

Docker Tutorials

Creating optimized Docker Images using Multi-Stage Builds

Introduction

- In this scenario you will learn how to use the multi-stage build functionality to make smaller, more optimised images.
- The feature is ideal for deploying languages such as Golang as containers. By having multi-stage builds, the first stage can build the Golang binary using a larger Docker image as the base. In the second stage, the newly built binary can be deployed using a much smaller base image. The end result is an optimised Docker Image.

Step 1 - Create Dockerfile

- The Multi-Stage feature allows a single Dockerfile to contain multiple stages in order to produce the desired, optimised, Docker Image.
- Previously, the problem would have been solved with two Dockerfiles. One file would have the steps to build the binary and artifacts using a development container, the second would be optimised for production and not include the development tools.
- By removing development tooling in the production image, you reproduce the attack surface and improve the deployment time.

Step 1 - Create Dockerfile 2

Multi-Stage Dockerfile

```
Dockerfile.multi
 1 # First Stage
    FROM golang: 1.6-alpine
 4 RUN mkdir /app
 5 ADD . /app/
 6 WORKDIR /app
     RUN CGO ENABLED=0 GOOS=linux go build -a -installsuffix cgo -o main .
 9 # Second Stage
10 FROM alpine
    EXPOSE 80
    CMD ["/app"]
13
14 # Copy from first stage
15 COPY --from=0 /app/main /app
```

Step 2 - Build Multi-Stage Docker Image

- Create the desired Docker Image using the build command below.
 - docker build -f Dockerfile.multi -t golang-app
- The result will be two images. One untagged that was used for the first stage and the second, smaller image, our target image.
 - docker images

Step 3 - Test Image

- The image can be launched and deployed without any changes required.
 - docker run -d -p 80:80 golang-app
 - curl localhost

Reference

• https://www.katacoda.com/courses/docker/multi-stage-builds