

Containerization

Software Architecture

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Question

What is a *container*?

Question

What is a *container*?

Answer

A way of *packaging software* and its dependencies such that the software can be run in numerous environments.

Okay...

How hard could that be?

Packaging software

```
1 #!/usr/bin/env python3  
2  
3 import numpy as np  
4 import re  
5  
6 my_arr = np.array([5, 2, 9, 7, 3])  
7 max_element = np.max(my_arr)  
8  
9 duplicated_max = re.sub(".*", f"{max_element}", "X")  
10 print(sum(int(x) for x in duplicated_max))
```

```
> ./program.py
```

demo

Transferring this software to Richard.

```
> ./program.py  
/usr/bin/env: 'python3': No such file or directory
```

```
> ./program.py  
/usr/bin/env: 'python3': No such file or directory
```

No Python interpreter installed, have to install Python and all it's dependencies.


```
> ./program.py
File "./program.py", line 9
    duplicated_max = re.sub(".*", f"{max_element}", "X")
                                         ^
SyntaxError: invalid syntax
```

f-strings aren't supported in Python 3.5! Have to upgrade to Python 3.6.

```
> ./program.py
Traceback (most recent call last):
  File "./program.py", line 3, in <module>
    import numpy as np
ModuleNotFoundError: No module named 'numpy'
```

```
> ./program.py
Traceback (most recent call last):
  File "./program.py", line 3, in <module>
    import numpy as np
ModuleNotFoundError: No module named 'numpy'
```

A Python dependency used by our code isn't installed. Have to install numpy (hopefully the right version...).

```
> ./program.py  
9
```

```
> ./program.py  
9
```

???

Question

Not so easy... what do we need?

A wall

A big wall so that we *know what software* we are actually depending upon.





A package

A way to box up all your software and dependencies so that it can be *transferred* and *run* in a different environment.

*§ A History of Containers*¹

¹This is a very linux focused history — container technology also exists in the Windows world.

1979

Unix Version 7

Introducing... *chroot*



demo

Exploring *chroot*

Exploring *chroot*

```
> mkdir ./jail
> cd jail
> mkdir bin
> cp /bin/ls bin
> chroot . /bin/ls
chroot: failed to run command '/bin/ls': No such file or directory
```

Exploring *chroot*

```
> ldd /bin/ls
    libselinux.so.1 => /lib/x86_64-linux-gnu/libselinux.so.1 (0
                           x00007f0097135000)
    libc.so.6 => /lib/x86_64-linux-gnu/libc.so.6 (0x00007f0096f0d000)
    libpcre2-8.so.0 => /lib/x86_64-linux-gnu/libpcre2-8.so.0 (0
                           x00007f0096e76000)
    /lib64/ld-linux-x86-64.so.2 (0x00007f0097189000)
> cp --parents /lib/x86_64-linux-gnu/libselinux.so.1 /lib/x86_64-
    linux-gnu/libc.so.6 /lib/x86_64-linux-gnu/libpcre2-8.so.0 /lib64/
    ld-linux-x86-64.so.2 .
> ls
bin lib lib64
> ls lib/x86_64-linux-gnu/
libc.so.6 libpcre2-8.so.0 libselinux.so.1
```

Exploring *chroot*

```
> chroot . /bin/ls
bin lib lib64
> chroot . /bin/ls /
bin lib lib64
> chroot . /bin/ls ..
bin lib lib64
> chroot . /bin/ls /bin
ls
```

Chroot Limitations

- *Only filesystem isolation*, processes, network, etc. still accessible.
- Not very *user friendly*.
- Not very *portable*.
- *Jailbreak* is possible.

1992



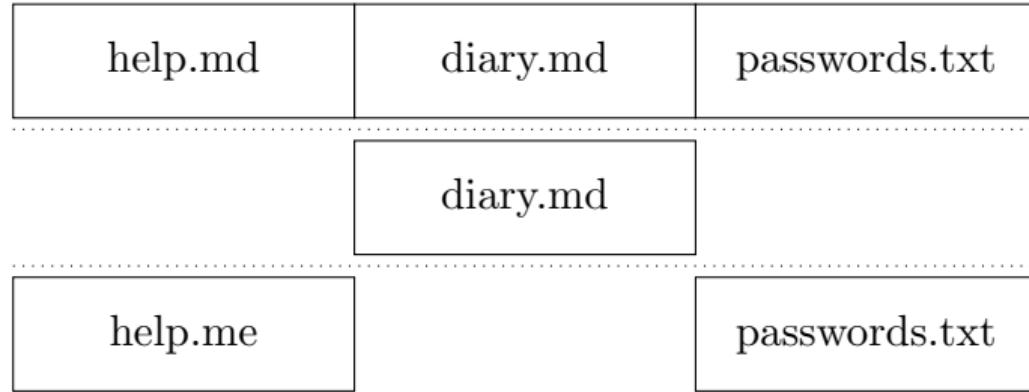
Plan 9

Introducing...
layered filesystem

Layered filesystem

- Projection on *read*.
- Copy on *write*.

Projection on *read*



```
> ls  
passwords.txt help.md diary.md
```

Copy on *write*

```
> echo "1234" >> passwords.txt
```



demo

Exploring a *layered filesystem*

Exploring a *layered filesystem*

```
> mkdir lower upper worker merged  
> echo "password1234" >> lower/passwords.txt  
> touch lower/help.md upper/diary.md  
> mount -t overlay -o lowerdir=lower,upperdir=upper,workdir=worker  
none merged
```

Exploring a *layered filesystem*

```
> ls merged
diary.md help.md passwords.txt
> ls upper
diary.md
> ls lower
> cat lower/passwords.txt
password1234
> echo "1234" >> merged/passwords.txt
> cat merged/passwords.txt
password1234
1234
> ls upper
diary.md passwords.txt
> cat lower/passwords.txt
password1234
```

2002

Linux kernel 2.4.19

Introducing...
namespaces



Linux Namespaces

2002 *Mount* namespace.

2006 *Unix Time-Sharing* namespace.

2006 *Inter-process Communication* namespace.

2008 *Process ID* namespace.

2009 *Network* namespace.

2013 *User* namespace.

2016 *Control group* namespace.

2008

LinuX Containers (LXC)



2013



PyCon 2013

Introducing...
Docker

Docker was the magic that made Linux containers usable for mere mortals.

- *Nigel Poulton*

§ The Language of Containers

Definition 1. Container

A *running process* created from a container image.
Typically isolated from the host system.

Definition 2. Container Image

A set of files that can be used to *create a container*.

Container Image



```
> docker run -it ubuntu /bin/bash  
root@f2b0b0c0b0b0:/# ls  
bin dev home lib64 mnt proc run srv  
root@f2b0b0c0b0b0:/# exit
```

```
> docker run -it ubuntu /bin/ls  
bin dev home lib64 mnt proc run srv
```

Definition 3. Container Engine

A tool to *create* and *manage* containers. Often also manages container images.

Container Engines

- Docker
- rkt
- LCX
- runC
- Containerd
- CRI-O
- Podman

Creating a container image

To create a container image, we need to *create a collection of image layers*.

Fortunately, this is no longer a manual process...

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To create a container image, we need to *create a collection of image layers*.

Fortunately, this is no longer a manual process...

Instead we use *build file*, or image blueprints.

Definition 4. Build File

A file of the *instructions* for *creating a container image*.

Build File

```
>> cat Dockerfile  
1 FROM ubuntu  
2 RUN apt-get update  
3 RUN apt-get install -y cowsay  
4 CMD ["/usr/games/cowsay", "Hello World"]
```

Build File

```
>> cat Dockerfile  
1 FROM ubuntu  
2 RUN apt-get update  
3 RUN apt-get install -y cowsay  
4 CMD ["/usr/games/cowsay", "Hello World"]
```

```
> docker build -t cowsay .
```

Build File

```
>> cat Dockerfile  
1 FROM ubuntu  
2 RUN apt-get update  
3 RUN apt-get install -y cowsay  
4 CMD ["/usr/games/cowsay", "Hello World"]
```

```
> docker build -t cowsay .
```

```
> docker run cowsay
```

```
>> cat Dockerfile  
  
1 FROM ubuntu  
2 RUN apt-get update  
3 RUN apt-get install -y cowsay  
4 CMD ["/usr/games/cowsay", "Hello World"]
```

apt-get install cowsay

apt-get update

ubuntu

```
>> cat Dockerfile

1 FROM ubuntu
2 RUN apt-get update
3 RUN apt-get install -y cowsay
4 RUN rm -rf /var/lib/apt/lists/*
5 CMD ["/usr/games/cowsay", "Hello World"]
```

```
rm -rf /var/...
```

```
apt-get install cowsay
```

```
apt-get update
```

```
ubuntu
```

```
>> cat Dockerfile

1 FROM ubuntu
2 RUN apt-get update && \
3     apt-get install -y cowsay && \
4     rm -rf /var/lib/apt/lists/*
5 CMD ["/usr/games/cowsay", "Hello World"]
```

update && install && rm

ubuntu

Question

Where did *ubuntu* come from?

Question

Where did *ubuntu* come from?

Answer

Our final definition — a *container registry*.

Definition 5. Container Registry

A file sharing platform that *hosts container images*. Container images are *pulled* (downloaded) from registries.

§ *Virtual Machines*

App 1	App 2
File System	File System
Guest OS	Guest OS
Hypervisor	
Operating System	
Hardware	

App 1	App 2
File System	File System
Guest OS	Guest OS
Hypervisor	
Operating System	
Hardware	

App 1	App 2	Docker Daemon
File System	File System	
Operating System		
Hardware		

Isolation

Virtual machines are used for *machine isolation*.

Containers are used for *process isolation*.

Size Comparison

I want *10* flask servers running on Ubuntu 22.

Ubuntu 22 $\simeq 3.8GB$

Python 3.6 $\simeq 232MB$

Flask $\simeq 11.1MB$

My App $\simeq 12K$

Virtual Machine

Container

$$\begin{aligned}\text{Image Size} &= 3.8GB + 232MB \\ &\quad + 11.1MB + 12K \\ &= 4.04GB\end{aligned}$$

$$\begin{aligned}\text{Total Space} &= 4.04GB * 10 \\ &= 40.4GB\end{aligned}$$

$$\begin{aligned}\text{Image Size} &= 12K \\ \text{Layer Space} &= 3.8GB + 232MB + 11.1MB \\ &= 4.04GB \\ \text{Total Space} &= (12K * 10) + 4.04GB \\ &\simeq 4.04GB\end{aligned}$$

Question

When would I want a *virtual machine*?

Question

When would I want a *virtual machine*?

Answer

- Running a *different operating system*.
- *Unique hardware requirements* such as emulating old computer hardware.
- Where *security* is crucial virtual machines can offer greater isolation.

Question

When would I want a *container*?

Question

When would I want a *container*?

Answer

- Running a *single application*.
- *Lightweight* and *fast* to startup.
- Running *many containers* on the same system.

Combined Use Cases

Often virtual machines and containers are *combined*.

For example, if you deploy containers on Google Kubernetes Engine, the containers run inside of virtual machines on Google's hardware.

§ Use Cases

Dependency Management

Containers provide a reliable, if brute force, way to *manage dependencies*.

Wrap the whole machine state up and ship it.

Continuous Integration

Containers allow developers to locally *replicate the same test environment* as the CI system.

Continuous Delivery

Containers allow teams to package, deploy, and manage applications more efficiently.

Containers can be used to *deploy* on cloud platforms or on-premise servers with *minimal manual configuration*.

Scaling

Containers allow applications to be *scaled up or down quickly and efficiently*.

Microservices

Containers make it easy to deploy and manage
individual services independently.

Serverless

Containers are the basis for *serverless computing*

\S *Docker*



```
$ docker build [context]
```

Summary

Run each instruction in the *blueprint (Dockerfile)* to *build* each layer resulting in the top-level layer (*image*).

Key parameters

- f The Dockerfile to use (default: [context]/Dockerfile)
- t The tag (name) of the image to build

```
$ docker run [image]
```

Summary

Run a *container* from the specified *image*.

Key parameters

- d Run the container in the background
- p Publish a container's port to the host
- v Mount a volume
- e Set environment variables
- i Keep STDIN open even if not attached
- t Allocate a pseudo-TTY

```
$ docker exec [container]
```

Summary

Run a command in a running *container*.

Key parameters

- d Run the container in the background
- p Publish a container's port to the host
- v Mount a volume
- e Set environment variables
- i Keep STDIN open even if not attached
- t Allocate a pseudo-TTY

```
$ docker ps
```

Summary

List running containers.

Key parameters

- a Show all containers (default shows just running)
- f Filter output based on conditions provided

```
$ docker stop [container]
```

Summary

Stop a running container.

Key parameters

-t Seconds to wait for stop before killing it

```
$ docker rm [container]
```

Summary

Remove a container.

Key parameters

- f Force the removal of a running container (uses SIGKILL)
- l Remove the specified link
- v Remove the volumes associated with the container

```
$ docker rmi [image]
```

Summary

Remove an image.

Key parameters

-f Force removal of the image

```
$ docker images
```

Summary

List images.

Key parameters

- a Show all images (default hides intermediate images)
- f Filter output based on conditions provided
- q Only display numeric IDs

```
$ docker pull [image]
```

Summary

Pull an image or a repository from a registry.

Key parameters

- a Download all tagged images in the repository

```
$ docker push [image]
```

Summary

Push an image or a repository to a registry.

Key parameters

- a Upload all tagged images in the repository

\S Examples

§ Docker Compose

Exercise

We want to create *multiple* containers that
work together.

Exercise

We want to create *multiple* containers that *work together*.

But we don't want to remember all the *commands to start and manage* the containers and get them to talk to each other...

When faced with tedium

Script it!

```
1 >> cat start.sh  
2  
3 docker build -t frontend ./frontend  
4 docker build -t backend ./backend  
5  
6 docker run -p 3000:3000 -v ./frontend:/app -e ... -d frontend  
7 docker run -p 8081:8081 -v ./backend:/app -e ... -d backend  
8 docker run -p 80:80 -v ./nginx.conf:/etc/nginx/nginx.conf -d nginx
```

This turned out to be very common. . .

This turned out to be very common...
Introducing... *Docker Compose*

```
>> cat start.sh  
1 docker build  
2     -t frontend  
3     ./frontend  
  
5 docker run  
6     -p 3000:3000  
7     -v ./frontend:/app  
8     -e ...  
9     -d  
10    frontend
```

```
>> cat docker-compose.yml
```

```
version: '3'  
services:  
    frontend:  
        build: ./frontend  
        ports:  
            - "3000:3000"  
        volumes:  
            - ./frontend:/app  
        environment:  
            - ...  
    backend:  
        build: ./backend  
        ports:  
            - "8081:8081"  
        volumes:
```

```
$ docker-compose up
```

Summary

Create and start containers.

Key parameters

- d Detached mode: Run containers in the background, print new container names
- f Specify an alternate compose file (default: docker-compose.yml)

```
$ docker-compose down
```

Summary

Stop and remove containers, networks, images, and volumes.

Key parameters

- v Remove named volumes declared in the ‘volumes’ section of the Compose file and anonymous volumes attached to containers
- t Specify a shutdown timeout in seconds

```
$ docker-compose ps
```

Summary

List containers.

Key parameters

-q Only display IDs

```
$ docker-compose logs
```

Summary

View output from containers.

Key parameters

- f Follow log output

- t Show timestamps

```
$ docker-compose exec [service]
```

Summary

Run a command in a running container.

Key parameters

- d Detached mode: Run command in the background
- T Disable pseudo-tty allocation. By default ‘docker-compose exec’ allocates a TTY.
- e Set environment variables

```
$ docker-compose build
```

Summary

Build or rebuild services.

Key parameters

`-no-cache` Do not use cache when building the image

`-pull` Always attempt to pull a newer version of the image

MAN, DOCKER IS
BEING USED FOR
EVERYTHING.
I DON'T KNOW HOW
I FEEL ABOUT IT.
STORY TIME!



ONCE, LONG AGO,
I WANTED TO USE
AN OLD TABLET AS
A WALL DISPLAY.



I HAD AN APP AND A CALENDAR
WEBPAGE THAT I WANTED TO SHOW
SIDE BY SIDE, BUT THE OS DIDN'T
HAVE SPLIT-SCREEN SUPPORT.
SO I DECIDED TO BUILD MY OWN APP.



I DOWNLOADED THE SDK
AND THE IDE, REGISTERED
AS A DEVELOPER, AND
STARTED READING THE
LANGUAGE'S DOCS.



...THEN I REALIZED IT
WOULD BE WAY EASIER
TO GET TWO SMALLER
PHONES ON EBAY AND
GLUE THEM TOGETHER.



ON THAT DAY, I
ACHIEVED SOFTWARE
ENLIGHTENMENT.

BUT YOU NEVER LEARNED
TO WRITE SOFTWARE.

NO, I JUST LEARNED HOW
TO GLUE TOGETHER STUFF
THAT I DON'T UNDERSTAND.

I...OK, FAIR.

