TheConsortium

Demonware data centre management and configuration tool

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About DemonWare

Full subsidiary of Activision Blizzard

Creates and provides the online services behind some of the world's most popular video game franchises.





ULTIMATE EVIL EDITION

DIABLO

REAPER OF SOULS

In China, we do





Demonware Tech



















The unpleasant background

Working with traditional datacenter
Dealing with a lot of different backends
Everybody has their own way to do automation
Nobody knows what are the correct choices



so we want to pave a vm

Input hosts information manually into CMDB use virt-manage to create virtual machines use cobbler and input the system information Then use virt-manager to boot it up



Those(and more) were *killing* everyone in liveops team

Everybody has their own script to automate

Provision should be simple as one command



The Goal of Consortium

Provide a central API for liveops operations



Core concepts

Everything is a kind of node, *like host, vip, vlan, subnet* etc.

Each kind of node has a set of attributes.

For host, it has hostname, subcluster, datacenter, puppet_roles, hwspec, interfaces etc

Modify node attributes can trigger a set of operations



API design

Access node object through its name

- Set a host GET /api/inventory/host/\$ {HOSTNAME}
- Modify host PATCH /api/inventory/host/ {\$HOSTNANE}

Pre compiled schema based API which can be easily used for client #TODO insert pic here



Consortium V1

Tornado + Redis

Redis is used to cache node information from CMDB by a cronjob for fast query Tornado is used to nonblockingly talk with different backends



Consort

The shell client talk with consortium

#todo insert pic here



Problems

Predefined workflow

Talking to different backends synchronous, no way to track jobs

Code for different backends are integrated into the base repo directly

#TODO: Add more here



Consortium V2

Core + plugin based Consortium core as a finite state machine, propose changes to different plugins Replace redis with etcd and arangodb



The new plugin system

Each plugin can provide different NodeProviders, like CobblerHostNodeProvider

NodeProvider is essentially provide attributes for a node kind

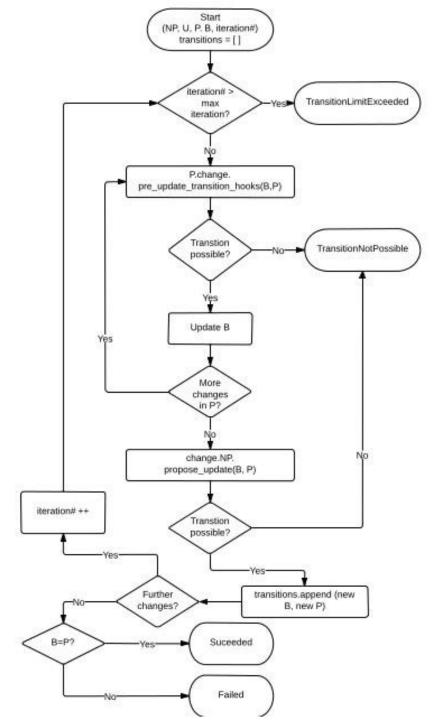
Different NodeProvider can claim attributes of the same node kind

NodeProvider also claim the authority to some node attributes.

Consortium core is responsible merging those nodes



The ç



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It is not that scary

User sends a set of ProposedUpdates NodeProvider define a function accept all updates, do some operations and return what ProposedUpdates are accepted.

NodeProvider can also tell transitionPlanner to propose some new updates, which will be merged to ProposedUpdates

TransitionPlanner merge the accepted ProposedUpdates to current node, compare with desired state. If not satisfied, continue the loop until 1)succeeded 2)failed by exceptions 3)ttl expired.



Show me the code

#todo insert some code here



Wokers in Consortium

Master worker

Web worker: main http interface

Queue worker: workers who run tasks



Etcd and Arangodb

Etcd: LockManager, Queue

Arangodb

A great graph store just works, for

jobs and inventory cache



Show me a work example

#todo, insert a Consort Gif here



The Search Engine

#Todo: show me the example



Other cool thing

#todo how consortium handle list attributes Explain mode



The future

We are planning to opensource consortium and consort with a example plugin Watch us at https://github.com/Demonware



Questions?

