

Lecture #10

CS695

④ Resource management with NMs

- resource virtualization technique
 - ↳ vTx, shadowPT, direct mapping, PV ...

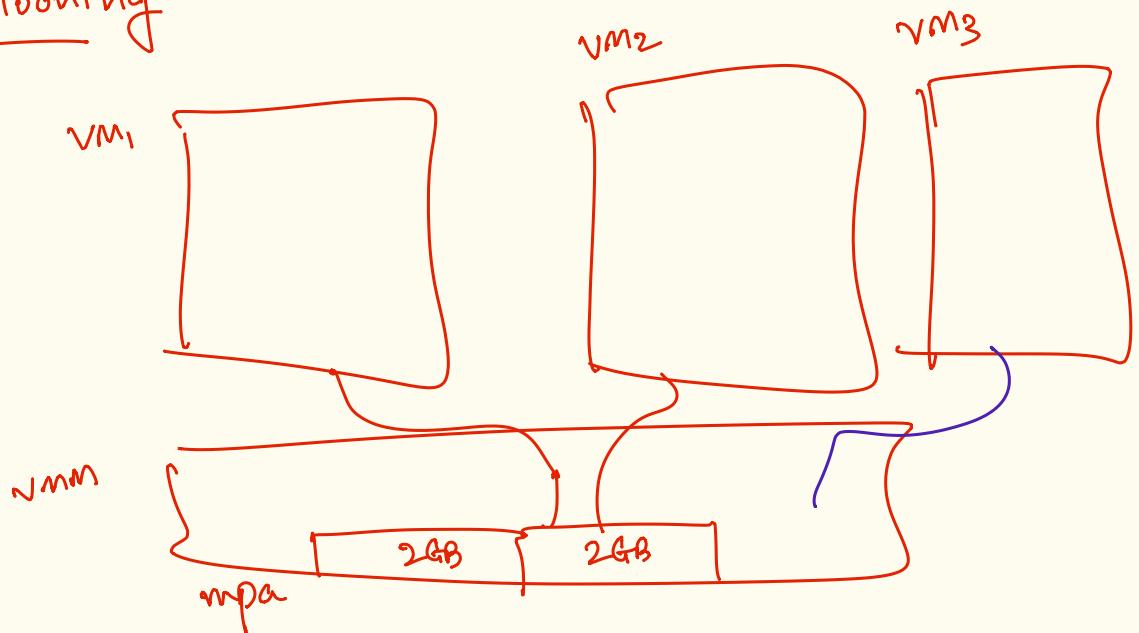
- resource mgmt. primitives.
 - VM

- management policies

[mem mgmt] Memory Resource Mgmt w/ VMware ESX
OSDI 2002

- Keywords: overcommitment
 (server consolidation) — IaaS goal!
 maximize
- exploit / employ statistical
 multiplexing (sharing temporally or spatially)
- ~ overprovisioning situation
 - $\sum \text{ppa ranges} > \text{mpa range}$
 - Over provisioning ratio
 - # VMs / PM
 - #~~real~~ $\sum \text{resources promised}$
 - $\sum \text{real/mpl resources}$

- ~ merging / sharing memory
- ~ swapping / demand paging ~ eviction / page replacement
- ~ ballooning



employ page-replacement/eviction by the VMM.

① p2m mappings are VMM controlled:

removing p2m updates page tables of VMs
& get free machine pages.

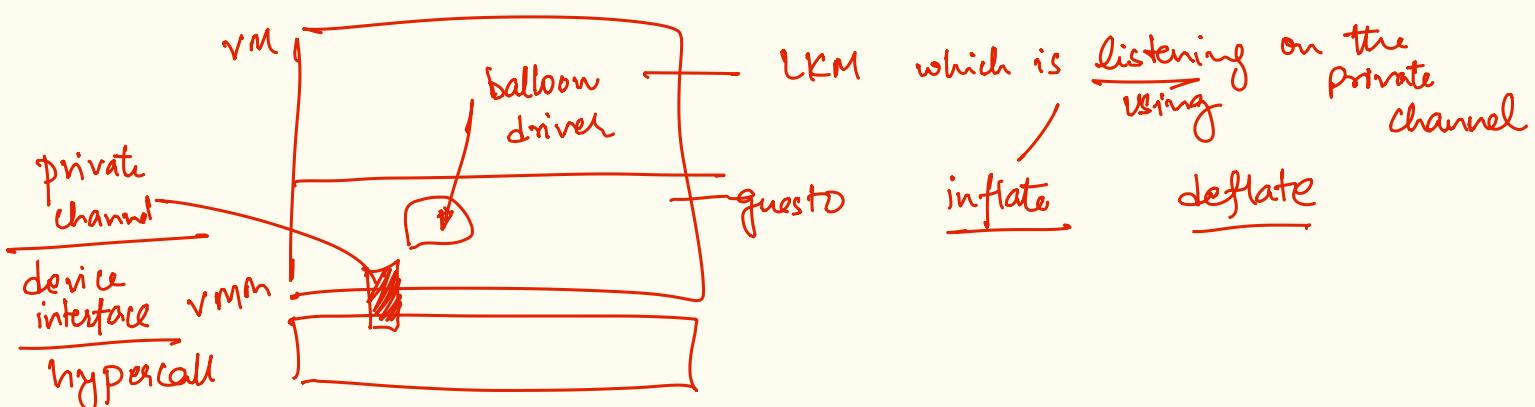
swap to disk.

-possible but costly & needs to break

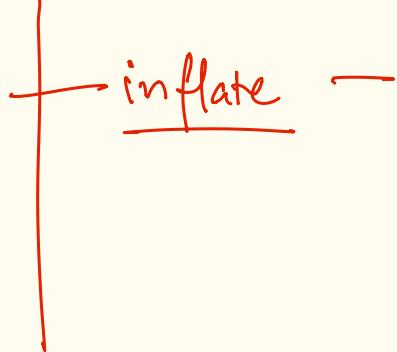
Semantic gap — VMM needs to know per-vm utility of pages.

② memory ballooning:

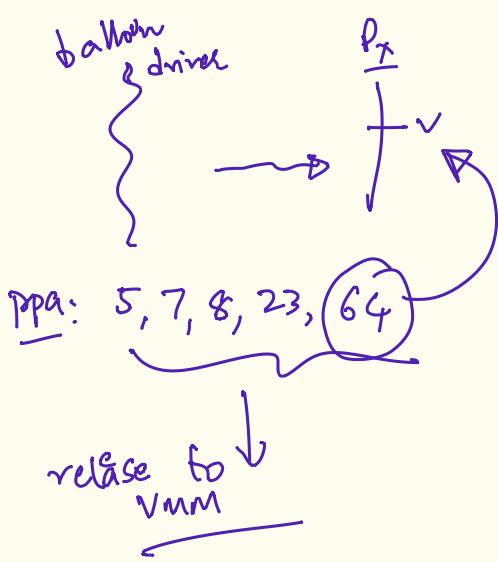
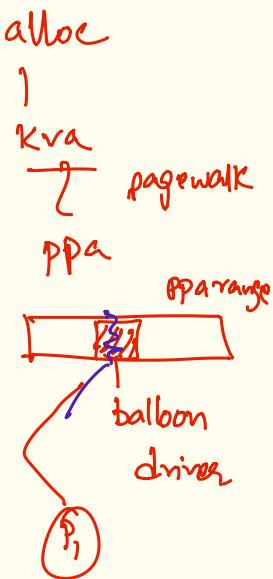
~ 2 p2m



* ballooning



balloon driver allocates memory
occupies ppa range
pin pages in memory
conveys ppa address to VMM
VMM removes p2m mappings
& reassigns to other demands.



* ballooning is the primitive to change memory allocation to VMs.

mgmt: — which VM?

QS — how much to balloon?

— when to balloon?

swapping
double paging problem

guest OS wants to swap P_3 to disk

on access \Rightarrow page fault

VMM fixes v2p2m for P_3

guest reads/access P_3

& swaps page / removes mapping to disk

$V_b \rightarrow P_b \rightarrow M_b$

$V_u \rightarrow P_b$

Ballooning

guest OS

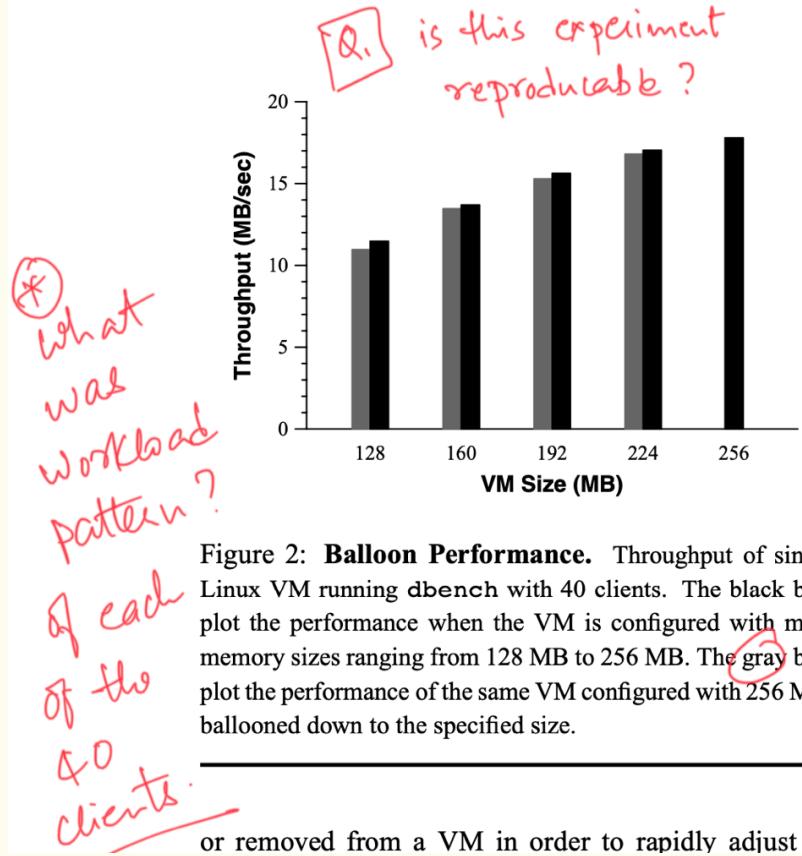


Figure 2: **Balloon Performance.** Throughput of single Linux VM running `dbench` with 40 clients. The black bars plot the performance when the VM is configured with main memory sizes ranging from 128 MB to 256 MB. The gray bars plot the performance of the same VM configured with 256 MB, ballooned down to the specified size.

or removed from a VM in order to rapidly adjust its