# Virtualization Overview



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# What are we using this Year?

- Mac-mini servers
- Intel core i7 quad core 8 hyperthreads
- 16GB of ram
- 2 x 256GB SATA SSD
- A pretty hefty server
- Less than \$2k
- Drawbacks
  - One psu
  - OOB is kind of a pain
- Ubuntu / KVM

#### What is it?

- Virtualization of is the abstraction of the manifestation of a resource from the actual physical instance of that resource.
- What Computing/Network resources can be virtualized?
  - Virtually anything! :)

# Anything?

- In the context of this course. We're interested in virtualization along two dimensions:
  - Services
  - Hosts

### Resource/Service virtualization

#### Examples:

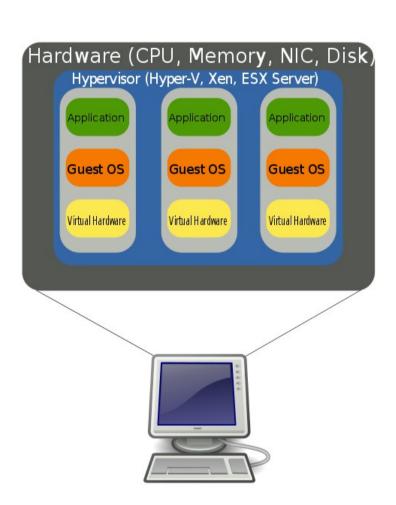
- Load-balancers
- DNS Based GLB
- HTTP(S) Virtual Hosting
- MX records
- Virtual Switches
- Virtual Routers
- Virtual Firewalls

### Resource Virtualization - Continued

- HTTP virtual hosts
  - Multiple websites on one system
- Load Balancing
  - One (or many sites or applications) across many systems
  - Can be done at Layer-3/4/7

### **Host Virtualization**

- Examples
  - VMware
  - Virtual-Box (used in class)
  - KVM
  - XEN
  - FreeBSD and Linux Jails
  - Windows Hyper-V



# What problem are we attempting to solve with host virtualization.

- Problem 1 Idle capacity.
  - Most of the machines in your datacenter are idle most of the time.
  - Capacity you're not using:
    - Cost money up front
    - Cost money to operate
    - Reduces you return on capital
  - Packing discreet systems into a smaller number of servers provides savings along virtually every dimension.

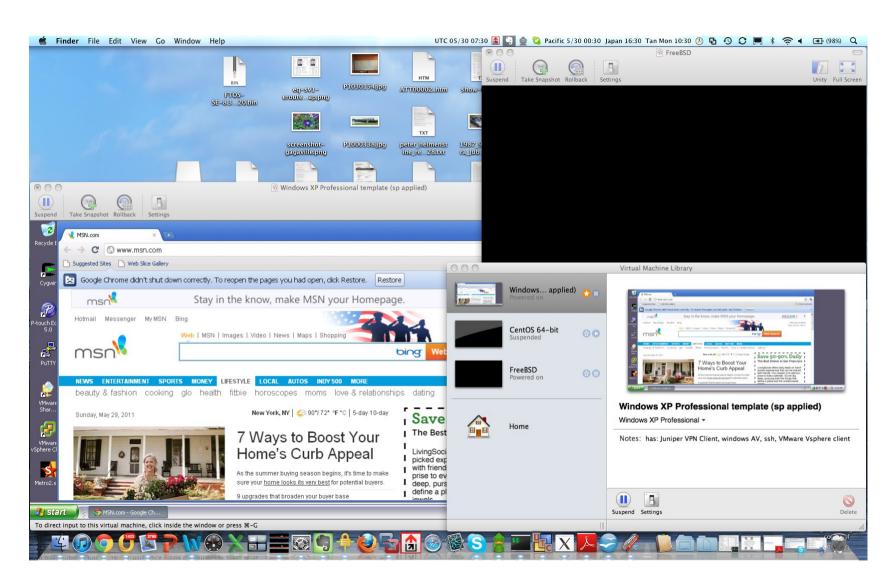
### **Problems - Continued**

- Problem 2 Provisioning
  - Spinning up a new service involves:
    - Acquiring the hardware
    - Building the server
    - Integration with existing services
  - With virtualization we're aiming to short-circuit that
    - Capacity is a resource
    - Machine instances my be cloned or provisioned from common basic images
    - Resources are purchased in bulk and assigned to applications as necessary.

### **Problems - Continued**

- Problem 3 Hardware abstraction
  - Operating systems, servers, and applications evolve at different rates.
  - Providing a common set of infrastructure resources means, virtualized systems are portable across servers
  - Hardware failure can more easily be managed.
- Abstraction may come at a performance cost however. (some workloads are more expensive than others)
  - See: http://blog.xen.org/index.php/2011/11/29/baremetal-vs-xen-vs-kvm-redux/

# Examples – Desktop Virtualization



# **Desktop Virtualization**

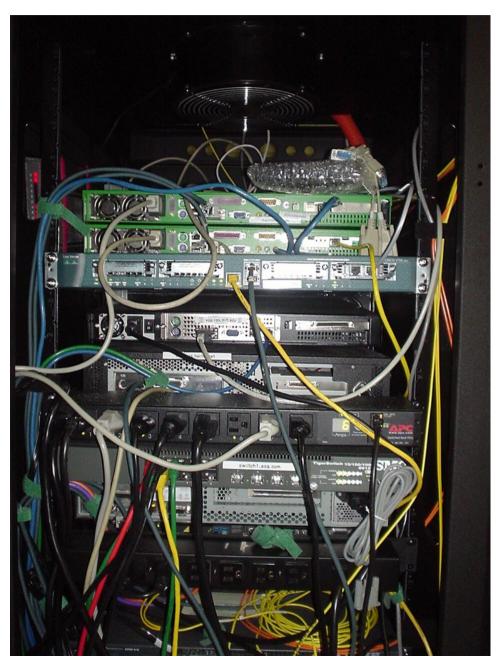
#### Uses

- Prototyping services or applications before deployment
- Utilities that don't run on your operating system
- Isolation of sandbox environments from your desktop
- Maintaining multiple versions of an environment for support purposes.
- Staying familiar with unix while running windows (consider compared to the alternative (dual-booting)

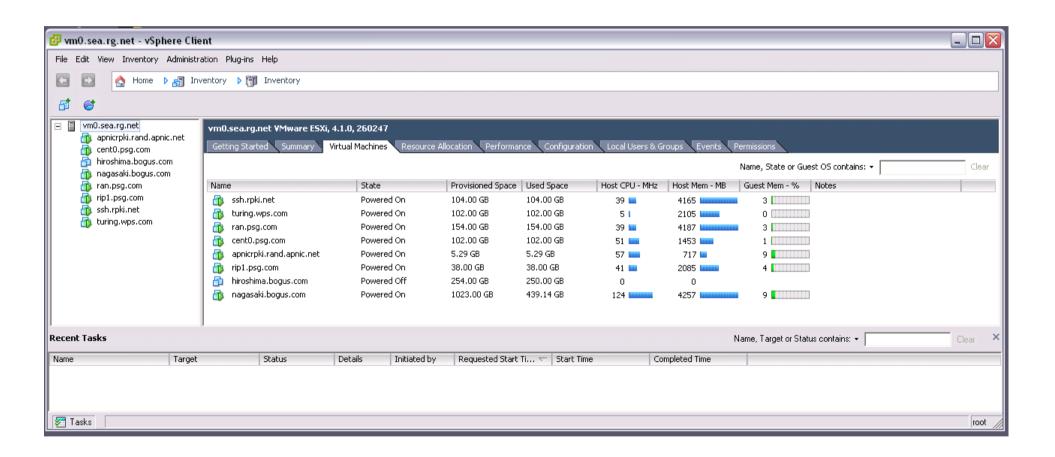
#### Issues

- Emulating multiple computers on your laptop/desktop is somewhat resource intensive
- Vmware player and VirtualBox are free.
  - http://www.virtualbox.org/wiki/Downloads
  - https://my.vmware.com/web/vmware/downloads

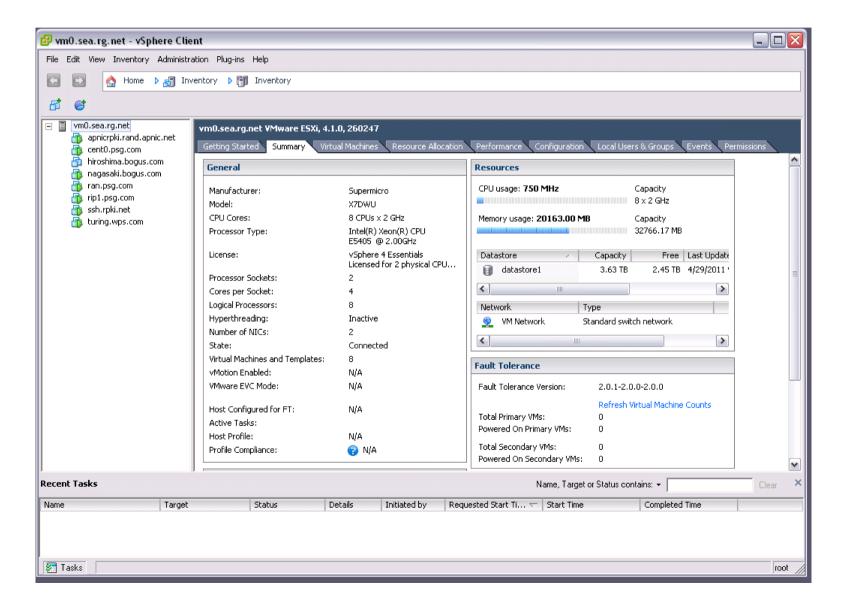
# Examples – Server Virtualization



# Server Virtualization - Continued



# Server Virtualization



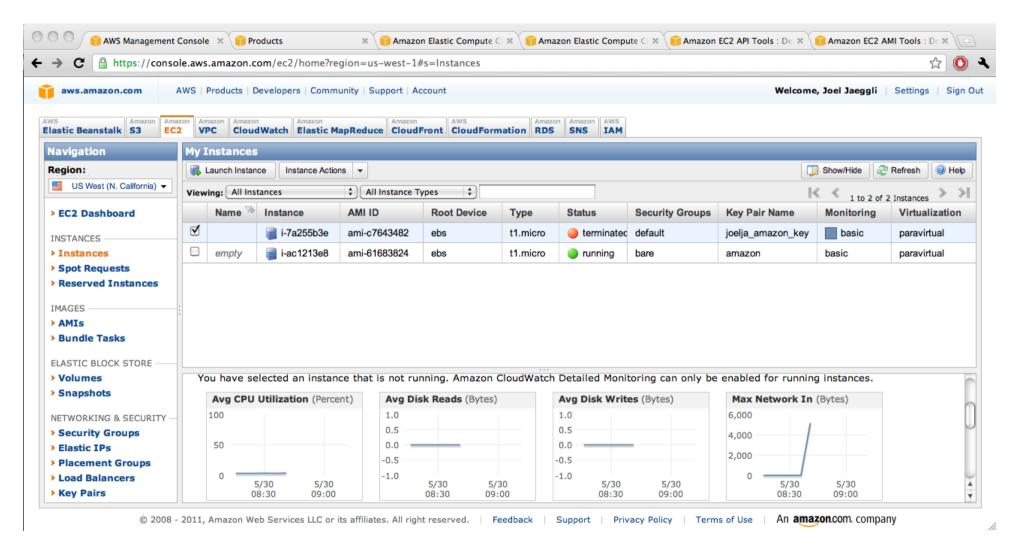
# Virtualized Servers as a Service (Amazon Web Services)

 Much as collocated servers, are available from a hosting provider, virtual servers are also available.

#### Model is:

- You pay for what you use.
- Flexibility, need fewer servers today then you used, yesterday.
- Leverage other amazon tools (storage/mapreduce/load-balancing/payments etc)

# **AWS**



# **AWS Steps**

- Select availability zone
- Launch new instance
- Select appropriate ami
- Associate with ssh key
- Launch instance
- Add ip
- SSH into new machine instance.
- t1-micro-instances run \$54 a year + bandwidth

# Try it for free...

- Free tier for the first Calender year is (per month):
  - 750 hours of EC2 running Linux/Unix Micro instance usage
  - 750 hours of Elastic Load Balancing plus 15 GB data processing
  - 10 GB of Amazon Elastic Block Storage (EBS) plus 1 million IOs, 1 GB snapshot storage, 10,000 snapshot Get Requests and 1,000 snapshot Put Requests
  - 15 GB of bandwidth in and 15 GB of bandwidth out aggregated across all AWS services
- Which is not to say that, at scale EC2 is particularly cheap, (It isn't)
  - Limited capital at risk is in the context of prototyping or experimentation however.

#### AWS - Continued

- For provisioning purposes cli interaction is possible:
  - http://aws.amazon.com/developertools/351
- Along with tools to support the provisioning and destruction of virtual machines.

# Provisioning and management

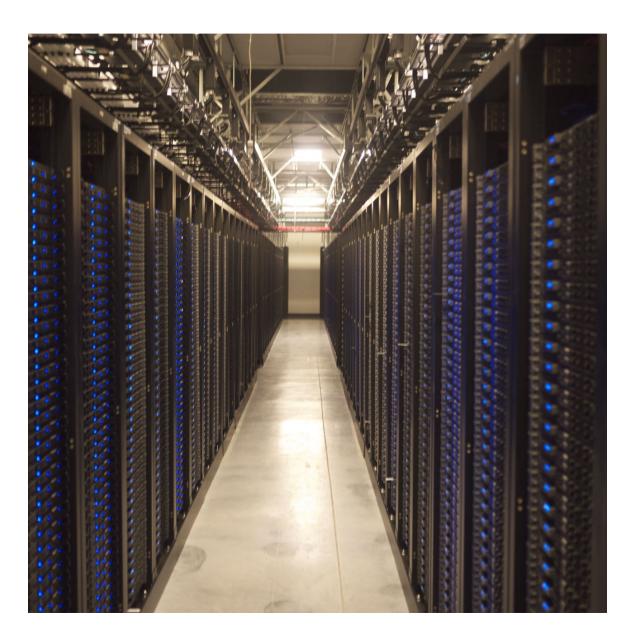
- Is the glue that makes virtualization usable
- In commercial virtualization environments the provisioning/management toolkits represent the bulk of the licensing cost (VMware) and the secret sauce (VMotion, disaster recovery, backup, etc)
- Examples:
  - XEN tools a collection of perl scripts for spinning VMs http://www.xen-tools.org/software/xen-tools/
  - KVM tools http://www.linux-kvm.org/page/Management\_Tools
  - Cloud.com/cloud-stack (orchestration) http://www.cloudstack.org/
  - Rightscale (orchestration multiple public/private clouds) http://www.rightscale.com
  - Puppet (host / configuration management) http://puppetlabs.com/puppet/
  - PDSH (Parallel Shell execution) http://code.google.com/p/pdsh/

### Variation In virtualized environments

- Enterprise and Government virtualized environments may tend towards heterogeneity.
  - e.g. the applications (servers) that are being virtualized have accumulated over time
  - Are different enough that management may be depressingly manual
- ASP/Internet services environments may be more homogenous.
  - Leverage a common set infrastructure primitives
  - Thousands of like-systems providing overlapping functionality across hundreds of servers
  - Traditional network elements (e.g. loadblancers/firewalls) may be virtualized along with the application.

# Can you spot the...

- Web-node?
- Database-node?
- Load-balancer?
- Nameserver?
- DHCP Server?
- Email cluster?
- Devnodes?



# Complimentary technologies

- NIC teaming or Link aggregation
- Network attached storage and network centric filesystems
  - NFS
  - Hadoopfs
  - GFS2
- Distributed databases
  - Example mysql cluster
  - Couchbase/Membase
  - OracleRAC