

Virtio PCI Card Specification  
v0.9.2 DRAFT

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# Chapter 1

## Purpose and Description

This document describes the specifications of the “virtio” family of *PCI* devices. These devices are found in *virtual environments*, yet by design they are not all that different from physical *PCI* devices, and this document treats them as such. This allows the guest to use standard *PCI* drivers and discovery mechanisms.

The purpose of virtio and this specification is that virtual environments and guests should have a straightforward, efficient, standard and extensible mechanism for virtual devices, rather than boutique per-environment or per-OS mechanisms.

**Straightforward:** Virtio *PCI* devices use normal *PCI* mechanisms of interrupts and DMA which should be familiar to any device driver author. There is no exotic page-flipping or COW mechanism: it’s just a *PCI* device.<sup>1</sup>

**Efficient:** Virtio *PCI* devices consist of rings of descriptors for input and output, which are neatly separated to avoid cache effects from both guest and device writing to the same cache lines.

**Standard:** Virtio *PCI* makes no assumptions about the environment in which it operates, beyond supporting *PCI*. In fact the virtio devices specified in the appendices do not require *PCI* at all: they have been implemented on non-*PCI* buses.<sup>2</sup>

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<sup>1</sup>This lack of page-sharing implies that the implementation of the device (e.g. the hypervisor or host) needs full access to the guest memory. Communication with untrusted parties (i.e. inter-guest communication) requires copying.

<sup>2</sup>The Linux implementation further separates the *PCI* virtio code from the specific virtio drivers: these drivers are shared with the non-*PCI* implementations (currently lguest and S/390).

**Extensible:** Virtio PCI devices contain feature bits which are acknowledged by the guest operating system during device setup. This allows forwards and backwards compatibility: the device offers all the features it knows about, and the driver acknowledges those it understands and wishes to use.

## 1.1 Virtqueues

The mechanism for bulk data transport on virtio PCI devices is pretentiously called a virtqueue. Each device can have zero or more virtqueues: for example, the network device has one for transmit and one for receive.

Each virtqueue occupies two or more physically-contiguous pages (defined, for the purposes of this specification, as 4096 bytes), and consists of three parts:

Descriptor Table	Available Ring	<i>(padding)</i>	Used Ring
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When the driver wants to send a buffer to the device, it fills in a slot in the descriptor table (or chains several together), and writes the descriptor index into the available ring. It then notifies the device. When the device has finished a buffer, it writes the descriptor into the used ring, and sends an interrupt.

# Chapter 2

## Specification

### 2.1 PCI Discovery

Any PCI device with Vendor ID 0x1AF4, and Device ID 0x1000 through 0x103F inclusive is a virtio device<sup>1</sup>. The device must also have a Revision ID of 0 to match this specification.

The Subsystem Device ID indicates which virtio device is supported by the device. The Subsystem Vendor ID should reflect the PCI Vendor ID of the environment (it's currently only used for informational purposes by the guest).

Subsystem Device ID	Virtio Device	Specification
1	network card	Appendix C
2	block device	Appendix D
3	console	Appendix E
4	entropy source	Appendix F
5	memory ballooning	Appendix G
6	ioMemory	-
9	9P transport	-

### 2.2 Device Configuration

To configure the device, we use I/O and/or memory regions of the PCI device. These contain the virtio header registers, the notification register, the ISR status register and device specific registers, as specified by Virtio Structure PCI Capabilities<sup>2</sup>.

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<sup>1</sup>The actual value within this range is ignored

<sup>2</sup>For backwards compatibility, devices should present part of these configuration registers in a legacy configuration structure in the first I/O region of the PCI device

~~use the first I/O region of the PCI device. This contains a *virtio header* followed by a *device-specific region*.~~

There may be different widths of accesses to the I/O region; the “natural” access method for each field in the virtio header must be used (i.e. 32-bit accesses for 32-bit fields, etc), but the device-specific region can be accessed using any width accesses, and should obtain the same results.

Note that this is possible because while the virtio header, [notification and ISR status](#) ~~are~~ is PCI (i.e. little) endian, the device-specific ~~region~~ ~~is~~ registers are encoded in the native endian of the guest (where such distinction is applicable).

### 2.2.1 Device Initialization Sequence

We start with an overview of device initialization, then expand on the details of the device and how each step is performed.

1. Reset the device. This is not required on initial start up.
2. The ACKNOWLEDGE status bit is set: we have noticed the device.
3. The DRIVER status bit is set: we know how to drive the device.
4. Device-specific setup, including reading the Device Feature Bits, discovery of virtqueues for the device, optional MSI-X setup, and reading and possibly writing the virtio configuration space.
5. The subset of Device Feature Bits understood by the driver is written to the device.
6. The DRIVER\_OK status bit is set.
7. The device can now be used (ie. buffers added to the virtqueues)<sup>3</sup>

If any of these steps go irrecoverably wrong, the guest should set the FAILED status bit to indicate that it has given up on the device (it can reset the device later to restart if desired).

We now cover the fields required for general setup in detail.

### 2.2.2 Virtio Structure PCI Capability

[Virtio configuration layout](#) includes virtio configuration header, [notification and ISR status](#) and device configuration structures. Each structure is mapped by a Base Address register (BAR) belonging to the function, located beginning

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<sup>3</sup>Historically, drivers have used the device before steps 5 and 6. This is only allowed if the driver does not use any features which would alter this early use of the device.

at 10h in Configuration Space. *Structure ID* identifies the structure, *Size* indicates the structure size, in bytes, a *BAR Indicator register (BIR)* indicates which BAR, and *Offset* indicates where the structure begins relative to the base address associated with the BAR. The BAR is permitted to be either 32-bit or 64-bit, it can map Memory Space or I/O Space.

These registers are specified using vendor-specific PCI capability located on capability list in PCI configuration space of the device. This virtio structure capability uses little-endian format; all bits are read-only:

Bit	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	
	Structure ID								Capability Length = 12								Next Capability				
	Size																				
																	Offset				

Purpose:

*Capability ID, Next Capability Pointer, Capability Length* - these fields are specified by PCI local bus specification, Rev 3.0

*Structure ID* - identifies the structure mapped. If an ID representing a specific structure is absent, the structure is located in the legacy virtio configuration in the first PCI BAR.

*Size* - size of the structure mapped. This size might include padding, or fields unused by the driver. Drivers are also recommended to only map part of configuration structure large enough for device operation. For example, a future device might present a large structure size of several MBytes. As current devices never utilize structures larger than 4KBytes in size, driver can limit the mapped structure size to e.g. 4KBytes to allow forward compatibility with such devices without loss of functionality and without wasting resources.

*BAR Indicator Register* - Indicates which one of the BAR registers, located beginning at 10h in Configuration Space, is used to map the structure into Memory or I/O Space. Legal values are 0 - 5. BAR offset is calculated as  $BAR = 10h + 4 * BIR$ .

*Offset* - Used as an offset from the address contained by one of the function's Base Address registers to point to the base of the structure. Depending on the structure, the lower bits are masked off (set to zero) by software to form an aligned offset.

A single device has multiple virtio capabilities on the PCI capability linked-list. To locate a specific register, driver scans the PCI capability list looking for capabilities using the vendor specific *Capability ID*, that is *Capability ID* value 9, according to the PCI spec. For each capability, it verifies that the *Capability Length* field matches the expected value (12) - if it doesn't, this indicates a layout change, which causes driver to ignore the specific PCI capability and proceed to the next PCI capability in the list. Next, *Structure ID* single-byte field is read at offset 3. Unrecognized *Structure ID* values are ignored. Low bits in the *Offset* register are masked to match alignment requirements, if any. Device

drivers are recommended to sanity check *BIR*, *Offset*, and *Size* fields, ignoring the capability or failing gracefully on error. Drivers are also recommended to only map part of configuration structure large enough for device operation.

For backwards compatibility, devices should also present legacy configuration space in the first I/O region of the PCI device, mirroring virtio configuration structures in this space. Drivers should fall back on this legacy structure if a specific Virtio Structure capability is missing in the PCI capability list. However, devices are not required to map the whole configuration structure in legacy space - only the initial segment expected by legacy drivers needs to be mapped. The minimal size of such legacy segment size, for each structure, is listed below. Drivers are discouraged from using legacy space if a specific Structure ID is present; this is to allow deprecating the legacy space in the future.

Below is the list of supported Virtio structures, including Structure ID, offset alignment, and where it can be located in the legacy configuration space. Note that legacy space layout changes as the MSI-X capability is enabled and disabled<sup>4</sup>.

Structure	ID	Alignment	Minimal Size	Offset in legacy space	M
Virtio Header	0x1	4 bytes	28 bytes	0	24 bytes
Queue Notify	0x2	2 bytes	2 bytes	16 bytes	
ISR Status	0x3	1 byte	1 byte	19 bytes	
Device Header	0x4	1 byte	Device specific	24 bytes if MSI-X is enabled, 20 if disabled	

Drivers should assume that each structure size can be extended in the future.

Queue Notify and ISR status are single-field registers. Device Header has device specific structure. Virtio Header structure is documented below.

### 2.2.3 Virtio Header

The virtio header looks as follows:

Bits	32	32	32	16	16	16	8	8
Read/Write	R	R+W	R+W	R	R+W	R+W	R+W	R
Purpose	Device Features bits 0:31	Guest Features bits 0:31	Queue Address	Queue Size	Queue Select	<del>Reserved</del> Queue Notify	Device Status	<del>Reserve</del> Status

~~If MSI-X is enabled for the device, two additional fields immediately follow this header:~~<sup>5</sup>

Bits	16	16
Read/Write	R+W	R+W
Purpose (MSI-X)	Configuration Vector	Queue Vector

<sup>4</sup>ie. once you enable MSI-X on the device, the other fields move. If you turn it off again, they move back!

~~<sup>5</sup>ie. once you enable MSI-X on the device, the other fields move. If you turn it off again, they move back!~~

Finally, if feature bits (`VIRTIO_F_FEATURES_HI`) this is immediately followed by two additional fields:

Bits	32	32
Read/Write	R	R+W
Purpose	Device Features bits 32:63	Guest Features bits 32:63

Immediately following these general headers, there may be device-specific headers:

Bits	Device Specific
Read/Write	Device Specific
Purpose	Device Specific...

## 2.2.4 Legacy Virtio Header

For reference, the legacy virtio header looks as follows; one observes that most register offsets match the new virtio header, to make compatibility easier:

Bits	32	32	32	16	16	16	8	8
Read/Write	R	R+W	R+W	R	R+W	R+W	R+W	R
Purpose	Device Features bits 0:31	Guest Features bits 0:31	Queue Address	Queue Size	Queue Select	Queue Notify	Device Status	ISR Status

If MSI-X is enabled for the device, two additional fields immediately follow this header.<sup>6</sup>

Bits	16	16
Read/Write	R+W	R+W
Purpose (MSI-X)	Configuration Vector	Queue Vector

Immediately following these general headers, there may be legacy device-specific headers:

Bits	Device Specific
Read/Write	Device Specific
Purpose	Device Specific...

Legacy device-specific headers are supported for backwards compatibility. As such, they are not required to map the whole device configuration structure - only the initial segment expected by legacy drivers needs to be mapped. The size of such legacy segment size is device specific.

<sup>6</sup>ie. once you enable MSI-X on the device, the other fields move. If you turn it off again, they move back!



#### 2.2.4.1 Device Status

The Device Status field is updated by the guest to indicate its progress. This provides a simple low-level diagnostic: it's most useful to imagine them hooked up to traffic lights on the console indicating the status of each device.

The device can be reset by writing a 0 to this field, otherwise at least one bit should be set:

**ACKNOWLEDGE (1)** Indicates that the guest OS has found the device and recognized it as a valid virtio device.

**DRIVER (2)** Indicates that the guest OS knows how to drive the device. Under Linux, drivers can be loadable modules so there may be a significant (or infinite) delay before setting this bit.

**DRIVER\_OK (4)** Indicates that the driver is set up and ready to drive the device.

**FAILED (128)** Indicates that something went wrong in the guest, and it has given up on the device. This could be an internal error, or the driver didn't like the device for some reason, or even a fatal error during device operation. The device must be reset before attempting to re-initialize.

#### 2.2.4.2 Feature Bits

The least significant 31 bits of the first configuration field indicates the features that the device supports (the high bit is reserved, and will be used to indicate the presence of future feature bits elsewhere). ~~If more than 31 feature bits are supported, the device indicates so by setting feature bit 31 (see 3).~~ The bits are allocated as follows:

**0 to 23** Feature bits for the specific device type

**24 to 40** Feature bits reserved for extensions to the queue and feature negotiation mechanisms

**41 to 63** Feature bits reserved for future extensions

For example, feature bit 0 for a network device (i.e. Subsystem Device ID 1) indicates that the device supports checksumming of packets.

The feature bits are *negotiated*: the device lists all the features it understands in the Device Features field, and the guest writes the subset that it understands into the Guest Features field. The only way to renegotiate is to reset the device.

In particular, new fields in the device configuration header are indicated by offering a feature bit, so the guest can check before accessing that part of the configuration space.

This allows for forwards and backwards compatibility: if the device is enhanced with a new feature bit, older guests will not write that feature bit back to the Guest Features field and it can go into backwards compatibility mode. Similarly, if a guest is enhanced with a feature that the device doesn't support, it will not see that feature bit in the Device Features field and can go into backwards compatibility mode (or, for poor implementations, set the FAILED Device Status bit).

~~Access to feature bits 32 to 63 is enabled by Guest by setting feature bit 31. If this bit is unset, Device must assume that all feature bits > 31 are unset.~~

### 2.2.4.3 Configuration/Queue Vectors

When MSI-X capability is present and enabled in the device (through standard PCI configuration space) 4 bytes at byte offset 20 are used to map configuration change and queue interrupts to MSI-X vectors. In this case, the ISR Status field is unused, ~~and device specific configuration starts at byte offset 24 in virtio header structure. When MSI-X capability is not enabled, device specific configuration starts at byte offset 20 in virtio header.~~

Writing a valid MSI-X Table entry number, 0 to 0x7FF, to one of Configuration/Queue Vector registers, *maps* interrupts triggered by the configuration change/selected queue events respectively to the corresponding MSI-X vector. To disable interrupts for a specific event type, unmap it by writing a special NO\_VECTOR value:

```
/* Vector value used to disable MSI for queue */
#define VIRTIO_MSI_NO_VECTOR          0xffff
```

Reading these registers returns vector mapped to a given event, or NO\_VECTOR if unmapped. All queue and configuration change events are unmapped by default.

Note that mapping an event to vector might require allocating internal device resources, and might fail. Devices report such failures by returning the NO\_VECTOR value when the relevant Vector field is read. After mapping an event to vector, the driver must verify success by reading the Vector field value: on success, the previously written value is returned, and on failure, NO\_VECTOR is returned. If a mapping failure is detected, the driver can retry mapping with fewer vectors, or disable MSI-X.

## 2.3 Virtqueue Configuration

As a device can have zero or more virtqueues for bulk data transport (for example, the network driver has two), the driver needs to configure them as part of the device-specific configuration.

This is done as follows, for each virtqueue a device has:

1. Write the virtqueue index (first queue is 0) to the Queue Select field.
2. Read the virtqueue size from the Queue Size field, which is always a power of 2. This controls how big the virtqueue is (see below). If this field is 0, the virtqueue does not exist.
3. Allocate and zero virtqueue in contiguous physical memory, on a 4096 byte alignment. Write the physical address, divided by 4096 to the Queue Address field.<sup>7</sup>
4. Optionally, if MSI-X capability is present and enabled on the device, select a vector to use to request interrupts triggered by virtqueue events. Write the MSI-X Table entry number corresponding to this vector in Queue Vector field. Read the Queue Vector field: on success, previously written value is returned; on failure, NO\_VECTOR value is returned.

The Queue Size field controls the total number of bytes required for the virtqueue according to the following formula:

```
#define ALIGN(x) (((x) + 4095) & ~4095)
static inline unsigned vring_size(unsigned int qsz)
{
    return ALIGN(sizeof(struct vring_desc)*qsz + sizeof(u16)*(2 + qsz))
        + ALIGN(sizeof(struct vring_used_elem)*qsz);
}
```

This currently wastes some space with padding, but also allows future extensions. The virtqueue layout structure looks like this (qsz is the Queue Size field, which is a variable, so this code won't compile):

```
struct vring {
    /* The actual descriptors (16 bytes each) */
    struct vring_desc desc[qsz];

    /* A ring of available descriptor heads with free-running index. */
    struct vring_avail avail;

    // Padding to the next 4096 boundary.
    char pad[];

    // A ring of used descriptor heads with free-running index.
    struct vring_used used;
};
```

---

<sup>7</sup>The 4096 is based on the x86 page size, but it's also large enough to ensure that the separate parts of the virtqueue are on separate cache lines.

### 2.3.1 A Note on Virtqueue Endianness

Note that the *endian* of these fields and everything else in the virtqueue is the native endian of the guest, not little-endian as PCI normally is. This makes for simpler guest code, and it is assumed that the host already has to be deeply aware of the guest endian so such an “endian-aware” device is not a significant issue.

### 2.3.2 Descriptor Table

The descriptor table refers to the buffers the guest is using for the device. The addresses are physical addresses, and the buffers can be chained via the next field. Each descriptor describes a buffer which is read-only or write-only, but a chain of descriptors can contain both read-only and write-only buffers.

No descriptor chain may be more than  $2^{32}$  bytes long in total.

```
struct vring_desc {
    /* Address (guest-physical). */
    u64 addr;
    /* Length. */
    u32 len;
    /* This marks a buffer as continuing via the next field. */
#define VRING_DESC_F_NEXT 1
    /* This marks a buffer as write-only (otherwise read-only). */
#define VRING_DESC_F_WRITE 2
    /* This means the buffer contains a list of buffer descriptors. */
#define VRING_DESC_F_INDIRECT 4
    /* The flags as indicated above. */
    u16 flags;
    /* Next field if flags & NEXT */
    u16 next;
};
```

The number of descriptors in the table is specified by the Queue Size field for this virtqueue.

### 2.3.3 Indirect Descriptors

Some devices benefit by concurrently dispatching a large number of large requests. The `VIRTIO_RING_F_INDIRECT_DESC` feature can be used to allow this (see 3). To increase ring capacity it is possible to store a table of *indirect descriptors* anywhere in memory, and insert a descriptor in main virtqueue (with `flags&INDIRECT` on) that refers to memory buffer containing this *indirect descriptor table*; fields *addr* and *len* refer to the indirect table address and

length in bytes, respectively. The indirect table layout structure looks like this (len is the length of the descriptor that refers to this table, which is a variable, so this code won't compile):

```
struct indirect_descriptor_table {
    /* The actual descriptors (16 bytes each) */
    struct vring_desc desc[len / 16];
};
```

The first indirect descriptor is located at start of the indirect descriptor table (index 0), additional indirect descriptors are chained by next field. An indirect descriptor without next field (with flags&NEXT off) signals the end of the indirect descriptor table, and transfers control back to the main virtqueue. An indirect descriptor can not refer to another indirect descriptor table (flags&INDIRECT must be off). A single indirect descriptor table can include both read-only and write-only descriptors; write-only flag (flags&WRITE) in the descriptor that refers to it is ignored.

### 2.3.4 Available Ring

The available ring refers to what descriptors we are offering the device: it refers to the head of a descriptor chain. The “flags” field is currently 0 or 1: 1 indicating that we do not need an interrupt when the device consumes a descriptor from the available ring. Alternatively, the guest can ask the device to delay interrupts until an entry with an index specified by the “used\_event” field is written in the used ring (equivalently, until the *idx* field in the used ring will reach the value *used\_event + 1*). The method employed by the device is controlled by the VIRTIO\_RING\_F\_EVENT\_IDX feature bit (see 3). This interrupt suppression is merely an optimization; it may not suppress interrupts entirely.

The “idx” field indicates where we would put the *next* descriptor entry (modulo the ring size). This starts at 0, and increases.

```
struct vring_avail {
#define VRING_AVAIL_F_NO_INTERRUPT    1
    u16 flags;
    u16 idx;
    u16 ring[qsz]; /* qsz is the Queue Size field read from device */
    u16 used_event;
};
```

### 2.3.5 Used Ring

The used ring is where the device returns buffers once it is done with them. The flags field can be used by the device to hint that no notification is necessary when

the guest adds to the *available* ring. Alternatively, the “*avail\_event*” field can be used by the device to hint that no notification is necessary until an entry with an index specified by the “*avail\_event*” is written in the available ring (equivalently, until the *idx* field in the available ring will reach the value *avail\_event + 1*). The method employed by the device is controlled by the guest through the `VIRTIO_RING_F_EVENT_IDX` feature bit (see 3).<sup>8</sup>.

Each entry in the ring is a pair: the head entry of the descriptor chain describing the buffer (this matches an entry placed in the available ring by the guest earlier), and the total of bytes written into the buffer. The latter is extremely useful for guests using untrusted buffers: if you do not know exactly how much has been written by the device, you usually have to zero the buffer to ensure no data leakage occurs.

```

/* u32 is used here for ids for padding reasons. */
struct vring_used_elem {
    /* Index of start of used descriptor chain. */
    u32 id;
    /* Total length of the descriptor chain which was used (written to) */
    u32 len;
};

struct vring_used {
#define VRING_USED_F_NO_NOTIFY 1
    u16 flags;
    u16 idx;
    struct vring_used_elem ring[qsz];
    u16 avail_event;
};

```

### 2.3.6 Helpers for Managing Virtqueues

The Linux Kernel Source code contains the definitions above and helper routines in a more usable form, in `include/linux/virtio_ring.h`. This was explicitly licensed by IBM and Red Hat under the (3-clause) BSD license so that it can be freely used by all other projects, and is reproduced (with slight variation to remove Linux assumptions) in Appendix A.

## 2.4 Device Operation

There are two parts to device operation: supplying new buffers to the device, and processing used buffers from the device. As an example, the virtio network

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<sup>8</sup>These fields are kept here because this is the only part of the virtqueue written by the device

device has two virtqueues: the transmit virtqueue and the receive virtqueue. The driver adds outgoing (read-only) packets to the transmit virtqueue, and then frees them after they are used. Similarly, incoming (write-only) buffers are added to the receive virtqueue, and processed after they are used.

### 2.4.1 Supplying Buffers to The Device

Actual transfer of buffers from the guest OS to the device operates as follows:

1. Place the buffer(s) into free descriptor(s).
  - (a) If there are no free descriptors, the guest may choose to notify the device even if notifications are suppressed (to reduce latency).<sup>9</sup>
2. Place the id of the buffer in the next ring entry of the available ring.
3. The steps (1) and (2) may be performed repeatedly if batching is possible.
4. A memory barrier should be executed to ensure the device sees the updated descriptor table and available ring before the next step.
5. The available “idx” field should be increased by the number of entries added to the available ring.
6. A memory barrier should be executed to ensure that we update the idx field before checking for notification suppression.
7. If notifications are not suppressed, the device should be notified of the new buffers.

Note that the above code does not take precautions against the available ring buffer wrapping around: this is not possible since the ring buffer is the same size as the descriptor table, so step (1) will prevent such a condition.

In addition, the maximum queue size is 32768 (it must be a power of 2 which fits in 16 bits), so the 16-bit “idx” value can always distinguish between a full and empty buffer.

Here is a description of each stage in more detail.

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<sup>9</sup>The Linux drivers do this only for read-only buffers: for write-only buffers, it is assumed that the driver is merely trying to keep the receive buffer ring full, and no notification of this expected condition is necessary.

### 2.4.1.1 Placing Buffers Into The Descriptor Table

A buffer consists of zero or more read-only physically-contiguous elements followed by zero or more physically-contiguous write-only elements (it must have at least one element). This algorithm maps it into the descriptor table:

1. for each buffer element, `b`:
  - (a) Get the next free descriptor table entry, `d`
  - (b) Set `d.addr` to the physical address of the start of `b`
  - (c) Set `d.len` to the length of `b`.
  - (d) If `b` is write-only, set `d.flags` to `VRING_DESC_F_WRITE`, otherwise 0.
  - (e) If there is a buffer element after this:
    - i. Set `d.next` to the index of the next free descriptor element.
    - ii. Set the `VRING_DESC_F_NEXT` bit in `d.flags`.

In practice, the `d.next` fields are usually used to chain free descriptors, and a separate count kept to check there are enough free descriptors before beginning the mappings.

### 2.4.1.2 Updating The Available Ring

The head of the buffer we mapped is the first `d` in the algorithm above. A naive implementation would do the following:

```
avail->ring[avail->idx % qsz] = head;
```

However, in general we can add many descriptors before we update the “`idx`” field (at which point they become visible to the device), so we keep a counter of how many we’ve added:

```
avail->ring[(avail->idx + added++) % qsz] = head;
```

### 2.4.1.3 Updating The Index Field

Once the `idx` field of the virtqueue is updated, the device will be able to access the descriptor entries we’ve created and the memory they refer to. This is why a memory barrier is generally used before the `idx` update, to ensure it sees the most up-to-date copy.

The `idx` field always increments, and we let it wrap naturally at 65536:

```
avail->idx += added;
```



#### 2.4.1.4 Notifying The Device

Device notification occurs by writing the 16-bit virtqueue index of this virtqueue to the Queue Notify field of the virtio header in the first I/O region of the PCI device. This can be expensive, however, so the device can suppress such notifications if it doesn't need them. We have to be careful to expose the new `idx` value *before* checking the suppression flag: it's OK to notify gratuitously, but not to omit a required notification. So again, we use a memory barrier here before reading the flags or the `avail_event` field.

If the `VIRTIO_F_RING_EVENT_IDX` feature is not negotiated, and if the `VRING_USED_F_NOTIFY` flag is not set, we go ahead and write to the PCI configuration space.

If the `VIRTIO_F_RING_EVENT_IDX` feature is negotiated, we read the `avail_event` field in the available ring structure. If the available index crossed the `avail_event` field value since the last notification, we go ahead and write to the PCI configuration space. The `avail_event` field wraps naturally at 65536 as well:

$$(u16)(new\_idx - avail\_event - 1) < (u16)(new\_idx - old\_idx)$$

#### 2.4.2 Receiving Used Buffers From The Device

Once the device has used a buffer (read from or written to it, or parts of both, depending on the nature of the virtqueue and the device), it sends an interrupt, following an algorithm very similar to the algorithm used for the driver to send the device a buffer:

1. Write the head descriptor number to the next field in the used ring.
2. Update the used ring idx.
3. Determine whether an interrupt is necessary:
  - (a) If the `VIRTIO_F_RING_EVENT_IDX` feature is not negotiated: check if the `VRING_AVAIL_F_NO_INTERRUPT` flag is not set in `avail->flags`
  - (b) If the `VIRTIO_F_RING_EVENT_IDX` feature is negotiated: check whether the used index crossed the `used_event` field value since the last update. The `used_event` field wraps naturally at 65536 as well:
$$(u16)(new\_idx - used\_event - 1) < (u16)(new\_idx - old\_idx)$$
4. If an interrupt is necessary:
  - (a) If MSI-X capability is disabled:

- i. Set the lower bit of the ISR Status field for the device.
  - ii. Send the appropriate PCI interrupt for the device.
- (b) If MSI-X capability is enabled:
- i. Request the appropriate MSI-X interrupt message for the device, Queue Vector field sets the MSI-X Table entry number.
  - ii. If Queue Vector field value is NO\_VECTOR, no interrupt message is requested for this event.

The guest interrupt handler should:

1. If MSI-X capability is disabled: read the ISR Status field, which will reset it to zero. If the lower bit is zero, the interrupt was not for this device. Otherwise, the guest driver should look through the used rings of each virtqueue for the device, to see if any progress has been made by the device which requires servicing.
2. If MSI-X capability is enabled: look through the used rings of each virtqueue mapped to the specific MSI-X vector for the device, to see if any progress has been made by the device which requires servicing.

For each ring, guest should then disable interrupts by writing VRING\_AVAIL\_F\_NO\_INTERRUPT flag in avail structure, if required. It can then process used ring entries finally enabling interrupts by clearing the VRING\_AVAIL\_F\_NO\_INTERRUPT flag or updating the EVENT\_IDX field in the available structure, Guest should then execute a memory barrier, and then recheck the ring empty condition. This is necessary to handle the case where, after the last check and before enabling interrupts, an interrupt has been suppressed by the device:

```

vring_disable_interrupts(vq);
for (;;) {
    if (vq->last_seen_used != vring->used.idx) {
        vring_enable_interrupts(vq);
        mb();
        if (vq->last_seen_used != vring->used.idx)
            break;
    }
    struct vring_used_elem *e = vring.used->ring[vq->last_seen_used%vsz];
    process_buffer(e);
    vq->last_seen_used++;
}

```

### 2.4.3 Dealing With Configuration Changes

Some virtio PCI devices can change the device configuration state, as reflected in the virtio header in the PCI configuration space. In this case:

1. If MSI-X capability is disabled: an interrupt is delivered and the second highest bit is set in the ISR Status field to indicate that the driver should re-examine the configuration space. Note that a single interrupt can indicate both that one or more virtqueue has been used and that the configuration space has changed: even if the config bit is set, virtqueues must be scanned.
2. If MSI-X capability is enabled: an interrupt message is requested. The Configuration Vector field sets the MSI-X Table entry number to use. If Configuration Vector field value is NO\_VECTOR, no interrupt message is requested for this event.

## Chapter 3

# Creating New Device Types

Various considerations are necessary when creating a new device type:

### How Many Virtqueues?

It is possible that a very simple device will operate entirely through its configuration space, but most will need at least one virtqueue in which it will place requests. A device with both input and output (eg. console and network devices described here) need two queues: one which the driver fills with buffers to receive input, and one which the driver places buffers to transmit output.

### What Configuration Space Layout?

Configuration space is generally used for rarely-changing or initialization-time parameters. But it is a limited resource, so it might be better to use a virtqueue to update configuration information (the network device does this for filtering, otherwise the table in the config space could potentially be very large).

Note that this space is generally the guest's native endian, rather than PCI's little-endian.

### What Device Number?

Currently device numbers are assigned quite freely: a simple request mail to the author of this document or the Linux virtualization mailing list<sup>1</sup> will be sufficient to secure a unique one.

---

<sup>1</sup><https://lists.linux-foundation.org/mailman/listinfo/virtualization>

Meanwhile for experimental drivers, use 65535 and work backwards.

## How many MSI-X vectors?

Using the optional MSI-X capability devices can speed up interrupt processing by removing the need to read ISR Status register by guest driver (which might be an expensive operation), reducing interrupt sharing between devices and queues within the device, and handling interrupts from multiple CPUs. However, some systems impose a limit (which might be as low as 256) on the total number of MSI-X vectors that can be allocated to all devices. Devices and/or device drivers should take this into account, limiting the number of vectors used unless the device is expected to cause a high volume of interrupts. Devices can control the number of vectors used by limiting the MSI-X Table Size or not presenting MSI-X capability in PCI configuration space. Drivers can control this by mapping events to as small number of vectors as possible, or disabling MSI-X capability altogether.

## Message Framing

The descriptors used for a buffer should not effect the semantics of the message, except for the total length of the buffer. For example, a network buffer consists of a 10 byte header followed by the network packet. Whether this is presented in the ring descriptor chain as (say) a 10 byte buffer and a 1514 byte buffer, or a single 1524 byte buffer, or even three buffers, should have no effect.

In particular, no implementation should use the descriptor boundaries to determine the size of any header in a request.<sup>2</sup>

## Device Improvements

Any change to configuration space, or new virtqueues, or behavioural changes, should be indicated by negotiation of a new feature bit. This establishes clarity<sup>3</sup> and avoids future expansion problems.

Clusters of functionality which are always implemented together can use a single bit, but if one feature makes sense without the others they should not be gratuitously grouped together to conserve feature bits. We can always extend the spec when the first person needs more than 24 feature bits for their device.

---

<sup>2</sup>The current qemu device implementations mistakenly insist that the first descriptor cover the header in these cases exactly, so a cautious driver should arrange it so.

<sup>3</sup>Even if it does mean documenting design or implementation mistakes!

# Nomenclature

PCI    Peripheral Component Interconnect; a common device bus. See  
[http://en.wikipedia.org/wiki/Peripheral\\_Component\\_Interconnect](http://en.wikipedia.org/wiki/Peripheral_Component_Interconnect)

virtualized    Environments where access to hardware is restricted (and often emulated) by a hypervisor.

## Appendix A: virtio\_ring.h

```
#ifndef VIRTIO_RING_H
#define VIRTIO_RING_H
/* An interface for efficient virtio implementation.
 *
 * This header is BSD licensed so anyone can use the definitions
 * to implement compatible drivers/servers.
 *
 * Copyright 2007, 2009, IBM Corporation
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 *
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 * are met:
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 * FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL
 * DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS
 * OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION)
 * HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT
 * LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY
 * OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF
 * SUCH DAMAGE.
 */
```

```

/* This marks a buffer as continuing via the next field. */
#define VRING_DESC_F_NEXT      1
/* This marks a buffer as write-only (otherwise read-only). */
#define VRING_DESC_F_WRITE    2

/* The Host uses this in used->flags to advise the Guest: don't kick me
 * when you add a buffer. It's unreliable, so it's simply an
 * optimization. Guest will still kick if it's out of buffers. */
#define VRING_USED_F_NO_NOTIFY 1
/* The Guest uses this in avail->flags to advise the Host: don't
 * interrupt me when you consume a buffer. It's unreliable, so it's
 * simply an optimization. */
#define VRING_AVAIL_F_NO_INTERRUPT 1

/* Virtio ring descriptors: 16 bytes.
 * These can chain together via "next". */
struct vring_desc {
    /* Address (guest-physical). */
    uint64_t addr;
    /* Length. */
    uint32_t len;
    /* The flags as indicated above. */
    uint16_t flags;
    /* We chain unused descriptors via this, too */
    uint16_t next;
};

struct vring_avail {
    uint16_t flags;
    uint16_t idx;
    uint16_t ring[];
    uint16_t used_event;
};

/* u32 is used here for ids for padding reasons. */
struct vring_used_elem {
    /* Index of start of used descriptor chain. */
    uint32_t id;
    /* Total length of the descriptor chain which was written to. */
    uint32_t len;
};

struct vring_used {
    uint16_t flags;
    uint16_t idx;
};

```



```

        struct vring_used_elem ring [];
        uint16_t avail_event;
};

struct vring {
    unsigned int num;

    struct vring_desc *desc;
    struct vring_avail *avail;
    struct vring_used *used;
};

/* The standard layout for the ring is a continuous chunk of memory which
 * looks like this. We assume num is a power of 2.
 *
 * struct vring {
 *     // The actual descriptors (16 bytes each)
 *     struct vring_desc desc[num];
 *
 *     // A ring of available descriptor heads with free-running index.
 *     __u16 avail_flags;
 *     __u16 avail_idx;
 *     __u16 available[num];
 *
 *     // Padding to the next align boundary.
 *     char pad[];
 *
 *     // A ring of used descriptor heads with free-running index.
 *     __u16 used_flags;
 *     __u16 EVENT_IDX;
 *     struct vring_used_elem used[num];
 * };
 * Note: for virtio PCI, align is 4096.
 */
static inline void vring_init(struct vring *vr, unsigned int num, void *p,
                             unsigned long align)
{
    vr->num = num;
    vr->desc = p;
    vr->avail = p + num*sizeof(struct vring_desc);
    vr->used = (void *)(((unsigned long)&vr->avail->ring[num]
                       + align - 1)
                    & ~(align - 1));
}

static inline unsigned vring_size(unsigned int num, unsigned long align)

```

```

{
    return ((sizeof(struct vring_desc)*num + sizeof(uint16_t)*(2+num)
            + align - 1) & ~(align - 1))
           + sizeof(uint16_t)*3 + sizeof(struct vring_used_elem)*num;
}

static inline int vring_need_event(uint16_t event_idx, uint16_t new_idx, uint16_t old_idx)
{
    return (uint16_t)(new_idx - event_idx - 1) < (uint16_t)(new_idx - old_idx);
}
#endif /* VIRTIO_RING_H */

```

# Appendix B: Reserved Feature Bits

Currently there are five device-independent feature bits defined:

**VIRTIO\_F\_NOTIFY\_ON\_EMPTY (24)** Negotiating this feature indicates that the driver wants an interrupt if the device runs out of available descriptors on a virtqueue, even though interrupts are suppressed using the `VRING_AVAIL_F_NO_INTERRUPT` flag or the `used_event` field. An example of this is the networking driver: it doesn't need to know every time a packet is transmitted, but it does need to free the transmitted packets a finite time after they are transmitted. It can avoid using a timer if the device interrupts it when all the packets are transmitted.

**VIRTIO\_F\_RING\_INDIRECT\_DESC (28)** Negotiating this feature indicates that the driver can use descriptors with the `VRING_DESC_F_INDIRECT` flag set, as described in 2.3.3.

**VIRTIO\_F\_RING\_EVENT\_IDX(29)** This feature enables the *used\_event* and the *avail\_event* fields. If set, it indicates that the device should ignore the *flags* field in the available ring structure. Instead, the *used\_event* field in this structure is used by guest to suppress device interrupts. Further, the driver should ignore the *flags* field in the used ring structure. Instead, the *avail\_event* field in this structure is used by the device to suppress notifications. If unset, the driver should ignore the *used\_event* field; the device should ignore the *avail\_event* field; the *flags* field is used

**VIRTIO\_F\_BAD\_FEATURE(30)** This feature should never be negotiated by the guest; doing so is an indication that the guest is faulty<sup>4</sup>

**VIRTIO\_F\_FEATURES\_HIGH(31)** This feature indicates that the device supports feature bits 32:63. If unset, feature bits 32:63 are unset.

---

<sup>4</sup>An experimental virtio PCI driver contained in Linux version 2.6.25 had this problem, and this feature bit can be used to detect it.

# Appendix C: Network Device

The virtio network device is a virtual ethernet card, and is the most complex of the devices supported so far by virtio. It has enhanced rapidly and demonstrates clearly how support for new features should be added to an existing device. Empty buffers are placed in one virtqueue for receiving packets, and outgoing packets are enqueued into another for transmission in that order. A third command queue is used to control advanced filtering features.

## Configuration

**Subsystem Device ID** 1

**Virtqueues** 0:receiveq, 1:transmitq, 2:controlq<sup>5</sup>

**Feature bits**

**VIRTIO\_NET\_F\_CSUM (0)** Device handles packets with partial checksum

**VIRTIO\_NET\_F\_GUEST\_CSUM (1)** Guest handles packets with partial checksum

**VIRTIO\_NET\_F\_MAC (5)** Device has given MAC address.

**VIRTIO\_NET\_F\_GSO (6)** (Deprecated) device handles packets with any GSO type.<sup>6</sup>

**VIRTIO\_NET\_F\_GUEST\_TSO4 (7)** Guest can receive TSOv4.

**VIRTIO\_NET\_F\_GUEST\_TSO6 (8)** Guest can receive TSOv6.

**VIRTIO\_NET\_F\_GUEST\_ECN (9)** Guest can receive TSO with ECN.

**VIRTIO\_NET\_F\_GUEST\_UFO (10)** Guest can receive UFO.

**VIRTIO\_NET\_F\_HOST\_TSO4 (11)** Device can receive TSOv4.

---

<sup>5</sup>Only if VIRTIO\_NET\_F\_CTRL\_VQ set

<sup>6</sup>It was supposed to indicate segmentation offload support, but upon further investigation it became clear that multiple bits were required.

- VIRTIO\_NET\_F\_HOST\_TSO6 (12)** Device can receive TSOv6.
- VIRTIO\_NET\_F\_HOST\_ECN (13)** Device can receive TSO with ECN.
- VIRTIO\_NET\_F\_HOST\_UFO (14)** Device can receive UFO.
- VIRTIO\_NET\_F\_MRG\_RXBUF (15)** Guest can merge receive buffers.
- VIRTIO\_NET\_F\_STATUS (16)** Configuration status field is available.
- VIRTIO\_NET\_F\_CTRL\_VQ (17)** Control channel is available.
- VIRTIO\_NET\_F\_CTRL\_RX (18)** Control channel RX mode support.
- VIRTIO\_NET\_F\_CTRL\_VLAN (19)** Control channel VLAN filtering.

**Device configuration layout** Two configuration fields are currently defined.

The mac address field always exists (though is only valid if `VIRTIO_NET_F_MAC` is set), and the status field only exists if `VIRTIO_NET_F_STATUS` is set. Only one bit is currently defined for the status field: `VIRTIO_NET_S_LINK_UP`.

```
#define VIRTIO_NET_S_LINK_UP    1

struct virtio_net_config {
    u8  mac[6];
    u16 status;
};
```

## Device Initialization

1. The initialization routine should identify the receive and transmission virtqueues.
2. If the `VIRTIO_NET_F_MAC` feature bit is set, the configuration space “mac” entry indicates the “physical” address of the the network card, otherwise a private MAC address should be assigned. All guests are expected to negotiate this feature if it is set.
3. If the `VIRTIO_NET_F_CTRL_VQ` feature bit is negotiated, identify the control virtqueue.
4. If the `VIRTIO_NET_F_STATUS` feature bit is negotiated, the link status can be read from the bottom bit of the “status” config field. Otherwise, the link should be assumed active.

5. The receive virtqueue should be filled with receive buffers. This is described in detail below in “Setting Up Receive Buffers”.
6. A driver can indicate that it will generate checksumless packets by negotiating the `VIRTIO_NET_F_CSUM` feature. This “checksum offload” is a common feature on modern network cards.
7. If that feature is negotiated<sup>7</sup>, a driver can use TCP or UDP segmentation offload by negotiating the `VIRTIO_NET_F_HOST_TSO4` (IPv4 TCP), `VIRTIO_NET_F_HOST_TSO6` (IPv6 TCP) and `VIRTIO_NET_F_HOST_UFO` (UDP fragmentation) features. It should not send TCP packets requiring segmentation offload which have the Explicit Congestion Notification bit set, unless the `VIRTIO_NET_F_HOST_ECN` feature is negotiated.<sup>8</sup>
8. The converse features are also available: a driver can save the virtual device some work by negotiating these features.<sup>9</sup> The `VIRTIO_NET_F_GUEST_CSUM` feature indicates that partially checksummed packets can be received, and if it can do that then the `VIRTIO_NET_F_GUEST_TSO4`, `VIRTIO_NET_F_GUEST_TSO6`, `VIRTIO_NET_F_GUEST_UFO` and `VIRTIO_NET_F_GUEST_ECN` are the input equivalents of the features described above. See “Receiving Packets” below.

## Device Operation

Packets are transmitted by placing them in the `transmitq`, and buffers for incoming packets are placed in the `receiveq`. In each case, the packet itself is preceded by a header:

```
struct virtio_net_hdr {
#define VIRTIO_NET_HDR_F_NEEDS_CSUM    1
    u8 flags;
#define VIRTIO_NET_HDR_GSO_NONE        0
#define VIRTIO_NET_HDR_GSO_TCPV4      1
#define VIRTIO_NET_HDR_GSO_UDP        3
#define VIRTIO_NET_HDR_GSO_TCPV6      4
#define VIRTIO_NET_HDR_GSO_ECN        0x80
    u8 gso_type;
    u16 hdr_len;
    u16 gso_size;
};
```

<sup>7</sup>ie. `VIRTIO_NET_F_HOST_TSO*` and `VIRTIO_NET_F_HOST_UFO` are dependent on `VIRTIO_NET_F_CSUM`; a device which offers the offload features must offer the checksum feature, and a driver which accepts the offload features must accept the checksum feature. Similar logic applies to the `VIRTIO_NET_F_GUEST_TSO4` features depending on `VIRTIO_NET_F_GUEST_CSUM`.

<sup>8</sup>This is a common restriction in real, older network cards.

<sup>9</sup>For example, a network packet transported between two guests on the same system may not require checksumming at all, nor segmentation, if both guests are amenable.

```

        u16 csum_start;
        u16 csum_offset;
/* Only if VIRTIO_NET_F_MRG_RXBUF: */
        u16 num_buffers
};

```

The controlq is used to control device features such as filtering.

## Packet Transmission

Transmitting a single packet is simple, but varies depending on the different features the driver negotiated.

1. If the driver negotiated `VIRTIO_NET_F_CSUM`, and the packet has not been fully checksummed, then the `virtio_net_hdr`'s fields are set as follows. Otherwise, the packet must be fully checksummed, and flags is zero.
  - flags has the `VIRTIO_NET_HDR_F_NEEDS_CSUM` set,
  - `csum_start` is set to the offset within the packet to begin checksumming, and
  - `csum_offset` indicates how many bytes after the `csum_start` the new (16 bit ones' complement) checksum should be placed.<sup>10</sup>
2. If the driver negotiated `VIRTIO_NET_F_HOST_TSO4`, `TSO6` or `UFO`, and the packet requires TCP segmentation or UDP fragmentation, then the "gso\_type" field is set to `VIRTIO_NET_HDR_GSO_TCPV4`, `TCPV6` or `UDP`. (Otherwise, it is set to `VIRTIO_NET_HDR_GSO_NONE`). In this case, packets larger than 1514 bytes can be transmitted: the metadata indicates how to replicate the packet header to cut it into smaller packets. The other gso fields are set:
  - `hdr_len` is a hint to the device as to how much of the header needs to be kept to copy into each packet, usually set to the length of the headers, including the transport header.<sup>11</sup>
  - `gso_size` is the maximum size of each packet beyond that header (ie. MSS).

<sup>10</sup>For example, consider a partially checksummed TCP (IPv4) packet. It will have a 14 byte ethernet header and 20 byte IP header followed by the TCP header (with the TCP checksum field 16 bytes into that header). `csum_start` will be  $14+20 = 34$  (the TCP checksum includes the header), and `csum_offset` will be 16. The value in the TCP checksum field should be initialized to the sum of the TCP pseudo header, so that replacing it by the ones' complement checksum of the TCP header and body will give the correct result.

<sup>11</sup>Due to various bugs in implementations, this field is not useful as a guarantee of the transport header size.

- If the driver negotiated the `VIRTIO_NET_F_HOST_ECN` feature, the `VIRTIO_NET_HDR_GSO_ECN` bit may be set in “`gso_type`” as well, indicating that the TCP packet has the ECN bit set.<sup>12</sup>
3. If the driver negotiated the `VIRTIO_NET_F_MRG_RXBUF` feature, the `num_buffers` field is set to zero.
  4. The header and packet are added as one output buffer to the `transmitq`, and the device is notified of the new entry (see 2.4.1.4).<sup>13</sup>

## Packet Transmission Interrupt

Often a driver will suppress transmission interrupts using the `VRING_AVAIL_F_NO_INTERRUPT` flag (see 2.4.2) and check for used packets in the transmit path of following packets. However, it will still receive interrupts if the `VIRTIO_F_NOTIFY_ON_EMPTY` feature is negotiated, indicating that the transmission queue is completely emptied.

The normal behavior in this interrupt handler is to retrieve and new descriptors from the used ring and free the corresponding headers and packets.

## Setting Up Receive Buffers

It is generally a good idea to keep the receive virtqueue as fully populated as possible: if it runs out, network performance will suffer.

If the `VIRTIO_NET_F_GUEST_TSO4`, `VIRTIO_NET_F_GUEST_TSO6` or `VIRTIO_NET_F_GUEST_UFO` features are used, the Guest will need to accept packets of up to 65550 bytes long (the maximum size of a TCP or UDP packet, plus the 14 byte ethernet header), otherwise 1514 bytes. So unless `VIRTIO_NET_F_MRG_RXBUF` is negotiated, every buffer in the receive queue needs to be at least this length<sup>14</sup>.

If `VIRTIO_NET_F_MRG_RXBUF` is negotiated, each buffer must be at least the size of the `struct virtio_net_hdr`.

## Packet Receive Interrupt

When a packet is copied into a buffer in the receiveq, the optimal path is to disable further interrupts for the receiveq (see 2.4.2) and process packets until no more are found, then re-enable them.

Processing packet involves:

<sup>12</sup>This case is not handled by some older hardware, so is called out specifically in the protocol.

<sup>13</sup>Note that the header will be two bytes longer for the `VIRTIO_NET_F_MRG_RXBUF` case.

<sup>14</sup>Obviously each one can be split across multiple descriptor elements.



1. If the driver negotiated the `VIRTIO_NET_F_MRG_RXBUF` feature, then the “`num_buffers`” field indicates how many descriptors this packet is spread over (including this one). This allows receipt of large packets without having to allocate large buffers. In this case, there will be at least “`num_buffers`” in the used ring, and they should be chained together to form a single packet. The other buffers will *not* begin with a `struct virtio_net_hdr`.
2. If the `VIRTIO_NET_F_MRG_RXBUF` feature was not negotiated, or the “`num_buffers`” field is one, then the entire packet will be contained within this buffer, immediately following the `struct virtio_net_hdr`.
3. If the `VIRTIO_NET_F_GUEST_CSUM` feature was negotiated, the `VIRTIO_NET_HDR_F_NEEDS_CSUM` bit in the “`flags`” field may be set: if so, the checksum on the packet is incomplete and the “`csum_start`” and “`csum_offset`” fields indicate how to calculate it (see 1).
4. If the `VIRTIO_NET_F_GUEST_TSO4`, `TSO6` or `UFO` options were negotiated, then the “`gso_type`” may be something other than `VIRTIO_NET_HDR_GSO_NONE`, and the “`gso_size`” field indicates the desired MSS (see 2). Control Virtqueue

The driver uses the control virtqueue (if `VIRTIO_NET_F_VTRL_VQ` is negotiated) to send commands to manipulate various features of the device which would not easily map into the configuration space.

All commands are of the following form:

```
struct virtio_net_ctrl {
    u8 class;
    u8 command;
    u8 command-specific-data [];
    u8 ack;
};

/* ack values */
#define VIRTIO_NET_OK      0
#define VIRTIO_NET_ERR    1
```

The class, command and command-specific-data are set by the driver, and the device sets the ack byte. There is little it can do except issue a diagnostic if the ack byte is not `VIRTIO_NET_OK`.

## Packet Receive Filtering

If the `VIRTIO_NET_F_CTRL_RX` feature is negotiated, the driver can send control commands for promiscuous mode, multicast receiving, and filtering of MAC addresses.

Note that in general, these commands are best-effort: unwanted packets may still arrive.

### Setting Promiscuous Mode

```
#define VIRTIO_NET_CTRL_RX      0
#define VIRTIO_NET_CTRL_RX_PROMISC    0
#define VIRTIO_NET_CTRL_RX_ALLMULTI  1
```

The class `VIRTIO_NET_CTRL_RX` has two commands: `VIRTIO_NET_CTRL_RX_PROMISC` turns promiscuous mode on and off, and `VIRTIO_NET_CTRL_RX_ALLMULTI` turns all-multicast receive on and off. The command-specific-data is one byte containing 0 (off) or 1 (on).

### Setting MAC Address Filtering

```
struct virtio_net_ctrl_mac {
    u32 entries;
    u8 macs[entries][ETH_ALEN];
};
```

```
#define VIRTIO_NET_CTRL_MAC      1
#define VIRTIO_NET_CTRL_MAC_TABLE_SET    0
```

The device can filter incoming packets by any number of destination MAC addresses.<sup>15</sup> This table is set using the class `VIRTIO_NET_CTRL_MAC` and the command `VIRTIO_NET_CTRL_MAC_TABLE_SET`. The command-specific-data is two variable length tables of 6-byte MAC addresses. The first table contains unicast addresses, and the second contains multicast addresses.

### VLAN Filtering

If the driver negotiates the `VIRTIO_NET_F_CTRL_VLAN` feature, it can control a VLAN filter table in the device.

```
#define VIRTIO_NET_CTRL_VLAN      2
#define VIRTIO_NET_CTRL_VLAN_ADD    0
#define VIRTIO_NET_CTRL_VLAN_DEL    1
```

Both the `VIRTIO_NET_CTRL_VLAN_ADD` and `VIRTIO_NET_CTRL_VLAN_DEL` command take a 16-bit VLAN id as the command-specific-data.

---

<sup>15</sup>Since there are no guarantees, it can use a hash filter or silently switch to allmulti or promiscuous mode if it is given too many addresses.

# Appendix D: Block Device

The virtio block device is a simple virtual block device (ie. disk). Read and write requests (and other exotic requests) are placed in the queue, and serviced (probably out of order) by the device except where noted.

## Configuration

**Subsystem Device ID** 2

**Virtqueues** 0:requestq.

**Feature bits**

- VIRTIO\_BLK\_F\_BARRIER (0)** Host supports request barriers.
- VIRTIO\_BLK\_F\_SIZE\_MAX (1)** Maximum size of any single segment is in “size\_max”.
- VIRTIO\_BLK\_F\_SEG\_MAX (2)** Maximum number of segments in a request is in “seg\_max”.
- VIRTIO\_BLK\_F\_GEOMETRY (4)** Disk-style geometry specified in “geometry”.
- VIRTIO\_BLK\_F\_RO (5)** Device is read-only.
- VIRTIO\_BLK\_F\_BLK\_SIZE (6)** Block size of disk is in “blk\_size”.
- VIRTIO\_BLK\_F\_SCSI (7)** Device supports scsi packet commands.
- VIRTIO\_BLK\_F\_FLUSH (9)** Cache flush command support.

**Device configuration layout** The capacity of the device (expressed in 512-byte sectors) is always present. The availability of the others all depend on various feature bits as indicated above.

```
struct virtio_blk_config {
    u64 capacity;
    u32 size_max;
    u32 seg_max;
```

```

        struct virtio_blk_geometry {
            u16 cylinders;
            u8 heads;
            u8 sectors;
        } geometry;
        u32 blk_size;

};

```

## Device Initialization

1. The device size should be read from the “capacity” configuration field. No requests should be submitted which goes beyond this limit.
2. If the VIRTIO\_BLK\_F\_BLK\_SIZE feature is negotiated, the blk\_size field can be read to determine the optimal sector size for the driver to use. This does not effect the units used in the protocol (always 512 bytes), but awareness of the correct value can effect performance.
3. If the VIRTIO\_BLK\_F\_RO feature is set by the device, any write requests will fail.

## Device Operation

The driver queues requests to the virtqueue, and they are used by the device (not necessarily in order). Each request is of form:

```

struct virtio_blk_req {

    u32 type;
    u32 ioprio;
    u64 sector;
    char data[][512];
    u8 status;

};

```

If the device has VIRTIO\_BLK\_F\_SCSI feature, it can also support scsi packet command requests, each of these requests is of form:

```

struct virtio_scsi_pc_req {
    u32 type;
    u32 ioprio;
    u64 sector;
    char cmd[];
};

```

```

        char data[][512];
#define SCSI_SENSE_BUFFERSIZE 96
        u8 sense[SCSI_SENSE_BUFFERSIZE];
        u32 errors;
        u32 data_len;
        u32 sense_len;
        u32 residual;
        u8 status;
};

```

The *type* of the request is either a read (`VIRTIO_BLK_T_IN`), a write (`VIRTIO_BLK_T_OUT`), a scsi packet command (`VIRTIO_BLK_T SCSI_CMD` or `VIRTIO_BLK_T SCSI_CMD_OUT`<sup>16</sup>) or a flush (`VIRTIO_BLK_T_FLUSH` or `VIRTIO_BLK_T_FLUSH_OUT`<sup>17</sup>). If the device has `VIRTIO_BLK_F_BARRIER` feature the high bit (`VIRTIO_BLK_T_BARRIER`) indicates that this request acts as a barrier and that all preceding requests must be complete before this one, and all following requests must not be started until this is complete. Note that a barrier does not flush caches in the underlying backend device in host, and thus does not serve as data consistency guarantee. Driver must use `FLUSH` request to flush the host cache.

```

#define VIRTIO_BLK_T_IN 0
#define VIRTIO_BLK_T_OUT 1
#define VIRTIO_BLK_T SCSI_CMD 2
#define VIRTIO_BLK_T SCSI_CMD_OUT 3
#define VIRTIO_BLK_T_FLUSH 4
#define VIRTIO_BLK_T_FLUSH_OUT 5
#define VIRTIO_BLK_T_BARRIER 0x80000000

```

The *ioprio* field is a hint about the relative priorities of requests to the device: higher numbers indicate more important requests.

The *sector* number indicates the offset (multiplied by 512) where the read or write is to occur. This field is unused and set to 0 for scsi packet commands and for flush commands.

The *cmd* field is only present for scsi packet command requests, and indicates the command to perform. This field must reside in a single, separate read-only buffer; command length can be derived from the length of this buffer.

Note that these first three (four for scsi packet commands) fields are always read-only: the *data* field is either read-only or write-only, depending on the request. The size of the read or write can be derived from the total size of the request buffers.

<sup>16</sup>the `SCSI_CMD` and `SCSI_CMD_OUT` types are equivalent, the device does not distinguish between them

<sup>17</sup>the `FLUSH` and `FLUSH_OUT` types are equivalent, the device does not distinguish between them

The *sense* field is only present for scsi packet command requests, and indicates the buffer for scsi sense data.

The *data\_len* field is only present for scsi packet command requests, this field is deprecated, and should be ignored by the driver. Historically, devices copied data length there.

The *sense\_len* field is only present for scsi packet command requests and indicates the number of bytes actually written to the *sense* buffer.

The *residual* field is only present for scsi packet command requests and indicates the residual size, calculated as data length - number of bytes actually transferred.

The final *status* byte is written by the device: either `VIRTIO_BLK_S_OK` for success, `VIRTIO_BLK_S_IOERR` for host or guest error or `VIRTIO_BLK_S_UNSUPP` for a request unsupported by host:

```
#define VIRTIO_BLK_S_OK          0
#define VIRTIO_BLK_S_IOERR      1
#define VIRTIO_BLK_S_UNSUPP    2
```

Historically, devices assumed that the fields *type*, *ioprio* and *sector* reside in a single, separate read-only buffer; the fields *errors*, *data\_len*, *sense\_len* and *residual* reside in a single, separate write-only buffer; the *sense* field in a separate write-only buffer of size 96 bytes, by itself; the fields *errors*, *data\_len*, *sense\_len* and *residual* in a single write-only buffer; and the *status* field is a separate read-only buffer of size 1 byte, by itself.

# Appendix E: Console Device

The virtio console device is a simple device for data input and output. A device may have one or more ports. Each port has a pair of input and output virtqueues. Moreover, a device has a pair of control IO virtqueues. The control virtqueues are used to communicate information between the device and the driver about ports being opened and closed on either side of the connection, indication from the host about whether a particular port is a console port, adding new ports, port hot-plug/unplug, etc., and indication from the guest about whether a port or a device was successfully added, port open/close, etc.. For data IO, one or more empty buffers are placed in the receive queue for incoming data and outgoing characters are placed in the transmit queue.

## Configuration

### Subsystem Device ID 3

**Virtqueues** 0:receiveq(port0), 1:transmitq(port0), 2:control receiveq<sup>18</sup>, 3:control transmitq, 4:receiveq(port1), 5:transmitq(port1), ...

### Feature bits

**VIRTIO\_CONSOLE\_F\_SIZE (0)** Configuration cols and rows fields are valid.

**VIRTIO\_CONSOLE\_F\_MULTIPORT(1)** Device has support for multiple ports; configuration fields nr\_ports and max\_nr\_ports are valid and control virtqueues will be used.

**Device configuration layout** The size of the console is supplied in the configuration space if the VIRTIO\_CONSOLE\_F\_SIZE feature is set. Furthermore, if the VIRTIO\_CONSOLE\_F\_MULTIPORT feature is set, the maximum number of ports supported by the device can be fetched.

---

<sup>18</sup>Ports 2 onwards only if VIRTIO\_CONSOLE\_F\_MULTIPORT is set

```

struct virtio_console_config {
    u16 cols;
    u16 rows;

    u32 max_nr_ports;
};

```

## Device Initialization

1. If the `VIRTIO_CONSOLE_F_SIZE` feature is negotiated, the driver can read the console dimensions from the configuration fields.
2. If the `VIRTIO_CONSOLE_F_MULTIPORT` feature is negotiated, the driver can spawn multiple ports, not all of which may be attached to a console. Some could be generic ports. In this case, the control virtqueues are enabled and according to the `max_nr_ports` configuration-space value, the appropriate number of virtqueues are created. A control message indicating the driver is ready is sent to the host. The host can then send control messages for adding new ports to the device. After creating and initializing each port, a `VIRTIO_CONSOLE_PORT_READY` control message is sent to the host for that port so the host can let us know of any additional configuration options set for that port.
3. The receiveq for each port is populated with one or more receive buffers.

## Device Operation

1. For output, a buffer containing the characters is placed in the port's transmitq.<sup>19</sup>
2. When a buffer is used in the receiveq (signalled by an interrupt), the contents is the input to the port associated with the virtqueue for which the notification was received.
3. If the driver negotiated the `VIRTIO_CONSOLE_F_SIZE` feature, a configuration change interrupt may occur. The updated size can be read from the configuration fields.

---

<sup>19</sup>Because this is high importance and low bandwidth, the current Linux implementation polls for the buffer to be used, rather than waiting for an interrupt, simplifying the implementation significantly. However, for generic serial ports with the `O_NONBLOCK` flag set, the polling limitation is relaxed and the consumed buffers are freed upon the next write or poll call or when a port is closed or hot-unplugged.



4. If the driver negotiated the `VIRTIO_CONSOLE_F_MULTIPORT` feature, active ports are announced by the host using the `VIRTIO_CONSOLE_PORT_ADD` control message. The same message is used for port hot-plug as well.
5. If the host specified a port 'name', a sysfs attribute is created with the name filled in, so that udev rules can be written that can create a symlink from the port's name to the char device for port discovery by applications in the guest.
6. Changes to ports' state are effected by control messages. Appropriate action is taken on the port indicated in the control message. The layout of the structure of the control buffer and the events associated are:

```

struct virtio_console_control {
    uint32_t id; /* Port number */
    uint16_t event; /* The kind of control event */
    uint16_t value; /* Extra information for the event */
};

/* Some events for the internal messages (control packets) */

#define VIRTIO_CONSOLE_DEVICE_READY      0
#define VIRTIO_CONSOLE_PORT_ADD          1
#define VIRTIO_CONSOLE_PORT_REMOVE      2
#define VIRTIO_CONSOLE_PORT_READY       3
#define VIRTIO_CONSOLE_CONSOLE_PORT     4
#define VIRTIO_CONSOLE_RESIZE            5
#define VIRTIO_CONSOLE_PORT_OPEN        6
#define VIRTIO_CONSOLE_PORT_NAME        7

```

# Appendix F: Entropy Device

The virtio entropy device supplies high-quality randomness for guest use.

## Configuration

**Subsystem Device ID** 4

**Virtqueues** 0:requestq.

**Feature bits** None currently defined

**Device configuration layout** None currently defined.

## Device Initialization

1. The virtqueue is initialized

## Device Operation

When the driver requires random bytes, it places the descriptor of one or more buffers in the queue. It will be completely filled by random data by the device.

# Appendix G: Memory Balloon Device

The virtio memory balloon device is a primitive device for managing guest memory: the device asks for a certain amount of memory, and the guest supplies it (or withdraws it, if the device has more than it asks for). This allows the guest to adapt to changes in allowance of underlying physical memory. If the feature is negotiated, the device can also be used to communicate guest memory statistics to the host.

## Configuration

**Subsystem Device ID** 5

**Virtqueues** 0:inflateq. 1:deflateq. 2:statsq.<sup>20</sup>

**Feature bits**

**VIRTIO\_BALLOON\_F\_MUST\_TELL\_HOST (0)** Host must be told before pages from the balloon are used.

**VIRTIO\_BALLOON\_F\_STATS\_VQ (1)** A virtqueue for reporting guest memory statistics is present.

**Device configuration layout** Both fields of this configuration are always available. Note that they are little endian, despite convention that device fields are guest endian:

```
struct virtio_balloon_config {
    u32 num_pages;
    u32 actual;
};
```

---

<sup>20</sup>Only if VIRTIO\_BALLOON\_F\_STATS\_VQ set

## Device Initialization

1. The inflate and deflate virtqueues are identified.
2. If the `VIRTIO_BALLOON_F_STATS_VQ` feature bit is negotiated:
  - (a) Identify the stats virtqueue.
  - (b) Add one empty buffer to the stats virtqueue and notify the host.

Device operation begins immediately.

## Device Operation

**Memory Ballooning** The device is driven by the receipt of a configuration change interrupt.

1. The “`num_pages`” configuration field is examined. If this is greater than the “actual” number of pages, memory must be given to the balloon. If it is less than the “actual” number of pages, memory may be taken back from the balloon for general use.
2. To supply memory to the balloon (aka. inflate):
  - (a) The driver constructs an array of addresses of unused memory pages. These addresses are divided by 4096<sup>21</sup> and the descriptor describing the resulting 32-bit array is added to the `inflateq`.
3. To remove memory from the balloon (aka. deflate):
  - (a) The driver constructs an array of addresses of memory pages it has previously given to the balloon, as described above. This descriptor is added to the `deflateq`.
  - (b) If the `VIRTIO_BALLOON_F_MUST_TELL_HOST` feature is set, the guest may not use these requested pages until that descriptor in the `deflateq` has been used by the device.
  - (c) Otherwise, the guest may begin to re-use pages previously given to the balloon before the device has acknowledged their withdrawal.<sup>22</sup>
4. In either case, once the device has completed the inflation or deflation, the “actual” field of the configuration should be updated to reflect the new number of pages in the balloon.<sup>23</sup>

---

<sup>21</sup>This is historical, and independent of the guest page size

<sup>22</sup>In this case, deflation advice is merely a courtesy

<sup>23</sup>As updates to configuration space are not atomic, this field isn't particularly reliable, but can be used to diagnose buggy guests.

## Memory Statistics

The stats virtqueue is atypical because communication is driven by the device (not the driver). The channel becomes active at driver initialization time when the driver adds an empty buffer and notifies the device. A request for memory statistics proceeds as follows:

1. The device pushes the buffer onto the used ring and sends an interrupt.
2. The driver pops the used buffer and discards it.
3. The driver collects memory statistics and writes them into a new buffer.
4. The driver adds the buffer to the virtqueue and notifies the device.
5. The device pops the buffer (retaining it to initiate a subsequent request) and consumes the statistics.

**Memory Statistics Format** Each statistic consists of a 16 bit tag and a 64 bit value. Both quantities are represented in the native endian of the guest. All statistics are optional and the driver may choose which ones to supply. To guarantee backwards compatibility, unsupported statistics should be omitted.

```
struct virtio_balloon_stat {
#define VIRTIO_BALLOON_S_SWAP_IN 0
#define VIRTIO_BALLOON_S_SWAP_OUT 1
#define VIRTIO_BALLOON_S_MAJFLT 2
#define VIRTIO_BALLOON_S_MINFLT 3
#define VIRTIO_BALLOON_S_MEMFREE 4
#define VIRTIO_BALLOON_S_MEMTOT 5
    u16 tag;
    u64 val;
} __attribute__((packed));
```

### Tags

**VIRTIO\_BALLOON\_S\_SWAP\_IN** The amount of memory that has been swapped in (in bytes).

**VIRTIO\_BALLOON\_S\_SWAP\_OUT** The amount of memory that has been swapped out to disk (in bytes).

**VIRTIO\_BALLOON\_S\_MAJFLT** The number of major page faults that have occurred.

**VIRTIO\_BALLOON\_S\_MINFLT** The number of minor page faults that have occurred.

**VIRTIO\_BALLOON\_S\_MEMFREE** The amount of memory not being used for any purpose (in bytes).

**VIRTIO\_BALLOON\_S\_MEMTOT** The total amount of memory available (in bytes).

# Appendix X: virtio-mmio

Virtual environments without PCI support (a common situation in embedded devices models) might use simple memory mapped device (“virtio-mmio”) instead of the PCI device.

The memory mapped virtio device behaviour is based on the PCI device specification. Therefore most of operations like device initialization, queues configuration and buffer transfers are nearly identical. Existing differences are described in the following sections.

## Device Initialization

Instead of using the PCI IO space for virtio header, the “virtio-mmio” device provides a set of memory mapped control registers, all 32 bits wide, followed by device-specific configuration space. The following list presents their layout:

- Offset from the device base address | Direction | Name  
Description
- 0x000 | R | MagicValue  
“virt” string.
- 0x004 | R | Version  
Device version number. Currently must be 1.
- 0x008 | R | DeviceID  
Virtio Subsystem Device ID (ie. 1 for network card).
- 0x00c | R | VendorID  
Virtio Subsystem Vendor ID.
- 0x010 | R | HostFeatures  
Flags representing features the device supports.  
Reading from this register returns 32 consecutive flag bits, first bit depending on the last value written to HostFeaturesSel register. Access to this register returns bits  $HostFeaturesSel*32$  to  $(HostFeaturesSel*32)+31$ ,

eg. feature bits 0 to 31 if HostFeaturesSel is set to 0 and features bits 32 to 63 if HostFeaturesSel is set to 1. Also see 2.2.4.2

- 0x014 | W | HostFeaturesSel  
Device (Host) features word selection.  
Writing to this register selects a set of 32 device feature bits accessible by reading from HostFeatures register. Device driver must write a value to the HostFeaturesSel register before reading from the HostFeatures register.
- 0x020 | W | GuestFeatures  
Flags representing device features understood and activated by the driver. Writing to this register sets 32 consecutive flag bits, first bit depending on the last value written to GuestFeaturesSel register. Access to this register sets bits  $GuestFeaturesSel * 32$  to  $(GuestFeaturesSel * 32) + 31$ , eg. feature bits 0 to 31 if GuestFeaturesSel is set to 0 and features bits 32 to 63 if GuestFeaturesSel is set to 1. Also see 2.2.4.2
- 0x024 | W | GuestFeaturesSel  
Activated (Guest) features word selection.  
Writing to this register selects a set of 32 activated feature bits accessible by writing to the GuestFeatures register. Device driver must write a value to the GuestFeaturesSel register before writing to the GuestFeatures register.
- 0x028 | W | GuestPageSize  
Guest page size.  
Device driver must write the guest page size in bytes to the register during initialization, before any queues are used. This value must be a power of 2 and is used by the Host to calculate Guest address of the first queue page (see QueuePFN).
- 0x030 | W | QueueSel  
Virtual queue index (first queue is 0).  
Writing to this register selects the virtual queue that the following operations on QueueNum, QueueAlign and QueuePFN apply to.
- 0x034 | R | QueueNumMax  
Maximum virtual queue size.  
Reading from the register returns the maximum size of the queue the Host is ready to process or zero (0x0) if the queue is not available. This applies to the queue selected by writing to QueueSel.
- 0x038 | W | QueueNum  
Virtual queue size.  
Queue size is a number of elements in the queue, therefore size of the descriptor table and both available and used rings.  
Writing to this register notifies the Host what size of the queue the Guest will use. This applies to the queue selected by writing to QueueSel.



- 0x03c | W | QueueAlign  
Used Ring alignment in the virtual queue.  
Writing to this register notifies the Host about alignment boundary of the Used Ring in bytes. This value must be a power of 2 and applies to the queue selected by writing to QueueSel.
- 0x040 | RW | QueuePFN  
Guest physical page number of the virtual queue.  
Writing to this register notifies the host about location of the virtual queue in the Guest's physical address space. This value is the index number of a page starting with the queue Descriptor Table. Value zero (0x0) means physical address zero (0x00000000) and is illegal. When the Guest stops using the queue it must write zero (0x0) to this register.  
Reading from this register returns the currently used page number of the queue, therefore a value other than zero (0x0) means that the queue is in use.  
Both read and write accesses apply to the queue selected by writing to QueueSel.
- 0x050 | W | QueueNotify  
Queue notifier.  
Writing a queue index to this register notifies the Host that there are new buffers to process in the queue.
- 0x60 | R | InterruptStatus  
Interrupt status.  
Reading from this register returns a bit mask of interrupts asserted by the device. An interrupt is asserted if the corresponding bit is set, ie. equals one (1).
  - Bit 0 | Use Ring Update  
This interrupt is asserted when the Host has updated the Used Ring in at least one of the active virtual queues.
  - Bit 1 | Configuration change  
This interrupt is asserted when configuration of the device has changed.
- 0x064 | W | InterruptACK  
Interrupt acknowledge.  
Writing to this register notifies the Host that the Guest finished handling interrupts. Every bit of the value clears corresponding bit of the InterruptStatus register.
- 0x070 | RW | Status  
Device status.  
Reading from this register returns the current device status flags.  
Writing non-zero values to this register sets the status flags, indicating the Guest progress. Writing zero (0x0) to this register triggers a device reset.  
Also see 2.2.1

- 0x100+ | RW | Config  
Device-specific configuration space starts at an offset 0x100 and is accessed with byte alignment. Its meaning and size depends on the device and the driver.

Virtual queue size is a number of elements in the queue, therefore size of the descriptor table and both available and used rings.

The endianness of the registers follows the native endianness of the Guest. Writing to registers described as “R” and reading from registers described as “W” is not permitted and can cause undefined behavior.

The device initialization is performed as described in 2.2.1 with one exception: the Guest must notify the Host about its page size, writing the size in bytes to GuestPageSize register before the initialization is finished.

The memory mapped virtio devices generate single interrupt only, therefore no special configuration is required.

## Virtqueue Configuration

The virtual queue configuration is performed in a similar way to the one described in 2.3 with a few additional operations:

1. Select the queue writing its index (first queue is 0) to the QueueSel register.
2. Check if the queue is not already in use: read QueuePFN register, returned value should be zero (0x0).
3. Read maximum queue size (number of elements) from the QueueNumMax register. If the returned value is zero (0x0) the queue is not available.
4. Allocate and zero the queue pages in contiguous virtual memory, aligning the Used Ring to an optimal boundary (usually page size). Size of the allocated queue may be smaller than or equal to the maximum size returned by the Host.
5. Notify the Host about the queue size by writing the size to QueueNum register.
6. Notify the Host about the used alignment by writing its value in bytes to QueueAlign register.
7. Write the physical number of the first page of the queue to the QueuePFN register.

The queue and the device are ready to begin normal operations now.

## Device Operation

The memory mapped virtio device behaves in the same way as described in 2.4, with the following exceptions:

1. The device is notified about new buffers available in a queue by writing the queue index to register `QueueNum` instead of the virtio header in PCI I/O space (2.4.1.4).
2. The memory mapped virtio device is using single, dedicated interrupt signal. After receiving an interrupt, the driver must read the `InterruptStatus` register to check what caused the interrupt (see the register description). After the interrupt is handled, the driver must acknowledge it by writing a bit mask corresponding to the serviced interrupt to the `InterruptACK` register.