

seL4

Formal Verification of an OS Kernel

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Australian Government

Department of Communications,
Information Technology and the Arts

Australian Research Council

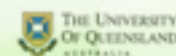
NICTA Members



Department of State and
Regional Development



The University of Sydney



NICTA Partners

L4 Verified

L4-Verified

1 microkernel

8,700 lines of C

0 bugs*

qed

*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

The Problem



Small trustworthy foundation

- hypervisor, microkernel, nano-kernel, virtual machine, separation kernel, exokernel ...
- High assurance components in presence of other components

seL4 API:

- IPC
- Threads
- VM
- IRQ
- Capabilities

Untrusted

Legacy
Apps

Linux
Server

Trusted

Sensitive
App

Trusted
Service

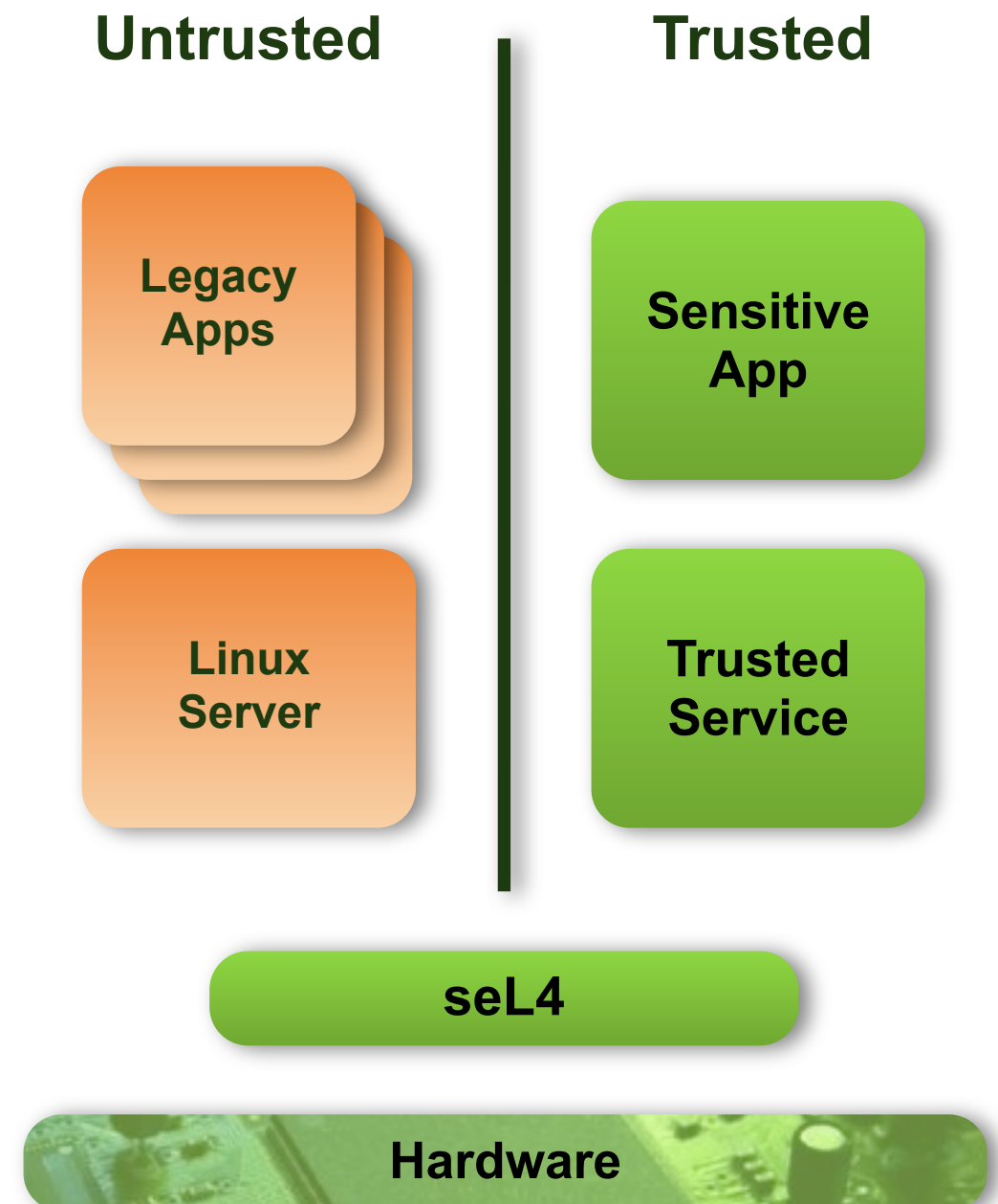
Hardware

Small trustworthy foundation

- hypervisor, microkernel, nano-kernel, virtual machine, separation kernel, exokernel ...
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seL4 API:

- IPC
- Threads
- VM
- IRQ
- Capabilities



The Proof



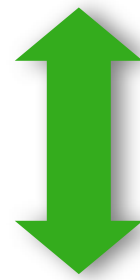
The Proof



Functional Correctness

Proof

Specification



Code

What

Specification

definition

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

Proof



Code

Functional Correctness

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Specification

definition

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schedule :: unit s_monad where
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Proof

How

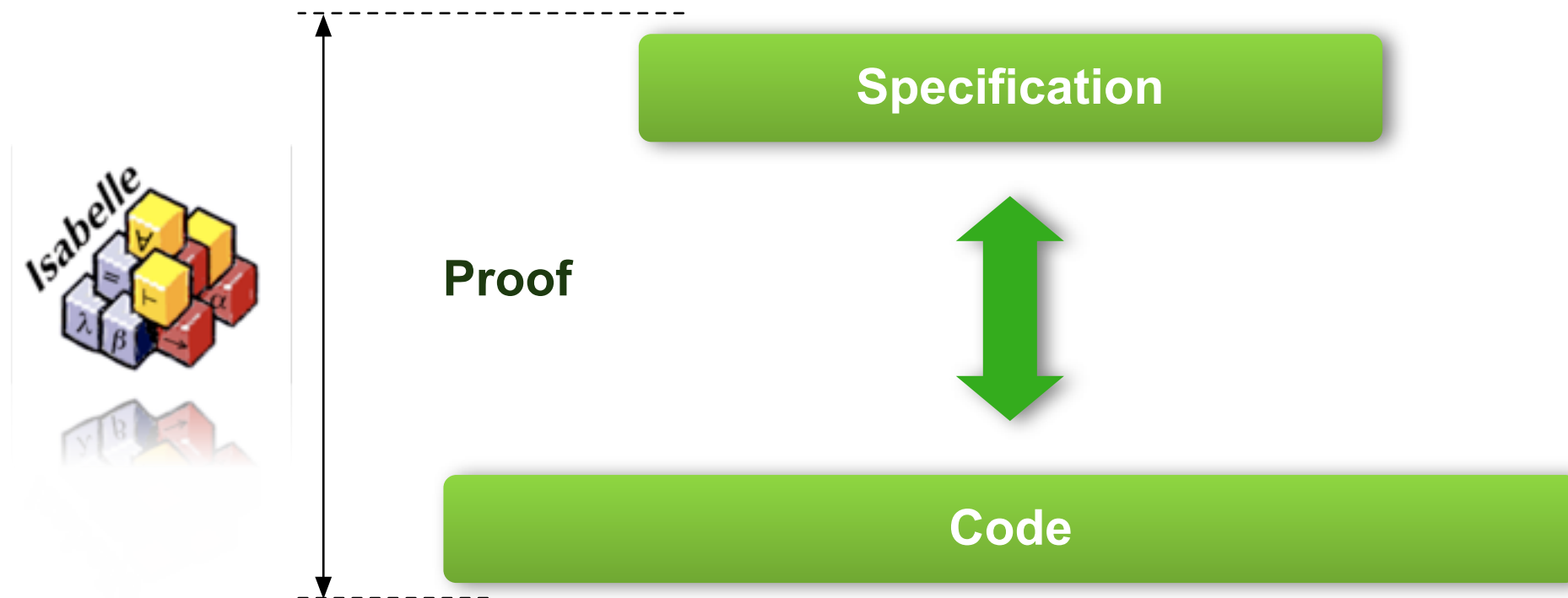
```
void
schedule(void) {
  switch ((word_t)ksSchedulerAction) {
    case (word_t)SchedulerAction_ResumeCurrentThread:
      break;

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

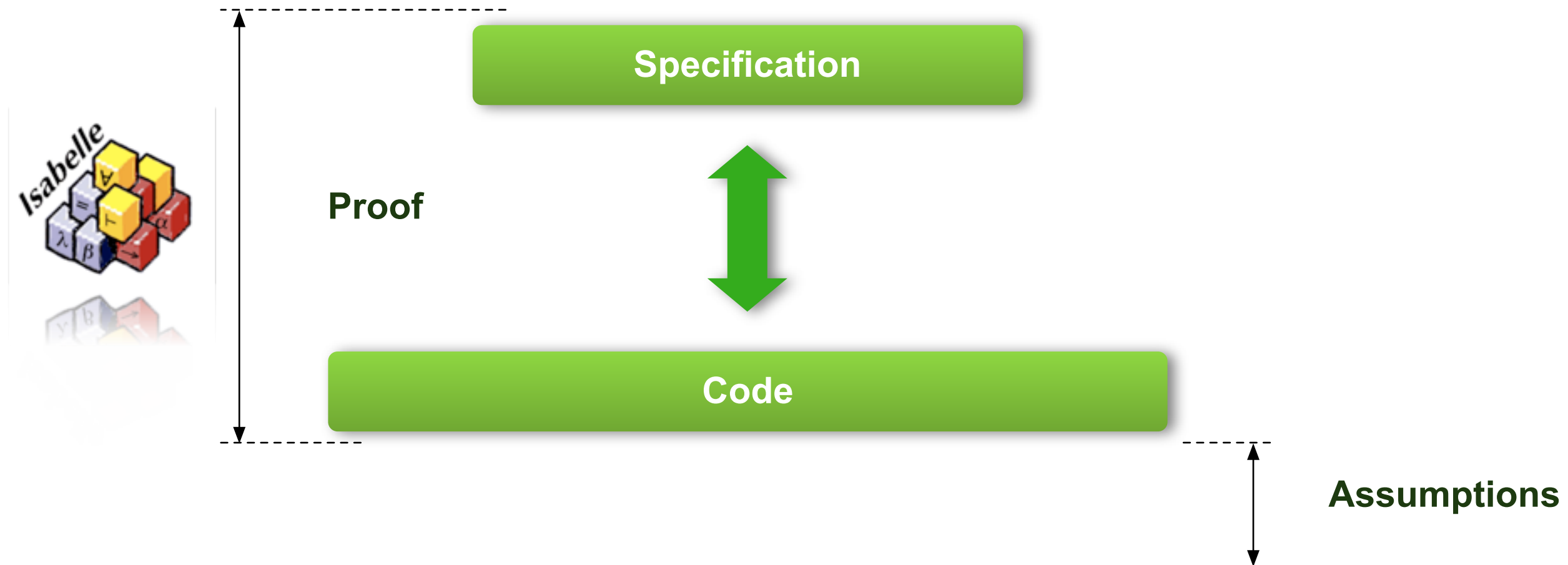
    default: /* SwitchToThread */
      switchToThread(ksSchedulerAction);
      ksSchedulerAction = SchedulerAction_ResumeCurrentThread;
      break;
  }
}

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


***conditions apply**



***conditions apply**



***conditions apply**



Expectation

Specification

Proof

Code

Assumptions



***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

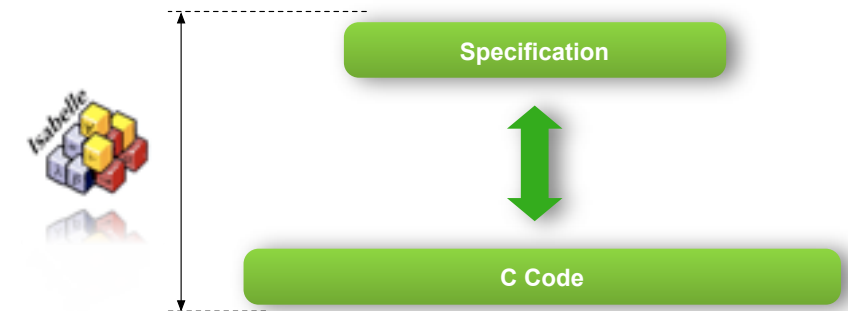
Code

Assumptions



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

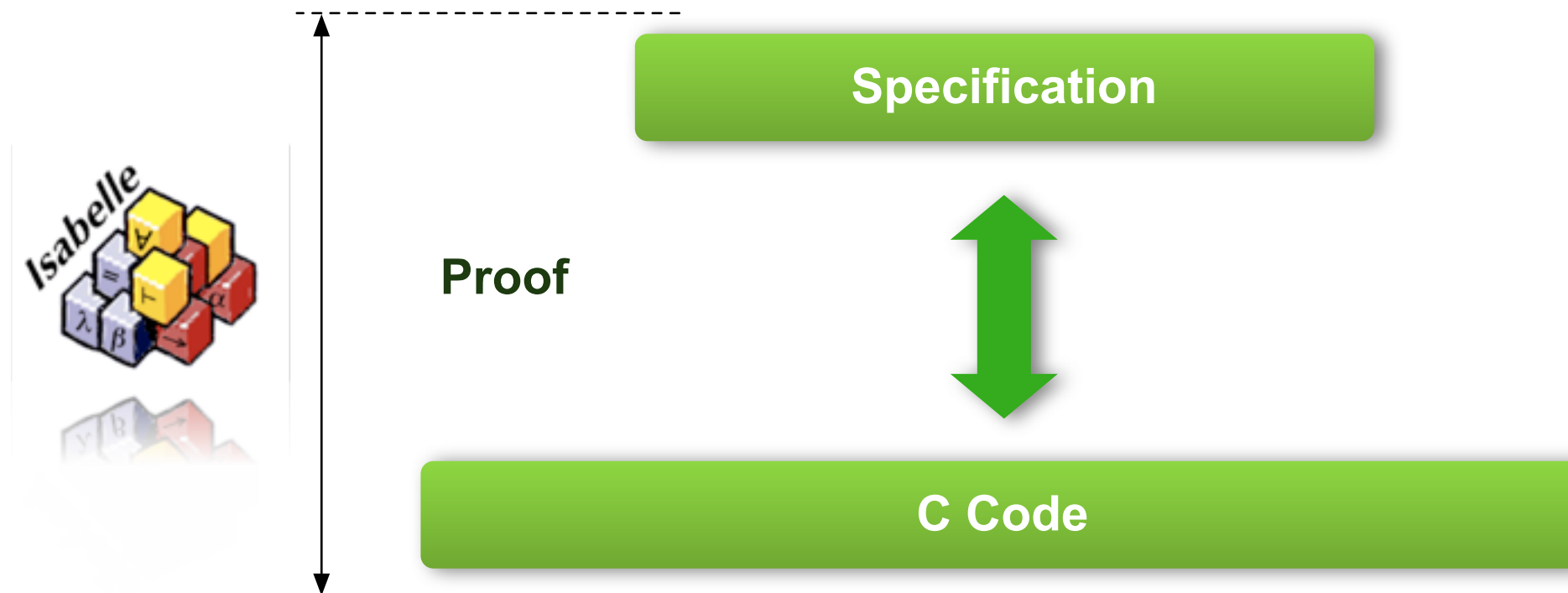


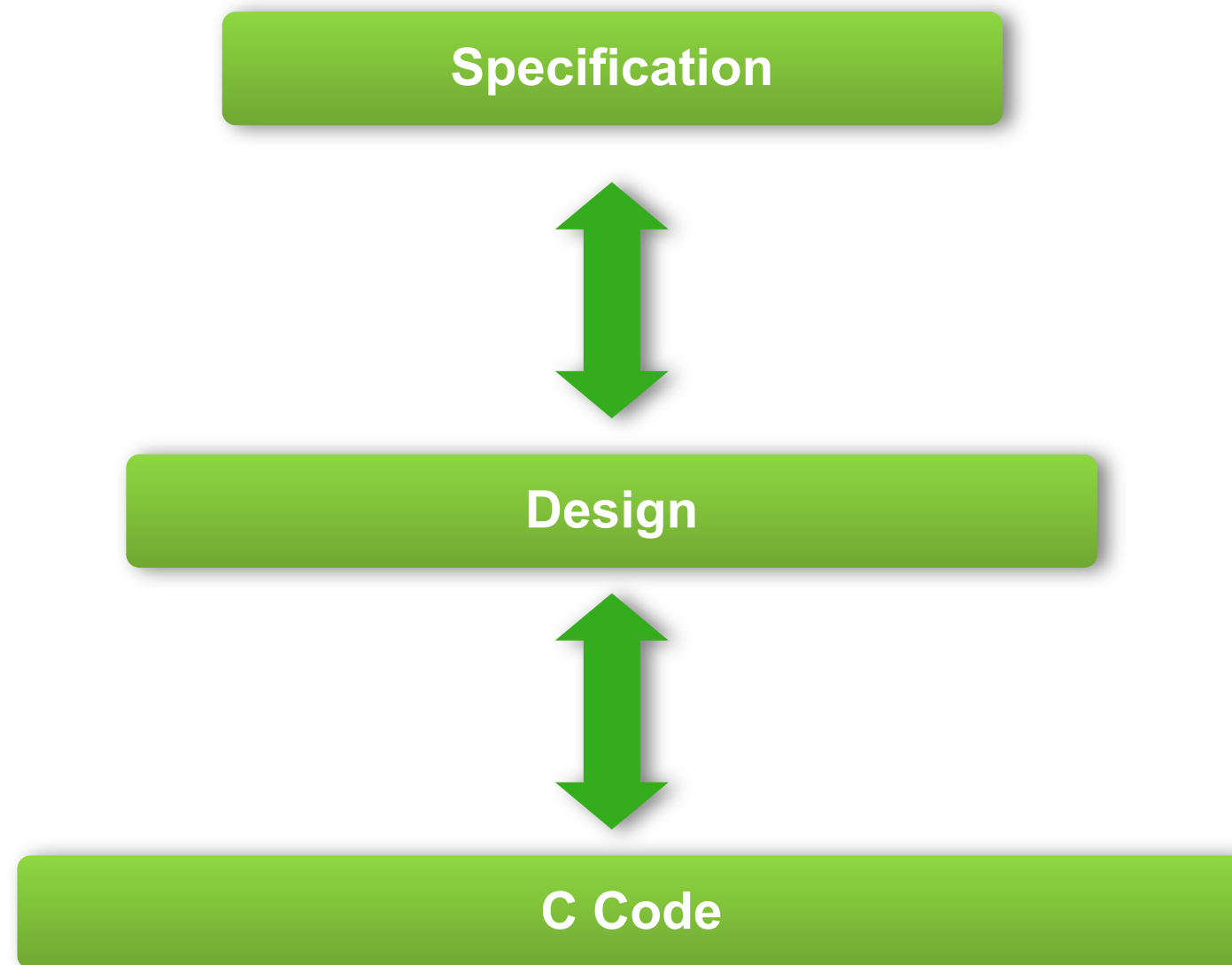
Not implied:

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

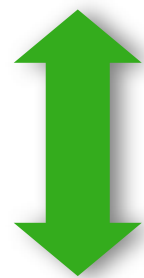


Proof Architecture

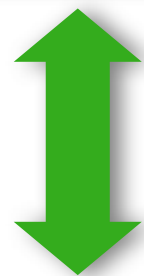




Specification



Design



C Code

Access Control Spec

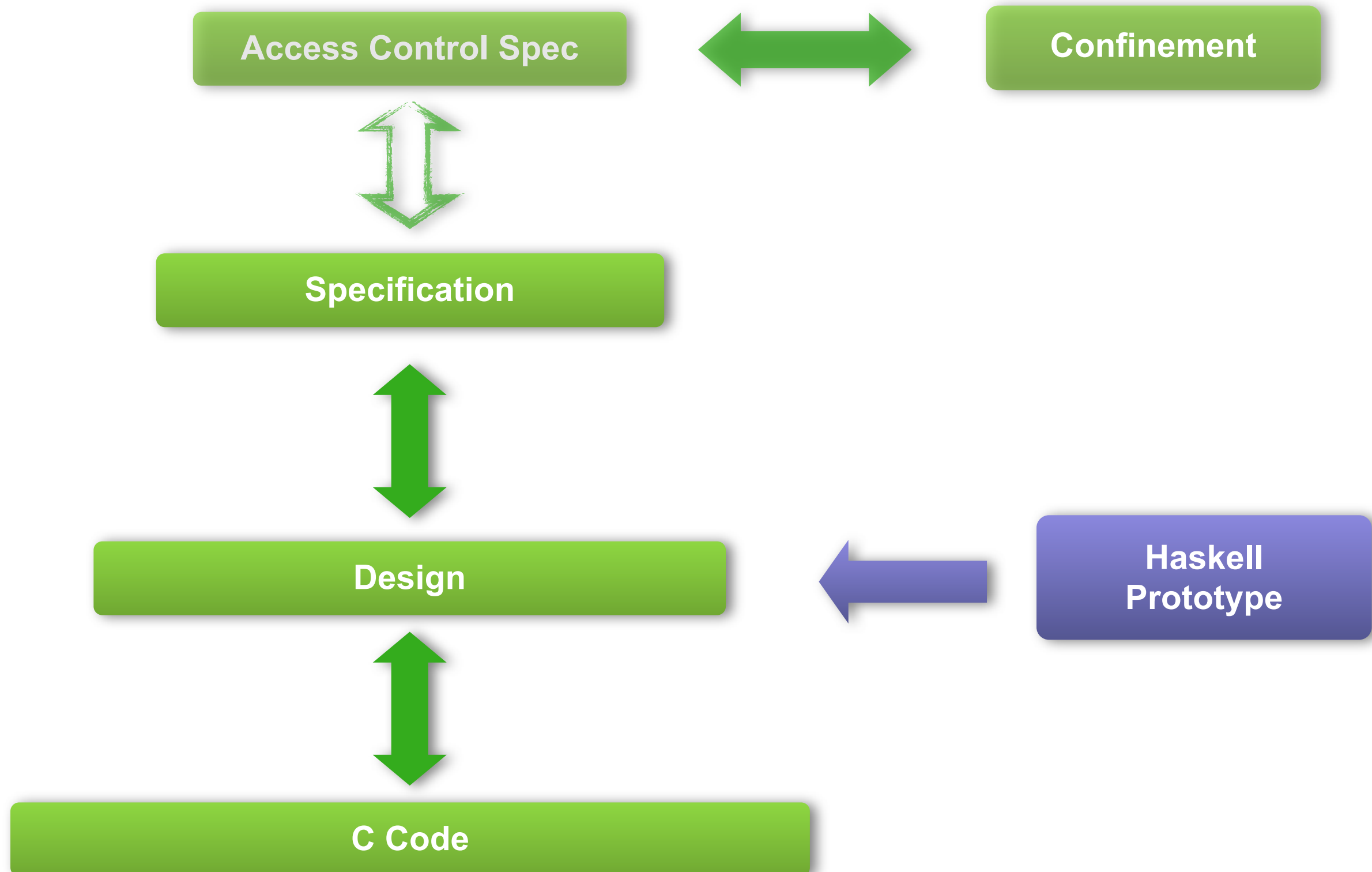
Confinement

Specification

Design

C Code





Access Control Spec

Confinement

Specification

Design

C Code

definition

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

Haskell
Prototype

Access Control Spec

Confinement

Specification

Design

C Code

```
schedule :: Kernel ()
schedule = do
  action <- getSchedulerAction
  case action of
    ResumeCurrentThread -> return ()
    ChooseNewThread -> do
      chooseThread
      setSchedulerAction ResumeCurrentThread
    SwitchToThread t -> do
      switchToThread t
      setSchedulerAction ResumeCurrentThread

chooseThread :: Kernel ()
chooseThread = do
  r <- findM chooseThread' (reverse [minBound .. maxBound])
  when (r == Nothing) $ switchToIdleThread
  where
```


Proof Architecture

Access Control Spec

Confinement

Specification

Design

C Code

```
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;
```

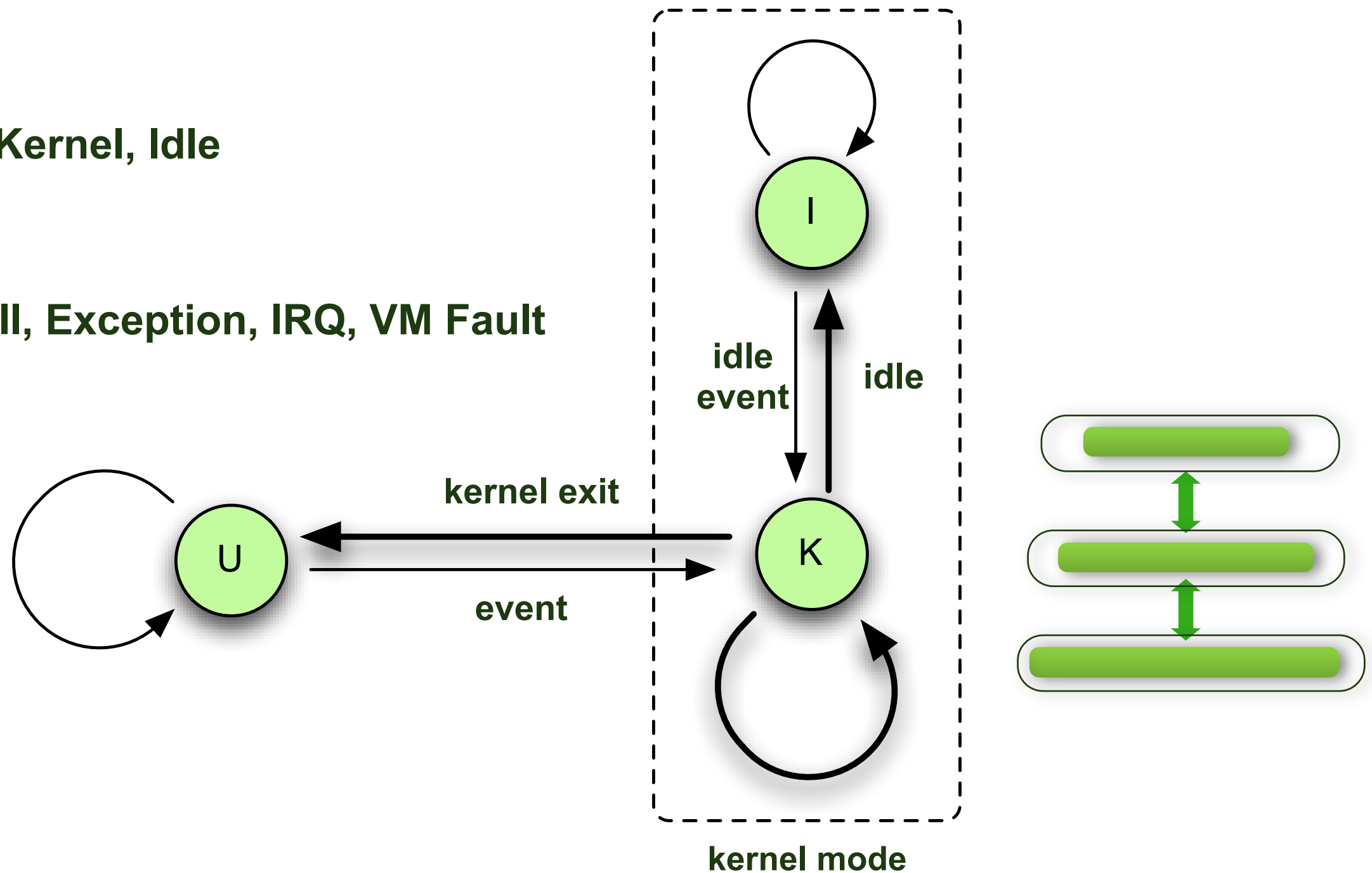
System Model

States:

User, Kernel, Idle

Events:

Syscall, Exception, IRQ, VM Fault



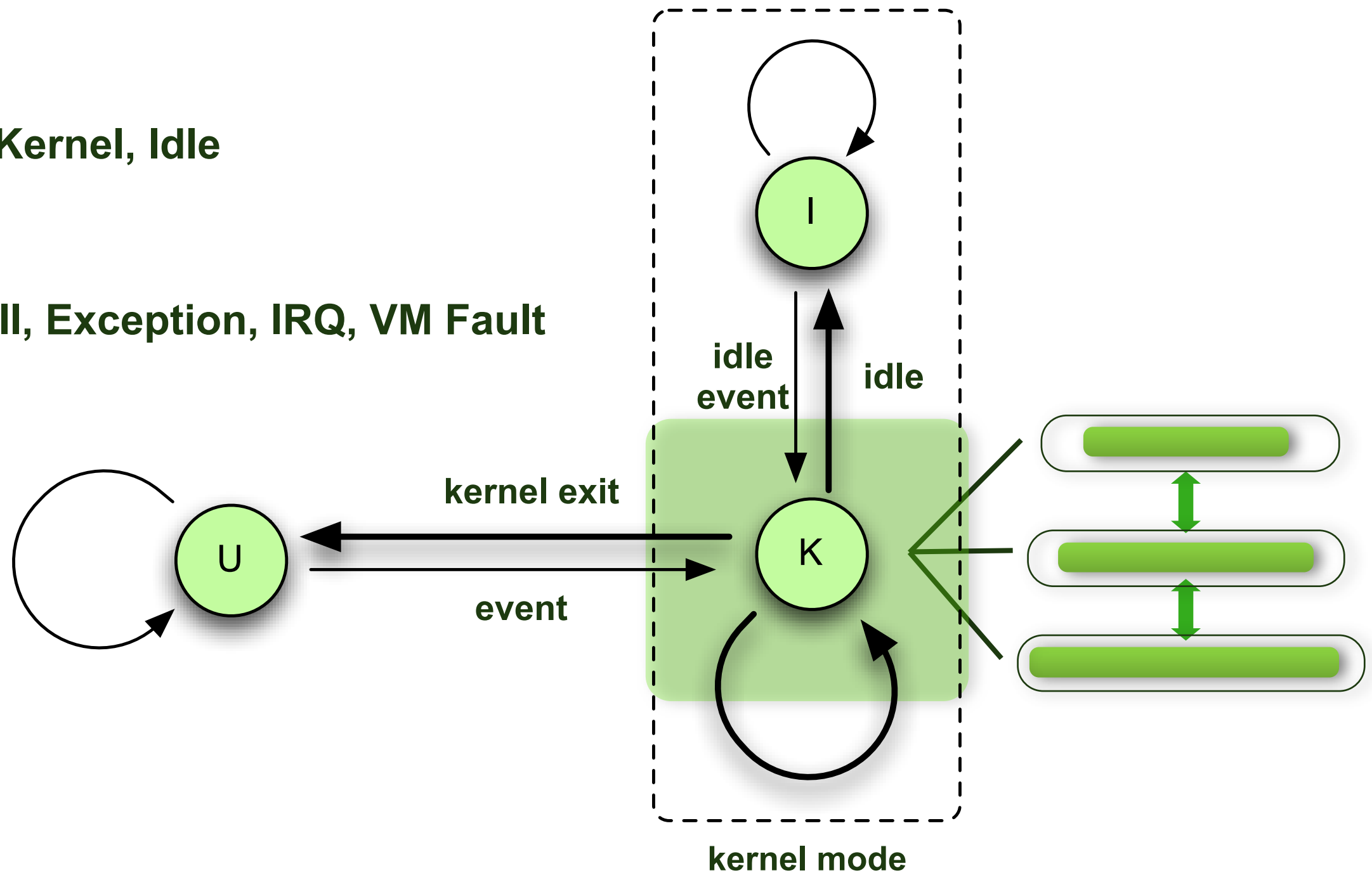
System Model

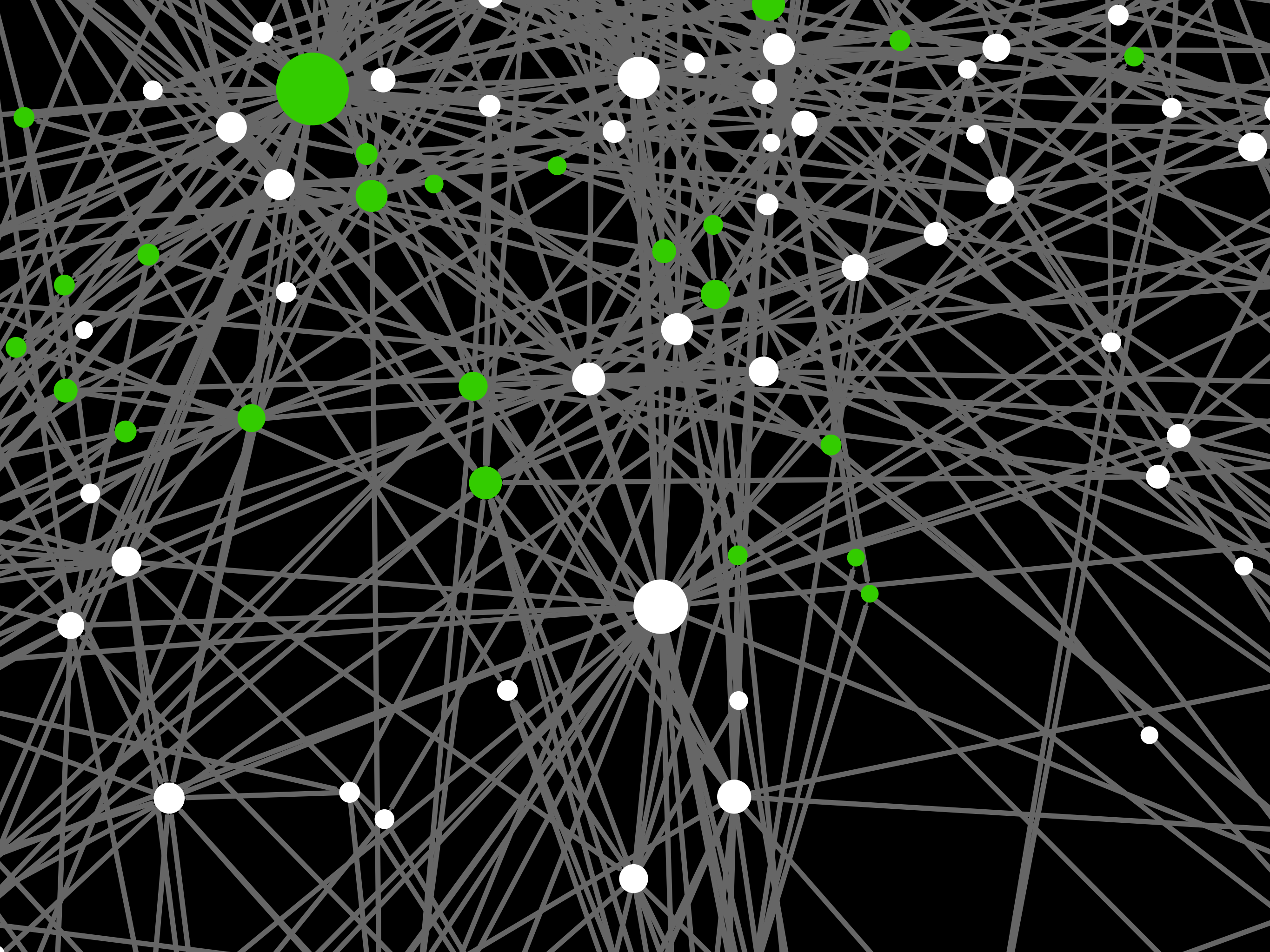
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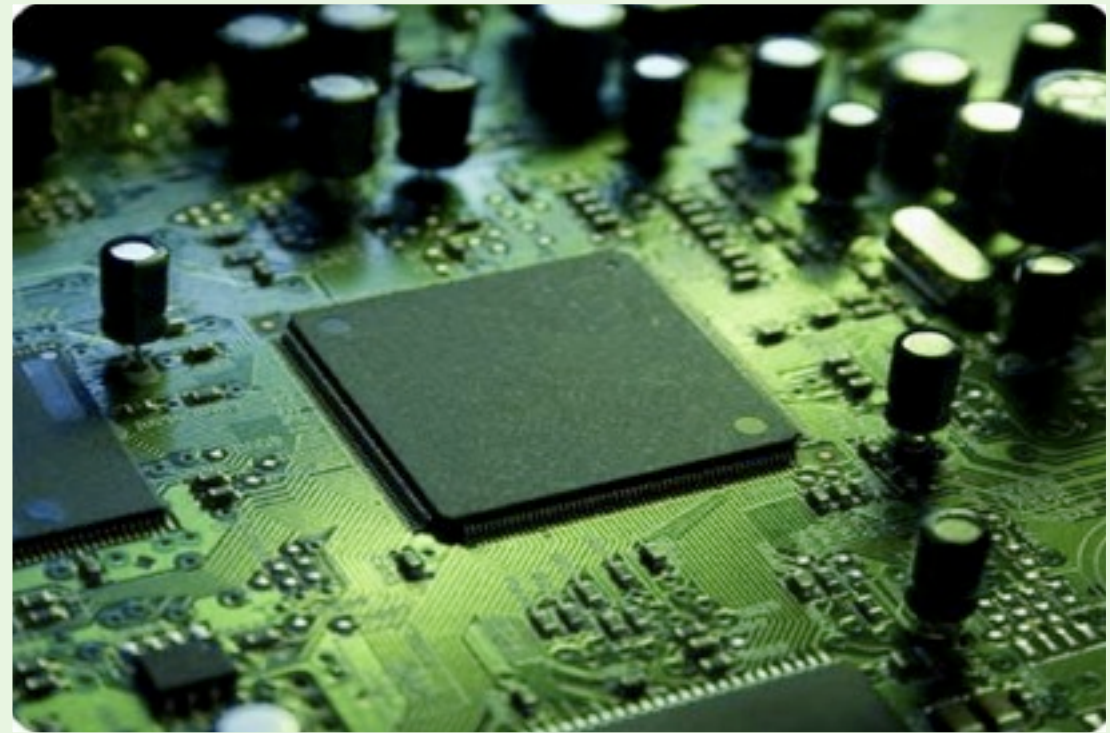


seL4

Kernel Design for Verification



Kernel Design for Verification



Two Teams



Formal Methods Practitioners

Kernel Developers

Two Teams

Formal Methods Practitioners

Kernel Developers



**The Power of
Abstraction**

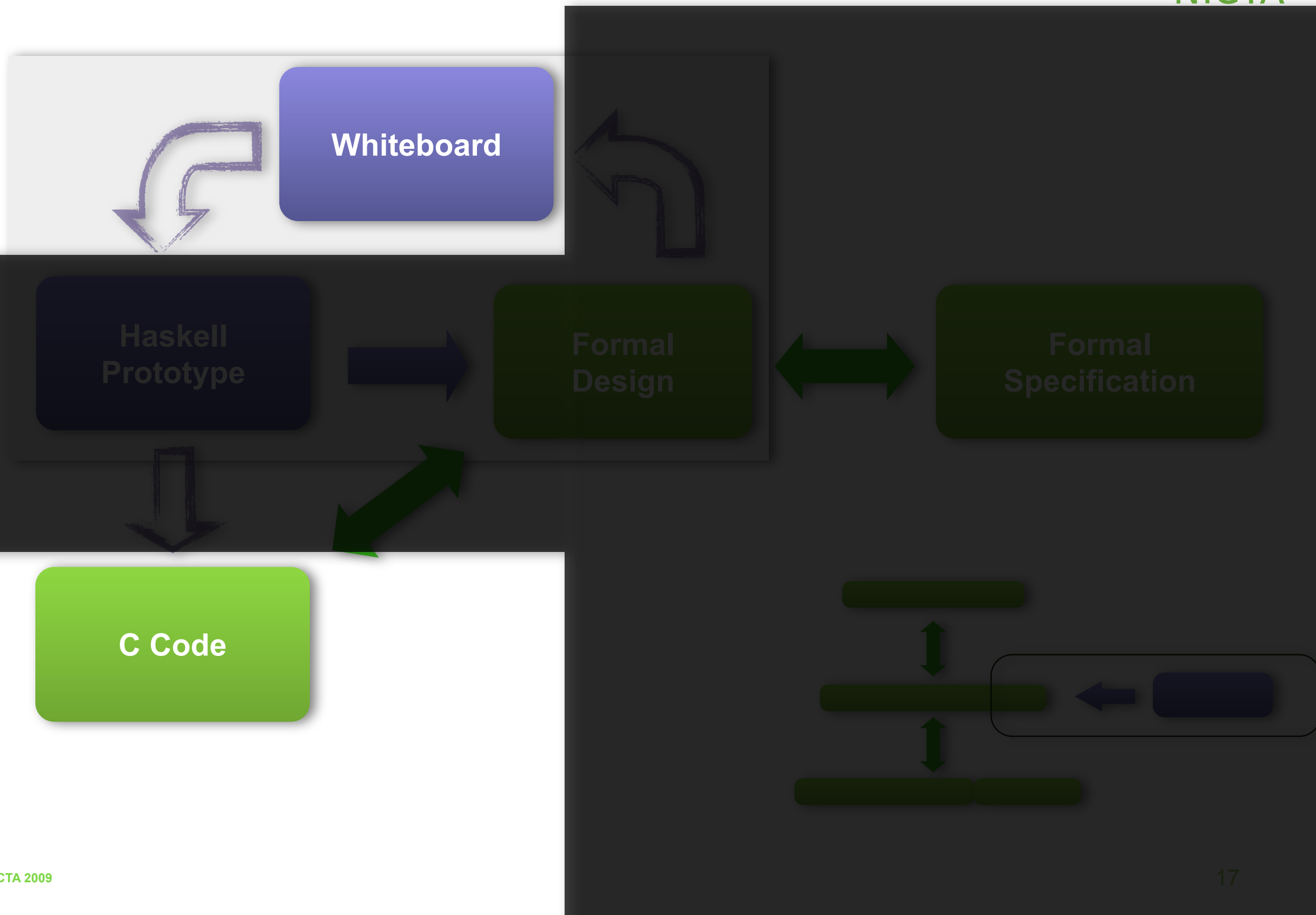
(Liskov 09)



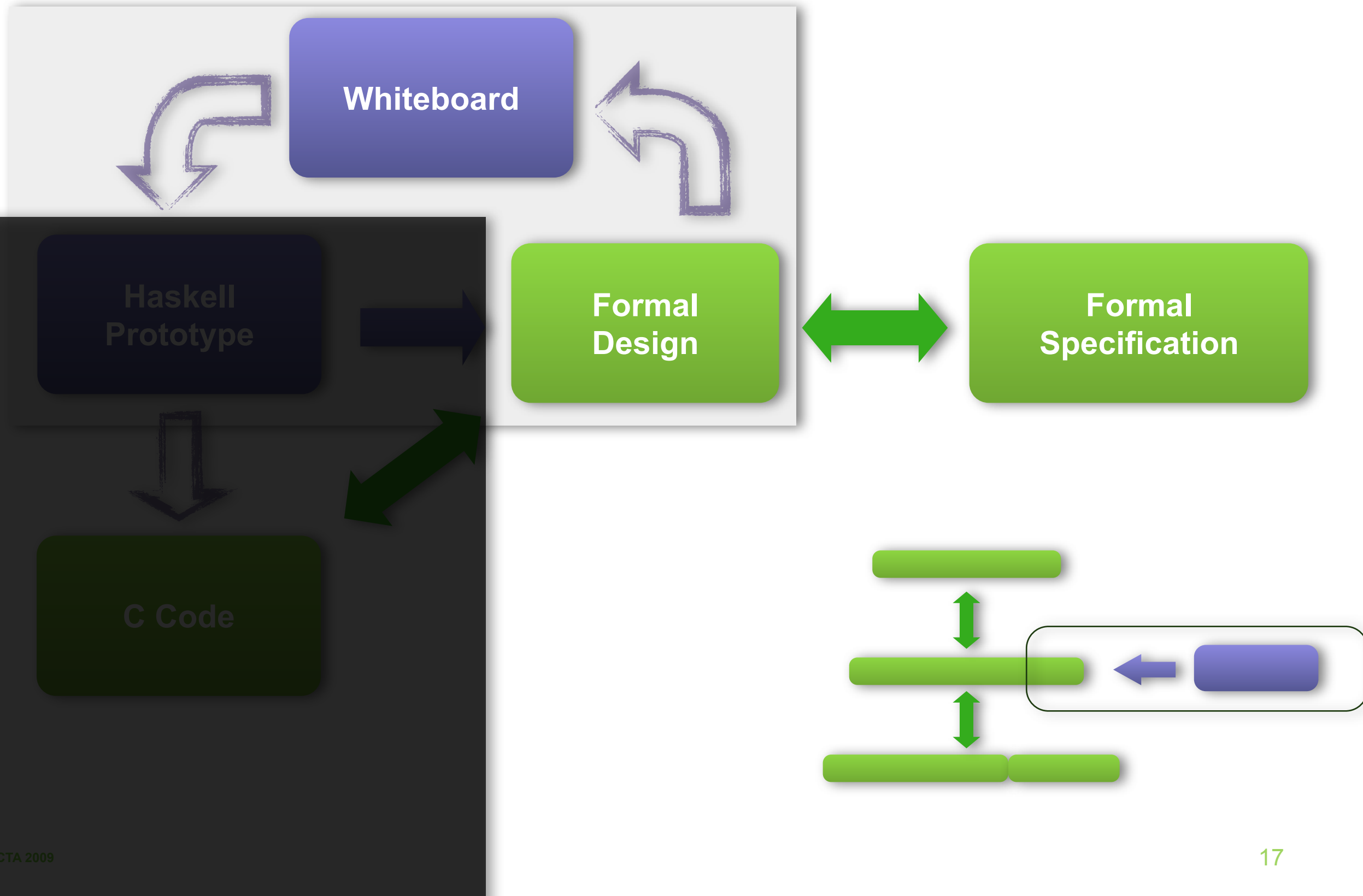
**Exterminate All
OS Abstractions!**

(Engler 95)

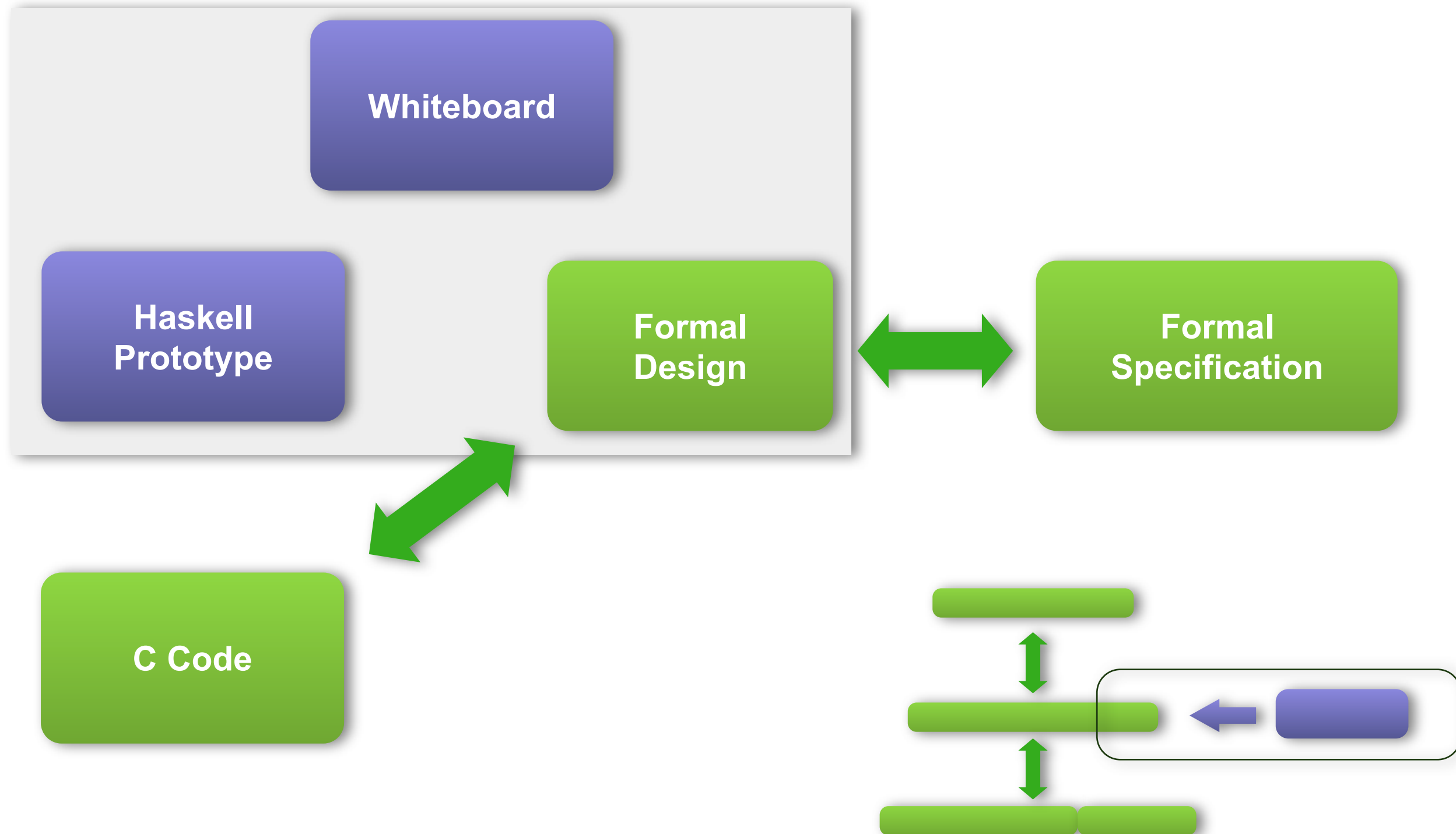
Iterative Design and Formalisation



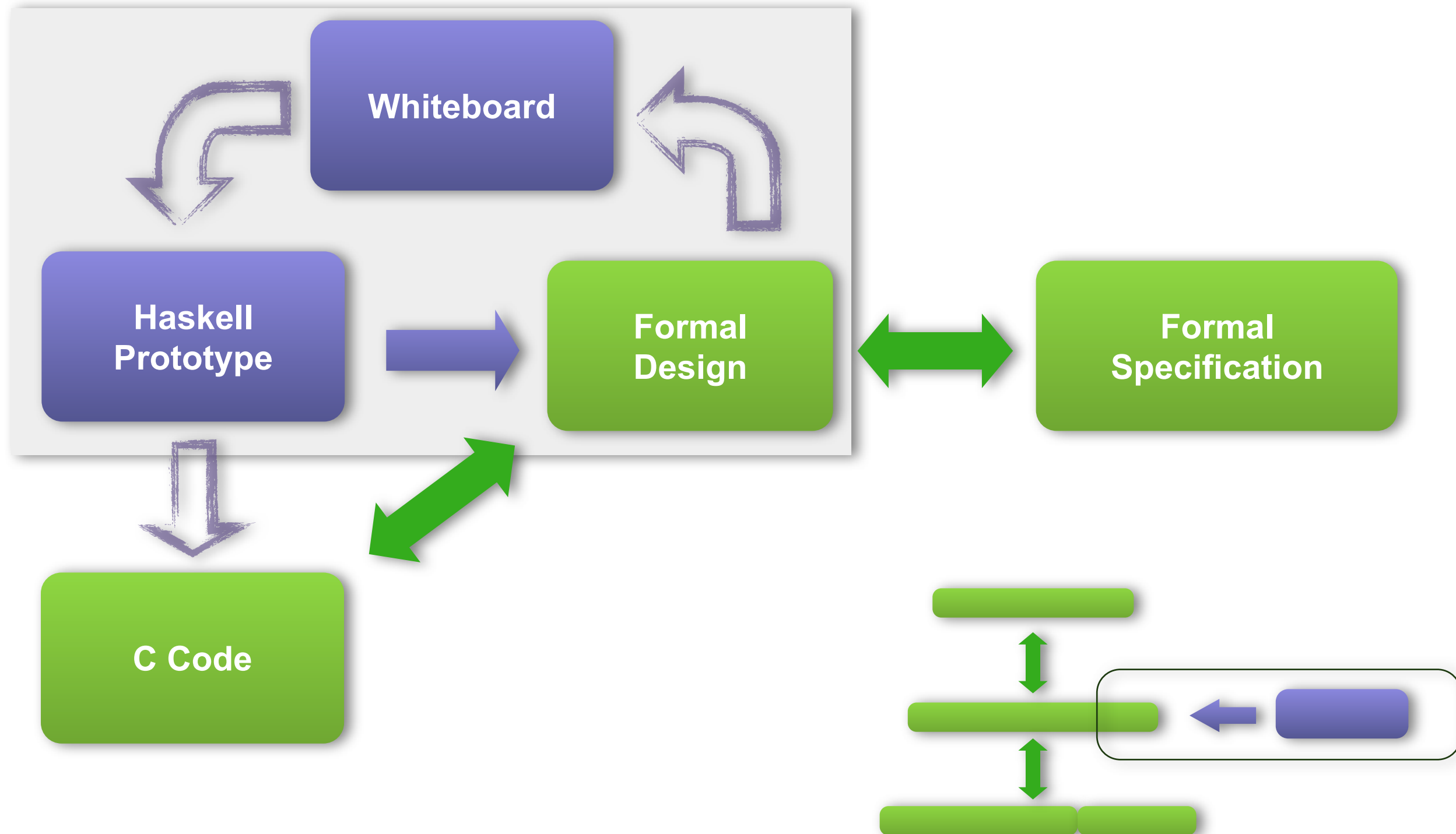
Iterative Design and Formalisation



Iterative Design and Formalisation



Iterative Design and Formalisation



Design for Verification

Reducing Complexity

Hardware

- drivers outside kernel

Concurrency

- event based kernel
- limit preemption

Code

- derive from functional representation

```

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

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

        /* SwitchToThread */
        case (word_t)SchedulerAction_SwitchToThread:
            switchToThread(ksSchedulerAction);
            SchedulerAction = SchedulerAction_ResumeCurrentThread;
            break;
    }
}

void
ksThreadRun(void) {
    /* Get the next thread to run */
    thread = *next;

    /* If the thread is not runnable, get the next thread */
    while (!isRunnable(thread)) {
        thread = ksReadyQueue[prio].head;
        thread = thread->tcbSchedNext;
        tcbSchedDequeue(thread);
    }

    /* Switch to the thread */
    switchToThread(thread);
    return;
}

void
switchToIdleThread(void) {
    SchedulerAction = SchedulerAction_ChooseNewThread;
}

```

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;
    }
}
```

```
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```
chre
```

```
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

```
void  
schedule(void) {  
    switch ((word_t)ksSchedulerAction) {  
        case (word_t)SchedulerAction_ResumeCurrentThread:  
            read;  
            read;  
        }  
    }  
}  
  
void  
chooseTh  
prio  
tcb_  
for(  
    tcbSchedDequeue(thread);  
}  
else {  
    switchToThread(thread);  
    return;  
}  
}  
}  
}  
switchToIdleThread();  
}
```

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

Cost

Common Criteria EAL6:	\$87M
L4.verified:	\$6M


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



}

- ```
void
chooseTh
 prio
 tcb_

 for(
```

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

|                       |       |
|-----------------------|-------|
| Common Criteria EAL6: | \$87M |
| L4.verified:          | \$6M  |

## Formal proof all the way from spec to C.

- **200kloc** handwritten, machine-checked proof
- **~460** bugs (160 in C)
- Verification on **code**, **design**, and **spec**
- **Hard in the proof** ➡ **Hard in the implementation**

## Formal Code Verification up to 10kloc:

**It works.  
It's feasible.  
It's cheaper.**

**(It's fun, too.  
And we're hiring..)**



**Thank You**



# Thank You

Google