

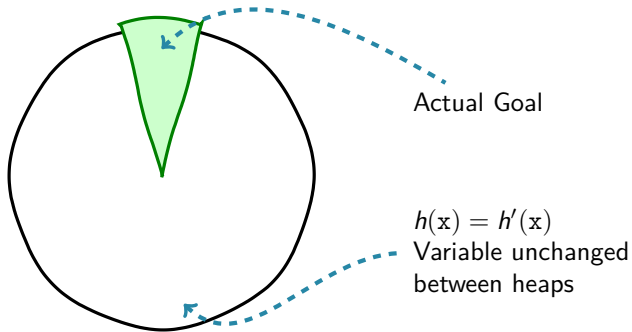
# LiquidRust

**Embracing Mutability on Refinement Types using Rust's Ownership Model**

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# Motivation

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





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?

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

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

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

Mutability is the problem!



No quite: Mutable *aliasing* is the problem!



Motivation



Foundations



Master Thesis



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

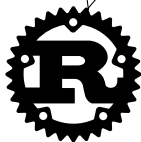
② immutable Reference  $\&v$

- 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[1]
  - Adaptation of Refinement Types for Java
  - Limited to immutable (`final`) subset
- Prusti[2]
  - Heavy-Weight functional verification for rust with semantics for `unsafe`.
  - Separation Logic
- Async Liquid Types[3]
  - 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] Florian Lanzinger. „Property Types in Java: Combining Type Systems and Deductive Verification“. Master Thesis. Karlsruher Institut für Technologie, Feb. 2021.
- [2] 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).
- [3] 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.ECOP.2015.396. URL: <http://drops.dagstuhl.de/opus/volltexte/2015/5223/> (besucht am 27.01.2022).
- [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.

# Example Rust

```

/// Add `b` to end of Vec `as`
fn push(as: &mut Vec<i32>, b: i32) {...}
/// Get highest value. Returns `None` for empty Vec
fn maximum(as: &Vec<i32>) -> Option<i32> {...}

fn update_exam_tries(tries: &mut Vec<i32>, new_try: i32) {
    push(&mut tries, new_try);

    match maximum(tries) {
        None => panic!("impossible"), // `tries` must at least contain `new_try`
        Some(max_mark) if max_mark < 4    => println!("puh"),
        -                               if tries.len() > 3 => println!("Härtefallantrag?"),
        -                               => println!("versuch's nochmal"),
    }
}

```

# Example Rust

```

/// Add `b` to end of Vec `as`
fn push(as: &mut ty!(
    { before : Vec<i32> | before.len() == 1} ~~> { after: Vec<i32> | after.len() == 1 + 1 }
    , b: i32) {...}
/// Get highest value. Returns `None` for empty Vec
fn maximum(as: &Vec<i32>) -> { r: Option<i32> | r.is_none() <=> as.len() == 0 } {...}

fn update_exam_tries(tries: &mut Vec<i32>, new_try: i32) {
    push(&mut tries, new_try);

    match maximum(tries) {
        None => proof_unreachable!(),
        Some(max_mark) if max_mark < 4      => println!("puh"),
        -                if tries.len() > 3 => println!("Härtefallantrag?"),
        -                => println!("versuch's nochmal"),
    }
}

```

# 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  
○○●○○○

Literatur

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] Florian Lanzinger. „Property Types in Java: Combining Type Systems and Deductive Verification“. Master Thesis. Karlsruher Institut für Technologie, Feb. 2021.
- [2] 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).
- [3] 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.ECOP.2015.396. URL: <http://drops.dagstuhl.de/opus/volltexte/2015/5223/> (besucht am 27.01.2022).
- [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

