Distributed CI: Scaling Jenkins on Mesos and Marathon

Roger Ignazio – Puppet Labs, Inc. MesosCon 2015 – Seattle, WA

About Me



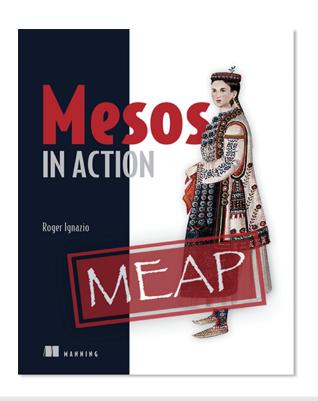
Roger Ignazio

QE Automation Engineer Puppet Labs, Inc.

@rogerignazio



Mesos In Action



mesosinaction.com

Code: cftwmesos



Agenda

- Puppet Labs' testing environment
- Conventional methods for scaling Jenkins
- Motivations for re-architecting Cl
- Breaking up the Jenkins monolith
- Demo, outcomes, and future work



Audience Poll

Intro to Mesos

- General-purpose cluster manager
- Represent many machines as a single entity
- Advertise resources directly to applications



Intro to Marathon

- Mesos framework that provides private PaaS
 - Manages long-running tasks
- Easily scale apps to N instances
- Automatically restarts failed app instances



Intro to Jenkins

- Distributed, open source CI tool
- Repeatable build/test of software projects
- Large community, rich plugin ecosystem



Puppet Labs' Testing Environment

Testing at Puppet Labs

- 4k to 5k builds/day across 75 platforms
- 15 Jenkins clusters
 - Loosely based on team, project, function
 - ~ 1,300 executors across ~ 240 build machines
- Tooling: Beaker, vmpooler



Testing at Puppet Labs

- Configuration management
 - Most job configs and scripts stored in Jenkins
 - Infrastructure managed by Puppet
- Reporting
 - Jenkins UI (x15!)
 - Clockin, Waylon



Conventional Methods for Scaling Jenkins

- Two common deployments
 - Single Jenkins master with many jobs
 - Master per team, project, or function
- Not highly available
- Can't load balance across masters
- Static partitioning kills overall utilization



Jenkins Slave 1

Jenkins Slave 2

Jenkins Slave N

90% Utilized (Normal)

PE Jenkins

Jenkins Slave 1

Jenkins Slave 2

...

Jenkins Slave N

140% Utilized (40 builds in queue)

Project X
Jenkins

Jenkins Slave 1

Jenkins Slave 2

...

Jenkins Slave N

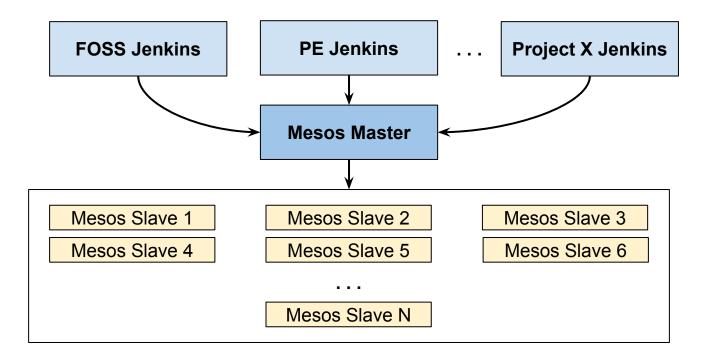
0% Utilized (Idle)



What can we do about it?

On-demand resources!







Motivations for Re-architecting CI

As a **\$role**,

I { want, need } \$something,

so that **\$outcome**



As a Developer, I want tests to be run against pull requests, so that I have confidence in the code about to be merged



As a Developer, I don't want to worry about the underlying infrastructure of the CI system



As a CI consumer, I want a central location to view all CI activity, so that I don't have to visit multiple URLs



As a QE, I want slaves to be on-demand, so that infrastructure resources are used more efficiently



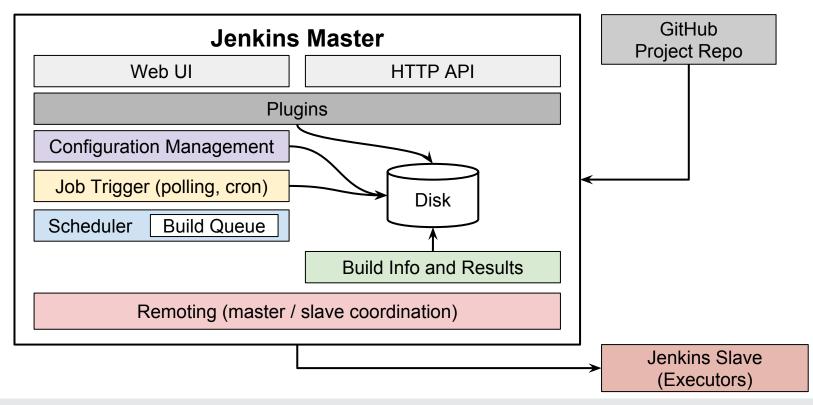
Motivation

- Reduce friction in dev workflows
- Event (and data)-driven system
- Improve reporting and user experience
- Scale to meet growing demand



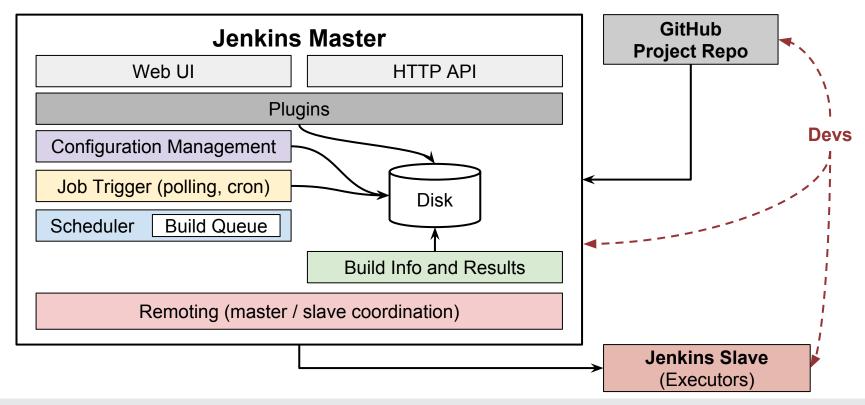
Breaking Up The Monolith

The Jenkins Monolith





The Jenkins Monolith



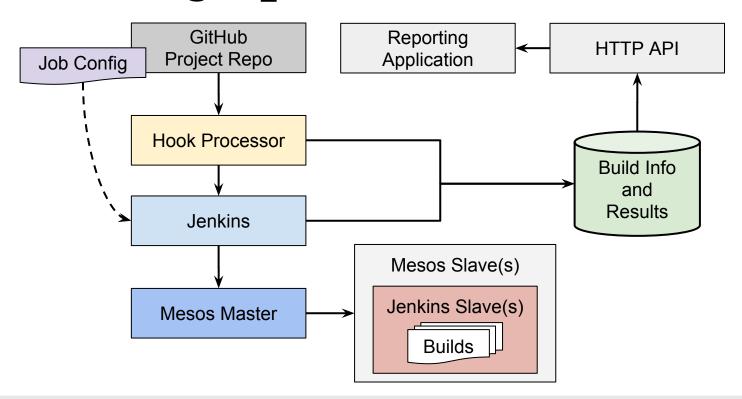


Breaking Up The Monolith

- Job configurations
- Build trigger
- Build history

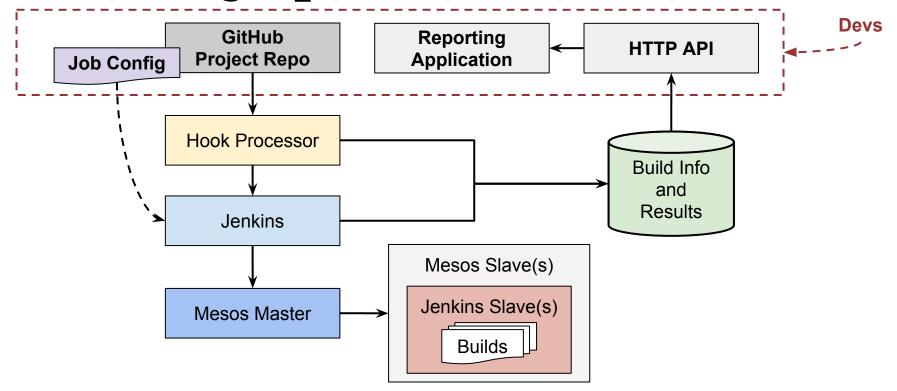


Breaking Up The Monolith





Breaking Up The Monolith



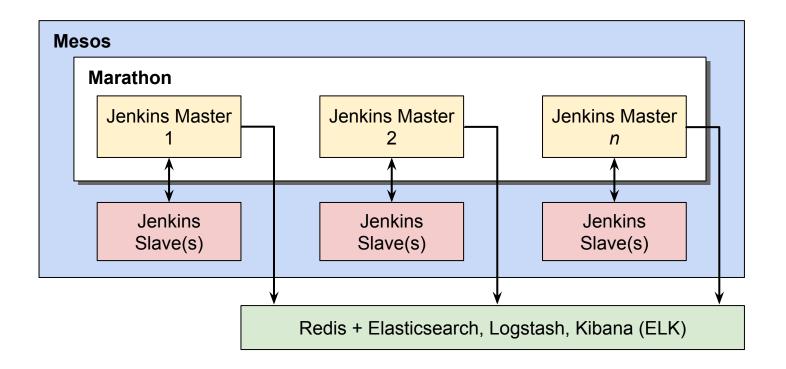


Jenkins on Marathon

- Marathon as a private PaaS
- Scale Jenkins masters horizontally
- Deploy updates, config changes, plugins
- Continuous deployment of CI ?!

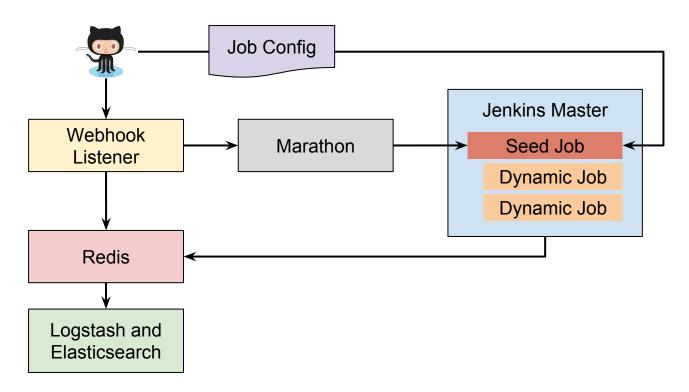


Jenkins on Marathon





GitHub Webhook Processor



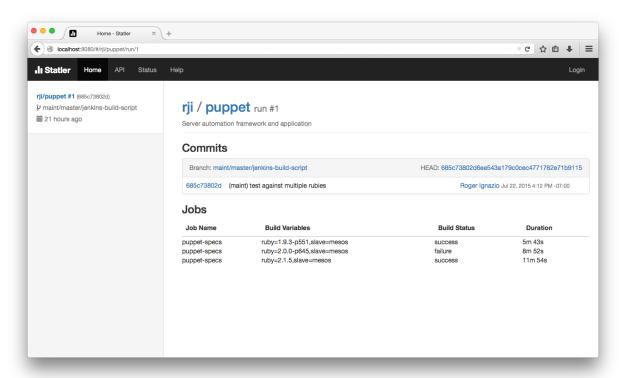


Reporting

- Unique IDs for each event (in Redis)
- Webhooks and build data (in Elasticsearch)
- Query and visualize system activity (in Kibana)
- Build our own reporting app?



Reporting





Demo



Outcomes and Future Work

Outcomes

- Single Git-based workflow
- Standardized, stateless Jenkins masters
- Jenkins slaves provisioned on-demand
- Bonus: private PaaS (Marathon)



Future Work

- Adoption
- Single reporting dashboard (with API)
- Intelligent job queueing and throttling
- Job DSL plugin abstraction and templates



Q&A

@rogerignazio