

Sculpt OS - a dynamic general-purpose OS powered by Genode on seL4

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About



Alexander Böttcher

2005 member of TU-Dresden OS group

2009 internship at Microsoft XCG group

2012 joining Genode Labs

- Maintaining Genode's NOVA version
- x86 VMM Seoul and VBox 4/5
- Involved in seL4 support
- Intel display driver port
- ...

living in Dresden / Germany

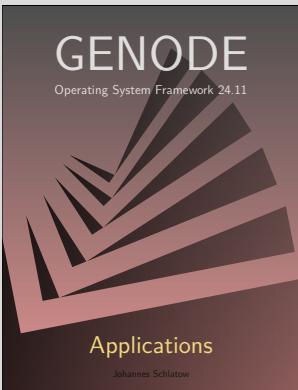
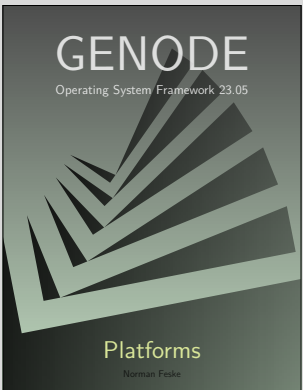
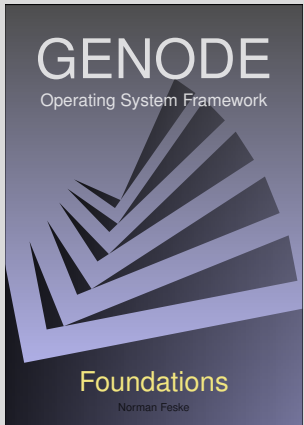


Genode OS framework

- Vision of a truly trustworthy operating system
least privilege ★ capability-based ★ microkernel ★ virtualization
- Open-source tool kit to craft own operating systems
 - ▶ Prototype 2006, company founded 2008, first release in 2009
 - ▶ Language: C++, License: AGPLv3, optional commercial
- Over 100 ready to use components
 - ▶ Sandboxed drivers, multiplexer and applications
 - ▶ Several microkernels and one monolithic kernel
 - ▶ Kernel-agnostic application binary interface
 - ▶ Package management
- Quarterly releases & documentation

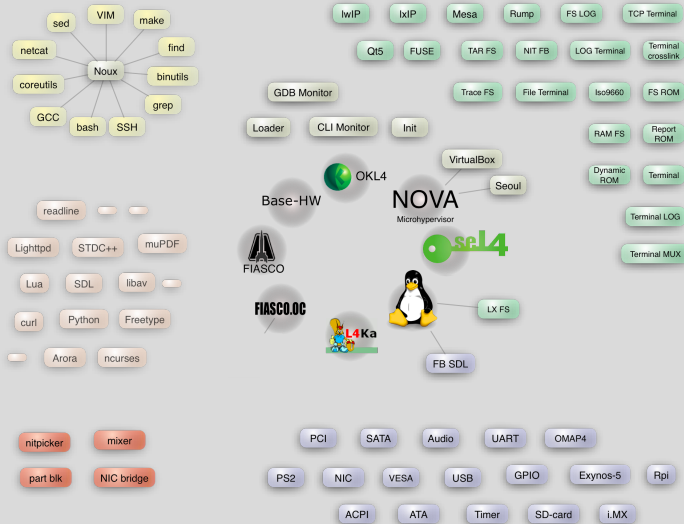


Books





Genode OS framework components



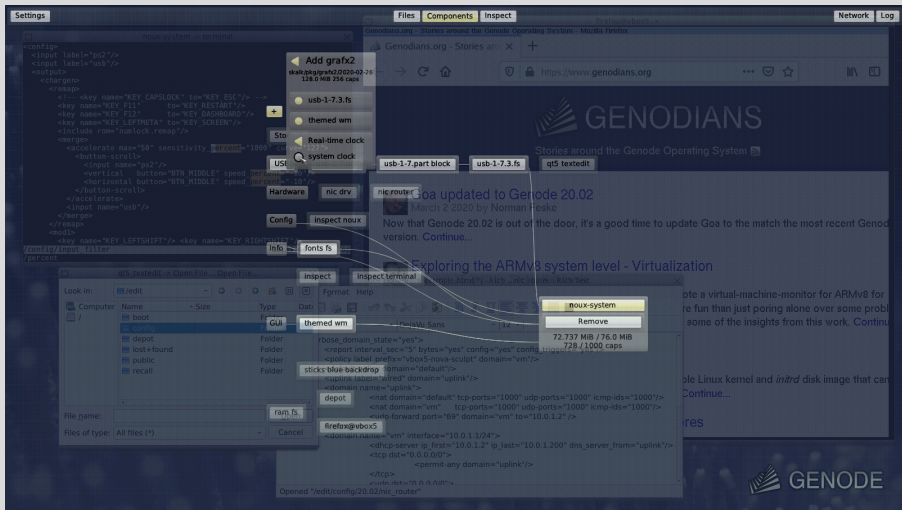


Sculpt OS - dynamic usage of Genode

- **Day to day OS** used by community and developers on consumer devices
- Combining Genode's microkernel architecture, capability-based security, sandboxed device drivers, and virtual machines in a novel OS
 - ▶ **Tiny** base OS with automatic device detection and configuration
 - ▶ **Tight** GUI as control interface
 - ▶ GUI for package manager & **federated** package provisioning
 - ▶ Release cycle: 2x time per year since 2017
- Dynamic configurable at runtime - **sculpt your own OS**
 - ▶ All federated packages to be downloaded
 - ▶ Window manager
 - ▶ Native browsers
 - ▶ Various VMMs to run VMs
 - ▶ Native applications, PDF viewer, GPU applications, ...
 - ▶ **Optional**: POSIX runtime, e. g. to run GNU tools



Sculpt OS Overview



≈60 sandboxes right after boot



Sculpt OS - supported consumer hardware



- MNT Reform i.MX8MQ, PinePhone (ARMv8) and x86 notebooks



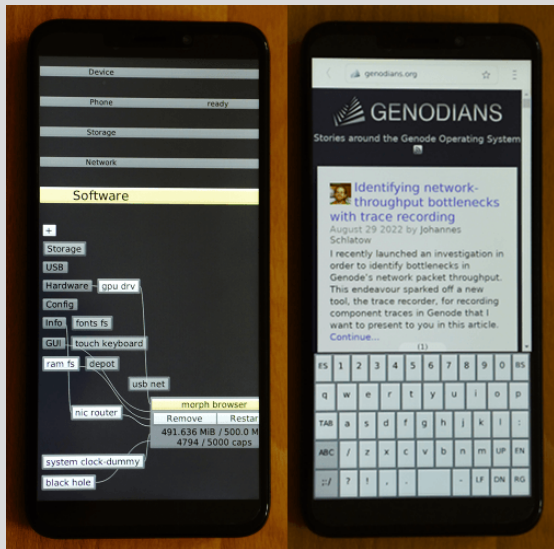
Sculpt OS - supported consumer hardware



- MNT Pocket Reform, i.MX8MP (ARMv8)

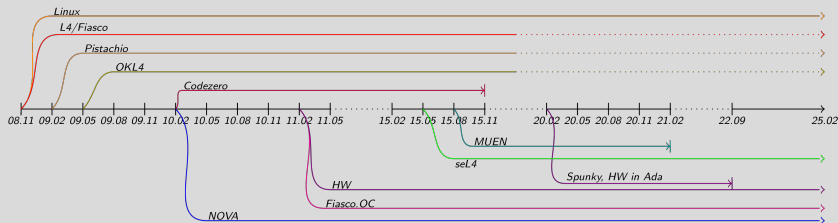


Sculpt OS - supported consumer hardware





Genode @ seL4 - vita



2015 - seL4 2.0 - initial support, x86_32, static scenarios

2016 - seL4 3.2 - enabling device drivers, interactive UI scenarios

2017 - seL4 6.0 - x86_64 & ARM 32bit support

2017 - seL4 7.0 - MBI2/UEFI contribution to seL4 upstream

2018 - seL4 9.0 - update, external contribution

2019 - kernel-agnostic x86 VM interface, e. g. also for seL4

2023 - seL4 12.1 - update, removal of x86_32



- Up to now: Genode@seL4 support only for static scenarios
 - ▶ various loose, unfinished, ends for dynamic usage

→ Insufficient to run Sculpt OS with seL4
- Side project since end of 2024:
 - ▶ Extend support to run Sculpt OS on seL4

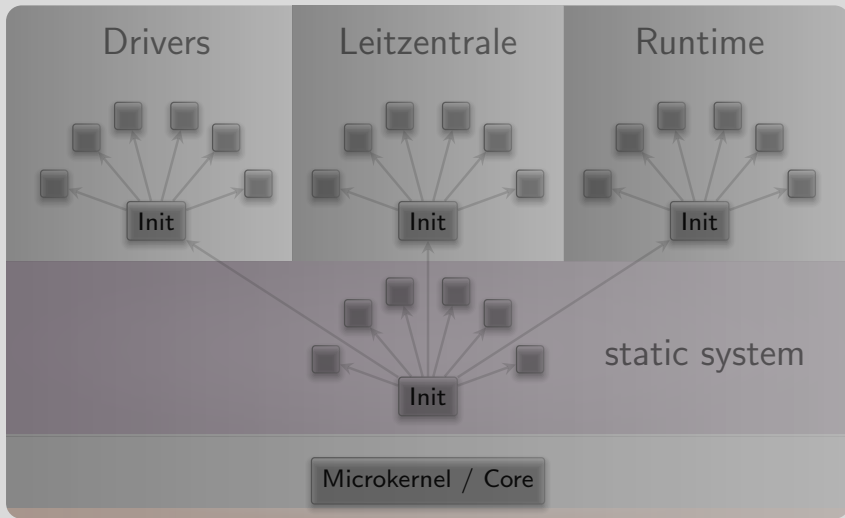


Sculpt OS @ seL4 - work items, x86 64bit

- Complete release of resources
 - ▶ In core and base-sel4 allocators
- MSI support enabled → most drivers working instantly
- Replace PIT timer → add new HPET timer
 - ▶ Reduces overhead visible with Sculpt
- Memory and CSpace management adjustments for Genode/seL4
 - ▶ Usable physical & virtual memory increased
- Unlock Genode's pluggable driver support
 - ▶ Driver (re-)start at runtime
- Re-using Genode's user-mode IO-MMU driver
 - ▶ Developed for Genode @ hw primarily



Sculpt OS - overview





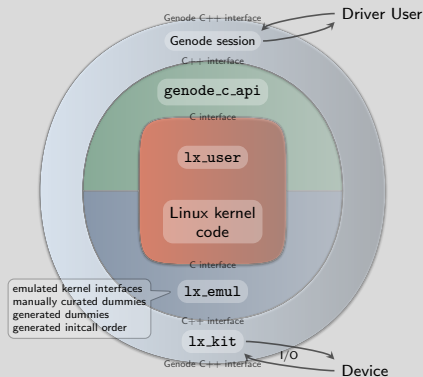
Device driver environments

Various sources for device drivers

Repository	Source	Drivers/Stacks
various	Genode Labs	nvme, ahci, Intel GPU, ...
dde_ipxe	IPXE project	Ethernet
dde_bsd	OpenBSD	Audio
dde_rump	NetBSD RUMP	File systems
dde_zircon	Google Fuchsia	(18.08 - 20.08)
dde_linux	Linux kernel	Ethernet, USB, WIFI, Audio, TCP/IP stack, Intel display i915, ARM GPUs, WireGuard



Linux Device-Driver Environment



Improved DDE approach with 21.05 release

- 21.05 → initial Linux 5.7, 5.11, ARM
- 22.05 → update to Linux 5.14, PC
- 23.05 → update to Linux 6.1 LTS
- 24.08 → update to Linux 6.6 LTS
- 25.08 → update to Linux 6.12 LTS

→ up-to-date Linux drivers on Genode



Sculpt OS on seL4

- Kernel: seL4 12.1, x86 64bit
- Basics: Intel GPU + display, WIFI, USB, storage
- Federated package management, on-target OS image update support
- Native web-browser Falkon, based on Chrome engine & QT
 - ▶ Audio & USB Webcam
- GPU applications
- Seoul VMM: Firefox & Thunderbird VM (32bit)



- Preliminary result of Sculpt OS on seL4
 - ▶ Up and running on PC notebook (Lenovo T460p, T490)
 - ▶ Not optimized
- Missing features compared to other Sculpt OS/kernel variants
 - ▶ x86 64bit VMs, e.g Windows VM support
 - ▶ ACPI suspend/resume
 - ▶ CPU power steering
 - ▶ ARMv8 support
- Directions
 - ▶ Update to seL4 13.x → 64bit VMs
 - ▶ Enable ARMv8 support



Thank you

Genode OS Framework

<https://genode.org>

Sculpt OS download and manual

<https://genode.org/download/sculpt>

Genodians.org community blog

<https://genodians.org>

Community-moderated user forum

<https://genode.discourse.group>

Genode Labs GmbH

<https://www.genode-labs.com>