Microkernel Construction

Introduction

Nils Asmussen

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Normal Organization

- Thursday, 4th DS, 2 SWS
- Slides:

  `www.tudos.org` → Studies → Lectures → MKC
- Subscribe to our mailing list:

  `www.tudos.org/mailman/listinfo/mkc2020`
- In winter term:
  - Microkernel-based operating systems (MOS)
  - Various labs

Organization due to COVID-19

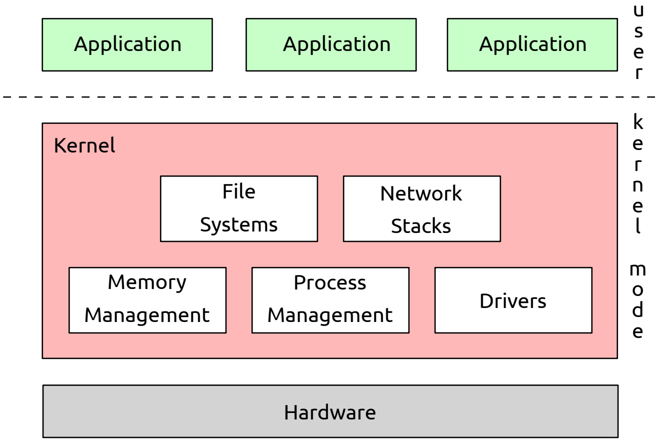
- Slides and video recordings of lectures will be published
- Questions can be asked on the mailing list
- **Subscribe to the mailing list!**
- Practical exercises are planed for the end of the semester
- Depending on how COVID-19 continues, exercises are in person or we use some video-conferencing tool

Goals

1. Provide deeper understanding of OS mechanisms
2. Look at the implementation details of microkernels
3. Make you become enthusiastic microkernel hackers
4. Propaganda for OS research done at TU Dresden and Barkhausen Institut

- Organization
- **Monolithic vs. Microkernel**
  - Kernel design comparison
  - Examples for microkernel-based systems
  - Vision vs. Reality
  - Challenges
- Overview About L4/NOVA

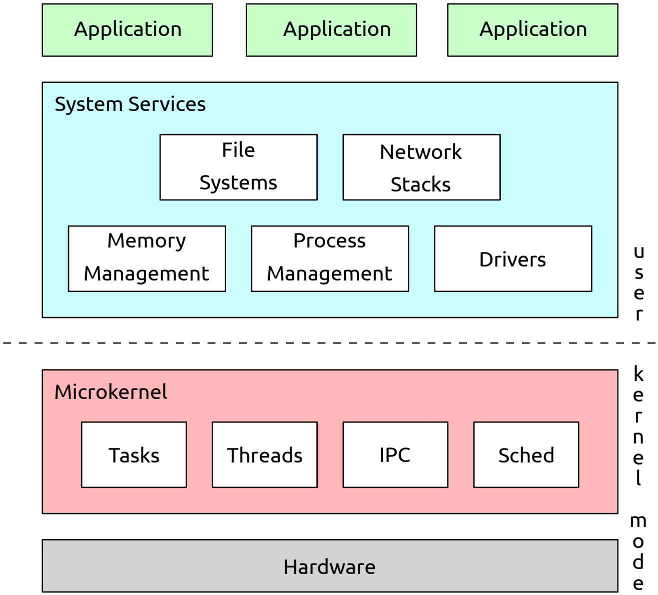
Monolithic Kernel System Design



Monolithic Kernel OS (Propaganda)

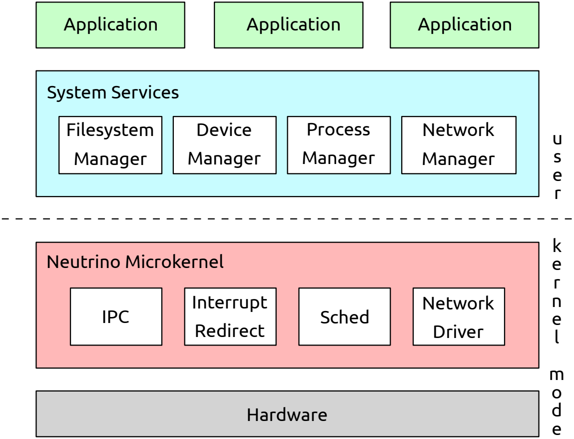
- **System components run in privileged mode**
  - No protection between system components
    - Faulty driver can crash the whole system
    - Malicious app could exploit bug in faulty driver
    - More than 2/3 of today's OS code are drivers
  - No need for good system design
    - Direct access to data structures
    - Undocumented and frequently changing interfaces
  - Big and inflexible
    - Difficult to replace system components
    - Difficult to understand and maintain
- Why something different?
  $\rightarrow$ Increasingly difficult to manage growing OS complexity

Microkernel System Design



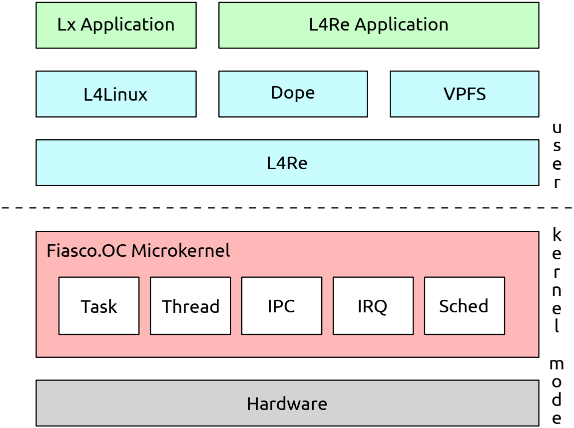
Example: QNX on Neutrino

1. Commercial, targets embedded systems
2. Network transparency



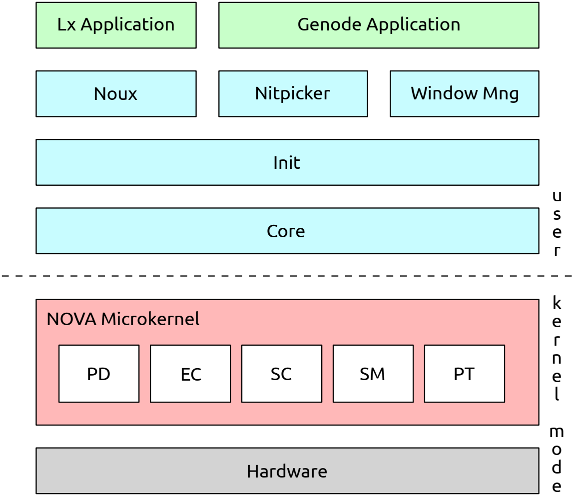
Example: L4Re on Fiasco.OC

1. Developed at our chair, now at Kernkonzept
2. Belongs to the L4 family



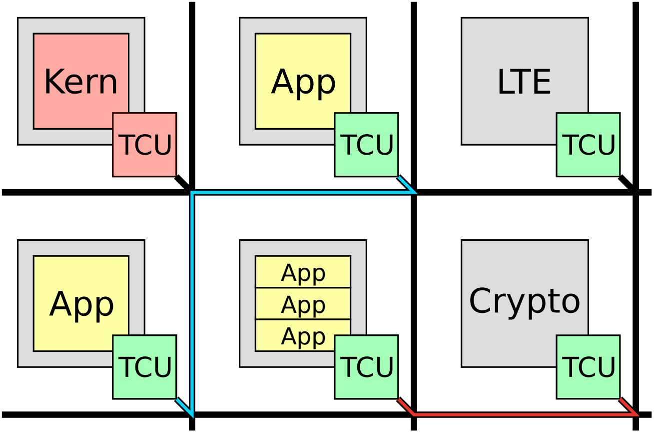
Example: Genode on NOVA

1. Genode is a spin-off of the chair
2. NOVA was built at our chair



Example: M^3

1. Started at our chair, now continued at Barkhausen Institut
2. Similar to L4, but using a hardware/OS co-design

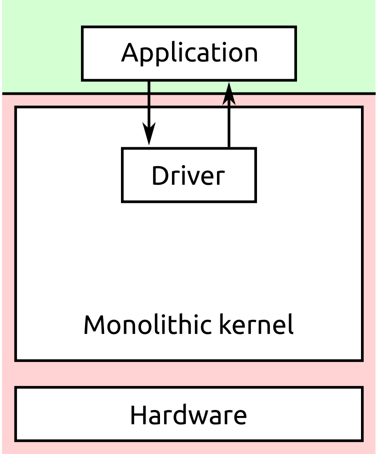


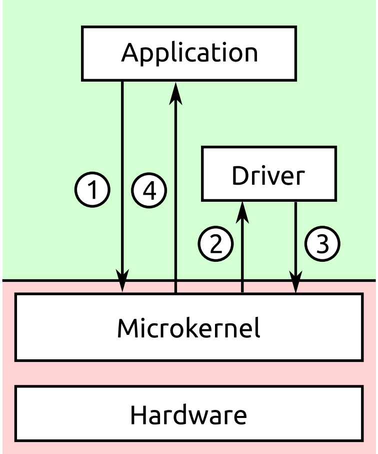
Vision vs. Reality

- Flexibility and Customizable
  - Monolithic kernels are typically modular
- Maintainability and complexity
  - Monolithic kernels have layered architecture
- ✓ Robustness / Security
  - Microkernels are superior due to isolated system components
  - Trusted code size
    - NOVA: 9.000 LOC
    - Linux: $>$ 1.000.000 LOC (without drivers, arch, fs)
- ✗ Performance
  - Application performance degraded
  - Communication overhead (see next slides)

Performance vs. Robustness (1)

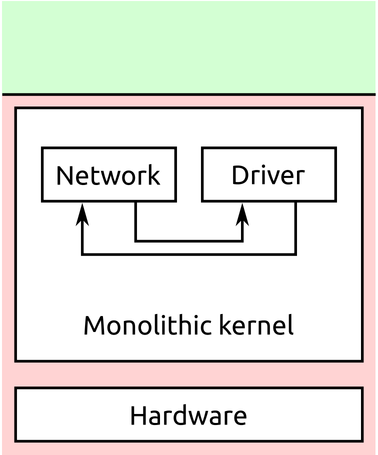
- Monolithic kernel: 2 kernel entries/exits
- Microkernel: 4 kernel entries/exits + 2 context switches

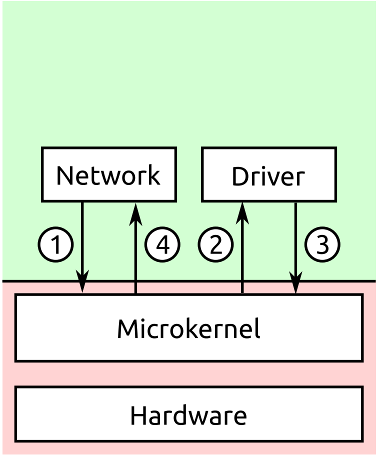




Performance vs. Robustness (2)

- Monolithic kernel: 2 function calls/returns
- Microkernel: 4 kernel entries/exits + 2 context switches





Challenges

1. Build functionally powerful and fast microkernels
    - Provide abstractions and mechanisms
    - Fast communication primitive (IPC)
    - Fast context switches and kernel entries/exits

   → Subject of this lecture

2. Build efficient OS services
    - Memory management
    - Synchronization
    - Device drivers
    - File systems
    - Communication interfaces

   → Subject of lecture "Microkernel-based operating systems"

Outline

- Organization
- Monolithic vs. Microkernel
- **Overview About L4/NOVA**
  - Introduction
  - Kernel Objects
  - Capabilities
  - IPC

L4 Microkernel Family

1. Originally developed by Jochen Liedtke (GMD / IBM Research)
2. Current development:
    - UNSW/OKLABS: OKL4, seL4
    - TU Dresden/Kernkonzept: Fiasco.OC
    - Bedrock Systems/Genode Labs/Cyberus Technology: NOVA
    - Barkhausen Institut: M^3

More Microkernels (incomplete)

- Singularity @ Microsoft Research
- K42 @ IBM Research
- velOSity/INTEGRITY @ Green Hills Software
- Chorus/ChorusOS @ Sun Microsystems
- PikeOS @ SYSGO AG
- EROS/CoyotOS @ John Hopkins University
- Minix @ FU Amsterdam
- Amoeba @ FU Amsterdam
- Pebble @ Bell Labs
- Grasshopper @ University of Sterling
- Flux/Fluke @ University of Utah
- Pistachio @ KIT
- Barrelfish @ ETH Zurich

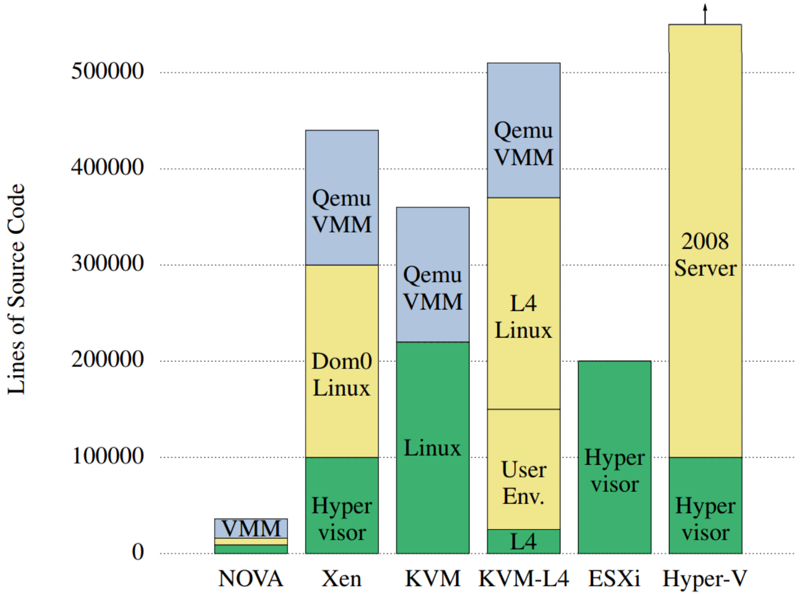
L4 Concepts

1. Jochen Liedtke: "A microkernel does no real work"
   - Kernel provides only inevitable mechanisms
   - No policies implemented in the kernel
2. Abstractions
   - Tasks with address spaces
   - Threads executing programs/code
3. Mechanisms
   - Resource access control
   - Scheduling
   - Communication (IPC)

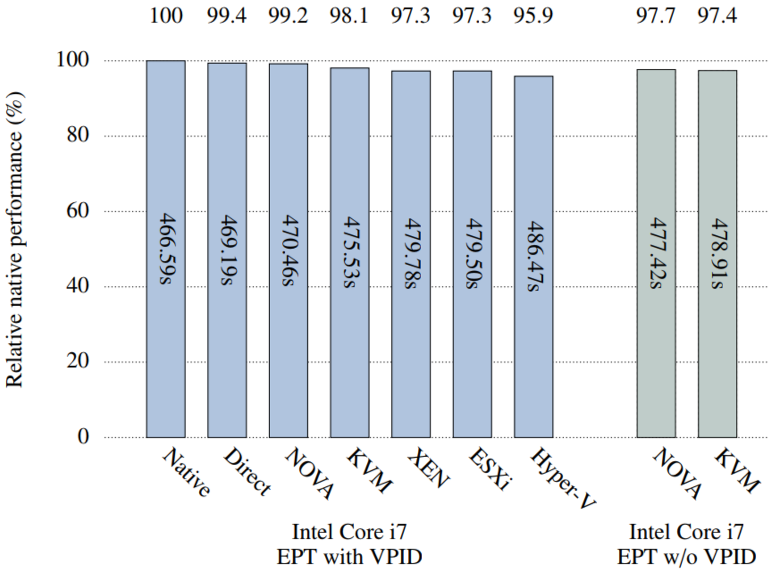
Why NOVA?

- NOVA is small and simple ($\simeq$ 9000 SLOC)
- NOVA is arguably elegant
- NOVA is efficient
- NOVA is open source:
  `https://github.com/udosteinberg/NOVA`

Why NOVA: TCB Size



Why NOVA: Performance



Protection Domain (PD)

- PD is a resource container
  - Object capabilities (e.g., PD, execution context, . . .)
  - Memory capabilities (pages)
  - I/O port capabilities (NOVA runs only on x86)
- Capabilities can be exchanged between PDs
- Typically, PD contains one or more execution contexts
- Not hierarchical (in the kernel)

NOVA to Fiasco.OC

Protection Domain $\simeq$ Task

Execution Context (EC)

- EC is the entity that executes code
  - User code (application)
  - Kernel code (syscalls, pagefaults, IRQs, exceptions)
- Has a user thread control block (UTCB) for IPC
- Belongs to exactly one PD
- Receives time to execute from scheduling contexts
- Pinned on a CPU (not migratable)
- Three variants: Local EC, Global EC and VCPU

NOVA to Fiasco.OC

Execution Context $+$ Scheduling Context $\simeq$ Thread

Scheduling Context (SC)

- SC supplies an EC with time
- Has a budget and a priority
- NOVA schedules SCs in round robin fashion
- Scheduling an SC, activates the associated EC

NOVA to Fiasco.OC

Execution Context + Scheduling Context $\simeq$ Thread

Portal (PT)

- A portal is an endpoint for synchronous IPC
- Each portal belongs to exactly one (Local) EC
- Calling a portal, transfers control to the associated EC
- Data and capability exchange via UTCB
- No cross-core IPC

NOVA to Fiasco.OC

Portal $\simeq$ IPC Gate

Semaphore (SM)

- A semaphore offers asynchronous communication (one bit)
- Supports: up, down and zero
- Can be used cross-core
- Hardware interrupts are represented as semaphores

NOVA to Fiasco.OC

Semaphore $\simeq$ IRQ

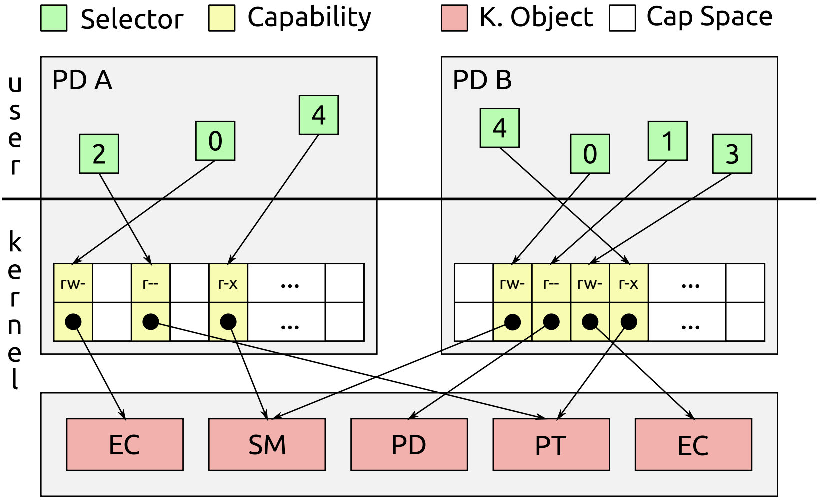
Capabilities

- Access to kernel objects is provided by capabilities
- Capability is a pair: (pointer to kernel object, permissions)
- Every PD has its own capability space (local, isolated)
- Capabilites can be exchanged:
  - Delegate: copy capability from one Cap Space to the other
  - Revoke: remove capability, recursively
- Applications use selectors to denote capabilities

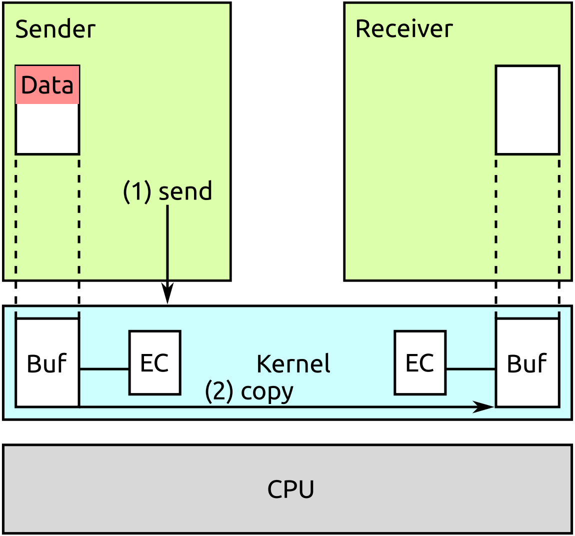
NOVA to Fiasco.OC

Delegate = Map

Capabilities Overview



Interprocess Communication



Lecture Outline

- **Introduction**
- Threads and address spaces
- Kernel entry and exit
- Interprocess communication
- Capabilities
- Case study: L4Re
- Case study: M^3
- Case study: Escape
- Exercise: kernel entry, exit
- Exercise: Linkerscript, Multiboot, ELF
- Exercise: Thread switching