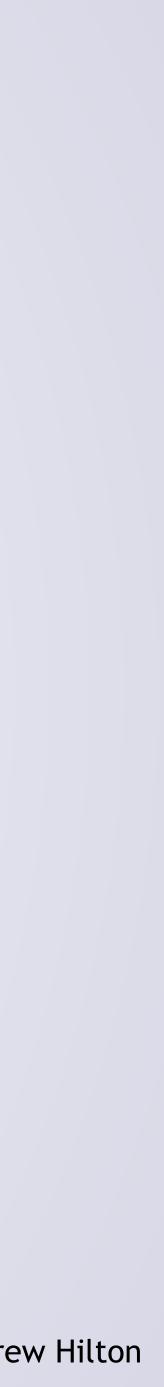
Engineering Robust Server Software Containers



Brian Rogers Duke ECE Used with permission from Drew Hilton

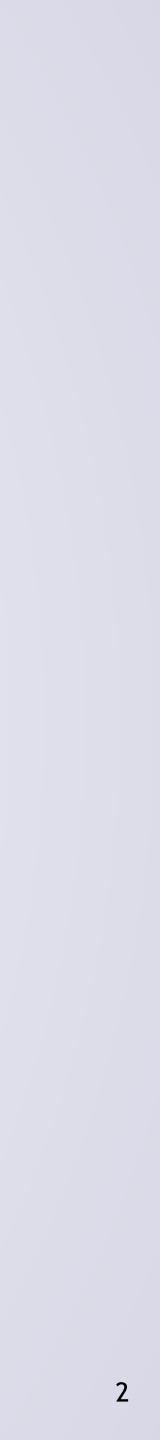




- Isolation: keep different programs separate •
 - Good for security •
- Might also consider performance isolation •
 - Also has security implications (side channel attacks) •
- How would we get that?



Isolation







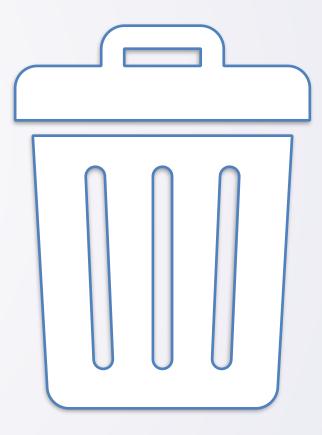
- Most secure: •
 - Run program on a computer •
 - Throw away computer
 - Buy new computer
 - Run next program on it



Extreme Isolation Obviously we can't do this...

\$\$\$\$

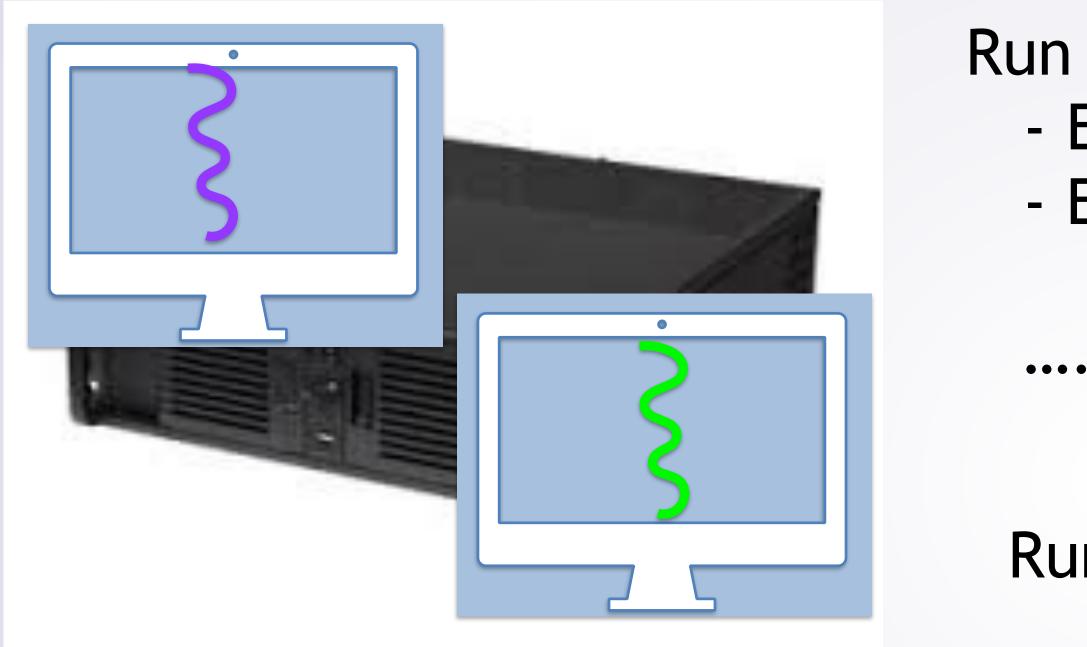






3

Virtual Machines?



What if those computers are virtual instead of real?



- Run a program that pretends to be a computer - Emulate ISA - Emulate hardware devices
 - "Disk" is a file on real computer

Run another program inside of the VM

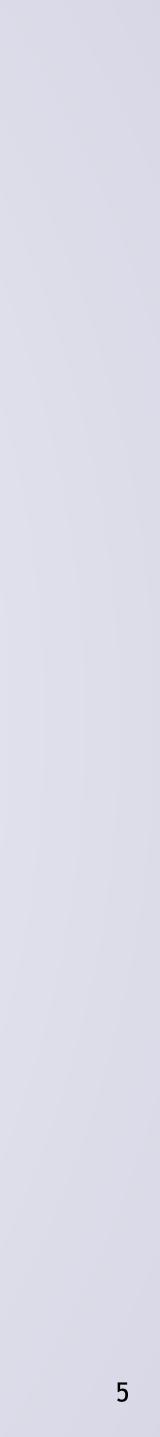




Virtual Machines

- Gives us isolation for security
 - Assuming no bugs in VM...
- What about performance?

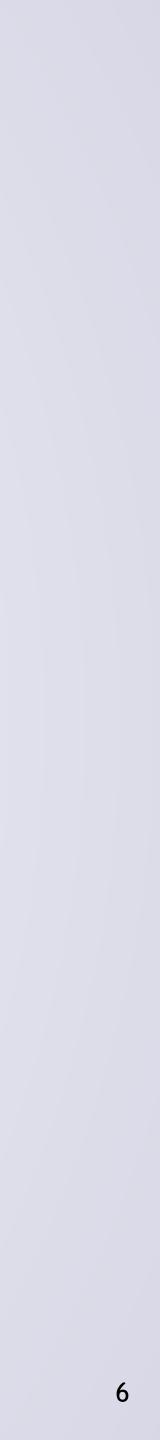




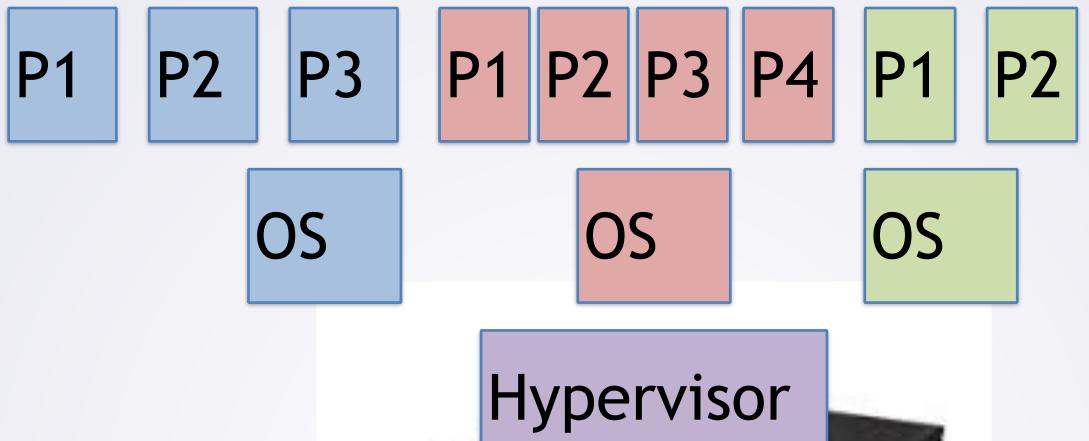
Virtual Machines

- Gives us isolation for security
 - Assuming no bugs in VM...
- What about performance?
 - Emulating every instruction = slow •
 - Booting OS takes time •
- Could we improve on this idea?





Hardware Virtualization



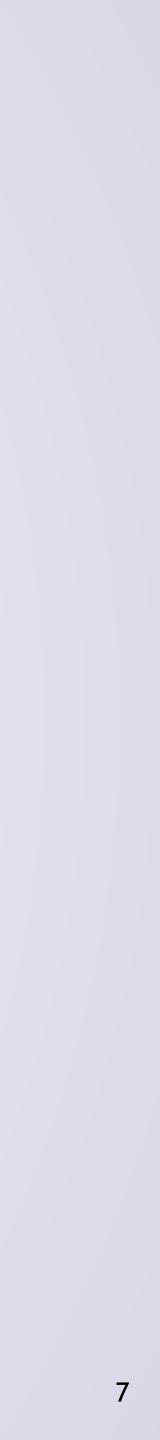


• Hypervisor manages multiple guest OSes

- Each OS runs its own processes •
- Details later in 650



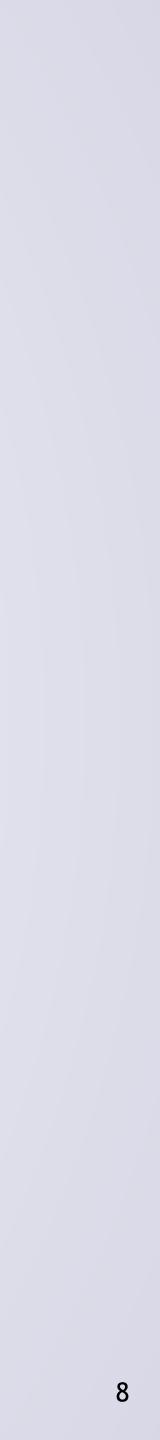




Hardware Virtualization

- Security Isolation
 - Unless hardware or hypervisor bugs..
- Instructions run directly on hardware
 - Much lower performance overheads
- Still takes time to boot guest OSes for a new one
 - Can we improve that?

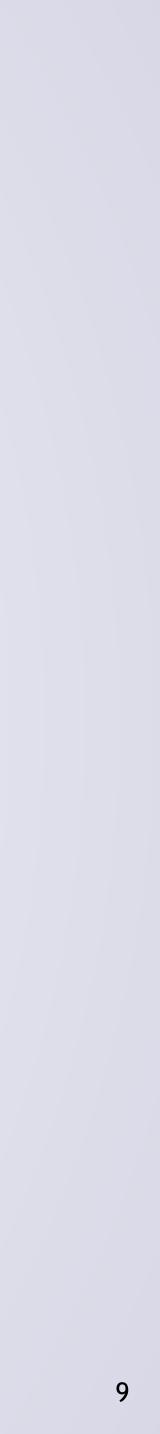




Containers: OS-Level Virtualization

- Want a lightweight solution
 - Have OS give benefits of virtualization => namespaces
 - Starting up new container comparable to starting new process
 - Run programs directly on hardware

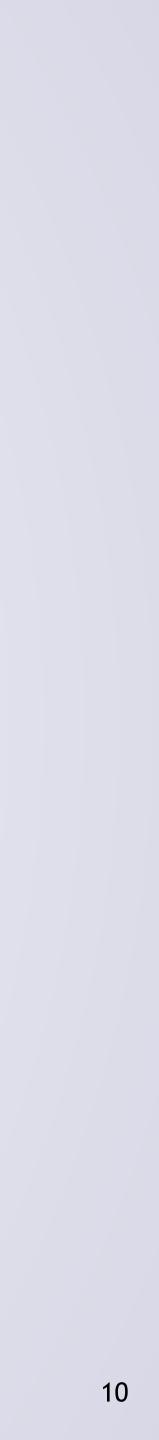




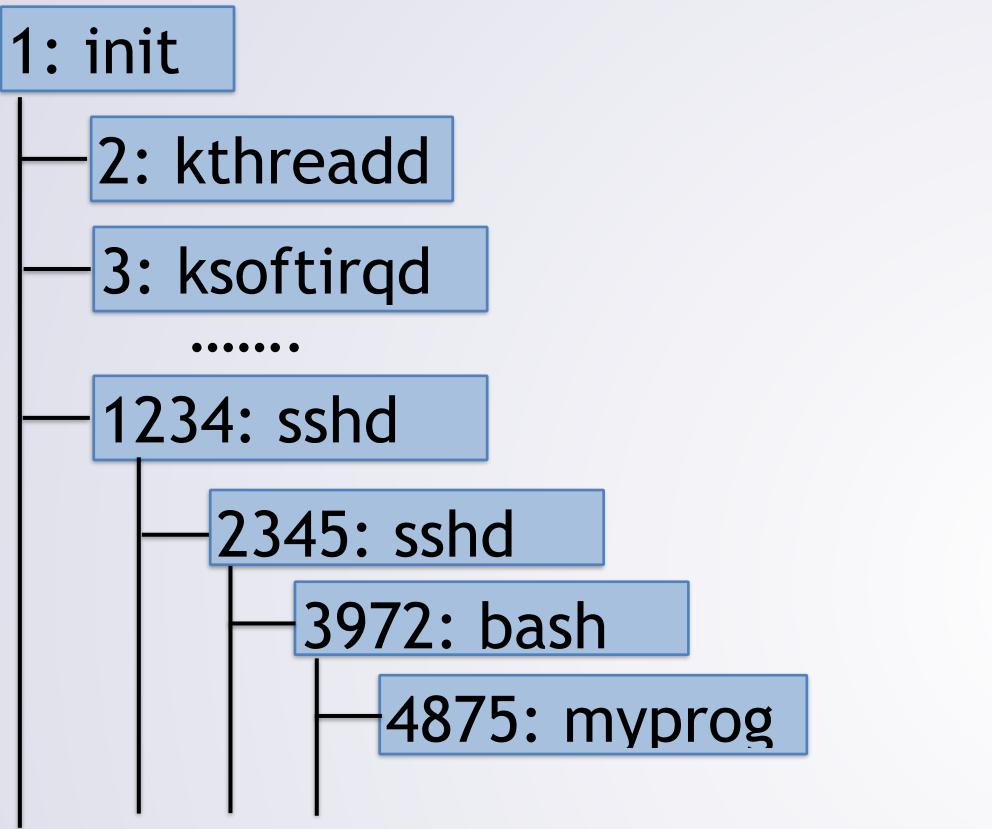
Containers: OS-Level Virtualization

- Want a lightweight solution
 - Have OS give benefits of virtualization => namespaces
 - Starting up new container comparable to starting new process
 - Run programs directly on hardware
- What do we need to split between separate namespaces?



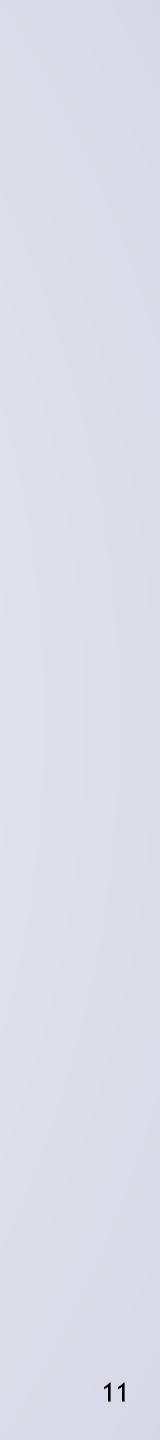




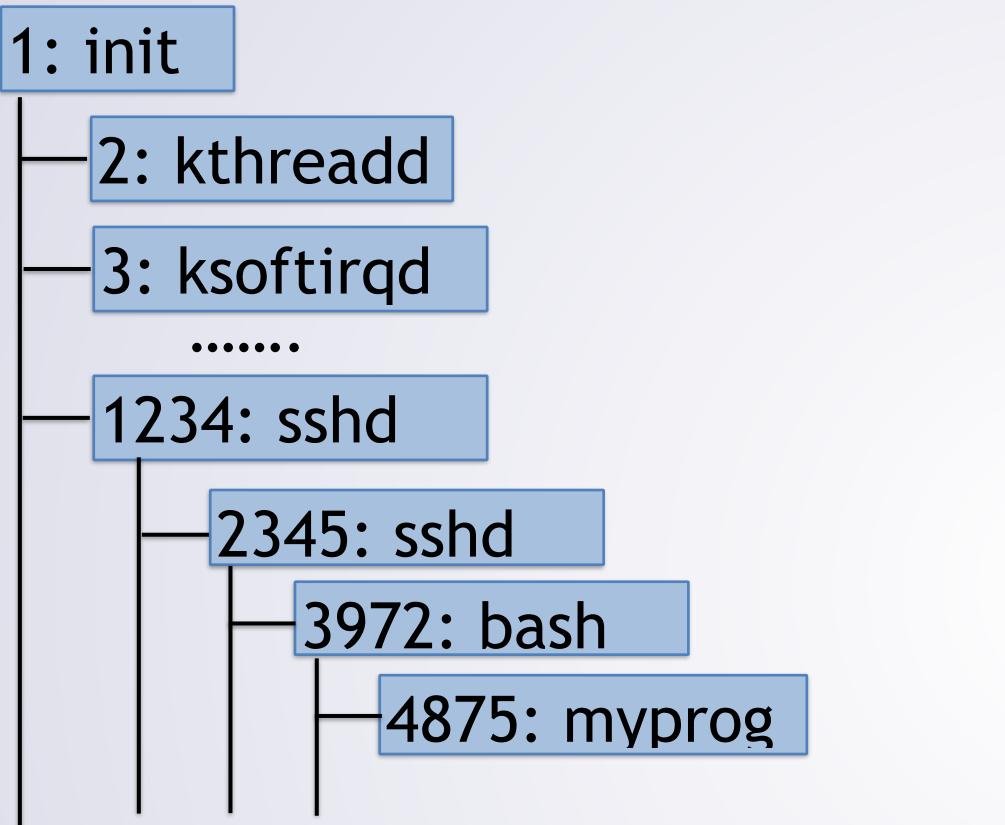


- Normal process tree: parent/child relationship •
 - myprog wants to start a new container





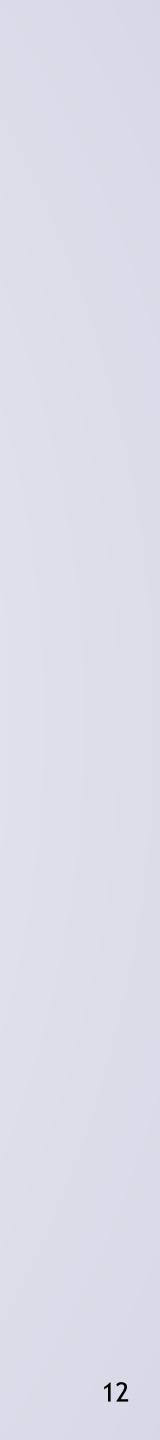




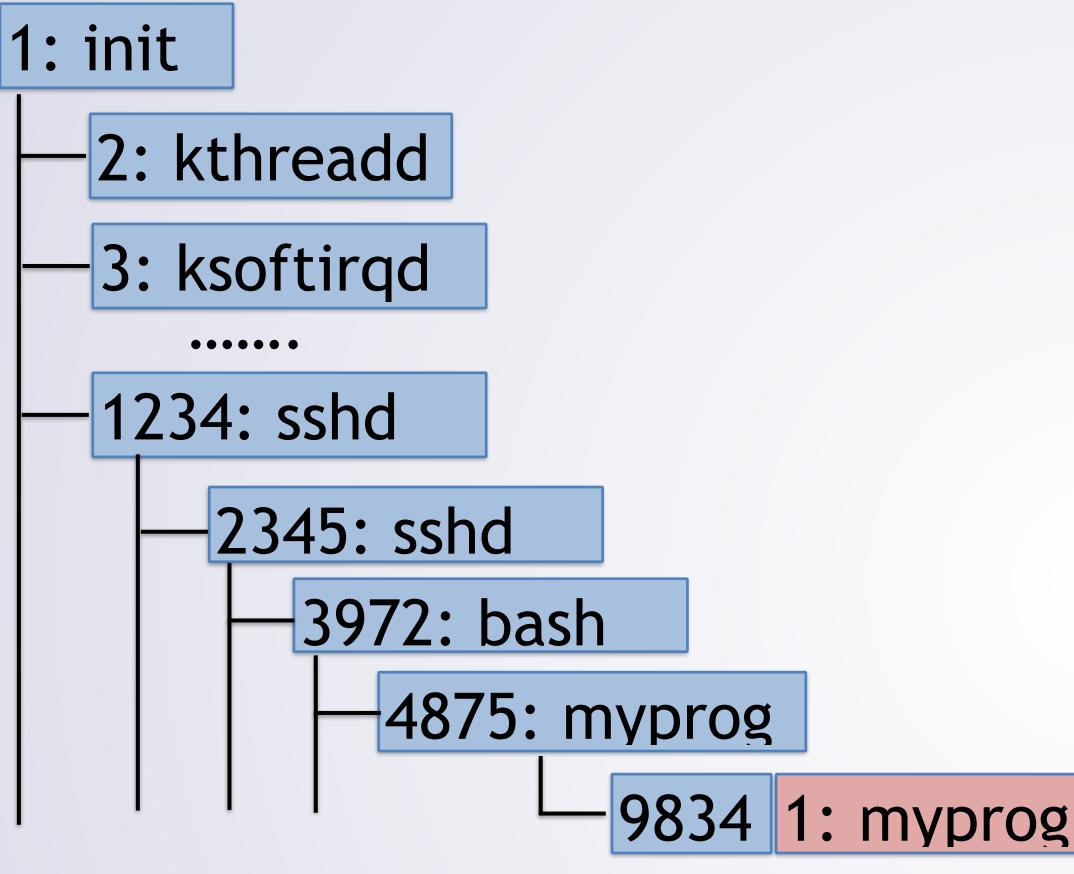
- Calls clone and passed in CLONE_NEWPID in the flags •
 - clone() is a lot like fork, but more options



clone(....,CLONE_NEWPID)



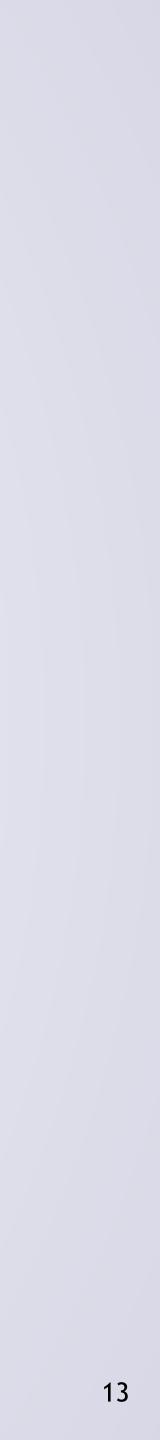


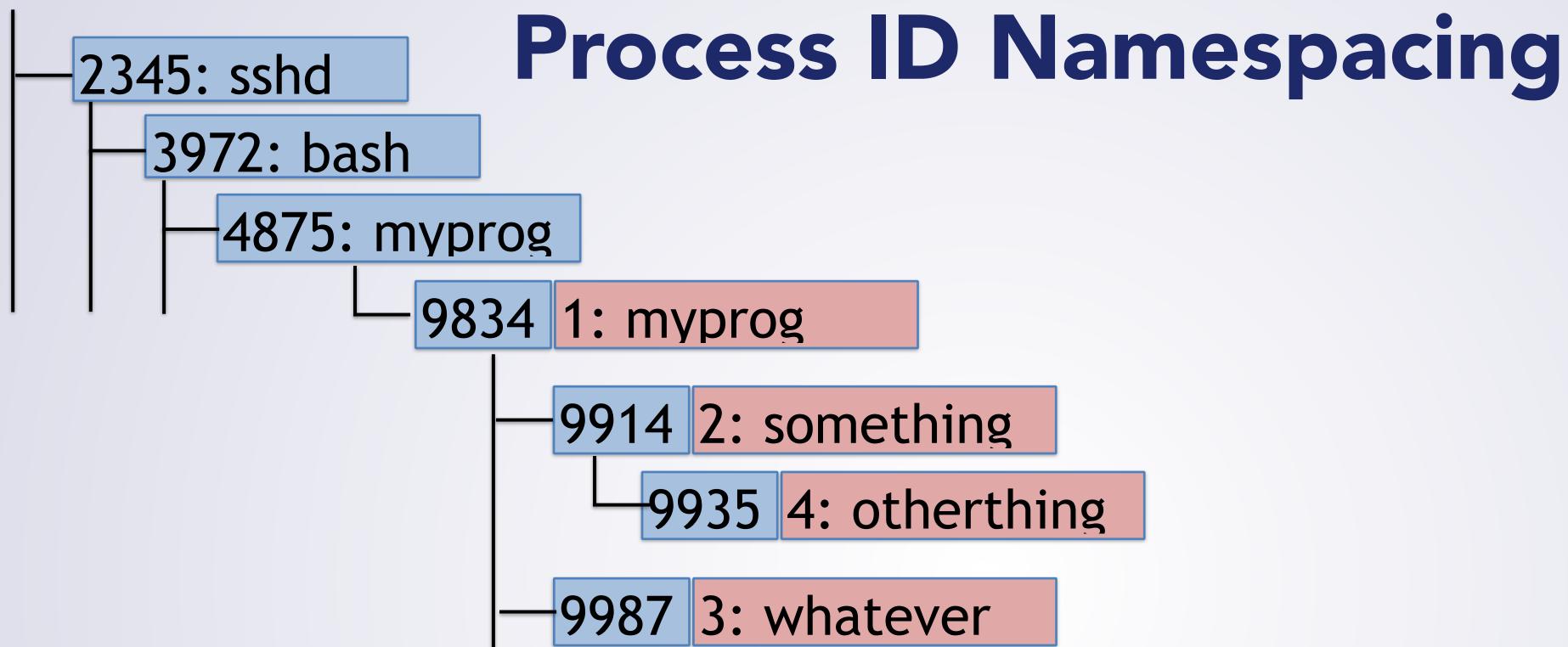


- New process has "normal" pid in original namespace •
 - And is pid 1 in its own, new namespace



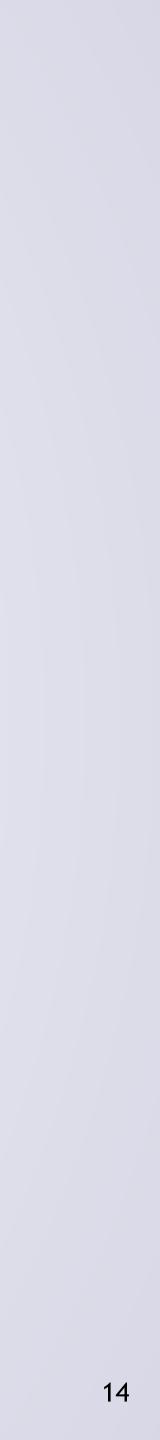
clone(....,CLONE_NEWPID)





If this program has children, they go into its namespace •







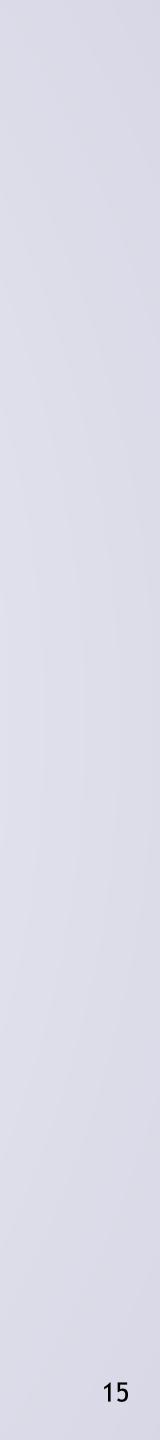


Inside namespace, nothing outside exists •

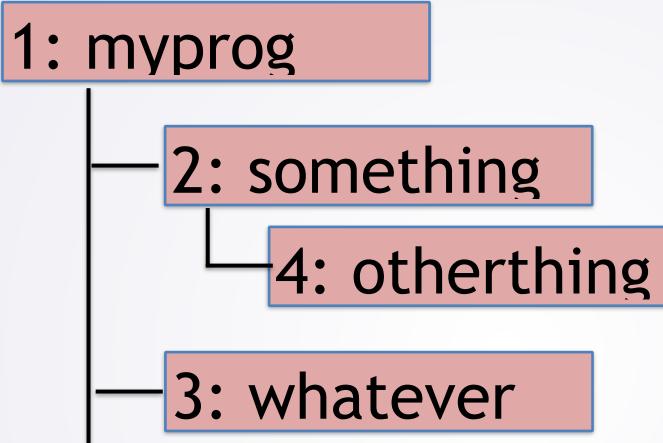




4: otherthing



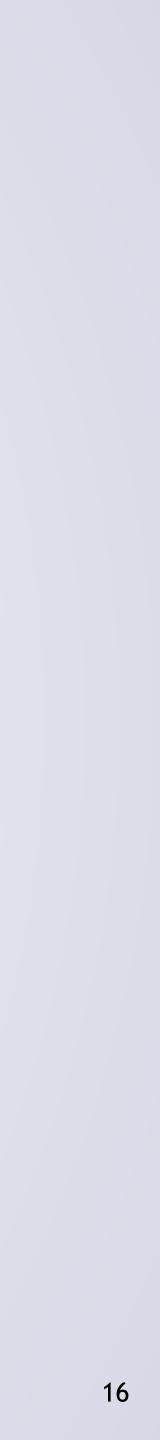


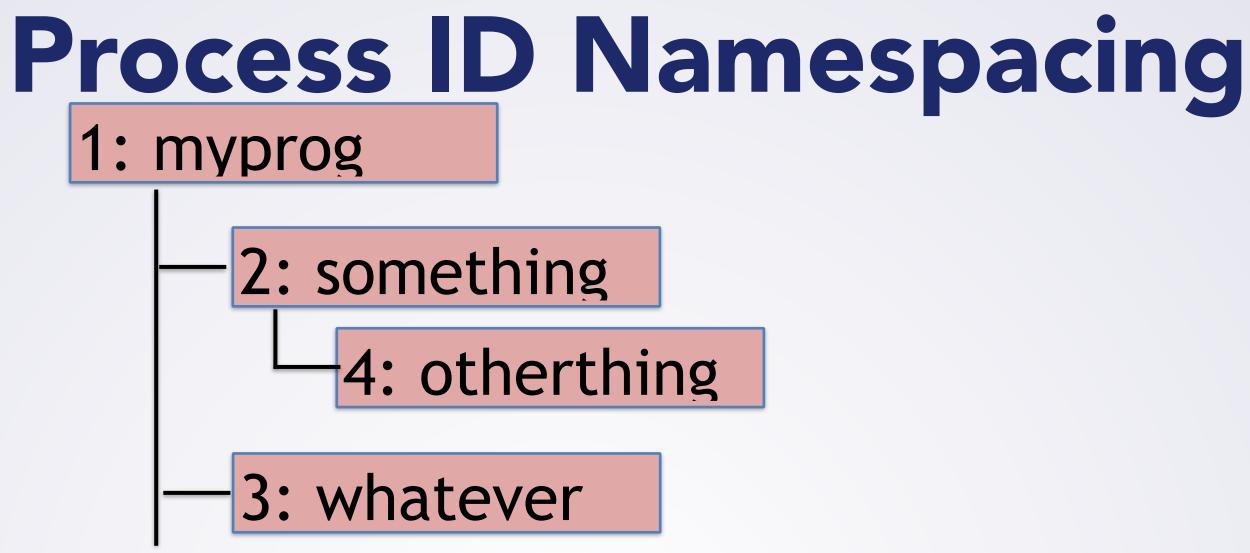


- Process 1 in this namespace acts like init.
 - Has no parent



getppid(), returns 0



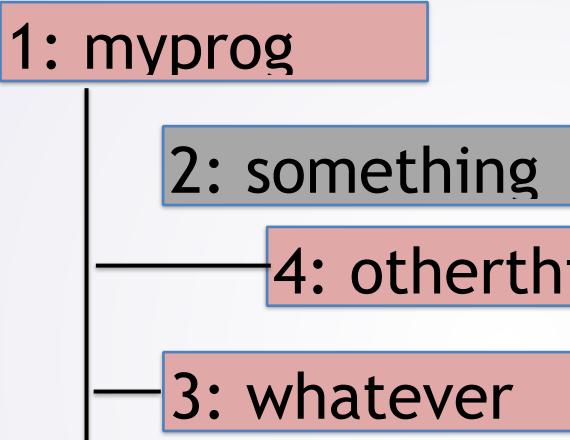


- What happens if process 2 exits?
- A: Process 4 leaves the namespaces to become a child of the systemwide init
- **B**: Process 4 becomes the leader of the namespace
- C: "myprog" adopts process 4 as its child
- **D**: The namespace collapses





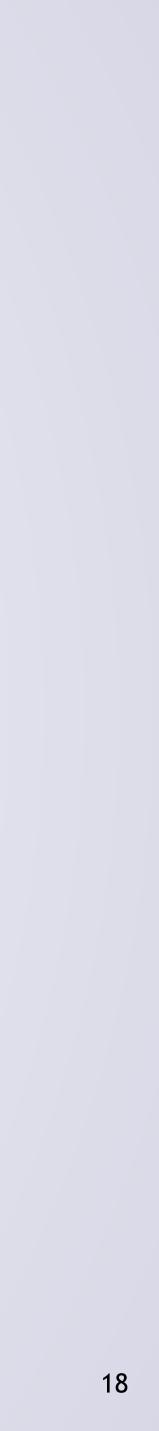




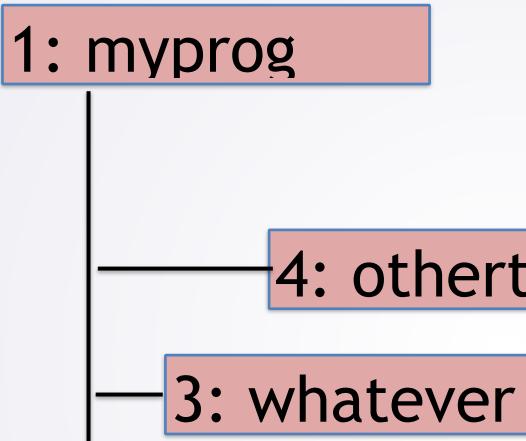
- Process 1 in this namespace acts like init.
 - Adopts orphan processes



orphaned processes adopted by pid 1 in their namespace 4: otherthing



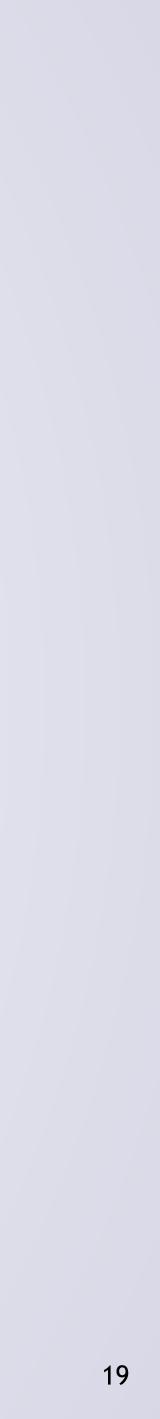
...But What Else Should We Namespace?



• Process ids are not enough....



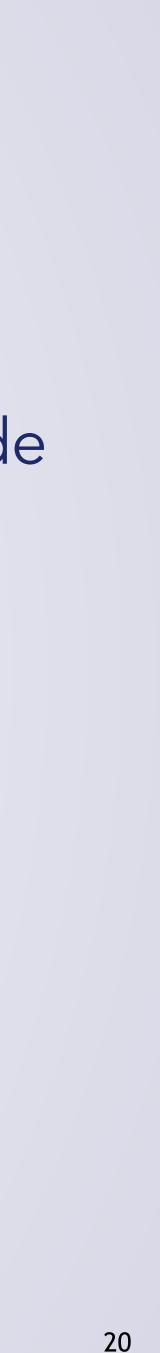
4: otherthing



Mount Point Namespaces

- Want to give containers a different view of filesystem
 - CLONE_NEWNS puts new process in new mount namespace
 - Child can unmount/mount filesystems without affecting anything outside
 - Can setup an entirely new filesystem for container

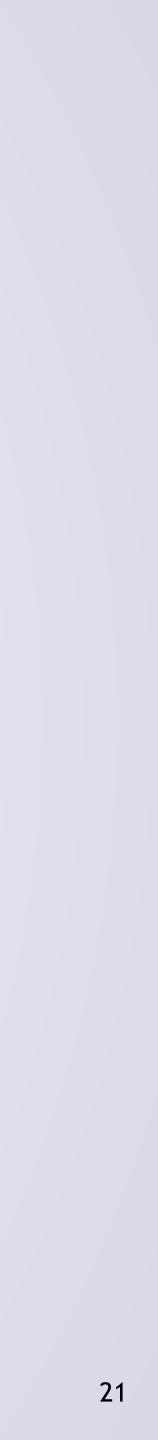




Mount Point Namespaces

- Our namespaces processes can have their own filesystem
 - Maybe it is a disk image on the "regular" file system
- ...but that filesystem can have mount points in the "regular" fs
 - Allow files to be put into the outside world in controlled way

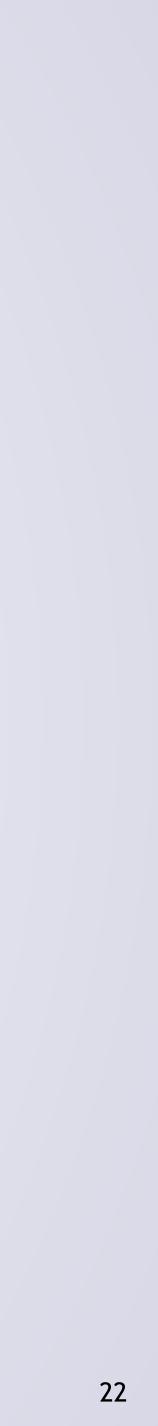




- Try this out on Linux:
 - unshare -r --user bash
- What happened?



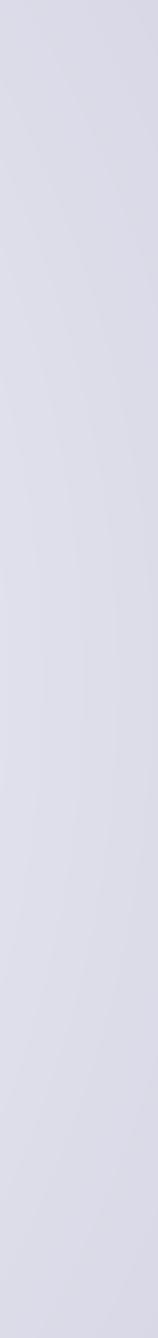
User ID Namespaces

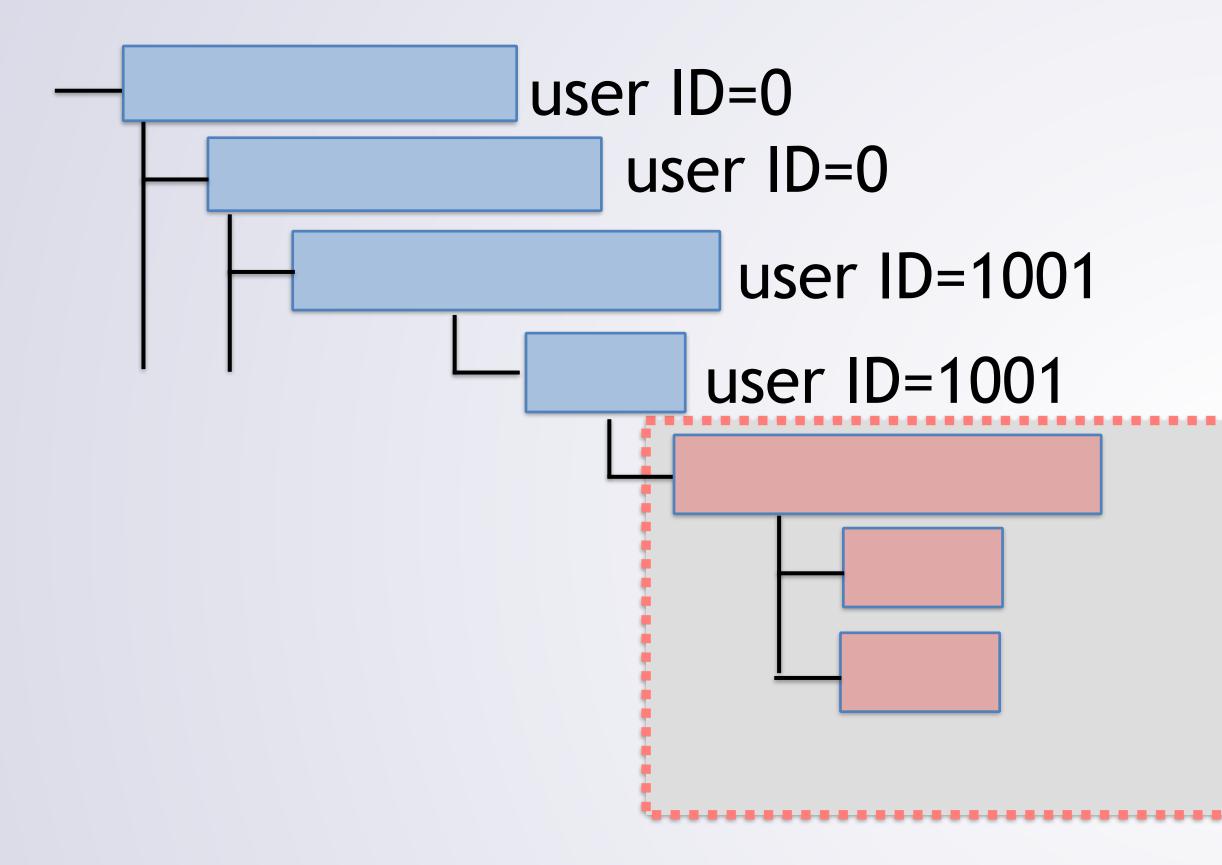


- Try this out:
 - unshare -r --user bash
 - echo "hello" > /tmp/hello
 - Is -l /tmp/hello
 - exit
 - Is -l /tmp/hello
- What do you think the first ls -I will show? •
- What do you think the second Is -I will show? •



User ID Namespaces



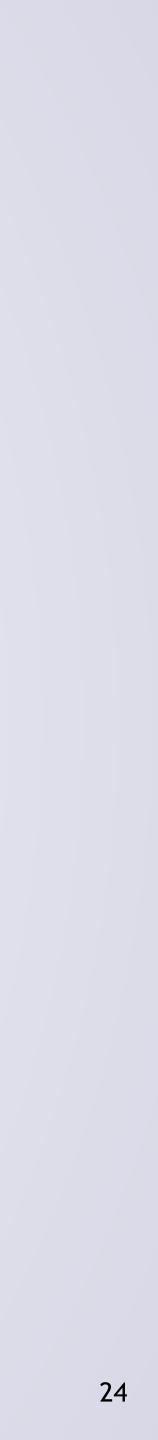


- User ID Namespaces: different notions of user id •
 - "Outside" looks like normal user id that setup namespace

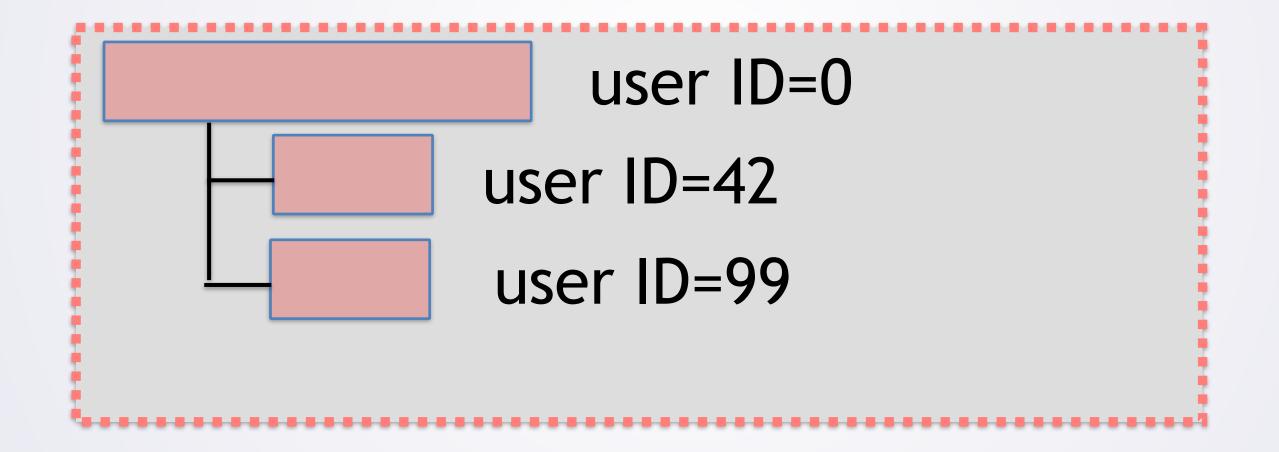




user ID=1001



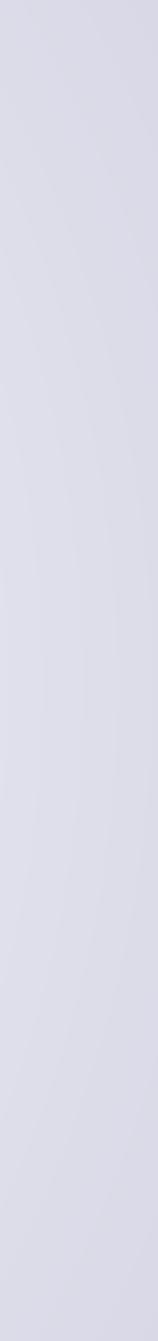




- User ID Namespaces: different notions of user id •

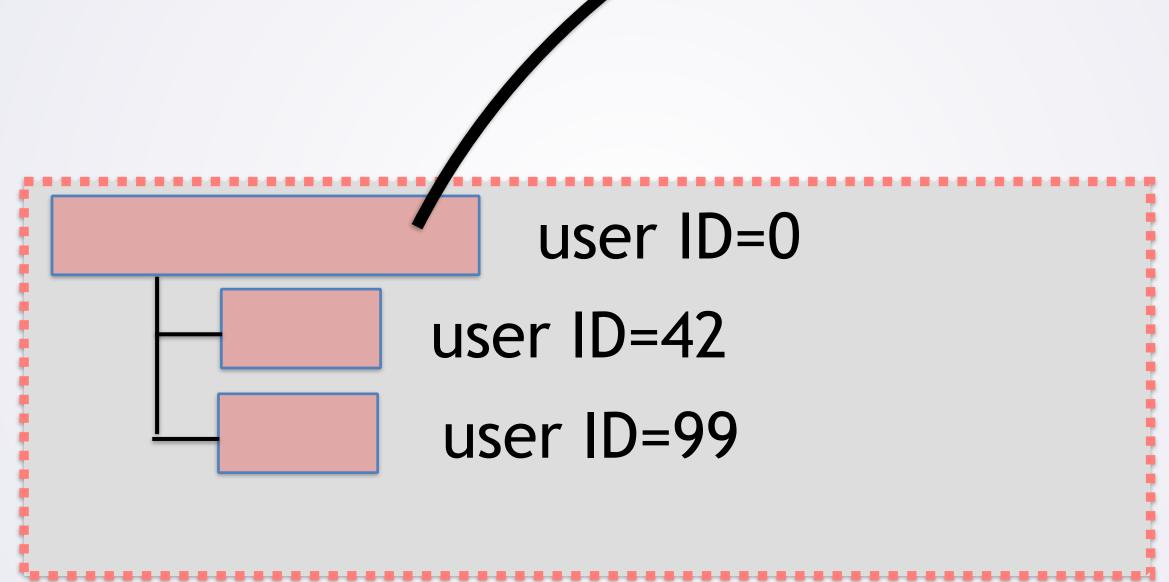


Inside the namespace processes have their own notion of uid



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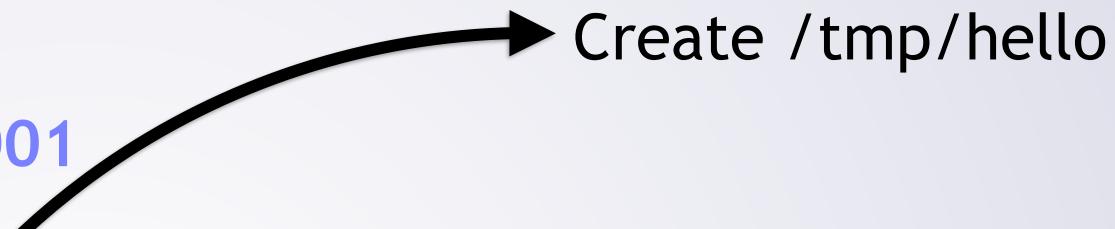
user ID=1001

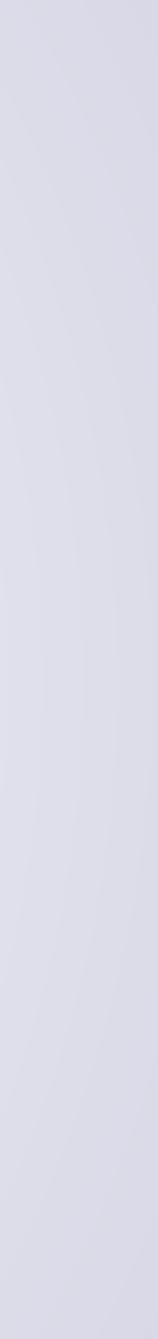


But when operations leave that namespace, they use external UID





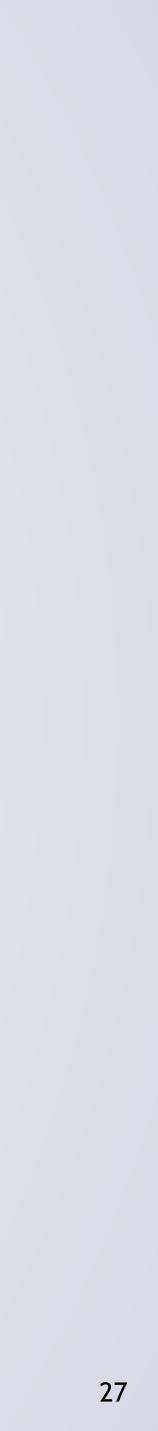




User ID Namespace Is First

- If you request a new UID namespace, it happens first
 - Allows privileged namespace creation
 - e.g., making new mount namespace is privileged
 - Can do at same time as new UID namespace

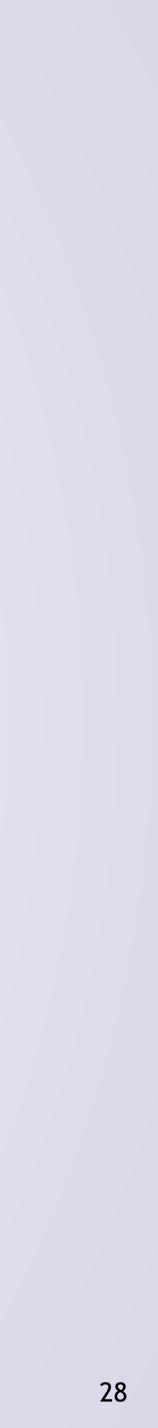




Other Namespaces: Net, UTS, IPC

- Linux supports other namespaces: •
 - Networking: devices, routing tables, firewall rules,... •
 - Can set up virtual network devices between namespaces
 - UTS: hostname, domain name
 - IPC: System V IPC

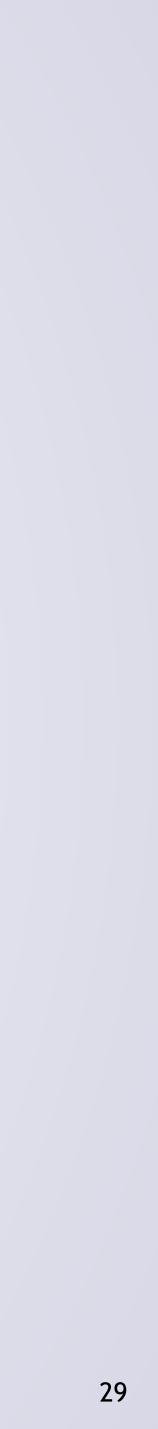




Other Namespace Related Operations

- unshare system call:
 - Lets process create separate namespace without clone()ing child •
 - Some things work differently—especially PID namespaces
 - unshare command: wrapper around system call
 - see unshare(1), and unshare(2)
- setns system call:
 - Allows a process to enter a child namespace •
 - nsenter command: execute command in child namespace
 - See setns(2), nsenter(1) •





Namespace Summary

Namespace	Constant	Isolat
IPC	CLONE_NEWIPC	System
Network	CLONE NEWNET	Networ
Mount	CLONE NEWNS	Mount
PID	CLONE NEWPID	Proces
User	CLONE NEWUSER	User a
UTS	CLONE_NEWUTS	Hostna

- Namespaces: separate versions of system resources

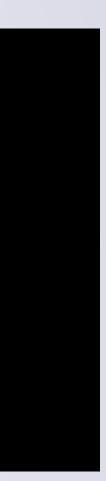


:es

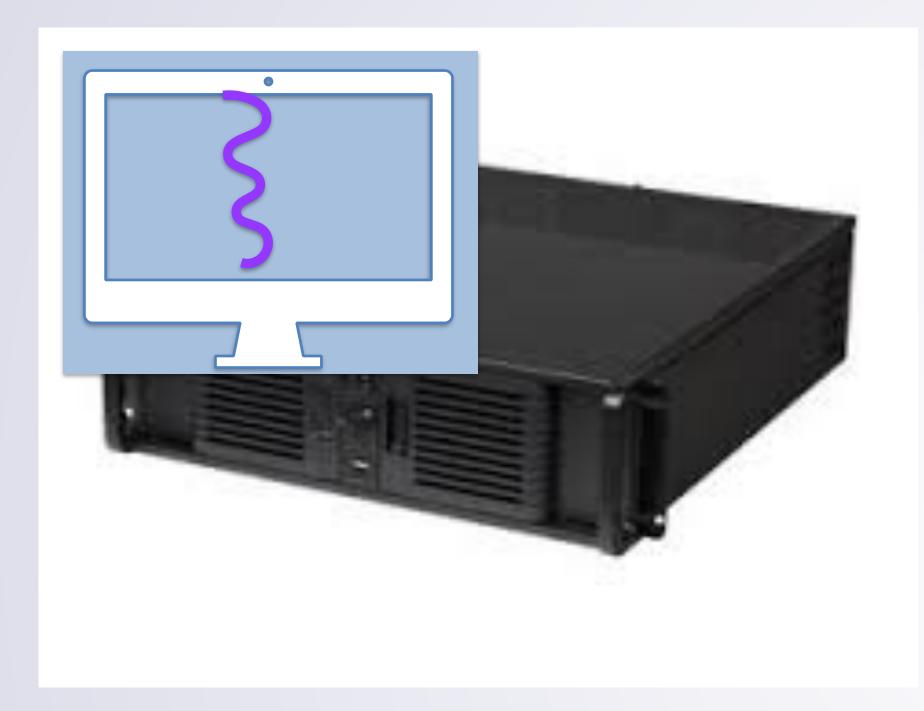
V IPC, POSIX message queues ck devices, stacks, ports, etc. points s IDs and group IDs ame and NIS domain name

-From "man namespaces"

See namespaces(7), pid_namespaces(7), user_namespaces(7)



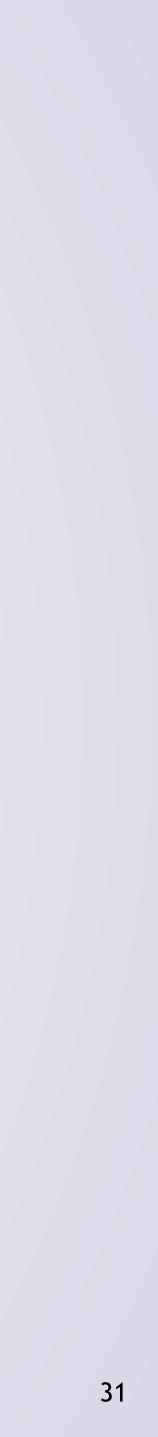




• Want to setup container to run process in isolation



Back to Big Picture...





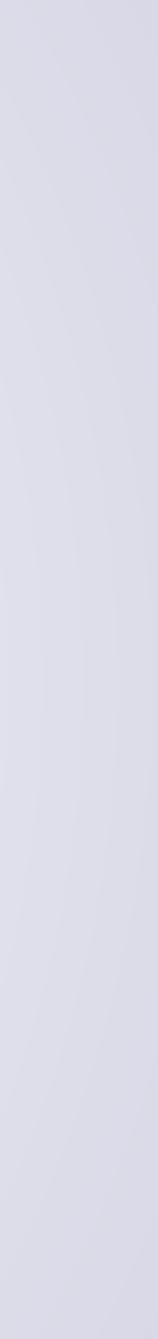
Want to setup container to run process in isolation •



Back to Big Picture...

- clone with an NS types
- adjust our mount points - maybe some CoW fs?
- setup some virtual networking

- ...



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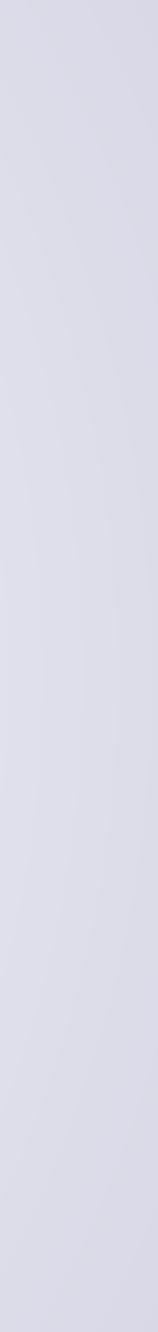


- Docker: does containers for you •
 - Makes all these system calls •
 - Manages file system •
 - Supports virtual networking
- Try this out:
 - sudo docker run -it --rm ubuntu bash



Docker

Do whatever wild and crazy things you want INSIDE container



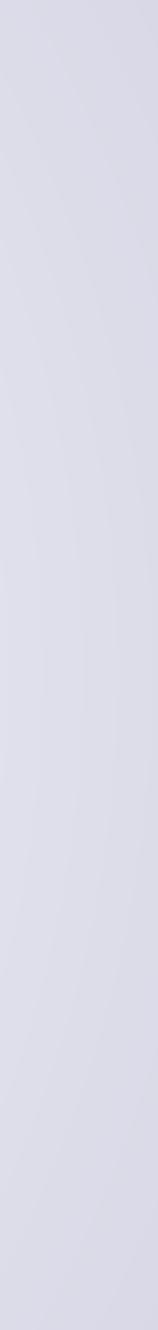


- Make a directory ~/stuff
 - Put some stuff in it

 - cd /stuff
 - Is, make some files, etc
- Think about what -v did



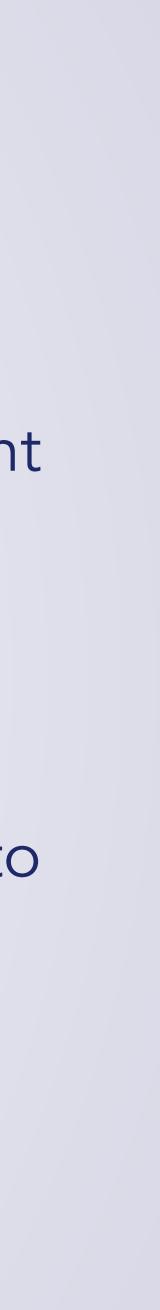
sudo docker run -it --rm -v /home/netid/stuff:/stuff ubuntu bash



What did -v do?

- What did -v do?
 - A: Caused docker to not pass CLONE_NEWNS to clone
 - B: Caused docker to mount /home/netid/stuff as /stuff in the new mount namespace
 - C: Caused docker to mount /home/netid/stuff as /stuff in the original mount namespace
 - D: Caused docker to setup a virtual network to transmit changes back to the original filesystem

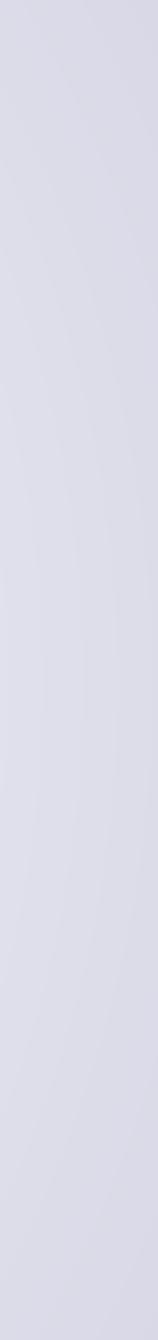




Docker: Make Your Own Image

- Using ubuntu image gives us an Ubuntu system,
 - ...but probably want things installed
 - Try gcc, make, python, valgrind—none of them are there!
- For most things want to make our own image
 - Start from a base image (e.g., ubuntu:18.04)
 - And run commands to build up a new image



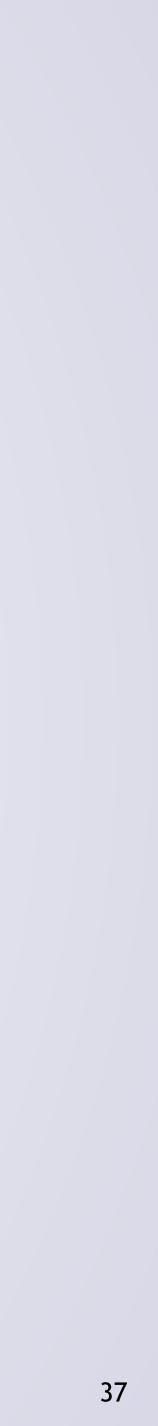


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Dockerfile

- Make a directory with a Dockerfile in it •
 - Dockerfile has commands for how to build image •
 - Start with FROM otherimage •
 - E.g., FROM ubuntu:16.04
 - Place other commands: e.g., RUN, USER, ENV, ADD in the file
- Each command makes a new layer
 - Docker saves/caches intermediate layers
 - Later changes -> rebuild only later layers
 - https://docs.docker.com/engine/reference/builder/





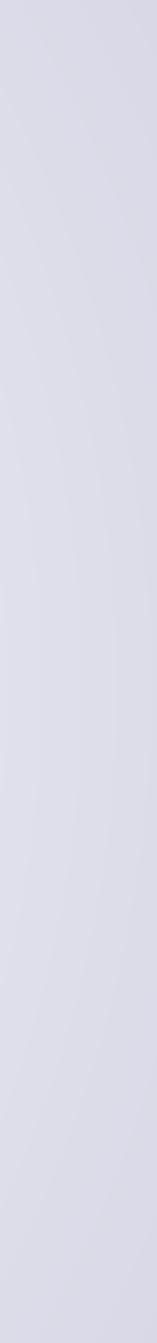
Example Dockerfile from hwk1

FROM python:3 **ENV PYTHONUNBUFFERED 1** RUN mkdir /code WORKDIR /code ADD requirements.txt /code/ ADD./code/

sudo docker build -t=testimg . sudo docker run -it --rm testimg bash



Base image is python:3 set an environment variable run the command mkdir /code cd into /code for future commands copy from context into image RUN pip install -r requirements.txt run pip install inside virtual image copy everything into /code







- Isolation: processes run in container •
- Self-contained images:
 - •
- Easy to use •
 - Can include what command to run in the Dockerfile



Advantages

No need to worry about library version mismatches, things not installed,...



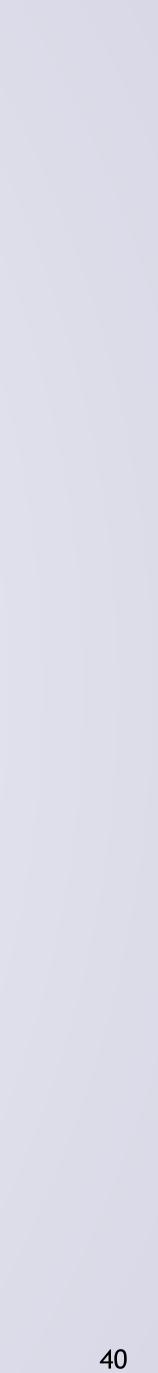


Multiple Services Together?

Nginx



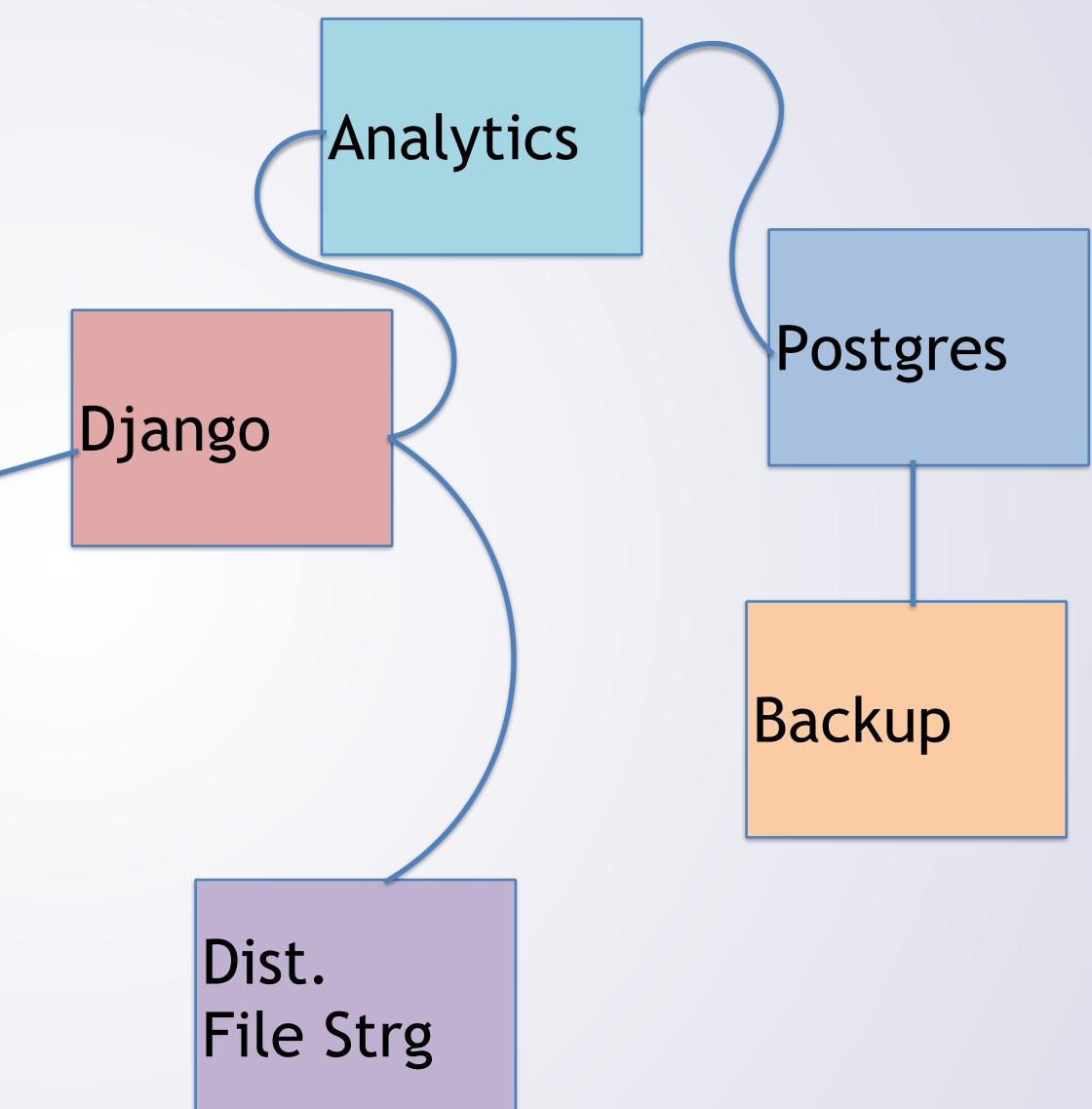


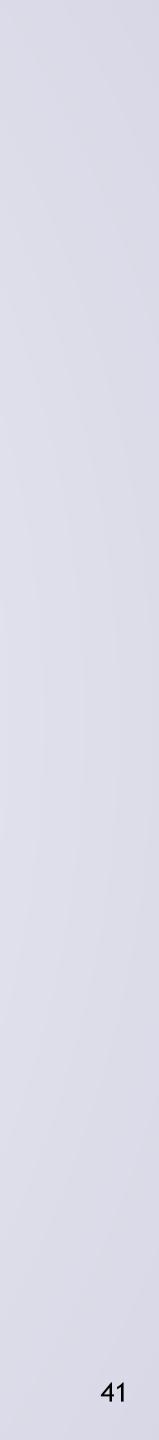


Maybe Add More Stuff?

Nginx



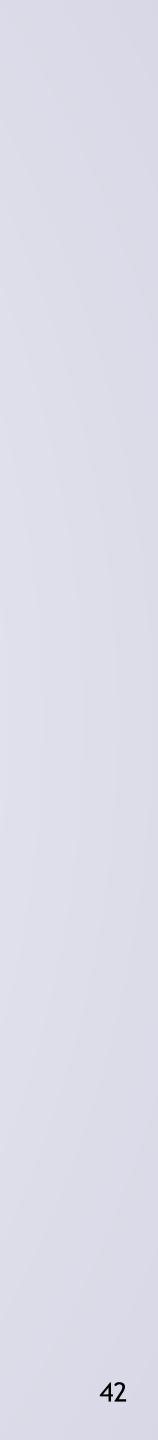




Docker-Compose

- Docker-compose (docker-compose.yml) puts together containers
 - Sets up communication between them
 - Lets you bring them all up together
 - Etc





Scale Beyond One Computer?

- Docker also has "swarm"
 - Run containers on different computers in a swarm
 - We'll discuss in scalability section later



