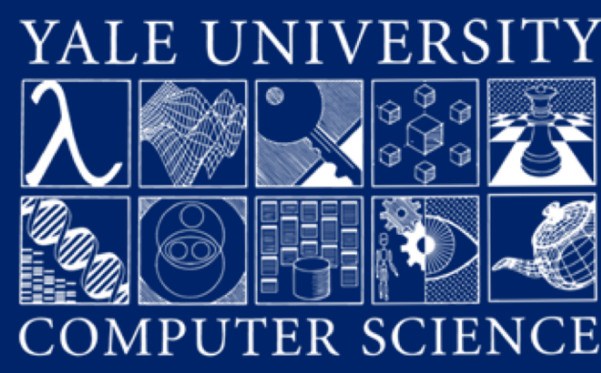


Correct and Performant Device Drivers via Intralingual Design

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Theseus OS and Intralingual Design

Theseus introduced intralingual design to maximize the role of the compiler in OS design [1].

Intralingual Design Principles

- Match the compiler's understanding with the actual execution environment.**
 - single address space, single privilege level
- Enable the compiler to check OS safety and correctness invariants by subsuming resource-specific invariants into compiler ones.**
 - sharing resources via Rust's in-built reference types
- Lossless interfaces to preserve language level context and relationships between types.**
 - map() interface preserves relationship between virtual pages and physical frames, so they cannot be reused

Intralingual Design of Memory Management

Four invariants enforced by the type system:

- Mapping from virtual pages to physical frames is bijective. (**bijective mapping invariant**)
- Memory must not be accessible beyond page bounds.
- Memory is only unmapped once, when there are no outstanding references.
- A memory region must only be mutable or executable if mapped as such.

Intralingual + Verification

Motivation

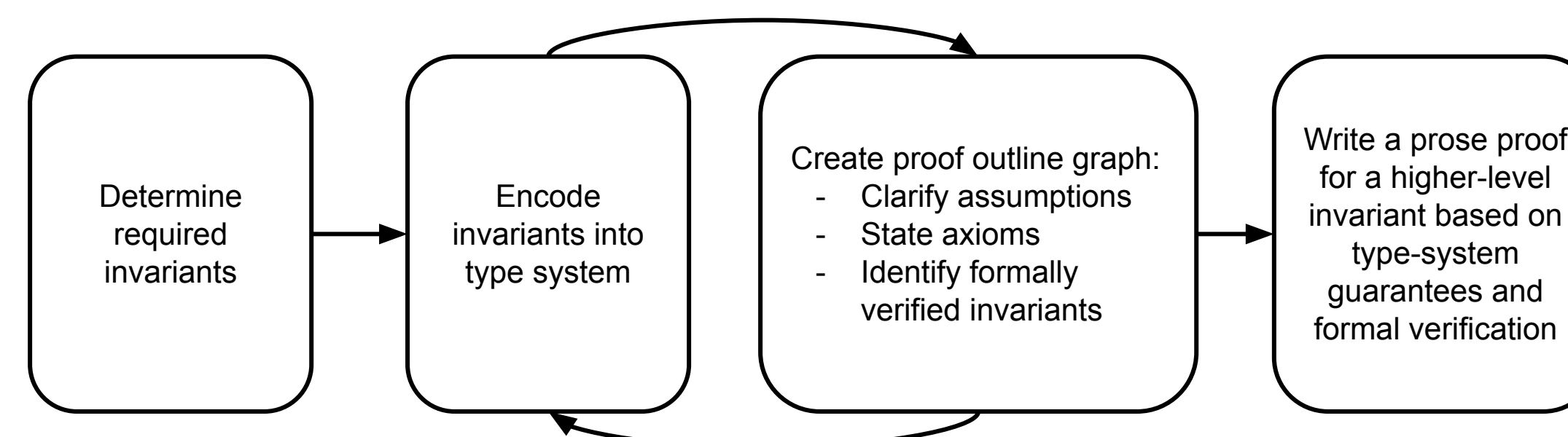
- Bug in frame allocator violated bijective mapping invariant
- Duplicate frames created → multiple pages mapped to same frame
- Kept overwriting DMA memory in a network device driver

Key Idea

Intralingual invariants assume correctness of the compiler and manually-inspected code.

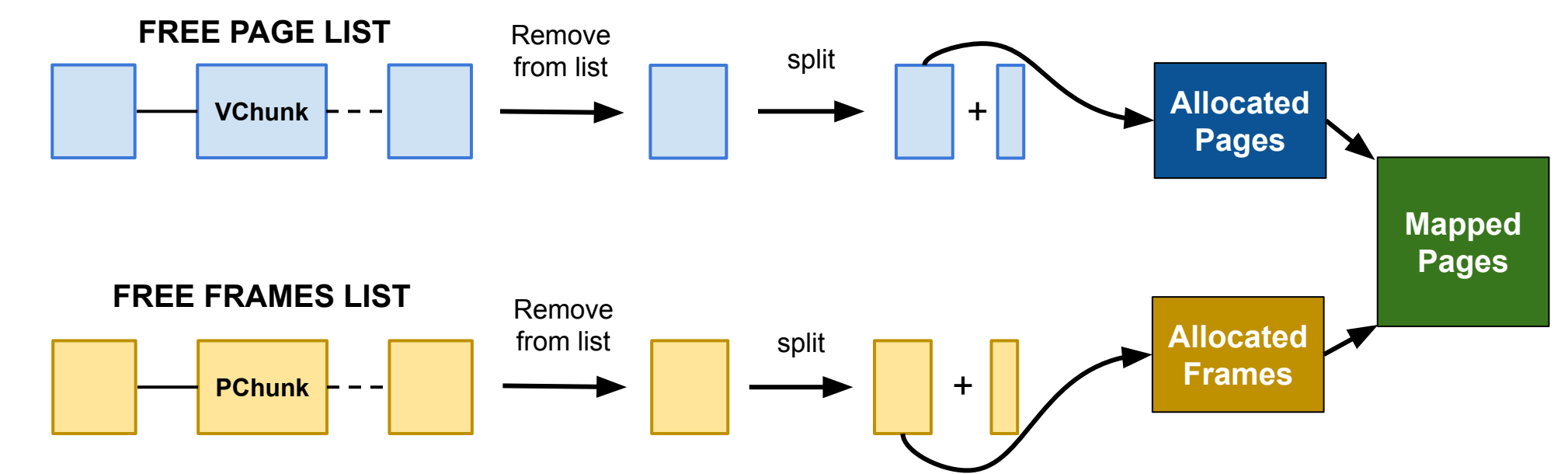
- Correctness of higher-level invariants can be traced back to correct implementation of lower-level invariants
- Modular verification of lower-level invariants
- Increase reliability of system invariants without proof burden of full system verification

Design Methodology



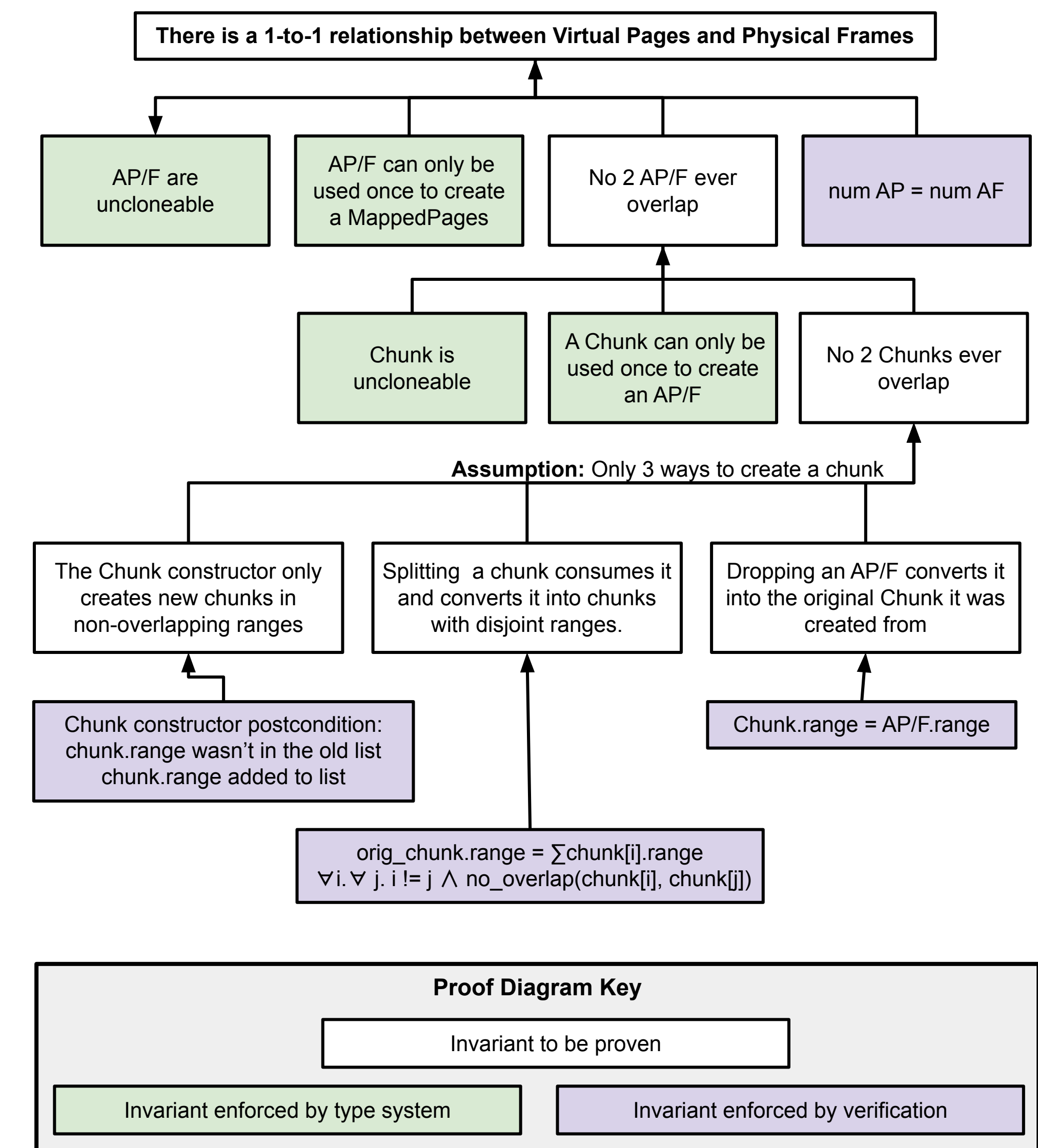
Memory Management Subsystem

Creation of MappedPages



Chunk = A range of pages/frames that are unallocated
 AllocatedPages (AP) = A range of pages that have been allocated
 AllocatedFrames (AF) = A range of frames that have been allocated

Proof Outline of Bijective Mapping Invariant



[1] Boos, Kevin, et al. "Theseus: an experiment in operating system structure and state management." 14th USENIX Symposium on Operating Systems Design and Implementation (OSDI 20). 2020.