Containers Linux Kernel and Docker

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Disclaimer

What follows is heavily based on specific features of the Linux kernel.

Compatibility with different platforms cannot be guaranteed.

Roadmap

1 Containers

2 Docker

3 Docker Compose

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Example: Packaging Applications

Suppose you are ready to distribute your new application:

- you need to be sure that it is compatible with all the platforms you chose to support;
- you need to figure out a way to deal with dependencies;
- you want to publish some kind of self-contained, easily-identifiable package.

Example: Isolating Applications

Suppose you are deploying applications on a server:

- you want to define resource quotas and permissions for each;
- you want to be sure that each module has what it needs to operate, but nothing more;
- you want to **isolate** each module for security reasons, in case something goes wrong.

Example: Replicating Environments

Suppose you are developing applications for a specific system (maybe with a different architecture):

- you want to have a local copy of such system without carrying one with you;
- you want to have all libraries and dependencies installed without tainting your own system;
- you would like to deploy the entire installation with just a few commands, without running any script but simply copying data.

A possible solution to many of the previous situations could be a set of **virtual machines**.

However, virtual machines are slow, hypervisors take up system resources and guest kernels must always be tweaked.

In each of the above scenarios something simpler would be enough, especially since **the OS is not involved**, only applications are.

This is what a **container** is.



Figure 1: FreeBSD jail logo

Containers in the Linux kernel

Support for containers was added to the Linux kernel with a set of **features** starting from kernel 2.6 (2003), mainly:

- control groups (cgroups): defining different resource usage policies for groups of processes;
- namespaces: isolating processes and users in different "realms", both hardware (e.g. network stack) and software (e.g. PIDs);
- capabilities: defining what a process can do, with both hardware and software resources.



Figure 2: Tux

Containers in the Linux kernel

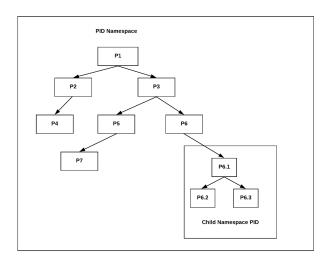


Figure 3: Nested PID namespaces

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Docker Engine

Docker is the currently de-facto standard for building, managing and distributing **multiplatform** containers.

It is an engine (i.e. a collection of daemons) that automates the management of the kernel subsystems in order to set up, store and run containers.



Figure 4: Docker logo

Docker Engine

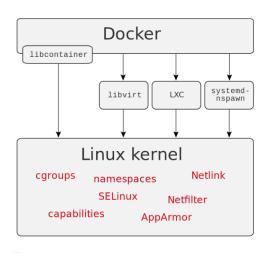


Figure 5: Docker Engine scheme

Containers in Robotics

Containers can be of help in some classic scenarios:

- deploying applications or whole control architectures, solving issues like dependencies and configurations;
- configuring and distributing development environments;
- expanding the capabilities of (partially) closed-source hardware solutions (e.g. Nvidia Jetson...);
- working with multiple architectures at the same time: Docker fully supports QEMU to build and run containers.

Building a Docker Container

- A Dockerfile specifies a set of rules to build an image, just like a script.
- Images are the binary archives from which a container can be started: they can be stored, pulled or simply built locally.
- A container can be built from an image and then started, stopped and managed by the Docker daemon.
- Processes started inside the container are subject to its limitations, e.g. filesystem jails prevent them to climb up to the hosts's filesystem.

Images are built **incrementally**: each Dockerfile directive defines a new **layer**, and the Docker engine stores the differences between each build step thanks to filesystem capabilities: this allows to efficiently **cache build stages**.

Dockerfiles

```
1 ARG VERSION=20.04
2 FROM ubuntu: $VERSION # Note the tag!
3
  ENV DEBIAN FRONTEND=noninteractive
5
  RUN apt-get update && \
      apt-get install -y --no-install-recommends \
8
      build-essential \
9
    git && \
      rm -rf /tmp/*
10
11
12 ENV DEBIAN_FRONTEND=dialog
13 LABEL maintainer.name="Roberto Masocco"
14 CMD ["bash"]
```

Listing 1: Minimal example of a Dockerfile running an Ubuntu image in a container

Dockerfile commands

Just to name a few (see the Dockerfile reference for more):

- FROM repository/image:tag Specifies a base image to pull.
- RUN command Runs the following command in a new shell inside the container.
- COPY source target Copies a file into the container.
- ENV variable=value Sets an environment variable inside the container.
- ARG name=value Declares a build argument.
- CMD ["command", "arg1", ...] Specifies the command to run when the container is started.

Docker Commands

Again, just a few (each with a gazillion of options):

- docker build
 Builds a new image from a Dockerfile.
- docker run
 Builds and starts a container.
- docker ps
 Lists active containers.
- docker exec
 Runs a command inside a container (e.g. a shell).
- docker start
 Starts a container.

Docker Commands

- docker stop
 Stops a container.
- docker images
 Lists available images.
- docker rm
 Removes a container.
- docker rmi
 Removes an image.

Active containers are usually referenced by their **ID**.

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Composing Services

Managing multiple, interdependent **containerized services** can become quite a tedious task.

Each container may take multiple options, some have to be started in sequence or built in a particular way...

Compose is a utility that helps to build, run and manage containers by parsing all such settings from YAML configuration files.

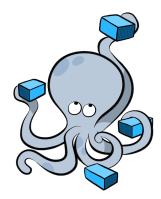


Figure 6: Docker Compose logo

Compose Files

```
services:
    development:
       build:
4
         context:
5
         args:
6
           TARGET: dev
       image: devenv:latest
8
       environment:
9
         TERM: xterm-256color
10
       network mode: host
       command: ["/bin/zsh"]
11
12
       volumes:
         - ~/.ssh:/home/user/.ssh
13
```

Listing 2: Minimal example of a Compose file

Refer to the Compose reference for more.