

**8,700 LoC**  
**1 Microkernel**  
**0 Bugs\***

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CTO and Founder, Open Kernel Labs



Australian Government  
Department of Communications,  
Information Technology and the Arts  
Australian Research Council

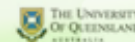
NICTA Members



Department of State and  
Regional Development



The University of Sydney



NICTA Partners

**\*Conditions apply**

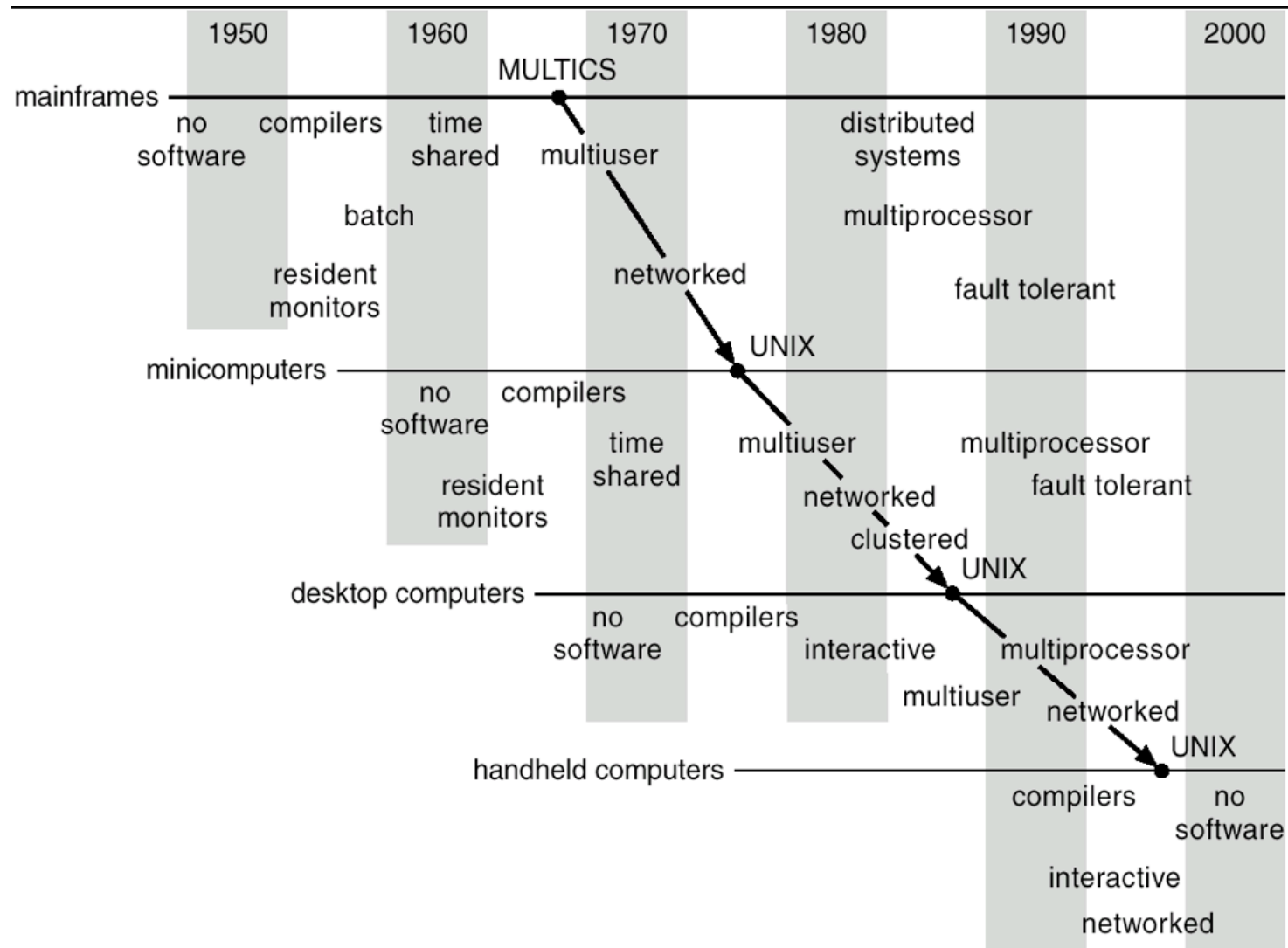
## Windows

An exception 06 has occurred at 0028:C11B3ADC in VxD DiskTSD(03) + 00001660. This was called from 0028:C11B40C8 in VxD voltrack(04) + 00000000. It may be possible to continue normally.

- \* Press any key to attempt to continue.
- \* Press CTRL+ALT+RESET to restart your computer. You will lose any unsaved information in all applications.

Press any key to continue

# System-Software Timeline



# The Problem





# Microkernel Approach

## Small trustworthy foundation

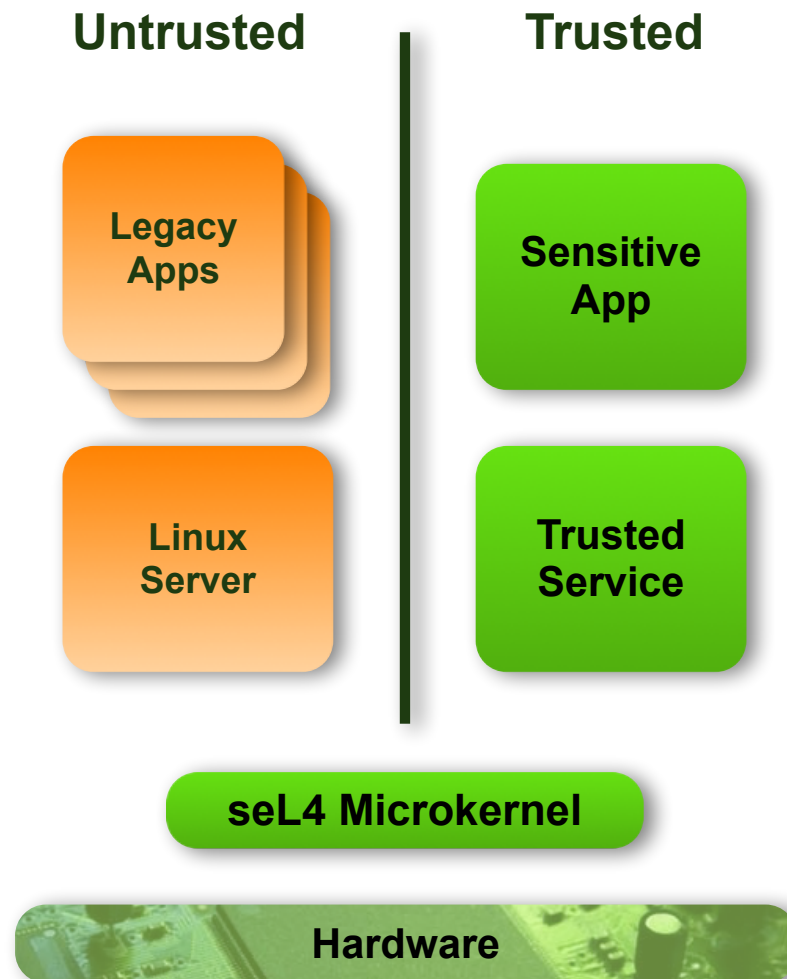
- Fault isolation
- Fault identification
- IP protection
- Modularity
- High assurance components in presence of other

## Designed for verification

- small API

## Designed for security

- novel kernel resource management



# Aim: Suitable for Real-World Use

## Model: OKL4 microkernel

- resulting from L4-based research at NICTA/UNSW
- spun out to independent company Open Kernel Labs in 2006
- deployed in >300 M devices



**Open Kernel Labs™**

*Be open. Be safe.*



## seL4 API based on L4:

- IPC
- Threads
- Virtual Memory
- IRQs, exception redirection
- Capabilities

# The Proof



What

definition

```
schedule :: unit s_monad where
schedule ≡ do
  threads ← allActiveTCBs;
  thread ← select threads;
  switch_to_thread thread
od
OR switch_to_idle_thread
```

Specification

Proof

How

```
void
schedule(void) {
  switch ((word_t)ksSchedulerAction) {
    case (word_t)SchedulerAction_ResumeCurrentThread:
      break;

    case (word_t)SchedulerAction_ChooseNewThread:
      chooseThread();
      ksSchedulerAction = SchedulerAction_ResumeCurrentThread;
      break;

    default: /* SwitchToThread */
      switchToThread(ksSchedulerAction);
      ksSchedulerAction = SchedulerAction_ResumeCurrentThread;
      break;
  }
}

void
chooseThread(void) {
  prio_t prio;
  tcb_t *thread, *next;
```



**\*conditions apply**



### **Assume correct:**

- compiler + linker (wrt. C op-sem)
- assembly code (600 loc)
- hardware (ARMv6)
- cache and TLB management
- boot code (1,200 loc)



**Proof**

**Specification**



**Code**

**Assumptions**

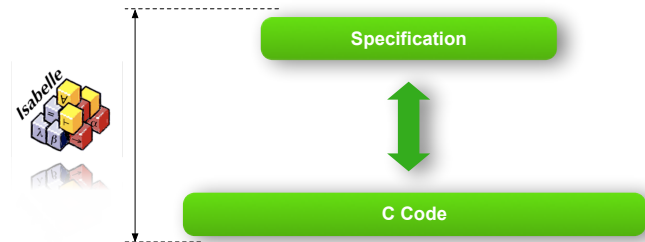




# Implications

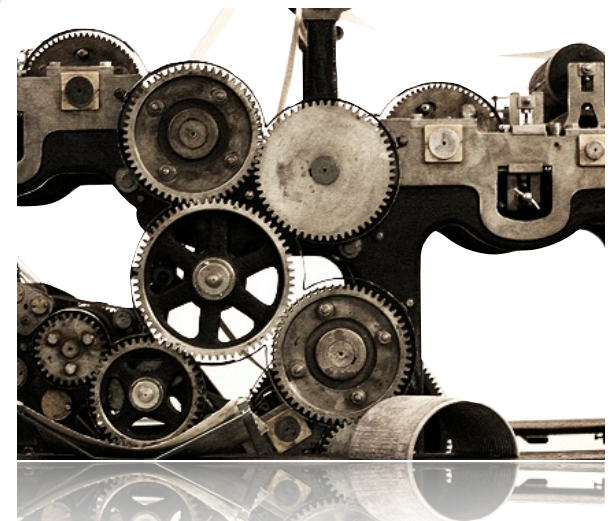
## Execution always defined:

- no null pointer de-reference
- no buffer overflows
- no code injection
- no memory leaks/out of kernel memory
- no div by zero, no undefined shift
- no undefined execution
- no infinite loops/recursion

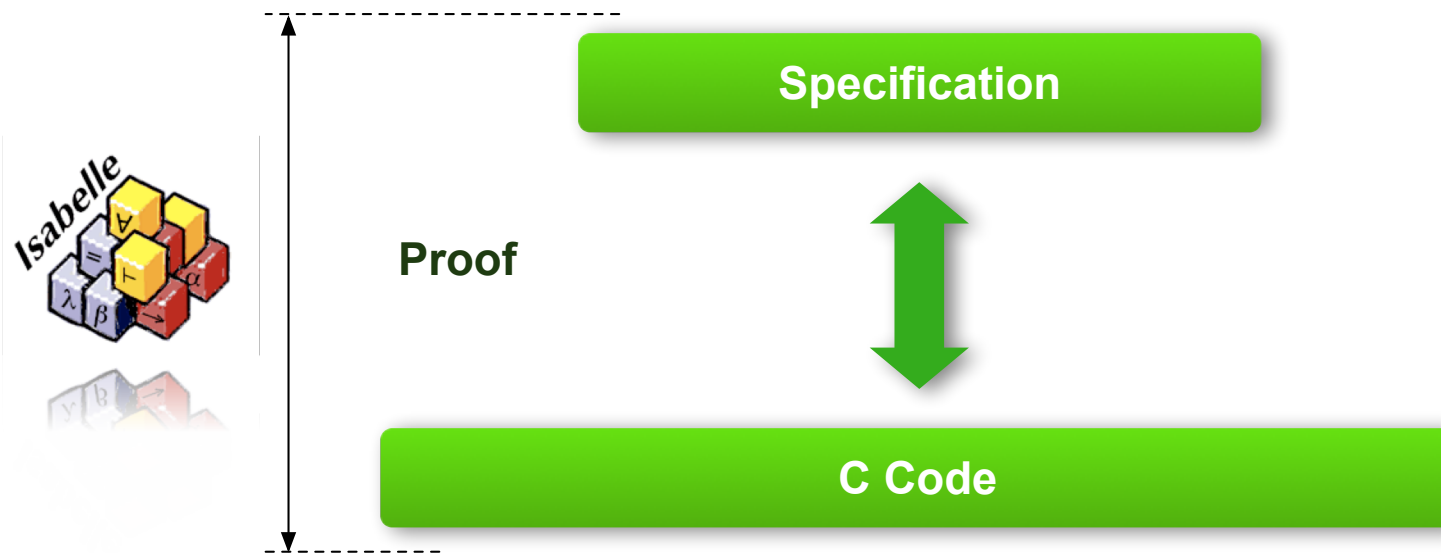


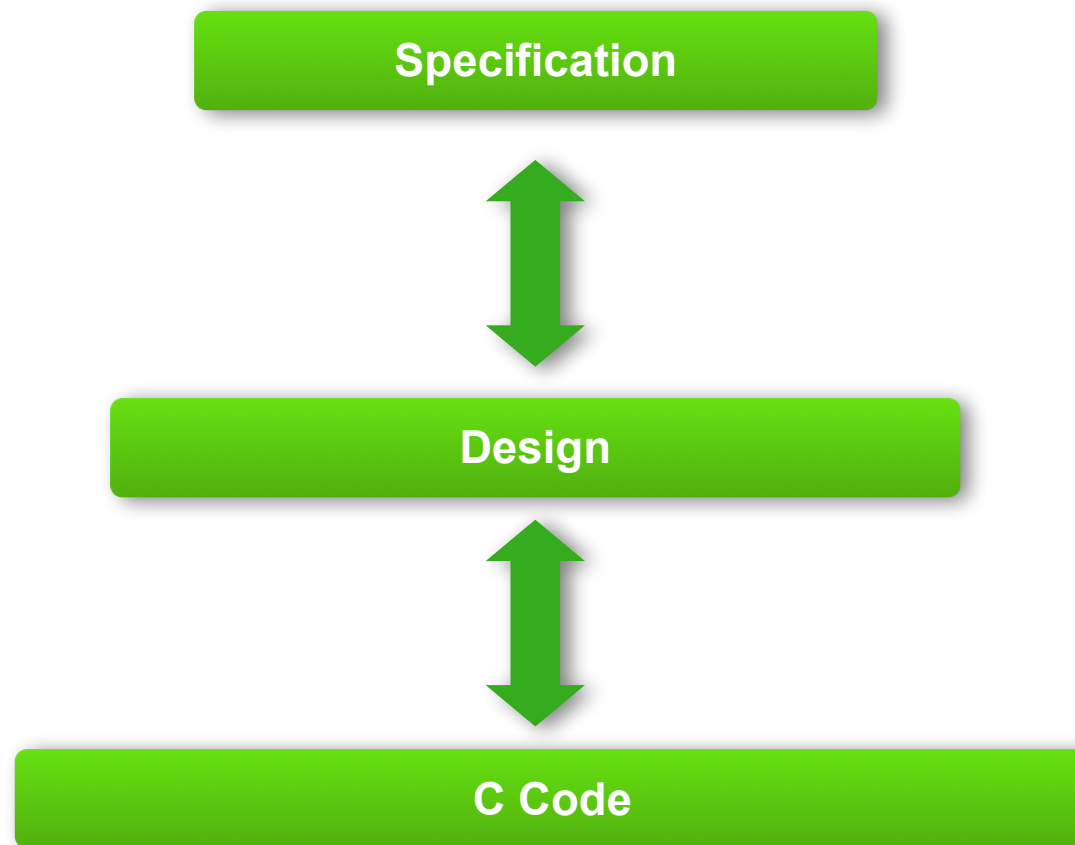
## Not implied:

- “secure” (define secure)
- zero bugs from expectation to physical world
- covert channel analysis



# Proof Architecture





# Proof Architecture

Access Control Spec

Confinement

Specification

Design

C Code

definition

```
schedule :: unit s_monad where
schedule ≡ do
  threads ← allActiveTCBs;
  thread ← select threads;
```

```
schedule :: Kernel ()
```

```
void
schedule(void) {
  switch ((word_t)ksSchedulerAction) {
    case (word_t)SchedulerAction_ResumeCurrentThread:
      break;

    case (word_t)SchedulerAction_ChooseNewThread:
      chooseThread();
      ksSchedulerAction = SchedulerAction_ResumeCurrentThread;
      break;

    default: /* SwitchToThread */
      switchToThread(ksSchedulerAction);
      ksSchedulerAction = SchedulerAction_ResumeCurrentThread;
      break;
  }
}
```

```
void
chooseThread(void) {
  prio_t prio;
  tcb_t *thread, *next;
```

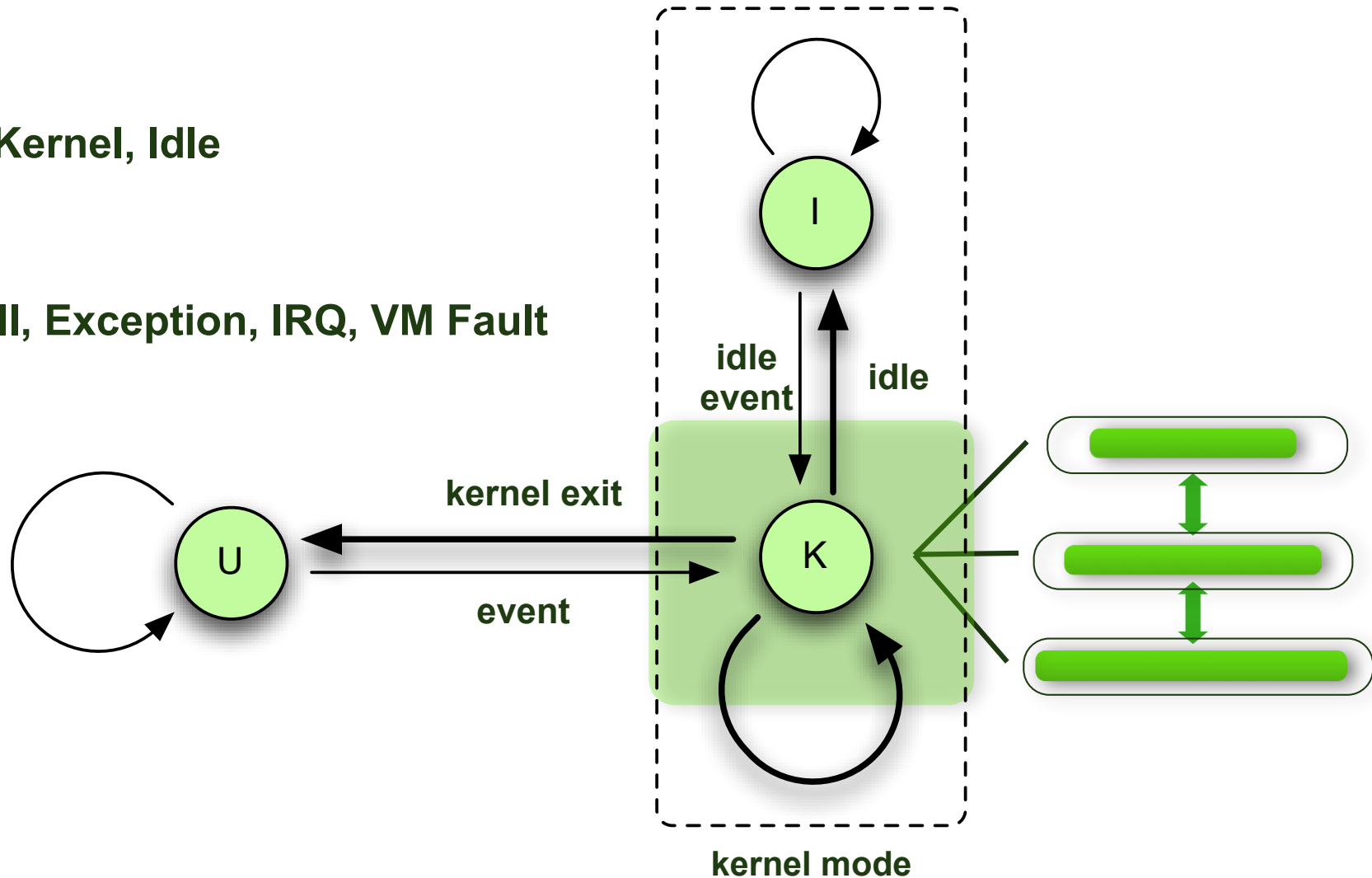
# System Model

**States:**

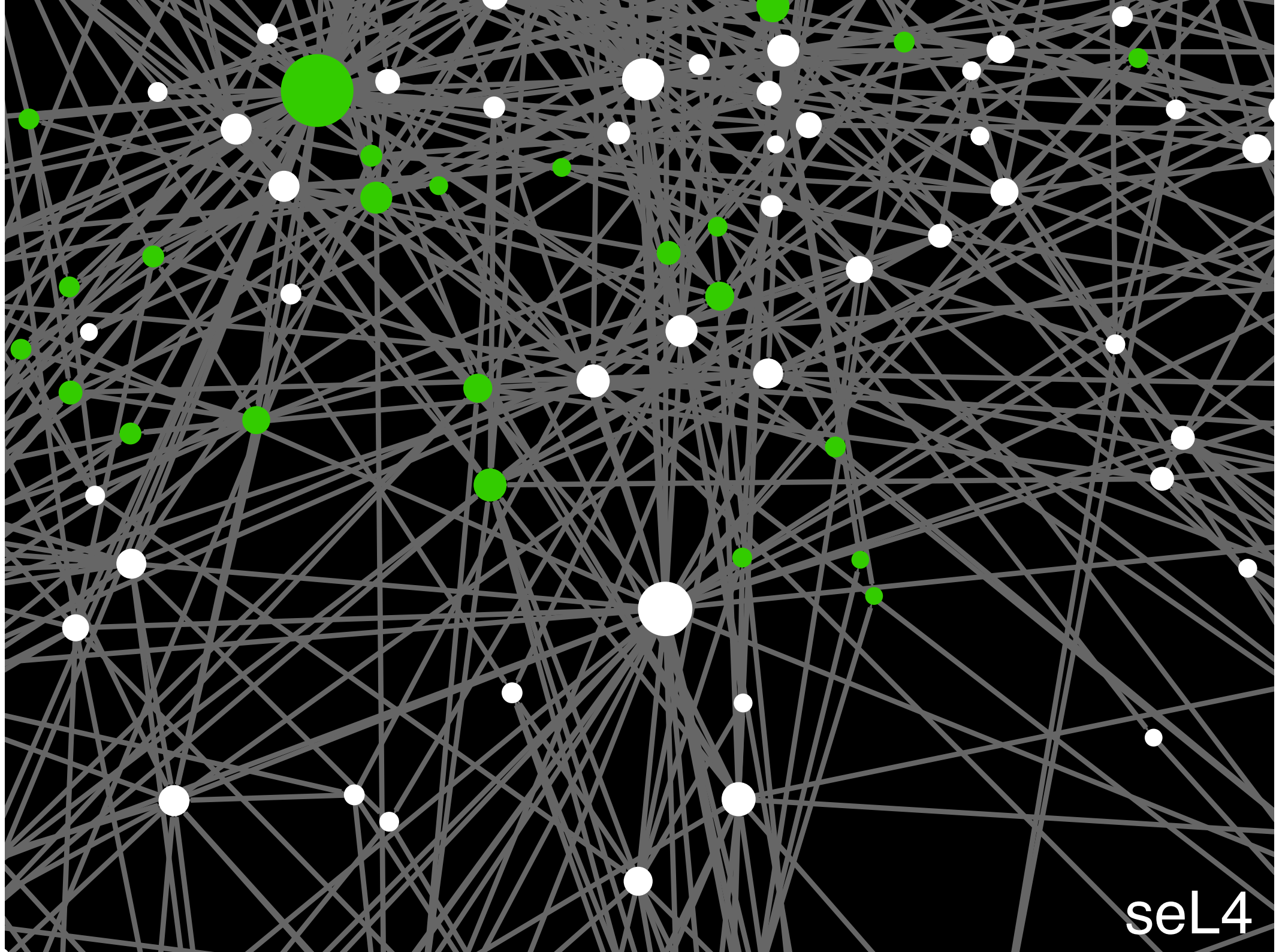
**User, Kernel, Idle**

**Events:**

**Syscall, Exception, IRQ, VM Fault**

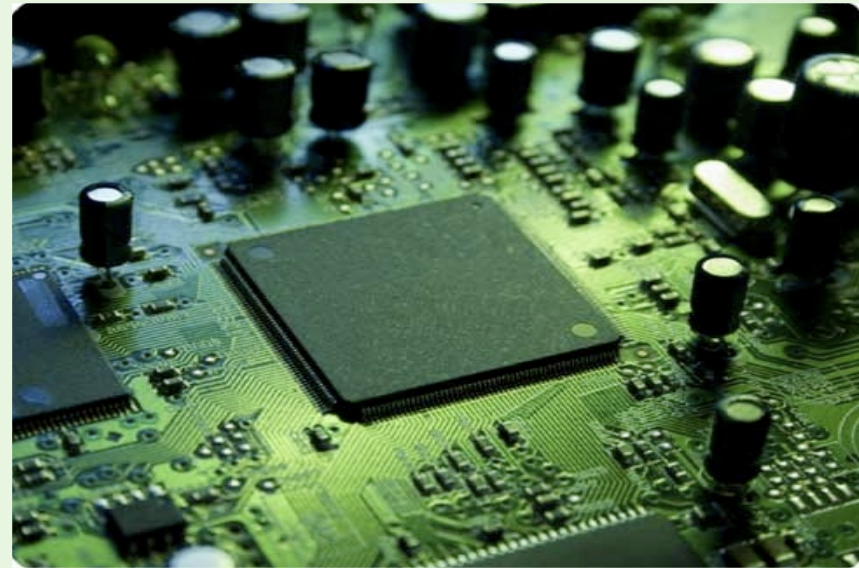






seL4

# Kernel Design for Verification



# Two Teams

## Formal Methods Practitioners

### Kernel Developers



**The Power of  
Abstraction**

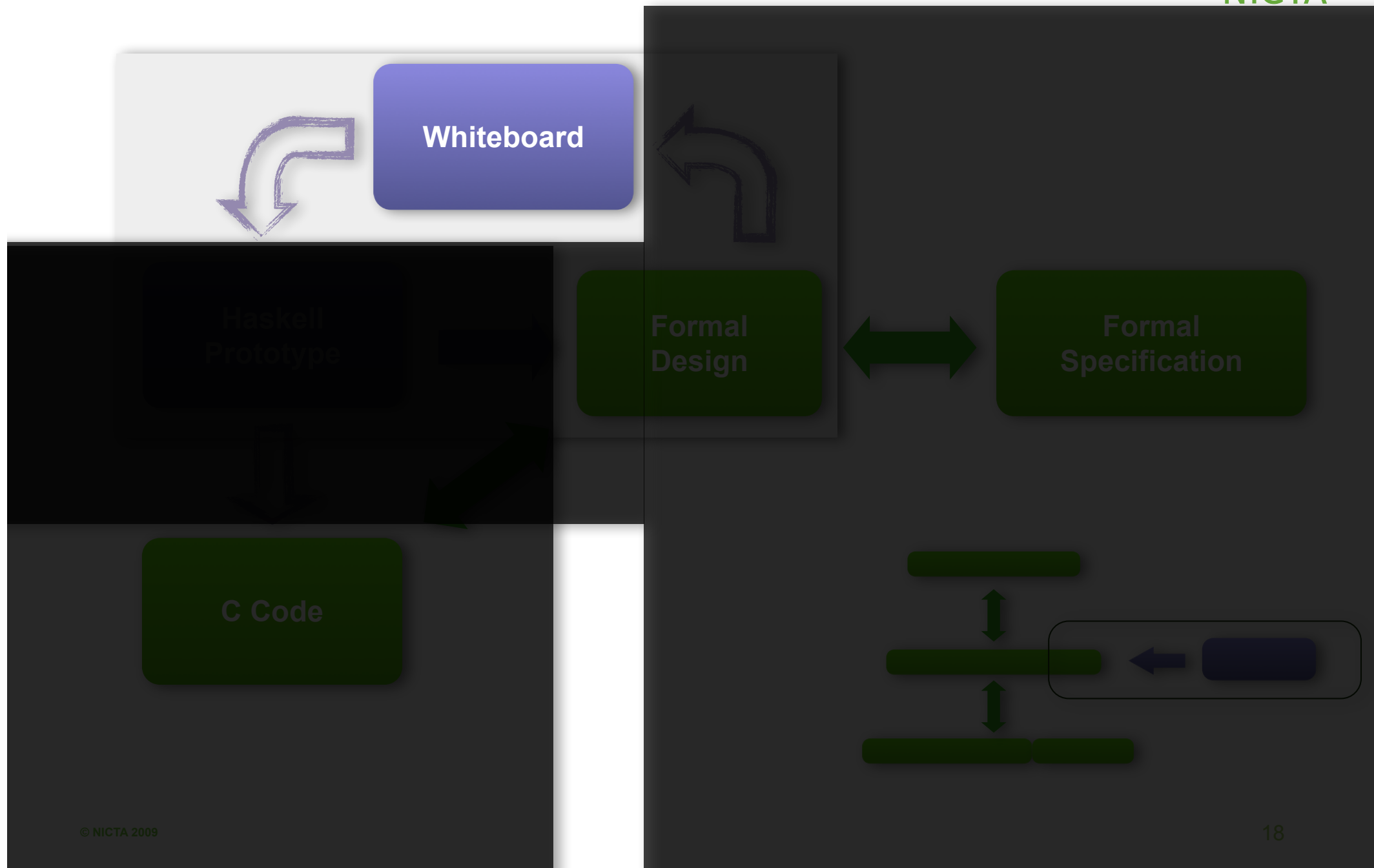
**[Liskov 09]**



**Exterminate All  
OS Abstractions!**

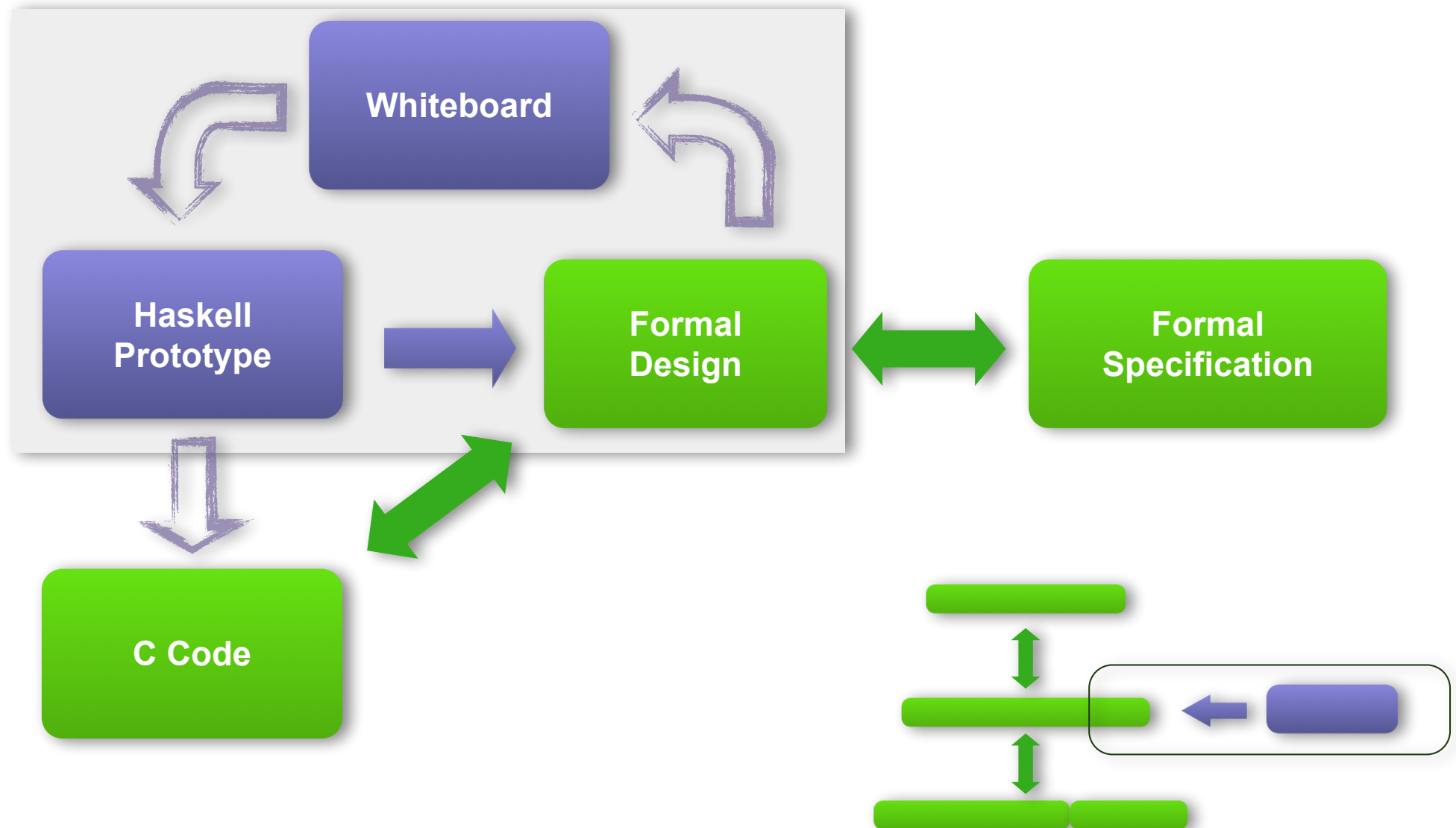
**[Engler 95]**

# Iterative Design and Formalisation





# Iterative Design and Formalisation





## 20

## Everything from C standard

- **including:**

- pointers, casts, pointer arithmetic
- data types
- structs, padding
- pointers into structs
- precise finite integer arithmetic

- **plus** compiler assumptions on:

- data layout, encoding, endianness

- **minus:**

- goto, switch fall-through
- reference to local variable
- side-effects in expressions
- function pointers (restricted)
- unions

```
void
schedule(void) {
    switch ((word_t)ksSchedulerAction) {
        case (word_t)SchedulerAction_ResumeCurrentThread:
            break;

        case (word_t)SchedulerAction_ChooseNewThread:
            chooseThread();
            ksSchedulerAction = SchedulerAction_ResumeCurrentThread;
            break;

        // ... other cases ...

        case (word_t)SchedulerAction_SwitchToThread:
            if (!isRunnable(thread)) {
                next = thread->tcbSchedNext;
                tcbSchedDequeue(thread);
            } else {
                switchToThread(thread);
                return;
            }
    }
    switchToIdleThread();
}
```

# Did you find any Bugs?

## Bugs found

during testing: 16



### during verification:

- in C: 160
- in design: ~150
- in spec: ~150

**460 bugs**

## Effort

Haskell design	2 py
First C impl.	2 weeks
Debugging/Testing	2 months
Kernel verification	12 py
Formal frameworks	10 py
Total	25 py

## Comparison of approaches

Trad. engineering	4-6 py
Repeat verification	6 py

## Cost

Common Criteria EAL6:	<b>\$87M</b>
L4.verified:	<b>\$6M</b>

## Formal proof all the way from spec to C

- **200 kLoC** handwritten, machine-checked proof, **10 k** theorems
- **~460** bugs (160 in C)
- Verification on **code**, **design**, and **spec**
- **Hard in the proof** → **Hard in the implementation**

## Formal Code Verification up to 10 kLoC:

It works.  
It's feasible.                      (It's fun, too...)  
It's cheaper.







## Remove limitations

- verify assembler code
- verify bootstrap code
- verify MMU operations
- multicore version
- verify x86 version
- temporal isolation
- information flow

## Towards real systems

- 1 MLoC
- real-time analysis
- power management





# The Team (Past and Present)

- June Andronick
- Timothy Bourke
- Andrew Boyton
- David Cock
- Jeremy Dawson
- Philip Derrin
- Dhammika Elkaduwe
- **Kevin Elphinstone**
  - *leader, kernel design*
- Kai Engelhardt
- David Greenaway
- Lukas Haenel
- Gernot Heiser
- **Gerwin Klein**
  - *leader, verification*
- Rafal Kolanski
- Jia Meng
- Catherine Menon
- Michael Norrish
- Thomas Sewell
- David Tsai
- Harvey Tuch
- Michael von Tessin
- Adam Walker
- Simon Winwood

# Thank You

Google

