

Contents

Foreword	ix
Preface	xi

Chapter One **Introduction to Virtual Machines** 1

1.1 Computer Architecture	6
1.2 Virtual Machine Basics	9
1.3 Process Virtual Machines	13
1.4 System Virtual Machines	17
1.5 A Taxonomy	22
1.6 Summary: The Versatility of Virtual Machines	23
1.7 The Rest of the Book	24

Chapter Two **Emulation: Interpretation and Binary Translation** 27

2.1 Basic Interpretation	29
2.2 Threaded Interpretation	32
2.3 Predecoding and Direct Threaded Interpretation	34
2.4 Interpreting a Complex Instruction Set	38
2.5 Binary Translation	49
2.6 Code Discovery and Dynamic Translation	52
2.7 Control Transfer Optimizations	64
2.8 Instruction Set Issues	68
2.9 Case Study: Shade and the Role of Emulation During Simulation	77
2.10 Summary: Performance Tradeoffs	80

Chapter Three		
Process Virtual Machines		83
3.1	Virtual Machine Implementation	85
3.2	Compatibility	87
3.3	State Mapping	95
3.4	Memory Architecture Emulation	102
3.5	Instruction Emulation	114
3.6	Exception Emulation	119
3.7	Operating System Emulation	128
3.8	Code Cache Management	133
3.9	System Environment	140
3.10	Case Study: FX!32	142
3.11	Summary	145
Chapter Four		
Dynamic Binary Optimization		147
4.1	Dynamic Program Behavior	153
4.2	Profiling	156
4.3	Optimizing Translation Blocks	167
4.4	Optimization Framework	180
4.5	Code Reordering	186
4.6	Code Optimizations	201
4.7	Same-ISA Optimization Systems: Special-Case Process Virtual Machines	208
4.8	Summary	218
Chapter Five		
High-Level Language Virtual Machine Architecture		221
5.1	The Pascal P-Code Virtual Machine	225
5.2	Object-Oriented High-Level Language Virtual Machines	228
5.3	The Java Virtual Machine Architecture	241
5.4	Completing the Platform: APIs	261
5.5	The Microsoft Common Language Infrastructure: A Flexible High-Level Language Virtual Machine	267
5.6	Summary: Virtual ISA Features	275
Chapter Six		
High-Level Language Virtual Machine Implementation		281
6.1	Dynamic Class Loading	284
6.2	Implementing Security	286

6.3	Garbage Collection	294
6.4	Java Native Interface	304
6.5	Basic Emulation	305
6.6	High-Performance Emulation	306
6.7	Case Study: The Jikes Research Virtual Machine	320
6.8	Summary	327

Chapter Seven **Codesigned Virtual Machines** 329

7.1	Memory and Register State Mapping	333
7.2	Self-Modifying and Self-Referencing Code	337
7.3	Support for Code Caching	339
7.4	Implementing Precise Traps	344
7.5	Input/Output	351
7.6	Applying Codesigned Virtual Machines	352
7.7	Case Study: Transmeta Crusoe	354
7.8	Case Study: IBM AS/400	357
7.9	Summary	367

Chapter Eight **System Virtual Machines** 369

8.1	Key Concepts	373
8.2	Resource Virtualization — Processors	382
8.3	Resource Virtualization — Memory	396
8.4	Resource Virtualization — Input/Output	404
8.5	Performance Enhancement of System Virtual Machines	415
8.6	Case Study: VMware Virtual Platform	426
8.7	Case Study: The Intel VT-x (Vanderpool) Technology	436
8.8	Summary	442

Chapter Nine **Multiprocessor Virtualization** 445

9.1	Partitioning of Multiprocessor Systems	445
9.2	Physical Partitioning	455
9.3	Logical Partitioning	458
9.4	Case Study: Cellular Disco System Virtual Machine-Based Partitioning	475
9.5	Virtualization with Different Host and Guest ISAs	485
9.6	Summary	496

Chapter Ten	
Emerging Applications	499
10.1 Security	501
10.2 Migration of Computing Environments	520
10.3 Grids: Virtual Organizations	535
10.4 Summary	552
Appendix A	
Real Machines	553
A.1 Computer System Hardware	554
A.2 The User ISA: Computation	561
A.3 The System ISA: Resource Management	566
A.4 Operating System Organization	580
A.5 The Operating System Interface	583
A.6 System Initialization	586
A.7 Multiprocessor Architecture	588
A.8 Example Instruction Set Architectures	600
References	613
Index	629