



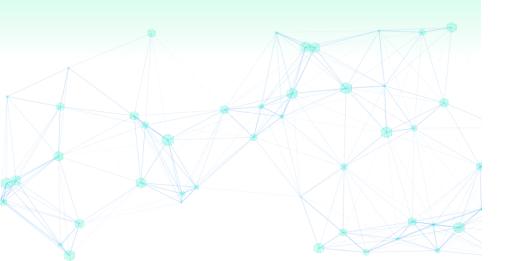
Federated Services Flynn, Technical Evangelist for Linkerd







What's on the agenda?



- **→** Kubernetes Services
- **→** Federated Services
 - and why should you care
- → DEMO!
- → Gotchas



How do you follow along?



- https://github.com/BuoyantlO/ service-mesh-academy/ tree/main/federated-services
- → For this demo, I'll be using need Buoyant Enterprise for Linkerd 2.18.2!
 - Linkerd edge-25.4.4 or later will work too
- I'll be using a pair of kind clusters, but the main requirement here is direct pod-to-pod networking between your clusters.



How do you follow along?



- → kind

 https://kind.sigs.k8s.io/
- kubectl https://kubernetes.io/docs/tasks/tools/
- → linkerd CLI
 https://linkerd.io/2/getting-started
- → **bat**https://github.com/sharkdp/bat
- jq https://github.com/jqlang/jq
- yq https://github.com/mikefarah/yq

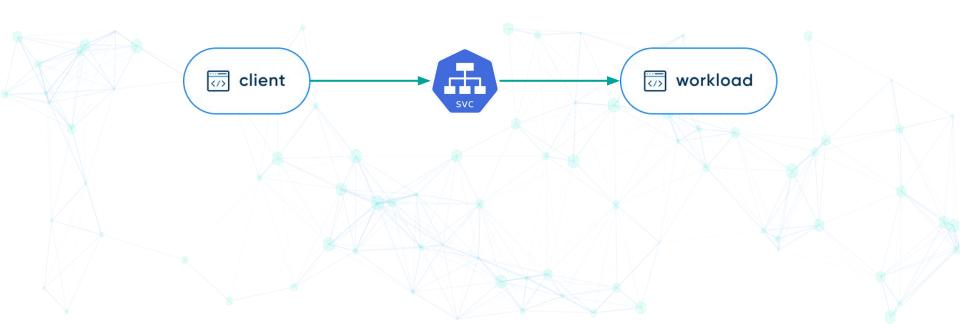






What is a Service?

A Kubernetes Service is a rendezvous point between a workload that offers functionality and clients that want to use that functionality.



What is a Service?

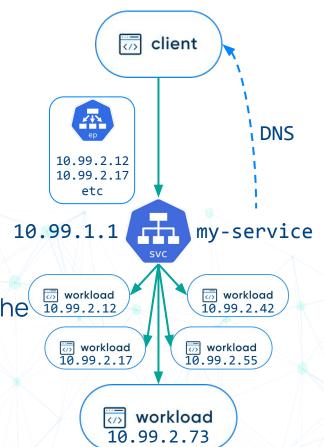
A Kubernetes Service is a rendezvous point between a workload that offers functionality and clients that want to use that functionality.

Service is also arguably the worst, most overloaded, most confusing API in Kubernetes.

What's so bad about Service?

Services have at least *five* different functions.

- They give us a name to refer to our rendezvous point.
- The name of the Service appears in the cluster's DNS.
- The Service itself gets an IP address.
- The Service collects all the IP addresses of the workload replicas (endpoints).
- The Service IP and its endpoints are used to configure kube-proxy.



What's so bad about Service?

These functions span many different areas.

- The Service itself gets an IP address.

 E IPAM
- The Service collects all the IP addresses of the ← IPAM / resource stuff workload replicas (endpoints).
- The Service IP and its endpoints are used to
 CNI configure kube-proxy.

What is a Service?

In other words, our "simple" rendezvous concept is anything but simple to implement!

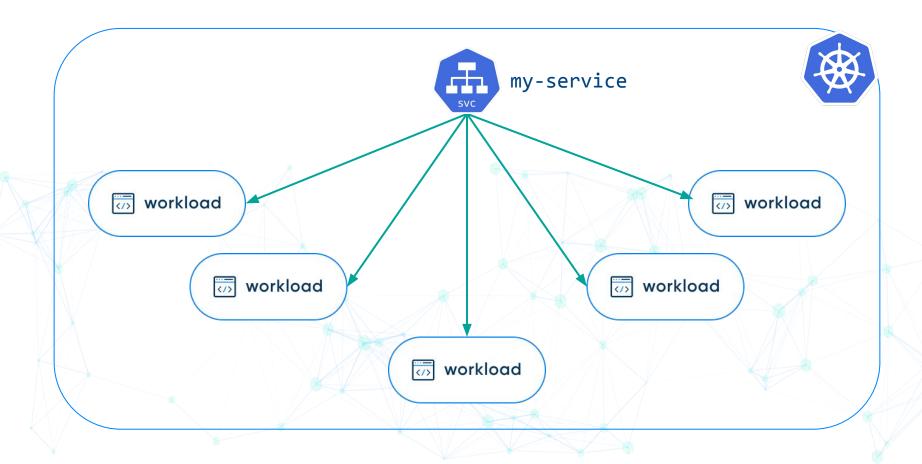
Fortunately, application developers *usually* don't have to worry about all of this.

- Basically everyone implementing Kubernetes networking stuff does, though.
 - Meshes
 - Gateway API
 - Ingress controllers
 - o etc.

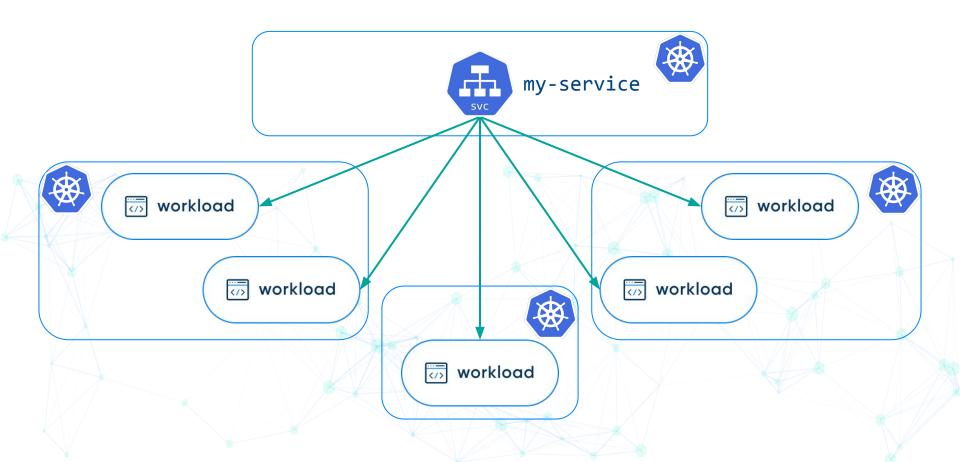




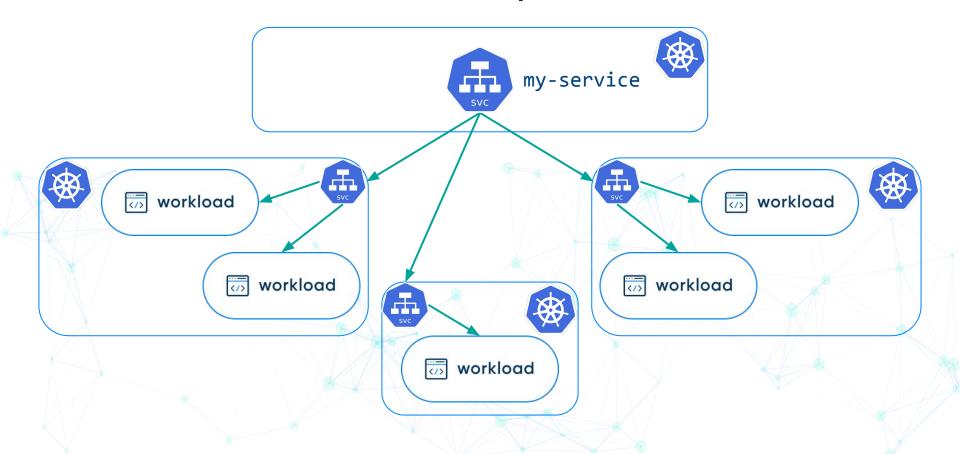
Federated Services



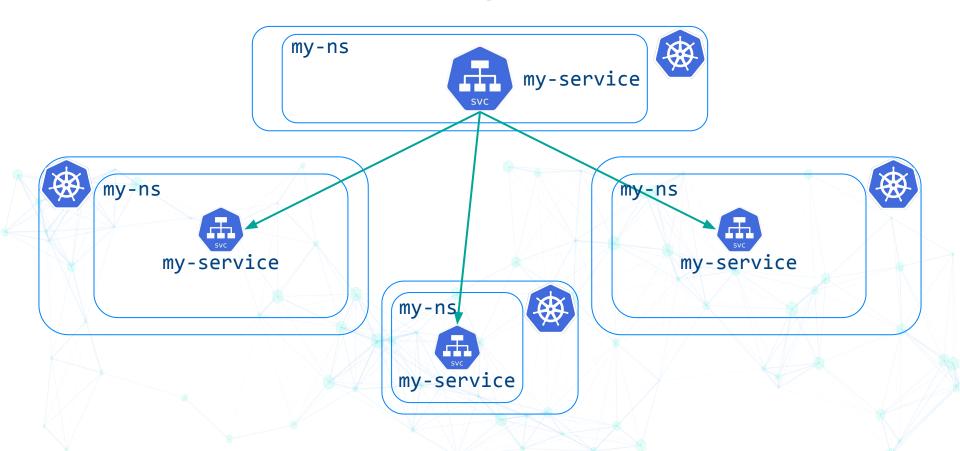
Federated Services



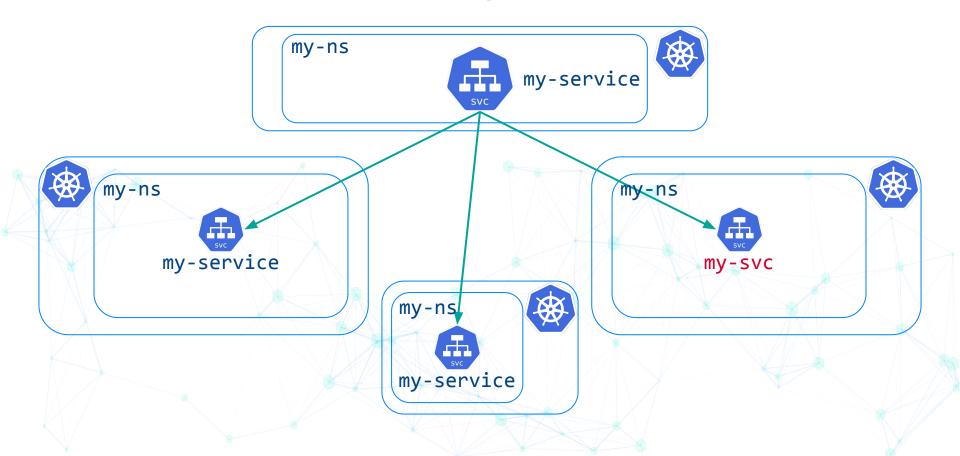
Federated Services: Discovery



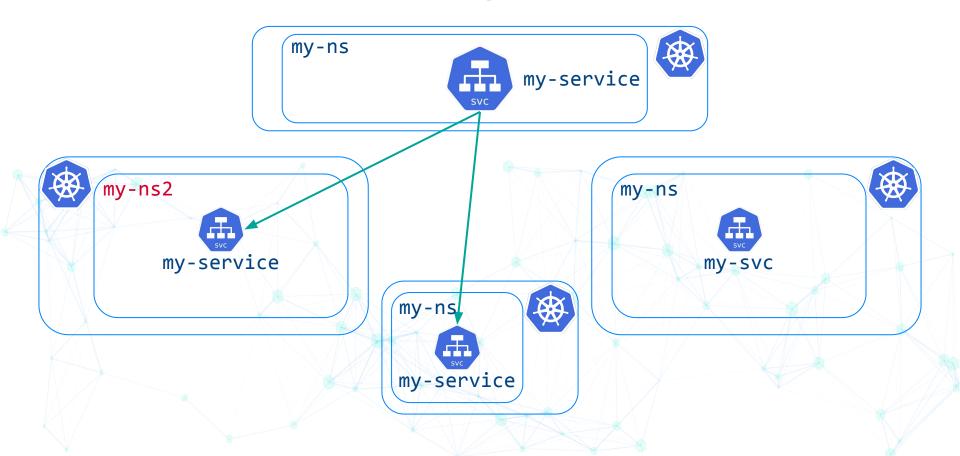
Federated Services: Namespace Sameness



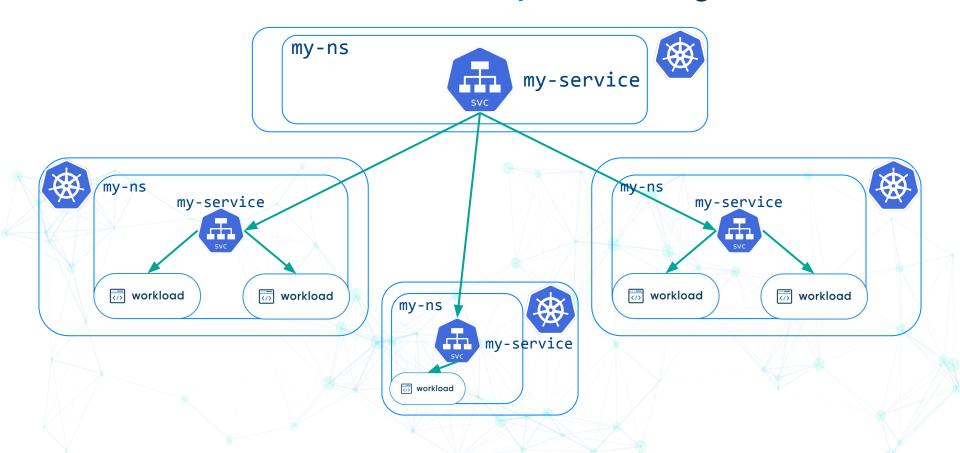
Federated Services: Namespace Sameness



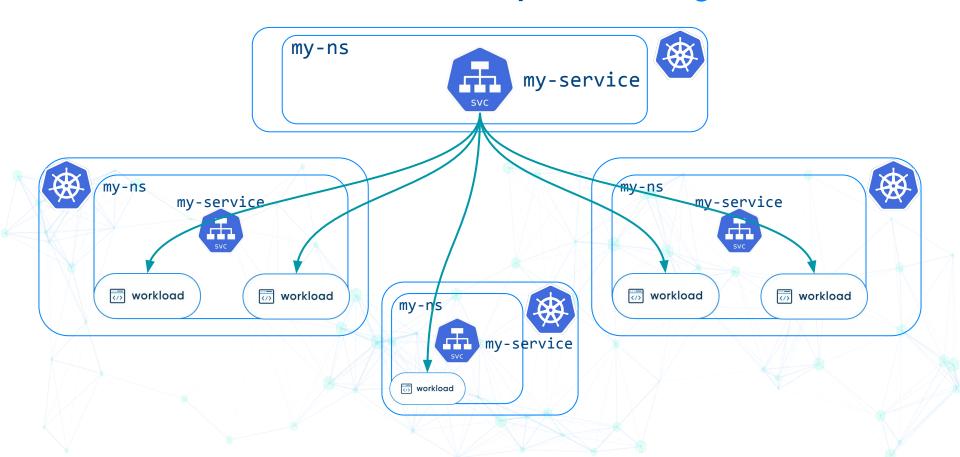
Federated Services: Namespace Sameness



Federated Services: Discovery vs Routing

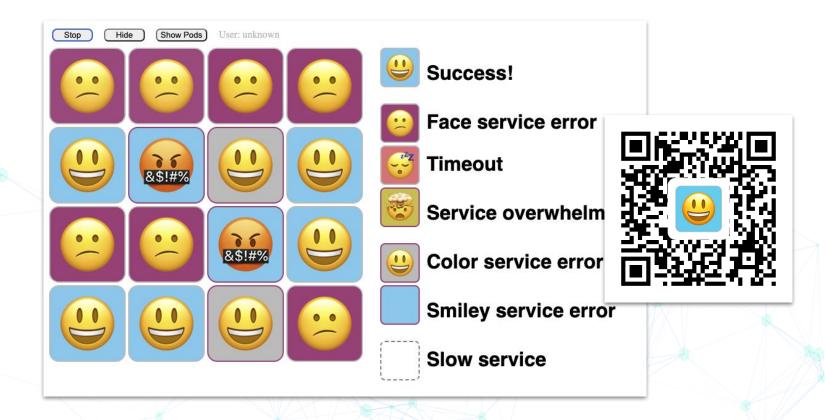


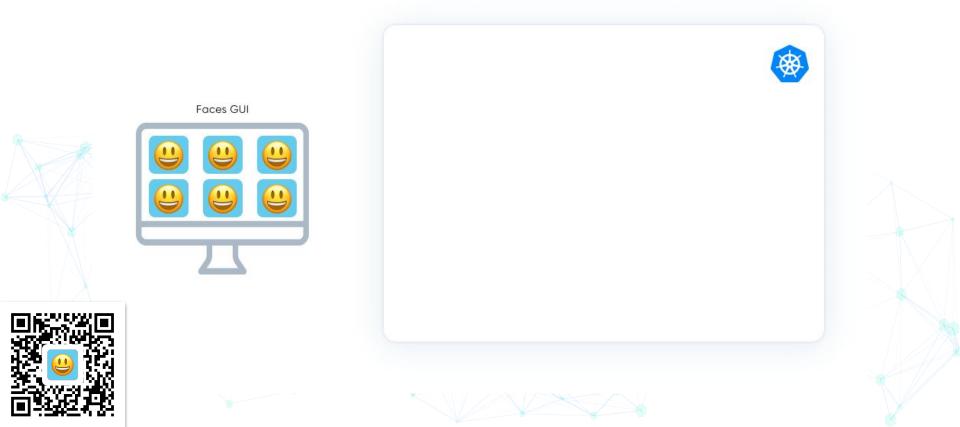
Federated Services: Discovery vs Routing

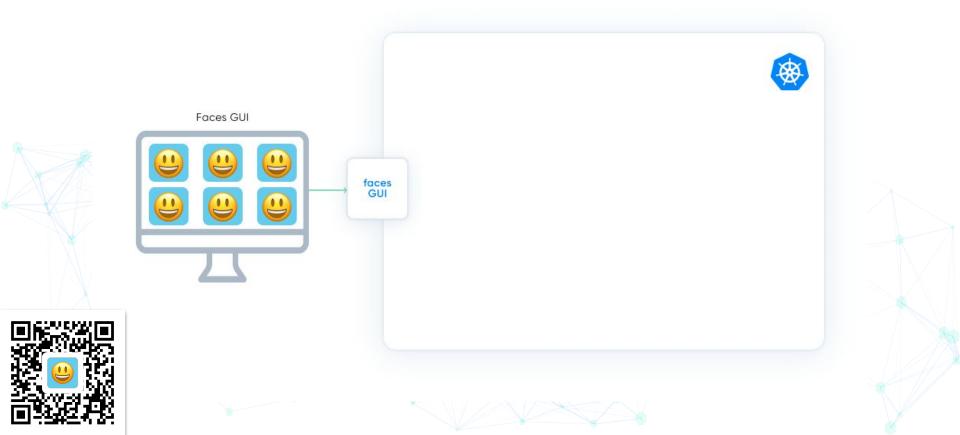


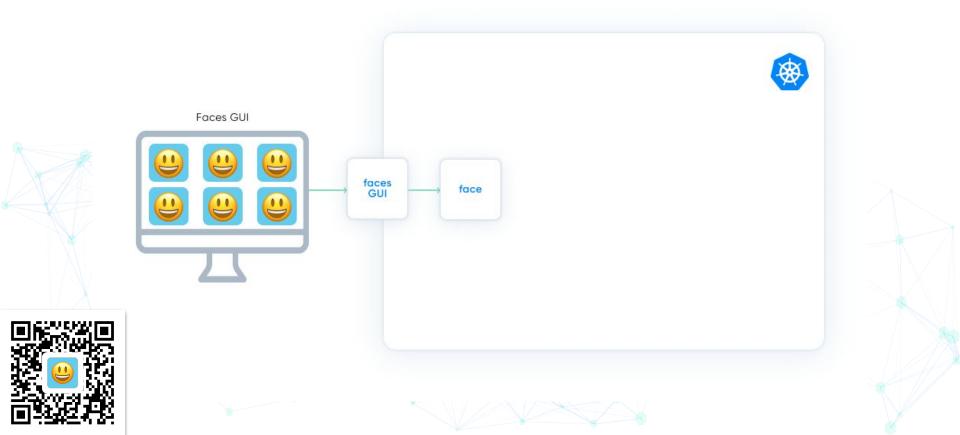


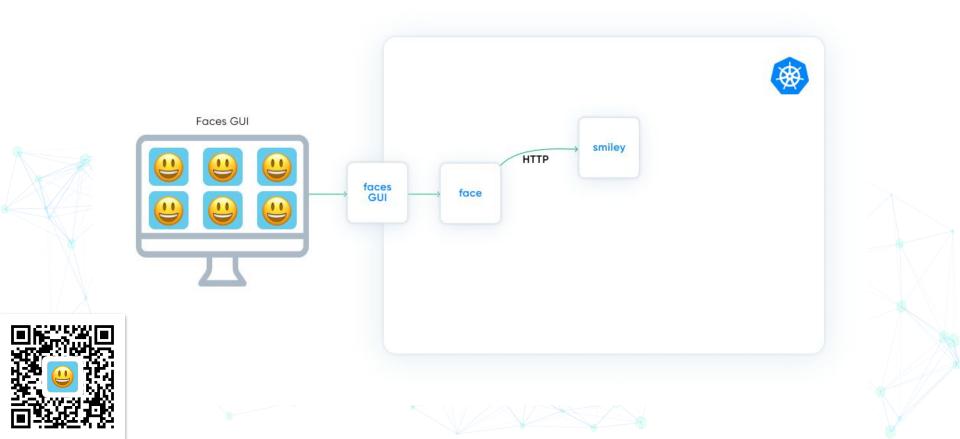


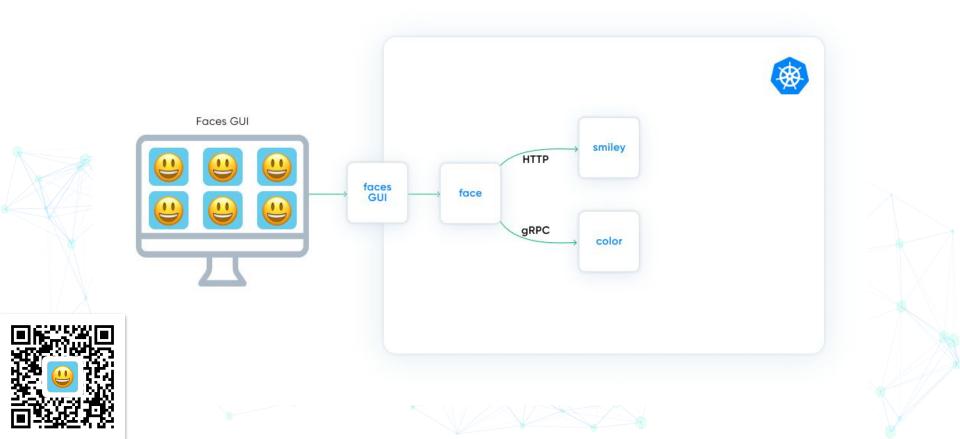


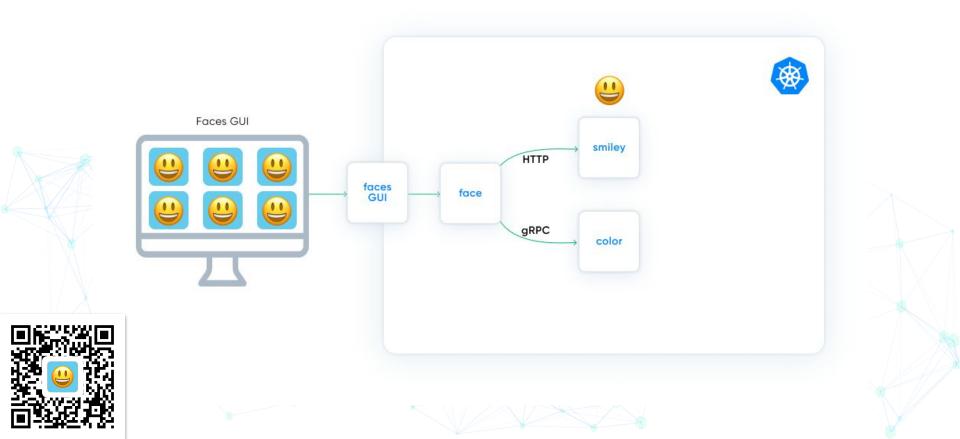


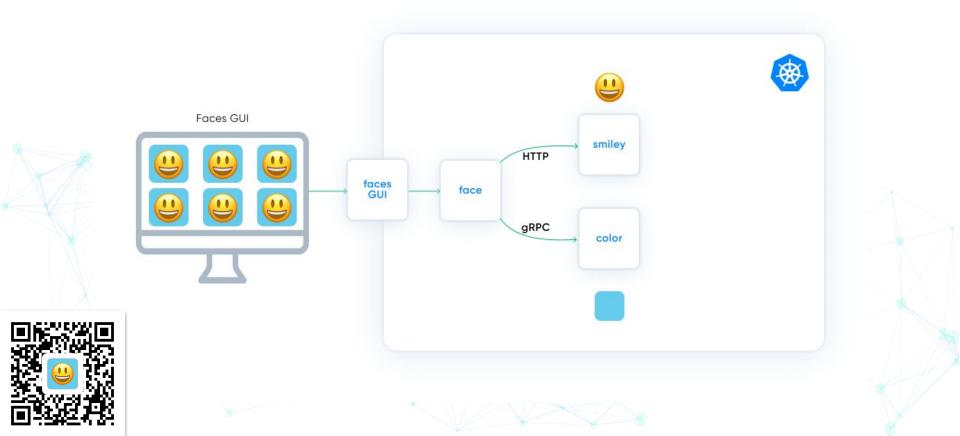


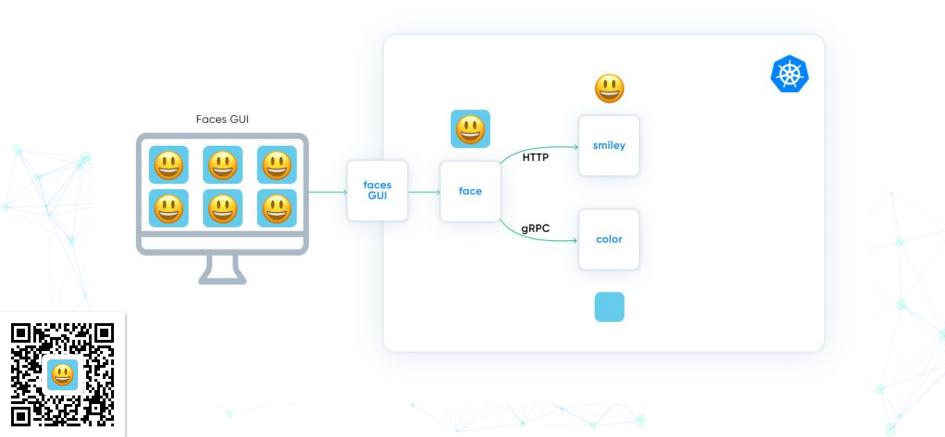


















Gotchas

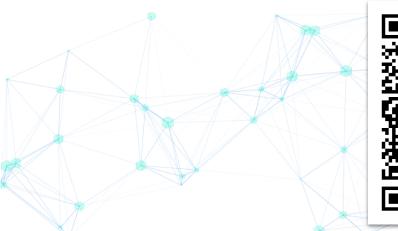
- Routing happens where the request is made
 - Exactly one routing decision happens for the whole request
 - Example of outbound policy being made by the outbound proxy
- Authorization happens where the request is received
 - Example of inbound policy being made by the inbound proxy



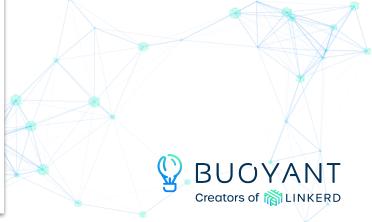
Tell us how we can improve!

Your feedback matters!

(We promise it won't take more than a few minutes, and it will help us tremendously — thank you! ••)







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Thanks much!

