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Red Hat Enterprise Linux 7 Virtualization Deployment and Administration Guide

Installing, configuring, and managing virtual machines on a Red Hat Enterprise Linux physical machine

Jiri Herrmann
Dayle Parker

Yehuda Zimmerman
Scott Radvan

Laura Novich
Tahlia Richardson

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Jiri Herrmann
Red Hat Customer Content Services
jherrman@redhat.com

Yehuda Zimmerman
Red Hat Customer Content Services
yzimmerm@redhat.com

Laura Novich
Red Hat Customer Content Services

Dayle Parker
Red Hat Customer Content Services

Scott Radvan
Red Hat Customer Content Services

Tahlia Richardson
Red Hat Customer Content Services

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Abstract

This guide covers how to configure a Red Hat Enterprise Linux 7 host physical machine and how to install and configure guest virtual machines using the KVM hypervisor. Other topics include PCI device configuration, SR-IOV, networking, storage, device and guest virtual machine management, as well as troubleshooting, compatibility and restrictions. All procedures described in this guide are intended to be performed on the host machine, unless otherwise stated. Procedures that need to be run on the guest virtual machine are clearly marked as such. For a more general introduction into virtualization solutions provided by Red Hat, see the Red Hat Enterprise Linux 7 Virtualization Getting Started Guide. Note: This document is under development, is subject to substantial change, and is provided only as a preview. The included information and instructions should not be considered complete, and should be used with caution. To expand your expertise, you might also be interested in the Red Hat Enterprise Virtualization (RH318) training course.

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Part I. Deployment

Chapter 1. System Requirements

Virtualization is available with the KVM hypervisor for Red Hat Enterprise Linux 7 on the Intel 64 and AMD64 architectures. This chapter lists system requirements for running virtual machines, also referred to as VMs.

For information on installing the virtualization packages, see [Chapter 2, Installing the Virtualization Packages](#).

1.1. Host System Requirements

Minimum host system requirements

- » 6 GB free disk space.
- » 2 GB RAM.

Recommended system requirements

- » One core or thread for each virtualized CPU and one for the host.
- » 2 GB of RAM, plus additional RAM for virtual machines.
- » 6 GB disk space for the host, plus the required disk space for the virtual machine(s).

Most guest operating systems require at least 6 GB of disk space. Additional storage space for each guest depends on their workload.

Swap space

Swap space in Linux is used when the amount of physical memory (RAM) is full. If the system needs more memory resources and the RAM is full, inactive pages in memory are moved to the swap space. While swap space can help machines with a small amount of RAM, it should not be considered a replacement for more RAM. Swap space is located on hard drives, which have a slower access time than physical memory. The size of your swap partition can be calculated from the physical RAM of the host. The Red Hat Customer Portal contains an article on safely and efficiently determining the size of the swap partition:

<https://access.redhat.com/site/solutions/15244>.

- When using raw image files, the total disk space required is equal to or greater than the sum of the space required by the image files, the 6 GB of space required by the host operating system, and the swap space for the guest.

Equation 1.1. Calculating required space for guest virtual machines using raw images

$$\text{total for raw format} = \text{images} + \text{hostspace} + \text{swap}$$

For qcow images, you must also calculate the expected maximum storage requirements of the guest (**total for qcow format**), as qcow and qcow2 images are able to grow as required. To allow for this expansion, first multiply the expected maximum storage

requirements of the guest (**expected maximum guest storage**) by 1.01, and add to this the space required by the host (**host**), and the necessary swap space (**swap**).

Equation 1.2. Calculating required space for guest virtual machines using qcow images

total for qcow format = (expected maximum guest storage * 1.01) + host + swap

Guest virtual machine requirements are further outlined in [Chapter 7, Overcommitting with KVM](#).

1.2. KVM Hypervisor Requirements

The KVM hypervisor requires:

- » an Intel processor with the Intel VT-x and Intel 64 virtualization extensions for x86-based systems; or
- » an AMD processor with the AMD-V and the AMD64 virtualization extensions.

Virtualization extensions (Intel VT-x or AMD-V) are required for full virtualization. enter the following commands to determine whether your system has the hardware virtualization extensions, and that they are enabled.

Procedure 1.1. Verifying virtualization extensions

1. Verify the CPU virtualization extensions are available

enter the following command to verify the CPU virtualization extensions are available:

```
$ grep -E 'svm|vmx' /proc/cpuinfo
```

2. Analyze the output

- » The following example output contains a **vmx** entry, indicating an Intel processor with the Intel VT-x extension:

```
flags    : fpu tsc msr pae mce cx8 vmx apic mtrr mca cmov pat
pse36 clflush
dts acpi mmx fxsr sse sse2 ss ht tm syscall lm constant_tsc pni
monitor ds_cpl
vmx est tm2 cx16 xtpr lahf_lm
```

- » The following example output contains an **svm** entry, indicating an AMD processor with the AMD-V extensions:

```
flags    : fpu tsc msr pae mce cx8 apic mtrr mca cmov pat pse36
clflush
mmx fxsr sse sse2 ht syscall nx mmxext svm fxsr_opt lm 3dnowext
3dnow pni cx16
lahf_lm cmp_legacy svm cr8legacy ts fid vid ttp tm stc
```

If the **grep -E 'svm|vmx' /proc/cpuinfo** command returns any output, the processor contains the hardware virtualization extensions. In some circumstances, manufacturers

disable the virtualization extensions in the BIOS. If the extensions do not appear, or full virtualization does not work, see [Procedure A.4, “Enabling virtualization extensions in BIOS”](#) for instructions on enabling the extensions in your BIOS configuration utility.

3. Ensure the KVM kernel modules are loaded

As an additional check, verify that the **kvm** modules are loaded in the kernel with the following command:

```
# lsmod | grep kvm
```

If the output includes **kvm_intel** or **kvm_amd**, the **kvm** hardware virtualization modules are loaded.

Note

The **virsh** utility (provided by the *libvirt-client* package) can output a full list of your system's virtualization capabilities with the following command:

```
# virsh capabilities
```

1.3. KVM Guest Virtual Machine Compatibility

Red Hat Enterprise Linux 7 servers have certain support limits.

The following URLs explain the processor and memory amount limitations for Red Hat Enterprise Linux:

- » For host systems: <https://access.redhat.com/articles/rhel-limits>
- » For the KVM hypervisor: <https://access.redhat.com/articles/rhel-kvm-limits>

The following URL lists guest operating systems certified to run on a Red Hat Enterprise Linux KVM host:

- » <https://access.redhat.com/articles/973133>

Note

For additional information on the KVM hypervisor's restrictions and support limits, see [Appendix B, “Virtualization Restrictions”](#).

1.4. Supported Guest CPU Models

Every hypervisor has its own policy for which CPU features the guest will see by default. The set of CPU features presented to the guest by the hypervisor depends on the CPU model chosen in the guest virtual machine configuration.

1.4.1. Listing the Guest CPU Models

To view a full list of the CPU models supported for an architecture type, run the `virsh cpu-models <arch>` command. For example:

```
$ virsh cpu-models x86_64
486
pentium
pentium2
pentium3
pentiumpro
coreduo
n270
core2duo
qemu32
kvm32
cpu64-rhel5
cpu64-rhel6
kvm64
qemu64
Conroe
Penryn
Nehalem
Westmere
SandyBridge
Haswell
athlon
phenom
Opteron_G1
Opteron_G2
Opteron_G3
Opteron_G4
Opteron_G5
```

```
$ virsh cpu-models ppc64
POWER7
POWER7_v2.1
POWER7_v2.3
POWER7+_v2.1
POWER8_v1.0
```

The full list of supported CPU models and features is contained in the `cpu_map.xml` file, located in `/usr/share/libvirt/`:

```
# cat /usr/share/libvirt/cpu_map.xml
```

A guest's CPU model and features can be changed in the `<cpu>` section of the domain XML file. See [Section 26.12, “CPU Models and Topology”](#) for more information.

The host model can be configured to use a specified feature set as needed. For more information, see [Section 26.12.1, “Changing the Feature Set for a Specified CPU”](#).

Chapter 2. Installing the Virtualization Packages

To use virtualization, the virtualization packages must be installed on your computer. Virtualization packages can be installed either during the host installation sequence or after host installation using the `yum` command and Subscription Manager.

The KVM hypervisor uses the default Red Hat Enterprise Linux kernel with the `kvm` kernel module.

2.1. Configuring a Virtualization Host During a New Red Hat Enterprise Linux 7 Installation

This section covers installing virtualization tools and virtualization packages as part of a fresh Red Hat Enterprise Linux installation.

Note

The [Red Hat Enterprise Linux 7 Installation Guide](#) covers installing Red Hat Enterprise Linux in detail.

Procedure 2.1. Installing the virtualization package group

1. Launch the Red Hat Enterprise Linux 7 installation program

Start an interactive Red Hat Enterprise Linux 7 installation from the Red Hat Enterprise Linux Installation CD-ROM, DVD or PXE.

2. Continue installation up to software selection

Complete the other steps up to the software selection step. The **Installation Summary** screen prompts the user to complete any steps still requiring attention.

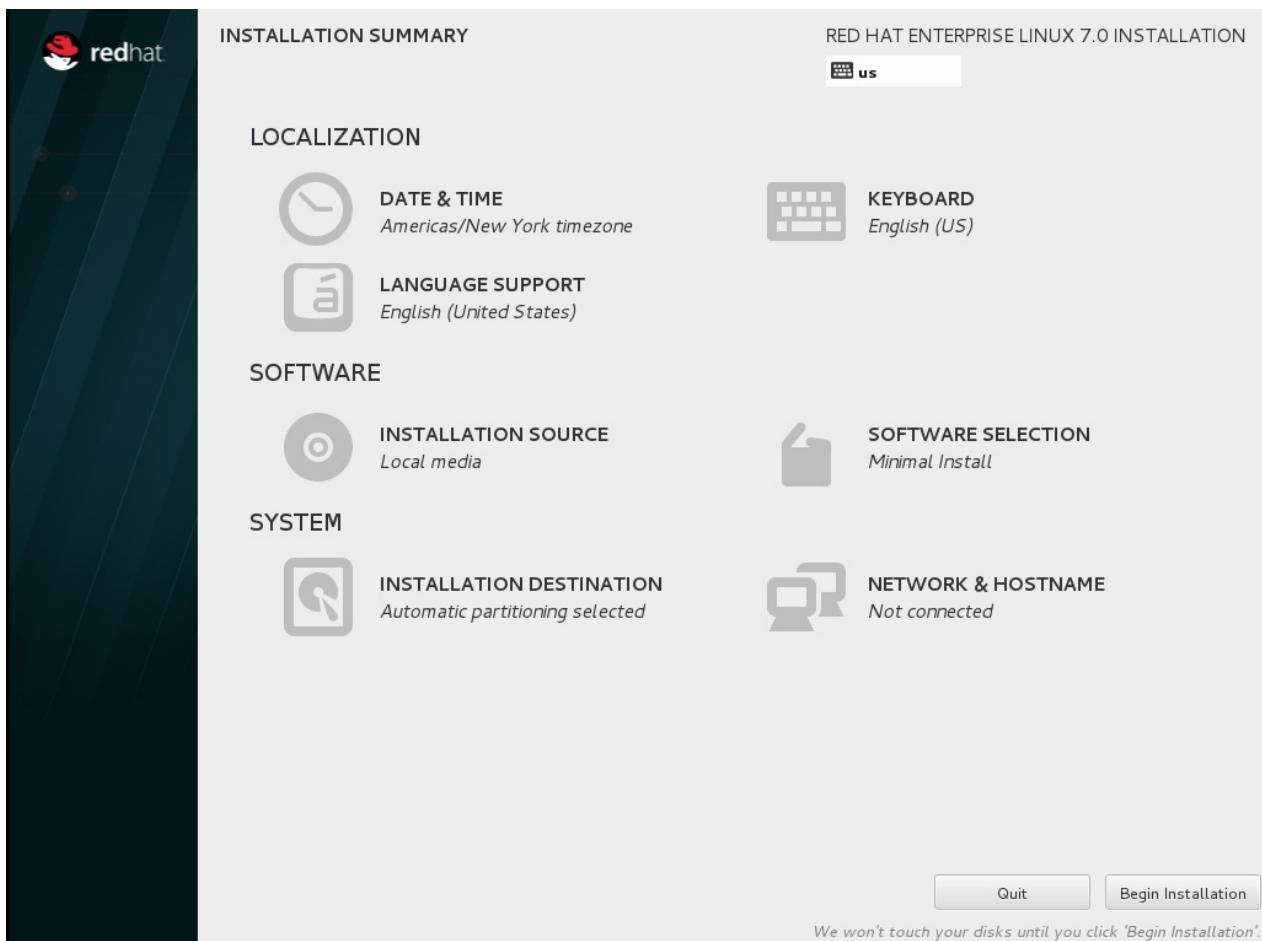


Figure 2.1. The Installation Summary screen

Software Selection defaults to Minimal Install. Open the **Software Selection** screen to select the virtualization packages instead.

3. Select the server type and package groups

Red Hat Enterprise Linux 7 has two available options for installing a virtualization host: a minimal virtualization host with only the basic packages installed (step 3.a), or a virtualization host with packages installed to allow management of guests through a graphical user interface (step 3.b).

a. Selecting a minimal virtualization host

Select the **Virtualization Host** radio button under **Base Environment**, and the **Virtualization Platform** check box under **Add-Ons for Selected Environment**. This installs a basic virtualization environment which can be run with `virsh`, or remotely over the network.

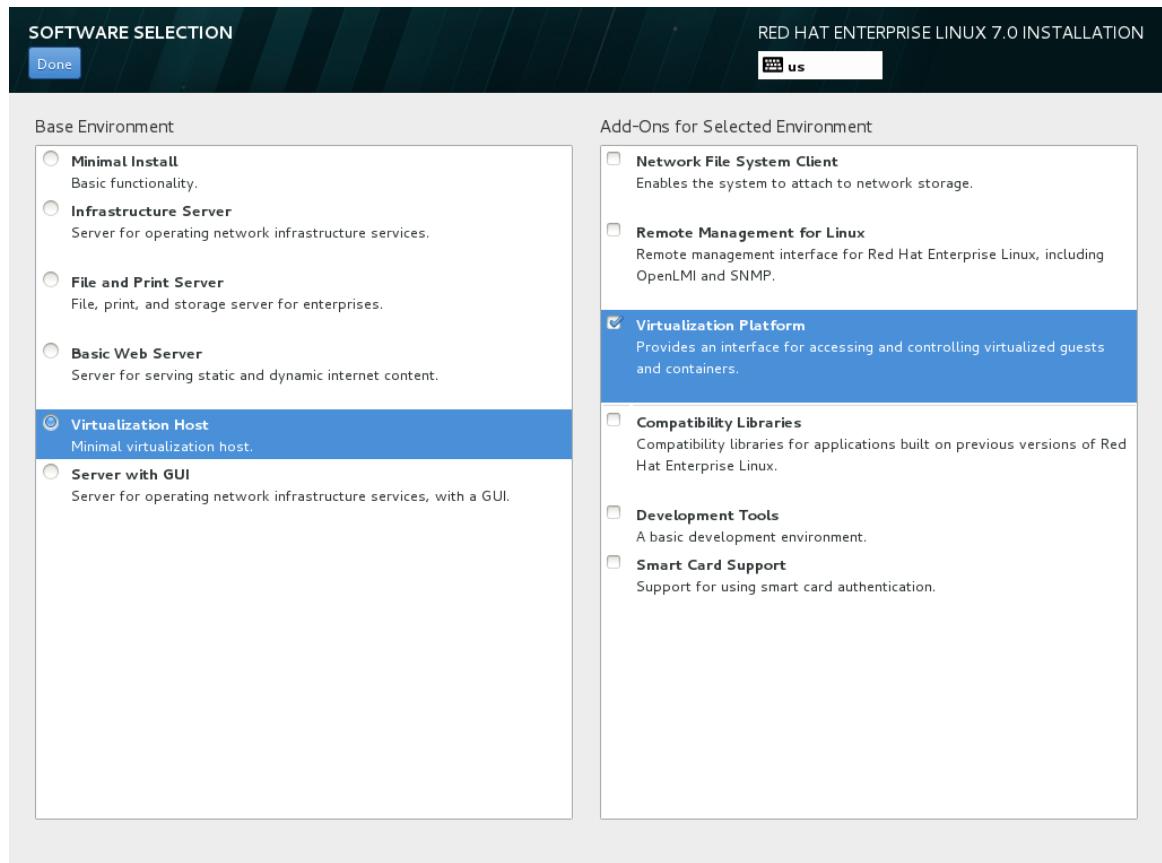


Figure 2.2. Virtualization Host selected in the software selection screen

b. Selecting a virtualization host with a graphical user interface

Select the **Server with GUI** radio button under **Base Environment**, and the check boxes for **Virtualization Client**, **Virtualization Hypervisor**, and **Virtualization Tools** under **Add-Ons for Selected Environment**. This installs a virtualization environment along with graphical tools for installing and managing guest virtual machines.

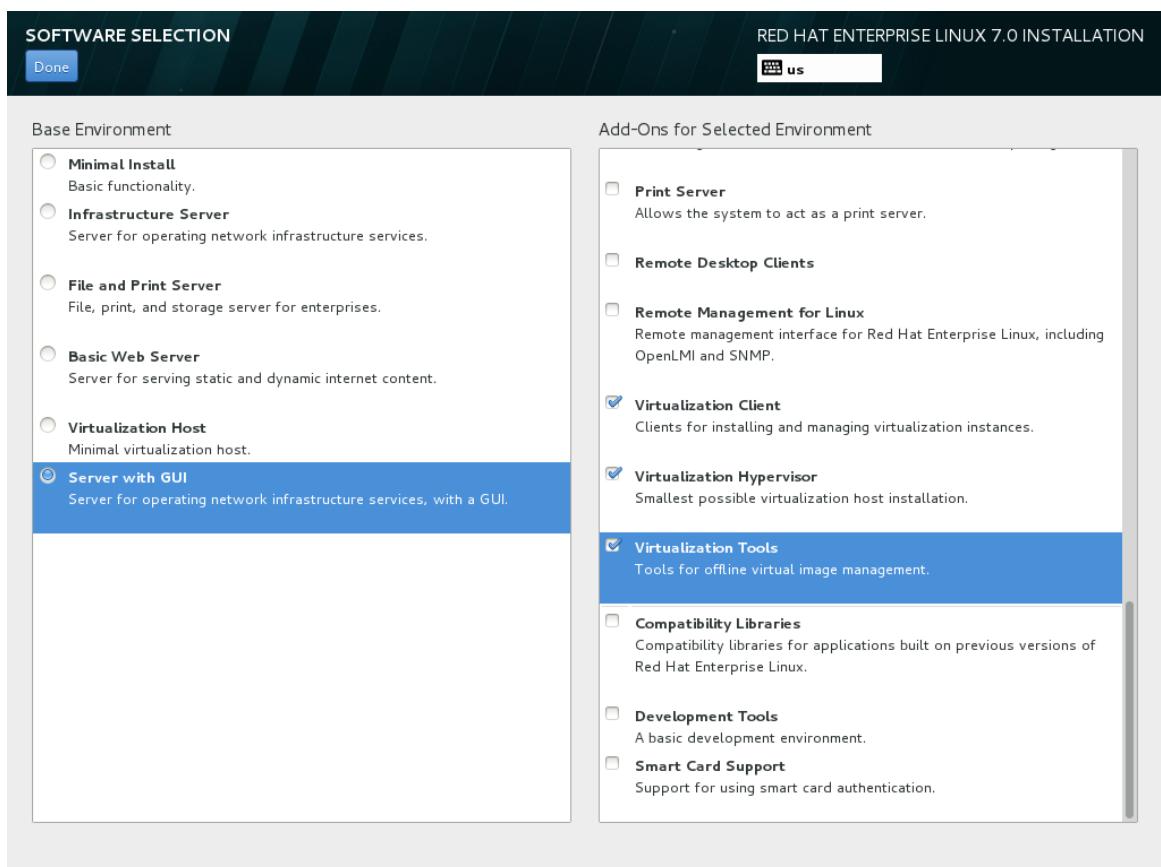


Figure 2.3. Server with GUI selected in the software selection screen

4. Finalize installation

On the Installation Summary screen, complete the steps as necessary and click **Begin Installation**.

When the installation is complete, reboot the system.



Important

You require a valid virtualization entitlement to receive updates for the virtualization packages.

2.1.1. Installing KVM Packages with Kickstart Files

Kickstart files allow for large, automated installations without a user manually installing each individual host system.

To use a Kickstart file to install Red Hat Enterprise Linux with the virtualization packages, append the following package groups in the **%packages** section of your Kickstart file:

```
@virtualization-hypervisor
@virtualization-client
@virtualization-platform
@virtualization-tools
```

For more information about installing with Kickstart files, see the [Red Hat Enterprise Linux 7 Installation Guide](#).

2.2. Installing Virtualization Packages on an Existing Red Hat Enterprise Linux System

This section describes the steps for installing the KVM hypervisor on an existing Red Hat Enterprise Linux 7 system.

To install the packages, your machine must be registered and subscribed to the Red Hat Customer Portal. To register via Red Hat Subscription Manager, run the **subscription-manager register** command and follow the prompts. Alternatively, run the Red Hat Subscription Manager application from **Applications → System Tools** on the desktop to register.

If you do not have a valid Red Hat subscription, visit the [Red Hat online store](#) to obtain one. For more information on registering and subscribing a system to the Red Hat Customer Portal, see <https://access.redhat.com/solutions/253273>.

2.2.1. Installing the Virtualization Packages with yum

To use virtualization on Red Hat Enterprise Linux, you require at minimum the *qemu-kvm*, *qemu-img*, and *libvirt* packages. These packages provide the user-level KVM emulator, disk image manager, and virtualization management tools on the host Red Hat Enterprise Linux system.

The *libvirt* package provides the server and host-side libraries for interacting with hypervisors and host systems, and the **libvirtd** daemon that handles the library calls, manages virtual machines and controls the hypervisor.

To install these packages, enter the following command:

```
# yum install qemu-kvm qemu-img libvirt
```

Several additional virtualization management packages are also available and are recommended when using virtualization:

Recommended virtualization packages

virt-install

This package provides the **virt-install** command for creating virtual machines from the command line.

libvirt-python

The *libvirt-python* package contains a module that permits applications written in the Python programming language to use the interface supplied by the *libvirt* API.

virt-manager

virt-manager, also known as **Virtual Machine Manager**, provides a graphical tool for administering virtual machines. It uses the *libvirt-client* library as the management API.

libvirt-client

The *libvirt-client* package provides the client-side APIs and libraries for accessing *libvirt* servers. The *libvirt-client* package includes the **virsh** command-line tool to manage and control virtual machines and hypervisors from the command line or a special virtualization shell.

Install all of these recommended virtualization packages with the following command:

```
# yum install virt-install libvirt-python virt-manager virt-install
libvirt-client
```

2.2.2. Installing Virtualization Package Groups

The virtualization packages can also be installed from package groups. The following table describes the virtualization package groups and what they provide.

Note

Note that the **qemu-img** package is installed as a dependency of the **Virtualization** package group if it is not already installed on the system. It can also be installed manually with the **yum install qemu-img** command as described previously.

Table 2.1. Virtualization Package Groups

| Package Group | Description | Mandatory Packages | Optional Packages |
|----------------------------------|---|--|--|
| Virtualization Hypervisor | Smallest possible virtualization host installation | libvirt, qemu-kvm | qemu-kvm-tools |
| Virtualization Client | Clients for installing and managing virtualization instances | gnome-boxes, virt-install, virt-manager, virt-viewer | virt-top, libguestfs-tools, libguestfs-tools-c |
| Virtualization Platform | Provides an interface for accessing and controlling virtual machines and containers | libvirt, libvirt-client, virt-who | fence-virtd-libvirt, fence-virtd-multicast, fence-virtd-serial, libvirt-cim, libvirt-java, libvirt-snmp, perl-Sys-Virt |
| Virtualization Tools | Tools for offline virtual image management | libguestfs | libguestfs-java, libguestfs-tools, libguestfs-tools-c |

To install a package group, run the **yum groupinstall <package group>** command. For instance, to install the **Virtualization Tools** package group, run:

```
# yum groupinstall "Virtualization Tools"
```

Chapter 3. Installing a Virtual Machine

After you have installed the virtualization packages on your Red Hat Enterprise Linux 7 host system, you can create guest operating systems. You can create guest virtual machines using the **New** button in **virt-manager** or use the **virt-install** command-line interface to install virtual machines by a list of parameters or with a script. Both methods are covered by this chapter.

Detailed installation instructions are available in the following chapters for specific versions of Red Hat Enterprise Linux.

3.1. Guest Virtual Machine Prerequisites and Considerations

Various factors should be considered before creating any guest virtual machines. Not only should the role of a virtual machine be considered before deployment, but regular ongoing monitoring and assessment based on variable factors (load, amount of clients) should be performed. Some factors include:

Performance

Guest virtual machines should be deployed and configured based on their intended tasks. Some guest systems (for instance, guests running a database server) may require special performance considerations. Guests may require more assigned CPUs or memory based on their role and projected system load.

Input/Output requirements and types of Input/Output

Some guest virtual machines may have a particularly high I/O requirement or may require further considerations or projections based on the type of I/O (for instance, typical disk block size access, or the amount of clients).

Storage

Some guest virtual machines may require higher priority access to storage or faster disk types, or may require exclusive access to areas of storage. The amount of storage used by guests should also be regularly monitored and taken into account when deploying and maintaining storage. Make sure to read all the considerations outlined in [Chapter 13, Securing the Host Physical Machine and Improving Performance](#). It is also important to understand that your physical storage may limit your options in your virtual storage.

Networking and network infrastructure

Depending upon your environment, some guest virtual machines could require faster network links than other guests. Bandwidth or latency are often factors when deploying and maintaining guests, especially as requirements or load changes.

Request requirements

SCSI requests can only be issued to guest virtual machines on virtio drives if the virtio drives are backed by whole disks, and the disk device parameter is set to **1un**, as shown in the following example:

```
<devices>
  <emulator>/usr/libexec/qemu-kvm</emulator>
  <disk type='block' device='1un'>
```

3.2. Creating Guests with **virt-install**

You can use the **`virt-install`** command to create virtual machines from the command line. **`virt-install`** is used either interactively (with a graphical application such as **`virt-viewer`**) or as part of a script to automate the creation of virtual machines. Using **`virt-install`** with kickstart files allows for unattended installation of virtual machines.

Note that you need root privileges in order for **`virt-install`** commands to complete successfully.

The **`virt-install`** tool provides a number of options that can be passed on the command line. Most **`virt-install`** options are not required. Minimum requirements are **--name**, **--ram**, guest storage (**--disk**, **--filesystem** or **--nodisks**), and an install option. To see a complete list of options, enter the following command:

```
# virt-install --help
```

The **`virt-install`** man page also documents each command option, important variables, and examples.

Prior to running **`virt-install`**, **`qemu-img`** is a related command which can be used to configure storage options. See refer to [Chapter 16, Using `qemu-img`](#) for instructions on using **`qemu-img`**.

3.2.1. Network Installation with `virt-install`

The following examples use a network bridge (named *br0* in these examples), which must be created separately, prior to running `virt-install`. For details on creating a network bridge, see [Section 6.4.1, “Configuring Bridged Networking on a Red Hat Enterprise Linux 7 Host”](#).

Example 3.1. Using `virt-install` to install a Red Hat Enterprise Linux 6 virtual machine

This example creates a Red Hat Enterprise Linux 6 guest:

```
# virt-install \
--name=guest1-rhel7-64 \
--disk path=/var/lib/libvirt/images/guest1-rhel7-
64.dsk,size=8,sparse=false,cache=none \
--graphics spice \
--vcpus=2 --ram=2048 \
--location=http://example1.com/installation_tree/RHEL7.2-Server-
x86_64/os \
--network bridge=br0 \
--os-type=linux \
--os-variant=rhel7
```

The options used in this example are as follows:

--name

The name of the virtual machine.

--disk

Specifies storage configuration details for the virtual machine.

--graphics

An important option which allows graphical installation of a virtual machine. It specifies the

An important option which allows graphical installation of a virtual machine. It specifies the type of graphical tool to use for interactive installation, or can be set to **none** for a fully automated installation by script.

--vcpus

The number of vCPUs to allocate to the guest.

--ram

The amount of memory (RAM) to allocate to the guest, in MiB.

--location

The location of the installation media. The above example uses an http:// network installation, but several other protocols can be used.

--network bridge

Specifies the network bridge to use for installation, which must be configured before running **virt-install**. For details on creating a network bridge, see [Section 6.4.1, “Configuring Bridged Networking on a Red Hat Enterprise Linux 7 Host”](#).

--os-type

The guest operating system type.

--os-variant

Another important option in **virt-install**, used to further optimize the guest configuration. Using this option can reduce installation time and improve performance.

Running the **osinfo-query os** command returns a complete list of operating system variants identified by a short ID to use with the **--os-variant** option. For example, **--os-variant=rhel7.0** configures a Red Hat Enterprise Linux 7.0 virtual machine.

In Red Hat Enterprise Linux 7, the virtio-scsi controller is available for use in guests. If both the host and guest support virtio-scsi, you can use it as follows:

Example 3.2. Using virt-install to install a guest virtual machine with the virtio-scsi controller

The items in bold are required on top of a standard installation in order to use the virtio-scsi controller.

```
# virt-install \
--name=guest1-rhel7 \
--controller type=scsi,model=virtio-scsi \
--disk path=/var/lib/libvirt/images/guest1-
rhel7.dsk,size=8,sparse=false,cache=none,bus=scsi \
--graphics spice \
--vcpus=2 --ram=2048 \
--location=http://example1.com/installation_tree/RHEL7.1-Server-
x86_64/os \
--network bridge=br0 \
--os-type=linux \
--os-variant=rhel7
```



Note

Ensure that you select the correct **--os-type** for your operating system when running this command. This option prevents the installation disk from disconnecting when rebooting during the installation procedure. The **--os-variant** option further optimizes the configuration for a specific guest operating system.

3.2.2. PXE Installation with virt-install

virt-install PXE installations require both the **--network=bridge:*bridge_name*** parameter, where ***bridge_name*** is the name of the bridge, and the **--pxe** parameter.

By default, if no network is found, the guest virtual machine will attempt to boot from alternative bootable devices. If there is no other bootable device found, the guest virtual machine will pause. You can use the **qemu-kvm** boot parameter **reboot-timeout** to allow the guest to retry booting if no bootable device is found, like so:

```
# qemu-kvm -boot reboot-timeout=1000
```

Example 3.3. Fully-virtualized PXE installation with virt-install

```
# virt-install --hvm --connect qemu:///system \
--network=bridge:br0 --pxe --graphics spice \
--name=rhel7-machine --ram=756 --vcpus=4 \
--os-type=linux --os-variant=rhel7 \
--disk path=/var/lib/libvirt/images/rhel7-machine.img,size=10
```

Note that the command above cannot be executed in a text-only environment. A fully-virtualized (**--hvm**) guest can only be installed in a text-only environment if the **--location** and **--extra-args "console=console_type"** are provided instead of the **--graphics spice** parameter.

3.2.3. Kickstart Installation with virt-install

The following example shows using a kickstart file with virt-install:

Example 3.4. Kickstart Installation with virt-install

```
# virt-install -n rhel7ks-guest -r 1024 --
file=/var/lib/libvirt/images/rhel7ks-guest.img --file-size=10 \
--location /var/lib/libvirt/images/rhel-server-7.1-x86_64-dvd.iso --
nographics \
--extra-args="ks=http://192.168.122.1/ks.cfg ip=dhcp \
console=tty0 console=ttyS0,115200n8" --os-variant=rhel7.0
```

3.2.4. Guest Installation with virt-install and Text-based Anaconda

The following example shows using virt-install with text-based Anaconda installation:

Example 3.5. Guest installation with virt-install and text-based Anaconda

```
# virt-install -n rhel7anaconda-guest -r 1024 --  
disk=path=/path/to/rhel7anaconda-guest.img,size=10 \  
--location /mnt/RHEL7DVD --nographics \  
--extra-args="console=tty0 console=ttyS0,115200n8" \  
--disk=path=/path/to/rhel7-dvd.iso,device=cdrom
```

Refer to the [Red Hat Enterprise Linux 7 Installation Guide](#) for further instructions for installations using text-based Anaconda.

3.2.5. Guest Installation with virt-install Using NAT

The following example shows using virt-install with libvirtd's network address translation (NAT) virtual network switch:

Example 3.6. Guest installation with virt-install using NAT

```
# virt-install --network=default \  
--name=rhel7-machine --ram=756 --vcpus=4 \  
--os-type=linux --os-variant=rhel7
```

3.2.6. Guest Installation with virt-install Using an External DHCP Server

The following example shows using virt-install to install a guest from an external dynamic host configuration protocol (DHCP) server. Before this installation, a bridge br0 interface must be set up, with the host machine's eth0 interface as the slave.

Example 3.7. Guest installation with virt-install using NAT using an external DHCP server

```
# virt-install --network=br0 \  
--name=rhel7-machine --ram=756 --vcpus=4 \  
--os-type=linux --os-variant=rhel7
```

Refer to the [Red Hat Enterprise Linux 7 Networking Guide](#) for details about setting up an external DHCP server.

3.2.7. Guest Installation with virt-install Using an External Static IPv4 Address

The following example shows using virt-install to install a guest from an external static IPv4 address. Before this installation, a bridge br0 interface must be set up, with the host machine's eth0 interface as the slave.

Example 3.8. Guest installation with virt-install using an external static IPv4 address

```
# virt-install  
--network=br0 \  
--
```

```
--name=rhel7-machine --ram=756 --vcpus=4 \
--os-type=linux --os-variant=rhel7 \
--extra-
args="ip=192.168.1.2::192.168.1.1:255.255.255.0:test.example.com:eth0:none"
```

The arguments of the **--extra-args** parameter specify the static network setting, using to the following structure:

```
ip=[ip]::[gateway]:[netmask]:[hostname]:[interface]:[autoconf]
```

3.2.8. Optional Workaround to Allow for Graceful Shutdown

The **libvirt-guests** service has parameter settings that can be configured to assure that the guest can shutdown properly. It is a package that is a part of the libvirt installation and is installed by default. This service automatically saves guests to the disk when the host shuts down, and restores them to their pre-shutdown state when the host reboots. By default, this setting is set to suspend the guest. If you want the guest to be gracefully shutdown, you will need to change one of the parameters of the **libvirt-guests** configuration file.

Procedure 3.1. Changing the libvirt-guests service parameters to allow for the graceful shutdown of guests

The procedure described here allows for the graceful shutdown of guest virtual machines when the host physical machine is stuck, powered off, or needs to be restarted.

1. Open the configuration file

The configuration file is located in **/etc/sysconfig/libvirt-guests**. Edit the file, remove the comment mark (#) and change the **ON_SHUTDOWN=suspend** to **ON_SHUTDOWN=shutdown**. Remember to save the change.

```
$ vi /etc/sysconfig/libvirt-guests

# URIs to check for running guests
# example: URIS='default xen:/// vbox+tcp://host/system lxc:///'

1
#URIS=default

# action taken on host boot
# - start all guests which were running on shutdown are started
on boot
#           regardless on their autostart settings
# - ignore libvirt-guests init script won't start any guest on
boot, however,
#           guests marked as autostart will still be automatically
started by
#           libvirtd

2
#ON_BOOT=start

# Number of seconds to wait between each guest start. Set to 0 to
```

```

allow 3

# parallel startup.
#START_DELAY=0

# action taken on host shutdown
# - suspend all running guests are suspended using virsh
managedsave
# - shutdown all running guests are asked to shutdown. Please be
careful with
#           this settings since there is no way to distinguish
between a
#           guest which is stuck or ignores shutdown requests and
a guest
#           which just needs a long time to shutdown. When
setting
#           ON_SHUTDOWN=shutdown, you must also set
SHUTDOWN_TIMEOUT to a
#           value suitable for your guests.

4
ON_SHUTDOWN=shutdown

# If set to non-zero, shutdown will suspend guests concurrently.
Number of
# guests on shutdown at any time will not exceed number set in this
variable. 5
#PARALLEL_SHUTDOWN=0

# Number of seconds we're willing to wait for a guest to shut down.
If parallel
# shutdown is enabled, this timeout applies as a timeout for
shutting down all
# guests on a single URI defined in the variable URIS. If this is
0, then there
# is no time out (use with caution, as guests might not respond to
a shutdown
# request). The default value is 300 seconds (5 minutes).

6
#SHUTDOWN_TIMEOUT=300

# If non-zero, try to bypass the file system cache when saving and
# restoring guests, even though this may give slower operation for
# some file systems.

7
#BYPASS_CACHE=0

```

- 1 **URIS** - checks the specified connections for a running guest. The **Default** setting functions in the same manner as **virsh** does when no explicit URI is set In addition, one can explicitly set the URI from **/etc/libvirt/libvirt.conf**. It should be noted that when using the **libvirt** configuration file default setting, no probing will be used.

- ② **ON_BOOT** - specifies the action to be done to / on the guests when the host boots. The **start** option starts all guests that were running prior to shutdown regardless on their autostart settings. The **ignore** option will not start the formally running guest on boot, however, any guest marked as autostart will still be automatically started by **libvиртd**.
- ③ The **START_DELAY** - sets a delay interval in between starting up the guests. This time period is set in seconds. Use the 0 time setting to make sure there is no delay and that all guests are started simultaneously.
- ④ **ON_SHUTDOWN** - specifies the action taken when a host shuts down. Options that can be set include: **suspend** which suspends all running guests using **virsh managed save** and **shutdown** which shuts down all running guests. It is best to be careful with using the **shutdown** option as there is no way to distinguish between a guest which is stuck or ignores shutdown requests and a guest that just needs a longer time to shutdown. When setting the **ON_SHUTDOWN=shutdown**, you must also set **SHUTDOWN_TIMEOUT** to a value suitable for the guests.
- ⑤ **PARALLEL_SHUTDOWN** Dictates that the number of guests on shutdown at any time will not exceed number set in this variable and the guests will be suspended concurrently. If set to **0**, then guests are not shutdown concurrently.
- ⑥ Number of seconds to wait for a guest to shut down. If **SHUTDOWN_TIMEOUT** is enabled, this timeout applies as a timeout for shutting down all guests on a single URI defined in the variable URIS. If **SHUTDOWN_TIMEOUT** is set to **0**, then there is no time out (use with caution, as guests might not respond to a shutdown request). The default value is 300 seconds (5 minutes).
- ⑦ **BYPASS_CACHE** can have 2 values, 0 to disable and 1 to enable. If enabled it will bypass the file system cache when guests are restored. Note that setting this may effect performance and may cause slower operation for some file systems.

2. Start libvirt-guests service

If you have not started the service, start the **libvirt-guests** service. Do not restart the service as this will cause all running guest virtual machines to shutdown.

3.3. Creating Guests with virt-manager

virt-manager, also known as Virtual Machine Manager, is a graphical tool for creating and managing guest virtual machines.

This section covers how to install a Red Hat Enterprise Linux 7 guest virtual machine on a Red Hat Enterprise Linux 7 host using **virt-manager**.

These procedures assume that the KVM hypervisor and all other required packages are installed and the host is configured for virtualization. For more information on installing the virtualization packages, refer to [Chapter 2, *Installing the Virtualization Packages*](#).

3.3.1. virt-manager Installation Overview

The **New VM** wizard breaks down the virtual machine creation process into five steps:

1. Choosing the hypervisor and installation type
2. Locating and configuring the installation media
3. Configuring memory and CPU options
4. Configuring the virtual machine's storage

5. Configuring virtual machine name, networking, architecture, and other hardware settings

Ensure that **virt-manager** can access the installation media (whether locally or over the network) before you continue.

3.3.2. Creating a Red Hat Enterprise Linux 7 Guest with **virt-manager**

This procedure covers creating a Red Hat Enterprise Linux 7 guest virtual machine with a locally stored installation DVD or DVD image. Red Hat Enterprise Linux 7 DVD images are available from the [Red Hat Customer Portal](#).

Procedure 3.2. Creating a Red Hat Enterprise Linux 7 guest virtual machine with **virt-manager** using local installation media

1. Optional: Preparation

Prepare the storage environment for the virtual machine. For more information on preparing storage, refer to [Chapter 14, Storage Pools](#).



Important

Various storage types may be used for storing guest virtual machines. However, for a virtual machine to be able to use migration features, the virtual machine must be created on networked storage.

Red Hat Enterprise Linux 7 requires at least 1 GB of storage space. However, Red Hat recommends at least 5 GB of storage space for a Red Hat Enterprise Linux 7 installation and for the procedures in this guide.

2. Open **virt-manager** and start the wizard

Open **virt-manager** by executing the **virt-manager** command as root or opening **Applications → System Tools → Virtual Machine Manager**. Alternatively, run the **virt-manager** command as root.

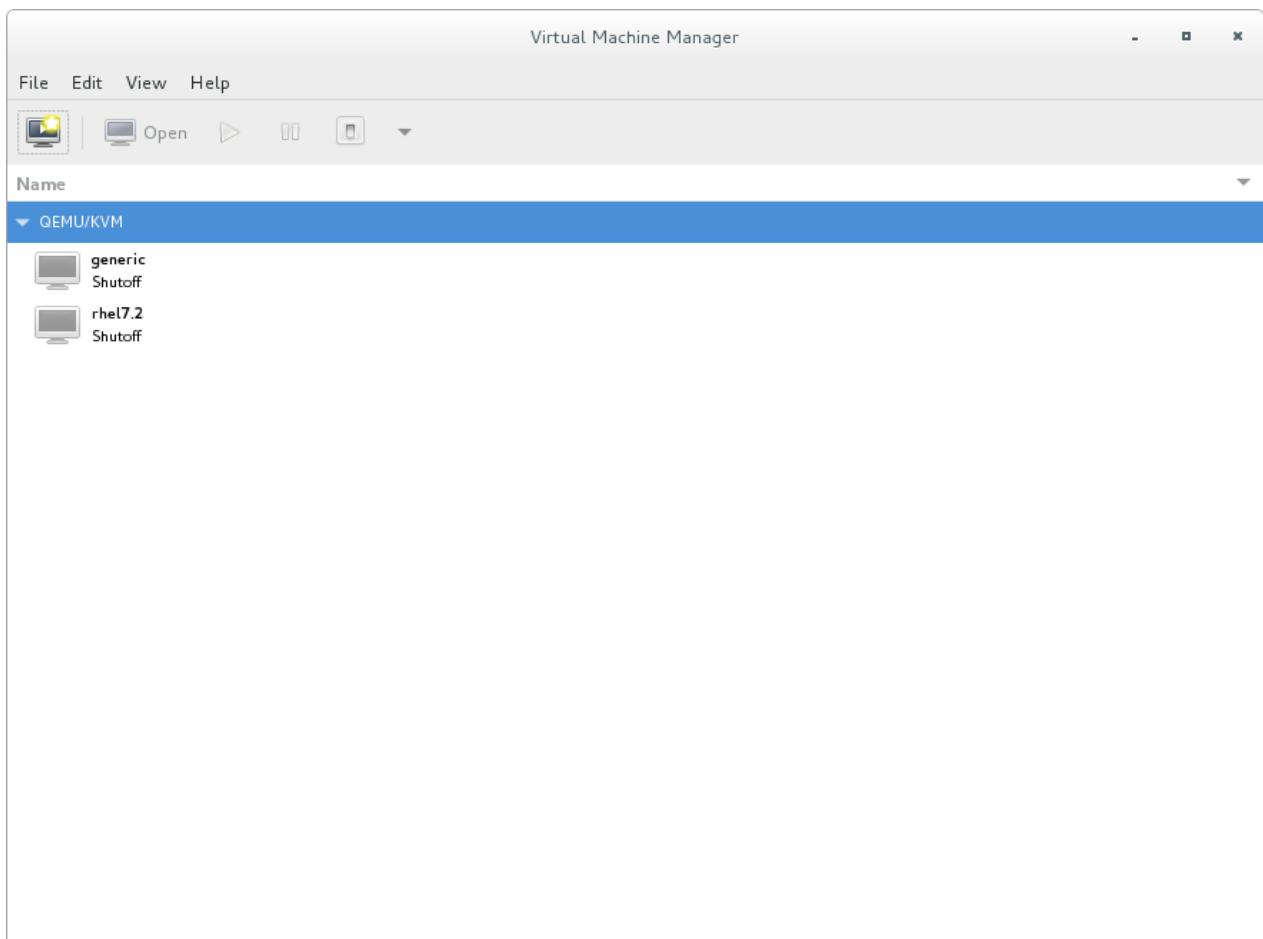


Figure 3.1. The Virtual Machine Manager window

Optionally, open a remote hypervisor by selecting the hypervisor and clicking the **Connect** button.

Click  to start the new virtualized guest wizard.

The **New VM** window opens.

3. Specify installation type

Select an installation type:

Local install media (ISO image or CDROM)

This method uses a CD-ROM, DVD, or image of an installation disk (for example, **.iso**).

Network Install (HTTP, FTP, or NFS)

This method involves the use of a mirrored Red Hat Enterprise Linux or Fedora installation tree to install a guest. The installation tree must be accessible through either HTTP, FTP, or NFS.

If you select **Network Install**, provide the installation URL, and the Kickstart URL and Kernel options (if required) and continue to step 5.

Network Boot (PXE)

This method uses a Preboot eXecution Environment (PXE) server to install the guest

virtual machine. Setting up a PXE server is covered in the [Red Hat Enterprise Linux 7 Installation Guide](#). To install via network boot, the guest must have a routable IP address or shared network device.

If you select **Network Boot**, continue to STEP 5. After all steps are completed, a DHCP request is sent and if a valid PXE server is found the guest virtual machine's installation processes will start.

Import existing disk image

This method allows you to create a new guest virtual machine and import a disk image (containing a pre-installed, bootable operating system) to it.

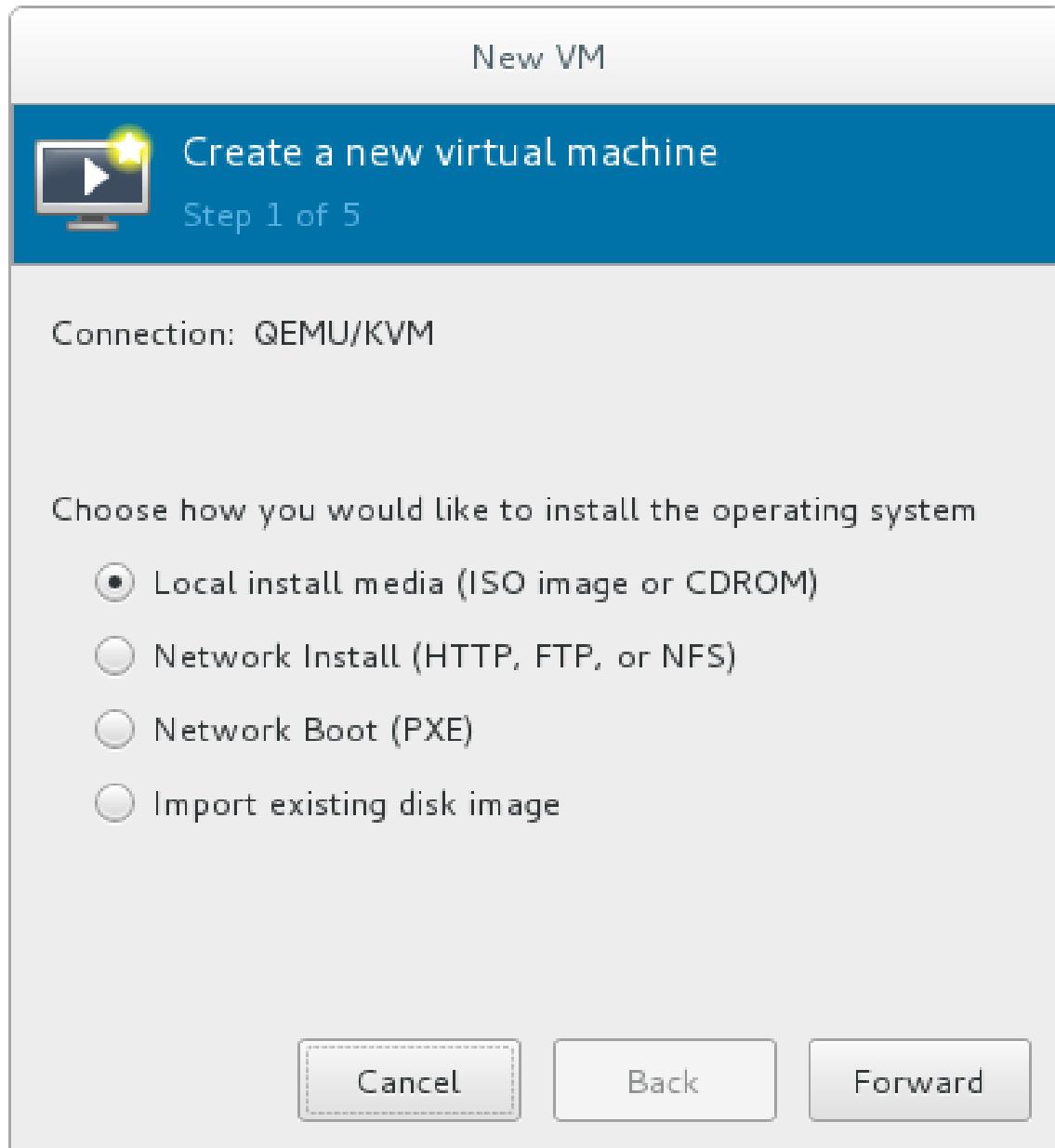


Figure 3.2. Virtual machine installation method

Click **Forward** to continue.

4. Select the local installation media

If you selected **Local install media (ISO image or CDROM)**, specify your desired local installation media.

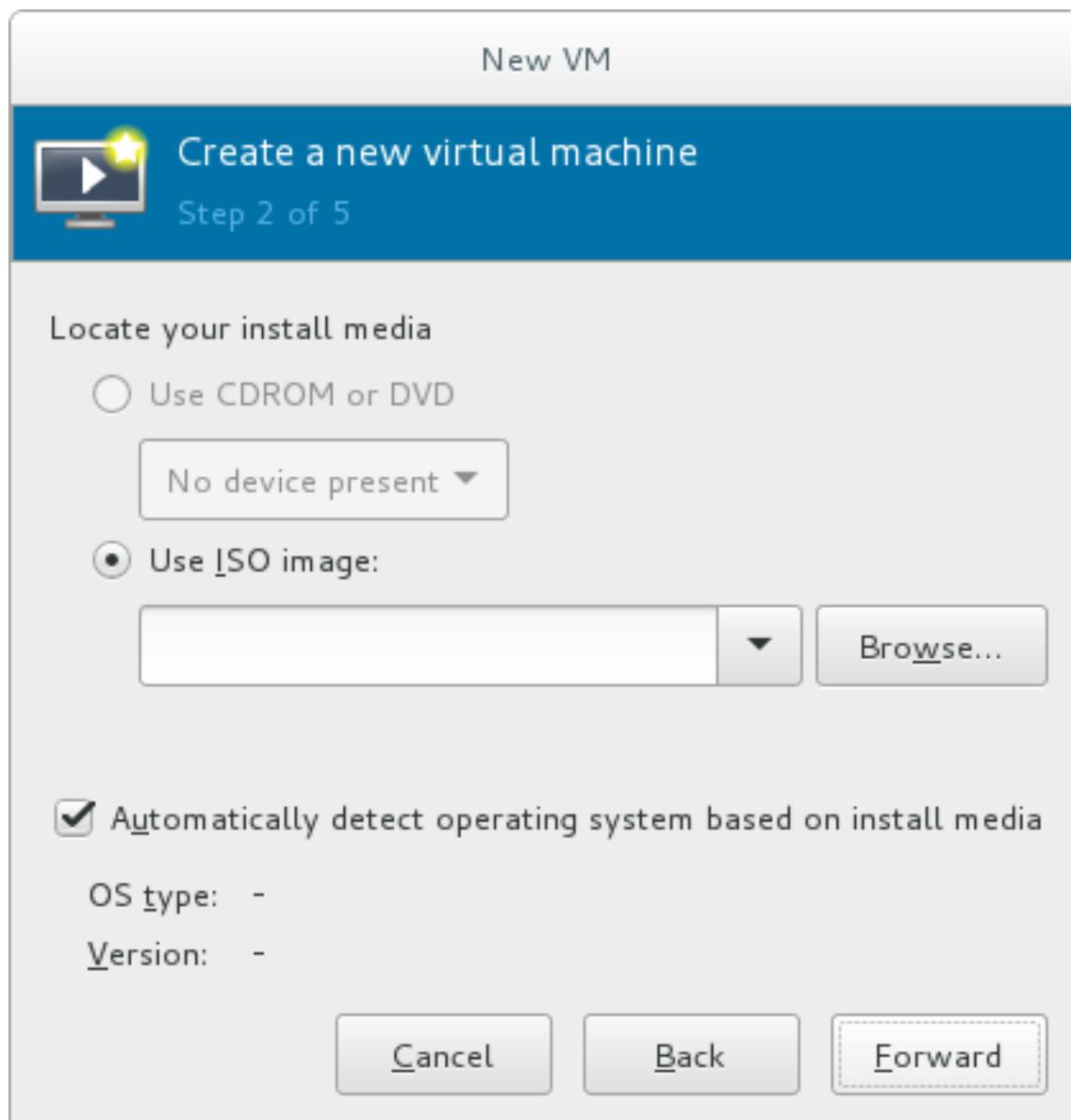


Figure 3.3. Local ISO image installation

- A. If you wish to install from a CD-ROM or DVD, select the **Use CDROM or DVD** radio button, and select the appropriate disk drive from the drop-down list of drives available.
- B. If you wish to install from an ISO image, select **Use ISO image**, and then click the **Browse...** button to open the **Locate media volume** window.
Select the installation image you wish to use, and click **Choose Volume**.
If no images are displayed in the **Locate media volume** window, click on the **Browse Local** button to browse the host machine for the installation image or DVD drive containing the installation disk. Select the installation image or DVD drive containing the installation disk and click **Open**; the volume is selected for use and you are returned to the **Create a new virtual machine** wizard.



Important

For ISO image files and guest storage images, the recommended location to use is `/var/lib/libvirt/images/`. Any other location may require additional configuration by SELinux. Refer to the [Red Hat Enterprise Linux Virtualization Security Guide](#) or the [Red Hat Enterprise Linux SELinux User's and Administrator's Guide](#) for more details on configuring SELinux.

Next, configure the **OS type** and **Version** of the installation. Ensure that you select the appropriate operating system type for your virtual machine. This can be specified manually or by selecting the **Automatically detect operating system based on install media** check box.

Click **Forward** to continue.

5. Configure memory (RAM) and virtual CPUs

Specify the number of CPUs and amount of memory (RAM) to allocate to the virtual machine. The wizard shows the number of CPUs and amount of memory you can allocate; these values affect the host's and guest's performance.

Virtual machines require sufficient physical memory (RAM) to run efficiently and effectively. Red Hat supports a minimum of 512MB of RAM for a virtual machine. Red Hat recommends at least 1024MB of RAM for each logical core.

Assign sufficient virtual CPUs for the virtual machine. If the virtual machine runs a multi-threaded application, assign the number of virtual CPUs the guest virtual machine will require to run efficiently.

You cannot assign more virtual CPUs than there are physical processors (or hyper-threads) available on the host system. The number of virtual CPUs available is noted in the **Up to X available** field.

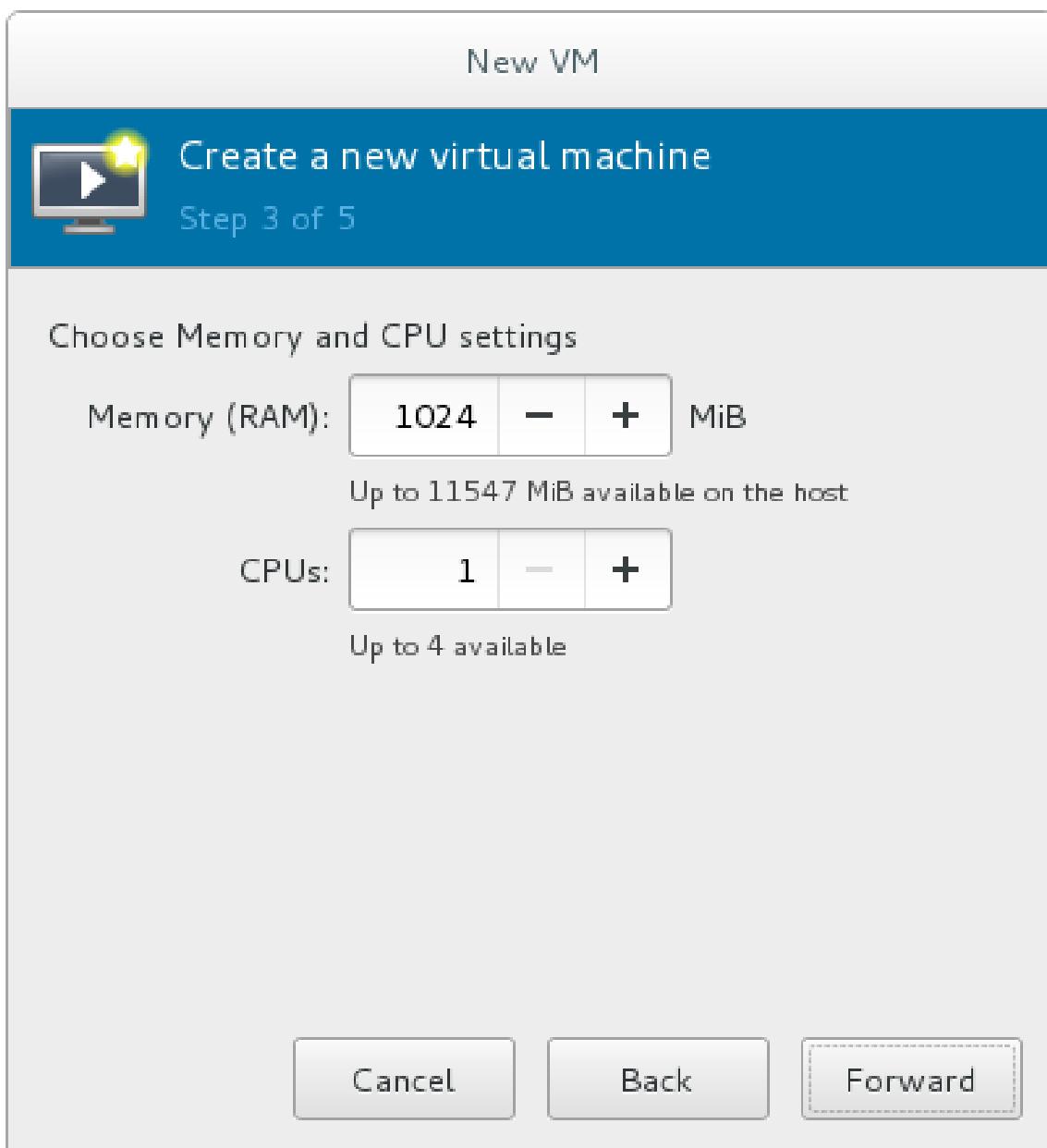


Figure 3.4. Configuring Memory and CPU

After you have configured the memory and CPU settings, click **Forward** to continue.

Note

Memory and virtual CPUs can be overcommitted. For more information on overcommitting, refer to [Chapter 7, Overcommitting with KVM](#).

6. Configure storage

Enable and assign sufficient space for your virtual machine and any applications it requires. Assign at least 5 GB for a desktop installation or at least 1 GB for a minimal installation.

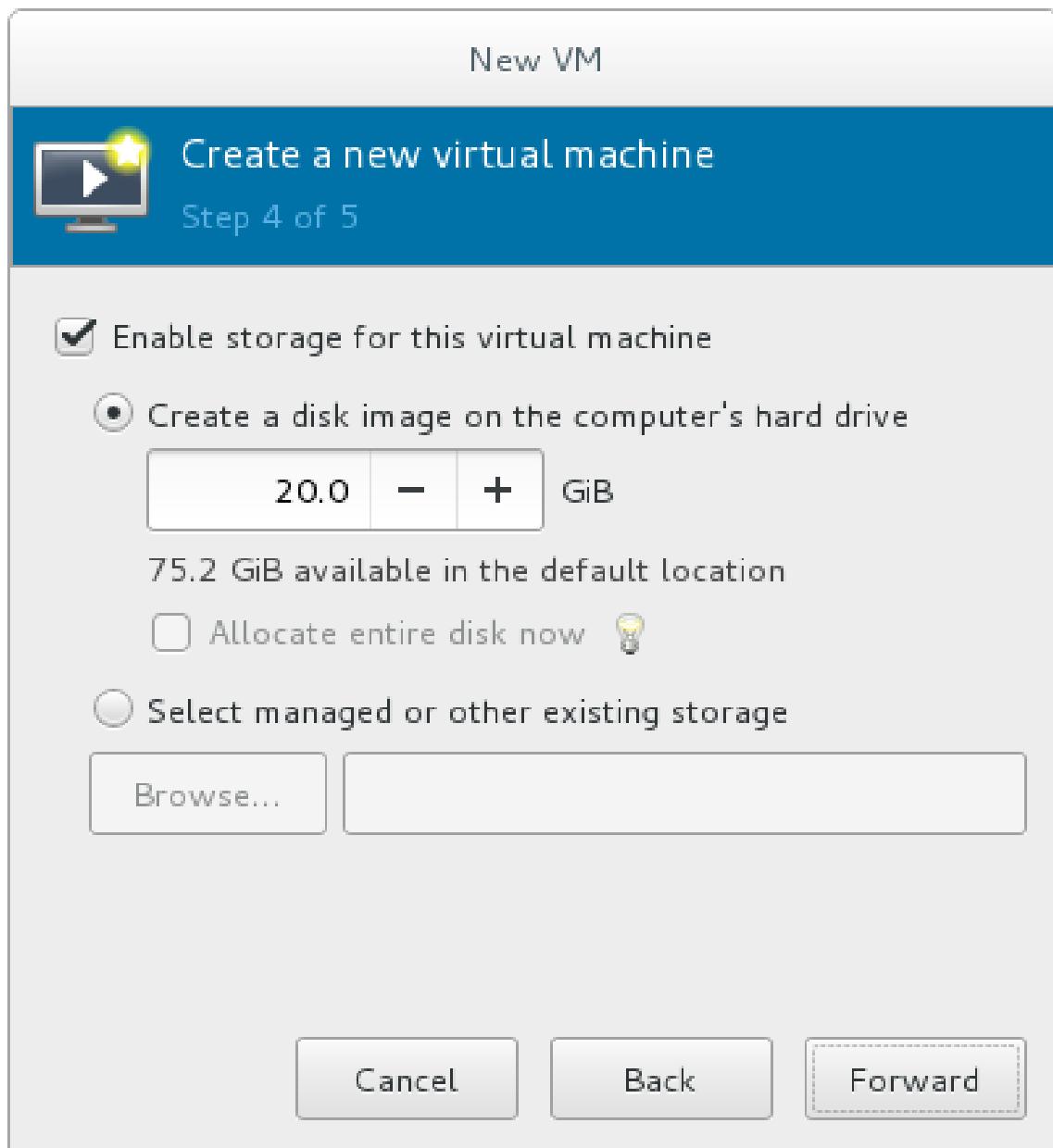


Figure 3.5. Configuring virtual storage

Note

Live and offline migrations require virtual machines to be installed on shared network storage. For information on setting up shared storage for virtual machines, refer to [Section 17.4, “Shared Storage Example: NFS for a Simple Migration”](#).

a. **With the default local storage**

Select the **Create a disk image on the computer's hard drive** radio button to create a file-based image in the default storage pool, the `/var/lib/libvirt/images/` directory. Enter the size of the disk image to be created. If the **Allocate entire disk now** check box is selected, a disk image of the size specified will be created immediately. If not, the disk image will grow as it becomes filled.

Note

Although the storage pool is a virtual container it is limited by two factors: maximum size allowed to it by qemu-kvm and the size of the disk on the host physical machine. Storage pools may not exceed the size of the disk on the host physical machine. The maximum sizes are as follows:

- » virtio-blk = 2^{63} bytes or 8 Exabytes(using raw files or disk)
- » Ext4 = ~ 16 TB (using 4 KB block size)
- » XFS = ~8 Exabytes
- » qcow2 and host file systems keep their own metadata and scalability should be evaluated/tuned when trying very large image sizes. Using raw disks means fewer layers that could affect scalability or max size.

Click **Forward** to create a disk image on the local hard drive. Alternatively, select **Select managed or other existing storage**, then select **Browse** to configure managed storage.

b. With a storage pool

If you select **Select managed or other existing storage** to use a storage pool, click **Browse** to open the **Locate or create storage volume** window.

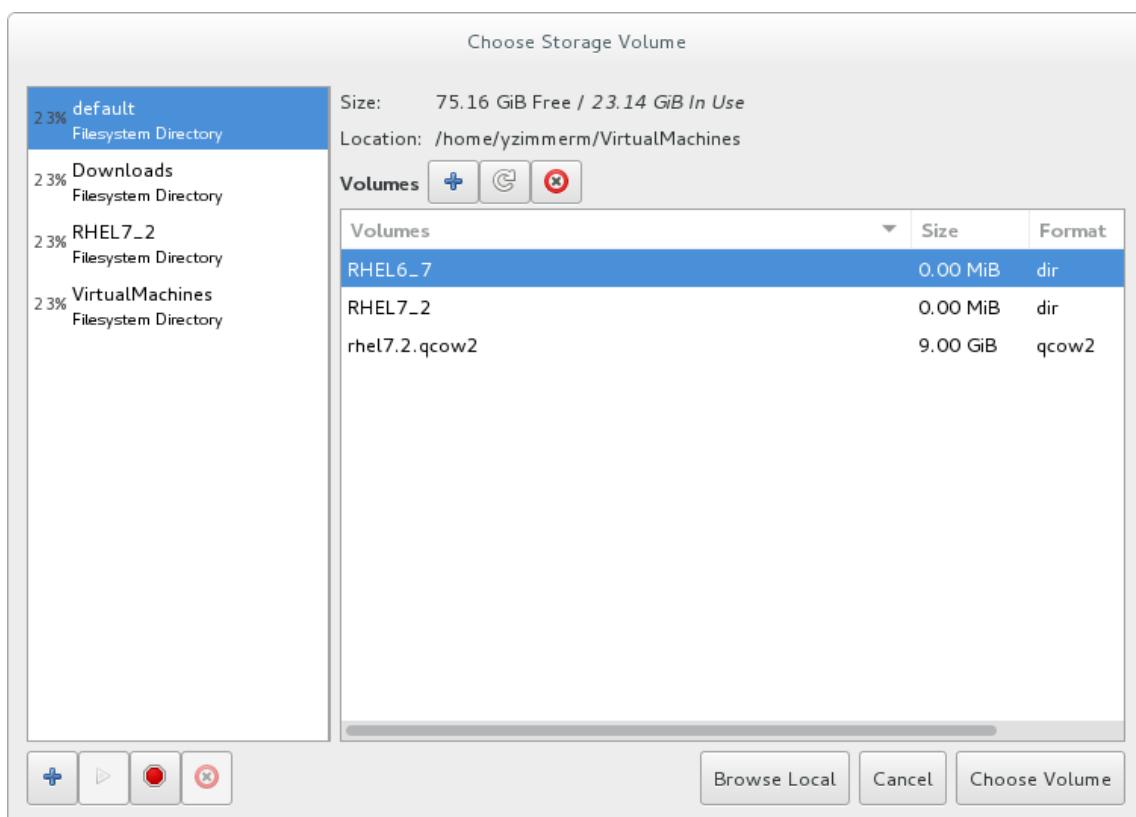


Figure 3.6. The Choose Storage Volume window

- i. Select a storage pool from the **Storage Pools** list.

- ii. Optional: Click  to create a new storage volume. The **Add a Storage Volume** screen will appear. Enter the name of the new storage volume.

Choose a format option from the **Format** drop-down menu. Format options include raw, qcow2, and qed. Adjust other fields as desired. Note that the qcow2 version used here is version 3. To change the qcow version refer to [Section 26.20.2, “Setting Target Elements”](#).

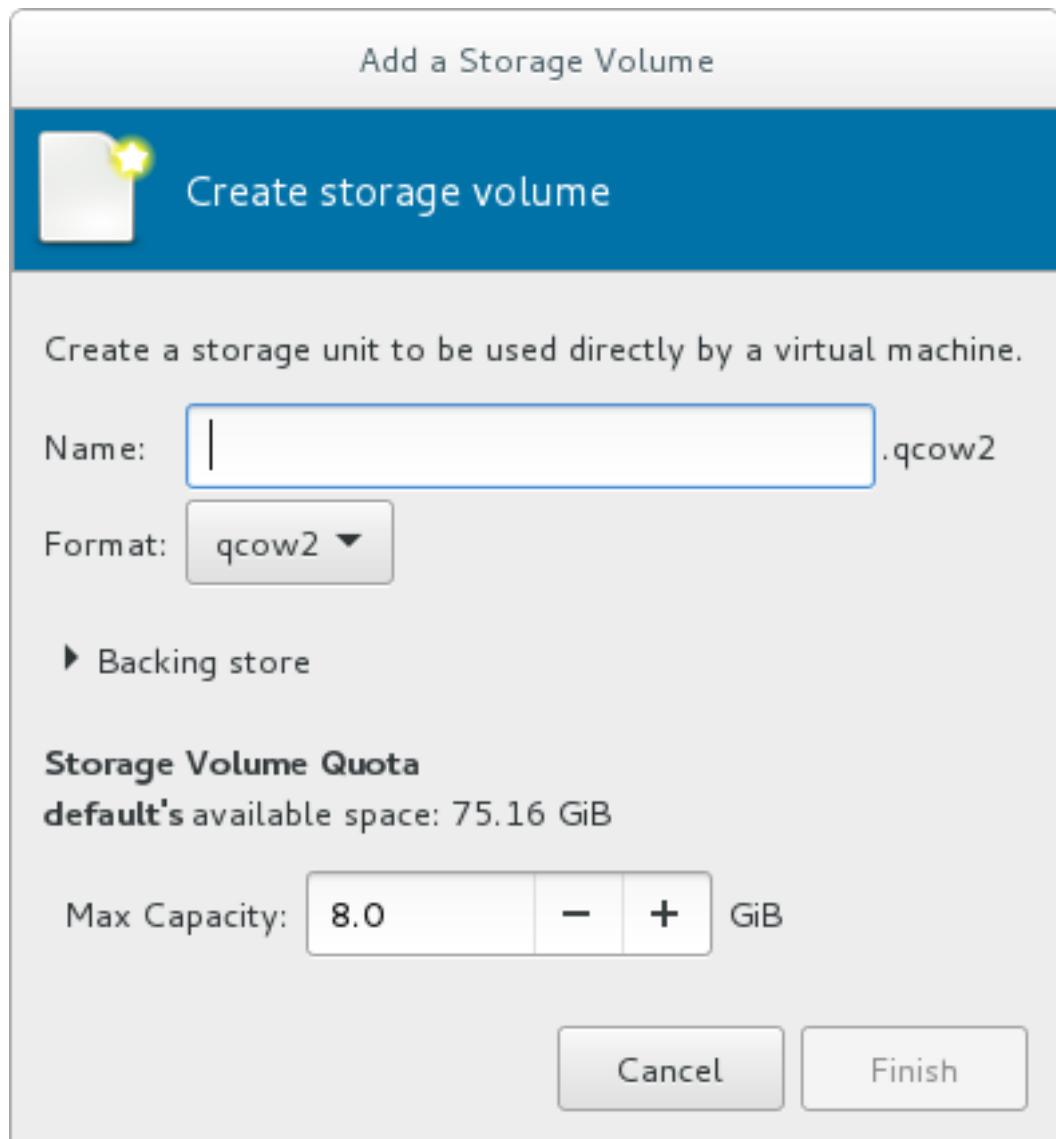


Figure 3.7. The Add a Storage Volume window

Select the new volume and click **Choose volume**. Next, click **Finish** to return to the **New VM** wizard. Click **Forward** to continue.

7. Name and final configuration

Name the virtual machine. Virtual machine names can contain letters, numbers and the following characters: underscores (_), periods (.), and hyphens (-). Virtual machine names must be unique for migration and cannot consist only of numbers.

By default, the virtual machine will be created with network address translation (NAT) for a network called 'default'. To change the network selection, click **Network selection** and select a host device and source mode.

Verify the settings of the virtual machine and click **Finish** when you are satisfied; this will create the virtual machine with specified networking settings, virtualization type, and architecture.

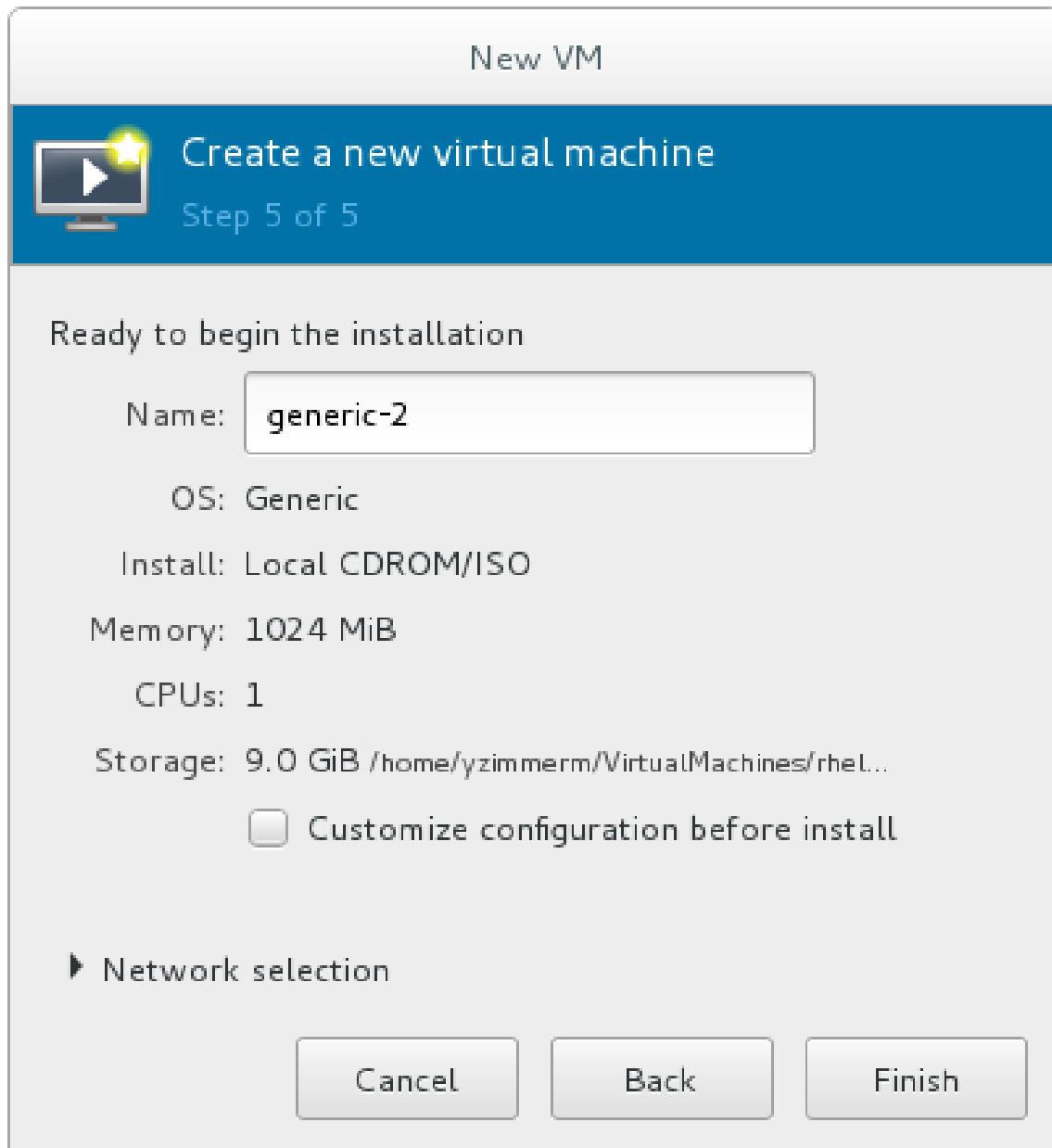


Figure 3.8. Verifying the configuration

Or, to further configure the virtual machine's hardware, check the **Customize configuration before install** check box to change the guest's storage or network devices, to use the paravirtualized (virtio) drivers or to add additional devices. This opens another wizard that will allow you to add, remove, and configure the virtual machine's hardware settings.

Note

Red Hat Enterprise Linux 4 or Red Hat Enterprise Linux 5 guest virtual machines cannot be installed using graphical mode. As such, you must select "Cirrus" instead of "QXL" as a video card.

After configuring the virtual machine's hardware, click **Apply**. `virt-manager` will then create the virtual machine with your specified hardware settings.



Warning

When installing a Red Hat Enterprise Linux 7 guest virtual machine from a remote medium but without a configured TCP/IP connection, the installation fails. However, when installing a guest virtual machine of Red Hat Enterprise Linux 5 or 6 in such circumstances, the installer opens a "Configure TCP/IP" interface.

For further information about this difference, see [the related knowledgebase article](#).

Click **Finish** to continue into the Red Hat Enterprise Linux installation sequence. For more information on installing Red Hat Enterprise Linux 7, refer to the [Red Hat Enterprise Linux 7 Installation Guide](#).

A Red Hat Enterprise Linux 7 guest virtual machine is now created from an ISO installation disk image.

3.4. Comparison of `virt-install` and `virt-manager` Installation options

This table provides a quick reference to compare equivalent `virt-install` and `virt-manager` installation options for when installing a virtual machine.

Most `virt-install` options are not required. Minimum requirements are `--name`, `--ram`, guest storage (`--disk`, `--filesystem` or `--nodisks`), and an install option. These options are further specified with arguments; to see a complete list of command options and related arguments, enter the following command:

```
# virt-install --help
```

In `virt-manager`, at minimum, a name, installation method, memory (RAM), vCPUs, storage are required.

Table 3.1. `virt-install` and `virt-manager` configuration comparison for guest installations

| Configuration on virtual machine | <code>virt-install</code> option | <code>virt-manager</code> installation wizard label and step number |
|--|---------------------------------------|--|
| Virtual machine name | <code>--name</code> , <code>-n</code> | Name (step 5) |
| RAM to allocate (MiB) | <code>--ram</code> , <code>-r</code> | Memory (RAM) (step 3) |
| Storage - specify storage media | <code>--disk</code> | Enable storage for this virtual machine → Create a disk image on the computer's hard drive, or Select managed or other existing storage (step 4) |
| Storage - export a host directory to the guest | <code>--filesystem</code> | Enable storage for this virtual machine → Select managed or other existing storage (step 4) |
| Storage - configure no local disk storage on the guest | <code>--nodisks</code> | Deselect the Enable storage for this virtual machine check box (step 4) |

| Configuration on virtual machine | virt-install option | virt-manager installation wizard label and step number |
|--|----------------------------|---|
| Installation media location (local install) | --file | Local install media → Locate your install media (steps 1-2) |
| Installation via distribution tree (network install) | --location | Network install → URL (steps 1-2) |
| Install guest with PXE | --pxe | Network boot (step 1) |
| Number of vCPUs | --vcpus | CPUs (step 3) |
| Host network | --network | Advanced options drop-down menu (step 5) |
| Operating system | --os-type | OS type (step 2) |
| Operating system variant/version | --os-variant | Version (step 2) |
| Graphical display method | --graphics, --nographics | * <i>virt-manager provides GUI installation only</i> |

Chapter 4. Cloning Virtual Machines

Cloning virtual machines provides a quick and easy method for creating guest virtual machines that are identical to an existing virtual machine. Cloning can be used to set up a network of identical virtual machines. You can also use cloning by making minor changes to otherwise identical virtual machines, to see the effect of the changes on performance.

After cloning a machine, there may be parameters that need to be configured manually, for example, the MAC address of the cloned virtual machine.

You can clone guest virtual machines using the **Clone** menu option in **virt-manager** or use the **virt-clone** command. Both methods are described in this chapter.

Note

For information on cloning volumes, see [Section 15.3, “Cloning Volumes”](#).

4.1. Cloning Guests with **virt-clone**

You can use **virt-clone** to clone virtual machines from the command line.

Note that you need root privileges for **virt-clone** to complete successfully.

The **virt-clone** command provides a number of options that can be passed on the command line. These include general options, storage configuration options, networking configuration options, and miscellaneous options. Only the **--original** is required. To see a complete list of options, enter the following command:

```
# virt-clone --help
```

The **virt-clone** man page also documents each command option, important variables, and examples.

The following example shows how to clone a guest virtual machine called "demo" on the default connection, automatically generating a new name and disk clone path.

Example 4.1. Using **virt-clone** to clone a guest

```
# virt-clone --original demo --auto-clone
```

The following example shows how to clone a QEMU guest virtual machine called "demo" with multiple disks.

Example 4.2. Using **virt-clone** to clone a guest

```
# virt-clone --connect qemu:///system --original demo --name newdemo  
--file /var/lib/xen/images/newdemo.img --file  
/var/lib/xen/images/newdata.img
```

4.2. Cloning Guests with `virt-manager`

This procedure describes cloning a guest virtual machine using the `virt-manager` utility.

Procedure 4.1. Cloning a Virtual Machine with `virt-manager`

1. Open `virt-manager`

Start `virt-manager`. Launch the **Virtual Machine Manager** application from the **Applications** menu and **System Tools** submenu. Alternatively, run the `virt-manager` command as root.

Select the guest virtual machine you want to clone from the list of guest virtual machines in **Virtual Machine Manager**.

Right-click the guest virtual machine you want to clone and select **Clone**. The Clone Virtual Machine window opens.

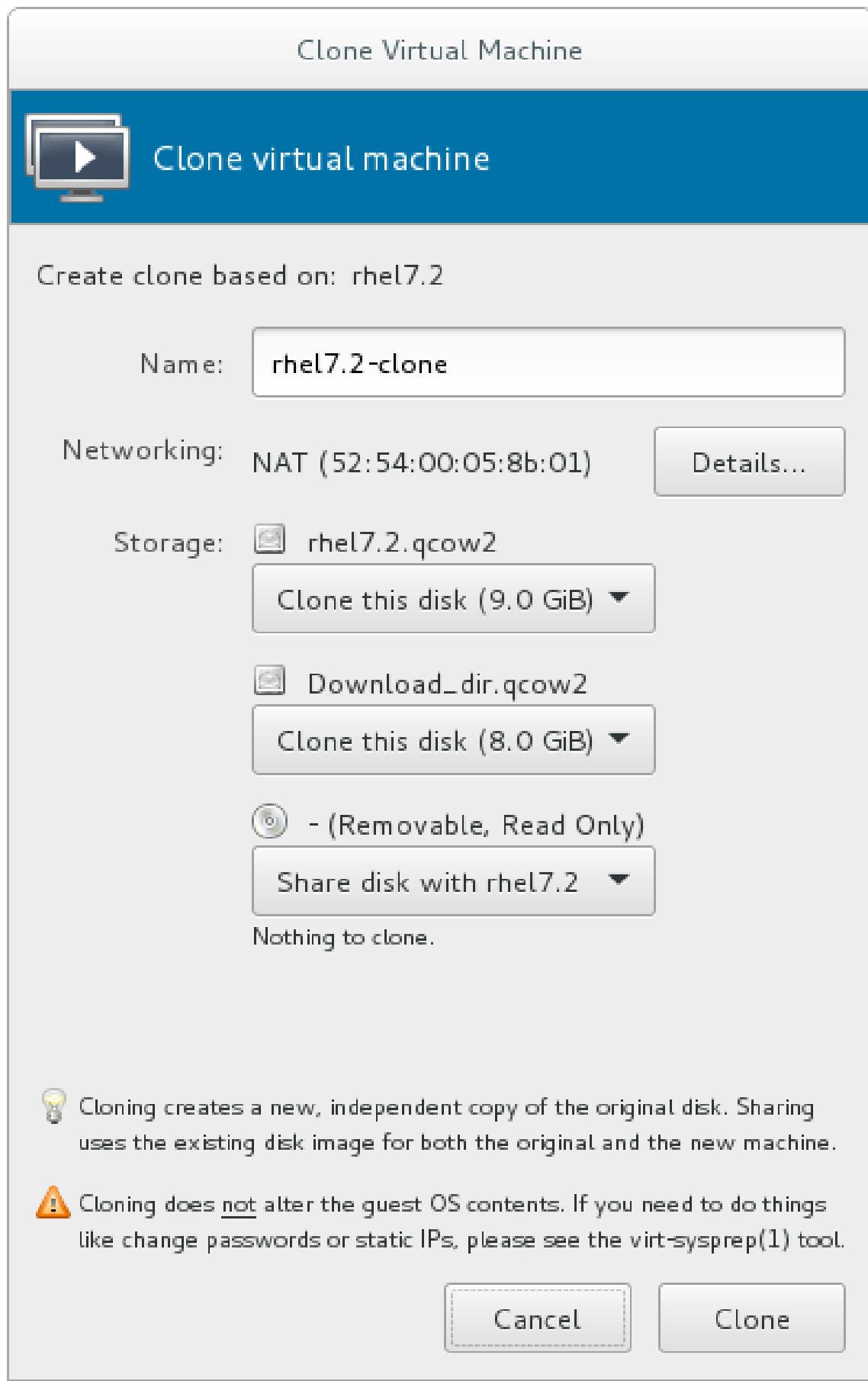


Figure 4.1. Clone Virtual Machine window

2. Configure the clone

- » To change the name of the clone, enter a new name for the clone.

- To change the networking configuration, click **Details**.

Enter a new MAC address for the clone.

Click **OK**.

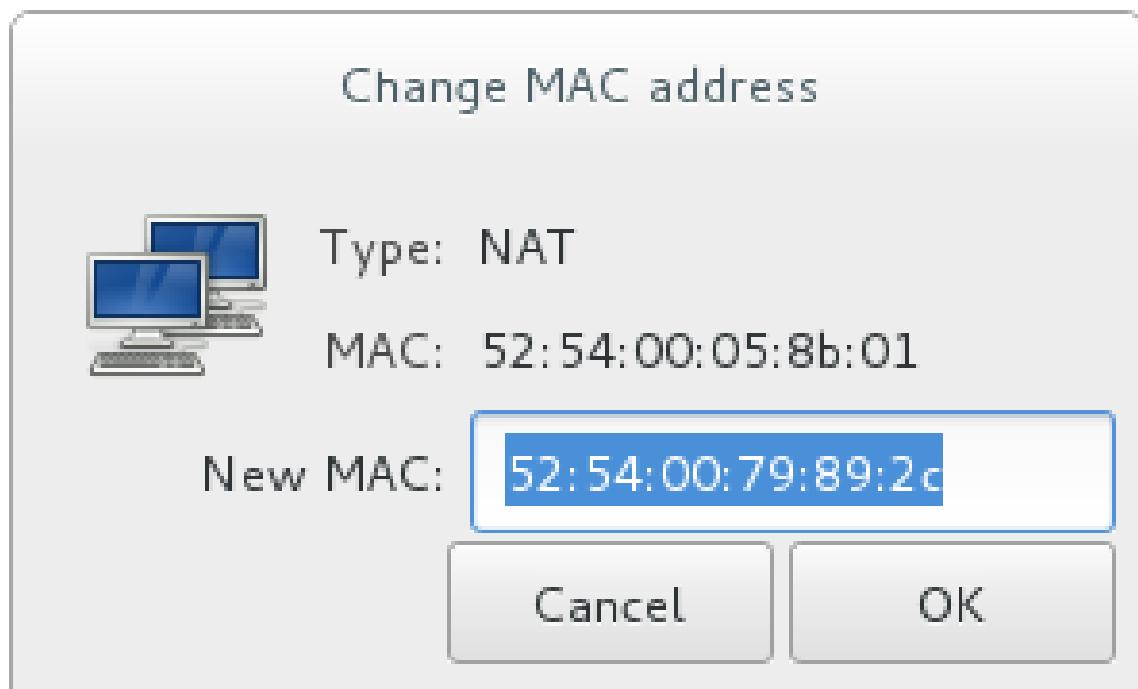


Figure 4.2. Change MAC Address window

- For each disk in the cloned guest virtual machine, select one of the following options:
 - Clone this disk** - The disk will be cloned for the cloned guest virtual machine
 - Share disk with *guest virtual machine name*** - The disk will be shared by the guest virtual machine that will be cloned and its clone
 - Details** - Opens the Change storage path window, which enables selecting a new path for the disk

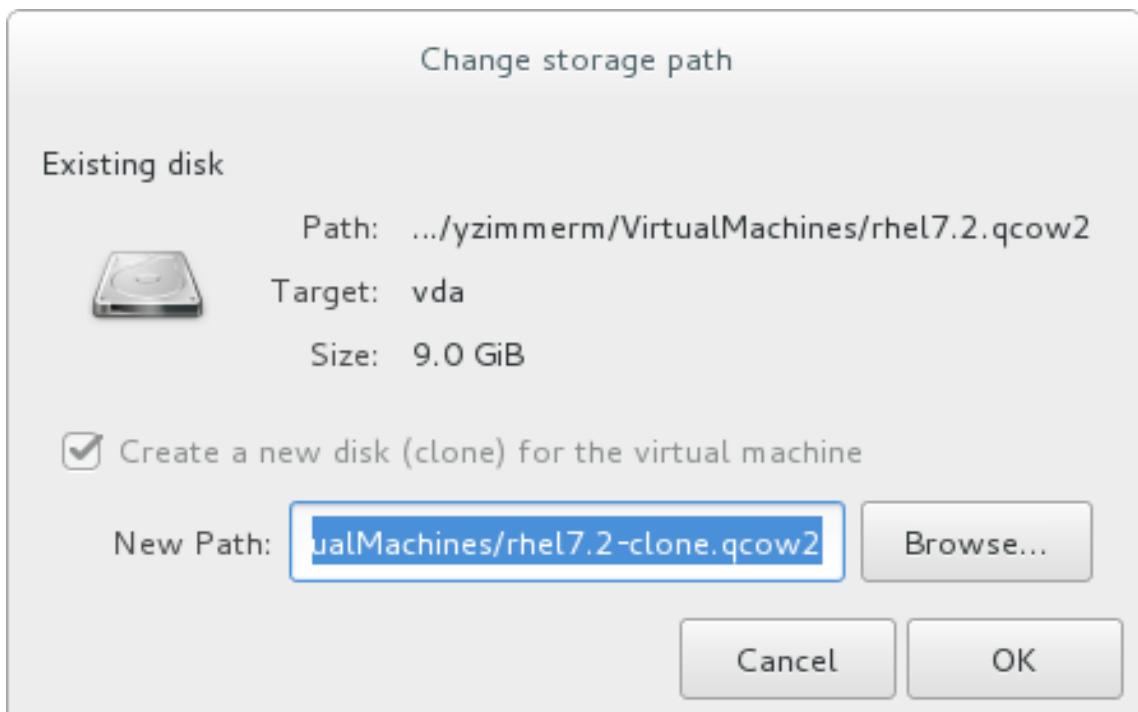


Figure 4.3. Change storage path window

3. Clone the guest virtual machine

Click **Clone**.

Chapter 5. KVM Paravirtualized (virtio) Drivers

Paravirtualized drivers enhance the performance of guests, decreasing guest I/O latency and increasing throughput to near bare-metal levels. It is recommended to use the paravirtualized drivers for fully virtualized guests running I/O heavy tasks and applications.

Virtio drivers are KVM's paravirtualized device drivers, available for guest virtual machines running on KVM hosts. These drivers are included in the virtio package. The virtio package supports block (storage) devices and network interface controllers.

The KVM virtio drivers are automatically loaded and installed on the following:

- » Red Hat Enterprise Linux 4.8 and newer
- » Red Hat Enterprise Linux 5.3 and newer
- » Red Hat Enterprise Linux 6 and newer
- » Red Hat Enterprise Linux 7 and newer
- » Some versions of Linux based on the 2.6.27 kernel or newer kernel versions.

Versions of Red Hat Enterprise Linux in the list above detect and install the drivers; additional installation steps are not required.

In Red Hat Enterprise Linux 3 (3.9 and above), manual installation is required.

Note

PCI devices are limited by the virtualized system architecture. Refer to [Chapter 18, Guest Virtual Machine Device Configuration](#) for additional limitations when using assigned devices.

Note

Network connectivity issues sometimes arise when attempting to use older virtio drivers with newer versions of QEMU. Keeping the drivers up to date is therefore recommended.

5.1. Using KVM virtio Drivers for Existing Devices

You can modify an existing hard disk device attached to the guest to use the **virtio** driver instead of the virtualized IDE driver. The example shown in this section edits libvirt configuration files. Note that the guest virtual machine does not need to be shut down to perform these steps, however the change will not be applied until the guest is completely shut down and rebooted.

Procedure 5.1. Using KVM virtio drivers for existing devices

1. Ensure that you have installed the appropriate driver (**viostor**), before continuing with this procedure.
2. Run the **virsh edit <guestname>** command as root to edit the XML configuration file for your device. For example, **virsh edit guest1**. The configuration files are located in **/etc/libvirt/qemu**.

3. Below is a file-based block device using the virtualized IDE driver. This is a typical entry for a virtual machine not using the virtio drivers.

```
<disk type='file' device='disk'>
    <source file='/var/lib/libvirt/images/disk1.img' />
    <target dev='hda' bus='ide' />
</disk>
```

4. Change the entry to use the virtio device by modifying the **bus=** entry to **virtio**. Note that if the disk was previously IDE it will have a target similar to hda, hdb, or hdc and so on. When changing to **bus=virtio** the target needs to be changed to vda, vdb, or vdc accordingly.

```
<disk type='file' device='disk'>
    <source file='/var/lib/libvirt/images/disk1.img' />
    <target dev='vda' bus='virtio' />
</disk>
```

5. Remove the **address** tag inside the **disk** tags. This must be done for this procedure to work. Libvirt will regenerate the **address** tag appropriately the next time the virtual machine is started.

Alternatively, **virt-manager**, **virsh attach-disk** or **virsh attach-interface** can add a new device using the virtio drivers.

Refer to the libvirt website for more details on using Virtio: <http://www.linux-kvm.org/page/Virtio>

5.2. Using KVM virtio Drivers for New Devices

This procedure covers creating new devices using the KVM virtio drivers with **virt-manager**.

Alternatively, the **virsh attach-disk** or **virsh attach-interface** commands can be used to attach devices using the virtio drivers.



Important

Ensure the drivers have been installed on the guest before proceeding to install new devices. If the drivers are unavailable the device will not be recognized and will not work.

Procedure 5.2. Adding a storage device using the virtio storage driver

1. Open the guest virtual machine by double clicking on the name of the guest in **virt-manager**.
2. Open the **Show virtual hardware details** tab by clicking the **lightbulb** button.

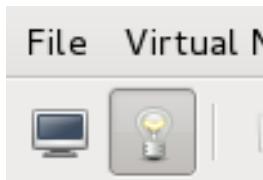


Figure 5.1. The Show virtual hardware details tab

3. In the **Show virtual hardware details** tab, click on the **Add Hardware** button.

4. Select hardware type

Select **Storage** as the **Hardware type**.

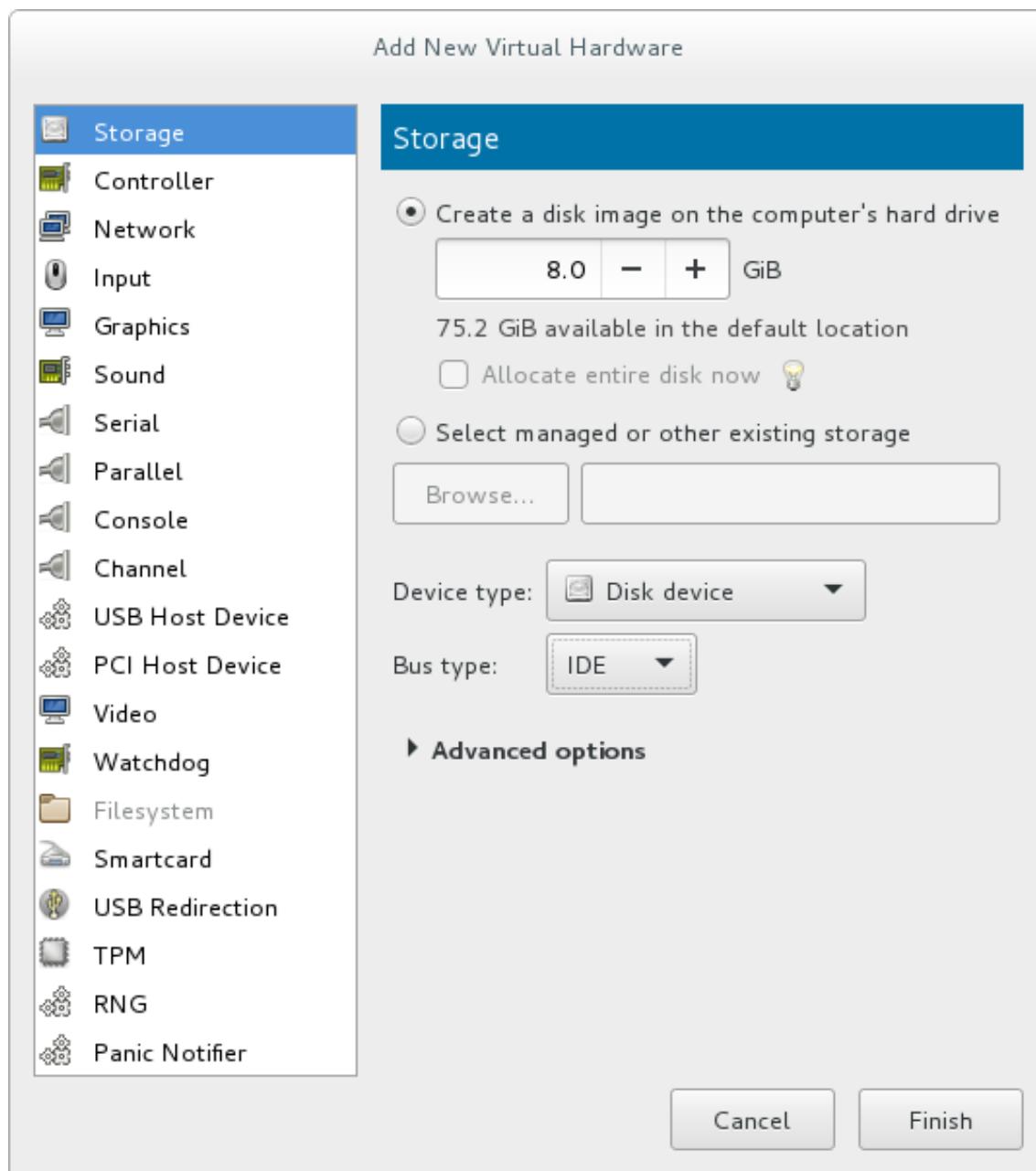


Figure 5.2. The Add new virtual hardware wizard

5. Select the storage device and driver

Create a new disk image or select a storage pool volume.

Set the **Device type** to **Disk device** and the **Bus type** to **VirtIO** to use the virtio drivers.

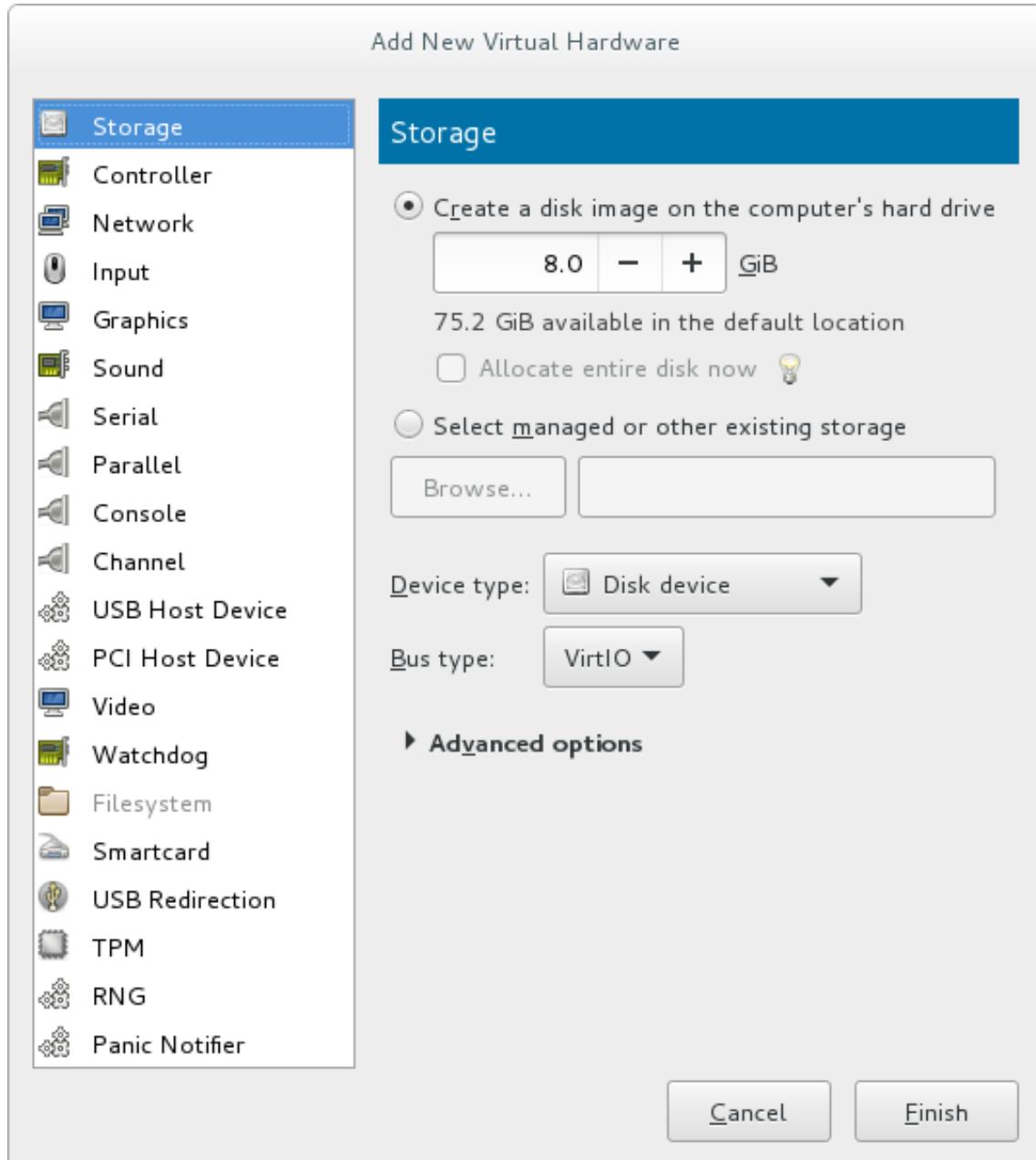


Figure 5.3. The Add new virtual hardware wizard

Click **Finish** to complete the procedure.

Procedure 5.3. Adding a network device using the virtio network driver

1. Open the guest virtual machine by double clicking on the name of the guest in **virt-manager**.
2. Open the **Show virtual hardware details** tab by clicking the **lightbulb** button.

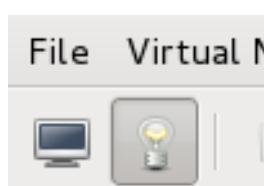


Figure 5.4. The Show virtual hardware details tab

3. In the **Show virtual hardware details** tab, click on the **Add Hardware** button.

4. Select hardware type

Select **Network** as the **Hardware type**.

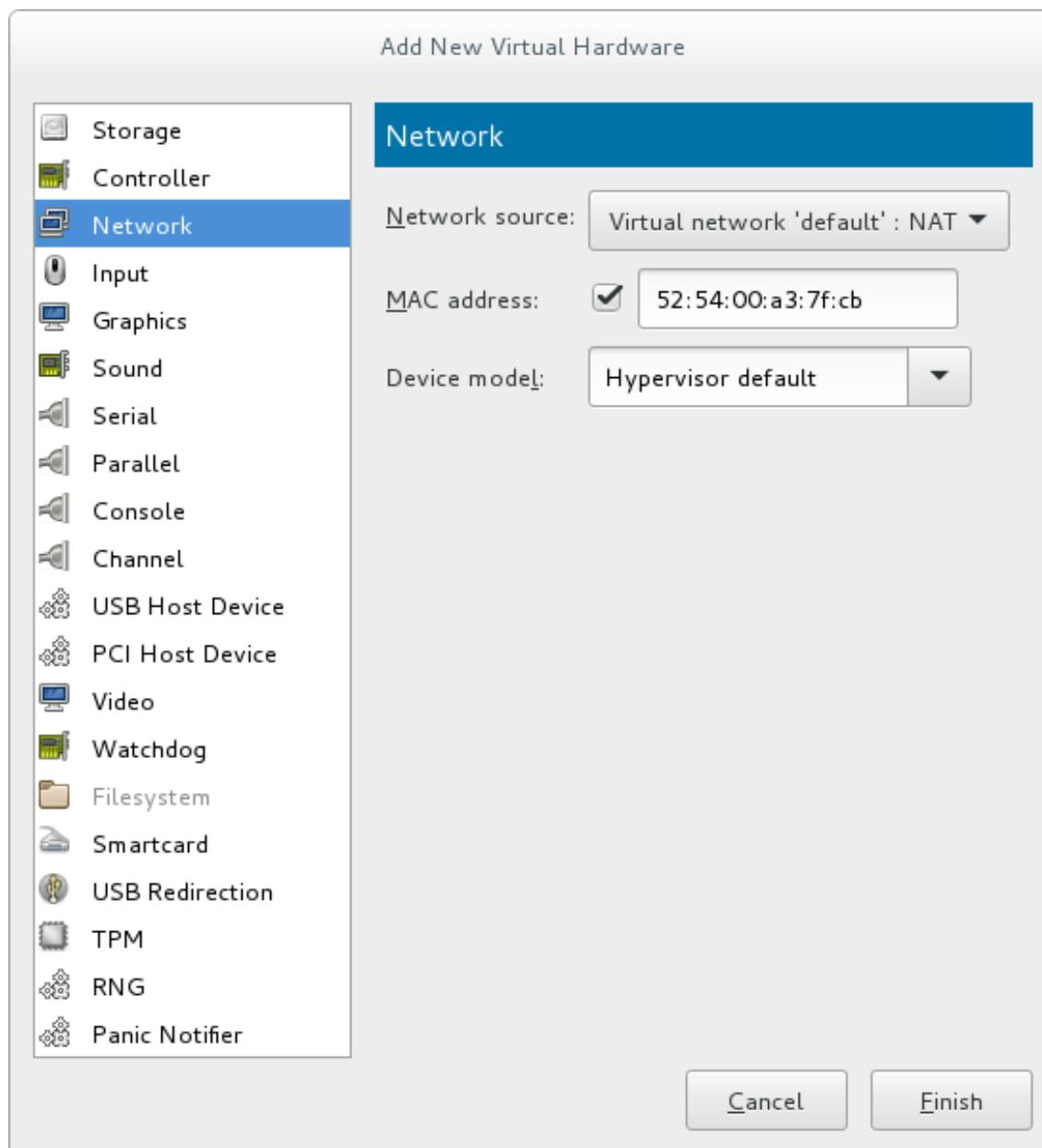


Figure 5.5. The Add new virtual hardware wizard

5. Select the network device and driver

Set the **Device model** to **virtio** to use the virtio drivers. Choose the desired **Host device**.

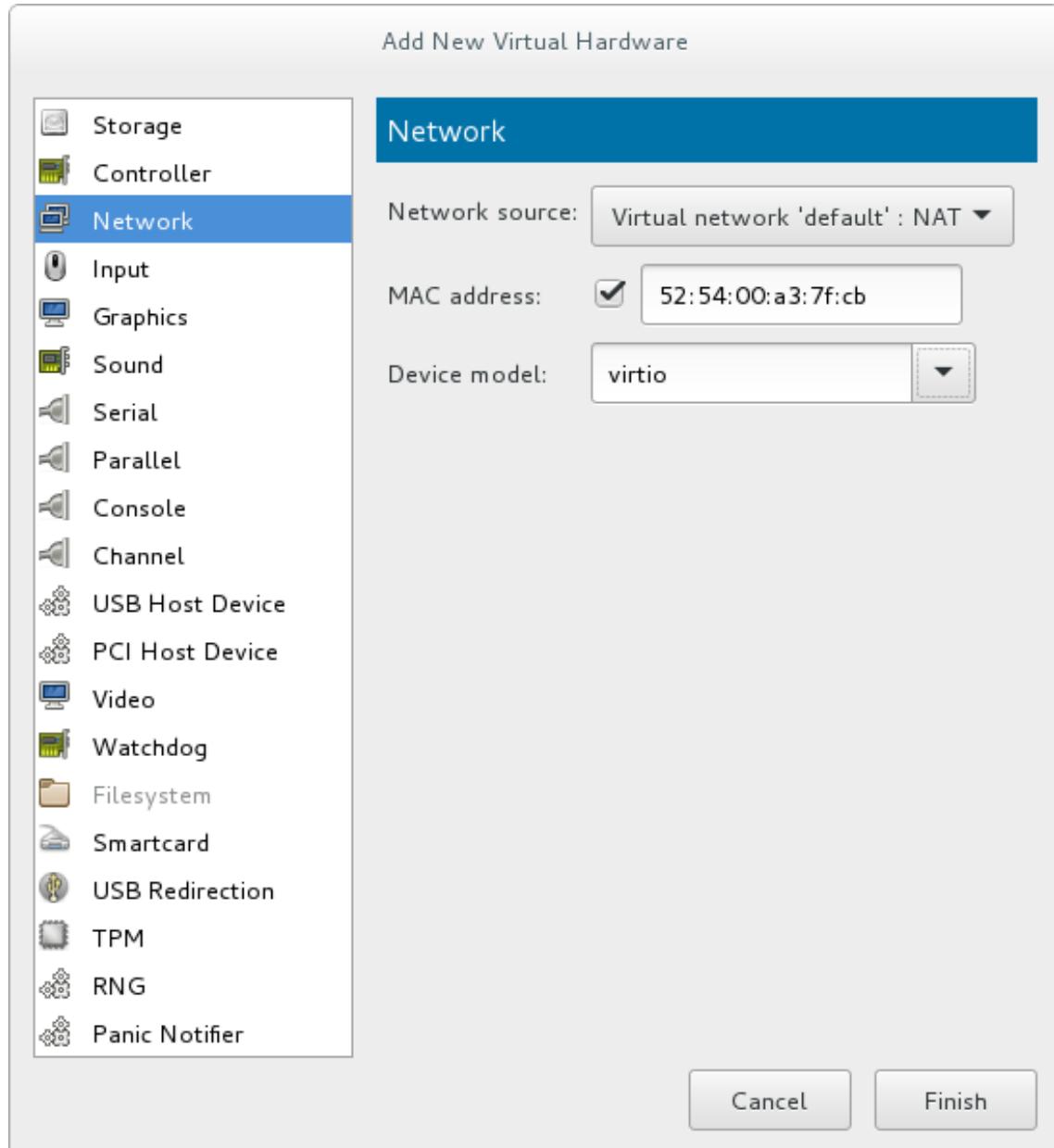


Figure 5.6. The Add new virtual hardware wizard

Click **Finish** to complete the procedure.

Once all new devices are added, reboot the virtual machine. Virtual machines may not recognize the devices until the guest is rebooted.

Chapter 6. Network Configuration

This chapter provides an introduction to the common networking configurations used by libvirt based guest virtual machines. For additional information, consult the libvirt network architecture documentation: <http://libvirt.org/archnetwork.html>.

Red Hat Enterprise Linux 7 supports the following networking setups for virtualization:

- » virtual networks using Network Address Translation (NAT)
- » directly allocated physical devices using PCI device assignment
- » directly allocated virtual functions using PCIe SR-IOV
- » bridged networks

You must enable NAT, network bridging or directly assign a PCI device to allow external hosts access to network services on guest virtual machines.

6.1. Network Address Translation (NAT) with libvirt

One of the most common methods for sharing network connections is to use Network Address Translation (NAT) forwarding (also known as virtual networks).

Host Configuration

Every standard **libvirt** installation provides NAT-based connectivity to virtual machines as the default virtual network. Verify that it is available with the **virsh net-list --all** command.

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

If it is missing the following could be used in the XML configuration file (such as /etc/libvirt/qemu/myguest.xml) for the guest:

```
# ll /etc/libvirt/qemu/
total 12
drwx----- 3 root root 4096 Nov  7 23:02 networks
-rw----- 1 root root 2205 Nov 20 01:20 r6.4.xml
-rw----- 1 root root 2208 Nov  8 03:19 r6.xml
```

The default network is defined from **/etc/libvirt/qemu/networks/default.xml**

Mark the default network to automatically start:

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

Start the default network:

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

Once the **libvirt** default network is running, you will see an isolated bridge device. This device does *not* have any physical interfaces added. The new device uses NAT and IP forwarding to connect to the physical network. Do not add new interfaces.

```
# brctl show
bridge name      bridge id      STP enabled      interfaces
virbr0          8000.000000000000  yes
```

libvirt adds **iptables** rules which allow traffic to and from guest virtual machines attached to the **virbr0** device in the **INPUT**, **FORWARD**, **OUTPUT** and **POSTROUTING** chains. **libvirt** then attempts to enable the **ip_forward** parameter. Some other applications may disable **ip_forward**, so the best option is to add the following to **/etc/sysctl.conf**.

```
net.ipv4.ip_forward = 1
```

Guest Virtual Machine Configuration

Once the host configuration is complete, a guest virtual machine can be connected to the virtual network based on its name. To connect a guest to the 'default' virtual network, the following could be used in the XML configuration file (such as **/etc/libvirtd/qemu/myguest.xml**) for the guest:

```
<interface type='network'>
  <source network='default' />
</interface>
```

Note

Defining a MAC address is optional. If you do not define one, a MAC address is automatically generated and used as the MAC address of the bridge device used by the network. Manually setting the MAC address may be useful to maintain consistency or easy reference throughout your environment, or to avoid the very small chance of a conflict.

```
<interface type='network'>
  <source network='default' />
  <mac address='00:16:3e:1a:b3:4a' />
</interface>
```

6.2. Disabling vhost-net

The **vhost-net** module is a kernel-level back end for virtio networking that reduces virtualization overhead by moving virtio packet processing tasks out of user space (the QEMU process) and into the kernel (the **vhost-net** driver). **vhost-net** is only available for virtio network interfaces. If the **vhost-net** kernel module is loaded, it is enabled by default for all virtio interfaces, but can be disabled

in the interface configuration in the case that a particular workload experiences a degradation in performance when **vhost-net** is in use.

Specifically, when UDP traffic is sent from a host machine to a guest virtual machine on that host, performance degradation can occur if the guest virtual machine processes incoming data at a rate slower than the host machine sends it. In this situation, enabling **vhost-net** causes the UDP socket's receive buffer to overflow more quickly, which results in greater packet loss. It is therefore better to disable **vhost-net** in this situation to slow the traffic, and improve overall performance.

To disable **vhost-net**, edit the **<interface>** sub-element in the guest virtual machine's XML configuration file and define the network as follows:

```
<interface type="network">
  ...
  <model type="virtio"/>
  <driver name="qemu"/>
  ...
</interface>
```

Setting the driver name to **qemu** forces packet processing into QEMU user space, effectively disabling **vhost-net** for that interface.

6.3. Enabling vhost-net zero-copy

In Red Hat Enterprise Linux 7, **vhost-net** zero-copy is disabled by default. To enable this action on a permanent basis, add a new file **vhost-net.conf** to **/etc/modprobe.d** with the following content:

```
options vhost_net experimental_zcopytx=1
```

If you want to disable this again, you can run the following:

```
modprobe -r vhost_net
```

```
modprobe vhost_net experimental_zcopytx=0
```

The first command removes the old file, the second one makes a new file (like above) and disables zero-copy. You can use this to enable as well but the change will not be permanent.

To confirm that this has taken effect, check the output of **cat /sys/module/vhost_net/parameters/experimental_zcopytx**. It should show:

```
$ cat /sys/module/vhost_net/parameters/experimental_zcopytx
0
```

6.4. Bridged Networking

Bridged networking (also known as virtual network switching) is used to place virtual machine network interfaces on the same network as the physical interface. Bridges require minimal configuration and make a virtual machine appear on an existing network, which reduces management overhead and network complexity. As bridges contain few components and

configuration variables, they provide a transparent set-up which is straightforward to understand and troubleshoot, if required.

Bridging can be configured in a virtualized environment using standard Red Hat Enterprise Linux tools, *virt-manager*, or *libvirt*, and is described in the following sections.

However, even in a virtualized environment, bridges may be more easily created using the host operating system's networking tools. More information about this bridge creation method can be found in the [Red Hat Enterprise Linux 7 Networking Guide](#).

6.4.1. Configuring Bridged Networking on a Red Hat Enterprise Linux 7 Host

Bridged networking can be configured for virtual machines on a Red Hat Enterprise Linux host, independent to the virtualization management tools. This configuration may be more appropriate when the virtualization bridge is the host's only network interface, or is the host's management network interface.

The *Red Hat Enterprise Linux 7 Networking Guide* contains detailed instructions on configuring bridged networking. See the [Red Hat Enterprise Linux 7 Networking Guide - Configure Network Bridging](#) for instructions on configuring network bridging outside of the virtualization tools.

6.4.2. Bridged Networking with Virtual Machine Manager

This section provides instructions on creating a bridge from a host machine's interface to a guest virtual machine using *virt-manager*.

Note

Depending on your environment, setting up a bridge with libvirt tools in Red Hat Enterprise Linux 7 may require disabling Network Manager, which is not recommended by Red Hat. A bridge created with libvirt also requires libvirdt to be running for the bridge to maintain network connectivity.

It is recommended to configure bridged networking on the physical Red Hat Enterprise Linux host as described in the [Red Hat Enterprise Linux 7 Networking Guide](#), while using libvirt after bridge creation to add virtual machine interfaces to the bridges.

Procedure 6.1. Creating a bridge with virt-manager

1. From the *virt-manager* main menu, click **Edit > Connection Details** to open the **Connection Details** window.
2. Click the **Network Interfaces** tab.
3. Click the **+** at the bottom of the window to configure a new network interface.
4. In the **Interface type** drop-down menu, select **Bridge**, and then click **Forward** to continue.

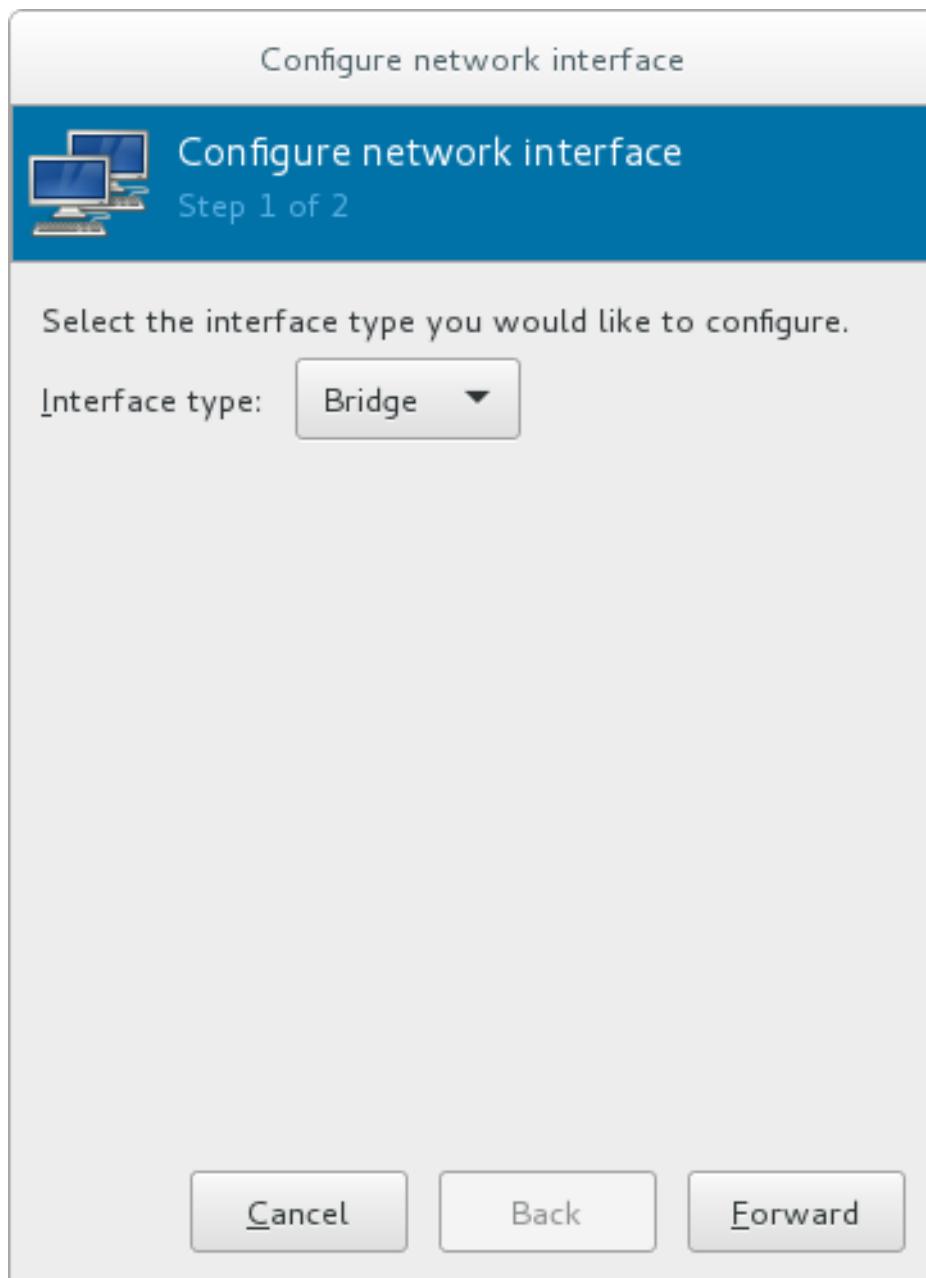


Figure 6.1. Adding a bridge

5.
 - a. In the **Name** field, enter a name for the bridge, such as *br0*.
 - b. Select a **Start mode** from the drop-down menu. Choose from one of the following:
 - ⌘ none - deactivates the bridge
 - ⌘ onboot - activates the bridge on the next guest virtual machine reboot
 - ⌘ hotplug - activates the bridge even if the guest virtual machine is running
 - c. Check the **Activate now** check box to activate the bridge immediately.
 - d. To configure either the **IP settings** or **Bridge settings**, click the appropriate **Configure** button. A separate window will open to specify the desired settings. Make any necessary changes and click **OK** when done.
 - e. Select the physical interface to connect to your virtual machines. If the interface is currently in use by another guest virtual machine, you will receive a warning message.

6. Click **Finish** and the wizard closes, taking you back to the **Connections** menu.

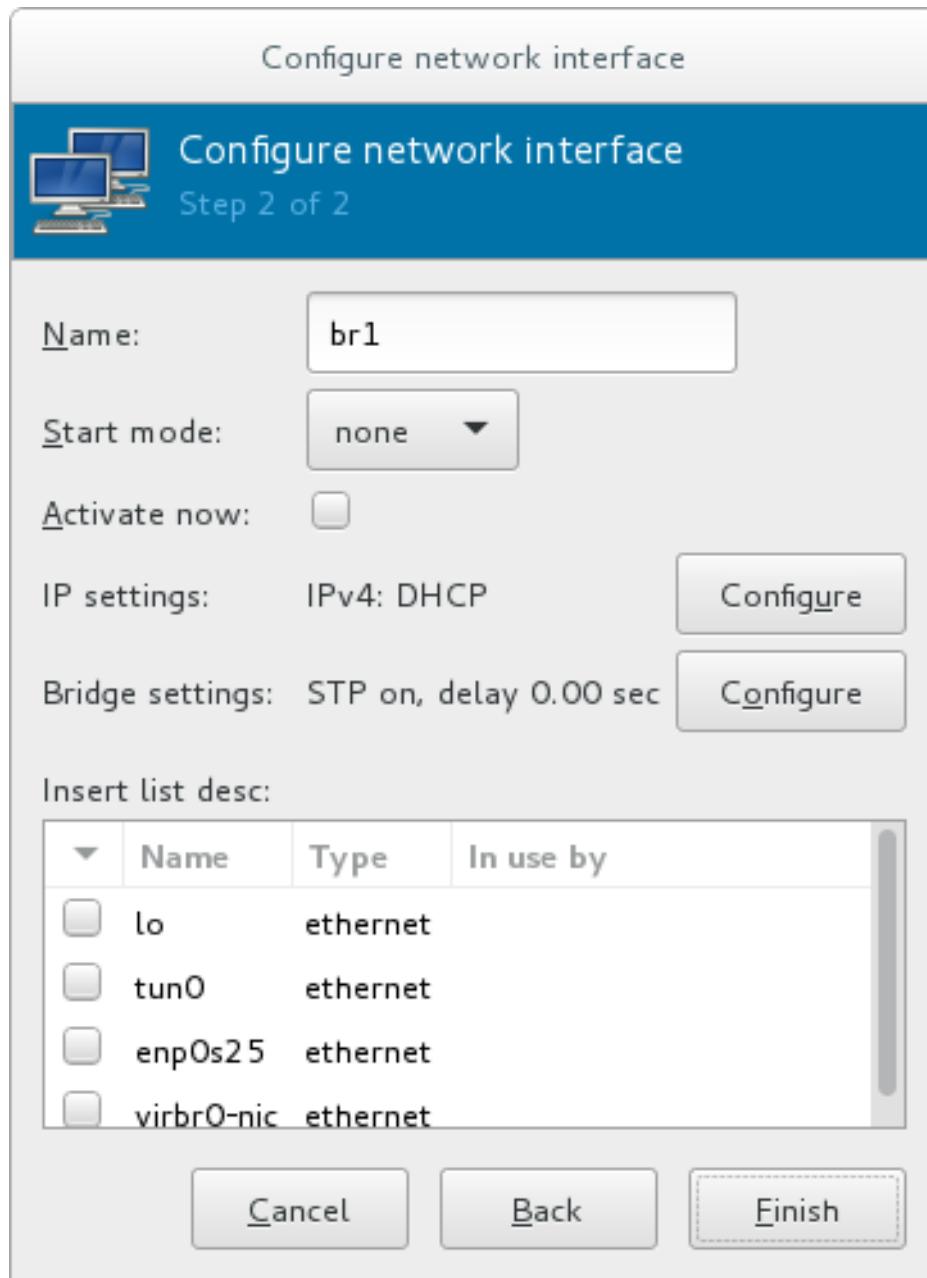


Figure 6.2. Adding a bridge

Select the bridge to use, and click **Apply** to exit the wizard.

To stop the interface, click the **Stop Interface** key. Once the bridge is stopped, to delete the interface, click the **Delete Interface** key.

6.4.3. Bridged Networking with libvirt

Depending on your environment, setting up a bridge with libvirt in Red Hat Enterprise Linux 7 may require disabling Network Manager, which is not recommended by Red Hat. This also requires libvirtd to be running for the bridge to operate.

It is recommended to configure bridged networking on the physical Red Hat Enterprise Linux host as described in the [Red Hat Enterprise Linux 7 Networking Guide](#).



Important

libvirt is now able to take advantage of new kernel tunable parameters to manage host bridge forwarding database (FDB) entries, thus potentially improving system network performance when bridging multiple virtual machines. Set the ***macTableManager*** attribute of a network's ***<bridge>*** element to '***libvirt***' in the host's XML configuration file:

```
<bridge name='br0' macTableManager='libvirt'/>
```

This will turn off learning (flood) mode on all bridge ports, and libvirt will add or remove entries to the FDB as necessary. Along with removing the overhead of learning the proper forwarding ports for MAC addresses, this also allows the kernel to disable promiscuous mode on the physical device that connects the bridge to the network, which further reduces overhead.

Chapter 7. Overcommitting with KVM

7.1. Introduction

The KVM hypervisor supports overcommitting CPUs and overcommitting memory. Overcommitting is allocating more virtualized CPUs (vCPUs) or memory than there are physical resources on the system. With CPU overcommit, under-utilized virtualized servers or desktops can run on fewer servers which saves a number of system resources, with the net effect of less power, cooling, and investment in server hardware.

As most processes do not access 100% of their allocated memory all the time, KVM can use this behavior to its advantage and allocate more memory for guest virtual machines than the host machine actually has available, in a process called overcommitting of resources.

7.2. Overcommitting Memory



Important

Overcommitting is not an ideal solution for all memory issues, as the recommended methods to deal with memory shortage are to allocate less memory per guest, add more physical memory to the host, or utilize swap space. If you decide to overcommit memory, ensure sufficient testing is performed. Contact Red Hat support for assistance with overcommitting.

Virtual machines running on a KVM hypervisor do not have dedicated blocks of physical RAM assigned to them. Instead, each guest functions as a Linux process where the host machine's Linux kernel allocates memory only when requested. In addition, the host's memory manager can move the guest's memory between its own physical memory and swap space. This is why overcommitting requires allotting sufficient swap space on the host physical machine to accommodate all guests, as well as enough memory for the host's processes. As a basic rule, the host's operating system requires a maximum of 4GB of memory along with a minimum of 4GB of swap space. For more information, refer to [Example 7.1, “Memory overcommit example”](#).

Red Hat [Knowledgebase](#) has an article on safely and efficiently determining the size of the swap partition.



Note

The example below is provided as a guide for configuring swap only. The settings listed may not be appropriate for your environment.

Example 7.1. Memory overcommit example

ExampleServer1 has 32GB of physical RAM. The system is being configured to run 50 guest virtual machines, each requiring 1GB of virtualized memory. As mentioned above, the host machine's system itself needs a maximum of 4GB (apart from the guests) as well as an additional 4GB as a swap space minimum.

The swap space is calculated as follows:

- Calculate the amount of memory needed for the sum of all the virtual machines - In this example: (50 virtual machines * 1GB of memory per virtual machine) = 50GB
- Add the virtual machine's memory amount to the amount needed for the host's operating system and for the host machine's minimum swap space - In this example: 50GB guest memory + 4GB host's OS + 4GB minimal swap = 58GB
- Subtract this amount from the amount of physical RAM there is on the system - In this example 58GB - 32GB = 26GB
- The answer is the amount of swap space that needs to be allocated - In this example 26GB.



Note

Overcommitting does not work with all virtual machines, but has been found to work in a desktop virtualization setup with minimal intensive usage or running several identical guests with KSM. Proceed with caution before changing these settings.

For more information on KSM and overcommitting, see the [Red Hat Enterprise Linux 7 Virtualization Tuning and Optimization Guide](#).

7.3. Overcommitting Virtualized CPUs (vCPUs)

The KVM hypervisor supports overcommitting virtualized CPUs (vCPUs). Virtualized CPUs can be overcommitted as far as load limits of guest virtual machines allow. Use caution when overcommitting vCPUs, as loads near 100% may cause dropped requests or unusable response times.

In Red Hat Enterprise Linux 7, it is possible to overcommit guests with more than one vCPU (known as symmetric multiprocessing virtual machines), however, you may experience performance deterioration when running more cores on the virtual machine than are present on your physical CPU. For example, a virtual machine with four vCPUs should not be run on a host machine with a dual core processor. Overcommitting symmetric multiprocessing (SMP) virtual machines beyond the physical number of processing cores will cause significant performance degradation, due to programs getting less CPU time than required.

With SMP guests, some processing overhead is inherent. CPU overcommitting can increase the SMP overhead, because time-slicing guests can make inter-CPU communication inside a guest slower. This overhead increases with guests that have a larger number of vCPUs, or a larger overcommit ratio.

Virtualized CPUs are overcommitted best when when a single host has multiple guests, and each guest has a small number of vCPUs, compared to the number of host CPUs. The Linux scheduler is very efficient with this type of load. KVM should safely support guests with loads under 100% at a ratio of five vCPUs (on 5 virtual machines) to one physical CPU on one single host. The KVM hypervisor will switch between all of the virtual machines, making sure that the load is balanced.

For best performance, Red Hat recommends assigning guests only as many vCPUs as are required to run the programs that are inside each guest.



Important

Applications which 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 amount of SMP and the CPU overcommit ratio is workload dependent.

Chapter 8. KVM Guest Timing Management

Virtualization involves several intrinsic challenges for time keeping in guest virtual machines. Interrupts cannot always be delivered simultaneously and instantaneously to all guest virtual machines, because interrupts in virtual machines are not true interrupts; they are injected into the guest virtual machine by the host machine. The host may be running another guest virtual machine, or a different process, meaning that the precise timing typically required by interrupts may not always be possible.

Guest virtual machines without accurate time keeping may experience issues with network applications and processes, as session validity, migration, and other network activities rely on timestamps to remain correct.

KVM avoids these issues by providing guest virtual machines with a paravirtualized clock (**kvm-clock**). However, it is still vital to test timing before attempting activities that may be affected by time keeping inaccuracies.

Note

Red Hat Enterprise Linux 5.5 and later, Red Hat Enterprise Linux 6.0 and later, and Red Hat Enterprise Linux 7 use **kvm-clock** as their default clock source. Running without **kvm-clock** requires special configuration, and is not recommended.



Important

The Network Time Protocol (NTP) daemon should be running on the host and the guest virtual machines. Make sure to install *ntp* and enable the **ntpd** service:

Enable the *ntpd* service and add it to the default startup sequence:

```
# systemctl enable ntpd
```

Start the service:

```
# systemctl start ntpd
```

The **ntpd** service will correct the effects of clock skew as long as the clock runs no more than 0.05% faster or slower than the reference time source. The **ntp** startup script adjusts the clock offset from the reference time by adjusting the system clock at startup time, if required.

The mechanics of guest virtual machine time synchronization

By default, the guest synchronizes its time with the hypervisor as follows:

- When the guest system boots, the guest reads the time from the emulated Real Time Clock (RTC).
- When the NTP protocol is initiated, it automatically synchronizes the guest clock. Afterwards, during normal guest operation, NTP performs clock adjustments in the guest.

- When a guest is resumed after a pause or a restoration process, a command to synchronize the guest clock to a specified value should be issued by the management software (such as [virt-manager](#)). This synchronization works only if the [QEMU guest agent](#) is installed in the guest and supports the feature. The value to which the guest clock synchronizes is usually the host clock value.

Constant Time Stamp Counter (TSC)

Modern Intel and AMD CPUs provide a constant Time Stamp Counter (TSC). The count frequency of the constant TSC does not vary when the CPU core itself changes frequency, for example to comply with a power saving policy. A CPU with a constant TSC frequency is necessary in order to use the TSC as a clock source for KVM guests.

Your CPU has a constant Time Stamp Counter if the **constant_tsc** flag is present. To determine if your CPU has the **constant_tsc** flag enter the following command:

```
$ cat /proc/cpuinfo | grep constant_tsc
```

If any output is given your CPU has the **constant_tsc** bit. If no output is given follow the instructions below.

Configuring Hosts without a Constant Time Stamp Counter

Systems without a constant TSC frequency cannot use the TSC as a clock source for virtual machines, and require additional configuration. Power management features interfere with accurate time keeping and must be disabled for guest virtual machines to accurately keep time with KVM.



Important

These instructions are for AMD revision F CPUs only.

If the CPU lacks the **constant_tsc** bit, disable all power management features . Each system has several timers it uses to keep time. The TSC is not stable on the host, which is sometimes caused by **cpufreq** changes, deep C state, or migration to a host with a faster TSC. Deep C sleep states can stop the TSC. To prevent the kernel using deep C states append **processor.max_cstate=1** to the kernel boot. To make this change persistent, edit values of the **GRUB_CMDLINE_LINUX** key in the **/etc/default/grub** file. For example. if you want to enable emergency mode for each boot, edit the entry as follows:

```
GRUB_CMDLINE_LINUX="emergency"
```

Note that you can specify multiple parameters for the **GRUB_CMDLINE_LINUX** key, similarly to adding the parameters in the GRUB 2 boot menu.

To disable **cpufreq** (only necessary on hosts without the **constant_tsc**), install **kernel-tools** and enable the **cpupower.service** (**systemctl disable cpupower.service**). If you want to disable this service every time the guest virtual machine boots, change the configuration file in **/etc/sysconfig/cpupower** and change the **CPUPOWER_START_OPTS** and

`CPUPOWER_STOP_OPTS`. Valid limits can be found in the `/sys/devices/system/cpu/[cpuid]/cpufreq/scaling_available_governors` files. For more information on this package or on power management and governors, refer to the [Red Hat Enterprise Linux 7 Power Management Guide](#).

8.1. Required Parameters for Red Hat Enterprise Linux Guests

For certain Red Hat Enterprise Linux guest virtual machines, additional kernel parameters are required. These parameters can be set by appending them to the end of the `/kernel` line in the `/etc/grub2.cfg` file of the guest virtual machine.

The table below lists versions of Red Hat Enterprise Linux and the parameters required on the specified systems.

Table 8.1. Kernel parameter requirements

| Red Hat Enterprise Linux version | Additional guest kernel parameters |
|--|--|
| 7.0 AMD64/Intel 64 with the paravirtualized clock | Additional parameters are not required |
| 6.1 and higher AMD64/Intel 64 with the paravirtualized clock | Additional parameters are not required |
| 6.0 AMD64/Intel 64 with the paravirtualized clock | Additional parameters are not required |
| 6.0 AMD64/Intel 64 without the paravirtualized clock | <code>notsc lpj=n</code> |
| 5.5 AMD64/Intel 64 with the paravirtualized clock | Additional parameters are not required |
| 5.5 AMD64/Intel 64 without the paravirtualized clock | <code>notsc lpj=n</code> |
| 5.5 x86 with the paravirtualized clock | Additional parameters are not required |
| 5.5 x86 without the paravirtualized clock | <code>clocksource=acpi_pm lpj=n</code> |
| 5.4 AMD64/Intel 64 | <code>notsc</code> |
| 5.4 x86 | <code>clocksource=acpi_pm</code> |
| 5.3 AMD64/Intel 64 | <code>notsc</code> |
| 5.3 x86 | <code>clocksource=acpi_pm</code> |
| 4.8 AMD64/Intel 64 | <code>notsc</code> |
| 4.8 x86 | <code>clock=pmtmr</code> |
| 3.9 AMD64/Intel 64 | Additional parameters are not required |

Note

The `lpj` parameter requires a numeric value equal to the *loops per jiffy* value of the specific CPU on which the guest virtual machine runs. If you do not know this value, do not set the `lpj` parameter.



Warning

The **divider** kernel parameter was previously recommended for Red Hat Enterprise Linux 4 and 5 guest virtual machines that did not have high responsiveness requirements, or exist on systems with high guest density. It is no longer recommended for use with guests running Red Hat Enterprise Linux 4, or Red Hat Enterprise Linux 5 versions prior to version 5.8.

divider can improve throughput on Red Hat Enterprise Linux 5 versions equal to or later than 5.8 by lowering the frequency of timer interrupts. For example, if **HZ=1000**, and **divider** is set to **10** (that is, **divider=10**), the number of timer interrupts per period changes from the default value (1000) to 100 (the default value, 1000, divided by the divider value, 10).

[BZ#698842](#) details a bug in the way that the **divider** parameter interacts with interrupt and tick recording. This bug is fixed as of Red Hat Enterprise Linux 5.8. However, the **divider** parameter can still cause kernel panic in guests using Red Hat Enterprise Linux 4, or Red Hat Enterprise Linux 5 versions prior to version 5.8.

Red Hat Enterprise Linux 6 and later does not have a fixed-frequency clock interrupt; it operates in *tickless mode* and uses the timer dynamically as required. The **divider** parameter is therefore not useful for Red Hat Enterprise Linux 6 and Red Hat Enterprise Linux 7, and guests on these systems are not affected by this bug.

8.2. Steal Time Accounting

Steal time is the amount of CPU time desired by a guest virtual machine that is not provided by the host. Steal time occurs when the host allocates these resources elsewhere: for example, to another guest.

Steal time is reported in the CPU time fields in **/proc/stat**. It is automatically reported by utilities such as **top** and **vmstat**. It is displayed as "%st", or in the "st" column. Note that it cannot be switched off.

Large amounts of steal time indicate CPU contention, which can reduce guest performance. To relieve CPU contention, increase the guest's CPU priority or CPU quota, or run fewer guests on the host.

Chapter 9. Network Booting with libvirt

Guest virtual machines can be booted with PXE enabled. PXE allows guest virtual machines to boot and load their configuration off the network itself. This section demonstrates some basic configuration steps to configure PXE guests with libvirt.

This section does not cover the creation of boot images or PXE servers. It is used to explain how to configure libvirt, in a private or bridged network, to boot a guest virtual machine with PXE booting enabled.



Warning

These procedures are provided only as an example. Ensure that you have sufficient backups before proceeding.

9.1. Preparing the Boot Server

To perform the steps in this chapter you will need:

- » A PXE Server (DHCP and TFTP) - This can be a libvirt internal server, manually-configured dhcpcd and tftpd, dnsmasq, a server configured by Cobbler, or some other server.
- » Boot images - for example, PXELINUX configured manually or by Cobbler.

9.1.1. Setting up a PXE Boot Server on a Private libvirt Network

This example uses the *default* network. Perform the following steps:

Procedure 9.1. Configuring the PXE boot server

1. Place the PXE boot images and configuration in **/var/lib/tftpboot**.
2. enter the following commands:

```
# virsh net-destroy default
# virsh net-edit default
```

3. Edit the **<ip>** element in the configuration file for the *default* network to include the appropriate address, network mask, DHCP address range, and boot file, where *BOOT_FILENAME* represents the file name you are using to boot the guest virtual machine.

```
<ip address='192.168.122.1' netmask='255.255.255.0'>
  <tftp root='/var/lib/tftpboot' />
  <dhcp>
    <range start='192.168.122.2' end='192.168.122.254' />
    <bootp file='BOOT_FILENAME' />
  </dhcp>
</ip>
```

4. Run:

```
# virsh net-start default
```

5. Boot the guest using PXE (refer to [Section 9.2, “Booting a Guest Using PXE”](#)).

9.2. Booting a Guest Using PXE

This section demonstrates how to boot a guest virtual machine with PXE.

9.2.1. Using bridged networking

Procedure 9.2. Booting a guest using PXE and bridged networking

1. Ensure bridging is enabled such that the PXE boot server is available on the network.
2. Boot a guest virtual machine with PXE booting enabled. You can use the **virt-install** command to create a new virtual machine with PXE booting enabled, as shown in the following example command:

```
virt-install --pxe --network bridge=breth0 --prompt
```

Alternatively, ensure that the guest network is configured to use your bridged network, and that the XML guest configuration file has a **<boot dev='network' />** element inside the **<os>** element, as shown in the following example:

```
<os>
  <type arch='x86_64' machine='pc-i440fx-rhel7.0.0'>hvm</type>
  <boot dev='network' />
  <boot dev='hd' />
</os>
<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' />
</interface>
```

9.2.2. Using a Private libvirt Network

Procedure 9.3. Using a private libvirt network

1. Configure PXE booting on libvirt as shown in [Section 9.1.1, “Setting up a PXE Boot Server on a Private libvirt Network”](#).
2. Boot a guest virtual machine using libvirt with PXE booting enabled. You can use the **virt-install** command to create/install a new virtual machine using PXE:

```
virt-install --pxe --network network=default --prompt
```

Alternatively, ensure that the guest network is configured to use your private libvirt network, and that the XML guest configuration file has a **<boot dev='network' />** element inside the **<os>** element, as shown in the following example:

```
<os>
  <type arch='x86_64' machine='pc-i440fx-rhel7.0.0'>hvm</type>
  <boot dev='network' />
  <boot dev='hd' />
</os>
```

Also ensure that the guest virtual machine is connected to the private network:

```
<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' />
</interface>
```

Chapter 10. Registering the Hypervisor and Virtual Machine

Red Hat Enterprise Linux 6 and 7 require that every guest virtual machine is mapped to a specific hypervisor in order to ensure that every guest is allocated the same level of subscription service. To do this you need to install a subscription agent that automatically detects all guest Virtual Machines (VMs) on each KVM hypervisor that is installed and registered, which in turn will create a mapping file that sits on the host. This mapping file ensures that all guest VMs receive the following benefits:

- » Subscriptions specific to virtual systems are readily available and can be applied to all of the associated guest VMs.
- » All subscription benefits that can be inherited from the hypervisor are readily available and can be applied to all of the associated guest VMs.



Note

The information provided in this chapter is specific to Red Hat Enterprise Linux subscriptions only. If you also have a Red Hat Enterprise Virtualization subscription, or a Red Hat Satellite subscription, you should also consult the virt-who information provided with those subscriptions. More information on Red Hat Subscription Management can also be found in the [Red Hat Subscription Management](#) Guide found on the customer portal.

10.1. Installing virt-who on the Host Physical Machine

1. Register the KVM hypervisor

Register the KVM Hypervisor by running the **subscription-manager register [options]** command in a terminal as the root user on the host physical machine. More options are available using the # **subscription-manager register --help** menu. In cases where you are using a user name and password, use the credentials that are known to the subscription manager. If this is your very first time subscribing and you do not have a user account, contact customer support. For example to register the VM as 'admin' with 'secret' as a password, you would send the following command:

```
[root@rhel-server ~]# subscription-manager register --username=admin --password=secret --auto-attach --type=hypervisor
```

2. Install the virt-who packages

Install the virt-who packages, by running the following command in a terminal as root on the host physical machine:

```
[root@rhel-server ~]# yum install virt-who
```

3. Create a virt-who configuration file

Add a configuration file in the **/etc/virt-who.d/** directory. It does not matter what the name of the file is, but you should give it a name that makes sense and the file must be located in the **/etc/virt-who.d/** directory. Inside that file add the following snippet and remember to save the file before closing it.

```
[libvirt]
type=libvirt
```

4. Start the virt-who service

Start the virt-who service by running the following command in a terminal as root on the host physical machine:

```
[root@virt-who ~]# systemctl start virt-who.service
[root@virt-who ~]# systemctl enable virt-who.service
```

5. Confirm virt-who service is receiving guest information

At this point, the virt-who service will start collecting a list of domains from the host. Check the **/var/log/rhsm/rhsm.log** file on the host physical machine to confirm that the file contains a list of the guest VMs. For example:

```
2015-05-28 12:33:31,424 DEBUG: Libvirt domains found: [{"guestId": '58d59128-cfbb-4f2c-93de-230307db2ce0', 'attributes': {'active': 0, 'virtWhoType': 'libvirt', 'hypervisorType': 'QEMU'}, 'state': 5}]
```

Procedure 10.1. Managing the subscription on the customer portal

1. Subscribing the hypervisor

As the virtual machines will be receiving the same subscription benefits as the hypervisor, it is important that the hypervisor has a valid subscription and that the subscription is available for the VMs to use.

a. Login to the customer portal

Login to the Red Hat customer portal <https://access.redhat.com/> and click the **Subscriptions** button at the top of the page.

b. Click the Systems link

In the **Subscriber Inventory** section (towards the bottom of the page), click **Systems** link.

c. Select the hypervisor

On the Systems page, there is a table of all subscribed systems. Click on the name of the hypervisor (localhost.localdomain for example). In the details page that opens, click **Attach a subscription** and select all the subscriptions listed. Click **Attach Selected**. This will attach the host's physical subscription to the hypervisor so that the guests can benefit from the subscription.

2. Subscribing the guest virtual machines - first time use

This step is for those who have a new subscription and have never subscribed a guest virtual machine before. If you are adding virtual machines, skip this step. To consume the subscription assigned to the hypervisor profile on the machine running the virt-who service, auto subscribe by running the following command in a terminal, on the guest virtual machine as root.

```
[root@virt-who ~]# subscription-manager attach --auto
```

3. Subscribing additional guest virtual machines

If you just subscribed a for the first time, skip this step. If you are adding additional virtual machines, it should be noted that running this command will not necessarily re-attach the same subscriptions to the guest virtual machine. This is because removing all subscriptions then allowing auto attach to resolve what is necessary for a given guest virtual machine may result in different subscriptions consumed than before. This may not have any effect on your system, but it is something you should be aware about. If you used a manual attachment procedure to attach the virtual machine, which is not described below, you will need to re-attach those virtual machines manually as the auto-attach will not work. Use the following command as root in a terminal to first remove the subscriptions for the old guests and then use the auto-attach to attach subscriptions to all the guests. Run these commands on the guest virtual machine.

```
[root@virt-who ~]# subscription-manager remove --all
[root@virt-who ~]# subscription-manager attach --auto
```

4. Confirm subscriptions are attached

Confirm that the subscription is attached to the hypervisor by running the following command as root in a terminal on the guest virtual machine:

```
[root@virt-who ~]# subscription-manager list --consumed
```

Output similar to the following will be displayed. Pay attention to the Subscription Details. It should say 'Subscription is current'.

```
[root@virt-who ~]# subscription-manager list --consumed
+-----+
 Consumed Subscriptions
+-----+
 Subscription Name: Awesome OS with unlimited virtual guests
 Provides: Awesome OS Server Bits
 SKU: awesomeos-virt-unlimited
 Contract: 0
 Account: ##### Your account number #####
 Serial: ##### Your serial number #####
 Pool ID: XYZ123
 Provides Management: No
 Active: True
 Quantity Used: 1
 Service Level:
 Service Type:
 Status Details: Subscription is current
 Subscription Type:
 Starts: 01/01/2015
 Ends: 12/31/2015
 System Type: Virtual
```

1

2

- 1 The ID for the subscription to attach to the system is displayed here. You will need this ID if you need to attach the subscription manually.
- 2 Indicates if your subscription is current. If your subscription is not current, an error message appears. One example is Guest has not been reported on any host and is using a temporary unmapped guest subscription. In this case the guest needs to be subscribed. In other cases, use the information as indicated in [Section 10.5.2, “I have subscription status errors, what do I do?”](#).

5. Register additional guests

When you install new guest VMs on the hypervisor, you must register the new VM and use the subscription attached to the hypervisor, by running the following commands in a terminal as root on the guest virtual machine:

```
[root@server1 ~]# subscription-manager register
[root@server1 ~]# subscription-manager attach --auto
[root@server1 ~]# subscription-manager list --consumed
```

10.2. Registering a New Guest Virtual Machine

In cases where a new guest virtual machine is to be created on a host that is already registered and running, the virt-who service must also be running. This ensures that the virt-who service maps the guest to a hypervisor, so the system is properly registered as a virtual system. To register the virtual machine, enter the following command as root in a terminal:

```
[root@virt-server ~]# subscription-manager register --username=admin --
password=secret --auto-attach
```

10.3. Removing a Guest Virtual Machine Entry

If the guest virtual machine is running, unregister the system, by running the following command in a terminal window as root on the guest:

```
[root@virt-guest ~]# subscription-manager unregister
```

If the system has been deleted, however, the virtual service cannot tell whether the service is deleted or paused. In that case, you must manually remove the system from the server side, using the following steps:

1. Login to the Subscription Manager

The Subscription Manager is located on the [Red Hat Customer Portal](#). Login to the Customer Portal using your user name and password, by clicking the login icon at the top of the screen.

2. Click the Subscriptions tab

Click the **Subscriptions** tab.

3. Click the Systems link

Scroll down the page and click the **Systems** link.

4. Delete the system

To delete the system profile, locate the specified system's profile in the table, select the check box beside its name and click **Delete**.

10.4. Installing virt-who Manually

This section will describe how to manually attach the subscription provided by the hypervisor.

Procedure 10.2. How to attach a subscription manually

1. List subscription information and find the Pool ID

First you need to list the available subscriptions which are of the virtual type. enter the following command in a terminal as root:

```
[root@server1 ~]# subscription-manager list --avail --match-installed | grep 'Virtual' -B12
Subscription Name: Red Hat Enterprise Linux ES (Basic for Virtualization)
Provides:           Red Hat Beta
                  Oracle Java (for RHEL Server)
                  Red Hat Enterprise Linux Server
SKU:               -----
Pool ID:           XYZ123
Available:         40
Suggested:         1
Service Level:    Basic
Service Type:     L1-L3
Multi-Entitlement: No
Ends:              01/02/2017
System Type:       Virtual
```

Note the Pool ID displayed. Copy this ID as you will need it in the next step.

2. Attach the subscription with the Pool ID

Using the Pool ID you copied in the previous step run the attach command. Replace the Pool ID XYZ123 with the Pool ID you retrieved. enter the following command in a terminal as root:

```
[root@server1 ~]# subscription-manager attach --pool=XYZ123
Successfully attached a subscription for: Red Hat Enterprise Linux ES (Basic for Virtualization)
```

10.5. Troubleshooting virt-who

10.5.1. Why is the hypervisor status red?

Scenario: On the server side, you deploy a guest on a hypervisor that does not have a subscription. 24 hours later, the hypervisor displays its status as red. To remedy this situation you must get a subscription for that hypervisor. Or, permanently migrate the guest to a hypervisor with a subscription.

10.5.2. I have subscription status errors, what do I do?

Scenario: Any of the following error messages display:

- » System not properly subscribed
- » Status unknown
- » Late binding of a guest to a hypervisor through virt-who (host/guest mapping)

To find the reason for the error open the virt-who log file, named **rhsm.log**, located in the **/var/log/rhsm/** directory.

Chapter 11. Enhancing Virtualization with the QEMU Guest Agent and SPICE Agent

Agents in Red Hat Enterprise Linux such as the QEMU guest agent and the SPICE agent can be deployed to help the virtualization tools run more optimally on your system. These agents are described in this chapter.

Note

To further optimize and tune host and guest performance, see the [Red Hat Enterprise Linux 7 Virtualization Tuning and Optimization Guide](#).

11.1. QEMU Guest Agent

The QEMU guest agent runs inside the guest and allows the host machine to issue commands to the guest operating system using libvirt, helping with functions such as freezing and thawing filesystems. The guest operating system then responds to those commands asynchronously. The QEMU guest agent package, *qemu-guest-agent*, is installed by default in Red Hat Enterprise Linux 7.

This section covers the libvirt commands and options available to the guest agent.



Important

Note that it is only safe to rely on the QEMU guest agent when run by trusted guests. An untrusted guest may maliciously ignore or abuse the guest agent protocol, and although built-in safeguards exist to prevent a denial of service attack on the host, the host requires guest co-operation for operations to run as expected.

Note that QEMU guest agent can be used to enable and disable virtual CPUs (vCPUs) while the guest is running, thus adjusting the number of vCPUs without using the hot plug and hot unplug features. For more information, refer to [Section 23.42.6, “Configuring Virtual CPU Count”](#).

11.1.1. Setting up Communication between the QEMU Guest Agent and Host

The host machine communicates with the QEMU guest agent through a VirtIO serial connection between the host and guest machines. A VirtIO serial channel is connected to the host via a character device driver (typically a Unix socket), and the guest listens on this serial channel.

Note

The *qemu-guest-agent* does not detect if the host is listening to the VirtIO serial channel. However, as the current use for this channel is to listen for host-to-guest events, the probability of a guest virtual machine running into problems by writing to the channel with no listener is very low. Additionally, the *qemu-guest-agent* protocol includes synchronization markers which allow the host physical machine to force a guest virtual machine back into sync when issuing a command, and *libvirt* already uses these markers, so that guest virtual machines are able to safely discard any earlier pending undelivered responses.

11.1.1.1. Configuring the QEMU Guest Agent on a Linux Guest

The QEMU guest agent can be configured on a running or shut down virtual machine. If configured on a running guest, the guest will start using the guest agent immediately. If the guest is shut down, the QEMU guest agent will be enabled at next boot.

Either **virsh** or **virt-manager** can be used to configure communication between the guest and the QEMU guest agent. The following instructions describe how to configure the QEMU guest agent on a Linux guest.

Procedure 11.1. Setting up communication between guest agent and host with virsh on a shut down Linux guest

1. Shut down the virtual machine

Ensure the virtual machine (named *rhel7* in this example) is shut down before configuring the QEMU guest agent:

```
# virsh shutdown rhel7
```

2. Add the QEMU guest agent channel to the guest XML configuration

Edit the guest's XML file to add the QEMU guest agent details:

```
# virsh edit rhel7
```

Add the following to the guest's XML file and save the changes:

```
<channel type='unix'>
    <target type='virtio' name='org.qemu.guest_agent.0' />
</channel>
```

3. Start the virtual machine

```
# virsh start rhel7
```

4. Install the QEMU guest agent on the guest

Install the QEMU guest agent if not yet installed in the guest virtual machine:

```
# yum install qemu-guest-agent
```

5. Start the QEMU guest agent in the guest

Start the QEMU guest agent service in the guest:

```
# systemctl start qemu-guest-agent
```

Alternatively, the QEMU guest agent can be configured on a running guest with the following steps:

Procedure 11.2. Setting up communication between guest agent and host on a running Linux guest

1. Create an XML file for the QEMU guest agent

```
# cat agent.xml
<channel type='unix'>
    <target type='virtio' name='org.qemu.guest_agent.0' />
</channel>
```

2. Attach the QEMU guest agent to the virtual machine

Attach the QEMU guest agent to the running virtual machine (named *rhel7* in this example) with this command:

```
# virsh attach-device rhel7 agent.xml
```

3. Install the QEMU guest agent on the guest

Install the QEMU guest agent if not yet installed in the guest virtual machine:

```
# yum install qemu-guest-agent
```

4. Start the QEMU guest agent in the guest

Start the QEMU guest agent service in the guest:

```
# systemctl start qemu-guest-agent
```

Procedure 11.3. Setting up communication between the QEMU guest agent and host with virt-manager

1. Shut down the virtual machine

Ensure the virtual machine is shut down before configuring the QEMU guest agent.

To shut down the virtual machine, select it from the list of virtual machines in **Virtual Machine Manager**, then click the light switch icon from the menu bar.

2. Add the QEMU guest agent channel to the guest

Open the virtual machine's hardware details by clicking the lightbulb icon at the top of the guest window.

Click the **Add Hardware** button to open the **Add New Virtual Hardware** window, and select **Channel**.

Select the QEMU guest agent from the **Name** drop-down list and click **Finish**:

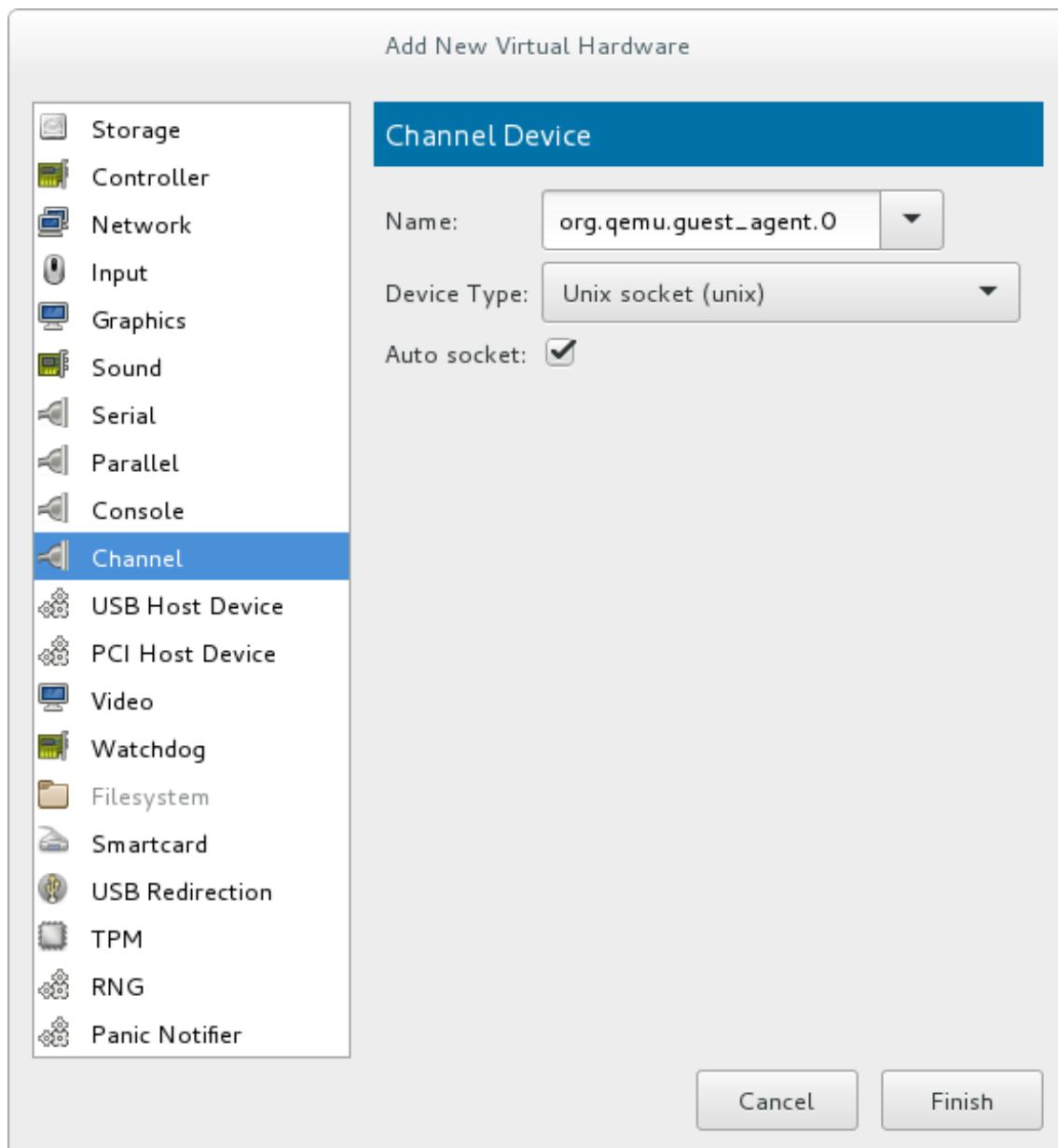


Figure 11.1. Selecting the QEMU guest agent channel device

3. Start the virtual machine

To start the virtual machine, select it from the list of virtual machines in **Virtual Machine Manager**, then click the triangle (play) icon from the menu bar.

4. Install the QEMU guest agent on the guest

Open the guest with **virt-manager** and install the QEMU guest agent if not yet installed in the guest virtual machine:

```
# yum install qemu-guest-agent
```

5. Start the QEMU guest agent in the guest

Start the QEMU guest agent service in the guest:

```
# systemctl start qemu-guest-agent
```

The QEMU guest agent is now configured on the *rhel7* virtual machine.

11.2. Using the QEMU Guest Agent with libvirt

Installing the QEMU guest agent allows various libvirt commands to become more powerful. The guest agent enhances the following **virsh** commands:

- » **virsh shutdown --mode=agent** - This shutdown method is more reliable than **virsh shutdown --mode=acpi**, as **virsh shutdown** used with the QEMU guest agent is guaranteed to shut down a cooperative guest in a clean state. If the agent is not present, libvirt must instead rely on injecting an ACPI shutdown event, but some guests ignore that event and thus will not shut down.
Can be used with the same syntax for **virsh reboot**.
- » **virsh snapshot-create --quiesce** - Allows the guest to flush its I/O into a stable state before the snapshot is created, which allows use of the snapshot without having to perform a fsck or losing partial database transactions. The guest agent allows a high level of disk contents stability by providing guest co-operation.
- » **virsh domfsfreeze** and **virsh domfst thaw** - Quiesces the guest filesystem in isolation.
- » **virsh domfstrim** - Instructs the guest to trim its filesystem.
- » **virsh domtime** - Queries or sets the guest's clock.
- » **virsh setvcpus --guest** - Instructs the guest to take CPUs offline.
- » **virsh domifaddr --source agent** - Queries the guest operating system's IP address via the guest agent.
- » **virsh domfsinfo** - Shows a list of mounted filesystems within the running guest.
- » **virsh set-user-password** - Sets the password for a user account in the guest.

11.2.1. Creating a Guest Disk Backup

libvirt can communicate with *qemu-guest-agent* to ensure that snapshots of guest virtual machine file systems are consistent internally and ready to use as needed. Guest system administrators can write and install application-specific freeze/thaw hook scripts. Before freezing the filesystems, the *qemu-guest-agent* invokes the main hook script (included in the *qemu-guest-agent* package). The freezing process temporarily deactivates all guest virtual machine applications.

The snapshot process is comprised of the following steps:

- » File system applications / databases flush working buffers to the virtual disk and stop accepting client connections
- » Applications bring their data files into a consistent state
- » Main hook script returns
- » *qemu-guest-agent* freezes the filesystems and the management stack takes a snapshot
- » Snapshot is confirmed
- » Filesystem function resumes

Thawing happens in reverse order.

To create a snapshot of the guest's file system, run the `virsh snapshot-create --quiesce --disk-only` command (alternatively, run `virsh snapshot-create-as guest_name --quiesce --disk-only`, explained in further detail in [Section 23.45.2, “Creating a Snapshot for the Current Guest Virtual Machine”](#)).



Note

An application-specific hook script might need various SELinux permissions in order to run correctly, as is done when the script needs to connect to a socket in order to talk to a database. In general, local SELinux policies should be developed and installed for such purposes. Accessing file system nodes should work out of the box, after issuing the `restorecon -FvvR` command listed in [Table 11.1, “QEMU guest agent package contents”](#) in the table row labeled `/etc/qemu-ga/fsfreeze-hook.d/`.

The `qemu-guest-agent` binary RPM includes the following files:

Table 11.1. QEMU guest agent package contents

| File name | Description |
|---|---|
| <code>/usr/lib/systemd/system/qemu-guest-agent.service</code> | Service control script (start/stop) for the QEMU guest agent. |
| <code>/etc/sysconfig/qemu-ga</code> | Configuration file for the QEMU guest agent, as it is read by the <code>/usr/lib/systemd/system/qemu-guest-agent.service</code> control script. The settings are documented in the file with shell script comments. |
| <code>/usr/bin/qemu-ga</code> | QEMU guest agent binary file. |
| <code>/etc/qemu-ga</code> | Root directory for hook scripts. |
| <code>/etc/qemu-ga/fsfreeze-hook</code> | Main hook script. No modifications are needed here. |
| <code>/etc/qemu-ga/fsfreeze-hook.d</code> | Directory for individual, application-specific hook scripts. The guest system administrator should copy hook scripts manually into this directory, ensure proper file mode bits for them, and then run <code>restorecon -FvvR</code> on this directory. |
| <code>/usr/share/qemu-kvm/qemu-ga/</code> | Directory with sample scripts (for example purposes only). The scripts contained here are not executed. |

The main hook script, `/etc/qemu-ga/fsfreeze-hook` logs its own messages, as well as the application-specific script's standard output and error messages, in the following log file: `/var/log/qemu-ga/fsfreeze-hook.log`. For more information, refer to the `qemu-guest-agent` wiki page at [wiki.qemu.org](#) or [libvirt.org](#).

11.3. SPICE Agent

The SPICE agent helps run graphical applications such as `virt-manager` more smoothly, by helping integrate the guest operating system with the SPICE client.

For example, when resizing a window in **virt-manager**, the SPICE agent allows for automatic X session resolution adjustment to the client resolution. The SPICE agent also provides support for copy and paste between the host and guest, and prevents mouse cursor lag.

For system-specific information on the SPICE agent's capabilities, see the *spice-vdagent* package's README file.

11.3.1. Setting up Communication between the SPICE Agent and Host

The SPICE agent can be configured on a running or shut down virtual machine. If configured on a running guest, the guest will start using the guest agent immediately. If the guest is shut down, the SPICE agent will be enabled at next boot.

Either **virsh** or **virt-manager** can be used to configure communication between the guest and the SPICE agent. The following instructions describe how to configure the SPICE agent on a Linux guest.

Procedure 11.4. Setting up communication between guest agent and host with virsh on a Linux guest

1. Shut down the virtual machine

Ensure the virtual machine (named *rhel7* in this example) is shut down before configuring the SPICE agent:

```
# virsh shutdown rhel7
```

2. Add the SPICE agent channel to the guest XML configuration

Edit the guest's XML file to add the SPICE agent details:

```
# virsh edit rhel7
```

Add the following to the guest's XML file and save the changes:

```
<channel type='spicevmc'>
    <target type='virtio' name='com.redhat.spice.0' />
</channel>
```

3. Start the virtual machine

```
# virsh start rhel7
```

4. Install the SPICE agent on the guest

Install the SPICE agent if not yet installed in the guest virtual machine:

```
# yum install spice-vdagent
```

5. Start the SPICE agent in the guest

Start the SPICE agent service in the guest:

```
# systemctl start spice-vdagent
```

Alternatively, the SPICE agent can be configured on a running guest with the following steps:

Procedure 11.5. Setting up communication between SPICE agent and host on a running Linux guest

- 1. Create an XML file for the SPICE agent**

```
# cat agent.xml
<channel type='spicevmc'>
    <target type='virtio' name='com.redhat.spice.0' />
</channel>
```

- 2. Attach the SPICE agent to the virtual machine**

Attach the SPICE agent to the running virtual machine (named *rhel7* in this example) with this command:

```
# virsh attach-device rhel7 agent.xml
```

- 3. Install the SPICE agent on the guest**

Install the SPICE agent if not yet installed in the guest virtual machine:

```
# yum install spice-vdagent
```

- 4. Start the SPICE agent in the guest**

Start the SPICE agent service in the guest:

```
# systemctl start spice-vdagent
```

Procedure 11.6. Setting up communication between the SPICE agent and host with virt-manager

- 1. Shut down the virtual machine**

Ensure the virtual machine is shut down before configuring the SPICE agent.

To shut down the virtual machine, select it from the list of virtual machines in **Virtual Machine Manager**, then click the light switch icon from the menu bar.

- 2. Add the SPICE agent channel to the guest**

Open the virtual machine's hardware details by clicking the lightbulb icon at the top of the guest window.

Click the **Add Hardware** button to open the **Add New Virtual Hardware** window, and select **Channel**.

Select the SPICE agent from the **Name** drop-down list and click **Finish**:

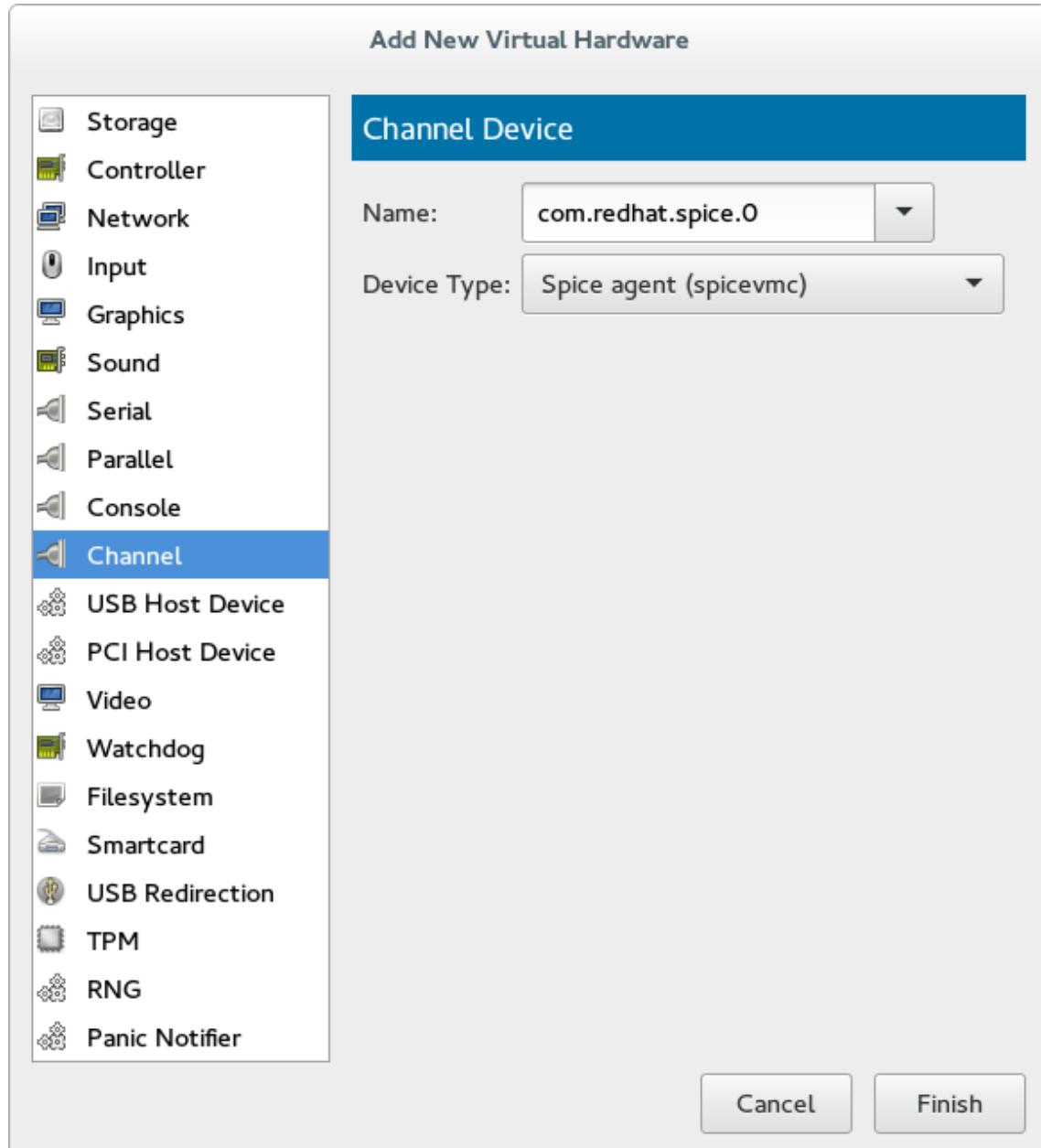


Figure 11.2. Selecting the SPICE agent channel device

3. Start the virtual machine

To start the virtual machine, select it from the list of virtual machines in **Virtual Machine Manager**, then click the triangle (play) icon from the menu bar.

4. Install the SPICE agent on the guest

Open the guest with **virt-manager** and install the SPICE agent if not yet installed in the guest virtual machine:

```
# yum install spice-vdagent
```

5. Start the SPICE agent in the guest

Start the SPICE agent service in the guest:

```
# systemctl start spice-vdagent
```

The SPICE agent is now configured on the *rhel7* virtual machine.

Chapter 12. Nested Virtualization

12.1. Overview

As of Red Hat Enterprise Linux 7.2, *nested virtualization* is available as a Technology Preview for KVM guest virtual machines. With this feature, a guest virtual machine (also referred to as *level 1* or *L1*) running on a physical host (*level 0* or *L0*) can act as a hypervisor, and create its own (*L2*) guest virtual machines.

Nested virtualization is useful in a variety of scenarios, such as debugging hypervisors in a constrained environment and testing larger virtual deployments on a limited amount of physical resources. However, note that nested virtualization is not supported or recommended in production user environments, and is primarily intended for development and testing.

Nested virtualization is a Technology Preview only on Intel and AMD processors. On any other processors, it is not likely to function and not recommended to use.

Nested virtualization relies on host virtualization extensions to function as is not to be confused with running guests in a virtual environment using the QEMU Tiny Code Generator (TCG) emulation.

12.2. Setup

Follow these steps to enable, configure, and start using nested virtualization:

1. The feature is disabled by default. To **enable** it, use the following procedure on the L0 host physical machine.

For Intel:

- a. Check whether nested virtualization is available on your host system.

```
$ cat /sys/module/kvm_intel/parameters/nested
```

If this command returns **Y** or **1**, the feature is enabled.

If the command returns **0** or **N**, use steps 2 and 3.

- b. Unload the `kvm_intel` module:

```
# modprobe -r kvm_intel
```

- c. Activate the nesting feature:

```
# modprobe kvm_intel nested=1
```

- d. The nesting feature is now enabled 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
```

For AMD:

- a. Check whether nested virtualization is available on your system:

```
$ cat /sys/module/kvm_amd/parameters/nested
```

If this command returns "Y" or "1", the feature is enabled.

If the command returns "0" or "N", use steps 2 and 3.

- Unload the kvm_amd module

```
# modprobe -r kvm_amd
```

- Activate the nesting feature

```
# modprobe kvm_amd nested=1
```

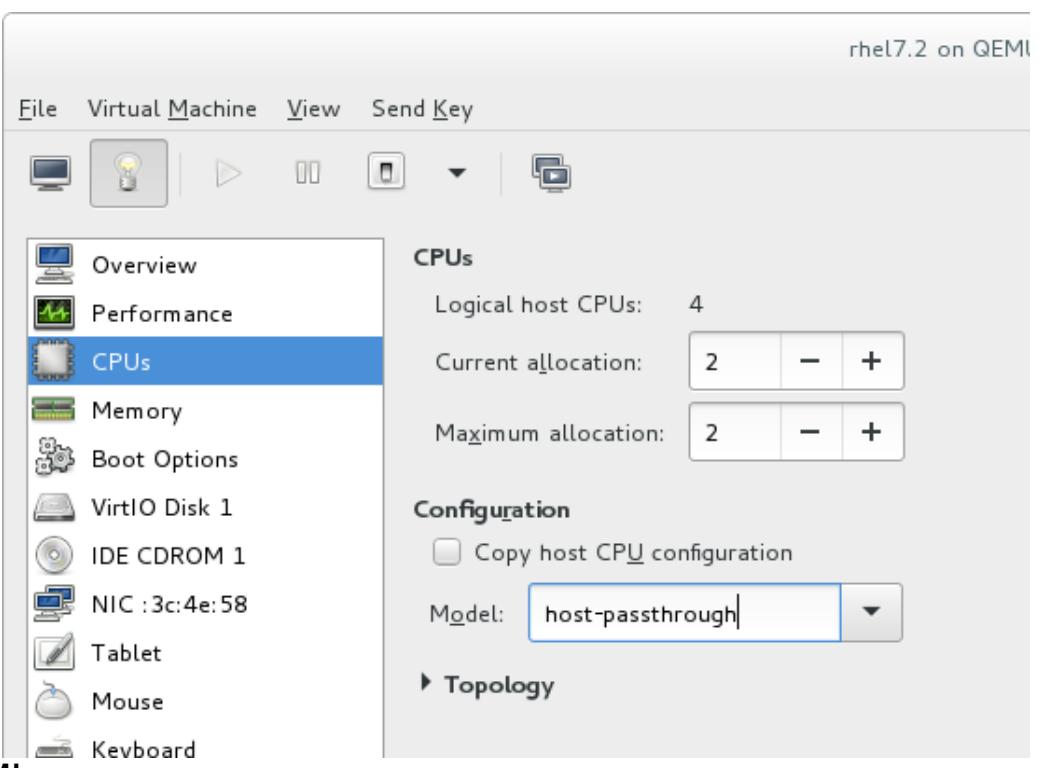
- The nesting feature is now enabled only until the next reboot of the L0 host. To enable it permanently, add the following line to the `/etc/modprobe.d/kvm.conf` file:

```
options kvm_amd nested=1
```

- Configure** your L1 virtual machine for nested virtualization using one of the following methods:

virt-manager

- Open the GUI of the desired guest and click the *Show Virtual Hardware Details* icon.
- Select the *Processor* menu, and in the *Configuration* section, type **host-passthrough** in the *Model* field (do not use the drop-down selection), and click *Apply*.



Add the following line to the domain XML file of the guest:

```
<cpu mode='host-passthrough' />
```

If the XML file already contains a `<cpu>` element, rewrite it.

3. To **start using** nested virtualization, install an L2 guest within the L1 guest. To do this, follow the same procedure as when installing the L1 guest - see [Chapter 3, *Installing a Virtual Machine*](#) for more information.

12.3. Restrictions and Limitations

As of Red Hat Enterprise Linux 7.2, it is strongly recommended to run Red Hat Enterprise Linux 7.2 or later in the L0 host and the L1 guests. L2 guests can contain any of the supported systems.

It is not supported to migrate L1 or L2 guests.

Use of L2 guests as hypervisors and creating L3 guests is not supported.

Not all features available on the host are available to be utilized by the L1 hypervisor. For instance, IOMMU/VT-d or APICv cannot be used by the L1 hypervisor.

To use nested virtualization, the host CPU must have the necessary feature flags. To determine if the L0 and L1 hypervisors are set up correctly, use the `$ cat /proc/cpuinfo` command on both L0 and L1, and make sure that the following flags are listed for the respective CPUs on both hypervisors:

- » For Intel - **vmx** (Hardware Virtualization) and **ept** (Extended Page Tables)
- » For AMD - **svm** (equivalent to vmx) and **npt** (equivalent to ept)

Part II. Administration

Chapter 13. Securing the Host Physical Machine and Improving Performance

The following tasks and tips can assist you with increasing the performance of your Red Hat Enterprise Linux host.

- » Run SELinux in enforcing mode. Set SELinux to run in enforcing mode with the **setenforce** command.

```
# setenforce 1
```

- » Remove or disable any unnecessary services such as **AutoFS**, **NFS**, **FTP**, **HTTP**, **NIS**, **telnetd**, **sendmail** and so on.
- » Only add the minimum number of user accounts needed for platform management on the server and remove unnecessary user accounts.
- » Avoid running any unessential applications on your host. Running applications on the host may impact virtual machine performance and can affect server stability. Any application which may crash the server will also cause all virtual machines on the server to go down.
- » Use a central location for virtual machine installations and images. Virtual machine images should be stored under **/var/lib/libvirt/images/**. If you are using a different directory for your virtual machine images make sure you add the directory to your SELinux policy and relabel it before starting the installation. Use of shareable, network storage in a central location is highly recommended.

Note

Additional performance tips can be found in the [Red Hat Enterprise Linux Virtualization Tuning and Optimization Guide](#).

Additional security tips can be found in the [Red Hat Enterprise Linux Virtualization Security Guide](#).

13.1. Security Deployment Plan

When deploying virtualization technologies, you must ensure that the host physical machine and its operating system cannot be compromised. In this case the host physical machine is a Red Hat Enterprise Linux system that manages the system, devices, memory and networks as well as all guest virtual machines. If the host physical machine is insecure, all guest virtual machines in the system are vulnerable. There are several ways to enhance security on systems using virtualization. You or your organization should create a Deployment Plan. This plan needs to contain the following:

- » Operating specifications
- » Specifies which services are needed on your guest virtual machines
- » Specifies the host physical servers as well as what support is required for these services

Here are a few security issues to consider while developing a deployment plan:

- » Run only necessary services on host physical machines. The fewer processes and services running on the host physical machine, the higher the level of security and performance.

- ▶ Enable SELinux on the hypervisor. Refer to the [Red Hat Enterprise Linux Virtualization Security Guide](#) for more information on using SELinux and virtualization.
- ▶ Use a firewall to restrict traffic to the host physical machine. You can setup a firewall with default-reject rules that will help secure the host physical machine from attacks. It is also important to limit network-facing services.
- ▶ Do not allow normal users to access the host operating system. If the host operating system is privileged, granting access to unprivileged accounts may compromise the level of security.

13.2. Client Access Control

libvirt's client access control framework allows system administrators to setup fine grained permission rules across client users, managed objects, and API operations. This allows client connections to be locked down to a minimal set of privileges.

In a default configuration, the **libvirtd** daemon has three levels of access control. All connections start off in an unauthenticated state, where the only API operations allowed are those required to complete authentication. After successful authentication, a connection either has full, unrestricted access to all libvirt API calls, or is locked down to only "read only" operations, according to what socket the client connection originated on. The access control framework allows authenticated connections to have fine grained permission rules to be defined by the administrator. Every API call in libvirt has a set of permissions that will be validated against the object being used. Further permissions will also be checked if certain flags are set in the API call. In addition to checks on the object passed in to an API call, some methods will filter their results.

13.2.1. Access Control Drivers

The access control framework is designed as a pluggable system to enable future integration with arbitrary access control technologies. By default, the none driver is used, which does no access control checks at all. At this time, *libvirt* provides support for using polkit as a real access control driver. To learn how to use the polkit access driver refer to the [configuration documentation](#).

The access driver is configured in the *libvirtd.conf* configuration file, using the **access_drivers** parameter. This parameter accepts an array of access control driver names. If more than one access driver is requested, then all must succeed in order for access to be granted. To enable 'polkit' as the driver run the command:

```
# augtool -s set '/files/etc/libvirt/libvirtd.conf/access_drivers[1]' polkit
```

To set the driver back to the default (no access control), enter the following command:

```
# augtool -s rm /files/etc/libvirt/libvirtd.conf/access_drivers
```

It should be noted that changes made to *libvirtd.conf* require that the **libvirtd** daemon be restarted.

13.2.2. Objects and Permissions

libvirt applies access control to all the main object types in its API. Each object type, in turn, has a set of permissions defined. To determine what permissions are checked for specific API call, consult the API reference manual documentation for the API in question. For the complete list of objects and permissions, refer to [libvirt.org](#).

13.2.3. Security Concerns when Adding Block Devices to a Guest

- The host physical machine should not use filesystem labels to identify file systems in the **fstab** file, the **initrd** file or on the kernel command line. Doing so presents a security risk if guest virtual machines have write access to whole partitions or LVM volumes, because a guest virtual machine could potentially write a filesystem label belonging to the host physical machine, to its own block device storage. Upon reboot of the host physical machine, the host physical machine could then mistakenly use the guest virtual machine's disk as a system disk, which would compromise the host physical machine system.

It is preferable to use the UUID of a device to identify it in the **fstab** file, the **initrd** file or on the kernel command line. While using UUIDs is still not completely secure on certain file systems, a similar compromise with UUID is significantly less feasible.

- Guest virtual machines should not be given write access to whole disks or block devices (for example, **/dev/sdb**). Guest virtual machines with access to whole block devices may be able to modify volume labels, which can be used to compromise the host physical machine system. Use partitions (for example, **/dev/sdb1**) or LVM volumes to prevent this problem. Refer to [LVM Administration with CLI Commands](#) or [LVM Configuration Examples](#) for information on LVM administration and configuration examples.

If you are using raw access to partitions, for example **/dev/sdb1** or raw disks such as **/dev/sdb**, you should configure LVM to only scan disks that are safe, using the **global_filter** setting. Refer to the [Sample lvm.conf File](#) for an example of an LVM configuration script using the **global_filter** command.

Chapter 14. Storage Pools

This chapter includes instructions on creating storage pools of assorted types. A *storage pool* is a quantity of storage set aside by an administrator, often a dedicated storage administrator, for use by guest virtual machines. Storage pools are divided into storage volumes either by the storage administrator or the system administrator, and the volumes are then assigned to guest virtual machines as block devices.

For example, the storage administrator responsible for an NFS server creates a shared disk to store all of the guest virtual machines' data. The system administrator would define a storage pool on the virtualization host using the details of the shared disk. In this example, the administrator may want **nfs.example.com:/path/to/share** to be mounted on **/vm_data**. When the storage pool is started, *libvirt* mounts the share on the specified directory, just as if the system administrator logged in and executed **mount nfs.example.com:/path/to/share /vmdata**. If the storage pool is configured to autostart, *libvirt* ensures that the NFS shared disk is mounted on the directory specified when *libvirt* is started.

Once the storage pool is started, the files in the NFS shared disk are reported as storage volumes, and the storage volumes' paths may be queried using the *libvirt* APIs. The storage volumes' paths can then be copied into the section of a guest virtual machine's XML definition describing the source storage for the guest virtual machine's block devices. In the case of NFS, an application using the *libvirt* APIs can create and delete storage volumes in the storage pool (files in the NFS share) up to the limit of the size of the pool (the storage capacity of the share). Not all storage pool types support creating and deleting volumes. Stopping the storage pool (pool-destroy) undoes the start operation, in this case, unmounting the NFS share. The data on the share is not modified by the destroy operation, despite what the name of the command suggests. For more details, see **man virsh**.

A second example is an iSCSI storage pool. A storage administrator provisions an iSCSI target to present a set of LUNs to the host running the virtual machines. When *libvirt* is configured to manage that iSCSI target as a storage pool, *libvirt* will ensure that the host logs into the iSCSI target and *libvirt* can then report the available LUNs as storage volumes. The storage volumes' paths can be queried and used in virtual machines' XML definitions as in the NFS example. In this case, the LUNs are defined on the iSCSI server, and *libvirt* cannot create and delete volumes.

Storage pools and volumes are not required for the proper operation of guest virtual machines. Storage pools and volumes provide a way for *libvirt* to ensure that a particular piece of storage will be available for a guest virtual machine. On systems that do not use storage pools, system administrators must ensure the availability of the guest virtual machine's storage. For example, adding the NFS share to the host physical machine's **fstab** is required so that the share is mounted at boot time.

One of the advantages of using *libvirt* to manage storage pools and volumes is *libvirt*'s remote protocol, so it is possible to manage all aspects of a guest virtual machine's life cycle, as well as the configuration of the resources required by the guest virtual machine. These operations can be performed on a remote host entirely within the *libvirt* API. As a result, a management application using *libvirt* can enable a user to perform all the required tasks for configuring the host physical machine for a guest virtual machine such as: allocating resources, running the guest virtual machine, shutting it down and de-allocating the resources, without requiring shell access or any other control channel.

Although the storage pool is a virtual container it is limited by two factors: maximum size allowed to it by qemu-kvm and the size of the disk on the host machine. Storage pools may not exceed the size of the disk on the host machine. The maximum sizes are as follows:

- » virtio-blk = 2^{63} bytes or 8 Exabytes(using raw files or disk)
- » Ext4 = ~ 16 TB (using 4 KB block size)

- » XFS = ~8 Exabytes
- » qcow2 and host file systems keep their own metadata and scalability should be evaluated/tuned when trying very large image sizes. Using raw disks means fewer layers that could affect scalability or max size.

libvirt uses a directory-based storage pool, the `/var/lib/libvirt/images/` directory, as the default storage pool. The default storage pool can be changed to another storage pool.

- » **Local storage pools** - Local storage pools are directly attached to the host physical machine server. Local storage pools include: local directories, directly attached disks, physical partitions, and LVM volume groups. These storage volumes store guest virtual machine images or are attached to guest virtual machines as additional storage. As local storage pools are directly attached to the host physical machine server, they are useful for development, testing and small deployments that do not require migration or large numbers of guest virtual machines. Local storage pools are not suitable for many production environments as local storage pools do not support live migration.
- » **Networked (shared) storage pools** - Networked storage pools include storage devices shared over a network using standard protocols. Networked storage is required when migrating virtual machines between host physical machines with virt-manager, but is optional when migrating with virsh. Networked storage pools are managed by libvirt. Supported protocols for networked storage pools include:
 - Fibre Channel-based LUNs
 - iSCSI
 - NFS
 - GFS2
 - SCSI RDMA protocols (SCSI RCP), the block export protocol used in InfiniBand and 10GbE iWARP adapters.

Note

Multi-path storage pools should not be created or used as they are not fully supported.

Example 14.1. NFS storage pool

Suppose a storage administrator responsible for an NFS server creates a share to store guest virtual machines' data. The system administrator defines a pool on the host physical machine with the details of the share (`nfs.example.com:/path/to/share` should be mounted on `/vm_data`). When the pool is started, libvirt mounts the share on the specified directory, just as if the system administrator logged in and executed `mount nfs.example.com:/path/to/share /vmdata`. If the pool is configured to autostart, libvirt ensures that the NFS share is mounted on the directory specified when libvirt is started.

Once the pool starts, the files that the NFS share, are reported as volumes, and the storage volumes' paths are then queried using the libvirt APIs. The volumes' paths can then be copied into the section of a guest virtual machine's XML definition file describing the source storage for the guest virtual machine's block devices. With NFS, applications using the libvirt APIs can create and delete volumes in the pool (files within the NFS share) up to the limit of the size of the pool (the

maximum storage capacity of the share). Not all pool types support creating and deleting volumes. Stopping the pool negates the start operation, in this case, unmounts the NFS share. The data on the share is not modified by the destroy operation, despite the name. See man virsh for more details.



Note

Storage pools and volumes are not required for the proper operation of guest virtual machines. Pools and volumes provide a way for libvirt to ensure that a particular piece of storage will be available for a guest virtual machine, but some administrators will prefer to manage their own storage and guest virtual machines will operate properly without any pools or volumes defined. On systems that do not use pools, system administrators must ensure the availability of the guest virtual machines' storage using whatever tools they prefer. For example, adding the NFS share to the host physical machine's fstab is required so that the share is mounted at boot time.



Warning

When creating storage pools on a guest, make sure to follow the [related security considerations](#).

14.1. Disk-based Storage Pools

This section covers creating disk based storage devices for guest virtual machines.



Warning

Guests should not be given write access to whole disks or block devices (for example, `/dev/sdb`). Use partitions (for example, `/dev/sdb1`) or LVM volumes.

If you pass an entire block device to the guest, the guest will likely partition it or create its own LVM groups on it. This can cause the host physical machine to detect these partitions or LVM groups and cause errors.

14.1.1. Creating a Disk-based Storage Pool Using virsh

This procedure creates a new storage pool using a disk device with the `virsh` command.



Warning

Dedicating a disk to a storage pool will reformat and erase all data presently stored on the disk device. It is strongly recommended to back up the data on the storage device before commencing with the following procedure:

1. Create a GPT disk label on the disk

The disk must be relabeled with a *GUID Partition Table* (GPT) disk label. GPT disk labels allow for creating a large numbers of partitions, up to 128 partitions, on each device. GPT partition tables can store partition data for far more partitions than the MS-DOS partition table.

```
# parted /dev/sdb
GNU Parted 2.1
Using /dev/sdb
Welcome to GNU Parted! Type 'help' to view a list of commands.
(parted) mklabel
New disk label type? gpt
(parted) quit
Information: You may need to update /etc/fstab.
#
```

2. Create the storage pool configuration file

Create a temporary XML text file containing the storage pool information required for the new device.

The file must be in the format shown below, and contain the following fields:

<name>guest_images_disk</name>

The **name** parameter determines the name of the storage pool. This example uses the name *guest_images_disk* in the example below.

<device path='/dev/sdb'>

The **device** parameter with the **path** attribute specifies the device path of the storage device. This example uses the device */dev/sdb*.

<target> <path>/dev</path></target>

The file system **target** parameter with the **path** sub-parameter determines the location on the host physical machine file system to attach volumes created with this storage pool.

For example, *sdb1*, *sdb2*, *sdb3*. Using */dev/*, as in the example below, means volumes created from this storage pool can be accessed as */dev/sdb1*, */dev/sdb2*, */dev/sdb3*.

<format type='gpt'>

The **format** parameter specifies the partition table type. This example uses the *gpt* in the example below, to match the GPT disk label type created in the previous step.

Create the XML file for the storage pool device with a text editor.

Example 14.2. Disk based storage device storage pool

```
<pool type='disk'>
  <name>guest_images_disk</name>
  <source>
    <device path='/dev/sdb' />
    <format type='gpt' />
```

```

    </source>
    <target>
        <path>/dev</path>
    </target>
</pool>
```

3. Start the storage pool

Start the storage pool with the **virsh pool-start** command. Verify the pool is started with the **virsh pool-list --all** command.

```

# virsh pool-start iscsirhel7guest
Pool iscsirhel7guest started
# virsh pool-list --all
Name          State   Autostart
-----
default      active   yes
guest_images_disk  active   no
```

4. Attach the device

Add the storage pool definition using the **virsh pool-define** command with the XML configuration file created in the previous step.

```

# virsh pool-define ~/guest_images_disk.xml
Pool guest_images_disk defined from /root/guest_images_disk.xml
# virsh pool-list --all
Name          State   Autostart
-----
default      active   yes
guest_images_disk  inactive  no
```

5. Turn on autostart

Turn on **autostart** for the storage pool. Autostart configures the **libvирtd** service to start the storage pool when the service starts.

```

# virsh pool-autostart guest_images_disk
Pool guest_images_disk marked as autostarted
# virsh pool-list --all
Name          State   Autostart
-----
default      active   yes
guest_images_disk  active   yes
```

6. Verify the storage pool configuration

Verify the storage pool was created correctly, the sizes reported correctly, and the state reports as **running**.

```

# virsh pool-info guest_images_disk
Name:           guest_images_disk
UUID:          551a67c8-5f2a-012c-3844-df29b167431c
```

```

State:          running
Capacity:      465.76 GB
Allocation:    0.00
Available:     465.76 GB
# ls -la /dev/sdb
brw-rw----. 1 root disk 8, 16 May 30 14:08 /dev/sdb
# virsh vol-list guest_images_disk
Name           Path
-----
```

7. Optional: Remove the temporary configuration file

Remove the temporary storage pool XML configuration file if it is not needed anymore.

```
# rm ~/guest_images_disk.xml
```

A disk based storage pool is now available.

14.1.2. Deleting a Storage Pool Using virsh

The following demonstrates how to delete a storage pool using virsh:

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it.

```
# virsh pool-destroy guest_images_disk
```

2. Remove the storage pool's definition

```
# virsh pool-undefine guest_images_disk
```

14.2. Partition-based Storage Pools

This section covers using a pre-formatted block device, a partition, as a storage pool.

For the following examples, a host physical machine has a 500GB hard drive (**/dev/sdc**) partitioned into one 500GB partition (**/dev/sdc1**). We set up a storage pool for it using the procedure below.

14.2.1. Creating a Partition-based Storage Pool Using virt-manager

This procedure creates a new storage pool using a partition of a storage device.

Procedure 14.1. Creating a partition-based storage pool with virt-manager

1. Set the File System to ext4

From a command window, enter the following command to set the file system to ext4

```
# mkfs.ext4 /dev/sdc1
```

2. Open the storage pool settings

- a. In the **virt-manager** graphical interface, select the host physical machine from the main window.

Open the **Edit** menu and select **Connection Details**

- b. Click on the **Storage** tab of the **Connection Details** window.

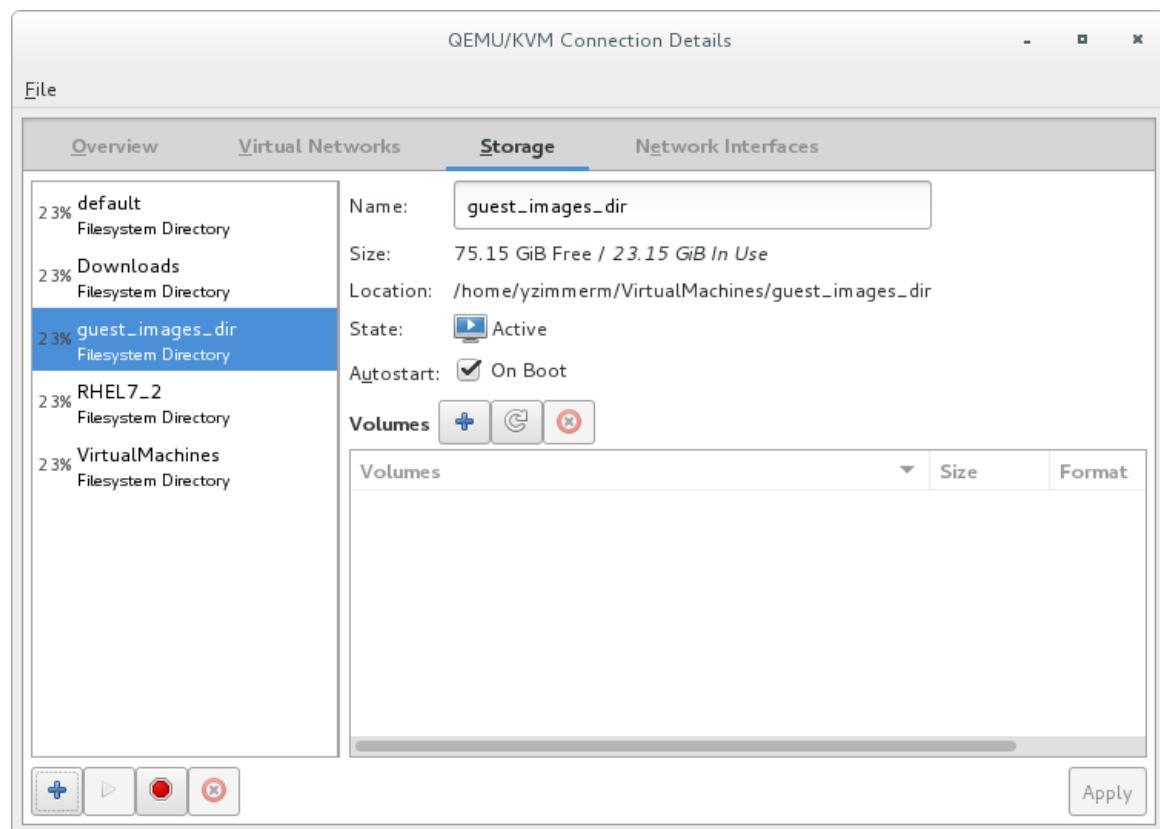


Figure 14.1. Storage tab

3. Create the new storage pool

- a. Add a new pool (part 1)

Press the **+** button (at the bottom of the window). The **Add a New Storage Pool** wizard appears.

Choose a **Name** for the storage pool. This example uses the name *guest_images_fs*. Change the **Type** to **fs: Pre-formatted Block Device**.

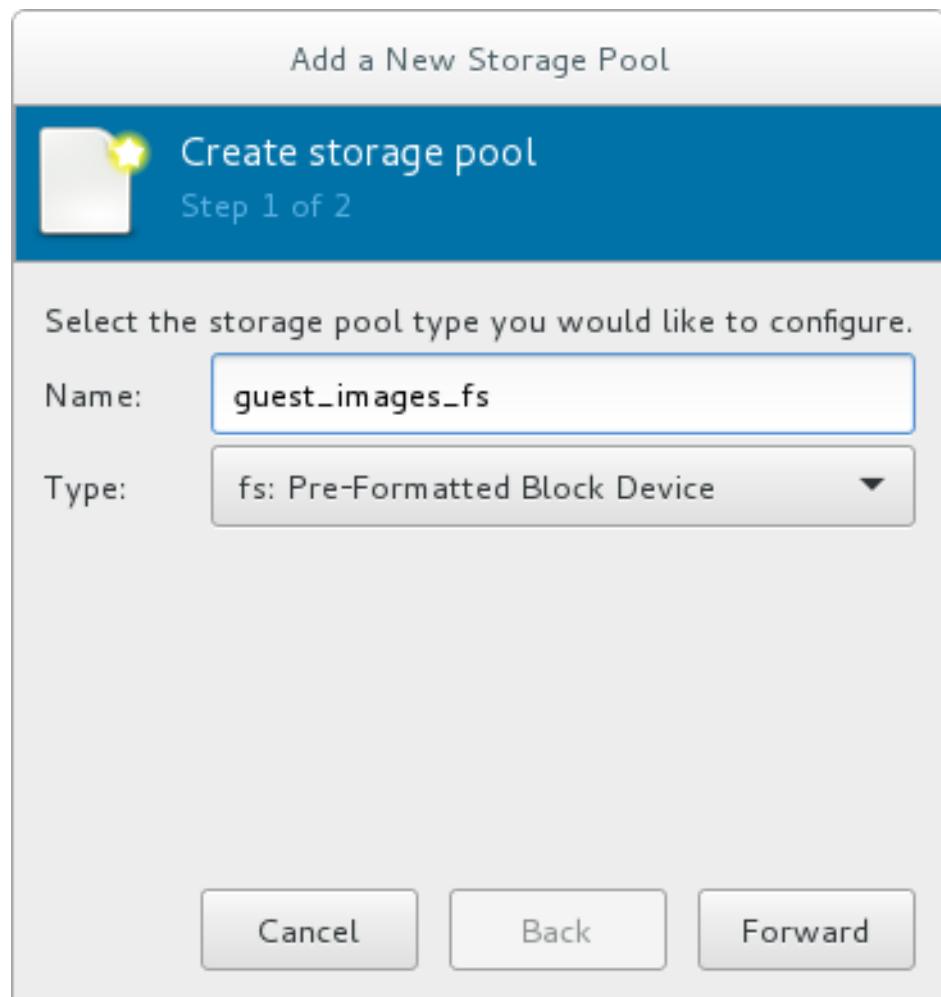


Figure 14.2. Storage pool name and type

Press the **Forward** button to continue.

b. Add a new pool (part 2)

Change the **Target Path**, **Format**, and **Source Path** fields.

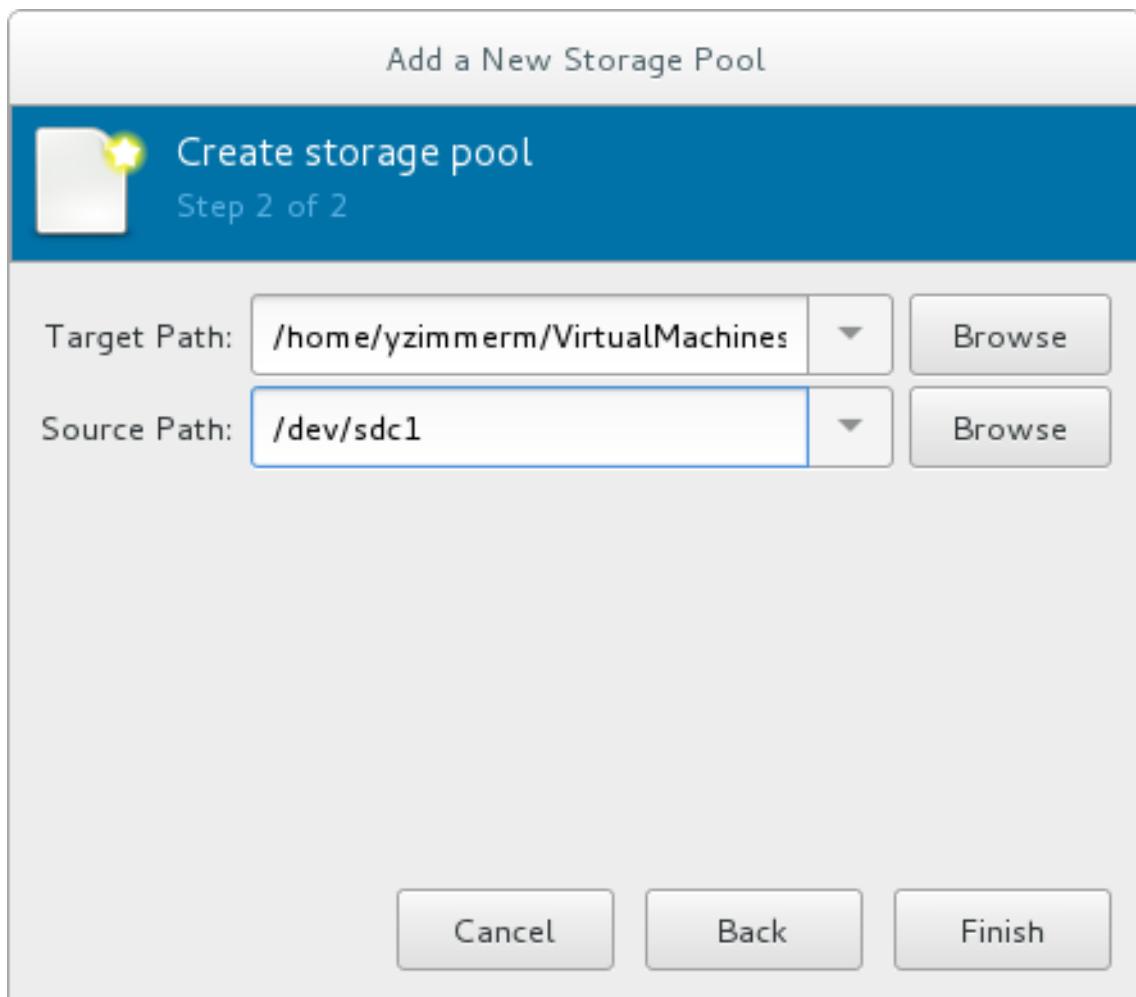


Figure 14.3. Storage pool path and format

Target Path

Enter the location to mount the source device for the storage pool in the **Target Path** field. If the location does not already exist, `virt-manager` will create the directory.

Format

Select a format from the **Format** list. The device is formatted with the selected format.

This example uses the `ext4` file system, the default Red Hat Enterprise Linux file system.

Source Path

Enter the device in the **Source Path** field.

This example uses the `/dev/sdc1` device.

Verify the details and press the **Finish** button to create the storage pool.

4. Verify the new storage pool

The new storage pool appears in the storage list on the left after a few seconds. Verify the size is reported as expected, *458.20 GB Free* in this example. Verify the **State** field reports the new storage pool as Active.

Select the storage pool. In the **Autostart** field, click the **On Boot** check box. This will make sure the storage device starts whenever the **libvirtd** service starts.

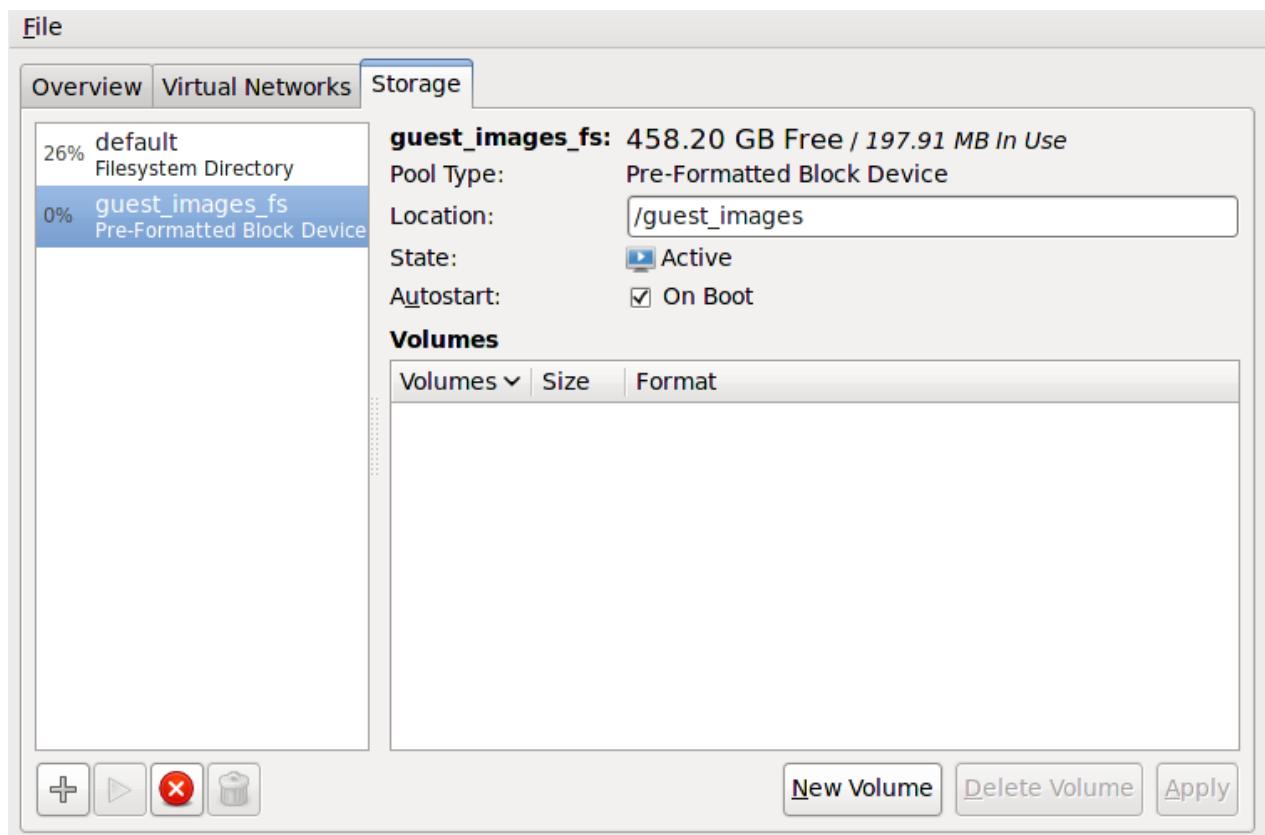


Figure 14.4. Storage list confirmation

The storage pool is now created, close the **Connection Details** window.

14.2.2. Deleting a Storage Pool Using `virt-manager`

This procedure demonstrates how to delete a storage pool.

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it. To do this, select the storage pool

you want to stop and click  at the bottom of the Storage window.

2. Delete the storage pool by clicking . This icon is only enabled if you stop the storage pool first.

14.2.3. Creating a Partition-based Storage Pool Using `virsh`

This section covers creating a partition-based storage pool with the `virsh` command.



Warning

Do not use this procedure to assign an entire disk as a storage pool (for example, `/dev/sdb`). Guests should not be given write access to whole disks or block devices. Only use this method to assign partitions (for example, `/dev/sdb1`) to storage pools.

Procedure 14.2. Creating pre-formatted block device storage pools using virsh

1. Create the storage pool definition

Use the virsh **pool-define-as** command to create a new storage pool definition. There are three options that must be provided to define a pre-formatted disk as a storage pool:

Partition name

The **name** parameter determines the name of the storage pool. This example uses the name `guest_images_fs` in the example below.

device

The **device** parameter with the **path** attribute specifies the device path of the storage device. This example uses the partition `/dev/sdc1`.

mountpoint

The **mountpoint** on the local file system where the formatted device will be mounted. If the mount point directory does not exist, the **virsh** command can create the directory.

The directory `/guest_images` is used in this example.

```
# virsh pool-define-as guest_images_fs fs -- /dev/sdc1 -
"/guest_images"
Pool guest_images_fs defined
```

The new pool is now created.

2. Verify the new pool

List the present storage pools.

```
# virsh pool-list --all
Name          State   Autostart
-----
default      active    yes
guest_images_fs  inactive  no
```

3. Create the mount point

Use the **virsh pool-build** command to create a mount point for a pre-formatted file system storage pool.

```
# virsh pool-build guest_images_fs
Pool guest_images_fs built
```

```
# ls -la /guest_images
total 8
drwx----- . 2 root root 4096 May 31 19:38 .
dr-xr-xr-x . 25 root root 4096 May 31 19:38 ..
# virsh pool-list --all
Name State Autostart
-----
default active yes
guest_images_fs inactive no
```

4. Start the storage pool

Use the **virsh pool-start** command to mount the file system onto the mount point and make the pool available for use.

```
# virsh pool-start guest_images_fs
Pool guest_images_fs started
# virsh pool-list --all
Name State Autostart
-----
default active yes
guest_images_fs active no
```

5. Turn on autostart

By default, a storage pool is defined with **virsh** is not set to automatically start each time **libvirtd** starts. Turn on automatic start with the **virsh pool-autostart** command. The storage pool is now automatically started each time **libvirtd** starts.

```
# virsh pool-autostart guest_images_fs
Pool guest_images_fs marked as autostarted

# virsh pool-list --all
Name State Autostart
-----
default active yes
guest_images_fs active yes
```

6. Verify the storage pool

Verify the storage pool was created correctly, the sizes reported are as expected, and the state is reported as **running**. Verify there is a "lost+found" directory in the mount point on the file system, indicating the device is mounted.

```
# virsh pool-info guest_images_fs
Name: guest_images_fs
UUID: c7466869-e82a-a66c-2187-dc9d6f0877d0
State: running
Persistent: yes
Autostart: yes
Capacity: 458.39 GB
Allocation: 197.91 MB
Available: 458.20 GB
# mount | grep /guest_images
/dev/sdc1 on /guest_images type ext4 (rw)
```

```
# ls -la /guest_images
total 24
drwxr-xr-x. 3 root root 4096 May 31 19:47 .
dr-xr-xr-x. 25 root root 4096 May 31 19:38 ..
drwx-----. 2 root root 16384 May 31 14:18 lost+found
```

14.2.4. Deleting a Storage Pool Using virsh

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it.

```
# virsh pool-destroy guest_images_disk
```

2. Optionally, if you want to remove the directory where the storage pool resides use the following command:

```
# virsh pool-delete guest_images_disk
```

3. Remove the storage pool's definition

```
# virsh pool-undefine guest_images_disk
```

14.3. Directory-based Storage Pools

This section covers storing guest virtual machines in a directory on the host physical machine.

Directory-based storage pools can be created with **virt-manager** or the **virsh** command-line tools.

14.3.1. Creating a Directory-based Storage Pool with virt-manager

1. Create the local directory

- a. Optional: Create a new directory for the storage pool

Create the directory on the host physical machine for the storage pool. This example uses a directory named */guest_images*.

```
# mkdir /guest_images
```

- b. Set directory ownership

Change the user and group ownership of the directory. The directory must be owned by the root user.

```
# chown root:root /guest_images
```

- c. Set directory permissions

Change the file permissions of the directory.

```
# chmod 700 /guest_images
```

d. Verify the changes

Verify the permissions were modified. The output shows a correctly configured empty directory.

```
# ls -la /guest_images
total 8
drwx----- 2 root root 4096 May 28 13:57 .
dr-xr-xr-x. 26 root root 4096 May 28 13:57 ..
```

2. Configure SELinux file contexts

Configure the correct SELinux context for the new directory. Note that the name of the pool and the directory do not have to match. However, when you shutdown the guest virtual machine, libvirt has to set the context back to a default value. The context of the directory determines what this default value is. It is worth explicitly labeling the directory `virt_image_t`, so that when the guest virtual machine is shutdown, the images get labeled '`virt_image_t`' and are thus isolated from other processes running on the host physical machine.

```
# semanage fcontext -a -t virt_image_t '/guest_images(/.*)?'
# restorecon -R /guest_images
```

3. Open the storage pool settings

- In the **virt-manager** graphical interface, select the host physical machine from the main window.

Open the **Edit** menu and select **Connection Details**

- Click on the **Storage** tab of the **Connection Details** window.

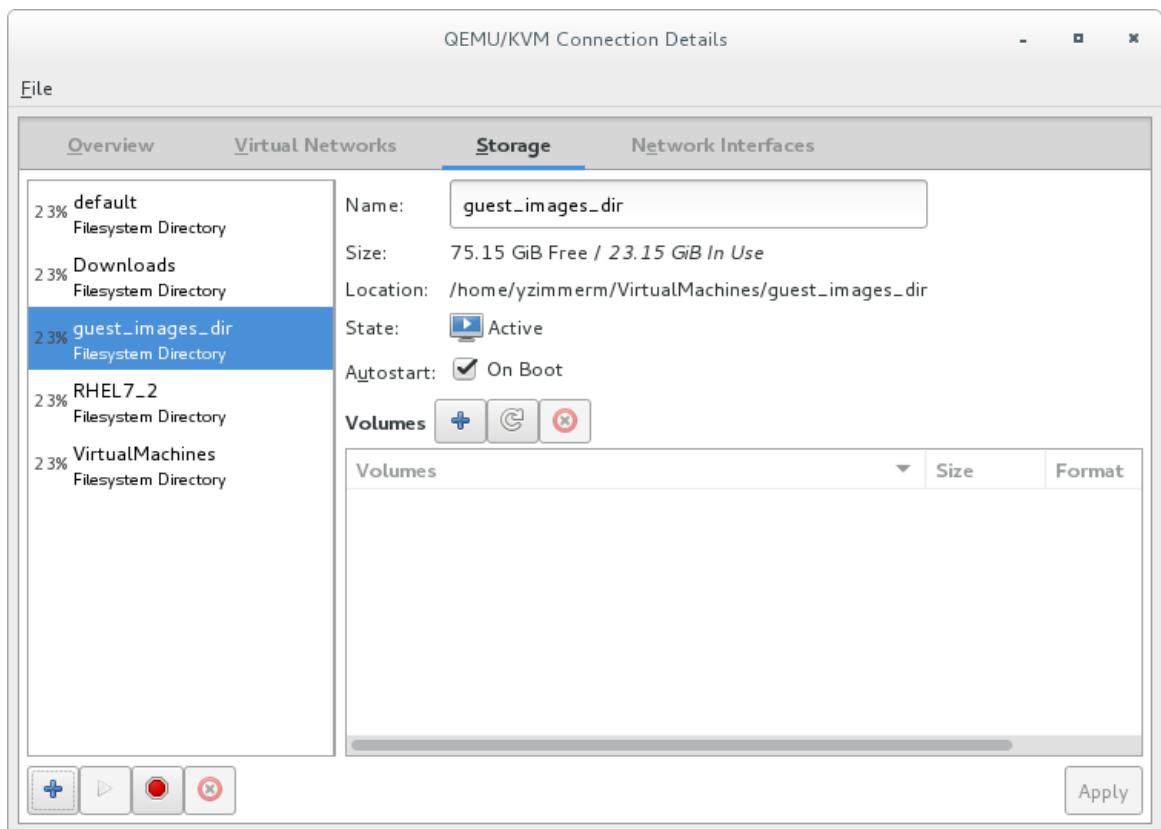


Figure 14.5. Storage tab

4. Create the new storage pool

a. Add a new pool (part 1)

Press the + button (the add pool button). The **Add a New Storage Pool** wizard appears.

Choose a **Name** for the storage pool. This example uses the name *guest_images*. Change the **Type** to **dir: Filesystem Directory**.

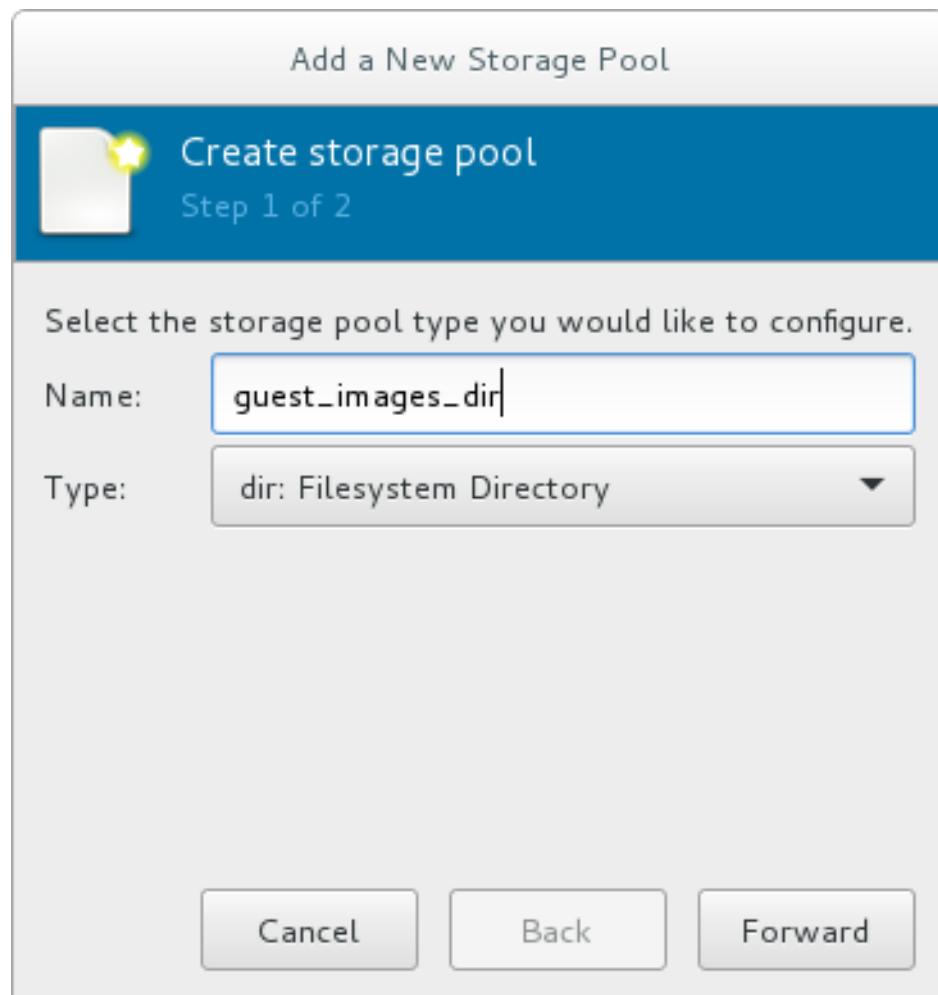


Figure 14.6. Name the storage pool

Press the **Forward** button to continue.

b. Add a new pool (part 2)

Change the **Target Path** field. For example, `/guest_images`.

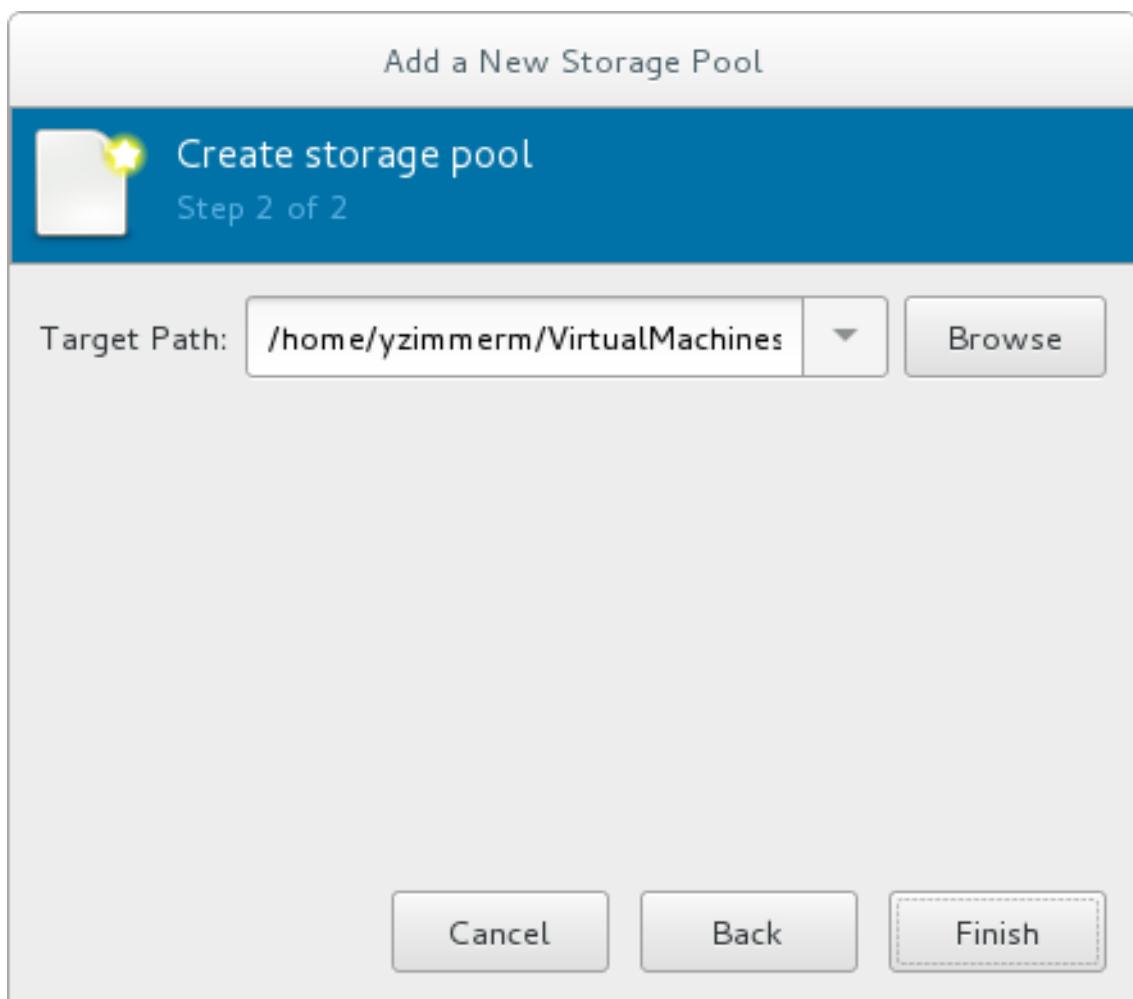


Figure 14.7. Selecting a path for the storage pool

Verify the details and press the **Finish** button to create the storage pool.

5. Verify the new storage pool

The new storage pool appears in the storage list on the left after a few seconds. Verify the size is reported as expected, 36.41 GB Free in this example. Verify the **State** field reports the new storage pool as Active.

Select the storage pool. In the **Autostart** field, confirm that the **On Boot** check box is checked. This will make sure the storage pool starts whenever the **libvирtd** service starts.

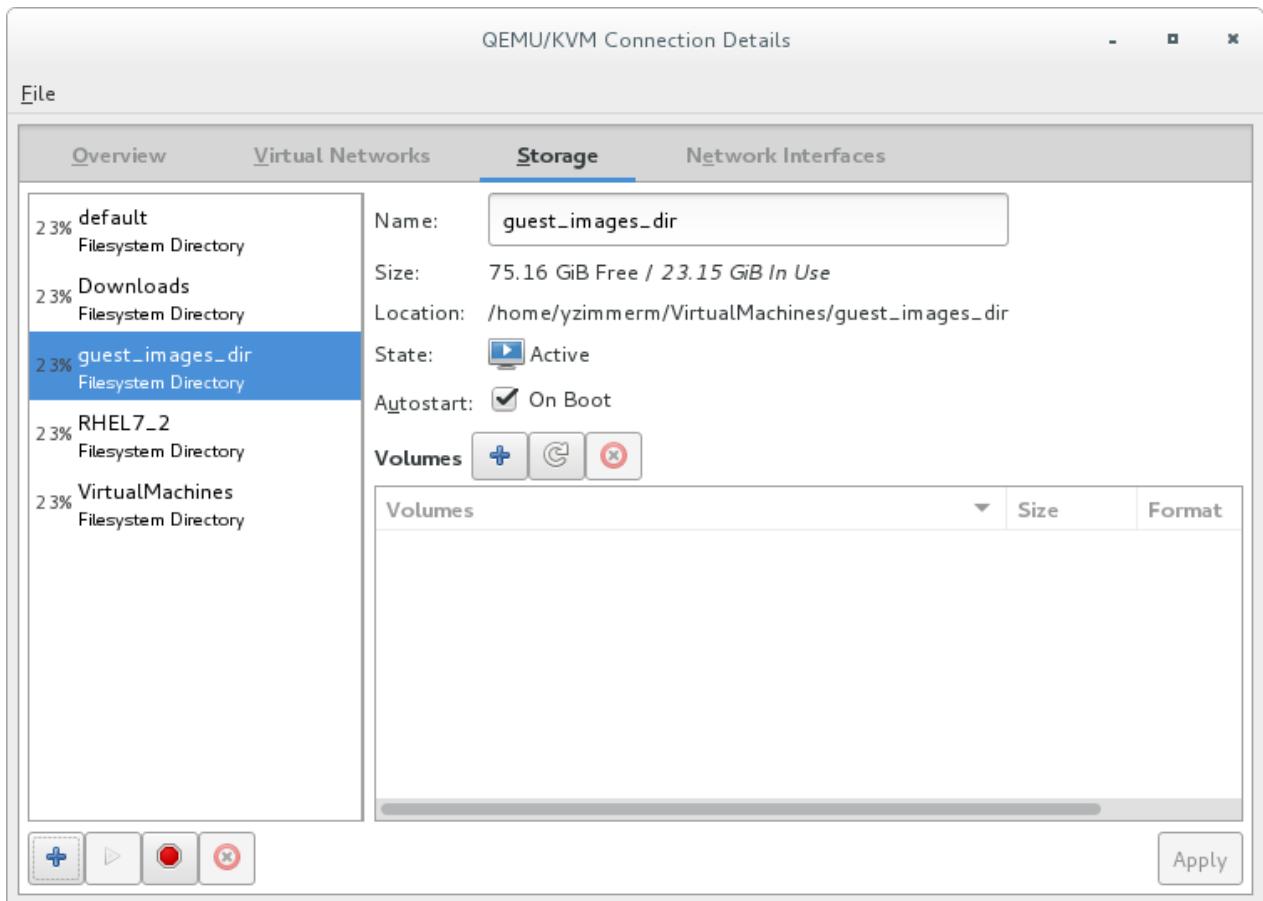


Figure 14.8. Verify the storage pool information

The storage pool is now created, close the **Connection Details** window.

14.3.2. Deleting a Storage Pool Using `virt-manager`

This procedure demonstrates how to delete a storage pool.

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it. To do this, select the storage pool you want to stop and click at the bottom of the Storage window.
2. Delete the storage pool by clicking . This icon is only enabled if you stop the storage pool first.

14.3.3. Creating a Directory-based Storage Pool with `virsh`

1. Create the storage pool definition

Use the `virsh pool-define-as` command to define a new storage pool. There are two options required for creating directory-based storage pools:

- » The **name** of the storage pool.

This example uses the name `guest_images`. All further `virsh` commands used in this example use this name.

- The **path** to a file system directory for storing guest image files. If this directory does not exist, **virsh** will create it.

This example uses the */guest_images* directory.

```
# virsh pool-define-as guest_images dir - - - - "/guest_images"
Pool guest_images defined
```

2. Verify the storage pool is listed

Verify the storage pool object is created correctly and the state reports it as **inactive**.

```
# virsh pool-list --all
Name           State   Autostart
-----
default        active   yes
guest_images   inactive no
```

3. Create the local directory

Use the **virsh pool-build** command to build the directory-based storage pool for the directory *guest_images* (for example), as shown:

```
# virsh pool-build guest_images
Pool guest_images built
# ls -la /guest_images
total 8
drwx----- 2 root root 4096 May 30 02:44 .
dr-xr-xr-x. 26 root root 4096 May 30 02:44 ..
# virsh pool-list --all
Name           State   Autostart
-----
default        active   yes
guest_images   inactive no
```

4. Start the storage pool

Use the **virsh** command **pool-start** to enable a directory storage pool, thereby allowing volumes of the pool to be used as guest disk images.

```
# virsh pool-start guest_images
Pool guest_images started
# virsh pool-list --all
Name           State   Autostart
-----
default        active   yes
guest_images   active   no
```

5. Turn on autostart

Turn on **autostart** for the storage pool. Autostart configures the **libvirtd** service to start the storage pool when the service starts.

```
# virsh pool-autostart guest_images
```

```
Pool guest_images marked as autostarted
# virsh pool-list --all
Name           State   Autostart
-----
default        active   yes
guest_images   active   yes
```

6. Verify the storage pool configuration

Verify the storage pool was created correctly, the size is reported correctly, and the state is reported as **running**. If you want the pool to be accessible even if the guest virtual machine is not running, make sure that **Persistent** is reported as **yes**. If you want the pool to start automatically when the service starts, make sure that **Autostart** is reported as **yes**.

```
# virsh pool-info guest_images
Name:           guest_images
UUID:          779081bf-7a82-107b-2874-a19a9c51d24c
State:         running
Persistent:    yes
Autostart:     yes
Capacity:      49.22 GB
Allocation:    12.80 GB
Available:     36.41 GB

# ls -la /guest_images
total 8
drwx----- 2 root root 4096 May 30 02:44 .
dr-xr-xr-x 26 root root 4096 May 30 02:44 ..
#
```

A directory-based storage pool is now available.

14.3.4. Deleting a Storage Pool Using virsh

The following demonstrates how to delete a storage pool using virsh:

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it.

```
# virsh pool-destroy guest_images_disk
```

2. Optionally, if you want to remove the directory where the storage pool resides use the following command:

```
# virsh pool-delete guest_images_disk
```

3. Remove the storage pool's definition

```
# virsh pool-undefine guest_images_disk
```

14.4. LVM-based Storage Pools

This chapter covers using LVM volume groups as storage pools.

LVM-based storage groups provide the full flexibility of LVM.

Note

Thin provisioning is currently not possible with LVM based storage pools.

Note

For more details on LVM, refer to the [Red Hat Enterprise Linux Storage Administration Guide](#).

Warning

LVM-based storage pools require a full disk partition. If activating a new partition/device with these procedures, the partition will be formatted and all data will be erased. If using the host's existing Volume Group (VG) nothing will be erased. It is recommended to back up the storage device before commencing the following procedure.

14.4.1. Creating an LVM-based Storage Pool with virt-manager

LVM-based storage pools can use existing LVM volume groups or create new LVM volume groups on a blank partition.

1. Optional: Create new partition for LVM volumes

These steps describe how to create a new partition and LVM volume group on a new hard disk drive.



Warning

This procedure will remove all data from the selected storage device.

a. Create a new partition

Use the **fdisk** command to create a new disk partition from the command line. The following example creates a new partition that uses the entire disk on the storage device **/dev/sdb**.

```
# fdisk /dev/sdb
Command (m for help):
```

Press **n** for a new partition.

b. Press **p** for a primary partition.

| |
|------------------------------|
| Command action |
| e extended |
| p primary partition (1-4) |

- c. Choose an available partition number. In this example the first partition is chosen by entering **1**.

Partition number (1-4): **1**

- d. Enter the default first cylinder by pressing **Enter**.

First cylinder (1-400, default 1):

- e. Select the size of the partition. In this example the entire disk is allocated by pressing **Enter**.

Last cylinder or +size or +sizeM or +sizeK (2-400, default 400):

- f. Set the type of partition by pressing **t**.

Command (m for help): **t**

- g. Choose the partition you created in the previous steps. In this example, the partition number is **1**.

Partition number (1-4): **1**

- h. Enter **8e** for a Linux LVM partition.

Hex code (type L to list codes): **8e**

- i. write changes to disk and quit.

Command (m for help): **w**
Command (m for help): **q**

j. Create a new LVM volume group

Create a new LVM volume group with the **vgcreate** command. This example creates a volume group named *guest_images_lvm*.

```
# vgcreate guest_images_lvm /dev/sdb1
Physical volume "/dev/vdb1" successfully created
Volume group "guest_images_lvm" successfully created
```

The new LVM volume group, *guest_images_lvm*, can now be used for an LVM-based storage pool.

2. Open the storage pool settings

- a. In the **virt-manager** graphical interface, select the host from the main window.

Open the **Edit** menu and select **Connection Details**

- Click on the **Storage** tab.

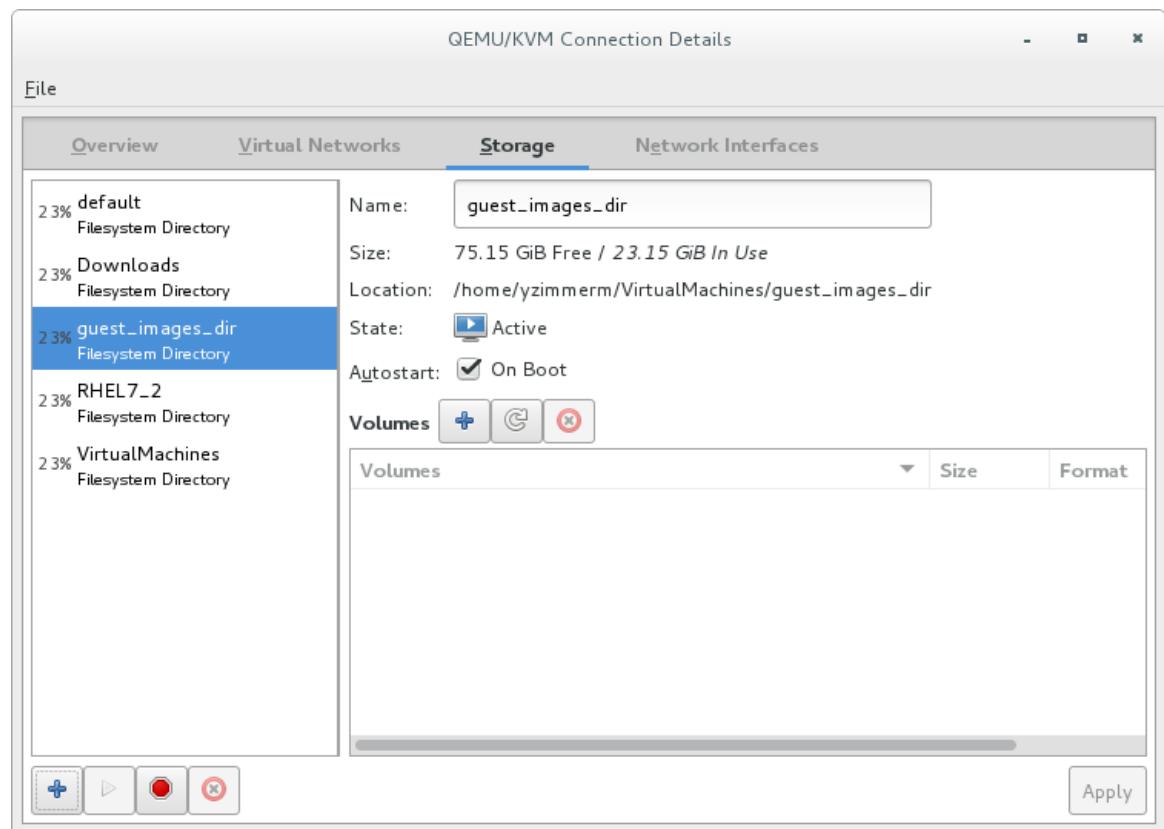


Figure 14.9. Storage tab

3. Create the new storage pool

- Start the Wizard

Press the **+** button (the add pool button). The **Add a New Storage Pool** wizard appears.

Choose a **Name** for the storage pool. We use *guest_images_lvm* for this example. Then change the **Type** to **logical: LVM Volume Group**, and

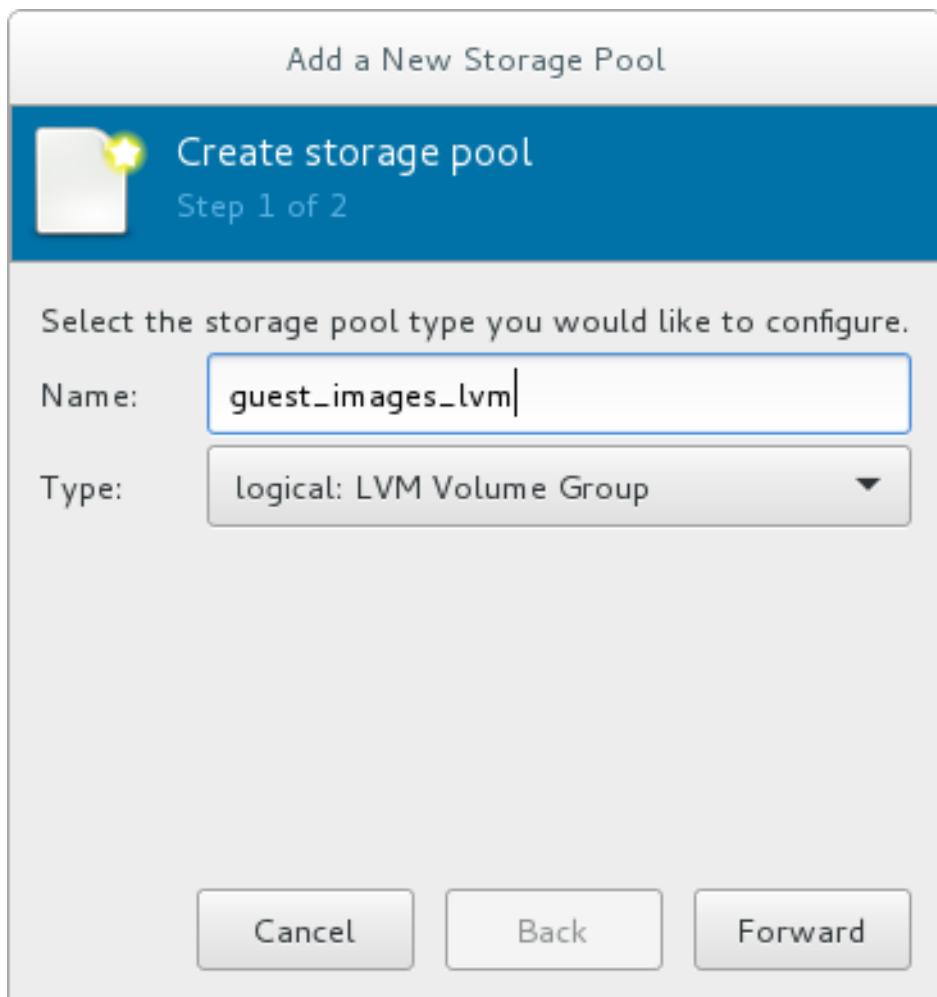


Figure 14.10. Add LVM storage pool

Press **Forward** to continue.

b. Add a new pool (part 2)

Fill in the **Target Path** and **Source Path** fields, and check the **Build Pool** check box.

- Use the **Target Path** field to either select an existing LVM volume group or as the name for a new volume group. The default format is *storage_pool_name/lvm_Volume_Group_name*.

This example uses a new volume group named */dev/guest_images_lvm*.

- The **Source Path** field is optional if an existing LVM volume group is used in the **Target Path**.

For new LVM volume groups, input the location of a storage device in the **Source Path** field. This example uses a blank partition */dev/sdc*.

- The **Build Pool** check box instructs **virt-manager** to create a new LVM volume group. If you are using an existing volume group you should not select the **Build Pool** check box.

This example is using a blank partition to create a new volume group so the **Build Pool** check box must be selected.

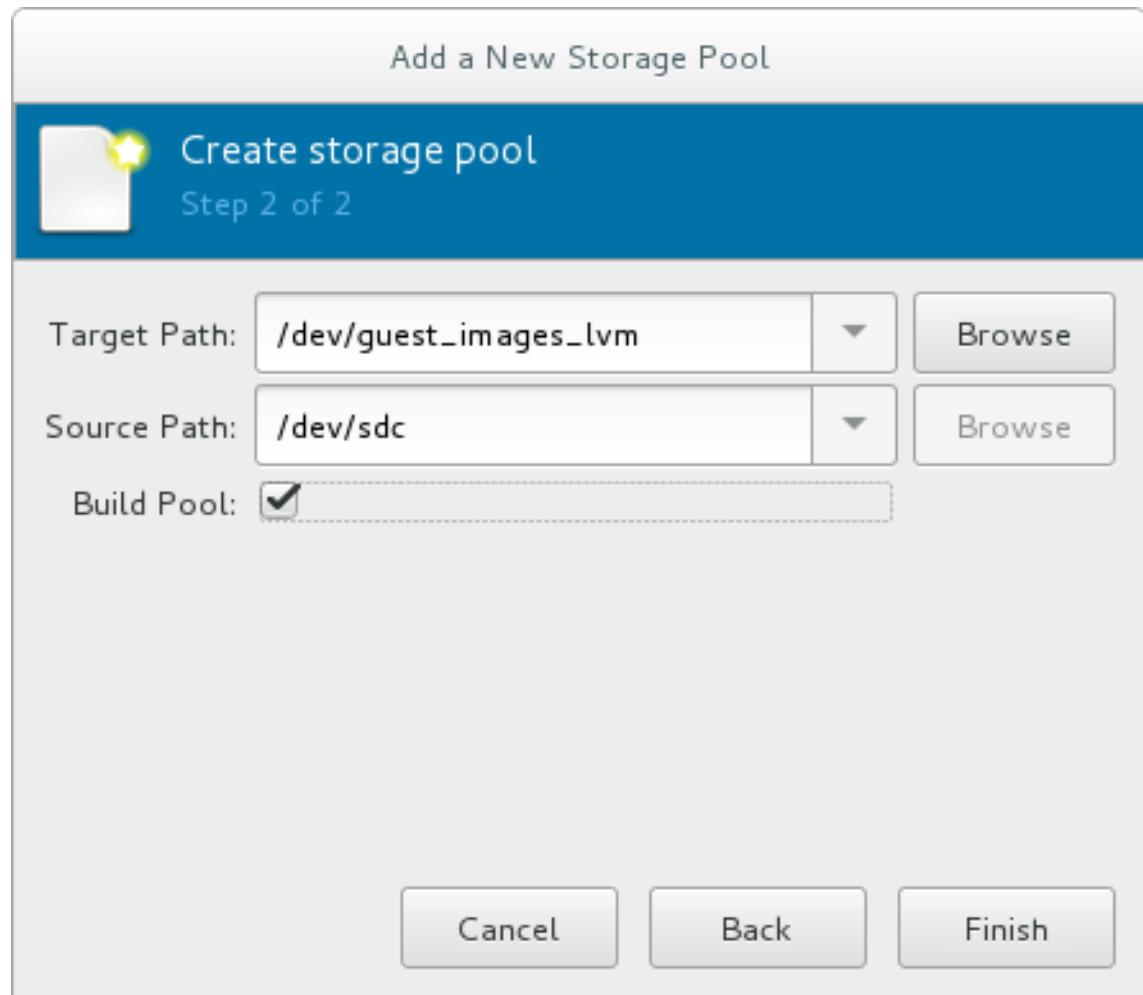


Figure 14.11. Add target and source

Verify the details and press the **Finish** button format the LVM volume group and create the storage pool.

c. **Confirm the device to be formatted**

A warning message appears.

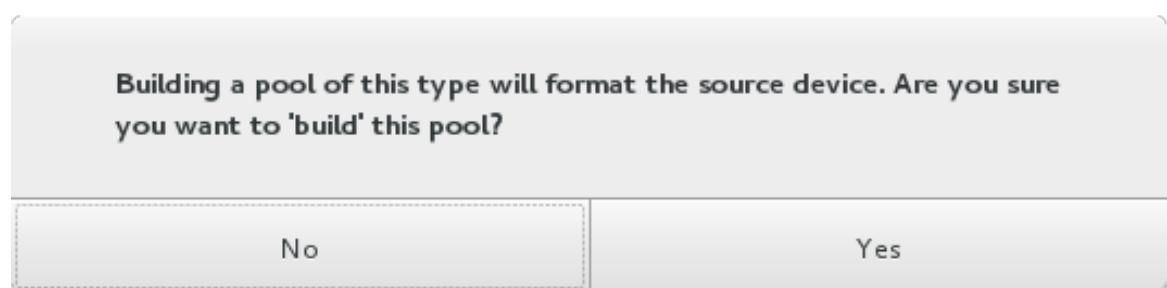


Figure 14.12. Warning message

Press the **Yes** button to proceed to erase all data on the storage device and create the storage pool.

4. Verify the new storage pool

The new storage pool will appear in the list on the left after a few seconds. Verify the details are what you expect, 465.76 GB Free in our example. Also verify the **State** field reports the new storage pool as *Active*.

It is generally a good idea to have the **Autostart** check box enabled, to ensure the storage pool starts automatically with libvirdt.

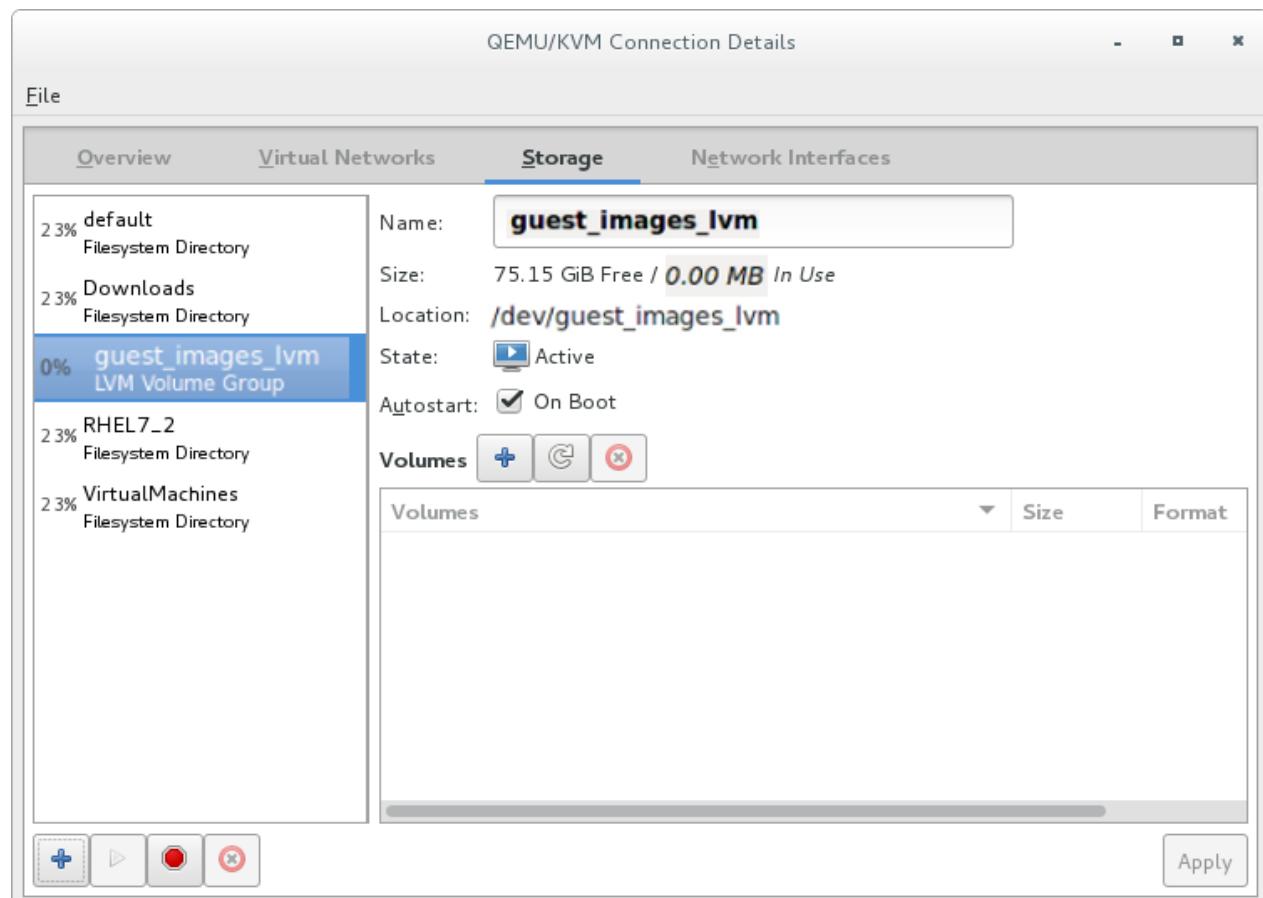


Figure 14.13. Confirm LVM storage pool details

Close the Host Details dialog, as the task is now complete.

14.4.2. Deleting a Storage Pool Using virt-manager

This procedure demonstrates how to delete a storage pool.

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it. To do this, select the storage pool

you want to stop and click .

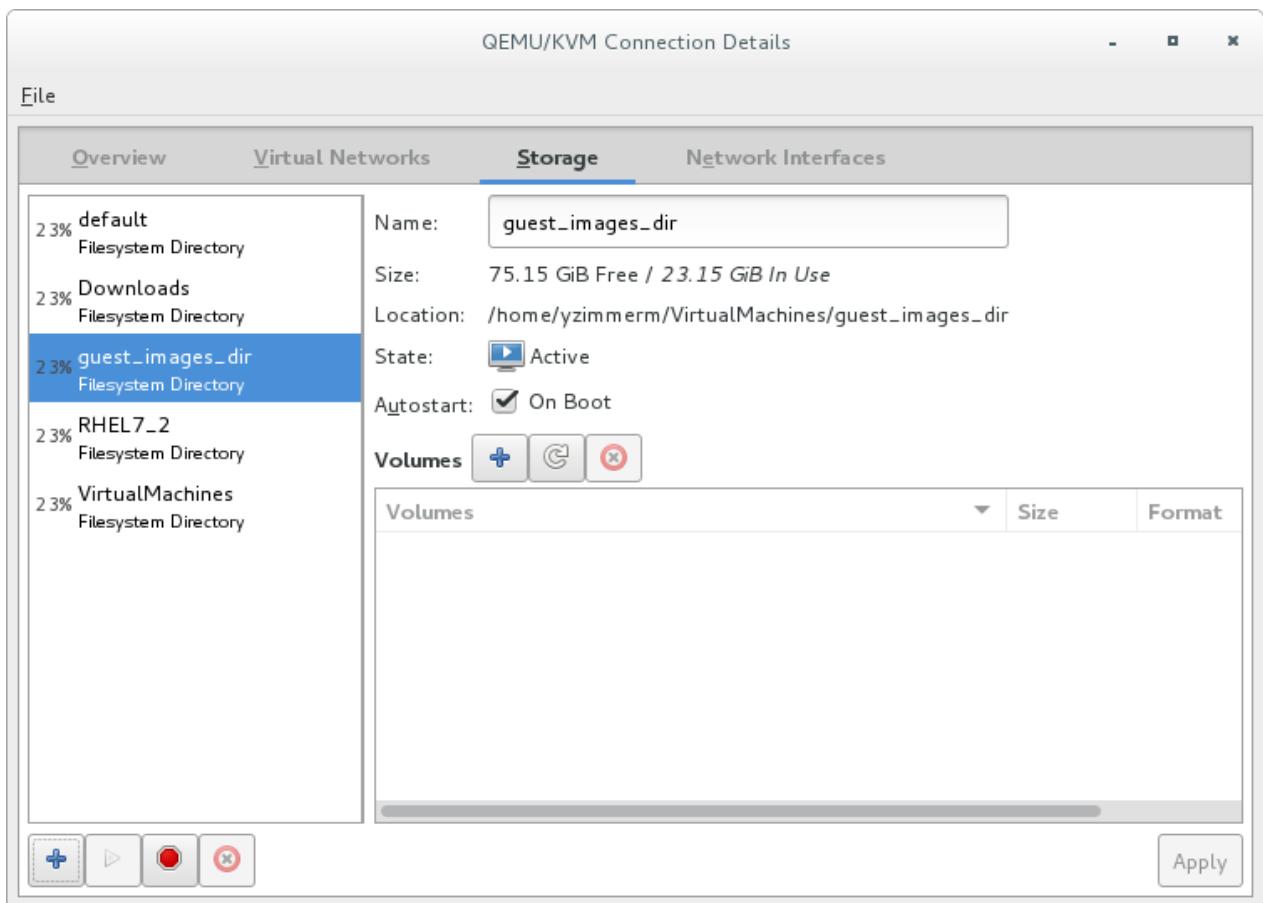


Figure 14.14. Stop Icon

2. Delete the storage pool by clicking  . This icon is only enabled if you stop the storage pool first.

14.4.3. Creating an LVM-based Storage Pool with virsh

This section outlines the steps required to create an LVM-based storage pool with the **virsh** command. It uses the example of a pool named **guest_images_lvm** from a single drive (**/dev/sdc**). This is only an example and your settings should be substituted as appropriate.

Procedure 14.3. Creating an LVM-based storage pool with virsh

1. Define the pool name **guest_images_lvm**.

```
# virsh pool-define-as guest_images_lvm logical -- /dev/sdc
libvirt_lvm \ /dev/libvirt_lvm
Pool guest_images_lvm defined
```

2. Build the pool according to the specified name. If you are using an already existing volume group, skip this step.

```
# virsh pool-build guest_images_lvm
Pool guest_images_lvm built
```

3. Initialize the new pool.

```
# virsh pool-start guest_images_lvm
Pool guest_images_lvm started
```

4. Show the volume group information with the **vgs** command.

```
# vgs
VG          #PV #LV #SN Attr   VSize   VFree
libvirt_lvm  1   0   0 wz--n-  465.76g 465.76g
```

5. Set the pool to start automatically.

```
# virsh pool-autostart guest_images_lvm
Pool guest_images_lvm marked as autostarted
```

6. List the available pools with the **virsh** command.

```
# virsh pool-list --all
Name           State      Autostart
-----
default        active     yes
guest_images_lvm active     yes
```

7. The following commands demonstrate the creation of three volumes (*volume1*, *volume2* and *volume3*) within this pool.

```
# virsh vol-create-as guest_images_lvm volume1 8G
Vol volume1 created

# virsh vol-create-as guest_images_lvm volume2 8G
Vol volume2 created

# virsh vol-create-as guest_images_lvm volume3 8G
Vol volume3 created
```

8. List the available volumes in this pool with the **virsh** command.

```
# virsh vol-list guest_images_lvm
Name           Path
-----
volume1        /dev/libvirt_lvm/volume1
volume2        /dev/libvirt_lvm/volume2
volume3        /dev/libvirt_lvm/volume3
```

9. The following two commands (**lvscan** and **lvs**) display further information about the newly created volumes.

```
# lvscan
ACTIVE          '/dev/libvirt_lvm/volume1' [8.00 GiB] inherit
ACTIVE          '/dev/libvirt_lvm/volume2' [8.00 GiB] inherit
ACTIVE          '/dev/libvirt_lvm/volume3' [8.00 GiB] inherit

# lvs
```

| LV | VG | Attr | LSize | Pool | Origin | Data% | Move | Log |
|---------|-------------|--------|-------|------|--------|-------|------|-----|
| Copy% | Convert | | | | | | | |
| volume1 | libvirt_lvm | -wi-a- | 8.00g | | | | | |
| volume2 | libvirt_lvm | -wi-a- | 8.00g | | | | | |
| volume3 | libvirt_lvm | -wi-a- | 8.00g | | | | | |

14.4.4. Deleting a Storage Pool Using virsh

The following demonstrates how to delete a storage pool using virsh:

1. To avoid any issues with other guests using the same pool, it is best to stop the storage pool and release any resources in use by it.

```
# virsh pool-destroy guest_images_disk
```

2. Optionally, if you want to remove the directory where the storage pool resides use the following command:

```
# virsh pool-delete guest_images_disk
```

3. Remove the storage pool's definition

```
# virsh pool-undefine guest_images_disk
```

14.5. iSCSI-based Storage Pools

This section covers using iSCSI-based devices to store guest virtual machines. This allows for more flexible storage options such as using iSCSI as a block storage device. The iSCSI devices use an LIO target, which is a multi-protocol SCSI target for Linux. In addition to iSCSI, LIO also supports Fibre Channel and Fibre Channel over Ethernet (FCoE).

iSCSI (Internet Small Computer System Interface) is a network protocol for sharing storage devices. iSCSI connects initiators (storage clients) to targets (storage servers) using SCSI instructions over the IP layer.

14.5.1. Configuring a Software iSCSI Target

Introduced in Red Hat Enterprise Linux 7, iSCSI targets are created with the `targetcli` package, which provides a command set for creating software-backed iSCSI targets.

Procedure 14.4. Creating an iSCSI target

1. Install the required package

Install the `targetcli` package and all dependencies:

```
# yum install targetcli
```

2. Launch `targetcli`

Launch the `targetcli` command set:

```
# targetcli
```

3. Create storage objects

Create three storage objects as follows, using the device created in [Section 14.4, “LVM-based Storage Pools”](#):

- Create a block storage object, by changing into the **/backstores/block** directory and running the following command:

```
# create [block-name][filepath]
```

For example:

```
# create block1 dev=/dev/vdb1
```

- Create a fileio object, by changing into the **fileio** directory and running the following command:

```
# create [fileioname] [imagename] [image-size]
```

For example:

```
# create fileio1 /foo.img 50M
```

- Create a ramdisk object by changing into the **ramdisk** directory, and running the following command:

```
# create [ramdiskname] [size]
```

For example:

```
# create ramdisk1 1M
```

- Remember the names of the disks you created in this step, as you will need them later.

4. Navigate to the **/iscsi** directory

Change into the **iscsi** directory:

```
#cd /iscsi
```

5. Create iSCSI target

Create an iSCSI target in one of two ways:

- create** with no additional parameters, automatically generates the IQN.
- create iqn.2010-05.com.example.server1:iscsirhel7guest** creates a specific IQN on a specific server.

6. Define the target portal group (TPG)

Each iSCSI target needs to have a *target portal group* (TPG) defined. In this example, the default **tpg1** will be used, but you can add additional tpgs as well. As this is the most common configuration, the example will configure **tpg1**. To do this, make sure you are still in the **/iscsi** directory and change to the **/tpg1** directory.

```
# /iscsi>iqn.iqn.2010-05.com.example.server1:iscsirhel7guest/tpg1
```

7. Define the portal IP address

In order to export the block storage over iSCSI, the portals, LUNs, and ACLs must all be configured first.

The portal includes the IP address and TCP port that the target will listen on, and the initiators will connect to. iSCSI uses port 3260, which is the port that will be configured by default. To connect to this port, enter the following command from the **/tpg** directory:

```
# portals/ create
```

This command will have all available IP addresses listening to this port. To specify that only one specific IP address will listen on the port, run **portals/ create [ipaddress]**, and the specified IP address will be configured to listen to port 3260.

8. Configure the LUNs and assign the storage objects to the fabric

This step uses the storage devices created in [Procedure 14.4, “Creating an iSCSI target”](#). Make sure you change into the **luns** directory for the TPG you created in step 6, or **iscsi>iqn.iqn.2010-05.com.example.server1:iscsirhel7guest**, for example.

a. Assign the first LUN to the ramdisk as follows:

```
# create /backstores/ramdisk/ramdisk1
```

b. Assign the second LUN to the block disk as follows:

```
# create /backstores/block/block1
```

c. Assign the third LUN to the fileio disk as follows:

```
# create /backstores/fileio/file1
```

d. Listing the resulting LUNs should resemble this screen output:

```
/iscsi/iqn.20...csirhel7guest/tpg1 ls
o- tpg1
.....
..... [enabled, auth]
o-
acl...
.....
..... [0 ACL]
o-
luns...
.....
..... [3 LUNs]
```

```

| o-
lun0.....[ramdisk/ramdisk1]
| o-
lun1.....[block/block1 (dev/vdb1)]
| o-
lun2.....[fileio/file1 (foo.img)]
o-
portals.....[1 Portal]
o- IP-
ADDRESS:3260.....[OK]

```

9. Creating ACLs for each initiator

This step allows for the creation of authentication when the initiator connects, and it also allows for restriction of specified LUNs to specified initiators. Both targets and initiators have unique names. iSCSI initiators use an IQN.

- To find the IQN of the iSCSI initiator, enter the following command, replacing the name of the initiator:

```
# cat /etc/iscsi/initiatorname.iscsi
```

Use this IQN to create the ACLs.

- Change to the **acls** directory.
- Run the command **create [iqn]**, or to create specific ACLs, refer to the following example:

```
# create iqn.2010-05.com.example.foo:888
```

Alternatively, to configure the kernel target to use a single user ID and password for all initiators, and allow all initiators to log in with that user ID and password, use the following commands (replacing **userid** and **password**):

```

# set auth userid=redhat
# set auth password=password123
# set attribute authentication=1
# set attribute generate_node_acls=1

```

- Make the configuration persistent with the **saveconfig** command. This will overwrite the previous boot settings. Alternatively, running **exit** from the **targetcli** saves the target configuration by default.
- Enable the service with **systemctl enable target.service** to apply the saved settings on next boot.

Procedure 14.5. Optional steps

1. Create LVM volumes

LVM volumes are useful for iSCSI backing images. LVM snapshots and re-sizing can be beneficial for guest virtual machines. This example creates an LVM image named *virtimage1* on a new volume group named *virtstore* on a RAID5 array for hosting guest virtual machines with iSCSI.

a. Create the RAID array

Creating software RAID5 arrays is covered by the [Red Hat Enterprise Linux 7 Storage Administration Guide](#).

b. Create the LVM volume group

Create a logical volume group named *virtstore* with the **vgcreate** command.

```
# vgcreate virtstore /dev/md1
```

c. Create a LVM logical volume

Create a logical volume named *virtimage1* on the *virtstore* volume group with a size of 20GB using the **lvcreate** command.

```
# lvcreate --size 20G -n virtimage1 virtstore
```

The new logical volume, *virtimage1*, is ready to use for iSCSI.



Important

Using LVM volumes for kernel target backstores can cause issues if the initiator also partitions the exported volume with LVM. This can be solved by adding **global_filter = ["r|^/dev/vg0|"]** to **/etc/lvm/lvm.conf**

2. Optional: Test discovery

Test whether the new iSCSI device is discoverable.

```
# iscsiadadm --mode discovery --type sendtargets --portal
server1.example.com
127.0.0.1:3260,1 iqn.2010-05.com.example.server1:iscsirhel7guest
```

3. Optional: Test attaching the device

Attach the new device (*iqn.2010-05.com.example.server1:iscsirhel7guest*) to determine whether the device can be attached.

```
# iscsiadadm -d2 -m node --login
scsiadm: Max file limits 1024 1024

Logging in to [iface: default, target: iqn.2010-
05.com.example.server1:iscsirhel7guest, portal: 10.0.0.1,3260]
Login to [iface: default, target: iqn.2010-
05.com.example.server1:iscsirhel7guest, portal: 10.0.0.1,3260]
successful.
```

4. Detach the device.

```
# iscsiadadm -d2 -m node --logout
scsiadm: Max file limits 1024 1024

Logging out of session [sid: 2, target: iqn.2010-
05.com.example.server1:iscsirhel7guest, portal: 10.0.0.1,3260
Logout of [sid: 2, target: iqn.2010-
05.com.example.server1:iscsirhel7guest, portal: 10.0.0.1,3260]
successful.
```

An iSCSI device is now ready to use for virtualization.

14.5.2. Creating an iSCSI Storage Pool in virt-manager

This procedure covers creating a storage pool with an iSCSI target in **virt-manager**.

Procedure 14.6. Adding an iSCSI device to virt-manager

1. Open the host machine's storage details

- In **virt-manager**, click the **Edit** and select **Connection Details** from the drop-down menu.
- Click on the **Storage** tab.

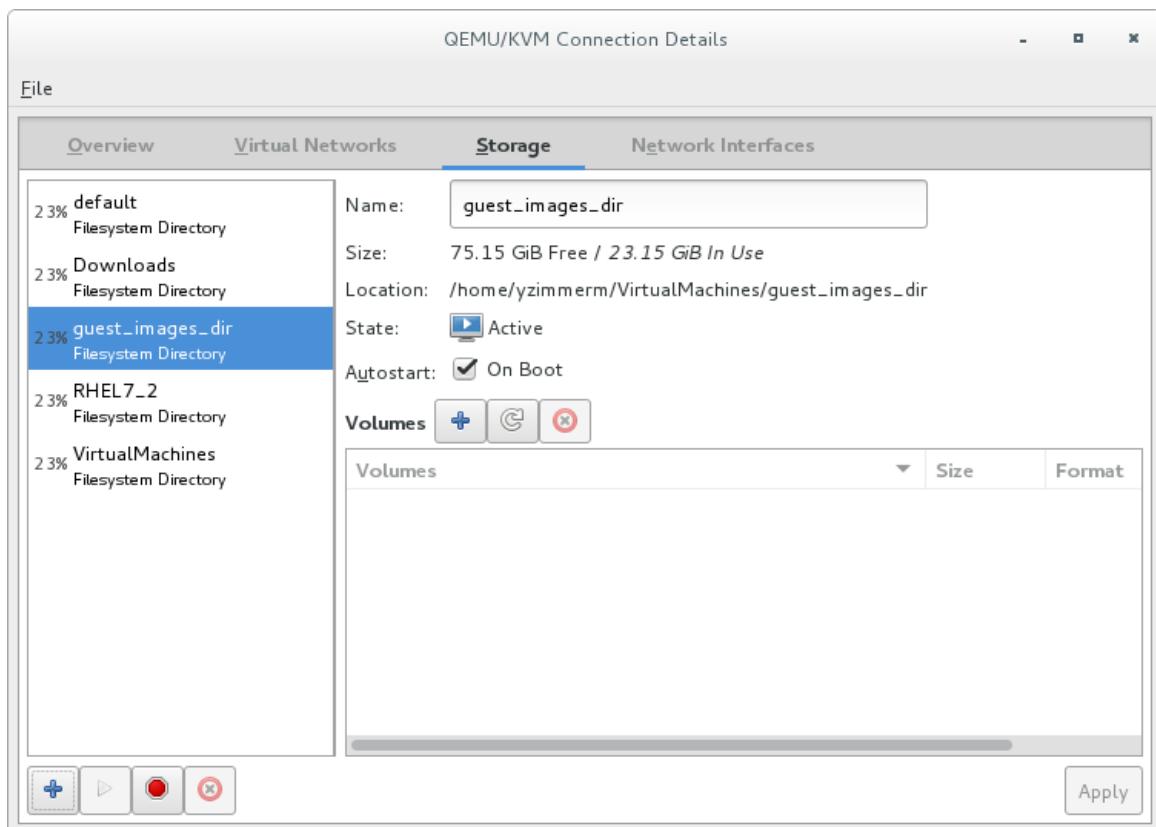


Figure 14.15. Storage menu

2. Add a new pool (Step 1 of 2)

Press the + button (the add pool button). The **Add a New Storage Pool** wizard appears.

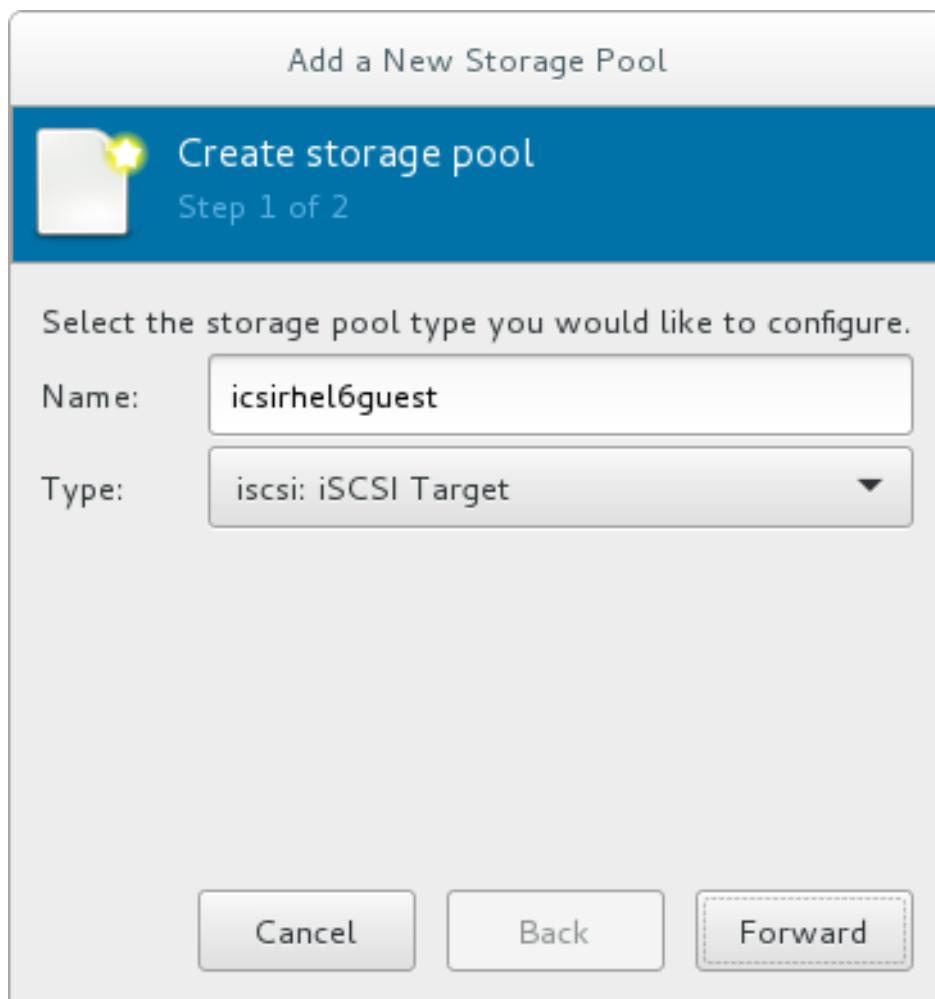


Figure 14.16. Add an iSCSI storage pool name and type

Choose a name for the storage pool, change the Type to iSCSI, and press **Forward** to continue.

3. Add a new pool (Step 2 of 2)

You will need the information you used in [Section 14.5, “iSCSI-based Storage Pools”](#) to complete the fields in this menu.

- a. Enter the iSCSI source and target. The **Format** option is not available as formatting is handled by the guest virtual machines. It is not advised to edit the **Target Path**. The default target path value, `/dev/disk/by-path/`, adds the drive path to that directory. The target path should be the same on all host physical machines for migration.
- b. Enter the host name or IP address of the iSCSI target. This example uses `host1.example.com`.
- c. In the **Source IQN** field, enter the iSCSI target IQN. If you look in [Section 14.5, “iSCSI-based Storage Pools”](#), this is the information you added in the `/etc/target/targets.conf` file. This example uses `iqn.2010-05.com.test_example.server1:iscsirhel7guest`.

- d. (Optional) Check the **Initiator IQN** check box to enter the IQN for the initiator. This example uses `iqn.2010-05.com.example.host1:iscsirhel7`.
- e. Click **Finish** to create the new storage pool.

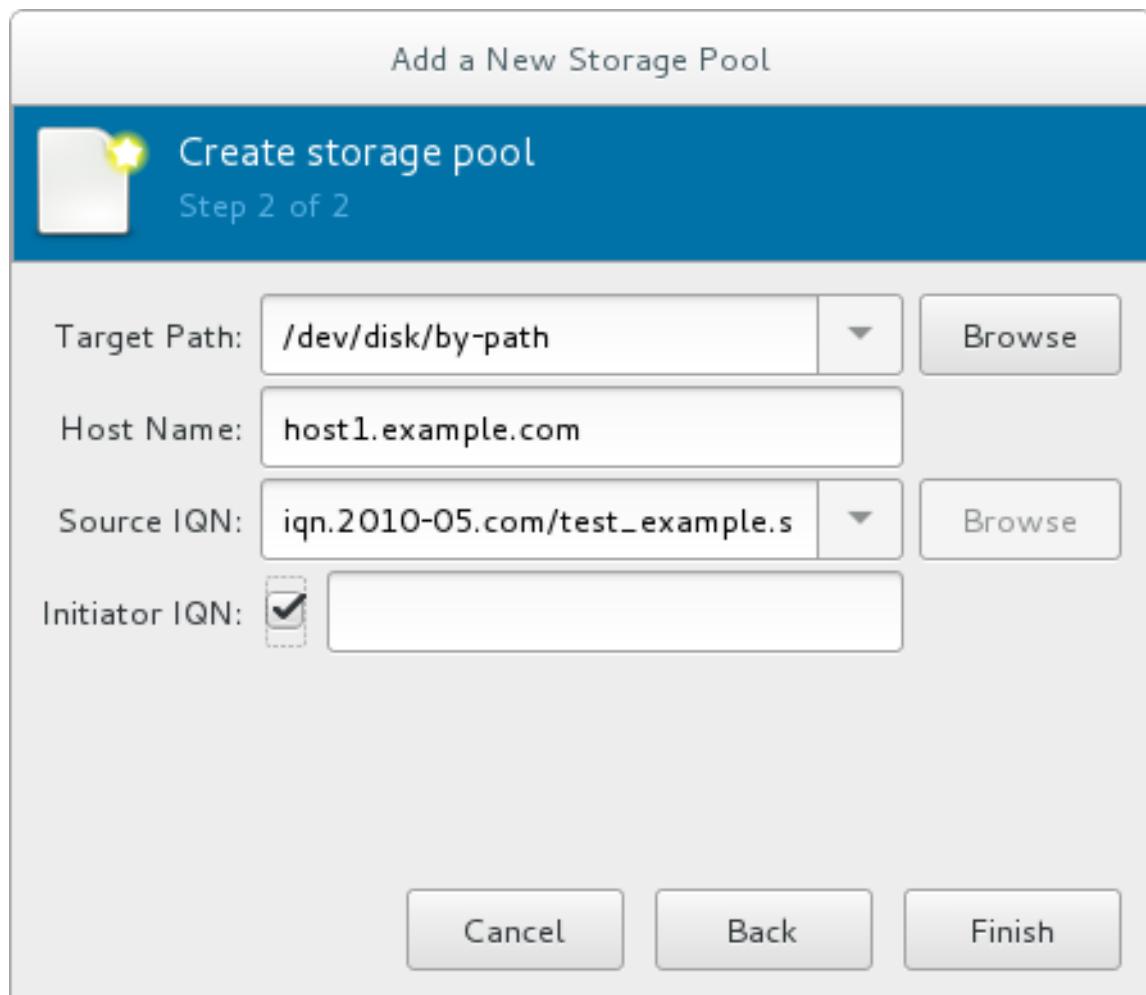


Figure 14.17. Create an iSCSI storage pool

14.5.3. Deleting a Storage Pool Using `virt-manager`

This procedure demonstrates how to delete a storage pool.

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it. To do this, select the storage pool you want to stop and click  .

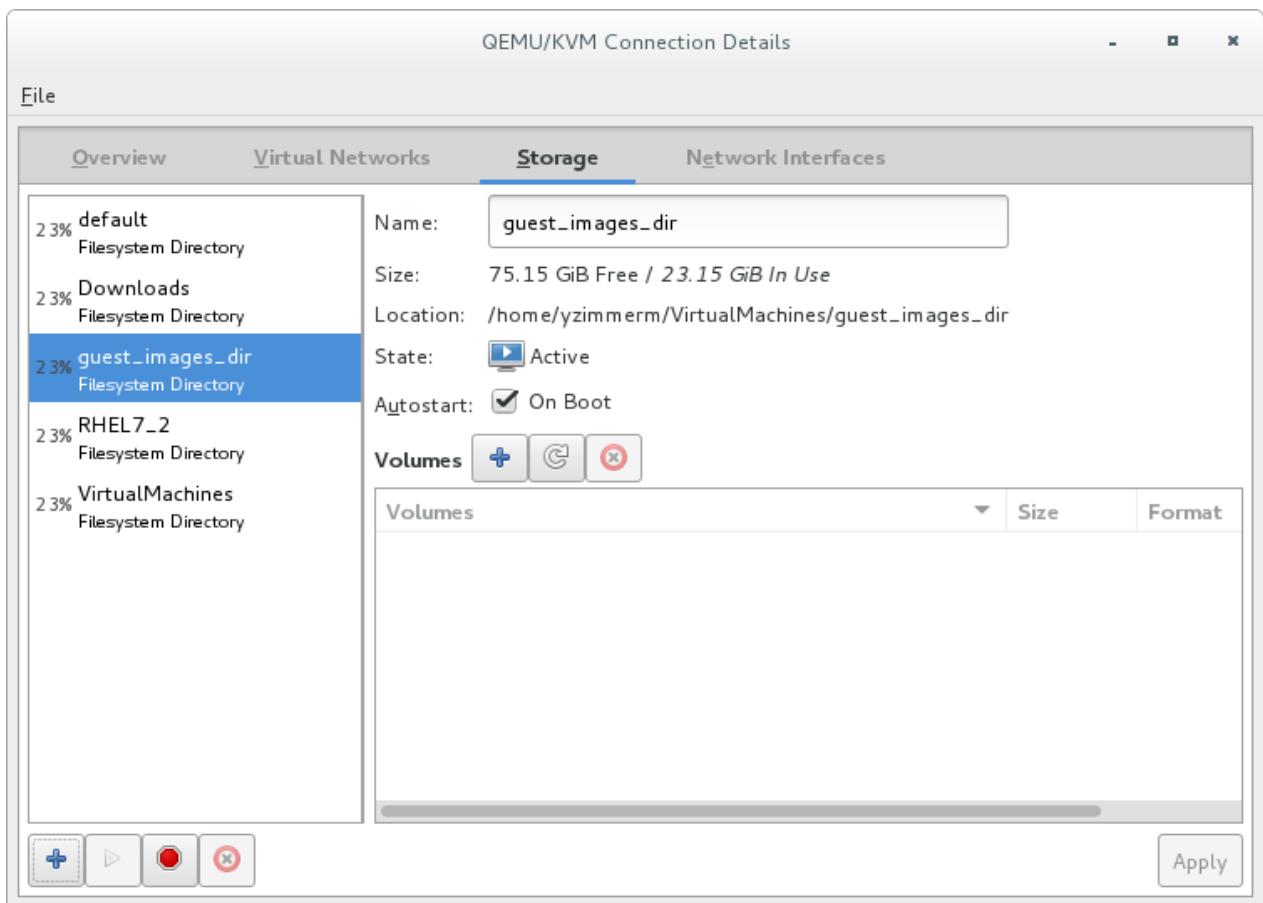


Figure 14.18. Deleting a storage pool

2. Delete the storage pool by clicking . This icon is only enabled if you stop the storage pool first.

14.5.4. Creating an iSCSI-based Storage Pool with virsh

1. Optional: Secure the storage pool

If desired, set up authentication with the steps in [Section 14.5.5, “Securing an iSCSI Storage Pool”](#).

2. Define the storage pool

Storage pool definitions can be created with the **virsh** command-line tool. Creating storage pools with **virsh** is useful for system administrators using scripts to create multiple storage pools.

The **virsh pool-define-as** command has several parameters which are accepted in the following format:

```
virsh pool-define-as name type source-host source-path source-dev
source-name target
```

The parameters are explained as follows:

type

defines this pool as a particular type, iSCSI for example

name

sets the name for the storage pool; must be unique

source-host and source-path

the host name and iSCSI IQN, respectively

source-dev and source-name

these parameters are not required for iSCSI-based pools; use a - character to leave the field blank.

target

defines the location for mounting the iSCSI device on the host machine

The example below creates the same iSCSI-based storage pool as the **virsh pool-define-as** example above:

```
# virsh pool-define-as --name iscsirhel7pool --type iscsi \
    --source-host server1.example.com \
    --source-dev iqn.2010-05.com.example.server1:iscsirhel7guest \
    --target /dev/disk/by-path
Pool iscsirhel7pool defined
```

3. Verify the storage pool is listed

Verify the storage pool object is created correctly and the state is **inactive**.

```
# virsh pool-list --all
Name          State   Autostart
-----
default      active    yes
iscsirhel7pool  inactive  no
```

4. Optional: Establish a direct connection to the iSCSI storage pool

This step is optional, but it allows you to establish a direct connection to the iSCSI storage pool. By default this is enabled, but if the connection is to the host machine (and not direct to the network) you can change it back by editing the domain XML for the virtual machine to reflect this example:

```
...
<disk type='volume' device='disk'>
    <driver name='qemu' />
    <source pool='iscsi' volume='unit:0:0:1' mode='direct' />
    <target dev='vda' bus='virtio' />
    <address type='pci' domain='0x0000' bus='0x00' slot='0x06'
function='0x0' />
</disk>
...
```

Figure 14.19. Disk type element XML example**Note**

The same iSCSI storage pool can be used for a LUN or a disk, by specifying the **disk device** as either a **disk** or **lun**. For XML configuration examples of adding SCSI LUN-based storage to a guest, see [Section 15.5.3, “Adding SCSI LUN-based Storage to a Guest”](#).

Additionally, the **source mode** can be specified as **mode='host'** for a connection to the host machine.

If you have configured authentication on the iSCSI server as detailed in [Procedure 14.4, “Creating an iSCSI target”](#), then the following XML used as a **<disk>** sub-element will provide the authentication credentials for the disk. [Section 14.5.5, “Securing an iSCSI Storage Pool”](#) describes how to configure the libvirt secret.

```
<auth type='chap' username='redhat'>
    <secret usage='iscsirhel7secret'/>
</auth>
```

5. Start the storage pool

Use the **virsh pool-start** to enable a directory storage pool. This allows the storage pool to be used for volumes and guest virtual machines.

```
# virsh pool-start iscsirhel7pool
Pool iscsirhel7pool started
# virsh pool-list --all
Name          State   Autostart
-----
default      active    yes
iscsirhel7pool  active    no
```

6. Turn on autostart

Turn on **autostart** for the storage pool. Autostart configures the **libvirtd** service to start the storage pool when the service starts.

```
# virsh pool-autostart iscsirhel7pool
Pool iscsirhel7pool marked as autostarted
```

Verify that the *iscsirhel7pool* pool has autostart enabled:

```
# virsh pool-list --all
Name          State   Autostart
-----
default      active    yes
iscsirhel7pool  active    yes
```

7. Verify the storage pool configuration

Verify the storage pool was created correctly, the sizes report correctly, and the state reports as **running**.

```
# virsh pool-info iscsirhel7pool
Name:           iscsirhel7pool
UUID:          afcc5367-6770-e151-bcb3-847bc36c5e28
State:         running
Persistent:    unknown
Autostart:     yes
Capacity:      100.31 GB
Allocation:    0.00
Available:    100.31 GB
```

An iSCSI-based storage pool called *iscsirhel7pool* is now available.

14.5.5. Securing an iSCSI Storage Pool

User name and password parameters can be configured with **virsh** to secure an iSCSI storage pool. This can be configured before or after the pool is defined, but the pool must be started for the authentication settings to take effect.

Procedure 14.7. Configuring authentication for a storage pool with virsh

1. Create a libvirt secret file

Create a libvirt secret XML file called **secret.xml**, using the following example:

```
# cat secret.xml
<secret ephemeral='no' private='yes'>
    <description>Passphrase for the iSCSI example.com
server</description>
    <auth type='chap' username='redhat' />
    <usage type='iscsi'>
        <target>iscsirhel7secret</target>
    </usage>
</secret>
```

2. Define the secret file

Define the **secret.xml** file with **virsh**:

```
# virsh secret-define secret.xml
```

3. Verify the secret file's UUID

Verify the UUID in **secret.xml**:

| # virsh secret-list | UUID | Usage |
|---------------------|--------------------------------------|------------------------|
| | ----- | |
| | ----- | |
| | 2d7891af-20be-4e5e-af83-190e8a922360 | iscsi iscsirhel7secret |

4. Assign a secret to the UUID

Assign a secret to that UUID, using the following command syntax as an example:

```
# MYSECRET=`printf %s "password123" | base64`  
# virsh secret-set-value 2d7891af-20be-4e5e-af83-190e8a922360  
$MYSECRET
```

This ensures the CHAP username and password are set in a libvirt-controlled secret list.

5. Add an authentication entry to the storage pool

Modify the `<source>` entry in the storage pool's XML file using `virsh edit` and add an `<auth>` element, specifying ***authentication type***, ***username***, and ***secret usage***.

The following shows an example of a storage pool XML definition with authentication configured:

```
# cat iscsirhel7pool.xml  
<pool type='iscsi'>  
  <name>iscsirhel7pool</name>  
  <source>  
    <host name='192.168.122.1' />  
    <device path='iqn.2010-  
      05.com.example.server1:iscsirhel7guest' />  
    <auth type='chap' username='redhat'>  
      <secret usage='iscsirhel7secret' />  
    </auth>  
  </source>  
  <target>  
    <path>/dev/disk/by-path</path>  
  </target>  
</pool>
```

Note

The `<auth>` sub-element exists in different locations within the guest XML's `<pool>` and `<disk>` elements. For a `<pool>`, `<auth>` is specified within the `<source>` element, as this describes where to find the pool sources, since authentication is a property of some pool sources (iSCSI and RBD). For a `<disk>`, which is a sub-element of a domain, the authentication to the iSCSI or RBD disk is a property of the disk. For an example of `<disk>` configured in the guest XML, see [Section 14.5.4, “Creating an iSCSI-based Storage Pool with virsh”](#).

6. Activate the changes in the storage pool

The storage pool must be started to activate these changes.

If the storage pool has not yet been started, follow the steps in [Section 14.5.4, “Creating an iSCSI-based Storage Pool with virsh”](#) to define and start the storage pool.

If the pool has already been started, enter the following commands to stop and restart the storage pool:

```
# virsh pool-destroy iscsirhel7pool  
# virsh pool-start iscsirhel7pool
```

14.5.6. Deleting a Storage Pool Using virsh

The following demonstrates how to delete a storage pool using virsh:

1. To avoid any issues with other guest virtual machines using the same pool, it is best to stop the storage pool and release any resources in use by it.

```
# virsh pool-destroy iscsirhel7pool
```

2. Remove the storage pool's definition

```
# virsh pool-undefine iscsirhel7pool
```

14.6. NFS-based Storage Pools

This procedure covers creating a storage pool with an NFS mount point in **virt-manager**.

14.6.1. Creating an NFS-based Storage Pool with virt-manager

1. Open the host physical machine's storage tab

Open the **Storage** tab in the **Host Details** window.

- a. Open **virt-manager**.
- b. Select a host physical machine from the main **virt-manager** window. Click **Edit menu** and select **Connection Details**.
- c. Click on the Storage tab.

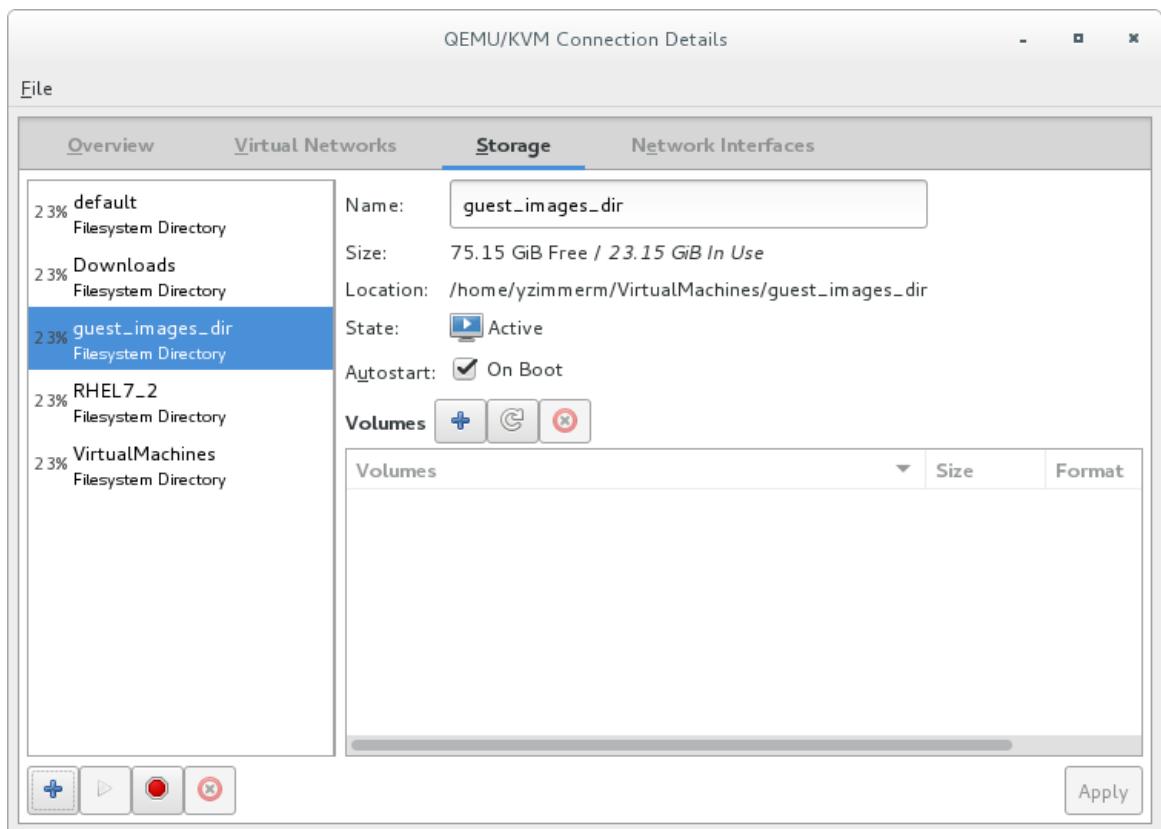


Figure 14.20. Storage tab

2. Create a new pool (part 1)

Press the + button (the add pool button). The **Add a New Storage Pool** wizard appears.

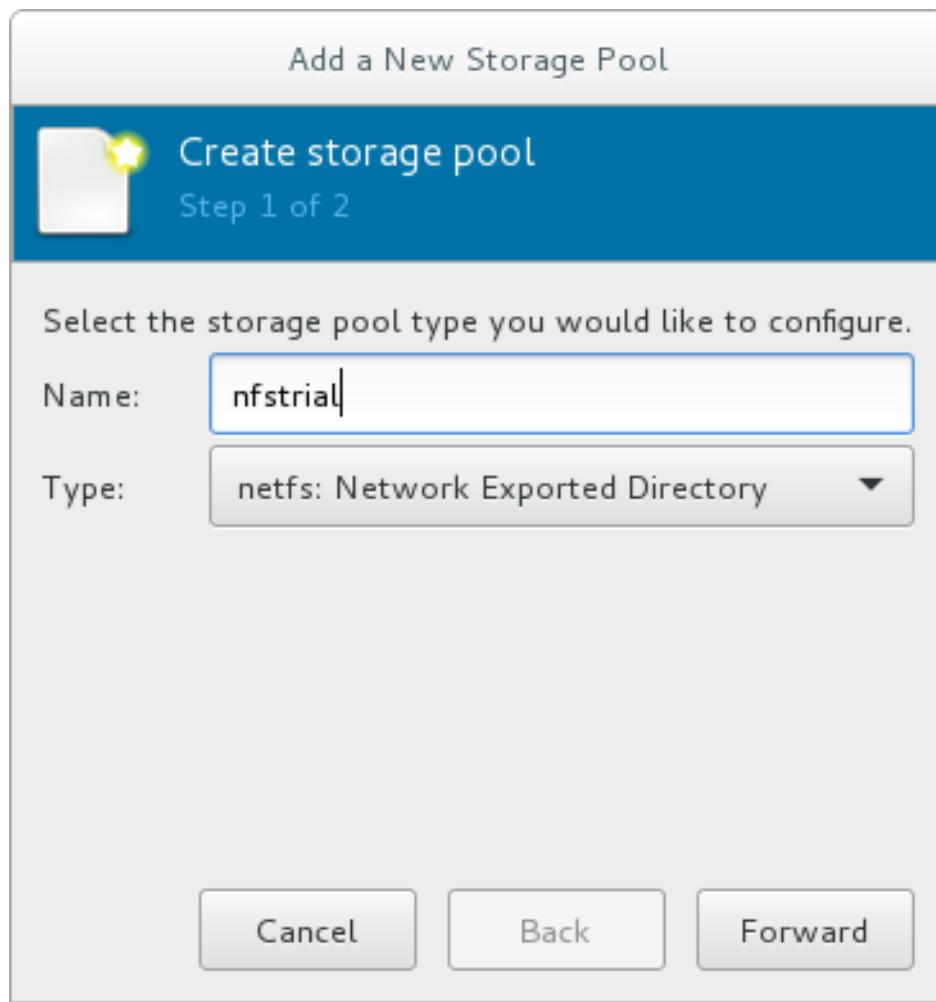


Figure 14.21. Add an NFS name and type

Choose a name for the storage pool and press **Forward** to continue.

3. Create a new pool (part 2)

Enter the target path for the device, the host name and the NFS share path. Set the **Format** option to **NFS** or **auto** (to detect the type). The target path must be identical on all host physical machines for migration.

Enter the host name or IP address of the NFS server. This example uses **server1.example.com**.

Enter the NFS path. This example uses **/nfstrial**.

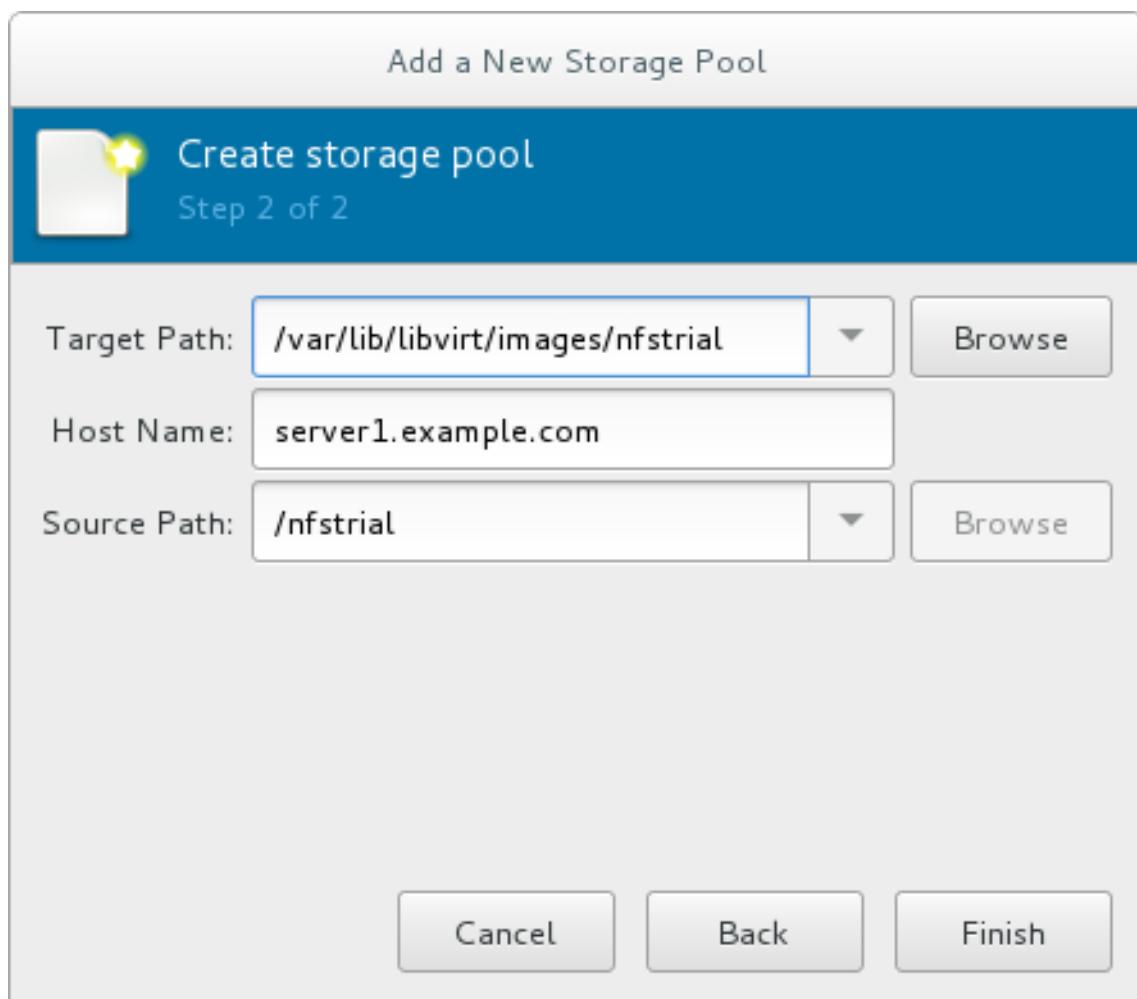


Figure 14.22. Create an NFS storage pool

Press **Finish** to create the new storage pool.

14.6.2. Deleting a Storage Pool Using `virt-manager`

This procedure demonstrates how to delete a storage pool.

1. To avoid any issues with other guests using the same pool, it is best to stop the storage pool and release any resources in use by it. To do this, select the storage pool you want to stop and click

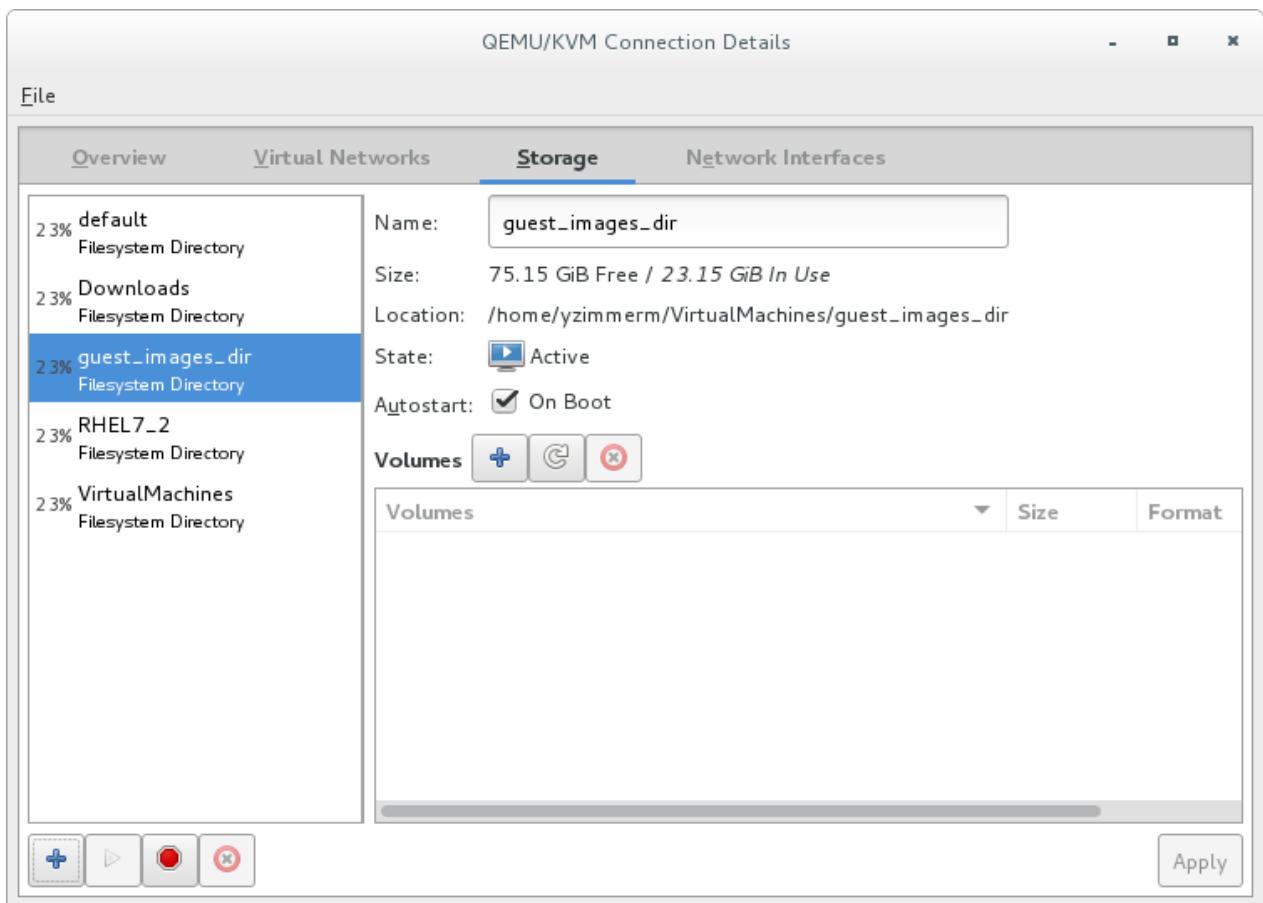


Figure 14.23. Stop Icon

2. Delete the storage pool by clicking the Trash can icon. This icon is only enabled if you stop the storage pool first.

14.7. Using an NPIV Virtual Adapter (vHBA) with SCSI Devices

NPIV (N_Port ID Virtualization) is a software technology that allows sharing of a single physical Fibre Channel host bus adapter (HBA).

This allows multiple guests to see the same storage from multiple physical hosts, and thus allows for easier migration paths for the storage. As a result, there is no need for the migration to create or copy storage, as long as the correct storage path is specified.

In virtualization, the *virtual host bus adapter*, or *vHBA*, controls the LUNs for virtual machines. For a host to share one Fibre Channel device path between multiple KVM guests, a vHBA must be created for each virtual machine. A single vHBA must not be used by multiple KVM guests.

Each vHBA is identified by its own WWNN (World Wide Node Name) and WWPN (World Wide Port Name). The path to the storage is determined by the WWNN and WWPN values.

This section provides instructions for configuring a vHBA persistently on a virtual machine.

Note

Before creating a vHBA, it is recommended to configure storage array (SAN)-side zoning in the host LUN to provide isolation between guests and prevent the possibility of data corruption.

14.7.1. Creating a vHBA

Procedure 14.8. Creating a vHBA

1. Locate HBAs on the host system

To locate the HBAs on your host system, use the `virsh nodedev-list --cap vports` command.

For example, the following output shows a host that has two HBAs that support vHBA:

```
# virsh nodedev-list --cap vports
scsi_host3
scsi_host4
```

2. Check the HBA's details

Use the `virsh nodedev-dumpxml HBA_device` command to see the HBA's details.

The XML output from the `virsh nodedev-dumpxml` command will list the fields `<name>`, `<wwnn>`, and `<wwpn>`, which are used to create a vHBA. The `<max_vports>` value shows the maximum number of supported vHBAs.

```
# virsh nodedev-dumpxml scsi_host3
<device>
  <name>scsi_host3</name>

  <path>/sys/devices/pci0000:00/0000:00:04.0/0000:10:00.0/host3</path>
  <parent>pci_0000_10_00_0</parent>
  <capability type='scsi_host'>
    <host>3</host>
    <unique_id>0</unique_id>
    <capability type='fc_host'>
      <wwnn>20000000c9848140</wwnn>
      <wwpn>10000000c9848140</wwpn>
      <fabric_wwn>2002000573de9a81</fabric_wwn>
    </capability>
    <capability type='vport_ops'>
      <max_vports>127</max_vports>
      <vports>0</vports>
    </capability>
  </capability>
</device>
```

In this example, the `<max_vports>` value shows there are a total 127 virtual ports available for use in the HBA configuration. The `<vports>` value shows the number of virtual ports currently being used. These values update after creating a vHBA.

3. Create a vHBA host device

Create an XML file similar to the following (in this example, named `vhba_host3.xml`) for the vHBA host.

```
# cat vhba_host3.xml
```

```
<device>
  <parent>scsi_host3</parent>
  <capability type='scsi_host'>
    <capability type='fc_host'>
    </capability>
  </capability>
</device>
```

The **<parent>** field specifies the HBA device to associate with this vHBA device. The details in the **<device>** tag are used in the next step to create a new vHBA device for the host. For more information on the **nodedev** XML format, see <http://libvirt.org/formatnode.html>.

4. Create a new vHBA on the vHBA host device

To create a vHBA on *vhba_host3*, use the **virsh nodedev-create** command:

```
# virsh nodedev-create vhba_host3.xml
Node device scsi_host5 created from vhba_host3.xml
```

5. Verify the vHBA

Verify the new vHBA's details (**scsi_host5**) with the **virsh nodedev-dumpxml** command:

```
# virsh nodedev-dumpxml scsi_host5
<device>
  <name>scsi_host5</name>

  <path>/sys/devices/pci0000:00/0000:00:04.0/0000:10:00.0/host3/vport
-3:0-0/host5</path>
  <parent>scsi_host3</parent>
  <capability type='scsi_host'>
    <host>5</host>
    <unique_id>2</unique_id>
    <capability type='fc_host'>
      <wwnn>5001a4a93526d0a1</wwnn>
      <wwpn>5001a4ace3ee047d</wwpn>
      <fabric_wwn>2002000573de9a81</fabric_wwn>
    </capability>
  </capability>
</device>
```

14.7.2. Creating a Storage Pool Using the vHBA

It is recommended to define a libvirt storage pool based on the vHBA in order to preserve the vHBA configuration.

Using a storage pool has two primary advantages:

- » the libvirt code can easily find the LUN's path via virsh command output, and
- » virtual machine migration requires only defining and starting a storage pool with the same vHBA name on the target machine. To do this, the vHBA LUN, libvirt storage pool and volume name must be specified in the virtual machine's XML configuration. Refer to [Section 14.7.3, “Configuring the Virtual Machine to Use a vHBA LUN”](#) for an example.

1. Create a SCSI storage pool

To create a persistent vHBA configuration, first create a libvirt '**scsi**' storage pool XML file using the format below. When creating a single vHBA that uses a storage pool on the same physical HBA, it is recommended to use a stable location for the **<path>** value, such as one of the **/dev/disk/by-{path|id|uuid|label}** locations on your system.

When creating multiple vHBAs that use storage pools on the same physical HBA, the value of the **<path>** field must be only **/dev/**, otherwise storage pool volumes are visible only to one of the vHBAs, and devices from the host cannot be exposed to multiple guests with the NPIV configuration.

More information on **<path>** and the elements within **<target>** can be found at <http://libvirt.org/formatstorage.html>.

Example 14.3. Sample SCSI storage pool SML syntax

In the following example, the '**scsi**' storage pool is named *vhbapool_host3.xml*:

```
<pool type='scsi'>
    <name>vhbapool_host3</name>
    <source>
        <adapter type='fc_host' wwnn='5001a4a93526d0a1'
wwpn='5001a4ace3ee047d' />
    </source>
    <target>
        <path>/dev/disk/by-path</path>
        <permissions>
            <mode>0700</mode>
            <owner>0</owner>
            <group>0</group>
        </permissions>
    </target>
</pool>
```

Alternatively, the following syntax is used when *vhbapool_host3.xml* is one of more vHBA storage pools on a single HBA:

```
<pool type='scsi'>
    <name>vhbapool_host3</name>
    <source>
        <adapter type='fc_host' wwnn='5001a4a93526d0a1'
wwpn='5001a4ace3ee047d' />
    </source>
    <target>
        <path>/dev/</path>
        <permissions>
            <mode>0700</mode>
            <owner>0</owner>
            <group>0</group>
        </permissions>
    </target>
</pool>
```



Important

In both cases, the pool must be **type='scsi'** and the source adapter type must be **'fc_host'**. For a persistent configuration across host reboots, the **wwnn** and **wwpn** attributes must be the values assigned to the vHBA (**scsi_host5** in this example) by libvirt.

Optionally, the '**parent**' attribute can be used in the **<adapter>** field to identify the parent **scsi_host** device as the vHBA. Note, the value is not the **scsi_host** of the vHBA created by **virsh nodedev-create**, but it is the parent of that vHBA.

Providing the '**parent**' attribute is also useful for duplicate pool definition checks. This is more important in environments where both the '**fc_host**' and '**scsi_host**' source adapter pools are being used, to ensure a new definition does not duplicate using the same **scsi_host** of another existing storage pool.

The following example shows the optional '**parent**' attribute used in the **<adapter>** field in a storage pool configuration:

```
<adapter type='fc_host' parent='scsi_host3' wwnn='5001a4a93526d0a1'
wwpn='5001a4ace3ee047d'/>
```

2. Define the pool

To define the storage pool (named **vhbapool_host3** in this example) persistently, use the **virsh pool-define** command:

```
# virsh pool-define vhbapool_host3.xml
Pool vhbapool_host3 defined from vhbapool_host3.xml
```

3. Start the pool

Start the storage pool with the following command:

```
# virsh pool-start vhbapool_host3
Pool vhbapool_host3 started
```



Note

When starting the pool, libvirt will check if the vHBA with same **wwpn : wwnn** already exists. If it does not yet exist, a new vHBA with the provided **wwpn : wwnn** will be created and the configuration will not be persistent. Correspondingly, when destroying the pool, libvirt will destroy the vHBA using the same **wwpn : wwnn** values as well.

4. Enable autostart

Finally, to ensure that subsequent host reboots will automatically define vHBAs for use in virtual machines, set the storage pool autostart feature (in this example, for a pool named **vhbapool_host3**):

```
# virsh pool-autostart vhbapool_host3
```

14.7.3. Configuring the Virtual Machine to Use a vHBA LUN

After a storage pool is created for a vHBA, add the vHBA LUN to the virtual machine configuration by creating a disk volume on the virtual machine in the virtual machine's XML. Specify the storage **pool** and the **volume** in the **<source>** parameter, using the following as an example:

```
<disk type='volume' device='disk'>
  <driver name='qemu' type='raw' />
  <source pool='vhbapool_host3' volume='unit:0:4:0' />
  <target dev='hda' bus='ide' />
</disk>
```

To specify a **lun** device instead of a **disk**, refer to the following example:

```
<disk type='volume' device='lun' sgio='unfiltered'>
  <driver name='qemu' type='raw' />
  <source pool='vhbapool_host3' volume='unit:0:4:0' mode='host' />
  <target dev='sda' bus='scsi' />
  <shareable />
</disk>
```

For XML configuration examples of adding SCSI LUN-based storage to a guest, see [Section 15.5.3, “Adding SCSI LUN-based Storage to a Guest”](#).

Note that to ensure successful reconnection to a LUN in case of a hardware failure, it is recommended to edit the **fast_io_fail_tmo** and **dev_loss_tmo** options. For more information, see [Reconnecting to an exposed LUN after a hardware failure](#).

14.7.4. Destroying the vHBA Storage Pool

A vHBA created by the storage pool can be destroyed by the **virsh pool-destroy** command:

```
# virsh pool-destroy vhbapool_host3
```

Note that executing the **virsh pool-destroy** command will also remove the vHBA that was created in [Section 14.7.1, “Creating a vHBA”](#).

To verify the pool and vHBA have been destroyed, run:

```
# virsh nodedev-list --cap scsi_host
```

scsi_host5 will no longer appear in the list of results.

14.8. GlusterFS Storage Pools

This section covers enabling a GlusterFS based storage pool. Red Hat Enterprise Linux 6.5 includes native support for creating virtual machines with GlusterFS. GlusterFS is a user-space file system that uses FUSE. When enabled in a guest virtual machine it enables a KVM host physical machine to boot guest virtual machine images from one or more GlusterFS storage volumes, and to use images from a GlusterFS storage volume as data disks for guest virtual machines.

14.8.1. Creating a GlusterFS Storage Pool Using virsh

This section will demonstrate how to prepare a Gluster server and an active Gluster volume.

Procedure 14.9. Preparing a Gluster server and an active Gluster volume

- Obtain the IP address of the Gluster server by listing its status with the following command:

```
# gluster volume status
Status of volume: gluster-vol1
Gluster process      Port Online Pid
-----
-----
Brick 222.111.222.111:/gluster-vol1    49155 Y 18634

Task Status of Volume gluster-vol1
-----
-----
There are no active volume tasks
```

- If you have not already done so, install *glusterfs-fuse* and enable *virt_use_fusefs*. Then prepare one host which will connect to the Gluster server by running the following commands:

```
# setsebool virt_use_fusefs on
# getsebool virt_use_fusefs
virt_use_fusefs --> on
```

- Create a new XML file to configure a Gluster storage pool (named *glusterfs-pool.xml* in this example) specifying **pool type** as **gluster**, and add the following data:

```
<pool type='gluster'>
  <name>glusterfs-pool</name>
  <source>
    <host name='111.222.111.222' />
    <dir path='/' />
    <name>gluster-vol1</name>
  </source>
</pool>
```

Figure 14.24. GlusterFS XML file contents

- Define and start the Gluster pool, using the following commands:

```
# virsh pool-define glusterfs-pool.xml
Pool gluster-pool defined from glusterfs-pool.xml

# virsh pool-list --all
Name          State   Autostart
-----
```

```

gluster-pool      inactive  no

# virsh pool-start gluster-pool
Pool gluster-pool started

# virsh pool-list --all
Name          State   Autostart
-----
gluster-pool    active  no

# virsh vol-list gluster-pool
Name          Path
-----
qcow2.img      gluster://111.222.111.222/gluster-
vol1/qcow2.img
raw.img        gluster://111.222.111.222/gluster-vol1/raw.img

```

14.8.2. Deleting a GlusterFS Storage Pool Using virsh

This section details how to delete a storage pool using virsh.

Procedure 14.10. Deleting a GlusterFS storage pool

- Set the status of the storage pool to inactive, using the following command:

```

# virsh pool-destroy gluster-pool
Pool gluster-pool destroyed

```

- Confirm the pool is inactive, using the following command

```

# virsh pool-list --all
Name          State   Autostart
-----
gluster-pool    inactive  no

```

- Undefine the GlusterFS storage pool using the following command:

```

# virsh pool-undefine gluster-pool
Pool gluster-pool has been undefined

```

- Confirm the pool is undefined, using the following command:

```

# virsh pool-list --all
Name          State   Autostart
-----

```

Chapter 15. Storage Volumes

15.1. Introduction

Storage pools are divided into storage volumes. *Storage volumes* are an abstraction of physical partitions, LVM logical volumes, file-based disk images and other storage types handled by libvirt. Storage volumes are presented to guest virtual machines as local storage devices regardless of the underlying hardware. Note the sections below do not contain all of the possible commands and arguments that virsh allows, refer to [Section 23.34, “Storage Volume Commands”](#) for more information.

15.1.1. Referencing Volumes

For more additional parameters and arguments, refer to [Section 23.38, “Listing Volume Information”](#).

To reference a specific volume, three approaches are possible:

The name of the volume and the storage pool

A volume may be referred to by name, along with an identifier for the storage pool it belongs in. On the virsh command line, this takes the form `--pool storage_pool volume_name`.

For example, a volume named `firstimage` in the `guest_images` pool.

```
# virsh vol-info --pool guest_images firstimage
Name:           firstimage
Type:           block
Capacity:       20.00 GB
Allocation:     20.00 GB

virsh #
```

The full path to the storage on the host physical machine system

A volume may also be referred to by its full path on the file system. When using this approach, a pool identifier does not need to be included.

For example, a volume named `secondimage.img`, visible to the host physical machine system as `/images/secondimage.img`. The image can be referred to as `/images/secondimage.img`.

```
# virsh vol-info /images/secondimage.img
Name:           secondimage.img
Type:           file
Capacity:       20.00 GB
Allocation:     136.00 kB
```

The unique volume key

When a volume is first created in the virtualization system, a unique identifier is generated and assigned to it. The unique identifier is termed the *volume key*. The format of this volume key varies upon the storage used.

When used with block based storage such as LVM, the volume key may follow this format:

```
c3pKz4-qPVc-Xf7M-7WNM-WJc8-qSiz-mtvpGn
```

When used with file based storage, the volume key may instead be a copy of the full path to the volume storage.

```
/images/secondimage.img
```

For example, a volume with the volume key of `Wlvnf7-a4a3-Tlje-1JDa-9eak-PZBv-LoZuUr`:

```
# virsh vol-info Wlvnf7-a4a3-Tlje-1JDa-9eak-PZBv-LoZuUr
Name:           firstimage
Type:          block
Capacity:      20.00 GB
Allocation:    20.00 GB
```

virsh provides commands for converting between a volume name, volume path, or volume key:

vol-name

Returns the volume name when provided with a volume path or volume key.

```
# virsh vol-name /dev/guest_images/firstimage
firstimage
# virsh vol-name Wlvnf7-a4a3-Tlje-1JDa-9eak-PZBv-LoZuUr
```

vol-path

Returns the volume path when provided with a volume key, or a storage pool identifier and volume name.

```
# virsh vol-path Wlvnf7-a4a3-Tlje-1JDa-9eak-PZBv-LoZuUr
/dev/guest_images/firstimage
# virsh vol-path --pool guest_images firstimage
/dev/guest_images/firstimage
```

The vol-key command

Returns the volume key when provided with a volume path, or a storage pool identifier and volume name.

```
# virsh vol-key /dev/guest_images/firstimage
Wlvnf7-a4a3-Tlje-1JDa-9eak-PZBv-LoZuUr
# virsh vol-key --pool guest_images firstimage
Wlvnf7-a4a3-Tlje-1JDa-9eak-PZBv-LoZuUr
```

For more information, refer to [Section 23.38, “Listing Volume Information”](#).

15.2. Creating Volumes

This section shows how to create disk volumes inside a block based storage pool. In the example below, the **virsh vol-create-as** command will create a storage volume with a specific size in GB within the `guest_images_disk` storage pool. As this command is repeated per volume needed, three volumes are created as shown in the example. For additional parameters and arguments refer to [Section 23.34.1, “Creating Storage Volumes”](#).

```
# virsh vol-create-as guest_images_disk volume1 8G
Vol volume1 created

# virsh vol-create-as guest_images_disk volume2 8G
Vol volume2 created

# virsh vol-create-as guest_images_disk volume3 8G
Vol volume3 created

# virsh vol-list guest_images_disk
Name Path
-----
volume1 /dev/sdb1
volume2 /dev/sdb2
volume3 /dev/sdb3

# parted -s /dev/sdb print
Model: ATA ST3500418AS (scsi)
Disk /dev/sdb: 500GB
Sector size (logical/physical): 512B/512B
Partition Table: gpt

Number Start End Size File system Name Flags
2 17.4kB 8590MB 8590MB primary
3 8590MB 17.2GB 8590MB primary
1 21.5GB 30.1GB 8590MB primary
```

15.3. Cloning Volumes

The new volume will be allocated from storage in the same storage pool as the volume being cloned. The **virsh vol-clone** must have the **--pool** argument which dictates the name of the storage pool that contains the volume to be cloned. The rest of the command names the volume to be cloned (volume3) and the name of the new volume that was cloned (clone1). The **virsh vol-list** command lists the volumes that are present in the storage pool (guest_images_disk). For additional commands and arguments refer to [Section 23.34.4, “Cloning a Storage Volume”](#)

```
# virsh vol-clone --pool guest_images_disk volume3 clone1
Vol clone1 cloned from volume3

# virsh vol-list guest_images_disk
Name Path
-----
volume1 /dev/sdb1
volume2 /dev/sdb2
volume3 /dev/sdb3
clone1 /dev/sdb4

# parted -s /dev/sdb print
Model: ATA ST3500418AS (scsi)
Disk /dev/sdb: 500GB
Sector size (logical/physical): 512B/512B
Partition Table: msdos
```

| Number | Start | End | Size | File system | Name | Flags |
|--------|--------|--------|--------|-------------|------|-------|
| 1 | 4211MB | 12.8GB | 8595MB | primary | | |
| 2 | 12.8GB | 21.4GB | 8595MB | primary | | |
| 3 | 21.4GB | 30.0GB | 8595MB | primary | | |
| 4 | 30.0GB | 38.6GB | 8595MB | primary | | |

15.4. Deleting and Removing Volumes

For the virsh commands you need to delete and remove a volume, refer to [Section 23.35, “Deleting Storage Volumes”](#).

15.5. Adding Storage Devices to Guests

This section covers adding storage devices to a guest. Additional storage can only be added as needed. The following types of storage is discussed in this section:

- » File based storage. Refer to [Section 15.5.1, “Adding File-based Storage to a Guest”](#).
- » Block devices - including CD-ROM, DVD and floppy devices. Refer to [Section 15.5.2, “Adding Hard Drives and Other Block Devices to a Guest”](#).
- » SCSI controllers and devices. If your host physical machine can accommodate it, up to 100 SCSI controllers can be added to any guest virtual machine. Refer to [Section 15.5.4, “Managing Storage Controllers in a Guest Virtual Machine”](#).

15.5.1. Adding File-based Storage to a Guest

File-based storage is a collection of files that are stored on the host physical machines file system that act as virtualized hard drives for guests. To add file-based storage, perform the following steps:

Procedure 15.1. Adding file-based storage

1. Create a storage file or use an existing file (such as an IMG file). Note that both of the following commands create a 4GB file which can be used as additional storage for a guest:
 - » Pre-allocated files are recommended for file-based storage images. Create a pre-allocated file using the following **dd** command as shown:


```
# dd if=/dev/zero of=/var/lib/libvirt/images/FileName.img bs=1G count=4
```
 - » Alternatively, create a sparse file instead of a pre-allocated file. Sparse files are created much faster and can be used for testing, but are not recommended for production environments due to data integrity and performance issues.


```
# dd if=/dev/zero of=/var/lib/libvirt/images/FileName.img bs=1G seek=4096 count=4
```

2. Create the additional storage by writing a **<disk>** element in a new file. In this example, this file will be known as **NewStorage.xml**.

A <**disk**> element describes the source of the disk, and a device name for the virtual block device. The device name should be unique across all devices in the guest, and identifies the bus on which the guest will find the virtual block device. The following example defines a virtio block device whose source is a file-based storage container named **FileName.img**:

```
<disk type='file' device='disk'>
    <driver name='qemu' type='raw' cache='none' />
    <source file='/var/lib/libvirt/images/FileName.img' />
    <target dev='vdb' />
</disk>
```

Device names can also start with "hd" or "sd", identifying respectively an IDE and a SCSI disk. The configuration file can also contain an <**address**> sub-element that specifies the position on the bus for the new device. In the case of virtio block devices, this should be a PCI address. Omitting the <**address**> sub-element lets libvirt locate and assign the next available PCI slot.

3. Attach the CD-ROM as follows:

```
<disk type='file' device='cdrom'>
    <driver name='qemu' type='raw' cache='none' />
    <source file='/var/lib/libvirt/images/FileName.img' />
    <readonly/>
    <target dev='hdc' />
</disk >
```

4. Add the device defined in **NewStorage.xml** with your guest (**Guest1**):

```
# virsh attach-device --config Guest1 ~/NewStorage.xml
```

Note

This change will only apply after the guest has been destroyed and restarted. In addition, persistent devices can only be added to a persistent domain, that is a domain whose configuration has been saved with **virsh define** command.

If the guest is running, and you want the new device to be added temporarily until the guest is destroyed, omit the **--config** option:

```
# virsh attach-device Guest1 ~/NewStorage.xml
```



Note

The **virsh** command allows for an **attach-disk** command that can set a limited number of parameters with a simpler syntax and without the need to create an XML file. The **attach-disk** command is used in a similar manner to the **attach-device** command mentioned previously, as shown:

```
# virsh attach-disk Guest1
/var/lib/libvirt/images/FileName.img vdb --cache none
```

Note that the **virsh attach-disk** command also accepts the **--config** option.

5. Start the guest machine (if it is currently not running):

```
# virsh start Guest1
```



Note

The following steps are Linux guest specific. Other operating systems handle new storage devices in different ways. For other systems, refer to that operating system's documentation.

6. Partitioning the disk drive

The guest now has a hard disk device called **/dev/vdb**. If required, partition this disk drive and format the partitions. If you do not see the device that you added, then it indicates that there is an issue with the disk hotplug in your guest's operating system.

- a. Start **fdisk** for the new device:

```
# fdisk /dev/vdb
Command (m for help):
```

- b. Type **n** for a new partition.

- c. The following appears:

| | |
|---------|-------------------------|
| Command | action |
| e | extended |
| p | primary partition (1-4) |

Type **p** for a primary partition.

- d. Choose an available partition number. In this example, the first partition is chosen by entering **1**.

```
Partition number (1-4): 1
```

- e. Enter the default first cylinder by pressing **Enter**.

First cylinder (1-400, default 1):

- f. Select the size of the partition. In this example the entire disk is allocated by pressing **Enter**.

Last cylinder or +size or +sizeM or +sizeK (2-400, default 400):

- g. Enter **t** to configure the partition type.

Command (m for help): t

- h. Select the partition you created in the previous steps. In this example, the partition number is **1** as there was only one partition created and fdisk automatically selected partition 1.

Partition number (1-4): 1

- i. Enter **83** for a Linux partition.

Hex code (type L to list codes): 83

- j. Enter **w** to write changes and quit.

Command (m for help): w

- k. Format the new partition with the **ext3** file system.

mke2fs -j /dev/vdb1

7. Create a mount directory, and mount the disk on the guest. In this example, the directory is located in *myfiles*.

```
# mkdir /myfiles
# mount /dev/vdb1 /myfiles
```

The guest now has an additional virtualized file-based storage device. Note however, that this storage will not mount persistently across reboot unless defined in the guest's **/etc/fstab** file:

| | | | | |
|-----------|----------|------|----------|-----|
| /dev/vdb1 | /myfiles | ext3 | defaults | 0 0 |
|-----------|----------|------|----------|-----|

15.5.2. Adding Hard Drives and Other Block Devices to a Guest

System administrators have the option to use additional hard drives to provide increased storage space for a guest, or to separate system data from user data.

Procedure 15.2. Adding physical block devices to guests

1. This procedure describes how to add a hard drive on the host physical machine to a guest. It applies to all physical block devices, including CD-ROM, DVD and floppy devices.

Physically attach the hard disk device to the host physical machine. Configure the host physical machine if the drive is not accessible by default.

2. Do one of the following:

- Create the additional storage by writing a **disk** element in a new file. In this example, this file will be known as **NewStorage.xml**. The following example is a configuration file section which contains an additional device-based storage container for the host physical machine partition **/dev/sr0**:

```
<disk type='block' device='disk'>
    <driver name='qemu' type='raw' cache='none' />
    <source dev='/dev/sr0' />
    <target dev='vdc' bus='virtio' />
</disk>
```

- Follow the instruction in the previous section to attach the device to the guest virtual machine. Alternatively, you can use the **virsh attach-disk** command, as shown:

```
# virsh attach-disk Guest1 /dev/sr0 vdc
```

Note that the following options are available:

- ✿ The **virsh attach-disk** command also accepts the **--config**, **--type**, and **--mode** options, as shown:

```
# virsh attach-disk Guest1 /dev/sr0 vdc --config --type
cdrom --mode readonly
```

- ✿ Additionally, **--type** also accepts **--type disk** in cases where the device is a hard drive.

- The guest virtual machine now has a new hard disk device called **/dev/vdc** on Linux (or something similar, depending on what the guest virtual machine OS chooses). You can now initialize the disk from the guest virtual machine, following the standard procedures for the guest virtual machine's operating system. Refer to [Procedure 15.1, “Adding file-based storage”](#) for an example.



Warning

When adding block devices to a guest, make sure to follow the [related security considerations](#).

15.5.3. Adding SCSI LUN-based Storage to a Guest

A host SCSI LUN device can be exposed entirely to the guest using three mechanisms, depending on your host configuration. Exposing the SCSI LUN device in this way allows for SCSI commands to be executed directly to the LUN on the guest. This is useful as a means to share a LUN between guests, as well as to share Fibre Channel storage between hosts.



Important

The optional **sgio** attribute controls whether unprivileged SCSI Generical I/O (SG_IO) commands are filtered for a **device='lun'** disk. The **sgio** attribute can be specified as '**filtered**' or '**unfiltered**', but must be set to '**unfiltered**' to allow SG_IO **ioctl** commands to be passed through on the guest in a persistent reservation.

In addition to setting **sgio='unfiltered'**, the **<shareable>** element must be set to share a LUN between guests. The **sgio** attribute defaults to '**filtered**' if not specified.

The **<disk>** XML attribute **device='lun'** is valid for the following guest disk configurations:

- » **type='block'** for **<source dev='/dev/disk/by-{path|id|uuid|label}' />**

```
<disk type='block' device='lun' sgio='unfiltered'>
    <driver name='qemu' type='raw' />
    <source dev='/dev/disk/by-path/pci-0000\::04\::00.1-fc-
0x203400a0b85ad1d7-lun-0' />
    <target dev='sda' bus='scsi' />
    <shareable />
</disk>
```



Note

The backslashes prior to the colons in the **<source>** device name are required.

- » **type='network'** for **<source protocol='iscsi'... />**

```
<disk type='network' device='disk' sgio='unfiltered'>
    <driver name='qemu' type='raw' />
    <source protocol='iscsi' name='iqn.2013-07.com.example:iscsi-net-
pool/1'>
        <host name='example.com' port='3260' />
    </source>
    <auth username='myuser'>
        <secret type='iscsi' usage='libvirtiscsi' />
    </auth>
    <target dev='sda' bus='scsi' />
    <shareable />
</disk>
```

- » **type='volume'** when using an iSCSI or a NPIV/vHBA source pool as the SCSI source pool.

The following example XML shows a guest using an iSCSI source pool (named *iscsi-net-pool*) as the SCSI source pool:

```
<disk type='volume' device='lun' sgio='unfiltered'>
    <driver name='qemu' type='raw' />
    <source pool='iscsi-net-pool' volume='unit:0:0:1' mode='host' />
    <target dev='sda' bus='scsi' />
```

```
<shareable />
</disk>
```

Note

The `mode=` option within the `<source>` tag is optional, but if used, it must be set to '`host`' and not '`direct`'. When set to '`host`', libvirt will find the path to the device on the local host. When set to '`direct`', libvirt will generate the path to the device using the source pool's source host data.

The iSCSI pool (`iscsi-net-pool`) in the example above will have a similar configuration to the following:

```
# virsh pool-dumpxml iscsi-net-pool
<pool type='iscsi'>
  <name>iscsi-net-pool</name>
  <capacity unit='bytes'>11274289152</capacity>
  <allocation unit='bytes'>11274289152</allocation>
  <available unit='bytes'>0</available>
  <source>
    <host name='192.168.122.1' port='3260' />
    <device path='iqn.2013-12.com.example:iscsi-chap-netpool' />
    <auth type='chap' username='redhat' />
      <secret usage='libvirtiscsi' />
    </auth>
  </source>
  <target>
    <path>/dev/disk/by-path</path>
    <permissions>
      <mode>0755</mode>
    </permissions>
  </target>
</pool>
```

To verify the details of the available LUNs in the iSCSI source pool, enter the following command:

```
# virsh vol-list iscsi-net-pool
  Name          Path
  -----
  -----
  unit:0:0:1      /dev/disk/by-path/ip-192.168.122.1:3260-iscsi-
  iqn.2013-12.com.example:iscsi-chap-netpool-lun-1
  unit:0:0:2      /dev/disk/by-path/ip-192.168.122.1:3260-iscsi-
  iqn.2013-12.com.example:iscsi-chap-netpool-lun-2
```

- » `type='volume'` when using a NPIV/vHBA source pool as the SCSI source pool.

The following example XML shows a guest using a NPIV/vHBA source pool (named `vhbapool_host3`) as the SCSI source pool:

```
<disk type='volume' device='lun' sgio='unfiltered'>
  <driver name='qemu' type='raw' />
  <source pool='vhbapool_host3' volume='unit:0:1:0' />
```

```
<target dev='sda' bus='scsi' />
<shareable />
</disk>
```

The NPIV/vHBA pool (*vhbapool_host3*) in the example above will have a similar configuration to:

```
# virsh pool-dumpxml vhbapool_host3
<pool type='scsi'>
  <name>vhbapool_host3</name>
  <capacity unit='bytes'>0</capacity>
  <allocation unit='bytes'>0</allocation>
  <available unit='bytes'>0</available>
  <source>
    <adapter type='fc_host' parent='scsi_host3' managed='yes'
    wwnn='5001a4a93526d0a1' wwpn='5001a4ace3ee045d' />
  </source>
  <target>
    <path>/dev/disk/by-path</path>
    <permissions>
      <mode>0700</mode>
      <owner>0</owner>
      <group>0</group>
    </permissions>
  </target>
</pool>
```

To verify the details of the available LUNs on the vHBA, enter the following command:

```
# virsh vol-list vhbapool_host3
Name          Path
-----
-----
unit:0:0:0      /dev/disk/by-path/pci-0000:10:00.0-fc-
0x5006016044602198-lun-0
unit:0:1:0      /dev/disk/by-path/pci-0000:10:00.0-fc-
0x5006016844602198-lun-0
```

For more information on using a NPIV vHBA with SCSI devices, see [Section 14.7.3, “Configuring the Virtual Machine to Use a vHBA LUN”](#).

The following procedure shows an example of adding a SCSI LUN-based storage device to a guest. Any of the above `<disk device='lun'>` guest disk configurations can be attached with this method. Substitute configurations according to your environment.

Procedure 15.3. Attaching SCSI LUN-based storage to a guest

1. Create the device file by writing a `<disk>` element in a new file, and save this file with an XML extension (in this example, *sda.xml*):

```
# cat sda.xml
<disk type='volume' device='lun' sgio='unfiltered'>
  <driver name='qemu' type='raw' />
  <source pool='vhbapool_host3' volume='unit:0:1:0' />
```

```
<target dev='sda' bus='scsi' />
<shareable />
</disk>
```

2. Associate the device created in *sda.xml* with your guest virtual machine (*Guest1*, for example):

```
# virsh attach-device --config Guest1 ~/sda.xml
```

Note

Running the **virsh attach-device** command with the **--config** option requires a guest reboot to add the device permanently to the guest. Alternatively, the **--persistent** option can be used instead of **--config**, which can also be used to hotplug the device to a guest.

Alternatively, the SCSI LUN-based storage can be attached or configured on the guest using **virt-manager**. To configure this using **virt-manager**, click the **Add Hardware** button and add a virtual disk with the desired parameters, or change the settings of an existing SCSI LUN device from this window. In Red Hat Enterprise Linux 7.2 and above, the SGIO value can also be configured in **virt-manager**:

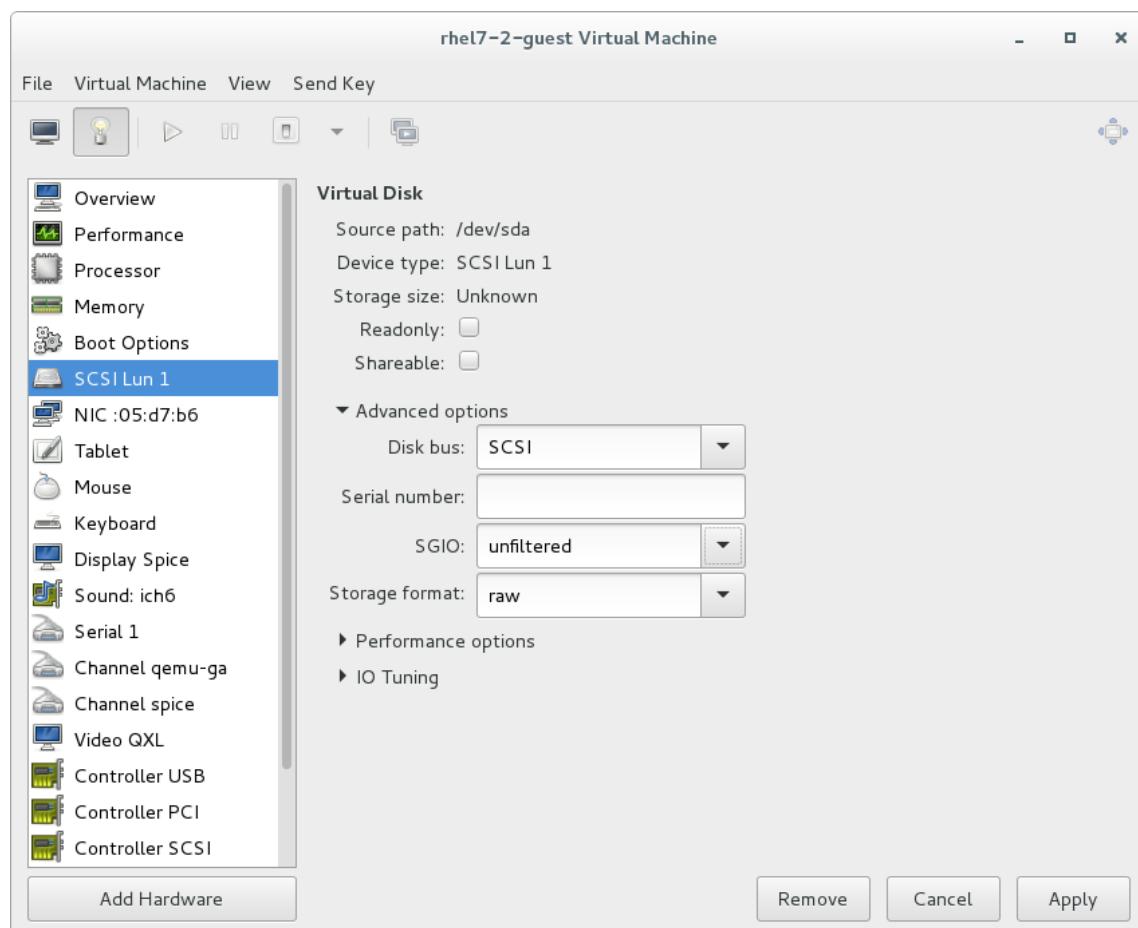


Figure 15.1. Configuring SCSI LUN storage with virt-manager

Reconnecting to an exposed LUN after a hardware failure

If the connection to an exposed Fiber Channel (FC) LUN is lost due to a failure of hardware (such as the host bus adapter), the exposed LUNs on the guest may continue to appear as failed even after the hardware failure is fixed. To prevent this, edit the **dev_loss_tmo** and **fast_io_fail_tmo** kernel options:

- » **dev_loss_tmo** controls how long the SCSI layer waits after a SCSI device fails before marking it as failed. To prevent a timeout, it is recommended to set the option to the maximum value, which is **2147483647**.
- » **fast_io_fail_tmo** controls how long the SCSI layer waits after a SCSI device fails before failing back to the I/O. To ensure that **dev_loss_tmo** is not ignored by the kernel, set this option's value to any number lower than the value of **dev_loss_tmo**.

To modify the value of **dev_loss_tmo** and **fast_io_fail**, do one of the following:

- » Edit the the **/etc/multipath.conf** file, and set the values in the **defaults** section:

```
defaults {
...
fast_io_fail_tmo      20
dev_loss_tmo          infinity
}
```

- » Set **dev_loss_tmo** and **fast_io_fail** on the level of the FC host or remote port, for example as follows:

```
# echo 20 >
/sys/devices/pci0000:00/0000:00:06.0/0000:13:00.0/host1/rport-1:0-
0/fc_remote_ports/rport-1:0-0/fast_io_fail_tmo
```

```
# echo 2147483647 >
/sys/devices/pci0000:00/0000:00:06.0/0000:13:00.0/host1/rport-1:0-
0/fc_remote_ports/rport-1:0-0/dev_loss_tmo
```

To verify that the new values of **dev_loss_tmo** and **fast_io_fail** are active, use the following command:

```
# find /sys -name dev_loss_tmo -print -exec cat {} \;
```

If the parameters have been set correctly, the output will look similar to this, with the appropriate device or devices instead of **pci0000:00/0000:00:06.0/0000:13:00.0/host1/rport-1:0-0/fc_remote_ports/rport-1:0-0**:

```
# find /sys -name dev_loss_tmo -print -exec cat {} \;
/sys/devices/pci0000:00/0000:00:06.0/0000:13:00.0/host1/rport-1:0-
0/fc_remote_ports/rport-1:0-0/dev_loss_tmo
2147483647
...
```

15.5.4. Managing Storage Controllers in a Guest Virtual Machine

Unlike virtio disks, SCSI devices require the presence of a controller in the guest virtual machine. This section details the necessary steps to create a virtual SCSI controller (also known as "Host Bus Adapter", or HBA), and to add SCSI storage to the guest virtual machine.

Procedure 15.4. Creating a virtual SCSI controller

1. Display the configuration of the guest virtual machine (**Guest1**) and look for a pre-existing SCSI controller:

```
# virsh dumpxml Guest1 | grep controller.*scsi
```

If a device controller is present, the command will output one or more lines similar to the following:

```
<controller type='scsi' model='virtio-scsi' index='0' />
```

2. If the previous step did not show a device controller, create the description for one in a new file and add it to the virtual machine, using the following steps:

- a. Create the device controller by writing a **<controller>** element in a new file and save this file with an XML extension. **virtio-scsi-controller.xml**, for example.

```
<controller type='scsi' model='virtio-scsi' />
```

- b. Associate the device controller you just created in **virtio-scsi-controller.xml** with your guest virtual machine (Guest1, for example):

```
# virsh attach-device --config Guest1 ~/virtio-scsi-
controller.xml
```

In this example the **--config** option behaves the same as it does for disks. Refer to [Procedure 15.2, “Adding physical block devices to guests”](#) for more information.

3. Add a new SCSI disk or CD-ROM. The new disk can be added using the methods in sections [Section 15.5.1, “Adding File-based Storage to a Guest”](#) and [Section 15.5.2, “Adding Hard Drives and Other Block Devices to a Guest”](#). In order to create a SCSI disk, specify a target device name that starts with *sd*. The supported limit for each controller is 1024 virtio-scsi disks, but it is possible that other available resources in the host (such as file descriptors) are exhausted with fewer disks.

For more information, refer to the following Red Hat Enterprise Linux 6 whitepaper: [The next-generation storage interface for the Red Hat Enterprise Linux Kernel Virtual Machine: virtio-scsi](#).

```
# virsh attach-disk Guest1 /var/lib/libvirt/images/FileName.img sdb
--cache none
```

Depending on the version of the driver in the guest virtual machine, the new disk may not be detected immediately by a running guest virtual machine. Follow the steps in the [Red Hat Enterprise Linux Storage Administration Guide](#).

Chapter 16. Using qemu-img

The *qemu-img* command-line tool is used for formatting, modifying, and verifying various file systems used by KVM. *qemu-img* options and usages are highlighted in the sections that follow.



Warning

Never use *qemu-img* to modify images in use by a running virtual machine or any other process. This may destroy the image. Also, be aware that querying an image that is being modified by another process may encounter inconsistent state.

16.1. Checking the Disk Image

To perform a consistency check on a disk image with the file name *imgname*.

```
# qemu-img check [-f format] imgname
```



Note

Only a selected group of formats support consistency checks. These include *qcow2*, *vdi*, *vhdx*, *vmdk*, and *qed*.

16.2. Committing Changes to an Image

Commit any changes recorded in the specified image file (*imgname*) to the file's base image with the ***qemu-img commit*** command. Optionally, specify the file's format type (*fmt*).

```
# qemu-img commit [-f fmt] [-t cache] imgname
```

16.3. Comparing Images

Compare the contents of two specified image files (*imgname1* and *imgname2*) with the ***qemu-img compare*** command. Optionally, specify the files' format types (*fmt*). The images can have different formats and settings.

By default, images with different sizes are considered identical if the larger image contains only unallocated or zeroed sectors in the area after the end of the other image. In addition, if any sector is not allocated in one image and contains only zero bytes in the other one, it is evaluated as equal. If you specify the **-s** option, the images are not considered identical if the image sizes differ or a sector is allocated in one image and is not allocated in the second one.

```
# qemu-img compare [-f fmt] [-F fmt] [-p] [-s] [-q] imgname1 imgname2
```

The ***qemu-img compare*** command exits with one of the following exit codes:

- » **0** - The images are identical

- » **1** - The images are different
- » **2** - There was an error opening one of the images
- » **3** - There was an error checking a sector allocation
- » **4** - There was an error reading the data

16.4. Mapping an Image

Using the `qemu-img map` command, you can dump the metadata of the specified image file (`imgname`) and its backing file chain. The dump shows the allocation state of every sector in the (`imgname`) with the topmost file that allocates it in the backing file chain. Optionally, specify the file's format type (`fmt`).

```
# qemu-img map [-f fmt] [--output=fmt] imgname
```

There are two output formats, the **human** format and the **json** format:

16.4.1. The human Format

The default format (**human**) only dumps non-zero, allocated parts of the file. The output identifies a file from where data can be read and the offset in the file. Each line includes four fields. The following shows an example of an output:

| Offset | Length | Mapped to | File |
|----------|---------|------------|--------------------|
| 0 | 0x20000 | 0x50000 | /tmp/overlay.qcow2 |
| 0x100000 | 0x10000 | 0x95380000 | /tmp/backing.qcow2 |

The first line means that **0x20000** (131072) bytes starting at offset 0 in the image are available in **tmp/overlay.qcow2** (opened in raw format) starting at offset **0x50000** (327680). Data that is compressed, encrypted, or otherwise not available in raw format causes an error if **human** format is specified.

Note

File names can include newline characters. Therefore, it is not safe to parse output in **human** format in scripts.

16.4.2. The json Format

If the **json** option is specified, the output returns an array of dictionaries in JSON format. In addition to the information provided in the **human** option, the output includes the following information:

- » **data** - A Boolean field that shows whether or not the sectors contain data
- » **zero** - A Boolean field that shows whether or not the data is known to read as zero
- » **depth** - The depth of the backing file of **filename**



Note

When the **json** option is specified, the **offset** field is optional.

For more information about the **qemu-img map** command and additional options, see the relevant man page.

16.5. Amending an Image

Amend the image format-specific options for the image file. Optionally, specify the file's format type (*fmt*).

```
# qemu-img amend [-p] [-f fmt] [-t cache] -o options filename
```



Note

This operation is only supported for the qcow2 file format.

16.6. Converting an Existing Image to Another Format

The **convert** option is used to convert one recognized image format to another image format. For a list of accepted formats, refer to [Section 16.12, “Supported qemu-img Formats”](#).

```
# qemu-img convert [-c] [-p] [-f fmt] [-t cache] [-O output_fmt] [-o options] [-S sparse_size] filename output_filename
```

The **-p** parameter shows the progress of the command (optional and not for every command) and **-S** flag allows for the creation of a *sparse file*, which is included within the disk image. Sparse files in all purposes function like a standard file, except that the physical blocks that only contain zeros (that is, nothing). When the Operating System sees this file, it treats it as it exists and takes up actual disk space, even though in reality it does not take any. This is particularly helpful when creating a disk for a guest virtual machine as this gives the appearance that the disk has taken much more disk space than it has. For example, if you set **-S** to 50Gb on a disk image that is 10Gb, then your 10Gb of disk space will appear to be 60Gb in size even though only 10Gb is actually being used.

Convert the disk image **filename** to disk image **output_filename** using format **output_format**. The disk image can be optionally compressed with the **-c** option, or encrypted with the **-o** option by setting **-o encryption**. Note that the options available with the **-o** parameter differ with the selected format.

Only the **qcow2** and *qcow2* format supports encryption or compression. **qcow2** encryption uses the AES format with secure 128-bit keys. **qcow2** compression is read-only, so if a compressed sector is converted from **qcow2** format, it is written to the new format as uncompressed data.

Image conversion is also useful to get a smaller image when using a format which can grow, such as **qcow** or **cow**. The empty sectors are detected and suppressed from the destination image.

16.7. Creating and Formatting New Images or Devices

Create the new disk image *filename* of size ***size*** and format ***format***.

```
# qemu-img create [-f format] [-o options] filename [size]
```

If a base image is specified with **-o backing_file=*filename***, the image will only record differences between itself and the base image. The backing file will not be modified unless you use the **commit** command. No size needs to be specified in this case.

16.8. Displaying Image Information

The **info** parameter displays information about a disk image *filename*. The format for the **info** option is as follows:

```
# qemu-img info [-f format] filename
```

This command is often used to discover the size reserved on disk which can be different from the displayed size. If snapshots are stored in the disk image, they are displayed also. This command will show for example, how much space is being taken by a qcow2 image on a block device. This is done by running the **qemu-img**. You can check that the image in use is the one that matches the output of the **qemu-img info** command with the **qemu-img check** command.

```
# qemu-img info /dev/vg-90.100-sluo/lv-90-100-sluo
image: /dev/vg-90.100-sluo/lv-90-100-sluo
file format: qcow2
virtual size: 20G (21474836480 bytes)
disk size: 0
cluster_size: 65536
```

16.9. Rebasing a Backing File of an Image

The **qemu-img rebase** changes the backing file of an image.

```
# qemu-img rebase [-f fmt] [-t cache] [-p] [-u] -b backing_file [-F backing_fmt] filename
```

The backing file is changed to *backing_file* and (if the format of *filename* supports the feature), the backing file format is changed to *backing_format*.

Note

Only the qcow2 format supports changing the backing file (rebase).

There are two different modes in which *rebase* can operate: **safe** and **unsafe**.

safe mode is used by default and performs a real rebase operation. The new backing file may differ from the old one and the **qemu-img rebase** command will take care of keeping the guest virtual machine-visible content of *filename* unchanged. In order to achieve this, any clusters that differ between *backing_file* and old backing file of *filename* are merged into *filename* before making any changes to the backing file.

Note that **safe** mode is an expensive operation, comparable to converting an image. The old backing file is required for it to complete successfully.

unsafe mode is used if the **-u** option is passed to **qemu-img rebase**. In this mode, only the backing file name and format of *filename* is changed, without any checks taking place on the file contents. Make sure the new backing file is specified correctly or the guest-visible content of the image will be corrupted.

This mode is useful for renaming or moving the backing file. It can be used without an accessible old backing file. For instance, it can be used to fix an image whose backing file has already been moved or renamed.

16.10. Re-sizing the Disk Image

Change the disk image *filename* as if it had been created with size *size*. Only images in raw format can be resized in both directions, whereas qcow2 version 2 or qcow2 version 3 images can be grown but cannot be shrunk.

Use the following to set the size of the disk image *filename* to *size* bytes:

```
# qemu-img resize filename size
```

You can also resize relative to the current size of the disk image. To give a size relative to the current size, prefix the number of bytes with **+** to grow, or **-** to reduce the size of the disk image by that number of bytes. Adding a unit suffix allows you to set the image size in kilobytes (K), megabytes (M), gigabytes (G) or terabytes (T).

```
# qemu-img resize filename [+|-]size[K|M|G|T]
```



Warning

Before using this command to shrink a disk image, you *must* use file system and partitioning tools inside the VM itself to reduce allocated file systems and partition sizes accordingly. Failure to do so will result in data loss.

After using this command to grow a disk image, you must use file system and partitioning tools inside the VM to actually begin using the new space on the device.

16.11. Listing, Creating, Applying, and Deleting a Snapshot

Using different parameters from the **qemu-img snapshot** command you can list, apply, create, or delete an existing snapshot (*snapshot*) of specified image (*filename*).

```
# qemu-img snapshot [ -l | -a snapshot | -c snapshot | -d snapshot ]  
filename
```

The accepted arguments are as follows:

- » **-l** lists all snapshots associated with the specified disk image.
- » The apply option, **-a**, reverts the disk image (*filename*) to the state of a previously saved *snapshot*.

- » **-c** creates a snapshot (*snapshot*) of an image (*filename*).
- » **-d** deletes the specified snapshot.

16.12. Supported qemu-img Formats

When a format is specified in any of the **qemu-img** commands, the following format types may be used:

- » **raw** - Raw disk image format (default). This can be the fastest file-based format. If your file system supports holes (for example in ext2 or ext3), then only the written sectors will reserve space. Use **qemu-img info** to obtain the real size used by the image or **ls -ls** on Unix/Linux. Although Raw images give optimal performance, only very basic features are available with a Raw image. For example, no snapshots are available.
- » **qcow2** - QEMU image format, the most versatile format with the best feature set. Use it to have optional AES encryption, zlib-based compression, support of multiple VM snapshots, and smaller images, which are useful on file systems that do not support holes. Note that this expansive feature set comes at the cost of performance.

Although only the formats above can be used to run on a guest virtual machine or host physical machine, **qemu-img** also recognizes and supports the following formats in order to convert from them into either **raw**, or **qcow2** format. The format of an image is usually detected automatically. In addition to converting these formats into **raw** or **qcow2**, they can be converted back from **raw** or **qcow2** to the original format. Note that the qcow2 version supplied with Red Hat Enterprise Linux 7 is 1.1. The format that is supplied with previous versions of Red Hat Enterprise Linux will be 0.10. You can revert image files to previous versions of qcow2. To know which version you are using, run **qemu-img info qcow2 [imagefilename.img]** command. To change the qcow version refer to [Section 26.20.2, “Setting Target Elements”](#).

- » **bochs** - Bochs disk image format.
- » **cloop** - Linux Compressed Loop image, useful only to reuse directly compressed CD-ROM images present for example in the Knoppix CD-ROMs.
- » **cow** - User Mode Linux Copy On Write image format. The **cow** format is included only for compatibility with previous versions.
- » **dmg** - Mac disk image format.
- » **nbd** - Network block device.
- » **parallels** - Parallels virtualization disk image format.
- » **qcow** - Old QEMU image format. Only included for compatibility with older versions.
- » **qed** - Old QEMU image format. Only included for compatibility with older versions.
- » **vdi** - Oracle VM VirtualBox hard disk image format.
- » **vhdx** - Microsoft Hyper-V virtual hard disk-X disk image format.
- » **vmdk** - VMware 3 and 4 compatible image format.
- » **vvfat** - Virtual VFAT disk image format.

Chapter 17. KVM Migration

This chapter covers the migration guest virtual machines from one host physical machine that runs the KVM hypervisor to another. Migrating guests is possible because virtual machines run in a virtualized environment instead of directly on the hardware.

17.1. Migration Definition and Benefits

Migration works by sending the state of the guest virtual machine's memory and any virtualized devices to a destination host physical machine. It is recommended to use shared, networked storage to store the guest's images to be migrated. It is also recommended to use libvirt-managed [storage pools](#) for shared storage when migrating virtual machines.

Migrations can be performed both with *live* (running) and *non-live* (shut-down) guests.

In a *live migration*, the guest virtual machine continues to run on the source host machine, while the guest's memory pages are transferred to the destination host machine. During migration, KVM monitors the source for any changes in pages it has already transferred, and begins to transfer these changes when all of the initial pages have been transferred. KVM also estimates transfer speed during migration, so when the remaining amount of data to transfer reaches a certain configurable period of time (10ms by default), KVM suspends the original guest virtual machine, transfers the remaining data, and resumes the same guest virtual machine on the destination host physical machine.

In contrast, a *non-live migration* (offline migration) suspends the guest virtual machine and then copies the guest's memory to the destination host machine. The guest is then resumed on the destination host machine and the memory used on the source host machine is freed. The time it takes to complete such a migration only depends on network bandwidth and latency. If the network is experiencing heavy use or low bandwidth, the migration will take much longer. It should be noted that if the original guest virtual machine modifies pages faster than KVM can transfer them to the destination host physical machine, offline migration must be used, as live migration would never complete.

Migration is useful for:

Load balancing

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

Hardware independence

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

Energy saving

Virtual machines can be redistributed to other host physical machines, and the unloaded host systems can thus be powered off to save energy and cut costs in low usage periods.

Geographic migration

Virtual machines can be moved to another location for lower latency or when required by other reasons.

17.2. Migration Requirements and Limitations

Before using KVM migration, make sure that your system fulfills the migration's requirements, and that you are aware of its limitations.

Migration requirements

- » A guest virtual machine installed on shared storage using one of the following protocols:
 - Fibre Channel-based LUNs
 - iSCSI
 - NFS
 - GFS2
 - SCSI RDMA protocols (SCSI RCP): the block export protocol used in Infiniband and 10GbE iWARP adapters
- » Make sure that the **libvirtd** service is enabled and running.

```
# systemctl enable libvirtd.service
# systemctl restart libvirtd.service
```

- » The ability to migrate effectively is dependant on the parameter setting in the **/etc/libvirt/libvirtd.conf** file. To edit this file, use the following procedure:

Procedure 17.1. Configuring libvirtd.conf

- » Opening the **libvirtd.conf** requires running the command as root:

```
# vim /etc/libvirt/libvirtd.conf
```

- » Change the parameters as needed and save the file.

- » Restart the **libvirtd** service:

```
# systemctl restart libvirtd
```

- » The migration platforms and versions should be checked against [Table 17.1, “Live Migration Compatibility”](#).
- » Both host systems must have the appropriate TCP/IP ports open. In cases where a firewall is used, refer to the [Red Hat Enterprise Linux Virtualization Security Guide](#) for detailed port information.
- » Use a separate system exporting the shared storage medium. Storage should not reside on either of the two host physical machines used for the migration.
- » Shared storage must mount at the same location on source and destination systems. The mounted directory names must be identical. Although it is possible to keep the images using different paths, it is not recommended. Note that, if you intend to use [virt-manager](#) to perform the migration, the path names must be identical. If you intend to use [virsh](#) to perform the migration,

different network configurations and mount directories can be used with the help of `--xml` option or pre-hooks . For more information on pre-hooks, refer to [libvirt.org](#), and for more information on the XML option, refer to [Chapter 26, Manipulating the Domain XML](#).

- When migration is attempted on an existing guest virtual machine in a public bridge+tap network, the source and destination host machines must be located on the same network. Otherwise, the guest virtual machine network will not operate after migration.

Migration Limitations

- Guest virtual machine migration has the following limitations when used on Red Hat Enterprise Linux with virtualization technology based on KVM:
 - Point to point migration – must be done manually to designate destination hypervisor from originating hypervisor
 - No validation or roll-back is available
 - Determination of target may only be done manually
 - Storage migration cannot be performed live on Red Hat Enterprise Linux 7, but you can migrate storage while the guest virtual machine is powered down. Live storage migration is available on Red Hat Enterprise Virtualization. Call your service representative for details.



Note

If you are migrating a guest machine that has virtio devices on it, make sure to set the number of vectors on any virtio device on either platform to 32 or fewer. For detailed information, see [Section 26.18, “Devices”](#).

17.3. Live Migration and Red Hat Enterprise Linux Version Compatibility

Live Migration is supported as shown in [Table 17.1, “Live Migration Compatibility”](#):

Table 17.1. Live Migration Compatibility

| Migration Method | Release Type | Example | Live Migration Support | Notes |
|------------------|---------------|-----------------------|------------------------|-------------------------------|
| Forward | Major release | 6.5+ → 7.x | Fully supported | Any issues should be reported |
| Backward | Major release | 7.x → 6.y | Not supported | |
| Forward | Minor release | 7.x → 7.y (7.0 → 7.1) | Fully supported | Any issues should be reported |
| Backward | Minor release | 7.y → 7.x (7.1 → 7.0) | Fully supported | Any issues should be reported |

Troubleshooting problems with migration

- ▶ **Issues with the migration protocol** — If backward migration ends with "unknown section error", repeating the migration process can repair the issue as it may be a transient error. If not, report the problem.
- ▶ **Issues with audio devices** — When migrating from Red Hat Enterprise Linux 6.x to Red Hat Enterprise Linux 7.y, note that the es1370 audio card is no longer supported. Use the ac97 audio card instead.
- ▶ **Issues with network cards** — When migrating from Red Hat Enterprise Linux 6.x to Red Hat Enterprise Linux 7.y, note that the pcnet and ne2k_pci network cards are no longer supported. Use the virtio-net network device instead.

Configuring Network Storage

Configure shared storage and install a guest virtual machine on the shared storage.

Alternatively, use the NFS example in [Section 17.4, “Shared Storage Example: NFS for a Simple Migration”](#)

17.4. Shared Storage Example: NFS for a Simple Migration



Important

This example uses NFS to share guest virtual machine images with other KVM host physical machines. Although not practical for large installations, it is presented to demonstrate migration techniques only. Do not use this example for migrating or running more than a few guest virtual machines. In addition, it is required that the ***sync*** parameter is enabled. This is required for proper export of the NFS storage.

iSCSI storage is a better choice for large deployments. For configuration details, refer to [Section 14.5, “iSCSI-based Storage Pools”](#).

For detailed information on configuring NFS, opening IP tables, and configuring the firewall, refer to [Red Hat Linux Storage Administration Guide](#).

Make sure that NFS file locking is not used as it is not supported in KVM.

1. Export your libvirt image directory

Migration requires storage to reside on a system that is separate to the migration target systems. On this separate system, export the storage by adding the default image directory to the **/etc(exports** file:

```
/var/lib/libvirt/images *.example.com(rw,no_root_squash, sync)
```

Change the **hostname** parameter as required for your environment.

2. Start NFS

- a. Install the NFS packages if they are not yet installed:

```
# yum install nfs-utils
```

- b. Make sure that the ports for NFS in **iptables** (2049, for example) are opened and add NFS to the **/etc/hosts.allow** file.
- c. Start the NFS service:

```
# systemctl start nfs-server
```

3. Mount the shared storage on the source and the destination

On the migration source and the destination systems, mount the **/var/lib/libvirt/images** directory:

```
# mount storage_host:/var/lib/libvirt/images  
/var/lib/libvirt/images
```



Warning

Whichever directory is chosen for the source host physical machine must be exactly the same as that on the destination host physical machine. This applies to all types of shared storage. The directory must be the same or the migration with **virt-manager** will fail.

17.5. Live KVM Migration with virsh

A guest virtual machine can be migrated to another host physical machine with the **virsh** command. The **migrate** command accepts parameters in the following format:

```
# virsh migrate --live GuestName DestinationURL
```

Note that the **--live** option may be eliminated when live migration is not desired. Additional options are listed in [Section 17.5.2, “Additional Options for the virsh migrate Command”](#).

The **GuestName** parameter represents the name of the guest virtual machine which you want to migrate.

The **DestinationURL** parameter is the connection URL of the destination host physical machine. The destination system must run the same version of Red Hat Enterprise Linux, be using the same hypervisor and have **libvirt** running.



Note

The ***DestinationURL*** parameter for normal migration and peer2peer migration has different semantics:

- ▶ normal migration: the ***DestinationURL*** is the URL of the target host physical machine as seen from the source guest virtual machine.
- ▶ peer2peer migration: ***DestinationURL*** is the URL of the target host physical machine as seen from the source host physical machine.

Once the command is entered, you will be prompted for the root password of the destination system.



Important

Name resolution must be working on both sides (source and destination) in order for migration to succeed. Each side must be able to find the other. Make sure that you can ping one side to the other to check that the name resolution is working.

Example: live migration with virsh

This example migrates from **host1.example.com** to **host2.example.com**. Change the host physical machine names for your environment. This example migrates a virtual machine named **guest1-rhel6-64**.

This example assumes you have fully configured shared storage and meet all the prerequisites (listed here: [Migration requirements](#)).

1. Verify the guest virtual machine is running

From the source system, **host1.example.com**, verify **guest1-rhel6-64** is running:

```
[root@host1 ~]# virsh list
 Id  Name           State
 -----
 10  guest1-rhel6-64    running
```

2. Migrate the guest virtual machine

Execute the following command to live migrate the guest virtual machine to the destination, **host2.example.com**. Append **/system** to the end of the destination URL to tell libvirt that you need full access.

```
# virsh migrate --live guest1-rhel7-64
qemu+ssh://host2.example.com/system
```

Once the command is entered you will be prompted for the root password of the destination system.

3. Wait

The migration may take some time depending on load and the size of the guest virtual machine. **virsh** only reports errors. The guest virtual machine continues to run on the source host physical machine until fully migrated.

4. Verify the guest virtual machine has arrived at the destination host

From the destination system, **host2.example.com**, verify **guest1-rhel7-64** is running:

```
[root@host2 ~]# virsh list
Id  Name           State
-----
10  guest1-rhel7-64    running
```

The live migration is now complete.

Note

libvirt supports a variety of networking methods including TLS/SSL, UNIX sockets, SSH, and unencrypted TCP. For more information on using other methods, refer to [Chapter 21, Remote Management of Guests](#).

Note

Non-running guest virtual machines can be migrated using the following command:

```
# virsh migrate --offline --persistent
```

17.5.1. Additional Tips for Migration with virsh

It is possible to perform multiple, concurrent live migrations where each migration runs in a separate command shell. However, this should be done with caution and should involve careful calculations as each migration instance uses one MAX_CLIENT from each side (source and target). As the default setting is 20, there is enough to run 10 instances without changing the settings. Should you need to change the settings, refer to the procedure [Procedure 17.1, “Configuring libvirtd.conf”](#).

1. Open the libvirtd.conf file as described in [Procedure 17.1, “Configuring libvirtd.conf”](#).
2. Look for the Processing controls section.

```
#####
#
# Processing controls
#
#
# The maximum number of concurrent client connections to allow
# over all sockets combined.
#max_clients = 5000
#
# The maximum length of queue of connections waiting to be
# accepted by the daemon. Note, that some protocols supporting
```

```

# retransmission may obey this so that a later reattempt at
# connection succeeds.
#max_queued_clients = 1000

# The minimum limit sets the number of workers to start up
# initially. If the number of active clients exceeds this,
# then more threads are spawned, upto max_workers limit.
# Typically you'd want max_workers to equal maximum number
# of clients allowed
#min_workers = 5
#max_workers = 20

# The number of priority workers. If all workers from above
# pool will stuck, some calls marked as high priority
# (notably domainDestroy) can be executed in this pool.
#prio_workers = 5

# Total global limit on concurrent RPC calls. Should be
# at least as large as max_workers. Beyond this, RPC requests
# will be read into memory and queued. This directly impact
# memory usage, currently each request requires 256 KB of
# memory. So by default upto 5 MB of memory is used
#
# XXX this isn't actually enforced yet, only the per-client
# limit is used so far
#max_requests = 20

# Limit on concurrent requests from a single client
# connection. To avoid one client monopolizing the server
# this should be a small fraction of the global max_requests
# and max_workers parameter
#max_client_requests = 5

#####

```

3. Change the ***max_clients*** and ***max_workers*** parameters settings. It is recommended that the number be the same in both parameters. The ***max_clients*** will use 2 clients per migration (one per side) and ***max_workers*** will use 1 worker on the source and 0 workers on the destination during the perform phase and 1 worker on the destination during the finish phase.



Important

The ***max_clients*** and ***max_workers*** parameters settings are affected by all guest virtual machine connections to the libvirdt service. This means that any user that is using the same guest virtual machine and is performing a migration at the same time will also beholden to the limits set in the ***max_clients*** and ***max_workers*** parameters settings. This is why the maximum value needs to be considered carefully before performing a concurrent live migration.



Important

The ***max_clients*** parameter controls how many clients are allowed to connect to libvirt. When a large number of containers are started at once, this limit can be easily reached and exceeded. The value of the ***max_clients*** parameter could be increased to avoid this, but doing so can leave the system more vulnerable to denial of service (DoS) attacks against instances. To alleviate this problem, a new ***max_anonymous_clients*** setting has been introduced in Red Hat Enterprise Linux 7.0 that specifies a limit of connections which are accepted but not yet authenticated. You can implement a combination of ***max_clients*** and ***max_anonymous_clients*** to suit your workload.

4. Save the file and restart the service.



Note

There may be cases where a migration connection drops because there are too many ssh sessions that have been started, but not yet authenticated. By default, **sshd** allows only 10 sessions to be in a "pre-authenticated state" at any time. This setting is controlled by the **MaxStartups** parameter in the **sshd** configuration file (located here: **/etc/ssh/sshd_config**), which may require some adjustment. Adjusting this parameter should be done with caution as the limitation is put in place to prevent DoS attacks (and over-use of resources in general). Setting this value too high will negate its purpose. To change this parameter, edit the file **/etc/ssh/sshd_config**, remove the # from the beginning of the **MaxStartups** line, and change the **10** (default value) to a higher number. Remember to save the file and restart the **sshd** service. For more information, refer to the **sshd_config** man page.

17.5.2. Additional Options for the `virsh migrate` Command

In addition to **--live**, `virsh migrate` accepts the following options:

- » **--direct** - used for direct migration
- » **--p2p** - used for peer-2-peer migration
- » **--tunneled** - used for tunneled migration
- » **--offline** - migrates domain definition without starting the domain on destination and without stopping it on source host. Offline migration may be used with inactive domains and it must be used with the **--persistent** option.
- » **--persistent** - leaves the domain persistent on destination host physical machine
- » **--undefinesource** - undefines the domain on the source host physical machine
- » **--suspend** - leaves the domain paused on the destination host physical machine
- » **--change-protection** - enforces that no incompatible configuration changes will be made to the domain while the migration is underway; this flag is implicitly enabled when supported by the hypervisor, but can be explicitly used to reject the migration if the hypervisor lacks change protection support.

- » **--unsafe** - forces the migration to occur, ignoring all safety procedures.
- » **--verbose** - displays the progress of migration as it is occurring
- » **--compressed** - activates compression of memory pages that have to be transferred repeatedly during live migration.
- » **--abort-on-error** - cancels the migration if a soft error (for example I/O error) happens during the migration.
- » **--domain [name]** - sets the domain name, id or uuid.
- » **--desturi [URI]** - connection URI of the destination host as seen from the client (normal migration) or source (p2p migration).
- » **--migrateuri [URI]** - the migration URI, which can usually be omitted.
- » **--graphicsuri [URI]** - graphics URI to be used for seamless graphics migration.
- » **--listen-address [address]** - sets the listen address that the hypervisor on the destination side should bind to for incoming migration.
- » **--timeout [seconds]** - forces a guest virtual machine to suspend when the live migration counter exceeds N seconds. It can only be used with a live migration. Once the timeout is initiated, the migration continues on the suspended guest virtual machine.
- » **--dname [newname]** - is used for renaming the domain during migration, which also usually can be omitted
- » **--xml [filename]** - the filename indicated can be used to supply an alternative XML file for use on the destination to supply a larger set of changes to any host-specific portions of the domain XML, such as accounting for naming differences between source and destination in accessing underlying storage. This option is usually omitted.
- » **--migrate-disks [disk_identifiers]** - this option can be used to select which disks are copied during the migration. This allows for more efficient live migration when copying certain disks is undesirable, such as when they already exist on the destination, or when they are no longer useful. *[disk_identifiers]* should be replaced by a comma-separated list of disks to be migrated, identified by their arguments found in the `<target dev= />` line of the Domain XML file.

In addition the following commands may help as well:

- » **virsh migrate-setmaxdowntime [domain] [downtime]** - will set a maximum tolerable downtime for a domain which is being live-migrated to another host. The specified downtime is in milliseconds. The domain specified must be the same domain that is being migrated.
- » **virsh migrate-compcache [domain] --size** - will set and/or get the size of the cache in bytes which is used for compressing repeatedly transferred memory pages during a live migration. When the **--size** is not used the command displays the current size of the compression cache. When **--size** is used, and specified in bytes, the hypervisor is asked to change compression to match the indicated size, following which the current size is displayed. The **--size** argument is supposed to be used while the domain is being live migrated as a reaction to the migration progress and increasing number of compression cache misses obtained from the **domjobinfo**.
- » **virsh migrate-setspeed [domain] [bandwidth]** - sets the migration bandwidth in Mib/sec for the specified domain which is being migrated to another host.
- » **virsh migrate-getspeed [domain]** - gets the maximum migration bandwidth that is available in Mib/sec for the specified domain.

For more information, refer to [Migration Limitations](#) or the `virsh` man page.

17.6. Migrating with virt-manager

This section covers migrating a KVM guest virtual machine with `virt-manager` from one host physical machine to another.

1. Open virt-manager

Open `virt-manager`. Choose **Applications** → **System Tools** → **Virtual Machine Manager** from the main menu bar to launch `virt-manager`.

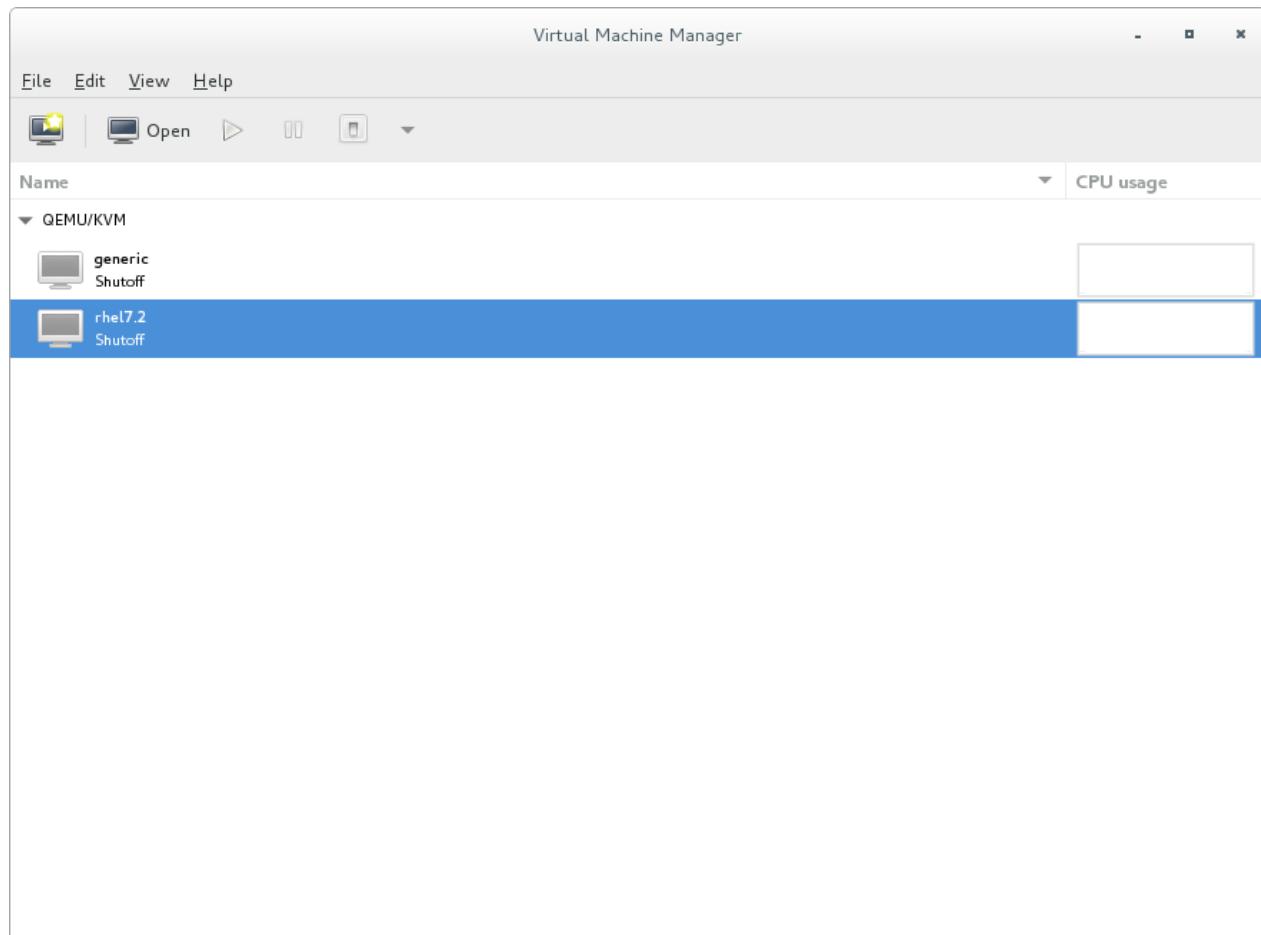


Figure 17.1. Virt-Manager main menu

2. Connect to the target host physical machine

Connect to the target host physical machine by clicking on the **File** menu, then click **Add Connection**.

3. Add connection

The **Add Connection** window appears.

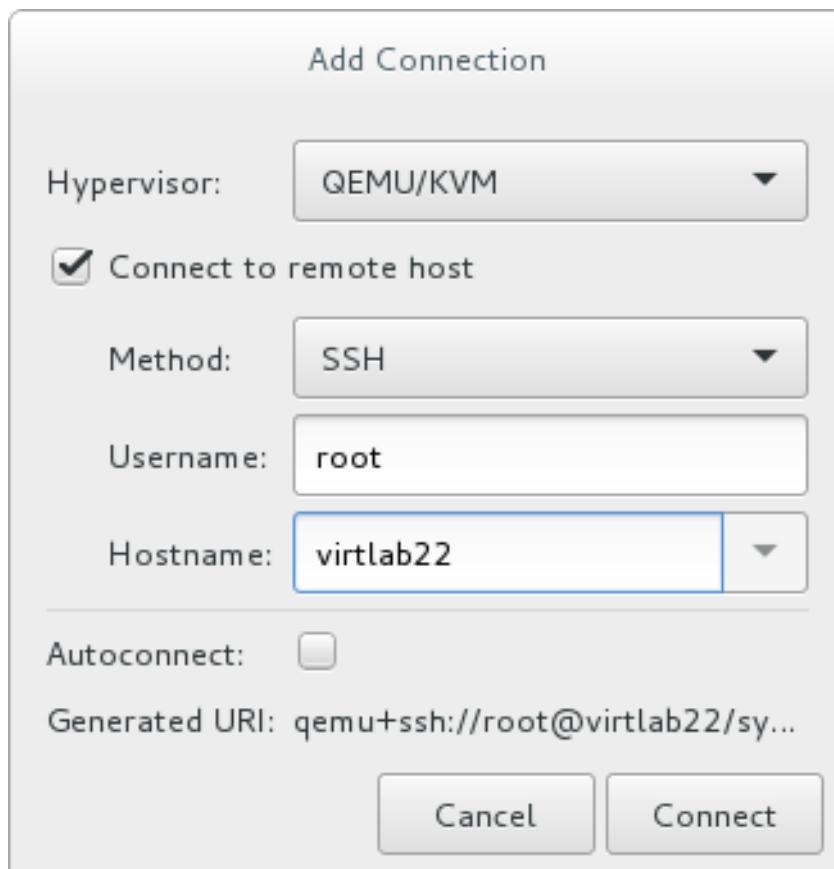


Figure 17.2. Adding a connection to the target host physical machine

Enter the following details:

- **Hypervisor:** Select QEMU/KVM.
- **Method:** Select the connection method.
- **Username:** Enter the user name for the remote host physical machine.
- **Hostname:** Enter the host name for the remote host physical machine.

Click the **Connect** button. An SSH connection is used in this example, so the specified user's password must be entered in the next step.

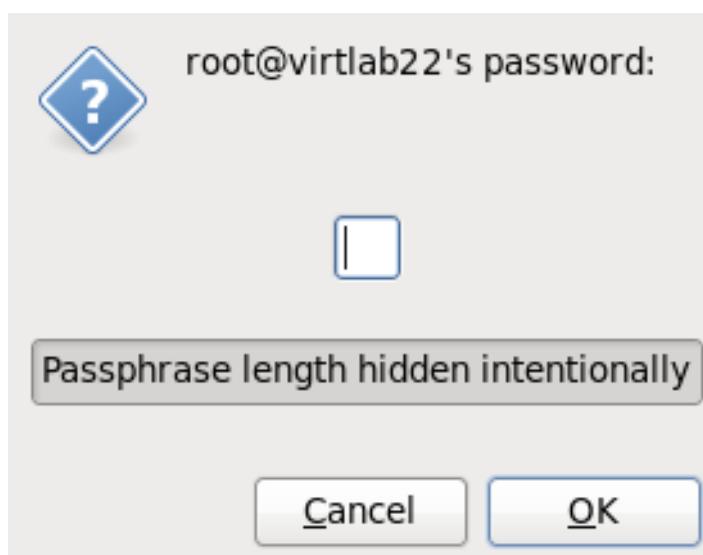
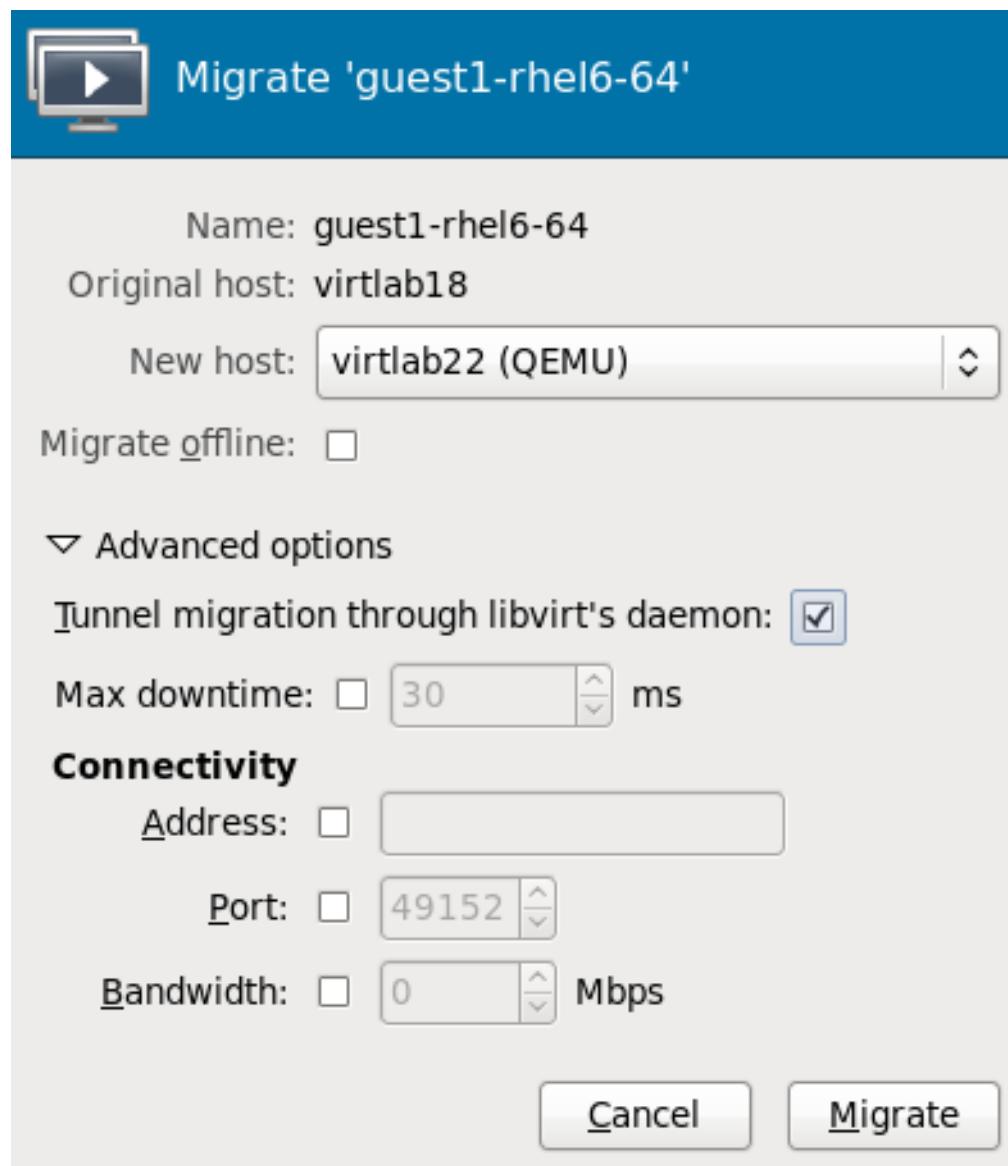


Figure 17.3. Enter password**4. Migrate guest virtual machines**

Open the list of guests inside the source host physical machine (click the small triangle on the left of the host name) and right click on the guest that is to be migrated and click **Migrate**.

In the **New Host** field, use the drop-down list to select the host physical machine you wish to migrate the guest virtual machine to and click **Migrate**.

**Figure 17.4. Choosing the destination host physical machine and starting the migration process**

A progress window will appear.

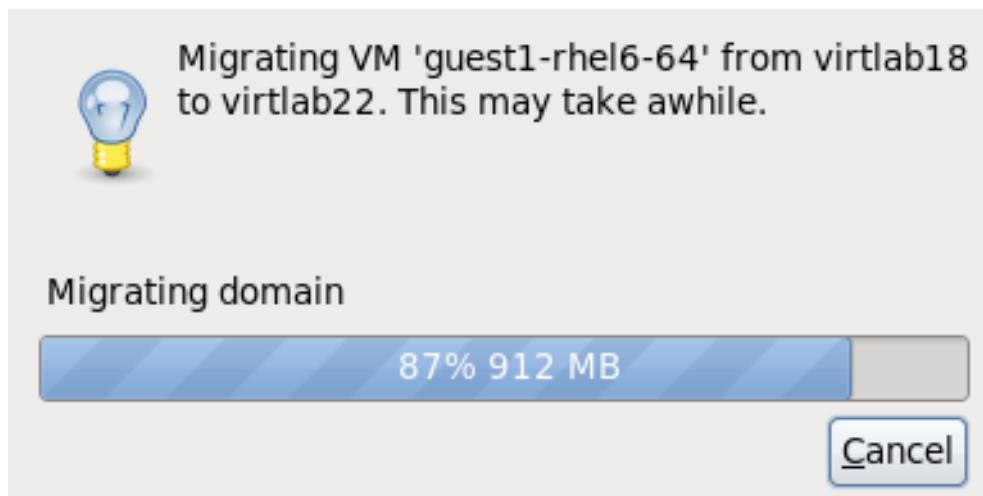


Figure 17.5. Progress window

virt-manager now displays the newly migrated guest virtual machine running in the destination host. The guest virtual machine that was running in the source host physical machine is now listed in the Shutoff state.

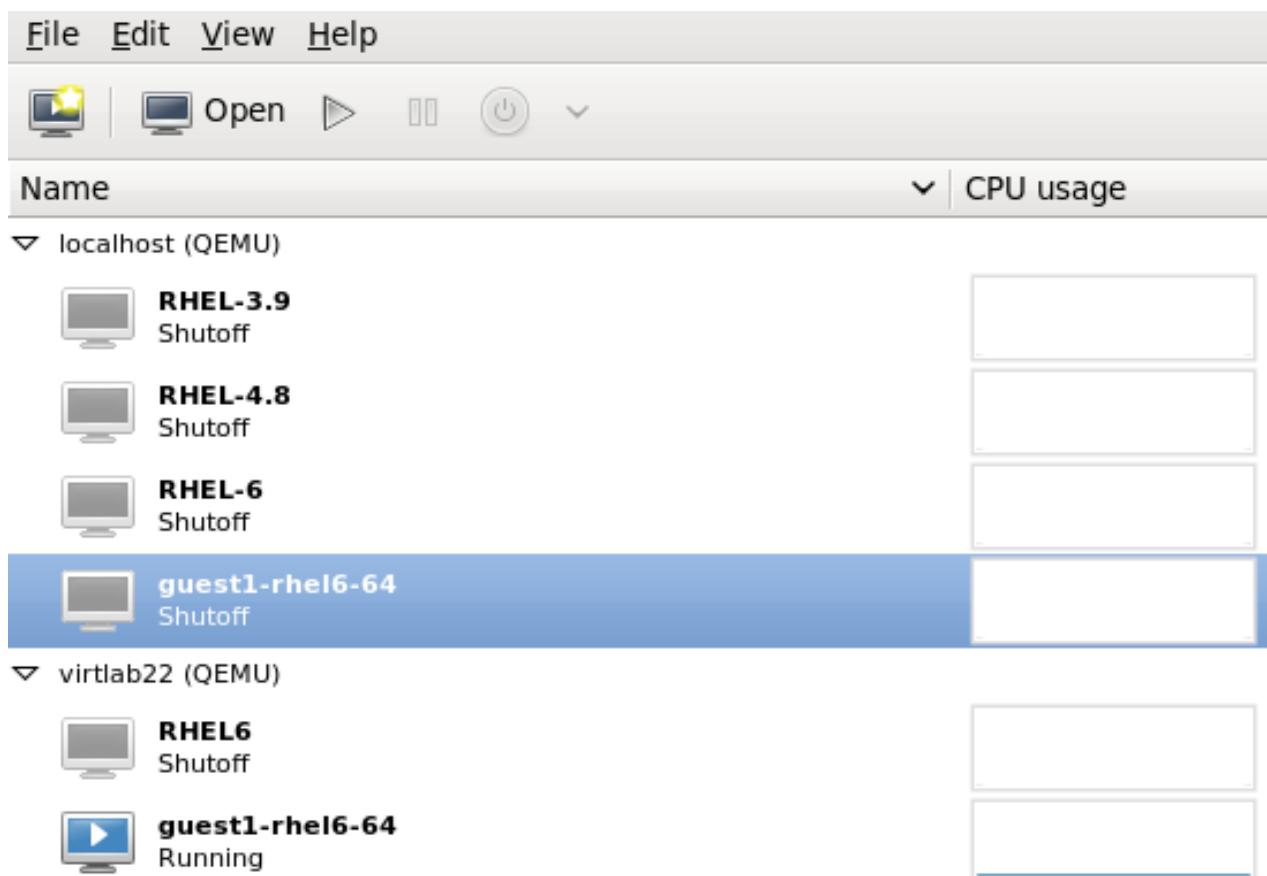


Figure 17.6. Migrated guest virtual machine running in the destination host physical machine

5. Optional - View the storage details for the host physical machine

In the **Edit** menu, click **Connection Details**, the Connection Details window appears.

Click the **Storage** tab. The iSCSI target details for the destination host physical machine is shown. Note that the migrated guest virtual machine is listed as using the storage

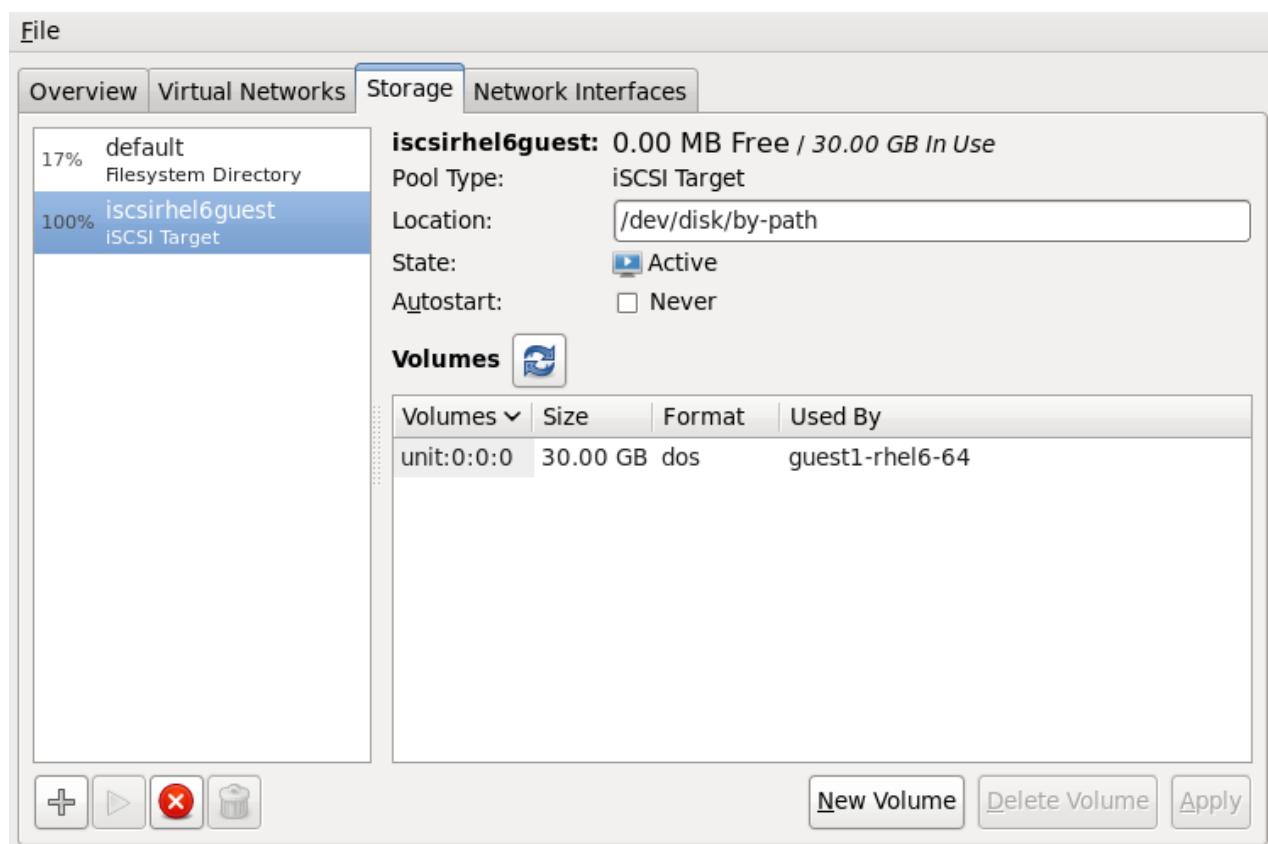


Figure 17.7. Storage details

This host was defined by the following XML configuration:

```
<pool type='iscsi'>
    <name>iscsirhel6guest</name>
    <source>
        <host name='virtlab22.example.com.'/>
        <device path='iqn.2001-05.com.iscscivendor:0-8a0906-
fbab74a06-a700000017a4cc89-rhevh'/>
    </source>
    <target>
        <path>/dev/disk/by-path</path>
    </target>
</pool>
...
```

Figure 17.8. XML configuration for the destination host physical machine

Chapter 18. Guest Virtual Machine Device Configuration

Red Hat Enterprise Linux 7 supports three classes of devices for guest virtual machines:

- » *Emulated devices* are purely virtual devices that mimic real hardware, allowing unmodified guest operating systems to work with them using their standard in-box drivers. Red Hat Enterprise Linux 7 supports up to 216 virtio devices.
- » *Virtio devices* are purely virtual devices designed to work optimally in a virtual machine. Virtio devices are similar to emulated devices, however, non-Linux virtual machines do not include the drivers they require by default. Virtualization management software like the Virtual Machine Manager (**virt-manager**) and the Red Hat Enterprise Virtualization Hypervisor install these drivers automatically for supported non-Linux guest operating systems. Red Hat Enterprise Linux 7 supports up to 700 scsi disks.
- » *Assigned devices* are physical devices that are exposed to the virtual machine. This method is also known as 'passthrough'. Device assignment allows virtual machines exclusive access to PCI devices for a range of tasks, and allows PCI devices to appear and behave as if they were physically attached to the guest operating system. Red Hat Enterprise Linux 7 supports up to 32 assigned devices per virtual machine.

Device assignment is supported on PCIe devices, including select graphics devices. Nvidia K-series Quadro, GRID, and Tesla graphics card GPU functions are now supported with device assignment in Red Hat Enterprise Linux 7. Parallel PCI devices may be supported as assigned devices, but they have severe limitations due to security and system configuration conflicts. Refer to the sections within this chapter for more details regarding specific series and versions that are supported.

Red Hat Enterprise Linux 7 supports PCI hot plug of devices exposed as single function slots to the virtual machine. Single function host devices and individual functions of multi-function host devices may be configured to enable this. Configurations exposing devices as multi-function PCI slots to the virtual machine are recommended only for non-hotplug applications.

For more information on specific devices and for limitations refer to [Section 26.18, “Devices”](#).



Note

Platform support for interrupt remapping is required to fully isolate a guest with assigned devices from the host. Without such support, the host may be vulnerable to interrupt injection attacks from a malicious guest. In an environment where guests are trusted, the admin may opt-in to still allow PCI device assignment using the **allow_unsafe_interrupts** option to the **vfio_iommu_type1** module. This may either be done persistently by adding a .conf file (for example **local.conf**) to **/etc/modprobe.d** containing the following:

```
options vfio_iommu_type1 allow_unsafe_interrupts=1
```

or dynamically using the sysfs entry to do the same:

```
# echo 1 > /sys/module/vfio_iommu_type1/parameters/allow_unsafe_interrupts
```

18.1. PCI Devices

PCI device assignment is only available on hardware platforms supporting either Intel VT-d or AMD IOMMU. These Intel VT-d or AMD IOMMU specifications must be enabled in BIOS for PCI device assignment to function.

Procedure 18.1. Preparing an Intel system for PCI device assignment

1. Enable the Intel VT-d specifications

The Intel VT-d specifications provide hardware support for directly assigning a physical device to a virtual machine. These specifications are required to use PCI device assignment with Red Hat Enterprise Linux.

The Intel VT-d specifications must be enabled in the BIOS. Some system manufacturers disable these specifications by default. The terms used to refer to these specifications can differ between manufacturers; consult your system manufacturer's documentation for the appropriate terms.

2. Activate Intel VT-d in the kernel

Activate Intel VT-d in the kernel by adding the ***intel_iommu=pt*** parameter to the end of the GRUB_CMDLINE_LINUX line, within the quotes, in the **/etc/sysconfig/grub** file.



Note

Instead of using the ***_iommu=pt** parameter for device assignment, which puts IOMMU into passthrough mode, it is also possible to use ***_iommu=on**. However, **iommu=on** should be used with caution, as it enables IOMMU for all devices, including those not used for device assignment by KVM, which may have a negative impact on guest performance.

The example below is a modified **grub** file with Intel VT-d activated.

```
GRUB_CMDLINE_LINUX="rd.lvm.lv=vg_VolGroup00/LogVol01
vconsole.font=latarcyrheb-sun16 rd.lvm.lv=vg_VolGroup_1/root
vconsole.keymap=us $([ -x /usr/sbin/rhcrashkernel-param ] &&
/usr/sbin/
rhcrashkernel-param || :) rhgb quiet intel_iommu=pt"
```

3. Regenerate config file

Regenerate **/etc/grub2.cfg** by running:

```
grub2-mkconfig -o /etc/grub2.cfg
```

Note that if you are using a UEFI-based host, the target file should be **/etc/grub2-efi.cfg**.

4. Ready to use

Reboot the system to enable the changes. Your system is now capable of PCI device assignment.

Procedure 18.2. Preparing an AMD system for PCI device assignment

1. Enable the AMD IOMMU specifications

The AMD IOMMU specifications are required to use PCI device assignment in Red Hat Enterprise Linux. These specifications must be enabled in the BIOS. Some system manufacturers disable these specifications by default.

2. Enable IOMMU kernel support

Append ***amd_iommu=pt*** to the end of the GRUB_CMDLINE_LINUX line, within the quotes, in **/etc/sysconfig/grub** so that AMD IOMMU specifications are enabled at boot.

3. Regenerate config file

Regenerate /etc/grub2.cfg by running:

```
grub2-mkconfig -o /etc/grub2.cfg
```

Note that if you are using a UEFI-based host, the target file should be **/etc/grub2-efi.cfg**.

4. Ready to use

Reboot the system to enable the changes. Your system is now capable of PCI device assignment.



Note

For further information on IOMMU, see [Appendix D, Working with IOMMU Groups](#).

18.1.1. Assigning a PCI Device with virsh

These steps cover assigning a PCI device to a virtual machine on a KVM hypervisor.

This example uses a PCIe network controller with the PCI identifier code, **pci_0000_01_00_0**, and a fully virtualized guest machine named *guest1-rhel7-64*.

Procedure 18.3. Assigning a PCI device to a guest virtual machine with virsh

1. Identify the device

First, identify the PCI device designated for device assignment to the virtual machine. Use the **lspci** command to list the available PCI devices. You can refine the output of **lspci** with **grep**.

This example uses the Ethernet controller highlighted in the following output:

```
# lspci | grep Ethernet
00:19.0 Ethernet controller: Intel Corporation 82567LM-2 Gigabit
Network Connection
01:00.0 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
01:00.1 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
```

This Ethernet controller is shown with the short identifier **00 : 19 . 0**. We need to find out the full identifier used by **virsh** in order to assign this PCI device to a virtual machine.

To do so, use the **virsh nodedev-list** command to list all devices of a particular type (**pci**) that are attached to the host machine. Then look at the output for the string that maps to the short identifier of the device you wish to use.

This example shows the string that maps to the Ethernet controller with the short identifier **00 : 19 . 0**. Note that the : and . characters are replaced with underscores in the full identifier.

```
# virsh nodedev-list --cap pci
pci_0000_00_00_0
pci_0000_00_01_0
pci_0000_00_03_0
pci_0000_00_07_0
pci_0000_00_10_0
pci_0000_00_10_1
pci_0000_00_14_0
pci_0000_00_14_1
pci_0000_00_14_2
pci_0000_00_14_3
pci_0000_00_19_0
pci_0000_00_1a_0
pci_0000_00_1a_1
pci_0000_00_1a_2
pci_0000_00_1a_7
pci_0000_00_1b_0
pci_0000_00_1c_0
pci_0000_00_1c_1
pci_0000_00_1c_4
pci_0000_00_1d_0
pci_0000_00_1d_1
pci_0000_00_1d_2
pci_0000_00_1d_7
pci_0000_00_1e_0
pci_0000_00_1f_0
pci_0000_00_1f_2
pci_0000_00_1f_3
pci_0000_01_00_0
pci_0000_01_00_1
pci_0000_02_00_0
pci_0000_02_00_1
pci_0000_06_00_0
pci_0000_07_02_0
pci_0000_07_03_0
```

Record the PCI device number that maps to the device you want to use; this is required in other steps.

2. Review device information

Information on the domain, bus, and function are available from output of the **virsh nodedev-dumpxml** command:

```
# virsh nodedev-dumpxml pci_0000_00_19_0
<device>
  <name>pci_0000_00_19_0</name>
  <parent>computer</parent>
  <driver>
    <name>e1000e</name>
  </driver>
  <capability type='pci'>
    <domain>0</domain>
    <bus>0</bus>
    <slot>25</slot>
    <function>0</function>
    <product id='0x1502'>82579LM Gigabit Network
Connection</product>
    <vendor id='0x8086'>Intel Corporation</vendor>
    <iommuGroup number='7'>
      <address domain='0x0000' bus='0x00' slot='0x19'
function='0x0' />
    </iommuGroup>
  </capability>
</device>
```

Figure 18.1. Dump contents



Note

An IOMMU group is determined based on the visibility and isolation of devices from the perspective of the IOMMU. Each IOMMU group may contain one or more devices. When multiple devices are present, all endpoints within the IOMMU group must be claimed for any device within the group to be assigned to a guest. This can be accomplished either by also assigning the extra endpoints to the guest or by detaching them from the host driver using **virsh nodedev-detach**. Devices contained within a single group may not be split between multiple guests or split between host and guest. Non-endpoint devices such as PCIe root ports, switch ports, and bridges should not be detached from the host drivers and will not interfere with assignment of endpoints.

Devices within an IOMMU group can be determined using the iommuGroup section of the **virsh nodedev-dumpxml** output. Each member of the group is provided via a separate "address" field. This information may also be found in sysfs using the following:

```
$ ls /sys/bus/pci/devices/0000:01:00.0/iommu_group/devices/
```

An example of the output from this would be:

```
0000:01:00.0 0000:01:00.1
```

To assign only 0000.01.00.0 to the guest, the unused endpoint should be detached from the host before starting the guest:

```
$ virsh nodedev-detach pci_0000_01_00_1
```

3. Determine required configuration details

Refer to the output from the **virsh nodedev-dumpxml pci_0000_00_19_0** command for the values required for the configuration file.

The example device has the following values: bus = 0, slot = 25 and function = 0. The decimal configuration uses those three values:

```
bus='0'
slot='25'
function='0'
```

4. Add configuration details

Run **virsh edit**, specifying the virtual machine name, and add a device entry in the **<source>** section to assign the PCI device to the guest virtual machine.

```
# virsh edit guest1-rhel7-64
```

```
<hostdev mode='subsystem' type='pci' managed='yes'>
<source>
```

```
<address domain='0' bus='0' slot='25' function='0' />
</source>
</hostdev>
```

Figure 18.2. Add PCI device

Alternately, run **virsh attach-device**, specifying the virtual machine name and the guest's XML file:

```
virsh attach-device guest1-rhel7-64 file.xml
```

5. Start the virtual machine

```
# virsh start guest1-rhel7-64
```

The PCI device should now be successfully assigned to the virtual machine, and accessible to the guest operating system.

18.1.2. Assigning a PCI Device with virt-manager

PCI devices can be added to guest virtual machines using the graphical **virt-manager** tool. The following procedure adds a Gigabit Ethernet controller to a guest virtual machine.

Procedure 18.4. Assigning a PCI device to a guest virtual machine using virt-manager

1. Open the hardware settings

Open the guest virtual machine and click the **Add Hardware** button to add a new device to the virtual machine.

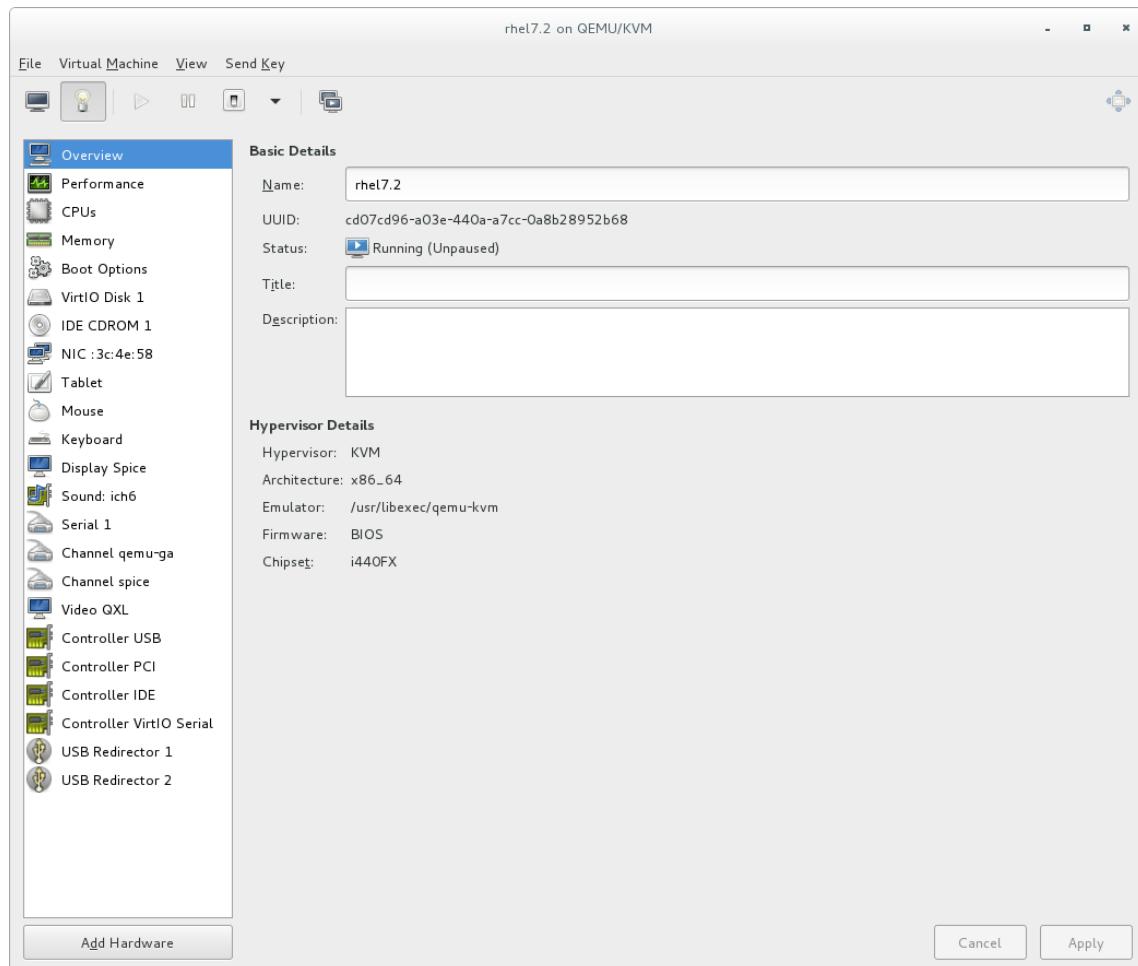


Figure 18.3. The virtual machine hardware information window

2. Select a PCI device

Select **PCI Host Device** from the **Hardware** list on the left.

Select an unused PCI device. Note that selecting PCI devices presently in use by another guest causes errors. In this example, a spare audio controller is used. Click **Finish** to complete setup.

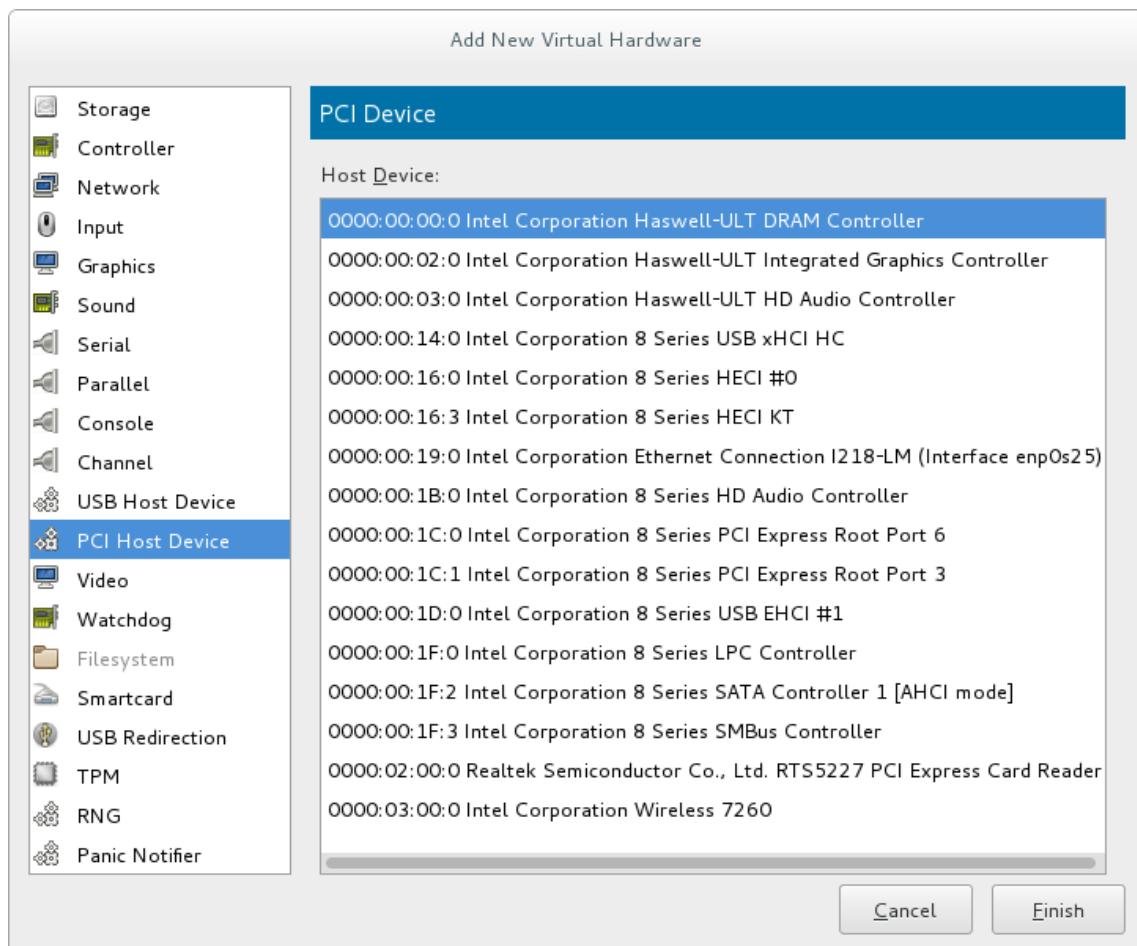


Figure 18.4. The Add new virtual hardware wizard

3. Add the new device

The setup is complete and the guest virtual machine now has direct access to the PCI device.

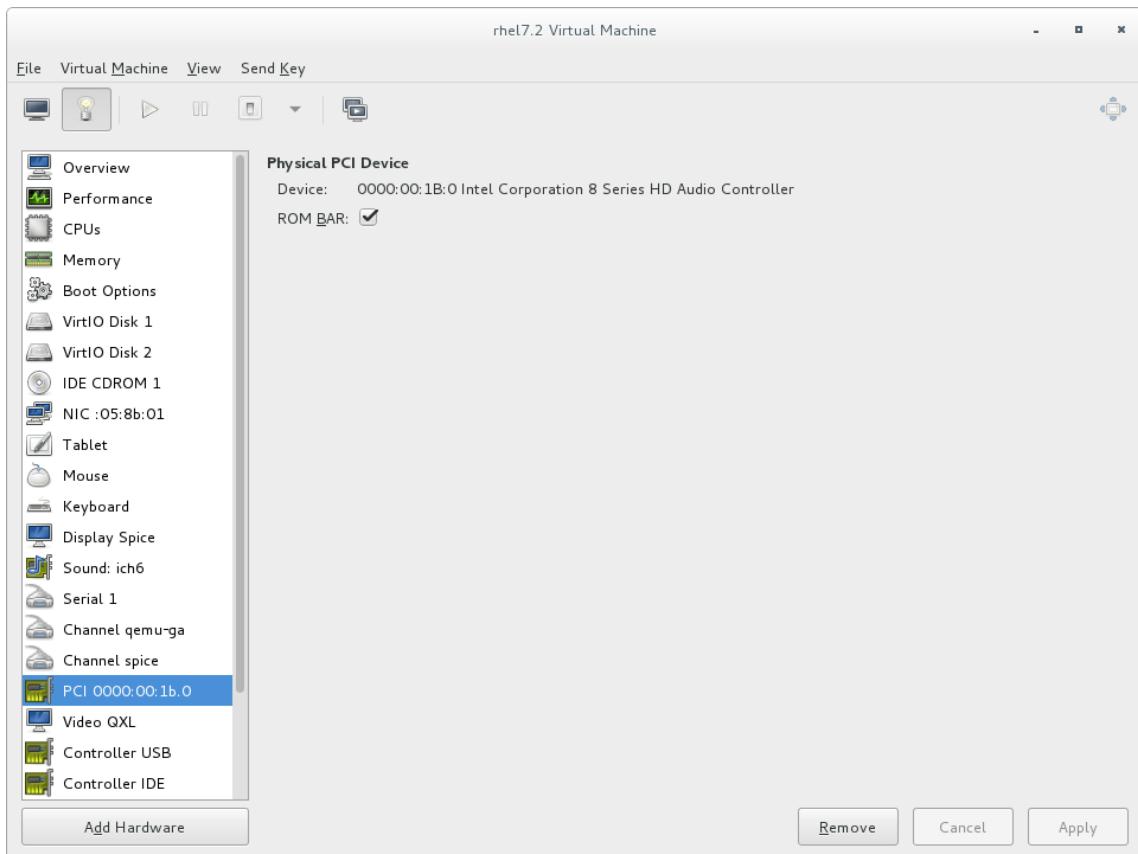


Figure 18.5. The virtual machine hardware information window

Note

If device assignment fails, there may be other endpoints in the same IOMMU group that are still attached to the host. There is no way to retrieve group information using `virt-manager`, but `virsh` commands can be used to analyze the bounds of the IOMMU group and if necessary sequester devices.

Refer to the [Note](#) in [Section 18.1.1, “Assigning a PCI Device with virsh”](#) for more information on IOMMU groups and how to detach endpoint devices using `virsh`.

18.1.3. PCI Device Assignment with `virt-install`

To use `virt-install` to assign a PCI device, use the `--host-device` parameter.

Procedure 18.5. Assigning a PCI device to a virtual machine with `virt-install`

1. Identify the device

Identify the PCI device designated for device assignment to the guest virtual machine.

```
# lspci | grep Ethernet
00:19.0 Ethernet controller: Intel Corporation 82567LM-2 Gigabit
Network Connection
01:00.0 Ethernet controller: Intel Corporation 82576 Gigabit
```

```
Network Connection (rev 01)
01:00.1 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
```

The **virsh nodedev-list** command lists all devices attached to the system, and identifies each PCI device with a string. To limit output to only PCI devices, enter the following command:

```
# virsh nodedev-list --cap pci
pci_0000_00_00_0
pci_0000_00_01_0
pci_0000_00_03_0
pci_0000_00_07_0
pci_0000_00_10_0
pci_0000_00_10_1
pci_0000_00_14_0
pci_0000_00_14_1
pci_0000_00_14_2
pci_0000_00_14_3
pci_0000_00_19_0
pci_0000_00_1a_0
pci_0000_00_1a_1
pci_0000_00_1a_2
pci_0000_00_1a_7
pci_0000_00_1b_0
pci_0000_00_1c_0
pci_0000_00_1c_1
pci_0000_00_1c_4
pci_0000_00_1d_0
pci_0000_00_1d_1
pci_0000_00_1d_2
pci_0000_00_1d_7
pci_0000_00_1e_0
pci_0000_00_1f_0
pci_0000_00_1f_2
pci_0000_00_1f_3
pci_0000_01_00_0
pci_0000_01_00_1
pci_0000_02_00_0
pci_0000_02_00_1
pci_0000_06_00_0
pci_0000_07_02_0
pci_0000_07_03_0
```

Record the PCI device number; the number is needed in other steps.

Information on the domain, bus and function are available from output of the **virsh nodedev-dumpxml** command:

```
# virsh nodedev-dumpxml pci_0000_01_00_0
```

<device>

```

<name>pci_0000_01_00_0</name>
<parent>pci_0000_00_01_0</parent>
<driver>
  <name>igb</name>
</driver>
<capability type='pci'>
  <domain>0</domain>
  <bus>1</bus>
  <slot>0</slot>
  <function>0</function>
  <product id='0x10c9'>82576 Gigabit Network Connection</product>
  <vendor id='0x8086'>Intel Corporation</vendor>
  <iommuGroup number='7'>
    <address domain='0x0000' bus='0x00' slot='0x19'
function='0x0' />
  </iommuGroup>
</capability>
</device>

```

Figure 18.6. PCI device file contents **Note**

If there are multiple endpoints in the IOMMU group and not all of them are assigned to the guest, you will need to manually detach the other endpoint(s) from the host by running the following command before you start the guest:

```
$ virsh nodedev-detach pci_0000_00_19_1
```

Refer to the [Note in Section 18.1.1, “Assigning a PCI Device with virsh”](#) for more information on IOMMU groups.

2. Add the device

Use the PCI identifier output from the **virsh nodedev** command as the value for the **--host-device** parameter.

```

virt-install \
--name=guest1-rhel7-64 \
--disk path=/var/lib/libvirt/images/guest1-rhel7-64.img,size=8 \
--vcpus=2 --ram=2048 \
--location=http://example1.com/installation_tree/RHEL7.0-Server-
x86_64/os \
--nonetworks \
--os-type=linux \
--os-variant=rhel7 \
--host-device=pci_0000_01_00_0

```

3. Complete the installation

Complete the guest installation. The PCI device should be attached to the guest.

18.1.4. Detaching an Assigned PCI Device

When a host PCI device has been assigned to a guest machine, the host can no longer use the device. Read this section to learn how to detach the device from the guest with **virsh** or **virt-manager** so it is available for host use.

Procedure 18.6. Detaching a PCI device from a guest with virsh

1. **Detach the device**

Use the following command to detach the PCI device from the guest by removing it in the guest's XML file:

```
# virsh detach-device name_of_guest file.xml
```

2. **Re-attach the device to the host (optional)**

If the device is in **managed** mode, skip this step. The device will be returned to the host automatically.

If the device is not using **managed** mode, use the following command to re-attach the PCI device to the host machine:

```
# virsh nodedev-reattach device
```

For example, to re-attach the **pci_0000_01_00_0** device to the host:

```
virsh nodedev-reattach pci_0000_01_00_0
```

The device is now available for host use.

Procedure 18.7. Detaching a PCI Device from a guest with virt-manager

1. **Open the virtual hardware details screen**

In **virt-manager**, double-click on the virtual machine that contains the device. Select the **Show virtual hardware details** button to display a list of virtual hardware.

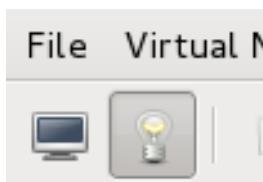


Figure 18.7. The virtual hardware details button

2. **Select and remove the device**

Select the PCI device to be detached from the list of virtual devices in the left panel.

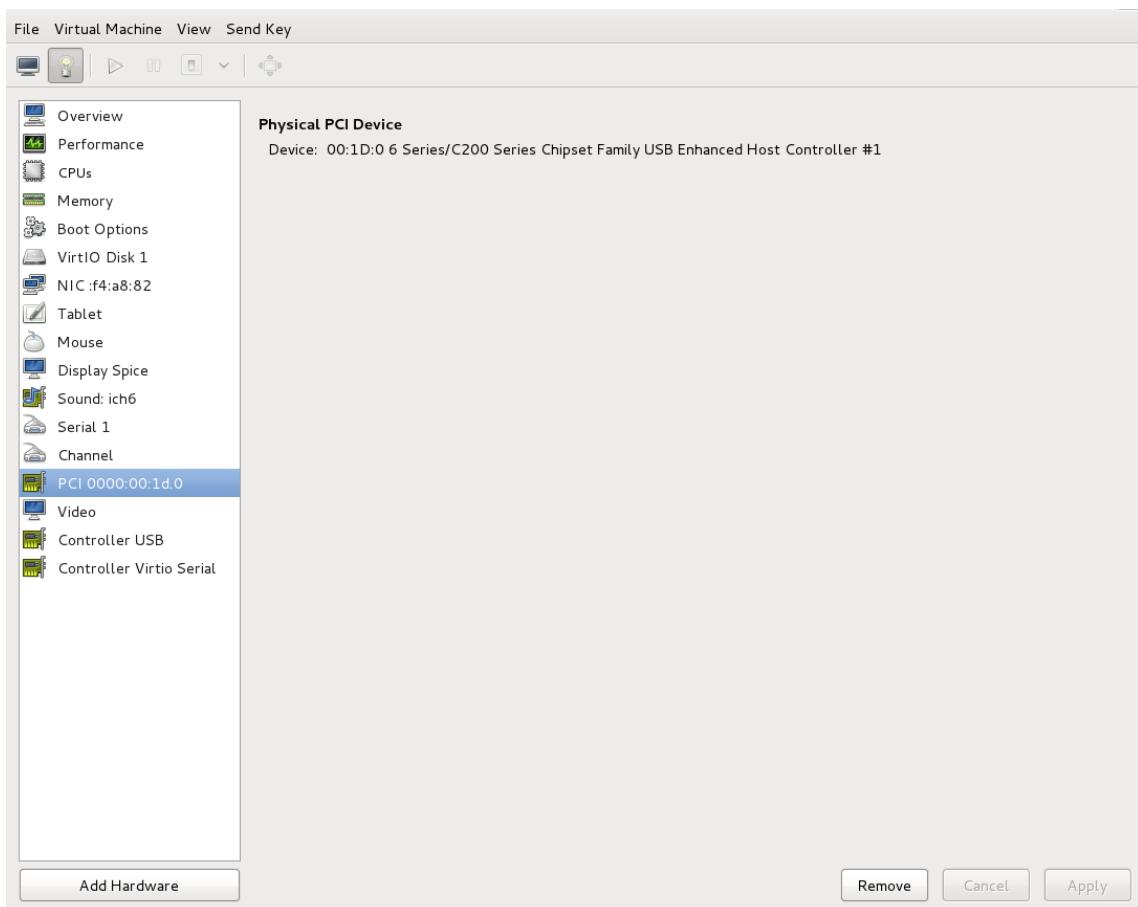


Figure 18.8. Selecting the PCI device to be detached

Click the **Remove** button to confirm. The device is now available for host use.

18.1.5. Creating PCI Bridges

Peripheral Component Interconnects (PCI) bridges are used to attach to devices such as network cards, modems and sound cards. Just like their physical counterparts, virtual devices can also be attached to a PCI Bridge. In the past, only 31 PCI devices could be added to any guest virtual machine. Now, when a 31st PCI device is added, a PCI bridge is automatically placed in the 31st slot moving the additional PCI device to the PCI bridge. Each PCI bridge has 31 slots for 31 additional devices, all of which can be bridges. In this manner, over 900 devices can be available for guest virtual machines. Note that this action cannot be performed when the guest virtual machine is running. You must add the PCI device on a guest virtual machine that is shutdown.

18.1.5.1. PCI Bridge hot plug/hot unplug Support

PCI Bridge hot plug/hot unplug is supported on the following device types:

- » virtio-net-pci
- » virtio-scsi-pci
- » e1000
- » rtl8139
- » virtio-serial-pci
- » virtio-balloon-pci

18.1.6. PCI Device Assignment with SR-IOV Devices

A PCI network device (specified in the domain XML by the `<source>` element) can be directly connected to the guest using direct device assignment (sometimes referred to as *passthrough*). Due to limitations in standard single-port PCI ethernet card driver design, only *Single Root I/O Virtualization (SR-IOV) virtual function (VF)* devices can be assigned in this manner; to assign a standard single-port PCI or PCIe Ethernet card to a guest, use the traditional `<hostdev>` device definition.

```

<devices>
  <interface type='hostdev'>
    <driver name='vfio' />
    <source>
      <address type='pci' domain='0x0000' bus='0x00' slot='0x07'
function='0x0' />
    </source>
    <mac address='52:54:00:6d:90:02' />
    <virtualport type='802.1Qbh'>
      <parameters profileid='finance' />
    </virtualport>
  </interface>
</devices>

```

Figure 18.9. XML example for PCI device assignment

18.1.6.1. Configuring PCI Assignment with SR-IOV Devices

SR-IOV network cards provide multiple VFs that can each be individually assigned to a guest virtual machines using PCI device assignment. Once assigned, each behaves as a full physical network device. This permits many guest virtual machines to gain the performance advantage of direct PCI device assignment, while only using a single slot on the host physical machine.

These VFs can be assigned to guest virtual machines in the traditional manner using the `<hostdev>` element. However, SR-IOV VF network devices do not have permanent unique MAC addresses, which causes problems where the guest virtual machine's network settings need to be re-configured each time the host physical machine is rebooted. To fix this, you need to set the MAC address prior to assigning the VF to the host physical machine after every boot of the guest virtual machine. In order to assign this MAC address, as well as other options, refer to the following procedure:

Procedure 18.8. Configuring MAC addresses, VLAN, and virtual ports for assigning PCI devices on SR-IOV

The `<hostdev>` element cannot be used for function-specific items like MAC address assignment, VLAN tag ID assignment, or virtual port assignment, because the `<mac>`, `<vlan>`, and `<virtualport>` elements are not valid children for `<hostdev>`. Instead, these elements can be used with the hostdev interface type: `<interface type='hostdev'>`. This device type behaves as a hybrid of an `<interface>` and `<hostdev>`. Thus, before assigning the PCI device to the guest virtual machine, *libvirt* initializes the network-specific hardware/switch that is indicated (such as setting the MAC address, setting a VLAN tag, or associating with an 802.1Qbh switch) in the guest virtual machine's XML configuration file. For information on setting the VLAN tag, refer to [Section 20.16, “Setting VLAN Tags”](#).

1. Gather information

In order to use `<interface type='hostdev'>`, you must have an SR-IOV-capable network card, host physical machine hardware that supports either the Intel VT-d or AMD IOMMU extensions, and you must know the PCI address of the VF that you wish to assign.

2. Shut down the guest virtual machine

Using `virsh shutdown` command, [shut down the guest virtual machine](#) (here named `guestVM`).

```
# virsh shutdown guestVM
```

3. Open the XML file for editing

Run the `# virsh save-image-edit` command to open the XML file for editing (refer to [Section 23.10.5, “Editing the Guest Virtual Machine Configuration”](#) for more information) with the `--running` option. The name of the configuration file in this example is `guestVM.xml`.

```
# virsh save-image-edit guestVM.xml --running
```

The `guestVM.xml` opens in your default editor.

4. Edit the XML file

Update the configuration file (`guestVM.xml`) to have a `<devices>` entry similar to the following:

```
<devices>
  ...
  <interface type='hostdev' managed='yes'>
    <source>
      <address type='pci' domain='0x0' bus='0x00' slot='0x07'
function='0x0' /> <!--these values can be decimal as well-->
    </source>
    <mac address='52:54:00:6d:90:02' />
  <!--sets the mac address-->
  <virtualport type='802.1Qbh'>
  <!--sets the virtual port for the 802.1Qbh switch-->
    <parameters profileid='finance' />
  </virtualport>
  <vlan>
  <!--sets the vlan tag-->
    <tag id='42' />
  </vlan>
  </interface>
  ...
</devices>
```

Figure 18.10. Sample domain XML for hostdev interface type

Note that if you do not provide a MAC address, one will be automatically generated, just as with any other type of interface device. In addition, the `<virtualport>` element is only used if you are connecting to an 802.11Qgh hardware switch. 802.11Qbg (also known as "VEPA") switches are currently not supported.

5. Restart the guest virtual machine

Run the `virsh start` command to restart the guest virtual machine you shut down in step 2. Refer to [Section 23.9, “Starting, Resuming, and Restoring a Virtual Machine”](#) for more information.

```
# virsh start guestVM
```

When the guest virtual machine starts, it sees the network device provided to it by the physical host machine's adapter, with the configured MAC address. This MAC address remains unchanged across guest virtual machine and host physical machine reboots.

18.1.6.2. Setting PCI device assignment from a pool of SR-IOV virtual functions

Hard coding the PCI addresses of particular Virtual Functions (VFs) into a guest's configuration has two serious limitations:

- » The specified VF must be available any time the guest virtual machine is started. Therefore, the administrator must permanently assign each VF to a single guest virtual machine (or modify the configuration file for every guest virtual machine to specify a currently unused VF's PCI address each time every guest virtual machine is started).
- » If the guest virtual machine is moved to another host physical machine, that host physical machine must have exactly the same hardware in the same location on the PCI bus (or the guest virtual machine configuration must be modified prior to start).

It is possible to avoid both of these problems by creating a *libvirt* network with a device pool containing all the VFs of an SR-IOV device. Once that is done, configure the guest virtual machine to reference this network. Each time the guest is started, a single VF will be allocated from the pool and assigned to the guest virtual machine. When the guest virtual machine is stopped, the VF will be returned to the pool for use by another guest virtual machine.

Procedure 18.9. Creating a device pool

1. Shutdown the guest virtual machine

Using `virsh shutdown` command, [shutdown the guest virtual machine](#), here named `guestVM`.

```
# virsh shutdown guestVM
```

2. Create a configuration file

Using your editor of choice, create an XML file (named `passthrough.xml`, for example) in the `/tmp` directory. Make sure to replace `pf dev='eth3'` with the netdev name of your own SR-IOV device's *Physical Function* (PF).

The following is an example network definition that will make available a pool of all VFs for the SR-IOV adapter with its PF at "eth3" on the host physical machine:

```

<network>
    <name>passthrough</name> <!-- This is the name of the file you
created -->
    <forward mode='hostdev' managed='yes'>
        <pf dev='myNetDevName' /> <!-- Use the netdev name of your
SR-IOV devices PF here -->
    </forward>
</network>

```

Figure 18.11. Sample network definition domain XML**3. Load the new XML file**

enter the following command, replacing */tmp/passthrough.xml* with the name and location of your XML file you created in the previous step:

```
# virsh net-define /tmp/passthrough.xml
```

4. Restarting the guest

Run the following, replacing *passthrough.xml* with the name of your XML file you created in the previous step:

```
# virsh net-autostart passthrough # virsh net-start passthrough
```

5. Re-start the guest virtual machine

Run the **virsh start** command to restart the guest virtual machine you shutdown in the first step (example uses *guestVM* as the guest virtual machine's domain name). Refer to [Section 23.9, “Starting, Resuming, and Restoring a Virtual Machine”](#) for more information.

```
# virsh start guestVM
```

6. Initiating passthrough for devices

Although only a single device is shown, libvirt will automatically derive the list of all VFs associated with that PF the first time a guest virtual machine is started with an interface definition in its domain XML like the following:

```

<interface type='network'>
    <source network='passthrough'>
</interface>

```

Figure 18.12. Sample domain XML for interface network definition

7. Verification

You can verify this by running **virsh net-dumpxml passthrough** command after starting the first guest that uses the network; you will get output similar to the following:

```
<network connections='1'>
    <name>passthrough</name>
    <uuid>a6b49429-d353-d7ad-3185-4451cc786437</uuid>
    <forward mode='hostdev' managed='yes'>
        <pf dev='eth3' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x10' function='0x1' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x10' function='0x3' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x10' function='0x5' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x10' function='0x7' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x11' function='0x1' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x11' function='0x3' />
        <address type='pci' domain='0x0000' bus='0x02' slot='0x11' function='0x5' />
    </forward>
</network>
```

Figure 18.13. XML dump file *passthrough* contents

18.2. USB Devices

This section gives the commands required for handling USB devices.

18.2.1. Assigning USB Devices to Guest Virtual Machines

Most devices such as web cameras, card readers, disk drives, keyboards, mice are connected to a computer using a USB port and cable. There are two ways to pass such devices to a guest virtual machine:

- Using USB passthrough - this requires the device to be physically connected to the host physical machine that is hosting the guest virtual machine. SPICE is not needed in this case. USB devices on the host can be passed to the guest via the command line or **virt-manager**. Refer to [Section 22.3.2, “Attaching USB Devices to a Guest Virtual Machine”](#) for **virt manager** directions. Note that the **virt-manager** directions are not suitable for hot plugging or hot unplugging devices. If you want to hot plug/or hot unplug a USB device, refer to [Procedure 23.4, “Hot plugging USB devices for use by the guest virtual machine”](#).
- Using USB re-direction - USB re-direction is best used in cases where there is a host physical machine that is running in a data center. The user connects to his/her guest virtual machine from a local machine or thin client. On this local machine there is a SPICE client. The user can attach

any USB device to the thin client and the SPICE client will redirect the device to the host physical machine on the data center so it can be used by the guest virtual machine that is running on the thin client. For instructions via the *virt-manager* refer to [Section 22.3.3, “USB Redirection”](#).

18.2.2. Setting a Limit on USB Device Redirection

To filter out certain devices from redirection, pass the filter property to **-device usb-redir**. The filter property takes a string consisting of filter rules, the format for a rule is:

```
<class>:<vendor>:<product>:<version>:<allow>
```

Use the value **-1** to designate it to accept any value for a particular field. You may use multiple rules on the same command line using | as a separator. Note that if a device matches none of the passed in rules, redirecting it will not be allowed!

Example 18.1. An example of limiting redirection with a guest virtual machine

1. Prepare a guest virtual machine.
2. Add the following code excerpt to the guest virtual machine's domain xml file:

```
<redirdev bus='usb' type='spicevmc'>
    <alias name='redir0' />
    <address type='usb' bus='0' port='3' />
</redirdev>
<redirfilter>
    <usbdev class='0x08' vendor='0x1234' product='0xBEEF'
version='2.0' allow='yes' />
    <usbdev class='-1' vendor=' -1' product=' -1' version=' -1'
allow='no' />
</redirfilter>
```

3. Start the guest virtual machine and confirm the setting changes by running the following:

```
#ps -ef | grep $guest_name
```

```
-device usb-redir,chardev=charredir0,id=redir0,/
filter=0x08:0x1234:0xBEEF:0x0200:1|-1:-1:-1:-
1:0,bus=usb.0,port=3
```

4. Plug a USB device into a host physical machine, and use **virt-manager** to connect to the guest virtual machine.
5. Click **USB device selection** in the menu, which will produce the following message: "Some USB devices are blocked by host policy". Click **OK** to confirm and continue.
The filter takes effect.
6. To make sure that the filter captures properly check the USB device vendor and product, then make the following changes in the host physical machine's domain XML to allow for USB redirection.

```
<redirfilter>
    <usbdev class='0x08' vendor='0x0951' product='0x1625'
```

```

        version='2.0' allow='yes'/>
        <usbdev allow='no' />
    </redirfilter>
```

7. Restart the guest virtual machine, then use **virt-viewer** to connect to the guest virtual machine. The USB device will now redirect traffic to the guest virtual machine.

18.3. Configuring Device Controllers

Depending on the guest virtual machine architecture, some device buses can appear more than once, with a group of virtual devices tied to a virtual controller. Normally, libvirt can automatically infer such controllers without requiring explicit XML markup, but in some cases it is better to explicitly set a virtual controller element.

```

...
<devices>
    <controller type='ide' index='0' />
    <controller type='virtio-serial' index='0' ports='16' vectors='4' />
    <controller type='virtio-serial' index='1'>
        <address type='pci' domain='0x0000' bus='0x00' slot='0x0a'
function='0x0' />
    </controller>
    ...
</devices>
...
```

Figure 18.14. Domain XML example for virtual controllers

Each controller has a mandatory attribute **<controller type>**, which must be one of:

- » ide
- » fdc
- » scsi
- » sata
- » usb
- » ccid
- » virtio-serial
- » pci

The **<controller>** element has a mandatory attribute **<controller index>** which is the decimal integer describing in which order the bus controller is encountered (for use in controller attributes of **<address>** elements). When **<controller type = 'virtio-serial'>** there are two additional optional attributes (named **ports** and **vectors**), which control how many devices can be connected through the controller.

When `<controller type='scsi'>`, there is an optional attribute `model` model, which can have the following values:

- » auto
- » buslogic
- » ibmvscsi
- » lsilogic
- » Isisas1068
- » Isisas1078
- » virtio-scsi
- » vmpvscsi

When `<controller type='usb'>`, there is an optional attribute `model` model, which can have the following values:

- » piix3-uhci
- » piix4-uhci
- » ehci
- » ich9-ehci1
- » ich9-uhci1
- » ich9-uhci2
- » ich9-uhci3
- » vt82c686b-uhci
- » pci-ohci
- » nec-xhci

Note that if the USB bus needs to be explicitly disabled for the guest virtual machine, `<model='none'>` may be used.. .

For controllers that are themselves devices on a PCI or USB bus, an optional sub-element `<address>` can specify the exact relationship of the controller to its master bus, with semantics as shown in [Section 18.4, “Setting Addresses for Devices”](#).

An optional sub-element `<driver>` can specify the driver specific options. Currently it only supports attribute queues, which specifies the number of queues for the controller. For best performance, it's recommended to specify a value matching the number of vCPUs.

USB companion controllers have an optional sub-element `<master>` to specify the exact relationship of the companion to its master controller. A companion controller is on the same bus as its master, so the companion `index` value should be equal.

An example XML which can be used is as follows:

```

...
<devices>
    <controller type='usb' index='0' model='ich9-ehci1'>
        <address type='pci' domain='0' bus='0' slot='4' function='7' />
    </controller>
    <controller type='usb' index='0' model='ich9-uhci1'>
        <master startport='0' />
        <address type='pci' domain='0' bus='0' slot='4' function='0' multifunction='on' />
    </controller>
    ...
</devices>
...

```

Figure 18.15. Domain XML example for USB controllers

PCI controllers have an optional **model** attribute with the following possible values:

- » pci-root
- » pcie-root
- » pci-bridge
- » dmi-to-pci-bridge

For machine types which provide an implicit PCI bus, the pci-root controller with **index= '0'** is auto-added and required to use PCI devices. pci-root has no address. PCI bridges are auto-added if there are too many devices to fit on the one bus provided by **model= 'pci-root'**, or a PCI bus number greater than zero was specified. PCI bridges can also be specified manually, but their addresses should only refer to PCI buses provided by already specified PCI controllers. Leaving gaps in the PCI controller indexes might lead to an invalid configuration. The following XML example can be added to the **<devices>** section:

```

...
<devices>
    <controller type='pci' index='0' model='pci-root' />
    <controller type='pci' index='1' model='pci-bridge'>
        <address type='pci' domain='0' bus='0' slot='5' function='0' multifunction='off' />
    </controller>
</devices>
...

```

Figure 18.16. Domain XML example for PCI bridge

For machine types which provide an implicit PCI Express (PCIe) bus (for example, the machine types based on the Q35 chipset), the pcie-root controller with **index= '0'** is auto-added to the domain's configuration. pcie-root has also no address, but provides 31 slots (numbered 1-31) and can only be

used to attach PCIe devices. In order to connect standard PCI devices on a system which has a pcie-root controller, a pci controller with `model='dmi-to-pci-bridge'` is automatically added. A dmi-to-pci-bridge controller plugs into a PCIe slot (as provided by pcie-root), and itself provides 31 standard PCI slots (which are not hot-pluggable). In order to have hot-pluggable PCI slots in the guest system, a pci-bridge controller will also be automatically created and connected to one of the slots of the auto-created dmi-to-pci-bridge controller; all guest devices with PCI addresses that are auto-determined by *libvirt* will be placed on this pci-bridge device.

```
...
<devices>
  <controller type='pci' index='0' model='pcie-root'/>
  <controller type='pci' index='1' model='dmi-to-pci-bridge'>
    <address type='pci' domain='0' bus='0' slot='0xe' function='0' />
  </controller>
  <controller type='pci' index='2' model='pci-bridge'>
    <address type='pci' domain='0' bus='1' slot='1' function='0' />
  </controller>
</devices>
...
```

Figure 18.17. Domain XML example for PCIe (PCI express)

The following XML configuration is used for USB 3.0 / xHCI emulation:

```
...
<devices>
  <controller type='usb' index='3' model='nec-xhci'>
    <address type='pci' domain='0x0000' bus='0x00' slot='0x0f'
function='0x0' />
  </controller>
</devices>
...
```

Figure 18.18. Domain XML example for USB3/xHCI devices

18.4. Setting Addresses for Devices

Many devices have an optional `<address>` sub-element which is used to describe where the device is placed on the virtual bus presented to the guest virtual machine. If an address (or any optional attribute within an address) is omitted on input, *libvirt* will generate an appropriate address; but an explicit address is required if more control over layout is required. For domain XML device examples that include an `<address>` element, see [Figure 18.9, “XML example for PCI device assignment”](#).

Every address has a mandatory attribute **type** that describes which bus the device is on. The choice of which address to use for a given device is constrained in part by the device and the architecture of the guest virtual machine. For example, a **<disk>** device uses **type='drive'**, while a **<console>** device would use **type='pci'** on i686 or x86_64 guest virtual machine architectures. Each address type has further optional attributes that control where on the bus the device will be placed as described in the table:

Table 18.1. Supported device address types

| Address type | Description |
|----------------------|--|
| type='pci' | <p>PCI addresses have the following additional attributes:</p> <ul style="list-style-type: none"> » domain (a 2-byte hex integer, not currently used by qemu) » bus (a hex value between 0 and 0xff, inclusive) » slot (a hex value between 0x0 and 0x1f, inclusive) » function (a value between 0 and 7, inclusive) » multifunction controls turning on the multifunction bit for a particular slot/function in the PCI control register By default it is set to 'off', but should be set to 'on' for function 0 of a slot that will have multiple functions used. |
| type='drive' | <p>Drive addresses have the following additional attributes:</p> <ul style="list-style-type: none"> » controller (a 2-digit controller number) » bus (a 2-digit bus number) » target (a 2-digit bus number) » unit (a 2-digit unit number on the bus) |
| type='virtio-serial' | <p>Each virtio-serial address has the following additional attributes:</p> <ul style="list-style-type: none"> » controller (a 2-digit controller number) » bus (a 2-digit bus number) » slot (a 2-digit slot within the bus) |
| type='ccid' | <p>A CCID address, for smart-cards, has the following additional attributes:</p> <ul style="list-style-type: none"> » bus (a 2-digit bus number) » slot attribute (a 2-digit slot within the bus) |
| type='usb' | <p>USB addresses have the following additional attributes:</p> <ul style="list-style-type: none"> » bus (a hex value between 0 and 0xff, inclusive) » port (a dotted notation of up to four octets, such as 1.2 or 2.1.3.1) |

| Address type | Description |
|--------------|---|
| type='isa' | ISA addresses have the following additional attributes: <ul style="list-style-type: none"> » iobase » irq |

18.5. Random Number Generator Device

Random number generators are very important for operating system security. For securing virtual operating systems, Red Hat Enterprise Linux 7 includes **virtio-rng**, a virtual hardware random number generator device that can provide the guest with fresh entropy on request.

On the host physical machine, the hardware RNG interface creates a chardev at **/dev/hwrng**, which can be opened and then read to fetch entropy from the host physical machine. In co-operation with the **rngd** daemon, the entropy from the host physical machine can be routed to the guest virtual machine's **/dev/random**, which is the primary source of randomness.

Using a random number generator is particularly useful when a device such as a keyboard, mouse, and other inputs are not enough to generate sufficient entropy on the guest virtual machine. The virtual random number generator device allows the host physical machine to pass through entropy to guest virtual machine operating systems. This procedure can be performed using either [the command line](#) or [the virt-manager interface](#). For more information about **virtio-rng**, see [Red Hat Enterprise Linux Virtual Machines: Access to Random Numbers Made Easy](#).

Procedure 18.10. Implementing virtio-rng using the Virtual Machine Manager

1. Shut down the guest virtual machine.
2. Select the guest virtual machine and from the **Edit** menu, select **Virtual Machine Details**, to open the Details window for the specified guest virtual machine.
3. Click the **Add Hardware** button.
4. In the **Add New Virtual Hardware** window, select **RNG** to open the **Random Number Generator** window.

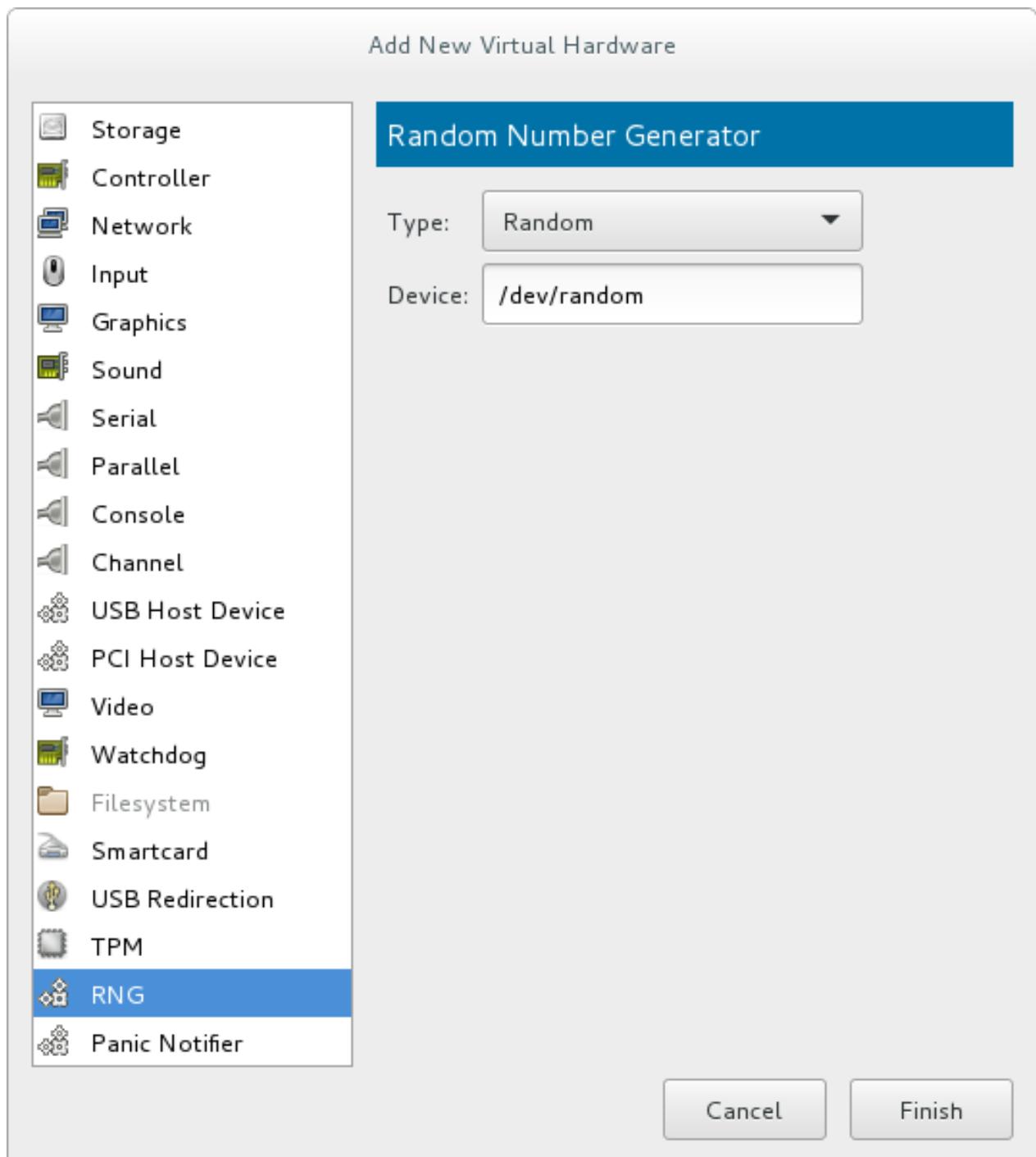


Figure 18.19. Random Number Generator window

Enter the desired parameters and click **Finish** when done. The parameters are explained in [virtio-rng elements](#).

Procedure 18.11. Implementing virtio-rng using command-line tools

1. Shutdown the guest virtual machine.
2. Using the **virsh edit domain-name** command, open the XML file for the desired guest virtual machine.
3. Edit the **<devices>** element to include the following:

```

...
<devices>
    <rng model='virtio'>
        <rate period='2000' bytes='1234' />
        <backend model='random'>/dev/random</backend>
        <!-- OR -->
        <backend model='egd' type='udp'>
            <source mode='bind' service='1234' />
            <source mode='connect' host='1.2.3.4' service='1234' />
        </backend>
    </rng>
</devices>
...

```

Figure 18.20. Random number generator device

The random number generator device allows the following XML attributes and elements:

virtio-rng elements

- ▀ **<model>** - The required **model** attribute specifies what type of RNG device is provided.
- ▀ **<backend model>** - The **<backend>** element specifies the source of entropy to be used for the guest. The source model is configured using the **model** attribute. Supported source models include '**random**' and '**egd**' .
 - ▀ **<backend model='random'>** - This **<backend>** type expects a non-blocking character device as input. Examples of such devices are **/dev/random** and **/dev/urandom**. The file name is specified as contents of the **<backend>** element. When no file name is specified the hypervisor default is used.
 - ▀ **<backend model='egd'>** - This backend connects to a source using the EGD protocol. The source is specified as a character device. Refer to character device host physical machine interface for more information.

18.6. Assigning GPU Devices

Red Hat Enterprise Linux 7 supports PCI device assignment of NVIDIA K-Series Quadro (model 2000 series or higher), GRID, and Tesla as non-VGA graphics devices. Currently up to two GPUs may be attached to the virtual machine in addition to one of the standard, emulated VGA interfaces. The emulated VGA is used for pre-boot and installation and the NVIDIA GPU takes over when the NVIDIA graphics drivers are loaded. Note that the NVIDIA Quadro 2000 is not supported, nor is the Quadro K420 card.

This procedure will, in short, identify the device from `lspci`, detach it from host physical machine and then attach it to the guest virtual machine.

- 1. Enable IOMMU support in the host physical machine kernel**

For an Intel VT-d system this is done by adding the `intel_iommu=pt` parameter to the kernel command line. For an AMD-Vi system, the option is `amd_iommu=pt`. To enable this option you will need to edit or add the `GRUB_CMDLINE_LINUX` line to the `/etc/sysconfig/grub` configuration file as follows:

```
GRUB_CMDLINE_LINUX="rd.lvm.lv=vg_VolGroup00/LogVol01
vconsole.font=latarcyrheb-sun16 rd.lvm.lv=vg_VolGroup_1/root
vconsole.keymap=us $([ -x /usr/sbin/rhcrashkernel-param ] &&
/usr/sbin/rhcrashkernel-param || :) rhgb quiet intel_iommu=pt"
```

Note

For further information on IOMMU, see [Appendix D, Working with IOMMU Groups](#).

2. Regenerate the boot loader configuration

Regenerate the boot loader configuration using the `grub2-mkconfig` to include this option, by running the following command:

```
# grub2-mkconfig -o /etc/grub2.cfg
```

Note that if you are using a UEFI-based host, the target file should be `/etc/grub2-efi.cfg`.

3. Reboot the host physical machine

In order for this option to take effect, reboot the host physical machine with the following command:

```
# reboot
```

Procedure 18.12. Excluding the GPU device from binding to the host physical machine driver

For GPU assignment it is recommended to exclude the device from binding to host drivers as these drivers often do not support dynamic unbinding of the device.

1. Identify the PCI bus address

To identify the PCI bus address and IDs of the device, run the following `lspci` command. In this example, a VGA controller such as a Quadro or GRID card is used as follows:

```
# lspci -Dnn | grep VGA
0000:02:00.0 VGA compatible controller [0300]: NVIDIA Corporation
GK106GL [Quadro K4000] [10de:11fa] (rev a1)
```

The resulting search reveals that the PCI bus address of this device is 0000:02:00.0 and the PCI IDs for the device are 10de:11fa.

2. Prevent the native host physical machine driver from using the GPU device

To prevent the native host physical machine driver from using the GPU device you can use a PCI ID with the pci-stub driver. To do this, append the following additional option to the **GRUB_CMDLINE_LINUX** configuration file located in **/etc/sysconfig/grub** as follows:

```
pci-stub.ids=10de:11fa
```

To add additional PCI IDs for pci-stub, separate them with a comma.

3. Regenerate the boot loader configuration

Regenerate the boot loader configuration using the **grub2-mkconfig** to include this option, by running the following command:

```
# grub2-mkconfig -o /etc/grub2.cfg
```

Note that if you are using a UEFI-based host, the target file should be **/etc/grub2-efi.cfg**.

4. Reboot the host physical machine

In order for this option to take effect, reboot the host physical machine with the following command:

```
# reboot
```

The virsh commands can be used to further evaluate the device, however in order to use virsh with the devices you need to convert the PCI bus address to libvirt compatible format by appending **pci_** and converting delimiters to underscores. In this example the libvirt address of PCI device 0000:02:00.0 becomes **pci_0000_02_00_0**. The **nodedev-dumpxml** option provides additional information for the device as shown:

```
# 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>
  <!-- pay attention to this part -->
  <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>

```

Figure 18.21. XML file adaptation for GPU - Example

Particularly important in this output is the `<iommuGroup>` element. The iommuGroup indicates the set of devices which are considered isolated from other devices due to IOMMU capabilities and PCI bus topologies. All of the endpoint devices within the iommuGroup (that is devices that are not PCIe root ports, bridges, or switch ports) need to be unbound from the native host drivers in order to be assigned to a guest. In the example above, the group is composed of the GPU device (0000:02:00.0) as well as the companion audio device (0000:02:00.1). For more information, refer to [Appendix D, Working with IOMMU Groups](#).

Note

Assignment of Nvidia audio functions is not supported due to hardware issues with legacy interrupt support. In order to assign the GPU to a guest, the audio function must first be detached from native host drivers. This can either be done by using `lspci` to find the PCI IDs for the device and appending it to the `pci-stub.ids` option or dynamically using the `nodedev-detach` option of `virsh`. For example:

```
# virsh nodedev-detach pci_0000_02_00_1
Device pci_0000_02_00_1 detached
```

The GPU audio function is generally not useful without the GPU itself, so it's generally recommended to use the `pci-stub.ids` option instead.

The GPU can be attached to the VM using `virt-manager` or using `virsh`, either by directly editing the VM XML (`virsh edit [domain]`) or attaching the GPU to the domain with `virsh attach-device`. If you are using the `virsh attach-device` command, an XML fragment first needs to be created for the device, such as the following:

```

<hostdev mode='subsystem' type='pci' managed='yes'>
    <driver name='vfio' />
    <source>
        <address domain='0x0000' bus='0x02' slot='0x00' function='0x0' />
    </source>
</hostdev>

```

Figure 18.22. XML file for attaching GPU - Example

Save this to a file and run `virsh attach-device [domain] [file] --persistent` to

include the XML in the VM configuration. Note that the assigned GPU is added in addition to the existing emulated graphics device in the guest virtual machine. The assigned GPU is handled as a secondary graphics device in the VM. Assignment as a primary graphics device is not supported and emulated graphics devices in the VM's XML should not be removed.



Note

When using an assigned Nvidia GPU in the guest, only the Nvidia drivers are supported. Other drivers may not work and may generate errors. For a Red Hat Enterprise Linux 7 guest, the nouveau driver can be blacklisted using the option **modprobe.blacklist=nouveau** on the kernel command line during install. For information on other guest virtual machines refer to the operating system's specific documentation.

When configuring Xorg for use with an assigned GPU in a KVM guest, the BusID option must be added to xorg.conf to specify the guest address of the GPU. For example, within the guest determine the PCI bus address of the GPU (this will be different than the host address):

```
# lspci | grep VGA
00:02.0 VGA compatible controller: Device 1234:1111
00:09.0 VGA compatible controller: NVIDIA Corporation GK106GL [Quadro
K4000] (rev a1)
```

In this example the address is 00:09.0. The file **/etc/X11/xorg.conf** is then modified to add the highlighted entry below.

```
Section "Device"
    Identifier      "Device0"
    Driver          "nvidia"
    VendorName     "NVIDIA Corporation"
    BusID          "PCI:0:9:0"
EndSection
```

Depending on the guest operating system, with the Nvidia drivers loaded, the guest may support using both the emulated graphics and assigned graphics simultaneously or may disable the emulated graphics. Note that access to the assigned graphics framebuffer is not provided by tools such as virt-manager. If the assigned GPU is not connected to a physical display, guest-based remoting solutions may be necessary to access the GPU desktop. As with all PCI device assignment, migration of a guest with an assigned GPU is not supported and each GPU is owned exclusively by a single guest. Depending on the guest operating system, hotplug support of GPUs may be available.

Chapter 19. SR-IOV

Developed by the PCI-SIG (PCI Special Interest Group), the Single Root I/O Virtualization (SR-IOV) specification is a standard for a type of PCI device assignment that can share a single device to multiple virtual machines. SR-IOV improves device performance for virtual machines.

Note

Virtual machines that use the Xeon E3-1200 series chip set, do not support SR-IOV. More information can be found on Intel's website or in this [article](#).

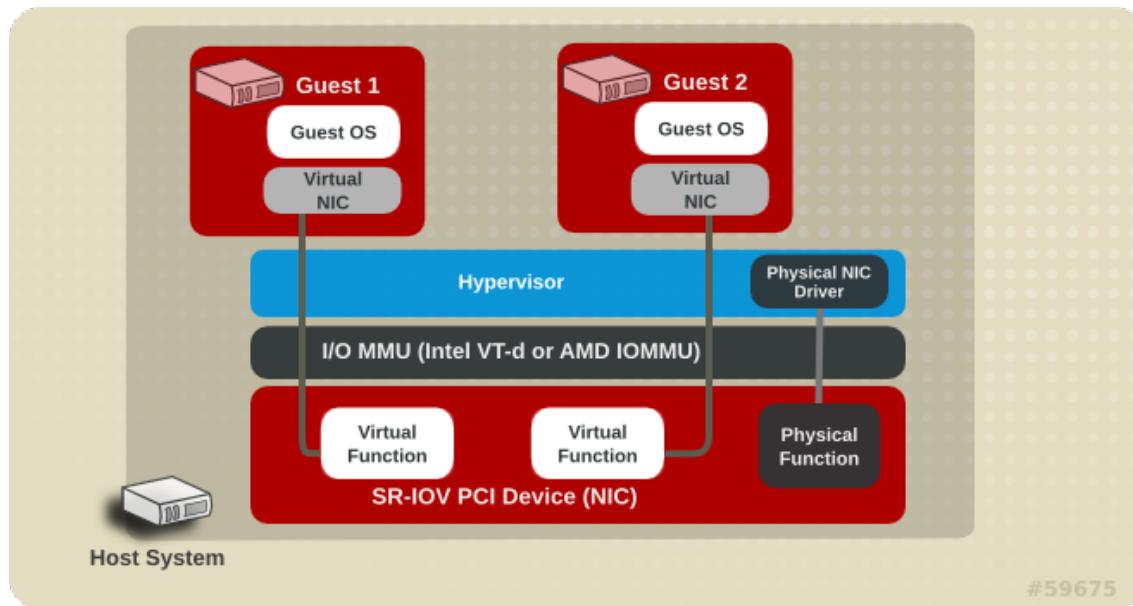


Figure 19.1. How SR-IOV works

SR-IOV enables a Single Root Function (for example, a single Ethernet port), to appear as multiple, separate, physical devices. A physical device with SR-IOV capabilities can be configured to appear in the PCI configuration space as multiple functions. Each device has its own configuration space complete with Base Address Registers (BARs).

SR-IOV uses two PCI functions:

- » Physical Functions (PFs) are full PCIe devices that include the SR-IOV capabilities. Physical Functions are discovered, managed, and configured as normal PCI devices. Physical Functions configure and manage the SR-IOV functionality by assigning Virtual Functions.
- » Virtual Functions (VFs) are simple PCIe functions that only process I/O. Each Virtual Function is derived from a Physical Function. The number of Virtual Functions a device may have is limited by the device hardware. A single Ethernet port, the Physical Device, may map to many Virtual Functions that can be shared to virtual machines.

The hypervisor can map one or more Virtual Functions to a virtual machine. The Virtual Function's configuration space is then mapped to the configuration space presented to the guest.

Each Virtual Function can only be mapped to a single guest at a time, as Virtual Functions require real hardware resources. A virtual machine can have multiple Virtual Functions. A Virtual Function appears as a network card in the same way as a normal network card would appear to an operating system.

The SR-IOV drivers are implemented in the kernel. The core implementation is contained in the PCI subsystem, but there must also be driver support for both the Physical Function (PF) and Virtual Function (VF) devices. An SR-IOV capable device can allocate VFs from a PF. The VFs appear as PCI devices which are backed on the physical PCI device by resources such as queues and register sets.

19.1. Advantages of SR-IOV

SR-IOV devices can share a single physical port with multiple virtual machines.

Virtual Functions have near-native performance and provide better performance than paravirtualized drivers and emulated access. Virtual Functions provide data protection between virtual machines on the same physical server as the data is managed and controlled by the hardware.

These features allow for increased virtual machine density on hosts within a data center.

SR-IOV is better able to utilize the bandwidth of devices with multiple guests.

19.2. Using SR-IOV

This section covers the use of PCI passthrough to assign a Virtual Function of an SR-IOV capable multiport network card to a virtual machine as a network device.

SR-IOV Virtual Functions (VFs) can be assigned to virtual machines by adding a device entry in `<hostdev>` with the `virsh edit` or `virsh attach-device` command. However, this can be problematic because unlike a regular network device, an SR-IOV VF network device does not have a permanent unique MAC address, and is assigned a new MAC address each time the host is rebooted. Because of this, even if the guest is assigned the same VF after a reboot, when the host is rebooted the guest determines its network adapter to have a new MAC address. As a result, the guest believes there is new hardware connected each time, and will usually require re-configuration of the guest's network settings.

`libvirt-0.9.10` and newer contains the `<interface type='hostdev'>` interface device. Using this interface device, `libvirt` will first perform any network-specific hardware/switch initialization indicated (such as setting the MAC address, VLAN tag, or 802.1Qbh virtualport parameters), then perform the PCI device assignment to the guest.

Using the `<interface type='hostdev'>` interface device requires:

- » an SR-IOV-capable network card,
- » host hardware that supports either the Intel VT-d or the AMD IOMMU extensions
- » the PCI address of the VF to be assigned.



Important

Assignment of an SR-IOV device to a virtual machine requires that the host hardware supports the Intel VT-d or the AMD IOMMU specification.

To attach an SR-IOV network device on an Intel or an AMD system, follow this procedure:

Procedure 19.1. Attach an SR-IOV network device on an Intel or AMD system

1. Enable Intel VT-d or the AMD IOMMU specifications in the BIOS and kernel

On an Intel system, enable Intel VT-d in the BIOS if it is not enabled already. Refer to [Procedure 18.1, “Preparing an Intel system for PCI device assignment”](#) for procedural help on enabling Intel VT-d in the BIOS and kernel.

Skip this step if Intel VT-d is already enabled and working.

On an AMD system, enable the AMD IOMMU specifications in the BIOS if they are not enabled already. Refer to [Procedure 18.2, “Preparing an AMD system for PCI device assignment”](#) for procedural help on enabling IOMMU in the BIOS.

2. Verify support

Verify if the PCI device with SR-IOV capabilities is detected. This example lists an Intel 82576 network interface card which supports SR-IOV. Use the **lspci** command to verify whether the device was detected.

```
# lspci
03:00.0 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
03:00.1 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
```

Note that the output has been modified to remove all other devices.

3. Start the SR-IOV kernel modules

If the device is supported the driver kernel module should be loaded automatically by the kernel. Optional parameters can be passed to the module using the **modprobe** command. The Intel 82576 network interface card uses the **igb** driver kernel module.

```
# modprobe igb [<option>=<VAL1>,<VAL2>, ]
# lsmod |grep igb
igb      87592  0
dca      6708   1 igb
```

4. Activate Virtual Functions

The **max_vfs** parameter of the **igb** module allocates the maximum number of Virtual Functions. The **max_vfs** parameter causes the driver to spawn, up to the value of the parameter in, Virtual Functions. For this particular card the valid range is **0** to **7**.

Remove the module to change the variable.

```
# modprobe -r igb
```

Restart the module with the **max_vfs** set to **7** or any number of Virtual Functions up to the maximum supported by your device.

```
# modprobe igb max_vfs=7
```

5. Make the Virtual Functions persistent

To make the Virtual Functions persistent across reboots, add the following to the `/etc/rc.d/rc.local` file. Specify the number of VFs desired (in this example, **2**), up to the limit supported by the network interface card, and replace `enp14s0f0` with the PF network device name(s):

```
# echo 2 > /sys/class/net/enp14s0f0/device/sriov_numvfs
```

This will ensure the feature is enabled at boot-time.

Note

If the `/etc/rc.d/rc.local` file does not already exist on your system, first create the file, then make it executable with this command:

```
# chmod +x /etc/rc.d/rc.local
```

6. Inspect the new Virtual Functions

Using the `lspci` command, list the newly added Virtual Functions attached to the Intel 82576 network device. (Alternatively, use `grep` to search for **Virtual Function**, to search for devices that support Virtual Functions.)

```
# lspci | grep 82576
0b:00.0 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
0b:00.1 Ethernet controller: Intel Corporation 82576 Gigabit
Network Connection (rev 01)
0b:10.0 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.1 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.2 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.3 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.4 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.5 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.6 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:10.7 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:11.0 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:11.1 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:11.2 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:11.3 Ethernet controller: Intel Corporation 82576 Virtual
```

```

Function (rev 01)
0b:11.4 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)
0b:11.5 Ethernet controller: Intel Corporation 82576 Virtual
Function (rev 01)

```

The identifier for the PCI device is found with the `-n` parameter of the `lspci` command. The Physical Functions correspond to `0b:00.0` and `0b:00.1`. All Virtual Functions have **Virtual Function** in the description.

7. Verify devices exist with virsh

The `libvirt` service must recognize the device before adding a device to a virtual machine. `libvirt` uses a similar notation to the `lspci` output. All punctuation characters, : and ., in `lspci` output are changed to underscores (_).

Use the `virsh nodedev-list` command and the `grep` command to filter the Intel 82576 network device from the list of available host devices. `0b` is the filter for the Intel 82576 network devices in this example. This may vary for your system and may result in additional devices.

```

# virsh nodedev-list | grep 0b
pci_0000_0b_00_0
pci_0000_0b_00_1
pci_0000_0b_10_0
pci_0000_0b_10_1
pci_0000_0b_10_2
pci_0000_0b_10_3
pci_0000_0b_10_4
pci_0000_0b_10_5
pci_0000_0b_10_6
pci_0000_0b_11_7
pci_0000_0b_11_1
pci_0000_0b_11_2
pci_0000_0b_11_3
pci_0000_0b_11_4
pci_0000_0b_11_5

```

The serial numbers for the Virtual Functions and Physical Functions should be in the list.

8. Get device details with virsh

The `pci_0000_0b_00_0` is one of the Physical Functions and `pci_0000_0b_10_0` is the first corresponding Virtual Function for that Physical Function. Use the `virsh nodedev-dumpxml` command to get advanced output for both devices.

```

# virsh nodedev-dumpxml pci_0000_03_00_0
<device>
  <name>pci_0000_03_00_0</name>
  <path>/sys/devices/pci0000:00/0000:00:01.0/0000:03:00.0</path>
  <parent>pci_0000_00_01_0</parent>
  <driver>
    <name>igb</name>
  </driver>
  <capability type='pci'>
    <domain>0</domain>

```

```

<bus>3</bus>
<slot>0</slot>
<function>0</function>
<product id='0x10c9'>82576 Gigabit Network Connection</product>
<vendor id='0x8086'>Intel Corporation</vendor>
<capability type='virt_functions'>
    <address domain='0x0000' bus='0x03' slot='0x10'
function='0x0' />
    <address domain='0x0000' bus='0x03' slot='0x10'
function='0x2' />
    <address domain='0x0000' bus='0x03' slot='0x10'
function='0x4' />
    <address domain='0x0000' bus='0x03' slot='0x10'
function='0x6' />
    <address domain='0x0000' bus='0x03' slot='0x11'
function='0x0' />
    <address domain='0x0000' bus='0x03' slot='0x11'
function='0x2' />
    <address domain='0x0000' bus='0x03' slot='0x11'
function='0x4' />
</capability>
<iommuGroup number='14'>
    <address domain='0x0000' bus='0x03' slot='0x00'
function='0x0' />
    <address domain='0x0000' bus='0x03' slot='0x00'
function='0x1' />
</iommuGroup>
</capability>
</device>

```

```

# virsh nodedev-dumpxml pci_0000_03_11_5
<device>
    <name>pci_0000_03_11_5</name>
    <path>/sys/devices/pci0000:00/0000:00:01.0/0000:03:11.5</path>
    <parent>pci_0000_00_01_0</parent>
    <driver>
        <name>igbvf</name>
    </driver>
    <capability type='pci'>
        <domain>0</domain>
        <bus>3</bus>
        <slot>17</slot>
        <function>5</function>
        <product id='0x10ca'>82576 Virtual Function</product>
        <vendor id='0x8086'>Intel Corporation</vendor>
        <capability type='phys_function'>
            <address domain='0x0000' bus='0x03' slot='0x00'
function='0x1' />
        </capability>
        <iommuGroup number='35'>
            <address domain='0x0000' bus='0x03' slot='0x11'
function='0x5' />
        </iommuGroup>
    </capability>
</device>

```

This example adds the Virtual Function **pci_0000_0b_10_0** to the virtual machine in Step 9. Note the **bus**, **slot** and **function** parameters of the Virtual Function: these are required for adding the device.

Copy these parameters into a temporary XML file, such as **/tmp/new-interface.xml** for example.

```
<interface type='hostdev' managed='yes'>
  <source>
    <address type='pci' domain='0' bus='11' slot='16'
    function='0' />
  </source>
</interface>
```

Note

If you do not specify a MAC address, one will be automatically generated. The **<virtualport>** element is only used when connecting to an 802.11Qbh hardware switch. The **<vlan>** element will transparently put the guest's device on the VLAN tagged **42**.

When the virtual machine starts, it should see a network device of the type provided by the physical adapter, with the configured MAC address. This MAC address will remain unchanged across host and guest reboots.

The following **<interface>** example shows the syntax for the optional **<mac address>**, **<virtualport>**, and **<vlan>** elements. In practice, use either the **<vlan>** or **<virtualport>** element, not both simultaneously as shown in the example:

```
...
<devices>
  ...
  <interface type='hostdev' managed='yes'>
    <source>
      <address type='pci' domain='0' bus='11' slot='16'
      function='0' />
    </source>
    <mac address='52:54:00:6d:90:02'>
    <vlan>
      <tag id='42' />
    </vlan>
    <virtualport type='802.1Qbh'>
      <parameters profileid='finance' />
    </virtualport>
  </interface>
  ...
</devices>
```

9. Add the Virtual Function to the virtual machine

Add the Virtual Function to the virtual machine using the following command with the temporary file created in the previous step. This attaches the new device immediately and saves it for subsequent guest restarts.

```
virsh attach-device MyGuest /tmp/new-interface.xml --live --config
```

Specifying the **--live** option with **virsh attach-device** attaches the new device to the running guest. Using the **--config** option ensures the new device is available after future guest restarts.



Note

The **--live** option is only accepted when the guest is running. **virsh** will return an error if the **--live** option is used on a non-running guest.

The virtual machine detects a new network interface card. This new card is the Virtual Function of the SR-IOV device.

19.3. Troubleshooting SR-IOV

This section contains solutions for problems which may affect SR-IOV. If you need additional help, refer to [Appendix A, Troubleshooting](#) as well as [Section 18.1.6.2, “Setting PCI device assignment from a pool of SR-IOV virtual functions”](#).

Error starting the guest

When starting a configured virtual machine, an error occurs as follows:

```
# virsh start test
error: Failed to start domain test
error: Requested operation is not valid: PCI device 0000:03:10.1
is in use by domain rhel7
```

This error is often caused by a device that is already assigned to another guest or to the host itself.

Error migrating, saving, or dumping the guest

Attempts to migrate and dump the virtual machine cause an error similar to the following:

```
# virsh dump rhel7/tmp/rhel7.dump
error: Failed to core dump domain rhel7 to /tmp/rhel7.dump
error: internal error: unable to execute QEMU command 'migrate':
State blocked by non-migratable device '0000:00:03.0/vfio-pci'
```

Because device assignment uses hardware on the specific host where the virtual machine was started, guest migration and save are not supported when device assignment is in use. Currently, the same limitation also applies to core-dumping a guest; this may change in the future. It is important to note that QEMU does not currently support migrate, save, and dump operations on guest virtual machines with PCI devices attached. Currently it only can support these actions with USB devices. Work is currently being done to improve this in the future.

Chapter 20. Virtual Networking

This chapter introduces the concepts needed to create, start, stop, remove, and modify virtual networks with libvirt.

Additional information can be found in the libvirt reference chapter

20.1. Virtual Network Switches

Libvirt virtual networking uses the concept of a *virtual network switch*. A virtual network switch is a software construct that operates on a host physical machine server, to which virtual machines (guests) connect. The network traffic for a guest is directed through this switch:

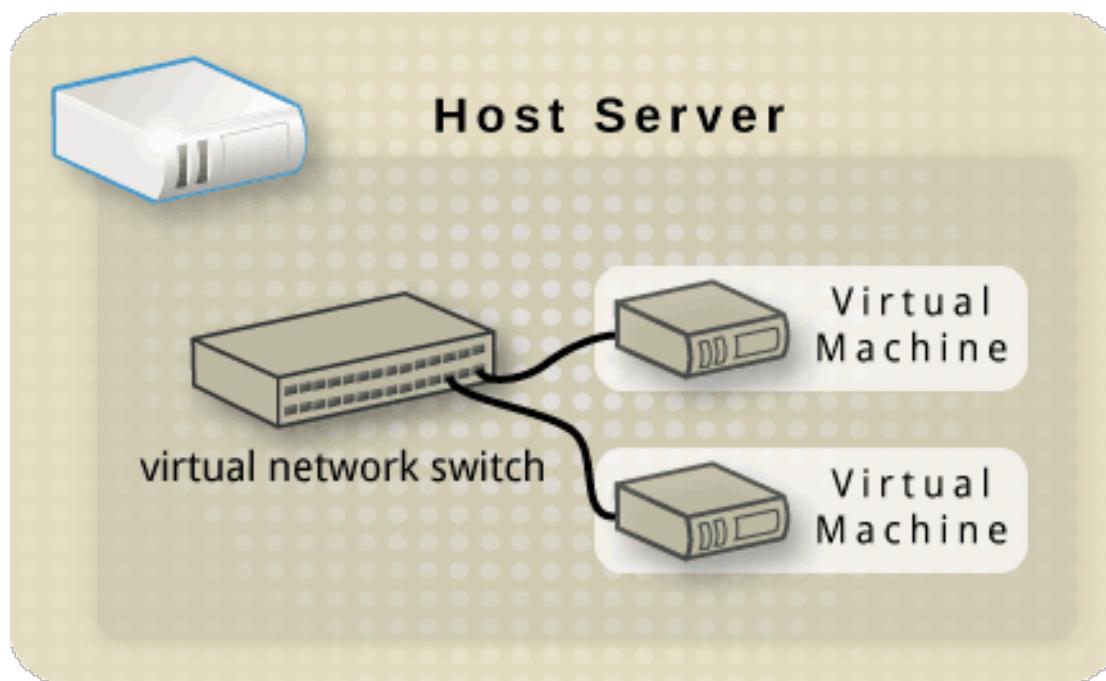


Figure 20.1. Virtual network switch with two guests

Linux host physical machine servers represent a virtual network switch as a network interface. When the libvird daemon (**libvird**) is first installed and started, the default network interface representing the virtual network switch is **virbr0**.

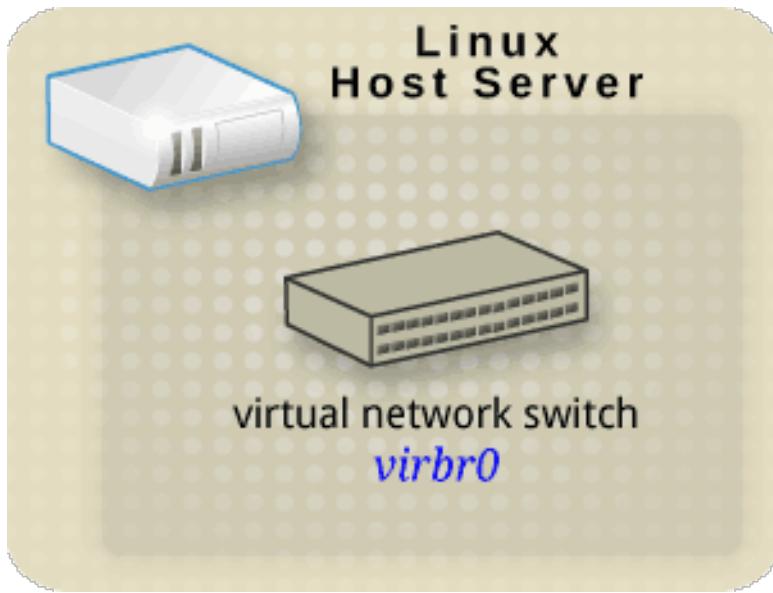


Figure 20.2. Linux host physical machine with an interface to a virtual network switch

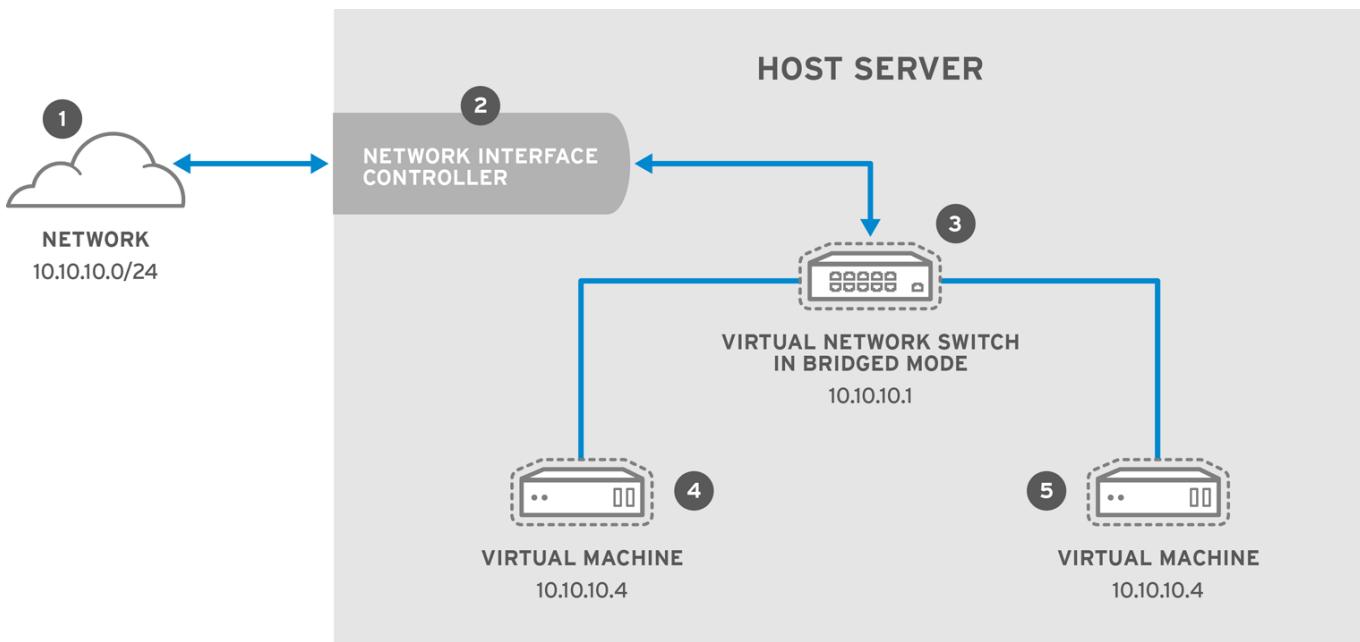
This **virbr0** interface can be viewed with the **ip** command like any other interface:

```
$ 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 192.168.122.1/24 brd 192.168.122.255 scope global virbr0
```

20.2. Bridged Mode

When using *Bridged mode*, all of the guest virtual machines appear within the same subnet as the host physical machine. All other physical machines on the same physical network are aware of the virtual machines, and can access the virtual machines. Bridging operates on Layer 2 of the OSI networking model.

It is possible to use multiple physical interfaces on the hypervisor by joining them together with a bond. The bond is then added to a bridge and then guest virtual machines are added onto the bridge as well. However, the bonding driver has several modes of operation, and only a few of these modes work with a bridge where virtual guest machines are in use.



RHEL6_360127_0216

Figure 20.3. Virtual network switch in bridged mode**Warning**

The only bonding modes that should be used with a guest virtual machine are Mode 1, Mode 2, and Mode 4. Under no circumstances should Modes 0, 3, 5, or 6 be used. It should also be noted that mii-monitoring should be used to monitor bonding modes as arp-monitoring does not work.

For more information on bonding modes, refer to the knowledgebase [article on bonding modes](#), or [The Red Hat Enterprise Linux 7 Networking Guide](#).

For a detailed explanation of bridge_opts parameters, see the [Red Hat Enterprise Virtualization Administration Guide](#).

20.3. Network Address Translation

By default, virtual network switches operate in NAT mode. They use IP masquerading rather than SNAT (Source-NAT) or DNAT (Destination-NAT). IP masquerading enables connected guests to use the host physical machine IP address for communication to any external network. By default, computers that are placed externally to the host physical machine cannot communicate to the guests inside when the virtual network switch is operating in NAT mode, as shown in the following diagram:

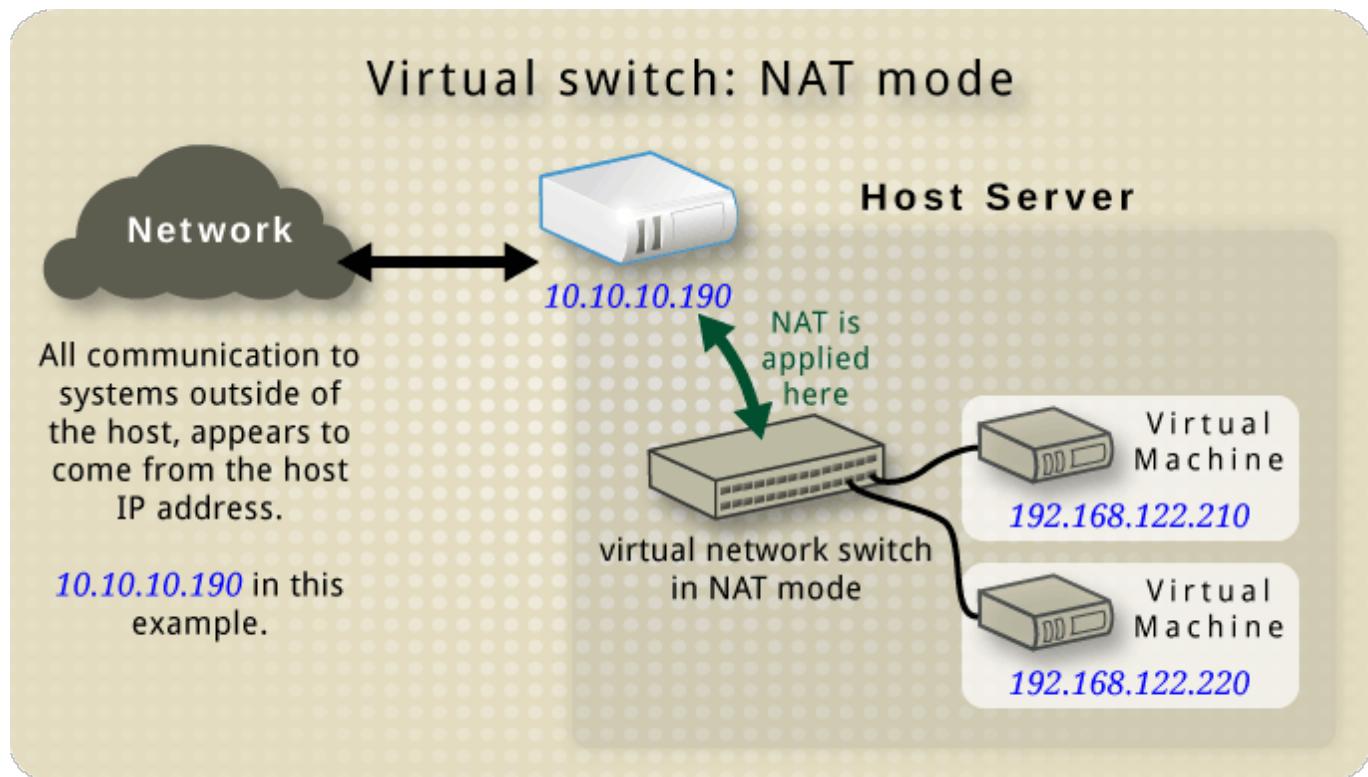


Figure 20.4. Virtual network switch using NAT with two guests



Warning

Virtual network switches use NAT configured by iptables rules. Editing these rules while the switch is running is not recommended, as incorrect rules may result in the switch being unable to communicate.

If the switch is not running, you can set the public IP range for forward mode NAT in order to create a port masquerading range by running:

```
# iptables -j SNAT --to-source [start]-[end]
```

20.4. DNS and DHCP

IP information can be assigned to guests via DHCP. A pool of addresses can be assigned to a virtual network switch for this purpose. Libvirt uses the **dnsmasq** program for this. An instance of dnsmasq is automatically configured and started by libvirt for each virtual network switch that needs it.

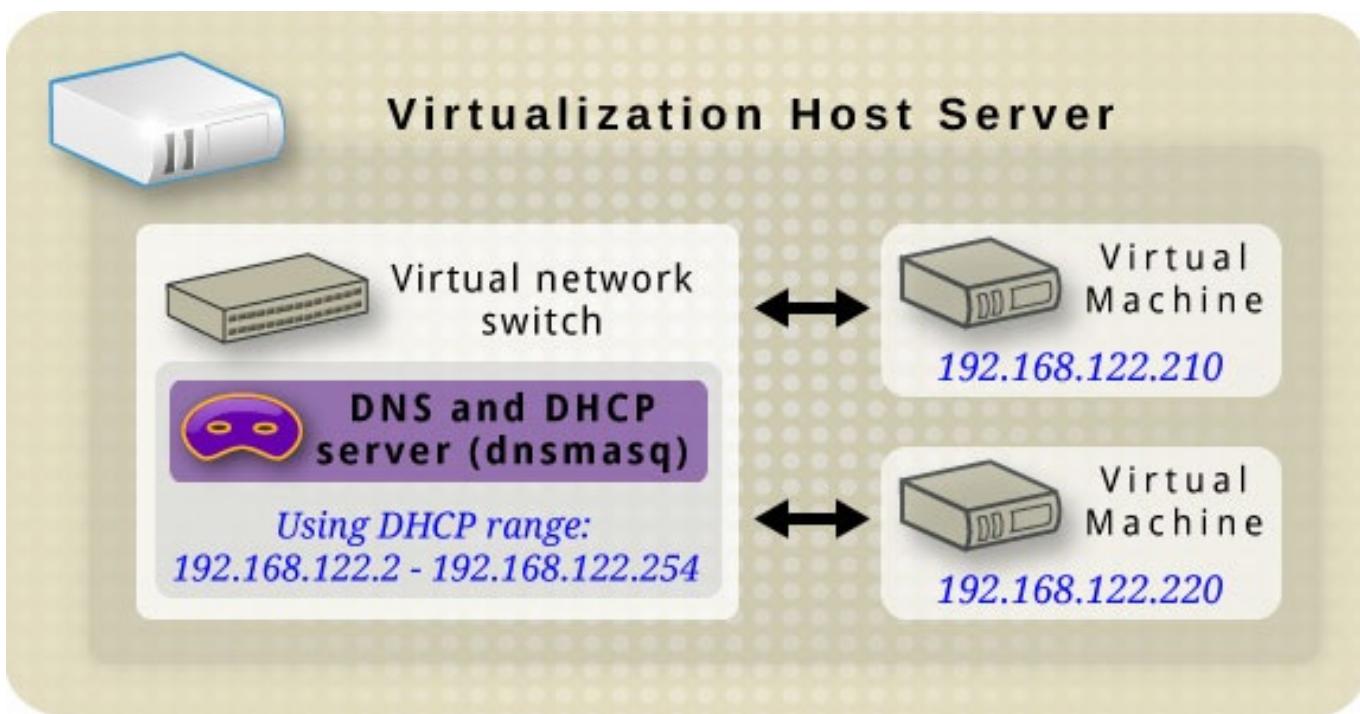


Figure 20.5. Virtual network switch running dnsmasq

20.5. Routed Mode

When using *Routed mode*, the virtual switch connects to the physical LAN connected to the host physical 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, all of the virtual machines are in their own subnet, routed through a virtual switch. This situation is not always ideal as no other host physical machines on the physical network are aware of the virtual machines without manual physical router configuration, and cannot access the virtual machines. Routed mode operates at Layer 3 of the OSI networking model.

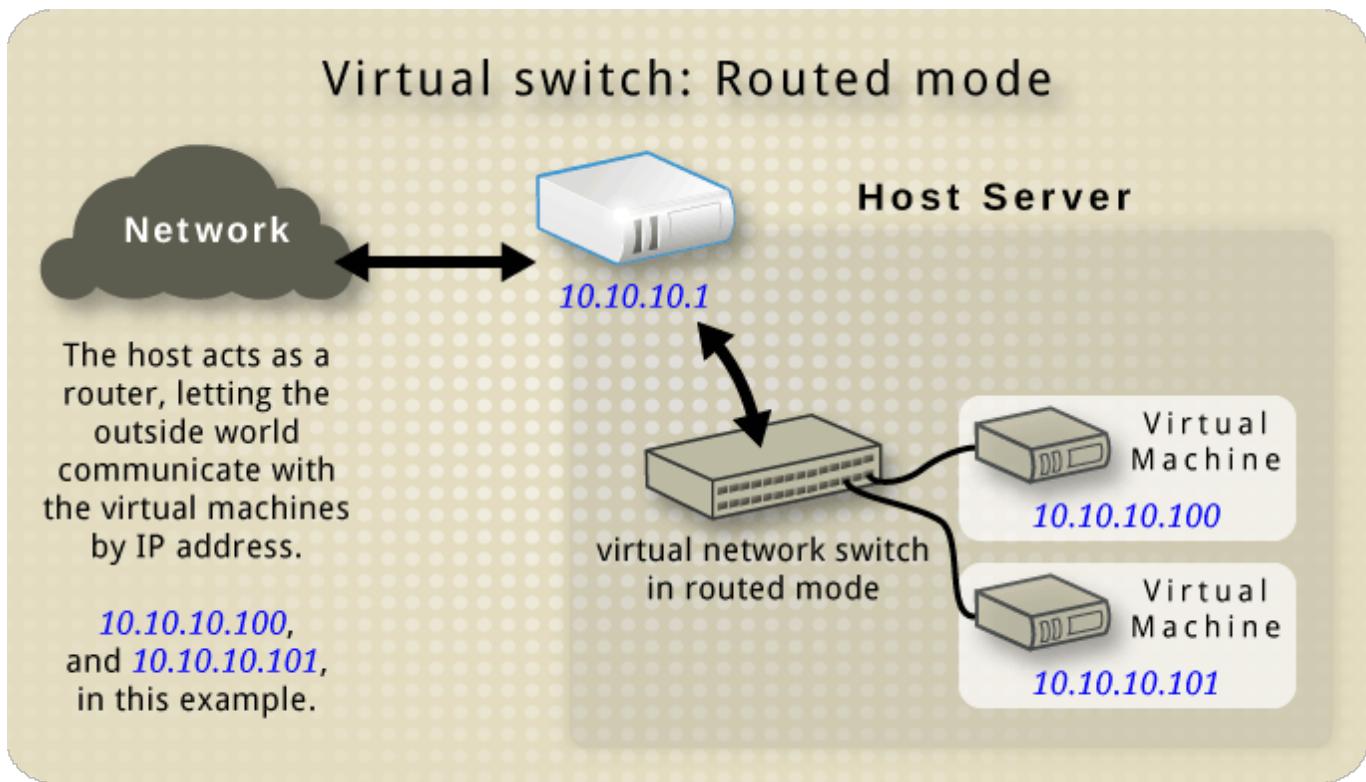


Figure 20.6. Virtual network switch in routed mode

20.6. Isolated Mode

When using *Isolated mode*, guests connected to the virtual switch can communicate with each other, and with the host physical machine, but their traffic will not pass outside of the host physical machine, nor can they receive traffic from outside the host physical machine. Using dnsmasq in this mode is required for basic functionality such as DHCP. However, even if this network is isolated from any physical network, DNS names are still resolved. Therefore a situation can arise when DNS names resolve but ICMP echo request (ping) commands fail.

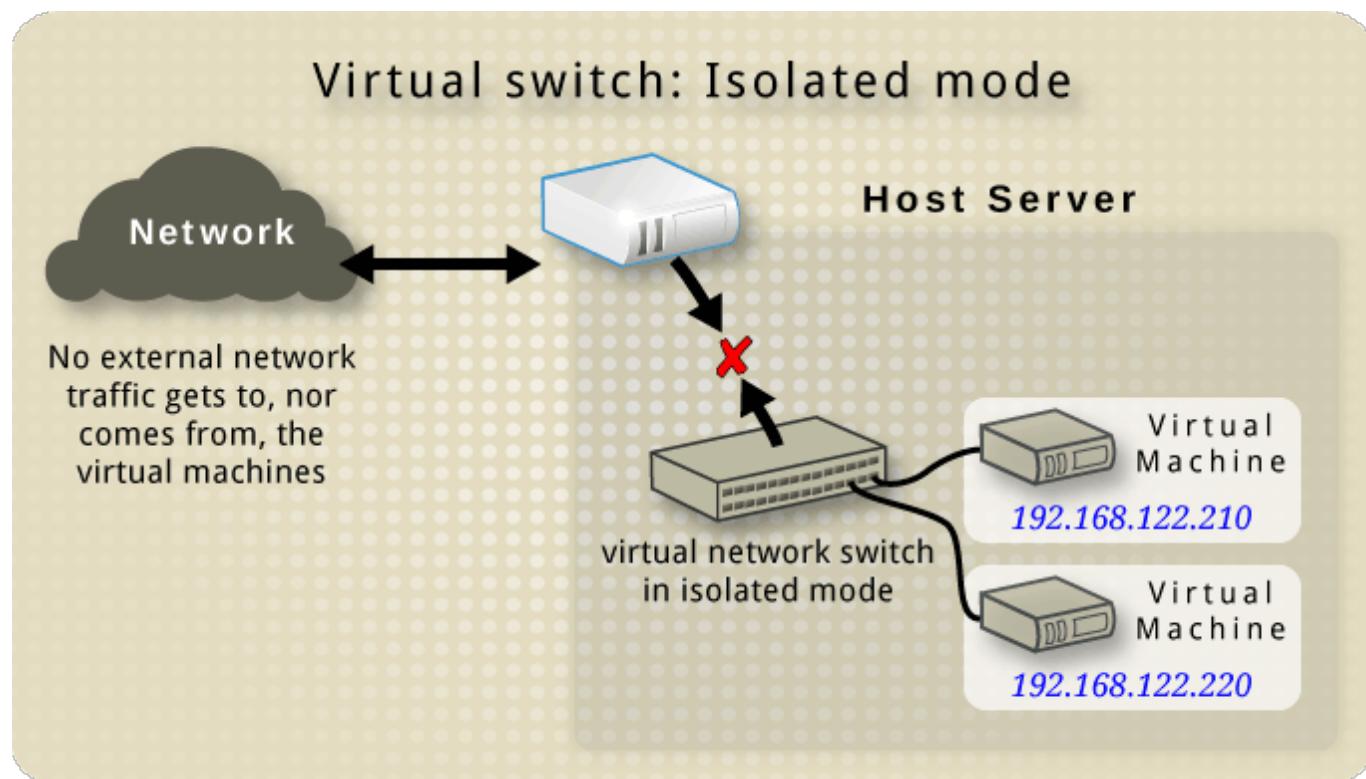


Figure 20.7. Virtual network switch in isolated mode

20.7. The Default Configuration

When the libvirtd daemon (**libvirtd**) is first installed, it contains an initial virtual network switch configuration in NAT mode. This configuration is used so that installed guests can communicate to the external network, through the host physical machine. The following image demonstrates this default configuration for **libvirtd**:

libvirt's default network configuration

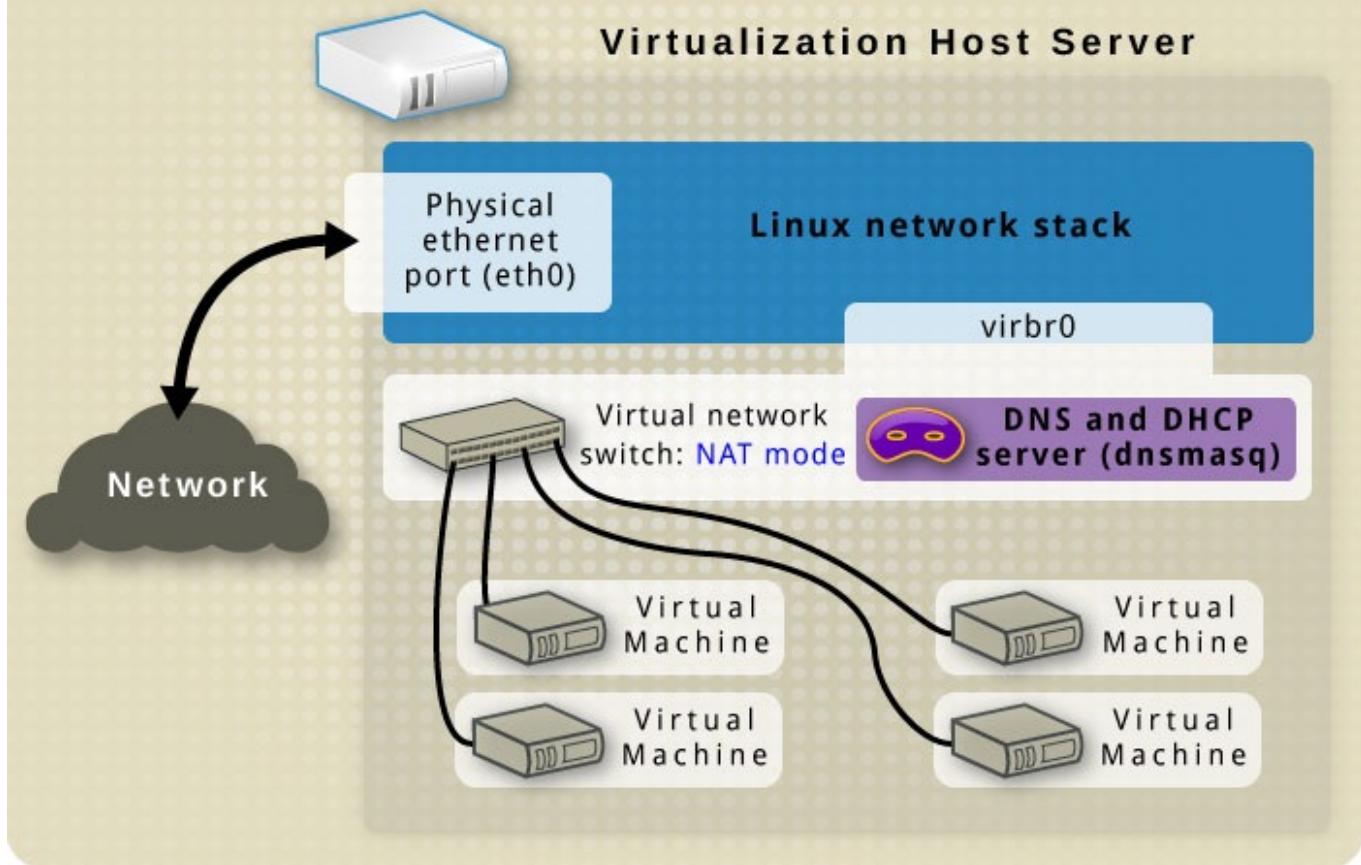


Figure 20.8. Default libvirt network configuration

Note

A virtual network can be restricted to a specific physical interface. This may be useful on a physical system that has several interfaces (for example, `eth0`, `eth1` and `eth2`). This is only useful in routed and NAT modes, and can be defined in the `dev=<interface>` option, or in `virt-manager` when creating a new virtual network.

20.8. Examples of Common Scenarios

This section demonstrates different virtual networking modes and provides some example scenarios.

20.8.1. Bridged Mode

Bridged mode operates on Layer 2 of the OSI model. When used, all of the guest virtual machines will appear on the same subnet as the host physical machine. The most common use cases for bridged mode include:

- » Deploying guest virtual machines in an existing network alongside host physical machines making the difference between virtual and physical machines transparent to the end user.
- » Deploying guest virtual machines without making any changes to existing physical network configuration settings.

- » Deploying guest virtual machines which must be easily accessible to an existing physical network. Placing guest virtual machines on a physical network where they must access services within an existing broadcast domain, such as DHCP.
- » Connecting guest virtual machines to an existing network where VLANs are used.

20.8.2. Routed Mode

DMZ

Consider a network where one or more nodes are placed in a controlled sub-network for security reasons. The deployment of a special sub-network such as this is a common practice, and the sub-network is known as a DMZ. Refer to the following diagram for more details on this layout:

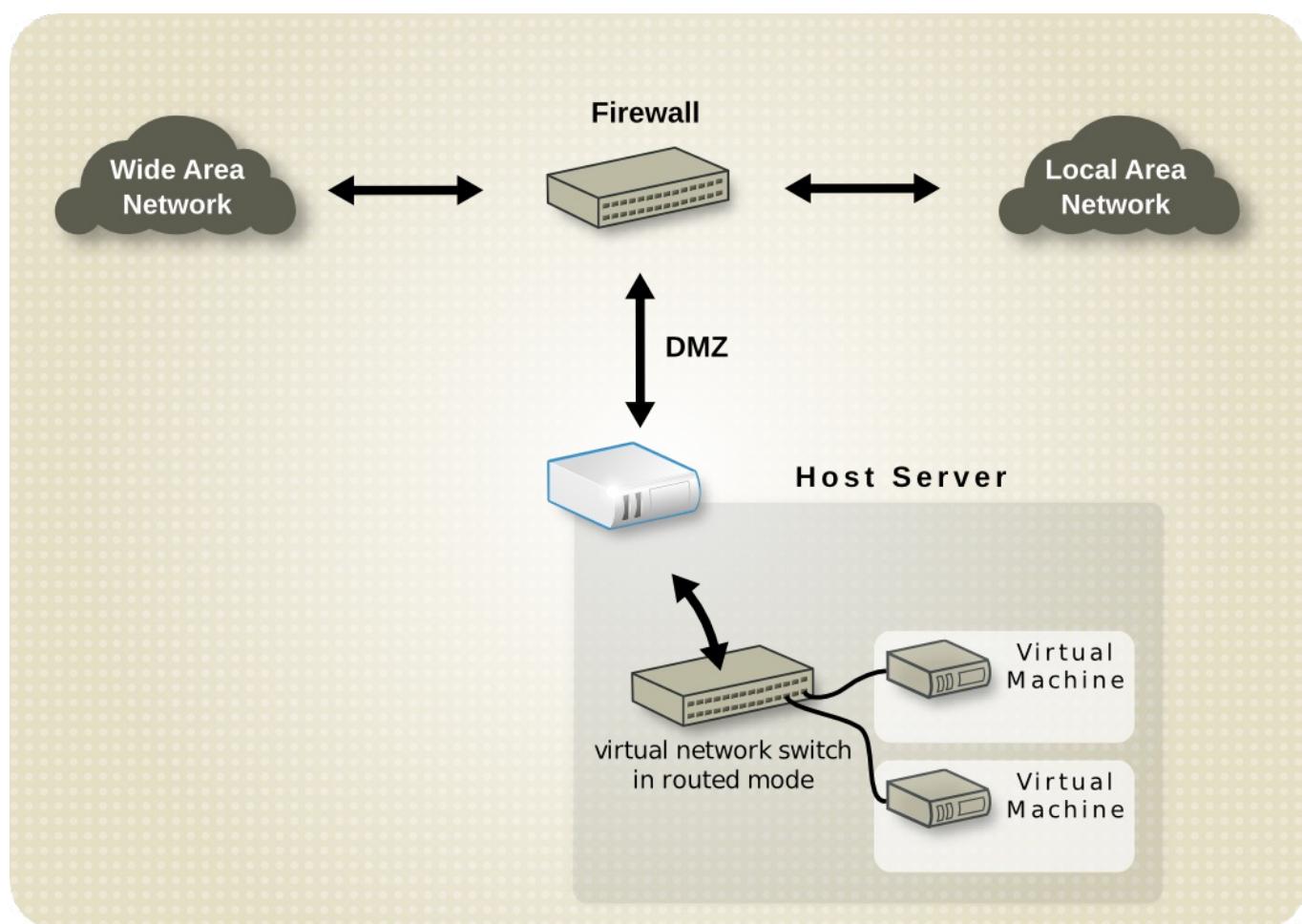


Figure 20.9. Sample DMZ configuration

Host physical machines in a DMZ typically provide services to WAN (external) host physical machines as well as LAN (internal) host physical machines. As this requires them to be accessible from multiple locations, and considering that these locations are controlled and operated in different ways based on their security and trust level, routed mode is the best configuration for this environment.

Virtual Server Hosting

Consider a virtual server hosting company that has several host physical machines, each with two physical network connections. One interface is used for management and accounting, the other is for the virtual machines to connect through. Each guest has its own public IP address, but the host physical machines use private IP address as management of the guests can only be performed by internal administrators. Refer to the following diagram to understand this scenario:

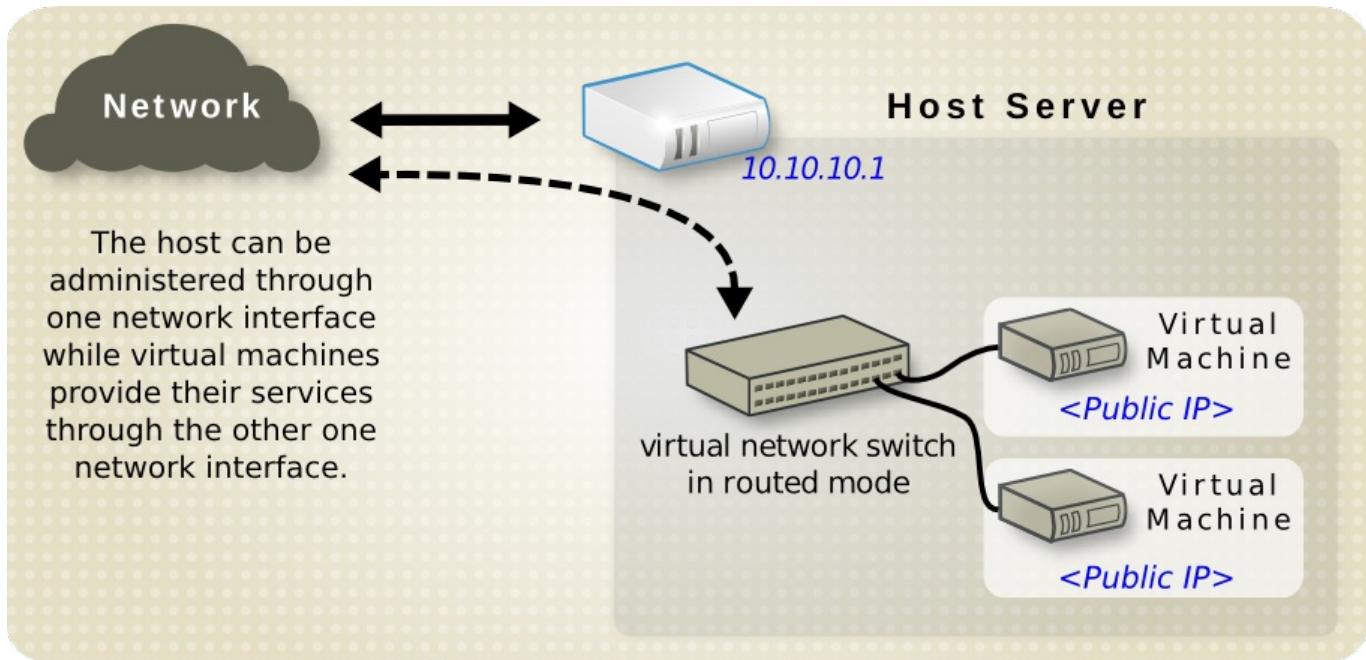


Figure 20.10. Virtual server hosting sample configuration

When the host physical machine has a public IP address and the virtual machines have static public IP addresses, bridged networking cannot be used, as the provider only accepts packets from the MAC address of the public host physical machine. The following diagram demonstrates this:

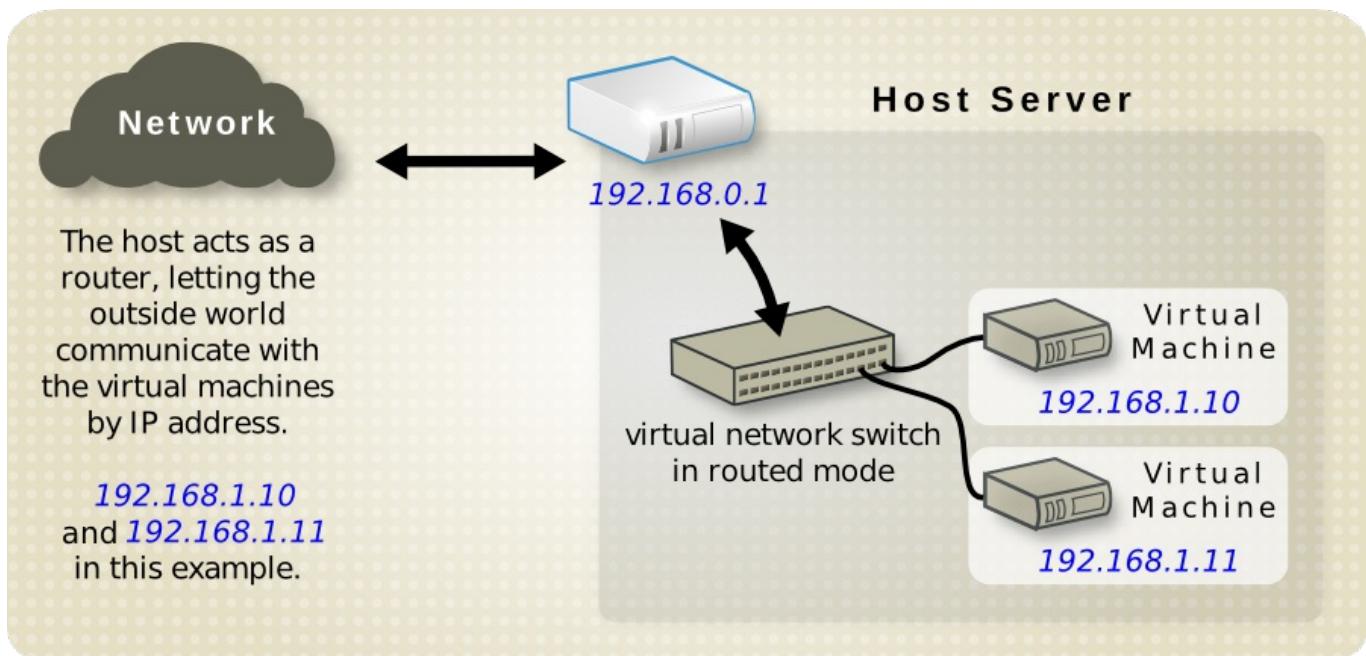


Figure 20.11. Virtual server using static IP addresses

20.8.3. NAT Mode

NAT (Network Address Translation) mode is the default mode. It can be used for testing when there is no need for direct network visibility.

20.8.4. Isolated Mode

Isolated mode allows virtual machines to communicate with each other only. They are unable to interact with the physical network.

20.9. Managing a Virtual Network

To configure a virtual network on your system:

1. From the **Edit** menu, select **Connection Details**.
2. This will open the **Connection Details** menu. Click the **Virtual Networks** tab.

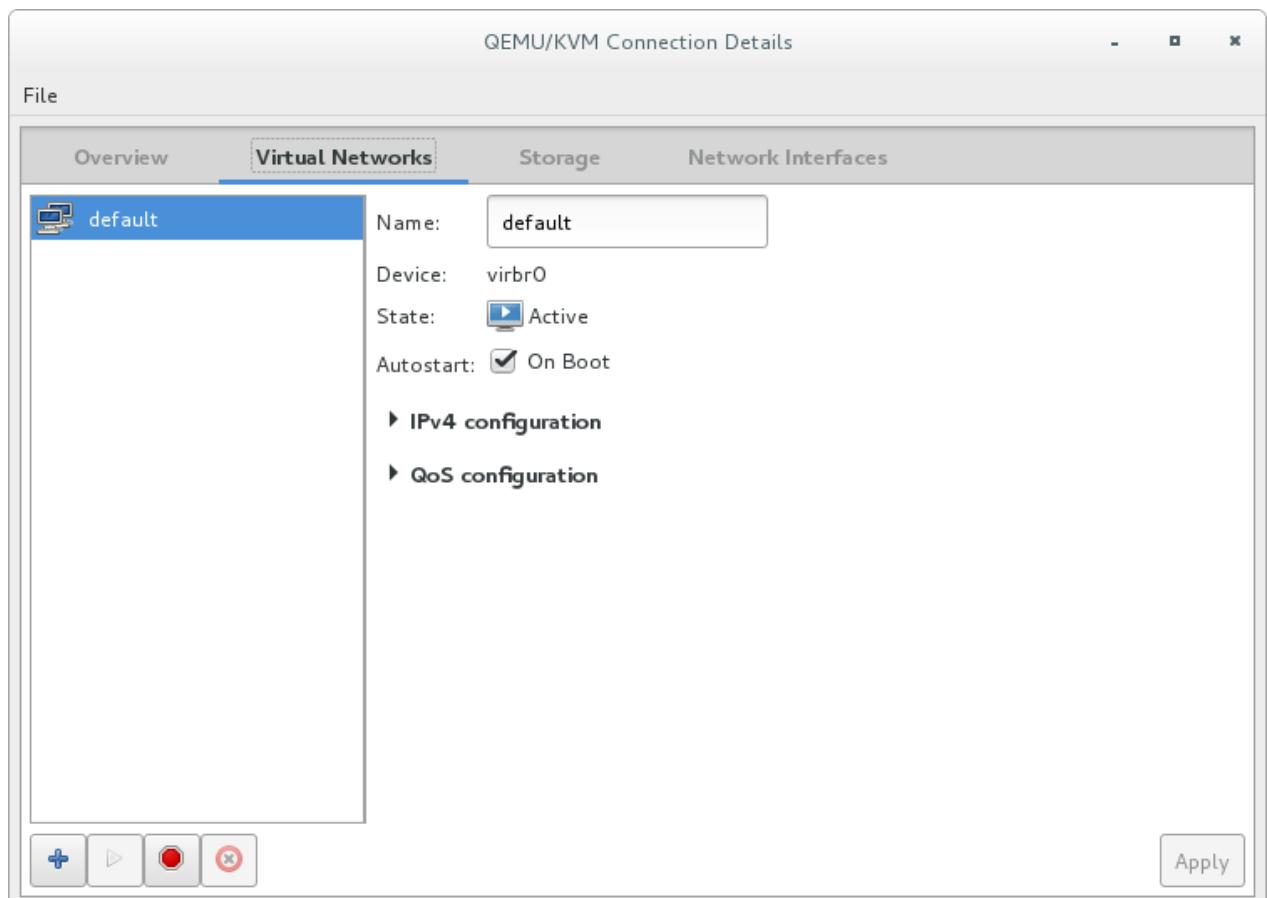


Figure 20.12. Virtual network configuration

3. All available virtual networks are listed on the left-hand box of the menu. You can edit the configuration of a virtual network by selecting it from this box and editing as you see fit.

20.10. Creating a Virtual Network

To create a virtual network on your system using the Virtual Manager (virt-manager):

1. Open the **Virtual Networks** tab from within the **Connection Details** menu. Click the **Add Network** button, identified by a plus sign (+) icon. For more information, refer to [Section 20.9, “Managing a Virtual Network”](#).

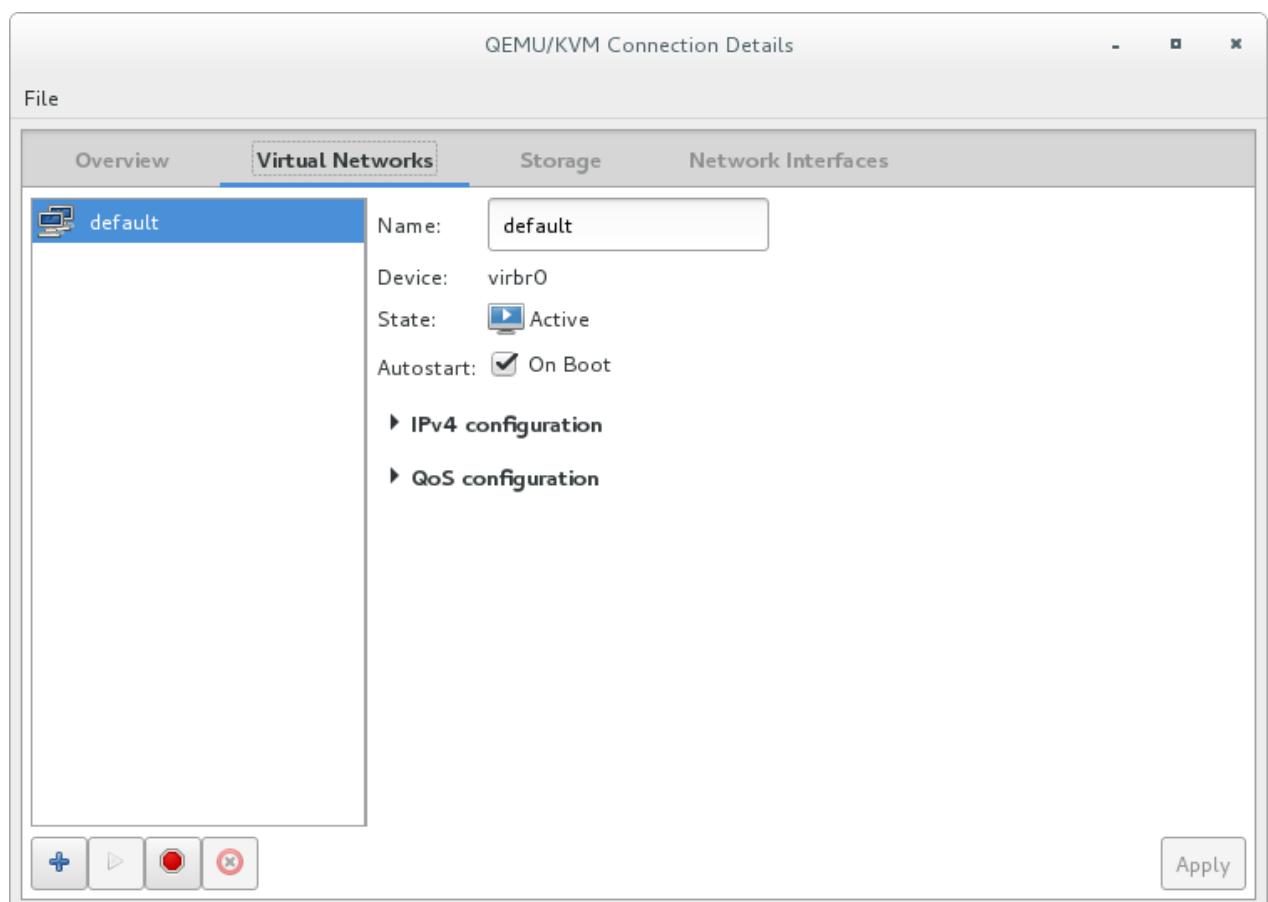


Figure 20.13. Virtual network configuration

This will open the **Create a new virtual network** window. Click **Forward** to continue.

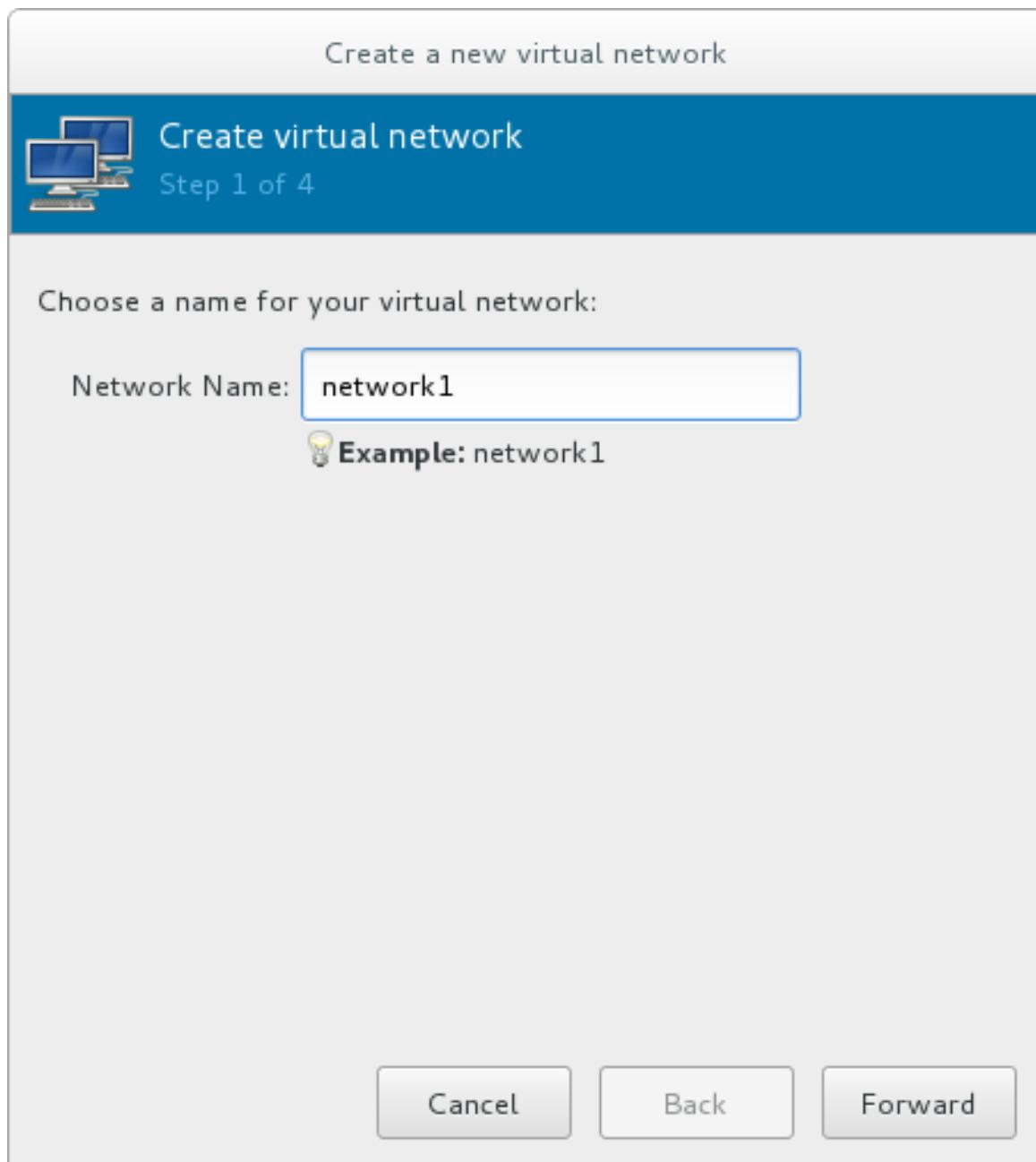


Figure 20.14. Naming your new virtual network

2. Enter an appropriate name for your virtual network and click **Forward**.

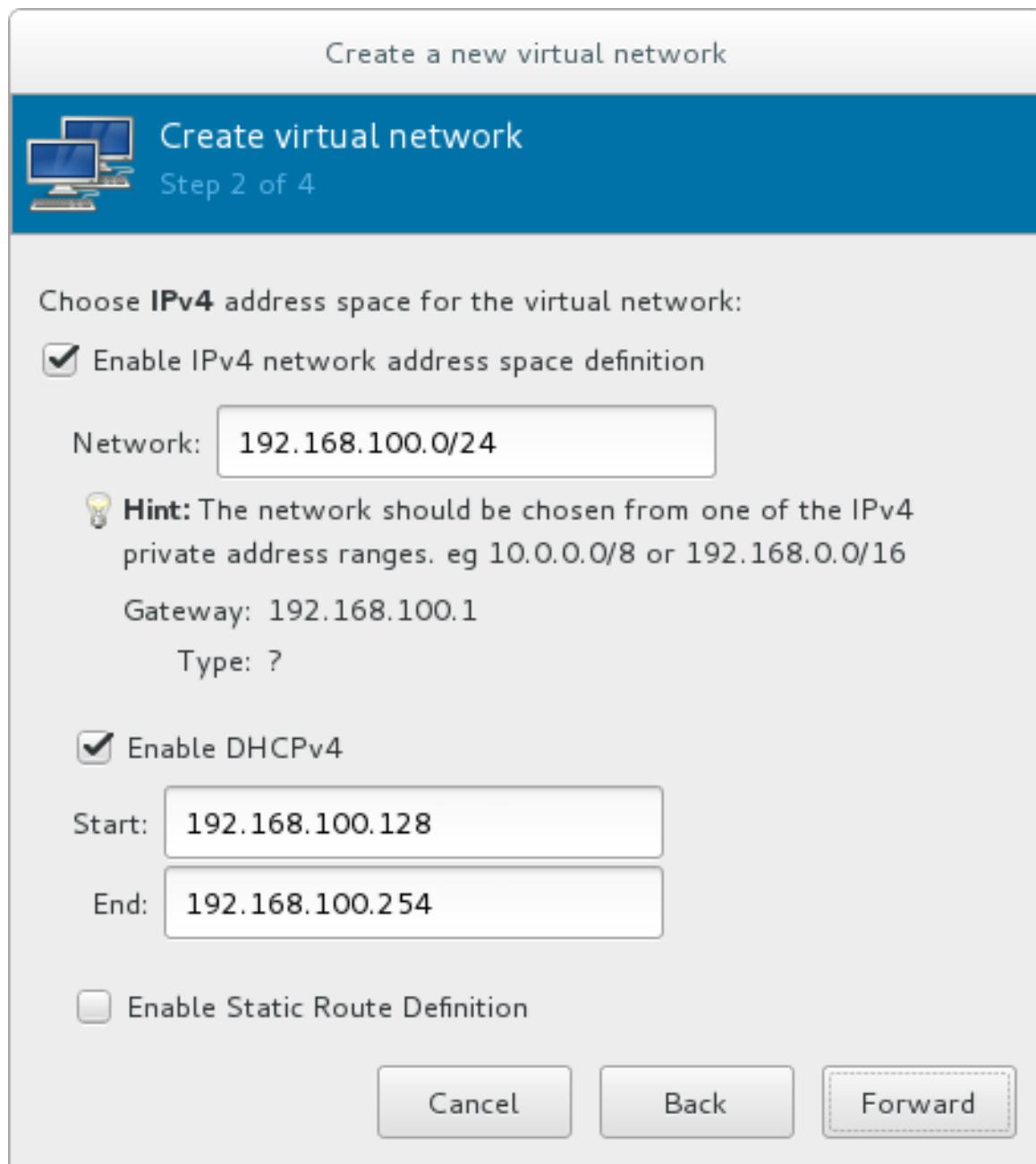


Figure 20.15. Choosing an IPv4 address space

3. Check the **Enable IPv4 network address space definition** check box.

Enter an IPv4 address space for your virtual network in the **Network** field.

Check the **Enable DHCPv4** check box.

Define the DHCP range for your virtual network by specifying a **Start** and **End** range of IP addresses.

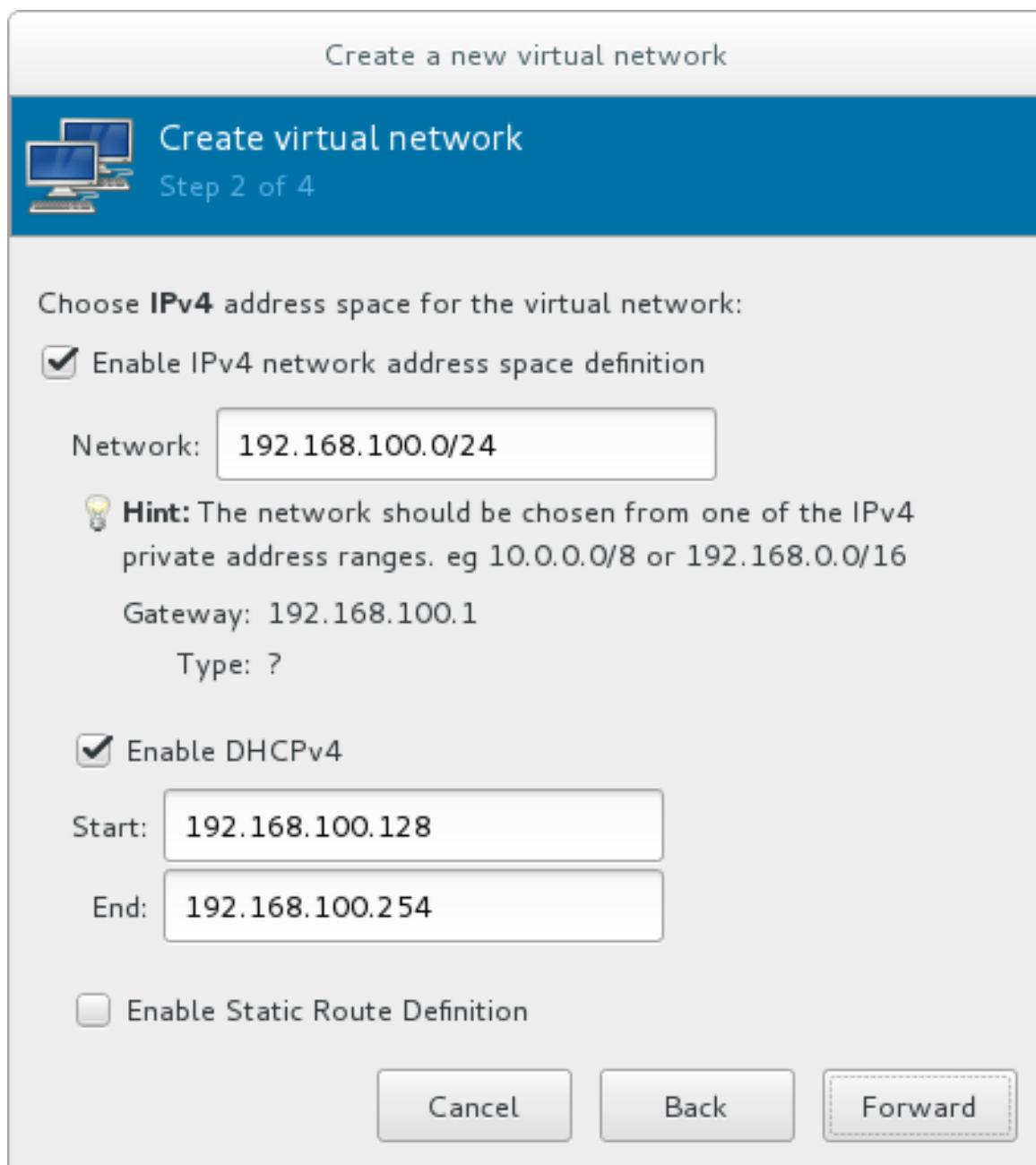


Figure 20.16. Choosing an IPv4 address space

- Click **Forward** to continue.
4. If you want to enable IPv6, check the **Enable `IPv6` network address space definition**.

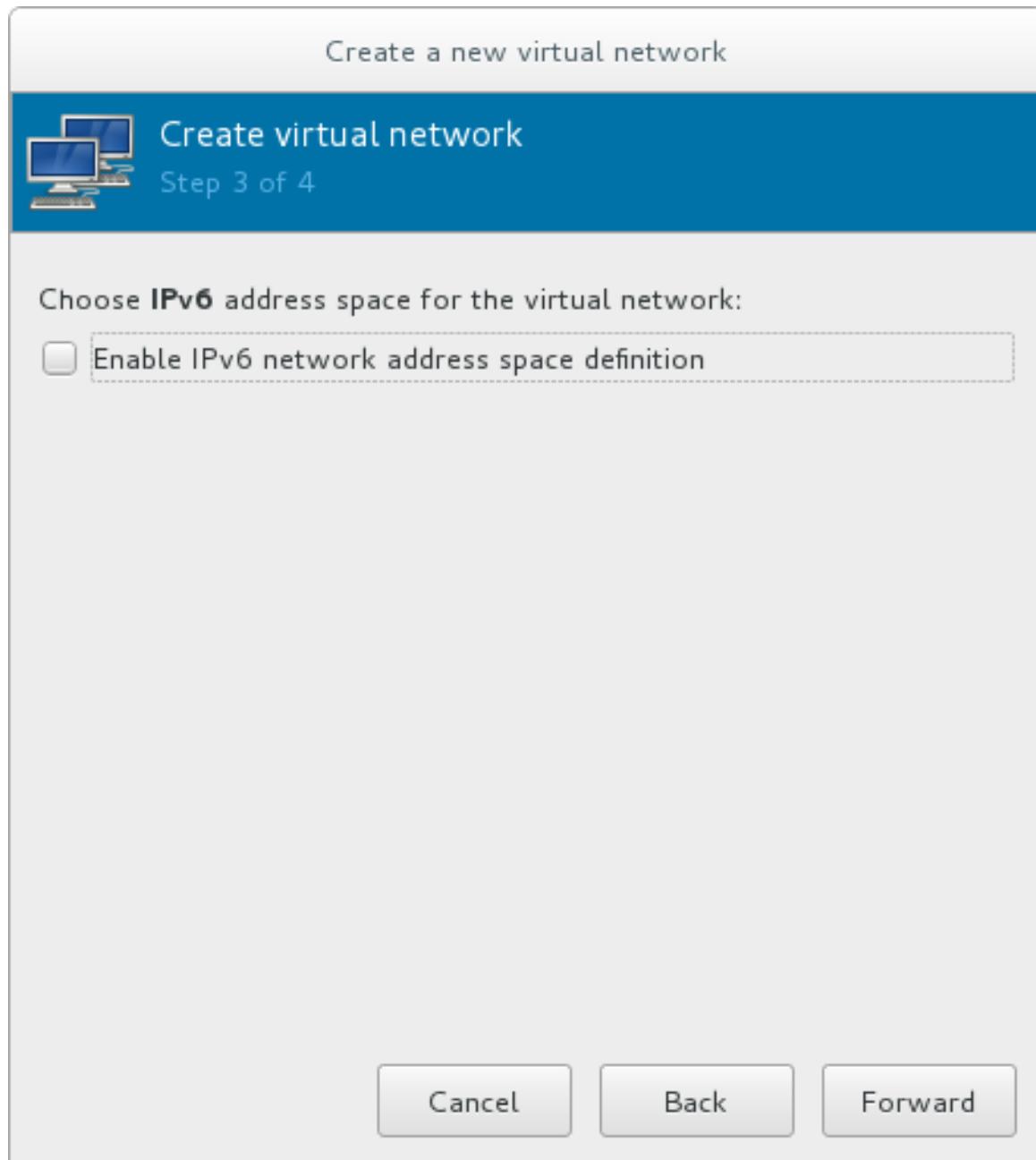


Figure 20.17. Enabling IPv6

Additional fields appear in the Create a new virtual network window.

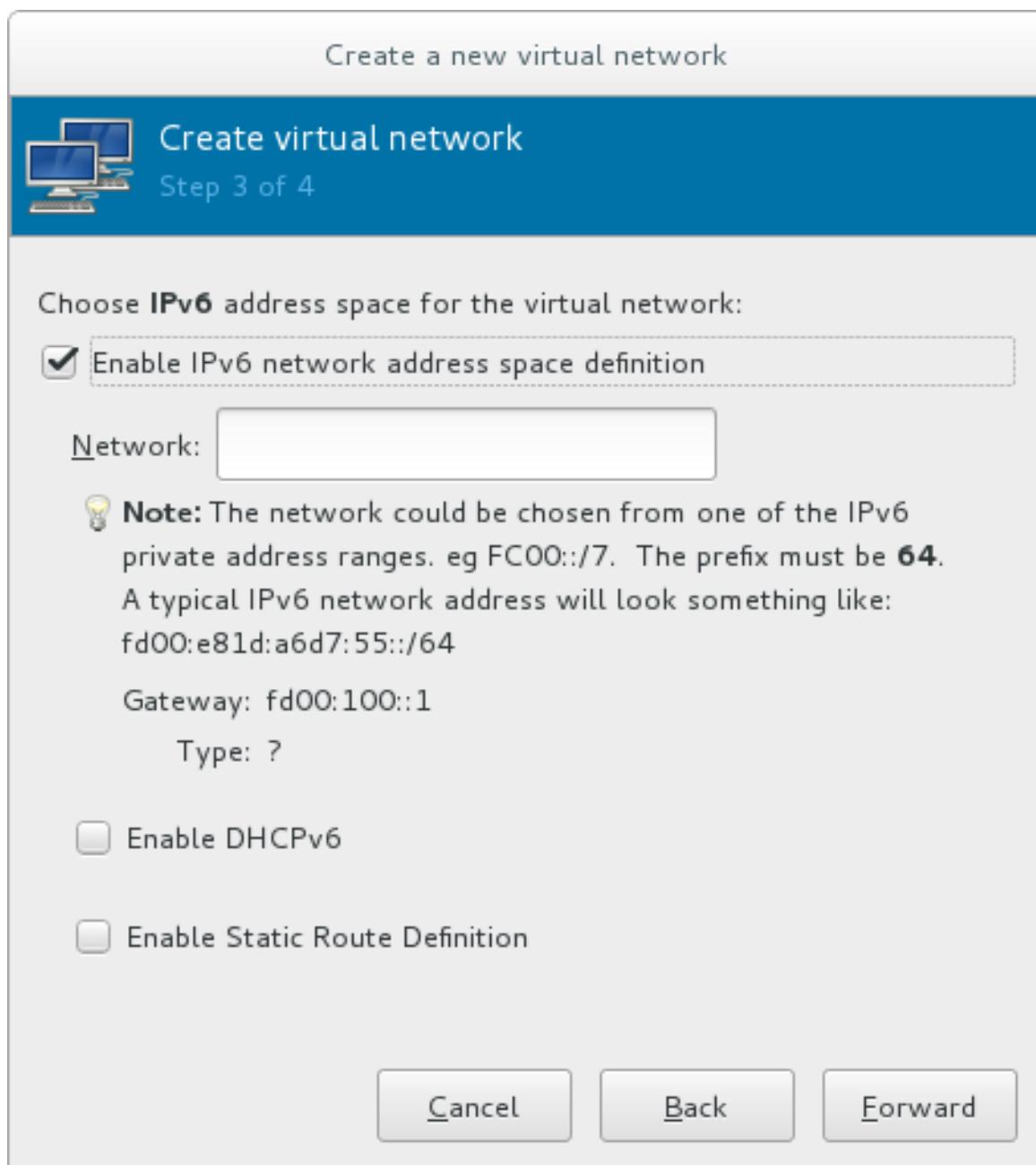


Figure 20.18. Configuring IPv6

- Enter an IPv6 address in the **Network** field.
5. If you want to enable DHCPv6, check the **Enable DHCPv6** check box.
Additional fields appear in the Create a new virtual network window.

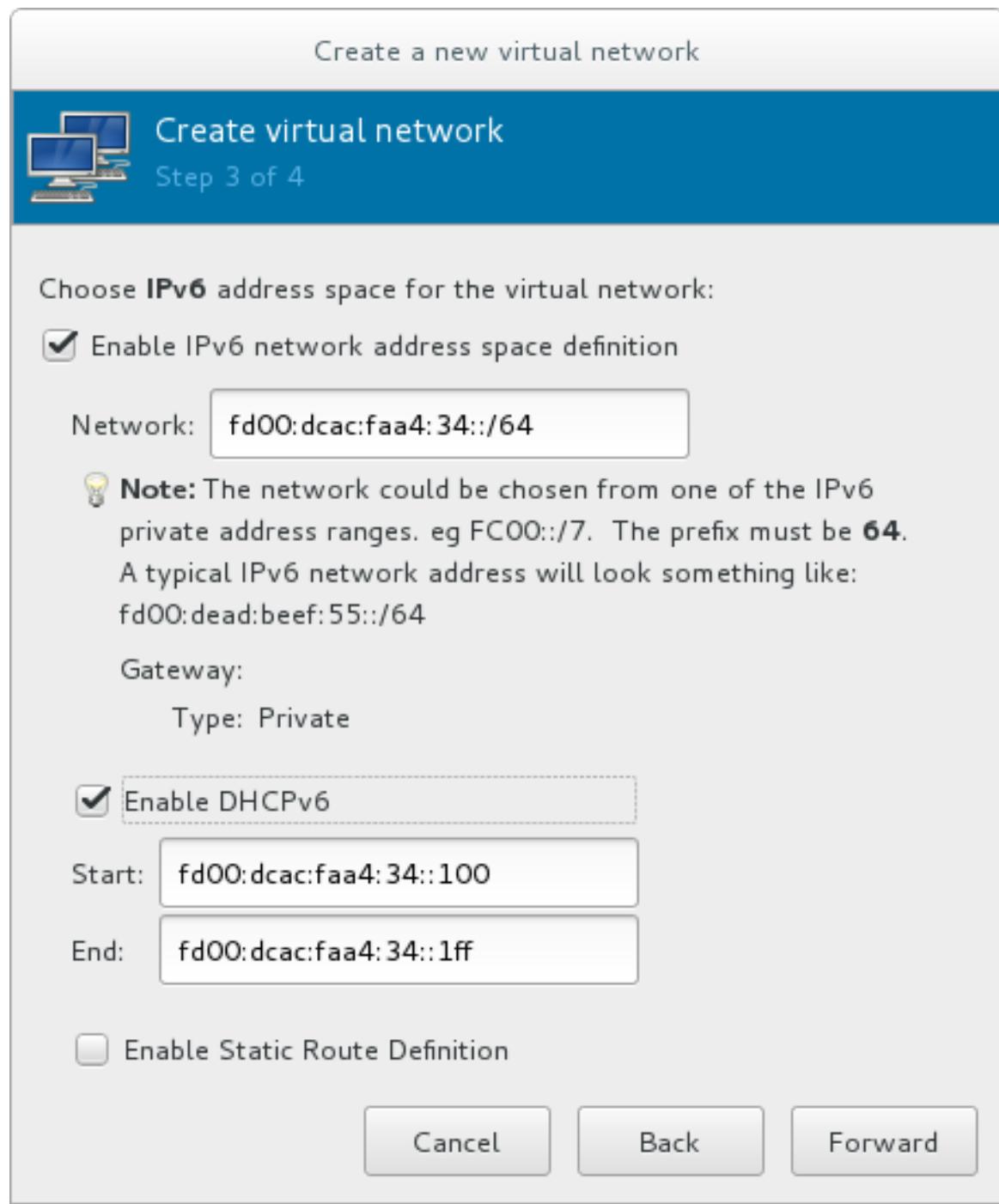


Figure 20.19. Configuring DHCPv6

- (Optional) Edit the start and end of the DHCPv6 range.
6. If you want to enable static route definitions, check the **Enable Static Route Definition** check box.
- Additional fields appear in the Create a new virtual network window.

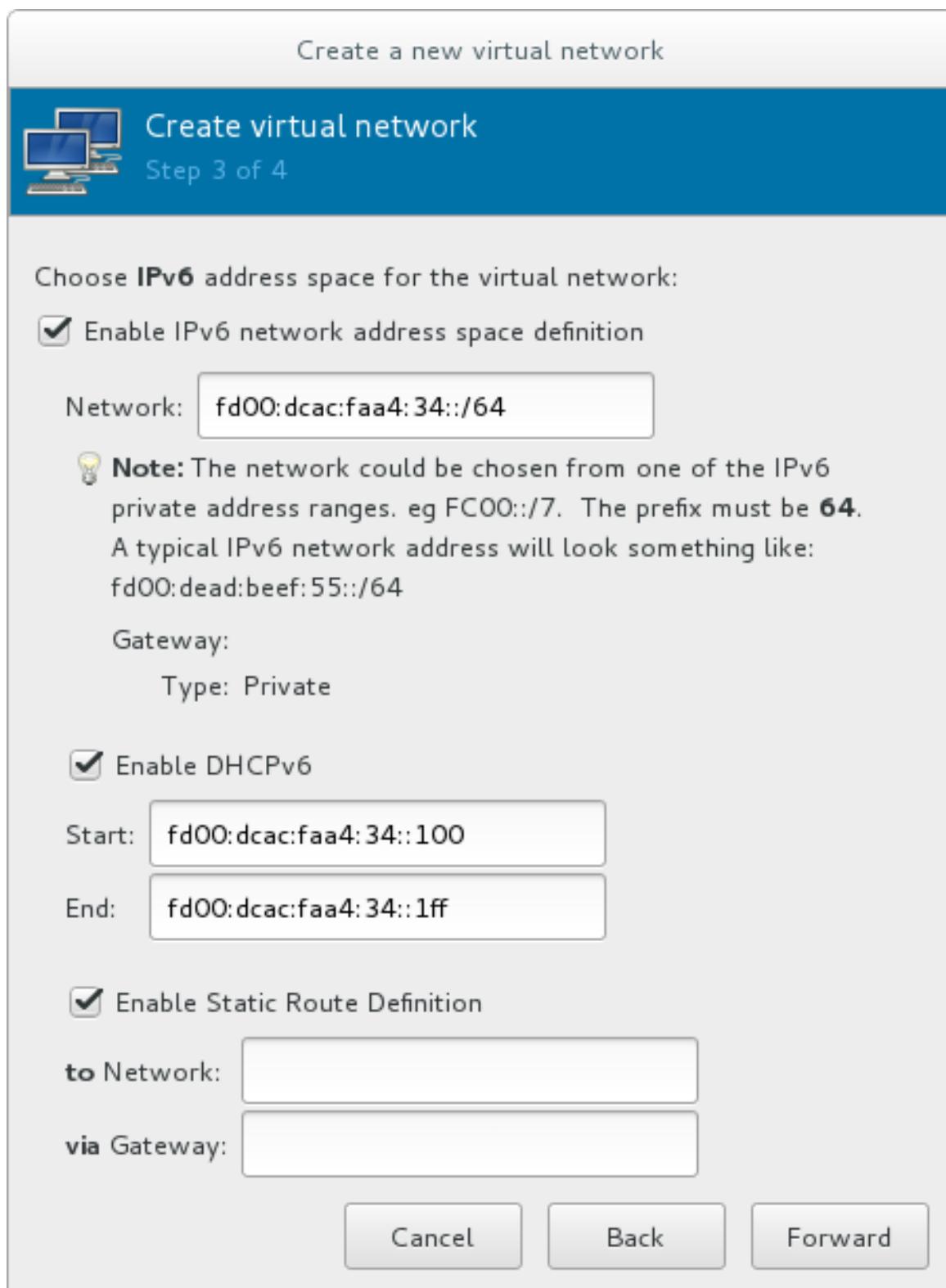


Figure 20.20. Defining static routes

Enter a network address and the gateway that will be used for the route to the network in the appropriate fields.

Click **Forward**.

7. Select how the virtual network should connect to the physical network.

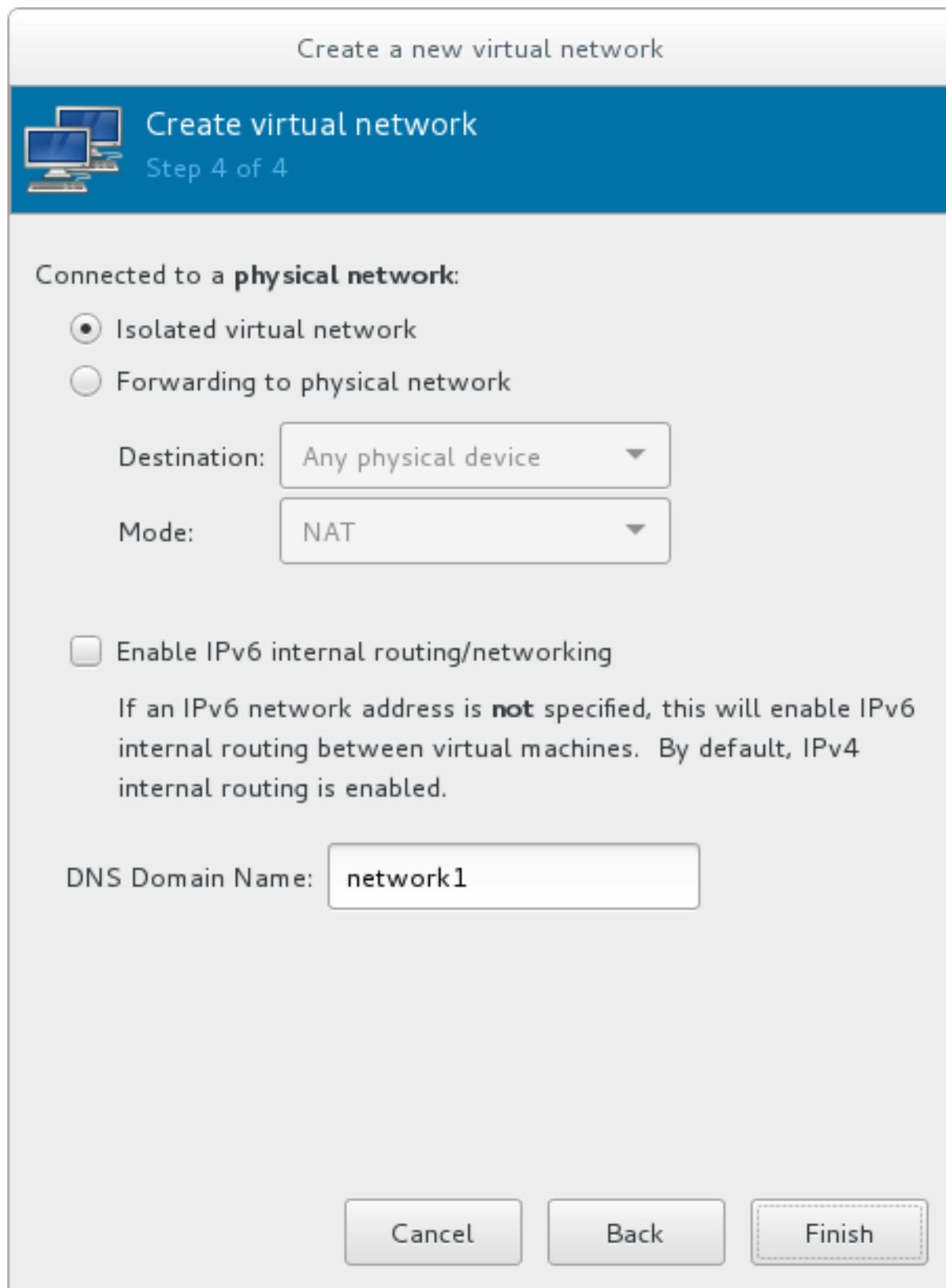


Figure 20.21. Connecting to the physical network

If you want the virtual network to be isolated, ensure that the **Isolated virtual network** radio button is selected.

If you want the virtual network to connect to a physical network, select **Forwarding to physical network**, and choose whether the **Destination** should be **Any physical device** or a specific physical device. Also select whether the **Mode** should be **NAT** or **Routed**.

If you want to enable IPv6 routing within the virtual network, check the **Enable IPv6 internal routing/networking** check box.

Enter a DNS domain name for the virtual network.

Click **Finish** to create the virtual network.

8. The new virtual network is now available in the **Virtual Networks** tab of the **Connection Details** window.

20.11. Attaching a Virtual Network to a Guest

To attach a virtual network to a guest:

1. In the **Virtual Machine Manager** window, highlight the guest that will have the network assigned.

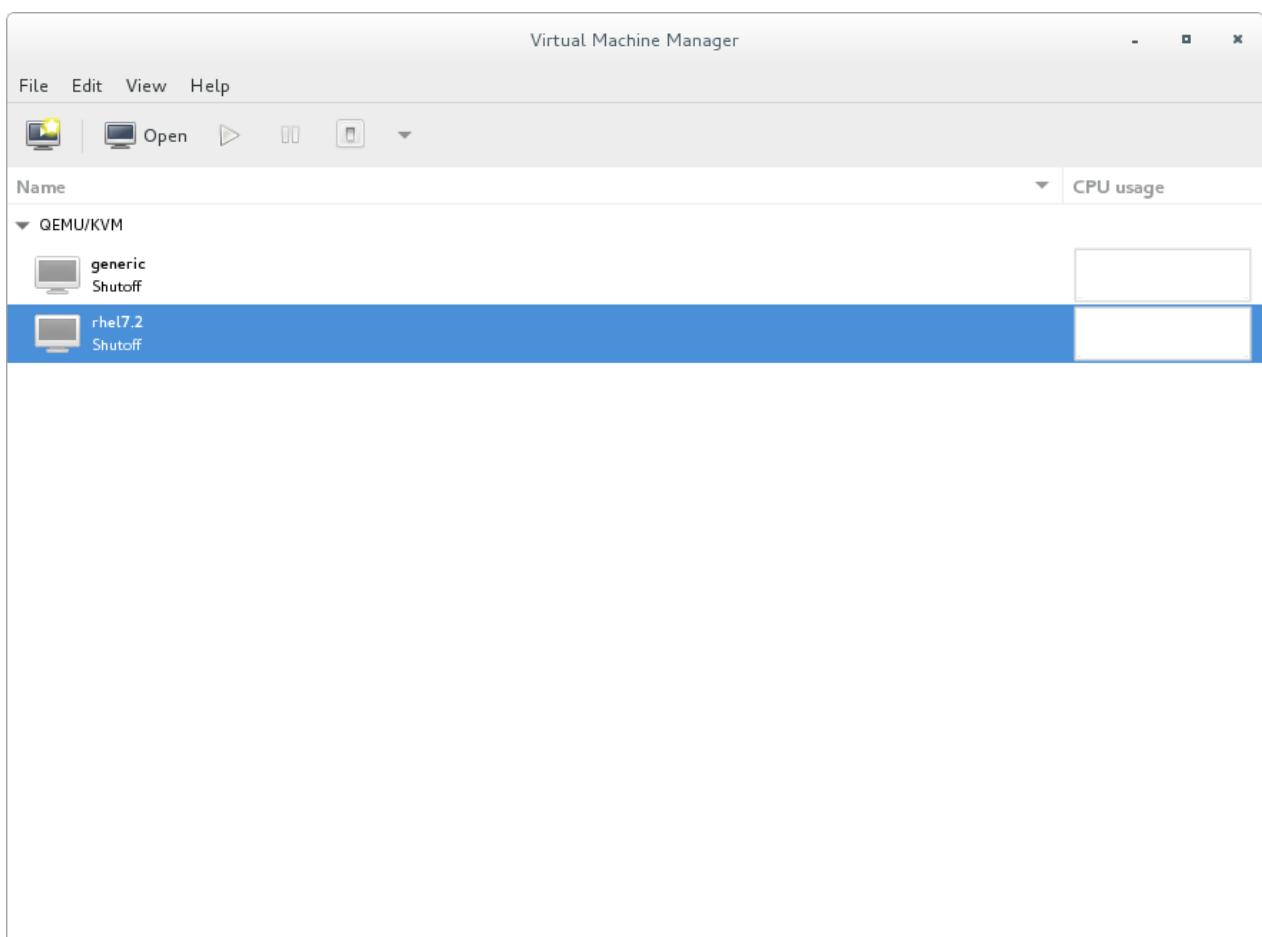


Figure 20.22. Selecting a virtual machine to display

2. From the Virtual Machine Manager **Edit** menu, select **Virtual Machine Details**.
3. Click the **Add Hardware** button on the Virtual Machine Details window.
4. In the **Add new virtual hardware** window, select **Network** from the left pane, and select your network name (*network1* in this example) from the **Host device** menu and click **Finish**.

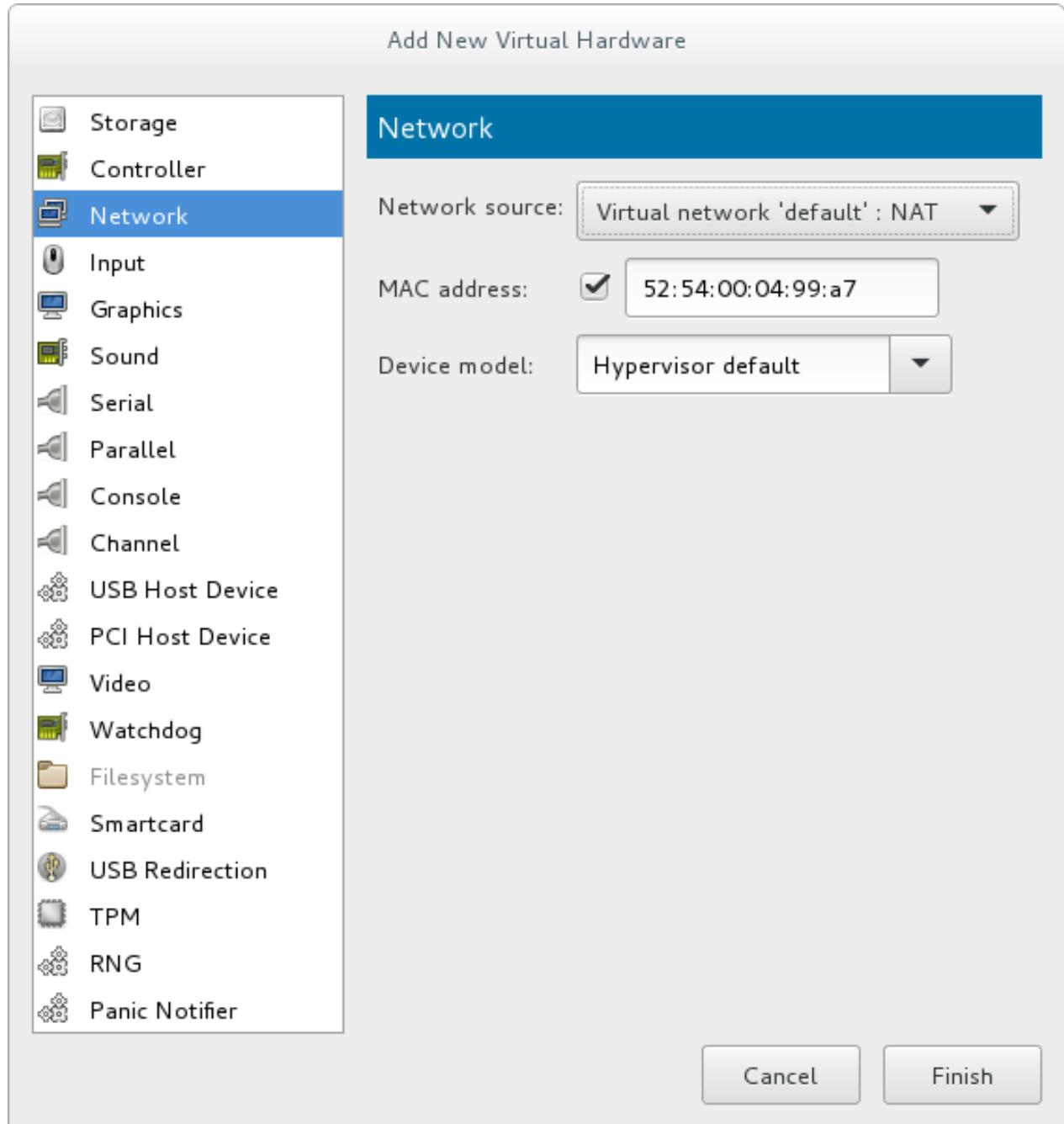


Figure 20.23. Select your network from the Add new virtual hardware window

5. The new network is now displayed as a virtual network interface that will be presented to the guest upon launch.

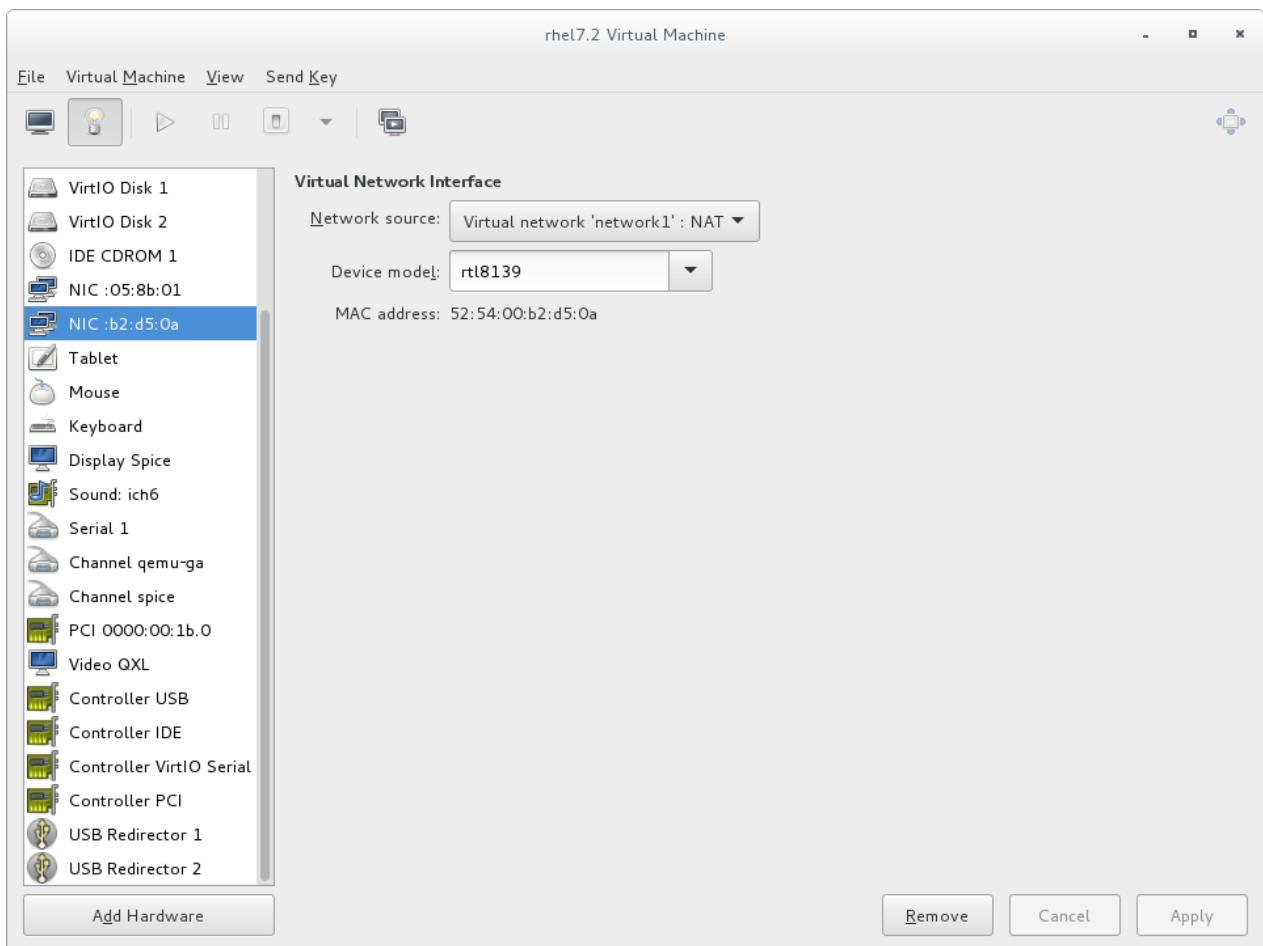


Figure 20.24. New network shown in guest hardware list

20.12. Directly Attaching to Physical Interface

The instructions provided in this chapter will assist in the direct attachment of the virtual machine's NIC to the given physical interface of the host physical machine. If you want to use an assignment method (known as passthrough), refer to [Chapter 18, Guest Virtual Machine Device Configuration](#) and [Section 23.44, “Interface Commands”](#). This setup requires the Linux macvtap driver to be available. There are four modes that you can choose for the operation mode of the macvtap device, with 'vepa' being the default mode. Their behavior is as follows:

Physical interface delivery modes

vepa

All VMs' packets are sent to the external bridge. Packets whose destination is a VM on the same host physical machine as where the packet originates from are sent back to the host physical machine by the VEPA capable bridge (today's bridges are typically not VEPA capable).

bridge

Packets whose destination is on the same host physical machine as where they originate from are directly delivered to the target macvtap device. Both origin and destination devices need to be in bridge mode for direct delivery. If either one of them is in vepa mode, a VEPA capable bridge is required.

private

All packets are sent to the external bridge and will only be delivered to a target VM on the same host physical machine if they are sent through an external router or gateway and that device sends them back to the host physical machine. This procedure is followed if either the source or destination device is in private mode.

passthrough

This feature attaches a virtual function of a SRIOV capable NIC directly to a VM without losing the migration capability. All packets are sent to the VF/IF of the configured network device. Depending on the capabilities of the device additional prerequisites or limitations may apply; for example, on Linux this requires kernel 2.6.38 or newer.

Each of the four modes is configured by changing the domain xml file. Once this file is opened, change the mode setting as shown:

```
<devices>
  ...
  <interface type='direct'>
    <source dev='eth0' mode='vpea' />
  </interface>
</devices>
```

The network access of direct attached guest virtual machines can be managed by the hardware switch to which the physical interface of the host physical machine is connected to.

The interface can have additional parameters as shown below, if the switch is conforming to the IEEE 802.1Qbg standard. The parameters of the virtualport element are documented in more detail in the IEEE 802.1Qbg standard. The values are network specific and should be provided by the network administrator. In 802.1Qbg terms, the Virtual Station Interface (VSI) represents the virtual interface of a virtual machine.

Note that IEEE 802.1Qbg requires a non-zero value for the VLAN ID. Also if the switch is conforming to the IEEE 802.1Qbh standard, the values are network specific and should be provided by the network administrator.

Virtual Station Interface types**managerid**

The VSI Manager ID identifies the database containing the VSI type and instance definitions. This is an integer value and the value 0 is reserved.

typeid

The VSI Type ID identifies a VSI type characterizing the network access. VSI types are typically managed by network administrator. This is an integer value.

typeidversion

The VSI Type Version allows multiple versions of a VSI Type. This is an integer value.

instanceid

The VSI Instance ID Identifier is generated when a VSI instance (a virtual interface of a virtual machine) is created. This is a globally unique identifier.

profileid

The profile ID contains the name of the port profile that is to be applied onto this interface. This name is resolved by the port profile database into the network parameters from the port profile, and those network parameters will be applied to this interface.

Each of the four types is configured by changing the domain xml file. Once this file is opened, change the mode setting as shown:

```
<devices>
  ...
  <interface type='direct'>
    <source dev='eth0.2' mode='vepa' />
    <virtualport type="802.1Qbg">
      <parameters managerid="11" typeid="1193047" typeidversion="2"
instanceid="09b11c53-8b5c-4eeb-8f00-d84eaa0aaa4f"/>
    </virtualport>
  </interface>
</devices>
```

The profile ID is shown here:

```
<devices>
  ...
  <interface type='direct'>
    <source dev='eth0' mode='private' />
    <virtualport type='802.1Qbh'>
      <parameters profileid='finance' />
    </virtualport>
  </interface>
</devices>
...
```

20.13. Dynamically Changing a Host Physical Machine or a Network Bridge that is Attached to a Virtual NIC

This section demonstrates how to move the vNIC of a guest virtual machine from one bridge to another while the guest virtual machine is running without compromising the guest virtual machine

1. Prepare guest virtual machine with a configuration similar to the following:

```
<interface type='bridge'>
  <mac address='52:54:00:4a:c9:5e' />
  <source bridge='virbr0' />
  <model type='virtio' />
</interface>
```

2. Prepare an XML file for interface update:

```
# cat br1.xml
```

```
<interface type='bridge'>
  <mac address='52:54:00:4a:c9:5e' />
```

```
<source bridge='virbr1'>
<model type='virtio'>
</interface>
```

- Start the guest virtual machine, confirm the guest virtual machine's network functionality, and check that the guest virtual machine's vnetX is connected to the bridge you indicated.

```
# brctl show
bridge name      bridge id      STP enabled      interfaces
virbr0           8000.5254007da9f2  yes
virbr0-nic

vnet0
virbr1           8000.525400682996  yes
virbr1-nic
```

- Update the guest virtual machine's network with the new interface parameters with the following command:

```
# virsh update-device test1 br1.xml
Device updated successfully
```

- On the guest virtual machine, run **service network restart**. The guest virtual machine gets a new IP address for virbr1. Check the guest virtual machine's vnet0 is connected to the new bridge(virbr1)

```
# brctl show
bridge name      bridge id      STP enabled      interfaces
virbr0           8000.5254007da9f2  yes
virbr1           8000.525400682996  yes
vnet0
```

20.14. Applying Network Filtering

This section provides an introduction to libvirt's network filters, their goals, concepts and XML format.

20.14.1. Introduction

The goal of the network filtering, is to enable administrators of a virtualized system to configure and enforce network traffic filtering rules on virtual machines and manage the parameters of network traffic that virtual machines are allowed to send or receive. The network traffic filtering rules are applied on the host physical machine when a virtual machine is started. Since the filtering rules cannot be circumvented from within the virtual machine, it makes them mandatory from the point of view of a virtual machine user.

From the point of view of the guest virtual machine, the network filtering system allows each virtual machine's network traffic filtering rules to be configured individually on a per interface basis. These rules are applied on the host physical machine when the virtual machine is started and can be modified while the virtual machine is running. The latter can be achieved by modifying the XML description of a network filter.

Multiple virtual machines can make use of the same generic network filter. When such a filter is

modified, the network traffic filtering rules of all running virtual machines that reference this filter are updated. The machines that are not running will update on start.

As previously mentioned, applying network traffic filtering rules can be done on individual network interfaces that are configured for certain types of network configurations. Supported network types include:

- » network
- » ethernet -- must be used in bridging mode
- » bridge

Example 20.1. An example of network filtering

The interface XML is used to reference a top-level filter. In the following example, the interface description references the filter clean-traffic.

```
<devices>
  <interface type='bridge'>
    <mac address='00:16:3e:5d:c7:9e' />
    <filterref filter='clean-traffic' />
  </interface>
</devices>
```

Network filters are written in XML and may either contain: references to other filters, rules for traffic filtering, or hold a combination of both. The above referenced filter clean-traffic is a filter that only contains references to other filters and no actual filtering rules. Since references to other filters can be used, a tree of filters can be built. The clean-traffic filter can be viewed using the command: # **virsh nwfilter-dumpxml clean-traffic**.

As previously mentioned, a single network filter can be referenced by multiple virtual machines. Since interfaces will typically have individual parameters associated with their respective traffic filtering rules, the rules described in a filter's XML can be generalized using variables. In this case, the variable name is used in the filter XML and the name and value are provided at the place where the filter is referenced.

Example 20.2. Description extended

In the following example, the interface description has been extended with the parameter IP and a dotted IP address as a value.

```
<devices>
  <interface type='bridge'>
    <mac address='00:16:3e:5d:c7:9e' />
    <filterref filter='clean-traffic'>
      <parameter name='IP' value='10.0.0.1' />
    </filterref>
  </interface>
</devices>
```

In this particular example, the clean-traffic network traffic filter will be represented with the IP address parameter 10.0.0.1 and as per the rule dictates that all traffic from this interface will always be using 10.0.0.1 as the source IP address, which is one of the purpose of this particular filter.

20.14.2. Filtering Chains

Filtering rules are organized in filter chains. These chains can be thought of as having a tree structure with packet filtering rules as entries in individual chains (branches).

Packets start their filter evaluation in the root chain and can then continue their evaluation in other chains, return from those chains back into the root chain or be dropped or accepted by a filtering rule in one of the traversed chains.

Libvirt's network filtering system automatically creates individual root chains for every virtual machine's network interface on which the user chooses to activate traffic filtering. The user may write filtering rules that are either directly instantiated in the root chain or may create protocol-specific filtering chains for efficient evaluation of protocol-specific rules.

The following chains exist:

- » root
- » mac
- » stp (spanning tree protocol)
- » vlan
- » arp and rarp
- » ipv4
- » ipv6

Multiple chains evaluating the mac, stp, vlan, arp, rarp, ipv4, or ipv6 protocol can be created using the protocol name only as a prefix in the chain's name.

Example 20.3. ARP traffic filtering

This example allows chains with names arp-xyz or arp-test to be specified and have their ARP protocol packets evaluated in those chains.

The following filter XML shows an example of filtering ARP traffic in the arp chain.

```
<filter name='no-arp-spoofing' chain='arp' priority='-500'>
  <uuid>f88f1932-debf-4aa1-9fbe-f10d3aa4bc95</uuid>
  <rule action='drop' direction='out' priority='300'>
    <mac match='no' srcmacaddr='$MAC'/>
  </rule>
  <rule action='drop' direction='out' priority='350'>
    <arp match='no' arpsrcmacaddr='$MAC'/>
  </rule>
  <rule action='drop' direction='out' priority='400'>
    <arp match='no' arpsrcipaddr='$IP'/>
  </rule>
  <rule action='drop' direction='in' priority='450'>
    <arp opcode='Reply' />
    <arp match='no' arpdstmacaddr='$MAC'/>
  </rule>
  <rule action='drop' direction='in' priority='500'>
    <arp match='no' arpdstipaddr='$IP'/>
  </rule>
```

```

<rule action='accept' direction='inout' priority='600'>
    <arp opcode='Request'/>
</rule>
<rule action='accept' direction='inout' priority='650'>
    <arp opcode='Reply'/>
</rule>
<rule action='drop' direction='inout' priority='1000' />
</filter>

```

The consequence of putting ARP-specific rules in the arp chain, rather than for example in the root chain, is that packets protocols other than ARP do not need to be evaluated by ARP protocol-specific rules. This improves the efficiency of the traffic filtering. However, one must then pay attention to only putting filtering rules for the given protocol into the chain since other rules will not be evaluated. For example, an IPv4 rule will not be evaluated in the ARP chain since IPv4 protocol packets will not traverse the ARP chain.

20.14.3. Filtering Chain Priorities

As previously mentioned, when creating a filtering rule, all chains are connected to the root chain. The order in which those chains are accessed is influenced by the priority of the chain. The following table shows the chains that can be assigned a priority and their default priorities.

Table 20.1. Filtering chain default priorities values

| Chain (prefix) | Default priority |
|----------------|------------------|
| stp | -810 |
| mac | -800 |
| vlan | -750 |
| ipv4 | -700 |
| ipv6 | -600 |
| arp | -500 |
| rarp | -400 |

Note

A chain with a lower priority value is accessed before one with a higher value.

The chains listed in [Table 20.1, “Filtering chain default priorities values”](#) can be also be assigned custom priorities by writing a value in the range [-1000 to 1000] into the priority (XML) attribute in the filter node. [Section 20.14.2, “Filtering Chains”](#) filter shows the default priority of -500 for arp chains, for example.

20.14.4. Usage of Variables in Filters

There are two variables that have been reserved for usage by the network traffic filtering subsystem: MAC and IP.

MAC is designated for the MAC address of the network interface. A filtering rule that references this variable will automatically be replaced with the MAC address of the interface. This works without the user having to explicitly provide the MAC parameter. Even though it is possible to specify the MAC

parameter similar to the IP parameter above, it is discouraged since libvirt knows what MAC address an interface will be using.

The parameter **IP** represents the IP address that the operating system inside the virtual machine is expected to use on the given interface. The IP parameter is special in so far as the libvirt daemon will try to determine the IP address (and thus the IP parameter's value) that is being used on an interface if the parameter is not explicitly provided but referenced. For current limitations on IP address detection, consult the section on limitations [Section 20.14.12, “Limitations”](#) on how to use this feature and what to expect when using it. The XML file shown in [Section 20.14.2, “Filtering Chains”](#) contains the filter **no-arp-spoofing**, which is an example of using a network filter XML to reference the MAC and IP variables.

Note that referenced variables are always prefixed with the character **\$**. The format of the value of a variable must be of the type expected by the filter attribute identified in the XML. In the above example, the **IP** parameter must hold a legal IP address in standard format. Failure to provide the correct structure will result in the filter variable not being replaced with a value and will prevent a virtual machine from starting or will prevent an interface from attaching when hot-plugging is being used. Some of the types that are expected for each XML attribute are shown in the example [Example 20.4, “Sample variable types”](#).

Example 20.4. Sample variable types

As variables can contain lists of elements, (the variable IP can contain multiple IP addresses that are valid on a particular interface, for example), the notation for providing multiple elements for the IP variable is:

```
<devices>
  <interface type='bridge'>
    <mac address='00:16:3e:5d:c7:9e' />
    <filterref filter='clean-traffic'>
      <parameter name='IP' value='10.0.0.1' />
      <parameter name='IP' value='10.0.0.2' />
      <parameter name='IP' value='10.0.0.3' />
    </filterref>
  </interface>
</devices>
```

This XML file creates filters to enable multiple IP addresses per interface. Each of the IP addresses will result in a separate filtering rule. Therefore using the XML above and the following rule, three individual filtering rules (one for each IP address) will be created:

```
<rule action='accept' direction='in' priority='500'>
  <tcp sripaddr='$IP' />
</rule>
```

As it is possible to access individual elements of a variable holding a list of elements, a filtering rule like the following accesses the 2nd element of the variable **DSTPORTS**.

```
<rule action='accept' direction='in' priority='500'>
  <udp dstportstart='$DSTPORTS[1]' />
</rule>
```

Example 20.5. Using a variety of variables

As it is possible to create filtering rules that represent all of the permissible rules from different lists using the notation **\$VARIABLE[@<iterator id="x">]**. The following rule allows a virtual machine to receive traffic on a set of ports, which are specified in *DSTPORTS*, from the set of source IP address specified in *SRCIPADDRESSES*. The rule generates all combinations of elements of the variable *DSTPORTS* with those of *SRCIPADDRESSES* by using two independent iterators to access their elements.

```
<rule action='accept' direction='in' priority='500'>
    <ip srcipaddr='$SRCIPADDRESSES[@1]' dstportstart='$DSTPORTS[@2]' />
</rule>
```

Assign concrete values to *SRCIPADDRESSES* and *DSTPORTS* as shown:

```
SRCIPADDRESSES = [ 10.0.0.1, 11.1.2.3 ]
DSTPORTS = [ 80, 8080 ]
```

Assigning values to the variables using **\$SRCIPADDRESSES[@1]** and **\$DSTPORTS[@2]** would then result in all variants of addresses and ports being created as shown:

- » 10.0.0.1, 80
- » 10.0.0.1, 8080
- » 11.1.2.3, 80
- » 11.1.2.3, 8080

Accessing the same variables using a single iterator, for example by using the notation **\$SRCIPADDRESSES[@1]** and **\$DSTPORTS[@1]**, would result in parallel access to both lists and result in the following combination:

- » 10.0.0.1, 80
- » 11.1.2.3, 8080

Note

\$VARIABLE is short-hand for **\$VARIABLE[@0]**. The former notation always assumes the role of iterator with **iterator id="0"** added as shown in the opening paragraph at the top of this section.

20.14.5. Automatic IP Address Detection and DHCP Snooping

This section provides information about automatic IP address detection and DHCP snooping.

20.14.5.1. Introduction

The detection of IP addresses used on a virtual machine's interface is automatically activated if the variable **IP** is referenced but no value has been assigned to it. The variable **CTRL_IP_LEARNING** can be used to specify the IP address learning method to use. Valid values include: *any*, *dhcp*, or *none*.

The value *any* instructs libvirt to use any packet to determine the address in use by a virtual machine,

which is the default setting if the variable ***CTRL_IP_LEARNING*** is not set. This method will only detect a single IP address per interface. Once a guest virtual machine's IP address has been detected, its IP network traffic will be locked to that address, if for example, IP address spoofing is prevented by one of its filters. In that case, the user of the VM will not be able to change the IP address on the interface inside the guest virtual machine, which would be considered IP address spoofing. When a guest virtual machine is migrated to another host physical machine or resumed after a suspend operation, the first packet sent by the guest virtual machine will again determine the IP address that the guest virtual machine can use on a particular interface.

The value of *dhcp* instructs libvirt to only honor DHCP server-assigned addresses with valid leases. This method supports the detection and usage of multiple IP address per interface. When a guest virtual machine resumes after a suspend operation, any valid IP address leases are applied to its filters. Otherwise the guest virtual machine is expected to use DHCP to obtain a new IP addresses. When a guest virtual machine migrates to another physical host physical machine, the guest virtual machine is required to re-run the DHCP protocol.

If **CTRL_IP_LEARNING** is set to *none*, libvirt does not do IP address learning and referencing IP without assigning it an explicit value is an error.

20.14.5.2. DHCP Snooping

CTRL_IP_LEARNING=dhcp (DHCP snooping) provides additional anti-spoofing security, especially when combined with a filter allowing only trusted DHCP servers to assign IP addresses. To enable this, set the variable **DHCPSERVER** to the IP address of a valid DHCP server and provide filters that use this variable to filter incoming DHCP responses.

When DHCP snooping is enabled and the DHCP lease expires, the guest virtual machine will no longer be able to use the IP address until it acquires a new, valid lease from a DHCP server. If the guest virtual machine is migrated, it must get a new valid DHCP lease to use an IP address (for example by bringing the VM interface down and up again).



Note

Automatic DHCP detection listens to the DHCP traffic the guest virtual machine exchanges with the DHCP server of the infrastructure. To avoid denial-of-service attacks on libvirt, the evaluation of those packets is rate-limited, meaning that a guest virtual machine sending an excessive number of DHCP packets per second on an interface will not have all of those packets evaluated and thus filters may not get adapted. Normal DHCP client behavior is assumed to send a low number of DHCP packets per second. Further, it is important to setup appropriate filters on all guest virtual machines in the infrastructure to avoid them being able to send DHCP packets. Therefore guest virtual machines must either be prevented from sending UDP and TCP traffic from port 67 to port 68 or the DHCPSERVER variable should be used on all guest virtual machines to restrict DHCP server messages to only be allowed to originate from trusted DHCP servers. At the same time anti-spoofing prevention must be enabled on all guest virtual machines in the subnet.

Example 20.6. Activating IPs for DHCP snooping

The following XML provides an example for the activation of IP address learning using the DHCP snooping method:

```
<interface type='bridge'>
    <source bridge='virbr0' />
```

```

<filterref filter='clean-traffic'>
    <parameter name='CTRL_IP_LEARNING' value='dhcp' />
</filterref>
</interface>

```

20.14.6. Reserved Variables

[Table 20.2, “Reserved variables”](#) shows the variables that are considered reserved and are used by libvirt:

Table 20.2. Reserved variables

| Variable Name | Definition |
|------------------|---|
| MAC | The MAC address of the interface |
| IP | The list of IP addresses in use by an interface |
| IPV6 | Not currently implemented: the list of IPV6 addresses in use by an interface |
| DHCPSERVER | The list of IP addresses of trusted DHCP servers |
| DHCPSERVERV6 | Not currently implemented: The list of IPv6 addresses of trusted DHCP servers |
| CTRL_IP_LEARNING | The choice of the IP address detection mode |

20.14.7. Element and Attribute Overview

The root element required for all network filters is named `<filter>` with two possible attributes. The `name` attribute provides a unique name of the given filter. The `chain` attribute is optional but allows certain filters to be better organized for more efficient processing by the firewall subsystem of the underlying host physical machine. Currently the system only supports the following chains: `root`, `ipv4`, `ipv6`, `arp` and `rarp`.

20.14.8. References to Other Filters

Any filter may hold references to other filters. Individual filters may be referenced multiple times in a filter tree but references between filters must not introduce loops.

Example 20.7. An Example of a clean traffic filter

The following shows the XML of the clean-traffic network filter referencing several other filters.

```

<filter name='clean-traffic'>
    <uuid>6ef53069-ba34-94a0-d33d-17751b9b8cb1</uuid>
    <filterref filter='no-mac-spoofing' />
    <filterref filter='no-ip-spoofing' />
    <filterref filter='allow-incoming-ipv4' />
    <filterref filter='no-arp-spoofing' />
    <filterref filter='no-other-12-traffic' />
    <filterref filter='qemu-announce-self' />
</filter>

```

To reference another filter, the XML node `<filterref>` needs to be provided inside a filter node. This node must have the attribute `filter` whose value contains the name of the filter to be referenced.

New network filters can be defined at any time and may contain references to network filters that are not known to libvirt, yet. However, once a virtual machine is started or a network interface referencing a filter is to be hot-plugged, all network filters in the filter tree must be available. Otherwise the virtual machine will not start or the network interface cannot be attached.

20.14.9. Filter Rules

The following XML shows a simple example of a network traffic filter implementing a rule to drop traffic if the IP address (provided through the value of the variable IP) in an outgoing IP packet is not the expected one, thus preventing IP address spoofing by the VM.

Example 20.8. Example of network traffic filtering

```
<filter name='no-ip-spoofing' chain='ipv4'>
  <uuid>fce8ae33-e69e-83bf-262e-30786c1f8072</uuid>
  <rule action='drop' direction='out' priority='500'>
    <ip match='no' srcipaddr='$IP'/>
  </rule>
</filter>
```

The traffic filtering rule starts with the rule node. This node may contain up to three of the following attributes:

- » action is mandatory can have the following values:
 - drop (matching the rule silently discards the packet with no further analysis)
 - reject (matching the rule generates an ICMP reject message with no further analysis)
 - accept (matching the rule accepts the packet with no further analysis)
 - return (matching the rule passes this filter, but returns control to the calling filter for further analysis)
 - continue (matching the rule goes on to the next rule for further analysis)
- » direction is mandatory can have the following values:
 - in for incoming traffic
 - out for outgoing traffic
 - inout for incoming and outgoing traffic
- » priority is optional. The priority of the rule controls the order in which the rule will be instantiated relative to other rules. Rules with lower values will be instantiated before rules with higher values. Valid values are in the range of -1000 to 1000. If this attribute is not provided, priority 500 will be assigned by default. Note that filtering rules in the root chain are sorted with filters connected to the root chain following their priorities. This allows to interleave filtering rules with access to filter chains. Refer to [Section 20.14.3, “Filtering Chain Priorities”](#) for more information.
- » statematch is optional. Possible values are '0' or 'false' to turn the underlying connection state matching off. The default setting is 'true' or 1

For more information, see [Section 20.14.11, “Advanced Filter Configuration Topics”](#).

The above example [Example 20.7, “An Example of a clean traffic filter”](#) indicates that the traffic of type *ip* will be associated with the chain *ipv4* and the rule will have **priority=500**. If for example another filter is referenced whose traffic of type *ip* is also associated with the chain *ipv4* then that filter's rules will be ordered relative to the **priority=500** of the shown rule.

A rule may contain a single rule for filtering of traffic. The above example shows that traffic of type ip is to be filtered.

20.14.10. Supported Protocols

The following sections list and give some details about the protocols that are supported by the network filtering subsystem. This type of traffic rule is provided in the rule node as a nested node. Depending on the traffic type a rule is filtering, the attributes are different. The above example showed the single attribute ***srcipaddr*** that is valid inside the ip traffic filtering node. The following sections show what attributes are valid and what type of data they are expecting. The following datatypes are available:

- » **UINT8** : 8 bit integer; range 0-255
- » **UINT16**: 16 bit integer; range 0-65535
- » **MAC_ADDR**: MAC address in dotted decimal format, for example 00:11:22:33:44:55
- » **MAC_MASK**: MAC address mask in MAC address format, for instance, FF:FF:FF:FC:00:00
- » **IP_ADDR**: IP address in dotted decimal format, for example 10.1.2.3
- » **IP_MASK**: IP address mask in either dotted decimal format (255.255.248.0) or CIDR mask (0-32)
- » **IPV6_ADDR**: IPv6 address in numbers format, for example FFFF::1
- » **IPV6_MASK**: IPv6 mask in numbers format (FFFF:FFFF:FC00::) or CIDR mask (0-128)
- » **STRING**: A string
- » **BOOLEAN**: 'true', 'yes', '1' or 'false', 'no', '0'
- » **IPSETFLAGS**: The source and destination flags of the ipset described by up to 6 'src' or 'dst' elements selecting features from either the source or destination part of the packet header; example: src,src,dst. The number of 'selectors' to provide here depends on the type of ipset that is referenced

Every attribute except for those of type **IP_MASK** or **IPV6_MASK** can be negated using the match attribute with value *no*. Multiple negated attributes may be grouped together. The following XML fragment shows such an example using abstract attributes.

```
[...]
<rule action='drop' direction='in'>
    <protocol match='no' attribute1='value1' attribute2='value2' />
        <protocol attribute3='value3' />
    </rule>
[...]
```

Rules behave evaluate the rule as well as look at it logically within the boundaries of the given protocol attributes. Thus, if a single attribute's value does not match the one given in the rule, the whole rule will be skipped during the evaluation process. Therefore, in the above example incoming traffic will only be dropped if: the protocol property **attribute1** does not match both **value1** and

the protocol property **attribute2** does not match **value2** and the protocol property **attribute3** matches **value3**.

20.14.10.1. MAC (Ethernet)

Protocol ID: mac

Rules of this type should go into the root chain.

Table 20.3. MAC protocol types

| Attribute Name | Datatype | Definition |
|----------------|-------------------------------|--|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to MAC address of sender |
| dstmacaddr | MAC_ADDR | MAC address of destination |
| dstmacmask | MAC_MASK | Mask applied to MAC address of destination |
| protocolid | UINT16 (0x600-0xffff), STRING | Layer 3 protocol ID. Valid strings include [arp, rarp, ipv4, ipv6] |
| comment | STRING | text string up to 256 characters |

The filter can be written as such:

```
[...]
<mac match='no' srcmacaddr='$MAC' />
[...]
```

20.14.10.2. VLAN (802.1Q)

Protocol ID: vlan

Rules of this type should go either into the root or vlan chain.

Table 20.4. VLAN protocol types

| Attribute Name | Datatype | Definition |
|----------------|-------------------------------|---|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to MAC address of sender |
| dstmacaddr | MAC_ADDR | MAC address of destination |
| dstmacmask | MAC_MASK | Mask applied to MAC address of destination |
| vlan-id | UINT16 (0x0-0xffff, 0 - 4095) | VLAN ID |
| encap-protocol | UINT16 (0x03c-0xffff), String | Encapsulated layer 3 protocol ID, valid strings are arp, ipv4, ipv6 |
| comment | STRING | text string up to 256 characters |

20.14.10.3. STP (Spanning Tree Protocol)

Protocol ID: stp

Rules of this type should go either into the root or stp chain.

Table 20.5. STP protocol types

| Attribute Name | Datatype | Definition |
|---------------------|-------------------------------|---------------------------------------|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to MAC address of sender |
| type | UINT8 | Bridge Protocol Data Unit (BPDU) type |
| flags | UINT8 | BPDU flagdstmacmask |
| root-priority | UINT16 | Root priority range start |
| root-priority-hi | UINT16 (0x0-0xffff, 0 - 4095) | Root priority range end |
| root-address | MAC_ADDRESS | root MAC Address |
| root-address-mask | MAC_MASK | root MAC Address mask |
| root-cost | UINT32 | Root path cost (range start) |
| root-cost-hi | UINT32 | Root path cost range end |
| sender-priority-hi | UINT16 | Sender priority range end |
| sender-address | MAC_ADDRESS | BPDU sender MAC address |
| sender-address-mask | MAC_MASK | BPDU sender MAC address mask |
| port | UINT16 | Port identifier (range start) |
| port_hi | UINT16 | Port identifier range end |
| msg-age | UINT16 | Message age timer (range start) |
| msg-age-hi | UINT16 | Message age timer range end |
| max-age-hi | UINT16 | Maximum age time range end |
| hello-time | UINT16 | Hello time timer (range start) |
| hello-time-hi | UINT16 | Hello time timer range end |
| forward-delay | UINT16 | Forward delay (range start) |
| forward-delay-hi | UINT16 | Forward delay range end |
| comment | STRING | text string up to 256 characters |

20.14.10.4. ARP/RARP

Protocol ID: arp or rarp

Rules of this type should either go into the root or arp/rarp chain.

Table 20.6. ARP and RARP protocol types

| Attribute Name | Datatype | Definition |
|----------------|----------|--|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to MAC address of sender |
| dstmacaddr | MAC_ADDR | MAC address of destination |
| dstmacmask | MAC_MASK | Mask applied to MAC address of destination |
| hwtype | UINT16 | Hardware type |
| protcoltype | UINT16 | Protocol type |

| Attribute Name | Datatype | Definition |
|----------------|----------------|---|
| opcode | UINT16, STRING | Opcode valid strings are: Request, Reply, Request_Reverse, Reply_Reverse, DRARP_Request, DRARP_Reply, DRARP_Error, InARP_Request, ARP_NAK |
| arpsrcmacaddr | MAC_ADDR | Source MAC address in ARP/RARP packet |
| arpdstmacaddr | MAC_ADDR | Destination MAC address in ARP/RARP packet |
| arpsrcipaddr | IP_ADDR | Source IP address in ARP/RARP packet |
| arpdstipaddr | IP_ADDR | Destination IP address in ARP/RARP packet |
| gratututous | BOOLEAN | Boolean indicating whether to check for a gratuitous ARP packet |
| comment | STRING | text string up to 256 characters |

20.14.10.5. IPv4

Protocol ID: ip

Rules of this type should either go into the root or ipv4 chain.

Table 20.7. IPv4 protocol types

| Attribute Name | Datatype | Definition |
|----------------|---------------|---|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to MAC address of sender |
| dstmacaddr | MAC_ADDR | MAC address of destination |
| dstmacmask | MAC_MASK | Mask applied to MAC address of destination |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| protocol | UINT8, STRING | Layer 4 protocol identifier. Valid strings for protocol are: tcp, udp, udplite, esp, ah, icmp, igmp, sctp |
| srcportstart | UINT16 | Start of range of valid source ports; requires protocol |
| srcportend | UINT16 | End of range of valid source ports; requires protocol |
| dstportstart | UNIT16 | Start of range of valid destination ports; requires protocol |

| Attribute Name | Datatype | Definition |
|----------------|----------|--|
| dstportend | UNIT16 | End of range of valid destination ports; requires protocol |
| comment | STRING | text string up to 256 characters |

20.14.10.6. IPv6

Protocol ID: ipv6

Rules of this type should either go into the root or ipv6 chain.

Table 20.8. IPv6 protocol types

| Attribute Name | Datatype | Definition |
|----------------|---------------|---|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to MAC address of sender |
| dstmacaddr | MAC_ADDR | MAC address of destination |
| dstmacmask | MAC_MASK | Mask applied to MAC address of destination |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| protocol | UINT8, STRING | Layer 4 protocol identifier. Valid strings for protocol are: tcp, udp, udplite, esp, ah, icmpv6, sctp |
| scrportstart | UNIT16 | Start of range of valid source ports; requires protocol |
| srcportend | UINT16 | End of range of valid source ports; requires protocol |
| dstportstart | UNIT16 | Start of range of valid destination ports; requires protocol |
| dstportend | UNIT16 | End of range of valid destination ports; requires protocol |
| comment | STRING | text string up to 256 characters |

20.14.10.7. TCP/UDP/SCTP

Protocol ID: tcp, udp, sctp

The chain parameter is ignored for this type of traffic and should either be omitted or set to root. .

Table 20.9. TCP/UDP/SCTP protocol types

| Attribute Name | Datatype | Definition |
|----------------|------------|--|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| scripto | IP_ADDR | Start of range of source IP address |
| srcipfrom | IP_ADDR | End of range of source IP address |
| dstipfrom | IP_ADDR | Start of range of destination IP address |
| dstipto | IP_ADDR | End of range of destination IP address |
| scrportstart | UNIT16 | Start of range of valid source ports; requires protocol |
| srcportend | UINT16 | End of range of valid source ports; requires protocol |
| dstportstart | UNIT16 | Start of range of valid destination ports; requires protocol |
| dstportend | UNIT16 | End of range of valid destination ports; requires protocol |
| comment | STRING | text string up to 256 characters |
| state | STRING | comma separated list of NEW,ESTABLISHED,RELATED,INVALID or NONE |
| flags | STRING | TCP-only: format of mask/flags with mask and flags each being a comma separated list of SYN,ACK,URG,PSH,FIN,RST or NONE or ALL |
| ipset | STRING | The name of an IPSet managed outside of libvirt |
| ipsetflags | IPSETFLAGS | flags for the IPSet; requires ipset attribute |

20.14.10.8. ICMP

Protocol ID: icmp

Note: The chain parameter is ignored for this type of traffic and should either be omitted or set to root.

Table 20.10. ICMP protocol types

| Attribute Name | Datatype | Definition |
|----------------|----------|---|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to the MAC address of the sender |

| Attribute Name | Datatype | Definition |
|----------------|------------|--|
| dstmacaddr | MAD_ADDR | MAC address of the destination |
| dstmacmask | MAC_MASK | Mask applied to the MAC address of the destination |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| srcipfrom | IP_ADDR | start of range of source IP address |
| scripto | IP_ADDR | end of range of source IP address |
| dstipfrom | IP_ADDR | Start of range of destination IP address |
| dstipto | IP_ADDR | End of range of destination IP address |
| type | UNIT16 | ICMP type |
| code | UNIT16 | ICMP code |
| comment | STRING | text string up to 256 characters |
| state | STRING | comma separated list of NEW,ESTABLISHED,RELATED,I,NVALID or NONE |
| ipset | STRING | The name of an IPSet managed outside of libvirt |
| ipsetflags | IPSETFLAGS | flags for the IPSet; requires ipset attribute |

20.14.10.9. IGMP, ESP, AH, UDPLITE, 'ALL'

Protocol ID: igmp, esp, ah, udplite, all

The chain parameter is ignored for this type of traffic and should either be omitted or set to root.

Table 20.11. IGMP, ESP, AH, UDPLITE, 'ALL'

| Attribute Name | Datatype | Definition |
|----------------|----------|--|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcmacmask | MAC_MASK | Mask applied to the MAC address of the sender |
| dstmacaddr | MAD_ADDR | MAC address of the destination |
| dstmacmask | MAC_MASK | Mask applied to the MAC address of the destination |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| srcipfrom | IP_ADDR | start of range of source IP address |

| Attribute Name | Datatype | Definition |
|----------------|------------|--|
| scripto | IP_ADDR | end of range of source IP address |
| dstipfrom | IP_ADDR | Start of range of destination IP address |
| dstipto | IP_ADDR | End of range of destination IP address |
| comment | STRING | text string up to 256 characters |
| state | STRING | comma separated list of NEW,ESTABLISHED,RELATED,I NVALID or NONE |
| ipset | STRING | The name of an IPSet managed outside of libvirt |
| ipsetflags | IPSETFLAGS | flags for the IPSet; requires ipset attribute |

20.14.10.10. TCP/UDP/SCTP over IPV6

Protocol ID: tcp-ipv6, udp-ipv6, sctp-ipv6

The chain parameter is ignored for this type of traffic and should either be omitted or set to root.

Table 20.12. TCP, UDP, SCTP over IPv6 protocol types

| Attribute Name | Datatype | Definition |
|----------------|----------|--|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| srcipfrom | IP_ADDR | start of range of source IP address |
| scripto | IP_ADDR | end of range of source IP address |
| dstipfrom | IP_ADDR | Start of range of destination IP address |
| dstipto | IP_ADDR | End of range of destination IP address |
| srcportstart | UINT16 | Start of range of valid source ports |
| srcportend | UINT16 | End of range of valid source ports |
| dstportstart | UINT16 | Start of range of valid destination ports |
| dstportend | UINT16 | End of range of valid destination ports |
| comment | STRING | text string up to 256 characters |
| state | STRING | comma separated list of NEW,ESTABLISHED,RELATED,I NVALID or NONE |

| Attribute Name | Datatype | Definition |
|----------------|------------|---|
| ipset | STRING | The name of an IPSet managed outside of libvirt |
| ipsetflags | IPSETFLAGS | flags for the IPSet; requires ipset attribute |

20.14.10.11. ICMPv6

Protocol ID: icmpv6

The chain parameter is ignored for this type of traffic and should either be omitted or set to root.

Table 20.13. ICMPv6 protocol types

| Attribute Name | Datatype | Definition |
|----------------|------------|--|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcipaddr | IP_ADDR | Source IP address |
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| srcipfrom | IP_ADDR | start of range of source IP address |
| scripto | IP_ADDR | end of range of source IP address |
| dstipfrom | IP_ADDR | Start of range of destination IP address |
| dstipto | IP_ADDR | End of range of destination IP address |
| type | UINT16 | ICMPv6 type |
| code | UINT16 | ICMPv6 code |
| comment | STRING | text string up to 256 characters |
| state | STRING | comma separated list of NEW,ESTABLISHED,RELATED,I_NVALID or NONE |
| ipset | STRING | The name of an IPSet managed outside of libvirt |
| ipsetflags | IPSETFLAGS | flags for the IPSet; requires ipset attribute |

20.14.10.12. IGMP, ESP, AH, UDPLITE, 'ALL' over IPv6

Protocol ID: igmp-ipv6, esp-ipv6, ah-ipv6, udplite-ipv6, all-ipv6

The chain parameter is ignored for this type of traffic and should either be omitted or set to root.

Table 20.14. IGMP, ESP, AH, UDPLITE, 'ALL' over IPv6 protocol types

| Attribute Name | Datatype | Definition |
|----------------|----------|-----------------------|
| srcmacaddr | MAC_ADDR | MAC address of sender |
| srcipaddr | IP_ADDR | Source IP address |

| Attribute Name | Datatype | Definition |
|----------------|------------|--|
| srcipmask | IP_MASK | Mask applied to source IP address |
| dstipaddr | IP_ADDR | Destination IP address |
| dstipmask | IP_MASK | Mask applied to destination IP address |
| srcipfrom | IP_ADDR | start of range of source IP address |
| scripto | IP_ADDR | end of range of source IP address |
| dstipfrom | IP_ADDR | Start of range of destination IP address |
| dstipto | IP_ADDR | End of range of destination IP address |
| comment | STRING | text string up to 256 characters |
| state | STRING | comma separated list of NEW,ESTABLISHED,RELATED,I,NVALID or NONE |
| ipset | STRING | The name of an IPSet managed outside of libvirt |
| ipsetflags | IPSETFLAGS | flags for the IPSet; requires ipset attribute |

20.14.11. Advanced Filter Configuration Topics

The following sections discuss advanced filter configuration topics.

20.14.11.1. Connection tracking

The network filtering subsystem (on Linux) makes use of the connection tracking support of IP tables. This helps in enforcing the direction of the network traffic (state match) as well as counting and limiting the number of simultaneous connections towards a guest virtual machine. As an example, if a guest virtual machine has TCP port 8080 open as a server, clients may connect to the guest virtual machine on port 8080. Connection tracking and enforcement of the direction and then prevents the guest virtual machine from initiating a connection from (TCP client) port 8080 to the host physical machine back to a remote host physical machine. More importantly, tracking helps to prevent remote attackers from establishing a connection back to a guest virtual machine. For example, if the user inside the guest virtual machine established a connection to port 80 on an attacker site, then the attacker will not be able to initiate a connection from TCP port 80 back towards the guest virtual machine. By default the connection state match that enables connection tracking and then enforcement of the direction of traffic is turned on.

Example 20.9. XML example for turning off connections to the TCP port

The following shows an example XML fragment where this feature has been turned off for incoming connections to TCP port 12345.

```
[...]
<rule direction='in' action='accept' statematch='false'>
    <cp dstportstart='12345' />
</rule>
[...]
```

This now allows incoming traffic to TCP port 12345, but would also enable the initiation from (client) TCP port 12345 within the VM, which may or may not be desirable.

20.14.11.2. Limiting number of connections

To limit the number of connections a guest virtual machine may establish, a rule must be provided that sets a limit of connections for a given type of traffic. If for example a VM is supposed to be allowed to only ping one other IP address at a time and is supposed to have only one active incoming ssh connection at a time.

Example 20.10. XML sample file that sets limits to connections

The following XML fragment can be used to limit connections

```
[...]
<rule action='drop' direction='in' priority='400'>
    <tcp connlimit-above='1' />
</rule>
<rule action='accept' direction='in' priority='500'>
    <tcp dstportstart='22' />
</rule>
<rule action='drop' direction='out' priority='400'>
    <icmp connlimit-above='1' />
</rule>
<rule action='accept' direction='out' priority='500'>
    <icmp />
</rule>
<rule action='accept' direction='out' priority='500'>
    <udp dstportstart='53' />
</rule>
<rule action='drop' direction='inout' priority='1000'>
    <all />
</rule>
[...]
```



Note

Limitation rules must be listed in the XML prior to the rules for accepting traffic. According to the XML file in [Example 20.10, “XML sample file that sets limits to connections”](#), an additional rule for allowing DNS traffic sent to port 22 go out the guest virtual machine, has been added to avoid ssh sessions not getting established for reasons related to DNS lookup failures by the ssh daemon. Leaving this rule out may result in the ssh client hanging unexpectedly as it tries to connect. Additional caution should be used in regards to handling timeouts related to tracking of traffic. An ICMP ping that the user may have terminated inside the guest virtual machine may have a long timeout in the host physical machine's connection tracking system and will therefore not allow another ICMP ping to go through.

The best solution is to tune the timeout in the host physical machine's **sysfs** with the following command:
`# echo 3 > /proc/sys/net/netfilter/nf_conntrack_icmp_timeout`

This command sets the ICMP connection tracking timeout to 3 seconds. The effect of this is that once one ping is terminated, another one can start after 3 seconds.

If for any reason the guest virtual machine has not properly closed its TCP connection, the connection to be held open for a longer period of time, especially if the TCP timeout value was set for a large amount of time on the host physical machine. In addition, any idle connection may result in a time out in the connection tracking system which can be re-activated once packets are exchanged.

However, if the limit is set too low, newly initiated connections may force an idle connection into TCP backoff. Therefore, the limit of connections should be set rather high so that fluctuations in new TCP connections do not cause odd traffic behavior in relation to idle connections.

20.14.11.3. Command-line tools

`virsh` has been extended with life-cycle support for network filters. All commands related to the network filtering subsystem start with the prefix ***nwfilter***. The following commands are available:

- » ***nwfilter-list***: lists UUIDs and names of all network filters
- » ***nwfilter-define*** : defines a new network filter or updates an existing one (must supply a name)
- » ***nwfilter-undefine*** : deletes a specified network filter (must supply a name). Do not delete a network filter currently in use.
- » ***nwfilter-dumpxml*** : displays a specified network filter (must supply a name)
- » ***nwfilter-edit*** : edits a specified network filter (must supply a name)

20.14.11.4. Pre-existing network filters

The following is a list of example network filters that are automatically installed with libvirt:

Table 20.15. ICMPv6 protocol types

| Command Name | Description |
|--------------|-------------|
|--------------|-------------|

| Command Name | Description |
|-------------------|---|
| no-arp-spoofing | Prevents a guest virtual machine from spoofing ARP traffic; this filter only allows ARP request and reply messages and enforces that those packets contain the MAC and IP addresses of the guest virtual machine. |
| allow-dhcp | Allows a guest virtual machine to request an IP address via DHCP (from any DHCP server) |
| allow-dhcp-server | Allows a guest virtual machine to request an IP address from a specified DHCP server. The dotted decimal IP address of the DHCP server must be provided in a reference to this filter. The name of the variable must be <i>DHCPSERVER</i> . |
| no-ip-spoofing | Prevents a guest virtual machine from sending IP packets with a source IP address different from the one inside the packet. |
| no-ip-multicast | Prevents a guest virtual machine from sending IP multicast packets. |
| clean-traffic | Prevents MAC, IP and ARP spoofing. This filter references several other filters as building blocks. |

These filters are only building blocks and require a combination with other filters to provide useful network traffic filtering. The most used one in the above list is the *clean-traffic* filter. This filter itself can for example be combined with the *no-ip-multicast* filter to prevent virtual machines from sending IP multicast traffic on top of the prevention of packet spoofing.

20.14.11.5. Writing your own filters

Since libvirt only provides a couple of example networking filters, you may consider writing your own. When planning on doing so there are a couple of things you may need to know regarding the network filtering subsystem and how it works internally. Certainly you also have to know and understand the protocols very well that you want to be filtering on so that no further traffic than what you want can pass and that in fact the traffic you want to allow does pass.

The network filtering subsystem is currently only available on Linux host physical machines and only works for QEMU and KVM type of virtual machines. On Linux, it builds upon the support for ebtables, iptables and ip6tables and makes use of their features. Considering the list found in

[Section 20.14.10, “Supported Protocols”](#) the following protocols can be implemented using ebtables:

- » mac
- » stp (spanning tree protocol)
- » vlan (802.1Q)
- » arp, rarp
- » ipv4
- » ipv6

Any protocol that runs over IPv4 is supported using iptables, those over IPv6 are implemented using ip6tables.

Using a Linux host physical machine, all traffic filtering rules created by libvirt's network filtering subsystem first passes through the filtering support implemented by ebtables and only afterwards through iptables or ip6tables filters. If a filter tree has rules with the protocols including: mac, stp, vlan arp, rarp, ipv4, or ipv6; the ebttable rules and values listed will automatically be used first.

Multiple chains for the same protocol can be created. The name of the chain must have a prefix of one of the previously enumerated protocols. To create an additional chain for handling of ARP traffic, a chain with name arp-test, can for example be specified.

As an example, it is possible to filter on UDP traffic by source and destination ports using the ip protocol filter and specifying attributes for the protocol, source and destination IP addresses and ports of UDP packets that are to be accepted. This allows early filtering of UDP traffic with ebtables. However, once an IP or IPv6 packet, such as a UDP packet, has passed the ebtables layer and there is at least one rule in a filter tree that instantiates iptables or ip6tables rules, a rule to let the UDP packet pass will also be necessary to be provided for those filtering layers. This can be achieved with a rule containing an appropriate udp or udp-ipv6 traffic filtering node.

Example 20.11. Creating a custom filter

Suppose a filter is needed to fulfill the following list of requirements:

- » prevents a VM's interface from MAC, IP and ARP spoofing
- » opens only TCP ports 22 and 80 of a VM's interface
- » allows the VM to send ping traffic from an interface but not let the VM be pinged on the interface
- » allows the VM to do DNS lookups (UDP towards port 53)

The requirement to prevent spoofing is fulfilled by the existing ***clean-traffic*** network filter, thus the way to do this is to reference it from a custom filter.

To enable traffic for TCP ports 22 and 80, two rules are added to enable this type of traffic. To allow the guest virtual machine to send ping traffic a rule is added for ICMP traffic. For simplicity reasons, general ICMP traffic will be allowed to be initiated from the guest virtual machine, and will not be specified to ICMP echo request and response messages. All other traffic will be prevented to reach or be initiated by the guest virtual machine. To do this a rule will be added that drops all other traffic. Assuming the guest virtual machine is called **test** and the interface to associate our filter with is called **eth0**, a filter is created named **test-eth0**.

The result of these considerations is the following network filter XML:

```
<filter name='test-eth0'>
    <!-- This rule references the clean traffic filter to prevent MAC,
        IP and ARP spoofing. By not providing an IP address parameter, libvirt
        will detect the IP address the guest virtual machine is using. -->
    <filterref filter='clean-traffic'/>

    <!-- This rule enables TCP ports 22 (ssh) and 80 (http) to be
        reachable -->
    <rule action='accept' direction='in'>
        <tcp dstportstart='22' />
    </rule>

    <rule action='accept' direction='in'>
        <tcp dstportstart='80' />
    </rule>
```

```

<!-- This rule enables general ICMP traffic to be initiated by the
guest virtual machine including ping traffic -->
<rule action='accept' direction='out'>
    <icmp/>
</rule>>

<!-- This rule enables outgoing DNS lookups using UDP -->
<rule action='accept' direction='out'>
    <udp dstportstart='53' />
</rule>

<!-- This rule drops all other traffic -->
<rule action='drop' direction='inout'>
    <all/>
</rule>

</filter>

```

20.14.11.6. Sample custom filter

Although one of the rules in the above XML contains the IP address of the guest virtual machine as either a source or a destination address, the filtering of the traffic works correctly. The reason is that whereas the rule's evaluation occurs internally on a per-interface basis, the rules are additionally evaluated based on which (tap) interface has sent or will receive the packet, rather than what their source or destination IP address may be.

Example 20.12. Sample XML for network interface descriptions

An XML fragment for a possible network interface description inside the domain XML of the test guest virtual machine could then look like this:

```

[...]
<interface type='bridge'>
    <source bridge='mybridge' />
    <filterref filter='test-eth0' />
</interface>
[...]

```

To more strictly control the ICMP traffic and enforce that only ICMP echo requests can be sent from the guest virtual machine and only ICMP echo responses be received by the guest virtual machine, the above ICMP rule can be replaced with the following two rules:

```

<!-- enable outgoing ICMP echo requests-->
<rule action='accept' direction='out'>
    <icmp type='8' />
</rule>

```

```

<!-- enable incoming ICMP echo replies-->
<rule action='accept' direction='in'>
    <icmp type='0' />
</rule>

```

Example 20.13. Second example custom filter

This example demonstrates how to build a similar filter as in the example above, but extends the list of requirements with an ftp server located inside the guest virtual machine. The requirements for this filter are:

- » prevents a guest virtual machine's interface from MAC, IP, and ARP spoofing
- » opens only TCP ports 22 and 80 in a guest virtual machine's interface
- » allows the guest virtual machine to send ping traffic from an interface but does not allow the guest virtual machine to be pinged on the interface
- » allows the guest virtual machine to do DNS lookups (UDP towards port 53)
- » enables the ftp server (in active mode) so it can run inside the guest virtual machine

The additional requirement of allowing an FTP server to be run inside the guest virtual machine maps into the requirement of allowing port 21 to be reachable for FTP control traffic as well as enabling the guest virtual machine to establish an outgoing TCP connection originating from the guest virtual machine's TCP port 20 back to the FTP client (FTP active mode). There are several ways of how this filter can be written and two possible solutions are included in this example.

The first solution makes use of the state attribute of the TCP protocol that provides a hook into the connection tracking framework of the Linux host physical machine. For the guest virtual machine-initiated FTP data connection (FTP active mode) the RELATED state is used to enable detection that the guest virtual machine-initiated FTP data connection is a consequence of (or 'has a relationship with') an existing FTP control connection, thereby allowing it to pass packets through the firewall. The RELATED state, however, is only valid for the very first packet of the outgoing TCP connection for the FTP data path. Afterwards, the state is ESTABLISHED, which then applies equally to the incoming and outgoing direction. All this is related to the FTP data traffic originating from TCP port 20 of the guest virtual machine. This then leads to the following solution:

```
<filter name='test-eth0'>
    <!-- This filter (eth0) references the clean traffic filter to
        prevent MAC, IP, and ARP spoofing. By not providing an IP address
        parameter, libvirt will detect the IP address the guest virtual
        machine is using. -->
    <filterref filter='clean-traffic' />

    <!-- This rule enables TCP port 21 (FTP-control) to be reachable --
    <rule action='accept' direction='in'>
        <tcp dstportstart='21' />
    </rule>

    <!-- This rule enables TCP port 20 for guest virtual machine-
        initiated FTP data connection related to an existing FTP control
        connection -->
    <rule action='accept' direction='out'>
        <tcp srcportstart='20' state='RELATED,ESTABLISHED' />
    </rule>

    <!-- This rule accepts all packets from a client on the FTP data
        connection -->
```

```

<rule action='accept' direction='in'>
  <tcp dstportstart='20' state='ESTABLISHED'/>
</rule>

<!-- This rule enables TCP port 22 (SSH) to be reachable -->
<rule action='accept' direction='in'>
  <tcp dstportstart='22' />
</rule>

<!-- This rule enables TCP port 80 (HTTP) to be reachable -->
<rule action='accept' direction='in'>
  <tcp dstportstart='80' />
</rule>

<!-- This rule enables general ICMP traffic to be initiated by the
guest virtual machine, including ping traffic -->
<rule action='accept' direction='out'>
  <icmp/>
</rule>

<!-- This rule enables outgoing DNS lookups using UDP -->
<rule action='accept' direction='out'>
  <udp dstportstart='53' />
</rule>

<!-- This rule drops all other traffic -->
<rule action='drop' direction='inout'>
  <all/>
</rule>

</filter>

```

Before trying out a filter using the RELATED state, you have to make sure that the appropriate connection tracking module has been loaded into the host physical machine's kernel. Depending on the version of the kernel, you must run either one of the following two commands before the FTP connection with the guest virtual machine is established:

- » **#modprobe nf_conntrack_ftp** - where available OR
- » **#modprobe ip_conntrack_ftp** if above is not available

If protocols other than FTP are used in conjunction with the RELATED state, their corresponding module must be loaded. Modules are available for the protocols: ftp, tftp, irc, sip, sctp, and amanda.

The second solution makes use of the state flags of connections more than the previous solution did. This solution takes advantage of the fact that the NEW state of a connection is valid when the very first packet of a traffic flow is detected. Subsequently, if the very first packet of a flow is accepted, the flow becomes a connection and thus enters into the ESTABLISHED state. Therefore a general rule can be written for allowing packets of ESTABLISHED connections to reach the guest virtual machine or be sent by the guest virtual machine. This is done writing specific rules for the very first packets identified by the NEW state and dictates the ports that the data is acceptable. All packets meant for ports that are not explicitly accepted are dropped, thus not reaching an ESTABLISHED state. Any subsequent packets sent from that port are dropped as well.

```

<filter name='test-eth0'>
  <!-- This filter references the clean traffic filter to prevent MAC,

```

```

IP and ARP spoofing. By not providing and IP address parameter, libvirt
will detect the IP address the VM is using. - ->
<filterref filter='clean-traffic' />

<!-- This rule allows the packets of all previously accepted
connections to reach the guest virtual machine - ->
<rule action='accept' direction='in'>
  <all state='ESTABLISHED' />
</rule>

<!-- This rule allows the packets of all previously accepted and
related connections be sent from the guest virtual machine - ->
<rule action='accept' direction='out'>
  <all state='ESTABLISHED, RELATED' />
</rule>

<!-- This rule enables traffic towards port 21 (FTP) and port 22
(SSH)- ->
<rule action='accept' direction='in'>
  <tcp dstportstart='21' dstportend='22' state='NEW' />
</rule>

<!-- This rule enables traffic towards port 80 (HTTP) - ->
<rule action='accept' direction='in'>
  <tcp dstportstart='80' state='NEW' />
</rule>

<!-- This rule enables general ICMP traffic to be initiated by the
guest virtual machine, including ping traffic - ->
<rule action='accept' direction='out'>
  <icmp state='NEW' />
</rule>

<!-- This rule enables outgoing DNS lookups using UDP - ->
<rule action='accept' direction='out'>
  <udp dstportstart='53' state='NEW' />
</rule>

<!-- This rule drops all other traffic - ->
<rule action='drop' direction='inout'>
  <all />
</rule>

</filter>

```

20.14.12. Limitations

The following is a list of the currently known limitations of the network filtering subsystem.

- » VM migration is only supported if the whole filter tree that is referenced by a guest virtual machine's top level filter is also available on the target host physical machine. The network filter **clean-traffic** for example should be available on all libvirt installations and thus enable migration of guest virtual machines that reference this filter. To assure version compatibility is not a problem make sure you are using the most current version of libvirt by updating the package regularly.

- » Migration must occur between libvirt installations of version 0.8.1 or later in order not to lose the network traffic filters associated with an interface.
- » VLAN (802.1Q) packets, if sent by a guest virtual machine, cannot be filtered with rules for protocol IDs arp, rarp, ipv4 and ipv6. They can only be filtered with protocol IDs, MAC and VLAN. Therefore, the example filter clean-traffic [Example 20.1, “An example of network filtering”](#) will not work as expected.

20.15. Creating Tunnels

This section will demonstrate how to implement different tunneling scenarios.

20.15.1. Creating Multicast Tunnels

A multicast group is setup to represent a virtual network. Any guest virtual machines whose network devices are in the same multicast group can talk to each other even across host physical machines. This mode is also available to unprivileged users. There is no default DNS or DHCP support and no outgoing network access. To provide outgoing network access, one of the guest virtual machines should have a second NIC which is connected to one of the first four network types thus providing appropriate routing. The multicast protocol is compatible the guest virtual machine user mode. Note that the source address that you provide must be from the address used for the multicast address block.

To create a multicast tunnel place the following XML details into the `<devices>` element:

```
...
<devices>
  <interface type='mcast'>
    <mac address='52:54:00:6d:90:01'>
      <source address='230.0.0.1' port='5558' />
    </interface>
</devices>
...
```

Figure 20.25. Multicast tunnel domain XML example

20.15.2. Creating TCP Tunnels

A TCP client-server architecture provides a virtual network. In this configuration, one guest virtual machine provides the server end of the network while all other guest virtual machines are configured as clients. All network traffic is routed between the guest virtual machine clients via the guest virtual machine server. This mode is also available for unprivileged users. Note that this mode does not provide default DNS or DHCP support nor does it provide outgoing network access. To provide outgoing network access, one of the guest virtual machines should have a second NIC which is connected to one of the first four network types thus providing appropriate routing.

To create a TCP tunnel place the following XML details into the `<devices>` element:

```

...
<devices>
  <interface type='server'>
    <mac address='52:54:00:22:c9:42'>
      <source address='192.168.0.1' port='5558' />
    </interface>
  ...
  <interface type='client'>
    <mac address='52:54:00:8b:c9:51'>
      <source address='192.168.0.1' port='5558' />
    </interface>
</devices>
...

```

Figure 20.26. TCP tunnel domain XML example

20.16. Setting vLAN Tags

virtual local area network (vLAN) tags are added using the **virsh net-edit** command. This tag can also be used with PCI device assignment with SR-IOV devices. For more information, refer to [Section 18.1.6.1, “Configuring PCI Assignment with SR-IOV Devices”](#).

```

<network>
  <name>ovs-net</name>
  <forward mode='bridge' />
  <bridge name='ovsbr0' />
  <virtualport type='openvswitch'>
    <parameters interfaceid='09b11c53-8b5c-4eeb-8f00-d84eaa0aaa4f' />
  </virtualport>
  <vlan trunk='yes'>
    <tag id='42' nativeMode='untagged' />
    <tag id='47' />
  </vlan>
  <portgroup name='dontpanic'>
    <vlan>
      <tag id='42' />
    </vlan>
  </portgroup>
</network>

```

Figure 20.27. vSetting VLAN tag (on supported network types only)

If (and only if) the network type supports vlan tagging transparent to the guest, an optional **<vlan>** element can specify one or more vlan tags to apply to the traffic of all guests using this network. (openvswitch and type='hostdev' SR-IOV networks do support transparent vlan tagging of guest traffic; everything else, including standard linux bridges and libvirt's own virtual networks, do not support it. 802.1Qbh (vn-link) and 802.1Qbg (VEPA) switches provide their own way (outside of

(libvirt) to tag guest traffic onto specific vlans.) As expected, the tag attribute specifies which vlan tag to use. If a network has more than one **<vlan>** element defined, it is assumed that the user wants to do VLAN trunking using all the specified tags. In the case that vlan trunking with a single tag is desired, the optional attribute trunk='yes' can be added to the **vlan** element.

For network connections using openvswitch it is possible to configure the 'native-tagged' and 'native-untagged' vlan modes. This uses the optional nativeMode attribute on the **<tag>** element: nativeMode may be set to 'tagged' or 'untagged'. The id attribute of the element sets the native vlan.

<vlan> elements can also be specified in a **<portgroup>** element, as well as directly in a domain's **<interface>** element. In the case that a vlan tag is specified in multiple locations, the setting in **<interface>** takes precedence, followed by the setting in the **<portgroup>** selected by the interface config. The **<vlan>** in **<network>** will be selected only if none is given in **<portgroup>** or **<interface>**.

20.17. Applying QoS to Your Virtual Network

Quality of Service (QoS) refers to the resource control systems that guarantees an optimal experience for all users on a network, making sure that there is no delay, jitter, or packet loss. QoS can be application specific or user / group specific. Refer to [Section 26.18.9.14, “Quality of service \(QoS\)”](#) for more information.

Chapter 21. Remote Management of Guests

This section explains how to remotely manage your guests.

21.1. Transport Modes

For remote management, **libvirt** supports the following transport modes:

Transport Layer Security (TLS)

Transport Layer Security TLS 1.0 (SSL 3.1) authenticated and encrypted TCP/IP socket, usually listening on a public port number. To use this, you will need to generate client and server certificates. The standard port is 16514. For detailed instructions, see [Section 21.3, “Remote Management over TLS and SSL”](#).

SSH

Transported over a Secure Shell protocol (SSH) connection. The libvirt daemon (**libvirtd**) must be running on the remote machine. Port 22 must be open for SSH access. You should use some sort of SSH key management (for example, the **ssh-agent** utility) or you will be prompted for a password. For detailed instructions, see [Section 21.2, “Remote Management with SSH”](#).

UNIX Sockets

UNIX domain sockets are only accessible on the local machine. Sockets are not encrypted, and use UNIX permissions or SELinux for authentication. The standard socket names are **/var/run/libvirt/libvirt-sock** and **/var/run/libvirt/libvirt-sock-ro** (for read-only connections).

ext

The **ext** parameter is used for any external program which can make a connection to the remote machine by means outside the scope of libvirt. This parameter is unsupported.

TCP

Unencrypted TCP/IP socket. Not recommended for production use, this is normally disabled, but an administrator can enable it for testing or use over a trusted network. The default port is 16509.

The default transport, if no other is specified, is TLS.

Remote URIs

A Uniform Resource Identifier (URI) is used by **virsh** and *libvirt* to connect to a remote host. URIs can

also be used with the `--connect` parameter for the `virsh` command to execute single commands or migrations on remote hosts. Remote URIs are formed by taking ordinary local URIs and adding a host name or a transport name, or both. As a special case, using a URI scheme of 'remote', will tell the remote libvirt server to probe for the optimal hypervisor driver. This is equivalent to passing a NULL URI for a local connection

libvirt URIs take the general form (content in square brackets, "[]", represents optional functions):

```
driver[+transport]://[username@][hostname][:port]/path[?extraparameters]
```

Note that if the hypervisor (driver) is QEMU, the path is mandatory.

The following are examples of valid remote URIs:

- » `qemu://hostname/`

The transport method or the host name must be provided to target an external location. For more information, refer to http://libvirt.org/guide/html/Application_Development_Guide-Architecture-Remote_URLs.html.

Examples of remote management parameters

- » Connect to a remote KVM host named `host2`, using SSH transport and the SSH user name `virtuser`. The connect command for each is `connect [<name>] [--readonly]`, where `<name>` is a valid URI. For more information about the `virsh connect` command, refer to [Section 23.7, “Connecting to the Hypervisor with virsh Connect”](#)

```
qemu+ssh://virtuser@host2/
```

- » Connect to a remote KVM hypervisor on the host named `host2` using TLS.

```
qemu://host2/
```

Testing examples

- » Connect to the local KVM hypervisor with a non-standard UNIX socket. The full path to the UNIX socket is supplied explicitly in this case.

```
qemu+unix:///system?socket=/opt/libvirt/run/libvirt/libvirt-sock
```

- » Connect to the libvirt daemon with an non-encrypted TCP/IP connection to the server with the IP address 10.1.1.10 on port 5000. This uses the test driver with default settings.

```
test+tcp://10.1.1.10:5000/default
```

Extra URI Parameters

Extra parameters can be appended to remote URIs. The table below covers the recognized parameters. All other parameters are ignored. Note that parameter values must be URI-escaped (that is, a question mark (?) is appended before the parameter and special characters are converted into the URI format).

Table 21.1. Extra URI parameters

| Name | Transport mode | Description | Example usage |
|-----------|----------------|---|--|
| name | all modes | The name passed to the remote virConnectOpen function. The name is normally formed by removing <i>transport</i> , <i>hostname</i> , <i>port number</i> , <i>username</i> , and extra parameters from the remote URI, but in certain very complex cases it may be better to supply the name explicitly. | name=qemu:///system |
| command | ssh and ext | The external command. For ext transport this is required. For ssh the default is ssh. The PATH is searched for the command. | command=/opt/openssl/bin/ssh |
| socket | unix and ssh | The path to the UNIX domain socket, which overrides the default. For ssh transport, this is passed to the remote netcat command (see netcat). | socket=/opt/libvirt/run/libvirt/libvirt-sock |
| no_verify | tls | If set to a non-zero value, this disables client checks of the server's certificate. Note that to disable server checks of the client's certificate or IP address you must change the libvirtd configuration. | no_verify=1 |
| no_tty | ssh | If set to a non-zero value, this stops ssh from asking for a password if it cannot log in to the remote machine automatically. Use this when you do not have access to a terminal . | no_tty=1 |

21.2. Remote Management with SSH

The **ssh** package provides an encrypted network protocol that can securely send management functions to remote virtualization servers. The method described below uses the **libvirt** management connection, securely tunneled over an **SSH** connection, to manage the remote machines. All the authentication is done using **SSH** public key cryptography and passwords or passphrases gathered by your local **SSH** agent. In addition, the **VNC** console for each guest is tunneled over **SSH**.

When using **SSH** for remotely managing your virtual machines, be aware of the following problems:

- » You require root log in access to the remote machine for managing virtual machines.
- » The initial connection setup process may be slow.
- » There is no standard or trivial way to revoke a user's key on all hosts or guests.
- » **SSH** does not scale well with larger numbers of remote machines.

Note

Red Hat Enterprise Virtualization enables remote management of large numbers of virtual machines. For further details, refer to the [Red Hat Enterprise Virtualization documentation](#).

The following packages are required for SSH access:

- » *openssh*
- » *openssh-askpass*
- » *openssh-clients*
- » *openssh-server*

Configuring Password-less or Password-managed SSH Access for **virt-manager**

The following instructions assume you are starting from scratch and do not already have **SSH** keys set up. If you have **SSH** keys set up and copied to the other systems, you can skip this procedure.



Important

SSH keys are user-dependent and may only be used by their owners. A key's owner is the user who generated it. Keys may not be shared across different users.

virt-manager must be run by the user who owns the keys to connect to the remote host. That means, if the remote systems are managed by a non-root user, **virt-manager** must be run in unprivileged mode. If the remote systems are managed by the local root user, then the **SSH** keys must be owned and created by root.

You cannot manage the local host as an unprivileged user with **virt-manager**.

1. Optional: Changing user

Change user, if required. This example uses the local root user for remotely managing the other hosts and the local host.

```
$ su -
```

2. Generating the SSH key pair

Generate a public key pair on the machine where **virt-manager** is used. This example uses the default key location, in the `~/.ssh/` directory.

```
# ssh-keygen -t rsa
```

3. Copying the keys to the remote hosts

Remote login without a password, or with a pass-phrase, requires an SSH key to be distributed to the systems being managed. Use the **ssh-copy-id** command to copy the key to root user at the system address provided (in the example, `root@host2.example.com`).

```
# ssh-copy-id -i ~/.ssh/id_rsa.pub root@host2.example.com
root@host2.example.com's password:
```

Afterwards, try logging into the machine and check the `.ssh/authorized_keys` file to make sure unexpected keys have not been added:

```
ssh root@host2.example.com
```

Repeat for other systems, as required.

4. Optional: Add the passphrase to the ssh-agent

Add the pass-phrase for the SSH key to the **ssh-agent**, if required. On the local host, use the following command to add the pass-phrase (if there was one) to enable password-less login.

```
# ssh-add ~/.ssh/id_rsa
```

This command will fail to run if the ssh-agent is not running. To avoid errors or conflicts, make sure that your SSH parameters are set correctly. Refer to the [Red Hat Enterprise System Administration Guide](#) for more information.

The libvirt daemon (`libvirtd`)

The **libvirt** daemon provides an interface for managing virtual machines. You must have the **libvirtd** daemon installed and running on every remote host that you intend to manage this way.

```
$ ssh root@somehost
# systemctl enable libvirtd.service
# systemctl start libvirtd.service
```

After **libvirtd** and **SSH** are configured, you should be able to remotely access and manage your virtual machines. You should also be able to access your guests with **VNC** at this point.

Accessing Remote Hosts with `virt-manager`

Remote hosts can be managed with the `virt-manager` GUI tool. SSH keys must belong to the user executing `virt-manager` for password-less login to work.

1. Start `virt-manager`.
2. Open the **File->Add Connection** menu.

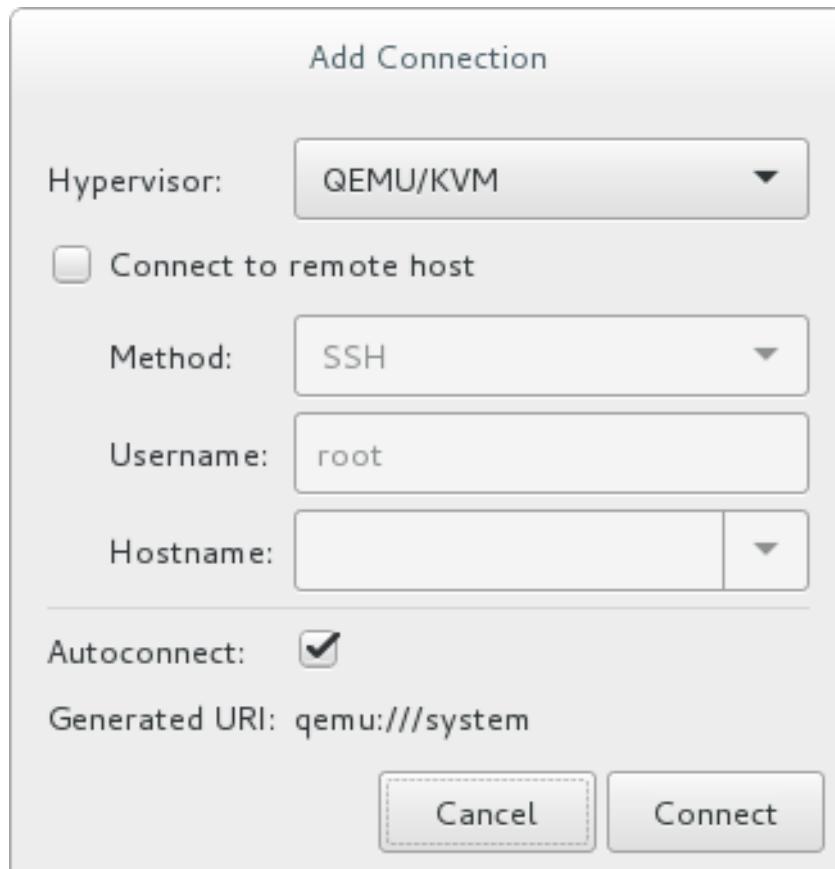


Figure 21.1. Add connection menu

3. Use the drop down menu to select hypervisor type, and click the **Connect to remote host** check box to open the Connection **Method** (in this case Remote tunnel over SSH), and enter the desired **User name** and **Hostname**, then click **Connect**.

21.3. Remote Management over TLS and SSL

You can manage virtual machines using the TLS and SSL protocols. TLS and SSL provides greater scalability but is more complicated than SSH (refer to [Section 21.2, “Remote Management with SSH”](#)). TLS and SSL is the same technology used by web browsers for secure connections. The `libvirt` management connection opens a TCP port for incoming connections, which is securely encrypted and authenticated based on x509 certificates. The following procedures provide instructions on creating and deploying authentication certificates for TLS and SSL management.

Procedure 21.1. Creating a certificate authority (CA) key for TLS management

1. Before you begin, confirm that `gnutls-utils` is installed. If not, install it:

```
# yum install gnutls-utils
```

- Generate a private key, using the following command:

```
# certtool --generate-privkey > cakey.pem
```

- After the key is generated, create a signature file so the key can be self-signed. To do this, create a file with signature details and name it **ca.info**. This file should contain the following:

```
cn = Name of your organization
ca
cert_signing_key
```

- Generate the self-signed key with the following command:

```
# certtool --generate-self-signed --load-privkey cakey.pem --
template ca.info --outfile cacert.pem
```

After the file is generated, the **ca.info** file can be deleted using the **rm** command. The file that results from the generation process is named **cacert.pem**. This file is the public key (certificate). The loaded file **cakey.pem** is the private key. For security purposes, this file should be kept private, and not reside in a shared space.

- Install the **cacert.pem** CA certificate file on all clients and servers in the **/etc/pki/CA/cacert.pem** directory to let them know that the certificate issued by your CA can be trusted. To view the contents of this file, run:

```
# certtool -i --infile cacert.pem
```

This is all that is required to set up your CA. Keep the CA's private key safe as you will need it in order to issue certificates for your clients and servers.

Procedure 21.2. Issuing a server certificate

This procedure demonstrates how to issue a certificate with the X.509 Common Name (CN) field set to the host name of the server. The CN must match the host name which clients will be using to connect to the server. In this example, clients will be connecting to the server using the URI: **qemu://mycommonname/system**, so the CN field should be identical, for this example "mycommonname".

- Create a private key for the server.

```
# certtool --generate-privkey > serverkey.pem
```

- Generate a signature for the CA's private key by first creating a template file called **server.info**. Make sure that the CN is set to be the same as the server's host name:

```
organization = Name of your organization
cn = mycommonname
tls_www_server
encryption_key
signing_key
```

3. Create the certificate:

```
# certtool --generate-certificate --load-privkey serverkey.pem --  
load-ca-certificate cacert.pem --load-ca-privkey cakey.pem \  
template server.info --outfile servercert.pem
```

This results in two files being generated:

- » **serverkey.pem** - The server's private key
- » **servercert.pem** - The server's public key

4. Make sure to keep the location of the private key secret. To view the contents of the file, use the following command:

```
# certtool -i --infile servercert.pem
```

When opening this file, the **CN=** parameter should be the same as the CN that you set earlier. For example, **mycommonname**.

5. Install the two files in the following locations:

- » **serverkey.pem** - the server's private key. Place this file in the following location:
/etc/pki/libvirt/private/serverkey.pem
- » **servercert.pem** - the server's certificate. Install it in the following location on the server:
/etc/pki/libvirt/servercert.pem

Procedure 21.3. Issuing a client certificate

1. For every client (that is to say any program linked with libvirt, such as **virt-manager**), you need to issue a certificate with the X.509 Distinguished Name (DN) field set to a suitable name. This needs to be decided on a corporate level.

For example purposes, the following information will be used:

C=USA, ST=North Carolina, L=Raleigh, O=Red Hat, CN=name_of_client

2. Create a private key:

```
# certtool --generate-privkey > clientkey.pem
```

3. Generate a signature for the CA's private key by first creating a template file called **client.info**. The file should contain the following (fields should be customized to reflect your region/location):

```
country = USA  
state = North Carolina  
locality = Raleigh  
organization = Red Hat  
cn = client1  
tls_www_client  
encryption_key  
signing_key
```

4. Sign the certificate with the following command:

```
# certtool --generate-certificate --load-privkey clientkey.pem --  
load-ca-certificate cacert.pem \ --load-ca-privkey cakey.pem --  
template client.info --outfile clientcert.pem
```

5. Install the certificates on the client machine:

```
# cp clientkey.pem /etc/pki/libvirt/private/clientkey.pem  
# cp clientcert.pem /etc/pki/libvirt/clientcert.pem
```

21.4. Configuring a VNC Server

To configure a VNC server, use the **Remote Desktop Viewer** in **Application > Utilities**. Alternatively, you can run the **vinagre** command.

Use the following step set up a dedicated VNC server session:

If needed, create and then edit the `~/.vnc/xstartup` file to start a GNOME session whenever **vncserver** is started. The first time you run the **vncserver** script, it will ask you for a password you want to use for your VNC session. For more information on VNC server files, refer to the [Red Hat Enterprise Linux Installation Guide](#).

21.5. Enhancing Remote Management of Virtual Machines with NSS

In Red Hat Enterprise Linux 7.3 and later, you can use the libvirt Network Security Services (NSS) module to make it easier to connect to guests with SSH, TLS, SSL, as well as other remote login services. In addition, the module also benefits utilities that use host name translation, such as **ping**.

To be able to use this functionality, install the *libvirt-nss* package:

```
# yum install libvirt-nss
```

Finally, enable the module by adding **libvirt** to the **hosts** line of the **/etc/nsswitch.conf** file, for example as follows:

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

As a result, libvirt's NSS module will be added to modules that translate host domain names to IP addresses, which for example enables connecting to a remote guest in NAT mode without setting a static IP address. The order in which modules are listed on the **hosts** line determines the order in which these modules are consulted to find the specified remote guest.

Chapter 22. Managing Guests with the Virtual Machine Manager (virt-manager)

This chapter describes the Virtual Machine Manager (**virt-manager**) windows, dialog boxes, and various GUI controls.

virt-manager provides a graphical view of hypervisors and guests on your host system and on remote host systems. **virt-manager** can perform virtualization management tasks, including:

- » defining and creating guests,
- » assigning memory,
- » assigning virtual CPUs,
- » monitoring operational performance,
- » saving and restoring, pausing and resuming, and shutting down and starting guests,
- » links to the textual and graphical consoles, and
- » live and offline migrations.



Important

It is important to note which user you are using. If you create a guest virtual machine with one user you will not be able to retrieve information about it using another user. This is especially important when you create a virtual machine in virt-manager. The default user is root in that case unless otherwise specified. Should you have a case where you cannot list the virtual machine using the `virsh list --all` command, it is most likely due to you running the command using a different user than you used to create the virtual machine.

22.1. Starting virt-manager

To start **virt-manager** session open the **Applications** menu, then the **System Tools** menu and select **Virtual Machine Manager (virt-manager)**.

The **virt-manager** main window appears.

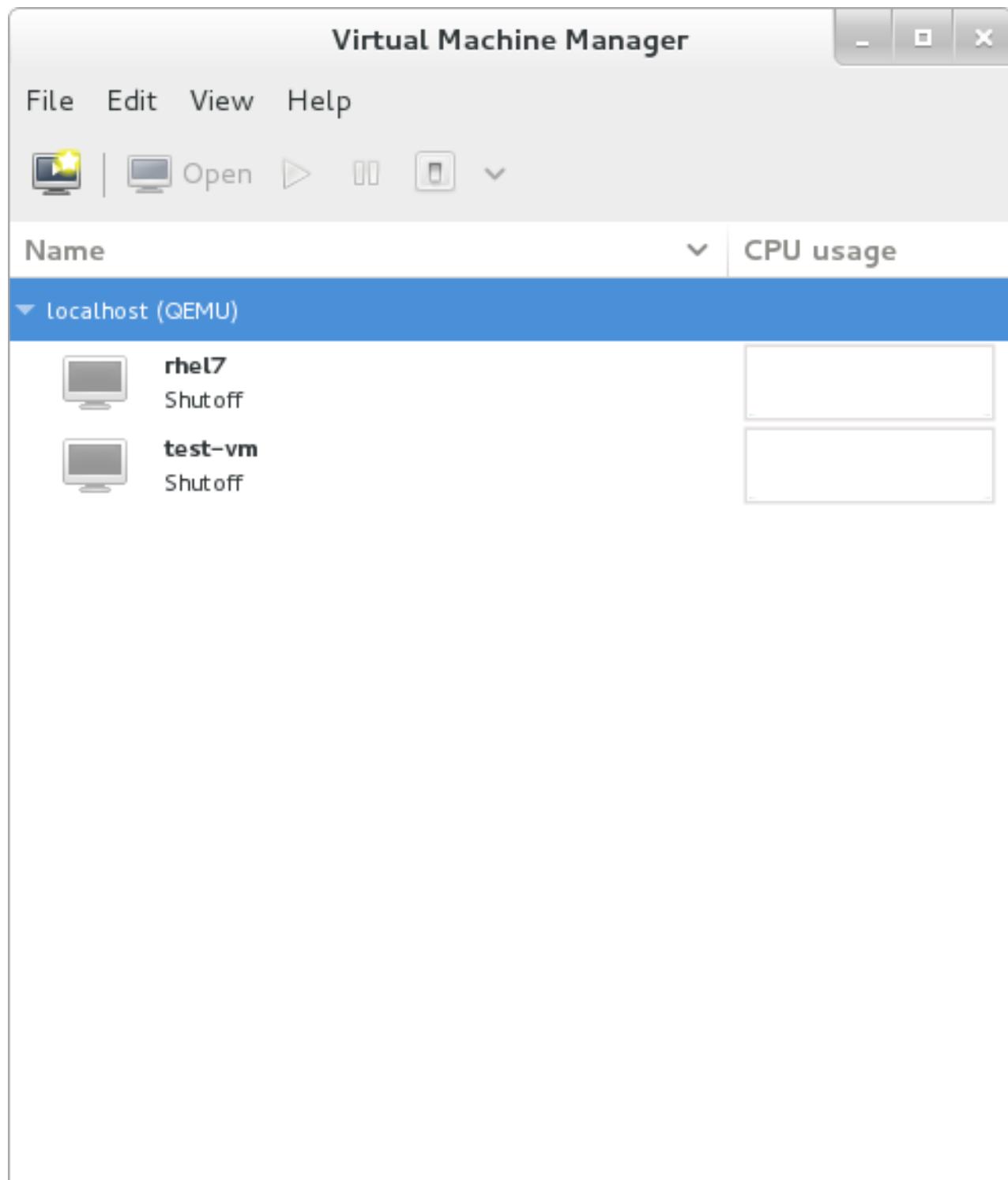


Figure 22.1. Starting `virt-manager`

Alternatively, `virt-manager` can be started remotely using `ssh` as demonstrated in the following command:

```
ssh -X host's address  
[remotehost]# virt-manager
```

Using `ssh` to manage virtual machines and hosts is discussed further in [Section 21.2, “Remote Management with SSH”](#).

22.2. The Virtual Machine Manager Main Window

This main window displays all the running guests and resources used by guests. Select a guest by double clicking the guest's name.

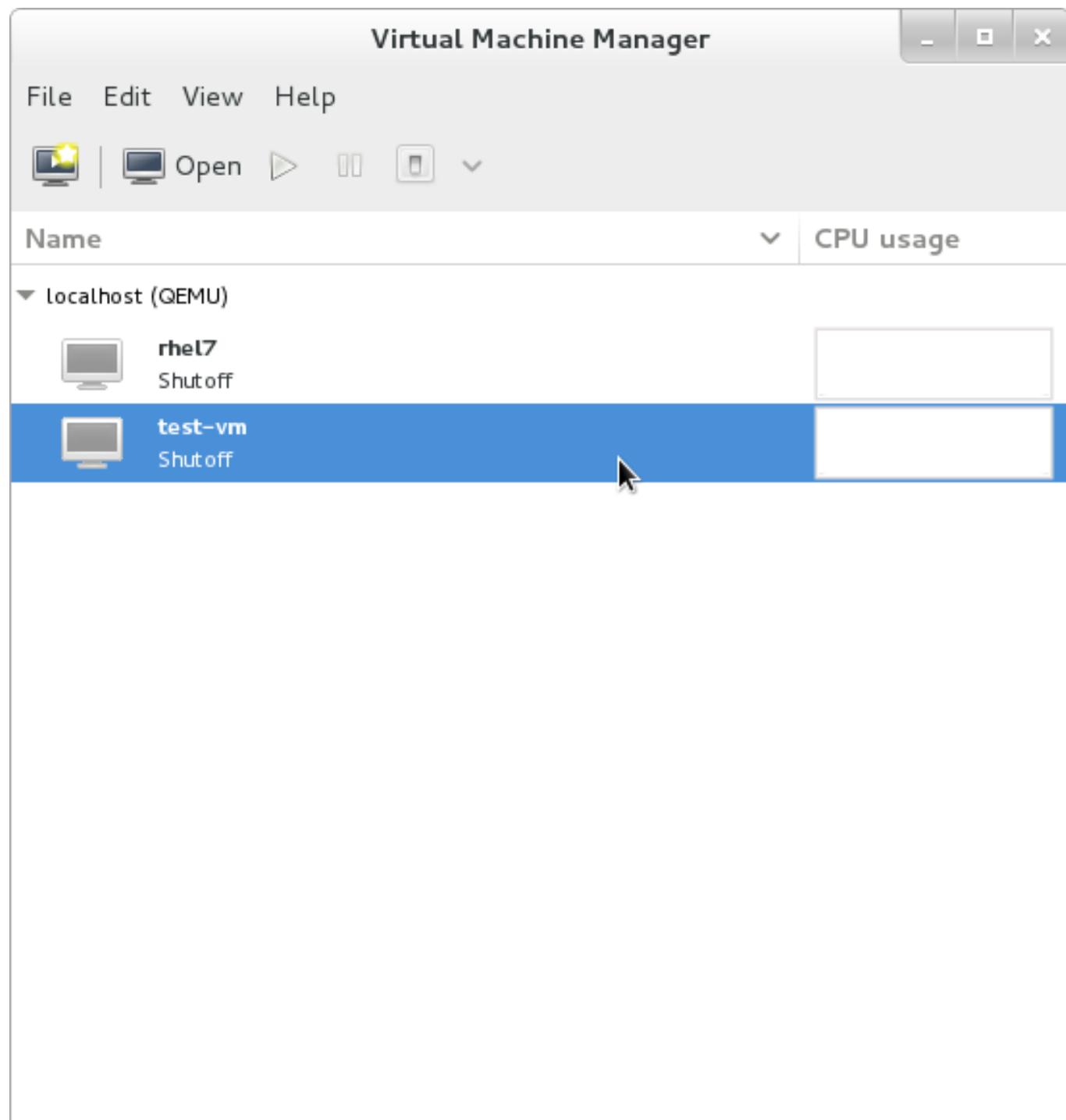


Figure 22.2. Virtual Machine Manager main window

22.3. The Virtual Hardware Details Window

The virtual hardware details window displays information about the virtual hardware configured for the guest. Virtual hardware resources can be added, removed and modified in this window. To access the virtual hardware details window, click on the icon in the toolbar.

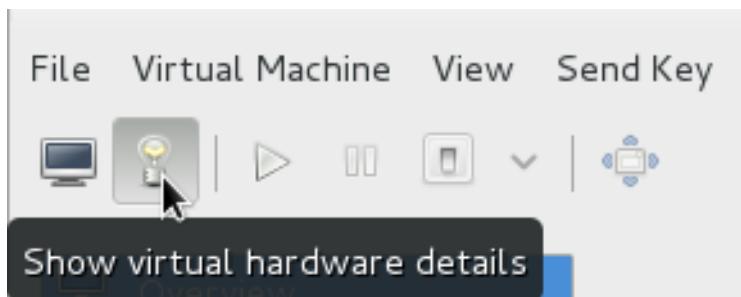


Figure 22.3. The virtual hardware details icon

Clicking the icon displays the virtual hardware details window.

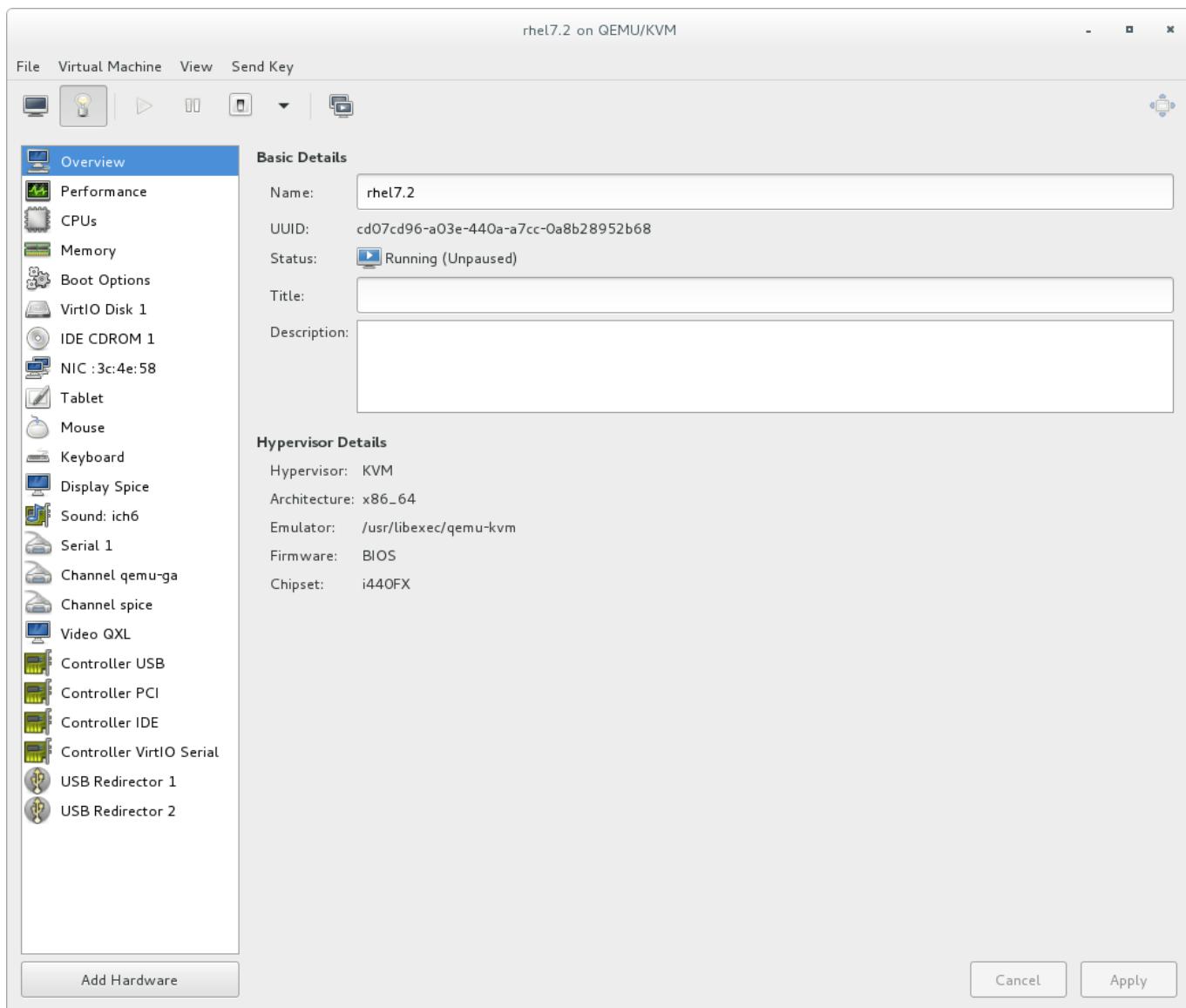


Figure 22.4. The virtual hardware details window

22.3.1. Applying Boot Options to Guest Virtual Machines

Using *virt-manager* you can select how the guest virtual machine will act on boot. The boot options will not take effect until the guest virtual machine reboots. You can either power down the virtual machine before making any changes, or you can reboot the machine afterwards. If you do not do either of these options, the changes will happen the next time the guest reboots.

Procedure 22.1. Configuring boot options

1. From the Virtual Machine Manager **Edit** menu, select **Virtual Machine Details**.
2. From the side panel, select **Boot Options** and then complete any or all of the following optional steps:
 - a. To indicate that this guest virtual machine should start each time the host physical machine boots, select the **Autostart** check box.
 - b. To indicate the order in which guest virtual machine should boot, click the **Enable boot menu** check box. After this is checked, you can then check the devices you want to boot from and using the arrow keys change the order that the guest virtual machine will use when booting.
 - c. If you want to boot directly from the Linux kernel, expand the **Direct kernel boot** menu. Fill in the **Kernel path**, **Initrd path**, and the **Kernel arguments** that you want to use.
3. Click **Apply**.

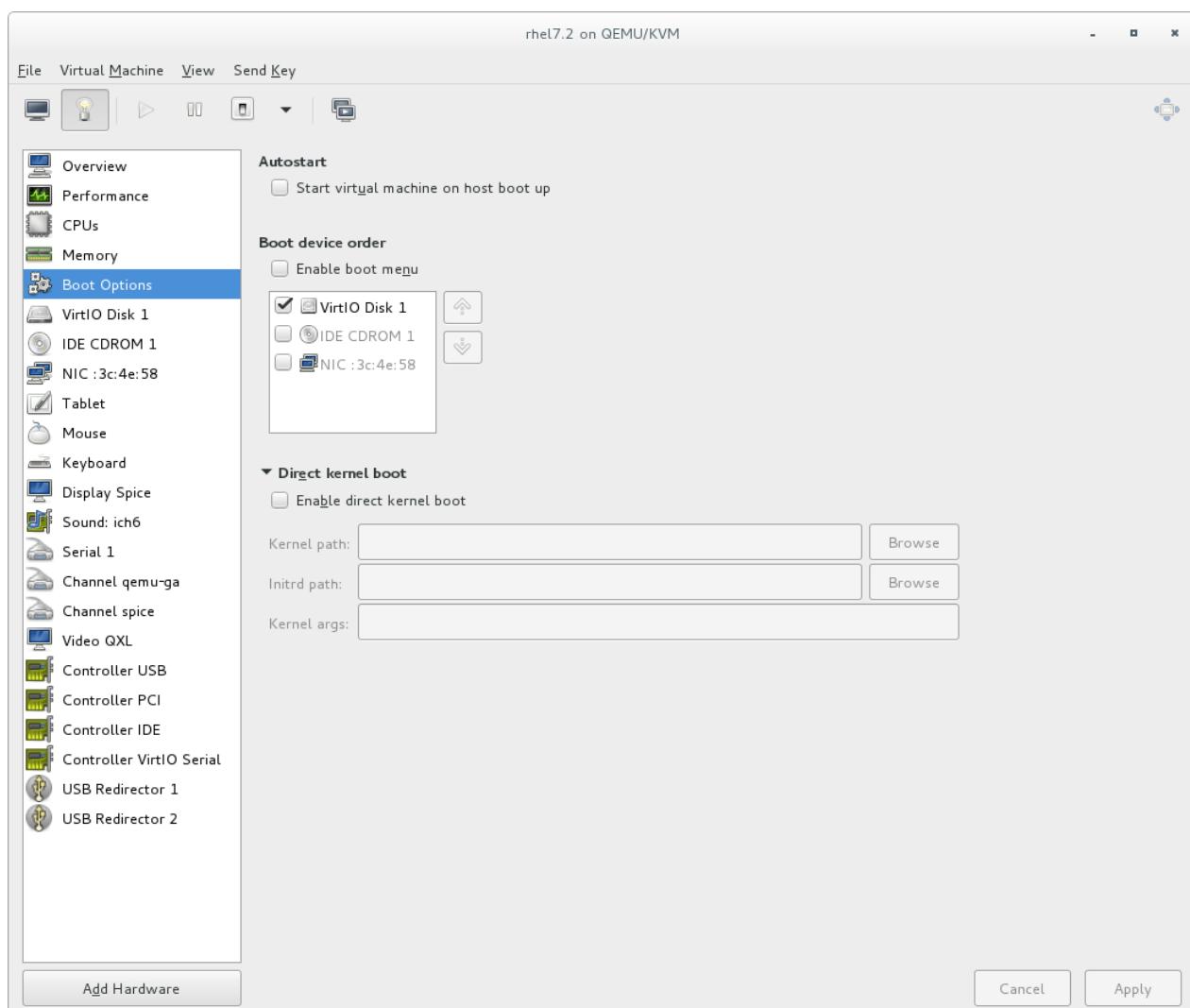


Figure 22.5. Configuring boot options

22.3.2. Attaching USB Devices to a Guest Virtual Machine



Note

In order to attach the USB device to the guest virtual machine, you first must attach it to the host physical machine and confirm that the device is working. If the guest is running, you need to shut it down before proceeding.

Procedure 22.2. Attaching USB devices using Virt-Manager

1. Open the guest virtual machine's Virtual Machine Details screen.
2. Click **Add Hardware**
3. In the **Add New Virtual Hardware** popup, select **USB Host Device**, select the device you want to attach from the list and Click **Finish**.

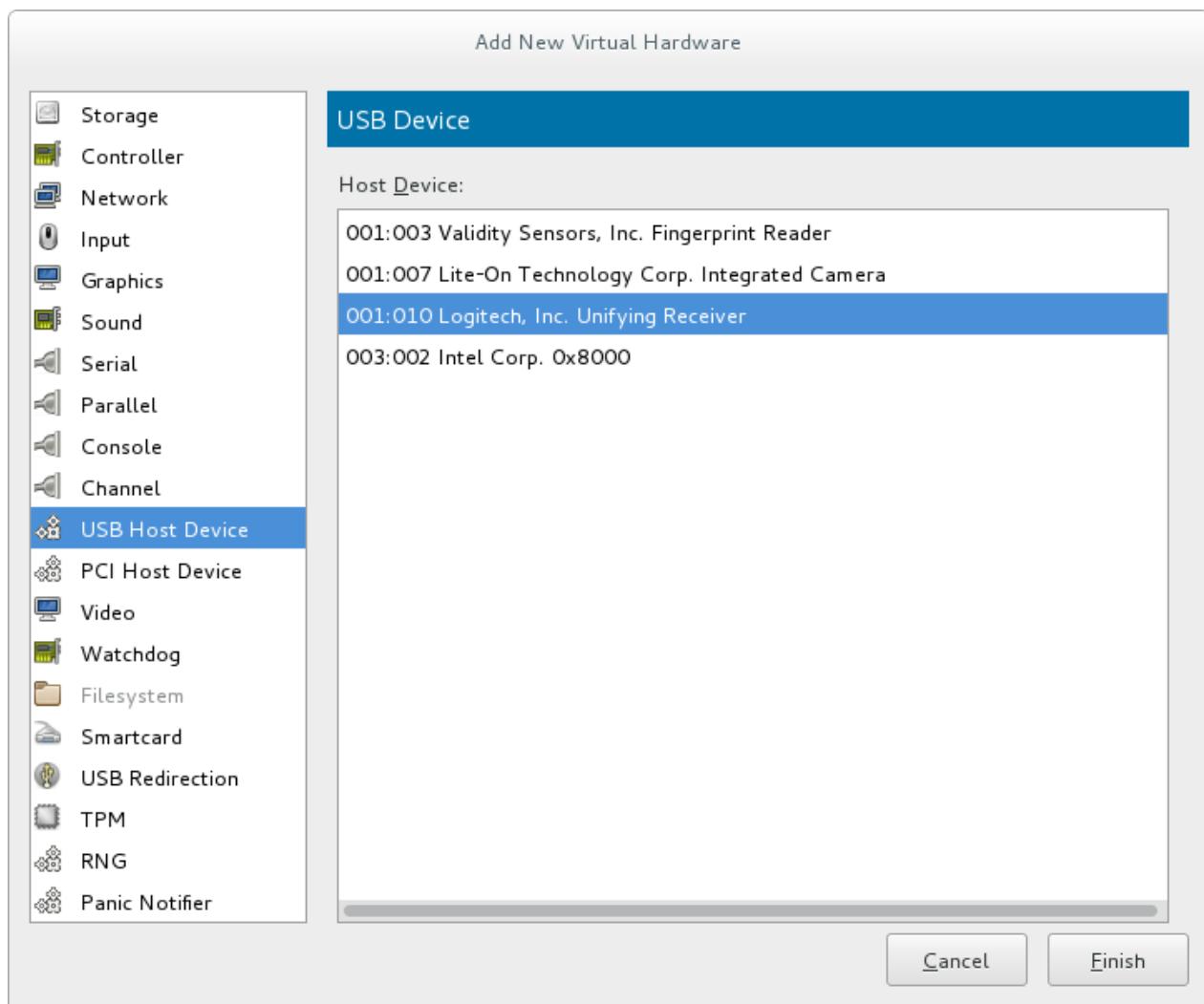


Figure 22.6. Add USB Device

4. To use the USB device in the guest virtual machine, start the guest virtual machine.

22.3.3. USB Redirection

USB re-direction is best used in cases where there is a host physical machine that is running in a data center. The user connects to his/her guest virtual machine from a local machine or thin client.

On this local machine there is a SPICE client. The user can attach any USB device to the thin client and the SPICE client will redirect the device to the host physical machine on the data center so it can be used by the VM that is running on the thin client.

Procedure 22.3. Redirecting USB devices

1. Open the guest virtual machine's Virtual Machine Details screen.
2. Click **Add Hardware**
3. In the **Add New Virtual Hardware** popup, select **USB Redirection**. Make sure to select **Spice channel** from the **Type** drop-down menu and click **Finish**.

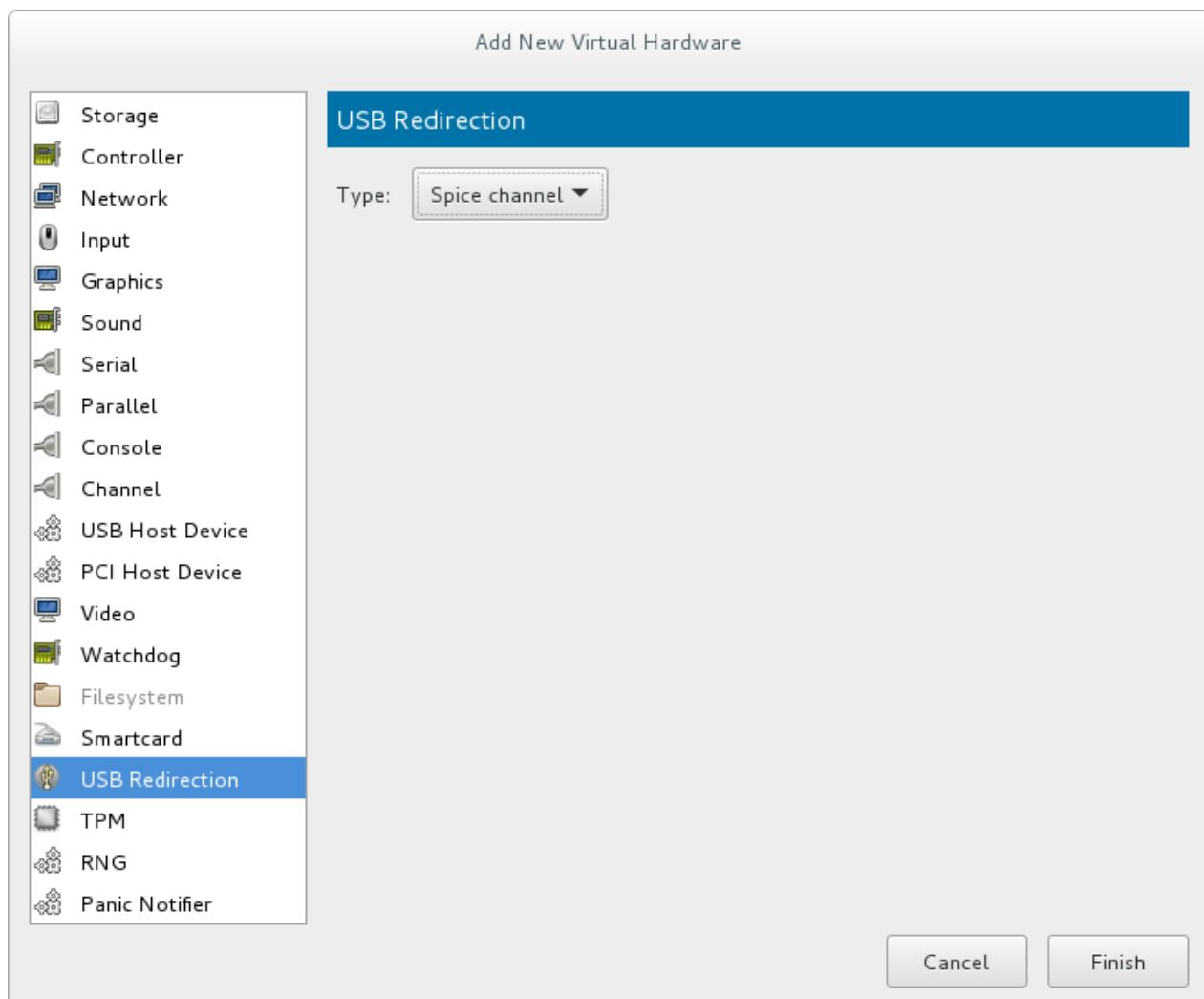


Figure 22.7. Add New Virtual Hardware window

4. Open the **Virtual Machine** menu and select **Redirect USB device**. A pop-up window opens with a list of USB devices.



Figure 22.8. Select a USB device

5. Select a USB device for redirection by checking its check box and click **OK**.

22.4. Virtual Machine Graphical Console

This window displays a guest's graphical console. Guests can use several different protocols to export their graphical frame buffers: **virt-manager** supports **VNC** and **SPICE**. If your virtual machine is set to require authentication, the Virtual Machine graphical console prompts you for a password before the display appears.

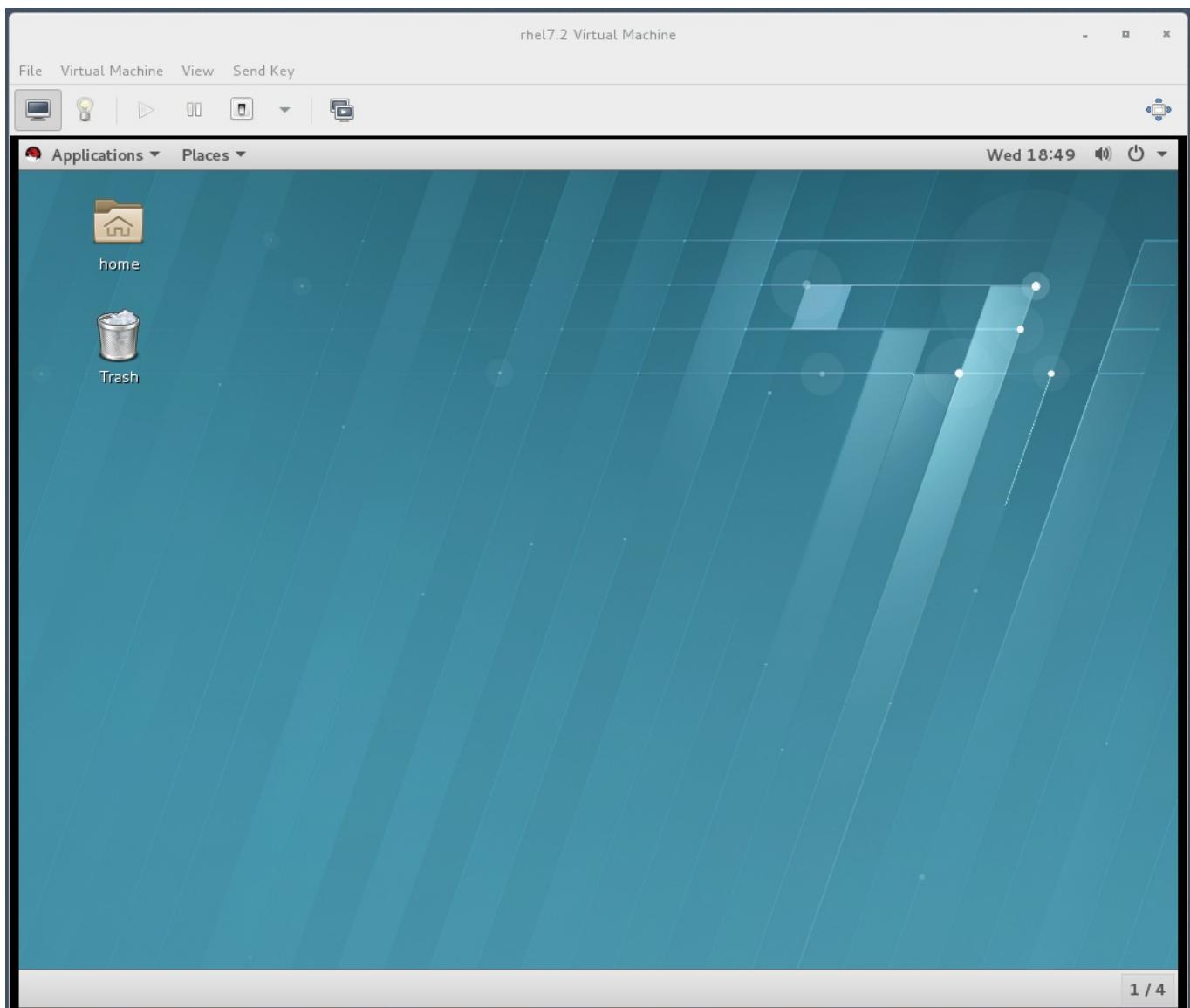


Figure 22.9. Graphical console window

Note

VNC is considered insecure by many security experts, however, several changes have been made to enable the secure usage of VNC for virtualization on Red Hat enterprise Linux. The guest machines only listen to the local host's loopback address (**127.0.0.1**). This ensures only those with shell privileges on the host can access virt-manager and the virtual machine through VNC. Although virt-manager is configured to listen to other public network interfaces and alternative methods can be configured, it is not recommended.

Remote administration can be performed by tunneling over SSH which encrypts the traffic. Although VNC can be configured to access remotely without tunneling over SSH, for security reasons, it is not recommended. To remotely administer the guest follow the instructions in: [Chapter 21, Remote Management of Guests](#). TLS can provide enterprise level security for managing guest and host systems.

Your local desktop can intercept key combinations (for example, Ctrl+Alt+F1) to prevent them from being sent to the guest machine. You can use the **Send key** menu option to send these sequences. From the guest machine window, click the **Send key** menu and select the key sequence to send. In addition, from this menu you can also capture the screen output.

SPICE is an alternative to VNC available for Red Hat Enterprise Linux.

22.5. Adding a Remote Connection

This procedure covers how to set up a connection to a remote system using **virt-manager**.

1. To create a new connection open the **File** menu and select the **Add Connection...** menu item.
2. The **Add Connection** wizard appears. Select the hypervisor. For Red Hat Enterprise Linux 7 systems select **QEMU/KVM**. Select Local for the local system or one of the remote connection options and click **Connect**. This example uses Remote tunnel over SSH which works on default installations. For more information on configuring remote connections refer to [Chapter 21, Remote Management of Guests](#)

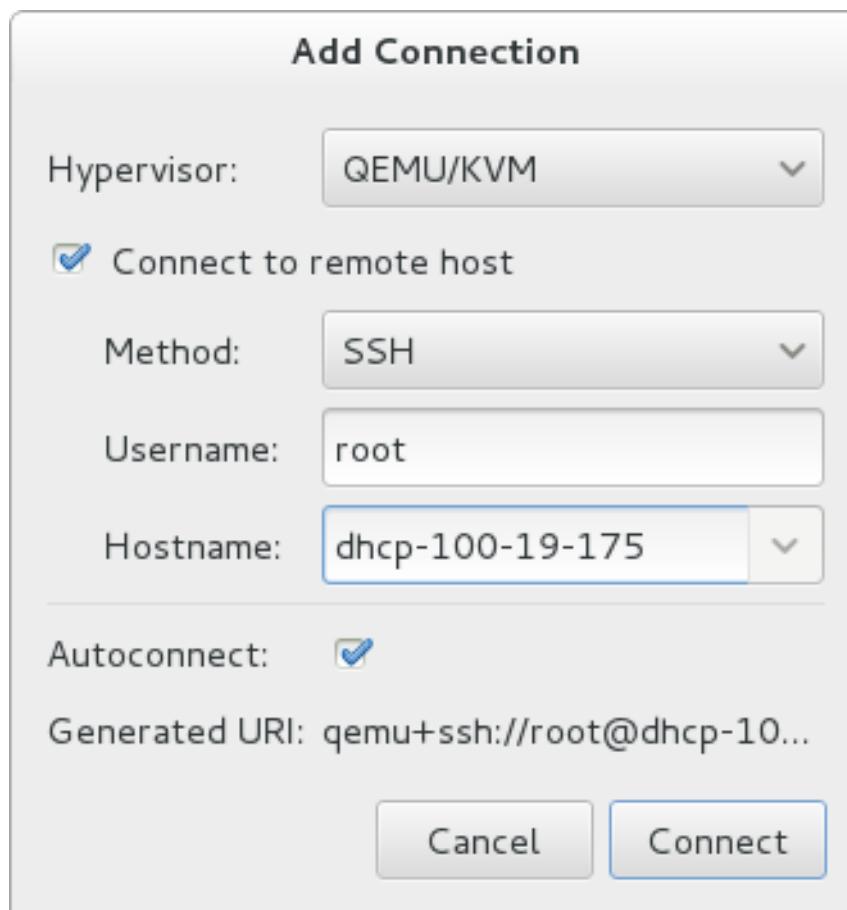


Figure 22.10. Add Connection

3. Enter the root password for the selected host when prompted.

A remote host is now connected and appears in the main **virt-manager** window.

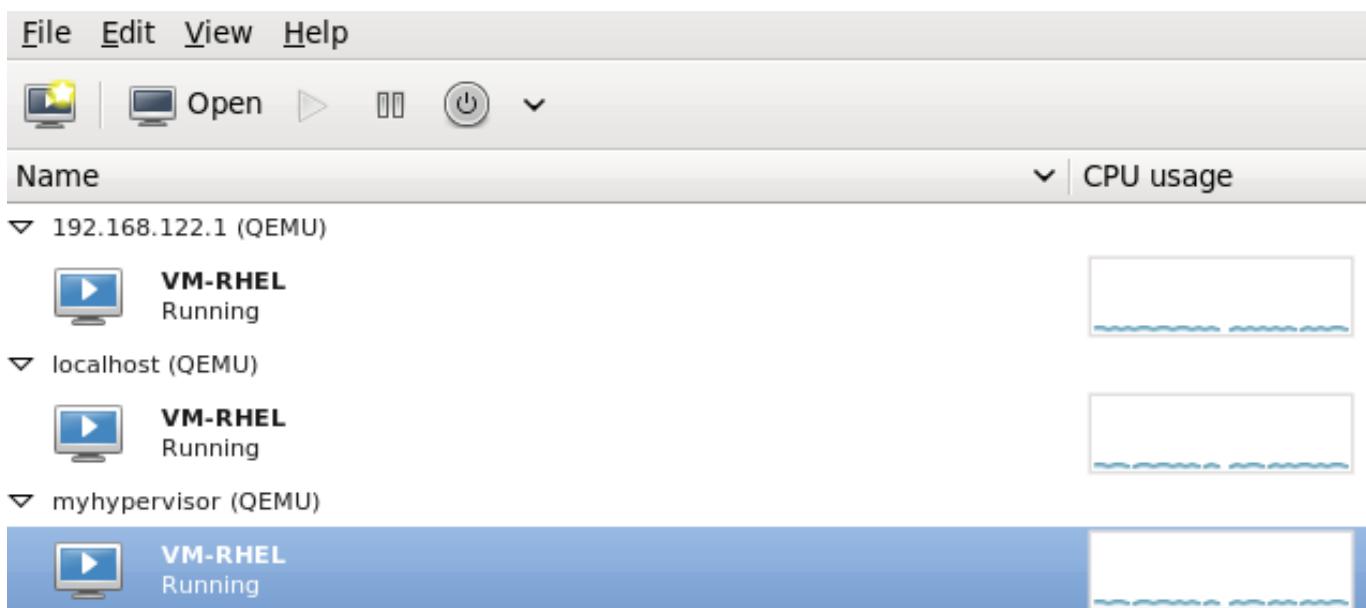


Figure 22.11. Remote host in the main virt-manager window

22.6. Displaying Guest Details

You can use the Virtual Machine Monitor to view activity information for any virtual machines on your system.

To view a virtual system's details:

1. In the Virtual Machine Manager main window, highlight the virtual machine that you want to view.

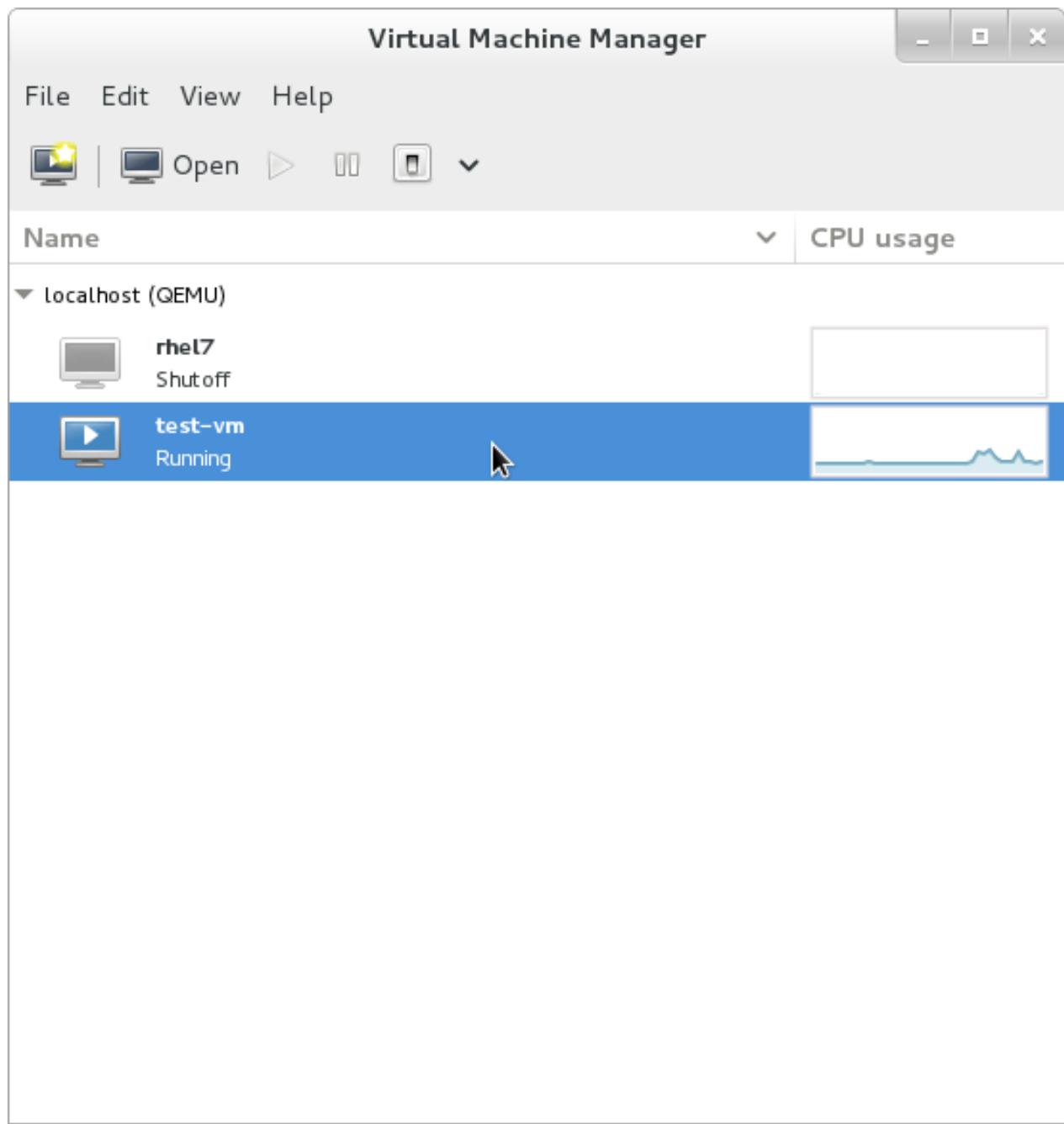


Figure 22.12. Selecting a virtual machine to display

2. From the Virtual Machine Manager **Edit** menu, select **Virtual Machine Details**.

When the Virtual Machine details window opens, there may be a console displayed. Should this happen, click **View** and then select **Details**. The Overview window opens first by default. To go back to this window, select **Overview** from the navigation pane on the left hand side.

The **Overview** view shows a summary of configuration details for the guest.

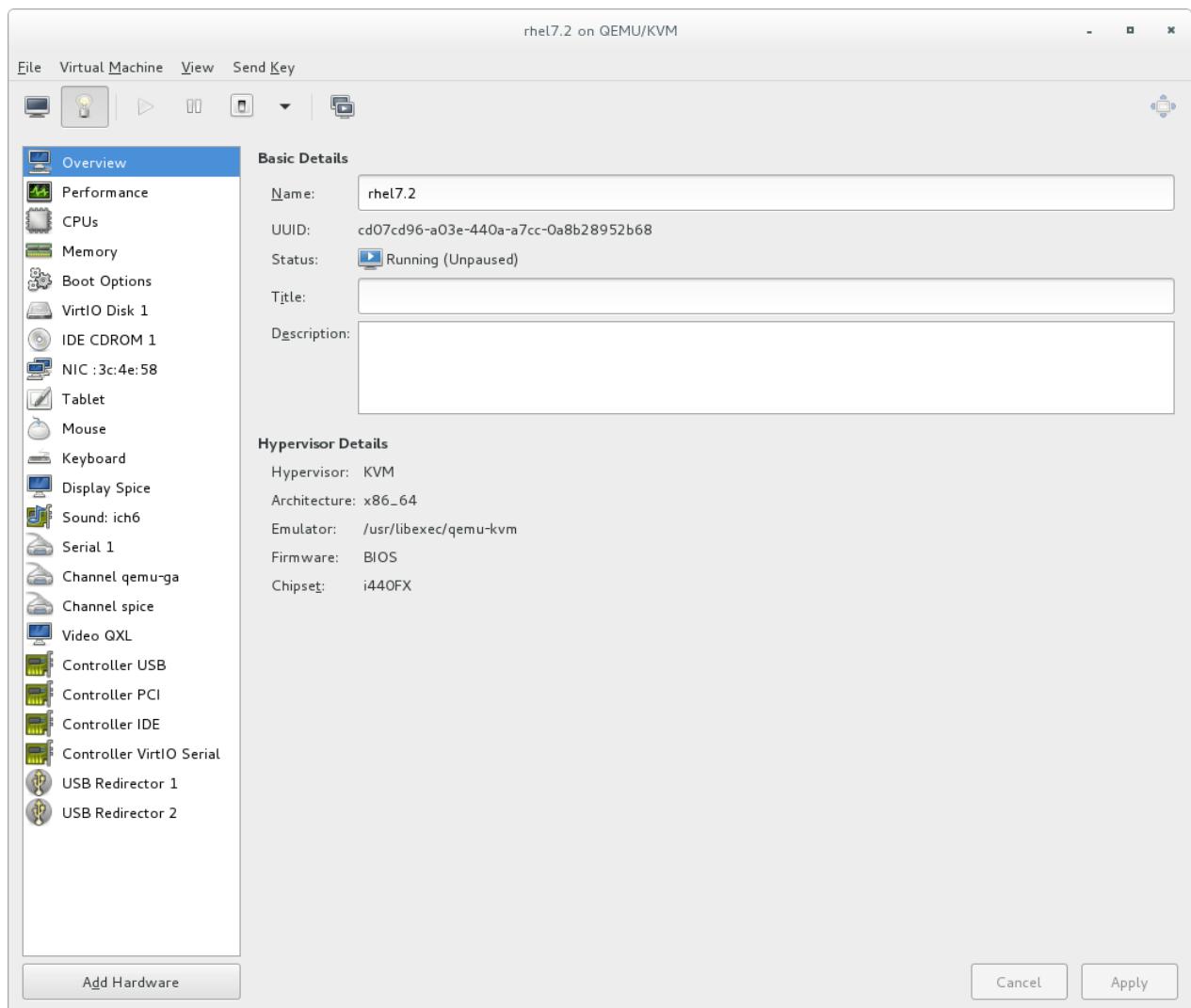


Figure 22.13. Displaying guest details overview

3. Select **Performance** from the navigation pane on the left hand side.

The **Performance** view shows a summary of guest performance, including CPU and Memory usage.

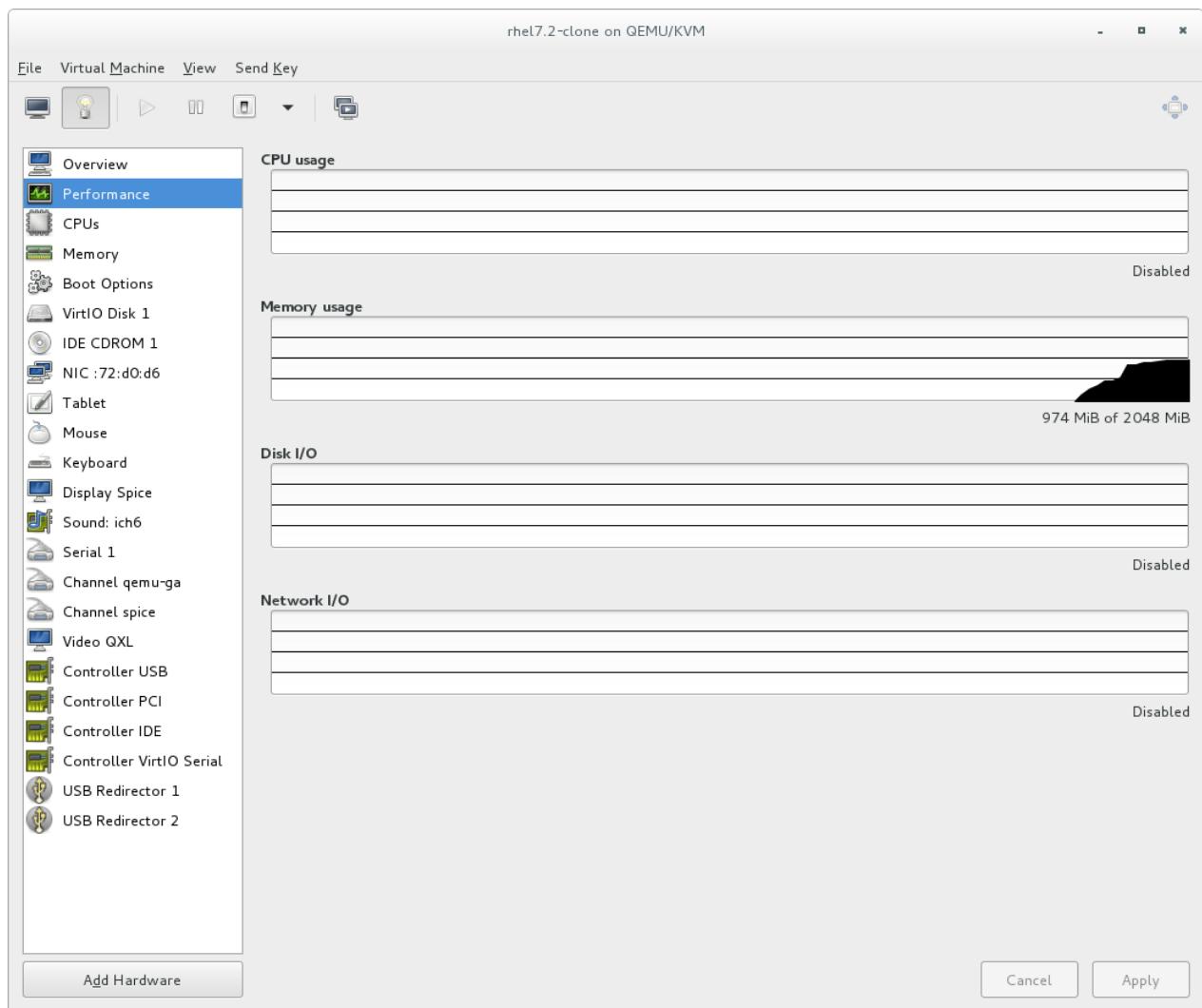


Figure 22.14. Displaying guest performance details

4. Select **CPUs** from the navigation pane on the left hand side. The **CPUs** view allows you to view or change the current processor allocation.

It is also possible to increase the number of virtual CPUs (vCPUs) while the virtual machine is running, which is referred to as *hot plugging*.



Important

Hot unplugging vCPUs is not currently supported in Red Hat Enterprise Linux 7.

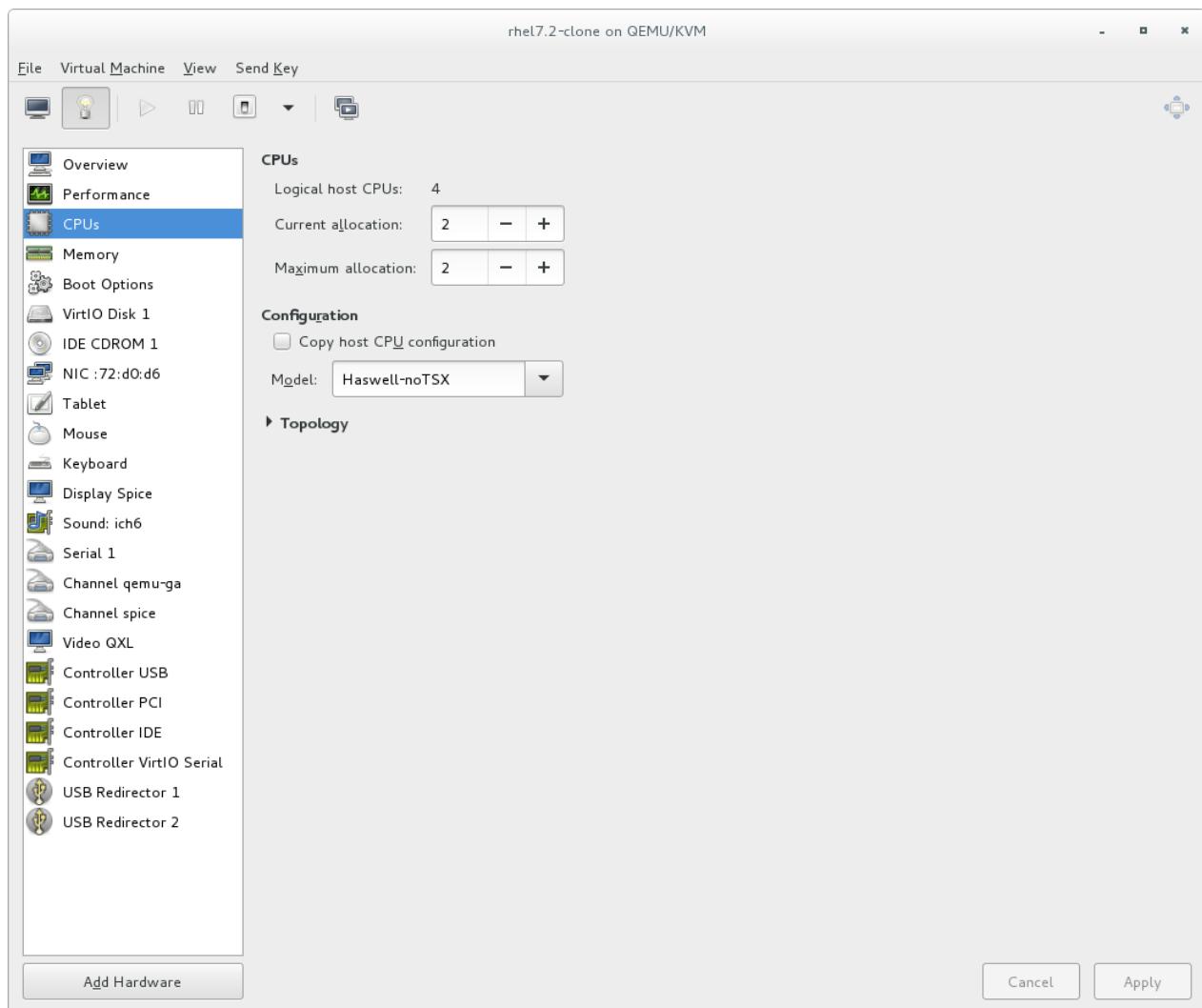


Figure 22.15. Processor allocation panel

5. Select **Memory** from the navigation pane on the left hand side. The **Memory** view allows you to view or change the current memory allocation.

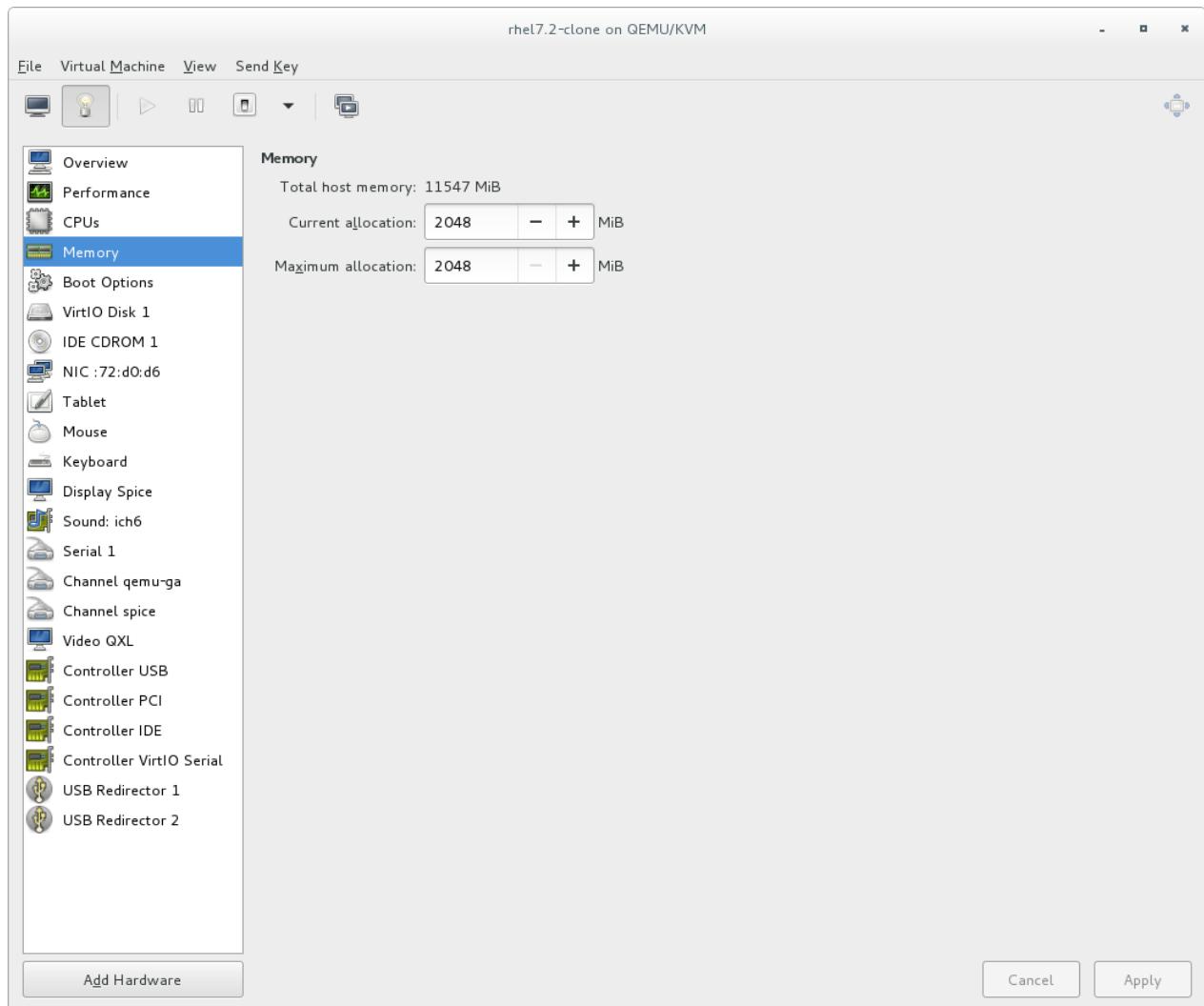


Figure 22.16. Displaying memory allocation

6. Select **Boot Options** from the navigation pane on the left hand side. The **Boot Options** view allows you to view or change the boot options including whether or not the virtual machine starts when the host boots and the boot device order for the virtual machine.

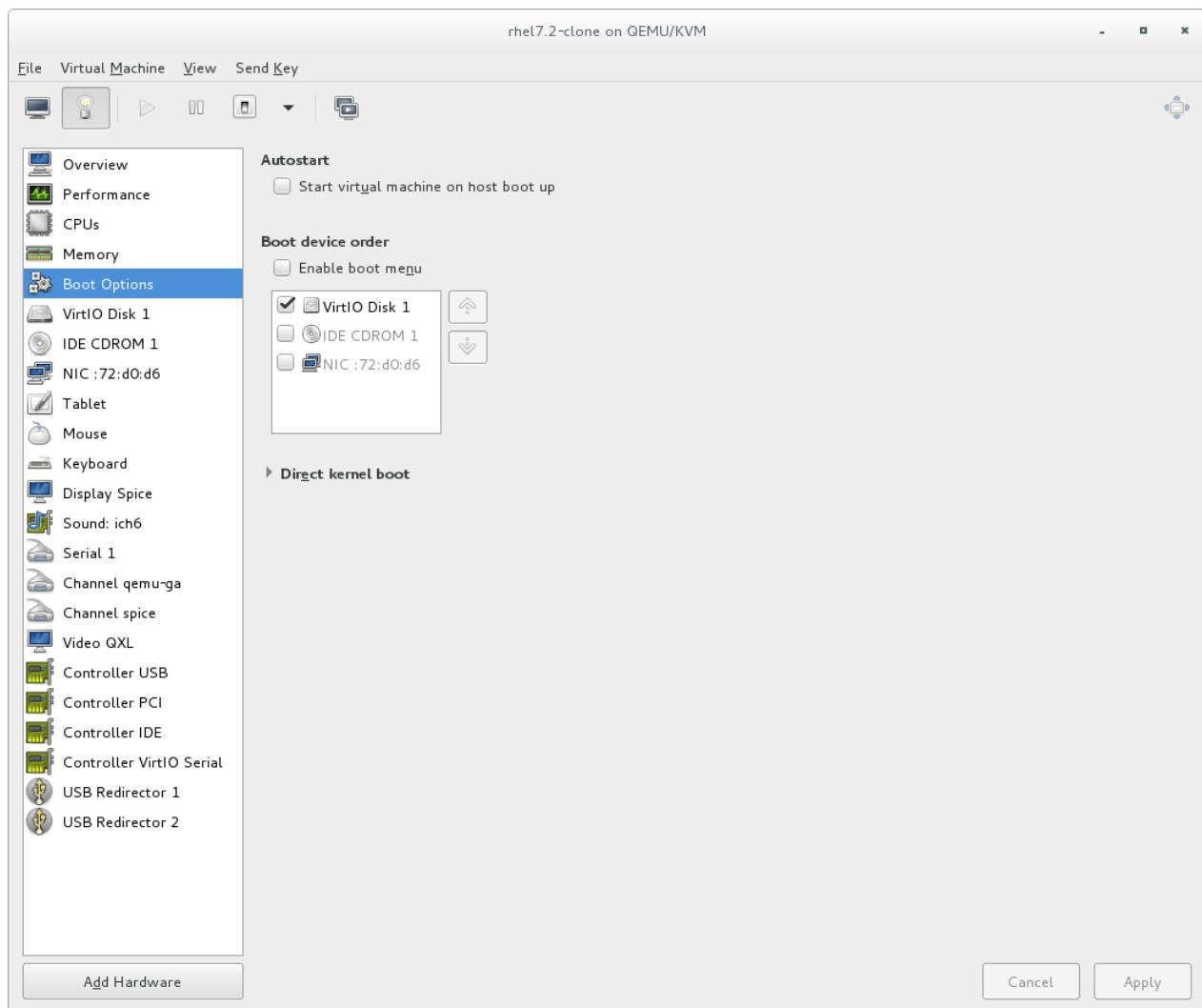


Figure 22.17. Displaying boot options

7. Each virtual disk attached to the virtual machine is displayed in the navigation pane. Click on a virtual disk to modify or remove it.

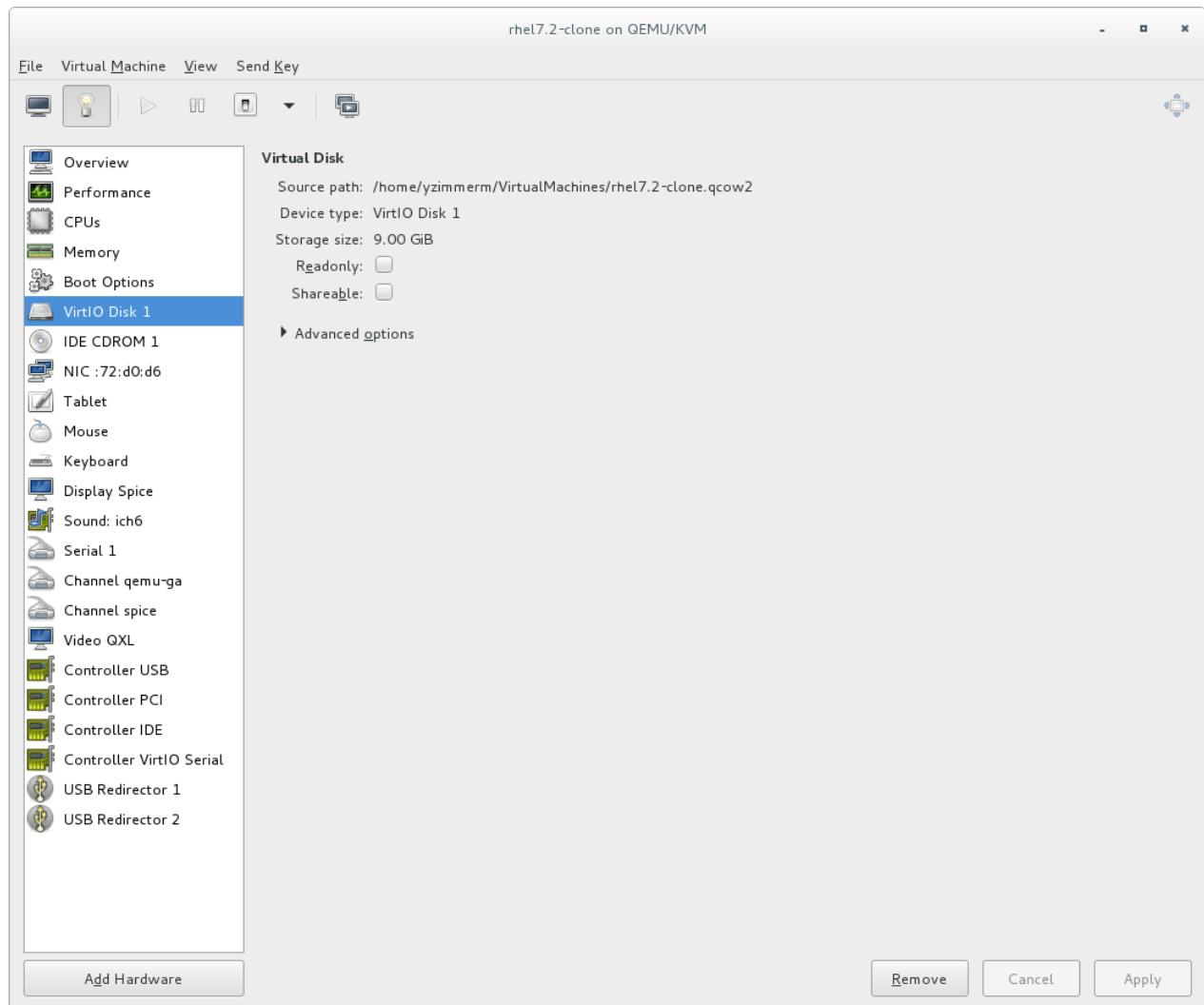


Figure 22.18. Displaying disk configuration

8. Each virtual network interface attached to the virtual machine is displayed in the navigation pane. Click on a virtual network interface to modify or remove it.

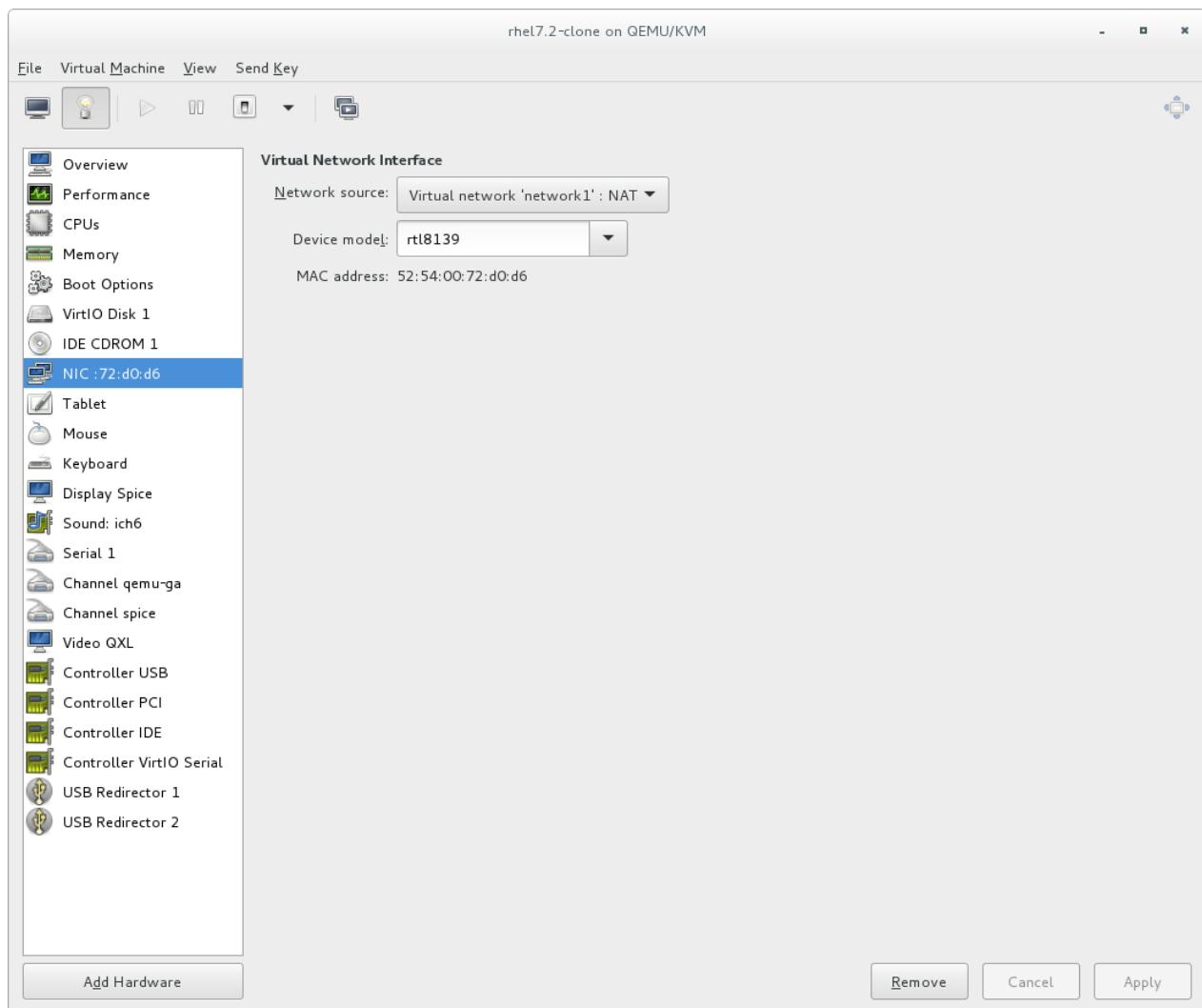


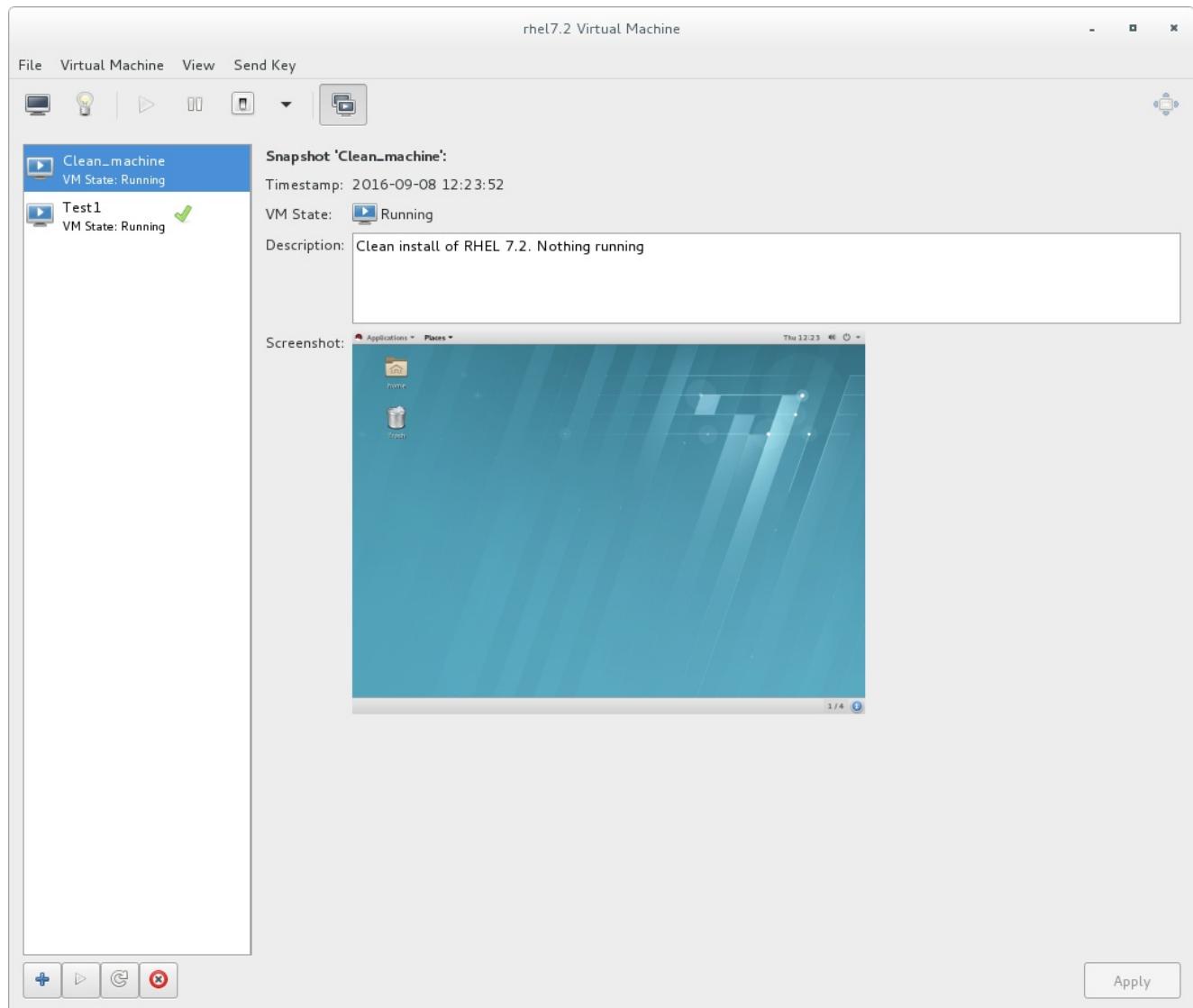
Figure 22.19. Displaying network configuration

22.7. Managing Snapshots

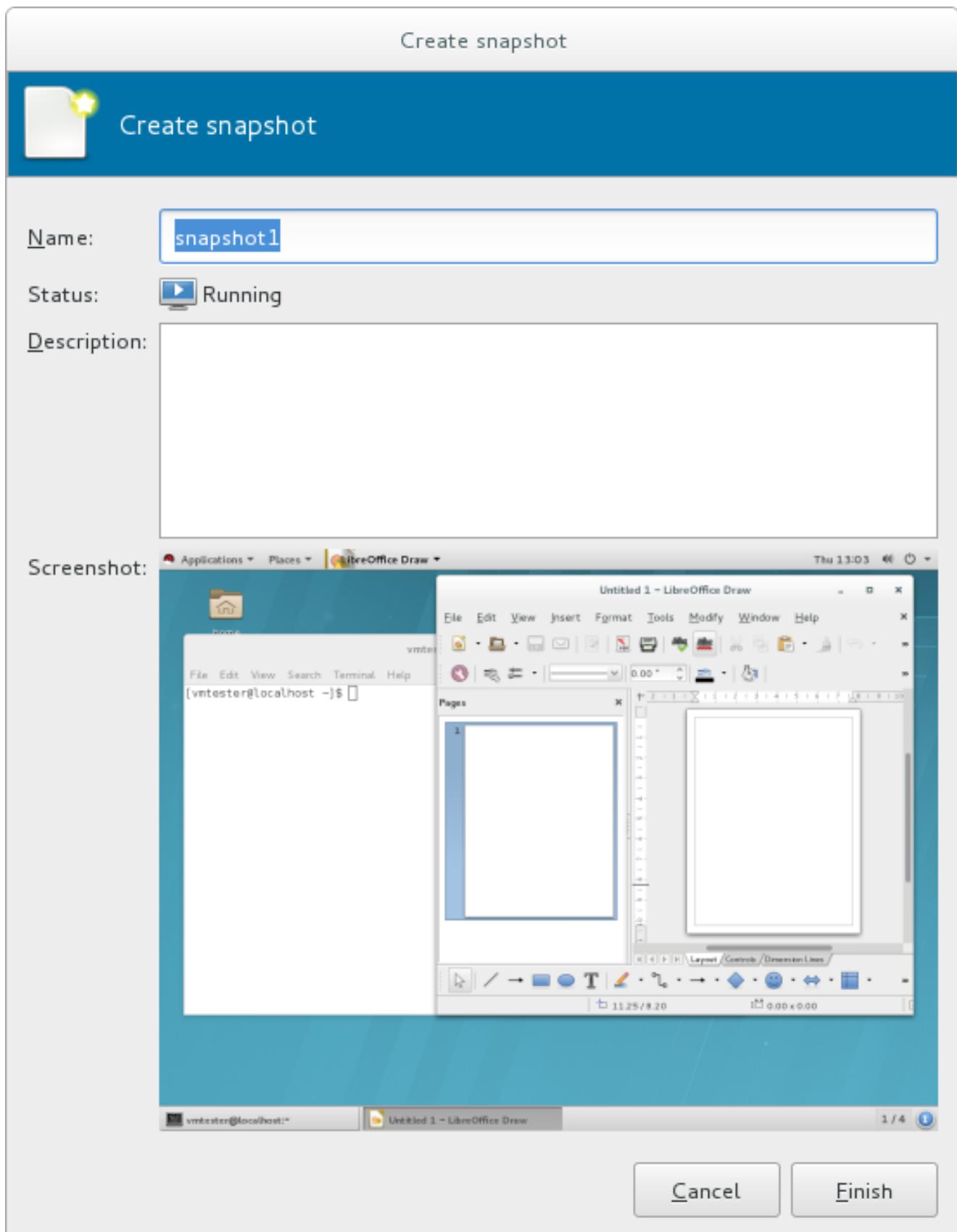
Using **virt-manager**, it is possible to create, run, and delete guest *snapshots*. A snapshot is a saved image of the guest's hard disk, memory, and device state at a single point in time. After a snapshot is created, the guest can be returned to the snapshot's configuration at any time.

- » To manage snapshots in virt-manager, click  on the guest console.

The snapshot management interface opens:



- To create a new snapshot, click the button under the snapshot list. In the snapshot creation interface, input the name of the snapshot and, optionally, a comment, and click **Finish**.



- » To revert the guest to a snapshot's configuration, select the snapshot and click .
- » To remove the selected snapshot, click .



Warning

Creating and running live snapshots, that is while the virtual machine is running, is only supported with qcow2 disk images.



Note

For more in-depth snapshot management, use the **virsh snapshot-create** command. See [Section 23.45, “Managing Snapshots”](#) for details about managing snapshots with **virsh**.

22.8. Performance Monitoring

Performance monitoring preferences can be modified with **virt-manager**'s preferences window.

To configure performance monitoring:

1. From the **Edit** menu, select **Preferences**.

The **Preferences** window appears.

2. From the **Polling** tab specify the time in seconds or stats polling options.

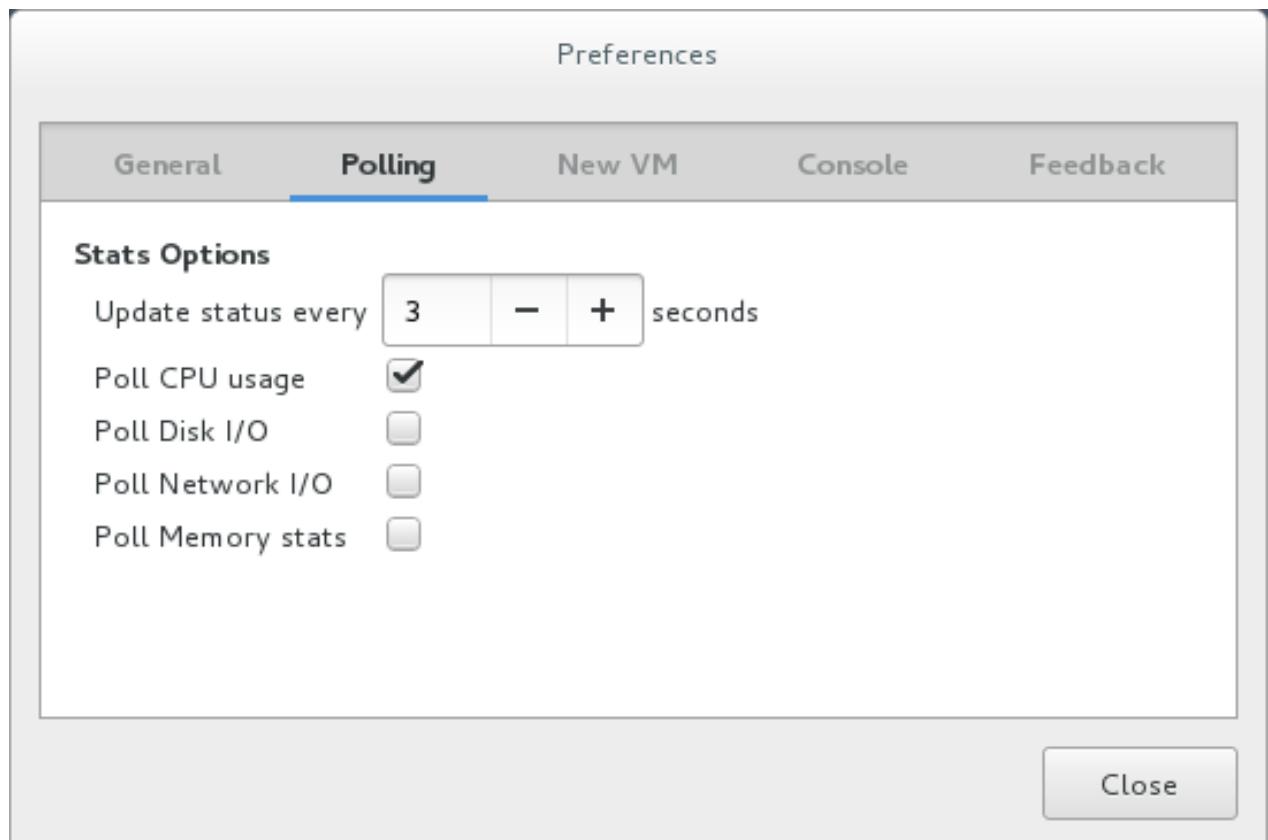


Figure 22.20. Configuring performance monitoring

22.9. Displaying CPU Usage for Guests

To view the CPU usage for all guests on your system:

1. From the **View** menu, select **Graph**, then the **Guest CPU Usage** check box.
2. The Virtual Machine Manager shows a graph of CPU usage for all virtual machines on your system.

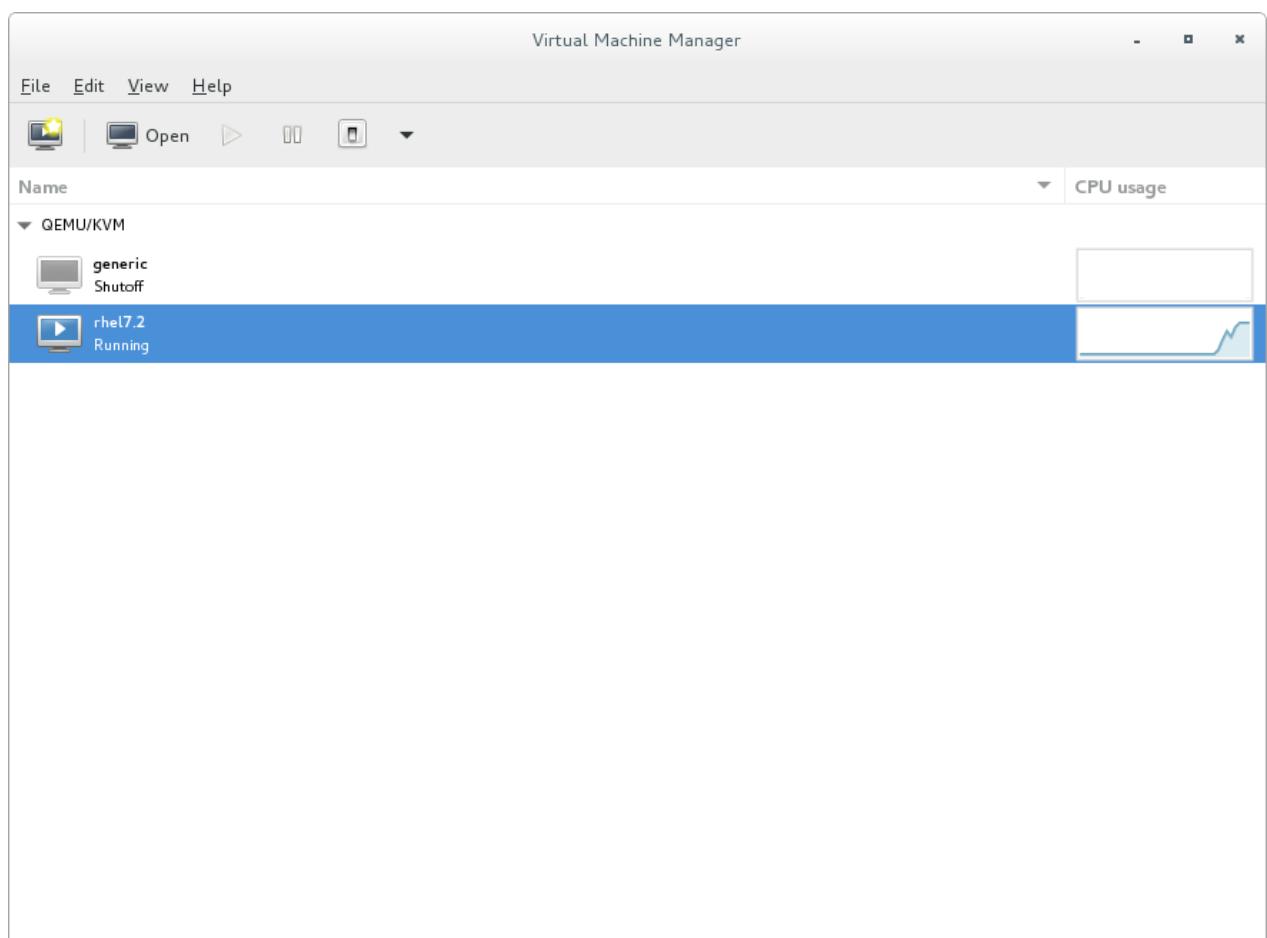


Figure 22.21. Guest CPU usage graph

22.10. Displaying CPU Usage for Hosts

To view the CPU usage for all hosts on your system:

1. From the **View** menu, select **Graph**, then the **Host CPU Usage** check box.
2. The Virtual Machine Manager shows a graph of host CPU usage on your system.

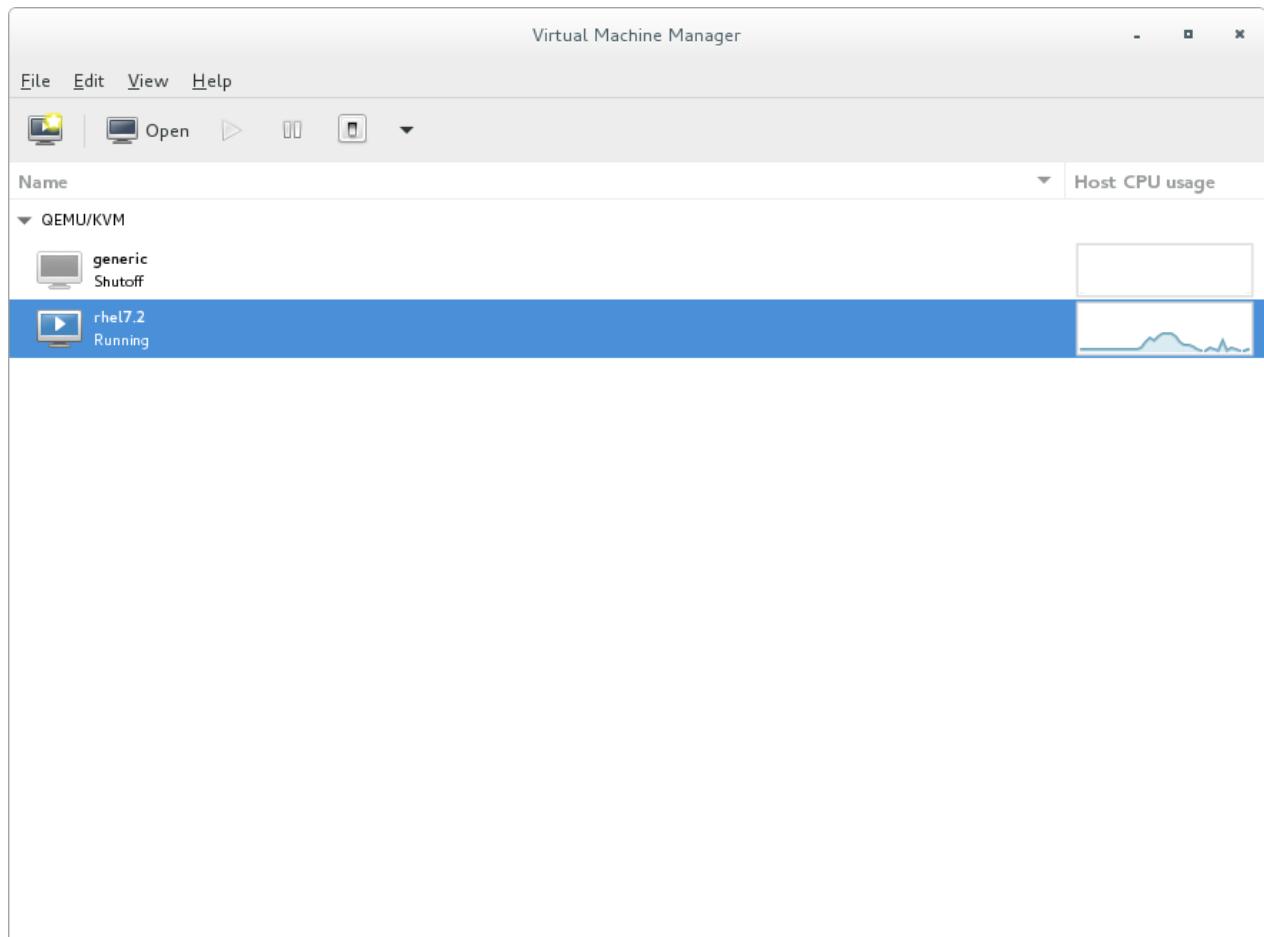


Figure 22.22. Host CPU usage graph

22.11. Displaying Disk I/O

To view the disk I/O for all virtual machines on your system:

1. Make sure that the Disk I/O statistics collection is enabled. To do this, from the **Edit** menu, select **Preferences** and click the **Polling** tab.
2. Select the **Disk I/O** check box.

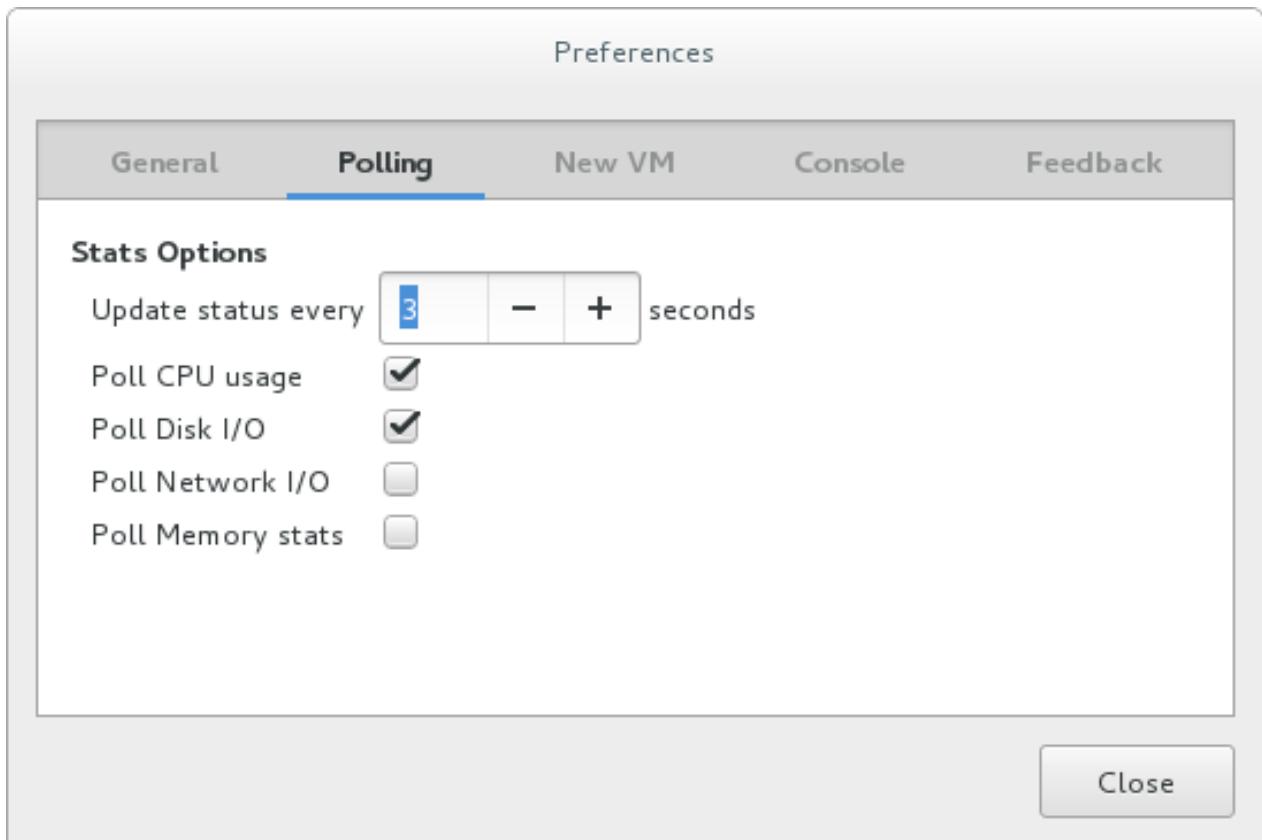


Figure 22.23. Enabling Disk I/O

3. To enable the Disk I/O display, from the **View** menu, select **Graph**, then the **Disk I/O** check box.
4. The Virtual Machine Manager shows a graph of Disk I/O for all virtual machines on your system.

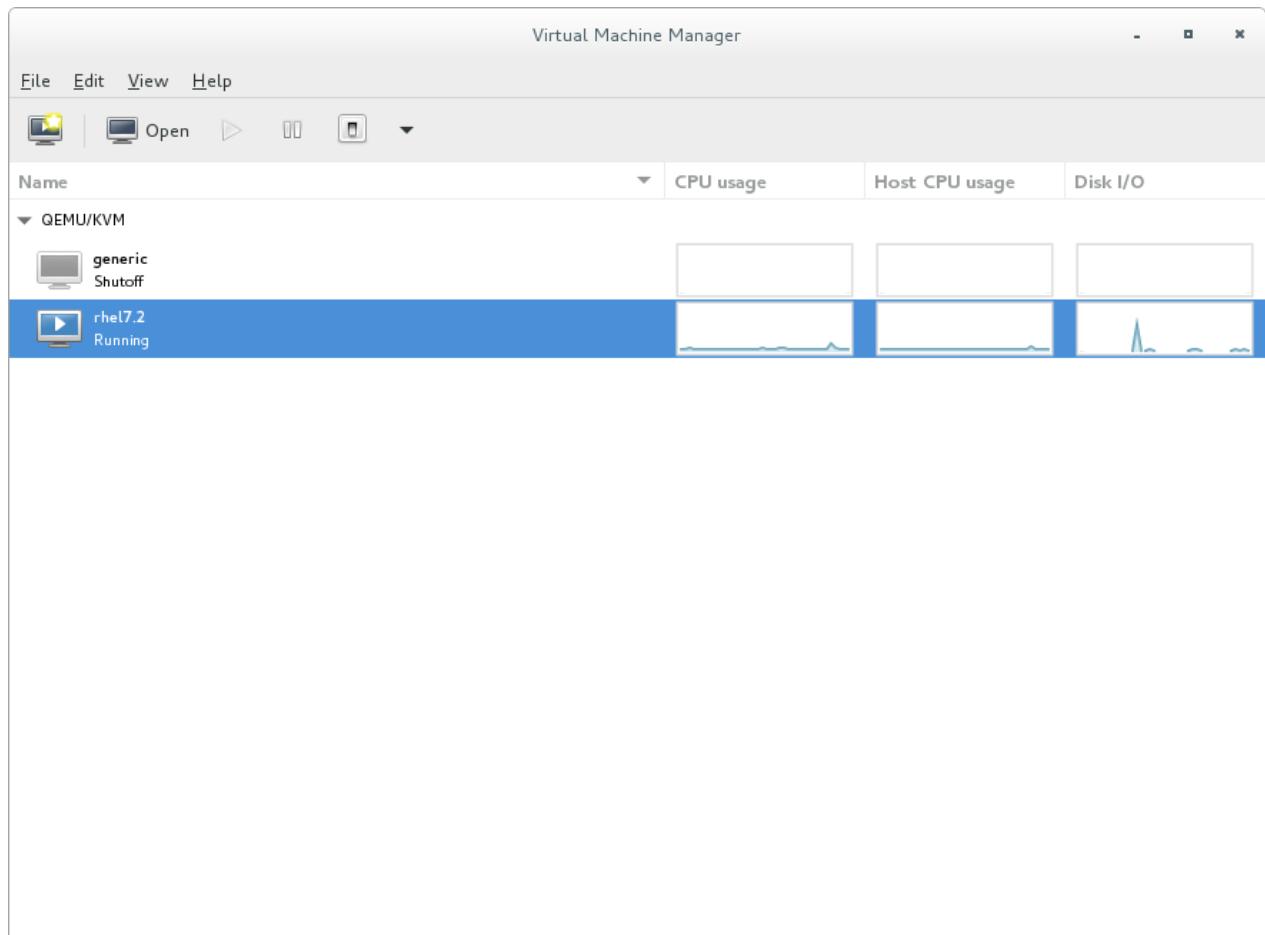


Figure 22.24. Displaying Disk I/O

22.12. Displaying Network I/O

To view the network I/O for all virtual machines on your system:

1. Make sure that the Network I/O statistics collection is enabled. To do this, from the **Edit** menu, select **Preferences** and click the **Polling** tab.
2. Select the **Network I/O** check box.

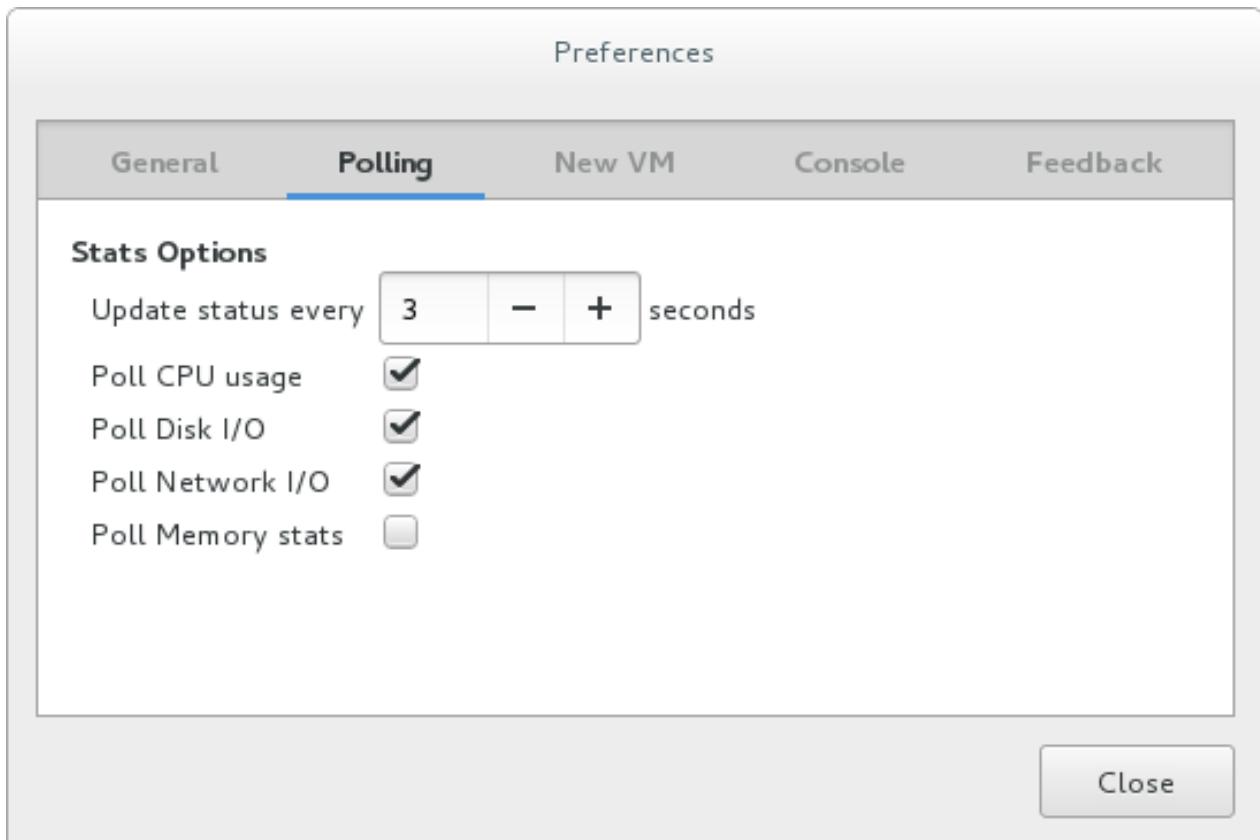


Figure 22.25. Enabling Network I/O

3. To display the Network I/O statistics, from the **View** menu, select **Graph**, then the **Network I/O** check box.
4. The Virtual Machine Manager shows a graph of Network I/O for all virtual machines on your system.

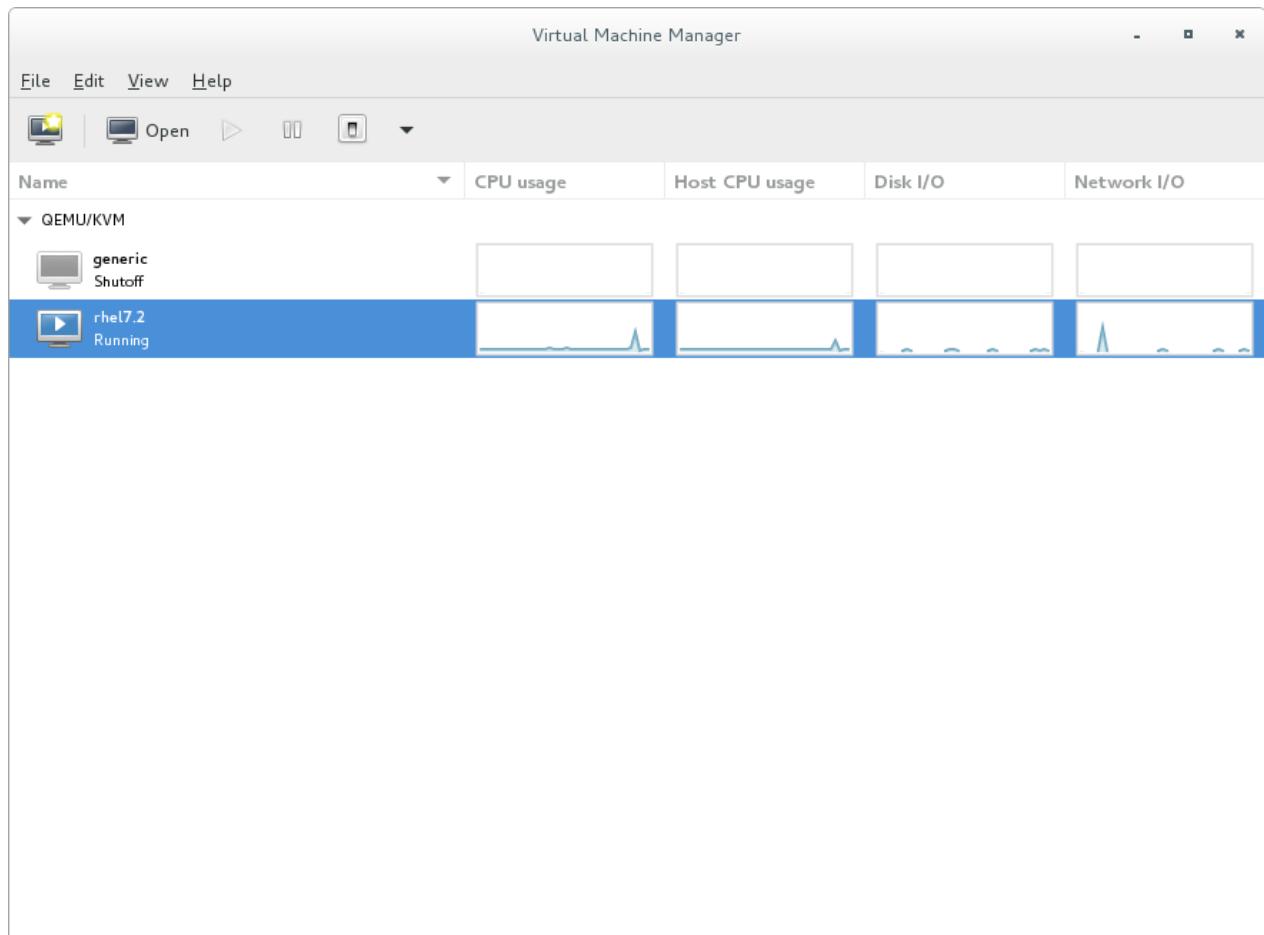


Figure 22.26. Displaying Network I/O

22.13. Displaying Memory Usage

To view the memory usage for all virtual machines on your system:

1. Make sure that the memory usage statistics collection is enabled. To do this, from the **Edit** menu, select **Preferences** and click the **Polling** tab.
2. Select the **Poll Memory stats** check box.

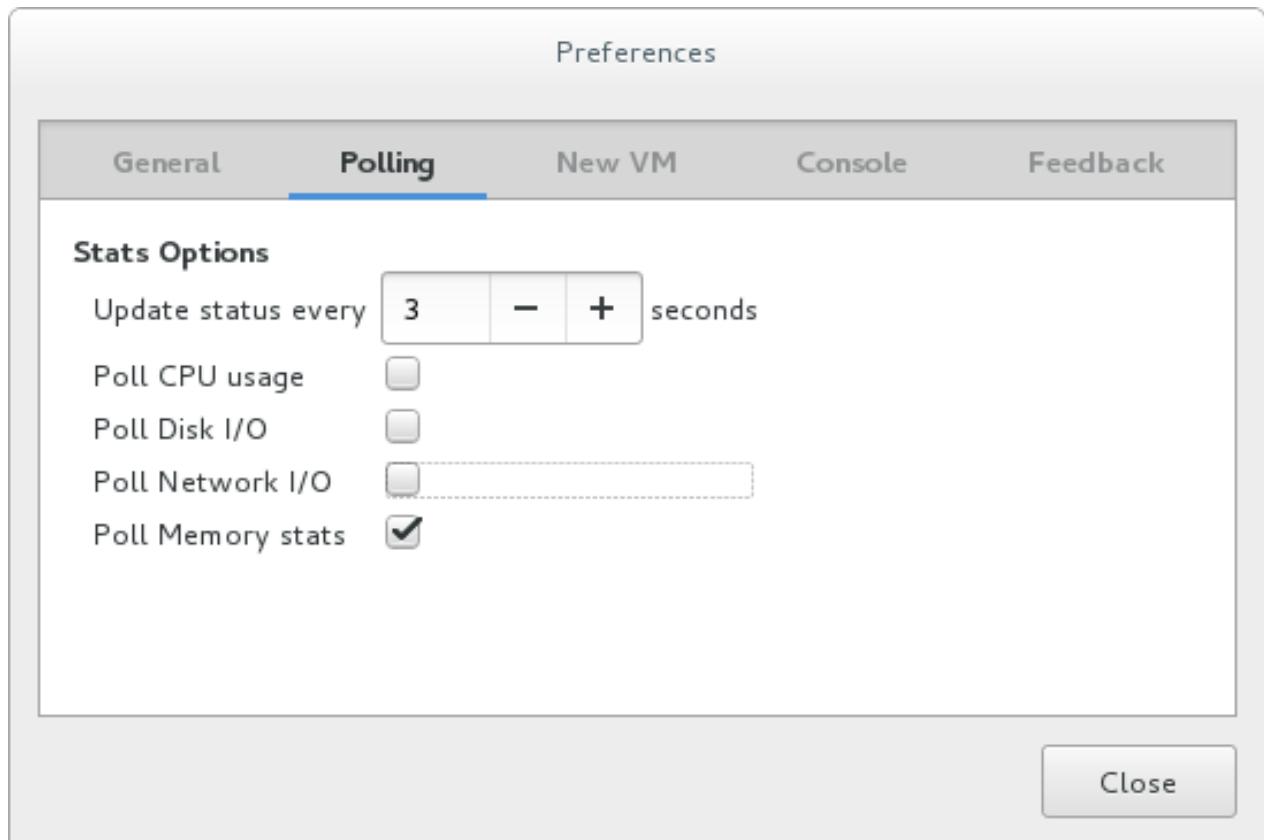


Figure 22.27. Enabling memory usage

3. To display the memory usage, from the **View** menu, select **Graph**, then the **Memory Usage** check box.
4. The Virtual Machine Manager lists the percentage of memory in use (in megabytes) for all virtual machines on your system.

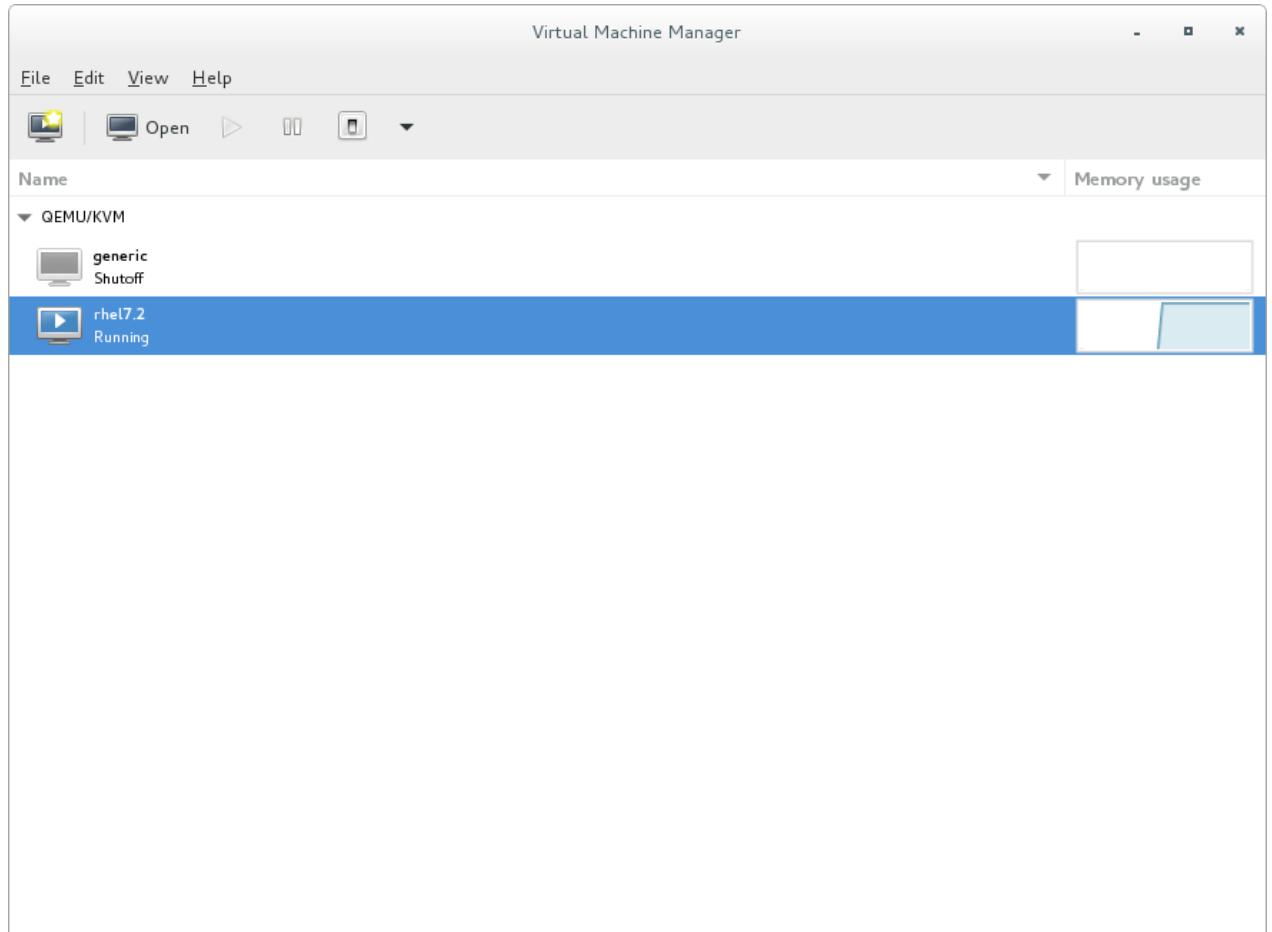


Figure 22.28. Displaying memory usage

Chapter 23. Managing Guest Virtual Machines with virsh

virsh is a command-line interface tool for managing guest virtual machines, and works as the primary means of controlling virtualization on Red Hat Enterprise Linux 7. The **virsh** command-line tool is built on the *libvirt* management API, and can be used to create, deploy, and manage guest virtual machines. The **virsh** utility is ideal for creating virtualization administration scripts, and users without root privileges can use it in read-only mode. The **virsh** package is installed with yum as part of the *libvirt-client* package. For installation instructions refer to [libvirt-client](#). The remaining sections of this chapter cover the **virsh** command set in a logical order based on usage.



Note

Note that when using the help or when reading the man pages, the term 'domain' will be used instead of the term guest virtual machine. This is the term used by *libvirt*. In cases where the screen output is displayed and the word 'domain' is used, it will not be switched to guest or guest virtual machine. In all examples, the guest virtual machine 'guest1' will be used. You should replace this with the name of your guest virtual machine in all cases. When creating a name for a guest virtual machine you should use a short easy to remember integer (0,1,2...), a text string name, or in all cases you can also use the virtual machine's full UUID.



Important

It is important to note which user you are using. If you create a guest virtual machine using one user you will not be able to retrieve information about it using another user. This is especially important when you create a virtual machine in virt-manager. The default user is root in that case unless otherwise specified. Should you have a case where you cannot list the virtual machine using the **virsh list --all** command, it is most likely due to you running the command using a different user than you used to create the virtual machine. Refer to [Important](#) for more information.

23.1. Guest Virtual Machine States and Types

There are two virtual machine classifications and five states. The two classifications are *transient* and *persistent*. A transient guest virtual machine is one that does not survive reboot. It will only exist until the guest is shutdown or when the host is restarted. A persistent guest virtual machine survives reboot and will last until it is deleted.

During the life cycle of a virtual machine, *libvirt* will classify the guest as any of the following states:

- **Undefined** - This is a guest virtual machine that has not been defined or created. As such *libvirt* is unaware of any guest in this state and will not report about guest virtual machines in this state.
- **Defined / Stopped** - This is a guest virtual machine which is defined, but is not running. Only persistent guests can be considered defined or stopped. As such, when a transient guest virtual machine is put into this state it ceases to exist.
- **Running** - The guest virtual machine in this state has been defined and is currently working. This state can be used with both persistent and transient guest virtual machines.

- » Paused - The guest virtual machine's execution on the hypervisor has been suspended, or its state has been temporarily stored until it is resumed. Guest virtual machines in this state are not aware they have been suspended and do not notice that time has passed when they are resumed.
- » Saved - This state is similar to the paused state, however the guest virtual machine's configuration is saved to persistent storage. Any guest virtual machine in this state is not aware it is paused and does not notice that time has passed once it has been restored.

23.2. Running the virsh Program

There are two ways to run virsh. One way is line by line and the other is inside an interactive terminal. The commands presented in this guide are shown in a line by line format. The same commands may be used in the interactive terminal, but the prefix 'virsh' is not needed, and the interactive terminal automatically registers the user as root. To enter the interactive terminal run **\$ virsh** and click enter. The following prompt appears: **virsh #**.

Example 23.1. How to launch the virsh interactive terminal

In the following output, you can see the virsh welcome screen for the interactive terminal.

```
[~]$ virsh
Welcome to virsh, the virtualization interactive terminal.

Type: 'help' for help with commands
      'quit' to quit

virsh #
```

23.3. Interactive Mode Commands

The following commands are best used in the virsh interactive mode, or interactive terminal as explained in [Example 23.1, “How to launch the virsh interactive terminal”](#). They can be used in batch mode, but may behave differently as indicated.

23.3.1. Quitting and Exiting from the virsh Interactive Terminal

The **virsh quit** command and the **virsh exit** command will close the interactive terminal. For example:

```
virsh # exit
```

```
virsh # quit
```

The **quit** and **exit** commands are mainly useful in the interactive terminal. Note that these commands may also be used in bash mode from the command line as well. In that case, the command **virsh exit** exits automatically.

23.3.2. Changing and Displaying Directories in a Virtual Machine

The **virsh cd** command works just like the standard bash **cd** command. To change to a different directory in virsh, either enter **cd** within the interactive terminal or **virsh cd** from a command line as root. Likewise the command **pwd** or **virsh pwd**, functions just like the bash command **pwd**, and displays the working directory you are currently in. This is particularly helpful when inside the guest.

23.4. Displaying the virsh Version

The **virsh version** command displays the current libvirt version and displays information about the local virsh client. For example:

```
$ virsh version
Compiled against library: libvirt 1.2.8
Using library: libvirt 1.2.8
Using API: QEMU 1.2.8
Running hypervisor: QEMU 1.5.3
```

The **virsh version --daemon** is useful for getting information about the **libvирtd** version and package information, including information about the libvirt daemon that is running on the host.

```
$ virsh version --daemon
Compiled against library: libvirt 1.2.8
Using library: libvirt 1.2.8
Using API: QEMU 1.2.8
Running hypervisor: QEMU 1.5.3
Running against daemon: 1.2.8
```

23.5. Getting Help

The **virsh help** command can be used with or without options. When used without options, all commands are listed, one per line. When used with an option, it is grouped into categories, displaying the keyword for each group.

Example 23.2. How to list help for all commands with a keyword

To display the commands that are only for a specific option, you need to give the keyword for that group as an option. In the following output you can see the help information for the general search for all commands which contain the keyword 'pool'.

```
$ virsh help pool

Storage Pool (help keyword 'pool'):
  find-storage-pool-sources-as      find potential storage pool sources
  find-storage-pool-sources          discover potential storage pool
sources
  pool-autostart                   autostart a pool
  pool-build                        build a pool
  pool-create-as                   create a pool from a set of args
  pool-create                      create a pool from an XML file
  pool-define-as                   define a pool from a set of args
  pool-define                      define (but don't start) a pool from
an XML file
  pool-delete                       delete a pool
```

| | |
|---------------|--------------------------------------|
| pool-destroy | destroy (stop) a pool |
| pool-dumpxml | pool information in XML |
| pool-edit | edit XML configuration for a storage |
| pool | |
| pool-info | storage pool information |
| pool-list | list pools |
| pool-name | convert a pool UUID to pool name |
| pool-refresh | refresh a pool |
| pool-start | start a (previously defined) |
| inactive pool | |
| pool-undefine | undefine an inactive pool |
| pool-uuid | convert a pool name to pool UUID |

Example 23.3. virsh help example with command option

Using the same command with a command option, gives the help information on that one specific command. In the following output you can see the help information for the **virsh vol-path** command.

```
$ virsh help vol-path
NAME
  vol-path - returns the volume path for a given volume name or key

SYNOPSIS
  vol-path <vol> [--pool <string>]

OPTIONS
  [--vol] <string>  volume name or key
  --pool <string>  pool name or uuid
```

23.6. Sending Commands with echo

The **virsh echo [--shell][--xml] <args>** command displays the specified argument in the specified format. The formats you can use are **--shell** and **--xml**. Each argument queried is displayed separated by a space. The **--shell** option generates output that is formatted in single quotes where needed, so it is suitable for copying and pasting into the bash mode as a command. If the **--xml** argument is used, the output is formatted for use in an XML file, which can then be saved or used for guest's configuration.

23.7. Connecting to the Hypervisor with virsh Connect

The **virsh connect [<name>] [--readonly]** command begins a local hypervisor session using virsh. After the first time you run this command it will run automatically each time the virsh shell runs. The hypervisor connection URI specifies how to connect to the hypervisor. The most commonly used URLs are:

- » **qemu:///system** - connects locally as the root user to the daemon supervising guest virtual machines on the KVM hypervisor.
- » **xen:///session** - connects locally as a user to the user's set of guest local machines using the KVM hypervisor.

- » **lxc:///** - connects to a local Linux container.
- » **xen:///** - connects to the local Xen hypervisor.

The command can be run as follows, where **[name]** is the machine name (hostname) or URL (the output of the **virsh uri** command) of the hypervisor as shown:

```
$ virsh uri
qemu:///session
```

For example, to establish a session to connect to my set of guest virtual machines, with me as the local user:

```
$ virsh connect qemu:///session
```

To initiate a read-only connection, append the above command with **--readonly**. For more information on URIs, refer to [Remote URLs](#). If you are unsure of the URI, the **virsh uri** command will display it:

23.8. Displaying Information about a Guest Virtual Machine

The **virsh list** command will list all guest virtual machines which fit the search parameter requested. Note that the information you enter in this command does not in any way change the guest's configuration setting.

There are many parameters you can use to filter the list you receive. These options are available in the man page, by running **man virsh** or by running the **virsh list --help** command. Note that if this command does not reveal any information about a virtual machine you know you have created, it is possible you did not create the virtual machine as the root user.

Example 23.4. How to list all locally connected virtual machines

In this example, you will see a list of all the virtual machines that have been created. Note that if a virtual machine was installed using virt-manager and you did not complete the installation process, the guest virtual machine will not be displayed. The output you will see has 3 columns in a table. Each guest virtual machine is listed with its ID, name, and state. There are five states that a guest can have in *libvirt*. For more information about the meaning of each of the states, refer to [Section 23.1, “Guest Virtual Machine States and Types”](#). Note that this command will list all types of virtual machines both persistent and transient. However, a transient virtual machine will delete once it is shut down.

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

| Id | Name | State |
|----|--------|---------|
| 8 | guest1 | running |
| 22 | guest2 | paused |
| 35 | guest3 | stopped |
| 38 | guest4 | stopped |

Example 23.5. How to list the inactive guest virtual machines

In this example, you will see a list of the guest virtual machines which are currently inactive. An inactive virtual machine is one that is not currently running. As only persistent machines remain alive when they are shutoff, the list will only contain the persistent virtual machines.

```
# virsh list --inactive
```

| Id | Name | State |
|----|--------|---------|
| 35 | guest3 | stopped |
| 38 | guest4 | stopped |

In addition, the following commands can also be used to display basic information about the hypervisor:

- » **# virsh hostname** - displays the hypervisor's host name.
- » **# virsh sysinfo** - displays the XML representation of the hypervisor's system information, if available.

23.9. Starting, Resuming, and Restoring a Virtual Machine

23.9.1. Starting a Guest Virtual Machine

The **virsh start domain; [--console] [--paused] [--autodestroy] [--bypass-cache] [--force-boot] [--pass-fds <string>]** command starts a inactive virtual machine that was already defined but whose state is inactive since its last managed save state or a fresh boot. The command can take the following arguments and the name of the virtual machine is required.

- » **--console** - will boot the guest virtual machine in console mode. This is runlevel 3.
- » **--paused** - If this is supported by the driver it will boot the guest virtual machine and then put it into a paused state
- » **--autodestroy** - the guest virtual machine is automatically destroyed when virsh disconnects
- » **--bypass-cache** - used if the guest virtual machine is in the **managed save**
- » **--force-boot** - discards any **managed save** options and causes a fresh boot to occur
- » **--pass-fds <string>** - is a list of additional arguments separated by commas, which are passed onto the guest virtual machine.

Example 23.6. How to start a virtual machine

In this example you will start a virtual machine which you already created and is currently in an inactive state. In this example the name of the virtual machine is 'guest1', but you will replace this name with the name of your guest virtual machine when you run the command. In this example you will run the guest virtual machine in console mode.

```
# virsh start guest1 --console
```

23.9.2. Configuring a Virtual Machine to be Started Automatically at Boot

The **virsh autostart [--disable] <domain>** command will automatically start the guest virtual machine when the host machine boots. Adding the **--disable** argument to this command disables autostart. The guest in this case will not start automatically when the host physical machine boots.

Example 23.7. How to make a virtual machine start automatically when the host physical machine starts

In this example you will set a virtual machine which you already created to autostart when the host boots. In this example the name of the virtual machine is 'guest1', but you should replace this name with the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh autostart guest1
```

23.9.3. Rebooting a Guest Virtual Machine

Reboot a guest virtual machine using **reboot <domain> [--mode <string>]** command. Remember that this action will return once it has executed the reboot, but there may be a time lapse from that point until the guest virtual machine actually reboots. You can control the behavior of the rebooting guest virtual machine by modifying the **on_reboot** element in the guest virtual machine's configuration file. By default, the hypervisor will try to pick a suitable shutdown method. To specify an alternative method, the **--mode** argument can specify a comma separated list which includes **initctl, acpi, agent, signal**. The order in which drivers will try each mode is undefined, and not related to the order specified in virsh. For strict control over ordering, use a single mode at a time and repeat the command.

Example 23.8. How to reboot a guest virtual machine

In this example, you will reboot the guest virtual machine. In this example the guest virtual machine is guest1, but you should change this to the name of your guest virtual machine when you run the command. Keep in mind, there will be a lapse in time from when the guest powers down until it powers back up. In this example the reboot method to be used is method, but you can choose any mode that suits your needs. enter the following command in a terminal as root:

```
# virsh reboot guest1 --mode method
```

23.9.4. Restoring a Guest Virtual Machine

The **virsh restore <file> [--bypass-cache] [--xml <string>] [--running] [--paused]** command restores a guest virtual machine previously saved with the **virsh save** command. Refer to [Section 23.10.1, “Saving a Guest Virtual Machine's Configuration”](#) for information on the **virsh save** command. The restore action restarts the saved guest virtual machine, which may take some time. The guest virtual machine's name and UUID are preserved but are allocated for a new UUID.

The **virsh restore** command can take the following arguments:

- **--bypass-cache** - causes the restore to avoid the file system cache but note that using this flag may slow down the restore operation.

- » **--xml** - this argument must be used with an XML file name. Although this argument is usually omitted, it can be used to supply an alternative XML file for use on a restored guest virtual machine with changes only in the host-specific portions of the domain XML. For example, it can be used to account for the file naming differences in underlying storage due to disk snapshots taken after the guest was saved.
- » **--running** - overrides the state recorded in the save image to start the guest virtual machine as running.
- » **--paused** - overrides the state recorded in the save image to start the guest virtual machine as paused.

Example 23.9. How to restore a guest virtual machine

In this example, you will restore the guest virtual machine and its running configuration file. In this example, guest1-config.xml is the name of the guest virtual machine's configuration. When you run this command you should change this name to a name which has relevant meaning for you. enter the following command in a terminal as root:

```
# virsh restore guest1-config.xml --running
```

23.9.5. Resuming a Guest Virtual Machine

The **virsh resume <domain>** command restores a suspended guest virtual machine which was suspended using the **virsh suspend** as shown in [Example 23.19, “How to suspend a guest virtual machine”](#). This operation is immediate. The guest virtual machine parameters and configuration files are preserved when **suspend** and **resume** operations are performed. Note that this action will not resume a guest virtual machine that has been undefined. This action will not resume transient virtual machines and will only work on persistent virtual machines.

Example 23.10. How to restore a suspended guest virtual machine

In this example you will restore a virtual machine. The name of the virtual machine used in this example is 'guest1', but you should replace this name with the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh resume guest1
```

23.9.6. Restoring a Guest Virtual Machine from a Suspended State

You have the option to restore a virtual machine rather than waiting for the duration time that you set to expire. This command will not work if the guest virtual machine is shut down. The **dompmwakeups <domain>** command will inject a wake-up alert to a guest that was suspended using the **virsh dompmsuspend** command. However, if you ran the suspend command on a transient virtual machine it was deleted and cannot be restored.

Example 23.11. How to restore a virtual machine that was suspended using power management

In this example, the virtual machine was suspended and placed into a mem (suspend to RAM (S3)) state for 100 seconds. However, you realized that before the duration time is over that you need to

wake up the virtual machine. The name of the virtual machine used in this example is 'guest1', but you should replace this name with the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# dompmwakeup guest1
```

23.10. Managing a Virtual Machine Configuration

This section provides information about managing a virtual machine configuration.

23.10.1. Saving a Guest Virtual Machine's Configuration

The **virsh save** [--bypass-cache] <domain> <file> [--xml <string>] [--running] [--paused] [--verbose] command saves the current state of a guest virtual machine to a specified file. This stops the guest virtual machine you specify and saves the data to a file, which may take some time given the amount of memory in use by your guest virtual machine. You can restore the state of the guest virtual machine with the **virsh restore** ([Section 23.9.4, “Restoring a Guest Virtual Machine”](#)) command. Save is similar to pause, but instead of just pausing a guest virtual machine the present state of the guest virtual machine is saved as well. You can revert back to this saved state should you need to. If you want to restore the guest virtual machine directly from the XML file that you saved, run the **virsh restore** command. You can monitor the process with the **virsh domjobinfo** command and cancel it with the **virsh domjobabort** command.

The **virsh save** command can take the following arguments:

- » **--bypass-cache** - causes the restore to avoid the file system cache but note that using this flag may slow down the restore operation.
- » **--xml** - this argument must be used with an XML file name. Although this argument is usually omitted, it can be used to supply an alternative XML file for use on a restored guest virtual machine with changes only in the host-specific portions of the domain XML. For example, it can be used to account for the file naming differences in underlying storage due to disk snapshots taken after the guest was saved.
- » **--running** - overrides the state recorded in the save image to start the guest virtual machine as running.
- » **--paused** - overrides the state recorded in the save image to start the guest virtual machine as paused.
- » **--verbose** - displays the progress of the save.

Example 23.12. How to save a guest virtual machine running configuration

In this example, you will save the guest virtual machine's running configuration to a file. The name of the virtual machine used in this example is 'guest1' and the configuration file is `guest1-config.xml`, but you should replace this name with the name of your guest virtual machine and file name when you run the command. enter the following command in a terminal as root:

```
# virsh save guest1 guest1-config.xml --running
```

23.10.2. Defining a Guest Virtual Machine with an XML File

The **virsh define <file>** command defines a guest virtual machine from an XML file. The guest virtual machine definition in this case is registered but not started. If the guest virtual machine is already running, the changes the changes will take effect once the domain is shut down and started again.

Example 23.13. How to create a guest virtual machine from an XML file

In this example, you will create a virtual machine from a pre-existing XML file that contains the configuration for the virtual machine. In this example, the name of the configuration file is guest1-config.xml, but you should change this to the name of your guest virtual machine's file when you run the command. enter the following command in a terminal as root:

```
# virsh define guest1-config.xml
```

23.10.3. Updating the XML File That will be Used for Restoring a Guest Virtual Machine

The **virsh save-image-define <file> [--xml <string>] [--running] [--paused]** command will update the guest virtual machine's XML file that will be used when the virtual machine is restored used during the **virsh restore** command. The --xml argument must be an XML file name containing the alternative XML elements for the guest virtual machine's XML. For example, it can be used to account for the file naming differences resulting from creating disk snapshots of underlying storage after the guest was saved. The save image records if the guest virtual machine should be restored to a running or paused state. Using the arguments **--running** or **--paused** dictates the state that is to be used.

Example 23.14. How to save the guest virtual machine's running configuration

In this example, you will save the guest virtual machine's running configuration as an XML file. The associated XML file that will contain guest1's configuration is named guest1-config.xml. When you run this example you should switch guest1-config.xml to the file name you have chosen to save your guest's configuration. enter the following command in a terminal as root:

```
# virsh save-image-define guest1-config.xml --running
```

23.10.4. Extracting the Guest Virtual Machine XML File

The **virsh save-image-dumpxml file --security-info** command will extract the guest virtual machine XML file that was in effect at the time the saved state file (used in the **virsh save** command) was referenced. Using the **--security-info** argument includes security sensitive information in the file.

Example 23.15. How to pull the XML configuration from the last save

In this example, you will trigger a dump of the configuration file that was created the last time the guest virtual machine was saved. Refer to [Example 23.12, “How to save a guest virtual machine running configuration”](#) for instructions. To run this command, you will need to give the dump file a name. In this example, guest1-config.xml is the name of the dump file. When you run this command you should change this name to a name which has relevant meaning for you. enter the following command in a terminal as root:

```
# virsh save-image-dumpxml guest1-config.xml
```

23.10.5. Editing the Guest Virtual Machine Configuration

The **save-image-edit <file> [--running] [--paused]** command edits the XML configuration file that was created by the **virsh save** command. Refer to [Section 23.10.1, “Saving a Guest Virtual Machine's Configuration”](#) for information on the **virsh save** command.

When the guest virtual machine is saved, the resulting image file will indicate if the virtual machine should be restored to a **--running** or **--paused** state. Without using these arguments in the **save-image-edit** command, the state is determined by the image file itself. By selecting **--running** (to select the running state) or **--paused** (to select the paused state) you can overwrite the state that **virsh restore** should use.

Example 23.16. How to edit a guest virtual machine's configuration and restore the machine to running state

In this example, you will open the guest virtual machine's configuration file for editing. This command will open the file in your default editor. Once saved, the virtual machine boots with the new settings. In this example, *guest1-config.xml* is the name of the file that will store the configuration setting. When you run this command you should change this name to a name which has relevant meaning for you. enter the following command in a terminal as root:

```
# virsh save-image-edit guest1-config.xml --running
```

23.11. Shutting off, Shutting down, Rebooting, and Forcing a Shutdown of a Guest Virtual Machine

23.11.1. Suspending a Running Guest Virtual Machine Using Power Management

The **virsh dompmsuspend <domain> [--duration <number>] [--target <string>]** command will take a running guest virtual machine and suspended it so it can be placed into one of three possible states (S3, S4, or a hybrid of the two).

This command can take the following arguments:

- » **--duration** - sets the duration for the state change in seconds. A value of 0 should be used. This will set the virtual machine into an indefinite suspension state. Other time settings are not recognized by all hypervisor drivers.
- » **--target** - can be either **mem** (suspend to RAM (S3))**disk** (suspend to disk (S4)), or **hybrid** (hybrid suspend), which will suspend to disk but will not power off the virtual machine

Example 23.17. How to suspend a guest virtual machine to RAM

In this example, the virtual machine is suspended and placed into a **mem** (suspend to RAM (S3)) state for an indefinite amount of time. The name of the virtual machine used in this example is 'guest1', but you should replace this name with the name of your guest virtual machine when you run the command. You should also change the duration to the time most appropriate for your

system. enter the following command in a terminal as root:

```
# virsh dompmssuspend guest1 --duration 0 --target mem
```

23.11.2. Shutting down a Guest Virtual Machine

The **virsh shutdown <domain> [--mode <string>]** command shuts down a guest virtual machine. You can control the behavior of how the guest virtual machine reboots by modifying the `<on_shutdown>` parameter in the guest virtual machine's configuration file.

The **virsh shutdown** command can take the following optional argument:

- » **--mode** chooses the shutdown mode. This can be either **acpi**, **agent**, **initctl**, **signal**, or **paravirt**.

Example 23.18. How to shutdown a guest virtual machine

In this example, you will shutdown the guest virtual machine. In this example, the guest virtual machine is named `guest1`, but you should change this to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh shutdown guest1 --mode acpi
```

23.11.3. Suspending a Guest Virtual Machine

The **virsh suspend <domain>** command suspends a guest virtual machine.

When a guest virtual machine is in a suspended state, it consumes system RAM but not processor resources. Disk and network I/O does not occur while the guest virtual machine is suspended. This operation is immediate and the guest virtual machine can only be restarted with the **virsh resume** command. This command will not work on a transient virtual machine. Running this command on a transient virtual machine will delete it.

Example 23.19. How to suspend a guest virtual machine

In this example you will suspend a virtual machine. The name of the virtual machine used in this example is '`guest1`', but you should replace this name with the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh suspend guest1
```

23.11.4. Resetting a Virtual Machine

The **virsh reset <domain>** resets the guest virtual machine immediately without any guest shutdown. A reset emulates the power reset button on a machine, where all guest hardware sees the RST line and re-initializes the internal state. Note that without any guest virtual machine OS shutdown, there are risks for data loss.

Example 23.20. How to reset a guest virtual machine

In this example you will reset the guest virtual machine. In this example the name of the guest virtual machine is guest1, but you should replace this name with the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh reset guest1
```

23.11.5. Stopping a Running Guest Virtual Machine in Order to Restart It Later

The **virsh managedsave <domain> --bypass-cache --running | --paused | --verbose** command saves and destroys (stops) a running guest virtual machine so that it can be restarted from the same state at a later time. When used with a **virsh start** command it is automatically started from this save point. If it is used with the **--bypass-cache** argument the save will avoid the filesystem cache. Note that this option may slow down the save process speed and using the **--verbose** option displays the progress of the dump process. Under normal conditions, the managed save will decide between using the running or paused state as determined by the state the guest virtual machine is in when the save is done. However, this can be overridden by using the **--running** option to indicate that it must be left in a running state or by using **--paused** option which indicates it is to be left in a paused state. To remove the managed save state, use the **virsh managedsave-remove** command which will force the guest virtual machine to do a full boot the next time it is started. Note that the entire managed save process can be monitored using the **domjobinfo** command and can also be canceled using the **domjobabort** command.

Example 23.21. How to stop a running guest and save its configuration

In this example, you will stop the guest1 virtual machine and save its running configuration setting so that you can restart it. In this example the guest virtual machine is called guest1, but you should change this to your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh managedsave guest1 --running
```

23.12. Removing and Deleting a Virtual Machine

23.12.1. Undefining a Virtual Machine

The **virsh undefine <domain> [--managed-save] [<storage>] [--remove-all-storage] [--wipe-storage] [--snapshots-metadata] [--nvram]** command undefines an inactive guest virtual machine. Once undefined, the configuration is removed. If the command is run on a running guest virtual machine it will convert the running guest virtual machine into a transient guest virtual machine without stopping it.

This command can take the following arguments:

- » **--managed-save** - this argument guarantees that any managed save image is also cleaned up. Without using this argument, attempts to undefine a guest virtual machine with a managed save will fail.

- » **--snapshots-metadata** - this argument guarantees that any snapshots (as shown with **snapshot-list**) are also cleaned up when undefining an inactive guest virtual machine. Note that any attempts to undefine an inactive guest virtual machine with snapshot metadata will fail. If this argument is used and the guest virtual machine is active, it is ignored.
- » **--storage** - using this argument requires a comma separated list of volume target names or source paths of storage volumes to be removed along with the undefined domain. This action will undefine the storage volume before it is removed. Note that this can only be done with inactive guest virtual machines and that this will only work with storage volumes that are managed by *libvirt*.
- » **--remove-all-storage** - in addition to undefining the guest virtual machine, all associated storage volumes are deleted. If you want to delete the virtual machine, choose this option only if there are no other virtual machines using the same associated storage. An alternative way is with the **virsh vol-delete**. Refer to [Section 23.35, “Deleting Storage Volumes”](#) for more information.
- » **--wipe-storage** - in addition to deleting the storage volume, the contents are wiped.

Example 23.22. How to delete a guest virtual machine and delete its storage volumes

In this example, you will undefine the guest virtual machine and remove all associated storage volumes. An undefined guest is deleted as it is transient. The name of the virtual machine used in this example is 'guest1', but you should replace this name with the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh undefine guest1 --remove-all-storage
```

23.12.2. Forcing a Guest Virtual Machine to Stop

The **virsh destroy** command initiates an immediate ungraceful shutdown and stops the specified guest virtual machine. Using **virsh destroy** can corrupt guest virtual machine file systems. Use the **virsh destroy** command only when the guest virtual machine is unresponsive. If you want to initiate a graceful shutdown, use the **virsh destroy --graceful** command.

Example 23.23. How to immediately shutdown a guest virtual machine with a hard shutdown

In this example, the guest virtual machine is unresponsive. You need to shut it down immediately. In this example the guest virtual machine is called guest1, but you should change this to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh destroy guest1
```

You may want to follow this with the **virsh undefine**. Refer to [Example 23.22, “How to delete a guest virtual machine and delete its storage volumes”](#).

23.13. Connecting the Serial Console for the Guest Virtual Machine

The **virsh console <domain> [--devname <string>] [--force] [--safe]** command connects the virtual serial console for the guest virtual machine. The optional **--devname**

<string> parameter refers to the device alias of an alternate console, serial, or parallel device configured for the guest virtual machine. If this parameter is omitted, the primary console will be opened. If the **--safe** option is specified, the connection is only attempted if the driver supports safe console handling. This option specifies that the server has to ensure exclusive access to console devices. Optionally, the **force** option may be specified, which requests to disconnect any existing sessions, such as in the case of a broken connection.

Example 23.24. How to start a guest virtual machine in console mode

In this example, you will start a previously created guest virtual machine named guest1 so that it connects to the serial console using safe console handling. In this example, the name of the guest virtual machine is guest1, but you should change this to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh console guest1 --safe
```

23.14. Injecting NMI

The **\$ virsh inject-nmi <domain>** injects NMI (non-maskable interrupt) message to the guest virtual machine. This is used when response time is critical, such as non-recoverable hardware errors.

Example 23.25. How to inject an NMI to the guest virtual machine

In this example, you will send an NMI to the guest virtual machine. In this example, the name of the guest virtual machine is guest1, but you should replace this name with the name of your guest virtual machine when you run this command. enter the following command in a terminal as root:

```
# virsh inject-nmi guest1
```

23.15. Retrieving Information about Your Virtual Machine

23.15.1. Displaying Device Block Statistics

The **virsh domblkstat <domain> [<device>] [--human]** command displays the block statistics for a running guest virtual machine. You need to have both the guest virtual machine name and the device name (use the **virsh domblklist** to list the devices.)In this case a block device is the unique target name (<target dev='name'>) or a source file (< source file ='name'>). Note that not every hypervisor can display every field. To make sure that the output is presented in its most legible form use the **--human** argument.

Example 23.26. How to display block statistics for a guest virtual machine

In this example, you will first display the devices that are defined for the guest virtual machine. Then you will list the block statistics for that device. In this example, the name of the guest virtual machine is guest1. When you run the command you should switch this name to that of your guest virtual machine. Note also that your output and device information may differ as well. Run the following in a terminal as root:

```
# virsh domblklist guest1

Target      Source
-----
vda        /VirtualMachines/guest1.img
hdc        -


# virsh domblkstat guest1 vda --human
Device: vda
  number of read operations:      174670
  number of bytes read:          3219440128
  number of write operations:     23897
  number of bytes written:       164849664
  number of flush operations:    11577
  total duration of reads (ns): 1005410244506
  total duration of writes (ns): 1085306686457
  total duration of flushes (ns): 340645193294
```

23.15.2. Retrieving Network Statistics

The **virsh domifstat <domain> <interface-device>** command displays the network interface statistics for the specified device running on a given guest virtual machine.

Example 23.27. How to display networking statistics for a guest virtual machine

In this example, you will display the networking statistics for the guest virtual machine. In this example the guest is named guest1 and the interface which you are retrieving statistics for is ETH0. You can use other interfaces and you should switch the name of the virtual machine to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh domifstat guest1 eth0
```

23.15.3. Modifying the Link State of a Guest Virtual Machine's Virtual Interface

The **virsh domif-setlink** command can either enable or disable a specified interface. The **virsh domif-setlink <domain> <interface> <state> [--config]** modifies the status of the specified interface for the specified guest virtual machine. Note that if you only want the persistent configuration of the guest virtual machine to be modified, you need to use the **--config** argument. It should also be noted that for compatibility reasons, **--persistent** is an alias of **--config**. The "interface device" can be the interface's target name or the MAC address.

Example 23.28. How to enable a guest virtual machine interface

In this example you will enable ETH0 for guest1. In this example, the name of the guest virtual machine is guest1, but you should change this to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# domif-setlink guest1 eth0 up
```

23.15.4. Listing the Link State of a Guest Virtual Machine's Virtual Interface

The **virsh domif-getlink** command can be used to query the state of a specified interface on a given guest virtual machine. Note that if you only want the persistent configuration of the guest to be modified, you need to use the **--config** argument. It should also be noted that for compatibility reasons, **--persistent** is an alias of **--config**. The "interface device" can be the interface's target name or the MAC address.

Example 23.29. How to get the link state of a guest virtual machine's interface

In this example you will retrieve the status for ETH0 for guest1. In this example, the name of the guest virtual machine is guest1, but you should change this to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# domif-getlink guest1 eth0 up
```

23.15.5. Setting Network Interface Bandwidth Parameters

The **domiftune <domain> <interface> [<inbound>] [<outbound>] [--config] [--live] [--current]** command sets the guest virtual machine's network interface bandwidth parameters. The only required parameter is the guest's name and interface device of the guest virtual machine, but there are several optional arguments. The **--config**, **--live**, and **--current** options function the same as in [Section 23.49, “Setting Schedule Parameters”](#). If no limit is specified, it will query current network interface setting. If no **inbound** or **outbound** is specified, this command will query and show the bandwidth settings. Otherwise, it will set the inbound or outbound bandwidth. average,peak,burst is the same as in **attach-interface** command. Refer to [Section 23.31.6.2, “Attaching interface devices”](#)

Example 23.30. How to set the guest virtual machine network interface parameters

In this example you will set ETH0 parameters for the guest virtual machine named guest1. In this example, the name of the guest virtual machine is guest1, but you should change this to the name of your guest virtual machine as well as the interface name to the name of the interface you want to set when you run the command. enter the following command in a terminal as root:

```
# domiftune guest1 eth0 outbound --live
```

23.15.6. Retrieving Memory Statistics

This command may return varied results depending on the hypervisor you are using. The **dommemstat <domain> [<period>] [--config] [--live] [--current]** command displays the memory statistics for a running guest virtual machine. Using the **period** option requires a time period in seconds. Setting this option to a value larger than 0 will allow the balloon driver to return additional statistics which will be displayed by running subsequent **dommemstat** commands. Setting the **period** option to 0, stops the balloon driver collection but does not clear the statistics already in the balloon driver. You cannot use the **--live**, **--config**, or **--current** options without also setting the **period** option. If the **--live** option is specified, only the guest's running statistics will be collected. If the **--config** option is used, it will collect the statistics for a persistent guest, but only after the next boot. If the **--current** option is used, it will collect the current statistics.

Both the **--live** and **--config** options may be used but **--current** is exclusive. If no flag is specified, the guest's state will dictate the behavior of the statistics collection (running or not).

Example 23.31. How to collect memory statistics for a running guest virtual machine

In this example, you will collect the memory statistics for a running virtual machine named guest1. In this example, the name of the guest virtual machine is guest1, but you should change this to the name of your guest virtual machine when you run the command. In this example, guest1 is running, so you should change the flag accordingly to the state of the specified guest virtual machine. enter the following command in a terminal as root:

```
# virsh dommemstat guest1 --live
```

23.15.7. Displaying Errors on Block Devices

This command is best used following a **virsh domstate** command (refer to [Section 23.19, “Guest Virtual Machine Retrieval Commands”](#)) that reports that a guest virtual machine is paused due to an I/O error. The **virsh domblkerror <domain>** command shows all block devices that are in error state on a given guest virtual machine and it displays the error message that the device is reporting.

Example 23.32. How to display the block device errors for a virtual machine

In this example, you will display the block device errors for a guest virtual machine. In this example, the guest virtual machine is named guest1, but you should change this to the name of your virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh domblkerror guest1
```

23.15.8. Displaying the Block Device Size

In this case a block device is the unique target name (<target dev='name' />) or a source file (<source file='name' />). To retrieve a list you can run **domblklist**. The **domblkinfo** command requires a <domain> which is the name of your virtual machine.

Example 23.33. How to display the block device size

In this example, you will display the block size for a guest virtual machine. In this example, the guest virtual machine is named guest1, but you should change this to the name of your virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh domblkinfo guest1device_name
```

23.15.9. Displaying the Block Devices Associated with a Guest Virtual Machine

The **domblklist <domain> --inactive --details** command displays a table of all block devices that are associated with the specified guest virtual machine.

If **--inactive** is specified, the result will show the devices that are to be used at the next boot and will not show those that are currently running in use by the running guest virtual machine. If **--details** is specified, the disk type and device value will be included in the table. The information displayed in this table can be used with the **domblkinfo** and **snapshot-create**.

Example 23.34. How to display the block devices that are associated with a virtual machine

In this example, you will display the block devices that are associated with a virtual machine. In this example, the guest virtual machine is named `guest1`, but you should change this to the name of your virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh domblklist guest1 --details
```

23.15.10. Displaying Virtual Interfaces Associated with a Guest Virtual Machine

Running the **virsh domiflist** command results in a table that displays information of all the virtual interfaces that are associated with a specified domain. The **virsh domiflist** command requires the `<domain>` name which is the name of the virtual machine and optionally can take the **--inactive** argument which will retrieve the inactive rather than the running configuration which is the default setting. If **--inactive** is specified, the result will show the devices that are to be used at the next boot and will not show those that are currently running in use by the running guest virtual machine. Commands that require a MAC address of a virtual interface (such as **detach-interface** or **domif-setlink**) will accept the output displayed by this command.

Example 23.35. How to display the virtual interfaces associated with a guest virtual machine

In this example, you will display the virtual interfaces that are associated with a guest virtual machine. In this example, the guest virtual machine is named `guest1`, but you should change this to the name of your virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh domiflist guest1
```

23.16. Working with Snapshots

23.16.1. Shortening a Backing Chain by Coping the Data

This section demonstrates how to use the **virsh blockcommit <domain> <path> [<bandwidth> [<base>] [--shallow] [<top>] [--active] [--delete] [--wait] [--verbose] [--timeout <number>] [--pivot] [--keep-overlay] [--async] [--keep-relative]** command to shorten a backing chain. The command has many options, which are listed in the help menu or man page.

The **virsh blockcommit** command copies data from one part of the chain down into a backing file, allowing you to pivot the rest of the chain in order to bypass the committed portions. For example, suppose this is the current state:

```
base ← snap1 ← snap2 ← active.
```

Using **virsh blockcommit** moves the contents of snap2 into snap1, allowing you to delete snap2 from the chain, making backups much quicker.

Procedure 23.1. How to shorten a backing chain

- » In a terminal as root enter the following command, replacing guest1 with the name of your guest virtual machine, and disk1 with the name of your disk.

```
# virsh blockcommit guest1 disk1 --base snap1 --top snap2 --wait --verbose
```

The contents of snap2 are moved into snap1, resulting in:

base ← snap1 ← active. Snap2 is no longer valid and can be deleted



Warning

virsh blockcommit will corrupt any file that depends on the **--base** argument (other than files that depended on the **--top** argument, as those files now point to the base). To prevent this, do not commit changes into files shared by more than one guest. The **--verbose** option will allow the progress to be printed on the screen.

23.16.2. Shortening a Backing Chain by Flattening the Image

virsh blockpull can be used in the following applications:

- » Flattens an image by populating it with data from its backing image chain. This makes the image file self-contained so that it no longer depends on backing images and looks like this:
 - Before: base.img ← Active
 - After: base.img is no longer used by the guest and Active contains all of the data.
- » Flattens part of the backing image chain. This can be used to flatten snapshots into the top-level image and looks like this:
 - Before: base ← sn1 ← sn2 ← active
 - After: base.img ← active. Note that active now contains all data from sn1 and sn2 and neither sn1 nor sn2 are used by the guest.
- » Moves the disk image to a new file system on the host. This allows image files to be moved while the guest is running and looks like this:
 - Before (The original image file): **/fs1/base.vm.img**
 - After: **/fs2/active.vm.qcow2** is now the new file system and **/fs1/base.vm.img** is no longer used.
- » Useful in live migration with post-copy storage migration. The disk image is copied from the source host to the destination host after live migration completes.

In short this is what happens: Before:`/source-host/base.vm.img` After:`/destination-host/active.qcow2./source-host/base.vm.img` is no longer used.

Procedure 23.2. How to shorten a backing chain by flattening the data

1. It may be helpful to the `virsh snapshot-create-as` command prior to running `virsh blockpull`. To run the command, replace guest1 with the name of your guest virtual machine, and snap1 with the name of your snapshot. Run the command in a terminal as root.

```
# virsh snapshot-create-as guest1 snap1 --disk-only
```

2. If however, the chain looks like this: `base ← snap1 ← snap2 ← active` enter the following command, replacing guest1 with the name of your guest virtual machine and path1 with the source path to your disk (`/home/user/VirtualMachines/*`, for example).

```
# virsh blockpull guest1 path1
```

This command makes 'snap1' the backing file of active, by pulling data from snap2 into active resulting in: `base ← snap1 ← active`.

3. Once the `virsh blockpull` is complete, the `libvirt` tracking of the snapshot that created the extra image in the chain is no longer useful. Delete the tracking on the outdated snapshot with this command, replacing guest1 with the name of your guest virtual machine and snap1 with the name of your snapshot.

```
# virsh snapshot-delete guest1 snap1 --metadata
```

Additional applications of `virsh blockpull` can be done as follows:

Example 23.36. How to flatten a single image and populate it with data from its backing image chain

To flatten a single image and populate it with data from its backing image chain and wait for it to populate, enter the following command replacing guest1 with the name of your guest virtual machine and disk1 with the name of your virtual disk (vda, for example) as root in a terminal:

```
# virsh blockpull guest1 disk1 --wait
```

Example 23.37. How to flatten part of the backing image chain

To flatten part of the backing image chain enter the following command replacing guest1 with the name of your guest virtual machine, disk1 with the name of your virtual disk (vda, for example), and path/to/base.img with the file name and path to the virtual disk. Run the command as root in a terminal:

```
# virsh blockpull guest1 disk1 /path/to/base.img --base --wait
```

Example 23.38. How to move the disk image to a new file system on the host

To move the disk image to a new file system on the host, run the following two commands. In each command replace guest1 with the name of your guest virtual machine and disk1 with the name of your virtual disk. Change as well the XML file name and path to the location and name of the

snapshot. Run these commands in a terminal as root:

```
# virsh snapshot-create guest1 --xmlfile /path/to/snap1.xml --disk-only
```

```
# virsh blockpull guest1 disk1 --wait
```

Example 23.39. How to use live migration with post-copy storage migration

To use live migration with post-copy storage migration enter the following commands:

On the destination enter the following command replacing the backing file with the name and location of the backing file on the host. enter the following command in a terminal as root:

```
# qemu-img create -f qcow2 -o backing_file=/source-host/vm.img /destination-host/vm.qcow2
```

On the source enter the following command replacing guest1 with the name of your guest virtual machine in a terminal as root:

```
# virsh migrate guest1
```

On the destination enter the following command replacing guest1 with the name of your guest virtual machine and disk1 with the name of your virtual disk in a terminal as root:

```
# virsh blockpull guest1 disk1 --wait
```

23.16.3. Changing the Size of a Guest Virtual Machine's Block Device

The **virsh blockresize** command can be used to resize a block device of a guest virtual machine while the guest virtual machine is running, using the absolute path of the block device which also corresponds to a unique target name (**<target dev="name"/>**) or source file (**<source file="name"/>**). This can be applied to one of the disk devices attached to guest virtual machine (you can use the command **virsh domblklist** to print a table showing the brief information of all block devices associated with a given guest virtual machine).

Note

Live image resizing will always resize the image, but may not immediately be picked up by guests. With recent guest kernels, the size of virtio-blk devices is automatically updated (older kernels require a guest reboot). With SCSI devices, it is required to manually trigger a re-scan in the guest with the command, **echo > /sys/class/scsi_device/0:0:0:0/device/rescan**. In addition, with IDE it is required to reboot the guest before it picks up the new size.

Example 23.40. How to resize the guest virtual machine block device

In this example, you will resize the guest virtual machine's block device. In this example guest1

should be replaced with the name of your guest virtual machine. 90 B should be replaced with the size of the path. The path size is a scaled integer which defaults to KiB (blocks of 1024 bytes) if there is no suffix. You must use a suffix of "B" to for bytes. enter the following command in a terminal as root:

```
# virsh blockresize guest1 90 B
```

23.17. Displaying a URI for Connection to a Graphical Display

Running the **virsh domdisplay** command will output a URI which can then be used to connect to the graphical display of the guest virtual machine via VNC, SPICE, or RDP. If the argument **--include-password** is used, the SPICE channel password will be included in the URI.

Example 23.41. How to display the URI for SPICE

In this example you will display the URI for SPICE, which is the graphical display that your virtual machine guest1 is using. When you run this command you should change guest1 to the name of your guest virtual machine. The output you receive will differ depending on the connection you are using.

```
# virsh domdisplay guest1
spice://192.0.2.1:5900
```

23.18. Discarding Blocks Not in Use

The **virsh domfstrim <domain> --minimum --mountpoint** command invokes an fstrim on all mounted file systems within a running specified guest virtual machine. It will discard the blocks not in use by the file system. if the argument **--minimum** is used, an amount in bytes must be specified. This amount will be sent to the guest kernel as its length of contiguous free range. Values smaller than this amount may be ignored. Increasing this value will create competition with file systems with badly fragmented free space. Note that not all blocks in this case are discarded. The default minimum is zero which means that every free block is discarded. If you increase this value to greater than zero, the fstrim operation will complete more quickly for file systems with badly fragmented free space, although not all blocks will be discarded. If a user only wants to trim one specific mount point, the **--mountpoint** argument should be used and a mount point should be specified.

Example 23.42. How to discard blocks not in use

In this example you will trim the filesystem running on the guest virtual machine named guest1. When you run this command you should change guest1 to the name of your virtual machine. enter the following command in a terminal as root:

```
# virsh domfstrim guest1 --minimum 0
```

23.19. Guest Virtual Machine Retrieval Commands

23.19.1. Displaying the Host Physical Machine Name

The **virsh domhostname <domain>** command displays the specified guest virtual machine's physical host name provided the hypervisor can publish it.

Example 23.43. How to display the host physical machine name

In this example you will display the host physical machine name for the virtual machine named guest1. When you run this command you should change guest1 to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh domhostname guest1
```

23.19.2. Displaying General Information about a Virtual Machine

The **virsh dominfo <domain>** command displays basic information about a specified guest virtual machine. This command may also be used with the option **[--domain] <string>** where the name of the guest is included as the <string>.

Example 23.44. How to display general information about the guest virtual machine

In this example you will display general information about the guest virtual machine named guest1. When you run this command, you should change guest1 to the name of your guest virtual machine. Note that the output will differ as well. enter the following command in a terminal as root:

```
# virsh dominfo guest1
Id: 8
Name: guest1
UUID: 90e0d63e-d5c1-4735-91f6-20a32ca22c40
OS Type: hvm
State: running
CPU(s): 1
CPU time: 271.9s
Max memory: 1048576 KiB
Used memory: 1048576 KiB
Persistent: yes
Autostart: disable
Managed save: no
Security model: selinux
Security DOI: 0
Security label: system_u:system_r:svirt_t:s0:c422,c469 (enforcing)
```

23.19.3. Displaying a Virtual Machine's ID Number

Although the **virsh list** will include the ID in its output, the **virsh domid <domain>|<ID>** displays the ID for the guest virtual machine, provided it is running. An ID will change each time you run the virtual machine. If guest virtual machine is shut off, the machine name will be displayed as a series of dashes ('----'). This command may also be used with the option **[--domain] <string>** where the name of the guest is included as the <string>

Example 23.45. How to display a virtual machine's ID number

In order to run this command and receive any usable output, the virtual machine should be running. In this example you will produce the guest virtual machine's ID number. In this example the guest virtual machine is guest1. The output in this example may differ from yours. When you run this command change guest1 to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh domid guest1
8
```

23.19.4. Aborting Running Jobs on a Guest Virtual Machine

The **virsh domjobabort <domain>** command aborts the currently running job on the specified guest virtual machine. This command may also be used with the option **[--domain] <string>** where the name of the guest is included as the <string>.

Example 23.46. How to abort a running job on a guest virtual machine

In this example there is a job running on the guest1 virtual machine that you want to abort. In this example, the guest virtual machine is named guest1. You should change guest1 to the name of your virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh domjobabort guest1
```

23.19.5. Displaying Information about Jobs Running on the Guest Virtual Machine

The **virsh domjobinfo <domain>** command displays information about jobs running on the specified guest virtual machine, including migration statistics. This command may also be used with the option **[--domain] <string>** where the name of the guest is included as the <string> as well as **--completed** to return information on the statistics of a recently completed job.

Example 23.47. How to display statistical feedback

In this example, you will list statistical information about the virtual machine. In this example the virtual machine is named guest1 and you should change guest1 to the name of your virtual machine when you run this command. enter the following command in a terminal as root:

```
# virsh domjobinfo guest1
Job type:          Unbounded
Time elapsed:      1603      ms
Data processed:    47.004 MiB
Data remaining:   658.633 MiB
Data total:        1.125 GiB
Memory processed: 47.004 MiB
Memory remaining: 658.633 MiB
Memory total:     1.125 GiB
```

```
Constant pages: 114382
Normal pages: 12005
Normal data: 46.895 MiB
Expected downtime: 0 ms
Compression cache: 64.000 MiB
Compressed data: 0.000 B
Compressed pages: 0
Compression cache misses: 12005
Compression overflows: 0
```

23.19.6. Displaying the Guest Virtual Machine's Name

The **virsh domname <domain ID>|<UUID>** displays the name guest virtual machine name, given its ID or UUID. Although the **virsh list --all** command will also display the guest virtual machine's name, this command only lists the guest's name.

Example 23.48. How to display the name of the guest virtual machine

In this example you will display the name of the guest virtual machine. In this example the guest virtual machine's ID is 8, but you should change this ID to that of your guest virtual machine's ID.

```
# virsh domname 8
guest1
```

23.19.7. Displaying the Virtual Machine's State

virsh domstate <domain> displays the state of the given guest virtual machine. Using the **--reason** argument will also display the reason for the displayed state. This command may also be used with the option **[--domain] <string>** where the name of the guest is included as the **<string>** as well as the option **--reason**, which displays the reason for the state. Should the command reveal an error, you should run the command **virsh domblkerror**. Refer to [Section 23.15.7, “Displaying Errors on Block Devices”](#) for more details.

Example 23.49. How to display the guest virtual machine's current state

In this example you will display the current state of the guest virtual machine. In this example, the guest virtual machine is named guest1, but when you run this command you should change guest1 to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh domstate guest1
running
```

23.19.8. Displaying the Connection State to the Virtual Machine

virsh domcontrol <domain> displays the state of an interface to VMM that were used to control a guest virtual machine. For states that are not OK or Error, it will also print the number of seconds that have elapsed since the control interface entered the displayed state. This command may also be used with the option **[--domain] <string>** where the name of the guest is included as the

<string>.

Example 23.50. How to display the guest virtual machine's interface state

In this example you will display the current state of the guest virtual machine's interface. In this example, the guest virtual machine is named guest1, but when you run this command you should change guest1 to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh domcontrol guest1
ok
```

23.20. Converting QEMU Arguments to Domain XML

The **virsh domxml-from-native** command provides a way to convert an existing set of QEMU arguments into a guest description using libvirt Domain XML that can then be used by libvirt. Note that this command is intended to be used only to convert existing qemu guests previously started from the command line in order to allow them to be managed through libvirt. The method described here should not be used to create new guests from scratch. New guests should be created using either virsh or virt-manager. Additional information can be found [here](#).

Procedure 23.3. How to convert a QEMU guest to libvirt

1. Suppose you have a QEMU guest with the following arguments file (file type *.args):

```
$ cat demo.args
LC_ALL=C
PATH=/bin
HOME=/home/test
USER=test
LOGNAME=test /usr/bin/qemu -S -M pc -m 214 -smp 1 -nographic -
monitor pty -no-acpi -boot c -hda /dev/HostVG/QEMUGuest1 -net none
-serial none -parallel none -usb
```

2. To convert this into a domain XML file so that the guest can be managed by libvirt, enter the following command in a terminal as root. Remember to replace qemu with the name of your guest virtual machine and to replace demo.args with the filename of your QEMU args file.

```
# virsh domxml-from-native qemu-guest1 demo.args
```

This command turns the file named demo.args, into this domain XML file,:

```
<domain type='qemu'>
<uuid>00000000-0000-0000-0000-000000000000</uuid>
<memory>219136</memory>
<currentMemory>219136</currentMemory>
<vcpu>1</vcpu>
<os>
  <type arch='i686' machine='pc'>hvm</type>
```

```

<boot dev='hd' />
</os>
<clock offset='utc' />
<on_poweroff>destroy</on_poweroff>
<on_reboot>restart</on_reboot>
<on_crash>destroy</on_crash>
<devices>
    <emulator>/usr/bin/qemu</emulator>
    <disk type='block' device='disk'>
        <source dev='/dev/HostVG/QEMUGuest1' />
        <target dev='hda' bus='ide' />
    </disk>
</devices>
</domain>

```

Figure 23.1. Guest virtual machine new configuration file

23.21. Creating a Dump File of a Guest Virtual Machine's Core

Sometimes it is necessary (especially in the cases of troubleshooting), to create a dump file containing the core of the guest virtual machine so that it can be analyzed. In this case, running **virsh dump** command dumps the guest virtual machine core to a file specified by the *corefilepath* parameter. Note that some hypervisors may have restrictions on this action and may require the user to manually ensure proper permissions on the file and path specified in the *corefilepath* parameter. This command is supported with SR-IOV devices as well as other passthrough devices. The following arguments are supported and have the following effect:

- » **--bypass-cache** the file saved will not contain the file system cache. Note that selecting this option may slow down dump operation.
- » **--live** will save the file as the guest virtual machine continues to run and will not pause or stop the guest virtual machine.
- » **--crash** puts the guest virtual machine in a crashed status rather than leaving it in a paused state while the dump file is saved.
- » **--reset** once the dump file is successfully saved, the guest virtual machine will reset.
- » **--verbose** displays the progress of the dump process
- » **--memory-only** running a dump using this option will create a dump file where the contents of the dump file will only contain the guest virtual machine's memory and CPU common register file. This option should be used in cases where running a full dump will fail. This may happen when a guest virtual machine cannot be live migrated (due to a passthrough PCI device).



Important

The **crash** utility no longer supports the default core dump file format of the **virsh dump** command. If you use **crash** to analyze a core dump file created by **virsh dump**, you must use the **--memory-only** option.

Note that the entire process can be monitored using the **domjobinfo** command and can be canceled using the **domjobabort** command.

Example 23.51. How to create a dump file with virsh

In this example you will create a dump file of your guest virtual machine's core. You need to do this because your guest virtual machine is not behaving properly. In this example the guest is called `guest1` and the file path to the core file is expressed as `core/file/path.file`. Replace both of these with parameters better suited for your virtual machine and core file path. enter the following command as root in a terminal:

```
# virsh dump guest1 core/file/path.file --verbose
```

23.22. Creating a Virtual Machine XML Dump (Configuration File)

The `virsh dumpxml` will return the guest virtual machine's XML configuration file which you can then use, save, or change as needed. This command outputs the guest virtual machine's XML configuration file to standard output with the (`stdout`) option or you can save the data by piping the output to a file `guest1.xml`, for example.

The XML file (`guest.xml`) can then be used to recreate the guest virtual machine (refer to [Section 23.24, “Editing a Guest Virtual Machine's Configuration Settings”](#). You can edit this XML configuration file to configure additional devices or to deploy additional guest virtual machines.

Example 23.52. How to retrieve the XML file for a guest virtual machine

After running this command you will receive computer reply with your guest virtual machine's XML file piped into a file. The guest is named `guest1` and the file is called `guest1.xml`. When you run this command you should change `guest1` to the name of your guest virtual machine and `guest1.xml` to the file name you want to use for your guest's configuration settings. enter the following command in a terminal as root:

```
# virsh dumpxml guest1 | guest1.xml
<domain type='kvm'>
  <name>guest1-rhel6-64</name>
  <uuid>b8d7388a-bbf2-db3a-e962-b97ca6e514bd</uuid>
  <memory>2097152</memory>
  <currentMemory>2097152</currentMemory>
  <vcpu>2</vcpu>
  <os>
    <type arch='x86_64' machine='rhel6.2.0'>hvm</type>
    <boot dev='hd' />
  </os>
  <features>
    <acpi/>
    <apic/>
    <pae/>
  </features>
  <clock offset='utc' />
  <on_poweroff>destroy</on_poweroff>
  <on_reboot>restart</on_reboot>
  <on_crash>restart</on_crash>
  <devices>
    <emulator>/usr/libexec/qemu-kvm</emulator>
    <disk type='file' device='disk'>
      <driver name='qemu' type='raw' cache='none' io='threads' />
```

```

<source file='/home/guest-images/guest1-rhel6-64.img' />
<target dev='vda' bus='virtio' />
<shareable/>
<address type='pci' domain='0x0000' bus='0x00' slot='0x05'
function='0x0' />
</disk>
<interface type='bridge'>
<mac address='52:54:00:b9:35:a9' />
<source bridge='br0' />
<model type='virtio' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x03'
function='0x0' />
</interface>
<serial type='pty'>
<target port='0' />
</serial>
<console type='pty'>
<target type='serial' port='0' />
</console>
<input type='tablet' bus='usb' />
<input type='mouse' bus='ps2' />
<graphics type='vnc' port=''-1' autoport='yes' />
<sound model='ich6'>
<address type='pci' domain='0x0000' bus='0x00' slot='0x04'
function='0x0' />
</sound>
<video>
<model type='cirrus' vram='9216' heads='1' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x02'
function='0x0' />
</video>
<memballoon model='virtio'>
<address type='pci' domain='0x0000' bus='0x00' slot='0x06'
function='0x0' />
</memballoon>
</devices>
</domain>

```

Note that the <shareable> flag is set. This indicates the device is expected to be shared between guest virtual machines (assuming the hypervisor and OS support this), which means that caching should be deactivated for that device.

23.23. Creating a Guest Virtual Machine from a Configuration File

Guest virtual machines can be created from XML configuration files. You can copy existing XML from previously created guest virtual machines or use the **dumpxml** command. (refer to [Section 23.22, “Creating a Virtual Machine XML Dump \(Configuration File\)”](#)).

Example 23.53. How to create a guest virtual machine from an XML file

In this example you will create a new virtual machine from an existing configuration file. You should have this file before beginning. You can retrieve the file using the **virsh dumpxml** command. Refer to [Example 23.52, “How to retrieve the XML file for a guest virtual machine”](#) for

instructions. In this example you will use the guest1.xml file, but you should change this file to the name of your XML file when you run the command. enter the following command in a terminal as root:

```
# virsh create guest1.xml
```

23.24. Editing a Guest Virtual Machine's Configuration Settings

Instead of using the **dumpxml** option (refer to [Section 23.22, “Creating a Virtual Machine XML Dump \(Configuration File\)”](#)) guest virtual machines can be edited either while they run or while they are offline. The **virsh edit** command provides this functionality. Running this command opens a text editor. The default text editor is the **\$EDITOR** shell parameter (set to **vi** by default).

Example 23.54. How to edit a guest virtual machine's configuration settings

In this example, you will edit the configuration settings associated with the guest virtual machine called guest1. Running this command will open your default text editor, unless otherwise specified. In this example you will open the configuration file for guest1 in vi as this is the default. When you run this command you should switch guest 1 with the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh edit guest1
```

23.25. Adding Multifunction PCI Devices to KVM Guest Virtual Machines

This section will demonstrate how to add multi-function PCI devices to KVM guest virtual machines.

1. Run the **virsh edit <guestname>** command to edit the XML configuration file for the guest virtual machine.
2. In the **<address>** element, add a **multifunction='on'** attribute. This enables the guest virtual machine to use the multifunction PCI devices as shown.

```
<disk type='file' device='disk'>
<driver name='qemu' type='raw' cache='none' />
<source file='/var/lib/libvirt/images/rhel62-1.img' />
<target dev='vda' bus='virtio' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x05'
function='0x0' multifunction='on' />
</disk>
```

For a PCI device with two functions, amend the XML configuration file to include a second device with the same slot number as the first device and a different function number, such as **function='0x1'**. For Example:

```
<disk type='file' device='disk'>
<driver name='qemu' type='raw' cache='none' />
<source file='/var/lib/libvirt/images/rhel62-1.img' />
<target dev='vda' bus='virtio' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x05'
function='0x0' multifunction='on' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x05'
function='0x1' />
</disk>
```

```

<address type='pci' domain='0x0000' bus='0x00' slot='0x05'
function='0x0' multifunction='on' />
</disk>
<disk type='file' device='disk'>
<driver name='qemu' type='raw' cache='none' />
<source file='/var/lib/libvirt/images/rhel62-2.img' />
<target dev='vdb' bus='virtio' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x05'
function='0x1' />
</disk>
```

- Run the command **lspci**. The output from the KVM guest virtual machine shows the virtio block device:

```
$ lspci
```

```
00:05.0 SCSI storage controller: Red Hat, Inc Virtio block device
00:05.1 SCSI storage controller: Red Hat, Inc Virtio block device
```

Note

The SeaBIOS application runs in real mode for compatibility with BIOS interfaces. This limits the amount of memory available. As a consequence, SeaBIOS is only able to handle a limited number of disks. Currently, the supported number of disks is:

- » virtio-scsi — 64
- » virtio-blk — 4
- » ahci/sata — 24 (4 controllers with all 6 ports connected)
- » usb-storage — 4

As a workaround for this problem, when attaching a large number of disks to your virtual machine, make sure that your system disk has a small pci slot number, so SeaBIOS sees it first when scanning the pci bus. It is also recommended to use the virtio-scsi device instead of virtio-blk as the per-disk memory overhead is smaller.

23.26. Displaying CPU Statistics for a Specified Guest Virtual Machine

The **virsh cpu-stats <domain> --total start count** command provides the CPU statistical information on the specified guest virtual machine. By default it shows the statistics for all CPUs, as well as a total. The **--total** option will only display the total statistics.

Example 23.55. How to generate CPU statistics for the guest virtual machine

In this example, you will generate CPU statistics for the guest virtual machine named `guest1`. To run this command you should change `guest1` to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh cpu-stats guest1

CPU0:
cpu_time          242.054322158 seconds
```

| | |
|-------------|-----------------------|
| vcpu_time | 110.969228362 seconds |
| CPU1: | |
| cpu_time | 170.450478364 seconds |
| vcpu_time | 106.889510980 seconds |
| CPU2: | |
| cpu_time | 332.899774780 seconds |
| vcpu_time | 192.059921774 seconds |
| CPU3: | |
| cpu_time | 163.451025019 seconds |
| vcpu_time | 88.008556137 seconds |
| Total: | |
| cpu_time | 908.855600321 seconds |
| user_time | 22.110000000 seconds |
| system_time | 35.830000000 seconds |

23.27. Saving a Screenshot

The `virsh screenshot` command takes a screenshot of a current guest virtual machine console and stores it into a file. If however the hypervisor supports more displays for a guest virtual machine, using the `--screen` and giving a screen ID will specify which screen to capture. In the case where there are multiple graphics cards, where the heads are numerated before their devices, screen ID 5 addresses the second head on the second card.

23.28. Sending a Keystroke Combination to a Specified Guest Virtual machine

The `virsh send-key <domain> --codeset --holdtime keycode` command allows you to send a sequence as a `keycode` to a specific guest virtual machine. Each `keycode` can either be a numeric value or a symbolic name from the corresponding `codeset` below. If multiple `keycodes` are specified, they are all sent simultaneously to the guest virtual machine and as such may be received in random order. If you need distinct `keycodes`, you must run the `send-key` command multiple times in the order you want the sequences to be sent.

Example 23.56. How to send a keystroke combination to a guest virtual machine

The name of the guest virtual machine is `guest1`, but you should change this to the name of your guest virtual machine when you run this command. The `keycode` should also be changed to the code you want to send as well. enter the following command in a terminal as root:

```
# virsh send-key guest1 --holdtime 1000 0x15 18 0xf
```

If a `--holdtime` is given, each keystroke will be held for the specified amount in milliseconds. The `--codeset` allows you to specify a code set, the default being Linux, but the following options are permitted:

- » **linux** - choosing this option causes the symbolic names to match the corresponding Linux key constant macro names and the numeric values are those offered by the Linux generic input event subsystems.
- » **xt** - this will send a value that is defined by the XT keyboard controller. No symbolic names are provided

- » **atset1** - the numeric values are those that are defined by the AT keyboard controller, set1 (XT compatible set). Extended keycodes from the atset1 may differ from extended keycodes in the XT codeset. No symbolic names are provided.
- » **atset2** - The numeric values are those defined by the AT keyboard controller, set 2. No symbolic names are provided.
- » **atset3** - The numeric values are those defined by the AT keyboard controller, set 3 (PS/2 compatible). No symbolic names are provided.
- » **os_x** - The numeric values are those defined by the OS-X keyboard input subsystem. The symbolic names match the corresponding OS-X key constant macro names.
- » **xt_kbd** - The numeric values are those defined by the Linux KBD device. These are a variant on the original XT codeset, but often with different encoding for extended keycodes. No symbolic names are provided.
- » **win32** - The numeric values are those defined by the Win32 keyboard input subsystem. The symbolic names match the corresponding Win32 key constant macro names.
- » **usb** - The numeric values are those defined by the USB HID specification for keyboard input. No symbolic names are provided.
- » **rfb** - The numeric values are those defined by the RFB extension for sending raw keycodes. These are a variant on the XT codeset, but extended keycodes have the low bit of the second byte set, instead of the high bit of the first byte. No symbolic names are provided.

23.29. Sending Process Signal Names to Virtual Processes

The **virsh send-process-signal *domain-ID PID signame*** command allows you to send a signal signame to a specified virtual process (as identified by its Process ID or PID) within a running guest virtual machine given it's *domain ID*. In addition to an integer signal constant number, one or more of the following signames can be sent:

- » **nop, stkflt**
- » **hup, cont**
- » **int, chld**
- » **quit, stop**
- » **ill, tstop**
- » **trap, ttin**
- » **abrt, ttou**
- » **bus, urg**
- » **fpe, xcpu**
- » **kill, xfsz**
- » **usr1, vtalarm**
- » **segv, prof**
- » **usr2, winch**

- » **pipe, poll**
- » **alarm, pwr**
- » **term, sys**
- » More options are on the Virsh man page. Note that these symbols may also be prefixed with **sig** or **sig_** and it is not case sensitive.

Example 23.57. How to send a process to a guest virtual machine

In this example, you want to kill a process running on your guest virtual machine in order to optimize system resources. In this example, the virtual machine is named guest1 and you should change guest1 to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh send-process-signal guest1 kill 187
```

23.30. Displaying the IP Address and Port Number for the VNC Display

The **virsh vncdisplay** command returns the IP address and port number of the VNC display for the specified guest virtual machine. If the information is unavailable for the guest, the exit code 1 is displayed.

Example 23.58. How to display the IP address and port number for VNC

In this example you need the port number for the VNC display. In this example, the guest virtual machine is named guest1, but you should change this to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh vncdisplay guest1
127.0.0.1:0
```

23.31. NUMA Node Management

This section contains the commands needed for NUMA node management.

23.31.1. Displaying Node Information

The **nodeinfo** command displays basic information about the node, including the model number, number of CPUs, type of CPU, and size of the physical memory. The output corresponds to **virNodeInfo** structure. Specifically, the "CPU socket(s)" field indicates the number of CPU sockets per NUMA cell.

Example 23.59. How to display information about a NUMA node

In this example, you will retrieve information about your NUMA nodes. enter the following command in a terminal as root and keep in mind that the output you receive when you run the command may differ.

```
$ virsh nodeinfo
CPU model:           x86_64
CPU(s):              4
CPU frequency:       1199 MHz
CPU socket(s):       1
Core(s) per socket: 2
Thread(s) per core: 2
NUMA cell(s):        1
Memory size:         3715908 KiB
```

23.31.2. Setting NUMA Parameters

The **virsh numatune** command can either set or retrieve the NUMA parameters for a specified guest virtual machine. Within the guest virtual machine's configuration XML file these parameters are nested within the **<numatune>** element. Without using flags, only the current settings are displayed. The **numatune <domain>** command requires a specified guest virtual machine name and can take the following arguments:

- » **--mode** - The mode can be set to either **strict**, **interleave**, or **preferred**. Running domains cannot have their mode changed while live unless the guest virtual machine was started within **strict** mode.
- » **--nodeset** contains a list of NUMA nodes that are used by the host physical machine for running the guest virtual machine. The list contains nodes, each separated by a comma, with a dash - used for node ranges and a caret ^ used for excluding a node.
- » Only one of the three following flags can be used per instance
 - **--config** will effect the next boot of a persistent guest virtual machine
 - **--live** will set the scheduler information of a running guest virtual machine.
 - **--current** will effect the current state of the guest virtual machine.

Example 23.60. How to set the NUMA parameters for the guest virtual machine

In this example, you will set the NUMA parameters for the guest virtual machine. In this example, the guest virtual machine is named **guest1**, but you should change this to the name of your guest virtual machine when you run the command. In this example you will set the NUMA mode to strict for nodes 0, 2, and 3, but when you run this command you should select the numa nodes you want to change. enter the following command in a terminal as root:

```
# virsh numatune guest1 --mode strict --nodeset 0,2-3 --live
```

Running this command, will change the running configuration for **guest1** to the following configuration in its XML file.

```
<numatune>
    <memory mode='strict' nodeset='0,2-3' />
</numatune>
```

23.31.3. Displaying the Amount of Free Memory in a NUMA Cell

The **virsh freecell** command displays the available amount of memory on the machine within a specified NUMA cell. This command can provide one of three different displays of available memory on the machine depending on the options specified. If no options are used, the total free memory on the machine is displayed. Using the **--all** option, it displays the free memory in each cell and the total free memory on the machine. By using a numeric argument or with **--cellno** along with a cell number it will display the free memory for the specified cell.

Example 23.61. How to display memory properties for virtual machines and NUMA cells

In this example you will display the amount of available memory on the guest virtual machine. The command returns a list of all available memory. enter the following command in a terminal as root:

```
# virsh freecell
Total: 684096 KiB
```

To run the same command using the option **--all**, enter the following command in a terminal as root:

```
# virsh freecell --all
 0:      804676 KiB
-----
Total:    804676 KiB
```

To run the same command using a cell number run the following in a terminal as root:

```
# virsh freecell --cellno 0
0: 772496 KiB
```

23.31.4. Displaying a CPU List

The **virsh nodecpumap** command displays the number of CPUs that are available to the node, whether they are online or not and it also lists the number that are currently online.

Example 23.62. How to display number of CPUs that available to the node

In this example, you will display the number of CPUs available to the node. enter the following command in a terminal as root:

```
# virsh nodecpumap
CPUs present: 4
CPUs online: 1
CPU map: y
```

23.31.5. Displaying CPU Statistics

The **nodecpustats** command displays statistical information about the specified CPU, if the CPU is given. If not, it will display the CPU status of the node. If a percent is specified, it will display the percentage of each type of CPU statistics that were recorded over an one (1) second interval.

Example 23.6.3. How to display statistical information about CPU usage

In this example there is no specific CPU identified so the command will return general statistics. enter the following command in a terminal as root.

```
# virsh nodecpustats
user:          1056442260000000
system:        401675280000000
idle:          754961338000000
iowait:        94593570000000
```

In this example the statistical percentages for CPU number 2 are shown as a percentage:

```
# virsh nodecpustats 2 --percent
usage:      2.0%
user:       1.0%
system:     1.0%
idle:      98.0%
iowait:    0.0%
```

23.31.6. Managing Devices

23.31.6.1. Attaching and updating a device with virsh

For information on attaching storage devices, refer to [Section 15.5.1, “Adding File-based Storage to a Guest”](#).

Procedure 23.4. Hot plugging USB devices for use by the guest virtual machine

USB devices can be either attached to the virtual machine is running by hot plugging, or while the guest is shut off. The device you want to emulate needs to be attached to the host machine.

1. Locate the USB device you want to attach by running the following command in a terminal as root:

```
# lsusb -v
idVendor      0x17ef  Lenovo
idProduct     0x480f  Integrated Webcam [R5U877]
```

2. Create an XML file and give it a logical name (`usb_device.xml`, for example). Copy the vendor and product ID number (a hexadecimal number) exactly as was displayed in your search. Add this information to the XML file as shown in [Figure 23.2, “USB devices XML snippet”](#). Remember the name of this file as you will need it in the next step.

```
<hostdev mode='subsystem' type='usb' managed='yes'>
  <source>
    <vendor id='0x17ef' />
```

```
<product id='0x480f' />
</source>
</hostdev>
```

Figure 23.2. USB devices XML snippet

3. Attach the device by running the following command in a terminal as root. When you run the command, replace guest1 with the name of your virtual machine and usb_device.xml with the name of your XML file that contains the vendor and product ID of your device, which you created in the previous step. For the change take effect at the next reboot, use the **--config**. For the change to take effect on the current guest virtual machine, use the **--current** argument. See the virsh man page for additional arguments.

```
# virsh attach-device guest1 --file usb_device.xml --config
```

Example 23.64. How to hot unplug devices from a guest virtual machine

In this example you will detach the USB device (hot unplug) from the guest virtual machine. In this example, the virtual machine is named guest1 and the configuration file for the USB device is named usb_device.xml, but you should change this to the name of your guest virtual machine and name of your device's configuration when you run the command. enter the following command in a terminal as root:

```
# virsh detach-device guest1 --file usb_device.xml
```

23.31.6.2. Attaching interface devices

The **virsh attach-interface <domain> <type> <source> [<target>] [<mac>] [<script>] [<model>] [<inbound>] [<outbound>] [--config] [--live] [--current]** command can take the following arguments:

- » **--type** - allows you to set the interface type
- » **--source** - allows you to set the source of the network interface
- » **--live** - gets its value from running guest virtual machine configuration settings
- » **--config** - takes effect at next boot
- » **--current** - gets its value according to the current configuration settings
- » **--target** - indicates the target device in the guest virtual machine.
- » **--mac** - use this option to specify the MAC address of the network interface
- » **--script** - use this option to specify a path to a script file handling a bridge instead of the default one.
- » **--model** - use this option to specify the model type.
- » **--inbound** - controls the inbound bandwidth of the interface. Acceptable values are **average**, **peak**, and **burst**.

- » **--outbound** - controls the outbound bandwidth of the interface. Acceptable values are **average**, **peak**, and **burst**.

The **type** can be either **network** to indicate a physical network device, or **bridge** to indicate a bridge to a device. **source** is the source of the device. To remove the attached device, use the **virsh detach-device**.

Example 23.65. How to attach a device to the guest virtual machine

In this example, you will attach a network device to the guest virtual machine. In this example, the guest virtual machine is named **guest1** and you should change this to the name of your guest virtual machine when you run the command. enter the following command in a terminal as root:

```
# virsh attach-interface guest1 netorkw --model virtio
```

23.31.6.3. Changing the media of a CDROM

The **virsh change-media** command changes the media of a CDROM to another source or format. The command takes the following arguments. More examples and explanation for these arguments can also be found in the man page.

- » **--path** - A string containing a fully-qualified path or target of disk device
- » **--source** - A string containing the source of the media
- » **--eject** - Ejects the media
- » **--insert** - Inserts the media
- » **--update** - Updates the media
- » **--current** - Can be either or both of **--live** and **--config**, which depends on implementation of hypervisor driver
- » **--live** - Alters the live configuration of running guest virtual machine
- » **--config** - Alters the persistent configuration, effect observed on next boot
- » **--force** - Forces media to change

23.31.7. Suspending the Host Physical Machine

The **virsh nodesuspend** command puts the host physical machine into a system-wide sleep state similar to that of Suspend-to-RAM (s3), Suspend-to-Disk (s4), or Hybrid-Suspend and sets up a Real-Time-Clock to wake up the node after the duration that is set has past. The **--target** argument can be set to either **mem,disk**, or **hybrid**. These options indicate to set the memory, disk, or combination of the two to suspend. Setting the **--duration** instructs the host physical machine to wake up after the set duration time has run out. It is set in seconds. It is recommended that the duration time be longer than 60 seconds.

Example 23.66. How to suspend the virtual machine to disk s4

In this example you will suspend the guest virtual machine to disk for 90 seconds. When you run the command, change the time to what is more appropriate for you as well as the suspension method. enter the following command in a terminal as root:

```
# virsh nodesuspend disk 90
```

23.31.8. Setting and Displaying the Node Memory Parameters

The **virsh node-memory-tune [shm-pages-to-scan] [shm-sleep-milisecs] [shm-merge-across-nodes]** command displays and allows you to set the node memory parameters. There are three parameters that may be set with this command:

- **shm-pages-to-scan** - sets the number of pages to scan before the shared memory service goes to sleep.
- **shm-sleep-milisecs** - sets the number of milliseconds that the shared memory service will sleep before the next scan
- **shm-merge-across-nodes** - specifies if pages from different NUMA nodes can be merged. Values allowed are **0** and **1**. When set to **0**, the only pages that can be merged are those that are physically residing in the memory area of the same NUMA node. When set to **1**, pages from all of the NUMA nodes can be merged. The default setting is **1**.

Example 23.67. How to merge memory pages across NUMA nodes

In this example, you will merge all of the memory pages from all of the NUMA nodes. enter the following command in a terminal as root:

```
# virsh node-memory-tune shm-merge-across-nodes 1
```

23.31.9. Listing Devices on a Node

The **virsh nodedev-list cap --tree** command lists all the devices available on the node that are known by **libvirt**. **cap** is used to filter the list by capability types, each separated by a comma and cannot be used with **--tree**. Using the argument **--tree**, puts the output into a tree structure.

Example 23.68. How to display the devices available on a node

In this example, you will list the devices that are available on a node in a tree format. The list has been truncated and will differ from your list. enter the following command in a terminal as root:

```
# virsh nodedev-list --tree
computer
|
+- net_lo_00_00_00_00_00_00
+- net_macvtap0_52_54_00_12_fe_50
+- net_tun0
+- net_virbr0_nic_52_54_00_03_7d_cb
+- pci_0000_00_00_0
+- pci_0000_00_02_0
+- pci_0000_00_16_0
+- pci_0000_00_19_0
|   |
|   +- net_eth0_f0_de_f1_3a_35_4f
```

23.31.10. Creating Devices on Host Nodes

The **virsh nodedev-create <file>** command allows you to create a device on a host physical machine and then assign it to a guest virtual machine. Although **libvirt** normally detects which host nodes are available for use automatically, this command allows you to register hardware that **libvirt** did not detect. The specified file should contain the XML description for the top level **<device>** of the node.

Example 23.69. How to create a device from an XML file

In this example you have already created an XML file for your PCI device and have saved it. The file is named `scsi_host2.xml`. When you run this command replace the file name with the name of your device's XML file. The file should look like the one shown in [Figure 23.3, “Device XML dump file”](#). enter the following command in a terminal as root:

```
# virsh nodedev-create scsi_host2.xml
```

23.31.11. Removing a Device

The **virsh nodedev-destroy** command removes the device from the guest. Note that the **virsh** node device driver does not support persistent configurations, so rebooting the guest would remove the device as well.

Note that different drivers expect the device to be bound to different dummy devices. Using the **--driver** argument allows you to specify the desired back-end driver.

Example 23.70. How to remove a device from a guest virtual machine

In this example you will remove a SCSI device from a guest virtual machine named `scsi_host2`. When you run this command, you should change this to the name of your device. enter the following command in a terminal as root:

```
# virsh nodedev-destroy scsi_host2
```

23.31.12. Collect a Device Configuration Settings

The **virsh nodedev-dumpxml device** dumps the **<device>** XML representation for the given node device, including information such as the device name, which BUS owns the device, the vendor, and product ID as well as any capabilities of the device as is usable by **libvirt**, where it may specify what is supported. The argument **device** can either be a device name or WWN pair in WWNN, WWPN format (HBA only).

Example 23.71. How to retrieve the XML file for a device

In this example, you will retrieve the XML file for the SCSI device. In this example the name of the SCSI device is `scsi_host2`, but you will replace this with the name of your device when you run this command. The command will return the XML file contents which will differ from those shown here. enter the following command in a terminal as root:

```
# virsh nodedev-dumpxml scsi_host2
```

```

<device>
  <name>scsi_host2</name>
  <parent>scsi_host1</parent>
  <capability type='scsi_host'>
    <capability type='fc_host'>
      <wwnn>2001001b32a9da5b</wwnn>
      <wwpn>2101001b32a9da5b</wwpn>
    </capability>
  </capability>
</device>

```

Figure 23.3. Device XML dump file

23.31.13. Triggering a Reset for a Device

The **virsh nodedev-reset <device>** command triggers a device reset for the specified device. Running this command is useful prior to transferring a node device between guest virtual machine pass through or the host physical machine. *libvirt* will do this action implicitly when required, but this command allows an explicit reset when needed.

Example 23.72. How to reset a device on a guest virtual machine

In this example, you will reset the device on the guest virtual machine named `scsi_host2`. When you run this command you should switch `scsi_host2` to the name of your device.

```
# virsh nodedev-reset scsi_host2
```

23.32. Retrieving Guest Virtual Machine Information

23.32.1. Getting the Domain ID of a Guest Virtual Machine

The **virsh domid** command returns the guest virtual machine's ID. Note that this changes each time the guest starts or restarts. This command requires either the name of the virtual machine or the virtual machine's UUID.

Example 23.73. How to retrieve the domain ID for a guest virtual machine

In this example you will retrieve the domain ID of a guest virtual machine named `guest1`. When you run this command you should switch `guest1` to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh domid guest1
```

Note, **domid** returns '-' for guest virtual machines that are in shut off state. To confirm that the virtual machine is shutoff, you can run the **virsh list --all** command.

23.32.2. Getting the Domain Name of a Guest Virtual Machine

The **virsh domname** command returns the name of the guest virtual machine given it's ID or UUID. Note that the ID changes each time the guest starts.

Example 23.74. How to retrieve a virtual machine's ID

In this example you will retrieve the name for the guest virtual machine whose ID is 8. When you run this command switch 8, with the ID of your virtual machine. enter the following command in a terminal as root:

```
# virsh domname 8
guest1
```

23.32.3. Getting the UUID of a Guest Virtual Machine

The **virsh domuuid** command returns the UUID or the *Universally Unique Identifier* for a given guest virtual machine or ID.

Example 23.75. How to display the UUID for a guest virtual machine

In this example, you will retrieve the UUID for the guest virtual machine named guest1. When you run the command, you should switch guest1 with the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh domuuid guest1
r5b2-mySQL01 4a4c59a7-ee3f-c781-96e4-288f2862f011
```

23.32.4. Displaying Guest Virtual Machine Information

The **virsh dominfo** command displays information on that guest virtual machine given a virtual machine's name, ID, or UUID. Note that the ID changes each time the virtual machine starts.

Example 23.76. How to display guest virtual machine general details

In this example you will display the general details about the guest virtual machine named guest1. When you run this command, you should switch guest1 to the name of your guest virtual machine. enter the following command in a terminal as root:

```
# virsh dominfo guest1
Id: 8
Name: guest1
UUID: 90e0d63e-d5c1-4735-91f6-20a32ca22c48
OS Type: hvm
State: running
CPU(s): 1
```

```
CPU time:      32.6s
Max memory:    1048576 KiB
Used memory:   1048576 KiB
Persistent:    yes
Autostart:     disable
Managed save:  no
Security model: selinux
Security DOI:  0
Security label: system_u:system_r:svirt_t:s0:c552,c818 (enforcing)
```

23.33. Storage Pool Commands

Using *libvirt*, you can manage various storage solutions, including files, raw partitions, and domain-specific formats, used to provide the storage volumes visible as devices within virtual machines. For more detailed information, see libvirt.org. Many of the commands for administering storage pools are similar to the ones used for guest virtual machines.

23.33.1. Searching for a Storage Pool XML

The **virsh find-storage-pool-sources <type>** command displays the XML describing all storage pools of a given source that could be found. Types include: netfs, disk, dir, fs, iscsi, logical, and gluster. Note that all of the types correspond to the storage back-end drivers and there are more types available (see the man page for more details). If the optional --srcSpec is provided, it is a file that contains XML to further restrict the query for pools.

Example 23.77. How to list the available storage pools

In this example, you will list the storage pools that are available of a given type. enter the following command in a terminal as root:

```
# virsh find-storage-pool-sources disk
```

23.33.2. Finding a storage Pool

The **virsh find-storage-pool-sources-as <type>** command finds potential storage pool sources, given a specific type. Types include: netfs, disk, dir, fs, iscsi, logical, and gluster. Note that all of the types correspond to the storage backend drivers and there are more types available (see the man page for more details). The command also takes the optional arguments *host*, *port*, and *initiator*. Each of these options will dictate what gets queried.

Example 23.78. How to find potential storage pool sources

In this example you will search for a disk based storage pool on the host physical machine. In this example the name of the host is myhost.example.com, but you should change this to the name of your host physical machine when you run the command. If you are unsure of your host name run the command **virsh hostname** first. enter the following command in a terminal as root:

```
virsh find-storage-pool-sources-as disk host myhost.example.com
```

23.33.3. Listing Storage Pool Information

The **virsh pool-info <pool>** command will list the basic information about the specified storage pool object. This command requires the name or UUID of the storage pool. To retrieve this information, use the **pool-list**

Example 23.79. How to retrieve information on a storage pool

In this example, you will retrieve information on the storage pool named vdisk. You should change the name of the storage pool to the name of your storage pool when you run the command. enter the following command in a terminal as root:

```
# virsh pool-info vdisk

Name:          vdisk
UUID:
State:         running
Persistent:   yes
Autostart:    no
Capacity:     125 GB
Allocation:   0.00
Available:    125 GB
```

23.33.4. Listing the Available Storage Pools

The **virsh pool-list** command lists all storage pool objects known to *libvirt*. By default, only active pools are listed; but using the **--inactive** argument lists just the inactive pools, and using the **--all** argument lists all of the storage pools. This command takes the following optional arguments, which filter the search results:

- » **--inactive** - lists the inactive storage pools
- » **--all** - lists both active and inactive storage pools
- » **--persistent** - lists the persistent storage pools
- » **--transient** - lists the transient storage pools
- » **--autostart** - lists the storage pools with autostart enabled
- » **--no-autostart** - lists the storage pools with autostart disabled
- » **--type<string>** - lists the pools that are only of the specified type
- » **--details** - lists the extended details for the storage pools

In addition to the above arguments, there are several sets of filtering flags that can be used to filter the content of the list. **--persistent** restricts the list to persistent pools, **--transient** restricts the list to transient pools, **--autostart** restricts the list to autostarting pools and finally **--no-autostart** restricts the list to the storage pools that have autostarting disabled.

For all storage pool commands which require a **--type**, the pool types must be separated by comma. The valid pool types include: **dir**, **fs**, **netfs**, **logical**, **disk**, **iscsi**, **scsi**, **mpath**, **rbd**, **sheepdog** and **gluster**.

The **--details** option instructs **virsh** to additionally display pool persistence and capacity related information where available.



Note

When this command is used with older servers, it is forced to use a series of API calls with an inherent race, where a pool might not be listed or might appear more than once if it changed its state between calls while the list was being collected. Newer servers however, do not have this problem.

Example 23.80. How to list all storage pools

In this example, you will list all of the storage pools that are both active and inactive. enter the following command in a terminal as root:

```
# virsh pool-list --all
Name           State    Autostart
-----
default        active   yes
vdisk          active   no
```

23.33.5. Refreshing a Storage Pool List

The **virsh pool-refresh >pool<** command refreshes the list of storage volumes contained in storage pool.

Example 23.81. How to refresh the list of the storage volumes in a storage pool

In this example, you will refresh the list for the storage volume named vdisk. When you run this command, you should change the name of the storage volume with the name of your storage volume. enter the following command in a terminal:

```
# virsh pool-refresh vdisk
Pool vdisk refreshed
```

23.33.6. Creating, Defining, and Starting Storage Pools

23.33.6.1. Building a storage pool

The **virsh pool-build <pool>** command builds a storage pool using the name given in the command. The optional arguments **--overwrite** and **--no-overwrite** can only be used for an FS storage pool or with a disk or logical type based storage pool. Note that if neither **[--overwrite]** nor **[--no-overwrite]** are given and the pool used is FS, it will be assumed, that the type is actually directory based. In addition to the pool name, the storage pool UUID may be used as well.

If **--no-overwrite** is specified, it probes to determine if a file system already exists on the target device, returning an error if it exists, or using **mkfs** to format the target device if it does not. If **--overwrite** is specified, then the **mkfs** command is executed and any existing data on the target device is overwritten.

Example 23.82. How to build a storage pool

In this example, you will create a disk based storage pool named vdisk. When you run this command, you should change the name of the storage pool to the name of your storage pool.

```
# virsh pool-build vdisk
```

```
Pool vdisk built
```

23.33.6.2. Defining a storage pool from an XML file

The **virsh pool-define file** command creates, but does not start, a storage pool object from the XML file.

Example 23.83. How to define a storage pool from an XML file

In this example you have already created an XML file with the settings for your storage pool. For example:

```
<pool type="dir">
  <name>vdisk</name>
  <target>
    <path>/var/lib/virt/images</path>
  </target>
</pool>
```

In this example you will build a directory type storage pool. The name of the pool is vdisk and the name of the file is vdisk.xml, you should change the file name to the name of your storage pool's XML file when you run the command. enter the following command in a terminal as root:

```
# virsh pool-define vdisk.xml
```

```
Pool vdisk defined
```

To confirm that the storage pool was defined, run the **virsh pool-list --all** command as shown in [Example 23.80, “How to list all storage pools”](#). When you run the command however, the status will show as inactive as the pool has not been started. For directions on starting the storage pool refer to [Example 23.87, “How to start a storage pool”](#).

23.33.6.3. Creating storage pools

The **virsh pool-create <file>** command creates and starts a storage pool from its associated XML file.

Example 23.84. How to create a storage pool from an XML file

In this example you have already created an XML file with the settings for your storage pool. For example:

```
<pool type="dir">
  <name>vdisk</name>
  <target>
    <path>/var/lib/virt/images</path>
  </target>
</pool>
```

In this example you will build a directory type storage pool. The name of the pool is vdisk and the name of the file is vdisk.xml, you should change the file name to the name of your storage pool's XML file when you run the command. enter the following command in a terminal as root:

```
# virsh pool-create vdisk.xml
```

```
Pool vdisk created
```

To confirm that the storage pool was created, run the `virsh pool-list --all` command as shown in [Example 23.80, “How to list all storage pools”](#). When you run the command however, the status will show as inactive as the pool has not been started. For directions on starting the storage pool refer to [Example 23.87, “How to start a storage pool”](#).

23.33.6.4. Creating storage pools

The `virsh pool-create-as name` command creates and starts a pool object name from the raw parameters given. This command takes the following options:

- » `--print-xml` - displays the contents of the XML file but does not define or create a storage pool from it.
- » `type <string>` defines the storage pool type. Refer to [Section 23.33.4, “Listing the Available Storage Pools”](#) for the types you can use.
- » `source-host <string>` source host physical machine for underlying storage
- » `source-path <string>` location of the underlying storage
- » `source-dev <string>` device for the underlying storage
- » `source-name <string>` name of the source underlying storage
- » `--source-format <string>` format of the source underlying storage
- » `--target <string>` target for the underlying storage

Example 23.85. How to create and start a storage pool

In this example you will create and start the storage pool named vdisk. When you run this command you should change the name to the name of your storage pool and the type and target to parameters which better suit your storage pool. enter the following command in a terminal as root:

```
# virsh pool-create-as --name vdisk --type dir --target /mnt
Pool vdisk created
```

23.33.6.5. Defining a storage pool

The **virsh pool-define-as** command creates, but does not start, a pool object name from the raw parameters given. This command accepts the following options:

- » **--print-xml** - displays the contents of the XML file but does not define or create a storage pool from it.
- » **type <string>** defines the storage pool type. Refer to [Section 23.33.4, “Listing the Available Storage Pools”](#) for the types you can use.
- » **source-host <string>** source host physical machine for underlying storage
- » **source-path <string>** location of the underlying storage
- » **source-dev <string>** device for the underlying storage
- » **source-name <string>** name of the source underlying storage
- » **--source-format <string>** format of the source underlying storage
- » **--target <string>** target for the underlying storage

If **--print-xml** is specified, then it prints the XML of the pool object without creating or defining the pool. Otherwise, the pool requires a specified type to be built. For all storage pool commands which require a *type*, the pool types must be separated by comma. The valid pool types include: **dir**, **fs**, **netfs**, **logical**, **disk**, **iscsi**, **scsi**, **mpath**, **rbd**, **sheepdog**, and **gluster**.

Example 23.86. How to define a storage pool

In this example you will define, but not start the storage pool named vdisk. When you run this command you should change the name to the name of your storage pool and the type and target to parameters which better suit your storage pool. After this command runs, use the **virsh pool-start** command as shown in [Example 23.87, “How to start a storage pool”](#). enter the following command in a terminal as root:

```
# virsh pool-define-as --name vdisk --type dir --target /mnt
Pool vdisk defined
```

23.33.6.6. Starting a storage pool

The **virsh pool-start** command starts the specified storage pool, which was previously defined but inactive. This command may also use the UUID for the storage pool as well as the pool's name.

Example 23.87. How to start a storage pool

In this example you will start the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. enter the following command in a terminal as root:

```
# virsh pool-start vdisk
```

```
Pool vdisk started
```

To verify the pool has started run the **virsh pool-list --all** command and confirm that the status is active, as shown in [Example 23.80, “How to list all storage pools”](#).

23.33.6.7. Auto-starting a storage pool

The **virsh pool-autostart <pool>** command enables a storage pool to automatically start at boot. This command requires the pool name or UUID. To disable the **pool-autostart** command use the **--disable** argument in the command.

Example 23.88. How to autostart a storage pool

In this example you will autostart the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. enter the following command in a terminal as root:

```
# virsh pool-autostart vdisk
```

```
Pool vdisk autostarted
```

23.33.7. Stopping and Deleting Storage Pools

The **virsh pool-destroy <pool>** command stops a storage pool. Once stopped, *libvirt* will no longer manage the pool but the raw data contained in the pool is not changed, and can be later recovered with the **pool-create** command.

Example 23.89. How to stop a storage pool

In this example you will stop the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. enter the following command in a terminal as root:

```
# virsh pool-destroy vdisk
```

```
Pool vdisk destroyed
```

The **virsh pool-delete <pool>** command destroys the resources used by the specified storage pool. It is important to note that this operation is non-recoverable and non-reversible. However, the pool structure will still exist after this command, ready to accept the creation of new storage volumes.

Example 23.90. How to delete a storage pool

In this example you will delete the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. enter the following command in a terminal as root:

```
# virsh pool-delete vdisk
```

```
Pool vdisk deleted
```

The **virsh pool-undefine <pool>** command undefines the configuration for an inactive pool.

Example 23.91. How to undefine a storage pool

In this example you will undefine the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). This will make your storage pool intransient. In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. enter the following command in a terminal as root:

```
# virsh pool-undefine vdisk
```

```
Pool vdisk undefined
```

23.33.8. Creating an XML Dump File for a Pool

The **virsh pool-dumpxml <pool>** command returns the XML information about the specified storage pool object. Using the option **--inactive** dumps the configuration that will be used on next start of the pool instead of the current pool configuration.

Example 23.92. How to retrieve a storage pool's configuration settings

In this example you will retrieve the configuration settings for the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. Once the command runs, the configuration file opens in the terminal. enter the following command in a terminal as root:

```
# virsh pool-dumpxml vdisk
<pool type="dir">
  <name>vdisk</name>
  <target>
    <path>/var/lib/virt/images</path>
  </target>
</pool>
```

23.33.9. Editing the Storage Pool's Configuration File

The **pool-edit <pool>** command opens the specified storage pool's XML configuration file for editing.

This method is the only method that should be used to edit an XML configuration file as it does error checking before applying.

Example 23.93. How to edit a storage pool's configuration settings

In this example you will edit the configuration settings for the storage pool that you built in [Example 23.84, “How to create a storage pool from an XML file”](#). In this example, the name of the storage pool is vdisk and you should change the name of the pool to the name of your pool when you run the command. Once the command runs, the configuration file opens in your default editor. enter the following command in a terminal as root:

```
# virsh pool-edit vdisk
<pool type="dir">
  <name>vdisk</name>
  <target>
    <path>/var/lib/virt/images</path>
  </target>
</pool>
```

23.34. Storage Volume Commands

This section covers commands for creating, deleting, and managing storage volumes. Creating a storage volume requires at least one storage pool. For an example on how to create a storage pool refer to [Example 23.84, “How to create a storage pool from an XML file”](#). For information on storage pools refer to [Chapter 14, Storage Pools](#). For information on storage volumes refer to, [Chapter 15, Storage Volumes](#).

23.34.1. Creating Storage Volumes

The **virsh vol-create-from <pool> <file> <vol>** command creates a volume, using another volume as input. This command requires either a storage pool name or storage pool UUID. This command accepts the following required parameters and options:

- » **--pool <string>** - required - Contains the name of the storage pool or the storage pool's UUID which will be attached to the storage volume. This storage pool does not have to be the same storage pool that is associated with the storage volume you are using to base this new storage volume on.
- » **--file <string>** - required - Contains the name of the XML file that contains the parameters for the storage volume.
- » **--vol <string>** - required - Contains the name of the storage volume you are using to base this new storage volume on.
- » **--inputpool <string>** - optional - Allows you to name the storage pool that is associated with the storage volume that you are using as input for the new storage volume.
- » **--prealloc-metadata** - optional - preallocates metadata (for qcow2 instead of full allocation) for the new storage volume.

For examples, refer to [Section 15.2, “Creating Volumes”](#).

23.34.2. Creating a Storage Volume from Parameters

The **virsh vol-create-as <pool> <name> <capacity>** command creates a volume from a set of arguments. The **<pool>** argument contains the name or UUID of the storage pool to create the volume in. This command takes the following required parameters and options:

- » **[--pool] <string>** - required - Contains the name of the associated storage pool.
- » **[--name] <string>** - required - Contains the name of the new storage volume.
- » **[--capacity] <string>** - required - Contains the size of the storage volume, expressed as an integer. The default is bytes, unless specified. Use the suffixes b, k, M, G, T for byte, kilobyte, megabyte, gigabyte, and terabyte, respectively.
- » **--allocation <string>** - optional - Contains the initial allocation size, expressed as an integer. The default is bytes, unless specified.
- » **--format <string>** - optional - Contains the file format type. Acceptable types include: raw, bochs, qcow, qcow2, qed, host_device, and vmdk. These are, however, only meant for file based storage pools. By default the qcow version that is used is version 3. If you want to change the version, refer to [Section 26.20.2, “Setting Target Elements”](#).
- » **--backing-vol <string>** - optional - Contains the backing volume. This will be used if you are taking a snapshot.
- » **--backing-vol-format <string>** - optional - Contains the format of the backing volume. This will be used if you are taking a snapshot.
- » **--prealloc-metadata** - optional - Allows you to preallocate metadata (for qcow2 instead of full allocation).

Example 23.94. How to create a storage volume from a set of parameters

In this example you will create a storage volume, named vol-new. It contains the storage pool which you created earlier, called vdisk. Its size is 100MB. When you run this command you will change the name of the storage volume and the name of the storage pool, as well as the size of the storage volume to suit your needs. enter the following command in a terminal as root:

```
# virsh vol-create-as vdisk vol-new 100M
```

```
vol vol-new created
```

23.34.3. Creating a Storage Volume from an XML File

The **virsh vol-create <pool> <file>** command creates a new storage volume from an XML file which contains the storage volume parameters.

Example 23.95. How to create a storage volume from an existing XML file

In this example, you will create a storage volume based on the file vol-new.xml, as shown:

```
<volume>
  <name>vol-new</name>
  <allocation>0</allocation>
  <capacity unit="M">100</capacity>
```

```

<target>
  <path>/var/lib/virt/images/vol-new</path>
  <permissions>
    <owner>107</owner>
    <group>107</group>
      <mode>0744</mode>
      <label>virt_image_t</label>
    </permissions>
  </target>
</volume>

```

The storage volume is associated with the storage pool vdisk. The path to the image is **/var/lib/virt/images/vol-new**. When you run this command, you should change the storage pool name, and file name and path to meet your requirements. enter the following command in a terminal as root:

```
# virsh vol-create vdisk vol-new.xml
vol vol-new created
```

23.34.4. Cloning a Storage Volume

The **virsh vol-clone <vol-name> <new-vol-name>** command clones an existing storage volume. Although the **virsh vol-create-from** command may also be used, it is not the recommended way to clone a storage volume. The command accepts the **--pool <string>** option, which allows you to specify the storage pool that is associated to the new storage volume. The **<vol>** argument is the name or key or path of the source storage volume and the **<name>** argument refers to the name of the new storage volume. For additional information, refer to [Section 15.3, “Cloning Volumes”](#).

Example 23.96. How to clone a storage volume

In this example, you will clone a storage volume named vol-new to a new volume named vol-clone. When you run this command you should change the name of the old and new storage volume names. enter the following command in a terminal as root:

```
# virsh vol-clone vol-new vol-clone
vol vol-clone cloned from vol-new
```

23.35. Deleting Storage Volumes

The **virsh vol-delete <vol> <pool>** command deletes a given volume. The command requires a the name or UUID of the storage pool the volume is in as well as the name of the storage volume. In lieu of the volume name the key or path of the volume to delete may also be used.

Example 23.97. How to delete a storage volume

In this example, you will delete a storage volume named new-vol, which contains the storage pool vdisk. You should change these parameters to the name of your storage disk and volume when you run the command. enter the following command in a terminal as root:

```
# virsh vol-delete new-vol vdisk
vol new-vol deleted
```

23.36. Deleting a Storage Volume's Contents

The **virsh vol-wipe <vol> <pool>** command wipes a volume, to ensure data previously on the volume is not accessible to future reads. The command requires a **--pool <pool>** which is the name or UUID of the storage pool the volume is in as well as **<pool>** which is the name or key or path of the volume to wipe. Note that it is possible to choose different wiping algorithms instead of re-writing volume with zeroes, via the argument **--algorithm** and using one of the following supported algorithm types:

- » **zero** - 1-pass all zeroes
- » **nnsa** - 4-pass NNSA Policy Letter NAP-14.1-C (XVI-8) for sanitizing removable and non-removable hard disks: random x2, 0x00, verify.
- » **dod** - 4-pass DoD 5220.22-M section 8-306 procedure for sanitizing removable and non-removable rigid disks: random, 0x00, 0xff, verify.
- » **bsi** - 9-pass method recommended by the German Center of Security in Information Technologies (<http://www.bsi.bund.de>): 0xff, 0xfe, 0xfd, 0xfb, 0xf7, 0xef, 0xdf, 0xbf, 0x7f.
- » **gutmann** - The canonical 35-pass sequence described in Gutmann's paper.
- » **schneier** - 7-pass method described by Bruce Schneier in "Applied Cryptography" (1996): 0x00, 0xff, random x5.
- » **pfitzner7** - Roy Pfitzner's 7-random-pass method: random x7
- » **pfitzner33** - Roy Pfitzner's 33-random-pass method: random x33.
- » **random** - 1-pass pattern: random.s

Note

The availability of algorithms may be limited by the version of the "scrub" binary installed on the host.

Example 23.98. How to delete a storage volume's contents (How to wipe the storage volume)

In this example, you will wipe the contents of the storage volume new-vol, which has the storage pool vdisk associated with it. You should change these parameters to the name of your storage drive and pool when you run the command. Run the following in a terminal as root:

```
# virsh vol-wipe new-vol vdisk
vol new-vol wiped
```

23.37. Dumping Storage Volume Information to an XML File

The **virsh vol-dumpxml <vol>** command takes the volume information, creates an XML file with the contents and outputs it to the settings that are set on the stdout stream. Optionally, you can supply the name of the associated storage pool using the **--pool** option.

Example 23.99. How to dump the contents of a storage volume

In this example, you will dump the contents of the storage volume named vol-new into an XML file. When you run this command you should change the name of the storage volume to the name of your storage volume. enter the following command in a terminal as root:

```
# virsh vol-dumpxml vol-new
```

23.38. Listing Volume Information

The **virsh vol-info <vol>** command lists basic information about the given storage volume. You must supply either the storage volume name, key, or path. The command also accepts the option **--pool**, where you can specify the storage pool that is associated with the storage volume. You can either supply the pool name, or the UUID.

Example 23.100. How to view information about a storage volume

In this example, you will get information about the storage volume named vol-new. When you run this command you should change the name of the storage volume to the name of your storage volume. enter the following command in a terminal as root:

```
# virsh vol-info vol-new
```

The **virsh vol-list <pool>** command lists all of volumes that are associated to a given storage pool. This command requires a name or UUID of the storage pool. The **--details** option instructs **virsh** to additionally display volume type and capacity related information where available.

Example 23.101. How to display the storage pools that are associated with a storage volume

In this example, you will get all of the storage volumes that are associated with the storage pool vdisk. When you run this command you should change the name of the storage pool to the name of your storage pool. enter the following command in a terminal as root:

```
# virsh vol-list vdisk
```

23.39. Retrieving Storage Volume Information

The **virsh vol-pool <vol>** command returns the pool name or UUID for a given storage volume. By default, the storage pool name is returned. If the **--uuid** option is used, the pool UUID is returned instead. The command requires the key or path of the storage volume for which to return the requested information.

Example 23.102. How to display the storage volume's name or UUID

In this example, you will retrieve the name for the storage volume that is found in the path **/var/lib/virt/images/vol-new**. When you run this command you should change the name of path to the path for your storage volume. enter the following command in a terminal as root:

```
# virsh vol-pool /var/lib/virt/images/vol-new
vol-new
```

The **vol-path --pool pool-or-uuid vol-name-or-key** command returns the path for a given volume. The command requires **--pool pool-or-uuid**, which is the name or UUID of the storage pool the volume is in. It also requires **vol-name-or-key** which is the name or key of the volume for which the path has been requested.

The **vol-name vol-key-or-path** command returns the name for a given volume, where **vol-key-or-path** is the key or path of the volume to return the name for.

The **vol-key --pool pool-or-uuid vol-name-or-path** command returns the volume key for a given volume where **--pool pool-or-uuid** is the name or UUID of the storage pool the volume is in and **vol-name-or-path** is the name or path of the volume to return the volume key for.

23.40. Uploading and Downloading Storage Volumes

The **vol-upload --pool pool-or-uuid --offset bytes --length bytes vol-name-or-key-or-path local-file** command uploads the contents of specified *local-file* to a storage volume. The command requires **--pool pool-or-uuid**, which is the name or UUID of the storage pool the volume is in. It also requires **vol-name-or-key-or-path** which is the name or key or path of the volume to upload. The **--offset** argument is the position in the storage volume at which to start writing the data. **--length length** dictates an upper limit for the amount of data to be uploaded. An error will occur if the *local-file* is greater than the specified **--length**.

The **vol-download --pool pool-or-uuid --offset bytes -length bytes vol-name-or-key-or-path local-file** command downloads the contents of *local-file* from a storage volume.

The command requires a **--pool pool-or-uuid** option, where *pool-or-uuid* is the name or UUID of the storage pool that the volume is in. It also requires **vol-name-or-key-or-path**, which is the name or key or path of the volume to download. Using the argument **--offset** dictates the position in the storage volume at which to start reading the data. **--length length** dictates an upper limit for the amount of data to be downloaded.

23.41. Resizing Storage Volumes

The **vol-resize --pool pool-or-uuid vol-name-or-path pool-or-uuid capacity --allocate --delta --shrink** command resizes the capacity of the given volume, in bytes. The

command requires **--pool pool-or-uuid** which is the name or UUID of the storage pool the volume is in. This command also requires *vol-name-or-key-or-path* is the name or key or path of the volume to resize.

The new capacity might be sparse unless **--allocate** is specified. Normally, capacity is the new size, but if **--delta** is present, then it is added to the existing size. Attempts to shrink the volume will fail unless **--shrink** is present.

Note that capacity cannot be negative unless **--shrink** is provided and a negative sign is not necessary. *capacity* is a scaled integer which defaults to bytes if there is no suffix. Note too that this command is only safe for storage volumes not in use by an active guest. Refer to [Section 23.16.3, “Changing the Size of a Guest Virtual Machine’s Block Device”](#) for live resizing.

23.42. Displaying Per-guest Virtual Machine Information

23.42.1. Displaying the Guest Virtual Machines

To display the guest virtual machine list and their current states with **virsh**:

```
# virsh list
```

Other options available include:

- » **--inactive** option lists the inactive guest virtual machines (that is, guest virtual machines that have been defined but are not currently active)
- » **--all** option lists all guest virtual machines. For example:

```
# virsh list --all
 Id Name           State
 -----
 0 Domain-0       running
 1 Domain202      paused
 2 Domain010      inactive
 3 Domain9600     crashed
```

If you ran this command and there was no results, it is possible that you created the virtual machine not as the root user.

There are seven states that can be visible using this command:

- Running - The **running** state refers to guest virtual machines which are currently active on a CPU.
- Idle - The **idle** state indicates that the guest virtual machine is idle, and may not be running or able to run. This can be caused because the guest virtual machine is waiting on IO (a traditional wait state) or has gone to sleep because there was nothing else for it to do.
- Paused - The **paused** state lists domains that are paused. This occurs if an administrator uses the **paused** button in **virt-manager** or **virsh suspend**. When a guest virtual machine is paused it consumes memory and other resources but it is ineligible for scheduling and CPU resources from the hypervisor.

- Shutdown - The **shutdown** state is for guest virtual machines in the process of shutting down. The guest virtual machine is sent a shutdown signal and should be in the process of stopping its operations gracefully. This may not work with all guest virtual machine operating systems; some operating systems do not respond to these signals.
 - Shut off - The **shut off** state indicates that the guest virtual machine is not running. This can be caused when a guest virtual machine completely shuts down or has not been started.
 - Crashed - The **crashed** state indicates that the guest virtual machine has crashed and can only occur if the guest virtual machine has been configured not to restart on crash.
 - Dying - Domains in the **dying** state are in the process of dying, which is a state where the guest virtual machine has not completely shut-down or crashed.
- » **--managed-save** Although this flag alone does not filter the domains, it will list the domains that have managed save state enabled. In order to actually list the domains separately you will need to use the **--inactive** flag as well.
- » **--name** is specified guest virtual machine names are printed in a list. If **--uuid** is specified the domain's UUID is printed instead. Using the flag **--table** specifies that a table style output should be used. All three commands are mutually exclusive
- » **--title** This command must be used with **--table** output. **--title** will cause an extra column to be created in the table with the short guest virtual machine description (title).
- » **--persistent** includes persistent domains in a list. Use the **--transient** argument.
- » **--with-managed-save** lists the domains that have been configured with managed save. To list the commands without it, use the command **--without-managed-save**
- » **--state-running** filters out for the domains that are running, **--state-paused** for paused domains, **--state-shutoff** for domains that are turned off, and **--state-other** lists all states as a fallback.
- » **--autostart** this argument will cause the auto-starting domains to be listed. To list domains with this feature disabled, use the argument **--no-autostart**.
- » **--with-snapshot** will list the domains whose snapshot images can be listed. To filter for the domains without a snapshot, use the argument **--without-snapshot**

```
$ virsh list --title --name

  Id      Name           State
Title
  0      Domain-0        running
Mailserver1
  2      rhelvm          paused
```

23.42.2. Displaying Virtual CPU Information

To display virtual CPU information from a guest virtual machine with **virsh**:

```
# virsh vcpuinfo {domain-id, domain-name or domain-uuid}
```

An example of **virsh vcpuinfo** output:

```
# virsh vcpuinfo guest1
```

```

VCPU:          0
CPU:           2
State:         running
CPU time:     7152.4s
CPU Affinity:  yyyy

VCPU:          1
CPU:           2
State:         running
CPU time:     10889.1s
CPU Affinity:  yyyy

```

23.42.3. Pinning vCPU to a Host Physical Machine's CPU

The **virsh vcpupin** assigns a virtual CPU to a physical one.

```

# virsh vcpupin guest1
VCPU: CPU Affinity
-----
0: 0-3
1: 0-3

```

The **vcpupin** can take the following arguments:

- » **--vcpu** requires the vcpu number
- » **[--cpulist] >string<** lists the host physical machine's CPU number(s) to set, or omit option to query
- » **--config** affects next boot
- » **--live** affects the running guest virtual machine
- » **--current** affects the current guest virtual machine

23.42.4. Displaying Information about the Virtual CPU Counts of a Given Domain

virsh vcpucount requires a *<domain>* name or a domain ID

```

# virsh vcpucount guest1
maximum      config      2
maximum      live       2
current      config      2
current      live       2

```

The **vcpucount** can take the following arguments:

- » **--maximum** get maximum cap on vcpus
- » **--active** get number of currently active vcpus
- » **--live** get value from running guest virtual machine
- » **--config** get value to be used on next boot

- » **--current** get value according to current guest virtual machine state
- » **--guest** count that is returned is from the perspective of the guest

23.42.5. Configuring Virtual CPU Affinity

To configure the affinity of virtual CPUs with physical CPUs:

```
# virsh vcpupin domain-id vcpu cpulist
```

The **domain-id** parameter is the guest virtual machine's ID number or name.

The **vcpu** parameter denotes the number of virtualized CPUs allocated to the guest virtual machine. The **vcpu** parameter must be provided.

The **cpulist** parameter is a list of physical CPU identifier numbers separated by commas. The **cpulist** parameter determines which physical CPUs the VCPUs can run on.

Additional parameters such as **--config** effect the next boot, whereas **--live** effects the running guest virtual machine and **--current** effects the current guest virtual machine

23.42.6. Configuring Virtual CPU Count

Use this command to change the number of virtual CPUs active in a guest guest virtual machine. By default, this command works on active guest virtual machines. To change the settings for an inactive guest virtual machine, use the **--config** flag. To modify the number of CPUs assigned to a guest virtual machine with **virsh**:

```
# virsh setvcpus {domain-name, domain-id or domain-uuid} count [[--config] [--live] | [--current]] [--maximum] [--guest]
```

For example:

```
virsh setvcpus guestVM1 2 --live
```

will increase the number of vCPUs to guestVM1 by two and this action will be performed while the guestVM1 is running.



Important

Hot unplugging of vCPUs is not currently supported on Red Hat Enterprise Linux 7.

The count value may be limited by host, hypervisor, or a limit coming from the original description of the guest virtual machine. For Xen, you can only adjust the virtual CPUs of a running guest virtual machine if the guest virtual machine is paravirtualized.

If the **--config** flag is specified, the change is made to the stored XML configuration for the guest virtual machine, and will only take effect when the guest is started.

If **--live** is specified, the guest virtual machine must be active, and the change takes place immediately. This option will allow hot plugging of a vCPU. Both the **--config** and **--live** flags may be specified together if supported by the hypervisor.

If **--current** is specified, the flag affects the current guest virtual machine state.

When no flags are specified, the **--live** flag is assumed. The command will fail if the guest virtual machine is not active. In addition, if no flags are specified, it is up to the hypervisor whether the **--config** flag is also assumed. This determines whether the XML configuration is adjusted to make the change persistent.

The **--maximum** flag controls the maximum number of virtual CPUs that can be hot-plugged the next time the guest virtual machine is booted. Therefore, it can only be used with the **--config** flag, not with the **--live** flag.

Note that **count** cannot exceed the number of CPUs that were assigned to the guest virtual machine when it was created.

If **--guest** is specified, the flag modifies the CPU state in the current guest virtual machine.

23.42.7. Configuring Memory Allocation

To modify a guest virtual machine's memory allocation with **virsh**:

```
# virsh setmem {domain-id or domain-name} count
```

For example:

```
# virsh setmem vr-rhel6u1-x86_64-kvm --kilobytes 1025000
```

You must specify the **count** in kilobytes. The new count value cannot exceed the amount you specified when you created the guest virtual machine. Values lower than 64 MB are unlikely to work with most guest virtual machine operating systems. A higher maximum memory value does not affect active guest virtual machines. If the new value is lower than the available memory, it will shrink possibly causing the guest virtual machine to crash.

This command has the following options

- » **--domain** <string> domain name, id or uuid
- » **--size** <number> new memory size, as scaled integer (default KiB)

Valid memory units include:

- **b** or **bytes** for bytes
- **KB** for kilobytes (10^3 or blocks of 1,000 bytes)
- **k** or **KiB** for kibibytes (2^{10} or blocks of 1024 bytes)
- **MB** for megabytes (10^6 or blocks of 1,000,000 bytes)
- **M** or **MiB** for mebibytes (2^{20} or blocks of 1,048,576 bytes)
- **GB** for gigabytes (10^9 or blocks of 1,000,000,000 bytes)
- **G** or **GiB** for gibibytes (2^{30} or blocks of 1,073,741,824 bytes)
- **TB** for terabytes (10^{12} or blocks of 1,000,000,000,000 bytes)

- **T** or **TiB** for tebibytes (2^{40} or blocks of 1,099,511,627,776 bytes)

Note that all values will be rounded up to the nearest kibibyte by libvirt, and may be further rounded to the granularity supported by the hypervisor. Some hypervisors also enforce a minimum, such as 4000KiB (or 4000×2^{10} or 4,096,000 bytes). The units for this value are determined by the optional attribute **memory unit**, which defaults to the kibibytes (KiB) as a unit of measure where the value given is multiplied by 2^{10} or blocks of 1024 bytes.

- » --config takes affect next boot
- » --live controls the memory of the running guest virtual machine
- » --current controls the memory on the current guest virtual machine

23.42.8. Changing the Memory Allocation for the Domain

The **virsh setmaxmem <domain> size --config --live --current** allows the setting of the maximum memory allocation for a guest virtual machine as shown:

```
virsh setmaxmem guest1 1024 --current
```

The size that can be given for the maximum memory is a scaled integer that by default is expressed in kibibytes, unless a supported suffix is provided. The following arguments can be used with this command:

- » **--config** - takes affect next boot
- » **--live** - controls the memory of the running guest virtual machine, providing the hypervisor supports this action as not all hypervisors allow live changes of the maximum memory limit.
- » **--current** - controls the memory on the current guest virtual machine

23.42.9. Displaying Guest Virtual Machine Block Device Information

Use **virsh domblkstat** to display block device statistics for a running guest virtual machine.

```
# virsh domblkstat GuestName block-device
```

23.42.10. Displaying Guest Virtual Machine Network Device Information

Use **virsh domifstat** to display network interface statistics for a running guest virtual machine.

```
# virsh domifstat GuestName interface-device
```

23.43. Managing Virtual Networks

This section covers managing virtual networks with the **virsh** command. To list virtual networks:

```
# virsh net-list
```

This command generates output similar to:

```
# virsh net-list
Name           State      Autostart
-----
default        active     yes
vnet1          active     yes
vnet2          active     yes
```

To view network information for a specific virtual network:

```
# virsh net-dumpxml NetworkName
```

This displays information about a specified virtual network in XML format:

```
# virsh net-dumpxml vnet1
<network>
  <name>vnet1</name>
  <uuid>98361b46-1581-acb7-1643-85a412626e70</uuid>
  <forward dev='eth0' />
  <bridge name='vnet0' stp='on' forwardDelay='0' />
  <ip address='192.168.100.1' netmask='255.255.255.0'>
    <dhcp>
      <range start='192.168.100.128' end='192.168.100.254' />
    </dhcp>
  </ip>
</network>
```

Other **virsh** commands used in managing virtual networks are:

- » **virsh net-autostart *network-name*** — Autostart a network specified as *network-name*.
- » **virsh net-create *XMLfile*** — generates and starts a new network using an existing XML file.
- » **virsh net-define *XMLfile*** — generates a new network device from an existing XML file without starting it.
- » **virsh net-destroy *network-name*** — destroy a network specified as *network-name*.
- » **virsh net-name *networkUUID*** — convert a specified *networkUUID* to a network name.
- » **virsh net-uuid *network-name*** — convert a specified *network-name* to a network UUID.
- » **virsh net-start *nameOfInactiveNetwork*** — starts an inactive network.
- » **virsh net-undefine *nameOfInactiveNetwork*** — removes the definition of an inactive network.

libvirt has the capability to define virtual networks which can then be used by domains and linked to actual network devices. For more detailed information about this feature see the documentation at [libvirt's website](#). Many of the commands for virtual networks are similar to the ones used for domains, but the way to name a virtual network is either by its name or UUID.

23.43.1. Autostarting a Virtual Network

This command will configure a virtual network to be started automatically when the guest virtual machine boots. To run this command:

```
# virsh net-autostart network [--disable]
```

This command accepts the **--disable** option which disables the autostart command.

23.43.2. Creating a Virtual Network from an XML File

This command creates a virtual network from an XML file. Refer to [libvirt's website](#) to get a description of the XML network format used by *libvirt*. In this command *file* is the path to the XML file. To create the virtual network from an XML file, run:

```
# virsh net-create file
```

23.43.3. Defining a Virtual Network from an XML File

This command defines a virtual network from an XML file, the network is just defined but not instantiated. To define the virtual network, run:

```
# net-define file
```

23.43.4. Stopping a Virtual Network

This command destroys (stops) a given virtual network specified by its name or UUID. This takes effect immediately. To stop the specified network *network* is required.

```
# net-destroy network
```

23.43.5. Creating a Dump File

This command outputs the virtual network information as an XML dump to stdout for the specified virtual network. If **--inactive** is specified, then physical functions are not expanded into their associated virtual functions. To create the dump file, run:

```
# virsh net-dumpxml network [--inactive]
```

23.43.6. Editing a Virtual Network's XML Configuration File

This command edits the XML configuration file for a network. This is equivalent to:

```
#virsh net-dumpxml --inactive network > network.xml  
vi network.xml (or make changes with your other text editor)  
virsh net-define network.xml
```

except that it does some error checking. The editor used can be supplied by the \$VISUAL or \$EDITOR environment variables, and defaults to "vi". To edit the network, run:

```
#virsh net-edit network
```

23.43.7. Getting Information about a Virtual Network

This command returns basic information about the *network* object. To get the network information, run:

```
# virsh net-info network
```

23.43.8. Listing Information about a Virtual Network

Returns the list of active networks, if **--all** is specified this will also include defined but inactive networks, if **--inactive** is specified only the inactive ones will be listed. You may also want to filter the returned networks by **--persistent** to list the persistent ones, **--transient** to list the transient ones, **--autostart** to list the ones with autostart enabled, and **--no-autostart** to list the ones with autostart disabled.

Note: When talking to older servers, this command is forced to use a series of API calls with an inherent race, where a pool might not be listed or might appear more than once if it changed state between calls while the list was being collected. Newer servers do not have this problem.

To list the virtual networks, run:

```
# net-list [--inactive | --all] [--persistent] [<--transient>] [--autostart] [<--no-autostart>]
```

23.43.9. Converting a Network UUID to Network Name

This command converts a network UUID to network name. To do this run:

```
# virsh net-name network-UUID
```

23.43.10. Starting a (previously defined) Inactive Network

This command starts a (previously defined) inactive network. To do this, run:

```
# virsh net-start network
```

23.43.11. Undefining the Configuration for an Inactive Network

This command undefines the configuration for an inactive network. To do this, run:

```
# net-undefine network
```

23.43.12. Converting a Network Name to Network UUID

This command converts a network name to network UUID. To do this, run:

```
# virsh net-uuid network-name
```

23.43.13. Updating an Existing Network Definition File

This command updates the given section of an existing network definition, taking effect immediately, without needing to destroy and re-start the network. This command is one of "add-first", "add-last",

"add" (a synonym for add-last), "delete", or "modify". section is one of "bridge", "domain", "ip", "ip-dhcp-host", "ip-dhcp-range", "forward", "forward-interface", "forward-pf", "portgroup", "dns-host", "dns-txt", or "dns-srv", each section being named by a concatenation of the xml element hierarchy leading to the element being changed. For example, "ip-dhcp-host" will change a **<host>** element that is contained inside a **<dhcp>** element inside an **<ip>** element of the network. xml is either the text of a complete xml element of the type being changed (for instance, "<host mac='00:11:22:33:44:55' ip='1.2.3.4' />", or the name of a file that contains a complete xml element. Disambiguation is done by looking at the first character of the provided text - if the first character is "<", it is xml text, if the first character is not ">", it is the name of a file that contains the xml text to be used. The **--parent-index** option is used to specify which of several parent elements the requested element is in (0-based). For example, a dhcp **<host>** element could be in any one of multiple **<ip>** elements in the network; if a parent-index isn't provided, the "most appropriate" **<ip>** element will be selected (usually the only one that already has a **<dhcp>** element), but if **--parent-index** is given, that particular instance of **<ip>** will get the modification. If **--live** is specified, affect a running network. If **--config** is specified, affect the next startup of a persistent network. If **--current** is specified, affect the current network state. Both **--live** and **--config** flags may be given, but **--current** is exclusive. Not specifying any flag is the same as specifying **--current**.

To update the configuration file, run:

```
# virsh net-update network command section xml [--parent-index index]
[[--live] [--config] | [--current]]
```

23.43.14. Migrating Guest Virtual Machines with virsh

Information on migration using virsh is located in the section entitled Live KVM Migration with virsh Refer to [Section 17.5, “Live KVM Migration with virsh”](#)

23.43.15. Setting a Static IP Address for the Guest Virtual Machine

In cases where a guest virtual machine is configured to acquire its IP address from DHCP, but you still need it to have a predictable static IP address, you can use the following procedure to modify the DHCP server configuration used by *libvirt*. This procedure requires that you know the MAC address of the guest interface in order to make this change. Therefore you will need to perform the operation after the guest has been created, or decide on a MAC address for the guest prior to creating it, and then set this same address manually when creating the guest virtual machine.

In addition, you should note that this procedure only works for guest interfaces that are connected to a libvirt virtual network with a forwarding mode of "**nat**", "**route**", or no forwarding mode at all. This procedure will not work if the network has been configured with **forward mode="bridge"** or **"hostdev"**. In those cases, the DHCP server is located elsewhere on the network, and is therefore not under control of libvirt. In this case the static IP entry would need to be made on the remote DHCP server. To do that refer to the documentation that is supplied with the server.

Procedure 23.5. Setting a static IP address

This procedure is performed on the host physical machine.

1. Check the guest XML configuration file

Display the guest's network configuration settings by running the **virsh domiflist guest1** command. Substitute the name of your virtual machine in place of **guest1**. A table is displayed. Look in the Source column. That is the name of your network. In this example the network is called default. This name will be used for the rest of the procedure as well as the MAC address.

```
# virsh domiflist guest1
Interface Type Source Model MAC
-----
vnet4 network default virtio 52:54:00:48:27:1D
```

2. Verify the DHCP range

The IP address that you set must be within the dhcp range that is specified for the network. In addition it must also not conflict with any other existing static IP addresses on the network.

To check the range of addresses available as well as addresses used, enter the following command as root in a terminal on the host physical machine:

```
# virsh net-dumpxml default | egrep 'range|host\ mac'
<range start='198.51.100.2' end='198.51.100.254' />
<host mac='52:54:00:48:27:1C:1D' ip='198.51.100.2' />
```

The output you see will differ from the example and you may see more lines and multiple host mac lines. Each guest static IP address will have one line.

3. Set a static IP address

enter the following command as root in a terminal on the host physical machine. **default** is the name of the network. Substitute the name of your network in its place. The **--live** option allows this change to immediately take place and the **--config** option makes the change persistent. This command will also work for guest virtual machines that you have not yet created as long as you use a valid IP and MAC address. The MAC address should be a valid unicast MAC address (6 hexadecimal digit pairs separated by ":", with the first digit pair being an even number); when *libvirt* creates a new random MAC address, it uses "52:54:00" for the first three digit pairs, and it's recommended (but not required) to follow this convention.

```
# virsh net-update default add ip-dhcp-host '<host
mac='52:54:00:48:27:1D' ip='198.51.100.3"/>' --live --config
```

4. Restart the interface (optional)

If the guest virtual machine is currently running you will need to force the guest virtual machine to re-request a DHCP address. If the guest is not running, the new IP address will be implemented the next time you start it. To restart the interface, enter the following commands as root in a terminal on the host physical machine:

```
# virsh domif-setlink guest1 52:54:00:48:27:1D down
# sleep 10
# virsh domif-setlink guest1 52:54:00:48:27:1D up
```

This command makes the guest virtual machine's operating system think that the Ethernet cable has been unplugged, and then re-plugged after ten seconds. The **sleep** command is important because many DHCP clients allow for a short disconnect of the cable without re-requesting the IP address. Ten seconds is long enough so that the DHCP client forgets the old IP address and will request a new one once the **up** command is executed. If for some reason this command fails, you will have to reset the guest's interface from the guest operating system's management interface.

23.44. Interface Commands

The following commands manipulate host interfaces and as such should not be run from the guest virtual machine. These commands should be run from a terminal on the host physical machine.



Warning

The commands in this section are only supported if the machine has the *NetworkManager* service disabled, and is using the **network** service instead.

Often, these host interfaces can then be used by name within guest virtual machine **<interface>** elements (such as a system-created bridge interface), but there is no requirement that host interfaces be tied to any particular guest configuration XML at all. Many of the commands for host interfaces are similar to the ones used for guest virtual machines, and the way to name an interface is either by its name or its MAC address. However, using a MAC address for an **iface** argument only works when that address is unique (if an interface and a bridge share the same MAC address, which is often the case, then using that MAC address results in an error due to ambiguity, and you must resort to a name instead).

23.44.1. Defining and Starting a Host Physical Machine Interface via an XML File

The **virsh iface-define file** command define a host interface from an XML file. This command will only define the interface and will not start it.

```
virsh iface-define iface.xml
```

To start an interface which has already been defined, run **iface-start interface**, where *interface* is the interface name.

23.44.2. Editing the XML Configuration File for the Host Interface

The command **iface-edit interface** edits the XML configuration file for a host interface. This is the **only** recommended way to edit the XML configuration file. (For more information about these files, refer to [Chapter 26, Manipulating the Domain XML](#).)

23.44.3. Listing Active Host Interfaces

The **iface-list --inactive --all** displays a list of active host interfaces. If **--all** is specified, this list will also include interfaces that are defined but are inactive. If **--inactive** is specified only the inactive interfaces will be listed.

23.44.4. Converting a MAC Address into an Interface Name

The **iface-name interface** command converts a host interface MAC to an interface name, provided the MAC address is unique among the host's interfaces. This command requires *interface* which is the interface's MAC address.

The **iface-mac interface** command will convert a host's interface name to MAC address where in this case *interface*, is the interface name.

23.44.5. Stopping a Specific Host Physical Machine Interface

The **virsh iface-destroy interface** command destroys (stops) a given host interface, which is the same as running **if-down** on the host. This command will disable that interface from active use and takes effect immediately.

To undefine the interface, use the **iface-undefine interface** command along with the interface name.

23.44.6. Displaying the Host Configuration File

virsh iface-dumpxml interface --inactive displays the host interface information as an XML dump to stdout. If the **--inactive** argument is specified, then the output reflects the persistent state of the interface that will be used the next time it is started.

23.44.7. Creating Bridge Devices

The **iface-bridge** creates a bridge device named *bridge*, and attaches the existing network device interface to the new bridge, which starts working immediately, with STP enabled and a delay of 0.

```
# virsh iface-bridge interface bridge --no-stp delay --no-start
```

Note that these settings can be altered with **--no-stp**, **--no-start**, and an integer number of seconds for **delay**. All IP address configuration of interface will be moved to the new bridge device. For information on tearing down the bridge, refer to [Section 23.44.8, “Tearing Down a Bridge Device”](#).

23.44.8. Tearing Down a Bridge Device

The **iface-unbridge bridge --no-start** command tears down a specified bridge device named *bridge*, releases its underlying interface back to normal usage, and moves all IP address configuration from the bridge device to the underlying device. The underlying interface is restarted unless **--no-start** argument is used, but keep in mind not restarting is generally not recommended. For the command to create a bridge, refer to [Section 23.44.7, “Creating Bridge Devices”](#).

23.44.9. Manipulating Interface Snapshots

The **iface-begin** command creates a snapshot of current host interface settings, which can later be committed (with **iface-commit**) or restored (**iface-rollback**). If a snapshot already exists, then this command will fail until the previous snapshot has been committed or restored. Undefined behavior will result if any external changes are made to host interfaces outside of the *libvirt* API between the time of the creation of a snapshot and its eventual commit or rollback.

Use the **iface-commit** command to declare all changes made since the last **iface-begin** as working, and then delete the rollback point. If no interface snapshot has already been started via **iface-begin**, then this command will fail.

Use the **iface-rollback** to revert all host interface settings back to the state that recorded the last time the **iface-begin** command was executed. If **iface-begin** command had not been previously executed, then **iface-rollback** will fail. Note that if the host physical machine is rebooted before **virsh iface-commit** is run, an automatic rollback will be performed which will restore the host's configuration to the state it was at the time that the **virsh iface-begin** was executed. This is useful in cases where an improper change to the network configuration renders the host unreachable for purposes of undoing the change, but the host is either power-cycled or otherwise forced to reboot.

23.45. Managing Snapshots

The sections that follow describe actions that can be done in order to manipulate guest virtual machine snapshots. *Snapshots* take the disk, memory, and device state of a guest virtual machine at a specified point in time, and save it for future use. Snapshots have many uses, from saving a "clean" copy of an OS image to saving a guest virtual machine's state before what may be a potentially destructive operation. Snapshots are identified with a unique name. See [the libvirt website](#) for documentation of the XML format used to represent properties of snapshots.



Important

In all cases where **--live** is listed take note that live snapshots are not supported with Red Hat Enterprise Linux 7, but you can create a snapshot while the guest virtual machine is powered down. Live snapshot creation is available on Red Hat Enterprise Virtualization. Call your service representative for details.

23.45.1. Creating Snapshots

The **virsh snapshot-create** command creates a snapshot for guest virtual machine with the properties specified in the guest virtual machine's XML file (such as `<name>` and `<description>` elements, as well as `<disks>`). To create a snapshot run:

```
#snapshot-create <domain> <xmlfile> [--redefine [--current] [--no-metadata] [--halt] [--disk-only] [--reuse-external] [--quiesce] [--atomic] [--live]
```

The guest virtual machine name, id, or uid may be used as the guest virtual machine requirement. The XML requirement is a string that must in the very least contain the `<name>`, `<description>` and `<disks>` elements.

The remaining optional arguments are as follows:

- **--disk-only** - causes the rest of the fields to be ignored, and automatically filled in by libvirt.
- If the XML file string is completely omitted, then libvirt will choose a value for all fields. The new snapshot will become current, as listed by `snapshot-current`. In addition the snapshot will only include the disk state rather than the usual system checkpoint with guest virtual machine state. Disk snapshots are faster than full system checkpoints, but reverting to a disk snapshot may require **fsck** or journal replays, since it is like the disk state at the point when the power cord is abruptly pulled. Note that mixing **--halt** and **--disk-only** loses any data that was not flushed to disk at the time.
- **--halt** - causes the guest virtual machine to be left in an inactive state after the snapshot is created. Mixing **--halt** and **--disk-only** loses any data that was not flushed to disk at the time
- **--redefine** specifies that if all XML elements produced by `snapshot-dumpxml` are valid; it can be used to migrate snapshot hierarchy from one machine to another, to recreate hierarchy for the case of a transient guest virtual machine that goes away and is later recreated with the same name and UUID, or to make slight alterations in the snapshot metadata (such as host-specific aspects of the guest virtual machine XML embedded in the snapshot). When this flag is supplied, the `xmlfile` argument is mandatory, and the guest virtual machine's current snapshot will not be altered unless the **--current** flag is also given.

- » **--no-metadata** creates the snapshot, but any metadata is immediately discarded (that is, libvirt does not treat the snapshot as current, and cannot revert to the snapshot unless **--redefine** is later used to teach *libvirt* about the metadata again).
- » **--reuse-external**, if used and snapshot XML requests an external snapshot with a destination of an existing file, then the destination must exist, and is reused; otherwise, a snapshot is refused to avoid losing contents of the existing files.
- » **--quiesce** libvirt will try to freeze and unfreeze the guest virtual machine's mounted file system(s), using the guest agent. However, if the guest virtual machine does not have a guest agent, snapshot creation will fail. Currently, this requires **--disk-only** to be passed as well.
- » **--atomic** causes libvirt to guarantee that the snapshot either succeeds, or fails with no changes. Note that not all hypervisors support this. If this flag is not specified, then some hypervisors may fail after partially performing the action, and **dumpxml** must be used to see whether any partial changes occurred.
- » **--live** Refer to [Important](#). This option causes libvirt to take the snapshot while the guest is running. This increases the size of the memory image of the external checkpoint. This is currently supported only for external checkpoints. Existence of snapshot metadata will prevent attempts to undefine a persistent guest virtual machine. However, for transient guest virtual machines, snapshot metadata is silently lost when the guest virtual machine quits running (whether by command such as **destroy** or by internal guest action).

23.45.2. Creating a Snapshot for the Current Guest Virtual Machine

The **virsh snapshot-create-as** command creates a snapshot for guest virtual machine with the properties specified in the domain XML file (such as `<name>` and `<description>` elements). If these values are not included in the XML string, *libvirt* will choose a value. To create a snapshot run:

```
# snapshot-create-as domain {[--print-xml] | [--no-metadata] [--halt] [-reuse-external]} [name] [description] [--disk-only [--quiesce]] [--atomic] {[--live] [--memspec memspec]} [--diskspec] diskspec
```

The remaining optional arguments are as follows:

- » **--print-xml** creates appropriate XML for **snapshot-create** as output, rather than actually creating a snapshot.
- » **--halt** keeps the guest virtual machine in an inactive state after the snapshot is created.
- » **--disk-only** creates a snapshot that does not include the guest virtual machine state.
- » **--memspec** can be used to control whether a checkpoint is internal or external. The flag is mandatory, followed by a **memspec** of the form **[file=]name[, snapshot=type]**, where type can be none, internal, or external. To include a literal comma in `file=name`, escape it with a second comma.
- » **--diskspec** option can be used to control how **--disk-only** and external checkpoints create external files. This option can occur multiple times, according to the number of `<disk>` elements in the domain XML. Each `<diskspec>` is in the form `disk[, snapshot=type][, driver=type][, file=name]`. To include a literal comma in `disk` or in `file=name`, escape it with a second comma. A literal **--diskspec** must precede each diskspec unless all three of `<domain>`, `<name>`, and `<description>` are also present. For example, a diskspec of **vda, snapshot=external, file=/path/to,, new** results in the following XML:

```
<disk name='vda' snapshot='external'>
  <source file='/path/to,new'/>
</disk>
```

- » **--reuse-external** is specified, and the domain XML or diskspec option requests an external snapshot with a destination of an existing file, then the destination must exist, and is reused; otherwise, a snapshot is refused to avoid losing contents of the existing files.
- » **--quiesce** is specified, libvirt will try to use guest agent to freeze and unfreeze guest virtual machine's mounted file systems. However, if domain has no guest agent, snapshot creation will fail. Currently, this requires **--disk-only** to be passed as well.
- » **--no-metadata** creates snapshot data but any metadata is immediately discarded (that is, libvirt does not treat the snapshot as current, and cannot revert to the snapshot unless snapshot-create is later used to teach libvirt about the metadata again). This flag is incompatible with **--print-xml**
- » **--atomic** will cause libvirt to guarantee that the snapshot either succeeds, or fails with no changes. It should be noted that not all hypervisors support this. If this flag is not specified, then some hypervisors may fail after partially performing the action, and **dumpxml** must be used to see whether any partial changes occurred.
- » **--live** Refer to [Important](#). This option causes libvirt to take the snapshot while the guest virtual machine is running. This increases the size of the memory image of the external checkpoint. This is currently supported only for external checkpoints.

23.45.3. Displaying the Current Snapshot of a Guest Virtual Machine

This command is used to query which snapshot is currently in use. To use, run:

```
# virsh snapshot-current domain {[--name] | [--security-info] | [snapshotname]}
```

If **snapshotname** is not used, snapshot XML for the guest virtual machine's current snapshot (if there is one) will be displayed as output. If **--name** is specified, just the current snapshot name instead of the full XML will be sent as output. If **--security-info** is supplied security sensitive information will be included in the XML. Using **snapshotname**, generates a request to make the existing named snapshot become the current snapshot, without reverting it to the guest virtual machine.

23.45.4. snapshot-edit

This command is used to edit the snapshot that is currently in use. To use, run:

```
#virsh snapshot-edit domain [snapshotname] [--current] {[--rename] [--clone]}
```

If both **snapshotname** and **--current** are specified, it forces the edited snapshot to become the current snapshot. If **snapshotname** is omitted, then **--current** must be supplied, in order to edit the current snapshot.

This is equivalent to the following command sequence below, but it also includes some error checking:

```
# virsh snapshot-dumpxml dom name > snapshot.xml
# vi snapshot.xml [note - this can be any editor]
# virsh snapshot-create dom snapshot.xml --redefine [--current]
```

If **--rename** is specified, then the resulting edited file gets saved in a different file name. If **--clone** is specified, then changing the snapshot name will create a clone of the snapshot metadata. If neither is specified, then the edits will not change the snapshot name. Note that changing a snapshot name must be done with care, since the contents of some snapshots, such as internal snapshots within a single qcow2 file, are accessible only from the original snapshot filename.

23.45.5. snapshot-info

snapshot-info domain displays information about the snapshots. To use, run:

```
# snapshot-info domain {snapshot | --current}
```

Outputs basic information about a specified **snapshot**, or the current snapshot with **--current**.

23.45.6. snapshot-list

List all of the available snapshots for the given guest virtual machine, defaulting to show columns for the snapshot name, creation time, and guest virtual machine state. To use, run:

```
#virsh snapshot-list domain [{{--parent | --roots | --tree}}] [{{--from}
snapshot | --current} [--descendants]] [--metadata] [--no-metadata] [--leaves]
[--no-leaves] [--inactive] [--active] [--disk-only] [--internal] [--external]
```

The remaining optional arguments are as follows:

- » **--parent** adds a column to the output table giving the name of the parent of each snapshot. This option may not be used with **--roots** or **--tree**.
- » **--roots** filters the list to show only the snapshots that have no parents. This option may not be used with **--parent** or **--tree**.
- » **--tree** displays output in a tree format, listing just snapshot names. These three options are mutually exclusive. This option may not be used with **--roots** or **--parent**.
- » **--from** filters the list to snapshots which are children of the given snapshot; or if **--current** is provided, will cause the list to start at the current snapshot. When used in isolation or with **--parent**, the list is limited to direct children unless **--descendants** is also present. When used with **--tree**, the use of **--descendants** is implied. This option is not compatible with **--roots**. Note that the starting point of **--from** or **--current** is not included in the list unless the **--tree** option is also present.
- » **--leaves** is specified, the list will be filtered to just snapshots that have no children. Likewise, if **--no-leaves** is specified, the list will be filtered to just snapshots with children. (Note that omitting both options does no filtering, while providing both options will either produce the same list or error out depending on whether the server recognizes the flags) Filtering options are not compatible with **--tree**.

- » **--metadata** is specified, the list will be filtered to just snapshots that involve libvirt metadata, and thus would prevent the undefining of a persistent guest virtual machine, or be lost on destroy of a transient guest virtual machine. Likewise, if **--no-metadata** is specified, the list will be filtered to just snapshots that exist without the need for *libvirt* metadata.
- » **--inactive** is specified, the list will be filtered to snapshots that were taken when the guest virtual machine was shut off. If **--active** is specified, the list will be filtered to snapshots that were taken when the guest virtual machine was running, and where the snapshot includes the memory state to revert to that running state. If **--disk-only** is specified, the list will be filtered to snapshots that were taken when the guest virtual machine was running, but where the snapshot includes only disk state.
- » **--internal** is specified, the list will be filtered to snapshots that use internal storage of existing disk images. If **--external** is specified, the list will be filtered to snapshots that use external files for disk images or memory state.

23.45.7. **snapshot-dumpxml**

virsh snapshot-dumpxml *domain snapshot* outputs the snapshot XML for the guest virtual machine's snapshot named *snapshot*. To use, run:

```
# virsh snapshot-dumpxml domain snapshot [--security-info]
```

The **--security-info** option will also include security sensitive information. Use **snapshot-current** to easily access the XML of the current snapshot.

23.45.8. **snapshot-parent**

Outputs the name of the parent snapshot, if any, for the given snapshot, or for the current snapshot with **--current**. To use, run:

```
#virsh snapshot-parent domain {snapshot | --current}
```

23.45.9. **snapshot-revert**

Reverts the given domain to the snapshot specified by **snapshot**, or to the current snapshot with **--current**.



Warning

Be aware that this is a destructive action; any changes in the domain since the last snapshot was taken will be lost. Also note that the state of the domain after **snapshot-revert** is complete will be the state of the domain at the time the original snapshot was taken.

To revert the snapshot, run:

```
# snapshot-revert domain {snapshot | --current} [{--running | --paused}] [--force]
```

Normally, reverting to a snapshot leaves the domain in the state it was at the time the snapshot was created, except that a disk snapshot with no guest virtual machine state leaves the domain in an inactive state. Passing either the **--running** or **--paused** option will perform additional state

changes (such as booting an inactive domain, or pausing a running domain). Since transient domains cannot be inactive, it is required to use one of these flags when reverting to a disk snapshot of a transient domain.

There are two cases where a **snapshot revert** involves extra risk, which requires the use of **--force** to proceed. One is the case of a snapshot that lacks full domain information for reverting configuration; since libvirt cannot prove that the current configuration matches what was in use at the time of the snapshot, supplying **--force** assures *libvirt* that the snapshot is compatible with the current configuration (and if it is not, the domain will likely fail to run). The other is the case of reverting from a running domain to an active state where a new hypervisor has to be created rather than reusing the existing hypervisor, because it implies drawbacks such as breaking any existing VNC or Spice connections; this condition happens with an active snapshot that uses a provably incompatible configuration, as well as with an inactive snapshot that is combined with the **--start** or **--pause** flag.

23.45.10. **snapshot-delete**

snapshot-delete *domain* deletes the snapshot for the specified domain. To do this, run:

```
# virsh snapshot-delete domain {snapshot | --current} [--metadata] [{--children | --children-only}]
```

This command Deletes the snapshot for the domain named **snapshot**, or the current snapshot with **--current**. If this snapshot has child snapshots, changes from this snapshot will be merged into the children. If the option **--children** is used, then it will delete this snapshot and any children of this snapshot. If **--children-only** is used, then it will delete any children of this snapshot, but leave this snapshot intact. These two flags are mutually exclusive.

The **--metadata** is used it will delete the snapshot's metadata maintained by *libvirt*, while leaving the snapshot contents intact for access by external tools; otherwise deleting a snapshot also removes its data contents from that point in time.

23.46. Guest Virtual Machine CPU Model Configuration

23.46.1. Introduction

Every hypervisor has its own policy for what a guest virtual machine will see for its CPUs by default. Whereas some hypervisors decide which CPU host physical machine features will be available for the guest virtual machine, QEMU/KVM presents the guest virtual machine with a generic model named **qemu32** or **qemu64**. These hypervisors perform more advanced filtering, classifying all physical CPUs into a handful of groups and have one baseline CPU model for each group that is presented to the guest virtual machine. Such behavior enables the safe migration of guest virtual machines between host physical machines, provided they all have physical CPUs that classify into the same group. *libvirt* does not typically enforce policy itself, rather it provides the mechanism on which the higher layers define their own desired policy. Understanding how to obtain CPU model information and define a suitable guest virtual machine CPU model is critical to ensure guest virtual machine migration is successful between host physical machines. Note that a hypervisor can only emulate features that it is aware of and features that were created after the hypervisor was released may not be emulated.

23.46.2. Learning about the Host Physical Machine CPU Model

The **virsh capabilities** command displays an XML document describing the capabilities of the hypervisor connection and host physical machine. The XML schema displayed has been extended to

provide information about the host physical machine CPU model. One of the big challenges in describing a CPU model is that every architecture has a different approach to exposing their capabilities. On x86, the capabilities of a modern CPU are exposed via the CPUID instruction. Essentially this comes down to a set of 32-bit integers with each bit given a specific meaning. Fortunately AMD and Intel agree on common semantics for these bits. Other hypervisors expose the notion of CPUID masks directly in their guest virtual machine configuration format. However, QEMU/KVM supports far more than just the x86 architecture, so CPUID is clearly not suitable as the canonical configuration format. QEMU ended up using a scheme which combines a CPU model name string, with a set of named flags. On x86, the CPU model maps to a baseline CPUID mask, and the flags can be used to then toggle bits in the mask on or off. libvirt decided to follow this lead and uses a combination of a model name and flags.

It is not practical to have a database listing all known CPU models, so libvirt has a small list of baseline CPU model names. It chooses the one that shares the greatest number of CPUID bits with the actual host physical machine CPU and then lists the remaining bits as named features. Notice that libvirt does not display which features the baseline CPU contains. This might seem like a flaw at first, but as will be explained in this section, it is not actually necessary to know this information.

23.46.3. Determining Support for VFIO IOMMU Devices

Use the `virsh domcapabilities` command to determine support for VFIO. See the following example output:

```
# virsh domcapabilities
[...output truncated...]
<enum name='pciBackend'>
    <value>default</value>
    <value>vfio</value>
[...output truncated...]
```

Figure 23.4. Determining support for VFIO

23.46.4. Determining a Compatible CPU Model to Suit a Pool of Host Physical Machines

Now that it is possible to find out what CPU capabilities a single host physical machine has, the next step is to determine what CPU capabilities are best to expose to the guest virtual machine. If it is known that the guest virtual machine will never need to be migrated to another host physical machine, the host physical machine CPU model can be passed straight through unmodified. A virtualized data center may have a set of configurations that can guarantee all servers will have 100% identical CPUs. Again the host physical machine CPU model can be passed straight through unmodified. The more common case, though, is where there is variation in CPUs between host physical machines. In this mixed CPU environment, the lowest common denominator CPU must be determined. This is not entirely straightforward, so libvirt provides an API for exactly this task. If libvirt is provided a list of XML documents, each describing a CPU model for a host physical machine, libvirt will internally convert these to CPUID masks, calculate their intersection, and convert the CPUID mask result back into an XML CPU description.

Here is an example of what libvirt reports as the capabilities on a basic workstation, when the **virsh capabilities** is executed:

```
<capabilities>
  <host>
    <cpu>
      <arch>i686</arch>
      <model>pentium3</model>
      <topology sockets='1' cores='2' threads='1' />
      <feature name='lahf_lm'/>
      <feature name='lm'/>
      <feature name='xptr'/>
      <feature name='cx16'/>
      <feature name='ssse3'/>
      <feature name='tm2'/>
      <feature name='est'/>
      <feature name='vmx'/>
      <feature name='ds_cpl'/>
      <feature name='monitor'/>
      <feature name='pni'/>
      <feature name='pbe'/>
      <feature name='tm'/>
      <feature name='ht'/>
      <feature name='ss'/>
      <feature name='sse2'/>
      <feature name='acpi'/>
      <feature name='ds'/>
      <feature name='clflush'/>
      <feature name='apic'/>
    </cpu>
  </host>
</capabilities>
```

Figure 23.5. Pulling host physical machine's CPU model information

Now compare that to any random server, with the same **virsh capabilities** command:

```
<capabilities>
  <host>
    <cpu>
      <arch>x86_64</arch>
      <model>phenom</model>
      <topology sockets='2' cores='4' threads='1' />
      <feature name='osvw'/>
      <feature name='3dnowprefetch'/>
      <feature name='misalignsse'/>
      <feature name='sse4a'/>
      <feature name='abm'/>
      <feature name='cr8legacy'/>
```

```

<feature name='extapic' />
<feature name='cmp_legacy' />
<feature name='lahf_lm' />
<feature name='rdtscp' />
<feature name='pdpe1gb' />
<feature name='popcnt' />
<feature name='cx16' />
<feature name='ht' />
<feature name='vme' />
</cpu>
...snip...

```

Figure 23.6. Generate CPU description from a random server

To see if this CPU description is compatible with the previous workstation CPU description, use the **virsh cpu-compare** command.

The reduced content was stored in a file named **virsh-caps-workstation-cpu-only.xml** and the **virsh cpu-compare** command can be executed on this file:

```
# virsh cpu-compare virsh-caps-workstation-cpu-only.xml
Host physical machine CPU is a superset of CPU described in virsh-caps-
workstation-cpu-only.xml
```

As seen in this output, *libvirt* is correctly reporting that the CPUs are not strictly compatible. This is because there are several features in the server CPU that are missing in the client CPU. To be able to migrate between the client and the server, it will be necessary to open the XML file and comment out some features. To determine which features need to be removed, run the **virsh cpu-baseline** command, on the **both-cpus.xml** which contains the CPU information for both machines. Running **# virsh cpu-baseline both-cpus.xml**, results in:

```

<cpu match='exact'>
<model>pentium3</model>
<feature policy='require' name='lahf_lm' />
<feature policy='require' name='lm' />
<feature policy='require' name='cx16' />
<feature policy='require' name='monitor' />
<feature policy='require' name='pni' />
<feature policy='require' name='ht' />
<feature policy='require' name='sse2' />
<feature policy='require' name='clflush' />
<feature policy='require' name='apic' />
</cpu>
```

Figure 23.7. Composite CPU baseline

This composite file shows which elements are in common. Everything that is not in common should be commented out.

23.47. Configuring the Guest Virtual Machine CPU Model

For simple defaults, the guest virtual machine CPU configuration accepts the same basic XML representation as the host physical machine capabilities XML exposes. In other words, the XML from the **cpu-baseline** virsh command can now be copied directly into the guest virtual machine XML at the top level under the <domain> element. In the previous XML snippet, there are a few extra attributes available when describing a CPU in the guest virtual machine XML. These can mostly be ignored, but for the curious here is a quick description of what they do. The top level <cpu> element has an attribute called **match** with possible values of:

- » **match='minimum'** - the host physical machine CPU must have at least the CPU features described in the guest virtual machine XML. If the host physical machine has additional features beyond the guest virtual machine configuration, these will also be exposed to the guest virtual machine.
- » **match='exact'** - the host physical machine CPU must have at least the CPU features described in the guest virtual machine XML. If the host physical machine has additional features beyond the guest virtual machine configuration, these will be masked out from the guest virtual machine.
- » **match='strict'** - the host physical machine CPU must have exactly the same CPU features described in the guest virtual machine XML.

The next enhancement is that the <feature> elements can each have an extra 'policy' attribute with possible values of:

- » **policy='force'** - expose the feature to the guest virtual machine even if the host physical machine does not have it. This is usually only useful in the case of software emulation.
- » **policy='require'** - expose the feature to the guest virtual machine and fail if the host physical machine does not have it. This is the sensible default.
- » **policy='optional'** - expose the feature to the guest virtual machine if it happens to support it.
- » **policy='disable'** - if the host physical machine has this feature, then hide it from the guest virtual machine.
- » **policy='forbid'** - if the host physical machine has this feature, then fail and refuse to start the guest virtual machine.

The 'forbid' policy is for a niche scenario where an incorrectly functioning application will try to use a feature even if it is not in the CPUID mask, and you wish to prevent accidentally running the guest virtual machine on a host physical machine with that feature. The 'optional' policy has special behavior with respect to migration. When the guest virtual machine is initially started the flag is optional, but when the guest virtual machine is live migrated, this policy turns into 'require', since you cannot have features disappearing across migration.

23.48. Managing Resources for Guest Virtual Machines

virsh allows the grouping and allocation of resources on a per guest virtual machine basis. This is managed by the *libvirt* daemon which creates *cgroups* and manages them on behalf of the guest virtual machine. The only thing that is left for the system administrator to do is to either query or set tunables against specified guest virtual machines. The following tunables may be used:

- » **memory** - The memory controller allows for setting limits on RAM and swap usage and querying cumulative usage of all processes in the group
- » **cpuset** - The CPU set controller binds processes within a group to a set of CPUs and controls migration between CPUs.
- » **cpuacct** - The CPU accounting controller provides information about CPU usage for a group of processes.

- » **cpu** -The CPU scheduler controller controls the prioritization of processes in the group. This is similar to granting **nice** level privileges.
- » **devices** - The devices controller grants access control lists on character and block devices.
- » **freezer** - The freezer controller pauses and resumes execution of processes in the group. This is similar to **SIGSTOP** for the whole group.
- » **net_cls** - The network class controller manages network utilization by associating processes with a **tc** network class.

In creating a group hierarchy cgroup will leave mount point and directory setup entirely to the administrators' discretion and is more complex than just adding some mount points to **/etc/fstab**. It is necessary to setup the directory hierarchy and decide how processes get placed within it. This can be done with the following virsh commands:

- » **schedinfo** - described in [Section 23.49, “Setting Schedule Parameters”](#)
- » **blkdeviotune** - described in [Section 23.50, “Disk I/O Throttling”](#)
- » **blkiotune**- described in [Section 23.51, “Display or Set Block I/O Parameters”](#)
- » **domiftune**- described in [Section 23.15.5, “Setting Network Interface Bandwidth Parameters”](#)
- » **memtune** - described in [Section 23.52, “Configuring Memory Tuning”](#)

23.49. Setting Schedule Parameters

schedinfo allows scheduler parameters to be passed to guest virtual machines. The following command format should be used:

```
#virsh schedinfo <domain> --set --weight --cap --current --config --live
```

Each parameter is explained below:

- » **domain** - this is the guest virtual machine domain
- » **--set** - the string placed here is the controller or action that is to be called. Additional parameters or values if required should be added as well.
- » **--current** - when used with **--set**, will use the specified **set** string as the current scheduler information. When used without will display the current scheduler information.
- » **--config** - - when used with **--set**, will use the specified **set** string on the next reboot. When used without will display the scheduler information that is saved in the configuration file.
- » **--live** - when used with **--set**, will use the specified **set** string on a guest virtual machine that is currently running. When used without will display the configuration setting currently used by the running virtual machine

The scheduler can be set with any of the following parameters: **cpu_shares**, **vcpu_period** and **vcpu_quota**.

Example 23.103. **schedinfo show**

This example shows the shell guest virtual machine's schedule information

```
# virsh schedinfo shell
Scheduler      : posix
cpu_shares    : 1024
vcpu_period   : 100000
vcpu_quota    : -1
```

Example 23.104. schedinfo set

In this example, the `cpu_shares` is changed to 2046. This effects the current state and not the configuration file.

```
# virsh schedinfo --set cpu_shares=2046 shell
Scheduler      : posix
cpu_shares    : 2046
vcpu_period   : 100000
vcpu_quota    : -1
```

23.50. Disk I/O Throttling

virsh blkdeviotune sets disk I/O throttling for a specified guest virtual machine. This can prevent a guest virtual machine from over utilizing shared resources and thus impacting the performance of other guest virtual machines. The following format should be used:

```
# virsh blkdeviotune <domain> <device> [[--config] [--live] | [--current]] [[total-bytes-sec] | [read-bytes-sec] [write-bytes-sec]] [[total-iops-sec] [read-iops-sec] [write-iops-sec]]
```

The only required parameter is the domain name of the guest virtual machine. To list the domain name, run the `domblklist` command. The `--config`, `--live`, and `--current` arguments function the same as in [Section 23.49, “Setting Schedule Parameters”](#). If no limit is specified, it will query current I/O limits setting. Otherwise, alter the limits with the following flags:

- » **--total-bytes-sec** - specifies total throughput limit in bytes per second.
- » **--read-bytes-sec** - specifies read throughput limit in bytes per second.
- » **--write-bytes-sec** - specifies write throughput limit in bytes per second.
- » **--total-iops-sec** - specifies total I/O operations limit per second.
- » **--read-iops-sec** - specifies read I/O operations limit per second.
- » **--write-iops-sec** - specifies write I/O operations limit per second.

For more information, refer to the `blkdeviotune` section of the `virsh` man page. For an example domain XML refer to [Figure 26.27, “Devices - Hard drives, floppy disks, and CD-ROMs”](#).

23.51. Display or Set Block I/O Parameters

blkiotune sets and or displays the I/O parameters for a specified guest virtual machine. The following format should be used:

```
# virsh blkiotune domain [--weight weight] [--device-weights device-weights] [[--config] [--live] | [--current]]
```

More information on this command can be found in the [Virtualization Tuning and Optimization Guide](#).

23.52. Configuring Memory Tuning

The `virsh memtune virtual_machine --parameter size` is covered in the [Virtualization Tuning and Optimization Guide](#).

Chapter 24. Guest Virtual Machine Disk Access with Offline Tools

24.1. Introduction

Red Hat Enterprise Linux 7 comes with tools to access, edit and create guest virtual machine disks or other disk images. There are several uses for these tools, including:

- » Viewing or downloading files located on a guest virtual machine disk.
- » Editing or uploading files onto a guest virtual machine disk.
- » Reading or writing guest virtual machine configuration.
- » Preparing new disk images containing files, directories, file systems, partitions, logical volumes and other options.
- » Rescuing and repairing guest virtual machines that fail to boot or those that need boot configuration changes.
- » Monitoring disk usage of guest virtual machines.
- » Auditing compliance of guest virtual machines, for example to organizational security standards.
- » Deploying guest virtual machines by cloning and modifying templates.
- » Reading CD and DVD ISO and floppy disk images.



Warning

You must **never** use these tools to write to a guest virtual machine or disk image which is attached to a running virtual machine, not even to open such a disk image in write mode. Doing so will result in disk corruption of the guest virtual machine. The tools try to prevent you from doing this, however do not catch all cases. If there is any suspicion that a guest virtual machine might be running, it is strongly recommended that the tools not be used, or at least **always** use the tools in read-only mode.



Note

The primary source for documentation for *libguestfs* and the tools are the Linux man pages. The API is documented in *guestfs(3)*. *guestfish* is documented in *guestfish(1)*. The virt tools are documented in their own man pages (such as *virt-df(1)*). For troubleshooting information, refer to [Section A.17, “libguestfs Troubleshooting”](#).

24.1.1. Caution about Using Remote Connections

Some virt commands in Red Hat Enterprise Linux 7 allow you to specify a remote libvirt connection. For example:

```
# virt-df -c qemu://remote/system -d Guest
```

libguestfs in Red Hat Enterprise Linux 7 cannot access the disks of remote *libvirt* guests, and commands using remote URLs like this do not work as expected.

However beginning with Red Hat Enterprise Linux 7, *libguestfs* can access remote disk sources over NBD. You can export a disk image from a remote machine using the **qemu-nbd** command, and access it using a **nbd:// URL**. You may need to open a port on your firewall (port 10809) as shown here:

(on remote system) **qemu-nbd -t disk.img**

(on local system) **virt-df -a nbd://remote**

The following libguestfs commands are affected:

- » - guestfish
- » - guestmount
- » - virt-alignment-scan
- » - virt-cat
- » - virt-copy-in
- » - virt-copy-out
- » - virt-df
- » - virt-edit
- » - virt/filesystems
- » - virt-inspector
- » - virt-ls
- » - virt-rescue
- » - virt-sysprep
- » - virt-tar-in
- » - virt-tar-out
- » - virt-win-reg

24.2. Terminology

This section explains the terms used throughout this chapter.

- » **libguestfs (GUEST FileSystem LIBrary)** - the underlying C library that provides the basic functionality for opening disk images, reading and writing files and so on. You can write C programs directly to this API, but it is quite low level.
- » **guestfish (GUEST Filesystem Interactive SHell)** is an interactive shell that you can use from the command line or from shell scripts. It exposes all of the functionality of the libguestfs API.
- » Various virt tools are built on top of libguestfs, and these provide a way to perform specific single tasks from the command line. Tools include **virt-df**, **virt-rescue**, **virt-resize** and **virt-edit**.

- » **augeas** is a library for editing the Linux configuration files. Although this is separate from libguestfs, much of the value of libguestfs comes from the combination with this tool.
- » **guestmount** is an interface between libguestfs and FUSE. It is primarily used to mount file systems from disk images on your host physical machine. This functionality is not necessary, but can be useful.

24.3. Installation

To install libguestfs, guestfish, the libguestfs tools, and guestmount, enter the following command:

```
# yum install libguestfs libguestfs-tools libguestfs-winsupport
```

To install every libguestfs-related package including the language bindings, enter the following command:

```
# yum install '*guestf*'
```

24.4. The guestfish Shell

guestfish is an interactive shell that you can use from the command line or from shell scripts to access guest virtual machine file systems. All of the functionality of the libguestfs API is available from the shell.

To begin viewing or editing a virtual machine disk image, enter the following command, substituting the path to your desired disk image:

```
$ guestfish --ro -a /path/to/disk/image
```

--ro means that the disk image is opened read-only. This mode is always safe but does not allow write access. Only omit this option when you are **certain** that the guest virtual machine is not running, or the disk image is not attached to a live guest virtual machine. It is not possible to use **libguestfs** to edit a live guest virtual machine, and attempting to will result in irreversible disk corruption.

/path/to/disk/image is the path to the disk. This can be a file, a host physical machine logical volume (such as /dev/VG/LV), a host physical machine device (/dev/cdrom) or a SAN LUN (/dev/sdf3).

Note

libguestfs and guestfish do not require root privileges. You only need to run them as root if the disk image being accessed needs root to read or write or both.

When you start guestfish interactively, it will display this prompt:

```
$ guestfish --ro -a /path/to/disk/image
```

Welcome to guestfish, the guest filesystem shell for
editing virtual machine filesystems and disk images.

Type: 'help' for help on commands

```
'man' to read the manual
'quit' to quit the shell

><fs>
```

At the prompt, type **run** to initiate the library and attach the disk image. This can take up to 30 seconds the first time it is done. Subsequent starts will complete much faster.



Note

libguestfs will use hardware virtualization acceleration such as KVM (if available) to speed up this process.

Once the **run** command has been entered, other commands can be used, as the following section demonstrates.

24.4.1. Viewing File Systems with guestfish

This section provides information on viewing file systems with guestfish.

24.4.1.1. Manual Listing and Viewing

The **list/filesystems** command will list file systems found by libguestfs. This output shows a Red Hat Enterprise Linux 4 disk image:

```
><fs> run
><fs> list/filesystems
/dev/vda1: ext3
/dev/VolGroup00/LogVol00: ext3
/dev/VolGroup00/LogVol01: swap
```

Other useful commands are **list-devices**, **list-partitions**, **lvs**, **pvs**, **vfs-type** and **file**. You can get more information and help on any command by typing **help command**, as shown in the following output:

```
><fs> help vfs-type
NAME
    vfs-type - get the Linux VFS type corresponding to a mounted device

SYNOPSIS
    vfs-type mountable

DESCRIPTION
    This command gets the filesystem type corresponding to the filesystem
on
    "device".

    For most filesystems, the result is the name of the Linux VFS module
    which would be used to mount this filesystem if you mounted it
without
    specifying the filesystem type. For example a string such as "ext3"
or
    "ntfs".
```

To view the actual contents of a file system, it must first be mounted.

You can use guestfish commands such as **ls**, **ll**, **cat**, **more**, **download** and **tar-out** to view and download files and directories.



Note

There is no concept of a current working directory in this shell. Unlike ordinary shells, you cannot for example use the **cd** command to change directories. All paths must be fully qualified starting at the top with a forward slash (**/**) character. Use the **Tab** key to complete paths.

To exit from the guestfish shell, type **exit** or enter **Ctrl+d**.

24.4.1.2. Via guestfish inspection

Instead of listing and mounting file systems by hand, it is possible to let guestfish itself inspect the image and mount the file systems as they would be in the guest virtual machine. To do this, add the **-i** option on the command line:

```
$ guestfish --ro -a /path/to/disk/image -i

Welcome to guestfish, the guest filesystem shell for
editing virtual machine filesystems and disk images.

Type: 'help' for help on commands
      'man' to read the manual
      'quit' to quit the shell

Operating system: Red Hat Enterprise Linux AS release 4 (Nahant Update
8)
/dev/VolGroup00/LogVol00 mounted on /
/dev/vda1 mounted on /boot

><fs> ll /
total 210
drwxr-xr-x. 24 root root 4096 Oct 28 09:09 .
drwxr-xr-x 21 root root 4096 Nov 17 15:10 ..
drwxr-xr-x. 2 root root 4096 Oct 27 22:37 bin
drwxr-xr-x. 4 root root 1024 Oct 27 21:52 boot
drwxr-xr-x. 4 root root 4096 Oct 27 21:21 dev
drwxr-xr-x. 86 root root 12288 Oct 28 09:09 etc
...
```

Because guestfish needs to start up the libguestfs back end in order to perform the inspection and mounting, the **run** command is not necessary when using the **-i** option. The **-i** option works for many common Linux guest virtual machines.

24.4.1.3. Accessing a guest virtual machine by name

A guest virtual machine can be accessed from the command line when you specify its name as known to libvirt (in other words, as it appears in `virsh list --all`). Use the `-d` option to access a guest virtual machine by its name, with or without the `-i` option:

```
$ guestfish --ro -d GuestName -i
```

24.4.2. Adding Files with `guestfish`

To add a file with `guestfish` you need to have the complete URI. Once you have the URI, use the following command:

```
# guestfish -a ssh://root@example.com/disk.img
```

The format used for the URI should be like any of these examples. For local files, use `///`:

- » `guestfish -a disk.img`
- » `guestfish -a file:///directory/disk.img`
- » `guestfish -a ftp://[user@]example.com[:port]/disk.img`
- » `guestfish -a https://[user@]example.com[:port]/disk.img`
- » `guestfish -a http://[user@]example.com[:port]/disk.img`
- » `guestfish -a tftp://[user@]example.com[:port]/disk.img`

24.4.3. Modifying Files with `guestfish`

To modify files, create directories or make other changes to a guest virtual machine, first heed the warning at the beginning of this section: your guest virtual machine must be shut down. Editing or changing a running disk with `guestfish` **will** result in disk corruption. This section gives an example of editing the `/boot/grub/grub.conf` file. When you are sure the guest virtual machine is shut down you can omit the `--ro` flag in order to get write access via a command such as:

```
$ guestfish -d RHEL3 -i
```

```
Welcome to guestfish, the guest filesystem shell for
editing virtual machine filesystems and disk images.
```

```
Type: 'help' for help on commands
      'man' to read the manual
      'quit' to quit the shell
```

```
Operating system: Red Hat Enterprise Linux AS release 3 (Taroon Update
9)
/dev/vda2 mounted on /
/dev/vda1 mounted on /boot

><fs> edit /boot/grub/grub.conf
```

Commands to edit files include `edit`, `vi` and `emacs`. Many commands also exist for creating files and directories, such as `write`, `mkdir`, `upload` and `tar-in`.

24.4.4. Other Actions with guestfish

You can also format file systems, create partitions, create and resize LVM logical volumes and much more, with commands such as `mkfs`, `part-add`, `lvresize`, `lvcreate`, `vgcreate` and `pvcreate`.

24.4.5. Shell Scripting with guestfish

Once you are familiar with using guestfish interactively, according to your needs, writing shell scripts with it may be useful. The following is a simple shell script to add a new MOTD (message of the day) to a guest:

```
#!/bin/bash -
set -e
guestname="$1"

guestfish -d "$guestname" -i <<'EOF'
    write /etc/motd "Welcome to Acme Incorporated."
    chmod 0644 /etc/motd
EOF
```

24.4.6. Augeas and libguestfs Scripting

Combining libguestfs with Augeas can help when writing scripts to manipulate Linux guest virtual machine configuration. For example, the following script uses Augeas to parse the keyboard configuration of a guest virtual machine, and to print out the layout. Note that this example only works with guest virtual machines running Red Hat Enterprise Linux:

```
#!/bin/bash -
set -e
guestname="$1"

guestfish -d "$1" -i --ro <<'EOF'
    aug-init / 0
    aug-get /files/etc/sysconfig/keyboard/LAYOUT
EOF
```

Augeas can also be used to modify configuration files. You can modify the above script to change the keyboard layout:

```
#!/bin/bash -
set -e
guestname="$1"

guestfish -d "$1" -i <<'EOF'
    aug-init / 0
    aug-set /files/etc/sysconfig/keyboard/LAYOUT '"gb"'
    aug-save
EOF
```

Note the three changes between the two scripts:

1. The `--ro` option has been removed in the second example, giving the ability to write to the guest virtual machine.

2. The **aug -get** command has been changed to **aug -set** to modify the value instead of fetching it. The new value will be "**gb**" (including the quotes).
3. The **aug -save** command is used here so Augeas will write the changes out to disk.



Note

More information about Augeas can be found on the website <http://augeas.net>.

guestfish can do much more than we can cover in this introductory document. For example, creating disk images from scratch:

```
guestfish -N fs
```

Or copying out whole directories from a disk image:

```
><fs> copy-out /home /tmp/home
```

For more information see the man page guestfish(1).

24.5. Other Commands

This section describes tools that are simpler equivalents to using guestfish to view and edit guest virtual machine disk images.

- » **virt-cat** is similar to the guestfish **download** command. It downloads and displays a single file to the guest virtual machine. For example:

```
# virt-cat RHEL3 /etc/ntp.conf | grep ^server
server      127.127.1.0      # local clock
```

- » **virt-edit** is similar to the guestfish **edit** command. It can be used to interactively edit a single file within a guest virtual machine. For example, you may need to edit the **grub.conf** file in a Linux-based guest virtual machine that will not boot:

```
# virt-edit LinuxGuest /boot/grub/grub.conf
```

virt-edit has another mode where it can be used to make simple non-interactive changes to a single file. For this, the **-e** option is used. For example, the following command changes the root password in a Linux guest virtual machine to having no password:

```
# virt-edit LinuxGuest /etc/passwd -e 's/^root:.*/root::/'
```

- » **virt-ls** is similar to the guestfish **ls**, **ll** and **find** commands. It is used to list a directory or directories (recursively). For example, the following command would recursively list files and directories under /home in a Linux guest virtual machine:

```
# virt-ls -R LinuxGuest /home/ | less
```

24.6. virt-rescue: The Rescue Shell

24.6.1. Introduction

This section describes **virt-rescue**, which can be considered analogous to a rescue CD for virtual machines. It boots a guest virtual machine into a rescue shell so that maintenance can be performed to correct errors and the guest virtual machine can be repaired.

There is some overlap between **virt-rescue** and **guestfish**. It is important to distinguish their differing uses. **virt-rescue** is for making interactive, ad-hoc changes using ordinary Linux file system tools. It is particularly suited to rescuing a guest virtual machine that has failed. **virt-rescue** cannot be scripted.

In contrast, **guestfish** is particularly useful for making scripted, structured changes through a formal set of commands (the libguestfs API), although it can also be used interactively.

24.6.2. Running **virt-rescue**

Before you use **virt-rescue** on a guest virtual machine, make sure the guest virtual machine is not running, otherwise disk corruption will occur. When you are sure the guest virtual machine is not live, enter:

```
$ virt-rescue -d GuestName
```

(where *GuestName* is the guest name as known to libvirt), or:

```
$ virt-rescue -a /path/to/disk/image
```

(where the path can be any file, any logical volume, LUN, or so on) containing a guest virtual machine disk.

You will first see output scroll past, as **virt-rescue** boots the rescue VM. In the end you will see:

```
Welcome to virt-rescue, the libguestfs rescue shell.
```

```
Note: The contents of / are the rescue appliance.
```

```
You have to mount the guest virtual machine's partitions under /sysroot  
before you can examine them.
```

```
bash: cannot set terminal process group (-1): Inappropriate ioctl for  
device  
bash: no job control in this shell  
><rescue>
```

The shell prompt here is an ordinary bash shell, and a reduced set of ordinary Red Hat Enterprise Linux commands is available. For example, you can enter:

```
><rescue> fdisk -l /dev/vda
```

The previous command will list disk partitions. To mount a file system, it is suggested that you mount it under **/sysroot**, which is an empty directory in the rescue machine for the user to mount anything you like. Note that the files under / are files from the rescue VM itself:

```
><rescue> mount /dev/vda1 /sysroot/  
EXT4-fs (vda1): mounted filesystem with ordered data mode. Opts: (null)  
><rescue> ls -l /sysroot/grub/  
total 324
```

```
-rw-r--r--. 1 root root      63 Sep 16 18:14 device.map
-rw-r--r--. 1 root root 13200 Sep 16 18:14 e2fs_stage1_5
-rw-r--r--. 1 root root 12512 Sep 16 18:14 fat_stage1_5
-rw-r--r--. 1 root root 11744 Sep 16 18:14 ffs_stage1_5
-rw-----. 1 root root    1503 Oct 15 11:19 grub.conf
[...]
```

When you are finished rescuing the guest virtual machine, exit the shell by entering **exit** or **Ctrl+d**.

virt-rescue has many command-line options. The options most often used are:

- » **--ro**: Operate in read-only mode on the guest virtual machine. No changes will be saved. You can use this to experiment with the guest virtual machine. As soon as you exit from the shell, all of your changes are discarded.
- » **--network**: Enable network access from the rescue shell. Use this for example if you need to download RPM or other files into the guest virtual machine.

24.7. virt-df: Monitoring Disk Usage

24.7.1. Introduction

This section describes **virt-df**, which displays file system usage from a disk image or a guest virtual machine. It is similar to the Linux **df** command, but for virtual machines.

24.7.2. Running virt-df

To display file system usage for all file systems found in a disk image, enter the following:

```
# virt-df -a /dev/vg_guests/RHEL7
Filesystem           1K-blocks   Used   Available   Use%
RHEL6:/dev/sda1       101086    10233     85634    11%
RHEL6:/dev/VolGroup00/LogVol00 7127864  2272744   4493036   32%
```

(Where **/dev/vg_guests/RHEL7** is a Red Hat Enterprise Linux 7 guest virtual machine disk image. The path in this case is the host physical machine logical volume where this disk image is located.)

You can also use **virt-df** on its own to list information about all of your guest virtual machines known to libvirt. The **virt-df** command recognizes some of the same options as the standard **df** such as **-h** (human-readable) and **-i** (show inodes instead of blocks).

```
# virt-df -h -d domname
Filesystem           Size   Used   Available   Use%
F14x64:/dev/sda1      484.2M   66.3M     392.9M   14%
F14x64:/dev/vg_f14x64/lv_root    7.4G    3.0G      4.4G   41%
RHEL6brewx64:/dev/sda1      484.2M   52.6M     406.6M   11%
RHEL6brewx64:/dev/vg_rhel6brewx64/lv_root
                                13.3G    3.4G      9.2G   26%
```



Note

You can use **virt-df** safely on live guest virtual machines, since it only needs read-only access. However, you should not expect the numbers to be precisely the same as those from a **df** command running inside the guest virtual machine. This is because what is on disk will be slightly out of sync with the state of the live guest virtual machine. Nevertheless it should be a good enough approximation for analysis and monitoring purposes.

virt-df is designed to allow you to integrate the statistics into monitoring tools, databases and so on. This allows system administrators to generate reports on trends in disk usage, and alerts if a guest virtual machine is about to run out of disk space. To do this you should use the **--csv** option to generate machine-readable Comma-Separated-Values (CSV) output. CSV output is readable by most databases, spreadsheet software and a variety of other tools and programming languages. The raw CSV looks like the following:

```
# virt-df --csv -d RHEL6Guest
Virtual Machine,Filesystem,1K-blocks,Used,Available,Use%
RHEL6brewx64,/dev/sda1,102396,24712,77684,24.1%
RHEL6brewx64,/dev/sda2,20866940,7786652,13080288,37.3%
```

For resources and ideas on how to process this output to produce trends and alerts, refer to the following URL: <http://virt-tools.org/learning/advanced-virt-df/>.

24.8. virt-resize: Resizing Guest Virtual Machines Offline

This section provides information about resizing offline guest virtual machines.

24.8.1. Introduction

This section describes **virt-resize**, a tool for expanding or shrinking guest virtual machines. It only works for guest virtual machines which are offline (shut down). It works by copying the guest virtual machine image and leaving the original disk image untouched. This is ideal because you can use the original image as a backup, however there is a trade-off as you need twice the amount of disk space.

24.8.2. Expanding a Disk Image

This section demonstrates a simple case of expanding a disk image:

1. Locate the disk image to be resized. You can use the command **virsh dumpxml** **GuestName** for a libvirt guest virtual machine.
2. Decide on how you wish to expand the guest virtual machine. Run **virt-df -h** and **virt-filesystems** on the guest virtual machine disk, as shown in the following output:

```
# virt-df -h -a /dev/vg_guests/RHEL6
Filesystem                      Size      Used   Available  Use%
RHEL6:/dev/sda1                  98.7M    10.0M    83.6M    11%
RHEL6:/dev/VolGroup00/LogVol00  6.8G     2.2G    4.3G    32%
```

```
# virt-filesystems -a disk.img --all --long -h
/dev/sda1 ext3 101.9M
/dev/sda2 pv 7.9G
```

This example will demonstrate how to:

- » Increase the size of the first (boot) partition, from approximately 100MB to 500MB.
- » Increase the total disk size from 8GB to 16GB.
- » Expand the second partition to fill the remaining space.
- » Expand **/dev/VolGroup00/LogVol00** to fill the new space in the second partition.
 1. Make sure the guest virtual machine is shut down.
 2. Rename the original disk as the backup. How you do this depends on the host physical machine storage environment for the original disk. If it is stored as a file, use the **mv** command. For logical volumes (as demonstrated in this example), use **lvrename**:

```
# lvrename /dev/vg_guests/RHEL6 /dev/vg_guests/RHEL6.backup
```

3. Create the new disk. The requirements in this example are to expand the total disk size up to 16GB. Since logical volumes are used here, the following command is used:

```
# lvcreate -L 16G -n RHEL6 /dev/vg_guests
Logical volume "RHEL6" created
```

4. The requirements from step 2 are expressed by this command:

```
# virt-resize \
  /dev/vg_guests/RHEL6.backup /dev/vg_guests/RHEL6 \
  --resize /dev/sda1=500M \
  --expand /dev/sda2 \
  --LV-expand /dev/VolGroup00/LogVol00
```

The first two arguments are the input disk and output disk. **--resize /dev/sda1=500M** resizes the first partition up to 500MB. **--expand /dev/sda2** expands the second partition to fill all remaining space. **--LV-expand /dev/VolGroup00/LogVol00** expands the guest virtual machine logical volume to fill the extra space in the second partition.

virt-resize describes what it is doing in the output:

Summary of changes:

```
/dev/sda1: partition will be resized from 101.9M to 500.0M
/dev/sda1: content will be expanded using the 'resize2fs' method
/dev/sda2: partition will be resized from 7.9G to 15.5G
/dev/sda2: content will be expanded using the 'pvresize' method
/dev/VolGroup00/LogVol00: LV will be expanded to maximum size
/dev/VolGroup00/LogVol00: content will be expanded using the
'resize2fs' method
Copying /dev/sda1 ...
[#####
Copying /dev/sda2 ...
```

```
[#####]
Expanding /dev/sda1 using the 'resize2fs' method
Expanding /dev/sda2 using the 'pvresize' method
Expanding /dev/VolGroup00/LogVol00 using the 'resize2fs' method
```

5. Try to boot the virtual machine. If it works (and after testing it thoroughly) you can delete the backup disk. If it fails, shut down the virtual machine, delete the new disk, and rename the backup disk back to its original name.
6. Use **virt-df** or **virt-filesystems** to show the new size:

```
# virt-df -h -a /dev/vg_pin/RHEL6
Filesystem           Size   Used  Available Use%
RHEL6:/dev/sda1      484.4M 10.8M   448.6M   3%
RHEL6:/dev/VolGroup00/LogVol00 14.3G  2.2G   11.4G  16%
```

Resizing guest virtual machines is not an exact science. If **virt-resize** fails, there are a number of tips that you can review and attempt in the **virt-resize(1)** man page. For some older Red Hat Enterprise Linux guest virtual machines, you may need to pay particular attention to the tip regarding GRUB.

24.9. **virt-inspector**: Inspecting Guest Virtual Machines

24.9.1. Introduction

virt-inspector is a tool for inspecting a disk image to find out what operating system it contains.

24.9.2. Installation

To install **virt-inspector** and the documentation, enter the following command:

```
# yum install libguestfs-tools
```

The documentation, including example XML output and a Relax-NG schema for the output, will be installed in **/usr/share/doc/libguestfs-devel-*/** where "*" is replaced by the version number of libguestfs.

24.9.3. Running **virt-inspector**

You can run **virt-inspector** against any disk image or libvirt guest virtual machine as shown in the following example:

```
$ virt-inspector -a disk.img > report.xml
```

Or as shown here:

```
$ virt-inspector -d GuestName > report.xml
```

The result will be an XML report (**report.xml**). The main components of the XML file are a top-level **<operatingsystems>** element containing usually a single **<operatingsystem>** element, similar to the following:

```
<operatingsystems>
```

```

<operatingsystem>

    <!-- the type of operating system and Linux distribution -->
    <name>linux</name>
    <distro>rhel</distro>
    <!-- the name, version and architecture -->
    <product_name>Red Hat Enterprise Linux Server release 6.4
</product_name>
    <major_version>6</major_version>
    <minor_version>4</minor_version>
    <package_format>rpm</package_format>
    <package_management>yum</package_management>
    <root>/dev/VolGroup/lv_root</root>
    <!-- how the filesystems would be mounted when live -->
    <mountpoints>
        <mountpoint dev="/dev/VolGroup/lv_root"/></mountpoint>
        <mountpoint dev="/dev/sda1">/boot</mountpoint>
        <mountpoint dev="/dev/VolGroup/lv_swap">swap</mountpoint>
    </mountpoints>

    <!-- filesystems-->
    <filesystem dev="/dev/VolGroup/lv_root">
        <label></label>
        <uuid>b24d9161-5613-4ab8-8649-f27a8a8068d3</uuid>
        <type>ext4</type>
        <content>linux-root</content>
        <spec>/dev/mapper/VolGroup-lv_root</spec>
    </filesystem>
    <filesystem dev="/dev/VolGroup/lv_swap">
        <type>swap</type>
        <spec>/dev/mapper/VolGroup-lv_swap</spec>
    </filesystem>
    <!-- packages installed -->
    <applications>
        <application>
            <name>firefox</name>
            <version>3.5.5</version>
            <release>1.fc12</release>
        </application>
    </applications>

    </operatingsystem>
</operatingsystems>

```

Processing these reports is best done using W3C standard XPath queries. Red Hat Enterprise Linux 7 comes with a command-line program (**xpath**) which can be used for simple instances; however, for long-term and advanced usage, you should consider using an XPath library along with your favorite programming language.

As an example, you can list out all file system devices using the following XPath query:

```
$ virt-inspector GuestName | xpath //filesystem/@dev
Found 3 nodes:
-- NODE --
dev="/dev/sda1"
```

```
-- NODE --
dev="/dev/vg_f12x64/lv_root"
-- NODE --
dev="/dev/vg_f12x64/lv_swap"
```

Or list the names of all applications installed by entering:

```
$ virt-inspector GuestName | xpath //application/name
[...long list...]
```

24.10. Using the API from Programming Languages

The libguestfs API can be used directly from the following languages in Red Hat Enterprise Linux 7: C, C++, Perl, Python, Java, Ruby and OCaml.

- » To install C and C++ bindings, enter the following command:

```
# yum install libguestfs-devel
```

- » To install Perl bindings:

```
# yum install 'perl(Sys::Guestfs)'
```

- » To install Python bindings:

```
# yum install python-libguestfs
```

- » To install Java bindings:

```
# yum install libguestfs-java libguestfs-java-devel libguestfs-javadoc
```

- » To install Ruby bindings:

```
# yum install ruby-libguestfs
```

- » To install OCaml bindings:

```
# yum install ocaml-libguestfs ocaml-libguestfs-devel
```

The binding for each language is essentially the same, but with minor syntactic changes. A C statement:

```
guestfs_launch (g);
```

Would appear like the following in Perl:

```
$g->launch ()
```

Or like the following in OCaml:

```
g#launch ()
```

Only the API from C is detailed in this section.

In the C and C++ bindings, you must manually check for errors. In the other bindings, errors are converted into exceptions; the additional error checks shown in the examples below are not necessary for other languages, but conversely you may wish to add code to catch exceptions. Refer to the following list for some points of interest regarding the architecture of the libguestfs API:

- » The libguestfs API is synchronous. Each call blocks until it has completed. If you want to make calls asynchronously, you have to create a thread.
- » The libguestfs API is not thread safe: each handle should be used only from a single thread, or if you want to share a handle between threads you should implement your own mutex to ensure that two threads cannot execute commands on one handle at the same time.
- » You should not open multiple handles on the same disk image. It is permissible if all the handles are read-only, but still not recommended.
- » You should not add a disk image for writing if anything else could be using that disk image (a live VM, for example). Doing this will cause disk corruption.
- » Opening a read-only handle on a disk image which is currently in use (for example by a live VM) is possible. However, the results may be unpredictable or inconsistent, particularly if the disk image is being heavily written to at the time you are reading it.

24.10.1. Interaction with the API via a C program

Your C program should start by including the `<guestfs.h>` header file, and creating a handle:

```
#include <stdio.h>
#include <stdlib.h>
#include <guestfs.h>

int
main (int argc, char *argv[])
{
    guestfs_h *g;

    g = guestfs_create ();
    if (g == NULL) {
        perror ("failed to create libguestfs handle");
        exit (EXIT_FAILURE);
    }

    /* ... */

    guestfs_close (g);

    exit (EXIT_SUCCESS);
}
```

Save this program to a file (**test.c**). Compile this program and run it with the following two commands:

```
gcc -Wall test.c -o test -lguestfs
./test
```

At this stage it should print no output. The rest of this section demonstrates an example showing how to extend this program to create a new disk image, partition it, format it with an ext4 file system, and create some files in the file system. The disk image will be called **disk.img** and be created in the current directory.

The outline of the program is:

- » Create the handle.
- » Add disk(s) to the handle.
- » Launch the libguestfs back end.
- » Create the partition, file system and files.
- » Close the handle and exit.

Here is the modified program:

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <fcntl.h>
#include <unistd.h>
#include <guestfs.h>

int
main (int argc, char *argv[])
{
    guestfs_h *g;
    size_t i;

    g = guestfs_create ();
    if (g == NULL) {
        perror ("failed to create libguestfs handle");
        exit (EXIT_FAILURE);
    }

    /* Create a raw-format sparse disk image, 512 MB in size. */
    int fd = open ("disk.img", O_CREAT|O_WRONLY|O_TRUNC|O_NOCTTY, 0666);
    if (fd == -1) {
        perror ("disk.img");
        exit (EXIT_FAILURE);
    }
    if (ftruncate (fd, 512 * 1024 * 1024) == -1) {
        perror ("disk.img: truncate");
        exit (EXIT_FAILURE);
    }
    if (close (fd) == -1) {
        perror ("disk.img: close");
        exit (EXIT_FAILURE);
    }

    /* Set the trace flag so that we can see each libguestfs call. */
    guestfs_set_trace (g, 1);

    /* Set the autosync flag so that the disk will be synchronized
     * automatically when the libguestfs handle is closed.
    */
}
```

```

/*
guestfs_set_autosync (g, 1);

/* Add the disk image to libguestfs. */
if (guestfs_add_drive_opts (g, "disk.img",
    GUESTFS_ADD_DRIVE_OPTS_FORMAT, "raw", /* raw format */
    GUESTFS_ADD_DRIVE_OPTS_READONLY, 0, /* for write */
    -1 /* this marks end of optional arguments */ )
    == -1)
    exit (EXIT_FAILURE);

/* Run the libguestfs back-end. */
if (guestfs_launch (g) == -1)
    exit (EXIT_FAILURE);

/* Get the list of devices. Because we only added one drive
 * above, we expect that this list should contain a single
 * element.
*/
char **devices = guestfs_list_devices (g);
if (devices == NULL)
    exit (EXIT_FAILURE);
if (devices[0] == NULL || devices[1] != NULL) {
    fprintf (stderr,
        "error: expected a single device from list-devices\n");
    exit (EXIT_FAILURE);
}

/* Partition the disk as one single MBR partition. */
if (guestfs_part_disk (g, devices[0], "mbr") == -1)
    exit (EXIT_FAILURE);

/* Get the list of partitions. We expect a single element, which
 * is the partition we have just created.
*/
char **partitions = guestfs_list_partitions (g);
if (partitions == NULL)
    exit (EXIT_FAILURE);
if (partitions[0] == NULL || partitions[1] != NULL) {
    fprintf (stderr,
        "error: expected a single partition from list-
partitions\n");
    exit (EXIT_FAILURE);
}

/* Create an ext4 filesystem on the partition. */
if (guestfs_mkfs (g, "ext4", partitions[0]) == -1)
    exit (EXIT_FAILURE);

/* Now mount the filesystem so that we can add files. */
if (guestfs_mount_options (g, "", partitions[0], "/") == -1)
    exit (EXIT_FAILURE);

/* Create some files and directories. */
if (guestfs_touch (g, "/empty") == -1)
    exit (EXIT_FAILURE);

```

```

const char *message = "Hello, world\n";
if (guestfs_write (g, "/hello", message, strlen (message)) == -1)
    exit (EXIT_FAILURE);

if (guestfs_mkdir (g, "/foo") == -1)
    exit (EXIT_FAILURE);

/* This uploads the local file /etc/resolv.conf into the disk image.
 */
if (guestfs_upload (g, "/etc/resolv.conf", "/foo/resolv.conf") == -1)
    exit (EXIT_FAILURE);

/* Because 'autosync' was set (above) we can just close the handle
 * and the disk contents will be synchronized. You can also do
 * this manually by calling guestfs_umount_all and guestfs_sync.
 */
guestfs_close (g);

/* Free up the lists. */
for (i = 0; devices[i] != NULL; ++i)
    free (devices[i]);
free (devices);
for (i = 0; partitions[i] != NULL; ++i)
    free (partitions[i]);
free (partitions);

exit (EXIT_SUCCESS);
}

```

Compile and run this program with the following two commands:

```

gcc -Wall test.c -o test -lguestfs
./test

```

If the program runs to completion successfully then you should be left with a disk image called **disk.img**, which you can examine with guestfish:

```

guestfish --ro -a disk.img -m /dev/sda1
><fs> ll /
><fs> cat /foo/resolv.conf

```

By default (for C and C++ bindings only), libguestfs prints errors to stderr. You can change this behavior by setting an error handler. The guestfs(3) man page discusses this in detail.

24.11. virt-sysprep: Resetting Virtual Machine Settings

The **virt-sysprep** command-line tool can be used to reset or unconfigure a guest virtual machine so that clones can be made from it. This process involves removing SSH host keys, removing persistent network MAC configuration, and removing user accounts. Virt-sysprep can also customize a virtual machine, for instance by adding SSH keys, users or logos. Each step can be enabled or disabled as required.

To use **virt-sysprep**, the guest virtual machine must be offline, so you must shut it down before

running the commands. Note that **virt-sysprep** modifies the guest or disk image in place without making a copy of it. If you want to preserve the existing contents of the guest virtual machine, you must snapshot, copy or clone the disk first. For more information on copying and cloning disks, refer to [libguestfs.org](#).

It is recommended not to use **virt-sysprep** as root, unless you need root in order to access the disk image. In such a case, however, it is better to change the permissions on the disk image to be writable by the non-root user running **virt-sysprep**.

To install **virt-sysprep**, enter the following command:

```
$ sudo yum install /usr/bin/virt-sysprep
```

The following command options are available to use with **virt-sysprep**:

Table 24.1. virt-sysprep commands

| Command | Description | Example |
|--|--|--|
| <code>--help</code> | Displays a brief help entry about a particular command or about the virt-sysprep command. For additional help, see the virt-sysprep man page. | <code>\$ virt-sysprep --help</code> |
| <code>-a [file]</code> or <code>--add [file]</code> | Adds the specified <i>file</i> which should be a disk image from a guest virtual machine. The format of the disk image is auto-detected. To override this and force a particular format, use the <code>--format</code> option. | <code>\$ virt-sysprep --add /dev/vms/disk.img</code> |
| <code>-a [URI]</code> or <code>--add [URI]</code> | Adds a remote disk. The URI format is compatible with guestfish. For more information, refer to Section 24.4.2, “Adding Files with guestfish” . | <code>\$ virt-sysprep -a http://[user@]example.com[:port]/disk.img</code> |
| <code>-c [URI]</code> or <code>--connect [URI]</code> | Connects to the given URI, if using <i>libvirt</i> . If omitted, then it connects via the KVM hypervisor. If you specify guest block devices directly (virt-sysprep -a), then <i>libvirt</i> is not used at all. | <code>\$ virt-sysprep -c qemu:///system</code> |
| <code>-d [guest]</code> or <code>--domain [guest]</code> | Adds all the disks from the specified guest virtual machine. Domain UUIDs can be used instead of domain names. | <code>\$ virt-sysprep --domain 90df2f3f-8857-5ba9-2714-7d95907b1c9e</code> |
| <code>-n</code> or <code>--dry-run</code> | Performs a read-only “dry run” sysprep operation on the guest virtual machine. This runs the sysprep operation, but throws away any changes to the disk at the end. | <code>\$ virt-sysprep -n</code> |

| Command | Description | Example |
|------------------------------------|---|--|
| --enable [<i>operations</i>] | Enables the specified <i>operations</i> . To list the possible operations, use the --list command. | \$ virt-sysprep --enable ssh-hostkeys,udev-persistent-net |
| --operation or --operations | Chooses which sysprep operations to perform. To disable an operation, use the - before the operation name. | \$ virt-sysprep --operations ssh-hotkeys,udev-persistent-net would enable both operations, while \$ virt-sysprep --operations firewall-rules,-tmp-files would enable the firewall-rules operation and disable the tmp-files operation. For a list of valid operations, refer to libguestfs.org . |
| --format [raw qcow2 auto] | The default for the -a option is to auto-detect the format of the disk image. Using this forces the disk format for -a options which follow on the command line. Using --format auto switches back to auto-detection for subsequent -a options (see the -a command above). | \$ virt-sysprep --format raw -a disk.img forces raw format (no auto-detection) for disk.img, but virt-sysprep --format raw -a disk.img --format auto -a another.img forces raw format (no auto-detection) for disk.img and reverts to auto-detection for another.img . If you have untrusted raw-format guest disk images, you should use this option to specify the disk format. This avoids a possible security problem with malicious guests. |
| --list-operations | List the operations supported by the virt-sysprep program. These are listed one per line, with one or more single-space-separated fields. The first field in the output is the operation name, which can be supplied to the --enable flag. The second field is a * character if the operation is enabled by default, or is blank if not. Additional fields on the same line include a description of the operation. | \$ virt-sysprep --list-operations |
| --mount-options | Sets the mount options for each mount point in the guest virtual machine. Use a semicolon-separated list of mountpoint:options pairs. You may need to place quotes around this list to protect it from the shell. | \$ virt-sysprep --mount-options "/:notime" will mount the root directory with the notime operation. |

| Command | Description | Example |
|-----------------|---|--|
| -q or --quiet | Prevents the printing of log messages. | \$ virt-sysprep -q |
| -v or --verbose | Enables verbose messages for debugging purposes. | \$ virt-sysprep -v |
| -V or --version | Displays the virt-sysprep version number and exits. | \$ virt-sysprep -V |
| --root-password | Sets the root password. Can either be used to specify the new password explicitly, or to use the string from the first line of a selected file, which is more secure. | \$ virt-sysprep --root-password password:123456 -a guest.img or \$ virt-sysprep --root-password file:SOURCE_FILE_PATH -a guest.img |

For more information, refer to the [libguestfs documentation](#).

24.12. **virt-customize**: Customizing Virtual Machine Settings

The **virt-customize** command-line tool can be used to customize a virtual machine. For example, by installing packages and editing configuration files.

To use **virt-customize**, the guest virtual machine must be offline, so you must shut it down before running the commands. Note that **virt-customize** modifies the guest or disk image in place without making a copy of it. If you want to preserve the existing contents of the guest virtual machine, you must snapshot, copy or clone the disk first. For more information on copying and cloning disks, refer to [libguestfs.org](#).



Warning

Using **virt-customize** on live virtual machines, or concurrently with other disk editing tools can cause disk corruption. The virtual machine *must* be shut down before using this command. In addition, disk images should not be edited concurrently.

It is recommended that you do not run **virt-customize** as root.

To install *virt-customize*, run one of the following commands:

```
$ sudo yum install /usr/bin/virt-customize
```

or

```
$ sudo yum install libguestfs-tools-c
```

The following command options are available to use with **virt-customize**:

Table 24.2. *virt-customize* options

| Command | Description | Example |
|--------------------------------|---|---|
| --help | Displays a brief help entry about a particular command or about the <i>virt-customize</i> package. For additional help, see the <i>virt-customize</i> man page. | \$ virt-customize --help |
| -a [file] or --add [file] | Adds the specified <i>file</i> which should be a disk image from a guest virtual machine. The format of the disk image is auto-detected. To override this and force a particular format, use the --format option. | \$ virt-customize --add /dev/vms/disk.img |
| -a [URI] or --add [URI] | Adds a remote disk. The URI format is compatible with guestfish. For more information, refer to Section 24.4.2, “Adding Files with guestfish” . | \$ virt-customize -a http://[user@]example.com[:port]/disk.img |
| -c [URI] or --connect [URI] | Connects to the given URI, if using <i>libvirt</i> . If omitted, then it connects via the KVM hypervisor. If you specify guest block devices directly (virt-customize -a), then <i>libvirt</i> is not used at all. | \$ virt-customize -c qemu:///system |
| -d [guest] or --domain [guest] | Adds all the disks from the specified guest virtual machine. Domain UUIDs can be used instead of domain names. | \$ virt-customize --domain 90df2f3f-8857-5ba9-2714-7d95907b1c9e |
| -n or --dry-run | Performs a read-only “dry run” customize operation on the guest virtual machine. This runs the customize operation, but throws away any changes to the disk at the end. | \$ virt-customize -n |
| --format [raw qcow2 auto] | The default for the -a option is to auto-detect the format of the disk image. Using this forces the disk format for -a options which follow on the command line. Using --format auto switches back to auto-detection for subsequent -a options (see the -a command above). | \$ virt-customize --format raw -a disk.img forces raw format (no auto-detection) for <i>disk.img</i> , but virt-customize --format raw -a disk.img --format auto -a another.img forces raw format (no auto-detection) for <i>disk.img</i> and reverts to auto-detection for <i>another.img</i> . If you have untrusted raw-format guest disk images, you should use this option to specify the disk format. This avoids a possible security problem with malicious guests. |

| Command | Description | Example |
|--|---|--|
| <code>-m [MB] or --memsize [MB]</code> | Changes the amount of memory allocated to <code>--run</code> scripts. If <code>--run</code> scripts or the <code>--install</code> option cause out of memory issues, increase the memory allocation. | <code>\$ virt-customize --memsize 1024</code> |
| <code>--network or --no-network</code> | Enables or disables network access from the guest during installation. The default is enabled. Use <code>--no-network</code> to disable access. This command does not affect guest access to the network after booting. For more information, refer to libguestfs documentation . | <code>\$ virt-customize -a http://[user@example.com[:port]/disk.img</code> |
| <code>-q or --quiet</code> | Prevents the printing of log messages. | <code>\$ virt-customize -q</code> |
| <code>-smp [N]</code> | Enables N virtual CPUs that can be used by <code>--install</code> scripts. N must be 2 or more. | <code>\$ virt-customize -smp 4</code> |
| <code>-v or --verbose</code> | Enables verbose messages for debugging purposes. | <code>\$ virt-customize --verbose</code> |
| <code>-V or --version</code> | Displays the <code>virt-customize</code> version number and exits. | <code>\$ virt-customize --v</code> |
| <code>-x</code> | Enables tracing of libguestfs API calls. | <code>\$ virt-customize -x</code> |

The `virt-customize` command uses customization options to configure how the guest is customized. The following provides information about the `--selinux-relabel` customization option.

The `--selinux-relabel` customization option relabels files in the guest so that they have the correct SELinux label. This option tries to relabel files immediately. If unsuccessful, `/.autorelabel` is activated on the image. This schedules the relabel operation for the next time the image boots.

Note

This option should only be used for guests that support SELinux.

The following example installs the GIMP and Inkscape packages on the guest and ensures that the SELinux labels will be correct the next time the guest boots.

Example 24.1. Using `virt-customize` to install packages on a guest

```
virt-customize -a disk.img --install gimp,inkscape --selinux-relabel
```

For more information, including customization options, refer to [libguestfs.org](#).

24.15. VIRT-DIFF: LISTING THE DIFFERENCES BETWEEN VIRTUAL MACHINE FILES

The **virt-diff** command-line tool can be used to lists the differences between files in two virtual machines disk images. The ouput shows the changes to a virtual machine's disk images after it has been running. The command can also be used to show the difference between overlays.

Note

You can use **virt-diff** safely on live guest virtual machines, because it only needs read-only access.

This tool finds the differences in file names, file sizes, checksums, extended attributes, file content and more between the running virtual machine and the selected image.

Note

The **virt-diff** command does not check the boot loader, unused space between partitions or within file systems, or "hidden" sectors. Therefore, it is recommended that you do not use this as a security or forensics tool.

To install *virt-diff*, run one of the following commands:

```
# yum install /usr/bin/virt-diff
```

or

```
# yum install libguestfs-tools-c
```

To specify two guests, you have to use the **-a** or **-d** option for the first guest, and the **-A** or **-D** option for the second guest. For example:

```
$ virt-diff -a old.img -A new.img
```

You can also use names known to *libvirt*. For example:

```
$ virt-diff -d oldguest -D newguest
```

The following command options are available to use with **virt-diff**:

Table 24.3. virt-diff options

| Command | Description | Example |
|---------|---|----------------------------|
| --help | Displays a brief help entry about a particular command or about the <i>virt-diff</i> package. For additional help, see the <i>virt-diff</i> man page. | \$ virt-diff --help |

| Command | Description | Example |
|--|---|---|
| <code>-a [file]</code> or <code>--add [file]</code> | Adds the specified <i>file</i> , which should be a disk image from the first virtual machine. If the virtual machine has multiple block devices, you must supply all of them with separate <code>-a</code> options. | <pre>\$ virt-customize --add /dev/vms/original.img -A /dev/vms/new.img</pre> |
| | The format of the disk image is auto-detected. To override this and force a particular format, use the <code>--format</code> option. | |
| <code>-a [URI]</code> or <code>--add [URI]</code> | Adds a remote disk. The URI format is compatible with guestfish. For more information, refer to Section 24.4.2, “Adding Files with guestfish” . | <pre>\$ virt-diff -a http://[user@]example.com[:port]/new.img -A http://[user@]example.com[:port]/old.img</pre> |
| <code>--all</code> | Same as <code>--extra-stats --times --uids --xattrs</code> . | <pre>\$ virt-diff --all</pre> |
| <code>--atime</code> | By default, <code>virt-diff</code> ignores changes in file access times, since those are unlikely to be interesting. Use the <code>--atime</code> option to show access time differences. | <pre>\$ virt-diff --atime</pre> |
| <code>-A [file]</code> | Adds the specified <i>file</i> or <i>URI</i> , which should be a disk image from the second virtual machine. | <pre>\$ virt-diff --add /dev/vms/original.img -A /dev/vms/new.img</pre> |
| <code>-c [URI]</code> or <code>--connect [URI]</code> | Connects to the given URI, if using <i>libvirt</i> . If omitted, then it connects to the default libvirt hypervisor. If you specify guest block devices directly (<code>virt-diff -a</code>), then <i>libvirt</i> is not used at all. | <pre>\$ virt-diff -c qemu:///system</pre> |
| <code>--csv</code> | Provides the results in a comma-separated values (CSV) format. This format can be imported easily into databases and spreadsheets. For further information, see Note . | <pre>virt-diff --csv</pre> |
| <code>-d [guest]</code> or <code>--domain [guest]</code> | Adds all the disks from the specified guest virtual machine as the first guest virtual machine. Domain UUIDs can be used instead of domain names. | <pre>\$ virt-diff --domain 90df2f3f-8857-5ba9-2714-7d95907b1c9e</pre> |

| Command | Description | Example |
|---|---|--|
| <code>-D [guest]</code> | Adds all the disks from the specified guest virtual machine as the second guest virtual machine. Domain UUIDs can be used instead of domain names. | <code>\$ virt-diff --D 90df2f3f-8857-5ba9-2714-7d95907b1cd4</code> |
| <code>--extra-stats</code> | Displays extra statistics. | <code>\$ virt-diff --extra-stats</code> |
| <code>--format or --format=[raw qcow2]</code> | The default for the <code>-a/-A</code> option is to auto-detect the format of the disk image. Using this forces the disk format for <code>-a/-A</code> options which follow on the command line. Using <code>--format auto</code> switches back to auto-detection for subsequent <code>-a</code> options (see the <code>-a</code> command above). | <code>\$ virt-diff --format raw -a new.img -A old.img</code> forces raw format (no auto-detection) for new.img and old.img, but <code>virt-diff --format raw -a new.img --format auto -A old.img</code> forces raw format (no auto-detection) for new.img and reverts to auto-detection for old.img. If you have untrusted raw-format guest disk images, you should use this option to specify the disk format. This avoids a possible security problem with malicious guests. |
| <code>-h or --human-readable</code> | Displays file sizes in human-readable format. | <code>\$ virt-diff -h</code> |
| <code>--time-days</code> | Displays time fields for changed files as days before now (negative if in the future). Note that 0 in the output means up to one day before now, or that the age of the changed file is between 0 and 86,399 seconds. | <code>\$ virt-diff --time-days</code> |
| <code>-v or --verbose</code> | Enables verbose messages for debugging purposes. | <code>\$ virt-diff --verbose</code> |
| <code>-V or --version</code> | Displays the <code>virt-diff</code> version number and exits. | <code>\$ virt-diff -V</code> |
| <code>-x</code> | Enables tracing of libguestfs API calls. | <code>\$ virt-diff -x</code> |



Note

The comma-separated values (CSV) format can be difficult to parse. Therefore, it is recommended that for shell scripts, you should use csvtool and for other languages, use a CSV processing library (such as Text::CSV for Perl or Python's built-in csv library). In addition most spreadsheets and databases can import CSV directly.

For more information, including additional options, refer to libguestfs.org.

Chapter 25. Graphic User Interface Tools for Guest Virtual Machine Management

In addition to virt-manager, there are other tools that can allow you to have access to your guest virtual machine's console. The sections that follow describe and explain these tools.

25.1. Using virt-viewer Command Line

virt-viewer is a minimal, limited in feature tool for displaying the graphical console of a guest virtual machine. The console is accessed using the VNC or SPICE protocol. The guest can be referred to based on its name, ID, or UUID. If the guest is not already running, then the viewer can be told to wait until it starts before attempting to connect to the console. The viewer can connect to remote hosts to get the console information and then also connect to the remote console using the same network transport.

To install the *virt-viewer* tool, run:

```
# sudo yum install virt-viewer
```

The basic virt viewer commands are as follows:

```
# virt-viewer [OPTIONS] -- {domain-name|id|uuid}
```

The following options may be used with *virt-viewer*

- » **-h, or --help** - Displays the command-line help summary.
- » **-V, or --version** - Displays the *virt-viewer* version number.
- » **-v, or --verbose** - Displays information about the connection to the guest virtual machine.
- » **-c URI, or --connect=URI** - Specifies the hypervisor connection URI.
- » **-w, or --wait** - Waits for the domain to start up before attempting to connect to the console.
- » **-r, or --reconnect** - Automatically reconnects to the domain if it shuts down and restarts.
- » **-z PCT, or --zoom=PCT** - Adjusts the zoom level of the display window in the specified percentage. Accepted range 10-200%.
- » **-a, or --attach** - Uses *libvirt* to directly attach to a local display, instead of making a TCP/UNIX socket connection. This avoids the need to authenticate with the remote display, if authentication with *libvirt* is already allowed. This option does not work with remote displays.
- » **-f, or --full-screen** - Starts the windows maximized to fullscreen.
- » **-H hotkeys, or --hotkeys hotkeys** - Overrides the default hotkey settings with the new specified hotkey. Refer to [Example 25.5, “Setting hot keys”](#).
- » **--debug** - Prints debugging information.

Example 25.1. Connecting to a guest virtual machine

If using a XEN hypervisor:

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

If using a KVM-QEMU hypervisor:

```
# virt-viewer --connect qemu:///system 7
```

Example 25.2. To wait for a specific guest to start before connecting

Enter the following command:

```
# virt-viewer --reconnect --wait 66ab33c0-6919-a3f7-e659-16c82d248521
```

Example 25.3. To connect to a remote console using TLS

Enter the following command:

```
# virt-viewer --connect xen://example.org/ demo
```

Example 25.4. To connect to a remote host using SSH

Look up the guest configuration and then make a direct non-tunneled connection to the console:

```
# virt-viewer --direct --connect xen+ssh://root@example.org/ demo
```

Example 25.5. Setting hot keys

To create a customized hotkey, enter the following command:

```
# virt-viewer --hotkeys=action1=key-combination1,action2=key-combination2
```

The following actions can be assigned to a hotkey:

- » toggle-fullscreen
- » release-cursor
- » smartcard-insert
- » smartcard-remove

Key name combination hotkeys are case insensitive. Each hotkey setting should have a unique key combination.

For example, to create a hotkey to change to full screen mode:

```
# virt-viewer --hotkeys=toggle-fullscreen=shift+f11 qemu:///system 7
```

Remote Viewer

The **remote-viewer** is a simple remote desktop display client that supports SPICE and VNC.

To install the **remote-viewer** tool, run:

```
# sudo yum install virt-viewer
```

The basic remote viewer commands are as follows:

```
remote-viewer [OPTIONS] -- URI
```

The following options may be used with **remote-viewer**:

- » **-h**, or **--help** - Displays the command-line help summary.
- » **-V**, or **--version** - Displays the **remote-viewer** version number.
- » **-v**, or **--verbose** - Displays information about the connection to the guest virtual machine.
- » **-z PCT**, or **--zoom=PCT** - Adjusts the zoom level of the display window in the specified percentage. Accepted range 10-200%.
- » **-f**, or **--full-screen=auto-conf** - Starts with the windows maximized to its full screen size. If the optional argument 'auto-conf' is given, the remote display will be reconfigured to match at best the client physical monitor configuration on initialization, by enabling or disabling extra monitors as necessary. This is currently implemented by the Spice back end only.
- » **-t title**, or **--title title** - Sets the window title to the string given.
- » **--spice-controller** - Uses the SPICE controller to initialize the connection with the SPICE server. This option is used by the SPICE browser plug-ins to allow web page to start a client.
- » **--debug** - Prints debugging information.

For more information, see the man page for the **remote-viewer**.

25.3. GNOME Boxes

Boxes is a lightweight graphical desktop virtualization tool used to view and access virtual machines and remote systems. Boxes provides a way to test different operating systems and applications from the desktop with minimal configuration.

To install Boxes, run:

```
# sudo yum install gnome-boxes
```

Open Boxes through **Applications > System Tools**.

The main screen shows the available guest virtual machines. The right-hand side of the screen has two buttons:

- »  the search button, to search for guest virtual machines by name, and



- ▶ the selection button.

Clicking on the selection button allows you to select one or more guest virtual machines in order to perform operations individually or as a group. The available operations are shown at the bottom of the screen on the operations bar:

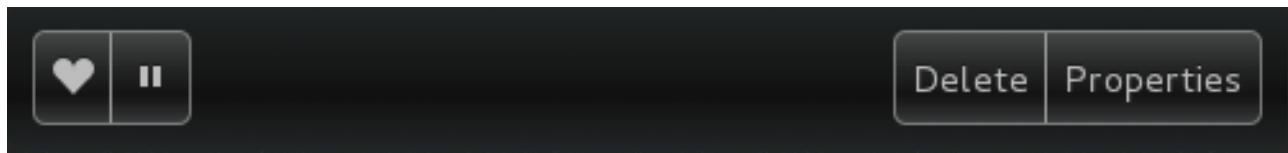


Figure 25.1. The Operations Bar

There are four operations that can be performed:

- ▶ **Favorite:** Adds a heart to selected guest virtual machines and moves them to the top of the list of guests. This becomes increasingly helpful as the number of guests grows.
- ▶ **Pause:** The selected guest virtual machines will stop running.
- ▶ **Delete:** Removes selected guest virtual machines.
- ▶ **Properties:** Shows the properties of the selected guest virtual machine.

Create new guest virtual machines using the **New** button on the left-hand side of the main screen.

Procedure 25.1. Creating a new guest virtual machine with Boxes

1. **Click New**

This opens the **Introduction** screen. Click **Continue**.

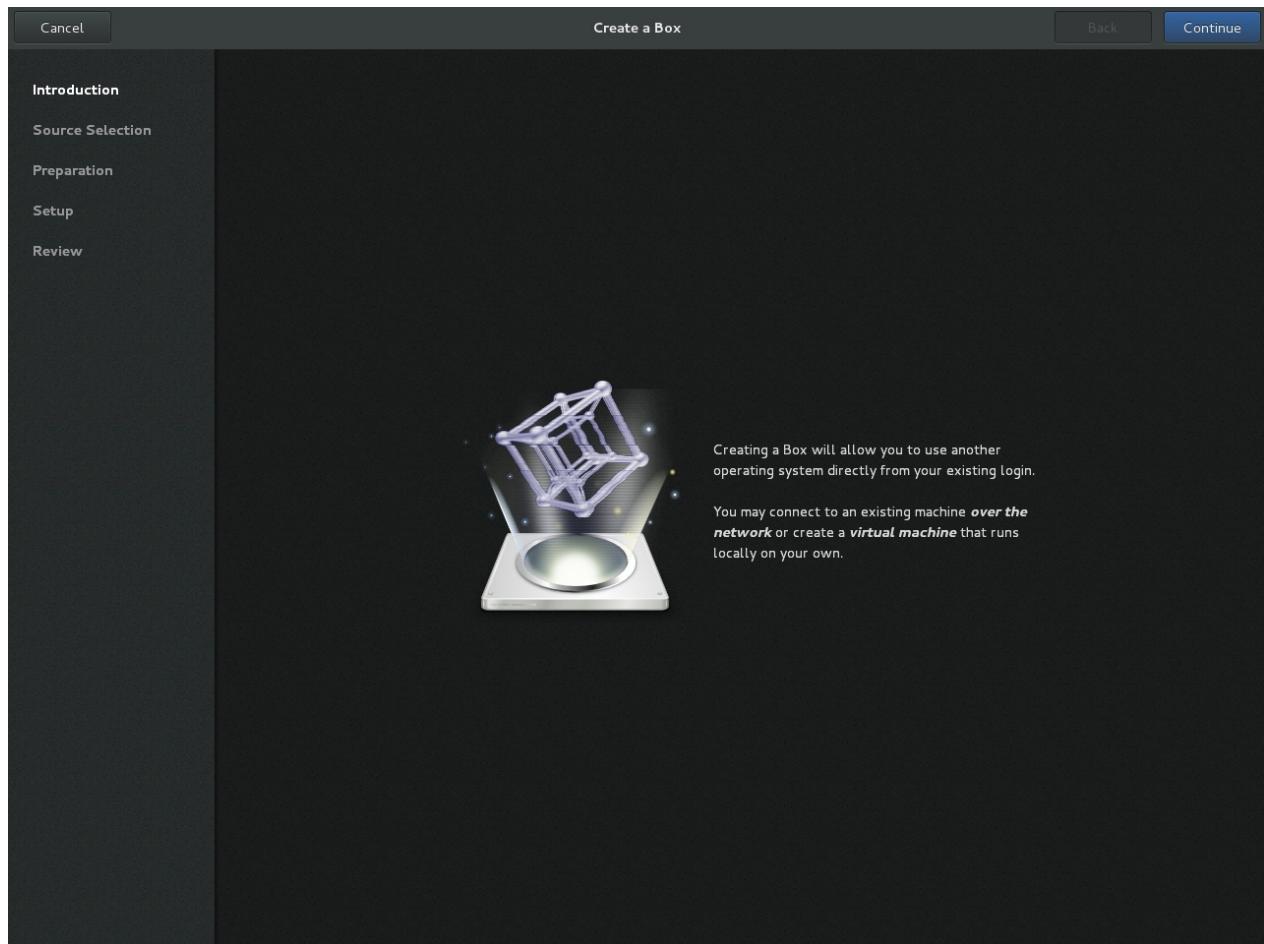


Figure 25.2. Introduction screen

2. Select source

The **Source Selection** screen has three options:

- » **Available media:** Any immediately available installation media will be shown here. Clicking on any of these will take you directly to the **Review** screen.
- » **Enter a URL:** Type in a URL to specify a local URI or path to an ISO file. This can also be used to access a remote machine. The address should follow the pattern of ***protocol://IPaddress?port;***, for example:

```
spice://192.168.122.1?port=5906;
```

Protocols can be **spice://**, **qemu://**, or **vnc://**.

- » **Select a file:** Open a file directory to search for installation media manually.

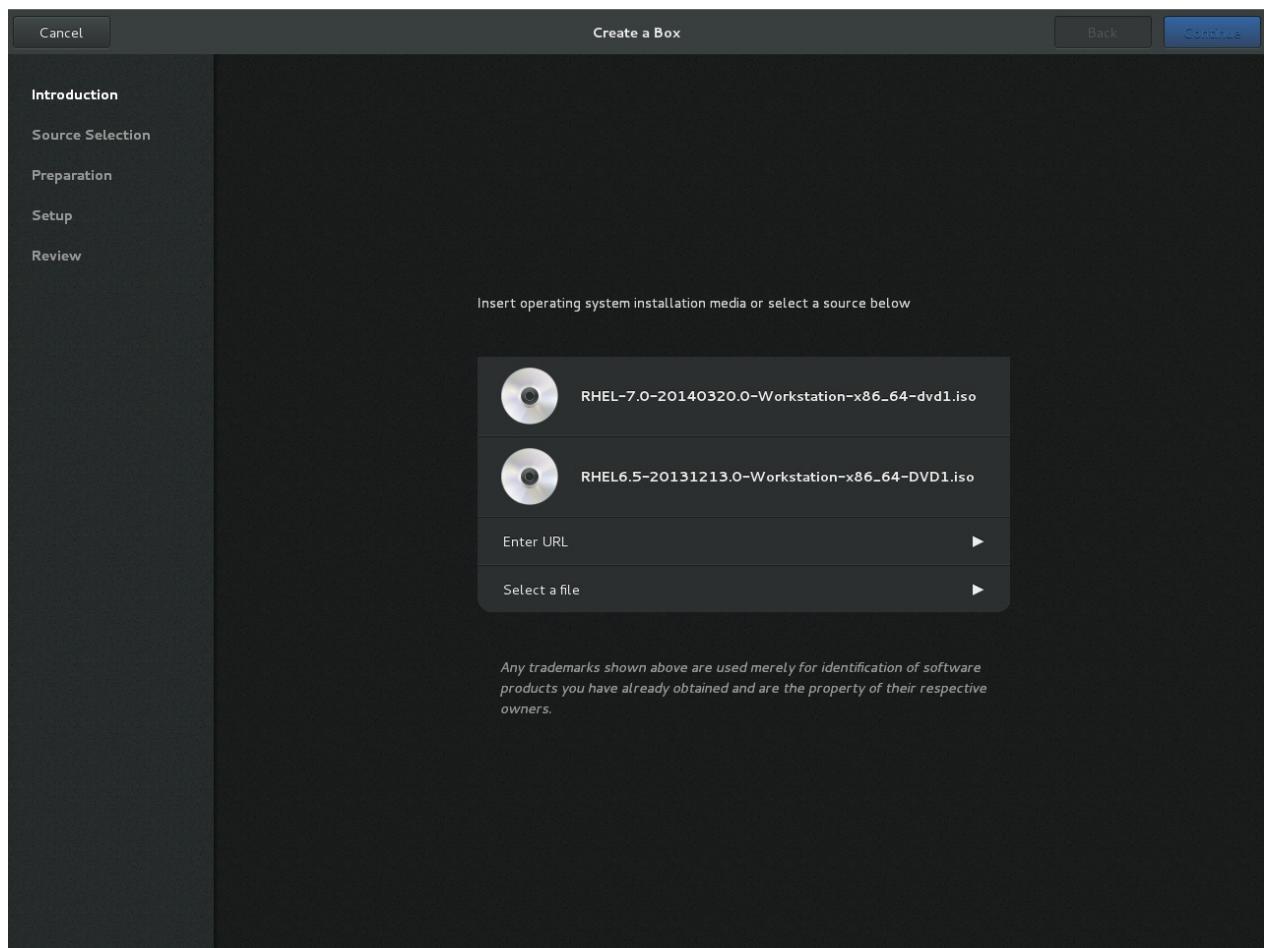


Figure 25.3. Source Selection screen

3. Review the details

The **Review** screen shows the details of the guest virtual machine.

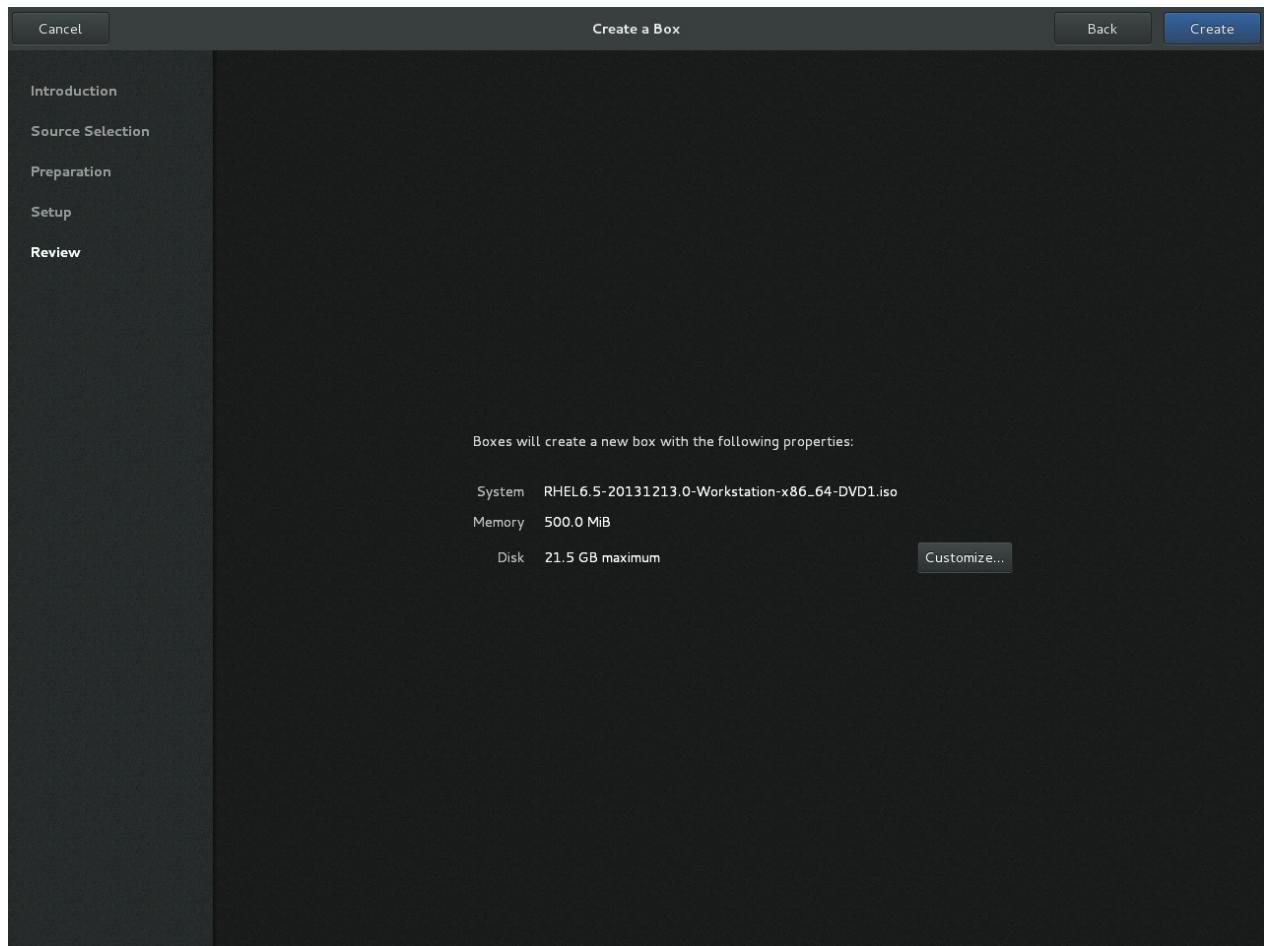


Figure 25.4. Review screen

These details can be left as is, in which case proceed to the final step, or:

4. Optional: customize the details

Clicking on **Customize** allows you to adjust the configuration of the guest virtual machine, such as the memory and disk size.

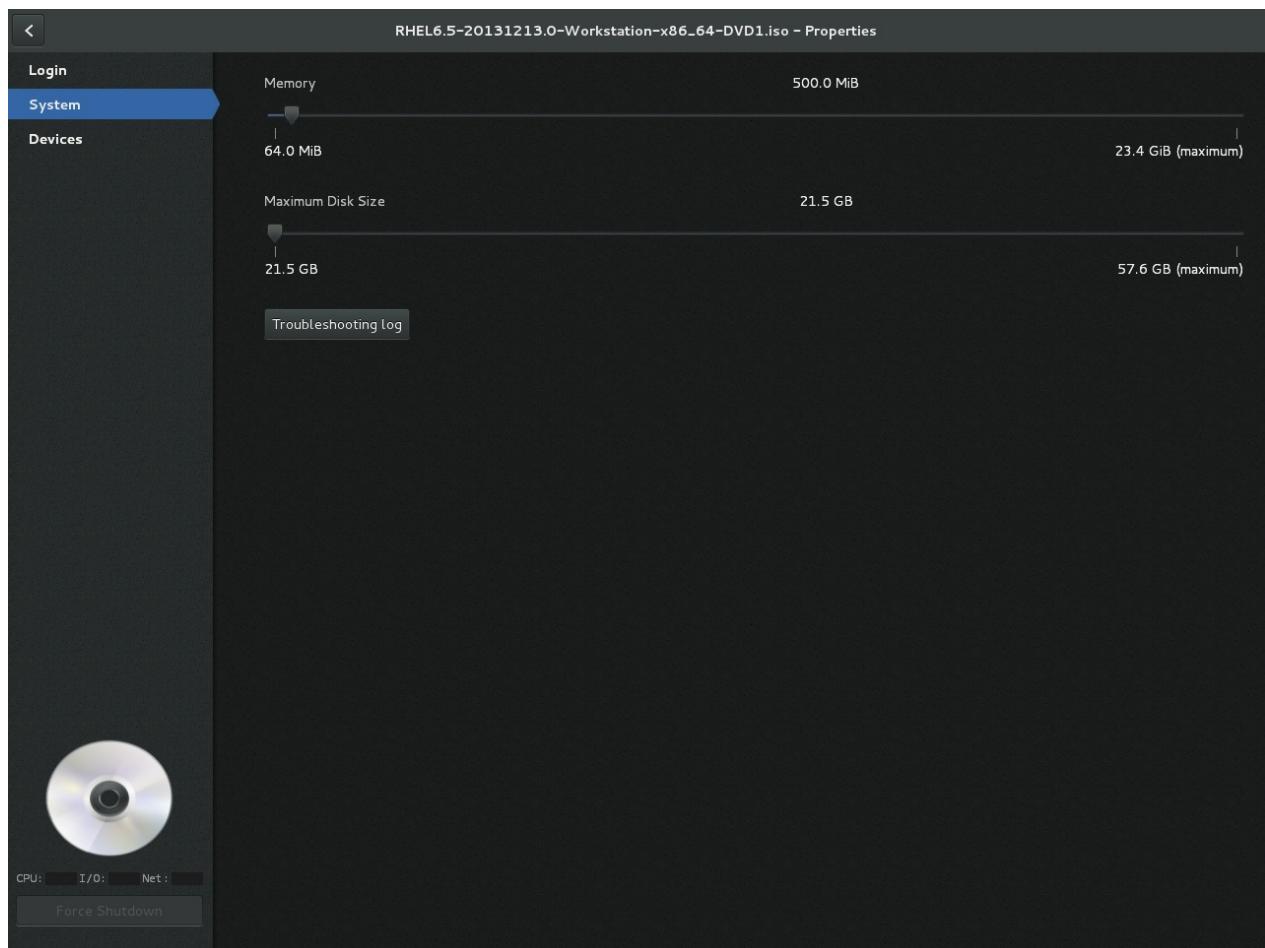


Figure 25.5. Customization screen

5. Create

Click **Create**. The new guest virtual machine will open.

Chapter 26. Manipulating the Domain XML

This chapter explains in detail the components of the domain.xml configuration file. In this chapter, the term *domain* refers to the root <domain> element required for all guest virtual machines. The domain XML has two attributes: **type** and **id**. **type** specifies the hypervisor used for running the domain. The allowed values are driver specific, but include **KVM** and others. **id** is a unique integer identifier for the running guest virtual machine. Inactive machines have no **id** value. The sections in this chapter will describe the components of the domain XML. Additional chapters in this manual may refer to this chapter when manipulation of the domain XML is required.



Important

Use only supported management interfaces (such as **virsh**) and commands (such as **virsh edit**) to edit the components of the domain XML file. Do not open and edit the domain XML file directly with a text editor such as **vim** or **gedit**.

26.1. General Information and Meta-data

This information is in this part of the domain XML:

```
<domain type='kvm' id='3'>
  <name>fv0</name>
  <uuid>4dea22b31d52d8f32516782e98ab3fa0</uuid>
  <title>A short description - title - of the domain</title>
  <description>A human readable description</description>
  <metadata>
    <app1:foo xmlns:app1="http://app1.org/app1/">..</app1:foo>
    <app2:bar xmlns:app2="http://app1.org/app2/">..</app2:bar>
  </metadata>
  ...
</domain>
```

Figure 26.1. Domain XML meta-data

The components of this section of the domain XML are as follows:

Table 26.1. General meta-data elements

| Element | Description |
|---------|---|
| <name> | Assigns a name for the virtual machine. This name should consist only of alpha-numeric characters and is required to be unique within the scope of a single host physical machine. It is often used to form the file name for storing the persistent configuration files. |

| Element | Description |
|---------------|--|
| <uuid> | Assigns a globally unique identifier for the virtual machine. The format must be RFC 4122 compliant, for example 3e3fce45-4f53-4fa7-bb32-11f34168b82b . If omitted when defining or creating a new machine, a random UUID is generated. It is also possible to provide the UUID via a sysinfo specification. |
| <title> | Creates space for a short description of the domain. The title should not contain any new lines. |
| <description> | Different from the title, this data is not used by libvirt. It can contain any information the user chooses to display. |
| <metadata> | Can be used by applications to store custom meta-data in the form of XML nodes/trees. Applications must use custom name spaces on XML nodes/trees, with only one top-level element per name space (if the application needs structure, they should have sub-elements to their name space element). |

26.2. Operating System Booting

There are a number of different ways to boot virtual machines, including BIOS boot loader, host physical machine boot loader, direct kernel boot, and container boot.

26.2.1. BIOS Boot Loader

Booting via the BIOS is available for hypervisors supporting full virtualization. In this case, the BIOS has a boot order priority (floppy, hard disk, CD-ROM, network) determining where to locate the boot image. The <os> section of the domain XML contains the following information:

```

...
<os>
  <type>hvm</type>
  <loader>/usr/lib/kvm/boot/hvmloader</loader>
  <boot dev='hd' />
  <boot dev='cdrom' />
  <bootmenu enable='yes' />
  <smbios mode='sysinfo' />
  <bios useserial='yes' rebootTimeout='0' />
</os>
...

```

Figure 26.2. BIOS boot loader domain XML

The components of this section of the domain XML are as follows:

Table 26.2. BIOS boot loader elements

| Element | Description |
|------------|--|
| <type> | Specifies the type of operating system to be booted on the guest virtual machine. hvm indicates that the operating system is designed to run on bare metal and requires full virtualization. linux refers to an operating system that supports the KVM hypervisor guest ABI. There are also two optional attributes: arch specifies the CPU architecture to virtualization, and machine refers to the machine type. For more information, see Driver Capabilities . |
| <loader> | Refers to a piece of firmware that is used to assist the domain creation process. It is only needed for using KVM fully virtualized domains. |
| <boot> | Specifies the next boot device to consider with one of the following values: fd , hd , cdrom or network . The boot element can be repeated multiple times to set up a priority list of boot devices to try in turn. Multiple devices of the same type are sorted according to their targets while preserving the order of buses. After defining the domain, its XML configuration returned by libvirt (through virDomainGetXMLDesc) lists devices in the sorted order. Once sorted, the first device is marked as bootable. For more information, see BIOS boot loader . |
| <bootmenu> | Determines whether or not to enable an interactive boot menu prompt on guest virtual machine start up. The enable attribute can be either yes or no . If not specified, the hypervisor default is used. |
| <smbios> | Determines how SMBIOS information is made visible in the guest virtual machine. The mode attribute must be specified, as either emulate (allows the hypervisor generate all values), host (copies all of Block 0 and Block 1, except for the UUID, from the host physical machine's SMBIOS values; the virConnectGetSysinfo call can be used to see what values are copied), or sysinfo (uses the values in the sysinfo element). If not specified, the hypervisor's default setting is used. |

| Element | Description |
|---------------------------|---|
| <code><bios></code> | This element has attribute <code>useserial</code> with possible values <code>yes</code> or <code>no</code> . The attribute enables or disables the Serial Graphics Adapter which allows users to see BIOS messages on a serial port. Therefore, one needs to have serial port defined. The <code>rebootTimeout</code> attribute controls whether and after how long the guest virtual machine should start booting again in case the boot fails (according to the BIOS). The value is set in milliseconds with a maximum of 65535 ; setting -1 disables the reboot. |

26.2.2. Host Physical Machine Boot Loader

Hypervisors using paravirtualization do not usually emulate a BIOS, but instead the host physical machine is responsible for the operating system boot. This may use a pseudo-boot loader in the host physical machine to provide an interface to choose a kernel for the guest virtual machine. An example is **PyGrub** with KVM:

```
...
<bootloader>/usr/bin/pygrub</bootloader>
<bootloader_args>--append single</bootloader_args>
...
```

Figure 26.3. Host physical machine boot loader domain XML

The components of this section of the domain XML are as follows:

Table 26.3. BIOS boot loader elements

| Element | Description |
|--------------------------------------|---|
| <code><bootloader></code> | Provides a fully qualified path to the boot loader executable in the host physical machine OS. This boot loader will choose which kernel to boot. The required output of the boot loader is dependent on the hypervisor in use. |
| <code><bootloader_args></code> | Allows command-line arguments to be passed to the boot loader (optional command). |

26.2.3. Direct Kernel Boot

When installing a new guest virtual machine operating system, it is often useful to boot directly from a kernel and `initrd` stored in the host physical machine operating system, allowing command-line arguments to be passed directly to the installer. This capability is usually available for both fully virtualized and paravirtualized guest virtual machines.

```
...
```

```

<os>
  <type>hvm</type>
  <loader>/usr/lib/kvm/boot/hvmloader</loader>
  <kernel>/root/f8-i386-vmlinuz</kernel>
  <initrd>/root/f8-i386-initrd</initrd>
  <cmdline>console=ttyS0 ks=http://example.com/f8-i386/os/</cmdline>
  <dtb>/root/ppc.dtb</dtb>
</os>
...

```

Figure 26.4. Direct kernel boot

The components of this section of the domain XML are as follows:

Table 26.4. Direct kernel boot elements

| Element | Description |
|-----------|---|
| <type> | Same as described in the BIOS boot section. |
| <loader> | Same as described in the BIOS boot section. |
| <kernel> | Specifies the fully-qualified path to the kernel image in the host physical machine operating system. |
| <initrd> | Specifies the fully-qualified path to the (optional) ramdisk image in the host physical machine operating system. |
| <cmdline> | Specifies arguments to be passed to the kernel (or installer) at boot time. This is often used to specify an alternate primary console (such as a serial port), or the installation media source or kickstart file. |

26.2.4. Container Boot

When booting a domain using container-based virtualization, instead of a kernel or boot image, a path to the **init** binary is required, using the **init** element. By default this will be launched with no arguments. To specify the initial **argv**, use the **initarg** element, repeated as many times as required. The **cmdline** element provides an equivalent to **/proc/cmdline** but will not affect **initarg**.

```

...
<os>
  <type arch='x86_64'>exe</type>
  <init>/bin/systemd</init>
  <initarg>--unit</initarg>
  <initarg>emergency.service</initarg>
</os>
...

```

Figure 26.5. Container boot

26.3. SMBIOS System Information

Some hypervisors allow control over what system information is presented to the guest virtual machine (for example, SMBIOS fields can be populated by a hypervisor and inspected via the **dmidecode** command in the guest virtual machine). The optional **sysinfo** element covers all such categories of information.

```
...
<os>
  <smbios mode='sysinfo' />
  ...
</os>
<sysinfo type='smbios'>
  <bios>
    <entry name='vendor'>LENOVO</entry>
  </bios>
  <system>
    <entry name='manufacturer'>Fedora</entry>
    <entry name='vendor'>Virt-Manager</entry>
  </system>
</sysinfo>
...

```

Figure 26.6. SMBIOS system information

The **<sysinfo>** element has a mandatory attribute **type** that determines the layout of sub-elements, and may be defined as follows:

- » **<smbios>** - Sub-elements call out specific SMBIOS values, which will affect the guest virtual machine if used in conjunction with the **smbios** sub-element of the **<os>** element. Each sub-element of **<sysinfo>** names a SMBIOS block, and within those elements can be a list of entry elements that describe a field within the block. The following blocks and entries are recognized:
 - **<bios>** - This is block 0 of SMBIOS, with entry names drawn from **vendor**, **version**, **date**, and **release**.
 - **<system>** - This is block 1 of SMBIOS, with entry names drawn from **manufacturer**, **product**, **version**, **serial**, **uuid**, **sku**, and **family**. If a **uuid** entry is provided alongside a top-level **uuid** element, the two values must match.

26.4. CPU allocation

```
<domain>
  ...
  <vcpu placement='static' cpuset="1-4,^3,6" current="1">2</vcpu>
  ...
</domain>
```

Figure 26.7. CPU Allocation

The **<vcpu>** element defines the maximum number of virtual CPUs allocated for the guest virtual machine operating system, which must be between 1 and the maximum number supported by the hypervisor. This element can contain an optional **cpuset** attribute, which is a comma-separated list of physical CPU numbers that the domain process and virtual CPUs can be pinned to by default.

Note that the pinning policy of the domain process and virtual CPUs can be specified separately by using the **cputune** attribute. If the **emulatorpin** attribute is specified in **<cputune>**, **cpuset** specified by **<vcpu>** will be ignored.

Similarly, virtual CPUs that have set a value for **vcpupin** cause **cpuset** settings to be ignored. For virtual CPUs where **vcpupin** is not specified, it will be pinned to the physical CPUs specified by **cpuset**. Each element in the **cpuset** list is either a single CPU number, a range of CPU numbers, or a caret (^) followed by a CPU number to be excluded from a previous range. The attribute **current** can be used to specify whether fewer than the maximum number of virtual CPUs should be enabled.

The optional attribute **placement** can be used to indicate the CPU placement mode for domain process. Its value can be either **static** or **auto**, which defaults to **placement**, or **numatune**, or **static** if **cpuset** is specified. **auto** indicates the domain process will be pinned to the advisory nodeset from querying numad, and the value of attribute **cpuset** will be ignored if it is specified. If both **cpuset** and **placement** are not specified, or if placement is **static**, but no **cpuset** is specified, the domain process will be pinned to all the available physical CPUs.

26.5. CPU tuning

```

<domain>
  ...
  <cputune>
    <vcpupin vcpu="0" cpuset="1-4,^2"/>
    <vcpupin vcpu="1" cpuset="0,1"/>
    <vcpupin vcpu="2" cpuset="2,3"/>
    <vcpupin vcpu="3" cpuset="0,4"/>
    <emulatorpin cpuset="1-3"/>
    <shares>2048</shares>
    <period>1000000</period>
    <quota>-1</quota>
    <emulator_period>1000000</emulator_period>
    <emulator_quota>-1</emulator_quota>
  </cputune>
  ...
</domain>

```

Figure 26.8. CPU Tuning

Although all are optional, the components of this section of the domain XML are as follows:

Table 26.5. CPU tuning elements

| Element | Description |
|----------------|--|
| <cputune> | Provides details regarding the CPU tunable parameters for the domain. This is optional. |
| <vcpu pin> | Specifies which of host physical machine's physical CPUs the domain vCPU will be pinned to. If this is omitted, and the cpuset attribute of the <vcpu> element is not specified, the vCPU is pinned to all the physical CPUs by default. It contains two required attributes: the <vcpu> attribute specifies id , and the cpuset attribute is same as the cpuset attribute in the <vcpu> element. |
| <emulator pin> | Specifies which of the host physical machine CPUs the "emulator" (a subset of domains not including <vcpu>) will be pinned to. If this is omitted, and the cpuset attribute in the <vcpu> element is not specified, the "emulator" is pinned to all the physical CPUs by default. It contains one required cpuset attribute specifying which physical CPUs to pin to. emulator pin is not allowed if the placement attribute in the <vcpu> element is set as auto . |
| <shares> | Specifies the proportional weighted share for the domain. If this is omitted, it defaults to the operating system provided defaults. If there is no unit for the value, it is calculated relative to the setting of the other guest virtual machine. For example, a guest virtual machine configured with a <shares> value of 2048 will get twice as much CPU time as a guest virtual machine configured with a <shares> value of 1024. |
| <period> | Specifies the enforcement interval in microseconds. By using <period>, each of the domain's vCPUs will not be allowed to consume more than its allotted quota worth of run time. This value should be within the following range: 1000 - 1000000 . A <period> with a value of 0 means no value. |
| <quota> | Specifies the maximum allowed bandwidth in microseconds. A domain with <quota> as any negative value indicates that the domain has infinite bandwidth, which means that it is not bandwidth controlled. The value should be within the following range: 1000 - 18446744073709551 or less than 0 . A quota with value of 0 means no value. You can use this feature to ensure that all vCPUs run at the same speed. |

| Element | Description |
|-------------------|--|
| <emulator_period> | Specifies the enforcement interval in microseconds. Within an <emulator_period>, emulator threads (those excluding vCPUs) of the domain will not be allowed to consume more than the <emulator_quota> worth of run time. The <emulator_period> value should be in the following range: 1000 - 1000000 . An <emulator_period> with value of 0 means no value. |
| <emulator_quota> | Specifies the maximum allowed bandwidth in microseconds for the domain's emulator threads (those excluding vCPUs). A domain with an <emulator_quota> as a negative value indicates that the domain has infinite bandwidth for emulator threads (those excluding vCPUs), which means that it is not bandwidth controlled. The value should be in the following range: 1000 - 18446744073709551 , or less than 0 . An <emulator_quota> with value 0 means no value. |

26.6. Memory Backing

Memory backing allows the hypervisor to properly manage large pages within the guest virtual machine.

```
<domain>
  ...
  <memoryBacking>
    <hugepages>
      <page size="1" unit="G" nodeset="0-3,5"/>
      <page size="2" unit="M" nodeset="4"/>
    </hugepages>
    <nosharepages/>
    <locked/>
  </memoryBacking>
  ...
</domain>
```

Figure 26.9. Memory backing

For detailed information on memoryBacking elements, see
<http://libvirt.org/formatdomain.html#elementsMemoryBacking>

26.7. Memory Tuning

```
<domain>
  ...
  <memtune>
    <hard_limit unit='G'>1</hard_limit>
    <soft_limit unit='M'>128</soft_limit>
    <swap_hard_limit unit='G'>2</swap_hard_limit>
    <min_guarantee unit='bytes'>67108864</min_guarantee>
  </memtune>
  ...
</domain>
```

Figure 26.10. Memory tuning

Although `<memtune>` is optional, the components of this section of the domain XML are as follows:

Table 26.6. Memory tuning elements

| Element | Description |
|--------------------------------------|--|
| <code><memtune></code> | Provides details regarding the memory tunable parameters for the domain. If this is omitted, it defaults to the operating system provided defaults. As parameters are applied to the process as a whole, when setting limits, determine values by adding the guest virtual machine RAM to the guest virtual machine video RAM, allowing for some memory overhead. For each tunable, it is possible to designate which unit the number is in on input, using the same values as for <code><memory></code> . For backwards compatibility, output is always in kibibytes (KiB). |
| <code><hard_limit></code> | The maximum memory the guest virtual machine can use. This value is expressed in kibibytes (blocks of 1024 bytes). |
| <code><soft_limit></code> | The memory limit to enforce during memory contention. This value is expressed in kibibytes (blocks of 1024 bytes). |
| <code><swap_hard_limit></code> | The maximum memory plus swap the guest virtual machine can use. This value is expressed in kibibytes (blocks of 1024 bytes). This must be more than <code><hard_limit></code> value. |
| <code><min_guarantee></code> | The guaranteed minimum memory allocation for the guest virtual machine. This value is expressed in kibibytes (blocks of 1024 bytes). |

26.8. Memory Allocation

In cases where the guest virtual machine crashes, the optional attribute `dumpCore` can be used to control whether the guest virtual machine's memory should be included in the generated coredump (`dumpCore= 'on'`) or not included (`dumpCore= 'off'`). Note that the default setting is `on`, so unless the parameter is set to `off`, the guest virtual machine memory will be included in the coredump file.

The **`currentMemory`** attribute determines the actual memory allocation for a guest virtual machine. This value can be less than the maximum allocation, to allow for the guest virtual machine memory to balloon as needed. If omitted, this defaults to the same value as the `memory` element. The `unit` attribute behaves the same as for `memory`.

```
<domain>

    <memory unit='KiB' dumpCore='off'>524288</memory>
    <!-- changes the memory unit to KiB and does not allow the guest
        virtual machine's memory to be included in the generated coredump file --
    ->
    <currentMemory unit='KiB'>524288</currentMemory>
    <!-- makes the current memory unit 524288 KiB -->
    ...
</domain>
```

Figure 26.11. Memory unit

26.9. NUMA Node Tuning

After NUMA node tuning is done using `virsh edit`, the following domain XML parameters are affected:

```
<domain>
    ...
    <numatune>
        <memory mode="strict" nodeset="1-4,^3"/>
    </numatune>
    ...
</domain>
```

Figure 26.12. NUMA node tuning

Although all are optional, the components of this section of the domain XML are as follows:

Table 26.7. NUMA node tuning elements

| Element | Description |
|-------------------------------|--|
| <code><numatune></code> | Provides details of how to tune the performance of a NUMA host physical machine by controlling NUMA policy for domain processes. |

| Element | Description |
|----------|---|
| <memory> | <p>Specifies how to allocate memory for the domain processes on a NUMA host physical machine. It contains several optional attributes. The mode attribute can be set to interleave, strict, or preferred. If no value is given it defaults to strict. The nodeset attribute specifies the NUMA nodes, using the same syntax as the cpuset attribute of the <vcpu> element.</p> <p>Attribute placement can be used to indicate the memory placement mode for the domain process. Its value can be either static or auto. If the <nodeset> attribute is specified it defaults to the <placement> of <vcpu>, or static. auto indicates the domain process will only allocate memory from the advisory nodeset returned from querying numad and the value of the nodeset attribute will be ignored if it is specified. If the <placement> attribute in vcpu is set to auto, and the <numatune> attribute is not specified, a default <numatune> with <placement> auto and strict mode will be added implicitly.</p> |

26.10. Block I/O Tuning

```

<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>

```

Figure 26.13. Block I/O tuning

Although all are optional, the components of this section of the domain XML are as follows:

Table 26.8. Block I/O tuning elements

| Element | Description |
|---------|-------------|
|---------|-------------|

| Element | Description |
|-------------|---|
| <blkiotune> | This optional element provides the ability to tune blkio cgroup tunable parameters for the domain. If this is omitted, it defaults to the operating system provided defaults. |
| <weight> | This optional weight element is the overall I/O weight of the guest virtual machine. The value should be within the range 100 - 1000. |
| <device> | The domain may have multiple <device> elements that further tune the weights for each host physical machine block device in use by the domain. Note that multiple guest virtual machine disks can share a single host physical machine block device. In addition, as they are backed by files within the same host physical machine file system, this tuning parameter is at the global domain level, rather than being associated with each guest virtual machine disk device (contrast this to the <iotune> element which can be applied to a single <disk>). Each device element has two mandatory sub-elements, <path> describing the absolute path of the device, and <weight> giving the relative weight of that device, which has an acceptable range of 100 - 1000. |

26.11. Resource Partitioning

Hypervisors may allow for virtual machines to be placed into resource partitions, potentially with nesting of said partitions. The <resource> element groups together configurations related to resource partitioning. It currently supports a child element partition whose content defines the path of the resource partition in which to place the domain. If no partition is listed, then the domain will be placed in a default partition. The partition must be created prior to starting the guest virtual machine. Only the (hypervisor specific) default partition can be assumed to exist by default.

```
<resource>
  <partition>/virtualmachines/production</partition>
</resource>
```

Figure 26.14. Resource partitioning

Resource partitions are currently supported by the KVM and LXC drivers, which map partition paths to cgroups directories in all mounted controllers.

26.12. CPU Models and Topology

This section covers the requirements for CPU models. Note that every hypervisor has its own policy for which CPU features guest will see by default. The set of CPU features presented to the guest by KVM depends on the CPU model chosen in the guest virtual machine configuration. **qemu32** and **qemu64** are basic CPU models, but there are other models (with additional features) available. Each

model and its topology is specified using the following elements from the domain XML:

```
<cpu match='exact'>
  <model fallback='allow'>core2duo</model>
  <vendor>Intel</vendor>
  <topology sockets='1' cores='2' threads='1' />
  <feature policy='disable' name='lahf_lm' />
</cpu>
```

Figure 26.15. CPU model and topology example 1

```
<cpu mode='host-model'>
  <model fallback='forbid' />
  <topology sockets='1' cores='2' threads='1' />
</cpu>
```

Figure 26.16. CPU model and topology example 2

```
<cpu mode='host-passthrough' />
```

Figure 26.17. CPU model and topology example 3

In cases where no restrictions are to be put on the CPU model or its features, a simpler `<cpu>` element such as the following may be used:

```
<cpu>
  <topology sockets='1' cores='2' threads='1' />
</cpu>
```

Figure 26.18. CPU model and topology example 4

The components of this section of the domain XML are as follows:

Table 26.9. CPU model and topology elements

| Element | Description |
|--------------------------|---|
| <code><cpu></code> | This is the main container for describing guest virtual machine CPU requirements. |

| Element | Description |
|---------|---|
| <match> | <p>Specifies how the virtual CPU is provided to the guest virtual machine must match these requirements. The match attribute can be omitted if topology is the only element within <cpu>. Possible values for the match attribute are:</p> <ul style="list-style-type: none">» minimum - the specified CPU model and features describes the minimum requested CPU.» exact - the virtual CPU provided to the guest virtual machine will exactly match the specification.» strict - the guest virtual machine will not be created unless the host physical machine CPU exactly matches the specification. <p>Note that the match attribute can be omitted and will default to exact.</p> |

| Element | Description |
|-----------------|--|
| < mode > | <p>This optional attribute may be used to make it easier to configure a guest virtual machine CPU to be as close to the host physical machine CPU as possible. Possible values for the mode attribute are:</p> <ul style="list-style-type: none"> ➢ custom - Describes how the CPU is presented to the guest virtual machine. This is the default setting when the mode attribute is not specified. This mode makes it so that a persistent guest virtual machine will see the same hardware no matter what host physical machine the guest virtual machine is booted on. ➢ host-model - This is essentially a shortcut to copying host physical machine CPU definition from the capabilities XML into the domain XML. As the CPU definition is copied just before starting a domain, the same XML can be used on different host physical machines while still providing the best guest virtual machine CPU each host physical machine supports. Neither the match attribute nor any feature elements can be used in this mode. For more information, see libvirt domain XML CPU models. ➢ host-passthrough With this mode, the CPU visible to the guest virtual machine is exactly the same as the host physical machine CPU, including elements that cause errors within libvirt. The downside of this mode is that the guest virtual machine environment cannot be reproduced on different hardware and therefore this mode is recommended with great caution. Neither model nor feature elements are allowed in this mode. ➢ Note that in both host-model and host-passthrough mode, the real (approximate in host-passthrough mode) CPU definition which would be used on current host physical machine can be determined by specifying VIR_DOMAIN_XML_UPDATE_CPU flag when calling the virDomainGetXMLDesc API. When running a guest virtual machine that might be prone to operating system reactivation when presented with different hardware, and which will be migrated between host physical machines with different capabilities, you can use this output to rewrite XML to the custom mode for more robust migration. |

| Element | Description |
|------------|---|
| <model> | <p>Specifies the CPU model requested by the guest virtual machine. The list of available CPU models and their definition can be found in the cpu_map.xml file installed in libvirt's data directory. If a hypervisor is unable to use the exact CPU model, libvirt automatically falls back to a closest model supported by the hypervisor while maintaining the list of CPU features. An optional fallback attribute can be used to forbid this behavior, in which case an attempt to start a domain requesting an unsupported CPU model will fail. Supported values for fallback attribute are: allow (the default), and forbid. The optional vendor_id attribute can be used to set the vendor ID seen by the guest virtual machine. It must be exactly 12 characters long. If not set, the vendor iID of the host physical machine is used. Typical possible values are AuthenticAMD and GenuineIntel.</p> |
| <vendor> | <p>Specifies the CPU vendor requested by the guest virtual machine. If this element is missing, the guest virtual machine runs on a CPU matching given features regardless of its vendor. The list of supported vendors can be found in cpu_map.xml.</p> |
| <topology> | <p>Specifies the requested topology of the virtual CPU provided to the guest virtual machine. Three non-zero values must be given for sockets, cores, and threads: the total number of CPU sockets, number of cores per socket, and number of threads per core, respectively.</p> |
| <feature> | <p>Can contain zero or more elements used to fine-tune features provided by the selected CPU model. The list of known feature names can be found in the cpu_map.xml file. The meaning of each feature element depends on its policy attribute, which has to be set to one of the following values:</p> <ul style="list-style-type: none"> ➢ force - forces the virtual to be supported, regardless of whether it is actually supported by host physical machine CPU. ➢ require - dictates that guest virtual machine creation will fail unless the feature is supported by host physical machine CPU. This is the default setting, ➢ optional - this feature is supported by virtual CPU but only if it is supported by host physical machine CPU. ➢ disable - this is not supported by virtual CPU. ➢ forbid - guest virtual machine creation will fail if the feature is supported by host physical machine CPU. |

26.12.1. Changing the Feature Set for a Specified CPU

Although CPU models have an inherent feature set, the individual feature components can either be allowed or forbidden on a feature by feature basis, allowing for a more individualized configuration for the CPU.

Procedure 26.1. Enabling and disabling CPU features

1. To begin, shut down the guest virtual machine.
2. Open the guest virtual machine's configuration file by running the `virsh edit [domain]` command.
3. Change the parameters within the `<feature>` or `<model>` to include the attribute value '`allow`' to force the feature to be allowed, or '`forbid`' to deny support for the feature.

```
<!-- original feature set -->
<cpu mode='host-model'>
    <model fallback='allow' />
    <topology sockets='1' cores='2' threads='1' />
</cpu>

<!--changed feature set-->
<cpu mode='host-model'>
    <model fallback='forbid' />
    <topology sockets='1' cores='2' threads='1' />
</cpu>
```

Figure 26.19. Example for enabling or disabling CPU features

```
<!--original feature set-->
<cpu match='exact'>
    <model fallback='allow'>core2duo</model>
    <vendor>Intel</vendor>
    <topology sockets='1' cores='2' threads='1' />
    <feature policy='disable' name='lahf_lm' />
</cpu>

<!--changed feature set-->
<cpu match='exact'>
    <model fallback='allow'>core2duo</model>
    <vendor>Intel</vendor>
    <topology sockets='1' cores='2' threads='1' />
    <feature policy='enable' name='lahf_lm' />
</cpu>
```

Figure 26.20. Example 2 for enabling or disabling CPU features

4. When you have completed the changes, save the configuration file and start the guest virtual machine.

26.12.2. Guest Virtual Machine NUMA Topology

Guest virtual machine NUMA topology can be specified using the `<numa>` element in the domain XML:

```

<cpu>
  <numa>
    <cell cpus='0-3' memory='512000' />
    <cell cpus='4-7' memory='512000' />
  </numa>
</cpu>
...

```

Figure 26.21. Guest virtual machine NUMA topology

Each cell element specifies a NUMA cell or a NUMA node. `cpus` specifies the CPU or range of CPUs that are part of the node. `memory` specifies the node memory in kibibytes (blocks of 1024 bytes). Each cell or node is assigned a `cellid` or `nodeid` in increasing order starting from 0.

26.13. Events Configuration

Using the following sections of domain XML it is possible to override the default actions for various events:

```

<on_poweroff>destroy</on_poweroff>
<on_reboot>restart</on_reboot>
<on_crash>restart</on_crash>
<on_lockfailure>poweroff</on_lockfailure>

```

Figure 26.22. Events Configuration

The following collections of elements allow the actions to be specified when a guest virtual machine operating system triggers a life cycle operation. A common use case is to force a reboot to be treated as a power off when doing the initial operating system installation. This allows the VM to be re-configured for the first post-install boot up.

The components of this section of the domain XML are as follows:

Table 26.10. Event configuration elements

| State | Description |
|-------|-------------|
|-------|-------------|

| State | Description |
|---------------|--|
| <on_poweroff> | <p>Specifies the action that is to be executed when the guest virtual machine requests a power off. Four arguments are possible:</p> <ul style="list-style-type: none"> » destroy - This action terminates the domain completely and releases all resources. » restart - This action terminates the domain completely and restarts it with the same configuration. » preserve - This action terminates the domain completely but and its resources are preserved to allow for future analysis. » rename-restart - This action terminates the domain completely and then restarts it with a new name. |
| <on_reboot> | <p>Specifies the action to be executed when the guest virtual machine requests a reboot. Four arguments are possible:</p> <ul style="list-style-type: none"> » destroy - This action terminates the domain completely and releases all resources. » restart - This action terminates the domain completely and restarts it with the same configuration. » preserve - This action terminates the domain completely but and its resources are preserved to allow for future analysis. » rename-restart - This action terminates the domain completely and then restarts it with a new name. |

| State | Description |
|------------------|---|
| <on_crash> | <p>Specifies the action that is to be executed when the guest virtual machine crashes. In addition, it supports these additional actions:</p> <ul style="list-style-type: none"> ➤ coredump-destroy - The crashed domain's core is dumped, the domain is terminated completely, and all resources are released. ➤ coredump-restart - The crashed domain's core is dumped, and the domain is restarted with the same configuration settings. <p>Four arguments are possible:</p> <ul style="list-style-type: none"> ➤ destroy - This action terminates the domain completely and releases all resources. ➤ restart - This action terminates the domain completely and restarts it with the same configuration. ➤ preserve - This action terminates the domain completely but and its resources are preserved to allow for future analysis. ➤ rename-restart - This action terminates the domain completely and then restarts it with a new name. |
| <on_lockfailure> | <p>Specifies the action to take when a lock manager loses resource locks. The following actions are recognized by libvirt, although not all of them need to be supported by individual lock managers. When no action is specified, each lock manager will take its default action.</p> <p>The following arguments are possible:</p> <ul style="list-style-type: none"> ➤ poweroff - Forcefully powers off the domain. ➤ restart - Restarts the domain to reacquire its locks. ➤ pause - Pauses the domain so that it can be manually resumed when lock issues are solved. ➤ ignore - Keeps the domain running as if nothing happened. |

26.14. Power Management

It is possible to forcibly enable or disable BIOS advertisements to the guest virtual machine operating system using conventional management tools which affects the following section of the domain XML:

```

...
<pm>
  <suspend-to-disk enabled='no' />
  <suspend-to-mem enabled='yes' />
</pm>
...

```

Figure 26.23. Power Management

The **<pm>** element can be enabled using the argument **yes** or disabled using the argument **no**. BIOS support can be implemented for S3 using the **suspend - to - disk** argument and S4 using the **suspend - to - mem** argument for ACPI sleep states. If nothing is specified, the hypervisor will be left with its default value.

26.15. Hypervisor Features

Hypervisors may allow certain CPU or machine features to be enabled (**state= 'on'**) or disabled (**state= 'off'**).

```

...
<features>
  <pae/>
  <acpi/>
  <apic/>
  <hap/>
  <privnet/>
  <hyperv>
    <relaxed state='on' />
  </hyperv>
</features>
...

```

Figure 26.24. Hypervisor features

All features are listed within the **<features>** element, if a **<state>** is not specified it is disabled. The available features can be found by calling the **capabilities** XML, but a common set for fully virtualized domains are:

Table 26.11. Hypervisor features elements

| State | Description |
|--------------------|---|
| <pae> | Physical address extension mode allows 32-bit guest virtual machines to address more than 4 GB of memory. |

| State | Description |
|--------|---|
| <acpi> | Useful for power management. For example, with KVM guest virtual machines it is required for graceful shutdown to work. |
| <apic> | Allows the use of programmable IRQ management. This element has an optional attribute eo<i>i</i> with values on and off , which sets the availability of EOI (End of Interrupt) for the guest virtual machine. |
| <hap> | Enables the use of hardware assisted paging if it is available in the hardware. |

26.16. Timekeeping

The guest virtual machine clock is typically initialized from the host physical machine clock. Most operating systems expect the hardware clock to be kept in UTC, which is the default setting.

Accurate timekeeping on guest virtual machines is a key challenge for virtualization platforms. Different hypervisors attempt to handle the problem of timekeeping in a variety of ways. **libvirt** provides hypervisor-independent configuration settings for time management, using the <clock> and <timer> elements in the domain XML. The domain XML can be edited using the **virsh edit** command. For details, see [Section 23.24, “Editing a Guest Virtual Machine’s Configuration Settings”](#).

```
...
<clock offset='localtime'>
  <timer name='rtc' tickpolicy='catchup' track='guest'>
    <catchup threshold='123' slew='120' limit='10000' />
  </timer>
  <timer name='pit' tickpolicy='delay' />
</clock>
...
```

Figure 26.25. Timekeeping

The components of this section of the domain XML are as follows:

Table 26.12. Timekeeping elements

| State | Description |
|-------|-------------|
|-------|-------------|

| State | Description |
|-----------|--|
| <clock> | <p>The <clock> element is used to determine how the guest virtual machine clock is synchronized with the host physical machine clock. The offset attribute takes four possible values, allowing for fine grained control over how the guest virtual machine clock is synchronized to the host physical machine. Note that hypervisors are not required to support all policies across all time sources</p> <ul style="list-style-type: none"> » utc - Synchronizes the clock to UTC when booted. utc mode can be converted to variable mode, which can be controlled by using the adjustment attribute. If the value is reset, the conversion is not done. A numeric value forces the conversion to variable mode using the value as the initial adjustment. The default adjustment is hypervisor specific. » localtime - Synchronizes the guest virtual machine clock with the host physical machine's configured timezone when booted. The adjustment attribute behaves the same as in utc mode. » timezone - Synchronizes the guest virtual machine clock to the requested time zone. » variable - Gives the guest virtual machine clock an arbitrary offset applied relative to UTC or localtime, depending on the basis attribute. The delta relative to UTC (or localtime) is specified in seconds, using the adjustment attribute. The guest virtual machine is free to adjust the RTC over time and expect that it will be honored at next reboot. This is in contrast to utc and localtime mode (with the optional attribute adjustment= 'reset'), where the RTC adjustments are lost at each reboot. In addition the basis attribute can be either utc (default) or localtime. The clock element may have zero or more <timer> elements. |
| <timer> | See Note |
| <present> | Specifies whether a particular timer is available to the guest virtual machine. Can be set to yes or no . |



Note

A `<clock>` element can have zero or more `<timer>` elements as children. The `<timer>` element specifies a time source used for guest virtual machine clock synchronization.

In each `<timer>` element only the `name` is required, and all other attributes are optional:

- » **name** - Selects which `timer` is being modified. The following values are acceptable: `kvmclock`, `pit`, or `rtc`.
- » **track** - Specifies the timer track. The following values are acceptable: `boot`, `guest`, or `wall`. `track` is only valid for `name="rtc"`.
- » **tickpolicy** - Determines what happens when the deadline for injecting a tick to the guest virtual machine is missed. The following values can be assigned:
 - **delay** - Continues to deliver ticks at the normal rate. The guest virtual machine time will be delayed due to the late tick.
 - **catchup** - Delivers ticks at a higher rate in order to catch up with the missed tick. The guest virtual machine time is not displayed once catch up is complete. In addition, there can be three optional attributes, each a positive integer: threshold, slew, and limit.
 - **merge** - Merges the missed tick(s) into one tick and injects them. The guest virtual machine time may be delayed, depending on how the merge is done.
 - **discard** - Throws away the missed tick(s) and continues with future injection at its default interval setting. The guest virtual machine time may be delayed, unless there is an explicit statement for handling lost ticks.



Note

The value `utc` is set as the clock offset in a virtual machine by default. However, if the guest virtual machine clock is run with the `localtime` value, the clock offset needs to be changed to a different value in order to have the guest virtual machine clock synchronized with the host physical machine clock.

Example 26.1. Always synchronize to UTC

```
<clock offset="utc" />
```

Example 26.2. Always synchronize to the host physical machine timezone

```
<clock offset="localtime" />
```

Example 26.3. Synchronize to an arbitrary time zone

```
<clock offset="timezone" timezone="Europe/Paris" />
```

Example 26.4. Synchronize to UTC + arbitrary offset

```
<clock offset="variable" adjustment="123456" />
```

26.17. Timer Element Attributes

The **name** element contains the name of the time source to be used. It can have any of the following values:

Table 26.13. Name attribute values

| Value | Description |
|----------|---|
| pit | Programmable Interval Timer - a timer with periodic interrupts. When using this attribute, the tickpolicy delay becomes the default setting. |
| rtc | Real Time Clock - a continuously running timer with periodic interrupts. This attribute supports the tickpolicy catchup sub-element. |
| kvmclock | KVM clock - the recommended clock source for KVM guest virtual machines. KVM pvclock, or kvm-clock allows guest virtual machines to read the host physical machine's wall clock time. |

The **track** attribute specifies what is tracked by the timer, and is only valid for a **name** value of **rtc**.

Table 26.14. track attribute values

| Value | Description |
|-------|---|
| boot | Corresponds to old <i>host physical machine</i> option, this is an unsupported tracking option. |
| guest | RTC always tracks the guest virtual machine time. |
| wall | RTC always tracks the host time. |

The **tickpolicy** attribute and the values dictate the policy that is used to pass ticks on to the guest virtual machine.

Table 26.15. tickpolicy attribute values

| Value | Description |
|---------|---|
| delay | Continue to deliver at normal rate (ticks are delayed). |
| catchup | Deliver at a higher rate to catch up. |
| merge | Ticks merged into one single tick. |
| discard | All missed ticks are discarded. |

The **present** attribute is used to override the default set of timers visible to the guest virtual machine. The **present** attribute can take the following values:

Table 26.16. present attribute values

| Value | Description |
|-------|--------------------------------------|
| yes | Overrides the default set of timers. |

| Value | Description |
|-------|--|
| yes | Force this timer to be visible to the guest virtual machine. |
| no | Force this timer to not be visible to the guest virtual machine. |

26.18. Devices

This set of XML elements are all used to describe devices provided to the guest virtual machine domain. All of the devices below are indicated as children of the main `<devices>` element.

The following virtual devices are supported:

- » `virtio-scsi-pci` - PCI bus storage device
- » `virtio-9p-pci` - PCI bus storage device
- » `virtio-blk-pci` - PCI bus storage device
- » `virtio-net-pci` - PCI bus network device also known as `virtio-net`
- » `virtio-serial-pci` - PCI bus input device
- » `virtio-balloon-pci` - PCI bus memory balloon device
- » `virtio-rng-pci` - PCI bus virtual random number generator device



Important

If a virtio device is created where the number of vectors is set to a value higher than 32, the device behaves as if it was set to a zero value on Red Hat Enterprise Linux 6, but not on Enterprise Linux 7. The resulting vector setting mismatch causes a migration error if the number of vectors on any virtio device on either platform is set to 33 or higher. It is therefore not recommended to set the vector value to be greater than 32. All virtio devices with the exception of `virtio-balloon-pci` and `virtio-rng-pci` will accept a `vector` argument.

```
...
<devices>
    <emulator>/usr/lib/kvm/bin/kvm-dm</emulator>
</devices>
...
```

Figure 26.26. Devices - child elements

The contents of the `<emulator>` element specify the fully qualified path to the device model emulator binary. The capabilities XML specifies the recommended default emulator to use for each particular domain type or architecture combination.

26.18.1. Hard Drives, Floppy Disks, and CD-ROMs

This section of the domain XML specifies any device that looks like a disk, including any floppy disk, hard disk, CD-ROM, or paravirtualized driver that is specified in the `<disk>` element.

```
...
<devices>
  <disk type='file' snapshot='external'>
    <driver name="tap" type="aio" cache="default"/>
    <source file='/var/lib/xen/images/fv0' startupPolicy='optional'>
      <seclabel relabel='no'/>
    </source>
    <target dev='hda' bus='ide' />
    <iotune>
      <total_bytes_sec>10000000</total_bytes_sec>
      <read_iops_sec>400000</read_iops_sec>
      <write_iops_sec>100000</write_iops_sec>
    </iotune>
    <boot order='2' />
    <encryption type='... '>
      ...
    </encryption>
    <shareable/>
    <serial>
      ...
    </serial>
  </disk>
</devices>
```

Figure 26.27. Devices - Hard drives, floppy disks, and CD-ROMs

```
<disk type='network'>
  <driver name="qemu" type="raw" io="threads" ioeventfd="on"
event_idx="off"/>
  <source protocol="sheepdog" name="image_name">
    <host name="hostname" port="7000"/>
  </source>
  <target dev="hdb" bus="ide" />
  <boot order='1' />
  <transient/>
  <address type='drive' controller='0' bus='1' unit='0' />
</disk>
```

Figure 26.28. Devices - Hard drives, floppy disks, CD-ROMs Example 2

```

<disk type='network'>
    <driver name="qemu" type="raw"/>
    <source protocol="rbd" name="image_name2">
        <host name="hostname" port="7000"/>
    </source>
    <target dev="hdd" bus="ide"/>
    <auth username='myuser'>
        <secret type='ceph' usage='mypassid'/>
    </auth>
</disk>

```

Figure 26.29. Devices - Hard drives, floppy disks, CD-ROMs Example 3

```

<disk type='block' device='cdrom'>
    <driver name='qemu' type='raw' />
    <target dev='hdc' bus='ide' tray='open' />
    <readonly/>
</disk>
<disk type='network' device='cdrom'>
    <driver name='qemu' type='raw' />
    <source protocol="http" name="url_path">
        <host name="hostname" port="80" />
    </source>
    <target dev='hdc' bus='ide' tray='open' />
    <readonly/>
</disk>

```

Figure 26.30. Devices - Hard drives, floppy disks, CD-ROMs Example 4

```

<disk type='network' device='cdrom'>
    <driver name='qemu' type='raw' />
    <source protocol="https" name="url_path">
        <host name="hostname" port="443" />
    </source>
    <target dev='hdc' bus='ide' tray='open' />
    <readonly/>
</disk>
<disk type='network' device='cdrom'>
    <driver name='qemu' type='raw' />
    <source protocol="ftp" name="url_path">
        <host name="hostname" port="21" />
    </source>
    <target dev='hdc' bus='ide' tray='open' />
    <readonly/>
</disk>

```

Figure 26.31. Devices - Hard drives, floppy disks, CD-ROMs Example 5

```

<disk type='network' device='cdrom'>
  <driver name='qemu' type='raw' />
  <source protocol="ftps" name="url_path">
    <host name="hostname" port="990"/>
  </source>
  <target dev='hdc' bus='ide' tray='open' />
  <readonly/>
</disk>
<disk type='network' device='cdrom'>
  <driver name='qemu' type='raw' />
  <source protocol="tftp" name="url_path">
    <host name="hostname" port="69"/>
  </source>
  <target dev='hdc' bus='ide' tray='open' />
  <readonly/>
</disk>
<disk type='block' device='lun'>
  <driver name='qemu' type='raw' />
  <source dev='/dev/sda' />
  <target dev='sda' bus='scsi' />
  <address type='drive' controller='0' bus='0' target='3' unit='0' />
</disk>

```

Figure 26.32. Devices - Hard drives, floppy disks, CD-ROMs Example 6

```

<disk type='block' device='disk'>
  <driver name='qemu' type='raw' />
  <source dev='/dev/sda' />
  <geometry cyls='16383' heads='16' secs='63' trans='lba' />
  <blockio logical_block_size='512' physical_block_size='4096' />
  <target dev='hda' bus='ide' />
</disk>
<disk type='volume' device='disk'>
  <driver name='qemu' type='raw' />
  <source pool='blk-pool0' volume='blk-pool0-vol0' />
  <target dev='hda' bus='ide' />
</disk>
<disk type='network' device='disk'>
  <driver name='qemu' type='raw' />
  <source protocol='iscsi' name='iqn.2013-07.com.example:iscsi-
nopool/2'>
    <host name='example.com' port='3260' />
  </source>
  <auth username='myuser' >

```

```

<secret type='chap' usage='libvirtiscsi' />
</auth>
<target dev='vda' bus='virtio' />
</disk>

```

Figure 26.33. Devices - Hard drives, floppy disks, CD-ROMs Example 7

```

<disk type='network' device='lun'>
  <driver name='qemu' type='raw' />
  <source protocol='iscsi' name='iqn.2013-07.com.example:iscsi-
nopool/1'>
    iqn.2013-07.com.example:iscsi-pool
      <host name='example.com' port='3260' />
    </source>
    <auth username='myuser'>
      <secret type='chap' usage='libvirtiscsi' />
    </auth>
    <target dev='sda' bus='scsi' />
  </disk>
  <disk type='volume' device='disk'>
    <driver name='qemu' type='raw' />
    <source pool='iscsi-pool' volume='unit:0:0:1' mode='host' />
    <auth username='myuser'>
      <secret type='chap' usage='libvirtiscsi' />
    </auth>
    <target dev='vda' bus='virtio' />
  </disk>

```

Figure 26.34. Devices - Hard drives, floppy disks, CD-ROMs Example 8

```

<disk type='volume' device='disk'>
  <driver name='qemu' type='raw' />
  <source pool='iscsi-pool' volume='unit:0:0:2' mode='direct' />
  <auth username='myuser'>
    <secret type='chap' usage='libvirtiscsi' />
  </auth>
  <target dev='vda' bus='virtio' />
</disk>
<disk type='file' device='disk'>
  <driver name='qemu' type='raw' cache='none' />
  <source file='/tmp/test.img' startupPolicy='optional' />
  <target dev='sdb' bus='scsi' />
  <readonly>
</disk>
<disk type='file' device='disk'>
  <driver name='qemu' type='raw' discard='unmap' />
  <source file='/var/lib/libvirt/images/discard1.img' />
  <target dev='vdb' bus='virtio' />

```

```

<alias name='virtio-disk1' />
<address type='pci' domain='0x0000' bus='0x00' slot='0x09'
function='0x0' />
</disk>
</devices>
...

```

Figure 26.35. Devices - Hard drives, floppy disks, CD-ROMs Example 9

26.18.1.1. Disk element

The **<disk>** element is the main container for describing disks. The attribute **type** can be used with the **<disk>** element. The following types are allowed:

- » **file**
- » **block**
- » **dir**
- » **network**

For more information, see [Disk Elements](#).

26.18.1.2. Source element

Represents the disk source. The disk source depends on the disk type attribute, as follows:

- » **<file>** - The **file** attribute specifies the fully-qualified path to the file in which the disk is located.
- » **<block>** - The **dev** attribute specifies the fully-qualified path to the host device that serves as the disk.
- » **<dir>** - The **dir** attribute specifies the fully-qualified path to the directory used as the disk.
- » **<network>** - The **protocol** attribute specifies the protocol used to access the requested image. Possible values are: **nbd**, **iscsi**, **rbd**, **sheepdog**, and **gluster**.
 - If the **protocol** attribute is **rbd**, **sheepdog**, or **gluster**, an additional attribute, **name** is mandatory. This attribute specifies which volume and image will be used.
 - If the **protocol** attribute is **nbd**, the **name** attribute is optional.
 - If the **protocol** attribute is **iscsi**, the **name** attribute may include a logical unit number, separated from the target's name with a slash. For example: iqn.2013-07.com.example:iscsi-pool/1. If not specified, the default LUN is zero.
- » **<volume>** - The underlying disk source is represented by the **pool** and **volume** attributes.
 - **<pool>** - The name of the storage pool (managed by **libvirt**) where the disk source resides.
 - **<volume>** - The name of the storage volume (managed by **libvirt**) used as the disk source. The value for the **volume** attribute is the output from the Name column of a **virsh vol-list [pool-name]**

When the disk type is **network**, the **source** may have zero or more **host** sub-elements used to specify the host physical machines to connect, including: **type='dir'** and **type='network'**. For a **file** disk type which represents a CD-ROM or floppy (the device attribute), it is possible to define the policy for what to do with the disk if the source file is not accessible. This is done by setting the **startupPolicy** attribute with one of the following values:

- » **mandatory** causes a failure if missing for any reason. This is the default setting.
- » **requisite** causes a failure if missing on boot up, drops if missing on migrate, restore, or revert.
- » **optional** drops if missing at any start attempt.

26.18.1.3. Mirror element

This element is present if the hypervisor has started a **BlockCopy** operation, where the **<mirror>** location in the attribute file will eventually have the same contents as the source, and with the file format in attribute format (which might differ from the format of the source). If an attribute ready is present, then it is known the disk is ready to pivot; otherwise, the disk is probably still copying. For now, this element only valid in output; it is ignored on input.

26.18.1.4. Target element

The **<target>** element controls the bus or device under which the disk is exposed to the guest virtual machine operating system. The **dev** attribute indicates the logical device name. The actual device name specified is not guaranteed to map to the device name in the guest virtual machine operating system. The optional bus attribute specifies the type of disk device to emulate; possible values are driver specific, with typical values being **ide**, **scsi**, **virtio**, **kvm**, **usb** or **sata**. If omitted, the bus type is inferred from the style of the device name. For example, a device named '**sda**' will typically be exported using a SCSI bus. The optional attribute **tray** indicates the tray status of the removable disks (for example, CD-ROM or Floppy disk), where the value can be either **open** or **closed**. The default setting is **closed**. For more information, see [Target Elements](#).

26.18.1.5. iotune element

The optional **<iotune>** element provides the ability to provide additional per-device I/O tuning, with values that can vary for each device (contrast this to the **blkiotune** element, which applies globally to the domain). This element has the following optional sub-elements (note that any sub-element not specified or at all or specified with a value of **0** implies no limit):

- » **<total_bytes_sec>** - The total throughput limit in bytes per second. This element cannot be used with **<read_bytes_sec>** or **<write_bytes_sec>**.
- » **<read_bytes_sec>** - The read throughput limit in bytes per second.
- » **<write_bytes_sec>** - The write throughput limit in bytes per second.
- » **<total_iops_sec>** - The total I/O operations per second. This element cannot be used with **<read_iops_sec>** or **<write_iops_sec>**.
- » **<read_iops_sec>** - The read I/O operations per second.
- » **<write_iops_sec>** - The write I/O operations per second.

26.18.1.6. Driver element

The optional **<driver>** element allows specifying further details related to the hypervisor driver that is used to provide the disk. The following options may be used:

- » If the hypervisor supports multiple back-end drivers, the **name** attribute selects the primary back-end driver name, while the optional **type** attribute provides the sub-type. For a list of possible types, refer to [Driver Elements](#).
- » The optional **cache** attribute controls the cache mechanism. Possible values are: **default**, **none**, **writethrough**, **writeback**, **directsync** (similar to **writethrough**, but it bypasses the host physical machine page cache) and **unsafe** (host physical machine may cache all disk I/O, and sync requests from guest virtual machines are ignored).
- » The optional **error_policy** attribute controls how the hypervisor behaves on a disk read or write error. Possible values are **stop**, **report**, **ignore**, and **enospace**. The default setting of **error_policy** is **report**. There is also an optional **rerror_policy** that controls behavior for read errors only. If no **rerror_policy** is given, **error_policy** is used for both read and write errors. If **rerror_policy** is given, it overrides the **error_policy** for read errors. Also note that **enospace** is not a valid policy for read errors, so if **error_policy** is set to **enospace** and no **rerror_policy** is given, the read error default setting, **report** will be used.
- » The optional **io** attribute controls specific policies on I/O; **kvm** guest virtual machines support **threads** and **native**. The optional **ioeventfd** attribute allows users to set domain I/O asynchronous handling for virtio disk devices. The default is determined by the hypervisor. Accepted values are **on** and **off**. Enabling this allows the guest virtual machine to be executed while a separate thread handles I/O. Typically, guest virtual machines experiencing high system CPU utilization during I/O will benefit from this. On the other hand, an overloaded host physical machine can increase guest virtual machine I/O latency. However, it is recommended that you do not change the default setting, and allow the hypervisor to determine the setting.



Note

The **ioeventfd** attribute is included in the **<driver>** element of the **disk** XML section and also of the **device** XML section. In the former case, it influences the virtIO disk, and in the latter case the SCSI disk.

- » The optional **event_idx** attribute controls some aspects of device event processing and can be set to either **on** or **off**. If set to **on**, it will reduce the number of interrupts and exits for the guest virtual machine. The default is determined by the hypervisor and the default setting is **on**. When this behavior is not desired, setting **off** forces the feature off. However, it is highly recommended that you not change the default setting, and allow the hypervisor to dictate the setting.
- » The optional **copy_on_read** attribute controls whether to copy the read backing file into the image file. The accepted values can be either **on** or **off**. **copy-on-read** avoids accessing the same backing file sectors repeatedly, and is useful when the backing file is over a slow network. By default **copy-on-read** is **off**.
- » The **discard='unmap'** can be set to enable discard support. The same line can be replaced with **discard='ignore'** to disable. **discard='ignore'** is the default setting.

26.18.1.7. Additional Device Elements

The following attributes may be used within the **device** element:

- » **<boot>** - Specifies that the disk is bootable.

Additional boot values

- **<order>** - Determines the order in which devices will be tried during boot sequence.
- **<per-device>** Boot elements cannot be used together with general boot elements in the BIOS boot loader section.
- » **<encryption>** - Specifies how the volume is encrypted.
- » **<readonly>** - Indicates the device cannot be modified by the guest virtual machine virtual machine. This setting is the default for disks with **attribute <device='cdrom'>**.
- » **<shareable>** Indicates the device is expected to be shared between domains (as long as hypervisor and operating system support this). If **shareable** is used, **cache='no'** should be used for that device.
- » **<transient>** - Indicates that changes to the device contents should be reverted automatically when the guest virtual machine exits. With some hypervisors, marking a disk **transient** prevents the domain from participating in migration or snapshots.
- » **<serial>** - Specifies the serial number of guest virtual machine's hard drive. For example, **<serial>WD-WMAP9A966149</serial>**.
- » **<wwn>** - Specifies the WWN (World Wide Name) of a virtual hard disk or CD-ROM drive. It must be composed of 16 hexadecimal digits.
- » **<vendor>** - Specifies the vendor of a virtual hard disk or CD-ROM device. It must not be longer than 8 printable characters.
- » **<product>** - Specifies the product of a virtual hard disk or CD-ROM device. It must not be longer than 16 printable characters
- » **<host>** - Supports 4 attributes: **viz**, **name**, **port**, **transport** and **socket**, which specify the host name, the port number, transport type, and path to socket, respectively. The meaning of this element and the number of the elements depend on the **protocol** attribute as shown here:

Additional host attributes

- **nbd** - Specifies a server running **nbd-server** and may only be used for only one host physical machine.
- **rbd** - Monitors servers of RBD type and may be used for one or more host physical machines.
- **sheepdog** - Specifies one of the **sheepdog** servers (default is localhost:7000) and can be used with one or none of the host physical machines.
- **gluster** - Specifies a server running a **glusterd** daemon and may be used for only one host physical machine. The valid values for transport attribute are **tcp**, **rdma** or **unix**. If nothing is specified, **tcp** is assumed. If transport is **unix**, the **socket** attribute specifies path to **unix** socket.
- » **<address>** - Ties the disk to a given slot of a controller. The actual **<controller>** device can often be inferred but it can also be explicitly specified. The **type** attribute is mandatory, and is typically **pci** or **drive**. For a **pci** controller, additional attributes for **bus**, **slot**, and **function** must be present, as well as optional **domain** and **multifunction**. **multifunction** defaults to **off**. For a **drive** controller, additional attributes **controller**, **bus**, **target**, and **unit** are available, each with a default setting of **0**.

- » **auth** - Provides the authentication credentials needed to access the source. It includes a mandatory attribute **username**, which identifies the user name to use during authentication, as well as a sub-element **secret** with mandatory attribute **type**. More information can be found here at [Device Elements](#).
- » **geometry** - Provides the ability to override geometry settings. This mostly useful for S390 DASD-disks or older DOS-disks.
- » **cyls** - Specifies the number of cylinders.
- » **heads** - Specifies the number of heads.
- » **secs** - Specifies the number of sectors per track.
- » **trans** - Specifies the BIOS-Translation-Modes and can have the following values: **none**, **1ba** or **auto**.
- » **blockio** - Allows the block device to be overridden with any of the block device properties listed below:

blockio options

- **logical_block_size** - Reports to the guest virtual machine operating system and describes the smallest units for disk I/O.
- **physical_block_size** - Reports to the guest virtual machine operating system and describes the disk's hardware sector size, which can be relevant for the alignment of disk data.

26.18.2. File Systems

The file systems directory on the host physical machine can be accessed directly from the guest virtual machine.

```
...
<devices>
  <filesystem type='template'>
    <source name='my-vm-template' />
    <target dir='/' />
  </filesystem>
  <filesystem type='mount' accessmode='passthrough'>
    <driver type='path' wrpolicy='immediate' />
    <source dir='/export/to/guest' />
    <target dir='/import/from/host' />
    <readonly/>
  </filesystem>
  ...
</devices>
...
```

Figure 26.36. Devices - file systems

The **filesystem** attribute has the following possible values:

- » **type= 'mount'** - Specifies the host physical machine directory to mount in the guest virtual machine. This is the default type if one is not specified. This mode also has an optional sub-element **driver**, with an attribute **type= 'path'** or **type= 'handle'**. The driver block has an optional attribute **wrpolicy** that further controls interaction with the host physical machine page cache; omitting the attribute reverts to the default setting, while specifying a value **immediate** means that a host physical machine write back is immediately triggered for all pages touched during a guest virtual machine file write operation.
- » **type= 'template'** - Specifies the OpenVZ file system template and is only used by OpenVZ driver.
- » **type= 'file'** - Specifies that a host physical machine file will be treated as an image and mounted in the guest virtual machine. This file system format will be auto-detected and is only used by LXC driver.
- » **type= 'block'** - Specifies the host physical machine block device to mount in the guest virtual machine. The file system format will be auto-detected and is only used by the LXC driver.
- » **type= 'ram'** - Specifies that an in-memory file system, using memory from the host physical machine operating system will be used. The source element has a single attribute **usage**, which gives the memory usage limit in kibibytes and is only used by LXC driver.
- » **type= 'bind'** - Specifies a directory inside the guest virtual machine which will be bound to another directory inside the guest virtual machine. This element is only used by LXC driver.
- » **accessmode** - Specifies the security mode for accessing the source. Currently this only works with **type= 'mount'** for the KVM driver. The possible values are:
 - **passthrough** - Specifies that the source is accessed with the user's permission settings that are set from inside the guest virtual machine. This is the default **accessmode** if one is not specified.
 - **mapped** - Specifies that the source is accessed with the permission settings of the hypervisor.
 - **squash** - Similar to '**passthrough**', the exception is that failure of privileged operations like **chown** are ignored. This makes a passthrough-like mode usable for people who run the hypervisor as non-root.
- » **source** - Specifies that the resource on the host physical machine that is being accessed in the guest virtual machine. The **name** attribute must be used with **<type= 'template'>**, and the **dir** attribute must be used with **<type= 'mount'>**. The **usage** attribute is used with **<type= 'ram'>** to set the memory limit in KB.
- » **target** - Dictates where the source drivers can be accessed in the guest virtual machine. For most drivers, this is an automatic mount point, but for KVM this is merely an arbitrary string tag that is exported to the guest virtual machine as a hint for where to mount.
- » **readonly** - Enables exporting the file system as a read-only mount for a guest virtual machine. By default **read-write** access is given.
- » **space_hard_limit** - Specifies the maximum space available to this guest virtual machine's file system.
- » **space_soft_limit** - Specifies the maximum space available to this guest virtual machine's file system. The container is permitted to exceed its soft limits for a grace period of time. Afterwards the hard limit is enforced.

26.18.3. Device Addresses

Many devices have an optional `<address>` sub-element to describe where the device placed on the virtual bus is presented to the guest virtual machine. If an address (or any optional attribute within an address) is omitted on input, libvirt will generate an appropriate address; but an explicit address is required if more control over layout is required. See below for device examples including an address element.

Every address has a mandatory attribute **`type`** that describes which bus the device is on. The choice of which address to use for a given device is constrained in part by the device and the architecture of the guest virtual machine. For example, a disk device uses `type='disk'`, while a console device would use `type='pci'` on i686 or x86_64 guest virtual machines, or `type='spapr-vio'` on PowerPC64 pseries guest virtual machines. Each address `<type>` has additional optional attributes that control where on the bus the device will be placed. The additional attributes are as follows:

- » **`type='pci'`** - PCI addresses have the following additional attributes:
 - **`domain`** (a 2-byte hex integer, not currently used by KVM)
 - **`bus`** (a hex value between 0 and 0xff, inclusive)
 - **`slot`** (a hex value between 0x0 and 0x1f, inclusive)
 - **`function`** (a value between 0 and 7, inclusive)
 - Also available is the **`multi-function`** attribute, which controls turning on the multi-function bit for a particular slot or function in the PCI control register. This multi-function attribute defaults to '`off`', but should be set to '`on`' for function 0 of a slot that will have multiple functions used.
- » **`type='drive'`** - drive addresses have the following additional attributes:
 - **`controller`** - (a 2-digit controller number)
 - **`bus`** - (a 2-digit bus number)
 - **`target`** - (a 2-digit bus number)
 - **`unit`** - (a 2-digit unit number on the bus)
- » **`type='virtio-serial'`** - Each **`virtio-serial`** address has the following additional attributes:
 - **`controller`** - (a 2-digit controller number)
 - **`bus`** - (a 2-digit bus number)
 - **`slot`** - (a 2-digit slot within the bus)
- » **`type='ccid'`** - A CCID address, used for smart-cards, has the following additional attributes:
 - **`bus`** - (a 2-digit bus number)
 - **`slot`** - (a 2-digit slot within the bus)
- » **`type='usb'`** - USB addresses have the following additional attributes:
 - **`bus`** - (a hex value between 0 and 0xffff, inclusive)
 - **`port`** - (a dotted notation of up to four octets, such as 1.2 or 2.1.3.1)

- » **type='spapr-vio'** - On PowerPC pseries guest virtual machines, devices can be assigned to the SPAPR-VIO bus. It has a flat 64-bit address space; by convention, devices are generally assigned at a non-zero multiple of 0x1000, but other addresses are valid and permitted by libvirt. The additional attribute: reg (the hex value address of the starting register) can be assigned to this attribute.

26.18.4. Controllers

Depending on the guest virtual machine architecture, it is possible to assign many virtual devices to a single bus. Under normal circumstances *libvirt* can automatically infer which controller to use for the bus. However, it may be necessary to provide an explicit **<controller>** element in the guest virtual machine XML:

```
...
<devices>
  <controller type='ide' index='0' />
  <controller type='virtio-serial' index='0' ports='16' vectors='4' />
  <controller type='virtio-serial' index='1'>
    <address type='pci' domain='0x0000' bus='0x00' slot='0x0a'
function='0x0' />
    <controller type='scsi' index='0' model='virtio-scsi'
num_queues='8' />
  </controller>
  ...
</devices>
...
```

Figure 26.37. Controller Elements

Each controller has a mandatory attribute **type**, which must be one of "**ide**", "**fdc**", "**scsi**", "**sata**", "**usb**", "**ccid**", or "**virtio-serial**", and a mandatory attribute **index** which is the decimal integer describing in which order the bus controller is encountered (for use in controller attributes of **address** elements). The "**virtio-serial**" controller has two additional optional attributes, **ports** and **vectors**, which control how many devices can be connected through the controller.

A **<controller type='scsi'>** has an optional attribute **model**, which is one of "**auto**", "**buslogic**", "**ibmvscsi**", "**lsilogic**", "**lsias1068**", "**virtio-scsi** or "**vmpvscsi**". The **<controller type='scsi'>** also has an attribute **num_queues** which enables multi-queue support for the number of queues specified. In addition, a **ioeventfd** attribute can be used, which specifies whether the controller should use asynchronous handling on the SCSI disk. Accepted values are "on" and "off".

A "**usb**" controller has an optional attribute **model**, which is one of "**piix3-uhci**", "**piix4-uhci**", "**ehci**", "**ich9-ehci1**", "**ich9-uhci1**", "**ich9-uhci2**", "**ich9-uhci3**", "**vt82c686b-uhci**", "**pci-ohci**" or "**nec-xhci**". Additionally, if the USB bus needs to be explicitly disabled for the guest virtual machine, **model='none'** may be used. The PowerPC64 "spapr-vio" addresses do not have an associated controller.

For controllers that are themselves devices on a PCI or USB bus, an optional sub-element **address** can specify the exact relationship of the controller to its master bus, with semantics given above.

USB companion controllers have an optional sub-element **master** to specify the exact relationship of the companion to its master controller. A companion controller is on the same bus as its master, so the companion index value should be equal.

```
...
<devices>
    <controller type='usb' index='0' model='ich9-ehci1'>
        <address type='pci' domain='0' bus='0' slot='4' function='7' />
    </controller>
    <controller type='usb' index='0' model='ich9-uhci1'>
        <master startport='0' />
        <address type='pci' domain='0' bus='0' slot='4' function='0'
multifunction='on' />
    </controller>
    ...
</devices>
...
```

Figure 26.38. Devices - controllers - USB

26.18.5. Device Leases

When using a lock manager, you have the option to record device leases against a guest virtual machine. The lock manager will ensure that the guest virtual machine does not start unless the leases can be acquired. When configured using conventional management tools, the following section of the domain XML is affected:

```
...
<devices>
    ...
    <lease>
        <lockspace>somearea</lockspace>
        <key>somekey</key>
        <target path='/some/lease/path' offset='1024' />
    </lease>
    ...
</devices>
...
```

Figure 26.39. Devices - device leases

The **lease** section can have the following arguments:

- » **lockspace** - An arbitrary string that identifies lockspace within which the key is held. Lock managers may impose extra restrictions on the format, or length of the lockspace name.

- » **key** - An arbitrary string that uniquely identifies the lease to be acquired. Lock managers may impose extra restrictions on the format, or length of the key.
- » **target** - The fully qualified path of the file associated with the lockspace. The offset specifies where the lease is stored within the file. If the lock manager does not require a offset, set this value to **0**.

26.18.6. Host Physical Machine Device Assignment

26.18.6.1. USB / PCI devices

The host physical machine's USB and PCI devices can be passed through to the guest virtual machine using the **hostdev** element, by modifying the host physical machine using a management tool, configure the following section of the domain XML file:

```
...
<devices>
  <hostdev mode='subsystem' type='usb'>
    <source startupPolicy='optional'>
      <vendor id='0x1234' />
      <product id='0xbeef' />
    </source>
    <boot order='2' />
  </hostdev>
</devices>
...
```

Figure 26.40. Devices - Host physical machine device assignment

Alternatively the following can also be done:

```
...
<devices>
  <hostdev mode='subsystem' type='pci' managed='yes'>
    <source>
      <address bus='0x06' slot='0x02' function='0x0' />
    </source>
    <boot order='1' />
    <rom bar='on' file='/etc/fake/boot.bin' />
  </hostdev>
</devices>
...
```

Figure 26.41. Devices - Host physical machine device assignment alternative

Alternatively the following can also be done:

```

...
<devices>
  <hostdev mode='subsystem' type='scsi'>
    <source>
      <adapter name='scsi_host0' />
      <address type='scsi' bus='0' target='0' unit='0' />
    </source>
    <readonly/>
    <address type='drive' controller='0' bus='0' target='0' unit='0' />
  </hostdev>
</devices>
...

```

Figure 26.42. Devices - host physical machine scsi device assignment

The components of this section of the domain XML are as follows:

Table 26.17. Host physical machine device assignment elements

| Parameter | Description |
|----------------|---|
| hostdev | This is the main container for describing host physical machine devices. For USB device passthrough mode is always subsystem and type is usb for a USB device and pci for a PCI device. When managed is yes for a PCI device, it is detached from the host physical machine before being passed on to the guest virtual machine, and reattached to the host physical machine after the guest virtual machine exits. If managed is omitted or no for PCI and for USB devices, the user is responsible to use the argument virNodeDeviceDetach (or virsh nodedev-detach) before starting the guest virtual machine or hot-plugging the device, and virNodeDeviceReAttach (or virsh nodedev-reattach) after hot-unplug or stopping the guest virtual machine. |

| Parameter | Description |
|------------------------|--|
| source | <p>Describes the device as seen from the host physical machine. The USB device can be addressed by vendor or product ID using the vendor and product elements or by the device's address on the host physical machines using the address element. PCI devices on the other hand can only be described by their address. Note that the source element of USB devices may contain a startupPolicy attribute which can be used to define a rule for what to do if the specified host physical machine USB device is not found. The attribute accepts the following values:</p> <ul style="list-style-type: none"> » mandatory - Fails if missing for any reason (the default). » requisite - Fails if missing on boot up, drops if missing on migrate/restore/revert. » optional - Drops if missing at any start attempt. |
| vendor, product | <p>These elements each have an id attribute that specifies the USB vendor and product ID. The IDs can be given in decimal, hexadecimal (starting with 0x) or octal (starting with 0) form.</p> |
| boot | <p>Specifies that the device is bootable. The attribute's order determines the order in which devices will be tried during boot sequence. The per-device boot elements cannot be used together with general boot elements in BIOS boot loader section.</p> |
| rom | <p>Used to change how a PCI device's ROM is presented to the guest virtual machine. The optional bar attribute can be set to on or off, and determines whether or not the device's ROM will be visible in the guest virtual machine's memory map. (In PCI documentation, the rom bar setting controls the presence of the Base Address Register for the ROM). If no rom bar is specified, the default setting will be used. The optional file attribute is used to point to a binary file to be presented to the guest virtual machine as the device's ROM BIOS. This can be useful for example to provide a PXE boot ROM for a virtual function of an SR-IOV capable ethernet device (which has no boot ROMs for the VFs).</p> |

| Parameter | Description |
|----------------|---|
| address | Also has a bus and device attribute to specify the USB bus and device number the device appears at on the host physical machine. The values of these attributes can be given in decimal, hexadecimal (starting with 0x) or octal (starting with 0) form. For PCI devices, the element carries 3 attributes allowing to designate the device as can be found with lspci or with virsh nodedev-list . |

26.18.6.2. Block / character devices

The host physical machine's block / character devices can be passed through to the guest virtual machine by using management tools to modify the domain XML **hostdev** element. Note that this is only possible with container based virtualization.

```
...
<hostdev mode='capabilities' type='storage'>
  <source>
    <block>/dev/sdf1</block>
  </source>
</hostdev>
...
```

Figure 26.43. Devices - Host physical machine device assignment block character devices

An alternative approach is this:

```
...
<hostdev mode='capabilities' type='misc'>
  <source>
    <char>/dev/input/event3</char>
  </source>
</hostdev>
...
```

Figure 26.44. Devices - Host physical machine device assignment block character devices alternative 1

Another alternative approach is this:

```

...
<hostdev mode='capabilities' type='net'>
  <source>
    <interface>eth0</interface>
  </source>
</hostdev>
...

```

Figure 26.45. Devices - Host physical machine device assignment block character devices alternative 2

The components of this section of the domain XML are as follows:

Table 26.18. Block / character device elements

| Parameter | Description |
|----------------|---|
| hostdev | This is the main container for describing host physical machine devices. For block/character devices, passthrough mode is always capabilities , and type is block for a block device and char for a character device. |
| source | This describes the device as seen from the host physical machine. For block devices, the path to the block device in the host physical machine operating system is provided in the nested block element, while for character devices, the char element is used. |

26.18.7. Redirected devices

USB device redirection through a character device is configured by modifying the following section of the domain XML:

```

...
<devices>
  <redirdev bus='usb' type='tcp'>
    <source mode='connect' host='localhost' service='4000' />
    <boot order='1' />
  </redirdev>
  <redirfilter>
    <usbdev class='0x08' vendor='0x1234' product='0xbeef'
version='2.00' allow='yes' />
    <usbdev allow='no' />

```

```
</redirfilter>
</devices>
...
```

Figure 26.46. Devices - redirected devices

The components of this section of the domain XML are as follows:

Table 26.19. Redirected device elements

| Parameter | Description |
|--------------------|---|
| redirdev | This is the main container for describing redirected devices. bus must be usb for a USB device. An additional attribute type is required, matching one of the supported serial device types, to describe the host physical machine side of the tunnel: type= 'tcp' or type= 'spicevmc' (which uses the usbredir channel of a SPICE graphics device) are typical. The redirdev element has an optional sub-element, address , which can tie the device to a particular controller. Further sub-elements, such as source , may be required according to the given type , although a target sub-element is not required (since the consumer of the character device is the hypervisor itself, rather than a device visible in the guest virtual machine). |
| boot | Specifies that the device is bootable. The order attribute determines the order in which devices will be tried during boot sequence. The per-device boot elements cannot be used together with general boot elements in BIOS boot loader section. |
| redirfilter | This is used for creating the filter rule to filter out certain devices from redirection. It uses sub-element usbdev to define each filter rule. The class attribute is the USB Class code. |

26.18.8. Smartcard Devices

A virtual smartcard device can be supplied to the guest virtual machine via the **smartcard** element. A USB smartcard reader device on the host physical machine cannot be used on a guest virtual machine with device passthrough. This is because it cannot be made available to both the host physical machine and guest virtual machine, and can lock the host physical machine computer when it is removed from the guest virtual machine. Therefore, some hypervisors provide a specialized virtual device that can present a smartcard interface to the guest virtual machine, with several modes for describing how the credentials are obtained from the host physical machine or even a from a channel created to a third-party smartcard provider.

Configure USB device redirection through a character device with management tools to modify the following section of the domain XML:

```

...
<devices>
  <smartcard mode='host' />
  <smartcard mode='host-certificates'>
    <certificate>cert1</certificate>
    <certificate>cert2</certificate>
    <certificate>cert3</certificate>
    <database>/etc/pki/nssdb/</database>
  </smartcard>
  <smartcard mode='passthrough' type='tcp'>
    <source mode='bind' host='127.0.0.1' service='2001' />
    <protocol type='raw' />
    <address type='ccid' controller='0' slot='0' />
  </smartcard>
  <smartcard mode='passthrough' type='spicevmc' />
</devices>
...

```

Figure 26.47. Devices - smartcard devices

The **smartcard** element has a mandatory attribute **mode**. In each mode, the guest virtual machine sees a device on its USB bus that behaves like a physical USB CCID (Chip/Smart Card Interface Device) card.

The mode attributes are as follows:

Table 26.20. Smartcard mode elements

| Parameter | Description |
|----------------------------------|---|
| mode= 'host' | In this mode, the hypervisor relays all requests from the guest virtual machine into direct access to the host physical machine's smartcard via NSS. No other attributes or sub-elements are required. See below about the use of an optional address sub-element. |
| mode= 'host-certificates' | This mode allows you to provide three NSS certificate names residing in a database on the host physical machine, rather than requiring a smartcard to be plugged into the host physical machine. These certificates can be generated via the command certutil -d /etc/pki/nssdb -x -t CT,CT,CT -S -s CN=cert1 -n cert1 , and the resulting three certificate names must be supplied as the content of each of three certificate sub-elements. An additional sub-element database can specify the absolute path to an alternate directory (matching the -d flag of the certutil command when creating the certificates); if not present, it defaults to /etc/pki/nssdb . |

| Parameter | Description |
|---------------------------------|--|
| <code>mode='passthrough'</code> | Using this mode allows you to tunnel all requests through a secondary character device to a third-party provider (which may in turn be communicating to a smartcard or using three certificate files, rather than having the hypervisor directly communicate with the host physical machine. In this mode of operation, an additional attribute type is required, matching one of the supported serial device types, to describe the host physical machine side of the tunnel; <code>type='tcp'</code> or <code>type='spicevmc'</code> (which uses the smartcard channel of a SPICE graphics device) are typical. Further sub-elements, such as source , may be required according to the given type, although a target sub-element is not required (since the consumer of the character device is the hypervisor itself, rather than a device visible in the guest virtual machine). |

Each mode supports an optional sub-element **address**, which fine-tunes the correlation between the smartcard and a ccid bus controller. For more information, see [Section 26.18.3, “Device Addresses”](#).

26.18.9. Network Interfaces

Modify the network interface devices using management tools to configure the following part of the domain XML:

```
...
<devices>
  <interface type='direct' trustGuestRxFilters='yes'>
    <source dev='eth0'/>
    <mac address='52:54:00:5d:c7:9e' />
    <boot order='1' />
    <rom bar='off' />
  </interface>
</devices>
...
```

Figure 26.48. Devices - network interfaces

There are several possibilities for configuring the network interface for the guest virtual machine. This is done by setting a value to the interface element's type attribute. The following values may be used:

- » **"direct"** - Attaches the guest virtual machine's NIC to the physical NIC on the host physical machine. For details and an example, refer to [Section 26.18.9.6, “Direct attachment to physical interfaces”](#).

- » "**network**" - This is the recommended configuration for general guest virtual machine connectivity on host physical machines with dynamic or wireless networking configurations. For details and an example, refer to [Section 26.18.9.1, “Virtual networks”](#).
- » "**bridge**" - This is the recommended configuration setting for guest virtual machine connectivity on host physical machines with static wired networking configurations. For details and an example, refer to [Section 26.18.9.2, “Bridge to LAN”](#).
- » "**ethernet**" - Provides a means for the administrator to execute an arbitrary script to connect the guest virtual machine's network to the LAN. For details and an example, refer to [Section 26.18.9.5, “Generic Ethernet connection”](#).
- » "**hostdev**" - Allows a PCI network device to be directly assigned to the guest virtual machine using generic device passthrough. For details and an example, refer to [Section 26.18.9.7, “PCI passthrough”](#).
- » "**mcast**" - A multicast group can be used to represent a virtual network. For details and an example, refer to [Section 26.18.9.8, “Multicast tunnel”](#).
- » "**user**" - Using the user option sets the user space SLIRP stack parameters provides a virtual LAN with NAT to the outside world. For details and an example, refer to [Section 26.18.9.4, “User space SLIRP stack”](#).
- » "**server**" - Using the server option creates a TCP client-server architecture in order to provide a virtual network where one guest virtual machine provides the server end of the network and all other guest virtual machines are configured as clients. For details and an example, refer to [Section 26.18.9.9, “TCP tunnel”](#).

Each of these options has a link to give more details. Additionally, each `<interface>` element can be defined with an optional `<trustGuestRxFilters>` attribute which allows host physical machine to detect and trust reports received from the guest virtual machine. These reports are sent each time the interface receives changes to the filter. This includes changes to the primary MAC address, the device address filter, or the vlan configuration. The `<trustGuestRxFilters>` attribute is disabled by default for security reasons. It should also be noted that support for this attribute depends on the guest network device model as well as on the host physical machine's connection type. Currently it is only supported for the virtio device models and for macvtap connections on the host physical machine. OA simple case use where it is recommended to set the optional parameter `<trustGuestRxFilters>` is if you want to give your guest virtual machines the permission to control host physical machine side filters, as any filters that are set by the guest will also be mirrored on the host.

In addition to the attributes listed above, each `<interface>` element can take an optional `<address>` sub-element that can tie the interface to a particular PCI slot, with attribute `type='pci'`. For more information, refer to [Section 26.18.3, “Device Addresses”](#).

26.18.9.1. Virtual networks

This is the recommended configuration for general guest virtual machine connectivity on host physical machines with dynamic or wireless networking configurations (or multi-host physical machine environments where the host physical machine hardware details, which are described separately in a `<network>` definition). In addition, it provides a connection with details that are described by the named network definition. Depending on the virtual network's `forward mode` configuration, the network may be totally isolated (no `<forward>` element given), using NAT to connect to an explicit network device or to the default route (`forward mode='nat'`), routed with no NAT (`forward mode='route'`), or connected directly to one of the host physical machine's network interfaces (using macvtap) or bridge devices (`forward mode='bridge|private|vepa|passthrough'`)

For networks with a forward mode of **bridge**, **private**, **vepa**, and **passthrough**, it is assumed that the host physical machine has any necessary DNS and DHCP services already set up outside the scope of libvirt. In the case of isolated, nat, and routed networks, DHCP and DNS are provided on the virtual network by libvirt, and the IP range can be determined by examining the virtual network configuration with **virsh net-dumpxml [networkname]**. The 'default' virtual network, which is set up out of the box, uses NAT to connect to the default route and has an IP range of 192.168.122.0/255.255.255.0. Each guest virtual machine will have an associated tun device created with a name of vnetN, which can also be overridden with the **<target>** element (refer to [Section 26.18.9.11, “Overriding the target element”](#)).

When the source of an interface is a network, a port group can be specified along with the name of the network; one network may have multiple portgroups defined, with each portgroup containing slightly different configuration information for different classes of network connections. Also, similar to **<direct>** network connections (described below), a connection of type **network** may specify a **<virtualport>** element, with configuration data to be forwarded to a 802.1Qbg or 802.1Qbh compliant *Virtual Ethernet Port Aggregator* (VEPA)switch, or to an Open vSwitch virtual switch.

Since the type of switch is dependent on the configuration setting in the **<network>** element on the host physical machine, it is acceptable to omit the **<virtualport type>** attribute. You will need to specify the **<virtualport type>** either once or many times. When the domain starts up a complete **<virtualport>** element is constructed by merging together the type and attributes defined. This results in a newly-constructed virtual port. Note that the attributes from lower virtual ports cannot make changes on the attributes defined in higher virtual ports. Interfaces take the highest priority, while port group is lowest priority.

For example, in order to work properly with both an 802.1Qbh switch and an Open vSwitch switch, you may choose to specify no **type**, but both a **profileid** (in case the switch is 802.1Qbh) and an **interfaceid** (in case the switch is Open vSwitch). You may also omit the other attributes, such as **managerid**, **typeid**, or **profileid**, to be filled in from the network's **virtualport**. If you want to limit a guest virtual machine to connect only to certain types of switches, you can specify the virtual port type, but still omit some or all of the parameters. In this case, if the host physical machine's network has a different type of virtual port, connection of the interface will fail. Define the virtual network parameters using management tools that modify the following part of the domain XML:

```
...
<devices>
  <interface type='network'>
    <source network='default' />
  </interface>
  ...
  <interface type='network'>
    <source network='default' portgroup='engineering' />
    <target dev='vnet7' />
    <mac address="00:11:22:33:44:55" />
    <virtualport>
      <parameters instanceid='09b11c53-8b5c-4eeb-8f00-d84eaa0aaa4f' />
    </virtualport>
  </interface>
</devices>
...
```

Figure 26.49. Devices - network interfaces- virtual networks**26.18.9.2. Bridge to LAN**

As mentioned in, [Section 26.18.9, “Network Interfaces”](#), this is the recommended configuration setting for guest virtual machine connectivity on host physical machines with static wired networking configurations.

Bridge to LAN provides a bridge from the guest virtual machine directly onto the LAN. This assumes there is a bridge device on the host physical machine which has one or more of the host physical machines physical NICs enslaved. The guest virtual machine will have an associated **tun** device created with a name of **<vnetN>**, which can also be overridden with the **<target>** element (refer to [Section 26.18.9.11, “Overriding the target element”](#)). The **<tun>** device will be enslaved to the bridge. The IP range or network configuration is the same as what is used on the LAN. This provides the guest virtual machine full incoming and outgoing network access, just like a physical machine.

On Linux systems, the bridge device is normally a standard Linux host physical machine bridge. On host physical machines that support Open vSwitch, it is also possible to connect to an Open vSwitch bridge device by adding **virtualport type='openvswitch'** / to the interface definition. The Open vSwitch type **virtualport** accepts two parameters in its **parameters** element: an **interfaceid** which is a standard UUID used to uniquely identify this particular interface to Open vSwitch (if you do not specify one, a random **interfaceid** will be generated when first defining the interface), and an optional **profileid** which is sent to Open vSwitch as the interfaces **<port-profile>**. To set the bridge to LAN settings, use a management tool that will configure the following part of the domain XML:

```
...
<devices>
  ...
    <interface type='bridge'>
      <source bridge='br0' />
    </interface>
    <interface type='bridge'>
      <source bridge='br1' />
      <target dev='vnet7' />
      <mac address="00:11:22:33:44:55" />
    </interface>
    <interface type='bridge'>
      <source bridge='ovsbr' />
      <virtualport type='openvswitch'>
        <parameters profileid='menial' interfaceid='09b11c53-8b5c-4eeb-8f00-d84eaa0aaa4f' />
      </virtualport>
    </interface>
  ...
</devices>
```

Figure 26.50. Devices - network interfaces- bridge to LAN**26.18.9.3. Setting a port masquerading range**

In cases where you want to set the port masquerading range, set the port as follows:

```
<forward mode='nat'>
  <address start='1.2.3.4' end='1.2.3.10' />
</forward> ...
```

Figure 26.51. Port Masquerading Range

These values should be set using the **iptables** commands as shown in [Section 20.3, “Network Address Translation”](#).

26.18.9.4. User space SLIRP stack

Setting the user space SLIRP stack parameters provides a virtual LAN with NAT to the outside world. The virtual network has DHCP and DNS services and will give the guest virtual machine an IP addresses starting from 10.0.2.15. The default router is 10.0.2.2 and the DNS server is 10.0.2.3. This networking is the only option for unprivileged users who need their guest virtual machines to have outgoing access.

The user space SLIRP stack parameters are defined in the following part of the domain XML:

```
...
<devices>
  <interface type='user' />
  ...
  <interface type='user'>
    <mac address="00:11:22:33:44:55" />
  </interface>
</devices>
...
```

Figure 26.52. Devices - network interfaces- User space SLIRP stack

26.18.9.5. Generic Ethernet connection

This provides a means for the administrator to execute an arbitrary script to connect the guest virtual machine's network to the LAN. The guest virtual machine will have a **<tun>** device created with a name of **vnetN**, which can also be overridden with the **<target>** element. After creating the **tun** device a shell script will be run and complete the required host physical machine network integration. By default, this script is called **/etc/kvm-ifup** but can be overridden (refer to [Section 26.18.9.11, “Overriding the target element”](#)).

The generic ethernet connection parameters are defined in the following part of the domain XML:

```

...
<devices>
  <interface type='ethernet' />
  ...
  <interface type='ethernet'>
    <target dev='vnet7' />
    <script path='/etc/kvm-ifup-mynet' />
  </interface>
</devices>
...

```

Figure 26.53. Devices - network interfaces- generic ethernet connection

26.18.9.6. Direct attachment to physical interfaces

This directly attaches the guest virtual machine's NIC to the physical interface of the host physical machine, if the physical interface is specified.

This requires the Linux macvtap driver to be available. One of the following **mode** attribute values **vepa** ('Virtual Ethernet Port Aggregator'), **bridge** or **private** can be chosen for the operation mode of the macvtap device. **vepa** is the default mode.

Manipulating direct attachment to physical interfaces involves setting the following parameters in this section of the domain XML:

```

...
<devices>
  ...
  <interface type='direct'>
    <source dev='eth0' mode='vepa' />
  </interface>
</devices>
...

```

Figure 26.54. Devices - network interfaces- direct attachment to physical interfaces

The individual modes cause the delivery of packets to behave as shown in [Table 26.21, “Direct attachment to physical interface elements”](#):

Table 26.21. Direct attachment to physical interface elements

| Element | Description |
|---------|-------------|
|---------|-------------|

| Element | Description |
|--------------------|--|
| vepa | All of the guest virtual machines' packets are sent to the external bridge. Packets whose destination is a guest virtual machine on the same host physical machine as where the packet originates from are sent back to the host physical machine by the VEPA capable bridge (today's bridges are typically not VEPA capable). |
| bridge | Packets whose destination is on the same host physical machine as where they originate from are directly delivered to the target macvtap device. Both origin and destination devices need to be in bridge mode for direct delivery. If either one of them is in vepa mode, a VEPA capable bridge is required. |
| private | All packets are sent to the external bridge and will only be delivered to a target virtual machine on the same host physical machine if they are sent through an external router or gateway and that device sends them back to the host physical machine. This procedure is followed if either the source or destination device is in private mode. |
| passthrough | This feature attaches a virtual function of a SR-IOV capable NIC directly to a guest virtual machine without losing the migration capability. All packets are sent to the VF/IF of the configured network device. Depending on the capabilities of the device, additional prerequisites or limitations may apply; for example, this requires kernel 2.6.38 or later. |

The network access of directly attached virtual machines can be managed by the hardware switch to which the physical interface of the host physical machine is connected to.

The interface can have additional parameters as shown below, if the switch conforms to the IEEE 802.1Qbg standard. The parameters of the virtualport element are documented in more detail in the IEEE 802.1Qbg standard. The values are network specific and should be provided by the network administrator. In 802.1Qbg terms, the Virtual Station Interface (VSI) represents the virtual interface of a virtual machine.

Note that IEEE 802.1Qbg requires a non-zero value for the VLAN ID.

Additional elements that can be manipulated are described in [Table 26.22, “Direct attachment to physical interface additional elements”](#):

Table 26.22. Direct attachment to physical interface additional elements

| Element | Description |
|------------------|---|
| managerid | The VSI Manager ID identifies the database containing the VSI type and instance definitions. This is an integer value and the value 0 is reserved. |

| Element | Description |
|----------------------|---|
| typeid | The VSI Type ID identifies a VSI type characterizing the network access. VSI types are typically managed by network administrator. This is an integer value. |
| typeidversion | The VSI Type Version allows multiple versions of a VSI Type. This is an integer value. |
| instanceid | The VSI Instance ID Identifier is generated when a VSI instance (a virtual interface of a virtual machine) is created. This is a globally unique identifier. |
| profileid | The profile ID contains the name of the port profile that is to be applied onto this interface. This name is resolved by the port profile database into the network parameters from the port profile, and those network parameters will be applied to this interface. |

Additional parameters in the domain XML include:

```
...
<devices>
...
<interface type='direct'>
  <source dev='eth0.2' mode='vepa' />
  <virtualport type="802.1Qbg">
    <parameters managerid="11" typeid="1193047" typeidversion="2"
instanceid="09b11c53-8b5c-4eeb-8f00-d84eaa0aaa4f"/>
  </virtualport>
</interface>
</devices>
...
```

Figure 26.55. Devices - network interfaces- direct attachment to physical interfaces additional parameters

The interface can have additional parameters as shown below if the switch conforms to the IEEE 802.1Qbh standard. The values are network specific and should be provided by the network administrator.

Additional parameters in the domain XML include:

```
...
<devices>
...
<interface type='direct'>
  <source dev='eth0' mode='private' />
```

```

<virtualport type='802.1Qbh'>
    <parameters profileid='finance' />
</virtualport>
</interface>
</devices>
...

```

Figure 26.56. Devices - network interfaces - direct attachment to physical interfaces more additional parameters

The **profileid** attribute contains the name of the port profile to be applied to this interface. This name is resolved by the port profile database into the network parameters from the port profile, and those network parameters will be applied to this interface.

26.18.9.7. PCI passthrough

A PCI network device (specified by the **source** element) is directly assigned to the guest virtual machine using generic device passthrough, after first optionally setting the device's MAC address to the configured value, and associating the device with an 802.1Qbh capable switch using an optionally specified **virtualport** element (see the examples of **virtualport** given above for **type= 'direct'** network devices). Note that due to limitations in standard single-port PCI ethernet card driver design, only SR-IOV (Single Root I/O Virtualization) virtual function (VF) devices can be assigned in this manner. To assign a standard single-port PCI or PCIe ethernet card to a guest virtual machine, use the traditional **hostdev** device definition.

Note that this "intelligent passthrough" of network devices is very similar to the functionality of a standard **hostdev** device, the difference being that this method allows specifying a MAC address and **virtualport** for the passed-through device. If these capabilities are not required, if you have a standard single-port PCI, PCIe, or USB network card that does not support SR-IOV (and hence would anyway lose the configured MAC address during reset after being assigned to the guest virtual machine domain), or if you are using libvirt version older than 0.9.11, use standard **hostdev** definition to assign the device to the guest virtual machine instead of **interface type= 'hostdev'**.

```

...
<devices>
    <interface type='hostdev'>
        <driver name='vfio' />
        <source>
            <address type='pci' domain='0x0000' bus='0x00' slot='0x07'
function='0x0' />
        </source>
        <mac address='52:54:00:6d:90:02' />
        <virtualport type='802.1Qbh'>
            <parameters profileid='finance' />
        </virtualport>
    </interface>
</devices>
...

```

Figure 26.57. Devices - network interfaces- PCI passthrough

26.18.9.8. Multicast tunnel

A multicast group can be used to represent a virtual network. Any guest virtual machine with network devices within the same multicast group will communicate with each other, even if they reside across multiple physical host physical machines. This mode may be used as an unprivileged user. There is no default DNS or DHCP support and no outgoing network access. To provide outgoing network access, one of the guest virtual machines should have a second NIC which is connected to one of the first 4 network types in order to provide appropriate routing. The multicast protocol is compatible with protocols used by **user mode** Linux guest virtual machines as well. Note that the source address used must be from the multicast address block. A multicast tunnel is created by manipulating the **interface type** using a management tool and setting it to **mcast**, and providing a **mac address** and **source address**, for example:

```
...
<devices>
  <interface type='mcast'>
    <mac address='52:54:00:6d:90:01'>
      <source address='230.0.0.1' port='5558' />
    </interface>
  </devices>
...
```

Figure 26.58. Devices - network interfaces- multicast tunnel

26.18.9.9. TCP tunnel

Creating a TCP client-server architecture is another way to provide a virtual network where one guest virtual machine provides the server end of the network and all other guest virtual machines are configured as clients. All network traffic between the guest virtual machines is routed through the guest virtual machine that is configured as the server. This model is also available for use to unprivileged users. There is no default DNS or DHCP support and no outgoing network access. To provide outgoing network access, one of the guest virtual machines should have a second NIC which is connected to one of the first 4 network types thereby providing the appropriate routing. A TCP tunnel is created by manipulating the **interface type** using a management tool and setting it to **mcast**, and providing a **mac address** and **source address**, for example:

```
...
<devices>
  <interface type='server'>
    <mac address='52:54:00:22:c9:42'>
      <source address='192.168.0.1' port='5558' />
    </interface>
  ...
  <interface type='client'>
    <mac address='52:54:00:8b:c9:51'>
      <source address='192.168.0.1' port='5558' />
    </interface>
...
```

```

</interface>
</devices>
...

```

Figure 26.59. Devices - network interfaces- TCP tunnel**26.18.9.10. Setting NIC driver-specific options**

Some NICs may have tunable driver-specific options. These options are set as attributes of the **driver** sub-element of the interface definition. These options are set by using management tools to configure the following sections of the domain XML:

```

<devices>
  <interface type='network'>
    <source network='default' />
    <target dev='vnet1' />
    <model type='virtio' />
    <driver name='vhost' txmode='iothread' ioeventfd='on'
event_idx='off' />
  </interface>
</devices>
...

```

Figure 26.60. Devices - network interfaces- setting NIC driver-specific options

The following attributes are available for the "virtio" NIC driver:

Table 26.23. virtio NIC driver elements

| Parameter | Description |
|-------------|---|
| name | The optional name attribute forces which type of back-end driver to use. The value can be either kvm (a user-space back-end) or vhost (a kernel back-end, which requires the vhost module to be provided by the kernel); an attempt to require the vhost driver without kernel support will be rejected. The default setting is vhost if the vhost driver is present, but will silently fall back to kvm if not. |

| Parameter | Description |
|------------------|---|
| txmode | Specifies how to handle transmission of packets when the transmit buffer is full. The value can be either iothread or timer . If set to iothread , packet tx is all done in an iothread in the bottom half of the driver (this option translates into adding "tx=bh" to the kvm command-line "-device" virtio-net-pci option). If set to timer , tx work is done in KVM, and if there is more tx data than can be sent at the present time, a timer is set before KVM moves on to do other things; when the timer fires, another attempt is made to send more data. It is not recommended to change this value. |
| ioeventfd | Sets domain I/O asynchronous handling for the interface device. The default is left to the discretion of the hypervisor. Accepted values are on and off . Enabling this option allows KVM to execute a guest virtual machine while a separate thread handles I/O. Typically, guest virtual machines experiencing high system CPU utilization during I/O will benefit from this. On the other hand, overloading the physical host machine may also increase guest virtual machine I/O latency. It is not recommended to change this value. |
| event_idx | The event_idx attribute controls some aspects of device event processing. The value can be either on or off . on is the default, which reduces the number of interrupts and exits for the guest virtual machine. In situations where this behavior is sub-optimal, this attribute provides a way to force the feature off. It is not recommended to change this value. |

26.18.9.11. Overriding the target element

To override the target element, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <interface type='network'>
    <source network='default' />
    <target dev='vnet1' />
  </interface>
</devices>
...
```

Figure 26.61. Devices - network interfaces- overriding the target element

If no target is specified, certain hypervisors will automatically generate a name for the created tun device. This name can be manually specified, however the name must not start with either **vnet** or **vif**, which are prefixes reserved by libvirt and certain hypervisors. Manually-specified targets using these prefixes will be ignored.

26.18.9.12. Specifying boot order

To specify the boot order, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <interface type='network'>
    <source network='default' />
    <target dev='vnet1' />
    <boot order='1' />
  </interface>
</devices>
...
```

Figure 26.62. Specifying boot order

In hypervisors which support it, you can set a specific NIC to be used for the network boot. The order of attributes determine the order in which devices will be tried during boot sequence. Note that the per-device boot elements cannot be used together with general boot elements in BIOS bootloader section.

26.18.9.13. Interface ROM BIOS configuration

To specify the ROM BIOS configuration settings, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <interface type='network'>
    <source network='default' />
    <target dev='vnet1' />
    <rom bar='on' file='/etc/fake/boot.bin' />
  </interface>
</devices>
...
```

Figure 26.63. Interface ROM BIOS configuration

For hypervisors which support it, you can change how a PCI Network device's ROM is presented to the guest virtual machine. The **bar** attribute can be set to **on** or **off**, and determines whether or not the device's ROM will be visible in the guest virtual machine's memory map. (In PCI documentation, the **rom bar** setting controls the presence of the Base Address Register for the ROM). If no **rom**

bar is specified, the KVM default will be used (older versions of KVM used **off** for the default, while newer KVM hypervisors default to **on**). The optional **file** attribute is used to point to a binary file to be presented to the guest virtual machine as the device's ROM BIOS. This can be useful to provide an alternative boot ROM for a network device.

26.18.9.14. Quality of service (QoS)

Incoming and outgoing traffic can be shaped independently to set Quality of Service (QoS). The **bandwidth** element can have at most one inbound and one outbound child elements. Leaving any of these child elements out results in no QoS being applied on that traffic direction. Therefore, to shape only a domain's incoming traffic, use inbound only, and vice versa.

Each of these elements has one mandatory attribute **average** (or **floor** as described below). **Average** specifies the average bit rate on the interface being shaped. Then there are two optional attributes: **peak**, This attribute specifies the maximum rate at which the bridge can send data, in kilobytes a second. A limitation of this implementation is this attribute in the outbound element is ignored, as Linux ingress filters do not know it yet. **burst**, specifies the amount of bytes that can be burst at peak speed. Accepted values for attributes are integer numbers.

The units for **average** and **peak** attributes are kilobytes per second, whereas **burst** is only set in kilobytes. In addition, inbound traffic can optionally have a **floor** attribute. This guarantees minimal throughput for shaped interfaces. Using the **floor** requires that all traffic goes through one point where QoS decisions can take place. As such, it may only be used in cases where the **interface type='network'** / with a **forward** type of **route**, **nat**, or no forward at all). It should be noted that within a virtual network, all connected interfaces are required to have at least the inbound QoS set (**average** at least) but the floor attribute does not require specifying **average**. However, **peak** and **burst** attributes still require **average**. At the present time, ingress qdiscs may not have any classes, and therefore **floor** may only be applied only on inbound and not outbound traffic.

To specify the QoS configuration settings, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <interface type='network'>
    <source network='default' />
    <target dev='vnet0' />
    <bandwidth>
      <inbound average='1000' peak='5000' floor='200' burst='1024' />
      <outbound average='128' peak='256' burst='256' />
    </bandwidth>
  </interface>
</devices>
...
```

Figure 26.64. Quality of service

26.18.9.15. Setting VLAN tag (on supported network types only)

To specify the VLAN tag configuration settings, use a management tool to make the following changes to the domain XML:

```

...
<devices>
  <interface type='bridge'>
    <vlan>
      <tag id='42' />
    </vlan>
    <source bridge='ovsbr0' />
    <virtualport type='openvswitch'>
      <parameters interfaceid='09b11c53-8b5c-4eeb-8f00-d84eaa0aaa4f' />
    </virtualport>
  </interface>
<devices>
...

```

Figure 26.65. Setting VLAN tag (on supported network types only)

If the network connection used by the guest virtual machine supports VLAN tagging transparent to the guest virtual machine, an optional **vlan** element can specify one or more VLAN tags to apply to the guest virtual machine's network traffic. Only OpenvSwitch and **type= 'hostdev'** SR-IOV interfaces support transparent VLAN tagging of guest virtual machine traffic; other interfaces, including standard Linux bridges and libvirt's own virtual networks, do not support it. 802.1Qbh (vn-link) and 802.1Qbg (VEPA) switches provide their own methods (outside of libvirt) to tag guest virtual machine traffic onto specific VLANs. To allow for specification of multiple tags (in the case of VLAN trunking), the **tag** subelement specifies which VLAN tag to use (for example, **tag id='42' /**). If an interface has more than one **vlan** element defined, it is assumed that the user wants to do VLAN trunking using all the specified tags. In the case that VLAN trunking with a single tag is desired, the optional attribute **trunk= 'yes'** can be added to the top-level **vlan** element.

26.18.9.16. Modifying virtual link state

This element sets the virtual network link state. Possible values for attribute **state** are **up** and **down**. If **down** is specified as the value, the interface behaves as the network cable is disconnected. Default behavior if this element is unspecified is **up**.

To specify the virtual link state configuration settings, use a management tool to make the following changes to the domain XML:

```

...
<devices>
  <interface type='network'>
    <source network='default' />
    <target dev='vnet0' />
    <link state='down' />
  </interface>
<devices>
...

```

Figure 26.66. Modifying virtual link state

26.18.10. Input Devices

Input devices allow interaction with the graphical framebuffer in the guest virtual machine. When enabling the framebuffer, an input device is automatically provided. It may be possible to add additional devices explicitly, for example to provide a graphics tablet for absolute cursor movement.

To specify the input device configuration settings, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <input type='mouse' bus='usb' />
</devices>
...
```

Figure 26.67. Input devices

The **<input>** element has one mandatory attribute: **type**, which can be set to **mouse** or **tablet**. **tablet** provides absolute cursor movement, while **mouse** uses relative movement. The optional **bus** attribute can be used to refine the exact device type and can be set to **kvm** (paravirtualized), **ps2**, and **usb**.

The input element has an optional sub-element **<address>**, which can tie the device to a particular PCI slot, as documented above.

26.18.11. Hub Devices

A hub is a device that expands a single port into several so that there are more ports available to connect devices to a host physical machine system.

To specify the hub device configuration settings, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <hub type='usb' />
</devices>
...
```

Figure 26.68. Hub devices

The **hub** element has one mandatory attribute, **type**, which can only be set to **usb**. The **hub** element has an optional sub-element, **address**, with **type='usb'**, which can tie the device to a particular controller.

26.18.12. Graphical Framebuffers

A graphics device allows for graphical interaction with the guest virtual machine operating system. A guest virtual machine will typically have either a framebuffer or a text console configured to allow interaction with the admin.

To specify the graphical framebuffer device configuration settings, use a management tool to make the following changes to the domain XML:

```
...
<devices>
    <graphics type='sdl' display=':0.0' />
    <graphics type='vnc' port='5904'>
        <listen type='address' address='1.2.3.4' />
    </graphics>
    <graphics type='rdp' autoport='yes' multiUser='yes' />
    <graphics type='desktop' fullscreen='yes' />
    <graphics type='spice'>
        <listen type='network' network='rednet' />
    </graphics>
</devices>
...
```

Figure 26.69. Graphical framebuffers

The **graphics** element has a mandatory **type** attribute which takes the value **sdl**, **vnc**, **rdp** or **desktop** as explained below:

Table 26.24. Graphical framebuffer elements

| Parameter | Description |
|------------|--|
| sdl | This displays a window on the host physical machine desktop. It accepts 3 optional arguments: a display attribute for the display to use, an xauth attribute for the authentication identifier, and an optional fullscreen attribute accepting values yes or no . |

| Parameter | Description |
|--------------|---|
| vnc | <p>Starts a VNC server. The port attribute specifies the TCP port number (with -1 as legacy syntax indicating that it should be auto-allocated). The autoport attribute is the preferred syntax for indicating auto-allocation of the TCP port to use. The listen attribute is an IP address for the server to listen on. The passwd attribute provides a VNC password in clear text. The keymap attribute specifies the keymap to use. It is possible to set a limit on the validity of the password by giving an timestamp passwdValidTo='2010-04-09T15:51:00' assumed to be in UTC. The connected attribute allows control of connected client during password changes. VNC accepts the keep value only; note that it may not be supported by all hypervisors. Rather than using listen/port, KVM supports a socket attribute for listening on a UNIX domain socket path.</p> |
| spice | <p>Starts a SPICE server. The port attribute specifies the TCP port number (with -1 as legacy syntax indicating that it should be auto-allocated), while tlsPort gives an alternative secure port number. The autoport attribute is the new preferred syntax for indicating auto-allocation of both port numbers. The listen attribute is an IP address for the server to listen on. The passwd attribute provides a SPICE password in clear text. The keymap attribute specifies the keymap to use. It is possible to set a limit on the validity of the password by giving an timestamp passwdValidTo='2010-04-09T15:51:00' assumed to be in UTC. The connected attribute allows control of a connected client during password changes. SPICE accepts keep to keep a client connected, disconnect to disconnect the client and fail to fail changing password. Note, this is not supported by all hypervisors. The defaultMode attribute sets the default channel security policy; valid values are secure, insecure and the default any (which is secure if possible, but falls back to insecure rather than erroring out if no secure path is available).</p> |

When SPICE has both a normal and TLS secured TCP port configured, it may be desirable to restrict what channels can be run on each port. This is achieved by adding one or more **channel** elements inside the main **graphics** element. Valid channel names include **main**, **display**, **inputs**, **cursor**, **playback**, **record**, **smartcard**, and **usbredir**.

To specify the SPICE configuration settings, use a management tool to make the following changes to the domain XML:

```
<graphics type='spice' port=''-1' tlsPort=''-1' autoport='yes'>
  <channel name='main' mode='secure'/>
  <channel name='record' mode='insecure'/>
  <image compression='auto_glz'/>
  <streaming mode='filter'/>
  <clipboard copypaste='no'/>
  <mouse mode='client'/>
</graphics>
```

Figure 26.70. SPICE configuration

SPICE supports variable compression settings for audio, images and streaming. These settings are configured using the **compression** attribute in all following elements: **image** to set image compression (accepts **auto_glz**, **auto_lz**, **quic**, **glz**, **lz**, **off**), **jpeg** for JPEG compression for images over WAN (accepts **auto**, **never**, **always**), **zlib** for configuring WAN image compression (accepts **auto**, **never**, **always**) and **playback** for enabling audio stream compression (accepts **on** or **off**).

The **streaming** element sets streaming mode. The **mode** attribute can be set to **filter**, **all** or **off**.

In addition, copy and paste functionality (through the SPICE agent) is set by the **clipboard** element. It is enabled by default, and can be disabled by setting the **copypaste** property to **no**.

The **mouse** element sets mouse mode. The **mode** attribute can be set to **server** or **client**. If no mode is specified, the KVM default will be used (**client** mode).

Additional elements include:

Table 26.25. Additional graphical framebuffer elements

| Parameter | Description |
|----------------|--|
| rdp | Starts a RDP server. The port attribute specifies the TCP port number (with -1 as legacy syntax indicating that it should be auto-allocated). The autoport attribute is the preferred syntax for indicating auto-allocation of the TCP port to use. The replaceUser attribute is a boolean deciding whether multiple simultaneous connections to the virtual machine are permitted. The multiUser decides whether the existing connection must be dropped and a new connection must be established by the VRDP server, when a new client connects in single connection mode. |
| desktop | This value is reserved for VirtualBox domains for the moment. It displays a window on the host physical machine desktop, similarly to "sdl", but uses the VirtualBox viewer. Just like "sdl", it accepts the optional attributes display and fullscreen . |

| Parameter | Description |
|---------------|--|
| listen | <p>Rather than putting the address information used to set up the listening socket for graphics types vnc and spice in the graphics, the listen attribute, a separate sub-element of graphics, can be specified (see the examples above). listen accepts the following attributes:</p> <ul style="list-style-type: none"> ➢ type - Set to either address or network. This tells whether this listen element is specifying the address to be used directly, or by naming a network (which will then be used to determine an appropriate address for listening). ➢ address - This attribute will contain either an IP address or host name (which will be resolved to an IP address via a DNS query) to listen on. In the "live" XML of a running domain, this attribute will be set to the IP address used for listening, even if type= 'network'. ➢ network - If type= 'network', the network attribute will contain the name of a network in libvirt's list of configured networks. The named network configuration will be examined to determine an appropriate listen address. For example, if the network has an IPv4 address in its configuration (for example, if it has a forward type of route, NAT, or an isolated type), the first IPv4 address listed in the network's configuration will be used. If the network is describing a host physical machine bridge, the first IPv4 address associated with that bridge device will be used. If the network is describing one of the 'direct' (macvtap) modes, the first IPv4 address of the first forward dev will be used. |

26.18.13. Video Devices

To specify the video device configuration settings, use a management tool to make the following changes to the domain XML:

```
...
<devices>
  <video>
    <model type='vga' vram='8192' heads='1'>
      <acceleration accel3d='yes' accel2d='yes' />
```

```

</model>
</video>
</devices>
...

```

Figure 26.71. Video devices

The **graphics** element has a mandatory **type** attribute which takes the value "sdl", "vnc", "rdp" or "desktop" as explained below:

Table 26.26. Graphical framebuffer elements

| Parameter | Description |
|---------------------|--|
| video | The video element is the container for describing video devices. For backwards compatibility, if no video is set but there is a graphics element in the domain XML, then libvirt will add a default video according to the guest virtual machine type. If "ram" or "vram" are not supplied, a default value is used. |
| model | This has a mandatory type attribute which takes the value vga , cirrus , vmvga , kvm , vbox , or qxl depending on the hypervisor features available. You can also provide the amount of video memory in kibibytes (blocks of 1024 bytes) using vram and the number of figure with heads. |
| acceleration | If acceleration is supported it should be enabled using the accel3d and accel2d attributes in the acceleration element. |
| address | The optional address sub-element can be used to tie the video device to a particular PCI slot. |

26.18.14. Consoles, Serial, and Channel Devices

A character device provides a way to interact with the virtual machine. Paravirtualized consoles, serial ports, and channels are all classed as character devices and are represented using the same syntax.

To specify the consoles, channel and other device configuration settings, use a management tool to make the following changes to the domain XML:

```

...
<devices>
  <serial type='pty'>
    <source path='/dev/pts/3' />
    <target port='0' />
  </serial>
  <console type='pty'>
    <source path='/dev/pts/4' />
    <target port='0' />

```

```

</console>
<channel type='unix'>
  <source mode='bind' path='/tmp/guestfwd' />
  <target type='guestfwd' address='10.0.2.1' port='4600' />
</channel>
</devices>
...

```

Figure 26.72. Consoles, serial, and channel devices

In each of these directives, the top-level element name (**serial**, **console**, **channel**) describes how the device is presented to the guest virtual machine. The guest virtual machine interface is configured by the **target** element. The interface presented to the host physical machine is given in the **type** attribute of the top-level element. The host physical machine interface is configured by the **source** element. The **source** element may contain an optional **seclabel** to override the way that labeling is done on the socket path. If this element is not present, the security label is inherited from the per-domain setting. Each character device element has an optional sub-element **address** which can tie the device to a particular controller or PCI slot.

 **Note**

Parallel ports, as well as the **isa-parallel** device, are no longer supported.

26.18.15. Guest Virtual Machine Interfaces

A character device presents itself to the guest virtual machine as one of the following types.

To set the serial port, use a management tool to make the following change to the domain XML:

```

...
<devices>
  <serial type='pty'>
    <source path='/dev/pts/3' />
    <target port='0' />
  </serial>
</devices>
...

```

Figure 26.73. Guest virtual machine interface serial port

<target> can have a **port** attribute, which specifies the port number. Ports are numbered starting from 0. There are usually 0, 1 or 2 serial ports. There is also an optional **type** attribute, which has two choices for its value, **isa-serial** or **usb-serial**. If **type** is missing, **isa-serial** will be used by default. For **usb-serial**, an optional sub-element **<address>** with **type='usb'** can tie the device to a particular controller, documented above.

The **<console>** element is used to represent interactive consoles. Depending on the type of guest virtual machine in use, the consoles might be paravirtualized devices, or they might be a clone of a serial device, according to the following rules:

- » If no **targetType** attribute is set, then the default device **type** is according to the hypervisor's rules. The default **type** will be added when re-querying the XML fed into libvirt. For fully virtualized guest virtual machines, the default device type will usually be a serial port.
- » If the **targetType** attribute is **serial**, and if no **<serial>** element exists, the console element will be copied to the **<serial>** element. If a **<serial>** element does already exist, the console element will be ignored.
- » If the **targetType** attribute is not **serial**, it will be treated normally.
- » Only the first **<console>** element may use a **targetType** of **serial**. Secondary consoles must all be paravirtualized.
- » On s390, the console element may use a **targetType** of **sclp** or **sclplm** (line mode). SCLP is the native console type for s390. There is no controller associated to SCLP consoles.

In the example below, a virtio console device is exposed in the guest virtual machine as **/dev/hvc[0 - 7]** (for more information, see [the Fedora project's virtio-serial page](#)):

```
...
<devices>
  <console type='pty'>
    <source path='/dev/pts/4' />
    <target port='0' />
  </console>

  <!-- KVM virtio console -->
  <console type='pty'>
    <source path='/dev/pts/5' />
    <target type='virtio' port='0' />
  </console>
</devices>
...

...
<devices>
  <!-- KVM s390 sclp console -->
  <console type='pty'>
    <source path='/dev/pts/1' />
    <target type='sclp' port='0' />
  </console>
</devices>
...
```

Figure 26.74. Guest virtual machine interface - virtio console device

If the console is presented as a serial port, the **<target>** element has the same attributes as for a serial port. There is usually only one console.

26.18.16. Channel

This represents a private communication channel between the host physical machine and the guest virtual machine. It is manipulated by making changes to a guest virtual machine using a management tool to edit following section of the domain XML:

```
...
<devices>
    <channel type='unix'>
        <source mode='bind' path='/tmp/guestfwd' />
        <target type='guestfwd' address='10.0.2.1' port='4600' />
    </channel>

    <!-- KVM virtio channel -->
    <channel type='pty'>
        <target type='virtio' name='arbitrary.virtio.serial.port.name' />
    </channel>
    <channel type='unix'>
        <source mode='bind' path='/var/lib/libvirt/kvm/f16x86_64.agent' />
        <target type='virtio' name='org.kvm.guest_agent.0' />
    </channel>
    <channel type='spicevmc'>
        <target type='virtio' name='com.redhat.spice.0' />
    </channel>
</devices>
...

```

Figure 26.75. Channel

This can be implemented in a variety of ways. The specific type of `<channel>` is given in the `type` attribute of the `<target>` element. Different channel types have different target attributes as follows:

- » **guestfwd** - Dictates that TCP traffic sent by the guest virtual machine to a given IP address and port is forwarded to the channel device on the host physical machine. The `target` element must have `address` and `port` attributes.
- » **virtio** - paravirtualized virtio channel. `<channel>` is exposed in the guest virtual machine under `/dev/vport*`, and if the optional element `name` is specified, `/dev/virtio-ports/$name` (for more information, see [the Fedora project's virtio-serial page](#)). The optional element `address` can tie the channel to a particular `type='virtio-serial'` controller, documented above. With KVM, if `name` is "org.kvm.guest_agent.0", then libvirt can interact with a guest agent installed in the guest virtual machine, for actions such as guest virtual machine shutdown or file system quiescing.
- » **spicevmc** - Paravirtualized SPICE channel. The domain must also have a SPICE server as a graphics device, at which point the host physical machine piggy-backs messages across the main channel. The `target` element must be present, with attribute `type='virtio'`; an optional attribute `name` controls how the guest virtual machine will have access to the channel, and defaults to `name='com.redhat.spice.0'`. The optional `<address>` element can tie the channel to a particular `type='virtio-serial'` controller.

26.18.17. Host Physical Machine Interface

A character device presents itself to the host physical machine as one of the following types:

Table 26.27. Character device elements

| Parameter | Description | XML snippet |
|-----------------|---|---|
| Domain logfile | Disables all input on the character device, and sends output into the virtual machine's logfile. | <pre><devices> <console type='stdio'> <target port='1' /> </console> </devices></pre> |
| Device logfile | A file is opened and all data sent to the character device is written to the file. Note that the destination directory must have the virt_log_t SELinux label for a guest with this setting to start successfully. | <pre><devices> <serial type="file"> <source path="/var/log/vm/vm-serial.log"/> <target port="1" /> </serial> </devices></pre> |
| Virtual console | Connects the character device to the graphical framebuffer in a virtual console. This is typically accessed via a special hotkey sequence such as "ctrl+alt+3". | <pre><devices> <serial type='vc'> <target port="1" /> </serial> </devices></pre> |
| Null device | Connects the character device to the void. No data is ever provided to the input. All data written is discarded. | <pre><devices> <serial type='null'> <target port="1" /> </serial> </devices></pre> |
| Pseudo TTY | A Pseudo TTY is allocated using /dev/ptmx . A suitable client such as virsh console can connect to interact with the serial port locally. | <pre><devices> <serial type="pty"> <source path="/dev/pts/3"/> <target port="1" /> </serial> </devices></pre> |

| Parameter | Description | XML snippet |
|------------------------------------|---|--|
| NB Special case | NB special case if <code><console type='pty'></code> , then the TTY path is also duplicated as an attribute <code>tty='/dev/pts/3'</code> on the top level <code><console></code> tag. This provides compat with existing syntax for <code><console></code> tags. | |
| Host physical machine device proxy | The character device is passed through to the underlying physical character device. The device types must match, eg the emulated serial port should only be connected to a host physical machine serial port - do not connect a serial port to a parallel port. | <pre><devices> <serial type="dev"> <source path="/dev/ttys0"/> <target port="1"/> </serial> </devices></pre> |
| Named pipe | The character device writes output to a named pipe. See the pipe(7) man page for more info. | <pre><devices> <serial type="pipe"> <source path="/tmp/mypipe"/> <target port="1"/> </serial> </devices></pre> |
| TCP client-server | The character device acts as a TCP client connecting to a remote server. | <pre><devices> <serial type="tcp"> <source mode="connect" host="0.0.0.0" service="2445"/> <protocol type="raw"/> <target port="1"/> </serial> </devices></pre> |
| | | Or as a TCP server waiting for a client connection. |
| | | <pre><devices> <serial type="tcp"> <source mode="bind"></pre> |

| Parameter | Description | XML snippet |
|-----------|---|---|
| | | <pre> host="127.0.0.1" service="2445"/> <protocol type="raw"/> <target port="1"/> </serial> </devices></pre> |
| | Alternatively you can use telnet instead of raw TCP. In addition, you can also use telnets (secure telnet) and tls. | <pre> <devices> <serial type="tcp"> <source mode="connect" host="0.0.0.0" service="2445"/> <protocol type="telnet"/> <target port="1"/> </serial> <serial type="tcp"> <source mode="bind" host="127.0.0.1" service="2445"/> <protocol type="telnet"/> <target port="1"/> </serial> </devices></pre> |

| Parameter | Description | XML snippet |
|----------------------------------|--|---|
| UDP network console | The character device acts as a UDP netconsole service, sending and receiving packets. This is a lossy service. | <pre><devices> <serial type="udp"> <source mode="bind" host="0.0.0.0" service="2445"/> <source mode="connect" host="0.0.0.0" service="2445"/> <target port="1"/> </serial> </devices></pre> |
| UNIX domain socket client-server | The character device acts as a UNIX domain socket server, accepting connections from local clients. | <pre><devices> <serial type="unix"> <source mode="bind" path="/tmp/foo"/> <target port="1"/> </serial> </devices></pre> |

26.18.18. Sound Devices

A virtual sound card can be attached to the host physical machine via the sound element.

```
...
<devices>
  <sound model='ac97' />
</devices>
...
```

Figure 26.76. Virtual sound card

The **sound** element has one mandatory attribute, **model**, which specifies what real sound device is emulated. Valid values are specific to the underlying hypervisor, though typical choices are '**sb16**', '**ac97**', and '**ich6**'. In addition, a **sound** element with '**ich6**' model set can have optional **codec** sub-elements to attach various audio codecs to the audio device. If not specified, a default codec will be attached to allow playback and recording. Valid values are '**duplex**' (advertises a line-in and a line-out) and '**micro**' (advertises a speaker and a microphone).

```
...
<devices>
  <sound model='ich6'>
    <codec type='micro' />
    <sound/>
  </devices>
...

```

Figure 26.77. Sound Devices

Each sound element has an optional sub-element `<address>` which can tie the device to a particular PCI slot, documented above.

Note

The es1370 sound device is no longer supported in Red Hat Enterprise Linux 7. Use ac97 instead.

26.18.19. Watchdog Device

A virtual hardware watchdog device can be added to the guest virtual machine using the `<watchdog>` element. The watchdog device requires an additional driver and management daemon in the guest virtual machine. Currently there is no support notification when the watchdog fires.

```
...
<devices>
  <watchdog model='i6300esb' />
</devices>
...
...
<devices>
  <watchdog model='i6300esb' action='poweroff' />
</devices>
...
```

Figure 26.78. Watchdog Device

The following attributes are declared in this XML:

- **model** - The required **model** attribute specifies what real watchdog device is emulated. Valid values are specific to the underlying hypervisor.
- The **model** attribute may take the following values:
 - **i6300esb** — the recommended device, emulating a PCI Intel 6300ESB

- **ib700** — emulates an ISA iBase IB700
- » **action** - The optional **action** attribute describes what action to take when the watchdog expires. Valid values are specific to the underlying hypervisor. The **action** attribute can have the following values:
 - **reset** — default setting, forcefully resets the guest virtual machine
 - **shutdown** — gracefully shuts down the guest virtual machine (not recommended)
 - **poweroff** — forcefully powers off the guest virtual machine
 - **pause** — pauses the guest virtual machine
 - **none** — does nothing
 - **dump** — automatically dumps the guest virtual machine.

Note that the 'shutdown' action requires that the guest virtual machine is responsive to ACPI signals. In the sort of situations where the watchdog has expired, guest virtual machines are usually unable to respond to ACPI signals. Therefore using 'shutdown' is not recommended. In addition, the directory to save dump files can be configured by `auto_dump_path` in file `/etc/libvirt/kvm.conf`.

26.18.20. Setting a Panic Device

Red Hat Enterprise Linux is capable of detecting Linux guest virtual machine kernel panics . To do so, you need to have a **pvppanic** device enabled, and then add a **<panic>** element as a child of the **<device>** parent element. *libvirt* exposes the device to the guest virtual machine, and if the guest is running a recent enough Linux kernel that is able to use the device, *libvirt* will be informed any time the guest kernel panics.

This panic is relayed to *libvirt* as an event, and the **<on_crash>** element of the domain XML determines what *libvirt* will do as a result of the crash. The possible actions are as follows: capturing a guest virtual machine core dump, rebooting the guest virtual machine, or halting the guest virtual machine to await further action.

Note

If the **kdump** service is enabled, it takes precedence over the **<on_crash>** setting, and the selected **<on_crash>** action is not performed.

To configure the panic mechanism, place the following snippet into the domain XML **devices** element, by running **virsh edit** to open and edit the XML:

```

<devices>
  <panic>
    <address type='isa' iobase='0x505' />
  </panic>
</devices>

```

Figure 26.79. Panic element contents

The element `<address>` specifies the address of panic. The default ioport is 0x505. In most cases specifying an address is not needed.

26.18.21. Memory Balloon Device

A virtual memory balloon device is added to all KVM guest virtual machines. It will be seen as `<memballoon>` element. It will be automatically added when appropriate, so there is no need to explicitly add this element in the guest virtual machine XML unless a specific PCI slot needs to be assigned. Note that if the `<memballoon>` device needs to be explicitly disabled, `model='none'` may be used.

In the following example, KVM has automatically added the memballoon device:

```
...
<devices>
  <memballoon model='virtio' />
</devices>
...
```

Figure 26.80. Memory balloon device

The following example shows the device has been added manually with static PCI slot 2 requested:

```
...
<devices>
  <memballoon model='virtio'>
    <address type='pci' domain='0x0000' bus='0x00' slot='0x02'
function='0x0' />
  </memballoon>
</devices>
...
```

Figure 26.81. Memory balloon device added manually

The required `model` attribute specifies what type of balloon device is provided. Valid values are specific to the virtualization platform; in the KVM hypervisor, '`virtio`' is the default setting.

26.19. Storage Pools

Although all storage pool back-ends share the same public APIs and XML format, they have varying levels of capabilities. Some may allow creation of volumes, others may only allow use of pre-existing volumes. Some may have constraints on volume size, or placement.

The top level element for a storage pool document is `<pool>`. It has a single attribute `type`, which can take the following values: `dir`, `fs`, `netfs`, `disk`, `iscsi`, `logical`, `scsi`, `mpath`, `rbd`, `sheepdog`, or `gluster`.

26.19.1. Providing Metadata for the Storage Pool

The following XML example, shows the metadata tags that can be added to a storage pool. In this example, the pool is an iSCSI storage pool.

```
<pool type="iscsi">
  <name>virtimages</name>
  <uuid>3e3fce45-4f53-4fa7-bb32-11f34168b82b</uuid>
  <allocation>10000000</allocation>
  <capacity>50000000</capacity>
  <available>40000000</available>
  ...
</pool>
```

Figure 26.82. General metadata tags

The elements that are used in this example are explained in the [Table 26.28, “**virt-sysprep commands**”](#).

Table 26.28. virt-sysprep commands

| Element | Description |
|---------------------------|--|
| <name> | Provides a name for the storage pool which must be unique to the host physical machine. This is mandatory when defining a storage pool. |
| <uuid> | Provides an identifier for the storage pool which must be globally unique. Although supplying the UUID is optional, if the UUID is not provided at the time the storage pool is created, a UUID will be automatically generated. |
| <allocation> | Provides the total storage allocation for the storage pool. This may be larger than the sum of the total allocation across all storage volumes due to the metadata overhead. This value is expressed in bytes. This element is read-only and the value should not be changed. |
| <capacity> | Provides the total storage capacity for the pool. Due to underlying device constraints it may not be possible to use the full capacity for storage volumes. This value is in bytes. This element is read-only and the value should not be changed. |
| <available> | Provides the free space available for allocating new storage volumes in the storage pool. Due to underlying device constraints it may not be possible to allocate the entire free space to a single storage volume. This value is in bytes. This element is read-only and the value should not be changed. |

26.19.2. Source Elements

Within the `<pool>` element there can be a single `<source>` element defined (only one). The child elements of `<source>` depend on the storage pool type. Some examples of the XML that can be used are as follows:

```
...
<source>
  <host name="iscsi.example.com"/>
  <device path="demo-target"/>
  <auth type='chap' username='myname'>
    <secret type='iscsi' usage='mycluster_myname' />
  </auth>
  <vendor name="Acme"/>
  <product name="model"/>
</source>
...
```

Figure 26.83. Source element option 1

```
...
<source>
  <adapter type='fc_host' parent='scsi_host5'
  wwnn='20000000c9831b4b' wwpn='10000000c9831b4b' />
</source>
...
```

Figure 26.84. Source element option 2

The child elements that are accepted by `<source>` are explained in [Table 26.29, “Source child elements commands”](#).

Table 26.29. Source child elements commands

| Element | Description |
|-----------------------------|--|
| <code><device></code> | Provides the source for storage pools backed by host physical machine devices (based on <code><pool type=></code> (as shown in Section 26.19, “Storage Pools”)). May be repeated multiple times depending on back-end driver. Contains a single attribute <code>path</code> which is the fully qualified path to the block device node. |

| Element | Description |
|-----------|---|
| <dir> | Provides the source for storage pools backed by directories (<pool type='dir'>), or optionally to select a subdirectory within a storage pool that is based on a filesystem (<pool type='gluster'>). This element may only occur once per (<pool>). This element accepts a single attribute (<path>) which is the full path to the backing directory. |
| <adapter> | Provides the source for storage pools backed by SCSI adapters (<pool type='scsi'>). This element may only occur once per (<pool>). Attribute name is the SCSI adapter name (ex. "scsi_host1". Although "host1" is still supported for backwards compatibility, it is not recommended. Attribute type specifies the adapter type. Valid values are ' fc_host ' ' scsi_host '. If omitted and the name attribute is specified, then it defaults to type='scsi_host' . To keep backwards compatibility, the attribute type is optional for the type='scsi_host' adapter, but mandatory for the type='fc_host' adapter. Attributes wwnn (Word Wide Node Name) and wwpn (Word Wide Port Name) are used by the type='fc_host' adapter to uniquely identify the device in the Fibre Channel storage fabric (the device can be either a HBA or vHBA). Both wwnn and wwpn should be specified. For instructions on how to get wwnn/wwpn of a (v)HBA, refer to Section 23.31.12, “Collect a Device Configuration Settings” . The optional attribute parent specifies the parent device for the type='fc_host' adapter. |
| <host> | Provides the source for storage pools backed by storage from a remote server (type='netfs' ' iscsi ' ' rbd ' ' sheepdog ' ' gluster '). This element should be used in combination with a <directory> or <device> element. Contains an attribute name which is the host name or IP address of the server. May optionally contain a port attribute for the protocol specific port number. |

| Element | Description |
|--------------------|---|
| < auth > | If present, the < auth > element provides the authentication credentials needed to access the source by the setting of the type attribute (pool type= ' iscsi ' ' rbd '). The type must be either type= ' chap ' or type= ' ceph '. Use "ceph" for Ceph RBD (Rados Block Device) network sources and use "iscsi" for CHAP (Challenge-Handshake Authentication Protocol) iSCSI targets. Additionally a mandatory attribute username identifies the user name to use during authentication as well as a sub-element secret with a mandatory attribute type , to tie back to a libvirt secret object that holds the actual password or other credentials. The domain XML intentionally does not expose the password, only the reference to the object that manages the password. The secret element requires either a uuid attribute with the UUID of the secret object or a usage attribute matching the key that was specified in the secret object. |
| < name > | Provides the source for storage pools backed by a storage device from a named element < type > which can take the values: (type= ' logical ' ' rbd ' ' sheepdog ', ' gluster '). |
| < format > | Provides information about the format of the storage pool < type > which can take the following values: type= ' logical ' ' disk ' ' fs ' ' netfs '. It should be noted that this value is backend specific. This is typically used to indicate a filesystem type, or a network filesystem type, or a partition table type, or an LVM metadata type. As all drivers are required to have a default value for this, the element is optional. |
| < vendor > | Provides optional information about the vendor of the storage device. This contains a single attribute < name > whose value is back-end specific. |
| < product > | Provides optional information about the product name of the storage device. This contains a single attribute < name > whose value is back-end specific. |

26.19.3. Creating Target Elements

A single <**target**> element is contained within the top level <**pool**> element for the following types: (**type=**'**dir**' | '**fs**' | '**netfs**' | '**logical**' | '**disk**' | '**iscsi**' | '**scsi**' | '**mpath**'). This tag is used to describe the mapping of the storage pool into the host filesystem. It can contain the following child elements:

```

<pool>
  ...
  <target>
    <path>/dev/disk/by-path</path>
    <permissions>
      <owner>107</owner>
      <group>107</group>
      <mode>0744</mode>
      <label>virt_image_t</label>
    </permissions>
    <timestamps>
      <atime>1341933637.273190990</atime>
      <mtime>1341930622.047245868</mtime>
      <ctime>1341930622.047245868</ctime>
    </timestamps>
    <encryption type='... '>
      ...
    </encryption>
  </target>
</pool>

```

Figure 26.85. Target elements XML example

The table ([Table 26.30, “Target child elements”](#)) explains the child elements that are valid for the parent `<target>` element:

Table 26.30. Target child elements

| Element | Description |
|---------------------------|--|
| <code><path></code> | Provides the location at which the storage pool will be mapped into the local filesystem namespace. For a filesystem/directory based storage pool it will be the name of the directory in which storage volumes will be created. For device based storage pools it will be the name of the directory in which the device's nodes exist. For the latter, <code>/dev</code> may seem like the logical choice, however, the device's nodes there are not guaranteed to be stable across reboots, since they are allocated on demand. It is preferable to use a stable location such as one of the <code>/dev/disk/by-{path,id,uuid,label}</code> locations. |

| Element | Description |
|---------------|--|
| <permissions> | This is currently only useful for directory or filesystem based storage pools, which are mapped as a directory into the local filesystem namespace. It provides information about the permissions to use for the final directory when the storage pool is built. The <mode> element contains the octal permission set. The <owner> element contains the numeric user ID. The <group> element contains the numeric group ID. The <label> element contains the MAC (for example, SELinux) label string. |
| <timestamps> | <p>Provides timing information about the storage volume. Up to four sub-elements are present, where</p> <p>timestamps='atime' 'btime 'ctime' 'mtime' holds the access, birth, change, and modification time of the storage volume, where known. The used time format is <seconds>. <nano seconds> since the beginning of the epoch (1 Jan 1970). If nanosecond resolution is 0 or otherwise unsupported by the host operating system or filesystem, then the nanoseconds part is omitted. This is a read-only attribute and is ignored when creating a storage volume.</p> |
| <encryption> | If present, specifies how the storage volume is encrypted. For more information, refer to Storage Encryption page . |

26.19.4. Setting Device Extents

If a storage pool exposes information about its underlying placement or allocation scheme, the <device> element within the <source> element may contain information about its available extents. Some storage pools have a constraint that a storage volume must be allocated entirely within a single constraint (such as disk partition pools). Thus, the extent information allows an application to determine the maximum possible size for a new storage volume.

For storage pools supporting extent information, within each <device> element there will be zero or more <freeExtent> elements. Each of these elements contains two attributes, <start> and <end> which provide the boundaries of the extent on the device, measured in bytes.

26.20. Storage Volumes

A storage volume will generally be either a file or a device node; since 1.2.0, an optional output-only attribute type lists the actual type (file, block, dir, network, or netdir),

26.20.1. General Metadata

The top section of the <volume> element contains information known as metadata as shown in this XML example:

```

...
<volume type='file'>
  <name>sparse.img</name>
  <key>/var/lib/xen/images/sparse.img</key>
  <allocation>0</allocation>
  <capacity unit="T">1</capacity>
...
</volume>

```

Figure 26.86. General metadata for storage volumes

The table ([Table 26.31, “Volume child elements”](#)) explains the child elements that are valid for the parent `<volume>` element:

Table 26.31. Volume child elements

| Element | Description |
|---------------------------------|--|
| <code><name></code> | Provides a name for the storage volume which is unique to the storage pool. This is mandatory when defining a storage volume. |
| <code><key></code> | Provides an identifier for the storage volume which identifies a single storage volume. In some cases it's possible to have two distinct keys identifying a single storage volume. This field cannot be set when creating a storage volume as it is always generated. |
| <code><allocation></code> | Provides the total storage allocation for the storage volume. This may be smaller than the logical capacity if the storage volume is sparsely allocated. It may also be larger than the logical capacity if the storage volume has substantial metadata overhead. This value is in bytes. If omitted when creating a storage volume, the storage volume will be fully allocated at time of creation. If set to a value smaller than the capacity, the storage pool has the option of deciding to sparsely allocate a storage volume or not. Different types of storage pools may treat sparse storage volumes differently. For example, a logical pool will not automatically expand a storage volume's allocation when it gets full; the user is responsible for configuring it or configuring <code>dmeventd</code> to do so automatically. By default this is specified in bytes. Refer to Note |
| <code><capacity></code> | Provides the logical capacity for the storage volume. This value is in bytes by default, but a <code><unit></code> attribute can be specified with the same semantics as for <code><allocation></code> described in Note . This is compulsory when creating a storage volume. |

| Element | Description |
|-----------------------------|--|
| <code><source></code> | Provides information about the underlying storage allocation of the storage volume. This may not be available for some storage pool types. |
| <code><target></code> | Provides information about the representation of the storage volume on the local host physical machine. |



Note

When necessary, an optional attribute **unit** can be specified to adjust the passed value. This attribute can be used with the elements `<allocation>` and `<capacity>`. Accepted values for the attribute **unit** include:

- » **B** or **bytes** for bytes
- » **KB** for kilobytes
- » **K** or **KiB** for kibibytes
- » **MB** for megabytes
- » **M** or **MiB** for mebibytes
- » **GB** for gigabytes
- » **G** or **GiB** for gibibytes
- » **TB** for terabytes
- » **T** or **TiB** for tebibytes
- » **PB** for petabytes
- » **P** or **PiB** for pebibytes
- » **EB** for exabytes
- » **E** or **EiB** for exbibytes

26.20.2. Setting Target Elements

The `<target>` element can be placed in the `<volume>` top level element. It is used to describe the mapping that is done on the storage volume into the host physical machine filesystem. This element can take the following child elements:

```

<target>
  <path>/var/lib/virt/images/sparse.img</path>
  <format type='qcow2' />
  <permissions>
    <owner>107</owner>
    <group>107</group>
    <mode>0744</mode>
    <label>virt_image_t</label>
  </permissions>
  <compat>1.1</compat>
  <features>
    <lazy_refcounts/>

```

```
</features>
</target>
```

Figure 26.87. Target child elements

The specific child elements for `<target>` are explained in [Table 26.32, “Target child elements”](#):

Table 26.32. Target child elements

| Element | Description |
|---------------|---|
| <path> | Provides the location at which the storage volume can be accessed on the local filesystem, as an absolute path. This is a read-only attribute, and should not be specified when creating a volume. |
| <format> | Provides information about the pool specific volume format. For disk based storage pools, it will provide the partition type. For filesystem or directory based storage pools, it will provide the file format type, (such as cow, qcow, vmdk, raw). If omitted when creating a storage volume, the storage pool's default format will be used. The actual format is specified via the <code>type</code> attribute. Refer to the sections on the specific storage pools in Chapter 14, Storage Pools for the list of valid values. |
| <permissions> | Provides information about the default permissions to use when creating storage volumes. This is currently only useful for directory or filesystem based storage pools, where the storage volumes allocated are simple files. For storage pools where the storage volumes are device nodes, the hot-plug scripts determine permissions. It contains four child elements. The <code><mode></code> element contains the octal permission set. The <code><owner></code> element contains the numeric user ID. The <code><group></code> element contains the numeric group ID. The <code><label></code> element contains the MAC (for example, SELinux) label string. |
| <compat> | Specify compatibility level. So far, this is only used for <code><type='qcow2'></code> volumes. Valid values are <code><compat>0.10</compat></code> for qcow2 (version 2) and <code><compat>1.1</compat></code> for qcow2 (version 3) so far for specifying the QEMU version the images should be compatible with. If the <code><feature></code> element is present, <code><compat>1.1</compat></code> is used. If omitted, qemu-img default is used. |

| Element | Description |
|------------|---|
| <features> | Format-specific features. Presently is only used with <format type='qcow2' /> (version 3). Valid sub-elements include <lazy_refcounts/>. This reduces the amount of metadata writes and flushes, and therefore improves initial write performance. This improvement is seen especially for writethrough cache modes, at the cost of having to repair the image after a crash, and allows delayed reference counter updates. It is recommended to use this feature with qcow2 (version 3), as it is faster when this is implemented. |

26.20.3. Setting Backing Store Elements

A single <backingStore> element is contained within the top level <volume> element. This tag is used to describe the optional copy-on-write backing store for the storage volume. It can contain the following child elements:

```
<backingStore>
  <path>/var/lib/virt/images/master.img</path>
  <format type='raw' />
  <permissions>
    <owner>107</owner>
    <group>107</group>
    <mode>0744</mode>
    <label>virt_image_t</label>
  </permissions>
</backingStore>
```

Figure 26.88. Backing store child elements

Table 26.33. Backing store child elements

| Element | Description |
|---------|---|
| <path> | Provides the location at which the backing store can be accessed on the local filesystem, as an absolute path. If omitted, there is no backing store for this storage volume. |

| Element | Description |
|---------------|---|
| <format> | Provides information about the pool specific backing store format. For disk based storage pools it will provide the partition type. For filesystem or directory based storage pools it will provide the file format type (such as cow, qcow, vmdk, raw). The actual format is specified via the <type> attribute. Consult the pool-specific docs for the list of valid values. Most file formats require a backing store of the same format, however, the qcow2 format allows a different backing store format. |
| <permissions> | Provides information about the permissions of the backing file. It contains four child elements. The <owner> element contains the numeric user ID. The <group> element contains the numeric group ID. The <label> element contains the MAC (for example, SELinux) label string. |

26.21. Security Label

The <seclabel> element allows control over the operation of the security drivers. There are three basic modes of operation, '**dynamic**' where libvirt automatically generates a unique security label, '**static**' where the application/administrator chooses the labels, or '**none**' where confinement is disabled. With dynamic label generation, libvirt will always automatically relabel any resources associated with the virtual machine. With static label assignment, by default, the administrator or application must ensure labels are set correctly on any resources, however, automatic relabeling can be enabled if desired.

If more than one security driver is used by libvirt, multiple seclabel tags can be used, one for each driver and the security driver referenced by each tag can be defined using the attribute **model**. Valid input XML configurations for the top-level security label are:

```
<seclabel type='dynamic' model='selinux'/>

<seclabel type='dynamic' model='selinux'>
    <baselabel>system_u:system_r:my_svirt_t:s0</baselabel>
</seclabel>

<seclabel type='static' model='selinux' relabel='no'>
    <label>system_u:system_r:svirt_t:s0:c392,c662</label>
</seclabel>

<seclabel type='static' model='selinux' relabel='yes'>
    <label>system_u:system_r:svirt_t:s0:c392,c662</label>
</seclabel>

<seclabel type='none' />
```

Figure 26.89. Security label

If no '**type**' attribute is provided in the input XML, then the security driver default setting will be used, which may be either '**none**' or '**dynamic**'. If a **<baselabel>** is set but no '**type**' is set, then the type is presumed to be '**dynamic**'. When viewing the XML for a running guest virtual machine with automatic resource relabeling active, an additional XML element, **imagelabel**, will be included. This is an output-only element, so will be ignored in user supplied XML documents.

The following elements can be manipulated with the following values:

- » **type** - Either **static**, **dynamic** or **none** to determine whether libvirt automatically generates a unique security label or not.
- » **model** - A valid security model name, matching the currently activated security model.
- » **relabel** - Either **yes** or **no**. This must always be **yes** if dynamic label assignment is used. With static label assignment it will default to **no**.
- » **<label>** - If static labelling is used, this must specify the full security label to assign to the virtual domain. The format of the content depends on the security driver in use:
 - **SELinux**: a SELinux context.
 - **AppArmor**: an AppArmor profile.
 - **DAC**: owner and group separated by colon. They can be defined both as user/group names or UID/GID. The driver will first try to parse these values as names, but a leading plus sign can be used to force the driver to parse them as UID or GID.
- » **<baselabel>** - If dynamic labelling is used, this can optionally be used to specify the base security label. The format of the content depends on the security driver in use.
- » **<imagelabel>** - This is an output only element, which shows the security label used on resources associated with the virtual domain. The format of the content depends on the security driver in use. When relabeling is in effect, it is also possible to fine-tune the labeling done for specific source file names, by either disabling the labeling (useful if the file exists on NFS or other file system that lacks security labeling) or requesting an alternate label (useful when a management application creates a special label to allow sharing of some, but not all, resources between domains). When a seclabel element is attached to a specific path rather than the top-level domain assignment, only the attribute relabel or the sub-element label are supported.

26.22. A Sample Configuration File

KVM hardware accelerated guest virtual machine on i686:

```
<domain type='kvm'>
  <name>demo2</name>
  <uuid>4dea24b3-1d52-d8f3-2516-782e98a23fa0</uuid>
  <memory>131072</memory>
  <vcpu>1</vcpu>
  <os>
    <type arch="i686">hvm</type>
  </os>
  <clock sync="localtime"/>
  <devices>
    <emulator>/usr/bin/kvm-kvm</emulator>
```

```
<disk type='file' device='disk'>
  <source file='/var/lib/libvirt/images/demo2.img' />
  <target dev='hda' />
</disk>
<interface type='network'>
  <source network='default' />
  <mac address='24:42:53:21:52:45' />
</interface>
<graphics type='vnc' port=''-1' keymap='de' />
</devices>
</domain>
```

Figure 26.90. Example domain XML configuration

Part III. Appendices

Appendix A. Troubleshooting

This chapter covers common problems and solutions for Red Hat Enterprise Linux 7 virtualization issues.

Read this chapter to develop an understanding of some of the common problems associated with virtualization technologies. It is recommended that you experiment and test virtualization on Red Hat Enterprise Linux 7 to develop your troubleshooting skills.

If you cannot find the answer in this document, there may be an answer online from the virtualization community. Refer to [Section C.1, “Online Resources”](#) for a list of Linux virtualization websites.

A.1. Debugging and Troubleshooting Tools

This section summarizes the system administrator applications, the networking utilities, and debugging tools. You can use these standard system administration tools and logs to assist with troubleshooting:

- » **kvm_stat** - refer to [Section A.5, “kvm_stat”](#)
- » **trace-cmd**
- » **ftrace** - Refer to the [Red Hat Enterprise Linux Developer Guide](#).
- » **vmstat**
- » **iostat**
- » **lsof**
- » **systemtap**
- » **crash**
- » **sysrq**
- » **sysrq t**
- » **sysrq w**

These networking tools can assist with troubleshooting virtualization networking problems:

- » **ip addr**, **ip route**, and **ip monitor**
- » **tcpdump**

The **tcpdump** command 'sniffs' network packets. **tcpdump** is useful for finding network abnormalities and problems with network authentication. There is a graphical version of **tcpdump** named **wireshark**.

- » **brctl**

brctl is a networking tool that inspects and configures the Ethernet bridge configuration in the Linux kernel.

```
$ brctl show
bridge-name      bridge-id          STP   enabled   interfaces
-----
```

```
-----
virtbr0          8000.ffffffff      yes      eth0

$ brctl showmacs virtbr0
port-no          mac-addr          local?    aging timer
1               fe:ff:ff:ff:ff:      yes       0.00
2               fe:ff:ff:fe:ff:      yes       0.00
$ brctl showstp virtbr0
virtbr0
bridge-id        8000.ffffffffffff
designated-root  8000.ffffffffffff
root-port        0                  path-cost 0
max-age          20.00              bridge-max-age 20.00
hello-time       2.00               bridge-hello-time 2.00
forward-delay    0.00               bridge-forward-delay 0.00
aging-time       300.01             tcn-timer 0.00
hello-timer      1.43               gc-timer   0.02
topology-change-timer 0.00
```

Listed below are some other useful commands for troubleshooting virtualization:

- » **strace** is a command which traces system calls and events received and used by another process.
- » **vncviewer** connects to a VNC server running on your server or a virtual machine. Install **vncviewer** using the **yum install vnc** command.
- » **vncserver** starts a remote desktop on your server. Gives you the ability to run graphical user interfaces such as virt-manager via a remote session. Install **vncserver** using the **yum install tigervnc-server** command.

In addition to all the commands listed above, examining the following log files can be quite helpful:

- » **/var/log/messages** (From Red Hat Enterprise Linux 7, the libvird log is recorded here by default.)
- » **/var/log/audit/audit.log**

A.2. Preparing for Disaster Recovery

If at all possible, it is best to prepare for situations where your equipment will be compromised due to weather, or other reasons. It is highly recommended that you perform a backup of the following files and directories on your host physical machine:

- » From the **/etc/libvirt** directory, all files.
- » From the **/var/lib/libvirt** directory, back up the following items:
 - The current dnsmasq DHCP leases found in **/var/lib/libvirt/dnsmasq**
 - The running virtual network configuration files found in **/var/lib/libvirt/network**
 - Guest virtual machine files created by **virt-manager** when saving the current state of a guest, if there are any. These can be found in the **/var/lib/libvirt/qemu/save/** directory. If the **virsh save** command was used to create virtual machines, the files can be found in the location specified for **virsh save** by the user.

- The guest virtual machine snapshot files which are found in ***/var/lib/libvirt/qemu/snapshot*** if created by **virt-manager**. If created by the **qemu-img create** and **virsh snapshot-create** commands, they can be found in the locations specified for the commands by the user.
- Guest virtual machine disk images created by **virt-manager**, if any, which can be found in the **/var/lib/libvirt/images/** directory. If the **virsh pool-define** command was used to create virtual storage, the image file can be found in the location specified for **virsh pool-define** by the user. For instructions on how to back up the guest image files, use the steps described in [Procedure A.1, “Creating a backup of the guest virtual machine's disk image for disaster recovery purposes”](#).
- If you are using bridges, you will also need to back up the files located in **/etc/sysconfig/network-scripts/ifcfg-<bridge_name>**
- Optionally, the guest virtual machine core dump files found in **/var/lib/libvirt/qemu/dump** can also be backed up to be used for analysing the causes of the failure. Note, however, that these files can be very large for some systems.

Procedure A.1. Creating a backup of the guest virtual machine's disk image for disaster recovery purposes

This procedure will cover how to back up several different disk image types.

1. To back up only the guest virtual machine disk image, back up the files located in **/var/lib/libvirt/images**. To back up guest virtual machine disk images with LVM logical volumes, enter the following command:

```
# lvcreate --snapshot --name snap --size 8G /dev/vg0/data
```

This command creates a snapshot volume named **snap** with a size of 8G as part of a 64G volume.

2. Create a file for the snapshots using a command similar to this one:

```
# mkdir /mnt/virt.snapshot
```

3. Mount the directory you created and the snapshot volume using the following command:

```
# mount /dev/vg0/snap /mnt/virt.snapshot
```

4. Use one of the following commands to back up the volume:

- a.

```
# tar -pzc -f /mnt/backup/virt-snapshot-MM-DD-YYYY.tgz /mnt/virt.snapshot
```

- b.

```
# rsync -a /mnt/virt.snapshot/ /mnt/backup/virt-snapshot.MM-DD-YYYY/
```

A.3. Creating virsh Dump Files

Executing a **virsh dump** command sends a request to dump the core of a guest virtual machine to a file so errors in the virtual machine can be diagnosed. Running this command may require you to manually ensure proper permissions on file and path specified by the argument **corefilepath**. The

virsh dump command is similar to a coredump (or the **crash** utility). To create the **virsh dump** file, run:

```
#virsh dump <domain> <corefilepath> [--memory-only] [--bypass-cache] {  
[--live] | [--crash] | [--reset] } [--verbose]
```

While the domain (guest virtual machine domain name) and corefilepath (location of the newly created core dump file) are mandatory, the following arguments are optional:

- » **--memory-only** the dump file will be saved as an elf file, and will only include domain's memory and cpu common register value. This option is very useful if the domain uses host devices directly.



Important

The **crash** utility no longer supports the default core dump file format of the **virsh dump** command. If you use **crash** to analyze the core dump file created by **virsh dump**, you must use the **--memory-only** option.

- » **--live** creates a dump file on a running machine and does not pause it.
- » **--crash** stops the guest virtual machine and generates the dump file. The guest virtual machine will be listed as Shut off, with the reason as Crashed. Note that in **virt-manager** the status will be listed as Shut off also.
- » **--reset** will reset the guest virtual machine following a successful dump. Note, these three switches are mutually exclusive.
- » **--bypass-cache** uses O_DIRECT to bypass the file system cache.
- » **--verbose** displays the progress of the dump

The entire dump process may be monitored using **virsh domjobinfo** command and can be canceled by running **virsh domjobabort**.

A.4. Capturing Trace Data on a Constant Basis Using the Systemtap Flight Recorder

You can capture QEMU trace data all the time using a systemtap initscript provided in the *qemu-kvm* package. This package uses SystemTap's flight recorder mode to trace all running guest virtual machines and to save the results to a fixed-size buffer on the host. Old trace entries are overwritten by new entries when the buffer is filled.

Procedure A.2. Configuring and running systemtap

1. Install the package

Install the systemtap-initscript package by running the following command:

```
# yum install systemtap-initscript
```

2. Copy the configuration file

Copy the systemtap scripts and the configuration files to the systemtap directory by running the following commands:

```
# cp /usr/share/qemu-kvm/systemtap/script.d/qemu_kvm.stp  
/etc/systemtap/script.d/  
# cp /usr/share/qemu-kvm/systemtap/conf.d/qemu_kvm.conf  
/etc/systemtap/conf.d/
```

The set of trace events to enable is given in `qemu_kvm.stp`. This SystemTap script can be customized to add or remove trace events provided in **/usr/share/systemtap/tapset/qemu-kvm-simpletrace.stp**.

SystemTap customizations can be made to `qemu_kvm.conf` to control the flight recorder buffer size and whether to store traces in memory only or in the disk as well.

3. Start the service

Start the systemtap service by running the following command:

```
# systemctl start systemtap qemu_kvm
```

4. Make systemtap enabled to run at boot time

Enable the systemtap service to run at boot time by running the following command:

```
# systemctl enable systemtap qemu_kvm
```

5. Confirmation the service is running

Confirm that the service is working by running the following command:

```
# systemctl status systemtap qemu_kvm  
qemu_kvm is running...
```

Procedure A.3. Inspecting the trace buffer

1. Create a trace buffer dump file

Create a trace buffer dump file called `trace.log` and place it in the `tmp` directory by running the following command:

```
# staprun -A qemu_kvm >/tmp/trace.log
```

You can change the file name and location to something else.

2. Start the service

As the previous step stops the service, start it again by running the following command:

```
# systemctl start systemtap qemu_kvm
```

3. Convert the trace contents into a readable format

To convert the trace file contents into a more readable format, enter the following command:

```
# /usr/share/qemu-kvm/simpletrace.py --no-header /usr/share/qemu-kvm/trace-events /tmp/trace.log
```

Note

The following notes and limitations should be noted:

- » The systemtap service is disabled by default.
- » There is a small performance penalty when this service is enabled, but it depends on which events are enabled in total.
- » There is a README file located in `/usr/share/doc/qemu-kvm-*`/`README.systemtap`.

A.5. kvm_stat

The **kvm_stat** command is a python script which retrieves runtime statistics from the **kvm** kernel module. The **kvm_stat** command can be used to diagnose guest behavior visible to **kvm**. In particular, performance related issues with guests. Currently, the reported statistics are for the entire system; the behavior of all running guests is reported. To run this script you need to install the *qemu-kvm-tools* package. For more information, refer to [Section 2.2, “Installing Virtualization Packages on an Existing Red Hat Enterprise Linux System”](#).

The **kvm_stat** command requires that the **kvm** kernel module is loaded and **debugfs** is mounted. If either of these features are not enabled, the command will output the required steps to enable **debugfs** or the **kvm** module. For example:

```
# kvm_stat
Please mount debugfs ('mount -t debugfs debugfs /sys/kernel/debug')
and ensure the kvm modules are loaded
```

Mount **debugfs** if required:

```
# mount -t debugfs debugfs /sys/kernel/debug
```

kvm_stat Output

The **kvm_stat** command outputs statistics for all guests and the host. The output is updated until the command is terminated (using **Ctrl+C** or the **q** key). Note that the output you see on your screen may differ. For an explanation of the output elements, click on any of the terms to link to the definition.

```
# kvm_stat

kvm statistics

kvm_exit          17724      66
Individual exit reasons follow, refer to kvm\_exit \(NAME\) for more
```

information.

| | | |
|-------------------------|----|----|
| kvm_exit(CLGI) | 0 | 0 |
| kvm_exit(CPUID) | 0 | 0 |
| kvm_exit(CR0_SEL_WRITE) | 0 | 0 |
| kvm_exit(EXCP_BASE) | 0 | 0 |
| kvm_exit(FERR_FREEZE) | 0 | 0 |
| kvm_exit(GDTR_READ) | 0 | 0 |
| kvm_exit(GDTR_WRITE) | 0 | 0 |
| kvm_exit(HLT) | 11 | 11 |
| kvm_exit(ICEBP) | 0 | 0 |
| kvm_exit(IDTR_READ) | 0 | 0 |
| kvm_exit(IDTR_WRITE) | 0 | 0 |
| kvm_exit(INIT) | 0 | 0 |
| kvm_exit(INTR) | 0 | 0 |
| kvm_exit(INVD) | 0 | 0 |
| kvm_exit(INVLPG) | 0 | 0 |
| kvm_exit(INVLPGA) | 0 | 0 |
| kvm_exit(IOIO) | 0 | 0 |
| kvm_exit(IRET) | 0 | 0 |
| kvm_exit(LDTR_READ) | 0 | 0 |
| kvm_exit(LDTR_WRITE) | 0 | 0 |
| kvm_exit(MONITOR) | 0 | 0 |
| kvm_exit(MSR) | 40 | 40 |
| kvm_exit(MWAIT) | 0 | 0 |
| kvm_exit(MWAIT_COND) | 0 | 0 |
| kvm_exit(NMI) | 0 | 0 |
| kvm_exit(NPF) | 0 | 0 |
| kvm_exit(PAUSE) | 0 | 0 |
| kvm_exit(POPF) | 0 | 0 |
| kvm_exit(PUSHF) | 0 | 0 |
| kvm_exit(RDPMC) | 0 | 0 |
| kvm_exit(RDTSC) | 0 | 0 |
| kvm_exit(RDTSCP) | 0 | 0 |
| kvm_exit(READ_CR0) | 0 | 0 |
| kvm_exit(READ_CR3) | 0 | 0 |
| kvm_exit(READ_CR4) | 0 | 0 |
| kvm_exit(READ_CR8) | 0 | 0 |
| kvm_exit(READ_DR0) | 0 | 0 |
| kvm_exit(READ_DR1) | 0 | 0 |
| kvm_exit(READ_DR2) | 0 | 0 |
| kvm_exit(READ_DR3) | 0 | 0 |
| kvm_exit(READ_DR4) | 0 | 0 |
| kvm_exit(READ_DR5) | 0 | 0 |
| kvm_exit(READ_DR6) | 0 | 0 |
| kvm_exit(READ_DR7) | 0 | 0 |
| kvm_exit(RSM) | 0 | 0 |
| kvm_exit(SHUTDOWN) | 0 | 0 |
| kvm_exit(SKINIT) | 0 | 0 |
| kvm_exit(SMI) | 0 | 0 |
| kvm_exit(STGI) | 0 | 0 |
| kvm_exit(SWINT) | 0 | 0 |
| kvm_exit(TASK_SWITCH) | 0 | 0 |
| kvm_exit(TR_READ) | 0 | 0 |
| kvm_exit(TR_WRITE) | 0 | 0 |
| kvm_exit(VINTR) | 1 | 1 |
| kvm_exit(VMLOAD) | 0 | 0 |

| | | |
|---------------------|-------|----|
| kvm_exit(VMMCALL) | 0 | 0 |
| kvm_exit(VMRUN) | 0 | 0 |
| kvm_exit(VMSAVE) | 0 | 0 |
| kvm_exit(WBINVD) | 0 | 0 |
| kvm_exit(WRITE_CR0) | 2 | 2 |
| kvm_exit(WRITE_CR3) | 0 | 0 |
| kvm_exit(WRITE_CR4) | 0 | 0 |
| kvm_exit(WRITE_CR8) | 0 | 0 |
| kvm_exit(WRITE_DR0) | 0 | 0 |
| kvm_exit(WRITE_DR1) | 0 | 0 |
| kvm_exit(WRITE_DR2) | 0 | 0 |
| kvm_exit(WRITE_DR3) | 0 | 0 |
| kvm_exit(WRITE_DR4) | 0 | 0 |
| kvm_exit(WRITE_DR5) | 0 | 0 |
| kvm_exit(WRITE_DR6) | 0 | 0 |
| kvm_exit(WRITE_DR7) | 0 | 0 |
| kvm_entry | 17724 | 66 |
| kvm_apic | 13935 | 51 |
| kvm_emulate_insn | 13924 | 51 |
| kvm_mmio | 13897 | 50 |
| kvm_eoi | 3222 | 12 |
| kvm_inj_virq | 3222 | 12 |
| kvm_apic_accept_irq | 3222 | 12 |
| kvm_pv_eoi | 3184 | 12 |
| kvm_fpu | 376 | 2 |
| kvm_cr | 177 | 1 |
| kvm_apic_ipi | 278 | 1 |
| kvm_msi_set_irq | 295 | 0 |
| kvm_pio | 79 | 0 |
| kvm_userspace_exit | 52 | 0 |
| kvm_set_irq | 50 | 0 |
| kvm_pic_set_irq | 50 | 0 |
| kvm_ioapic_set_irq | 50 | 0 |
| kvm_ack_irq | 25 | 0 |
| kvm_cpuid | 90 | 0 |
| kvm_msrs | 12 | 0 |

Explanation of variables:**kvm_ack_irq**

Number of interrupt controller (PIC/IOAPIC) interrupt acknowledgements.

kvm_age_page

Number of page age iterations by MMU notifiers.

kvm_apic

Number of APIC register accesses.

kvm_apic_accept_irq

Number of interrupts accepted into local APIC.

kvm_apic_ipi

Number of inter processor interrupts.

kvm_async_pf_completed

Number of completions of asynchronous page faults.

kvm_async_pf_doublefault

Number of asynchronous page fault halts.

kvm_async_pf_not_present

Number of initializations of asynchronous page faults.

kvm_async_pf_ready

Number of completions of asynchronous page faults.

kvm_cpuid

Number of CPUID instructions executed.

kvm_cr

Number of trapped and emulated CR register accesses (CR0, CR3, CR4, CR8).

kvm_emulate_insn

Number of emulated instructions.

kvm_entry

Number of emulated instructions.

kvm_eoi

Number of APIC EOI's (end of interrupt) notifications.

kvm_exit

Number of **VM-exits**.

kvm_exit (NAME)

Individual exits which are processor specific. Refer to your processor's documentation for more specific information.

kvm_fpu

Number of KVM FPU reloads.

kvm_hv_hypercall

Number of Hyper-V hypercalls.

kvm_hypercall

Number of non-Hyper-V hypercalls.

kvm_inj_exception

Number of exceptions injected into guest.

kvm_inj_virq

Number of interrupts injected into guest.

kvm_invlpga

Number of INVLPGA instructions intercepted.

kvm_ioapic_set_irq

Number of interrupts level changes to the virtual IOAPIC controller.

kvm_mmmio

Number of emulated MMIO operations.

kvm_msi_set_irq

Number of MSI interrupts.

kvm_msr

Number of MSR accesses.

kvm_nested_intercepts

Number of L1 -> L2 nested SVM switches.

kvm_nested_vmrn

Number of L1 -> L2 nested SVM switches.

kvm_nested_intr_vmexit

Number of nested VM-exit injections due to interrupt window.

kvm_nested_vmexit

Exits to hypervisor while executing nested (L2) guest.

kvm_nested_vmexit_inject

Number of L2 -> L1 nested switches.

kvm_page_fault

Number of page faults handled by hypervisor.

kvm_pic_set_irq

Number of interrupts level changes to the virtual PIC controller.

kvm_pio

Number of emulated PIO operations.

kvm_pv_eoi

Number of paravirtual EOI events.

kvm_set_irq

Number of interrupt level changes at the generic IRQ controller level (counts PIC, IOAPIC and MSI).

and MSI).

kvm_skinit

Number of SVM SKINIT exits.

kvm_track_tsc

Number of TSC writes.

kvm_try_async_get_page

Number of asynchronous page fault attempts.

kvm_update_master_clock

Number of pvclock masterclock updates.

kvm_userspace_exit

Number of exits to user space.

kvm_write_tsc_offset

Number of TSC offset writes.

vcpu_match_mmio

Number of SPTE cached MMIO hits.

The output information from the **kvm_stat** command is exported by the KVM hypervisor as pseudo files which are located in the **/sys/kernel/debug/tracing/events/kvm/** directory.

A.6. Troubleshooting with Serial Consoles

Linux kernels can output information to serial ports. This is useful for debugging kernel panics and hardware issues with video devices or headless servers. The subsections in this section cover setting up serial console output for host physical machines using the KVM hypervisor.

This section covers how to enable serial console output for fully virtualized guests.

Fully virtualized guest serial console output can be viewed with the **virsh console** command.

Be aware fully virtualized guest serial consoles have some limitations. Present limitations include:

- » output data may be dropped or scrambled.

The serial port is called **ttyS0** on Linux .

You must configure the virtualized operating system to output information to the virtual serial port.

To output kernel information from a fully virtualized Linux guest into the domain, modify the **/etc/default/grub** file. Append the following to the **kernel** line: **console=tty0** **console=ttyS0, 115200**.

```
title Red Hat Enterprise Linux Server (2.6.32-36.x86-64)
root (hd0,0)
kernel /vmlinuz-2.6.32-36.x86-64 ro root=/dev/volgroup00/logvol00 \
console=tty0 console=ttyS0, 115200
initrd /initrd-2.6.32-36.x86-64.img
```

enter the following command in the guest:

```
# grub2-mkconfig -o /etc/grub2.cfg
```

Note

If you are using a UEFI-based host, the target file should be **/etc/grub2-efi.cfg**.

Reboot the guest.

On the host, access the serial console with the following command, where *GUEST* is the name of the guest virtual machine:

```
# virsh console GUEST
```

You can also use **virt-manager** to display the virtual text console. In the guest console window, select **Serial 1** in **Text Consoles** from the **View** menu.

A.7. Virtualization Log Files

- » Each fully virtualized guest log is in the **/var/log/libvirt/qemu/** directory. Each guest log is named as *GuestName.log* and will be periodically compressed once a size limit is reached.

If you encounter any errors with the Virtual Machine Manager, you can review the generated data in the **virt-manager.log** file that resides in the **\$HOME/.virt-manager** directory.

You can also view **libvirtd.log** using the following command:

```
# journalctl _SYSTEMD_UNIT=libvirtd.service
```

A.8. Loop Device Errors

If file-based guest images are used you may have to increase the number of configured loop devices. The default configuration allows up to eight active loop devices. If more than eight file-based guests or loop devices are needed the number of loop devices configured can be adjusted in the **/etc/modprobe.d/** directory. Add the following line:

```
options loop max_loop=64
```

This example uses 64 but you can specify another number to set the maximum loop value. You may also have to implement loop device backed guests on your system. To use a loop device backed guests for a full virtualized system, use the **phy: device** or **file: file** commands.

A.9. Live Migration Errors

There may be cases where a guest changes memory too fast, and the live migration process has to transfer it over and over again, and fails to finish (converge).

The current live-migration implementation has a default migration time configured to 30ms. This value determines the guest pause time at the end of the migration in order to transfer the leftovers. Higher values increase the odds that live migration will converge.

A.10. Enabling Intel VT-x and AMD-V Virtualization Hardware Extensions in BIOS

 **Note**

To expand your expertise, you might also be interested in the [Red Hat Enterprise Virtualization \(RH318\)](#) training course.

This section describes how to identify hardware virtualization extensions and enable them in your BIOS if they are disabled.

The Intel VT-x extensions can be disabled in the BIOS. Certain laptop vendors have disabled the Intel VT-x extensions by default in their CPUs.

The virtualization extensions cannot be disabled in the BIOS for AMD-V.

Refer to the following section for instructions on enabling disabled virtualization extensions.

Verify the virtualization extensions are enabled in BIOS. The BIOS settings for Intel VT or AMD-V are usually in the **Chipset** or **Processor** menus. The menu names may vary from this guide, the virtualization extension settings may be found in **Security Settings** or other non standard menu names.

Procedure A.4. Enabling virtualization extensions in BIOS

1. Reboot the computer and open the system's BIOS menu. This can usually be done by pressing the **delete** key, the **F1** key or **Alt** and **F4** keys depending on the system.
2. **Enabling the virtualization extensions in BIOS**

 **Note**

Many of the steps below may vary depending on your motherboard, processor type, chipset and OEM. Refer to your system's accompanying documentation for the correct information on configuring your system.

- a. Open the **Processor** submenu. The processor settings menu may be hidden in the **Chipset**, **Advanced CPU Configuration** or **Northbridge**.
- b. Enable **Intel Virtualization Technology** (also known as Intel VT-x). **AMD - V** extensions cannot be disabled in the BIOS and should already be enabled. The virtualization extensions may be labeled **Virtualization Extensions**, **Vanderpool** or various other names depending on the OEM and system BIOS.
- c. Enable Intel VT-d or AMD IOMMU, if the options are available. Intel VT-d and AMD IOMMU are used for PCI device assignment.
- d. Select **Save & Exit**.

3. Reboot the machine.
4. When the machine has booted, run `grep -E "vmx|svm" /proc/cpuinfo`. Specifying `--color` is optional, but useful if you want the search term highlighted. If the command outputs, the virtualization extensions are now enabled. If there is no output your system may not have the virtualization extensions or the correct BIOS setting enabled.

A.11. Shutting down Red Hat Enterprise Linux 6 Guests on a Red Hat Enterprise Linux 7 Host

Installing Red Hat Enterprise Linux 6 guest virtual machines with the **Minimal installation** option does not install the `acpid` (acpi daemon). Red Hat Enterprise Linux 7 no longer requires this package, as it has been taken over by `systemd`. However, Red Hat Enterprise Linux 6 guest virtual machines running on a Red Hat Enterprise Linux 7 host still require it.

Without the `acpid` package, the Red Hat Enterprise Linux 6 guest virtual machine does not shut down when the `virsh shutdown` command is executed. The `virsh shutdown` command is designed to gracefully shut down guest virtual machines.

Using the `virsh shutdown` command is easier and safer for system administration. Without graceful shut down with the `virsh shutdown` command a system administrator must log into a guest virtual machine manually or send the **Ctrl-Alt-Del** key combination to each guest virtual machine.



Note

Other virtualized operating systems may be affected by this issue. The `virsh shutdown` command requires that the guest virtual machine operating system is configured to handle ACPI shut down requests. Many operating systems require additional configurations on the guest virtual machine operating system to accept ACPI shut down requests.

Procedure A.5. Workaround for Red Hat Enterprise Linux 6 guests

1. Install the acpid package

The `acpid` service listens and processes ACPI requests.

Log into the guest virtual machine and install the `acpid` package on the guest virtual machine:

```
# yum install acpid
```

2. Enable the acpid service on the guest

Set the `acpid` service to start during the guest virtual machine boot sequence and start the service:

```
# chkconfig acpid on
# service acpid start
```

3. Prepare guest domain xml

Edit the domain XML file to include the following element. Replace the virtio serial port with **org.qemu.guest_agent.0** and use your guest's name instead of the one shown. In this example, the guest is *guest1*. Remember to save the file.

```
<channel type='unix'>
    <source mode='bind' path='/var/lib/libvirt/qemu/guest1.agent' />
    <target type='virtio' name='org.qemu.guest_agent.0' />
</channel>
```

Figure A.1. Guest XML replacement

4. Install the QEMU guest agent

Install the QEMU guest agent (QEMU-GA) and start the service as directed in the [Red Hat Enterprise Linux 6 Virtualization Administration Guide](#).

5. Shutdown the guest

- a. List the known guest virtual machines so you can retrieve the name of the one you want to shutdown.

```
# virsh list --all
  Id Name           State
  -----
  14 guest1        running
```

- b. Shut down the guest virtual machine.

```
# virsh shutdown guest1
guest virtual machine guest1 is being shutdown
```

- c. Wait a few seconds for the guest virtual machine to shut down. Verify it is shutdown.

```
# virsh list --all
  Id Name           State
  -----
  14 guest1        shut off
```

- d. Start the guest virtual machine named *guest1*, with the XML file you edited.

```
# virsh start guest1
```

- e. Shut down the acpi in the *guest1* guest virtual machine.

```
# virsh shutdown --mode acpi guest1
```

- f. List all the guest virtual machines again, *guest1* should still be on the list, and it should indicate it is shut off.

```
# virsh list --all
  Id Name           State
  --
  14 guest1        shut off
```

- g. Start the guest virtual machine named *guest1*, with the XML file you edited.

```
# virsh start guest1
```

- h. Shut down the *guest1* guest virtual machine guest agent.

```
# virsh shutdown --mode agent guest1
```

- i. List the guest virtual machines. *guest1* should still be on the list, and it should indicate it is shut off.

```
# virsh list --all
  Id Name           State
  --
  guest1          shut off
```

The guest virtual machine will shut down using the **virsh shutdown** command for the consecutive shutdowns, without using the workaround described above.

In addition to the method described above, a guest can be automatically shutdown, by stopping the **libvirt-guests** service. Refer to [Section 3.2.8, “Optional Workaround to Allow for Graceful Shutdown”](#) for more information on this method.

A.12. KVM Networking Performance

By default, KVM virtual machines are assigned a virtual Realtek 8139 (**rtl8139**) NIC (network interface controller).

The **rtl8139** virtualized NIC works fine in most environments, but this device can suffer from performance degradation problems on some networks, such as a 10 Gigabit Ethernet.

To improve performance, you can switch to the paravirtualized network driver.

Note

Note that the virtualized Intel PRO/1000 (**e1000**) driver is also supported as an emulated driver choice. To use the **e1000** driver, replace **virtio** in the procedure below with **e1000**. For the best performance it is recommended to use the **virtio** driver.

Procedure A.6. Switching to the virtio driver

1. Shutdown the guest operating system.

2. Edit the guest's configuration file with the **virsh** command (where **GUEST** is the guest's name):

```
# virsh edit GUEST
```

The **virsh edit** command uses the **\$EDITOR** shell variable to determine which editor to use.

3. Find the network interface section of the configuration. This section resembles the snippet below:

```
<interface type='network'>
    [output truncated]
    <model type='rtl8139' />
</interface>
```

4. Change the type attribute of the model element from '**rtl8139**' to '**virtio**'. This will change the driver from the rtl8139 driver to the e1000 driver.

```
<interface type='network'>
    [output truncated]
    <model type='virtio' />
</interface>
```

5. Save the changes and exit the text editor

6. Restart the guest operating system.

Creating New Guests Using Other Network Drivers

Alternatively, new guests can be created with a different network driver. This may be required if you are having difficulty installing guests over a network connection. This method requires you to have at least one guest already created (possibly installed from CD or DVD) to use as a template.

1. Create an XML template from an existing guest (in this example, named *Guest1*):

```
# virsh dumpxml Guest1 > /tmp/guest-template.xml
```

2. Copy and edit the XML file and update the unique fields: virtual machine name, UUID, disk image, MAC address, and any other unique parameters. Note that you can delete the UUID and MAC address lines and virsh will generate a UUID and MAC address.

```
# cp /tmp/guest-template.xml /tmp/new-guest.xml
# vi /tmp/new-guest.xml
```

Add the model line in the network interface section:

```
<interface type='network'>
    [output truncated]
    <model type='virtio' />
</interface>
```

3. Create the new virtual machine:

```
# virsh define /tmp/new-guest.xml
# virsh start new-guest
```

A.13. Workaround for Creating External Snapshots with libvirt

There are two classes of snapshots for QEMU guests. Internal snapshots are contained completely within a qcow2 file, and fully supported by *libvirt*, allowing for creating, deleting, and reverting of snapshots. This is the default setting used by *libvirt* when creating a snapshot, especially when no option is specified. Although this file type takes a bit longer than others in creating the snapshot, it is required by *libvirt* to use qcow2 disks. Another drawback to this file type is that qcow2 disks are not subject to receive improvements from QEMU.

External snapshots, on the other hand, work with any type of original disk image, can be taken with no guest downtime, and are able to receive active improvements from QEMU. In *libvirt*, they are created when using the **--disk-only** or **--memspec** option to **snapshot-create-as** (or when specifying an explicit XML file to **snapshot-create** that does the same). At the moment, external snapshots are a one-way operation as *libvirt* can create them but can't do anything further with them. A workaround is described [here](#).

A.14. Missing Characters on Guest Console with Japanese Keyboard

On a Red Hat Enterprise Linux 7 host, connecting a Japanese keyboard locally to a machine may result in typed characters such as the underscore (the _ character) not being displayed correctly in guest consoles. This occurs because the required keymap is not set correctly by default.

With Red Hat Enterprise Linux 6 and Red Hat Enterprise Linux 7 guests, there is usually no error message produced when pressing the associated key. However, Red Hat Enterprise Linux 4 and Red Hat Enterprise Linux 5 guests may display an error similar to the following:

```
atkdb.c: Unknown key pressed (translated set 2, code 0x0 on
isa0060/serio0).
atkbd.c: Use 'setkeycodes 00 <keycode>' to make it known.
```

To fix this issue in **virt-manager**, perform the following steps:

- » Open the affected guest in **virt-manager**.
- » Click **View → Details**.
- » Select **Display VNC** in the list.
- » Change **Auto** to **ja** in the **Keymap** pull-down menu.
- » Click the **Apply** button.

Alternatively, to fix this issue using the **virsh edit** command on the target guest:

- » Run **virsh edit <target guest>**
- » Add the following attribute to the **<graphics>** tag: **keymap='ja'**. For example:

```
<graphics type='vnc' port=''-1' autoport='yes' keymap='ja'/>
```

A.15. Guest Virtual Machine Fails to Shutdown

Traditionally, executing a **virsh shutdown** command causes a power button ACPI event to be sent, thus copying the same action as when someone presses a power button on a physical machine. Within every physical machine, it is up to the OS to handle this event. In the past operating systems would just silently shutdown. Today, the most usual action is to show a dialog asking what should be done. Some operating systems even ignore this event completely, especially when no users are logged in. When such operating systems are installed on a guest virtual machine, running **virsh shutdown** just does not work (it is either ignored or a dialog is shown on a virtual display). However, if a *qemu-guest-agent* channel is added to a guest virtual machine and this agent is running inside the guest virtual machine's OS, the **virsh shutdown** command will ask the agent to shutdown the guest OS instead of sending the ACPI event. The agent will call for a shutdown from inside the guest virtual machine OS and everything works as expected.

Procedure A.7. Configuring the guest agent channel in a guest virtual machine

1. Stop the guest virtual machine.
2. Open the Domain XML for the guest virtual machine and add the following snippet:

```
<channel type='unix'>
  <source mode='bind' />
  <target type='virtio' name='org.qemu.guest_agent.0' />
</channel>
```

Figure A.2. Configuring the guest agent channel

3. Start the guest virtual machine, by running **virsh start [domain]**.
4. Install *qemu-guest-agent* on the guest virtual machine (**yum install qemu-guest-agent**) and make it run automatically at every boot as a service (*qemu-guest-agent.service*).

A.16. Disable SMART Disk Monitoring for Guest Virtual Machines

SMART disk monitoring can be safely disabled as virtual disks and the physical storage devices are managed by the host physical machine.

```
# service smartd stop
# systemctl --del smartd
```

A.17. libguestfs Troubleshooting

A test tool is available to check that libguestfs is working. enter the following command after installing libguestfs (root access not required) to test for normal operation:

```
$ libguestfs-test-tool
```

This tool prints a large amount of text to test the operation of libguestfs. If the test is successful, the following text will appear near the end of the output:

```
===== TEST FINISHED OK =====
```

A.18. Common libvirt Errors and Troubleshooting

This appendix documents common **libvirt**-related problems and errors along with instructions for dealing with them.

Locate the error on the table below and follow the corresponding link under **Solution** for detailed troubleshooting information.

Table A.1. Common libvirt errors

| Error | Description of problem | Solution |
|---|---|---|
| libvirtd failed to start | The libvirt daemon failed to start. However, there is no information about this error in /var/log/messages . | Section A.18.1, “libvirtd failed to start” |
| Cannot read CA certificate | This is one of several errors that occur when the URI fails to connect to the hypervisor. | Section A.18.2, “The URI Failed to Connect to the Hypervisor” |
| Failed to connect socket ... : Permission denied | This is one of several errors that occur when the URI fails to connect to the hypervisor. | Section A.18.2, “The URI Failed to Connect to the Hypervisor” |
| Other connectivity errors | These are other errors that occur when the URI fails to connect to the hypervisor. | Section A.18.2, “The URI Failed to Connect to the Hypervisor” |
| Internal error guest CPU is not compatible with host CPU | The guest virtual machine cannot be started because the host and guest processors are different. | Section A.18.3, “The Guest Virtual Machine Cannot be Started: internal error guest CPU is not compatible with host CPU” |
| Failed to create domain from vm.xml error: monitor socket did not show up.: Connection refused | The guest virtual machine (or domain) starting fails and returns this error or similar. | Section A.18.4, “Guest Starting Fails with Error: monitor socket did not show up.” |
| Internal error cannot find character device (null) | This error can occur when attempting to connect a guest's console. It reports that there is no serial console configured for the guest virtual machine. | Section A.18.5, “internal error cannot find character device (null)” |
| No boot device | After building a guest virtual machine from an existing disk image, the guest booting stalls. However, the guest can start successfully using the QEMU command directly. | Section A.18.6, “Guest Virtual Machine Booting Stalls with Error: No boot device” |
| The virtual network "default" has not been started | If the <i>default</i> network (or other locally-created network) is unable to start, any virtual machine configured to use that network for its connectivity will also fail to start. | Section A.18.7, “Virtual network default has not been started” |

| Error | Description of problem | Solution |
|---|---|---|
| PXE boot (or DHCP) on guest failed | A guest virtual machine starts successfully, but is unable to acquire an IP address from DHCP, boot using the PXE protocol, or both. This is often a result of a long forward delay time set for the bridge, or when the <i>iptables</i> package and kernel do not support checksum mangling rules. | Section A.18.8, “PXE Boot (or DHCP) on Guest Failed” |
| Guest can reach outside network, but cannot reach host when using macvtap interface | A guest can communicate with other guests, but cannot connect to the host machine after being configured to use a macvtap (or <i>type='direct'</i>) network interface. This is actually not an error — it is the defined behavior of macvtap. | Section A.18.9, “Guest Can Reach Outside Network, but Cannot Reach Host When Using macvtap Interface” |
| Could not add rule to fixup DHCP response checksums on network 'default' | This warning message is almost always harmless, but is often mistakenly seen as evidence of a problem. | Section A.18.10, “Could not add rule to fixup DHCP response checksums on network 'default'” |
| Unable to add bridge br0 port vnet0: No such device | This error message or the similar Failed to add tap interface to bridge 'br0': No such device reveal that the bridge device specified in the guest's (or domain's) <interface> definition does not exist. | Section A.18.11, “Unable to add bridge br0 port vnet0: No such device” |
| Warning: could not open /dev/net/tun: no virtual network emulation qemu-kvm: -netdev tap,script=/etc/my-qemu-ifup,id=hostnet0: Device 'tap' could not be initialized | The guest virtual machine does not start after configuring a <i>type='ethernet'</i> (or 'generic ethernet') interface in the host system. This error or similar appears either in <i>libvirtd.log</i> , <i>/var/log/libvirt/qemu/name_of_guest.log</i> , or in both. | Section A.18.12, “Guest is Unable to Start with Error: warning: could not open /dev/net/tun” |
| Unable to resolve address name_of_host service '49155': Name or service not known | QEMU guest migration fails and this error message appears with an unfamiliar host name. | Section A.18.13, “Migration Fails with error: unable to resolve address” |
| Unable to allow access for disk path /var/lib/libvirt/images/qemu.img: No such file or directory | A guest virtual machine cannot be migrated because libvirt cannot access the disk image(s). | Section A.18.14, “Migration Fails with Unable to allow access for disk path: No such file or directory” |

| Error | Description of problem | Solution |
|---|---|---|
| No guest virtual machines are present when libvirtd is started | The libvirt daemon is successfully started, but no guest virtual machines appear to be present when running virsh list --all . | Section A.18.15, “No Guest Virtual Machines are Present when libvirtd is Started” |
| Unable to connect to server at 'host:16509': Connection refused ... error: failed to connect to the hypervisor | While libvirtd should listen on TCP ports for connections, the connection to the hypervisor fails. | Section A.18.16, “unable to connect to server at 'host:16509': Connection refused ... error: failed to connect to the hypervisor” |
| Common XML errors | libvirt uses XML documents to store structured data. Several common errors occur with XML documents when they are passed to libvirt through the API. This entry provides instructions for editing guest XML definitions, and details common errors in XML syntax and configuration. | Section A.18.17, “Common XML Errors” |

A.18.1. libvirtd failed to start

Symptom

The **libvirt** daemon does not start automatically. Starting the **libvirt** daemon manually fails as well:

```
# /etc/init.d/libvirtd start
 * Caching service dependencies ...
 [ ok ]
 * Starting libvirtd ...
 /usr/sbin/libvirtd: error: Unable to initialize network sockets.
 Check /var/log/messages or run without --daemon for more info.
 * start-stop-daemon: failed to start `/usr/sbin/libvirtd'
 [ ! ]
 * ERROR: libvirtd failed to start
```

Moreover, there is not ‘**more info**’ about this error in **/var/log/messages**.

Investigation

Change **libvirt**’s logging in **/etc/libvirt/libvirtd.conf** by enabling the line below. To enable the setting the line, open the **/etc/libvirt/libvirtd.conf** file in a text editor, remove the hash (or #) symbol from the beginning of the following line, and save the change:

```
log_outputs="3:syslog:libvirtd"
```



Note

This line is commented out by default to prevent **libvirt** from producing excessive log messages. After diagnosing the problem, it is recommended to comment this line again in the `/etc/libvirt/libvirtd.conf` file.

Restart **libvirt** to determine if this has solved the problem.

If **libvirtd** still does not start successfully, an error similar to the following will be shown in the `/var/log/messages` file:

```
Feb  6 17:22:09 bart libvirtd: 17576: info : libvirt version: 0.9.9
Feb  6 17:22:09 bart libvirtd: 17576: error : virNetTLSContextCheckCertFile:92: Cannot read CA certificate '/etc/pki/CA/cacert.pem': No such file or directory
Feb  6 17:22:09 bart /etc/init.d/libvirtd[17573]: start-stop-daemon: failed to start `/usr/sbin/libvirtd'
Feb  6 17:22:09 bart /etc/init.d/libvirtd[17565]: ERROR: libvirtd failed to start
```

The **libvirtd** man page shows that the missing `cacert.pem` file is used as TLS authority when **libvirt** is run in **Listen for TCP/IP connections** mode. This means the `--listen` parameter is being passed.

Solution

Configure the **libvirt** daemon's settings with one of the following methods:

- » Install a CA certificate.



Note

For more information on CA certificates and configuring system authentication, refer to the Configuring Authentication chapter in the [Red Hat Enterprise Linux 7 Domain Identity, Authentication, and Policy Guide](#).

- » Do not use TLS; use bare TCP instead. In `/etc/libvirt/libvirtd.conf` set `listen_tls = 0` and `listen_tcp = 1`. The default values are `listen_tls = 1` and `listen_tcp = 0`.
- » Do not pass the `--listen` parameter. In `/etc/sysconfig/libvirtd.conf` change the `LIBVIRTD_ARGS` variable.

A.18.2. The URI Failed to Connect to the Hypervisor

Several different errors can occur when connecting to the server (for example, when running `virsh`).

A.18.2.1. Cannot read CA certificate

Symptom

When running a command, the following error (or similar) appears:

```
$ virsh -c qemu://$hostname/system_list
error: failed to connect to the hypervisor
error: Cannot read CA certificate '/etc/pki/CA/cacert.pem': No
such file or directory
```

Investigation

The error message is misleading about the actual cause. This error can be caused by a variety of factors, such as an incorrectly specified URI, or a connection that is not configured.

Solution

Incorrectly specified URI

When specifying ***qemu://system*** or ***qemu://session*** as a connection URI, **virsh** attempts to connect to host names' ***system*** or ***session*** respectively. This is because **virsh** recognizes the text after the second forward slash as the host.

Use three forward slashes to connect to the local host. For example, specifying ***qemu:///system*** instructs **virsh** connect to the ***system*** instance of **libvirt** on the local host.

When a host name is specified, the **QEMU** transport defaults to **TLS**. This results in certificates.

Connection is not configured

The URI is correct (for example, ***qemu[+tls]://server/system***) but the certificates are not set up properly on your machine. For information on configuring TLS, see [Setting up libvirt for TLS](#) available from the **libvirt** website.

A.18.2.2. Failed to connect socket ... : Permission denied

Symptom

When running a **virsh** command, the following error (or similar) appears:

```
$ virsh -c qemu:///system_list
error: failed to connect to the hypervisor
error: authentication failed: polkit:
polkit\56retains_authorization_after_challenge=1
Authorization requires authentication but no agent is available
```

A.18.2.3. Other Connectivity Errors

Unable to connect to server at server: port: Connection refused

The daemon is not running on the server or is configured not to listen, using configuration option **listen_tcp** or **listen_tls**.

End of file while reading data: nc: using stream socket: Input/output error

If you specified **ssh** transport, the daemon is likely not running on the server. Solve this error by verifying that the daemon is running on the server.

A.18.3. The Guest Virtual Machine Cannot be Started: internal error guest CPU is not compatible with host CPU

Symptom

Running on an Intel Core i7 processor (which **virt-manager** refers to as **Nehalem**, or the older Core 2 Duo, referred to as **Penryn**), a KVM guest (or domain) is created using **virt-manager**. After installation, the guest's processor is changed to match the host's CPU. The guest is then unable to start and reports this error:

```
2012-02-06 17:49:15.985+0000: 20757: error :  
qemuBuildCpuArgStr:3565 : internal error guest CPU is not  
compatible with host CPU
```

Additionally, clicking **Copy host CPU configuration** in **virt-manager** shows Pentium III instead of **Nehalem** or **Penryn**.

Investigation

The `/usr/share/libvirt/cpu_map.xml` file lists the flags that define each CPU model. The **Nehalem** and **Penryn** definitions contain this:

```
<feature name='nx' />
```

As a result, the **NX** (or **No eXecute**) flag needs to be presented to identify the CPU as **Nehalem** or **Penryn**. However, in `/proc/cpuinfo`, this flag is missing.

Solution

Nearly all new BIOSes allow enabling or disabling of the **No eXecute** bit. However, if disabled, some CPUs do not report this flag and thus **libvirt** detects a different CPU. Enabling this functionality instructs **libvirt** to report the correct CPU. Refer to your hardware documentation for further instructions on this subject.

A.18.4. Guest Starting Fails with Error: monitor socket did not show up

Symptom

The guest virtual machine (or domain) starting fails with this error (or similar):

```
# virsh -c qemu:///system create name_of_guest.xml error: Failed  
to create domain from name_of_guest.xml error: monitor socket did  
not show up.: Connection refused
```

Investigation

This error message shows:

1. **libvirt** is working;
2. The **QEMU** process failed to start up; and
3. **libvirt** quits when trying to connect **QEMU** or the QEMU agent monitor socket.

To understand the error details, examine the guest log:

```
# cat /var/log/libvirt/qemu/name_of_guest.log
LC_ALL=C PATH=/sbin:/usr/sbin:/bin:/usr/bin QEMU_AUDIO_DRV=none
/usr/bin/qemu-kvm -S -M pc -enable-kvm -m 768 -smp
1,sockets=1,cores=1,threads=1 -name name_of_guest -uuid ebfaadbe-
e908-ba92-fdb8-3fa2db557a42 -nodefaults -chardev
socket,id=monitor,path=/var/lib/libvirt/qemu/name_of_guest.monito
r,server,nowait -mon chardev=monitor,mode=readline -no-reboot -
boot c -kernel /var/lib/libvirt/boot/vmlinuz -initrd
/var/lib/libvirt/boot/initrd.img -append
method=http://www.example.com/pub/product/release/version/x86_64/
os/ -drive
file=/var/lib/libvirt/images/name_of_guest.img,if=none,id=drive-
ide0-0-0,boot=on -device ide-drive,bus=ide.0,unit=0,drive=drive-
ide0-0-0,id=ide0-0-0 -device virtio-net-
pci,vlan=0,id=net0,mac=52:40:00:f4:f1:0a,bus=pci.0,addr=0x4 -net
tap,fd=42,vlan=0,name=hostnet0 -chardev pty,id=serial0 -device
isa-serial,chardev=serial0 -usb -vnc 127.0.0.1:0 -k en-gb -vga
cirrus -device virtio-balloon-pci,id=balloon0,bus=pci.0,
addr=0x3
char device redirected to /dev/pts/1
qemu: could not load kernel '/var/lib/libvirt/boot/vmlinuz':
Permission denied
```

Solution

The guest log contains the details needed to fix the error.

If a host physical machine is shut down while the guest is still running a **libvirt** version prior to 0.9.5, the libvirt-guest's init script attempts to perform a managed save of the guest. If the managed save was incomplete (for example, due to loss of power before the managed save image was flushed to disk), the save image is corrupted and will not be loaded by **QEMU**. The older version of **libvirt** does not recognize the corruption, making the problem perpetual. In this case, the guest log will show an attempt to use **-incoming** as one of its arguments, meaning that **libvirt** is trying to start **QEMU** by migrating in the saved state file.

This problem can be fixed by running **virsh managedsave-remove name_of_guest** to remove the corrupted managed save image. Newer versions of **libvirt** take steps to avoid the corruption in the first place, as well as adding **virsh start --force-boot name_of_guest** to bypass any managed save image.

A.18.5. internal error cannot find character device (null)

Symptom

This error message appears when attempting to connect to a guest virtual machine's console:

```
# virsh console test2
Connected to domain test2
Escape character is ^]
error: internal error cannot find character device (null)
```

Investigation

This error message shows that there is no serial console configured for the guest virtual machine.

Solution

Set up a serial console in the guest's XML file.

Procedure A.8. Setting up a serial console in the guest's XML

1. Add the following XML to the guest virtual machine's XML using **virsh edit**:

```
<serial type='pty'>
  <target port='0' />
</serial>
<console type='pty'>
  <target type='serial' port='0' />
</console>
```

2. Set up the console in the guest kernel command line.

To do this, either log in to the guest virtual machine to edit the **/boot/grub2/grub.cfg** file directly, or use the **virt-edit** command-line tool. Add the following to the guest kernel command line:

```
console=ttyS0,115200
```

3. Run the followings command:

```
# virsh start vm && virsh console vm
```

A.18.6. Guest Virtual Machine Booting Stalls with Error: No boot device

Symptom

After building a guest virtual machine from an existing disk image, the guest booting stalls with the error message **No boot device**. However, the guest virtual machine can start successfully using the **QEMU** command directly.

Investigation

The disk's bus type is not specified in the command for importing the existing disk image:

```
# virt-install \
--connect qemu:///system \
--ram 2048 -n rhel_64 \
--os-type=linux --os-variant=rhel5 \
--disk path=/root/RHEL-Server-5.8-64-
virtio.qcow2,device=disk,format=qcow2 \
--vcpus=2 --graphics spice --noautoconsole --import
```

However, the command line used to boot up the guest virtual machine using **QEMU** directly shows that it uses **virtio** for its bus type:

```
# ps -ef | grep qemu
/usr/libexec/qemu-kvm -monitor stdio -drive file=/root/RHEL-
Server-5.8-32-
virtio.qcow2,index=0,if=virtio,media=disk,cache=none,format=qcow2
-net nic,vlan=0,model=r18139,macaddr=00:30:91:aa:04:74 -net
```

```
tap,vlan=0,script=/etc/qemu-ifup,downscript=no -m 2048 -smp
2,cores=1,threads=1,sockets=2 -cpu qemu64,+sse2 -soundhw ac97 -
rtc-td-hack -M rhel5.6.0 -usbdevice tablet -vnc :10 -boot c -no-
kvm-pit-reinjection
```

Note the **bus=** in the guest's XML generated by **libvirt** for the imported guest:

```
<domain type='qemu'>
  <name>rhel_64</name>
  <uuid>6cd34d52-59e3-5a42-29e4-1d173759f3e7</uuid>
  <memory>2097152</memory>
  <currentMemory>2097152</currentMemory>
  <vcpu>2</vcpu>
  <os>
    <type arch='x86_64' machine='rhel5.4.0'>hvm</type>
    <boot dev='hd' />
  </os>
  <features>
    <acpi/>
    <apic/>
    <pae/>
  </features>
  <clock offset='utc'>
    <timer name='pit' tickpolicy='delay' />
  </clock>
  <on_poweroff>destroy</on_poweroff>
  <on_reboot>restart</on_reboot>
  <on_crash>restart</on_crash>
  <devices>
    <emulator>/usr/libexec/qemu-kvm</emulator>
    <disk type='file' device='disk'>
      <driver name='qemu' type='qcow2' cache='none' />
      <source file='/root/RHEL-Server-5.8-64-virtio.qcow2' />
      <emphasis role="bold"><target dev='hda' bus='ide' />
    </emphasis>
      <address type='drive' controller='0' bus='0' unit='0' />
    </disk>
    <controller type='ide' index='0' />
    <interface type='bridge'>
      <mac address='54:52:00:08:3e:8c' />
      <source bridge='br0' />
    </interface>
    <serial type='pty'>
      <target port='0' />
    </serial>
    <console type='pty'>
      <target port='0' />
    </console>
    <input type='mouse' bus='ps2' />
    <graphics type='vnc' port='1' autoport='yes' keymap='en-us' />
    <video>
      <model type='cirrus' vram='9216' heads='1' />
    </video>
  </devices>
</domain>
```

The bus type for the disk is set as ***ide***, which is the default value set by **libvirt**. This is the incorrect bus type, and has caused the unsuccessful boot for the imported guest.

Solution

Procedure A.9. Correcting the disk bus type

1. Undefine the imported guest virtual machine, then re-import it with ***bus=virtio*** and the following:

```
# virsh destroy rhel_64
# virsh undefine rhel_64
# virt-install \
--connect qemu:///system \
--ram 1024 -n rhel_64 -r 2048 \
--os-type=linux --os-variant=rhel5 \
--disk path=/root/RHEL-Server-5.8-64-
virtio.qcow2,device=disk,bus=virtio,format=qcow2 \
--vcpus=2 --graphics spice --noautoconsole --import
```

2. Edit the imported guest's XML using **virsh edit** and correct the disk bus type.

A.18.7. Virtual network ***default*** has not been started

Symptom

Normally, the configuration for a virtual network named ***default*** is installed as part of the **libvirt** package, and is configured to autostart when **libvirtd** is started.

If the ***default*** network (or any other locally-created network) is unable to start, any virtual machine configured to use that network for its connectivity will also fail to start, resulting in this error message:

Virtual network ***default*** has not been started

Investigation

One of the most common reasons for a **libvirt** virtual network's failure to start is that the **dnsmasq** instance required to serve DHCP and DNS requests from clients on that network has failed to start.

To determine if this is the cause, run **virsh net-start default** from a root shell to start the ***default*** virtual network.

If this action does not successfully start the virtual network, open **/var/log/libvirt/libvirtd.log** to view the complete error log message.

If a message similar to the following appears, the problem is likely a system-wide **dnsmasq** instance that is already listening on **libvirt**'s bridge, and is preventing **libvirt**'s own **dnsmasq** instance from doing so. The most important parts to note in the error message are **dnsmasq** and **exit status 2**:

```
Could not start virtual network default: internal error
Child process (/usr/sbin/dnsmasq --strict-order --bind-interfaces
--pid-file=/var/run/libvirt/network/default.pid --conf-file=
```

```
--except-interface lo --listen-address 192.168.122.1
--dhcp-range 192.168.122.2,192.168.122.254
--dhcp-leasefile=/var/lib/libvirt/dnsmasq/default.leases
--dhcp-lease-max=253 --dhcp-no-override) status unexpected: exit
status 2
```

Solution

If the machine is not using dnsmasq to serve DHCP for the physical network, disable dnsmasq completely.

If it is necessary to run dnsmasq to serve DHCP for the physical network, edit the `/etc/dnsmasq.conf` file. Add or remove the comment mark the first line, as well as one of the two lines following that line. Do not add or remove the comment from all three lines:

```
bind-interfaces
interface=name_of_physical_interface
listen-address=chosen_IP_address
```

After making this change and saving the file, restart the system wide dnsmasq service.

Next, start the `default` network with the `virsh net-start default` command.

Start the virtual machines.

A.18.8. PXE Boot (or DHCP) on Guest Failed

Symptom

A guest virtual machine starts successfully, but is then either unable to acquire an IP address from DHCP or boot using the PXE protocol, or both. There are two common causes of this error: having a long forward delay time set for the bridge, and when the `iptables` package and kernel do not support checksum mangling rules.

Long forward delay time on bridge Investigation

This is the most common cause of this error. If the guest network interface is connecting to a bridge device that has STP (Spanning Tree Protocol) enabled, as well as a long forward delay set, the bridge will not forward network packets from the guest virtual machine onto the bridge until at least that number of forward delay seconds have elapsed since the guest connected to the bridge. This delay allows the bridge time to watch traffic from the interface and determine the MAC addresses behind it, and prevent forwarding loops in the network topology.

If the forward delay is longer than the timeout of the guest's PXE or DHCP client, then the client's operation will fail, and the guest will either fail to boot (in the case of PXE) or fail to acquire an IP address (in the case of DHCP).

Solution

If this is the case, change the forward delay on the bridge to 0, disable STP on the bridge, or both.

 Note

This solution applies only if the bridge is not used to connect multiple networks, but just to connect multiple endpoints to a single network (the most common use case for bridges used by **libvirt**).

If the guest has interfaces connecting to a **libvirt**-managed virtual network, edit the definition for the network, and restart it. For example, edit the default network with the following command:

```
# virsh net-edit default
```

Add the following attributes to the **<bridge>** element:

```
<name_of_bridge='virbr0' delay='0' stp='on' />
```

 Note

delay='0' and **stp='on'** are the default settings for virtual networks, so this step is only necessary if the configuration has been modified from the default.

If the guest interface is connected to a host bridge that was configured outside of **libvirt**, change the delay setting.

Add or edit the following lines in the **/etc/sysconfig/network-scripts/ifcfg-name_of_bridge** file to turn STP on with a 0 second delay:

```
STP=on DELAY=0
```

After changing the configuration file, restart the bridge device:

```
/usr/sbin/ifdown name_of_bridge  
/usr/sbin/ifup name_of_bridge
```

 Note

If *name_of_bridge* is not the root bridge in the network, that bridge's delay will eventually reset to the delay time configured for the root bridge. In this case, the only solution is to disable STP completely on *name_of_bridge*.

The *iptables* package and kernel do not support checksum mangling rules Investigation

This message is only a problem if all four of the following conditions are true:

- » The guest is using **virtio** network devices.
 - If so, the configuration file will contain **model type='virtio'**
 - » The host has the **vhost-net** module loaded.
- This is true if **ls /dev/vhost-net** does not return an empty result.
- » The guest is attempting to get an IP address from a DHCP server that is running directly on the host.
 - » The *iptables* version on the host is older than 1.4.10.

iptables 1.4.10 was the first version to add the **libxt_CHECKSUM** extension. This is the case if the following message appears in the **libvird** logs:

```
warning: Could not add rule to fixup DHCP
response checksums on network default
warning: May need to update iptables package and
kernel to support CHECKSUM rule.
```



Important

Unless all of the other three conditions in this list are also true, the above warning message can be disregarded, and is not an indicator of any other problems.

When these conditions occur, UDP packets sent from the host to the guest have uncomputed checksums. This makes the host's UDP packets seem invalid to the guest's network stack.

Solution

To solve this problem, invalidate any of the four points above. The best solution is to update the host *iptables* and kernel to *iptables-1.4.10* or newer where possible. Otherwise, the most specific fix is to disable the **vhost-net** driver for this particular guest. To do this, edit the guest configuration with this command:

```
virsh edit name_of_guest
```

Change or add a **<driver>** line to the **<interface>** section:

```
<interface type='network'>
  <model type='virtio' />
  <driver name='qemu' />
  ...
</interface>
```

Save the changes, shut down the guest, and then restart it.

If this problem is still not resolved, the issue may be due to a conflict between **firewalld** and the default **libvirt** network.

To fix this, stop **firewalld** with the **service firewalld stop** command, then restart **libvirt** with the **service libvirtd restart** command.

A.18.9. Guest Can Reach Outside Network, but Cannot Reach Host When Using macvtap interface

Symptom

A guest virtual machine can communicate with other guests, but cannot connect to the host machine after being configured to use a macvtap (also known as **type='direct'**) network interface.

Investigation

Even when not connecting to a Virtual Ethernet Port Aggregator (VEPA) or VN-Link capable switch, macvtap interfaces can be useful. Setting the mode of such an interface to **bridge** allows the guest to be directly connected to the physical network in a very simple manner without the setup issues (or *NetworkManager* incompatibility) that can accompany the use of a traditional host bridge device.

However, when a guest virtual machine is configured to use a **type='direct'** network interface such as macvtap, despite having the ability to communicate with other guests and other external hosts on the network, the guest cannot communicate with its own host.

This situation is actually not an error — it is the defined behavior of macvtap. Due to the way in which the host's physical Ethernet is attached to the macvtap bridge, traffic into that bridge from the guests that is forwarded to the physical interface cannot be bounced back up to the host's IP stack. Additionally, traffic from the host's IP stack that is sent to the physical interface cannot be bounced back up to the macvtap bridge for forwarding to the guests.

Solution

Use **libvirt** to create an isolated network, and create a second interface for each guest virtual machine that is connected to this network. The host and guests can then directly communicate over this isolated network, while also maintaining compatibility with *NetworkManager*.

Procedure A.10. Creating an isolated network with libvirt

1. Add and save the following XML in the **/tmp/isolated.xml** file. If the 192.168.254.0/24 network is already in use elsewhere on your network, you can choose a different network.

```
...
<network>
  <name>isolated</name>
  <ip address='192.168.254.1' netmask='255.255.255.0'>
    <dhcp>
      <range start='192.168.254.2' end='192.168.254.254' />
```

```

</dhcp>
</ip>
</network>
...

```

Figure A.3. Isolated Network XML

2. Create the network with this command: **virsh net-define /tmp/isolated.xml**
3. Set the network to autostart with the **virsh net-autostart isolated** command.
4. Start the network with the **virsh net-start isolated** command.
5. Using **virsh edit name_of_guest**, edit the configuration of each guest that uses macvtap for its network connection and add a new **<interface>** in the **<devices>** section similar to the following (note the **<model type='virtio' />** line is optional to include):

```

...
<interface type='network' trustGuestRxFilters='yes'>
    <source network='isolated' />
    <model type='virtio' />
</interface>

```

Figure A.4. Interface Device XML

6. Shut down, then restart each of these guests.

The guests are now able to reach the host at the address 192.168.254.1, and the host will be able to reach the guests at the IP address they acquired from DHCP (alternatively, you can manually configure the IP addresses for the guests). Since this new network is isolated to only the host and guests, all other communication from the guests will use the macvtap interface. For more information, refer to [Section 26.18.9, “Network Interfaces”](#).

A.18.10. Could not add rule to fixup DHCP response checksums on network 'default'

Symptom

This message appears:

```
Could not add rule to fixup DHCP response checksums on network
'default'
```

Investigation

Although this message appears to be evidence of an error, it is almost always harmless.

Solution

Unless the problem you are experiencing is that the guest virtual machines are unable to acquire IP addresses through DHCP, this message can be ignored.

If this is the case, refer to [Section A.18.8, “PXE Boot \(or DHCP\) on Guest Failed”](#) for further details on this situation.

A.18.11. Unable to add bridge br0 port vnet0: No such device

Symptom

The following error message appears:

```
Unable to add bridge name_of_bridge port vnet0: No such device
```

For example, if the bridge name is *br0*, the error message will appear as:

```
Unable to add bridge br0 port vnet0: No such device
```

In **libvirt** versions 0.9.6 and earlier, the same error appears as:

```
Failed to add tap interface to bridge name_of_bridge: No such device
```

Or for example, if the bridge is named *br0*:

```
Failed to add tap interface to bridge 'br0': No such device
```

Investigation

Both error messages reveal that the bridge device specified in the guest's (or domain's) **<interface>** definition does not exist.

To verify the bridge device listed in the error message does not exist, use the shell command **ip addr show br0**.

A message similar to this confirms the host has no bridge by that name:

```
br0: error fetching interface information: Device not found
```

If this is the case, continue to the solution.

However, if the resulting message is similar to the following, the issue exists elsewhere:

```
br0      Link encap:Ethernet  HWaddr 00:00:5A:11:70:48
          inet  addr:10.22.1.5   Bcast:10.255.255.255
          Mask:255.0.0.0
                  UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
                  RX packets:249841 errors:0 dropped:0 overruns:0 frame:0
                  TX packets:281948 errors:0 dropped:0 overruns:0
          carrier:0
                  collisions:0 txqueuelen:0
          RX bytes:106327234 (101.4 MiB)  TX bytes:21182634 (20.2 MiB)
```

Solution

Edit the existing bridge or create a new bridge with virsh

Use **virsh** to either edit the settings of an existing bridge or network, or to add the bridge device to the host system configuration.

Edit the existing bridge settings using virsh

Use **virsh edit name_of_guest** to change the **<interface>** definition to use a bridge or network that already exists.

For example, change **type='bridge'** to **type='network'**, and **<source bridge='br0' />** to **<source network='default' />**.

Create a host bridge using virsh

For **libvirt** version 0.9.8 and later, a bridge device can be created with the **virsh iface-bridge** command. This will create a bridge device **br0** with **eth0**, the physical network interface which is set as part of a bridge, attached:

```
virsh iface-bridge eth0 br0
```

Optional: If desired, remove this bridge and restore the original **eth0** configuration with this command:

```
virsh iface-unbridge br0
```

Create a host bridge manually

For older versions of **libvirt**, it is possible to manually create a bridge device on the host. For instructions, refer to [Section 6.4.3, “Bridged Networking with libvirt”](#).

A.18.12. Guest is Unable to Start with Error: warning: could not open /dev/net/tun

Symptom

The guest virtual machine does not start after configuring a **type='ethernet'** (also known as 'generic ethernet') interface in the host system. An error appears either in **libvirtd.log**, **/var/log/libvirt/qemu/name_of_guest.log**, or in both, similar to the below message:

```
warning: could not open /dev/net/tun: no virtual network
emulation qemu-kvm: -netdev tap,script=/etc/my-qemu-
ifup,id=hostnet0: Device 'tap' could not be initialized
```

Investigation

Use of the generic ethernet interface type (**<interface type='ethernet'>**) is discouraged, because using it requires lowering the level of host protection against potential security flaws in **QEMU** and its guests. However, it is sometimes necessary to use this type of interface to take advantage of some other facility that is not yet supported directly in **libvirt**. For example, **openvswitch** was not supported in **libvirt** until **libvirt-0.9.11**, so in older versions of **libvirt**, **<interface type='ethernet'>** was the only way to connect a guest to an **openvswitch** bridge.

However, if you configure a **<interface type='ethernet'>** interface without making any other changes to the host system, the guest virtual machine will not start successfully.

The reason for this failure is that for this type of interface, a script called by **QEMU** needs to manipulate the tap device. However, with **type='ethernet'** configured, in an attempt to lock down **QEMU**, **libvirt** and SELinux have put in place several checks to prevent this. (Normally, **libvirt** performs all of the tap device creation and manipulation, and passes an open file descriptor for the tap device to **QEMU**.)

Solution

Reconfigure the host system to be compatible with the generic ethernet interface.

Procedure A.11. Reconfiguring the host system to use the generic ethernet interface

- Set SELinux to permissive by configuring **SELINUX=permissive** in **/etc/selinux/config**:

```
# This file controls the state of SELinux on the system.
# SELINUX= can take one of these three values:
#       enforcing - SELinux security policy is enforced.
#       permissive - SELinux prints warnings instead of
enforcing.
#       disabled - No SELinux policy is loaded.
SELINUX=permissive
# SELINUXTYPE= can take one of these two values:
#       targeted - Targeted processes are protected,
#       mls - Multi Level Security protection.
SELINUXTYPE=targeted
```

- From a root shell, run the command **setenforce permissive**.

- In **/etc/libvirt/qemu.conf** add or edit the following lines:

```
clear_emulator_capabilities = 0
```

```
user = "root"
```

```
group = "root"
```

```
cgroup_device_acl = [
    "/dev/null", "/dev/full", "/dev/zero",
    "/dev/random", "/dev/urandom",
    "/dev/ptmx", "/dev/kvm", "/dev/kqemu",
    "/dev/rtc", "/dev/hpet", "/dev/net/tun",
```

- Restart **libvirtd**.



Important

Since each of these steps significantly decreases the host's security protections against **QEMU** guest domains, this configuration should only be used if there is no alternative to using **<interface type='ethernet'>**.



Note

For more information on SELinux, refer to the [Red Hat Enterprise Linux 7 SELinux User's and Administrator's Guide](#).

A.18.13. Migration Fails with error: unable to resolve address

Symptom

QEMU guest migration fails and this error message appears:

```
# virsh migrate qemu qemu+tcp://192.168.122.12/system
error: Unable to resolve address name_of_host service '49155':
Name or service not known
```

For example, if the destination host name is "newyork", the error message will appear as:

```
# virsh migrate qemu qemu+tcp://192.168.122.12/system
error: Unable to resolve address 'newyork' service '49155': Name
or service not known
```

However, this error looks strange as we did not use "newyork" host name anywhere.

Investigation

During migration, **libvirt** running on the destination host creates a URI from an address and port where it expects to receive migration data and sends it back to **libvirt** running on the source host.

In this case, the destination host (**192.168.122.12**) has its name set to '*newyork*'. For some reason, **libvirt** running on that host is unable to resolve the name to an IP address that could be sent back and still be useful. For this reason, it returned the '*newyork*' host name hoping the source **libvirt** would be more successful with resolving the name. This can happen if DNS is not properly configured or **/etc/hosts** has the host name associated with local loopback address (**127.0.0.1**).

Note that the address used for migration data cannot be automatically determined from the address used for connecting to destination **libvirt** (for example, from **qemu+tcp://192.168.122.12/system**). This is because to communicate with the destination **libvirt**, the source **libvirt** may need to use network infrastructure different from that which **virsh** (possibly running on a separate machine) requires.

Solution

The best solution is to configure DNS correctly so that all hosts involved in migration are able to resolve all host names.

If DNS cannot be configured to do this, a list of every host used for migration can be added manually to the **/etc/hosts** file on each of the hosts. However, it is difficult to keep such lists consistent in a dynamic environment.

If the host names cannot be made resolvable by any means, **virsh migrate** supports specifying the migration host:

```
# virsh migrate qemu qemu+tcp://192.168.122.12/system
tcp://192.168.122.12
```

Destination **libvirtd** will take the **tcp://192.168.122.12** URI and append an automatically generated port number. If this is not desirable (because of firewall configuration, for example), the port number can be specified in this command:

```
# virsh migrate qemu qemu+tcp://192.168.122.12/system
tcp://192.168.122.12:12345
```

Another option is to use tunneled migration. Tunneled migration does not create a separate connection for migration data, but instead tunnels the data through the connection used for communication with destination **libvirtd** (for example, **qemu+tcp://192.168.122.12/system**):

```
# virsh migrate qemu qemu+tcp://192.168.122.12/system --p2p --
tunneled
```

A.18.14. Migration Fails with Unable to allow access for disk path: No such file or directory

Symptom

A guest virtual machine (or domain) cannot be migrated because **libvirt** cannot access the disk image(s):

```
# virsh migrate qemu qemu+tcp://name_of_host/system
error: Unable to allow access for disk path
/var/lib/libvirt/images/qemu.img: No such file or directory
```

For example, if the destination host name is "newyork", the error message will appear as:

```
# virsh migrate qemu qemu+tcp://newyork/system
error: Unable to allow access for disk path
/var/lib/libvirt/images/qemu.img: No such file or directory
```

Investigation

By default, migration only transfers the in-memory state of a running guest (such as memory or CPU state). Although disk images are not transferred during migration, they need to remain accessible at the same path by both hosts.

Solution

Set up and mount shared storage at the same location on both hosts. The simplest way to do this is to use NFS:

Procedure A.12. Setting up shared storage

1. Set up an NFS server on a host serving as shared storage. The NFS server can be one of the hosts involved in the migration, as long as all hosts involved are accessing the shared storage through NFS.

```
# mkdir -p /exports/images
# cat >/etc/exports <<EOF
/exports/images 192.168.122.0/24(rw,no_root_squash)
EOF
```

2. Mount the exported directory at a common location on all hosts running **libvirt**. For example, if the IP address of the NFS server is 192.168.122.1, mount the directory with the following commands:

```
# cat >/etc/fstab <<EOF
192.168.122.1:/exports/images /var/lib/libvirt/images nfs
auto 0 0
EOF
# mount /var/lib/libvirt/images
```

Note

It is not possible to export a local directory from one host using NFS and mount it at the same path on another host — the directory used for storing disk images must be mounted from shared storage on both hosts. If this is not configured correctly, the guest virtual machine may lose access to its disk images during migration, because the source host's **libvirt** daemon may change the owner, permissions, and SELinux labels on the disk images after it successfully migrates the guest to its destination.

If **libvirt** detects that the disk images are mounted from a shared storage location, it will not make these changes.

A.18.15. No Guest Virtual Machines are Present when libvirtd is Started

Symptom

The **libvirt** daemon is successfully started, but no guest virtual machines appear to be present.

```
# virsh list --all
 Id   Name           State
 -----
 #
```

Investigation

There are various possible causes of this problem. Performing these tests will help to determine the cause of this situation:

Verify KVM kernel modules

Verify that KVM kernel modules are inserted in the kernel:

```
# lsmod | grep kvm
kvm_intel           121346  0
kvm                 328927  1 kvm_intel
```

If you are using an AMD machine, verify the `kvm_amd` kernel modules are inserted in the kernel instead, using the similar command `lsmod | grep kvm_amd` in the root shell.

If the modules are not present, insert them using the `modprobe <modulenname>` command.

Note

Although it is uncommon, KVM virtualization support may be compiled into the kernel. In this case, modules are not needed.

Verify virtualization extensions

Verify that virtualization extensions are supported and enabled on the host:

```
# egrep "(vmx|svm)" /proc/cpuinfo
flags : fpu vme de pse tsc ... svm ... skinit wdt npt lbrv
svm_lock nrrip_save
flags : fpu vme de pse tsc ... svm ... skinit wdt npt lbrv
svm_lock nrrip_save
```

Enable virtualization extensions in your hardware's firmware configuration within the BIOS setup. Refer to your hardware documentation for further details on this.

Verify client URI configuration

Verify that the URI of the client is configured as desired:

```
# virsh uri
vbox:///system
```

For example, this message shows the URI is connected to the **VirtualBox** hypervisor, not **QEMU**, and reveals a configuration error for a URI that is otherwise set to connect to a **QEMU** hypervisor. If the URI was correctly connecting to **QEMU**, the same message would appear instead as:

```
# virsh uri
qemu:///system
```

This situation occurs when there are other hypervisors present, which **libvirt** may speak to by default.

Solution

After performing these tests, use the following command to view a list of guest virtual machines:

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

A.18.16. unable to connect to server at 'host:16509': Connection refused ... error: failed to connect to the hypervisor

Symptom

While **libvirtd** should listen on TCP ports for connections, the connections fail:

```
# virsh -c qemu+tcp://host/system
error: failed to connect to the hypervisor
error: unable to connect to server at 'host:16509': Connection
refused
```

The **libvirt** daemon is not listening on TCP ports even after changing configuration in **/etc/libvirt/libvirtd.conf**:

```
# grep listen_ /etc/libvirt/libvirtd.conf
listen_tls = 1
listen_tcp = 1
listen_addr = "0.0.0.0"
```

However, the TCP ports for **libvirt** are still not open after changing configuration:

```
# netstat -lntp | grep libvirtd
#
```

Investigation

The **libvirt** daemon was started without the **--listen** option. Verify this by running this command:

```
# ps aux | grep libvirtd
root      10749  0.1  0.2 558276 18280 ?          Ssl  23:21   0:00
/usr/sbin/libvirtd
```

The output does not contain the **--listen** option.

Solution

Start the daemon with the **--listen** option.

To do this, modify the **/etc/sysconfig/libvirtd** file and uncomment the following line:

```
# LIBVIRTD_ARGS="--listen"
```

Then restart the **libvirtd** service with this command:

```
# /bin/systemctl restart libvirtd.service
```

A.18.17. Common XML Errors

The **libvirt** tool uses XML documents to store structured data. A variety of common errors occur with XML documents when they are passed to **libvirt** through the API. Several common XML errors — including erroneous XML tags, inappropriate values, and missing elements — are detailed below.

A.18.17.1. Editing domain definition

Although it is not recommended, it is sometimes necessary to edit a guest virtual machine's (or a domain's) XML file manually. To access the guest's XML for editing, use the following command:

```
# virsh edit name_of_guest.xml
```

This command opens the file in a text editor with the current definition of the guest virtual machine. After finishing the edits and saving the changes, the XML is reloaded and parsed by **libvirt**. If the XML is correct, the following message is displayed:

```
# virsh edit name_of_guest.xml  
Domain name_of_guest.xml XML configuration edited.
```



Important

When using the **edit** command in **virsh** to edit an XML document, save all changes before exiting the editor.

After saving the XML file, use the **xmllint** command to validate that the XML is well-formed, or the **virt-xml-validate** command to check for usage problems:

```
# xmllint --noout config.xml
```

```
# virt-xml-validate config.xml
```

If no errors are returned, the XML description is well-formed and matches the **libvirt** schema. While the schema does not catch all constraints, fixing any reported errors will further troubleshoot.

XML documents stored by libvirt

These documents contain definitions of states and configurations for the guests. These documents are automatically generated and should not be edited manually. Errors in these documents contain the file name of the broken document. The file name is valid only on the host machine defined by the URI, which may refer to the machine the command was run on.

Errors in files created by **libvirt** are rare. However, one possible source of these errors is a downgrade of **libvirt** — while newer versions of **libvirt** can always read XML generated by older versions, older versions of **libvirt** may be confused by XML elements added in a newer version.

A.18.17.2. XML syntax errors

Syntax errors are caught by the XML parser. The error message contains information for identifying the problem.

This example error message from the XML parser consists of three lines — the first line denotes the error message, and the two following lines contain the context and location of the XML code containing the error. The third line contains an indicator showing approximately where the error lies on the line above it:

```
error: (name_of_guest.xml):6: StartTag: invalid element name
<vcpu>2</vcpu>
-----^
```

Information contained in this message:
(name_of_guest.xml)

This is the file name of the document that contains the error. File names in parentheses are symbolic names to describe XML documents parsed from memory, and do not directly correspond to files on disk. File names that are not contained in parentheses are local files that reside on the target of the connection.

6

This is the line number in the XML file that contains the error.

StartTag: invalid element name

This is the error message from the **libxml2** parser, which describes the specific XML error.

A.18.17.2.1. Stray < in the document

Symptom

The following error occurs:

```
error: (name_of_guest.xml):6: StartTag: invalid element name
<vcpu>2</vcpu>
-----^
```

Investigation

This error message shows that the parser expects a new element name after the < symbol on line 6 of a guest's XML file.

Ensure line number display is enabled in your text editor. Open the XML file, and locate the text on line 6:

```
<domain type='kvm'>
    <name>name_of_guest</name>
    <memory>524288</memory>
    <vcpu>2</vcpu><
```

This snippet of a guest's XML file contains an extra < in the document:

Solution

Remove the extra < or finish the new element.

A.18.17.2.2. Unterminated attribute

Symptom

The following error occurs:

```
error: (name_of_guest.xml):2: Unescaped '<' not allowed in
attributes values
<name>name_of_guest</name>
--^
```

Investigation

This snippet of a guest's XML file contains an unterminated element attribute value:

```
<domain type='kvm>
<name>name_of_guest</name>
```

In this case, '**kvm**' is missing a second quotation mark. Strings of attribute values, such as quotation marks and apostrophes, must be opened and closed, similar to XML start and end tags.

Solution

Correctly open and close all attribute value strings.

A.18.17.2.3. Opening and ending tag mismatch

Symptom

The following error occurs:

```
error: (name_of_guest.xml):61: Opening and ending tag mismatch:
clock line 16 and domain
</domain>
-----^
```

Investigation

The error message above contains three clues to identify the offending tag:

The message following the last colon, **clock line 16 and domain**, reveals that **<clock>** contains a mismatched tag on line 16 of the document. The last hint is the pointer in the context part of the message, which identifies the second offending tag.

Unpaired tags must be closed with **/>**. The following snippet does not follow this rule and has produced the error message shown above:

```
<domain type='kvm'>
...
<clock offset='utc'>
```

This error is caused by mismatched XML tags in the file. Every XML tag must have a matching start and end tag.

Other examples of mismatched XML tags

The following examples produce similar error messages and show variations of mismatched XML tags.

This snippet contains an mismatch error for **<features>** because there is no end tag (**</name>**):

```
<domain type='kvm'>
...
<features>
  <acpi/>
  <pae/>
...
</domain>
```

This snippet contains an end tag (`</name>`) without a corresponding start tag:

```
<domain type='kvm'>
  </name>
...
</domain>
```

Solution

Ensure all XML tags start and end correctly.

A.18.17.2.4. Typographical errors in tags

Symptom

The following error message appears:

```
error: (name_of_guest.xml):1: Specification mandate value for
attribute ty
<domain ty pe='kvm'>
-----^
```

Investigation

XML errors are easily caused by a simple typographical error. This error message highlights the XML error — in this case, an extra white space within the word **type** — with a pointer.

```
<domain ty pe='kvm'>
```

These XML examples will not parse correctly because of typographical errors such as a missing special character, or an additional character:

```
<domain type 'kvm'>
```

```
<dom#ain type='kvm'>
```

Solution

To identify the problematic tag, read the error message for the context of the file, and locate the error with the pointer. Correct the XML and save the changes.

A.18.17.3. Logic and configuration errors

A well-formatted XML document can contain errors that are correct in syntax but **libvirt** cannot parse. Many of these errors exist, with two of the most common cases outlined below.

A.18.17.3.1. Vanishing parts

Symptom

Parts of the change you have made do not show up and have no effect after editing or defining the domain. The **define** or **edit** command works, but when dumping the XML once again, the change disappears.

Investigation

This error likely results from a broken construct or syntax that libvirt does not parse. The **libvirt** tool will generally only look for constructs it knows but ignore everything else, resulting in some of the XML changes vanishing after **libvirt** parses the input.

Solution

Validate the XML input before passing it to the **edit** or **define** commands. The **libvirt** developers maintain a set of XML schemas bundled with **libvirt** which define the majority of the constructs allowed in XML documents used by **libvirt**.

Validate **libvirt** XML files using the following command:

```
# virt-xml-validate libvirt.xml
```

If this command passes, **libvirt** will likely understand all constructs from your XML, except if the schemas cannot detect options which are valid only for a given hypervisor. For example, any XML generated by **libvirt** as a result of a **virsh dump** command should validate without error.

A.18.17.3.2. Incorrect drive device type

Symptom

The definition of the source image for the CD-ROM virtual drive is not present, despite being added:

```
# virsh dumpxml domain
<domain type='kvm'>
  ...
  <disk type='block' device='cdrom'>
    <driver name='qemu' type='raw'/>
    <target dev='hdc' bus='ide' />
    <readonly/>
  </disk>
  ...
</domain>
```

Solution

Correct the XML by adding the missing **<source>** parameter as follows:

```
<disk type='block' device='cdrom'>
  <driver name='qemu' type='raw'/>
  <source file='/path/to/image.iso' />
  <target dev='hdc' bus='ide' />
  <readonly/>
</disk>
```

A **type= 'block'** disk device expects that the source is a physical device. To use the disk with an image file, use **type= 'file'** instead.

Appendix B. Virtualization Restrictions

This appendix covers additional support and product restrictions of the virtualization packages in Red Hat Enterprise Linux 7.

B.1. Support Restrictions

On Red Hat Enterprise Linux 7, Windows guest virtual machines are only supported under specific subscription programs such as Advanced Mission Critical (AMC). If you are unsure whether your subscription model includes support for Windows guests, contact customer support.

For more information about Windows guest virtual machines on Red Hat Enterprise Linux 7, see [Windows Guest Virtual Machines on Red Hat Enterprise Linux 7 Knowledgebase article](#).

B.2. KVM Restrictions

The following restrictions apply to the KVM hypervisor:

Maximum vCPUs per guest

Red Hat Enterprise Linux 7.2 and above supports 240 vCPUs per guest, up from 160 in Red Hat Enterprise Linux 7.0.

Nested virtualization

Nested virtualization is available as a Technology Preview in Red Hat Enterprise Linux 7.2. This feature enables KVM to launch guests that can act as hypervisors and create their own guests.

Constant TSC bit

Systems without a Constant Time Stamp Counter require additional configuration. Refer to [Chapter 8, KVM Guest Timing Management](#) for details on determining whether you have a Constant Time Stamp Counter and configuration steps for fixing any related issues.

Memory overcommit

KVM supports memory overcommit and can store the memory of guest virtual machines in swap. A virtual machine will run slower if it is swapped frequently. See the following Red Hat Customer Portal article on safely and efficiently determining the size of the swap partition <https://access.redhat.com/site/solutions/15244>. When KSM is used for memory overcommitting, make sure that the swap size follows the recommendations described in this article.



Important

When device assignment is in use, all guest virtual machine memory must be statically pre-allocated to enable DMA with the assigned device. Memory overcommit is therefore not supported on guest virtual machines that are making use of device assignment.

CPU overcommit

It is not recommended to have more than 10 virtual CPUs per physical processor core.

Customers are encouraged to use a capacity planning tool in order to determine the vCPU overcommit ratio. Estimating an ideal ratio is difficult as it is highly dependent on each workload. For instance, a guest virtual machine may consume 100% CPU in one use case, and multiple guests may be completely idle on another.

For more recommendations on overcommitting vCPUs, refer to [Section 7.3, “Overcommitting Virtualized CPUs \(vCPUs\)”](#).

Emulated SCSI adapters

SCSI device emulation is only supported with the virtio-scsi paravirtualized host bus adapter (HBA). Emulated SCSI HBAs are not supported with KVM in Red Hat Enterprise Linux.

Emulated IDE devices

KVM is limited to a maximum of four virtualized (emulated) IDE devices per virtual machine.

Paravirtualized devices

Paravirtualized devices are also known as VirtIO devices. They are purely virtual devices designed to work optimally in a virtual machine.

Red Hat Enterprise Linux 7 supports 32 PCI device slots per virtual machine 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 virtual machine, and 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.

Refer to [Chapter 18, Guest Virtual Machine Device Configuration](#) for more information on devices and [Section 18.1.5, “Creating PCI Bridges”](#) for more information on PCI bridges.

PCI device assignment

PCI device assignment (attaching PCI devices to virtual machines) requires host systems to have AMD IOMMU or Intel VT-d support to enable device assignment of PCI-e devices.

Red Hat Enterprise Linux 7 has limited PCI configuration space access by guest device drivers. This limitation could cause drivers that are dependent on device capabilities or features present in the extended PCI configuration space, to fail configuration.

There is a limit of 32 total assigned devices per Red Hat Enterprise Linux 7 virtual machine. This translates to 32 total PCI functions, regardless of the number of PCI bridges present in the virtual machine or how those functions are combined to create multi-function slots.

Platform support for interrupt remapping is required to fully isolate a guest with assigned devices from the host. Without such support, the host may be vulnerable to interrupt injection attacks from a malicious guest. In an environment where guests are trusted, the administrator may opt-in to still allow PCI device assignment using the **allow_unsafe_interrupts** option to the **vfio_iommu_type1** module. This may either be done persistently by adding a .conf file (for example **local.conf**) to **/etc/modprobe.d** containing the following:

```
options vfio_iommu_type1 allow_unsafe_interrupts=1
```

or dynamically using the sysfs entry to do the same:

```
# echo 1 >
```

```
/sys/module/vfio_iommu_type1/parameters/allow_unsafe_interrupts
```

Migration restrictions

Device assignment refers to physical devices that have been exposed to a virtual machine, for the exclusive use of that virtual machine. Because device assignment uses hardware on the specific host where the virtual machine runs, migration and save/restore are not supported when device assignment is in use. If the guest operating system supports hot-plugging, assigned devices can be removed prior to the migration or save/restore operation to enable this feature.

Live migration is only possible between hosts with the same CPU type (that is, Intel to Intel or AMD to AMD only).

For live migration, both hosts must have the same value set for the No eXecution (NX) bit, either **on** or **off**.

For migration to work, **cache=none** must be specified for all block devices opened in write mode.



Warning

Failing to include the **cache=none** option can result in disk corruption.

Storage restrictions

There are risks associated with giving guest virtual machines write access to entire disks or block devices (such as **/dev/sdb**). If a guest virtual machine has access to an entire block device, it can share any volume label or partition table with the host machine. If bugs exist in the host system's partition recognition code, this can create a security risk. Avoid this risk by configuring the host machine to ignore devices assigned to a guest virtual machine.



Warning

Failing to adhere to storage restrictions can result in risks to security.

SR-IOV restrictions

SR-IOV is only thoroughly tested with the following devices (other SR-IOV devices may work but have not been tested at the time of release):

- » Intel® 82576NS Gigabit Ethernet Controller (**igb** driver)
- » Intel® 82576EB Gigabit Ethernet Controller (**igb** driver)
- » Intel® 82599ES 10 Gigabit Ethernet Controller (**ixgbe** driver)
- » Intel® 82599EB 10 Gigabit Ethernet Controller (**ixgbe** driver)

Core dumping restrictions

Because core dumping is currently implemented on top of migration, it is not supported when device assignment is in use.

Realtime kernel

KVM currently does not support the realtime kernel, and thus cannot be used on Red Hat Enterprise Linux for Real Time.

IBM Power Systems

Red Hat Enterprise Linux with KVM is supported on AMD64 and Intel 64 systems, but not on IBM Power Systems. Red Hat currently provides a POWER8-based solution with Red Hat Enterprise Virtualization for IBM Power Systems.



Note

More information on version support and installation procedures can be found in [the related Knowledge Base article](#).

B.3. Application Restrictions

There are aspects of virtualization which make it unsuitable for certain types of applications.

Applications with high I/O throughput requirements should use KVM's paravirtualized drivers (virtio drivers) for fully-virtualized guests. Without the virtio drivers certain applications may be unpredictable under heavy I/O loads.

The following applications should be avoided due to high I/O requirements:

- » **kdump** server
- » **netdump** server

You should carefully evaluate applications and tools that heavily utilize I/O or those that require real-time performance. Consider the virtio drivers or PCI device assignment for increased I/O performance. For more information on the virtio drivers for fully virtualized guests, refer to [Chapter 5, KVM Paravirtualized \(virtio\) Drivers](#). For more information on PCI device assignment, refer to [Chapter 18, Guest Virtual Machine Device Configuration](#).

Applications suffer a small performance loss from running in virtualized environments. The performance benefits of virtualization through consolidating to newer and faster hardware should be evaluated against the potential application performance issues associated with using virtualization.

B.4. Other Restrictions

For the list of all other restrictions and issues affecting virtualization read the *Red Hat Enterprise Linux 7 Release Notes*. The *Red Hat Enterprise Linux 7 Release Notes* cover the present new features, known issues and restrictions as they are updated or discovered.

B.5. Storage Support

The supported storage methods for virtual machines are:

- » files on local storage,
- » physical disk partitions,
- » locally connected physical LUNs,

- » LVM partitions,
- » NFS shared file systems,
- » iSCSI,
- » GFS2 clustered file systems,
- » Fibre Channel-based LUNs, and
- » Fibre Channel over Ethernet (FCoE).

B.6. USB 3 / xHCI Support

USB 3 (xHCI) USB host adapter emulation is supported in Red Hat Enterprise Linux 7.2 and above. All USB speeds are available, meaning any generation of USB device can be plugged into a xHCI bus. Additionally, no companion controllers (for USB 1 devices) are required. It should be noted, however, that USB 3 bulk streams are not supported.

Advantages of xHCI:

- » Virtualization-compatible hardware design, meaning xHCI emulation requires less CPU resources than previous versions due to reduced polling overhead.
- » USB passthrough of USB 3 devices is available.

Limitations of xHCI:

- » Not supported for Red Hat Enterprise Linux 5 guests.

See [Figure 18.18, “Domain XML example for USB3/xHCI devices”](#) for a domain XML device example for xHCI devices.

Appendix C. Additional Resources

To learn more about virtualization and Red Hat Enterprise Linux, refer to the following resources.

C.1. Online Resources

- » <http://www.libvirt.org/> is the official website for the **libvirt** virtualization API.
- » <http://virt-manager.et.redhat.com/> is the project website for the **Virtual Machine Manager** (virt-manager), the graphical application for managing virtual machines.
- » Red Hat Virtualization
<http://www.redhat.com/products/cloud-computing/virtualization/>
- » Red Hat Documentation
<https://access.redhat.com/site/documentation/>
- » Virtualization technologies overview
<http://virt.kernelnewbies.org>

C.2. Installed Documentation

- » **man virsh** and **/usr/share/doc/libvirt-<version-number>** — Contains sub commands and options for the **virsh** virtual machine management utility as well as comprehensive information about the **libvirt** virtualization library API.
- » **/usr/share/doc/gnome-applet-vm-<version-number>** — Documentation for the GNOME graphical panel applet that monitors and manages locally-running virtual machines.
- » **/usr/share/doc/libvirt-python-<version-number>** — Provides details on the Python bindings for the **libvirt** library. The **libvirt-python** package allows python developers to create programs that interface with the **libvirt** virtualization management library.
- » **/usr/share/doc/virt-install-<version-number>** — Provides documentation on the **virt-install** command that helps in starting installations of Fedora and Red Hat Enterprise Linux related distributions inside of virtual machines.
- » **/usr/share/doc/virt-manager-<version-number>** — Provides documentation on the Virtual Machine Manager, which provides a graphical tool for administering virtual machines.



Note

For more information about other Red Hat Enterprise Linux components, see the appropriate **man** page or file in **usr/share/doc/**.

Appendix D. Working with IOMMU Groups [1]

Introduced in Red Hat Enterprise Linux 7, VFIO, or Virtual Function I/O, is a set of Linux kernel modules that provide a user-space driver framework. This framework enables secure, IOMMU protected, device access for user-space drivers. VFIO enables user-space drivers such as the DPDK (Data Plane Development Kit) as well as the more common PCI device assignment. One of the features of VFIO is its use of the IOMMU (Input–output memory management unit). IOMMU groups isolate devices and prevent unintentional DMA (Direct Memory Access) between two devices running on the same host physical machine, which would impact on host and guest functionality. IOMMU groups are now available in Red Hat Enterprise Linux 7, which is a big improvement over the legacy KVM device assignment that is available in Red Hat Enterprise Linux 6. This appendix highlights the following:

- » An overview of IOMMU groups
- » The importance of device isolation
- » VFIO benefits

D.1. IOMMU Overview

An IOMMU creates a virtual address space for the device, where each I/O Virtual Address (IOVA) may translate to different addresses in the physical system memory. When the translation is completed the devices are connected to a different address within the physical system's memory. Without an IOMMU, all devices have a shared, flat view of the physical memory because they lack memory address translation. With an IOMMU, devices receive a new address space, the IOVA space, which is useful for device assignment.

Different IOMMUs have different levels of functionality. In the past, IOMMUs were limited providing only translation, and often only for a small window of the address space. For example, the IOMMU would only reserve a small window (1GB or less) of IOVA space in low memory, which was shared by multiple devices. The AMD GART (graphics address remapping table), when used as a general purpose IOMMU, is an example of this model. These classic IOMMUs mostly provided two capabilities: bounce buffers and address coalescing.

Bounce buffers are necessary when the addressing capabilities of the device are less than that of the platform. For example, if a device's address space is limited to 4GB (32 bits) of memory and the driver was to allocate to a buffer above 4GB, the device would not be able to directly access the buffer. Such a situation necessitates using a bounce buffer; a buffer space located in lower memory, where the device can perform a DMA operation. The data in the buffer is only copied to the driver's allocated buffer on completion of the operation. In other words, the buffer is bounced from a lower memory address to a higher memory address. IOMMUs avoid bounce buffering by providing an IOVA translation within the device's address space. This allows the device to perform a DMA operation directly into the buffer, even when the buffer extends beyond the physical address space of the device. Historically, this IOMMU feature was often the exclusive use case for the IOMMU, but with the adoption of PCI-Express (PCIe), the ability to support addressing above 4GB is required for all non-legacy endpoints.

In traditional memory allocation, blocks of memory are assigned and freed based on the needs of the application. Using this method creates memory gaps scattered throughout the physical address space. It would be better if the memory gaps were coalesced so they can be used more efficiently, or in basic terms it would be better if the memory gaps were gathered together. The IOMMU coalesces these scattered memory lists through the IOVA space, sometimes referred to as scatter-gather lists. In doing so the IOMMU creates contiguous DMA operations and ultimately increases the efficiency of the I/O performance. In the simplest example, a driver may allocate two 4KB buffers that are not contiguous in the physical memory space. The IOMMU can allocate a contiguous range for these

buffers allowing the I/O device to do a single 8KB DMA rather than two separate 4KB DMAs.

Although memory coalescing and bounce buffering are important for high performance I/O on the host, the IOMMU feature that is essential for a virtualization environment is the isolation capabilities of modern IOMMUs. Isolation was not possible on a wide scale prior to PCI-Express because conventional PCI does not tag transactions with an ID of the requesting device (requester ID). Even though PCI-X included some degree of a requester ID, the rules for interconnecting devices taking ownership of the transaction did not provide complete support for device isolation. With PCIe, each device's transaction is tagged with a requester ID unique to the device (the PCI bus/device/function number, often abbreviated as BDF), which is used to reference a unique IOVA table for that device. Now that isolation is possible, the IOVA space cannot only be used for translation operations such as offloading unreachable memory and coalescing memory, but it can also be used to restrict DMA access from the device. This allows devices to be isolated from each other preventing duplicate assignment of memory spaces, which is essential for proper guest virtual machine device management. Using these features on a guest virtual machine, involves populating the IOVA space for the assigned device with the guest physical to host physical memory mappings for the virtual machine. Once this is done, the device transparently performs DMA operations in the guest virtual machine's address space.

D.2. A Deep-dive into IOMMU Groups

An IOMMU group is defined as the smallest set of devices which can be considered isolated from the IOMMU's perspective. The first step to achieve isolation is granularity. If the IOMMU cannot differentiate devices into separate IOVA spaces, they are not isolated. For example, if multiple devices were to alias to the same IOVA space, then the IOMMU would not be able to distinguish between them. This is the reason why a typical x86 PC will group all conventional-PCI devices together, with all of them aliased to the same requester ID, the PCIe-to-PCI bridge. Legacy KVM device assignment allows a user to assign these conventional-PCI devices separately, but the configuration fails because the IOMMU cannot distinguish between the devices. As VFIO is governed by IOMMU groups, it prevents any configuration which violates this most basic requirement of IOMMU granularity.

The next step is to determine whether the transactions from the device actually reach the IOMMU. The PCIe specification allows for transactions to be re-routed within the interconnect fabric. A PCIe downstream port can re-route a transaction from one downstream device to another. The downstream ports of a PCIe switch may be interconnected to allow re-routing from one port to another. Even within a multifunction endpoint device, a transaction from one function may be delivered directly to another function. These transactions from one device to another are called peer-to-peer transactions and can destroy the isolation of devices operating in separate IOVA spaces. Imagine for instance, if the network interface card assigned to a guest virtual machine, attempts a DMA write operation to a virtual address within its own IOVA space. However in the physical space, that same address belongs to a peer disk controller owned by the host. As the IOVA to physical translation for the device is only performed at the IOMMU, any interconnect attempting to optimize the data path of that transaction could mistakenly redirect the DMA write operation to the disk controller before it gets to the IOMMU for translation.

To solve this problem, the PCI Express specification includes support for PCIe Access Control Services, or ACS, which provides visibility and control of these redirects. This is an essential component for isolating devices from one another, which is often missing in interconnects and multifunction endpoints. Without ACS support at every level from the device to the IOMMU, it must be assumed that redirection is possible. This will therefore break the isolation of all devices below the point lacking ACS support in the PCI topology. IOMMU groups in a PCI environment take this isolation into account, grouping together devices which are capable of untranslated peer-to-peer DMA.

In summary, the IOMMU group represents the smallest set of devices for which the IOMMU has visibility and which is isolated from other groups. VFIO uses this information to enforce safe

ownership of devices for user space. With the exception of bridges, root ports, and switches (all examples of interconnect fabric), all devices within an IOMMU group must be bound to a VFIO device driver or known safe stub driver. For PCI, these drivers are vfio-pci and pci-stub. pci-stub is allowed simply because it is known that the host does not interact with devices via this driver [2]. If an error occurs indicating the group is not viable when using VFIO, it means that all of the devices in the group need to be bound to an appropriate host driver. Using **virsh nodedev-dumpxml** to explore the composition of an IOMMU group and **virsh nodedev-detach** to bind devices to VFIO compatible drivers, will help resolve such problems.

D.3. How to Identify and Assign IOMMU Groups

This example demonstrates how to identify and assign the PCI devices that are present on the target system. For additional examples and information, refer to [Section 18.6, “Assigning GPU Devices”](#).

Procedure D.1. IOMMU groups

1. List the devices

Identify the devices in your system by running the **virsh nodedev-list [device-type]** command as root in a terminal. This example demonstrates how to locate the PCI devices. The output has been amended for brevity.

```
# virsh nodedev-list pci

pci_0000_00_00_0
pci_0000_00_01_0
pci_0000_00_03_0
pci_0000_00_07_0
...
pci_0000_00_1c_0
pci_0000_00_1c_4
...
pci_0000_01_00_0
pci_0000_01_00_1
...
pci_0000_03_00_0
pci_0000_03_00_1
pci_0000_04_00_0
pci_0000_05_00_0
pci_0000_06_0d_0
```

2. Locate the IOMMU grouping of a device

For each device listed, further information about the device, including the IOMMU grouping, can be found using the **virsh nodedev-dumpxml [name-of-device]** command. For example, to find the IOMMU grouping for the PCI device named pci_0000_04_00_0 (PCI address 0000:04:00.0), enter the following command as root in a terminal:

```
# virsh nodedev-dumpxml pci_0000_04_00_0
```

This command generates a XML dump similar to the one shown.

```

<device>
  <name>pci_0000_04_00_0</name>
  <path>/sys/devices/pci0000:00/0000:00:1c.0/0000:04:00.0</path>
  <parent>pci_0000_00_1c_0</parent>
  <capability type='pci'>
    <domain>0</domain>
    <bus>4</bus>
    <slot>0</slot>
    <function>0</function>
    <product id='0x10d3'>82574L Gigabit Network
Connection</product>
    <vendor id='0x8086'>Intel Corporation</vendor>
    <iommuGroup number='8'> <!--This is the element block you
will need to use-->
      <address domain='0x0000' bus='0x00' slot='0x1c'
function='0x0' />
      <address domain='0x0000' bus='0x00' slot='0x1c'
function='0x4' />
      <address domain='0x0000' bus='0x04' slot='0x00'
function='0x0' />
      <address domain='0x0000' bus='0x05' slot='0x00'
function='0x0' />
    </iommuGroup>
    <pci-express>
      <link validity='cap' port='0' speed='2.5' width='1' />
      <link validity='sta' speed='2.5' width='1' />
    </pci-express>
  </capability>
</device>

```

Figure D.1. IOMMU Group XML

3. View the PCI data

In the output collected above, there is one IOMMU group with 4 devices. This is an example of a multi-function PCIe root port without ACS support. The two functions in slot 0x1c are PCIe root ports, which can be identified by running the `lspci` command (from the `pciutils` package) in a terminal as root:

```

# lspci -s 1c

00:1c.0 PCI bridge: Intel Corporation 82801JI (ICH10 Family) PCI
Express Root Port 1
00:1c.4 PCI bridge: Intel Corporation 82801JI (ICH10 Family) PCI
Express Root Port 5

```

Repeat this step for the two PCIe devices on buses 0x04 and 0x05, which are endpoint devices.

```

# lspci -s 4
04:00.0 Ethernet controller: Intel Corporation 82574L Gigabit
Network Connection This is used in the next step and is called

```

```
04:00.0
# lspci -s 5 This is used in the next step and is called 05:00.0
05:00.0 Ethernet controller: Broadcom Corporation NetXtreme
BCM5755 Gigabit Ethernet PCI Express (rev 02)
```

4. Assign the endpoints to the guest virtual machine

In order to assign either one of the endpoints to a virtual machine, the endpoint which you are not assigning at the moment, must be bound to a VFIO compatible driver so that the IOMMU group is not split between user and host drivers. If for example, using the output received above, you were to configuring a virtual machine with only 04:00.0, the virtual machine will fail to start unless 05:00.0 is detached from host drivers. To detach 05:00.0, run the **virsh nodedev-detach** command as root:

```
# virsh nodedev-detach pci_0000_05_00_0
Device pci_0000_05_00_0 detached
```

Assigning both endpoints to the virtual machine is another option for resolving this issue. Note that *libvirt* will automatically perform this operation for the attached devices when using the **yes** value for the **managed** attribute within the **<hostdev>** element. For example: **<hostdev mode='subsystem' type='pci' managed='yes'>**. Refer to the [Note](#) for more information.



Note

libvirt has two ways to handle PCI devices. They can be either managed or unmanaged. This is determined by the value given to the **managed** attribute within the **<hostdev>** element. When the device is managed, *libvirt* automatically detaches the device from the existing driver and then assigns it to the virtual machine by binding it to vfio-pci on boot (for the virtual machine). When the virtual machine is shutdown or deleted or the PCI device is detached from the virtual machine, *libvirt* unbinds the device from vfio-pci and rebinds it to the original driver. If the device is unmanaged, *libvirt* will not automate the process and you will have to ensure all of these management aspects as described are done before assigning the device to a virtual machine, and after the device is no longer used by the virtual machine you will have to reassign the devices as well. Failure to do these actions in an unmanaged device will cause the virtual machine to fail. Therefore, it may be easier to make sure that *libvirt* manages the device.

D.4. IOMMU Strategies and Use Cases

There are many ways to handle IOMMU groups that contain more devices than desired. For a plug-in card, the first option would be to determine whether installing the card into a different slot produces the desired grouping. On a typical Intel chipset, PCIe root ports are provided via both the processor and the PCH (Platform Controller Hub). The capabilities of these root ports can be very different. Red Hat Enterprise Linux 7 has support for exposing the isolation of numerous PCH root ports, even though many of them do not have native PCIe ACS support. Therefore, these root ports are good targets for creating smaller IOMMU groups. With Intel® Xeon® class processors (E5 series and above) and “High End Desktop Processors”, the processor-based PCIe root ports typically provide native support for PCIe ACS, however the lower-end client processors, such as the Core™ i3, i5, and i7 and Xeon® E3 processors do not. For these systems, the PCH root ports generally provide the most flexible isolation configurations.

Another option is to work with the hardware vendors to determine whether isolation is present and quirk the kernel to recognize this isolation. This is generally a matter of determining whether internal peer-to-peer between functions is possible, or in the case of downstream ports, also determining whether redirection is possible. The Red Hat Enterprise Linux 7 kernel includes numerous quirks for such devices and Red Hat Customer Support can help you work with hardware vendors to determine if ACS-equivalent isolation is available and how best to incorporate similar quirks into the kernel to expose this isolation. For hardware vendors, note that multifunction endpoints that do not support peer-to-peer can expose this using a single static ACS table in configuration space, exposing no capabilities. Adding such a capability to the hardware will allow the kernel to automatically detect the functions as isolated and eliminate this issue for all users of your hardware.

In cases where the above suggestions are not available, a common reaction is that the kernel should provide an option to disable these isolation checks for certain devices or certain types of devices, specified by the user. Often the argument is made that previous technologies did not enforce isolation to this extent and everything “worked fine”. Unfortunately, bypassing these isolation features leads to an unsupportable environment. Not knowing that isolation exists, means not knowing whether the devices are actually isolated and it is best to find out before disaster strikes. Gaps in the isolation capabilities of devices may be extremely hard to trigger and even more difficult to trace back to device isolation as the cause. VFIO’s job is first and foremost to protect the host kernel from user owned devices and IOMMU groups are the mechanism used by VFIO to ensure that isolation.

In summary, by being built on top of IOMMU groups, VFIO is able to provide an increased degree of security and isolation between devices than was possible using legacy KVM device assignment. This isolation is now enforced at the Linux kernel level, allowing the kernel to protect itself and prevent dangerous configurations for the user. Additionally, hardware vendors should be encouraged to support PCIe ACS support, not only in multifunction endpoint devices, but also in chip sets and interconnect devices. For existing devices lacking this support, Red Hat may be able to work with hardware vendors to determine whether isolation is available and add Linux kernel support to expose this isolation.

[1] Content for this appendix was provided by Alex Williamson, Principal Software Engineer.

[2] The exception is legacy KVM device assignment, which often interacts with the device while bound to the pci-stub driver. Red Hat Enterprise Linux 7 does not include legacy KVM device assignment, avoiding this interaction and potential conflict. Therefore mixing the use of VFIO and legacy KVM device assignment within the same IOMMU group is not recommended.

Appendix E. Revision History

| | | |
|---|------------------------|----------------------|
| Revision 2-30 | Wed Nov 30 2016 | Jiri Herrmann |
| Republished the guide with several content updates. | | |
| Revision 2-29 | Mon Oct 17 2016 | Jiri Herrmann |
| Version for 7.3 GA publication | | |
| Revision 2-24 | Thu Dec 17 2015 | Laura Novich |
| Republished guide and fixed multiple issues | | |
| Revision 2-23 | Sun Nov 22 2015 | Laura Novich |
| Republished guide | | |
| Revision 2-21 | Thu Nov 12 2015 | Laura Novich |
| Multiple content updates for 7.2 | | |
| Revision 2-19 | Thu Oct 08 2015 | Jiri Herrmann |
| Cleaned up the Revision History | | |
| Revision 2-17 | Thu Aug 27 2015 | Dayle Parker |
| Updates for the 7.2 beta release | | |