Microkernel Construction

IPC Implementation
IPC Importance
General IPC Algorithm

- Validate parameters
- Locate target thread
  - if unavailable, deal with it
- Transfer message
  - untyped - short IPC
  - typed message - long IPC
- Schedule target thread
  - switch address space as necessary
- Wait for IPC
IPC - Implementation

Short IPC
Short IPC (uniprocessor)

- system-call preamble (disable intr)
- identify dest thread and check
  - same chief / no ipc redirection?
  - ready-to-receive?
- analyze msg and transfer
  - short: no action required
- switch to dest thread & address space
- system-call postamble

The critical path
Short IPC (uniprocessor) “call”

- system-call pre (disable intr)
- identify dest thread and check
  - same chief / no ipc redirection?
  - ready-to-receive?
- analyze msg and transfer
  - short: no action required
- switch to dest thread & address space
- system-call post
Short IPC (uniprocessor) "send" (eagerly)

- system-call pre (disable intr)
- identify dest thread and check
  - same chief / no ipc redirection?
  - ready-to-receive?
- analyze msg and transfer
  - short: no action required
- switch to dest thread & address space
- system-call post

running → wait to receive
running → running
Short IPC (uniprocessor) "send" (lazily)

- system-call pre (disable intr)
- identify dest thread and check
  - same chief / no ipc redirection?
  - ready-to-receive?
- analyze msg and transfer
  - short: no action required
- switch to dest thread & address space
- system-call post
IPC

EAX
ECX
EDX
EBX
EBX
ESI
EDI
EBP
ESP
EFLAGS
EIP
CS
ES
SS
FS
DS
GS
IPC

- EAX
- ECX
- EDX
- EDX
- EBX
- ESI
- EDI
- EBP
- ESP
- EFLAGS
- EIP
- CS
- ES
- SS
- FS
- DS
- GS
IPC
IPC
Implementation Goal

- Most frequent kernel op: short IPC
  - thousands of invocations per second
- Performance is critical:
  - structure IPC for speed
  - structure entire kernel to support fast IPC
- What affects performance?
  - cache line misses
  - TLB misses
  - memory references
  - pipe stalls and flushes
  - instruction scheduling
Fast Path

- Optimize for common cases
  - write in assembler
  - non-critical paths written in C++
    - but still fast as possible

- Avoid high-level language overhead:
  - function call state preservation
  - incompatible code optimizations

- We want every cycle possible!
IPC Attributes for Fast Path

- untyped message
- single runnable thread after IPC
  - must be valid IPC call
  - switch threads, originator blocks
- send phase:
  - the target is waiting
- receive phase:
  - the sender is not ready to couple, causing us to block
- no receive timeout
Avoid Memory References!!!

- Memory references are slow
  - avoid in IPC:
    - ex: use lazy scheduling
  - avoid in common case:
    - ex: timeouts

- Microkernel should minimize indirect costs
  - cache pollution
  - TLB pollution
  - memory bus
Optimized Memory

- Stack
- Thread state
- UTCB
- CPU ID
- Thread ID

Single TLB entry.

TCB state, grouped by cache lines.

Also: hard-wire TLB entries for kernel code and data.
Walking a linked list has a TLB footprint.
Avoid Table Lookups

$$TCB = TCB\_area + (thread\_no \& TCB\_size\_mask)$$
Validate Thread ID

Are the thread IDs equal?
Branch Elimination

\[
\text{slow} = \sim \text{receiver->thread_state} + (\text{timeouts} \& 0xffff) + \text{sender->resources} + \text{receiver->resources};
\]

if (slow)

\[\text{enter\_slow\_path()}\]

- Reduces branch prediction footprint.
- Avoids mispredicts & stalls & flushes.
  - Increases latency for slow path
TCB Resources

- One bit per resource
- Fast path checks entire word
  - if not 0, jump to resource handlers

Resources bitfield

Copy area

Debug registers
Slow & Fast

user mode

ipc wait via slow path

user mode

ipc send via fast path

user mode

ipc send via fast path

user mode

ipc wait via fast path
Consistent State

- Cooperative thread scheduling in kernel
- TCB in consistent state for IPC wait
  - IPC restores user mode context
    - avoids cycles for restoring kernel context
    - fast path can activate slow path TCB

Problem?

Can’t use fast path for kernel threads.

How often do kernel threads use IPC?

How to efficiently detect kernel threads?
Message Transfer

IBM PowerPC 750, 500 MHz, 32 registers

Many cycles wasted on pipe flushes for privileged instructions.

- up to 10 physical registers
- virtual register copy loop
Slow Path vs. Fast Path

L4Ka::Pistachio IPC performance
Pentium 3

Cycles vs. number of message registers for Inter C-Path and Inter FastPath.
Inter vs. Intra Address Space

L4Ka::Pistachio IPC performance
Pentium 3

number message registers

cycles

Intra FastPath
Inter FastPath
IPC - Implementation

Long IPC
Long IPC (uniprocessor)

- system-call preamble (disable intr)
- identify dest thread and check
  - same chief
  - ready-to-receive?
- analyze msg and transfer
  - long/map:
    - transfer message
- switch to dest thread & address space
- system-call postamble

Preemptions possible!
(end of timeslice, device interrupt...)

Pagefaults possible!
(in source and dest address space)
Long IPC (uniprocessor)

- system-call pre (disable intr)
- identify dest thread and check
  - same chief
  - ready-to-receive?
- analyze msg and transfer
  - long/map:
    - lock both partners
  - transfer message
    - unlock both partners
- switch to dest thread & address space
- system-call post

Preemptions possible!
(end of timeslice, device interrupt...)

Pagefaults possible!
(in source and dest address space)
Long IPC (uniprocessor)

- system-call pre (disable intr)
- identify dest thread and check
  - same chief
  - ready-to-receive?
- analyze msg and transfer
  - long/map:
    - lock both partners
    - enable intr
    - – transfer message –
    - disable intr
    - unlock both partners
- switch to dest thread & address space
- system-call post

Preemptions possible!
(end of timeslice, device interrupt...)

Pagefaults possible!
(in source and dest address space)
Long IPC (uniprocessor)

- System-call pre (disable intr)
- Identify dest thread and check
  - Same chief
  - Ready-to-receive?
- Analyze msg and transfer

- Long/map:
  - Lock both partners
  - Enable intr
  - Transfer message
  - Disable intr
  - Unlock both partners

- Switch to dest thread & address space
- System-call post
IPC - mem copy

- Why is it needed? Why not share?
  - Trust
    - Need own copy
  - Granularity
    - Object small than a page or not aligned
copy in - copy out

- copy into kernel buffer
copy in - copy out

- copy into kernel buffer
- switch spaces
copy in - copy out

- copy into kernel buffer
- switch spaces
- copy out of kernel buffer

- costs for \( n \) words
  - \( 2 \times 2n \) r/w operations
  - \( 3 \times n/8 \) cache lines
    - \( 1 \times n/8 \) overhead cache misses (small \( n \))
    - \( 4 \times n/8 \) cache misses (large \( n \))
temporary mapping
temporary mapping

- select dest area (4+4 M)
temporary mapping

- select dest area (4+4 M)
- map into source AS (kernel)
temporary mapping

- select dest area (4+4 M)
- map into source AS (kernel)
- copy data
temporary mapping

- select dest area (4+4 M)
- map into source AS (kernel)
- copy data
- switch to dest space
temporary mapping
temporary mapping

- problems
  - multiple threads per AS
  - mappings might change while message is copied

- How long to keep PTE?
- What about TLB?
temporary mapping

- invalidate PTE
- flush TLB

- when leaving curr thread *during* ipc?
temporary mapping

- invalidate PTE
- flush TLB

- when leaving curr thread *during* ipc:
temporary mapping

- when returning to thread *during* ipc:

  current AS
temporary mapping

Reestablishing temp mapping requires to store **partner id** and **dest area address** in the sender’s tcb.

Note: receiver’s page mappings might have changed!

When returning to thread *during* ipc:

current AS
temporary mapping

Start temp mapping:
- mytcb.partner := partner ;
- mytcb.waddr := dest 8M area base ;
- myPDE.TMarea := destPDE.destarea .

Leave thread:
- if mytcb.waddr ≠ nil then
  myPDE.TMarea := nil ;
  if dest AS = my AS then
    flush TLB
  fi
fi

Close temp mapping:
- mytcb.waddr := nil .

optimization only:
avoids second TLB flush if subsequent thread switch would flush TLB anyhow
temporal mapping

- **Alternative method:**

```plaintext
Leave thread:
  if mytcb.waddr ≠ nil then
    myPDE.TMarea := nil;
    flush TLB;
    TLB flushed := true
  fi.

Thread switch:
  ...
  if TLB just flushed
    then TLB flushed := false
    else flush TLB
  fi;
  PT root := ...
```

Requires separation of TLB flush and load PT root!

Does therefore not work reasonably on x86.

Load PT root implicitly includes TLB flush on x86.
temporary mapping

- Page Fault Resolution:

  current AS
temporary mapping

- Page Fault Resolution:
temporary mapping

- Page Fault Resolution:

current AS
temporary mapping

Page Fault Resolution:

TM area PF:

\[
\text{if } \text{myPDE.TMarea} = \text{destPDE.destarea} \text{ then }
\]

\[
\text{tunnel to (partner)} ;
\]

\[
\text{access dest area} ;
\]

\[
\text{tunnel to (my)}
\]

\[
\text{fi} ;
\]

\[
\text{myPDE.TMarea} := \text{destPDE.destarea} .
\]
temporary mapping

- SMP
temporary mapping

- SMP
  - TM area per processor
temporary mapping

- SMP
  - TM area per processor
  - Page table per processor
## Cost estimates

<table>
<thead>
<tr>
<th></th>
<th>Copy in - copy out</th>
<th>Temporary mapping</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>R/W operations</strong></td>
<td>$2 \times 2n$</td>
<td>$2n$</td>
</tr>
<tr>
<td><strong>Cache lines</strong></td>
<td>$3 \times n/8$</td>
<td>$2 \times n/8$</td>
</tr>
<tr>
<td>Small n overhead cache misses</td>
<td>$n/8$</td>
<td>0</td>
</tr>
<tr>
<td>Large n cache misses</td>
<td>$5 \times n/8$</td>
<td>$3 \times n/8$</td>
</tr>
<tr>
<td>Overhead TLB misses</td>
<td>0</td>
<td>n / words per page</td>
</tr>
<tr>
<td>Startup instructions</td>
<td>0</td>
<td>50</td>
</tr>
</tbody>
</table>
486 IPC costs

- Mach: copy in/out
- L4: temp mapping
Dispatching
Dispatching topics:

- thread switch
  - (to a specific thread)
  - to next thread to be scheduled
    - (to nil)
    - implicitly, when ipc blocks

- priorities
- preemption
  - time slices
  - wakeups, interruptions
- timeouts and wake-ups
  - time
Switch to ():

- Smaller stack per thread
- Dispatcher is preemptable
  - Improved interrupt latency if dispatching is time consuming

Thread A

Dispatcher Thread

Thread B

switch to (dispatcher)

select next ready thread, assume B

switch to (B)
Switch to ():

- Optimizations:
  - `disp` thread is special
    - no user mode,
    - no own AS required
      - Can avoid AS switch
    - no ID required
      - Freedom from tcb layout conventions
  - almost stateless (see priorities)
    - No need to preserve internal state between invocations
    - External state must be consistent

```latex
\text{tcb}[A].sp := SP; \\
SP := \text{disp thread bottom}.
```

Why ??

- `costs (A \rightarrow B) \approx costs (A \rightarrow \text{disp} \rightarrow B)`
- `costs (select next)`
- `costs( A \rightarrow \text{disp} \rightarrow A) are low`
Switch to ():

Thread A

Dispatcher Thread

Thread B

```
tcb[A].sp := SP;
SP := disp thread bottom.
```

**Issue:**
If preempted, thread A is not in a “good” state ⇒
whenever disp thread is left, stack has to be discarded!
*even if with intr or timer*

```
SP := tcb[A].sp;
if B ≠ A then
    switch from A to B
else return fi.
```

**Why does this always work?**
Example: Simple Dispatch
Example: Simple Dispatch
Example: Dispatch with ‘Tick’
Example: Dispatch with ‘Tick’
Example: Dispatch with ‘Tick’
Example: Dispatch with Interrupt
Example: Dispatch with Interrupt
Example: Dispatch with Interrupt

Dispatcher stack
Switch to ():

- dispatcher thread is also
  - *idle thread*

```
B := A ;
do
  B:= next ready (B) ;
  if B ≠ nil
    then return
  fi ;
  idle
od .
```
Priorities

- 0 (lowest) ... 255
- hard priorities
- round robin per prio
- dynamically changeable

```
do
  p := 255;
  do
    if current[p] ≠ nil
      then B := current[p] ;
          return
    fi ;
    p -= 1
  until p < 0 od ;
  idle
od .
```
Priorities

- Optimization
  - keep highest active prio

```c
do
  do
    if current[highest active p] ≠ nil
      then B := current[highest active p];
          return
    elif highest active p > 0
      then highest active p -= 1
    else idle
    fi
  od.
```

### Optimization
- keep highest active prio
do
  if current[highest active p] ≠ nil
    then B := current[highest active p];
      return
  elseif highest active p > 0
    then highest active p -= 1
  else idle
  fi
od.

highest active p :=
max (new p, highest active p).

Prio table
Prio 110
Prio 100
Prio 50

p= 110
intr/wakeup
do
  if current[highest active p] ≠ nil
    then round robin if necessary;
    B := current[highest active p];
    return
  elif highest active p > 0
    then highest active p -= 1
  else
    idle
  fi
od.

round robin if necessary:
  if curr[hi act p].rem ts = 0
    then curr[hi act p] := next ;
        current[hi act p].rem ts := new ts
  fi.
Priorities, Preemption

- What happens when a prio falls empty?

```
do
  if current[highest active p] ≠ nil
    then round robin if necessary:
        B := current[highest active p];
        return
  elif highest active p > 0
    then highest active p -= 1
  else
    idle
  fi
od .
```

round robin if necessary:
```
  if curr[hi act p].rem ts = 0
    then curr[hi act p] := next ;
    current[hi act p].rem ts := new ts
  fi .
```
Preemption

- Preemption, time slice exhausted

```plaintext
do
  if current[highest active p] ≠ nil
    then round robin if necessary:
      B := current[highest active p];
      return
  elif highest active p > 0
    then highest active p -= 1
  else
    idle
  fi
od.

round robin if necessary:
  if curr[hi act p].rem ts = 0
    then curr[hi act p] := next;
      current[hi act p].rem ts := new ts
  fi.
```
Preemption

- Preemption, time slice exhausted

```c
do
  if current_{highest active p} ≠ nil
    then round robin if necessary;
    B := current_{highest active p}:
    return
  elsif highest active p > 0
    then highest active p -= 1
  else idle
  fi
od .

round robin if necessary:
  if current_{hi act p}.rem ts = 0
    then current_{hi act p}.rem ts := new ts ;
    current_{hi act p} := next
  fi .
```
Lazy Dispatching

Thread state toggles frequently (per ipc)
- ready ↔ waiting
  - delete/insert ready list is expensive
  - therefore: delete lazily from ready list
Lazy Dispatching

Thread state toggles frequently (per ipc)

- **ready** ↔ **waiting**
  - delete/insert ready list is expensive
  - therefore: delete *lazily* from ready list
Lazy Dispatching

Thread state toggles frequently (per ipc)

- ready ↔ waiting
  - delete/insert ready list is expensive
  - therefore: delete lazily from ready list
Lazy Dispatching

Thread state toggles frequently (per ipc)

- $\text{ready} \leftrightarrow \text{waiting}$
  - delete/insert ready list is expensive
  - therefore: delete \textit{lazily} from ready list
Lazy Dispatching

Thread state toggles frequently (per ipc)

- \textit{ready} ↔ \textit{waiting}
  - delete/insert ready list is expensive
  - therefore: delete \textit{lazily} from ready list

- Whenever reaching a non-ready thread,
  - delete it from list
  - proceed with next
Lazy Dispatching

do
   round robin if necessary;
   if current\text{[highest active p]} \neq \text{nil}
      then B := current\text{[highest active p]}; \text{return}
   elsif \text{highest active p} > 0
      then \text{highest active p} -= 1
   else
      idle
   fi
od.

round robin if necessary:
   while curr\text{[hi act p]} \neq \text{nil} do
      if curr\text{[hi act p]}\text{.state} \neq \text{ready}
         then delete from list (curr\text{[hi act p]})
      elsif curr\text{[hi act p]}\text{.rem ts} = 0
         then curr\text{[hi act p]}\text{.rem ts} := \text{new ts}
      else leave round robin if necessary
         fi;
      curr\text{[hi act p]} := next;
   od.
Timeouts & Wakeups

- Operations:
  - insert timeout
  - raise timeout
  - find next timeout
  - delete timeout

- raised-timeout costs are uncritical (occur only after timeout exp time)

- most timeouts are never raised!
Timeouts & Wakeups

Idea 1: *unsorted list*

- **insert timeout costs:**
  - search + insert entry 20..100 cycles

- **find next timeout costs:**
  - parse entire list \( n \times 10..50 \) cycles

- **raise timeout costs:**
  - delete found entry 20..100 cycles

- **delete timeout costs:**
  - delete entry 20..100 cycles

**too expensive**
Timeouts & Wakeups

Idea 2: sorted list

- **insert timeout** costs:
  - search + insert entry \( \frac{n}{2} \times 10..50 + 20..100 \text{ cycles} \)

- **find next timeout** costs:
  - find list head 10..50 cycles

- **raise timeout** costs:
  - delete head 20..100 cycles

- **delete timeout** costs:
  - delete entry 20..100 cycles
Timeouts & Wakeups

Idea 3: *sorted tree*

- **insert timeout costs:**
  - search + insert entry \( \log n \times 20..100 + 20..100 \) cycles
- **find next timeout costs:**
  - find list head 10..50 cycles
- **raise timeout costs:**
  - delete head 20..100 cycles
- **delete timeout costs:**
  - delete entry 20..100 cycles

---

- too expensive
- too complicated
Wakeup Classes

insert timeout \((\text{now} + \Delta)\)
Wakeup Classes

now

soon

late

late late

soon list

late list

late late list
Wakeup Classes

- *late* list contains *soon* entries
  - late correction phase required
Wakeup Classes

- *late late* list contains *late* entries
  - late late correction phase required
Wakeup Classes

\[ \tau_{\text{soon}} \]

- \text{soon}
- \text{late}
- \text{late late}

\[ \text{max } s? \] (length of soon list)

- \[ s \leq \text{timeouts to be raised in } \tau_{\text{soon}} + \text{new timeouts in } \tau_{\text{soon}} \]

\[ \Rightarrow s \text{ is small if } \tau_{\text{soon}} \text{ is short enough} \]
Timeouts & Wakeups

Idea 4: *unsorted wakeup classes*

- **insert timeout** costs:
  - select class + add entry: 10 + 20..100 cycles
- **find next timeout** costs:
  - search Soon class: \(s..n \times 10..50\) cycles
- **raise timeout** costs:
  - delete head: 20..100 cycles
- **delete timeout** costs:
  - delete entry: 20..100 cycles

*raised-timeout costs are uncritical* (occur only after timeout exp time)

**BUT most timeouts are never raised!**
Lazy Timeouts

insert ($t_1$)
Lazy Timeouts

insert \( (t_1) \)
delete timeout
Lazy Timeouts

insert \( (t_1) \)
delete timeout

insert \( (t_2) \)
Lazy Sorting

- Keep a sorted list for fast lookup
- Don’t sort on insert
  - insert is common
  - but timeouts are uncommon
- Sort lazily:
  - sort when walking wakeup list
  - thus we sort only when necessary
Incremental Sorting

- Combine the cost of sorting with cost of finding first thread to wake.
- Problem: every addition to list resets the sorted flag, and thus we must perform entire list walk. But we want to avoid this.
- Alternative: maintain sorted list, and unsorted list. Merge the two lists when necessary.
  - merge can be incremental bubble sort
  - iow: we keep a list of new additions, so that we can remove the additions, without requiring a resort.
Security

Is your system secure?
Security defined by policy

Examples

- All users have access to all objects
- Physical access to servers is forbidden
- Users only have access to their own files
- Users have access to their own files, group access files, and public files (UNIX)
Security policy

- Specifies who has what type of access to which resources

Authentication

Authorization
The Microkernel Approach
All access is via IPC

- What microkernel mechanisms are needed for security?
  - How do we authenticate?
  - How do we perform authorization?
  - How do we implement arbitrary security policies?
  - How do we *enforce* arbitrary security policies?
Authentication

- Unforgeable thread identifiers
  - Thread identifiers can be mapped to
    - Tasks
    - Users
    - Groups
    - Machines
    - Domains
  - Authentication is outside the microkernel, any policy can be implemented.
Authorization

- Servers implement objects; clients access objects via IPC.
- Servers receive unforgeable client identities from the IPC mechanism
  - Servers can implement arbitrary access control policy
- No special mechanisms needed in the microkernel

Is this really true???
Example Policy:
Mandatory Access Control

- Objects assigned security levels
  - Top Secret, Secret, Classified, Unclassified
    - TS > S > C > UC
- Subjects (users) assigned security levels
  - Top Secret, Secret, Classified, Unclassified
- A subject (S) can read an object (O) iff
  - level(S) \( \geq \) level(O)
- A subject (S) can write an object (O) iff
  - level(S) \( \leq \) level(O)
Secure System

- Server
  - S
  - TS
  - C
  - UC

- Client (UC)
- Client (C)
- Client (S)
- Client (TS)
Problem

Diagram showing the interaction between a Server and multiple Clients (UC, C, S, TS) with bidirectional connections.
Conclusion

To control information flow we must control communication

- We need mechanisms to not only implement a policy – we must also be able to *enforce* a policy!!!
- Mechanism should be flexible enough to implement and enforce all relevant security policies.
Clans & Chiefs
Clans & Chiefs

Within all system based on direct message transfer, protection is essentially a matter of message control. Using access control lists can be done at the server level, but maintenance of large distributed access control lists becomes hard when access rights change rapidly. The clan concept permits to complement the mentioned passive entity protection by active protection based on intercepting all communication of suspicious subjects. A *clan* is a set of tasks headed by a *chief* task. Inside the clan all messages are transferred freely and the kernel guarantees message integrity. But whenever a message tries to cross a clan’s borderline, regardless of whether it is outgoing or incoming, it is redirected to the clan’s chief. This chief may inspect the message (including the sender and receiver ids as well as the contents) and decide whether or not it should be passed to the destination to which it was addressed. Obviously subject restriction and local reference monitors can be implemented outside the kernel by means of clans. Since chief are tasks at user level, the clan concept allows more sophisticated and user definable checks as well as active control.
Clans & Chiefs

- A *clan* is a set of tasks headed by a chief task.
Intra-Clan IPC

- Direct IPC by microkernel
Inter-Clan IPC

- Microkernel redirects IPC to next chief
- Chief (user task) *can* forward IPC or modify or …
Direction-Preserving Deceiving

C1
T1 T2 T3

C2
C3
T4 T5

"from T2"
Direction-Preserving Deceiving

From $T_2$
Direction-Preserving Deceiving
Direction-Preserving Deceiving

C1 → T1 → T2

“from T2”

C2 → T4

“from T2”

C3 → T5
Can I trust $C_2$?

Yes!

Direction-Preserving Deceiving
Can I trust \( C_2 \)?

Yes!

Direction-Preserving Deceiving
Direction-Preserving Deceiving

Can I trust $C_1$?

Yes!
Can I trust C1? Yes!

Direction-Preserving Deceiving
Example

Direct-Preserving-Deceiving (DPD) is a simple mechanism to realize security. Imagine the blue task is a tool you have from the Internet. Without DPD there is no relevant security. The blue thread $T_3$ wants to get some private information from $T_1$. 
Direct-Preserving-Deceiving (DPD) is a simple mechanism to realize security. Imagine the blue task is a tool you have from the Internet. Without DPD there is no relevant security. The blue thread $T_3$ want to get some private information from $T_1$. The chief $C_2$ can send an IPC to $T_1$ so it appears that it came from $T_2$. 

"From $T_2"
Direct-Preserving-Deceiving (DPD) is a simple mechanism to realize security. Imagine the blue task is a tool you have from the Internet. Without DPD there is no relevant security. The blue thread $T_3$ want to get some private information from $T_1$. The chief $C_2$ can send an IPC to $T_1$ so it appears that it came from $T_2$.

The important fact is that with DPD when $T_1$ gets an IPC from $C_2$ then he definitely knows that the message came from inside the clan $C_2$. Vice versa is the same.
Remote IPC
Clans & Chiefs

- Remote IPC
- Multi-level security
- Debugging
- Heterogeneity
Secure System using Clans & Chiefs
Problems with Clans & Chiefs

- Static
  - A chief is assigned when task is started
    - If we *might* want to control IPC, we must always assign a chief
- General case requires many more IPCs
  - Every task has its own chief
The most general system configuration

- If a pair could communicate freely we still require 3 IPCs where one would suffice
IPC Redirection
IPC Redirection

For each source and destination we actually deliver to $X$, where $X$ is one of:

- Destination
- Intermediary
- Invalid
IPC Redirection

- If $X$ is
  - Destination
    - We have a fast path when source and destination can communicate freely
IPC Redirection

If $X$ is

- Invalid
  - We have a barrier that prevents communication completely
IPC Redirection

- If \( X \) is
  - Intermediary
    - Enforce security policy
      - Monitor, analyze, reject, modify each IPC
    - Audit communication
    - Debug
Deception

- To be able to transparently insert an intermediary, intermediaries must be able to deceive the destination into believing the intermediary is the source.

- An intermediary (I) can impersonate a source (S) in IPC to a destination (D)
  - I [S]=> D
  - Iff R(S,D) = I or
  - R(S,D) = x and I[x]=>D
Case 1

- I[S] => D if R(S,D) = I
Case 2

- $I[S] \Rightarrow D$ if $R(S,D) = x$, and $I[x] \Rightarrow D$
Secure System using IPC Redirection
IPC Redirection can implement Clans & Chiefs
Disadvantages and Issues

- The check for if impersonation is permitted if defined recursively
  - Could be expensive to validate
- Dynamic insertion of transparent intermediaries is easy, removal is hard.
  - There might be “state” along a path of intermediaries, redirection controller cannot know unless it has detailed knowledge and/or coordination with intermediaries.
- Cannot determine IPC path of an impersonated message as path may not exist after message arrives
- Centralized redirection controller
Summary

- In microkernel based systems information flow is via communication
  - Communication control is necessary to enforce security policy.
- Any mechanism for communication control must be flexible enough to implement arbitrary security policies.
- We examined two “policy-free” mechanisms to provide communication control
  - Clans & Chiefs
  - Redirection
    - Neither is perfect
- Current research: Virtual Threads