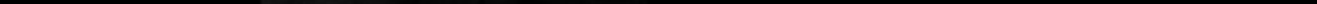




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# Rust's Borrow Checker



This is based on the work described in a paper!

“RustBelt: Securing the Foundations of the  
RustProgramming Language”

<https://people.mpi-sws.org/~dreyer/papers/rustbelt/paper.pdf>

**Code is awful**

# Code is awful

- Our favorite topic, the failings of traditional language paradigms!

# Code is awful

- The Billion Dollar Mistake
- Threading
  - ESR calls this an ugly hack, favors IPC

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- The Billion Dollar Mistake
- Threading
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The real problem is managing your search space.

# Code is awful

- How much can you prove about your code?
- How much does your type system give you?
- How quickly do you identify that a problem exists?



# Code is awful

Java!

# Code is awful

Java!

<http://wouter.coekaerts.be/2018/java-type-system-broken>

<https://www.cs.rice.edu/~javaplt/papers/oopsla2008.pdf>

# Code is awful

C#!

# Code is awful

C#!

<https://stackoverflow.com/questions/123506/c-sharp-compiler-incorrectly-optimizes-code>

# Code is awful

C!

# Code is awful

C!

<https://llvm.org/pubs/2008-10-EMSOFT-Volatiles.pdf>

<http://www.cs.utah.edu/~regehr/papers/pldi11-preprint.pdf>

<https://www.youtube.com/watch?v=tU5HfVc2nR8>

# Code is awful

Go!

# Code is awful

Go!

<https://github.com/golang/go/issues/22350>

<https://twitter.com/SusanPotter/status/1129593107710922752>



# Code is awful

Go!

What did you expect to see?

the program run well.

What did you see instead?

memory never be released until everything stop work. and then, i take my pc power off. -\_-

# Code is awful

Go!



**Susan Potter** @SusanPotter · May 17

I can't help myself...

"We studied six popular Go software [projects] including Docker, Kubernetes, and gRPC. We analyzed 171 concurrency bugs in total, with more than half of them caused by non-traditional, Go-specific problems."

[songlh.github.io/paper/go-study...](https://songlh.github.io/paper/go-study...)



18



331



909



**Susan Potter**

@SusanPotter

"Although each of these features were designed to ease multi-threaded programming, in reality, it is difficult to write correct Go programs with them."

9:42 PM · May 17, 2019 · [Twitter Web App](#)

**30** Retweets **172** Likes



# Code is awful

Haskell!

# Code is awful

Haskell!

(Yes, really)

# Code is awful

Haskell!

<https://gitlab.haskell.org/ghc/ghc/issues/163>

<https://replit.canny.io/bug-reports/p/haskell-getlin-e-bug-again>

# Code is awful

Nevermind...

- Security Vulnerabilities
- Risk to Life
  - Medical Device Firmware
  - Vehicle Firmware
- Lost Dev Time
- Site Reliability...

Is there hope?

# Is there hope?

- Tests?
- Types?
- Oncall Rotations?
- Code Reviews?
- Continuous Integration?
- Automatic push?
- Health checks?
- Prayer?
- Sacrifices?





Be Brave. There is yet hope.



—

**Why do bad  
things happen to  
good processes?**

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## Part one: Multiple Aliases

In C/C++, you would say that you have a memory address, with multiple pointers to that address across different threads.

Without any kind of locking or mutexing, this gives rise to a race condition.

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## Part one: Multiple Aliases

More formally:

- Multiple Aliases (pointers)
- To a resource (memory address/variable)

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- Multiple Aliases (pointers)
- To a resource (memory address/variable)

This still leaves us in a data race. Rust's locking mechanism is Ownership.

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## Part one: Multiple Aliases

- A lock enforces that only one code location has access to ... something.
- Critically, this is opt-in. You have to wrap the operations you're doing to avoid a data race
- Ownership, being a type system mechanism, is opt-out.
  - `unsafe` is available if you need to do black magic.
  - However, obviously, you're on your own.

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**Conclusion one!**



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## Conclusion one!

- We need to prove that the Ownership model is sound.
- We need to prove that following the type system in rust yields a program without unsafe/undefined behaviors.

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**unsafe considered... unsafe**

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## **unsafe considered... unsafe**

There are many cases where the performant version of the algorithm flagrantly defies the borrow checker.

Many of those cases are in the Rust standard library.

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## **unsafe considered... unsafe**

This has lead to data races that only show up if a particular combination of standard libraries are used together.

The libraries in question use unsafe internally. They are well behaved in isolation.

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This has lead to data races that only show up if a particular combination of standard libraries are used together.

The libraries in question use unsafe internally. They are well behaved in isolation.

## **unsafe considered... unsafe**

There are at least two papers documenting multi-library data race bugs.

This gives you some idea of how much fun it was to troubleshoot and fix. :-)

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## Conclusion Two!

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## Conclusion Two!

- We need to prove that the Ownership model is sound.
- We need to prove that following the type system in rust yields a program without unsafe/undefined behaviors.



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## Conclusion Two!

- We need to prove that the Ownership model is sound.
- We need to prove that following the type system in rust yields a program without unsafe/undefined behaviors.
- We also need to prove that the use of unsafe in the stdlib is.... Safe.

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# Formal Verification

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# Formal Verification

Formal Verification is unique.

- It tests a *design specification*.
- It's common to be done before a single line of code is written

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# Formal Verification

- “If implemented correctly, will this design work?”

# Formal Verification

There are lots of ways this is done.

- TLA+
  - Temporal Logic of Actions
- Coq, Agda, QuickCheck, others.
- Iris
  - <https://iris-project.org/>



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## Example Programs

Live coding because what could go wrong! :-D