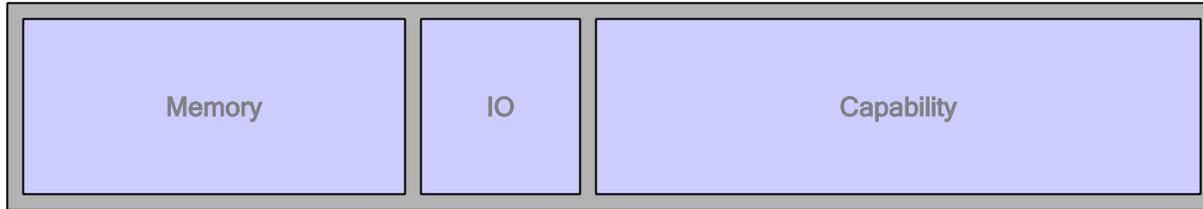


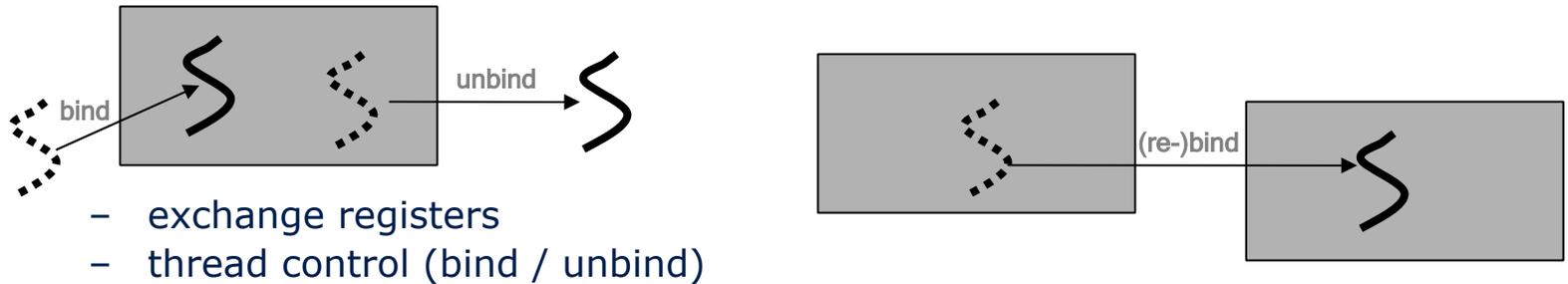
# A Brief Overview on L4.Sec

# L4.Sec: Kernel Objects

- Address Space

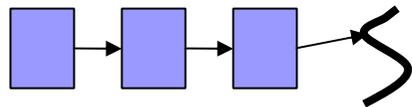


- Thread



- exchange registers
- thread control (bind / unbind)

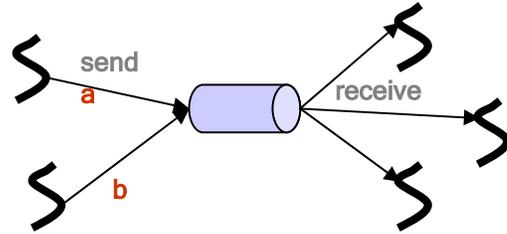
- Reservation



- schedule
- thread switch

# L4.Sec: Kernel Objects

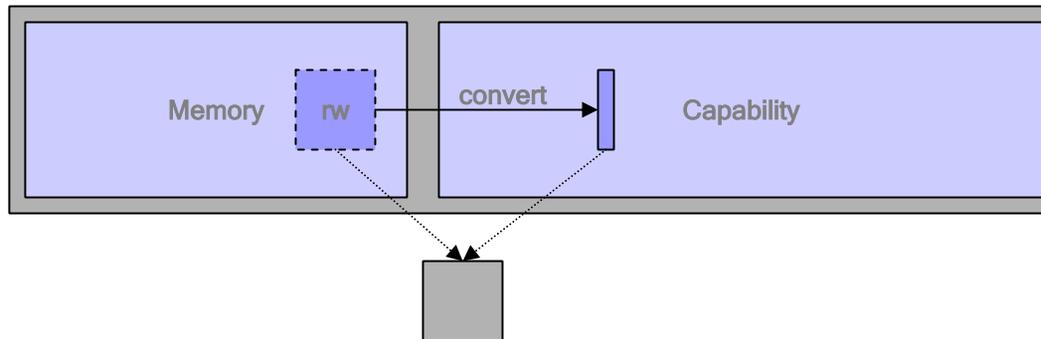
- Endpoints



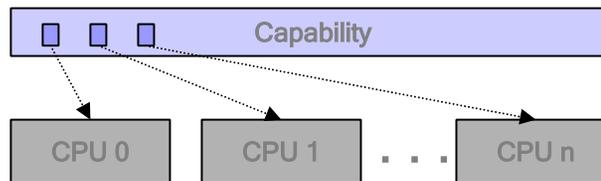
select one receiver: policy undefined

kernel delivers badge of sender's capability in message

- Kernel Page



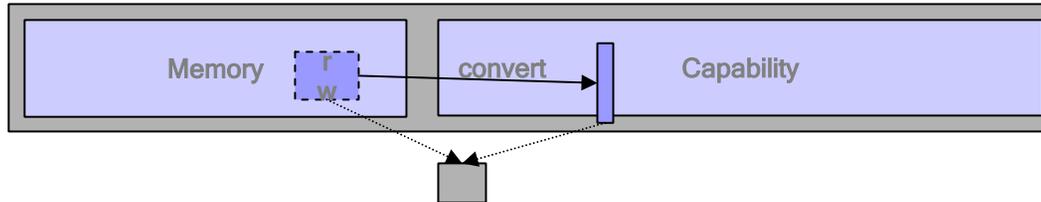
- CPU



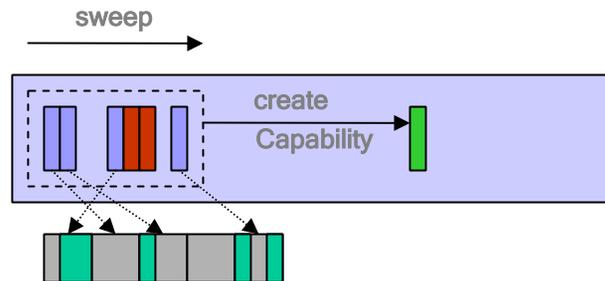
-start / stop  
( frequency control / power control [if not via IO-ports] )

# L4.Sec: Object Creation

## 1) Convert Memory Pages to Kernel Pages



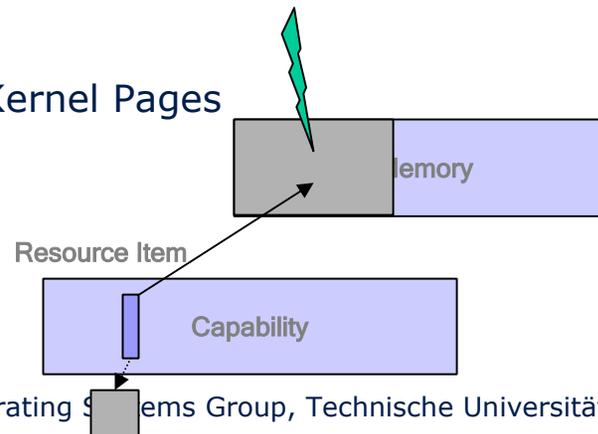
## 2a) Create First Class Object in Kernel Pages

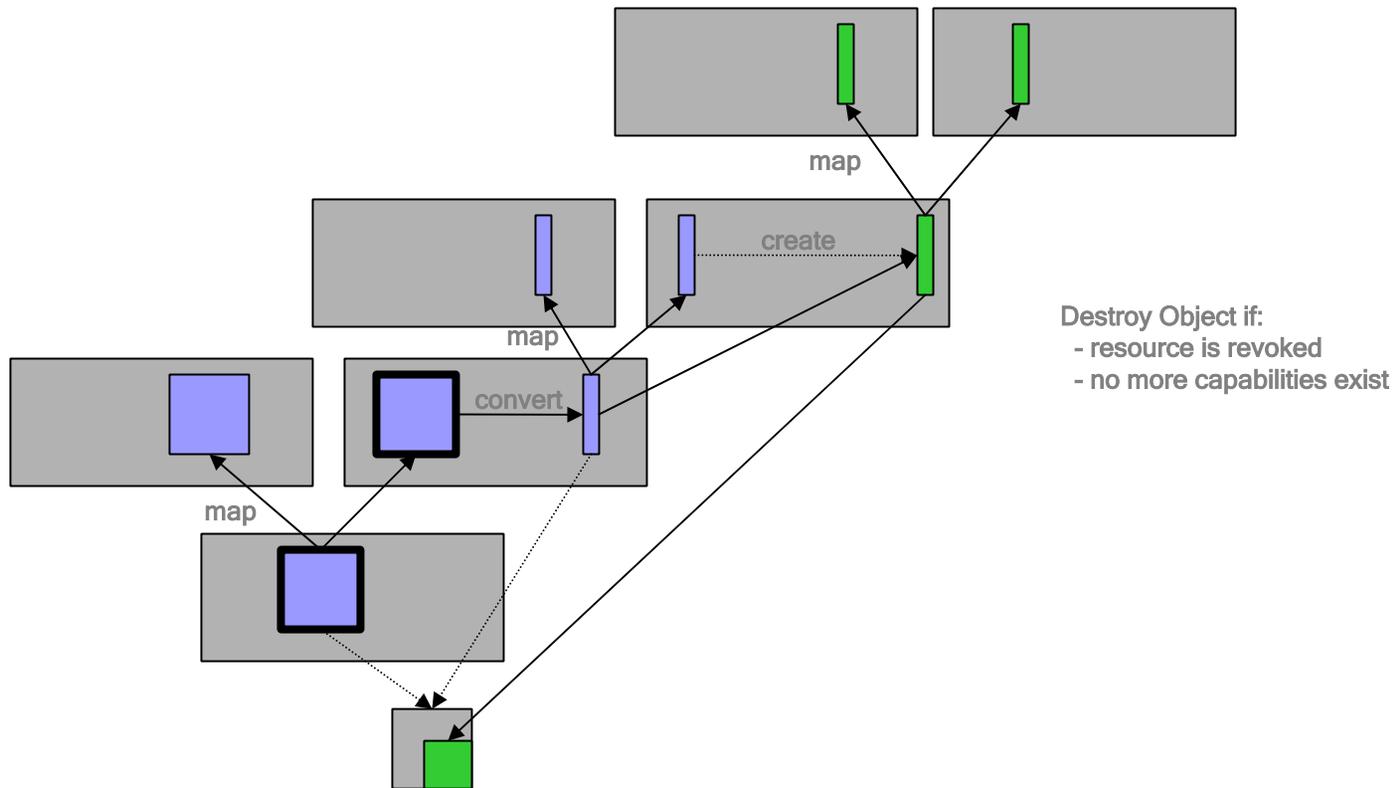


- sweep through fpage
- select kernel page (skip other capabilities)
  - try to allocate object
  - allocate if free space + correct alignment

## 2b) Create Second Class Object in Kernel Pages

- page- / capability tables
- mapping-database nodes





# L4.Sec: Self Unmap / Cycles / Cascade Effects

