

## **GO: ENABLING DEVOPS TO GO FASTER**

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Hello!

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- Hi I'm Chris Short
- I'm a Senior DevOps Advocate at SJ Technologies
- I write a weekly newsletter called DevOps'ish
- I was recently named a Cloud Native Computing Foundation Ambassador
- I'm co-lead of the DevOps community at opensource.com
- I'm co-lead of the Detroit Go Meetup
- And I have a few other things I do in my non-existent free time



- I'm many things
- One thing I'm not is a coder

  But, Go is starting to change that

GO: ENABLING DEVOPS TO GO FASTER

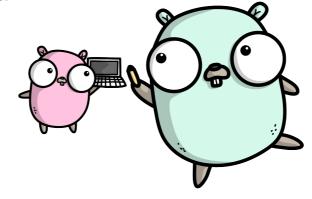
# WHAT IS GO?

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WHAT IS GO?

#### **GOVERVIEW**

- "Go is an open source programming language that makes it easy to build simple, reliable, and efficient software."
- Development started in 2007
- ▶ Public release in 2009
- Go 1.0 released in 2012
- A lot of thought went into Go



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- "Go is an open source programming language that makes it easy to build simple, reliable, and efficient software."
- Development started in 2007
- Publicly released in 2009
- 1.0 in 2012
- Go development is very thoughtful and methodical

WHAT IS GO?

#### WHO MADE GO?

- Programming language created at Google
- ▶ Created by Robert Griesemer, Rob Pike, Ken Thompson
  - ▶ Later adding Ian Lance Taylor and Russ Cox
- ▶ These cats have done some things:
  - ▶ Sawzall (Hadoop), first window system for Unix in 1981, Google's V8 Engine, Plan 9 from Bell Labs, UTF-8, B programming language (C predecessor), regular expressions, GCC, the gold linker, and more



- Created at Google
- A bunch of really smart people made Go
- Robert Griesemer
- Rob Pike
- Ken Thompson
- lan Lance Taylor
- Russ Cox
- Some seriously brilliant minds



WHAT IS GO?

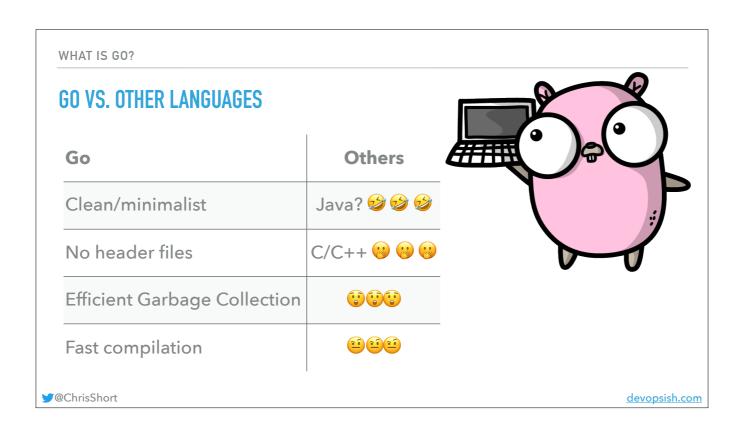
#### WHY MAKE GO?

- ▶ "No new major systems language in a decade." –Rob Pike
- ▶ Designed with the following advances in technology in mind:
  - Modern Networking
  - Multi-core CPUs
  - ▶ Slowing of Moore's Law
- ▶ Improved safety, high speed compilation, and communications

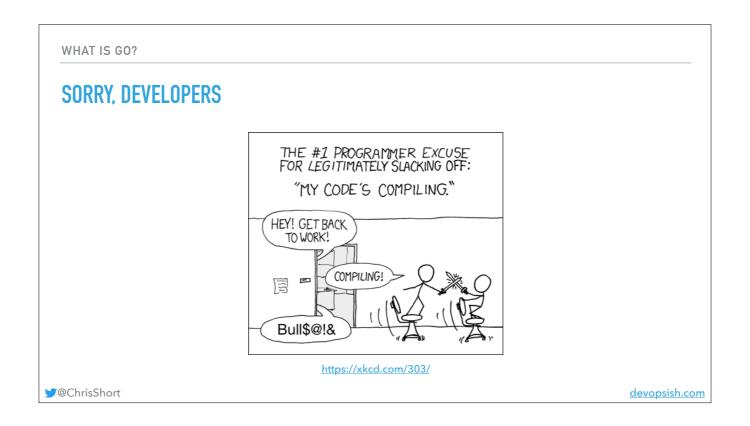




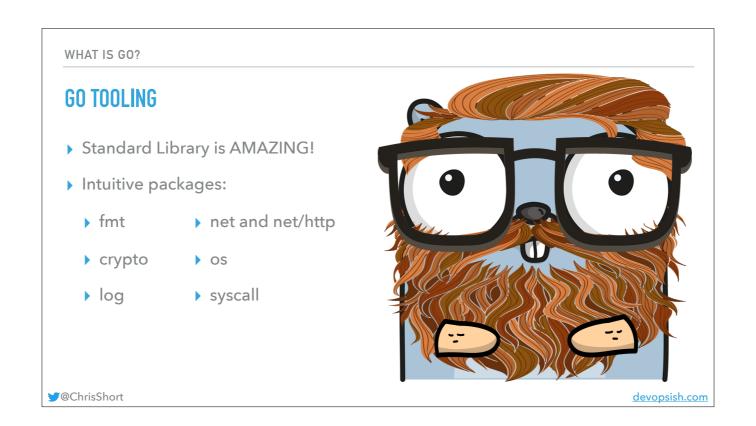
- Think of the language landscape in 2009
- What was the newest language? Python? PHP?
- These languages didn't handle modern computing concepts well



- Go is clean and minimalist
- Makes it extremely easy to learn and use
- It's so easy this Ops turned DevOps clown can talk to you about it
- There aren't a mess of header files like C
- Garbage collection is quick and efficient
- Concurrency enables multiple functions to run simultaneously
- Go programs compile very quickly



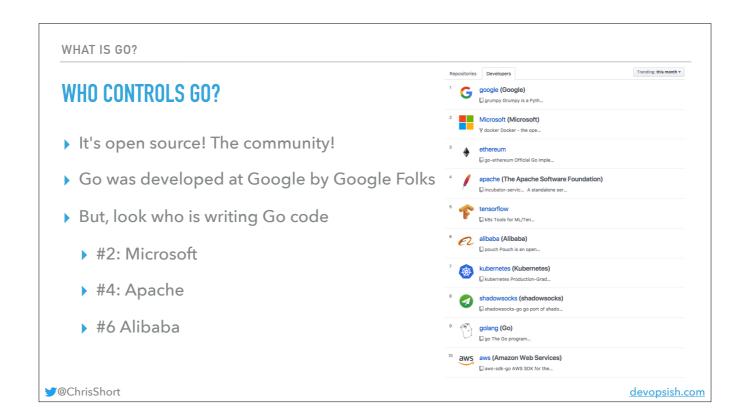
- I fixed this comic for you
- Sorry, devs



- The standard library is really, really good.
- The packages are sane and intuitive
- fmt will literally format your code for you
- crypto is right in line with the RFC
- log allows you to exit the program with an exit code
- net package is very well written
- syscall and os just work



According to Dave Chaney, "It just works."

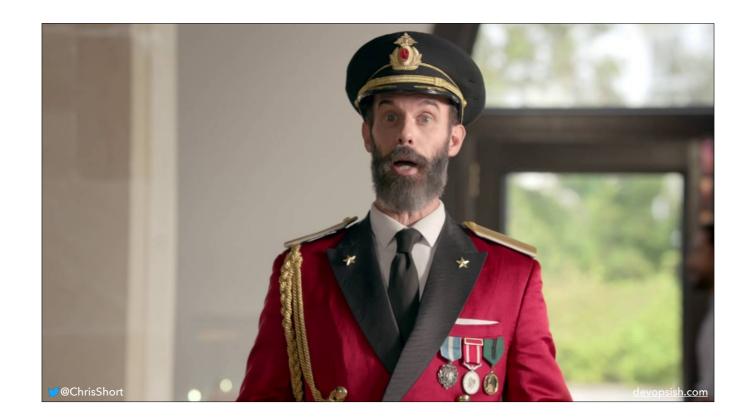


- Go was created at Google
- I know what you're thinking
- "I don't have Google's problems"
- You don't but you sure can benefit from their work
- Microsoft, Apache, and Alibaba are!

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# WHAT IS GO GOOD AT?

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- There are some obvious projects that use Go
- Let's not talk about the obvious stuff
- That's boring

WHAT IS GO GOOD AT?

#### **CONTAINER RUNTIMES**

- ▶ Go is a lower-level language (like C and C++)
- Interacts with kernel directly; not through a VM (like Java)
- ▶ Go easily manages processes, syscalls, etc.
- ▶ Go's concurrency model makes for efficient core/thread use
- Multi-architecture builds
- Static compilation











- Container runtimes are generally written in go these days
- Go is a lower-level language
- Go doesn't use a virtual machine
- Go's process handling and straightforward syscall interactions make for clean interactions with the system
- Look up Liz Rice's GopherCon 2017 talk
- She walks through building strace in 60 lines of Go
- Concurrency makes for great resource utilization
- You can compile for x86 as easily as you can arm
- Your output is a static binary
- Everything in one artifact ready for deployment

CRYPTOCURRENCIES

Fethereum has the #3 GitHub project for Go

geth is the Go implementation of Ethereum client

geth is the default Ethereum client

geth became the "reference client"

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- geth is the go implementation of the Ethereum client
- It's also the default Ethereum client
- geth became the reference client for all other clients written in other languages



- Just read this quote.
- That's so amazing.
- It was easier to understand the Ethereum concepts laid out in the white paper in Go than any other language

WHAT IS GO GOOD AT?

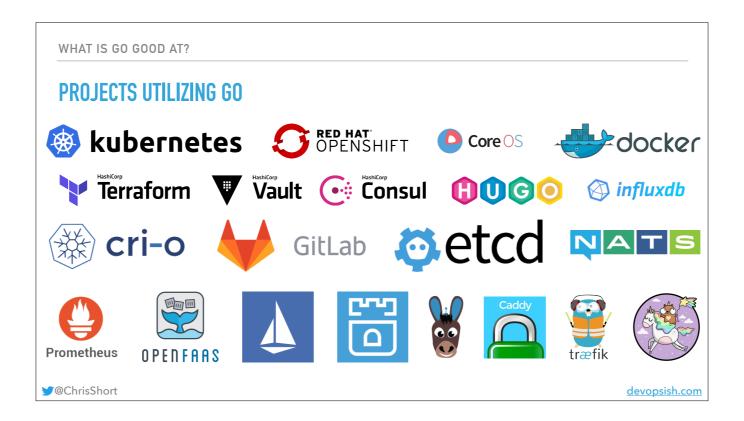
#### **STORAGE SYSTEMS**

- Dropbox's Magic Pocket is a multi-exabyte storage system written in (mostly) Go

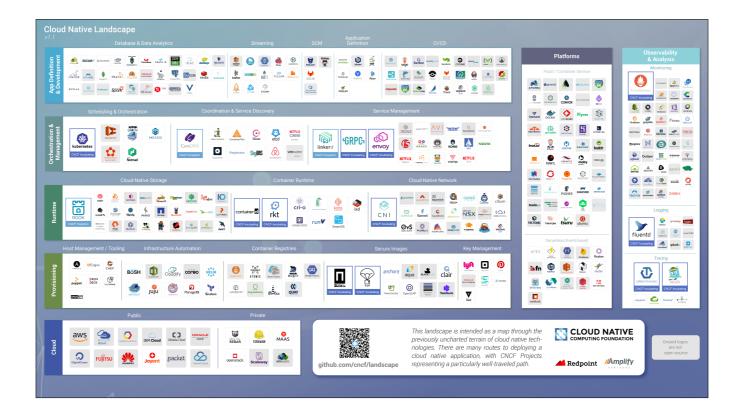
- ▶ Rewrite of prototype was necessary
- ▶ Go addresses the need for massively distributed systems
- ▶ 100K LOC written by 4 people in only

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- When Dropbox pulled out of AWS they landed on Go
- Prototype that was written in Python
- After testing that wasn't going to scale
- Plus they wanted Go for it's type-safe and concurrency
- 4 people re-wrote the prototype in Go
- ▶ 100K LOC of Go code were hammered out in six months
- They did end up writing some bits in Rust too



This is just a snapshot of projects using Go extensively today



- For those that haven't seen this before this is the Cloud Native Computing Foundation Landscape
- This is a collection of tools that handle Cloud Native concepts very well
- Quite a bit of the CNCF Landscape tooling is written in Go
- Not all of it is though

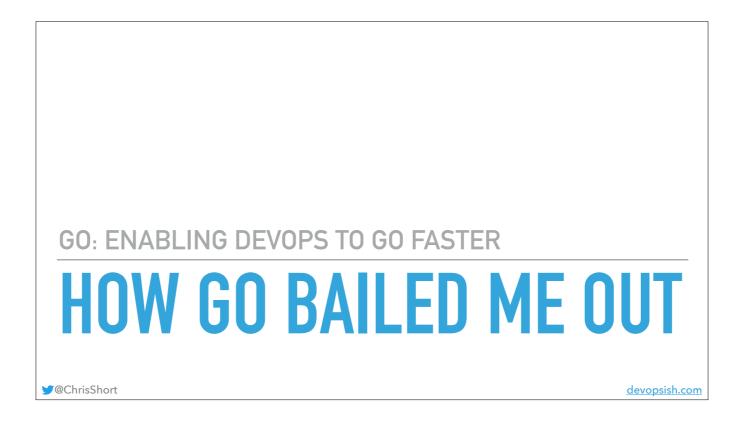
WHAT IS GO GOOD AT?

#### **GOPINIONS**

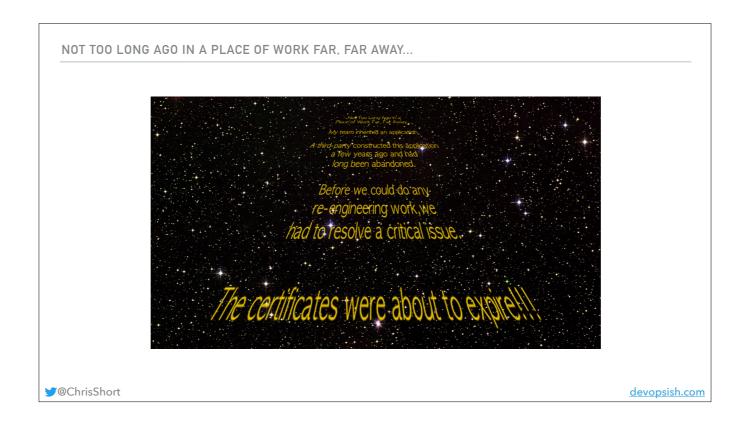
- ▶ When asked, "Why does Go make you happy?" Go devs responded with:
  - ▶ "Less is more." –Kris Nova, Heptio
  - "Go does a really awesome job at making the easy things really easy, and the complicated things easy to understand while not abstracting them away."
     Julia Ferraioli, Google
  - "Go makes me happy because it's so cool it has its own set of proverbs! goproverbs.github.io" –Carlisia Pinto, Fastly
  - "Comprehensible parallelism that won't shoot you in the foot is Go's most winsome feature." –Liz Fong-Jones, Google Cloud

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I asked some friends why Go makes them happy



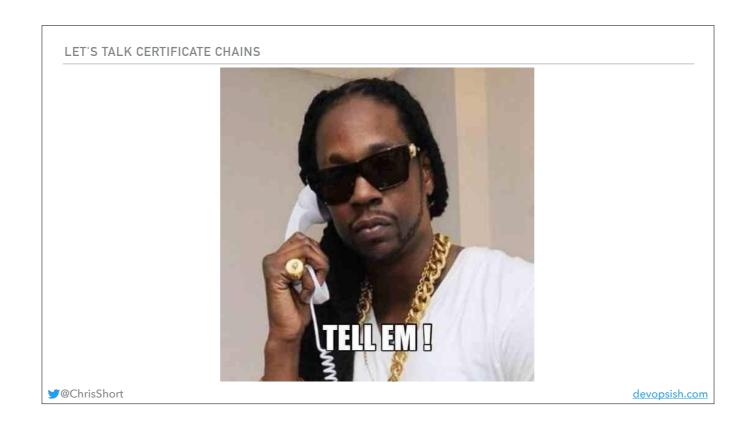
Let me tell you a story of how Go saved my ass once



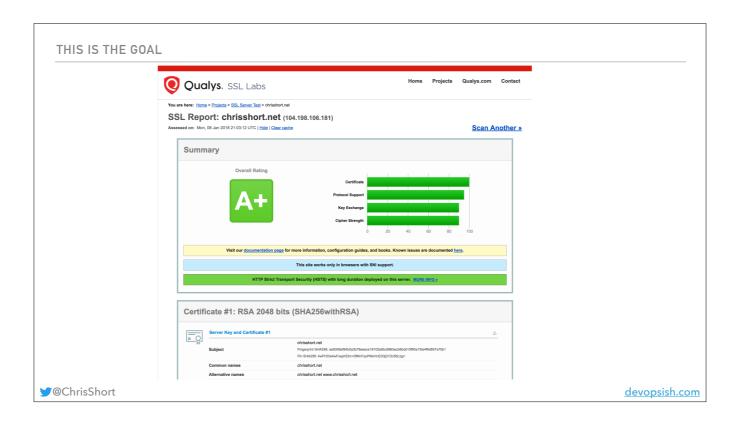
- My team of merry DevOps'ers inherited an application
- A third-party built the app a few years ago
- The app had long been abandoned
- Before we could do any re-engineering work, we had to resolve a critical issue.
- The certificates were about to expire!



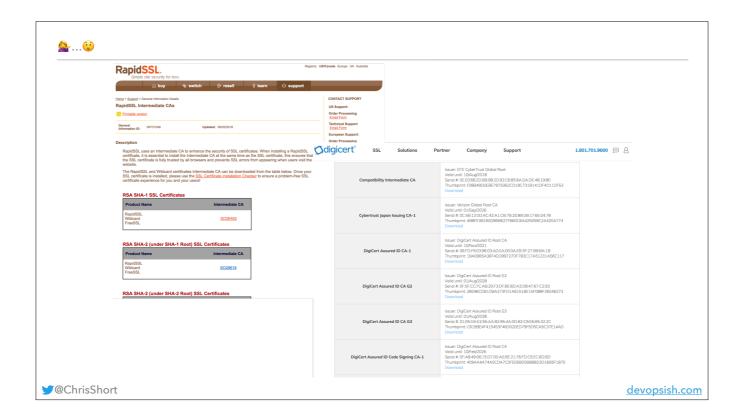
- Oh!
- And the only environment this application was in was production
- And there was no time to implement a new key management system
- And it was a pet project of someone in senior leadership



- Let's Talk Certificate Chains for a minute
- ► HTTPS, SSL... it's all TLS now!
- In my opinion, if you're using TLS you MUST have a rock solid configuration
- This means you have to include the certificate chain in the correct order
- This is no longer optional in the post-Heartbleed world
- The Internets are watching and if they find something wrong with your setup they'll exploit it



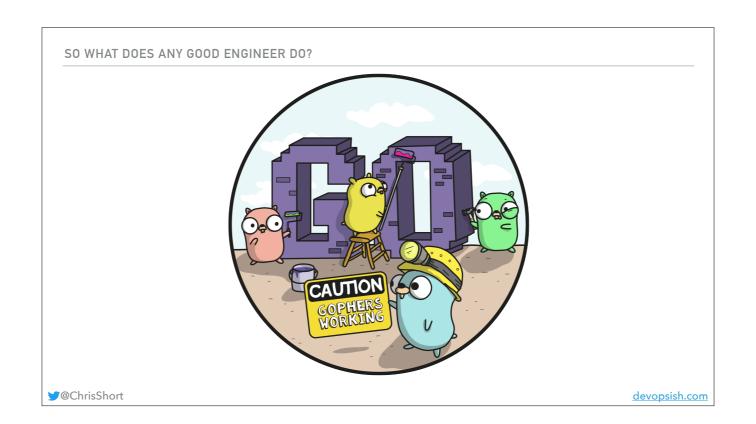
- This is the goal
- If you are going to bother to encrypt your traffic you better do it right
- This is what we're aiming for; an A+
- At this company, we obtained certs from a preferred vendor that our company was cool with
- I prefer Let's Encrypt but some companies aren't comfortable with that yet for various reasons
- The process goes like this...
- You generate your CSR and private key
- You send the CSR to the vendor
- The certificate arrives but usually doesn't have an intermediate key in chain because... vendors be vendoring



- No big deal
- Let's go to the vendor's documentation...
- And OMG...
- The vendor docs are terrible
- This is when you learn...
- Cryptography is hard but implementing cryptographic best practices might be even harder



- What do we do?
- Look at statistical probabilities and start shuffling keys around?
- The series of games you have to play with openssl or nginx or some other method aren't intuitive
- Do you know how hard this is to explain to people?



- We needed a tool that would fail at the sign of an improper certificate chain
- We needed a lightweight tool that could be publicly accessible
- Conducting a third-party analysis of the certificates and configuration was also a requirement
- There were no tools that I could find meeting these needs
- I decided to build my own tool and I chose to build it with Go

#### LOG

- ▶ The Go <u>log</u> package is pretty self explanatory
- Package that enables logging
- Needed a spectacular failure at the sign of trouble
- ▶ log has three helper functions: print, fatal, and panic



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- Let me just say the Go standard library is amazing!
- log is designed beautifully
- Using fatal to break the app and log to stderr if something isn't right is great!

### **CRYPTO/TLS**

- ▶ The Go crypto/tls package partially implements TLS 1.2, as specified in RFC-5246
- ▶ Package configures usable SSL/TLS versions
- ▶ Identifies preferred cipher suites and elliptic curves used during handshakes
- ▶ This is the package that handles connections securely



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The crypto/tls package is a splendid implementation of the RFC

"It just works."

#### **NET/HTTP**

- ▶ Go implementation of HTTP
- ▶ net/http has a function called ListenAndServeTLS
- ▶ ListenAndServeTLS provides the desired certificate checking functionality
- "If the certificate is signed by a certificate authority, the certFile should be the concatenation of the server's certificate, any intermediates, and the CA's certificate."

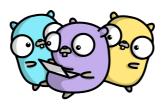


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- net/http has the ListenAndServeTLS function and it's awesome
- It fails if your certs aren't up to snuff or ordered properly
- It helps us Gophers out immensely by enforcing best practices

### MAIN: MUX, CFG, SRV

- ▶ Code creates a mux, short for HTTP request multiplexer
- ▶ I ♥ multiplexers (it's a long story that involves analog signals)
- mux has a function that creates an HTTP server with headers and content (Hello World!)
- cfg brings in all the TLS bits seen in a solid web server config
- > srv puts the pieces together and defines what port to listen on



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READ SLIDE

#### **FAIL SPECTACULARLY**

- ▶ I ♥ DevOps and I embrace failure
- > log.Fatal(srv.ListenAndServeTLS("/etc/ssl-tester/tls.crt", "/etc/ssl-tester/
  tls.key"))
- Defines path of certificate files to use
- Logs a fatal error if certificate is not valid
- ▶ Fails Fast

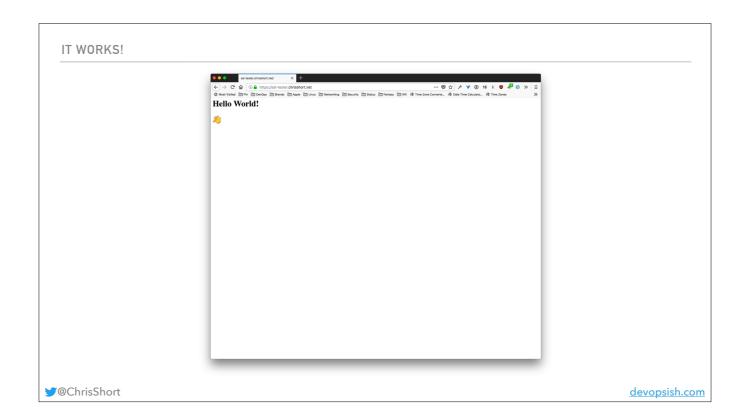


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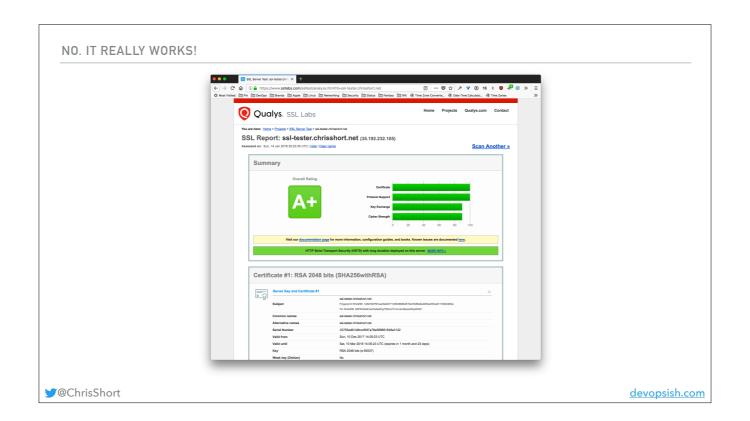
- I love DevOps and I embrace failure
- The code allows us to fail quickly if the certificates aren't in accordance with RFC
- Stuff in the standard library JUST WORKS



- The code is open source
- Check it out on GitHub
- Throw a star my way if you feel like it



- Yes it works!
- Yes you can access it right now!
  ssl-tester.chrisshort.net sends you to a reference implementation

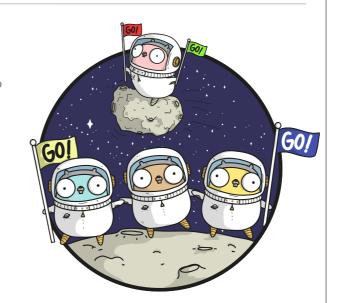


- You can even scan it with external tools!
- There's the A+

HOW GO BAILED ME OUT

#### **RECAP**

- The Go code does exactly what I need it to do
- ▶ About 40 lines of code!!! I ♥ Go!
- ▶ Binary is a self contained web server
- ► Compiles to less than 6MB!!! I ♥ Go!
- ▶ Can be safely deployed to any public server
- > External testing run against it for extra vetting



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- The tool does exactly what I need it to do and nothing more
- It fails when the certificate chain provided is incorrect
- It's lightweight and publicly accessible
- I'm able to test via third-parties
- It's a tiny, single binary



- If you want to start learning go checkout <a href="tour.golang.org">tour.golang.org</a>
  Or ping me for some book recommendations

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## **CLEAR IS BETTER THAN CLEVER.**

**Rob Pike** 

**y**@ChrisShort

