# Building your own Kubernetes and Docker

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## I'm Erik Bernhardsson

- Founder of Modal Labs
- Built the music recommendation system at Spotify
- I tweet sometimes: @bernhardsson
- I blog very occasionally: https://erikbern.com

## All just wanted to make data teams more productive!

- How to productionize jobs
- How to scale things out
- Scheduling things
- How to use GPUs and other hardware



## What do I mean by eng productivity

A set of nested for-loops of writing code



## Frontend

- Write code in one window
- Look at the website in another window



## Backend

- 1. Write code
- 2. Does it compile?
- 3. Does it pass unit tests?
- 4. Ship it



#### Data has super long feedback loops



#### Let's put infrastructure into the feedback loop

If we get most of this to happen in the cloud instead:

- Moves a lot of stuff from an outer loop into an inner loop
- If env is always the same, it reduces a whole set of things that can break
- We have infinite compute power and storage
- Never have to think about drivers and GPUs



## What are containers?

- Represent all dependencies as a Linux root filesystem
- Have a bunch of stuff for resource management (and to a limited extent, security)



#### Cracking open a Docker container

- \$ docker pull python
- \$ docker run -d python
  sleep infinity
- \$ docker export b0aa33209370 > python.tar
- \$ tar tvf python.tar

•	🚞 modal — u	ıbuntu	@ip-172-3	31-3-2	21: ~/modal — ssh -i ops/us-east-1.pem ubuntu@ec2-3-238-107-46.compute-1.amazo.
vxrwxrwx	0/0	0	2022-10-29	12:12	usr/share/zoneinfo/right/W-SU -> Europe/Moscow
v-rr	0/0	2413	2022-10-29	12:12	usr/share/zoneinfo/right/WET
vxrwxrwx	0/0	0	2022-10-29	12:12	usr/share/zoneinfo/right/Zulu -> Etc/UTC
v-rr	0/0	111556	2022-10-29	12:12	usr/share/zoneinfo/tzdata.zi
v-rr	0/0	19321	2020-12-02	04:52	usr/share/zoneinfo/zone.tab
v-rr	0/0	17835	2020-12-02	04:52	usr/share/zoneinfo/zone1970.tab
xr-xr-x	0/0	0	2023-03-01	04:42	usr/share/zsh/
wxr-xr-x	0/0	0	2023-03-01	04:42	usr/share/zsh/vendor-completions/
N-rr	0/0	14522	2023-02-23	22:09	usr/share/zsh/vendor-completions/_curl
v-rr	0/0	48881	2021-05-23	12:37	usr/share/zsh/vendor-completions/_mercurial
wxr-xr-x	0/0	0	2023-03-23	02:54	usr/src/
wxr-xr-x	0/0	0	2023-02-27	00:00	var/
wxr-xr-x	0/0	0	2022-12-09	19:15	var/backups/
wxr-xr-x	0/0	0	2023-03-01	04:43	var/cache/
wxr-xr-x	0/0	0	2023-03-01	04:42	var/cache/apt/
wxr-xr-x	0/0	0	2023-03-23	01:42	var/cache/apt/archives/
v-r	0/0	0	2023-03-01	04:42	var/cache/apt/archives/lock
NX	100/0	0	2023-03-23	01:42	var/cache/apt/archives/partial/
wxr-xr-x	0/0	0	2023-03-01	04:43	var/cache/debconf/
N-rr	0/0	16648	2023-03-01	04:43	var/cache/debconf/config.dat
v-rr	0/0	16204	2023-03-01	04:42	var/cache/debconf/config.dat-old
N	0/0	0	2023-02-27	00:00	var/cache/debconf/passwords.dat
v-rr	0/0	881492	2023-03-01	04:43	var/cache/debconf/templates.dat
v-rr	0/0	834631	2023-03-01	04:42	var/cache/debconf/templates.dat-old
wxr-xr-x	0/0	0	2023-03-01	04:43	var/cache/fontconfig/
N-rr	0/0	144	2023-03-01	04:43	var/cache/fontconfig/09e8bf1b-db4a-4fde-be3f-9679c1a42a22-le64.cache-7
N-rr	0/0	160	2023-03-01	04:43	var/cache/fontconfig/0c122ad8-3d64-4991-9515-7114449a4bf1-le64.cache-7
v-rr	0/0	15560	2023-03-01	04:43	Var/cache/fontconflg/3/ae/iif-ac95-4040-ba/4-bcbcb5cca215-le64.cache/
N-rr	0/0	200	2023-03-01	04:43	Var/cache/fontconfig/CACHEDIK, IAG
N-rr	0/0	104	2023-03-01	04:43	Var/cacne/tontcontig/D0D2c243-3186-46tD-Da83-aa53D14496t0-Le64.cacne-/
NX	0/0	10000	2023-03-23	02:54	Var/cache/lacontig/
N	0/0	16902	2023-03-23	02:54	Var/cacne/lacontig/aux-cacne
wxr-xr-x	0/0	Ø	2023-03-01	04:42	
NXr-xr-x	0/0	22454	2023-03-23	01:42	Var (15) apt/
N-rr	0/0	22454	2023-03-23	01:42	Var / LD/apt/extended_states
NXI-XI-X	0/0	0	2023-03-23	09.52	Var / 110/apt / 115ts
WXP-XP-X	0/0	0	2021-00-10	00.55	Var / LLD/apt/mirrors/
WXI'-XI'-X	0/0	0	2021-00-10	00.55	Var/Lib/apt/mitrors/partial/
WAI-AI-A	0/0	0	2021-00-10	00.33	Var(1) $Var(2)$ $Var(2)$
	0/0	0	2023-03-23	04.44	var/lib/dpkg/
NXL-XL-X	0/0	142	2023-03-01	04:44	var/lib/dpkg/alternatives/
w-rr	0/0	154	2023-03-01	04:44	Var/Lib/apkg/atternatives/animate
N-10-10	0/0	269	2023-03-01	04.43	var / 1 ib/dpk/d1 tannatives/antimate-timo
N-RR	0/0	203	2023-03-01	00.43	var / 1 ib/dpk/d1 tarnatives/automake
V-PP	0/0	207	2023-02-27	00.00	var / i b/ dpk/diternatives/willins 7 az
V-PP	0/0	36	2023-02-27	04.44	var / 1 b/ dpk/gl ternatives/outcoments/1.gz
		- 50	LOLD 00-01		Yur / ELD/ up/g/ ut cornuct / corr

#### How to launch a container on a remote host

- 1. Pull down an image: a few sec to a few minutes
- 2. Start the image: a couple of seconds

<ul> <li>O</li> </ul>	🚞 erikbern — com.docker.cli < docker pull huggingface/transformers-pytorch-gpu — 81×13	
8539eb40abca:	Extracting 84.67MB/1.086GB	
57819aec952b:	Download complete	
f53d26e82fba:	Download complete	
9eada6f62f10:	Downloading 143.3MB/205.8MB	
6eba1d7a31f1:	Download complete	
7a6cdc66d6e2:	Downloading 78.46MB/153.7MB	
66589f1a20ac:	Downloading 34.94MB/2.945GB	
7ee9da2821be:	Waiting	
4f4fb700ef54:	Waiting	
0efbfc7f224a:	Waiting	
d8d5354252d1:	Waiting	
927ea52df301:	Waiting	

## The average container image has a lot of junk

Eg the **python** container from Dockerhub:

- 870MB large
- 29,772 files
  - /usr/share/locale: 1,553 files
  - /usr/share/doc: 3,210 files
  - /usr/share/perl: 1,389 files
  - /usr/share/man: 3,050 files

#### What do we actually need to run something?

- \$ python3 -c 'import sklearn'
  - 3,043 calls to stat
  - 1,073 calls to openat

Lots of file system operations!

But only a small number of unique files are accessed.

```
🙍 🔵 🛑 🛅 modal — ubuntu@ip-172-31-3-221: ~/modal — ssh -i ops/us-east-1.pem ubuntu@ec2-3-238-107-46.compute-1.amazo.
stat("/usr/lib/python3.9", {st_mode=S_IFDIR|0755, st_size=12288, ...}) = 0
Sut("/usr/lib/ython3.9/ifflib.pv", {st_modes_Intervents_1, st_arte=Intervents_1, ...,) = 0
stat("/usr/lib/ython3.9/ifflib.pv", {st_modes_IRE(0644, st_size=84346, ...,) = 0
openat(AI_FDCND, "/usr/lib/ython3.9/_pvcche_/difflib.cpython-39.pvc", 0.RDONLY10_CLOEXEC) = 3
fstatC3, {st_modes_IRE(0644, st_size=59619, ...,) = 0
 ioctl(3, TCGETS, 0x7ffeeec31390)
                                         = -1 ENOTTY (Inappropriate ioctl for device)
lseek(3, 0, SEEK_CUR)
                                         = 0
lseek(3, 0, SEEK_CUR)
                                          = 0
fstat(3, {st_mode=S_IFREG|0644, st_size=59619, ...}) = 0
read(3, "", 1)
                                         = 0
close(3)
                                         = 0
tatt("/usr/lib/python3.9/unittest", {st_mode=5_IFDIR(0755, st_size=4096, ...}) = 0
statt("/usr/lib/python3.9/unittest/suite.py", {st_mode=5_IFREG(0644, st_size=12815, ...}) = 0
statt("/usr/lib/python3.9/unittest/suite.py", {st_mode=5_IFREG(0644, st_size=12815, ...}) = 0
openat(AT_FDCWD, "/usr/lib/python3.9/unittest/__pycache__/suite.cpython-39.pyc", 0_RDONLY10_CLOEXEC) = 3
fstat(3, {st_mode=S_IFREG|0644, st_size=10243, ...}) = 0
ioctl(3, TCGETS, 0x7ffeeec322b0)
                                         = -1 ENOTTY (Inappropriate ioctl for device)
lseek(3, 0, SEEK_CUR)
                                         = 0
 lseek(3, 0, SEEK_CUR)
                                         = 0
fstat(3, {st_mode=S_IFREG|0644, st_size=10243, ...}) = 0
read(3, "", 1)
                                         = 0
close(3)
                                         = 0
stat("/usr/lib/python3.9/unittest", {st_mode=S_IFDIR10755, st_size=4096, ...}) = 0
stat("/usr/lib/python3.9/unittest/loader.py", {st_mode=S_IFREG10644, st_size=22702, ...}) = 0
stat("/usr/lib/python3.9/unittest/loader.py", {st_mode=S_IFREG10644, st_size=22702, ...}) = 0
 openat(AT_FDCWD, "/usr/lib/python3.9/unittest/__pycache__/loader.cpython-39.pyc", 0_RDONLY10_CLOEXEC) = 3
 fstat(3, {st_mode=S_IFREG|0644, st_size=14516, ...}) = 0
 ioctl(3, TCGETS, 0x7ffeeec322b0)
                                        = -1 ENOTTY (Inappropriate ioctl for device)
 lseek(3, 0, SEEK_CUR)
                                         = 0
lseek(3, 0, SEEK_CUR)
                                         = 0
fstat(3, {st_mode=S_IFREG|0644, st_size=14516, ...}) = 0
read(3, "", 1)
                                         = 0
close(3)
brk(0x15cf000)
                                         = 0x15cf000
United_line_unitest*, {st_modeS_IFUR075, st_size=4096, ...}) = 0
stat('/usr/lib/python3.9/unittest*, {st_modeS_IFREG10644, st_size=11238, ...}) = 0
stat(''usr/lib/python3.9/unittest/main.py*, {st_modeS_IFREG10644, st_size=11238, ...}) = 0
openat(AT_FDCWD, "/usr/lib/python3.9/unittest/__pycache__/main.cpython-39.pyc", 0_RDONLY10_CLOEXEC) = 3
fstat(3, {st_mode=S_IFREG|0644, st_size=7510, ...}) = 0
ioctl(3, TCGETS, 0x7ffeeec322b0)
                                         = -1 ENOTTY (Inappropriate ioctl for device)
lseek(3, 0, SEEK_CUR)
                                         = 0
lseek(3, 0, SEEK_CUR)
fstat(3, {st_mode=S_IFREG|0644, st_size=7510, ...}) = 0
```

## It would be nice to avoid Docker

**runc** is a nice utility:

- Point it at a root file system
- It runs a container!
- Not absurdly complex (~50k lines of Go)

#### Basic container runner that avoids docker pull:

After building the image: docker save to a network drive

When running the container: **runc** with a root filesystem over the network



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## This is still pretty slow though!

- Python does thousands of file system operations sequentially
- NFS latency is a few milliseconds!

This adds up to like 10 seconds!

If we want to do this in seconds, we have a fraction of a millisecond for each file system operation.

Rough latency numbers:

- S3: 10-20ms
- NFS: 1-2ms
- EBS: 0.5-1ms
- SSD: 100-200 µs

## Can we cache things locally?

- SSD latency: ~100 µs (0.1ms)
- Same image: almost the same files are read every time
- Different image: still almost the same files every time!

#### Unrelated images have a lot of overlap!



#### How to cache efficiently: content-addressing

Indexes of filesystems

Storage



## How do we make this work with containers?

Build our own file system:

- Not super hard with FUSE!
- You can even do it in Python
- A lot easier if the file system is read-only



## FUSE operations we need to implement

open

read

release

readdir

readdirplus

## Handle the indirection when reading files

Keep an index in memory that maps file system paths to

- 1. The hash of the content
- 2. A struct stat

•••			
	<pre>struct stat {</pre>		
	dev_t	<pre>st_dev;</pre>	/* ID of device containing file */
	ino_t	st_ino;	/* Inode number */
	mode_t	st_mode;	/* File type and mode */
	nlink_t	st_nlink;	/* Number of hard links */
	uid_t	st_uid;	/* User ID of owner */
	gid_t	st_gid;	/* Group ID of owner */
	dev_t	st_rdev;	/* Device ID (if special file) */
	off_t	st_size;	/* Total size, in bytes */
	blksize_t	st_blksize;	/* Block size for filesystem I/O */
	blkcnt_t	st_blocks;	/* Number of 512B blocks allocated */
	};		

## When reading a file

- 1. Look up its hash in the index
- 2. See if it exists on local disk
  - a. If not, fetch it, return its content, and store the file on local disk
  - b. If it does exist, just return it



## Ok but how do we get the images into this?

We already build the containers in the cloud so that's a good starting point!

Super janky idea:

- Build images using Docker
- Then docker save to a temporary directory
- Then checksum of every file
  - Upload any file to NFS that we didn't have already
- Then build an index of path  $\rightarrow$  (checksum, struct stat)
- Store the index on NFS too

Only problem: this is super slow

## Much better idea

- Building an image is basically just running containers
- Use OverlayFS to make the image writable
- This lets us build content indexes very easily
- "Only" need to implement a Dockerfile parser

```
Instruction::Run(ins) => {
    use dockerfile_parser::ShellOrExecExpr::*;
    let mut run_env = env.clone();
    run_env.extend(self.task_env.clone()); // User environment overrides image variables.
    match &ins.expr {
        Shell(cmd) => {
            let cmd = cmd.to_string();
            let mut args: Vec<&str> =
               self.shell.iter().map(|s| s.as_ref()).collect::<Vec<_>>();
            args.push(&cmd);
            runc.exec(&args, &format!("{cmd:?}"), work_dir, &run_env)?
        }
        Exec(args) => {
            let args = args.elements.iter().map(|s| s.as_ref()).collect::<Vec<_>>();
            runc.exec(&args, &format!("{args:?}"), work_dir, &run_env)?
        }
    }
    }
}
```

## What about scheduling?

What did we build so far:

- Run custom images very fast
- Build custom images very fast
- Maintain a pool of worker instances
- Allocate jobs to workers

## Let's run our own resource pool

- Launch & terminate instances on AWS & GCP
- We can launch an instance in about 40s
- "Overprovision" so we always have a bit of spare capacity
- We benefit from multi-tenancy
- Every worker reports available CPU & memory every 2s

## Turning this into a function-as-a-service platform

- Main trick: reuse the same container for multiple function calls
- Autoscale ondemand, scale down to zero quickly
- Super useful for GPUs
- Need fast cold start



#### What does this let us do?



## What are some use cases?

- Lots of Stable Diffusion and Dreambooth
- Also computational biotech, web scraping, data pipelines, and many other things



Photo you provide

Headshot examples you get back

## Was it dumb to build this in-house?

Maybe? But

- Docker is too slow & limited for what we needed
- It would have taken too much work getting Kubernetes to do this
- AWS Lambda is too expensive and limited



## Thanks!

Questions? erik@modal.com @bernhardsson