

Unikernelize your Java Application

Mario Zagar

mario.zagar@infobip.com

infobip

seamless interaction of businesses and people through mobile

Java, .NET, nodejs, reactjs
microservices

continuous delivery practitioners

25+ agile dev teams

100+ deploys daily / 6 datacenters

300M+ messages per day

Agenda

what are unikernels

why should you care

how does java fit in

build java unikernel app

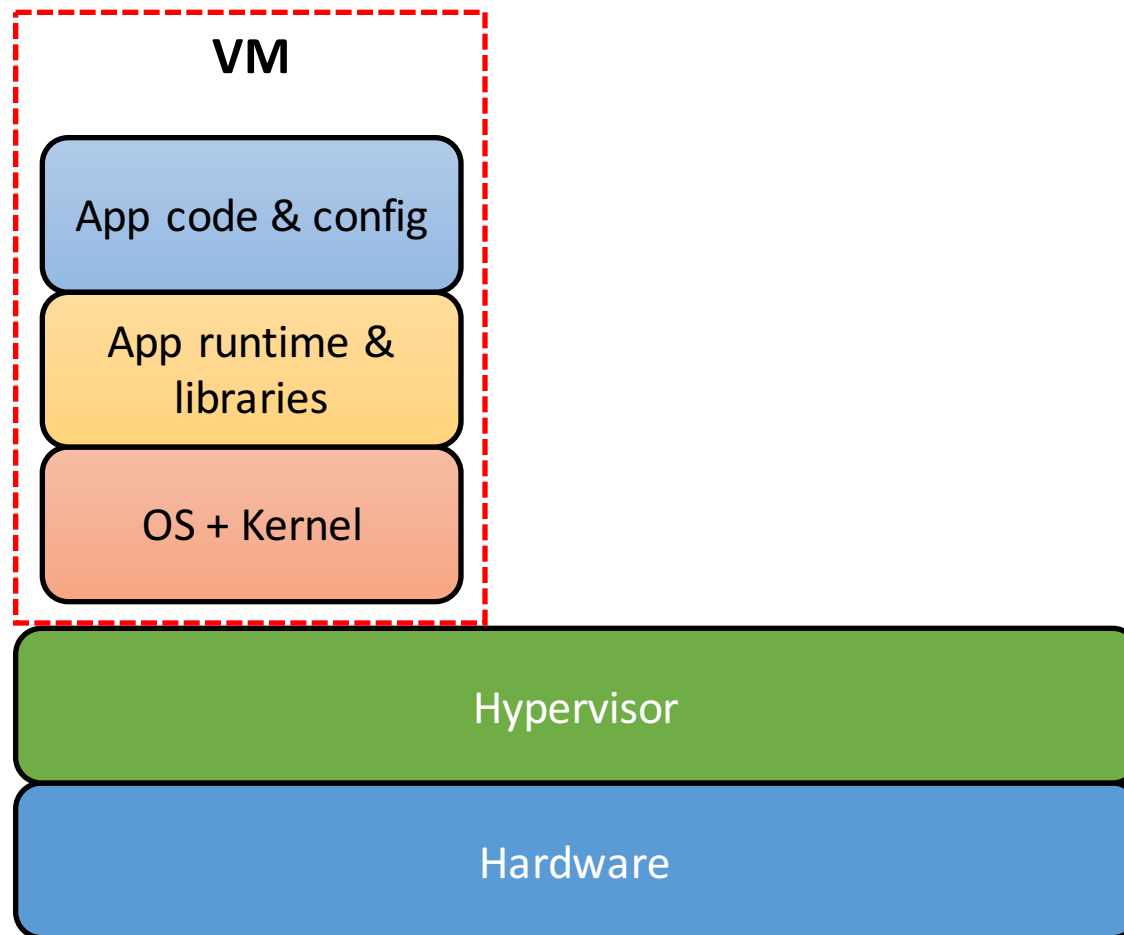
What are unikernels?

“specialised, single-address-space machine images constructed by using library operating systems.”

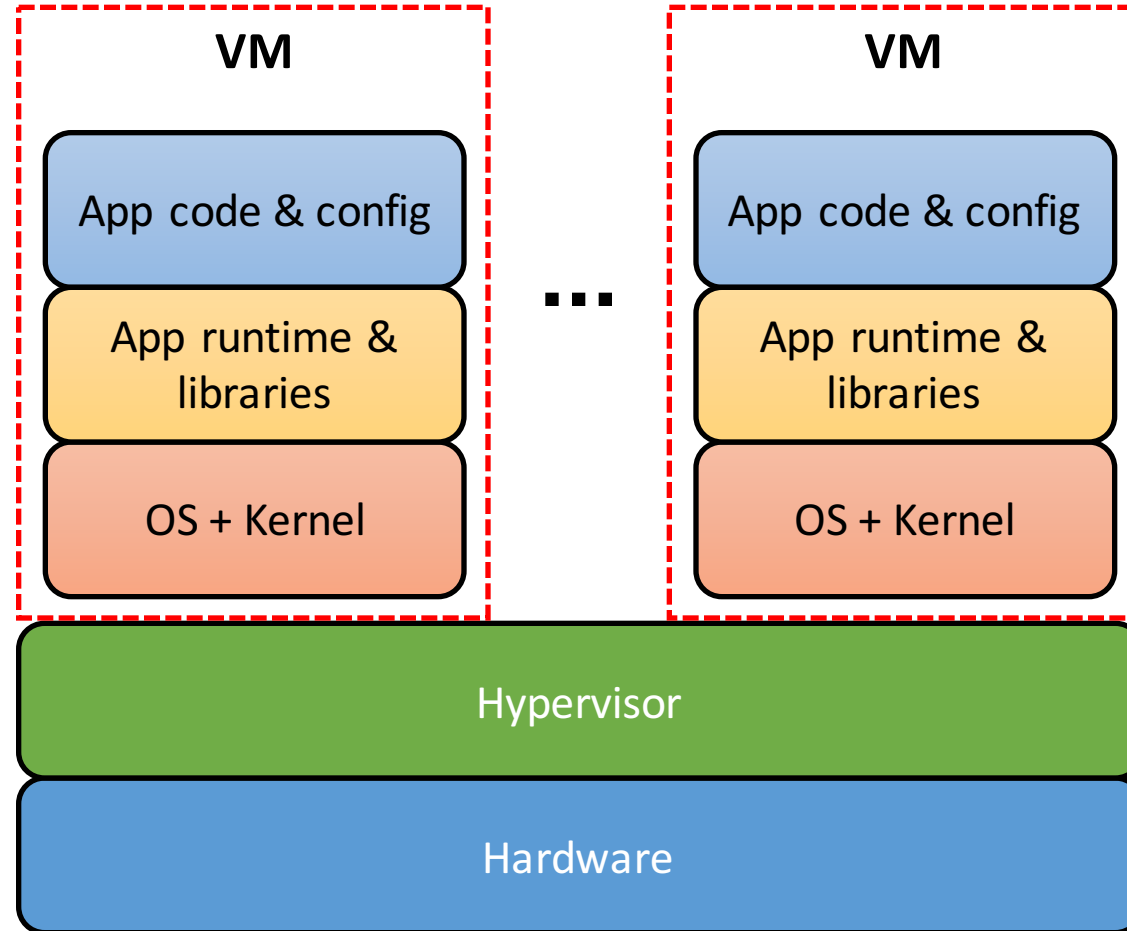
App code
+
OS parts *actually* needed
=
unikernel

Typical cloud deployment

Typical cloud deployment

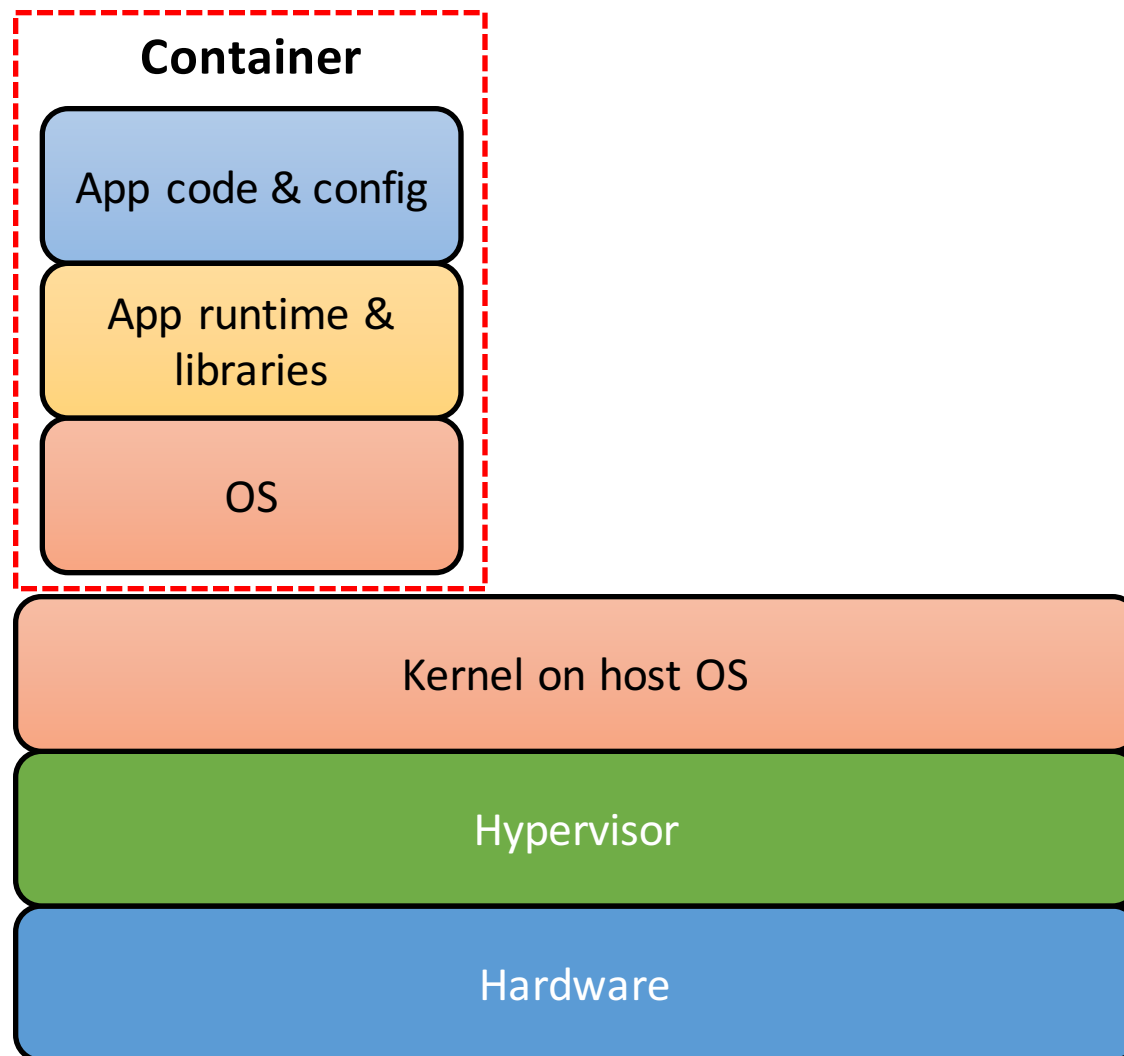


Typical cloud deployment

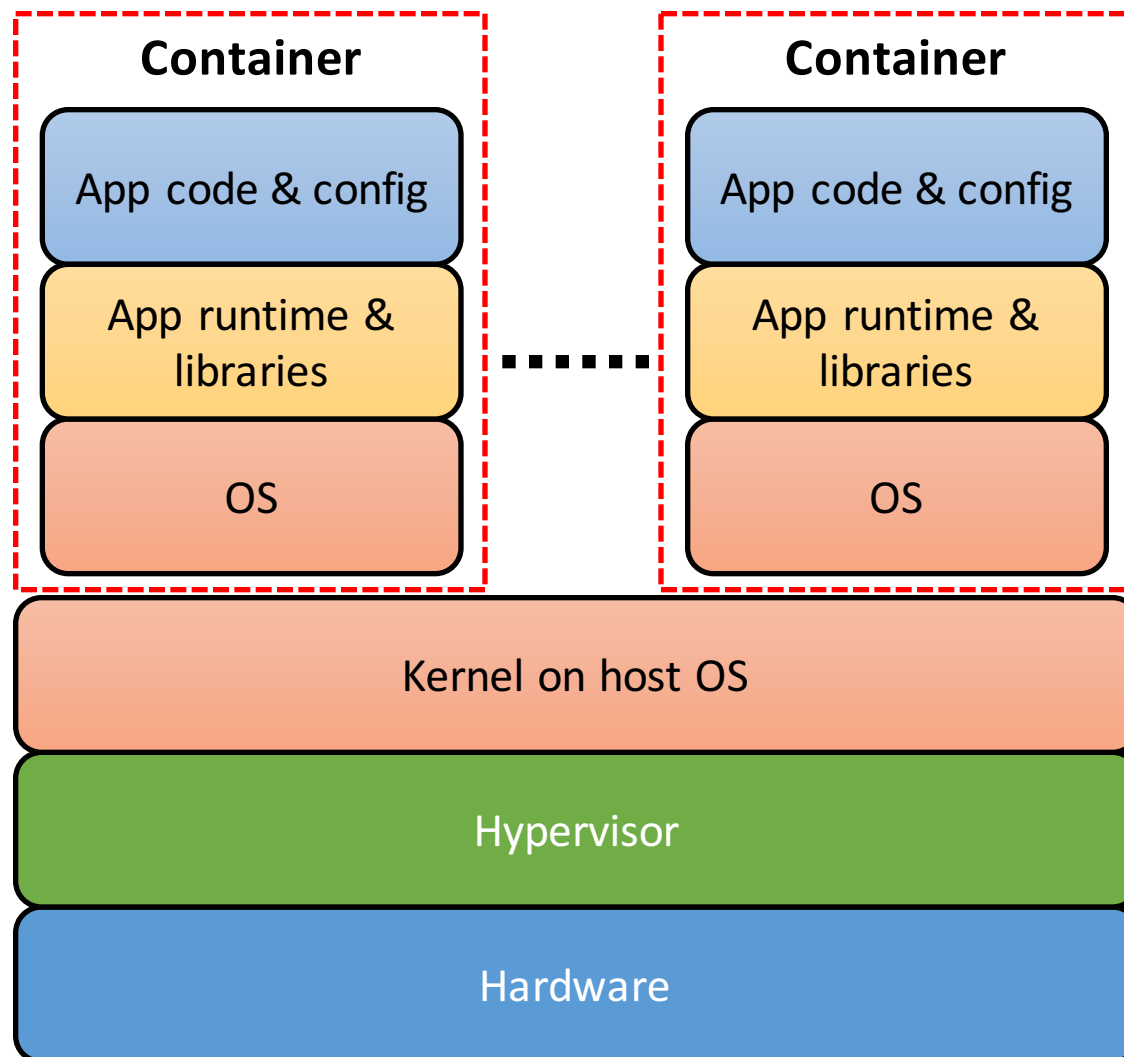


Containerized deployment

Containerized deployment

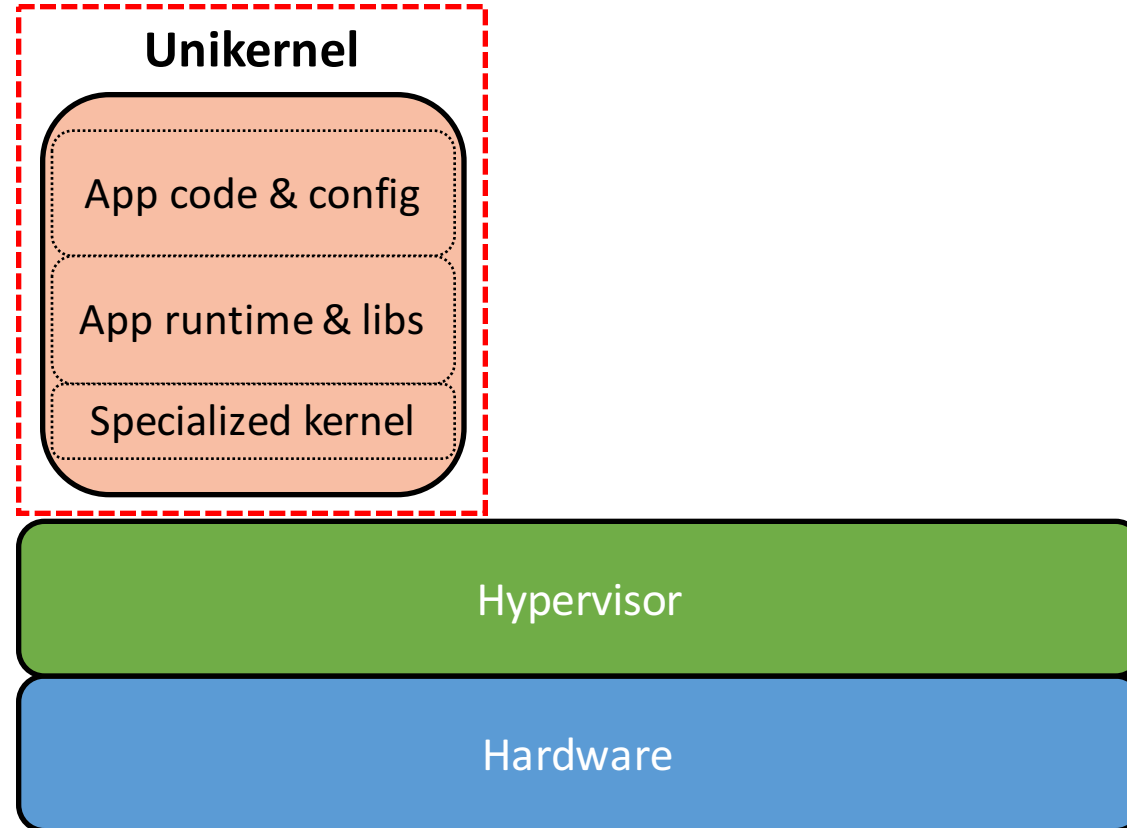


Containerized deployment

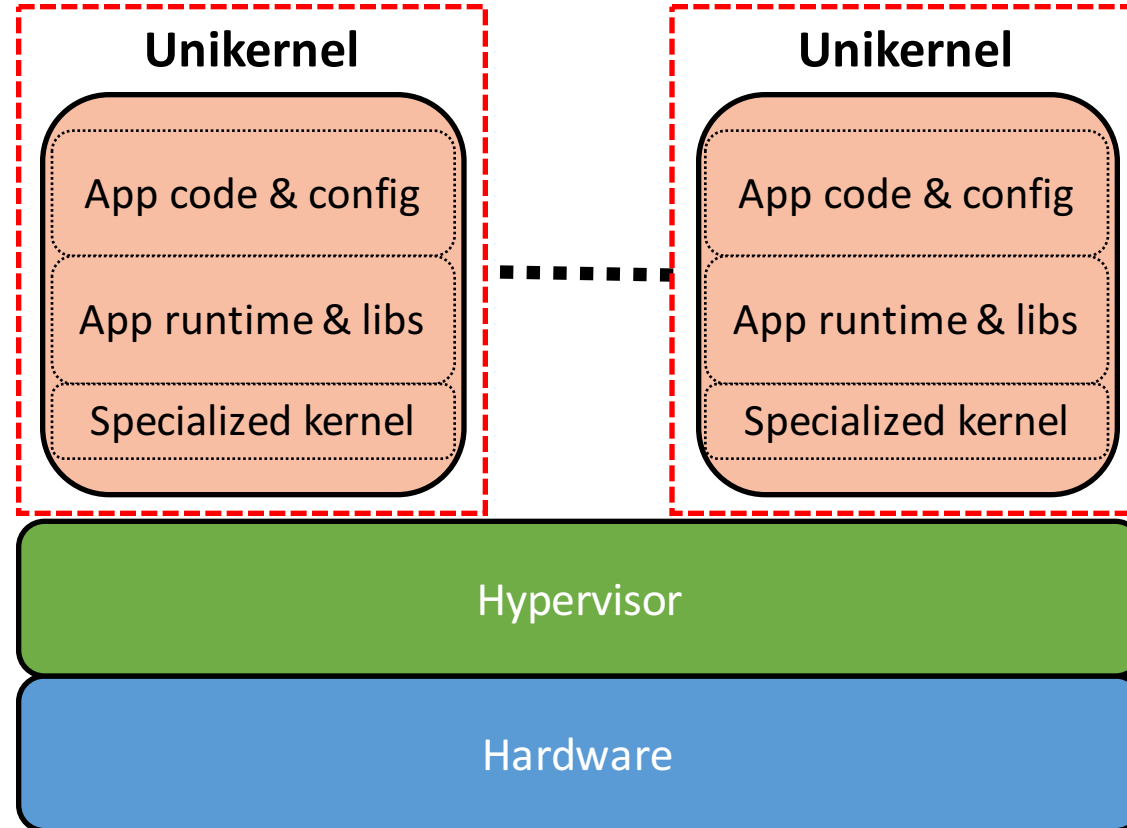


What if...

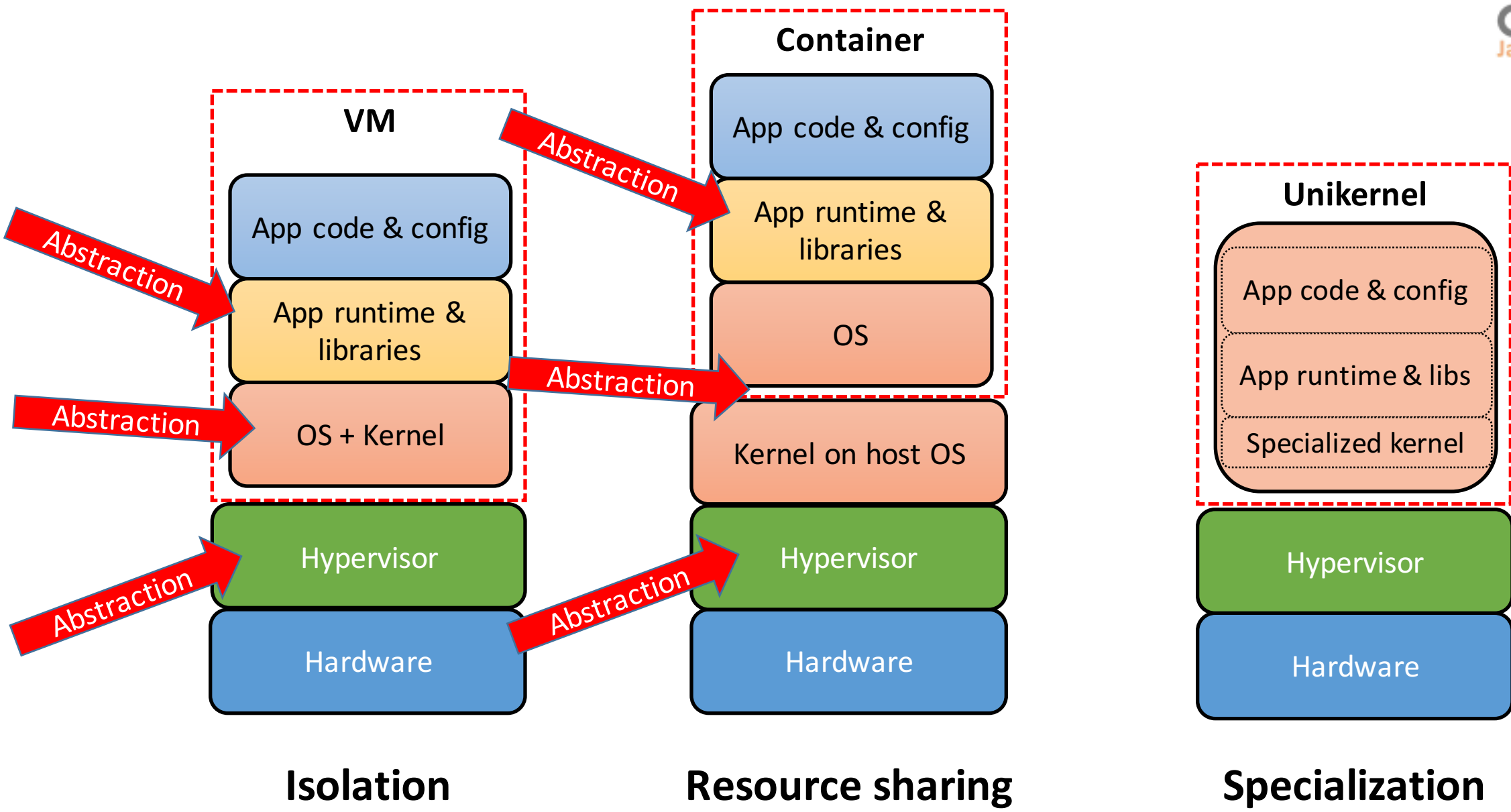
Unikernel deployment



Unikernel deployment



immutable server



"just enough" of the OS to run your code,
nothing more.

Why should I use this?

Why should I use this?

Small footprint

Why should I use this?

Small footprint

Fast boot

Why should I use this?

Small footprint

Fast boot

Highly optimized

Why should I use this?

Small footprint

Fast boot

Highly optimized

Reduced attack surface

No, really... why should I use this?

same amount of work
on less powerful VMs...
...saves \$\$\$

Cons ?

Cons ?

no fork() or exec()

Cons ?

no `fork()` or `exec()`

hard to debug

Cons ?

no fork() or exec()

hard to debug

“secure” is just a matter of time

Cons ?

no fork() or exec()

hard to debug

“secure” is just a matter of time


troubleshooting tools

What's out there ?

MIRAGE OS


IncludeOS
`#include <os> // Literally`

HaLVM



RUMP KERNELS

"You can make an omelette without breaking the kitchen!"

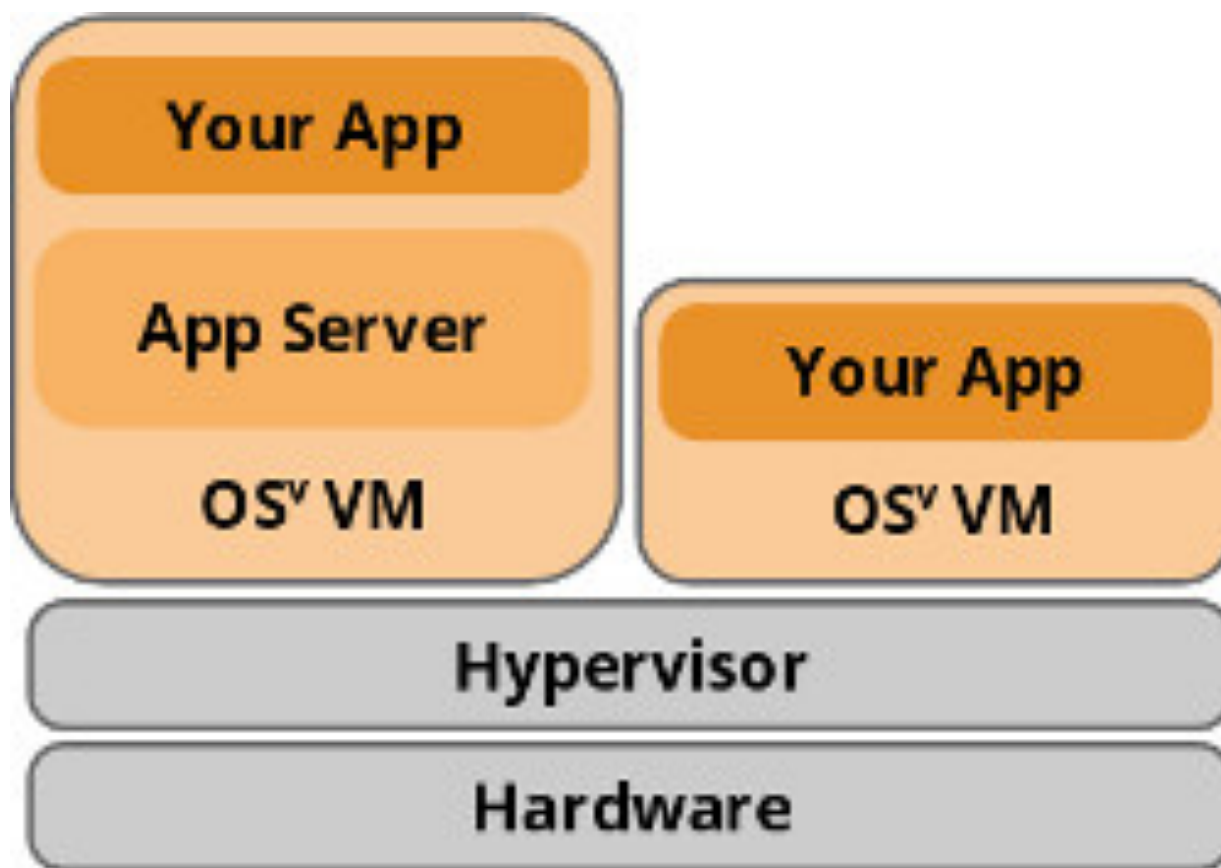
runtime.js
JAVASCRIPT LIBRARY OPERATING SYSTEM FOR THE CLOUD

Erlang on Xen
- at the heart of super-elastic clouds

How does java fit in ?

OSV. 
designed for the cloud
Beta

OS^v.
designed for the cloud
Beta



new OS designed for the cloud

C++

native Linux apps, JVM

single address space

boots < 1 sec

Lower administration & OS support costs

Hypervisor support

KVM, XEN - fully
VMW, VBox – exp

Cloud support

EC2 - fully

GCE – exp

a little “fatter”
min image size ~20MB
Java image ~120MB

REST API
JMX/Jolokia API
cloud-init

Benchmarks

redis

50% more TPS

memcached

20% more req/sec

TCP

20% better latency

How to build a java unikernel app?

Capstan build tool
(feels dockerish)

Capstanfile

Capstanfile

```
base: clou dius/osv-openjdk
```

```
build: mvn package
```

```
files: /app.jar: target/app.jar
```

```
cmdline: /java.so -jar /app.jar
```

```
$ capstan build -p vbox
```

```
$ mvn package  
$ capstan run target/app.jar
```



So where is this all going ?

few users

hard to ship

hard to build

hard to run

Community



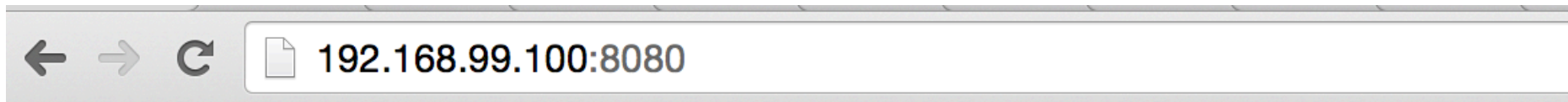
Unikernel.org



docker
Buys
Unikernel Systems

unikernels + docker

```
mzagar@marios-mbp ~/work/osv/groovy-example $ docker run --rm -ti \  
> --device /dev/net/tun:/dev/net/tun \  
> --cap-add NET_ADMIN \  
> -p 8080:80 \  
> mato/unikernel-mathopd
```



Served to you by [mathopd](#), running on a [rump kernel](#)...

“next big thing in the cloud”

Thank you!

Building java osv app for virtualbox – demo slides

```
mzagar@marios-mbp ~/work/osv/groovy-example $ ls -la
total 16
drwxr-xr-x  4 mzagar  staff  136 Apr 22 22:51 .
drwxr-xr-x  8 mzagar  staff  272 Apr 21 23:07 ..
-rw-r--r--  1 mzagar  staff  637 Apr 19 08:03 Capstanfile
-rw-r--r--  1 mzagar  staff   95 Apr 19 08:00 app.groovy
```

```
mzagar@marios-mbp ~/work/osv/groovy-example $ cat app.groovy
@RestController
class App {
    @RequestMapping('/hello')
    String hello() {
        return "world"
    }
}
```

```
mzagar@marios-mbp ~/work/osv/groovy-example $ cat Capstanfile
base: cloudius/osv-openjdk

cmdline: /java.so -jar /app.jar

build: spring jar app.jar *

files:
  /app.jar: app.jar
```

```
mzagar@marios-mbp ~/work/osv/groovy-example $ capstan build
Building groovy-example...
Uploading files...
 1 / 1 [=====
```



```
mzagar@marios-mbp ~ $ curl -v localhost:18080/hello
* Trying ::1...
* connect to ::1 port 18080 failed: Connection refused
* Trying 127.0.0.1...
* Connected to localhost (127.0.0.1) port 18080 (#0)
> GET /hello HTTP/1.1
> Host: localhost:18080
> User-Agent: curl/7.43.0
> Accept: */*
>
< HTTP/1.1 200 OK
< Server: Apache-Coyote/1.1
< Content-Type: text/plain;charset=UTF-8
< Content-Length: 5
< Date: Fri, 22 Apr 2016 21:04:22 GMT
<
* Connection #0 to host localhost left intact
world%
```



```
mzagar@marios-mbp ~ $ ab -n 10000 -c 10 127.0.0.1:18080/hello
```



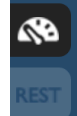
```
Concurrency Level:      10
Time taken for tests:   5.273 seconds
Complete requests:     10000
Failed requests:       0
Total transferred:     1660000 bytes
HTML transferred:      50000 bytes
Requests per second:   1896.28 [#/sec] (mean)
Time per request:      5.273 [ms] (mean)
Time per request:      0.527 [ms] (mean, across all concurrent requests)
Transfer rate:         307.40 [Kbytes/sec] received
```

Connection Times (ms)

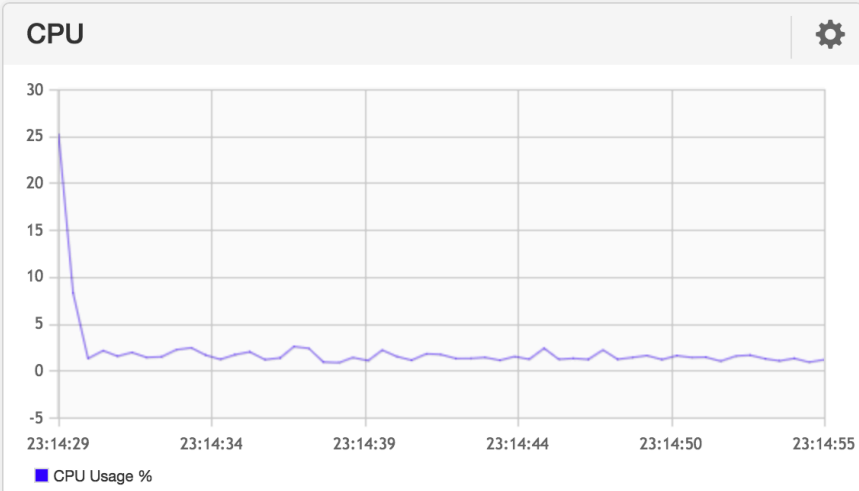
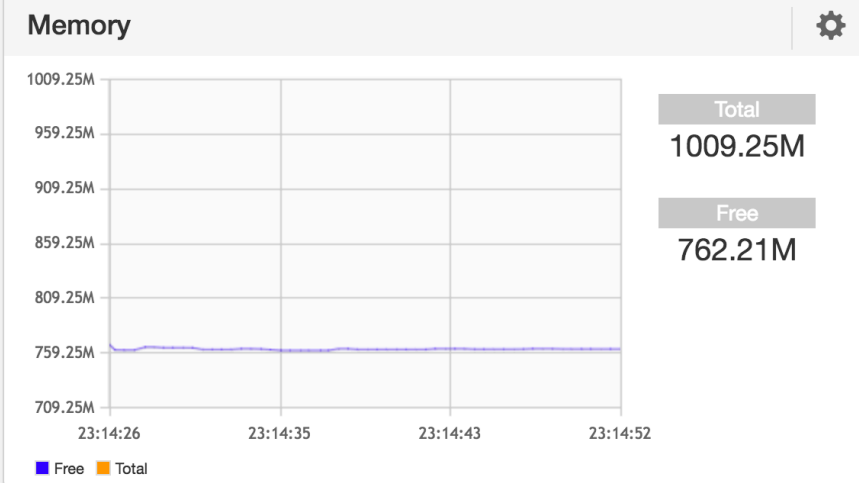
	min	mean[+/-sd]	median	max
Connect:	0	0 0.0	0	0
Processing:	1	5 2.4	5	34
Waiting:	1	5 2.3	5	33
Total:	1	5 2.4	5	34



- Main
- Threads
- Traces
- JVM



Host name	osv.local
Memory Total	1009.3M
Memory Free	762.2M
Uptime	0 Days, 0 Hours, 0 Minutes, 45 Seconds.
OSv version	v0.24



CPU Usage

0	0.97%
1	1.36%


```
{
  timestamp: 1461359837,
  status: 200,
- request: {
    mbean: "java.lang:type=Memory",
    attribute: "HeapMemoryUsage",
    type: "read"
  },
- value: {
    max: 518979584,
    committed: 49324032,
    init: 16769984,
    used: 30589192
  }
}
```

localhost:18000/dashboard/swagger/

OSV | A CLOUDIUS SYSTEMS PROJECT | osv.local

network : Hardware management API

os : OS core API

GET /os/name

Response Class
string

Response Content Type application/json

Try it out! [Hide Response](#)

Request URL

```
http://localhost:18000/os/name
```

Response Body

```
"OSv"
```

Response Code

```
200
```

Response Headers

```
{  "Content-Length": "5",  "Content-Type": "text/plain"}
```

