Virtual Machines

Today
- VM over time
- Implementation methods
- Hardware features supporting VM

Next time
- Midterm!

*Partially based on notes from C. Waldspurger, VMware, 2010*
Types of virtualization

- **Process virtualization**
  - Language-level: Java, .NET, Smalltalk
  - OS-level: processes, Solaris Zones, BSD Jails
  - Cross-ISA emulation: Apple 68K-PPC-x86

- **Device virtualization**
  - Logical vs. physical: VLAN, VPN, LUN, RAID

- **System virtualization**
  - Xen, VMware Fusion, KVM, Palacios …
System virtualization starting point

- **Physical hardware**
  - Processors, memory, chipset, I/O devices, etc.
  - Resources often grossly underutilized

- **Software**
  - Tightly coupled to physical hardware
  - Single active OS instance
  - OS controls hardware
Adding a virtualization layer

- **Software abstraction**
  - Behaves like hardware
  - Encapsulates all OS and application state

- **Virtualization layer**
  - Extra level of indirection
  - Decouples hardware, OS
  - Enforces isolation
  - Multiplexes physical hardware across VMs
Virtual Machine Monitor

- Classic definition*

  … an efficient, isolated duplicate of the real machine. … the VMM provides an environment … essentially identical with the original machine; second, programs run in this environment show at worst only minor decreases in speed; and last, the VMM is in complete control of system resources.

- VMM properties
  - Fidelity – SW on the VMM executes identically to its execution on HW, other than timing effects
  - Performance – HW runs most of the instructions w/o the VMM involvement
  - Safety and isolation – VMM manages all HW resources

Virtualization applications

- **Server consolidation**
  - Convert underutilized servers to VMs, saving cost
  - Increasingly used for virtual desktops

- **Simplified management**
  - Datacenter provisioning and monitoring
  - Dynamic load balancing

- **Improved availability**
  - Automatic restart
  - Fault tolerance
  - Disaster recovery

- **Test and development**
Classic virtualization

- Classical VMM
  - IBM mainframes: IBM S/360, IBM VM/370
  - Co-designed proprietary hardware, OS, VMM
  - “Trap and emulate” model

- Applications
  - Timeshare several single-user OS instances on expensive hardware
  - Compatibility

From IBM VM/370 product announcement, ca. 1972
Modern virtualization renaissance

- Recent proliferation of VMs
  - Considered exotic mainframe technology in 90s
  - Now pervasive in datacenters and clouds
  - Huge commercial success (partly lead by Rosenblum’s VMware)

- Why?
  - Introduction on commodity x86 hardware
  - Ability to “do more with less” saves $$$
  - Innovative new capabilities
  - Extremely versatile technology
Virtualization’s building blocks

- Processor virtualization
  - Trap and Emulate
  - Binary Translation
- Memory virtualization
- I/O virtualization
Virtualizing the CPU

- Running a virtual machine
  - Limited direct execution – remember processes?
  - Wishing to boot a new VM, jump to the first address and go …

- To switch between two VMs, a machine switch
  - Like a processes switch, but using a Virtual CPU
  - VCPU – the state of the CPU as the guest machine believes it to be; a VCPU per guest (~PCB)
  - The VM loaded can be either within the OS or within a process running on that OS

- Easy right?
Virtualizing the CPU

- What if the OS or running app tries to perform a privileged instruction?
  - E.g., update the TLB in a software managed TLB
  - The OS cannot be allowed to do it, the VM must intercept it
  - Consider `open(path, flags, mode)` in FreeBSD

```
push dword mode
push dword flags
push dword path
mov eax, 5
push eax
int 80h
```

<table>
<thead>
<tr>
<th>Process</th>
<th>Hardware</th>
<th>OS</th>
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<tbody>
<tr>
<td>1. Execute instruction (add, load, etc)</td>
<td>3. Switch to kernel mode; jump to trap handler</td>
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<td>2. System call: trap to OS</td>
<td>4. In kernel mode; handle syscall; return from trap</td>
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<td>6. Resume execution</td>
<td>5. Switch to user mode; return to user code</td>
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### Trap and Emulate

- **Trap and emulate**
  - Kernel in guest attempts a privileged instruction, traps to VMM
  - VMM emulates the requested action, updates VCPU, and returns control to VM

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Trap and emulate

- How does the VMM know where the trap handler is?
  - The OS tried to installed them at boot time, a privilege instruction, and the VMM took notes

- Trap costs may be high

- VMM consumes a privilege level
  - In Rosenblum’s Disco they used a MIPS supervisor mode
    - Access additional memory but not privilege instructions
    - Additional memory is enough for the OS to keep its data
  - Without it, need to virtualize protection levels, use page tables and TLBs to protect OS data structs
Binary translation

- Not all architectures support trap and emulate, i.e. are
- **Strictly virtualizable**
  - A processor is strictly virtualizable if, when executed in a lesser privileged mode:
    - All instructions that access privileged state trap
    - All instructions either trap or execute identically
  - x86 was not strictly virtualizable 😞 – example problem instruction – “pop flags” or popf
    - In privilege mode, popf may change system flags such as IF, which controls interrupt delivery
    - For a deprivileged guest, we need the kernel to trap so that the VMM can emulate the virtual IF
    - **But all user-mode popf simply suppresses attempts to modify IF**
Binary translation

- Simple form – fidelity and safety, but bad performance
- Dynamically translate potentially dangerous instructions (non-virtualizable) into safe ones
  - VMM inspects next block of instr (up to a control transfer)
  - Translate each instr and cache translation, jump to start of the translated block and run with VCPU state on HW

Issues with binary translation
- Translation cache management
- PC synchronization on interrupts
- Self-modifying code
  - Notified on writes to translated guest code
- Protecting VMM from guest
# Type 1 and 2 hypervisors

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<th>Virtualization method</th>
<th>Type 1</th>
<th>Type 2</th>
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<tr>
<td>Without HW support</td>
<td>ESX Server 1.0</td>
<td>VMware Workstation 1</td>
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<td>Paravirtualization</td>
<td>Xen 1.0</td>
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<td>With HW support</td>
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## Diagrams

**Type 1 Hypervisor**
- OS
- VM
- Type 1
- Hardware
  - CPU
  - MEM
  - NIC

**Type 2 Hypervisor**
- Guest OS
- VM
- Host OS
- Type 2
- Hardware
  - CPU
  - MEM
  - NIC
Virtualization’s building blocks

- Processor virtualization
  - Trap and Emulate
  - Binary Translation
- Memory virtualization
- I/O virtualization
Virtualizing memory

- Add another level of indirection too for memory too
- Physical memory is now a virtualization on top of “machine memory”
  - Each OS maps virtual-to-physical addresses via its per-process page table
  - VMM maps physical mappings to underlying machines via its per-OS page tables
Consider address translation with a software-managed TLB.

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TLB miss flow with virtualization

- With a VMM, upon a miss TLB is not the OS TLB miss handler that runs but the VMM’s

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<td>2. VMM TLB miss handler; call into OS TLB handler (reducing privilege)</td>
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<td>4. Trap handler; unprivileged code trying to update TLB; OS is trying to install VPN-PFN mapping; Update TLB instead with VPN-to-MFN (privileged); Jump back to OS (reducing privilege)</td>
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Issues with virtualized memory

- Positives
  - Simplifies monitor design
- TLB misses significantly more expensive
  - In Disco they added a software TLB to reduce this cost
- With a hardware-managed TLB
  - HW walks the TLB and updates it as needed
  - The VMM must monitor changes the OS makes to each page table and keep a shadow page table that instead maps the virtual address of each process to the VMM’s desired machine pages
  - The VMM installs a process’ shadow table when the OS tries to install the process’ OS-level page table
I/O Virtualization

Abstract Device Model
- Device Interposition
  - Compression
  - Bandwidth Control
- Overshadow
- Encryption
- Remote Access
- Device Sharing

Device Back-ends
- Page Sharing
- Intrusion Detection
- Cross-device Emulation
- Scheduling
- Multiplexing

Device Interposition
- Record / Replay
- Copy-on-Write Disks
- Attestation
- Disconnected Operation
- Resource Management

Virtual Device Driver

Virtual Device Model

H.W. Device Driver

Hardware
I/O Virtualization implementations

Virtualized I/O

- **Virtualization layer**
  - Emulates the virtual device
  - Remaps guest and real I/O addresses
  - Multiplexes and drives the physical device
  - I/O features

- **Real device**
  - May be different from virtual

- **Guest OS**
  - Device driver
  - Device Emulation
  - I/O Stack
  - Device Driver

- **Guest device driver**

- **Virtual device**

- **VMware ESX**
I/O Virtualization implementations

Virtualized I/O: Hosted or Split

- Only Domain0, created at boot, has direct access
  - Can also create/terminate domains, control scheduling parameters, physical memory allocation, ..
- All others domains access through virtual device
- Information is pass between domains through shared-memory, asynchronous buffer-descriptor rings

VMware Workstation, VMware Server, Xen, Microsoft Hyper-V, Virtual Server
I/O Virtualization implementations

- Fast but inflexible
- How to handle
  - Discontinuous physical memory
  - Read-only physical memory (COW)
  - Paged out physical memory
  - VM migration
  - ...

Passthrough I/O

Guest OS

Device driver

Device Manager

VMware ESX (FPT)
Summary

- Virtualization
  - Not a new concept but technological improvements brought a renaissance and many new usages
  - Interested? Take EECS 441 – much of it focused on Linux kernel development

- Second half of the quarter
  - The power and danger of concurrency
  - I/O and persistent storage