

Callability Control

By Isaac Oscar Gariano¹ and Marco Servetto²

(Victoria University of Wellington)

¹isaac@ecs.vuw.ac.nz ²marco.servetto@ecs.vuw.ac.nz

Conventions

We will consider C# (or other .Net or JVM languages), since it

- is statically-typed,
- supports named/identifiable functions (e.g. static/instance methods and constructors),
- supports dynamic dispatch (with interfaces, virtual methods, etc.),
- supports dynamic code loading, and
- supports dynamic function lookup and invocation (with reflection).

For brevity I will omit accessibility modifiers and allow free standing static functions.

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static void M2(I x) { x.Run(); }
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3. How about this?

```
static void M3(String url) {  
    // Load code (possibly from the internet)  
    Assembly code = Assembly.LoadFrom(url);  
    code.GetMethod("M").Invoke(null, null); } // call M()
```

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Restatement of the Problem:

1. What is the callability of `Sign`? (Where `Sign` is a static method.)
2. What is the callability of `x.Run`? (Where `x` is of an interface type `I`.)
3. What is the callability of `M`? (Where `M` was a dynamically loaded static-method.)

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1. $g \in \text{Calls}(f) \Rightarrow f \rightsquigarrow g$, i.e. f is annotated with `calls[..., g , ...]`.

Example: `static void Write(String s) calls[WriteChar] {
 foreach (Char c in s) WriteChar(c); }`

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2. $(\forall h \in \text{Calls}(g) \bullet f \rightsquigarrow h) \Rightarrow f \rightsquigarrow g$, i.e. if f can call every function in the `calls[...]` annotation of g .

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 Write(s + "\n"); }`

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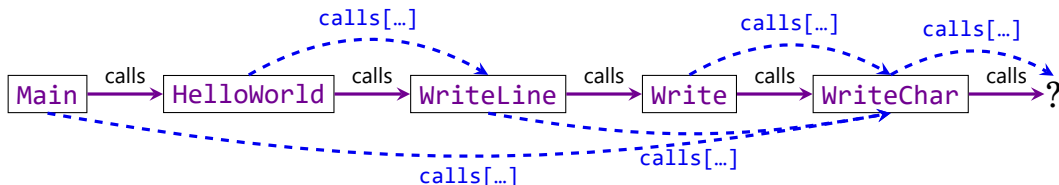
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Example: `static void WriteLine(String s) calls[WriteChar] {
 Write(s + "\n"); }`

The previous rules apply transitively, and always allow for recursive calls.

Example: `static void HelloWorld() calls[WriteLine] {
 WriteLine("Hello World!"); }
static void Main(String[] args) calls[WriteChar] {
 HelloWorld(); }`



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2. `Restricted` can only be directly called by functions who name it in their `calls`:

```
static Object Restricted(String op, params Object[] args)
    calls[Restricted];
```

Example: `static void WriteChar(Char c) calls[Restricted] {
 Restricted("CCall", "putchar", c); }`

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Consider this:

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interface I<'a> { void Run() calls['a']; }
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    void I.Run() calls[WriteLine] { WriteLine("Hello World!"); }}
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3. Perform any **Restricted** operation:

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static void M3(I<[Restricted]> x) calls[Restricted] { x.Run(); }
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3. Perform any **Restricted** operation:

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static void M3(I<[Restricted]> x) calls[Restricted] { x.Run(); }
```

4. Defer the decision to the caller of **M3**:

```
static void M3<'a>(I<['a]> x) calls['a'] { x.Run(); }
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In C# to dynamically invoke a static or instance method, you simply write:

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For our system to be sound, we could declare `Invoke` like this:

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/// Represents a method m
class MethodInfo {
    ...
    /// Throws an exception if Invoke<'a> ↗ ↘ m,
    /// otherwise calls receiver.m(args)
    Object Invoke<'a>(Object receiver, Object[] args) calls['a'] { ... }
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```

```
static void M3(String url) {
    // Load code (possibly from the internet)
    Assembly code = Assembly.LoadFrom(url);
    // call M(), but only if it can only perform Unrestricted operations
    code.GetMethod("M").Invoke<[]>(null, null); }
```

Conclusion

1. No need to look at the body of methods to determine what they can do.
2. No need to look at *every* piece of code we are compiling with.
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Future Work

- Make our annotations less verbose:
 - Infer **calls** annotations?
 - Support wild-cards?
 - Allow named groups of functions?
- Support sound reasoning about unsafe operations (like executing arbitrary machine code).
- Improve support for dynamic code loading:
 - Allow calling newly loaded functions, even if they have themselves in their **calls** annotation.
- Formalise the reasoning properties we want from our system:
 - Prove them!