


CSE 120 Principles of Operating Systems

Winter 2007

Lecture 16: Virtual Machine Monitors

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Virtual Machine Monitors

- Virtual Machine Monitors (VMMs) are a  hot topic in industry and academia
 - ♦ Industry commitment
 - » Software: VMware, Xen, Microsoft Virtual PC
 - » Hardware: Intel VT, AMD-V
 - If Intel and AMD add it to their chips, you know it's serious...
 - ♦ Academia: lots of VMM-based projects and papers
- An old idea, actually: developed by IBM in 60s and 70s
- Today
 - ♦ What is it, what problems have to be solved, how to solve them
 - ♦ Survey some virtualization systems
 - ♦ Briefly outline cool things you can do with virtualization

What is a VMM?

- We have seen that an OS already virtualizes
 - ◆ Syscalls, processes, virtual memory, file system, sockets, etc.
 - ◆ Applications program to this interface
- A **VMM** virtualizes an entire physical machine
 - ◆ Interface supported is the hardware
 - » OS defines a higher-level interface
 - ◆ VMM provides the **illusion** that software has full control over the hardware (of course, VMM is in control)
 - ◆ VMM “applications” run in **virtual machines** (c.f., OS processes)
- Implications
 - ◆ You can boot an operating system in a virtual machine
 - ◆ Run multiple instances of an OS on same physical machine
 - ◆ Run different OSes simultaneously on the same machine
 - » Linux on Windows, Windows on Mac, etc.

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Why in tarnation would you do such a crazy thing?

- Resource utilization
 - ◆ Machines today are powerful, want to multiplex their hardware
 - » e.g., ISP hosting can divvy up a physical machine to customers
 - ◆ Can migrate VMs from one machine to another without shutdown
- Software use and development
 - ◆ Can run multiple OSes simultaneously
 - » No need to dual boot
 - ◆ Can do system (e.g., OS) development at user-level
- Many other cool applications
 - ◆ Debugging, emulation, security, speculation, fault tolerance...
- Common theme is manipulating applications/services at the granularity of a machine
 - ◆ Specific version of OS, libraries, applications, etc., as package

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VMM Requirements

- Fidelity
 - ◆ OSeS and applications work the same without modification
 - » (although we may modify the OS a bit)
- Isolation
 - ◆ VMM protects resources and VMs from each other
- Performance
 - ◆ VMM is another layer of software...and therefore overhead
 - » As with OS, want to minimize this overhead
 - ◆ VMware:
 - » CPU-intensive apps: 2-10% overhead
 - » I/O-intensive apps: 25-60% overhead

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Rough VMM Model

- VMM runs with privilege
 - ◆ OS in VM runs at “lesser” privilege (think user-level)
 - ◆ VMM multiplexes resources among VMs
- Want to run OS code in a VM directly on CPU
 - ◆ Think in terms of making the OS a user-level process
 - ◆ What OS code can run directly, what will cause problems?
- Ideally, want privileged instructions to trap
 - ◆ Exception vectors to VMM, it emulates operation, returns
 - ◆ Nothing modified, running unprivileged is transparent
 - ◆ Known as [trap-and-emulate](#)
- Unfortunately on architectures like x86, not so easy

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Virtualizing the x86

- Ease of virtualization influenced by the architecture
 - ◆ x86 is perhaps the last architecture you would choose
 - ◆ But it's what everyone uses, so...that's what we deal with
- Issues
 - ◆ Unvirtualizable events
 - » `popf` does not trap when it cannot modify system flags
 - ◆ Hardware-managed TLB
 - » VMM cannot easily interpose on a TLB miss (more in a bit)
 - ◆ Untagged TLB
 - » Have to flush on context switches (just a performance issue)
- Why Intel and AMD have added virtualization support

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Xen

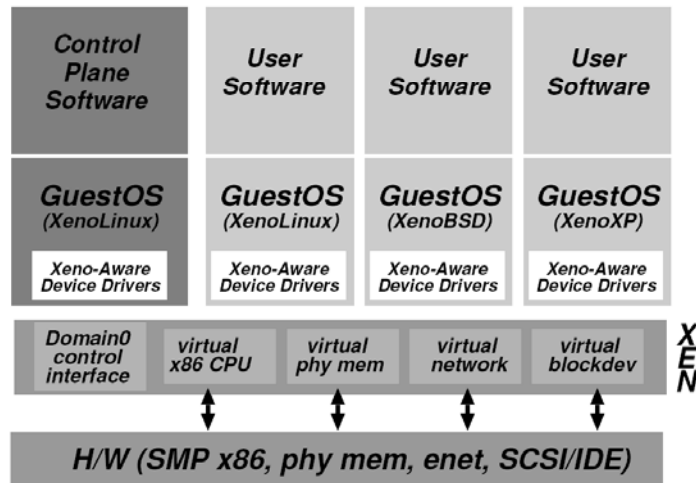
- Uses “paravirtualization”
 - ◆ Fancy word for “we have to modify & recompile the OS”
 - ◆ Since you're modifying the OS, make life easy for yourself
 - ◆ Create a VMM interface to minimize porting and overhead
- Xen hypervisor (VMM) implements interface
 - ◆ VMM runs at privilege, VMs (domains) run unprivileged
 - ◆ Trusted OS (Linux) runs in own domain (Domain0)
 - » Use Domain0 to manage system, operate devices, etc.
- Most recent version of Xen does not require OS mods
 - ◆ Because of Intel/AMD hardware support
- Commercialized via XenSource, but also open source

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Xen Architecture



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VMware

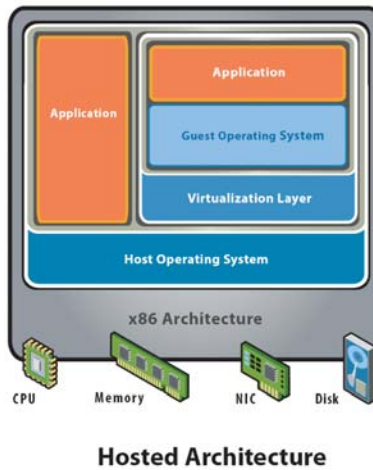
- VMware workstation uses **hosted** model
 - ◆ VMM runs unprivileged, installed on base OS
 - ◆ Relies upon base OS for device functionality
- VMware ESX server uses **hypervisor** model
 - ◆ Similar to Xen, but no guest domain/OS
- VMware uses software virtualization
 - ◆ Dynamic binary rewriting translates code executed in VM
 - » Rewrite privileged instructions with emulation code (may trap)
 - ◆ CPU only executes translated code
 - ◆ Think JIT compilation for JVM, but
 - » full binary x86 → IR code → safe subset of x86
 - ◆ Incurs overhead, but can be well-tuned (small % hit)

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VMware Hosted Architecture



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What needs to be virtualized?

- Exactly what you would expect
 - ♦ CPU
 - ♦ Events (exceptions and interrupts)
 - ♦ Memory
 - ♦ I/O devices
- Isn't this just duplicating OS functionality in a VMM?
 - ♦ Yes and no
 - ♦ Approaches will be similar to what we do with OSES
 - » Simpler in functionality, though (VMM much smaller than OS)
 - ♦ But implements a different abstraction
 - » Hardware interface vs. OS interface

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Virtualizing Privileged Insts

- OSeS can no longer successfully execute privileged instructions
 - ◆ Virtual memory registers, interrupts, I/O, halt, etc.
- For those instructions that cause an exception
 - ◆ Trap to VMM, take care of business, return to OS in VM
- For those that do not...
 - ◆ Xen: modify OS to hypervisor call into VMM
 - ◆ VMware: rewrite OS instructions to emulate or call into VMM

Virtualizing the CPU

- VMM needs to multiplex VMs on CPU
- How? Just as you would expect
 - ◆ Timeslice the VMs
 - ◆ Each VM will timeslice its OS/applications during its quantum
- Typically relatively simple scheduler
 - ◆ Round robin, work-conserving (give unused quantum to other VMs)

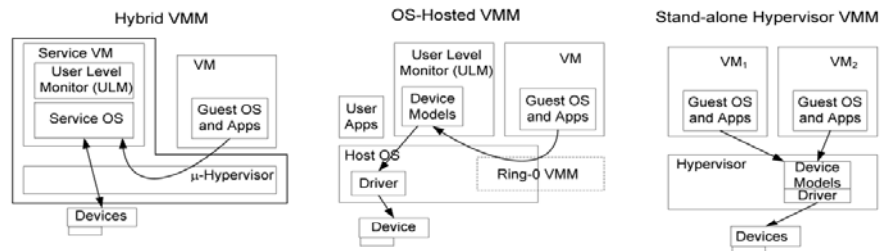
Virtualizing Events

- VMM receives interrupts, exceptions
- Needs to vector to appropriate VM
 - ◆ Xen: modify OS to use virtual interrupt register, event queue
 - ◆ VMware: craft appropriate handler invocation, emulate event registers

Virtualizing I/O

- OSes can no longer interact directly with I/O devices
- Xen: modify OS to use low-level I/O interface (**hybrid**)
 - ◆ Define generic devices with simple interface
 - » Virtual disk, virtual NIC, etc.
 - ◆ Ring buffer of control descriptors, pass pages back and forth
 - ◆ Handoff to trusted domain running OS with real drivers
- VMware: VMM supports generic devices (**hosted**)
 - ◆ E.g., AMD Lance chipset/PCNet Ethernet device
 - ◆ Load driver into OS in VM, OS uses it normally
 - ◆ Driver knows about VMM, cooperates to pass the buck to a real device driver (e.g., on underlying host OS)
- VMware ESX Server: drivers run in VMM (**hypervisor**)

Virtualized I/O Models



Abramson et al., "Intel Virtualization Technology for Directed I/O",
Intel Technology Journal, 10(3) 2006

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Virtualizing Memory

- OSes assume they have full control over memory
 - ◆ Managing it: OS assumes it owns it all
 - ◆ Mapping it: OS assumes it can map any virtual page to any physical page
- But VMM partitions memory among VMs
 - ◆ VMM needs to assign hardware pages to VMs
 - ◆ VMM needs to control mappings for isolation
 - » Cannot allow an OS to map a virtual page to any hardware page
 - » OS can only map to a hardware page given to it by the VMM
- Hardware-managed TLBs make this difficult
 - ◆ When the TLB misses, the hardware automatically walks the page tables in memory
 - ◆ As a result, VMM needs to control access by OS to page tables

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Xen Paravirtualization

- Xen uses the page tables that an OS creates
 - ◆ These page tables are used directly by hardware MMU
- Xen validates all updates to page tables by OS
 - ◆ OS can read page tables without modification
 - ◆ But Xen needs to check all PTE writes to ensure that the virtual-to-physical mapping is valid
 - » That the OS “owns” the physical page being used in the PTE
 - ◆ Modify OS to hypervisor call into Xen when updating PTEs
 - » Batch updates to reduce overhead
- Page tables work the same as before, but OS is constrained to only map to the physical pages it owns
- Works fine if you can modify the OS. If you can't...

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Shadow Page Tables

- Three abstractions of memory
 - ◆ Machine: actual hardware memory
 - » 2 GB of DRAM
 - ◆ Physical: abstraction of hardware memory managed by OS
 - » If a VMM allocates 512 MB to a VM, the OS thinks the computer has 512 MB of contiguous physical memory
 - » (Underlying machine memory may be discontinuous)
 - ◆ Virtual: virtual address spaces you know and love
 - » Standard 2^{32} address space
- In each VM, OS creates and manages page tables for its virtual address spaces without modification
 - ◆ But these page tables are not used by the MMU hardware

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Shadow Page Tables (2)

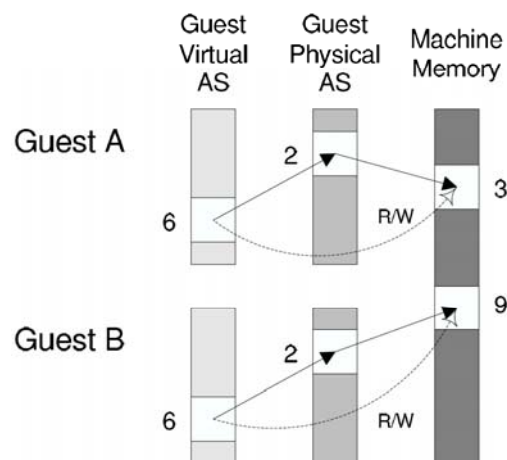
- VMM creates and manages page tables that map virtual pages directly to machine pages
 - ◆ These tables are loaded into the MMU on a context switch
 - ◆ VMM page tables are the **shadow page tables**
- VMM needs to keep its V→M tables consistent with changes made by OS to its V→P tables
 - ◆ VMM maps OS page tables as read only
 - ◆ When OS writes to page tables, trap to VMM
 - ◆ VMM applies write to shadow table and OS table, returns
 - ◆ Also known as memory **tracing**
 - ◆ Again, more overhead...

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Shadow Page Tables (3)



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Memory Allocation

- VMMs tend to have simple hardware memory allocation policies
 - ◆ Static: VM gets 512 MB of hardware memory for life
 - ◆ No dynamic adjustment based on load
 - » Oses not designed to handle changes in physical memory...
 - ◆ No swapping to disk
- More sophistication: Overcommit with **balloon driver**
 - ◆ Balloon driver runs inside OS to consume hardware pages
 - » Steals from virtual memory and file buffer cache (balloon grows)
 - ◆ Gives hardware pages to other VMs (those balloons shrink)
- Identify identical physical pages (e.g., all zeroes)
 - ◆ Map those pages copy-on-write across VMs

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Hardware Support

- Intel and AMD implement virtualization support in their latest x86 chips (Intel VT-x, AMD-V)
 - ◆ Goal is to fully virtualize architecture
 - ◆ Transparent trap-and-emulate approach now feasible
 - ◆ Echoes hardware support originally implemented by IBM
- Execution model
 - ◆ New execution mode: guest mode
 - » Direct execution of guest OS code, including privileged insts
 - ◆ Virtual machine control block (VMCB)
 - » Controls what operations trap, records info to handle traps in VMM
 - ◆ New instruction `vmrun` enters guest mode, runs VM code
 - ◆ When VM traps, CPU executes new `exit` instruction
 - ◆ Enters VMM, which emulates operation

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Hardware Support (2)

- Intel and AMD working on further hardware support
- Memory
 - ◆ Intel extended page tables (EPT), AMD nested page tables (NPT)
 - ◆ Original page tables map virtual to (guest) physical pages
 - » Managed by OS in VM, backwards-compatible
 - » No need to trap to VMM when OS updates its page tables
 - ◆ New tables map physical to machine pages
 - » Managed by VMM
 - ◆ Tagged TLB w/ virtual process identifiers (VPIDs)
 - » Tag VMs with VPID, no need to flush TLB on VM/VMM switch
- I/O
 - ◆ Constrain DMA operations only to page owned by specific VM
 - ◆ AMD DEV: exclude pages (c.f. Xen memory paravirtualization)
 - ◆ Intel VT-d: IOMMU – address translation support for DMA

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Cool VMM Tricks @ UCSD

- “Fork” VMs with copy-on-write memory (Michael Vrable)
 - ◆ Scales the # of VMs on the same machine (100s)
 - ◆ Michael modified Xen for a large-scale honeyfarm (Potemkin)
- Time dilation (Diwaker Gupta)
 - ◆ VMM can control the rate of timer interrupts to OS
 - ◆ Can change how OS interprets passage of time
 - ◆ If VMM slows timer by 10x, then other hardware (CPU, disk, network) appears 10x faster to OS and applications
 - ◆ Can experiment with apps, protocols, and systems on future hardware
 - » But, applications run 10x slower

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Cool VMM Tricks @ UCSD

- Virtual clusters (Marvin McNett)
 - ◆ We have a 200-node cluster for research
 - ◆ Of course, everyone wants 200 machines for their own project
 - » But they are 99.9% idle over time
 - ◆ Instead, give everyone a virtual cluster of 200 VMs
 - ◆ Multiplex those VMs on physical hardware
 - ◆ Migrate VMs as load varies over time

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Summary

- VMMs multiplex virtual machines on hardware
 - ◆ Export the hardware interface
 - ◆ Run OSes in VMs, apps in OSes unmodified
 - ◆ Run different versions, kinds of OSes simultaneously
- Lesson: Never underestimate the power of indirection

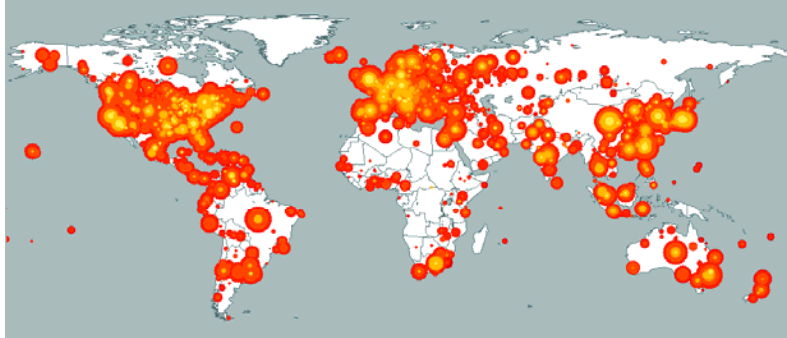
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Next Time

- Internet Outbreaks: Epidemiology and Defenses



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