

Corten: Refinement Types for Imperative Languages with Ownership

Abschlusspräsentation Masterarbeit

Carsten Csiky | 26th Oktober 2022

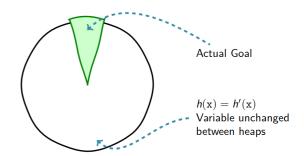
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- 1. Motivation
- 2. Type System
- 3. Soundness Justification
- 4. Related Work
- 5. Conclusion / Future Work



```
public IntList square(IntList list) {
  return list.map(x -> x*x);
```





```
fn max(a: i32, b: i32) {
 if a > b { a } else { b }
```

Motivation 000000

Type System

Soundness Justification 000

Related Work



```
fn max(a: i32, b: i32) {
 if a > b { a } else { b }
}
```

■ Return Value (v) : $v \ge a \land v \ge b$

Motivation 000000

Type System

Soundness Justification

Related Work



```
fn max(a: i32, b: i32) {
 if a > b { a } else { b }
}
```

- Return Value $(v): v \ge a \land v \ge b$
- Rondon et al. [RKJ08]: Refinement Types for Functional Programming Languages

Motivation 000000

Type System

Soundness Justification

Related Work



```
//@ \max(a: i32, b: i32) -> \{v:i32 \mid v >= a \&\& v >= b \}
fn max(a: i32, b: i32) -> i32 {
  if a > b { a } else { b }
```

Motivation 0000000

Type System

Soundness Justification

Related Work





```
//@ max(a: i32, b: i32) -> \{v:i32 | v >= a && v >= b \}
fn max(a: i32, b: i32) -> i32 {
  if a > b { a } else { b }
  let \Gamma = (a : \{v : i32 \mid true\}, b : \{v : i32 \mid true\}) and \tau = \{v : i32 \mid v \ge a \land v \ge b\}
```

$$\Gamma \vdash \text{if } a > b \{a\} \text{ else } \{b\} : \tau$$

Type System

Soundness Justification

Related Work



```
//@ \max(a: i32, b: i32) -> \{v:i32 \mid v >= a \&\& v >= b \}
fn max(a: i32, b: i32) -> i32 {
  if a > b { a } else { b }
   let \Gamma = (a : \{v : i32 \mid true\}, b : \{v : i32 \mid true\}) and \tau = \{v : i32 \mid v \ge a \land v \ge b\}
```

$$\Gamma$$
, $a > b \vdash a : \tau$

$$\overline{\Gamma, \neg(a > b) \vdash b : \tau}$$

$$\Gamma \vdash \text{if } a > b \{a\} \text{ else } \{b\} : \tau$$

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```
//@ max(a: i32, b: i32) -> {v:i32 | v >= a && v >= b } 
fn max(a: i32, b: i32) -> i32 { 
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} 
let \Gamma = (a: \{v: i32 \mid true\}, b: \{v: i32 \mid true\}) and \tau = \{v: i32 \mid v \geq a \land v \geq b\}
```

$$\frac{\Gamma, a > b \vdash \{v : i32 \mid v \doteq a\} \preceq \tau}{\Gamma, a > b \vdash a : \tau} \qquad \frac{\Gamma, \neg(a > b) \vdash b : \tau}{\Gamma, \neg(a > b) \vdash b : \tau}$$

Motivation Type System

Soundness Justification

Related Work

Conclusion / Future Work

6/19



```
//@ \max(a: i32, b: i32) -> \{v:i32 \mid v >= a \&\& v >= b \}
fn max(a: i32, b: i32) -> i32 {
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                        *
    \Gamma, a > b \vdash a : \{v : i32 \mid v = a\} \Gamma, a > b \vdash \{v : i32 \mid v = a\} \prec \tau
                                         \Gamma. a > b \vdash a : \tau
                                                                                                          \Gamma, \neg (a > b) \vdash b : \tau
```

 $\Gamma \vdash \text{if } a > b \{a\} \text{ else } \{b\} : \tau$

Soundness Justification

Related Work



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//@ \max(a: i32, b: i32) -> \{v:i32 \mid v >= a \&\& v >= b \}
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                                                                       \mathsf{SMT-VALID}\left(\begin{array}{l}\mathsf{true} \wedge \mathsf{true} \wedge a > \mathsf{b}\\ \wedge \mathsf{v} \doteq a\\ \Longrightarrow (\mathsf{v} \geq \mathsf{a} \wedge \mathsf{v} \geq \mathsf{b})\end{array}\right)
      \Gamma, a > b \vdash a : \{v : i32 \mid v = a\} \Gamma, a > b \vdash \{v : i32 \mid v = a\} \leq \tau
                                                          \Gamma. a > b \vdash a : \tau
                                                                                                                                                     \Gamma, \neg (a > b) \vdash b : \tau
                                                                  \Gamma \vdash \text{if } a > b \{a\} \text{ else } \{b\} : \tau
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Related Work



```
//@ \max(a: i32, b: i32) -> \{v:i32 \mid v >= a \&\& v >= b \}
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    let \Gamma = (a : \{v : i32 \mid true\}, b : \{v : i32 \mid true\}) and \tau = \{v : i32 \mid v \ge a \land v \ge b\}
                                                               SMT-VALID \begin{pmatrix} \text{true } \land \text{ true } \land a > b \\ \land v \doteq a \\ \implies (v \geq a \land v \geq b) \end{pmatrix}
     \Gamma, a > b \vdash a : \{v : i32 \mid v = a\} \Gamma, a > b \vdash \{v : i32 \mid v = a\} \prec \tau
                                                   \Gamma. a > b \vdash a : \tau
                                                                                                                                   \Gamma, \neg (a > b) \vdash b : \tau
                                                           \Gamma \vdash \text{if } a > b \{a\} \text{ else } \{b\} : \tau
```

Motivation 0000000

Type System

Soundness Justification

Related Work



```
fn clamp(a: &mut i32, b: i32) {
  if *a > b { *a = b }
}
```

Motivation

Type System

Soundness Justification

Related Work



```
fn clamp(a: &mut i32, b: i32) {
  if *a > b { *a = b }
  client(...) {
  . . .
  clamp(\&mut x, 5);
  clamp(&mut y, 6);
 print!(x);
  . . .
```

Motivation 0000000

Type System

Soundness Justification

Related Work



```
fn clamp(a: &mut i32, b: i32) {
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What does this it print(x) output?

- In most imperative programming languages:
 - Could be: old x or 5

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```
fn clamp(a: &mut i32, b: i32) {
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What does this it print(x) output?

- In most imperative programming languages:
 - Could be: old x or 5
 - But also 6 (if x aliases with y)!

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```
fn clamp(a: &mut i32, b: i32) {
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  client(...) {
  . . .
  clamp(\&mut x, 5);
  clamp(&mut y, 6);
  print!(x);
  . . .
```

What does this it print(x) output?

- In most imperative programming languages:
 - Could be: old x or 5
 - But also 6 (if x aliases with y)!
- In Rust:
 - Just old x or 5
 - And nothing else!

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Type System

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Related Work



```
clamp(a: &mut i32, b: i32) {
// borrows a
// owns b
if *a > b { *a = b }
// "returns" the borrow of a
client(...) { // owns x, y
clamp(&mut x, 5); // lend x mutably
clamp(&mut y, 6); // lend y mutably
print!(x);
. . .
```

Ownership in Rust: Mutability XOR Aliasing

Each lexical scope tracks permissions for visible memory objects. Possible Permission Levels:

- Owner (e.g. b)
 - acan: read, write
 - transfer ownership (if no outstanding borrows)
- Mutable Reference (e.g. &mut x)
 - can: read, write
 - guarantee: no aliasing
- Immutable Reference (e.g. &v)
 - can: read, alias
 - guarantee: no mutation

Motivation ○○○○○●○ Type System

Soundness Justification

Related Work



Consequences:

- unique data owner
- no global, mutable state
- no cycles in memory structure

Ownership in Rust: Mutability XOR Aliasing

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Used for:

- safe non-gc memory management
- safe concurrency
- safe low-level hardware access

Ownership in Rust: Mutability XOR Aliasing

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Consequences:

- unique data owner
- no global, mutable state
- no cycles in memory structure

Used for:

- safe non-gc memory management
- safe concurrency
- safe low-level hardware access
- ⇒ show: program verification as well

Ownership in Rust: Mutability XOR Aliasing

Each lexical scope tracks permissions for visible memory objects. Possible Permission Levels:

- Owner (e.g. b)
 - can: read, write
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- Mutable Reference (e.g. &mut x)
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```
fn max(a: i32, b: i32) -> i32 {
  if a > b { a } else { b }
}
```

Addition of two macros

- ty! $\{I: b \mid \varphi\}$ in place of a type
- relax_ctx!{ ... } in place of a statement

Motivation

Type System ●000000 Soundness Justification

Related Work





```
fn max(
  a: ty!{ av: i32 | true },
  b: ty!{ bv : i32 | true }
) -> ty!\{ v : i32 | v >= av \&\& v >= bv \} \{
  if a > b { a } else { b }
```

Addition of two macros

- $ty!\{I:b\mid\varphi\}$ in place of a type
- relax_ctx!{ ... } in place of a statement

Motivation

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Soundness Justification

Related Work





```
fn max(
 a: ty!{ av: i32 },
 b: ty!{ bv : i32 }
) -> ty!\{ v : i32 | v >= av \&\& v >= bv \} \{
  if a > b { a } else { b }
```

Addition of two macros

- ty! $\{I: b \mid \varphi\}$ in place of a type
- relax_ctx!{ ... } in place of a statement

Motivation

Type Updates



```
fn decr() -> ty!{ w : i32 | w >= 0 } {
  let mut i = ... as ty!{ v: i32 | v > 0};
  i = i - 1;
  i
}
```

- Types need to change through execution
 - ⇒ type updates
 - Separation of program-variables and logic-variables
 - Γ association of program- to logic-variables and predicate
 - $\Gamma \vdash s \Rightarrow \Gamma'$ (Statement Type Checking)
 - Γ \vdash *e* : τ (Expression Typing)
 - On assignment: replace association, append predicate

Type Updates



```
fn decr() -> ty!{ w : i32 | w >= 0 } { // \Gamma_1 = (\{\}, \text{true}) let mut i = ... as ty!{ v: i32 | v > 0}; // \Gamma_2 = (\{i \mapsto v\}, v > 0) i = i - 1; // \Gamma_3 = (\{i \mapsto v_2\}, v > 0 \wedge v_2 \doteq v - 1) i }
```

- Types need to change through execution
 - ⇒ type updates
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 - Γ association of program- to logic-variables and predicate
 - Γ \vdash s \Rightarrow Γ' (Statement Type Checking)
 - Γ ⊢ e : τ (Expression Typing)
 - On assignment: replace association, append predicate





```
fn decr() -> ty!{ w : i32 | w >= 0 } {
  // \Gamma_1 = (\{\}, true)
  let mut i = ... as ty!\{ v: i32 | v > 0\};
  // \Gamma_2 = (\{i \mapsto v\}, v > 0)
  i = i - 1:
  // \Gamma_3 = (\{i \mapsto v_2\}, v > 0 \land v_2 \doteq v - 1)
  i }
   let \Gamma_2 = \Gamma[i \mapsto v_1], v > 0 and \tau = \{v : i32 \mid v > 0\}
               \text{DECL} \ \frac{ \prod_{\text{INTRO-SUB}} \frac{\Gamma_1 \vdash \ldots : \tau' \qquad \Gamma_1 \vdash \tau' \preceq \tau}{\Gamma_1 \vdash \ldots \text{ as } \tau : \tau} }{ \Gamma_1 \vdash \text{let } i = \ldots \text{ as } \tau \Rightarrow \Gamma_2 } \\ \text{Ass} \ \frac{ \prod_{\text{INOP}} \frac{\Gamma_1 \vdash v_2 \text{ fresh}}{\Gamma_1 \vdash i - 1 : \{v_2 : \text{i32} \mid v_2 \doteq v - 1\}} }{ \prod_{\text{INOP}} \frac{\Gamma_1 \vdash v_2 \text{ fresh}}{\Gamma_2 \vdash i = i - 1 \Rightarrow \Gamma[i \mapsto v_2], v > 0, v_2 \doteq v - 1} 
    SEQ
                                                       \Gamma_1 \vdash \text{let i} = \dots \text{ as } \tau; \text{ i = i - } 1 \Rightarrow \Gamma[i \mapsto v_2], v > 0, v_2 \doteq v - 1
```

Type System o **i** o o o o o o

Soundness Justification

Related Work

Expression Typing $\Gamma \vdash e : \tau$

$$\begin{split} \text{Lit} & \frac{\Gamma \vdash \alpha \text{ fresh}}{\Gamma \vdash \nu : \{\alpha : b \mid \alpha \simeq \llbracket \nu \rrbracket \Gamma \}} & \text{BinOp} & \frac{\Gamma \vdash \alpha \text{ fresh}}{\Gamma \vdash x_1 \odot x_2 : \{\alpha : b \mid \alpha \simeq \llbracket x_1 \odot x_2 \rrbracket \Gamma \}} \\ & \text{Var} & \frac{\Gamma \vdash \alpha \text{ fresh}}{\Gamma \vdash x : \{\alpha : b \mid \alpha \simeq \llbracket x \rrbracket \Gamma \}} & \text{Intro-Sub} & \frac{\Gamma \vdash e : \tau \qquad \Gamma \vdash \tau \preceq \tau'}{\Gamma \vdash e \text{ as } \tau' : \tau'} \end{split}$$

Statement Type Checking $\Gamma \vdash s \Rightarrow \Gamma'$

Motivation

Type System ○○●○○○○ Soundness Justification

Related Work





```
fn client() -> ty!{ v: i32 | v == 4 } {
    let a = 2; // a : \{v_1 : i32 \mid v_1 == 2\}
    let b = &mut a; // b : \{v_2 : \&i32 \mid v_2 == \&a\}
    *b = 0; // changes a's value and type
    let c = &mut b; // c : \{v_3 : \&i32 \mid v_3 == \&b\}
    **c = 4; // changes a's value and type
    a
```

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Soundness Justification

Related Work

Expression Typing $\Gamma \vdash e : \tau$

$$\begin{aligned} & \text{Ref } \frac{\Gamma \vdash \alpha \text{ fresh}}{\Gamma \vdash \&x : \{\alpha : \&b \mid \alpha \simeq [\![\&x]\!]\Gamma\}} \\ & \text{Var-Deref } \frac{\Gamma \vdash *x \in \{y\} \qquad \Gamma \vdash y : \tau}{\Gamma \vdash *x : \tau} \end{aligned}$$

Statement Type Checking $\Gamma \vdash s \Rightarrow \Gamma'$

Assign-Strong
$$\frac{\Gamma(z) = \beta \qquad \Gamma \vdash *x \in \{y\} \qquad \Gamma \vdash \gamma \text{ fresh}}{\Gamma \vdash *x = z \Rightarrow \Gamma[y \mapsto \gamma], \gamma \doteq \beta}$$

Motivation

Type System oooo●oo Soundness Justification

Related Work

Expression Typing $\Gamma \vdash e : \tau$

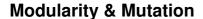
$$\begin{array}{c} \operatorname{\mathsf{REF}} \frac{\Gamma \vdash \alpha \text{ fresh}}{\Gamma \vdash \&x : \{\alpha : \&b \mid \alpha \simeq [\![\&x]\!]\Gamma\}} \\ \\ \operatorname{\mathsf{VAR-DEREF}} \frac{\Gamma \vdash *x \in \{y\} \qquad \Gamma \vdash y : \tau}{\Gamma \vdash *x : \tau} \end{array}$$

Statement Type Checking $\Gamma \vdash s \Rightarrow \Gamma'$

ASSIGN-STRONG
$$\frac{\Gamma(z) = \beta \qquad \Gamma \vdash *x \in \{y\} \qquad \Gamma \vdash \gamma \text{ fresh}}{\Gamma \vdash *x = z \Rightarrow \Gamma[y \mapsto \gamma], \gamma \doteq \beta}$$

$$\frac{\Gamma \vdash e : \tau \qquad \Gamma \vdash *x \in \{y_1, \dots, y_n\}}{\Gamma \vdash y_i : \{\beta_i : b_i \mid \varphi_i\}} \qquad \overline{\Gamma \vdash \tau \preceq \{\beta_i : b_i \mid \varphi_i\}}$$

$$\Gamma \vdash *x = e \Rightarrow \Gamma$$





```
fn clamp(a: &mut ty!{ a1 : i32 | true => a2 | a2 <= b1 }, b: ty!{ b1: i32 }) {</pre>
 if *a > b { *a = b }
fn client(...) {
  clamp(\&mut x, 5);
  clamp(&mut y, 6);
  print!(x);
  . . .
```

Type System 0000000

Soundness Justification

Related Work



Modularity & Mutation

000000

```
fn clamp(a: &mut ty!{ a1 : i32 | true => a2 | a2 <= b1 }, b: ty!{ b1: i32 }) {</pre>
    // \Gamma_1 = (\{a \mapsto \&arg_0, arg_0 \mapsto a_1, b \mapsto b_1\}, true \land true)
    if *a > b { *a = b }
    // \Gamma_2 = (\{arg_0 \mapsto a_2, b \mapsto b_1\}, a2 \le b_1 \land true)
 }
 fn client(...) {
    // \Gamma_1 = (\{x \mapsto v_1, y \mapsto v_2\}, \dots)
    clamp(\&mut x, 5);
    // \Gamma_2 = (\{x \mapsto v_3, y \mapsto v_2\}, \dots \land v_3 < 5)
    clamp(&mut v. 6):
    // \Gamma_3 = (\{x \mapsto v_3, y \mapsto v_4\}, \dots \land v_3 < 5 \land v_4 < 6)
    print!(x);
     . . .
                          Type System
                                                       Soundness Justification
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```

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Soundness



Progress

If $\Gamma \vdash s_1, \sigma : \Gamma \Rightarrow \Gamma_2$ and $s_1 \neq \text{unit}$, then there is a s_2 and σ_2 with $\langle s_1 \mid \sigma_1 \rangle \leadsto \langle s_2 \mid \sigma_2 \rangle$.

Corten strictly refines the base language, therefore progress depends on base type system.

Preservation

If $\Gamma \vdash s \Rightarrow \Gamma_2$, $\sigma : \Gamma$ and $\langle s \mid \sigma \rangle \leadsto \langle s_1 \mid \sigma_1 \rangle$, then there is a Γ_1 with $\Gamma_1 \vdash s_1 \Rightarrow \Gamma_2$ and $\sigma_2 : \Gamma_2$

Stronger property than base language preservation: Show that refined types are preserved

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State Conformance



State Conformance σ : Γ

A state σ is conformant with respect to a typing context $\Gamma = (\mu, \Phi)$ (written as $\sigma : \Gamma$), iff:

$$\Phi[\mu(x) \triangleright \llbracket \sigma(x) \rrbracket \mid x \in dom(\mu)]$$
 is satisfiable

I.e. a conformant type context does not contradict the execution state.

Examples:

- If $\sigma: (\emptyset, \Phi)$ then Φ is satisfiable
- If $\sigma: (\mu, \Phi_1 \wedge \Phi_2)$ then $\sigma: (\mu, \Phi_1)$ and $\sigma: (\mu, \Phi_1)$.
- If $\sigma: (\mu, \Phi)$ and $\mathsf{FV}(\Phi) \subseteq \mathsf{dom}(\mu)$, then $\models \Phi[\mu(x) \triangleright \llbracket \sigma(x) \rrbracket \mid x \in \mathsf{dom}(\mu)]$

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Intermediate Steps



Conformance of Symbolic Execution

If $\sigma : \Gamma$, $\Gamma \vdash \alpha$ fresh then $\sigma[x \mapsto \llbracket e \rrbracket \sigma] : \Gamma[x \mapsto \alpha], (\alpha \simeq \llbracket e \rrbracket \Gamma)$

where $(\alpha \simeq \llbracket e \rrbracket \Gamma)$ is the symbolic execution of e equated with α in context Γ

Reference Predicates are Conservative

If $\sigma : \Gamma$ and $\Gamma \vdash *x \in \{y_1, \dots, y_n\}$ then $\llbracket \sigma(x) \rrbracket = \& y_i$ for some $i \in 1, \dots, n$

Rare case where conservative typing requires

Sub-Context Relation is Conservative

If $\Gamma \prec \Gamma'$ and $\sigma : \Gamma$ then $\sigma : \Gamma'$

Motivation

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○○●

Related Work

Literatur



Backup-Teil

Folien, die nach \beginbackup eingefügt werden, zählen nicht in die Gesamtzahl der Folien.

[1] Patrick M. Rondon, Ming Kawaguci und Ranjit Jhala. "Liquid types". In: Proceedings of the 2008 ACM SIGPLAN conference on Programming language design and implementation - PLDI '08. the 2008 ACM SIGPLAN conference. Tucson, AZ, USA: ACM Press, 2008, S. 159. ISBN: 978-1-59593-860-2. DOI: 10.1145/1375581.1375602. URL: http://portal.acm.org/citation.cfm?doid=1375581.1375602 (besucht am 30.06.2022).

Literatur

Zweiter Abschnitt

Farben

Blöcke in den KIT-Farben



Greenblock

Standard (block)

Blueblock

= exampleblock

Redblock

= alertblock

Brownblock

Purpleblock

Cyanblock

Yellowblock

Lightgreenblock

Orangeblock

Grayblock

Contentblock

(farblos)

Literatur

Zweiter Abschnitt

Farben

Auflistungen



Text

- Auflistung Umbruch
- Auflistung
 - Auflistung
 - Auflistung



Literatur Sueiter Abschnitt OOO Farben

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Bei Frames mit Option [plain] werden weder Kopf- noch Fußzeile angezeigt.

Beispielinhalt



Bei Frames mit Option [t] werden die Inhalte nicht vertikal zentriert, sondern an der Oberkante begonnen.

Literatur

Zweiter Abschnitt

Beispielinhalt: Literatur



Literatur

Zweiter Abschnitt

Farbpalette



kit-green100	kit-green90	kit-green8	kit-gree	n70 kit-gr	een60 kit	-green50	kit-green40	kit-gree	n30 ki	t-green25	kit-green20	kit-green1	5 kit-gr	reen10 k	it-green5		
kit-blue100	kit-blue90	kit-blue80	kit-blue70	kit-blue60	kit-blue50	kit-blue40	kit-blue30	kit-bli	ue25 k	kit-blue20	kit-blue15	kit-blue10	kit-blue5				
kit-red100	kit-red90	kit-red80 kit	red70 kit-	red60 kit-	red50 kit-	-red40 kit-	red30 kit-re	ed25 I	kit-red20	kit-red1	kit-red10	kit-red5					
kit-gray100	kit-gray90	kit-gray80	kit-gray70	kit-gray60	kit-gray50	kit-gray40	kit-gray30	kit-gı	ray25	kit-gray20	kit-gray15	kit-gray10	kit-gray	5			
kit-orange10	it-orange100 kit-orange90		nge80 kit-o	e80 kit-orange70 kit-orang		kit-orang	e50 kit-ora	ange40 kit-ora		ge30 kit-	orange25	ge25 kit-orange20		kit-orange15 kit-ora		kit-orange:	
kit-lightgreen100 kit-lightgre		tgreen90 k	kit-lightgreen80 kit-lig		green70 k	een70 kit-lightgreen60		kit-lightgreen50		kit-lightgreen40 kit-light		en30 kit-lightgreen25		5 kit-lightgreen20		kit-lightgreen	
kit-lightgreen10 kit-lightgreen5																	
kit-brown100	kit-brown9	0 kit-brown	it-brown80 kit-brow		prown60	kit-brown50	kit-brown40	kit-br	own30	kit-brown2	15 kit-brow	kit-brown20 kit-bro		5 kit-brown10		kit-brown5	
kit-purple100	kit-purples	90 kit-purpl	e80 kit-pur	ple70 kit-	purple60	kit-purple50	kit-purple4	0 kit-p	ourple30	kit-purpl	kit-purple25 kit-pu		ourple15	kit-purple	10 kit-p	urple5	
kit-cyan100	kit-cyan90	kit-cyan80	kit-cyan70	kit-cyan60	kit-cyan	50 kit-cya	n40 kit-cya	n30 k	it-cyan25	kit-cyar	20 kit-cya	n15 kit-cya	ın10 kit	t-cyan5			

Literatur 00

Zweiter Abschnitt 0000