

## Implementation Overview at Client Side

### Steps to develop client side emulation library

- **Build system**  
Reuse the powerful seL4 build system.
- **Linux syscall wrapper library**  
Develop a library that **connects** emulation framework and Linux host.
- **Client runtime library**  
Modify the current sel4runtime to **initialize** the emulation library.
- **Emulation IPC library**  
Develop a library that **connects** seL4 threads and kernel emulator.

### Emulation Framework Architecture

