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# Hardware Resource Control in L4 μ-kernels



## François Goichon, Guillaume Salagnac, Stéphane Frénot

University of Lyon, INRIA

#### **Motivation**

In most operating systems, userland processes have unrestricted access to hardware drivers, by system calls in monolithic kernels or IPCs in  $\mu$ -kernels such as L4. This unrestricted access can often allow malicious software to force a denial of service on the driver or strongly impact its quality of service.

To mitigate this safety issue without impacting much drivers code, our approach is to extend L4 IPCs by adding a control layer to IPCs aimed at drivers.

This would allow admission control to the driver, as well as accounting and managing the driver's occupation by user processes.

#### **Context: Operating System Kernels**

#### **Monolithic Kernels**

USERLAND

Application 1

Application 2

File System

Network Stack

Scheduling

Threads

Memory Layout

...

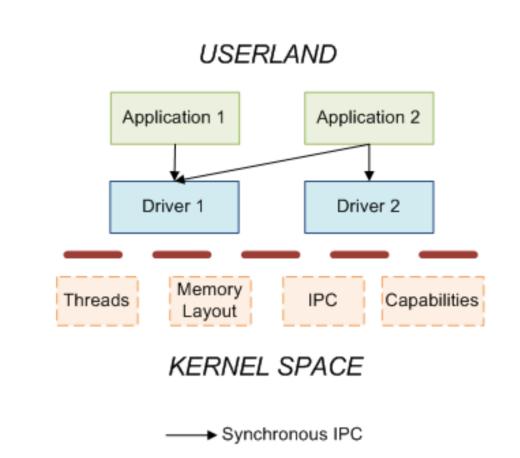
All privileged code in kernel

→ Function / System Call

KERNEL SPACE

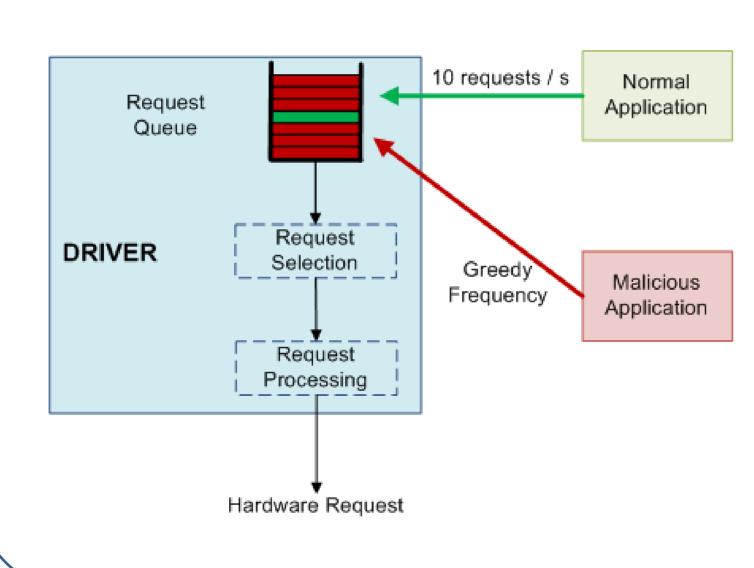
- Communication via method calls
- Unified drivers interface (IOS)

#### L4 μ-kernel

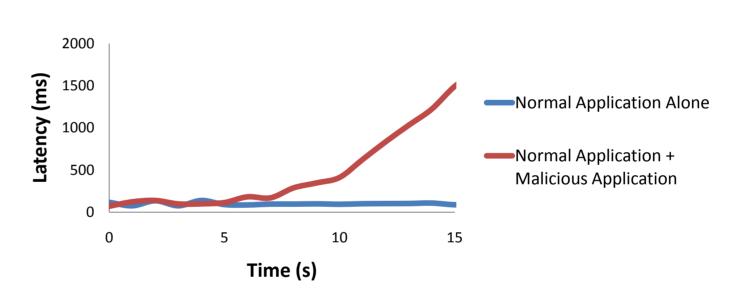


- Minimal kernel
- Communication via synchronous IPCs
- Userland privileges managed by capabilities

## An Example of Resource Monopolization



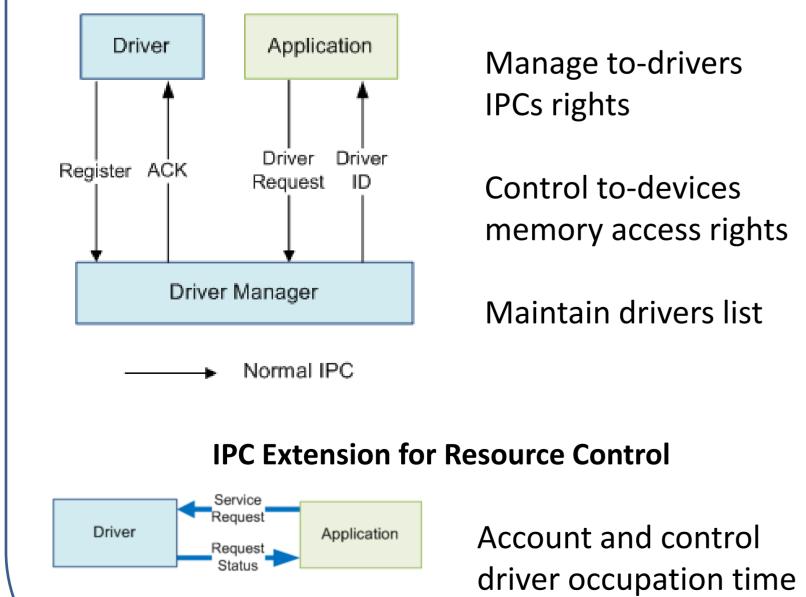
## Delay between application deadlines and actual processing



→ The quality of service provided by the driver to the normal application is severely impacted

#### **Proposition: Extend L4 IPCs**

#### **Admission Control**



#### **Expected Benefits**

- **Safety:** Prevent malicious threads from monopolizing drivers
- QoS Management: Accounting and admission control would allow resource reservation and realtime guarantees

#### **Open Questions**

- How about resource control in higher layers?
- Which uniform resource reservation model?
- Robustness of managed IPCs to malicious users?





