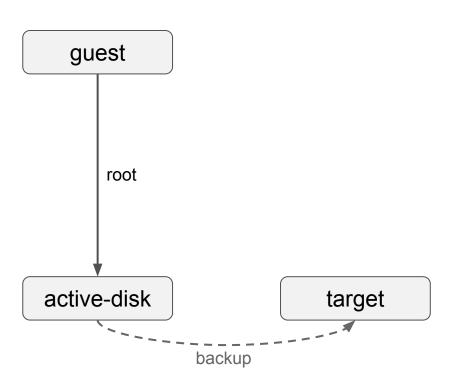
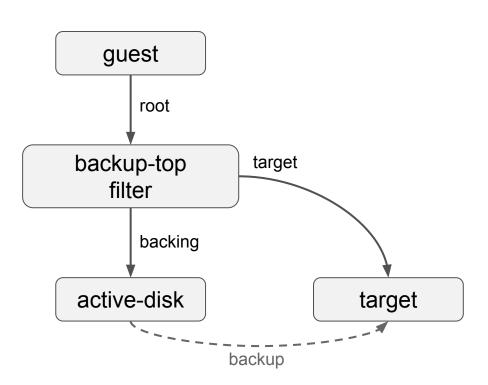
# Virtuozzo

New Qemu Backup Architecture and API

Vladimir Sementsov-Ogievskiy September 2021

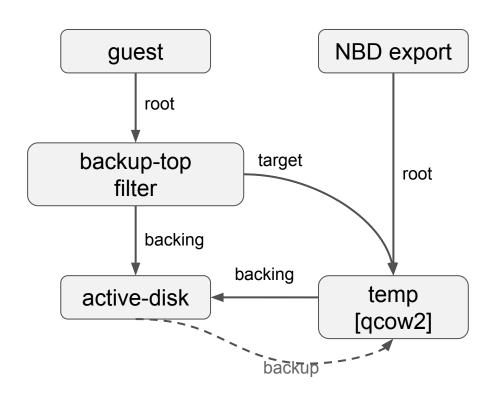


```
1. blockdev-add {
    node-name: "target",
    ...
}
2. blockdev-backup {
    drive: "active-disk",
    target: "target",
    sync: "full"
}
```

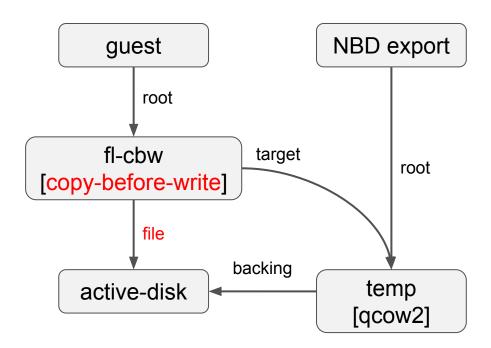


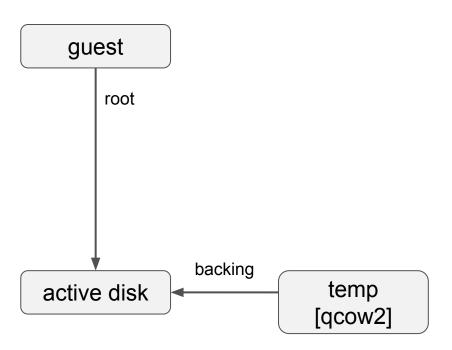
```
1. blockdev-add {
    node-name: "target",
    ...
}
2. blockdev-backup {
    device: "active-disk",
    target: "target",
    sync: "full"
}
```

# Image fleecing

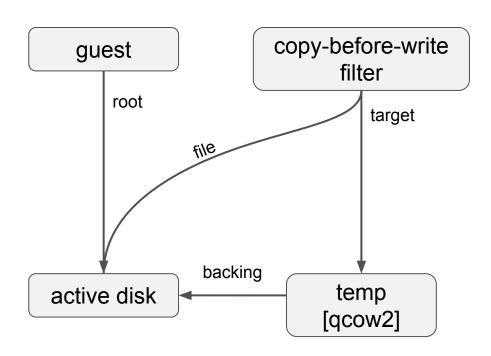


# QMP API: 1. blockdev-add { node-name: "temp", driver: "qcow2", backing: "active-disk", 2. blockdev-backup { device: "active-disk", target: "target", sync: "none"



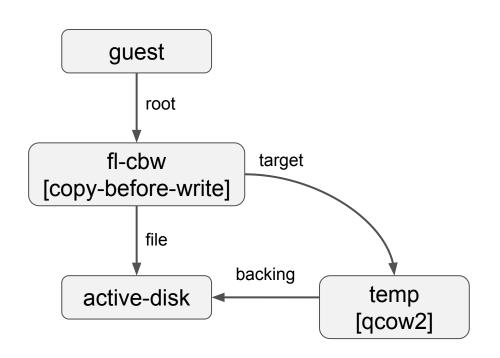


```
1. blockdev-add {
    node-name: "temp",
    driver: "qcow2",
    backing: "active-disk"
}
```

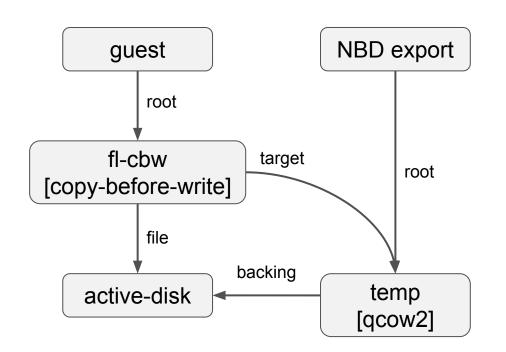


#### QMP API:

```
1. blockdev-add {
    node-name: "target",
    driver: "qcow2",
    backing: "active-disk"
}
2. blockdev-add {
    node-name: "fl-cbw",
    driver: "copy-before-write",
    file: "active-disk",
    target: "target",
    [bitmap: {...}]
}
```



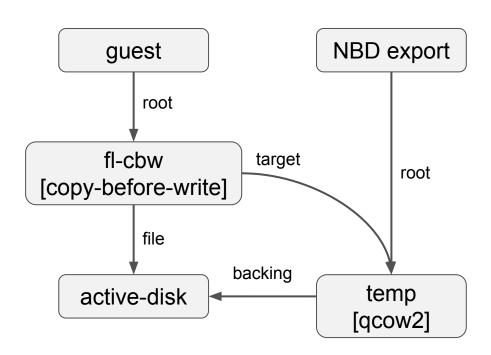
```
QMP API:
1. blockdev-add {
    node-name: "target",
    driver: "qcow2",
    backing: "active-disk"
2. blockdev-add {
    node-name: "fl-cbw",
    driver: "copy-before-write",
    file: "active-disk",
    target: "target",
     [bitmap: {...}]
3. gom-set {
    path: "/machine/peripheral/sda",
    property: "drive",
    value: "fl-cbw"
```

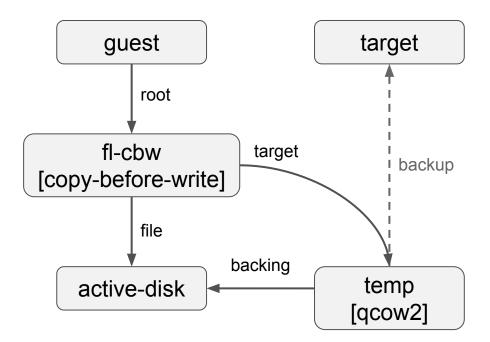


```
QMP API:
1. blockdev-add {
    node-name: "target",
    driver: "qcow2",
    backing: "active-disk"
2. blockdev-add {
    node-name: "fl-cbw",
    driver: "copy-before-write",
    file: "active-disk",
    target: "target",
     [bitmap: {...}]
3. gom-set {
    path: "/machine/peripheral/sda",
    property: "drive",
    value: "fl-cbw"
```

#### **Shortcomings:**

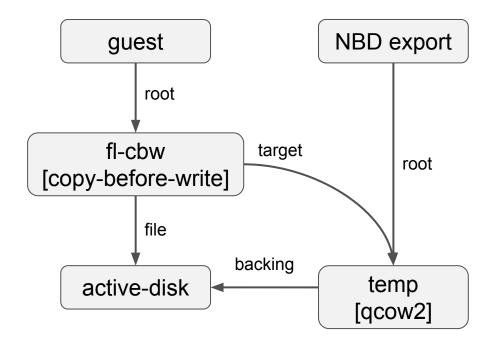
1. extra c-b-w operations





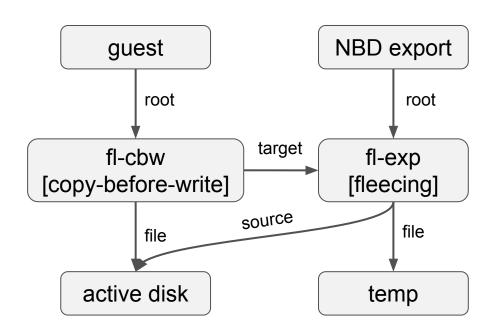
#### Shortcomings:

- 1. extra c-b-w operations
- 2. extra writes to temp



#### **Shortcomings:**

- 1. extra c-b-w operations
- 2. extra writes to temp

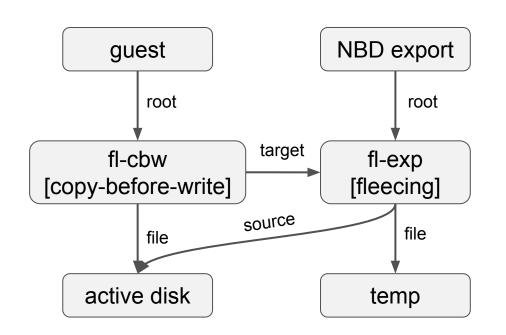


#### Benefits:

- 1. discard: no extra c-b-w
- 2. restrict access to bitmap
- 3. more effective synchronization
- 4. don't rely on backing
- 5. c-b-w caching

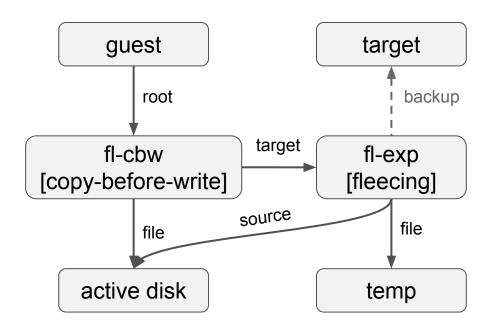
series: [PATCH v2 00/19] Make image fleecing more usable





```
QMP API:
1. blockdev-add { target }
2. blockdev-add {
    node-name: "fl-exp",
    driver: "fleecing",
    file: "temp",
    source: "active-disk"
3. blockdev-add {
    node-name: "fl-cbw",
    driver: "copy-before-write",
    file: "active-disk",
    target: "fl-exp"
4. qom-set { fl-cbw }
```

series: [PATCH v2 00/19] Make image fleecing more usable

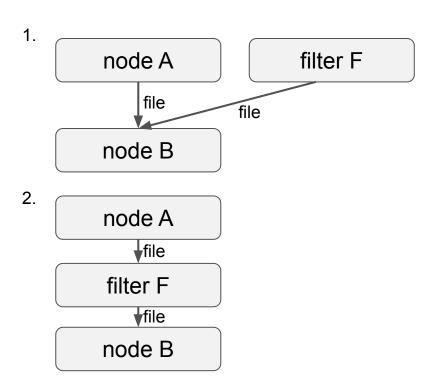


#### QMP API:

```
1. setup fleecing
2. blockdev-add { target }
3. blockdev-backup {
    device: "temp",
    target: "target",
    immutable-source: true,
    ...
}
```

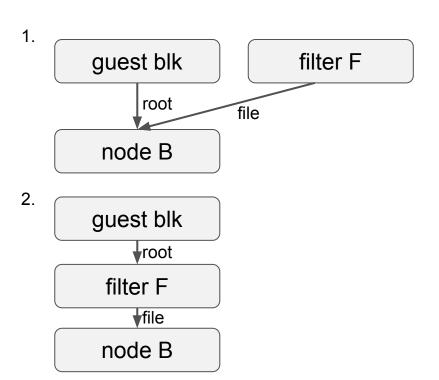
series: [PATCH v2 00/19] Make image fleecing more usable

# **Inserting filters**



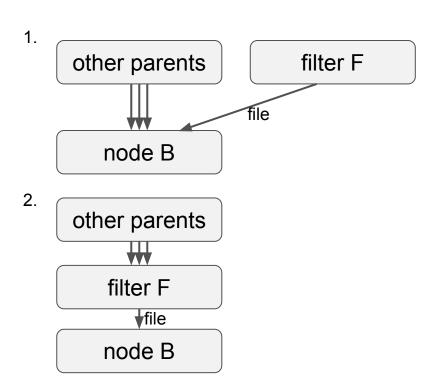
```
1. blockdev-add {
    node-name: "F",
    driver: "some-filter-drv",
    file: "B",
    ...
}
2. blockdev-reopen {
    node-name: "A",
    file: "F",
    [all other non-default opts],
    ...
}
```

# **Inserting filters**



```
QMP API:
1. blockdev-add {
    node-name: "F",
    driver: "some-filter-drv",
    file: "B",
    ...
}
2. qom-set {
    path: "/machine/peripheral/sda",
    property: "drive",
    value: "F"
}
```

# **Inserting filters**



series: [PATCH RFC 0/8] blockdev-replace

# node-name: "F", driver: "some-filter-drv", file: "B", 2. blockdev-replace { parent-mode: "auto", child: "B", new-child: "F"

QMP API:

1. blockdev-add {

# Finally, what's new:

- Internal "backup-top" filter driver becomes public "copy-before-write" filter driver with "bitmap" option
- New "fleecing" block driver
- New fleecing scheme is based on these new drivers and doesn't use backup job and backing feature
- "immutable-source" option for backup
- New "blockdev-replace" command for filter insertion

### Where:

- [PATCH v8 00/34] block: publish backup-top filter
- [PATCH v2 00/19] Make image fleecing more usable
- [PATCH RFC 0/8] blockdev-replace