

# Block Jobs:

## Current Status, Upcoming Challenges

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Presentation available at: <http://qemu.rocks/jtc-kvm2015>



# Agenda

- Status Update
- Upcoming Challenges
- Structure of a Block Job

# What are Block Jobs?

- Initiated by QMP/HMP Command

e.g.:

```
{ "execute": "block-commit",  
  "arguments": { "device": "virtio0" } }
```

Executed via coroutine

- Asynchronous

Perform I/O on images(s)

# Current Status (v2.2.0..)

- Four Block Jobs
  - Backup
    - Point-in-time drive backup
  - Stream
    - Move data in chain into overlays
  - Commit
    - Move data from overlays into backing files
  - Mirror
    - Mirror drive's write to a new destination
- Block Job infrastructure



# Backup

- Changes in qemu.git/master
  - └─ blockdev-backup QMP command added
    - (Fam Zheng), v2.3.0+
  - └─ Incremental sync mode added
    - (John Snow), v2.4.0+
    - Incremental backups (see John's presentation!)
    - <http://wiki.qemu.org/Features/IncrementalBackup>
- Patches on list
  - └─ COLO support - COarse Grain LOck Stepping
    - (Wen Congyang)
    - <http://wiki.qemu.org/Features/COLO>



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# Stream

- Changes in qemu.git/master
  - └ Minor bug fixes / cleanup
- Patches on list
  - └ Intermediate streaming
    - (Alberto Garcia)



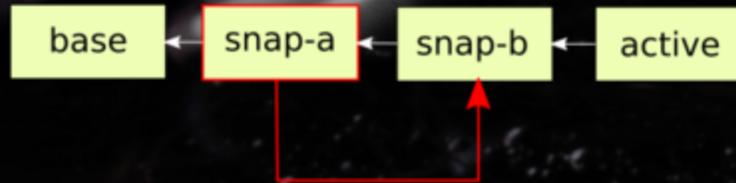
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# Commit

- Changes in qemu.git/master
  - └ Minor bug fixes / cleanup

# Mirror

- Changes in qemu.git/master
  - Bitmap spoiling fix
    - (Vladimir Sementsov-Ogievskiy), 2.2.0+
  - Bitmap scanning speedup
    - (Fam Zheng), 2.4.0+
  - Coroutine re-entrancy fix
    - (Kevin Wolf), 2.5.0+
  - Minor bug fixes / cleanup

# Block Job Infrastructure

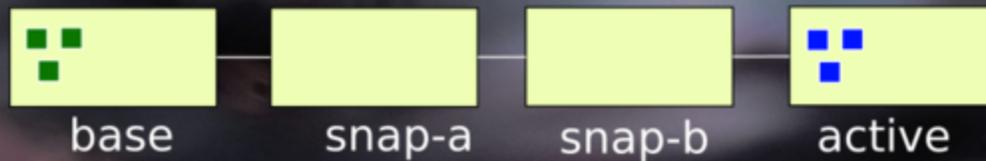
- Changes in qemu.git/master
  - └ Nested Pause
    - (Fam Zheng)
    - v2.4.0+

# Future Challenges / Improvements (v2.5.0+)

- Op Blockers
  - └ Finer granularity - more parallelism
  - └ Safer blocking
- Safe(r) commit

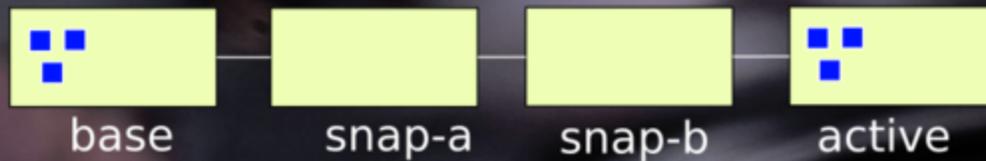


# Safe(r) Commit



Sectors in "active" differ from those in "base"

# Safe(r) Commit



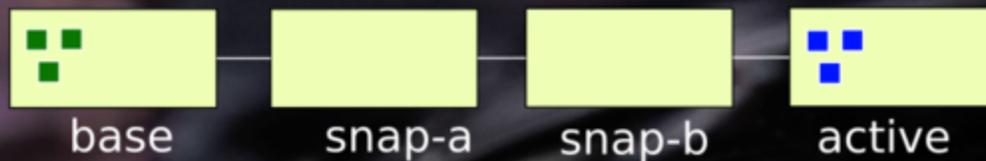
Normal commit: push sectors into "base"

# Safe(r) Commit



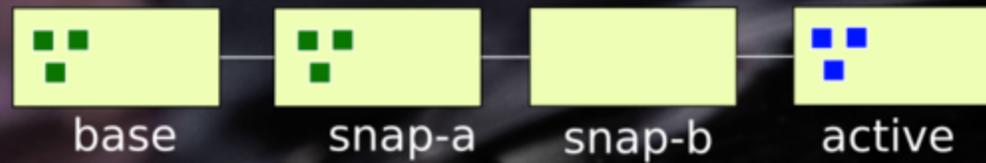
Images "snap-a" and "snap-b" now invalid

# Safe(r) Commit



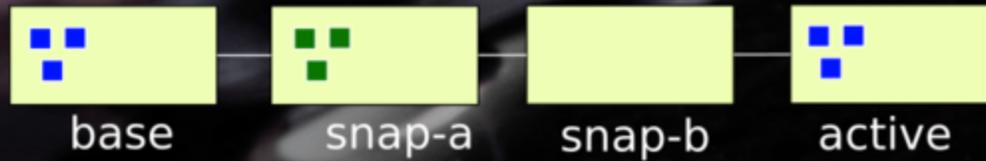
Let's try to be safer

# Safe(r) Commit



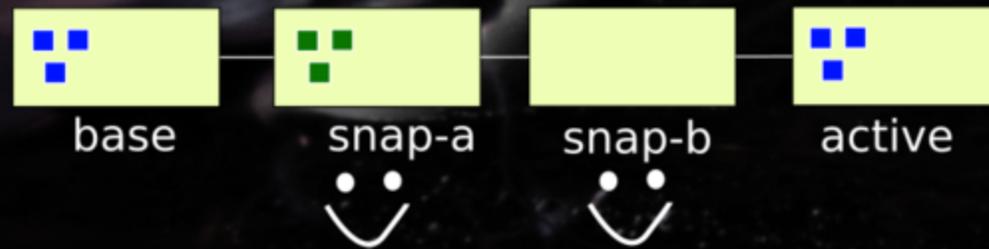
First, stream affected sectors to overlay image

# Safe(r) Commit



Now commit sectors from "active"

# Safe(r) Commit



All backing files in the chain are now still valid

# Structure of a Block Job



# Key Components

- QMP command definition
  - └ JSON file (qapi/\*.json)
  - └ qmp\_commands.hx
- Command handler
  - └ blockdev.c
- Block Job coroutine
  - └ e.g. block/stream.c
- Schedule job completion / cleanup



# A sample Block Job:

- block-null
  - └ Simple block job
  - └ Reads all sectors in BDS

Code available at:

<http://qemu.rocks/kvm2015/git>

# QMP Command Definition

```
{ 'enum': 'BlockJobType',  
  'data': ['commit', 'stream', 'mirror', 'backup', 'null'] }  
  
{ 'command': 'block-null',  
  'data': { 'device': 'str', '*speed': 'int' } }
```

# QMP Handler

```
void qmp_block_null(const char *device,
                    bool has_speed, int64_t speed,
                    Error **errp)
{
    BlockBackend *blk;
    BlockDriverState *bs;
    AioContext *aio_context;
    Error *local_err = NULL;

    if (!has_speed) {
        speed = 0;
    }

    blk = blk_by_name(device);
    if (!blk) {
        error_set(errp, ERROR_CLASS_DEVICE_NOT_FOUND,
                 "device '%s' not found", device);
        return;
    }
    bs = blk_bs(blk);

    aio_context = bdrv_get_aio_context(bs);
    aio_context_acquire(aio_context);

    if (local_err != NULL) {
        error_propagate(errp, local_err);
        goto out;
    }

    null_start(bs, speed, block_job_cb, bs, &local_err);
out:
    aio_context_release(aio_context);
}
```

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```

# Block Job Coroutine

- Coroutine loop
  - └ Cooperative - must yield
    - Sleep time derived from throttle speed
    - `block_job_sleep_ns()`
  - └ Perform I/O
    - e.g., loop & read sectors

<http://qemu.rocks/kvm2015/job-null.c>

# Block Job Events

- BLOCK\_JOB\_COMPLETED
- BLOCK\_JOB\_CANCELLED
- BLOCK\_JOB\_ERROR
- BLOCK\_JOB\_READY

# Block Job Control

- block-job-set-speed
  - └ Set maximum speed of block job
- block-job-cancel
  - └ QEMU will emit BLOCK\_JOB\_CANCELLED
- block-job-pause
- block-job-resume
- block-job-complete
  - └ Send after BLOCK\_JOB\_READY event

# THE END

Jeff Cody | **Red Hat, Inc.**

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