Live Migration of Virtual Machine Based on Full System Trace and Replay

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Outline

- Introduction
- Deterministic replay with execution trace
- System design and implementation
- Performance Evaluation
- Conclusion
Live VM Migration

- It migrates whole OS with running applications rather than single processes in a nondisruptive fashion, avoiding residual dependencies.

- Applicable scenarios (cluster, data center)
  - Load Balancing
  - Online Maintenance and Fault Tolerance
  - Power Management for Green Computing
Live VM Migration

- VM migration issues
  - Memory
  - Network connection
  - Disk storage

- Performance metrics
  - Migration Downtime
  - Total Migration Time
  - Total Data Transferred
  - Migration overhead
Previous approaches

- **Memory pre-copying: XenMotion, VMotion**
  - Pre-Migration phase (select alternate physical host and resource reservation)
  - Memory push phase (pre-copying algorithm)
  - Stop-and-copy phase
  - Resume phase

![Diagram showing migration phases between source host A and target host B]
Some shortcomings of XenMotion

- The memory transferring speed should be much faster than the memory page dirtied;

- Memory-to-memory approach is only efficient in a LAN but bring little benefit for low-bandwidth WAN;

- Just copy memory, but can't copy the cache, TLB at the stop-and-copy phase;

- Some optimization may cause bad experience for services.
CR/TR-Motion: A novel VM migration approach

- ReVirt is adopted as our groundwork.
- Checkpointing/recovery combining with trace/replay technology are used to provide fast and transparent live VM migration.
- We orchestrate the running source and target VM with execution trace logged on the source host.
ReVirt overview

- ReVirt is a full-system trace and replay system, it was ported on UMLinux.
- ReVirt only log non-deterministic events (time and external input)
- ReVirt adds reasonable time and space overhead, Logging adds only 0–8% performance overhead, and log growth rates range from 40 MB per day to 1.2GB per day for different workloads.
CR/TR-Motion system structure

Source host:
- guest app
- guest OS
- VMM
- Migration daemon
- Trace daemon
- host OS
- host hardware

Target host:
- guest app
- guest OS
- VMM
- Migration receiver
- Replay daemon
- host OS
- host hardware
Migration process

Checkpoint

A

Round 1

log1

Checkpoint

B

Round 2

log2

VM Recovery

......

Round n

log3

Replay log1

......

Waiting and chasing phase

......

Transfer log n

......

Stop and copy

Replay log n

......

Take over A

Stop and copy
Two prerequisite

- Is log transfer speed faster than log growth speed?
- Is log replay speed on the target host faster than log growth speed?
### Log and replay rate in our experiments

<table>
<thead>
<tr>
<th>Workloads</th>
<th>Log growth rate (KB/s)</th>
<th>Log replay rate (KB/s)</th>
<th>$R_{\text{replay}}/R_{\text{log}}$</th>
</tr>
</thead>
<tbody>
<tr>
<td>daily use</td>
<td>7.9</td>
<td>290.7</td>
<td>36.8</td>
</tr>
<tr>
<td>kernel-build</td>
<td>1.2</td>
<td>1.27</td>
<td>1.05</td>
</tr>
<tr>
<td>static web app</td>
<td>247</td>
<td>402.6</td>
<td>1.63</td>
</tr>
<tr>
<td>dynamic web app</td>
<td>722</td>
<td>866.4</td>
<td>1.20</td>
</tr>
<tr>
<td>unixbench</td>
<td>61</td>
<td>65.88</td>
<td>1.08</td>
</tr>
</tbody>
</table>
Migration challenges

- Migrate block devices
  - NAS or SAN can be accessed uniformly from all host machines in the cluster.
  - Solve WAR (write after read) issues when replay on the target host in LAN.

- Guarantee Network connections
  - The same solution as XenMotion (ARP reply in LAN)
Performance evaluation

- AMD Athlon 2500+ processor and 1GB DDR RAM, Intel Pro/1000 Gbit/s NIC (limit the network bandwidth to 500Mbit/sec)
- The virtual machine is configured to use 512MB of RAM.
- The VM being migrated is the only VM running on the source machine and there are no VMs running on the target machine.
Our approach reduced migration downtime by 72.4% in average compared to pre-copy approach.
Our approach reduces the total migration time by 31.5% in average compared to Pre-copy.
Total data transferred

- **CR/TR-Motion** reduces synchronization traffic by 95.9% in average.
- This improvement will bring great benefit when our migration scheme is applied in low-bandwidth WANs.

<table>
<thead>
<tr>
<th>Workloads</th>
<th>Synchronization data traffic (MB)</th>
<th>Reduction ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>CR/TR-Motion</td>
<td>Pre-copy</td>
</tr>
<tr>
<td>daily use</td>
<td>0.48 (0.04)</td>
<td>38.54 (2.1)</td>
</tr>
<tr>
<td>kernel-build</td>
<td>0.53 (0.06)</td>
<td>152.44 (8.2)</td>
</tr>
<tr>
<td>static web app</td>
<td>8.34 (0.21)</td>
<td>228.99 (9.4)</td>
</tr>
<tr>
<td>dynamic web app</td>
<td>36.4 (0.96)</td>
<td>288.05 (12.2)</td>
</tr>
<tr>
<td>unixbench</td>
<td>2.59 (0.22)</td>
<td>113.38 (6.4)</td>
</tr>
</tbody>
</table>
The above figures demonstrate that the migrations for those workloads cause reasonable network traffic and bandwidth consumption.
Migration overhead

- Overheads caused by transparent checkpointing and logging is less than 8.5% on average. It takes about 30% of a CPU to attain the maximum network throughput over the gigabit link.
Conclusion

- CR/TR-Motion provide a novel VM migration approach based on full-system trace and replay, that contrasts against memory-to-memory approach.
- Our scheme minimize the migration downtime and network bandwidth consumption.
- Our approach may bring a new benefit if the migration is performed in low-bandwidth WAN environments.
Questions and Comments!
Parameters definition

- Total Data Transmitted: TDT
- Transfer rounds: n
- Total Migration Time: TMT
- Time sequence to transfer instruction logs: \((t_0, t_1, t_2, t_3, \ldots, t_n)\)
- Log serial at each transferring rounds: \((\log_1, \log_2, \log_3, \ldots, \log_n)\)
- Checkpoint Volume: \(V_{\text{ckpt}}\)
- Log transfer Rate: \(R_{\text{trans}}\)
- Log growth Rate: \(R_{\text{log}}\)
- Log replay rate: \(R_{\text{replay}}\)
- \(V_{\text{thd}} = 1\text{KB}\) : the threshold value at which the iteration terminated
- \(\phi = R_{\text{log}}/R_{\text{trans}},\)
- \(\psi = R_{\text{replay}}/R_{\text{log}}\)
Scenario 1: fast synchronization

- $R_{\text{replay}} \gg R_{\text{log}}$
- No need to execute the waiting-and-chasing phase
- The key factor is parameters: $R_{\text{trans}}$ and $R_{\text{log}}$

Migration process of fast synchronization
Supposing iteration terminated when the log size is less that $V_{\text{thd}} = 1$kB

\[ t_{(n-1)} R_{\text{log}} \leq V_{\text{thd}} \]

i.e.

\[ V_{\text{ckpt}} \phi^{(n-1)} \leq V_{\text{thd}} \]

i.e.

\[ n = 1 + \left\lfloor \log_{\phi} \frac{V_{\text{thd}}}{V_{\text{ckpt}}} \right\rfloor \]

\[ R_{\text{trans}} = 400 \text{Mbit/sec} \text{ and } V_{\text{ckpt}} = 512 \text{MB} \]
Total Migration Time (Scenario 1)

\[
t_0 = \frac{V_{\text{checkpoint}}}{R_{\text{trans}}} \quad t_1 = \frac{R_{\log} t_0}{R_{\text{trans}}} = \varphi t_0
\]

\[
\vdots
\]

\[
t_n = \frac{R_{\log} t_{(n-1)}}{R_{\text{trans}}} = \frac{V_{\text{ckpt}} R_{\log}^{(n-1)}}{R_{\text{trans}}^n} = t_0 \varphi^{(n-1)}
\]

\[
\sum_{i=0}^{n} t_i = \frac{V_{\text{ckpt}} (1 - \varphi^n)}{R_{\text{trans}} (1 - \varphi)}
\]

\[R_{\text{trans}} = 400\text{Mbit/sec} \quad \text{and} \quad V_{\text{ckpt}} = 512\text{MB}\]
Conclusions (Scenario 1)

- Total Data Transmitted

\[ TDT = V_{\text{ckpt}} + \sum_{i=1}^{n} V_{\log_i} = TMT \times R_{\text{trans}} = \frac{V_{\text{ckpt}} (1 - \phi^n)}{(1 - \phi)} \]

- Downtime

\[ T_{\text{downtime}} = t_n + V_{\log_n} / R_{\text{replay}} + t_{\text{other}} \]
Scenario 2: slow synchronization

- \( R_{\text{replay}} > R_{\log} \), but log file is not replayed fast enough.
- A waiting-and-chasing phase is performed to postpone the stop-and-copy phase.

Condition:

\[
\sum_{i=1}^{m} \frac{V_{log_i}}{R_{log}} - \sum_{i=1}^{m} \frac{V_{log_i}}{R_{replay}} \leq \frac{V_{ckpt}}{R_{trans}}
\]
Conclusions (Scenario 2)

- **Total Data Transmitted**

\[
TDT = V_{\text{ckpt}} + \sum_{i=1}^{n} V_{\text{log}_i} = \left( \frac{\partial \varphi}{\partial - 1} + 1 \right) V_{\text{ckpt}}
\]

- **Total migration time**

\[
TMT = \frac{V_{\text{ckpt}} + V_{\text{log}_1}}{R_{\text{trans}}} + \sum_{i=1}^{n} \frac{V_{\text{log}_i}}{R_{\text{replay}}} = \left( \varphi + \frac{\partial}{\partial - 1} \right) \frac{V_{\text{ckpt}}}{R_{\text{trans}}}
\]