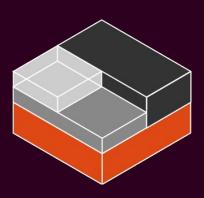


A year of LXD development



Stéphane Graber LXD project leader, Canonical Ltd.

stgraber@ubuntu.com
https://stgraber.org

@stgraber



What it IS

- → Simple Clean command line interface, simple REST API and clear terminology.
- → Fast
 No virtualization overhead so as fast as bare metal.
- → Secure

 Safe by default. Combines all available kernel security features.
- → Scalable

 From a single container on a developer's laptop to thousands of containers per node in a datacenter.



What it ISN'T

- → Another virtualization technology

 LXD tries to offer as similar a user experience as that of a virtual machine but it doesn't itself virtualize anything, you always get access to the real hardware and the real native performance.
- → A fork of LXC LXD uses LXC's API to manage the containers behind the scene.
- Another application container manager

 LXD only cares about full system containers and doesn't care about what runs inside the container.

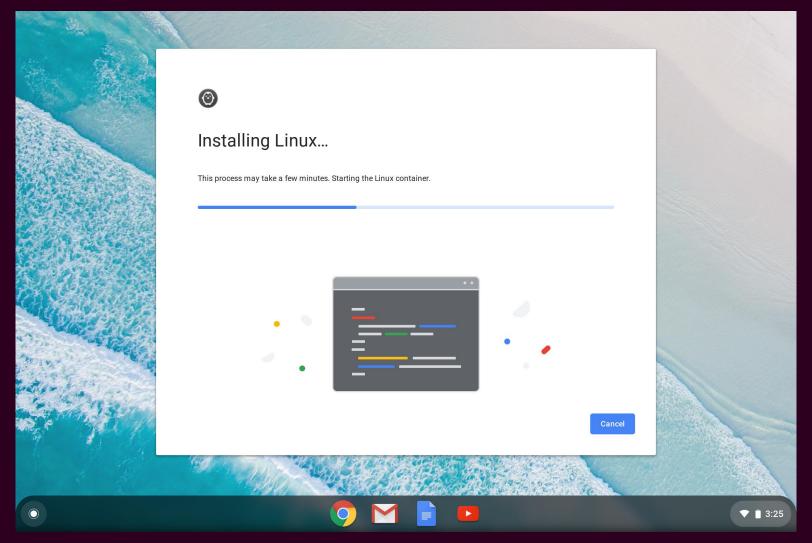


- → Second LTS release
- → 10 feature releases
- → 3 bugfixes releases

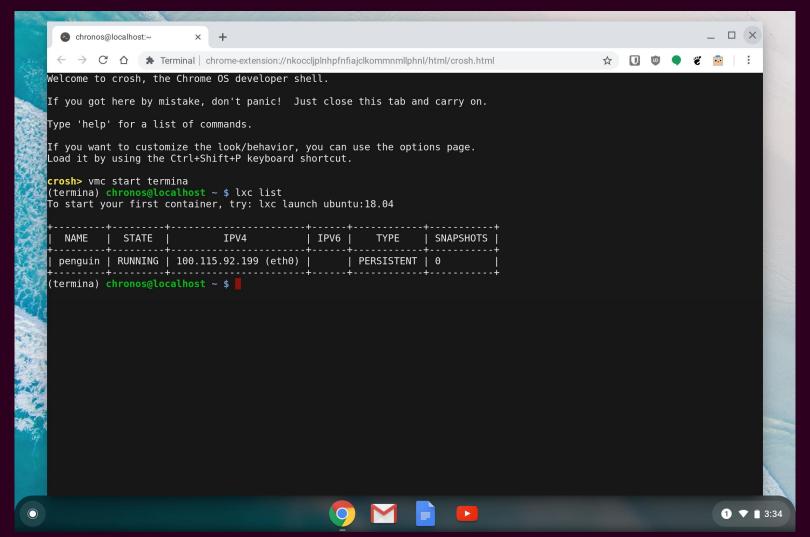




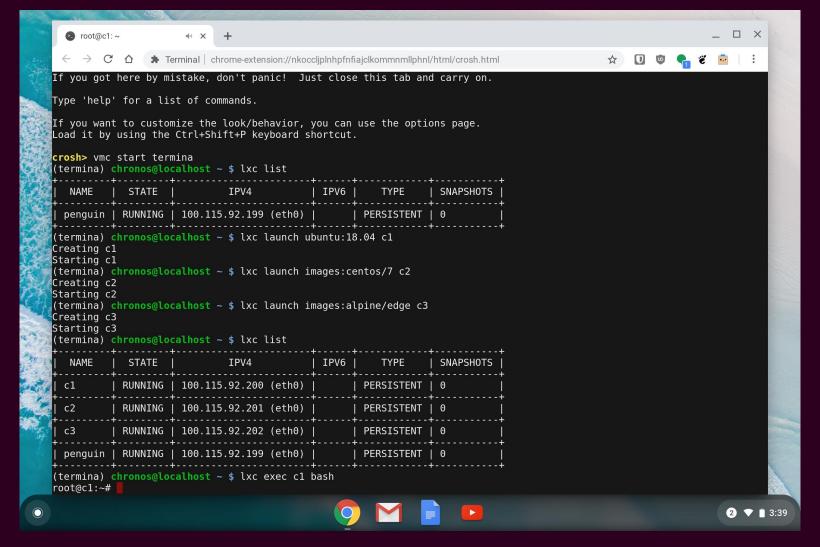




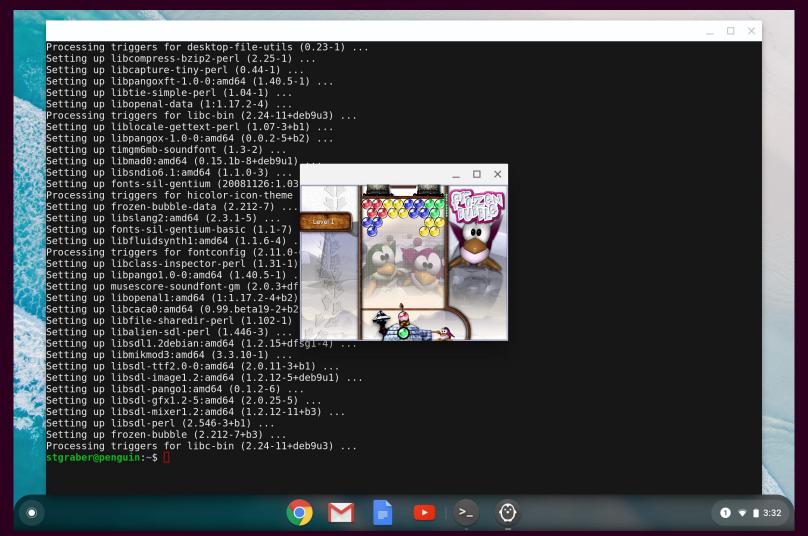














LXD 3.0 LTS

- → Clustering support
- → LXD-P2C
- → NVIDIA runtime integration
- → Hotplug of UNIX char/block devices
- → Local and remote migration of storage volumes
- → Proxy device
- → Event API through /dev/lxd



- → Backup support
- → Automatic FAN networking for clusters



- → Container migration between storage pools
- → Unix, UDP and port ranges suppport for proxy
- → Single query cluster join API



- Image sharing with nested containers
- → New implementation of lxc-to-lxd
- → API to query host networking details
- → Container deletion protection
- → HAProxy protocol in proxy device
- → uid/gid/mode control for UNIX in proxy device
- → Built-in debugging/profiling API



- → Shared DNS on FAN bridges in cluster
- → API bulk queries for containers
- → File capabilities support



- → Improved Candid support
- → Synchronised cluster upgrades



- → Projects
- → Snapshot for custom storage volumes
- → Extended support for NVIDIA runtime
- → Minimal CGroupV2 support
- → Supported for encrypted certificates
- → Uevent injection for USB devices
- → Optimized network info retrieval



- → Incremental container copies (refresh)
- → Switched to EC keys
- → Extra exec metadata



- → Automated container snapshots
- → Copy/move between projects
- → Cluster image replication
- → Seperate cluster address
- → Shift protection
- → Improved USB passthrough
- Improved migration negotiation (ZFS compression)

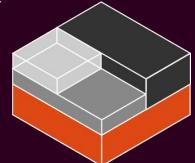
Stéphane Graber LXD project leader, Canonical Ltd.

ubuntu

stgraber@ubuntu.com
https://stgraber.org

@stgraber

https://linuxcontainers.org/lxd https://github.com/lxc/lxd



Questions?

Try LXD at: https://linuxcontainers.org/lxd/try-it
Stickers are available in front!