Application Containers

Introdução Engenharia Informática

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Application Containers & Sandboxing on Linux

A Deep Dive into AppImage, Snap, and Flatpak

The Core Problem: "Linux Dependency Hell" 😸

Traditional Linux apps rely on **shared system libraries** (.so files).

- · The Conflict:
 - App A needs libXYZ v1.0
 - App B needs libXYZ v2.0
- · The Result:
 - Your package manager (apt, dnf) can often only install one version.
 - Installing App B breaks App A (or vice-versa).

The Need for Isolation & Portability

- Portability: An app packaged with its dependencies will "run anywhere" on any Linux distro, regardless of its system libraries.
- **Stability:** Apps can't conflict with each other's dependencies.
- **Security:** If an app is isolated (sandboxed), it can't read your SSH keys, browser history, or other sensitive data.

How Other OSes Handle This

This isn't just a Linux problem.

- Windows: Apps bundle almost all their .dll files in their installation folder (e.g., C:\Program Files\App).
 - Pro: Prevents conflicts.
 - Con: Lots of duplication; inefficient.
- macOS: .app "bundles" are just folders that contain the app's binary and all its libraries.
 - Pro: Self-contained and portable.
 - Con: Also duplicates libraries.

"Natural" Isolation: VMs & Runtimes

Some technologies provide isolation by their very nature.

Java Virtual Machine (JVM):

- The OS runs the java process, not your app directly.
- The JVM runs the Java bytecode in a managed, sandboxed environment.
- A "Security Manager" controls all access to the host's file system and network.

Python Virtual Environments (venv):

- This is dependency isolation, not security sandboxing.
- Creates a local folder (.venv) with its own packages (pygame, numpy).
- This solves the "App A vs. App B" problem but doesn't stop the app from reading your files.

The Modern Linux Solutions

Three major technologies emerged to solve this for *any* application, aiming to bundle the app *and* its dependencies.

- 1. AppImage 📦
 - **Philosophy:** "One app = one file." No installation needed.
- 2. **Snap 🧩**
 - **Philosophy:** "A secure, universal package." Backed by Canonical (Ubuntu).
- 3. Flatpak 🎁
 - Philosophy: "The future of desktop apps." Backed by Red Hat & the GNOME community.

- **Isolation: None by default.** It's about portability, not security. The app runs as a normal user process.
 - (Can be sandboxed by optional, external tools like firejail).
- Dependencies: "Bundle Everything." The app bundles all libraries it needs, assuming only a minimal base system.
- Host Access: Full User Access. The app can see and modify anything the user who ran it can.

Deep Dive: Snap 🧩

- **Isolation: Strong Sandbox.** Uses Linux kernel features like **cgroups**, **namespaces**, and **AppArmor** to strictly confine the app.
- Dependencies: Bundled + Core Snaps. Apps bundle
 their specific libraries but also depend on a shared core
 snap (e.g., core22) that provides a base Ubuntu
 runtime.
- Host Access: "Interfaces." Denied by default. The app must declare what it needs (e.g., network, home, camera). The user (or Snap Store) must grant these permissions.

Deep Dive: Flatpak 🎁

- **Isolation: Strong Sandbox.** Uses kernel **namespaces** and a tool called **Bubblewrap** (bwrap) to create a private environment for the app.
- Dependencies: Shared Runtimes. An app requests a "Runtime" (e.g., org.gnome.Platform). This is downloaded once and shared by all apps that need it. Very efficient.
- Host Access: "Portals." Denied by default. When an app needs a file, it asks a Portal, which opens a file-picker outside the sandbox. The user picks a file, and only that file is given to the app.

Comparison: Sandboxing & Dependencies

Feature	AppImage	Snap	Flatpak
Sandboxing	None (by default) Full user access All bundled in file	✓ Strong (AppArmor)	✓ Strong (Bubblewrap)
Permissions		Interfaces (Declarative)	Portals (Interactive)
Dependency Model		Bundled + Core snaps	Shared Runtimes

Comparison: Distribution & Backing

Feature	AppImage	Snap	Flatpak
Distribution Central Backer Needs a Daemon?	Decentralized (any URL) Community No	Centralized (Snap Store) Canonical (Ubuntu) Yes (snapd)	Decentralized (Repos) Red Hat / GNOME Yes
Desktop Integration	Optional(appimaged)	Automatic	(flatpak-daemon) Automatic

Limitations: The Trade-Offs

• Disk Space:

- AppImage/Snap: Bundling can be inefficient. A 10MB app might become a 150MB package.
- **Flatpak:** Runtimes are large (often 500MB+), but this is a **one-time** download.

· Startup Time:

- **AppImage:** Must mount the compressed file system on every launch (can be slow).
- **Snap:** Notoriously slow *first launch* as it sets up the sandbox.

Limitations: The "Jail" Problem

Security vs. Usability:

- The sandbox is a "jail." This is great for security but can be frustrating.
- "Why can't my app see my desktop theme?" (Mostly solved now).
- "Why can't my app see my home folder?" This is a feature, not a bug, but it requires apps to be written to use Portals correctly.

· Not for Everything:

 Poorly suited for command-line tools that need deep system integration (e.g., docker, htop, system drivers).

Practical: AppImage "Hello World"

An AppImage is just a directory (AppDir) compressed into a file. The only *required* file is AppRun.

1. Create the directory and the script:

```
mkdir -p HelloWorld.AppDir
cd HelloWorld.AppDir

# Create the AppRun entrypoint
echo '#!/bin/bash' > AppRun
echo 'echo "Hello from an AppImage!"' >> AppRun
chmod +x AppRun
```

2. Add metadata (Optional, but good practice):

```
echo '[Desktop Entry]' > hello.desktop
echo 'Name=Hello' >> hello.desktop
echo 'Exec=AppRun' >> hello.desktop
echo 'Icon=hello' >> hello.desktop
echo 'Type=Application' >> hello.desktop
# Add a dummy icon
touch hello.png
```

3. Bundle it!

```
# Go back to parent dir
cd ..
# Download appimagetool
wget https://github.com/AppImage/AppImageKit/releases/download/continuous/appimagetool
chmod +x appimagetool-x86_64.AppImage
# Run the tool on your directory
```

Result: You now have Hello-x86_64.AppImage. Run it: ./Hello-x86_64.AppImage

./appimagetool-x86_64.AppImage HelloWorld.AppDir

Practical: Flatpak "Hello World"

A Flatpak is built from a "manifest" file (.yml) that describes all its parts.

1. Create the script:

```
# Create a file named hello.sh
echo '#!/bin/sh' > hello.sh
echo 'echo "Hello from a Flatpak Sandbox!"' >> hello.sh
```

2. Create the manifest

(com.example.HelloWorld.yml):

3. Build and Run:

```
# 1. Build and install the app
flatpak-builder build-dir com.example.HelloWorld.yml --user --install --force-clean
# 2. Run your new app!
flatpak run com.example.HelloWorld
```

Practical: Flatpak Repositories

Flatpak is decentralized, like git. There is no single "store."

- What is a Repository?
 - A server (or local folder) that hosts apps, managed by ostree (a system like "git for OS binaries").
 - You can have multiple "remotes" (repositories) configured.

Flathub: The "Main" Repo

- flathub.org is the *de facto* central repository for most desktop apps (Spotify, VS Code, GIMP, Steam).
- flatpak remote-add --if-not-exists flathub https://flathub.org/repo/flathub.flatpakrepo

How to Publish:

- To get your app on Flathub, you submit your .yml manifest file to their GitHub repository as a pull request.
- Their build system automatically builds, signs, and publishes your app for you.

Conclusion

- **Isolation** solves "Dependency Hell" and adds **security**.
- AppImage: Best for simple portability. "Run from a USB stick."
 - Focus: File structure (AppDir).
- Snap: Strong in IoT/Server and on Ubuntu. Backed by a corporation.
 - *Focus:* Central store, strong security.
- Flatpak: The leader in the desktop space. Backed by the community (GNOME/KDE) and Red Hat.
 - Focus: Build manifests (.yml) and shared runtimes.