Universal Packages

Sumner Evans and Robby Zampino

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Introduction

What are packages?

A **package** is an archive containing a collection of executable files or source code, along with metadata, which represent a computer program.

What is a package format?

A **package format** is an organizational structure for delivering packages to users.

Why do we need package formats?

- They provide a common way to bundle executables, libraries, assets, etc. for deployment on user machines.
- They provide metadata about programs for use in package managers.
- It would suck if we had to go find the source code for every single program we want to use and compile from source.¹

 $^{^1}$ Actually, some package formats do require compilation from source (for example some AUR packages) but at least it helps automate this process.

A bit of history

- 1994 dpkg the package format behind apt and apt-get. Used by Debian-based systems.
- 1997 RPM the package format behind yum and dnf. Used by RHEL-like systems.
- 2002 pacman the package manager for Arch Linux. It just uses tar files.
- 2004 klik/PortableLinuxApps (2011)/AppImage (2013)
 a package format built to be Linux-distro agnostic.
- 2006 nix a purely functional package format. Primarily used by NixOS.
- June 2016 snapd the Canonical-backed universal package format is ported to a wide range of Linux distros.
- June 2016 Flatpak the Red Hat-backed universal package format becomes generally available.

Universal Package Formats

Common objectives

- Linux distro agnosticism
- Solve the "dependency hell"
- Create a "single" deployment target for all of Linux

Applmage

Why is Applmage cool?

- Applmage does not require installation. The Applmage file is just its compressed image that is mounted with FUSE when it runs.
- Applmage does not require root permission. The application is run as the user and the base system is left untouched.
- The Applmage itself is executable. Just chmod +x the .AppImage file and run.
- Linus says so

"This is just very cool."

~ Linus Torvalds

How does Applmage work?

Application developers use the appimagetool converts an AppDir into a self-mounting filesystem image.

Applmages can be integrated with the system via menu entries, icons, MIME types, etc. The appimaged daemon handles this registering and unregistering process.

How to create an Applmage

Create an AppDir with the following files (totally copied from their documentation):

- The files of the original application.
- A .desktop file that tells appimagetool about the name of the application, and the icon it should use.
- A PNG, SVG or an XPM icon with the name given in the .desktop file with the Icon entry.
- An AppRun file, which is used to start up the application inside the filesystem. Once the AppImage ELF has mounted the filesystem, it invokes this file. In the AppRun file, you can run some initialization procedures (such as setting environment variables), and then start up the real application.
- Optionally, you should also add AppStream metadata in usr/share/metainfo.

Live Demo:

Running an Applmage

snapd

flatpak

nix

Love to Hate Them

Proprietary enterprise applications are coming to Linux

Currently, when enterprises want to make a cross-platform application, they see this:

macOS .dmg

Windows .exe

Linux .deb and .rpm and PKGBUILD and ..., then deal with the dependency $hell^2$

However, when companies like Canonical come in and say "just target snaps", all of a sudden, it may tip the scale at enterprises for them to start targeting Linux. If they create a snap, then they capture all of the Linux market, not just the subset that uses a particular format.

²Yes, you have to deal with dependency hell on other platforms too, but every platform has a different type of dependency hell. Coming to Linux is an expensive prospect for many enterprises.

Pros and cons

Pros

More application availability.

Cons

 The applications are going to be crap. Bloated, Electron, enterprise crap.

Live Demo

Questions?

Resources

https://

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Colorado School of Mines Linux Users Group