

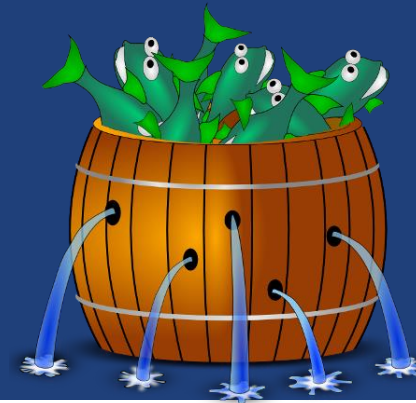


# Provably Correct Memory Management

**Reto Achermann**

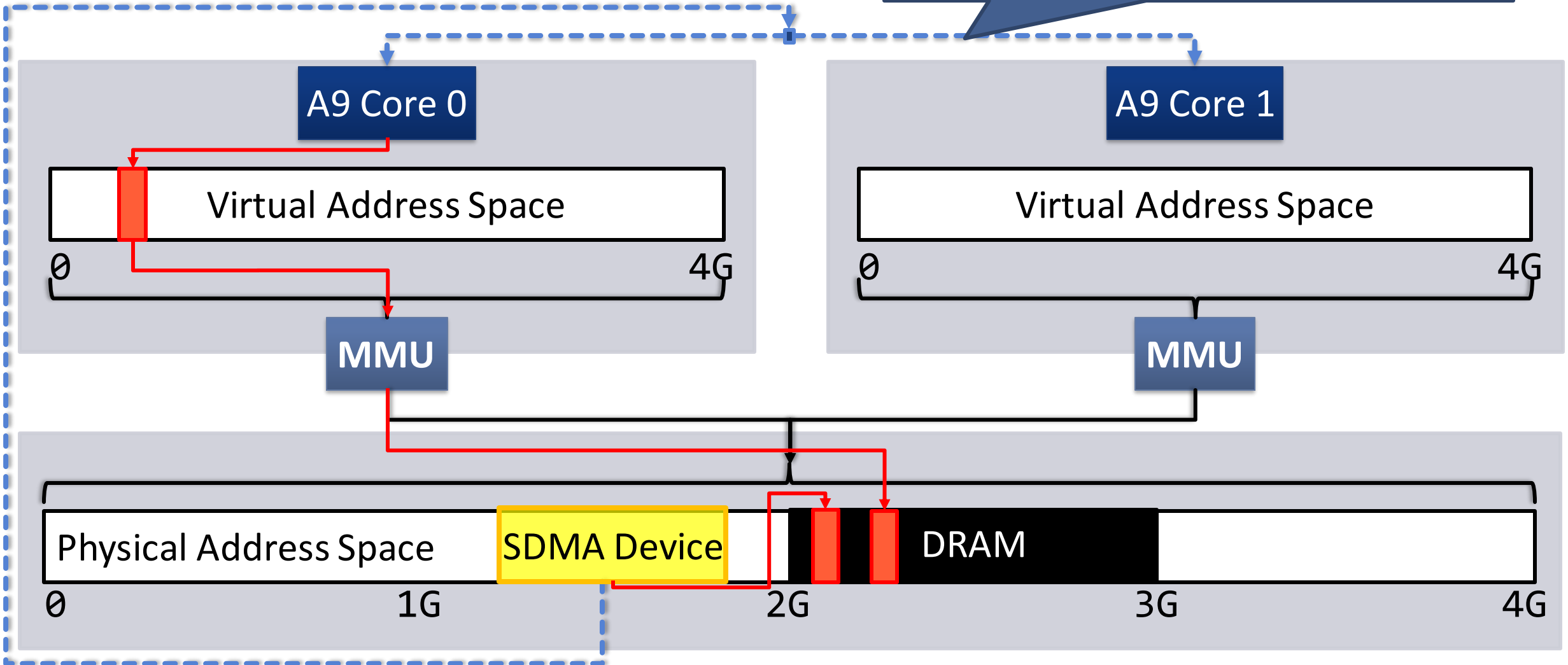
11<sup>th</sup> EuroSys Doctoral Workshop (EuroDW'17), Belgrade

Systems Group, Department of Computer Science, ETH Zurich



# The naïve view of today's systems

Lukas Humbel "Formalizing Interrupt Routing"

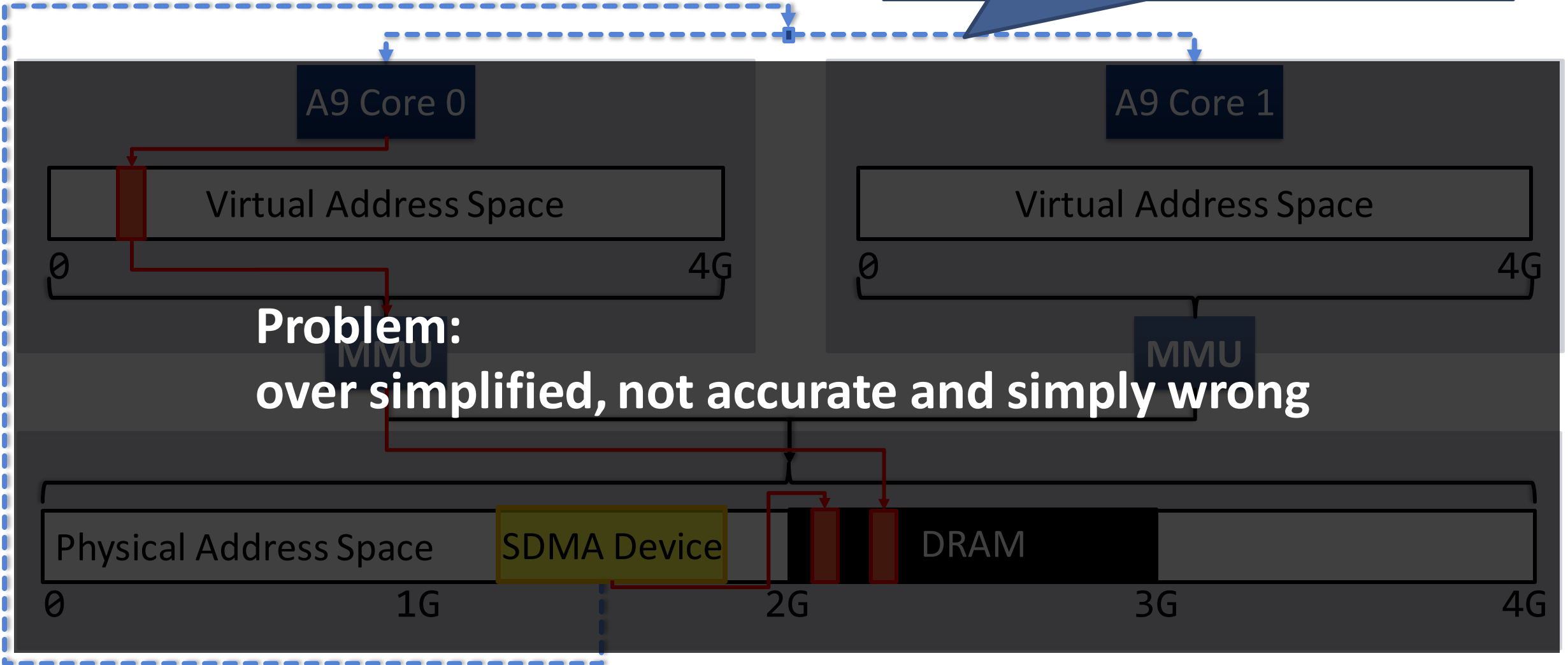


Ti OMAP 4460 SoC

## The naïve view of today's systems

Lukas Humbel "Formalizing Interrupt Routing"

**Problem:**  
over simplified, not accurate and simply wrong



Ti OMAP 4460 SoC

## Reality: The devil is in the details

*Your mobile phone... 5-10 years ago!*

6+ heterogeneous  
cores

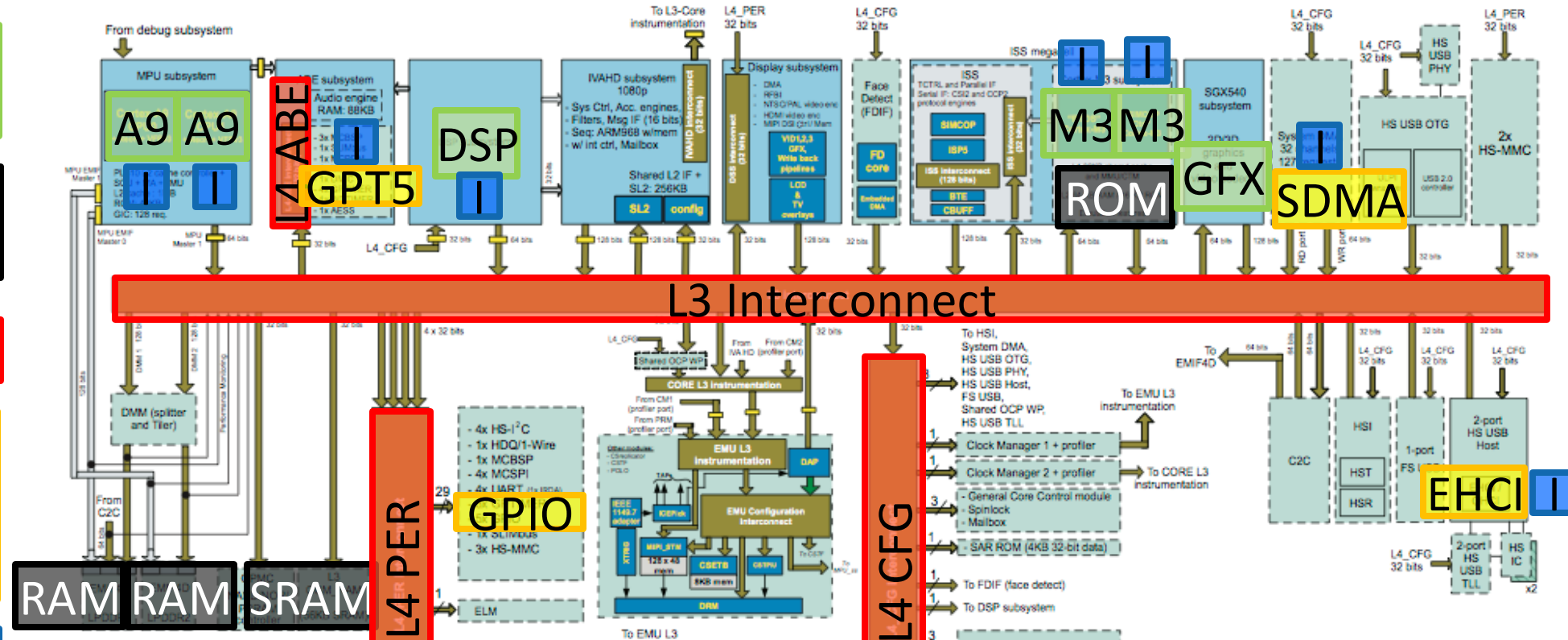
## Private and shared memory

## 5+ Interconnects

## Devices attached to different interconnects

# Complex interrupt subsystem

# OMAP 4460 SoC, Technical Reference Manual



Takeaway: There are many **details** that are not captured by the naïve representation!



6+ heterogeneous  
cores

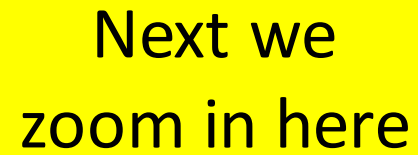
## Private and shared memory

## 5+ Interconnects

## Devices attached to different interconnects

# Complex interrupt subsystem

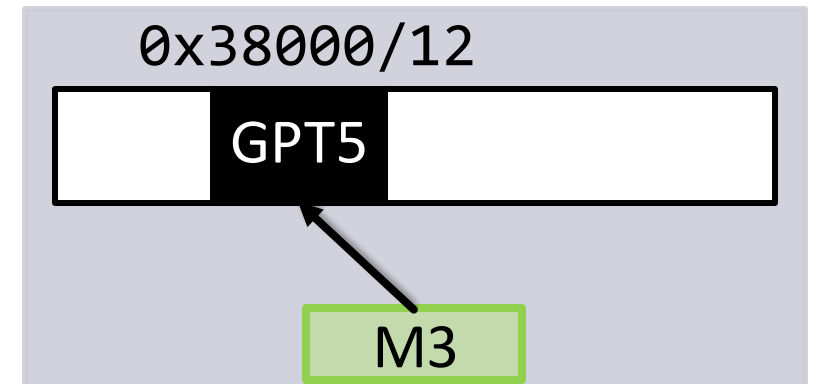
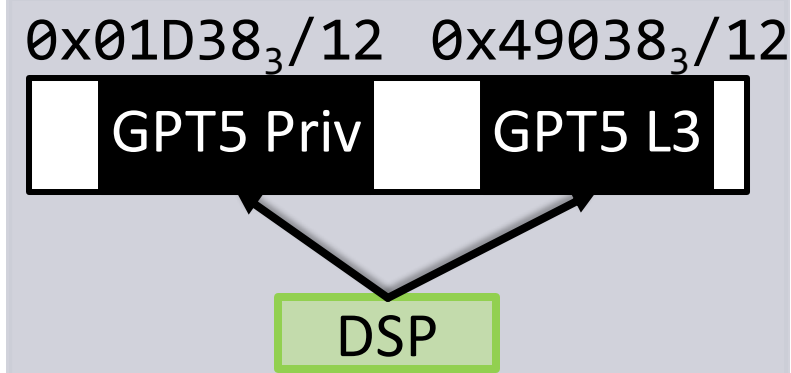
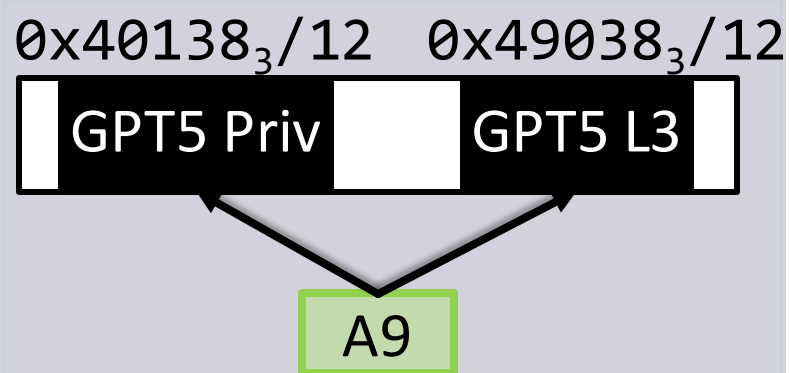
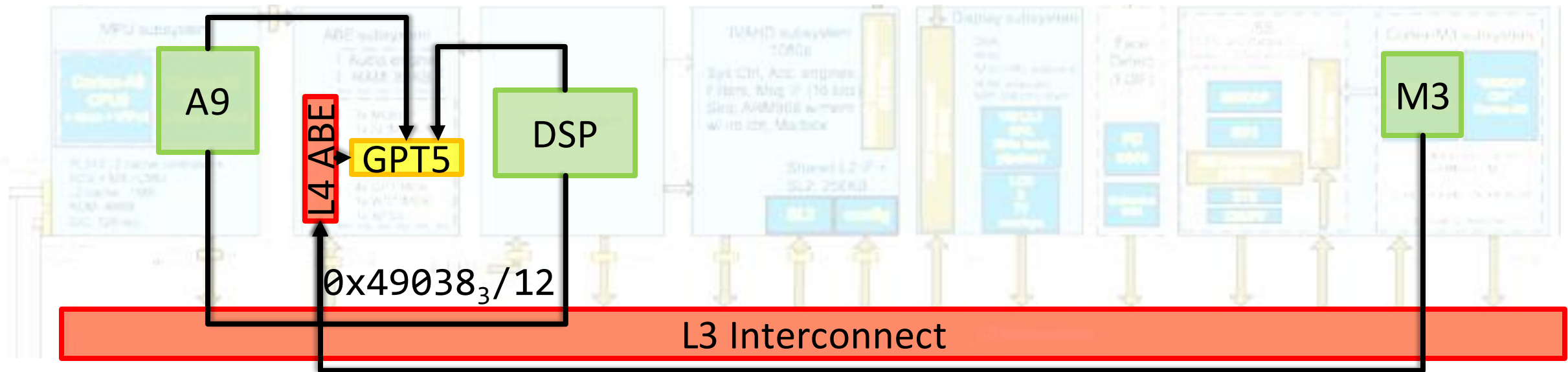
# OMAP 4460 SoC, Technical Reference Manual



Takeaway: There are many **details** that are not captured by the naïve representation!

# There is NO uniform view of the system

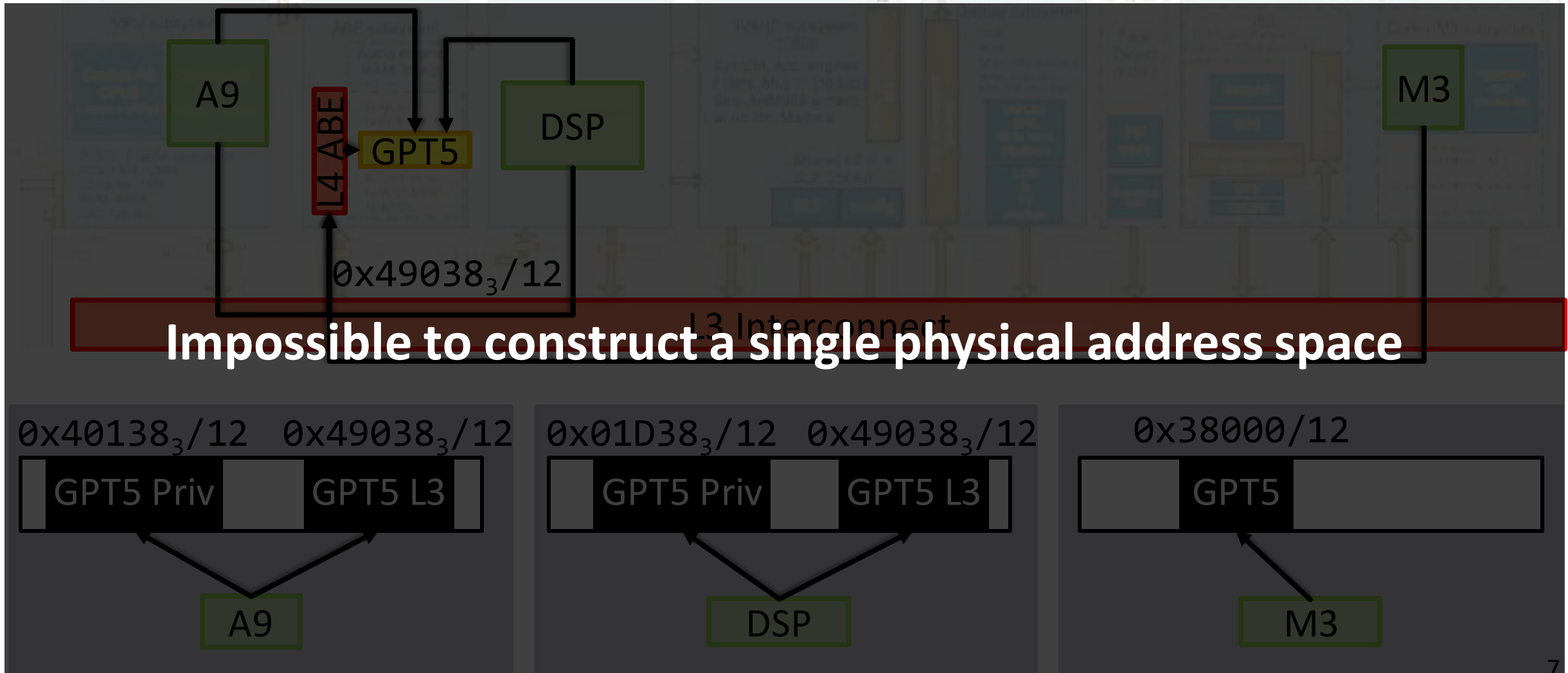
OMAP 4460 SoC





# There is NO uniform view of the system

OMAP 4460 SoC



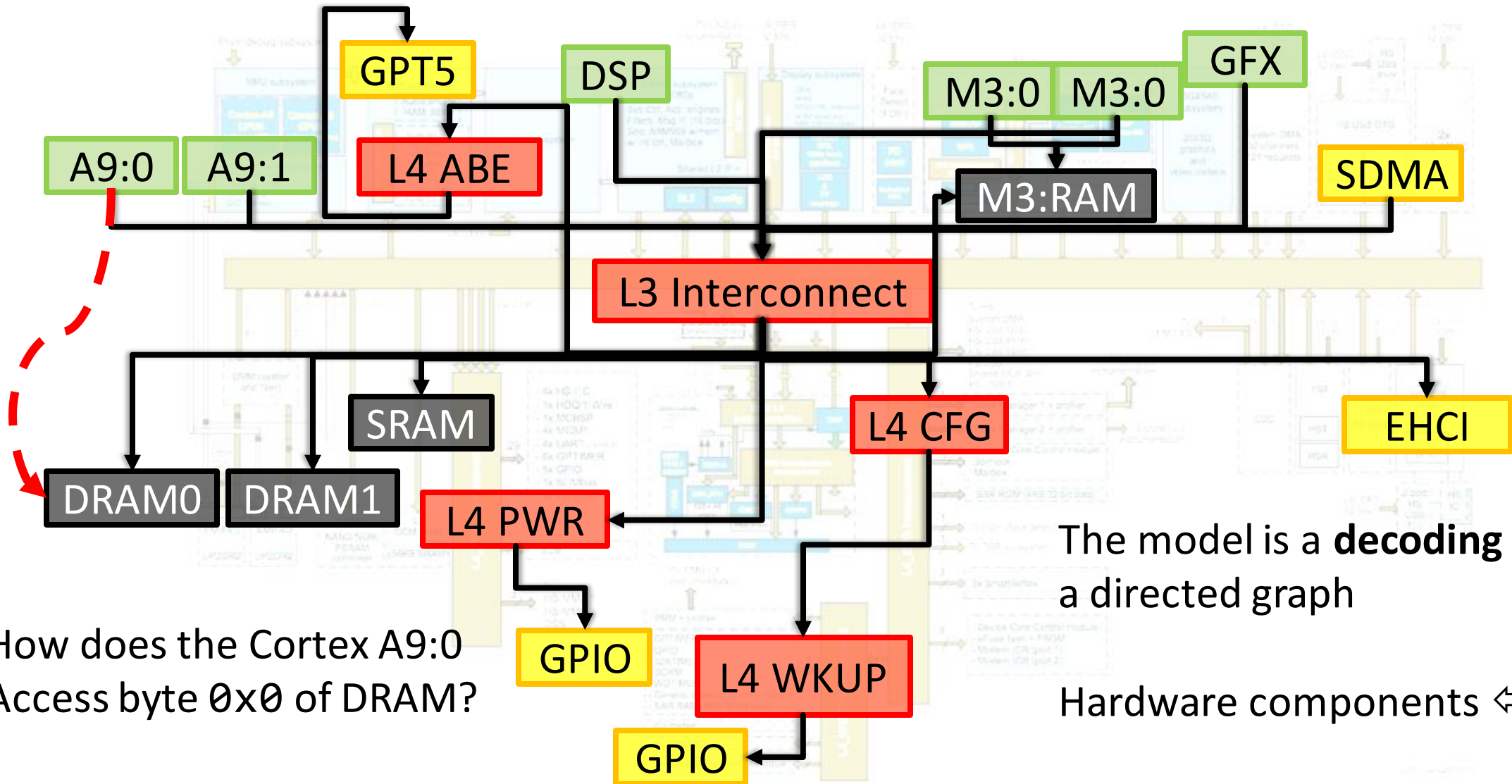
# Why do we need a formal model for memory accesses ?

- We **build** systems and want to write **correct** systems code
- Experience from the Barrelfish operating system:  
dealing with this complexity every day.  
*e.g. PCI programming, heterogeneity, resources, devices, new platforms*
- Problem:
  - Current abstractions make the **wrong** assumptions
  - System software verification requires a sound system hardware description





# A partial decoding net for the OMAP4460

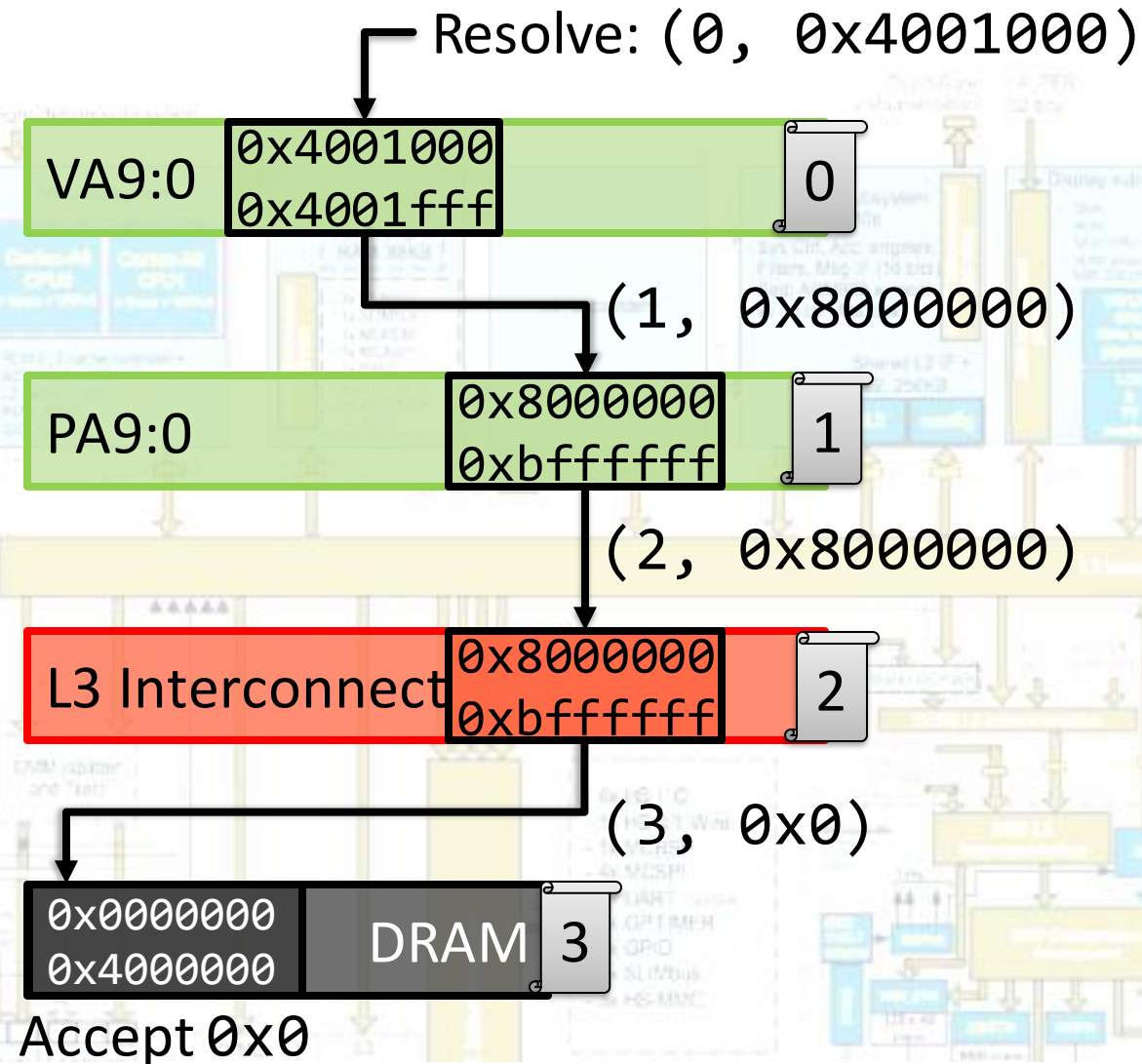


How does the Cortex A9:0  
Access byte 0x0 of DRAM?

The model is a **decoding net**,  
a directed graph

Hardware components  $\Leftrightarrow$  **nodes**

# Modelling the access to byte 0x0 of DRAM from an A9 core



Each node has a label

Resolve a **name**  
(node, address)

Model of one  
particular, static  
configuration state




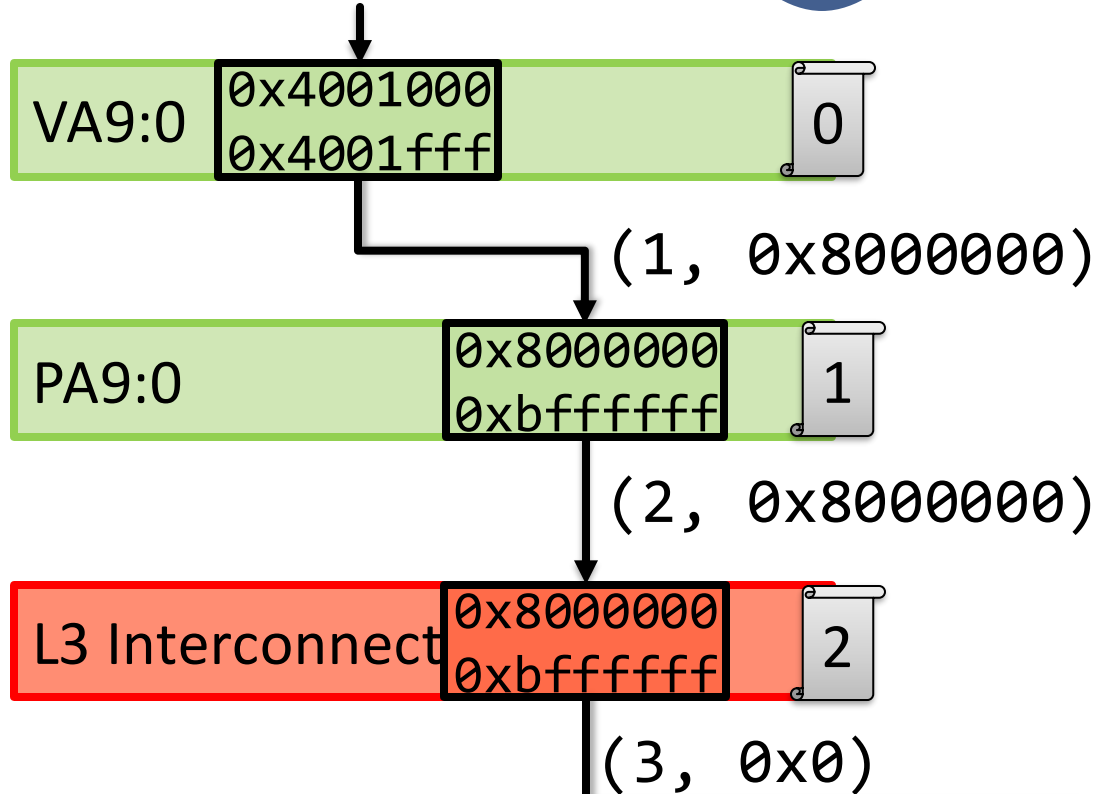
Nodes have **two properties**:


*accept:*  $node \rightarrow \{N\}$

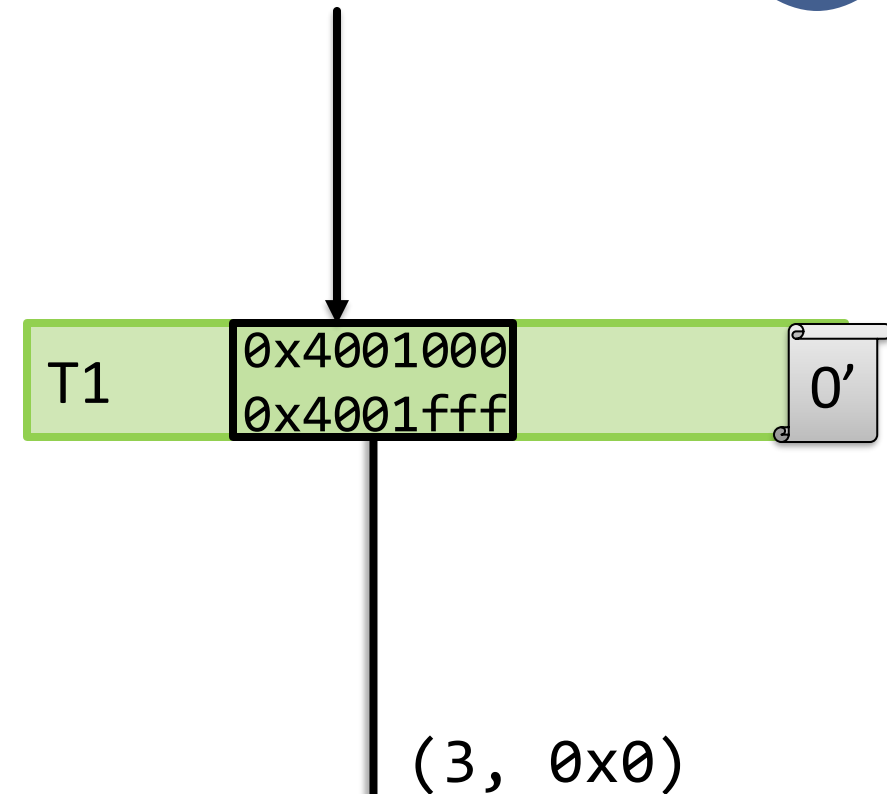
*translate:*  $node \rightarrow N \rightarrow \{name\}$

# Flattening using view equivalence preserving operations

Resolve:  $(0, 0x4001000)$  



Resolve:  $(0', 0x4001000)$  

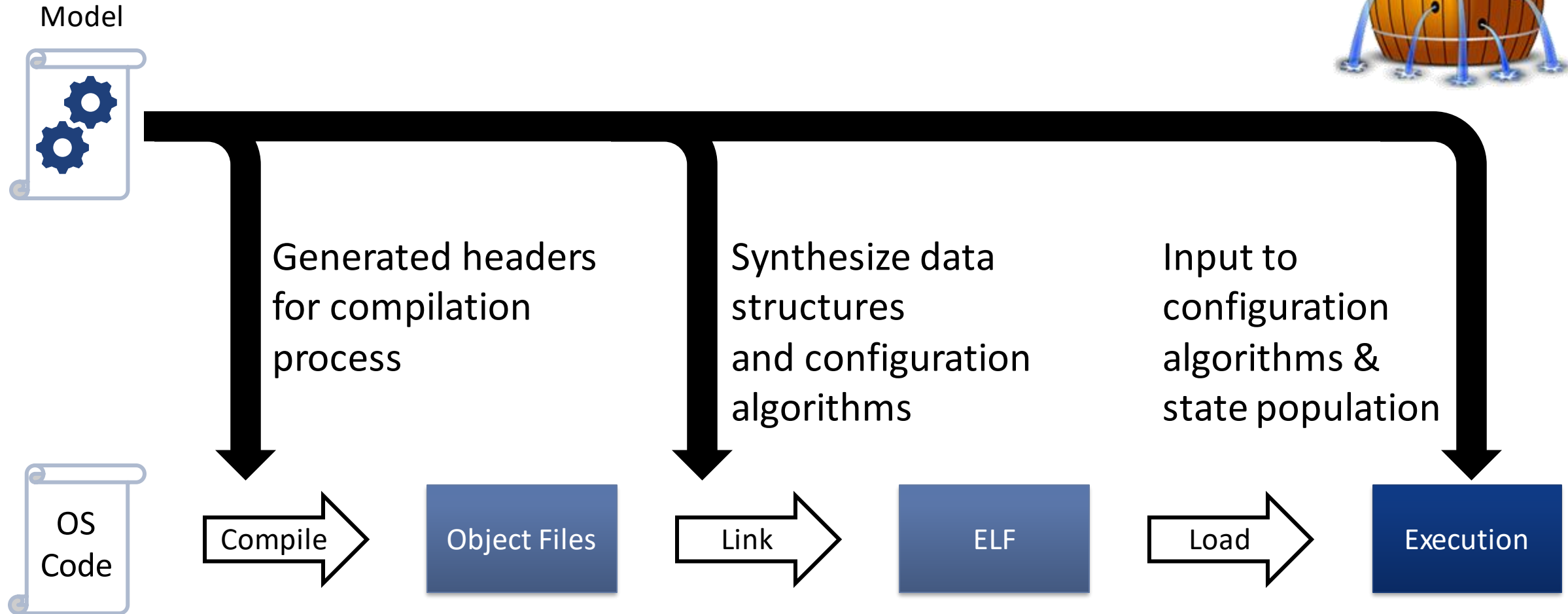


$0x0000000$   
 $0x4000000$  **DRAM**

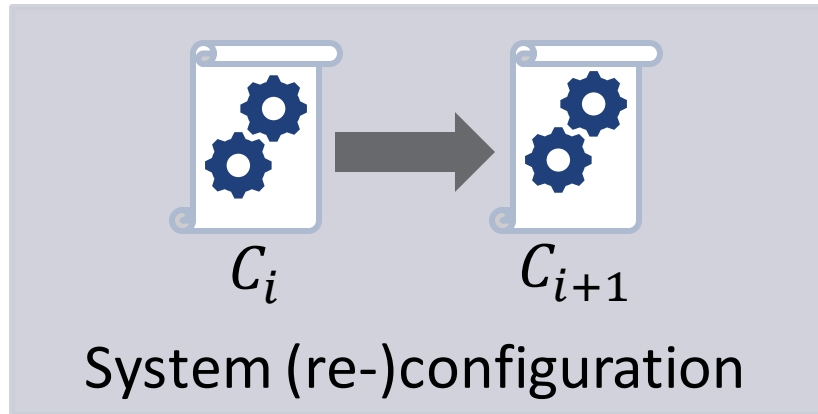
Accept  $0x0$

## Flattening using view equivalence preserving operations

# Ongoing work: Using model output at compile and run time



## Ongoing Work: Model applications



- Generate system configuration from the model:
  - Kernel page tables
  - Initial capabilities
- **Synthesize** configuration algorithms
- **Transition** between configurations without violation of **invariants**
- **Constraints** on memory accesses



## Future work: Model refinements



Distinction of Read/Write  
accesses

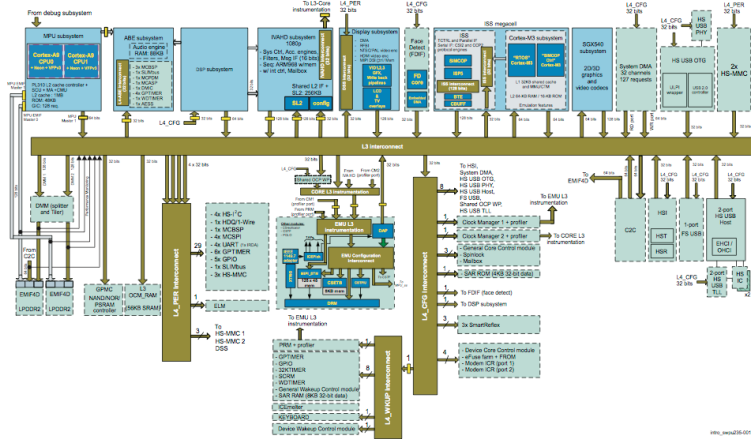
- Reads / writes have different semantics
- Write only / read only regions



Expressing performance  
characteristics

- Basis for a performance model.
- Resource allocation & scheduling

# Summary



$V_{A9:0}$  is map  $[20000_3/12 \text{ to } P_{A9:0} \text{ at } 80000_3]$   
 $P_{A9:0}, P_{A9:1}$  are map  $[40138_3/12 \text{ to } GPT \text{ at } 0]$  over  $L3$   
 $P_{DSP}$  is map  $[1d3e_3/12 \text{ to } GPT \text{ at } 0]$  over  $L3$   
 $V_{M3}, V_{M3}$  are over  $L1_{M3}$   
 $RAM_{M3}$  is accept  $[55020_3/16]$   
 $ROM_{M3}$  is accept  $[55000_3/14]$   
 $MIF$  is map  $[0 - 5fffff \text{ to } L2_{M3}, 55000_3/14 \text{ to } RAM_{M3}, 55020_3/16 \text{ to } ROM_{M3}]$   
 $L3$  is map  $[49000_3/24 \text{ to } L4 \text{ at } 40100_3, 55000_3/12 \text{ to } MIF]$  accept  $[80000_3/30]$

$V_{A9:1}$  is map  $[20000_3/12 \text{ to } P_{A9:1} \text{ at } 80000_3]$   
 $V_{DSP}$  is over  $P_{DSP}$   
 $L2_{M3}$  is map  $[0_{30} \text{ to } L3 \text{ at } 80000_3]$   
 $L1_{M3}$  is map  $[0_{28} \text{ to } MIF]$   
 $L4$  is map  $[49038_3/12 \text{ to } GPT \text{ at } 0]$   
 $GPT$  is accept  $[0/12]$

