



Red Hat Enterprise Linux 10

Configuring and managing Windows virtual machines

Setting up your host, creating and administering virtual machines, and understanding virtualization features

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Abstract

Virtualization features of Red Hat Enterprise Linux (RHEL) allow you to configure your host to run virtual machines (VMs). With virtual machines, you can use different operating systems and have separate computing environments on your local host.

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CHAPTER 1. BASIC CONCEPTS OF VIRTUALIZATION IN RHEL

You can use your RHEL 10 system as a *virtualization* host. This means that on RHEL 10, you can create *virtual machines* with their own operating systems.

For details on the functionality, its advantages, components, and other possible virtualization solutions provided by Red Hat, see the following sections.

1.1. WHAT IS VIRTUALIZATION?

By using *virtualization*, your RHEL 10 system can *host* multiple *virtual machines* (VMs), also referred to as *guests*. VMs use the host's physical hardware and computing resources to run a separate, virtualized operating system (*guest OS*) as a user-space process on the host's operating system.

As a result, you can use virtualization to have operating systems within operating systems.

By using VMs, you can, for example:

- Safely test software configurations and features
- Run legacy software
- Optimize the workload efficiency of your hardware.

For more information about the benefits, see [Advantages of virtualization](#).

For more information about what virtualization is, see [the Virtualization topic page](#).

Next steps

- To start using virtualization in RHEL 10, see [Preparing RHEL to host virtual machines](#).
- In addition to RHEL 10 virtualization, Red Hat offers several specialized virtualization solutions, each with a different user focus and features. For more information, see [Red Hat virtualization solutions](#).

1.2. ADVANTAGES OF VIRTUALIZATION

Using virtual machines (VMs) has the following benefits in comparison to using physical machines:

- **Flexible and fine-grained allocation of resources**
A VM runs on a host machine, which is usually physical, and physical hardware can also be assigned for the guest OS to use. However, the allocation of physical resources to the VM is done on the software level, and is therefore very flexible. A VM uses a configurable fraction of the host memory, CPUs, or storage space, and that configuration can specify very fine-grained resource requests.

For example, what the guest OS sees as its disk can be represented as a file on the host file system, and the size of that disk is less constrained than the available sizes for physical disks.
- **Software-controlled configurations**
The entire configuration of a VM is saved as data on the host, and is under software control. Therefore, a VM can easily be created, removed, cloned, migrated, operated remotely, or connected to remote storage.

In addition, the current state of the VM can be backed up as a snapshot at any time. A snapshot can then be loaded to restore the system to the saved state.

- **Separation from the host**

A guest OS runs on a virtualized kernel, separate from the host OS. This means that any OS can be installed on a VM, and even if the guest OS becomes unstable or is compromised, the host is not affected in any way.

- **Space and cost efficiency**

A single physical machine can host a large number of VMs. Therefore, it avoids the need for multiple physical machines to do the same tasks, and thus lowers the space, power, and maintenance requirements associated with physical hardware.

- **Software compatibility**

Because a VM can use a different OS than its host, virtualization makes it possible to run applications that were not originally released for your host OS. For example, using a RHEL 8 guest OS, you can run applications released for RHEL 8 on a RHEL 10 host system.



NOTE

Not all operating systems are supported as a guest OS in a RHEL 10 host. For details, see [Recommended features in RHEL 10 virtualization](#).

1.3. VIRTUAL MACHINE COMPONENTS AND THEIR INTERACTION

Virtualization in RHEL 10 consists of the following principal software components:

Hypervisor

The basis of creating virtual machines (VMs) in RHEL 10 is the *hypervisor*, a software layer that controls hardware and enables running multiple operating systems on a host machine.

The hypervisor includes the **Kernel-based Virtual Machine (KVM)** module and virtualization kernel drivers. These components ensure that the Linux kernel on the host machine provides resources for virtualization to user-space software.

At the user-space level, the **QEMU** emulator simulates a complete virtualized hardware platform that the guest operating system can run in, and manages how resources are allocated on the host and presented to the guest.

In addition, the **libvirt** software suite serves as a management and communication layer. It makes QEMU easier to interact with, enforces security rules, and provides several additional tools for configuring and running VMs.

XML configuration

A host-based XML configuration file (also known as a *domain XML* file) determines all settings and devices in a specific VM. The configuration includes:

- Metadata, such as the name of the VM, time zone, and other information about the VM.
- A description of the devices in the VM, including virtual CPUs (vCPUS), storage devices, input/output devices, network interface cards, and other hardware, real and virtual.

- VM settings, such as the maximum amount of memory it can use, restart settings, and other settings about the behavior of the VM. For more information about the contents of an XML configuration, see [Sample virtual machine XML configuration](#).

Component interaction

When a VM is started, the hypervisor uses the XML configuration to create an instance of the VM as a user-space process on the host. The hypervisor also makes the VM process accessible to the host-based interfaces, such as the **virsh**, **virt-install**, and **guestfish** utilities, or the web console GUI.

When these virtualization tools are used, **libvirt** translates their input into instructions for QEMU. QEMU communicates the instructions to KVM, which ensures that the kernel appropriately assigns the resources necessary to carry out the instructions. As a result, QEMU can execute the corresponding user-space changes, such as creating or modifying a VM, or performing an action in the VM's guest operating system.

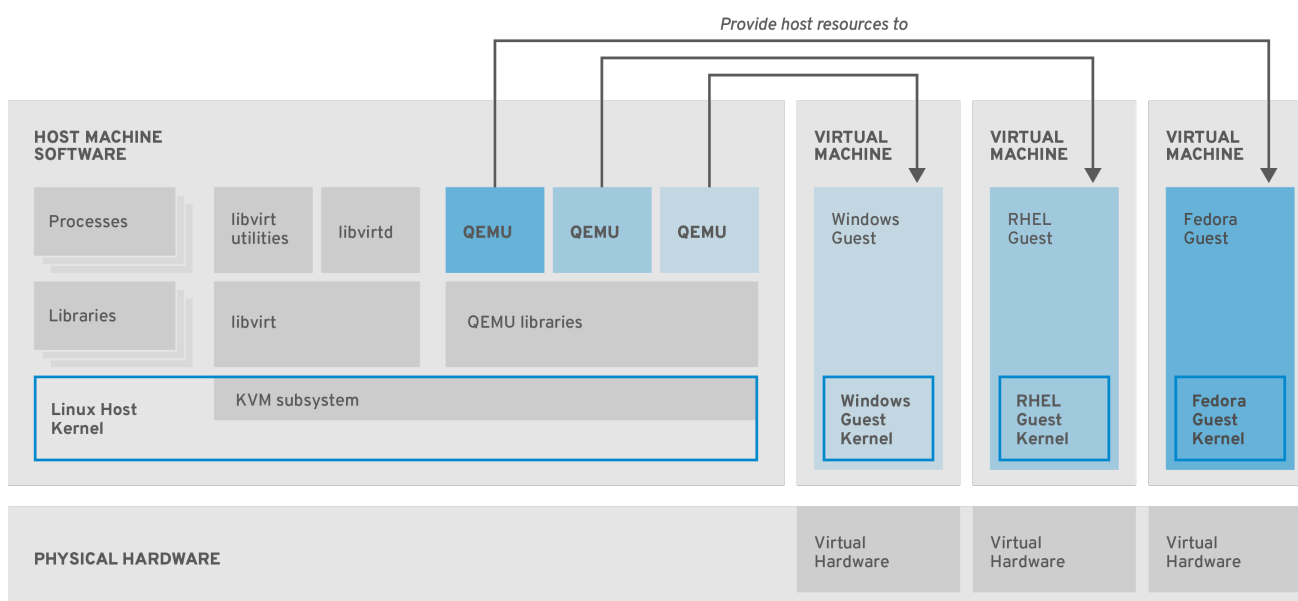


NOTE

QEMU is an essential component of the architecture, but it is not intended to be used directly on RHEL 10 systems, due to security concerns. Therefore, **qemu-*** commands are not supported by Red Hat, and it is highly recommended to interact with QEMU by using libvirt.

For more information about the host-based interfaces, see [Tools and interfaces for virtualization management](#).

Figure 1.1. RHEL 10 virtualization architecture



RHEL_7_0319

1.4. TOOLS AND INTERFACES FOR VIRTUALIZATION MANAGEMENT

You can manage virtualization in RHEL 10 by using the command line (CLI) or the web console graphical user interface (GUI).

Command-line interface

The CLI is the most powerful method of managing virtualization in RHEL 10. Prominent CLI commands for virtual machine (VM) management include:

- **virsh** – A versatile virtualization command-line utility and shell with a great variety of purposes, depending on the provided arguments. For example:
 - Starting and shutting down a VM – **virsh start** and **virsh shutdown**
 - Listing available VMs – **virsh list**
 - Creating a VM from a configuration file – **virsh create**
 - Entering a virtualization shell – **virsh**

For more information, see the **virsh(1)** man page on your system.

- **virt-install** – A CLI utility for creating new VMs. For more information, see the **virt-install(1)** man page on your system.
- **virt-xml** – A utility for editing the configuration of a VM.
- **guestfish** – A utility for examining and modifying VM disk images. For more information, see the **guestfish(1)** man page on your system.

Graphical interface

- To manage virtualization in RHEL 10 in a GUI, you can use the **RHEL 10 web console**, also known as *Cockpit*. The web console provides a remotely accessible and easy-to-use GUI for managing VMs and virtualization hosts.
For instructions on enabling virtualization management in the web console, see [Setting up the web console to manage virtual machines](#).

Additional resources

- [Creating virtual machines](#)

1.5. USER-SPACE CONNECTION TYPES FOR VIRTUALIZATION

Virtual machines (VMs) on your host use one of the following **libvirt** connection types to your RHEL 10 user space. The connection type influences what features the VM user can access.

System connection (**qemu:///system**)

Provides access to all available features for VM management in RHEL 10. To create or use a VM in the *system* connection, you must have root privileges on the system or be a part of the **libvirt** user group.

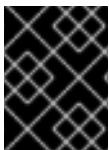
Session connection (**qemu:///session**)

Non-root users that are not in the **libvirt** group can only create VMs in the *session* connection, which has to respect the access rights of the local user when accessing resources. For example, when using the *session* connection, you cannot detect or access VMs created in the system connection or by other users.

In addition, VMs in the **session** connection cannot use features that require root privileges, such as the following:

- **Advanced networking** - You cannot set up system bridges or tap devices. You are limited to user-mode (**passt**) networking, and cannot configure full external visibility of the VM.
- **PCI device passthrough** - Modifying the device assignment of PCI host hardware for the VM is not possible.
- **Autostart** - VMs in the *session* connection cannot automatically start on system boot.
- **System-level storage pools and VM logs**- In the *system* connection, storage pools and VM log files are saved in system directories, such as **/etc/libvirt** and **/var/lib/libvirt**. In the *session* connection, the user is limited to files saved in their **home** directory. This prevents managing host-wide storage or viewing logs centrally.

To view your current connection type, use the **virsh uri** command on the host.



IMPORTANT

Unless explicitly stated otherwise, the information in this documentation assumes you have root privileges and can use the system connection of **libvirt**.

1.6. RED HAT VIRTUALIZATION SOLUTIONS

In addition to RHEL, Red Hat offers other products that you can use for hosting virtual machines. These products are built on top of RHEL 10 virtualization features and expand the KVM virtualization capabilities available in RHEL 10.

In addition, many [limitations of RHEL 10 virtualization](#) do not apply to these products.

OpenShift Virtualization

Based on the KubeVirt technology, OpenShift Virtualization is a part of the Red Hat OpenShift Container Platform, and makes it possible to run virtual machines in containers.

For more information about OpenShift Virtualization, see the [Red Hat Hybrid Cloud](#) pages or the [OpenShift Virtualization documentation](#).

Red Hat OpenStack Platform (RHOSP)

Red Hat OpenStack Platform offers an integrated foundation to create, deploy, and scale a secure and reliable public or private [OpenStack](#) cloud.

For more information about Red Hat OpenStack Platform, see [the Red Hat Customer Portal](#) or the [Red Hat OpenStack Platform documentation suite](#).

CHAPTER 2. PREPARING RHEL TO HOST VIRTUAL MACHINES

To use virtualization in RHEL 10, you must install virtualization packages and ensure your system is configured to host virtual machines (VMs).

2.1. PREPARING AN AMD64 OR INTEL 64 SYSTEM TO HOST VIRTUAL MACHINES

Before creating virtual machines (VMs) on an AMD64 or Intel 64 system running RHEL 10, you must first set up a KVM hypervisor on the system.

Prerequisites

- Red Hat Enterprise Linux 10 is installed and registered on your host machine. For instructions, see the [RHEL installation guide](#).
- The following minimum system resources are available:
 - 6 GB free disk space for the host, plus another 6 GB for each intended VM.
 - 2 GB of RAM for the host, plus another 2 GB for each intended VM.

Procedure

1. Install the virtualization hypervisor packages.
`# dnf install qemu-kvm libvirt virt-install virt-viewer`
2. Start the virtualization services:
`# for drv in qemu network nodedev nwfilter secret storage interface; do systemctl start virt${drv}d{,-ro,-admin}.socket; done`

Verification

1. Verify that your system is prepared to be a virtualization host:

```
# virt-host-validate
```

Example output:

```
QEMU: Checking for device assignment IOMMU support      : PASS
QEMU: Checking if IOMMU is enabled by kernel            : WARN (IOMMU appears to be
disabled in kernel. Add intel_iommu=on to kernel cmdline arguments)
LXC: Checking for Linux >= 2.6.26                      : PASS
[...]
LXC: Checking for cgroup 'blkio' controller mount-point : PASS
LXC: Checking if device /sys/fs/fuse/connections exists : FAIL (Load the 'fuse' module to
enable /proc/ overrides)
```

2. If all **virt-host-validate** checks return a **PASS** value, your system is prepared for [creating VMs](#). If any of the checks return a **FAIL** value, follow the displayed instructions to fix the problem.

If any of the checks return a **WARN** value, consider following the displayed instructions to improve virtualization capabilities.

Troubleshooting

- If KVM virtualization is not supported by your host CPU, **virt-host-validate** generates the following output:

```
QEMU: Checking for hardware virtualization: FAIL (Only emulated CPUs are available,
performance will be significantly limited)
```

However, VMs on such a host system will fail to boot, rather than have performance problems.

To work around this, you can change the **<domain type>** value in the XML configuration of the VM to **qemu**. Note, however, that Red Hat does not support VMs that use the **qemu** domain type, and setting this is highly discouraged in production environments.

Next steps

- [Create a virtual machine on your RHEL 10 host](#)

2.2. SETTING UP THE WEB CONSOLE TO MANAGE VIRTUAL MACHINES

Before using the RHEL 10 web console to manage virtual machines (VMs), you must install the web console virtual machine plug-in on the host.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).

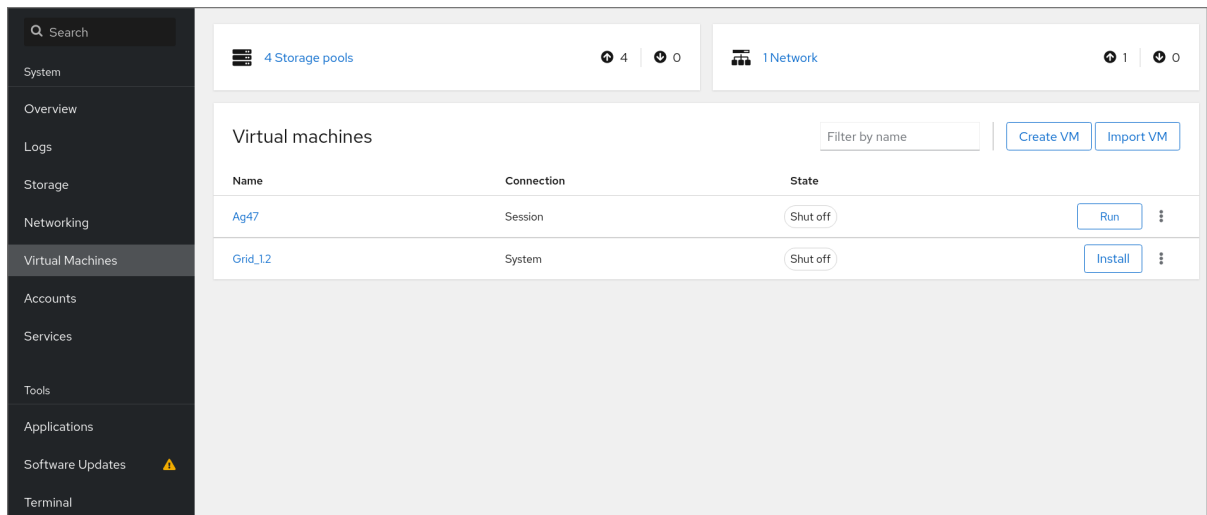
Procedure

- Install the **cockpit-machines** plug-in.

```
# dnf install cockpit-machines
```

Verification

1. Log in to the RHEL 10 web console.
2. If the installation was successful, **Virtual Machines** appears in the web console side menu.



Additional resources

- [Managing systems by using the RHEL 10 web console](#)

2.3. SETTING UP EASIER ACCESS TO REMOTE VIRTUALIZATION HOSTS

When managing virtual machines (VMs) on a remote host system by using **libvirt** utilities on the command line, you can optimize the process of connecting to the remote host.

By default, to connect to a VM on a remote host, you must use the **-c** **qemu+ssh://root@hostname/system** syntax. For example, to use the **virsh list** command as root on the **192.0.2.1** host:

```
# virsh -c qemu+ssh://root@192.0.2.1/system list
```

Example output:

```
root@192.0.2.1's password:
Id Name      State
-----
1  remote-guest  running
```

However, you can remove the need to specify the connection details in full by modifying your SSH and **libvirt** configuration. For example:

```
# virsh -c remote-host list
```

Example output:

```
root@192.0.2.1's password:
Id Name      State
-----
1  remote-guest  running
```

To enable this improvement, use the following instructions.

Prerequisites

- Virtualization is enabled on your host system. For instructions, see [Preparing RHEL to host virtual machines](#).

Procedure

1. Edit the `~/.ssh/config` file on your local host and add an entry similar to the following:

```
Host <host-alias>
  User      root
  Hostname  192.0.2.1
```

In this example, `<host-alias>` is a shortened name associated with the **root@192.0.2.1** remote host connection.

2. Edit the `/etc/libvirt/libvirt.conf` file and add lines similar to the following:

```
uri_aliases = [
  "<qemu-alias>=qemu+ssh://<host-alias>/system",
]
```

In this example, `<qemu-alias>` is a host alias that QEMU and **libvirt** utilities will use for the **qemu+ssh://192.0.2.1/system** connection.

3. Optional: If you want to use **libvirt** utilities exclusively on a single remote host, you can also set a specific connection as the default target for **libvirt**-based utilities.

Edit the `/etc/libvirt/libvirt.conf` file and set the value of the **uri_default** parameter to `<qemu-alias>` as a default **libvirt** target.

```
# These can be used in cases when no URI is supplied by the application
# (@uri_default also prevents probing of the hypervisor driver).
#
uri_default = "<qemu-alias>"
```



WARNING

You cannot do this if you also want to manage VMs on your local host or on different remote hosts.

4. Optional: To avoid having to provide the root password when connecting to a remote host, use one or more of the following methods:
 - [Set up key-based SSH access to the remote host](#)
 - Use SSH connection multiplexing to connect to the remote system
 - [Kerberos authentication in Identity Management](#)

Verification

1. Confirm that you can manage remote VMs by using **libvirt**-based utilities on the local system with an added **-c <qemu-alias>** parameter. This automatically performs the commands over SSH on the remote host.

For example, verify that the following lists VMs on the 192.0.2.1 remote host, the connection to which was set up as *<qemu-alias>* in the previous steps:

```
# virsh -c <qemu-alias> list
```

Successful output:

```
root@192.0.2.1's password:
```

Id	Name	State
1	example-remote-guest	running

2. If you have set up the default URI to a remote host, ensure that **libvirt** commands automatically apply to the specified remote host.

```
$ virsh list
```

Successful output:

```
root@192.0.2.1's password:
```

Id	Name	State
1	example-remote-guest	running

CHAPTER 3. CREATING VIRTUAL MACHINES

To create a virtual machine (VM) in RHEL 10, you can use the command line or the RHEL 10 web console.

3.1. CREATING VIRTUAL MACHINES BY USING THE COMMAND LINE

To create a virtual machine (VM) on your RHEL 10 host, you can use the **virt-install** utility.

Prerequisites

- Virtualization is enabled on your host system. For instructions, see [Preparing RHEL to host virtual machines](#).
- You have a sufficient amount of system resources to allocate to your VMs, such as disk space, RAM, or CPUs. The recommended values might vary significantly depending on the intended tasks and workload of the VMs.
- An operating system (OS) installation source is available locally or on a network. This can be one of the following:
 - An ISO image of an installation medium
 - A disk image of an existing VM installation



WARNING

Installing from a host CD-ROM or DVD-ROM device is not possible in RHEL 10. If you select a CD-ROM or DVD-ROM as the installation source when using any VM installation method available in RHEL 10, the installation will fail. For more information, see the [Red Hat Knowledgebase](#).

Also note that Red Hat provides support only for [a limited set of guest operating systems](#).

- To create a VM that uses the **system** connection of libvirt, you must have root privileges or be in the **libvirt** user group on the host. For more information, see [User-space connection types for virtualization](#).
- Optional: A Kickstart file can be provided for faster and easier configuration of the installation.

Procedure

- To create a VM and start its OS installation, use the **virt-install** command, along with the following mandatory arguments:

--name

the name of the new machine

--memory

the amount of allocated memory

--vcpus

the number of allocated virtual CPUs

--disk

the type and size of the allocated storage

--cdrom or --location

the type and location of the OS installation source

--osinfo

the OS type and version that you intend to install



NOTE

To list all available values for the **--osinfo** argument, run the **virt-install --osinfo list** command.

For more details, you can also run the **osinfo-query os** command. However, you might need to install the **libosinfo-bin** package first.

Based on the chosen installation method, the necessary options and values can vary. See the following examples for more details.

- **Create a VM and install an OS from a local ISO file:**

- The following command creates a VM named **demo-guest1** that installs the Windows 10 OS from an ISO image locally stored in the **/home/username/Downloads/Win10install.iso** file. This VM is also allocated with 2048 MiB of RAM and 2 vCPUs, and an 80 GiB qcow2 virtual disk is automatically configured for the VM.

```
# virt-install \
  --name demo-guest1 --memory 2048 \
  --vcpus 2 --disk size=80 --osinfo win10 \
  --cdrom /home/username/Downloads/Win10install.iso
```

- **Create a VM, install an OS from a live CD, and do not create a permanent disk:**

- The following command creates a VM named **demo-guest2** that uses the **/home/username/Downloads/rhel10.iso** image to run a RHEL 10 OS from a live CD. No disk space is assigned to this VM, so changes made during the session will not be preserved. In addition, the VM is allocated with 4096 MiB of RAM and 4 vCPUs.

```
# virt-install \
  --name demo-guest2 --memory 4096 --vcpus 4 \
  --disk none --livecd --osinfo rhel10.0 \
  --cdrom /home/username/Downloads/rhel10.iso
```

- **Create a VM and import an existing disk image:**

- The following command creates a RHEL 10 VM named **demo-guest3** that connects to an existing disk image, **/home/username/backup/disk.qcow2**. This is similar to physically moving a hard drive between machines, so the OS and data available to **demo-guest3** are

determined by how the image was handled previously. In addition, this VM is allocated with 2048 MiB of RAM and 2 vCPUs.

```
# virt-install \
  --name demo-guest3 --memory 2048 --vcpus 2 \
  --osinfo rhel10.0 --import \
  --disk /home/username/backup/disk.qcow2
```

Note that you must use the **--osinfo** option when importing a disk image. If it is not provided, the performance of the created VM will be negatively affected.

- **Create a VM and install an OS from a remote URL:**

- The following command creates a VM named **demo-guest4** that installs from the **http://example.com/OS-install** URL. For the installation to start successfully, the URL must contain a working OS installation tree. In addition, the OS is automatically configured by using the **/home/username/ks.cfg** kickstart file. This VM is also allocated with 2048 MiB of RAM, 2 vCPUs, and a 160 GiB qcow2 virtual disk.

```
# virt-install \
  --name demo-guest4 --memory 2048 --vcpus 2 --disk size=160 \
  --osinfo rhel10.0 --location http://example.com/OS-install \
  --initrd-inject /home/username/ks.cfg --extra-args="inst.ks=file:/ks.cfg console=tty0
console=ttyS0,115200n8"
```

- **Create a VM and install an OS in a text-only mode:**

- The following command creates a VM named **demo-guest5** that installs from a **RHEL10.iso** image file in text-only mode, without graphics. It connects the guest console to the serial console. The VM has 16384 MiB of memory, 16 vCPUs, and 280 GiB disk. This kind of installation is useful when connecting to a host over a slow network link.

```
# virt-install \
  --name demo-guest5 --memory 16384 --vcpus 16 --disk size=280 \
  --osinfo rhel10.0 --location RHEL10.iso \
  --graphics none --extra-args='console=ttyS0'
```

- **Create a VM and install an OS in graphical mode:**

- The following command creates a VM named **demo-guest-6**, which has the same configuration as demo-guest5, but provides the host device **pci_0003_00_00_0** for networking and configures graphics for a graphical installation.

```
# virt-install \
  --name demo-guest6 --memory 16384 --vcpus 16 --disk size=280 \
  --os-info rhel10.0 --location RHEL10.iso --graphics vnc,listen=0.0.0.0,5901 \
  --input keyboard,bus=virtio --input mouse,bus=virtio \
  --hostdev pci_0003_00_00_0 --network none
```

Note that the name of the host device available for installation can be retrieved by using the **virsh nodedev-list --cap pci** command. To use the the installation GUI, you can connect any VNC viewer to the host's IP at VNC port 5901 when the installation starts. However, you might have to open this port in the firewall first, for example:

```
# firewall-cmd --add-port 5901/tcp
```


- **Create a VM on a remote host:**

- The following command creates a VM named **demo-guest7**, which has the same configuration as demo-guest5, but resides on the 192.0.2.1 remote host.

```
# virt-install \
  --connect qemu+ssh://root@192.0.2.1/system --name demo-guest7 --memory 16384 \
  --vcpus 16 --disk size=280 --osinfo rhel10.0 --location RHEL10.iso \
  --graphics none --extra-args='console=ttyS0'
```

- **Create a VM on a remote host and use a DASD mediated device as storage:**

- The following command creates a VM named **demo-guest-8**, which has the same configuration as demo-guest5, but for its storage, it uses a DASD mediated device **mdev_30820a6f_b1a5_4503_91ca_0c10ba12345a_0_0_29a8**, and assigns it device number **1111**.

```
# virt-install \
  --name demo-guest8 --memory 16384 --vcpus 16 --disk size=280 \
  --osinfo rhel10.0 --location RHEL10.iso --graphics none \
  --disk none --hostdev
mdev_30820a6f_b1a5_4503_91ca_0c10ba12345a_0_0_29a8,address.type=ccw,address.
cssid=0xfe,address.ssid=0x0,address.devno=0x1111,boot-order=1 \
  --extra-args 'rd.dasd=0.0.1111'
```

Note that the name of the mediated device available for installation can be retrieved by using the **virsh nodedev-list --cap mdev** command.

- For additional options and examples of **virt-install** commands, see the **virt-install (1)** man page on your system.

Verification

- If the VM is created successfully, a **virt-viewer** window opens with a graphical console of the VM and starts the guest OS installation.

Troubleshooting

- If **virt-install** fails with a **cannot find default network** error:
 - Ensure that the **libvirt-daemon-config-network** package is installed:

```
# dnf info libvirt-daemon-config-network
Installed Packages
Name      : libvirt-daemon-config-network
[...]
```

- Verify that the **libvirt** default network is active and configured to start automatically:

```
# virsh net-list --all
Name    State  Autostart  Persistent
-----
default active    yes        yes
```

- If it is not, activate the default network and set it to auto-start:

```
# virsh net-autostart default
Network default marked as autostarted
```

```
# virsh net-start default
Network default started
```

- If activating the default network fails with the following error, the **libvirt-daemon-config-network** package has not been installed correctly.

```
error: failed to get network 'default'
error: Network not found: no network with matching name 'default'
```

To fix this, re-install **libvirt-daemon-config-network**:

```
# dnf reinstall libvirt-daemon-config-network
```

- If activating the default network fails with an error similar to the following, a conflict has occurred between the default network's subnet and an existing interface on the host.

```
error: Failed to start network default
error: internal error: Network is already in use by interface ens2
```

To fix this, use the **virsh net-edit default** command and change the **192.0.2.*** values in the configuration to a subnet not already in use on the host.

Additional resources

- [Creating new virtual machines by using the web console](#)
- [Cloning virtual machines](#)

3.2. CREATING VIRTUAL MACHINES BY USING THE WEB CONSOLE

To create virtual machines (VMs) in a GUI on a RHEL 10 host, you can use the web console.

3.2.1. Creating new virtual machines by using the web console

You can create a new virtual machine (VM) on a previously prepared host machine by using the RHEL 10 web console.

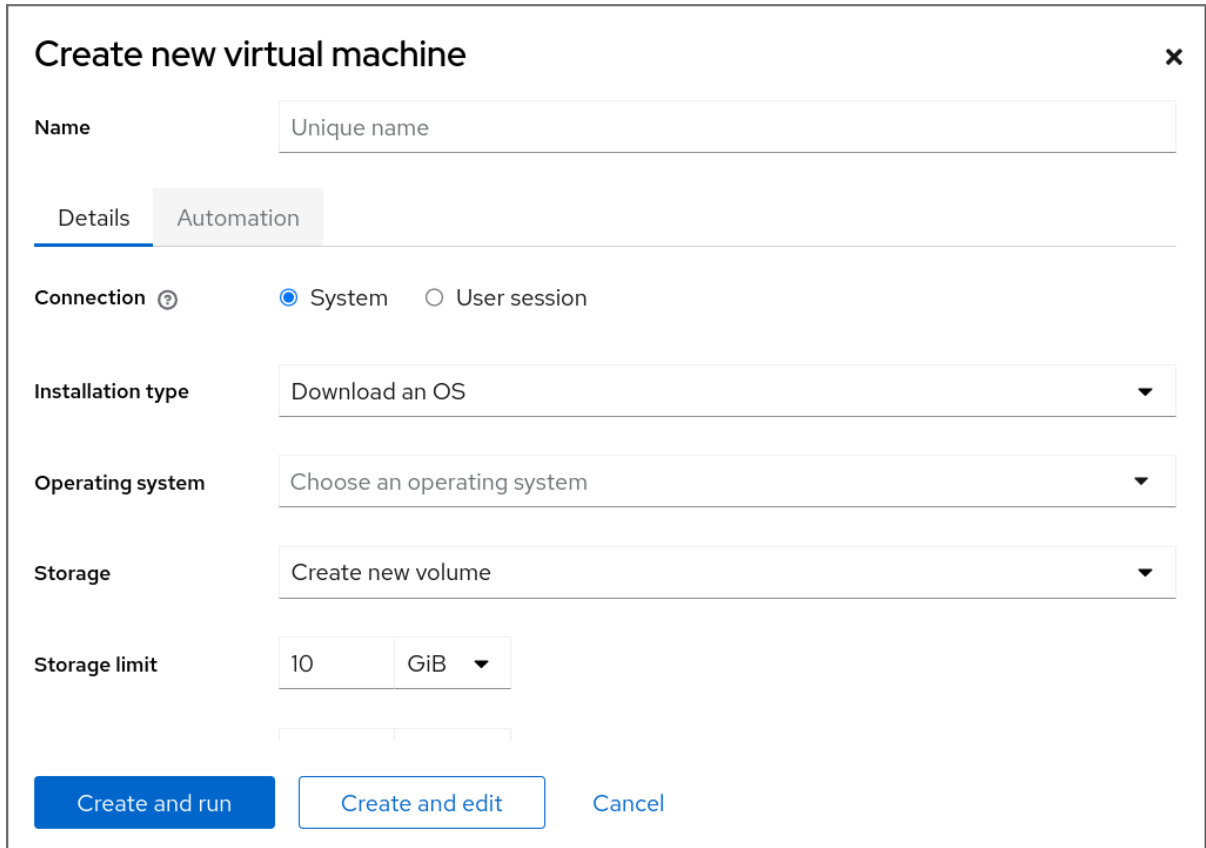
Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- [Virtualization is enabled on your host system](#).
- [The web console VM plugin is installed on your host system](#).

- To create a VM that uses the **system** connection of libvirt, you must have root privileges or be in the **libvirt** user group on the host. For more information, see [User-space connection types for virtualization](#).
- You have a sufficient amount of system resources to allocate to your VMs, such as disk space, RAM, or CPUs. The recommended values might vary significantly depending on the intended tasks and workload of the VMs.

Procedure

1. In the **Virtual Machines** interface of the web console, click **Create VM**.
The **Create new virtual machine** dialog appears.



2. Enter the basic configuration of the VM you want to create.
 - **Name** - The name of the VM.
 - **Connection** - The level of privileges granted to the session. For more details, expand the associated dialog box in the web console.
 - **Installation type** - The installation can use a local installation medium, a URL, a PXE network boot, a cloud base image, or download an operating system from [a limited set of guest operating systems](#).
 - **Operating system** - The guest operating system running on the VM. Note that Red Hat provides support only for [a limited set of guest operating systems](#).



NOTE

To download and install Red Hat Enterprise Linux directly from web console, you must add an offline token in the **Offline token** field.

- **Storage** - The type of storage.
- **Storage Limit** - The amount of storage space.
- **Memory** - The amount of memory.

3. Create the VM:

- If you want the VM to automatically install the operating system, click **Create and run**.
- If you want to edit the VM before the operating system is installed, click **Create and edit**.



NOTE

If you do not want to install an operating system immediately after creating a VM, you can do it later by selecting the VM in the **Virtual Machines** interface and clicking the **Install** button.

Additional resources

- [Creating virtual machines by using the command line](#)

3.2.2. Creating virtual machines by importing disk images with the web console

You can create a virtual machine (VM) by importing a disk image of an existing VM installation in the RHEL 10 web console.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- [The web console VM plugin is installed on your system](#).
- You have a sufficient amount of system resources to allocate to your VMs, such as disk space, RAM, or CPUs. The recommended values can vary significantly depending on the intended tasks and workload of the VMs.
- You have downloaded a disk image of an existing VM installation.

Procedure

1. In the **Virtual Machines** interface of the web console, click **Import VM**.
The **Import a virtual machine dialog** appears.
2. Enter the basic configuration of the VM you want to create:
 - **Name** - The name of the VM.
 - **Disk image** - The path to the existing disk image of a VM on the host system.
 - **Operating system** - The operating system running on a VM disk. Note that Red Hat provides support only for [a limited set of guest operating systems](#).
 - **Memory** - The amount of memory to allocate for use by the VM.

3. Import the VM:

- To install the operating system on the VM without additional edits to the VM settings, click **Import and run**.
- To edit the VM settings before the installation of the operating system, click **Import and edit**.

3.2.3. Creating virtual machines with cloud image authentication by using the web console

By default, distro cloud images have no login accounts. However, by using the RHEL web console, you can now create a virtual machine (VM) and specify the root and user account login credentials, which are then passed to cloud-init.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- Virtualization is [enabled](#) on your host system.
- You have a sufficient amount of system resources to allocate to your VMs, such as disk space, RAM, or CPUs. The recommended values may vary significantly depending on the intended tasks and workload of the VMs.

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface of the web console, click **Create VM**.
The Create new virtual machine dialog appears.
3. In the **Name** field, enter a name for the VM.
4. On the **Details** tab, in the **Installation type** field, select **Cloud base image**
5. In the **Installation source** field, set the path to the image file on your host system.
6. Enter the configuration for the VM that you want to create.
 - **Operating system** – The VM’s operating system. Note that Red Hat provides support only for [a limited set of guest operating systems](#).
 - **Storage** – The type of storage with which to configure the VM.
 - **Storage Limit** – The amount of storage space with which to configure the VM.
 - **Memory** – The amount of memory with which to configure the VM.
7. Click the **Automation** tab and set your cloud authentication credentials:
 - **Root password** – Enter a root password for your VM. Leave the field blank if you do not want to set a root password.

- **User login** – Enter a cloud-init user login. Leave this field blank if you do not want to create a user account.
- **User password** – Enter a password. Leave this field blank if you do not want to create a user account.

8. Click **Create and run**.

The VM is created.

3.3. CREATING WINDOWS VIRTUAL MACHINES

You can create a fully-virtualized Windows machine on a RHEL 10 host, launch the graphical Windows installer inside the virtual machine (VM), and optimize the installed Windows guest operating system (OS).

To create the VM and to install the Windows guest OS, use the **virt-install** command or the RHEL 10 web console.

Prerequisites

- A Windows OS installation source, which can be one of the following, and be available locally or on a network:
 - An ISO image of an installation medium
 - A disk image of an existing VM installation
- A storage medium with the KVM **virtio** drivers.
To create this medium, see [Preparing virtio driver installation media on a host machine](#) .
- If you are installing Windows 11, the **edk2-ovmf**, **swtpm** and **libtpms** packages must be installed on the host.

Procedure

1. Create the VM. For instructions, see [Creating virtual machines](#), but be aware of the following specifics.

- If you are using the **virt-install** utility to create the VM, add the following options to the command:

- The storage medium with the KVM **virtio** drivers. For example:

```
--disk path=/usr/share/virtio-win/virtio-win.iso,device=cdrom
```

- The Windows version you will install. For example, for Windows 10 and 11:

```
--os-variant win10
```

For a list of available Windows versions and the appropriate option, use the following command:

```
# osinfo-query os
```

- If you are installing Windows 11, enable *Unified Extensible Firmware Interface* (UEFI) and *virtual Trusted Platform Module* (vTPM):
--boot uefi
- If using the web console to create the VM, specify your version of Windows in the **Operating system** field of the **Create new virtual machine** window.
 - If you are installing earlier Windows versions than Windows 11 and Windows Server 2022, start the installation by clicking **Create and run**.
 - If you are installing Windows 11, or you want to use additional Windows Server 2022 features, confirm by clicking **Create and edit** and enable UEFI and vTPM using the CLI:

A. Open the VM's XML configuration:

```
# virsh edit windows-vm
```

B. Add the **firmware='efi'** option to the **os** element:

```
<os firmware='efi'>
  <type arch='x86_64' machine='pc-q35-6.2'>hvm</type>
  <boot dev='hd'>
</os>
```

C. Add the **tpm** device inside the **devices** element:

```
<devices>
  <tpm model='tpm-crb'>
    <backend type='emulator' version='2.0'>
  </tpm>
</devices>
```

D. Start the Windows installation by clicking **Install** in the **Virtual machines** table.

2. Install the Windows OS in the VM.
For information about how to install a Windows operating system, refer to the relevant Microsoft installation documentation.
3. If you are using the web console to create the VM, attach the storage medium with virtio drivers to the VM by using the **Disks** interface.
For instructions, see [Attaching existing disks to virtual machines by using the web console](#) .
4. Configure KVM **virtio** drivers in the Windows guest OS. For details, see [Installing KVM paravirtualized drivers for Windows virtual machines](#).
5. **Optional:** Optimize the performance of the Windows VM. For details, see [Optimizing Windows virtual machines](#).

Additional resources

- [Optimizing Windows virtual machines](#)
- [Enabling standard hardware security on Windows virtual machines](#)
- [Enabling enhanced hardware security on Windows virtual machines](#)

3.4. ENABLING QEMU GUEST AGENT FEATURES ON YOUR VIRTUAL MACHINES

To use certain features on a virtual machine (VM) hosted on your RHEL 10 system, you must first configure the VM to use the QEMU Guest Agent (GA).

For a complete list of these features, see [Virtualization features that require QEMU Guest Agent](#).

3.4.1. Enabling QEMU Guest Agent on Windows guests

To allow a RHEL host to perform [a certain subset of operations](#) on a Windows virtual machine (VM), you must enable the QEMU Guest Agent (GA).

To do so, add a storage device that contains the QEMU Guest Agent installer to an existing VM or when creating a new VM, and install the drivers on the Windows guest operating system.

- To install the GA on a command line, use the [Microsoft Windows Installer \(MSI\)](#).
- To install the Guest Agent (GA) by using the graphical interface, see the following procedure.

Prerequisites

- An installation medium with the Guest Agent is attached to the VM. For instructions on preparing the medium, see [Preparing virtio driver installation media on a host machine](#).

Procedure

1. In the Windows guest operating system, open the **File Explorer** application.
2. Click **This PC**.
3. In the **Devices and drives** pane, open the **virtio-win** medium.
4. Open the **guest-agent** folder.
5. Based on the operating system installed on the VM, run one of the following installers:
 - If using a 32-bit operating system, run the **qemu-ga-i386.msi** installer.
 - If using a 64-bit operating system, run the **qemu-ga-x86_64.msi** installer.
6. Optional: If you want to use the para-virtualized serial driver (**virtio-serial**) as the communication interface between the host and the Windows guest, verify that the **virtio-serial** driver is installed on the Windows guest.
For more information about installing **virtio** drivers, see: [Installing virtio drivers on a Windows guest](#).

Verification

1. On your Windows VM, navigate to the **Services** window.
Computer Management > Services
2. Ensure that the status of the **QEMU Guest Agent** service is **Running**.

Additional resources

- [Virtualization features that require QEMU Guest Agent](#)
- [Enabling QEMU Guest Agent on Linux guests](#)

3.4.2. Virtualization features that require QEMU Guest Agent

If you enable QEMU Guest Agent (GA) on a virtual machine (VM), you can use the following commands on your host to manage the VM:

virsh shutdown --mode=agent

This shutdown method is more reliable than **virsh shutdown --mode=acpi**, because **virsh shutdown** used with QEMU GA is guaranteed to shut down a cooperative guest in a clean state.

virsh domfsfreeze and virsh domfsthaw

Freezes the guest file system in isolation.

virsh domfstrim

Instructs the guest to trim its file system, which helps to reduce the data that needs to be transferred during migrations.



IMPORTANT

If you want to use this command to manage a Linux VM, you must also set the following SELinux boolean in the guest operating system:

```
# setsebool virt_qemu_ga_read_nonsecurity_files on
```

virsh domtime

Queries or sets the guest's clock.

virsh setvcpus --guest

Instructs the guest to take CPUs offline, which is useful when CPUs cannot be hot-unplugged.

virsh domifaddr --source agent

Queries the guest operating system's IP address by using QEMU GA. For example, this is useful when the guest interface is directly attached to a host interface.

virsh domfsinfo

Shows a list of mounted file systems in the running guest.

virsh set-user-password

Sets the password for a given user account in the guest.

virsh set-user-sshkeys

Edits the authorized SSH keys file for a given user in the guest.



IMPORTANT

If you want to use this command to manage a Linux VM, you must also set the following SELinux boolean in the guest operating system:

```
# setsebool virt_qemu_ga_manage_ssh on
```

Additional resources

- [Enabling QEMU Guest Agent on Windows guests](#)

CHAPTER 4. OPTIMIZING WINDOWS VIRTUAL MACHINES

When using Microsoft Windows as a guest operating system in a virtual machine (VM) hosted in RHEL 10, the performance of the guest might be negatively impacted.

To optimize the performance of your Windows VMs, you can use a variety of strategies, including paravirtualized drivers, Hyper-V enlightenments, and disabling Windows background processes.

4.1. INSTALLING KVM PARAVIRTUALIZED DRIVERS FOR WINDOWS VIRTUAL MACHINES

The primary method of improving the performance of your Windows virtual machines (VMs) is to install KVM paravirtualized (**virtio**) drivers for Windows on the guest operating system.



NOTE

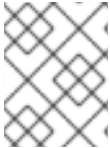
The **virtio-win** drivers are certified (WHQL) against the latest releases of Windows 10 and 11, available at the time of the respective **virtio-win** release. However, **virtio-win** drivers are generally tested and expected to function correctly on previous builds of Windows 10 and 11 as well.

4.1.1. How Windows virtio drivers work

Paravirtualized drivers enhance the performance of virtual machines (VMs) by decreasing I/O latency and increasing throughput to almost bare metal levels. You can use paravirtualized drivers for VMs that run I/O-heavy tasks and applications.

virtio drivers are KVM's paravirtualized device drivers, available for Windows VMs running on KVM hosts. These drivers are provided by the **virtio-win** package, which includes drivers for:

- Block (storage) devices
- Network interface controllers
- Video controllers
- Memory ballooning device
- Paravirtualized memory device
- Paravirtual serial port device
- Entropy source device
- Paravirtual panic device
- Input devices, such as mice, keyboards, or tablets
- VirtIO FS Device
- QEMU FwCfg Device
- A small set of emulated devices



NOTE

For additional information about emulated, **virtio**, and assigned devices, refer to [Attaching host devices to virtual machines](#).

By using KVM virtio drivers, the following Microsoft Windows versions are expected to run similarly to physical systems:

- Windows Server versions: See [Certified guest operating systems for Red Hat Enterprise Linux with KVM](#) in the Red Hat Knowledgebase.
- Windows Desktop (non-server) versions:
 - Windows 10 (32-bit and 64-bit versions)
 - Windows 11 (64-bit)

4.1.2. Preparing virtio driver installation media on a host machine

To install or update KVM **virtio** drivers on a Windows virtual machine (VM), you must first prepare the **virtio** driver installation media on the host machine. To do so, attach the **.iso** file, provided by the **virtio-win** package, as a storage device to the Windows VM.

Prerequisites

- Ensure that virtualization is enabled in your RHEL 10 host system. For more information, see [Preparing RHEL to host virtual machines](#).
- Ensure that you have root access privileges to the VM.

Procedure

1. Refresh your subscription data:

```
# subscription-manager refresh
All local data refreshed
```

2. Get the latest version of the **virtio-win** package.

- If **virtio-win** is not installed:

```
# dnf install -y virtio-win
```

- If **virtio-win** is installed:

```
# dnf upgrade -y virtio-win
```

If the installation succeeds, the **virtio-win** driver files are available in the **/usr/share/virtio-win/** directory. These include **ISO** files and a **drivers** directory with the driver files in directories, one for each architecture and supported Windows version.

```
# ls /usr/share/virtio-win/
agents.json drivers/ guest-agent/ info.json /installer /qxl-wddm-dod release-drivers-
versions.txt /spice-vdagent /tools virtio-win-1.9.45.iso virtio-win.iso
```

3. Attach the **virtio-win.iso** file as a storage device to the Windows VM.

- When [creating a new Windows VM](#), attach the file by using the **virt-install** command options.
- When installing the drivers on an existing Windows VM, attach the file as a CD-ROM by using the **virt-xml** utility:

```
# virt-xml WindowsVM --add-device --disk virtio-win.iso,device=cdrom
Domain 'WindowsVM' defined successfully.
```

Additional resources

- [Installing the virtio driver on the Windows guest operating system](#)

4.1.3. Installing virtio drivers on a Windows guest

To install KVM **virtio** drivers on a Windows guest operating system, you must add a storage device that contains the drivers (either when creating the virtual machine (VM) or afterwards) and install the drivers in the Windows guest operating system.

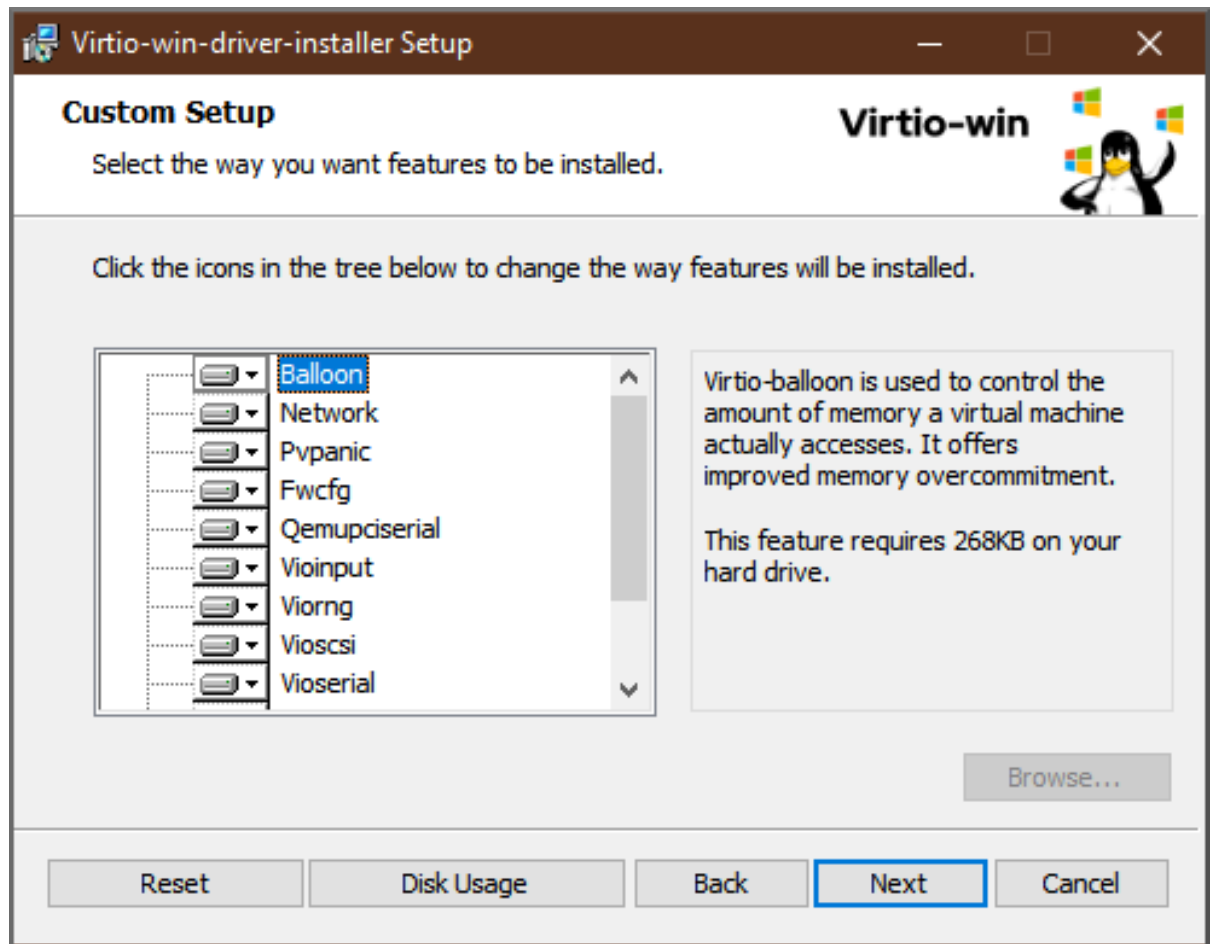
This procedure provides instructions to install the drivers by using the graphical interface. You can also use the [Microsoft Windows Installer \(MSI\)](#) command-line interface.

Prerequisites

- An installation medium with the KVM **virtio** drivers must be attached to the VM. For instructions on preparing the medium, see [Preparing virtio driver installation media on a host machine](#).

Procedure

1. In the Windows guest operating system, open the **File Explorer** application.
2. Click **This PC**.
3. In the **Devices and drives** pane, open the **virtio-win** medium.
4. Based on the operating system installed on the VM, run one of the installers:
 - If using a 32-bit operating system, run the **virtio-win-gt-x86.msi** installer.
 - If using a 64-bit operating system, run the **virtio-win-gt-x64.msi** installer.
5. In the **Virtio-win-driver-installer** setup wizard that opens, follow the displayed instructions until you reach the **Custom Setup** step.



6. In the Custom Setup window, select the device drivers you want to install. The recommended driver set is selected automatically, and the descriptions of the drivers are displayed on the right of the list.
7. Click **next**, then click **Install**.
8. After the installation completes, click **Finish**.
9. Reboot the VM to complete the driver installation.

Verification

1. On your Windows VM, navigate to the **Device Manager**:
 - a. Click Start
 - b. Search for **Device Manager**
2. Ensure that the devices are using the correct drivers:
 - a. Click a device to open the **Driver Properties** window.
 - b. Navigate to the **Driver** tab.
 - c. Click **Driver Details**.

Next steps

- If you installed the NetKVM driver, you might also need to configure the Windows guest's networking parameters. For more information, see [Configuring NetKVM driver parameters](#).

4.1.4. Updating virtio drivers on a Windows guest

To update KVM **virtio** drivers on a Windows guest operating system (OS), you can use the **Windows Update** service, if the Windows OS version supports it.

If the OS version does not support **Windows Update**, you can reinstall the drivers from **virtio** driver installation media attached to the Windows virtual machine (VM).

Prerequisites

- A Windows guest OS with [virtio drivers installed](#).
- If not using **Windows Update**, an installation medium with up-to-date KVM **virtio** drivers must be attached to the Windows VM. For instructions on preparing the medium, see [Preparing virtio driver installation media on a host machine](#).

Procedure

- On Windows 10, Windows Server 2016 and later operating systems, check if the driver updates are available by using the **Windows Update** graphical interface:
 1. Start the Windows VM and log in to its guest OS.
 2. Navigate to the **Optional updates** page:
Settings → Windows Update → Advanced options → Optional updates
 3. Install all updates from **Red Hat, Inc.**
- On operating systems prior to Windows 10 and Windows Server 2016, or if the OS does not have access to **Windows Update**, reinstall the drivers.
This restores the Windows guest OS network configuration to default (DHCP). If you want to preserve a customized network configuration, you also need to create a backup and restore it by using the **netsh** utility:
 1. Start the Windows VM and log in to its guest OS.
 2. Open the Windows Command Prompt:
 - a. Use the **Super+R** keyboard shortcut.
 - b. In the window that appears, type **cmd** and press **Ctrl+Shift+Enter** to run as administrator.
 3. Back up the OS network configuration by using the Windows Command Prompt:


```
C:\WINDOWS\system32\netsh dump > backup.txt
```
 4. Reinstall KVM **virtio** drivers from the attached installation media. Do one of the following:
 - Reinstall the drivers by using the Windows Command Prompt, where *X* is the installation media drive letter. The following commands install all **virtio** drivers.
 - If using a 64-bit vCPU:

```
C:\WINDOWS\system32\msiexec.exe /i X:\virtio-win-gt-x64.msi /passive /norestart
```

- If using a 32-bit vCPU:

```
C:\WINDOWS\system32\msiexec.exe /i X:\virtio-win-gt-x86.msi /passive /norestart
```

- Reinstall the drivers [using the graphical interface](#) without rebooting the VM.

5. Restore the OS network configuration using the Windows Command Prompt:

```
C:\WINDOWS\system32\netsh -f backup.txt
```

6. Reboot the VM to complete the driver installation.

Additional resources

- [Microsoft documentation on Windows Update](#)

4.2. ENABLING HYPER-V ENLIGHTENMENTS

Hyper-V enlightenments provide a method for KVM to emulate the Microsoft Hyper-V hypervisor, which improves the performance of Windows virtual machines.

4.2.1. Enabling Hyper-V enlightenments on a Windows virtual machine

To improve the performance of a Windows virtual machine (VM) running in a RHEL 10 host, you can use Hyper-V enlightenments.

Procedure

1. Use the **virsh edit** command to open the XML configuration of the VM. For example:

```
# virsh edit windows-vm
```

2. Add the following **<hyperv>** sub-section to the **<features>** section of the XML:

```
<features>
[...]
<hyperv>
  <relaxed state='on'/>
  <vapic state='on'/>
  <spinlocks state='on' retries='8191'/>
  <vendor_id state='on' value='KVM Hv'/>
  <vpindex state='on'/>
  <runtime state='on' />
  <synic state='on'/>
  <stimer state='on'>
    <direct state='on'/>
  </stimer>
  <frequencies state='on'/>
  <reset state='on'/>
</hyperv>
</features>
```



```

    <tlbflush state='on'/>
    <reenlightenment state='on'/>
    <ipi state='on'/>
    <evmcs state='on'/>
  </hyperv>
  [...]
</features>

```

If the XML already contains a **<hyperv>** sub-section, modify it as shown above.

3. Change the **clock** section of the configuration as follows:

```

<clock offset='localtime'>
  ...
  <timer name='hypervclock' present='yes'/>
</clock>

```

4. Save and exit the XML configuration.
5. If the VM is running, restart it.

Verification

- Use the **virsh dumpxml** command to display the XML configuration of the running VM. If it includes the following segments, the Hyper-V enlightenments are enabled on the VM.

```

<hyperv>
  <relaxed state='on'/>
  <vapic state='on'/>
  <spinlocks state='on' retries='8191'/>
  <vendor_id state='on' value='KVM Hv'/>
  <vpindex state='on'/>
  <runtime state='on' />
  <synic state='on'/>
  <frequencies state='on'/>
  <reset state='on'/>
  <tlbflush state='on'/>
  <reenlightenment state='on'/>
  <stimer state='on'>
    <direct state='on'/>
  </stimer>
  <ipi state='on'/>
  <evmcs state='on'/>
</hyperv>


<clock offset='localtime'>
  ...
  <timer name='hypervclock' present='yes'/>
</clock>

```

4.2.2. Configurable Hyper-V enlightenments

You can configure certain Hyper-V features to optimize Windows VMs. For details on the configurable Hyper-V features and their values, see the following table.

Table 4.1. Configurable Hyper-V features

Enlightenment	Description	Values
evmcs	<p>Implements paravirtualized protocol between L0 (KVM) and L1 (Hyper-V) hypervisors, which enables faster L2 exits to the hypervisor.</p> <div>  <p>NOTE</p> <p>This feature is exclusive to Intel processors.</p> </div>	on, off
frequencies	Enables Hyper-V frequency Machine Specific Registers (MSRs).	on, off
ipi	Enables paravirtualized inter processor interrupts (IPI) support.	on, off
reenlightenment	Notifies when there is a time stamp counter (TSC) frequency change which only occurs during migration. It also allows the guest to keep using the old frequency until it is ready to switch to the new one.	on, off
relaxed	Disables a Windows sanity check that commonly results in a BSOD when the VM is running on a heavily loaded host. This is similar to the Linux kernel option <code>no_timer_check</code> , which is automatically enabled when Linux is running on KVM.	on, off
runtime	Sets processor time spent on running the guest code, and on behalf of the guest code.	on, off

Enlightenment	Description	Values
spinlocks	<ul style="list-style-type: none"> Used by a VM's operating system to notify Hyper-V that the calling virtual processor is attempting to acquire a resource that is potentially held by another virtual processor within the same partition. Used by Hyper-V to indicate to the virtual machine's operating system the number of times a spinlock acquisition should be attempted before indicating an excessive spin situation to Hyper-V. 	on, off
stimer	Enables synthetic timers for virtual processors. Note that certain Windows versions revert to using HPET (or even RTC when HPET is unavailable) when this enlightenment is not provided, which can lead to significant CPU consumption, even when the virtual CPU is idle.	on, off
stimer-direct	Enables synthetic timers when an expiration event is delivered via a normal interrupt.	on, off.
syncic	Together with stimer, activates the synthetic timer. Windows 8 uses this feature in periodic mode.	on, off
time	<p>Enables the following Hyper-V-specific clock sources available to the VM,</p> <ul style="list-style-type: none"> MSR-based 82 Hyper-V clock source (HV_X64_MSR_TIME_REFERENCE_COUNT, 0x40000020) Reference TSC 83 page which is enabled via MSR (HV_X64_MSR_REFERENCE_TSC, 0x40000021) 	on, off

Enlightenment	Description	Values
tlbflush	Flushes the TLB of the virtual processors.	on, off
vapic	Enables virtual APIC, which provides accelerated MSR access to the high-usage, memory-mapped Advanced Programmable Interrupt Controller (APIC) registers.	on, off
vendor_id	Sets the Hyper-V vendor id.	<ul style="list-style-type: none"> on, off Id value – string of up to 12 characters
vpindex	Enables virtual processor index.	on, off

4.3. CONFIGURING NETKVM DRIVER PARAMETERS

After the NetKVM driver is installed, you can configure it to better suit your environment. You can configure the driver parameters by using the Windows Device Manager (**devmgmt.msc**).



IMPORTANT

Modifying the driver's parameters causes Windows to reload that driver. This interrupts existing network activity.

Prerequisites

- The NetKVM driver is installed on the virtual machine.
For instructions, see [Installing KVM paravirtualized drivers for Windows virtual machines](#).

Procedure


1. In the Windows guest operating system, open the **Windows Device Manager** application.
2. Locate the **Red Hat VirtIO Ethernet Adapter**.
 - a. In the Device Manager window, click **+** next to Network adapters.
 - b. Under the list of network adapters, double-click **Red Hat VirtIO Ethernet Adapter**. The **Properties** window for the device opens.
3. View the device parameters.
In the **Properties** window, click the **Advanced** tab.
4. Modify the device parameters.
 - a. Click the parameter you want to modify.
Options for that parameter are displayed.
 - b. Modify the options as needed.
For information about the NetKVM parameter options, refer to [NetKVM driver parameters](#).
 - c. Click **OK** to save the changes.

4.4. NETKVM DRIVER PARAMETERS

When [configuring NetKVM drivers](#) to optimize your Windows guest operating system, adjusting the individual parameters can significantly change how the virtual machines works.

For details on the configurable NetKVM driver logging parameters, see the following table.

Table 4.2. Logging parameters

Parameter	Description 2
Logging.Enable	A Boolean value that determines whether logging is enabled. The default value is Enabled.
Logging.Level	<p>An integer that defines the logging level. As the integer increases, so does the verbosity of the log.</p> <ul style="list-style-type: none"> ● The default value is 0 (errors only). ● 1-2 adds configuration messages. ● 3-4 adds packet flow information. ● 5-6 adds interrupt and DPC level trace information. <div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> <p>NOTE</p> <p>High logging levels will slow down your virtual machine.</p> </div> </div>

For details on the configurable NetKVM driver initial parameters, see the following table.

Table 4.3. Initial parameters

Parameter	Description
Assign MAC	A string that defines the locally-administered MAC address for the paravirtualized NIC. This is not set by default.
Init.Do802.1PQ	A Boolean value that enables Priority/VLAN tag population and removal support. The default value is Enabled.
Init.MaxTxBuffers	<p>An integer that represents the number of TX ring descriptors that will be allocated. The value is limited by the size of Tx queue of QEMU.</p> <p>The default value is 1024.</p> <p>Valid values are: 16, 32, 64, 128, 256, 512, and 1024.</p>
Init.MaxRxBuffers	<p>An integer that represents the number of RX ring descriptors that will be allocated. The value is limited by the size of Tx queue of QEMU.</p> <p>The default value is 1024.</p> <p>Valid values are: 16, 32, 64, 128, 256, 512, 1024, 2048, and 4096.</p>
Offload.Tx.Checksum	<p>Specifies the TX checksum offloading capability.</p> <p>In Red Hat Enterprise Linux 10, the valid values for this parameter are:</p> <ul style="list-style-type: none"> ● All (the default) which enables IP, TCP, and UDP checksum offloading for both IPv4 and IPv6 ● TCP/UDP(v4,v6) which enables TCP and UDP checksum offloading for both IPv4 and IPv6 ● TCP/UDP(v4) which enables TCP and UDP checksum offloading for IPv4 only ● TCP(v4) which enables only TCP checksum offloading for IPv4 only

Parameter	Description
Offload.Rx.Checksum	<p>Specifies the RX checksum offloading capability.</p> <p>In Red Hat Enterprise Linux 10, the valid values for this parameter are:</p> <ul style="list-style-type: none"> • All (the default) which enables IP, TCP, and UDP checksum offloading for both IPv4 and IPv6 • TCP/UDP(v4,v6) which enables TCP and UDP checksum offloading for both IPv4 and IPv6 • TCP/UDP(v4) which enables TCP and UDP checksum offloading for IPv4 only • TCP(v4) which enables only TCP checksum offloading for IPv4 only
Offload.Tx.LSO	<p>Specifies the TX large segments offloading (LSO) capability.</p> <p>In Red Hat Enterprise Linux 10, the valid values for this parameter are:</p> <ul style="list-style-type: none"> • Maximal (the default) which enables LSO offloading for both TCPv4 and TCPv6 • IPv4 which enables LSO offloading for TCPv4 only • Disable which disables LSO offloading
MinRxBufferPercent	<p>Specifies minimal amount of available buffers in RX queue in percent of total amount of RX buffers. If the actual number of available buffers is lower than that value, the NetKVM driver indicates low resources condition to the operating system (requesting it to return the RX buffers as soon as possible)</p> <p>Minimum value (default) - 0, meaning the driver never indicates low resources condition.</p> <p>Maximum value - 100, meaning the driver indicates low resources condition all the time.</p>

Additional resources

- [INF enumeration keywords](#)
- [INF keywords that can be edited](#)

4.5. OPTIMIZING BACKGROUND PROCESSES ON WINDOWS VIRTUAL MACHINES

To optimize the performance of a virtual machine (VM) running a Windows OS, you can configure or disable a variety of Windows processes. To do so, perform any combination of the following measures.



WARNING

Certain processes might not work as expected if you change their configuration.

Procedure

- Remove unused devices, such as USBs or CD-ROMs, and disable the ports.
- Disable background services, such as SuperFetch and Windows Search. For more information about stopping services, see [Disabling system services](#) or [Stop-Service](#).
 - Disable **useplatformclock**. To do so, run the following command:

```
# bcdedit /set useplatformclock No
```

- Review and disable unnecessary scheduled tasks, such as scheduled disk defragmentation. For more information about how to do so, see [Disable Scheduled Tasks](#).
- Make sure the disks are not encrypted.
- Reduce periodic activity of server applications. You can do so by editing the respective timers. For more information, see [Multimedia Timers](#).
- Close the Server Manager application on the VM.
- Disable the antivirus software. Note that disabling the antivirus might compromise the security of the VM.
- Disable the screen saver.
- Keep the Windows OS on the sign-in screen when not in use.

CHAPTER 5. STARTING VIRTUAL MACHINES

To start a virtual machine (VM) in RHEL 10, you can use [the command line interface](#) or [the web console GUI](#).

Prerequisites

- Before a VM can be started, it must be created and, ideally, also installed with an OS. For instructions, see [Creating virtual machines](#).

5.1. STARTING A VIRTUAL MACHINE BY USING THE COMMAND LINE

To start a shut-down virtual machine (VM) or restore a saved VM, you can use the command-line interface (CLI). By using the CLI, you can start both local and remote VMs.

Prerequisites

- An inactive VM that is already defined.
- The name of the VM.
- For remote VMs:
 - The IP address of the host where the VM is located.
 - Root access privileges to the host.
- If you want to start a VM that uses the **system** connection of libvirt, you must have root privileges or be in the **libvirt** user group on the host. For more information, see [User-space connection types for virtualization](#).

Procedure

- For a local VM, use the **virsh start** utility.
For example, the following command starts the *demo-guest1* VM.
- For a VM located on a remote host, use the **virsh start** utility along with the QEMU+SSH connection to the host.
For example, the following command starts the *demo-guest1* VM on the 192.0.2.1 host.

```
# virsh start demo-guest1
Domain 'demo-guest1' started
```

```
# virsh -c qemu+ssh://root@192.0.2.1/system start demo-guest1
root@192.0.2.1's password:
Domain 'demo-guest1' started
```

Additional resources

- [Setting up easy access to remote virtualization hosts](#)

- [Starting virtual machines automatically when the host starts](#)

5.2. STARTING VIRTUAL MACHINES BY USING THE WEB CONSOLE

If a virtual machine (VM) is in the *shut off* state, you can start it by using the RHEL 10 web console. You can also configure the VM to be started automatically when the host starts.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- An inactive VM that is already defined.
- The name of the VM.
- If you want to start a VM that uses the **system** connection of libvirt, you must have root privileges or be in the **libvirt** user group on the host. For more information, see [User-space connection types for virtualization](#).

Procedure

1. In the **Virtual Machines** interface, click the VM you want to start.
A new page opens with detailed information about the selected VM and controls for shutting down and deleting the VM.
2. Click **Run**.
The VM starts, and you can [connect to its console or graphical output](#).
3. Optional: To configure the VM to start automatically when the host starts, toggle the **Autostart** checkbox in the **Overview** section.
If you use network interfaces that are not managed by libvirt, you must also make additional changes to the systemd configuration. Otherwise, the affected VMs might fail to start, see [starting virtual machines automatically when the host starts](#).

Additional resources

- [Shutting down virtual machines in the web console](#)
- [Restarting virtual machines by using the web console](#)

5.3. STARTING VIRTUAL MACHINES AUTOMATICALLY WHEN THE HOST STARTS

When a host with a running virtual machine (VM) restarts, the VM is shut down, and must be started again manually by default. To ensure a VM is active whenever its host is running, you can configure the VM to be started automatically.

**NOTE**

The following instructions describe setting up VM autostart in the command line. For autostarting VMs in the web console, see [Starting virtual machines by using the web console](#).

Prerequisites

- [A created virtual machine](#)

Procedure

1. Use the **virsh autostart** utility to configure the VM to start automatically when the host starts. For example, the following command configures the *demo-guest1* VM to start automatically.

```
# virsh autostart demo-guest1
```

Successful output:

```
Domain '_demo-guest1_' marked as autostarted
```

2. If you use network interfaces that are not managed by **libvirt**, you must also make additional changes to the systemd configuration. Otherwise, the affected VMs might fail to start.

**NOTE**

These interfaces include for example:

- Bridge devices created by **NetworkManager**
- Networks configured to use **<forward mode='bridge'/>**

- a. In the systemd configuration directory tree, create a **virtqemud.service.d** directory if it does not exist yet.

```
# mkdir -p /etc/systemd/system/virtqemud.service.d/
```

- b. Create a **10-network-online.conf** systemd unit override file in the previously created directory. The content of this file overrides the default systemd configuration for the **virtqemud** service.

```
# touch /etc/systemd/system/virtqemud.service.d/10-network-online.conf
```

- c. Add the following lines to the **10-network-online.conf** file. This configuration change ensures systemd starts the **virtqemud** service only after the network on the host is ready.

```
[Unit]
After=network-online.target
```

Verification

1. View the VM configuration, and check that the *autostart* option is enabled.

For example, the following command displays basic information about the *demo-guest1* VM, including the *autostart* option.

```
# virsh dominfo demo-guest1
```

Example successful output:

```
Id:          2
Name:        demo-guest1
UUID:        e46bc81c-74e2-406e-bd7a-67042bae80d1
OS Type:     hvm
State:       running
CPU(s):      2
CPU time:    385.9s
Max memory:  4194304 KiB
Used memory: 4194304 KiB
Persistent:  yes
Autostart:   enable
Managed save: no
Security model: selinux
Security DOI: 0
Security label: system_u:system_r:svirt_t:s0:c873,c919 (enforcing)
```

1. If you use network interfaces that are not managed by **libvirt**, check if the content of the **10-network-online.conf** file is set correctly.

```
$ cat /etc/systemd/system/virtqemud.service.d/10-network-online.conf
```

Successful output:

```
[Unit]
After=network-online.target
```

Additional resources

- [Starting virtual machines by using the web console](#)

CHAPTER 6. CONVERTING VIRTUAL MACHINES TO THE Q35 MACHINE TYPE

In RHEL 10, the **i440fx** machine type is deprecated, and will be removed in a future major version of RHEL. Therefore, Red Hat recommends converting your virtual machines (VMs) that use **i440fx** to use the **q35** machine type instead.

In addition, using **q35** provides additional benefits in comparison to **i440fx**, such as Advanced Host Controller Interface (AHCI) and virtual Input-output memory management unit (vIOMMU) emulation.

Note that you can also convert VM configurations that you have not defined yet.



IMPORTANT

Changing a machine type of a VM is similar to changing the motherboard on a physical machine. As a consequence, converting the machine type of a VM from **i440fx** to **q35** might, in some cases, cause problems with the functionality of the guest operating system.

Prerequisites

- A VM on your RHEL 10 host is using the **i440fx** machine type. To confirm this, use the following command:

```
# virsh dumpxml <vm-name> | grep machine
```

Example output for an **i440fx** VM:

```
<type arch='x86_64' *machine='pc-i440fx-10.0.0'>hvm</type>
```

- You have backed up the original configuration of the VM, so you can use it for conversion and disaster recovery, if necessary.

```
# virsh dumpxml <vm-name> > <vm-name>-backup.xml
```

Procedure

- For undefined VMs, do the following:
 - a. Adjust the configuration of the VM to use Q35. As the source configuration, use the backup file that you created previously.

```
# cat <vm-name>-backup.xml | virt-xml --edit --convert-to-q35 > <vm-name-q35>.xml
```

- b. Define the VM.

```
# virsh define <vm-name-q35>.xml
```

- For defined VMs, do the following:
 - a. Adjust the configuration of the VM to use Q35.

```
# virt-xml <vm-name> --edit --convert-to-q35
```

- b. If the VM is running, shut it down.

```
# virsh shutdown <vm-name>
```

Verification

1. Display the machine type of the VM.

```
# virsh dumpxml <vm-name> | grep machine  
  
<type arch='x86_64' machine='q35'>hvm</type>
```

2. Start the VM and check that you can log in to the guest operating system.

Troubleshooting

- If you are using a Windows guest operating system, and the VM cannot find the boot device after the conversion, boot into safe mode, then reboot the VM.
- If changing the machine type has made the VM not functional, define a new VM based on the backed-up configuration.

```
# virsh define <vm-name>-backup.xml
```

CHAPTER 7. CONNECTING TO VIRTUAL MACHINES

To interact with a virtual machine (VM) in RHEL 10, you need to connect to it by doing one of the following:

- For connecting to a VM graphical display in a graphical user interface, use the **Virtual Machines** pane in the RHEL web console.
- If you need to interact with a VM graphical display without using the web console, use the **Virt Viewer** application.
- When a graphical display is not possible or not necessary, use an SSH terminal connection.
- When the virtual machine is not reachable from your system by using a network, use the **virsh** console.

Prerequisites

- The VMs that you want to interact with are installed and started. For instructions, see [Creating virtual machines](#) and [Starting virtual machines](#).

7.1. CONNECTING TO VIRTUAL MACHINES BY USING THE WEB CONSOLE

To connect to running KVM virtual machines, you can use the web console interface.

7.1.1. Opening a virtual machine graphical console in the web console

To view and interact with the graphical output of a selected virtual machine (VM) in the RHEL 10 web console, use the VNC console or a remote viewer tool.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- Ensure that both the host and the VM support a graphical interface.

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the VM whose graphical console you want to view.
A new page opens with an **Overview** and a **Console** section for the VM.
3. Select **VNC console** in the console drop down menu.
The VNC console appears below the menu in the web interface.

The graphical console appears in the web interface.
4. Click **Expand**

You can now interact with the VM console by using the mouse and keyboard in the same manner you interact with a real machine. The display in the VM console reflects the activities being performed on the VM.



NOTE

The host on which the web console is running may intercept specific key combinations, such as **Ctrl+Alt+Del**, which prevents them from being sent to the VM.

To send such key combinations, click the **Send key** menu and select the key sequence to send.

For example, to send the **Ctrl+Alt+Del** combination to the VM, click the **Send key** and select the **Ctrl+Alt+Del** menu entry.

- Optional: You can also display the graphical console of a selected VM in a remote viewer, such as Virt Viewer.
 - a. Select **Desktop viewer** in the console drop down menu.
 - b. Click **Launch Remote Viewer**.
The virt viewer, **.vv**, file downloads.
 - c. Open the file to launch Virt Viewer.



NOTE

You can launch Virt Viewer from within the web console. Other VNC remote viewers can be launched manually.

Troubleshooting

- If clicking in the graphical console does not have any effect, expand the console to full screen. This is a known issue with the mouse cursor offset.
- If launching the Remote Viewer in the web console does not work or is not optimal, you can manually connect with any viewer application by using the following protocols:
 - **Address** - The default address is **127.0.0.1**. You can modify the **vnc_listen** parameter in **/etc/libvirt/qemu.conf** to change it to the host's IP address.
 - **VNC port** - 5901

Additional resources

- [Viewing virtual machine information by using the web console](#)
- [Opening a virtual machine graphical console by using the command line](#)

7.1.2. Opening a virtual machine serial console in the web console

You can view the serial console of a selected virtual machine (VM) in the RHEL 10 web console. This is useful when the host machine or the VM is not configured with a graphical interface.

For more information about the serial console, see [Opening a virtual machine serial console by using the command line interface](#).

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** pane, click the VM whose serial console you want to view.
A new page opens with an **Overview** and a **Console** section for the VM.
3. Select **Serial console** in the console drop down menu.
The graphical console appears in the web interface.
4. Optional: You can disconnect and reconnect the serial console from the VM.
 - To disconnect the serial console from the VM, click **Disconnect**.
 - To reconnect the serial console to the VM, click **Reconnect**.

Additional resources

- [Viewing the virtual machine graphical console in the web console](#)

7.2. OPENING A VIRTUAL MACHINE GRAPHICAL CONSOLE BY USING THE COMMAND LINE

You can connect to a graphical console of a virtual machine (VM) by opening the VM in the **Virt Viewer** utility.

Prerequisites

- Your system and the VM that you are connecting to must support graphical displays.
- If the target VM is located on a remote host, you must have connection and root access privileges to the host.
- Optional: If the target VM is located on a remote host, it is helpful to set up **libvirt** and SSH for more convenient access to remote hosts. For instructions, see [Setting up easier access to remote virtualization hosts](#).

Procedure

- To connect to a local VM, use the following command and replace *guest-name* with the name of the VM you want to connect to:

```
# virt-viewer guest-name
```

- To connect to a remote VM, use the **virt-viewer** command with the SSH protocol. For example, the following command connects as root to a VM called *guest-name*, located on remote system 192.0.2.1. The connection also requires root authentication for 192.0.2.1.

```
# virt-viewer --direct --connect qemu+ssh://root@192.0.2.1/system guest-name
```

Successful output:

```
root@192.0.2.1's password:
```

Verification

If the connection works correctly, the VM display is shown in the **Virt Viewer** window.

You can interact with the VM console by using the mouse and keyboard in the same manner you interact with a real machine. The display in the VM console reflects the activities being performed on the VM.

Troubleshooting

- If clicking in the graphical console does not have any effect, expand the console to full screen. This is a known issue with the mouse cursor offset.

Additional resources

- [Setting up easier access to remote virtualization hosts](#)
- [Interacting with virtual machines by using the web console](#)

7.3. CONNECTING TO A VIRTUAL MACHINE BY USING SSH

If you do not need to use the graphical display of a virtual machine (VM), you can interact with the terminal of a VM by using the SSH connection protocol.

Prerequisites

- You have network connection and root access privileges to the target VM.
- If the target VM is located on a remote host, you also have connection and root access privileges to that host.
- Your VM network assigns IP addresses by **dnsmasq** generated by **libvirt**. This is the case for example in **libvirt NAT networks**.
Notably, if your VM is using one of the following network configurations, you cannot connect to the VM by using SSH:
 - **hostdev** interfaces
 - Direct interfaces
 - Bridge interfaces
- The **libvirt-nss** component is installed and enabled on the VM's host. If it is not, do the following:
 - a. Install the **libvirt-nss** package:

```
# dnf install libvirt-nss
```

- b. Edit the `/etc/nsswitch.conf` file and add **libvirt_guest** to the **hosts** line:

```
...
passwd:    compat
shadow:    compat
group:     compat
hosts:     files libvirt_guest dns
...
```

Procedure

1. When connecting to a remote VM, SSH into its physical host first. The following example demonstrates connecting to a host machine **192.0.2.1** by using its root credentials:

```
# ssh root@192.0.2.1
root@192.0.2.1's password:
Last login: Mon Sep 24 12:05:36 2021
root~#
```

2. Use the VM's name and user access credentials to connect to it. For example, the following connects to the **testguest1** VM by using its root credentials:

```
# ssh root@testguest1
root@testguest1's password:
Last login: Wed Sep 12 12:05:36 2018
root~]#
```

Troubleshooting

- If you do not know the VM's name, you can list all VMs available on the host by using the **virsh list --all** command:

```
# virsh list --all
```

Example output:

Id	Name	State
2	testguest1	running
-	testguest2	shut off

Additional resources

- [Upstream libvirt documentation](#)

7.4. OPENING A VIRTUAL MACHINE SERIAL CONSOLE BY USING THE COMMAND LINE

To connect to the serial console of a virtual machine (VM), you can use the **virsh console** command. This is useful for example in the following situations:

- The VM does not provide VNC protocols, so it does not offer video display for GUI tools.
- The VM does not have a network connection, so it cannot be interacted with [by using SSH](#).

Prerequisites

- The GRUB boot loader on your host must be configured to use serial console. To verify, check that the **/etc/default/grub** file on your host contains the **GRUB_TERMINAL=serial** parameter.

```
$ sudo grep GRUB_TERMINAL /etc/default/grub
GRUB_TERMINAL=serial
```

- The VM must have a serial console device configured, such as **console type='pty'**. To verify, do the following:

```
# virsh dumpxml vm-name | grep console

<console type='pty' tty='/dev/pts/2'>
</console>
```

- The VM must have the serial console configured in its kernel command line. To verify this, the **cat /proc/cmdline** command output on the VM should include `console=<console-name>`, where `<console-name>` is architecture-specific:

- For AMD64 and Intel 64: **ttyS0**



NOTE

The following commands in this procedure use **ttyS0**.

```
# cat /proc/cmdline
BOOT_IMAGE=/vmlinuz-6.12.0-0.el10_0.x86_64 root=/dev/mapper/rhel-root ro
console=tty0 console=ttyS0,9600n8 rd.lvm.lv=rhel/root rd.lvm.lv=rhel/swap rhgb
```

If the serial console is not set up properly on a VM, using **virsh console** to connect to the VM connects you to an unresponsive guest console. However, you can still exit the unresponsive console by using the **Ctrl+]** shortcut.

- To set up serial console on the VM, do the following:
 - i. On the VM, enable the **console=ttyS0** kernel option:

```
# grubby --update-kernel=ALL --args="console=ttyS0"
```

- ii. Clear the kernel options that might prevent your changes from taking effect.

```
# grub2-editenv - unset kernelopts
```

- iii. Reboot the VM.

- The **serial-getty@<console-name>** service must be enabled. For example, on AMD64 and Intel 64:

```
# systemctl status serial-getty@ttyS0.service
○ serial-getty@ttyS0.service - Serial Getty on ttyS0
  Loaded: loaded (/usr/lib/systemd/system/serial-getty@.service; enabled; preset: enabled)
```

Procedure

1. On your host system, use the **virsh console** command. The following example connects to the *guest1* VM, if the **libvirt** driver supports safe console handling:

```
# virsh console guest1 --safe
Connected to domain 'guest1'
Escape character is ^]

Subscription-name
Kernel 3.10.0-948.el7.x86_64 on an x86_64

localhost login:
```

2. You can interact with the virsh console in the same way as with a standard command-line interface.

Additional resources

- [Configuring Serial Console Logs on a VM \(video\)](#)

7.5. REPLACING THE SPICE REMOTE DISPLAY PROTOCOL WITH VNC BY USING THE COMMAND LINE

The SPICE remote display protocol is not supported on RHEL 10 hosts. If you have a virtual machine (VM) that is configured to use the SPICE protocol, you can replace the SPICE protocol with the VNC protocol by using the command line. Otherwise, the VM fails to start.

Prerequisites

- You have an existing VM that is configured to use the SPICE remote display protocol and is already shut-down.

Procedure

- On the host, run the following command, and replace `<vm-name>` with the name of the VM that you want to convert to VNC.

```
# virt-xml <vm-name> --edit --convert-to-vnc
```

Successful output:

```
Domain 'vm-name' defined successfully
```



IMPORTANT

This also removes certain SPICE devices from the VM, such as audio and USB passthrough, because they do not have a suitable replacement in the VNC protocol. For more information, see [Considerations in adopting RHEL 9](#).

Verification

- Inspect the configuration of the VM you converted, and make sure the graphics type is listed as **vnc**.

```
# virsh dumpxml -xml <vm-name> | grep "graphics"
```

Successful output:

```
<graphics type='*vnc*' port='5900' autoport='yes' listen='127.0.0.1'>
```

CHAPTER 8. SHUTTING DOWN AND RESTARTING VIRTUAL MACHINES

To shut down or restart a virtual machine on a RHEL 10 host, you can use the command line or the web console GUI.

8.1. SHUTTING DOWN A VIRTUAL MACHINE BY USING THE COMMAND LINE

To shut down a virtual machine (VM), you can use the **virsh shutdown** command. If the VM is unresponsive, you can force the shutdown by using the **virsh destroy** command.

Prerequisites

- You have a running VM on your host. For more information, see [Starting virtual machines](#).

Procedure

1. To shut down a responsive VM, do one of the following:
 - If you are [connected to the guest](#), use a shutdown command or a GUI element appropriate to the guest operating system.



NOTE

In some environments, such as in Linux guests that use the GNOME Desktop, using the GUI power button for suspending or hibernating the guest might instead shut down the VM.

- Alternatively, use the **virsh shutdown** command on the host:
 - If the VM is on a local host:

```
# virsh shutdown <demo-guest1>
```

Successful output:

```
Domain 'demo-guest1' is being shutdown
```

- If the VM is on a remote host (in this example *192.0.2.1*):

```
# virsh -c qemu+ssh://root@192.0.2.1/system shutdown <demo-guest1>
```

Successful output:

```
root@192.0.2.1's password:
Domain 'demo-guest1' is being shutdown
```

2. If the VM is not responding, you can force it to shut down. To do this, use the **virsh destroy** command on the host:

```
# virsh destroy <demo-guest1>
```

Successful output:

```
Domain 'demo-guest1' destroyed
```



IMPORTANT

The **virsh destroy** command does not actually delete or remove the VM configuration or disk images. It only terminates the running instance of the VM, similarly to pulling the power cord from a physical machine.

However, in rare cases, **virsh destroy** may cause corruption of the VM’s file system, so use this command only if all other shutdown methods have failed.

Verification

- On the host, display the list of your VMs to see their status.

```
# virsh list --all
```

Successful output:

Id	Name	State
1	demo-guest1	shut off

8.2. SHUTTING DOWN A VIRTUAL MACHINE BY USING THE WEB CONSOLE

To shut down a running virtual machine (VM), you can use the **Virtual Machines** interface in the RHEL 10 web console.


Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- You have a running VM on your host. For more information, see [Starting virtual machines](#).

Procedure

1. In the **Virtual Machines** interface, find the row of the VM you want to shut down.
2. On the right side of the row, click **Shut Down**.
The VM shuts down.

Troubleshooting

- If the VM does not shut down, click the Menu button  next to the **Shut Down** button and select **Force Shut Down**.
- To shut down an unresponsive VM, you can also send a non-maskable interrupt by clicking the **Send non-maskable interrupt** button in the Menu.

Additional resources

- [Starting virtual machines by using the web console](#)
- [Restarting virtual machines by using the web console](#)

8.3. RESTARTING A VIRTUAL MACHINE BY USING THE COMMAND LINE

To restart a virtual machine (VM), you can use the **virsh reboot** command. If the VM is unresponsive, you can force the restart by using the **virsh destroy** command.

Prerequisites

- You have a running VM on your host. For more information, see [Starting virtual machines](#).

Procedure

1. To restart a responsive VM, do one of the following:

- If you are [connected to the guest](#), use a restart command or a GUI element appropriate to the guest operating system.
- Alternatively, use the **virsh reboot** command on the host:
 - If the VM is on a local host:

```
# virsh reboot demo-guest1
```

Successful output:

```
Domain 'demo-guest1' is being rebooted
```

- If the VM is on a remote host (in this example *192.0.2.1*):

```
# virsh -c qemu+ssh://root@192.0.2.1/system reboot demo-guest1
```

Successful output:

```
root@192.0.2.1's password:
Domain 'demo-guest1' is being rebooted
```

2. If the VM is not responding, you can force it to shut down, and then start it:

- a. Force a VM to shut down.

```
# virsh destroy demo-guest1
```

Successful output:

```
Domain 'demo-guest1' destroyed
```



IMPORTANT

The **virsh destroy** command does not actually delete or remove the VM configuration or disk images. It only terminates the running instance of the VM, similarly to pulling the power cord from a physical machine.

However, in rare cases, **virsh destroy** may cause corruption of the VM's file system, so use this command only if all other shutdown methods have failed.

- b. Start the VM again.

```
# virsh start demo-guest1
```

Successful output:

```
Domain 'demo-guest1' started
```

Verification

- On the host, display the list of your VMs to see their status.

```
# virsh list --all
```

Successful output:

Id	Name	State
1	demo-guest1	running


8.4. RESTARTING A VIRTUAL MACHINE BY USING THE WEB CONSOLE

To restart a running virtual machine (VM), you can use the **Virtual Machines** interface in the RHEL 10 web console.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- You have a running VM on your host. For more information, see [Starting virtual machines](#).


Procedure

1. In the **Virtual Machines** interface, find the row of the VM you want to restart.
2. On the right side of the row, click the Menu button .

A drop-down menu of actions appears.

3. In the drop-down menu, click **Reboot**.
The VM shuts down and restarts.

Troubleshooting

- If the VM does not restart, click the Menu button  next to the **Reboot** button and select **Force Reboot**.
- To shut down an unresponsive VM, you can also send a non-maskable interrupt by clicking the **Send non-maskable interrupt** button in the Menu.

Additional resources

- [Starting virtual machines by using the web console](#)
- [Shutting down virtual machines in the web console](#)

CHAPTER 9. DELETING VIRTUAL MACHINES

To delete virtual machines in RHEL 10, use the [command line interface](#) or the [web console GUI](#).

9.1. DELETING VIRTUAL MACHINES BY USING THE COMMAND LINE

To delete a virtual machine (VM), you can remove its XML configuration and associated storage files from the host by using the command line.

Prerequisites

- The VM is shut-down.
- No other VMs use the same associated storage.
- Optional: Important data from the VM have been backed up.

Procedure

- Use the **virsh undefine** utility:
For example, the following command removes the *guest1* VM, its associated storage volumes, and non-volatile RAM, if any.

```
# virsh undefine guest1 --remove-all-storage --nvram
Domain 'guest1' has been undefined
Volume 'vda'(/home/images/guest1.qcow2) removed.
```

Verification

- Ensure that the VM is no longer present on your host:

```
# virsh list --all
```


9.2. DELETING VIRTUAL MACHINES BY USING THE WEB CONSOLE

You can delete a virtual machine (VM) and its associated storage files from the host by using the RHEL 10 web console.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- Back up important data from the VM.
- Make sure no other VM uses the same associated storage.
- Optional: Shut down the VM.

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the Menu button  of the VM that you want to delete.
A drop down menu appears with controls for various VM operations.
3. Click **Delete**.
A confirmation dialog appears.
4. Optional: To delete all or some of the storage files associated with the VM, select the checkboxes next to the storage files you want to delete.
5. Click **Delete**.
The VM and any selected storage files are deleted.

CHAPTER 10. VIEWING INFORMATION ABOUT VIRTUAL MACHINES

When you need to adjust or troubleshoot any aspect of your virtualization deployment on RHEL 10, the first step you need to perform usually is to view information about the current state and configuration of your virtual machines (VMs).

To do so, you can use [the command line](#) or [the web console](#). You can also view the information in the VM's [XML configuration](#).

10.1. VIEWING VIRTUAL MACHINE INFORMATION BY USING THE COMMAND LINE

To retrieve information about virtual machines (VMs) on your host and their configurations, you can use the **virsh** command-line utility.

Procedure

- To obtain a list of VMs on your host:

```
# virsh list --all
Id Name State
-----
1 testguest1 running
- testguest2 shut off
- testguest3 shut off
- testguest4 shut off
```

- To obtain basic information about a specific VM:

```
# virsh dominfo _testguest1
Id: 1
Name: testguest1
UUID: a973666f-2f6e-415a-8949-75a7a98569e1
OS Type: hvm
State: running
CPU(s): 2
CPU time: 188.3s
Max memory: 4194304 KiB
Used memory: 4194304 KiB
Persistent: yes
Autostart: disable
Managed save: no
Security model: selinux
Security DOI: 0
Security label: system_u:system_r:svirt_t:s0:c486,c538 (enforcing)
```

- To obtain the complete XML configuration of a specific VM:

```
# virsh dumpxml testguest2

<domain type='kvm' id='1'>
  <name>testguest2</name>
```

```
<uuid>a973434f-2f6e-4ěša-8949-76a7a98569e1</uuid>
<metadata>
[...]
```

For an annotated example of a VM's XML configuration, see [Sample virtual machine XML configuration](#)

- For information about a VM's disks and other block devices:

```
# virsh domblklist testguest3
Target Source
-----
vda    /var/lib/libvirt/images/testguest3.qcow2
sda    -
sdb    /home/username/Downloads/virt-p2v-1.36.10-1.el7.iso
```

For instructions on managing a VM's storage, see [Managing storage for virtual machines](#).

- To obtain information about a VM's file systems and their mountpoints:

```
# virsh domfsinfo testguest3
Mountpoint Name Type Target
-----
/          dm-0 xfs vda
/boot      vda2 xfs vda
/boot/efi  vda1 vfat vda
```

- To obtain more details about the vCPUs of a specific VM:

```
# virsh vcpuinfo testguest4
VCPU:      0
CPU:       3
State:     running
CPU time:   103.1s
CPU Affinity: yyyy

VCPU:      1
CPU:       0
State:     running
CPU time:   88.6s
CPU Affinity: yyyy
```

To configure and optimize the vCPUs in your VM, see [Optimizing virtual machine CPU performance](#).

- To list all network interfaces of a specific VM:

```
# virsh domiflist testguest5
Interface Type Source Model MAC
-----
vnet0    network default virtio 52:54:00:ad:23:fd
vnet1    bridge br0 virtio 52:54:00:40:d4:9d
```

For details about network interfaces, VM networks, and instructions for configuring them, see [Configuring virtual machine network connections](#).

- For instructions on viewing information about storage pools and storage volumes on your host, see [Viewing virtual machine storage information by using the CLI](#).

10.2. VIEWING VIRTUAL MACHINE INFORMATION BY USING THE WEB CONSOLE

To access a virtualization overview that contains summarized information about available virtual machines (VMs), disks, storage pools, and networks, you can use the web console.

Prerequisites

- The web console VM plugin [is installed on your system](#).

Procedure

- Click **Virtual Machines** in the web console's side menu.
A dialog box appears with information about the available storage pools, available networks, and the VMs to which the web console is connected.

The information includes the following:

- **Storage Pools** - The number of storage pools, active or inactive, that can be accessed by the web console and their state.
- **Networks** - The number of networks, active or inactive, that can be accessed by the web console and their state.
- **Name** - The name of the VM.
- **Connection** - The type of libvirt connection, system or session.
- **State** - The state of the VM.
- **Resource usage** - Memory and virtual CPU usage of the VM.
- **Disks** - Detailed information about disks assigned to the VM.



NOTE

Changes to the virtual network interface settings take effect only after restarting the VM.

Additionally, MAC address can only be modified when the VM is shut off.

Additional resources

- [Viewing virtual machine information by using the command line](#)

10.3. SAMPLE VIRTUAL MACHINE XML CONFIGURATION

The XML configuration of a virtual machine (VM), also referred to as a *domain XML*, determines the VM's settings and components. The following table shows a sample XML configuration of a VM and explains the contents.

To obtain the XML configuration of a VM, you can use the **virsh dumpxml** command followed by the VM's name.

```
# virsh dumpxml testguest1
```

Table 10.1. Sample XML configuration

Domain XML Section	Description
<pre><domain type='kvm'> <name>Testguest1</name> <uuid>ec6fbaa1-3eb4-49da-bf61-bb02fbec4967</uuid> <memory unit='KiB'>1048576</memory> <currentMemory unit='KiB'>1048576</currentMemory></pre>	<p>This is a KVM virtual machine called <i>Testguest1</i>, with 1024 MiB allocated RAM.</p>
<pre><vcpu placement='static'>1</vcpu></pre>	<p>The VM is allocated with a single virtual CPU (vCPU).</p> <p>For information about configuring vCPUs, see Optimizing virtual machine CPU performance.</p>
<pre><os> <type arch='x86_64' machine='pc-q35- rhel10.0.0'>hvm</type> <boot dev='hd'> </os></pre>	<p>The machine architecture is set to the AMD64 and Intel 64 architecture, and uses the Intel Q35 machine type to determine feature compatibility. The OS is set to be booted from the hard disk drive.</p>
<pre><features> <acpi/> <apic/> </features></pre>	<p>The acpi and apic hypervisor features are enabled.</p> <p>For information about configuring hypervisor features, see Enabling Hyper-V enlightenments.</p>
<pre><cpu mode='host-model' check='partial'></pre>	<p>The host CPU definitions from capabilities XML (obtainable with virsh domcapabilities) are automatically copied into the VM's XML configuration. Therefore, when the VM is booted, libvirt picks a CPU model that is similar to the host CPU, and then adds extra features to approximate the host model as closely as possible.</p>

Domain XML Section	Description
<pre> <clock offset='utc'> <timer name='rtc' tickpolicy='catchup'/> <timer name='pit' tickpolicy='delay'/> <timer name='hpet' present='no'/> </clock> </pre>	<p>The VM's virtual hardware clock uses the UTC time zone. In addition, three different timers are set up for synchronization with the QEMU hypervisor.</p> <p>For more information about configuring clock settings, see Enabling Hyper-V enlightenments.</p>
<pre> <on_poweroff>destroy</on_poweroff> <on_reboot>restart</on_reboot> <on_crash>destroy</on_crash> </pre>	<p>When the VM powers off, or its OS terminates unexpectedly, libvirt terminates the VM and releases all its allocated resources. When the VM is rebooted, libvirt restarts it with the same configuration.</p>
<pre> <pm> <suspend-to-mem enabled='no'/> <suspend-to-disk enabled='no'/> </pm> </pre>	<p>The S3 and S4 ACPI sleep states are disabled for this VM.</p>
<pre> <devices> <emulator>/usr/libexec/qemu-kvm</emulator> <disk type='file' device='disk'> <driver name='qemu' type='qcow2'/> <source file='/var/lib/libvirt/images/Testguest.qcow2'/> <target dev='vda' bus='virtio'/> </disk> <disk type='file' device='cdrom'> <driver name='qemu' type='raw'/> <target dev='sdb' bus='sata'/> <readonly/> </disk> </pre>	<p>The VM uses the /usr/libexec/qemu-kvm binary file for emulation and it has two disk devices attached.</p> <p>The first disk is a virtualized hard-drive based on the /var/lib/libvirt/images/Testguest.qcow2 stored on the host, and its logical device name is set to vda.</p> <p>The second disk is a virtualized CD-ROM and its logical device name is set to sdb.</p>

Domain XML Section	Description
<pre> <controller type='usb' index='0' model='qemu-xhci' ports='15'/> <controller type='sata' index='0'/> <controller type='pci' index='0' model='pcie-root'/> <controller type='pci' index='1' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='1' port='0x10'/> </controller> <controller type='pci' index='2' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='2' port='0x11'/> </controller> <controller type='pci' index='3' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='3' port='0x12'/> </controller> <controller type='pci' index='4' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='4' port='0x13'/> </controller> <controller type='pci' index='5' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='5' port='0x14'/> </controller> <controller type='pci' index='6' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='6' port='0x15'/> </controller> <controller type='pci' index='7' model='pcie-root-port'> <model name='pcie-root-port'/> <target chassis='7' port='0x16'/> </controller> <controller type='virtio-serial' index='0'/> </pre>	<p>The VM uses a single controller for attaching USB devices, and a root controller for PCI-Express (PCIe) devices. In addition, a virtio-serial controller is available, which enables the VM to interact with the host in a variety of ways, such as the serial console.</p> <p>For more information about virtual devices, see Types of virtual devices.</p>
<pre> <interface type='network'> <mac address='52:54:00:65:29:21'/> <source network='default'/> <model type='virtio'/> </interface> </pre>	<p>A network interface is set up in the VM that uses the default virtual network and the virtio network device model.</p> <p>For information about configuring the network interface, see Optimizing virtual machine network //performance.</p>

Domain XML Section	Description
<pre> <serial type='pty'> <target type='isa-serial' port='0'> <model name='isa-serial'> </target> </serial> <console type='pty'> <target type='serial' port='0'> </console> <channel type='unix'> <target type='virtio' name='org.qemu.guest_agent.0'> <address type='virtio-serial' controller='0' bus='0' port='1'> </channel> </pre>	<p>A pty serial console is set up on the VM, which enables rudimentary VM communication with the host. The console uses the UNIX channel on port 1. This is set up automatically and changing these settings is not recommended.</p> <p>For more information about interacting with VMs, see Interacting with virtual machines by using the web console.</p>
<pre> <input type='tablet' bus='usb'> <address type='usb' bus='0' port='1'> </input> <input type='mouse' bus='ps2'> <input type='keyboard' bus='ps2'> </pre>	<p>The VM uses a virtual usb port, which is set up to receive tablet input, and a virtual ps2 port set up to receive mouse and keyboard input. This is set up automatically and changing these settings is not recommended.</p>
<pre> <graphics type='vnc' port='-1' autoport='yes' listen='127.0.0.1'> <listen type='address' address='127.0.0.1'> </graphics> </pre>	<p>The VM uses the vnc protocol for rendering its graphical output.</p>
<pre> <redirdev bus='usb' type='tcp'> <source mode='connect' host='localhost' service='4000'> <protocol type='raw'> </redirdev> <memballoon model='virtio'> <address type='pci' domain='0x0000' bus='0x00' slot='0x07' function='0x0'> </memballoon> </devices> </domain> </pre>	<p>The VM uses tcp re-director for attaching USB devices remotely, and memory ballooning is turned on. This is set up automatically and changing these settings is not recommended.</p>

CHAPTER 11. CLONING VIRTUAL MACHINES

To quickly create a new virtual machine (VM) with a specific set of properties, you can *clone* an existing VM.

Cloning creates a new VM that uses its own disk image for storage, but most of the clone's configuration and stored data is identical to the source VM. This makes it possible to prepare multiple VMs optimized for a certain task without the need to optimize each VM individually.

11.1. HOW CLONING VIRTUAL MACHINES WORKS

Cloning a virtual machine (VM) copies the XML configuration of the source VM and its disk images, and makes adjustments to the configurations to ensure the uniqueness of the new VM. This includes changing the name of the VM and ensuring it uses the disk image clones. Nevertheless, the data stored on the clone's virtual disks is identical to the source VM.

This process is faster than creating a new VM and installing it with a guest operating system, and can be used to rapidly generate VMs with a specific configuration and content.

If you are planning to create multiple clones of a VM, first create a VM *template* that does not contain:

- Unique settings, such as persistent network MAC configuration, which can prevent the clones from working correctly.
- Sensitive data, such as SSH keys and password files.

For instructions, see [Creating virtual machines templates](#).

Additional resources

- [Cloning a virtual machine by using the command line](#)
- [Cloning a virtual machine by using the web console](#)

11.2. CREATING VIRTUAL MACHINE TEMPLATES

To create multiple virtual machine (VM) clones that work correctly, you can remove information and configurations that are unique to a source VM, such as SSH keys or persistent network MAC configuration. This creates a VM *template*, which you can use to easily and safely create VM clones.

You can create VM templates [by using the **virt-sysprep** utility](#) or you can [create them manually](#) based on your requirements.

11.2.1. Creating a virtual machine template by using virt-sysprep

To create a cloning template from an existing virtual machine (VM), you can use the **virt-sysprep** utility. This removes certain configurations that might cause the clone to work incorrectly, such as specific network settings or system registration metadata. As a result, **virt-sysprep** makes creating clones of the VM more efficient, and ensures that the clones work more reliably.

Prerequisites

- The **guestfs-tools** package, which contains the **virt-sysprep** utility, is installed on your host:

```
# dnf install guestfs-tools
```

- The source VM intended as a template is shut down.
- You know where the disk image for the source VM is located, and you are the owner of the VM's disk image file.

Note that disk images for VMs created in the system connection of **libvirt** are located in the **/var/lib/libvirt/images** directory and owned by the root user by default:

```
# ls -la /var/lib/libvirt/images
-rw-----. 1 root root 9665380352 Jul 23 14:50 a-really-important-vm.qcow2
-rw-----. 1 root root 8591507456 Jul 26 2017 an-actual-vm-that-i-use.qcow2
-rw-----. 1 root root 8591507456 Jul 26 2017 totally-not-a-fake-vm.qcow2
-rw-----. 1 root root 10739318784 Sep 20 17:57 another-vm-example.qcow2
```

- Optional: Any important data on the source VM's disk has been backed up. If you want to preserve the source VM intact, [clone](#) it first and turn the clone into a template.

Procedure

1. Ensure you are logged in as the owner of the VM's disk image:

```
# whoami
root
```

2. Optional: Copy the disk image of the VM.

```
# cp /var/lib/libvirt/images/vm-name.qcow2 /var/lib/libvirt/images/vm-name-original.qcow2
```

This is used later to verify that the VM was successfully turned into a template.

3. Use the following command, and replace `/var/lib/libvirt/images/vm-name.qcow2` with the path to the disk image of the source VM.

```
# virt-sysprep -a /var/lib/libvirt/images/vm-name.qcow2
[ 0.0] Examining the guest ...
[ 7.3] Performing "abrt-data" ...
[ 7.3] Performing "backup-files" ...
[ 9.6] Performing "bash-history" ...
[ 9.6] Performing "blkid-tab" ...
[...]
```

Optionally, you can also adjust which modifications the **virt-sysprep** utility performs on the disk image. For details, see the **OPERATIONS** section in the **virt-sysprep** man page on your system.

Verification

- To confirm that the process was successful, compare the modified disk image to the original one. The following example shows a successful creation of a template:

```
# virt-diff -a /var/lib/libvirt/images/a-really-important-vm-orig.qcow2 -A /var/lib/libvirt/images/a-really-important-vm.qcow2
- - 0644    1001 /etc/group-
```

```

- - 0000      797 /etc/gshadow-
= - 0444      33 /etc/machine-id
[...]
- - 0600      409 /home/username/.bash_history
- d 0700      6 /home/username/.ssh
- - 0600      868 /root/.bash_history
[...]

```

Additional resources

- [Cloning a virtual machine by using the command line](#)
- [Cloning a virtual machine by using the command line](#)

11.2.2. Creating a virtual machine template manually

To create a template from an existing virtual machine (VM), you can manually reset or unconfigure a guest VM to prepare it for cloning.

Prerequisites

- Ensure that you know the location of the disk image for the source VM and are the owner of the VM's disk image file.
Note that disk images for VMs created in the [system connection of libvirt](#) are by default located in the **/var/lib/libvirt/images** directory and owned by the root user:

```

# ls -la /var/lib/libvirt/images
-rw-----. 1 root root 9665380352 Jul 23 14:50 a-really-important-vm.qcow2
-rw-----. 1 root root 8591507456 Jul 26 2017 an-actual-vm-that-i-use.qcow2
-rw-----. 1 root root 8591507456 Jul 26 2017 totally-not-a-fake-vm.qcow2
-rw-----. 1 root root 10739318784 Sep 20 17:57 another-vm-example.qcow2

```

- Ensure that the VM is shut down.
- Optional: Any important data on the VM's disk has been backed up. If you want to preserve the source VM intact, [clone](#) it first and edit the clone to create a template.

Procedure

1. Configure the VM for cloning:
 - a. Install any software needed on the clone.
 - b. Configure any non-unique settings for the operating system.
 - c. Configure any non-unique application settings.
2. Remove the network configuration:
 - a. Remove any persistent udev rules by using the following command:

```
# rm -f /etc/udev/rules.d/70-persistent-net.rules
```

**NOTE**

If udev rules are not removed, the name of the first NIC might be **eth1** instead of **eth0**.

- b. Remove unique information from the **NMConnection** files in the **/etc/NetworkManager/system-connections/** directory.
 - i. Remove MAC address, IP address, DNS, gateway, and any other **unique** information or non-desired settings.

```
*ID=ExampleNetwork
BOOTPROTO="dhcp"
HWADDR="AA:BB:CC:DD:EE:FF"          <- REMOVE
NM_CONTROLLED="yes"
ONBOOT="yes"
TYPE="Ethernet"
UUID="954bd22c-f96c-4b59-9445-b39dd86ac8ab" <- REMOVE
```

- ii. Remove similar **unique** information and non-desired settings from the **/etc/hosts** and **/etc/resolv.conf** files.
3. Remove registration details:

- For VMs registered on the Red Hat Network (RHN):

```
# rm /etc/sysconfig/rhn/systemid
```

- For VMs registered with Red Hat Subscription Manager (RHSM):
 - If you do not plan to use the original VM:

```
# subscription-manager unsubscribe --all # subscription-manager unregister #
subscription-manager clean
```

- If you plan to use the original VM:

```
# subscription-manager clean
```

**NOTE**

The original RHSM profile remains in the Portal along with your ID code. Use the following command to reactivate your RHSM registration on the VM after it is cloned:

```
# subscription-manager register --consumerid=71rd64fx-6216-4409-
bf3a-e4b7c7bd8ac9
```

4. Remove other unique details:
 - a. Remove SSH public and private key pairs:

```
# rm -rf /etc/ssh/ssh_host_example
```


- b. Remove the configuration of LVM devices:

```
# rm /etc/lvm/devices/system.devices
```

- c. Remove any other application-specific identifiers or configurations that might cause conflicts if running on multiple machines.

5. Remove the **gnome-initial-setup-done** file to configure the VM to run the configuration wizard on the next boot:

```
# rm ~/.config/gnome-initial-setup-done
```



NOTE

The wizard that runs on the next boot depends on the configurations that have been removed from the VM. In addition, on the first boot of the clone, it is recommended that you change the hostname.

11.3. CLONING A VIRTUAL MACHINE BY USING THE COMMAND LINE

For testing, to create a new virtual machine (VM) with a specific set of properties, you can clone an existing VM by using the command line.

Prerequisites

- The source VM is shut down.
- Ensure that there is sufficient disk space to store the cloned disk images.
- The **virt-install** package is installed on the host.
- Optional: When creating multiple VM clones, remove unique data and settings from the source VM to ensure the cloned VMs work properly. For instructions, see [Creating virtual machine templates](#).

Procedure

- Use the **virt-clone** utility with options that are appropriate for your environment and use case.

Sample use cases

- The following command clones a local VM named **example-VM-1** and creates the **example-VM-1-clone** VM. It also creates and allocates the **example-VM-1-clone.qcow2** disk image in the same location as the disk image of the original VM, and with the same data:

```
# virt-clone --original example-VM-1 --auto-clone
Allocating 'example-VM-1-clone.qcow2' | 50.0 GB 00:05:37

Clone 'example-VM-1-clone' created successfully.
```

- The following command clones a VM named **example-VM-2**, and creates a local VM named **example-VM-3**, which uses only two out of multiple disks of **example-VM-2**:

```
# virt-clone --original example-VM-2 --name example-VM-3 --file
```

```

/var/lib/libvirt/images/disk-1-example-VM-2.qcow2 --file /var/lib/libvirt/images/disk-2-
example-VM-2.qcow2
Allocating 'disk-1-example-VM-2.qcow2' | 78.0 GB 00:05:37
Allocating 'disk-2-example-VM-2.qcow2' | 80.0 GB 00:05:37

```

Clone 'example-VM-3' created successfully.

- To clone your VM to a different host, migrate the VM without undefining it on the local host. For example, the following commands clone the previously created **example-VM-3** VM to the **192.0.2.1** remote system, including its local disks. Note that you require root privileges to run these commands for **192.0.2.1**:

```
# virsh migrate --offline --persistent example-VM-3 qemu+ssh://root@192.0.2.1/system
root@192.0.2.1's password:
```

```
# scp /var/lib/libvirt/images/<disk-1-example-VM-2-clone>.qcow2
root@192.0.2.1/<user@remote_host.com>:/var/lib/libvirt/images/
```

```
# scp /var/lib/libvirt/images/<disk-2-example-VM-2-clone>.qcow2
root@192.0.2.1/<user@remote_host.com>:/var/lib/libvirt/images/
```



NOTE

For additional details and examples of using **virt-clone**, see the **virt-clone (1)** man page on your system.

Verification

1. To verify the VM has been successfully cloned and is working correctly:
 - a. Confirm the clone has been added to the list of VMs on your host:

```
# virsh list --all
Id Name State
-----
- example-VM-1 shut off
- example-VM-1-clone shut off
```

- b. Start the clone and observe if it boots up:

```
# virsh start example-VM-1-clone
Domain 'example-VM-1-clone' started
```

Additional resources

- [Migrating virtual machines](#)

11.4. CLONING A VIRTUAL MACHINE BY USING THE WEB CONSOLE

To create new virtual machines (VMs) with a specific set of properties, you can clone a VM that you had previously configured by using the web console.


**NOTE**

Cloning a VM also clones the disks associated with that VM.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- Ensure that the VM you want to clone is shut down.

Procedure

1. Log in to the RHEL 10 web console.
2. In the Virtual Machines interface of the web console, click the Menu button  of the VM that you want to clone.
A drop down menu is displayed with controls for various VM operations.
3. Click **Clone**.
The Create a clone VM dialog is displayed.
4. Optional: Enter a new name for the VM clone.
5. Click **Clone**.
A new VM is created based on the source VM.

Verification

- Confirm whether the cloned VM is displayed in the list of VMs available on your host.

CHAPTER 12. MIGRATING VIRTUAL MACHINES

If the current host of a virtual machine (VM) becomes unsuitable or cannot be used anymore, or if you want to redistribute the hosting workload, you can migrate the VM to another KVM host.

12.1. HOW MIGRATING VIRTUAL MACHINES WORKS

You can migrate a running virtual machine (VM) without interrupting the workload, with only minor downtime, by using a *live* migration. By default, the migrated VM is transient on the destination host, and remains defined also on the source host. The essential part of a *live* migration is transferring the state of the VM's memory and of any attached virtualized devices to a destination host. For the VM to remain functional on the destination host, the VM's disk images must remain available to it.

To migrate a shut-off VM, you must use an *offline* migration, which copies the VM's configuration to the destination host. For details, see the following table.

Table 12.1. VM migration types

Migration type	Description	Use case	Storage requirements
Live migration	The VM continues to run on the source host machine while KVM is transferring the VM's memory pages to the destination host. When the migration is nearly complete, KVM very briefly suspends the VM, and resumes it on the destination host.	Useful for VMs that require constant uptime. However, for VMs that modify memory pages faster than KVM can transfer them, such as VMs under heavy I/O load, the live migration might fail. (1)	The VM's disk images must be accessible both to the source host and the destination host during the migration. (2)
Offline migration	Moves the VM's configuration to the destination host	Recommended for shut-off VMs and in situations when shutting down the VM does not disrupt your workloads.	The VM's disk images do not have to be accessible to the source or destination host during migration, and can be copied or moved manually to the destination host instead.

(1) For possible solutions, see: [Additional **virsh migrate** options for live migrations](#)

(2) To achieve this, use one of the following:

- Storage located [on a shared network](#)
- The **--copy-storage-all** parameter for the **virsh migrate** command, which copies disk image contents from the source to the destination over the network.
- Storage area network (SAN) logical units (LUNs).
- [Ceph storage clusters](#)

**NOTE**

For easier management of large-scale migrations, explore other Red Hat products, such as:

- [OpenShift Virtualization](#)
- [Red Hat OpenStack Platform](#)

Additional resources

- [Benefits of migrating virtual machines](#)
- [Sharing virtual machine disk images with other hosts](#)

12.2. BENEFITS OF MIGRATING VIRTUAL MACHINES

Migrating virtual machines (VMs) can be useful for:

Load balancing

VMs can be moved to host machines with lower usage if their host becomes overloaded, or if another host is under-utilized.

Hardware independence

When you need to upgrade, add, or remove hardware devices on the host machine, you can safely relocate VMs to other hosts. This means that VMs do not experience any downtime for hardware improvements.

Energy saving

VMs can be redistributed to other hosts, and the unloaded host systems can thus be powered off to save energy and cut costs during low usage periods.

Geographic migration

VMs can be moved to another physical location for lower latency or when required for other reasons.

12.3. LIMITATIONS FOR MIGRATING VIRTUAL MACHINES

Before migrating virtual machines (VMs) in RHEL 10, ensure you are aware of the migration's limitations.

- VMs that use certain features and configurations will not work correctly if migrated, or the migration will fail. Such features include:
 - Device passthrough
 - SR-IOV device assignment (With the exception of [migrating a VM with an attached virtual function of a Mellanox networking device](#), which works correctly.)
 - Mediated devices, such as vGPUs (With the exception of [migrating a VM with an attached NVIDIA vGPU](#), which works correctly.)
- A migration between hosts that use Non-Uniform Memory Access (NUMA) pinning works only if the hosts have similar topology. However, the performance on running workloads might be negatively affected by the migration.
- Both the source and destination hosts use specific RHEL versions that are supported for VM migration, see [Supported hosts for virtual machine migration](#)

- The physical CPUs, both on the source VM and the destination VM, must be identical, otherwise the migration might fail. Any differences between the VMs in the following CPU related areas can cause problems with the migration:
 - CPU model
 - Migrating between an Intel 64 host and an AMD64 host is unsupported, even though they share the x86-64 instruction set.
 - For steps to ensure that a VM will work correctly after migrating to a host with a different CPU model, see [Verifying host CPU compatibility for virtual machine migration](#).
 - Physical machine firmware versions and settings
- Migrating VMs between ARM 64 hosts is currently only supported between hosts with identical CPUs, firmware, and memory page size.

12.4. MIGRATING A VIRTUAL MACHINE BY USING THE COMMAND LINE

If the current host of a virtual machine (VM) becomes unsuitable or cannot be used anymore, or if you want to redistribute the hosting workload, you can migrate the VM to another KVM host. You can perform a *live migration* or an *offline migration*. For differences between the two scenarios, see [How migrating virtual machines works](#).

Prerequisites

Hypervisor

The source host and the destination host both use the KVM hypervisor.

Network connection

The source host and the destination host are able to reach each other over the network. Use the **ping** utility to verify this.

Open ports

Ensure the following ports are open on the destination host:

- Port 22 is needed for connecting to the destination host by using SSH.
- Port 16514 is needed for connecting to the destination host by using TLS.
- Port 16509 is needed for connecting to the destination host by using TCP.
- Ports 49152-49215 are needed by QEMU for transferring the memory and disk migration data.

Hosts

For the migration to be supportable by Red Hat, the source host and destination host must be using specific operating systems and machine types. To ensure this is the case, see [Supported hosts for virtual machine migration](#).

CPU

The VM must be compatible with the CPU features of the destination host. To ensure this is the case, see [Verifying host CPU compatibility for virtual machine migration](#).

Storage

The disk images of VMs that will be migrated are accessible to both the source host and the destination host. This is optional for offline migration, but required for migrating a running VM. To ensure storage accessibility for both hosts, one of the following must apply:

- You are using storage area network (SAN) logical units (LUNs).
- You are using a [Ceph storage clusters](#).
- You have [created a disk image](#) with the same format and size as the source VM disk and you will use the **--copy-storage-all** parameter when migrating the VM.
- The disk image is located on a separate networked location. For instructions to set up such shared VM storage, see [Sharing virtual machine disk images with other hosts](#).

Network bandwidth

When migrating a running VM, your network bandwidth must be higher than the rate in which the VM generates dirty memory pages.

To obtain the dirty page rate of your VM before you start the live migration, do the following:

- Monitor the rate of dirty page generation of the VM for a short period of time.

```
# virsh domdirtyrate-calc <example_VM> 30
```

- After the monitoring finishes, obtain its results:

```
# virsh domstats <example_VM> --dirtyrate
Domain: 'example-VM'
dirtyrate.calc_status=2
dirtyrate.calc_start_time=200942
dirtyrate.calc_period=30
dirtyrate.megabytes_per_second=2
```

In this example, the VM is generating 2 MB of dirty memory pages per second. Attempting to live-migrate such a VM on a network with a bandwidth of 2 MB/s or less will cause the live migration not to progress if you do not pause the VM or lower its workload.

To ensure that the live migration finishes successfully, your network bandwidth should be significantly greater than the VM's dirty page generation rate.



NOTE

The value of the **calc_period** option might differ based on the workload and dirty page rate. You can experiment with several **calc_period** values to determine the most suitable period that aligns with the dirty page rate in your environment.

Bridge tap network specifics

When migrating an existing VM in a public bridge tap network, the source and destination hosts must be located on the same network. Otherwise, the VM network will not work after migration.

Connection protocol

When performing a VM migration, the **virsh** client on the source host can use one of several protocols to connect to the libvirt daemon on the destination host. Examples in the following procedure use an SSH connection, but you can choose a different one.

- If you want libvirt to use an SSH connection, ensure that the **virtqemud** socket is enabled and running on the destination host.

```
# systemctl enable --now virtqemud.socket
```

- If you want libvirt to use a TLS connection, ensure that the **virtproxyd-tls** socket is enabled and running on the destination host.

```
# systemctl enable --now virtproxyd-tls.socket
```

- If you want libvirt to use a TCP connection, ensure that the **virtproxyd-tcp** socket is enabled and running on the destination host.

```
# systemctl enable --now virtproxyd-tcp.socket
```

Procedure

• Offline migration

- The following command migrates a shut-off **example-VM** VM from your local host to the system connection of the **example-destination** host by using an SSH tunnel.

```
# virsh migrate --offline --persistent <example_VM> qemu+ssh://example-destination/system
```

• Live migration

1. The following command migrates the **example-VM** VM from your local host to the system connection of the **example-destination** host by using an SSH tunnel. The VM keeps running during the migration.

```
# virsh migrate --live --persistent <example_VM> qemu+ssh://example-destination/system
```

2. Wait for the migration to complete. The process might take some time depending on network bandwidth, system load, and the size of the VM. If the **--verbose** option is not used for **virsh migrate**, the CLI does not display any progress indicators except errors. When the migration is in progress, you can use the **virsh domjobinfo** utility to display the migration statistics.

• Multi-FD live migration

- You can use multiple parallel connections to the destination host during the live migration. This is also known as multiple file descriptors (multi-FD) migration. With multi-FD migration, you can speed up the migration by utilizing all of the available network bandwidth for the migration process.

```
# virsh migrate --live --persistent --parallel --parallel-connections 4 <example_VM> qemu+ssh://<example-destination>/system
```


This example uses 4 multi-FD channels to migrate the `<example_VM>` VM. It is a good practice to use one channel for each 10 Gbps of available network bandwidth. The default value is 2 channels.

- **Live migration with an increased downtime limit**

- To improve the reliability of a live migration, you can set the **maxdowntime** parameter, which specifies the maximum amount of time, in milliseconds, the VM can be paused during live migration. Setting a larger downtime can help to ensure the migration completes successfully.

```
# virsh migrate-setmaxdowntime <example_VM> <time_interval_in_milliseconds>
```

- **Live migration with passwordless SSH authentication**

- To avoid the need to input the SSH password for the remote host during the migration, you can specify a private key file for the migration to use instead. This can be useful for example in automated migration scripts, or for peer-to-peer migration.

```
# virsh migrate --live --persistent <example_VM> qemu+ssh://<example-destination>/system?keyfile=<path_to_key>
```

- **Post-copy migration**

- If your VM has a large memory footprint, you can perform a *post-copy* migration, which transfers the source VM's CPU state first and immediately starts the migrated VM on the destination host. The source VM's memory pages are transferred after the migrated VM is already running on the destination host. Because of this, a *post-copy* migration can result in a smaller downtime of the migrated VM.

However, the running VM on the destination host might try to access memory pages that have not yet been transferred, which causes a *page fault*. If too many *page faults* occur during the migration, the performance of the migrated VM can be severely degraded.

Given the potential complications of a *post-copy* migration, it is usually better to use the following command that starts a standard live migration and switches to a *post-copy* migration if the live migration cannot be finished in a specified amount of time.

```
# virsh migrate --live --persistent --postcopy --timeout <time_interval_in_seconds> --timeout-postcopy <example_VM> qemu+ssh://<example-destination>/system
```

- **Auto-converged live migration**

- If your VM is under a heavy memory workload, you can use the **--auto-converge** option. This option automatically slows down the execution speed of the VM's CPU. As a consequence, this CPU throttling can help to slow down memory writes, which means the live migration might succeed even in VMs with a heavy memory workload.

However, the CPU throttling does not help to resolve workloads where memory writes are not directly related to CPU execution speed, and it can negatively impact the performance of the VM during a live migration.

```
# virsh migrate --live --persistent --auto-converge <example_VM> qemu+ssh://<example-destination>/system
```

Verification

- For *offline* migration:
 - On the destination host, list the available VMs to verify that the VM was migrated successfully.

```
# virsh list --all
Id   Name           State
-----
10   example-VM-1   shut off
```

- For *live* migration:
 - On the destination host, list the available VMs to verify the state of the destination VM:

```
# virsh list --all
Id   Name           State
-----
10   example-VM-1   running
```

If the state of the VM is listed as **running**, it means that the migration is finished. However, if the live migration is still in progress, the state of the destination VM will be listed as **paused**.

- For *post-copy* migration:
 - a. On the source host, list the available VMs to verify the state of the source VM.

```
# virsh list --all
Id   Name           State
-----
10   example-VM-1   shut off
```

- b. On the destination host, list the available VMs to verify the state of the destination VM.

```
# virsh list --all
Id   Name           State
-----
10   example-VM-1   running
```

If the state of the source VM is listed as **shut off** and the state of the destination VM is listed as **running**, it means that the migration is finished.

12.5. LIVE MIGRATING A VIRTUAL MACHINE BY USING THE WEB CONSOLE

If you want to migrate a virtual machine (VM) that is performing tasks which require it to be constantly running, you can migrate that VM to another KVM host without shutting it down. This is also known as live migration. You can use the web console to live migrate VMs.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).

- The web console VM plugin [is installed on your system](#).
- **Hypervisor:** The source host and the destination host both use the KVM hypervisor.
- **Hosts:** The source and destination hosts are running.
- **Open ports:** Ensure the following ports are open on the destination host.
 - Port 22 is needed for connecting to the destination host by using SSH.
 - Port 16514 is needed for connecting to the destination host by using TLS.
 - Port 16509 is needed for connecting to the destination host by using TCP.
 - Ports 49152–49215 are needed by QEMU for transferring the memory and disk migration data.
- **CPU:** The VM must be compatible with the CPU features of the destination host. To ensure this is the case, see [Verifying host CPU compatibility for virtual machine migration](#).
- **Storage:** The disk images of VMs that will be migrated are accessible to both the source host and the destination host. This is optional for offline migration, but required for migrating a running VM. To ensure storage accessibility for both hosts, one of the following must apply:
 - You are using storage area network (SAN) logical units (LUNs).
 - You are using a [Ceph storage clusters](#).
 - You have [created a disk image](#) with the same format and size as the source VM disk and you will use the **--copy-storage-all** parameter when migrating the VM.
 - The disk image is located on a separate networked location. For instructions to set up such shared VM storage, see [Sharing virtual machine disk images with other hosts](#).
- **Network bandwidth:** When migrating a running VM, your network bandwidth must be higher than the rate in which the VM generates dirty memory pages. To obtain the dirty page rate of your VM before you start the live migration, do the following on the command line:
 - a. Monitor the rate of dirty page generation of the VM for a short period of time.

```
# virsh domdirtyrate-calc vm-name 30
```

- b. After the monitoring finishes, obtain its results:

```
# virsh domstats vm-name --dirtyrate
Domain: 'vm-name'
dirtyrate.calc_status=2
dirtyrate.calc_start_time=200942
dirtyrate.calc_period=30
dirtyrate.megabytes_per_second=2
```

In this example, the VM is generating 2 MB of dirty memory pages per second. Attempting to live-migrate such a VM on a network with a bandwidth of 2 MB/s or less will cause the live migration not to progress if you do not pause the VM or lower its workload.

To ensure that the live migration finishes successfully, your network bandwidth should be significantly greater than the VM's dirty page generation rate.




NOTE

The value of the **calc_period** option might differ based on the workload and dirty page rate. You can experiment with several **calc_period** values to determine the most suitable period that aligns with the dirty page rate in your environment.

- **Bridge tap network specifics:** When migrating an existing VM in a public bridge tap network, the source and destination hosts must be located on the same network. Otherwise, the VM network will not work after migration.

Procedure

1. In the Virtual Machines interface of the web console, click the Menu button  of the VM that you want to migrate.
A drop down menu appears with controls for various VM operations.

2. Click **Migrate**
The Migrate VM to another host dialog appears.

Migrate VM to another host

×

Storage volumes must be shared between this host and the destination host.

Destination URI

Example, qemu+ssh://192.0.2.16/system

Duration ?

☐ Temporary migration

Migrate

Cancel

3. Enter the URI of the destination host.
4. Configure the duration of the migration:
 - **Permanent** - Do not check the box if you want to migrate the VM permanently. Permanent migration completely removes the VM configuration from the source host.
 - **Temporary** - Temporary migration migrates a copy of the VM to the destination host. This copy is deleted from the destination host when the VM is shut down. The original VM remains on the source host.
5. Click **Migrate**
Your VM is migrated to the destination host.

Verification

To verify whether the VM has been successfully migrated and is working correctly:

- Confirm whether the VM appears in the list of VMs available on the destination host.
- Start the migrated VM and observe if it boots up.

12.6. LIVE MIGRATING A VIRTUAL MACHINE WITH AN ATTACHED MELLANOX VIRTUAL FUNCTION

You can live migrate a virtual machine (VM) with an attached virtual function (VF) of a supported Mellanox networking device.

Red Hat implements the general functionality of VM live migration with an attached VF of a Mellanox networking device. However, the functionality depends on specific Mellanox device models and firmware versions.

Currently, the VF migration is supported only with a Mellanox CX-7 networking device.

The VF on the Mellanox CX-7 networking device uses a new **mlx5_vfio_pci** driver, which adds functionality that is necessary for the live migration, and **libvirt** binds the new driver to the VF automatically.

Red Hat directly supports Mellanox VF live migration only with the included **mlx5_vfio_pci** driver.

Limitations

Some virtualization features cannot be used when live migrating a VM with an attached virtual function:

- Calculating dirty memory page rate generation of the VM.
Currently, when migrating a VM with an attached Mellanox VF, live migration data and statistics provided by **virsh domjobinfo** and **virsh domdirtyrate-calc** commands are inaccurate, because the calculations only count guest RAM without including the impact of the attached VF.
- Using a post-copy live migration.
- Using a virtual I/O Memory Management Unit (vIOMMU) device in the VM.

Additional limitations that are specific to the Mellanox CX-7 networking device:

- A CX-7 device with the same Parameter-Set Identification (PSID) and the same firmware version must be used on both the source and the destination hosts.
You can check the PSID of your device with the following command:

```
# mstflint -d <device_pci_address> query | grep -i PSID
PSID: MT_1090111019
```

- On one CX-7 physical function, you can use at maximum 4 VFs for live migration at the same time. For example, you can migrate one VM with 4 attached VFs, or 4 VMs with one VF attached to each VM.

Prerequisites

- You have a Mellanox CX-7 networking device with a firmware version that is equal to or greater than 28.36.1010.
Refer to [Mellanox documentation](#) for details about supported firmware versions and ensure you are using an up-to-date version of the firmware.
- The host uses the Intel 64, AMD64, or ARM 64 CPU architecture.
- The Mellanox firmware version on the source host must be the same as on the destination host.

- The **mstflint** package is installed on both the source and destination host:

```
# dnf install mstflint
```

- The Mellanox CX-7 networking device has **VF_MIGRATION_MODE** set to **MIGRATION_ENABLED**:

```
# mstconfig -d <device_pci_address> query | grep -i VF_migration
VF_MIGRATION_MODE          MIGRATION_ENABLED(2)
```

- You can set **VF_MIGRATION_MODE** to **MIGRATION_ENABLED** by using the following command:

```
# mstconfig -d <device_pci_address> set VF_MIGRATION_MODE=2
```

- The **openvswitch** package is installed on both the source and destination host:

```
# dnf install openvswitch
```

- All of the general SR-IOV devices prerequisites. For details, see [Attaching SR-IOV networking devices to virtual machines](#)
- All of the general VM migration prerequisites. For details, see [Migrating a virtual machine by using the command line](#)

Procedure

1. On the source host, set the Mellanox networking device to the **switchdev** mode.

```
# devlink dev eswitch set pci/<device_pci_address> mode switchdev
```

2. On the source host, create a virtual function on the Mellanox device.

```
# echo 1 > /sys/bus/pci/devices/0000\:e1\:00.0/sriov_numvfs
```

The **/0000\:e1\:00.0/** part of the file path is based on the PCI address of the device. In the example it is: **0000:e1:00.0**

3. On the source host, unbind the VF from its driver.

```
# virsh nodedev-detach <vf_pci_address> --driver pci-stub
```

You can view the PCI address of the VF by using the following command:

```
# lshw -c network -businfo
```

Bus info	Device	Class	Description
pci@0000:e1:00.0	enp225s0np0	network	MT2910 Family [ConnectX-7]
pci@0000:e1:00.1	enp225s0v0	network	ConnectX Family mlx5Gen Virtual Function

4. On the source host, enable the migration function of the VF.

```
# devlink port function set pci/0000:e1:00.0/1 migratable enable
```

In this example, **pci/0000:e1:00.0/1** refers to the first VF on the Mellanox device with the given PCI address.

5. On the source host, configure Open vSwitch (OVS) for the migration of the VF. If the Mellanox device is in **switchdev** mode, it cannot transfer data over the network.

- a. Ensure the **openvswitch** service is running.

```
# systemctl start openvswitch
```

- b. Enable hardware offloading to improve networking performance.

```
# ovs-vsctl set Open_vSwitch . other_config:hw-offload=true
```

- c. Increase the maximum idle time to ensure network connections remain open during the migration.

```
# ovs-vsctl set Open_vSwitch . other_config:max-idle=300000
```

- d. Create a new bridge in the OVS instance.

```
# ovs-vsctl add-br <bridge_name>
```

- e. Restart the **openvswitch** service.

```
# systemctl restart openvswitch
```

- f. Add the physical Mellanox device to the OVS bridge.

```
# ovs-vsctl add-port <bridge_name> enp225s0np0
```

In this example, **enp225s0np0** is the network interface name of the Mellanox device.

- g. Add the VF of the Mellanox device to the OVS bridge.

```
# ovs-vsctl add-port <bridge_name> enp225s0npf0vf0
```

In this example, **enp225s0npf0vf0** is the network interface name of the VF.

6. Repeat steps 1-5 on the **destination host**.
7. On the source host, open a new file, such as **mlx_vf.xml**, and add the following XML configuration of the VF:

```
<interface type='hostdev' managed='yes'>
  <mac address='52:54:00:56:8c:f7'/>
  <source>
```

```
<address type='pci' domain='0x0000' bus='0xe1' slot='0x00' function='0x1' />
</source>
</interface>
```

This example configures a pass-through of the VF as a network interface for the VM. Ensure the MAC address is unique, and use the PCI address of the VF on the source host.

- On the source host, attach the VF XML file to the VM.

```
# virsh attach-device <vm_name> mlx_vf.xml --live --config
```

In this example, **mlx_vf.xml** is the name of the XML file with the VF configuration. Use the **--live** option to attach the device to a running VM.

- On the source host, start the live migration of the running VM with the attached VF.

```
# virsh migrate --live --domain <vm_name> --desturi
qemu+ssh://<destination_host_ip_address>/system
```

For more details about performing a live migration, see [Migrating a virtual machine by using the command line](#).

Verification

- In the migrated VM, view the network interface name of the Mellanox VF.

```
# ifconfig

eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
    inet 192.168.1.10 netmask 255.255.255.0 broadcast 192.168.1.255
    inet6 fe80::a00:27ff:fe4e:66a1 prefixlen 64 scopeid 0x20<link>
    ether 08:00:27:4e:66:a1 txqueuelen 1000 (Ethernet)
    RX packets 100000 bytes 6543210 (6.5 MB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 100000 bytes 6543210 (6.5 MB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

enp4s0f0v0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
    inet 192.168.3.10 netmask 255.255.255.0 broadcast 192.168.3.255
    inet6 fe80::a00:27ff:fe4e:66c3 prefixlen 64 scopeid 0x20<link>
    ether 08:00:27:4e:66:c3 txqueuelen 1000 (Ethernet)
    RX packets 200000 bytes 12345678 (12.3 MB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 200000 bytes 12345678 (12.3 MB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```

- In the migrated VM, check that the Mellanox VF works, for example:

```
# ping -I <VF_interface_name> 8.8.8.8

PING 8.8.8.8 (8.8.8.8) from 192.168.3.10 <VF_interface_name>: 56(84) bytes of data.
64 bytes from 8.8.8.8: icmp_seq=1 ttl=57 time=27.4 ms
64 bytes from 8.8.8.8: icmp_seq=2 ttl=57 time=26.9 ms
```



```

--- 8.8.8.8 ping statistics ---
2 packets transmitted, 2 received, 0% packet loss, time 1002ms
rtt min/avg/max/mdev = 26.944/27.046/27.148/0.102 ms

```

Additional resources

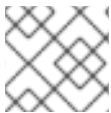
- [Mellanox networking documentation](#)
- [Attaching SR-IOV networking devices to virtual machines](#)
- [Migrating a virtual machine by using the command line](#)

12.7. LIVE MIGRATING A VIRTUAL MACHINE WITH AN ATTACHED NVIDIA vGPU

If you use virtual GPUs (vGPUs) in your virtualization workloads, you can live migrate a running virtual machine (VM) with an attached vGPU to another KVM host. Currently, this is only possible with NVIDIA GPUs.

Prerequisites

- You have an NVIDIA GPU with an NVIDIA Virtual GPU Software Driver version that supports this functionality. Refer to the relevant [NVIDIA vGPU documentation](#) for more details.
- You have a correctly configured NVIDIA vGPU assigned to a VM. For instructions, see: [Setting up NVIDIA vGPU devices](#)



NOTE

It is also possible to live migrate a VM with multiple vGPU devices attached.

- The host uses the Intel 64 or AMD64 CPU architecture.
- All of the vGPU migration prerequisites that are documented by NVIDIA. Refer to the relevant NVIDIA vGPU documentation for more details.
- All of the general VM migration prerequisites. For details, see [Migrating a virtual machine by using the command line](#)

Limitations

- Certain NVIDIA GPU features can disable the migration. For more information, see the specific NVIDIA documentation for your graphics card.
- Some GPU workloads are not compatible with the downtime that happens during a migration. As a consequence, the GPU workloads might stop or crash. It is recommended to test if your workloads are compatible with the downtime before attempting a vGPU live migration.
- Currently, vGPU live migration fails if the vGPU driver version differs on the source and destination hosts.
- Currently, some general virtualization features cannot be used when live migrating a VM with an attached vGPU:
 - Calculating dirty memory page rate generation of the VM.

Currently, live migration data and statistics provided by **virsh domjobinfo** and **virsh domdirtyrate-calc** commands are inaccurate when migrating a VM with an attached vGPU, because the calculations only count guest RAM without including vRAM from the vGPU.

- Using a post-copy live migration.
- Using a virtual I/O Memory Management Unit (vIOMMU) device in the VM.

Procedure

- For instructions on how to proceed with the live migration, see: [Migrating a virtual machine by using the command line](#)
No additional parameters for the migration command are required for the attached vGPU device.

Additional resources

- [General NVIDIA vGPU documentation](#)
- [General NVIDIA AI Enterprise documentation](#)

12.8. SHARING VIRTUAL MACHINE DISK IMAGES WITH OTHER HOSTS

To perform a live migration of a virtual machine (VM) between [supported KVM hosts](#), you must also migrate the storage of the running VM in a way that makes it possible for the VM to read from and write to the storage during the migration process.

One of the methods to do this is using shared VM storage. The following procedure provides instructions for sharing a locally stored VM image with the source host and the destination host by using the NFS protocol.

Prerequisites

- The VM intended for migration is shut down.
- Optional: A host system is available for hosting the storage that is not the source or destination host, but both the source and the destination host can reach it through the network. This is the optimal solution for shared storage.
- Make sure that NFS file locking is not used as it is not supported in KVM.
- The NFS protocol is installed and enabled on the source and destination hosts. See [Deploying an NFS server](#).
- The **virt_use_nfs** SELinux boolean is set to **on**.

```
# setsebool virt_use_nfs 1
```

Procedure

1. Connect to the host that will provide shared storage. In this example, it is the **example-shared-storage** host:

```
# ssh root@example-shared-storage
```

```
root@example-shared-storage's password:
Last login: Mon Sep 24 12:05:36 2019
root~#
```

2. Create a directory on the **example-shared-storage** host that will hold the disk image and that will be shared with the migration hosts:

```
# mkdir /var/lib/libvirt/shared-images
```

3. Copy the disk image of the VM from the source host to the newly created directory. The following example copies the disk image **example-disk-1** of the VM to the **/var/lib/libvirt/shared-images/** directory of the **example-shared-storage** host:

```
# scp /var/lib/libvirt/images/example-disk-1.qcow2 root@example-shared-storage:/var/lib/libvirt/shared-images/example-disk-1.qcow2
```

4. On the host that you want to use for sharing the storage, add the sharing directory to the **/etc/exports** file. The following example shares the **/var/lib/libvirt/shared-images** directory with the **example-source-machine** and **example-destination-machine** hosts:

```
# /var/lib/libvirt/shared-images example-source-machine(rw,no_root_squash) example-destination-machine(rw,no_root_squash)
```

5. Run the **exportfs -a** command for the changes in the **/etc/exports** file to take effect.

```
# exportfs -a
```

6. On both the source and destination host, mount the shared directory in the **/var/lib/libvirt/images** directory:

```
# mount example-shared-storage:/var/lib/libvirt/shared-images /var/lib/libvirt/images
```

Verification

- Start the VM on the source host and observe if it boots successfully.

Additional resources

- [Deploying an NFS server](#)

12.9. VERIFYING HOST CPU COMPATIBILITY FOR VIRTUAL MACHINE MIGRATION

For migrated virtual machines (VMs) to work correctly on the destination host, the CPUs on the source and the destination hosts must be compatible. To ensure that this is the case, calculate a common CPU baseline before you begin the migration.



NOTE

The instructions in this section use an example migration scenario with the following host CPUs:

- Source host: Intel Core i7-8650U
- Destination hosts: Intel Xeon CPU E5-2620 v2

In addition, this procedure does not apply to 64-bit ARM systems.

Prerequisites

- Virtualization is [installed and enabled](#) on your system.
- You have administrator access to the source host and the destination host for the migration.

Procedure

1. On the source host, obtain its CPU features and paste them into a new XML file, such as **domCaps-CPUs.xml**.

```
# virsh domcapabilities | xmllint --xpath "//cpu/mode[@name='host-model']" - > domCaps-CPUs.xml
```

2. In the XML file, replace the **<mode>** **</mode>** tags with **<cpu>** **</cpu>**.
3. Optional: Verify that the content of the **domCaps-CPUs.xml** file looks similar to the following:

```
# cat domCaps-CPUs.xml

<cpu>
  <model fallback="forbid">Skylake-Client-IBRS</model>
  <vendor>Intel</vendor>
  <feature policy="require" name="ss"/>
  <feature policy="require" name="vmx"/>
  <feature policy="require" name="pdcn"/>
  <feature policy="require" name="hypervisor"/>
  <feature policy="require" name="tsc_adjust"/>
  <feature policy="require" name="clflushopt"/>
  <feature policy="require" name="umip"/>
  <feature policy="require" name="md-clear"/>
  <feature policy="require" name="stibp"/>
  <feature policy="require" name="arch-capabilities"/>
  <feature policy="require" name="ssbd"/>
  <feature policy="require" name="xsaves"/>
  <feature policy="require" name="pdpe1gb"/>
  <feature policy="require" name="invtsc"/>
  <feature policy="require" name="ibpb"/>
  <feature policy="require" name="ibrs"/>
  <feature policy="require" name="amd-stibp"/>
  <feature policy="require" name="amd-ssbd"/>
  <feature policy="require" name="rsba"/>
  <feature policy="require" name="skip-l1dfl-vmentry"/>
  <feature policy="require" name="pschange-mc-no"/>
  <feature policy="disable" name="hle"/>
</cpu>
```

```
<feature policy="disable" name="rtm"/>
</cpu>
```

4. On the destination host, use the following command to obtain its CPU features:

```
# virsh domcapabilities | xmllint --xpath "//cpu/mode[@name='host-model']" -
```

```
<mode name="host-model" supported="yes">
  <model fallback="forbid">IvyBridge-IBRS</model>
  <vendor>Intel</vendor>
  <feature policy="require" name="ss"/>
  <feature policy="require" name="vmx"/>
  <feature policy="require" name="pdcn"/>
  <feature policy="require" name="pcid"/>
  <feature policy="require" name="hypervisor"/>
  <feature policy="require" name="arat"/>
  <feature policy="require" name="tsc_adjust"/>
  <feature policy="require" name="umip"/>
  <feature policy="require" name="md-clear"/>
  <feature policy="require" name="stibp"/>
  <feature policy="require" name="arch-capabilities"/>
  <feature policy="require" name="ssbd"/>
  <feature policy="require" name="xsaveopt"/>
  <feature policy="require" name="pdpe1gb"/>
  <feature policy="require" name="invtsr"/>
  <feature policy="require" name="ibpb"/>
  <feature policy="require" name="amd-ssbd"/>
  <feature policy="require" name="skip-l1dfl-vmentry"/>
  <feature policy="require" name="pschange-mc-no"/>
</mode>
```

5. Add the obtained CPU features from the destination host to the **domCaps-CPU.xml** file on the source host. Again, replace the **<mode>** **</mode>** tags with **<cpu>** **</cpu>** and save the file.
6. Optional: Verify that the XML file now contains the CPU features from both hosts.

```
# cat domCaps-CPU.xml
```

```
<cpu>
  <model fallback="forbid">Skylake-Client-IBRS</model>
  <vendor>Intel</vendor>
  <feature policy="require" name="ss"/>
  <feature policy="require" name="vmx"/>
  <feature policy="require" name="pdcn"/>
  <feature policy="require" name="hypervisor"/>
  <feature policy="require" name="tsc_adjust"/>
  <feature policy="require" name="clflushopt"/>
  <feature policy="require" name="umip"/>
  <feature policy="require" name="md-clear"/>
  <feature policy="require" name="stibp"/>
  <feature policy="require" name="arch-capabilities"/>
  <feature policy="require" name="ssbd"/>
  <feature policy="require" name="xsave"/>
  <feature policy="require" name="pdpe1gb"/>
  <feature policy="require" name="invtsr"/>
```

```

    <feature policy="require" name="ibpb"/>
    <feature policy="require" name="ibrs"/>
    <feature policy="require" name="amd-stibp"/>
    <feature policy="require" name="amd-ssbd"/>
    <feature policy="require" name="rsba"/>
    <feature policy="require" name="skip-l1dfl-vmentry"/>
    <feature policy="require" name="pschange-mc-no"/>
    <feature policy="disable" name="hle"/>
    <feature policy="disable" name="rtm"/>
  </cpu>
  <cpu>
    <model fallback="forbid">IvyBridge-IBRS</model>
    <vendor>Intel</vendor>
    <feature policy="require" name="ss"/>
    <feature policy="require" name="vmx"/>
    <feature policy="require" name="pdcml"/>
    <feature policy="require" name="pcid"/>
    <feature policy="require" name="hypervisor"/>
    <feature policy="require" name="arat"/>
    <feature policy="require" name="tsc_adjust"/>
    <feature policy="require" name="umip"/>
    <feature policy="require" name="md-clear"/>
    <feature policy="require" name="stibp"/>
    <feature policy="require" name="arch-capabilities"/>
    <feature policy="require" name="ssbd"/>
    <feature policy="require" name="xsaveopt"/>
    <feature policy="require" name="pdpe1gb"/>
    <feature policy="require" name="invtscl"/>
    <feature policy="require" name="ibpb"/>
    <feature policy="require" name="amd-ssbd"/>
    <feature policy="require" name="skip-l1dfl-vmentry"/>
    <feature policy="require" name="pschange-mc-no"/>
  </cpu>

```

7. Use the XML file to calculate the CPU feature baseline for the VM you intend to migrate.

```
# virsh hypervisor-cpu-baseline domCaps-CPU.xml
```

```

<cpu mode='custom' match='exact'>
  <model fallback='forbid'>IvyBridge-IBRS</model>
  <vendor>Intel</vendor>
  <feature policy='require' name='ss'/>
  <feature policy='require' name='vmx'/>
  <feature policy='require' name='pdcml'/>
  <feature policy='require' name='pcid'/>
  <feature policy='require' name='hypervisor'/>
  <feature policy='require' name='arat'/>
  <feature policy='require' name='tsc_adjust'/>
  <feature policy='require' name='umip'/>
  <feature policy='require' name='md-clear'/>
  <feature policy='require' name='stibp'/>
  <feature policy='require' name='arch-capabilities'/>
  <feature policy='require' name='ssbd'/>
  <feature policy='require' name='xsaveopt'/>
  <feature policy='require' name='pdpe1gb'/>
  <feature policy='require' name='invtscl'/>

```

```

<feature policy='require' name='ibpb'/>
<feature policy='require' name='amd-ssbd'/>
<feature policy='require' name='skip-l1dfl-vmentry'/>
<feature policy='require' name='pschange-mc-no'/>
</cpu>

```

- Open the XML configuration of the VM you intend to migrate, and replace the contents of the **<cpu>** section with the settings obtained in the previous step.

```
# virsh edit <vm_name>
```

- If the VM is running, shut down the VM and start it again.

```
# virsh shutdown <vm_name>
```

```
# virsh start <vm_name>
```

Next steps

- [Sharing virtual machine disk images with other hosts](#)
- [Migrating a virtual machine by using the command line](#)
- [Live-migrating a virtual machine by using the web console](#)

12.10. SUPPORTED HOSTS FOR VIRTUAL MACHINE MIGRATION

For the virtual machine (VM) migration to work properly and be supported by Red Hat, the source and destination hosts must be specific RHEL versions and machine types. The following table shows supported VM migration paths.

VM migration between hosts with the same RHEL version on the supported machine types is also supported.

Table 12.2. Live migration compatibility

Migration method	Release type	Future version example	Support status
Forward	Minor release	10.0.1 → 10.1	On supported RHEL 10 systems and machine types
Forward	Major release	9.7 → 10.1	On supported RHEL systems and machine types
Backward	Minor release	10.1 → 10.0.1	On supported RHEL 10 systems and machine types

Migration method	Release type	Future version example	Support status
Backward	Major release	10.1 → 9.7	On supported RHEL systems and machine types

**NOTE**

The support status might vary for other virtualization solutions provided by Red Hat, including RHOSP and OpenShift Virtualization.

CHAPTER 13. MANAGING STORAGE FOR VIRTUAL MACHINES

A virtual machine (VM), just like a physical machine, requires storage for data, program, and system files. As a VM administrator, you can assign physical or network-based storage to your VMs as virtual storage. You can also modify how the storage is presented to a VM regardless of the underlying hardware.

13.1. AVAILABLE METHODS FOR ATTACHING STORAGE TO VIRTUAL MACHINES

To provide storage for your virtual machines (VMs) running on a RHEL 10 host, you can use multiple types of storage hardware and services. Each of these types has different requirements, benefits, and use cases.

File-based storage

File-based virtual disks are disk image files on your host file system, which are stored in a directory-based **libvirt** storage pool.

File-based disks are quick to set up and easy to migrate, but create additional overhead for the local file system, which can have negative impact on the performance.

In addition, certain **libvirt** features, such as snapshots, require a file-based virtual disk.

For instructions on attaching file-based storage to your VMs, see [Attaching a file-based virtual disk to your virtual machine by using the command line](#) or [Attaching a file-based virtual disk to your virtual machine by using the web console](#).

Disk-based storage

VMs can use an entire physical disk or partition instead of virtual disks.

Disk-based storage has the best performance of the available storage types and also provides direct access to host disks. However, you cannot create snapshots for such storage, and it is difficult to migrate.

For instructions on attaching disk-based storage to your VMs, see [Attaching disk-based storage to your virtual machine by using the command line](#) or [Attaching disk-based storage to your virtual machine by using the web console](#).

LVM-based storage

VMs can use the Logical Volume Manager (LVM) to allocate storage directly from a volume group (VG).

LVM storage has better performance than file-based disks and is easy to resize, but can be more difficult to migrate.

For instructions on attaching LVM-based storage to your VMs, see [Attaching LVM-based storage to your virtual machine by using the command line](#) or [Attaching LVM-based storage to your virtual machine by using the web console](#).

Network-based storage

Instead of local hardware, you can use remote storage, such as the Network File System (NFS).

This is useful for shared storage in clusters or high-availability environments. However, network-based storage is generally slower than local storage, and your network bandwidth can further limit the performance.

For instructions on attaching NFS-based storage to your VMs, see [Attaching NFS-based storage to your virtual machine by using the command line](#) or [Attaching NFS-based storage to your virtual machine by using the web console](#).

13.2. VIEWING VIRTUAL MACHINE STORAGE INFORMATION BY USING THE WEB CONSOLE

By using the web console, you can view detailed information about storage resources available to your virtual machines (VMs).

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. To view a list of the storage pools available on your host, click **Storage Pools** at the top of the **Virtual Machines** interface.

The **Storage pools** window appears, showing a list of configured storage pools.

The information includes the following:

- **Name** - The name of the storage pool.
 - **Size** - The current allocation and the total capacity of the storage pool.
 - **Connection** - The connection used to access the storage pool.
 - **State** - The state of the storage pool.
3. Click the arrow next to the storage pool whose information you want to see.
The row expands to reveal the Overview pane with detailed information about the selected storage pool.

The information includes:

- **Target path** - The location of the storage pool.
 - **Persistent** - Indicates whether or not the storage pool has a persistent configuration.
 - **Autostart** - Indicates whether or not the storage pool starts automatically when the system boots up.
 - **Type** - The type of the storage pool.
4. To view a list of storage volumes associated with the storage pool, click **Storage Volumes**.
The Storage Volumes pane appears, showing a list of configured storage volumes.

The information includes:

- **Name** - The name of the storage volume.
 - **Used by** - The VM that is currently using the storage volume.
 - **Size** - The size of the volume.
5. To view virtual disks attached to a specific VM:
 - a. Click **Virtual machines** in the left-side menu.
 - b. Click the VM whose information you want to see.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
 6. Scroll to **Disks**.
The Disks section displays information about the disks assigned to the VM, as well as options to **Add** or **Edit** disks.

The information includes the following:

- **Device** - The device type of the disk.
- **Used** - The amount of disk currently allocated.
- **Capacity** - The maximum size of the storage volume.
- **Bus** - The type of disk device that is emulated.
- **Access** - Whether the disk is **Writeable** or **Read-only**. For **raw** disks, you can also set the access to **Writeable and shared**.
- **Source** - The disk device or file.

Additional resources

- [Viewing virtual machine information by using the command line](#)

13.3. VIEWING VIRTUAL MACHINE STORAGE INFORMATION BY USING THE COMMAND LINE

By using the command line, you can view detailed information about storage resources available to your virtual machines (VMs).

Procedure

1. To view the available storage pools on the host, run the **virsh pool-list** command with options for the required granularity of the list. For example, the following options display all available information about all storage pools on your host:

```
# virsh pool-list --all --details
```

Name	State	Autostart	Persistent	Capacity	Allocation	Available
default	running	yes	yes	48.97 GiB	23.93 GiB	25.03 GiB
Downloads	running	yes	yes	175.62 GiB	62.02 GiB	113.60 GiB
RHEL-Storage-Pool	running	yes	yes	214.62 GiB	93.02 GiB	168.60 GiB

- For additional options available for viewing storage pool information, use the **virsh pool-list --help** command.
2. To list the storage volumes in a specified storage pool, use the **virsh vol-list** command.

```
# virsh vol-list --pool <RHEL-Storage-Pool> --details
Name                Path                                Type  Capacity Allocation
-----
RHEL_Volume.qcow2   /home/VirtualMachines/RHEL8_Volume.qcow2  file  60.00 GiB
13.93 GiB
```

3. To view all block devices attached to a virtual machine, use the **virsh domblklist** command.

```
# *virsh domblklist --details <vm-name>

Type Device Target Source
-----
file  disk   hda    /home/VirtualMachines/vm-name.qcow2
file  cdrom   hdb    -
file  disk   vdc    /home/VirtualMachines/test-disk2.qcow2
```

Additional resources

- [Viewing virtual machine information by using the web console](#)

13.4. ATTACHING STORAGE TO VIRTUAL MACHINES

To add storage to a virtual machine (VM), you can attach a storage resource to the VM as a virtual disk. Similarly to physical storage devices, virtual disks are independent from the VMs that they are attached to, and can be moved to other VMs.

You can use multiple types of storage resources to add a virtual disk to a VM.

13.4.1. Attaching a file-based virtual disk to your virtual machine by using the command line

To provide local storage for a virtual machine, the easiest option typically is to attach a file-based virtual disk with the **.qcow2** or **.raw** format.

To do so on the command line, you can use one of the following methods:

- Create a file-based storage volume in a directory-based storage pool managed by **libvirt**. This requires multiple steps, but provides better integration with the hypervisor. Note that a default directory-based storage volume is created automatically when creating the first VM on your RHEL 10 host. The name of this storage pool is based on the name of the directory in which you save the disk image. For example, by default, in the **system** session of **libvirt**, the disk image is saved in the **/var/lib/libvirt/images/** directory and the storage pool is named **images**.
- Use the **qemu-img** command to create a virtual disk as a file on the host file system. This is a faster method, but does not provide integration with **libvirt**. As a result, virtual disks created by using **qemu-img** are more difficult to manage after creation.



NOTE

A file-based virtual disk can also be created and attached when creating a new VM on the command line. To do so, use the **--disk** option with the **virt-install** utility. For detailed instructions, see [Creating virtual machines](#).

Procedure

1. Optional: If you want to create a virtual disk as a storage volume, but you do not want to use the default **images** storage pool or another existing storage pool on the host, create and set up a new directory-based storage pool.

- a. Configure a directory-type storage pool. For example, to create a storage pool named **guest_images_dir** that uses the **/guest_images** directory:

```
# virsh pool-define-as guest_images_dir dir --target "/guest_images"
Pool guest_images_dir defined
```

- b. Create a target path for the storage pool based on the configuration you previously defined.

```
# virsh pool-build guest_images_dir
Pool guest_images_dir built
```

- c. Start the storage pool.

```
# virsh pool-start guest_images_dir
Pool guest_images_dir started
```

- d. Optional: Set the storage pool to start on host boot.

```
# virsh pool-autostart guest_images_dir
Pool guest_images_dir marked as autostarted
```

- e. Optional: Verify that the storage pool is in the **running** state. Check if the sizes reported are as expected and if autostart is configured correctly.

```
# virsh pool-info guest_images_dir
Name:      guest_images_dir
UUID:      c7466869-e82a-a66c-2187-dc9d6f0877d0
State:     running
Persistent: yes
Autostart: yes
Capacity:  458.39 GB
Allocation: 197.91 MB
Available: 458.20 GB
```

2. Create a file-based virtual disk. To do so, use one of the following methods:

- To quickly create a file-based VM disk not managed by **libvirt**, use the **qemu-img** utility. For example, the following command creates a **qcow2** disk image named *test-image* with the size of 30 gigabytes:

```
# qemu-img create -f qcow2 test-image 30G
```

```
Formatting 'test-image', fmt=qcow2 cluster_size=65536 extended_l2=off
compression_type=zlib size=32212254720 lazy_refcounts=off refcount_bits=16
```

- To create a file-based VM disk managed by **libvirt**, define the disk as a storage volume based on an existing directory-based storage pool.
For example, the following command creates a 20 GB **qcow2** volume named **vm-disk1** and based on the **guest_images_dir** storage pool:

```
# virsh vol-create-as --pool guest_images_dir --name vm-disk1 --capacity 20GB --format qcow2
```

```
Vol vm-disk1 created
```

3. Locate the virtual disk that you created:

- For a VM disk created with **qemu-img**, this is typically your current directory.
- For a storage volume, examine the storage pool that the volume belongs to:

```
# virsh vol-list --pool guest_images_dir --details
```

Name	Path	Type	Capacity	Allocation
vm-disk1	/guest-images/vm-disk1	file	20.00 GiB	196.00 KiB

4. Find out which target devices are already used in the VM to which you want to attach the disk:

```
# virsh domblklist --details <vm-name> Type Device Target Source -----
----- file disk *vda /home/VirtualMachines/vm-name.qcow2
file cdrom vdb -
```

5. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
6. Attach the disk to a VM by using the **virsh attach-disk** command. Provide a target device that is not in use in the VM.
For example, the following command attaches the previously created **test-disk1** as the **vdc** device to the **testguest1** VM:

```
# virsh attach-disk testguest1 /guest-images/vm-disk1 vdc --persistent
```

Verification

1. Inspect the XML configuration of the VM to which you attached the disk to see if the configuration is correct.

```
# virsh dumpxml testguest1
...
<disk type='file' device='disk'>
  <driver name='qemu' type='qcow2' discard='unmap'/>
  <source file='/guest-images/vm-disk1' index='1'/>
  <backingStore/>
```

```

<target dev='vdc' bus='virtio' />
<alias name='virtio-disk2' />
<address type='drive' controller='0' bus='0' target='0' unit='0' />
</disk>
...

```

2. In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching a file-based virtual disk to your virtual machine by using the web console](#)

13.4.2. Attaching a file-based virtual disk to your virtual machine by using the web console

To provide local storage for a virtual machine, the easiest option typically is to attach a file-based virtual disk with the **.qcow2** or **.raw** format.

To do so, create a file-based storage volume in a directory-based storage pool managed by **libvirt**. A default directory-based storage volume is created automatically when creating the first VM on your RHEL 10 host. The name of this storage pool is based on the name of the directory in which you save the disk image. For example, by default, in the **system** session of **libvirt**, the disk image is saved in the **/var/lib/libvirt/images/** directory and the storage pool is named **images**.



NOTE

A file-based virtual disk can also be created and attached when creating a new VM in the web console. To do so, use the **Storage** option in the **Create virtual machine** dialog. For detailed instructions, see [creating virtual machines by using the web console](#).

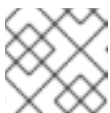
Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. Optional: If you do not want to use the default **images** storage pool to create a new virtual disk, create a new storage pool.
 - a. Click **Storage Pools** at the top of the **Virtual Machines** interface. → **Create storage pool**.
 - b. In the **Create Storage Pool** dialog, enter a name for the storage pool.
 - c. In the **Type** drop-down menu, select **Filesystem directory**.
 - d. Enter the following information:
 - **Target path** - The location of the storage pool.

- **Startup** - Whether or not the storage pool starts when the host boots.
- e. Click **Create**.
The storage pool is created, the **Create Storage Pool** dialog closes, and the new storage pool appears in the list of storage pools.
3. Create a new storage volume based on an existing storage pool.
 - a. In the **Storage Pools** window, click the storage pool from which you want to create a storage volume. → **Storage Volumes** → **Create volume**.
 - b. Enter the following information in the **Create Storage Volume** dialog:
 - **Name** - The name of the storage volume.
 - **Size** - The size of the storage volume in MiB or GiB.
 - **Format** - The format of the storage volume. The supported types are **qcow2** and **raw**.
 - c. Click **Create**.
 4. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
 5. Add the created storage volume as a disk to a VM.
 - a. In the **Virtual Machines** interface, click the VM for which you want to create and attach the new disk.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
 - b. Scroll to **Disks**.
 - c. In the *Disks* section, click **Add disk**.
 - d. In the *Add disks* dialog, select **Use existing**.
 - e. Select the storage pool and storage volume that you want to use for the disk.
 - f. Select whether or not the disk will be persistent

**NOTE**

Transient disks can only be added to VMs that are running.

- g. Optional: Click **Show additional options** and adjust the cache type, bus type, and disk identifier of the storage volume.
- h. Click **Add**.

Verification

- In the guest operating system of the VM, confirm that the disk image has become available as an unformatted and un-allocated disk.

Additional resources

- [Attaching a file-based virtual disk to your virtual machine by using the command line](#)

13.4.3. Attaching disk-based storage to your virtual machine by using the command line

To provide local storage for a virtual machine (VM), you can use a disk-based disk image. This type of disk image is based on a disk partition on your host and uses the **.qcow2** or **.raw** format.

To attach disk-based storage to a VM by using the command line, use one of the following methods:

- When creating a new VM, create and attach a new disk as a part of the **virt-install** command, by using the **--disk** option. For detailed instructions, see [Creating virtual machines](#).
- For an existing VM, create a disk-based storage volume and attach it to the VM. For instructions, see the following procedure.

Prerequisites

- Ensure your hypervisor supports disk-based storage pools:

```
# virsh pool-capabilities | grep "'disk' supported='yes'"
```

If the command displays any output, disk-based pools are supported.

- Prepare a device on which you will base the storage pool. For this purpose, prefer partitions (for example, **/dev/sdb1**) or LVM volumes. If you provide a VM with write access to an entire disk or block device (for example, **/dev/sdb**), the VM will likely partition it or create its own LVM groups on it. This can result in system errors on the host.

However, if you require using an entire block device for the storage pool, Red Hat recommends protecting any important partitions on the device from GRUB's **os-prober** function. To do so, edit the **/etc/default/grub** file and apply one of the following configurations:

- Disable **os-prober**.

```
GRUB_DISABLE_OS_PROBER=true
```

- Prevent **os-prober** from discovering the partition that you want to use. For example:

```
GRUB_OS_PROBER_SKIP_LIST="5ef6313a-257c-4d43@/dev/sdb1"
```

- Back up any data on the selected storage device before creating a storage pool. Depending on the version of **libvirt** being used, dedicating a disk to a storage pool may reformat and erase all data currently stored on the disk device.

Procedure

1. Create and set up a new disk-based storage pool, if you do not already have one.
 - a. Define and create a disk-type storage pool. The following example creates a storage pool named **guest_images_disk** that uses the **/dev/sdb** device and is mounted on the **/dev** directory.

```
# virsh pool-define-as guest_images_disk disk --source-format=gpt --source-
dev=/dev/sdb --target /dev
Pool guest_images_disk defined
```

- b. Create a storage pool target path for a pre-formatted file-system storage pool, initialize the storage source device, and define the format of the data.

```
# virsh pool-build guest_images_disk
Pool guest_images_disk built
```

- c. Optional: Verify that the pool was created.

```
# virsh pool-list --all

Name           State    Autostart
-----
default        active   yes
guest_images_disk  inactive no
```

- d. Start the storage pool.

```
# virsh pool-start guest_images_disk
Pool guest_images_disk started
```



NOTE

The **virsh pool-start** command is only necessary for persistent storage pools. Transient storage pools are automatically started when they are created.

- e. Optional: Turn on autostart.

By default, a storage pool defined with **virsh** is not set to automatically start each time virtualization services start. Use the **virsh pool-autostart** command to configure the storage pool to autostart.

```
# virsh pool-autostart guest_images_disk
Pool guest_images_disk marked as autostarted
```

2. Create a disk-based storage volume. For example, the following command creates a 20 GB **qcow2** volume named **vm-disk1** and based on the **guest_images_disk** storage pool:

```
# virsh vol-create-as --pool guest_images_disk --name sdb1 --capacity 20GB --format
extended

Vol vm-disk1 created
```

3. Attach the storage volume as a virtual disk to a VM.

- a. Locate the storage volume that you created. To do so, examine the storage pool that the volume belongs to:

```
# virsh vol-list --pool guest_images_disk --details
```

Name	Path	Type	Capacity	Allocation
sdb1	/dev/sdb1	block	20.00 GiB	20.00 GiB

- b. Find out which target devices are already used in the VM to which you want to attach the disk:

```
# virsh domblklist --details <vm-name> Type Device Target Source -----
----- file disk *vda    /home/VirtualMachines/vm-name.qcow2
file cdrom vdb    -
```

- c. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
- d. Attach the disk to a VM by using the **virsh attach-disk** command. Provide a target device that is not in use in the VM.
For example, the following command attaches the previously created **vm-disk1** as the **vdc** device to the **testquest1** VM:

```
# virsh attach-disk testquest1 /dev/sdb1 vdc --persistent
```

Verification

1. Inspect the XML configuration of the VM to which you attached the disk to see if the configuration is correct.

```
# virsh dumpxml testquest1

...
<disk type="block" device="disk">
  <driver name="qemu" type="raw"/>
  <source dev="/dev/sdb1" index="2"/>
  <backingStore/>
  <target dev="vdc" bus="virtio"/>
  <alias name="virtio-disk2"/>
  <address type="pci" domain="0x0000" bus="0x07" slot="0x00" function="0x0"/>
</disk>
...
```

2. In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching NFS-based storage to your virtual machine by using the web console](#)

13.4.4. Attaching disk-based storage to your virtual machine by using the web console

To provide local storage for a virtual machine, the easiest option typically is to attach a file-based virtual disk with the **.qcow2** or **.raw** format.

To attach disk-based storage to a VM by using the web console, use one of the following methods:

- When creating a new VM, create and attach a new disk by using the **Storage** option in the **Create virtual machine** dialog. For detailed instructions, see [Creating virtual machines by using the web console](#).
- For an existing VM, create a disk-based storage volume and attach it to the VM. For instructions, see the following procedure.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. Create and set up a new disk-based storage pool, if you do not already have one.
 - a. Click **Storage Pools** at the top of the **Virtual Machines** interface. → **Create storage pool**.
 - b. In the **Create Storage Pool** dialog, enter a name for the storage pool.
 - c. In the **Type** drop-down menu, select **Physical disk device**.



NOTE

If you do not see the **Physical disk device** option in the drop-down menu, then your hypervisor does not support disk-based storage pools.

- d. Enter the following information:
 - **Target Path** - The path specifying the target device. This will be the path used for the storage pool.
 - **Source path** - The path specifying the storage device. For example, `/dev/sdb`.
 - **Format** - The type of the partition table.
 - **Startup** - Whether or not the storage pool starts when the host boots.
 - e. Click **Create**.
The storage pool is created, the **Create Storage Pool** dialog closes, and the new storage pool appears in the list of storage pools.
3. Create a new storage volume based on an existing storage pool.
 - a. In the **Storage Pools** window, click the storage pool from which you want to create a storage volume. → **Storage Volumes** → **Create volume**.
 - b. Enter the following information in the **Create Storage Volume** dialog:
 - **Name** - The name of the storage volume.

- **Size** – The size of the storage volume in MiB or GiB.
 - **Format** – The format of the storage volume.
- c. Click **Create**.
 4. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
 5. Add the created storage volume as a disk to a VM.
 - a. In the **Virtual Machines** interface, click the VM for which you want to create and attach the new disk.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
 - b. Scroll to **Disks**.
 - c. In the *Disks* section, click **Add disk**.
 - d. In the *Add disks* dialog, select **Use existing**.
 - e. Select the storage pool and storage volume that you want to use for the disk.
 - f. Select whether or not the disk will be persistent

**NOTE**

Transient disks can only be added to VMs that are running.

- g. Optional: Click **Show additional options** and adjust the cache type, bus type, and disk identifier of the storage volume.
- h. Click **Add**.

Verification

- In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching disk-based storage to your virtual machine by using the command line](#)

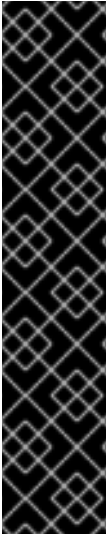
13.4.5. Attaching LVM-based storage to your virtual machine by using the command line

To provide local storage for a virtual machine (VM), you can use an LVM-based storage volume. This type of disk image is based on an LVM volume group, and uses the **.qcow2** or **.raw** format.

To attach LVM-based storage to a VM by using the command line, use one of the following methods:

- When creating a new VM, create and attach a new disk by using the **Storage** option in the **Create virtual machine** dialog. For detailed instructions, see [Creating virtual machines by using the web console](#).

- For an existing VM, create an LVM-based storage volume and attach it to the VM. For instructions, see the following procedure.



IMPORTANT

Note that LVM-based storage volumes have the following limitations:

- LVM-based storage pools do not provide the full flexibility of LVM.
- LVM-based storage pools are volume groups. You can create volume groups by using the **virsh** utility, but this way you can only have one device in the created volume group. To create a volume group with multiple devices, use the LVM utility instead, see [How to create a volume group in Linux with LVM](#) .
- LVM-based storage pools require a full disk partition. If you activate a new partition or device by using **virsh** commands, the partition will be formatted and all data will be erased. If you are using a host's existing volume group, as in the following procedure, nothing will be erased.

Prerequisites

- Ensure your hypervisor supports LVM-based storage pools:

```
# virsh pool-capabilities | grep "'logical' supported='yes'"
```

If the command displays any output, LVM-based pools are supported.

- Make sure an LVM volume group exists on your host. For instructions on creating one, see [Creating an LVM volume group](#) .
- Back up any data on the selected storage device before creating a storage pool. Dedicating a disk partition to a storage pool will reformat and erase all data currently stored on the disk device.

Procedure

1. Create and set up a new LVM-based storage pool, if you do not already have one.
 - a. Define an LVM-type storage pool. For example, the following command defines a storage pool named **guest_images_lvm** that uses the **lvm_vg** volume group and is mounted on the **/dev/lvm_vg** directory:

```
# virsh pool-define-as guest_images_lvm logical --source-dev /dev/sdb --target
/dev/lvm_vg
Pool guest_images_lvm defined
```

- b. Create a storage pool based on the configuration you previously defined.

```
# virsh pool-build guest_images_lvm
Pool guest_images_lvm built
```

- c. Optional: Verify that the pool was created.

```
# virsh pool-list --all
```

Name	State	Autostart
default	active	yes
guest_images_lvm	inactive	no

- d. Start the storage pool.

```
# virsh pool-start guest_images_lvm
Pool guest_images_lvm started
```



NOTE

The **virsh pool-start** command is only necessary for persistent storage pools. Transient storage pools are automatically started when they are created.

- e. Optional: Turn on autostart.

By default, a storage pool defined with **virsh** is not set to automatically start each time virtualization services start. Use the **virsh pool-autostart** command to configure the storage pool to autostart.

```
# virsh pool-autostart guest_images_lvm
Pool guest_images_lvm marked as autostarted
```

2. Create an LVM-based storage volume. For example, the following command creates a 20 GB **qcow2** volume named **vm-disk1** and based on the **guest_images_lvm** storage pool:

```
# virsh vol-create-as --pool guest_images_lvm --name vm-disk1 --capacity 20GB --format qcow2

Vol vm-disk1 created
```

3. Attach the storage volume as a virtual disk to a VM.

- a. Locate the storage volume that you created. To do so, examine the storage pool that the volume belongs to:

```
# virsh vol-list --pool guest_images_lvm --details

Name      Path                                Type Capacity Allocation
-----
vm-disk1  /dev/guest_images_lvm/vm-disk1  block  20.00 GiB  196.00 KiB
```

- b. Find out which target devices are already used in the VM to which you want to attach the disk:

```
# virsh domblklist --details <vm-name> Type Device Target Source -----
----- file disk *vda    /home/VirtualMachines/vm-name.qcow2
file cdrom vdb      -
```

- c. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).

- d. Attach the disk to a VM by using the **virsh attach-disk** command. Provide a target device that is not in use in the VM.
For example, the following command attaches the previously created **vm-disk1** as the **vdc** device to the **testguest1** VM:

```
# virsh attach-disk testguest1 /dev/guest_images_lvm/vm-disk1 vdc --persistent
```

Verification

1. Inspect the XML configuration of the VM to which you attached the disk to see if the configuration is correct.

```
# virsh dumpxml testguest1

...
<disk type="block" device="disk">
  <driver name="qemu" type="raw"/>
  <source dev="/dev/guest_images_lvm/vm-disk1" index="3"/>
  <backingStore/>
  <target dev="vdc" bus="virtio"/>
  <alias name="virtio-disk2"/>
  <address type="pci" domain="0x0000" bus="0x07" slot="0x00" function="0x0"/>
</disk>

...
```

2. In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching LVM-based storage to your virtual machine by using the web console](#)

13.4.6. Attaching LVM-based storage to your virtual machine by using the web console

To provide local storage for a virtual machine (VM), you can use an LVM-based storage volume. This type of disk image is based on an LVM volume group, and uses the **.qcow2** or **.raw** format.

To attach disk-based storage to a VM by using the web console, use one of the following methods:

- When creating a new VM, create and attach a new disk by using the **Storage** option in the **Create virtual machine** dialog. For detailed instructions, see [Creating virtual machines by using the web console](#).
- For an existing VM, create an LVM-based storage volume and attach it to the VM. For instructions, see the following procedure.



IMPORTANT

Note that LVM-based storage volumes have the following limitations:

- LVM-based storage pools do not provide the full flexibility of LVM.
- LVM-based storage pools are volume groups. You can create volume groups by using the **virsh** utility, but this way you can only have one device in the created volume group. To create a volume group with multiple devices, use the LVM utility instead, see [How to create a volume group in Linux with LVM](#) .
- LVM-based storage pools require a full disk partition. If you activate a new partition or device by using **virsh** commands, the partition will be formatted and all data will be erased. If you are using a host's existing volume group, as in the following procedure, nothing will be erased.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#) .
- The web console VM plugin [is installed on your system](#) .
- An LVM volume group exists on your host. For instructions on creating one, see [Creating an LVM volume group](#) .

Procedure

1. Log in to the RHEL 10 web console.
2. Create and set up a new directory-based storage pool, if you do not already have one.
 - a. Click **Storage Pools** at the top of the **Virtual Machines** interface. → **Create storage pool**.
 - b. In the **Create Storage Pool** dialog, enter a name for the storage pool.
 - c. In the **Type** drop-down menu, select **LVM volume group**.



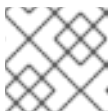
NOTE

If you do not see the **LVM volume group** option in the drop-down menu, then your hypervisor does not support disk-based storage pools.

- d. Enter the following information:
 - **Source volume group** – The name of the LVM volume group that you wish to use.
 - **Startup** – Whether or not the storage pool starts when the host boots.
 - e. Click **Create**.
The storage pool is created, the **Create Storage Pool** dialog closes, and the new storage pool appears in the list of storage pools.
3. Create a new storage volume based on an existing storage pool.

- a. In the **Storage Pools** window, click the storage pool from which you want to create a storage volume. → **Storage Volumes** → **Create volume**.
- b. Enter the following information in the **Create Storage Volume** dialog:
 - **Name** – The name of the storage volume.
 - **Size** – The size of the storage volume in MiB or GiB.
 - **Format** – The format of the storage volume. The supported types are **qcow2** and **raw**.
- c. Click **Create**.
4. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
5. Add the created storage volume as a disk to a VM.
 - a. In the **Virtual Machines** interface, click the VM for which you want to create and attach the new disk.

A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
 - b. Scroll to **Disks**.
 - c. In the *Disks* section, click **Add disk**.
 - d. In the *Add disks* dialog, select **Use existing**.
 - e. Select the storage pool and storage volume that you want to use for the disk.
 - f. Select whether or not the disk will be persistent

**NOTE**

Transient disks can only be added to VMs that are running.

- g. Optional: Click **Show additional options** and adjust the cache type, bus type, and disk identifier of the storage volume.
- h. Click **Add**.

Verification

- In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching LVM-based storage to your virtual machine by using the command line](#)

13.4.7. Attaching NFS-based storage to your virtual machine by using the command line

To provide network storage for a virtual machine (VM), you can use a storage volume based on a Network File System (NFS) server.

To attach NFS-based storage to a VM by using the command line, use one of the following methods:

- When creating a new VM, create and attach a new disk by using the **Storage** option in the **Create virtual machine** dialog. For detailed instructions, see [Creating virtual machines by using the web console](#).
- For an existing VM, create an NFS-based storage volume and attach it to the VM. For instructions, see the following procedure.

Prerequisites

- Ensure your hypervisor supports NFS-based storage pools:

```
# virsh pool-capabilities | grep "<value>nfs</value>"
```

If the command displays any output, NFS-based pools are supported.

- You must have an available NFS that you can use. For details, see [Mounting NFS shares](#)

Procedure

1. Create and set up a new NFS-based storage pool, if you do not already have one.
 - a. Define and create an NFS-type storage pool. For example, to create a storage pool named **guest_images_netfs** that uses an NFS server with IP **111.222.111.222** mounted on the server directory **/home/net_mount** by using the target directory **/var/lib/libvirt/images/nfspool**:

```
# virsh pool-define-as --name guest_images_netfs \
--type netfs --source-host='111.222.111.222' \
--source-path='/home/net_mount' --source-format='nfs' \
--target='/var/lib/libvirt/images/nfspool'
```

```
Pool guest_images_netfs defined
```

- b. Create a storage pool based on the configuration you previously defined.

```
# virsh pool-build guest_images_netfs
Pool guest_images_netfs built
```

- c. Optional: Verify that the pool was created.

```
# virsh pool-list --all
```

Name	State	Autostart
default	active	yes
guest_images_netfs	inactive	no

- d. Start the storage pool.

```
# virsh pool-start guest_images_netfs
Pool guest_images_netfs started
```

- e. Optional: Turn on autostart.

By default, a storage pool defined with **virsh** is not set to automatically start each time virtualization services start. Use the **virsh pool-autostart** command to configure the storage pool to autostart.

```
# virsh pool-autostart guest_images_netfs
Pool guest_images_netfs marked as autostarted
```

2. Create an NFS-based storage volume. For example, the following command creates a 20 GB **qcow2** volume named **vm-disk1** and based on the **guest_images_netfs** storage pool:

```
# virsh vol-create-as --pool guest_images_netfs --name vm-disk1 --capacity 20GB --format qcow2

Vol vm-disk1 created
```

3. Attach the storage volume as a virtual disk to a VM.

- a. Locate the storage volume that you created. To do so, examine the storage pool that the volume belongs to:

```
# virsh vol-list --pool guest_images_netfs --details
```

Name	Path	Type	Capacity	Allocation
vm-disk1	/var/lib/libvirt/images/nfspool/vm-disk1	file	20.00 GiB	196.00 KiB

- b. Find out which target devices are already used in the VM to which you want to attach the disk:

```
# virsh domblklist --details <vm-name> Type Device Target Source -----
----- file disk *vda /home/VirtualMachines/vm-name.qcow2
file cdrom vdb -
```

- c. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
- d. Attach the disk to a VM by using the **virsh attach-disk** command. Provide a target device that is not in use in the VM.
For example, the following command attaches the previously created **vm-disk1** as the **vdc** device to the **testguest1** VM:

```
# virsh attach-disk testguest1 /var/lib/libvirt/images/nfspool/vm-disk1 vdc --persistent
```

Verification

1. Inspect the XML configuration of the VM to which you attached the disk to see if the configuration is correct.

```
# virsh dumpxml testguest1
```

```

...
<disk type='file' device='disk'>
  <driver name='qemu' type='qcow2' discard='unmap'/>
  <source file='/var/lib/libvirt/images/nfspool/vm-disk1' index='1'/>
  <backingStore/>
  <target dev='vdc' bus='virtio'/>
  <alias name='virtio-disk2'/>
  <address type='drive' controller='0' bus='0' target='0' unit='0'/>
</disk>
...

```

2. In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching NFS-based storage to your virtual machine by using the web console](#)

13.4.8. Attaching NFS-based storage to your virtual machine by using the web console

To provide network storage for a virtual machine (VM), you can use a storage volume based on a Network File System (NFS) server.

To attach NFS-based storage to a VM by using the web console, use one of the following methods:

- When creating a new VM, create and attach a new disk by using the **Storage** option in the **Create virtual machine** dialog. For detailed instructions, see [Creating virtual machines by using the web console](#).
- For an existing VM, create an NFS-based storage volume and attach it to the VM. For instructions, see the following procedure.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. Create and set up a new NFS-based storage pool, if you do not already have one.
 - a. Click **Storage Pools** at the top of the **Virtual Machines** interface. → **Create storage pool**.
 - b. In the **Create Storage Pool** dialog, enter a name for the storage pool.
 - c. In the **Type** drop-down menu, select **Network file system**.

**NOTE**

If you do not see the **Network file system** option in the drop-down menu, then your hypervisor does not support NFS-based storage pools.

- d. Enter the following information:
 - **Target path** - The path specifying the target. This will be the path used for the storage pool.
 - **Host** - The hostname of the network server where the mount point is located. This can be a hostname or an IP address.
 - **Source path** - The directory used on the network server.
 - **Startup** - Whether or not the storage pool starts when the host boots.
- e. Click **Create**.

The storage pool is created, the **Create Storage Pool** dialog closes, and the new storage pool appears in the list of storage pools.
3. Create a new storage volume based on an existing storage pool.
 - a. In the **Storage Pools** window, click the storage pool from which you want to create a storage volume. → **Storage Volumes** → **Create volume**.
 - b. Enter the following information in the **Create Storage Volume** dialog:
 - **Name** - The name of the storage volume.
 - **Size** - The size of the storage volume in MiB or GiB.
 - **Format** - The format of the storage volume. The supported types are **qcow2** and **raw**.
 - c. Click **Create**.
4. Optional: Check the consistency of the disk, to avoid issues with data corruption or disk fragmentation. For instructions, see [Checking the consistency of a virtual disk](#).
5. Add the created storage volume as a disk to a VM.
 - a. In the **Virtual Machines** interface, click the VM for which you want to create and attach the new disk.

A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
 - b. Scroll to **Disks**.
 - c. In the *Disks* section, click **Add disk**.
 - d. In the *Add disks* dialog, select **Use existing**.
 - e. Select the storage pool and storage volume that you want to use for the disk.
 - f. Select whether or not the disk will be persistent

**NOTE**

Transient disks can only be added to VMs that are running.

- g. Optional: Click **Show additional options** and adjust the cache type, bus type, and disk identifier of the storage volume.
- h. Click **Add**.

Verification

- In the guest operating system of the VM, confirm that the disk image has become available as an un-formatted and un-allocated disk.

Additional resources

- [Attaching NFS-based storage to your virtual machine by using the command line](#)

13.5. CHECKING THE CONSISTENCY OF A VIRTUAL DISK

Before attaching a disk image to a virtual machine (VM), ensure that the disk image does not have problems, such as corruption or high fragmentation. To do so, you can use the **qemu-img check** command.

If needed, you can also use this command to attempt repairing the disk image.

Prerequisites

- Any virtual machines (VMs) that use the disk image must be shut down.

Procedure

1. Use the **qemu-img check** command on the image you want to test. For example:

```
# qemu-img check <test-name.qcow2>
```

```
No errors were found on the image.
```

```
327434/327680 = 99.92% allocated, 0.00% fragmented, 0.00% compressed clusters
```

```
Image end offset: 21478375424
```

If the check finds problems on the disk image, the output of the command looks similar to the following:

```
167 errors were found on the image.
```

```
Data may be corrupted, or further writes to the image may corrupt it.
```

```
453368 leaked clusters were found on the image.
```

```
This means waste of disk space, but no harm to data.
```

```
259 internal errors have occurred during the check.
```

```
Image end offset: 21478375424
```

2. To attempt repairing the detected issues, use the **qemu-img check** command with the **-r all** option. Note, however, that this might fix only some of the problems.

**WARNING**

Repairing the disk image can cause data corruption or other issues. Back up the disk image before attempting the repair.

```
# qemu-img check -r all <test-name.qcow2>

[...]
122 errors were found on the image.
Data may be corrupted, or further writes to the image may corrupt it.

250 internal errors have occurred during the check.
Image end offset: 27071414272
```

This output indicates the number of problems found on the disk image after the repair.

3. If further disk image repairs are required, you can use various **libguestfs** tools in the [guestfish shell](#).

13.6. RESIZING A VIRTUAL DISK

If an existing disk image requires additional space, you can use the **qemu-img resize** utility to change the size of the image to fit your use case.

Prerequisites

- You have created a backup of the disk image.
- Any virtual machines (VMs) that use the disk image must be shutdown.

**WARNING**

Resizing the disk image of a running VM can cause data corruption or other issues.

- The hard disk of the host has sufficient free space for the intended disk image size.
- **Optional:** You have ensured that the disk image does not have data corruption or similar problems. For instructions, see [Checking the consistency of a virtual disk](#).

Procedure

1. Determine the location of the disk image file for the VM you want to resize. For example:

```
# virsh domblklist <vm-name>

Target Source
-----
vda     /home/username/disk-images/example-image.qcow2
```

2. **Optional:** Back up the current disk image.

```
# cp <example-image.qcow2> <example-image-backup.qcow2>
```

3. Use the **qemu-img resize** utility to resize the image.
For example, to increase the *<example-image.qcow2>* size by 10 gigabytes:

```
# qemu-img resize <example-image.qcow2> +10G
```

4. Resize the file system, partitions, or physical volumes inside the disk image to use the additional space. To do so in a RHEL guest operating system, use the instructions in [Managing storage devices](#) and [Managing file systems](#).

Verification

1. Display information about the resized image and see if it has the intended size:

```
# qemu-img info <converted-image.qcow2>

image: converted-image.qcow2
file format: qcow2
virtual size: 30 GiB (32212254720 bytes)
disk size: 196 KiB
cluster_size: 65536
Format specific information:
  compat: 1.1
  compression type: zlib
  lazy refcounts: false
  refcount bits: 16
  corrupt: false
  extended l2: false
```

2. Check the resized disk image for potential errors. For instructions, see [Checking the consistency of a virtual disk](#).

Additional resources

- [Managing storage devices](#)
- [Managing file systems](#)

13.7. CONVERTING BETWEEN VIRTUAL DISK FORMATS

You can convert the virtual disk image to a different format by using the **qemu-img convert** command. For example, converting between virtual disk image formats might be necessary if you want to attach the disk image to a virtual machine (VM) running on a different hypervisor.

Prerequisites

- Any virtual machines (VMs) that use the disk image must be shut down.
- The source disk image format must be supported for conversion by QEMU. For a detailed list, see [Supported disk image formats](#).

Procedure

- Use the **qemu-img convert** command to convert an existing virtual disk image to a different format. For example, to convert a *raw* disk image to a *QCOW2* disk image:

```
# qemu-img convert -f raw <original-image.img> -O qcow2 <converted-image.qcow2>
```

Verification

1. Display information about the converted image and see if it has the intended format and size.

```
# qemu-img info <converted-image.qcow2>

image: converted-image.qcow2
file format: qcow2
virtual size: 30 GiB (32212254720 bytes)
disk size: 196 KiB
cluster_size: 65536
Format specific information:
  compat: 1.1
  compression type: zlib
  lazy refcounts: false
  refcount bits: 16
  corrupt: false
  extended l2: false
```

2. Check the disk image for potential errors. for instructions, see [Checking the consistency of a virtual disk](#).

Additional resources

- [Checking the consistency of a virtual disk](#)
- [Supported disk image formats](#)

13.8. REMOVING VIRTUAL MACHINE STORAGE BY USING THE COMMAND LINE

If you no longer require a virtual disk attached to a virtual machine (VM), or if you want to free up host storage resources, you can use the command line to do any of the following:

- Detach the virtual disk from the VM.

- Delete the virtual disk and its content.
- Deactivate the storage pool related to the virtual disk.
- Delete the storage pool related to the virtual disk.

Procedure

1. To detach a virtual disk from a VM, use the **virsh detach-disk** command.
 - a. Optional: List all storage devices attached to the VM:

```
# *virsh domblklist --details <vm-name>

Type Device Target Source
-----
file disk hda /home/VirtualMachines/vm-name.qcow2
file cdrom hdb -
file disk vdc /home/VirtualMachines/test-disk2.qcow2
```

- b. Use the **target** parameter to detach the disk. For example, to detach the disk connected to as **vdc** to the **testguest** VM, use the following command:

```
# virsh detach-disk testguest vdc --persistent
```

2. To delete the disk, do one of the following:
 - a. If the disk is managed as a storage volume, use the **virsh vol-delete** command. For example, to delete volume **test-disk2** associated with storage pool **RHEL-storage-pool**:

```
# virsh vol-delete --pool RHEL-storage-pool test-disk2
```

- b. If the disk is purely file-based, remove the file.

```
# rm /home/VirtualMachines/test-disk2.qcow2
```

3. To deactivate a storage pool, use the **virsh pool-destroy** command.

When you deactivate a storage pool, no new volumes can be created in that pool. However, any VMs that have volumes in that pool will continue to run. This is useful, for example, if you want to limit the number of volumes that can be created in a pool to increase system performance.

```
# virsh pool-destroy RHEL-storage-pool

Pool RHEL-storage-pool destroyed
```

4. To completely remove a storage pool, delete its definition by using the **virsh pool-undefine** command.

```
# virsh pool-undefine RHEL-storage-pool

Pool RHEL-storage-pool has been undefined
```

Verification

- To confirm that your changes to VM storage have been successful, inspect the current state of virtual storage on your host.
For instructions, see [Viewing virtual machine storage information by using the command line](#) .

Additional resources

- [Removing virtual machine storage by using the web console](#)

13.9. REMOVING VIRTUAL MACHINE STORAGE BY USING THE WEB CONSOLE


If you no longer require a virtual disk attached to a virtual machine (VM), or if you want to free up host storage resources, you can use the web console to do any of the following:

- Detach the virtual disk from the VM.
- Delete the virtual disk and its content.
- Deactivate the storage pool related to the virtual disk.
- Delete the storage pool related to the virtual disk.


Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#) .
- The web console VM plugin [is installed on your system](#) .

Procedure

1. To detach a virtual disk from a VM, use the following steps:
 - a. In the **Virtual Machines** interface, click the VM from which you want to detach a disk.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
 - b. Scroll to **Disks**.
The Disks section displays information about the disks assigned to the VM, as well as options to **Add** or **Edit** disks.
 - c. On the right side of the row for the disk that you want to detach, click the Menu button  .
 - d. In the drop-down menu that appears, click the **Remove** button.
A **Remove disk from VM?** confirmation dialog box appears.
 - e. In the confirmation dialog box, click **Remove**. Optionally, if you also want to remove the disk image, click **Remove and delete file**.
The virtual disk is detached from the VM.
2. To delete the disk, do one of the following:
 - a. If the disk is managed as a storage volume, click **Storage Pools** at the top of the Virtual Machines tab. → Click the name of the storage pool that contains the disk. → Click **Storage Volumes**. → Select the storage volume you want to remove. → Click **Delete 1 Volume**.

```
# virsh vol-delete --pool RHEL-storage-pool test-disk2
```

- b. If the disk is a file not managed as a storage volume (for example if it was created by **qemu-img**), you must use a graphical file manager or the command line to delete it. The RHEL web console currently does not support deleting individual files.
3. To deactivate a storage pool, use the following steps.
When you deactivate a storage pool, no new volumes can be created in that pool. However, any VMs that have volumes in that pool will continue to run. This is useful, for example, if you want to limit the number of volumes that can be created in a pool to increase system performance.
 - a. Click **Storage Pools** at the top of the Virtual Machines tab. The Storage Pools window appears, showing a list of configured storage pools.
 - b. Click **Deactivate** on the storage pool row.
The storage pool is deactivated.
4. To completely remove a storage pool, use the following steps:
 - a. Click **Storage Pools** on the **Virtual Machines** tab.
The **Storage Pools** window appears, showing a list of configured storage pools.
 - b. Click the Menu button  of the storage pool you want to delete and click **Delete**.
A confirmation dialog appears.
 - c. Optional: To delete the storage volumes inside the pool, select the corresponding check boxes in the dialog.
 - d. Click **Delete**.
The storage pool is deleted. If you selected the checkbox in the previous step, the associated storage volumes are deleted as well.

Verification

- To confirm that your changes to VM storage have been successful, inspect the current state of virtual storage on your host.
For instructions, see [Viewing virtual machine storage information by using the web console](#).

Additional resources

- [Removing virtual machine storage by using the command line](#)

13.10. SUPPORTED DISK IMAGE FORMATS

To run a virtual machine (VM) on RHEL, you must use a disk image with a supported format. You can also convert certain unsupported disk images to a supported format.

Supported disk image formats for VMs

You can use disk images that use the following formats to run VMs in RHEL:

- **qcow2** - Provides certain additional features, such as compression.
- **raw** - Might provide better performance.

- **luks** - Disk images encrypted by using the Linux Unified Key Setup (LUKS) specification.

Supported disk image formats for conversion

- If required, you can convert your disk images between the **raw** and **qcow2** formats [by using the `qemu-img convert` command](#).
- If you require converting a **vmdk** disk image to a **raw** or **qcow2** format, convert the VM that uses the disk to KVM [by using the `virt-v2v` utility](#).
- To convert other disk image formats to **raw** or **qcow2**, you can use [the `qemu-img convert` command](#). For a list of formats that work with this command, see [the QEMU documentation](#). Note that in most cases, converting the disk image format of a non-KVM virtual machine to **qcow2** or **raw** is not sufficient for the VM to correctly run on RHEL KVM. In addition to converting the disk image, corresponding drivers must be installed and configured in the guest operating system of the VM. For supported hypervisor conversion, use the **virt-v2v** utility.

Additional resources

- [Converting virtual machines from other hypervisors to KVM with virt-v2v in RHEL 7, RHEL 8, and RHEL 9](#)
- [Converting between virtual disk image formats](#)

CHAPTER 14. SAVING AND RESTORING VIRTUAL MACHINE STATE BY USING SNAPSHOTS

To save the current state of a virtual machine (VM), you can create a *snapshot* of the VM. Afterwards, you can revert to the snapshot to return the VM to the saved state.

A VM snapshot contains the disk image of the VM. If you create a snapshot from a running VM, also known as a *live snapshot*, the snapshot also contains the memory state of the VM, which includes running processes and applications.

Creating snapshots can be useful, for example, for the following tasks:

- Saving a clean state of the guest operating system
- Ensuring that you have a restore point before performing a potentially destructive operation on the VM

To create a VM snapshot or revert to one, you can use the command line (CLI) or the RHEL web console.

14.1. SUPPORT LIMITATIONS FOR VIRTUAL MACHINE SNAPSHOTS

Red Hat supports the snapshot functionality for virtual machines (VMs) on RHEL only when you use **external** snapshots. Currently, you can create external snapshots on RHEL only when all of the following requirements are met:

- The VM is using file-based storage.
- You create the VM snapshot only in one of the following scenarios:
 - The VM is shut-down.
 - If the VM is running, you use the **--disk-only --quiesce** options or the **--live --memspec** options.



WARNING

Most other configurations create **internal** snapshots, which are deprecated in RHEL 10. Internal snapshots might work for your use case, but Red Hat does not provide full testing and support for them.

Do not use internal snapshots in production environments.

To ensure that a snapshot is supported, display the XML configuration of the snapshot and check the snapshot type and storage:

```
# virsh snapshot-dumpxml <vm-name> <snapshot-name>
```

- Example output of a supported snapshot:

■

```
<domainsnapshot>
  <name>sample-snapshot-name-1</name>
  <state>shutoff</state>
  <creationTime>1706658764</creationTime>
  <memory snapshot='no'/>
  <disks>
    <disk name='vda' snapshot='external' type='file'>
      <driver type='qcow2'/>
      <source file='/var/lib/libvirt/images/vm-name.sample-snapshot-name-1'/>
    </disk>
  </disks>
  <domain type='kvm'>
  [...]
```

- Example output of an unsupported snapshot:

```
<domainsnapshot>
  <name>sample-snapshot-name-2</name>
  <state>running</state>
  <creationTime>1653396424</creationTime>
  <memory snapshot='internal'/>
  <disks>
    <disk name='vda' snapshot='internal'/>
    <disk name='sda' snapshot='no'/>
  </disks>
  <domain type='kvm'>
  [...]
```

14.2. CREATING VIRTUAL MACHINE SNAPSHOTS BY USING THE COMMAND LINE

To save the state of a virtual machine (VM) in a snapshot, you can use the **virsh snapshot-create-as** command.

Prerequisites

- The VM uses file-based storage. To check whether this is the case, use the following command and ensure that for the **disk** device, it displays **disk type** as **file**:

```
# virsh dumpxml <vm-name> | grep "disk type"
  <disk type='file' device='disk'>
  <disk type='file' device='cdrom'>
```

- If you want to create a VM snapshot that includes the memory of a running VM, you must have sufficient disk space to store the memory of the VM.
 - The minimum recommended space for saving the memory of a VM is equal to the VM's assigned RAM. For example, saving the memory of a VM with 32 GB RAM requires up to 32 GB of disk space.
 - If the VM is under heavy I/O load, significant additional disk space might be required.
 - If the VM has assigned VFIO passthrough devices, additional disk space might be required.

- If a snapshot is created without pausing the VM, additional disk space might be required.



IMPORTANT

Red Hat recommends not saving the memory of a running VMs that is under very high workload or that uses VFIO passthrough devices. Saving the memory of such VMs might fill up the host disk and degrade the system. Instead, consider creating snapshots without memory for such VMs.

In addition, note that not all VFIO devices are capable of creating snapshot with memory. Currently, creating a snapshot with memory works correctly only in the following situations:

- The attached VFIO device is a Mellanox VF with the migration capability enabled.
- The attached VFIO device is an NVIDIA vGPU with the migration capability enabled.

Procedure

- To create a VM snapshot with the required parameters, use the **virsh snapshot-create-as** command.

```
# virsh snapshot-create-as <vm-name> <snapshot-name> <optional-description>
<additional-parameters>
```

- To create a snapshot of a shut-down VM, use the **--disk-only** parameter. For example, the following command creates **Snapshot1** from the current disk-state of the shut-down **Testquest1** VM:

```
# virsh snapshot-create-as Testquest1 Snapshot1 --disk-only
```

Domain snapshot Snapshot1 created.

- To create a snapshot that saves the disk-state of a running VM but not its memory, use the **-disk-only --quiesce** parameters. For example, the following command creates **Snapshot2** from the current disk state of the running **Testquest2** VM, with the description **clean system install**:

```
# virsh snapshot-create-as Testquest2 Snapshot2 "clean system install" --disk-only --quiesce
```

Domain snapshot Snapshot2 created.

- To create a snapshot that pauses a running VM and saves its disk-state and memory, use the **--memspec** parameter. For example, the following command pauses the **Testquest3** VM and creates **Snapshot3** from the current disk and memory state of the VM. The VM memory is saved in the **/var/lib/libvirt/images/saved_memory.img** file. When the snapshot is complete, the VM automatically resumes operation.

```
# virsh snapshot-create-as Testquest3 Snapshot3 --memspec
/var/lib/libvirt/images/saved_memory.img
```

Domain snapshot Snapshot3 created.

Pausing the VM during the snapshot process creates downtime, but might work more reliably than creating a live snapshot of a running VM (by using the **--live** option), especially for VMs under a heavy load.

- To create a snapshot that saves the disk-state of a running VM as well as its live memory, use the **--live --memspec** parameters. For example, the following command creates **Snapshot4** from the current disk and memory state of the running **Testguest4** VM, and saves the memory state in the **/var/lib/libvirt/images/saved_memory2.img** file.

```
# virsh snapshot-create-as Testguest4 Snapshot4 --live --memspec
/var/lib/libvirt/images/saved_memory2.img
```

Domain snapshot Snapshot4 created.



WARNING

Saving the memory of a VM in a snapshot saves the state of the running processes in the guest operating system of the VM. However, when you revert to such a snapshot, the processes might fail due to a variety of factors, such as loss of network connectivity or unsynchronized system time.

Verification

1. List the snapshots associated with the specified VM:

```
# virsh snapshot-list <Testguest1>
```

Name	Creation Time	State
Snapshot1	2024-01-30 18:34:58 +0100	shutoff

2. Verify that the snapshot has been created as *external*:

```
# virsh snapshot-dumpxml <Testguest1> <Snapshot1> | grep external
```

```
<disk name='vda' snapshot='external' type='file'>
```

If the output of this command includes **snapshot='external'**, the snapshot is external and therefore fully supported by Red Hat.

Next steps

- [Reverting to a VM snapshot by using the CLI](#)
- [Reverting to a VM snapshot by using the web console](#)

Additional resources

- [Upstream libvirt information on snapshot metadata](#)

14.3. CREATING VIRTUAL MACHINE SNAPSHOTS BY USING THE WEB CONSOLE

To save the state of a virtual machine (VM) in a snapshot, you can use the RHEL web console.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- The VM uses file-based storage. To ensure that this is the case, perform the following steps:
 - a. In the **Virtual machines** interface of the web console, click the VM of which you want to create a snapshot.
 - b. In the **Disks** pane of the management overview, check the **Source** column of the listed devices. In all devices that list a source, this source must be **File**.

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual machines** interface of the web console, click the VM of which you want to create a snapshot.
A management overview of the VM opens.
3. In the **Snapshots** pane of the management overview, click the **Create snapshot** button.
4. Enter a name for the snapshot, and optionally a description.
5. Click **Create**.

Verification

1. To ensure that creating the snapshot has succeeded, check that the snapshot is now listed in the **Snapshots** pane of the VM.
2. Verify that the snapshot has been created as *external*. To do so, use the following command on the command line of the host:

```
# virsh snapshot-dumpxml <Testquest1> <Snapshot1> | grep external

<disk name='vda' snapshot='external' type='file'>
```

If the output of this command includes **snapshot='external'**, the snapshot is external and therefore supported by Red Hat.

Next steps

- [Reverting to a VM snapshot by using the web console](#)
- [Reverting to a VM snapshot by using the command line](#)

14.4. REVERTING TO A VIRTUAL MACHINE SNAPSHOT BY USING THE COMMAND LINE

To return a virtual machine (VM) to the state saved in a snapshot, you can use the command-line-interface (CLI).

Prerequisites

- A snapshot of the VM is available, which you have previously created [in the web console](#) or by [using the command line](#).
- Optional: You have created a snapshot of the current state of the VM. If you revert to a previous snapshot without saving the current state, changes performed on the VM since the last snapshot will be lost.

Procedure

- Use the **virsh snapshot-revert** utility and specify the name of the VM and the name of the snapshot to which you want to revert. For example, the following command reverts the **Testguest2** VM to the **clean-install** snapshot.

```
# virsh snapshot-revert Testguest2 clean-install
Domain snapshot clean-install reverted
```

Verification

- Display the currently active snapshot for the reverted VM:

```
# virsh snapshot-current Testguest2 --name
clean-install
```

14.5. REVERTING TO A VIRTUAL MACHINE SNAPSHOT BY USING THE WEB CONSOLE

To return a virtual machine (VM) to the state saved in a snapshot, you can use the RHEL web console.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- A snapshot of the VM is available, which you have previously created [in the web console](#) or by [using the command line](#).

- Optional: You have created a snapshot of the current state of the VM. If you revert to a previous snapshot without saving the current state, changes performed on the VM since the last snapshot will be lost.

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual machines** interface of the web console, click the VM whose state you want to revert.
A management overview of the VM opens.
3. In the **Snapshots** pane of the management overview, click the **Revert** button next to the snapshot to which you want to revert.
4. Wait until the revert operation finishes. Depending on the size of the snapshot and how different it is from the current state, this might take up to several minutes.

Verification

- In the **Snapshots** pane, if a green check symbol now displays on the left side of the selected snapshot, you have successfully reverted to it.

14.6. DELETING VIRTUAL MACHINE SNAPSHOTS BY USING THE COMMAND LINE

When a virtual machine (VM) snapshot is no longer useful for you, you can delete it on the command line to free up the disk space that it uses.

Prerequisites

- Optional: A child snapshot exists for the snapshot you want to delete.
A child snapshot is created automatically when you have an active snapshot and create a new snapshot. If you delete a snapshot that does not have any children, you will lose any changes saved in the snapshot after it was created from its parent snapshot.

To view the parent-child structure of snapshots in a VM, use the **virsh snapshot-list --tree** command. The following example shows **Latest-snapshot** as a child of **Redundant-snapshot**.

```
# virsh snapshot-list --tree <vm-name>

Clean-install-snapshot
|
+- Redundant-snapshot
|
+- Latest-snapshot
```

Procedure

- Use the **virsh snapshot-delete** command to delete the snapshot. For example, the following command deletes **Redundant-snapshot** from the **Testguest1** VM:

```
# virsh snapshot-delete Testguest1 Redundant-snapshot
```

Domain snapshot Redundant-snapshot deleted

Verification

- To ensure that the snapshot that you deleted is no longer present, display the existing snapshots of the impacted VM and their parent-child structure:

```
# virsh snapshot-list --tree <Testquest1>
```

```
Clean-install-snapshot
```

```
|
```

```
+-- Latest-snapshot
```

In this example, **Redundant-snapshot** has been deleted and **Latest-snapshot** has become the child of **Clean-install-snapshot**.

14.7. DELETING VIRTUAL MACHINE SNAPSHOTS BY USING THE WEB CONSOLE

When a virtual machine (VM) snapshot is no longer useful for you, you can delete it in the web console to free up the disk space that it uses.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- Optional: A child snapshot exists for the snapshot you want to delete.
A child snapshot is created automatically when you have an active snapshot and create a new snapshot. If you delete a snapshot that does not have any children, you will lose any changes saved in the snapshot after it was created from its parent snapshot.

To check that the snapshot has a child, confirm that the snapshot is listed in the **Parent snapshot** column of the **Snapshots** in the web console overview of the VM.

Procedure

1. In the **Virtual machines** interface of the web console, click the VM whose snapshot you want to delete.
A management overview of the VM opens.
2. In the **Snapshots** pane of the management overview, click the **Delete** button next to the snapshot that you want to delete.
3. Wait until the delete operation finishes. Depending on the size of the snapshot, this might take up to several minutes.

Verification

- If the snapshot no longer appears in the **Snapshots** pane, it has been deleted successfully.

CHAPTER 15. ATTACHING HOST DEVICES TO VIRTUAL MACHINES

You can expand the functionality of a virtual machine (VM) by attaching a host device to the VM. When attaching a host device to the VM, a *virtual device* is used for this purpose, which is a software abstraction of the hardware device.

15.1. HOW VIRTUAL DEVICES WORK

Just like physical machines, virtual machines (VMs) require specialized devices to provide functions to the system, such as processing power, memory, storage, networking, or graphics. Physical systems usually use hardware devices for these purposes. However, because VMs work as software processes, they need to use software abstractions of such devices instead, referred to as *virtual devices*.

The basics of virtual devices

Virtual devices attached to a VM can be configured when [creating the VM](#), and can also be managed on an existing VM. Generally, virtual devices can be attached or detached from a VM only when the VM is shut off, but some can be added or removed when the VM is running. This feature is referred to as device *hot plug* and *hot unplug*.

When creating a new VM, **libvirt** automatically creates and configures a default set of essential virtual devices, unless specified otherwise by the user. These are based on the host system architecture and machine type, and usually include:

- the CPU
- memory
- a keyboard
- a network interface controller (NIC)
- various device controllers
- a video card
- a sound card

To manage virtual devices after the VM is created, use the command line (CLI). However, to manage [virtual storage devices](#) and [network interfaces](#), you can also use the RHEL 10 web console.

Performance or flexibility

For some types of devices, RHEL 10 supports multiple implementations, often with a trade-off between performance and flexibility.

For example, the physical storage used for virtual disks can be represented by files in various formats, such as **qcow2** or **raw**, and presented to the VM by using a variety of controllers:

- an emulated controller
- **virtio-scsi**
- **virtio-blk**

An emulated controller is slower than a **virtio** controller, because **virtio** devices are designed specifically for virtualization purposes. However, emulated controllers make it possible to run operating systems that have no drivers for **virtio** devices. Similarly, **virtio-scsi** offers a more complete support for SCSI commands, and makes it possible to attach a larger number of disks to the VM. Finally, **virtio-blk** provides better performance than both **virtio-scsi** and emulated controllers, but a more limited range of use cases. For example, attaching a physical disk as a LUN device to a VM is not possible when using **virtio-blk**.

For more information about types of virtual devices, see [Types of virtual devices](#).

Additional resources

- [Managing storage for virtual machines](#)
- [Using the web console for managing virtual machine network interfaces](#)
- [Managing NVIDIA vGPU devices](#)

15.2. TYPES OF VIRTUAL DEVICES

Virtualization in RHEL 10 can present several distinct types of virtual devices that you can attach to virtual machines (VMs):

Emulated devices

Emulated devices are software implementations of widely used physical devices. Drivers designed for physical devices are also compatible with emulated devices. Therefore, emulated devices can be used very flexibly.

However, because they need to faithfully emulate a particular type of hardware, emulated devices might suffer a significant performance loss compared with the corresponding physical devices or more optimized virtual devices.

The following types of emulated devices are supported:

- Virtual CPUs (vCPUs), with a large choice of CPU models available. The performance impact of emulation depends significantly on the differences between the host CPU and the emulated vCPU.
- Emulated system components, such as PCI bus controllers.
- Emulated storage controllers, such as SATA, SCSI or even IDE.
- Emulated sound devices, such as ICH9, ICH6 or AC97.
- Emulated graphics cards, such as VGA cards.
- Emulated network devices, such as rtl8139.

Paravirtualized devices

Paravirtualization provides a fast and efficient method for exposing virtual devices to VMs. Paravirtualized devices expose interfaces that are designed specifically for use in VMs, and thus significantly increase device performance. RHEL 10 provides paravirtualized devices to VMs by using the *virtio* API as a layer between the hypervisor and the VM. The drawback of this approach is that it requires a specific device driver in the guest operating system.

It is recommended to use paravirtualized devices instead of emulated devices for VM whenever possible, notably if they are running I/O intensive applications. Paravirtualized devices decrease I/O

latency and increase I/O throughput, in some cases bringing them very close to bare metal performance. Other paravirtualized devices also add functionality to VMs that is not otherwise available.

The following types of paravirtualized devices are supported:

- The paravirtualized network device (**virtio-net**).
- Paravirtualized storage controllers:
 - **virtio-blk** – provides block device emulation.
 - **virtio-scsi** – provides more complete SCSI emulation.
- The paravirtualized clock.
- The paravirtualized serial device (**virtio-serial**).
- The balloon device (**virtio-balloon**), used to dynamically distribute memory between a VM and its host.
- The paravirtualized random number generator (**virtio-rng**).

Physically shared devices

Certain hardware platforms enable VMs to directly access various hardware devices and components. This process is known as *device assignment* or *passthrough*.

When attached in this way, some aspects of the physical device are directly available to the VM as they would be to a physical machine. This provides superior performance for the device when used in the VM. However, devices physically attached to a VM become unavailable to the host, and also cannot be migrated.

Nevertheless, some devices can be *shared* across multiple VMs. For example, in certain cases a single physical device can provide multiple *mediated devices*, which can then be assigned to distinct VMs.

The following types of passthrough devices are supported:

- USB, PCI, and SCSI passthrough – expose common industry standard buses directly to VMs to make their specific features available to guest software.
- Single-root I/O virtualization (SR-IOV) – a specification that enables hardware-enforced isolation of PCI Express resources. This makes it safe and efficient to partition a single physical PCI resource into virtual PCI functions. It is commonly used for network interface cards (NICs).
- N_Port ID virtualization (NPIV) – a Fibre Channel technology to share a single physical host bus adapter (HBA) with multiple virtual ports.
- GPUs and vGPUs – accelerators for specific kinds of graphic or compute workloads. Some GPUs can be attached directly to a VM, while certain types also offer the ability to create virtual GPUs (vGPUs) that share the underlying physical hardware.



NOTE

Some devices of these types might be unsupported or not compatible with RHEL. If you require assistance with setting up virtual devices, consult Red Hat support.

15.3. ATTACHING USB DEVICES TO VIRTUAL MACHINES BY USING THE COMMAND LINE

When using a virtual machine (VM), you can access and control a USB device, such as a flash drive or a web camera, that is attached to the host system. In this scenario, the host system passes control of the device to the VM. This is also known as a USB-passthrough.

To attach a USB device to a VM, you can include the USB device information in the XML configuration file of the VM.

Prerequisites

- Ensure the device you want to pass through to the VM is attached to the host.

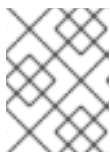
Procedure

1. Locate the bus and device values of the USB that you want to attach to the VM.
For example, the following command displays a list of USB devices attached to the host. The device we will use in this example is attached on bus 001 as device 005.

```
# lsusb
[...]
Bus 001 Device 003: ID 2567:0a2b Intel Corp.
Bus 001 Device 005: ID 0407:6252 Kingston River 2.0
[...]
```

2. Use the **virt-xml** utility along with the **--add-device** argument.
For example, the following command attaches a USB flash drive to the **example-VM-1** VM.

```
# virt-xml example-VM-1 --add-device --hostdev 001.005
Domain 'example-VM-1' defined successfully.
```



NOTE

To attach a USB device to a running VM, add the **--update** argument to the command.

Verification

1. Use the **virsh dumpxml** command to see if the device's XML definition has been added to the `<devices>` section in the VM's XML configuration file.

```
# virsh dumpxml example-VM-1
[...]
<hostdev mode='subsystem' type='usb' managed='yes'>
  <source>
    <vendor id='0x0407'>
    <product id='0x6252'>
    <address bus='1' device='5'>
  </source>
  <alias name='hostdev0'>
```

```
<address type='usb' bus='0' port='3'/>
</hostdev>
[...]
```

2. Run the VM and test if the device is present and works as expected.

15.4. ATTACHING PCI DEVICES TO VIRTUAL MACHINES BY USING THE COMMAND LINE

When using a virtual machine (VM), you can access and control a PCI device, such as a storage or network controller, that is attached to the host system. In this scenario, the host system passes control of the device to the VM. This is also known as a PCI device assignment, or PCI passthrough.

To use a PCI hardware device attached to your host in a virtual machine (VM), you can detach the device from the host and assign it to the VM.



NOTE

This procedure describes generic PCI device assignment. For instructions on assigning specific types of PCI devices, see the relevant procedures:

- [Attaching SR-IOV network devices to virtual machines](#)
- [Assigning a GPU to a virtual machine](#)

Prerequisites

- If your host is using the IBM Z architecture, the **vfio** kernel modules must be loaded on the host. To verify, use the following command:

```
# lsmod | grep vfio
```

The output must contain the following modules:

- **vfio_pci**
- **vfio_pci_core**
- **vfio_iommu_type1**

Procedure

1. Obtain the PCI address identifier of the device that you want to use. For example, if you want to use a NVME disk attached to the host, the following output shows it as device **0000:65:00.0**.

```
# lspci -nkD

0000:00:00.0 0600: 8086:a708 (rev 01)
Subsystem: 17aa:230e
Kernel driver in use: igen6_edac
Kernel modules: igen6_edac
0000:00:02.0 0300: 8086:a7a1 (rev 04)
Subsystem: 17aa:230e
Kernel driver in use: i915
```

```

Kernel modules: i915, xe
0000:00:04.0 1180: 8086:a71d (rev 01)
Subsystem: 17aa:230e
Kernel driver in use: thermal_pci
Kernel modules: processor_thermal_device_pci
0000:00:05.0 0604: 8086:a74d (rev 01)
Subsystem: 17aa:230e
Kernel driver in use: pcieport
0000:00:07.0 0604: 8086:a76e (rev 01)
Subsystem: 17aa:230e
Kernel driver in use: pcieport
0000:65:00.0 0108: 144d:a822 (rev 01)
DeviceName: PCIe SSD in Slot 0 Bay 2
Subsystem: 1028:1fd9
Kernel driver in use: nvme
Kernel modules: nvme
0000:6a:00.0 0108: 1179:0110 (rev 01)
DeviceName: PCIe SSD in Slot 11 Bay 2
Subsystem: 1028:1ffb
Kernel driver in use: nvme
Kernel modules: nvme

```

- Open the XML configuration of the VM to which you want to attach the PCI device.

```
# virsh edit vm-name
```

- Add the following **<hostdev>** configuration to the **<devices>** section of the XML file. Replace the values on the **address** line with the PCI address of your device. Optionally, to change the PCI address that the device will use in the VM, you can configure a different address on the **<address type="pci">** line.

For example, if the device address on the host is **0000:65:00.0**, and you want it to use **0000:02:00.0** in the guest, use the following configuration:

```

<hostdev mode="subsystem" type="pci" managed="yes">
  <driver name="vfiio"/>
  <source>
    <address domain="0x0000" bus="0x65" slot="0x00" function="0x0"/>
  </source>
  <address type="pci" domain='0x0000' bus='0x02' slot='0x00' function='0x0'/>
</hostdev>

```

- Optional: On IBM Z hosts, you can modify how the guest operating system will detect the PCI device. To do this, add a **<zpci>** sub-element to the **<address>** element. In the **<zpci>** line, you can adjust the **uid** and **fid** values, which modifies the PCI address and function ID of the device in the guest operating system.

```

<hostdev mode="subsystem" type="pci" managed="yes">
  <driver name="vfiio"/>
  <source>
    <address domain="0x0000" bus="0x65" slot="0x00" function="0x0"/>
  </source>
  <address type="pci" domain='0x0000' bus='0x02' slot='0x00' function='0x0'>

```

```
<zpci uid="0x0008" fid="0x001807"/>
</address>
</hostdev>
```

In this example:

- **uid="0x0008"** sets the domain PCI address of the device in the VM to **0008:00:00.0**.
- **fid="0x001807"** sets the slot value of the device to **0x001807**. As a result, the device configuration in the file system of the VM is saved to **/sys/bus/pci/slots/00001087/address**.
If these values are not specified, **libvirt** configures them automatically.

5. Save the XML configuration.
6. If the VM is running, shut it down.

```
# virsh shutdown vm-name
```

Verification

1. Start the VM and log in to its guest operating system.
2. In the guest operating system, confirm that the PCI device is listed.
For example, if you configured guest device address as **0000:02:00.0**, use the following command in PowerShell:

```
# Get-PnpDevice -PresentOnly | % { $loc=(Get-PnpDeviceProperty -InstanceId $.InstanceId
-KeyName 'DEVPKEY_Device_LocationInfo' -EA SilentlyContinue).Data; if($loc -eq 'PCI bus
2, device 0, function 0'){ $ | Select Status,Class,FriendlyName,InstanceId,@{n='Location';e=
{$loc}} } }
```

```
Status      : OK
Class       : System
FriendlyName : Intel(R) 100 Series/C230 Series Chipset Family PCI Express Root Port #1 -
A110
InstanceId  :
PCI\VEN_8086&DEV_A110&SUBSYS_86941043&REV_F1\3&11583659&0&00
Location    : PCI bus 2, device 0, function 0
```

Additional resources

- [Attaching SR-IOV network devices to virtual machines](#)
- [Assigning a GPU to a virtual machine](#)
- [Attaching devices to virtual machines by using the web console](#)

15.5. ATTACHING HOST DEVICES TO VIRTUAL MACHINES BY USING THE WEB CONSOLE

To add specific functionalities to your virtual machine (VM), you can use the web console to attach host devices to the VM.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- If you are attaching PCI devices, ensure that the status of the **managed** attribute of the **hostdev** element is set to **yes**.



NOTE

When attaching PCI devices to your VM, do not omit the **managed** attribute of the **hostdev** element, or set it to **no**. If you do so, PCI devices cannot automatically detach from the host when you pass them to the VM. They also cannot automatically reattach to the host when you turn off the VM.

As a consequence, the host might become unresponsive or shut down unexpectedly.

You can find the status of the **managed** attribute in your VM's XML configuration. The following example opens the XML configuration of the **example-VM-1** VM.

```
# virsh edit example-VM-1
```

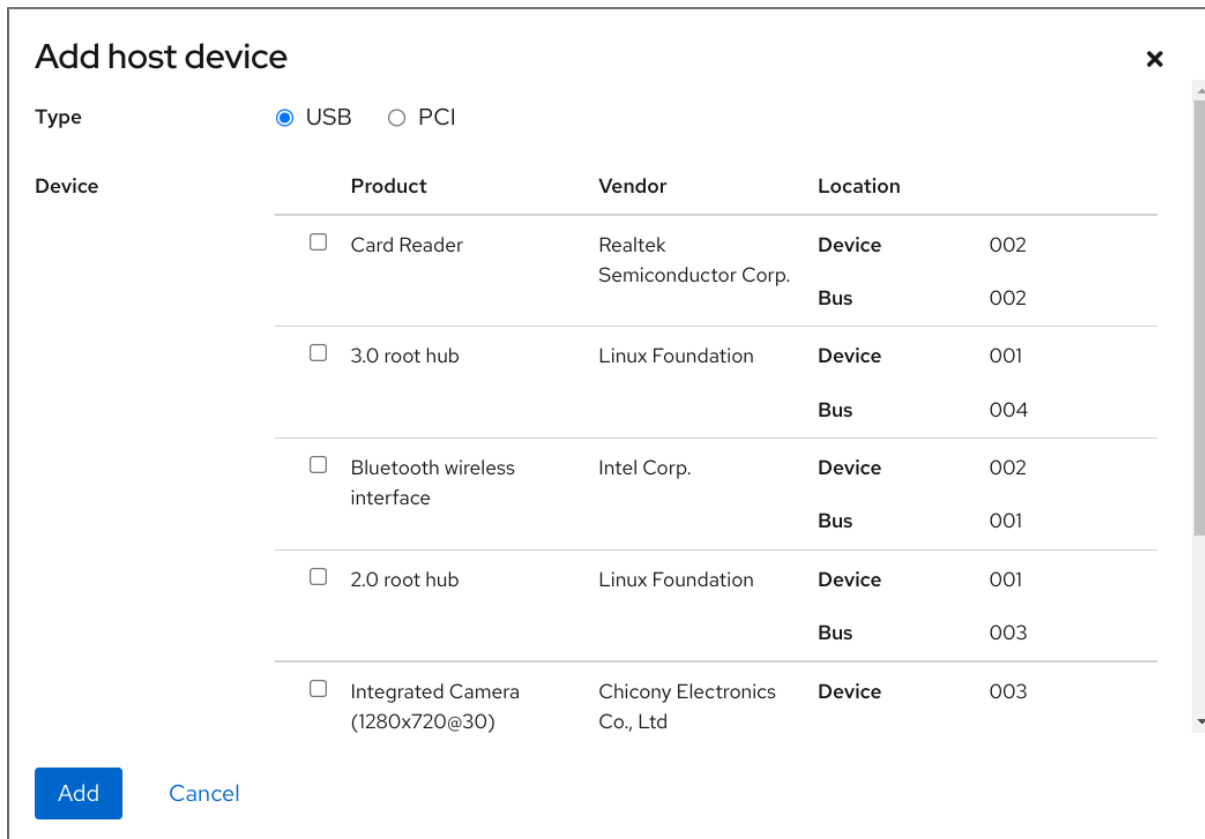
- Back up important data from the VM.
- Optional: Back up the XML configuration of your VM. For example, to back up the **example-VM-1** VM:

```
# virsh dumpxml example-VM-1 > example-VM-1.xml
```

- [The web console VM plugin is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the VM to which you want to attach a host device.
A new page opens with an **Overview** section with basic information about the selected VM and a **Console** section to access the VM's graphical interface.
3. Scroll to **Host devices**.
The **Host devices** section displays information about the devices attached to the VM and options to **Add** or **Remove** devices.
4. Click **Add host device**.
The **Add host device** dialog is displayed.



5. Select the device you want to attach to the VM.

6. Click **Add**

The selected device is attached to the VM.

Verification

- Run the VM and check if the device is displayed in the **Host devices** section.

15.6. REMOVING USB DEVICES FROM VIRTUAL MACHINES BY USING THE COMMAND LINE

To remove a USB device from a virtual machine (VM), you can remove the USB device information from the XML configuration of the VM.

Procedure

1. Locate the bus and device values of the USB that you want to remove from the VM.
For example, the following command displays a list of USB devices attached to the host. The device we will use in this example is attached on bus 001 as device 005.

```
# lsusb
[...]
Bus 001 Device 003: ID 2567:0a2b Intel Corp.
Bus 001 Device 005: ID 0407:6252 Kingston River 2.0
[...]
```

2. Use the **virt-xml** utility along with the **--remove-device** argument.

For example, the following command removes a USB flash drive, attached to the host as device 005 on bus 001, from the **example-VM-1** VM.

```
# virt-xml example-VM-1 --remove-device --hostdev 001.005
Domain 'example-VM-1' defined successfully.
```

To remove a USB device from a running VM, add the **--update** argument to this command.

Verification

- Run the VM and check if the device has been removed from the list of devices.

15.7. REMOVING PCI DEVICES FROM VIRTUAL MACHINES BY USING THE COMMAND LINE

To remove a PCI device from a virtual machine (VM), remove the device information from the XML configuration of the VM.

Procedure

1. In the XML configuration of the VM to which the PCI device is attached, locate the **<address domain>** line in the **<hostdev>** section with the device's setting.

```
# virsh dumpxml <VM-name>

[...]
<hostdev mode='subsystem' type='pci' managed='yes'>
  <source>
    <address domain='0x0000' bus='0x65' slot='0x00' function='0x0'/>
  </source>
  <address type='pci' domain='0x0000' bus='0x02' slot='0x00' function='0x0'/>
</hostdev>
[...]
```

2. Use the **virsh detach-device** command with the **--hostdev** option and the device address. For example, the following command persistently removes the device located in the previous step.

```
# virt detach-device <VM-name> --hostdev 0000:65:00.0 --config
Domain 'VM-name' defined successfully.
```



NOTE

To remove a PCI device from a running VM, add the **--live** argument to the previous command.

3. Optional: Re-attach the PCI device to the host. For example the following command re-attaches the device removed from the VM in the previous step:

```
# virsh nodedev-reattach pci_0000_65_00_0
Device pci_0000_65_00_0 re-attached
```


Verification

1. Display the XML configuration of the VM again, and check that the **<hostdev>** section of the device no longer appears.

```
# virsh dumpxml <VM-name>
```

15.8. REMOVING HOST DEVICES FROM VIRTUAL MACHINES BY USING THE WEB CONSOLE

To free up resources, modify the functionalities of your VM, or both, you can use the web console to modify the VM and remove host devices that are no longer required.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- [The web console VM plugin is installed on your system](#).
- Optional: Back up the XML configuration of your VM by using **virsh dumpxml *example-VM-1*** and sending the output to a file. For example, the following backs up the configuration of your *testguest1* VM as the **testguest1.xml** file:

```
# virsh dumpxml testguest1 > testguest1.xml
# cat testguest1.xml
<domain type='kvm' xmlns:qemu='http://libvirt.org/schemas/domain/qemu/1.0'>
  <name>testguest1</name>
  <uuid>ede29304-fe0c-4ca4-abcd-d246481acd18</uuid>
  [...]
</domain>
```

Procedure

1. In the **Virtual Machines** interface, click the VM from which you want to remove a host device.
A new page opens with an **Overview** section with basic information about the selected VM and a **Console** section to access the VM's graphical interface.
2. Scroll to **Host devices**.
The **Host devices** section displays information about the devices attached to the VM and options to **Add** or **Remove** devices.
3. Click the **Remove** button next to the device you want to remove from the VM.
A remove device confirmation dialog is displayed.
4. Click **Remove**.
The device is removed from the VM.

Troubleshooting

- If removing a host device causes your VM to become unbootable, use the **virsh define** utility to restore the XML configuration by reloading the XML configuration file you backed up previously.

```
# virsh define testguest1.xml
```

15.9. ATTACHING ISO IMAGES TO VIRTUAL MACHINES

When using a virtual machine (VM), you can access information stored in an ISO image on the host. To do so, attach the ISO image to the VM as a virtual optical drive, such as a CD drive or a DVD drive.

15.9.1. Attaching ISO images to virtual machines by using the command line

To attach an ISO image as a virtual optical drive, edit the XML configuration file of the virtual machine (VM) and add the new drive.

Prerequisites

- You must store and copy path of the ISO image on the host machine.

Procedure

- Use the **virt-xml** utility with the **--add-device** argument:
For example, the following command attaches the **example-ISO-name** ISO image, stored in the **/home/username/Downloads** directory, to the **example-VM-name** VM.

```
# virt-xml example-VM-name --add-device --disk /home/username/Downloads/example-ISO-name.iso,device=cdrom
```

```
Domain 'example-VM-name' defined successfully.
```

Verification

- Run the VM and test if the device is present and works as expected.

15.9.2. Replacing ISO images in virtual optical drives

To replace an ISO image attached as a virtual optical drive to a virtual machine (VM), edit the XML configuration file of the VM and specify the replacement.

Prerequisites

- You must store the ISO image on the host machine.
- You must know the path to the ISO image.

Procedure

1. Locate the target device where the ISO image is attached to the VM. You can find this information in the VM's XML configuration file.
For example, the following command displays the **example-VM-name** VM's XML configuration file, where the target device for the virtual optical drive is **sda**.

```
# virsh dumpxml example-VM-name
...
<disk>
```

```
...
<source file='${/home/username/Downloads/example-ISO-name.iso}"/>
<target dev='sda' bus='sata'"/>
...
</disk>
...
```

2. Use the **virt-xml** utility with the **--edit** argument.

For example, the following command replaces the **example-ISO-name** ISO image, attached to the **example-VM-name** VM at target **sda**, with the **example-ISO-name-2** ISO image stored in the **/dev/cdrom** directory.

```
# virt-xml example-VM-name --edit target=sda --disk /dev/cdrom/example-ISO-name-2.iso
Domain 'example-VM-name' defined successfully.
```

Verification

- Run the VM and test if the device is replaced and works as expected.

15.9.3. Removing ISO images from virtual machines by using the command line

To remove an ISO image attached to a virtual machine (VM), edit the XML configuration file of the VM.

Procedure

1. Locate the target device where the ISO image is attached to the VM. You can find this information in the VM's XML configuration file.

For example, the following command displays the **example-VM-name** VM's XML configuration file, where the target device for the virtual optical drive is **sda**.

```
# virsh dumpxml example-VM-name
...
<disk type='file' device='cdrom'>
  <driver name='qemu' type='raw'"/>
  <target dev='sda' bus='sata'"/>
  ...
</disk>
...
```

2. Use the **virt-xml** utility with the **--remove-device** argument.

For example, the following command removes the optical drive attached as target **sda** from the **example-VM-name** VM.

```
# virt-xml example-VM-name --remove-device --disk target=sda
Domain 'example-VM-name' defined successfully.
```

Verification

- Confirm that the device is no longer listed in the XML configuration file of the VM.

15.10. ATTACHING A WATCHDOG DEVICE TO A VIRTUAL MACHINE BY USING THE WEB CONSOLE

To force the virtual machine (VM) to perform a specified action when it stops responding, you can attach virtual watchdog devices to a VM.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- You have installed the web console VM plugin on your system. For more information, see [Setting up the web console to manage virtual machines](#).

Procedure

1. On the command line, install the watchdog service.
dnf install watchdog
2. Shut down the VM.
3. Add the watchdog service to the VM.
virt-xml vmname --add-device --watchdog action=reset --update
4. Run the VM.
5. Log in to the RHEL 10 web console.
6. In the **Virtual Machines** interface of the web console, click on the VM to which you want to add the watchdog device.
7. Click **add** next to the **Watchdog** field in the Overview pane.
The **Add watchdog device type** dialog is displayed.
8. Select the action that you want the watchdog device to perform if the VM stops responding.
9. Click **Add**.

Verification

- The action you selected is visible next to the **Watchdog** field in the Overview pane.

CHAPTER 16. CONFIGURING VIRTUAL MACHINE NETWORK CONNECTIONS

For your virtual machines (VMs) to connect over a network to your host, to other VMs on your host, and to locations on an external network, the VM networking must be configured accordingly. To provide VM networking, the RHEL 10 hypervisor and newly created VMs have a default network configuration, which can also be modified further. For example:

- You can enable the VMs on your host to be discovered and connected to locations outside the host, as if the VMs were on the same network as the host.
- You can partially or completely isolate a VM from inbound network traffic to increase its security and minimize the risk of any problems with the VM impacting the host.

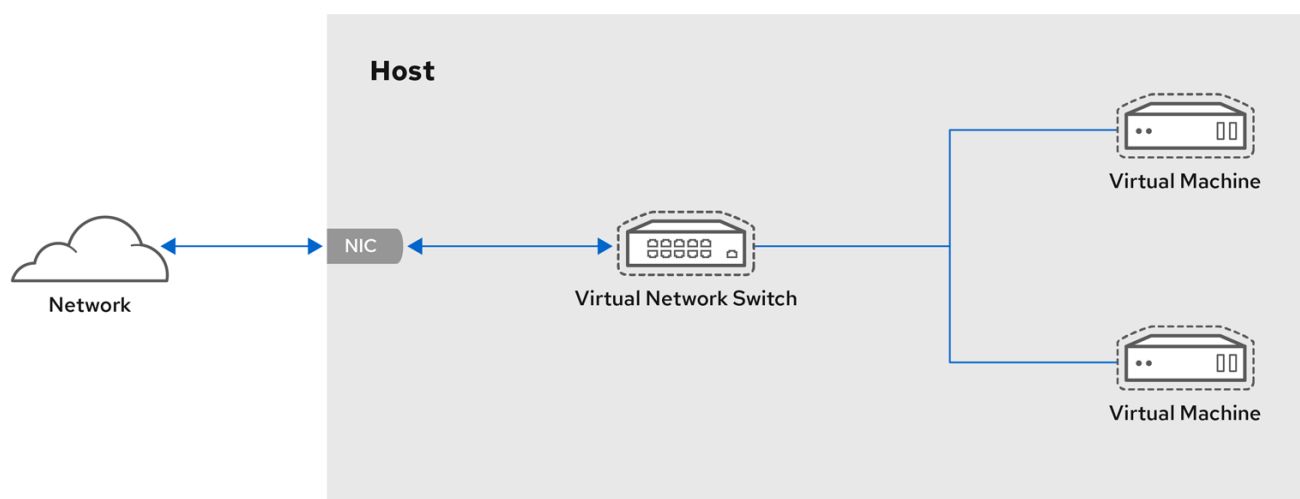
16.1. UNDERSTANDING VIRTUAL NETWORKING

The connection of virtual machines (VMs) to other devices and locations on a network is facilitated by the host hardware. For details on the mechanisms of VM network connections and the default VM network setting, see the following sections.

16.1.1. How virtual networks work

Virtual networking uses the concept of a virtual network switch. A virtual network switch is a software construct that operates on a host machine. VMs connect to the network through the virtual network switch. Based on the configuration of the virtual switch, a VM can use an existing virtual network managed by the hypervisor, or a different network connection method.

The following figure shows a virtual network switch connecting two VMs to the network:



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From the perspective of a guest operating system, a virtual network connection is the same as a physical network connection. Host machines view virtual network switches as network interfaces. When the **virtnetworkd** service is first installed and started, it creates **virbr0**, the default network interface for VMs.

To view information about this interface, use the **ip** utility on the host.

```
$ ip addr show virbr0
3: virbr0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue state
```

```
UNKNOWN link/ether 1b:c4:94:cf:fd:17 brd ff:ff:ff:ff:ff:ff  
inet 192.0.2.1/24 brd 192.0.2.255 scope global virbr0
```

By default, all VMs on a single host are connected to the same [NAT-type](#) virtual network, named **default**, which uses the **virbr0** interface. For details, see [Virtual networking default configuration](#).

For basic outbound-only network access from VMs, no additional network setup is usually needed, because the default network is installed along with the **libvirt-daemon-config-network** package, and is automatically started when the **virtnetworkd** service is started.

If a different VM network functionality is needed, you can create additional virtual networks and network interfaces and configure your VMs to use them. In addition to the default NAT, these networks and interfaces can be configured to use one of the following modes:

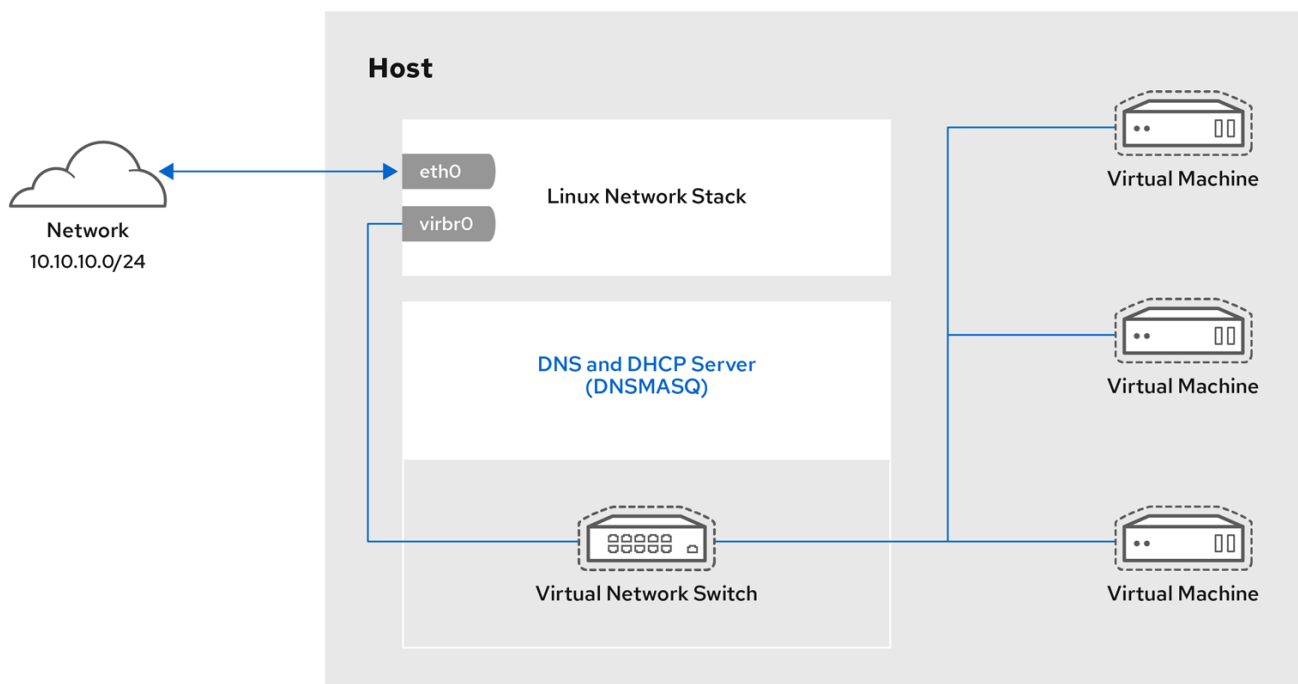
- [Routed mode](#)
- [Bridged mode](#)
- [Isolated mode](#)
- [Open mode](#)

16.1.2. The default configuration for virtual machine networks

When the **virtnetworkd** service is first installed on a virtualization host, it contains an initial virtual network configuration in network address translation (NAT) mode. By default, all VMs on the host are connected to the same **libvirt** virtual network, named **default**. VMs on this network can connect to locations both on the host and on the network beyond the host, but with the following limitations:

- VMs on the network are visible to the host and other VMs on the host, but the network traffic is affected by the firewalls in the guest operating system's network stack and by the **libvirt** network filtering rules attached to the guest interface.
- VMs on the network can connect to locations outside the host but are not visible to them. Outbound traffic is affected by the NAT rules, as well as the host system's firewall.

The following diagram illustrates the default VM network configuration:



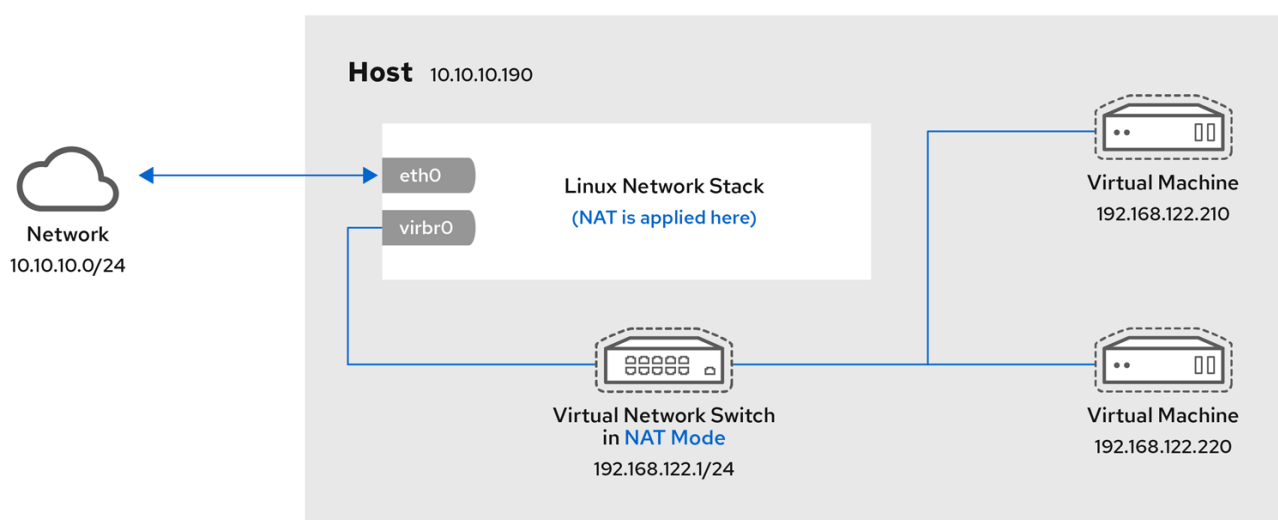
RHEL_52_1219

16.2. NETWORK CONNECTION TYPES FOR VIRTUAL MACHINES

To modify the networking properties and behavior of your VMs, change the type of virtual network or interface the VMs use. You can select from the following connection types available to VMs in RHEL 10.

16.2.1. Virtual networking with network address translation

By default, virtual network switches operate in network address translation (NAT) mode. They use IP masquerading rather than Source-NAT (SNAT) or Destination-NAT (DNAT). IP masquerading enables connected VMs to use the host machine's IP address for communication with any external network. When the virtual network switch is operating in NAT mode, computers external to the host cannot communicate with the VMs inside the host.



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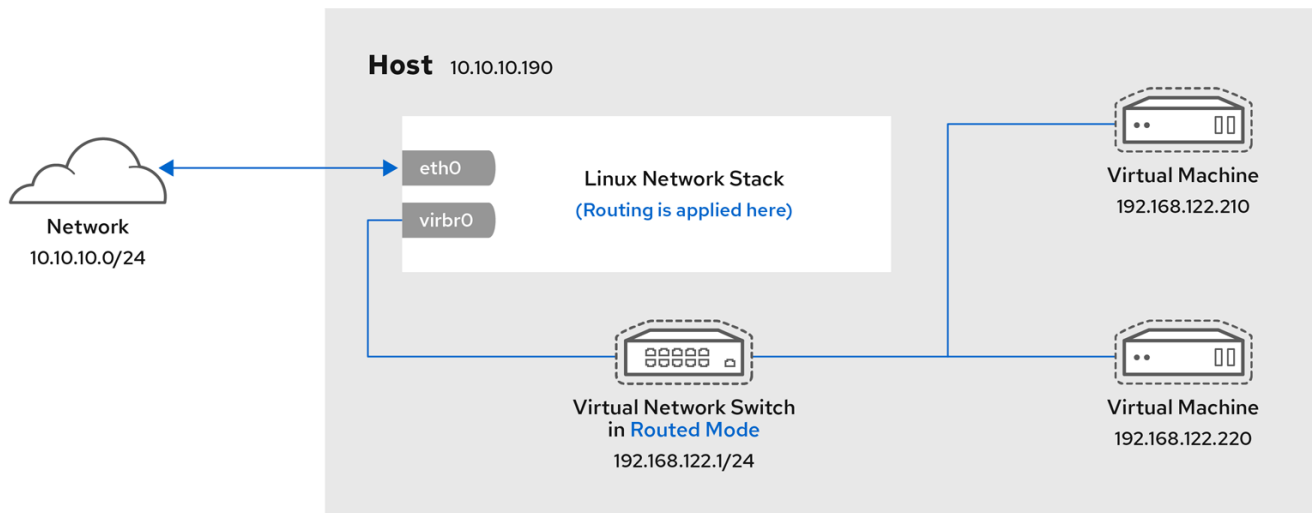
**WARNING**

Virtual network switches use NAT configured by firewall rules. Editing these rules while the switch is running is not recommended, because incorrect rules might result in the switch being unable to communicate.

16.2.2. Virtual networking in routed mode

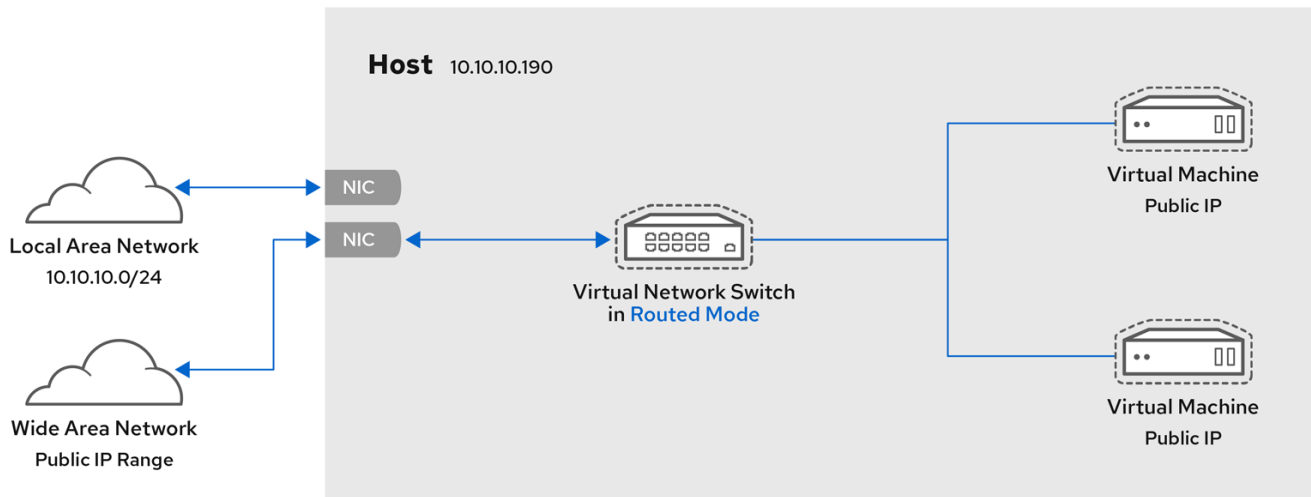
When using *Routed* mode, the virtual switch connects to the physical LAN connected to the host machine, passing traffic back and forth without the use of NAT. The virtual switch can examine all traffic and use the information contained within the network packets to make routing decisions. When using this mode, the virtual machines (VMs) are all in a single subnet, separate from the host machine. The VM subnet is routed through a virtual switch, which exists on the host machine. This enables incoming connections, but requires extra routing-table entries for systems on the external network.

Routed mode uses routing based on the IP address:



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A common topology that uses routed mode is virtual server hosting (VSH). A VSH provider may have several host machines, each with two physical network connections. One interface is used for management and accounting, the other for the VMs to connect through. Each VM has its own public IP address, but the host machines use private IP addresses so that only internal administrators can manage the VMs.

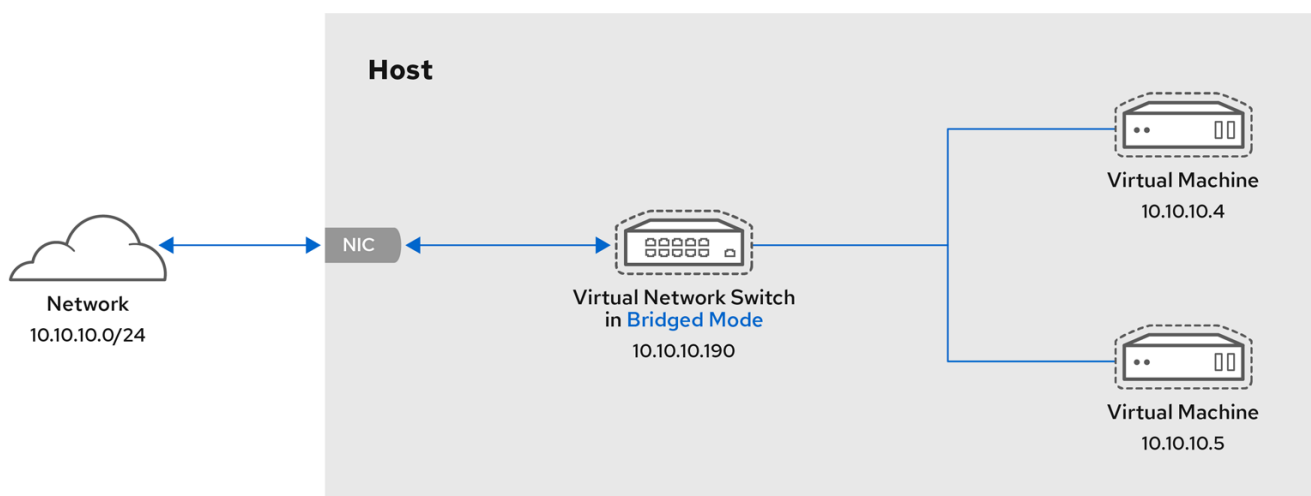


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16.2.3. Virtual networking in bridged mode

In most VM networking modes, VMs automatically create and connect to the **virbr0** virtual bridge. In contrast, in *bridged* mode, the VM connects to an existing Linux bridge on the host. As a result, the VM is directly visible on the physical network. This enables incoming connections, but does not require any extra routing-table entries.

Bridged mode uses connection switching based on the MAC address:



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In bridged mode, the VM appear within the same subnet as the host machine. All other physical machines on the same physical network can detect the VM and access it.

Bridged network bonding

It is possible to use multiple physical bridge interfaces on the hypervisor by joining them together with a bond. The bond can then be added to a bridge, after which the VMs can be added to the bridge as well. However, the bonding driver has several modes of operation, and not all of these modes work with a bridge where VMs are in use.

Bonding modes 1, 2, and 4 are usable.

In contrast, modes 0, 3, 5, or 6 are likely to cause the connection to fail. Also note that media-independent interface (MII) monitoring should be used to monitor bonding modes, as Address Resolution Protocol (ARP) monitoring does not work correctly.

For more information about bonding modes, see the Red Hat Knowledgebase solution [Which bonding modes work when used with a bridge that virtual machine guests or containers connect to?](#).

Common scenarios

The most common use cases for bridged mode include:

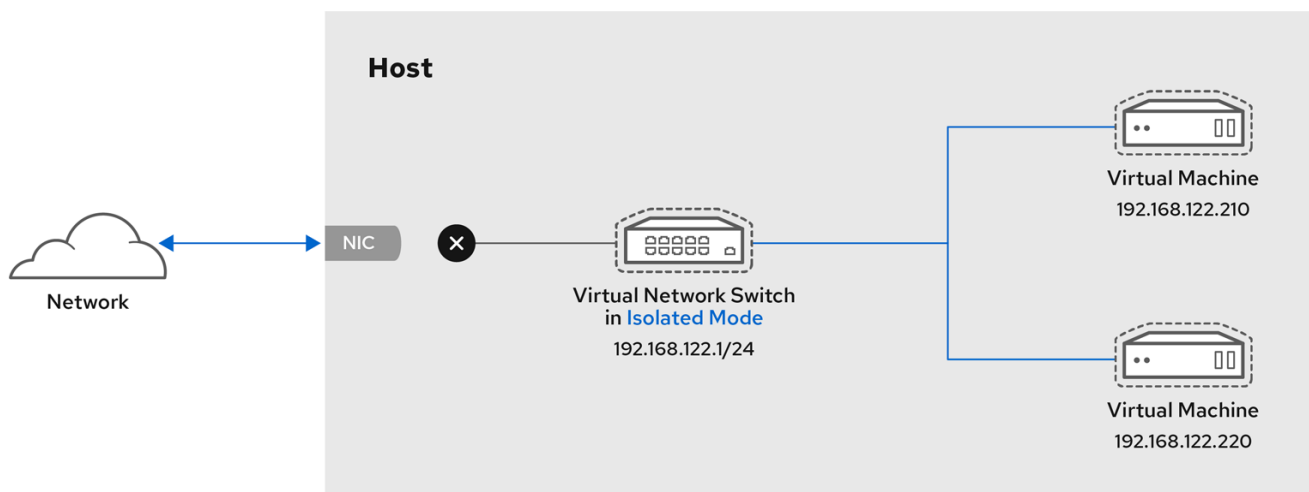
- Deploying VMs in an existing network alongside host machines, making the difference between virtual and physical machines invisible to the user.
- Deploying VMs without making any changes to existing physical network configuration settings.
- Deploying VMs that must be easily accessible to an existing physical network. Placing VMs on a physical network where they must access DHCP services.
- Connecting VMs to an existing network where virtual LANs (VLANs) are used.
- A demilitarized zone (DMZ) network. For a DMZ deployment with VMs, Red Hat recommends setting up the DMZ at the physical network router and switches, and connecting the VMs to the physical network by using bridged mode.

Additional resources

- [Configuring externally visible virtual machines by using the command line](#)
- [Configuring externally visible virtual machines by using the web console](#)
- [Explanation of `bridge_opts` parameters](#)

16.2.4. Virtual networking in isolated mode

By using *isolated* mode, virtual machines connected to the virtual switch can communicate with each other and with the host machine, but their traffic will not pass outside of the host machine, and they cannot receive traffic from outside the host machine. Using **dnsmasq** in this mode is required for basic functionality such as DHCP.



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16.2.5. Virtual networking in open mode

When using *open* mode for networking, **libvirt** does not generate any firewall rules for the network. As a result, **libvirt** does not overwrite firewall rules provided by the host, and the user can therefore manually manage the VM's firewall rules.

16.2.6. Comparison of virtual machine connection types

The following table provides information about the locations to which selected types of virtual machine (VM) network configurations can connect, and to which they are visible.

Table 16.1. Virtual machine connection types

	Connection to the host	Connection to other VMs on the host	Connection to outside locations	Visible to outside locations
Bridged mode	YES	YES	YES	YES
NAT	YES	YES	YES	<i>no</i>
Routed mode	YES	YES	YES	YES
Isolated mode	YES	YES	<i>no</i>	<i>no</i>
Open mode	<i>Depends on the host's firewall rules</i>			

16.3. CONFIGURING EXTERNALLY VISIBLE VIRTUAL MACHINES

In many scenarios, the default VM networking configuration is sufficient. However, if you need to adjust the configuration, you can use the command line (CLI) or the RHEL 10 web console to do so.

16.3.1. Configuring externally visible virtual machines by using the command line

By default, a newly created VM connects to a NAT-type network that uses **virbr0**, the default virtual bridge on the host. This ensures that the VM can use the host's network interface controller (NIC) for connecting to outside networks, but the VM is not reachable from external systems.

If you require a VM to appear on the same external network as the hypervisor, you must use [bridged mode](#) instead. To do so, attach the VM to a bridge device connected to the hypervisor's physical network device.

Prerequisites

- A shut-down [existing VM](#) with the default NAT setup.
- The IP configuration of the hypervisor. This varies depending on the network connection of the host. As an example, this procedure uses a scenario where the host is connected to the network by using an ethernet cable, and the hosts' physical NIC MAC address is assigned to a static IP on a DHCP server. Therefore, the ethernet interface is treated as the hypervisor IP. To obtain the IP configuration of the ethernet interface, use the **ip addr** utility:

■

```
# ip addr
[...]
enp0s25: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP
group default qlen 1000
    link/ether 54:ee:75:49:dc:46 brd ff:ff:ff:ff:ff:ff
    inet 192.0.2.1/24 brd 192.0.2.255 scope global dynamic noprefixroute enp0s25
```

Procedure

1. Create and set up a bridge connection for the physical interface on the host. For instructions, see the [Configuring a network bridge](#).
Note that in a scenario where static IP assignment is used, you must move the IPv4 setting of the physical ethernet interface to the bridge interface.
2. Modify the VM's network to use the created bridged interface. For example, the following sets *testguest* to use *bridge0*.

```
# virt-xml testguest --edit --network bridge=bridge0
Domain 'testguest' defined successfully.
```

3. Start the VM.

```
# virsh start testguest
```

4. In the guest operating system, adjust the IP and DHCP settings of the system's network interface as if the VM was another physical system in the same network as the hypervisor. The specific steps for this differ depending on the guest operating system used by the VM. For example, if the guest operating system is RHEL 10, see [Configuring an Ethernet connection](#).

Verification

1. Ensure the newly created bridge is running and contains both the host's physical interface and the interface of the VM.

```
# ip link show master bridge0
2: enp0s25: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master
bridge0 state UP mode DEFAULT group default qlen 1000
    link/ether 54:ee:75:49:dc:46 brd ff:ff:ff:ff:ff:ff
10: vnet0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel master
bridge0 state UNKNOWN mode DEFAULT group default qlen 1000
    link/ether fe:54:00:89:15:40 brd ff:ff:ff:ff:ff:ff
```

2. Ensure the VM is displayed on the same external network as the hypervisor:
 - a. In the guest operating system, obtain the network ID of the system. For example, if it is a Linux guest:

```
# ip addr
[...]
enp0s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state
UP group default qlen 1000
    link/ether 52:54:00:09:15:46 brd ff:ff:ff:ff:ff:ff
    inet 192.0.2.1/24 brd 192.0.2.255 scope global dynamic noprefixroute enp0s0
```

- b. From an external system connected to the local network, connect to the VM by using the obtained ID.

```
# ssh root@192.0.2.1
root@192.0.2.1's password:
Last login: Mon Sep 24 12:05:36 2019
root~#*
```

If the connection works, the network has been configured successfully.

Troubleshooting

- In certain situations, such as when using a client-to-site VPN while the VM is hosted on the client, using bridged mode for making your VMs available to external locations is not possible. To work around this problem, you can [set destination NAT by using `nftables`](#) for the VM.

Additional resources

- [Configuring externally visible virtual machines by using the web console](#)
- [Virtual networking in bridged mode](#)

16.3.2. Configuring externally visible virtual machines by using the web console

By default, a newly created VM connects to a NAT-type network that uses **virbr0**, the default virtual bridge on the host. This ensures that the VM can use the host's network interface controller (NIC) for connecting to outside networks, but the VM is not reachable from external systems.

If you require a VM to appear on the same external network as the hypervisor, you must use [bridged mode](#) instead. To do so, attach the VM to a bridge device connected to the hypervisor's physical network device. To use the RHEL 10 web console for this, follow the instructions below.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).
- A shut-down [existing VM](#) with the default NAT setup.
- The IP configuration of the hypervisor. This varies depending on the network connection of the host. As an example, this procedure uses a scenario where the host is connected to the network by using an ethernet cable, and the hosts' physical NIC MAC address is assigned to a static IP on a DHCP server. Therefore, the ethernet interface is treated as the hypervisor IP.
To obtain the IP configuration of the ethernet interface, go to the **Networking** tab in the web console, and see the **Interfaces** section.

Procedure

1. Create and set up a bridge connection for the physical interface on the host. For instructions, see [Configuring network bridges in the web console](#).
Note that in a scenario where static IP assignment is used, you must move the IPv4 setting of the physical ethernet interface to the bridge interface.

2. Modify the VM's network to use the bridged interface. In the [Network Interfaces](#) tab of the VM:
 - a. Click **Add Network Interface**
 - b. In the **Add Virtual Network Interface** dialog, set:
 - **Interface Type** to **Bridge to LAN**
 - **Source** to the newly created bridge, for example **bridge0**
 - c. Click **Add**
 - d. Optional: Click **Unplug** for all the other interfaces connected to the VM.
3. Click **Run** to start the VM.
4. In the guest operating system, adjust the IP and DHCP settings of the system's network interface as if the VM was another physical system in the same network as the hypervisor. The specific steps for this will differ depending on the guest operating system used by the VM. For example, if the guest operating system is RHEL 10, see [Configuring an Ethernet connection](#).

Verification

1. In the **Networking** tab of the host's web console, click the row with the newly created bridge to ensure it is running and contains both the host's physical interface and the interface of the VM.
2. Ensure the VM is displayed on the same external network as the hypervisor.
 - a. In the guest operating system, obtain the network ID of the system. For example, if it is a Linux guest:

```
# ip addr
[...]
enp0s0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state
UP group default qlen 1000
    link/ether 52:54:00:09:15:46 brd ff:ff:ff:ff:ff:ff
    inet 192.0.2.1/24 brd 192.0.2.255 scope global dynamic noprefixroute enp0s0
```

- b. From an external system connected to the local network, connect to the VM by using the obtained ID.

```
# ssh root@192.0.2.1
root@192.0.2.1's password:
Last login: Mon Sep 24 12:05:36 2019
root~#
```

If the connection works, the network has been configured successfully.

Troubleshooting

- In certain situations, such as when using a client-to-site VPN while the VM is hosted on the client, using bridged mode for making your VMs available to external locations is not possible.

Additional resources

- [Configuring externally visible virtual machines by using the command line](#)
- [Virtual networking in bridged mode](#)

16.3.3. Replacing macvtap connections

macvtap is a Linux networking device driver that creates a virtual network interface, through which virtual machines have direct access to the physical network interface on the host machine. Using **macvtap** connections is supported in RHEL 10.

However, in comparison to other available virtual machine (VM) networking configurations, macvtap has suboptimal performance and is more difficult to set up correctly. Therefore, if your use case does not explicitly require macvtap, use a different supported networking configuration.

If you are using a macvtap mode in your VM, consider instead using the following network configurations:

- Instead of macvtap bridge mode, use the [Linux bridge](#) configuration.
- Instead of macvtap passthrough mode, use [PCI Passthrough](#).

Additional resources

- [Upstream documentation for macvtap](#)

16.4. USING THE WEB CONSOLE FOR MANAGING VIRTUAL MACHINE NETWORK INTERFACES

By using the RHEL 10 web console, you can manage the virtual network interfaces for the virtual machines to which the web console is connected.

16.4.1. Viewing and editing virtual network interface information in the web console

By using the RHEL 10 web console, you can view and modify the virtual network interfaces on a selected virtual machine (VM):

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the VM whose information you want to see.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
3. Scroll to **Network Interfaces**.
The Networks Interfaces section displays information about the virtual network interface configured for the VM as well as options to **Add**, **Delete**, **Edit**, or **Unplug** network interfaces.

The information includes the following:

- **Type** - The type of network interface for the VM. The types include virtual network, bridge to LAN, and direct attachment.



NOTE

Generic Ethernet connection is not supported in RHEL 10 and later.

- **Model type** - The model of the virtual network interface.
 - **MAC Address** - The MAC address of the virtual network interface.
 - **IP Address** - The IP address of the virtual network interface.
 - **Source** - The source of the network interface. This is dependent on the network type.
 - **State** - The state of the virtual network interface.
4. To edit the virtual network interface settings, Click **Edit**. The Virtual Network Interface Settings dialog opens.
 5. Change the interface type, source, model, or MAC address.
 6. Click **Save**. The network interface is modified.



NOTE

Changes to the virtual network interface settings take effect only after restarting the VM.

Additionally, MAC address can only be modified when the VM is shut off.

Additional resources

- [Viewing virtual machine information by using the web console](#)

16.4.2. Adding and connecting virtual network interfaces in the web console

By using the RHEL 10 web console, you can create a virtual network interface and connect a virtual machine (VM) to it.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the VM whose information you want to see.

A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.

3. Scroll to **Network Interfaces**.

The Networks Interfaces section displays information about the virtual network interface configured for the VM as well as options to **Add**, **Edit**, or **Plug** network interfaces.

4. Click **Plug** in the row of the virtual network interface you want to connect.

The selected virtual network interface connects to the VM.

16.4.3. Disconnecting and removing virtual network interfaces in the web console

By using the RHEL 10 web console, you can disconnect the virtual network interfaces connected to a selected virtual machine (VM).

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the VM whose information you want to see.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
3. Scroll to **Network Interfaces**.
The Networks Interfaces section displays information about the virtual network interface configured for the VM as well as options to **Add**, **Delete**, **Edit**, or **Unplug** network interfaces.
4. Click **Unplug** in the row of the virtual network interface you want to disconnect.
The selected virtual network interface disconnects from the VM.

16.5. MANAGING SR-IOV NETWORKING DEVICES

An emulated virtual device often uses more CPU and memory than a hardware network device. This can limit the performance of a virtual machine (VM). However, if any devices on your virtualization host support Single Root I/O Virtualization (SR-IOV), you can use this feature to improve the device performance, and possibly also the overall performance of your VMs.

16.5.1. What is SR-IOV?

Single-root I/O virtualization (SR-IOV) is a specification that enables a single PCI Express (PCIe) device to present multiple separate PCI devices, called *virtual functions* (VFs), to the host system. Each of these devices:

- Is able to provide the same or similar service as the original PCIe device.
- Appears at a different address on the host PCI bus.
- Can be assigned to a different VM by using VFIO assignment.

For example, a single SR-IOV capable network device can present VFs to multiple VMs. While all of the VFs use the same physical card, the same network connection, and the same network cable, each of the VMs directly controls its own hardware network device, and uses no extra resources from the host.

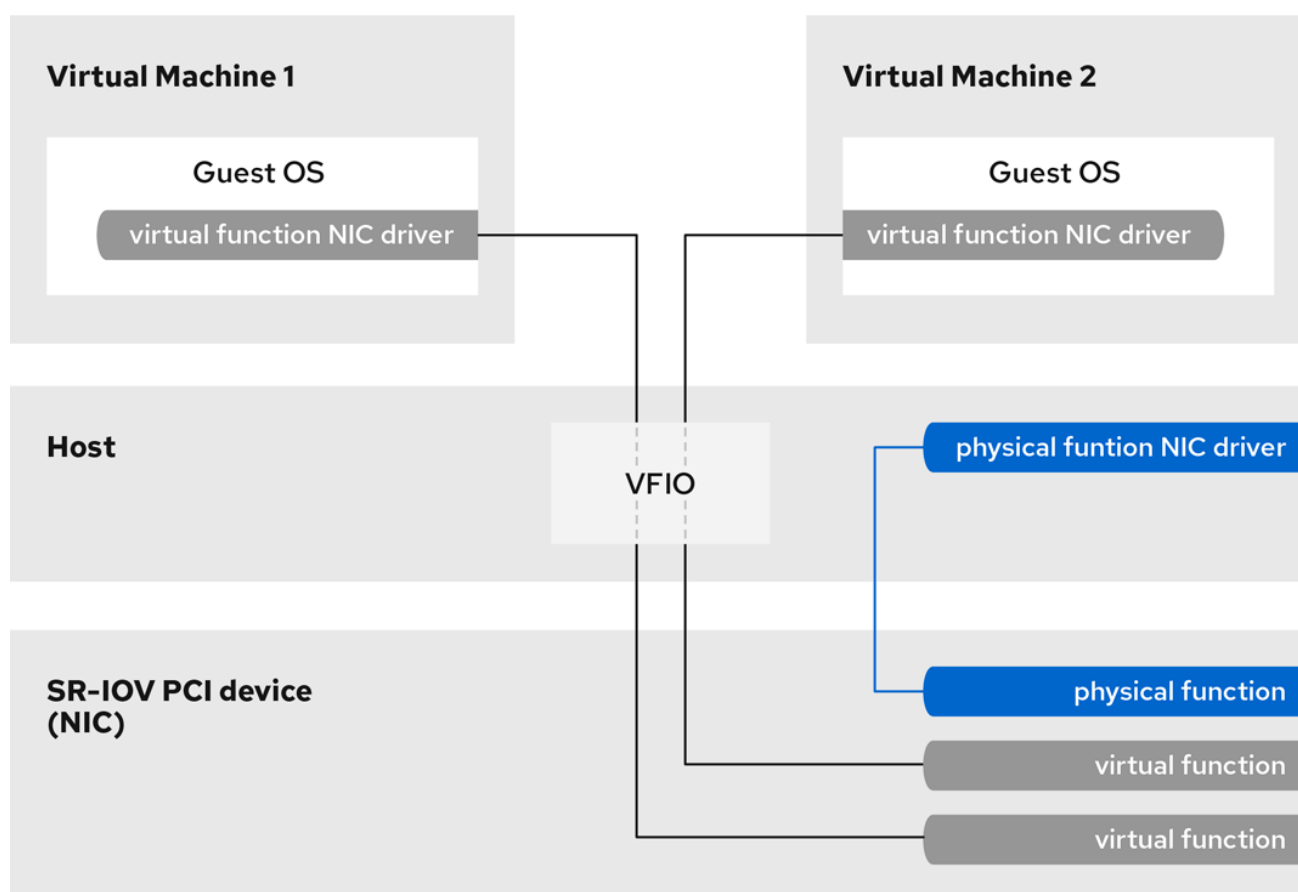
How SR-IOV works

The SR-IOV functionality is possible thanks to the introduction of the following PCIe functions:

- **Physical functions (PFs)** - A PCIe function that provides the functionality of its device (for example networking) to the host, but can also create and manage a set of VFs. Each SR-IOV capable device has one or more PFs.
- **Virtual functions (VFs)** - Lightweight PCIe functions that behave as independent devices. Each VF is derived from a PF. The maximum number of VFs a device can have depends on the device hardware. Each VF can be assigned only to a single VM at a time, but a VM can have multiple VFs assigned to it.

VMs recognize VFs as virtual devices. For example, a VF created by an SR-IOV network device appears as a network card to a VM to which it is assigned, in the same way as a physical network card appears to the host system.

Figure 16.1. SR-IOV architecture



Advantages

The primary advantages of using SR-IOV VFs rather than emulated devices are:

- Improved performance
- Reduced use of host CPU and memory resources

For example, a VF attached to a VM as a vNIC performs at almost the same level as a physical NIC, and much better than paravirtualized or emulated NICs. In particular, when multiple VFs are used simultaneously on a single host, the performance benefits can be significant.

Disadvantages

- To modify the configuration of a PF, you must first change the number of VFs exposed by the PF to zero. Therefore, you also need to remove the devices provided by these VFs from the VM to which they are assigned.
- A VM with an VFIO-assigned devices attached, including SR-IOV VFs, cannot be migrated to another host. In some cases, you can work around this limitation by pairing the assigned device with an emulated device. For example, you can bond an assigned networking VF to an emulated vNIC, and remove the VF before the migration.
- In addition, VFIO-assigned devices require pinning of VM memory, which increases the memory consumption of the VM and prevents the use of memory ballooning on the VM.

Additional resources

- [Supported devices for SR-IOV assignment](#)
- [Configuring passthrough PCI devices on IBM Z](#)
- [Which bonding modes work when used with a bridge that virtual machine guests or containers connect to? \(Red Hat Knowledgebase\)](#)

16.5.2. Attaching SR-IOV networking devices to virtual machines

To attach an SR-IOV networking device to a virtual machine (VM), you must create a virtual function (VF) from an SR-IOV capable network interface on the host and assign the VF as a device to a specified VM. For details, see the following instructions.

Prerequisites

- The CPU and the firmware of your host support the I/O Memory Management Unit (IOMMU).
 - If using an Intel CPU, it must support the Intel Virtualization Technology for Directed I/O (VT-d).
 - If using an AMD CPU, it must support the AMD-Vi feature.
- The host system uses Access Control Service (ACS) to provide direct memory access (DMA) isolation for PCIe topology. Verify this with the system vendor.
For additional information, see [Hardware Considerations for Implementing SR-IOV](#).
- The physical network device supports SR-IOV. To verify if any network devices on your system support SR-IOV, use the **lspci -v** command and look for **Single Root I/O Virtualization (SR-IOV)** in the output.

```
# lspci -v
[...]
02:00.0 Ethernet controller: Intel Corporation 82576 Gigabit Network Connection (rev 01)
Subsystem: Intel Corporation Gigabit ET Dual Port Server Adapter
Flags: bus master, fast devsel, latency 0, IRQ 16, NUMA node 0
Memory at fcba0000 (32-bit, non-prefetchable) [size=128K]
```

```
[...]
Capabilities: [150] Alternative Routing-ID Interpretation (ARI)
Capabilities: [160] Single Root I/O Virtualization (SR-IOV)
Kernel driver in use: igb
Kernel modules: igb
[...]
```

- The host network interface you want to use for creating VFs is running. For example, to activate the *eth1* interface and verify it is running:

```
# ip link set eth1 up
# ip link show eth1
8: eth1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP mode
DEFAULT qlen 1000
    link/ether a0:36:9f:8f:3f:b8 brd ff:ff:ff:ff:ff:ff
    vf 0 MAC 00:00:00:00:00:00, spoof checking on, link-state auto
    vf 1 MAC 00:00:00:00:00:00, spoof checking on, link-state auto
    vf 2 MAC 00:00:00:00:00:00, spoof checking on, link-state auto
    vf 3 MAC 00:00:00:00:00:00, spoof checking on, link-state auto
```

- For SR-IOV device assignment to work, the IOMMU feature must be enabled in the host BIOS and kernel. To do so:

- On an Intel host, enable VT-d:

- Regenerate the GRUB configuration with the **intel_iommu=on** and **iommu=pt** parameters:

```
# grubby --args="intel_iommu=on iommu=pt" --update-kernel=ALL
```

- Reboot the host.

- On an AMD host, enable AMD-Vi:

- Regenerate the GRUB configuration with the **iommu=pt** parameter:

```
# grubby --args="iommu=pt" --update-kernel=ALL
```

- Reboot the host.

Procedure

- Optional: Confirm the maximum number of VFs your network device can use. To do so, use the following command and replace *eth1* with your SR-IOV compatible network device.

```
# cat /sys/class/net/eth1/device/sriov_totalvfs
7
```

- Use the following command to create a virtual function (VF):

```
# echo VF-number > /sys/class/net/network-interface/device/sriov_numvfs
```

In the command, replace:

- *VF-number* with the number of VFs you want to create on the PF.
- *network-interface* with the name of the network interface for which the VFs will be created.

The following example creates 2 VFs from the `eth1` network interface:

```
# echo 2 > /sys/class/net/eth1/device/sriov_numvfs
```

3. Verify the VFs have been added:

```
# lspci | grep Ethernet
82:00.0 Ethernet controller: Intel Corporation 82599ES 10-Gigabit SFI/SFP+ Network
Connection (rev 01)
82:00.1 Ethernet controller: Intel Corporation 82599ES 10-Gigabit SFI/SFP+ Network
Connection (rev 01)
82:10.0 Ethernet controller: Intel Corporation 82599 Ethernet Controller Virtual Function (rev
01)
82:10.2 Ethernet controller: Intel Corporation 82599 Ethernet Controller Virtual Function (rev
01)
```

4. Make the created VFs persistent by creating a udev rule for the network interface you used to create the VFs. For example, for the `eth1` interface, create the `/etc/udev/rules.d/eth1.rules` file, and add the following line:

```
ACTION=="add", SUBSYSTEM=="net", ENV{ID_NET_DRIVER}=="ixgbe",
ATTR{device/sriov_numvfs}="2"
```

This ensures that the two VFs that use the **ixgbe** driver will automatically be available for the **eth1** interface when the host starts. If you do not require persistent SR-IOV devices, skip this step.



WARNING

Currently, the setting described above does not work correctly when attempting to make VFs persistent on Broadcom NetXtreme II BCM57810 adapters. In addition, attaching VFs based on these adapters to Windows VMs is currently not reliable.

5. Hot plug one of the newly added VF interface devices to a running VM.

```
# virsh attach-interface <vm_name> hostdev 0000:82:10.0 --mac 52:54:00:00:01:01 --
managed --live --config
```

The **--live** option attaches the device to a running VM, without persistence between boots. The **--config** option makes the configuration changes persistent. To attach the device to a shut down VM, do not use the **--live** option.

The **--mac** option specifies a MAC address for the attached interface. If you do not specify a MAC address for the interface, the VM automatically generates a permanent, pseudorandom address that begins with `52:54:00`.



IMPORTANT

If you assign an SR-IOV VF to a virtual machine by manually adding a device entry to the `<hostdev>` section of your VM's XML configuration file, the MAC address is not permanently assigned and network settings in the guest usually need to be reconfigured on every host reboot.

To avoid these complications, use the **virsh attach-interface** command as described in this step.

Verification

- If the procedure is successful, the guest operating system detects a new network interface controller.

16.5.3. Supported devices for SR-IOV assignment

Not all devices can be used for SR-IOV. The following devices have been tested and verified as compatible with SR-IOV in RHEL 10.

Networking devices

- Intel 82599ES 10 Gigabit Ethernet Controller - uses the **ixgbe** driver
- Intel Ethernet Controller XL710 Series - uses the **i40e** driver
- Intel Ethernet Network Adapter XXV710 - uses the **i40e** driver
- Intel 82576 Gigabit Ethernet Controller - uses the **igb** driver
- Broadcom NetXtreme II BCM57810 - uses the **bnx2x** driver
- Ethernet Controller E810-C for QSFP - uses the **ice** driver
- SFC9220 10/40G Ethernet Controller - uses the **sfc** driver
- FastLinQ QL41000 Series 10/25/40/50GbE Controller - uses the **qede** driver
- Mellanox MT27710 Ethernet Adapter Cards
- Mellanox MT2892 Family [ConnectX-6 Dx]
- Mellanox MT2910 [ConnectX-7]

16.6. BOOTING VIRTUAL MACHINES FROM A PXE SERVER

Virtual machines (VMs) that use Preboot Execution Environment (PXE) can boot and load their configuration from a network. You can use **libvirt** to boot VMs from a PXE server on a virtual or bridged network.

**WARNING**

These procedures are provided only as an example. Ensure that you have sufficient backups before proceeding.

16.6.1. Setting up a PXE boot server on a virtual network

You can configure a **libvirt** virtual network to provide Preboot Execution Environment (PXE). This enables virtual machines on your host to be configured to boot from a boot image available on the virtual network.

Prerequisites

- A local PXE server (DHCP and TFTP), such as:
 - libvirt internal server
 - manually configured dhcpd and tftpd
 - dnsmasq
 - Cobbler server
- PXE boot images, such as **PXELINUX** configured by Cobbler or manually.

Procedure

1. Place the PXE boot images and configuration in **/var/lib/tftpboot** folder.

2. Set folder permissions:

```
# chmod -R a+r /var/lib/tftpboot
```

3. Set folder ownership:

```
# chown -R nobody: /var/lib/tftpboot
```

4. Update SELinux context:

```
# chcon -R --reference /usr/sbin/dnsmasq /var/lib/tftpboot
# chcon -R --reference /usr/libexec/libvirt_leaseshelper /var/lib/tftpboot
```

5. Shut down the virtual network:

```
# virsh net-destroy default
```

6. Open the virtual network configuration file in your default editor:

```
# virsh net-edit default
```

7. Edit the **<ip>** element to include the appropriate address, network mask, DHCP address range, and boot file, where *example-pxelinux* is the name of the boot image file.

```
<ip address='192.0.2.1' netmask='255.255.255.0'>
  <tftp root='/var/lib/tftpboot/'>
  <dhcp>
    <range start='192.0.2.2' end='192.0.2.254' />
    <bootp file='example-pxelinux' />
  </dhcp>
</ip>
```

8. Start the virtual network:

```
# virsh net-start default
```

Verification

- Verify that the **default** virtual network is active:

```
# virsh net-list
Name          State  Autostart  Persistent
-----
default       active no         no
```

Additional resources

- [Preparing a PXE installation source](#)

16.6.2. Booting virtual machines by using PXE and a virtual network

To boot virtual machines (VMs) from a Preboot Execution Environment (PXE) server available on a virtual network, you must enable PXE booting.

Prerequisites

- A PXE boot server is set up on the virtual network as described in [Setting up a PXE boot server on a virtual network](#).

Procedure

- Create a new VM with PXE booting enabled. For example, to install from a PXE, available on the **default** virtual network, into a new 10 GB QCOW2 image file:

```
# virt-install --pxe --network network=default --memory 2048 --vcpus 2 --disk size=10
```

- Alternatively, you can manually edit the XML configuration file of an existing VM. To do so, ensure the guest network is configured to use your virtual network and that the network is configured to be the primary boot device:

```
<interface type='network'>
  <mac address='52:54:00:66:79:14' />
  <source network='default' />
  <target dev='vnet0' />
```



```

<alias name='net0'/>
<address type='pci' domain='0x0000' bus='0x00' slot='0x03' function='0x0'/>
<boot order='1'/>
</interface>

```

Verification

- Start the VM by using the **virsh start** command. If PXE is configured correctly, the VM boots from a boot image available on the PXE server.

16.6.3. Booting virtual machines by using PXE and a bridged network

To boot virtual machines (VMs) from a Preboot Execution Environment (PXE) server available on a bridged network, you must enable PXE booting.

Prerequisites

- Network bridging is enabled.
- A PXE boot server is available on the bridged network.

Procedure

- Create a new VM with PXE booting enabled. For example, to install from a PXE, available on the **breth0** bridged network, into a new 10 GB QCOW2 image file:

```
# virt-install --pxe --network bridge=breth0 --memory 2048 --vcpus 2 --disk size=10
```

- Alternatively, you can manually edit the XML configuration file of an existing VM. To do so, ensure that the VM is configured with a bridged network and that the network is configured to be the primary boot device:

```

<interface type='bridge'>
  <mac address='52:54:00:5a:ad:cb'/>
  <source bridge='breth0'/>
  <target dev='vnet0'/>
  <alias name='net0'/>
  <address type='pci' domain='0x0000' bus='0x00' slot='0x03' function='0x0'/>
  <boot order='1'/>
</interface>

```

Verification

- Start the VM by using the **virsh start** command. If PXE is configured correctly, the VM boots from a boot image available on the PXE server.

Additional resources

- [Configuring a network bridge](#)

16.7. CONFIGURING BRIDGES ON A NETWORK BOND TO CONNECT VIRTUAL MACHINES WITH THE NETWORK

The network bridge connects VMs with the same network as the host. If you want to connect VMs on one host to another host or VMs on another host, a bridge establishes communication between them. However, the bridge does not provide a fail-over mechanism.

To handle failures in communication, a network bond handles communication in case of failure of a network interface. To maintain fault tolerance and redundancy, the **active-backup** bonding mechanism determines that only one port is active in the bond and does not require any switch configuration. If an active port fails, an alternate port becomes active to retain communication between configured VMs in the network.

16.7.1. Configuring network interfaces on a network bond by using nmcli

To configure a network bond on the command line, use the **nmcli** utility.

Prerequisites

- Two or more physical devices are installed on the server, and they are not configured in any **NetworkManager** connection profile.

Procedure

1. Create a bond interface:

```
# nmcli connection add type bond con-name bond0 ifname bond0 bond.options  
"mode=active-backup"
```

This command creates a bond named **bond0** that uses the **active-backup** mode.

2. Assign the Ethernet interfaces to the bond:

```
# nmcli connection add type ethernet slave-type bond con-name bond0-port1 ifname  
enp7s0 master bond0  
# nmcli connection add type ethernet slave-type bond con-name bond0-port2 ifname  
enp8s0 master bond0
```

These commands create profiles for **enp7s0** and **enp8s0**, and add them to the **bond0** connection.

3. Configure the IPv4 settings:

- To use DHCP, no action is required.
- To set a static IPv4 address, network mask, default gateway, and DNS server to the **bond0** connection, enter:

```
# nmcli connection modify bond0 ipv4.addresses 192.0.2.1/24 ipv4.gateway  
192.0.2.254 ipv4.dns 192.0.2.253 ipv4.dns-search example.com ipv4.method  
manual
```

4. Configure the IPv6 settings:

- To use stateless address autoconfiguration (SLAAC), no action is required.
- To set a static IPv6 address, network mask, default gateway, and DNS server to the **bond0** connection, enter:

```
# nmcli connection modify bond0 ipv6.addresses 2001:db8:1::1/64 ipv6.gateway
2001:db8:1::fffe ipv6.dns 2001:db8:1::fffd ipv6.dns-search example.com
ipv6.method manual
```

- Optional: If you want to set any parameters on the bond ports, use the following command:

```
# nmcli connection modify bond0-port1 bond-port.<parameter> <value>
```

- Configure that Red Hat Enterprise Linux enables all ports automatically when the bond is enabled:

```
# nmcli connection modify bond0 connection.autoconnect-ports 1
```

- Activate the bridge:

```
# nmcli connection up bond0
```

Verification

- Temporarily remove the network cable from the host.
Note that there is no method to properly test link failure events using software utilities. Tools that deactivate connections, such as nmcli, show only the bonding driver's ability to handle port configuration changes and not actual link failure events.
- Display the status of the bond:

```
# cat /proc/net/bonding/bond0
```

16.7.2. Configuring a network bridge for network bonds by using nmcli

A network bridge for network bonds involves configuring a bond interface that combines multiple network interfaces for improved traffic handling. Therefore, VMs can access the network through the bonded network interfaces by using the network bridge. The **nmcli** utility creates and edits connection files from the command line required for the configuration.

Procedure

- Create a bridge interface:

```
# nmcli connection add type bridge con-name br0 ifname br0 ipv4.method disabled
ipv6.method disabled
```

- Add the **bond0** bond to the **br0** bridge:

```
# nmcli connection modify bond0 master br0
```

- Configure that Red Hat Enterprise Linux enables all ports automatically when the bridge is enabled:

```
# nmcli connection modify br0 connection.autoconnect-ports 1
```

4. Reactivate the bridge:

```
# nmcli connection up br0
```

Verification

- Use the **ip** utility to display the link status of Ethernet devices that are ports of a specific bridge:

```
# ip link show master br0
6: bond0: <BROADCAST,MULTICAST,MASTER,UP,LOWER_UP> mtu 1500 qdisc noqueue
master br0 state UP mode DEFAULT group default qlen 1000
    link/ether 52:54:00:38:a9:4d brd ff:ff:ff:ff:ff:ff
...
```

- Use the **bridge** utility to display the status of Ethernet devices that are ports of any bridge device:

```
# bridge link show
6: bond0: <BROADCAST,MULTICAST,MASTER,UP,LOWER_UP> mtu 1500 master br0
state forwarding priority 32 cost 100
...
```

To display the status for a specific Ethernet device, use the **bridge link show dev <ethernet_device_name>** command.

16.7.3. Creating a virtual network in libvirt with an existing bond interface

To enable virtual machines (VM) to use the **br0** bridge with the bond, first add a virtual network to the **libvirtd** service that uses this bridge.

Prerequisites

- You installed the **libvirt** package.
- You started and enabled the **libvirtd** service.
- You configured the **br0** device with the bond on Red Hat Enterprise Linux.

Procedure

1. Create the **~/bond0-bridge.xml** file with the following content:

```
<network>
  <name>bond0-bridge</name>
  <forward mode="bridge" />
  <bridge name="br0" />
</network>
```

2. Use the **~/bond0-bridge.xml** file to create a new virtual network in **libvirt**:

```
# virsh net-define ~/bond0-bridge.xml
```

3. Remove the `~/bond0-bridge.xml` file:

```
# rm ~/bond0-bridge.xml
```

4. Start the **bond0-bridge** virtual network:

```
# virsh net-start bond0-bridge
```

5. Configure the **bond0-bridge** virtual network to start automatically when the **libvirtd** service starts:

```
# virsh net-autostart bond0-bridge
```

Verification

- Display the list of virtual networks:

```
# virsh net-list
Name           State   Autostart  Persistent
-----
bond0-bridge   active   yes        yes
...
```

16.7.4. Configuring virtual machines to use a bond interface

To configure a VM to use a bridge device with a bond interface on the host, create a new VM that uses the **bond0-bridge** virtual network or update the settings of existing VMs to use this network.

Perform this procedure on the RHEL hosts.

Prerequisites

- You configured the **bond0-bridge** virtual network in **libvirtd**.

Procedure

1. To create a new VM and configure it to use the **bond0-bridge** network, pass the **--network network:bond0-bridge** option to the **virt-install** utility when you create the VM:

```
# virt-install ... --network network:bond0-bridge
```

2. To change the network settings of an existing VM:

- a. Connect the VM's network interface to the **bond0-bridge** virtual network:

```
# virt-xml <example_vm> --edit --network network=bond0-bridge
```

3. Shut down the VM, and start it again:

```
# virsh shutdown <example_vm>
# virsh start <example_vm>
```

Verification

- Display the virtual network interfaces of the VM on the host:

```
# virsh domiflist <example_vm>
Interface Type   Source      Model  MAC
-----
vnet1     bridge  bond0-bridge virtio 52:54:00:c5:98:1c
```

- Display the interfaces attached to the **br0** bridge:

```
# ip link show master br0
18: bond0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue master
br0 state UNKNOWN mode DEFAULT group default qlen 1000
link/ether 2a:53:bd:d5:b3:0a brd ff:ff:ff:ff:ff:ff

19: vnet1: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc noqueue master
br0 state UNKNOWN mode DEFAULT group default qlen 1000
link/ether 52:54:00:c5:98:1c brd ff:ff:ff:ff:ff:ff
...
```

Note that the **libvirtd** service dynamically updates the bridge's configuration. When you start a VM which uses the **bond0-bridge** network, the corresponding **vnet*** device on the host is displayed as a port of the bridge.

16.8. CONFIGURING THE PASST USER-SPACE CONNECTION

If you require non-privileged access to a virtual network, for example when using a **session** connection of **libvirt**, you can configure your virtual machine (VM) to use the **passt** networking back end.

Prerequisites

- The **passt** package has been installed on your system.

```
# dnf install passt
```

Procedure

1. Open the XML configuration of the VM on which you want to use a **passt** connection. For example:

```
# virsh edit <testguest1>
```

2. In the **<devices>** section, add an **<interface type='user'>** element that uses **passt** as its backend type.

For example, the following configuration sets up a **passt** connection that uses addresses and routes copied from the host interface associated with the first default route:

```
<devices>
[...]
<interface type='user'>
```

```

    <backend type='passt'/>
  </interface>
</devices>

```

Optionally, when using **passt**, you can specify multiple **<portForward>** elements to forward incoming network traffic for the host to this VM interface. You can also customize interface IP addresses. For example:

```

<devices>
[... ]
<interface type='user'>
  <backend type='passt'/>
  <mac address="52:54:00:98:d8:b7"/>
  <source dev='eth0'/>
  <ip family='ipv4' address='192.0.2.1' prefix='24'/>
  <ip family='ipv6' address='::ffff:c000:201'/>
  <portForward proto='tcp'>
    <range start='2022' to='22'/>
  </portForward>
  <portForward proto='udp' address='1.2.3.4'>
    <range start='5000' end='5020' to='6000'/>
    <range start='5010' end='5015' exclude='yes'/>
  </portForward>
  <portForward proto='tcp' address='2001:db8:ac10:fd01::1:10' dev='eth0'>
    <range start='8080'/>
    <range start='4433' to='3444'/>
  </portForward>
</interface>
</devices>

```

This example configuration sets up a **passt** connection with the following parameters:

- The VM copies the network routes for forwarding traffic from the **eth0** host interface.
- The interface MAC is set to **52:54:00:98:d8:b7**. If unset, a random one will be generated.
- The IPv4 address is set to **192.0.2.1/24**, and the IPv6 address is set to **::ffff:c000:201**.
- The TCP port **2022** on the host forwards its network traffic to port **22** on the VM.
- The TCP address **2001:db8:ac10:fd01::1:10** on host interface **eth0** and port **8080** forwards its network traffic to port **8080** on the VM. Port **4433** forwards to port **3444** on the VM.
- The UDP address **1.2.3.4** and ports **5000 - 5009** and **5016 - 5020** on the host forward their network traffic to ports **6000 - 6009** and **6016 - 6020** on the VM.

3. Save the XML configuration.

Verification

- Start or restart the VM you configured with **passt**:

```

# virsh reboot <vm-name>
# virsh start <vm-name>

```

If the VM boots successfully, it is now using the **passt** networking backend.

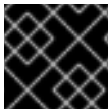
Additional resources

- [User-space connection types for virtualization](#)
- [passt configuration details in libvirt](#)
- [Upstream project documentation for passt](#)

CHAPTER 17. MANAGING GPU DEVICES IN VIRTUAL MACHINES

To prepare your virtual machine (VM) for running AI workloads or to enhance the graphical performance of the VM, you can assign a RHEL host GPU to the VM.

- You can detach the GPU from the host and pass full control of the GPU directly to the VM.
- You can create multiple mediated devices from a physical GPU, and assign these devices as virtual GPUs (vGPUs) to multiple guests. This is currently only supported on selected NVIDIA GPUs.



IMPORTANT

GPU assignment is currently only supported on Intel 64 and AMD64 systems.

17.1. ASSIGNING A GPU TO A VIRTUAL MACHINE

To access and control GPUs that are attached to the host system, you must configure the host system to pass direct control of the GPU to the virtual machine (VM).



NOTE

If you are looking for information about assigning a virtual GPU, see [Managing NVIDIA vGPU devices](#).

Prerequisites

- You must enable IOMMU support on the host machine kernel.
 - On an Intel host, you must enable VT-d:
 1. Regenerate the GRUB configuration with the **intel_iommu=on** and **iommu=pt** parameters:


```
# grubby --args="intel_iommu=on iommu=pt" --update-kernel DEFAULT
```
 2. Reboot the host.
 - On an AMD host, you must enable AMD-Vi.

Note that on AMD hosts, IOMMU is enabled by default, you can add **iommu=pt** to switch it to pass-through mode:

 1. Regenerate the GRUB configuration with the **iommu=pt** parameter:

```
# grubby --args="iommu=pt" --update-kernel DEFAULT
```



NOTE

The **pt** option only enables IOMMU for devices used in pass-through mode and provides better host performance. However, not all hardware supports the option. You can still assign devices even when this option is not enabled.

2. Reboot the host.

Procedure

1. Prevent the driver from binding to the GPU.
 - a. Identify the PCI bus address to which the GPU is attached.

```
# lspci -Dnn | grep VGA
0000:02:00.0 VGA compatible controller [0300]: NVIDIA Corporation GK106GL [Quadro K4000] [10de:11fa] (rev a1)
```

- b. Prevent the host's graphics driver from using the GPU. To do so, use the GPU PCI ID with the pci-stub driver.
For example, the following command prevents the driver from binding to the GPU attached at the **10de:11fa** bus:

```
# grubby --args="pci-stub.ids=10de:11fa" --update-kernel DEFAULT
```

- c. Reboot the host.
2. Optional: If certain GPU functions, such as audio, cannot be passed through to the VM due to support limitations, you can modify the driver bindings of the endpoints within an IOMMU group to pass through only the necessary GPU functions.

- a. Convert the GPU settings to XML and note the PCI address of the endpoints that you want to prevent from attaching to the host drivers.
To do so, convert the GPU's PCI bus address to a libvirt-compatible format by adding the **pci_** prefix to the address, and converting the delimiters to underscores.

For example, the following command displays the XML configuration of the GPU attached at the **0000:02:00.0** bus address.

```
# virsh nodedev-dumpxml pci_0000_02_00_0

<device>
  <name>pci_0000_02_00_0</name>
  <path>/sys/devices/pci0000:00/0000:00:03.0/0000:02:00.0</path>
  <parent>pci_0000_00_03_0</parent>
  <driver>
    <name>pci-stub</name>
  </driver>
  <capability type='pci'>
    <domain>0</domain>
    <bus>2</bus>
    <slot>0</slot>
    <function>0</function>
    <product id='0x11fa'>GK106GL [Quadro K4000]</product>
    <vendor id='0x10de'>NVIDIA Corporation</vendor>
    <iommuGroup number='13'>
      <address domain='0x0000' bus='0x02' slot='0x00' function='0x0'>
      <address domain='0x0000' bus='0x02' slot='0x00' function='0x1'>
    </iommuGroup>
  <pci-express>
    <link validity='cap' port='0' speed='8' width='16'>
```

```
<link validity='sta' speed='2.5' width='16'/>
</pci-express>
</capability>
</device>
```

- b. Prevent the endpoints from attaching to the host driver.

In this example, to assign the GPU to a VM, prevent the endpoints that correspond to the audio function, `<address domain='0x0000' bus='0x02' slot='0x00' function='0x1'/>`, from attaching to the host audio driver, and instead attach the endpoints to VFIO-PCI.

```
# driverctl set-override 0000:02:00.1 vfio-pci
```

3. Attach the GPU to the VM

- a. Create an XML configuration file for the GPU by using the PCI bus address.

For example, you can create the following XML file, GPU-Assign.xml, by using parameters from the GPU's bus address.

```
<hostdev mode='subsystem' type='pci' managed='yes'>
  <driver name='vfio'/>
  <source>
    <address domain='0x0000' bus='0x02' slot='0x00' function='0x0'/>
  </source>
</hostdev>
```

- b. Save the file on the host system.

- c. Merge the file with the VM's XML configuration.

For example, the following command merges the GPU XML file, GPU-Assign.xml, with the XML configuration file of the **System1** VM.

```
# virsh attach-device System1 --file /home/GPU-Assign.xml --persistent
Device attached successfully.
```



NOTE

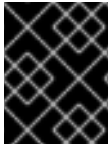
The GPU is attached as a secondary graphics device to the VM. Assigning a GPU as the primary graphics device is not supported, and Red Hat does not recommend removing the primary emulated graphics device in the VM's XML configuration.

Verification

- The device is displayed under the `<devices>` section in VM's XML configuration.

17.2. MANAGING NVIDIA VGPU DEVICES

The vGPU feature makes it possible to divide a physical NVIDIA GPU device into multiple virtual devices, referred to as **mediated devices**. These mediated devices can then be assigned to multiple virtual machines (VMs) as virtual GPUs. As a result, these VMs can share the performance of a single physical GPU.



IMPORTANT

Assigning a physical GPU to VMs, with or without using mediated devices, makes it impossible for the host to use the GPU.

17.2.1. Setting up NVIDIA vGPU devices

To set up the NVIDIA vGPU feature, you need to download NVIDIA vGPU drivers for your GPU device, create mediated devices, and assign them to the intended virtual machines.

Prerequisites

- Your GPU supports vGPU mediated devices. For an up-to-date list of NVIDIA GPUs that support creating vGPUs, see the [NVIDIA vGPU software documentation](#).
- If you do not know which GPU your host is using, install the *lshw* package and use the **lshw -C display** command. The following example shows the system is using an NVIDIA Tesla P4 GPU, compatible with vGPU.

```
# lshw -C display

*-display
  description: 3D controller
  product: GP104GL [Tesla P4]
  vendor: NVIDIA Corporation
  physical id: 0
  bus info: pci@0000:01:00.0
  version: a1
  width: 64 bits
  clock: 33MHz
  capabilities: pm msi pciexpress cap_list
  configuration: driver=vfio-pci latency=0
  resources: irq:16 memory:f6000000-f6ffffff memory:e0000000-efffffff
             memory:f0000000-f1ffffff
```

Procedure

1. Download the NVIDIA vGPU drivers and install them on your system. For instructions, see [the NVIDIA documentation](#).
2. If the NVIDIA software installer did not create the `/etc/modprobe.d/nvidia-installer-disable-nouveau.conf` file, create a **conf** file of any name in `/etc/modprobe.d/`, and add the following lines in the file:

```
blacklist nouveau
options nouveau modeset=0
```

3. Regenerate the initial RAM disk for the current kernel, then reboot.

```
# dracut --force
# reboot
```

4. Check that the kernel has loaded the **nvidia_vgpu_vfio** module and that the **nvidia-vgpu-mgr.service** service is running.

```
# lsmod | grep nvidia_vgpu_vfio
nvidia_vgpu_vfio 45011 0
nvidia 14333621 10 nvidia_vgpu_vfio
mdev 20414 2 vfio_mdev,nvidia_vgpu_vfio
vfio 32695 3 vfio_mdev,nvidia_vgpu_vfio,vfio_iommu_type1

# systemctl status nvidia-vgpu-mgr.service
nvidia-vgpu-mgr.service - NVIDIA vGPU Manager Daemon
  Loaded: loaded (/usr/lib/systemd/system/nvidia-vgpu-mgr.service; enabled; vendor preset: disabled)
  Active: active (running) since Fri 2018-03-16 10:17:36 CET; 5h 8min ago
  Main PID: 1553 (nvidia-vgpu-mgr)
  [...]
```

In addition, if creating vGPU on an NVIDIA GPU device that is based on the Ampere (or later) architecture, ensure that virtual functions are enabled for the physical GPU. For instructions, see the [NVIDIA documentation](#).

5. Generate a device UUID.

```
# uuidgen
30820a6f-b1a5-4503-91ca-0c10ba58692a
```

6. Prepare an XML file with a configuration of the mediated device, based on the detected GPU hardware. For example, the following configures a mediated device of the **nvidia-63** vGPU type on an NVIDIA Tesla P4 card that runs on the 0000:01:00.0 PCI bus and uses the UUID generated in the previous step.

```
<device>
  <parent>pci_0000_01_00_0</parent>
  <capability type="mdev">
    <type id="nvidia-63"/>
    <uuid>30820a6f-b1a5-4503-91ca-0c10ba58692a</uuid>
  </capability>
</device>
```

7. Define a vGPU mediated device based on the XML file you prepared. For example:

```
# virsh nodedev-define vgpu-test.xml
Node device mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0 created
from vgpu-test.xml
```

8. Optional: Verify that the mediated device is listed as inactive.

```
# virsh nodedev-list --cap mdev --inactive
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
```

9. Start the vGPU mediated device you created.

```
# virsh nodedev-start mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Device mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0 started
```

10. Optional: Ensure that the mediated device is listed as active.

■

```
# virsh nodedev-list --cap mdev
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
```

11. Set the vGPU device to start automatically after the host reboots

```
# virsh nodedev-autostart
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Device mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0 marked as
autostarted
```

12. Attach the mediated device to a VM that you want to share the vGPU resources. To do so, add the following lines, along with the previously generated UUID, to the **<devices/>** sections in the XML configuration of the VM.

- To attach a single vGPU to a VM:

```
...
<video>
  <model type='none' />
</video>
...

<hostdev mode='subsystem' type='mdev' managed='no' model='vfio-pci' display='on'
ramfb="on">
  <source>
    <address uuid='30820a6f-b1a5-4503-91ca-0c10ba58692a' />
  </source>
</hostdev>
```

Note that each UUID can only be assigned to one VM at a time.

- To attach multiple vGPUs to a VM:

```
...
<video>
  <model type='none' />
</video>
...

<hostdev mode='subsystem' type='mdev' managed='no' model='vfio-pci' display='on'
ramfb="on">
  <source>
    <address uuid='30820a6f-b1a5-4503-91ca-0c10ba58692a' />
  </source>
</hostdev>

<hostdev mode='subsystem' type='mdev' managed='no' model='vfio-pci'>
  <source>
    <address uuid='751c2bd9-3322-4031-ad07-50a0d1367577' />
  </source>
</hostdev>
```

13. For full functionality of the vGPU mediated devices to be available on the assigned VMs, set up NVIDIA vGPU guest software licensing on the VMs. For further information and instructions, see the [NVIDIA Virtual GPU Software License Server User Guide](#).

Verification

1. Query the capabilities of the vGPU you created, and ensure it is listed as active and persistent.

```
# virsh nodedev-info mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Name:          virsh nodedev-autostart
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Parent:        pci_0000_01_00_0
Active:        yes
Persistent:    yes
Autostart:     yes
```

2. Start the VM and verify that the guest operating system detects the mediated device as an NVIDIA GPU. For example, if the VM uses Linux:

```
# lspci -d 10de: -k
07:00.0 VGA compatible controller: NVIDIA Corporation GV100GL [Tesla V100 SXM2 32GB]
(rev a1)
    Subsystem: NVIDIA Corporation Device 12ce
    Kernel driver in use: nvidia
    Kernel modules: nouveau, nvidia_drm, nvidia
```

Troubleshooting

- When using RHEL 10 in a VM, the only available display protocol is Wayland. However, Wayland is currently not supported by Nvidia vGPU guest driver. As a consequence, you are not able to start GNOME desktop running on vGPU. For more information, see [NVIDIA vGPU documentation](#).

Additional resources

- [NVIDIA vGPU software documentation](#)

17.2.2. Removing NVIDIA vGPU devices

To change the configuration of [assigned vGPU mediated devices](#), you need to remove the existing devices from the assigned VMs.

Prerequisites

- The VM from which you want to remove the device is shut down.

Procedure

1. Obtain the ID of the mediated device that you want to remove.

```
# virsh nodedev-list --cap mdev
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
```

2. Stop the running instance of the vGPU mediated device.

```
# virsh nodedev-destroy mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Destroyed node device 'mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0'
```

- Optional: Ensure the mediated device has been deactivated.

```
# virsh nodedev-info mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Name:      virsh nodedev-autostart
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Parent:    pci_0000_01_00_0
Active:    no
Persistent: yes
Autostart: yes
```

- Remove the device from the XML configuration of the VM. To do so, use the **virsh edit** utility to edit the XML configuration of the VM, and remove the mdev's configuration segment. The segment will look similar to the following:

```
<hostdev mode='subsystem' type='mdev' managed='no' model='vfio-pci'>
  <source>
    <address uuid='30820a6f-b1a5-4503-91ca-0c10ba58692a' />
  </source>
</hostdev>
```

Note that stopping and detaching the mediated device does not delete it, but rather keeps it as **defined**. As such, you can [restart](#) and [attach](#) the device to a different VM.

- Optional: To delete the stopped mediated device, remove its definition.

```
# virsh nodedev-undefine
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
Undefined node device 'mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0'
```

Verification

- If you only stopped and detached the device, ensure the mediated device is listed as inactive.

```
# virsh nodedev-list --cap mdev --inactive
mdev_30820a6f_b1a5_4503_91ca_0c10ba58692a_0000_01_00_0
```

- If you also deleted the device, ensure the following command does not display it.

```
# virsh nodedev-list --cap mdev
```

17.2.3. Obtaining NVIDIA vGPU information about your system

To evaluate the capabilities of the vGPU features available to you, you can obtain additional information about the mediated devices on your system, such as:

- How many mediated devices of a given type can be created
- What mediated devices are already configured on your system.

Procedure

- To see the available GPUs devices on your host that can support vGPU mediated devices, use the **virsh nodedev-list --cap mdev_types** command. For example, the following shows a system with two NVIDIA Quadro RTX6000 devices.

```
# virsh nodedev-list --cap mdev_types
pci_0000_5b_00_0
pci_0000_9b_00_0
```

- To display vGPU types supported by a specific GPU device, as well as additional metadata, use the **virsh nodedev-dumpxml** command.

```
# virsh nodedev-dumpxml pci_0000_9b_00_0
<device>
  <name>pci_0000_9b_00_0</name>
  <path>/sys/devices/pci0000:9a/0000:9a:00.0/0000:9b:00.0</path>
  <parent>pci_0000_9a_00_0</parent>
  <driver>
    <name>nvidia</name>
  </driver>
  <capability type='pci'>
    <class>0x030000</class>
    <domain>0</domain>
    <bus>155</bus>
    <slot>0</slot>
    <function>0</function>
    <product id='0x1e30'>TU102GL [Quadro RTX 6000/8000]</product>
    <vendor id='0x10de'>NVIDIA Corporation</vendor>
    <capability type='mdev_types'>
      <type id='nvidia-346'>
        <name>GRID RTX6000-12C</name>
        <deviceAPI>vfio-pci</deviceAPI>
        <availableInstances>2</availableInstances>
      </type>
      <type id='nvidia-439'>
        <name>GRID RTX6000-3A</name>
        <deviceAPI>vfio-pci</deviceAPI>
        <availableInstances>8</availableInstances>
      </type>
      [...]
      <type id='nvidia-440'>
        <name>GRID RTX6000-4A</name>
        <deviceAPI>vfio-pci</deviceAPI>
        <availableInstances>6</availableInstances>
      </type>
      <type id='nvidia-261'>
        <name>GRID RTX6000-8Q</name>
        <deviceAPI>vfio-pci</deviceAPI>
        <availableInstances>3</availableInstances>
      </type>
    </capability>
  <iommuGroup number='216'>
    <address domain='0x0000' bus='0x9b' slot='0x00' function='0x3'>
    <address domain='0x0000' bus='0x9b' slot='0x00' function='0x1'>
    <address domain='0x0000' bus='0x9b' slot='0x00' function='0x2'>
    <address domain='0x0000' bus='0x9b' slot='0x00' function='0x0'>
  </iommuGroup>
```

```
<numa node='2'/>
<pci-express>
  <link validity='cap' port='0' speed='8' width='16'/>
  <link validity='sta' speed='2.5' width='8'/>
</pci-express>
</capability>
</device>
```

17.2.4. Remote desktop streaming services for NVIDIA vGPU

The following remote desktop streaming services are supported on the RHEL 10 hypervisor with NVIDIA vGPU or NVIDIA GPU passthrough enabled:

- **HP ZCentral Remote Boost/Teradici**
- **NICE DCV**
- **Mechdyne TGX**

For support details, see the appropriate vendor support matrix.

17.2.5. Additional resources

- [NVIDIA vGPU software documentation](#)

CHAPTER 18. OPTIMIZING VIRTUAL MACHINE PERFORMANCE

Virtual machines (VMs) always experience some degree of performance deterioration in comparison to the host. See the following sections to learn about the reasons for this deterioration, and for instructions on how to minimize the performance impact of virtualization in RHEL 10, so that your hardware infrastructure resources can be used as efficiently as possible.

18.1. WHAT INFLUENCES VIRTUAL MACHINE PERFORMANCE

Virtual machines (VMs) run as user-space processes on the host. The hypervisor therefore needs to convert the host's system resources so that the VMs can use them. As a consequence, a portion of the resources is consumed by the conversion, and the VM cannot achieve the same performance efficiency as the host.

18.1.1. The impact of virtualization on system performance

More specific reasons for VM performance loss include:

- Virtual CPUs (vCPUs) are implemented as threads on the host, handled by the Linux scheduler.
- VMs do not automatically inherit optimization features, such as NUMA or huge pages, from the host kernel.
- Disk and network I/O settings of the host might have a significant performance impact on the VM.
- Network traffic typically travels to a VM through a software-based bridge.
- Depending on the host devices and their models, there might be significant overhead due to emulation of particular hardware.

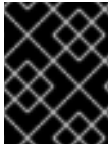
The severity of the virtualization impact on the VM performance is influenced by a variety of factors, which include:

- The number of concurrently running VMs.
- The amount of virtual devices used by each VM.
- The device types used by the VMs.

18.1.2. Reducing VM performance loss

RHEL 10 provides a number of features you can use to reduce the negative performance effects of virtualization. Notably:

- [The **Tuned** service](#) can automatically optimize the resource distribution and performance of your VMs.
- [Block I/O tuning](#) can improve the performances of the VM's block devices, such as disks.
- [NUMA tuning](#) can increase vCPU performance.
- [Virtual networking](#) can be optimized in various ways.



IMPORTANT

Tuning VM performance can have negative effects on other virtualization functions. For example, it can make migrating the modified VM more difficult.

18.2. OPTIMIZING VIRTUAL MACHINE PERFORMANCE BY USING TUNED

The **Tuned** utility is a tuning profile delivery mechanism that adapts RHEL for certain workload characteristics, such as requirements for CPU-intensive tasks or storage-network throughput responsiveness. It provides a number of tuning profiles that are pre-configured to enhance performance and reduce power consumption in a number of specific use cases. You can edit these profiles or create new profiles to create performance solutions tailored to your environment, including virtualized environments.

To optimize RHEL 10 for virtualization, use the following profiles:

- For RHEL 10 virtual machines, use the **virtual-guest** profile. It is based on the generally applicable **throughput-performance** profile, but also decreases the swappiness of virtual memory.
- For RHEL 10 virtualization hosts, use the **virtual-host** profile. This enables more aggressive writeback of dirty memory pages, which benefits the host performance.

Prerequisites

- The **Tuned** service is [installed and enabled](#).

Procedure

1. List the available **Tuned** profiles.

```
# tuned-adm list
```

Available profiles:

```
- balanced          - General non-specialized Tuned profile
- desktop           - Optimize for the desktop use-case
[...]
- virtual-guest     - Optimize for running inside a virtual guest
- virtual-host      - Optimize for running KVM guests
Current active profile: balanced
```

2. Optional: Create a new **Tuned** profile or edit an existing **Tuned** profile.
For more information, see [Managing Tuned profiles](#).
3. Activate a **Tuned** profile.

```
# tuned-adm profile selected-profile
```

- To optimize a virtualization host, use the *virtual-host* profile.

```
# tuned-adm profile virtual-host
```

- On a RHEL guest operating system, use the *virtual-guest* profile.

```
# tuned-adm profile virtual-guest
```

Verification

1. Display the active profile for **TuneD**.

```
# tuned-adm active
Current active profile: virtual-host
```

2. Ensure that the **TuneD** profile settings have been applied on your system.

```
# tuned-adm verify
Verification succeeded, current system settings match the preset profile. See tuned log file
('/var/log/tuned/tuned.log') for details.
```

Additional resources

- [Monitoring and managing system status and performance](#)

18.3. VIRTUAL MACHINE PERFORMANCE OPTIMIZATION FOR SPECIFIC WORKLOADS

Virtual machines (VMs) are frequently dedicated to perform a specific workload. You can improve the performance of your VMs by optimizing their configuration for the intended workload.

Table 18.1. Recommended VM configurations for specific use cases

Use case	IOThread	vCPU pinning	vNUMA pinning	huge pages	multi-queue
Database	For database disks	Yes*	Yes*	Yes*	Yes, see: multi-queue virtio-blk , virtio-scsi
Virtualized Network Function (VNF)	No	Yes	Yes	Yes	Yes, see: multi-queue virtio-net
High Performance Computing (HPC)	No	Yes	Yes	Yes	No
Backup Server	For backup disks	No	No	No	Yes, see: multi-queue virtio-blk , virtio-scsi

Use case	IOThread	vCPU pinning	vNUMA pinning	huge pages	multi-queue
VM with many CPUs (Usually more than 32)	No	Yes*	Yes*	No	No
VM with large RAM (Usually more than 128 GB)	No	No	Yes*	Yes	No

* If the VM has enough CPUs and RAM to use more than one NUMA node.



NOTE

A VM can fit in more than one category of use cases. In this situation, you should apply all of the suggested configurations.

18.4. CONFIGURING VIRTUAL MACHINE MEMORY

To improve the performance of a virtual machine (VM), you can assign additional host RAM to the VM. Similarly, you can decrease the amount of memory allocated to a VM so the host memory can be allocated to other VMs or tasks.

18.4.1. Memory overcommitment

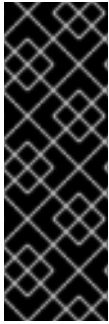
Virtual machines (VMs) running on a KVM hypervisor do not have dedicated blocks of physical RAM assigned to them. Instead, each VM functions as a Linux process where the host's Linux kernel allocates memory only when requested. In addition, the host's memory manager can move the VM's memory between its own physical memory and swap space. If memory overcommitment is enabled, the kernel can decide to allocate less physical memory than is requested by a VM, because often the requested amount of memory is not fully used by the VM's process.

By default, memory overcommitment is enabled in the Linux kernel and the kernel estimates the safe amount of memory overcommitment for VM's requests. However, the system can still become unstable with frequent overcommitment for memory-intensive workloads.

Memory overcommitment requires you to allocate sufficient swap space on the host physical machine to accommodate all VMs as well as enough memory for the host physical machine's processes. For instructions on the basic recommended swap space size, see [What is the recommended swap size for Red Hat platforms?](#) (Red Hat Knowledgebase).

Possible methods to deal with memory shortages on the host:

- Allocate less memory per VM.
- Add more physical memory to the host.
- Use larger swap space.



IMPORTANT

A VM will run slower if it is swapped frequently. In addition, overcommitting can cause the system to run out of memory (OOM), which may lead to the Linux kernel shutting down important system processes.

Memory overcommit is not supported with device assignment. This is because when device assignment is in use, all virtual machine memory must be statically pre-allocated to enable direct memory access (DMA) with the assigned device.

Additional resources

- [Virtual memory parameters](#)
- [What is the recommended swap size for Red Hat platforms? \(Red Hat Knowledgebase\)](#)

18.4.2. Adding and removing virtual machine memory by using virtio-mem

RHEL 10 provides the **virtio-mem** paravirtualized memory device. This device makes it possible to dynamically add or remove host memory in virtual machines (VMs).

18.4.2.1. Overview of virtio-mem

virtio-mem is a paravirtualized memory device that can be used to dynamically add or remove host memory in virtual machines (VMs). For example, you can use this device to move memory resources between running VMs or to resize VM memory in cloud setups based on your current requirements.

By using **virtio-mem**, you can increase the memory of a VM beyond its initial size, and shrink it back to its original size, in units that can have the size of 2 to several hundred mebibytes (MiBs), depending on the used memory backing and the operating system running inside the VM. Note, however, that **virtio-mem** also relies on a specific guest operating system configuration, especially to reliably unplug memory.

virtio-mem feature limitations

virtio-mem is currently not compatible with the following features:

- Using memory locking for real-time applications on the host
- Using encrypted virtualization on the host
- Combining **virtio-mem** with **memballoon** inflation and deflation on the host
- Unloading or reloading the **virtio_mem** driver in a VM
- Using vhost-user devices, with the exception of **virtiofs**

Additional resources

- [Configuring memory online in virtual machines](#)
- [Attaching a virtio-mem device to virtual machines](#)

18.4.2.2. Configuring memory online in virtual machines

Before using **virtio-mem** to attach memory to a running virtual machine (also known as memory hot-

plugging), you must configure the virtual machine (VM) operating system to automatically set the hot-plugged memory to an online state. Otherwise, the guest operating system is not able to use the additional memory. You can choose from one of the following configurations for memory onlineing:

- **online_movable**
- **online_kernel**
- **auto-movable**

To learn about differences between these configurations, see: [Comparison of memory onlineing configurations](#)

Memory onlineing is configured with udev rules by default in RHEL. However, when using **virtio-mem**, it is advisable to configure memory onlineing directly in the kernel.

Prerequisites

- The host uses the Intel 64, AMD64, ARM 64, or IBM Z CPU architecture.
- The host uses RHEL 10 as the operating system.
- VMs running on the host use one of the following operating system versions:
 - On Intel 64 and AMD64 hosts: RHEL 8.10, RHEL 9.4 or later, RHEL 10.0 or later, or supported 64-bit version of Windows



IMPORTANT

Unplugging memory from a running VM is disabled by default in RHEL 8.10 VMs.

For a list of supported Windows versions, see: [Certified Guest Operating Systems](#)

- On ARM 64 hosts: RHEL 9.6 or later or RHEL 10.0 or later
- On IBM Z hosts: RHEL 9.7 or later or RHEL 10.1 or later

Procedure

- To set memory onlineing to use the **online_movable** configuration in the VM:
 1. Set the **memhp_default_state** kernel command line parameter to **online_movable**:


```
# grubby --update-kernel=ALL --remove-args=memhp_default_state --args=memhp_default_state=online_movable
```
 2. Reboot the VM.
- To set memory onlineing to use the **online_kernel** configuration in the VM:
 1. Set the **memhp_default_state** kernel command line parameter to **online_kernel**:


```
# grubby --update-kernel=ALL --remove-args=memhp_default_state --
args=memhp_default_state=online_kernel
```

2. Reboot the VM.

- To use the **auto-movable** memory onlining policy in the VM:

1. Set the **memhp_default_state** kernel command line parameter to **online**:

```
# grubby --update-kernel=ALL --remove-args=memhp_default_state --
args=memhp_default_state=online
```

2. Set the **memory_hotplug.online_policy** kernel command line parameter to **auto-movable**:

```
# grubby --update-kernel=ALL --remove-args="memory_hotplug.online_policy" --
args=memory_hotplug.online_policy=auto-movable
```

3. Optional: To further tune the **auto-movable** onlining policy, change the **memory_hotplug.auto_movable_ratio** and **memory_hotplug.auto_movable_numa_aware** parameters:

```
# grubby --update-kernel=ALL --remove-args="memory_hotplug.auto_movable_ratio" --
args=memory_hotplug.auto_movable_ratio=<percentage>
```

```
# grubby --update-kernel=ALL --remove-
args="memory_hotplug.memory_auto_movable_numa_aware" --
args=memory_hotplug.auto_movable_numa_aware=<y/n>
```

- The **memory_hotplug.auto_movable_ratio parameter** sets the maximum ratio of memory only available for movable allocations compared to memory available for any allocations. The ratio is expressed in percents and the default value is: 301 (%), which is a 3:1 ratio.
- The **memory_hotplug.auto_movable_numa_aware** parameter controls whether the **memory_hotplug.auto_movable_ratio** parameter applies to memory across all available NUMA nodes or only for memory within a single NUMA node. The default value is: *y* (yes)
For example, if the maximum ratio is set to 301% and the **memory_hotplug.auto_movable_numa_aware** is set to *y* (yes), then the 3:1 ratio is applied even within the NUMA node with the attached **virtio-mem** device. If the parameter is set to *n* (no), the maximum 3:1 ratio is applied only for all the NUMA nodes as a whole.

Additionally, if the ratio is not exceeded, the newly hot-plugged memory will be available only for movable allocations. Otherwise, the newly hot-plugged memory will be available for both movable and unmovable allocations.

4. Reboot the VM.

Verification

- To see if the **online_movable** configuration has been set correctly, check the current value of the **memhp_default_state** kernel parameter:

■

```
# cat /sys/devices/system/memory/auto_online_blocks  
  
online_movable
```

- To see if the **online_kernel** configuration has been set correctly, check the current value of the **memhp_default_state** kernel parameter:

```
# cat /sys/devices/system/memory/auto_online_blocks  
  
online_kernel
```

- To see if the **auto-movable** configuration has been set correctly, check the following kernel parameters:

- **memhp_default_state:**

```
# cat /sys/devices/system/memory/auto_online_blocks  
  
online
```

- **memory_hotplug.online_policy:**

```
# cat /sys/module/memory_hotplug/parameters/online_policy  
  
auto-movable
```

- **memory_hotplug.auto_movable_ratio:**

```
# cat /sys/module/memory_hotplug/parameters/auto_movable_ratio  
  
301
```

- **memory_hotplug.auto_movable_numa_aware:**

```
# cat /sys/module/memory_hotplug/parameters/auto_movable_numa_aware  
  
y
```

Additional resources

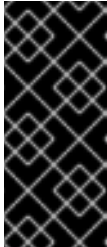
- [Overview of virtio-mem](#)
- [Attaching a virtio-mem device to virtual machines](#)
- [Configuring Memory Hot\(Un\)Plug](#)

18.4.2.3. Attaching a virtio-mem device to virtual machines

To attach additional memory to a running virtual machine (also known as memory hot-plugging) and afterwards be able to resize the hot-plugged memory, you can use a **virtio-mem** device. Specifically, you can use libvirt XML configuration files and **virsh** commands to define and attach **virtio-mem** devices to virtual machines (VMs).

Prerequisites

- The host uses the Intel 64, AMD64, ARM 64, or IBM Z CPU architecture.
- The host uses RHEL 10 as the operating system.
- VMs running on the host use one of the following operating system versions:
 - On Intel 64 and AMD64 hosts: RHEL 8.10, RHEL 9.4 or later, RHEL 10.0 or later, or supported 64-bit version of Windows



IMPORTANT

Unplugging memory from a running VM is disabled by default in RHEL 8.10 VMs.

For a list of supported Windows versions, see: [Certified Guest Operating Systems](#)

- On ARM 64 hosts: RHEL 9.6 or later or RHEL 10.0 or later
- On IBM Z hosts: RHEL 9.7 or later or RHEL 10.1 or later
- The VM has memory online configured. For instructions, see: [Configuring memory online in virtual machines](#)

Procedure

1. Ensure that the XML configuration of the target VM includes the **maxMemory** parameter:

```
# virsh edit testguest1

<domain type='kvm'>
  <name>testguest1</name>
  ...
  <maxMemory unit='GiB'>128</maxMemory>
  ...
</domain>
```

In this example, the XML configuration of the **testguest1** VM defines a **maxMemory** parameter with a 128 gibibyte (GiB) size. The **maxMemory** size specifies the maximum memory the VM can use, which includes both initial and hot-plugged memory.

2. Create and open an XML file to define **virtio-mem** devices on the host, for example:

```
# vim virtio-mem-device.xml
```

3. Add XML definitions of **virtio-mem** devices to the file and save it:

```
<memory model='virtio-mem'>
  <target>
    <size unit='GiB'>48</size>
    <node>0</node>
    <block unit='MiB'>2</block>
    <requested unit='GiB'>16</requested>
```

```

        <current unit='GiB'>16</current>
    </target>
    <alias name='ua-virtiomem0'/>
    <address type='pci' domain='0x0000' bus='0x00' slot='0x02' function='0x0'/>
</memory>
<memory model='virtio-mem'>
    <target>
        <size unit='GiB'>48</size>
        <node>1</node>
        <block unit='MiB'>2</block>
        <requested unit='GiB'>0</requested>
        <current unit='GiB'>0</current>
    </target>
    <alias name='ua-virtiomem1'/>
    <address type='pci' domain='0x0000' bus='0x00' slot='0x04' function='0x0'/>
</memory>

```

In this example, two **virtio-mem** devices are defined with the following parameters:

- **size**: This is the maximum size of the device. In the example, it is 48 GiB. The **size** must be a multiple of the **block** size.
- **node**: This is the assigned vNUMA node for the **virtio-mem** device.
- **block**: This is the block size of the device. It must be at least the size of the Transparent Huge Page (THP), which is 2 MiB on Intel 64 and AMD64 CPU architecture. On ARM64 architecture, the size of THP can be 2 MiB or 512 MiB depending on the base page size. The 2 MiB block size on Intel 64 or AMD64 architecture is usually a good default choice. When using **virtio-mem** with *Virtual Function I/O (VFIO)* or *mediated devices (mdev)*, the total number of blocks across all **virtio-mem** devices must not be larger than 32768, otherwise the plugging of RAM might fail.
- **requested**: This is the amount of memory you attach to the VM with the **virtio-mem** device. However, it is just a request towards the VM and it might not be resolved successfully, for example if the VM is not properly configured. The **requested** size must be a multiple of the **block** size and cannot exceed the maximum defined **size**.
- **current**: This represents the current size the **virtio-mem** device provides to the VM. The **current** size can differ from the **requested** size, for example when requests cannot be completed or when rebooting the VM.
- **alias**: This is an optional user-defined alias that you can use to specify the intended **virtio-mem** device, for example when editing the device with libvirt commands. All user-defined aliases in libvirt must start with the "ua-" prefix.
Apart from these specific parameters, **libvirt** handles the **virtio-mem** device like any other PCI device.

For more information on managing PCI devices attached to VMs, see: [Managing virtual devices](#)

4. Use the XML file to attach the defined **virtio-mem** devices to a VM. For example, to permanently attach the two devices defined in the **virtio-mem-device.xml** to the running **testguest1** VM:

```
# virsh attach-device testguest1 virtio-mem-device.xml --live --config
```

The **--live** option attaches the device to a running VM only, without persistence between boots. The **--config** option makes the configuration changes persistent. You can also attach the device to a shutdown VM without the **--live** option.

5. Optional: To dynamically change the **requested** size of a **virtio-mem** device attached to a running VM, use the **virsh update-memory-device** command:

```
# virsh update-memory-device testguest1 --alias ua-virtiomem0 --requested-size 4GiB
```

In this example:

- **testguest1** is the VM you want to update.
- **--alias ua-virtiomem0** is the **virtio-mem** device specified by a previously defined alias.
- **--requested-size 4GiB** changes the **requested** size of the **virtio-mem** device to 4 GiB.



WARNING

Unplugging memory from a running VM by reducing the **requested** size might be unreliable. Whether this process succeeds depends on various factors, such as the memory onlining policy that is used.

In some cases, the guest operating system cannot complete the request successfully, because changing the amount of hot-plugged memory is not possible at that time.

Additionally, unplugging memory from a running VM is disabled by default in RHEL 8.10 VMs.

6. Optional: To unplug a **virtio-mem** device from a shut-down VM, use the **virsh detach-device** command:

```
# virsh detach-device testguest1 virtio-mem-device.xml
```

7. Optional: To unplug a **virtio-mem** device from a running VM:

- a. Change the **requested** size of the **virtio-mem** device to 0, otherwise the attempt to unplug a **virtio-mem** device from a running VM will fail.

```
# virsh update-memory-device testguest1 --alias ua-virtiomem0 --requested-size 0
```

- b. Unplug a **virtio-mem** device from the running VM:

```
# virsh detach-device testguest1 virtio-mem-device.xml --config
```

Verification

- In the VM, check the available RAM and see if the total amount now includes the hot-plugged memory:

```
# free -h
```

```
      total   used   free   shared  buff/cache   available
Mem:   31Gi   5.5Gi  14Gi   1.3Gi   11Gi        23Gi
Swap:   8.0Gi    0B    8.0Gi
```

```
# numactl -H
```

```
available: 1 nodes (0)
node 0 cpus: 0 1 2 3 4 5 6 7
node 0 size: 29564 MB
node 0 free: 13351 MB
node distances:
node 0
 0: 10
```

- The current amount of plugged-in RAM can be also viewed on the host by displaying the XML configuration of the running VM:

```
# virsh dumpxml testquest1
```

```
<domain type='kvm'>
  <name>testquest1</name>
  ...
  <currentMemory unit='GiB'>31</currentMemory>
  ...
  <memory model='virtio-mem'>
    <target>
      <size unit='GiB'>48</size>
      <node>0</node>
      <block unit='MiB'>2</block>
      <requested unit='GiB'>16</requested>
      <current unit='GiB'>16</current>
    </target>
    <alias name='ua-virtiomm0'>
      <address type='pci' domain='0x0000' bus='0x08' slot='0x00' function='0x0'>
    ...
  </domain>
```

In this example:

- **<currentMemory unit='GiB'>31</currentMemory>** represents the total RAM available in the VM from all sources.
- **<current unit='GiB'>16</current>** represents the current size of the plugged-in RAM provided by the **virtio-mem** device.

Additional resources

- [Overview of virtio-mem](#)
- [Configuring memory online in virtual machines](#)

18.4.2.4. Comparison of memory online configurations

When attaching memory to a running RHEL virtual machine (also known as memory hot-plugging), you must set the hot-plugged memory to an online state in the virtual machine (VM) operating system. Otherwise, the system will not be able to use the memory.

The following table summarizes the main considerations when choosing between the available memory online configurations.

Table 18.2. Comparison of memory online configurations

Configuration name	Unplugging memory from a VM	A risk of creating a memory zone imbalance	A potential use case	Memory requirements of the intended workload
online_movable	Hot-plugged memory can be reliably unplugged.	Yes	Hot-plugging a comparatively small amount of memory	Mostly user-space memory
auto-movable	Movable portions of hot-plugged memory can be reliably unplugged.	Minimal	Hot-plugging a large amount of memory	Mostly user-space memory
online_kernel	Hot-plugged memory cannot be reliably unplugged.	No	Unreliable memory unplugging is acceptable.	User-space or kernel-space memory

A *zone imbalance* is a lack of available memory pages in one of the Linux memory zones. A *zone imbalance* can negatively impact the system performance. For example, the kernel might crash if it runs out of free memory for unmovable allocations. Usually, movable allocations contain mostly user-space memory pages and unmovable allocations contain mostly kernel-space memory pages.

Additional resources

- [Onlineing and Offlining Memory Blocks](#)
- [Zone Imbalances](#)
- [Configuring memory onlineing in virtual machines](#)

18.4.3. Configuring virtual machines to use huge pages

In certain use cases, you can improve memory allocation for your virtual machines (VMs) by using huge pages instead of the default 4 KiB memory pages. For example, huge pages can improve performance for VMs with high memory utilization, such as database servers.

Prerequisites

- The host is configured to use huge pages in memory allocation. For instructions, see [Configuring HugeTLB at boot time](#)

Procedure

1. Shut down the selected VM if it is running.
2. Open the XML configuration of the selected VM. For example, to edit a **testquest** VM, run the following command:

```
# virsh edit testquest
```

3. Adjust the huge page configuration of the VM. For example, to configure the VM to use 1 GiB huge pages, add the following lines to the **<memoryBacking>** section in the configuration:

```
<memoryBacking>
  <hugepages>
    <page size='1' unit='GiB'/>
  </hugepages>
</memoryBacking>
```

Verification

1. Start the VM.
2. Confirm that the host has successfully allocated huge pages for the running VM. On the host, run the following command:

```
# cat /proc/meminfo | grep Huge
```

```
HugePages_Total: 4
HugePages_Free: 2
HugePages_Rsvd: 1
Hugepagesize: 1024000 kB
```

When you add together the number of free and reserved huge pages (**HugePages_Free** + **HugePages_Rsvd**), the result should be less than the total number of huge pages (**HugePages_Total**). The difference is the number of huge pages that is used by the running VM.

Additional resources

- [Configuring huge pages](#)

18.5. OPTIMIZING VIRTUAL MACHINE I/O PERFORMANCE

The input and output (I/O) capabilities of a virtual machine (VM) can significantly limit the VM's overall efficiency. To address this, you can optimize a VM's I/O by configuring block I/O parameters.

18.5.1. Tuning block I/O in virtual machines

When multiple block devices are being used by one or more VMs, it might be important to adjust the I/O priority of specific virtual devices by modifying their *I/O weights*.

Increasing the I/O weight of a device increases its priority for I/O bandwidth, and therefore provides it with more host resources. Similarly, reducing a device's weight makes it consume less host resources.



NOTE

Each device's **weight** value must be within the **100** to **1000** range. Alternatively, the value can be **0**, which removes that device from per-device listings.

Procedure

1. Display the current **<blkio>** parameters for a VM:

```
# virsh dumpxml VM-name
```

```
<domain>
[...]
<blkiotune>
  <weight>800</weight>
  <device>
    <path>/dev/sda</path>
    <weight>1000</weight>
  </device>
  <device>
    <path>/dev/sdb</path>
    <weight>500</weight>
  </device>
</blkiotune>
[...]
</domain>
```

2. Edit the I/O weight of a specified device:

```
# virsh blkiotune VM-name --device-weights device, I/O-weight
```

For example, the following changes the weight of the `/dev/sda` device in the `testguest1` VM to 500.

```
# virsh blkiotune testguest1 --device-weights /dev/sda, 500
```

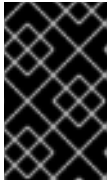
Verification

- Check that the VM's block I/O parameters have been configured correctly.

```
# virsh blkiotune testguest1
```

Block I/O tuning parameters for domain testguest1:

```
weight          : 800
device_weight   : [
                  {"sda": 500},
                  ]
...
```



IMPORTANT

Certain kernels do not support setting I/O weights for specific devices. If the previous step does not display the weights as expected, it is likely that this feature is not compatible with your host kernel.

18.5.2. Disk I/O throttling in virtual machines

When several VMs are running simultaneously, they can interfere with system performance by using excessive disk I/O. Disk I/O throttling in KVM virtualization provides the ability to set a limit on disk I/O requests sent from the VMs to the host machine. This can prevent a VM from over-utilizing shared resources and impacting the performance of other VMs.

Disk I/O throttling can be useful in various situations, for example when VMs belonging to different customers are running on the same host, or when quality of service guarantees are given for different VMs. Disk I/O throttling can also be used to simulate slower disks.

To enable disk I/O throttling, set a limit on disk I/O requests sent from each block device attached to VMs to the host machine.

I/O throttling can be applied independently to each block device attached to a VM and supports limits on throughput and I/O operations.

Procedure

1. Use the **virsh domblklist** command to list the names of all the disk devices on a specified VM.

```
# virsh domblklist testguest1
Target    Source
-----
vda       /var/lib/libvirt/images/testguest1.qcow2
sda       -
sdb       /home/sample-disk.iso
```

2. Find the host block device where the virtual disk that you want to throttle is mounted.
For example, if you want to throttle the **sdb** virtual disk from the previous step, the following output shows that the disk is mounted on the **/dev/nvme0n1p3** partition.

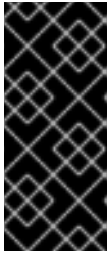
```
$ lsblk
NAME                                MAJ:MIN RM  SIZE RO TYPE  MOUNTPOINT
zram0                              252:0    0   4G  0 disk  [SWAP]
nvme0n1                             259:0    0 238.5G  0 disk
├─nvme0n1p1                         259:1    0  600M  0 part  /boot/efi
├─nvme0n1p2                         259:2    0    1G  0 part  /boot
└─nvme0n1p3                         259:3    0 236.9G  0 part
   └─luks-a1123911-6f37-463c-b4eb-fxzy1ac12fea 253:0    0 236.9G  0 crypt /home
```

3. Set I/O limits for the block device by using the **virsh blkiotune** command.

```
# virsh blkiotune VM-name --parameter device,limit
```

The following example throttles the **sdb** disk on the **testguest1** VM to 1000 read and write I/O operations per second and to 50 MB per second read and write throughput.

```
# virsh blkiotune testguest1 --device-read-iops-sec /dev/nvme0n1p3,1000 --device-write-
iops-sec /dev/nvme0n1p3,1000 --device-write-bytes-sec /dev/nvme0n1p3,52428800 --
device-read-bytes-sec /dev/nvme0n1p3,52428800
```



IMPORTANT

Red Hat does not support using the **virsh blkdeviotune** command to configure I/O throttling in VMs.

+ For more information about unsupported features when using RHEL 10 as a VM host, see [Unsupported features in RHEL 10 virtualization](#).

18.5.3. Enabling multi-queue on storage devices

When using **virtio-blk** or **virtio-scsi** storage devices in your virtual machines (VMs), the *multi-queue* feature provides improved storage performance and scalability. It enables each virtual CPU (vCPU) to have a separate queue and interrupt to use without affecting other vCPUs.

The *multi-queue* feature is enabled by default for the **Q35** machine type, but on the **i440fx** machine type, you must enable it manually. You can tune the number of queues to be optimal for your workload, but the optimal number differs for each type of workload and you must test which number of queues works best in your case.

Procedure

1. To enable **multi-queue** on a storage device, edit the XML configuration of the VM.

```
# virsh edit <example_vm>
```

2. In the XML configuration, find the intended storage device and change the **queues** parameter to use multiple I/O queues. Replace *N* with the number of vCPUs in the VM, up to 16.

- A **virtio-blk** example:

```
<disk type='block' device='disk'>
  <driver name='qemu' type='raw' queues='N'/>
  <source dev='/dev/sda'/>
  <target dev='vda' bus='virtio'/>
  <address type='pci' domain='0x0000' bus='0x00' slot='0x04' function='0x00'/>
</disk>
```

- A **virtio-scsi** example:

```
<controller type='scsi' index='0' model='virtio-scsi'>
  <driver queues='N' />
</controller>
```

3. Restart the VM for the changes to take effect.

18.5.4. Configuring dedicated IOThreads

To improve the Input/Output (I/O) performance of a disk on your virtual machine (VM), you can configure a dedicated **IOThread** that is used to manage the IO operations of the VM's disk.

Normally, the I/O operations of a disk are a part of the main QEMU thread, which can decrease the responsiveness of the VM as a whole during intensive I/O workloads. By separating the I/O operations to a dedicated **IOThread**, you can significantly increase the responsiveness and performance of your VM.

Procedure

1. Shut down the selected VM if it is running.
2. On the host, add or edit the **<iotthreads>** tag in the XML configuration of the VM. For example, to create a single **IOThread** for a **testguest1** VM:

```
# virsh edit <testguest1>

<domain type='kvm'>
  <name>testguest1</name>
  ...
  <vcpu placement='static'>8</vcpu>
  <iotthreads>1</iotthreads>
  ...
</domain>
```



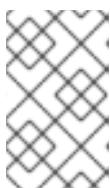
NOTE

For optimal results, use only 1-2 **IOTthreads** per CPU on the host.

3. Assign a dedicated **IOThread** to a VM disk. For example, to assign an **IOThread** with ID of **1** to a disk on the **testguest1** VM:

```
# virsh edit <testguest1>

<domain type='kvm'>
  <name>testguest1</name>
  ...
  <devices>
    <disk type='file' device='disk'>
      <driver name='qemu' type='raw' cache='none' io='native' iotthread='1'>
      <source file='/var/lib/libvirt/images/test-disk.raw'>
      <target dev='vda' bus='virtio'>
      <address type='pci' domain='0x0000' bus='0x04' slot='0x00' function='0x0'>
    </disk>
    ...
  </devices>
  ...
</domain>
```



NOTE

IOThread IDs start from 1 and you must dedicate only a single **IOThread** to a disk.

Usually, a one dedicated **IOThread** per VM is sufficient for optimal performance.

- When using **virtio-scsi** storage devices, assign a dedicated **IOThread** to the **virtio-scsi** controller. For example, to assign an **IOThread** with ID of **1** to a controller on the **testguest1** VM:

```
# virsh edit <testguest1>

<domain type='kvm'>
  <name>testguest1</name>
  ...
  <devices>
    <controller type='scsi' index='0' model='virtio-scsi'>
      <driver iothread='1'>
        <address type='pci' domain='0x0000' bus='0x00' slot='0x0b' function='0x0'>
        </controller>
    ...
  </devices>
  ...
</domain>
```

Verification

- Evaluate the impact of your changes on your VM performance. For details, see: [Virtual machine performance monitoring tools](#)

18.5.5. Configuring virtual disk caching

KVM provides several virtual disk caching modes. For intensive Input/Output (IO) workloads, selecting the optimal caching mode can significantly increase the virtual machine (VM) performance.

writethrough

Host page cache is used for reading only. Writes are reported as completed only when the data has been committed to the storage device. The sustained IO performance is decreased but this mode has good write guarantees.

writeback

Host page cache is used for both reading and writing. Writes are reported as complete when data reaches the host's memory cache, not physical storage. This mode has faster IO performance than **writethrough** but it is possible to lose data on host failure.

none

Host page cache is bypassed entirely. This mode relies directly on the write queue of the physical disk, so it has a predictable sustained IO performance and offers good write guarantees on a stable guest. It is also a safe cache mode for VM live migration.

Procedure

- Shut down the selected VM if it is running.
- Edit the XML configuration of the selected VM.

```
# virsh edit <vm_name>
```

- Find the disk device and edit the **cache** option in the **driver** tag.

```
<domain type='kvm'>
```

```

<name>testguest1 </name>
...
<devices>
  <disk type='file' device='disk'>
    <driver name='qemu' type='raw' cache='none' io='native' iotread='1'/>
    <source file='/var/lib/libvirt/images/test-disk.raw'/>
    <target dev='vda' bus='virtio'/>
    <address type='pci' domain='0x0000' bus='0x04' slot='0x00' function='0x0'/>
  </disk>
  ...
</devices>
...
</domain>

```

18.6. OPTIMIZING VIRTUAL MACHINE CPU PERFORMANCE

Much like physical CPUs in host machines, vCPUs are critical to virtual machine (VM) performance. As a result, optimizing vCPUs can have a significant impact on the resource efficiency of your VMs. To optimize your vCPU:

1. Adjust how many host CPUs are assigned to the VM. You can do this by using [the CLI](#) or [the web console](#).
2. Ensure that the vCPU model is aligned with the CPU model of the host. For example, to set the *testguest1* VM to use the CPU model of the host:

```
# virt-xml testguest1 --edit --cpu host-model
```

3. [Manage kernel same-page merging \(KSM\)](#) .
4. If your host machine uses Non-Uniform Memory Access (NUMA), you can also **configure NUMA** for its VMs. This maps the host's CPU and memory processes onto the CPU and memory processes of the VM as closely as possible. In effect, NUMA tuning provides the vCPU with a more streamlined access to the system memory allocated to the VM, which can improve the vCPU processing effectiveness.
For details, see [Configuring NUMA in a virtual machine](#) and [Virtual machine performance optimization for specific workloads](#).

18.6.1. vCPU overcommitment

Virtual CPU (vCPU) overcommitment allows you to have a setup where the sum of all vCPUs in virtual machines (VMs) running on a host exceeds the number of physical CPUs on the host. However, you might experience performance deterioration when simultaneously running more cores in your VMs than are physically available on the host.

For best performance, assign VMs with only as many vCPUs as are required to run the intended workloads in each VM.

vCPU overcommitment suggestions:

- Assign the minimum amount of vCPUs required by the VM's workloads for best performance.
- Avoid overcommitting vCPUs in production without extensive testing.

- If overcommitting vCPUs, the safe ratio is typically 5 vCPUs to 1 physical CPU for loads under 100%.
- It is not recommended to have more than 10 total allocated vCPUs per physical processor core.
- Monitor CPU usage to prevent performance degradation under heavy loads.



IMPORTANT

Applications that use 100% of memory or processing resources may become unstable in overcommitted environments. Do not overcommit memory or CPUs in a production environment without extensive testing, as the CPU overcommit ratio is workload-dependent.

18.6.2. Adding and removing virtual CPUs by using the command line

To increase or optimize the CPU performance of a virtual machine (VM), you can add or remove virtual CPUs (vCPUs) assigned to the VM.

When performed on a running VM, this is also referred to as vCPU hot plugging and hot unplugging. However, note that vCPU hot unplug is not supported in RHEL 10, and Red Hat highly discourages its use.

Procedure

1. Optional: View the current state of the vCPUs in the selected VM. For example, to display the number of vCPUs on the *testguest* VM:

```
# virsh vcpucount testguest
maximum    config    4
maximum    live       2
current     config    2
current     live       1
```

This output indicates that *testguest* is currently using 1 vCPU, and 1 more vCPU can be hot plugged to it to increase the VM's performance. However, after reboot, the number of vCPUs *testguest* uses will change to 2, and it will be possible to hot plug 2 more vCPUs.

2. Adjust the maximum number of vCPUs that can be attached to the VM, which takes effect on the VM's next boot.

For example, to increase the maximum vCPU count for the *testguest* VM to 8:

```
# virsh setvcpus testguest 8 --maximum --config
```

Note that the maximum may be limited by the CPU topology, host hardware, the hypervisor, and other factors.

3. Adjust the current number of vCPUs attached to the VM, up to the maximum configured in the previous step. For example:

- To increase the number of vCPUs attached to the running *testguest* VM to 4:

```
# virsh setvcpus testguest 4 --live
```

This increases the VM's performance and host load footprint of *testguest* until the VM's next boot.

- To permanently decrease the number of vCPUs attached to the *testguest* VM to 1:

```
# virsh setvcpus testguest 1 --config
```

This decreases the VM's performance and host load footprint of *testguest* after the VM's next boot. However, if needed, additional vCPUs can be hot plugged to the VM to temporarily increase its performance.

Verification

- Confirm that the current state of vCPU for the VM reflects your changes.

```
# virsh vcpucount testguest
maximum    config      8
maximum    live        4
current    config      1
current    live        4
```

Additional resources

- [Managing virtual CPUs by using the web console](#)

18.6.3. Managing virtual CPUs by using the web console

By using the RHEL 10 web console, you can review and configure virtual CPUs used by virtual machines (VMs) to which the web console is connected.

Prerequisites

- You have installed the RHEL 10 web console.
For instructions, see [Installing and enabling the web console](#).
- The web console VM plugin [is installed on your system](#).

Procedure

1. Log in to the RHEL 10 web console.
2. In the **Virtual Machines** interface, click the VM whose information you want to see.
A new page opens with an Overview section with basic information about the selected VM and a Console section to access the VM's graphical interface.
3. Click **edit** next to the number of vCPUs in the Overview pane.
The vCPU details dialog appears.
4. Configure the virtual CPUs for the selected VM.
 - **vCPU Count** - The number of vCPUs currently in use.

**NOTE**

The vCPU count cannot be greater than the vCPU Maximum.

- **vCPU Maximum** – The maximum number of virtual CPUs that can be configured for the VM. If this value is higher than the **vCPU Count**, additional vCPUs can be attached to the VM.
- **Sockets** – The number of sockets to expose to the VM.
- **Cores per socket** – The number of cores for each socket to expose to the VM.
- **Threads per core** – The number of threads for each core to expose to the VM.

**IMPORTANT**

Note that the **Sockets**, **Cores per socket**, and **Threads per core** options adjust the CPU topology of the VM. This may be beneficial for vCPU performance and may impact the functionality of certain software in the guest OS. If a different setting is not required by your deployment, keep the default values.

5. Click **Apply**.

The virtual CPUs for the VM are configured.

6. If the VM is running, restart it for the changes to virtual CPU settings to take effect.

Additional resources

- [Adding and removing virtual CPUs by using the command line](#)

18.6.4. Configuring NUMA in a virtual machine

You can use several methods to configure Non-Uniform Memory Access (NUMA) settings of a virtual machine (VM) on a RHEL 10 host.

For ease of use, you can set up a VM's NUMA configuration by using automated utilities and services. However, manual NUMA setup is more likely to yield a significant performance improvement.

Prerequisites

- The host is a NUMA-compatible machine. To detect whether this is the case, use the **virsh nodeinfo** command and see the **NUMA cell(s)** line:

```
# virsh nodeinfo
CPU model:      x86_64
CPU(s):         48
CPU frequency:  1200 MHz
CPU socket(s):  1
Core(s) per socket: 12
Thread(s) per core: 2
NUMA cell(s):   2
Memory size:    67012964 KiB
```

If the value of the line is 2 or greater, the host is NUMA-compatible.

- Optional: You have the **numactl** package installed on the host.

```
# dnf install numactl
```

Procedure

1. Set the VM's NUMA policy to **Preferred**. For example, to configure the *testguest5* VM:

```
# virt-xml testguest5 --edit --vcpus placement=auto
# virt-xml testguest5 --edit --numatune mode=preferred
```

2. Set up the **numad** service to automatically align the VM CPU with memory resources.

```
# echo 1 > /proc/sys/kernel/numa_balancing
```

3. Start the **numad** service.

```
# systemctl start numad
```

4. Optional: Tune NUMA settings manually. Specify which host NUMA nodes will be assigned specifically to a certain VM. This can improve the host memory usage by the VM's vCPU.

- a. Use the **numactl** command to view the NUMA topology on the host:

```
# numactl --hardware

available: 2 nodes (0-1)
node 0 size: 18156 MB
node 0 free: 9053 MB
node 1 size: 18180 MB
node 1 free: 6853 MB
node distances:
node  0  1
 0: 10 20
 1: 20 10
```

- b. Edit the XML configuration of a VM to assign CPU and memory resources to specific NUMA nodes. For example, the following configuration sets *testguest6* to use vCPUs 0-7 on NUMA node **0** and vCPUS 8-15 on NUMA node **1**. Both nodes are also assigned 16 GiB of VM's memory.

```
# virsh edit <testguest6>

<domain type='kvm'>
  <name>testguest6</name>
  ...
  <vcpu placement='static'>16</vcpu>
  ...
  <cpu ...>
    <numa>
      <cell id='0' cpus='0-7' memory='16' unit='GiB'/>
      <cell id='1' cpus='8-15' memory='16' unit='GiB'/>
    </numa>
  </cpu>
</domain>
```

```
</numa>
...
</domain>
```

**NOTE**

For best performance results, it is a good practice to respect the maximum memory size for each NUMA node on the host.

- c. If the VM is running, restart it to apply the configuration.

Additional resources

- [Virtual machine performance optimization for specific workloads](#)
- [Virtual machine performance optimization for specific workloads](#)

18.6.5. Configuring virtual CPU pinning

To improve the CPU performance of a virtual machine (VM), you can pin a virtual CPU (vCPU) to a specific physical CPU thread on the host. This ensures that the vCPU will have its own dedicated physical CPU thread, which can significantly improve the vCPU performance.

To further optimize the CPU performance, you can also pin QEMU process threads associated with a specified VM to a specific host CPU.

Procedure

1. Check the CPU topology on the host:

```
# lscpu -p=node,cpu
```

```
Node,CPU
0,0
0,1
0,2
0,3
0,4
0,5
0,6
0,7
1,0
1,1
1,2
1,3
1,4
1,5
1,6
1,7
```

In this example, the output contains NUMA nodes and the available physical CPU threads on the host.

2. Check the number of vCPU threads inside the VM:

```
# lscpu -p=node,cpu
```

```
Node,CPU
0,0
0,1
0,2
0,3
```

In this example, the output contains NUMA nodes and the available vCPU threads inside the VM.

3. Pin specific vCPU threads from a VM to a specific host CPU or range of CPUs. This is suggested as a safe method of vCPU performance improvement.

For example, the following commands pin vCPU threads 0 to 3 of the *testguest6* VM to host CPUs 1, 3, 5, 7, respectively:

```
# virsh vcpupin testguest6 0 1
# virsh vcpupin testguest6 1 3
# virsh vcpupin testguest6 2 5
# virsh vcpupin testguest6 3 7
```

4. Optional: Verify whether the vCPU threads are successfully pinned to CPUs.

```
# virsh vcpupin testguest6
VCPU  CPU Affinity
-----
0      1
1      3
2      5
3      7
```

5. Optional: After pinning vCPU threads, you can also pin QEMU process threads associated with a specified VM to a specific host CPU or range of CPUs. This can further help the QEMU process to run more efficiently on the physical CPU.

For example, the following commands pin the QEMU process thread of *testguest6* to CPUs 2 and 4, and verify this was successful:

```
# virsh emulatorpin testguest6 2,4
# virsh emulatorpin testguest6
emulator: CPU Affinity
-----
*: 2,4
```

18.6.6. Configuring virtual CPU capping

You can use virtual CPU (vCPU) capping to limit the amount of CPU resources a virtual machine (VM) can use. vCPU capping can improve the overall performance by preventing excessive use of host's CPU resources by a single VM and by making it easier for the hypervisor to manage CPU scheduling.

Procedure

1. View the current vCPU scheduling configuration on the host.

```
# virsh schedinfo <vm_name>
```

```
Scheduler      : posix
cpu_shares     : 0
vcpu_period    : 0
vcpu_quota     : 0
emulator_period: 0
emulator_quota : 0
global_period  : 0
global_quota   : 0
iothread_period: 0
iothread_quota : 0
```

2. To configure an absolute vCPU cap for a VM, set the **vcpu_period** and **vcpu_quota** parameters. Both parameters use a numerical value that represents a time duration in microseconds.
 - a. Set the **vcpu_period** parameter by using the **virsh schedinfo** command. For example:

```
# virsh schedinfo <vm_name> --set vcpu_period=100000
```

In this example, the **vcpu_period** is set to 100,000 microseconds, which means the scheduler enforces vCPU capping during this time interval.

You can also use the **--live --config** options to configure a running VM without restarting it.

- b. Set the **vcpu_quota** parameter by using the **virsh schedinfo** command. For example:

```
# virsh schedinfo <vm_name> --set vcpu_quota=50000
```

In this example, the **vcpu_quota** is set to 50,000 microseconds, which specifies the maximum amount of CPU time that the VM can use during the **vcpu_period** time interval. In this case, **vcpu_quota** is set as the half of **vcpu_period**, so the VM can use up to 50% of the CPU time during that interval.

You can also use the **--live --config** options to configure a running VM without restarting it.

Verification

- Check that the vCPU scheduling parameters have the correct values.

```
# virsh schedinfo <vm_name>
```

```
Scheduler      : posix
cpu_shares     : 2048
vcpu_period    : 100000
vcpu_quota     : 50000
...
```

18.6.7. Tuning CPU weights

The *CPU weight* (or *CPU shares*) setting controls how much CPU time a virtual machine (VM) receives compared to other running VMs. By increasing the *CPU weight* of a specific VM, you can ensure that this VM gets more CPU time relative to other VMs. To prioritize CPU time allocation between multiple VMs,

set the **cpu_shares** parameter

The possible CPU weight values range from 0 to 262144 and the default value for a new KVM VM is 1024.

Procedure

1. Check the current *CPU weight* of a VM.

```
# virsh schedinfo <vm_name>

Scheduler    : posix
cpu_shares   : 1024
vcpu_period  : 0
vcpu_quota   : 0
emulator_period: 0
emulator_quota : 0
global_period : 0
global_quota  : 0
iothread_period: 0
iothread_quota : 0
```

2. Adjust the *CPU weight* to a preferred value.

```
# virsh schedinfo <vm_name> --set cpu_shares=2048

Scheduler    : posix
cpu_shares   : 2048
vcpu_period  : 0
vcpu_quota   : 0
emulator_period: 0
emulator_quota : 0
global_period : 0
global_quota  : 0
iothread_period: 0
iothread_quota : 0
```

In this example, **cpu_shares** is set to 2048. This means that if all other VMs have the value set to 1024, this VM gets approximately twice the amount of CPU time.

You can also use the **--live --config** options to configure a running VM without restarting it.

18.6.8. Enabling and disabling kernel same-page merging

Kernel Same-Page Merging (KSM) improves memory density by sharing identical memory pages between virtual machines (VMs). Therefore, enabling KSM might improve memory efficiency of your VM deployment.

However, enabling KSM also increases CPU utilization, and might negatively affect overall performance depending on the workload.

In RHEL 10, **KSM is disabled by default**. To enable KSM and test its impact on your VM performance, see the following instructions.

Prerequisites

- Root access to your host system.

Procedure

1. Enable KSM:



WARNING

Enabling KSM increases CPU utilization and affects overall CPU performance.

- a. Install the **ksmtuned** service:

```
# dnf install ksmtuned
```

- b. Start the service:

- To enable KSM for a single session, use the **systemctl** utility to start the **ksm** and **ksmtuned** services.

```
# systemctl start ksm
# systemctl start ksmtuned
```

- To enable KSM persistently, use the **systemctl** utility to enable the **ksm** and **ksmtuned** services.

```
# systemctl enable ksm
Created symlink /etc/systemd/system/multi-user.target.wants/ksm.service →
/usr/lib/systemd/system/ksm.service

# systemctl enable ksmtuned
Created symlink /etc/systemd/system/multi-user.target.wants/ksmtuned.service →
/usr/lib/systemd/system/ksmtuned.service
```

2. Monitor the performance and resource consumption of VMs on your host to evaluate the benefits of activating KSM. Specifically, ensure that the additional CPU usage by KSM does not offset the memory improvements and does not cause additional performance issues. In latency-sensitive workloads, also pay attention to cross-NUMA page merges.
3. Optional: If KSM has not improved your VM performance, disable it:
 - To disable KSM for a single session, use the **systemctl** utility to stop **ksm** and **ksmtuned** services.

```
# systemctl stop ksm
# systemctl stop ksmtuned
```

- To disable KSM persistently, use the **systemctl** utility to disable **ksm** and **ksmtuned** services.

```
# systemctl disable ksm
Removed /etc/systemd/system/multi-user.target.wants/ksm.service.
# systemctl disable ksmtuned
Removed /etc/systemd/system/multi-user.target.wants/ksmtuned.service.
```



NOTE

Memory pages shared between VMs before deactivating KSM will remain shared. To stop sharing, delete all the **PageKSM** pages in the system by using the following command:

```
# echo 2 > /sys/kernel/mm/ksm/run
```

However, this command increases memory usage, and might cause performance problems on your host or your VMs.

18.7. OPTIMIZING VIRTUAL MACHINE NETWORK PERFORMANCE

Due to the virtual nature of a VM's network interface controller (NIC), the VM loses a portion of its allocated host network bandwidth, which can reduce the overall workload efficiency of the VM. You can minimize the negative impact of virtualization on the virtual NIC (vNIC) throughput by modifying the VM's configuration.

Procedure

- Use any of the following methods and observe if it has a beneficial effect on your VM network performance:

- **Enable the vhost_net module**

On the host, ensure the **vhost_net** kernel feature is enabled:

```
# lsmod | grep vhost
vhost_net      32768  1
vhost          53248  1 vhost_net
tap            24576  1 vhost_net
tun            57344  6 vhost_net
```

If the output of this command is blank, enable the **vhost_net** kernel module:

```
# modprobe vhost_net
```

- **Set up multi-queue virtio-net**

To set up the *multi-queue virtio-net* feature for a VM, use the **virsh edit** command to edit to the XML configuration of the VM. In the XML, add the following to the **<devices>** section, and replace **N** with the number of vCPUs in the VM, up to 16:

```
<interface type='network'>
  <source network='default'/>
  <model type='virtio'/>
```



```
<driver name='vhost' queues='N' />
</interface>
```

If the VM is running, restart it for the changes to take effect.

- **Batching network packets**

In Linux VM configurations with a long transmission path, batching packets before submitting them to the kernel may improve cache utilization. To set up packet batching, use the following command on the host, and replace *tap0* with the name of the network interface that the VMs use:

```
# ethtool -C tap0 rx-frames 64
```

- **SR-IOV**

If your host NIC supports SR-IOV, use SR-IOV device assignment for your vNICs.

For more information, see [Managing SR-IOV devices](#).

Additional resources

- [Understanding virtual networking](#)

18.8. VIRTUAL MACHINE PERFORMANCE MONITORING TOOLS

To identify what consumes the most VM resources and which aspect of VM performance needs optimization, performance diagnostic tools, both general and VM-specific, can be used.

Default OS performance monitoring tools

For standard performance evaluation, you can use the utilities provided by default by your host and guest operating systems:

- On your RHEL 10 host, as root, use the **top** utility or the **system monitor** application, and look for **qemu** and **virt** in the output. This shows how much host system resources your VMs are consuming.
 - If the monitoring tool displays that any of the **qemu** or **virt** processes consume a large portion of the host CPU or memory capacity, use the **perf** utility to investigate. For details, see below.
 - In addition, if a **vhost_net** thread process, named for example *vhost_net-1234*, is displayed as consuming an excessive amount of host CPU capacity, consider using [virtual network optimization features](#), such as **multi-queue virtio-net**.
- On the guest operating system, use performance utilities and applications available on the system to evaluate which processes consume the most system resources.
 - On Linux systems, you can use the **top** utility.
 - On Windows systems, you can use the **Task Manager** application.

perf kvm

You can use the **perf** utility to collect and analyze virtualization-specific statistics about the performance of your RHEL 10 host. To do so:

1. On the host, install the *perf* package:

```
# dnf install perf
```

2. Use one of the **perf kvm stat** commands to display perf statistics for your virtualization host:

- For real-time monitoring of your hypervisor, use the **perf kvm stat live** command.
- To log the perf data of your hypervisor over a period of time, activate the logging by using the **perf kvm stat record** command. After the command is canceled or interrupted, the data is saved in the **perf.data.guest** file, which can be analyzed by using the **perf kvm stat report** command.

3. Analyze the **perf** output for types of **VM-EXIT** events and their distribution. For example, the **PAUSE_INSTRUCTION** events should be infrequent, but in the following output, the high occurrence of this event suggests that the host CPUs are not handling the running vCPUs well. In such a scenario, consider shutting down some of your active VMs, removing vCPUs from these VMs, or [tuning the performance of the vCPUs](#).

```
# perf kvm stat report
```

Analyze events for all VMs, all VCPUs:

VM-EXIT	Samples	Samples%	Time%	Min Time	Max Time	Avg time
EXTERNAL_INTERRUPT	365634	31.59%	18.04%	0.42us	58780.59us	204.08us (+- 0.99%)
MSR_WRITE	293428	25.35%	0.13%	0.59us	17873.02us	1.80us (+- 4.63%)
PREEMPTION_TIMER	276162	23.86%	0.23%	0.51us	21396.03us	3.38us (+- 5.19%)
PAUSE_INSTRUCTION	189375	16.36%	11.75%	0.72us	29655.25us	256.77us (+- 0.70%)
HLT	20440	1.77%	69.83%	0.62us	79319.41us	14134.56us (+- 0.79%)
VMCALL	12426	1.07%	0.03%	1.02us	5416.25us	8.77us (+- 7.36%)
EXCEPTION_NMI	27	0.00%	0.00%	0.69us	1.34us	0.98us (+- 3.50%)
EPT_MISCONFIG	5	0.00%	0.00%	5.15us	10.85us	7.88us (+- 11.67%)

Total Samples:1157497, Total events handled time:413728274.66us.

Other event types that can signal problems in the output of **perf kvm stat** include:

- **INSN_EMULATION** - suggests suboptimal [VM I/O configuration](#).

For more information about using **perf** to monitor virtualization performance, see the **perf-kvm(1)** man page on your system.

numastat

To see the current NUMA configuration of your system, you can use the **numastat** utility, which is provided by installing the **numactl** package.

The following shows a host with 4 running VMs, each obtaining memory from multiple NUMA nodes. This is not optimal for vCPU performance, and [warrants adjusting](#):

```
# numastat -c qemu-kvm
```

Per-node process memory usage (in MBs)

PID	Node 0	Node 1	Node 2	Node 3	Node 4	Node 5	Node 6	Node 7	Total
51722 (qemu-kvm)	68	16	357	6936	2	3	147	598	8128
51747 (qemu-kvm)	245	11	5	18	5172	2532	1	92	8076
53736 (qemu-kvm)	62	432	1661	506	4851	136	22	445	8116
53773 (qemu-kvm)	1393	3	1	2	12	0	0	6702	8114
Total	1769	463	2024	7462	10037	2672	169	7837	32434

In contrast, the following shows memory being provided to each VM by a single node, which is significantly more efficient.

```
# numastat -c qemu-kvm
```

Per-node process memory usage (in MBs)

PID	Node 0	Node 1	Node 2	Node 3	Node 4	Node 5	Node 6	Node 7	Total
51747 (qemu-kvm)	0	0	7	0	8072	0	1	0	8080
53736 (qemu-kvm)	0	0	7	0	0	0	8113	0	8120
53773 (qemu-kvm)	0	0	7	0	0	0	1	8110	8118
59065 (qemu-kvm)	0	0	8050	0	0	0	0	0	8051
Total	0	0	8072	0	8072	0	8114	8110	32368

CHAPTER 19. SECURING VIRTUAL MACHINES

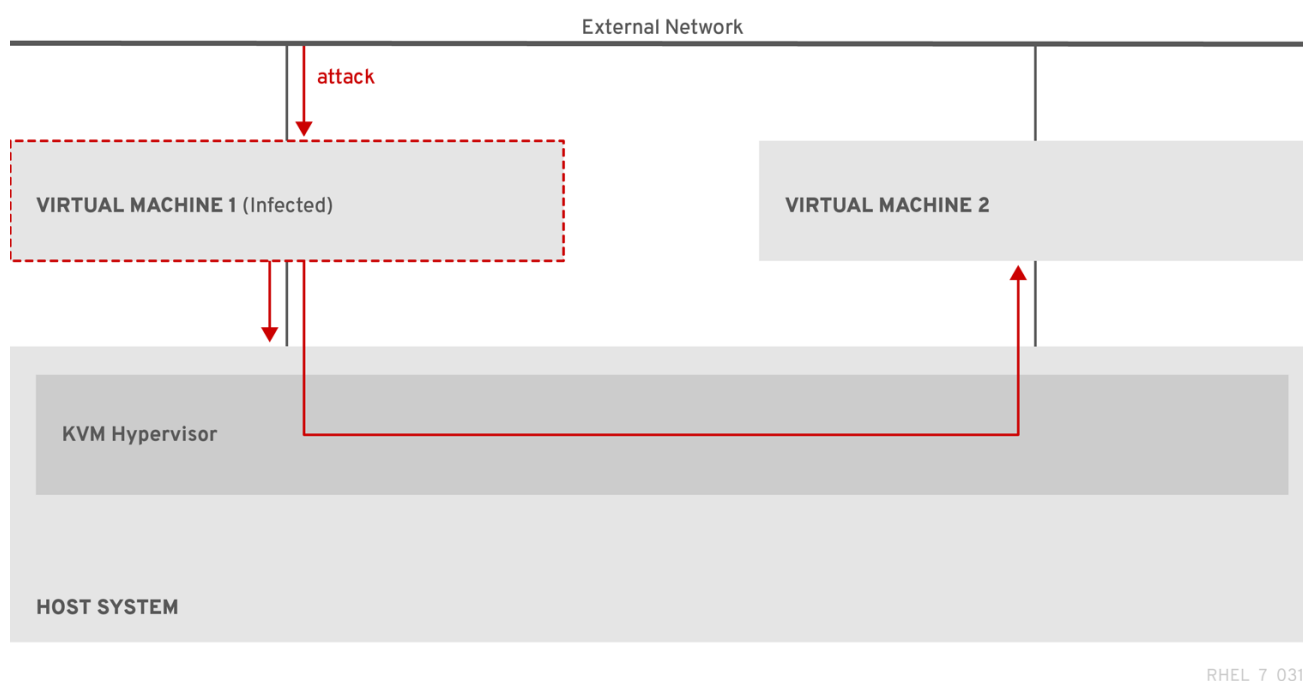
As an administrator of a RHEL 10 system with virtual machines (VMs), ensuring that your VMs are as secure as possible significantly lowers the risk of your guest and host OSs being infected by malicious software.

The following sections outline the [mechanics of securing VMs](#) on a RHEL 10 host and provide [a list of methods](#) to increase the security of your VMs.

19.1. HOW SECURITY WORKS IN VIRTUAL MACHINES

When using virtual machines (VMs), multiple operating systems can be housed within a single host machine. These systems are connected with the host through the hypervisor, and usually also through a virtual network. As a consequence, each VM can be used as a vector for attacking the host with malicious software, and the host can be used as a vector for attacking any of the VMs.

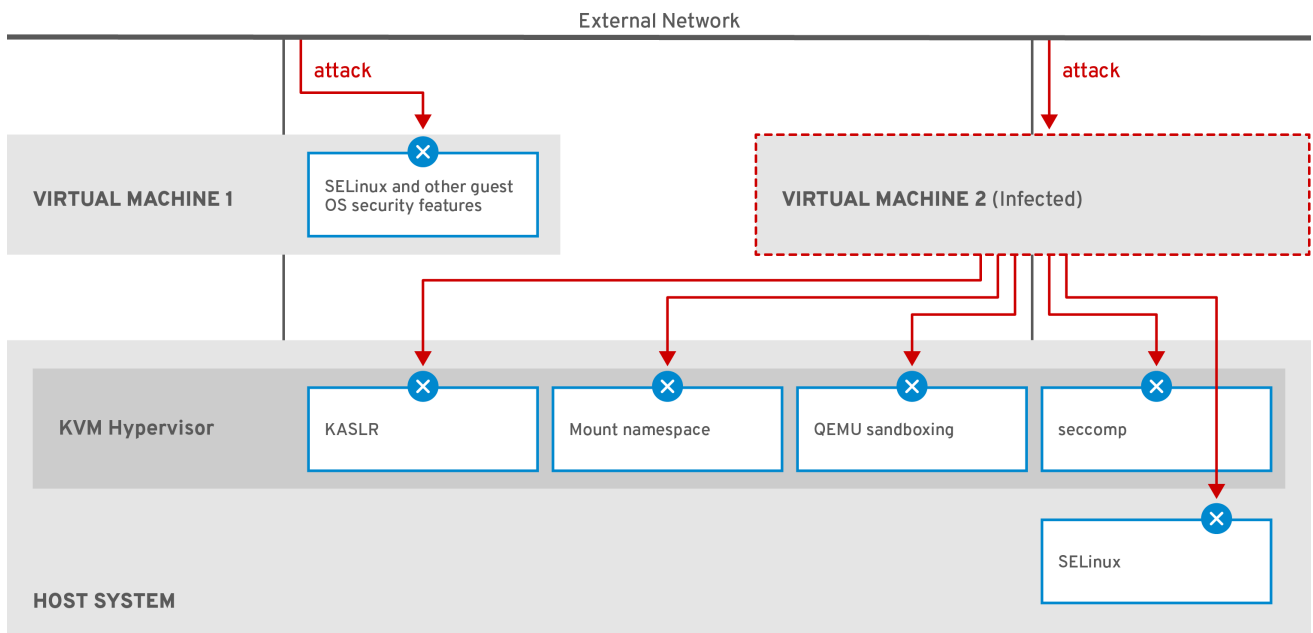
Figure 19.1. A potential malware attack vector on a virtualization host



Because the hypervisor uses the host kernel to manage VMs, services running on the VM's operating system are frequently used for injecting malicious code into the host system. However, you can protect your system against such security threats by using [a number of security features](#) on your host and your guest systems.

These features, such as SELinux or QEMU sandboxing, provide various measures that make it more difficult for malicious code to attack the hypervisor and transfer between your host and your VMs.

Figure 19.2. Prevented malware attacks on a virtualization host



RHEL_7_0319

Many of the features that RHEL 10 provides for VM security are always active and do not have to be enabled or configured. For details, see [Default features for virtual machine security](#).

In addition, you can adhere to a variety of best practices to minimize the vulnerability of your VMs and your hypervisor. For more information, see [Best practices for securing virtual machines](#).

19.2. BEST PRACTICES FOR SECURING VIRTUAL MACHINES

Following the instructions below significantly decreases the risk of your virtual machines being infected with malicious code and used as attack vectors to infect your host system.

On the guest side:

- Secure the virtual machine as if it was a physical machine. The specific methods available to enhance security depend on the guest OS.
If your VM is running RHEL 10, see [Securing RHEL 10](#) for detailed instructions on improving the security of your guest system.

On the host side:

- When managing VMs remotely, use cryptographic utilities such as **SSH** and network protocols such as **SSL** for connecting to the VMs.
- Ensure SELinux is in Enforcing mode:

```
# getenforce
Enforcing
```

If SELinux is disabled or in *Permissive* mode, see the [Using SELinux](#) document for instructions on activating Enforcing mode.

**NOTE**

SELinux Enforcing mode also enables the sVirt RHEL 10 feature. This is a set of specialized SELinux booleans for virtualization, which can be [manually adjusted](#) for fine-grained VM security management.

- Use VMs with *SecureBoot*:
SecureBoot is a feature that ensures that your VM is running a cryptographically signed OS. This prevents VMs whose OS has been altered by a malware attack from booting.

SecureBoot can only be applied when installing a Linux VM that uses OVMF firmware on an AMD64 or Intel 64 host. For instructions, see [Creating a SecureBoot virtual machine](#).

- Do not use **qemu-*** commands, such as **qemu-kvm**.
QEMU is an essential component of the virtualization architecture in RHEL 10, but it is difficult to manage manually, and improper QEMU configurations may cause security vulnerabilities. Therefore, using most **qemu-*** commands is not supported by Red Hat. Instead, use *libvirt* utilities, such as **virsh**, **virt-install**, and **virt-xml**, as these orchestrate QEMU according to the best practices.

Note, however, that the **qemu-img** utility is supported for [management of virtual disk images](#).

Additional resources

- [SELinux booleans for virtualization in RHEL](#)

19.3. DEFAULT FEATURES FOR VIRTUAL MACHINE SECURITY

In addition to manual means of improving the security of your virtual machines, listed in [Best practices for securing virtual machines](#), a number of security features are provided by the **libvirt** software suite and are automatically enabled when using virtualization in RHEL 10. These include:

System and session connections

To access all the available utilities for virtual machine management on a RHEL 10 host, you need to use the *system connection* of **libvirt** (**qemu:///system**). To do so, you must have root privileges on the system or be a part of the *libvirt* user group.

Non-root users that are not in the *libvirt* group can only access a *session connection* of **libvirt** (**qemu:///session**), which has to respect the access rights of the local user when accessing resources.

For details, see [User-space connection types for virtualization](#).

Virtual machine separation

Individual VMs run as isolated processes on the host, and rely on security enforced by the host kernel. Therefore, a VM cannot read or access the memory or storage of other VMs on the same host.

QEMU sandboxing

A feature that prevents QEMU code from executing system calls that can compromise the security of the host.

Kernel Address Space Randomization (KASLR)

Enables randomizing the physical and virtual addresses at which the kernel image is decompressed. Thus, KASLR prevents guest security exploits based on the location of kernel objects.

19.4. ENABLING STANDARD HARDWARE SECURITY ON WINDOWS VIRTUAL MACHINES

To secure Windows virtual machines (VMs), you can enable basic level security by using the standard hardware capabilities of the Windows device.

Prerequisites

- Make sure you have installed the latest WHQL certified VirtIO drivers.
- Make sure the VM's firmware supports UEFI boot.
- Install the **edk2-OVMF** package on your host machine.

```
# dnf install edk2-ovmf
```

- Install the **vTPM** packages on your host machine.

```
# dnf install swtpm libtpms
```

- Make sure the VM is using the Q35 machine architecture.
- Make sure you have the Windows installation media.

Procedure

1. Enable TPM 2.0 by adding the following parameters to the **<devices>** section in the VM's XML configuration.

```
<devices>
[...]
  <tpm model='tpm-crb'
    <backend type='emulator' version='2.0'/>
  </tpm>
[...]
</devices>
```

2. Install Windows in UEFI mode.
For more information about how to do so, see [Creating a SecureBoot virtual machine](#).
3. Install the VirtIO drivers on the Windows VM. For more information about how to do so, see [Installing virtio drivers on a Windows guest](#).
4. In UEFI, enable Secure Boot. For more information about how to do so, see [Secure Boot](#).

Verification

- Ensure that the **Device Security** page on your Windows machine displays the following message:

Settings > Update & Security > Windows Security > Device Security

Your device meets the requirements for standard hardware security.

19.5. ENABLING ENHANCED HARDWARE SECURITY ON WINDOWS VIRTUAL MACHINES

To further secure Windows virtual machines (VMs), you can enable virtualization-based protection of code integrity, also known as Hypervisor-Protected Code Integrity (HVCI).

Prerequisites

- Ensure that standard hardware security is enabled. For more information, see [Enabling standard hardware security on Windows virtual machines](#).
- Ensure you have enabled Hyper-V enlightenments. For more information, see [Enabling Hyper-V enlightenments](#).

Procedure

1. Open the XML configuration of the Windows VM. The following example opens the configuration of the *Example-L1* VM:

```
# virsh edit Example-L1
```

2. Under the **<cpu>** section, specify the CPU mode and add the policy flag.



IMPORTANT

- For Intel CPUs, enable the **vmx** policy flag.
- For AMD CPUs, enable the **svm** policy flag.
- If you do not want to specify a custom CPU, you can set the **<cpu mode>** as **host-passthrough**.

```
<cpu mode='custom' match='exact' check='partial'>
  <model fallback='allow'>Skylake-Client-IBRS</model>
  <topology sockets='1' dies='1' cores='4' threads='1'>
  <feature policy='require' name='vmx'>
</cpu>
```

3. Save the XML configuration and reboot the VM.
4. On the VMs operating system, navigate to the **Core isolation details** page:
Settings > Update & Security > Windows Security > Device Security > Core isolation details
5. Toggle the switch to enable **Memory Integrity**.
6. Reboot the VM.



NOTE

For other methods of enabling HVCI, see the relevant Microsoft documentation.

Verification

- Ensure that the **Device Security** page on your Windows VM displays the following message:
Settings > Update & Security > Windows Security > Device Security

■ Your device meets the requirements for enhanced hardware security.

- Alternatively, check System Information about the Windows VM:
 - a. Run **msinfo32.exe** in a command prompt.
 - b. Check if **Credential Guard, Hypervisor enforced Code Integrity** is listed under **Virtualization-based security Services Running**

19.6. CREATING A SECUREBOOT VIRTUAL MACHINE

You can create a Linux virtual machine (VM) that uses the *SecureBoot* feature, which ensures that your VM is running a cryptographically signed OS. This can be useful if the guest OS of a VM has been altered by malware. In such a scenario, SecureBoot prevents the VM from booting, which stops the potential spread of the malware to your host machine.

Prerequisites

- The VM is the Q35 machine type.
- Your host system uses the AMD64 or Intel 64 architecture.
- The **edk2-OVMF** packages is installed:

■ `# dnf install edk2-ovmf`

- An operating system (OS) installation source is available locally or on a network. This can be one of the following formats:
 - An ISO image of an installation medium
 - A disk image of an existing VM installation



WARNING

Installing from a host CD-ROM or DVD-ROM device is not possible in RHEL 10. If you select a CD-ROM or DVD-ROM as the installation source when using any VM installation method available in RHEL 10, the installation will fail. For more information, see [RHEL 7 or higher can't install guest OS from CD/DVD-ROM](#) (Red Hat Knowledgebase).

- Optional: A Kickstart file can be provided for faster and easier configuration of the installation.

Procedure

1. Use the **virt-install** command to create a VM as detailed in [Creating virtual machines by using](#)

the [command line](#). For the **--boot** option, use the **uefi,nvram_template=/usr/share/OVMF/OVMF_VARS.secboot.fd** value. This uses the **OVMF_VARS.secboot.fd** and **OVMF_CODE.secboot.fd** files as templates for the VM's non-volatile RAM (NVRAM) settings, which enables the SecureBoot feature.

For example:

```
# virt-install --name rhel8sb --memory 4096 --vcpus 4 --os-variant rhel10.0 --boot
uefi,nvram_template=/usr/share/OVMF/OVMF_VARS.secboot.fd --disk
boot_order=2,size=10 --disk boot_order=1,device=cdrom,bus=scsi,path=/images/RHEL-
{ProductNumber}.0-installation.iso
```

2. Follow the OS installation procedure according to the instructions on the screen.

Verification

1. After the guest OS is installed, access the VM's command line by opening the terminal in [the graphical guest console](#) or connecting to the guest OS [using SSH](#).
2. To confirm that SecureBoot has been enabled on the VM, use the **mokutil --sb-state** command:

```
# mokutil --sb-state
SecureBoot enabled
```

Additional resources

- [Manually installing Red Hat Enterprise Linux](#)

19.7. LIMITING WHAT ACTIONS ARE AVAILABLE TO VIRTUAL MACHINE USERS

In some cases, actions that users of virtual machines (VMs) hosted on RHEL 10 can perform by default may pose a security risk. If that is the case, you can limit the actions available to VM users by configuring the **libvirt** daemons to use the **polkit** policy toolkit on the host machine.

Procedure

1. Optional: Ensure your system's **polkit** control policies related to **libvirt** are set up according to your preferences.
 - a. Find all libvirt-related files in the **/usr/share/polkit-1/actions/** and **/usr/share/polkit-1/rules.d/** directories.


```
# ls /usr/share/polkit-1/actions | grep libvirt
# ls /usr/share/polkit-1/rules.d | grep libvirt
```
 - b. Open the files and review the rule settings.
For information about reading the syntax of **polkit** control policies, use **man polkit**.
 - c. Modify the **libvirt** control policies. To do so:
 - i. Create a new **.rules** file in the **/etc/polkit-1/rules.d/** directory.
 - ii. Add your custom policies to this file, and save it.

For further information and examples of **libvirt** control policies, see [the libvirt upstream documentation](#).

2. Configure your VMs to use access policies determined by **polkit**.

To do so, find all configuration files for virtualization drivers in the `/etc/libvirt/` directory, and uncomment the **access_drivers = ["polkit"]** line in them.

```
# find /etc/libvirt/ -name virt*d.conf -exec sed -i 's/#access_drivers = \[ "polkit"
\]/access_drivers = \[ "polkit" \]/g' {} +
```

3. For each file that you modified in the previous step, restart the corresponding service. For example, if you have modified `/etc/libvirt/virtqemud.conf`, restart the **virtqemud** service.

```
# systemctl try-restart virtqemud
```

Verification

- As a user whose VM actions you intended to limit, perform one of the restricted actions. For example, if unprivileged users are restricted from viewing VMs created in the system session:

```
$ virsh -c qemu:///system list --all
Id Name      State
-----
```

If this command does not list any VMs even though one or more VMs exist on your system, **polkit** successfully restricts the action for unprivileged users.

Troubleshooting

- Currently, configuring **libvirt** to use **polkit** makes it impossible to connect to VMs [by using the RHEL 10 web console](#), due to an incompatibility with the **libvirt-dbus** service. If you require fine-grained access control of VMs in the web console, create a custom D-Bus policy. For more information, see the Red Hat Knowledgebase solution [How to configure fine-grained control of Virtual Machines in Cockpit](#).

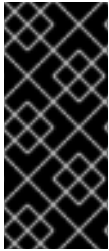
Additional resources

- [libvirt upstream information about polkit access control policies](#)

19.8. CONFIGURING VNC PASSWORDS

To manage access to the graphical output of a virtual machine (VM), you can configure a password for the VNC console of the VM.

With a VNC password configured on a VM, users of the VMs must enter the password when attempting to view or interact with the VNC graphical console of the VMs, for example by using the **virt-viewer** utility.



IMPORTANT

VNC passwords are not a sufficient measure for ensuring the security of a VM environment. For details, see [QEMU documentation on VNC security](#).

In addition, the VNC password is saved in plain text in the configuration of the VM, so for the password to be effective, the user must not be able to display the VM configuration.

Prerequisites

- The VM that you want to protect with a VNC password has VNC graphics configured. To ensure that this is the case, use the **virsh dumpxml** command as follows:

```
# virsh dumpxml <vm-name> | grep graphics

<graphics type='vnc' ports='-1' autoport=yes listen=127.0.0.1>
</graphics>
```

Procedure

- Open the configuration of the VM that you want to assign a VNC password to.

```
# virsh edit <vm-name>
```

- On the **<graphics>** line of the configuration, add the **passwd** attribute and the password string. The password must be 8 characters or fewer.

```
<graphics type='vnc' ports='-1' autoport=yes listen=127.0.0.1 passwd='<password>'>
```

- Optional: In addition, define a date and time when the password will expire.

```
<graphics type='vnc' ports='-1' autoport=yes listen=127.0.0.1 passwd='<password>'
passwdValidTo='2025-02-01T15:30:00'>
```

In this example, the password will expire on February 1st 2025, at 15:30 UTC.

- Save the configuration.

Verification

- Start the modified VM.

```
# virsh start <vm-name>
```

- Open a graphical console of the VM, for example by using the **virt-viewer** utility:

```
# virt-viewer <vm-name>
```

If the VNC password has been configured properly, a dialogue window appears that requests you to enter the password.

19.9. SELINUX BOOLEANS FOR VIRTUALIZATION

RHEL 10 provides the **sVirt** feature, which is a set of specialized SELinux booleans that are automatically enabled on a host with SELinux in Enforcing mode.

For fine-grained configuration of virtual machines security on a RHEL 10 system, you can configure SELinux booleans on the host to ensure the hypervisor acts in a specific way.

To list all virtualization-related booleans and their statuses, use the **getsebool -a | grep virt** command:

```
$ getsebool -a | grep virt
[...]
virt_sandbox_use_netlink --> off
virt_sandbox_use_sys_admin --> off
virt_transition_userdomain --> off
virt_use_comm --> off
virt_use_execmem --> off
virt_use_fusefs --> off
[...]
```

To enable a specific boolean, use the **setsebool -P *boolean_name* on** command as root. To disable a boolean, use **setsebool -P *boolean_name* off**.

The following table lists virtualization-related booleans available in RHEL 10 and what they do when enabled:

Table 19.1. SELinux virtualization booleans

SELinux Boolean	Description
staff_use_svirt	Enables non-root users to create and transition VMs to sVirt.
unprivuser_use_svirt	Enables unprivileged users to create and transition VMs to sVirt.
virt_sandbox_use_audit	Enables sandbox containers to send audit messages.
virt_sandbox_use_netlink	Enables sandbox containers to use netlink system calls.
virt_sandbox_use_sys_admin	Enables sandbox containers to use sys_admin system calls, such as mount.
virt_transition_userdomain	Enables virtual processes to run as user domains.
virt_use_comm	Enables virt to use serial/parallel communication ports.
virt_use_execmem	Enables confined virtual guests to use executable memory and executable stack.
virt_use_fusefs	Enables virt to read FUSE mounted files.

SELinux Boolean	Description
virt_use_nfs	Enables virt to manage NFS mounted files.
virt_use_rawip	Enables virt to interact with rawip sockets.
virt_use_samba	Enables virt to manage CIFS mounted files.
virt_use_sanlock	Enables confined virtual guests to interact with the sanlock.
virt_use_usb	Enables virt to use USB devices.
virt_use_xserver	Enables virtual machine to interact with the X Window System.

CHAPTER 20. SHARING FILES BETWEEN THE HOST AND ITS VIRTUAL MACHINES

You might frequently require to share data between your host system and the virtual machines (VMs) it runs. To do so quickly and efficiently, you can use the **virtio** file system (**virtiofs**).

20.1. SHARING FILES BETWEEN THE HOST AND ITS VIRTUAL MACHINES BY USING VIRTIOFS

By using the **virtio** file system (**virtiofs**), you can share files between your host and your virtual machines (VM) as a directory tree that works the same as the local file system structure.

20.1.1. Sharing files between the host and Windows virtual machines by using the command line

When using RHEL 10 as your hypervisor, you can efficiently share files between your host system and Windows virtual machines (VM) using the **virtiofs** feature along with the **virtio-win** package.



NOTE

You can run the **virtiofs** service in case-insensitive mode on a Windows VM using the **virtiofs.exe** command and the **-i** parameter.

Prerequisites

- A directory that you want to share with your VMs. If you do not want to share any of your existing directories, create a new one, for example named *shared-files*.

```
# mkdir /root/shared-files
```

- You have attached the **virtio** driver installation media to the VM.
- You have [attached the virtio driver installation media to the VM](#).
- You have installed the **virtio-win** package on your Windows VM. For more information, see [Installing virtio drivers on a Windows guest](#).

Procedure

1. For each directory on the host that you want to share with your VM, set it as a virtiofs file system in the VM's XML configuration.

- a. Open the XML configuration of the intended VM.

```
# virsh edit vm-name
```

- b. Add an entry similar to the following to the **<devices>** section of the VM's XML configuration.

```
<filesystem type='mount' accessmode='passthrough'>
  <driver type='virtiofs'>
    <binary path='/usr/libexec/virtiofsd' xattr='on'>
```

```
<source dir='/root/shared-files'/>
<target dir='host-file-share'/>
</filesystem>
```

This example sets the **/root/shared-files** directory on the host to be visible as **host-file-share** to the VM.

2. Set up shared memory for the VM. To do so, add shared memory backing to the **<domain>** section of the XML configuration:

```
<domain>
[...]
<memoryBacking>
  <access mode='shared'/>
</memoryBacking>
[...]
</domain>
```

3. Boot up the VM.

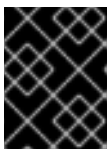
```
# virsh start vm-name
```

4. On your Windows VM, install WinFsp. To do so, mount the **virtio-win** ISO image, start the **winfsp** MSI installer, and follow the prompts.
In the **Custom Setup** window of the installation wizard, select the features you want to install on the VM.
5. Start the virtiofs service:

```
# sc start VirtioFsSvc
```

6. Navigate to **This PC**:
File Explorer → This PC

If configured correctly, **virtiofs** is available on the Windows VM as the first available drive letter starting with **Z:** and going backwards. For example, **my_viofs (Z:)**.



IMPORTANT

You must restart the **virtiofs** service after each VM reboot to access the shared directory.

7. Optional: To set up additional **virtiofs** instances:

- a. Stop the **virtiofs** service:

```
# sc stop VirtioFsSvc
# sc config VirtioFsSvc start=demand
```

- b. Configure the WinFSP.Launcher service to set up multiple virtiofs instances:

```
# "C:\Program Files (x86)\WinFsp\bin\fsreg.bat" virtiofs "<path to the binary>\virtiofs.exe"
"-t %1 -m %2"
```


- c. Mount **virtiofs** instances to drives.

For example, to mount **virtiofs** with the tag **mount_tag0** to the **Y:** drive:

```
"C:\Program Files (x86)\WinFsp\bin\launchctl-x64.exe" start virtiofs viofsY mount_tag0 Y:
```

- d. Repeat the previous step to mount all of your **virtiofs** instances.

- e. To unmount the **virtiofs** instance:

```
"C:\Program Files (x86)\WinFsp\bin\launchctl-x64.exe" stop virtiofs viofsY
```

Verification

1. On your Windows VM, navigate to **This PC**:

File Explorer → This PC

- If you did not specify a mount point when setting up the **virtiofs** service, it will use the first available drive letter starting with **z:** and going backwards.
- If you have multiple **virtiofs** instances set up, they will appear as drives with the letters you had assigned to the instances.

CHAPTER 21. DIAGNOSING VIRTUAL MACHINE PROBLEMS

When working with virtual machines (VMs), you may encounter problems with varying levels of severity. Some problems may have a quick and easy fix, while for others, you may have to capture VM-related data and logs to report or diagnose the problems.

The following sections provide detailed information about generating logs and diagnosing some common VM problems, as well as about reporting these problems.

21.1. GENERATING LIBVIRT DEBUG LOGS

To diagnose virtual machine (VM) problems, it is helpful to generate and review **libvirt** debug logs. Attaching debug logs is also useful when asking for support to resolve VM-related problems.

21.1.1. Understanding libvirt debug logs

Debug logs are text files that contain data about events that occur during virtual machine (VM) runtime. The logs provide information about fundamental server-side functionalities, such as host libraries and the **libvirt** daemon. The log files also contain the standard error output (**stderr**) of all running VMs.

Debug logging is not enabled by default and has to be enabled when **libvirt** starts.

- To collect **libvirt** debug logs for your current session, see [Enabling libvirt debug logs during runtime](#).
- To collect **libvirt** debug logs by default, see [Enabling libvirt debug logs persistently](#).

Afterwards, you can attach the logs when requesting support with a VM problem. For details, see [Attaching libvirt debug logs to support requests](#).

21.1.2. Enabling libvirt debug logs persistently

You can configure **libvirt** debug logging to be automatically enabled whenever **libvirt** starts. By default, **virtqemud** is the main **libvirt** daemon in RHEL 10. To make persistent changes in the **libvirt** configuration, you must edit the **virtqemud.conf** file, located in the **/etc/libvirt** directory.

Procedure

1. Open the **virtqemud.conf** file in an editor.
2. Replace or set the filters according to your requirements.

Table 21.1. Debugging filter values

1	logs all messages generated by libvirt .
2	logs all non-debugging information.
3	logs all warning and error messages. This is the default value.
4	logs only error messages.

Example 21.1. Sample daemon settings for logging filters

The following settings:

- Log all error and warning messages from the **remote**, **util.json**, and **rpc** layers
- Log only error messages from the **event** layer.
- Save the filtered logs to **/var/log/libvirt/libvirt.log**

```
log_filters="3:remote 4:event 3:util.json 3:rpc"
log_outputs="1:file:/var/log/libvirt/libvirt.log"
```

3. Save and exit.
4. Restart the **libvirt** daemon.

```
$ systemctl restart virtqemud.service
```

21.1.3. Enabling libvirt debug logs during runtime

You can modify the **libvirt** daemon's runtime settings to enable debug logs and save them to an output file.

This is useful when restarting the **libvirt** daemon is not possible because restarting fixes the problem, or because there is another process, such as migration or backup, running at the same time. Modifying runtime settings is also useful if you want to try a command without editing the configuration files or restarting the daemon.

Prerequisites

- Make sure the **libvirt-admin** package is installed.

Procedure

1. Optional: Back up the active set of log filters.

```
# virt-admin -c virtqemud:///system daemon-log-filters >> virt-filters-backup
```

This makes it possible to restore the active set of filter after generating the logs. If you do not restore the filters, the messages continue to be logged, which may affect system performance.

2. Use the **virt-admin** utility to enable debugging and set the filters according to your requirements.

Table 21.2. Debugging filter values

1	logs all messages generated by libvirt.
2	logs all non-debugging information.

3	logs all warning and error messages. This is the default value.
4	logs only error messages.

Example 21.2. Sample virt-admin setting for logging filters

The following command:

- Logs all error and warning messages from the **remote**, **util.json**, and **rpc** layers
- Logs only error messages from the **event** layer.

```
# virt-admin -c virtqemud:///system daemon-log-filters "3:remote 4:event 3:util.json 3:rpc"
```

3. Use the **virt-admin** utility to save the logs to a specific file or directory.
For example, the following command saves the log output to the **libvirt.log** file in the **/var/log/libvirt/** directory.

```
# virt-admin -c virtqemud:///system daemon-log-outputs "1:file:/var/log/libvirt/libvirt.log"
```

4. Optional: You can also remove the filters to generate a log file that contains all VM-related information. However, it is not recommended since this file may contain a large amount of redundant information produced by libvirt's modules.
 - Use the **virt-admin** utility to specify an empty set of filters.

```
# virt-admin -c virtqemud:///system daemon-log-filters
Logging filters:
```

5. Optional: Restore the filters to their original state by using the backup file that you created previously.

```
# virt-admin -c virtqemud:///system daemon-log-filters "<original-filters>"
```

In this command, replace **<original-filters>** with the content of **virt-filters-backup**.

Note that if you do not restore the filters, the messages continue to be logged, which may affect system performance.

21.1.4. Attaching libvirt debug logs to support requests

You may have to request additional support to diagnose and resolve virtual machine (VM) problems. Attaching the debug logs to the support request is highly recommended to ensure that the support team has access to all the information they need to provide a quick resolution of the VM-related problem.

Procedure

- To report a problem and request support, [open a support case](#).

- Based on the encountered problems, attach the following logs along with your report:
 - For problems with the **libvirt** service, attach the **/var/log/libvirt/libvirt.log** file from the host.
 - For problems with a specific VM, attach its respective log file.
For example, for the *testguest1* VM, attach the **testguest1.log** file, which can be found at **/var/log/libvirt/qemu/testguest1.log**.

Additional resources

- [How to provide log files to Red Hat Support? \(Red Hat Knowledgebase\)](#)

21.2. DUMPING A VIRTUAL MACHINE CORE

To analyze why a virtual machine (VM) crashed or malfunctioned, you can dump the VM core to a file on disk for later analysis and diagnostics.

21.2.1. How virtual machine core dumping works

A virtual machine (VM) requires numerous running processes to work accurately and efficiently. In some cases, a running VM may terminate unexpectedly or malfunction while you are using it. Restarting the VM may cause the data to be reset or lost, which makes it difficult to diagnose the exact problem that caused the VM to crash.

In such cases, you can use the **virsh dump** utility to save (or *dump*) the core of a VM to a file before you reboot the VM. The core dump file contains a raw physical memory image of the VM which contains detailed information about the VM. This information can be used to diagnose VM problems, either manually, or by using a tool such as the **crash** utility.

21.2.2. Creating a virtual machine core dump file

A virtual machine (VM) core dump contains detailed information about the state of a VM at any given time. This information, which is similar to a snapshot of the VM, can help you detect problems if a VM malfunctions or shuts down suddenly.

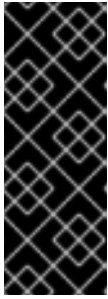
Prerequisites

- Make sure you have sufficient disk space to save the file. Note that the space occupied by the VM depends on the amount of RAM allocated to the VM.

Procedure

- Use the **virsh dump** utility.
For example, the following command dumps the **test-guest1** VM's cores, its memory and the CPU common register file to **sample-core.file** in the **/core/file** directory.

```
# virsh dump test-guest1 /core/file/sample-core.file --memory-only
Domain 'test-guest1' dumped to /core/file/sample-core.file
```



IMPORTANT

The **crash** utility no longer supports the default file format of the `virsh dump` command. To analyze a core dump file by using **crash**, you must create the file with the **--memory-only** option.

Additionally, you must use the **--memory-only** option when creating a core dump file to attach to a Red Hat Support Case.

Troubleshooting

If the **virsh dump** command fails with a **System is deadlocked on memory** error, ensure you are assigning sufficient memory for the core dump file. To do so, use the following **crashkernel** option value. Alternatively, do not use **crashkernel** at all, which assigns core dump memory automatically.

```
crashkernel=1G-4G:192M,4G-64G:256M,64G-:512M
```

Additional resources

- [Opening a Support Case](#)

21.3. BACKTRACING VIRTUAL MACHINE PROCESSES

When a process related to a virtual machine (VM) malfunctions, you can use the **gstack** command along with the process identifier (PID) to generate an execution stack trace of the malfunctioning process. If the process is a part of a thread group then all the threads are traced as well.

Prerequisites

- Ensure that the **GDB** package is installed.
For details about installing **GDB** and the available components, see [Installing the GNU Debugger](#).
- Make sure you know the PID of the processes that you want to backtrace.
You can find the PID by using the **pgrep** command followed by the name of the process. For example:

```
# pgrep libvirt
22014
22025
```

Procedure

- Use the **gstack** utility followed by the PID of the process you wish to backtrace.
For example, the following command backtraces the **libvirt** process with the PID 22014.

```
# gstack 22014
Thread 3 (Thread 0x7f33edaf7700 (LWP 22017)):
#0  0x00007f33f81aef21 in poll () from /lib64/libc.so.6
#1  0x00007f33f89059b6 in g_main_context_iterate.isra () from /lib64/libglib-2.0.so.0
#2  0x00007f33f8905d72 in g_main_loop_run () from /lib64/libglib-2.0.so.0
...
```

For more information on using **gstack**, see the **gstack** man page on your system.

Additional resources

- [GNU Debugger \(GDB\)](#)

21.4. ADDITIONAL RESOURCES FOR REPORTING VIRTUAL MACHINE PROBLEMS AND PROVIDING LOGS

To request additional help and support, you can:

- Raise a service request by using the **redhat-support-tool** command line option, the Red Hat Portal UI, or several methods of FTP.
 - To report problems and request support, see [Open a Support Case](#).
- Upload the SOS Report and the log files when you submit a service request. This ensures that the Red Hat support engineer has all the necessary diagnostic information for reference.
 - For more information about SOS reports, see the Red Hat Knowledgebase solution [What is an SOS Report and how to create one in Red Hat Enterprise Linux?](#)
 - For information about attaching log files, see the Red Hat Knowledgebase solution [How to provide files to Red Hat Support?](#)

CHAPTER 22. BACKING UP AND RECOVERING VIRTUAL MACHINES

To ensure that you do not lose the setup and data of a virtual machine (VM) if your current host becomes unavailable or non-functional, back up the configuration and storage of the VM. Afterwards, for disaster recovery, you can create a new VM that uses the backed up configuration and storage.



NOTE

If you plan to create a backup to recover a VM while the host remains functional, it might be more efficient to use snapshots instead. For details, see [Saving and restoring virtual machine state by using snapshots](#).

22.1. BACKING UP A VIRTUAL MACHINE

To ensure that you do not lose the setup and data of a virtual machine (VM) if your current host becomes unavailable or non-functional, back up the configuration and disks of the VM. This allows you to later recover the backup on a functional host.

1. Save the XML configuration of the VM to a separate file. For example, to save the configuration of the *testguest1* VM to the **/home/backup/testguest1-backup.xml** file, use the following command:

```
# virsh dumpxml testguest1 > /home/backup/testguest1-backup.xml
```

2. Back up the disks of the VM. To do so, use the **virsh backup-begin** utility.
3. Optional: Customize your backup settings. By default, **libvirt** creates copies of all disks in the VM in the same directory as the original disks. If you want to use a different configuration for your backup, create an XML file with your required settings. For example:

```
<domainbackup>
  <disks>
    <disk name='vda' backup='yes'/>
    <disk name='vdb' type='file'>
      <target file='/home/backup/vdb.backup'/>
      <driver type='raw'/>
    </disk>
    <disk name='vdc' backup='no'/>
  </disks>
</domainbackup>
```

This example configuration ensures that the **vda** disk is backed up by using the **libvirt** defaults, the **vdb** disk is backed up in the **raw** format as **/home/backup/vdb.backup**, and that the **vdc** disk is not backed up.

4. Start the VM.

```
# virsh start <vm-name>
```

5. Back up the disks of the VM by using the **virsh backup-begin** utility. The following command uses the default backup settings, which creates copies of all disks that the VM uses, and saves them in the same directory as the original disks


```
# virsh backup-begin <vm-name>
```

Optionally, to apply custom backup settings, you can specify the backup XML configuration that you created previously.

```
# virsh backup-begin <vm-name> --backupxml <backup-XML-location>
```

Verification

1. Ensure that the backup operation has completed.

```
# virsh domjobinfo <vm-name> --completed
```

Example successful output:

```
Job type:      Completed
Operation:     Backup
Time elapsed:  20704 ms
File processed: 40.000 GiB
File remaining: 0.000 B
File total:    40.000 GiB
```

2. Check the target location of the backup disks. For example, if you used the default backup configuration and the VM disks are located in the default **/var/lib/libvirt/images/** directory, use the following command:

```
# ls -l /var/lib/libvirt/images
```

Example successful output:

```
-rw-----. 1 qemu qemu 42956488704 Oct 10 15:49 RHEL_10_beta.qcow2
-rw-----. 1 root root 42956488704 Oct 29 16:12 RHEL_10_beta.qcow.21761750144
-rw-----. 1 qemu qemu   196688 Oct 10 15:49 extra-storage.qcow2
-rw-----. 1 root root 196688 Oct 29 16:12 extra-storage.qcow2.1761750144
```

Next steps

- [Recovering a virtual machine](#)

Additional resources

- [Libvirt reference for backup XML format](#)

22.2. RECOVERING A VIRTUAL MACHINE

For disaster recovery of your virtual machines (VMs), you can create a new VM that uses the XML configuration and storage that you previously backed up.

Prerequisites

- You have created a backup of the VM's XML configuration and storage. For instructions, see [Backing up a virtual machine](#).

Procedure

1. Inspect the backup XML configuration of the VM for the specific storage settings.

```
# cat </path/to/backup.xml>
```

Example output section:

```
<disk type='file' device='disk'>
  <driver name='qemu' type='qcow2' discard='unmap' />
  <source file='/var/lib/libvirt/images/vm-name.qcow2' index='3' />
```

2. Move the backup disks to the locations specified in the backup XML and ensure that their names correspond with the values in the XML.
3. Define a new VM based on the backup XML.

```
# virsh define --file </path/to/backup.xml>
```

4. Optional: Modify the XML configuration of the newly created VM to adjust for settings that might be different from the original host, such as the network.

```
# virsh edit <vm-name>
```

Verification

- Start the VM and check that the guest operating system has been recovered correctly.

```
# virsh start <vm-name>
```

CHAPTER 23. CREATING NESTED VIRTUAL MACHINES

You can use nested virtual machines (VMs) if you require a different host operating system than what your local host is running. This eliminates the need for additional physical hardware.



WARNING

In most environments, nested virtualization is only available as a [Technology Preview](#) in RHEL 10.

For detailed descriptions of the supported and unsupported environments, see [Support limitations for nested virtualization](#).

23.1. WHAT IS NESTED VIRTUALIZATION?

With nested virtualization, you can run virtual machines (VMs) within other VMs. A standard VM that runs on a physical host can also act as a second hypervisor and create its own VMs.

Nested virtualization terminology

Level 0 (L0)

A physical host, a bare-metal machine.

Level 1 (L1)

A standard VM, running on an **L0** physical host, that can act as an additional virtual host.

Level 2 (L2)

A nested VM running on an **L1** virtual host.

Important: The second level of virtualization severely limits the performance of an **L2** VM. For this reason, nested virtualization is primarily intended for development and testing scenarios, such as:

- Debugging hypervisors in a constrained environment
- Testing larger virtual deployments on a limited amount of physical resources



WARNING

In most environments, nested virtualization is only available as a [Technology Preview](#) in RHEL 10.

For detailed descriptions of the supported and unsupported environments, see [Support limitations for nested virtualization](#).

Additional resources

- [Support limitations for nested virtualization](#)

23.2. SUPPORT LIMITATIONS FOR NESTED VIRTUALIZATION

In most environments, nested virtualization is only available as a Technology Preview in RHEL 10.

However, you can use a Windows virtual machine (VM) with the Windows Subsystem for Linux (WSL2) to create a virtual Linux environment inside the Windows VM. This use case is fully supported on RHEL 10 under specific conditions.

To learn more about the relevant terminology for nested virtualization, see [What is nested virtualization?](#)

Supported environments

To create a supported deployment of nested virtualization, create an **L1** Windows VM on a RHEL 9 or RHEL 10 **L0** host and use WSL2 to create a virtual Linux environment inside the **L1** Windows VM. Currently, this is the only supported nested environment.



IMPORTANT

The **L0** host must be an Intel or AMD system. Other architectures, such as ARM or IBM Z, are currently not supported.

You must use only the following operating system versions:

On the L0 host:	On the L1 VMs:
RHEL 10.0 and later	Windows Server 2019 and later with WSL2
	Windows 10 and later with WSL2

See [Microsoft documentation](#) for instructions on installing WSL2 and choosing supported Linux distributions.

To create a supported nested environment, use one of the following procedures:

- [Creating a nested virtual machine on Intel](#)
- [Creating a nested virtual machine on AMD](#)

Technology Preview environments

These nested environments are available only as a Technology Preview and are not supported.



IMPORTANT

The **L0** host must be an Intel, AMD, or IBM Z system. Nested virtualization currently does not work on other architectures, such as ARM.

You must use only the following operating system versions for the deployment to work:

On the L0 host:	On the L1 VMs:	On the L2 VMs:
RHEL 10.0 and later	RHEL 9.6 and later	RHEL 9.6 and later
	RHEL 10.0 and later	RHEL 10.0 and later
	Windows Server 2016 and later with Hyper-V	Windows Server 2019 and later
	Windows 10 and later with Hyper-V	



NOTE

Creating RHEL **L1** VMs is not tested when used in other Red Hat virtualization offerings. These include:

- Red Hat Virtualization
- Red Hat OpenStack Platform
- OpenShift Virtualization

To create a Technology Preview nested environment, use one of the following procedures:

- [Creating a nested virtual machine on Intel](#)
- [Creating a nested virtual machine on AMD](#)
- [Creating a nested virtual machine on IBM Z](#)

Hypervisor limitations

- Currently, Red Hat tests nesting only on RHEL-KVM. When RHEL is used as the **L0** hypervisor, you can use RHEL or Windows as the **L1** hypervisor.
- When using an **L1** RHEL VM on a non-KVM **L0** hypervisor, such as VMware ESXi or Amazon Web Services (AWS), creating **L2** VMs in the RHEL guest operating system has not been tested and might not work.

Feature limitations

- Use of **L2** VMs as hypervisors and creating **L3** guests has not been properly tested and is not expected to work.
- Migrating VMs currently does not work on AMD systems if nested virtualization has been enabled on the **L0** host.
- On an IBM Z system, huge-page backing storage and nested virtualization cannot be used at the same time.

```
# modprobe kvm hpage=1 nested=1
```

```
modprobe: ERROR: could not insert 'kvm': Invalid argument
```

```
# dmesg |tail -1
```

```
[90226.508366] kvm-s390: A KVM host that supports nesting cannot back its KVM guests
with huge pages
```

- Some features available on the **L0** host might be unavailable on the **L1** hypervisor.

Additional resources

- [What is Windows Subsystem for Linux?](#)
- [Creating a nested virtual machine on Intel](#)
- [Creating a nested virtual machine on AMD](#)
- [Creating a nested virtual machine on IBM Z](#)

23.3. CREATING A NESTED VIRTUAL MACHINE ON INTEL

Follow the steps below to enable and configure nested virtualization on an Intel host.



WARNING

In most environments, nested virtualization is only available as a [Technology Preview](#) in RHEL 10.

For detailed descriptions of the supported and unsupported environments, see [Support limitations for nested virtualization](#).

Prerequisites

- An L0 RHEL 10 host running an L1 virtual machine (VM).
- The hypervisor CPU must support nested virtualization. To verify, use the **cat /proc/cpuinfo** command on the L0 hypervisor. If the output of the command includes the **vmx** and **ept** flags, creating L2 VMs is possible. This is generally the case on Intel Xeon v3 cores and later.
- Ensure that nested virtualization is enabled on the L0 host:

```
# cat /sys/module/kvm_intel/parameters/nested
```

- If the command returns **1** or **Y**, the feature is enabled. Skip the remaining prerequisite steps, and continue with the Procedure section.
- If the command returns **0** or **N** but your system supports nested virtualization, use the following steps to enable the feature.

- i. Unload the **kvm_intel** module:

```
# modprobe -r kvm_intel
```

- ii. Activate the nesting feature:

```
# modprobe kvm_intel nested=1
```

- iii. The nesting feature is now enabled, but only until the next reboot of the L0 host. To enable it permanently, add the following line to the `/etc/modprobe.d/kvm.conf` file:

```
options kvm_intel nested=1
```

Procedure

1. Configure your L1 VM for nested virtualization.
 - a. Open the XML configuration of the VM. The following example opens the configuration of the *Intel-L1* VM:

```
# virsh edit Intel-L1
```

- b. Configure the VM to use **host-passthrough** CPU mode by editing the `<cpu>` element:

```
<cpu mode='host-passthrough'/>
```

If you require the VM to use a specific CPU model, configure the VM to use **custom** CPU mode. Inside the `<cpu>` element, add a `<feature policy='require' name='vmx'/>` element and a `<model>` element with the CPU model specified inside. For example:

```
<cpu mode='custom' match='exact' check='partial'>
  <model fallback='allow'>Haswell-noTSX</model>
  <feature policy='require' name='vmx'/>
  ...
</cpu>
```

2. Create an L2 VM within the L1 VM. To do this, follow the same procedure as when [creating the L1 VM](#).

23.4. CREATING A NESTED VIRTUAL MACHINE ON AMD

Follow the steps below to enable and configure nested virtualization on an AMD host.



WARNING

In most environments, nested virtualization is only available as a [Technology Preview](#) in RHEL 10.

For detailed descriptions of the supported and unsupported environments, see [Support limitations for nested virtualization](#).

Prerequisites

- An L0 RHEL 10 host running an L1 virtual machine (VM).
- The hypervisor CPU must support nested virtualization. To verify, use the **cat /proc/cpuinfo** command on the L0 hypervisor. If the output of the command includes the **svm** and **npt** flags, creating L2 VMs is possible. This is generally the case on AMD EPYC cores and later.
- Ensure that nested virtualization is enabled on the L0 host:

```
# cat /sys/module/kvm_amd/parameters/nested
```

- If the command returns **1** or **Y**, the feature is enabled. Skip the remaining prerequisite steps, and continue with the Procedure section.
- If the command returns **0** or **N**, use the following steps to enable the feature.
 - Stop all running VMs on the L0 host.
 - Unload the **kvm_amd** module:

```
# modprobe -r kvm_amd
```

- Activate the nesting feature:

```
# modprobe kvm_amd nested=1
```

- The nesting feature is now enabled, but only until the next reboot of the L0 host. To enable it permanently, add the following to the **/etc/modprobe.d/kvm.conf** file:

```
options kvm_amd nested=1
```

Procedure

1. Configure your L1 VM for nested virtualization.
 - a. Open the XML configuration of the VM. The following example opens the configuration of the *AMD-L1* VM:

```
# virsh edit AMD-L1
```

- b. Configure the VM to use **host-passthrough** CPU mode by editing the **<cpu>** element:

```
<cpu mode='host-passthrough'/>
```

If you require the VM to use a specific CPU model, configure the VM to use **custom** CPU mode. Inside the **<cpu>** element, add a **<feature policy='require' name='svm'/>** element and a **<model>** element with the CPU model specified inside. For example:

```
<cpu mode="custom" match="exact" check="none">
  <model fallback="allow">EPYC-IBPB</model>
  <feature policy="require" name="svm"/>
  ...
</cpu>
```


2. Create an L2 VM within the L1 VM. To do this, follow the same procedure as when [creating the L1 VM](#).

23.5. CREATING A NESTED VIRTUAL MACHINE ON IBM Z

Follow the steps below to enable and configure nested virtualization on an IBM Z host.



NOTE

IBM Z does not really provide a bare-metal **L0** host. Instead, user systems are set up on a logical partition (LPAR), which is already a virtualized system, so it is often referred to as **L1**. However, for better alignment with other architectures in this guide, the following steps refer to IBM Z as if it provides an **L0** host.

To learn more about nested virtualization, see: [What is nested virtualization?](#)



WARNING

In most environments, nested virtualization is only available as a [Technology Preview](#) in RHEL 10.

For detailed descriptions of the supported and unsupported environments, see [Support limitations for nested virtualization](#).

Prerequisites

- An L0 RHEL 10 host running an L1 virtual machine (VM).
- The hypervisor CPU must support nested virtualization. To verify this is the case, use the **cat /proc/cpuinfo** command on the L0 hypervisor. If the output of the command includes the **smi** flag, creating L2 VMs is possible.
- Ensure that nested virtualization is enabled on the L0 host:

```
# cat /sys/module/kvm/parameters/nested
```

- If the command returns **1** or **Y**, the feature is enabled. Skip the remaining prerequisite steps, and continue with the Procedure section.
- If the command returns **0** or **N**, use the following steps to enable the feature.
 - i. Stop all running VMs on the L0 host.
 - ii. Unload the **kvm** module:

```
# modprobe -r kvm
```

- iii. Activate the nesting feature:

```
# modprobe kvm nested=1
```

-
- iv. The nesting feature is now enabled, but only until the next reboot of the L0 host. To enable it permanently, add the following line to the **/etc/modprobe.d/kvm.conf** file:

```
options kvm nested=1
```

Procedure

- Create an L2 VM within the L1 VM. To do this, follow the same procedure as when [creating the L1 VM](#).

CHAPTER 24. FEATURE SUPPORT AND LIMITATIONS IN RHEL 10 VIRTUALIZATION

This document provides information about feature support and restrictions in Red Hat Enterprise Linux 10 (RHEL 10) virtualization.

24.1. HOW RHEL VIRTUALIZATION SUPPORT WORKS

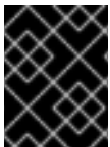
A set of support limitations applies to virtualization in Red Hat Enterprise Linux 10 (RHEL 10). This means that when you use certain features or exceed a certain amount of allocated resources when using virtual machines in RHEL 10, Red Hat will provide only limited support for these guests unless you have a specific subscription plan.

Features listed in [Recommended features in RHEL 10 virtualization](#) have been tested and certified by Red Hat to work with the KVM hypervisor on a RHEL 10 system. Therefore, they are fully supported and recommended for use in virtualization in RHEL 10.

Features listed in [Unsupported features in RHEL 10 virtualization](#) may work, but are not supported and not intended for use in RHEL 10. Therefore, Red Hat strongly recommends not using these features in RHEL 10 with KVM.

[Resource allocation limits in RHEL 10 virtualization](#) lists the maximum amount of specific resources supported on a KVM guest in RHEL 10. Guests that exceed these limits are considered as [Technology Preview](#) by Red Hat.

In addition, unless stated otherwise, all features and solutions used by the documentation for RHEL 10 virtualization are supported. However, some of these have not been completely tested and therefore may not be fully optimized.



IMPORTANT

Many of these limitations do not apply to other virtualization solutions provided by Red Hat, such as OpenShift Virtualization or Red Hat OpenStack Platform (RHOSP).

24.2. RECOMMENDED FEATURES IN RHEL 10 VIRTUALIZATION

The following features are recommended for use with the KVM hypervisor included with Red Hat Enterprise Linux 10 (RHEL 10):

Host system architectures

RHEL 10 with KVM is only supported on the following host architectures:

- AMD64 and Intel 64

Any other hardware architectures are not supported for using RHEL 10 as a KVM virtualization host, and Red Hat highly discourages doing so.

Guest operating systems

Red Hat provides support with KVM virtual machines that use specific guest operating systems (OSs). For a detailed list of certified guest OSs, see [Certified Guest Operating Systems](#) in the Red Hat KnowledgeBase.

Note, however, that by default, your guest OS does not use the same subscription as your host. Therefore, you must activate a separate license or subscription for the guest OS to work properly.

In addition, the pass-through devices that you attach to the VM must be supported by both the host OS and the guest OS.

Similarly, for optimal function of your deployment, Red Hat recommends that the CPU model and features that you define in the XML configuration of a VM are supported by both the host OS and the guest OS.

To view the certified CPUs and other hardware for various versions of RHEL, see the [Red Hat Ecosystem Catalog](#).

Machine types

To ensure that your VM is compatible with your host architecture and that the guest OS runs optimally, the VM must use an appropriate machine type.



IMPORTANT

In RHEL 10, **pc-i440fx-rhel7.6.0** and earlier machine types, which were default in earlier major versions of RHEL, are no longer supported. As a consequence, attempting to start a VM with such machine types on a RHEL 10 host fails with an **unsupported configuration** error. If you encounter this problem after upgrading your host to RHEL 10, see the Red Hat Knowledgebase solution [Invalid virtual machines that used to work with RHEL 9 and newer hypervisors](#).

When [creating a VM by using the command line](#) , the **virt-install** utility provides multiple methods of setting the machine type.

- When you use the **--os-variant** option, **virt-install** automatically selects the machine type recommended for your host CPU and supported by the guest OS.
- If you do not use **--os-variant** or require a different machine type, use the **--machine** option to specify the machine type explicitly.
- If you specify a **--machine** value that is unsupported or not compatible with your host, **virt-install** fails and displays an error message.

The recommended machine types for KVM virtual machines on supported architectures, and the corresponding values for the **--machine** option, are as follows. *Y* stands for the latest minor version of RHEL 10.

Architecture	Recommended machine type	Machine type value
Intel 64 and AMD64 (x86_64)	pc-q35-rhel10.Y.0	--machine=q35

To obtain the machine type of an existing VM:

```
# virsh dumpxml VM-name | grep machine=
```

To view the full list of machine types supported on your host:

```
# /usr/libexec/qemu-kvm -M help
```

Additional resources

- [Unsupported features in RHEL 10 virtualization](#)
- [Resource allocation limits in RHEL 10 virtualization](#)

24.3. UNSUPPORTED FEATURES IN RHEL 10 VIRTUALIZATION

The following features are not supported by the KVM hypervisor included with Red Hat Enterprise Linux 10 (RHEL 10):



IMPORTANT

Many of these limitations may not apply to other virtualization solutions provided by Red Hat, such as OpenShift Virtualization or Red Hat OpenStack Platform (RHOSP).

Features supported by other virtualization solutions are described below.

For support details of the respective virtualization solutions, consult the relevant documentation.

Host system architectures

RHEL 10 with KVM is not supported on any host architectures that are not listed in [Recommended features in RHEL 10 virtualization](#).

Guest operating systems

KVM virtual machines (VMs) that use the following guest operating systems (OSs) are not supported on a RHEL 10 host:

- Windows 8.1 and earlier
- Windows Server 2012 R2 and earlier
- macOS
- Solaris for x86 systems
- Any operating system released before 2009

For a list of guest OSs supported on RHEL hosts and other virtualization solutions, see [Certified Guest Operating Systems in Red Hat OpenStack Platform, Red Hat Virtualization, OpenShift Virtualization and Red Hat Enterprise Linux with KVM](#).

Creating VMs in containers

Red Hat does not support creating KVM virtual machines in any type of container that includes the elements of the RHEL 10 hypervisor (such as the **QEMU** emulator or the **libvirt** package).

To create VMs in containers, Red Hat recommends using the [OpenShift Virtualization](#) offering.

Specific virsh commands and options

Not every parameter that you can use with the **virsh** utility has been tested and certified as production-ready by Red Hat. Therefore, any **virsh** commands and options that are not explicitly recommended by Red Hat documentation may not work correctly, and Red Hat recommends not using them in your production environment.

Notably, unsupported **virsh** commands include the following:

- **virsh iface-*** commands, such as **virsh iface-start** and **virsh iface-destroy**
- **virsh blkdeviotune**
- **virsh snapshot-*** commands that do not support *external* snapshots. For details, see *Support limitations for virtual machine snapshots*.

The QEMU command line

QEMU is an essential component of the virtualization architecture in RHEL 10, but it is difficult to manage manually, and improper QEMU configurations might cause security vulnerabilities. Therefore, using **qemu-*** command-line utilities, such as, **qemu-kvm** is not supported by Red Hat. Instead, use *libvirt* utilities, such as **virt-install**, **virt-xml**, and supported **virsh** commands, as these orchestrate QEMU according to the best practices. However, the **qemu-img** utility is supported for management of virtual disk images.

vCPU hot unplug

Removing a virtual CPU (vCPU) from a running VM, also referred to as a vCPU hot unplug, is not supported in RHEL 10. Note that adding vCPUs to a running VM, or vCPU hot plug, is supported on Intel 64 and AMD64 CPU architectures.

RDMA-based migration

In RHEL 10, migrating virtual machines (VMs) by using Remote Direct Memory Access (RDMA) is no longer supported. Therefore, Red Hat highly discourages using the **rdma** URI for VM migration.

QEMU-side I/O throttling

Using the **virsh blkdeviotune** utility to configure maximum input and output levels for operations on virtual disk, also known as QEMU-side I/O throttling, is not supported in RHEL 10.

To set up I/O throttling in RHEL 10, use **virsh blkiotune**. This is also known as libvirt-side I/O throttling. For instructions, see *Disk I/O throttling in virtual machines*.

Other solutions:

- QEMU-side I/O throttling is also supported in RHOSP. For more information, see Red Hat Knowledgebase solutions [Setting Resource Limitation on Disk](#) and the **Use Quality-of-Service Specifications** section in the [RHOSP Storage Guide](#).
- In addition, OpenShift Virtualization supports QEMU-side I/O throttling as well.

Storage live migration

Migrating a disk image of a running VM between hosts is not supported in RHEL 10.

Other solutions:

- Storage live migration is supported in RHOSP, but with some limitations. For details, see [Migrate a Volume](#).

vHost Data Path Acceleration

On RHEL 10 hosts, it is possible to configure vHost Data Path Acceleration (vDPA) for virtio devices, but Red Hat currently does not support this feature, and strongly discourages its use in production environments.

vhost-user

RHEL 10 does not support the implementation of a user-space vHost interface.

Other solutions:

- **vhost-user** is supported in RHOSP, but only for **virtio-net** interfaces. For more information, see the Red Hat Knowledgebase solution [virtio-net implementation](#) and [vhost user ports](#).
- OpenShift Virtualization supports **vhost-user** as well.

S3 and S4 system power states

Suspending a VM to the **Suspend to RAM** (S3) or **Suspend to disk** (S4) system power states is not supported. Note that these features are disabled by default, and enabling them will make your VM not supportable by Red Hat.

Note that the S3 and S4 states are also currently not supported in any other virtualization solution provided by Red Hat.

virtio-crypto

Using the *virtio-crypto* device in RHEL 10 is not supported and RHEL strongly discourages its use.

Note that *virtio-crypto* devices are also not supported in any other virtualization solution provided by Red Hat.

virtio-multitouch-device, virtio-multitouch-pci

Using the *virtio-multitouch-device* and *virtio-multitouch-pci* devices in RHEL 10 is not supported and RHEL strongly discourages their use.

Incremental live backup

Configuring a VM backup that only saves VM changes since the last backup, also known as incremental live backup, is not supported in RHEL 10, and Red Hat highly discourages its use.

Other solutions: * Use 3rd party backup solutions instead.

net_failover

Using the **net_failover** driver to set up an automated network device failover mechanism is not supported in RHEL 10.

Note that **net_failover** is also currently not supported in any other virtualization solution provided by Red Hat.

TCG

QEMU and libvirt include a dynamic translation mode using the QEMU Tiny Code Generator (TCG). This mode does not require hardware virtualization support. However, TCG is not supported by Red Hat.

TCG-based guests can be recognized by examining its XML configuration, for example using the **virsh dumpxml** command.

- The configuration file of a TCG guest contains the following line:

```
<domain type='qemu'>
```

- The configuration file of a KVM guest contains the following line:

```
<domain type='kvm'>
```

SR-IOV InfiniBand networking devices

Attaching InfiniBand networking devices to VMs using Single-root I/O virtualization (SR-IOV) is not supported.

Additional resources

- [Recommended features in RHEL 10 virtualization](#)
- [Resource allocation limits in RHEL 10 virtualization](#)

24.4. RESOURCE ALLOCATION LIMITS IN RHEL 10 VIRTUALIZATION

The following limits apply to virtualized resources that can be allocated to a single KVM virtual machine (VM) on a Red Hat Enterprise Linux 10 (RHEL 10) host. If you VM exceeds these limits, it is considered a [Technology Preview](#) by Red Hat.



IMPORTANT

Many of these limitations do not apply to other virtualization solutions provided by Red Hat, such as OpenShift Virtualization or Red Hat OpenStack Platform (RHOSP).

Maximum vCPUs per VM

For the maximum amount of vCPUs and memory that is supported on a single VM running on a RHEL 10 host, see: [Virtualization limits for Red Hat Enterprise Linux with KVM](#)

PCI devices per VM

RHEL 10 supports **32** PCI device slots per VM bus, and **8** PCI functions per device slot. This gives a theoretical maximum of 256 PCI functions per bus when multi-function capabilities are enabled in the VM, and no PCI bridges are used.

Each PCI bridge adds a new bus, potentially enabling another 256 device addresses. However, some buses do not make all 256 device addresses available for the user; for example, the root bus has several built-in devices occupying slots.

Virtualized IDE devices

KVM is limited to a maximum of **4** virtualized IDE devices per VM.

