



# UYUNI EVENT-DRIVEN ANSIBLE



CURRENT DEVELOPMENT STATUS

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- > By now, Ansible has been working **reactively**
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- > One of SaltStacks **advantages** is the ability to **proactively** react on changes
  - > e.g. hard-disk is extended **before** the database fills up space
- > People wanted to have the same for **Ansible**
  - > = **Event-driven Ansible**

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- > **Rulebooks** define **events** to be **monitored**
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- > Event source **plugins** handle monitoring and filter
  - > currently **~22** plugins available
- > Rulebooks are executed by `ansible-rulebook` command
- > Part of Ansible Automation Platform
- > executed in **Decision Environments**
  - > literally a Podman container + content + `ansible-rulebook`



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- > EDA support was started in a recent hackathon
- > **early** stage, **feedback** wanted
- > can react on systems requiring a reboot and trigger actions
  - > e.g. running a playbook to reboot the host
- > **additional use-cases** possible
  - > handle unresponsive systems
  - > react to specific system events (*harden insecure systems*)
  - > your ideas?

// DEMO

# // DEMO CODE

The current development state can be found here:

<https://github.com/stdevel/ansible-collection-uyuni/pull/34>

Feedback and PRs welcome!

See the following blog post for more details:

<https://cstan.io/en/post/2023/10/das-erste-event-driven-ansible-plugin/>