

Virtualization

Virtualization covers many different topics

Virtualization

From Wikipedia, the free encyclopedia

In computing, virtualization is a broad term that refers to the abstraction of computer resources:

- Platform virtualization, which separates an operating system from the underlying platform resources
 - Full virtualization
 - Hardware-assisted virtualization
 - Partial virtualization
 - Paravirtualization
 - Operating system-level virtualization
 - Hosted Environment (e.g. User-mode Linux)
- Resource virtualization, the virtualization of specific system resources, such as storage volumes, name spaces, and network resources
 - Virtual memory, which allows uniform, contiguous addressing of physically separate and non-contiguous memory and disk areas
 - RAID (Redundant array of independent disks) and logical volume management, combine many disks into one large logical disk.
 - Storage virtualization, the process of completely abstracting logical storage from physical storage
 - Channel bonding, the use multiple links combined to work as though they offered a single, higher-bandwidth link
 - Network virtualization, creation of a virtualized network addressing space within or across network subnets
 - Computer clusters and grid computing, the combination of multiple discrete computers into larger metacomputers
 - Disk partitioning, is the splitting of a single resource (usually large), such as disk space or network bandwidth, into a number of smaller, more
 easily utilized resources of the same type
 - Encapsulation, the hiding of resource complexity by the creation of a simplified interface
- Application virtualization, the hosting of individual applications on alien hardware/software
 - Portable application
 - Cross-platform virtualization
 - Emulation or simulation
 - Virtualization Development, further work in this area
- Desktop virtualization, the remote manipulation of a computer desktop

Virtualization can also refer to:

a fictional use of this term, in Scanners (Code Lyoko)



Where Running "Windows In a Box" comes in

- Idea is to have a host OS, that allows other operating systems to run inside of itself.
- Host OS provides virtual devices:
 - RAM
 - CPU (more on that)
 - Disk Space
 - NIC
 - Peripherals

Advantages and Disadvantages of Virtualization

Advantages

- Don't have to reboot to get into another operating system
- Can do testing and use many different operating systems
- Can do testing and use different CPU architectures
- "Sandbox"

Disadvantages

- 3D support lacking: cannot give native support of the GPU to the virtual machine currently (Ohh Nos, WOW doesn't work! Or Solidworks, or Counter Strike)
- Virtualization Penalty Wikipedia has comparison page
 - http://en.wikipedia.org/wiki/Comparison_of_virtual_machines

Current Applications for Virtual Machine use

- VMWare Proprietary, Free as in Free Beer now?
- Qemu Slow on it's own, good at providing peripheral support
- KVM Fast, Emerging(+/-), incorporated into current Linux kernel
- Xen proven
- Hyper-V Micro\$ux

Cloud Computing as a Concept

- Cloud computing abstracts hardware from users
- Multiple Resources, One task and vice versa
- VCL
- Requirements of an effective cloud:
 - Lots of networking
 - Ability to self-manage resources:
 - hot swapping os's
 - Handle removal and adding of resources
 - Users

Question and Answer(maybe?) Time