

# Using Docker to run WHIZARD

The WHIZARD collaboration

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- ▶ Creates a virtual environment of a Linux system. ⇒ Platform-independent program execution (We don't have to care about your operating system).
- ▶ We can already supply you with a working WHIZARD-installation. ⇒ Time is not lost configuring and installing.



You will quite probably have to install Docker on your computer. Very well-written installation instructions for Linux, Mac OS and Windows can be found at

<https://docs.docker.com/engine/installation/>.

Docker consists of a server which runs in the background (the Docker *daemon*) and a client which you control as the user.

**Linux Users:** The installation instructions encourage you to enable the daemon at boot. The daemon will store all its data (a few GB) in `/var/lib`. If this does not work for you, follow the instructions on the next slide, otherwise skip the following page.

# Starting the Docker daemon



**Linux Users:** To control the Docker daemon manually:

1. Do not enable the daemon by default.
2. Create a directory with sufficient space (a few GB), say */home/my-username/docker*
3. Open a separate console window and start Docker manually in this window, telling it where to put its data:

```
(sudo) docker daemon -g /home/my-username/docker
```

4. Leave the window open, you'll see all Docker diagnostics there. Closing the process (Ctrl-C) or the window should terminate the daemon.
5. Run your Docker application (see below) in a different window.



# Using Docker to run WHIZARD



1. Put the `tutorial-mc4bsm.tar` file in your current directory and load it into Docker (as an *image*) by executing:

```
(sudo) docker load < tutorial-mc4bsm.tar
```

2. The command

```
(sudo) docker images
```

shows you that the image is now available

| REPOSITORY | TAG    | IMAGE ID     | CREATED           | SIZE     |
|------------|--------|--------------|-------------------|----------|
| tutorial   | latest | 8587d3f0231f | About an hour ago | 2.578 GB |

3. Create a directory, e.g. `/home/my-username/mount`. This will serve as the connection between your local filesystem and the image filesystem.
4. Start the docker client (you need absolute paths here):

```
(sudo) docker run -v /home/my-username/mount:/home/whizard/mount -it tutorial
```

You are now in a virtual environment (a Docker *container*) with a ready WHIZARD installation!



1. To exit the container, just type `exit`.
2. This does not remove the container. To remove it, you may list the existing containers

```
(sudo) docker ps -a
```

look for the container name which the system has assigned (first or last column) and remove it

```
(sudo) docker rm my-container-name
```

3. To remove the tutorial image from the docker installation, type

```
(sudo) docker rmi tutorial
```

4. To finish Docker altogether, stop the daemon if you started it manually (see above) or disable it from the boot configuration if you enabled it there.