



IMPROBABLE



Thanos

*Transforming Prometheus to a Global Scale in a
7 Simple Steps*

Bartek Płotka



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github.com/improbable-eng/thanos

Brussels, 3rd February 2019



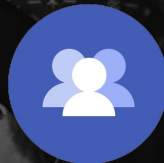
"Improbable's platform, SpatialOS, is designed to let anyone build massive simulations, running in the cloud: imagine Minecraft with thousands of players in the same space or researchers creating simulated cities to model the behaviour of millions. **Its ultimate goal: to create totally immersive, persistent virtual worlds.**"

- WIRED, May 2017



Founded:

2012



Employees:

310



Games in
Development:

+19



Agenda

- Introduction to example **eu1** and **us1** clusters monitored by Prometheus.
- What is missing for *Global Scale*?
- Demo of **seven simple steps** for gradual move to Thanos.





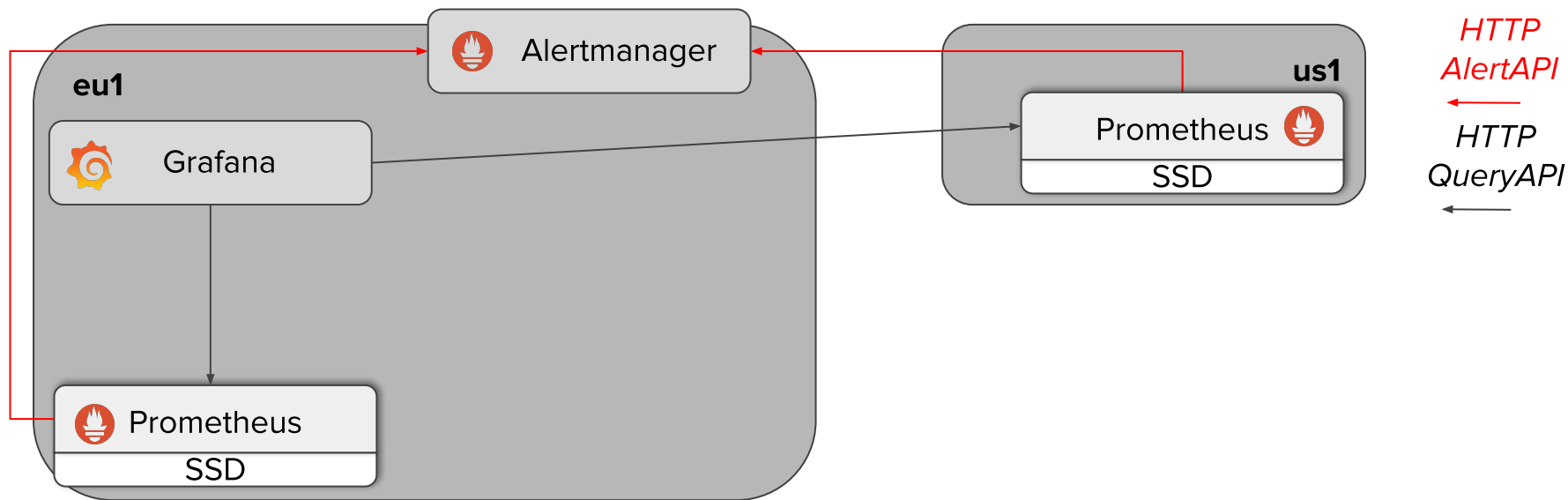
Now is time...

..for a live demo!

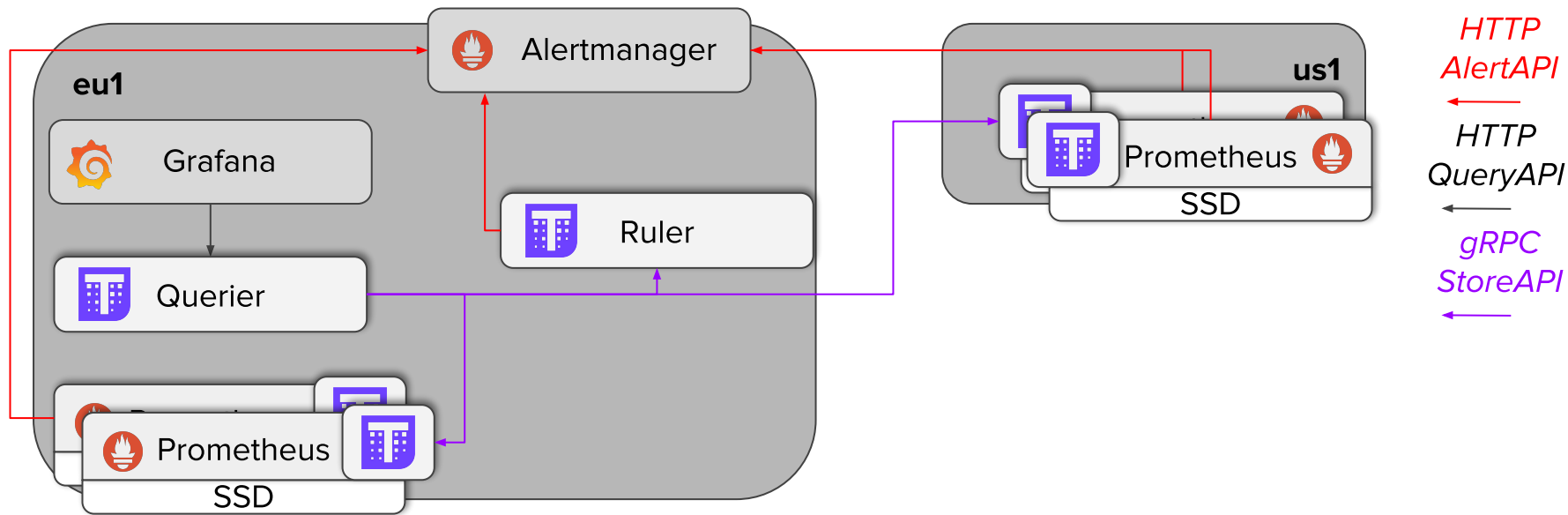


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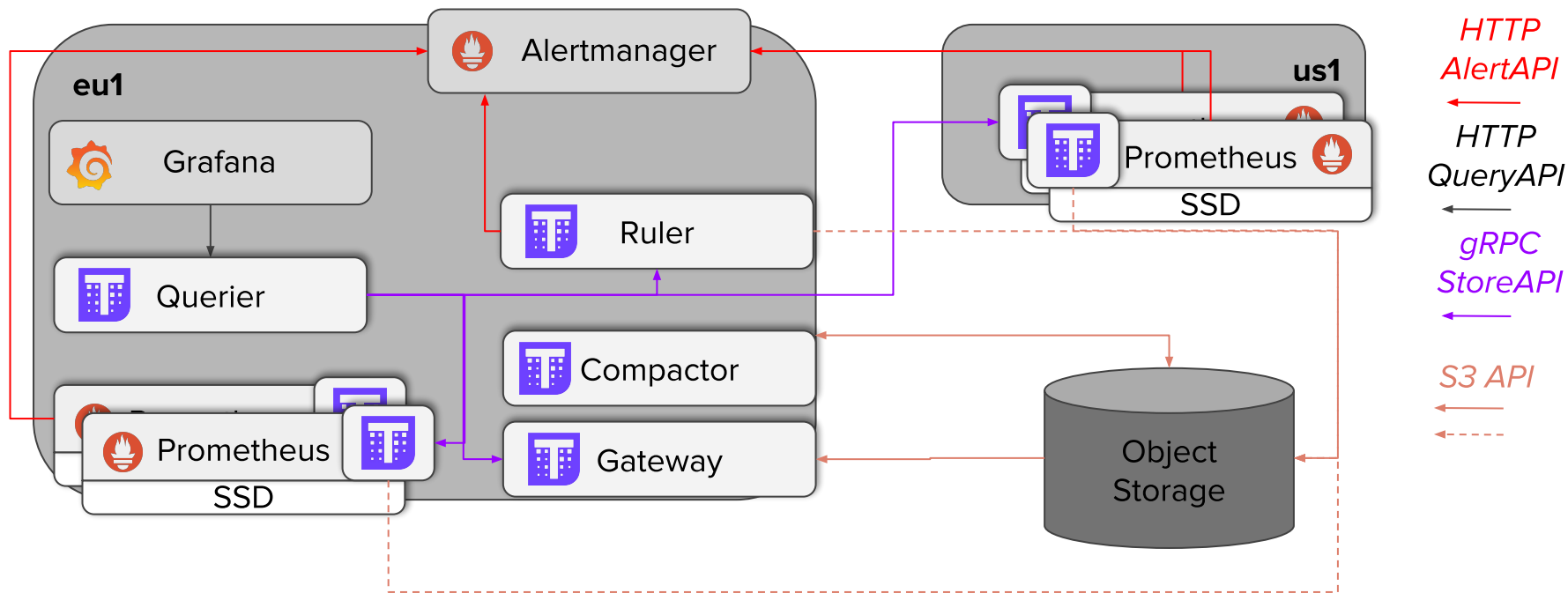
Initial monitoring setup



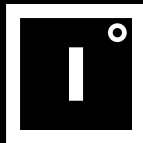
Global View + HA



Unlimited retention



...psst, join our Thanos community on slack if you have further questions!



improbable.io

- Prometheus: <https://prometheus.io/docs/>
- Kubernetes: <https://kubernetes.io/docs/home/>
- Thanos & link to **slack**: <https://github.com/improbable-eng/thanos>
- Demo: <https://github.com/improbable-eng/thanos/pulls>

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