaultOptions
25     if c.Request.Header.Get("X-DEVICE-MANUFACTURER") == "ligence" {
26         opts.IgnoreRunError = true
27     }
28
29     if req.SoftTimeout != "" {
30         d, err := time.ParseDuration(req.SoftTimeout)
31         if err != nil {
32             badRequest(c, err)
33             return
34         }
35         opts.SoftTimeout = d
36     }
```

# An emerging pattern

```
28 func bootScript(action string, j *job.Job, s *ipxe.Script) {
29     s.Set("arch", j.Arch())
30     s.Set("parch", j.PArch())
31     s.Set("base-url", env.MirrorURL+"/osie")
32     s.Kernel("${base-url}/" + kernelPath(j))
33
34     kernelParams(action, j, s)
35
36     s.Initrd("${base-url}/" + initrdPath(j))
37
38     if j.PArch() == "highway" {
39         // Workaround for firmware crash
40         s.Sleep(15)
41     }
42
43     s.Boot()
44 }
```

# Best Practices, in Practice

**#1 - gRPC for communication / rpc**

**#2 - Get your data as close to where you need it as quickly as possible**

**#3 - Don't hide code you don't like**

# #1 gRPC for communication / rpc

- Handles backoff / retry
- Straightforward service definition for request / response
- Streaming data and authentication via SSL
- Paradigm for dealing with message format changes

## #2 Get data close to where it needs to be, quickly

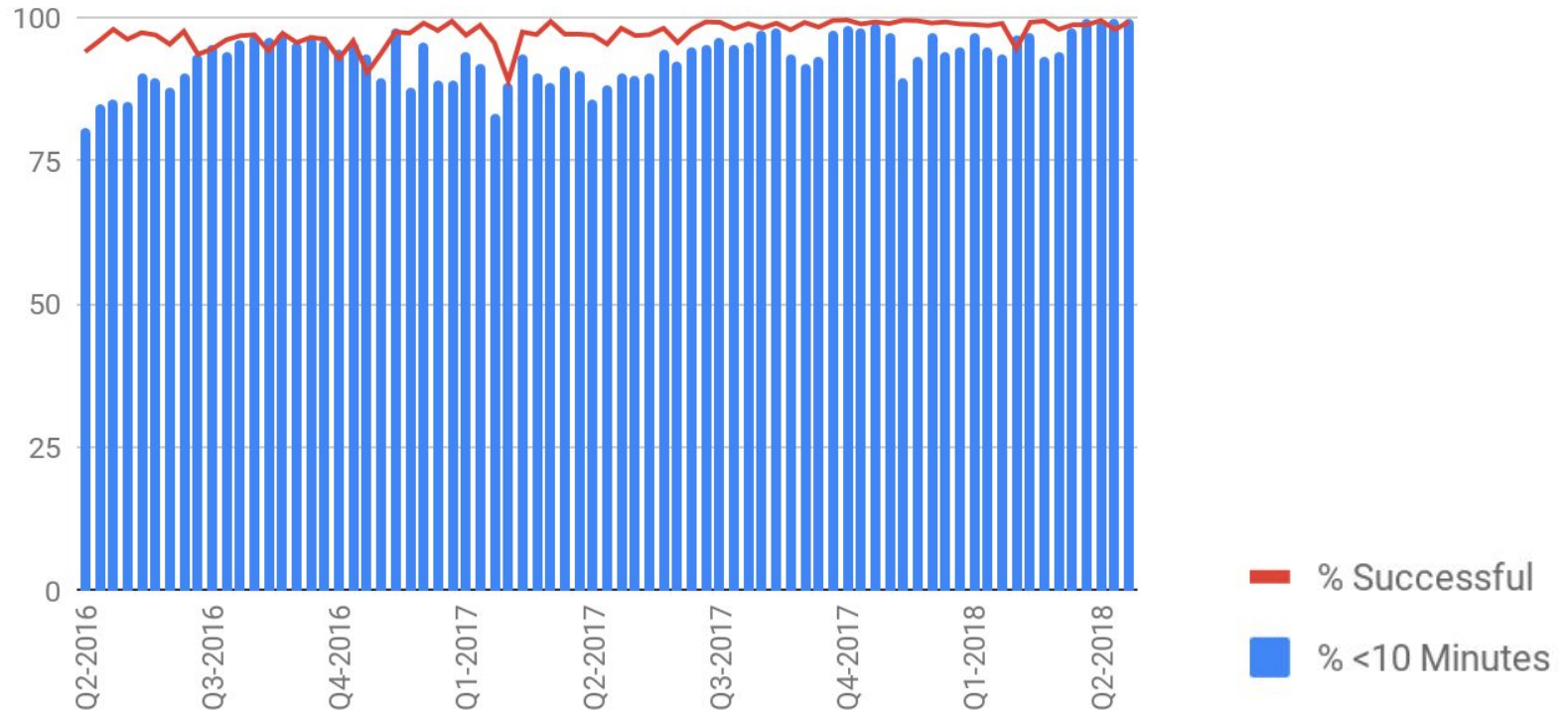
- The network is unreliable, the network is unreliable, the network is unreliable
- Speed up access times + experience for everyone
- Be careful of “I’ll just request it (remotely) whenever I need it”

# #3 Don't hide code you don't like

- Don't use interfaces / providers to hide code you wish didn't exist
- Use drivers / implementations where it counts

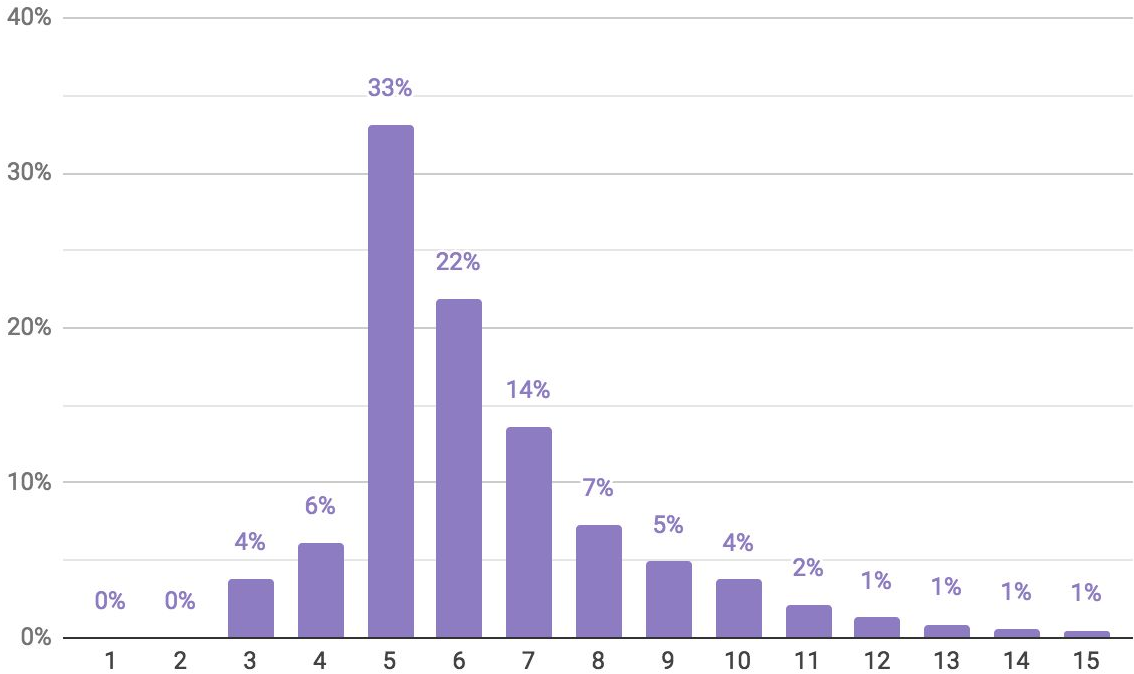


# Why Does it Matter?



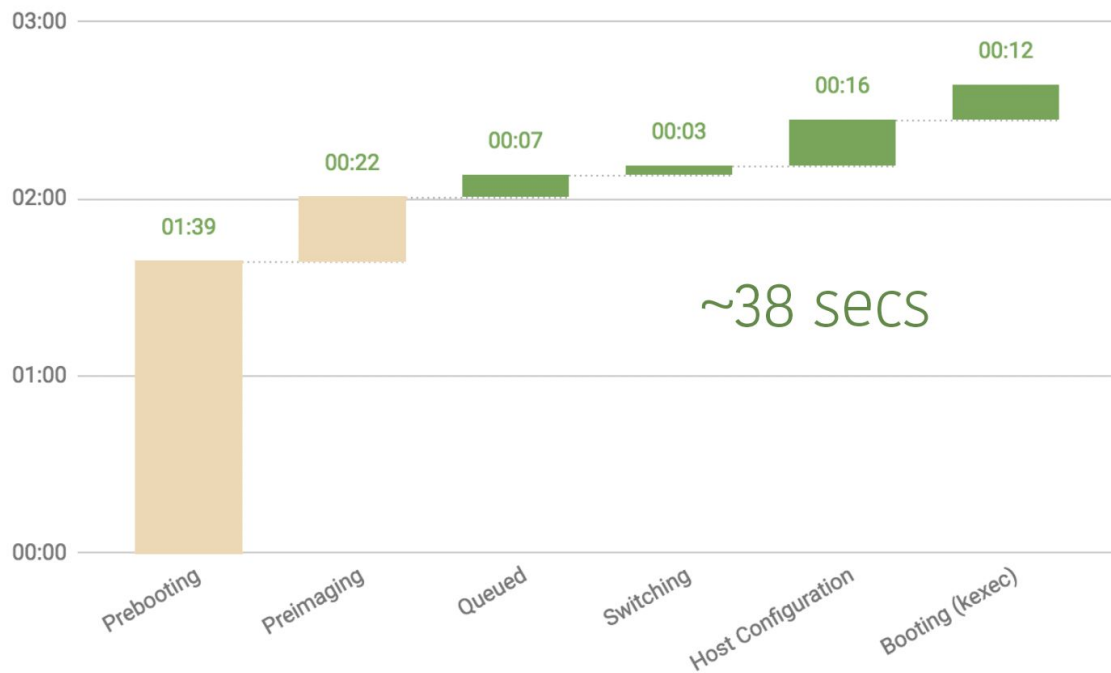
Goal #1: Can we provision in under 60 seconds?

# Provisioning Timing Distribution



# Provisioning Timeline





# Ephemeral Nanoservices

	<u>Function</u>	<u>Job</u>	<u>Nanoservice</u>	<u>Microservice</u>	<u>Monolith</u>
<b>Ephemeral</b>	✓	✓	✓	✗	✗
<b>Encapsulated</b>	✓	✓	✓	✓	✗
<b>Logging</b>	?	✓	✓	✓	✓
<b>Complex tasks</b>	✗	✓	✓	✓	✓
<b>Monitored</b>	✗	✗	✓	✓	✓

# Nanoservice Use Cases

- Services that have complex tasks or functionality to perform, and...
- Need to communicate with other services, and...
- Need to be kept up and running, but...
- Will never be used past their “life”

*Analogy: an ephemeral nanoservice is an “instantiation” of a microservice*

Goal #2: Can we go a full day without a single provisioning failure?





# What's next?

**#1 - Flexible workflows via directed graphs**

**#2 - Distributed tracing for service logs**



# Q&A

(we're hiring)