

# RUST ON CHERIOT

WHAT?

CHERI

We all know and love it

RUST

A solution to the same problems?

“Choose one”

WHAT?

CHERI

We all know and love it

RUST

A solution to the same problems?

Choose both!

WHAT?

What CHERI can do

## CHERI gives you spatial safety!

```
char stack[] = "short buffer";  
stack[sizeof(stack)] = '\0';
```

```
static char stack[] = "short buffer";  
stack[sizeof(stack)] = '\0';
```

```
char *heap = new char[16];  
heap[sizeof(heap)] = '\0';
```

*These all deterministically trap on CHERI.*

## CHERIoT also gives you temporal safety!

```
...  
free(heap);  
heap[0] = 'H';
```

*This deterministically traps on CHERIoT.*

CHERIoT and its RTOS also let you handle these traps.

WHAT?

The Rust programming language



- A general-purpose systems language
- Builds on previous research on programming languages
- ...But isn't a research programming language!
- Automatic memory management without GC
- Expressive type system (System F, type classes, regions, linear/affine)
- You've heard of it at least once

## Rust gives you spatial safety!

```
let mut stack = [0, 1, 2, 3];  
stack[4] = 0;
```

```
static mut stack: [u8; 4] = [0, 1, 2, 3];  
stack[4] = 0;
```

```
let mut heap = vec![0, 1, 2, 3];  
heap[4] = 0;
```

```
$ cargo build  
error: this operation will panic at runtime  
index out of bounds: the length is 4 but the index is 4
```

## Rust also gives you temporal safety!

```
drop(heap);  
heap[0] = 10;
```

```
$ cargo build  
error[E0382]: borrow of moved value: `heap`
```

WHY?

Why?

Greater than the sum of its parts

RUST

CHERI

Rich compile-time guarantees for safe fragments

Expressive type system

Rich interfaces for non-malicious libraries

Mature package management tools like cargo

Non-bypassable runtime guarantees

Easy compartment restart for availability

Guarantees extend to any language

Strong isolation of untrusted code

Auditable rights for third-party components

Your code

Dependencies

Why?

Greater than the sum of its parts

# RUST & CHERI

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Why?

Greater than the sum of its parts

## Demo 1: off-by-one

```
let v = [0, 0];  
let indices = [1, 2];  
let mut count = 0;  
for i in indices {  
  unsafe {  
    count = count + *v.get_unchecked(i);  
  }  
}
```

On other platforms:

*Calling this method with an out-of-bounds index is undefined behaviour even if the resulting reference is not used.*

[source](#)

Why?

Greater than the sum of its parts

## Demo 2: Rust-to-C FFI

```
extern "C" int verify(char *s) {  
    int len = strlen(s);  
    ...  
    return valid_len;  
}
```

---

```
unsafe {  
    let payload: String = get();  
    let valid_len = verify(payload.as_ptr());  
    let valid = str::from_raw_parts(payload.as_ptr(), valid_len);  
}
```

On other platforms this is, again, undefined behaviour

Why?

Greater than the sum of its parts

# RUST & CHERI

Non-bypassable runtime guarantees

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Rich interfaces for non-malicious libraries

Strong isolation of untrusted code

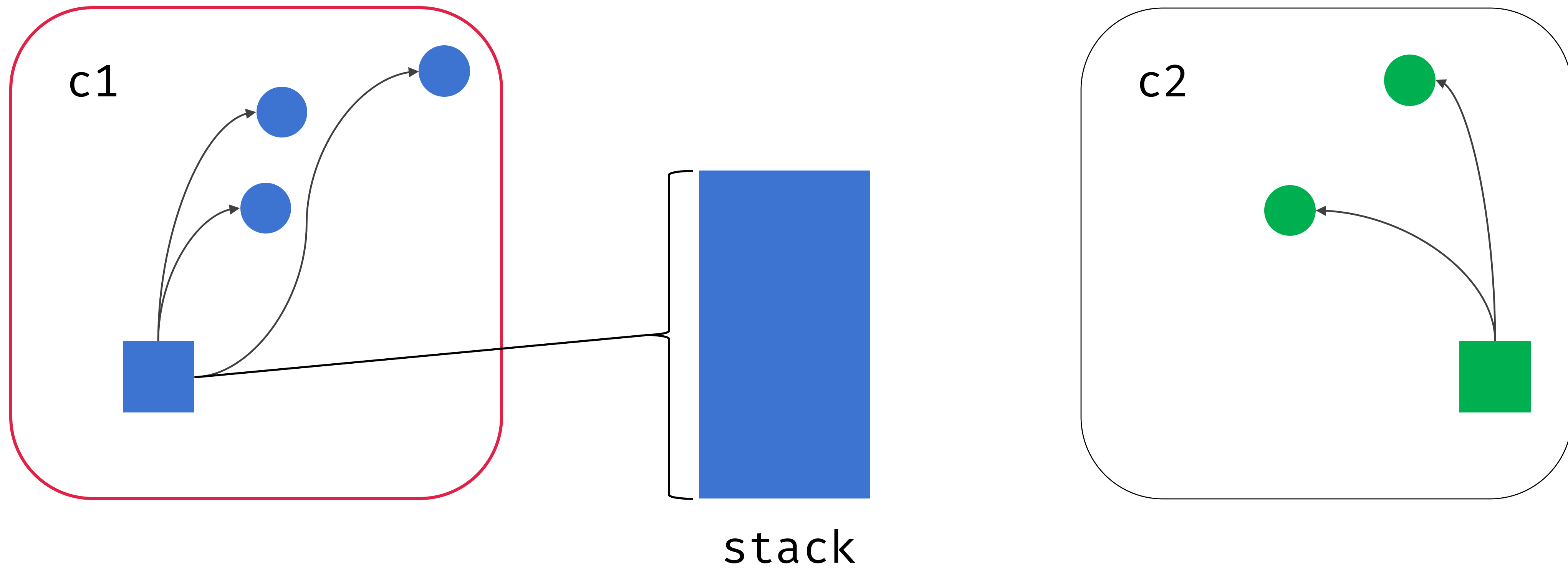
Mature package management tools like cargo

Auditable rights for third-party components

Why?

Greater than the sum of its parts

## Strong isolation of untrusted code (compartmentalisation)

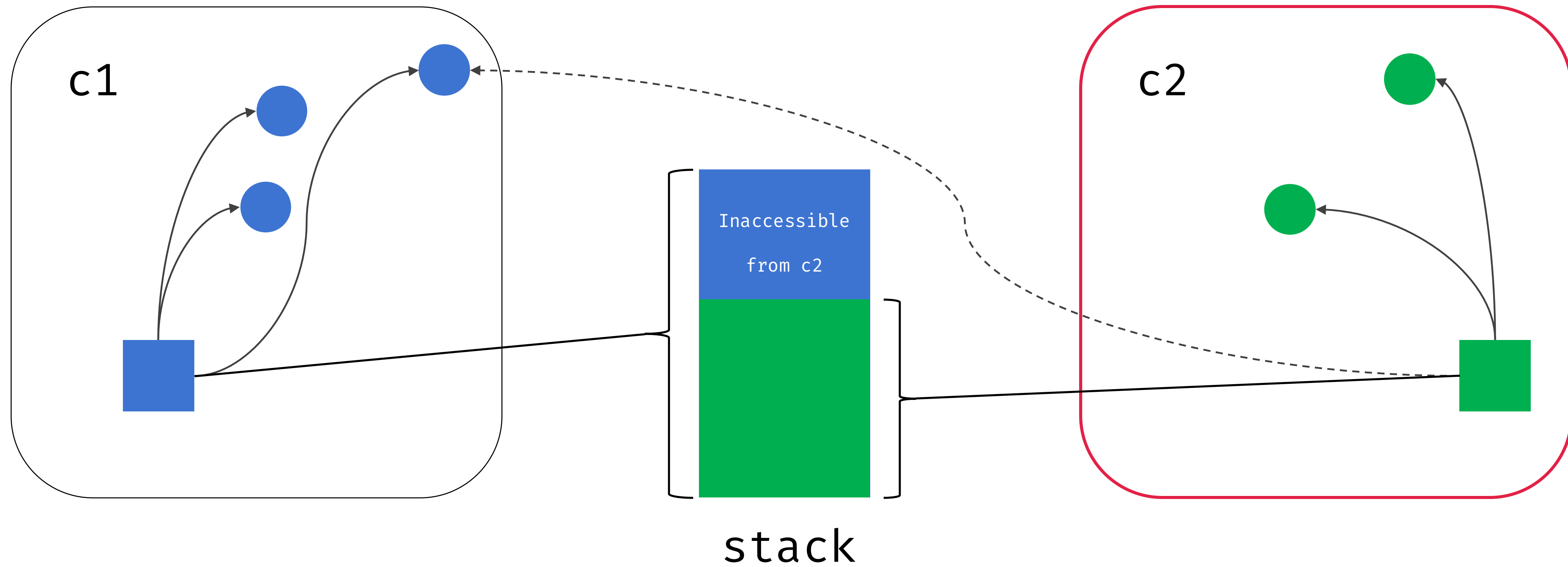


■ code ● object

Why?

Greater than the sum of its parts

## Strong isolation of untrusted code (compartmentalisation)



■ code ● object

WHY?

Greater than the sum of its parts

## Demo 3: supply chain attack

```
let password = get_password();
let user = get_user();

kvlog::record("auth.request", &user);

if allow(&user, &password) {
    . . .
}
```

c1

```
fn record(key: &str, value: &str) {
    println!("[kvlog] {key}-> {value}");
    if key == "auth.request" {
        unsafe {
            let addr = frameaddr();
            let ptr = addr.sub(..);
            let password: &String = transmute(ptr);
            send_username_password(&value, &password)
        }
    }
}
```

c2

On other platforms there's nothing stopping `record` from accessing the caller's stack

How?

In 2025 DSbD funded SCI Semiconductor funding to make Rust work on CHERIoT.

1. Adapt previous work on Morello to latest Rust releases
2. Add the CHERIoT target and CHERI intrinsics
3. Make `core` and `alloc` compile to it
4. Test `core` and `alloc` (might require building `std` too)

---

5. Add CHERIoT-specific frontend attributes (CC, MMIO, SharedObjects, ..)
6. Integration tests with the rest of the CHERIoT platform (the RTOS, networking stack, compartments)
7. Enforcing Rust properties at FFI/compartment boundaries

How?

...evolving the crab...

## Required changes to the compiler

```
pub enum Primitive {  
    Int(Integer, bool),  
    Float(Float),  
    Pointer(AddressSpace),  
}
```

```
impl Primitive {  
    pub fn size<C: HasDataLayout>(self, cx: &C) -> Size  
}
```

How?

...evolving the crab...

## Required changes to the compiler

```
pub enum Primitive {  
    Int(Integer, bool),  
    Float(Float),  
    Pointer(AddressSpace),  
}
```

```
impl Primitive {  
    // How many bits to store this value?  
    pub fn in_memory_size<C: HasDataLayout>(self, cx: &C) -> Size  
    // How many bits _of data_ can be stored here?  
    pub fn capacity<C: HasDataLayout>(self, cx: &C) -> Size  
}
```

How?

...evolving the crab...

```
fn insert_alignment_check<'tcx>(..) -> {  
    // Transmute the pointer to a usize (equivalent to `ptr.addr()`).  
- let rvalue = Rvalue::Cast(CastKind::Transmute, Operand::Copy(ptr), tcx.types.usize);  
+ let rvalue = Rvalue::Cast(CastKind::PointerExposeProvenance, Operand::Copy(ptr), tcx.types.usize);  
}
```

`Transmute` is lowered to `poison` if the types have different sizes.

How?

...evolving the crab...

```
$ ./x test tests/codegen-llvm -target=riscv32cheriot-unknown-cheriotrtos
```

```
test result: ok. 602 passed; 16 failed; 402 ignored
```

60% of codegen-llvm tests pass, 39% can't run on CHERIOT, 1% fail

```
$ cargo test library/coretests -target=riscv32cheriot-unknown-cheriotrtos
```

```
test result: ok. 1709 passed; ? failed; 1257 ignored
```

57% of coretests pass, 43% need investigation

How?

The plan

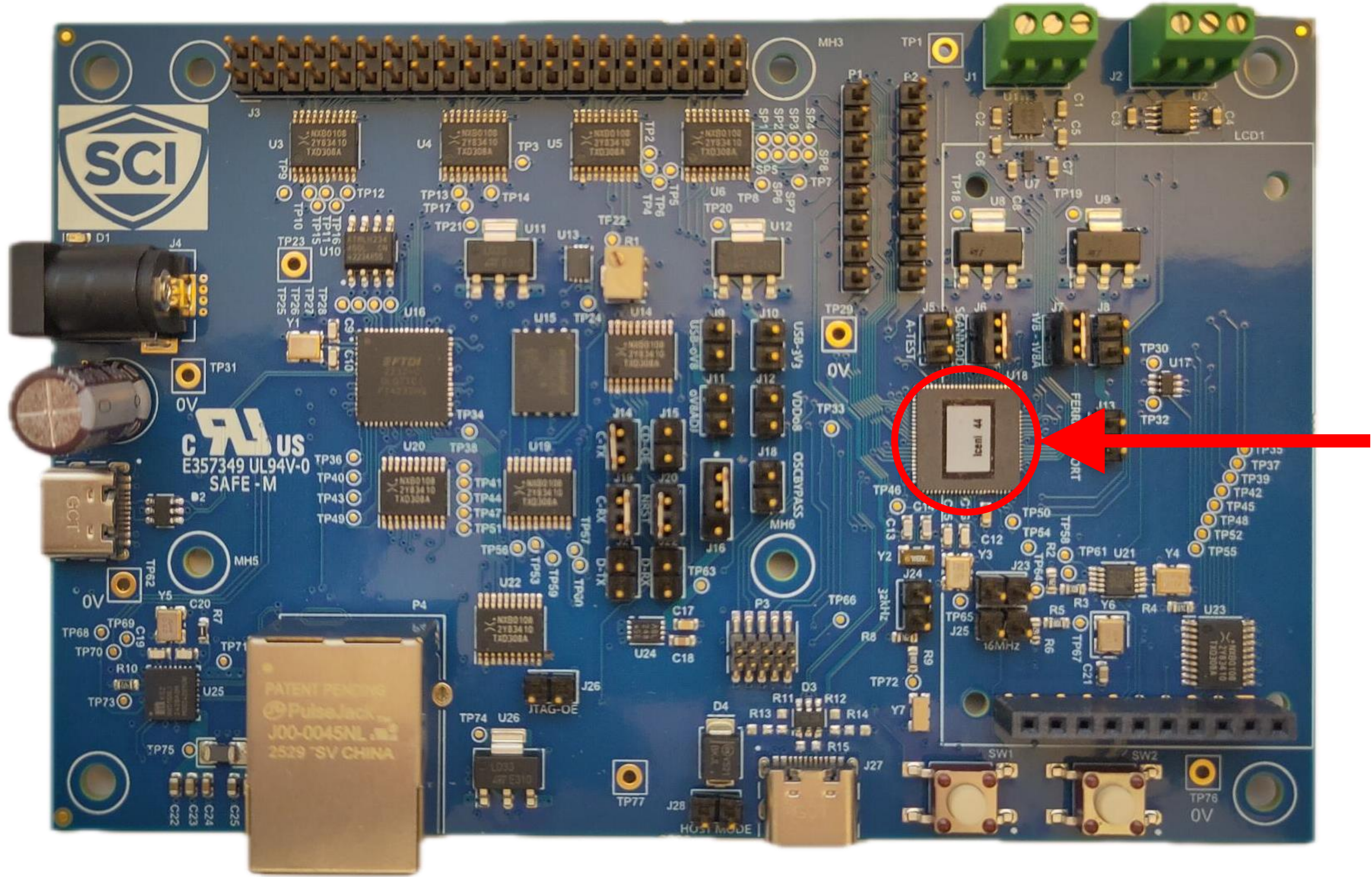
Making it work is only part of the story. We also need to have a plan for the future.

The cherry on top would be that of being able to upstream a new CHERI target and be able to maintain it in the future.

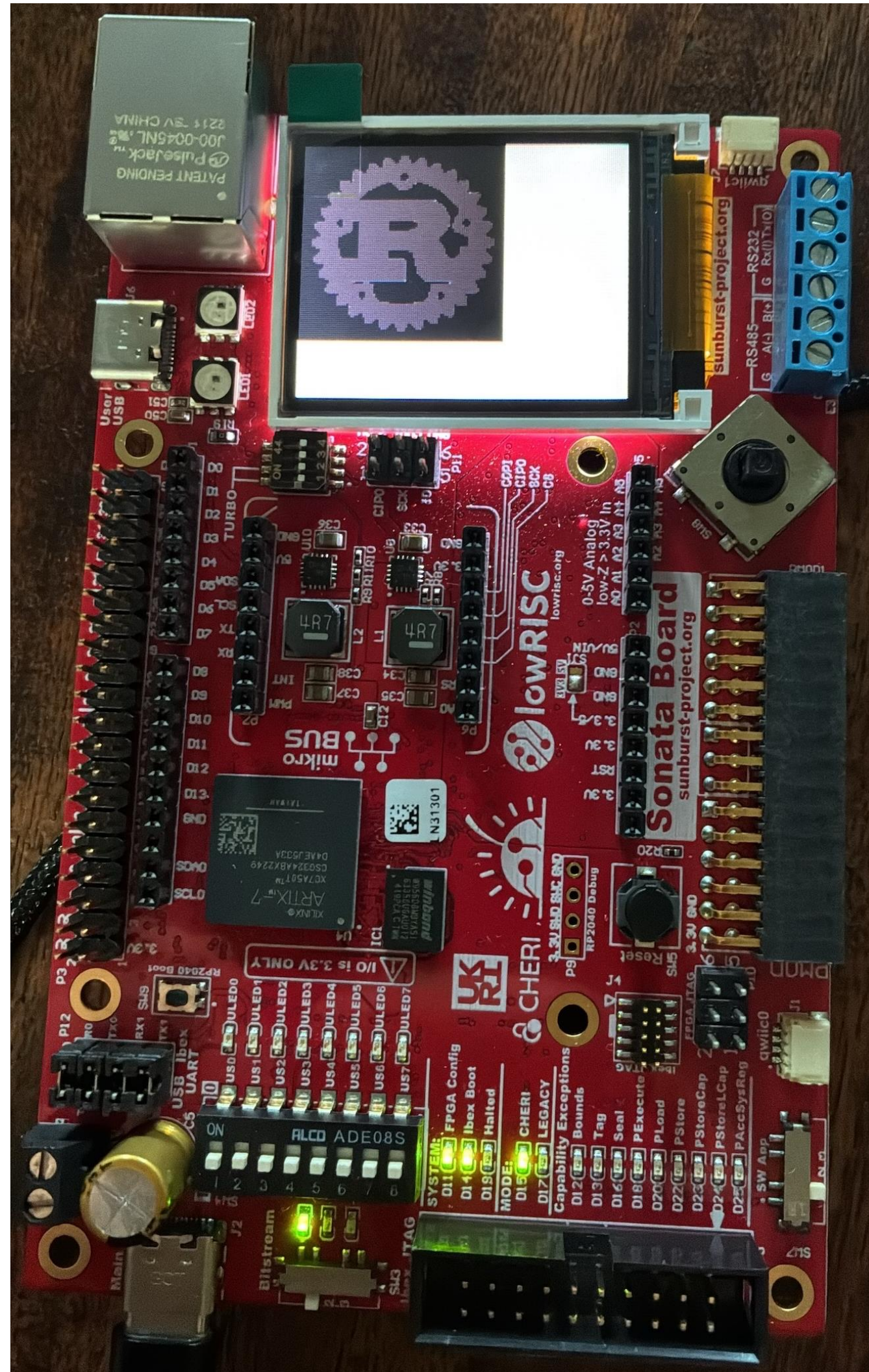
This is not an easy task: it requires a lot of expertise, designs and social skills!

WHERE?

WHERE?



WHERE?



Devcontainer with simulators, clang  
and rustc



[lowRISC Sonata](#) running embedded-graphics

WHERE?

All the work is open source, and lives in the `CHERIoT-Platform/cheri-rust` repository on GitHub.



THANK  
YOU!