

Virtualization

Mengjia Yan

Computer Science & Artificial Intelligence Lab
M.I.T.

Abstractions

Devices
Materials
Atoms

Abstractions

Digital design

Combinational and sequential circuits

Devices

Materials

Atoms

Abstractions

Computer architecture

Processors, caches, pipelining

Digital design

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Software

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Software



Instruction set + memory

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Processors, caches, pipelining



Digital circuits

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Bits, Logic gates

Devices

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Abstractions

Computer programs



Virtual machines

Computer systems

Operating systems, virtual memory, I/O



Instruction set + memory

Computer architecture

Processors, caches, pipelining



Digital circuits

Digital design

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Evolution in Number of Users

IBM 1620
1959



Single User

Runtime
loaded with
program

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IBM 360
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Multiple Users

OS for
sharing
resources

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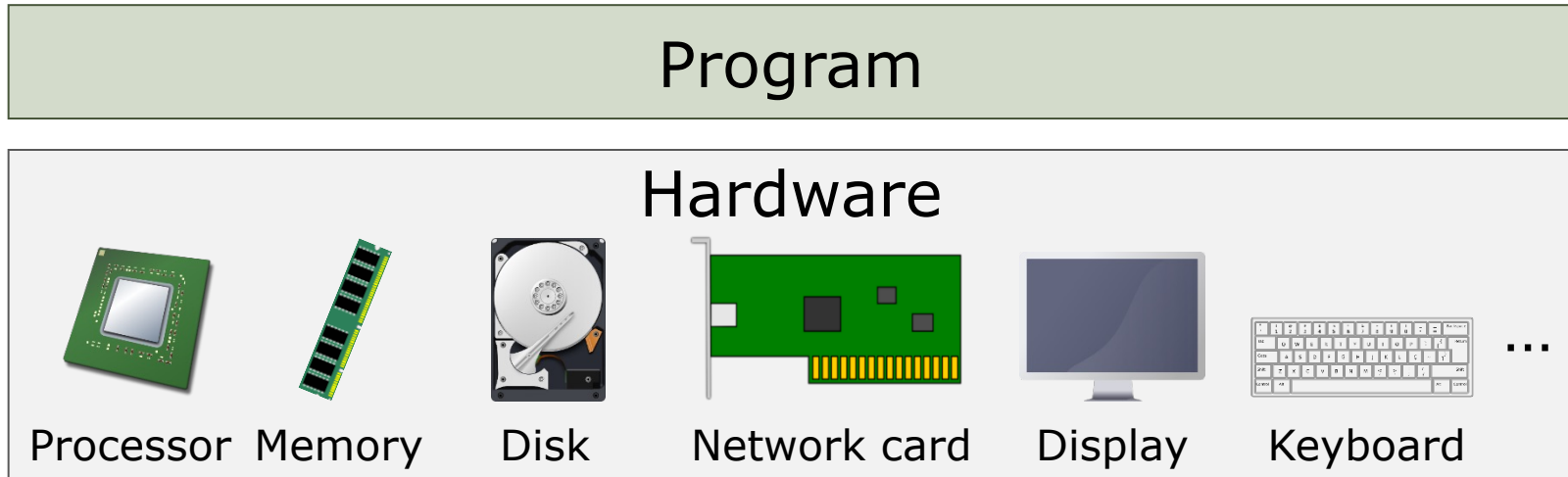
Cloud Servers
1990s



Multiple Users

Multiple OSs

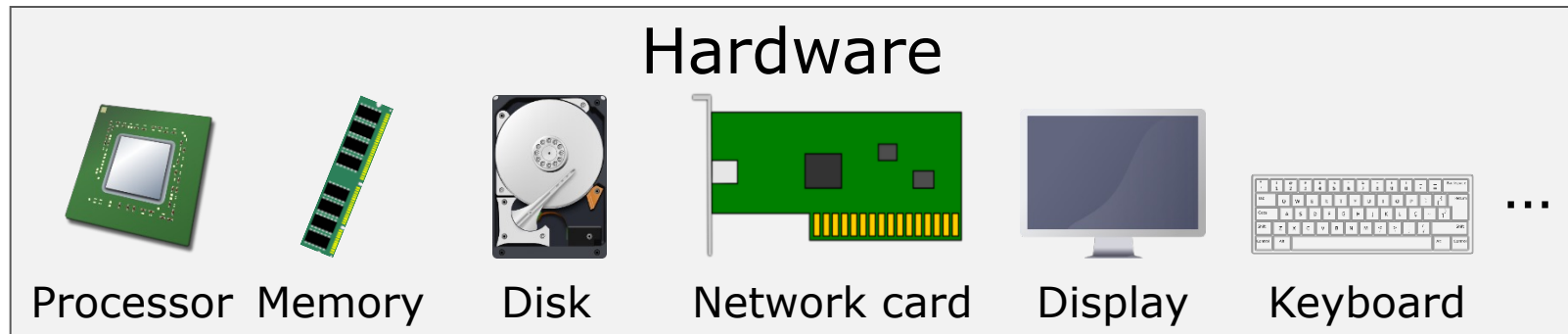
Single-Program Machine



- Hardware executes a single program and has direct and complete access to all hardware resources

Single-Program Machine

Program



- Hardware executes a single program and has direct and complete access to all hardware resources
- The ISA is the interface between software and hardware:
 - Program counter
 - General purpose registers
 - Memory

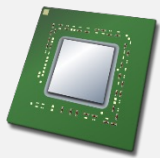
Single-Program Machine (with RTL)

Program

Runtime Library

ISA

Hardware



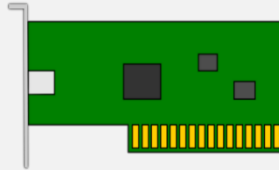
Processor



Memory



Disk



Network card



Display



Keyboard

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- Runtime library added to save programming effort and provided *an abstraction to create uniform interface to devices*.

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RTL
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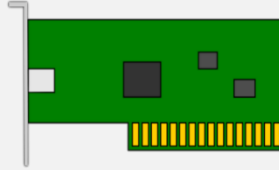
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Multi-Program Machine (1st attempt)

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Any problems?

Multi-Program Machine (1st attempt)

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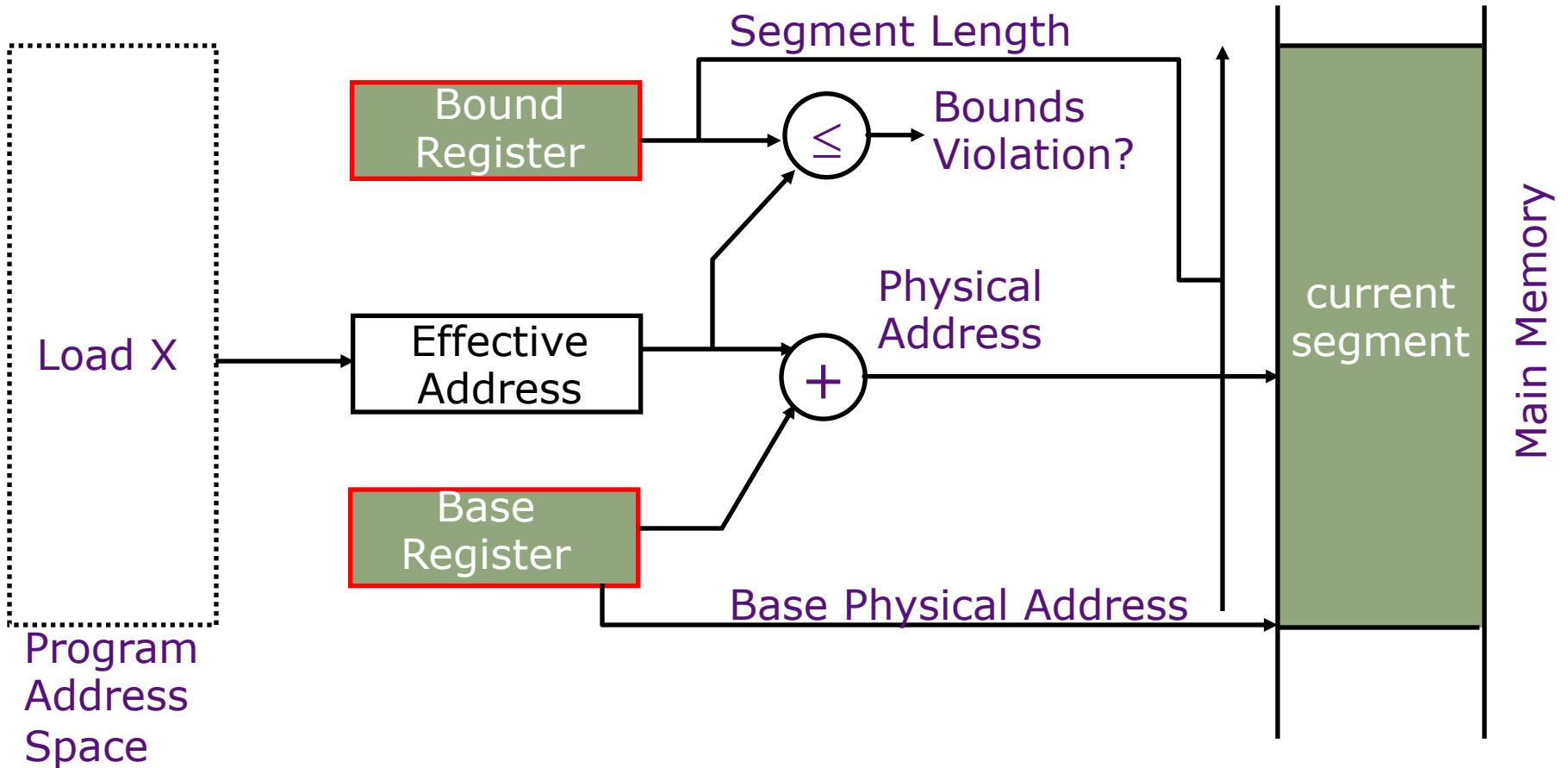
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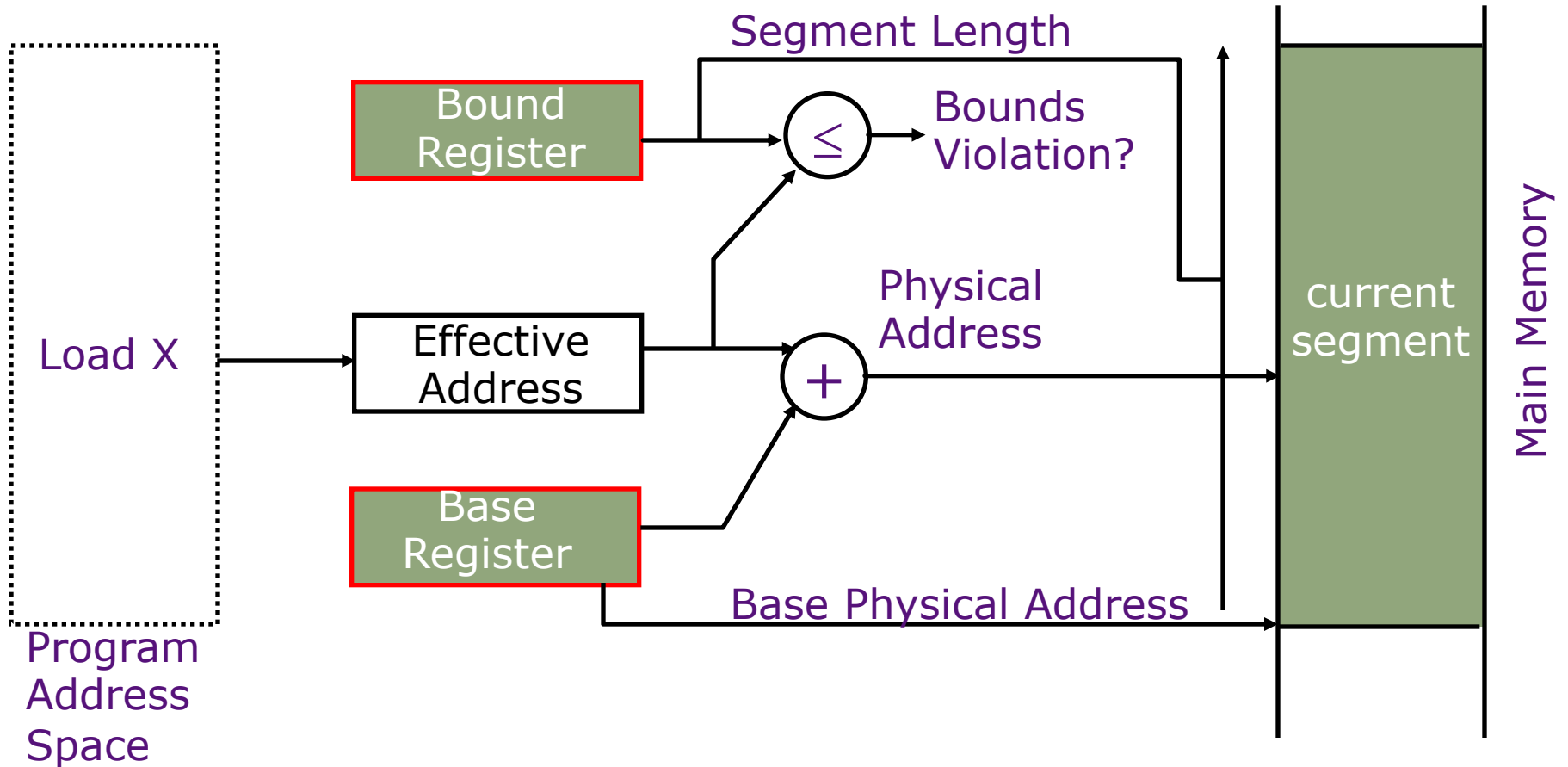
Hardware

Any problems? **security**

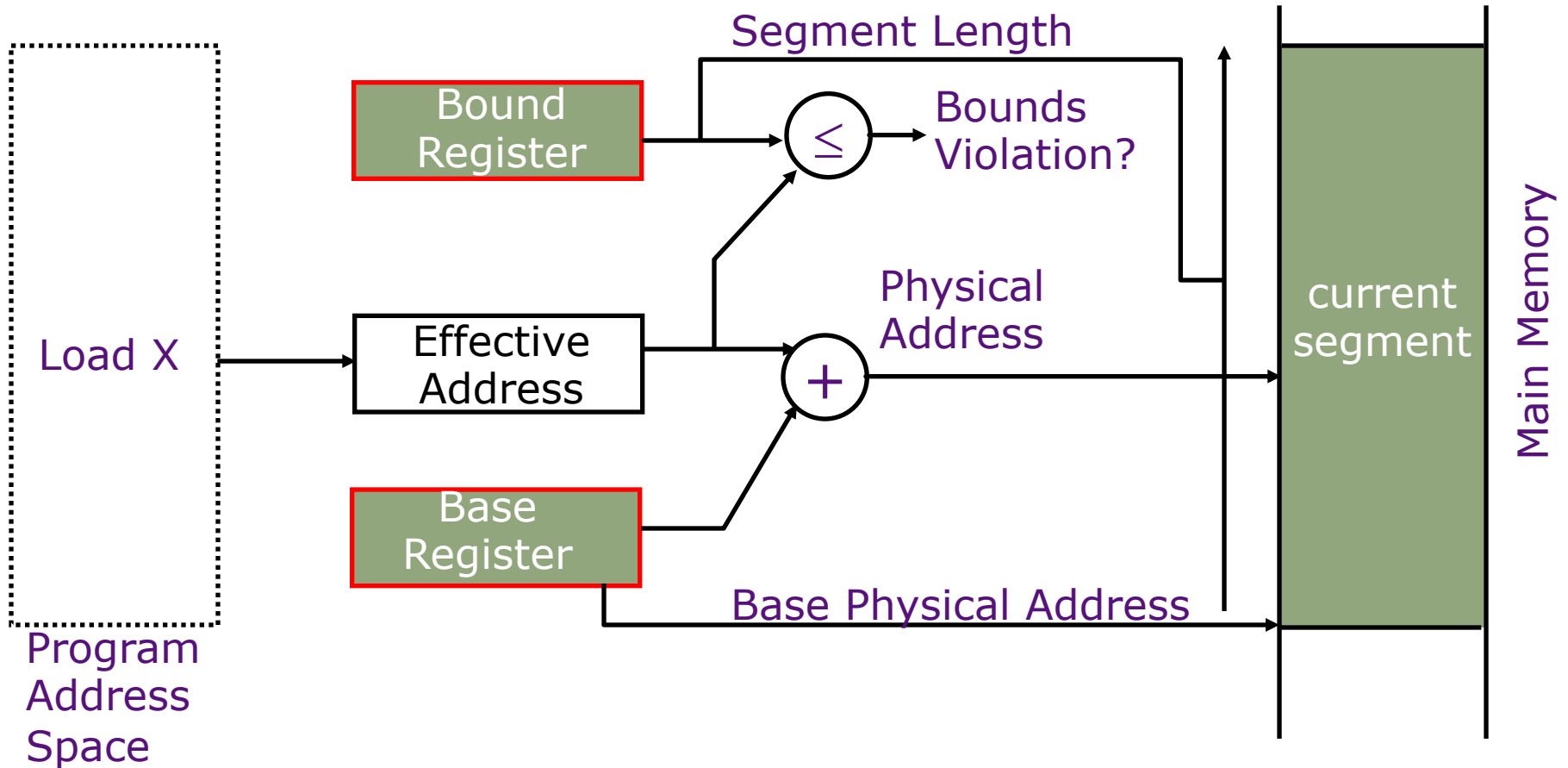
Simple Base and Bound Translation



Simple Base and Bound Translation



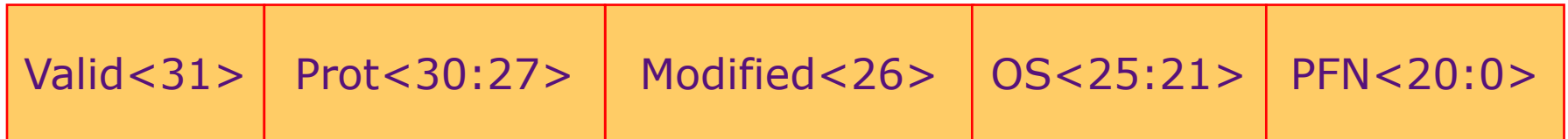
Simple Base and Bound Translation



Introduce **a new privileged mode** in which the base and bounds registers are visible/accessible.

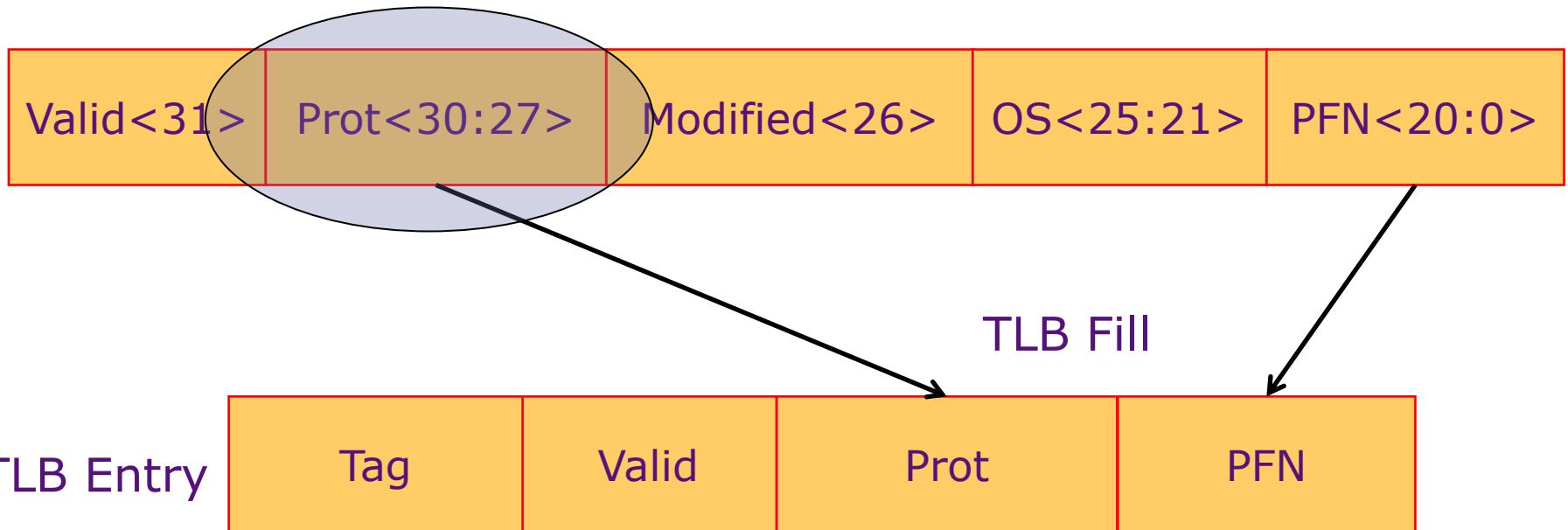
Protecting Memory

Page Table Entry



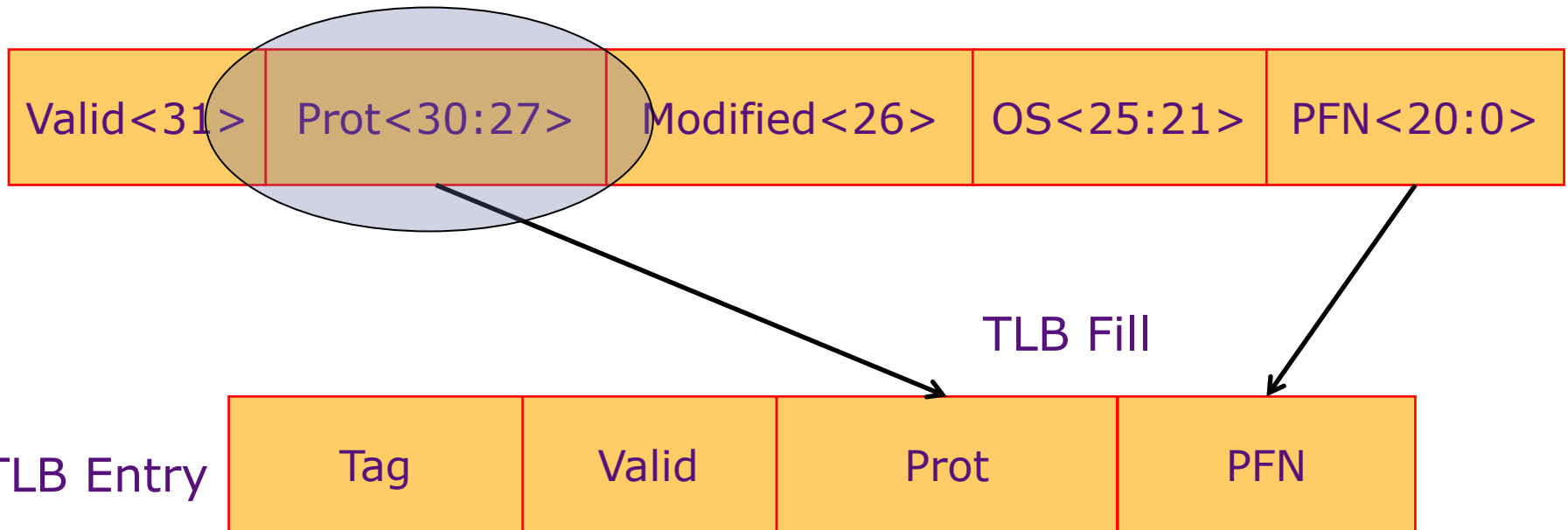
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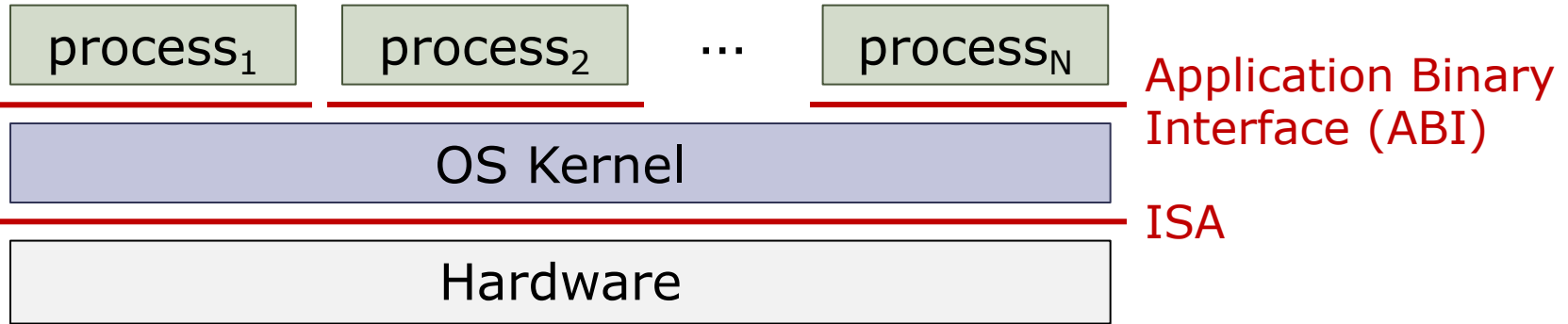
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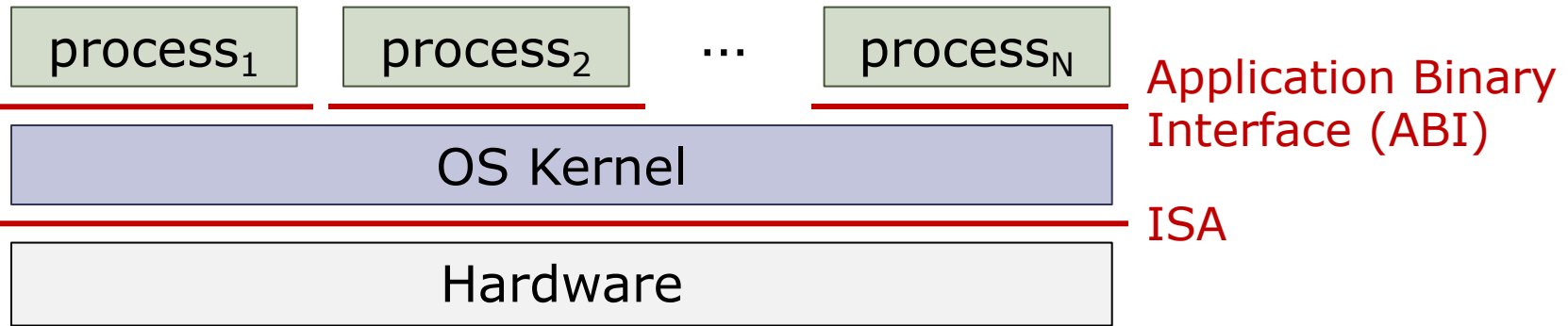
- TLB access checks if protection allows access for current mode
- TLB fills require read/copy page table data -> security sensitive

Operating Systems



- Operating System (OS) goals:

Operating Systems



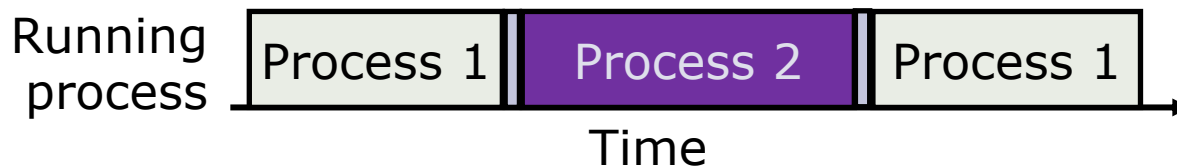
- Operating System (OS) goals:
 - **Abstraction**: OS hides details of underlying hardware
 - e.g., a process can open and access files instead of issuing raw commands to the disk
 - **Resource management**: OS controls how processes share hardware (CPU, memory, disk, etc.)
 - **Protection and privacy**: Processes cannot access each other's data

Operating System Mechanisms

- The OS kernel lets processes invoke system services (e.g., access files or network sockets) via **system calls**

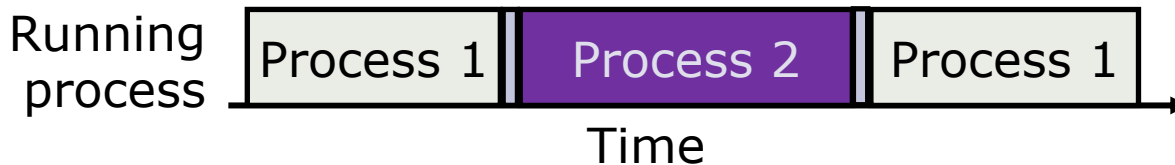
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 - Each process is given a fraction of CPU time
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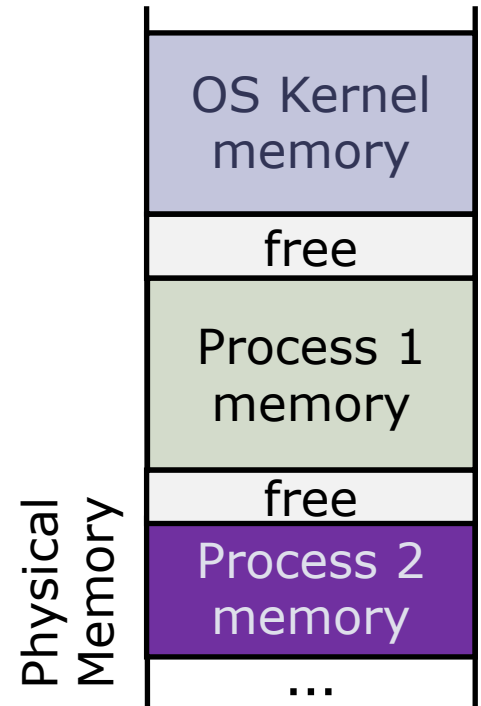


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- The OS kernel provides a **private address space** to each process
 - Each process is allocated space in physical memory by the OS
 - A process is not allowed to access the memory of other processes



ISA Extensions to Support OS

- Two modes of execution: **user** and **supervisor**
 - OS kernel runs in supervisor mode
 - All other processes run in user mode

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- How to transition from user mode to supervisor mode?
 - **Traps (exceptions)** to safely transition from user to supervisor mode

Process Mode Switching

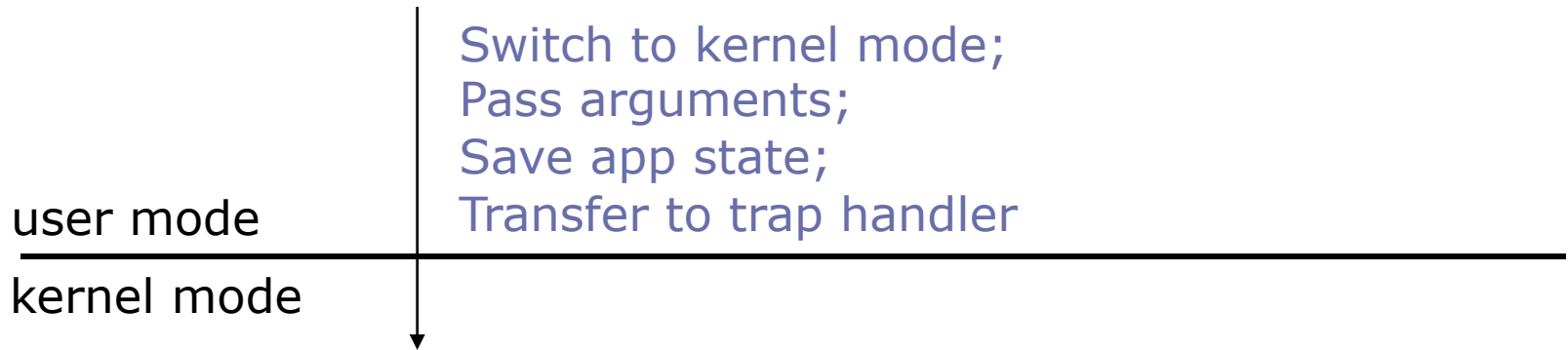
Trap, e.g., i/o read() or exception

user mode

kernel mode

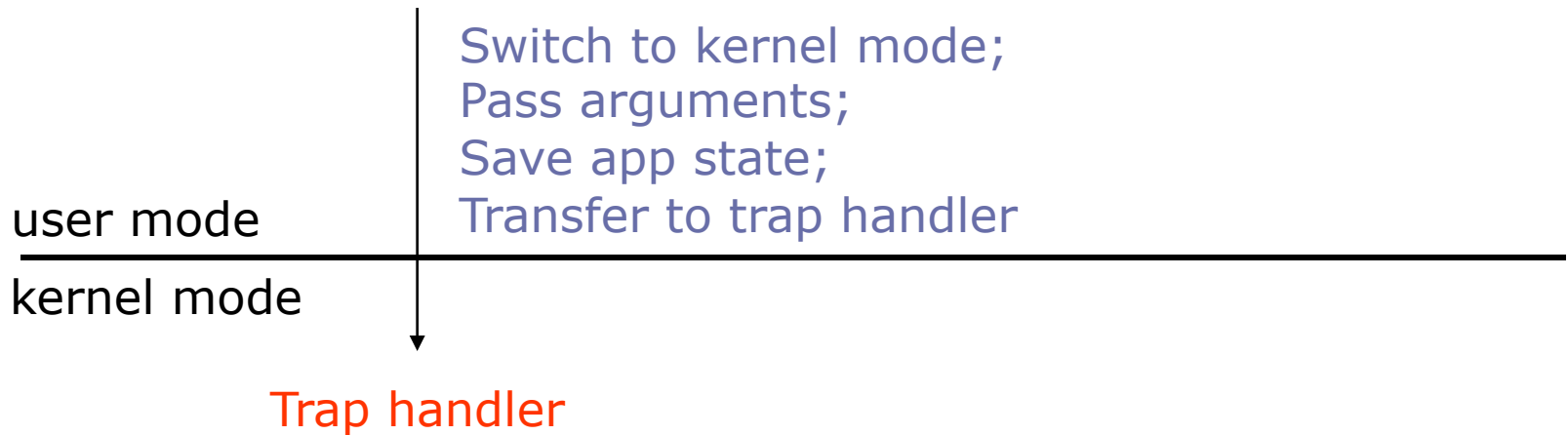
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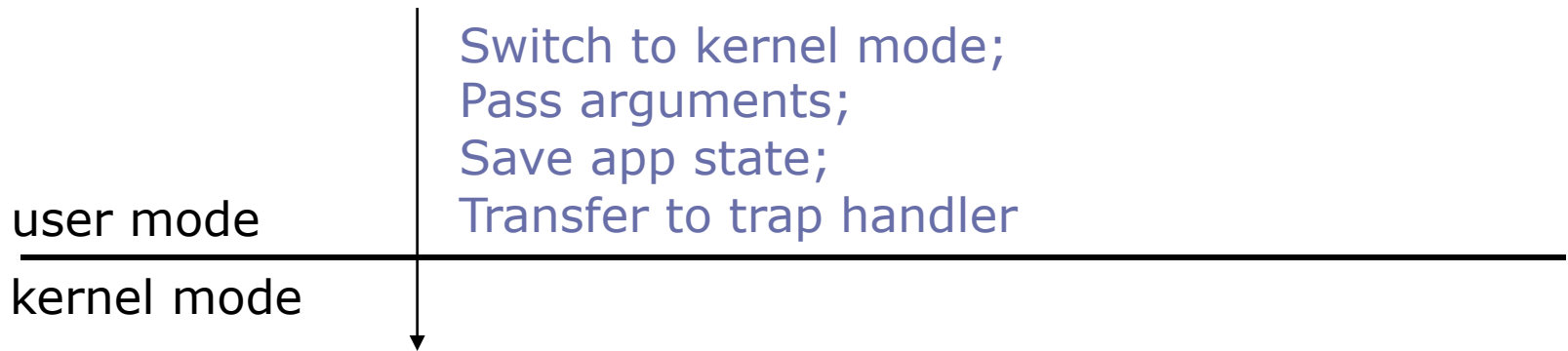
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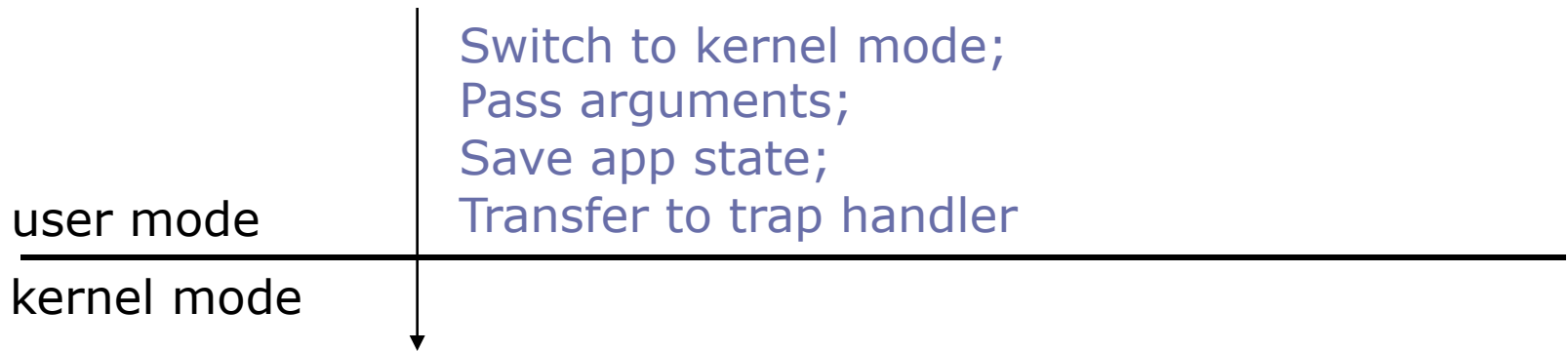


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Must be at
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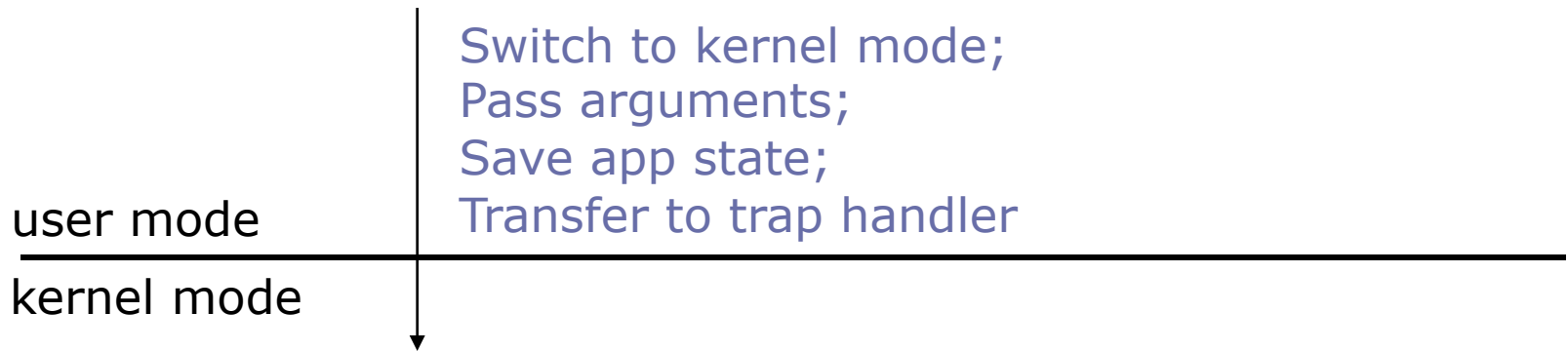
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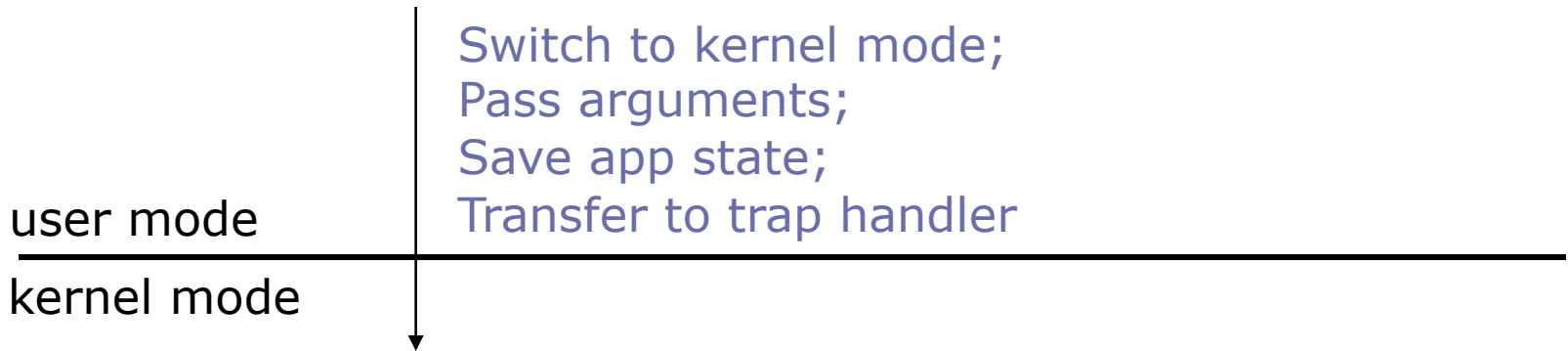
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Why?

Process Mode Switching

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Trap handler

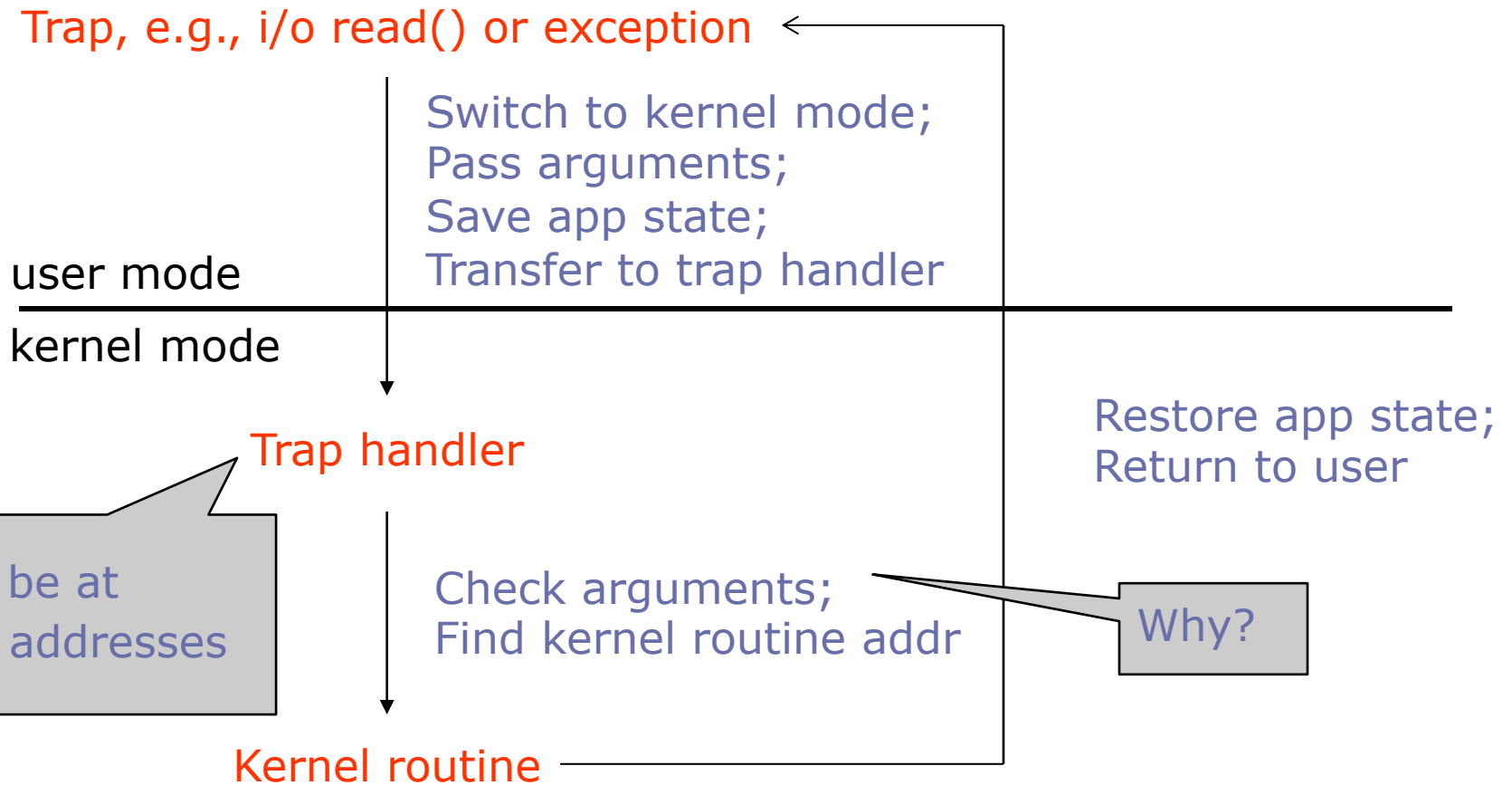
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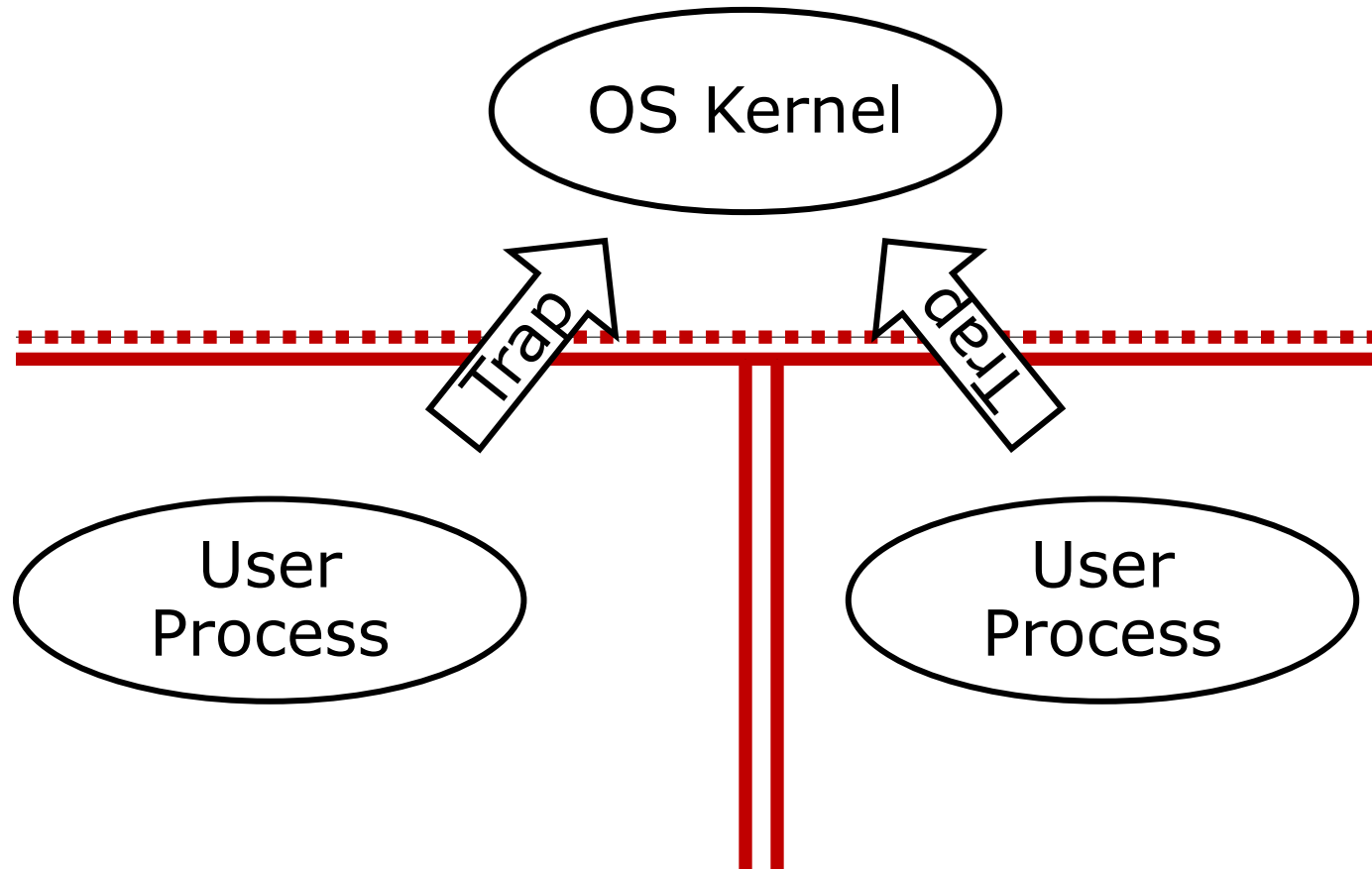
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Kernel routine

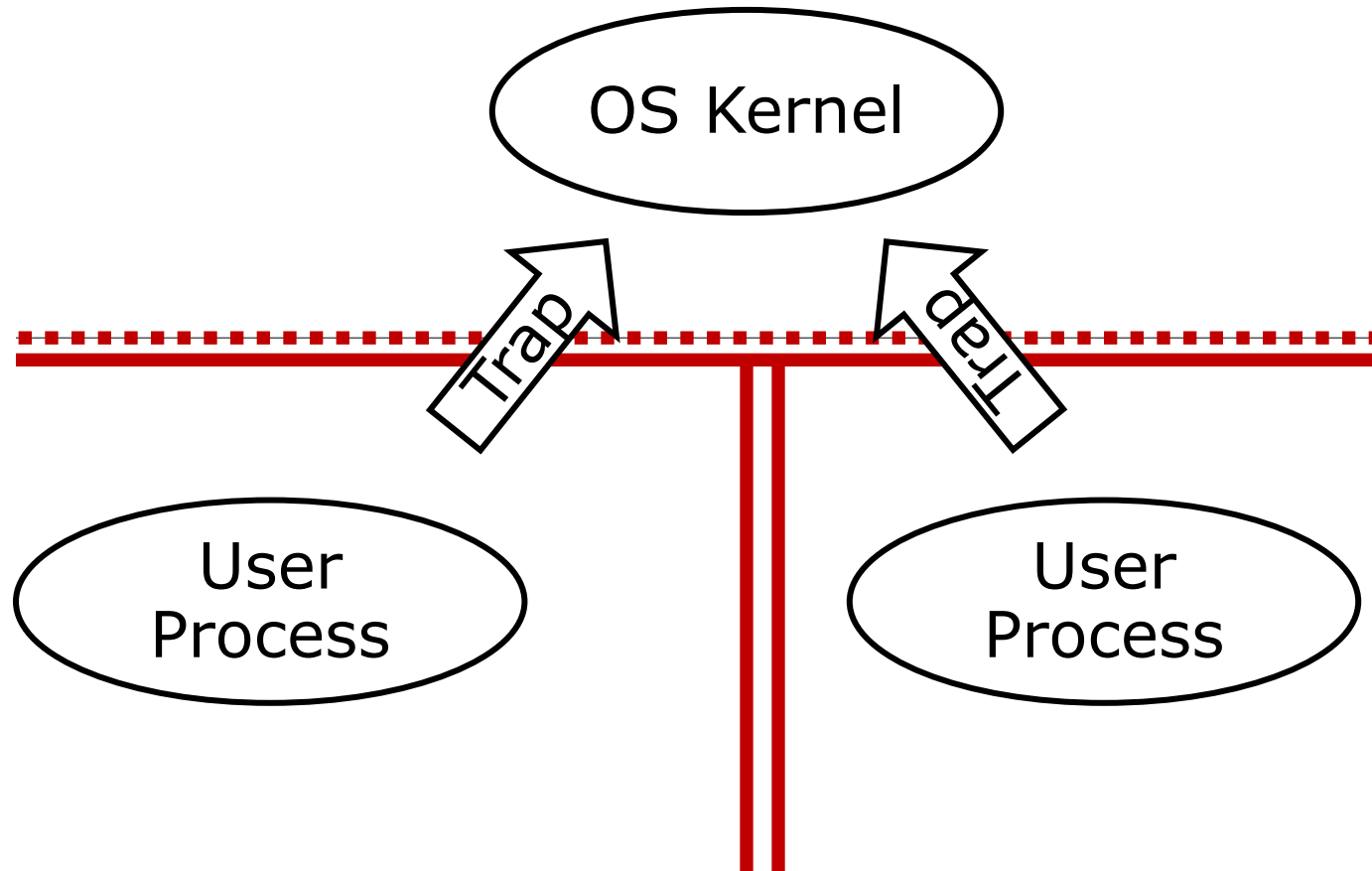
Process Mode Switching



Protection – Single OS



Protection – Single OS



Key idea: Provides a strong abstraction that cannot be escaped

Virtual Machines

- The OS gives a **Virtual Machine (VM)** to each process
 - Each process believes it runs on its own machine...
 - ...but this machine does not exist in physical hardware

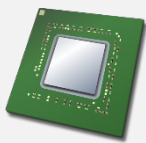
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Process1

OS Kernel (specially privileged process)

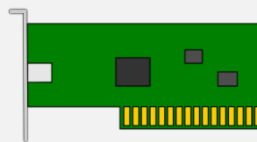
Physical Hardware



Processor Memory



Disk



Network card



Display

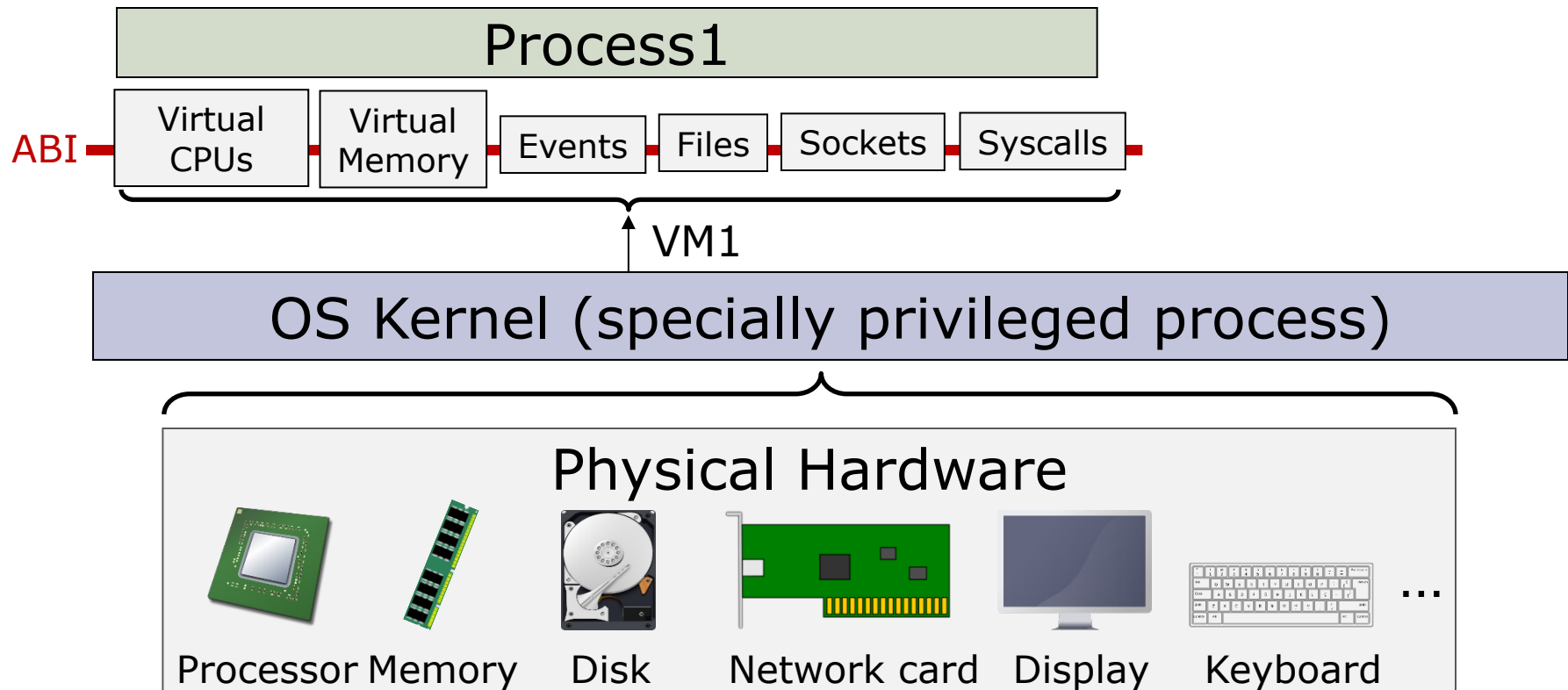


Keyboard

...

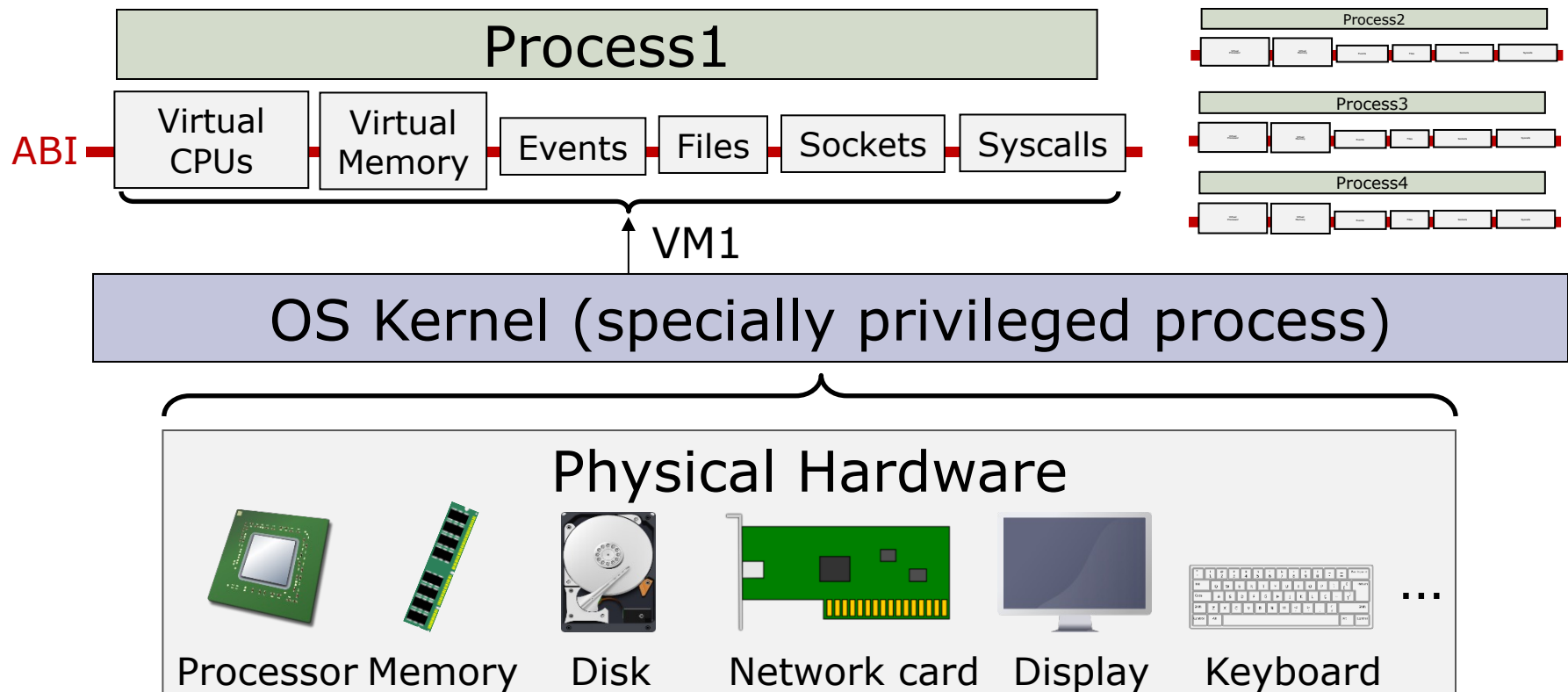
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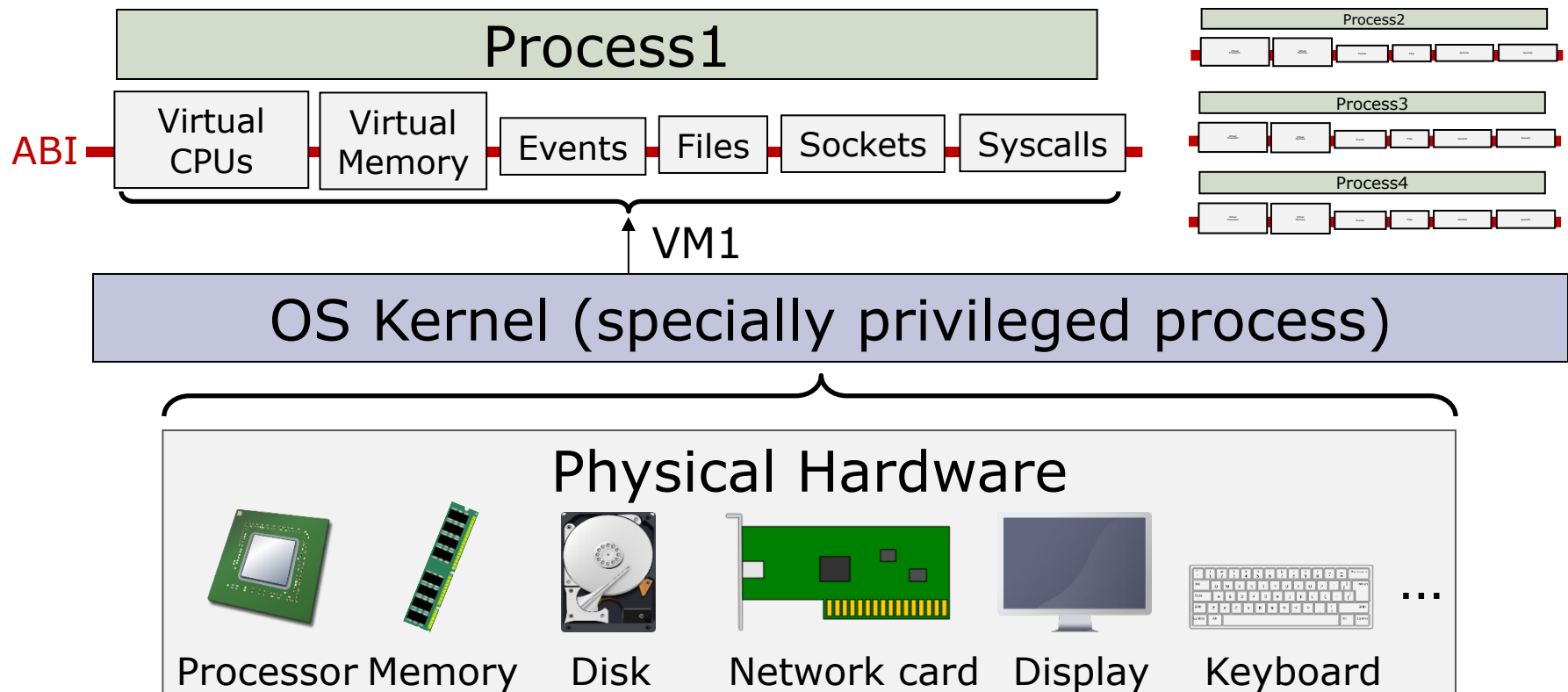
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Virtual Machines

- A Virtual Machine (VM) is an **emulation** of a computer system
 - Very general concept, used beyond operating systems

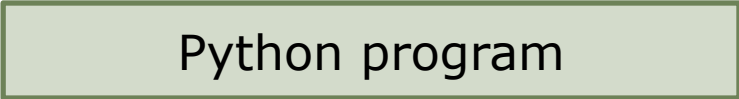


Virtual Machines Are Everywhere

- Example: Consider a Python program running on a Linux Virtual Machine

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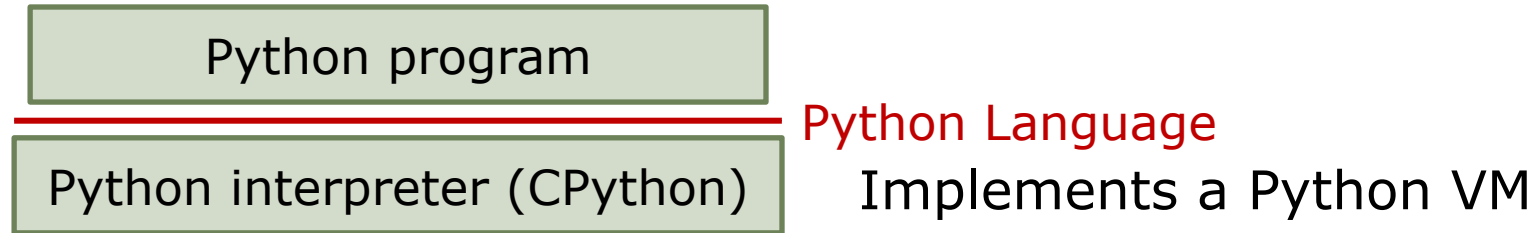
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Python program

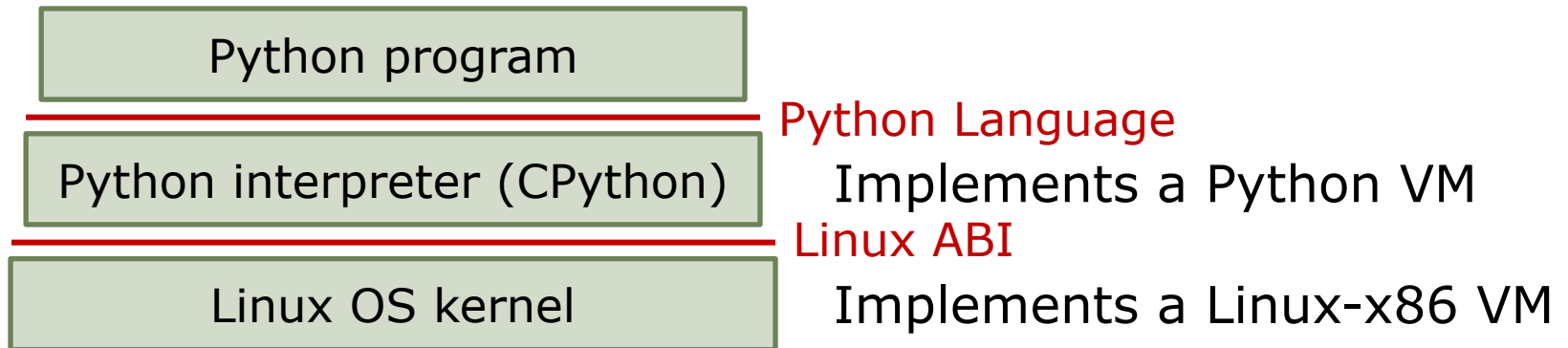
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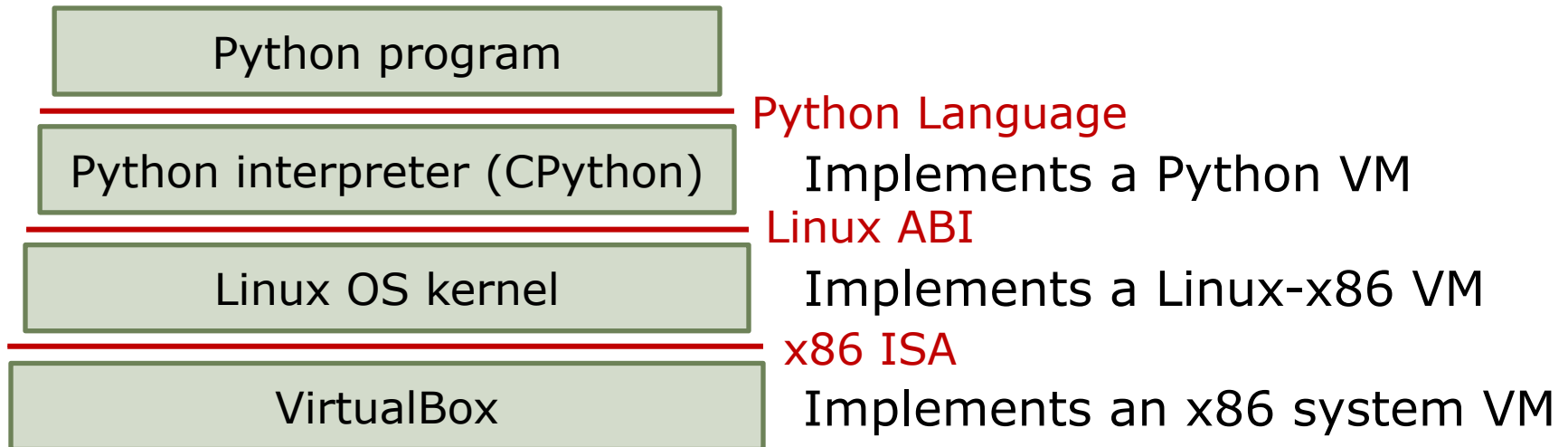
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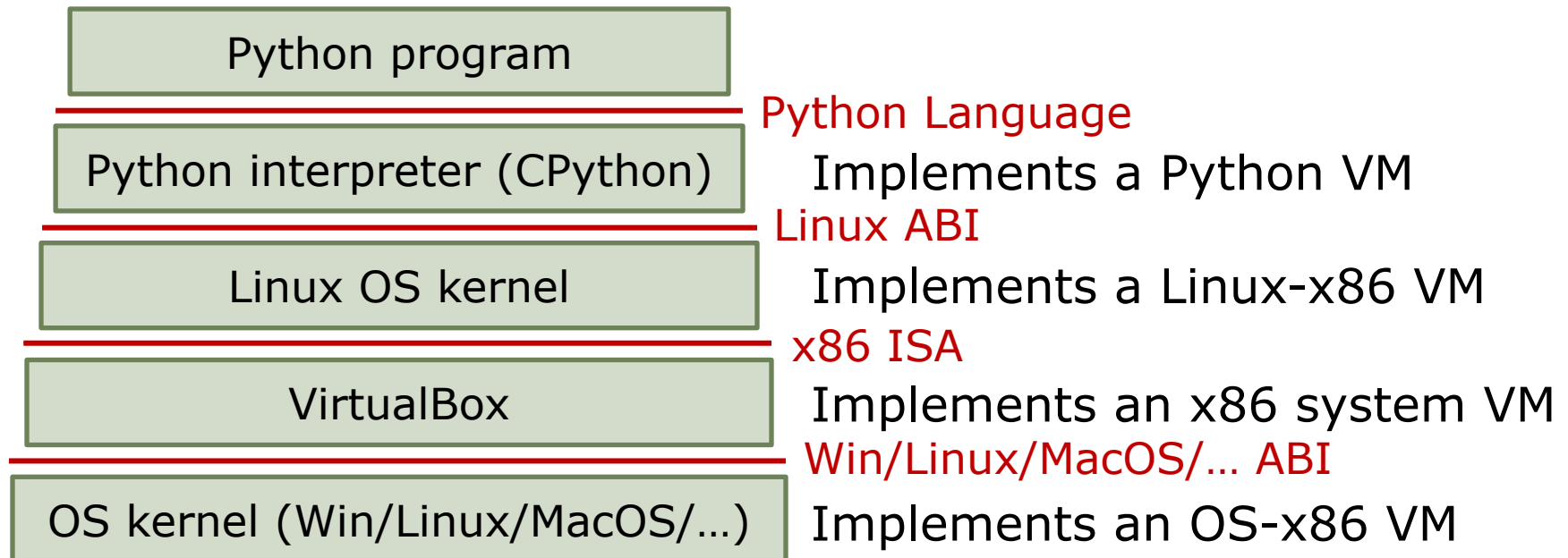
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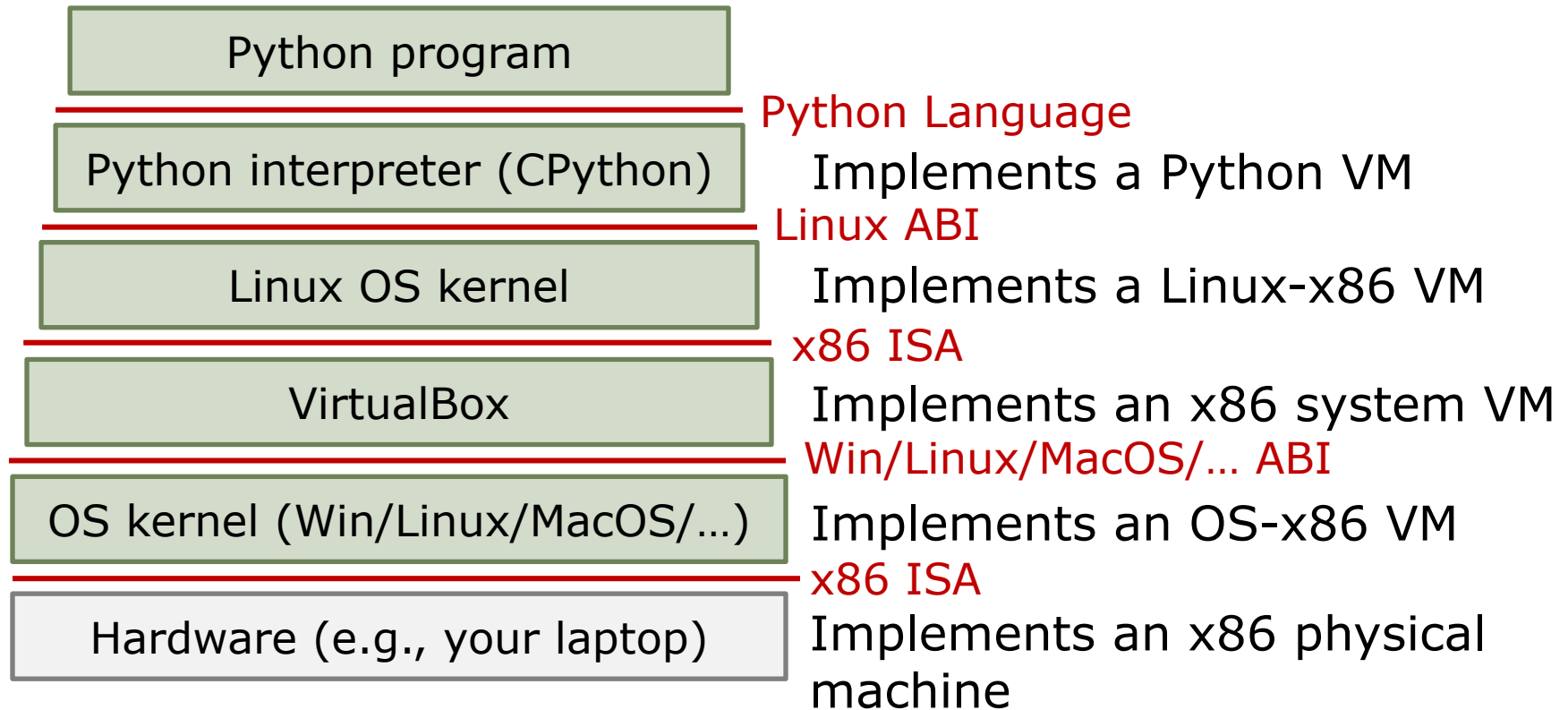
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- We want to support virtual machines with minimal overheads → often need hardware support!

Application-level virtualization

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- Operating system implements the virtual environment
 - At process startup, OS reads the binary program, creates an environment for it, then begins to execute the code, handling traps for I/O calls, emulation, etc.

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Run programs for one ISA on hardware with different ISA (for compatibility, platform-independent):

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 - IBM AS/400 to modified PowerPC cores
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 - Sun's HotSpot Java JIT (just-in-time) compiler
 - Transmeta Crusoe, x86->VLIW code morphing

Partial ISA-level virtualization

Implement part of ISA in software to trade-off between performance and cost (make the common things fast):

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 - e.g., IEEE floating-point denormals cause traps in almost all floating-point unit implementations
- Old machine can trap unused opcodes, allows binaries for *new* ISA to run on *old* hardware
 - e.g., Sun SPARC v8 added integer multiply instructions, older v7 CPUs trap and emulate

Motivation for Multiple OSs

Some motivations for using multiple operating systems on a single computer:

- Allows use of capabilities of multiple distinct operating systems

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Motivation for Multiple OSs

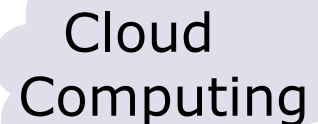
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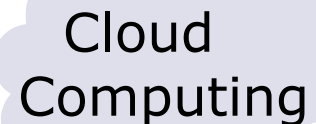
A light blue cloud-shaped graphic containing the text "Cloud Computing".

Cloud
Computing

Motivation for Multiple OSs

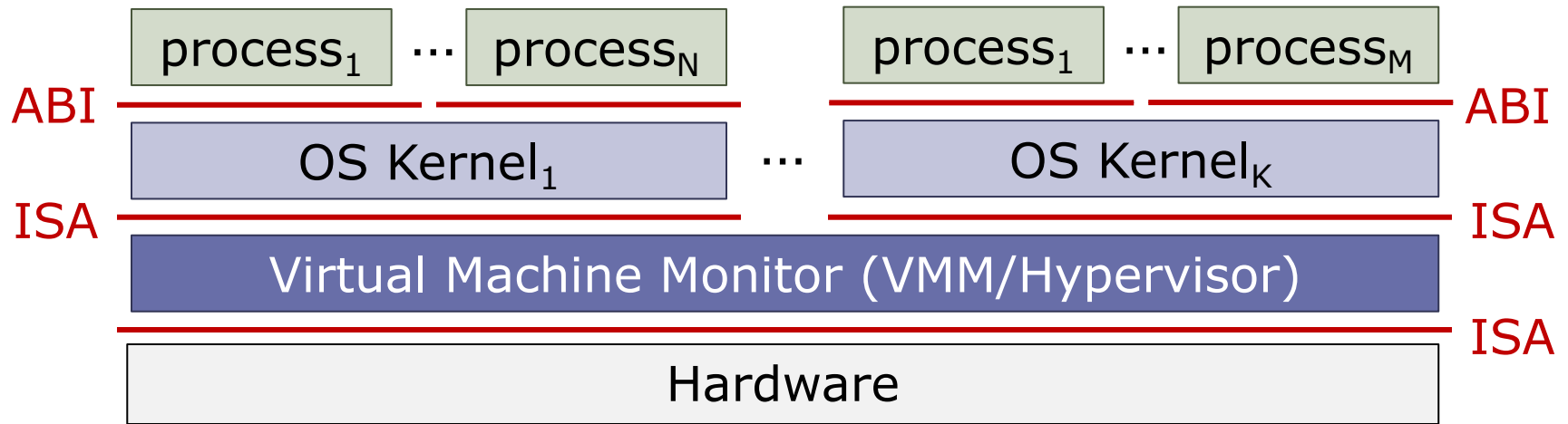
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- Allows for load balancing and migration across multiple machines
- Allows operating system development without making entire machine unstable or unusable

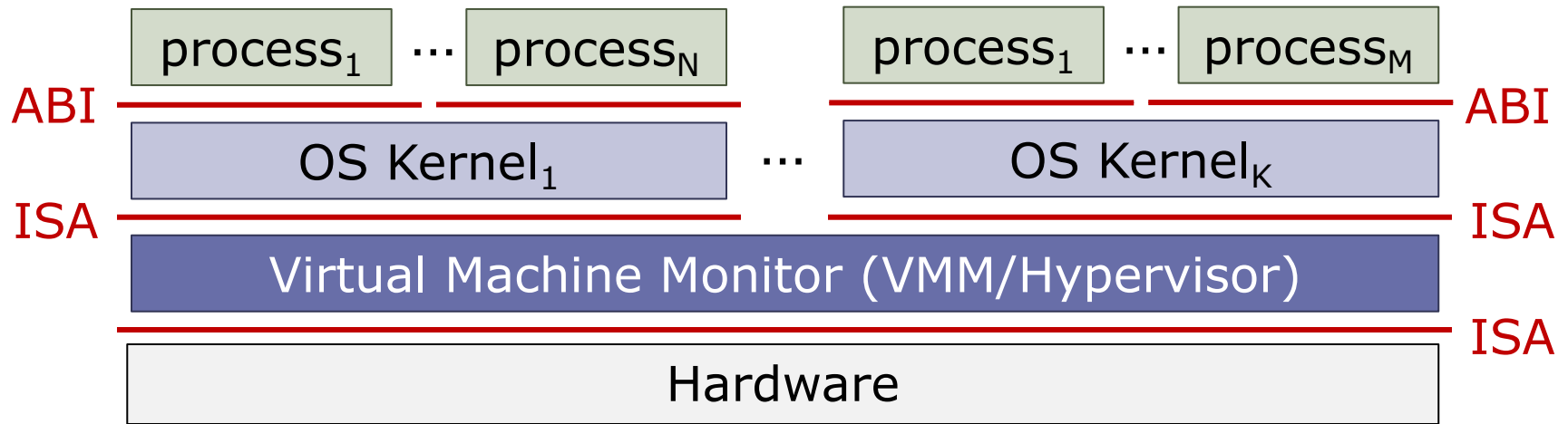


Cloud
Computing

Supporting Multiple OSs

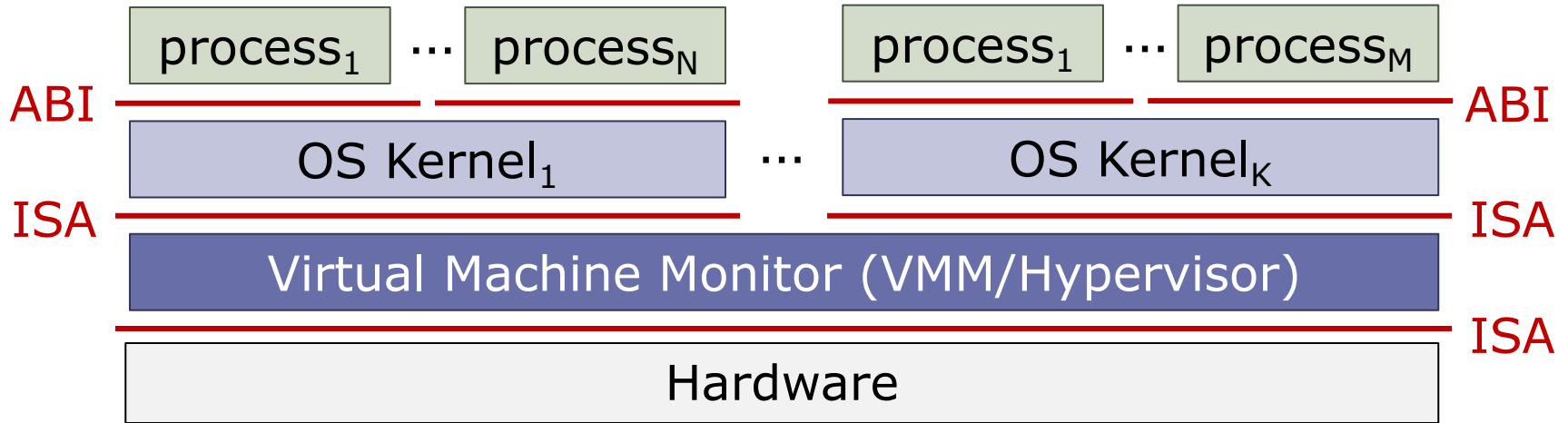


Supporting Multiple OSs



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Supporting Multiple OSs



- A VMM (aka Hypervisor) provides a **system virtual machine** to each OS
- VMM can run directly on hardware (as above) or on another OS
 - Precisely, VMM can be implemented against an ISA (as above) or a process-level ABI. Who knows what lays below the interface...

Virtualization Nomenclature

From (Machine we are attempting to execute)

- Guest
- Client
- Foreign ISA

To (Machine that is doing the real execution)

- Host
- Target
- Native ISA

Virtual Machine Requirements

[Popek and Goldberg, 1974]

- Equivalence/Fidelity: A program running on the VMM should exhibit a behavior essentially *identical* to that demonstrated when running on an equivalent machine directly.
- Resource control/Safety: The VMM must be in complete control of the *virtualized resources*.
- Efficiency/Performance: A statistically dominant fraction of machine instructions must be executed without VMM intervention.

Virtual Machine Requirements

[Popek and Goldberg, 1974]

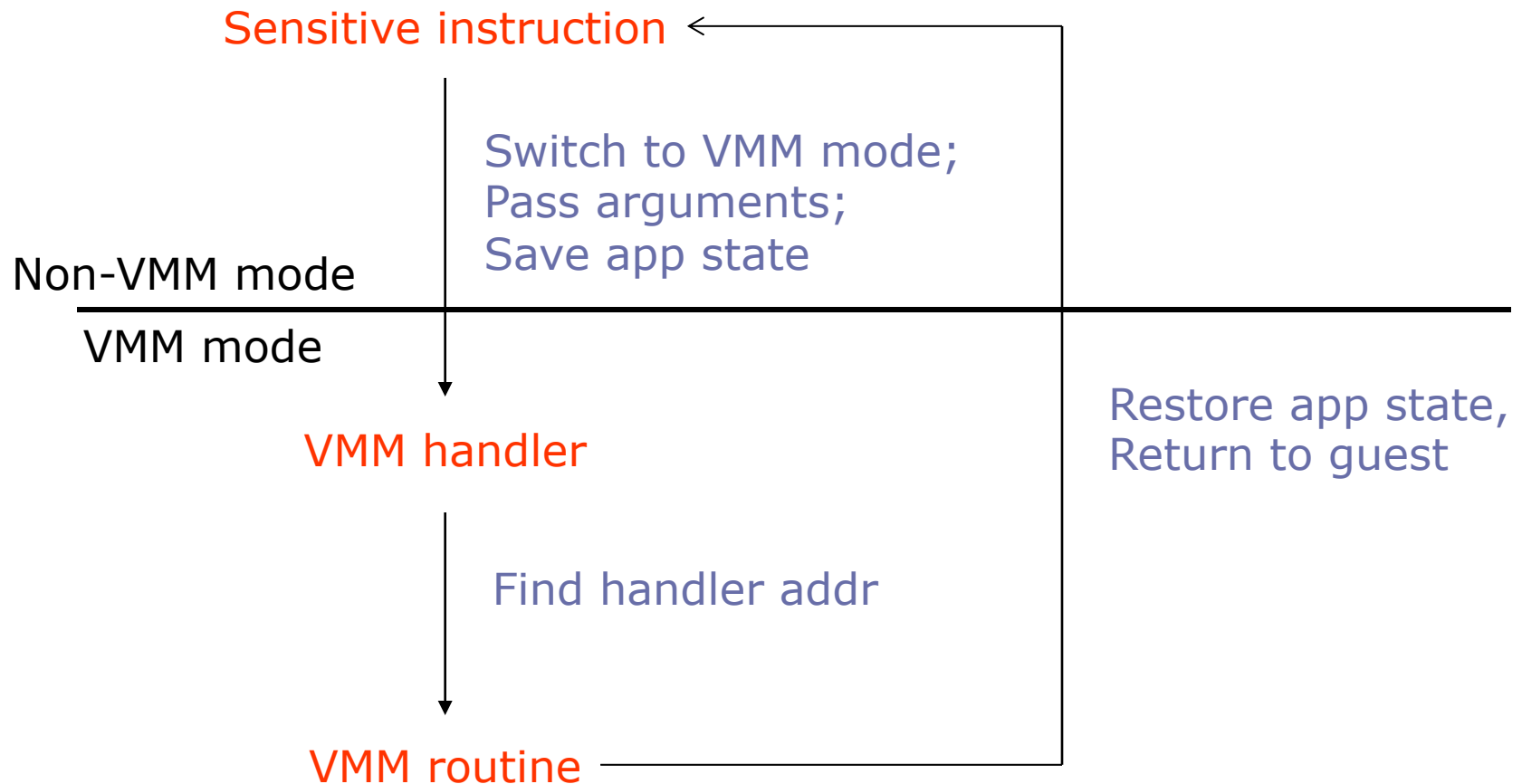
Classification of instructions into 3 groups:

- Privileged instructions: Instructions that **trap** if the processor is in **user mode** and do not trap if it is in a more privileged mode. (*previously defined*)
- Control-sensitive instructions: Instructions that attempt to change the configuration of resources in the system.
- Behavior-sensitive instructions: Those whose behavior depends on the configuration of resources, e.g., mode

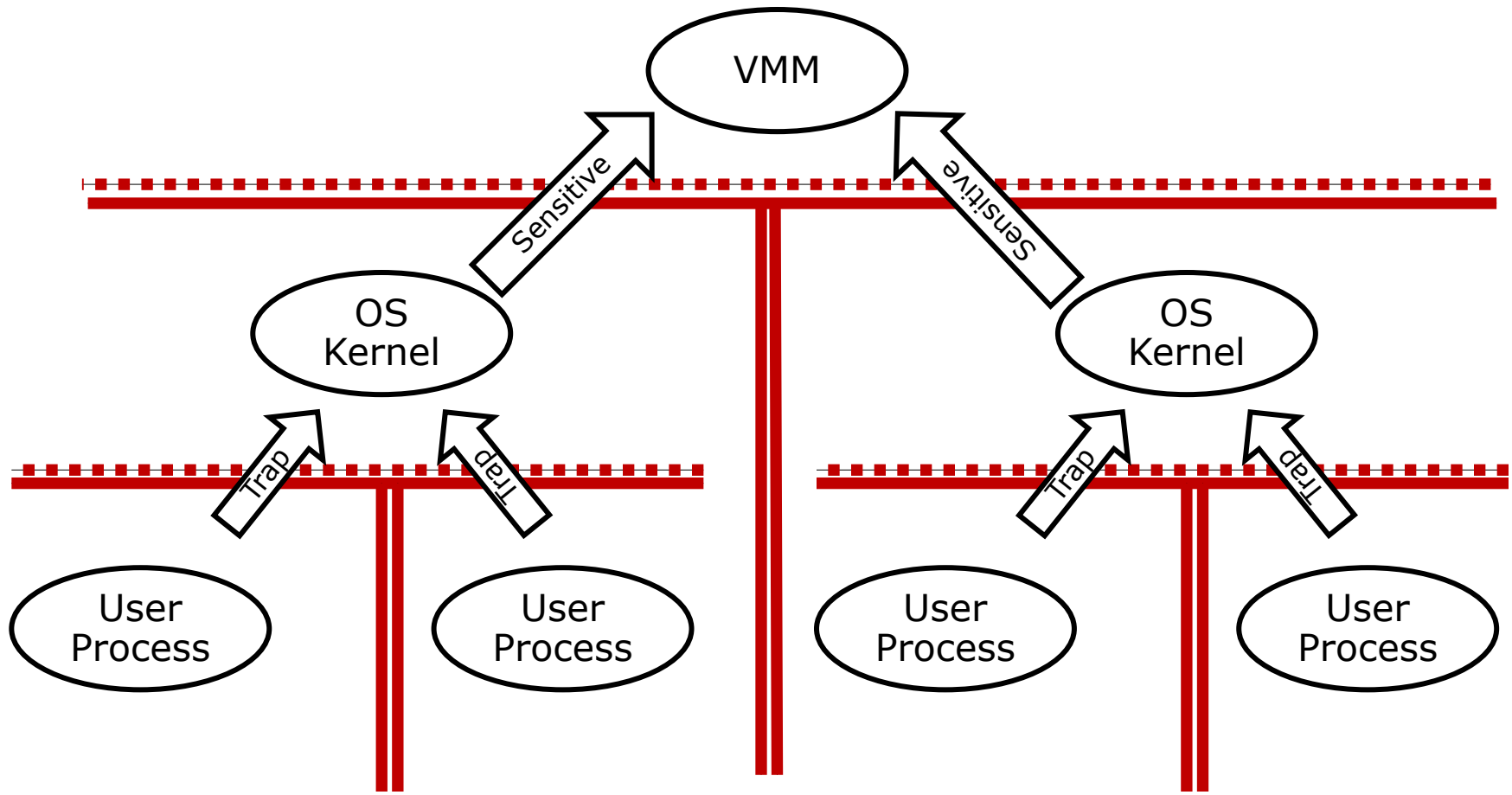
Building an *effective* VMM for an architecture is possible if the set of sensitive instructions is a subset of the set of privileged instructions.

Run guest-OS code using the *trap-and-emulate* strategy.

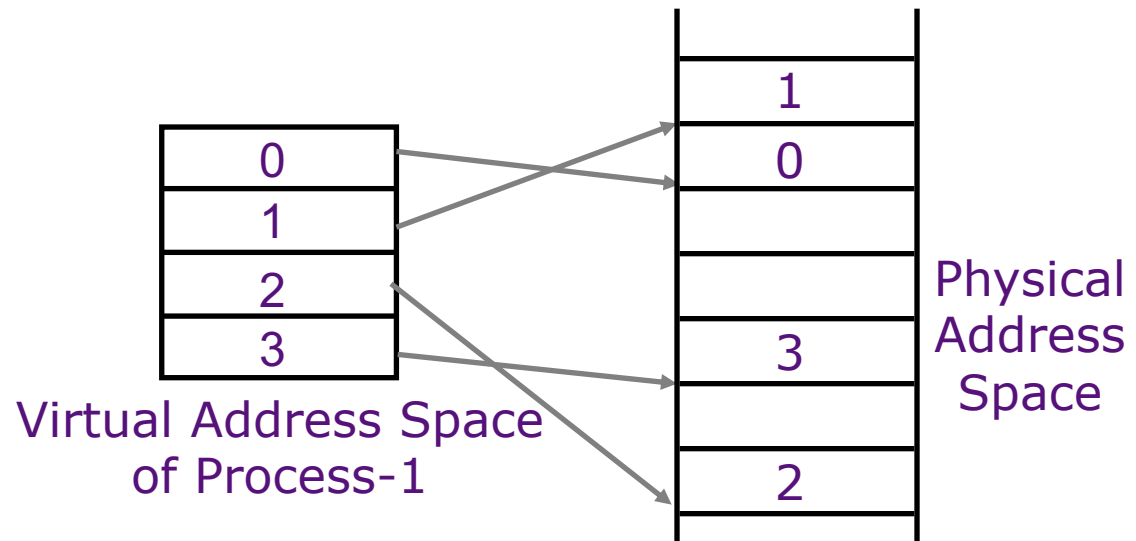
Sensitive instruction handling



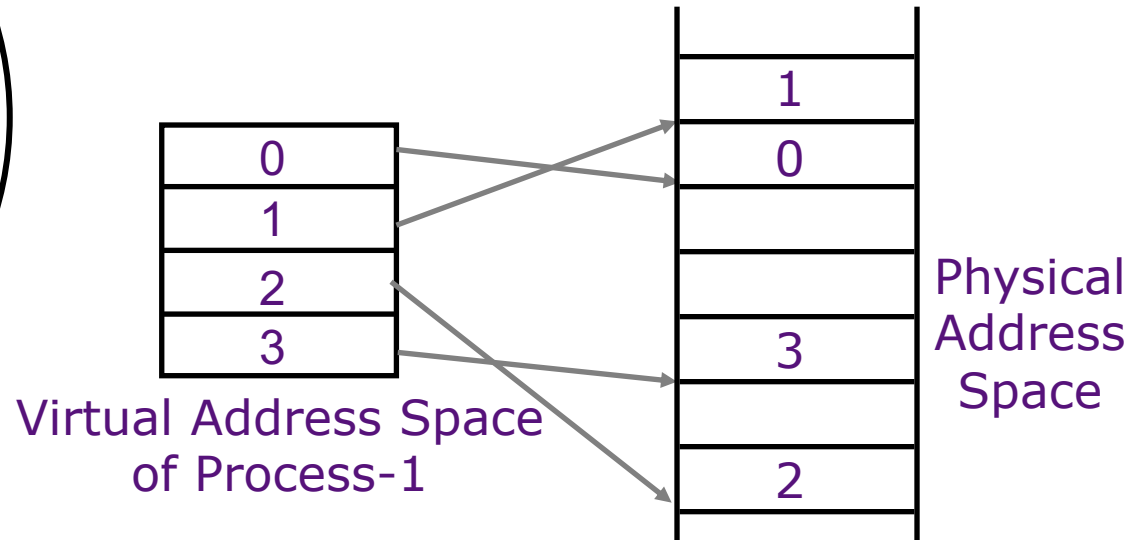
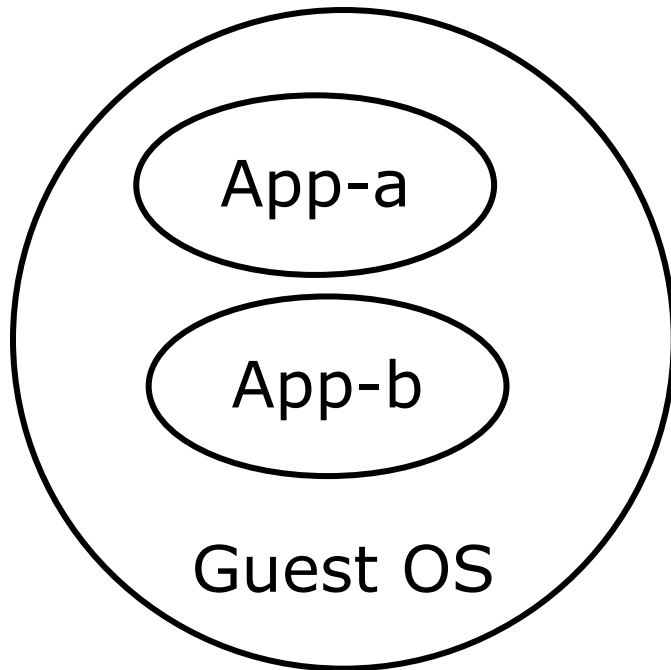
Protection – Multiple OS



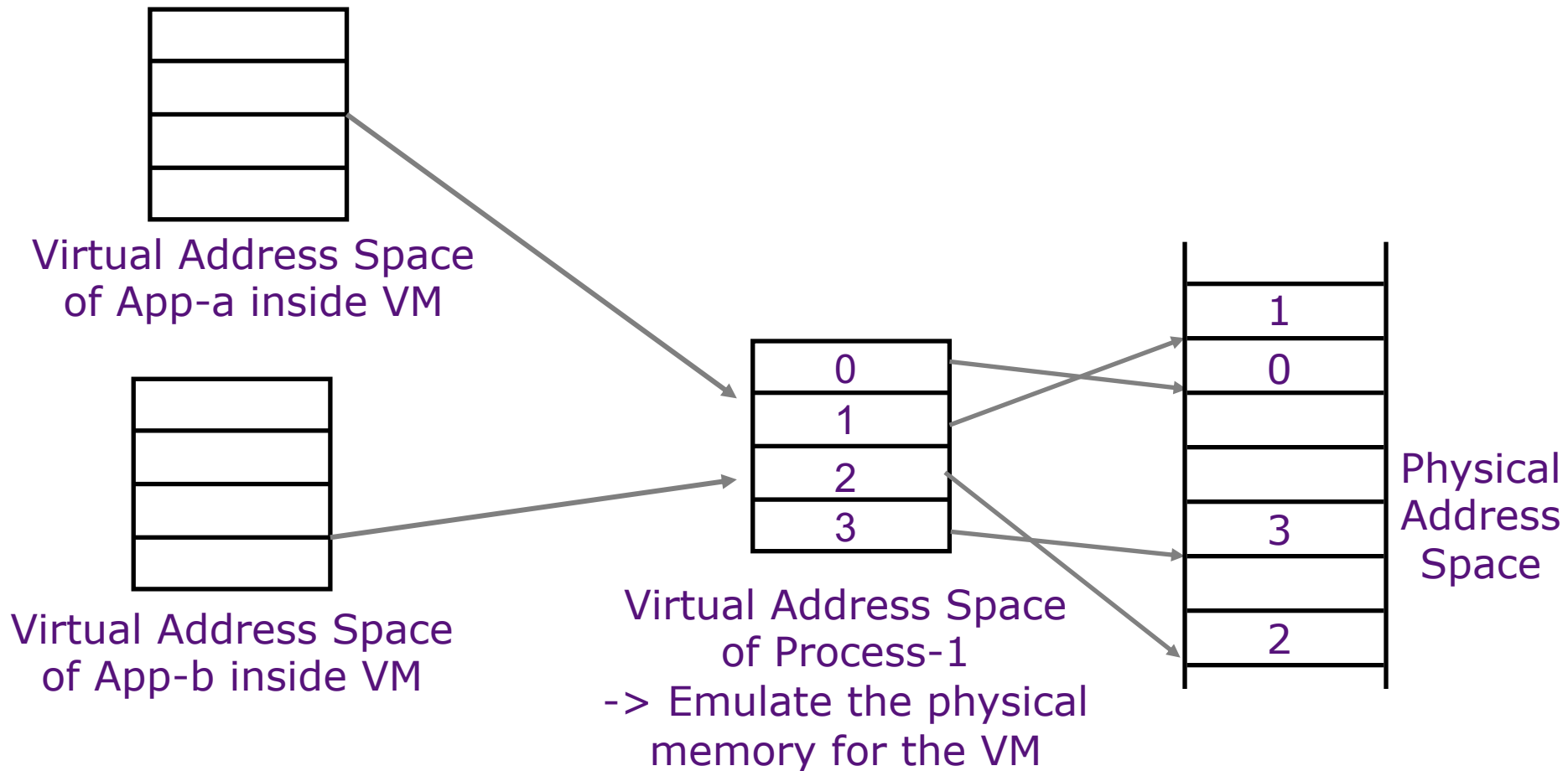
Virtual Memory in VMs



Virtual Memory in VMs

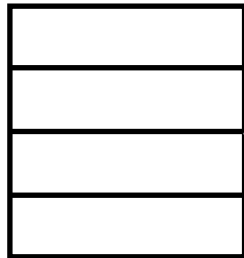


Virtual Memory in VMs

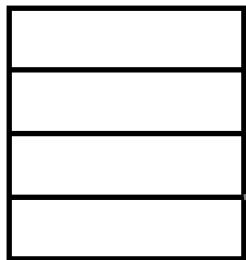


Virtual Memory in VMs

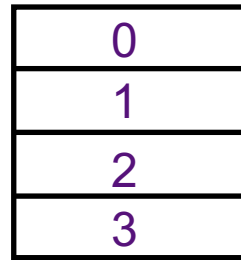
Guest Virtual Address
(gVA)



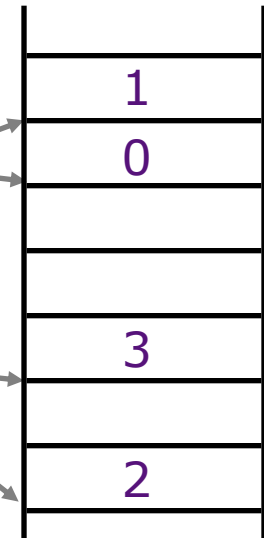
Virtual Address Space
of App-a inside VM



Virtual Address Space
of App-b inside VM



Virtual Address Space
of Process-1
-> Emulate the physical
memory for the VM



Physical
Address
Space

Virtual Memory in VMs

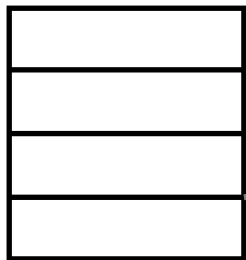
Guest Virtual Address
(gVA)

Host Virtual Address
(hVA)

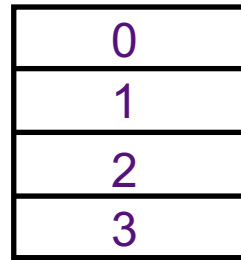
= Guest Physical Address
(gPA)



Virtual Address Space
of App-a inside VM

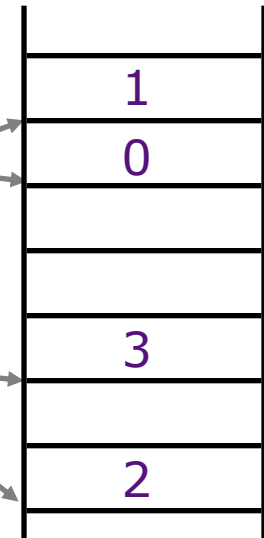


Virtual Address Space
of App-b inside VM



Virtual Address Space
of Process-1

-> Emulate the physical
memory for the VM



Physical
Address
Space

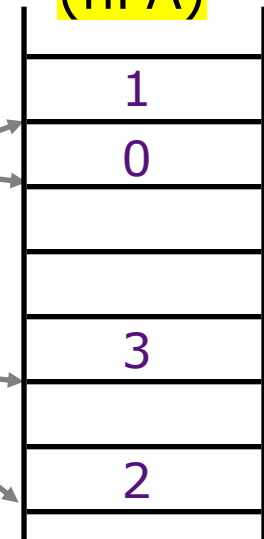
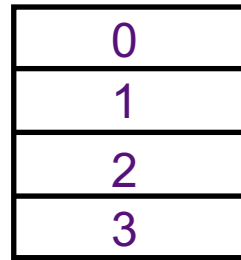
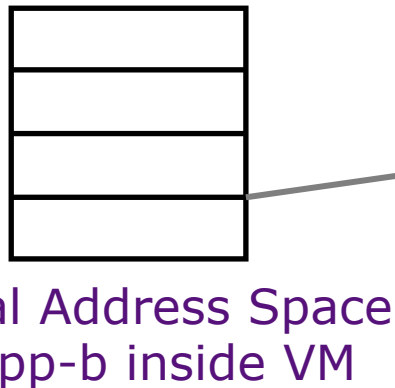
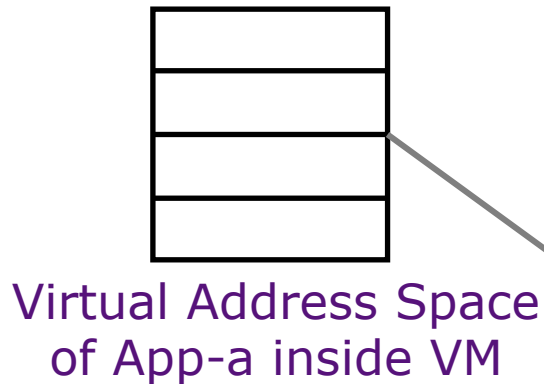
Virtual Memory in VMs

Guest Virtual Address
(gVA)

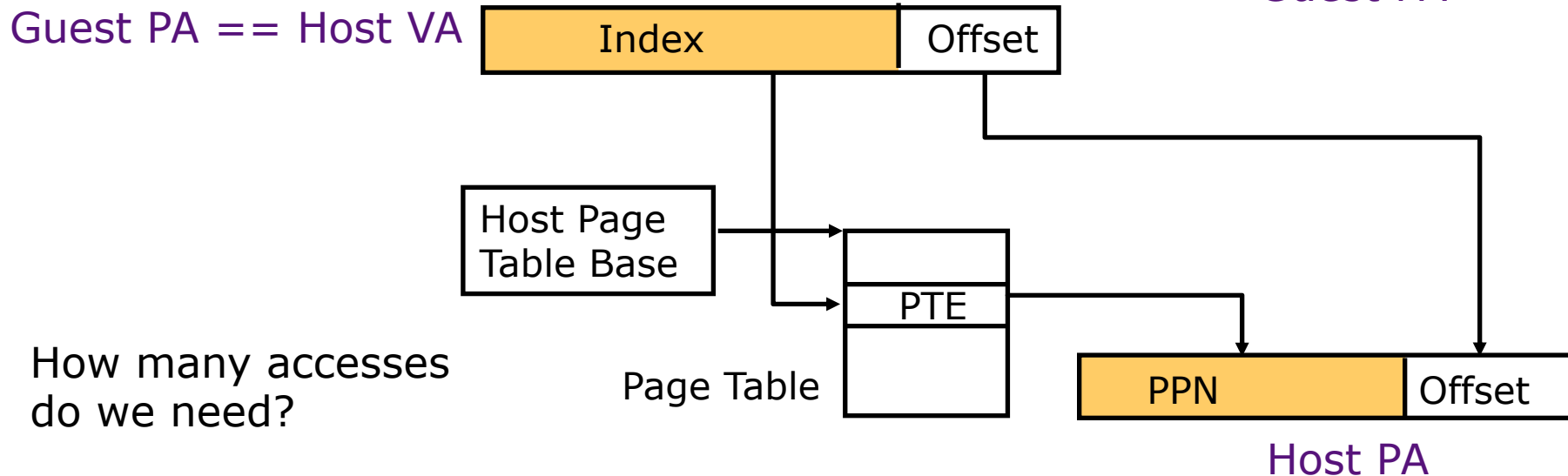
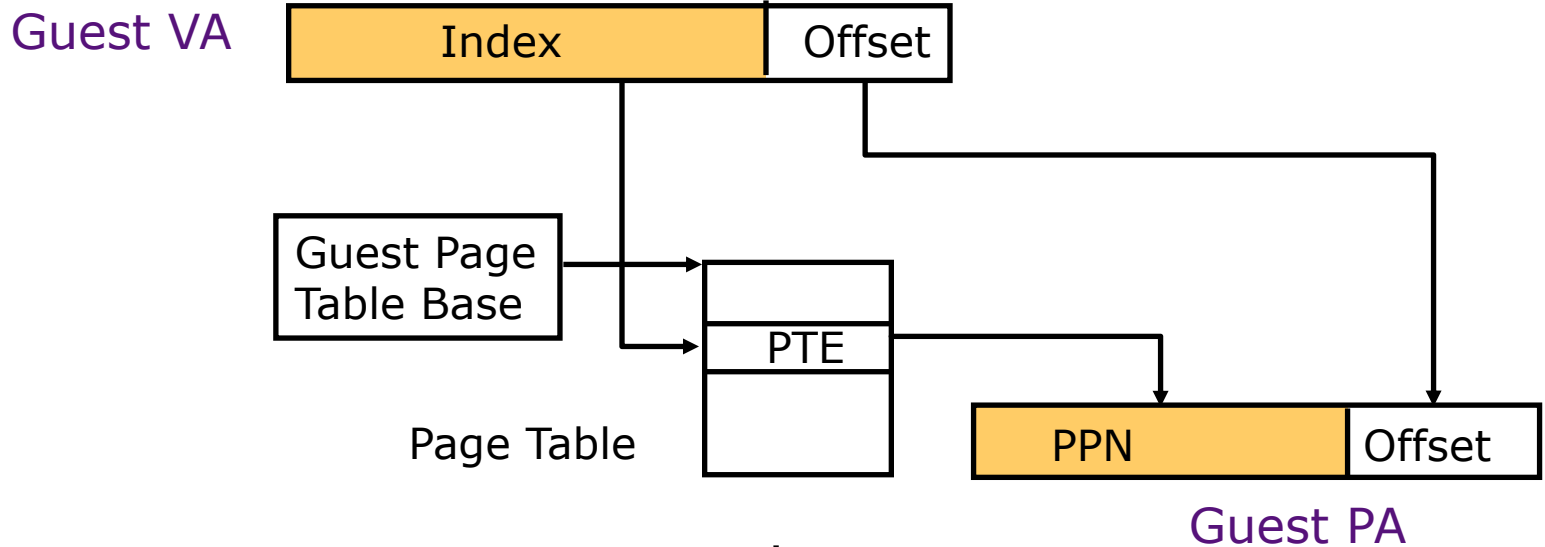
Host Virtual Address
(hVA)

= Guest Physical Address
(gPA)

Host Physical Address
(hPA)

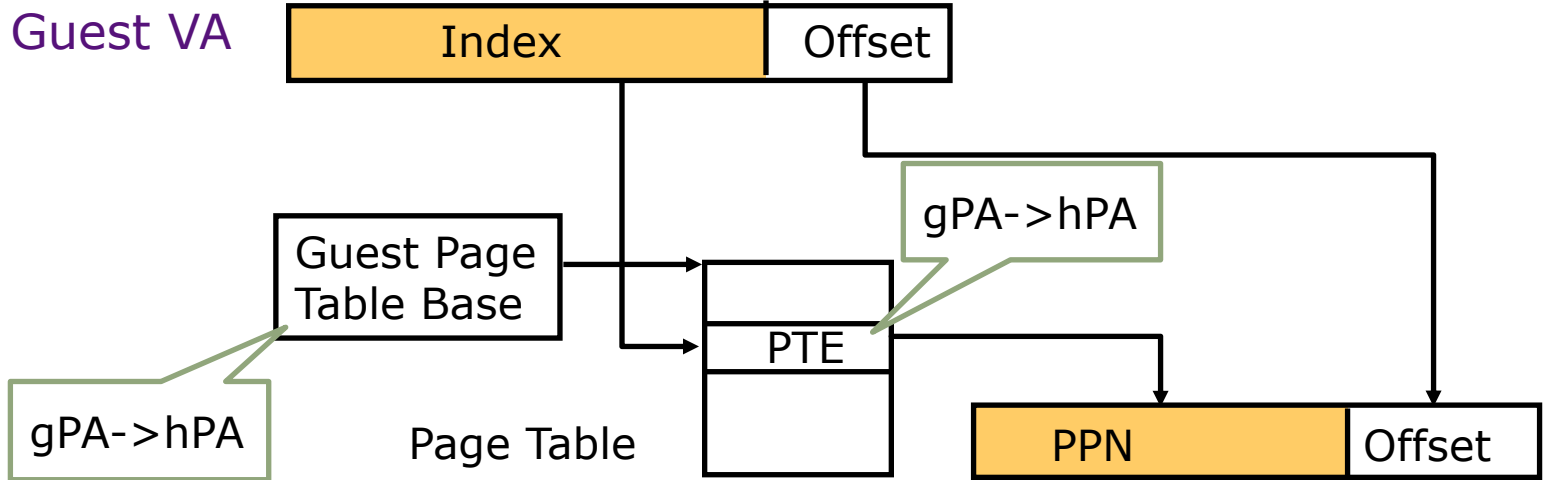


Nested Page Tables



How many accesses do we need?

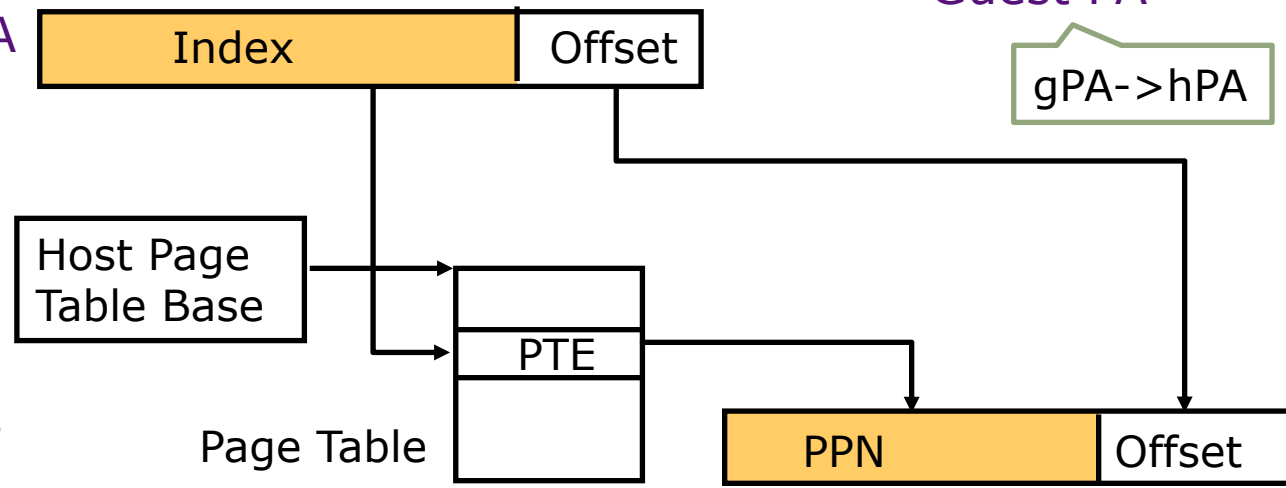
Nested Page Tables



Guest PA

gPA->hPA

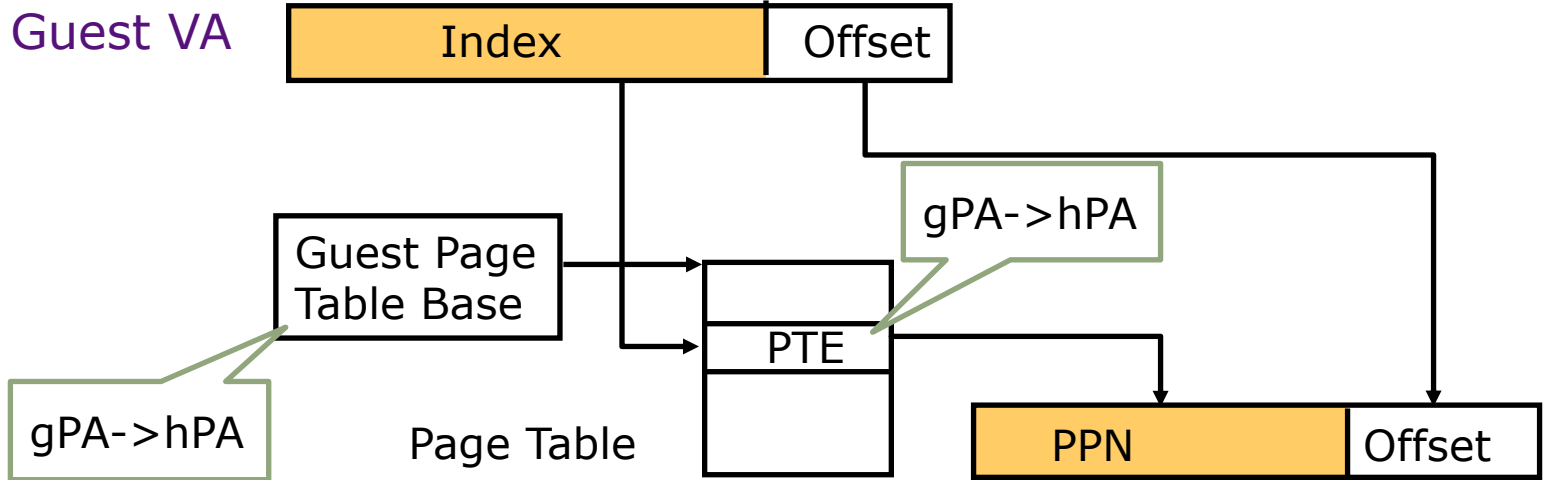
Guest PA == Host VA



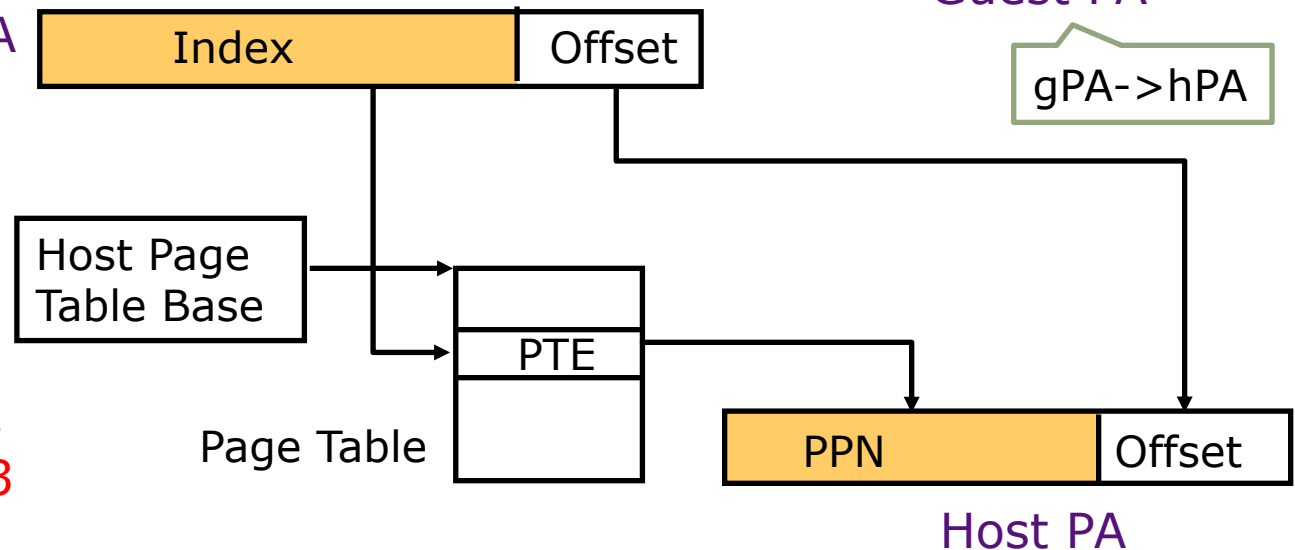
Host PA

How many accesses do we need?

Nested Page Tables

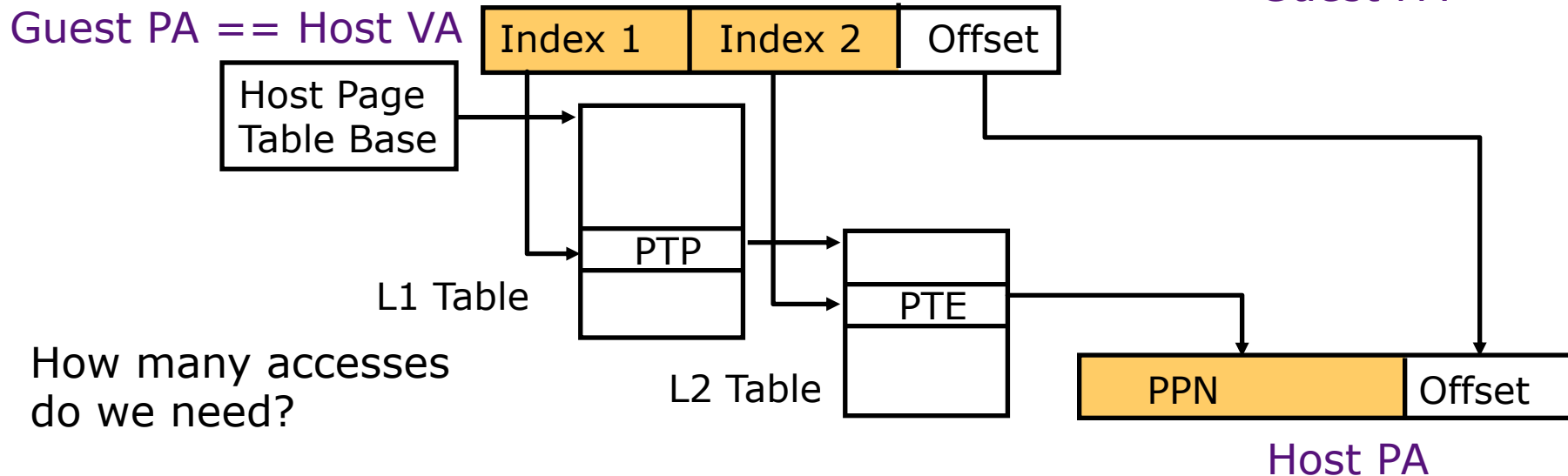
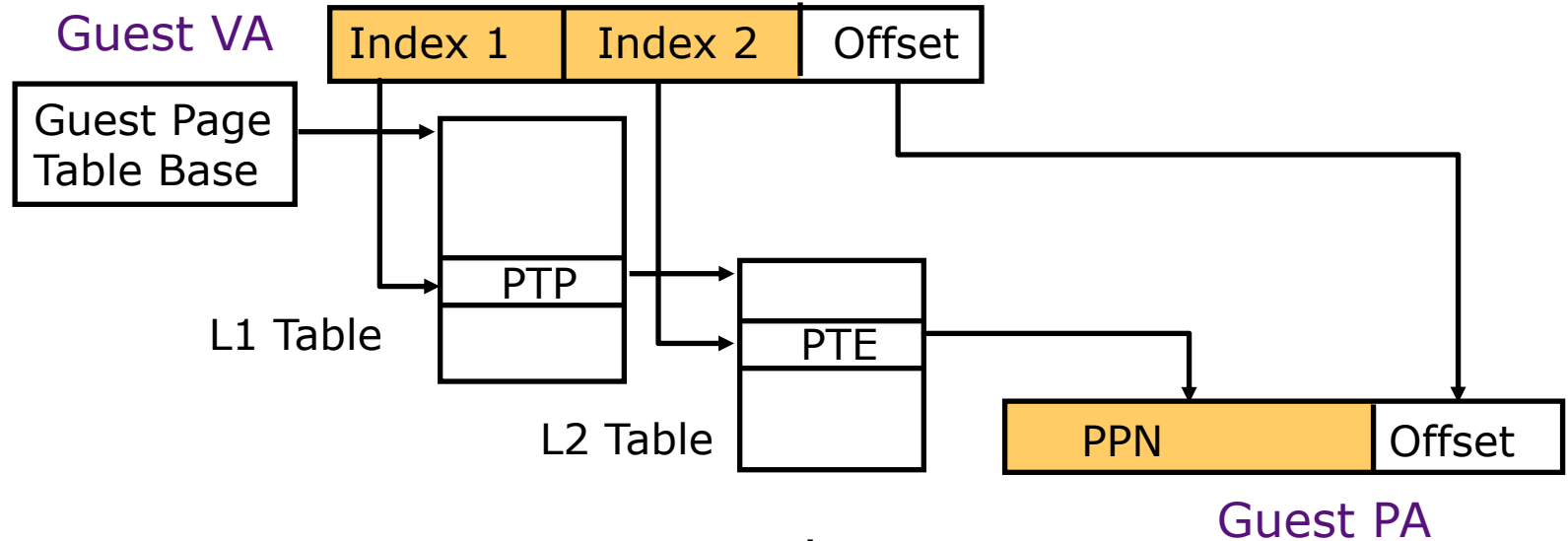


Guest PA == Host VA

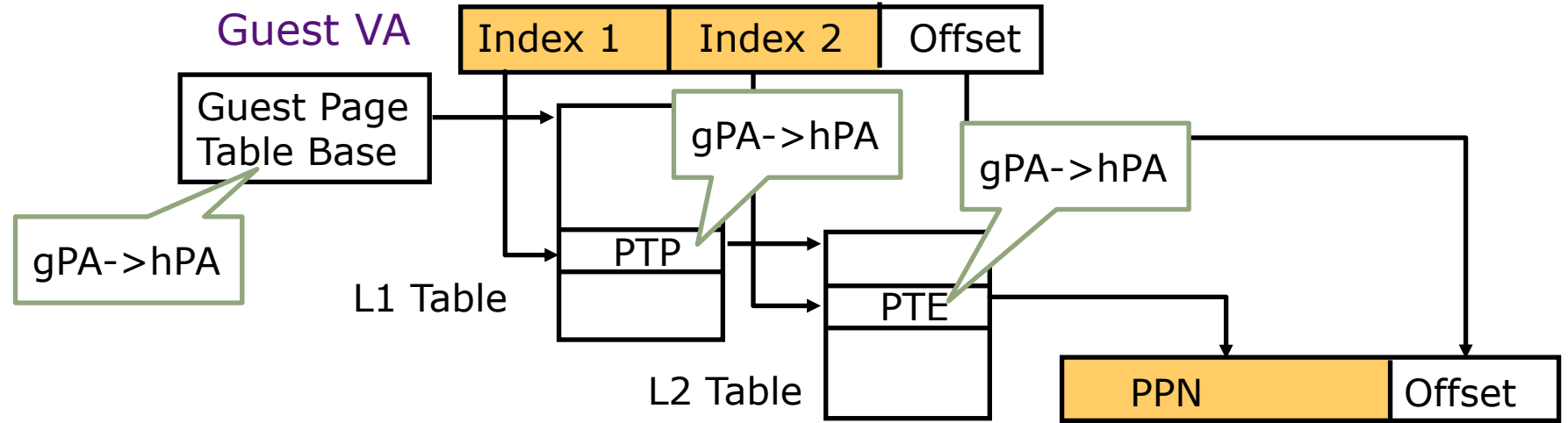


How many accesses do we need? 1 -> 3

Nested Page Tables (Hierarchical)

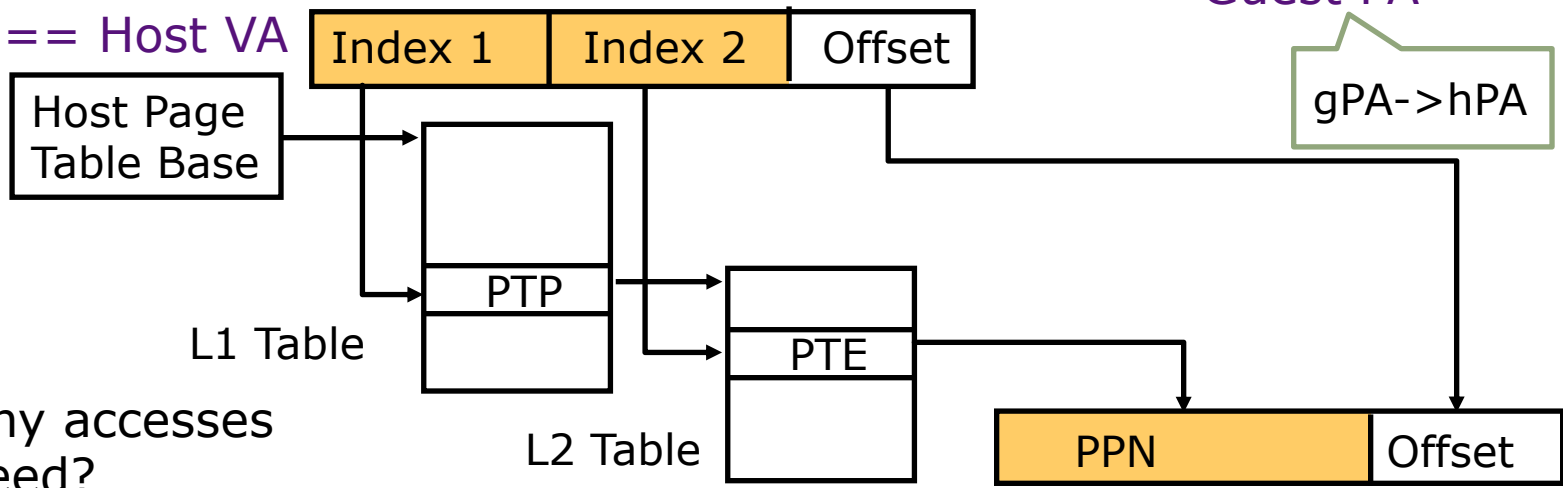


Nested Page Tables (Hierarchical)



Guest PA

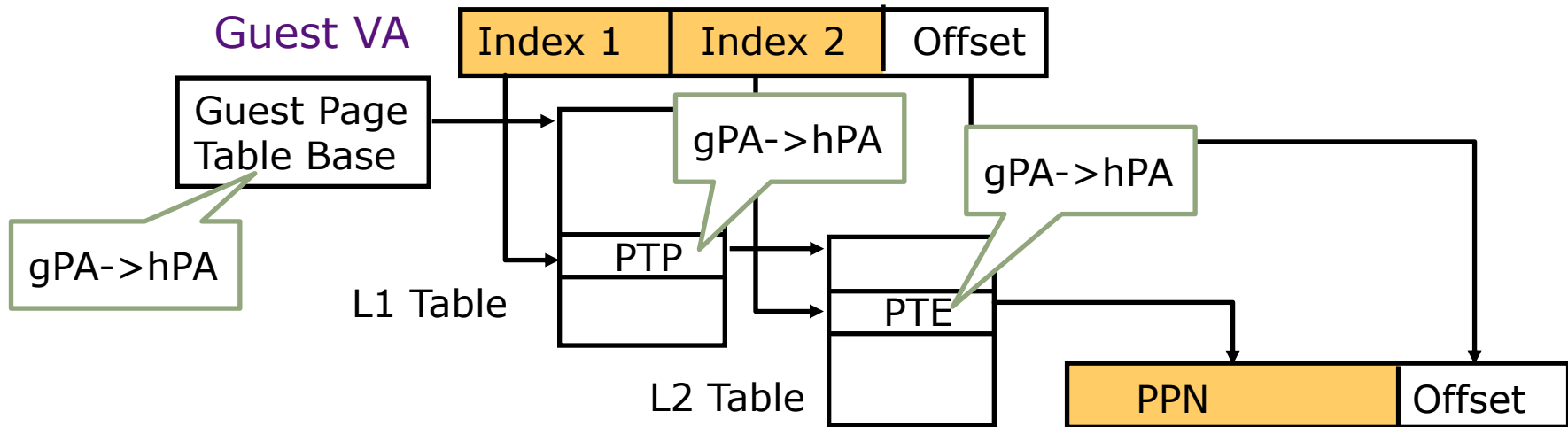
Guest PA == Host VA



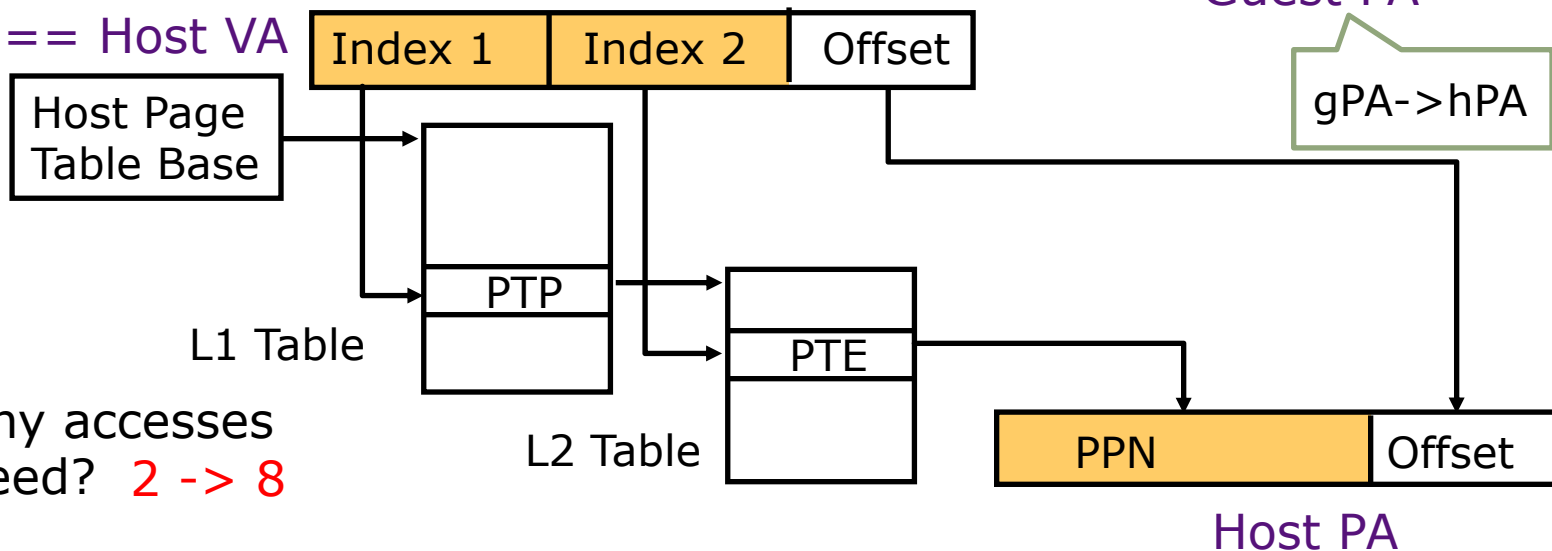
Host PA

How many accesses do we need?

Nested Page Tables (Hierarchical)

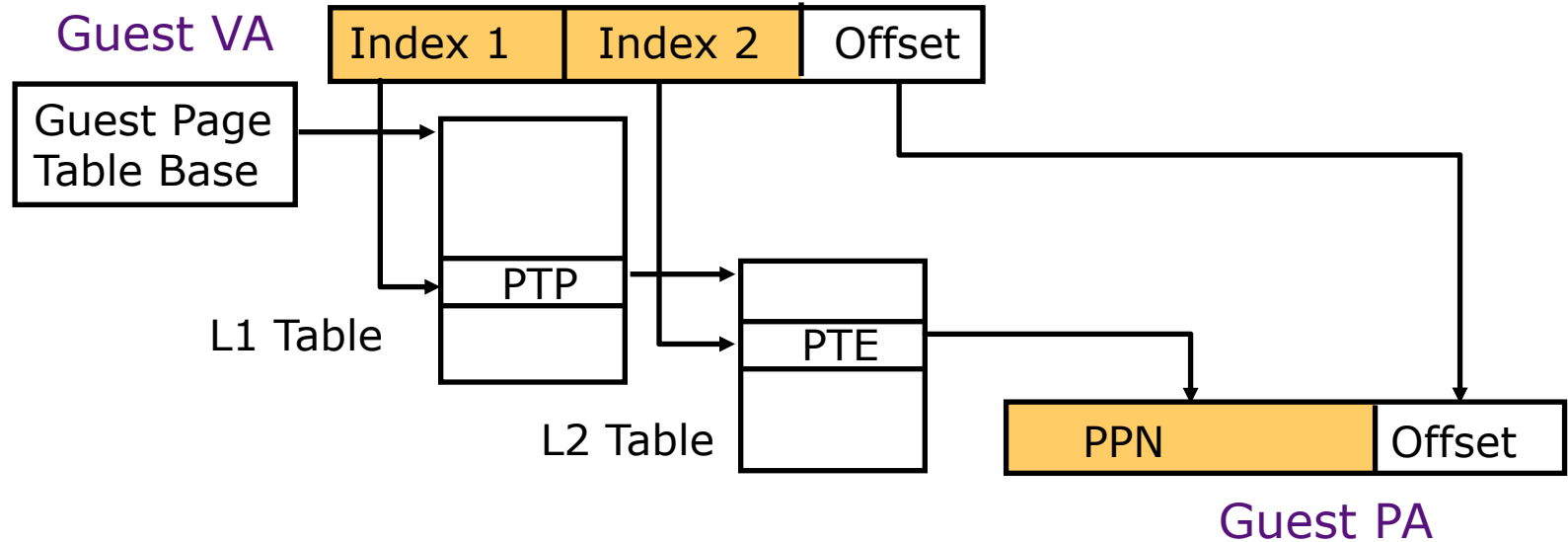


Guest PA == Host VA



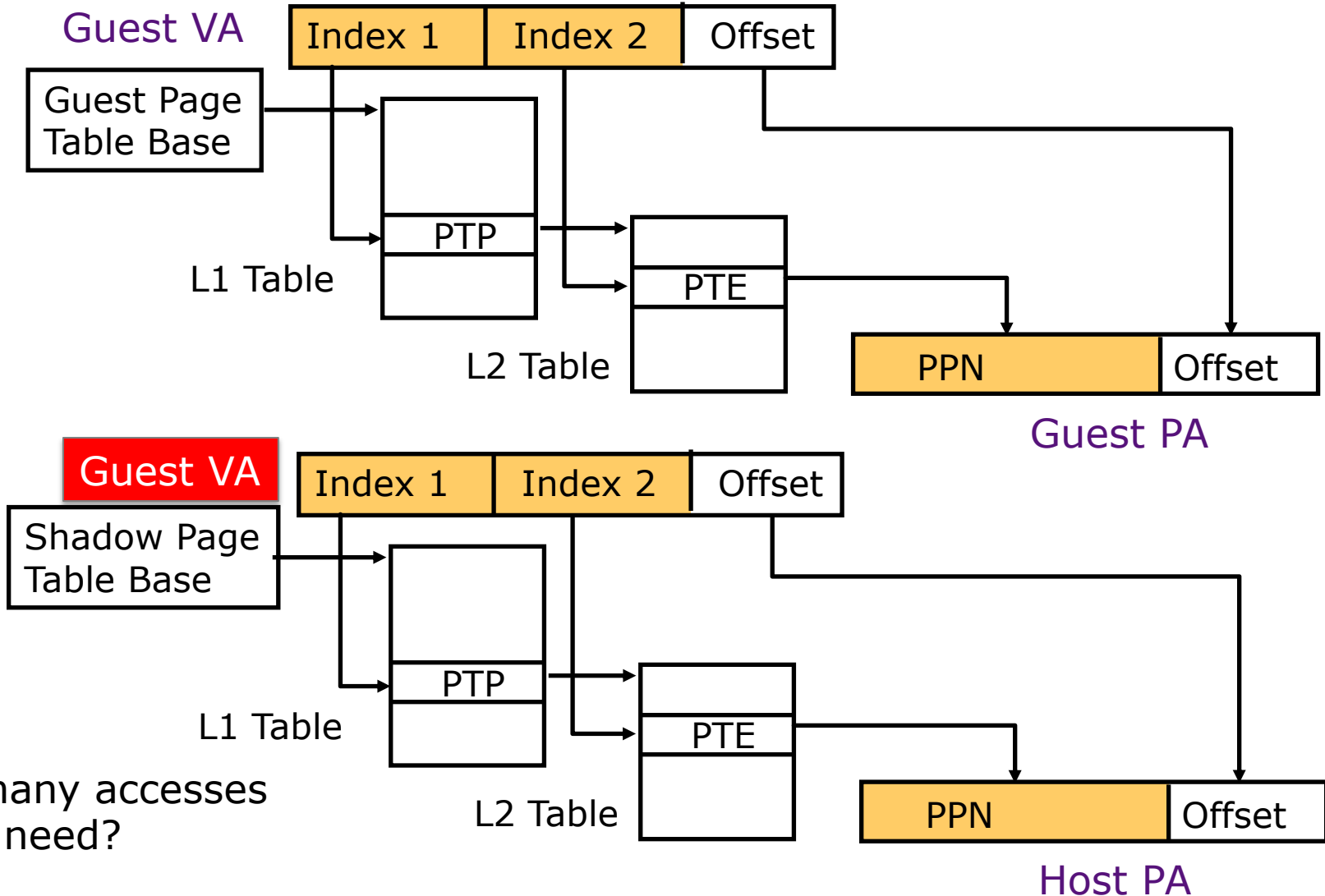
How many accesses do we need? 2 -> 8

Shadow Page Tables



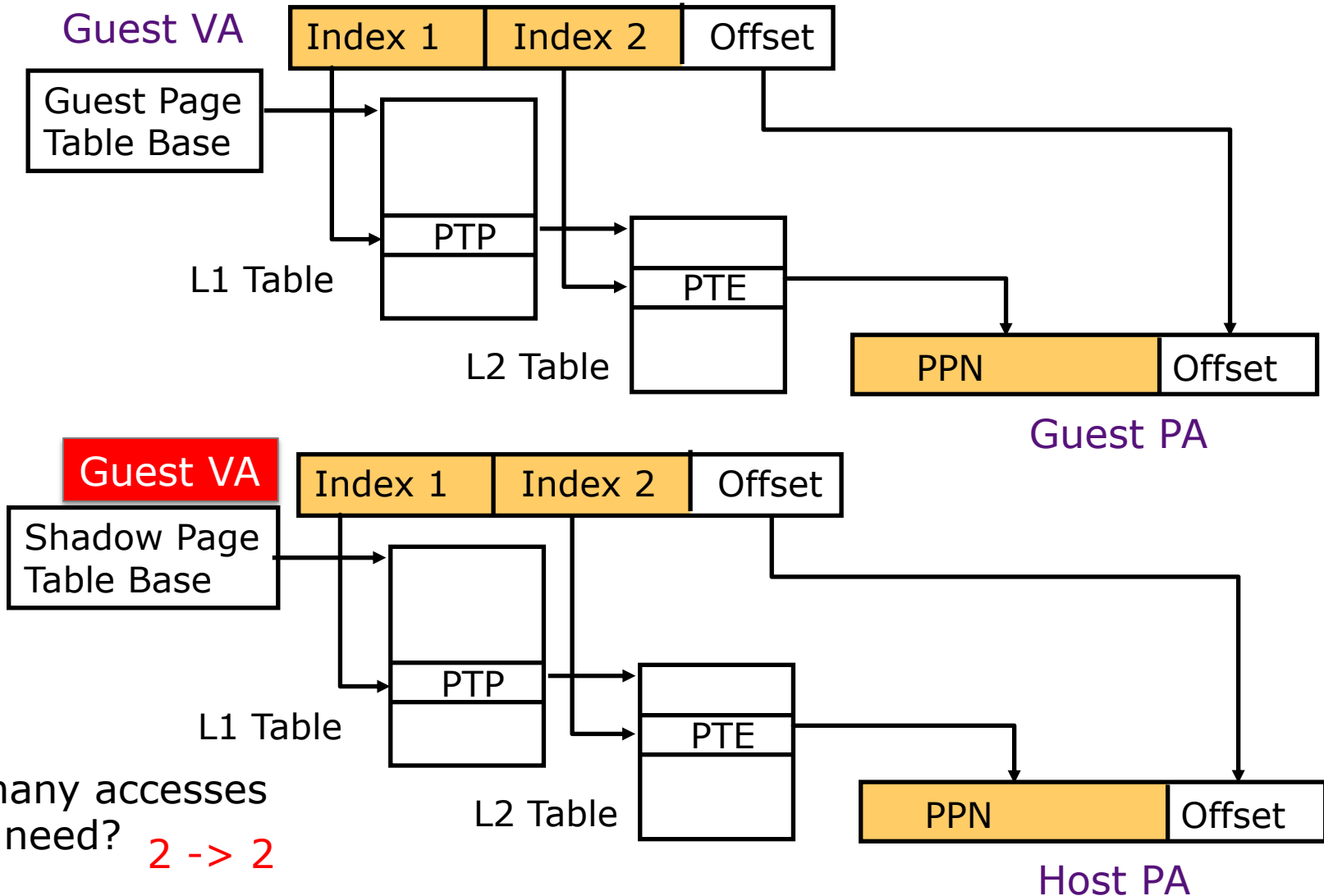
How many accesses do we need?

Shadow Page Tables



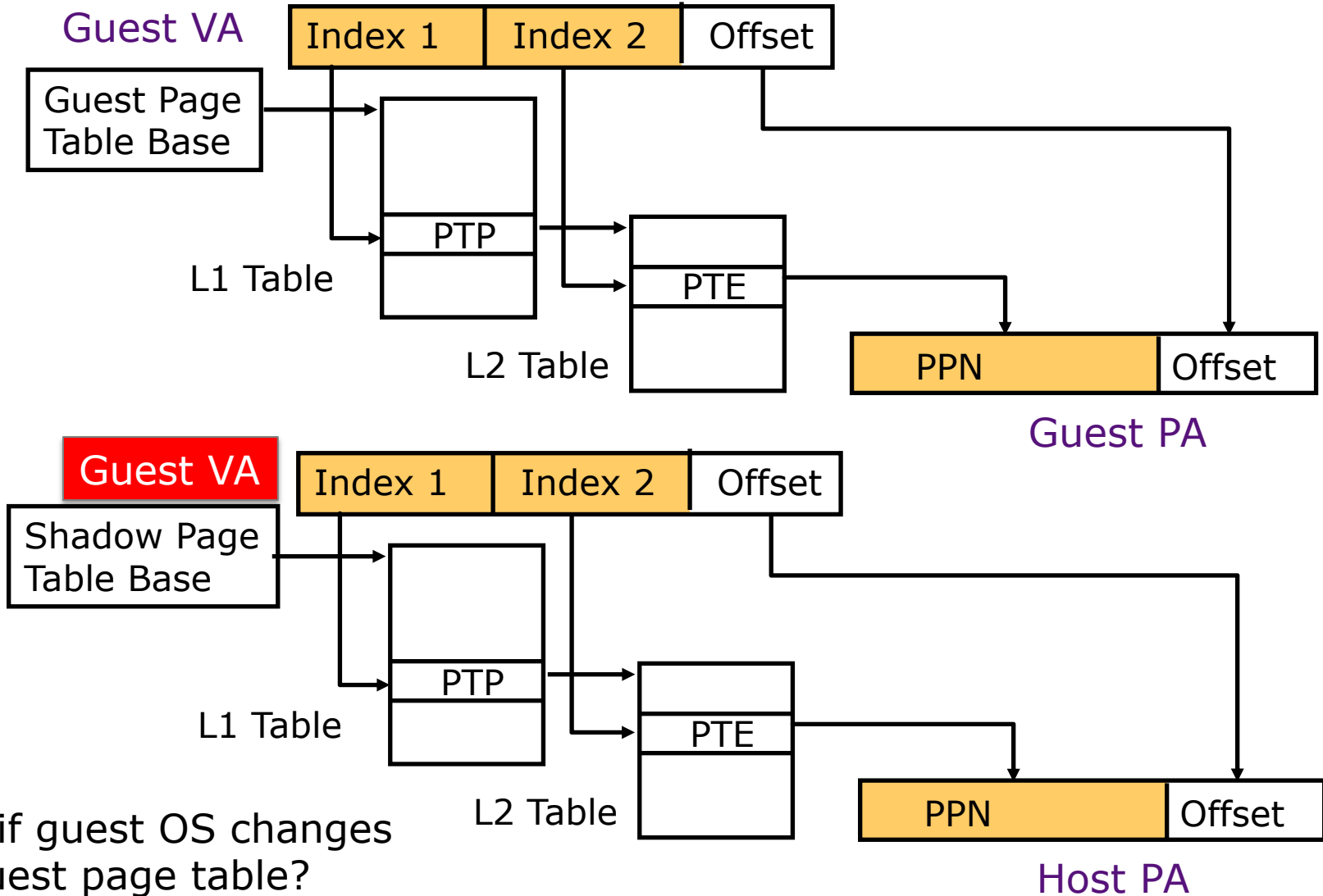
How many accesses do we need?

Shadow Page Tables



How many accesses do we need? **2 -> 2**

Shadow Page Tables



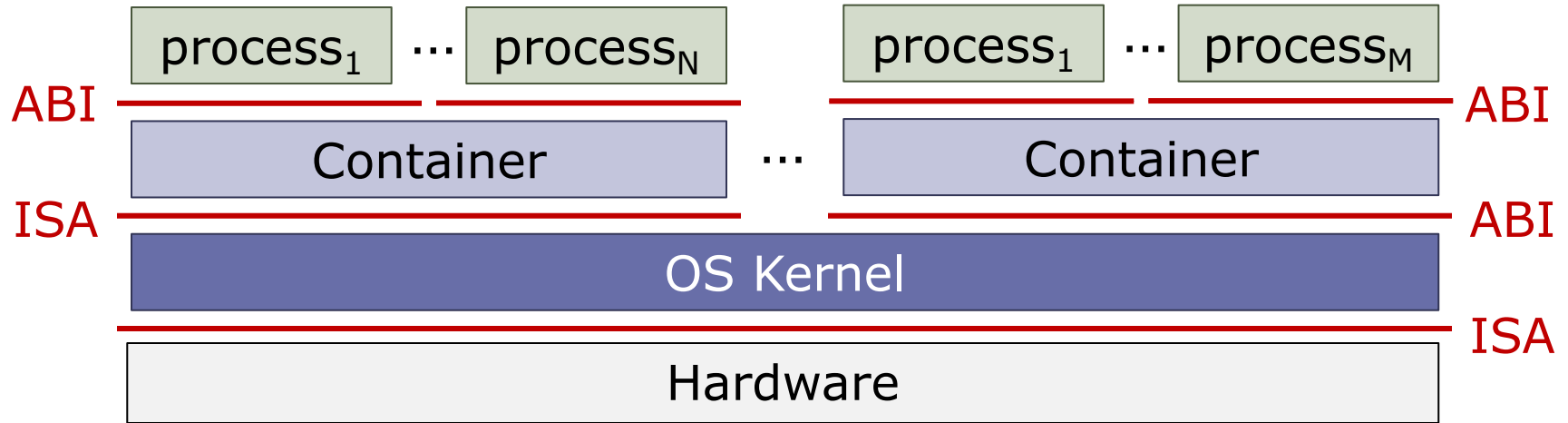
What if guest OS changes the guest page table?

Nested vs Shadow Paging

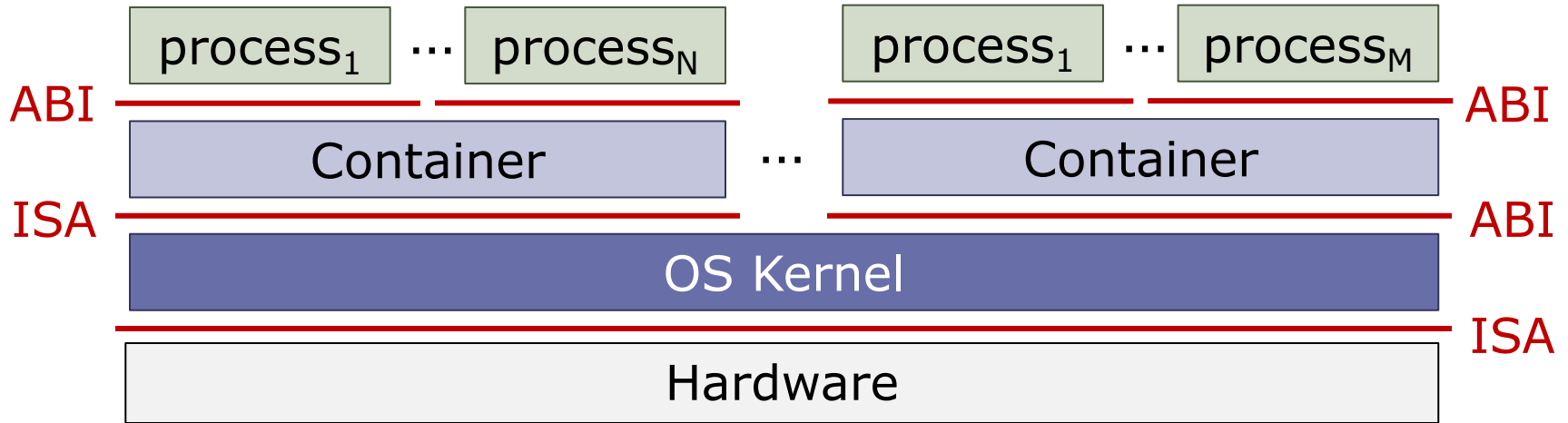
	Native	Nested Paging	Shadow Paging
TLB Hit	VA->PA	gVA->hPA	gVA->hPA
TLB Miss (max)	4	24	4
PTE Updates	Fast	Fast	Uses VMM

On x86-64

Supporting Multiple Process Groups

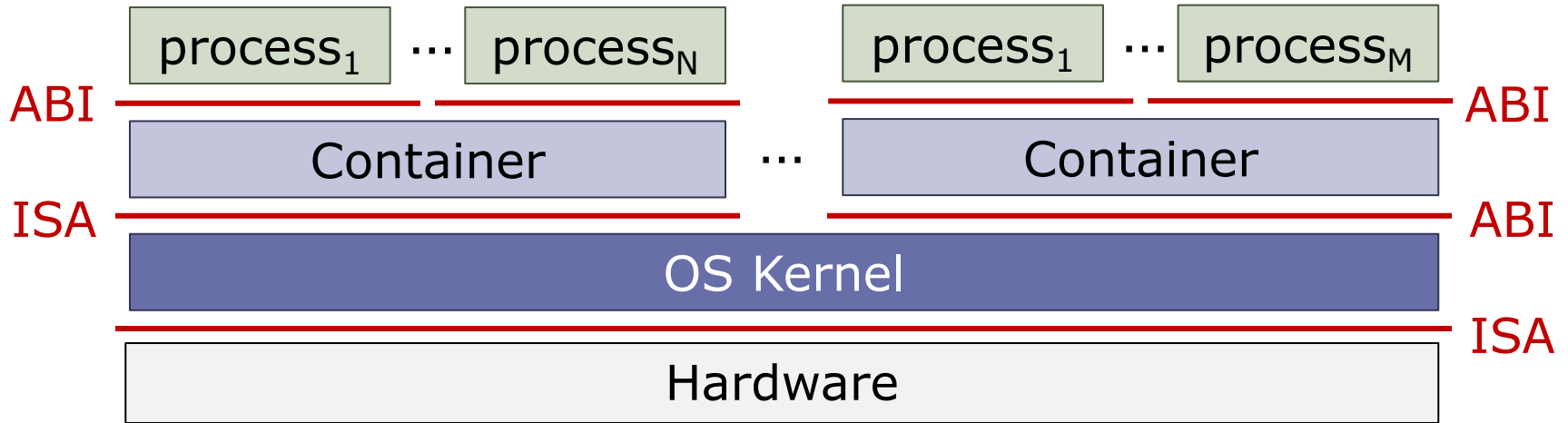


Supporting Multiple Process Groups



- A “container” provides a **process group virtual machine** to each set of processes

Supporting Multiple Process Groups



- A “container” provides a **process group virtual machine** to each set of processes
- Container can run directly on OS, which provides a specific OS ABI to the processes in container

Container Semantics

- Isolation between containers is maintained by the OS, which supports a virtualized set of kernel calls.
 - Therefore, processes in all containers must target the same OS*
- Per Container Resources
 - Set of processes (each with a virtual memory space)
 - Set of filesystems
 - Set of network interfaces and ports
 - Selected devices

*Or closely related variants

Security and Side Channels

- Hardware isolation mechanisms like virtual memory guarantee that architectural state will not be directly exposed to other processes...and
- ISA and ABI are **timing-independent** interfaces
 - Specify *what* should happen, not *when*
- ...so non-architectural state and other implementation details and timing behaviors (e.g., microarchitectural state, power, etc.) may be used as **side channels** to leak information!

Coming Spring 2023 ...

- 6.S984: Datacenter Computing
- Instructor: Christina Delimitrou
- Short description:
 - Datacenter Computing explores the end-to-end stack of modern datacenters, from hardware and OS all the way to resource managers and programming frameworks.
 - The class will also explore cross-cutting issues, such as ML for systems, energy efficiency, availability, security, and reliability.
 - The main deliverable for the course is a semester-long research project on cloud computing, done in groups of 2-3 students. We will provide a list of suggested projects, but students are also encouraged to suggest their own.
- Lecture time: TR1-2:30

Thank you!