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# **Windows Subsystem for Linux**

**Proseminar Virtualisierte Systeme** 

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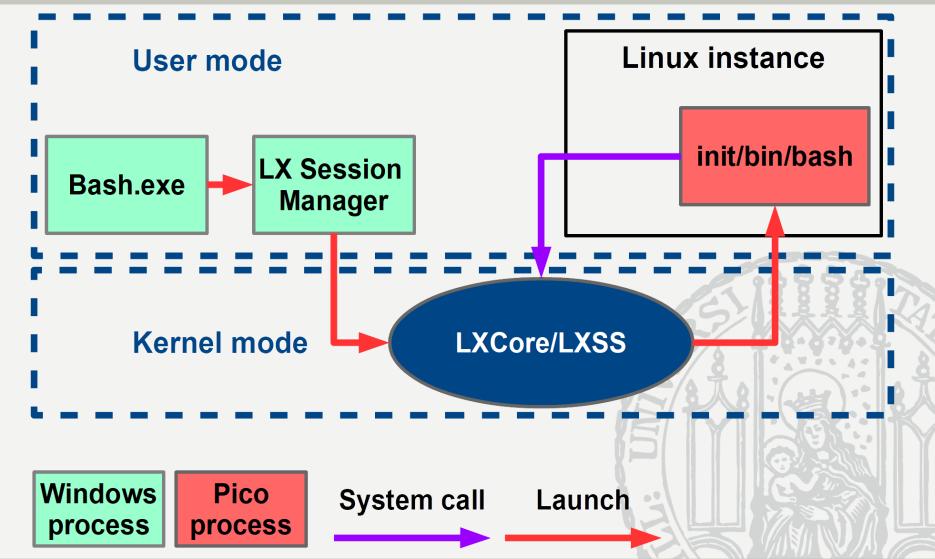
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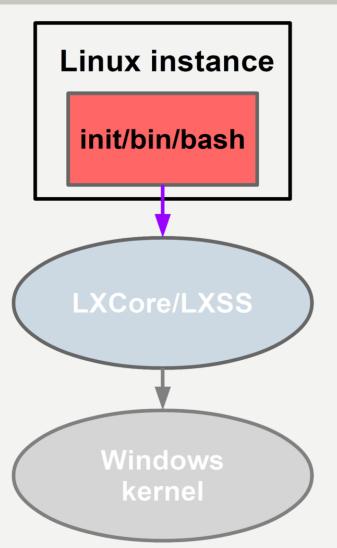


## **Basic Architecture (1)**





## Implementation (1,2)



#### Linux instance

- o Unique per user
- Standard Linux shell
- Wrapped in Pico processes

## Pico process

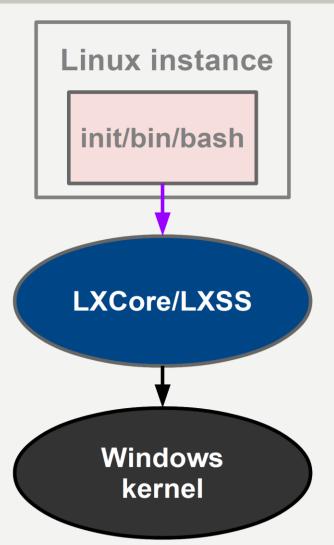
- Windows process address space
- o OS services removed
- System calls served by LXCore/LXSS

Pico process

System call



## Implementation (1,2)



## LXCore/LXSS

- Linux-compatible kernel interface
- No implemented Linux kernel code
- Translation from Linux system calls to Windows system calls

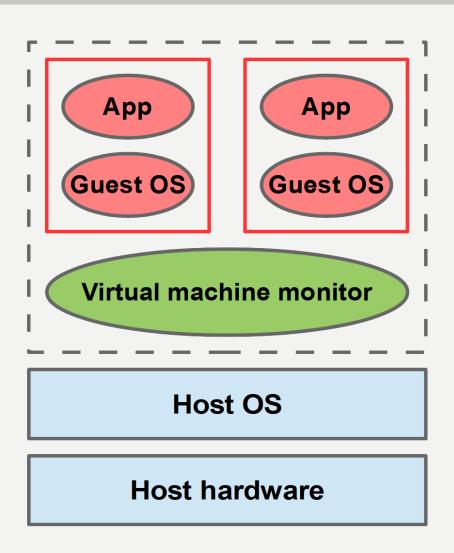
### Windows Kernel

- Optimized for Linux system calls e.g. fork
- Execution of Linux operations

Pico System call process



## **Virtual Machine (4)**



#### Virtual Machine

- Running different guest OS
- Fully isolated from host OS
- o Hypervisor: VMM

## Virtual machine monitor (VMM)

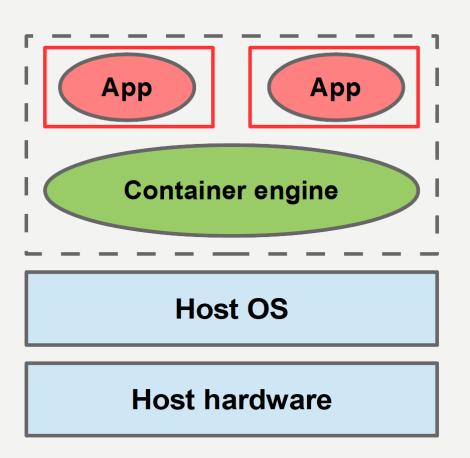
- Hosting virtual machines
- Coordinating hardware access
- Handling traps

## **Traps**

- Privileged operations
- Emulated by VMM



### Container (4)



#### Container

- Running different applications
- Sharing host OS kernel
- Key component: Container engine

## Container engine

- Deploying containerized applications
- Allocating cores and memory
- Ensuring isolation and security



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# Comparison (3)

	WSL	VM	Container
Key Component	LXCore/LXSS	VMM	Container engine
Range of virtualization	Ubuntu bash	Any guest OS	Any guest process
Isolation from Host OS	Not isolated, cooperation	Completely isolated	Isolated
Parallel running units	Only one Linux instance	Multiple	Multiple
Isolation between running units	-	Completely isolated	Isolated, but sharing kernel
Sharing file sytem	Sharing with host OS	Not sharing with host OS	Not sharing with host OS or units
I/O Speed	Very slow	Fast	Very fast
Use of hardware resources	Very low	Very high	Low



#### References

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