

Assignment Project Exam Help

Operating Systems and Concurrency

Lecture 23: Virtualisation and the Cloud I
G52OSC

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- What is virtualisation?
- Approaches to virtualisation
- What do we need to virtualise?

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Virtualisation

Context

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- Consider a company that has an e-mail server, a web server, an FTP server, etc.
- All these servers usually run on separate machines because of the load and/or primarily **reliability**.
- Sysadmins simply do not trust the OS to run forever with no failure. In separate machines, if one of these servers fail, at least the other ones are not affected.
- Is this a good policy?

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Figure: A cluster of computing nodes

Virtualisation

Basic idea

Fundamental idea: Virtual Machines

- Abstract hardware of a single computer into several different execution environments. An old idea, actually, from 60s and 70s.
- Similar to layered approach, but layer creates virtual system (**virtual machine**, or VM) on which operation systems or applications can run several components.

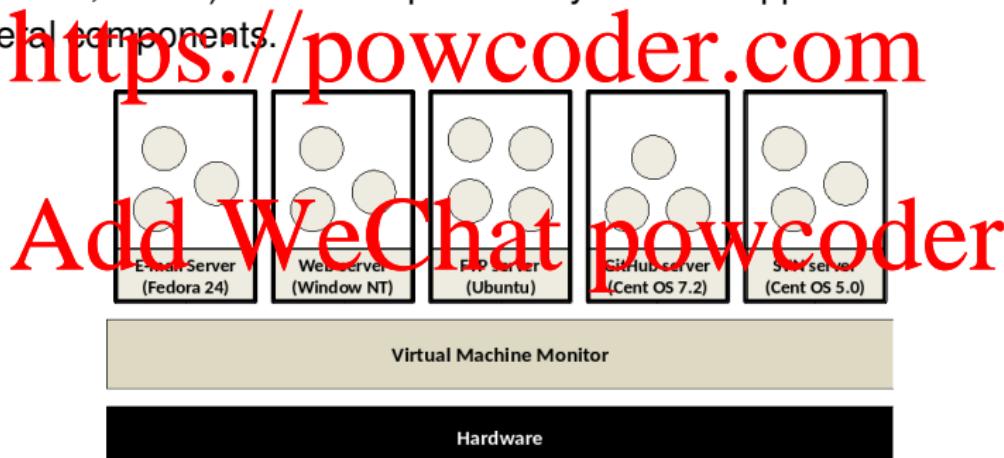


Figure: Virtualisation scheme

Virtualisation

Basic idea: motivation

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- A failure in a particular VM does not result in bringing down any others.
- Of course, a failure at the server level would result in an even more catastrophic situation.
- Nevertheless, **most service outages** do not come from faulty hardware, but due to unreliable software (especially OSs).

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Virtualisation

Basic idea

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- We have already seen that an OS virtualises (Why?):
 - Virtual memory
 - Virtual file systems
 - However, a VM virtualises **an entire physical machine**:
 - Providing the illusion that software has full control over the hardware.
 - As implication, you can run multiple instances of an OS (or different OS) on the same physical machine.
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Virtualisation Components

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- **Host** - underlying hardware system
- Virtual machine manager (VMM) or **hypervisor** - creates and runs virtual machines by providing an interface that is identical to the host (Except in the case of paravirtualization)
- **Guest** - process provided with virtual copy of the host (Usually an operating system)

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Virtualisation

Main properties

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- **Isolation:** each VM is independent, so failures do not affect the host.
- **Encapsulation:** state can be captured into a file.
 - Check-pointing, migration. It is easier than migrating processes. We merely have to move the memory image that contains OS tables.
- **Interposition:** All guest actions go through the monitor (VMM), which can inspect, modify, deny operations.
- Fewer physical machines saves money on hardware and electricity.
- Run legacy applications.

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Virtualisation

Requirements for Virtualisation

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- **Safety:** the hypervisor should have full control of the virtualised resources (Resources sharing).
- **Fidelity:** the behaviour of a program on a VM should be identical to that of the same program running on bare hardware. What if we run privileged instructions? (Virtualisation Technology (VT) - Hardware support).
- **Efficiency:** much of the code in the VM should run without intervention by the hypervisor (Overheads). For instance, with VMware:
 - CPU-intensive apps: 2-10% overhead
 - I/O intensive apps: 25-60% overhead

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Virtualisation

Approaches to Virtualisation

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So this is just like Java, right?

- No, a Java VM is very different from the physical machine that runs it.
- A hardware-level VM reflects underlying processor architecture

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Like a simulator or emulator that can run old Nintendo games?

- Not exactly, they emulate the behaviour of different hardware architectures
- Simulators generally have very high overhead
- A hardware-level VM utilises the **underlying physical processor directly**

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Virtualisation

Approaches to Virtualisation

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- **Full virtualisation:** It tries to trick the guest into believing that it has the entire system.
- **Paravirtualisation:** VM does not simulate hardware. It offers a set of *hypercalls* which allows the guest to send explicit requests to the hypervisor (as a system call offers kernel services to applications).
- **Process-level virtualisation:** The aim is to simply allow a process that was written for a different OS to run. For instance, Wine in Linux to run Windows applications, Cygwin to run Linux shell on Windows.

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Virtual Machine Managers

Types of Hypervisors

There are two main types of VMs:

- **Natives (Type 1):** Technically, it is like an OS, since it is the only program running in the most privileged mode. Its job is to support multiple copies of the actual hardware.
- **Hosted (Type 2):** It relies on a OS to allocate and schedule resources, very much like a regular process.

Both VMMs act as real hardware.

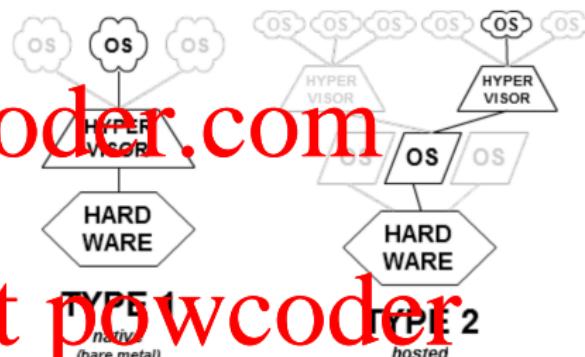


Figure: Types of Hypervisor (Wikipedia)

VMMs

Native Virtual Machines (Type 1 Hypervisors)

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- Hypervisor installs directly on hardware.
- The hypervisor is the real kernel.
- (Unmodified) OS runs in user mode
 - It seems to be in kernel mode: virtual kernel mode.
 - Privileged instructions need to be processed by the Hypervisor.
 - Hardware VT technology will be necessary.
- Acknowledged as preferred architecture for high-end servers
- Paravirtualisation-based VMs are typically based on type 1 hypervisors.

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Examples: VMware ESX Server, Xen, Microsoft Viridian (2008)

VMMs

Hosted Virtual Machines (Type 2 Hypervisors)

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- Installs and runs VMs as **an application on an existing OS**.
- Relies on host scheduling. Therefore, it may not be suitable for intensive VM workloads.
- I/O path is slow because it requires world switch.
- Process-level virtualisation will rely on type 2 hypervisors. It needs an OS.

Examples VMware Player/Workstation/Server, Microsoft Virtual PC/Server, Parallels Desktop
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What do we need to virtualise?

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- A hypervisor must virtualise:
- Privileged instructions (Exceptions and interruptions)
- CPU
- Memory
- I/O devices

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Are we then duplicating OS functionality on a VMM?

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- Approaches will be similar to what we did with OSS
- A bit **simpler** in functionality and implementing a different abstraction:
Hardware interface vs. OS interface.

What do we need to virtualise?

Virtualising Privileged Instructions

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- It is **not** safe to let guest kernel run in kernel mode
- So a VM needs two modes: **virtual user mode** and **virtual kernel mode**. Both of which run in real user mode!
- What happens when the guest OS executes an instruction that is allowed only when the CPU really is in kernel mode? (e.g. **map virtual pages to physical pages**)
 - Type-1 hypervisors: in CPUs without Virtual Technology (VT) - the instruction fails, and the OS crashes.
 - Type-2 hypervisors could work without VT - privileged instructions are emulated (binary translation)

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What do we need to virtualise?

Virtualising Privileged Instructions

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How does switch from virtual user mode to virtual kernel mode occur?

- Attempting a privileged instruction in user mode causes an error -> trap
- VMM gains control, analyses error, executes operation as attempted by guest
- Returns control to guest in user mode
- Known as **trap-and-emulate**



Figure: Trap-and-emulate (Silberschatz)

What do we need to virtualise?

Virtualising the CPU

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How do VMs schedule CPU utilisation when guests believe they have dedicated CPUs?

- VMMs need to **multiplex** VMs on CPU
- But, how can we do that?
 - **Time-slice** the VMs
 - Each VM will timeslice its OS/Applications during its quantum.
- For type 1: we will need a relatively simple scheduler (E.g. round robin, work-conserving (give unused quantum to other VMs))

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What do we need to virtualise?

Memory

- The hypervisor partitions memory among VMs.

- It assigns hardware pages to VMs.
- It needs to control mappings for isolation.

- In each VM, the OS creates and manages page tables. But **these tables are not used by the MMU**.

- For each VM, the hypervisor creates a shadow page table that maps virtual pages used by the VM onto the actual pages the hypervisor gave it.

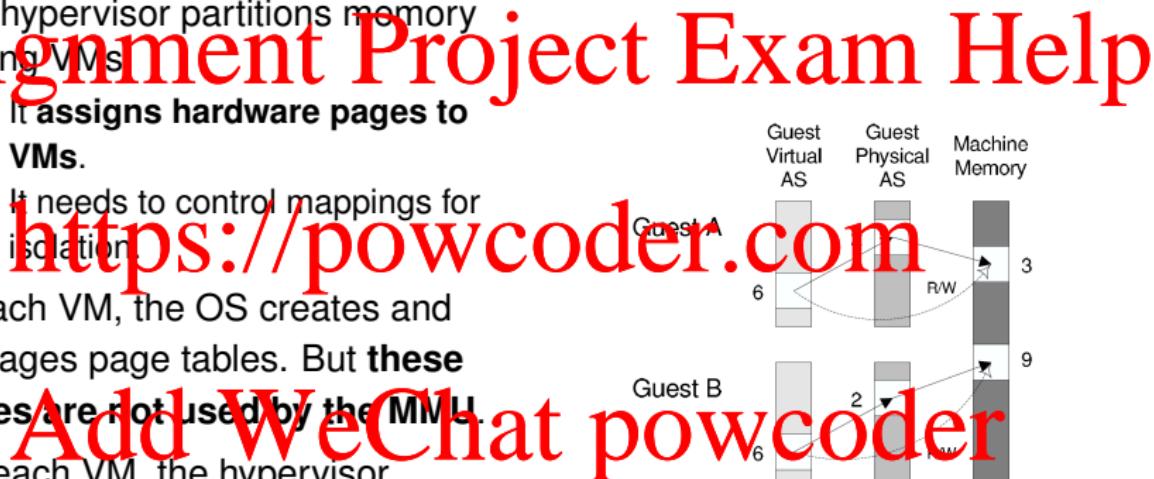


Figure: Shadow Page Tables

What do we need to virtualise?

Virtualising Event and I/O

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- Guest OSs cannot interact directly with I/O devices - but the guest OS thinks it “owns” the device (e.g. disk)
- VMM receives interrupts and exceptions
- Type I hypervisors run the drivers.
- Type II hypervisors: Driver knows about VMM and cooperates to pass the buck to a real device driver on the underlying host OS.

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Summary

Take-Home Message¹

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- Virtualisation benefits.
- Approaches to virtualisation.
- What do we need to virtualise?

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¹Tanenbaum Section 7.2, 7.3

Problem

From Tanenbaum

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- Why do type 2 hypervisors exist? After all, there is nothing they can do that type 1 hypervisors cannot do and the type 1 hypervisors are generally more efficient as well.
- Can a virtualised OS (e.g. Cent OS 7) use a paging system with virtual memory to manage its own memory? If yes, will this be using TLBs?
- Submit your answers at:

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