

VIRTUALIZATION

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VIRTUALITZATION

Definition:

Has some characteristic that is apparent
(in oppositon to a real or absolute one)

Webster:

Existing in essence or effect though not in actual fact.

Our definition:

Virtual Systems: use logic objects to **abstract** physical components while keeping **behaviour intact**.

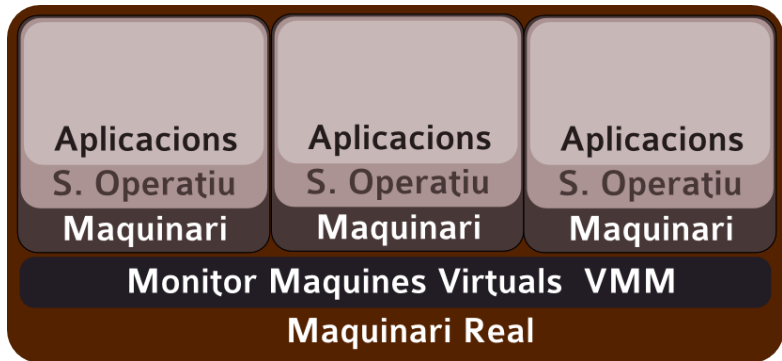
Examples:

- Network: Virtual LAN (VLAN), Virtual Private Network (VPN)
- Storage: Storage Area Network (SAN), LUN
- Computers: Virtual Machine (VM), simulators or emulators
- Servers: VHOST, ParaVirtualization

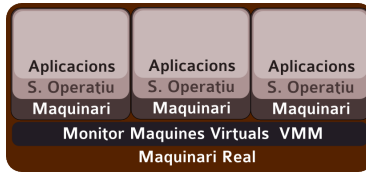


Machine definition:

- Hardware:
 - Processor, Memory, Disk, ...
 - Usually under used
- Software:
 - An OS image
 - Tightly coupled to HW
 - OS controls HW



MACHINE VIRTUALIZATION



Machine abstraction:

- Virtual hardware: processors, memory, I/O devices, etc.
- Encapsulates OS status and applications

Virtualization software:

- Additional indirection level: isolates OS and HW.
- Multiplexes hardware for VMs
- VMs highly isolated
- Better resource management

Safe Multiplexing:

- Multiples VM in only one host
- Isolating HW from VM

Intermachine safety:

- Virii, problems, etc. are confined to a single VM

Capability insulation:

- VMM (Hypervisor) assigns and controls resources: better usage, no monopolization.

Each VM in a single file/directory:

- Storage (OS, Apps, Data)
- Device State, Memory

Clones & Snapshots:

- Freeze VM state and point-in-time recovery

Ease of distribution:

- Pre-config machines, demos, etc.
- Virtual servers (appliances) .

Hardware isolation

- Real HW hidden to VM
- VM accesses “standard” virtual HW

Migration

- Host change != VM reconfig

VM legacy

- Execute legacy apps/OS on new platforms (HW, OS) “creating” standard/legacy HW

Test

- Test new OS releases
- New configurations
- Test over pristine OS installation

Development

- Have “clean” systems (DLL Hell)
- Systems similar to client
- Multiples target systems

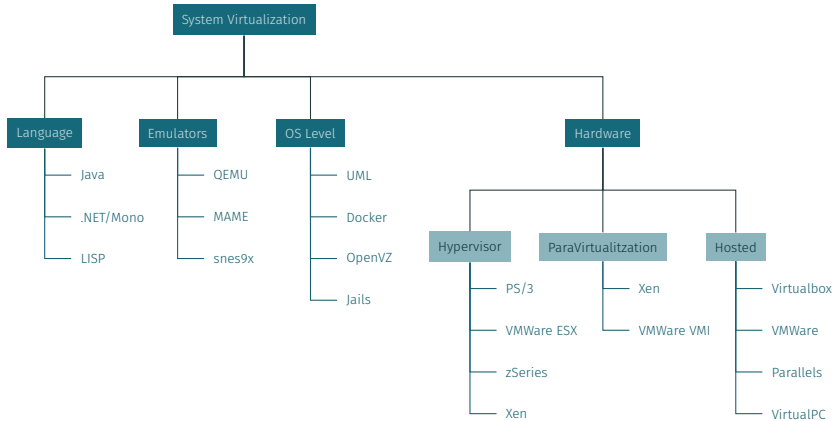
Security

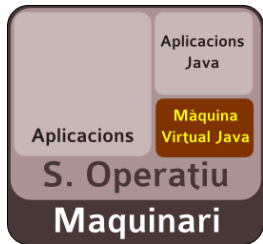
- Easily replicable servers
- SNAPSHOTS
- From: $n \text{ services} \times 1 \text{ server}$ to $1 \text{ service} \times \text{server}$

Cost/Consumption

- Hardware sharing (BLADES)
- Reduce power usage
- Hardware reuse

MODELS





Language Level



OS Level



Hardware Level

- Reduced HW requirements
- Easy deployment
- Less security (only Sandbox)
- Usable alongside other models
- Applications:
 - Sandbox wrt sistema
 - Sandbox wrt other apps

- Less HW required
- Easy to deploy
- Enough security
- Can run alongside other apps
- Bad performance:
 - Emulates CPU instruction by instruction
- Allows to use binaries from other archs

- Middle security:
 - Isolates big share of actions
 - Everything is running in the same address space
- Good performance
- Sometimes require special OS versions
- Cannot mix architectures/systems

- Good security:
 - Perfectly isolated machines
 - Good control of addressing and resource access
- Good performance
- Usually does not require special OS versions
- Allows mixes of architectures (sometimes)/systems (sometimes)
- Requires special hardware and systems

- Good Security:
 - Perfectly isolated machines
 - Virtualizator controls addressing/resource access
- Good performance on good HW, underperforming otherwise
- Usually doesn't require special OS versions
- Allows arch/system mixing (sometimes)
- Doesn't require special HW (affects performance)

- Good security:
 - Perfectly isolated HW
 - Virtualizator controls addressing/resource access
- Good performance (Special HW required)
- Doesn't require special OS versions
- Can allow arch/systems mixing (with limitations)
- Requires special HW (virtualization abled processors)