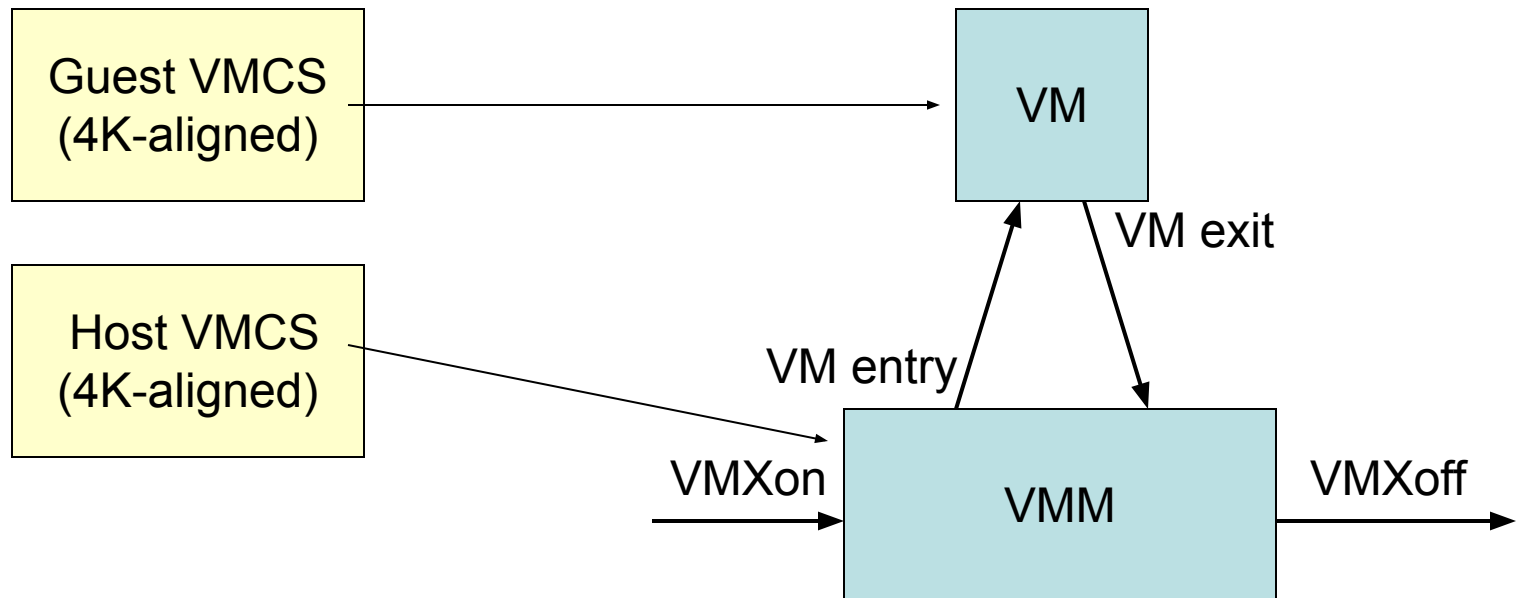


Setup for VM launch

Using 'vmxwrite' and 'vmxread' for
access to state-information in a
Virtual Machine Control Structure

VM and VMM

- A virtual machine, and its Virtual Machine Manager, each need a supporting VMCS

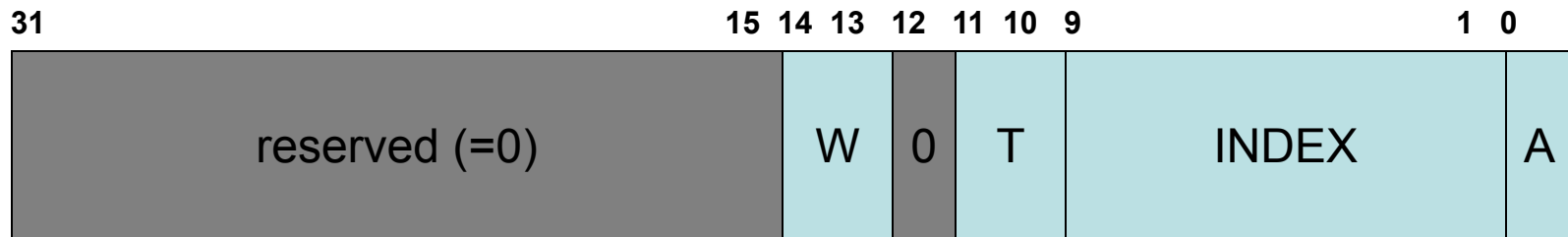


Access to VMCS

- Software must initialize the first longword with the CPU's VMX revision-identifier in advance of any use by VMX instructions
- Get 'revision-identifier' from MSR (0x480)
- Any further access to the VMCS is indirect (because layout varies among processors)
- The 'vmwrite' and 'vmread' instructions are used to access the VMCS fields indirectly

Over one hundred fields!

- Each field within the VMCS is specified by its unique 32-bit field-encoding



Legend:

W (width of field): 00=16-bit, 01=64-bit, 10=32-bit, 11=natural-width

T (Type of field): 00=control, 01=read-only, 10=guest-state, 11=host-state

A (Access-type): 0= full, 1=high

(NOTE: Access-type must be 'full' for 16-bit, 32-bit, and 'natural' widths)

'vmwrite'

- Source operand is in register or memory
- Destination operand is the 'field-encoding' for a VMCS component and is in a register

```
# Example: the CR3 target-count control has field-encoding 0x0000400A  
# Here we setup that VMCS-component's value so it will be equal to 2
```

```
.code64  
mov $0x0000400A, %rax # field-encoding into RAX  
mov $2, %rbx # component-value in RBX  
vmwrite %rbx, %rax # write value to VMCS field
```

'vmread'

- Source operand is the 'field encoding' for a VMCS component and is in a register; the destination operand is register or memory

```
# Example: the Exit Reason component has field-encoding 0x00004402  
# Here we read that VMCS-component's 32-bit value into a memory-variable
```

```
.code64  
mov $0x00004402, %rax    # field-encoding into RAX  
lea Exit_Reason, %rbx   # memory-address into RBX  
vmread %rax, (%rbx)     # read value from VMCS field  
#-----  
Exit_Reason:.space 4    # storage for the Exit Reason
```

Our 'machine' array

- In our 'vmxstep3.s' source-file we create a complete set of memory-variables for all the VMCS components, together with an array of (field-encoding, variable-address) pairs; our array is named 'machine[]'
- This allows us to create a program-loop which initializes all the VMCS components in a uniform way, despite varying widths

Categories of variables

- The components of the VMCS fall into six categories:
 - Guest-state components
 - Host-state components
 - VM-execution Control fields
 - VM-entry Control fields
 - VM-exit Control fields
 - VM-exit Information fields

Main Guest-State fields

- Program memory-segment registers
 - ES, CS, SS, DS, FS, GS
- System memory-segment registers
 - LDTR, TR, GDTR, IDTR
- Processor Control Registers
 - CR0, CR3, CR4, DR7
- Processor General Registers
 - RSP, RIP, RFLAGS

For a Virtual-8086 guest-task

- All program memory-segment registers have 64K segment-limits (0xFFFF) with their 'access-rights' equal to 0x00F3 (i.e., present, readable, writable, executable, and requested privilege-level equal to 3)
- Segment base-addresses must be equal to segment-selectors times sixteen (for real-mode style memory-addressing)

Guest System Segments

- The base-address and segment-limit for LDTR, TR, GDTR, and IDTR registers can be setup using the symbolic addresses and equates defined in our 'vmxdemo1.s'
- Likewise for selector-values for LDTR/TR
- The 'access-rights' for LDTR must be 0x82 and for TR must be 0x8B ('busy' 386TSS)

Guest Control Registers

- Control Register CR0 is required to have its PG, PE, and NE bits all set to 1 (based on the VMX Capability Registers MSRs)
- Control Register CR4 is required to have its VMXE bit set to 1 (for same reason)
- Control Register CR3 must get loaded with the physical address of the page-directory that will be in effect in for the guest task

Guest general registers

- Most of the guest's general registers will contain values inherited from the VMM at the time of its launch, but three registers need to be specified for simultaneous loading
 - RIP = offset to program's entry-point
 - RSP = offset to the ring3 top-of-stack
 - RFLAGS = must have VM-bit set to 1

Miscellaneous

- Most other guest-state fields can be left with zero-values for our demo's purposes
- But the guest's VMCS link-pointer field is an exception: it needs to be 'null' (i.e., -1) according to Intel VMX documentation (on 'Checks on Guest Non-Register State')

Host-State

- Our 'Host' will execute in 64-bit mode, so its control registers CR0 and CR4 must have certain bits set to 1 (PE, NE, PG in CR0; and VMXE, PAE in CR4) and CR3 must get loaded with the physical address of a level4 page-mapping table
- Host register RIP must get loaded with the address-offset for the VMM entry-point

Controls

- Most of these can be setup with defaults, derived from the VMX Capability MSR's plus explicit advice from Intel's manuals
- Reserved bits must be set properly (but can be checked by software at runtime using values from VMX Capability MSR's)

Example

IA32_VMX_PROCBASED_CTLMSR (register-index 0x482)

0x67B9FFFE 0401E172

Your proposed value for the corresponding VMCS component must satisfy this condition on a bitwise-comparison basis:

$0x67B9FFFE \geq \text{your_value} \geq 0x0401E172$

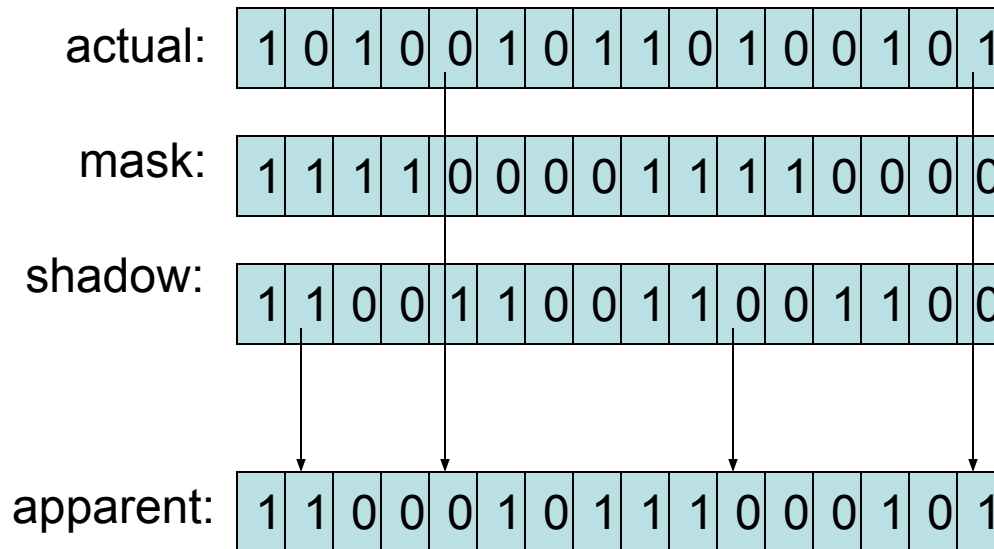
```
mov $0x482, %rcx
rdmsr
and your_value, %edx
or  your_value, %eax
cmp %eax, %edx
jne invalid_value
```

'vmxdemo.s'

- You can download, assemble, link, and then execute our 'vmxdemo.s' example
- There are **four** source-files altogether:
 - vmxstep1.s (our guest component)
 - vmxstep2.s (our host component)
 - vmxstep3.s (our control component)
 - vmxdemo.s (our runtime initializations)

'mask' and 'shadow'

- Some special VMCS control-components allow your software to manipulate values read from control registers CR0 and CR4



Where a bit is masked, the 'shadow' bit appears

Where a bit is not masked, the 'actual' bit appears

In-class exercise

- Try changing the 'control_CR0_mask' and 'control_CR0_shadow' variables, to see what effects are produced when the guest task executes the 'smsw' instruction and outputs its value via the serial-UART