User program

CPU 2

CPU 1

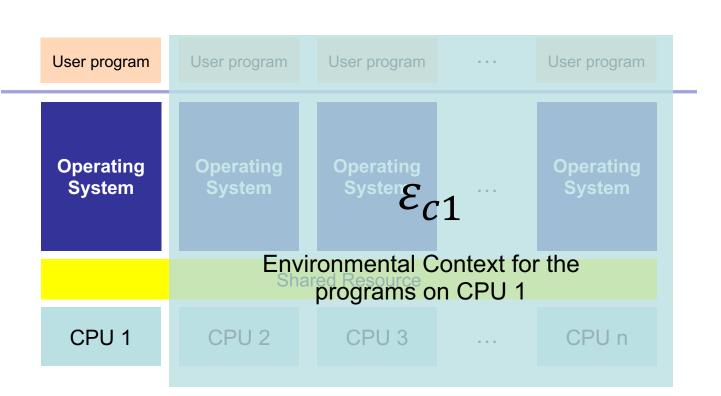


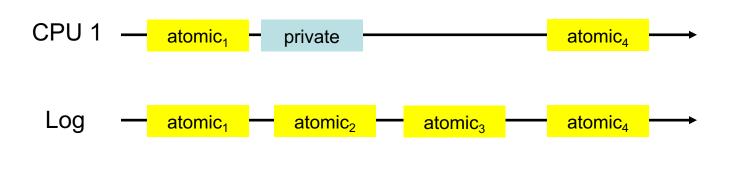
CPU 3

CPU n

User program	User program	User program	 User program	
Operating System	Operating System	Operating System	 Operating System	
CPU 1	CPU 2	CPU 3	 CPU n	

User program	User program	User program		User program		
Operating System	Operating System	Operating System		Operating System		
Shared Resource						
CPU 1	CPU 2	CPU 3		CPU n		



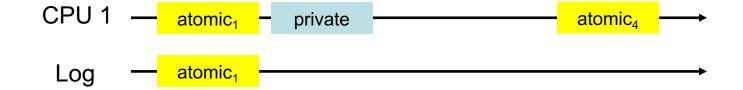


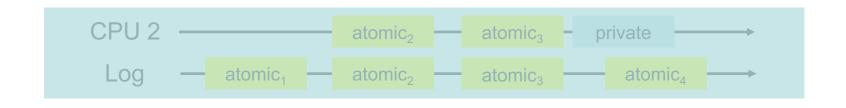
atomic₂

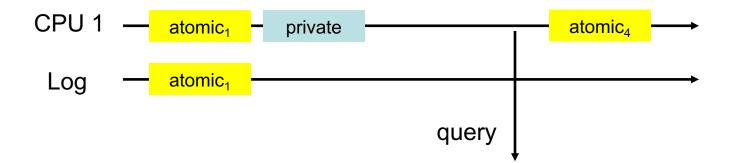
atomic₃

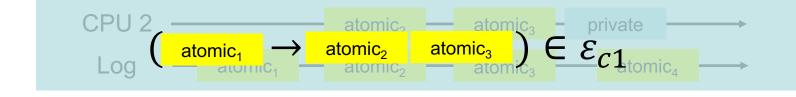
private

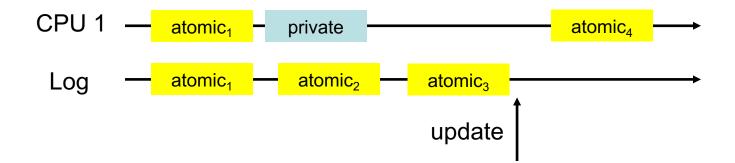
CPU 2

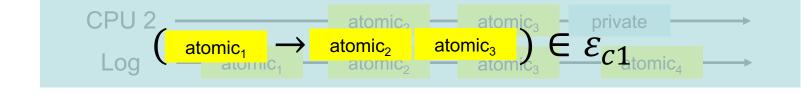




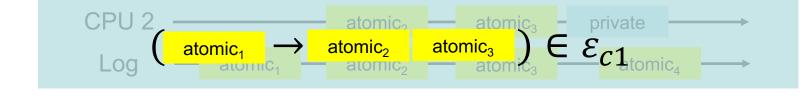


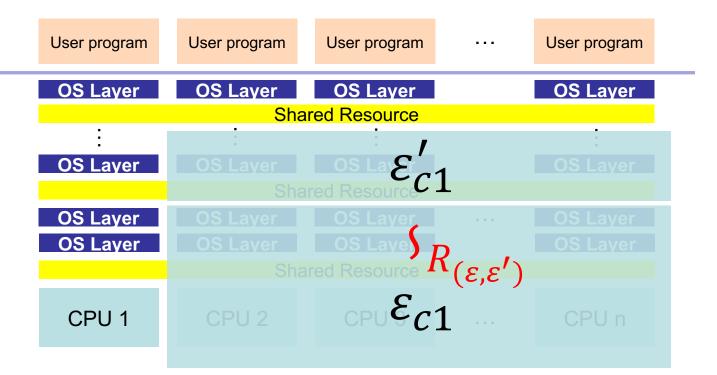






CPU 1 —
$$\frac{1}{\text{atomic}_1}$$
 — $\frac{1}{\text{private}}$ — $\frac{1}{\text{atomic}_2}$ — $\frac{1}{\text{atomic}_3}$ — $\frac{1}{\text{atomic}_4}$ — $\frac{1}{\text{atomic$

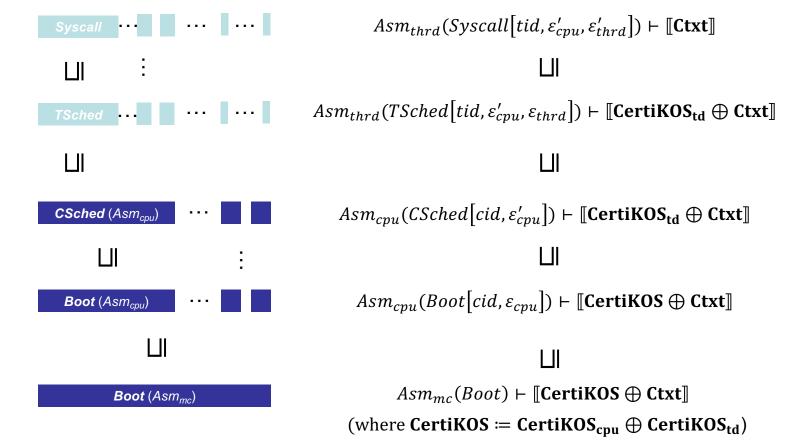




User program	User program	User program		User program				
OS Layer	OS Layer	OS Layer red Resource		OS Layer				
:	• Shared Resource							
:								
OS Layer		OS La Er						
	OS Layer OS Layer OS Layer OS Layer Shared Resource C1							
OS Layer								
OS Layer								
	Shared Resource							
CPU 1		CPU $arepsilon_{c_1}$						

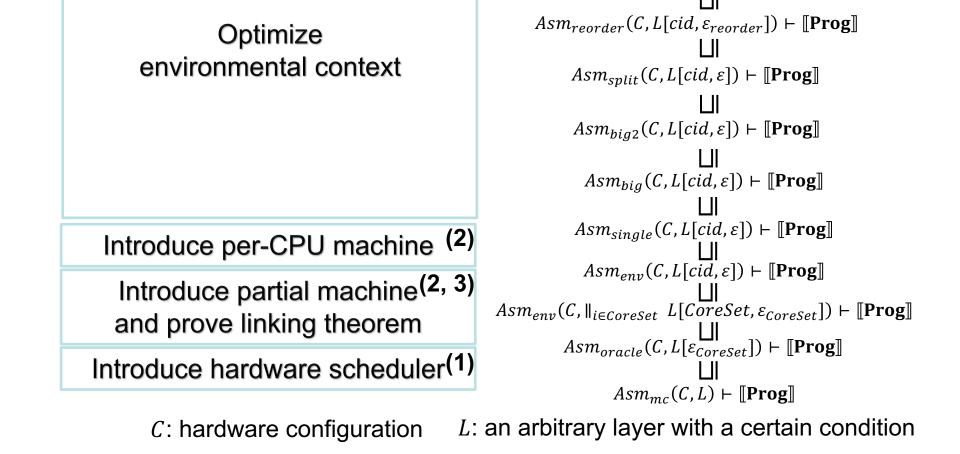
 $Asm_{mc}(Boot) \vdash [[CertiKOS \oplus Ctxt]]$

 $Asm_{thrd}(Syscall[tid,\varepsilon_{cpu}',\varepsilon_{thrd}']) \vdash \llbracket \mathbf{Ctxt} \rrbracket$



 $Asm_{cpu}(Boot[cid, \varepsilon_{cpu}]) \vdash \llbracket \mathbf{CertiKOS} \oplus \mathbf{Ctxt} \rrbracket$ \square $Boot(Asm_{mc})$ $Asm_{mc}(Boot) \vdash \llbracket \mathbf{CertiKOS} \oplus \mathbf{Ctxt} \rrbracket$

- Environment
 - Fixed number of CPUs
 - Fixed initial state for all CPUs
 - Fairness assumptions
- Things to solve
 - Hide non-determinism 1
 - Build environmental context for each CPU 2
 - Prove compositionality of multiple per-CPU machines
 - Provide simple environmental context for per-CPU machines



(4)

 $Asm_{sep}(C, L[cid, \varepsilon_{sep}]) \vdash [[Prog]]$

 $Asm_{reorder}(C, L[cid, \varepsilon'_{reorder}]) \vdash [[Prog]]$

Link with
$$Asm_{cpu}$$
 (4)

Optimize environmental context

Introduce per-CPU machine (2)

Introduce partial machine (2, 3) and prove linking theorem

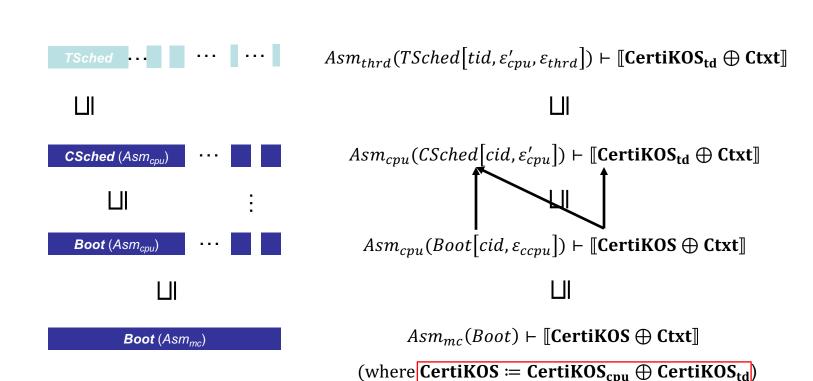
Introduce hardware scheduler(1)

 $Asm_{reorder}(Boot[cid, \varepsilon_{reorder}]) \vdash [CertiKOS \oplus Ctxt]]$ $Asm_{split}(Boot[cid, \varepsilon]) \vdash \llbracket \mathbf{CertiKOS} \oplus \mathbf{Ctxt} \rrbracket$ $Asm_{big2}(Boot[cid, \varepsilon]) \vdash [CertiKOS \oplus Ctxt]$ $Asm_{big}(Boot[cid,\varepsilon]) \vdash \llbracket \mathbf{CertiKOS} \oplus \mathbf{Ctxt} \rrbracket$ $Asm_{single}(Boot[cid, \varepsilon]) \vdash [CertiKOS \oplus Ctxt]$ $Asm_{env}(Boot[cid, \varepsilon]) \vdash [[CertiKOS \oplus Ctxt]]$ $Asm_{env}(\parallel_{i \in CoreSet} Boot[CoreSet, \varepsilon_{CoreSet}]) \vdash [CertiKOS \oplus Ctxt]$ $Asm_{oracle}(Boot[\varepsilon_{CoreSet}]) \vdash [CertiKOS \oplus Ctxt]]$ $Asm_{mc}(Boot) \vdash [CertiKOS \oplus Ctxt]$

 $Asm_{cpu}(Boot[cid,\varepsilon_{cpu}]) \vdash \llbracket \mathbf{CertiKOS} \oplus \mathbf{Ctxt} \rrbracket$

 $Asm_{sep}(Boot[cid, \varepsilon_{sep}]) \vdash [[CertiKOS \oplus Ctxt]]$

 $Asm_{reorder}(Boot[cid, \varepsilon'_{reorder}]) \vdash [CertiKOS \oplus Ctxt]]$



$$TSched \big[tid, \varepsilon'_{cpu}, \varepsilon_{thrd} \big] (yield) - (lst, log) \rightarrow (lst, log')$$

$$TSched \cdots \cdots \cdots Asm_{thrd} (TSched \big[tid, \varepsilon'_{cpu}, \varepsilon_{thrd} \big]) \vdash [\![CertiKOS_{td} \oplus Ctxt]\!]$$

 $Asm_{cnu}(CSched[cid, \varepsilon'_{cnu}]) \vdash [[CertiKOS_{td} \oplus Ctxt]]$

 $CSched[cid, \varepsilon'_{ci}]$ contains software scheduler primitives

- spawn / yield / sleep / wakeup

CSched (Asm_{cpu})

 $CSched[cid, \varepsilon'_{ci}](yield) - (lst, log) \rightarrow (lst/[tid = \cdots, \rho = \cdots, \cdots], log')$

- Environment
 - Arbitrary active or available thread set on the CPU
 - Dynamic initial states
- Things to solve
 - Hide context switching between threads 1
 - Build environmental context for each thread
 - Assign proper initial states for each thread
 - Prove compositionality of multiple per-thread machines
 - Use the same compiler for per-CPU/thread machines

(5) Link per-CPU machine compiler with per-thread machine (1, 2, 3)Introduce per-thread machine (1, 2, 3, 4)Introduce multithreaded machine and prove linking theorem C: thread configuration

 $IAsm_{thrd}(C, TLink[tid, \varepsilon'_{cpu}, \varepsilon_{T}^{zip}]) \vdash \llbracket \mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt} \rrbracket$ $\sqcup IAsm_{mt}(C, TLink[tid, \varepsilon'_{cpu}, \varepsilon_{T}]) \vdash \llbracket \mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt} \rrbracket$ $| \parallel$

 $IAsm_{mt}(C, \parallel_{ti \in TSet} TLink[cid, \varepsilon'_{cpu}]) \vdash [CertiKOS_{td} \oplus Ctxt]$

 $Asm_{mt}(C, \|_{ti \in TSet} \ TLink\big[cid, \varepsilon_{cpu}'\,\big]) \vdash \llbracket \mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt} \rrbracket$

 $Asm_{thrd}(C, TSched[tid, \varepsilon'_{cnu}, \varepsilon_{thrd}]) \vdash [CertiKOS_{td} \oplus Ctxt]$

abstract relations between two layers $AbsRelT = \begin{cases}
AbsRelC \\
(context switching incl.) \\
TLink: arbitrary layer for intermediate machines (scheduling primitives are defined in the machine itself) \\
TSched: arbitrary layer with scheduling primitives$

(Scheduling has a identity behavior)

Link per-CPU machine (5) compiler with per-thread machine

(1, 2, 3) Introduce per-thread machine

Introduce (1, 2, 3, 4) multithreaded machine and prove linking theorem

 $Asm_{thrd}(PHThread[tid, \varepsilon'_{cpu}, \varepsilon_{thrd}]) \vdash [CertiKOS_{td} \oplus Ctxt]$ \square $LAsm_{thread}(PHPThread[tid, \varepsilon'_{cpu}, \varepsilon_{thred}]) \vdash [CertiKOS_{td} \oplus Ctxt]$

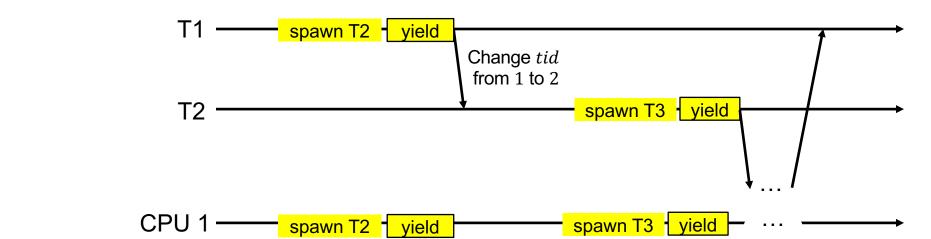
$$\begin{split} \mathit{IAsm}_{thrd}(\mathit{PHBThread}\big[\mathit{tid},\varepsilon'_\mathit{cpu},\varepsilon^\mathit{zip}_T\big]) \vdash \llbracket \mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt} \rrbracket \\ & \qquad \qquad \bigsqcup \rrbracket \\ \mathit{IAsm}_{mt}(\mathit{PHBThread}\big[\mathit{tid},\varepsilon'_\mathit{cpu},\varepsilon_T\big]) \vdash \llbracket \mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt} \rrbracket \end{split}$$

 $IAsm_{mt}(\|_{ti \in TSet} \ PHBThread[cid, \varepsilon'_{cpu}]) \vdash [\mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt}]]$ $\square |$ $Asm_{mt}(\|_{ti \in TSet} \ PHBThread[cid, \varepsilon'_{cpu}]) \vdash [\mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt}]]$

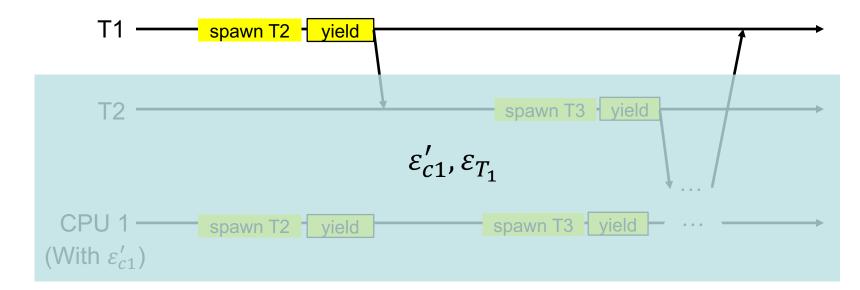
 $\qquad \qquad \qquad \bigsqcup \\ Asm_{cpu}(PBThread[cid, \varepsilon'_{cpu}]) \vdash \llbracket \mathbf{CertiKOS_{td}} \oplus \mathbf{Ctxt} \rrbracket$

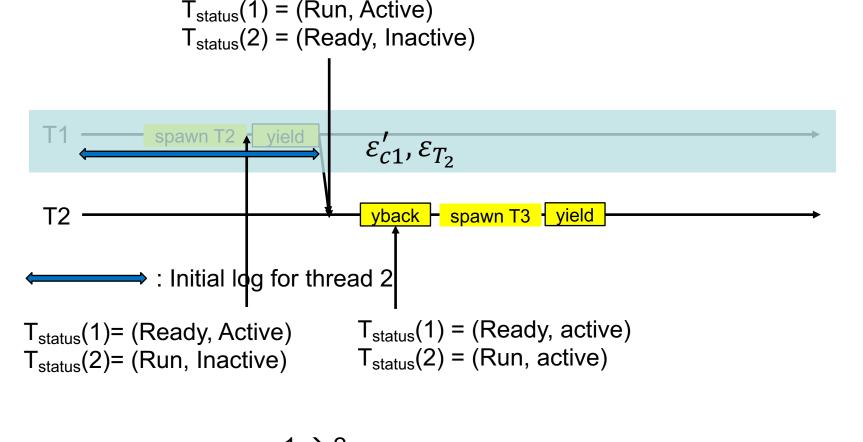
$$st_{TSet} := (tid, \{ti \mapsto lst_{ti}\}, log) \ (\forall ti, ti \in TSet)$$

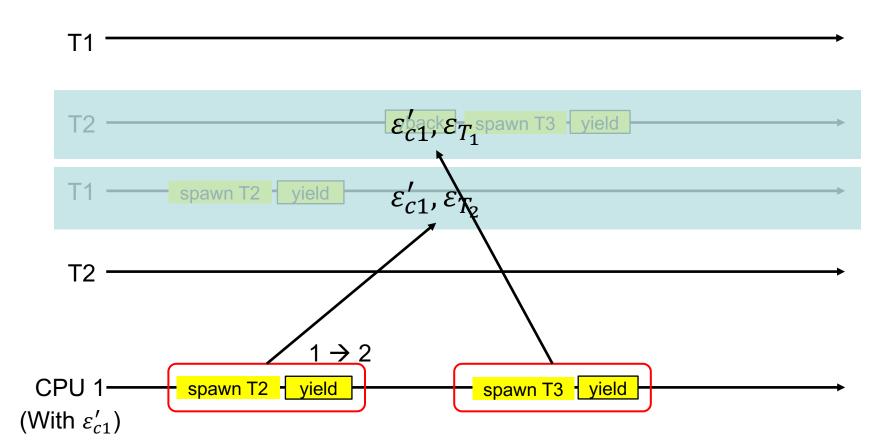
(With ε'_{c1})

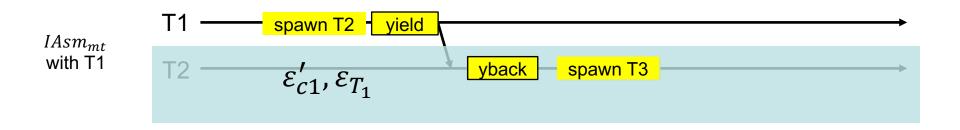


$$st_{TSet} := (tid, \{ti \mapsto lst_{ti}\}, log) \ (\forall ti, ti \in TSet)$$



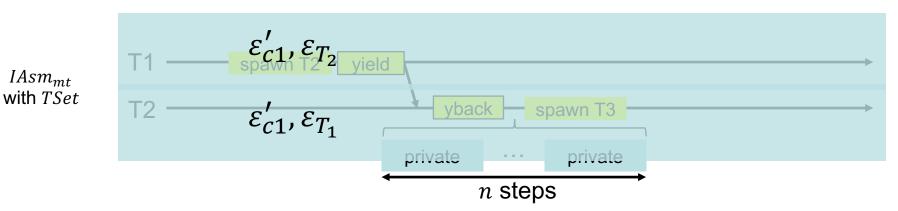


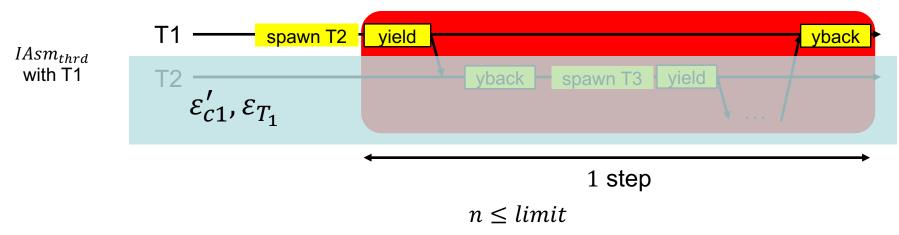




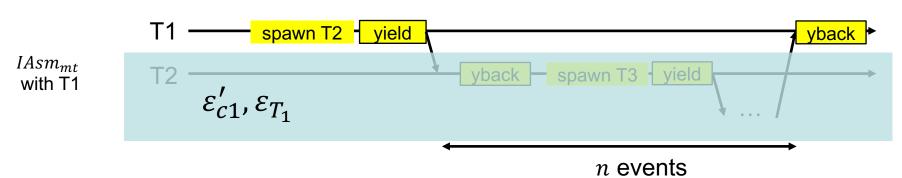
 $IAsm_{mt}$

n < *progress* Every thread will generate at least one event within progress steps





Every thread will be eventually scheduled within $limit \times progress$ steps



Initial state: Calculate initial log to find the proper initial state

Yield rule:
$$TSched[tid, \varepsilon'_{cpu}, \varepsilon_{thrd}](yield) - (lst, log) \rightarrow (lst, log')$$

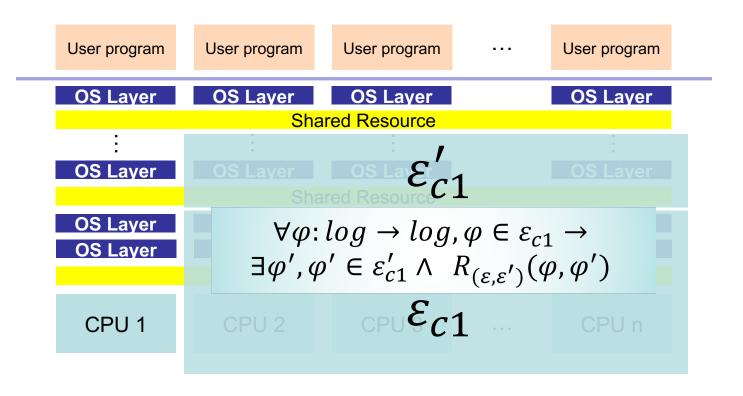
TSched $Asm_{thrd}(TSched[tid, \varepsilon'_{cpu}, \varepsilon_{thrd}]) \vdash [CertiKOS_{td} \oplus Ctxt]$
 \square

CSched (Asm_{cpu}) ···
$$Asm_{cpu}(CSched[tid, \varepsilon'_{cpu}]) \vdash [CertiKOS_{td} \oplus Ctxt]$$

Initial state: Fixed initial state

Yield rule: $\mathit{CSched}\left[\mathit{cid}, \varepsilon'_{cpu}\right](\mathit{yield}) - (\mathit{lst}, \mathit{log}) \rightarrow (\mathit{lst}/[\mathit{tid} = \cdots, \rho = \cdots, \cdots], \mathit{log}')$

Environmental Context Relation



Hide Nondeterminism

 $Asm_{oracle}(Boot[\varepsilon_{CoreSet}]) \vdash [\![CertiKOS \oplus Ctxt]\!]$

Ш

 $Asm_{mc}(Boot) \vdash [[CertiKOS \oplus Ctxt]]$