

Comparative Analysis of Container Orchestration Platforms: Kubernetes vs. Docker Swarm

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ABSTRACT

Novel software architecture patterns, including microservices, have surfaced in the last ten years to increase the modularity of applications and to simplify their development, testing, scaling, and component replacement. In response to these emerging trends, new approaches such as DevOps methods and technologies have arisen to facilitate automation and monitoring across the whole software construction lifecycle, fostering improved collaboration between software development and operations teams. The resource management (RM) strategies of Kubernetes and Docker Swarm, two well-known container orchestration technologies, are compared in this article. The main distinctions between RM, scheduling, and scalability are examined, with an emphasis on Kubernetes' flexibility and granularity in contrast to Docker Swarm's simplicity and use. In this article, a case study comparing the performance of two popular container orchestrators—Kubernetes and Docker Swarm—over a Web application built using the microservices architecture is presented. By raising the number of users, we compare how well Docker Swarm and Kubernetes perform under stress. This study aims to provide academics and practitioners with an understanding of how well Docker Swarm and Kubernetes function in systems built using the suggested microservice architecture. The authors' Web application is a kind of loyalty program, meaning that it offers a free item upon reaching a certain quantity of purchases. According to the study's findings, Docker Swarm outperforms Kubernetes in terms of efficiency as user counts rise.

Keywords: - Microservices, Docker Swarm, Kubernetes, Web Application, Flexibility and Granularity, DevOps Methodologies, Container Orchestrators, Resource Management (RM).

I. INTRODUCTION

Container orchestration has become a crucial tool in the field of contemporary software development and deployment for handling the complexity of distributed, large-scale systems. Applications are increasingly packaged and deployed using containers due to their consistency and mobility [1]. A strong orchestration tool is necessary for managing containers at scale, and Kubernetes and Docker Swarm have become well-known in this field. Both solutions seek to make containerized applications easier to deploy, scale, and run [1, 2], but they do this from different perspectives and methods, especially when it comes to RM. The strong and adaptable design of Google's Kubernetes [2, 3] is well known for facilitating effective resource use and scalability across large clusters. On the other hand, Docker Swarm, which is a component of the Docker ecosystem, prioritizes usability and simplicity. The purpose of this research is to compare the scalability and efficiency of RM techniques in Docker Swarm and Kubernetes [3, 4].

Multi-tiered distributed applications may be deployed and managed as a collection of containers on a cluster of nodes using container orchestration (CO) frameworks like Docker Swarm [4], Kubernetes, and the Mesos-based Marathon [5]. The yearly OpenStack user survey, for instance, shows how container orchestration frameworks are being utilized more and more to handle real workloads.

However, Figure 1, which displays the number of feature additions between June 2013 and June 2018, demonstrates that there have been several rapid feature additions among the most widely used CO frameworks. Because Mesos v0.20.0 introduced support for Docker containers and Google open-sourced Kubernetes v0.4.0 gave support for Docker containers from the start, there was a first peak of feature additions between June 2014 and January 2015. Additionally, Kubernetes v0.6.0 had a number of innovative features, including persistent volumes,

pods, and container IP and service IP networking [5]. The inclusion of features spread to the other CO frameworks as a result. For instance, in June 2015, Docker v1.7 was updated to provide support for persistent volumes. By August 2016, Mesos v1.0.0 additionally supported Docker's persistent volume design [5]. For instance, by January 2016, Mesos v0.25.0 and Docker Swarm stand-alone v1.0.0 both supported container IP networking.

Basic container engines lack the extra container orchestration features required to handle complicated applications distributed across several processing nodes. Another recent analysis indicates that since 2015, the amount spent on container orchestration tools has more than quadrupled annually. Specifically, this study shows that Kubernetes and Docker in Swarm mode (henceforth referred to as Docker Swarm) are the two most widely used container orchestration solutions. Additionally, a 2017 research shows that Docker Swarm and Kubernetes are the two main Yao Pan¹ Richard O. Sinnott¹, Glenn Jayaputera¹, Francisco Brasileiro², Ian Chen¹, [5, 6] An analysis of cloud-based container orchestration tools' performance compares C players and projects rising demand in 2018. Docker is the same underlying container engine that both tools use [6, 7].

Docker Swarm is a component of the native Docker "ecosystem," as the name suggests. As a result, it makes using the Docker Application Programming Interface (API) smooth and simple. As a result of its more organic integration with the other elements of the underlying Docker deployment, its deployment is made simpler [6, 8]. Kubernetes, on the other hand, has its own Command Line Interface (CLI) languages, such as kubctl CLI, which results in a more complex containerization process and a higher learning curve for developers and operators. Additionally, it necessitates the deployment of a greater number of additional components, which increases deployment complexity and resource consumption. Conversely, Kubernetes offers a more extensive feature set that Google has built and refined over the course of more

than 15 years of experience with container deployment in production settings [5]. The functionality offered by these two orchestration tools vary, and the design choices made result in various overheads that may affect various application types [6]. Although various attempts have been made to weigh the advantages and disadvantages of these technologies, there is still a dearth of impartial evaluation that may help developers and operators choose the container orchestration solution that best meets their requirements [6, 7].

In this part, we provide the necessary background information on the container orchestrator model [8] before using it to evaluate four frequently used container orchestrators qualitatively.

1.1 Container Orchestration: Model and Functional Elements

In order to consistently provide specified rules and service levels, container orchestration enables the definition of automated provisioning and change management procedures. Our reference layered orchestration engine architecture is shown in Fig. 1, where a group of computers realize the support substrate via their kernel and container runtime [8]. Resource management, scheduling, and service management are the three levels that make up the orchestration engine framework. Due to space constraints, we briefly summarize the main functional components in the following before using them for our qualitative analysis [8, 9].

1.2 Docker Swarm, Kubernetes, Apache Mesos, and Cattle

In the rest of the article, we concentrate on four container orchestrators: Docker Swarm, Kubernetes, Apache Mesos, and Cattle. We do not claim to be exhaustive. Mesos was chosen because it represents a very important baseline fundamental work in the area, Docker Swarm and Kubernetes because they are the most widely utilized in the market, and Cattle because it is the standard orchestrator for Rancher [9, 10]. We used Rancher, a comprehensive container management platform rather than a container

orchestrator, to deploy and execute our experimental findings [10].

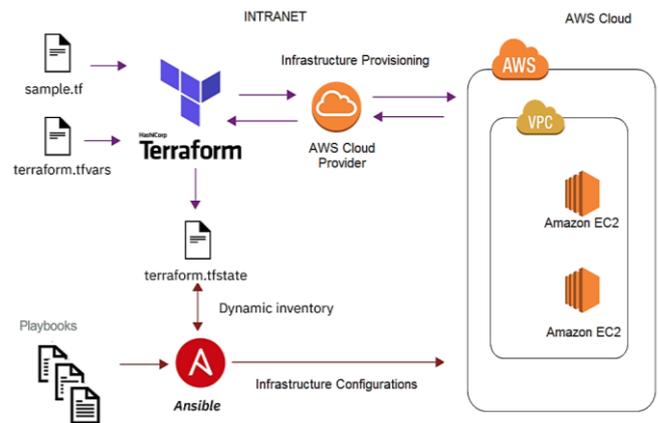


Fig. 1 Container Orchestration Layers. [11]

A loyalty application is the suggested prototype. For cafés and restaurants, attracting new customers and keeping hold of current ones are crucial in the modern day [12]. Loyalty apps are utilized as a result. A consumer is given a product for free if they buy a certain quantity of it. This research used a microservice architectural technique to achieve the loyalty application idea [13]. In this research, the performance of Kubernetes and Docker Swarm on a Web application based on microservice architecture is compared.

II. LITERATURE REVIEW

(Dwivedi, R. K. 2022) A developing technology that is used by both developers and end users is cloud computing. In the information technology (IT) sector, it is crucial as it will lead to a significant shift away from traditional IT services in the future [14]. These days, cloud computing containerization has grown in importance as a research topic. One of the most challenging challenges for the enterprises managing the large number of containers is choosing the right container orchestration tools [15]. It is necessary to take into account the features, shortcomings, and strengths of these instruments. A comparison of the container orchestration tools is presented in this study.

(Felici-Castell, S., 2020) The Internet of Things (IoT) and its applications have garnered more attention and demand throughout the last ten years. However, these applications' demand for real-time processing and/or high computational power [18] lead to a variety of issues. These IoT networks may benefit from the assistance of inexpensive, autonomous, and dispersed Small Board Computers (SBC) devices that have wireless communications, computing, and storage capabilities. These SBC devices typically run a Linux-based operating system [19]. In this case, fog computing and container-based technologies are intriguing strategies that have both changed the way devices collaborate and increased the total capacity of a group of these SBC devices.

(Kesavan, S., 2024) The emergence of digital transformation has completely changed how companies function. Applications are now at the center of this change, with an emphasis on user-centricity replacing organization-centricity. Excellent, safe, and flexible applications are necessary for enterprises to reach their full potential. In the realm of virtualization, containers are a state-of-the-art innovation that has become very popular in recent years [19, 20]. They are currently used to meet very demanding company demands, taking the place of conventional business continuity solutions. Numerous orchestration frameworks and containers are offered as stand-alone and cloud-based services. However, choosing and assessing the best orchestration frameworks and containers for their application requirements may be difficult for developers and industry specialists.

(Sithiyopasakul, P., 2023) By conducting performance tests and examining the number of requests and answers the server can manage, this article aims to investigate and analyze the container orchestration technologies Kubernetes, Docker Swarm, [20, 23], and Apache Mesos. because it is difficult to manage the performance, usefulness, dependability, and cost of information resources in an information system. Depending on the extent of information system

resource management, some orchestration technologies are unable to automatically distribute resources. As a consequence, resources are allocated above what is necessary to meet system requirements, which drives up expenses [23, 24].

(Kandi, P. 2023) Kubernetes is a prominent platform in the constantly changing field of container orchestration, enabling enterprises to easily create, scale, and administer containerized applications. This survey paper examines the crucial area of load balancing in Kubernetes, looking at cutting-edge methods and the difficulties that come with them. Cloud computing has been transformed by container-based virtualization, and Kubernetes, a crucial orchestrator, is essential for maximizing application performance, scalability, and resource allocation [25]. A key component of distributed systems, load balancing is essential for guaranteeing effective resource use and preserving high availability.

(Carrión, C. 2022) Although creating effective and well-defined orchestration systems is difficult, container orchestration solutions make it easier to deploy and maintain container-based applications. These days, the de facto standard for container orchestration is Kubernetes, a popular open-source platform [25]. This paper's goal is to provide a thorough overview of the Kubernetes orchestrator and, via bibliometric analysis, understand the current research focus. To identify popular study subjects and direct future studies in the field, Bibliometrix software was implemented as a bibliometric analysis tool. Data was gathered mostly from the Web of Science core collection database [26].

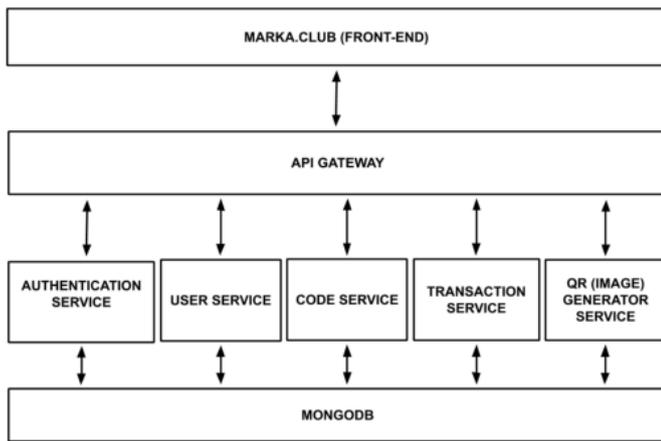


Fig. 2 Network and System Architecture Model. [29]

III. PROPOSED SOFTWARE ARCHITECTURE AND APPLICATION

3.1. There are six microservices in the MARKA web application

API (Application Programming Interface) Gateway, QR (Quick Response) (Image) Generator Service, Authentication Service, User Service, Code Service, and Transaction Service. Additionally, it contains a database for data administration and a front-end for user control screens. Figure 2 [2] displays the system architecture model. HTTP (Hyper-Text Transfer Protocol) is the means via which microservices exchange information with one another [22]. To construct a new transaction, for example, the transaction service first obtains the received code information from the code service, and then it obtains the user information associated with this code from the user service. It produces an error if the code's owner and user are the same.

- A. **Marka. Club (Front-End):** Software known as front-end (Marka.club) is made available to end users so they may carry out their tasks. It allows the user to generate codes, utilize codes, log in to the system, and establish an account. This is where end-user interactions are made [21].
- B. **API Gateway:** The microservice that makes sure incoming requests are routed to the appropriate microservice is known as the API gateway.

C. **Authentication Service:** A login and registration service is what the authentication service is. In the event that a user is not already registered, they must first register. Customers and companies are the two roles for registration [11]. Users may log in after they've registered.

D. **User Service:** Email addresses, first and last names, customer roles, and other user data are stored by the user service [13].

E. **Code Service:** The microservice that creates the codes that the user will use in a different role is called the code service. As an example, if the user's.

F. **Transaction Service:** The code transaction details, including the role that generated the code, the role that was utilized, and the quantity of codes generated and used, are stored by the transaction service.

G. **QR (Image) Generator Service:** For usage on mobile devices, the produced codes are converted to picture files (QR) using the QR generator service. When using the program on a mobile device, this functionality will be used.

H. **Database:** Every transaction and piece of information is stored in a database that has been built. The database utilized was MongoDB.

For proof of concept, a single database has been constructed, but each microservice utilizes its own collections, which are within its purview, and does not impede on other areas of duty.

3.2. Test Scenario

To examine how the container orchestration systems behaved under load, a test scenario was created. Kubernetes and Docker Swarm were used as container orchestration technologies in this investigation. Docker Engine is the company behind Docker Swarm [11]. Google is the developer of Kubernetes. Depending on the request per unit of time, the platforms' responses were measured in accordance with the test scenario [12]. Figure 3 displays the test scenario's flow diagram. By mimicking the application's real-time functioning, the test scenario

was developed: a business registers for the system and logs in [16]. To log in to the system, a consumer or business that is not already registered must create an account. Every time a user logs into the system, a new user is generated.

SAMPLE FLOW DIAGRAM

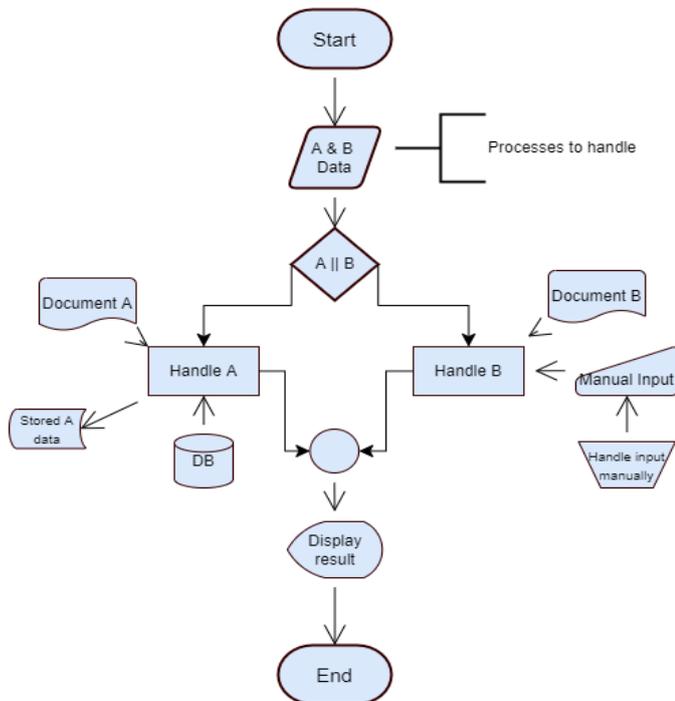


Fig. 3 API Test Scenario Flow Chart. [14, 15]

IV. EXPERIMENTAL SETUP

The application's test process was executed in three distinct ways: Kubernetes test, Docker Swarm test, and test without the orchestrator system, which implies without any container (apart from Mongo DB) [15]. Docker Swarm and Kubernetes on Docker Desktop are used to execute the application.

4.1. Test Without

Response times from 10 and 20 users were compared for Orchestrator, Docker Swarm, and Kubernetes; response times from 100, 200, and [16] users were compared for Docker Swarm and Kubernetes [16, 17]. The following are the letters on the charts:

- A: Company Sign Up,
- B: Company Sign In,
- C: Get user info,

- D: Generate codes,
- E: Get codes,
- F: Customer Sign Up,
- G: Customer Sign In, H: Customer uses codes,
- I: Get gifts,
- J: Use gifts.

The aggregate graph displays the average response times for each test request for 10 users in Figure 4, 20 users, 100 users in Figure 5, [18], and 200 users.

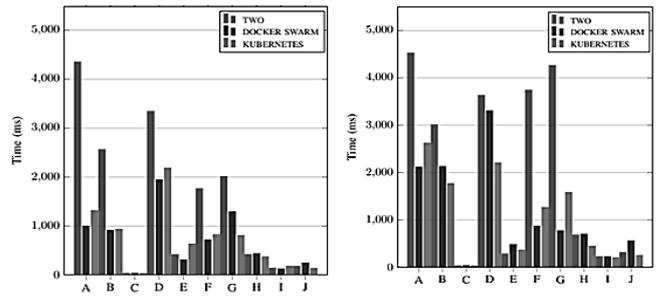


Fig. 4 Average reaction times with 10 and 20 seconds are compared. [18, 19]

A. Test without Orchestrator (TWO)

For TWO, no orchestration tool or container is utilized; all services are used locally. The following is the local system information: The processor is an Intel(R) Core(TM) i5-8250U CPU 1.60 GHz 1.80 GHz, the operating system is Windows 10 Home, the RAM is 8 GB, and the system type is 64-bit OS, x64-based processor. The JMeter parameters for the loop count are 1, the rump-up period (in seconds) is 0, and the number of threads (users) is 10, 20, [18].

The timings needed to finish each test scenario, [19], depending on the user count, are shown below:

- 10 users: 1 minute and 9 seconds,
- 20 users: 1 minute and 43 seconds,

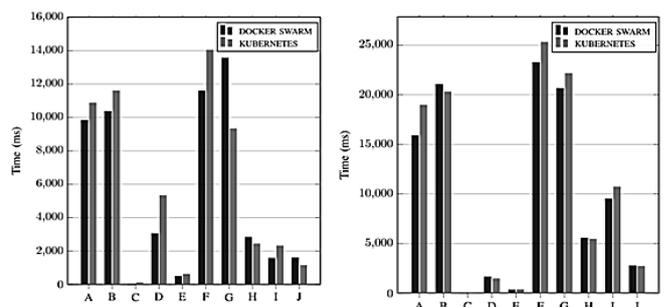


Fig. 5 Average Response Time Comparison for 100 and 200 Threads. [19, 20]

B. Docker Swarm Test

The application uses Docker Desktop and Docker Swarm as orchestrators for the Docker Swarm test. Three copies were used by Docker Swarm [20, 21]. The information about the local system is identical to that of TWO. 10, 20, 100, and 200 are the JMeter options for the number of threads (users). The loop count is one once the rump-up period (measured in seconds) is zero.

The timings needed to finish each test scenario, [21], depending on the user count, are shown below:

- 10 users: 52 seconds,
- 20 users: 1 minute 42 seconds,
- 100 users: 6 minutes 53 seconds,
- 200 users: 12 minutes 18 seconds,

The test was not finished because certain threads began clocking out when we ran it with 1000 threads.

C. Kubernetes Test

Using Docker Desktop and Kubernetes as the orchestrator, the application stands up for the Kubernetes test. Three replicas were used by Kubernetes [21, 22]. Information about the local system is the same for TWO. The rump-up period (in seconds) is set to 0, the loop count is set to 1, and the J-Meter settings for the number of thread (users) are 10, 20, 100, and 200 [22, 23].

The timeframes needed to finish each test scenario, [24, 25], depending on the user count, are shown below:

- 10 users: 51 seconds,
- 20 users: 1 minute 6 seconds,
- 100 users: 5 minutes 40 seconds,
- 200 users: 12 minutes 20 seconds,

The test was not finished because certain threads began clocking out when we ran it with 1000 threads.

V. CONCLUSION

Container technology use and interest have been rising quickly. Container monitoring and management is just as important as having a strong virtual machine monitoring and management solution

for hypervisor-based settings. The two most widely used container clustering and orchestration systems were thoroughly compared and their performance benchmarked in this paper. While Kubernetes, a third-party Docker container orchestration tool, is comparatively more complete and mature in terms of functionalities and experiences in mainstream production environments, Docker Swarm, a native Docker component, is relatively simple to deploy and configure with other existing Docker components. Even while running the extra Kubernetes components isn't always costly, small clusters may find the additional infrastructure needed to operate them to be costly. The auto-scaling capabilities of Kubernetes maximize resource utilization and minimize operating overheads for bigger installations.

The load in more over 50 threads was too much for the test we conducted without an orchestrator (TWO). As the application's demand rises, it becomes evident that it is inefficient. High loads were too much for the program to handle. Even while Docker Swarm took longer in testing with fewer users, it finished faster than Kubernetes as the number of users rose. This research has not examined the scalability of Kubernetes and Docker Swarm in load testing. We may argue that the application's complexity is minimal given its design and the quantity of microservices. Because of this, we see that the Docker Swarm test performs better than Kubernetes and finishes faster as the number of users rises. Three Docker Swarm and Kubernetes replicas were employed in this investigation. A future research will address the automatic replica generation capabilities test as the volume of incoming requests rises.

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