

Red Hat: Kubernetes, RHEL Impact and Halloween Release

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[Why you don't have to be afraid of Kubernetes](#) [2]

It was fun to work at a large web property in the late 1990s and early 2000s. My experience takes me back to American Greetings Interactive, where on Valentine's Day, we had one of the top 10 sites on the internet (measured by web traffic). We delivered e-cards for AmericanGreetings.com, BlueMountain.com, and others, as well as providing e-cards for partners like MSN and AOL. Veterans of the organization fondly remember epic stories of doing great battle with other e-card sites like Hallmark. As an aside, I also ran large web properties for Holly Hobbie, Care Bears, and Strawberry Shortcake.

I remember like it was yesterday the first time we had a real problem. Normally, we had about 200Mbps of traffic coming in our front doors (routers, firewalls, and load balancers). But, suddenly, out of nowhere, the Multi Router Traffic Grapher (MRTG) graphs spiked to 2Gbps in a few minutes. I was running around, scrambling like crazy. I understood our entire technology stack, from the routers, switches, firewalls, and load balancers, to the Linux/Apache web servers, to our Python stack (a meta version of FastCGI), and the Network File System (NFS) servers. I knew where all of the config files were, I had access to all of the admin interfaces, and I was a seasoned, battle-hardened sysadmin with years of experience troubleshooting complex problems.

But, I couldn't figure out what was happening...

Five minutes feels like an eternity when you are frantically typing commands across a thousand Linux servers. I knew the site was going to go down any second because it's fairly easy to overwhelm a thousand-node cluster when it's divided up and compartmentalized into smaller clusters.

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[The economic impact of Red Hat Enterprise Linux: How IT professionals benefit](#) [3]

It's not overstated to say that the IT landscape completely changed with the introduction of Red Hat Enterprise Linux, more than a decade and a half ago. For 2019, IDC estimated a global business revenue of \$188 trillion. Of this, they estimate that at least 40% is touched by software, leaving the IT footprint to be an estimated \$81 trillion. Yes, you read that right, \$81 trillion. As all of this software forming the global business IT footprint has to run on an operating system, IDC estimates that over 50% is running on Linux, with Red Hat Enterprise Linux accounting for 25% of that.

That's a lot of big numbers but what does it all mean? It means that Red Hat Enterprise Linux has changed the experience of many IT professionals around the globe. In a software-centric world, ongoing we have seen higher demand in support and IT services which in turn further helps fuel the global IT ecosystem.

When IDC asked IT organizations how Red Hat Enterprise Linux benefitted them, they discovered a 12% savings in IT staff productivity. This means that IT professionals spend less time managing servers, doing routine IT tasks, resolving support calls, deploying new business apps and upgrading mission-critical apps. But that's not all.



[The spooktacular tale of Red Hat's Halloween release](#) [4]

In many stories and myths, naming is important. Knowing the proper name of something gives you power over it. Likewise, naming has been important for Red Hat Linux over the years.

The Halloween release was actually a paid beta and not a 1.0. The Halloween release was dubbed Red Hat Software Linux 0.9, and started a tradition of having a codename for the release that lasted through the final Red Hat Linux release (9.0.93, "Severn"), and carried over to Fedora for many years.

The tradition was to have a name for a release that was somewhat related to the previous release name. For example, the 1.0 release was "Mother's Day," and "Rembrandt" followed "Picasso," and "Colgate" followed it. (For the record, the best release name was a Fedora release, dubbed "Zod." Allowing many fun headlines playing off the Superman II villain.)

[Red Hat](#)

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