

Corten: Refinement Types for Imperative Languages with Ownership

Abschlusspräsentation Masterarbeit

Carsten Csiky | 26th Oktober 2022

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Motivation
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Solution
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Soundness Justification
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Related Work

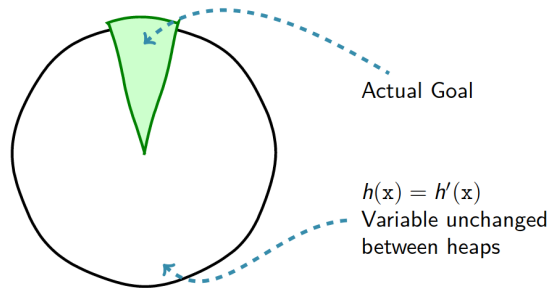
Conclusion / Future Work

Motivation

```

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

```



Motivation

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

Motivation
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Solution
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Soundness Justification
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Related Work

Conclusion / Future Work

Motivation

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

■ Return Value (v) : $v \geq a \wedge v \geq b$

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

Motivation

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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 $\Gamma = (a : \{v : i32 \mid \text{true}\}, b : \{v : i32 \mid \text{true}\})$ and $\tau = \{v : i32 \mid v \geq a \wedge v \geq b\}$

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

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$$\frac{\Gamma, a > b \vdash a : \tau \quad \Gamma, \neg(a > b) \vdash b : \tau}{\Gamma \vdash \text{if } a > b \{a\} \text{ else } \{b\} : \tau}$$

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Motivation

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

Motivation
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Solution
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Soundness Justification
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Related Work

Conclusion / Future Work

Motivation

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

fn client(...) {
    ...
    clamp(&mut x, 5);
    clamp(&mut y, 6);
    print!(x);
    ...
}
```

Motivation
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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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What does this `print(x)` output?

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 - Could be: old `x` or 5
 - But also 6 (if `x` aliases with `y`)!

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}
```

What does this `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!

Motivation

```
fn clamp(a: &mut i32, b: i32) {
    // borrows a
    // owns b
    if *a > b { *a = b }
    // "returns" the borrow of a
}

fn 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)
 - can: 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
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Solution
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Soundness Justification
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Related Work

Conclusion / Future Work

Motivation

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
- ...

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Used for:

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

Ownership in Rust: Mutability XOR Aliasing

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 - guarantee: no mutation

Refinement Types for Rust – Syntax

```
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
- $relax_ctx!\{ \dots \}$ in place of a statement

Refinement Types for Rust – Syntax

```
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

- $\text{ty!}\{l : b \mid \varphi\}$ in place of a type
- $\text{relax_ctx!}\{ \dots \}$ in place of a statement

Refinement Types for Rust – Syntax

```
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  a: ty!{ av: i32 },
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) -> ty!{ v : i32 | v >= av && v >= bv } {
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}
```

Addition of two macros

- $\text{ty!}\{l : b \mid \varphi\}$ in place of a type
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Refinement Types for Rust – Type Checking

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

let $\Gamma = (a : \{v : i32 \mid \text{true}\}, b : \{v : i32 \mid \text{true}\})$ and $\tau = \{v : i32 \mid v \geq a \wedge v \geq b\}$

$$\frac{\displaystyle \frac{\star}{\Gamma, a > b \vdash a : \{v : i32 \mid v \dot{=} a\}} \quad \frac{\text{SMT-VALID} \left(\begin{array}{l} \text{true} \wedge \text{true} \wedge a > b \\ \wedge v \dot{=} a \\ \implies (v \geq a \wedge v \geq b) \end{array} \right)}{\Gamma, a > b \vdash \{v : i32 \mid v \dot{=} a\} \preceq \tau}}{\Gamma, a > b \vdash a : \tau} \quad \vdots$$

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

Refinement Types for Rust – Syntax

```

fn inc(a: &mut ty!{ a1: i32 | true => a2 | a2 == a1 + 1 }) {
    *a = *a + 1;
}
fn client(mut x: ty!{ xv: i32 | xv > 2 }) -> ty!{ v: i32 | v > 7 } {
    let mut y = 2;
    inc(&mut x); inc(&mut x);
    inc(&mut y)
    x + y
}

```

Refinement Types for Rust – Syntax

```

fn clamp(a: &mut ty!{ a1 : i32 | true => a2 | a2 <= b1 }, b: ty!{ b1: i32 }) {
    if *a > b { *a = b }
}

fn client(...) {
    ...
    clamp(&mut x, 5);
    clamp(&mut y, 6);
    print!(x);
    ...
}

```

Refinement Types for Rust – Syntax

```

fn clamp(a: &mut ty!{ a1 : i32 | true => a2 | a2 <= b1 }, b: ty!{ b1: i32 }) {
    //  $\Gamma_1 = (\{a \mapsto \&arg_0, arg_0 \mapsto a_1, b \mapsto b_1\}, true \wedge true)$ 
    if *a > b { *a = b }
    //  $\Gamma_2 = (\{arg_0 \mapsto a_2, b \mapsto b_1\}, a_2 \leq b_1 \wedge true)$ 
}

fn client(...) {
    ...
    //  $\Gamma_1 = (\{x \mapsto v_1, y \mapsto v_2\}, \dots)$ 
    clamp(&mut x, 5);
    //  $\Gamma_2 = (\{x \mapsto v_3, y \mapsto v_2\}, \dots \wedge v_3 \leq 5)$ 
    clamp(&mut y, 6);
    //  $\Gamma_3 = (\{x \mapsto v_3, y \mapsto v_4\}, \dots \wedge v_3 \leq 5 \wedge v_4 \leq 6)$ 
    print!(x);
    ...
}

```

Motivation
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Solution
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Soundness Justification
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Related Work

Conclusion / Future Work

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 $\langle s_1 \mid \sigma_1 \rangle \rightsquigarrow \langle s_2 \mid \sigma_2 \rangle$.

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

Preservation

If $\Gamma \vdash s \Rightarrow \Gamma_2$, $\sigma : \Gamma$ and $\langle s \mid \sigma \rangle \rightsquigarrow \langle s_1 \mid \sigma_1 \rangle$, 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

State Conformance

State Conformance $\sigma : \Gamma$

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

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

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 $\sigma : (\mu, \Phi_2)$.
- If $\sigma : (\mu, \Phi)$ and $\text{FV}(\Phi) \subseteq \text{dom}(\mu)$, then $\models \Phi[\mu(x) \triangleright \llbracket \sigma(x) \rrbracket \mid x \in \text{dom}(\mu)]$

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 $\Gamma \preceq \Gamma'$ and $\sigma : \Gamma$ then $\sigma : \Gamma'$

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).

Blöcke

in den KIT-Farben

Greenblock
Standard (block)

Blueblock
= exampleblock

Redblock
= alertblock

Brownblock

Purpleblock

Cyanblock

Yellowblock

Lightgreenblock

Orangeblock

Grayblock

Contentblock
(farblos)

Auflistungen

Text

- Auflistung
Umbruch
- Auflistung
 - Auflistung
 - Auflistung

Literatur
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Zweiter Abschnitt
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Farben
○

Bei Frames ohne Titel wird die Kopfzeile nicht angezeigt, und der freie Platz kann für Inhalte genutzt werden.

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.

Beispielinhalt: Literatur

Literatur
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Zweiter Abschnitt
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Farben
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Farbpalette

