

Reasoning About a Machine with Local Capabilities

Provably Safe Stack and Return Pointer Management

Lau Skorstengaard¹ Dominique Devriese² Lars Birkedal¹

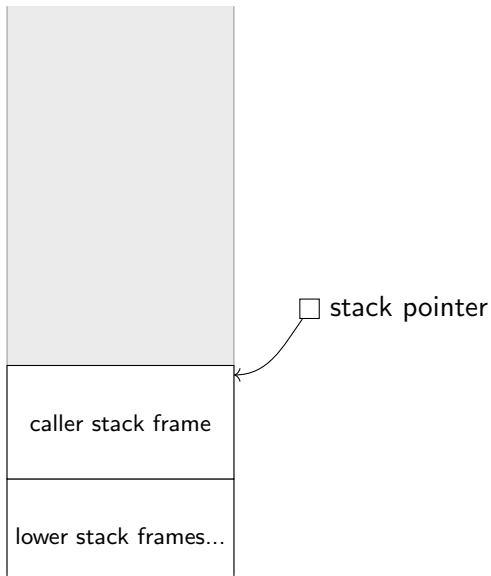
¹Aarhus University

²imec-DistriNet, KU Leuven

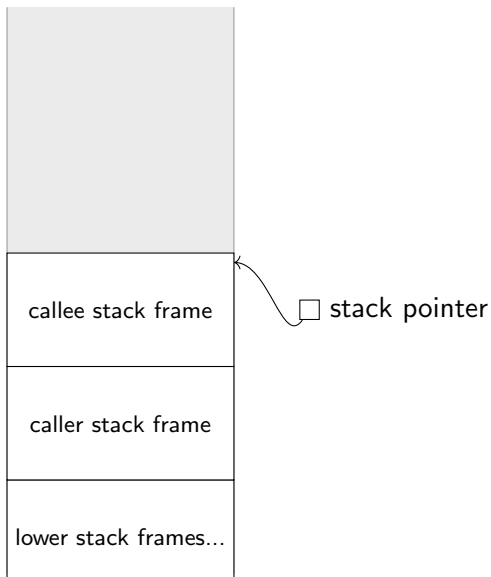
ESOP, April 17, 2018

```
let x = ref 0 in  
  λf.(x := 0; f() x := 1; f(); !x)
```

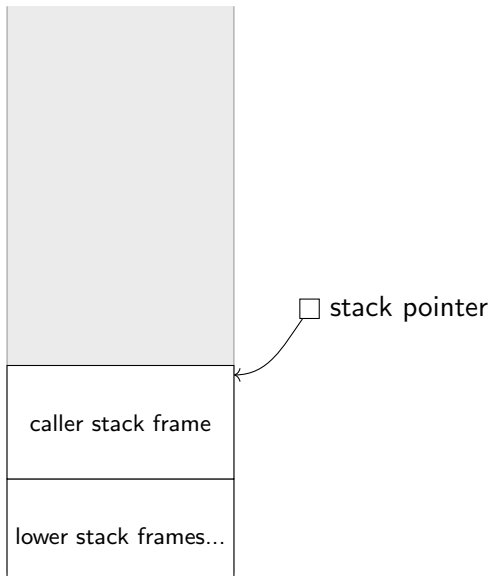
Traditional Stack Pointers



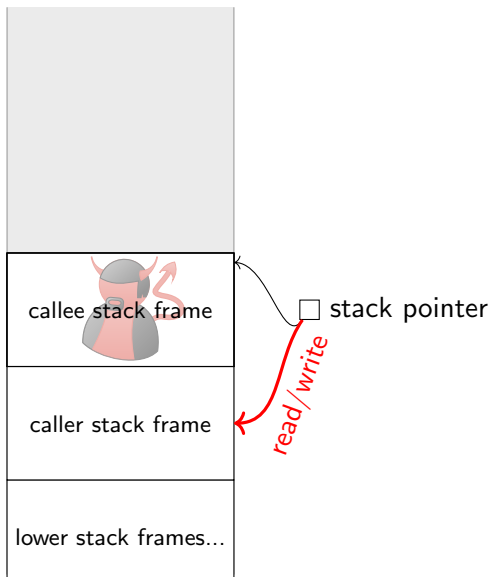
Traditional Stack Pointers



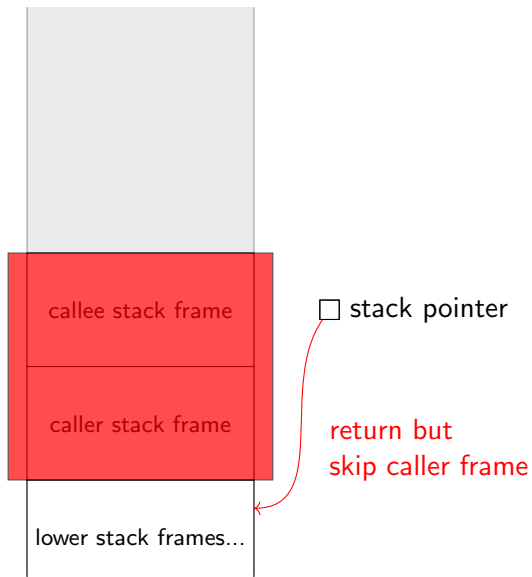
Traditional Stack Pointers



Traditional Stack Pointers



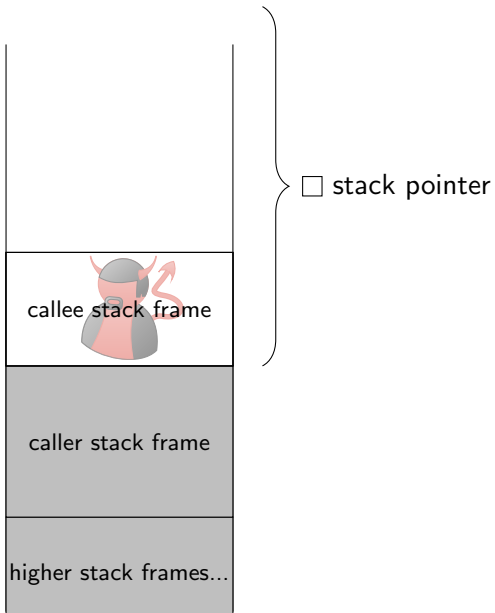
Traditional Stack Pointers



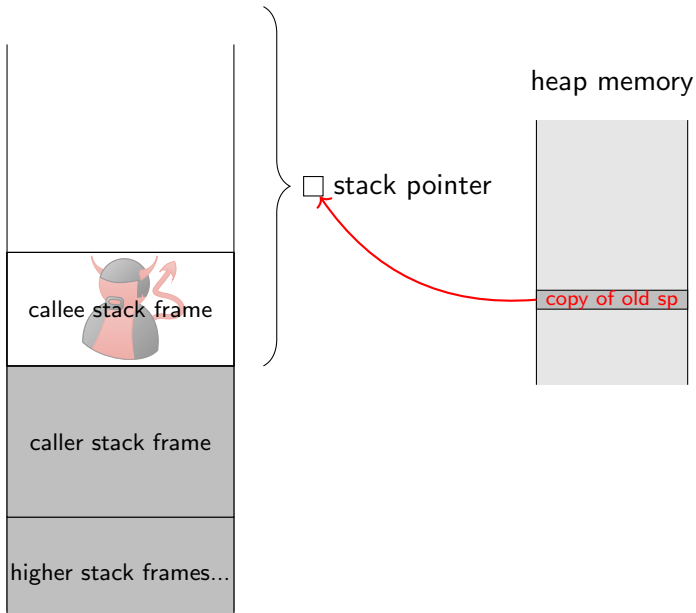
Road map?

Capability machine

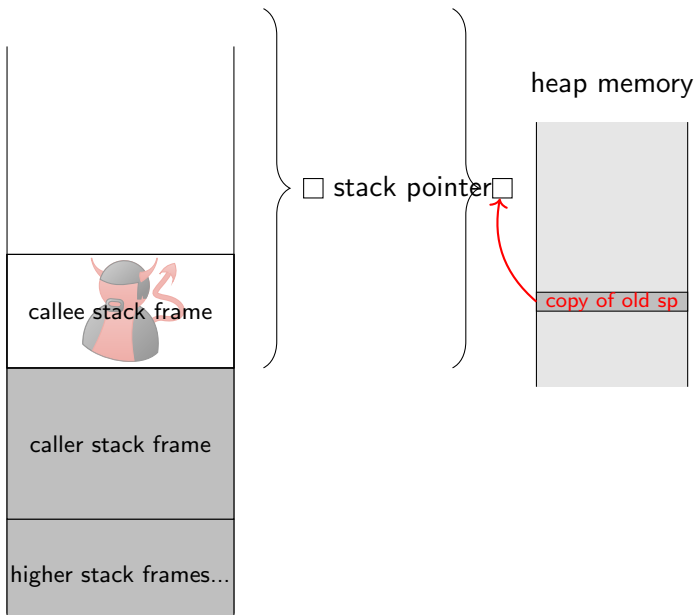
Stack and return capabilities: Attack 1



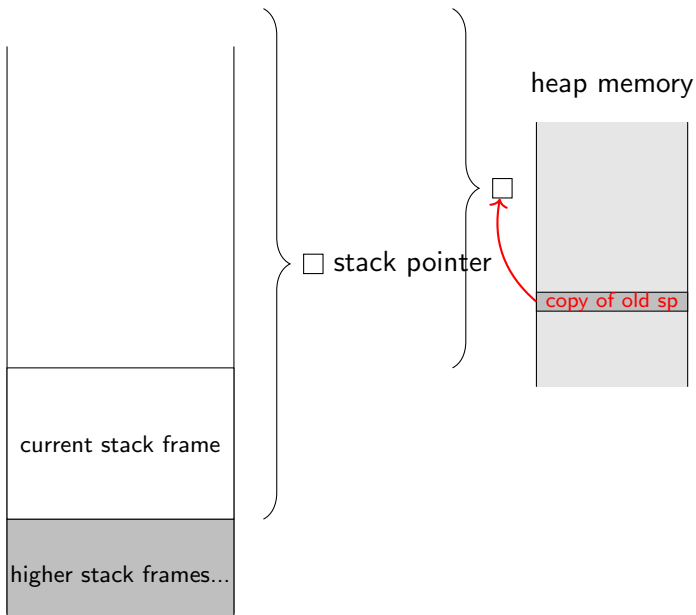
Stack and return capabilities: Attack 1



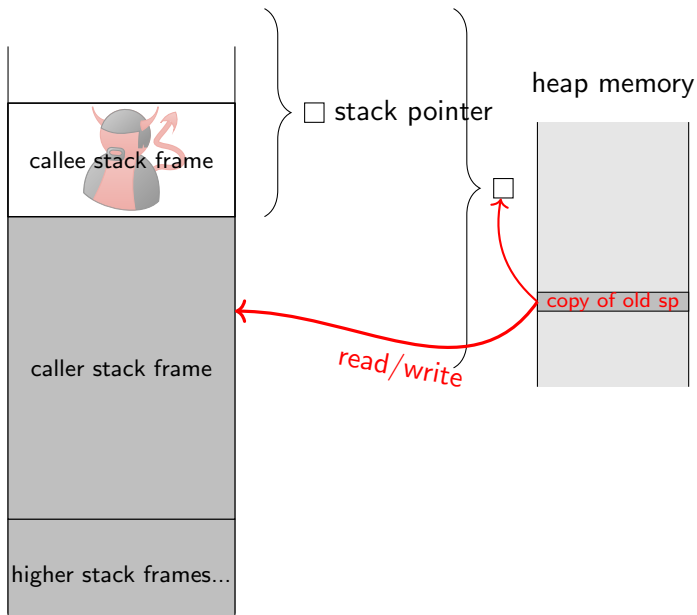
Stack and return capabilities: Attack 1



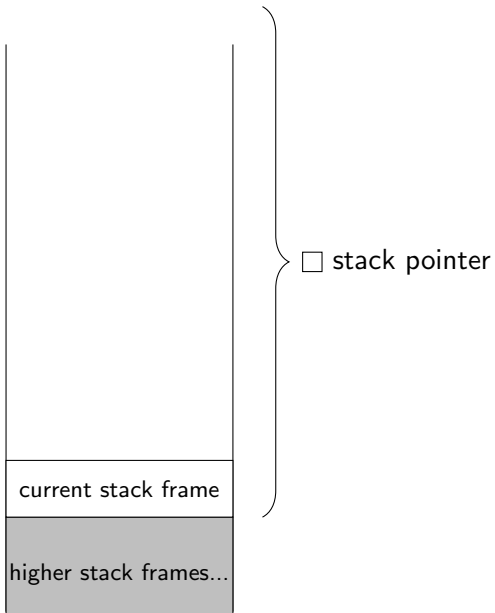
Stack and return capabilities: Attack 1



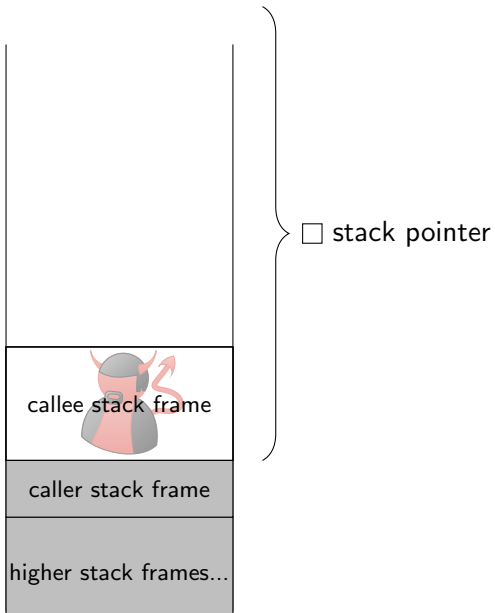
Stack and return capabilities: Attack 1



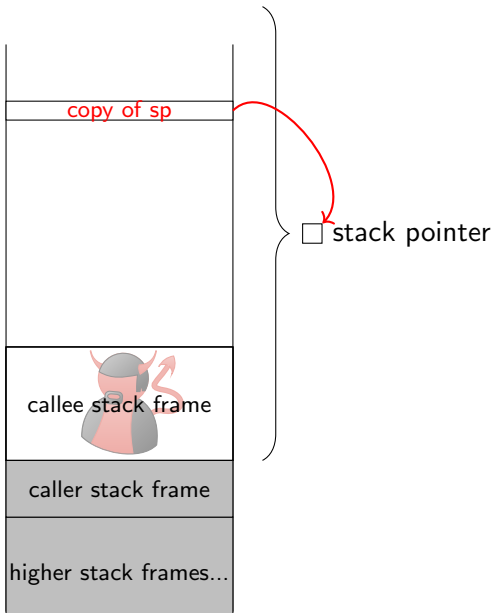
Stack and return capabilities: Attack 2



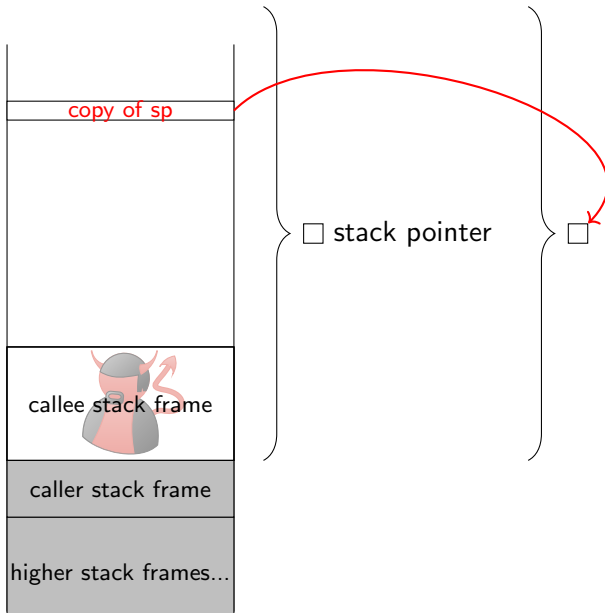
Stack and return capabilities: Attack 2



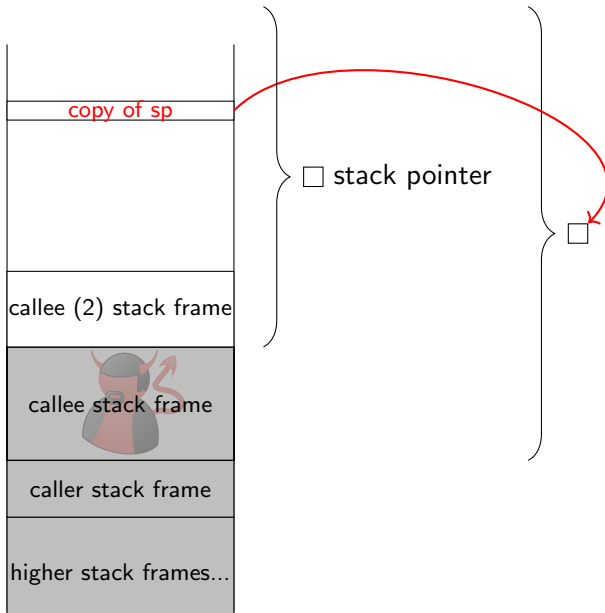
Stack and return capabilities: Attack 2



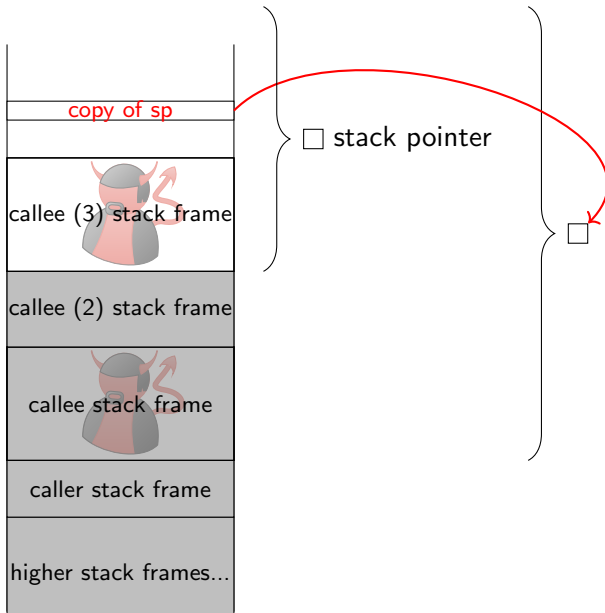
Stack and return capabilities: Attack 2



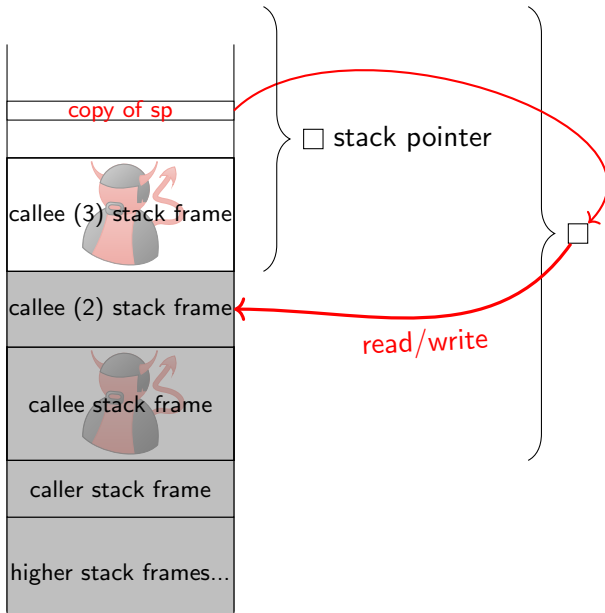
Stack and return capabilities: Attack 2



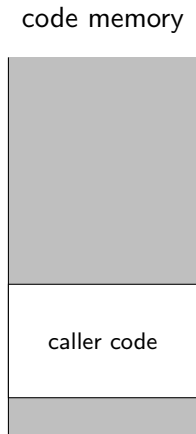
Stack and return capabilities: Attack 2



Stack and return capabilities: Attack 2



Stack and return capabilities: Attack 3



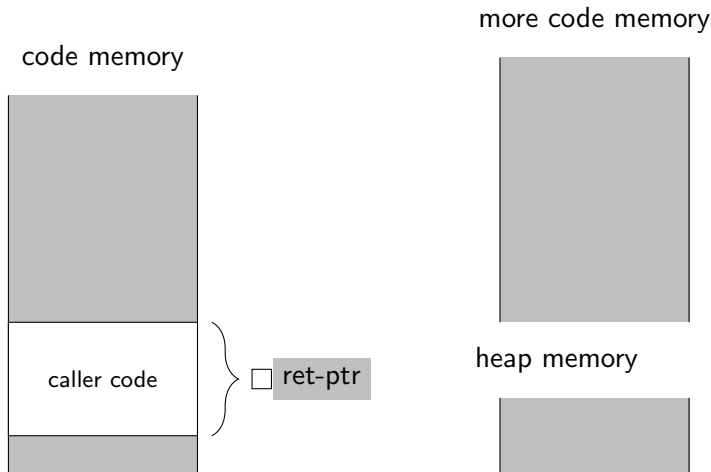
more code memory



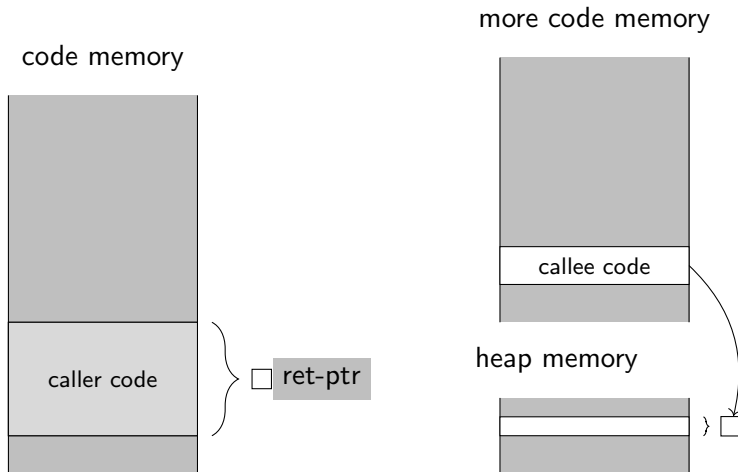
heap memory



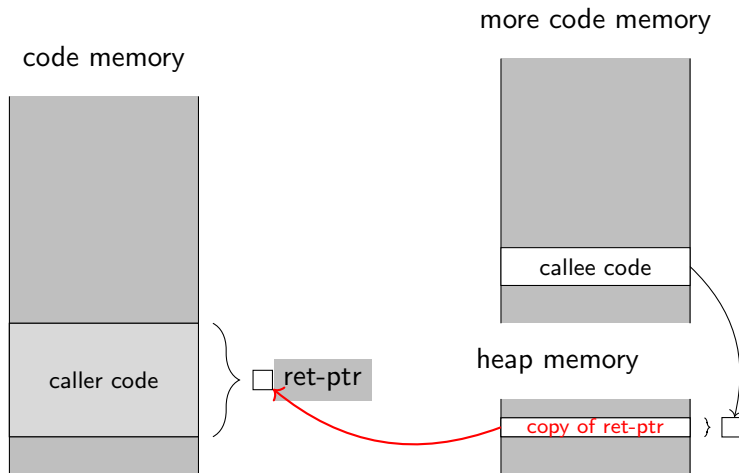
Stack and return capabilities: Attack 3



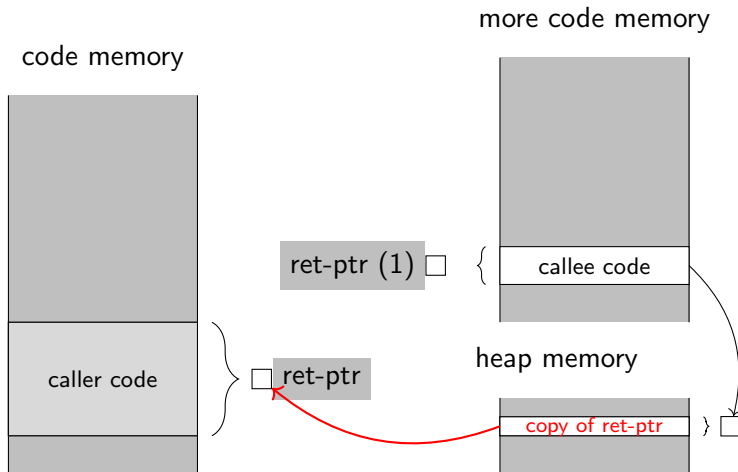
Stack and return capabilities: Attack 3



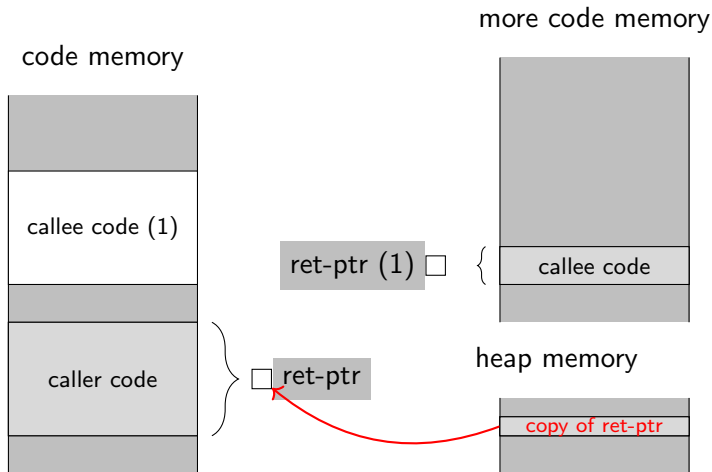
Stack and return capabilities: Attack 3



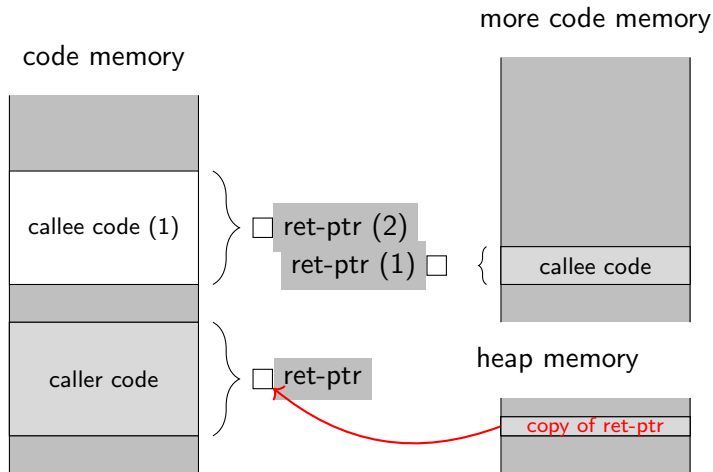
Stack and return capabilities: Attack 3



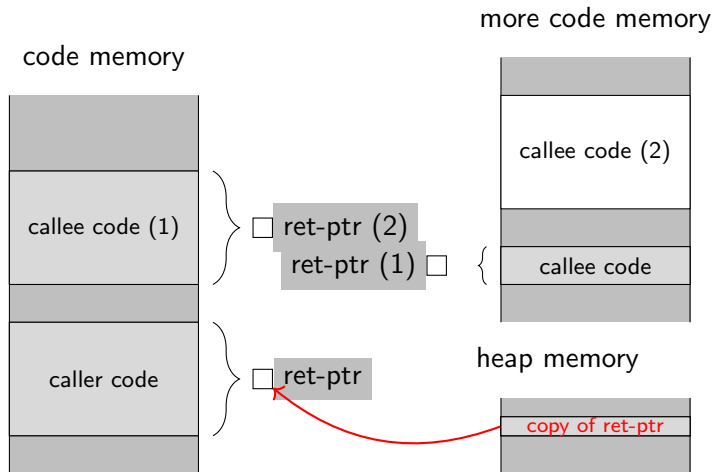
Stack and return capabilities: Attack 3



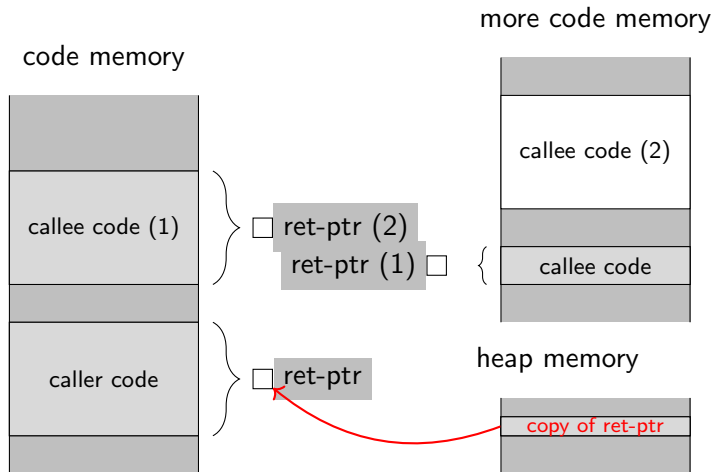
Stack and return capabilities: Attack 3



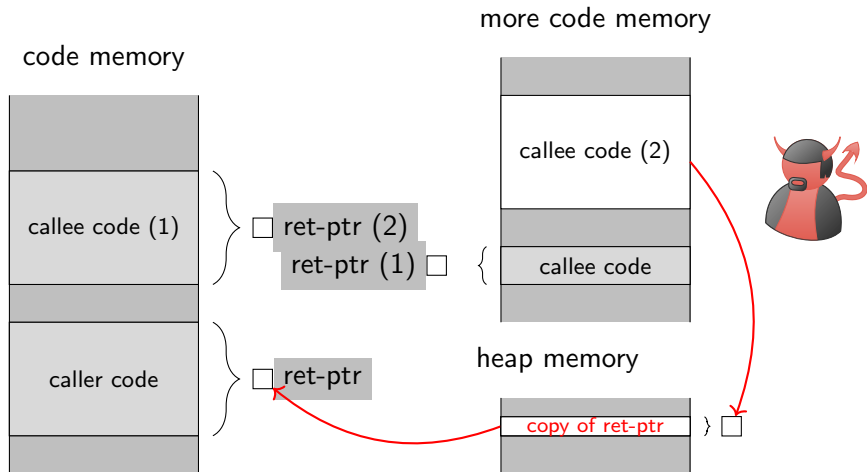
Stack and return capabilities: Attack 3



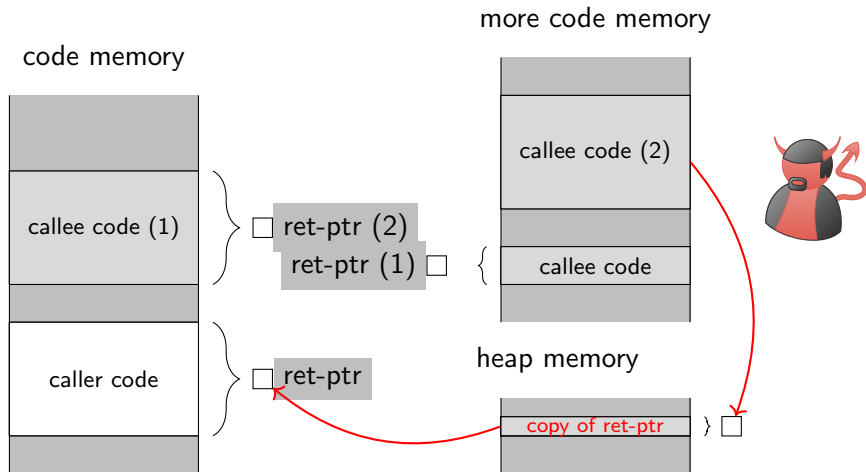
Stack and return capabilities: Attack 3



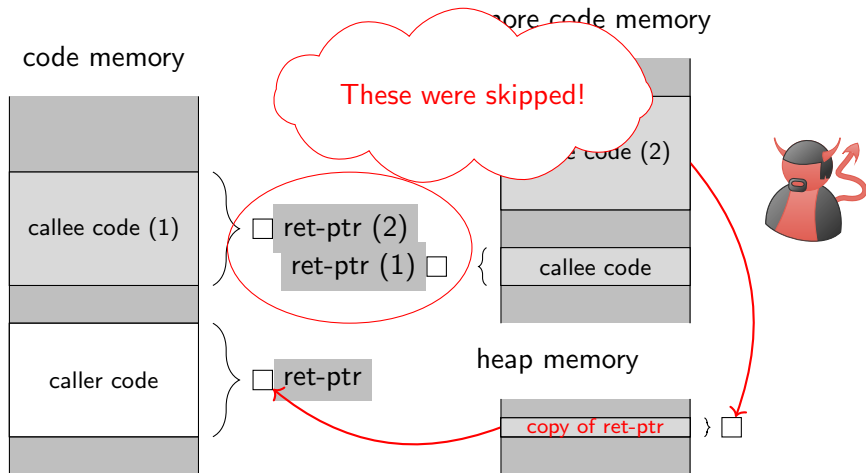
Stack and return capabilities: Attack 3



Stack and return capabilities: Attack 3



Stack and return capabilities: Attack 3



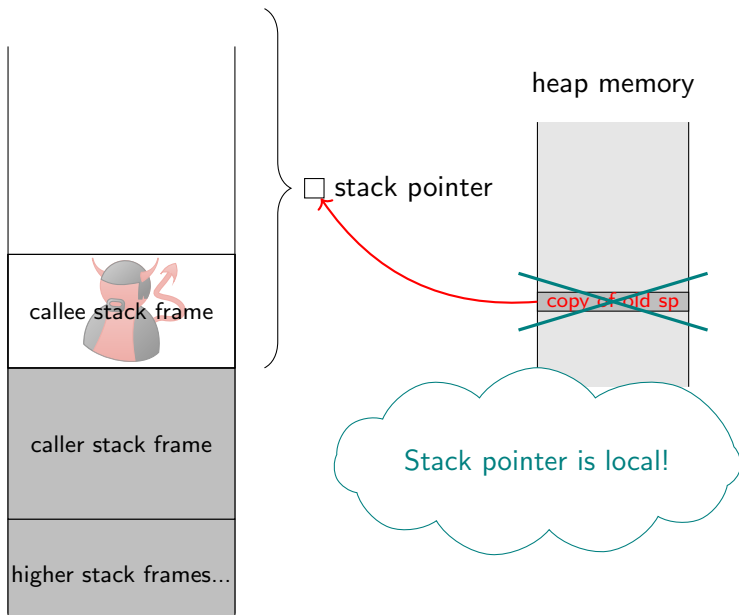
Local capabilities

- ▶ Capabilities tagged with locality (local or normal)
- ▶ New write-local permission.
- ▶ Local capabilities can only be stored by capabilities with write-local permission

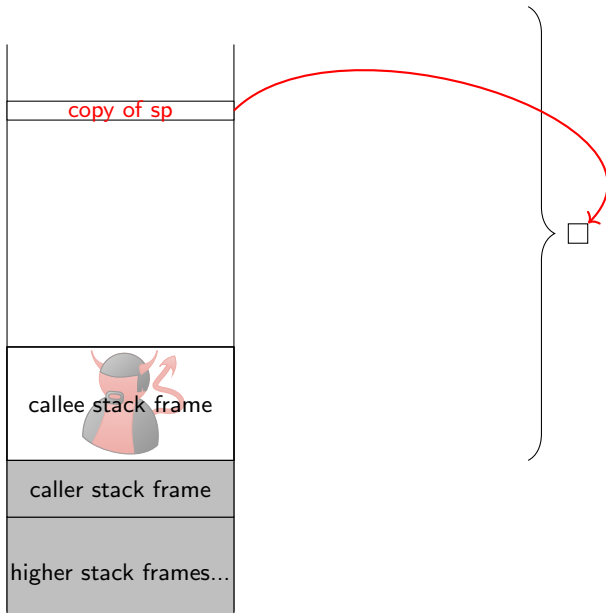
Calling convention highlights

- ▶ Stack capability is local with permission read, write-local, and execute.
- ▶ Clear stack before passing stack capability to untrusted code.

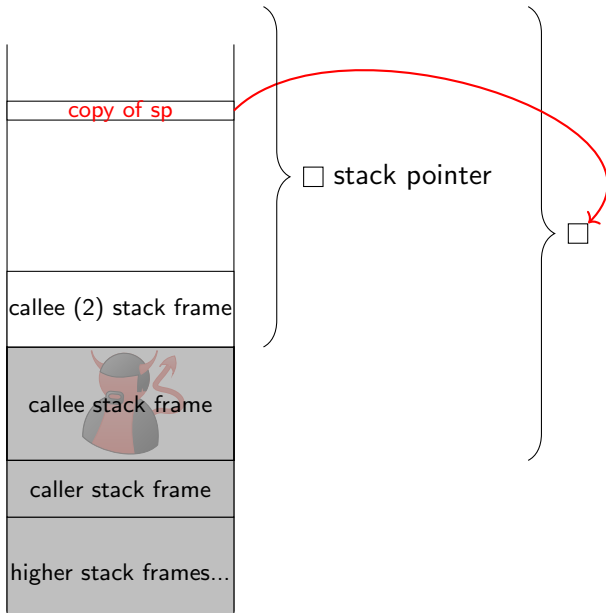
Local Stack Capabilities Prevent Attack 1



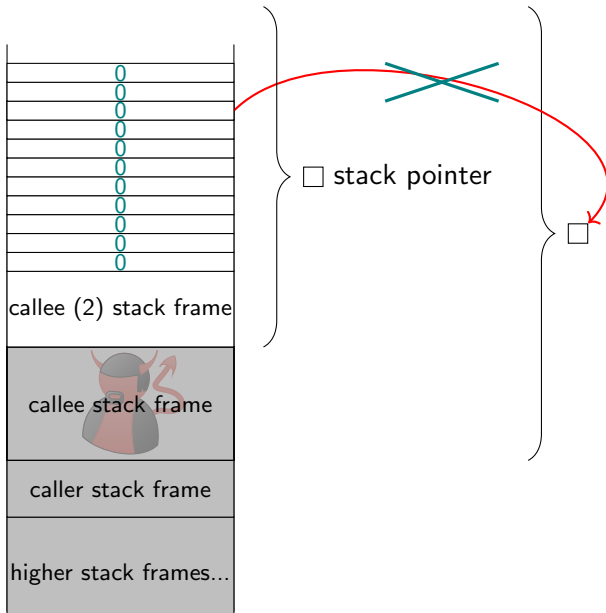
Stack Clearing Prevents Attack 2



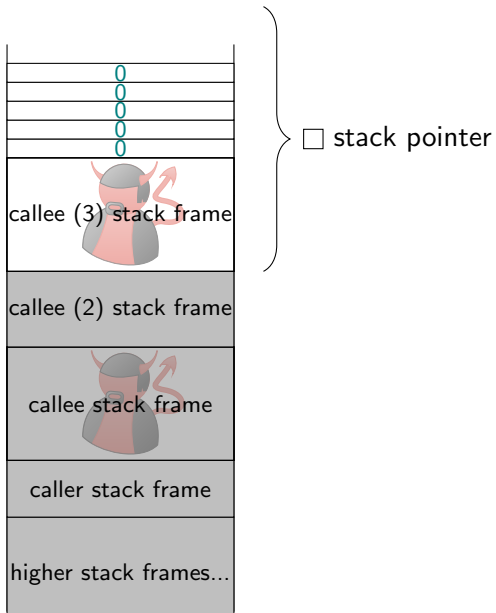
Stack Clearing Prevents Attack 2



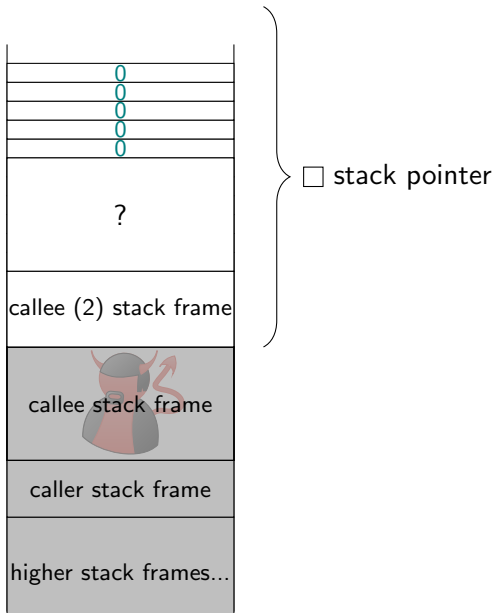
Stack Clearing Prevents Attack 2



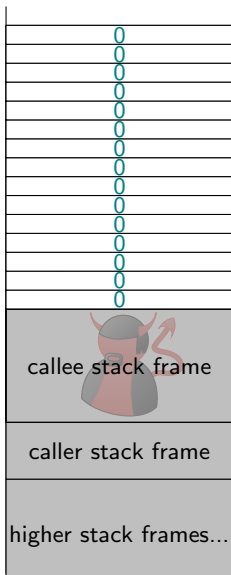
Stack Clearing Prevents Attack 2



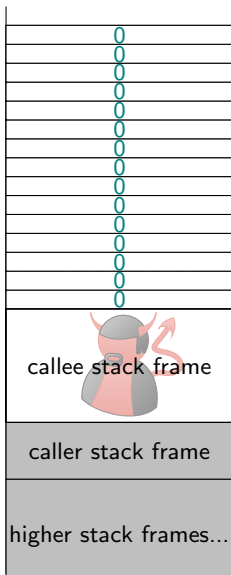
Stack Clearing Prevents Attack 2



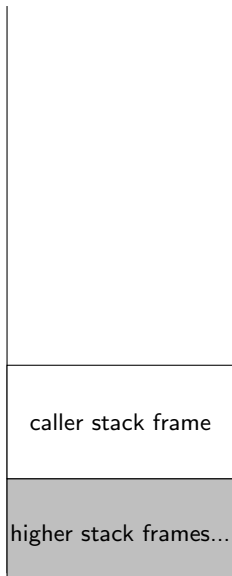
Stack Clearing Prevents Attack 2



Stack Clearing Prevents Attack 2



Local Stack Capabilities Prevent Attack 3



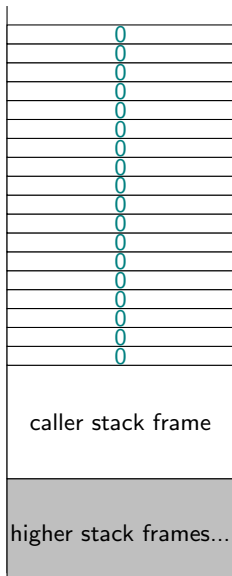
code memory



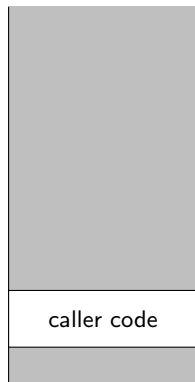
heap memory



Local Stack Capabilities Prevent Attack 3



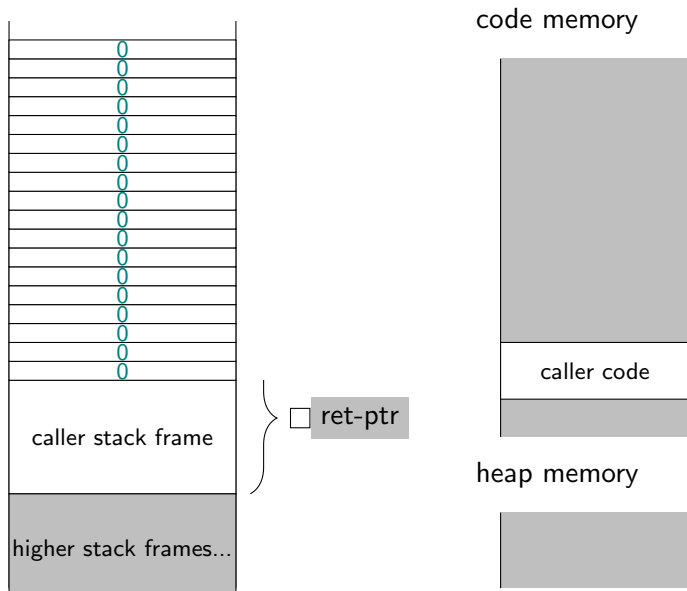
code memory



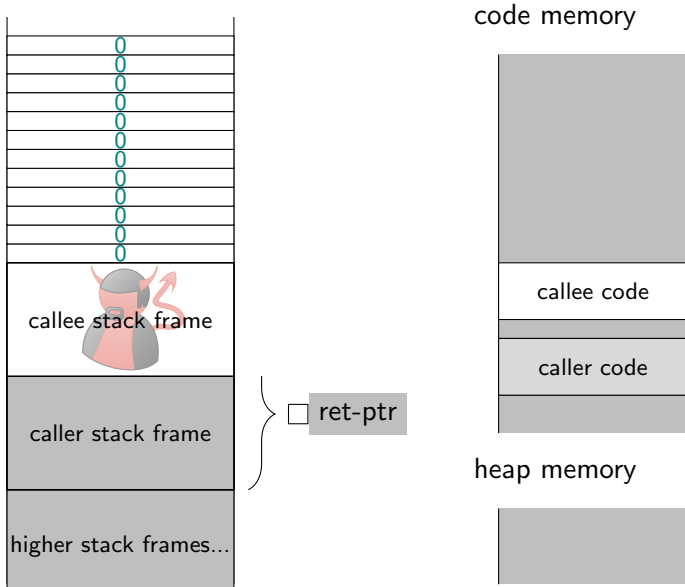
heap memory



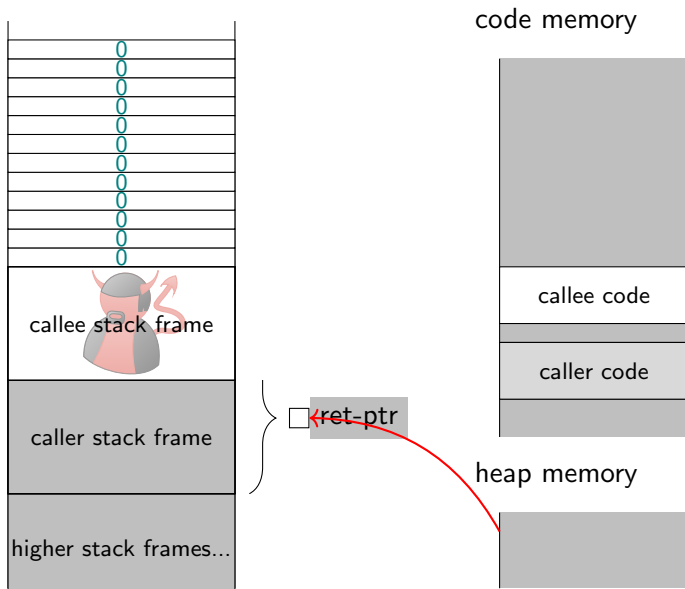
Local Stack Capabilities Prevent Attack 3



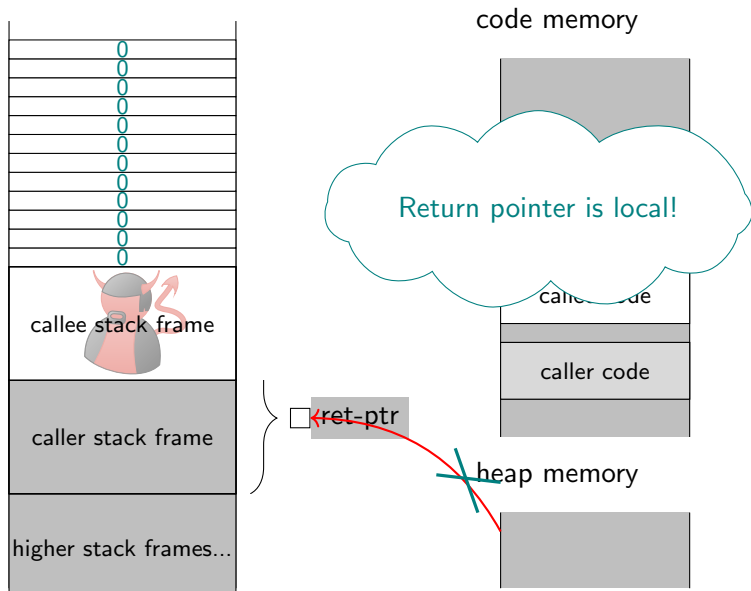
Local Stack Capabilities Prevent Attack 3



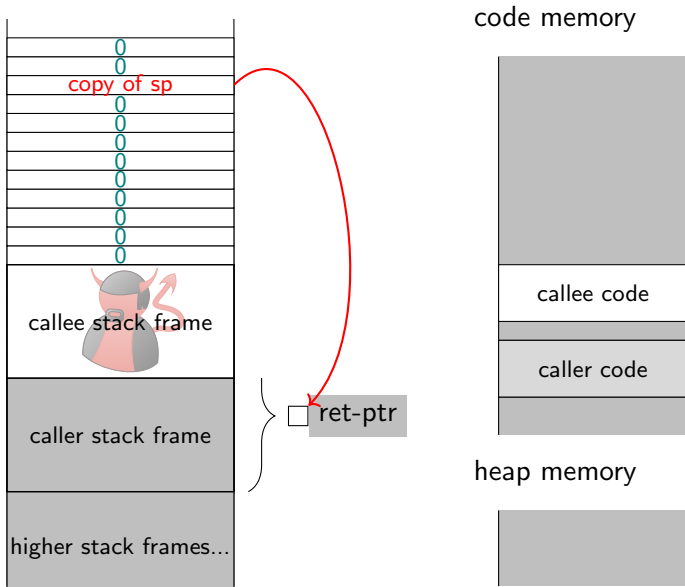
Local Stack Capabilities Prevent Attack 3



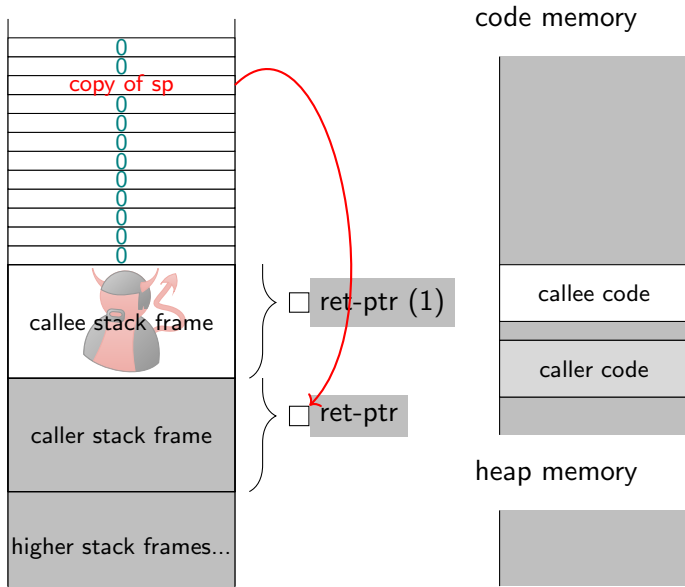
Local Stack Capabilities Prevent Attack 3



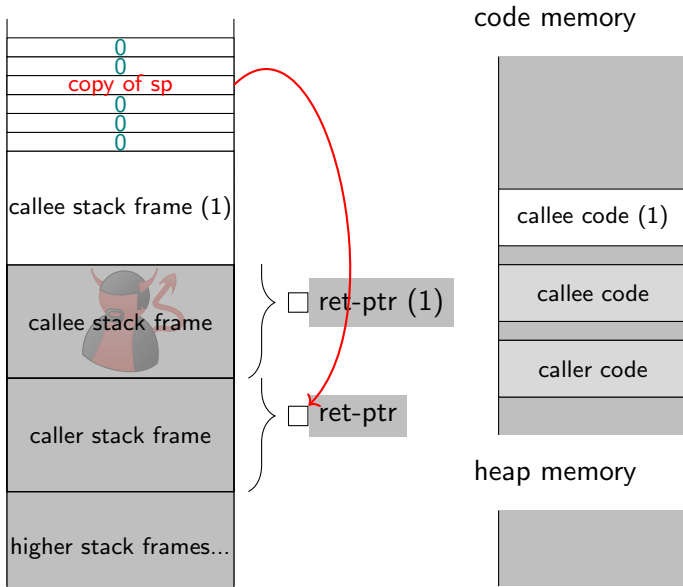
Local Stack Capabilities Prevent Attack 3



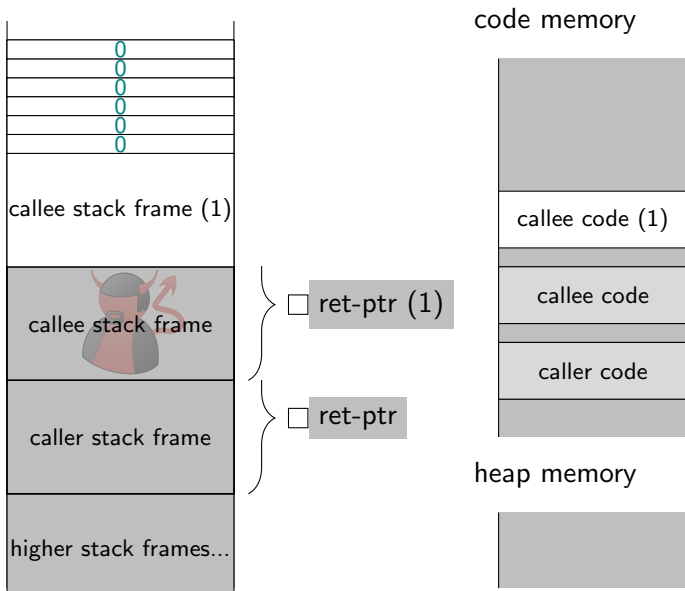
Local Stack Capabilities Prevent Attack 3



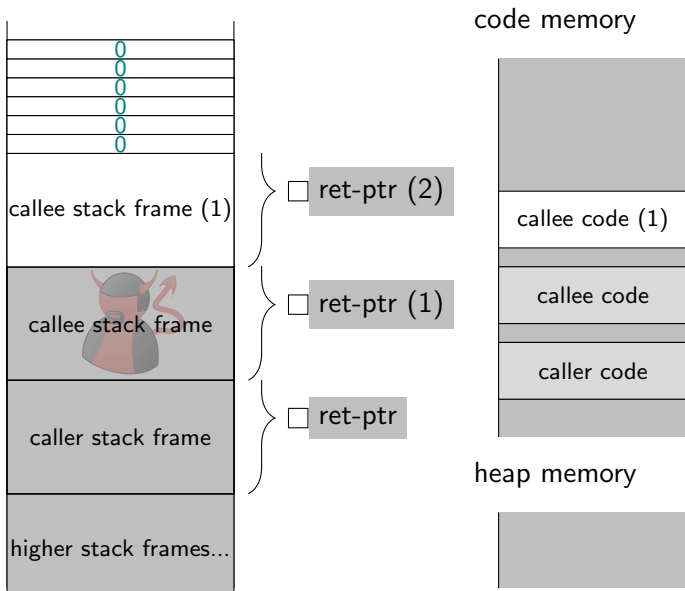
Local Stack Capabilities Prevent Attack 3



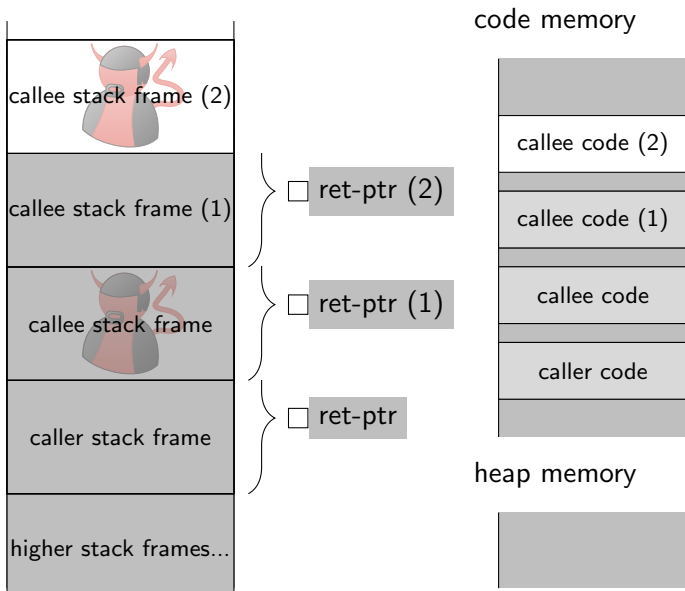
Local Stack Capabilities Prevent Attack 3



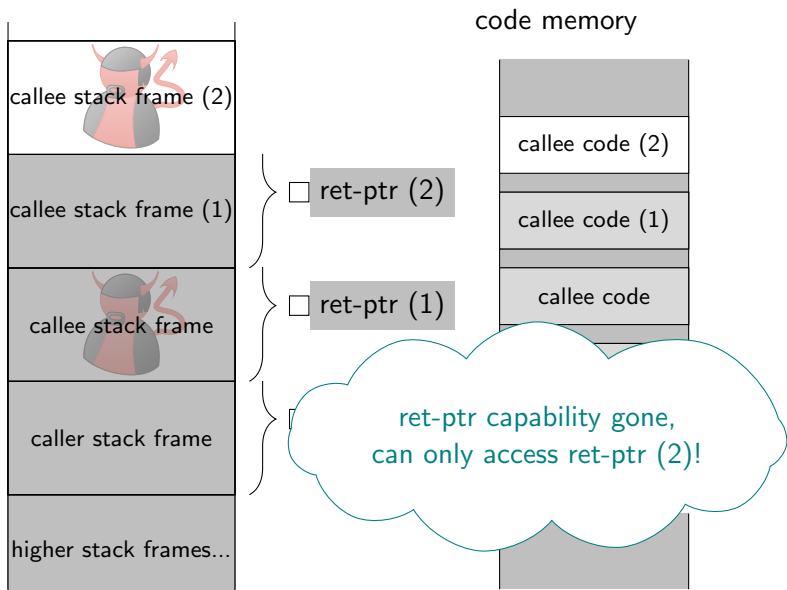
Local Stack Capabilities Prevent Attack 3



Local Stack Capabilities Prevent Attack 3



Local Stack Capabilities Prevent Attack 3



Contributions

- ▶ Formalisation of a capability machine with local capabilities
- ▶ Novel calling convention for enforcing control-flow correctness and local-state encapsulation
- ▶ A calling convention utilizing local capabilities to ensure well-bracketed control-flow and local-state encapsulation
- ▶ Step-indexed Kripke Logical Relation to reason about programs on said machine
 - ▶ Single orthogonal closure
 - ▶ Variant of public/private future world relation to express nature of local capabilities
- ▶ FTLR
 - ▶ Semantic statement of guarantees offered by capability machine
- ▶ Logical relation applied to a number of examples
 - ▶ “Awkward example”