

CSE 120

Principles of Operating Systems

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Lecture 15: Virtual Machines

Geoffrey M. Voelker

Virtual Machines

- As with many other OS terms, the term **virtual machine** can refer to many different things
 - ♦ **Language**: Java Virtual Machine
 - ♦ **Operating System**: Container-based OS virtualization
 - ♦ **Hardware**: Virtual machine monitors
- The key is to ask, **What is being virtualized?**
 - ♦ JVM → abstract hardware platform (bytecode ISA, memory)
 - ♦ Containers → OS abstractions + syscall interface
 - ♦ VMMs → physical hardware platform (x86, ARM)
- We're going to cover Containers and VMMs
 - ♦ All about OS tricks

Container-based OS Virtualization

- Virtualizes the OS system call interface + abstractions
- Virtual machines consist of OS resources isolated and managed as a single entity
 - ◆ Separate users, processes, files, network, etc.
- VMs as containers share the operating system
 - ◆ Cannot run multiple OSES using containers
- Functionality provided by many OSES
 - ◆ Linux, Solaris, FreeBSD, etc.
- Linux support very popular
 - ◆ Uses a combination of namespaces (isolation) and control groups (resource management)

Namespace Isolation

- Principle: If you cannot name it, you are isolated from it
 - ◆ Hopefully familiar from virtual memory
- OS implements a collection of namespaces
 - ◆ Process IDs: Processes
 - ◆ User IDs: Users and groups
 - ◆ Network: IP address, network ports, routing, firewall
 - ◆ File system (mount): Files and directories (implemented CoW)
- Each namespace is completely independent
 - ◆ Each can have its own init process, root user, IP address, etc.
- Containers can use any mix of namespaces
 - ◆ Full isolation uses all private namespaces

Namespace Implementation

- Lots of details, but conceptually straightforward to implement using mappings and filters
- OS implements everything as before, but now tagged with which namespace it belongs to
 - ◆ A process has both a PID and namespace identifier
- **Mappings** map ID from local to global perspective
 - ◆ OS tracks all processes on lists just as before
 - ◆ Can map between PID 100 in a namespace to process on list
- **Filters** restrict which objects are visible in a namespace
 - ◆ Running “ps” in a namespace only shows processes in the ns
- Management often hierarchical
 - ◆ Some namespaces nested in practice (parent sees all in child)

Resource Management

- Typically want to control resources assigned to VMs
 - ◆ How much CPU, memory, disk, and network a VM can use
- OS manages resources at process granularity by default
 - ◆ Now need to manage resources among set of processes
 - ◆ Control groups (cgroups) are the mechanism in Linux
 - ◆ Job objects on Windows
- Can control wide range of resource usage among processes in a cgroup
 - ◆ Which cores can be used, how much overall CPU utilization
 - ◆ How much memory (e.g., paging among processes in cgroup)
 - ◆ How much disk and network I/O (e.g., min/max bandwidths)

Docker

- OS implements container-based virtualization
- Docker provides the packaging and runtime to make it useful in practice
- A Docker image contains
 - ◆ Application binaries, libraries, configuration, and files
 - ◆ What you need at user level for your VM to execute
- A Docker instance when it runs
 - ◆ Uses the Linux namespace + cgroup abstractions
 - ◆ Runs isolated from other instances
 - ◆ But when it runs it is just a set of processes isolated in their own namespace (potentially with cgroup resource constraints)
 - ◆ It does not include a separate OS kernel

Windows Subsystem for Linux

- WSL 1.0 (Ubuntu on Windows) is an emulation layer
 - ◆ It emulates the Linux system call interface on Windows
 - ◆ Important distinction: There is no Linux kernel involved
- Approach: **System call interposition**
 - ◆ Translate Linux system calls into Windows implementations
 - » Calling “creat” eventually calls “CreateFile”
 - ◆ Implemented both at user level (emulation library loaded into address space) and kernel level (separate syscall handlers)
 - ◆ Executables do not need to be recompiled (c.f. Cygwin)
- WSL 2.0 has an entirely different implementation
 - ◆ Uses a virtual machine monitor (hardware virtualization)
 - ◆ Uses a standard (but optimized) Linux kernel
 - ◆ Which is a great segue to...

Virtual Machine Monitors



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
 - » In contrast, 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)
 - ◆ **An old idea: developed by IBM in 60s and 70s**
- Implications: Boot an OS 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.

Why VMMs?

- Resource utilization
 - ◆ Machines today are powerful, want to multiplex their hardware
 - » Cloud hosting can divvy up a physical machine to customers (EC2)
 - ◆ 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

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 (early):
 - » CPU-intensive apps: 2-10% overhead
 - » I/O-intensive apps: 25-60% overhead
 - » Much, much better today

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

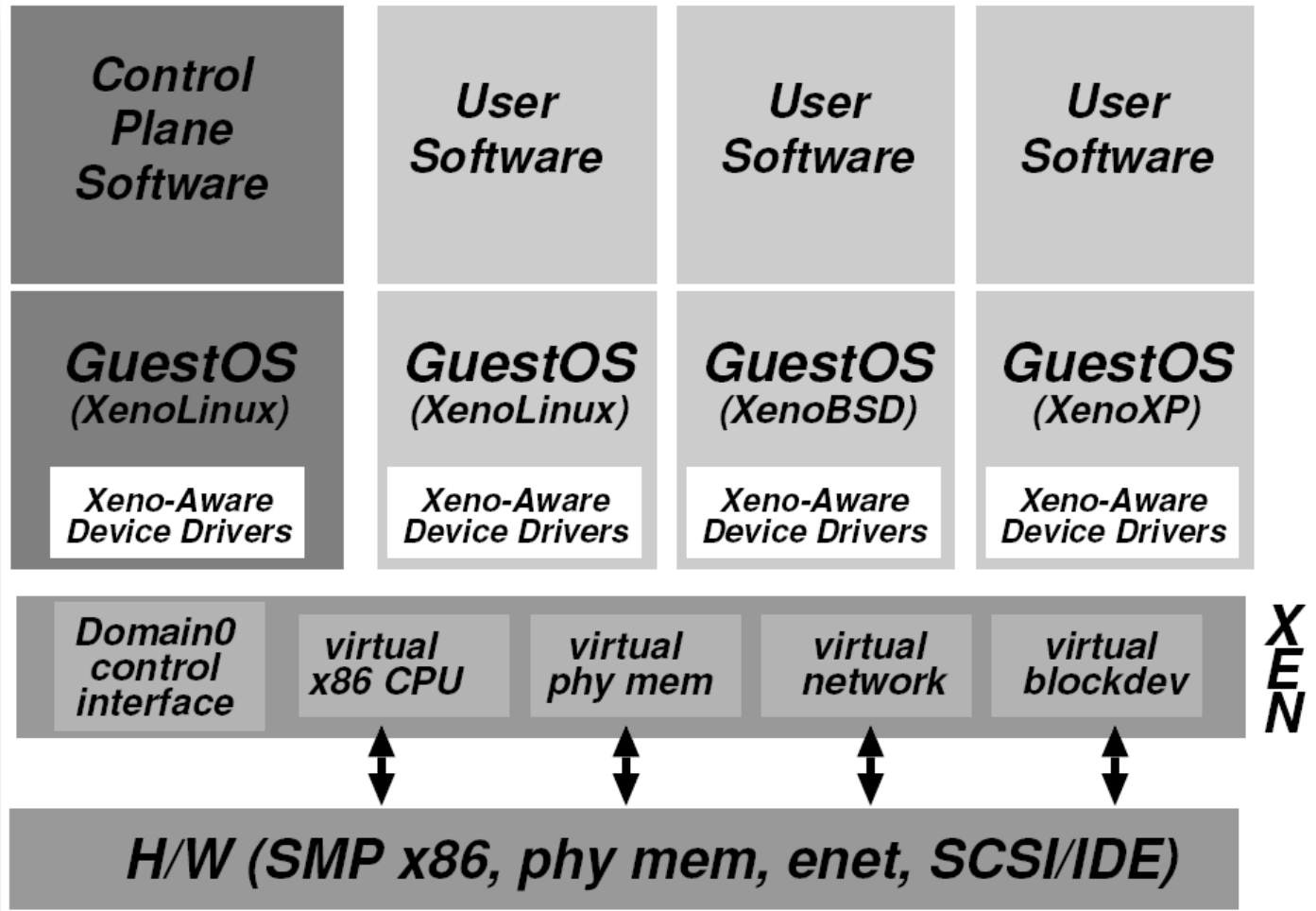
Virtualizing the x86

- 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

Xen

- Early versions use “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.
- Recent versions of Xen do not require OS mods
 - ◆ Because of Intel/AMD hardware support
- Managed under the Xen Project, both open source and commercial (Citrix) releases

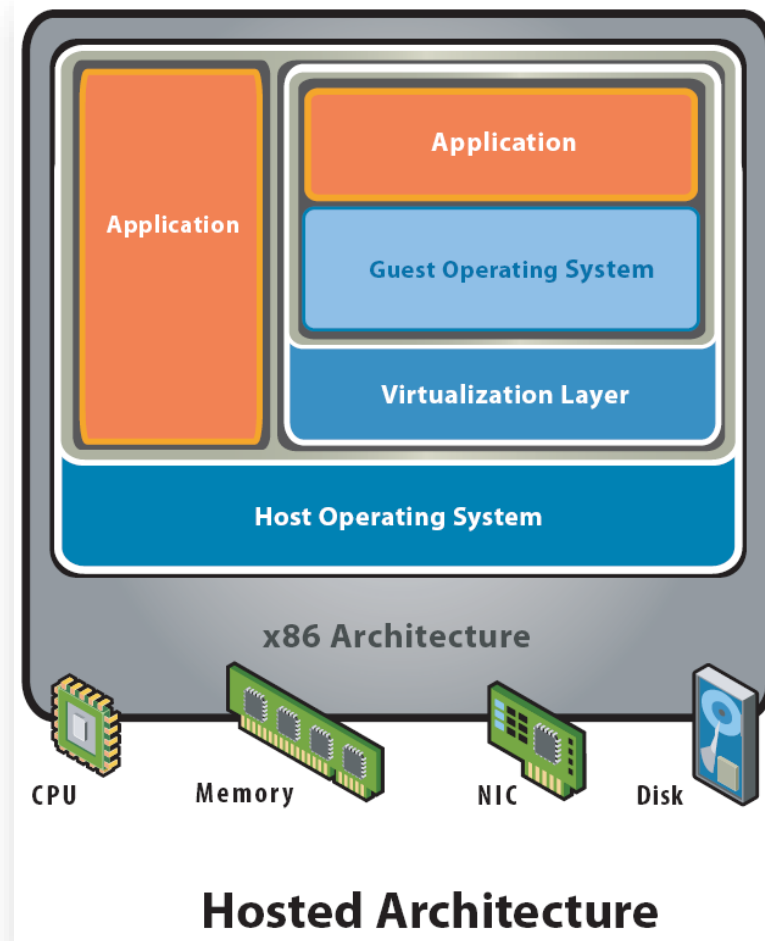
Xen Architecture



VMware

- **VMware workstation** uses **hosted** model
 - ◆ VMM runs unprivileged, installed on base OS (+ driver)
 - ◆ Relies upon base OS for device functionality
- **VMware 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)

VMware Hosted Architecture



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

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
 - ◆ **H/W support**: add new CPU mode, instructions to support trap and emulate

Virtualizing the CPU

- VMM needs to multiplex VMs on CPU
- How? Just as you would expect
 - ♦ Dedicate cores to VMs, or...
 - ♦ 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)

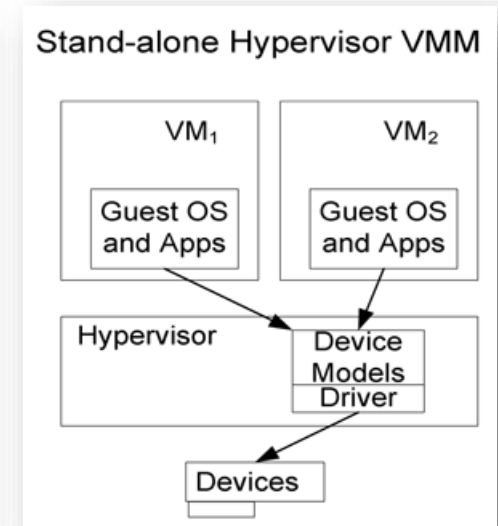
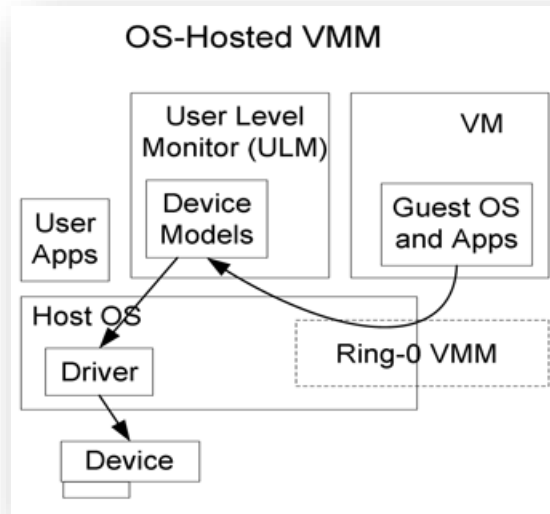
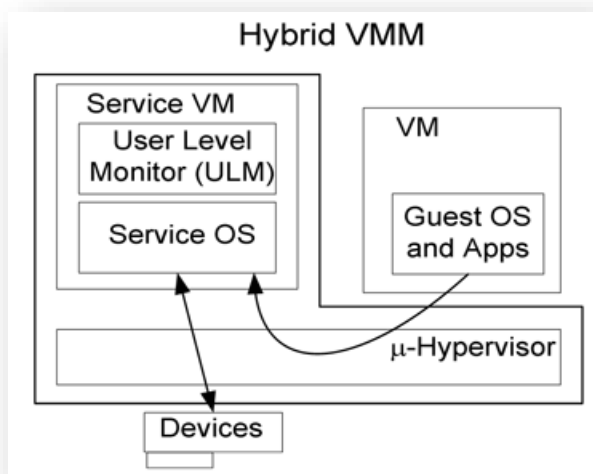
Virtualizing Events

- 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
 - ♦ **H/W support**: direct delivery (exitless, posted interrupts)

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 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

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

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...

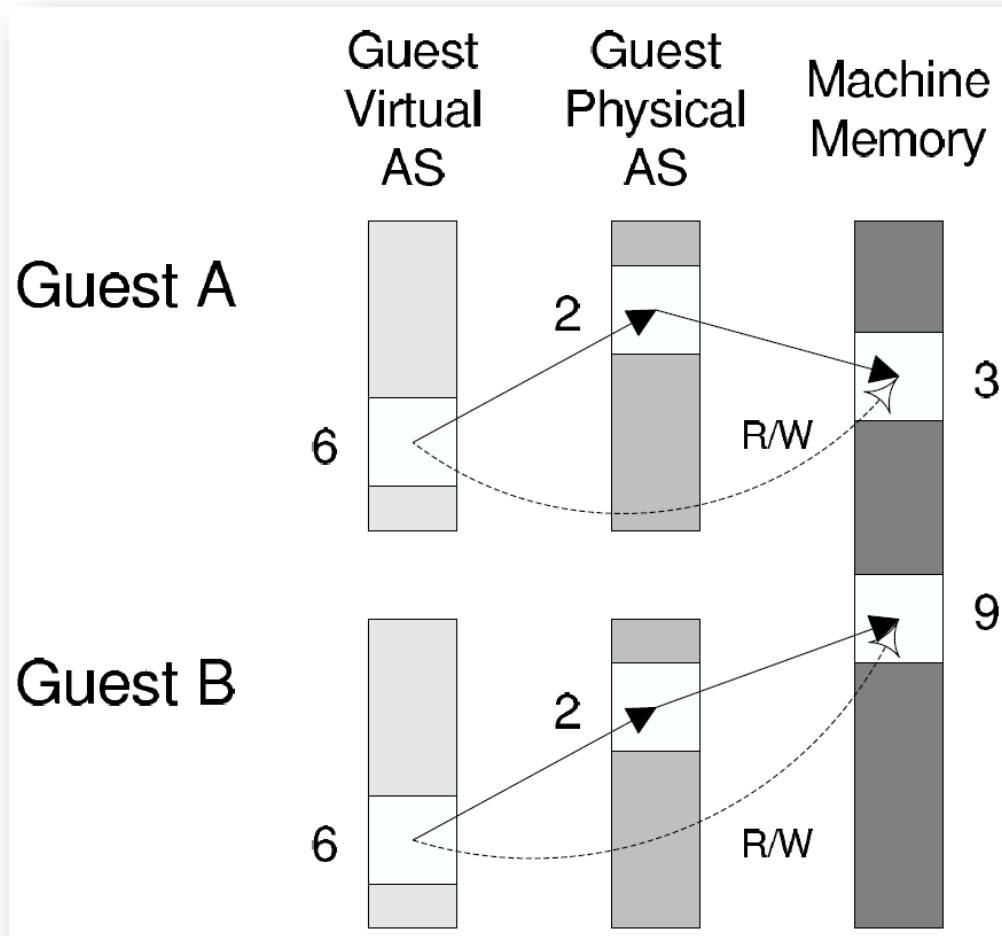
Shadow Page Tables

- Three abstractions of memory
 - ♦ **Machine**: actual hardware memory
 - » 16 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} or 2^{64} 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

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 $V \rightarrow M$ tables consistent with changes made by OS to its $V \rightarrow P$ 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...

Shadow Page Tables (3)



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

Hardware Support

- Intel, AMD, RISC-V all now implement virtualization support in their chips (Intel VT-x, AMD-V, RISC-V H)
 - ◆ 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 `vmenter` enters guest mode, runs VM code
 - ◆ When VM traps, CPU executes new `vmexit` instruction
 - ◆ Enters VMM, which emulates operation

Hardware Support (2)

- 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 (SR-IOV)
 - ◆ 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

Summary

- Container-based OS virtualization
 - ◆ Extends OS to manage resources as VMs
 - ◆ Namespaces provide isolation
 - ◆ Control groups manage resources
- 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