Live Migration with Mdev Device

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Background and Motivation
Live Migration Design of Mediated Device
vGPU Live Migration Implementation
Current Status and Demo
Future Work
Mediated Device

1. Mediated device leverages the VFIO framework to build a lot of virtual devices.
   • GPU, network adapter, compute accelerators

2. There is urgency to support live migration when use mediated devices in data center and cloud.
Mediated Device State to be Migrated

1. Emulated vmmio state
2. Hardware state on the device (e.g., Graphics memory)
3. Pending interrupt
4. Dirtied memory pages
General Migration Flow

- Common virtual device put its states in the fields of VMState for migration
Mediated Device Migration Flow

1. Retrieve and restore the mdev context
2. Stop and resume the mdev
3. Dirtied memory pages copy
New VFIO Region for Mdev Device Context Transmit

1. VFIO region maps to device resource (MMIO, PCI configuration space)

2. Register a new vifo subregion for device context transmit, also can control the device running state
   - VFIO_REGION_SUBTYPEDEVICE_STATE
Stop and Resume the Mdev Device

Qemu
- mdev fd + region offset

VFIO
- mdev vendor driver
- mdev device state

HARDWARE

Stop mdev device and remove it from scheduler

Or add it into the scheduler and kick off the execution

Device State Control Field
- MMIO
- Context
- etc...

VFIO_REGION_SUBTYPEDEVICE_STATE
1. In VFIO framework PCI configuration Region setup is trapped and emulated by Qemu

2. On the target VM side, Qemu need go through the same PCI configuration region to construct the device resource map and virtual interrupt injection patch.
Dirtied Memory Pages

1. Vendor mdev driver report the dirty bitmap.

2. Query the memory mapping from vfio iommu driver and build up the dirty bitmap.
Vender Driver Report the Dirty Bitmap

1. Vender driver create shadowing page table for DMA operation.

2. Vender driver can track the guest page used for DMA and build up dirty bitmap for migration.
Query the Memory Mapping from VFIO IOMMU Driver

1. Vendor driver will pin the memory in runtime for DMA usage. Those mapping is tracked by vfio iommu driver.

2. During migration qemu could query it from vfio iommu driver and build up dirty bitmap to transfer the DMA memory used by mdev.
Migration Policies for vGPU Resources

- **vMMIO Registers**: Copy and Restore
- **Interrups**: Inject Pending Interrupt
- **Graphics DMA Memory**: Runtime Pin and Copy
- **Context: Render Engine**: Recreate Shadowing
vGPU Live Migration Flow

**Source VM**
1. vCPU stop

**VFIO**
2. Stop vGPU and remove from scheduler

**Type1 IOMMU**
3. Query the dirty bitmap and write to qemu dirty list for sync
4. Retrieve the vGPU mmio/context from subregion and copy

**Target VM**
1. Reconstruct the vGPU PCI configuration space
2. Restore the vGPU mmio/context through subregion
3. vCPU resume
4. Put the vGPU instance into scheduler and start
Current Status

1. Experimental vGPU live migration support for KVM and XEN

2. Platforms: Intel® 6th /7th Generation Intel® Core™ Processors
   • Benchmarks covered:
     • Heaven, 3Dmark06, Trophic, Media encoding/decoding
     • lightsmark, 2D, Media workload
Demo: vGPU live migration with 3D Workload

1. Platforms: Intel® 6th Generation Intel® Core™ Processors
2. Guest VM has 2 vcpus, 2G RAM and 512MB graphics memory
3. Physical machines were connected through 10Gbps network adapter
4. Services downtime less than 500ms, total migration time is about 2.5~3s
Demo: vGPU live migration with 3D Workload
Future Work

1. RFC has been sent out, try to upstream the current implementation for vGPU live migration

2. Leverage the current work to support passthrough/SRIOV device migration
Project webpage and release: https://01.org/igvt-g
Q & A