

Evaluation of Rust for Operating System Development and Porting Key Components of the HermitCore Unikernel Master's Thesis Presentation

Colin Finck



- The Rust Programming Language
 Some Rust Features
- The HermitCore Operating System
- Thesis Work
- Evaluation
- Conclusion





```
#include <stdio.h>
#include <stdlib.h>
#include <sys/stat.h>
int main(int argc, char* argv[]) {
  char *buf, *filename;
  FILE *fp;
  size t bytes, len;
  struct stat st:
  switch (argc) {
    case 1:
      printf("Too few arguments!\n");
      return 1:
    case 2:
      filename = argv[argc];
      stat(filename, &st);
      len = st.st size:
```

```
buf = (char*)malloc(len);
    if (!buf)
      printf("malloc failed!\n", len);
      return 1:
    fp = fopen(filename, "rb");
    bytes = fread(buf, 1, len, fp);
    if (bytes = st.st_size)
      printf("%s", buf);
    else
      printf("fread failed!\n");
  case 3:
    printf("Too many arguments!\n");
    return 1:
return 0;
```



}



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  switch (argc) {
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                  out-of-bounds access
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  size t bytes, len;
  struct stat st:
                                                      printf("%s", buf);
                                                    else
  switch (argc) {
                                                      printf("fread failed!\n");
                                unchecked return values
    case 1:
      printf("Too few arguments!\n");
                                                  case 3:
      return 1:
                                                    printf("Too many arguments!\n");
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    case 2:
                                                }
      filename = argv[argc];
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```



```
#include <stdio.h>
                                                     buf = (char*)malloc(len);
                                  forgotten braces
#include <stdlib.h>
                                                   \rightarrow if (!buf)
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                                                       printf("malloc failed!\n", len);
                                                       return 1:
int main(int argc, char* argv[]) {
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int main(int argc, char* argv[]) {
  char *buf, *filename;
                                                     fp = fopen(filename, "rb");
  FILE *fp;
                                                     bytes = fread(buf, 1, len, fp);
                             assignment = instead of
                                                    \rightarrow if (bytes = st.st size)
  size t bytes, len;
                             equality comparison ==
  struct stat st:
                                                       printf("%s", buf);
                                                     else
  switch (argc) {
                                                       printf("fread failed!\n");
    case 1:
      printf("Too few arguments!\n");
                                                   case 3:
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                                                     printf("Too many arguments!\n");
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int main(int argc, char* argv[]) {
  char *buf, *filename;
                                                    fp = fopen(filename, "rb");
                                                    bytes = fread(buf, 1, len, fp);
  FILE *fp;
  size t bytes, len;
                                                    if (bytes = st.st size)
                            buffer overflow due to
  struct stat st:
                                                     printf("%s", buf);
                           missing NUL termination
                                                    else
  switch (argc) {
                                                      printf("fread failed!\n");
    case 1:
      printf("Too few arguments!\n");
                                                  case 3:
      return 1:
                                                    printf("Too many arguments!\n");
                                                    return 1:
    case 2:
                                                }
      filename = argv[argc];
      stat(filename, &st);
                                                return 0;
      len = st.st size:
```



29 Lines of Code, with serious bugs in at least 11

- Assignment = instead of equality comparison ==
- Buffer overflows
- File descriptor leak
- Forgotten braces in multi-line if
- Forgotten break in a switch statement
- Forgotten NUL-termination of a string
- Incorrect argument for format string
- Memory leak
- Unchecked cases in a switch statement
- Unchecked return values



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But compiles warning-free with the default settings of many C compilers!



Not an unrealistic scenario, and highly security-relevant!

- David Wheeler, *The Apple goto fail vulnerability* Forgotten braces in multi-line if
- Ed Felten, The Linux Backdoor Attempt of 2003 Assignment = instead of equality comparison ==
- Paul Ducklin, The break that broke sudo Forgotten break in a switch statement
- Yves Younan, 25 Years of Vulnerabilities Buffer overflows and format string problems among the top security issues



Is a 46-year-old programming language still the way to go?



- Mozilla-sponsored programming language developed since 2006, with emphasis on safety and concurrency
- Competitor to C and C++: Compiled systems language with deterministic memory management
- Implements mature features of C and C++, but also from Haskell, OCaml, SML, etc. (no backward compatibility necessary)





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- Makes all of the aforementioned code bugs impossible, and many others!





The str type

- Combines a buffer and a length
- Guaranteed UTF-8 character encoding
- Bounds-checked at runtime
- Used consistently throughout all of Rust



- 1. Each value in Rust has a variable that's called its owner.
- 2. There can only be one owner at a time.
- 3. When the owner goes out of scope, the value will be dropped.



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Example

```
let vec1: Vec<i32> = vec![42, 1337];
```





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Example

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let vec1: Vec<i32> = vec![42, 1337];
```

fn process_vector(input_vec: Vec<i32>)





- 1. Each value in Rust has a variable that's called its owner.
- 2. There can only be one owner at a time.
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References and Borrowing



References and Borrowing

- fn process_vector(input_vec: &Vec<i32>)
 - Variable is *borrowed* immutable
 - No transfer of ownership
 - Multiple immutable borrows possible









- fn process_vector(input_vec: &Vec<i32>)
 - Variable is *borrowed* immutable
 - No transfer of ownership
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- Variable is borrowed mutable
- No transfer of ownership
- \equiv Only one mutable borrow at the same time





- Novel operating system kernel developed at the ACS since 2015
- Low system noise and predictable runtime behavior for HPC applications
- Supports GCC (C, C++, Fortran, Go), POSIX, OpenMP, and Pthreads
 - \blacksquare Many existing HPC applications can be easily ported
- Single-address-space library operating system (Unikernel)





Goals

- Porting individual components of HermitCore to Rust while preserving C compatibility
 - Memory Manager
 - x86-64 Hardware Initialization (with APIC and SMP)
 - Scheduler
- Prefer safe and maintainable code over performance during development
- Clean remains of 32-bit x86 specific code in 64-bit x86-64 implementation



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Result

Entire Unikernel mode of HermitCore could be ported within this thesis



$\mathsf{By-Products}$

- Generic Doubly-Linked List Implementation
 - Not part of the standard Rust library
 - Tricky due to two mutable references per node



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By-Products

- Generic Doubly-Linked List Implementation
 - Not part of the standard Rust library
 - \equiv Tricky due to two mutable references per node
- Generic Free List Implementation
 - Sorted list for managing free blocks of memory
 - Used for both Physical and Virtual Memory Manager
 - Based on Doubly-Linked List







Basic Micro-Benchmarks

System operation	HermitCore Rust	HermitCore C	Linux*
getpid()	17	17	143
<pre>sched_yield()</pre>	218	100	370
malloc()	764	6080	6575
first write access to a page	27 (4 KiB),	1407	4007
	925 (2 MiB)		
task switch	5170	934	

in processor cycles



Hourglass Benchmark

	HermitCore Rust	HermitCore C	Linux*
Minimum	24	24	40
Average	30.14	30.15	69.46
Maximum	2551744	5372052	51840

in processor cycles





Code Maintainability

	HermitCore Rust		HermitCore C	
	Files	Lines of Code	Files	Lines of Code
Rust	57	4157	0	0
C Source	8	667	37	5781
C Header	22	866	70	4987
Assembly	6	579	4	932
Sum	93	6269	111	11700



Rust mature enough for operating system development

- Rust increases the productivity
 - Fewer code lines for the same features
 - \blacksquare Compiler catches bugs early
- Added security comes at no significant performance overhead



- Rust mature enough for operating system development
- Rust increases the productivity
 - Fewer code lines for the same features
 - Compiler catches bugs early
- Added security comes at no significant performance overhead
- If all our software was written in Rust, most security vulnerabilities would be impossible



Thank you for your kind attention!

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The Result type

- Can either be Ok or Err
- Encapsulates the returned data on success or error information otherwise
- Warning if a Result type is returned but not checked

