



# GitOps

## Theoretical & Practical Approaches to Git-driven Infrastructure

**Guest Lecture**

Cloud Computing

Frankfurt University of Applied Sciences

3rd December 2024

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# About

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**Domenico Caruso**

Team Lead – Cloud Native  
Engineering  
Claranet GmbH

- Master in Theoretical and Computational Chemistry
- Over 10 years of experience in IT industry
- Leading and working together with a team of cloud-, kubernetes engineers

# About

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- Bachelor in Computer Science
- Over 5 years of experience in IT industry
- Working together with cloud-native and kubernetes engineers
- Kubernetes, GitOps, Automation

**Kai Schäfer**

Senior Cloud Native Engineer –  
Claranet GmbH

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# About the Team

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- Multiple teams embracing software engineering, cloud based and native workload, linux & windows
- Several platforms: AWS, GCP, Azure and on-premise
- International: based in Germany, Spain, India with over 6 nationalities and languages
- Annual team and family event



# About: Claranet group

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## At a glance

- Founded in 1996
- Owner- managed
- 600 Mio € annualised revenues
- More than 10.000 B2B customers
- Global reach with operations in 11 counties
- More than 3.500 employees

**We are experts for modernizing and running critical applications, data and infrastructures 24/7**



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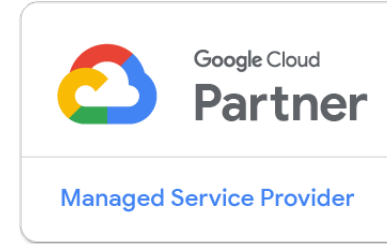
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# Highly accredited with cloud vendors

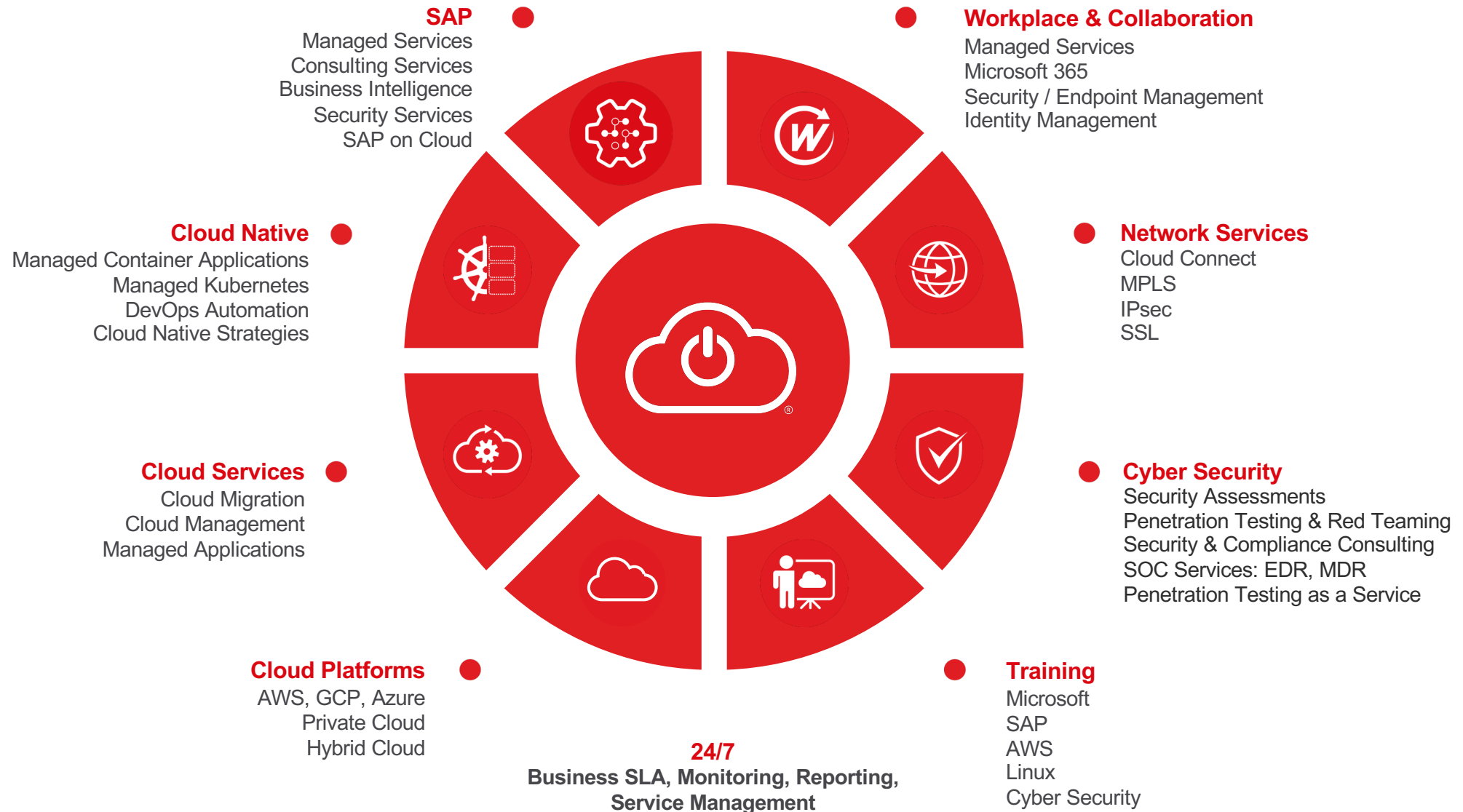
## Compliance



## Partnerships



# Claranet Service Portfolio





# What expects you in this lecture?

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- GitOps simplifies infrastructure and application deployments by using Git as the single source of truth. This lecture explores the history of infrastructure management, the rise of GitOps, and its unique advantages over traditional DevOps
- **Lecture Goals:**
  - Understand the core concepts of GitOps.
  - Identify the abstractions it introduces.
  - Evaluate if the added complexities are beneficial

A top-down view of a workspace. On the left, a silver laptop is partially visible with a black keyboard. A pair of black-rimmed glasses rests on the keyboard. To the right of the laptop is a white mouse. Above the mouse is a white cup filled with dark coffee. In the bottom left corner, a spiral-bound notebook and a pencil are visible.

# Agenda

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- Challenges of modern IT
- How did traditional IT worked?
- Demo
- How can git help us?
- gitOps
- Demo

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**Who heard of GitOps outside of this lecture?**

**Who gained real-world experience with gitOps?**



# What challenges in modern IT?

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## Frequent Deployments

In today's fast-paced environment, teams need to deploy new features, updates, and fixes rapidly

Frequent deployments increase the risk of errors and inconsistencies



## Consistency

Ensuring that development, staging, and production environments are identical is essential

Differences in configurations can lead to unexpected issues in production



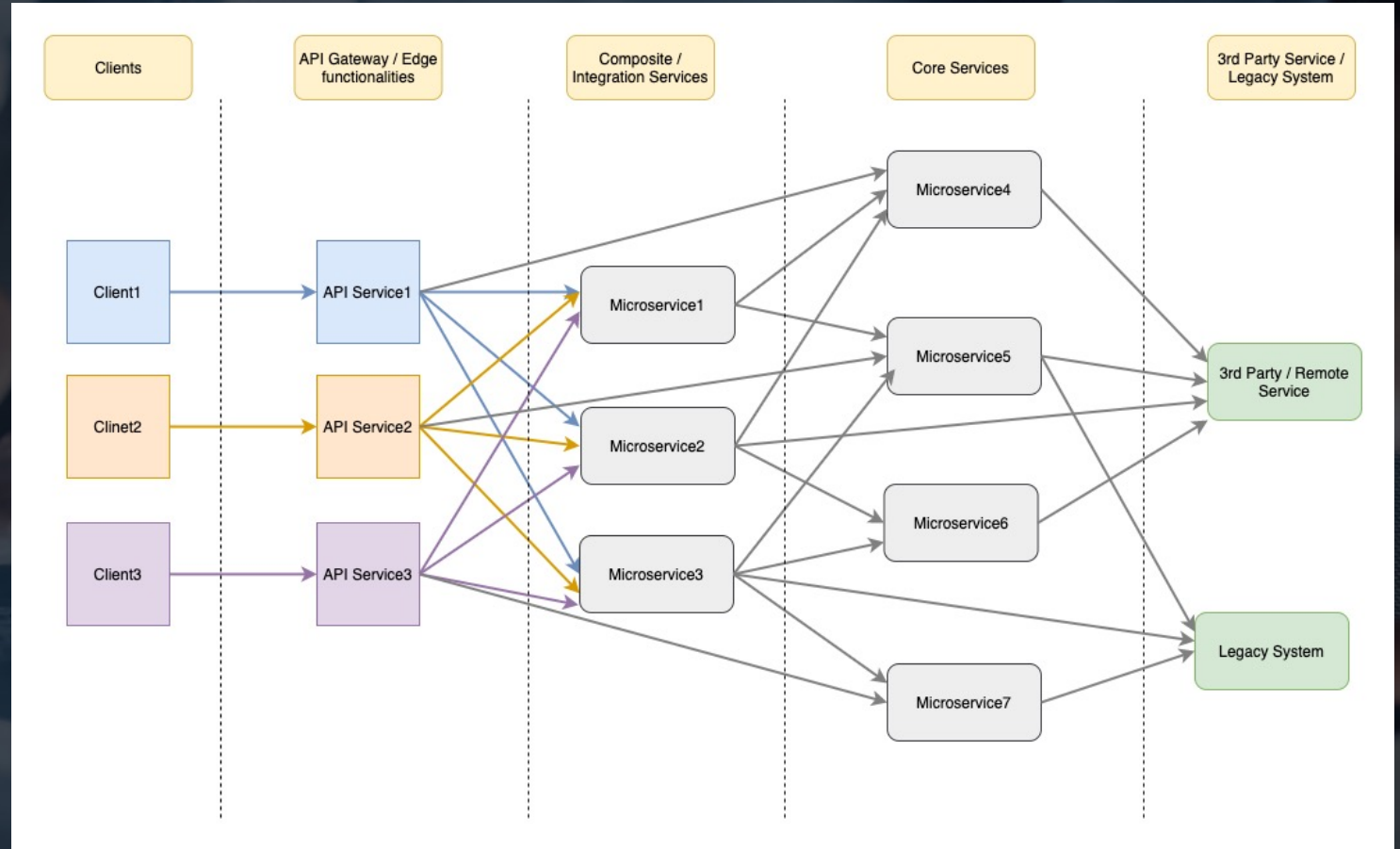
## Traceability and Control

With many team members making changes, it's crucial to know who changed what, when, and why.

Without good traceability, troubleshooting and accountability suffer

# What challenges in modern IT?

- **Modern applications can have hundreds of microservices making up the whole application**
- **If you want to keep high level of releases, consistency and traceability you can't work the same way IT used to work until few years ago**



# What are then our goals?

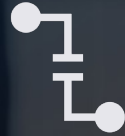
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## Agility

Agility emphasizes rapid, iterative development and delivery to meet evolving user needs and market demands.

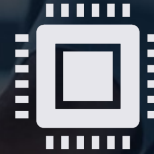
Teams aim to quickly respond to feedback and continuously improve software.



## Parallelism

In modern development, teams work on multiple features and services simultaneously.

This parallelism speeds up innovation but also demands strong coordination to avoid conflicts.



## Scalability

Microservices are designed to be independently scalable, allowing each service to scale up or down based on demand.

This differs from a monolithic application on a single VM, where scaling is often limited to the entire system.

Managing this dynamic scaling manually is inefficient and impractical, especially at the pace and scale required by modern applications.



## Resilience and Fault Isolation

In a microservices architecture, each service operates independently, so failures in one service don't necessarily bring down the entire system.

However, this only works well if services can be independently managed, deployed, and recovered.

Traditional approaches that treat the system as a single, unified block are less suited to ensuring this level of resilience, as they lack the flexibility needed to handle failures in isolated parts of the system.





# What is Ops and what is Git?

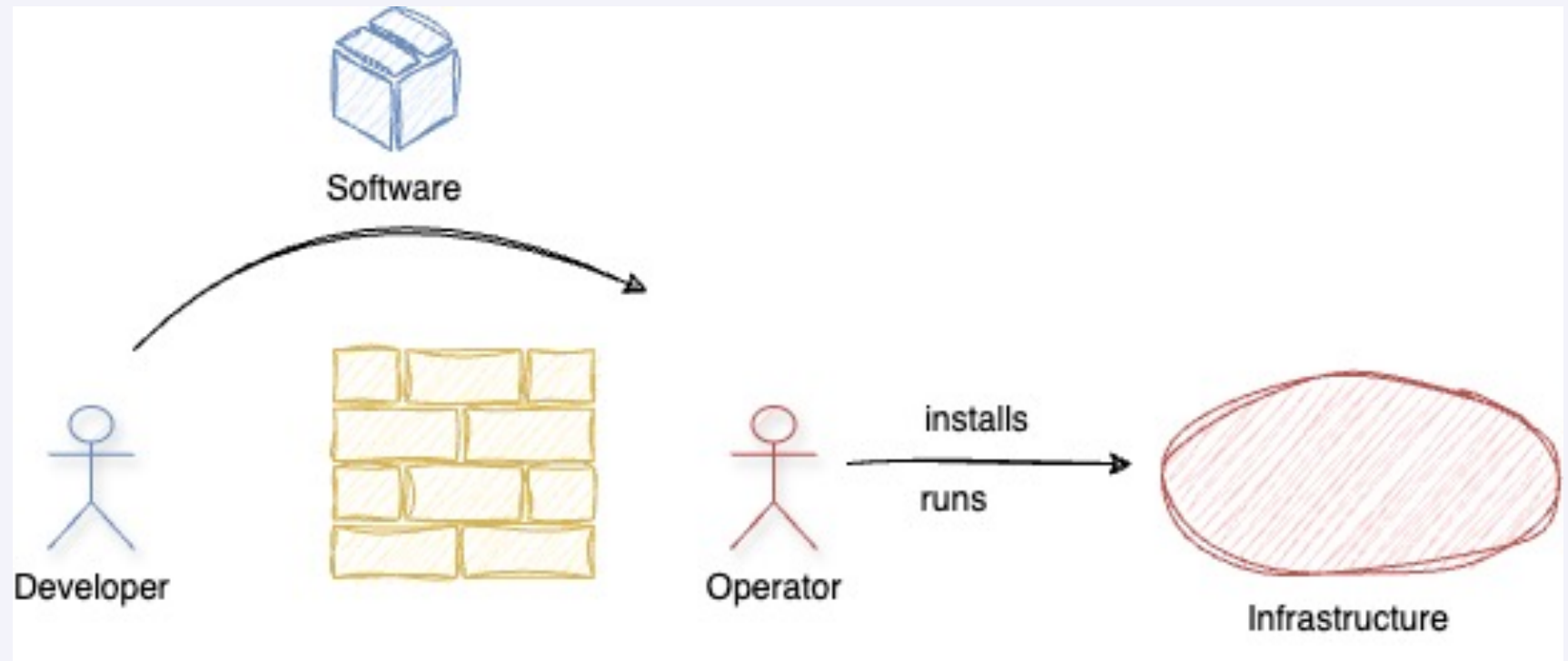
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# Traditional Ops (Operations)

- **Silos, the old-fashioned way**
  - Developers want to change much and often
  - Operators don't touch it if it works
  - Limited release cycle



# Traditional Ops (Operations)

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## Manual Configuration and Deployment

Traditionally, "Ops" involved manually setting up servers, networks, and storage. Deploying applications often required hands-on configuration.



## Reactive Maintenance and Troubleshooting

Ops teams were often seen as those jumping in to fix issues as they arose in production. Monitoring and responding to system alerts was a major focus, with a primary goal of ensuring uptime and minimizing downtime.



## Separate from Development

Historically, Operations and Development were often siloed. Developers built features, and Operations deployed and maintained them.



## Focus on Stability over Speed

Operations traditionally prioritized stability, with changes happening cautiously to avoid disruptions.



# Challenges of traditional Ops

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## Lack of Traceability

- With manual processes and ad-hoc configurations, it's difficult to track what changes were made, when, and by whom

## No Drift Detection

- Configuration drift, where the actual environment deviates from the intended configuration, is a common issue

## Inconsistent Environments

- Manually configured environments often lead to inconsistencies between development, staging, and production

## Siloed Teams and Communication Barriers

- Traditional operations often keep development and operations teams in separate silos, leading to poor communication and misaligned goals

## Difficulty Scaling

- Scaling infrastructure quickly to meet demand is challenging when configurations are handled manually

## Limited Rollback and Recovery Options

- When issues arise, rolling back to a previous state can be difficult without a version-controlled approach





# DEMO: traditional Ops

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# What is Git?

# Git – What is it?



## Version Control System

Git is a distributed version control system that helps teams manage changes in code



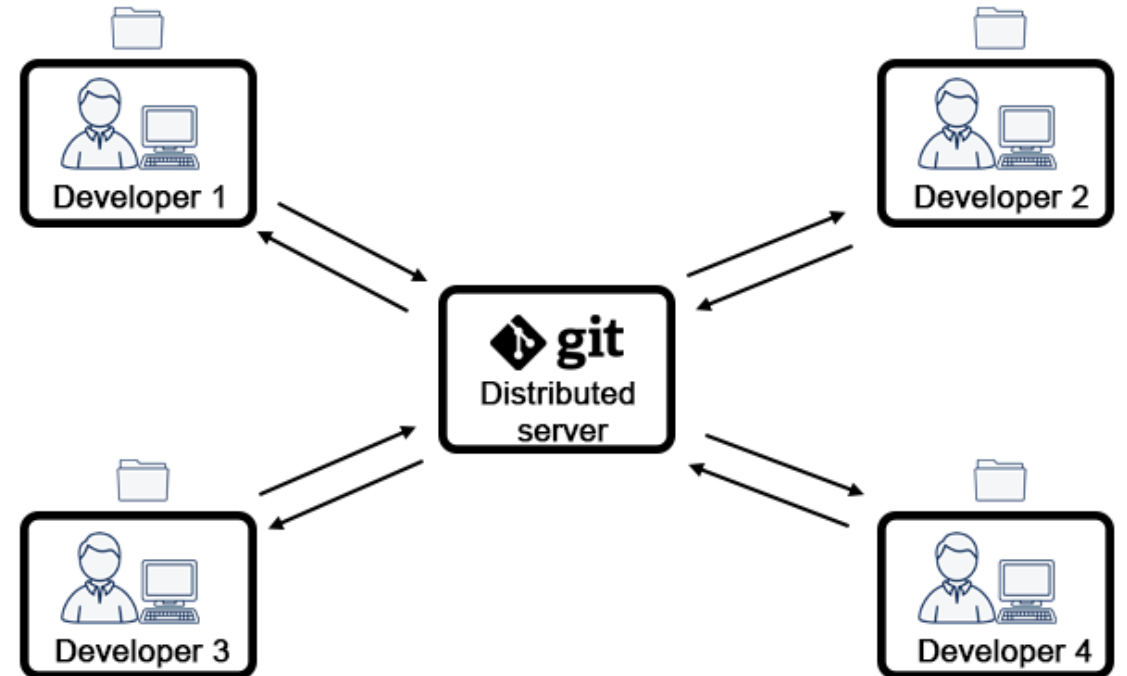
## Distributed and Collaborative

Git enables each user to have a local copy of the repository



## Commit History and Branching

Git records every change as a “commit” and allows for branching—creating separate lines of development that can later be merged back.





# Git – also possible for Infrastructure

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## Infrastructure as Code (IaC)

As teams began defining infrastructure in code, it became logical to store this code in Git

## Immutable Infrastructure

The rise of immutable infrastructure—where servers are replaced rather than modified—means deployments rely on fixed configurations that need to be consistently defined and tracked

## Microservices

Microservices architecture, with its many independent, modular components, requires precise management of each service's configuration

## Agility and Speed

Infrastructure teams need to keep up with fast-paced changes, including frequent deployments and iterative improvements.



# What is GitOps?

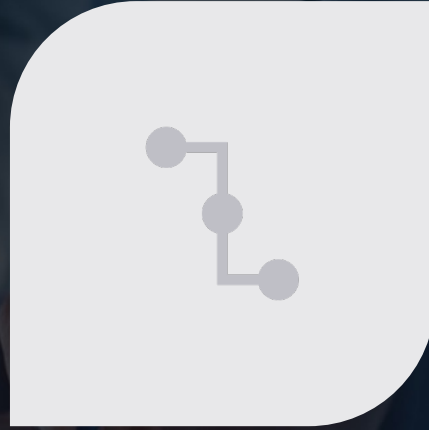


# GitOps

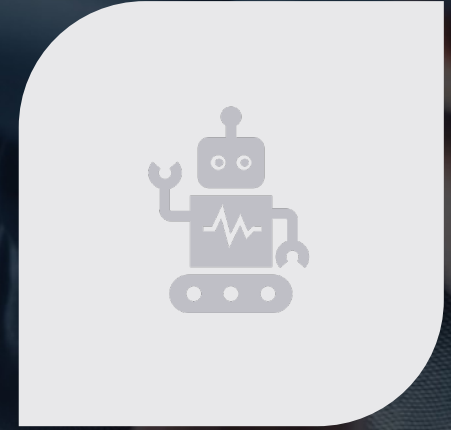
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Declarative  
Configuration (IaC)



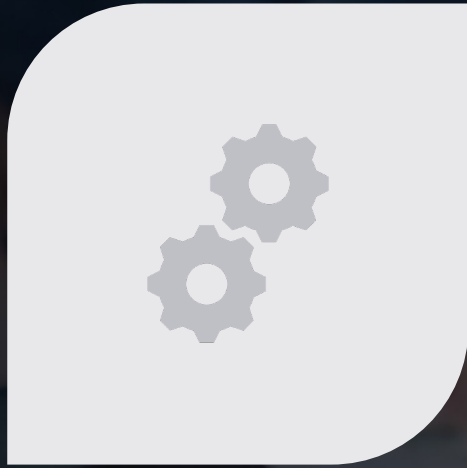
Versioning (Git)



Automation  
via CI/CD

# GitOps – Declarative Configuration

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Declarative  
Configuration (IaC)

- **Definition of desired end state of infrastructure**
- **Consistent & predictable**
- **Transparent & human readable**
- **Reproducibility and Immutable**



# GitOps – Declarative Configuration

```
resource "google_compute_instance" "vm_application" {  
  name          = "application-vm"  
  machine_type  = "n1-standard-1"  
  zone          = "europe-west3-a"  
  
  boot_disk {  
    initialize_params {  
      image = "ubuntu-os-cloud/ubuntu-2004-lts"  
    }  
  }  
}
```

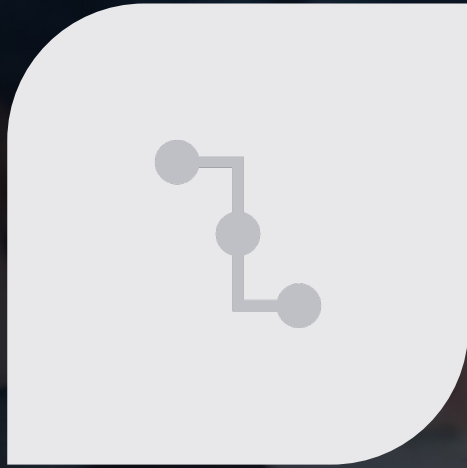
# GitOps – Declarative Configuration



```
apiVersion: apps/v1
kind: Deployment
metadata:
  name: nginx-deployment
  namespace: guest-lecture
spec:
  template:
    spec:
      containers:
      - name: nginx
        image: nginx:1.14.2
        ports:
        - containerPort: 80
      volumeMounts:
      - name: page
        mountPath: /usr/share/nginx/html/index.html
        subPath: index.html
```

# GitOps - Versioning

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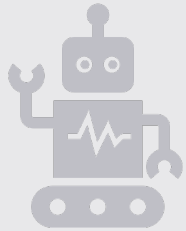
- **Single point of view**
- **History & Auditability**
- **Collaboration via branches and reviews**
- **Disaster Recovery & Rollback**

## Versioning (Git)



# GitOps – Automation

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Automation  
via CI/CD

- **Compliance and security**
- **Automated testing after deployment**
- **Controlled way & reproducible**
- **Notification about the rollout state**

# GitOps – Automation

Kai Schäfer / Guest lecture / Pipelines / #238866

## Change color

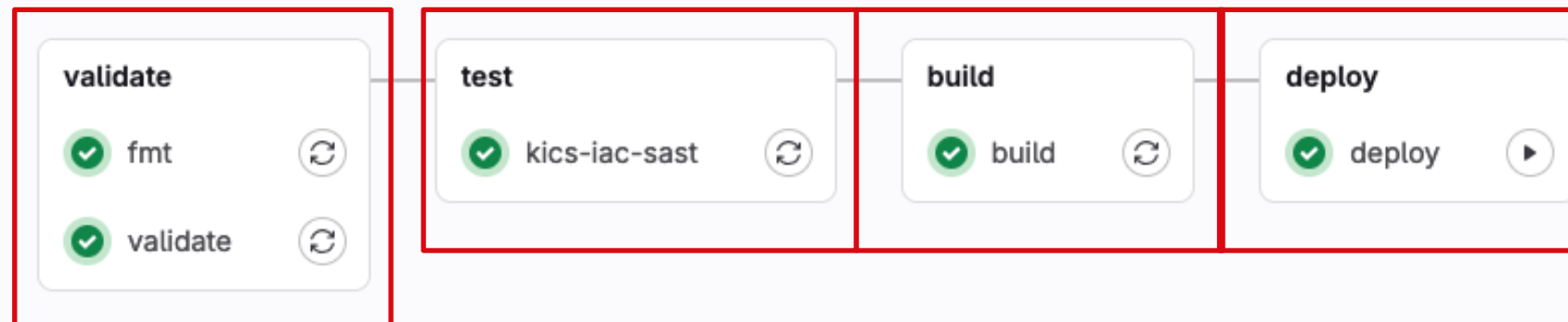
✓ Passed Kai Schäfer created pipeline for commit 5853a25d 38 minutes ago, finished 33 minutes ago

For main

latest 5 jobs 2 minutes 26 seconds, queued for 1 seconds

Pipeline Jobs 5 Tests 0

Group jobs by Stage Job dependencies







# Demo GitOps

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# GitOps – Benefits & Challenges

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- **Benefits**

- **Disaster Recovery & Rollback**
- **Visibility of state**
- **Auditing/Security**
- **Reconciliation**

- **Challenges**

- **Slightly more overhead**
- **Higher complexity**
- **Steep learning curve**

# GitOps – Conclusion

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- **Highly effective in containerized and microservices environments**
- **Ease complexities by centralizing configuration**
- **Enhanced Security and Compliance**
- **Consistent and automated deployments regardless of the underlying platform**





# Questions ?

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