Linuxfest Northwest 2015

The Bare-Metal Hypervisor as a Platform for Innovation

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About the Old, Fat Geek Up Front

- Linux user since 1995; became a Linux advocate immediately
- Delivered many early talks on Open Source Advocacy
- Former Open Source columnist for <u>Infoworld</u>, <u>Processor</u> magazines
- Former weekly panelist on "The Linux Show"
- Wrote one of the first books on Open Source: <u>Embracing Insanity</u>:
 <u>Open Source Software Development</u>
- 30 years in the industry; 20+ years in software services consulting
- Currently Evangelist for the Xen Project (employed by Citrix)
- Over 75 FOSS talks delivered; over 150 FOSS pieces published



About Innovation...

- A favorite buzzword for marketing purposes
- Many things in our industry labeled "Innovation" are nothing more than hackneyed placid tripe
- Innovation calls for thinking of the world in a different way and seeing it come to life
- Simply changing the shade of lipstick on a pig does not qualify



About Innovation...

- Real innovation can borrow from the known to create the unknown
- Many innovations are reassemblies of known objects in a new way
 - Example: many cloud concepts resemble similar concepts in mainframes, but they've been reapplied to a multi-server environment
 - But the net result needs to be something significantly different than what existed before



Some of the More Interesting Advances

- Xen Automotive: the effort to craft an embedded automotive infotainment system
- Realtime virtualization: work to facilitate applications which need realtime processing
- ARM-based hypervisor: enabling a new breed of applications, from servers to cell phones, on the ARM architecture
- Mirage OS and other unikernel systems: creating highly-dense farms of ultra-small and secure cloud appliances

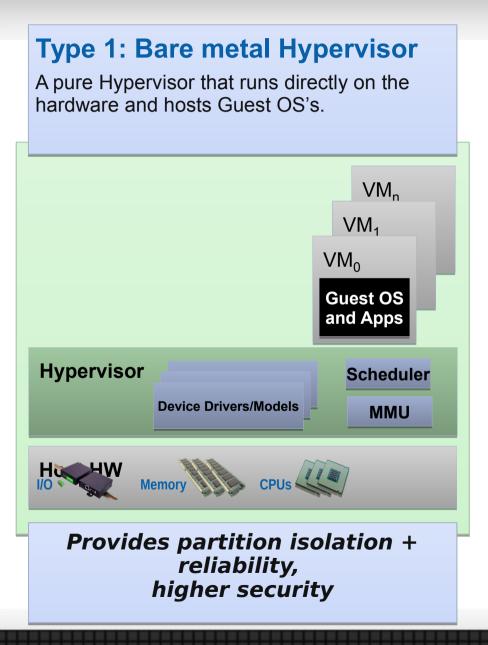


But First....

What exactly is a "Bare-Metal Hypervisor"?



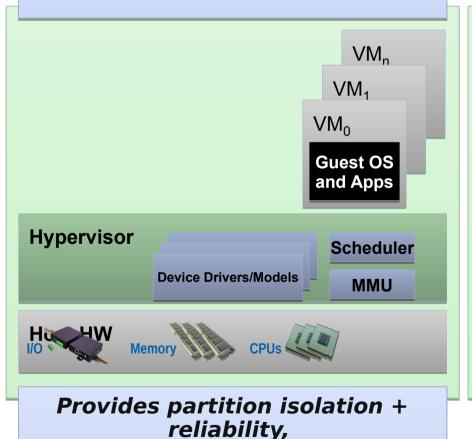
Hypervisor Architectures



Hypervisor Architectures

Type 1: Bare metal Hypervisor

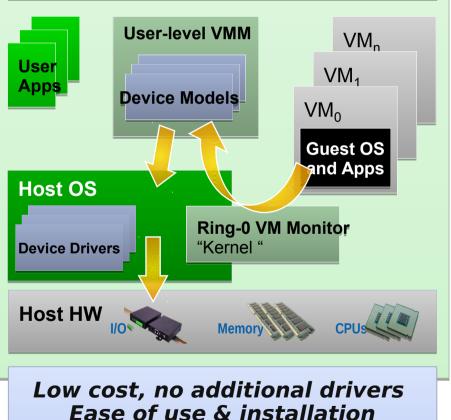
A pure Hypervisor that runs directly on the hardware and hosts Guest OS's.



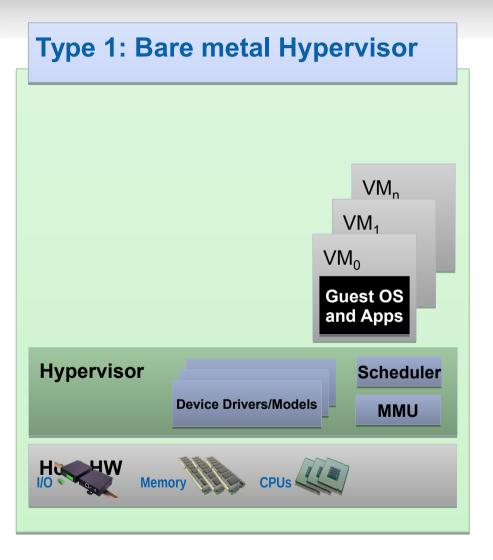
higher security

Type 2: OS 'Hosted'

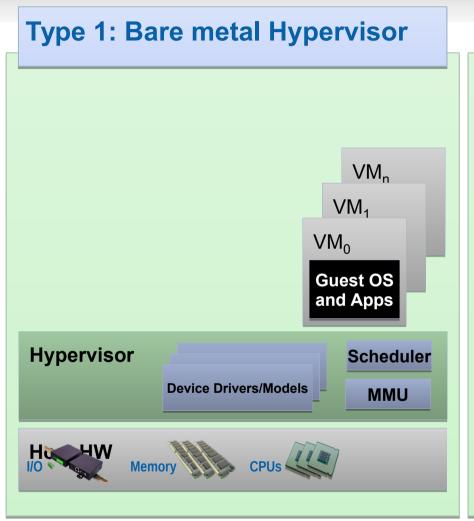
A Hypervisor that runs within a Host OS and hosts Guest OS's inside of it, using the host OS services to provide the virtual environment.



Xen Project: Type 1 with a Twist

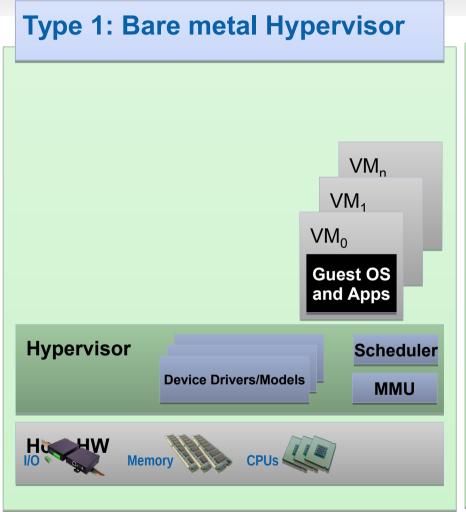


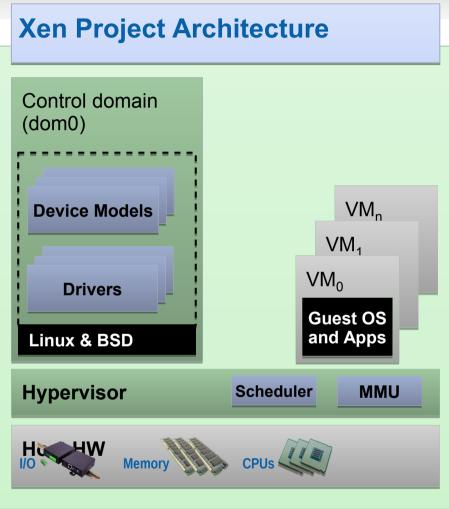
Xen Project: Type 1 with a Twist





Xen Project: Type 1 with a Twist





Some Bare-Metal Advantages

- What are the advantages of a Bare-Metal Hypervisor?
 - Density: It's thin
 - Excellent for supporting very small workloads
 - Scalability: It can support huge numbers of VMs
 - Terrific for highly dense workloads
 - Security: No host OS
 - It has no host OS layer to attack
 - Scheduling: Can use dedicated scheduler
 - Needed for specialized workload profiles where a host OS scheduler just won't do
 - Paravirtualization: Simplified interface
 - Easier to code to when no OS is present
- And now some of the innovations they enable...



#1: Xen Automotive

- A subproject of the Xen Project
- Proposed by community member GlobalLogic
- Support for infotainment systems (for now...)
- Spares multiple discreet systems needing sourcing, installation, and testing
- ARM-based



Automotive Challenges

- Soft-Real-time support
- Hard-Real-time support
- GPU virtualization
- Other co-processor (DSP, IPU, etc.)
- Certification
- Driver support for Android, e.g. Backend ION memory allocator and Linux User Space Device Drivers for Graphics, Sound, USB, Giros, GPS, etc.
- Driver support for operating systems such as QNX and other guest operating systems that are relevant for these use-cases



A Focused Hypervisor

- Automotive requires extreme focus
- Simply repurposing a server-based hypervisor won't cut it
- A Bare-Metal hypervisor can add and modify pieces as needed
 - There is no legacy Host Operating System to be accommodated
 - Bare-Metal can do what the situation requires



#2: Realtime Virtualization

- Support for Xen Automotive and beyond
- RT-Xen
- Streaming video, etc. cannot wait for next time slice
- Leverages a custom scheduler



Custom Schedulers

- Type 2 (Hosted) Hypervisors use the scheduler of the host (e.g., Linux)
 - That scheduler is designed for the host operating system, not for special needs
- Type 1 (Bare Metal) Hypervisors use schedulers designed for the needs of the hypervisor itself
 - It is possible to change the scheduler to meet the needs of the hypervisor
 - That's the way to handle Realtime Scheduling



A Scheduler for Every Need

- Current schedulers in Xen Project:
 - Credit
 - General Purpose
 - Default scheduler in 4.5
 - Credit2
 - Optimized for low latency & high VM density
 - Currently Experimental
 - Expected to become supported and default in future



A Scheduler for Every Need

- Current schedulers in Xen Project (continued):
 - RTDS
 - Soft & Firm Realtime scheduler
 - Multicore
 - Currently Experimental
 - Embedded, Automotive, Graphics, Gaming in the Cloud
 - ARINC 653
 - Hard Realtime
 - Single Core
 - Currently Experimental
 - Avionics, Drones, Medical



A Scheduler for Every Need

- Past schedulers in Xen Project:
 - Borrowed Virtual Time
 - Atropos
 - Round Robin
 - SEDF
- For more information:
 - http://wiki.xenproject.org/wiki/Xen_Project_Schedulers



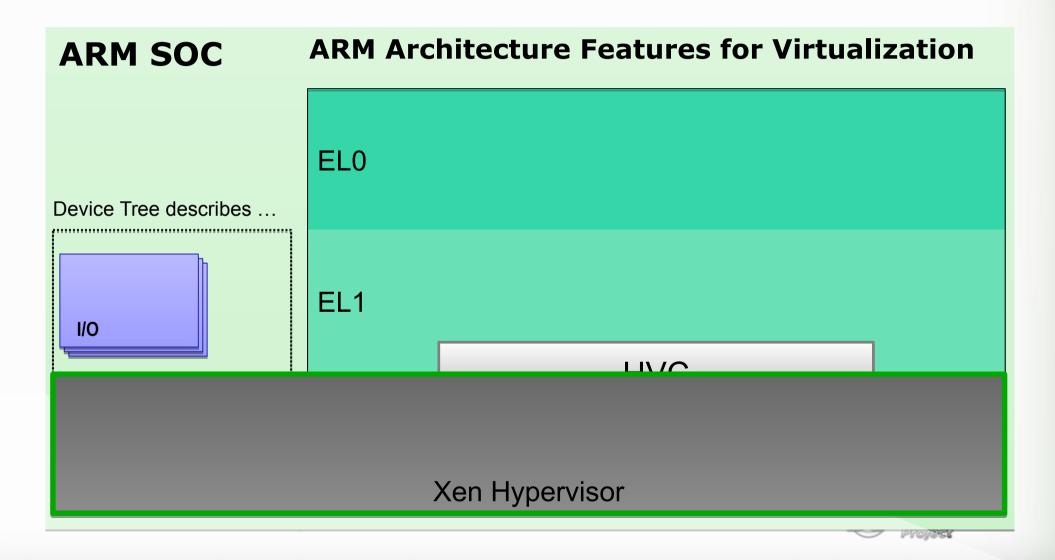
#3: ARM-based Hypervisor

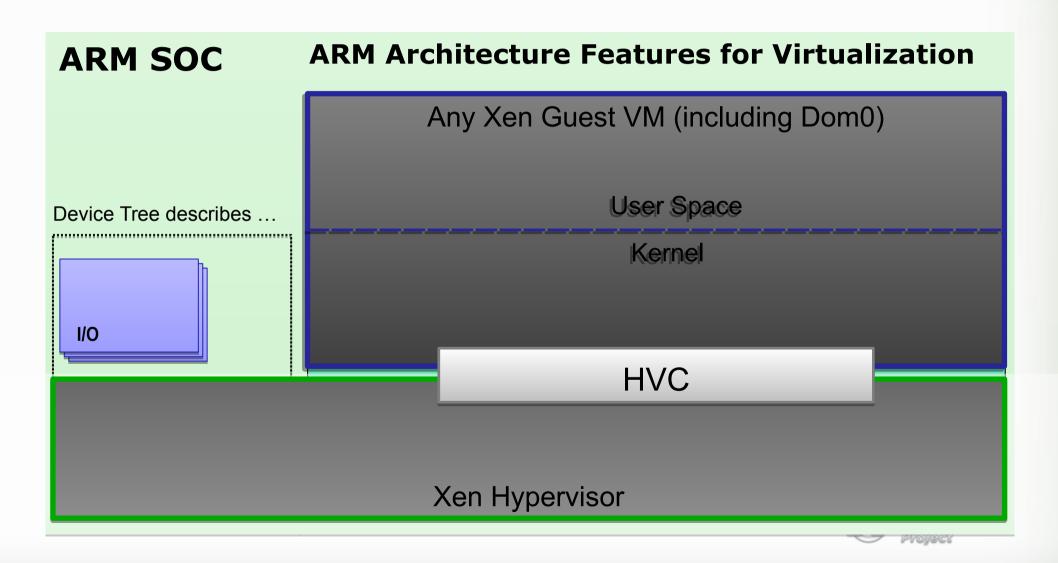
- ARM expanding from handhelds to servers
- Virtualization extensions added to ARM V7
- Architecture is hand-in-glove fit for Bare-Metal hypervisor
- No mode changes means greater speed and security

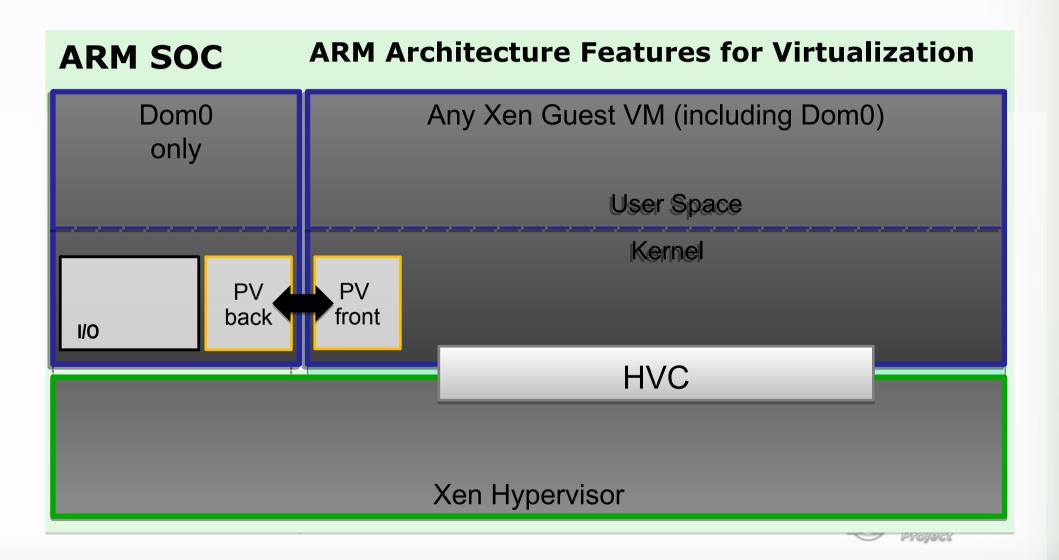


ARM Architecture Features for Virtualization ARM SOC User mode: EL0 Device Tree describes Kernel mode: EL1 1/0 Hypercall Interface HVC **GIC** Hypervisor mode: EL2 **GT** stage **MMU**

Project







Where Will an ARM Hypervisor Play?

- You name it...
 - Cell phones
 - Multiple personalities are possible
 - Embedded systems
 - Automotive is just the beginning
 - Internet of Things (IoT)
 - Lots of little things means lots of responses needed
 - Servers
 - Lower power footprint
 - Real green technology



#4: The Unikernel

- Super-small VMs
- Quick booting
- Enhanced security
- Easy deployment
- Enables transient services
 - Services that appear when needed and disappear when done



The Cloud We Know

- Field of innovation is in the orchestration
 - The Cloud Engine is paramount (OpenStack, CloudStack, etc.)
 - Workloads adapted to the cloud strongly resemble their noncloud predecessors
 - Some basic adaptations to facilitate life in the cloud, but basically the same stuff that was used before the cloud
 - Applications with full stacks (operating system, utilities, languages, and apps) which could basically run on hardware, but are run on VMs instead.
 - VMs are beefy; large memory footprint, slow to start up
 - It all works, but its not overly efficient
 - 10s of VMs per physical host



The Next Generation Cloud

- Turning the scrutiny to the workloads
 - Should be easier to deploy and manage
 - Smaller footprint, removing unnecessary duplication
 - Faster startup
 - Transient microservices
 - Higher levels of security
 - 1000s of VMs per host



The New Stuff: Docker & Containers

- Makes deployment easier
- Smaller footprint by leveraging kernel of host
- Less memory needed to replicate shared kernel space
- Less disk needed to replicate shared executables
- Really fast startup times
- Higher number of VMs per host



Docker Downsides

- Improvements, yes; but not without issues
 - Can't run any payload that can't use host kernel
 - Potential limits to scaleability
 - Linux not really optimized for 1000s of processes
 - Security
 - Security is a HUGE issue in clouds
 - Still working on real security; someday...
 - At LinuxCon North America 2014, Docker CEO doesn't even identify security as one of the top priorities
 - Google & others run Docker in VMs when they need security



The Unikernel: A Real Cloud Concept

- Very small
- Very efficient
- Very quick to boot
- And very, VERY secure!
- It's a Green (energy) technology which saves you green (cash); extremely important to foster adoption
- Many unikernels already exist, including Mini-OS and Mirage OS, a Xen Project Incubator Project



What is a Unikernel? From Mirage OS

THE UNIKERNEL APPROACH

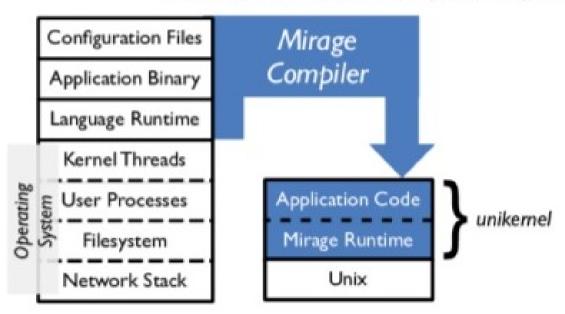
Unikernels are specialised virtual machine images compiled from the modular stack of application code, system libraries and configuration



Unikernel Approach: Mirage OS

Swap system libraries to target different platforms:

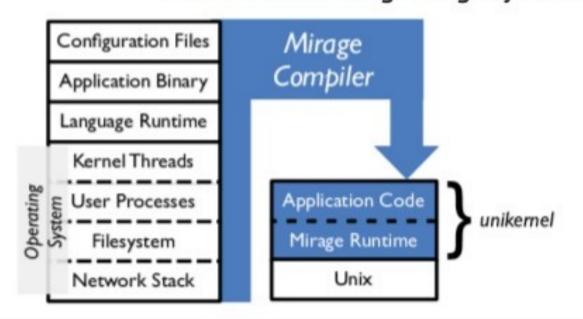
develop application logic using native Unix.





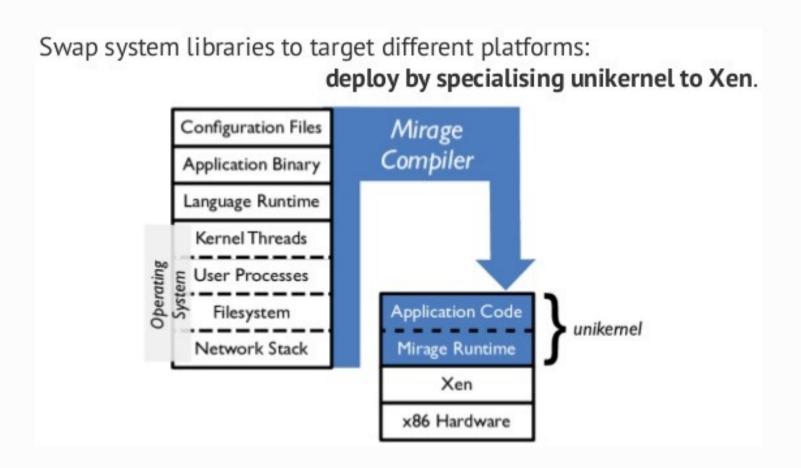
Unikernel Approach: Mirage OS

Swap system libraries to target different platforms: test unikernel using Mirage system libraries.





Unikernel Approach: Mirage OS





Unikernel Concepts

- Use just enough to do the job
 - No need for multiple users; one VM per user
 - No need for a general purpose operating system
 - No need for utilities
 - No need for a full set of operating system functions
- Lean and mean
 - Minimal waste
 - Tiny size



Unikernel Concepts

- Similar to an embedded application development environment
 - Limited debugging available for deployed production system
 - Instead, system failures are reproduced and analyzed on a full operating system stack and then encapsulated into a new image to deploy
 - Tradeoff is required for ultralight images



What Do the Results Look Like?

- Mirage OS examples:
 - DNS Server: 449 KB
 - Web Server: 674 KB
 - OpenFlow Learning Switch: 393 KB
- LING metrics:
 - Boot time to shell in under 100ms
 - Erlangonxen.org memory usage: 8.7 MB
- ClickOS:
 - Network devices processing >5 million pkt/sec
 - 6 MB memory with 30 ms boot time



What About Security?

- Type-Safe Solution Stack
 - Can be certified
 - Certification is crucial for certain highly critical tasks, like airplane fly-by-wire control systems
- Image footprints are unique to the image
 - Intruders cannot rely on always finding certain libraries
 - No utilities to exploit, no shell to manipulate



What's Out There Right Now?

- Mirage OS, from the Xen Project Incubator
- HaLVM, from Galois
- LING, from Erlang-on-Xen
- ClickOS, from NEC Europe Labs
- OSv, from Cloudius Systems
- Rumprun, from the Rump Kernel Project
- And that's just the beginning...



How Does Xen Project Enable Unikernels?

- No Host OS means it's lean and mean
 - A tiny VM can sit on a thin hypervisor layer on the hardware
 - Attack surface is small
 - Scale out support
 - Can currently support about 600 concurrent VMs per host without losing performance
 - Current target: 2000-3000 concurrent VMs per host
 - Enhanced scheduler (Credit2)
 - ARM as an option



Innovation: Is This All?

- By no means!
- The list of other subprojects & capabilities continues to grow:
 - Virtualized GPUs
 - Enhanced NUMA
 - COLO: Coarse-grained lockstepping of VMs
 - Native VMware VMDK support
 - And so on...
- http://xenproject.org/users/innovations.html



In Review...

- Some advantages of a Bare-Metal Hypervisor
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The Xen Project Difference

- Tomorrow's workloads are not yesterday's workloads
 - If your hypervisor is just focused on yesterday's payloads, it is suffering from planned obsolescence
 - Select a hypervisor which is innovating and Open Source
- Xen Project is busy enabling the next generation in virtualization



Questions?

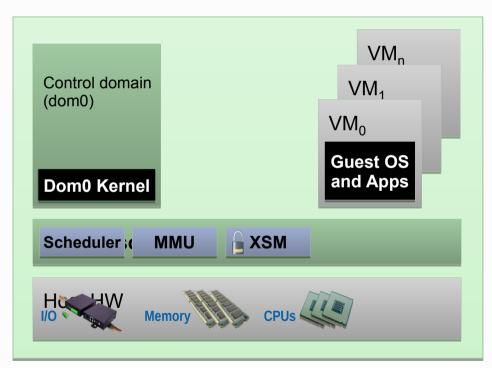
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This presentation will be available in the Presentations Section of XenProject.org



Basic Xen Project Concepts



■ Trusted Computing Base

Control Domain aka Dom0

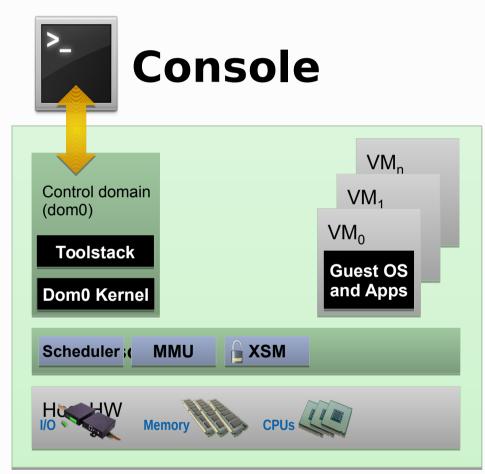
Dom0 kernel with drivers

Guest Domains

Your apps



Basic Xen Project Concepts: Toolstack+



■ Trusted Computing Base

Console

Interface to the outside world

Control Domain aka Dom0

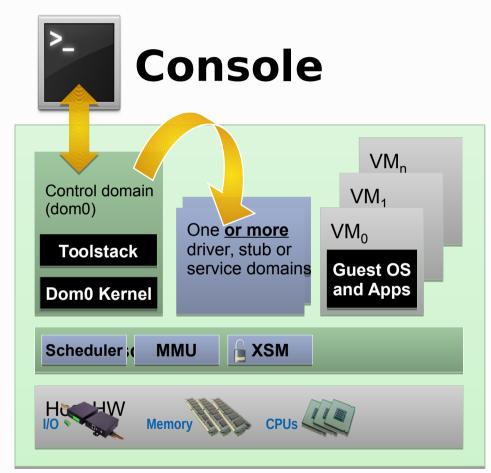
- Dom0 kernel with drivers
- Xen Management Toolstack

Guest Domains

Your apps



Basic Xen Project Concepts: Disaggregation



■ Trusted Computing Base

Console

Interface to the outside world

Control Domain aka Dom0

- Dom0 kernel with drivers
- Xen Management Toolstack

Guest Domains

Your apps

<u>Driver/Stub/Service</u> <u>Domain(s)</u>

- A "driver, device model or control service in a box"
- De-privileged and isolated
- Lifetime: start, stop, kill

