

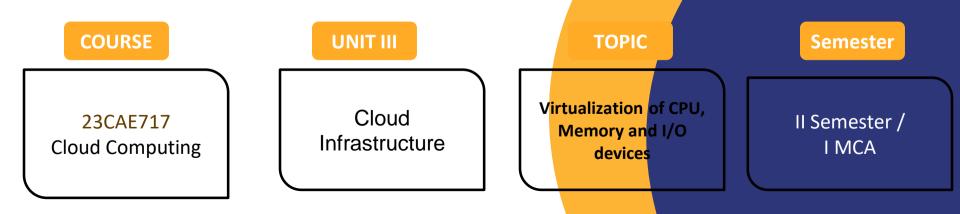
SNS COLLEGE OF TECHNOLOGY



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- Modern OS & processors permit multiple processes to run simultaneously
- All processors have at least two modes, user mode and supervisor mode
- Instructions running in supervisor mode are called privileged instructions
- □ Other instructions are unprivileged instructions
- VMware Workstation is a VM software suite for x86 and x86-64 computers
- KVM (Kernel-based Virtual Machine) is a Linux kernel virtualization infrastructure



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- unprivileged instructions of VMs run directly on the host machine
- □ critical instructions should be handled carefully
- Three categories of critical instructions: privileged instructions, controlsensitive instructions, and behavior-sensitive instructions
- Privileged instructions execute in a privileged mode and will be trapped if executed outside this mode.







- Control-sensitive instructions attempt to change the configuration of resources used.
- Behavior-sensitive instructions have different behaviors depending on the configuration of resources, including the load/store operations over the virtual memory
- □ RISC CPU architectures can be naturally virtualized
- x86 CPU architectures are not primarily designed to support virtualization,
 because 10 sensitive instructions, are not privileged instructions





- □ Intel and AMD add an additional mode called privilege mode level (some people call it Ring-1) to x86 processors. Therefore, operating systems can still run at Ring 0 and the hypervisor can run at Ring -1.
- All the privileged and sensitive instructions are trapped in the hypervisor automatically.
- This technique removes the difficulty of implementing binary translation of full virtualization



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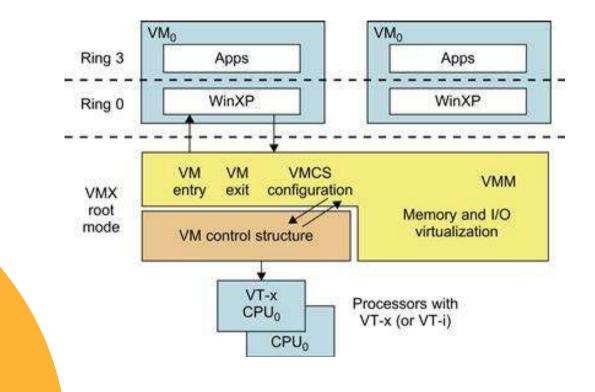


- A CPU architecture is virtualizable if it supports the ability to run the VM's privileged and unprivileged instructions in the CPU's user mode while the VMM runs in supervisor mode.
- When the privileged instructions including control- and behavior-sensitive instructions of a VM are executed, they are trapped in the VMM



Memory Virtualization

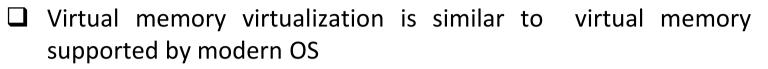




Intel hardware-assisted CPU virtualization

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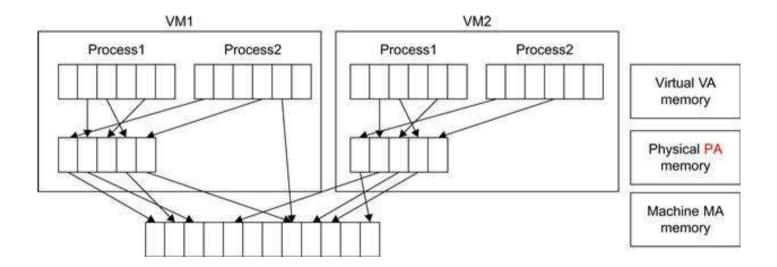


- modern x86 CPUs include a memory management unit (MMU) and a translation lookaside buffer (TLB) to optimize virtual memory performance.
- Two-stage mapping process should be maintained by the guest OS and the VMM, respectively: virtual memory to physical memory and physical memory to machine memory



Memory Virtualization





Two-level memory mapping procedure

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Memory Virtualization



- each page table of the guest OSes has a separate page table in the VMM corresponding to it, the VMM page table is called the shadow page table
- MMU already handles virtual-to-physical translations as defined by the OS
- VMware uses shadow page tables to perform virtual-memory-to-machinememory address translation.
- Processors use TLB hardware to map the virtual memory directly to the machine memory to avoid the two levels of translation on every access



I/O Virtualization

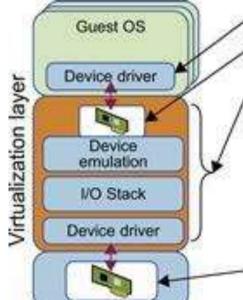


- involves managing the routing of I/O requests between virtual devices and the shared physical hardware
- □ three ways to implement I/O virtualization:
 - full device emulation
 - para-virtualization
 - direct I/O
- □ *Full device emulation*: All the functions of a device or bus infrastructure, such as device enumeration, identification, interrupts, and DMA, are replicated in software



I/O Virtualization





- Guest device driver
- Virtual device
 - Virtualization layer
 - emulates the virtual device
 - remaps guest and real I/O addresses
 - multiplexes and drives the physical device
 - I/O features. e.g., COW disks
 - Real device
 - may be different from virtual device



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I/O Virtualization



Para-virtualization: consisting of a frontend driver and a backend driver.

- □ The frontend driver is running in Domain U and the backend driver is running in Domain 0.
- □ The frontend driver manages the I/O requests of the guest OSes
- Backend driver is responsible for managing the real I/O devices and multiplexing the I/O data of different VM
- □ achieves better device performance than full device emulation



I/O Virtualization



- Direct I/O virtualization: lets the VM access devices directly.
- □ It can achieve close-to- native performance without high CPU costs.
- self-virtualized I/O (SV-IO): All tasks associated with virtualizing an I/O device are encapsulated in SV-IO. It provides virtual devices and an associated access API to VMs and a management API to the VMM
- defines one virtual interface (VIF) for every kind of virtualized I/O device, such as virtual network interfaces, virtual block devices (disk), virtual camera devices,



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