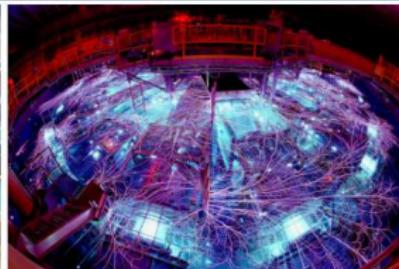


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Virtually the Same: Comparing Physical and Virtual Testbeds

Jonathan Crussell, Thomas M Kroeger, Aaron Brown, Cynthia Phillips

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Testing systems is important

- Avoid deploying things that do not work
- Validate new designs
- Understand resiliency

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- Physical are not easily reconfigurable or portable

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Do artifacts from virtualization affect virtual testbeds?

Goals

Discover where and how virtual and physical testbeds differ

- Virtualization artifacts
 - Higher network latency and lower throughput [19, 23, 25, 27]

Goals

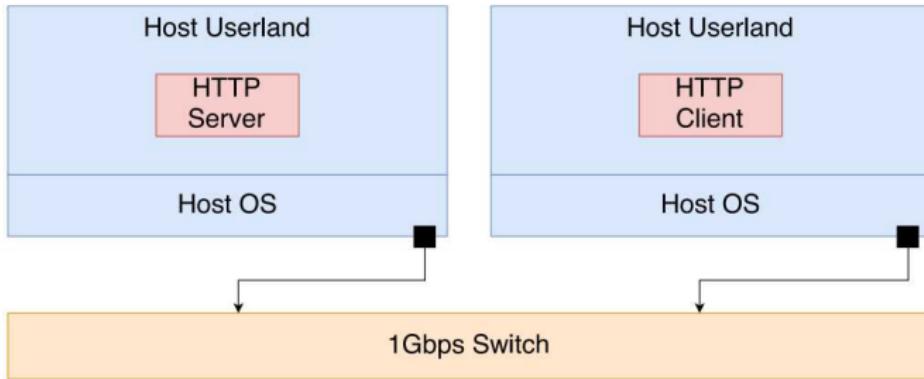
Discover where and how virtual and physical testbeds differ

- Virtualization artifacts
 - Higher network latency and lower throughput [19, 23, 25, 27]

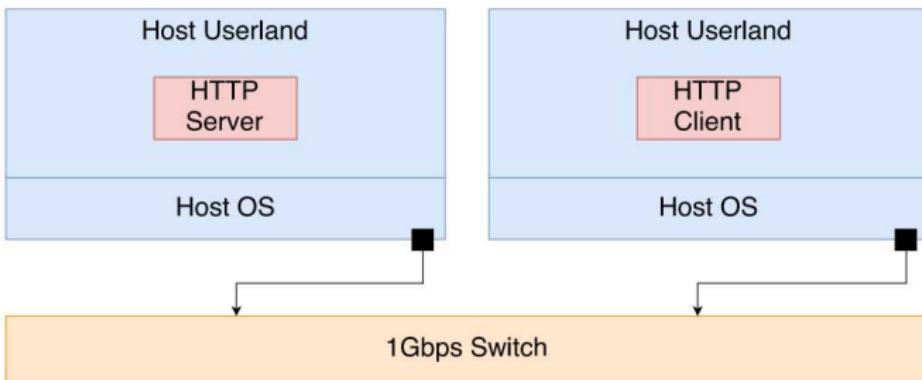
Methodology:

- Run representative workloads on physical and virtual testbeds
- Collect, compare, and contrast metrics
 - Application-, OS-, and network-level

Simple workload



Simple workload



Client makes HTTP requests for 90 seconds

- Server response sizes tested: 500B, 1MB, 16MB

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 - 8 and 2GB, for now

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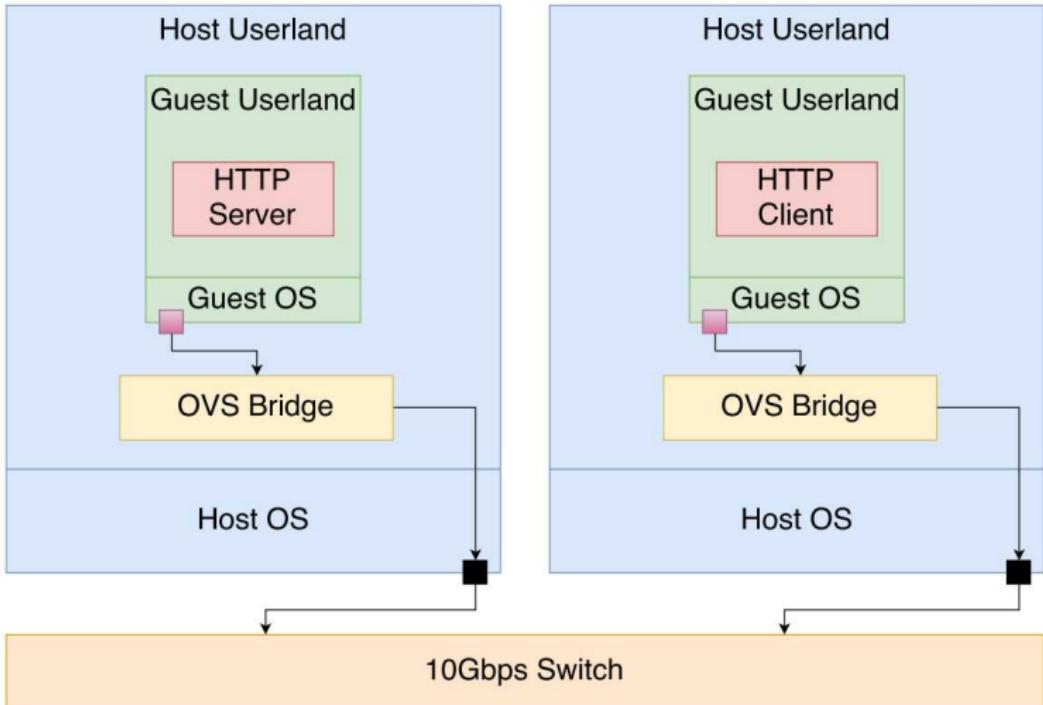
- Virtual machine type?
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- Virtual Switch?
 - *Open vSwitch*, for now

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Many parameters to explore:

- Virtual machine type?
 - *qemu/kvm*, for now
- VM network drivers?
 - *e1000* and *virtio*, for now
- VM Resources (VCPU, Memory)?
 - 8 and 2GB, for now
- Virtual Switch?
 - *Open vSwitch*, for now
- ... *many more parameters*

KVM Environment



Instrumentation

Application-level:

- Output from *ApacheBench*

OS-level:

- System-wide system call traces from *sysdig*

Network-level:

- Packet captures, processed with *tcptrace*
- Jitter from one-way latency measurements from *owping*

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Performed experiments with/without instrumentation

- 5-13% decrease in workload performance, varies by workload/testbed

Experiment Details

We use *minimega* to orchestrate and instrument experiments

- Scriptable CLI to run experiments
- Command-and-control to orchestrate VMs
- ... *more details at <http://minimega.org>*

Performed experiments with 1Gbps and 10Gbps interfaces

- See paper for 10Gbps results

Result: Application-level Metrics

Size	Physical	e1000	Virtio
500B	14420 ± 74.3	6476 ± 707	13590 ± 139
1MB	112 ± 0.012	113 ± 0.12	113 ± 0.006
16MB	6.97 ± 0.006	7.05 ± 0.006	7.09 ± 0.032

Table: Mean requests per second and confidence intervals for ApacheBench runs for 1Gbps tests.

Takeaways:

- e1000 has poor performance (found known bug leading to transmit-queue timeout)
- VMs outperform physical for larger payloads (tc parameters?)

Result: OS-level Metrics

Size	Physical	e1000	Virtio
500B	1.34	2.95	1.75
1MB	547.44	395.02	325.27
16MB	8345.82	5954.81	5072.02

Table: Mean number of read system calls per request for 1Gbps test.

Takeaways:

- Physical requires more reads for same amount of data
- Anecdotally, due to differences in offloading characteristics

Result: Network-level Metrics

Size	Physical	e1000	Virtio
500B	5.00 ± 0.08	5.00 ± 0.10	5.00 ± 0.12
1MB	67.7 ± 2.19	105.7 ± 9.04	77.3 ± 10.2
16MB	834 ± 46.3	1527 ± 817.40	1087 ± 706

Table: Mean number of packets per request for 1Gbps test and standard deviation.

Takeaways:

- Higher variability for VMs
- Physical and virtio are similar, e1000 stands out

Background: Markov Chains

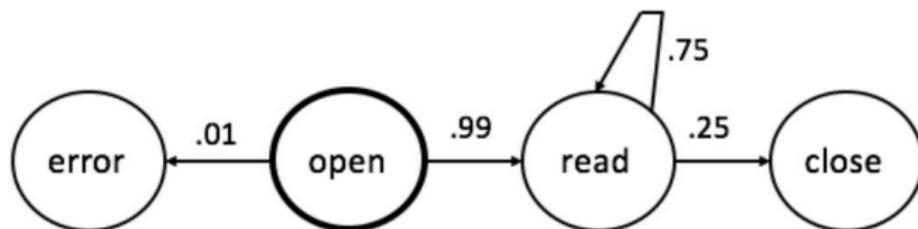
Markov chain:

- Graph: nodes represent state, edges represent transitions
- Edges have weights based on transition probability

Background: Markov Chains

Example:

- User searching for an item in a file



Markov Chains

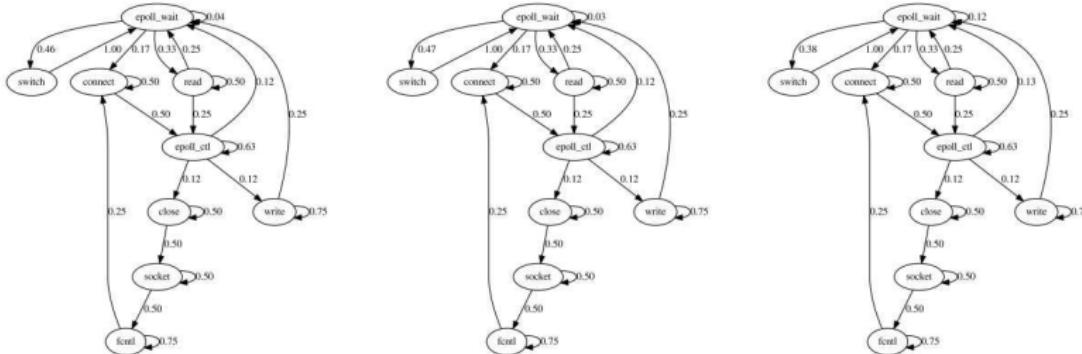


Figure: Client Markov chain for physical, e1000, and virtio. We dropped edges of weight less than .001 and renormalized edge weights.

Conclusion

Presented methodology to quantitatively compare physical and virtual testbeds

- Applied to simple HTTP workload
- Showed that virtual testbed behaves reasonably close to its physical counterpart (within 10%)

Questions/Comments?

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