

Container Images Considered Harmful

I'm sorry, I couldn't resist.

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Who is that maniac? Get him off the stage!

- · Wait! Let me explain!
- Effectively every container ecosystem uses tar archives for layers.
 - And to be frank, they suck ... a lot.
- The full rant is about 3 hours long and is definitely R-rated.
 - · I'll try to condense it into 5 minutes.
 - · If you want more grizzly details, buy me a beer.
- There are lots of other issues with how opaque they are, but we don't have time.



In my defence, I made this late last night.

Why does tar suck?

- · Not standardised. At all.
 - It has three different (effectively incompatible) extension formats.
 - They have partially overlapping feature-sets, and different support levels.
- Order of tar entries is implementation-defined and might not be reproducible.
 - GNU tar generates different archives to Go's archive/tar with trailing bits.
 - Go 1.10's archive/tar creates slightly different archives to Go 1.9's.
- You can even have duplicate entries for the same file in a single archive!

Why does tar extraction suck?

- · Each entry is stored one-after-another.
 - Finding the header and contents of a particular file requires a linear scan.
- Cannot be extracted in parallel, so it's very slow.

Why does tar layering suck?

- · Any metadata change causes the whole file to copied to the new layer's archive.
- · Layer-level deduplication is effectively useless.
 - · Any small change breaks it for the whole layer.
 - · Not to mention that different distributions ship bit-similar software.
- Files changed in multiple layers are extracted multiple times.

Can we do any better?

- Of course!
- Backup tools have solved this problem for at least a *decade*.
 - · With a more clever indexed format to allow parallel extraction.
 - Using content-defined chunking with rolling hashes for **intra-layer** deduplication.
 - · Content-addressable store means we can get intra-image deduplication.
- · And a new format means we can make it sanely extensible!