

# 디자이너를 위한 Docker 입문

# **행스모 7월 3주차**

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@nacyo\_t

# TOC

- 가상화의 시대
- Docker 맛보기
- Docker 이해하기
- 컨테이너가 필요한 이유
- Wordpress / Deepdream 실행하기



# 시대는 바야흐로 가상화

# 하드웨어 가상화

## 소프트웨어로 구현된 가상의 하드웨어

# 물리적 하드웨어 위의 소프트웨어로 구현된 하드웨어

# **VirtualBox<sup>1</sup>**

# **Parallels<sup>2</sup>**

# **VMWare<sup>3</sup>**

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<sup>1</sup> <https://www.docker.com/>

<sup>2</sup> <http://www.parallels.com/products/desktop/>

<sup>3</sup> <http://www.vmware.com/>

# 이미 일상적인 기술

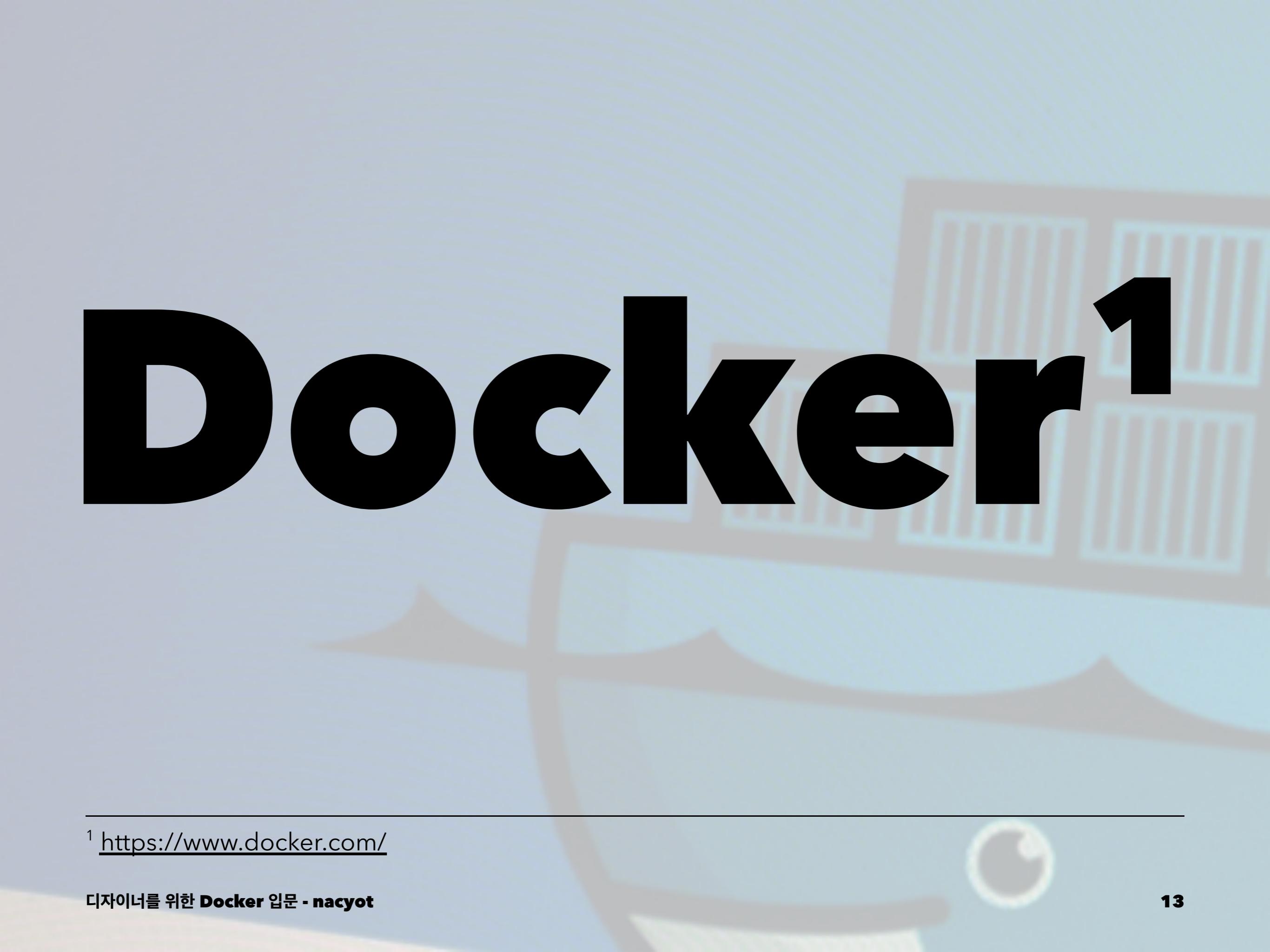
# 인프라스트럭처

하드웨어 파편화 최소화  
서버 없는 사무실  
거의 무한한 확장성

# 그리고 새로이 등장한 재발견된

# Container?

# Docker<sup>1</sup>



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<sup>1</sup> <https://www.docker.com/>

# Hello, Docker

# 간단한 예제

**xaos**

# 내 컴퓨터 - xaos가 없는 환경

```
$ xaos  
command not found: xaos
```

```
$ which xaos  
xaos not found
```

# 원격 서버 - Ubuntu에서 설치하기

```
$ apt-get update  
$ apt-get install xaos  
$ xaos
```

# 다시 내컴퓨터 - xaos가 없는 환경

```
$ xaos  
command not found: xaos
```

```
$ docker run --rm -it wernight/funbox  
: <8>
```

# Demo

디자이너를 위한 Docker 입문 - nacyot

# 프로세스가 실행되는 두 가지 환경

1. 내 컴퓨터의 환경
2. xaos가 설치된 Docker 이미지의 환경

# 내 컴퓨터의 환경

```
$ which xaos  
xaos not found
```

# **xaos가 설치된 Docker 이미지의 환경**

```
$ # 내 컴퓨터의 환경
```

```
$ docker run --rm -it wernight/funbox bash
```

```
ShellInDockerContainer$ # 컨테이너 환경
```

```
ShellInDockerContainer$ which xaos
```

```
/usr/bin/xaos
```

**소프트웨어 패키지가 아니라  
설치된 환경 자체**

# 하드웨어 가상화 없는 격리된 환경의 프로세스

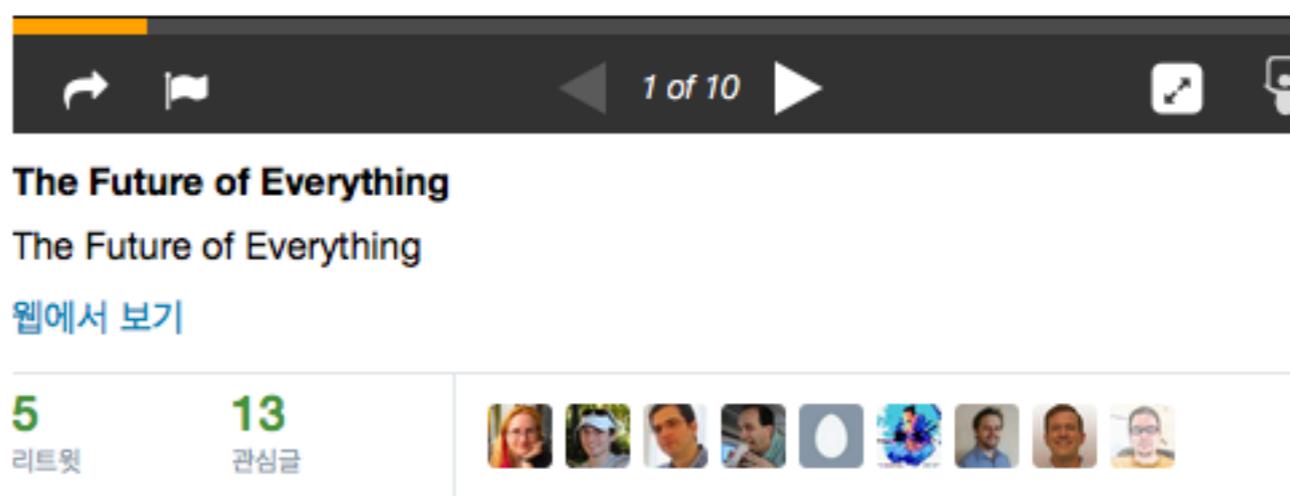
# Container!

# 그래서 대단한 거야?

# The Future of Everything

# The Future of Everything

## Link



# **docker**

# docker

# docker

# docker



실전으로 배우는

Docker

# 이미지

## 프로세스를 실행하기 위해 미리 준비된 환경

# 컨테이너

## 이미지로부터 실행된 프로세스

# 원시적인 컨테이너

# chroot

프로세스의 root를 속이자

**Container = chroot + @**

# **Docker**

**이미지 관리 인터페이스  
컨테이너 관리 인터페이스  
계층화된 파일 시스템**

# Docker 설치

# Docker 설치

- 리눅스 : apt-get / yum을 이용해 설치
- 윈도/OSX : boot2docker로 설치

# **boot2docker**

**<http://boot2docker.io/>**

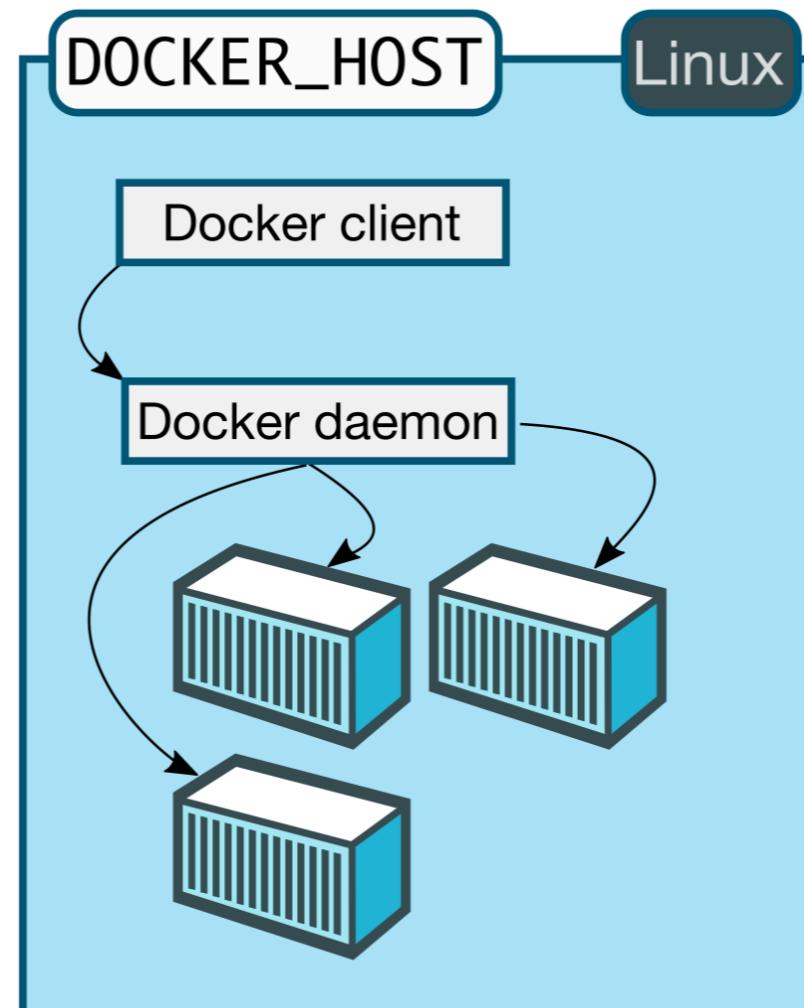
# boot2docker (1)

- Docker는 리눅스 커널만 지원
- 윈도/OSX에서는 Docker를 지원하지 않음
- 따라서 리눅스 가상 머신이 필요
- boot2dokcer = CoreLinux on VirtualBox

# boot2docker (2)

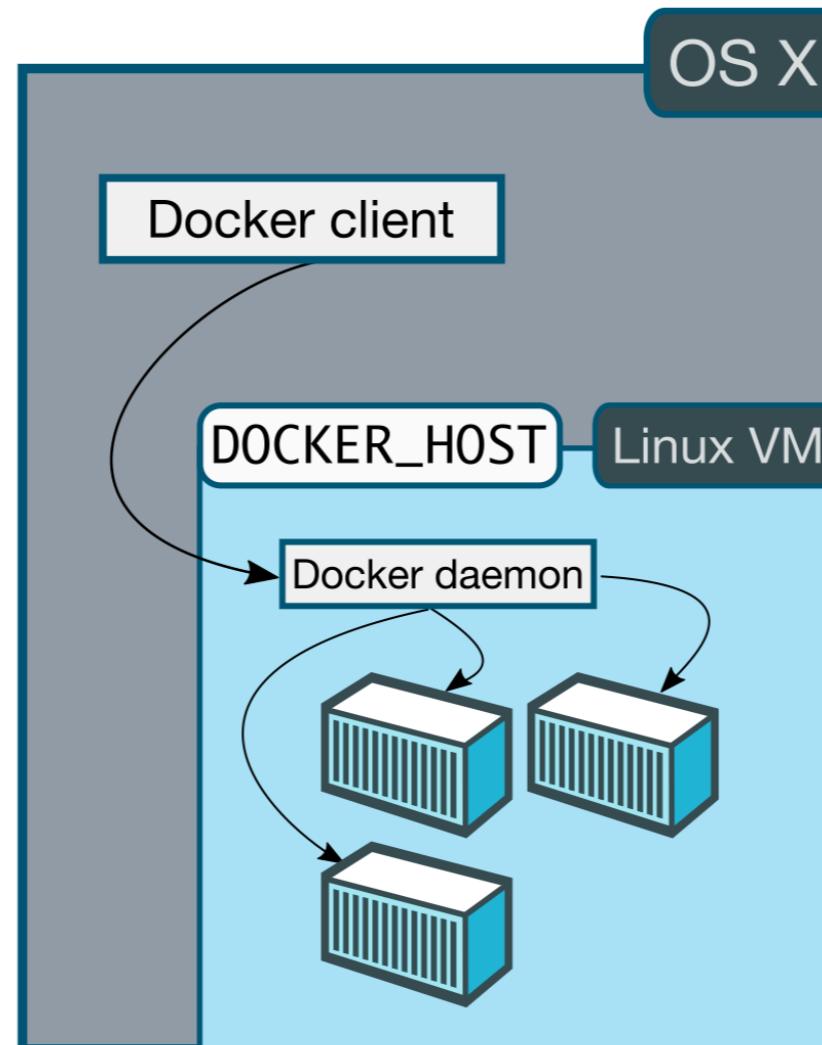
- 가상머신을 쓰면서까지 Docker를 써야하나?
  - 성능 면에서는 분명히 불리함
  - 이미지/컨테이너 개념은 여전히 강력함
  - 실배포에서는 클라우드에서 리눅스 머신을 사용

# Docker 원리 이해하기



from

# boot2dokcer 원리 이해하기



from

# boot2docker 설치

1. 먼저 boot2docker에서 OS별 인스톨러 다운로드
2. 인스톨러로 설치
  - docker와 boot2docker 명령어가 설치
3. 터미널에서 boot2docker init 실행
  - CoreLinux 가상머신 생성
4. boot2docker up 실행
5. eval \$(boot2docker shellinit) 실행

```
eval $(boot2docker shellinit)
```

- docker 명령어로 가상머신의 데몬을 사용하도록 지정
  - docker = Docker Client
  - 가상머신의 Docker 데몬 = Docker Server
  - 명령을 내리면 실제로 가상머신에서 실행
- 터미널을 새로 열 때마다 실행해야함
- 귀찮다면 ~/.bashrc 파일을 열어 맨 뒤에 추가
  - eval \$(boot2docker shellinit)



Select a Docker image to create a new container.



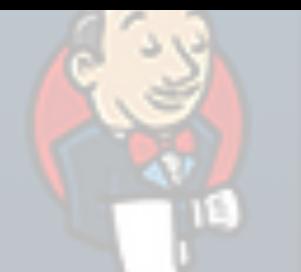
Search Docker Hub for

ner

Recommended

# Docker GUI 인터페이스

# Kitematic



jenkins

Official Jenkins Docker image

☆ 282

| latest

Create



redis

Redis is an open source data store that functions as a key-value database, a hash table, a list store, a set store, and a sorted set store.

☆ 539

| latest



주제

온라인!

# 이미지를 만들어보자!

## 새로운 환경 정의하기

# wget이 설치된 Ubuntu 이미지

# docker pull

이미지를 받아오는 명령어

```
$ docker pull <IMAGE_NAME>
```

```
$ docker pull ubuntu:14.04
```

# docker images

도커에서 사용가능한 이미지 목록

```
$ docker images
```

REPOSITORY	TAG	IMAGE ID	...
ubuntu	14.04	d2a0ecffe6fa	...

# docker run

이미지로부터 컨테이너 실행하기

```
$ docker run -it <IMAGE_NAME> <COMMAND>
```

# ubuntu:14.04 이미지에서 bash 명령어를 실행

\$ # <- 여기는 호스트의 셸

```
$ docker run -it ubuntu:14.04 bash
```

root@8b7290edaa5c:/# <- 새로운 환경 안의 셸

**Container ID**  
**8b7290edaa5c**

# docker ps

## 실행중인 컨테이너 목록

# 호스트의 다른 셸에서 실행

```
$ docker ps
```

CONTAINER ID	IMAGE	COMMAND	...
8b7290edaa5c	ubuntu:14.04	"bash"	...

# 컨테이너에서 wget 설치하기

```
root@8b7290edaa5c:/# wget  
bash: wget: command not found
```

```
root@8b7290edaa5c:/# apt-get update  
root@8b7290edaa5c:/# apt-get install -y wget
```

```
root@8b7290edaa5c:/# wget  
wget: missing URL  
Usage: wget [OPTION]... [URL]...
```

Try `wget --help' for more options.

# docker diff

실행한 이미지로부터 현재 컨테이너의 변경사항 출력

```
$ docker diff <CONTAINER_ID>
```

# 호스트의 다른 셸에서 실행

```
$ docker diff 8b7290edaa5c
A /.wh..wh.plnk/101.138481    # 파일 추가
A /.wh..wh.plnk/361.138462    # 파일 추가
C /etc                                # 변경 사항
A /etc/ca-certificates                # 파일 추가
.
.
```

# docker commit

실행한 이미지로부터 현재 컨테이너의 변경사항 저장

```
$ docker commit <CONTAINER_ID> <IMAGE_NAME>
```

```
$ docker commit 8b7290 nacyot/wget:latest  
9ea5dab42924a2a7ccb4a...
```

# 새로 생성된 이미지 ID

```
$ docker images  
REPOSITORY      TAG      IMAGE ID      ...  
ubuntu          14.04    d2a0ecffe6fa    ...  
nacyot/wget     latest   9ea5dab42924    ...
```

# nacyot/wget 실행해보기

```
$ docker run -it ubuntu:14.04 bash  
root@c30e6fa29017:/# wget  
bash: wget: command not found
```

```
$ docker run -it nacyot/wget bash  
root@f87cd323f346:/# wget  
wget: missing URL  
Usage: wget [OPTION]... [URL]...  
Try `wget --help' for more options.
```

# Dockerfile

이미지 빌드 과정을 파일로 기술

```
FROM ubuntu:14.04
```

```
RUN apt-get update
```

```
RUN apt-get install -y wget
```

# docker build

Dockerfile로 이미지 빌드하기

```
$ docker build -t <IMAGE_NAME> <TARGET_DIR>
```

```
$ ls
```

Dockerfile

```
$ dokcer build -t nacyot/wget:latest .
```

# Demo

# 더 공부하기

## 도커(Docker) 튜토리얼 : 깐 김에 배포까지

# 컨테이너가 필요한 이유

**보편적 물리법칙**

**언제 어디서나**

**컴퓨터의 환경은  
보편적이지 않다**

# **특수한 환경**

**특정 하드웨어**

**특정 OS**

**특정 시점의 시스템 설정**

**설치된 소프트웨어들**

# 컴퓨터를 수리하는 가장 일반적인 알고리즘

# 재부팅

## 그래도 안 되면...

# 재설치

## 그래도 안 되면...

# OS 재설치

## 윈도우 다시 깔아.

상태 관리는 원래 어렵다  
서버도 어렵다  
데스크탑도 똑같이 어렵다

# 깨끗한 환경

# **Dockerfile이란**

**깨끗한 환경으로부터**

## **애플리케이션 실행 환경까지 최단경로**

**이미지 = 작동되는 상태**

# **10명의 맥북**

## **10개의 서로 다른 환경**

# 하나의 이미지

## 항상 같은 환경

# Docker is

**Docker is**  
**뽕 맞은 chroot**

**Docker is**  
**초강력한 포터블 앱**

# 재현성

이미지로 만들면 공유 가능  
여기서 되면, 저기서도 됨

# Docker hub

- 도커 공식 이미지 공유를 위한 서비스
- 다양한 이미지가 미리 준비되어 있음
  - 기본 운영체제 : Ubuntu, CentOS, ...
  - CMS: Wordpress, Ghost, drupal, ...
  - Ipython, Jira, Gitlab, Deepdream, ...
- docker run 명령어 하나면 실행 가능

# **Wordpress**

**난이도: 중**

# Wordpress on Docker

```
$ docker run --name wp-mysql -e MYSQL_ROOT_PASSWORD=password -d mysql  
$ docker run --link wp-mysql:mysql -p 8000:80 -d wordpress
```



## Welcome

Welcome to the famous five-minute WordPress installation process! Just fill in the information below and you'll be on your way to using the most extendable and powerful personal publishing platform in the world.

### Information needed

Please provide the following information. Don't worry, you can always change these settings later.

**http://192.168.59.103:8000**

Username

Usernames can have only alphanumeric characters, spaces, underscores, hyphens, periods, and the @ symbol.

#### Password, twice

A password will be automatically generated for you if you leave this blank.

Strength indicator

Hint: The password should be at least seven characters long. To make it stronger, use upper and lower case letters, numbers, and symbols like ! " ? \$ % ^ & ).

#### Your E-mail

Double-check your email address before continuing.

#### Privacy

Allow search engines to index this site.

[Install WordPress](#)



# Deepdream



from

난이도: 상

# Deepdream

- Deep Learning을 통해 컴퓨터의 눈으로 보는 세계
- Deep Learning 프레임워크 caffe를 사용

나도 한번 해보자

Deepdream

**그럼 먼저 `caffe`를 설치해 봅.....**

# OSX Installation

```
/usr/include/_common.h:30:32: note: expanded from macro '_USE_FORTIFY_LEVEL'
# define _USE_FORTIFY_LEVEL 2
^

In file included from spo_alert_cef.c:66:
./strlcat_chk.h: In function 'void strlcat_chk(dest, src, len, __darwin_obsz(dest))':
/usr/include/_common.h:111:44: note: expanded from macro 'strlcat'
__builtin_strlcat_chk (dest, src, len, __darwin_obsz (dest))
^

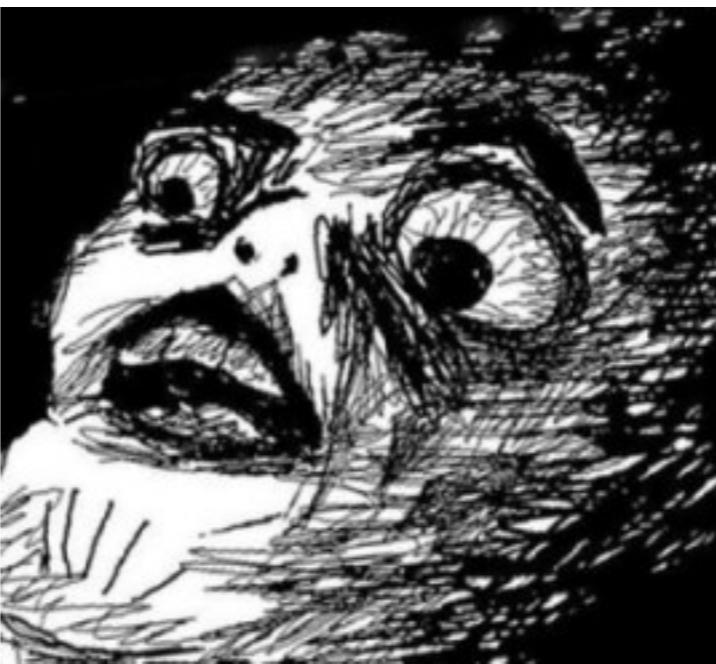
/usr/include/_common.h:39:62: note: expanded from macro '__darwin_obsz'
#define __darwin_obsz(object) __builtin_object_size (object, __USE_FORTIFY_LEVEL > 1 ? 1 : 0)
^

We highly recommend using the Homebrew package manager. Ideally you could start from a clean /usr/local to avoid conflicts. In the following, we assume that you're using Anaconda Python and Homebrew.
CUDA: Install via the NVIDIA package that includes both CUDA and the bundled driver. CUDA 7 is strongly suggested. Other CUDA require libstdc++ while clang++ is the default compiler and libc++ is the default standard library on OS X 10.9+. This disagreement makes it necessary to change the compilation settings for each of the dependencies. This is prone to error.
Library Path: We find that everything compiles successfully if $LD_LIBRARY_PATH is not set at all, and $DYLD_FALLBACK_LIBRARY_PATH is set to provide CUDA, Python, and other relevant libraries (e.g. /usr/local/cuda/lib:$HOME/anaconda/lib:/usr/local/lib:/usr/lib). In other ENV settings, things may not work as expected.
General dependencies
brew install vd snappy leveldb gflags glog szip lmdb
* need the homebrew science source for OpenCV and hdf5
brew tap homebrew/science
brew install hdf5 opencv
If using Anaconda Python, a modification to the OpenCV formula might be needed. Do brew edit opencv and change the lines that look like the two lines below to exactly the two lines below.
-OPYTHON_LIBRARY=$(py_prefix)/lib/python2.7.dylib
-OPYTHON_INCLUDE_DIR=$(py_prefix)/include/python2.7
Remaining dependencies, with / without Python
* with Python pyyaml needs dependencies built from source
brew install --build-from-source --with-python -v protobuf
brew install --build-from-source -v boost boost-python
* without Python the usual installation suffices
brew install protobuf boost
BLAS: already installed as the Accelerate / vecLib Framework. OpenBLAS and MKL are alternatives for faster CPU computation.
Python (optional): Anaconda is the preferred Python. If you decide against it, please use Homebrew. Check that Caffe and dependencies are linking against the same, desired Python.
Continue with compilation.
libstdc++ installation
This route is not for the faint of heart. For OS X 10.10 and 10.9 you should install CUDA 7 and follow the instructions above. If that is not an option, take a deep breath and carry on.
In OS X 10.9+, clang++ is the default C++ compiler and uses libc++ as the standard library. However, NVIDIA CUDA (even version 6.0) currently links only with libstdc++. This makes it necessary to change the compilation settings for each of the dependencies.
We do this by modifying the Homebrew formulae before installing any packages. Make sure that Homebrew doesn't install any software dependencies in the background; all packages must be linked to libstdc++.
The prerequisite Homebrew formulae are
boost snappy leveldb protobuf gflags glog szip lmdb homebrew/science/opencv
For each of these formulaes, brew edit FORMULA, and add the ENV definitions as shown:
def install
  def install
    #include <cuda.h>
    ENV['CXXFLAGS'] = "-std:c++0x -std:libstdc++"
    ENV.append "CFLAGS", "-std:c++0x -std:libstdc++"
    ENV.append "LDFLAGS", "-std:c++0x -std:libstdc++ -lstdc++"
    # The following is necessary because libtool likes to strip LDFLAGS:
    ENV['CXX'] = "/usr/bin/clang++ -std:c++0x -std:libstdc++"
  end
end
To edit the formulae in turn, run
for x in snappy leveldb protobuf gflags glog szip boost boost-python lmdb homebrew/science/opencv; do brew edit $x; done
After this, run
strlcat_chk(dest, src, len, __darwin_obsz(dest))
After this, run
for x in snappy leveldb protobuf gflags glog szip lmdb homebrew/science/opencv; do brew uninstall $x; brew install --build-from-source -v $x; done
brew uninstall protobuf; brew install --build-from-source --with-python -v protobuf
brew install --build-from-source -v boost boost-python
If this is not done exactly right then linking errors will trouble you.
Homebrew versioning that Homebrew maintains itself as a separate git repository and making the above brew edit FORMULA changes will change files in your local copy of homebrew's master branch. By default, this will prevent you from updating Homebrew using brew update, as you will get an error message like the following:
$ brew update
error: Your local changes to the following files would be overwritten by merge:
  LibraryFormula/lmdb.rb
Please, commit your changes or stash them before you can merge.
Aborting.
Error: Failure while executing: git pull -q origin refs/heads/master:refs/remotes/origin/master
One solution is to commit your changes to a separate Homebrew branch, run brew update, and rebase your changes onto the updated master. You'll have to do this both for the main Homebrew repository in /usr/local/ and the Homebrew science repository that contains OpenCV in /usr/local/Library/Taps/homebrew/homebrew-science, as follows:
cd /usr/local
git checkout b coffee
git add -m "Update Caffe dependencies to use libstdc++"
git commit -m "Update Caffe dependencies to use libstdc++"
cd /usr/local/Library/Taps/homebrew/homebrew-science
git checkout -b coffee
git add -m "Update Caffe dependencies"
git commit -m "Update Caffe dependencies"
Then, whenever you want to update homebrew, switch back to the master branches, do the update, rebase the coffee branches onto master and fix any conflicts:
cd /usr/local
git checkout master
cd /usr/local/Library/Taps/homebrew/homebrew-science
git checkout master
git checkout -b coffee
git add -m "Update homebrew; hopefully this works without errors"
git commit -m "Update homebrew; hopefully this works without errors"
brew update
* Switch back to the coffee branches with the formulae that you modified earlier
cd /usr/local
git rebase master coffee
* Fix any merge conflicts and commit to coffee branch
cd /usr/local/Library/Taps/homebrew/homebrew-science
git rebase master coffee
* Fix any merge conflicts and commit to coffee branch
At this point, you should be running the latest Homebrew packages and your Caffe-related modifications will remain in place.
^
./strlcat_chk(dest, src, len, __darwin_obsz(dest))

In file included from spo_alert_cef.c:67:
./strlcp.h:24:8: error: expected parameter declarator
size_t strlcp(m, const char *, size_t);
^

/usr/include/_common.h:105:44: note: expanded from macro 'strlcpy'
__builtin_strlcpy_chk (dest, src, len, __darwin_obsz (dest))
^

디자이너를 위한 Docker 입문 - nacyot ^
```



# Docker 등판

ryankennedyio/deepdream

```
$ git clone https://github.com/ryankennedyio/deep-dream-generator.git  
$ cd deep-dream-generator  
$ docker run -d \  
  -p 443:8888 \  
  -e "PASSWORD=password" \  
  -v $(pwd):/src \  
  ryankennedyio/deepdream  
...  
a4ea7d082a79e6251a4
```

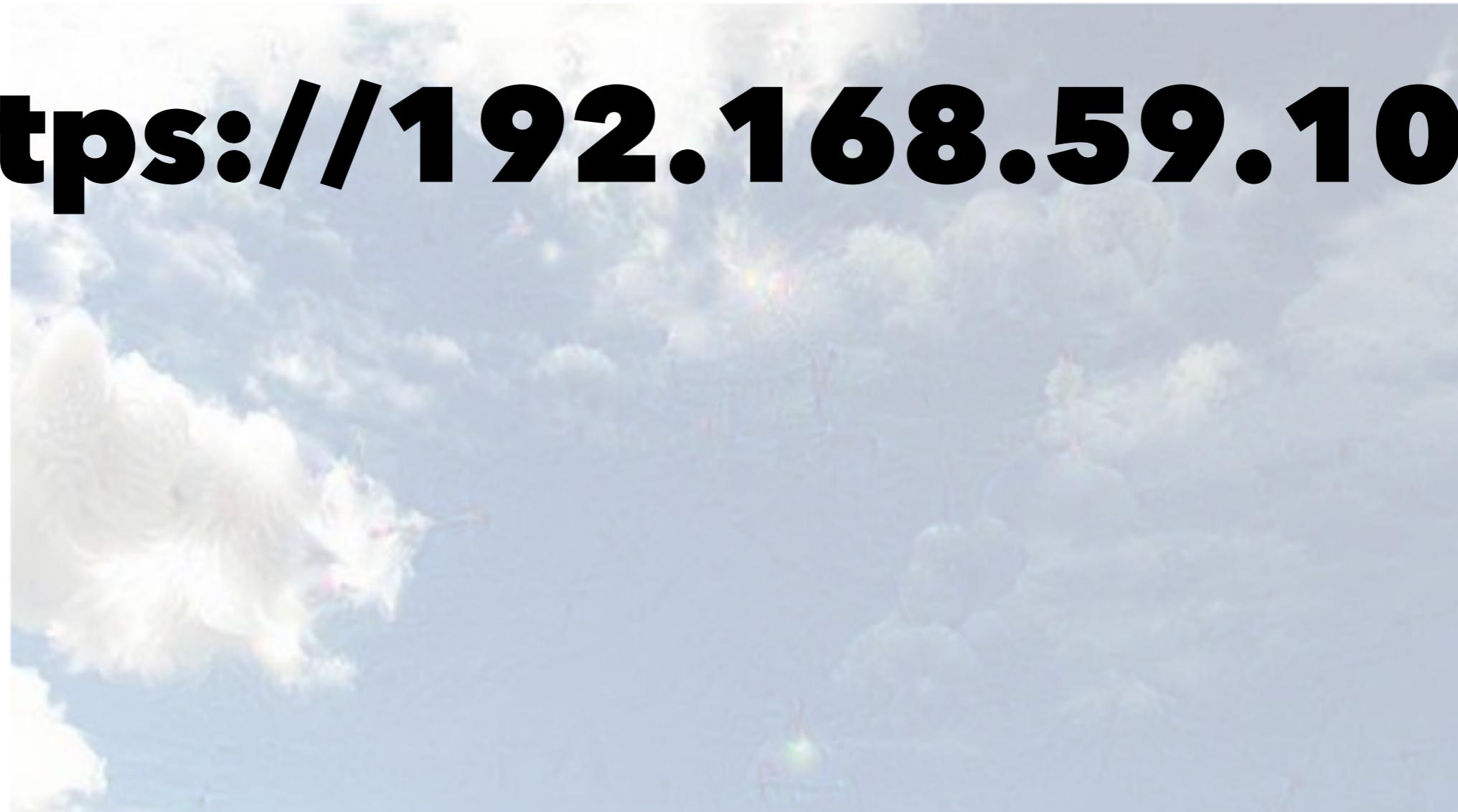
File Edit View Insert Cell Kernel Help



Running the next code cell starts the detail generation process. You may see how new patterns s

In [\*]: `_=deepdream(net, img)`

**https://192.168.59.103**



# 더 자세히 이해하기

Running deep dream on Windows and OSX

# Gitlab

## 난이도: 최상

# Gitlab?

- Github와 비슷한 설치형 오픈소스 Git 호스팅 서비스
- 서비스도 있고, 직접 설치해서 사용하는 것도 가능
- 개발자에게도 어려운 설치
  - 한때 설치하기 어렵기로 정평이 나있었음
- Git, ssh, Database, Redis, Ruby, Rails...

# sameersbn/docker-gitlab

```
# Run Postgres Container
$ docker run --name gitlab-postgresql -d \
  --env 'DB_NAME=gitlabhq_production' \
  --env 'DB_USER=gitlab' --env 'DB_PASS=password' \
  --volume /srv/docker/gitlab/postgresql:/var/lib/postgresql \
  sameersbn/postgresql:9.4-2

# Run Redis Container
$ docker run --name gitlab-redis -d \
  --volume /srv/docker/gitlab/redis:/var/lib/redis \
  sameersbn/redis:latest # Redis Container

# Run Gitlab Container
$ docker run --name gitlab -d \
  --link gitlab-postgresql:postgresql --link gitlab-redis:redisio \
  --publish 10022:22 --publish 10080:80 \
  --env 'GITLAB_PORT=10080' --env 'GITLAB_SSH_PORT=10022' \
  --volume /srv/docker/gitlab/gitlab:/home/git/data \
  sameersbn/gitlab:7.13.3
```

nf: falling back to frontend: Teletype  
ing SSH2 RSA key; this may take some time ...  
ing SSH2 DSA key; this may take some time ...  
ing SSH2 ECDSA key; this may take some time ...  
ing SSH2 ED25519 key; this may take some time ...  
e-rc.d: policy-rc.d denied execution of restart.  
ng for database server to accept connections  
ng up GitLab for firstrun. Please be patient, this could take a while...  
bhq\_production already exists  
ting database...  
ling assets. Please be patient, this could take a while...  
ng for database server to accept connections  
ng up GitLab for firstrun. Please be patient, this could take a while...  
ting database...  
ling assets. Please be patient, this could take a while...  
ing supervisord.  
08-07 05:47:17,790 INFO supervisor rereading configuration files (no files found, ignoring)  
08-07 05:47:17,791 CRIT supervisor reloaded file "/etc/supervisor/conf.d/supervisord.conf" successfully  
08-07 05:47:17,791 WARN Included extra file "/etc/supervisor/conf.d/unicorn.conf" during parsing  
08-07 05:47:17,791 WARN Included extra file "/etc/supervisor/conf.d/nginx.conf" during parsing  
08-07 05:47:17,791 WARN Included extra file "/etc/supervisor/conf.d/cron.conf" during parsing  
08-07 05:47:17,791 WARN Included extra file "/etc/supervisor/conf.d/sshd.conf" during parsing  
08-07 05:47:17,842 INFO RPC interface 'supervisor' initialized  
08-07 05:47:17,843 CRIT Server 'unix\_http\_server' running without any HTTP authentication checking  
08-07 05:47:17,843 INFO supervisord started with pid 1  
08-07 05:47:18,849 INFO spawned: 'sidekiq' with pid 563  
08-07 05:47:18,870 INFO spawned: 'unicorn' with pid 564  
08-07 05:47:18,879 INFO spawned: 'cron' with pid 565  
08-07 05:47:18,884 INFO spawned: 'nginx' with pid 566  
08-07 05:47:18,935 INFO spawned: 'sshd' with pid 568  
08-07 05:47:20,130 INFO success: sidekiq entered RUNNING state, process has stayed up for > than 1 seconds (starts  
08-07 05:47:20,131 INFO success: unicorn entered RUNNING state, process has stayed up for > than 1 seconds (starts  
08-07 05:47:20,131 INFO success: cron entered RUNNING state, process has stayed up for > than 1 seconds (starts  
08-07 05:47:20,131 INFO success: nginx entered RUNNING state, process has stayed up for > than 1 seconds (starts  
08-07 05:47:20,131 INFO success: sshd entered RUNNING state, process has stayed up for > than 1 seconds (starts

# Wait 5 minute



# Welcome to GitLab!

Self hosted Git management application.

You don't have access to any projects right now.

**http://192.168.59.103:10080**  
root / 5iveL!fe

+ New Project



You can create a group for several dependent projects.

Groups are the best way to manage projects and members.

+ New Group

# **Build once, Run anywhere**

감사합니다 :)

@nacyo\_t