

# Secure 3D Graphics for Virtual Machines

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## ABSTRACT

In this paper a new approach to API remoting for GPU virtualisation is described, making use of a modular approach both to export a large proportion of the graphics driver into untrusted domains, and to make maximal use of existing or multipurpose code, aiming to maximise the reliability and security of the system's trusted code by ensuring high exposure and testing. It further provides a secure graphical user interface to untrusted domains. The implementation of Xen3D is described, which remotes the Gallium graphics driver model, a system designed for the creation of highly modular graphics drivers, and serves as a proof of concept.

## 1. INTRODUCTION

Virtual machines (VMs) have, since their resurgence as a concept at the beginning of the decade, primarily seen use in server applications. However, as the typical amount of memory fitted to workstations and desktop computers has risen, so has the practicality of using a virtual machine monitor (VMM) to run multiple virtual machines on the desktop. This may serve to provide fault isolation for important applications (for example, to run a secure VPN connection out of a different VM to that which is used for web browsing, and so which is vulnerable to malware infection,) to provide a sandbox environment for developers, or to permit the concurrent use of multiple operating systems.

Because the earlier use cases were primarily server-oriented, VMMs and operating systems targeting a VMM tended to efficiently virtualise disk and network I/O. However, they neglected devices such as sound and graphics hardware which are of little use in the server room, but are necessary on the desktop.

Virtualisation of graphics hardware to provide high fidelity, security and performance has also proved challenging. This is principally due to the highly complex nature of graphics hardware compared to, for example, networking hardware. Graphics hardware can be programmed to perform complex tasks, and the languages used by programmers

are correspondingly highly expressive and complex. Software providing a virtual GPU must therefore either emulate complex hardware, or remote a complex API.

Recently, several commercial products and academic projects have endeavoured to provide full 3D acceleration; many different pieces of software provide support for various combinations of host operating system, guest operating system, and graphics API. In most cases these have used API remoting techniques [11, 8], with the key exception of VMWare's Direct3D remoting solution, which uses a virtual device [2]. The device's commands, however, are very similar to Direct3D commands and therefore the two techniques are not far removed.

Projects also exist which attempt to provide a *secure graphical user interface*: an environment in which graphical programs may be interacted with whilst remaining isolated from one another such that they may not eavesdrop on input events or observe or manipulate the display of another.

This paper describes the design and implementation of a system which aims to provide a union of these two: a secure user interface system which supports 3D acceleration of its clients' drawing.

The remainder of this paper is organised as follows: Section 2 describes previous work; Section 3 describes the aims of my new solution, Section 4 describes its implementation making use of Tungsten Graphics' Gallium3D as its intermediate layer, Section 5 goes on to examine lessons learned in the course of said implementation as well as to examine future directions, and Section 6 concludes.

## 2. RELATED WORK

Both commercial and academic projects have provided systems providing some combination of secure VM switching and 3D acceleration for guest VMs. This section describes some of these projects.

**VMWare Fusion** provides support for Direct3D 9 applications running on a Windows guest on either a Linux or Windows host [2]. It exposes a virtual graphics adapter to VMs which implements Direct3D 9, and which communicates with software on the host, not by simple RPC forwarding of Direct3D calls, but using a protocol which represents a "simplified and idealized adaptation of the Direct3D API". High efficiency is attained by the use of shared memory for both commands and render data; however, there is no support for OpenGL applications on guests, most likely due to the tight binding between the remoting protocol and Direct3D. Commands from guest VMs are exe-

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cuted in the host domain directly as Direct3D commands against the host adapter, or through translation to OpenGL. Therefore a complete graphics driver as would be required for local rendering is run in the trusted domain.

**Parallels Desktop** provides support for both Direct3D 9 and OpenGL 2.0 running on a Windows guest hosted by Mac OS X [13]. Few details of the implementation have been published; however it is known that their solution involves Wine code [15], which itself uses a Direct3D to OpenGL conversion layer. This will impose further overheads above those incurred in API remoting; it may or may not bloat trusted code depending on whether it exists in the guest or host. VMWare’s analysis suggests that Parallels’ solution is “closest to pure API remoting” [2] compared to VMWare’s and VMGL’s solutions. If they are right, this will mean either that two complete API remoting solutions have been developed, representing two complete pieces of software running in the trusted domain and interfacing with hardware, or else use of a conversion layer as mentioned.

**VMGL** supports OpenGL remoting between Linux guests and a Linux host [11]. It uses the remoting system developed by the WireGL project [10], now part of Chromium. Network messages exchanged using this system are closely related to OpenGL calls, and are executed directly as such by the host, meaning that a complete hardware OpenGL driver must be run in the trusted VM.

**Blink** supports the same situation [8]. Whilst it does not use Chromium, it performs similar OpenGL remoting. It is exceptional in making use of “stored procedures” which may be downloaded to the host for sandboxed execution along with drawing commands; however use of these requires alterations to 3D applications and therefore explicit targeting by developers of the virtualised environment and this specific remoting solution.

**Sun VirtualBox** provides support for OpenGL Windows applications running on a host using Windows, Linux or Mac OS X [12]. Their solution uses Chromium and is therefore similar to VMGL.

**Nitpicker** provides a secure user interface framework in which multiple window managers may display to a common desktop without being able to eavesdrop on one another’s input events. [3] Nitpicker is built from a very small codebase, which is beneficial from a reliability point of view, but does not implement any support for hardware acceleration.

### 3. AIMS

All of these solutions share the common element of dividing the graphics rendering pipeline into two stages: an untrusted element, which runs in the guest’s context and which cannot violate VM fault isolation, and a trusted element which runs in the host’s, or trusted domain’s context. This trusted code has direct access to the graphics hardware, and may, due to a bug or malicious addition, permit guests to break isolation, either subverting the host or impersonating another guest. It is therefore in the interests of security

that as little code as possible should be trusted, and that which is, should be rigorously reviewed and tested.

API remoting techniques suffer from generally featuring a large proportion of code running in the host domain, and thus being trusted. This is because, in the simplest case, they simply forward each user call to a graphics API in the manner of a remote procedure call; all processing logic is executed in the trusted domain. This approach is also inflexible: if it is desired to support more than one graphics API (for instance, OpenGL and Direct3D), either a separate renderer must be run in the trusted domain for each, further increasing the volume of trusted code, or else a translation layer must convert commands into those of a different graphics API, introducing less trusted code but incurring a performance penalty.

My solution differs from previous API-remoting software in that it makes use of a single, API-independent remoting layer, with all code required to re-express user API calls run in the guest domain. Whilst graphics drivers executing these API-independent drawing commands remain in the trusted domain, their code size is significantly reduced compared to a monolithic graphics driver, making it easier to verify. Further, because this element of the graphics driver is common to all graphics APIs it is likely to attract more testing and review than a similar API-specific driver simply due to higher usage.

My solution further attempts to take measures against guests impersonating one another, such that the user may always be confident that they are interacting with the VM they wish to.

This solution also maintains desirable properties of previous solutions, including high performance, and the ability to run unmodified guest applications.

In summary, I identified three key aims in implementing a solution for 3D graphics virtualisation: to guarantee isolation between clients, to produce a system as general across APIs, operating systems and VMMs as possible, and to attain efficiency in spite of these constraints.

In the interests of promoting security, I aimed to move as much of the graphics driver as possible into the guest domain, and ensure that the rest of the driver was minimally dependent on a specific graphics API or operating system. This will minimise the volume of trusted code requiring review and testing, as well of maximising the exposure and so dependability of that code which remains.

### 3.1 Security and Isolation

My first aim was to provide secure multiplexing of the graphics hardware fitted to the host, such that, in common with other VMM multiplexers (such as those concerning network and block devices), clients would be both unable to deny service to other clients, and unable to cause faults in other clients. Specifically I aim to preserve *confidentiality*, in that no untrusted VM should be able to discover what another is drawing, *integrity*, in that no VM’s drawing may be modified by another, and *availability*, in that failures of VMs engaged in 3D drawing should not affect others, as well as no graphics commands being able to deny others the ability to draw.

The threat model which must be dealt with is one in which software running in untrusted VMs may attempt to violate any of the above constraints by delivering potentially malformed drawing commands, either to exploit the intended

behaviour of the remoting software or graphics hardware, or else in the hope of discovering and exploiting an error in either.

Because local users are already liable to run multiple 3D applications concurrently, drivers are required to securely multiplex the hardware, which may not be capable of managing multiple rendering contexts in hardware. By representing remote clients as though they are local clients, this existing ability could be used to provide isolation between VMs, albeit isolation which is weaker than inter-VM isolation. This utilisation of the host's pre-existing ability to isolate clients is common to other API-remoting solutions [11, 2].

More important is the ability to trust that code which is run in the trusted domain, and therefore could, through a bug or malicious addition, break inter-VM isolation. To this end I aimed to minimise the amount of code running in the trusted domain, such that this code might be of practical size for hand inspection and verification. A further aim was to maximise the generality of the trusted code, such that the system could be adapted to different operating systems, graphics APIs and graphics hardware without major alteration to the trusted code, and therefore need for re-verification. This generality might also serve to improve the reliability of the trusted code: because these sections of code would be used by all of the system's users, regardless of their specific graphics hardware, the code would receive heavy exposure and testing, making the discovery of bugs more likely.

Finally, wherever I divided the graphics stack into trusted and untrusted elements, it would be necessary to verify each call into trusted code in order to ensure that the call did not attempt to access resources belonging to another VM. I aimed to divide it in such a manner that verification of the admissibility of calls into the trusted code is easy and efficient, as this would serve to make the remoting code simple and therefore easy to check for bugs, as well as minimising the performance penalty incurred through remoting.

### 3.2 Secure Interaction

Whilst the above measures make it less likely for a client to subvert the host or other guests to a software error in the graphics driver, they do not prevent guests from attempting to deceive the user into believing they are interacting with a different guest. To this end, it was a further aim to provide the user with a secure means of choosing which VM they wish to interact with, and determining which VM they are currently interacting with.

By providing a secure attention sequence which is recognised by host software but not forwarded to any VM, and which always immediately shows only the display of a nominated trusted VM, users can be guaranteed the ability to gain access to a known machine. By delegating to only that trusted VM the right to select another VM for viewing, users can be assured that, assuming the host or trusted VM was not itself already subverted, they are indeed at all times interacting with the VM they intend to.

In order to guarantee that this security could be provided, it would be necessary to ensure a secure I/O path from the user's physical I/O devices to the host's control software and the trusted VM.

### 3.3 Generality

As mentioned above, providing a means of virtualisation which includes maximally flexible trusted elements (i.e. one which is portable between host operating systems, guest operating systems and graphics APIs without significant alteration of those trusted elements) would be beneficial from a security point of view; however, that is not the only advantage of such a solution.

I aimed to divide the graphics driver into two elements: a hardware-independent element running in the guest, and a hardware-dependent but graphics API-independent element running in the trusted domain. This approach to modularisation means that the hardware-independent aspects of driver development effort can be shared between drivers. Therefore, all drivers could benefit directly from that shared effort and so rapidly gain support for new API revisions, or entirely new APIs; by comparison, previous remoting solutions which are bound to a specific API will be less able to take advantage of shared code to support new revisions of those interfaces. This means that as well as providing a smaller trusted codebase than other approaches, such a modular solution is likely to adapt to new developments faster. Given, for example, the marked departure of Direct3D 10 from its predecessor [1], this ability to adapt seems likely to be a very practical advantage.

### 3.4 Performance

My final aim was to provide a virtualisation solution with performance comparable to 3D accelerated applications running directly on the host. In order to achieve this it is necessary to maximise command batching, which in turn means avoiding tight synchronisation between VMs.

This aim may also go hand in hand with that of achieving security: if the graphics stack is divided in such a manner as to make the marshalling and validation of calls into the trusted portion easy and simple, this process will be both faster and easier to verify than more difficult marshalling code.

## 4. XEN3D: A 3D GRAPHICAL REMOTING AND COMPOSITION SYSTEM

I implemented Xen3D, a set of virtual graphics drivers to run on guest VMs coupled with a compositor application run on the host system.

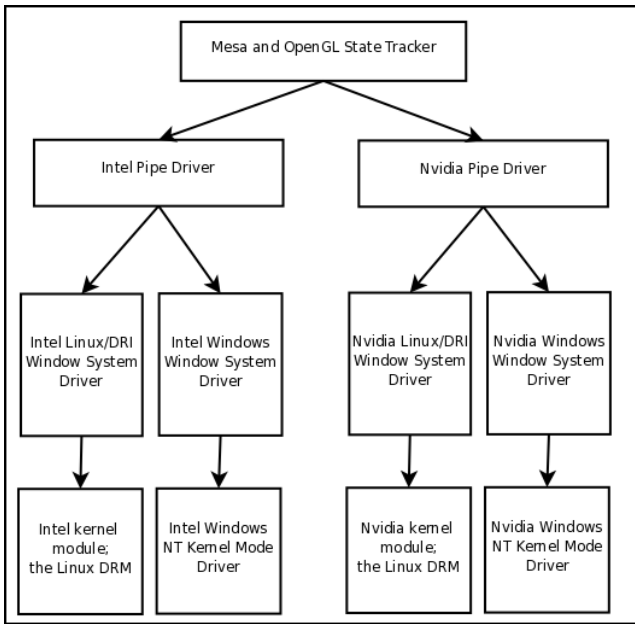
The system as currently implemented supports Linux guests running Xorg and a Linux host running any X server. It depends on the Xen hypervisor, because it uses Xen-specific shared memory mechanisms for interdomain communication, but is otherwise hypervisor-independent. It currently only supports the OpenGL graphics API.

In my implementation I make use of Tungsten Graphics' Gallium3D driver architecture to facilitate the separation of drivers into untrusted and trusted components, without producing a system too hardware-specific to be easily adapted.

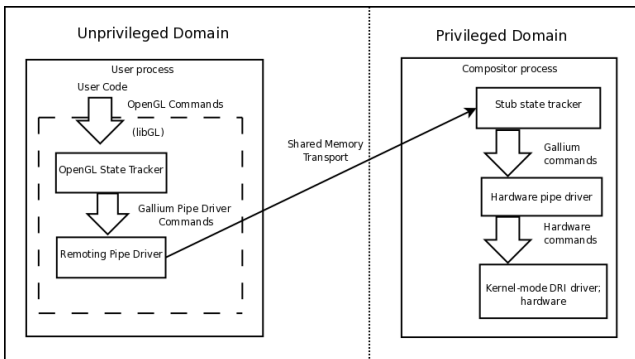
Throughout the following sections, the term "host" is used to refer to the privileged "master" domain which has direct access to 3D hardware (Xen Domain 0), and the term "guest" refers to a VM which does not have such access, and wishes to indirectly obtain accelerated hardware rendering.

### 4.1 Introduction to Gallium

Gallium is a driver architecture developed by Tungsten Graphics which is ordinarily utilised as a labour-saving device for developers of ordinary, non-virtualised graphics drivers.



**Figure 1: Possible linkages of Gallium components: the state tracker at the top, OS-independent pipe drivers in the middle row, and OS-dependent components below**



**Figure 2: Simplified overview of Xen3D**

It saves work by dividing graphics drivers into three modular layers: a State Tracker, which implements a graphics API and is hardware-independent, a Pipe Driver which is hardware dependent, API-independent and operating system independent, and a Window System Driver which is API-independent, hardware dependent and operating system dependent. This modular architecture permits multiple drivers to share state tracker modules, with each driver author contributing only a single pipe driver and a window system module per OS to be supported.

## 4.2 Xen3D Architectural Overview

The system as implemented performs RPC-style API remoting, but does so at the level of the state tracker / pipe driver interface, rather than at the level of the graphics API used by the programmer, as has been the case for most previous remoting systems. It composes a Gallium-specific libGL, which is linked by unmodified 3D applications running on

the guest and which includes the OpenGL state tracker coupled with remoting code, and a compositor application run on the host, which executes remoted commands as though on behalf of a local process.

Drawing commands received by the Pipe and Window System layers of the client GL drivers are relayed to the compositor for drawing using a pair of simple shared memory ring-buffers. These buffers are directly accessible to both client application and compositor, and so, similarly to the VMWare Virtual GPU's command FIFOs, permit zero-copy command forwarding and batching.

Unlike the Virtual GPU, shared memory is not currently used for textures and vertex buffers; however this feature is planned for the future.

## 4.3 Marshalling Pipe Commands

Broadly the arguments to pipe commands are simply marshalled and forwarded over the shared memory transport unaltered; however there are a number of exceptions to this rule:

- Textures, surfaces and vertex buffers are persistent in-memory objects which the pipe driver interface expects to refer to by pointers. These are marshalled into safe handles by the guest and unmarshalled into local pointers by the compositor. The tables of safe handles are rendering context-specific; contexts are themselves referred to by safe handles, which are held in a process-specific table. Therefore a malicious process cannot impersonate any other and gain access to its resources.

- Certain arguments, such as strides describing the row-length of a texture, act as implied pointers into a surface. These are checked by the compositor to ensure that they do not point outside the referenced surface.

- Vertex and pixel shader programs are expressed as TGSI, Gallium3D's assembly-like shader language. This language is Turing powerful; naturally the guest cannot check supplied programs to determine whether they halt. The Gallium pipe driver interface provides no means to interrupt processing, so the responsibility must fall to the graphics driver running in the trusted domain to determine when a shader program has run for an intolerably long time and abort processing.

## 4.4 Detailed Implementation

Interposition of the guest's remoting code on pipe driver calls is kept to a minimum; however it does intervene to ensure safety as described above. It also caches local copies of textures, render targets and vertex buffers to prevent unnecessary copying.

This takes care of the task of relaying the 3D content drawn by applications running on this guest; however, typically the guest will be drawing 3D content which is associated with a window, and which is layered on screen with respect to other windows containing both 2D and 3D content. To this ends, the guest must also run an extension to its X server.

2D content drawn by this guest must then be integrated with the output of 3D clients to produce a complete display; this is achieved using Xen's existing paravirtualised framebuffer device and a minor modification to the Qemu device model process which runs in Domain 0 and manages the framebuffer.

The compositor, which runs on the host, is then responsible for accepting connections from guests' 3D clients, Xorg extensions, and instances of the Qemu device model and synthesising these different inputs to create a coherent display corresponding to each guest, as well as allowing the user to navigate amongst the displays of different VMs.

In response to 3D client commands, the compositor acts as though each is a 3D application running on the local system. It harnesses the Pipe Driver and Window System Driver components of a Gallium driver for the local graphics card, and creates a rendering context corresponding to each remote rendering context. It then executes drawing commands in the appropriate context as it services each remote client in a round robin fashion. By retaining control of these context switches, the compositor is able to prevent guest applications from modifying the state of other contexts and therefore breaking isolation.

All rendering by clients is redirected to offscreen surfaces pending composition. This means that guests' rendering does not need to be bounds-checked by the compositor in order to prevent the possibility of a guest drawing on areas of screen belonging to another and thus impersonating that guest to the user. By comparison if it were permitted to draw direct to the screen (or the compositor's window, if it is running in a windowed environment,) every draw would need to be checked to ensure that it did not write outside its 'owned' area. Of course, the graphics driver must ensure its own memory integrity somehow, either by explicit bounds checking or otherwise; this simply avoids having to 'double check' both at the application layer and in the driver.

Clipping information and 2D content from the guests' Xorg extensions and Qemu instances is then used to reconstruct the guest's desktop from these offscreen surfaces as it would have been drawn locally.

The compositor uses the EGL API for management of local rendering contexts, rather than the X-specific GLX API ordinarily used for this purpose. As EGL can be implemented by a graphics driver which draws directly to the local framebuffer rather than into an X window, in the presence of such a driver the compositor can run without a windowing system, and therefore there is no need to run Xorg or any other X server in the trusted domain. This again reduces the quantity of code which must be trusted to permit guests access to hardware 3D rendering.

The compositor also performs all forwarding of input events to VMs; only a single VM is active for input or output at any given time, in order to guard against VMs attempting to eavesdrop on one another, and the compositor recognises a secure attention sequence which is not passed on to any guest. In response to this sequence the compositor will switch to a nominated, trusted VM, which is then able to provide an interface for selecting which VM the user wishes to interact with. Because under Xen no VM can usurp the domain-ID of another, and no VM can intercept the secure attention sequence, there is no way for a VM to convincingly masquerade as another.

## 5. DISCUSSION AND LESSONS LEARNED

### 5.1 Security and Trusted Code

As has been mentioned above, an aim of this project was to achieve highly general 3D graphics remoting with a minimum of code being trusted. This goal is partially achieved:

Gallium's only current state tracker implements OpenGL, and is implemented by over 150,000 lines of code [7] (The code referenced actually includes over 1,000,000 lines, but I assume conservatively that none of the code implementing software execution of shader programs or fixed-function lighting is used, being entirely replaced by Gallium). By comparison, a sample hardware driver for Intel's 915 graphics chipset features 80,000 lines of code, and of these, 60,000 are Gallium support libraries common to all drivers [7]. Thus, running the state tracker element in the guest domain and remoting at the interface between tracker and pipe driver moves a large majority of the driver code out of the trusted domain. What's more, as Gallium3D approaches maturity it will require state-tracker modules for graphics APIs such as Direct3D 9 and 10, as well as window-system driver adaptations to suit their respective means of controlling drawing context. As the windowing-system dependent elements of the sample Intel 915 driver constitute just 8,000 lines of code [7], adding this support is likely to introduce large quantities of code into the untrusted domain but only a very little into the trusted domain.

Division of the graphics driver using Gallium is also likely to increase the reliability of that code which is trusted. Because a significant majority of the trusted code is shared by all graphics drivers, it will be used and tested by a very large user base. Even of that code which is Intel-specific, the majority (all but those 8000 lines) is shared by all operating systems and graphics APIs, and thus will be tested by Intel users running 3D applications in practically any situation.

Dividing at the state tracker / pipe driver layer also provides a remoting interface which is both thin in terms of number of exposed methods, and whose calls are easy to verify for safety. This may reduce the chances of a bug in the remoting code itself undermining security.

On the down side, whilst it is true that the entirety of Mesa3D and its OpenGL state tracker have been moved out into the guest domain, 80,000 lines of code remain trusted, a figure which is comparable in size to the Xen hypervisor (estimated for version 3.3 at 150,000 lines [4]). Therefore it is probably reasonable to say that providing 3D graphics for guest VMs still inflates the trusted codebase significantly, even if the problem is reduced compared to straightforward OpenGL remoting.

A further problem is that the removed code consists of the implementation of the high-level semantics of OpenGL's state model, making heavy use of safe integer handles, whereas the code which remains trusted is involved with direct hardware access and command synthesis using raw pointers, as well as interacting directly with the operating system kernel. Therefore the code which has been exported to the guest domain could in some sense be said to be more 'benign' than that which remains. Errors in the high-level OpenGL code are likely to crash the local process; errors in the low-level hardware access code are likely to crash the graphics card itself, or worse to cause the card to write arbitrary physical memory; either of these is liable to bring down the host system, VMs and all.

To a degree this issue could be ameliorated by moving yet more code from the trusted domain into the guest, with the two exchanging lower and lower level commands, and the operands to these commands being indirected by the host such that buggy guest software cannot address objects which do not exist, or have been freed. The primary prob-

lem with this approach is a practical one: the low-level commands used by graphics cards are difficult to check for safety, vary widely from manufacturer to manufacturer, and have evolved swiftly with time. This means that whilst one might well produce a remoting solution which permitted guests to deal with, for example, a specific Intel graphics chipset, removing all but a few thousands lines of code to the guests, another solution would be required for ATI graphics hardware, still another for Nvidia hardware, and in all probability the Intel solution would need adapting and rewriting not far into the future as another generation of hardware defined another new command-set. This is similar to the current situation with ordinary, local graphics drivers; asking that graphics hardware vendors should develop both a local driver and a remoting solution for each of their cards seems hopeful at best.

By comparison, remoting OpenGL has been attractive as the API is relatively stable; whilst it has certainly grown since it was originally defined, this change has been very slow compared to the evolution of hardware, and so a GL remoting solution is likely to remain useful for years to come. In this way the remoting of Gallium3D takes advantage of a change in what is practical: as the pipe driver interface is envisaged to remain stable in the manner of OpenGL, and Gallium drivers can be remoted to without modification, removing the burden from hardware vendors, Gallium remoting shares the advantages of OpenGL (or Direct3D) remoting whilst doing so at a level sufficiently closer to the hardware to permit significant simplification of the host-side driver.

One possible long-term solution to this problem might be to define an interface still closer to the hardware than the Gallium pipe driver interface, and remote that. This interface would necessarily include a means to serialize and deliver manufacturer and model-specific commands; the host's element of the driver would then simply be responsible for checking the safety of commands where appropriate and translating guest pointers or handles into machine pointers (a task which could also be accomplished using a memory management unit-like scheme in which guests deal with a virtual address space which is mapped in hardware onto physical video memory). If this interface were designed such that execution in a non-virtualised environment were equivalent or very similar to a single virtual machine running under a hypervisor, and the remoting layer were sufficiently general, then the extra burden on graphics hardware developers could be minimised. This would almost completely eliminate trusted code, leaving only graphics memory management and the marshalling and remoting layer running in the trusted domain.

This scheme could be taken to its logical limit by permitting each guest VM to access the hardware directly in 'user mode,' analogous to running a program on a CPU in user-mode in which certain registers and processor features are inviolate. The hypervisor or trusted domain's role would then be limited to configuring the graphics card's memory management hardware appropriately before yielding control to a guest, similar to most operating system kernels' role in memory management and secure multiplexing of the CPU for user processes. This would also mean a large performance gain, as no remoting at all would be required apart from a domain-switch to configure the card's MMU. The PCI-SIG's Single Root I/O Virtualisation standard may pro-

vide hardware suited to such designs [14]; network devices which similarly expose multiple interfaces for direct use by virtual machines already exist.

## 5.2 Generality and Portability

Another goal of this project was to produce a system easily adaptable to different graphics APIs, guest and host operating systems, and hypervisors.

Remoting a different graphics API would be trivial, given the existence of a state tracker. Linking the GL state tracker with my client graphics drivers required no modification to the state tracker at all, so I have no reason to believe that any would be required to link with a different state tracker and therefore permit guests' applications to use and accelerate, for example, Direct3D 9. The current Window System Driver running on clients is based on Tungsten Graphics' stock Xlib/GLX driver, and required only 21 lines of code writing which were GLX-specific, all relating to reporting window creation and destruction to the Xorg extension. Therefore similar modifications to another template window system should be simple.

Remoting the 3D drawing of a guest running a different operating system would require some work, but not a prohibitively large amount. The current OpenGL guest driver could be ported to run on Windows, for example, by reimplementing the ring buffer mechanisms to use Xen's means of exposing its shared memory capabilities to Windows guests, substituting the GLX integration of the current Window System driver for similar WGL integration, and replacing the Xorg extension with a similar mechanism for extracting window coordinates and clipping information from Windows' graphics subsystem.

Running the compositor on a different operating system would be difficult under Xen due to its current inability for Domain 0 to run anything but Linux; however, supposing a different VMM were also to be used, the compositor as implemented interacts with its graphics driver using only the Pipe Driver interface, which is invariant across operating systems, and the EGL API for creating and managing rendering contexts, which is both cross-platform and graphics API independent. It could therefore be easily integrated with a different graphics driver supporting EGL running on any operating system.

Running on a VMM other than Xen would naturally require replacement of the shared memory transport, which currently uses Xen's mechanisms for shared memory segment setup and teardown; however, conversion from the TCP-based transport used during early development to the current shared memory transport took only around two weeks for a single person with no prior knowledge of Xen's mechanisms for inter-domain communication [5], so again the prospects for an easy port look promising.

## 5.3 Suitability of Gallium for Remoting

To the best of my knowledge, Xen3D represents the first attempt to remote 3D drawing operations at an API-neutral layer. VMWare's solution is the sole example that does not perform straight-forward API remoting, but what it remotes is closely related to Direct3D.

The use of a common remoting language offers many advantages. Firstly, as Gallium-based graphics drivers must always convert from the graphics API exposed to programmers to that exposed by the pipe driver, performing that

conversion in a separate VM to the actual rendering does not introduce any additional work above the remoting overhead. This improves over any use of a conversion layer (such as GL to Direct3D), which would introduce a redundant API conversion, as may be taking place in Parallels' system.

Unfortunately however, whilst the OpenGL API was designed from the outset for remoting of drawing operations, being aimed at thin client setups, the Gallium Pipe Driver interface was not. The underlying assumption that dispatches to pipe driver functions would occur by simple local function calls are made evident in places: for one, pipe drivers do not support the OpenGL concept of display lists. These lists comprise sets of drawing commands which can be saved and replayed at a later date; this is particularly useful when the originator of the commands and the renderer are not collocated, as the list can be stored local to the renderer, and the command to invoke that list is very brief indeed. This helps to avoid the network becoming a bottleneck. Because Pipe Drivers do not have this capability, the OpenGL state tracker itself saves and 'plays back' these lists; to the pipe driver the situation looks just as if the complete command stream were reissued. When remoting at the state tracker / pipe driver interface, then, a complete copy of the list's representation as Gallium drawing commands will be transmitted on each list invocation. This may introduce the transport as a bottleneck.

Further, the pipe driver interface includes several functions with return values which may affect control flow in the state tracker, from which it is now remote; most critically the core "draw arrays" function, which instructs the pipe driver to draw a set of vertices, has a boolean return which indicates whether drawing was successful. The only current state tracker mercifully ignores these return values, and so I am able to avoid the need to wait for the renderer to return on every draw command; however future state trackers are liable to use this return, which might render Gallium unviable as a tool for remoting.

## 5.4 Future Directions

One key difference between graphics remoting between VMs and between physically separate machines is the ability to make use of shared memory. The Gallium architecture provides functions allowing both textures and vertex buffers to be loaded or referenced from user memory, which could be used to avoid copying when a guest wishes to load textures and vertex data which it has generated or loaded from disk. This would also permit the guest to modify these textures and vertex buffers in-place, again avoiding copying. This would also remove a cause of synchronisation: whereas presently upon mapping a texture for local reading one must wait for the renderer VM to deliver a copy, a shared memory version would be available immediately, perhaps avoiding the need to flush drawing commands if it is known not to have changed. Synchronisation may be required regardless, however, if preceding drawing commands may modify that texture.

The compositor's system of rendering guest 3D content to off-screen textures which are then drawn to screen could also be applied to accelerating 2D windowing for guests. User experience could be improved by performing window composition using host hardware. This could be directly implemented by modifying the X servers of the guest, or an OpenGL-based X Server such as Xgl could be used [9].

In order to provide better isolation of guests, a quota system preventing excessive use of, for example, texture memory will be implemented. This will involve interposing on texture and buffer allocation methods in order to store these in main memory and load when appropriate. Quotas may also be applied in time; whereas currently the system divides time by issuing constant numbers of commands from each client in round-robin fashion, it may be useful to take into account the relative 'weights' of commands in terms of their execution times in hardware. As this will naturally vary from device to device, this will probably be best accomplished by direct measurement of the time consumed by each guest, varying the numbers of commands each is permitted to attempt to achieve fair distribution of time when averaged over the short term. This scheme would be in spirit similar to weighted round robin as used for scheduling of variable-length network packets, with the idiosyncrasy that the 'length' is not known until the 'packet' has been dispatched.

## 5.5 Better than Gallium

In more general terms, it would be valuable to produce an interface which is similar to Gallium's pipe drivers, but which is designed with remoting in mind. This would mean in-built support for command playback, and the ability to avoid waiting for the renderer except when strictly necessary, permitting maximal command batching and minimal context switching. If such an interface were able to use state trackers similar to those required by Gallium then this new system would retain the adaptability which recommends the use of Gallium to begin with. If it were further suitable for local use the original Gallium could be discarded entirely, and the pursuits of local and virtually local rendering merged.

In the still longer term, hardware management provides the most promising vision for high-performance virtualisation of the graphics subsystem. Given hardware which is able to expose an interface for direct passthrough to a guest, as the PCI SR-IOV specification aims to do[14], performance could approach 100% that of non-virtualised hardware. However, this will specifically require a very well designed driver model so as to merge the tasks of driver development for virtualised and non-virtualised environments as much as is possible; this is to ensure both high exposure of the virtualised platform code, and to minimise the extra effort required of hardware vendors such that they are not discouraged from implementing support. An example approach might be to have the non-virtualised environment use a virtual device itself, whilst retaining administrative control (unlike a VM, which would request administrative operations of a trusted VM); this could be coupled with a generic administrative interface, such that the process of VMs requesting the right to draw, negotiating for graphics memory and so forth is device-independent.

## 6. CONCLUSION

The Gallium pipe driver interface itself is not perfect for use in remoting 3D rendering commands between VMs. However, I believe that its ability to make use of a single piece of remoting code and general purpose state trackers will mean that Xen3D is likely to see real use with new graphics APIs sooner than other open-source projects bound to specific APIs. I further believe that the code which is removed into

untrusted domains by adoption of Gallium for remotng will decrease the chances of exploiting bugs in graphics driver code to subvert the host machine; this will reduce the loss of security and isolation incurred in providing multimedia facilities to guests.

<http://parallelsvirtualization.blogspot.com/2007/07/lowdown-on-parallels-wine.html>.

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