

# Virtual kernel update

## My (re)V\_iew

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# Overview

No time for that.  
Need to tell you about 10 years in 10 minutes.

# Where the story began

1999:

- April:

Revision 46155

Added Wed Apr 28 11:38:52 1999 UTC (10y, 4m ago) by phk

This Implements the mumbled about "Jail" feature.

...

If somebody wants to take it from here and develop it into more of a "virtual machine" they should be most welcome!

...

- May: VMware Workstation 1.0
- September 17th: FreeBSD 3.3-Release.

2000:

- March: FreeBSD 4.0

## Jails 3-5-6-7 years later

- 2002  
Marko Zec *BSD network stack virtualization*  
BSDCon Europe, based on FreeBSD 4.7.
- 2002/2003  
pjd posts multi-IPv4 jail patches.
- 2005  
raw socket support, global sysctl, submitted by csjp.
- 2006  
Initial try on multi-IPv4/v6 based on pjd multi-IPv4 and cognet  
single-IPv6 patches.  
Jail resource limits by Chris Jones (GSoC '06).
- 2007  
Jail friendly file systems (ZFS) by pjd.

## 9-10 years we missed

- 2008
  - Updated resource limits patch by Christopher Thunes.
  - Multi-IPv4/v6/no-IP patches by bz.
  - Jail Wiki page.
  - November - multi-IPv4/v6/no-IP patches in HEAD.
- 2009
  - February - multi-IPv4/v6/no-IP patches in 7-STABLE and the later 7.2-RELEASE.
  - Hierarchical jails, new, flexible syntax and new syscalls from jamie.
  - Hierarchical resource limits by trasz (GSoC '09).

But there was more happening the last years. Let's see.

# The trail

Whatever was between 2002 and this is beyond my knowledge apart from that I had a bookmark to the vimage work since.

- EuroBSDCon 2006 - Whiteboard session.
- Dec 2006 - FF newsletter: Network Stack Virtualization Project. Sponsorship from NLNet. Protoype for 7-CURRENT in early 2007.
- EuroBSDCon 2007 - Danish country side.
- BSDCan 2008 - The famous schedule #1.
- Cambridge DevSummit 2008 - Let the games begin. The famous schedule #2 "4 and a half steps".
- EuroBSDCon 2008 - An update.
- BSDCan 2009 - We are done - but the very last . . . .
- The last 4 months.

# Last year

- Cambridge started at BSDcan 2008 two days after the famous schedule #1.
- Many thanks to Robert - I still feel guilty.
- What were we doing?

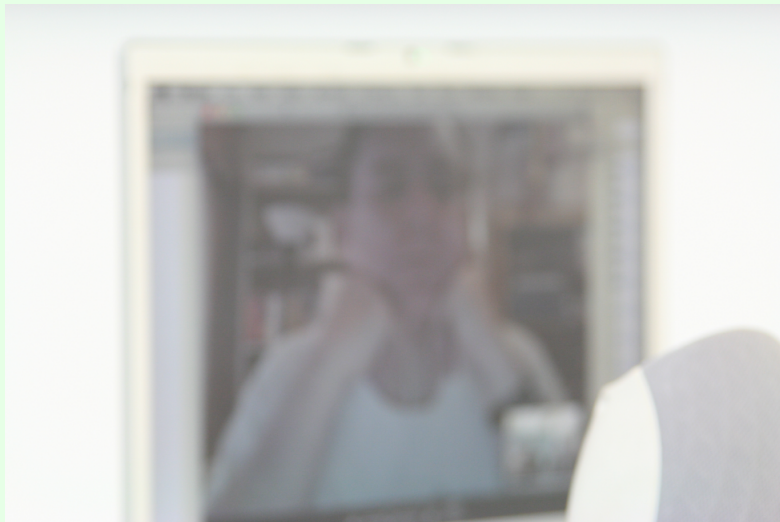
# Punting and fun



(Kris Kennaway, FreeBSD DevSummit, Cambridge, UK, August 2008, <http://people.freebsd.org/~kris/Cambridge/DSC03042.JPG>)



# Video conferencing with Julian and Jamie



(Bjoern Zeeb, FreeBSD DevSummit, Cambridge, UK, August 2008)



# A full moon night



(Bjoern Zeeb, FreeBSD DevSummit, Cambridge, UK, August 2008)





# 13 months back to the day

## The V\_commit.

Date: Sun Aug 17 23:27:27 2008 UTC

Log Message:

```
Commit step 1 of the vimage project, (network stack)
virtualization work done by Marko Zec (zec@).
```

```
[...]
```

```
V_Commit_Message_Reviewed_By: more people than the patch
```

Summary: among other presentations and the first commit

- we had a sponsored dinner.
- we came up with the famous schedule #2.
- we talked about jail branding and integration.
- we talked about future virtualization.

## Before BSDCan 2009

- Step-by-step merging of VImage changes to HEAD.
- Status update at the DevSummit of EuroBSDCon 2008 by Marko.
- Large structs with collections of (formerly) global variables.
- #include poisoning problems also for modules and ABI problem with struct vnet\_net and MRT.
- The global variables under #ifdef.
- 3 different kernel options:  
GENERIC: classic globals,  
VIMAGE\_GLOBALS: container structs but no indirection,  
VIMAGE: container structs; multiple network stacks possible.
- Wiki pages with basic information.
- Independently from spring 2009 on:  
merging of hierarchical jails from Jamie.

# At the time of BSDCan 2009 - after 1 year

- Basically done apart from the userland interface to create virtual network stacks.
- Plans for before 8.0-Release:
  - Add temporary classic vimage API to test things.
  - Have Jamie merge the jail parts for vnets.
  - Remove the classic API again before 8.0 and have a vimage(8) compat for early adopters.
  - Test, virtualize more missing parts, talk to re@ to ship a VIAMGE kernel, . . . .
  - Probably more I cannot remember.

## After BSDCan 2009

- Jails manage virtual network stacks. Done and merged by Jamie.
- After 6 months I got hold of Peter. He explains the linker set idea.
- Robert takes dpcpu and linker sets and develops the infrastructure to get rid of the huge container structs.
- That comitted we have only one place left where variables have to be defined. New macros. Only GENERIC and VIMAGE.
- Replacing more “vnet” infrastructure like using VNET\_SYSINITS (jhb, rwatson) instead of a vimage internal dependency framework. libkvm support for vnets for netstat (rwatson, bz).
- Virtualization of new code that came in unvirtualized.
- Fix things that did not work properly like ipfw, flowtables (Julian, Marko, ...).



# Today

```
int answertoallquestions = 42;
```

becomes:

```
#include <net/vnet.h>
```

```
VNET_DEFINE(int, answertoallquestions) = 42;
```

```
#define V_answertoallquestions VNET(answertoallquestions)
```

and as this is not file local static in the header file you change:

```
extern int answertoallquestions;
```

becomes:

```
VNET_DECLARE(int, answertoallquestions);
```

# More of today's way of V\_irtualizing

Change all uses of

```
answertoallquestions
```

to

```
V_answertoallquestions
```

and that variable is virtualized!

Pitfalls:

- Pre-initialization of lists or uma zones, ... need an initializer function.
- Be carefull with locks (keep them global where possible).
- Timers, callouts, ....

# More of today's way of V\_irtualizing

## Initializer functions?

- `SYSINIT / SYSUNINIT`:  
runs once for the “base”
- `VNET_SYSINIT / VNET_SYSUNINIT`:  
runs once for the “base” and for every “vnet”.
- Use those to (de-)initialize things from functions.

## What about SYSCTLs?

- `SYSCTL_VNET_<type>` exist:

```
SYSCTL_VNET_INT(_hhg, OID_AUTO, anser_to_all_questions,
    CTLFLAG_RW, &VNET_NAME(answertoallquestions), 0, "42");
```

# More of today's way of V\_irtualizing

What else?

- CRED\_TO\_VNET / TD\_TO\_VNET / P\_TO\_VNET
- IS\_DEFAULT\_VNET
- CURVNET\_SET / CURVNET\_SET\_QUIET / CURVNET\_RESTORE
- VNET\_ASSERT
- Julian's "primer" in p4.
- Wiki pages updated any millenium now.

# How to test it out?

Compile a kernel with `options VIMAGE` (and remove `SCTP`).

- `jail -c` (create), `jail -r` (remove), `jls (-s)` list jails. See man pages.
- option “vnet” to `jail -c` gives you a network stack (not in man page).

Create 3 jails with a network stack:

```
jail -c vnet host.hostname=lefty.example.net path=/ persist
jail -c vnet host.hostname=middy.example.net path=/ persist
jail -c vnet host.hostname=righty.example.net path=/ persist
jexec 2 sysctl net.inet.ip.forwarding=1
jexec 2 sysctl net.inet6.ip6.forwarding=1
```

## And networking?

```
ifconfig epair20 create
ifconfig epair20a vnet 1
jexec 1 ifconfig lo0 127.0.0.1/8
jexec 1 ifconfig epair20a inet 192.0.2.1/30 up
ifconfig epair20b vnet 2
jexec 2 ifconfig lo0 127.0.0.1/8
jexec 2 ifconfig epair20b inet 192.0.2.2/30 up
jexec 2 ping -c 3 192.0.2.1
```

or use netgraph nodes. You can route, bridge etc. between vnets.

# Why not XYZ?

- Still lightweight jails.
- Very low memory footprint ( 180k atm. for a jail+netstack)
- Being able to run services from Megabytes of storage rather than 100 MBs or GBs like a full OS installation inside other VMs.
- 1 Kernel, 1 Scheduler, no heavy switching between host and guest VMs, .....
- .....

# Near future

- Post-lunch session in FW09.
- More hands - it's not hard.
- vnet allocator / vstorage (Robert Watson)
- Jails and privilege sets.
- Test more things like IPv6, MC, IPsec, . . . , not just v4.
- Fix bugs, virtualize missing parts,  
<http://wiki.freebsd.org/Image/TODO> .
- New management interface.
- Update more Dokumentation.



# Far future

- Be able to fully support and ship it with 8.2.
- More subsystems.
- jailinit(8).
- Whatever ideas you can come up with.

# Lessons learnt so far?

- Developers are no full-time employees so RL interferes with schedules.
- Things take longer than you plan for.
- Too many developers say “not my playground”.
- Not convinced if “break the tree for a week or two” would have been better?
- It takes FreeBSD too long to adopt and merge larger 3rd party work in.
- . . . .