Container mechanics

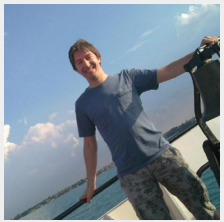
in rkt and Linux

Alban Crequy

LinuxCon Europe 2015 Dublin

Alban Crequy

- Working on rkt
- One of the maintainer of rkt
- Previously worked on D-Bus and AF_BUS



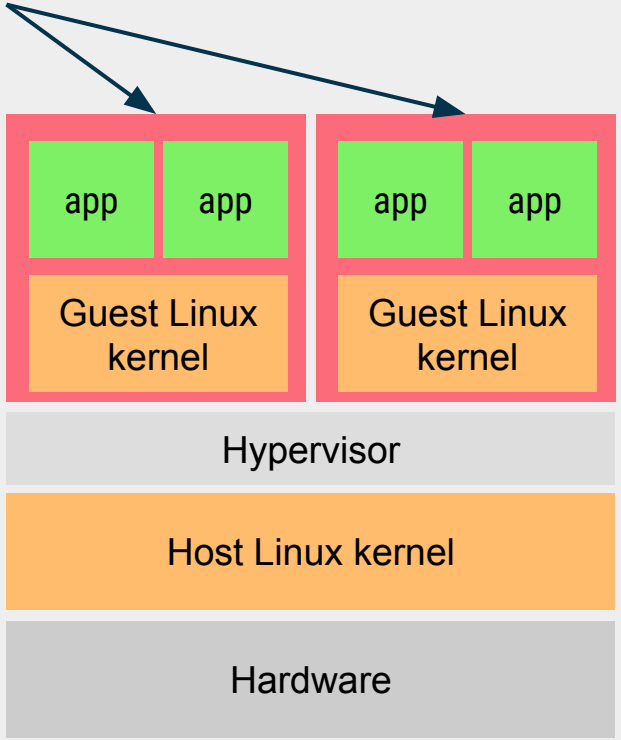
https://github.com/alban

Container mechanics in rkt and Linux

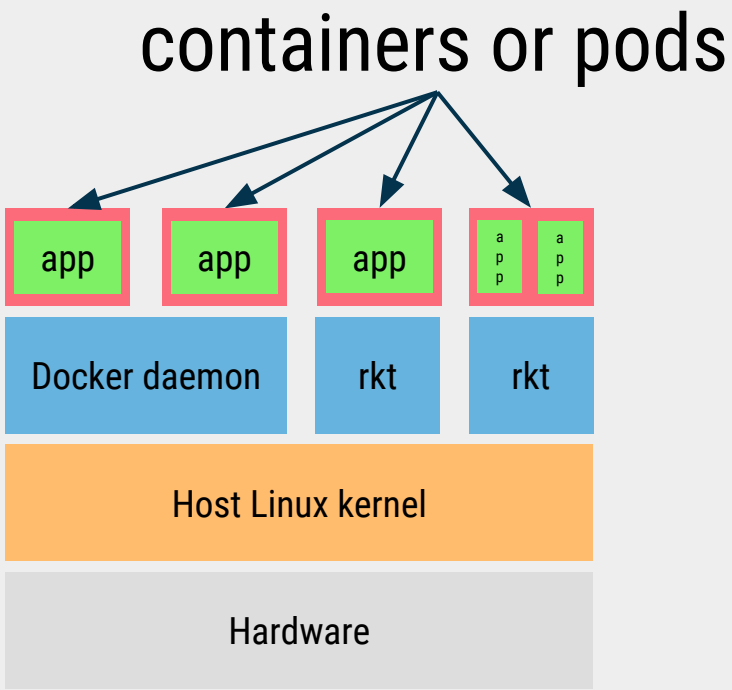
- Containers
- Linux namespaces
- Cgroups
- How rkt use them

Containers vs virtual machines

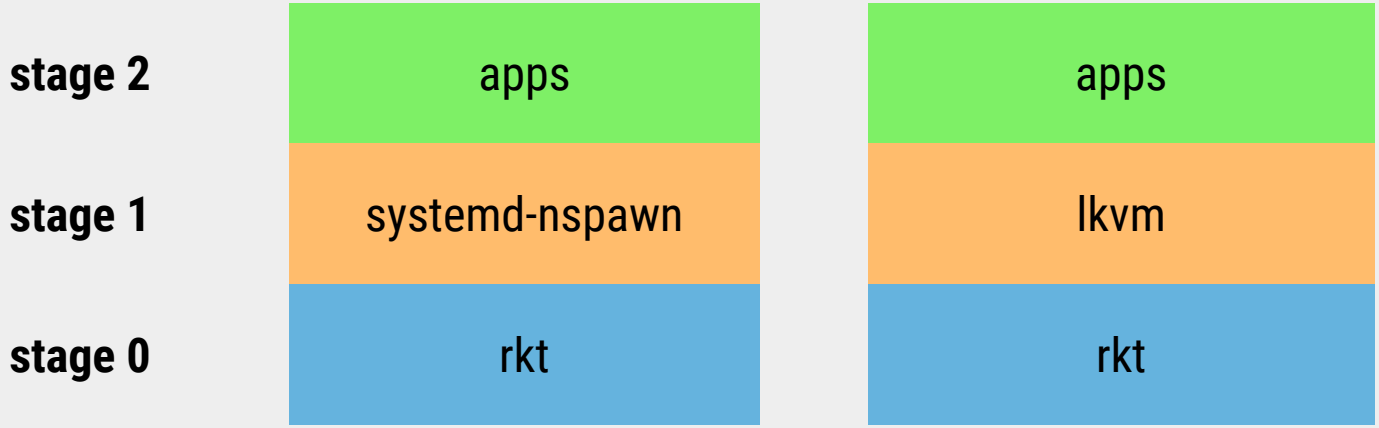
virtual machines



Containers

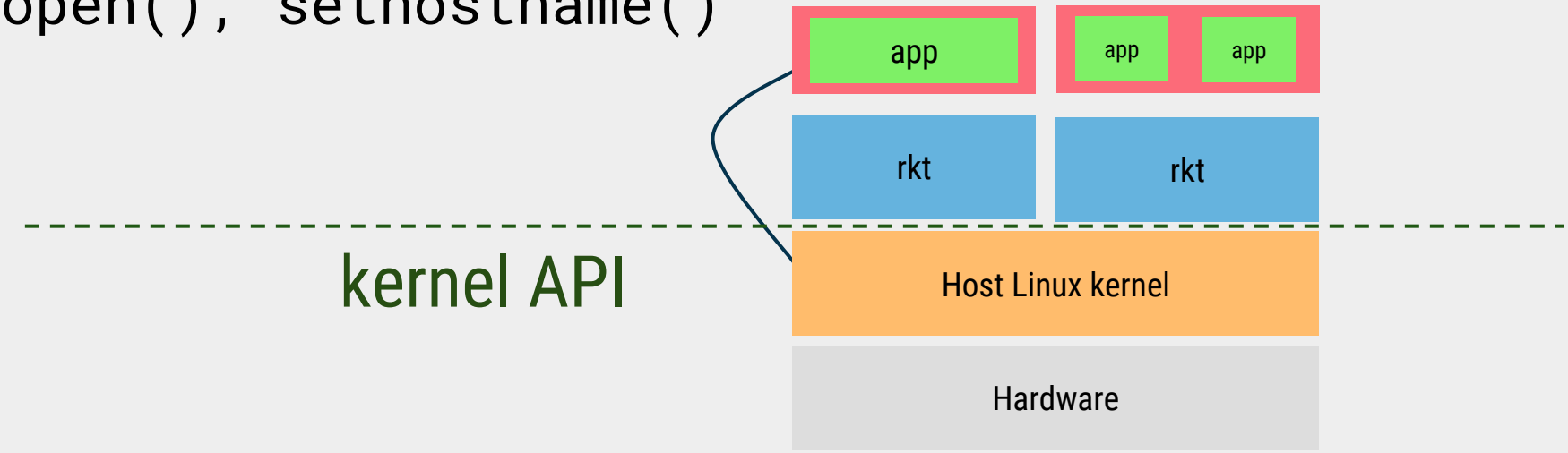

containers or pods
app
app
app
app
app
Docker daemon
rkt
rkt
Host Linux kernel
Hardware

rkt architecture



Containers: no guest kernel

system calls:
`open(), sethostname()`

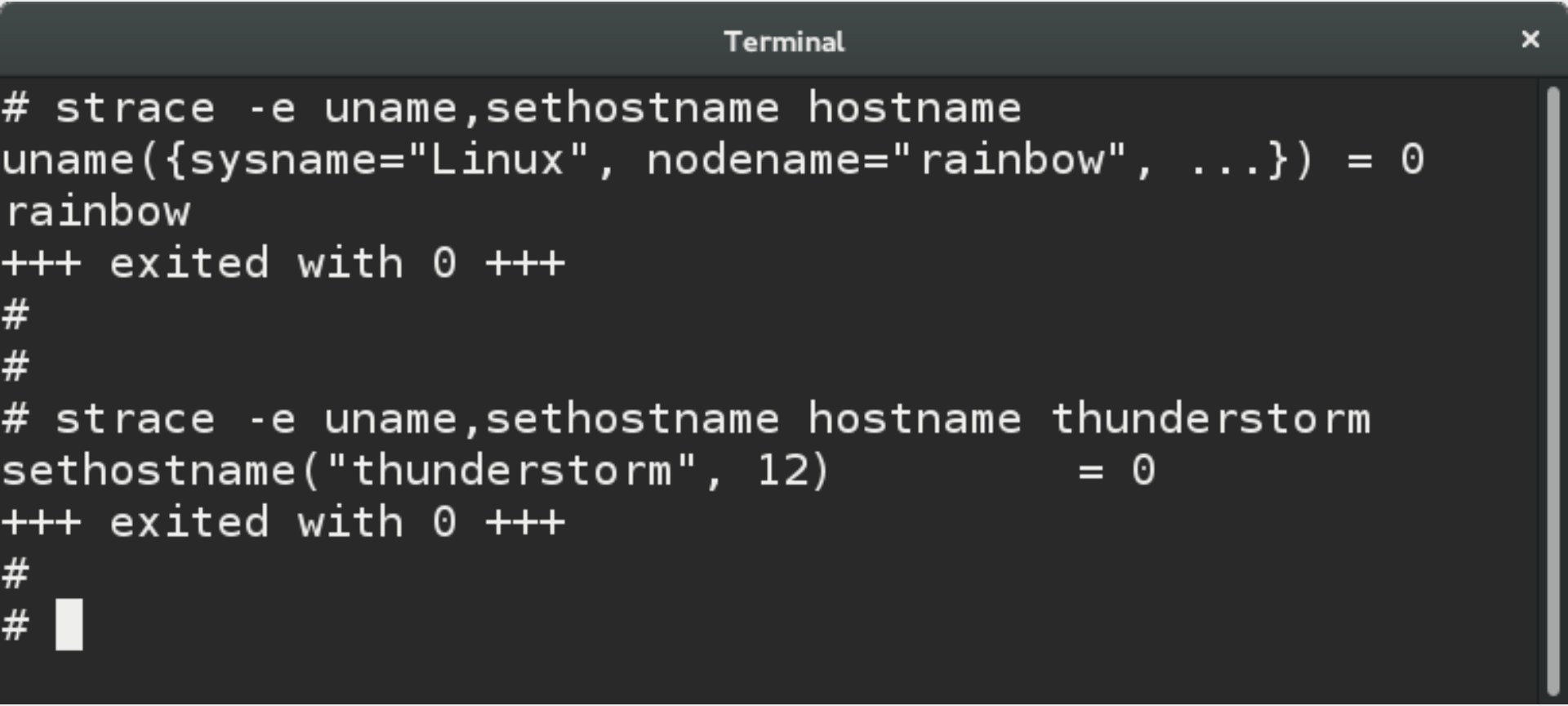


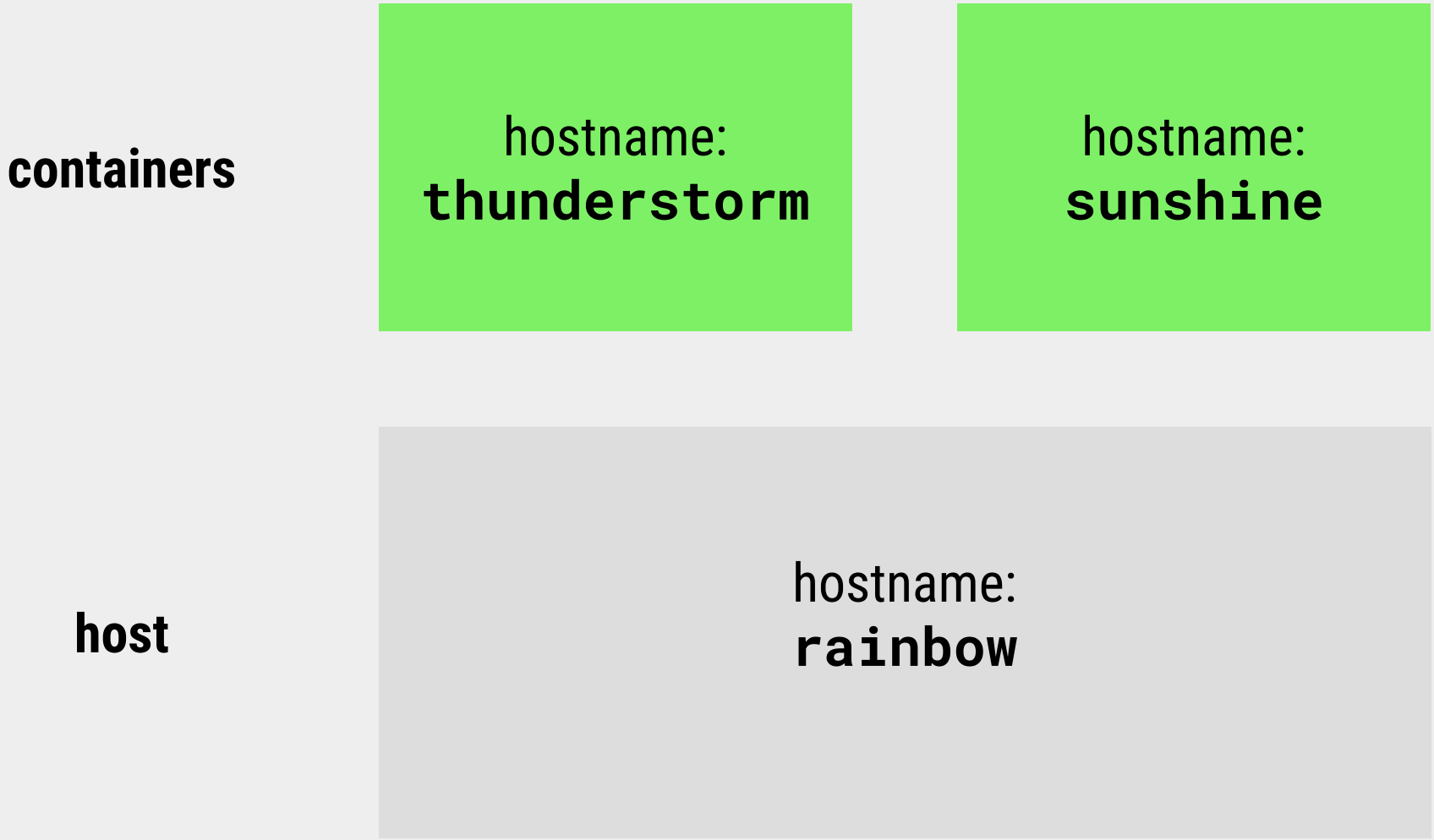
Containers with an example

Getting and setting the hostname:

- **The system calls for getting and setting the hostname are older than containers**

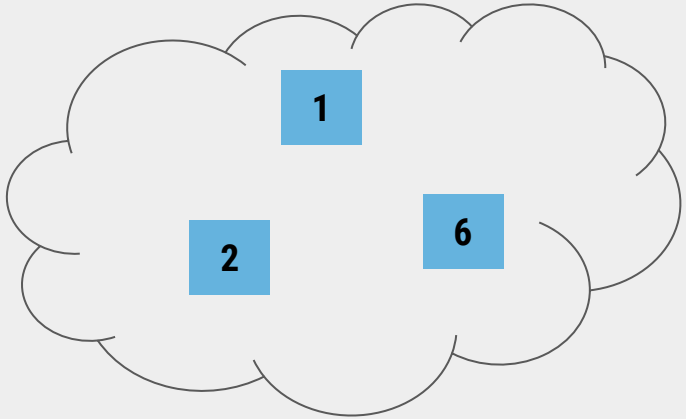
```
int uname(struct utsname *buf);

int gethostname(char *name, size_t len);

int sethostname(const char *name, size_t len);
```

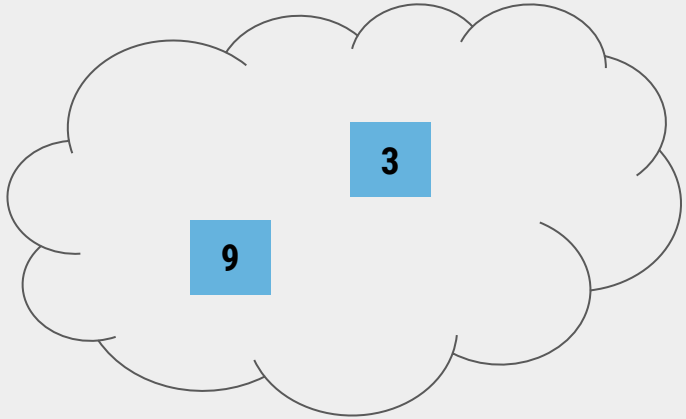

Terminal
strace -e uname,sethostname hostname
uname({sysname="Linux", nodename="rainbow", ...}) = 0
rainbow
+++ exited with 0 +++
#
#
strace -e uname,sethostname hostname thunderstorm
sethostname("thunderstorm", 12)   = 0
+++ exited with 0 +++
#
#


containers
hostname:
thunderstorm
hostname:
sunshine
host
hostname:
rainbow

Linux namespaces

Processes in namespaces





`gethostname() -> “rainbow”`

`gethostname() -> “thunderstorm”`

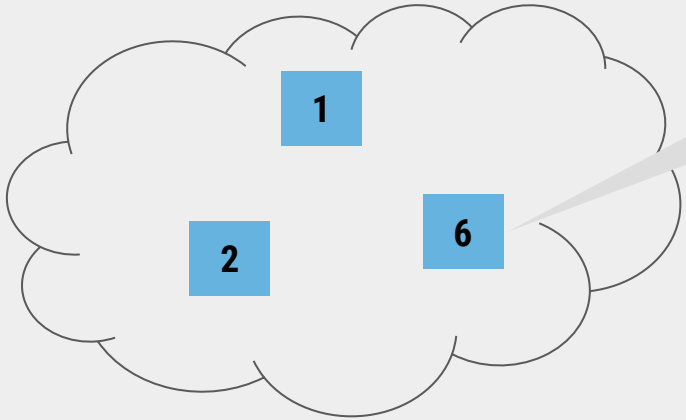
Linux Namespaces

Several independent namespaces

- **uts** (Unix Timesharing System) **namespace**
- **mount namespace**
- **pid namespace**
- **network namespace**
- **user namespace**

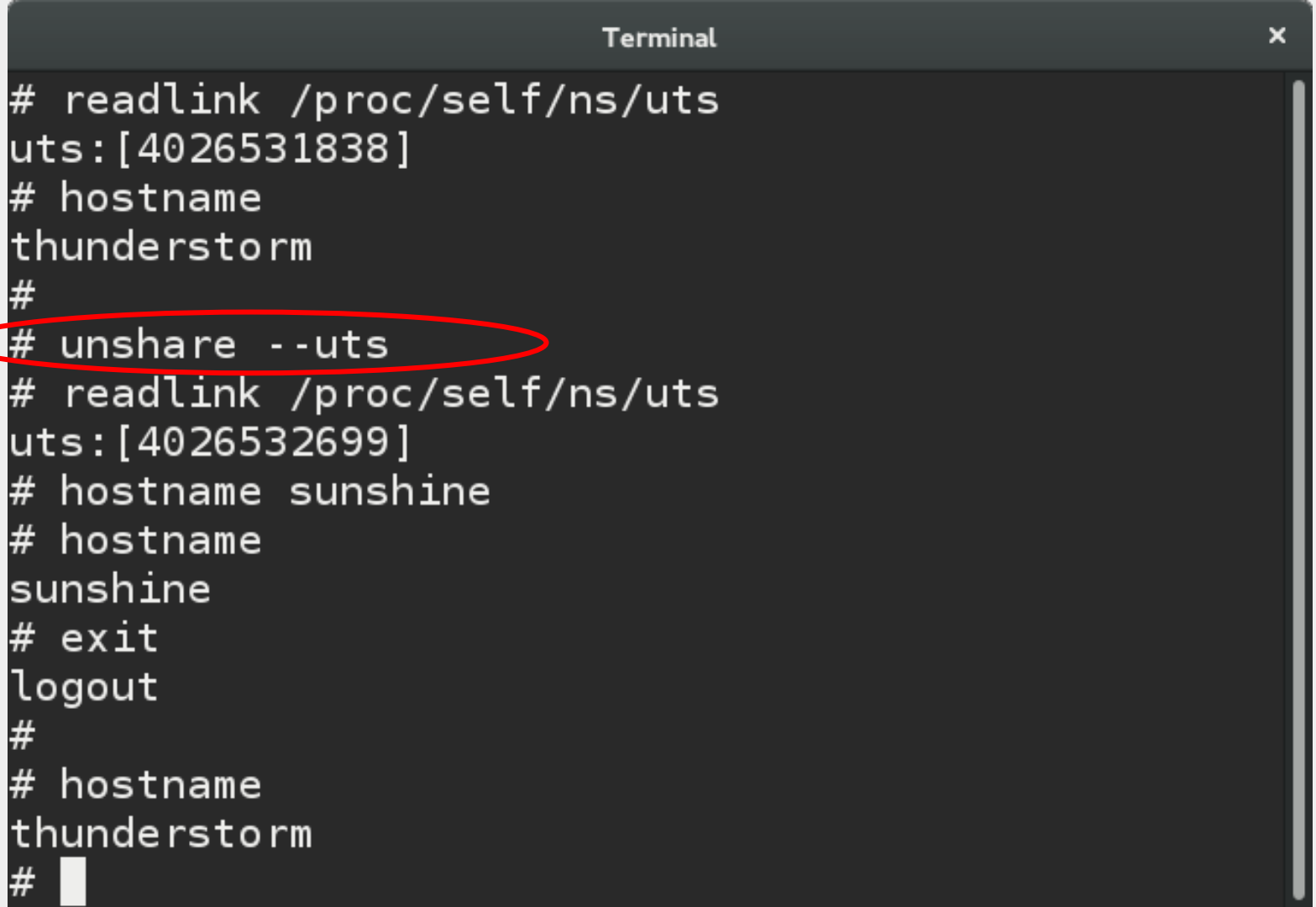
Creating new namespaces

```
unshare(CLONE_NEWUTS);
```



“rainbow”

Creating new namespaces


Terminal
readlink /proc/self/ns/uts
uts:[4026531838]
hostname
thunderstorm
#
unshare --uts
readlink /proc/self/ns/uts
uts:[4026532699]
hostname sunshine
hostname
sunshine
exit
logout
#
hostname
thunderstorm
#

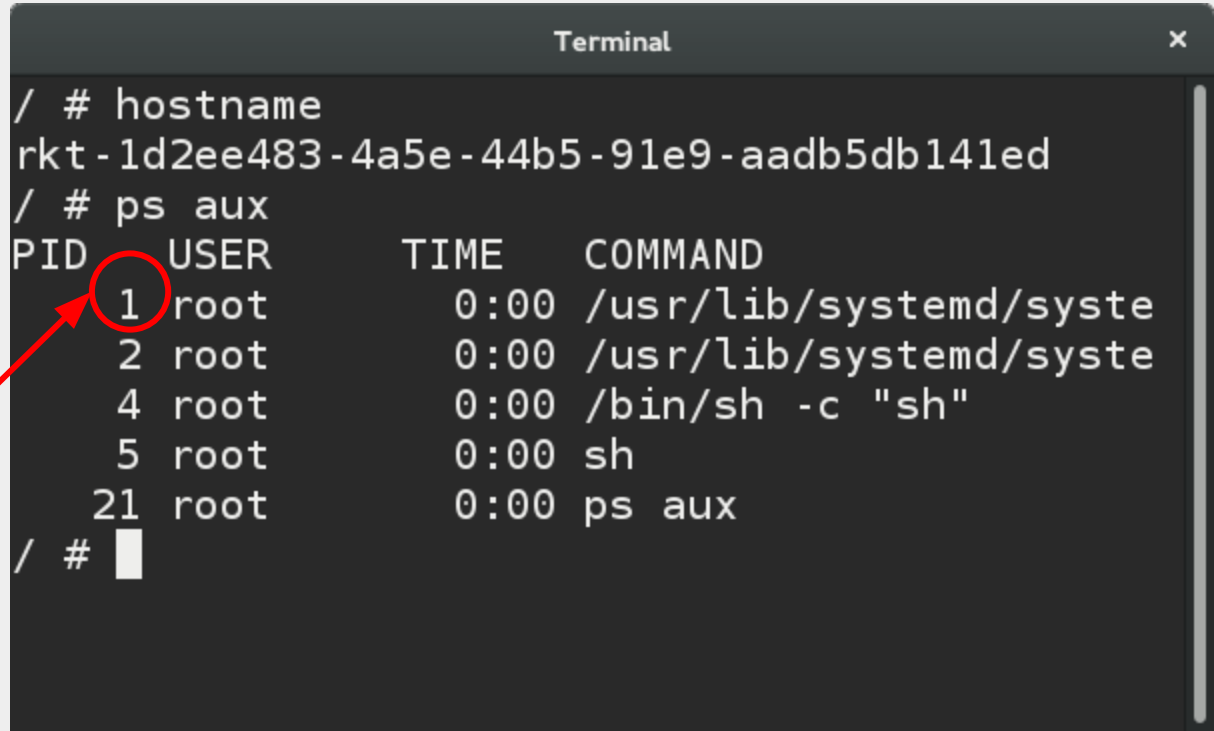
PID namespace

Hiding processes and PID translation

- the host sees all processes
- the container only its own processes

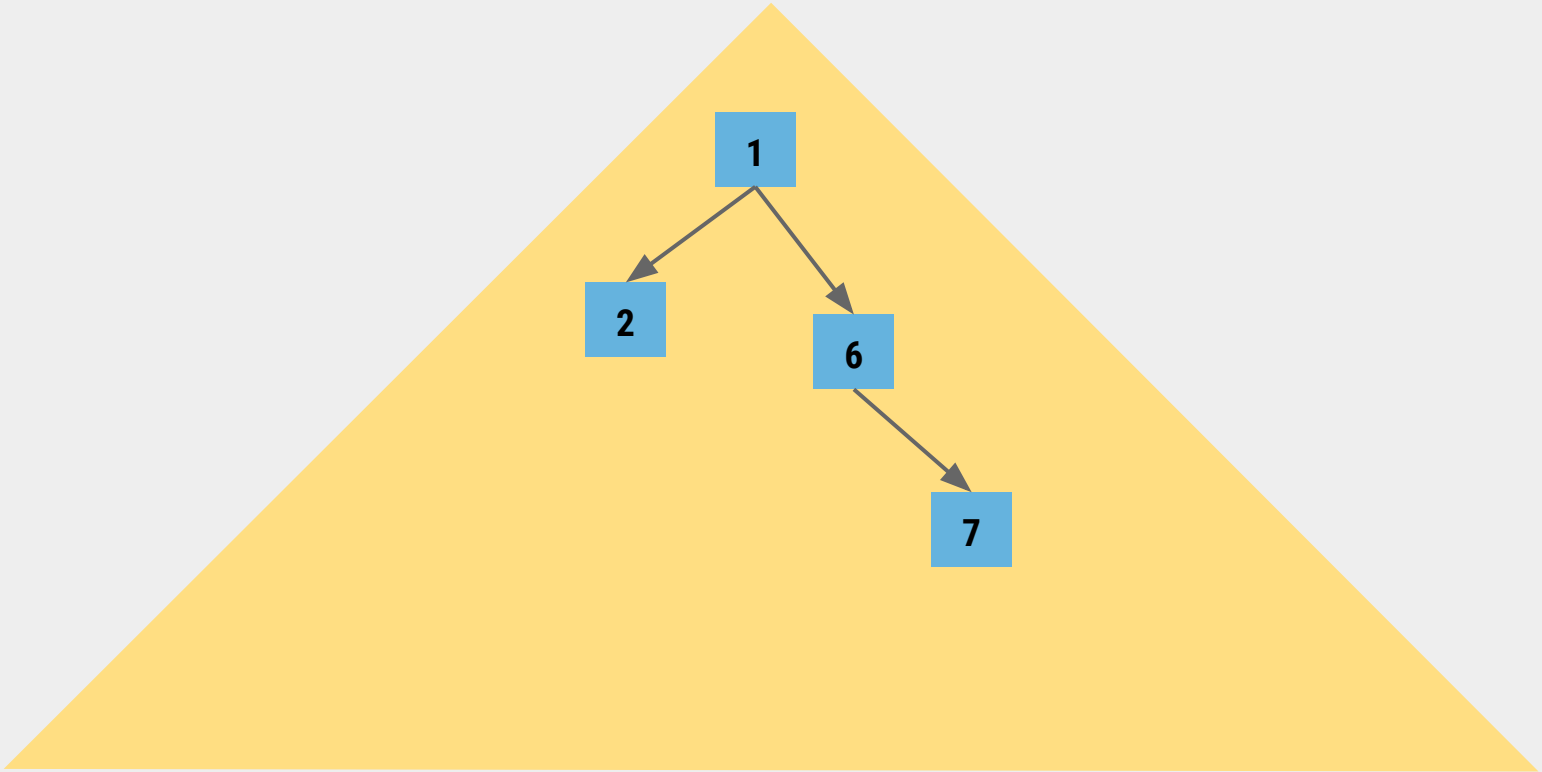
Hiding processes and PID translation

- the host sees all processes
- the container only its own processes



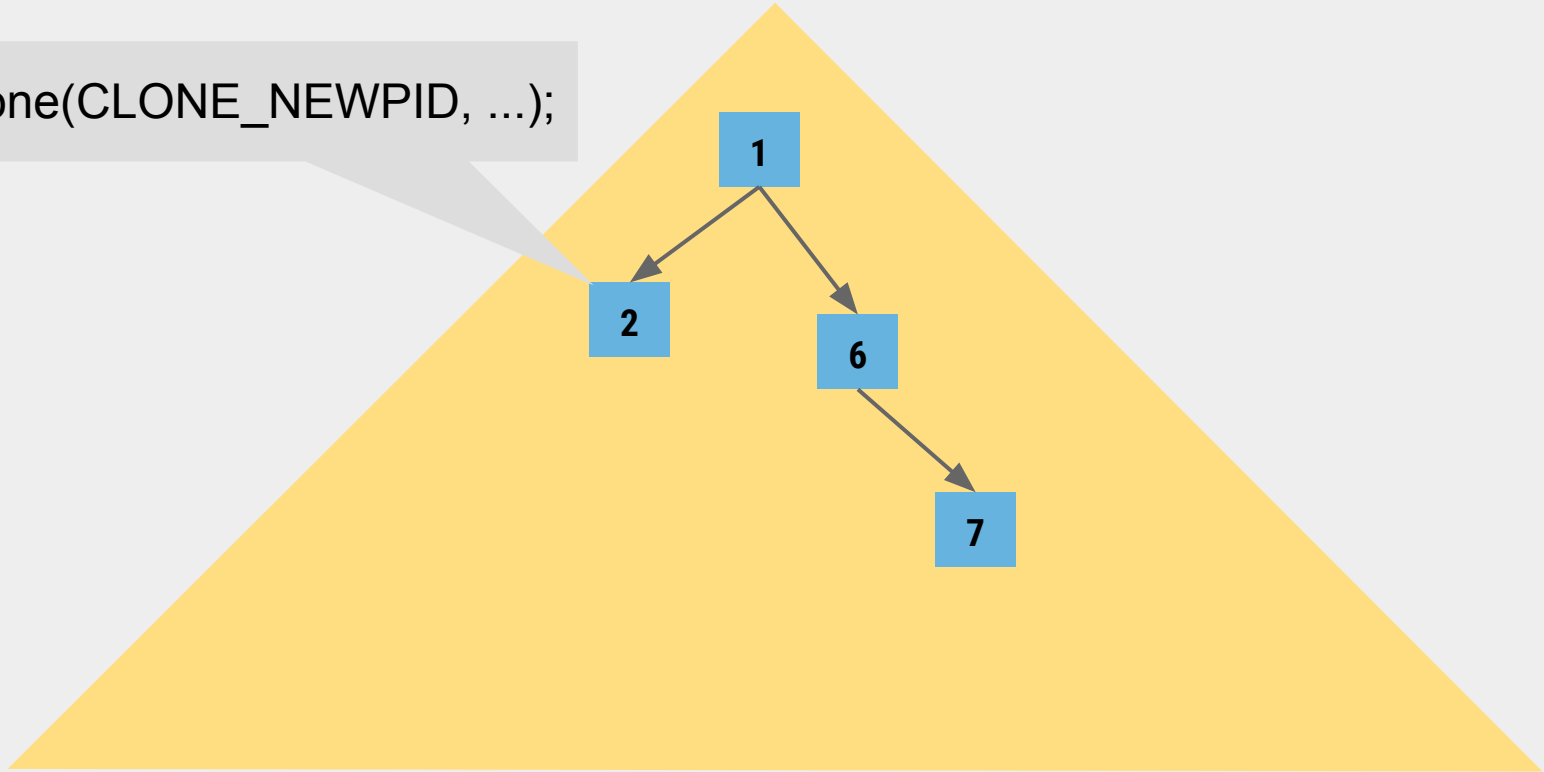
Actually pid 30920

Initial PID namespace

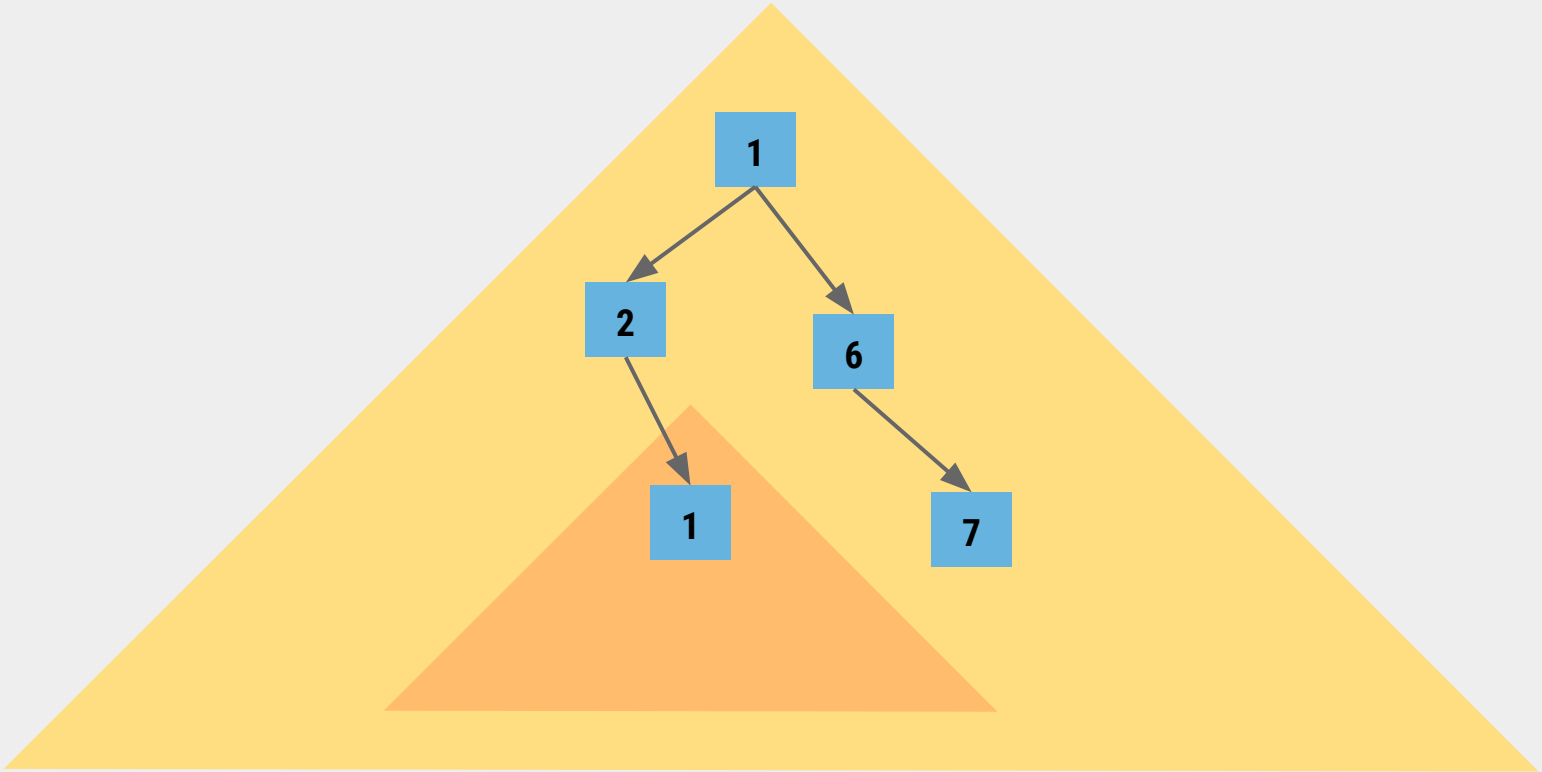


Creating a new namespace

clone(CLONE_NEWPID, ...);



Creating a new namespace



rkt

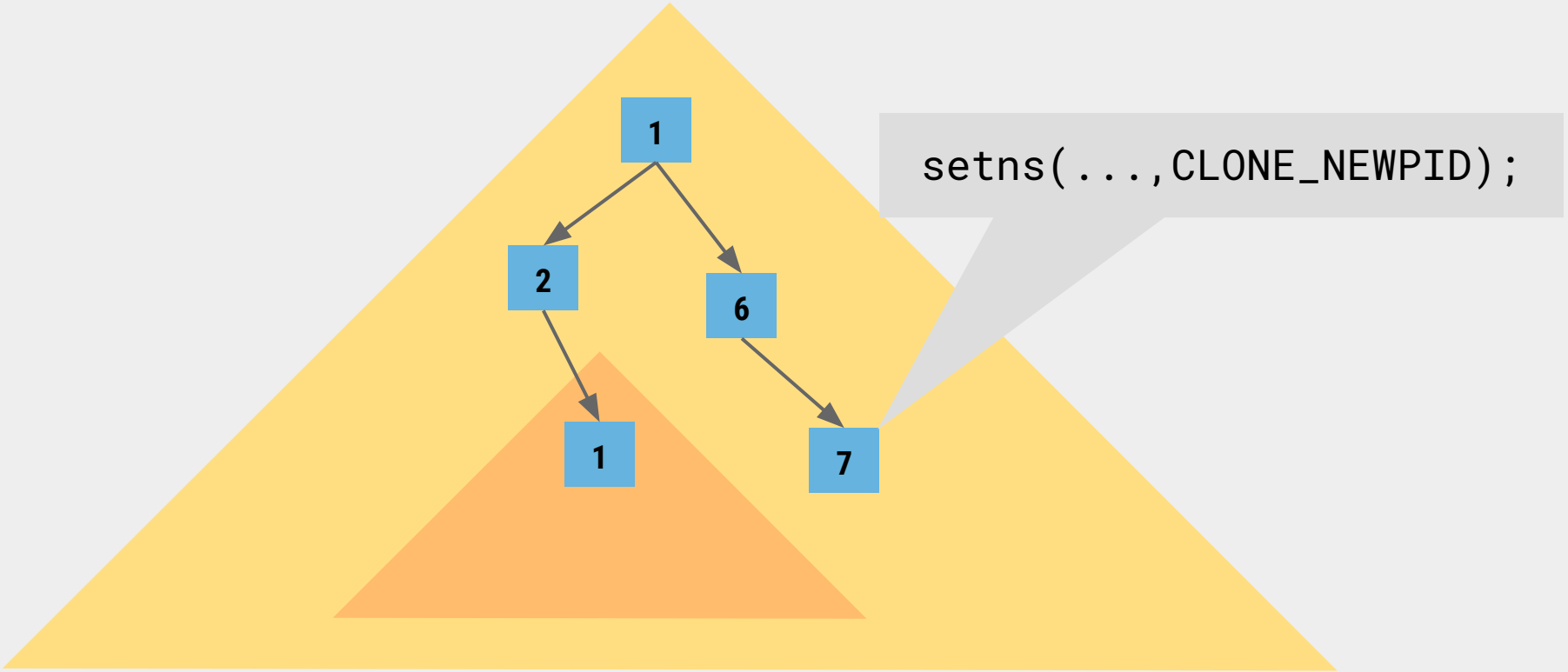
`rkt run …`

- uses unshare() to create a new network namespace
- uses clone() to start the first process in the container with a new pid namespace

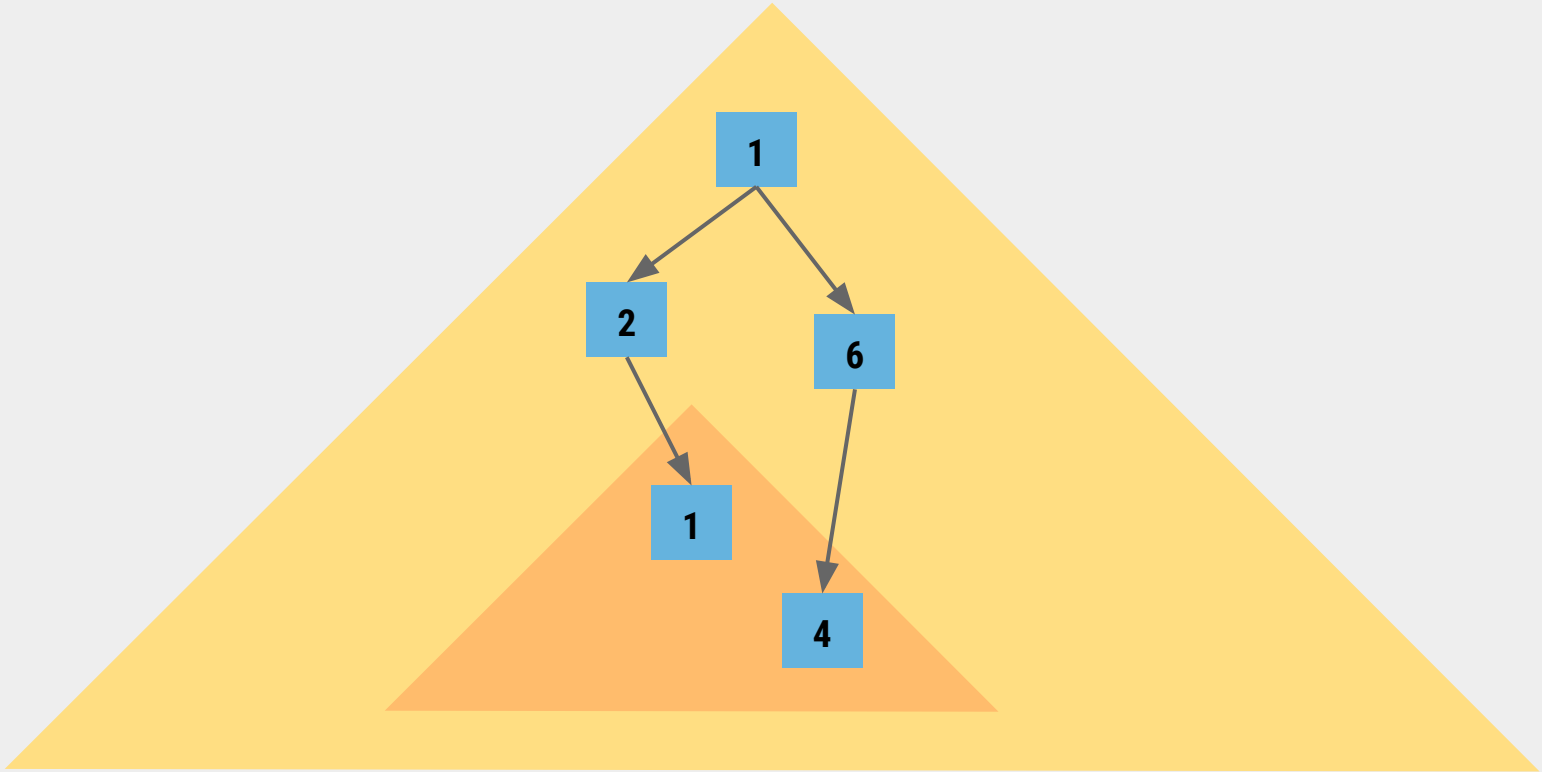
`rkt enter …`

- uses setns() to enter an existing namespace

Joining an existing namespace



Joining an existing namespace



When does PID translation happen?

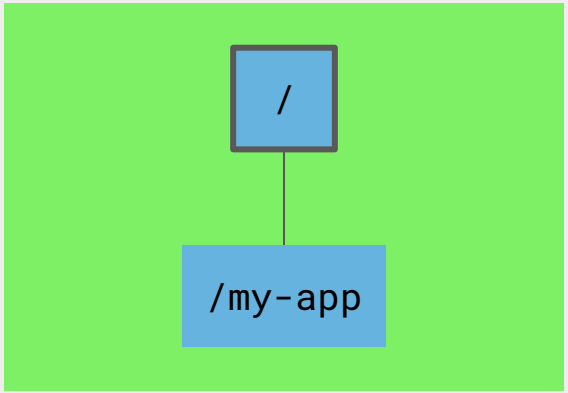
- the kernel always show the
- getpid(), getppid()
- /proc
- /sys/fs/cgroup/<subsys>/.../cgroup.procs
- credentials passed in Unix sockets (SCM_CREDS)
- pid = fork()

Future:

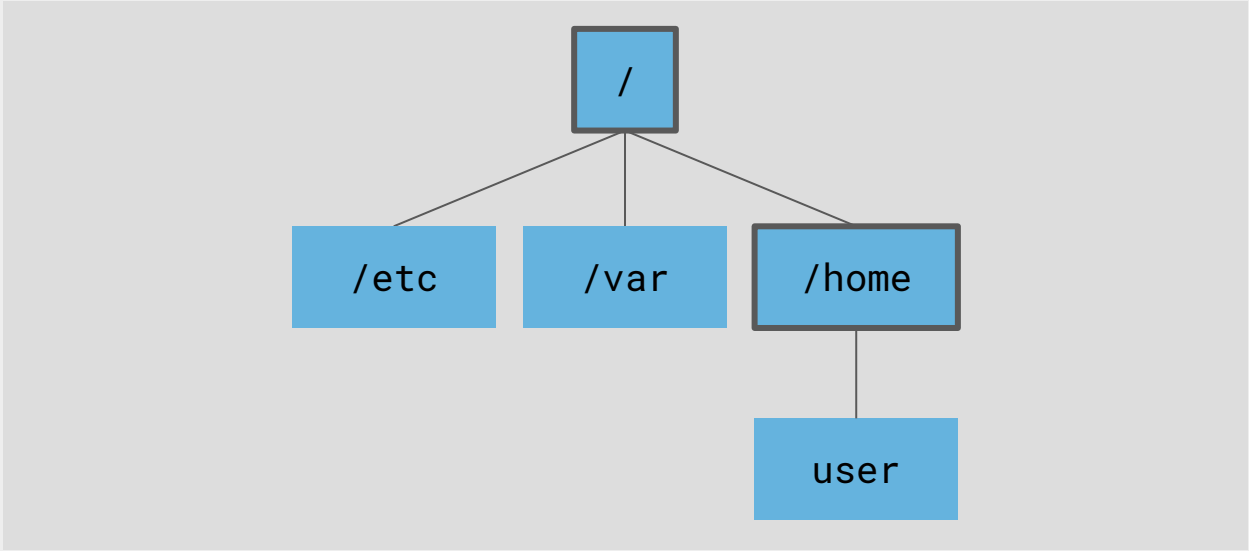
- Possibly: getvpid() patch being discussed

Mount namespaces

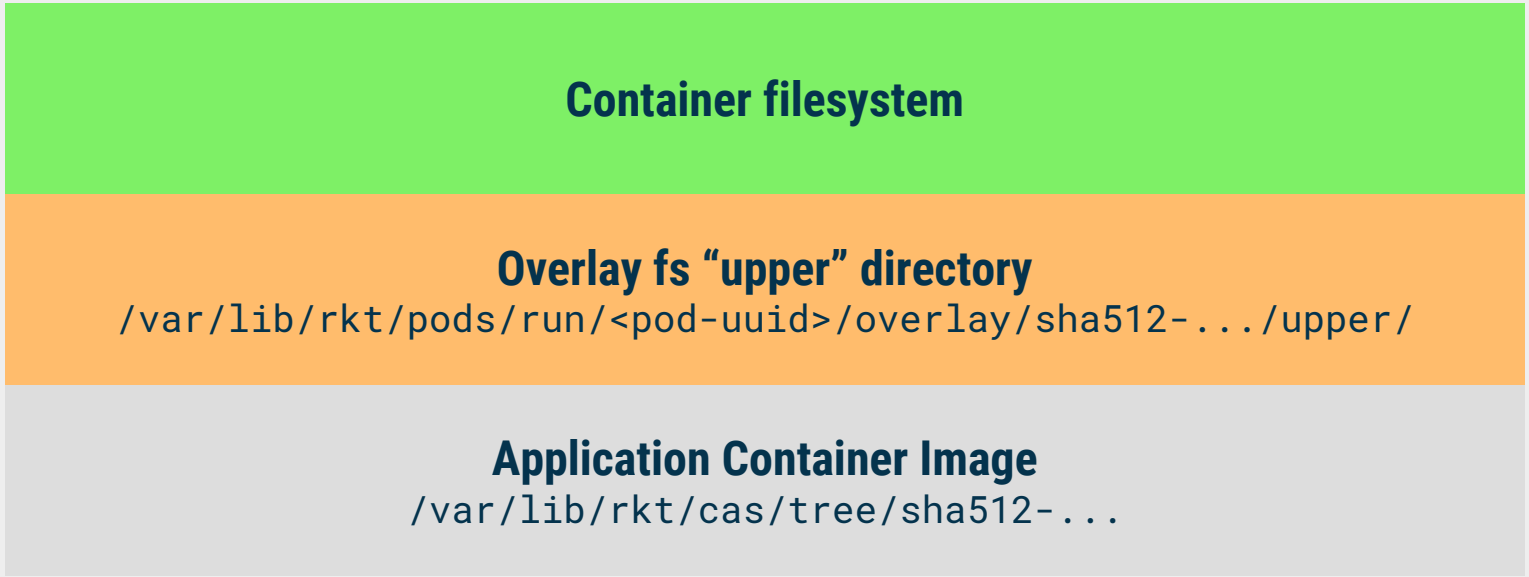
container



host



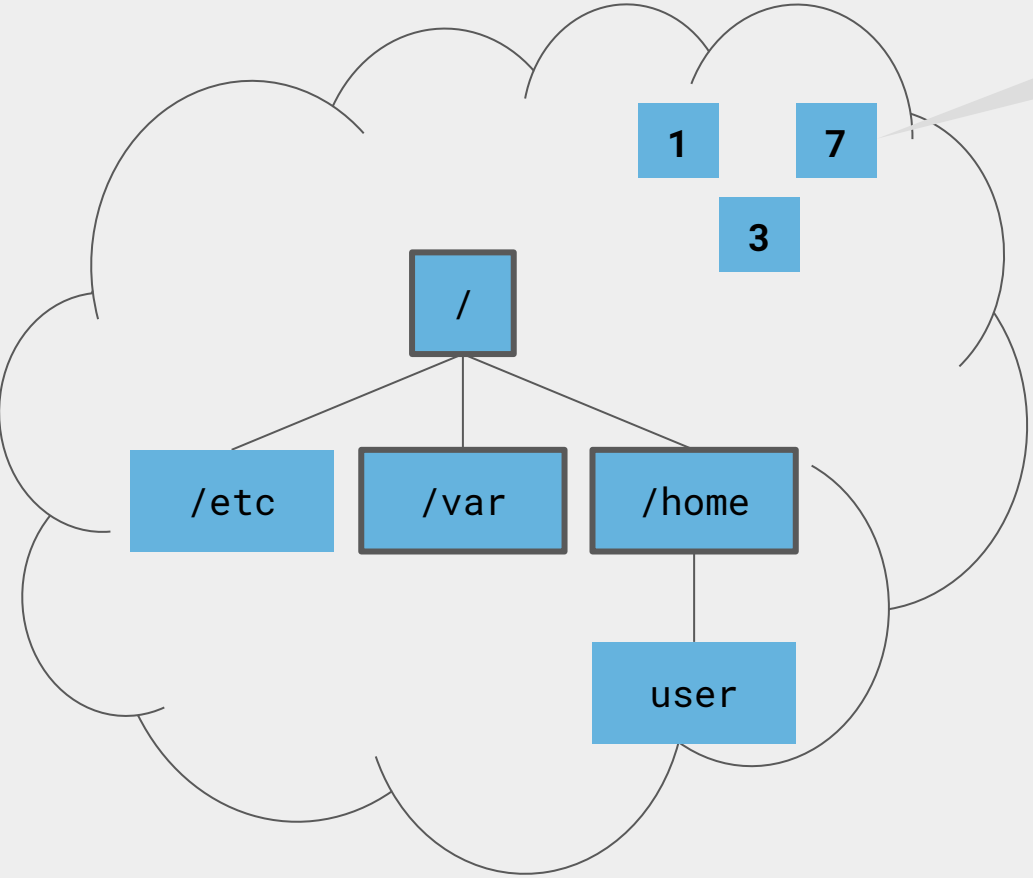
Storing the container data (Copy-on-write)

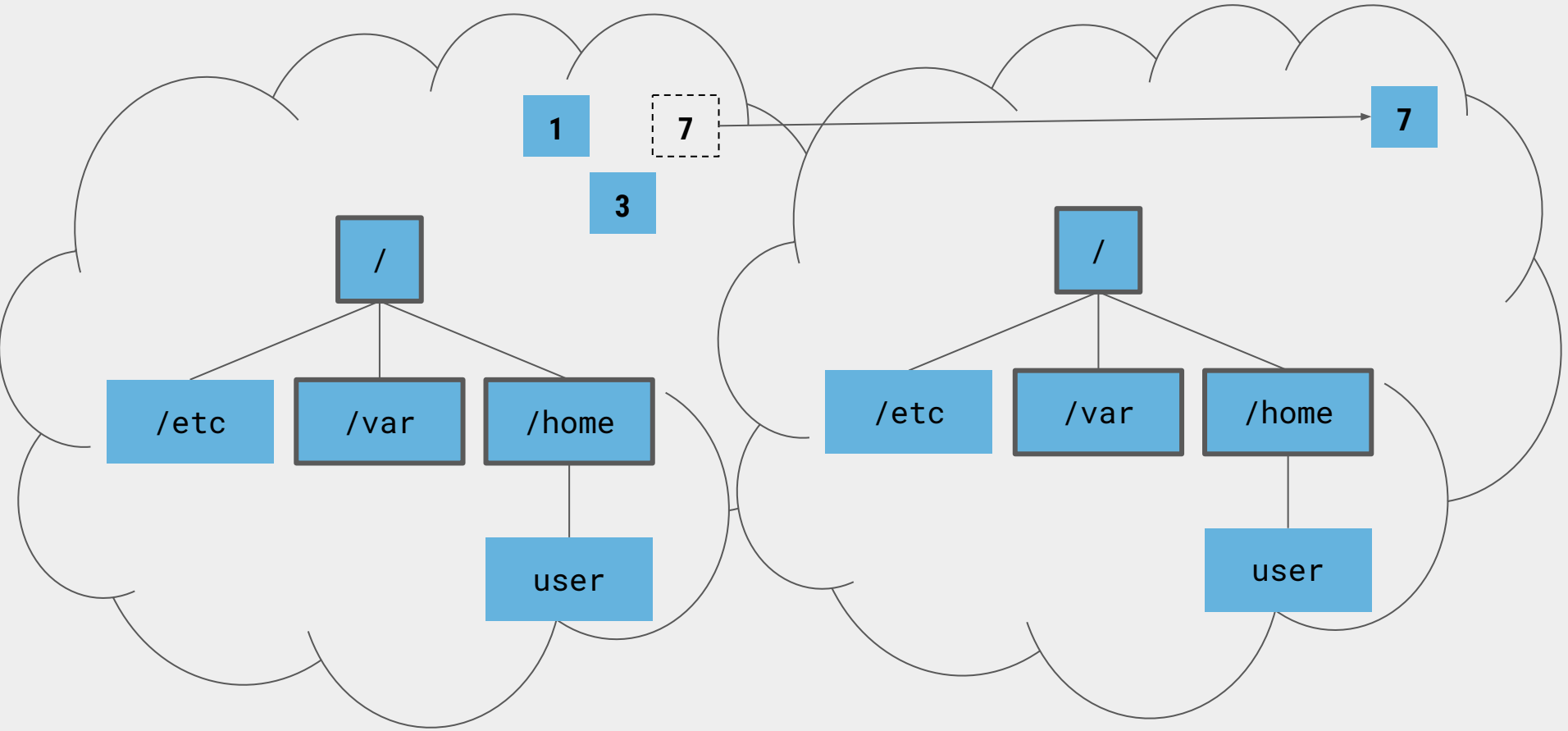


rkt directories

```
/var/lib/rkt
 ├─ cas
 │   └─ tree
 │       ├─ deps-sha512-19bf...
 │       └─ deps-sha512-a5c2...
 └─ pods
    └─ run
        └─ e0ccc8d8
            └─ overlay/sha512-19bf.../upper
            └─ stage1/rootfs/
```

unshare(..., CLONE_NEWNS);




1
7
3
7
/
/etc
/var
/home
user
/
/etc
/var
/home
user

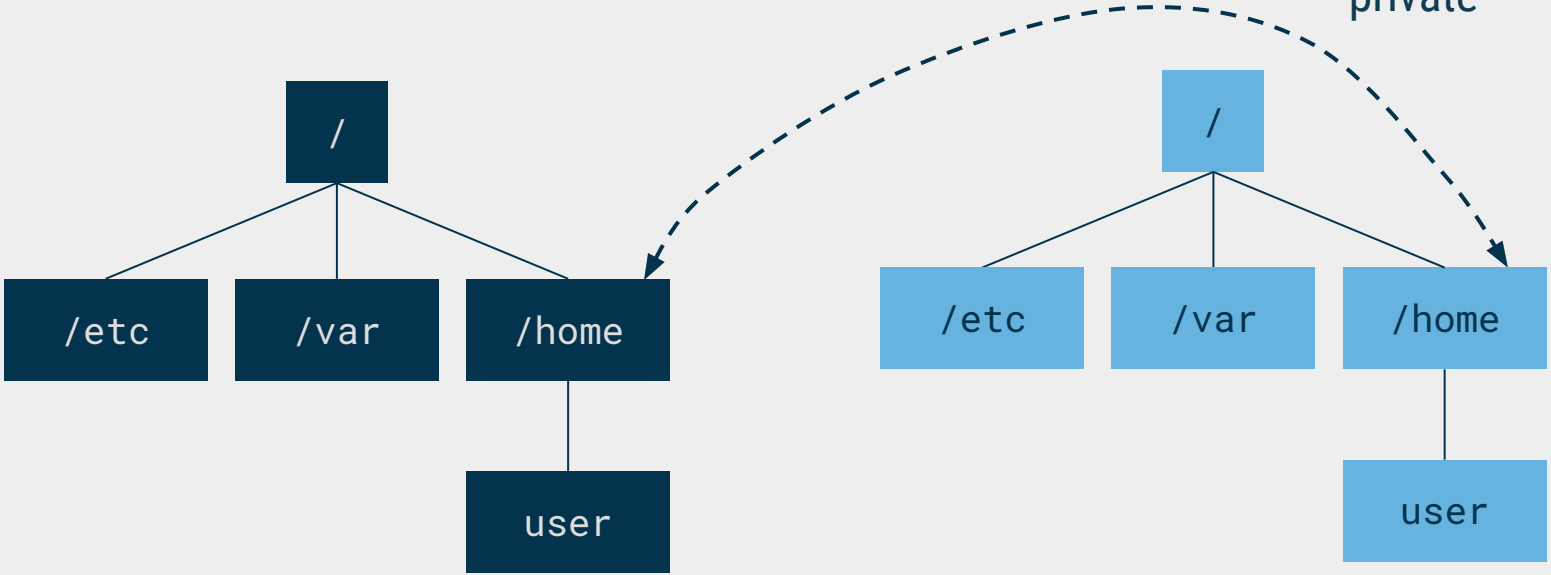
Changing root with MS_MOVE

$ROOTFS = /var/lib/rkt/pods/run/e0ccc8d8.../stage1/rootfs

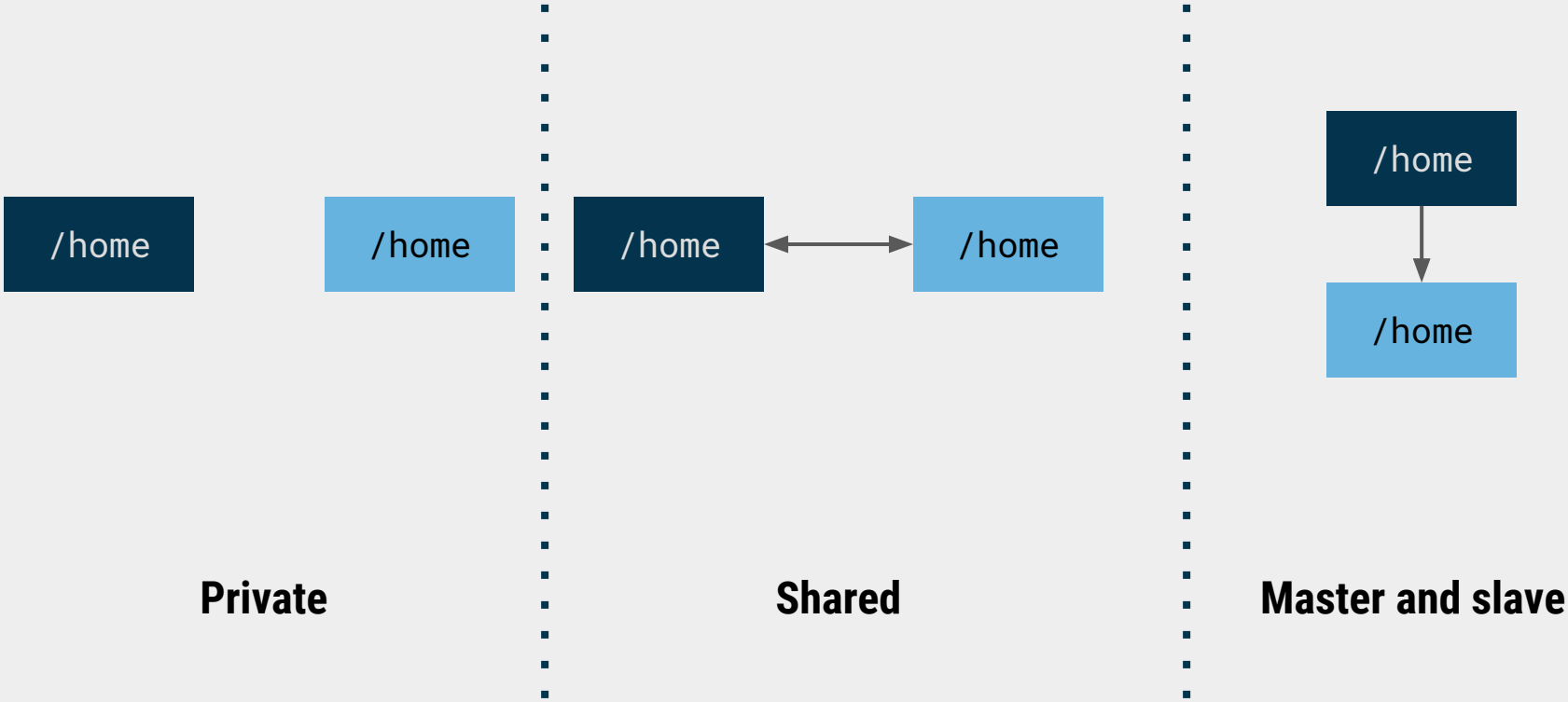
Mount propagation events

Relationship between the two mounts:

- shared
- master / slave
- private



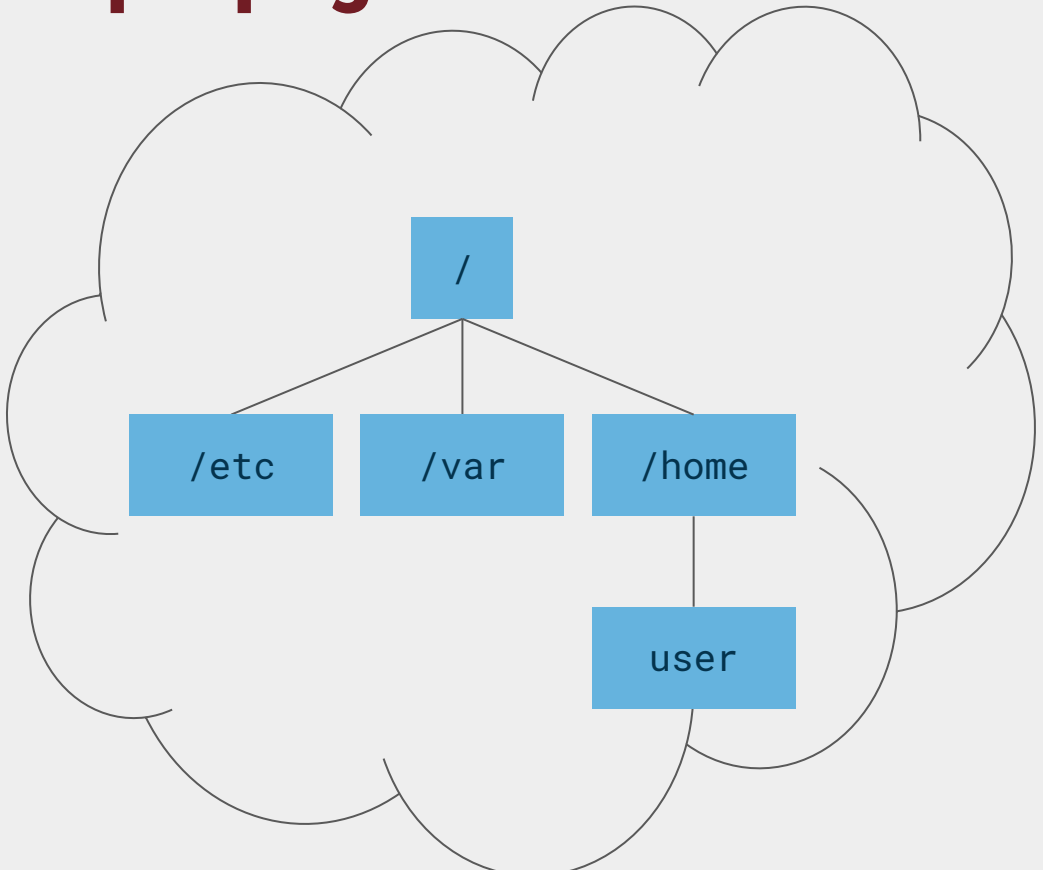
Mount propagation events



How rkt uses mount propagation events

- **/ in the container namespace is recursively set as slave:**

```
mount(NULL, "/", NULL,
      MS_SLAVE|MS_REC, NULL)
```

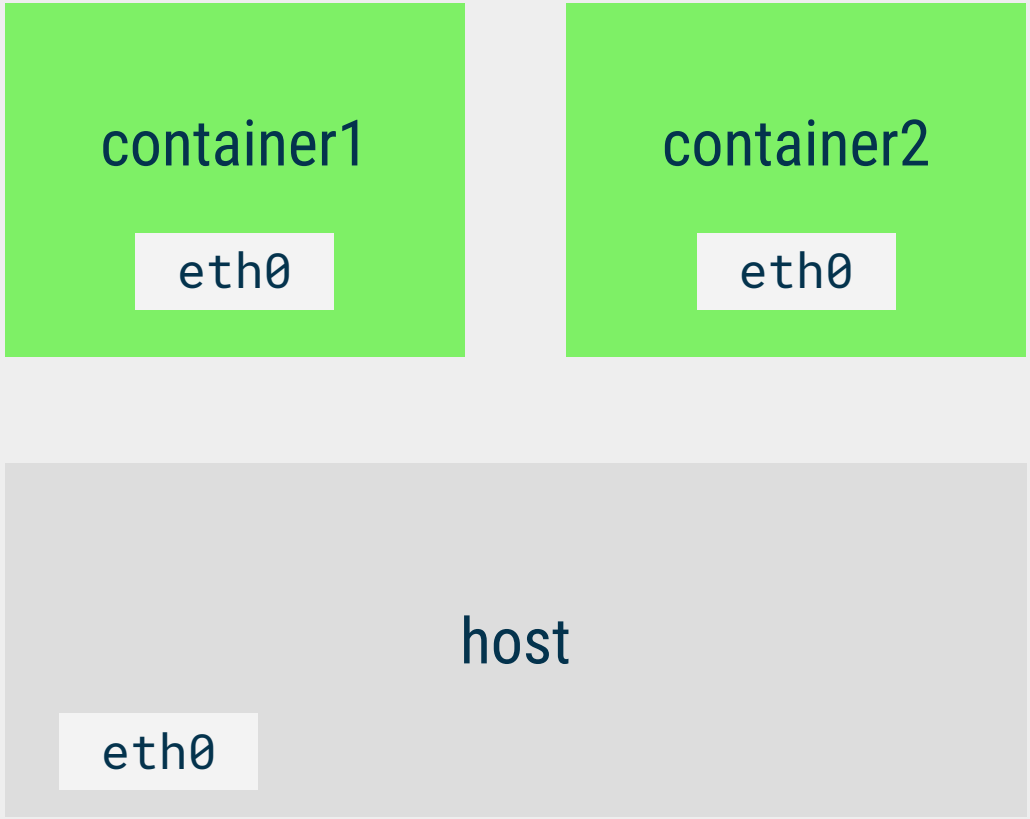


Network namespace

Network isolation

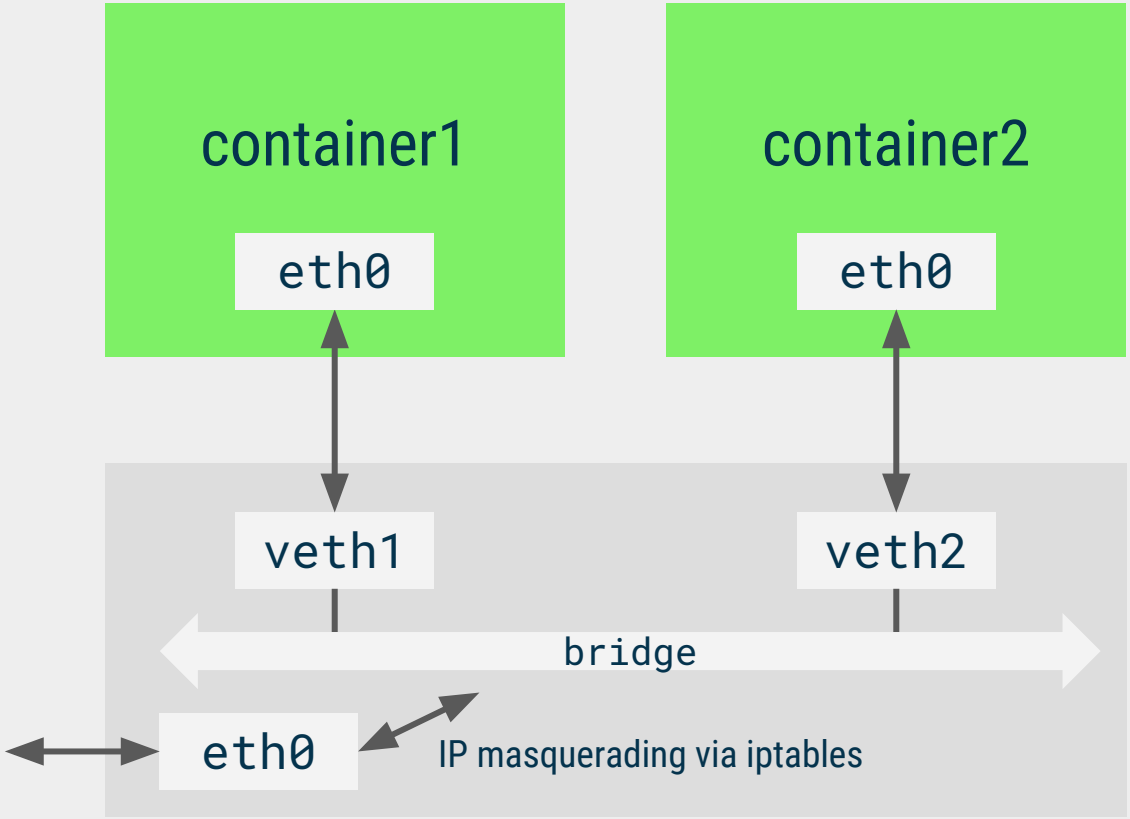
Goal:

- **each container has their own network interfaces**
- **Cannot see the network traffic outside the container (e.g. tcpdump)**



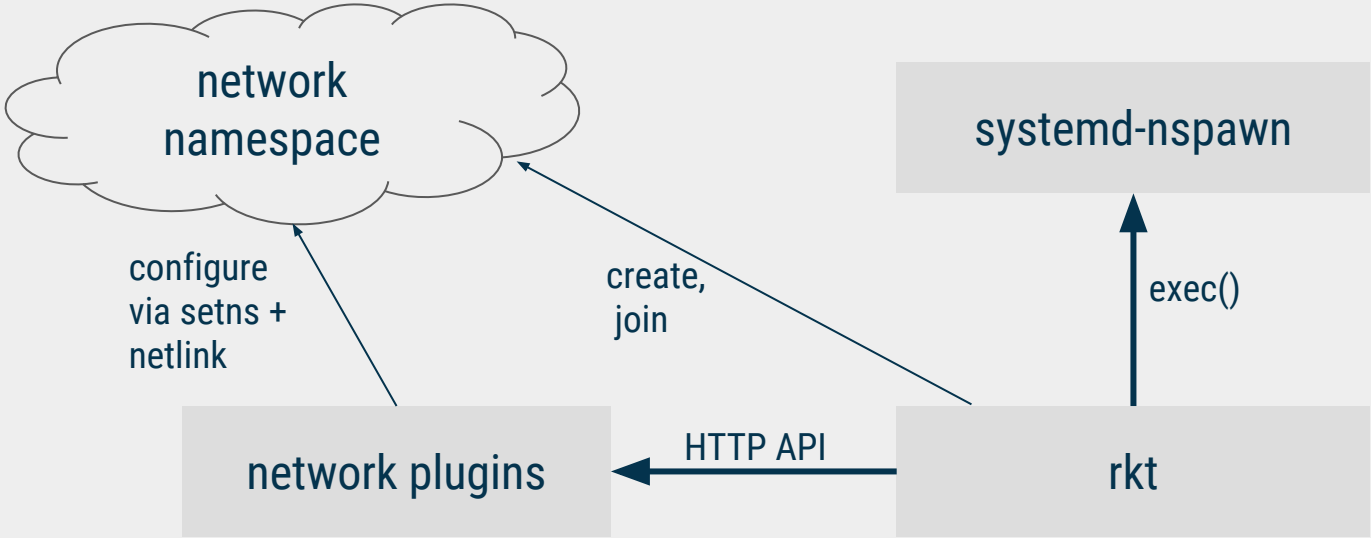
Network tooling

- Linux can create pairs of virtual net interfaces
- Can be linked in a bridge



How does rkt do it?

- **rkt uses the network plugins implemented by the Container Network Interface (CNI, https://github.com/appc/cni)**



`/var/lib/rkt/pods/run/$POD_UUID/netns`

User namespaces

History of Linux namespaces

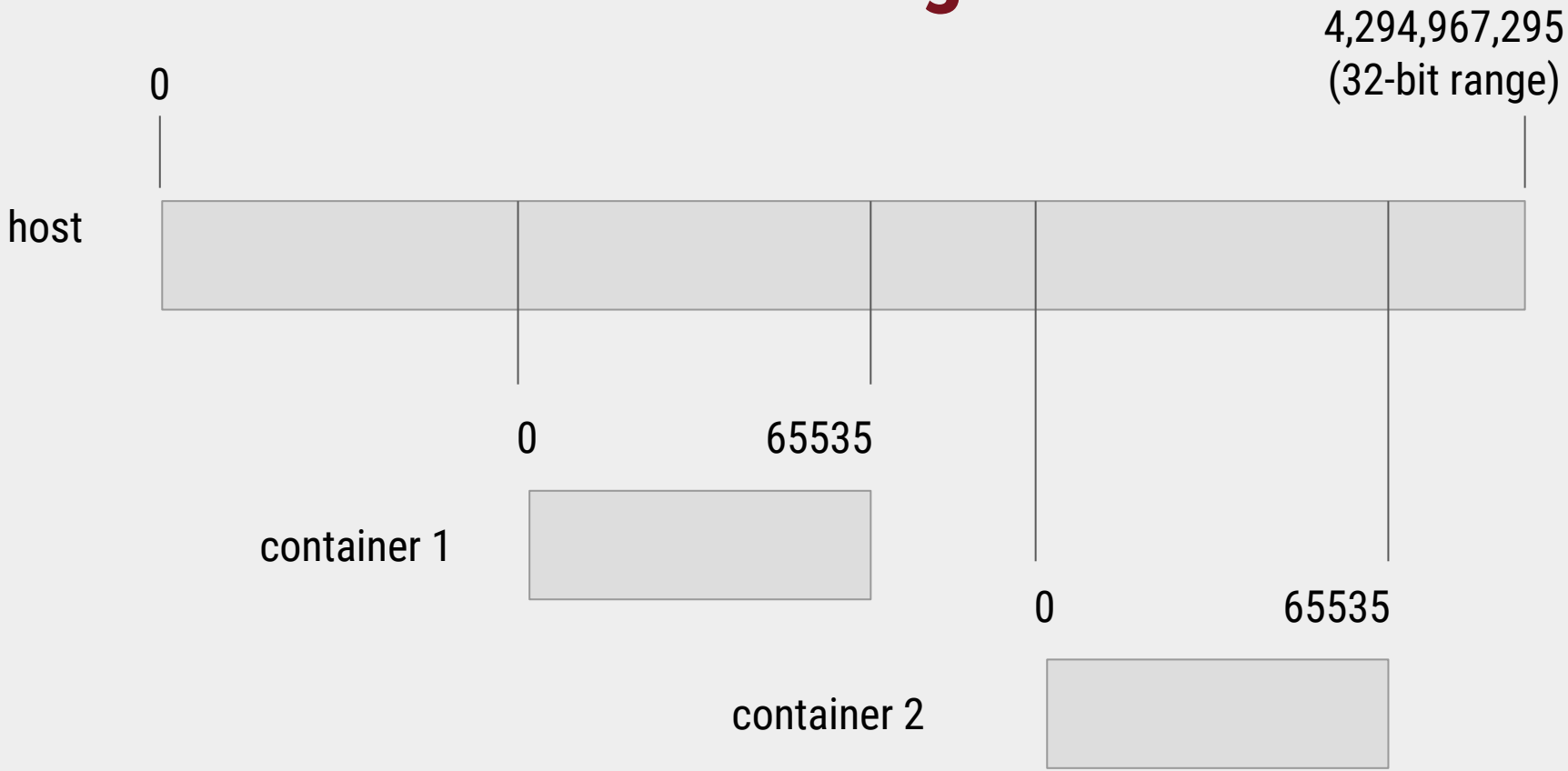
- ✓ 1991: Linux
- ✓ 2002: namespaces in Linux 2.4.19
- ✓ 2008: LXC
- ✓ 2011: systemd-nspawn
- ✓ 2013: **user namespaces** in Linux 3.8
- ✓ 2013: Docker
- ✓ 2014: rkt

… development still active

Why user namespaces?

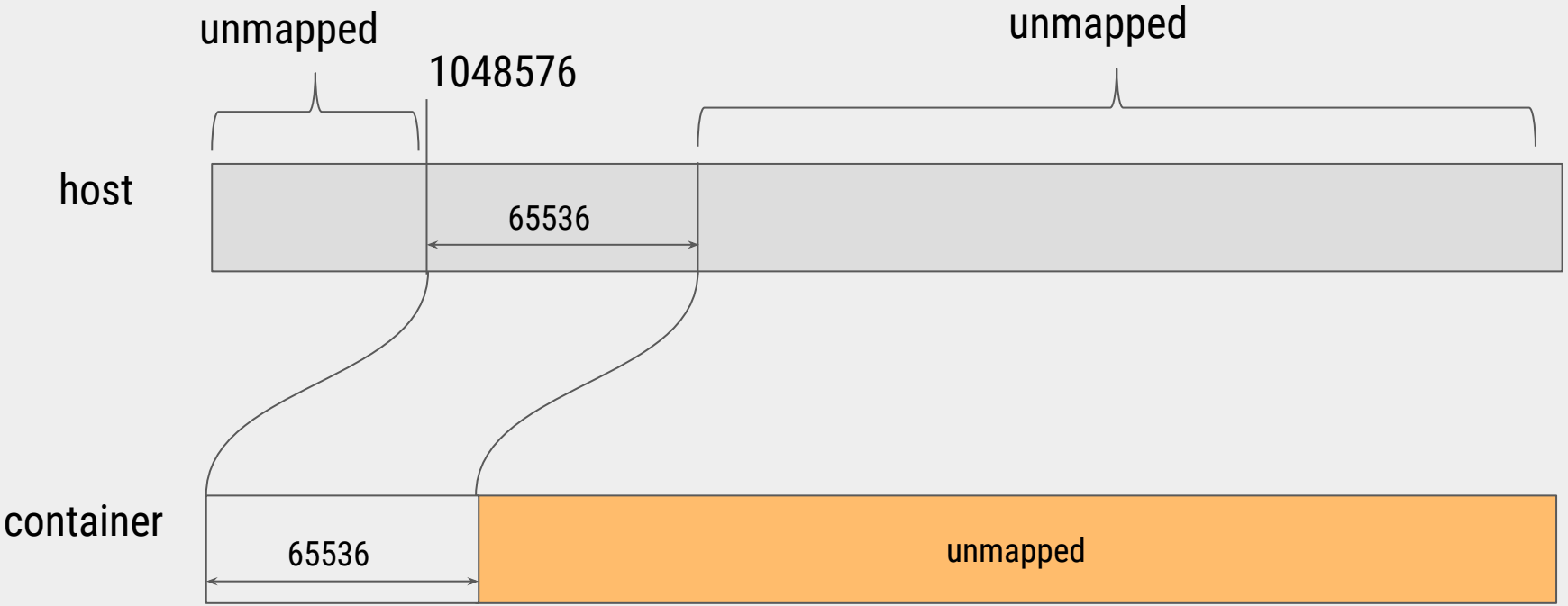
- Better isolation
- Run applications which would need more capabilities
- Per user limits
- Future:
  - Unprivileged containers: possibility to have container without root

User ID ranges

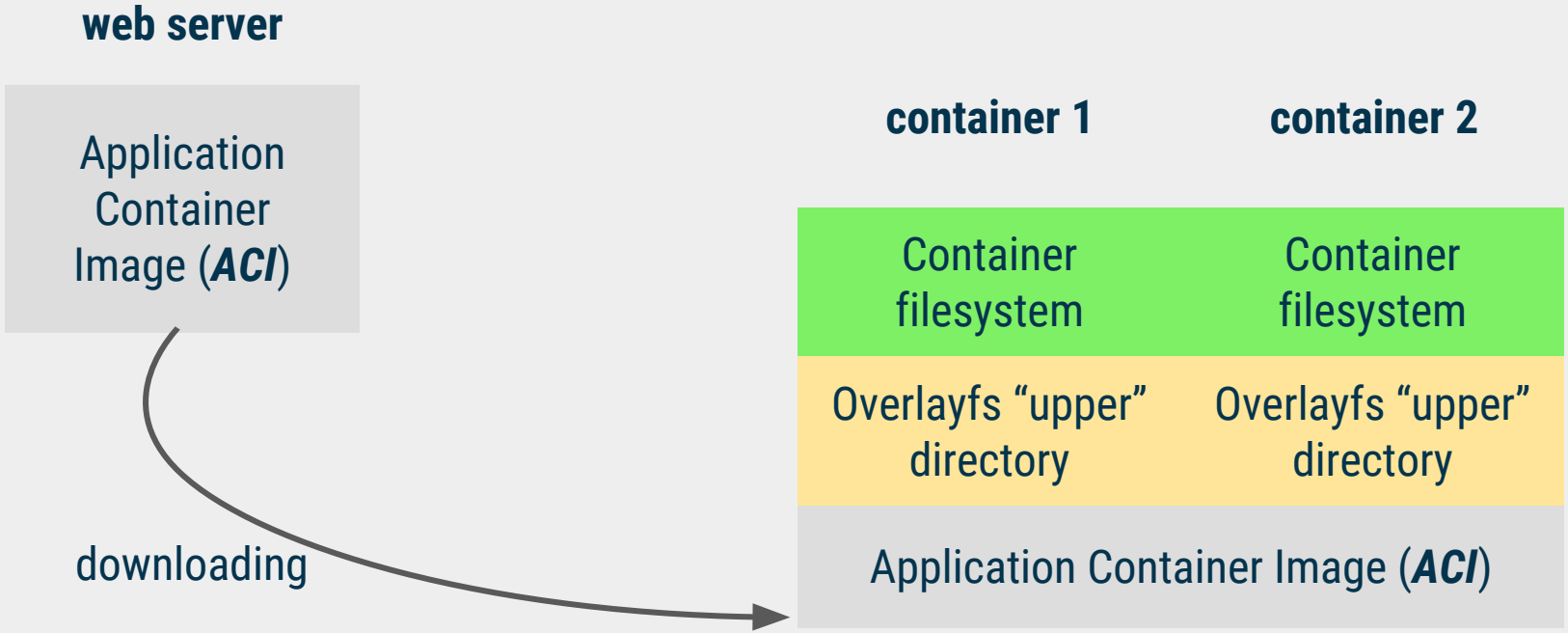


User ID mapping

`/proc/$PID/uid_map: “0  1048576  65536”`



Problems with container images

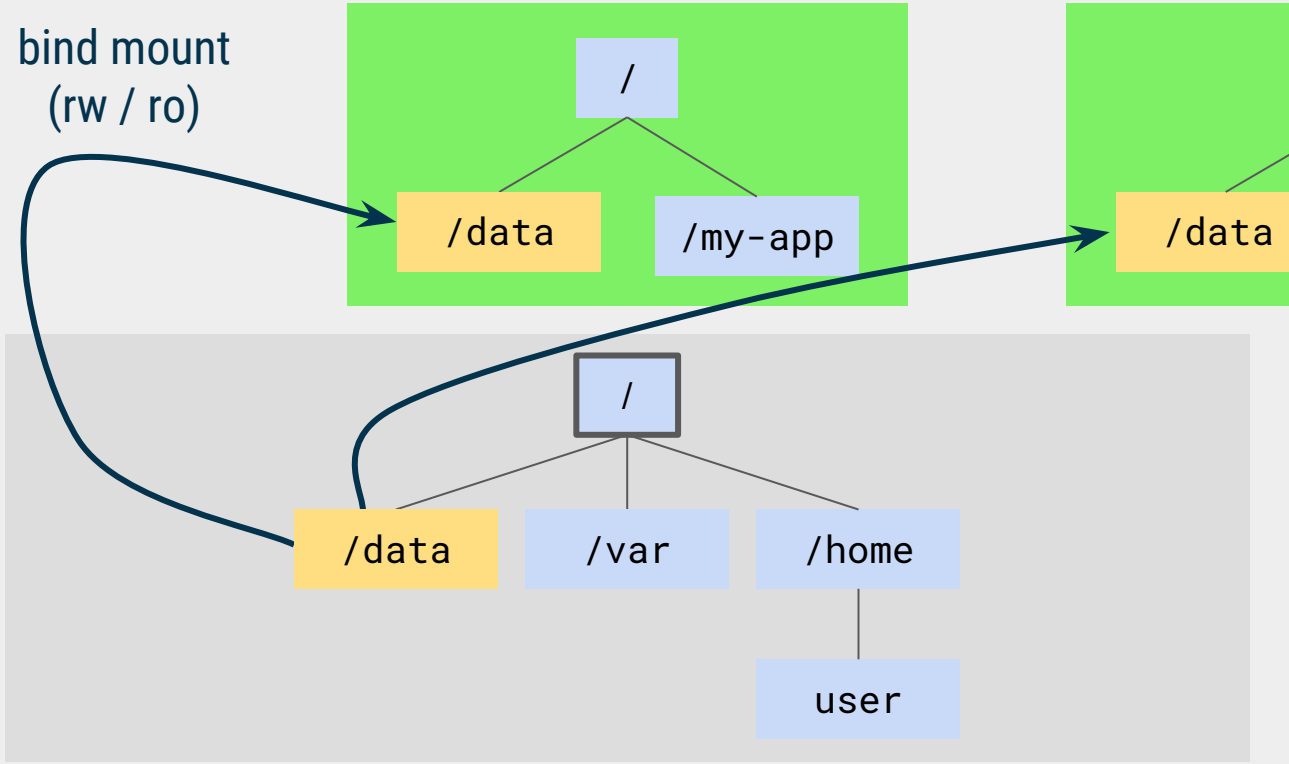


Problems with container images

- Files UID / GID
- rkt currently only supports user namespaces without overlayfs
  - Performance loss: no COW from overlayfs
  - “chown -R” for every file in each container

Problems with volumes

- mounted in several containers
- No UID translation
- Dynamic UID maps

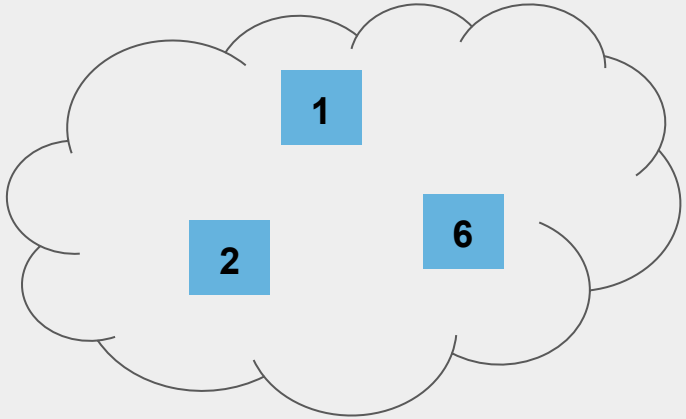


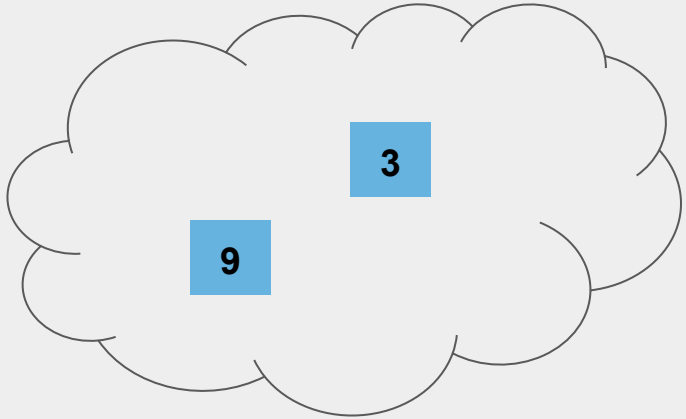
User namespace and filesystem problem

- Possible solution: add options to mount() to apply a UID mapping
- rkt would use it when mounting:
  - the overlay rootfs
  - volumes
- Idea suggested on kernel mailing lists

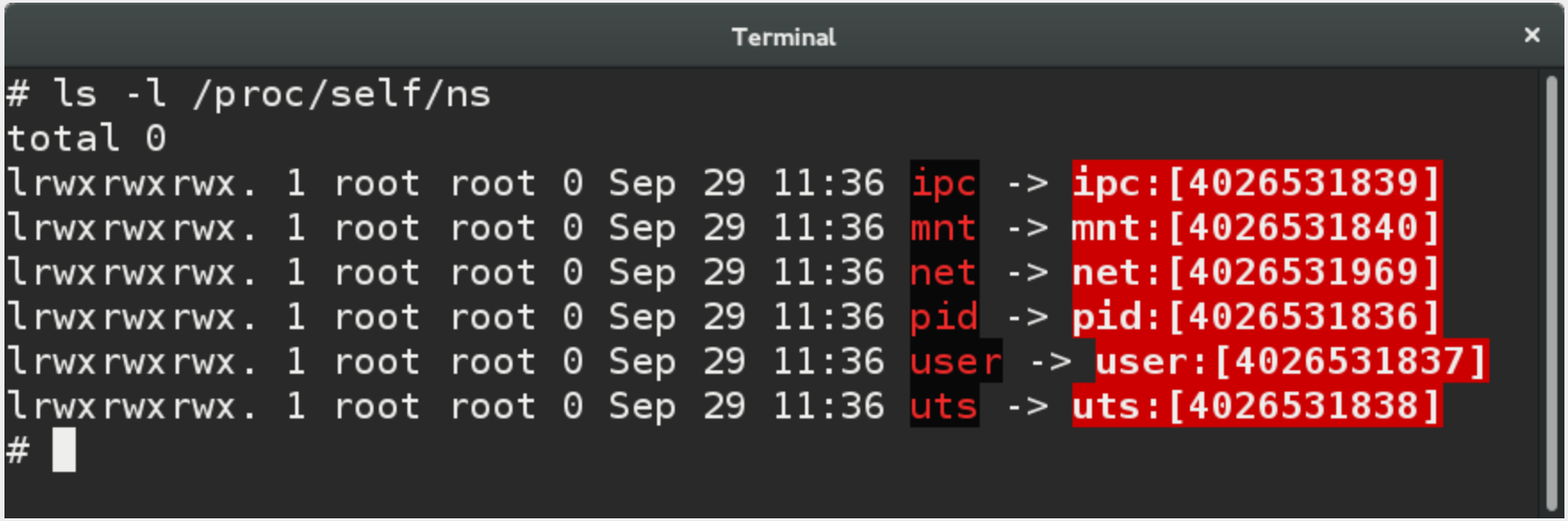
Namespace lifecycle

Namespace references





Namespace file descriptor



These files can be opened, bind mounted, fd-passed (SCM_RIGHTS)

Isolators

Isolators in rkt

- specified
  in an image manifest

- limiting capabilities
  or resources

```
"isolators": [
    {
        "name": "resource/cpu",
        "value": {
            "request": "250m",
            "limit": "500m"
        }
    },
    {
        "name": "resource/memory",
        "value": {
            "request": "1G",
            "limit": "2G"
        }
    },
    {
        "name": "os/linux/capabilities-retain-set",
        "value": {
            "set": ["CAP_NET_BIND_SERVICE"]
        }
    }
],
```

Isolators in rkt

Currently implemented

- capabilities
- cpu
- memory

Possible additions

- block-bandwidth
- block-iops
- network-bandwidth
- disk-space

Capabilities (1/3)

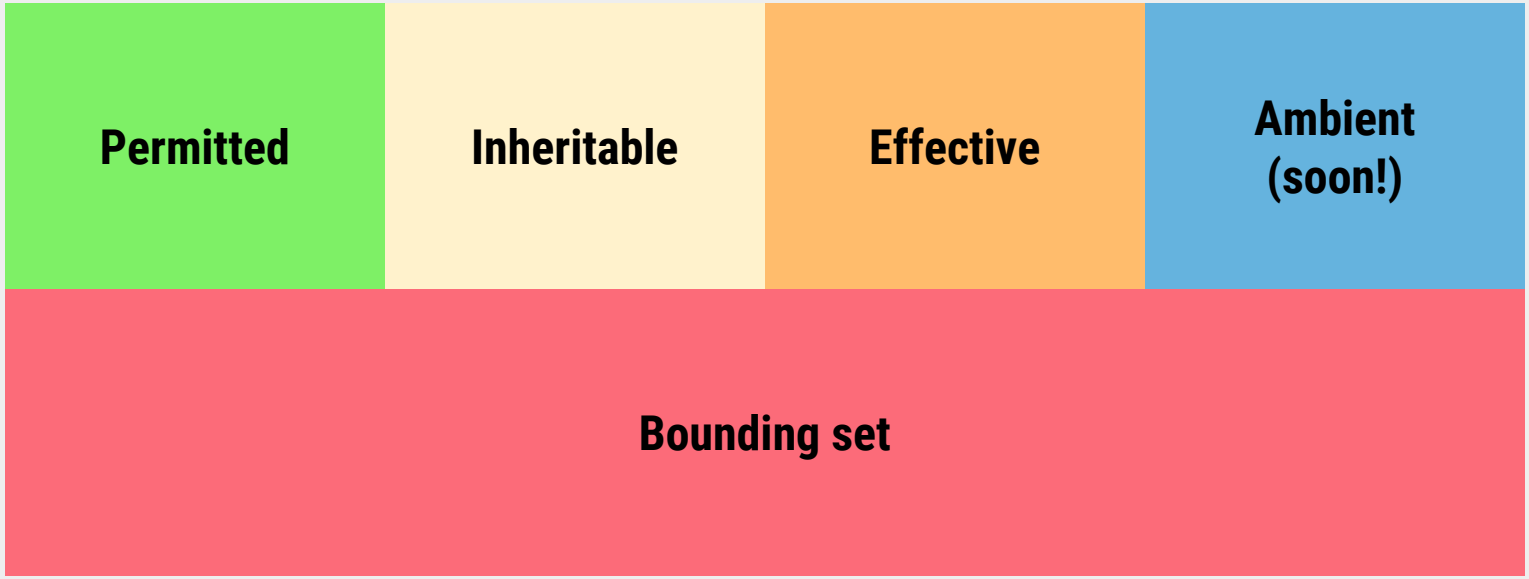
- **Old model (before Linux 2.2):**
  - **User *root* (user id = 0) can do everything**
  - **Regular users are limited**

- **Now: processes have capabilities**

Configuring the network	`CAP_NET_ADMIN`
Mounting a filesystem	`CAP_SYS_ADMIN`
Creating a block device	`CAP_MKNOD`
etc.	37 different capabilities today

Capabilities (2/3)

- Each process has several capability sets:



Capabilities (3/3)

Other security mechanisms:

- Mandatory Access Control (MAC) with Linux Security Modules (LSMs):
  - SELinux
  - AppArmor…
- seccomp

Isolator: memory and cpu

- based on cgroups

cgroups

What’s a control group (cgroup)

- group processes together
- organised in trees
- applying limits to them as a group

cgroups

Terminal

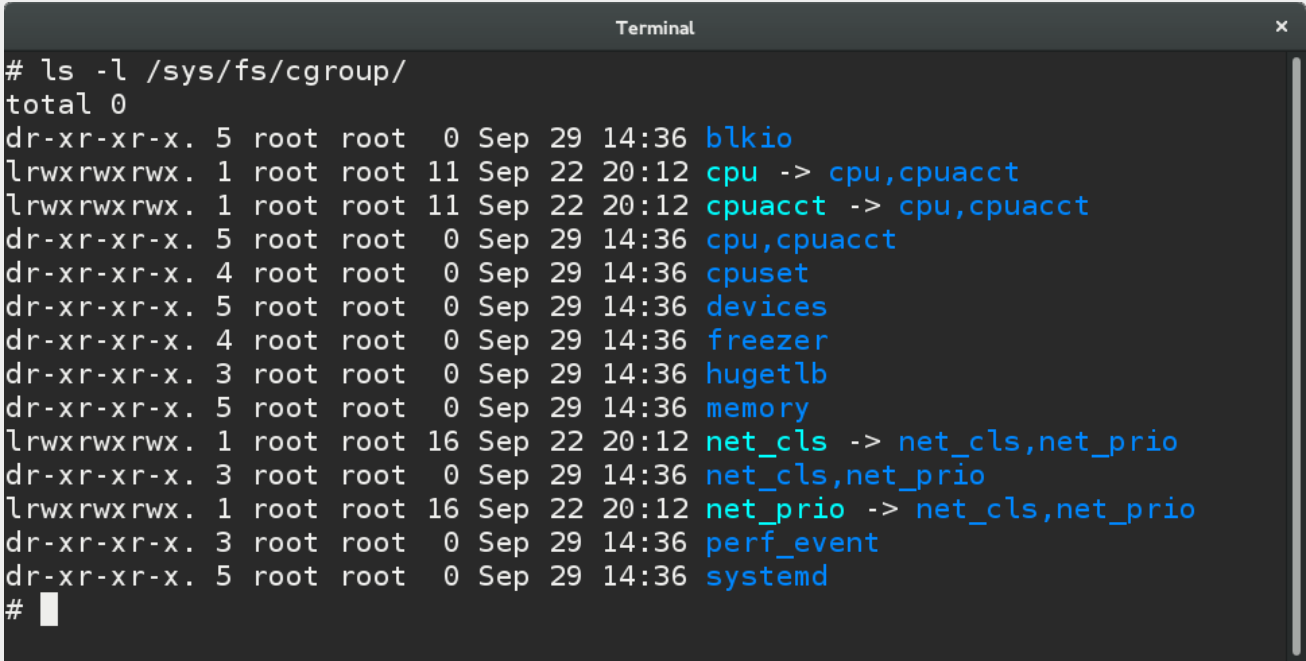
```
# systemd-cgls
├─1 /usr/lib/systemd/systemd
├─system.slice
│ ├─NetworkManager.service
│ │ ├─ 1147 /usr/sbin/NetworkManager --no-daemon
│ │ └─10655 /sbin/dhclient -d -q -sf /usr/libexec/...
...
# cat  /sys/fs/cgroup/systemd/system.slice/NetworkManager.service/cgroup.procs
1147
10655
#
```

cgroup API

```
/sys/fs/cgroup/*/

/proc/cgroups

/proc/$PID/cgroup
```

List of cgroup controllers

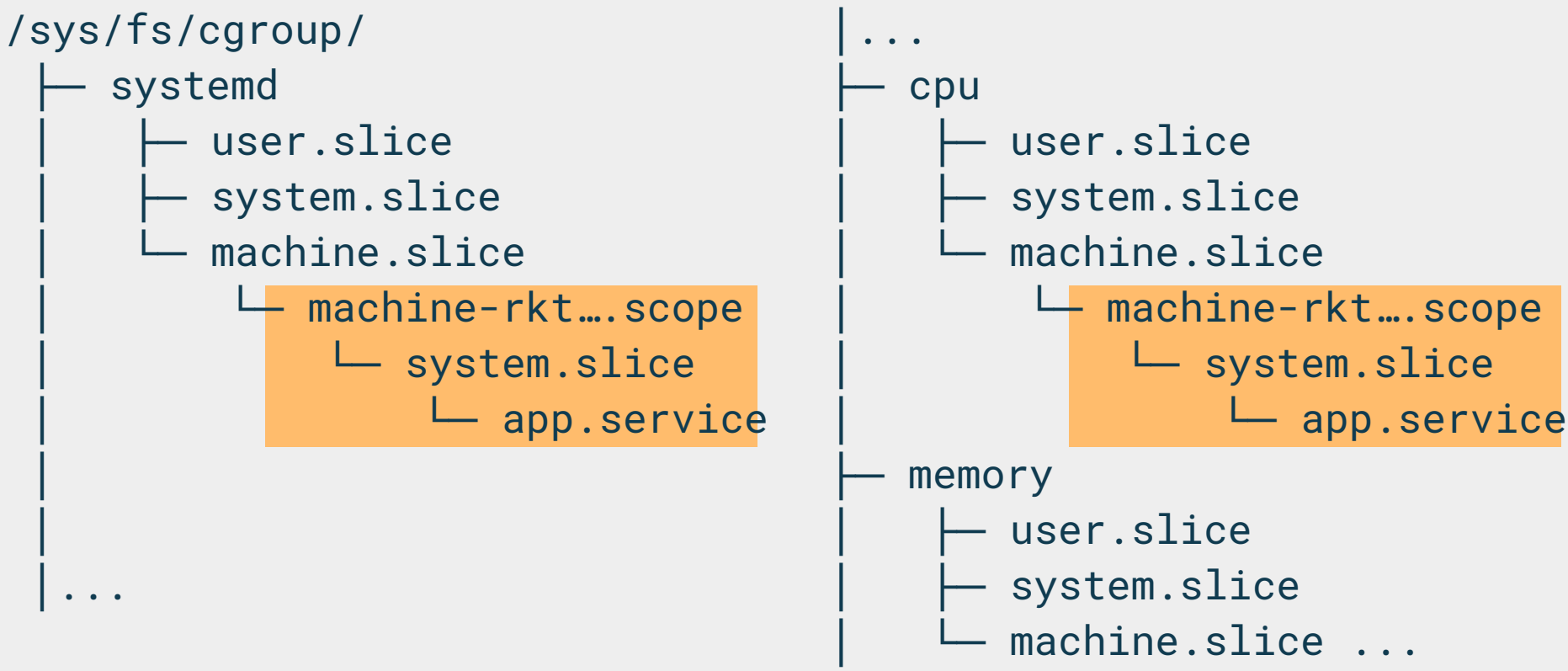
```
/sys/fs/cgroup/
  ├─ cpu
  ├─ devices
  ├─ freezer
  ├─ memory
  ├─ ...
  └─ systemd
```



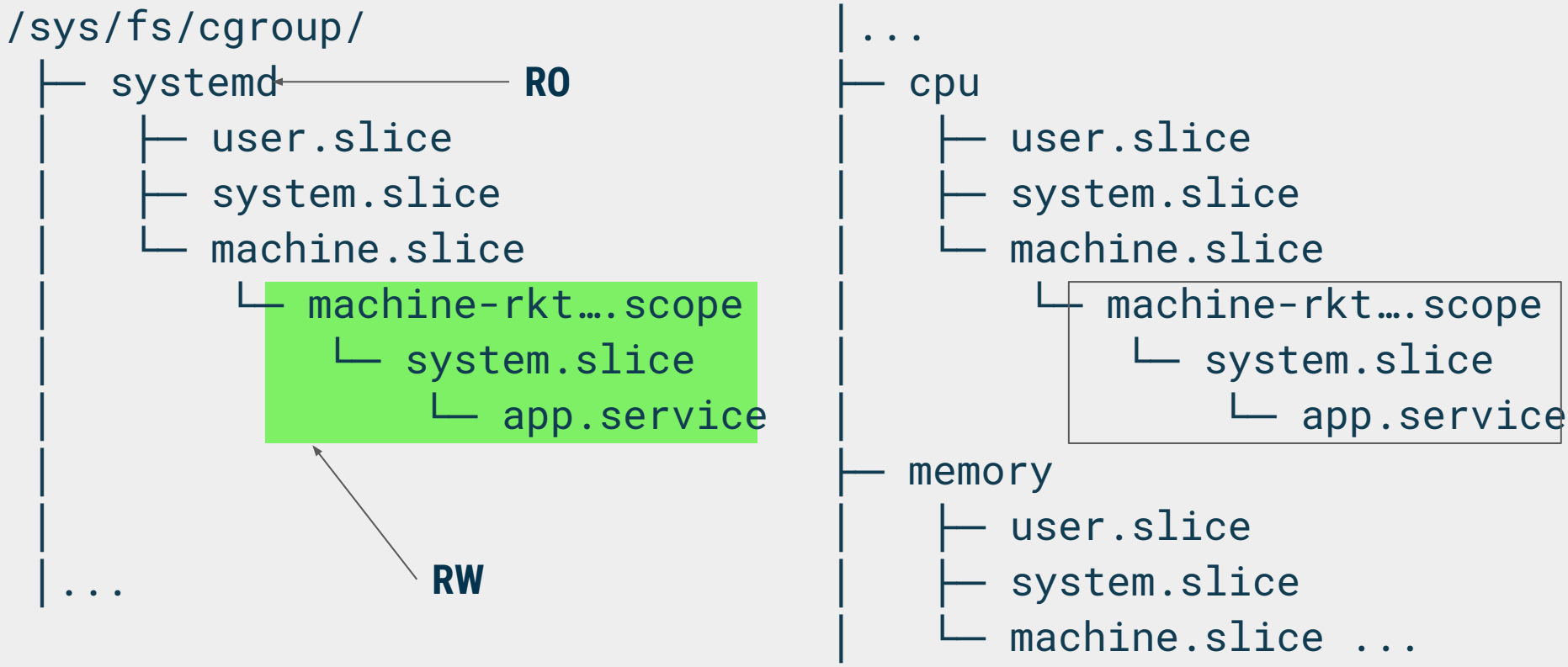
How systemd units use cgroups

```
/sys/fs/cgroup/
 ├─ systemd
 │    ├─ user.slice
 │    ├─ system.slice
 │    │    ├─ NetworkManager.service
 │    │    │    └─ cgroups.procs
 │    │    ...
 │    └─ machine.slice
```

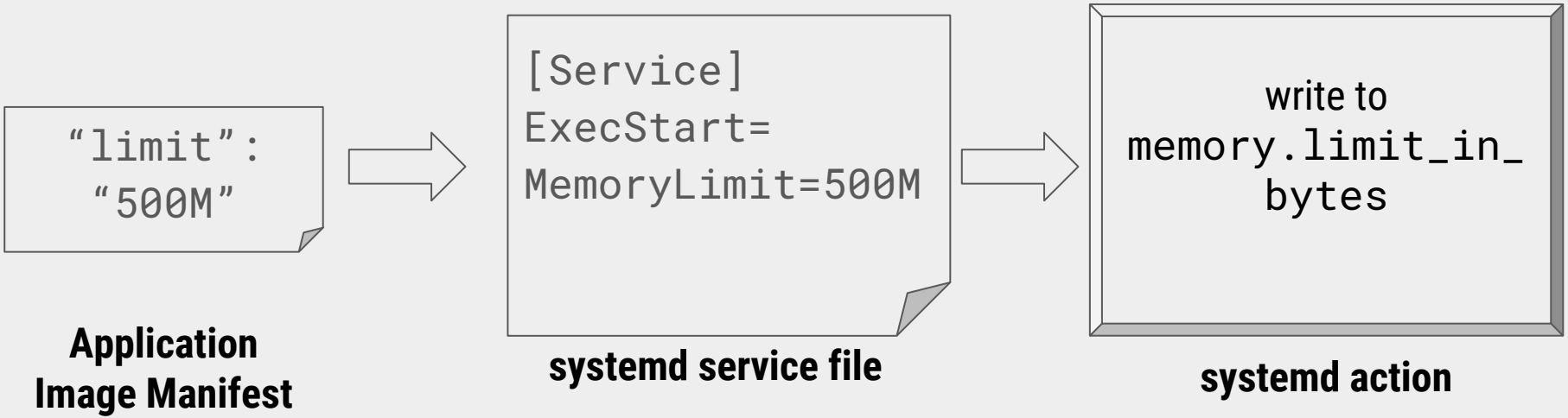
How systemd units use cgroups w/ containers



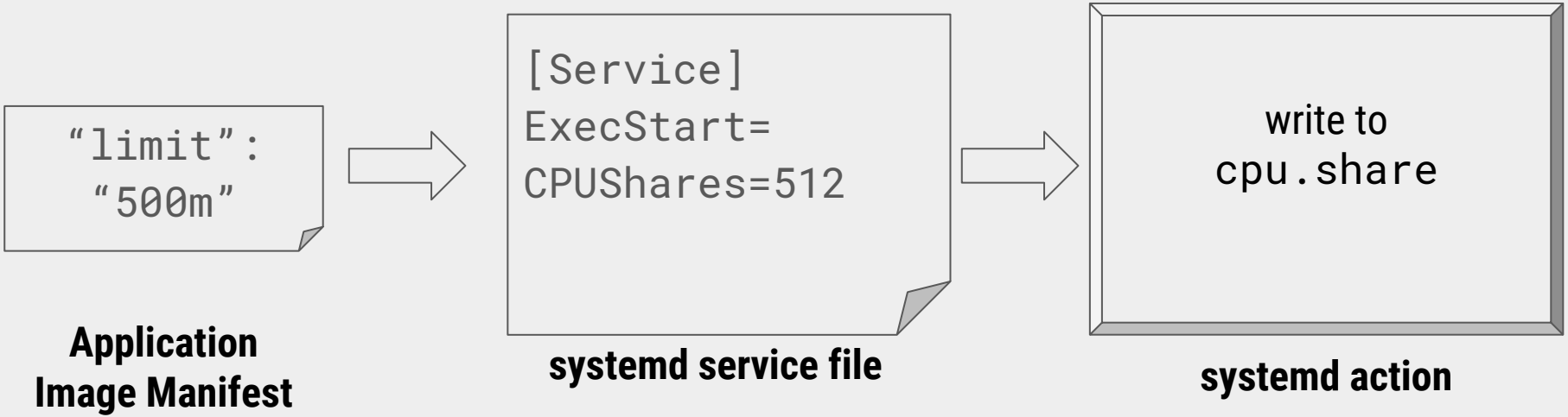
cgroups mounted in the container



Memory isolator



CPU isolator



Application Image Manifest

systemd service file

systemd action

Unified cgroup hierarchy

- **Multiple hierarchies:**
  - one cgroup mount point for each controller (memory, cpu, etc.)
  - flexible but complex
  - cannot remount with a different set of controllers
  - difficult to give to containers in a safe way
- **Unified hierarchy:**
  - cgroup filesystem mounted only one time
  - still in development in Linux: mount with option “`__DEVEL__sane_behavior`”
  - initial implementation in systemd-v226 (September 2015)
  - no support in rkt yet

Isolator: network

- limit the network bandwidth
- cgroup controller “net_cls” to tag packets emitted by a process
- iptables / traffic control to apply on tagged packets
- open question: allocation of tags?
- not implemented in rkt yet

Isolator: disk quotas

Disk quotas

Not implemented in rkt

- loop device
- btrfs subvolumes
  - systemd-nspawn can use them
- per user and group quotas
  - not suitable for containers
- per project quotas: in xfs and soon in ext4
  - open question: allocation of project id?

Conclusion

We talked about:

- **the isolation provided by rkt**
- **namespaces**
- **cgroups**
- **how rkt uses the namespace & cgroup API**

Thanks

Thanks Chris for the theme!