Operating Systems Design (CS 423)



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http://www.cs.illinois.edu/class/cs423/

Based on slides by Roy Campbell, Sam King, and Andrew S Tanenbaum

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Virtual Machines

- What is a Virtual Machine?
- An interface provided by software that is (or could be) the interface of actual hardware
- Examples?

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Virtual Machine Monitor

- What is a Virtual Machine Monitor
- A layer of software that implements a Virtual Machine
- Examples?

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Benefits of VMMs

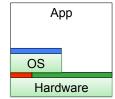
- Industry: server consolidation
- Development: test machine consolidation
- Research
 - Run S/W at H/W level, below OS
 - Provides isolation where OS's don't
 - State encapsulation
 - Machine state -> VMM data structures; Disk -> File
 - These can be exported and examined
 - Encrypted disks
 - Portable services across OS's

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Interfaces

- Standard system has H/W, OS, apps
- Both OS and apps run on top of H/W

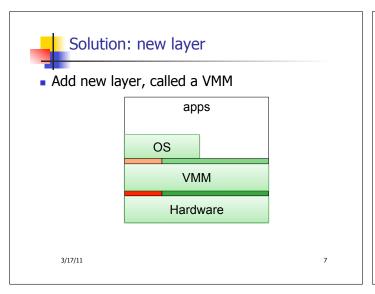


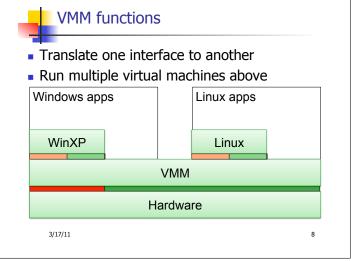
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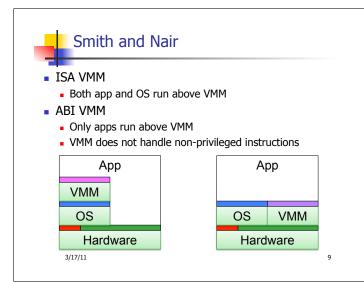
Fixed Interfaces

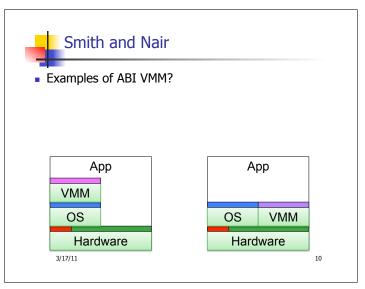
- Advantages
 - H/W OS development can proceed independently
 - Components tend to be more portable
 - E.g. DOS apps still run on Vista w/ core 2 duo
- Disadvantages?
- Goal: All advantages with fewer disadvantages

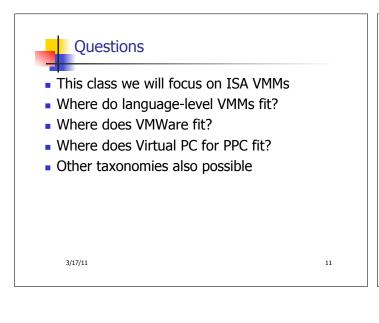
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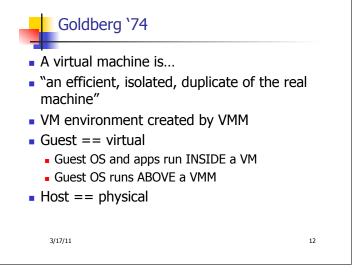














VMM environment

- Duplicate
 - Virtual machine == physical machine
- Efficient
 - Runs almost as fast as real machine
- Isolated
 - VMM has control over resources
 - What are the resources the VMM controls?

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VMM control and isolation

- Guest software can only access resources allocated to it
- VMM can reclaim resources
- E.g., More guest physical mem than phys mem

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VMM research

- Record and replay
 - Debugging OSes
- Migration
 - Moka5 user convenience,
 - VMmotion for reliability
- Security
 - NSA NetTop
 - Isolated email and browser
 - Intrusion detection

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