Virtual Machines

COMP9242
2007/S2 Week 5
UNSW

Overview

- Introduction: What are virtual machines
- Why virtualisation?
- Virtualisation approaches
- Hardware support for virtualisation
- Why virtualisation in embedded systems?
- Hypervisors vs microkernels

Virtual Machines

A virtual machine (VM) is an efficient, isolated duplicate *of a real machine [PG74]*

Duplicate: VM should behave identically to the real machine

- Programs cannot distinguish between execution on real or virtual hardware
- Except for:
  - less resources available (and potentially different between executions)
  - Some timing differences (when dealing with devices)

Isolated: Several VMs execute without interfering with each other

Efficient: VM should execute at a speed close to that of hardware

- Requires that most instructions are executed directly by real hardware

Virtual Machines, Simulators and Emulators

Simulator

- ➔ Provides a *functionally accurate* software model of a machine
- √ May run on any hardware
- ☒ Is typically slow (order of 1000 slowdown)

Emulator

- ➔ Provides a *behavioural* model of hardware (and possibly S/W)
- ☒ Not fully accurate
- √ Reasonably fast (order of 10 slowdown)

Virtual machine

- ➔ Models a machine exactly and efficiently
- √ Minimal showdown
- ☒ Needs to be run on the physical machine it virtualises (more or less)

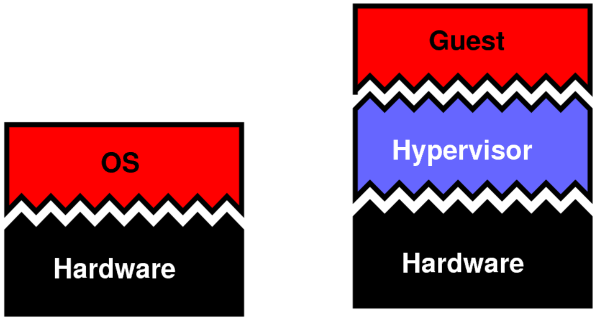
Boundaries are becoming soft, eg some simulators approaching VM performance

Types of Virtual Machines

- Contemporary use of the term VM is more general
- Call virtual machines even if there is no correspondence to an existing real machine
  - ➔ E.g *Java virtual machine*
  - ➔ Can be viewed as virtualising at the ABI level
  - ➔ Also called *process VM* [SN05]
- We only concern ourselves with virtualising at the ISA level
  - ➔ ISA = *instruction-set architecture* (hardware-software interface)
  - ➔ Also called *system VM*
  - ➔ Will later see subclasses of this

Virtual Machine Monitor (VMM), aka Hypervisor

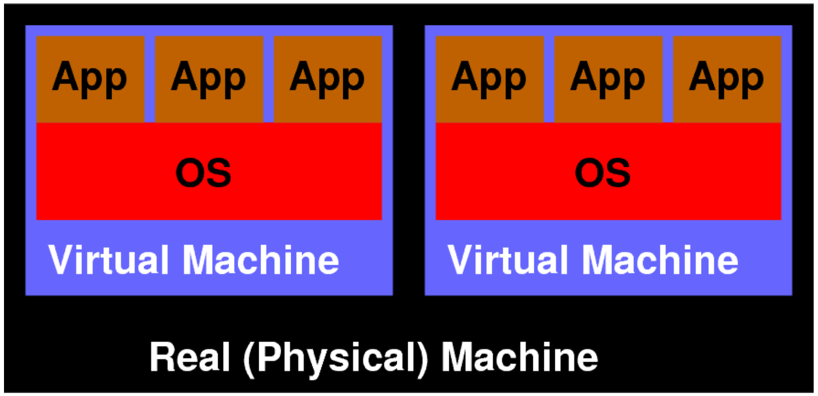
- Program that runs on real hardware to implement the virtual machine
- Controls resources
  - ➔ Partitions hardware
  - ➔ Schedules guests
  - ➔ Mediates access to shared resources (devices, console)
  - ➔ Performs *world switch*



- Implications:
  - ➔ Hypervisor executes in *privileged* mode
  - ➔ Guest software executes in *unprivileged* mode
  - ➔ *Privileged instructions* in guest cause a trap into hypervisor
  - ➔ Hypervisor interprets/emulates them
  - ➔ Can have extra instructions for *hypercalls*
    - invocation of hypervisor APIs that are not machine instructions

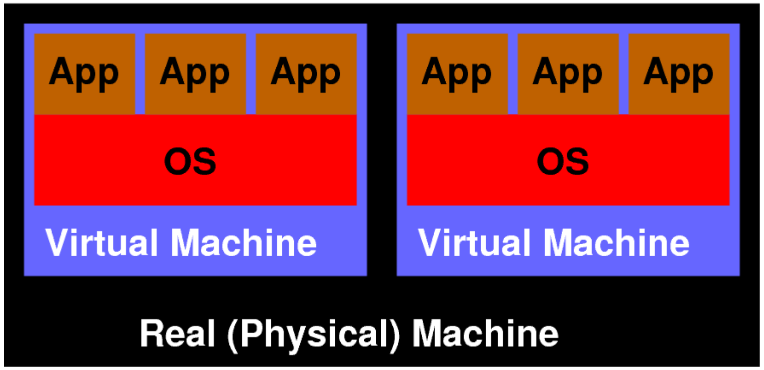
Why Virtual Machines?

- Historically used for easier sharing of expensive mainframes
  - ➔ Run several (even different) OSes on same machine
  - ➔ Each on a subset of physical resources
  - ➔ Can run *single-user single-tasked OS* in time-sharing system
  - ➔ "World switch" between VM
- Gone out of fashion in 80's
  - ➔ Hardware became too cheap to worry...



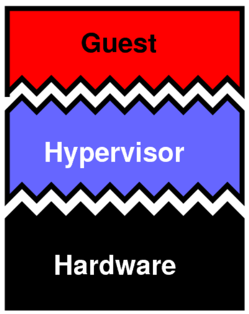
Why Virtual Machines?

- Renaissance in recent years for improved isolation [RG05]
- Server/desktop virtual machines
  - ➔ Improved QoS and security
  - ➔ Uniform view of hardware
  - ➔ Complete encapsulation (replication, migration, checkpointing, debugging)
  - ➔ Different concurrent OSes
    - eg Linux and Windows
  - ➔ Total mediation
- Isn't that the job of the OS?
- Do mainstream OSes suck beyond redemption?

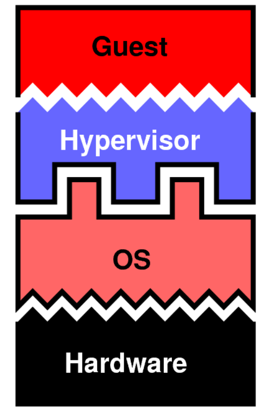


Native vs. Hosted VMM

Native/Classic/Bare-metal/Type-1



Hosted/Type-2



- Hosted VMM can run besides native apps
  - ➔ Sandbox untrusted apps
  - ➔ Run second OS
  - ➔ Less efficient:
    - Guest privileged instruction traps into OS, forwarded to hypervisor
    - Return to guest requires a native OS system call

VMM Types

Classic: as above

Hosted: e.g. VMware GSX Server

Whole-system: Virtual hardware and operating system

- ➔ Really an emulation
- ➔ E.g. Virtual PC (for Macintosh)

Physically partitioned: allocate actual processors to each VM

Logically partitioned: time-share processors between VMs

Co-designed: hardware specifically designed for VMM

- ➔ E.g. Transmeta Crusoe, IBM i-Series

Pseudo: no enforcement of partitioning

- ➔ Guests at same privilege level as hypervisor
- ➔ Really abuse of term "virtualisation"

Requirements for Virtualisation

Definitions:

Privileged instruction: executes in privileged mode, traps in user mode

- ➔ Note: trap is required, NO-OP is insufficient!

Privileged state: determines resource allocation

- ➔ Includes privilege mode, addressing context, exception vectors, …

Sensitive instruction: control-sensitive or behaviour-sensitive

control sensitive: *changes* privileged state

behaviour sensitive: *exposes* privileged state

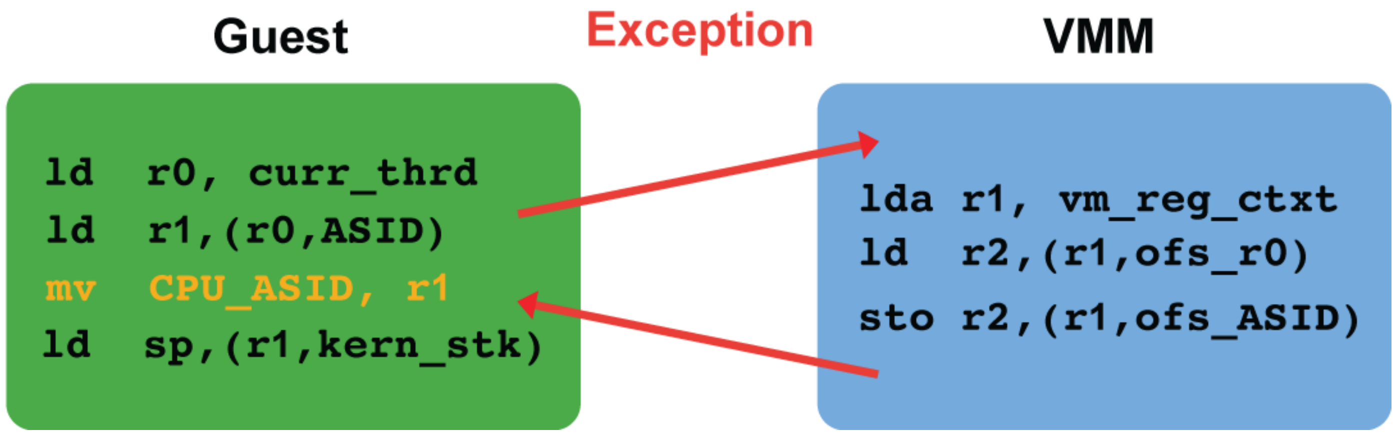
- ➔ Includes instructions which are NO-OPs in user but not privileged mode

Innocuous instruction: not sensitive

Requirements for Virtualisation

An architecture is *virtualizable* if all sensitive instructions are privileged (suitable for pure virtualisation)

- Can then achieve accurate, efficient guest execution
  - ➔ Guest's sensitive instruction trap and are emulated by VMM
  - ➔ Guest's innocuous instruction are executed directly
  - ➔ VMM controls resources



Requirements for Virtualisation

- Characteristic of pure virtualization is
  - Execution is indistinguishable from native, except:
  - Resources are more limited
    - effectively running on *smaller* machine
  - Timing is different
    - noticeable only if there is an observable real time source
      - real-time clock
      - devices commuincating with external world (network)
    - in practice hard to completely virtualize time
- *Recursively virtualizable* machine:
  - If VMM can be built without any timing dependence

Virtualisation Overheads

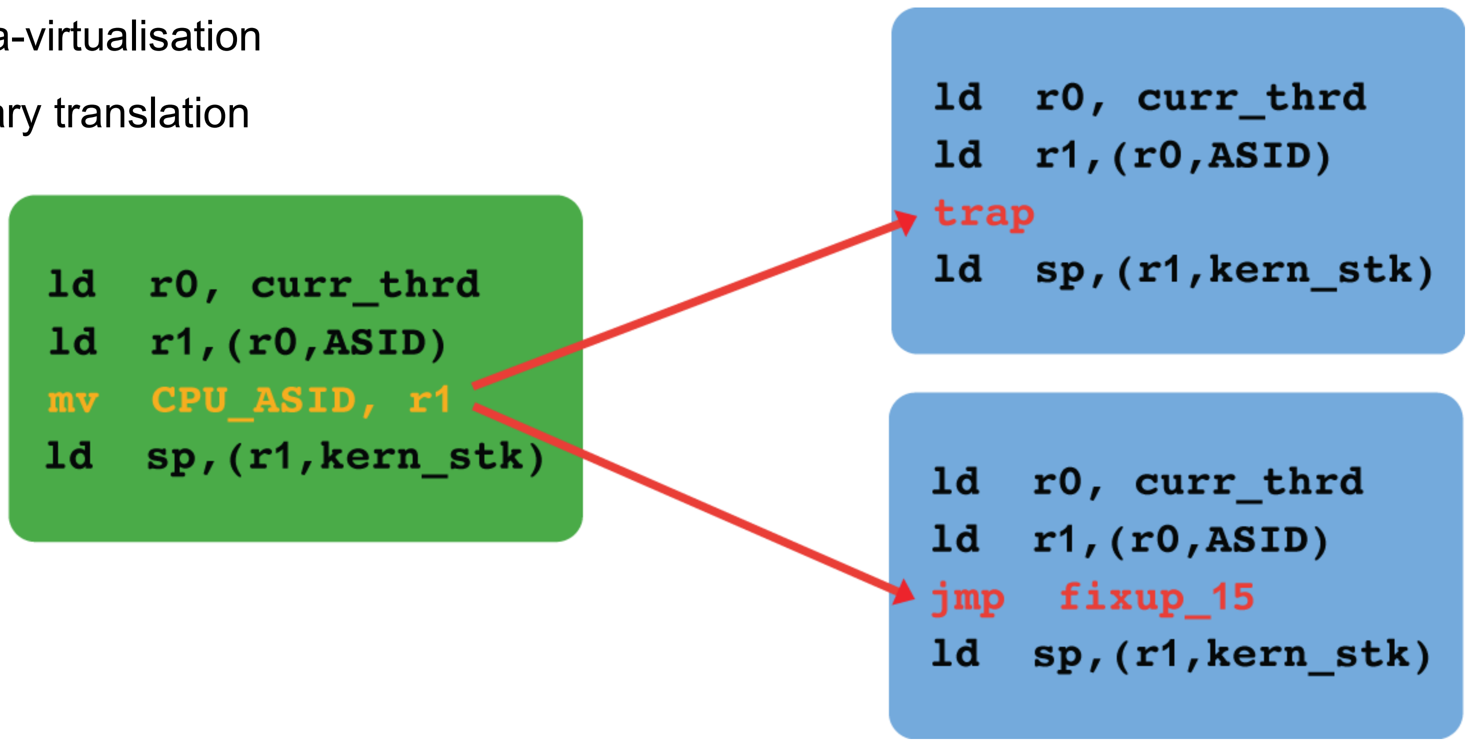
- VMM needs to maintain virtualised privileged machine state
  - ➔ Processor status
  - ➔ Addressing context
- VMM needs to simulate privileged instructions
  - ➔ Synchronise virtual and real privileged state as appropriate
  - ➔ E.g. *shadow page tables* to vitualize hardware
- Frequent virtualisation traps can be expensive
  - ➔ `STI`/`CLI` for mutual exclusion
  - ➔ Frequent page table updates
  - ➔ MIPS `KSEG` address used for physical addressing in kernel

Unvirtualisable Architectures

- X86: lots of unvirtualizable features
  - ➔ E.g. sensitive PUSH of PSW is not privileged
  - ➔ Segment and interrupt descriptor tables in virtual memory
  - ➔ Segment description expose privilege level
- Itanium: mostly virtualizable, but
  - ➔ Interrupt vector table in virtual memory
  - ➔ THASH instruction exposes hardware page tables address
- MIPS: mostly virtualizable, but
  - ➔ Kernel registers k0, k1 (needed to save/restore state) user-accessible
  - ➔ Performance issue with virtualising `KSEG` addresses
- ARM: mostly virtualizable, but
  - ➔ Some instructions undefined in user mode (banked regs, CPSR)
  - ➔ PC is a GPR, exception return is MOVS to PC, doesn't trap
- Most others have problems too

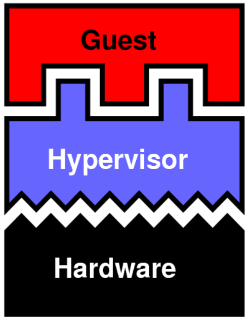
Impure Virtualisation

- Used for two reasons:
  - → Unvirtualisable architectures
  - → Performance problems of virtualisation
- Two standard approaches:
  - ① para-virtualisation
  - ② binary translation



Paravirtualisation

- New name, old technique
  - ➔ Used in Mach Unix server [GDFR90], L^4Linux [HHL+97], Disco [BDGR97]
  - ➔ Name coined by Denali project [WSG02], popularised by Xen [DBF+03]



- Manually port the guest OS to modified ISA
  - ➔ Augment by explicit hypervisor calls (*hypercalls*)
  - √ Idea is to provide more high-level API to reduce the number of traps
  - √ Remove unvirtualisable instructions
  - √ Remove “messy” ISA features which complicate virtualisation
- Drawbacks:
  - ☒ Significant engineering effort
  - ☒ Needs to be repeated for each guest, ISA, hypervisor combination
  - ☒ Paravirtualised guest needs to be kept in sync with native guest
  - ☒ Requires source

Binary Translation

- Locate unvirtualisable instruction in guest binary and replace on-the-fly by emulation code or hypercall
  - ➔ Pioneered by Vmware on x86 [RG05]
  - √ Can also detect combinations of sensitive instructions and replace by single emulation
  - √ Doesn't require source
  - √ May (safely) do some emulation in user space for efficiency
  - ☒ Very tricky to get right (especially on x86!)
  - ☒ Needs to make some assumptions on sane behaviour of guest

Virtualisation Techniques: Memory

- Shadow page tables
  - ➔ Guest accesses shadow PT
  - ➔ VMM detects changes (e.g. making them R/O) and syncs with real PT
  - ➔ Can over-commit memory (similar to virtual-memory paging)
  - ➔ Note: Xen exposes hardware page tables (at least some versions do)
- Memory reclamation: *Ballooning* (VMware ESX Server)
  - ➔ Load cooperating pseudo-device driver into guest
  - ➔ To reclaim, balloon driver requests physical memory from guest
  - ➔ VMM can then reuse that memory
  - ➔ Guest determines which pages to release
- Page sharing
  - ➔ VMM detects pages with identical content
  - ➔ Establishes (copy-on-white) mappings to single page via shadow PT
  - ➔ Significant savings when running many identical guest OSes

Virtualisation Techniques: Devices

- Drivers in VMM
  - ➔ Maybe ported legacy drivers
- Host drivers
  - ➔ For hosted VMMs
- Legacy drivers in separate driver VM
  - ➔ E.g. separate Linux “driver OS” for each device (LUSG04)
  - ➔ Xen privileged “domain 0” gest
- Drivers in guest
  - ➔ Requires virtualizing device registers
  - ➔ Very expensive, no sharing of devices
- Virtualisation-friendly devices with guest drivers
  - ➔ IBM channel architecture (mainframes)
  - ➔ Safe device access by guest if physical memory access is restricted (I/O-MMU)

Pre-Virtualisation

- Combines advantages of pure and para-virtualisation
- Multi-stage process
  - ① During built, pad sensitive instruction with NOPs and keep record
  - ② During profiling run, trap sensitive memory operations (e.g. PT accesses) and record
  - ③ Redo built, also padding sensitive memory operations
  - ④ Link emulation lib (*in-place VMM* or *"wedge"*) to guest
  - ⑤ At load time, replace NOP-padded instructions by emulation code

- Features:
  - √ Significantly reduced engineering effort
  - √ Single binary runs on bare metal as well as *all* hypervisors
  - ☒ Requires source (as does normal para-virtualisation)
  - ☒ Performance may require some para-virtualisation

See http://l4ka.org/projects/virtualization/afterburn/ [LUC+05]

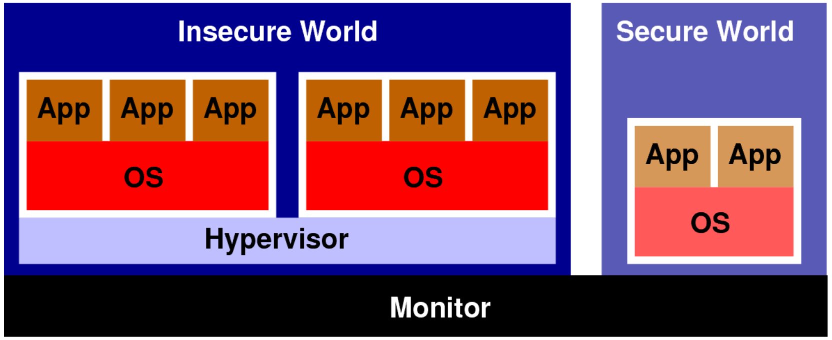
Hardware Virtualisation Support

- Intel VT-x/VT-i: virtualisation support for x86/Itanium [UNR+05]
  - ➔ Introduces new processor mode: *root mode* for hypervisor
  - ➔ If enabled, all sensitive instructions in non-root mode trap to root mode
    - very expensive traps (700+ cycles on Core processors)
  - ➔ VT-i (Itanium) also reduces virtual address-space size for non-root
- Similar AMD (Pacifica), PowerPC, ARM (TrustZone)
- Aim is virtualisation of unmodified legacy OSes

Case study: TrustZone — ARM Virtualisation Extensions

ARM virtualisation extensions introduce:

- New processor mode: *monitor*
  - Banked registers (PC, LR)
  - Guest runs in kernel mode
  - unvirtualisable instructions are no problem
- New privileged instruction: *SMI*
  - Enters monitor mode
- New processor state: *secure*
- Partitioning of resources
  - Memory and devices marked *secure* or *insecure*



- In *secure* mode, processor has access to all resources
- In *insecure* mode, processor has access to *insecure* resources only
- *Monitor* switches world (secure - insecure)
- Optional hypervisor switches insecure (para-virtualised) guests

Other uses of virtualisation

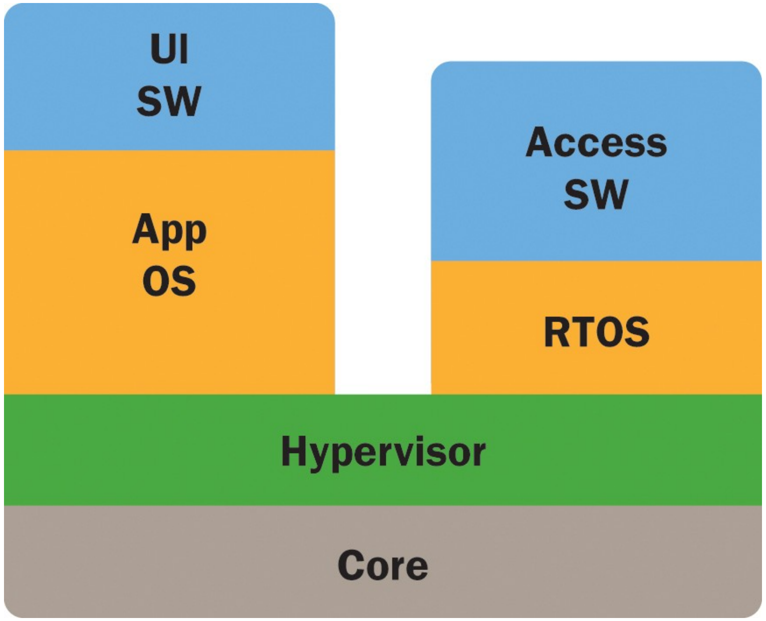
- Checkpoint & restart
  - Can be used for debugging, including executing backwards in time
    - re-run from last checkpoint, collect traces, revert trace...
- Migrate live system images
  - nice for load balancing and power management in clusters
  - take your work home — without hauling a laptop around
- Multiple OSes
  - Linux and Windows on a Mac
  - Legacy OS version (XP image for old apps that don't run on Vista)
- OS development, obviously!
  - develop on same box you're working on
- Ship complete OS image with application
  - avoids some configuration dependencies
  - also for security (run on trusted OS image!)
  - sounds like Java ☺

Why Virtualisation in Embedded Systems?

- Heterogenous OS environments
- Legacy protection
- License separation
- Security

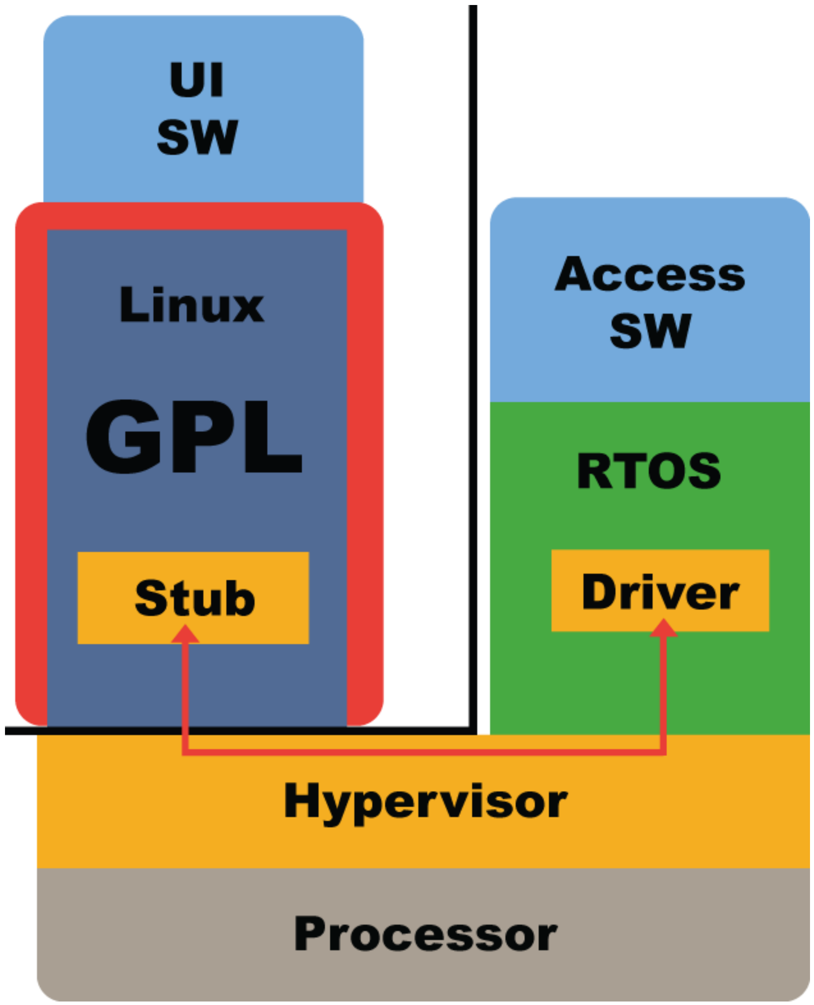
Why Virtualisation: Heterogenous Environments

- Typical use: RTOS and high-level OS on same core
  - ➔ Result of growing ES complexity
- RTOS environment for RT part
  - ➔ *Maintain legacy environment*
  - ➔ High-level OSes not real-time capable
- High-level OS for applications
  - ➔ Well-defined OS API
  - ➔ GUI, 3rd-party apps
  - ➔ E.g. Linux, WinCE
- Alternative to multicore chips
  - ➔ Cost reduction for low-end systems



Why Virtualisation: License Separation

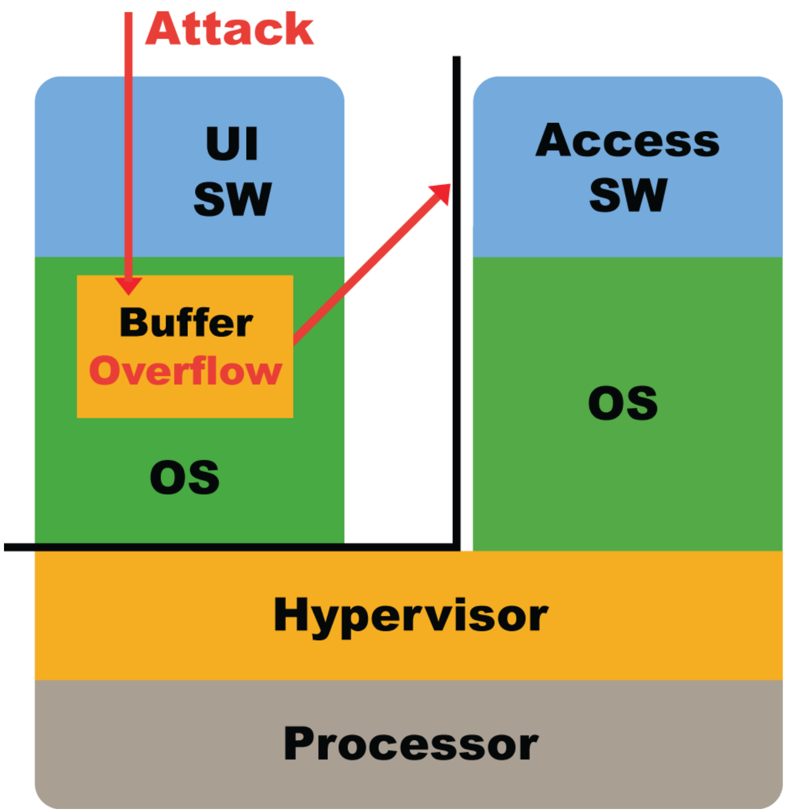
- Linux is under GPL
  - ➔ All code in Linux kernel becomes GPLed
  - ➔ Includes loaded drivers
- Hypervisor encapsulates GPL
  - ➔ RT side unaffected
  - ➔ Can introduce additional VMs for other code...
  - ➔ Stub driver forwards IO requests



Why Virtualisation: Security

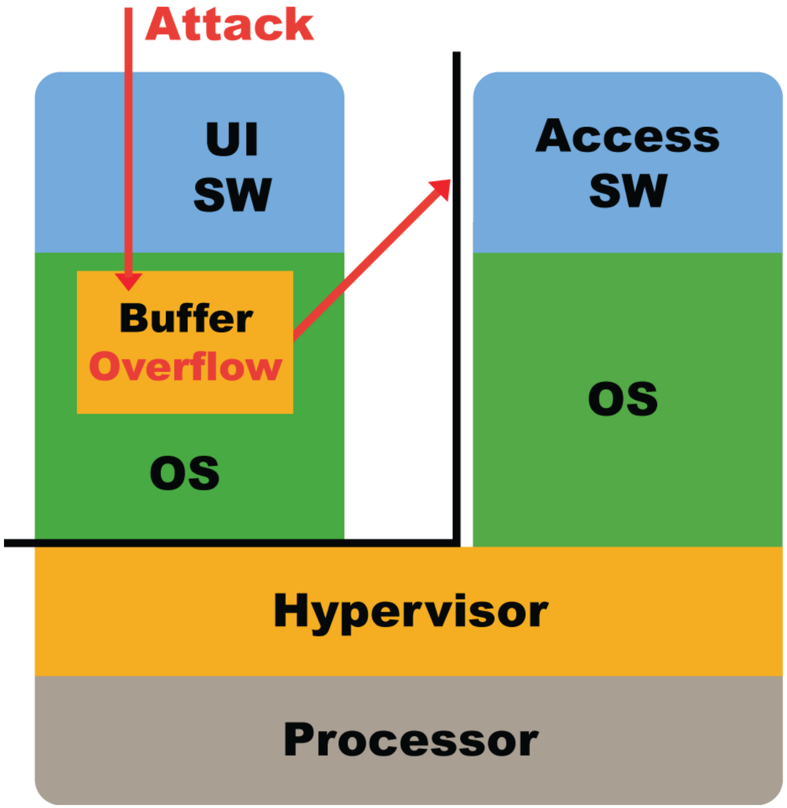
- Protect against exploits
- Modem software attacked by UI exploits
  - ➔ Compromised application OS could compromise RT side
  - ➔ Could have serious consequences

    e.g. for wireless devices (jamming)
- Virtualisation protects
  - ➔ Separate apps and system code into different VMs



Why Virtualisation: Security

- Multiple cores offer insufficient protection
  - ➔ Cores share memory
    - compromised OS can attack OSes on other cores
- Virtualisation protects assets
  - ➔ Provided OS is de- privileged
  - ➔ Pseudo-virtualization buys nothing
- Digital Rights Management
  - ➔ Encapsulate media player in own VM

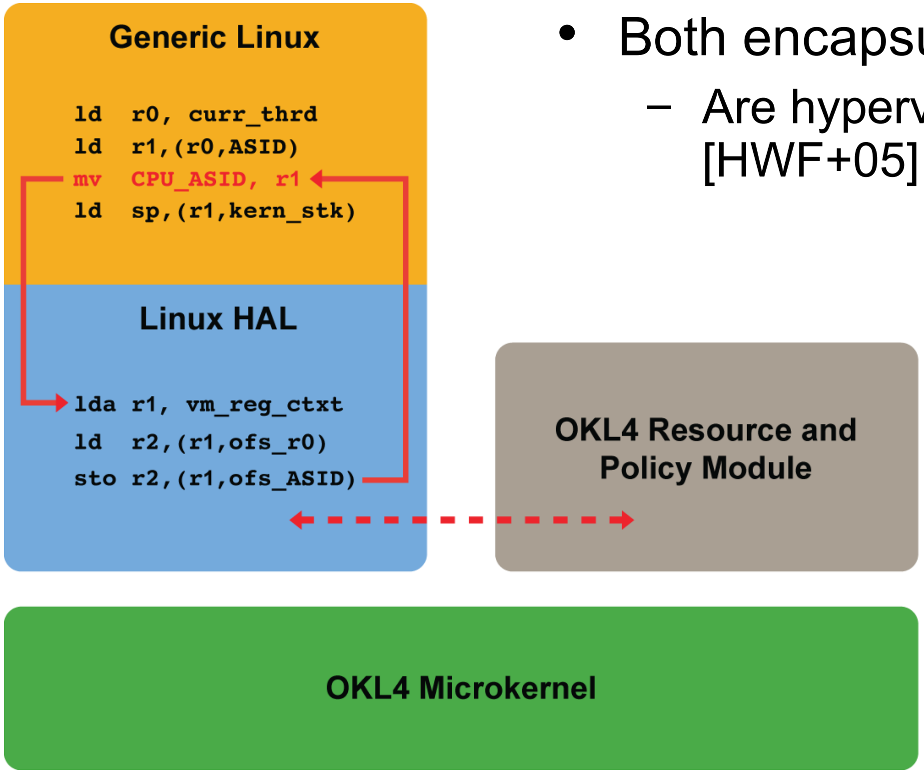


Limitations of Virtualisation

- Pure hypervisor provides strong partitioning of resources
  - ➔ Good for strict isolation
- This is not really what you want in an embedded system
- Subsystem of an embedded system need to cooperate
- **Need controlled, high-performance *sharing* of resources**
  - ➔ Shared memory for high-bandwidth communication
  - ➔ Shared devices with low-latency access
- Need integrated scheduling across virtual machines
  - ➔ High-level OS (best-effort VM) must be lower prio than real-time threads
  - ➔ However, some threads in real-time subsystem are background activities
- **Need more than just a hypervisor!**

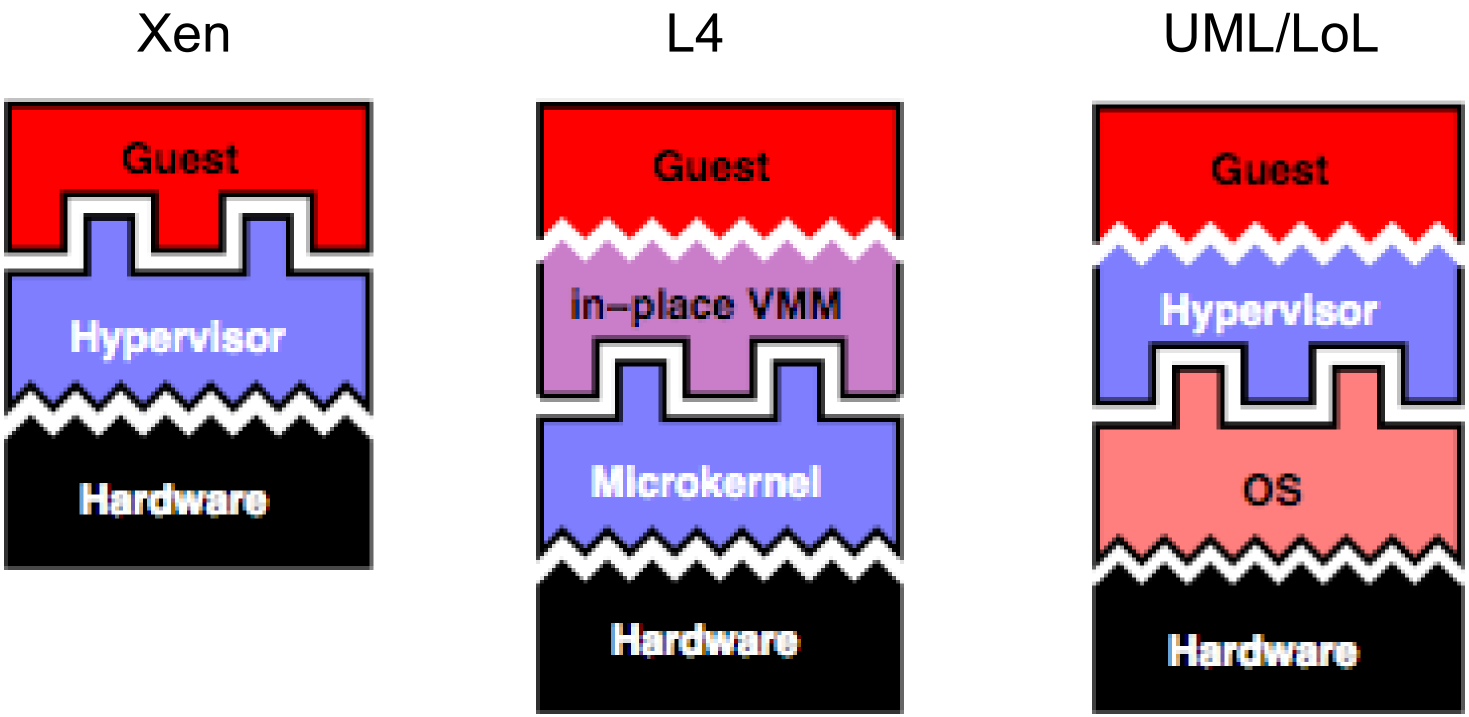
Hypervisors vs Microkernels

- Microkernels have been used as hypervisors for a long time
  - Mach Unix ('90), L4Linux ('97)
- Hypervisors have more visibility than microkernels



- Both encapsulate subsystems
  - Are hypervisors microkernels done right? [HWF+05]
- What's the difference?
  - Microkernels are generic
  - Hypervisors are only meant to support VMs running guest OSes

Microkernel as a Hypervisor

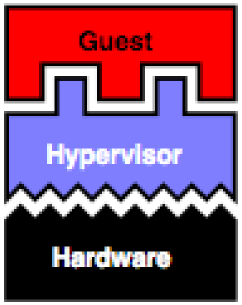


- Microkernel as a hypervisor half-way between native and hosted VMM?
  - ➔ However, para-virtualisation may also benefit from in-place emulation
  - ➔ E.g. save mode switches by virtualising PSR inside guest address space

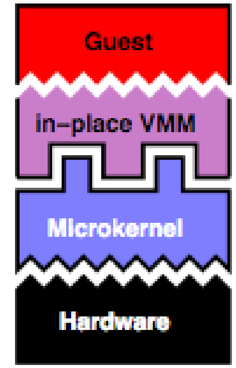
Microkernel as a Hypervisor

- Has all advantages of a pure hypervisor:
  - ➔ Provide isolation (where needed)
  - ➔ Run arbitrary guest OSes (high-level and RTOS)
- Supports efficient sharing
  - ➔ High-performance IPC mechanism
  - ➔ Shared memory regions
  - ➔ Support for device sharing
- Supports interleaved scheduling
  - ➔ Application OS VM scheduled as a unit (with a single microkernel prio)
  - ➔ RT threads directly scheduled by microkernel (with individual prios)
  - ➔ Can have some at higher, some at lower prio than app OS environment

Hypervisor vs. Microkernel



- ➔ No other code in kernel mode
- ➔ Specialised, legacy guest OS only
- ➔ VMM completely in kernel (?)
- ➔ Variety of mechanisms
- ➔ Smaller? (Xen is 50–100kLOC!)
- ➔ Guest communicate via virtual NW
- ➔ Strong subsystem partitioning



- ➔ No other code in kernel mode
- ➔ Generic, guest OS & native apps
- ➔ VMM partially in guest AS
- ➔ Minimal mechanism
- ➔ Small (L4≈10kloc)
- ➔ Guest communicate via IPC
- ➔ continuum:
  partitioned - integrated

- Microkernel can be seen as a generalisation of a hypervisor
  - ➔ Do we pay with performance?
  - ➔ See also [HWF$^+$05, HUL06]

Hypervisor vs. Microkernel: Performance

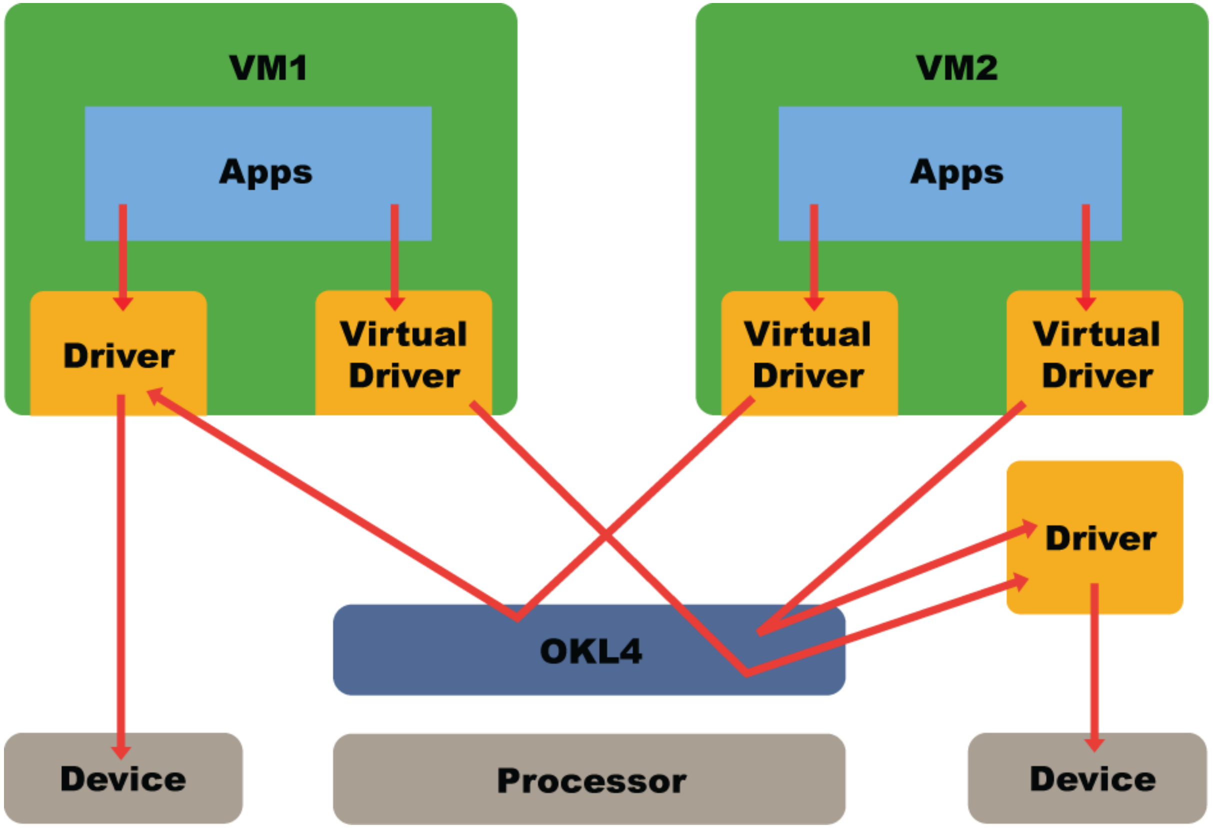
- Xen vs. L4 on Pentium 4 running Linux 2.6.9
- Device drivers in guest OS

System	Kernel Compile			Netperf send			Netperf receive		
	Time (s)	CPU (%)	O/H (%)	Xput (Mb/s)	CPU (%)	Cost (cyc/B)	Xput (Mb/s)	CPU (%)	Cost (cyc/B)
native	209	98.4	0	867.5	27	6.7	780.4	34	9.2
Linux on Xen	219	97.8	5	867.6	34	8.3	780.7	41	11.3
Linux on L4	236	97.9	13	866.5	30	7.5	780.1	36	9.8

- Xen base performance is better
  - ➔ … but more intrusive changes to Linux

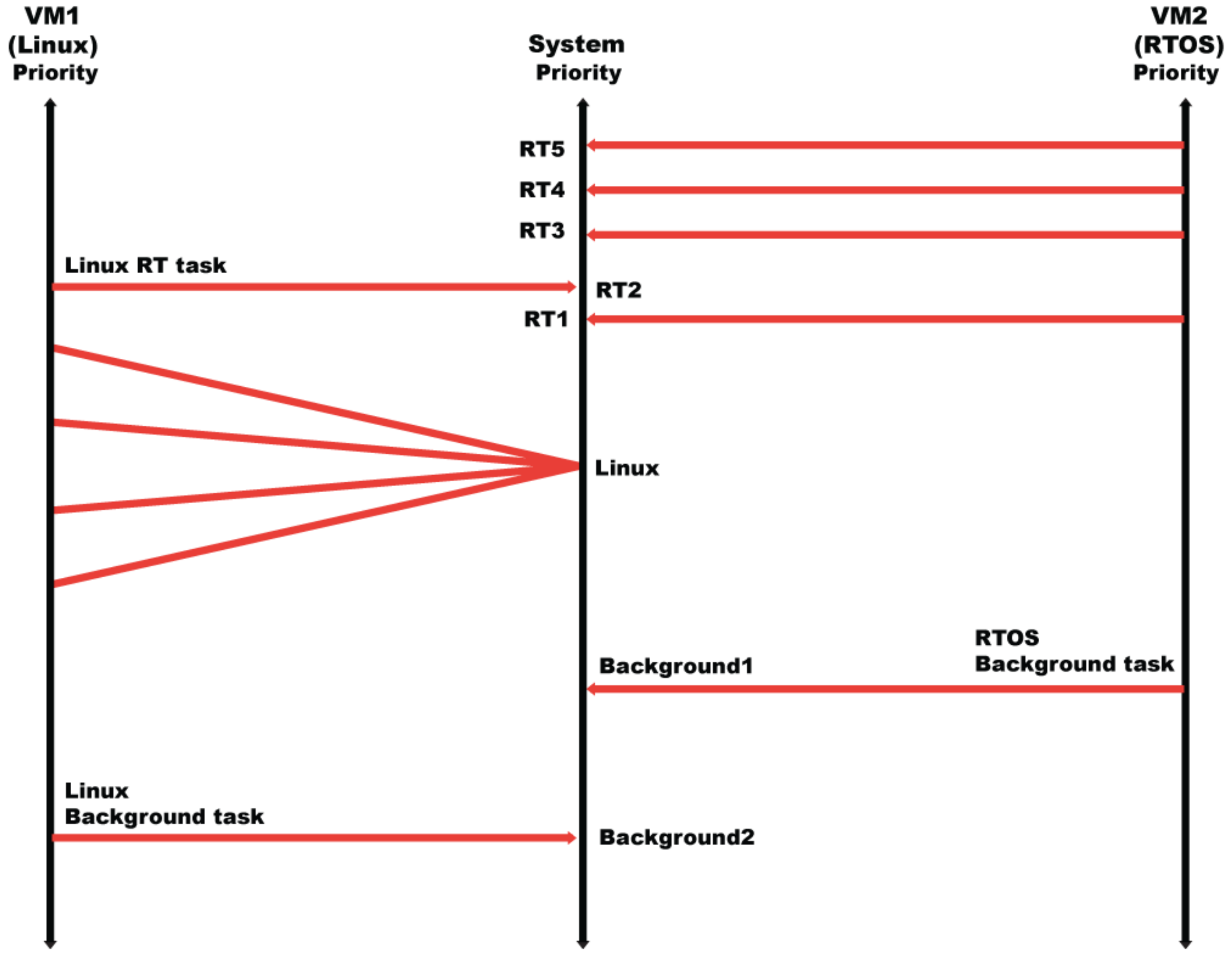
→ Network performance shows that there is optimisation potential

Sharing Devices



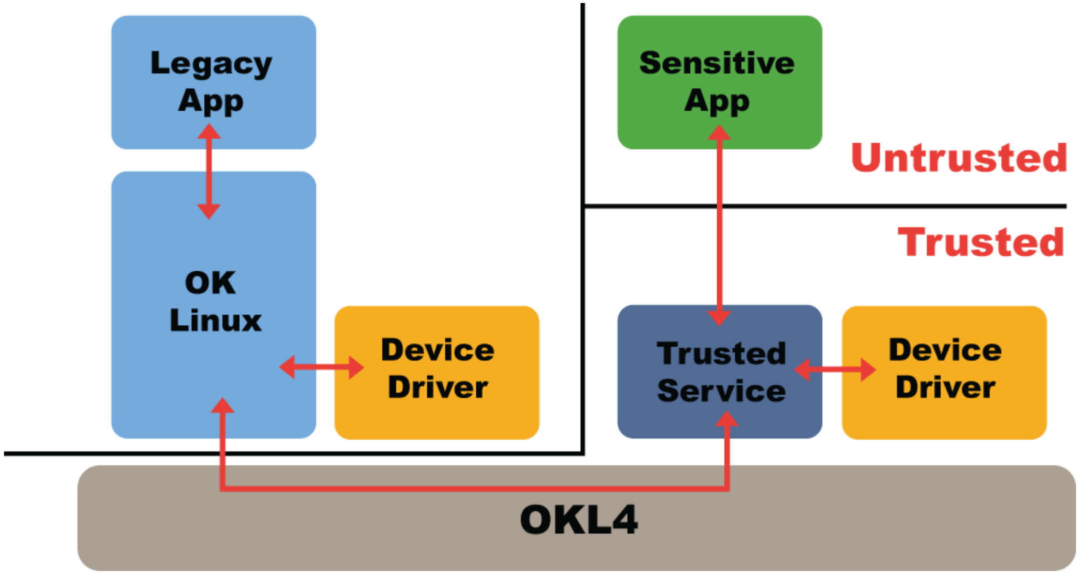
- Requires high-performance IPC!
- Hypervisor + fast IPC = Microkernel?

Integrated Scheduling



Other Microkernel Advantages: Native Environment

- Microkernel suitable for a native OS environment
  - ➔ Hypervisor only meant to support a guest OS
  - ➔ Microkernel powerful enough to support native OS environment
- Microkernel minimises trusted computing base
  - ➔ No guest OS required for simple applications
  - ➔ E.g. trusted crypto app
    - run in own protection domain
  - ➔ Xen TCB includes dom-0 guest (complete Linux!)



Other Microkernel Advantages: Hybrid Systems

- Co-existence of monolithic and componentised subsystems
  - Legacy support
  - Successive migration
    - componentise over time...