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Introduction to the OverlayFS

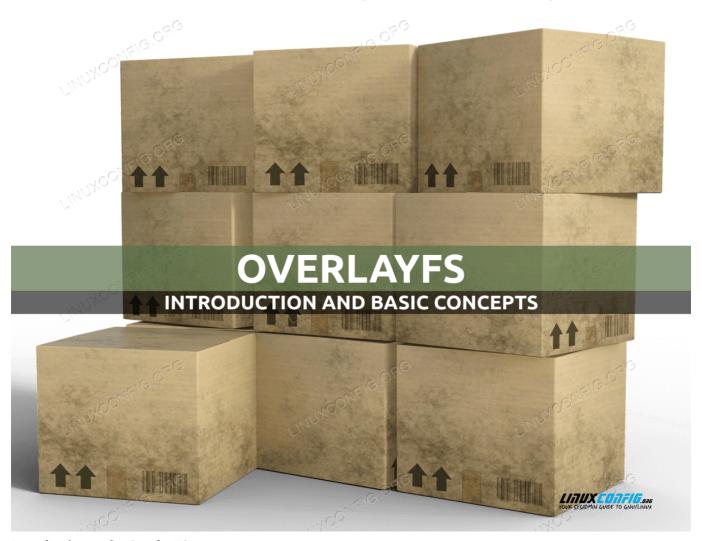
5 September 2022 by Egidio Docile

The OverlayFS pseudo-filesystem was first included in the Linux kernel 3.18 release: it allows us to combine two directory trees or filesystems (an "upper" and a "lower one") in a way that is completely transparent to the user, which is able to access files and directories on the "merged" layer just like he would do on a standard filesystem.

In this tutorial we learn the basic concepts behind OverlayFS, and we see a demonstration of its usage.

In this tutorial you will learn:

- The OverlayFS basic concepts
- How to combine two filesystems using OverlayFS



Introduction to the OverlayFS

Software requirements and conventions used

Category	Requirements, Conventions or Software Version Used
System	Distribution independent
Software	No special software needed
Other	Administrative privileges to mount filesystems
Conventions	# – requires given linux-commands to be executed with root privileges either directly as a root user or by use of sudo command \$ – requires given linux-commands to be executed as a regular non- privileged user

Introduction

We all should be familiar with the standard behavior the Linux kernel adopts when mounting a filesystem: files and directories existing in the directory used as mountpoint are masked, and become unavailable to the user, while those existing on

the mounted filesystem are displayed. The original files can be accessed again only when the filesystem is unmounted. This also happens when we mount multiple filesystems on the same directory. When the OverlayFS pseudo-filesystem is used, instead, files existing on the different layers are **combined**, and the resulting filesystem can be mounted itself.

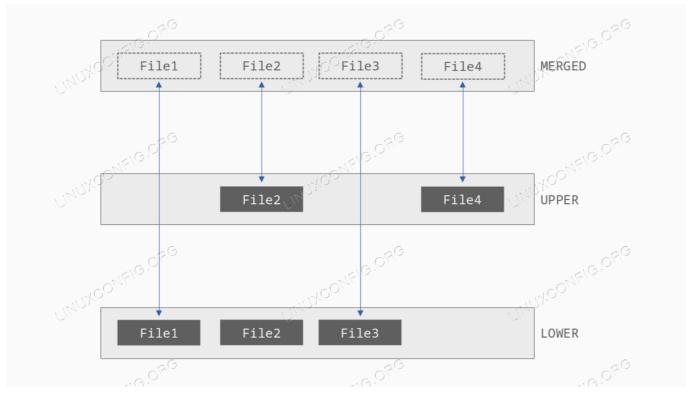
The OverlayFS is typically used on systems running on embed devices, like OpenWRT, where is useful to preserve a basic set of configurations and at the same time allowing the user to perform modifications. OverlayFS is also at the base of the "overlay" and "overlay2" Docker storage drivers. Let's see what is the main logic behind it.

OverlayFS: basic concepts

Two layers are involved in the working of the OverlayFS: a lower and an upper one. The lower layer is typically mounted in **read only mode.** When this setup is used, since no direct changes to files and directories hosted on it are possible, it can be used as a safe fallback. The upper layer, instead, can be mounted in read/write mode. The file existing on the two layers are combined and become accessible in what we can call the "merged" layer, which can be mounted itself as a standard filesystem.

As we can observe in the picture below, a file existing in the lower layer is "obscured" or "masked" by a file with the same name existing in the upper one. When the user modifies a file which belongs to the former, a copy of it is created in the latter, writable layer (this strategy is called: "copy-up"): this file masks the original one, in a process which is transparent to the user. A similar thing happens for directories, which are **merged**, instead:

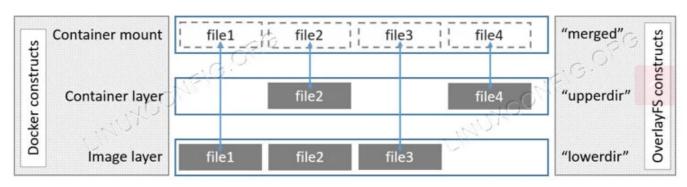
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The diagram illustrates how the OverlayFS works

What happens when **delete** a file or a directory? If the file we delete belongs to the upper layer, it is deleted in place; if it belongs to the lower layer, instead, the deletion is simulated by using a **whiteout file** (or an opaque directory – a directory with the trusted.overlay.opaque extended attribute), which is created in the writable layer and obscures the original element.

The OverlayFS is the base of the Docker **overlay** and **overlay2** drivers. On such implementation the lower, read-only layer is represented by **images**; the writable, upper layer, instead, is represented by the **containers** based on them. Images are immutable: all changes happen inside containers and are lost when containers are deleted (that is why volumes are used for persistence):



Docker and OverlayFS constructs

OverlayFS usage

Let's see how to use the OverlayFS. For the sake of this example I will assume we want to combine two filesystems: the lower one existing on the <code>/dev/sda1</code> partition, and the one to be used in read-write mode to be on the <code>/dev/sda2</code> partition. The first thing we want to do, is to create the directories which we will use as mount points:

```
$ sudo mkdir /lower /overlay
```

Now, let's mount the /dev/sda1 filesystem on the /lower directory, in read-only mode:

```
$ sudo mount -o ro /dev/sda1 /lower
```

The ls command reveals the filesystem contains just one file:

```
$ ls -1 /lower
total 20
-rw-r--r-. 1 root root 23 Sep 1 10:43 file1.txt
drwx----. 2 root root 16384 Sep 1 10:40 lost+foun
```

The files contain just one line:

```
$ cat /lower/file1.txt
this is the first line
```

Now, let's proceed further. As a next step, we mount the /dev/sda2 filesystem on the /overlay directory:

```
$ sudo mount /dev/sda2 /overlay
```

Once the filesystem is mounted, we create two directories on it: upper and work. The former will host the files which are part of the upper layer, the latter will be used internally to prepare files when they are switched from one layer to the other: it must be empty and on the same filesystem of the upper one:

```
$ sudo mkdir /overlay/{upper,work}
```

Now we can "assemble" and mount the overlay. To accomplish the task, we use the following command:

(The next code fragment has been modified for the PDF by a third party, Martin.Vahi@softf1.com, by changing a single line command to a multiline command.)

```
$ sudo mount overlay -t overlay \
    -o lowerdir=/lower, upperdir=/overlay/upper, workdir=/overlay/work \
    /media
```

We invoked mount passing "overlay" as argument to the -t option (short for -types), thus specifying the type of filesystem we want to mount (a pseudo filesystem
in this case), than we used -o flag to list the mount options: in this case "lowerdir",
"upperdir" and "workdir" to specify: the directory on which the read-only filesystem
is mounted, the directory hosting the files of the upper, writable layer, and the
location of the "work" directory, respectively. Finally we specified the mountpoint
for the "merged" filesystem: /media, in this case.

We can see a summary of the overlay setup using the mount command:

(The next code fragment has been modified for the PDF by a third party, Martin.Vahi@softf1.com, by changing a single line command line output to a multiline text.)

If we list the files in the /media directory we see only the file1.txt exists, which, as we know, belongs to the lower layer:

```
$ ls -1 /media
total 20
-rw-r--r-. 1 root root 23 Sep 1 10:43 file1.txt
drwx----. 2 root root 16384 Sep 1 10:40 lost+found
```

Now let's try to add a line to the file and see what happens:

```
$ echo "this is the second line" | sudo tee -a /media/file1.txt
```

If we inspect the content of the file, we can see the line was added successfully:

```
$ cat /media/file1.txt
this is the first line
this is the second line
```

The original file1.txt file, however, was not altered:

```
$ cat /lower/file1.txt
this is the first line
```

Instead, a file with the same name was added in the upper layer:

```
$ ls -l /overlay/upper
```

```
-rw-r--r-. 1 root root 47 Sep 1 14:36 file1.txt
```

Now, if we delete the /media/file1.txt file, /overlay/upper/file1.txt will become a whiteout file:

```
$ sudo rm /media/file1.txt
$ ls -l /overlay/upper
c----- 2 root root 0, 0 Sep 1 14:45 file1.txt
```

As stated in the official documentation, a whiteout file is a **character device** (this is reflected in the output of ls – see the highlighted leading "c") with the 0/0 device number.

Conclusions

In this tutorial we talked about the OverlayFS: we learned the basic concepts behind its usage, and we saw how it can be used to combine two filesystems or directory trees, and what are some of its possible use cases. Finally, we saw how actually create an OverlayFS setup on Linux.

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