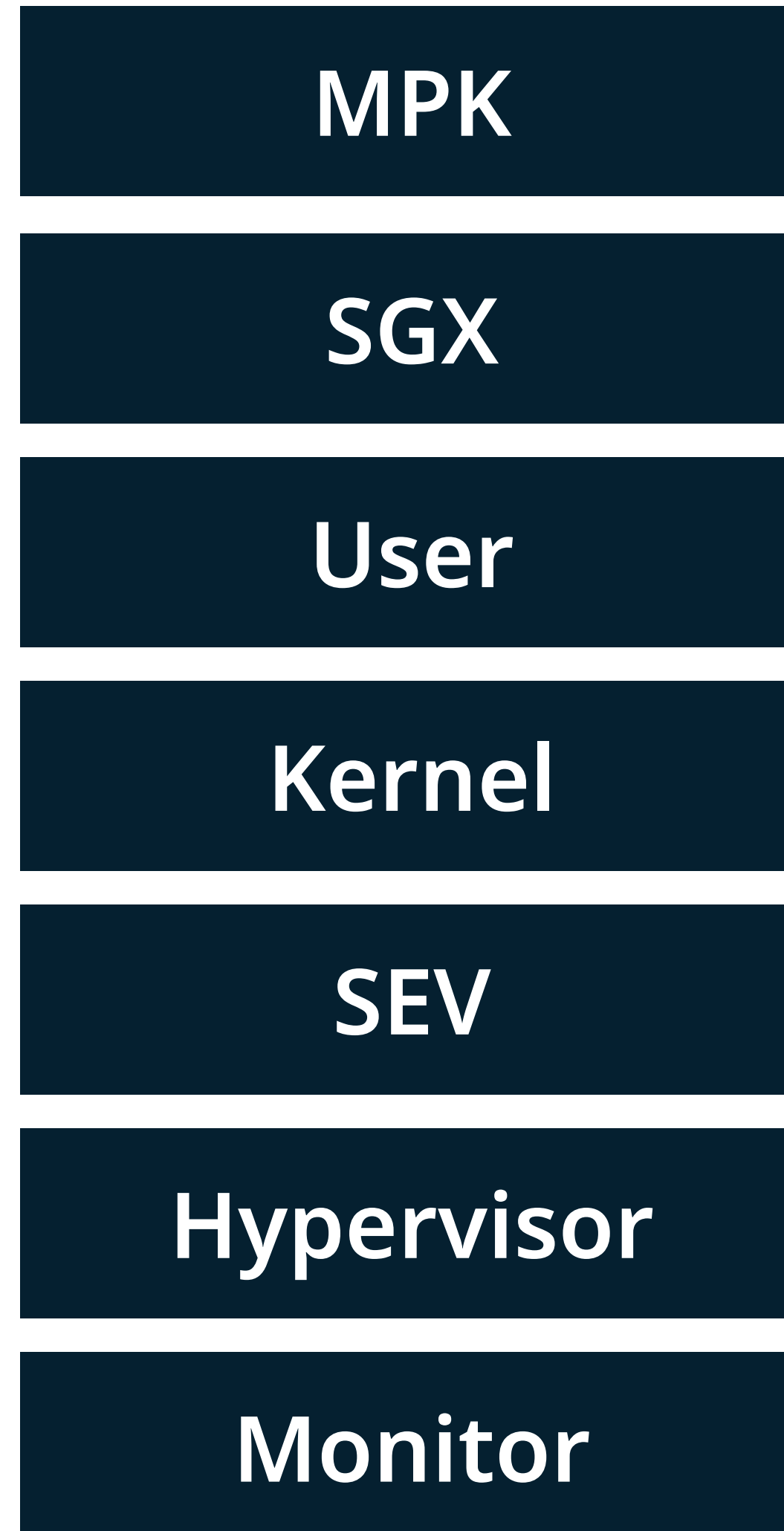
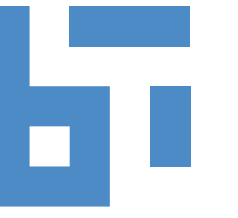


# Software-Defined CPU Modes

Michael Roitzsch, Till Miemietz, Christian von Elm, Nils Asmussen

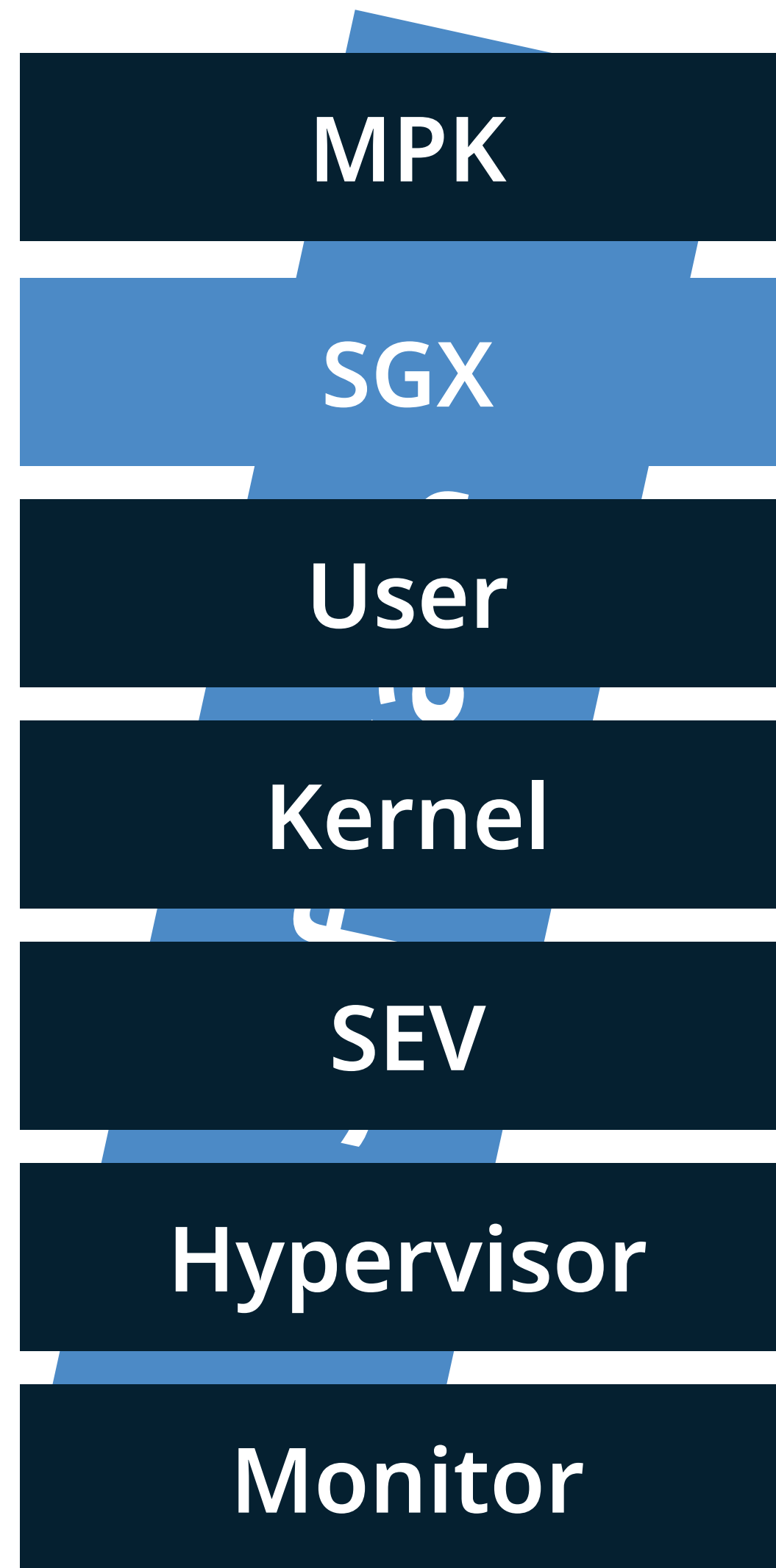
# So Many CPU Modes



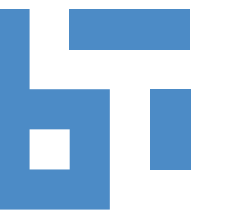
# So Many CPU Modes



What if ...  
CPU modes were  
programmable?



# CPU Programmability



Instruction Stream



CPU Data Plane

ALU

FPU

LDST

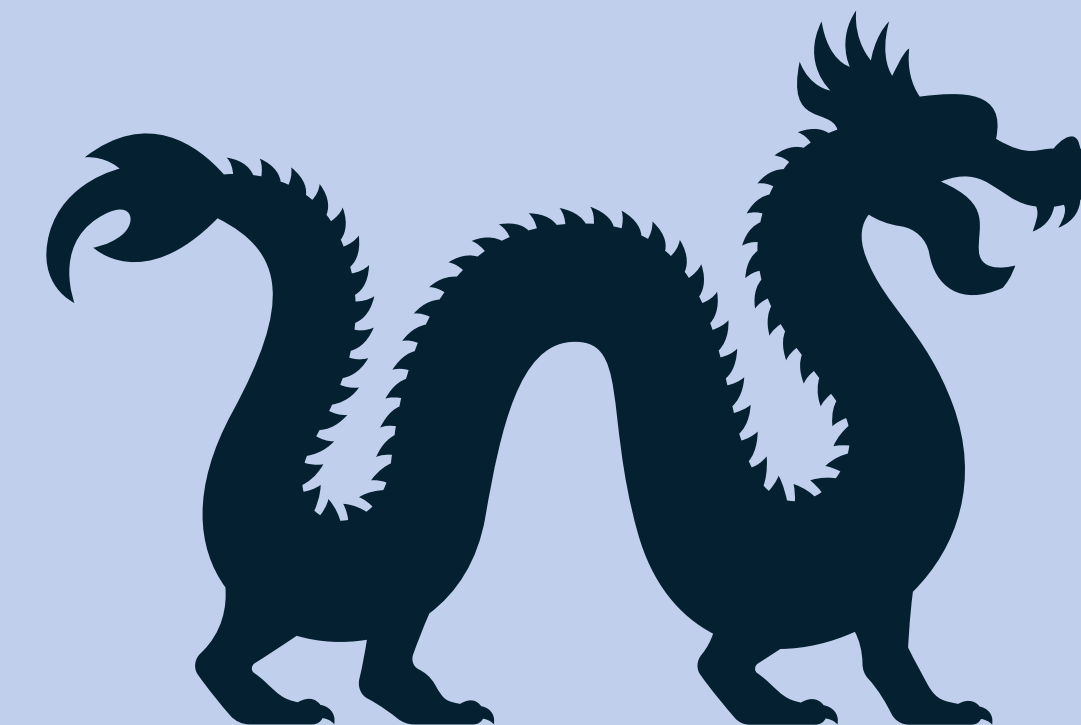
BR

CPU

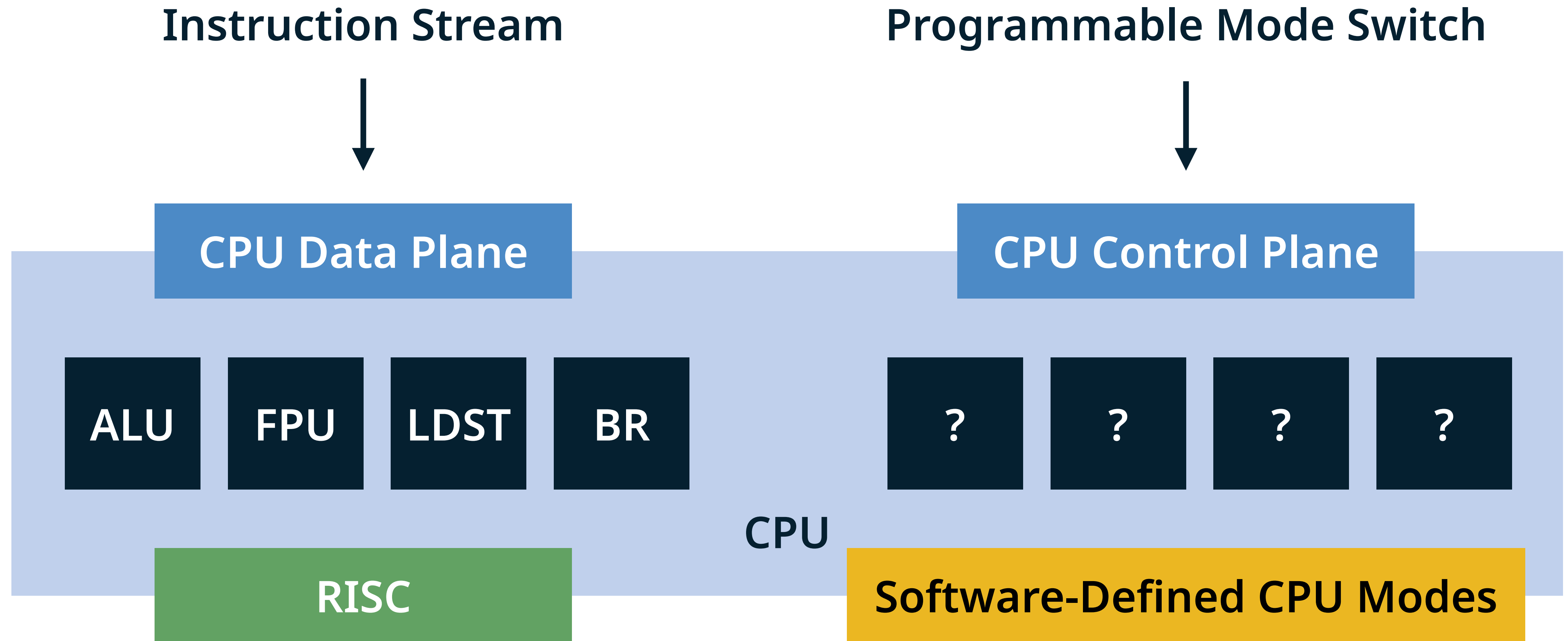
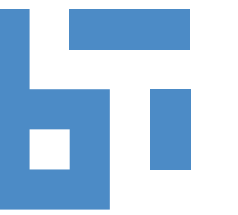
Traps and Exceptions



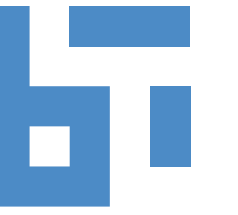
CPU Control Plane



# CPU Programmability

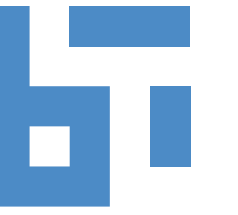


# Why?



- **Type II hosted hypervisors:** nest guest kernel/user in host user mode
- **Dune:** paging control and dirty bits access can help GC performance
- **SPDK/DPDK:** lightweight isolation when sharing devices
- **Custom in-app sandboxes:** run JIT code with write-xor-execute

# Steps of a Mode Transition



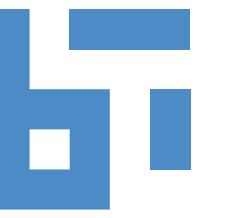
mode switch triggered by instruction like `sysenter` or side effect

reconfigure trigger behavior of instructions

reconfigure memory access permissions

transfer selected state of the exited mode to the entered mode

# Mode Configuration Table



|             | ID | Parent ID | Entry Point | Trap Behavior |                       |
|-------------|----|-----------|-------------|---------------|-----------------------|
| parent-call | 0  | —         | 0x8000      | 00000000      | kernel-parent-return  |
| current     | 1  | 0         | 0xAA00      | 00100010      | user                  |
| child-call  | 2  | 1         | 0x1230      | 01100010      | sanctity-child-return |
|             | 3  | 2         | 0xFF40      | 01100011      |                       |



# Mode Configuration Table



| ID | Parent ID | Entry Point | Trap Behavior | MemPerm Root |
|----|-----------|-------------|---------------|--------------|
| 0  | —         | 0x8000      | 00000000      | 0xD000       |
| 1  | 0         | 0xAA00      | 00100010      | 0xEB00       |
| 2  | 1         | 0x1230      | 01100010      | 0x3210       |
| 3  | 2         | 0xFF40      | 01100011      | 0x4040       |

# Mode Configuration Table



| ID | Parent ID | Entry Point | Trap Behavior | MemPerm | Root |
|----|-----------|-------------|---------------|---------|------|
| 0  | —         | 0x8000      | 00000000      | 0xD000  |      |
| 1  | 0         | 0xAA00      | 00100010      | 0xEB00  |      |
| 2  | 1         | 0x1230      | 01100010      | 0x3210  |      |
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# Mode Configuration Table



| ID | Parent ID | Entry Point | Trap Behavior | MemPerm Root |
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| 3  | 2         | 0xFF40      | 01100011      | 0x4040       |



Mode Configuration

MLB



# Mode Transition Programmability



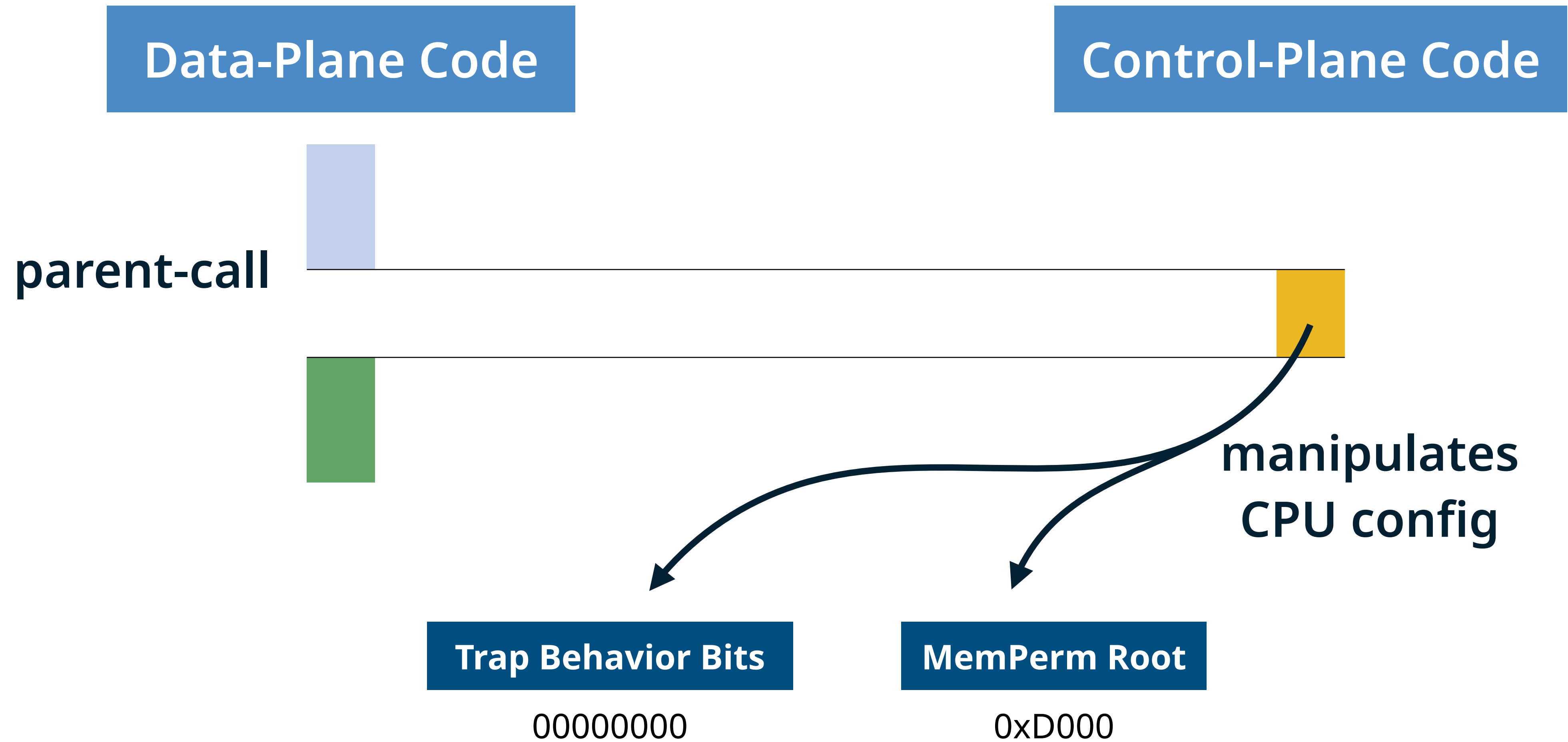
mode switch triggered by instruction like `sysenter` or side effect

reconfigure trigger behavior of instructions

reconfigure memory access permissions

transfer selected state of the exited mode to the entered mode

# Control-Plane Code



# Where to run the Control-Plane Code?



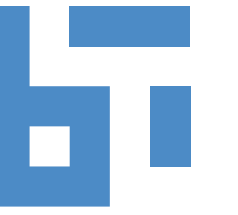
**Idea 1: Control-plane processor**

**Idea 2: Mode switch mode**

... it's the last mode you'll ever need



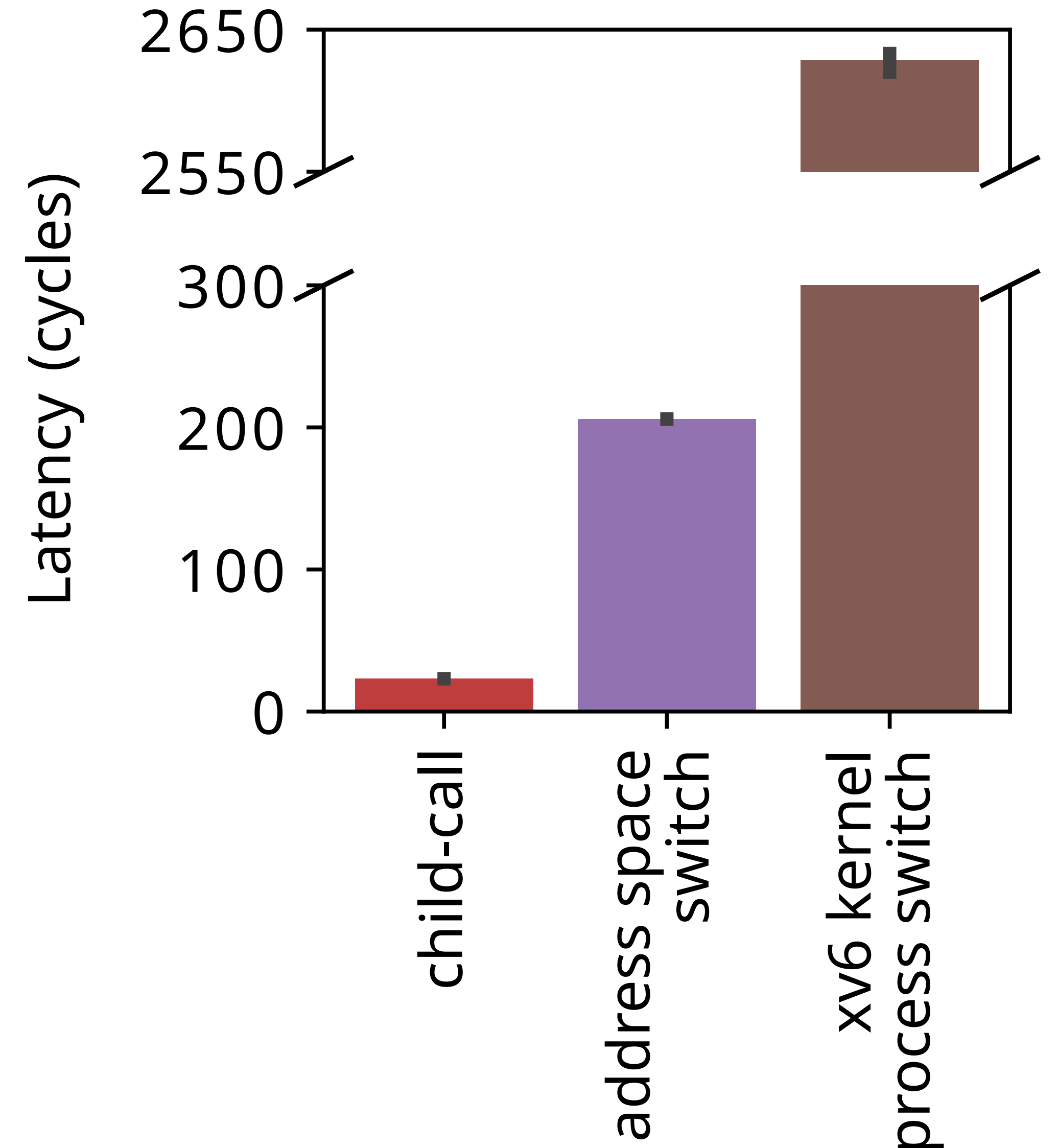
# Summary and Discussion



software-defined CPU modes:  
**useful and feasible**

## Open Questions

- memory protection: data structure, relationship to ISA-capabilities?
- security and complexity: more openness, API complexity?
- flexibility and performance: additional energy cost of MLB/PLB?
- compiler integration: modes as part of programming models



# Evaluation

