

# VIRTUALIZATION

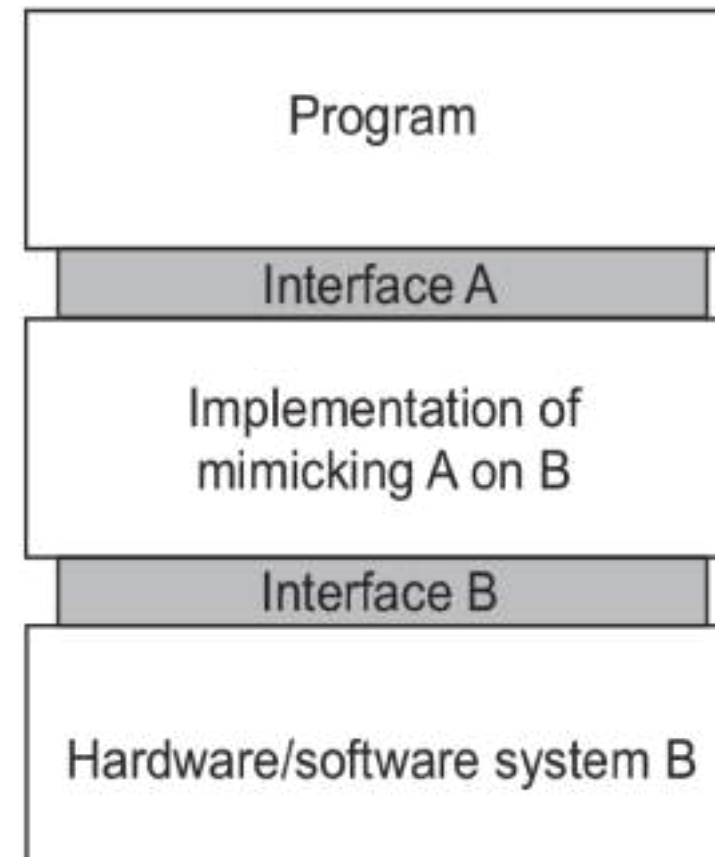
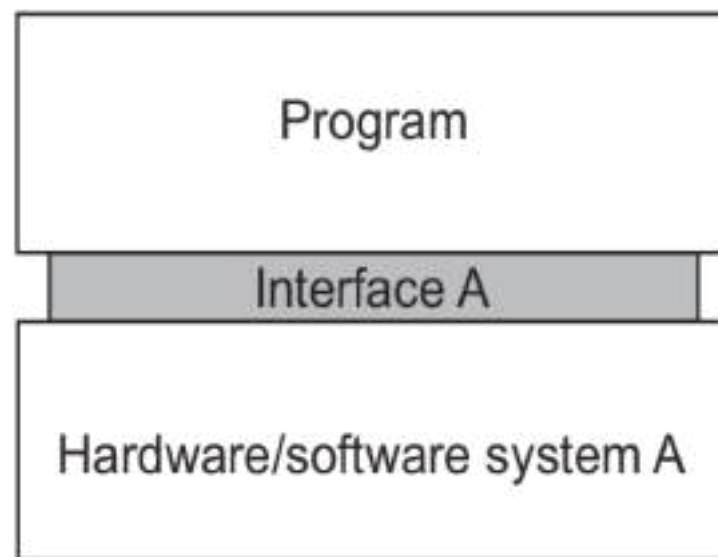
An abstract graphic on a dark purple background. It features several white, wavy, parallel lines that flow from the left towards the right. On the right side, these lines converge and form a network of blue nodes of varying sizes, connected by thin white lines. The overall effect is one of dynamic movement and digital connectivity.

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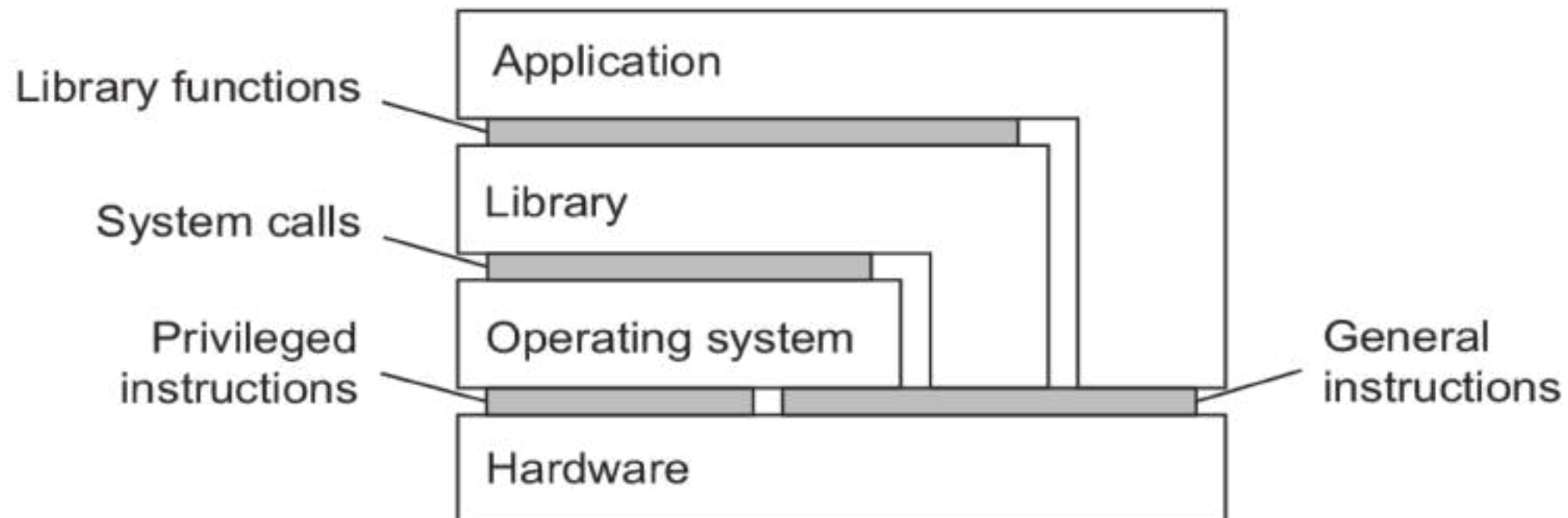
## MIMICKING INTERFACES

- Hardware changes faster than software
- Ease of portability and migrating code
- Fault and attack isolation

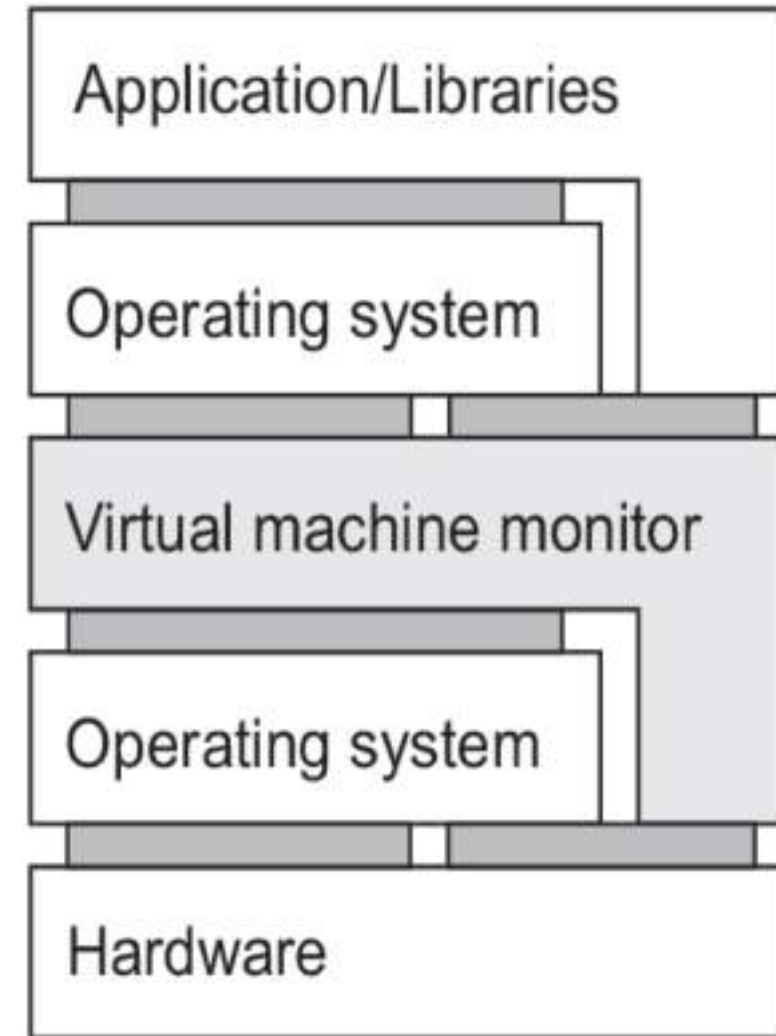
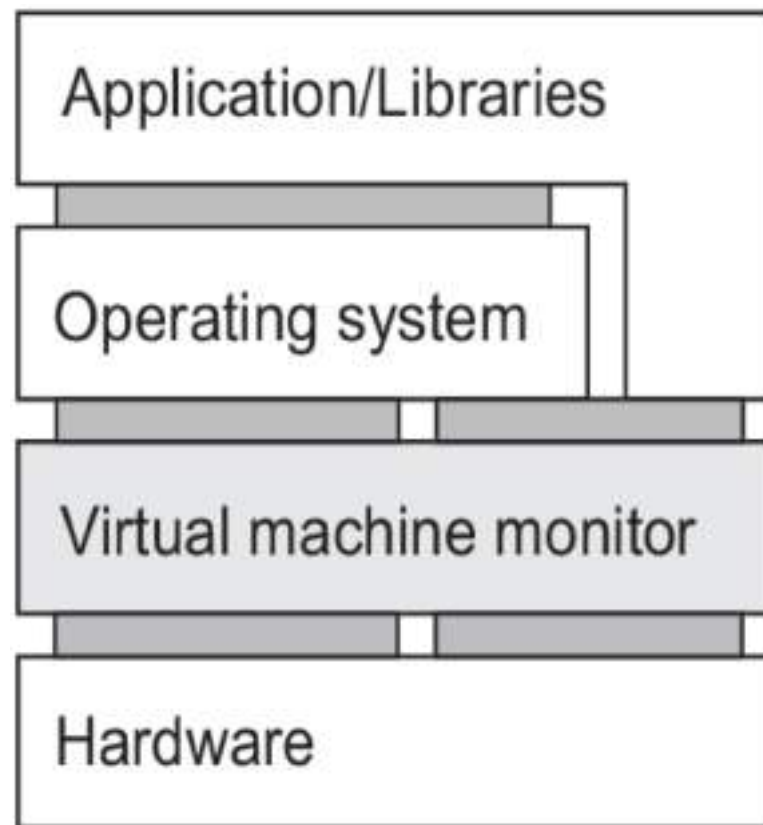
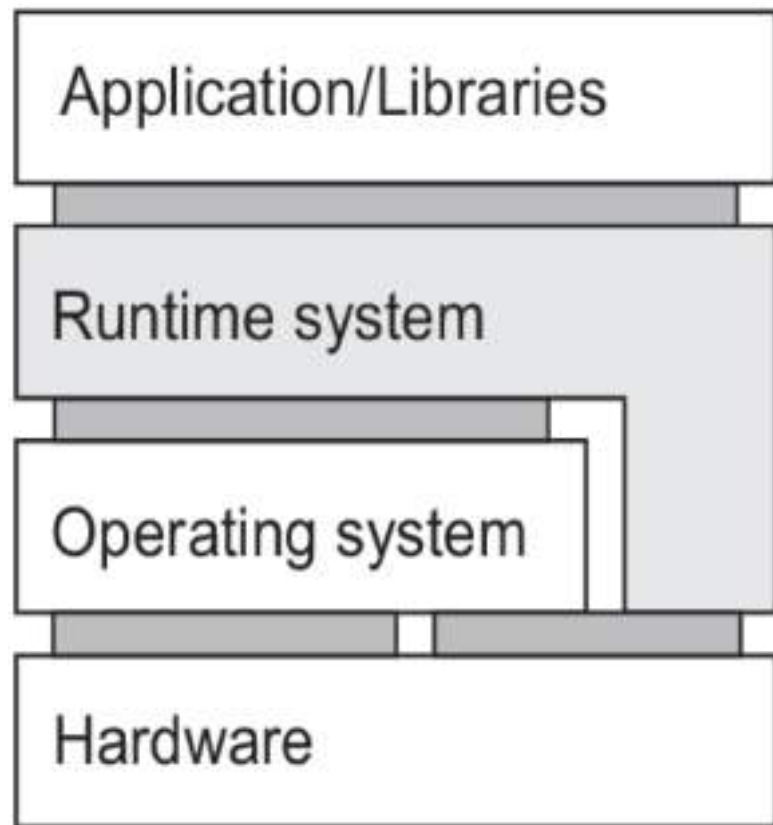


## MIMICKING INTERFACES: TYPES OF INTERFACES

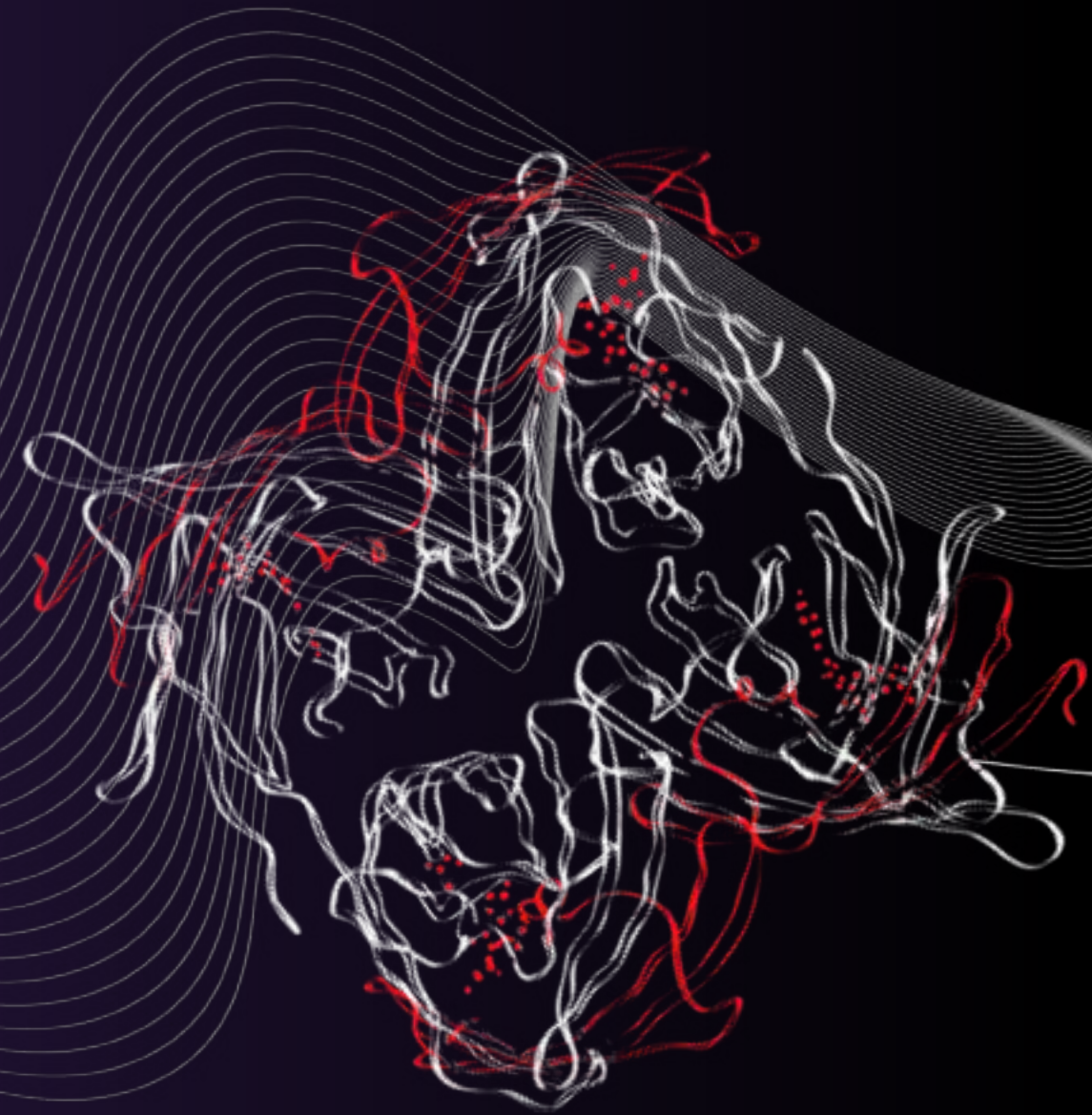
- Instruction set architecture:
  - **Privileged instructions**: allowed to be executed only by the operating system
  - **General instructions**: can be executed by any application
- **System calls**: what the operating system offers to applications
- **Library calls**: what specific libraries offer to applications



# TYPES OF VIRTUALIZATION



# CONTAINERS

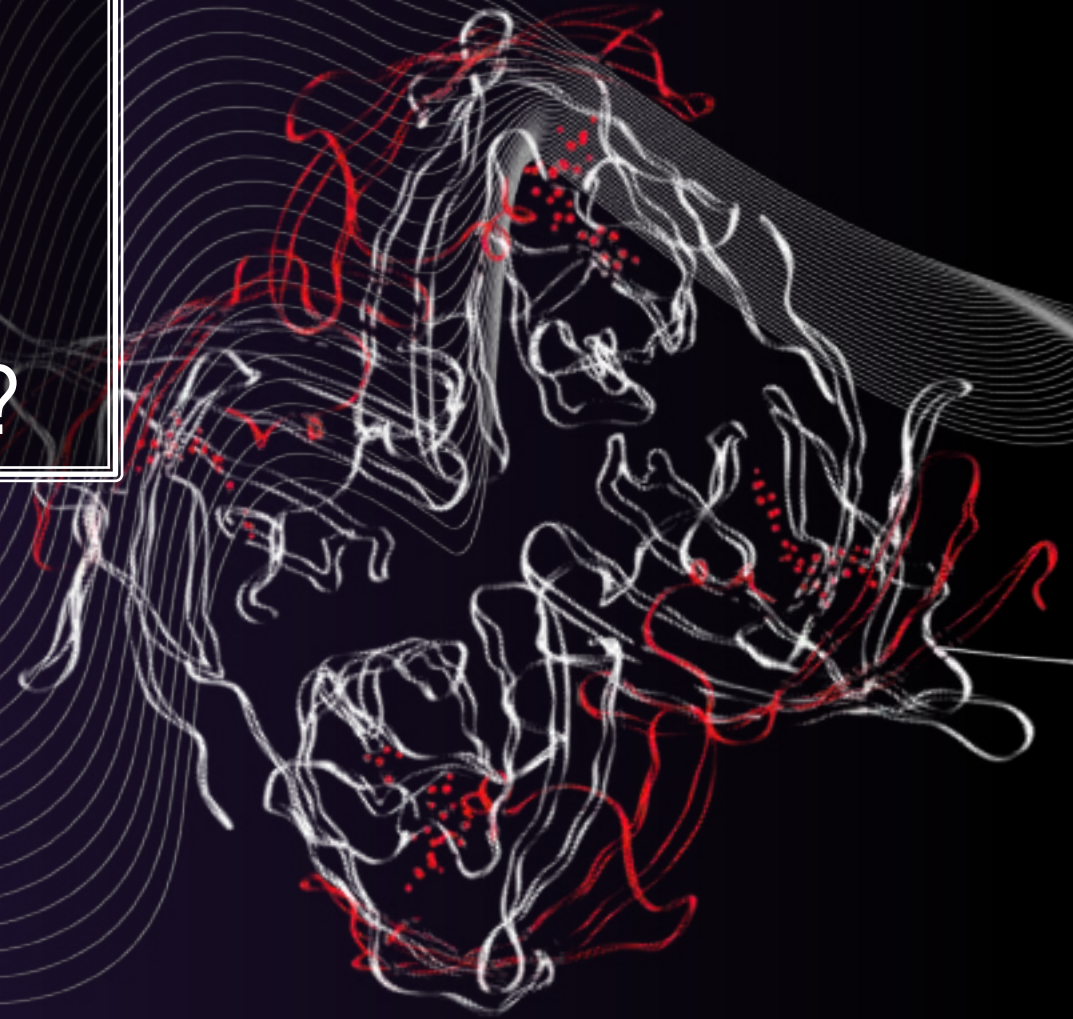


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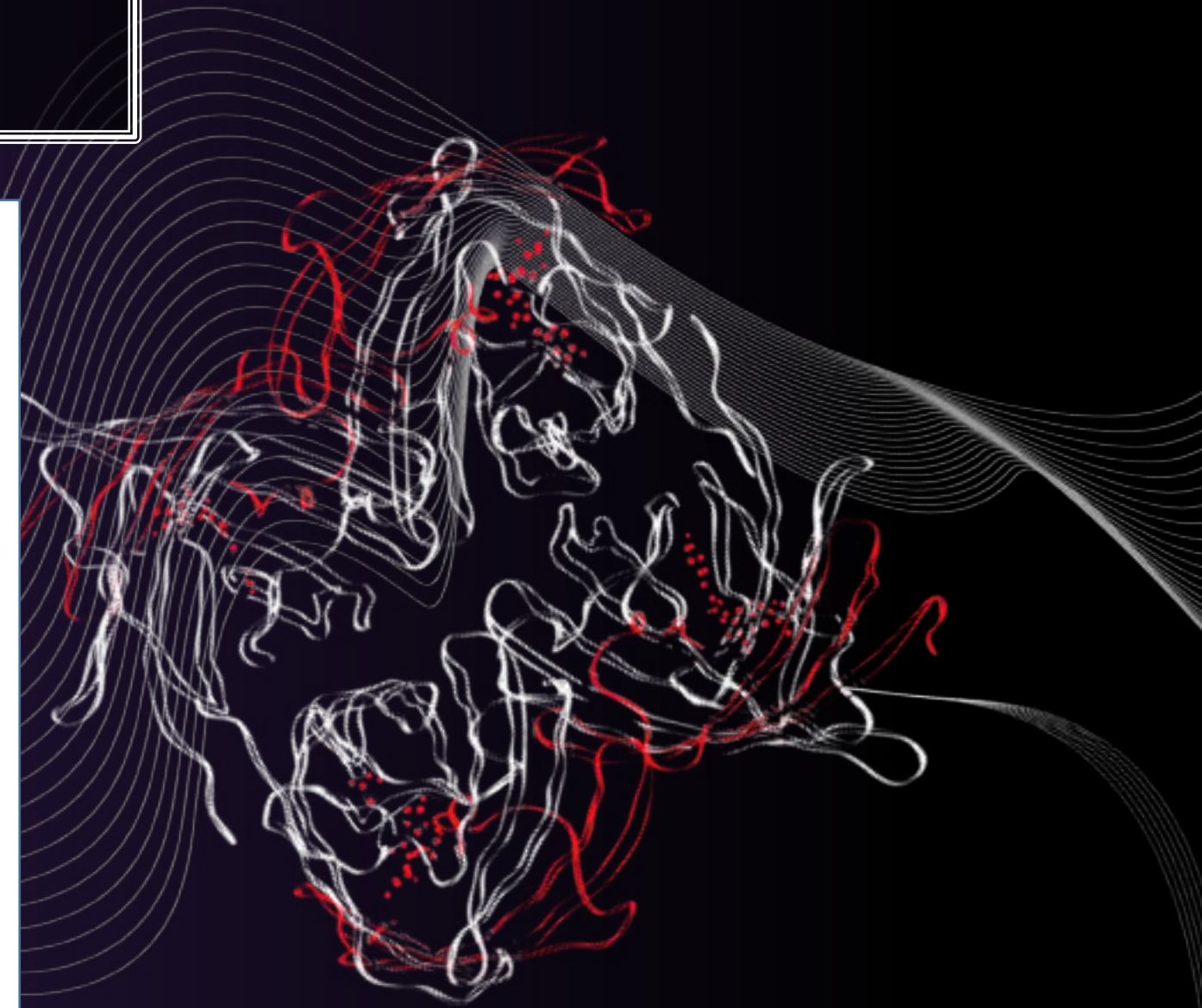
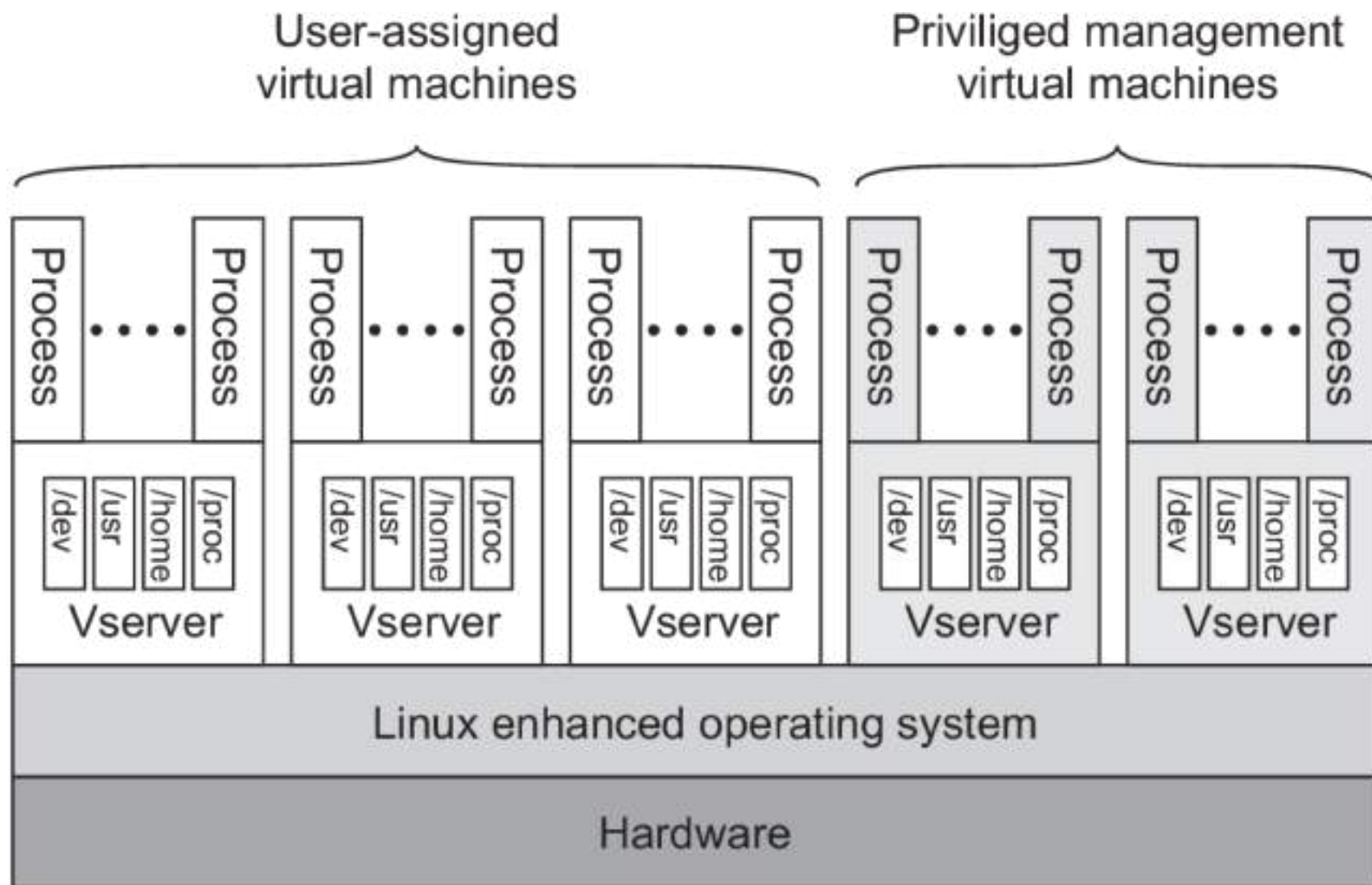
## PRINCIPLE OF CONTAINERIZATION

- Observation: many applications are strongly dependent on a set of (versions of) libraries and other processes than anything else.
- Essence: Why not use packages of those dependencies and have apps run in isolated environments containing exactly those libraries etc.?

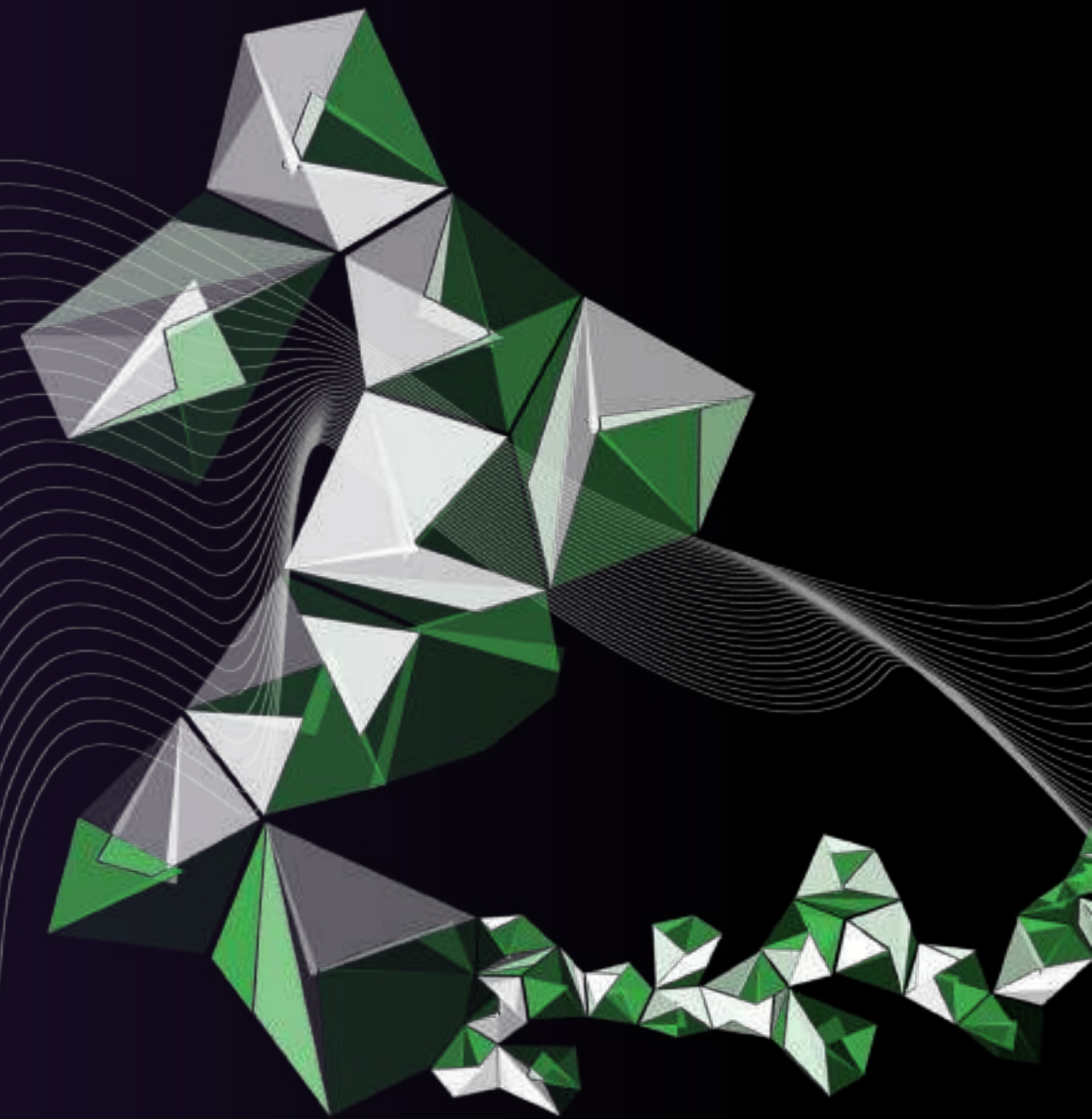


# PRINCIPLE OF CONTAINERIZATION

- Mimick the environment of an application
- Essence: make sure that namespaces are in order



# THE BIG DISCUSSION



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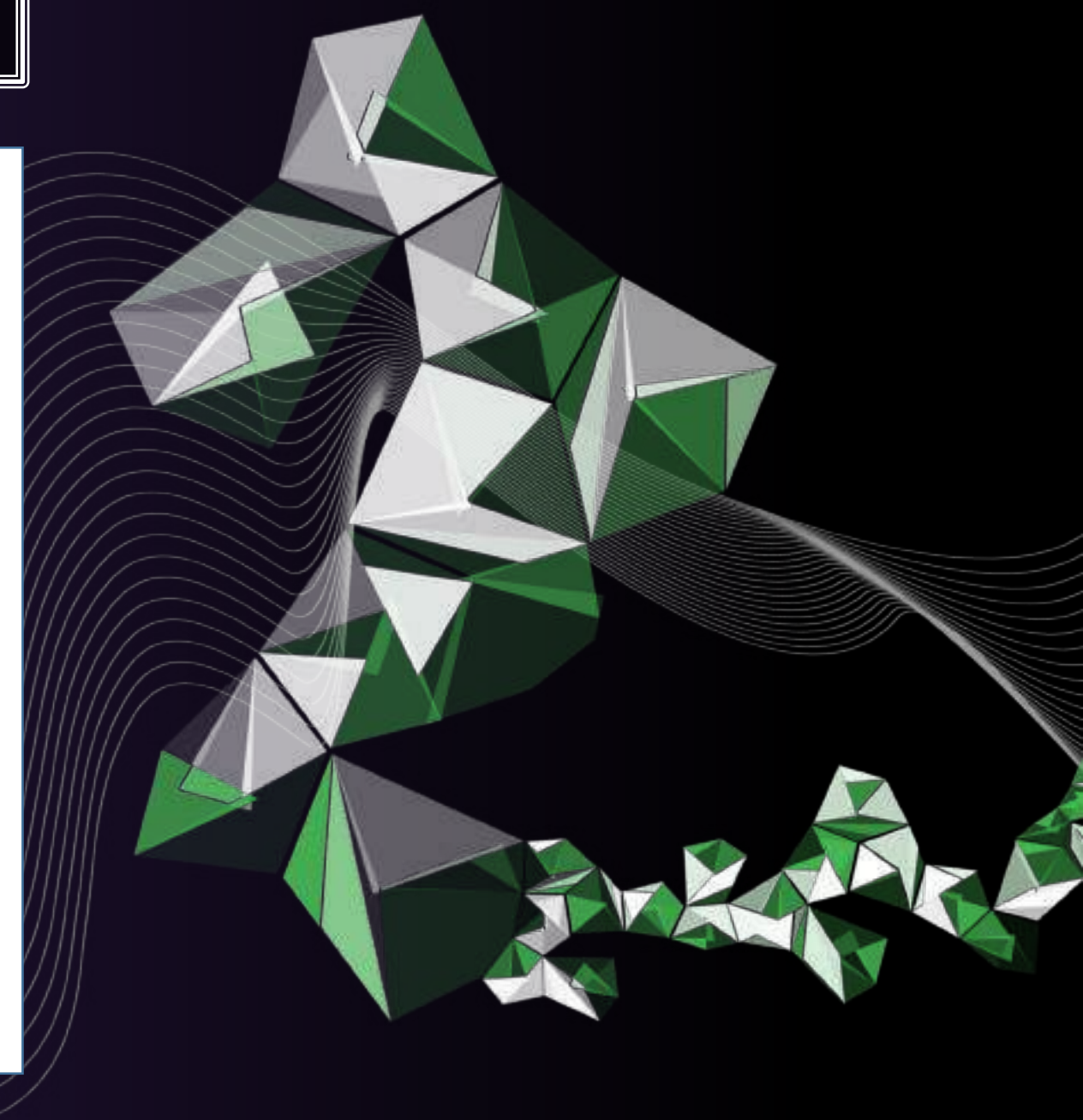
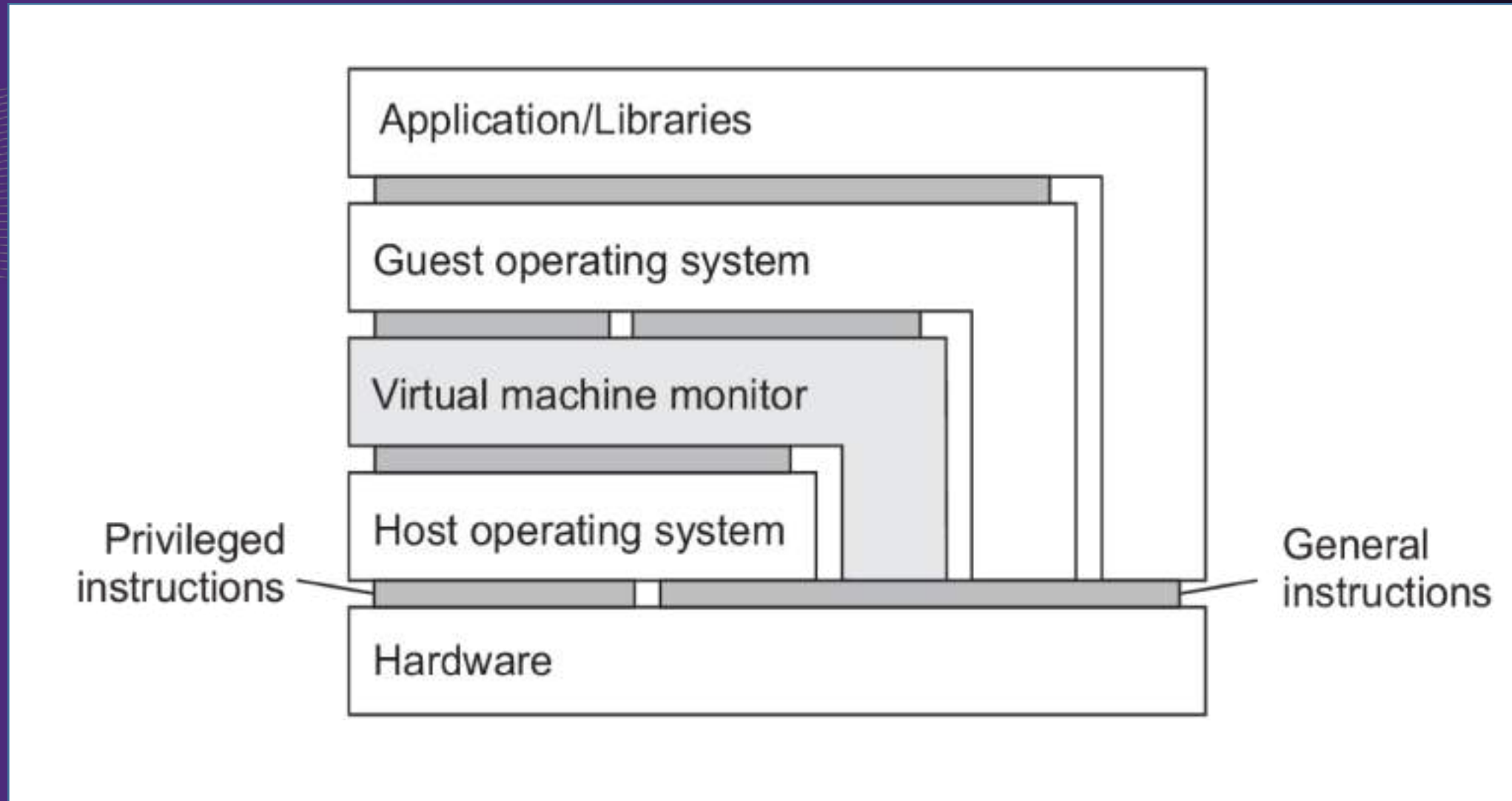
## WHAT YOU CAN READ EVERYWHERE

*Docker containers are executable software package that includes all dependencies required to execute an application. With Docker containers, applications can work efficiently in different computer environments.*

*Below are the Docker Containers Features:*

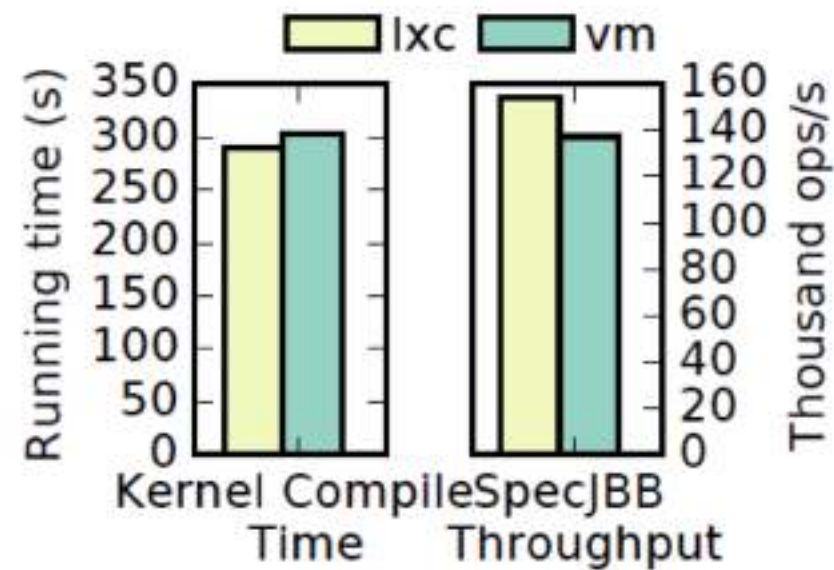
- *Lightweight*
- *Minimal overhead (CPU/IO/Network)*
- *Faster deployments*
- *Easily scalable*
- *Decrease storage consumption*
- *Portable, run it everywhere.*
- *Minimal base OS*
- *Application Isolation*

# UNDERSTANDING PERFORMANCE

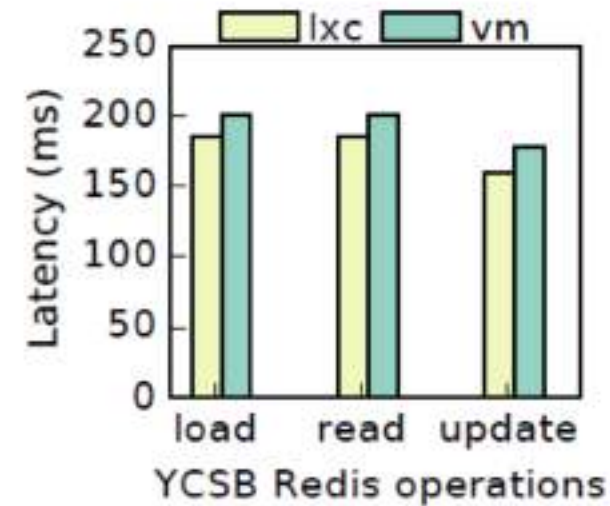


## WHAT WOULD SEEM TO BE POTENTIAL PERFORMANCE BOTTLENECKS?

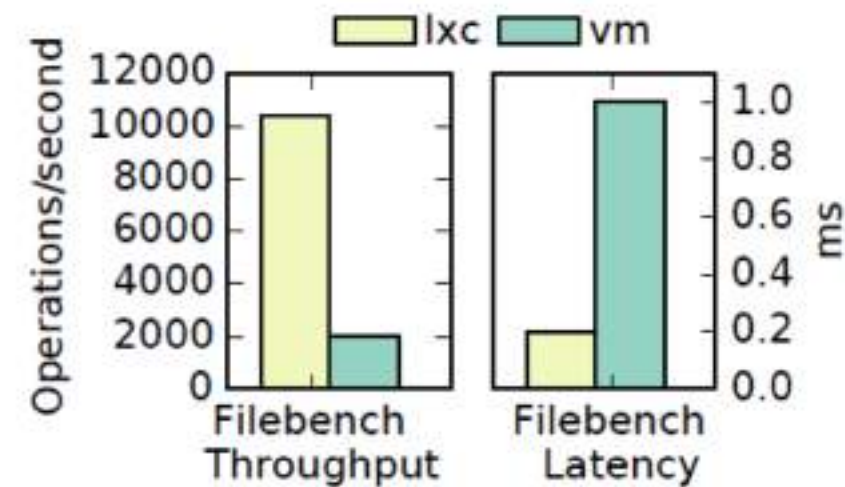
# ON PERFORMANCE



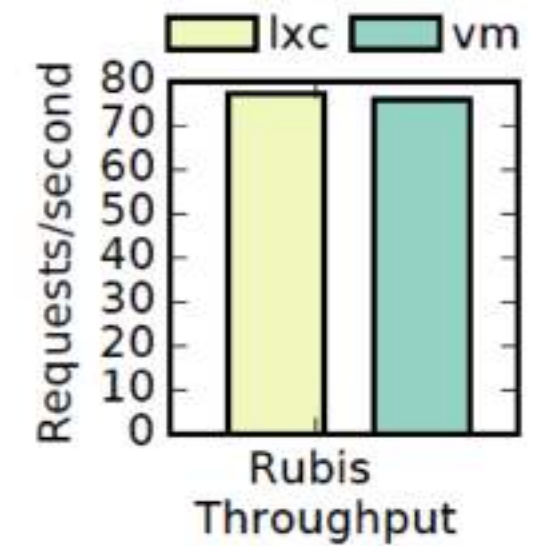
(a) CPU intensive



(b) Memory intensive



(c) Disk intensive

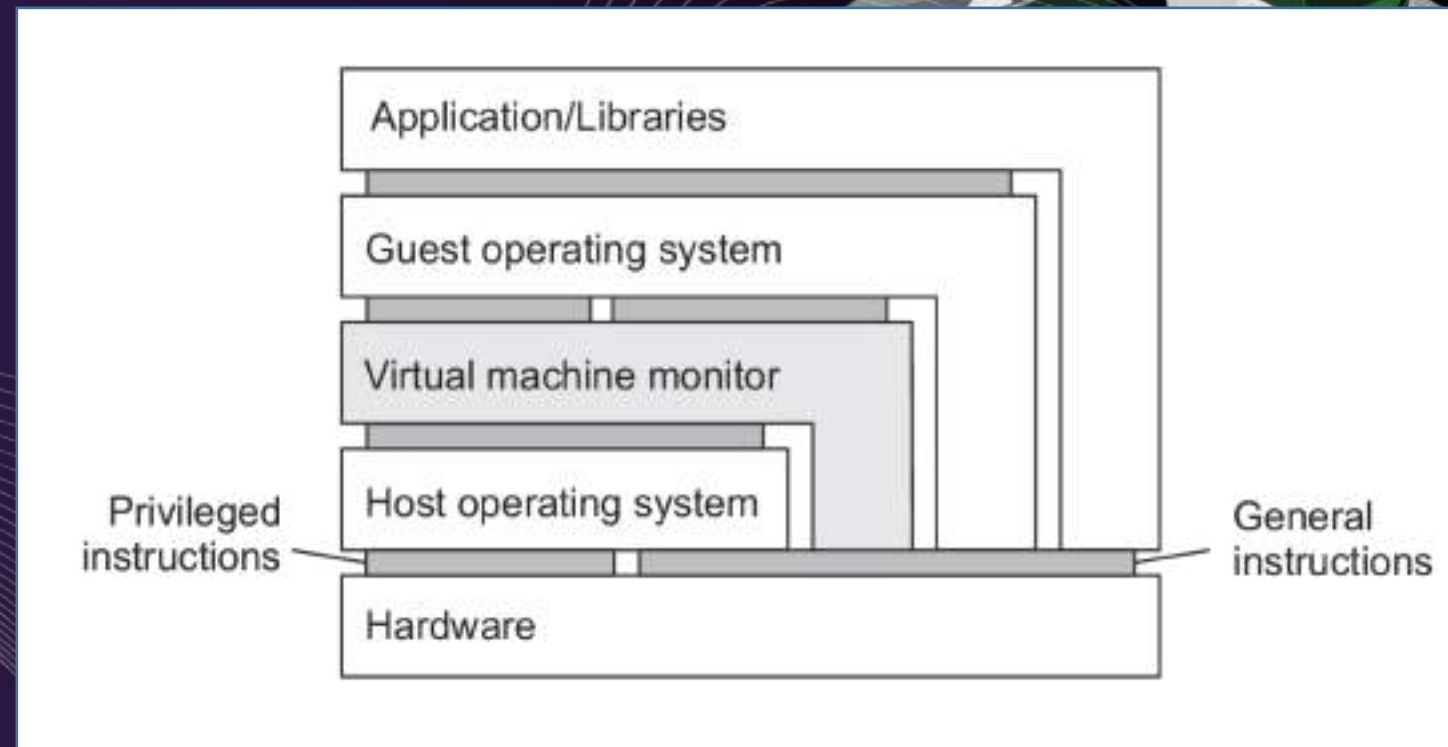
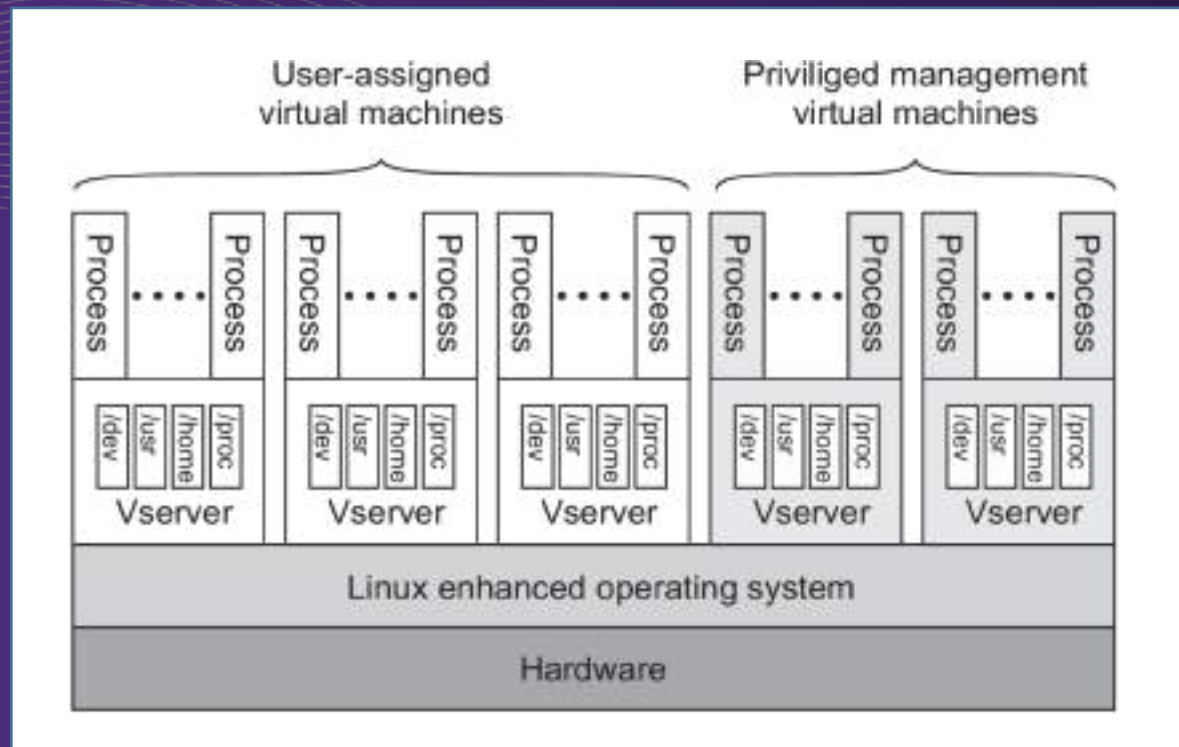


(d) Network intensive

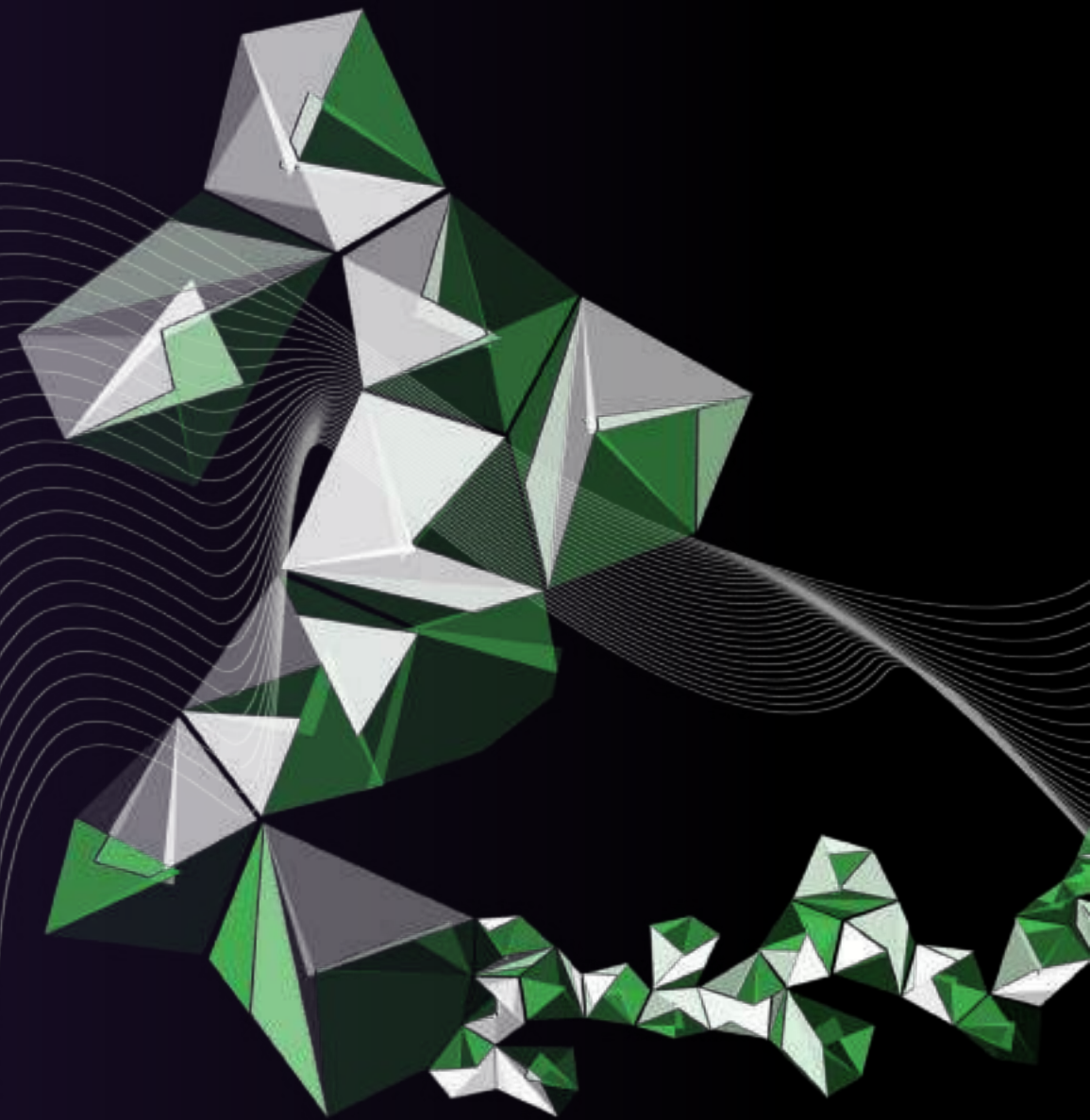
## TAKEN FROM

- [Containers and Virtual Machines at Scale: A Comparative Study](#)  
P. Sharma, L. Chaufournier, P. Shenoy, Y.C. Tay.  
Proc. 17<sup>th</sup> International Middleware Conference, December 2016, ACM.

# ON PORTABILITY & MIGRATION



# WORK TO DO



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## STARTING POINTS & SUGGESTIONS

- The Ideal Versus the Real: Revisiting the History of Virtual Machines and Containers.  
A. Randal.  
ACM Computing Surveys, vol. 53(1), February 2020.
- Containers and Virtual Machines at Scale: A Comparative Study  
P. Sharma, L. Chaufournier, P. Shenoy, Y.C. Tay.  
Proc. 17<sup>th</sup> International Middleware Conference, December 2016, ACM.
- A Survey on Virtual Machine Migration: Challenges, Techniques, and Open Issues  
IEEE Communications & Tutorials , vol. 20 (2), 2018.
- Distributed Systems book  
H1, H3.1, H3.2, H3.4, H3.5
- Key issue: develop your own opinion on virtual machines versus containers and be sure that you make clear to understand both technologies.