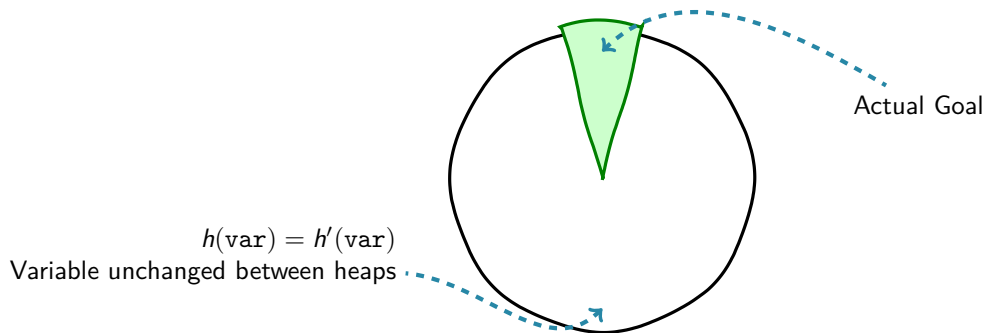


LiquidRust

Embracing Mutability on Refinement Types using Rust's Ownership Model

Carsten Csiky | 24. Februar 2022

Motivation





Motivation
○

Foundations
●

Master Thesis
○○

Related Work
○

Mutability is the problem!



Motivation



Foundations



Master Thesis



Related Work



Mutability is the problem!



Refinement Types

- Extension of the Type-System
- $i32 \Rightarrow \{ v: i32 \mid v > 0 \}$

Type Checking

Given Type Context:

$\Gamma = \{ f: \{ v: \tau_{param} \mid p(v) \} \rightarrow \{ u: \tau_{res} \mid r(u) \}, a: \{ w: \tau_{arg} \mid q(w) \} \}$

Is $f(a)$ type correct?

$$(I) \{ v: \tau_{arg} \mid p(v) \} \preceq \{ w: \tau_{param} \mid q(w) \}$$

Subtyping judgment $\{ \tau \mid p \} \preceq \{ \tau' \mid q \}$

- (I) Base types τ, τ' unify
- (II) $\forall v. \tau.p(v) \Rightarrow q(v)$

Mutability is the problem!



No quite: Mutable *aliasing* is the problem!



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Related Work



Mutability is the problem!



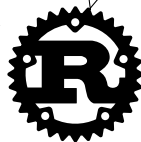
Every lexical scope:

- tracks "Permissions"
- for every lexically visible variable

Possible Variable Permissions:

- 1 Owner v
 - read
 - write
 - can transfer ownership, if no outstanding borrows at time of transfer
- 2 immutable Reference $\&v$
 - read
 - guarantee: no writes
 - possibly other readers
- 3 mutable Reference $\&\text{mut } v$
 - read and write
 - no other reader or writer

No quite: Mutable *aliasing* is the problem!



Rust + Refinement Types?

How can Refinement Types be adapted for mutable Languages leveraging Rust's Ownership Model?

Goal

- design a decidable type system with refinement types for functional verification in Rust.
- implement a proof of concept for automatic verification / type checking.
- backward-compatible to Rust
- limit to safe, (non-higher-order?) Rust
- no liquid type inference

How?

- adapt Refinement Types semantics to Rust, especially for mutability in Rust's Ownership Model
- prototype translation to verification backend (e.g. z3, prusti)
- evaluate the verification and the expressiveness of the refinement language on minimal examples

```
fn push_all(  
    a: &mut Vec<i32>,  
    b: &Vec<i32>) {  
    ..  
}  
  
fn client() -> i32 {  
    let mut a = vec![1, 2];  
    let b = vec![2, 3];  
    push_all(a, b);  
    return a[5]; // type error!  
}
```

Related Work

- Property Types in Java[3]
 - Adaptation of Refinement Types for Java
 - Limited to immutable (`final`) subset
- Prusti[1]
 - Heavy-Weight functional verification for rust with semantics for `unsafe`.
 - Separation Logic
- Async Liquid Types[2]
 - for Refinement Types + Mutability in OCaml
 - cannot take advantage of Rust's Ownership model
- RustHorn[4]
 - constrained horn clauses based verification
 - `&mut` handling interesting and should be adapted for LiquidRust

Literatur

- [1] Vytautas Astrauskas u. a. „Leveraging rust types for modular specification and verification“. In: *Proceedings of the ACM on Programming Languages* 3 (OOPSLA 10. Okt. 2019), S. 1–30. ISSN: 2475-1421. DOI: 10.1145/3360573. URL: <https://dl.acm.org/doi/10.1145/3360573> (besucht am 23.02.2022).
- [2] Johannes Kloos, Rupak Majumdar und Viktor Vafeiadis. „Asynchronous Liquid Separation Types“. In: (2015). Unter Mitarb. von Marc Herbstritt. Artwork Size: 25 pages Medium: application/pdf Publisher: Schloss Dagstuhl - Leibniz-Zentrum fuer Informatik GmbH, Wadern/Saarbruecken, Germany, 25 pages. DOI: 10.4230/LIPICS.EC00P.2015.396. URL: <http://drops.dagstuhl.de/opus/volltexte/2015/5223/> (besucht am 27.01.2022).
- [3] Florian Lanzinger. „Property Types in Java: Combining Type Systems and Deductive Verification“. Master Thesis. Karlsruher Institut für Technologie, Feb. 2021.
- [4] Yusuke Matsushita, Takeshi Tsukada und Naoki Kobayashi. „RustHorn: CHC-based verification for Rust programs“. In: *European Symposium on Programming*. Springer, Cham, 2020, S. 484–514.

Motivation

Zweiter Abschnitt

●○○○

Farben

○

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

Zweiter Abschnitt
○○○○

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.

Backup-Teil

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

- [1] Vytautas Astrauskas u. a. „Leveraging rust types for modular specification and verification“. In: *Proceedings of the ACM on Programming Languages* 3 (OOPSLA 10. Okt. 2019), S. 1–30. ISSN: 2475-1421. DOI: 10.1145/3360573. URL: <https://dl.acm.org/doi/10.1145/3360573> (besucht am 23.02.2022).
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- [4] Yusuke Matsushita, Takeshi Tsukada und Naoki Kobayashi. „RustHorn: CHC-based verification for Rust programs“. In: *European Symposium on Programming*. Springer, Cham, 2020, S. 484–514.

Farbpalette

