**Interrupt Latency in Operating-System Kernels** Challenges and Benefits of Static Analysis

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 $\Rightarrow$  Blocking time analysis on assembly level

- 1. Interrupt Analysis
- 2. Pitfalls and Limitations
- 3. Evaluation
- 4. Discussion

# Interrupt Analysis

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### Kernel Disassembly

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.text
.init.text
.exit.text

# 16/32 Bit	1
0x1000000: <startup>:</startup>	2
mov ax, bx	3
•••	4
# 64 Bit	5
0x1001000: <kernel_main>:</kernel_main>	6
sub rsp, 64	7
	8

#### Control Flow Graphs



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  - Depicts inter-function relationships







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 $\Rightarrow$  Propagate knowledge dynamically throughout the control flow graph

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Context

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#### Longest possible instruction count until interrupts are enabled again.



#### DFS to find longest path

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# **Pitfalls and Limitations**

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## <sup>1</sup>dispatch: <sup>2</sup> mov rbx, rdi <sup>3</sup> mov rax, rbx <sub>4</sub> call rax

1dispatch:				
2	mov rbx, rdi			
3	mov rax, rbx			
4	call 0x21610			

dispatch:	1
mov rbx, rdi	2
mov rax, rbx	3
call 0xABA80	4

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- ightarrow Repetitions limited by rdi (function parameter)
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- ightarrow Only possible for trivial cases

# **Evaluation**

# **Analysis Environment**

#### **Compilers:**

	Version	Flags
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#### **Operating Systems:**

	Version	Notable Options
Linux	6.5.7	tinyconfig, readable asm,
BSD	13.1	GENERIC <sup>*</sup>
StuBs	-	-
RuStuBs	-	-

## **Error Kinds**



Interrupt Latency in Operating-System Kernels

### Intervals



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#### **Questions?**

# Appendix



Interrupt Latency in Operating-Syst<u>em Kernels</u>

```
int measure(Sensor* s) {
   int total = 0, limit;
2
   if (s->kind == 0x0) {
3
    limit = 16;
   } else {
5
   limit = 32;
6
    }
                                         statically obtainable
7
   for(int i = 0; i < limit; ++i) { run-time dependency</pre>
8
     total += sense(s);
9
    }
10
   return total;
11
12 }
```