

CHERITech'25 **CONFERENCE**

Manchester, UK



2025

14th November

 cheri-alliance.org

Redesigning Thread-Local Storage For CHERI

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○ Disclaimers

- ◆ There will be:
 - ◆ Assembly
 - ◆ Pointers
 - ◆ Diagrams showing multiple levels of pointers
- ◆ I only have 15 minutes; many details omitted
- ◆ Find me afterwards if you still want to know more...

Background

○ What Is TLS?

- ◆ GNU + Microsoft extensions
- ◆ Standardised in C11 / C++11

```
_Thread_local int x;
```

```
int next(void) {  
    return ++x;  
}
```

Thread 1 next → 1

Thread 1 next → 2

Thread 1 next → 3

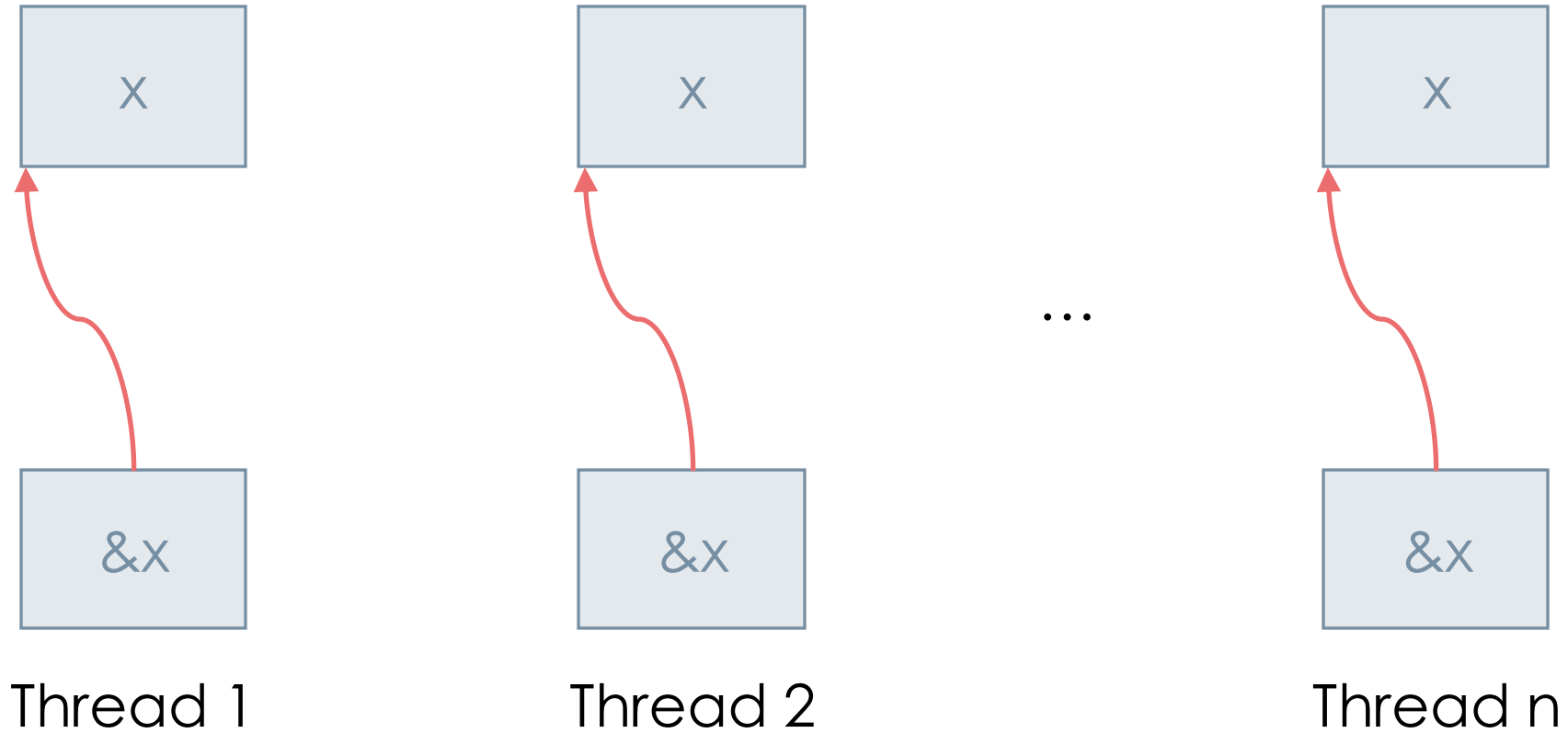
Thread 2 next → 1

Thread 2 next → 2

Thread 1 next → 4

...

What Is TLS?



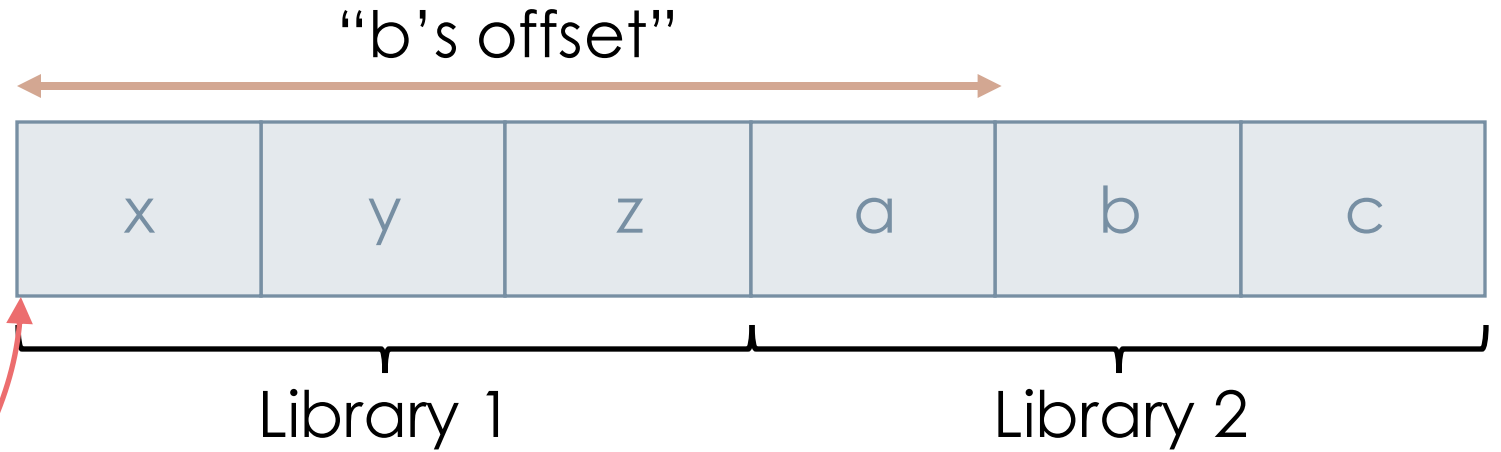
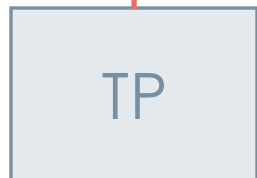
Today's Design

Library 1

```
_Thread_local int x, y, z;
```

Library 2

```
_Thread_local int a, b, c;
```



Same layout
for all threads

$\&b \rightarrow TP + \text{"b's offset"}$

○ Where Do These Offsets Come From?

- Run-time loader first loads executable, then recursively all library dependencies
- Executable is always first
- Offsets for executable's TLS variables are known at link time – hard-coded into output binary

next:

mrs x8, TPIDR_EL0

add x8, x8, #0x0, lsl #12

add x8, x8, #0x10

ldr w9, [x8]

add w0, w9, #0x1

str w0, [x8]

ret

TP

$0x0 \ll 12$
+ 0x10

Load,
increment,
store

○ Where Do These Offsets Come From?

- ◆ In general, offset not known at link time
- ◆ Offset itself is a variable
- ◆ Stored in Global Offset Table (“GOT”) alongside pointers to globals
- ◆ Run-time loader fills in

next:

```
adrp x8, 0x20000
```

Load offset

```
ldr x8, [x8, #0x8a8]
```

```
mrs x9, TPIDR_EL0
```

```
ldr w10, [x9, x8]
```

```
add w0, w10, #0x1
```

```
str w0, [x9, x8]
```

Variable offset

```
ret
```

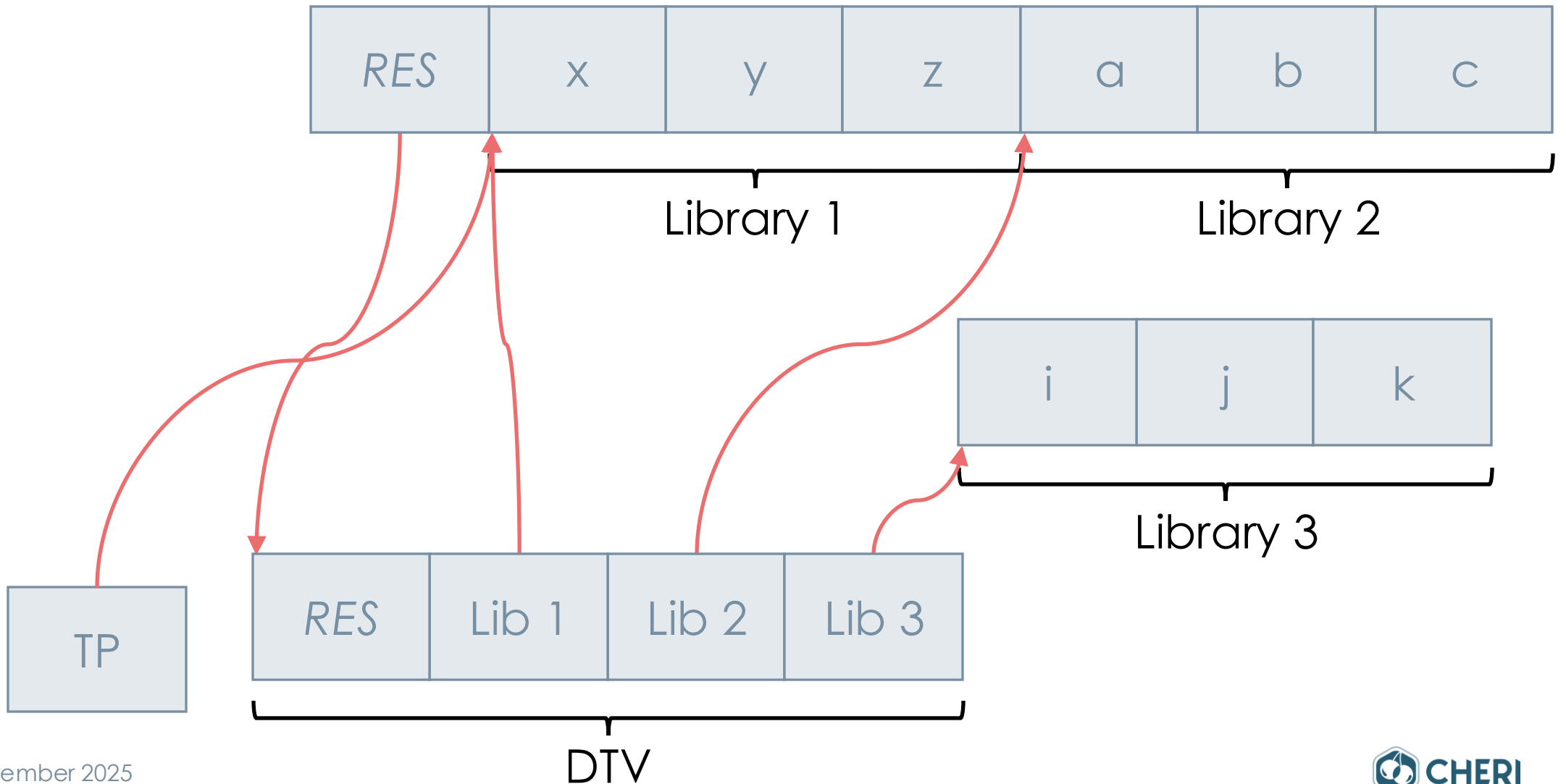
○ **dlopen()**

- ◆ Dynamically loads new libraries after program has started running (e.g. plugins)
- ◆ What if they define new thread-local variables?
 - ◆ Space already allocated for existing threads based on libraries initially present
 - ◆ Growing allocation might require moving it; pointers to thread-local variables would no longer work

○ **dlopen()**

- ◆ New variables stored in separate allocation
- ◆ How to get to them? Cannot just add offset to TP any more
- ◆ Call magic “__tls_get_addr()” function implemented by run-time loader
- ◆ Run-time loader reserves space at start of TLS block to track these allocations (points to “Dynamic Thread Vector”)

○ dlopen()

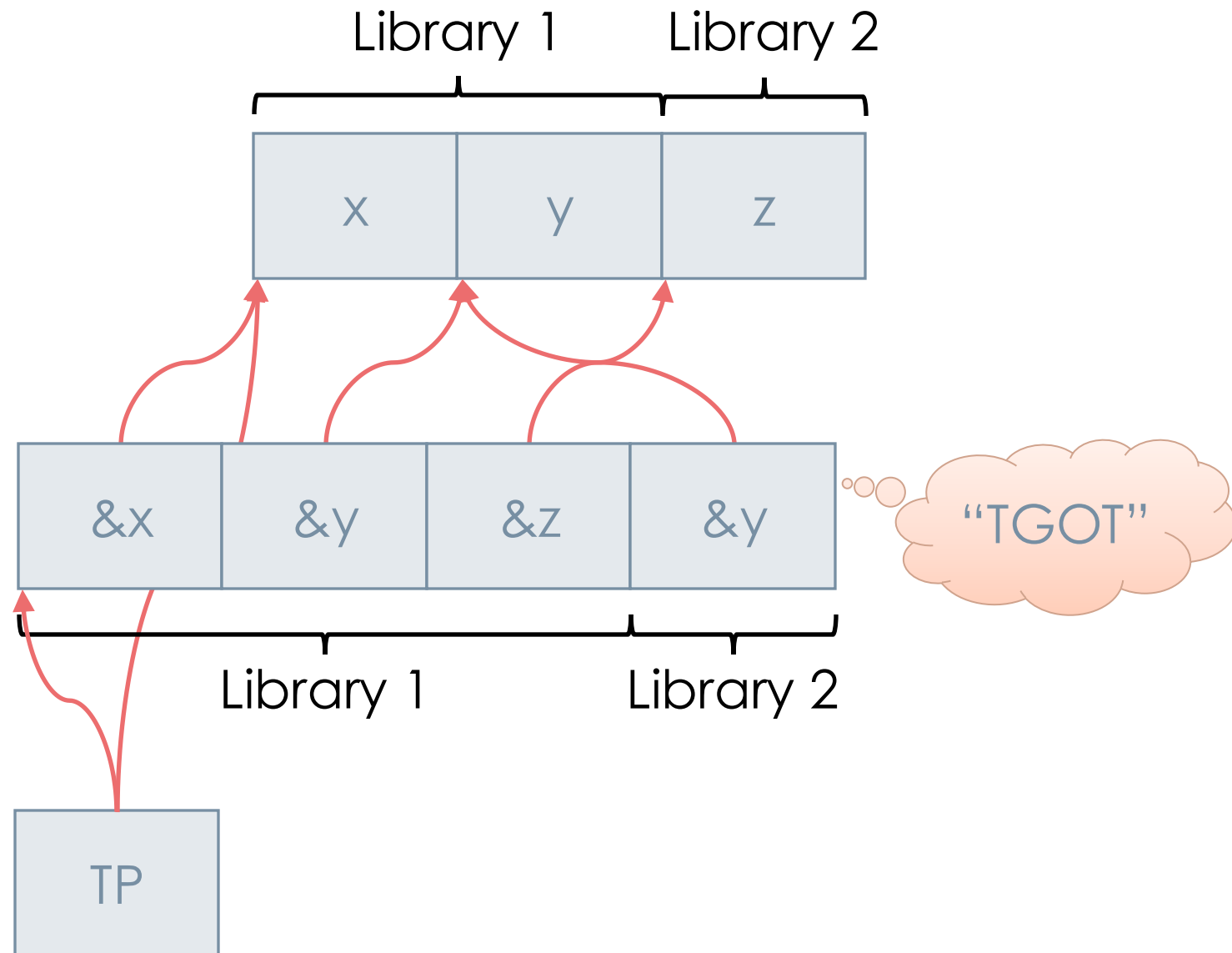


TLS Meets CHERI

○ Initial (Current) CHERI Adaptation

- ◆ Same model
- ◆ Pointers now capabilities (TP and DTV entries, plus run-time loader's pointer to the DTV)
- ◆ Problems:
 - ◆ TP's bounds cover the entire TLS block – powerful capability
 - ◆ TP + offset for &x isn't bounded to just x – need to dynamically restrict bounds every time x is referenced
 - ◆ Ditto for DTV entries (though can at least restrict to library's subset)
 - ◆ Compartmentalisation?
 - ◆ 🙄

○ Indirection



○ As Code

Constant Offset

next:

$0x0 \ll 12$
 $+ 0x20$

```
mrs  c0, CTPIDR_EL0
add  c0, c0, #0x0, lsl #12
ldr  c1, [c0, #0x20]
```

```
ldr  w8, [c1]
add  w0, w8, #0x1
str  w0, [c1]
ret
```

Load,
increment,
store

Variable Offset

next:

Load offset

```
adrp c8, 0x20000
ldr  x8, [c8, #0x550]
mrs  c0, CTPIDR_EL0
```

```
ldr  c1, [c0, x8]
```

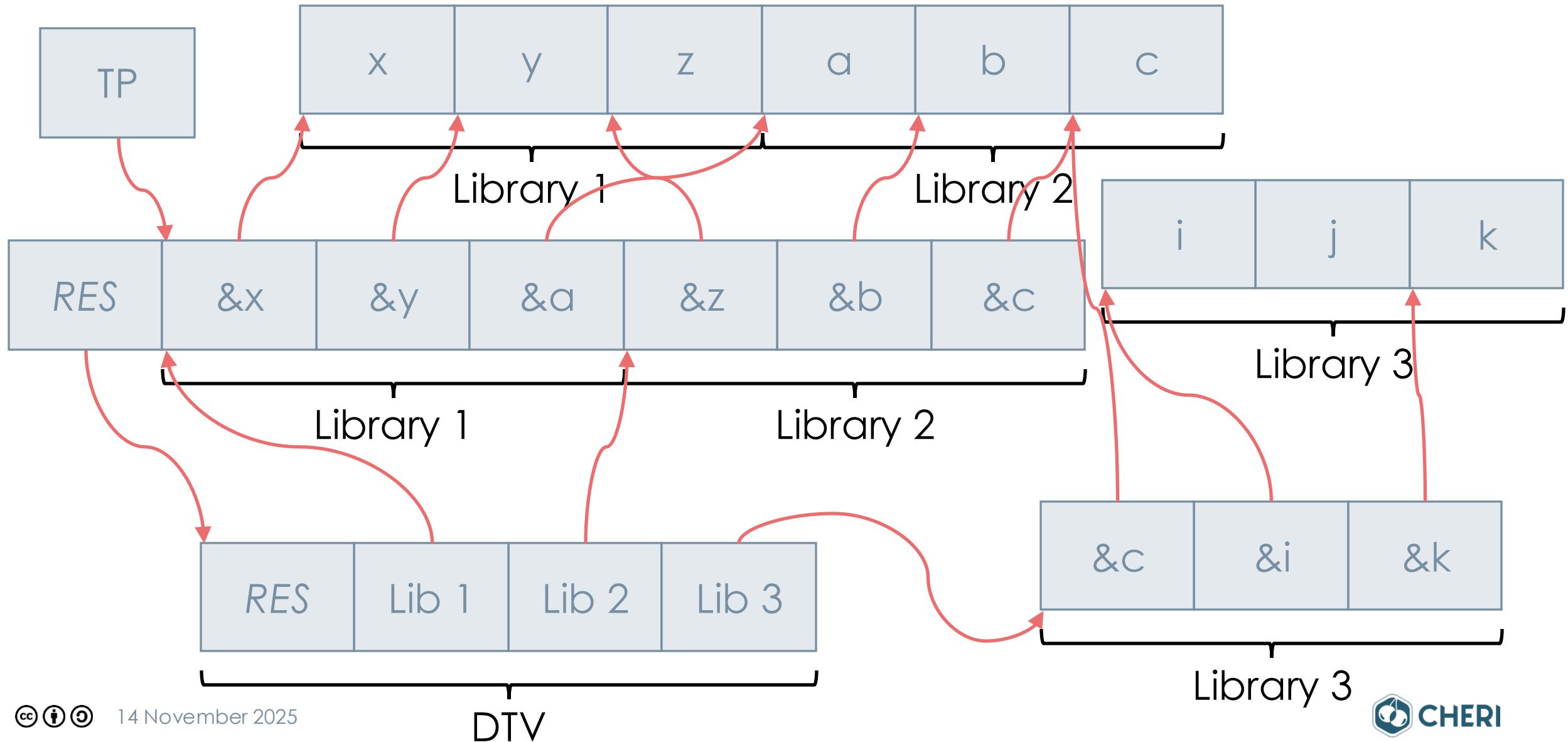
```
ldr  w8, [c1]
add  w0, w8, #0x1
str  w0, [c1]
ret
```

Variable
offset

○ **dlopen() / DTV?**

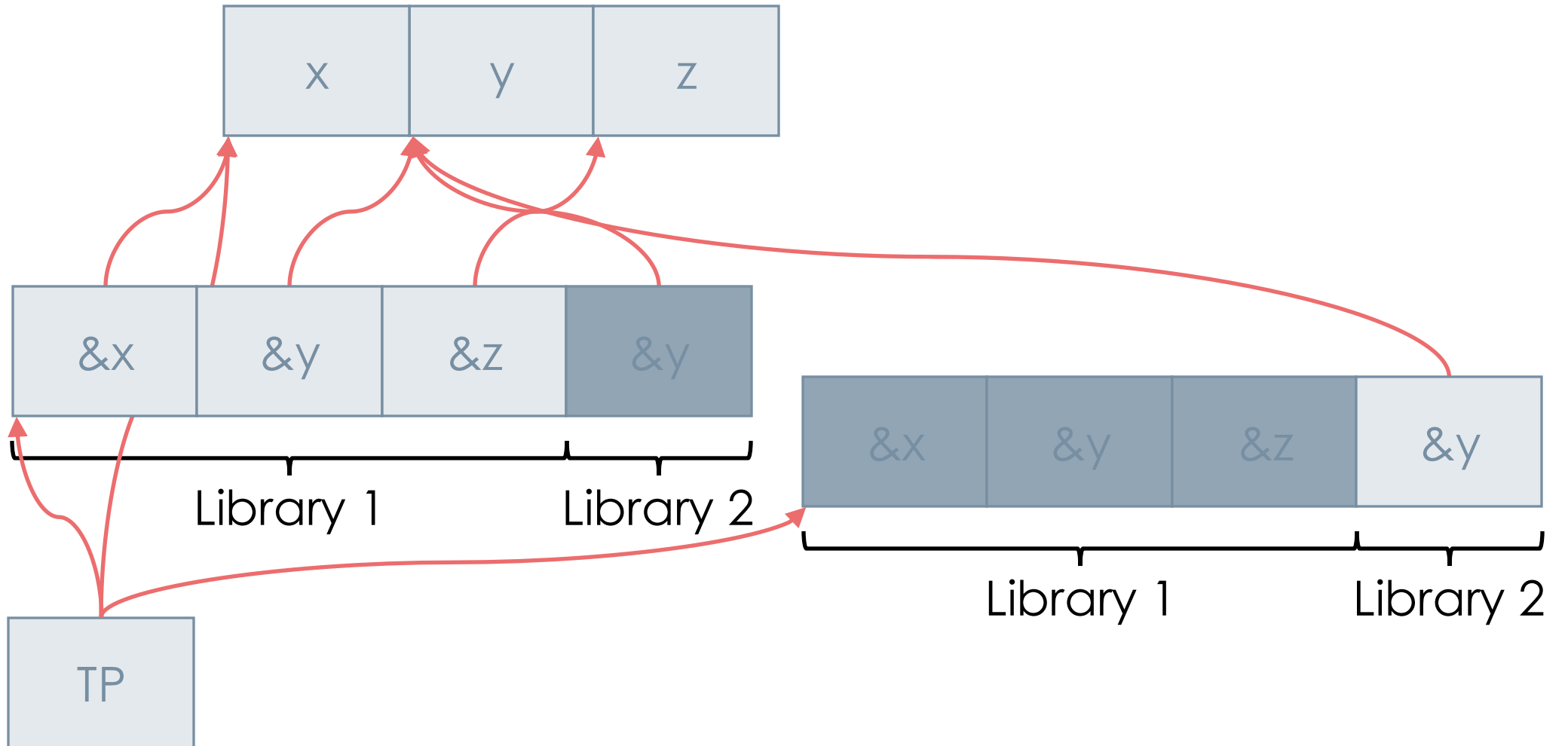
- ◆ As with TP, DTV now points to TGOTs (i.e. also add a level of indirection)
- ◆ TGOTs allocated separately for dynamically-loaded libraries just like the data itself
- ◆ Still a magic “__tls_get_addr()” function call (just implemented with extra pointer chasing)

○ (Gratuitous) Diagram



Blue is Calming?

○ Compartmentalisation



○ **Future Work**

- ◆ Implement compartmentalised TLS
- ◆ Evaluate performance impact (not expected to be significant)
- ◆ Coming to a future CheriBSD release!
 - ◆ Initial Morello version will implement both schemes at the same time to allow incremental transition

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Thank you!

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14 November 2025