Intro to Using Docker with ActivitySim

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Why Docker?



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Docker, Docker Image, and Docker Container

Docker is an open platform for developing, shipping, and running applications. It binds and runs application and its dependencies inside a container.

Docker Image is a read-only template with instructions for creating a container of the application.

Docker Container is a runnable instance of an image. Applications run in Docker container.

Docker Image and Docker Container

Docker Image

- Shareable
- Stackable
- Customizable
- Command line:
 - docker build to build an image
 - docker push to push an image to registry
 - docker pull to use an image created by others and pushed to the registry

Docker Container

- Disposable
- Command line:
 - docker run to launch a running container instance of the application
 - o can define how the container is run, can attach storage to the container for I/O

How to use Docker with ActivitySim?

1. Development stage (for developers)

Features: editing code, building docker image, testing, releasing docker image

2. Deployment stage (for users)

Features: pull released docker image, run container

Prep work

- Install Docker (https://docs.docker.com/desktop/)
- Developers
 - Make sure you have the ActivitySim repo cloned
 - Dockerfile (configuration for building docker image)
- Users
 - $\circ \quad \text{All set} \quad$

Deployment Stage (Users)

Step 1: Pull released ActivitySim image from registry

Step 2: Run docker container

Step 3: Run ActivitySim in container

Development Stage (Developers)

Step 1: Update local ActivitySim code

Step 2: Build Docker image of updated local ActivitySim code

Step 3: Test ActivitySim in container

Step 4: Iterate step 1-3

Step 5: Push ready-to-release ActivitySim image to registry

Summary: Using Docker for ActivitySim

Pros:

- 1. No more ActivitySim installation issues
- 2. Release new versions as images
- 3. Moving towards cloud computing

Cons:

- 1. Need to install Docker
- 2. Additional overhead for developers