

# Tree Borrows

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PLDI'25

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<sup>2</sup>ETH Zurich

<sup>3</sup>MPI-SWS

# Rust's type system enables powerful optimizations

```
fn write_both(x: &mut i32, y: &mut i32) -> i32 {  
  
    *x = 13;  
  
    *y = 20;  
  
    *x  
  
}
```

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mutable thus disjoint

\*x has known value

\*x is unchanged

always returns 13

# Rust's type system enables powerful optimizations

```
fn write_both(x: &mut i32, y: &mut i32) -> i32 {  
  
    *x = 13;  
  
    *y = 20;  
  
    13 // formerly *x: one fewer load from memory  
  
}
```

# Type-level guarantees for references



`&mut` → mutation, no aliasing

`&` → aliasing, no mutation

# Escape hatch: **unsafe**

Can use **unchecked operations** to do **low-level manipulations**

```
unsafe {  
    // Code within this block can effectively  
    // bypass some parts of the typechecker.  
    ...  
}
```

Within **unsafe** it is **the programmer's responsibility** to check

- that pointers are non-null
- that memory is initialized
- absence of data races
- ...

violations trigger UB  
(Undefined Behavior)

# What if **unsafe** code is misused ?

```
fn write_both(x: &mut i32, y: &mut i32) -> i32 {
    *x = 13;
    *y = 20;
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}

fn main() {
    let mut root = 42;
    let ptr = &raw mut root;
    let x = unsafe { &mut *ptr };
    let y = unsafe { &mut *ptr };
    println!("{}", write_both(x, y)); // prints 20
}
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unsafe code can break the assumptions  
that optimizations need!

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# Expanding our notion of UB

Within **unsafe** it is **the programmer's responsibility** to check

- that pointers are non-null
- that memory is initialized
- absence of data races
- compliance with aliasing rules **NEW!**

} violations trigger UB

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- absence of data races
- compliance with aliasing rules <sup>NEW!</sup>

} violations trigger UB

**Tree Borrows (TB):** defines those aliasing rules

Compiler **assumes absence of UB**, exploits this for optimizations

weak optimizations

hard to write correct code



# Expanding our notion of UB

Within `unsafe` it is the programmer's responsibility to check

- that pointers are non-null
- that memory is initialized

**Sounds familiar?**

TB is the successor of **Stacked Borrows**, which has the same purpose.

weak optimizations

hard to write correct code





# Stacked Borrows (SB)

[Jung et al., POPL'20]

In safe Rust, the Borrow Checker makes borrows well-bracketed. Stacked Borrows extends the well-bracketedness to **unsafe**.

```
let mut root = 42;  
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A diagram showing a memory stack. It consists of a single rectangular box with the word "root" inside. The box has a double-line border, with the top line being thicker than the bottom line.

- new stack at root

Desired outcome: UB

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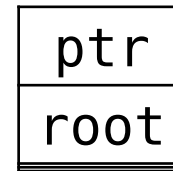
A rectangular box containing the text "root". The box has a double underline at the bottom, indicating it is the current active memory location.

- ✓ root is at the top

Desired outcome: UB

In safe Rust, the Borrow Checker makes borrows well-bracketed. Stacked Borrows extends the well-bracketedness to **unsafe**.

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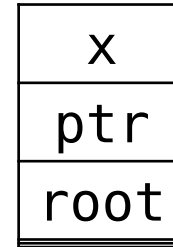


- ✓ root is at the top
- push ptr

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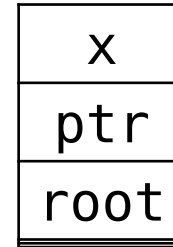


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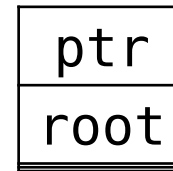


- pop until ptr is at the top

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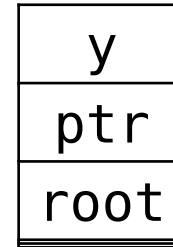
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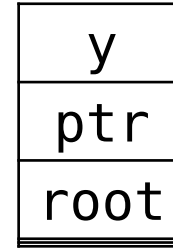


- pop until ptr is at the top
- push y

Desired outcome: UB

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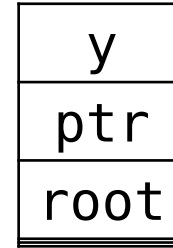
- search for x

Desired outcome: UB

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```

# UB!



Can't use x if it is not in the stack

Desired outcome: UB

SB was **implemented** in Miri (official interpreter and UB detector)

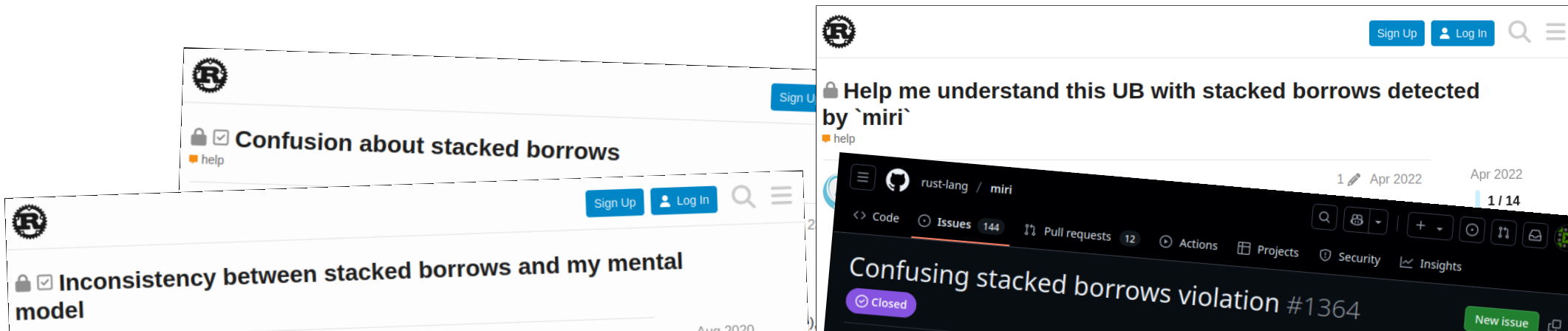
→ included in many projects' CI

→ many bugs detected (e.g. in stdlib)

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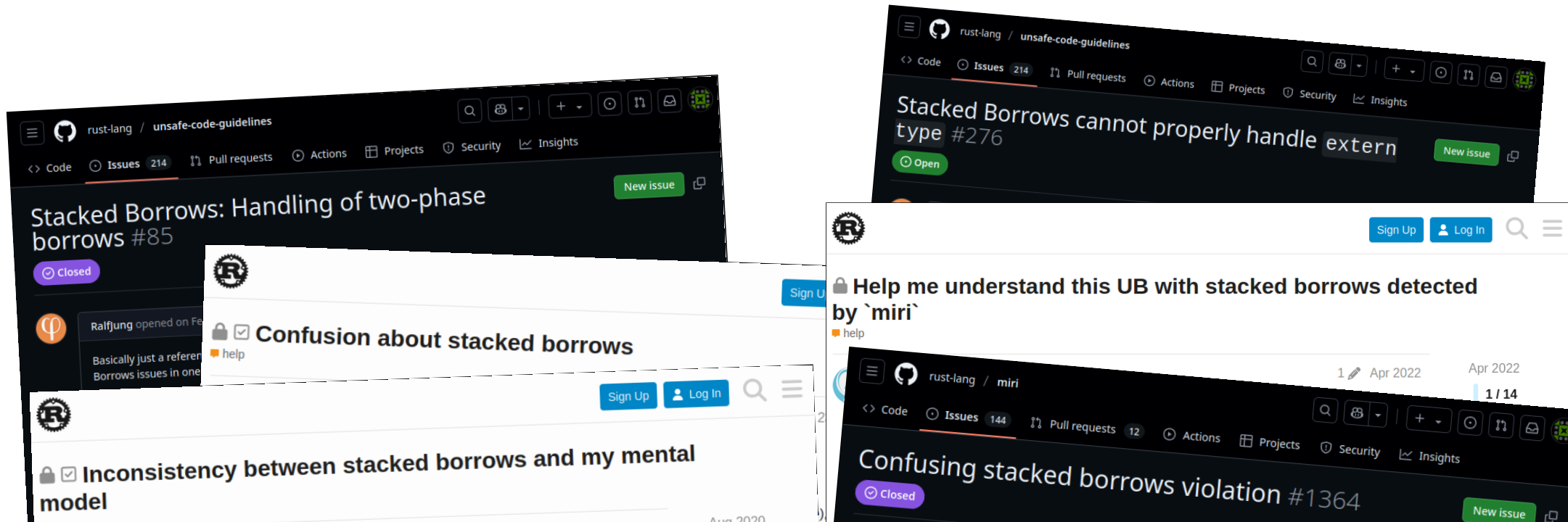
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Stacked Borrows: asserting uniqueness too early?  
Should we allow the optimizer to add spurious  
stores? #133

Open

rust-lang / unsafe-code-guidelines

Code Issues 214 Pull requests Actions Projects Security Insights

Storing an object as &Header, but reading the  
data past the end of the header #256

New issue

Open

rust-lang / unsafe-code-guidelines

Code Issues 214 Pull requests Actions Projects Security Insights

Stacked Borrows: raw pointer usable only for T  
too strict? #134

Open

New issue

rust-lang / unsafe-code-guidelines

Code Issues 214 Pull requests Actions Projects Security Insights

Stacked Borrows: Handling of two-phase  
borrows #85

Closed



Confusion about stacked borrows

help



Inconsistency between stacked borrows and my mental  
model

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Aug 2020

Tree Borrows

7

Stacked Borrows (SB)

or)

Stacked Borrows incompatible with Garbage Collectors?

foconoco

Feb 2022

Stacked Borrows cannot properly handle extern  
type #276

Open

New issue

rust-lang / unsafe-code-guidelines

Code Issues 214 Pull requests Actions Projects Security Insights

Help me understand this UB with stacked borrows detected  
by `miri`

help

rust-lang / miri

Code Issues 144 Pull requests 12 Actions Projects Security Insights

Confusing stacked borrows violation #1364

Closed

New issue

Apr 2022

1 / 14

Neven Villani

# Anecdotal evidence supported by data:

- analysis of 30 000 libraries
- 6000+ tests have aliasing UB under Stacked Borrows (leading cause of UB)



Tree Borrows uses a **tree** instead of a stack to track borrows

Out of 30 000 most downloaded libraries,  
**54% fewer tests** with aliasing UB when using Tree Borrows

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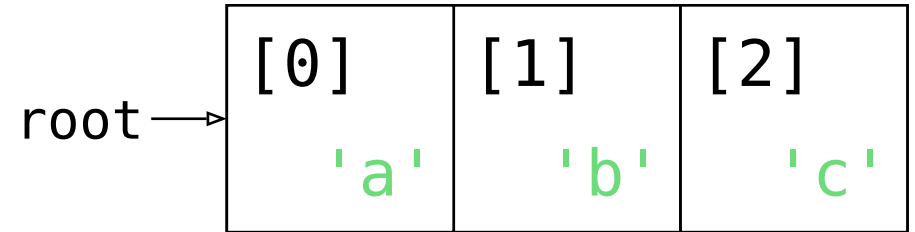
Out of 30 000 most downloaded libraries,  
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Fixes known technical limitations of SB,  
incl. 2-phase borrows, extern types, **pointer offsets**

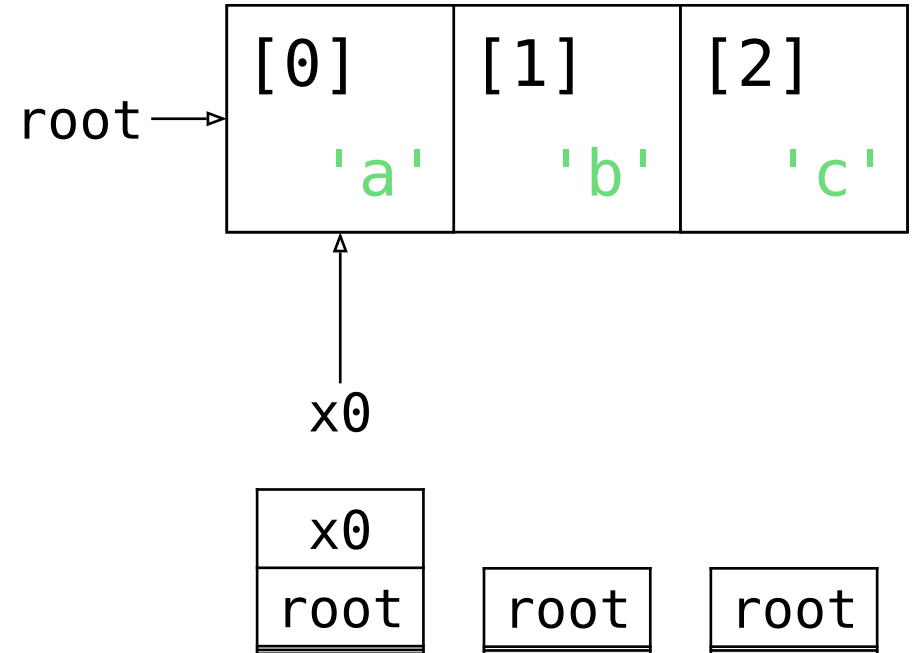
# From Stacks to Trees

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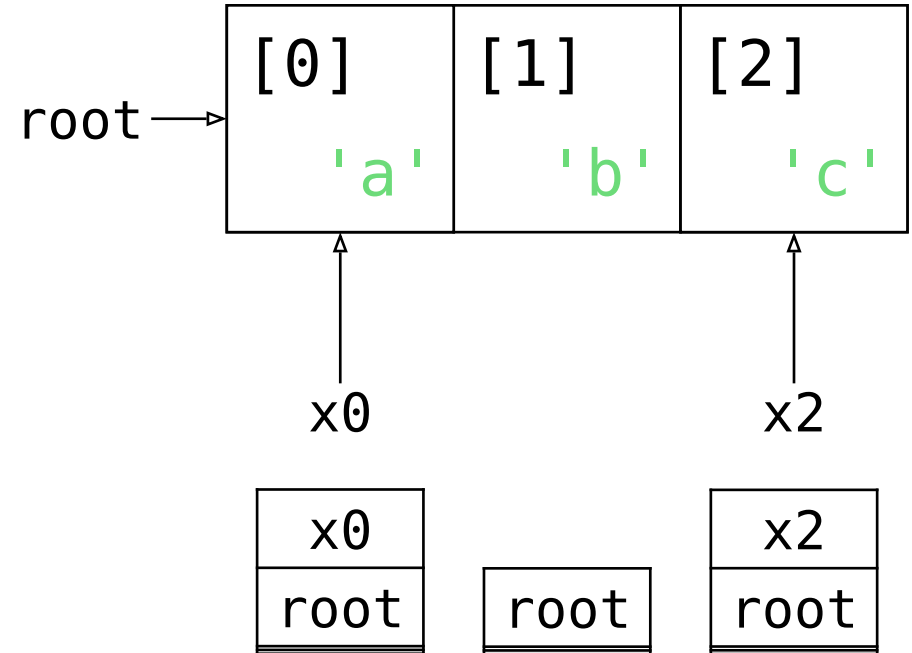
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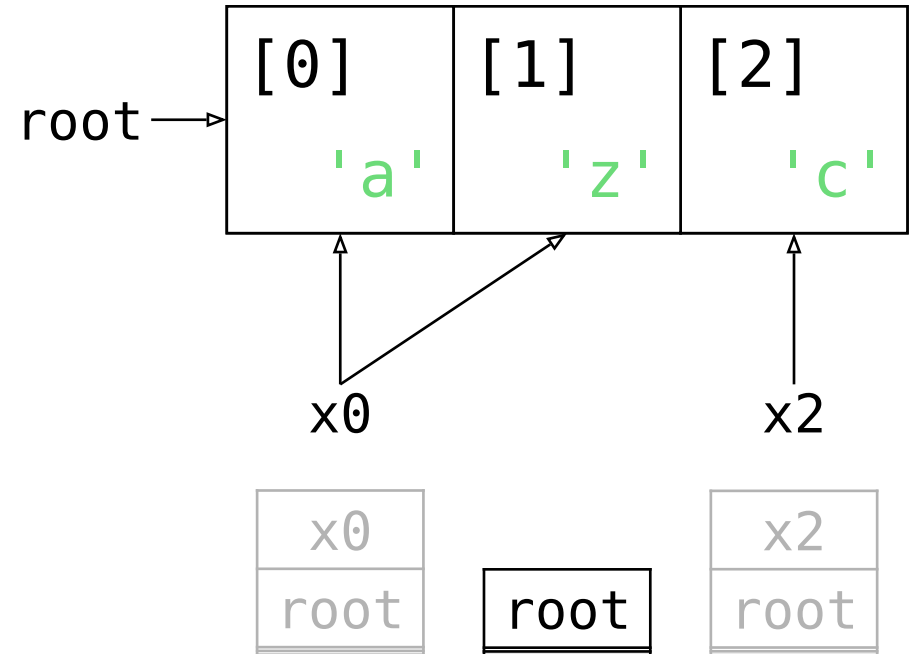


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```
// Scenario 1
```

```
unsafe { *x0.add(1) = 'z'; }
```

Desired outcome: not UB





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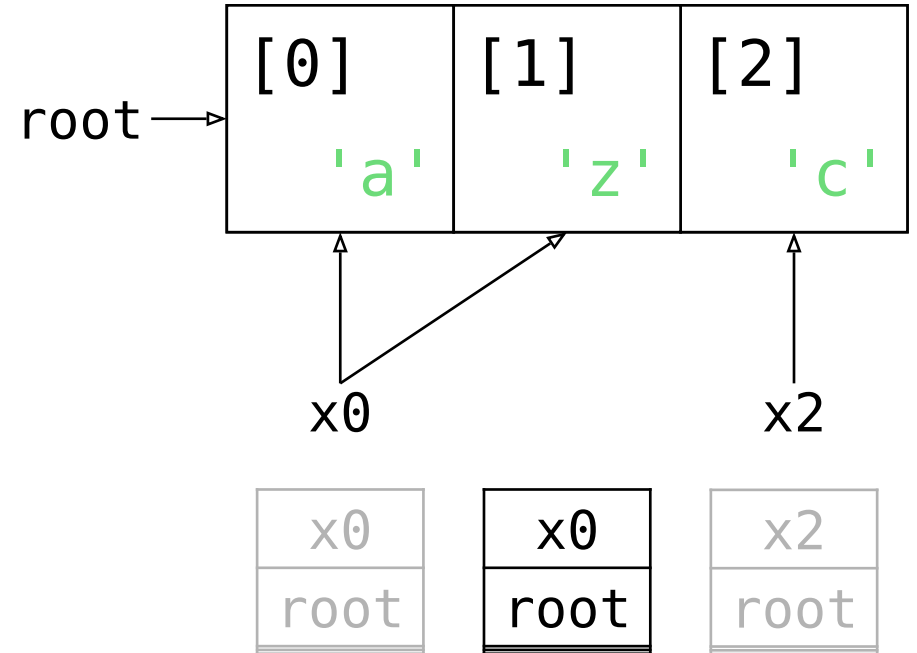
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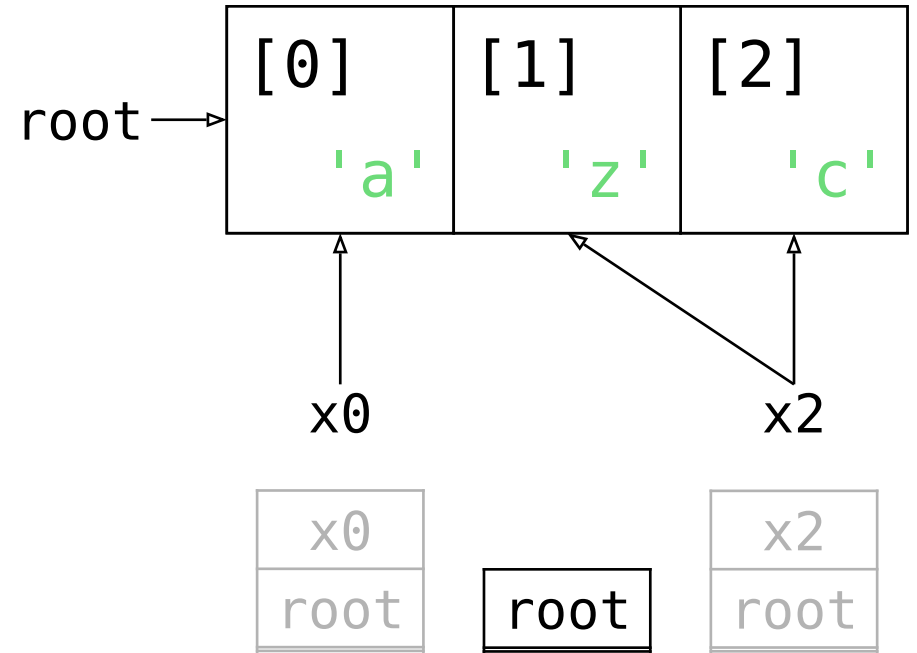
// Scenario 2

```

unsafe { *x2.sub(1) = 'z'; }

```

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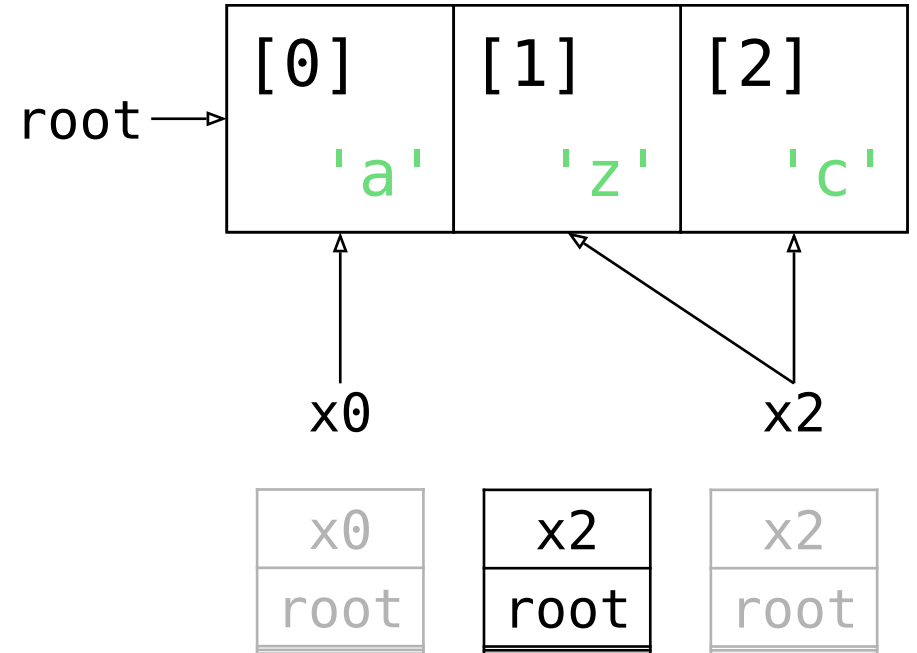
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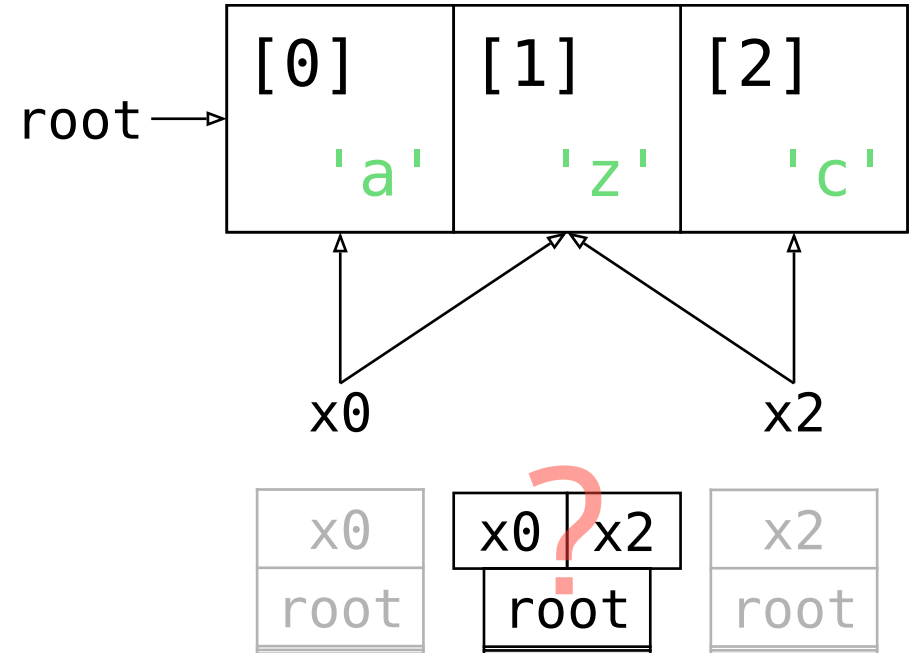
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```
let mut root = vec!['a', 'b', 'c'];
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// Scenario 1 or 2
unsafe { *??? = 'z'; }
```

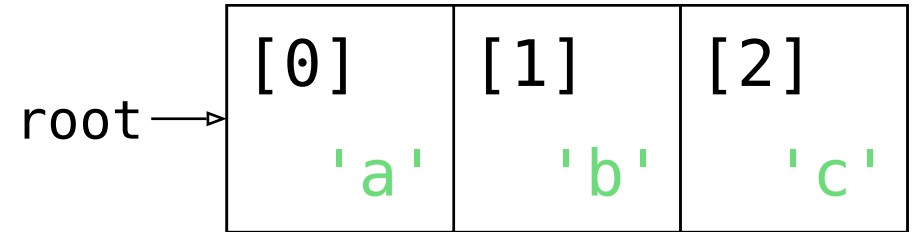
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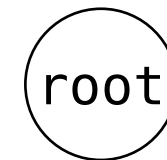
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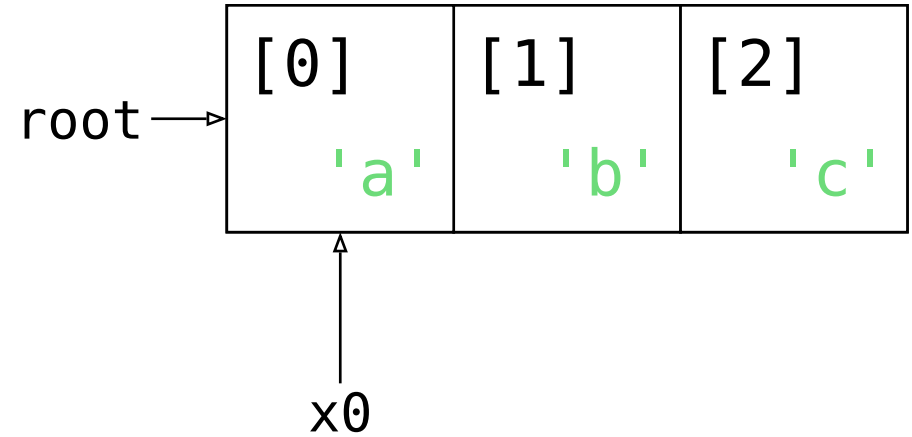
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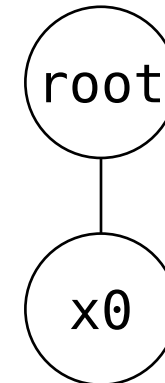
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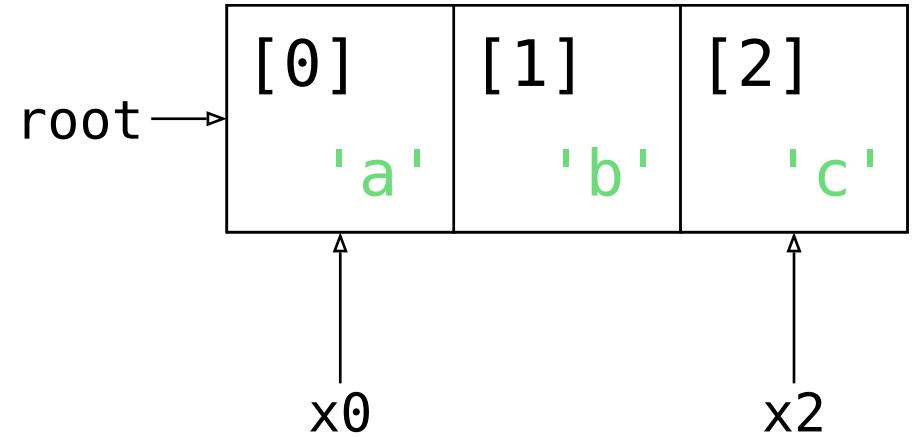
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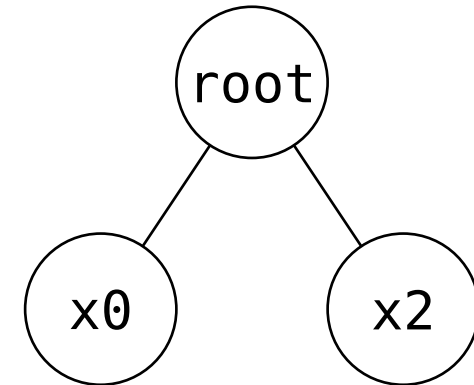
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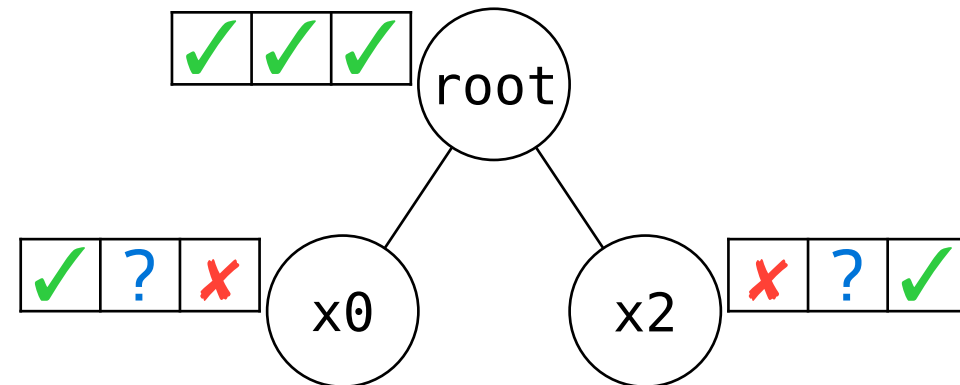
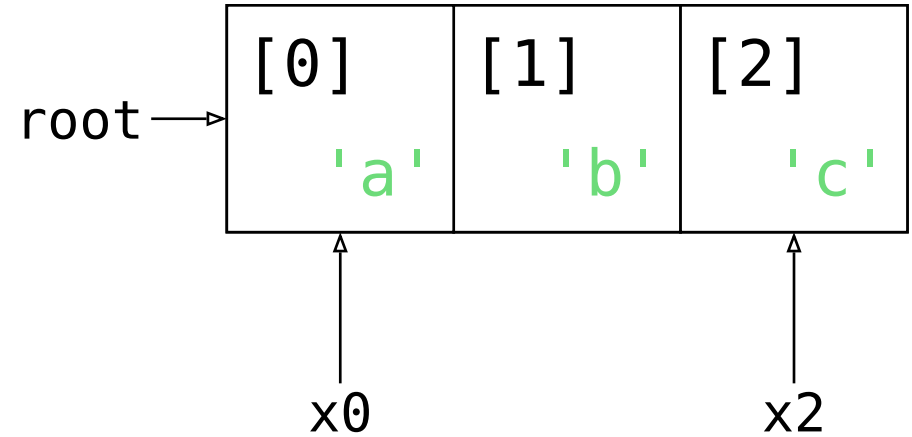




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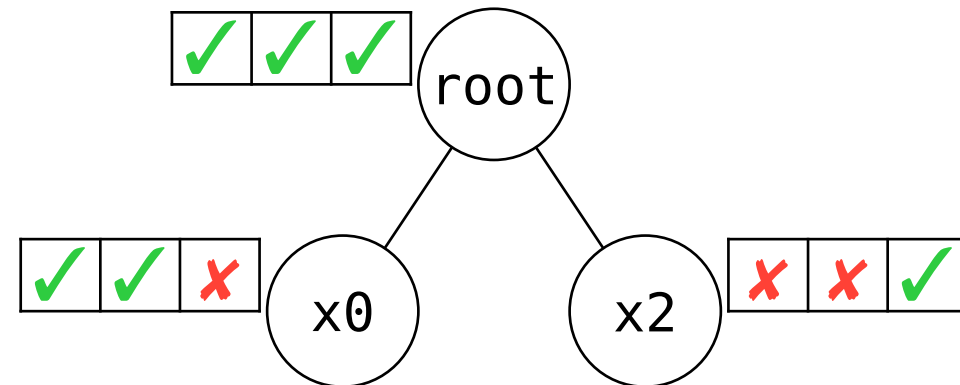
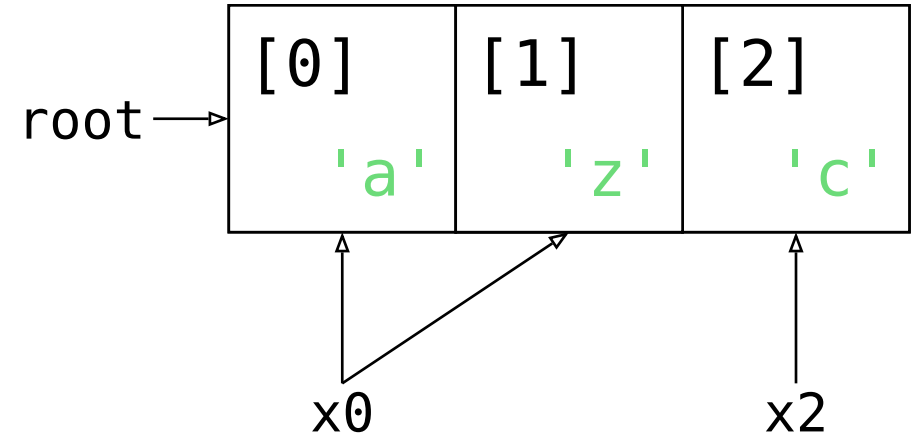
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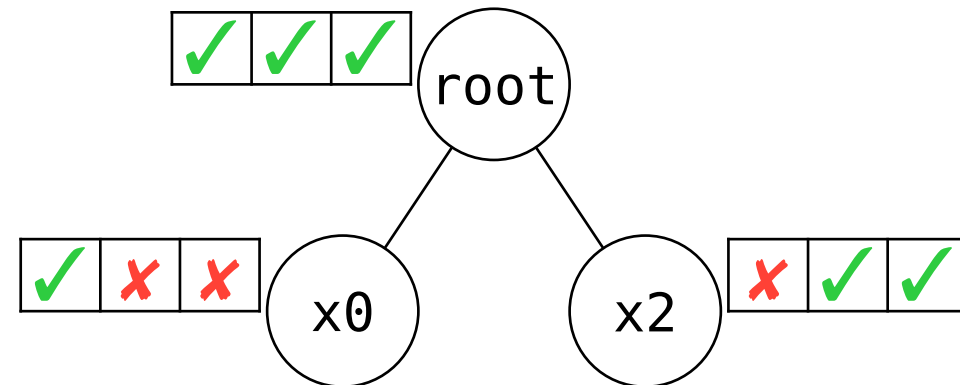
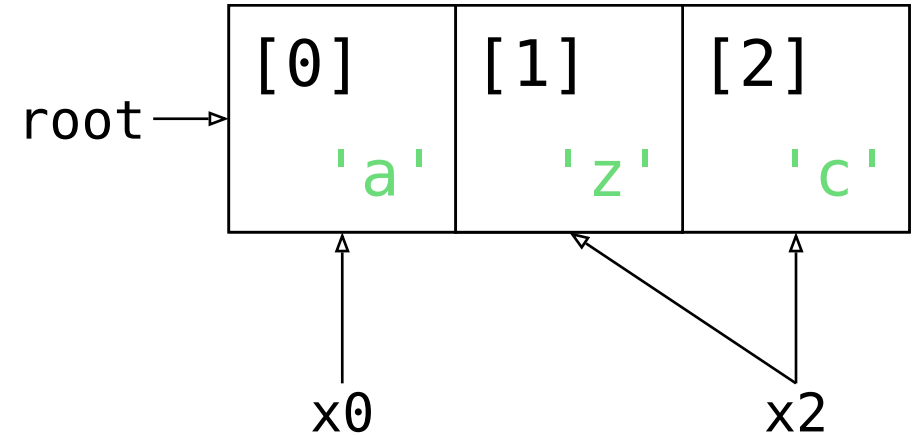


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let mut root = vec!['a', 'b', 'c'];
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// Scenario 2

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unsafe { *x2.sub(1) = 'z'; }
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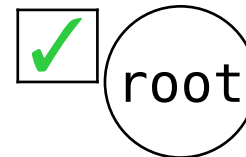
# A second look at the motivating example

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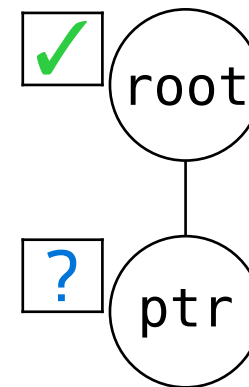
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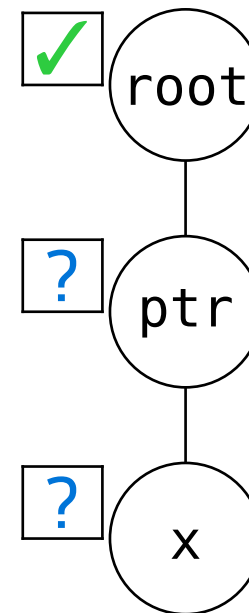


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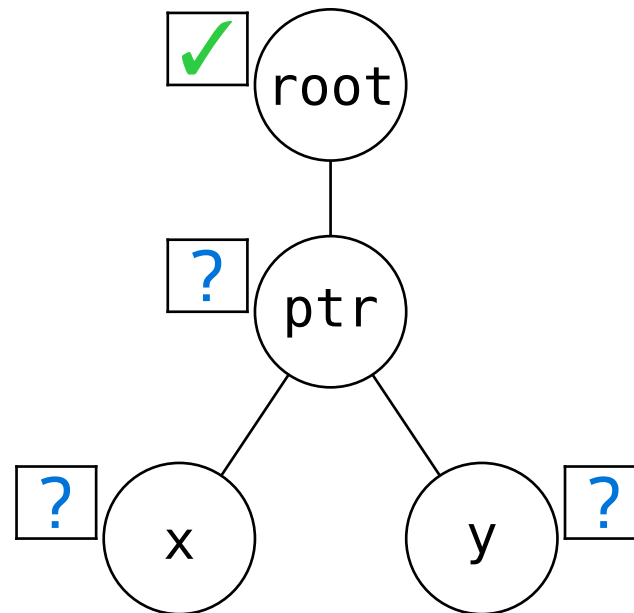


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// inline write_both(x, y):  
*x = 13;  
*y = 20;
```



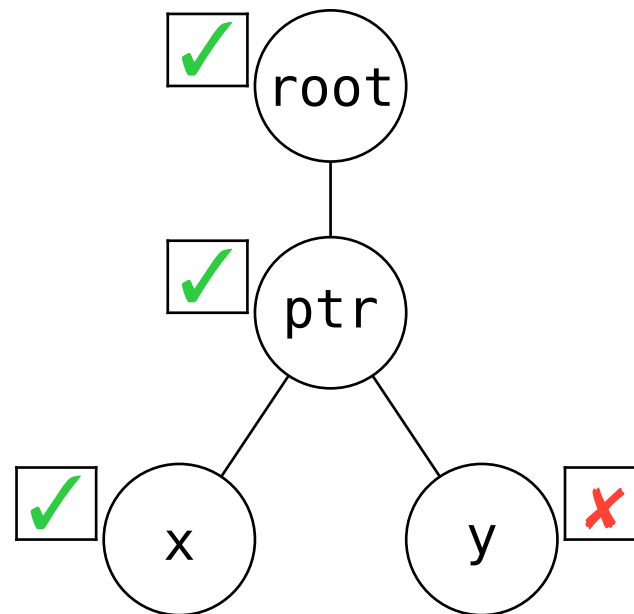
Desired outcome: UB



# A second look at the motivating example

From Stacks to Trees

```
let mut root = 42;  
let ptr = &raw mut root;  
let x = unsafe { &mut *ptr };  
let y = unsafe { &mut *ptr };  
// inline write_both(x, y):  
*x = 13;  
*y = 20;
```



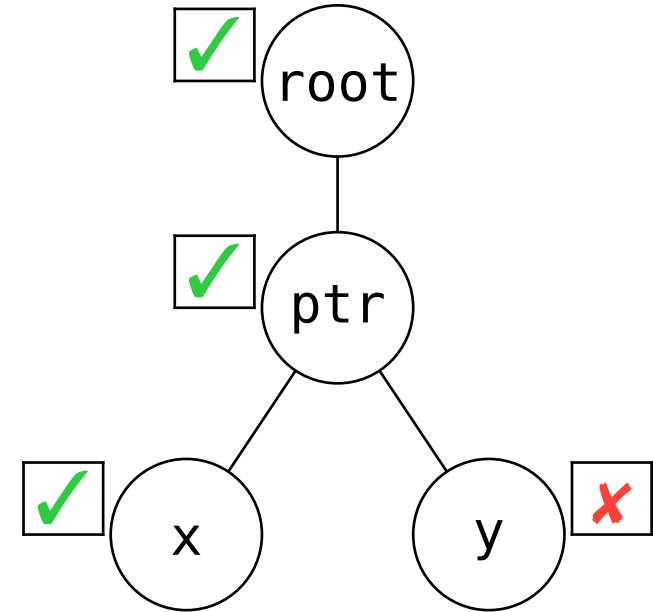
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**UB!**



Desired outcome: UB

# Evaluation

# TB should enable desired optimizations

i.e. have enough UB to rule out problematic patterns

- formalized in Rocq (+Simuliris)
- a selection of optimizations proven
  - ✓ delete read through `&mut` or `&`
  - ✓ insert read through `&` in function
  - ✓ move read down for `&mut` or `&` in function
- ...

# It should be possible to write **unsafe** code free of UB Evaluation

i.e. UB should be predictable and not too common

## 54% fewer tests have aliasing UB according to Tree Borrows

Only 31 ( $< 0.01\%$ ) tests are regressions, all easily fixable.

(Out of 30 000 libraries, 400 000+ working tests)

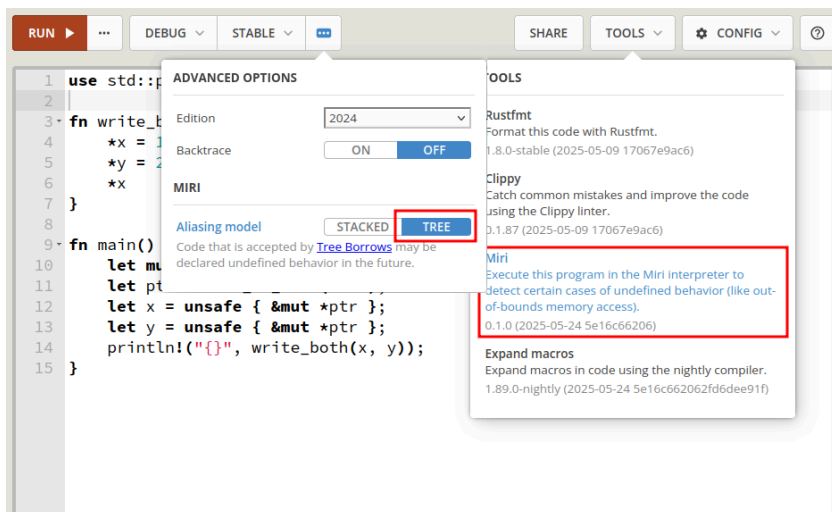
*“Tree Borrows accepts more real-world programs that call foreign functions than Stacked Borrows due to differences in handling pointer arithmetic.”*

A Study of Undefined Behavior Across Foreign Function Boundaries in Rust Libraries,  
by I. McCormack, J. Sunshine, J. Aldrich @ ICSE'25

# Conclusion

Try it out: supported by Miri

Also on the Rust Playground  
([play.rust-lang.org](https://play.rust-lang.org))



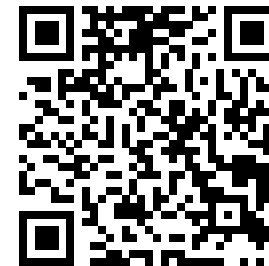
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Learn more:

[plf.inf.ethz.ch/research/  
pldi25-tree-borrows.html](https://plf.inf.ethz.ch/research/pldi25-tree-borrows.html)



Includes e.g. handling of raw pointers and interior mutability.