



Docker Deep Dive

Docker WorkShop

By DTherHtun

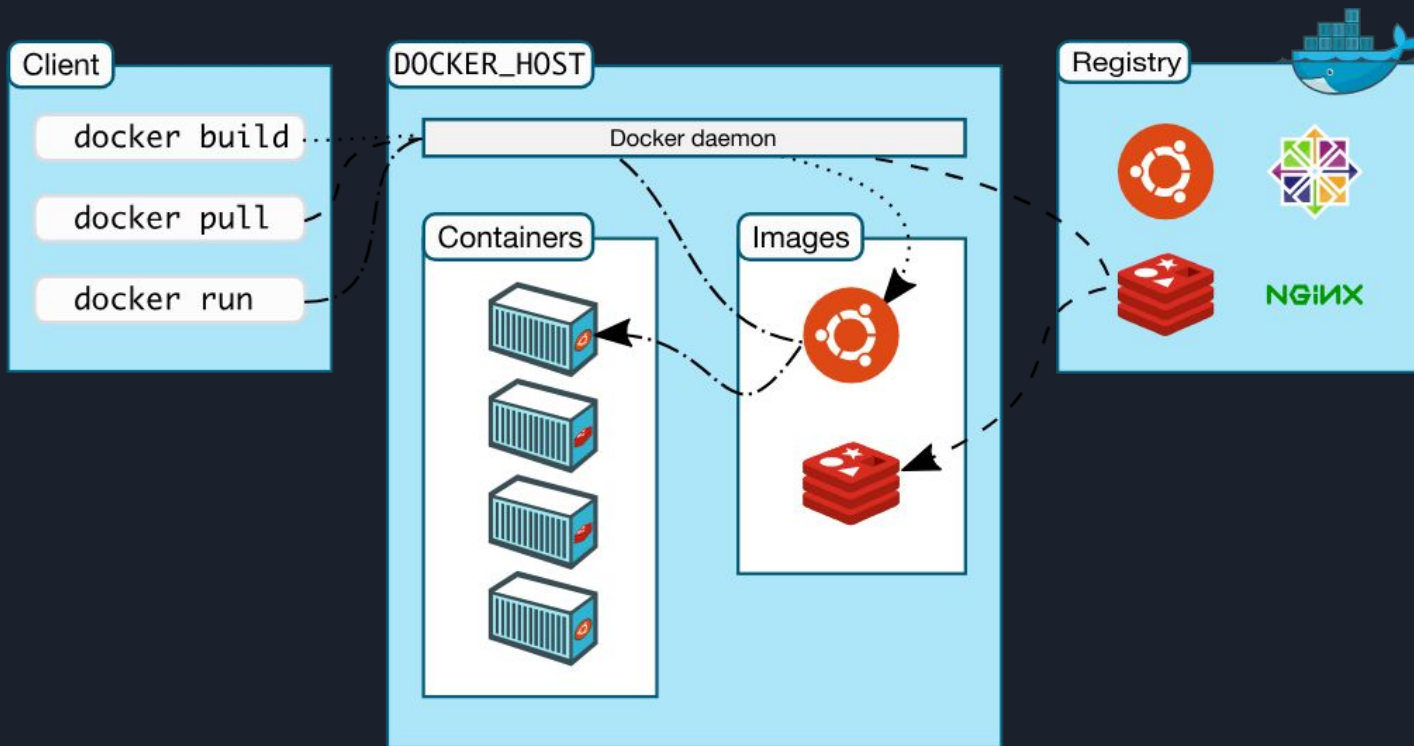


Agenda

- Docker Architecture
- Docker Installing
- Docker Image layers
- A little play with docker engine and containers
- Docker Build
- Docker Registry
- Docker Networking
- Docker Troubleshooting



Docker Architecture



Program

```
package main

import (
    "flag"
    "github.com/gorilla/mux"
    "net/http"
)

func main() {
    r := mux.NewRouter()

    r.HandleFunc("/", handler).Methods("GET")
    http.ListenAndServe(":8445", r)
}

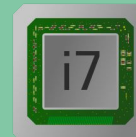
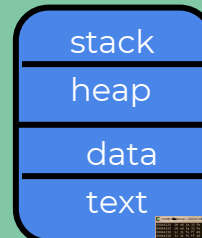
func handler(w http.ResponseWriter, r *http.Request) {
    flt.Printf("%v\n", <del>r</del>)

    <del>title :=</del> DeOps</del>title
    link rel="stylesheet" href="http://metadna.bootstrappedn.com/bootstrap/3.3.1/css/bootstrap.min.css">
    <del>body</del>
}
```

sourcecode

[illegible]

byte/machine
code (ro)



Process (read only)

Docker

```
From golang:latest
MAINTAINER DtherHtun <dther@opslab.space>
ENV GOPATH /go
RUN go get -u github.com/gorilla/mux && mkdir /app
ADD . /app/
WORKDIR /app
RUN go build -o hw .
CMD ["./hw"]
```

Dockerfile

[illegible]

Images



read onlay layer + write layer

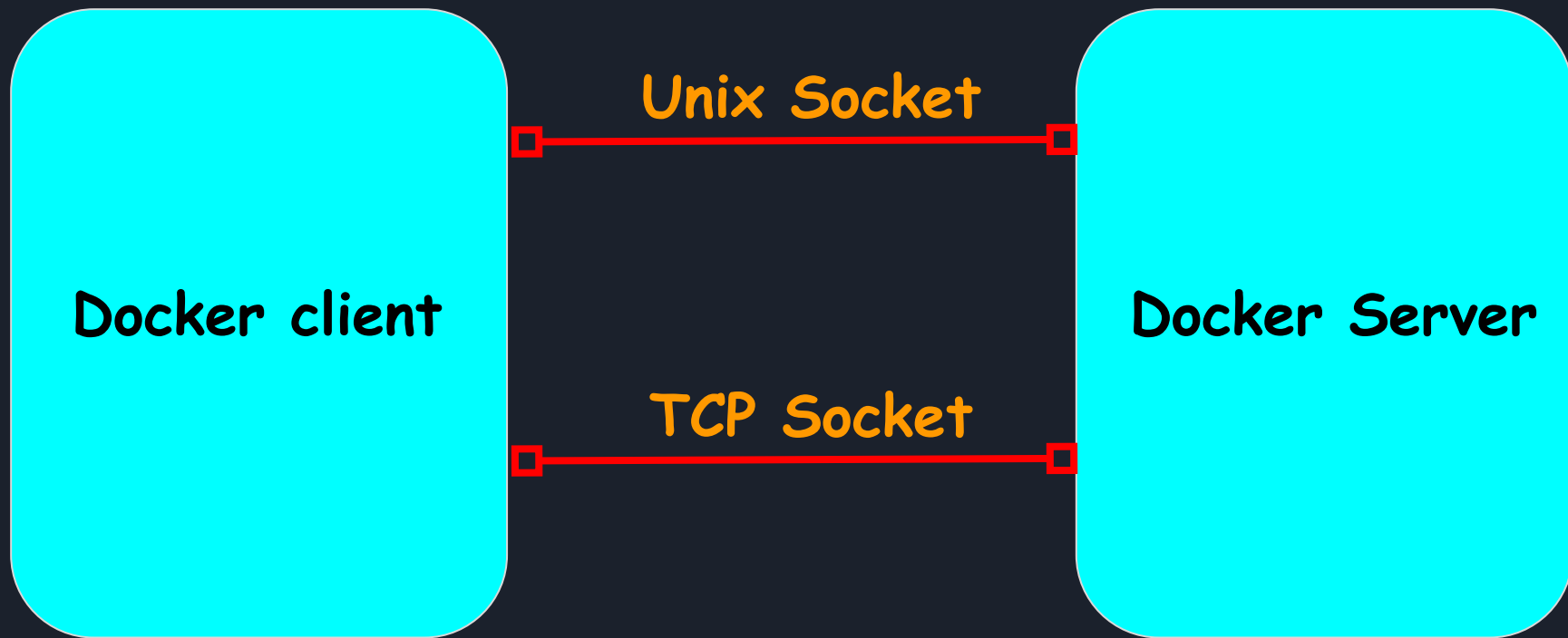
018282358cd3 802MB

d0ce5b0cbefe 64.2MB

a4b3d5dd3b6e 791MB

Docker container







Docker Installing

- CentOS
`$ sudo yum install docker -y`
- Ubuntu
`$ sudo apt-get update -y && sudo apt-get install docker -y`
- Granting Docker control to non-root users
`$ sudo gpasswd -a user docker`
- Configuring Docker to communicate over the network
 - Docker Daemon
`$ sudo dockerd -H 0.0.0.0:2375 &&`
Or
`$ sudo vim /etc/sysconfig/docker`
`OPTIONS='--selinux-enabled -H=unix:///var/run/docker.sock -H=0.0.0.0:2375'`
 - Docker client
`$ export DOCKER_HOST="tcp://ip:port"`



Docker Images Layers





Docker Image Layers





Magic of union mounts



Read / Write (writable layer)



bootfs

When we launch a container





Docker Image Layers Gist

- ★ Combined into a single view of all layers. The look feel of a single regular everyday file system.
- ★ The higher layers hiding the data in the lower layers.
- ★ When conflict, higher layer every win.
- ★ Union mounts is all of these layers in the image are mounted as read-only and the top layer, additional layer which is added when we launch a container, is the only writable layer.
- ★ Actually a small bootfs that exists below the rootfs. It's not there after the container is started.
- ★ All changes to the container at runtime are committed to this top layer via copy on write behavior.



A little Play with Docker engine and container



A little play with docker engine and containers

- Copy Images to another host
 - `docker commit container-id name`
 - `docker save -o /tmp/something.tar image`
 - `docker load -i /path/to/something.tar`
- One Process per Container
 - Docker runs one process per container by default
 - The UNIX philosophy "Do One Thing Well"
 - Good for web scaler apps and microservices architecture and the likes.
- Container management
 - Run '`docker COMMAND --help`' for more information on a command.
 - <https://docs.docker.com/engine/reference/run/>
- Getting a shell in a container
 - Attaches to PID 1 inside the container. (But In the realworld, PID 1 inside a container will probably not be a shell.)
 - `ssh` (will not be running `ssh` service mostly containers.)
 - `nsenter` (Enter into Namespace) . requires the containers PID
 - `Docker exec -it container /bin/bash`



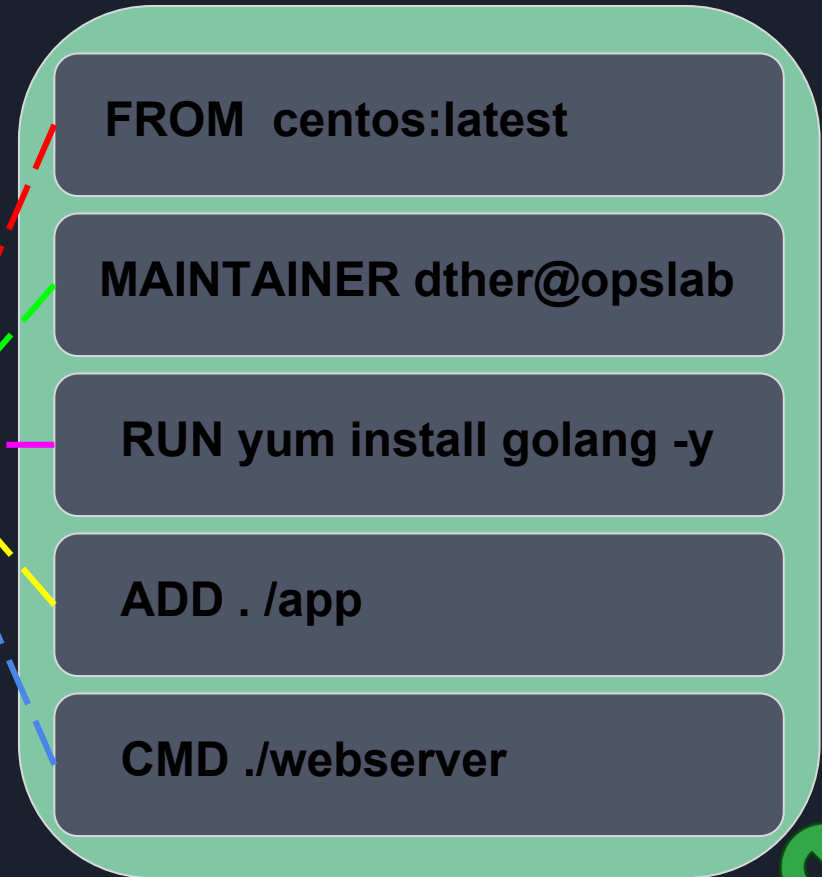
Docker Build



Docker Images Layers



Dockerfile



Docker Build Gist

➤ What is Dockerfile?

- Plain text
- Simple format
- Instructions to build docker image

➤ Docker Instructions

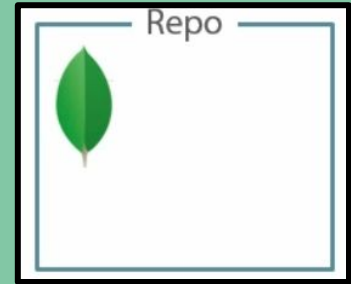
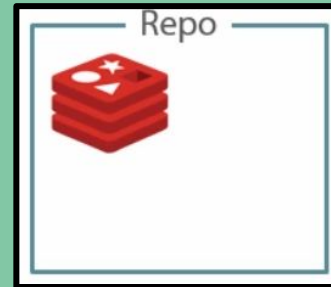
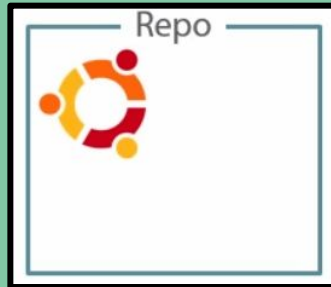
- FROM (set the base image)
- MAINTAINER (indicate to author/ anywhere in Dockerfile/ just metadata)
- RUN (every RUN instruction create a new layer in image)
- CMD (run command / doesn't execute anything during the build time.)
- ENTRYPOINT (primary command for image)
- COPY (src -> dest / in the file system of the container)
- ADD (similar COPY but, external container)
- VOLUME (enable access to a location on the host system from container)
- WORKDIR (set the currently active directory for other instructions)
- ENV (Environment Variable key=value)
- Detail at following link -
<https://deis.com/blog/2015/dockerfile-instructions-syntax/>



Docker Registry



Registry
Private / public or hub.docker.com



Docker Registry Gist

➤ Cloud Registry

- hub.docker.com (public/private)
- quay.io (public/private)
- coreos.com/quay-enterprise (private)
- bintray.com (private)

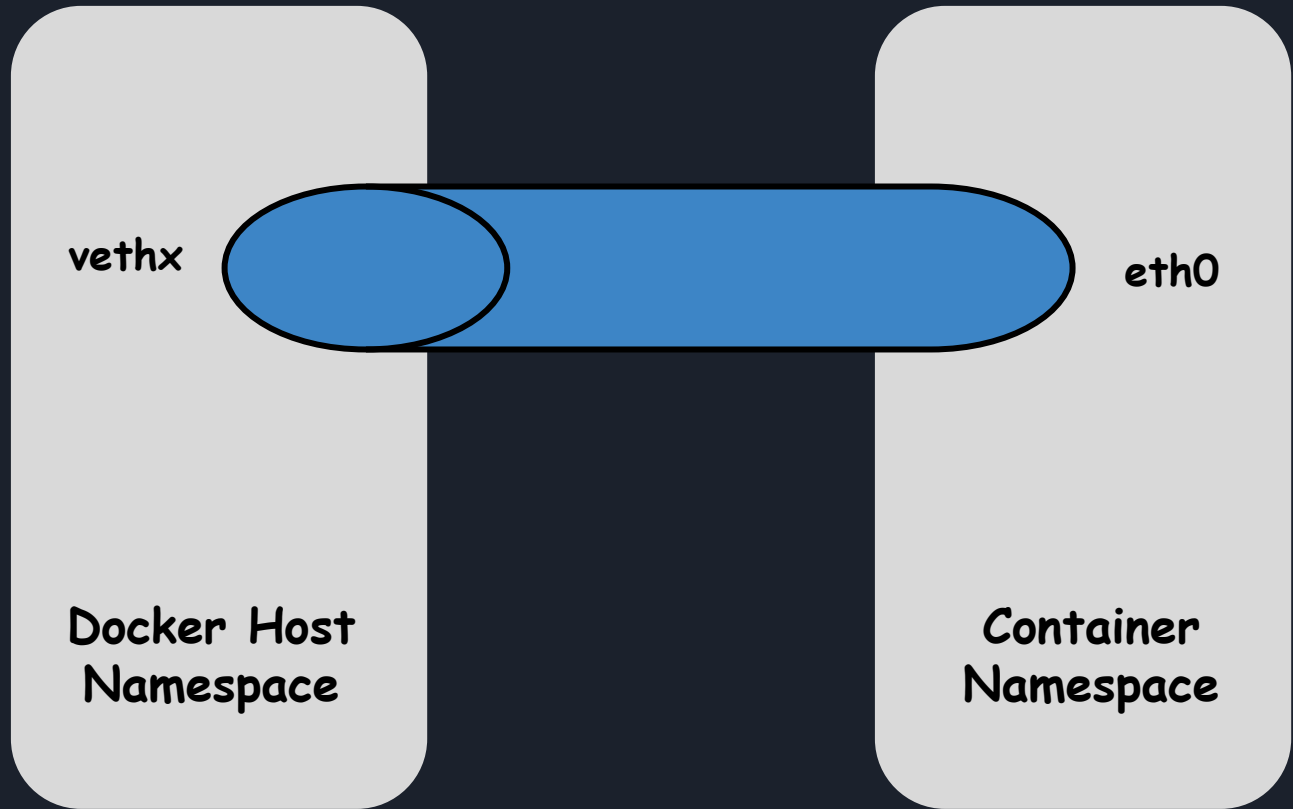
➤ Local Registry

- `$ docker run -d --restart=always -p 5000:5000 --name registry registry`
- Usage
 - `$ vim /etc/docker/daemon.json`
`{ "insecure-registries":["myregistry.example.com:5000"] }`
 - `$ systemctl restart docker`
 - `$ docker tag container-id [REGISTRYHOST/][USERNAME/]NAME[:TAG]`
 - `$ docker push NAME[:TAG]`



Docker Networking





Theory is pretty much like a pipe or a tube





Docker Networking Gist

- ❑ Docker daemon start on our host and it create docker0 virtual bridge.
- ❑ By default each new container get one interface.
- ❑ It automatically attached to the docker0 virtual bridge.
- ❑ Linking container is more secure than exposing ports
- ❑ Linking container is only works for container to container communication

```
$ brctl show docker0
```

```
$ docker run --dns=1.1.1.1 --name=dnstest busybox
```

```
$ docker run -d -p hostport:containerport:containerport --name=web2 mosc-web
```

```
$ docker port mosc-web
```

```
$ docker run --name=rcvr --link=src:ali-src -it centos /bin/bash
```



Docker Troubleshoot



Docker Troubleshoot Gist

- Docker daemon logging mode
 - debug, info, error, fatal
 - fatal only logs fatal messages
 - error logs error and fatal
 - info logs infos, error, fatal
 - debug, logs them all
 - `$ vim /etc/sysconfig/docker`
`--log-level=fatal"`
- Docker Image Troubleshooting
 - Test Before Dockerfile
- Docker Network Troubleshooting
 - very basic network checking
 - which range of ip addresses to assign to the docker0 bridge
 - `$ nmcli connection down docker0`
 - `$ vim /etc/sysconfig/docker`
`--bip=150.150.0.1/24"`
 - Inter container communication (`--icc=` / `--iptables`)
 - default value of both setting is true



--=END=--

