



CONTAINERS  
ALL THE WAY DOWN

CONTAINERISATION  
IS NOT  
VIRTUALISATION

CONTAINERS  
ARE NOT  
HYPERVISORS

# WHY VIRTUALISE?

60s-70s

Big mainframes, time-sharing  
CP-65 for CP/CMS OS by IBM

# WHY VIRTUALISE?

**cheap x86**

**low infrastructure utilisation**

# WHY VIRTUALISE?

cheap x86

low infrastructure utilisation

define low?

# WHY VIRTUALISE?

VERY LOW  
infrastructure utilisation

- 5% - **McKinsey's Data Center study, 2008**
  - 8% - **Accenture paper, 2011**
  - 12% - Gartner, 2012

# HOW TO VIRTUALISE?

- Hypervisors
- Containers

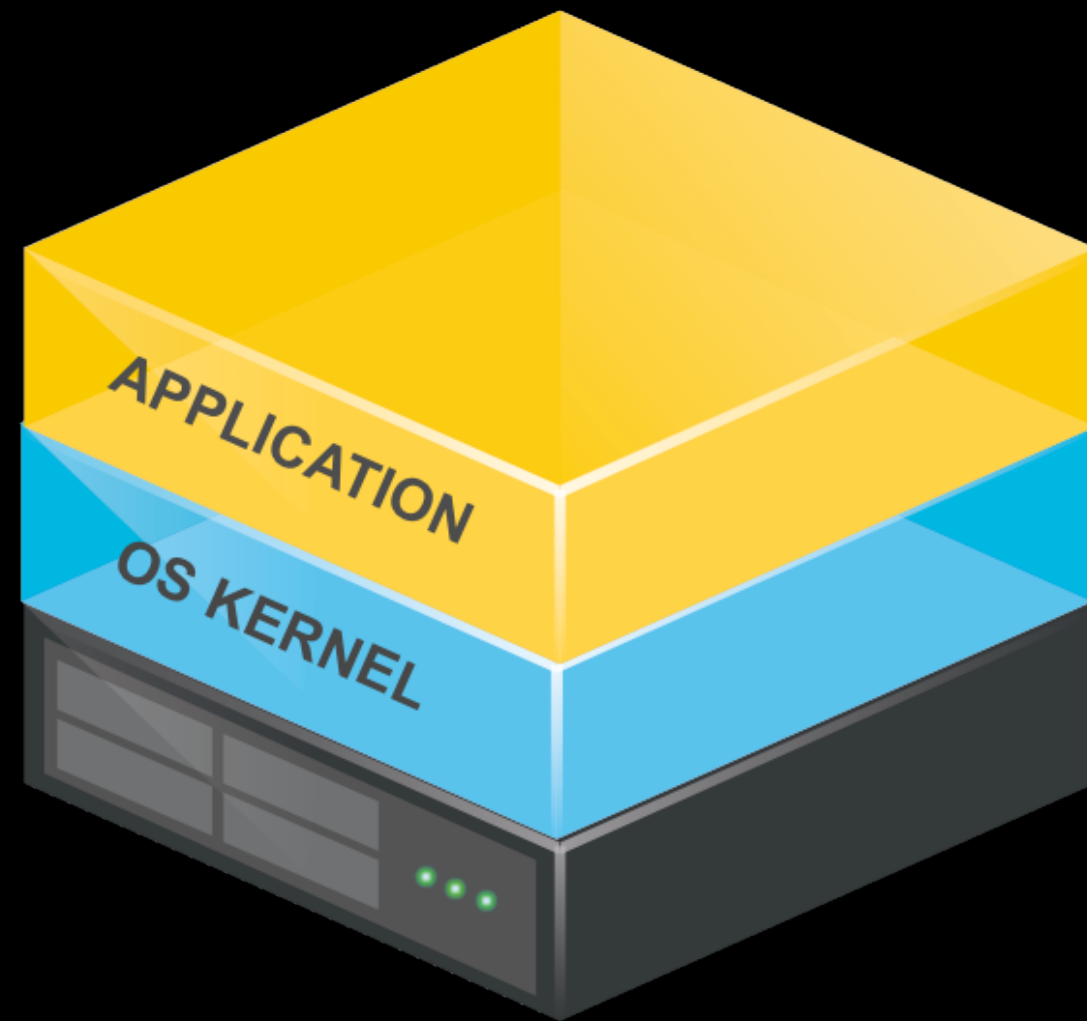


# HYPERVERSORS

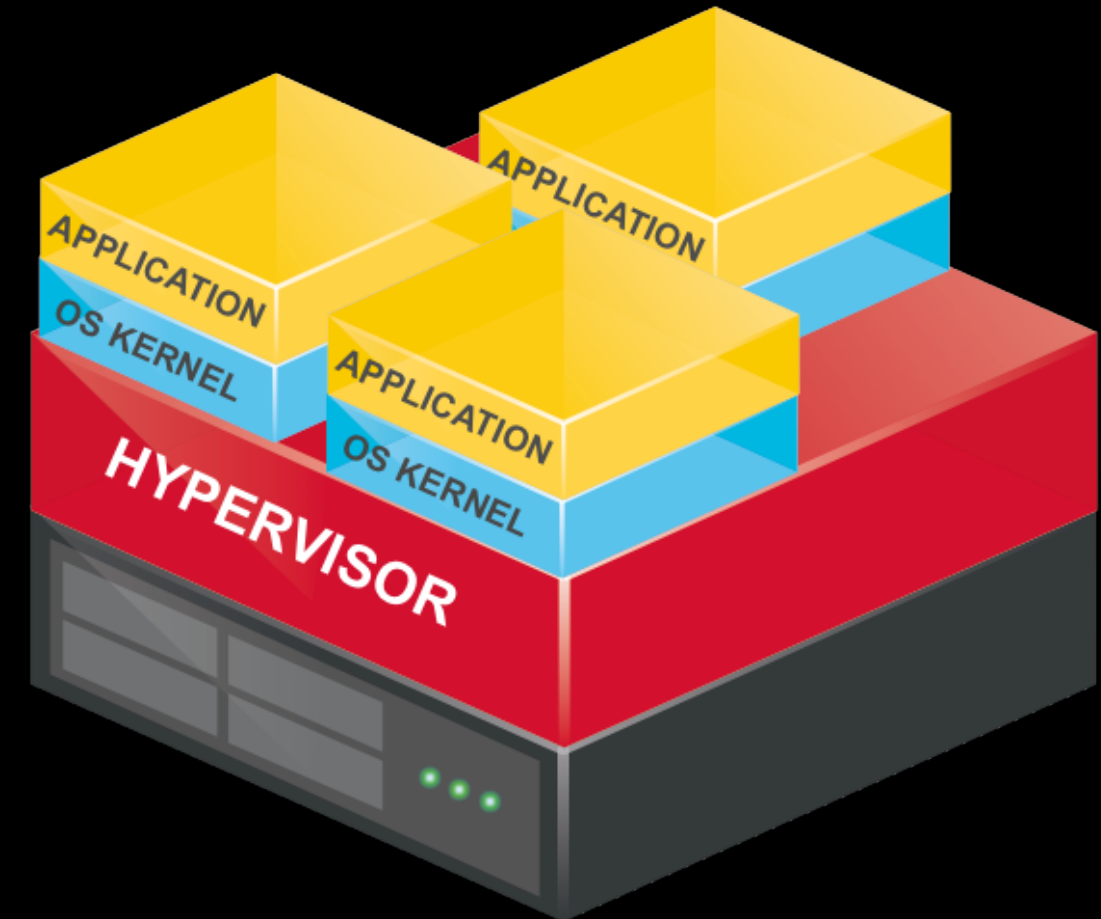
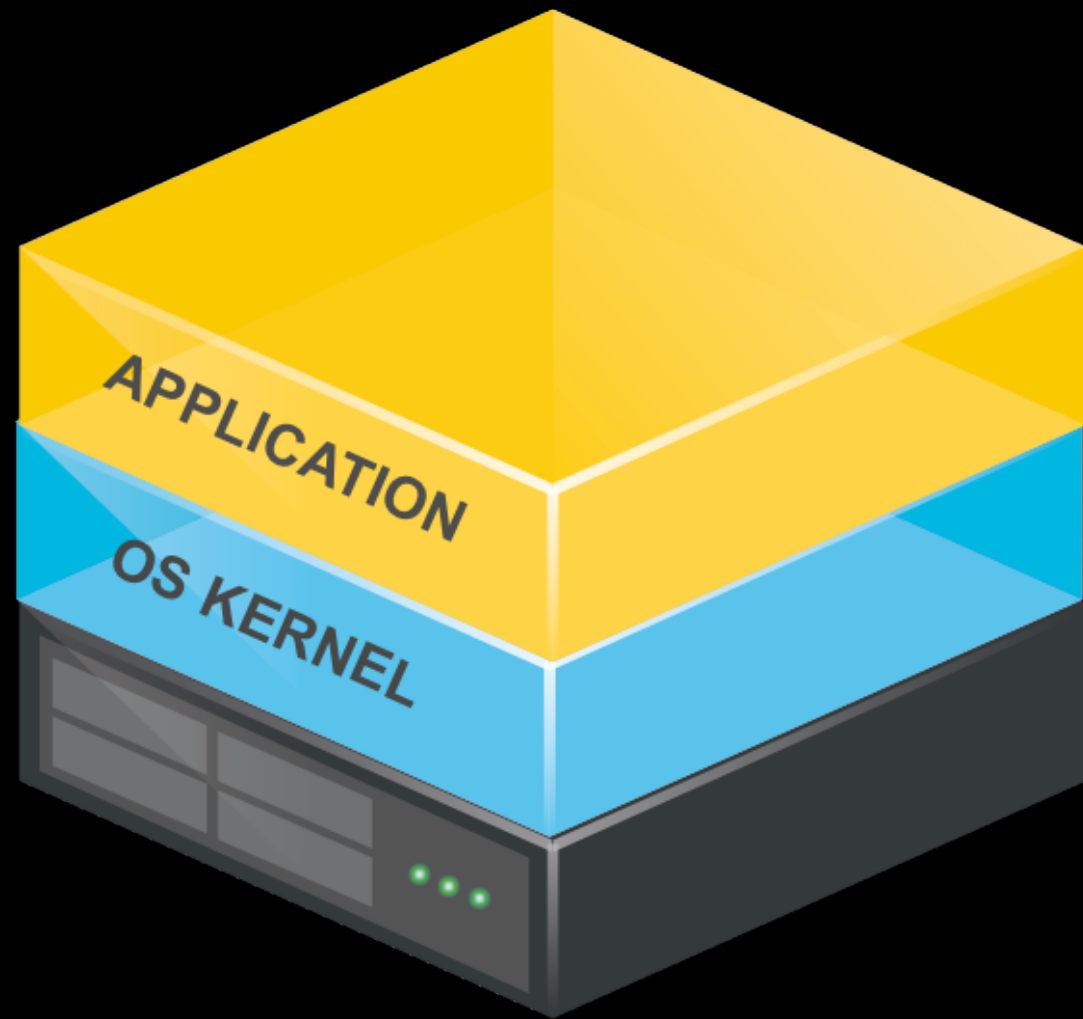
first mentioned in 1965, for IBM's system.

- 1988 - first SoftPC for Macintosh; can only run DOS, later - Win 3.x, 9x
- 1997 - Connectix VirtualPC for Macintosh, later sold to Microsoft

# HYPERVISORS



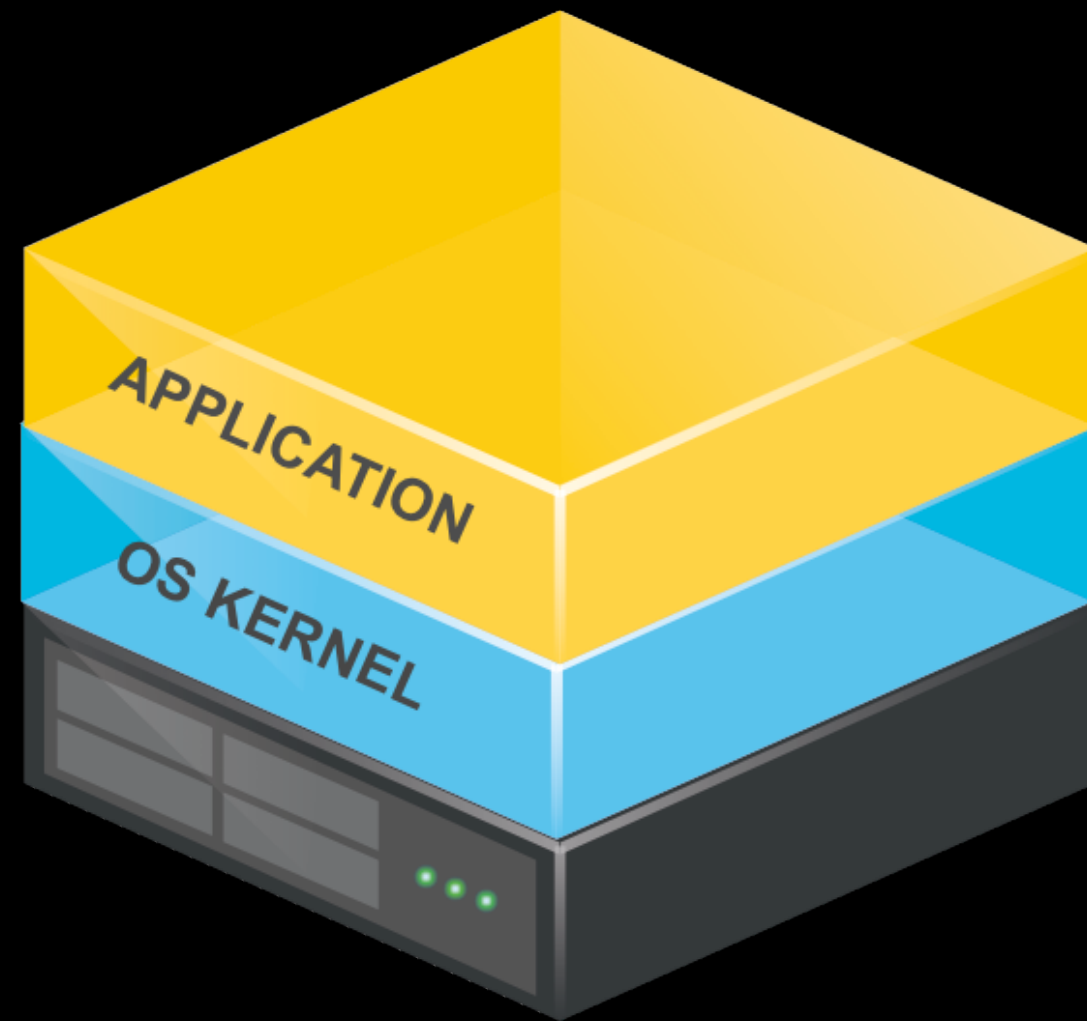
# HYPERVISORS



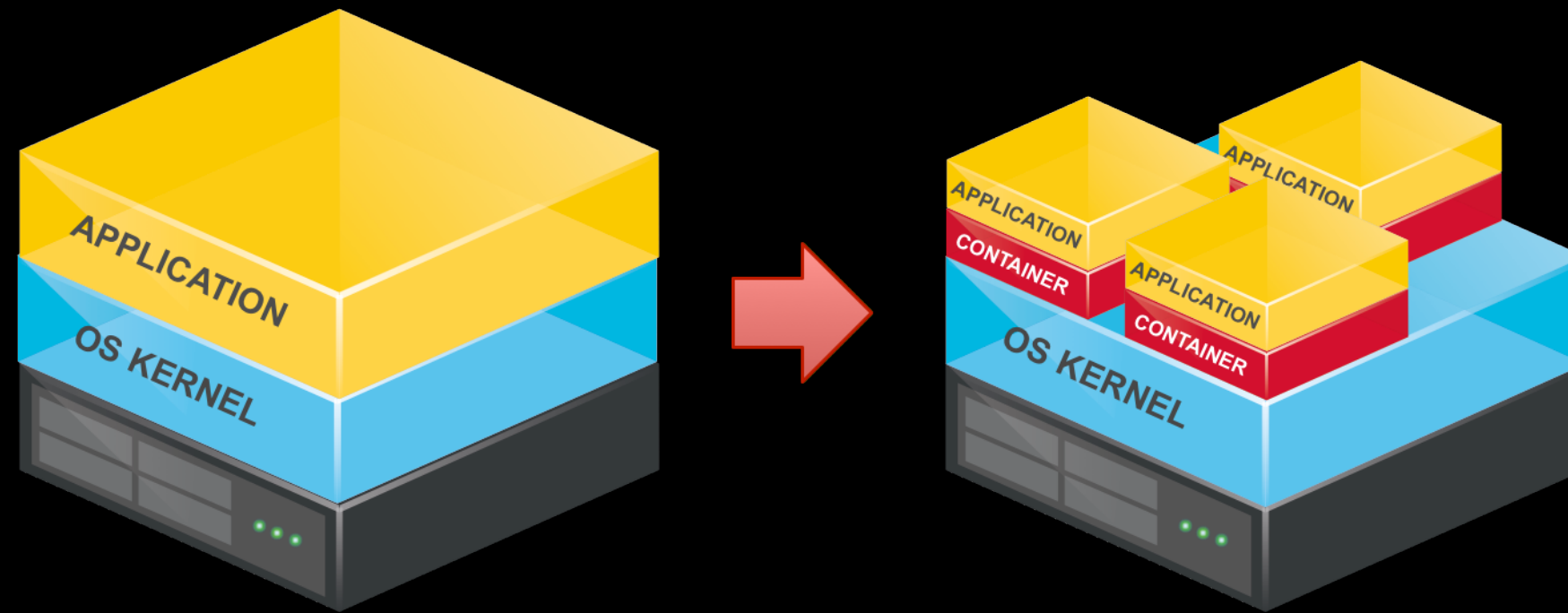
# HYPERVERSORS

- 2001 - VMWare GSX Server, x86 Windows;  
Connectix VirtualPC for Windows
  - 2003 - Xen, open-source hypervisor
    - 2005 - free VMWare Player
- 2006 - VMWare Server, free Microsoft VirtualPC
  - 2007 - VirtualBox Open Source Edition

# CONTAINERS



# CONTAINERS



guest OS can only be of the same kind (e.g. Windows or Linux) as the host OS.

# CONTAINERS

**1982 - chroot (4.2BSD)**

**filesystem only**

# CHROOT

## 4.4BSD-Lite - sys/kern/vfs\_syscalls.c

```
chroot(p, uap, retval)
// ...
{
    register struct filedesc *fdp = p->p_fdp;
    int error;
    struct nameidata nd;

    if (error = suser(p->p_ucred, &p->p_acflag))
        return (error);
    NDINIT(&nd, LOOKUP, FOLLOW | LOCKLEAF, UIO_USERSPACE, uap->path, p);
    if (error = change_dir(&nd, p))
        return (error);
    if (fdp->fd_rdir != NULL)
        vrele(fdp->fd_rdir);
    fdp->fd_rdir = nd.ni_vp;
    return (0);
}
```



# CHROOT

let's chroot something

```
sudo chroot -u `whoami` newroot
```

- 1982 - chroot (4.2BSD) (filesystem view only)
  - 2000 - FreeBSD jail (fs + users, socket and process interaction restrictions)
  - 2001 - Linux-VServer (with a kernel patch)
- 2005 - Solaris Zones (allow dedicated CPU, RAM, net-if controls, plus ZFS-powered features - snapshots and cloning)
- 2005 - OpenVZ - by SWSoft, aka Parallels (with a kernel patch)

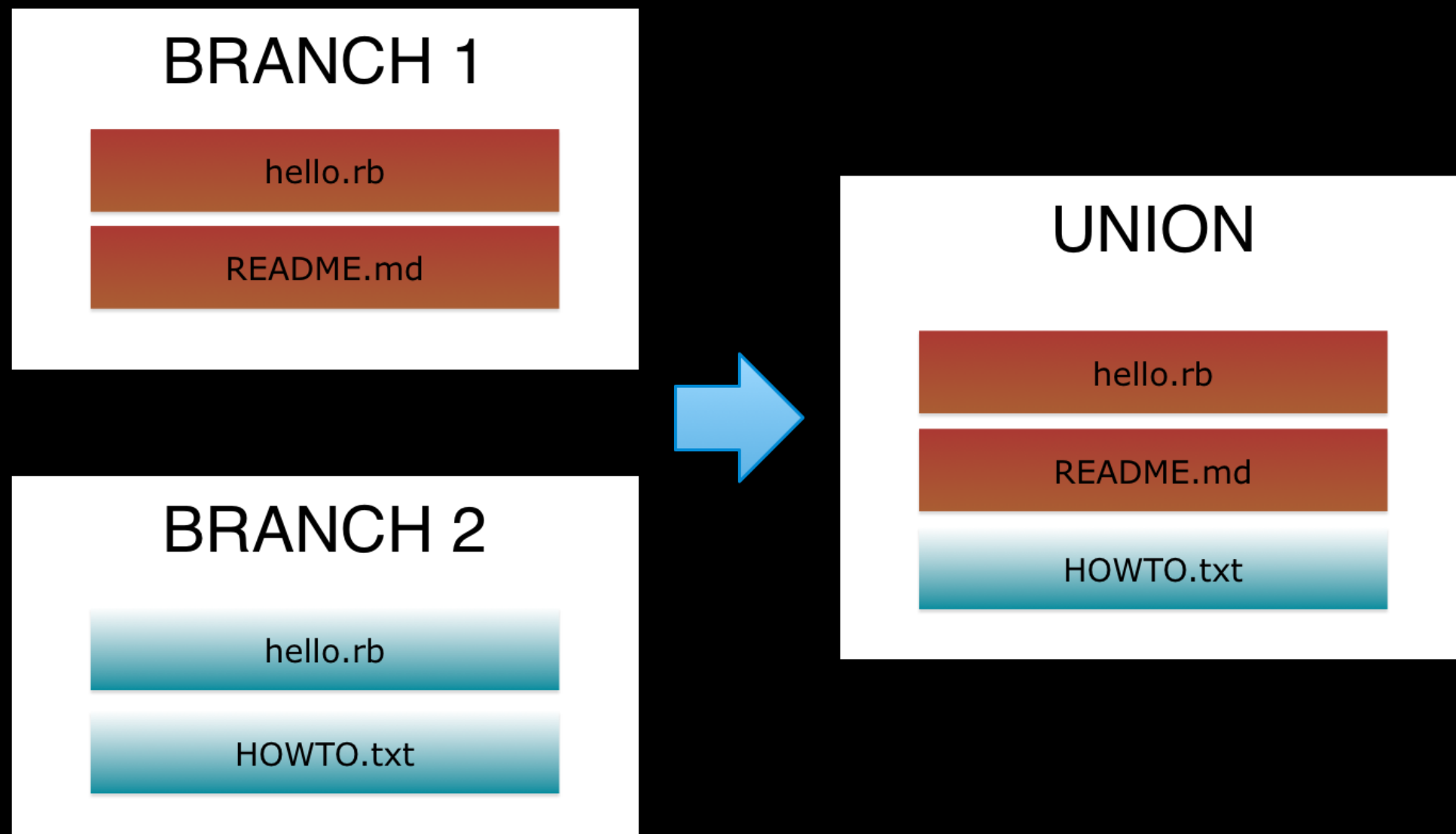
- 2008 - LXC
- 2013 - Imctfy (Google's set of tools controlling cgroups)
- 2013 - Docker (leverages Linux cgroups and namespaces - first via LXC, then libcontainer)

# AUFS

## ADVANCED MULTI LAYERED UNIFICATION FILESYSTEM

**unite several directories (branches) into a single  
virtual filesystem**

# AUFS



# AUFS

```
sudo mount -t aufs -o br=~/.work/dir01:~/.work/dir02 none ~/.view
```

```
mount -o remount ~/.view
```

# DOCKER

- LXC
- AuFS
- Application-centric
- Toolset and ecosystem

DOCKER

LXC

**namespaces and cgroups**  
**process isolation**



DOCKER

AUFS

**layered filesystem (versioning)**

# DOCKER

## APPLICATION-CENTRIC

**deploying applications,  
not servers**

# DOCKER

## TOOLSET AND ECOSYSTEM

- base images
- public registry
- standard containers
- third-party tools and workflows

# CLICKME APPLICATION

**Two containers:**

- **Ruby (trivial Sinatra app)**
  - **Redis**

# DOCKER ON OSX

## BOOT2DOCKER

**runs a vm on VirtualBOX,  
automatically installs/configures it**

# DOCKER ON OSX

## BOOT2DOCKER

**much better than it used to be,  
but sometimes still buggy**

# DOCKER ON OSX

## BOOT2DOCKER

- > **brew install boot2docker**
- > **boot2docker help**
- > **boot2docker init**
- > **boot2docker start**

# DOCKERFILE

## CONTAINER DEFINITION

### Reference

just read it, it's a dozen of commands :)



LET'S BUILD A CONTAINER!

WHY? (AGAIN)

WHY? (AGAIN)

REPEATABLE INFRASTRUCTURE

**Containers + Registry**

WHY? (AGAIN)

IMMUTABLE INFRASTRUCTURE

CoreOS

WHY? (AGAIN)

IMMUTABLE INFRASTRUCTURE

Also a challenge - no local state/storage!

WHY? (AGAIN)

# IMMUTABLE INFRASTRUCTURE

Network everything

- logs - syslogd/fluentd/logstash,
- files - object storage (S3/Swift/Riak)

WHY? (AGAIN)

INFRASTRUCTURE AS A CODE

**Dockerfile**

WHY? (AGAIN)

EASY PRECONFIGURED ENVIRONMENTS

**docker-compose**



WHY? (AGAIN)

COMPOSABLE SERVICES

**docker-swarm, fleet**

The background features a faint, artistic illustration of a dragon-like creature, possibly a wyrm, with a long neck and a body covered in scales. A bright, glowing sun or star is positioned on its back, casting a warm light. The creature is set against a dark, starry sky with soft, ethereal clouds. The overall tone is mystical and dramatic.

THE CLOUD IS COMING!

# REFERENCES

- **A Dive into Docker**
- **The Docker Ecosystem**
  - **The Docker Book**
  - **Docker in Practice**