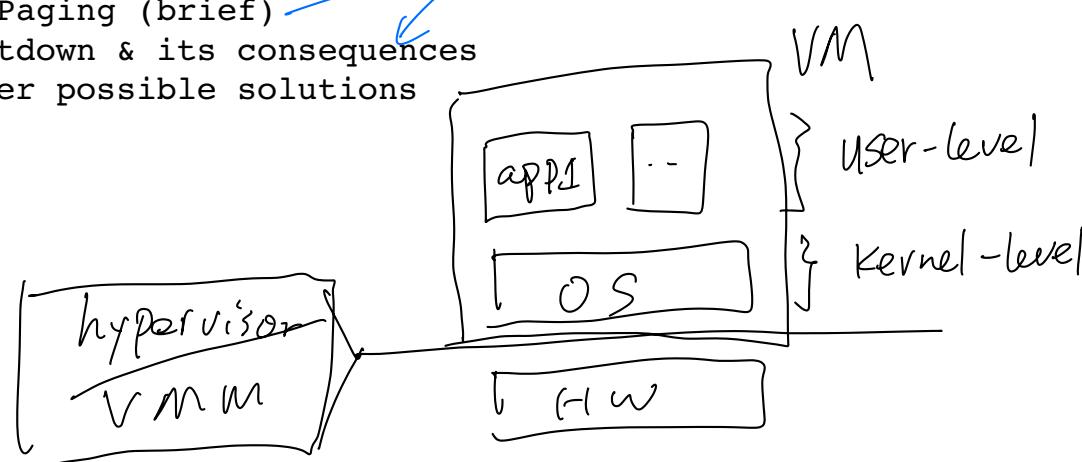


- 1. CPU privilege levels
- 2. Memory protection, the problem
- 3. Protection schemes
- (A) Segmentation (x86)
- (B) PMP (RISC-V)
- (C) Paging (brief)
- 4. Meltdown & its consequences
- 5. Other possible solutions

RISC-V:

high M/S/V → low
 low → high = } interrupt
 exception
 ecall

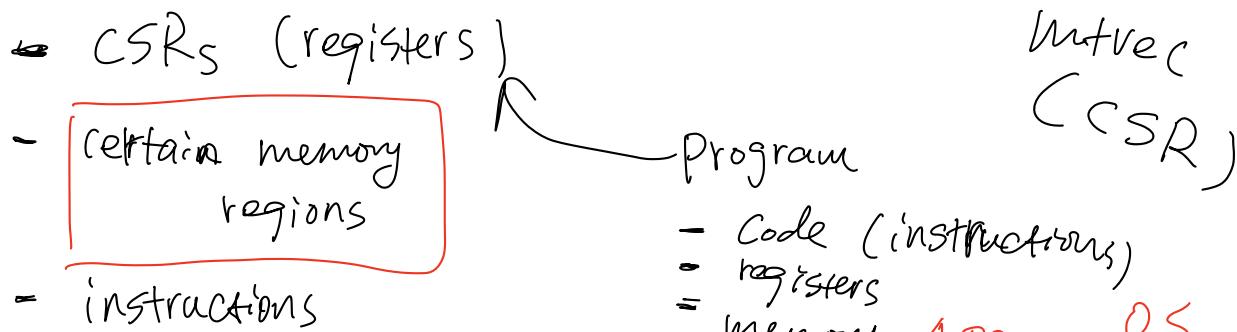
high → low : mret
 + mstatus.MPP



Q: motivation: why do people want privilege levels?

- security
- fault isolation
- resource multiplexing
- provide abstraction

Q: running the same piece of code in unprivileged and privileged mode, what will be the difference?



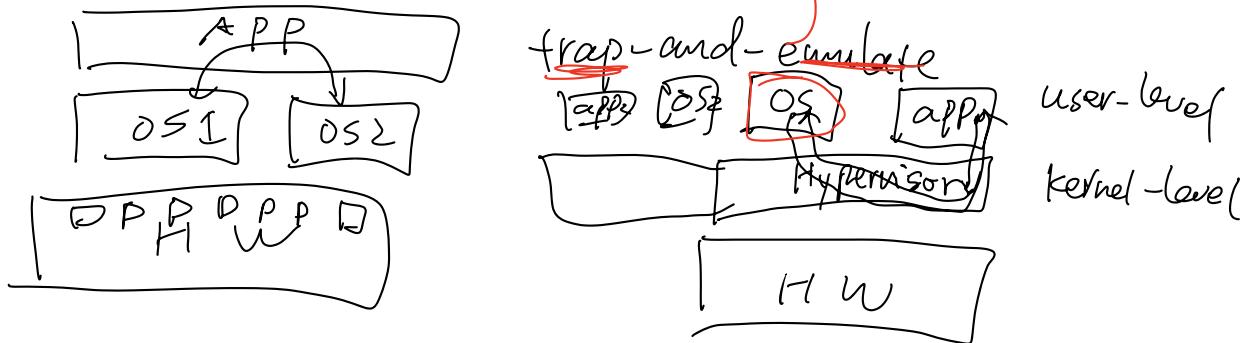
Mechanism : exceptions



Q: How could I know what privilege level the current CPU is running in?

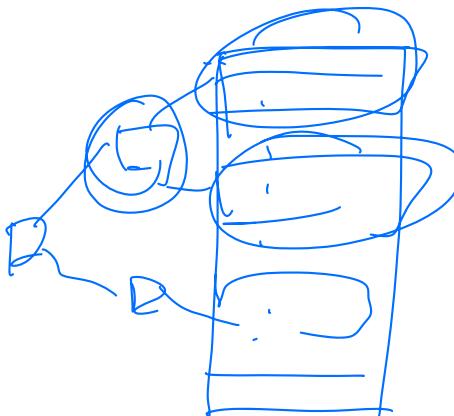
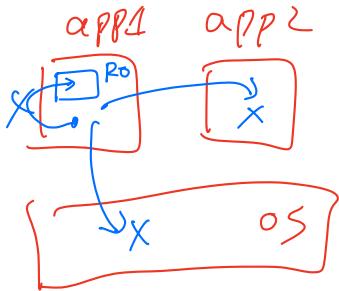
RISC-V deliberately doesn't make it easy for code to discover what mode it is running in because this is a virtualisation hole. As a general principle, code should be designed for and implicitly know what mode it will run in. Applications code should assume it is in U mode. The operating system should assume it is in S mode (it might in fact be virtualised and running in U mode, with things U mode can't do trapped and emulated by the hypervisor).
""

[from <https://forums.sifive.com/t/how-to-determine-the-current-execution-privilege-mode/2823>]

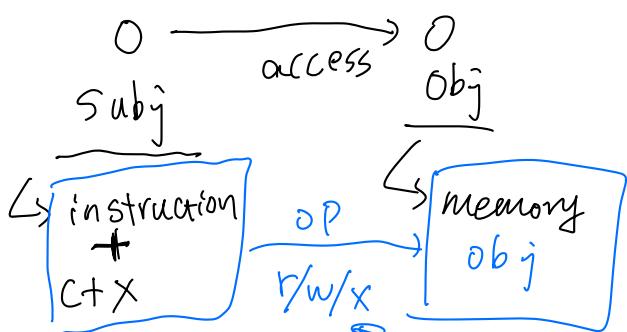


2. Memory protection, the problem

Q: Motivation? why do we need memory protection?



access control:



invalid ops:

- 1. invalid instr
- 2. invalid op
- 3. invalid mem

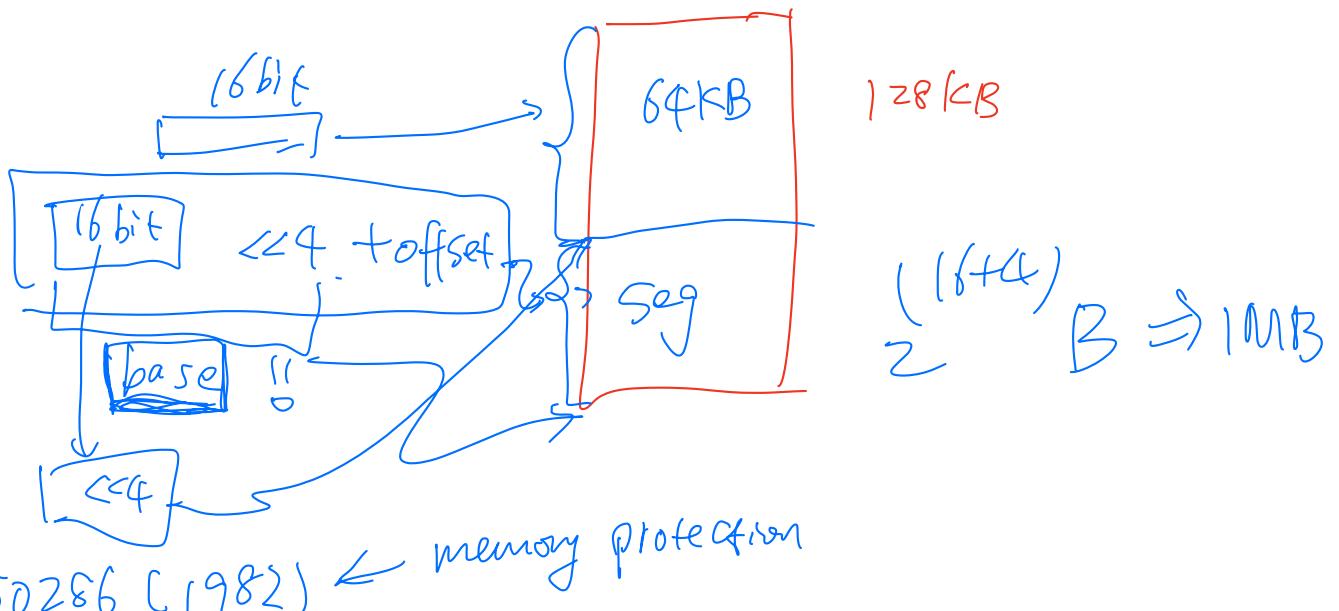
Multiple questions:

- Q1: what are memory objs? (memory granularity)
- Q2: who is the subj? (how to define subj)
- Q3: where to store the ACL?

(A) segmentation (from x86)

- 8086 (1978).

$$16\text{ bit} \rightarrow 2^{16} \text{ B} \Rightarrow 64\text{ KB}$$



- 80286 (1982) ← memory protection

- 80386 (1985)
- X86-32

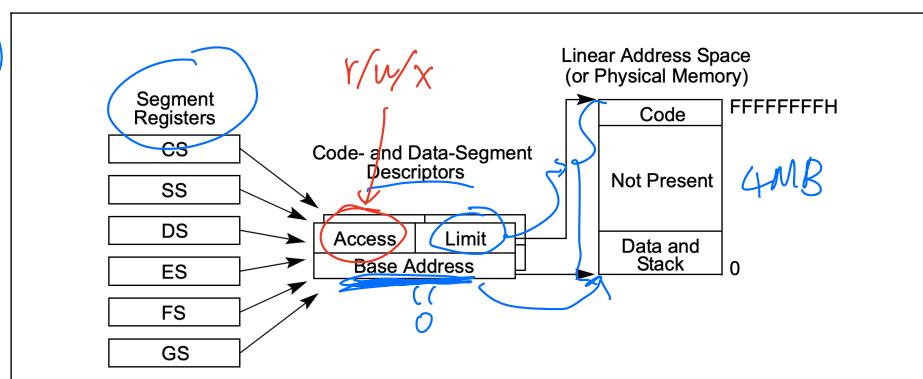
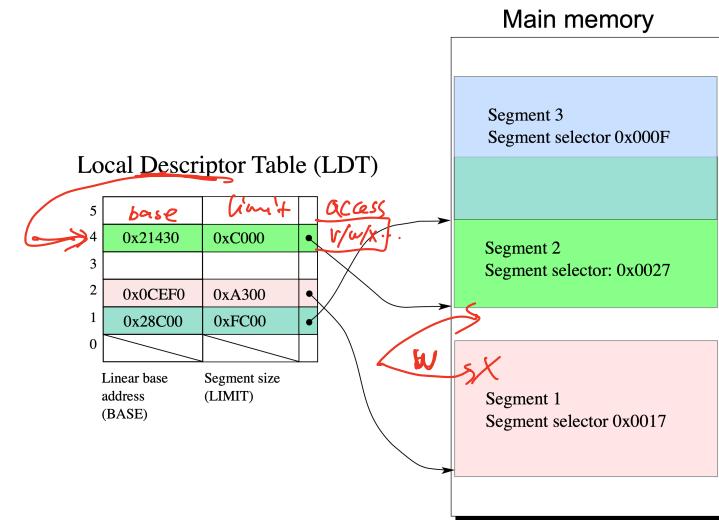


Figure 3-2. Flat Model



Q1: what are memory objs? (memory granularity)

segment (base, base+limit)

Q2: who is the subj? (how to define subj)

instructions + descriptors
+ priv level

Q3: where to store the ACL?

access bits in descriptors

Name	Description	Base	Limit	DPL
__KERNEL_CS	Kernel code segment	0	4 GiB	0
__KERNEL_DS	Kernel data segment	0	4 GiB	0
__USER_CS	User code segment	0	4 GiB	3
__USER_DS	User data segment	0	4 GiB	3

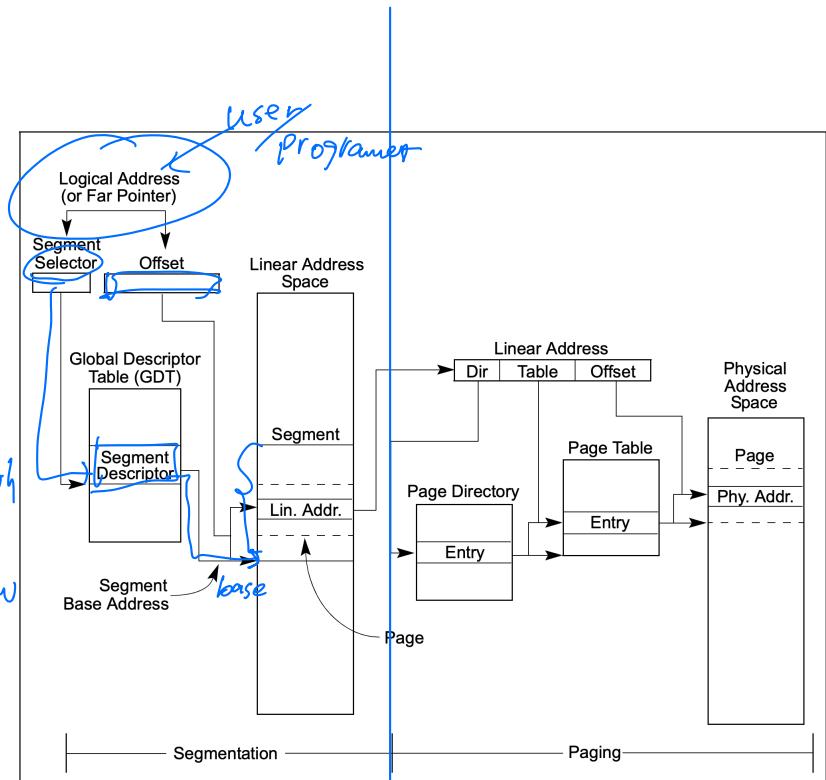


Figure 3-1. Segmentation and Paging

(B) PMP (from RISC-V)

Cheng Tan, OSI

OSI Week06a

Physical Memory Protection (PMP)

(a) pmpaddr[0-63]

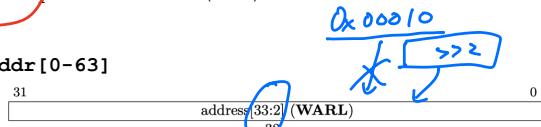
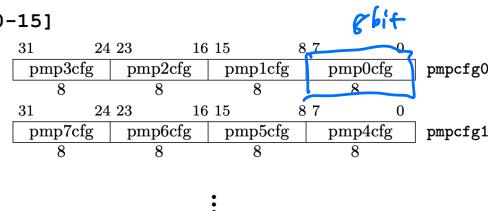


Figure 3.33: PMP address register format, RV32.

(b) pmpcfg[0-15]



Q1: what are memory objs? (memory granularity)

pmpaddr + pmpcfg.A

Q2: who is the subj? (how to define subj)

instructions + prv. LV.

Q3: where to store the ACL?

pmpcfg

(c) pmp[0-63]cfg

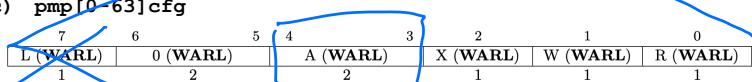
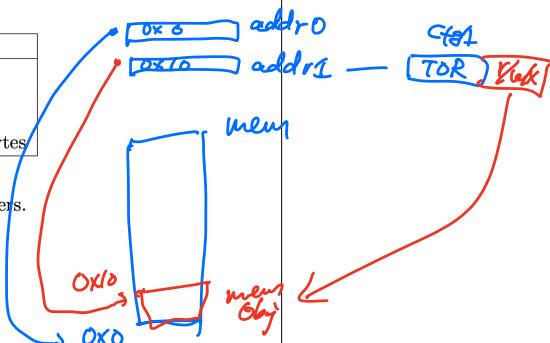


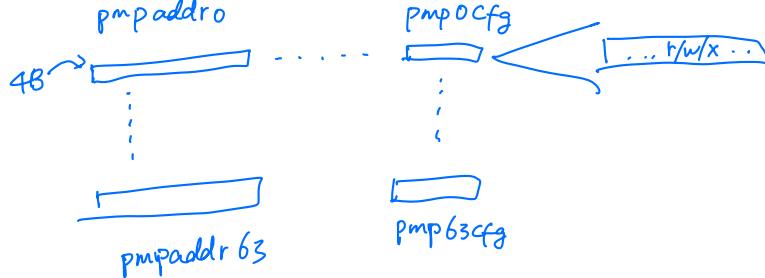
Figure 3.35: PMP configuration register format.

(d) pmp[0-63]cfg.A

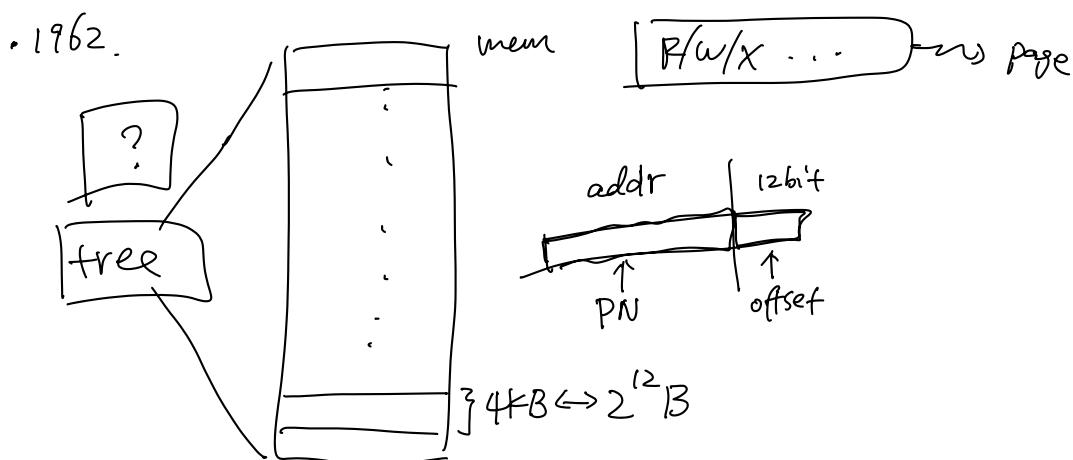
A	Name	Description
0	OFF	Null region (disabled)
1	TOR	Top of range
2	NA4	Naturally aligned four-byte region
3	NAPOT	Naturally aligned power-of-two region, ≥ 8 bytes

Table 3.10: Encoding of A field in PMP configuration registers.





(C) paging (brief)



Q1: what are memory objs? (memory granularity)

Page (4KB)

Q2: who is the subj? (how to define subj)

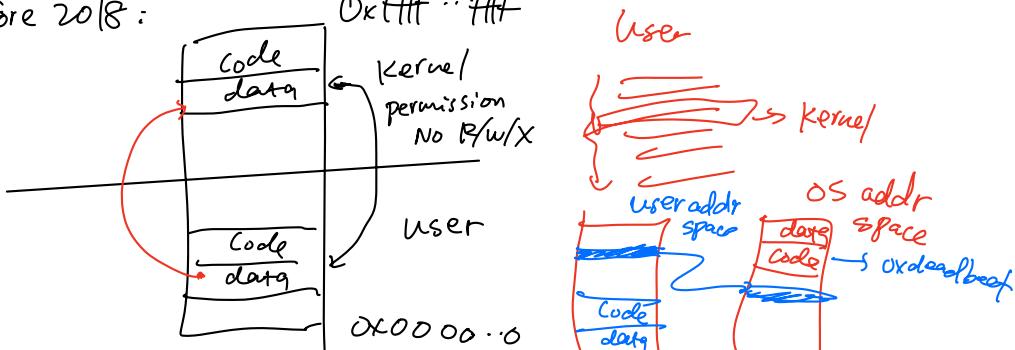
instruct + page table (root: satp) $\xrightarrow{\quad}$ CR3 (x86)

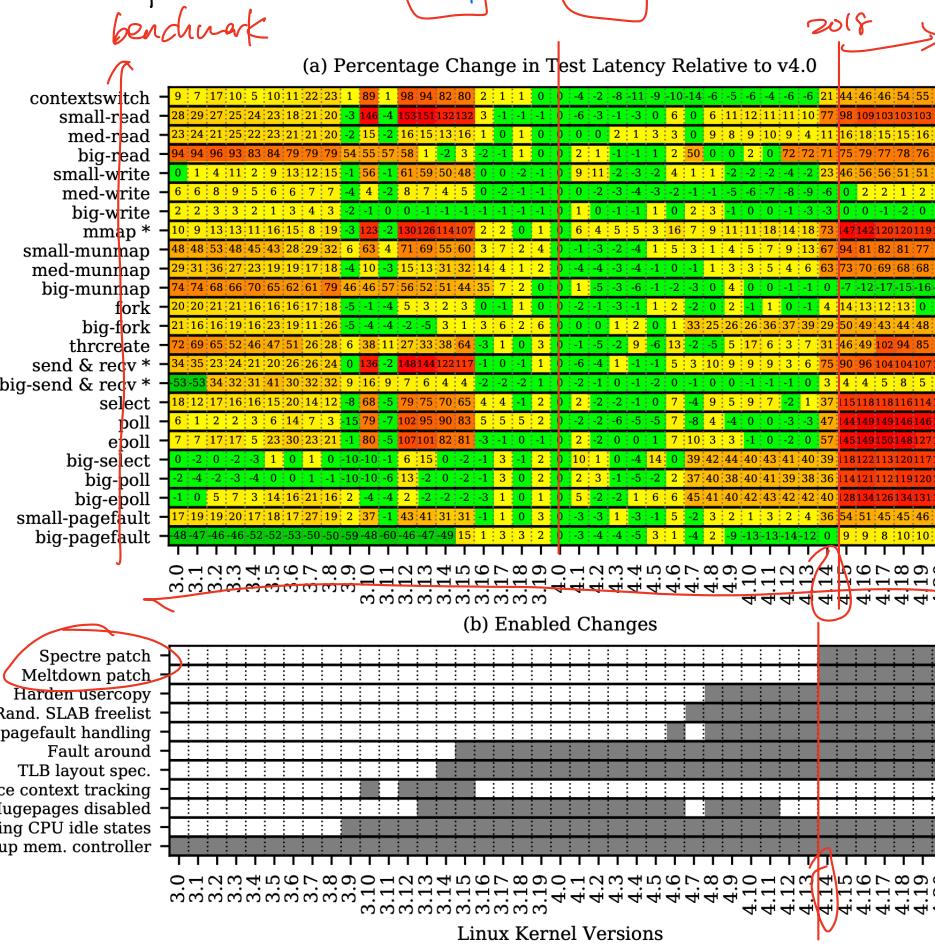
Q3: where to store the ACL? $\xrightarrow{\quad}$ CSR

page table entry

4. Meltdown & its consequences

before 2018:





Q: What are the fundamental approaches to provide isolation?

