### The Secure **Multiserver Operating** System (SMOS) Framework

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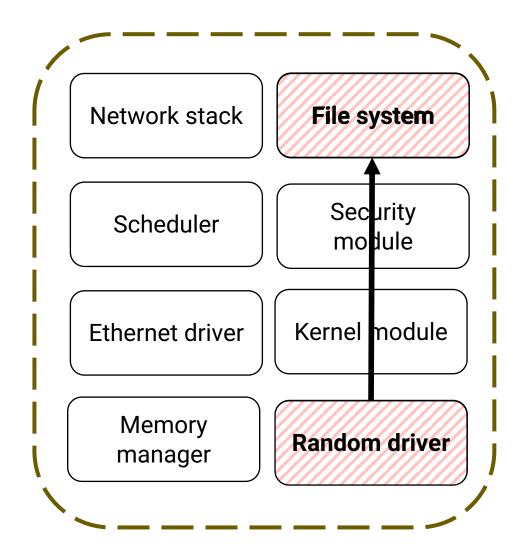


#### Motivation

Current operating systems are **not** secure

Linux > 25 million SLoC

Inevitable trajectory of monolithic kernel design

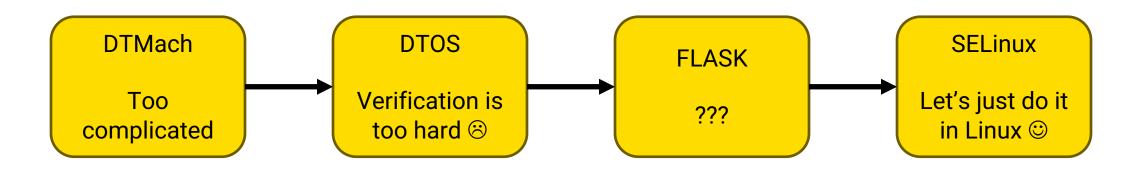


#### We need secure operating systems



Current operating systems are **not** secure

People have been trying to fix this problem for half a century









Current operating systems are **not** secure => **cosel4** is provably secure

How can we use seL4 to build a dynamic, general-purpose, provably secure operating system?

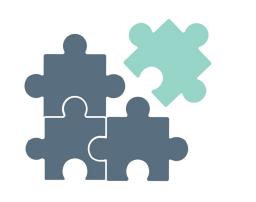
Microkernel design  $\rightarrow$  better for security, but does the past continue to haunt us?

#### Verification Performance



#### Goals of SMOS











Dynamic Architecture Flexible Policy Verifiable Enforcement Uncompromising Performance



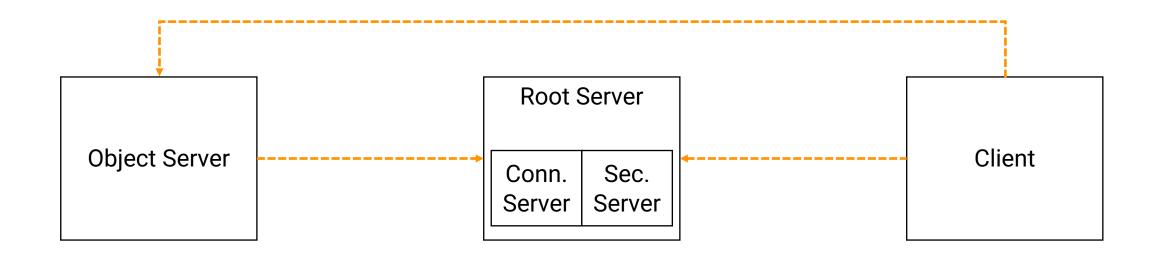


#### What does a SMOS system look like?





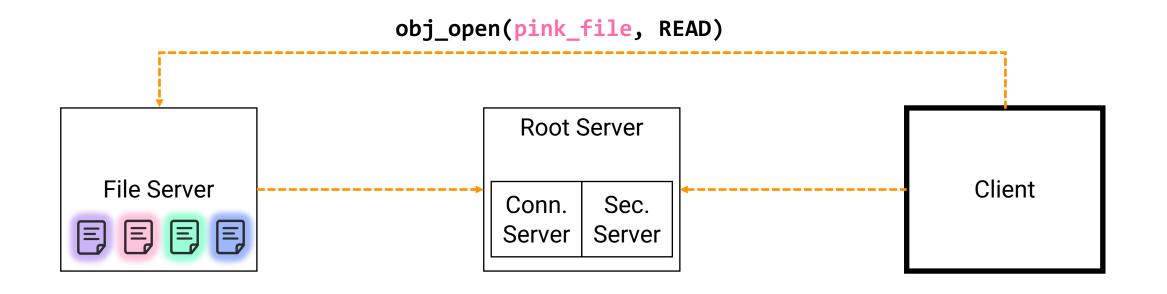
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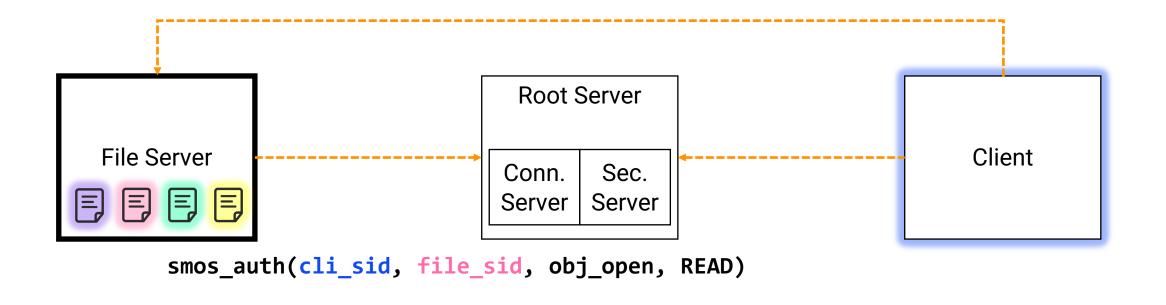
----- Connection (Endpoint)

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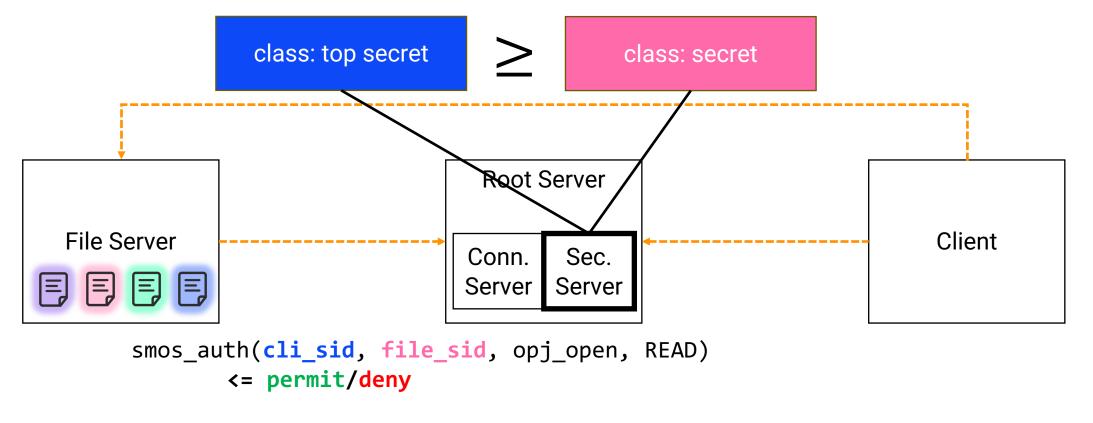






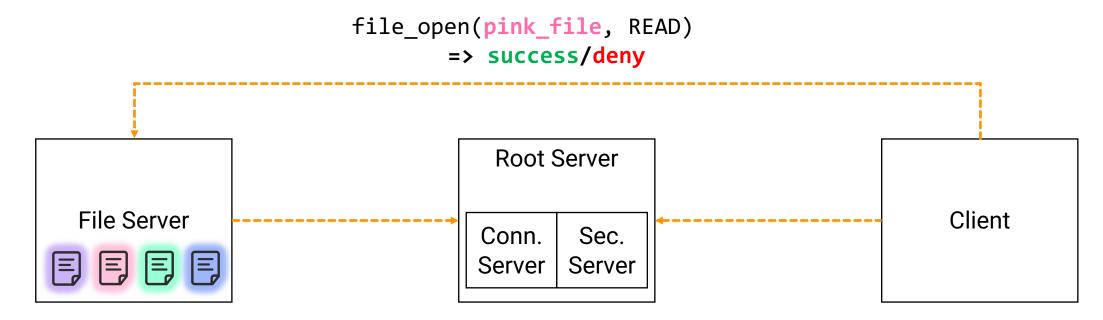






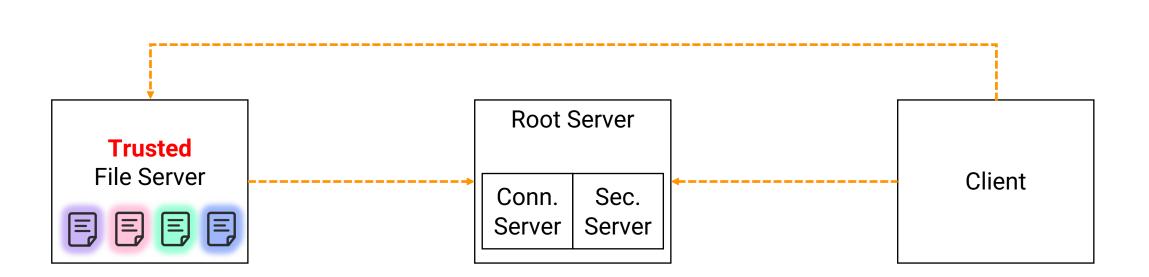
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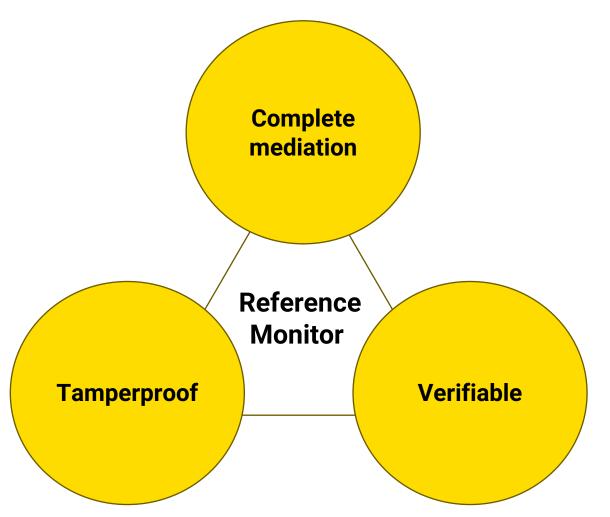


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**7C** 

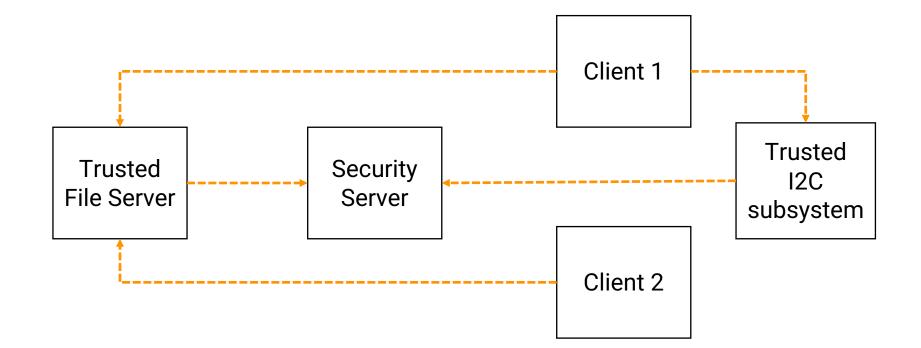
#### What makes an OS "secure"?





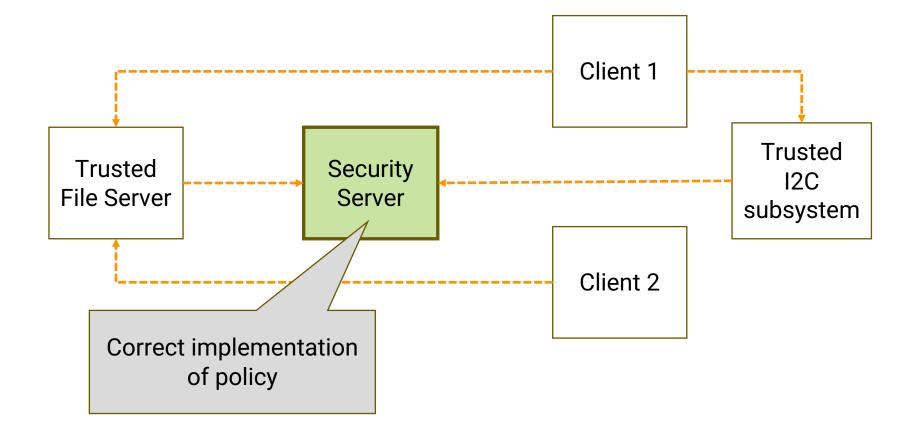






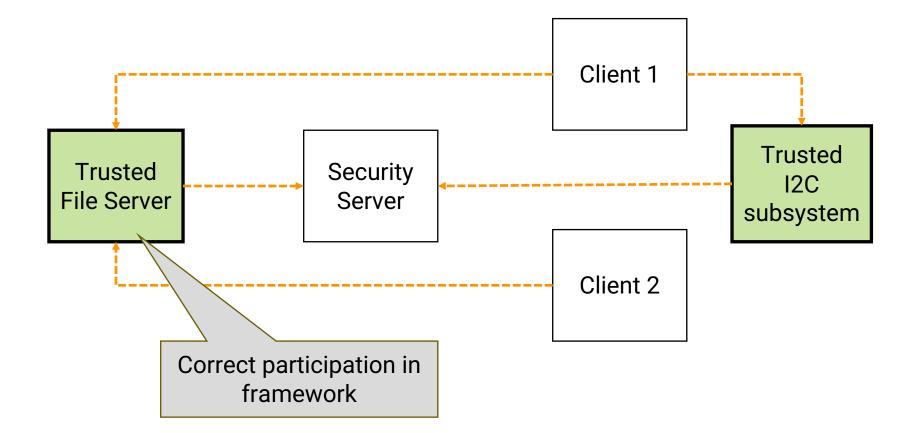






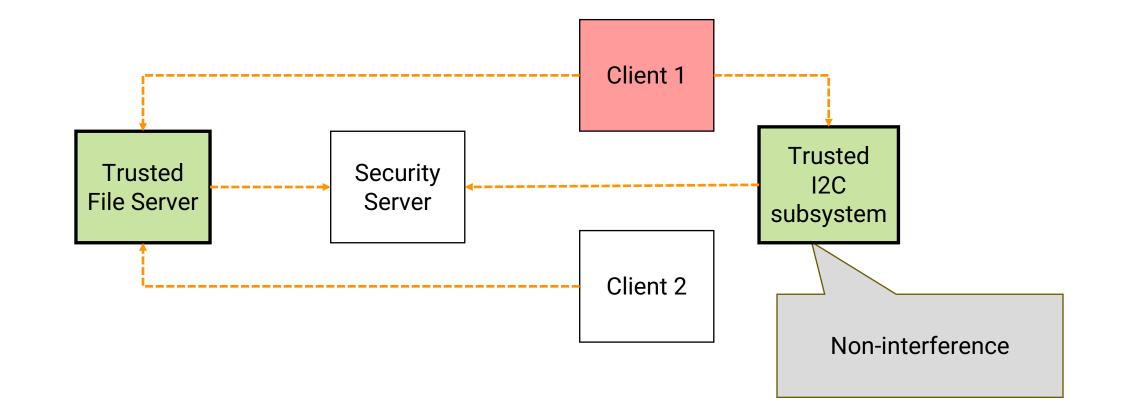
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#### Implementation progress



#### Engineering

Initial C prototype for exploring concepts/designs

Rewrite in Rust (using rust-seL4) – ongoing

#### Verification

Formal modelling in Lean4 of a general class of access controlbased systems

Policies mandate sensitive information leakage is within certain acceptable bounds

Aim to connect SMOS instances to instances of the general class of AC systems







Extend sDDF for dynamic systems

Verified interface generation

Implementation of non-trivial security policies





#### Thanks for listening!

#### Any questions/comments?



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