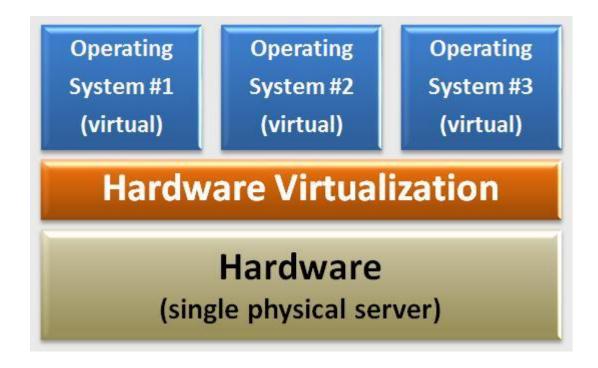
Chapter 4 Virtualization

1. INTRODUCTION



 Virtualization is a large umbrella of technologies and concepts that are meant to provide an abstract environment.





- Virtualization levels:
 - Hardware level
 - OS level
 - Programming language level
 - Application level

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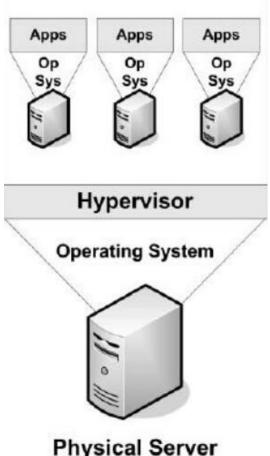
- Types of Virtualization:
 - Server virtualization
 - Application virtualization
 - Network virtualization
 - Storage virtualization
 - Desktop virtualization



- Server virtualization:
 - It allows many servers to run on the single physical Virtual Machines server.

Advantages:

- 1. Decreased energy usage.
- 2. More floor space.



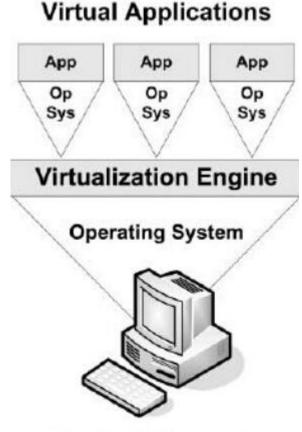
Physical Server



- Application virtualization:
 - Allows applications to run independently of the underlying host operating system.

Advantages:

- 1. Can be deployed without having administrative rights. .
- Applications can be safely run on the same physical machine
- 3. Applications can be executed from portable media.



Physical Computer



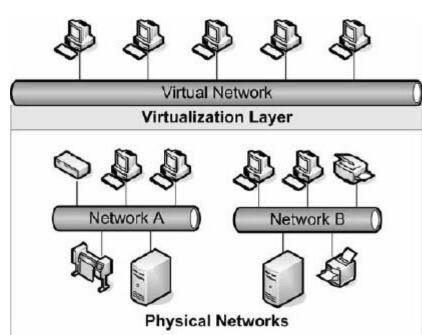
- Network virtualization:
 - Allows us to combine all of the resources available on a network by splitting up the available bandwidth into independent channels.

Advantages:

1. Consolidation of many physical networks into one

virtual network.

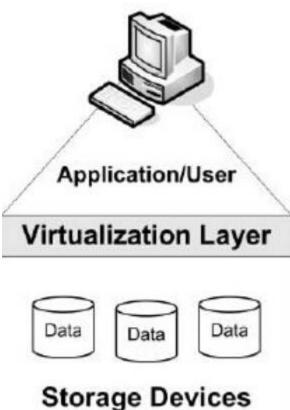
2.Partitioning of a single physical network into many virtual networks.



- Storage virtualization:
 - Allows multiple storage devices to be combined as a one large storage device.

Advantages:

- Easier administration as virtualized storage can be managed from a single administrative console.
- 2. Storage growth can be closely monitored and managed, making upgrade planning easier.

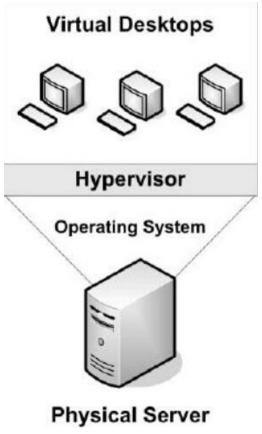




- Desktop virtualization:
 - Allows virtual desktops to be centrally managed on a server and run by the end user on a thin client machine.

Advantages:

- 1. Access to typical desktop features.
- 2. Disaster recovery at the desktop is simplified.

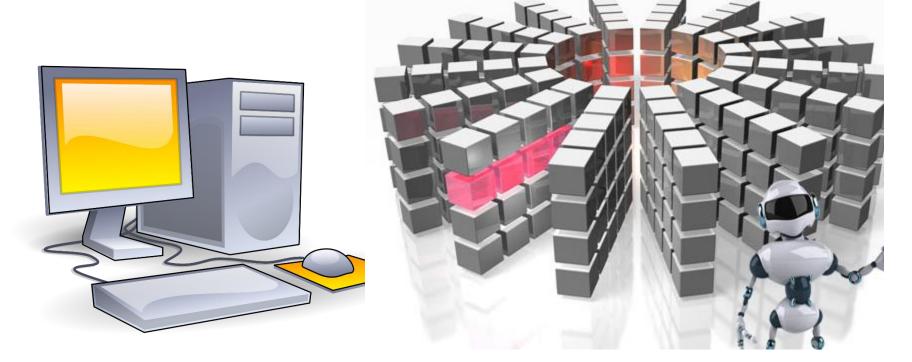




- Virtualization gained interest:
 - Increased performance and computing capacity
 - Underutilized hardware and software resources
 - Lack of space
 - Greening initiatives
 - Rise of administrative costs

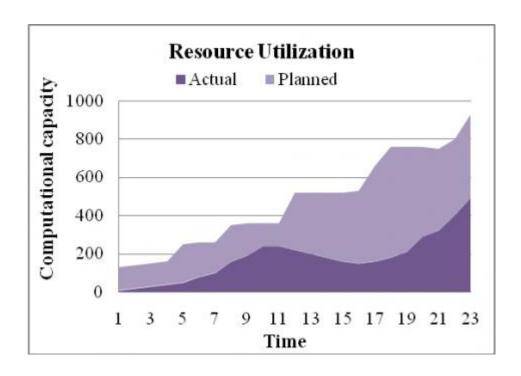
- Increased performance and computing capacity
 - Average end-user desktop PCs are powerful enough with extra capacity.

 High-end supercomputers having immense computing power.





- Underutilized hardware and software resources
 - Limited use of increased performance & computing capacity.



- Lack of space
 - · Continuous need for additional capacity.



- Greening initiatives
 - Reduce carbon footprints.
 - Reducing the number of servers, reduce power consumption.



<u>Introduction</u>

- Rise of administrative costs
 - Power and cooling costs are higher than the cost of IT equipments.
 - More servers, more administrative costs.





Virtual machine-based programming languages:







2. VIRTUAL MACHINE

Architecture of Virtual Machines

- VM can support individual <u>processes</u> or a <u>complete</u> <u>system</u>
- Virtualization can be from <u>OS</u> to <u>programming</u>
 <u>languages</u> to <u>processor architecture</u>.
- VMs enhance
 - Software interoperability (to work together)
 - System impregnability (having strength)
 - Platform versatility

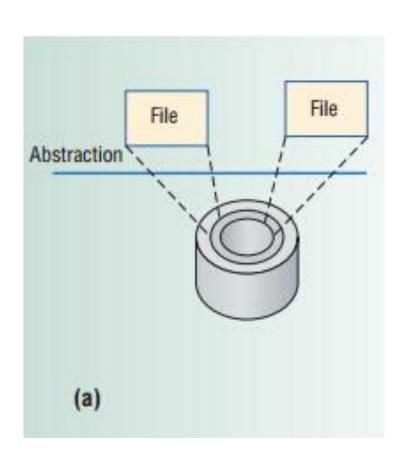


Abstraction and Virtualization

- Computer system is complex, and yet it continue to evolve.
- Computer is <u>designed as hierarchies</u> of <u>well-defined</u> <u>interfaces</u> that separate <u>level of abstraction</u>
- Simplifying abstractions <u>hide lower-level</u> <u>implementation</u> details



- Ex. Disk storage
- Hides <u>hard-disk</u>
 <u>addressing details</u> (sectors and tracks)
- It appears to application software as a <u>variable</u> <u>sized files</u>.
- User can create, write and read files <u>without knowing</u> <u>the underneath details</u>.



Abstraction provides a simplified interface to underlying resources.



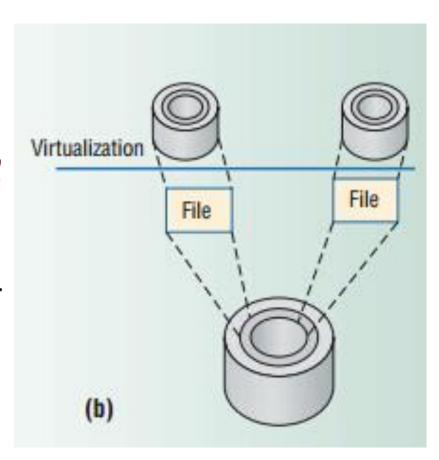
Pros and cons of Abstraction

- Well-defined interfaces <u>permit development of</u> <u>interacting computer subsystems</u> not only in <u>different</u> organization but also at <u>different time</u>.
- Limitation of well-defined interfaces, designed <u>specification to one interface</u> will not work for other.



Virtualization

- Virtualization of system or components like – processor,memory or an I/O device – at a given abstraction level.
- It <u>transforms</u> a entire system or components of the system
- Ex. disk storage





Virtual Machine

- Virtualization can be applied to entire machine.
- VM can be implemented by <u>adding a software layer</u> to a real machine to <u>support desired architecture</u>.
- VM implementation lie at <u>architected interfaces</u>



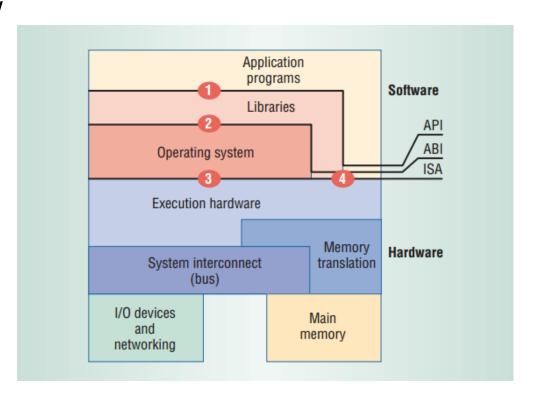
Architected Interfaces

- Architecture, as applied to computer systems, refer to a formal specification to an <u>interface in the</u>
 <u>system</u>, including the logical behavior of the
 resources managed via the interface.
- Implementation describes the actual embodiment of an architecture.
- Abstraction levels correspond to implementation layers, <u>having its own interface or architecture</u>.



Computer System Architecture

- Interfaces at or near the H/w S/w boundary :-
 - ISA Instruction Set Architecture.
 - API Application
 Program Interface
 - ABI Application Binary
 Interface





Machine

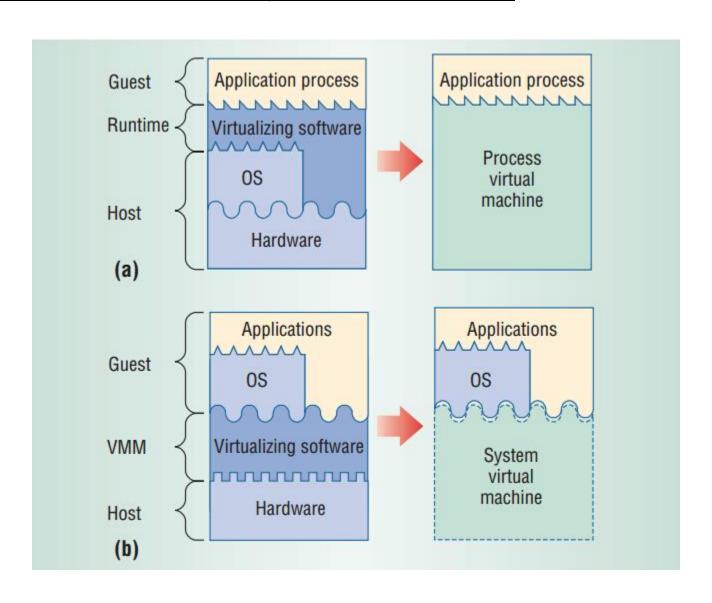
- From process perspective:
- Logical memory address space assigned to the process along with user-level instructions and registers.
- I/O is visible only through the operating system.
- From OS perspective:
- The entire system runs on an underlying machine.
- Supports numerous processes simultaneously.



- A process VM is a virtual platform that executes an individual process.
- A system VM provides a complete, persistent system environment that supports an operating system along with its many user processes.



- Guest: The process or system that runs on a VM.
- Host: The underlying platform that supports the VM.
- Runtime: The virtualizing software that implements a process VM.
- VMM: The virtualizing software in a system VM.



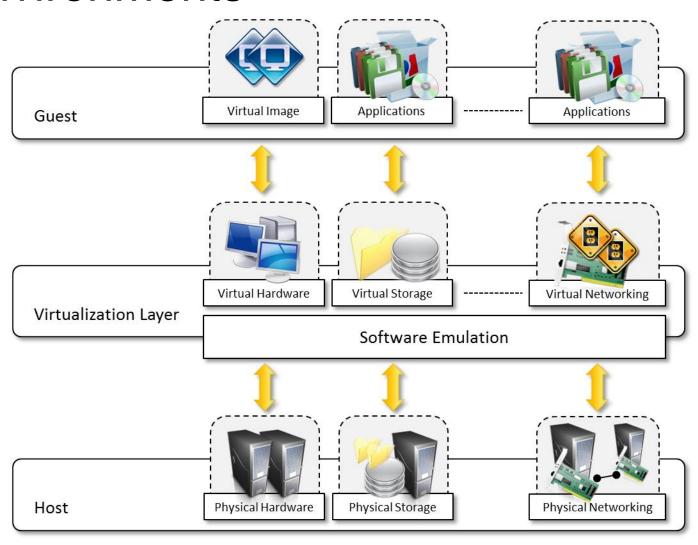
3. CHARACTERISTICS OF VIRTUALIZED ENVIRONMENTS

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Virtualized Environments

- Three major components of Virtualized Environments
 - Guest system component that interacts with Virtualization Layer.
 - Host original environment where guest runs.
 - Virtualization Layer recreate the same or different environment where guest will run.

Characteristics of virtualized environments



Characteristics of virtualized environments

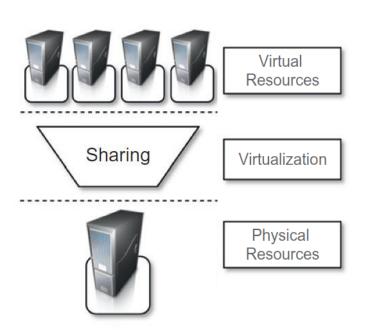
- In the case of hardware virtualization, the guest is represented by a system image comprising an operating system and installed applications.
- These are installed on top of virtual hardware that is controlled and managed by the virtualization layer, also called the *virtual machine manager*.
- The guest— applications and users—interacts with a virtual network, such as a virtual private network (VPN), which is managed by specific software (VPN client) using the physical network available on the node.
- The virtual environment is created by means of a software program.

Advantages of Virtualization Increased security

- Ability to control the execution of a guest
- Guest is executed in emulated environment.
- Virtual Machine Manager control and filter the activity of the guest.
- Hidding of resources.
- Having no effect on other users/guest environment.



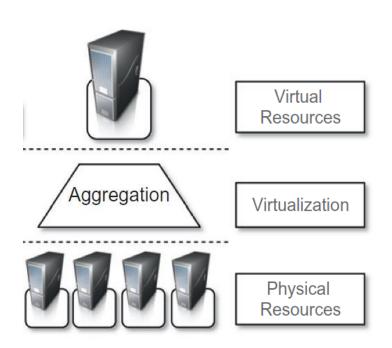
Advantages of Virtualization Managed execution types - Sharing



- Creating separate computing environment within the same host.
- Underline host is fully utilized.

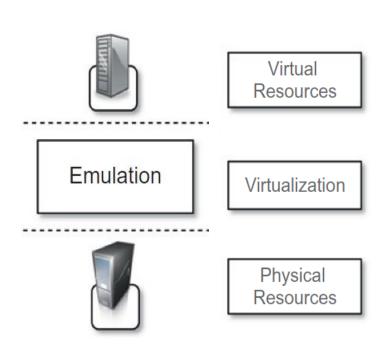


Advantages of Virtualization Managed execution types- Aggregation



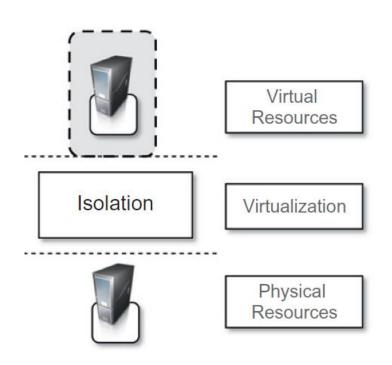
 A group of separate hosts can be tied together and represented as single virtual host.

Advantages of Virtualization Managed execution types - Emulation



 Controlling & Tuning the environment exposed to guest.

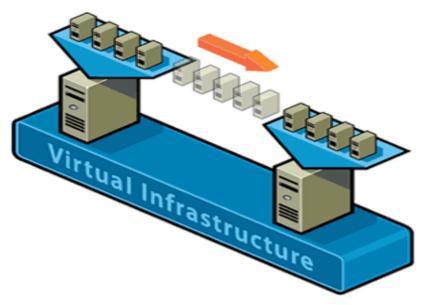
Advantages of Virtualization Managed execution types - Isolation



 Complete separate environment for guests.

Advantages of Virtualization Managed execution

- Performance Tuning
 - control the performance of guest.
- Virtual Machine Migration
 - move virtual image into another machine.



Advantages of Virtualization Portability

Portability –

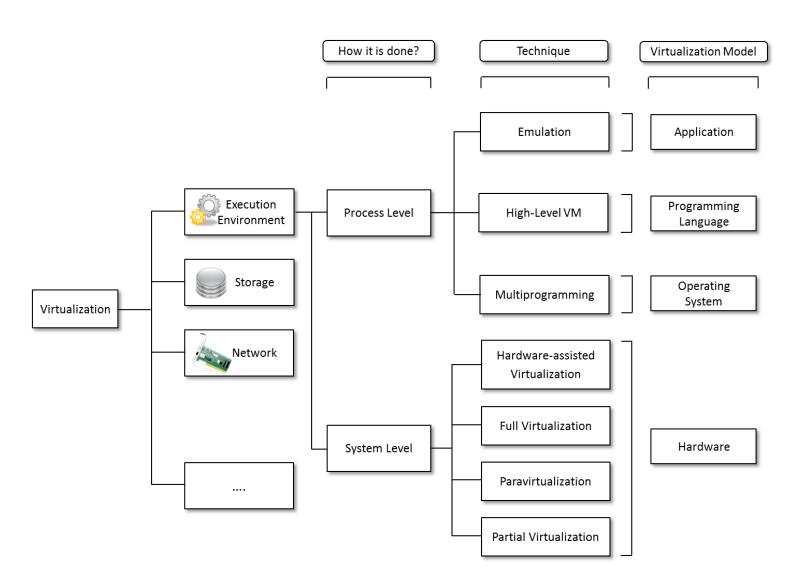
 Safely moved and executed on top of different virtual machine.

Availability of system is with you.



4. TAXONOMY OF VIRTUALIZATION TECHNIQUES

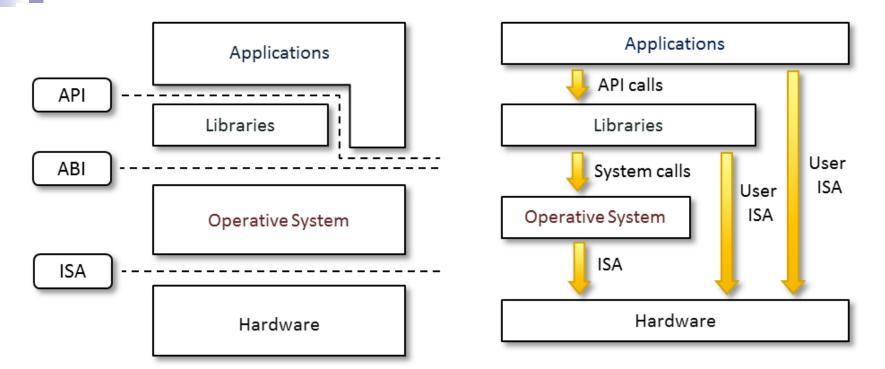
Taxonomy of virtualization techniques





Execution virtualization Machine reference model

- It defines the <u>interfaces between the levels</u> of abstractions, which <u>hide implementation details</u>.
- Virtualization techniques actually <u>replace one of the</u>
 <u>layers</u> and intercept the calls that are directed towards it.



- Hardware is expressed in terms of the <u>Instruction Set Architecture</u> (ISA).
 - ISA for processor, registers, memory and the interrupt management.
- Application Binary Interface (ABI) separates the OS layer from the application and libraries which are managed by the OS.
 - System Calls defined
 - Allows portabilities of applications and libraries across OS

.

Machine Reference Model

- API it interfaces applications to libraries and/or the underlying OS.
- Layered approach simplifies the development and implementation of computing system.
- ISA has been divided into two security classes:
 - Privileged Instructions
 - Nonprivileged Instructions

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ISA: Security Classes

Nonprivileged instructions

 That can be used without interfering with other tasks because they <u>do not access shared resources</u>. Ex. Arithmetic, floating & fixed point.

Privileged instructions

- That are executed under <u>specific restrictions</u> and are mostly used for <u>sensitive operations</u>, which expose (<u>behavior-sensitive</u>) or modify (<u>control-sensitive</u>) the privileged state.
 - Behavior-sensitive operate on the I/O
 - Control-sensitive alter the state of the CPU register.

Privileged Hierarchy: Security Ring

• <u>Ring-0</u> is in most privileged level, used by the kernel.

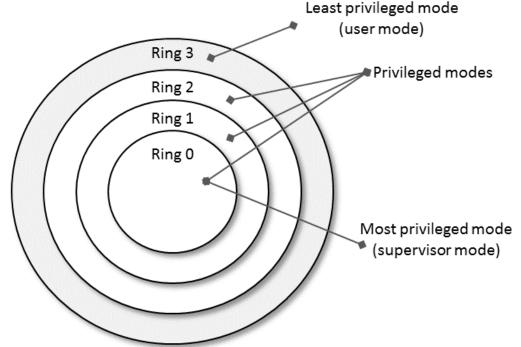
• Ring-1 & 2 used by the OS-level services

•and, <u>R3</u> in the least privileged level, used by the user.

•Recent system support two levels :-

-Ring 0 - <u>supervisor mode</u>

-Ring 3 – <u>user mode</u>





Execution Modes

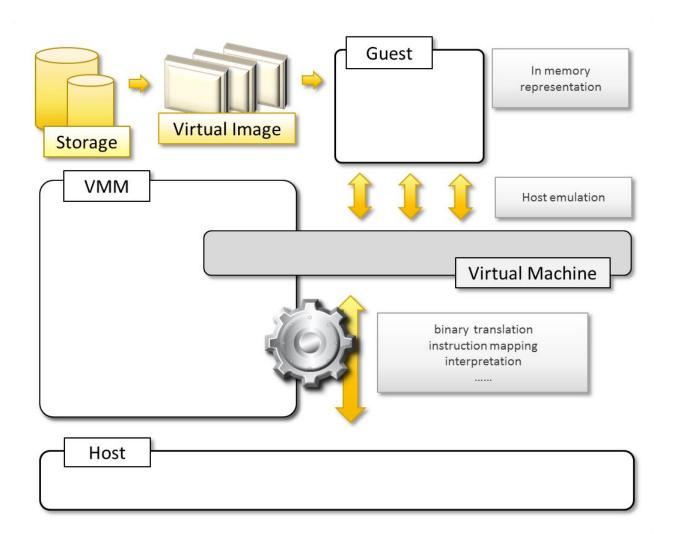
- Two execution modes: *supervisor mode* and *user mode*.
- Supervisor mode: all the instructions (privileged and nonprivileged) can be executed without any restriction.
- User mode, there are restrictions to control the machinelevel resources.



Hardware-level virtualization

- It is a virtualization technique that provides an <u>abstract</u> <u>execution environmen</u>t in terms of <u>computer</u> <u>hardware</u> on top of which a <u>guest OS can be run</u>.
- It is also called as system virtualization.

Hardware-level virtualization

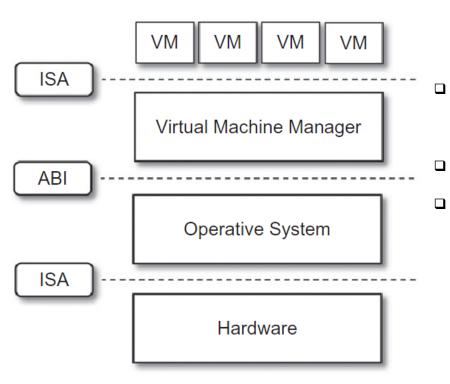


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Hypervisor

- Hypervisor runs above the supervisor mode.
- It runs in supervisor mode.
- It recreates a h/w environment.
- It is a piece of s/w that enables us to run one or more VMs on a physical server(host).
- Two major types of hypervisor
 - Type -I
 - Type-II

<u>Hypervisor – Type I</u>

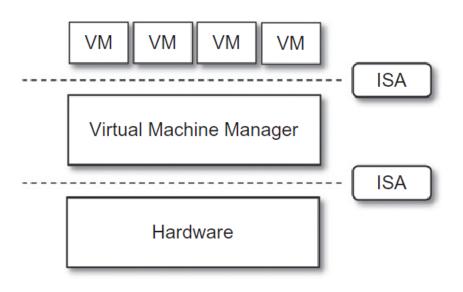


- It runs directly on top of the hardware.
- Takes place of OS.
- Directly interact with the ISA exposed by the underlying hardware.

Also known as <u>native virtual</u> machine.

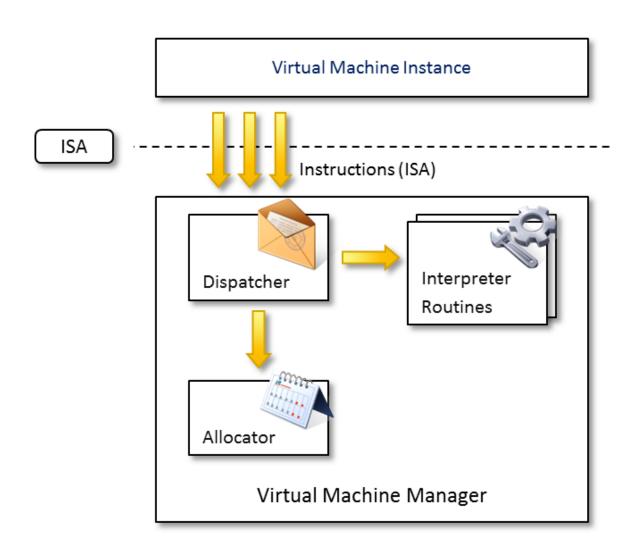
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<u>Hypervisor – Type II</u>



- It require the support of an operating system to provide virtualization services.
- Programs managed by the OS.
- Emulate the ISA of virtual h/w.
- Also called hosted virtual machine.

Virtual Machine Manager (VMM)



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Criteria of VMM

- Equivalence same behaviour as when it is <u>executed</u> <u>directly</u> on the physical host.
- Resource control it should be in <u>complete control of</u> <u>virtualized resources</u>.
- <u>Efficiency</u> a statistically dominant fraction of the machine instructions should be <u>executed without</u> <u>intervention</u> from the VMM



Theorems

Popek and Goldberg provided a <u>classification of the</u> <u>instruction set</u> and proposed three theorems that define the properties that <u>hardware instructions need to satisfy</u> in order to efficiently support virtualization.

THEOREM 3.1

For any conventional third-generation computer, a VMM may be constructed if the set of sensitive instructions for that computer is a subset of the set of privileged instructions.

Classification of IS

-Privileged Instructions

Trap if the processor is in user mode

- -Control sensitive Instructions
- Behavior sensitive Instructions



Theorems

THEOREM 3.2

A conventional third-generation computer is recursively virtualizable if:

- It is virtualizable and
- A VMM without any timing dependencies can be constructed for it.



Hardware virtualization Techniques

- CPU installed on the host is only one set, but each VM that runs on the host requires their own CPU.
- It means CPU needs to virtualized, done by hypervisor.

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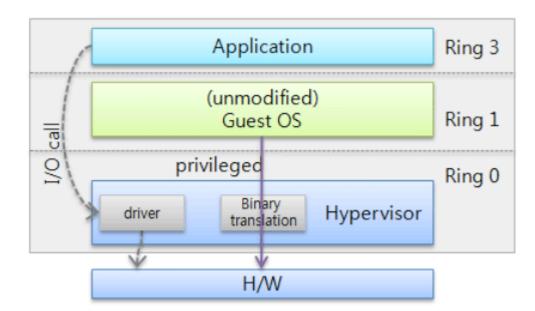
Hardware virtualization Techniques

Full virtualization

- Ability to run program (OS) directly on <u>top of a virtual</u> <u>machine</u> and without any modification.
- VMM <u>require complete emulation</u> of the entire underneath h/w
- Advantages
 - Complete isolation
 - Enhanced security
 - Ease of emulation of different architectures and coexistence
- Key challenge is interception of privileged instructions

Full Virtualization

- Hypervisor has Ring 0 authority
- and , guest OS has Ring 1 authority
- ISA of <u>guest OS</u> are converted into ISA of host using <u>binary</u> <u>translation process</u>.
- Privileged instructions are traped.





Hardware virtualization Techniques

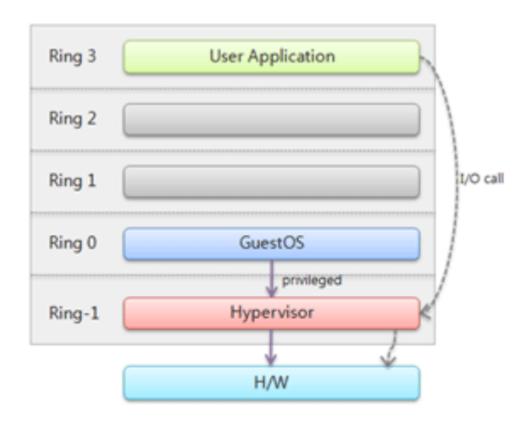
Hardware-assisted virtualization

- In this hardware provides architectural support for building a VMM able to run a guest OS in complete isolation.
- Intel VT and AMD V extensions.
- Early products were using <u>binary translation to trap</u>
 <u>some sensitive instructions</u> and provide an emulated version



Hardware-assisted virtualization

- Additional Ring -1
- No binary translation of privileged instructions
- Commands are executed directly to h/w via the hypervisor





Hardware-assisted virtualization

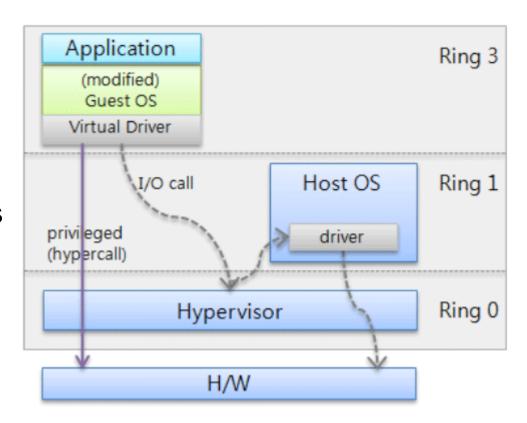
Paravirtualization

- Not-transparent virtualization
- Thin VMM
- Expose software interface to the virtual machine that is slightly modified from the host.
- Guest OS need to be modified.
- Simply transfer the execution of instructions which were hard to virtualized, directly to the host.



Paravirtualization

- Privileged instructions of guest <u>OS is delivered to</u> <u>the hypervisor</u> by using hypercalls
- Hypercalls handles these instructions and accesses the h/w and return the result.
- Guest has authority to <u>directly control</u> of resources.





Paravirtualization

Partial virtualization

- Partial emulation of the underlying hardware
- Not allow complete isolation to guest OS.
- Address space virtualization is a common feature of comtemporary operating systems.
- Address space virtualization used in time-sharing system.

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Operating system-level virtualization

- It offers the opportunity to create different and <u>separated</u> <u>execution environments</u> for applications that are managed concurrently.
- No VMM or hypervisor
- Virtualization is in single OS
- OS kernel allows for multiple isolated user space instances
- Good for server consolidation.
- Ex. chroot , Jails, OpenVZ etc.

Programming language-level virtualization

- It is mostly used to achieve <u>ease of deployment</u> of application, <u>managed execution</u> and <u>portability across</u> different platform and OS.
- It consists of a virtual machine <u>executing the byte code of</u>
 <u>a program</u>, which is the result of the <u>compilation process</u>.
- Produce a binary format representing the machine code for an abstract architecture.
- Example
 - Java platform Java virtual machine (JVM)
 - NET provides Common Language Infrastructure (CLI)
- They are stack-based virtual machines

Advantage of programming/processlevel VM

- Provide <u>uniform execution environment</u> across different platforms.
- This <u>simplifies</u> the development and deployment efforts.
- Allow more <u>control over the execution</u> of programs.
- Security; by filtering the I/O operations
- Easy support for sandboxing

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Application-level virtualization

- It is a technique allowing applications to run in <u>runtime</u> <u>environments</u> that do not <u>natively support</u> all the features required by such applications.
- In this, applications are not installed in the <u>expected</u> runtime environment.
- This technique is most concerned with :-
 - Partial file system
 - Libraries
 - Operating System component emulation

Strategies for Implementation Application-Level Virtualization

- Two techniques:
 - Interpretation -
 - In this every source instruction is <u>interpreted</u> by an emulator for executing <u>native ISA instructions</u>,
 - Minimal start up cost but <u>huge overhead</u>.
 - Binary translation
 - In this every source instruction is <u>converted to native</u> instructions with equivalent functions.
 - Block of instructions <u>translated</u>, <u>cached</u> and <u>reused</u>.
 - Large <u>overhead cost</u>, but over time it is subject to better performance.

Different from H/w Virtualization

- In h/w virtualization, it allows the execution of a program <u>compiled against a different h/w</u>.
- In Application level emulation, complete <u>h/w</u> environment.
- Ex:-
 - Wine
 - CrossOver
 - and , many more

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Storage virtualization

- It allows decoupling the physical organization of the h/w from its logical representation.
- Using Network based virtualization known as <u>storage</u> <u>area network</u> (SAN).
- SAN <u>Self Study</u>

Network virtualization

- It combines h/w appliances and specific software for the creation and management of a virtual n/w.
- It can aggregate <u>different physical networks</u> into a single logical network.
- VLAN <u>Self Study</u>



Desktop virtualization

- Abstracts the desktop environment available on a <u>personal computer</u> in order to provide access to it using a <u>client/server approach</u>.
- Makes accessible a different system remotely stored on a different host and accessed through a network connection.
- Addresses the problem of making the same desktop environment <u>accessible from everywhere</u>.



Application server virtualization

- Abstracts a collection of application servers that provide the same services as a single virtual application server by using load-balancing strategies.
- Provides high-availability infrastructure for the services hosted in the application server.

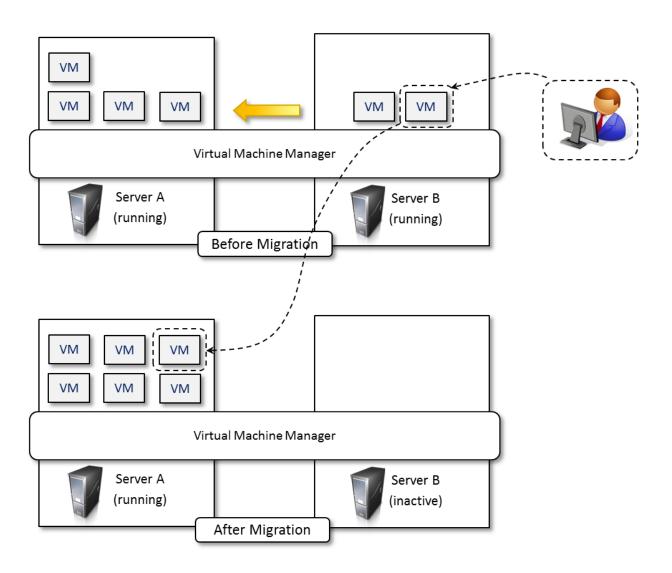
5. VIRTUALIZATION AND CLOUD COMPUTING

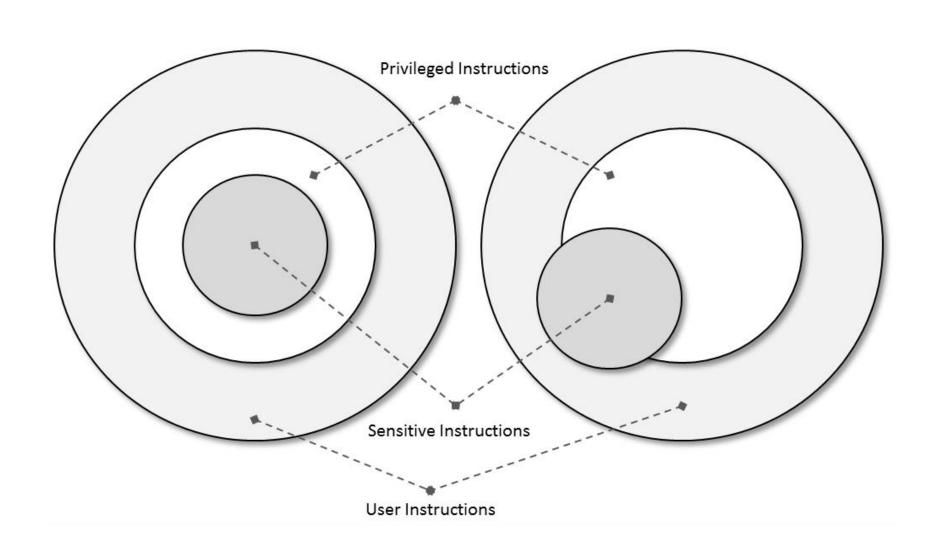
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Virtualization and cloud computing

- Plays an important role in cloud computing.
- Primarily used to offer configurable computing environments and storage.
- H/w virtualization enabling solution in IaaS
- Programming language virtualization in PaaS.
- Virtualization provides:
 - Consolidating
 - Isolation
 - Controlled environments

Virtual Machine Migration





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Virtualization and cloud computing

- Partition virtual storage services into slices
 - dynamic
 - offer as a service
- Secure and protect the hosting infrastructure
- Recreate the entire computing stack

Pros & Cons of Virtualization

Advantages of virtualization

- Managed execution and isolation
- Portability and self-containment
- More efficient use of resources

Pros & Cons of Virtualization

Disadvantages of virtualization

- Performance degradation -
 - As it interposes and abstraction layer between guest & host.
- Inefficiency and degraded user experience -
 - Some of specific features of the host is unexposed.
- Security holes and new threats
 - <u>Case 1</u> emulating a host in a completely transparent manner.
 - <u>Case 2</u> H/w virtualization, malicious programs can preload themselves before the OS and act as a thin VMM.

5. TECHNOLOGY EXAMPLES

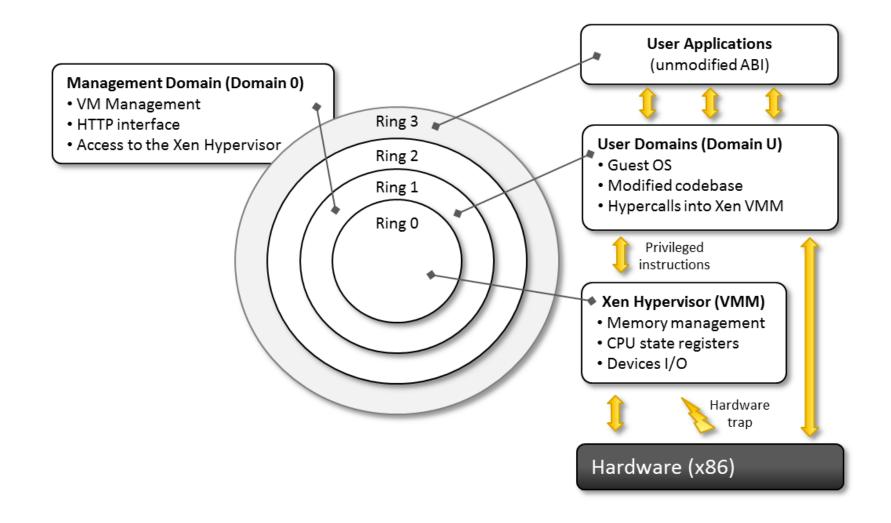
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Xen: paravirtualization

- Open-source initiative based on paravirtualization.
- Advanced to support full virtualization.
- Commercial solution.
- Desktop/server virtualization.
- Xen Cloud Platform (XCP).

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Xen: paravirtualization

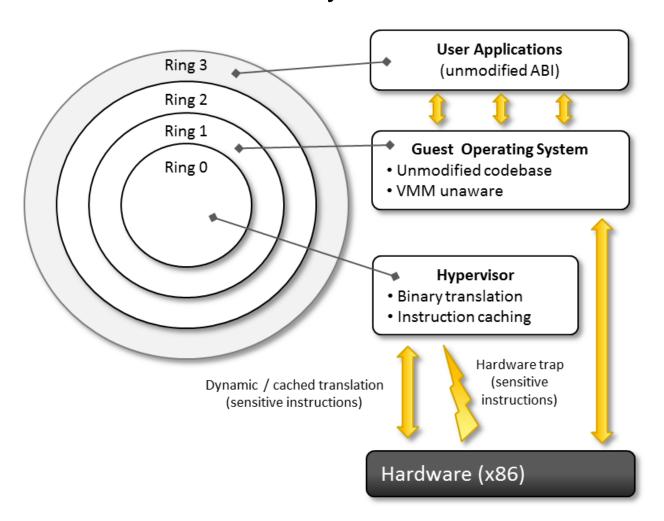


- Based on the concept of full virtualization.
- Server environment Type I hypervisors.
- Desktop environment Type II hypervisors.
- Additional tools and software available.

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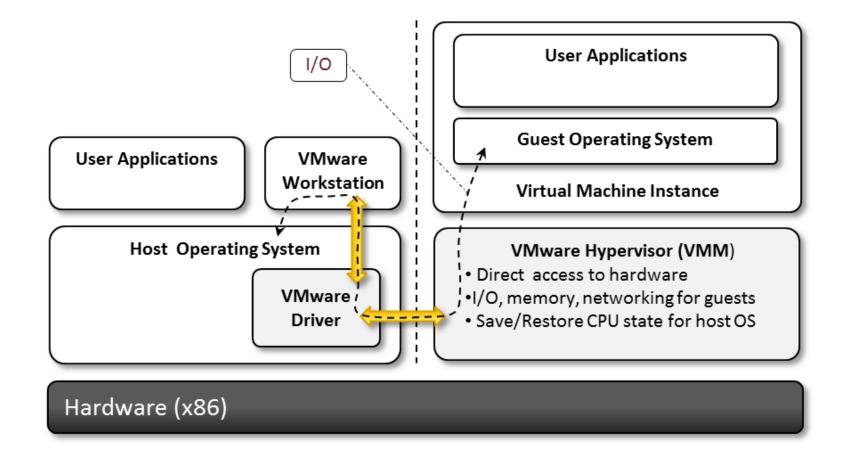
VMware: full virtualization

Full virtualization and binary translation

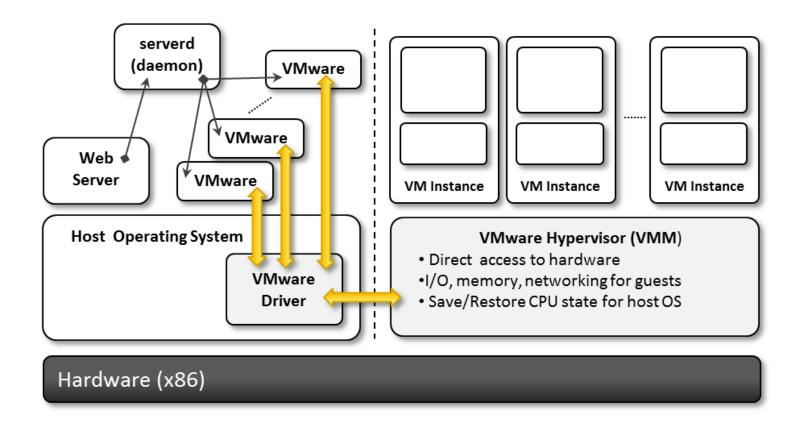


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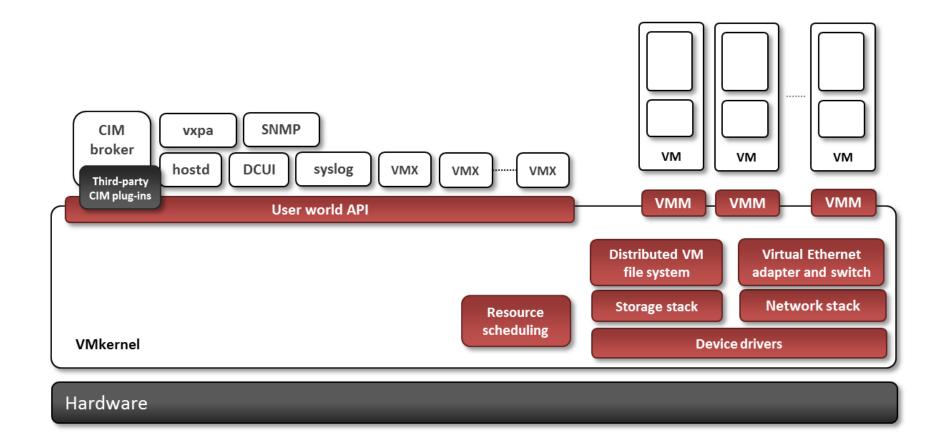
- Virtualization solutions
- End-user (desktop) virtualization



- Virtualization solutions
- Server virtualization

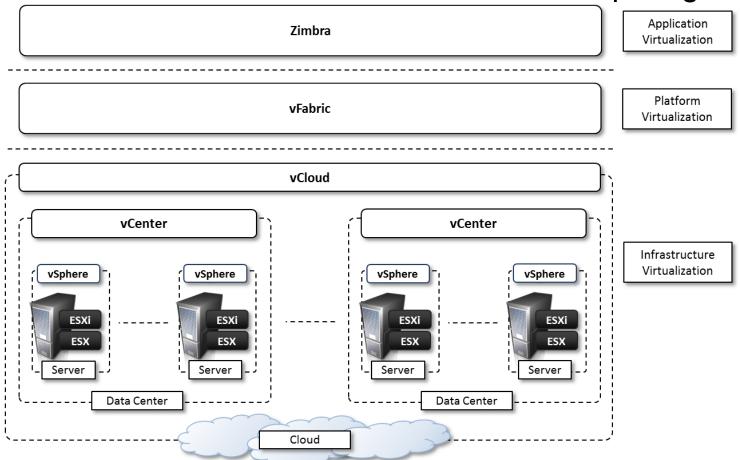


- Virtualization solutions
- Server virtualization





- Virtualization solutions
- Infrastructure virtualization and cloud computing solutions

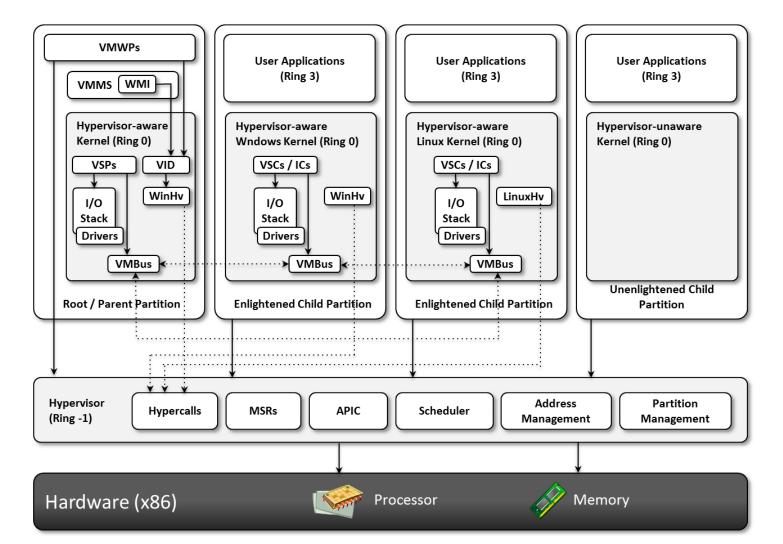




Observations

- Starts with a solution for fully virtualized x86 hardware.
- Now provides a complete offering for virtualizing hardware, infrastructure, applications, and services, thus covering every segment of the cloud computing market.

Architecture



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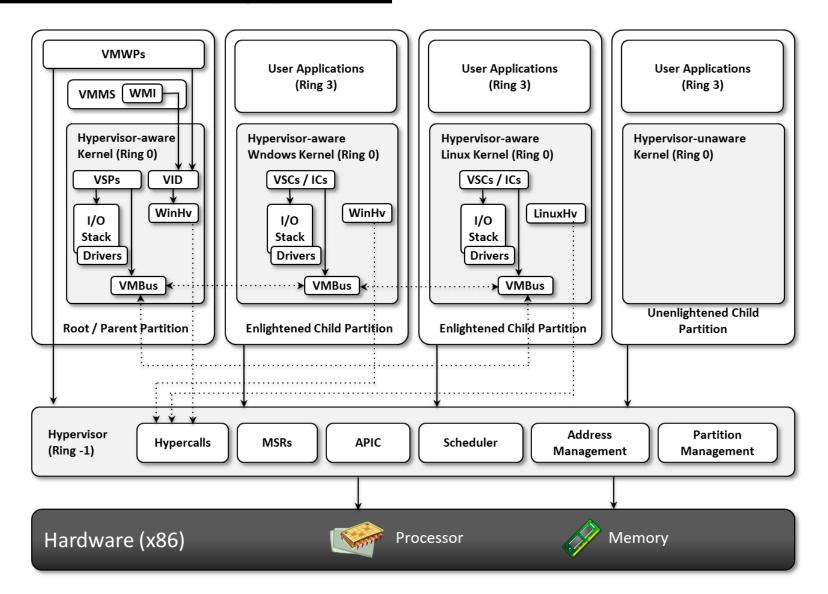
Microsoft Hyper-V

Hypervisor

- Hypercalls interface
- Memory service routines(MSRs)
- Advanced programmable interrupt controller(APIC)
- Scheduler
- Address manager
- Partition manager



- Enlightened I/O and synthetic devices
- Provides an optimized way to perform I/O operations.
- Allows guest operating systems to leverage an interpartition communication channel.





Parent partition

- Executes the host operating system.
- Implements the virtualization stack that complements the activity of the hypervisor.
- Manages the creation, execution, and destruction of child partitions.

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Microsoft Hyper-V

- Child partition
- Executes guest operating systems.

Types:

- Enlightened
- Unenlightene

Cloud computing and infrastructure management

- Hyper-V constitutes the basic building block of Microsoft virtualization infrastructure.
- Windows Server 2008 (Windows Server Core) a reduced set of features and a smaller footprint of OS.
- System Center Virtual Machine Manager (SCVMM) 2008:
- Management portal for the creation and management of virtual instances
- Virtual to Virtual (V2V) and Physical to Virtual (P2V) conversions
- Delegated administration
- Library functionality and deep PowerShell integration
- Intelligent placement of virtual machines in the managed environment
- Host capacity management



Observations

- Hyper-V is a hybrid solution both paravirtualization techniques and full hardware virtualization.
- The basic architecture of the hypervisor is based on paravirtualized architecture.
- Xen hypervisor installed on bare hardware and filters all the access to the underlying hardware.
- Hyper-V installed as a role in the existing operating system.



Observations

- Advantages of Hyper-V:
- Flexible virtualization platform supporting a wide range of guest operating systems.
- Disadvantages of Hyper-V:
- Compatibility issue.
- Processor support.
- Installed on an existing OS.