

A Comparison of Software and Hardware Techniques for x86 Virtualization

By Keith Adams and Ole Ageson
VMWare

Presented by Mike Marty

The Renaissance of Virtualization

- 1970s: virtual machines first used
- 1990s:
 - x86 becomes prominent server platform
 - No vertical integration in x86
 - Lack of enterprise features in commodity OSs
- 1999: VMWare first product to virtualize x86
- 2006: AMD and Intel offer hardware support

Outline

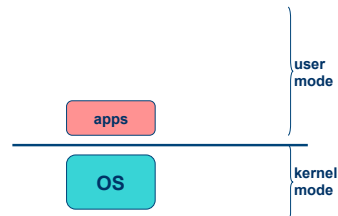
- Classic Virtualization
- Software Virtualization
- Intel/AMD Hardware Virtualization
- Comparison and Results
- Discussion

Classic Virtualization

- Popek and Goldberg's Criteria:
 1. **Fidelity** – run any software
 2. **Performance** – run it fairly fast
 3. **Safety** – VMM manages all hardware
- **Trap-and-Emulate** only real solution until recently

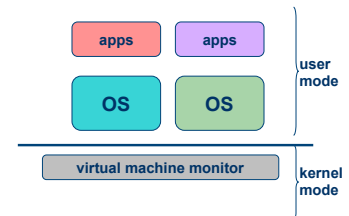
Trap-and-Emulate Virtualization

1. De-Privilege OS



Trap-and-Emulate Virtualization

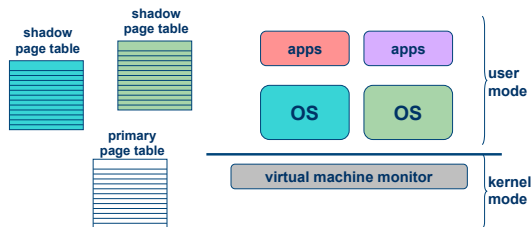
1. De-Privilege OS



Trap-and-Emulate Virtualization

1. De-Privilege OS

2. Shadow structures and memory tracing



Trap-and-Emulate cont.

- Traps are expensive (~3000 cycles)
- Many traps unavoidable
 - E.g., page faults
- Important enhancements
 - "Paravirtualization" to reduce traps (e.g., Xen)
 - Hardware VM modes (e.g., IBM s370)

Can x86 Trap and Emulate?

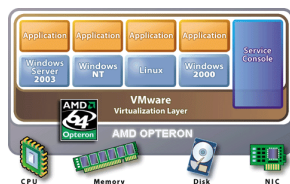
- No
 - Even with 4 execution modes!
 - Key problem: dual-purpose instructions don't trap
- Classic Example: *popf* instruction
 - Same instruction behaves differently depending on execution mode
 - User Mode: changes ALU flags
 - Kernel Mode: changes ALU **and** system flags
 - **Does not generate a trap in user mode**

Outline

- Classic Virtualization
- Software Virtualization
- Intel/AMD Hardware Virtualization
- Comparison and Results
- Discussion

Software Virtualization with VMWare

- Binary translation!



VMWare's Binary Translation

- On-the-fly
- Only need to translate OS code
 - Makes SPEC run fast by default
- Most instruction sequences don't change
- Instructions that **do change**:
 - Indirect control flow: call/ret, jmp
 - PC-relative addressing
 - Privileged instructions
- Adaptive Translation
 - *"Innocent until proven guilty"*

Performance Advantages of BT

- Translation sequences can be faster than native:
 - *cli* vs. `vpu.flags.IF := 0`
- Avoid privilege instruction traps
 - Example: `rdtsc`
 - Trap-and-emulate: 2030 cycles
 - Callout-and-emulate: 1254 cycles
 - BT **emulation**: 216 cycles (but TSC value is stale)

Outline

- Classic Virtualization
- Software Virtualization
- Intel/AMD Hardware Virtualization
- Comparison and Results
- Discussion

AMD SVM and Intel VT

- Extensions to x86-32 and x86-64
 - Allows classic **trap-and-emulate**!
 - Hardware VM modes to reduce traps
 - Details:
 - VMCB – virtual machine control block
 - VMX mode for running guest OSs
 - *Vmrund* instruction to enter VMX mode
 - Many instructions and events cause VMX **exits**
 - Control fields in VMCB can change VMX exit behavior

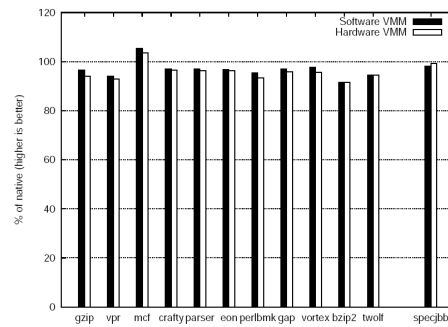
Hardware VM Example: *syscall*

1. VMM fills in VMCB exception table for Guest OS
 - Sets bit in VMCB **not exit on syscall exception**
2. VMM executes *vmrun*
3. Application invokes *syscall*
4. CPU → CPL #0, **does not trap**, vectors to VMCB exception table

Software BT vs. Hardware VM

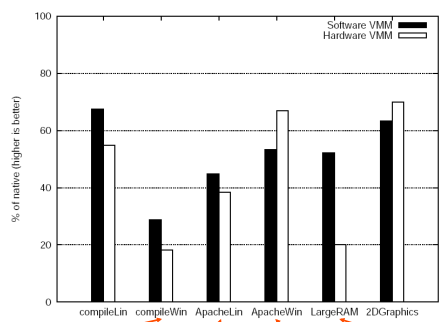
- Binary Translation VMM:
 - Converts traps to callouts
 - Callouts faster than trapping
 - Faster emulation routine
 - VMM does not need to reconstruct state
 - Avoids callouts entirely
- Hardware VMM:
 - Preserves code density
 - No precise exception overhead
 - Faster system calls

Compute-bound Benchmarks



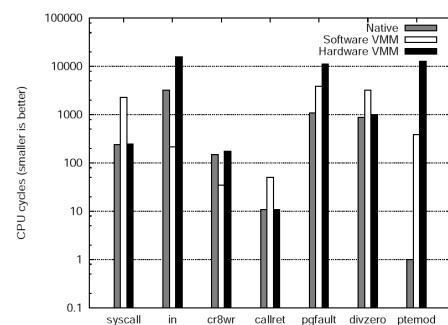
Bottomline: little difference for SPEC

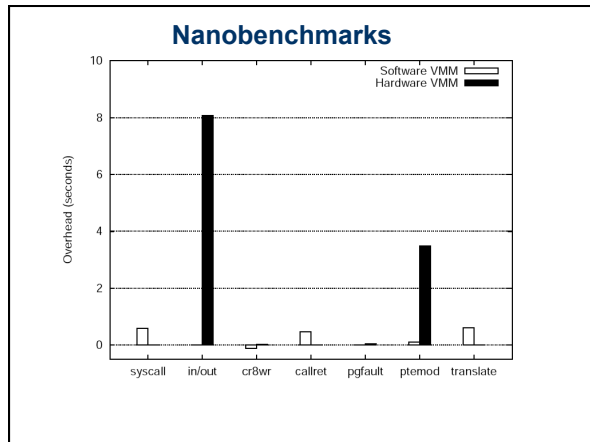
Mixed Benchmarks



Cywin Make is SLOW! Process-based Thread-based Who Cares?
Would Hardware VM do better for multithreaded database?

Costs of Operations





VMWare Nanobenchmarks

- **syscall**
 - Native/Hardware VMM: same
 - Software VMM: +2000 cycles
- **in**
 - Native: 3209 cycles
 - Hardware VMM: 15826 cycles
 - Software VMM: 15x faster?
- **call/ret**
 - Native/Hardware VMM: 11 cycles
 - Software VMM: 51 cycles

Opportunities

- Faster Microarchitecture implementations
 - Intel Core Duo already much faster than P4
- Hardware VMM algorithms
- Software/Hardware Hybrid VMM
- Hardware MMU
 - Virtualize DMA

Catalysts for Discussion

- Is BT really faster for things that matter?
 - Process-based Apache on Linux?
 - Who configures a system to constantly page?
- VMWare is done, why bother with Hardware VM support?
 - Simplicity of VMM w/ Hardware support
 - New applications
- Will next-gen hardware make binary translation unnecessary?