



Portable Native Client

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Agenda



Motivation

Approach

Developing Using PNaCl

Safe Translation

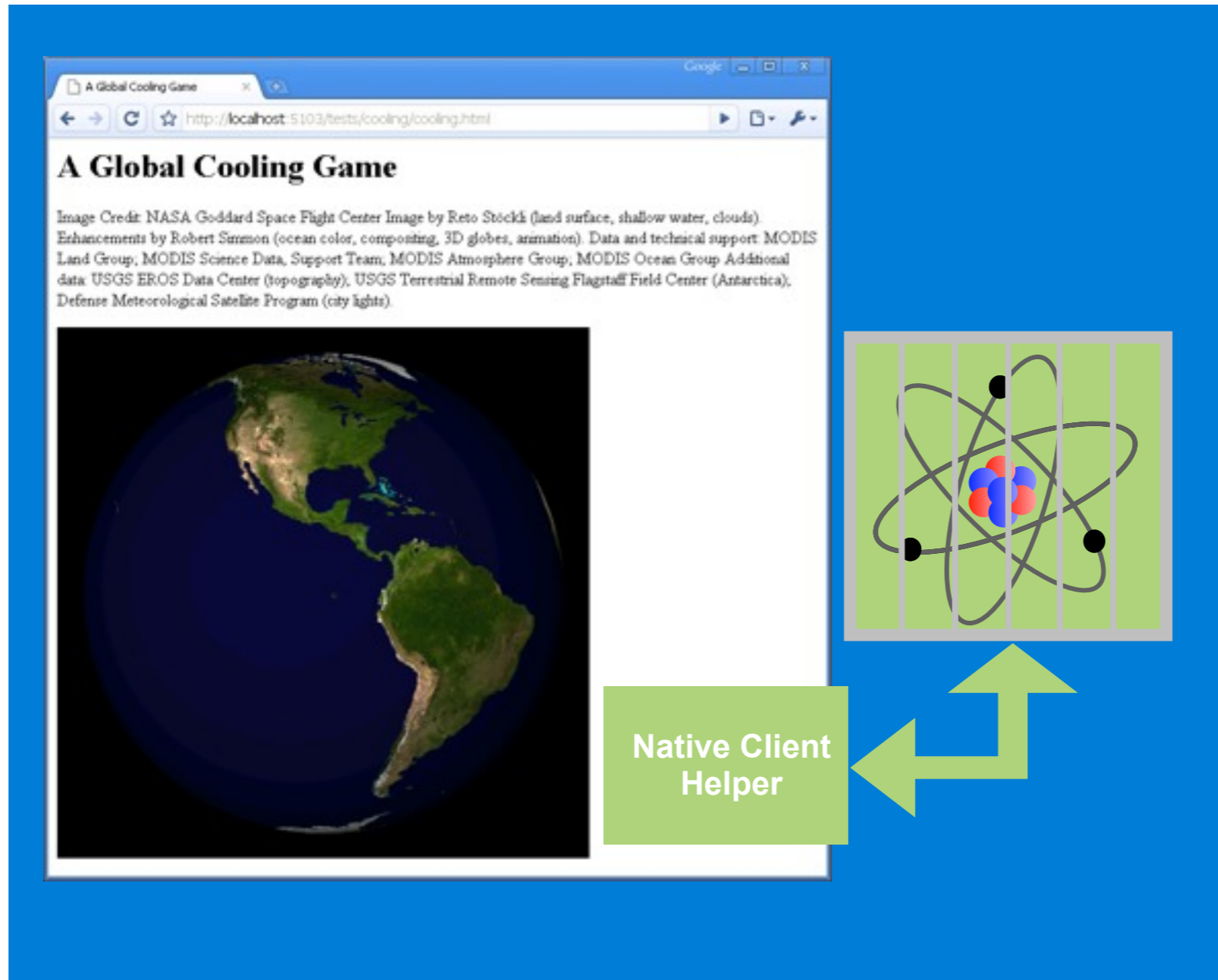
Status

Ongoing Work

Motivation



A NaCl-Enabled Web Application



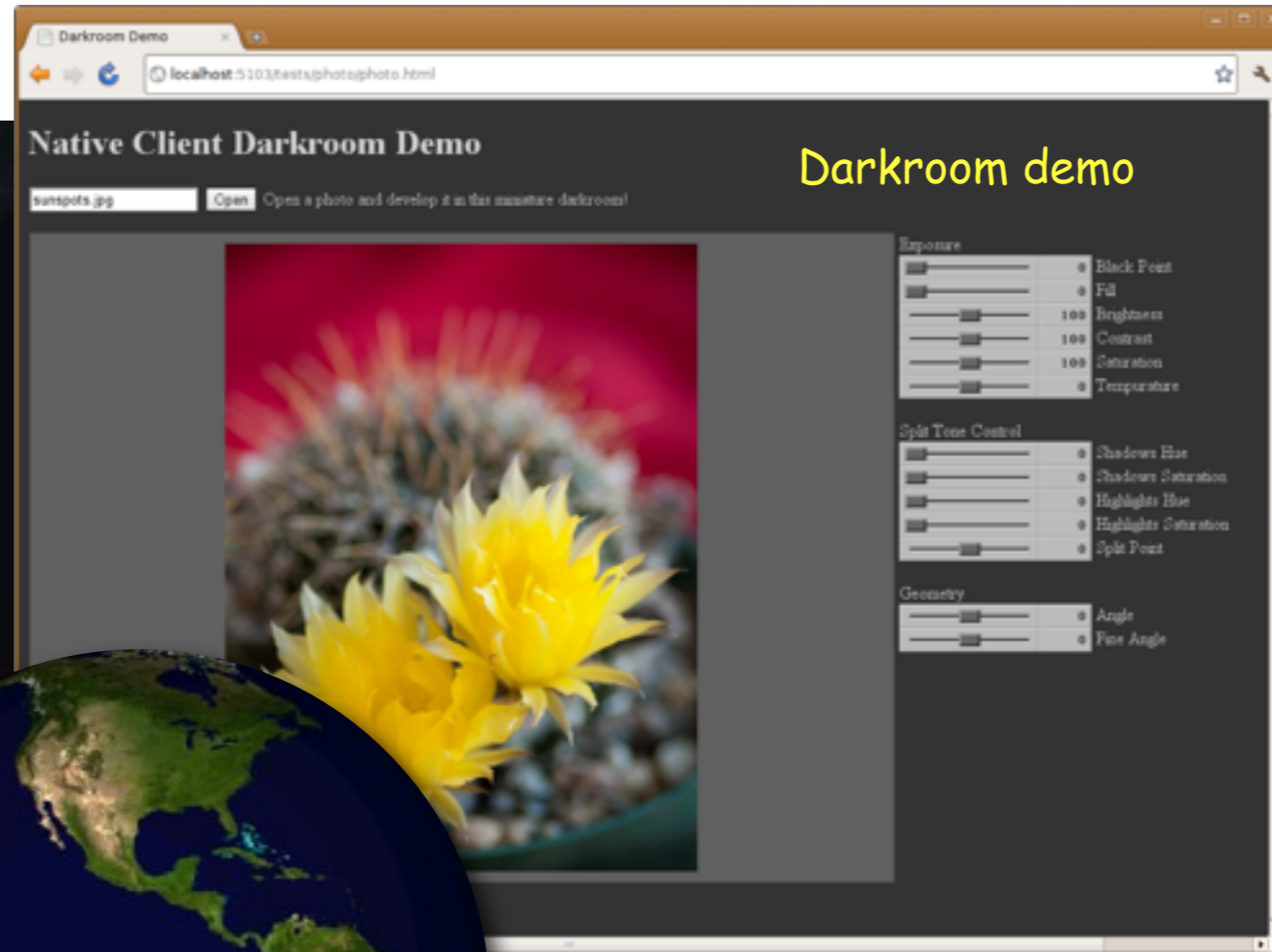
Your favorite language

Screened for malicious instructions

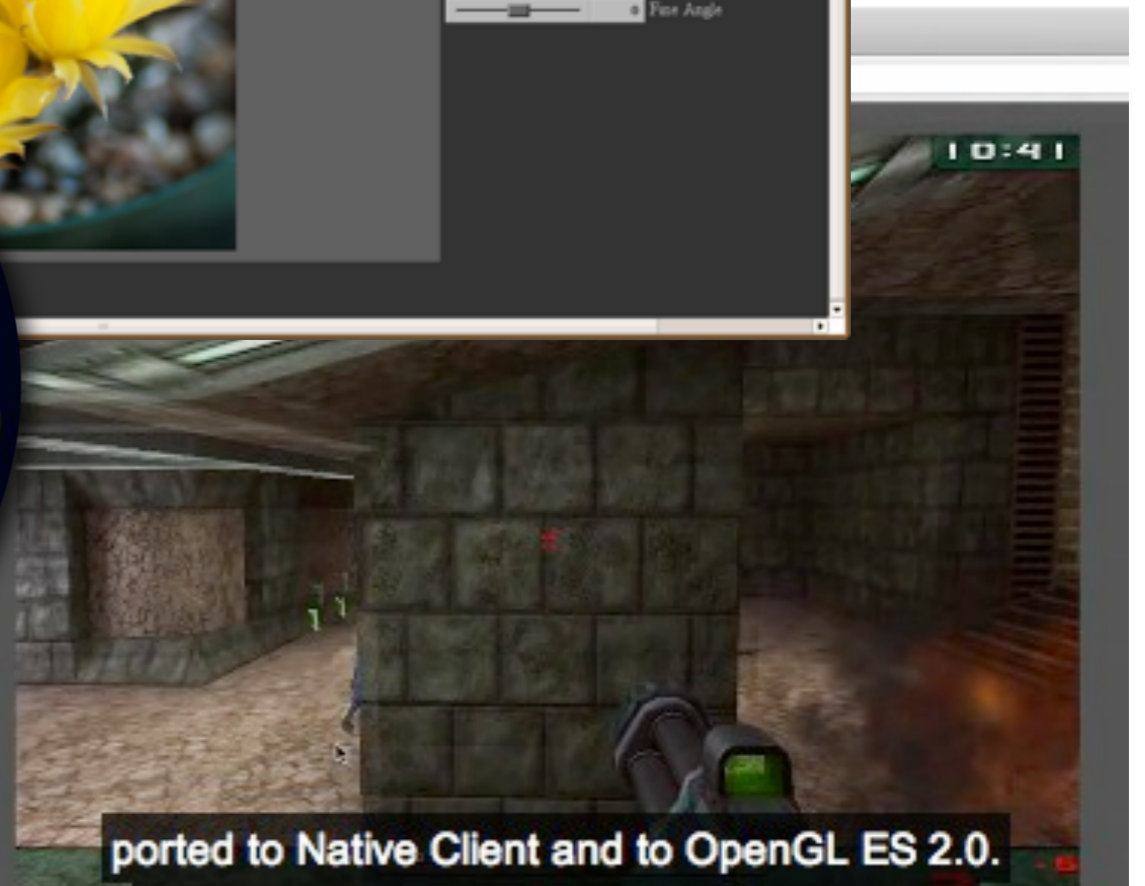
System calls moderated by a virtualized OS

Performance within 5% of native code

Applications with NaCl



Nexuiz



Where Native Client Started



Where Native Client Started

OSX
Windows
Linux

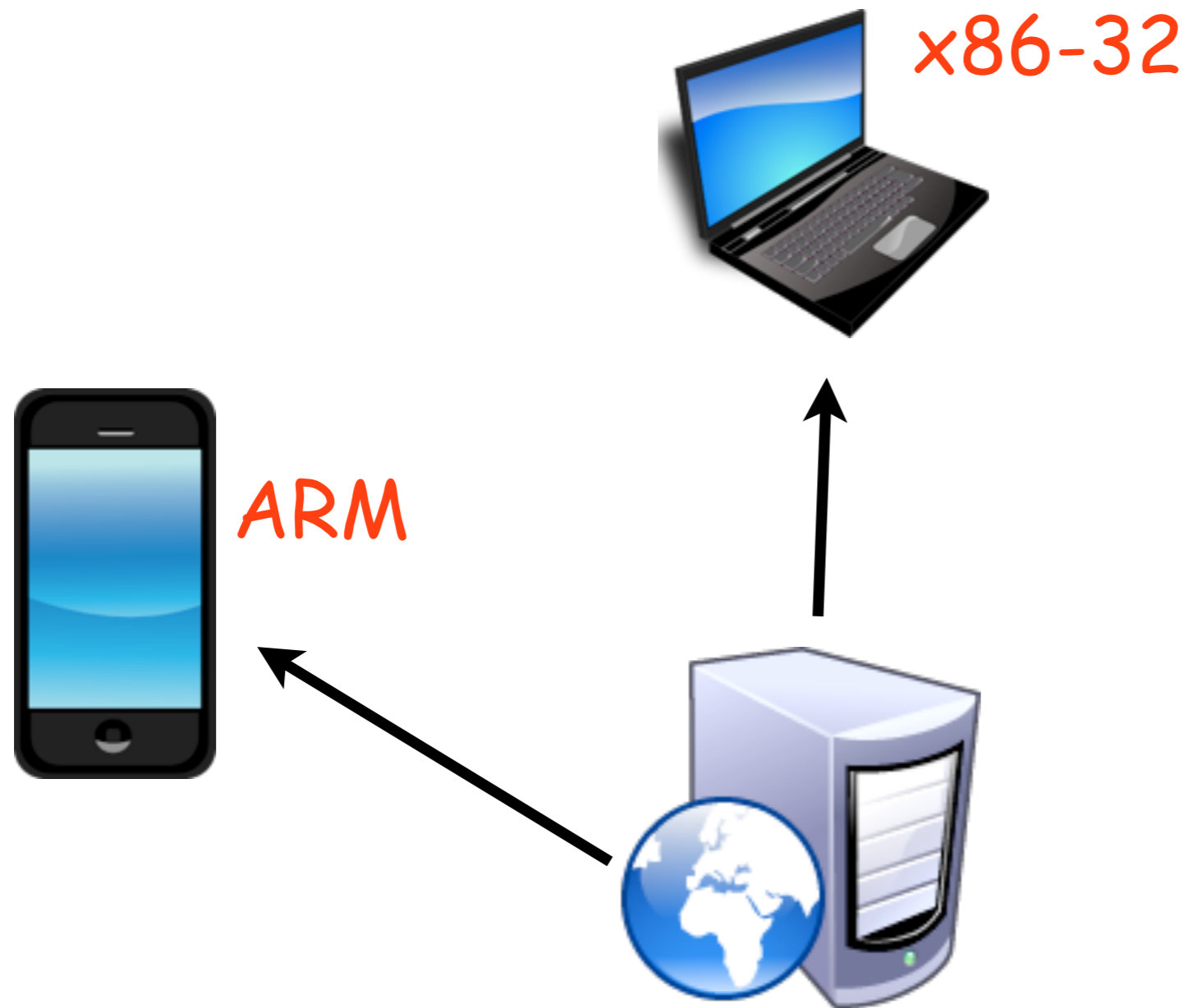


x86-32



linux-like system calls
gcc
binutils
newlib

Where We Went Next



Where We Went Next

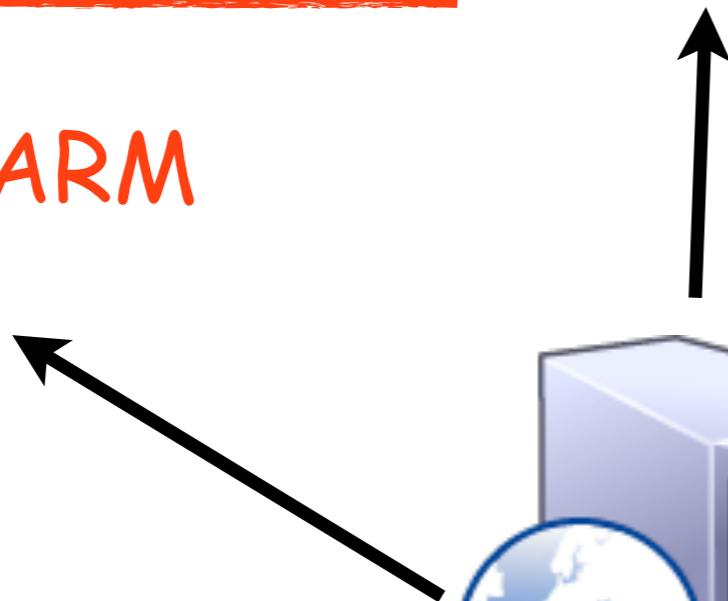
linux-like system calls
llvm
binutils
newlib



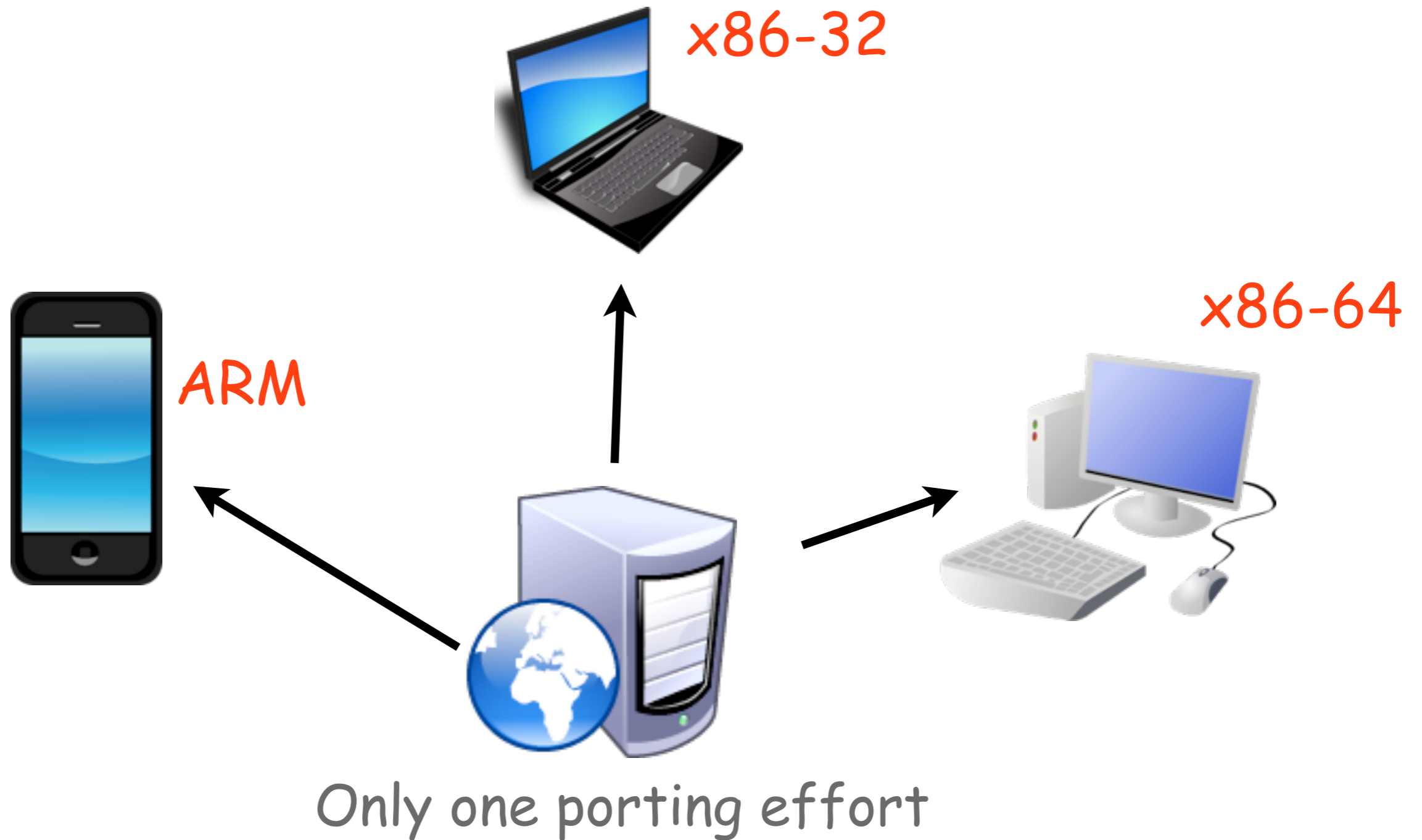
x86-32



ARM



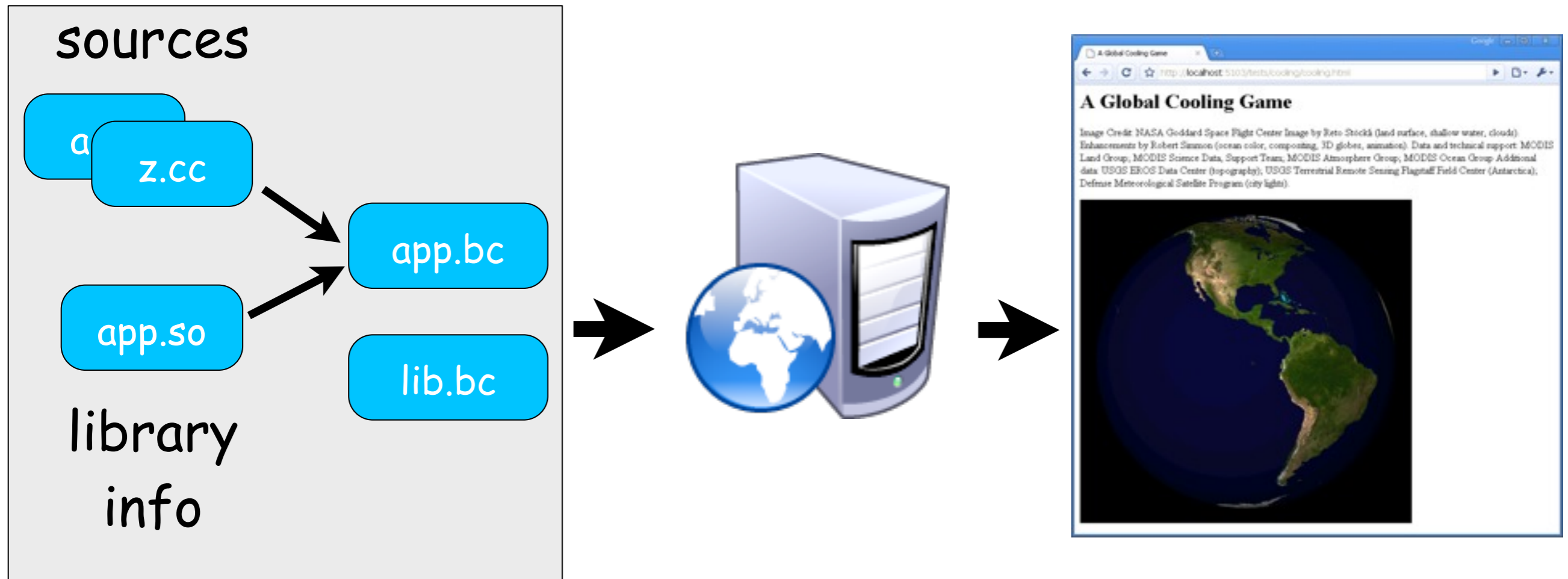
What Developers Want



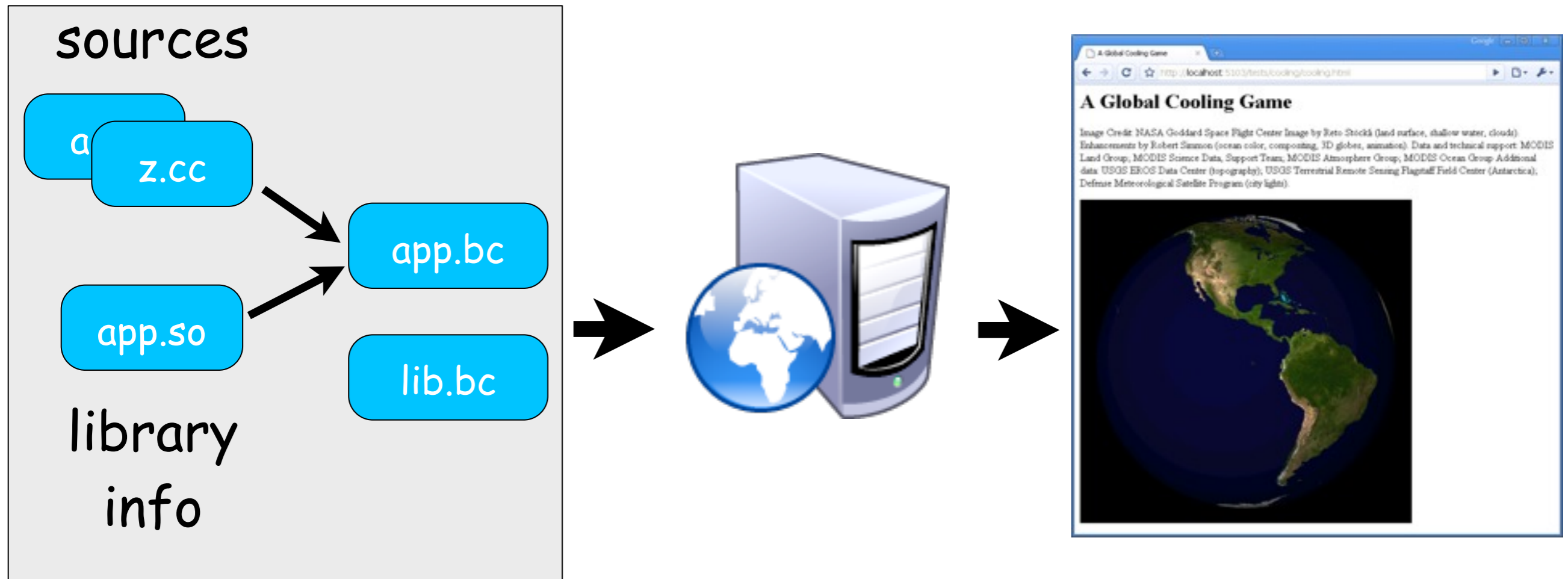
Approach

Google

Application Life Cycle



Application Life Cycle



LLVM bitcode is
PNaCl's distribution
format

Client side



<http://myurl/myapp.bc>

translation engine

[myapp.so](#)

NaCl sandbox

ELF
x86, x64, or ARM

Developing Using PNaCl

GOOGLE

Target Model



Address space / data model

ILP32 (`sizeof(int) == sizeof(long) == sizeof(void*)`)

`sizeof(va_list) == 24`

1GB maximum total address space

Stack pointer starts at the top of the address space

Data types

IEEE fp

“natural” alignment

(e.g., double is aligned $0 \bmod 8$)

Byte order

Little Endian

Target Model



C++ Exception Handling

x86-32 Linux model

varargs

`sizeof(va_list) == 24`

Front end emits `va_arg` instruction

setjmp

Consistent `jmp_buf` size

Target Model



Calling conventions

- Bitcode file is calling convention neutral

- Actual target convention determined by translator

Concurrency and memory model

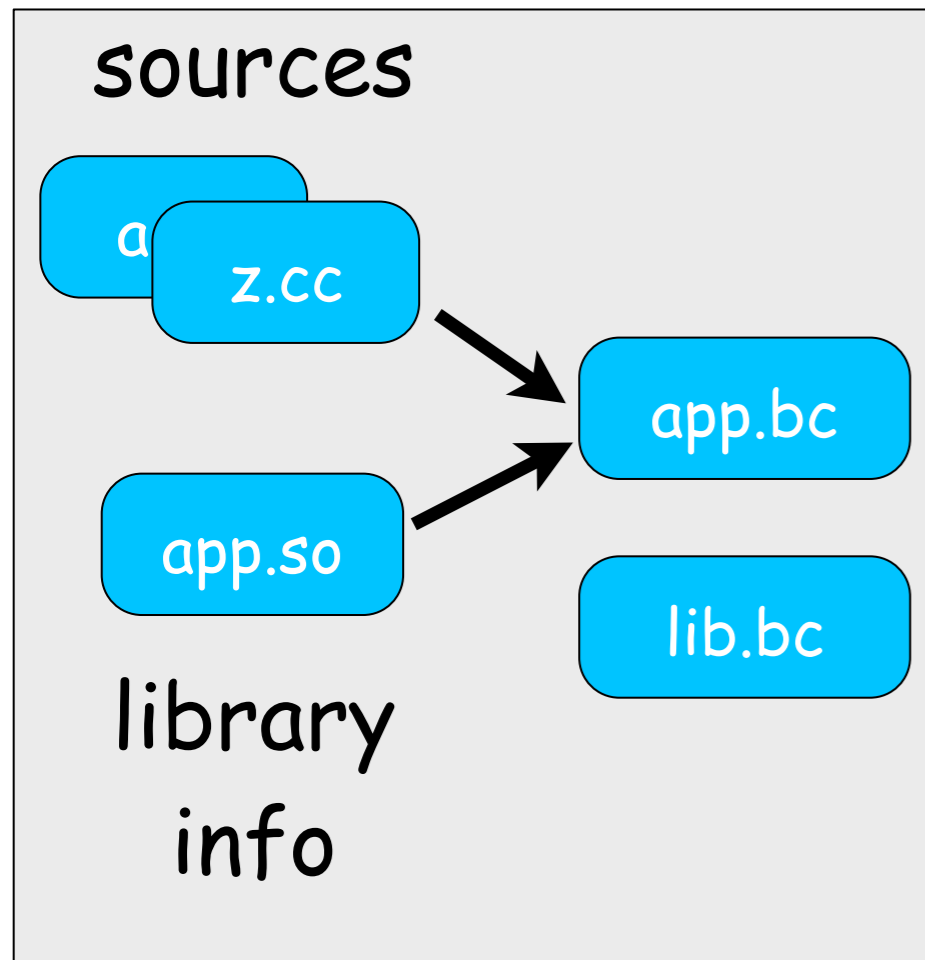
- Assume a least common denominator

 - Store ordering within a thread

 - Explicit synchronization across threads

- We expect people to use llvm atomic/barrier intrinsics where needed

Application Life Cycle



gcc-like driver

llvm-gcc front end

LLVM's link-time optimization

Produce smallest bitcode

Expensive opts. off client

Safe Translation



Translating in a Sandbox



The translator must run in the browser

Malicious bitcode files are a potential attack vector

Translating in a Sandbox



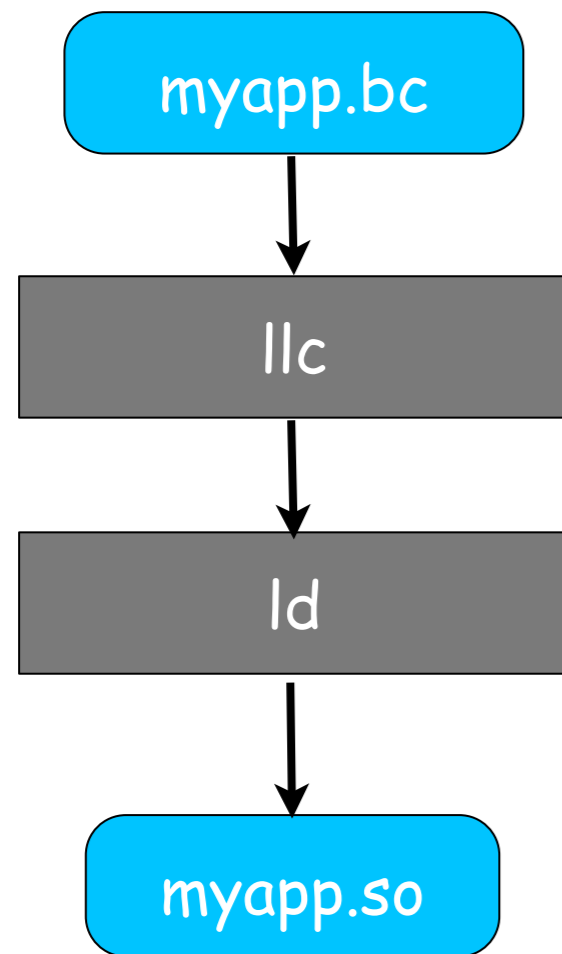
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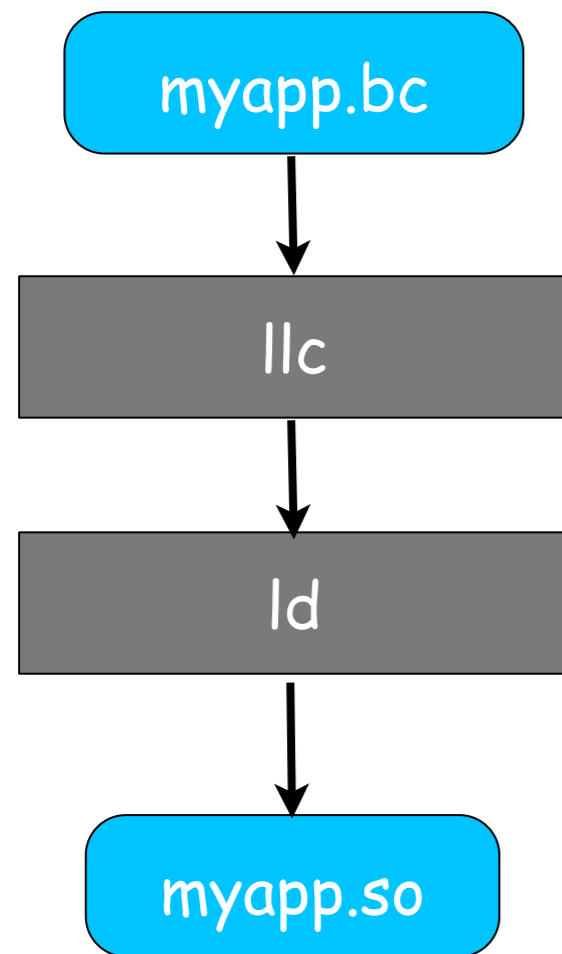
Translator phases are run as
NaCl modules

today

Rapid code generation



goal



Know the platform (uarch)
Can collect/use profiling data
Webpage-specific
specialization
Can translate at
invocation time
install time
asynchronously

Status



What's running?



One bitcode file translates, validates, and runs on three architectures

All of SPEC2000 int and the four C fp tests pass

The translator is self-built and sandboxed

l1c and l1d run as NaCl modules on x86-32 and 64

ARM getting close

ARM ELF direct object generation passing most tests

Still a bit of debugging on ARM self-build

What's running?



Examples are running in Chromium
(With a command-line flag for now)

Ongoing Work

GOOGLE

LTO producing the smallest possible .bc files

Improve gold plugin for marking symbols internal

Gold/LTO as full linker without .bc to .o

Collecting soname list for .so generation

Direct .so generation

Emission work for DT_NEEDED

Translation time

Want to Learn More?



<http://www.chromium.org/nativeclient>

(Follow Portable Native Client link)

<http://code.google.com/p/nativeclient>