

# Puppet: System Configuration Management quick overview

François Deppierraz  
francois@ctrlaltdel.ch

Swiss Puppet User Group, 1st Meeting

February 18th 2010

# Why System Configuration Management ?

- ▶ Could a computer infrastructure ever converge?
  - ▶ Certainly not !
  - ▶ So you have to find a way to slow down divergence
- ▶ Different types of configurations
  - ▶ Different purposes
  - ▶ Different hardware
  - ▶ Different networks
- ▶ Multiple System Administrators working in team
- ▶ " Uh, I can't remember which hack I had to make to get this service running !"

# What is Puppet ?

- ▶ Puppet is system administration - Automated
  - ▶ Administer One Server or 1,000
  - ▶ Configuration is OS/distribution independant
  - ▶ Repeatable configurations
- ▶ Developed by an active developer community
- ▶ Project started in 2005
- ▶ GPL
- ▶ Written in Ruby
- ▶ Portable
  - ▶ Linux
  - ▶ \*BSD
  - ▶ Solaris
  - ▶ MacOS X
  - ▶ Windows (!?)

# What makes Puppet so cool ?

- ▶ cfengine done (a bit more) right
- ▶ New server up and running in less than 10 minutes
  - ▶ Well, usually...
- ▶ Type based abstraction layer
  - ▶ file
  - ▶ user
  - ▶ package
  - ▶ service
  - ▶ cron
- ▶ Extensible
  - ▶ new types
  - ▶ node classification
- ▶ Active project and community

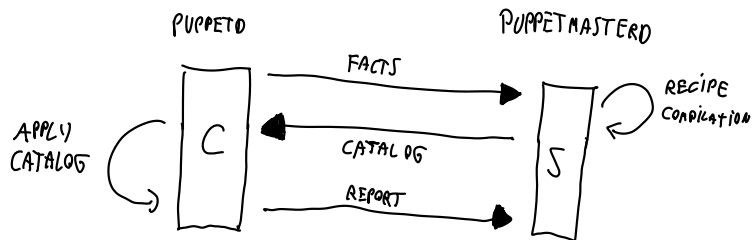
# Puppet types

- ▶ Each type can have multiple providers
- ▶ package
  - ▶ dpkg
  - ▶ rpm
  - ▶ yum
  - ▶ apt-get
  - ▶ portage
  - ▶ and so on...
- ▶ user
  - ▶ netinfo
  - ▶ pw
  - ▶ useradd

# Factor

- ▶ "A cross-platform Ruby library for retrieving facts from operating systems"
- ▶ Extensible, easy to add new facts
- ▶ Allows puppet definition modification based on client facts

# How does it work ?



## How does it work ? (2)

- ▶ 2 operation modes
  - ▶ Interpreter mode
  - ▶ Client-Server mode
- ▶ Client-Server mode
  - ▶ Client send a definition request with facts
  - ▶ Definition is compiled on server
  - ▶ Sent to client
  - ▶ Abstract types – > Real configuration (providers)
  - ▶ Current state saved on client



# Node and Classes

- ▶ A node is any client identified by its hostname
- ▶ A class can include classes
- ▶ A node can include classes
  - ▶ Called node classification
  - ▶ Using LDAP
  - ▶ Using custom scripts
- ▶ Classes support inheritance
- ▶ Example : apache
  - ▶ class apache
  - ▶ class apache : :ssl inherits apache
  - ▶ class apache : :snvserver inherits apache

## User configuration

```
file {"/etc/passwd":  
    ensure => present,  
    owner  => root,  
    group  => root,  
    mode   => 644  
}  
  
user {"francois":  
    ensure  => present,  
    password => "...",  
    uid     => 1000,  
    groups  => [adm]  
}  
  
user {"guest":  
    ensure => absent  
}
```

## Apache configuration

```
package {"apache":  
  ensure => installed  
}
```

```
service {"apache":  
  ensure => running  
}
```

```
vhost {"www.foobar.com":  
  docroot => "/var/www/www.foobar.com/htdocs",  
  aliases => ["foobar.com", "barfoo.com"],  
}
```

```
vhost {"www.test.com":  
  docroot => "/var/www/www.test.com/htdocs",  
  aliases => ["test.com"],  
}
```

# Request Tracker

```
node 'rt.nimag.net' {  
  include base  
  include apache  
  include postgresql  
  include rt  
}
```

# Any Questions ?

François Deppierraz  
francois@ctrlaltdel.ch