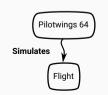
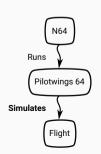
INTRODUCTION TO OS-LEVEL VIRTUALIZATION ON LINUX

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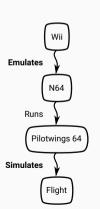




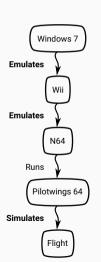




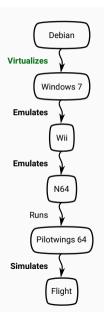




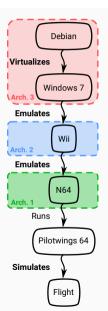












OS-LEVEL VIRTUALIZATION

Virtualization

Partially emulates a system:

- Reproducible builds and deployment
- Environment versioning

Virtual Machines

Machine emulation:

- Hardware (helped by OS)
- OS
- File system
- Software stack

OS-Level Virtualization (On Linux) This talk!

Reuses the OS kernel, emulates:

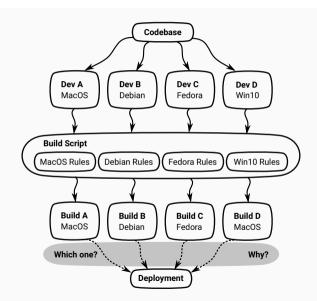
- OS configuration
- File system
- Software stack

OS-LEVEL VIRTUALIZATION: SCOPE OF THIS TALK

Scope

- Why should you use containers?
 - Reproducible builds
 - · Environment versioning
 - · It's also easier
- How do containers work?
- What tools are available?



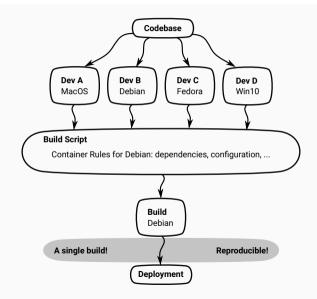


OS-LEVEL VIRTUALIZATION: SCOPE OF THIS TALK

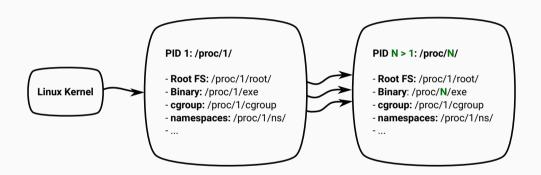
Scope

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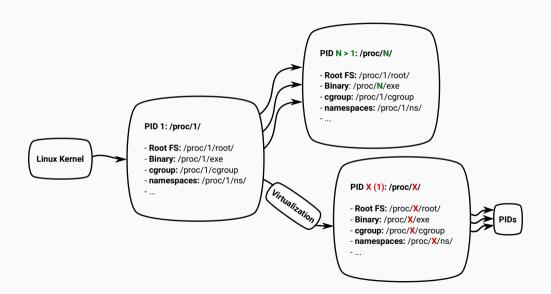




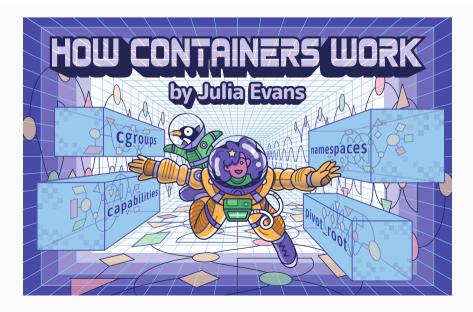
OS-LEVEL VIRTUALIZATION ON LINUX



OS-LEVEL VIRTUALIZATION ON LINUX



HOW DO CONTAINERS WORK?



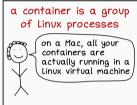
HOW DO CONTAINERS WORK?

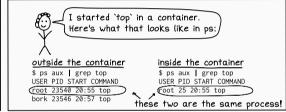
Images used with permission:



containers = processes













container kernel features

8

containers use these Linux Kernel features

"container" doesn't have a clear definition, but Docker containers use all of these features.

♥ pivot_root ♥

set a process's root directory to a directory with the contents of the the container image

* cgroups *

limit memory/CPU usage for a group of processes



🕶 namespaces 🖤

allow processes to have their own:

- → network → mounts
- → PIDs → users
- → hostname + more

🖈 capabilities 🖈

security: give specific permissions

security: prevent dangerous system calls

* overlay filesystems *

this is what makes layers work! Sharing layers saves disk space & helps containers start faster

CONTAINERS FROM SCRATCH: OBTAING AN IMAGE

An image usually means:

- A root file system, and
- Some metadata



We will use the Alpine distribution:

- It's root FS has only 2.4MB
- · No need for metadata

Bash Script

CONTAINERS FROM SCRATCH: CREATING CGROUPS AND SETTING LIMITS

We will create a cgroup allowing up to:

- 50% CPU usage: 512/1024 shares
- 10GB of RAM

Script

```
CGROUP_ID="MAC0475-145"
sudo cgcreate -g "cpu,cpuacct,memory:$CGROUP_ID"
sudo cgset -r cpu.shares=512 "$CGROUP_ID"
sudo cgset -r memory.limit_in_bytes=100000000000 "$CGROUP_ID"
```

CONTAINERS FROM SCRATCH: LAUNCHING OUR ALPINE CONTAINER

- cgexec: Runs using a cgroup
- unshare: Runs with new namespaces
- chroot: Changes root of the file system

- mount: Here, mounts a new proc directory
- sh: Starts a shell on the container
- We could install depencies now

Script

```
HOSTNAME="alpine-container"
sudo cgexec -g "cpu,cpuacct,memory:$CGROUP_ID" \
    unshare -fmuipn --mount-proc \
    chroot "$PWD/" \
    /bin/sh -c "PATH=/bin && mount -t proc proc /proc && hostname $HOSTNAME && sh"
```

And some cleanup after:

```
sudo cgdelete cpu,cpuacct,memory:/$CGROUP_ID
```