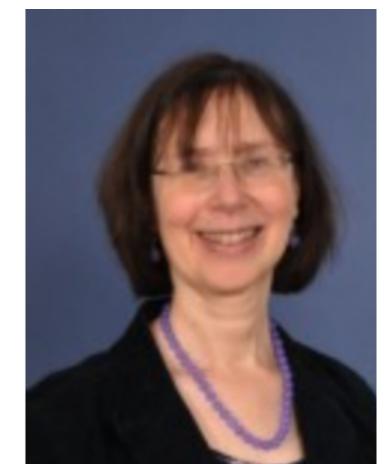


James Noble



Susan Eisenbach



Julian Mackay



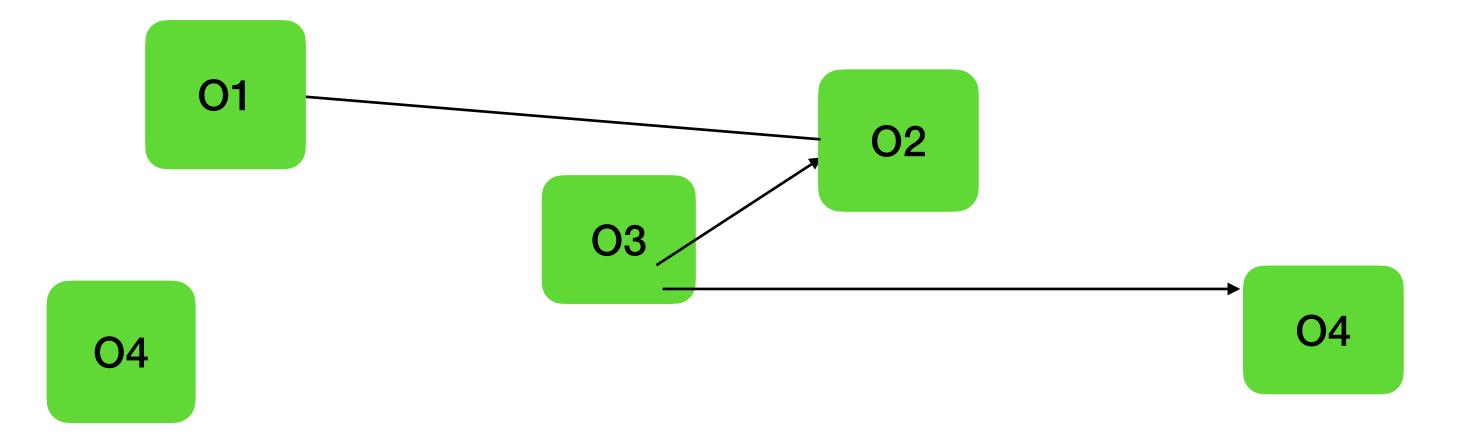
and in earlier works

Mark Miller

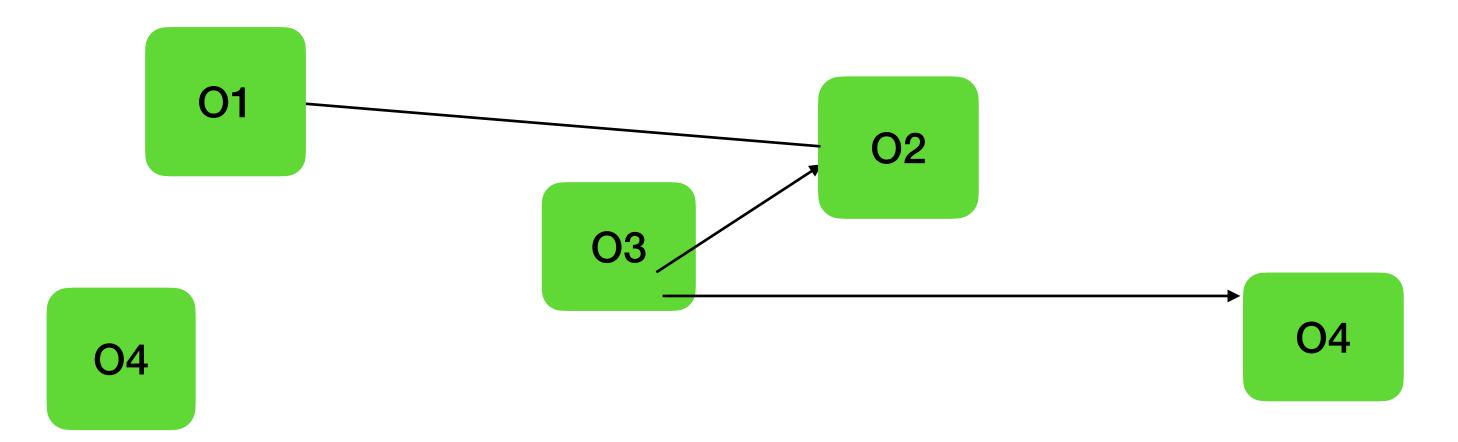
Toby Murray





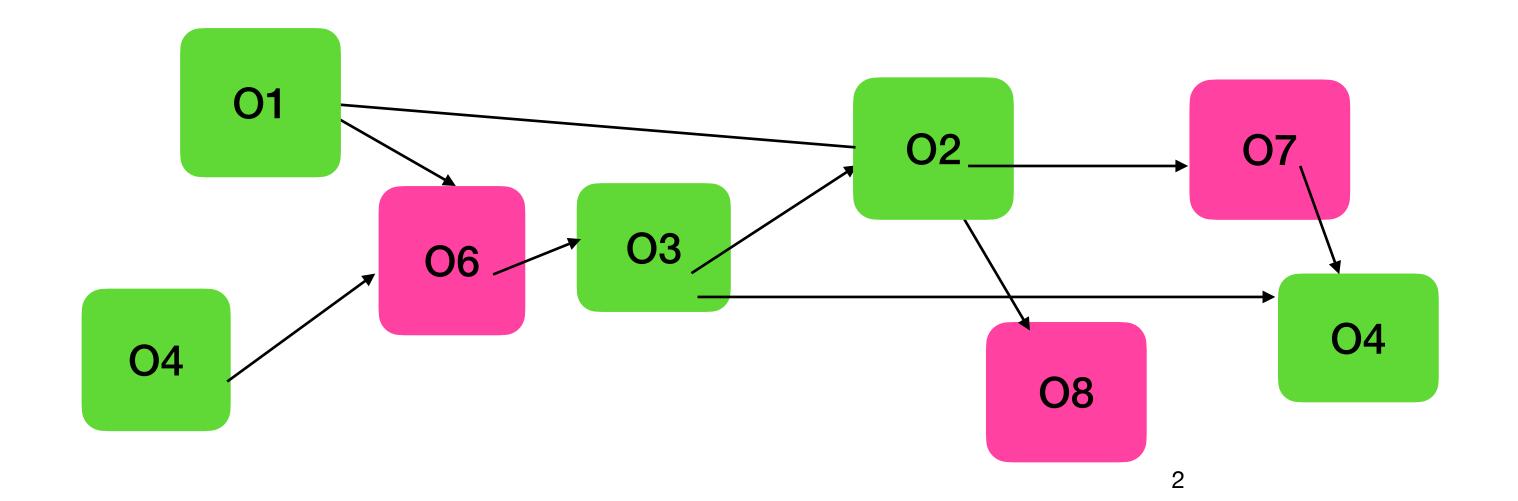


Reason about how our, internal, trusted objects



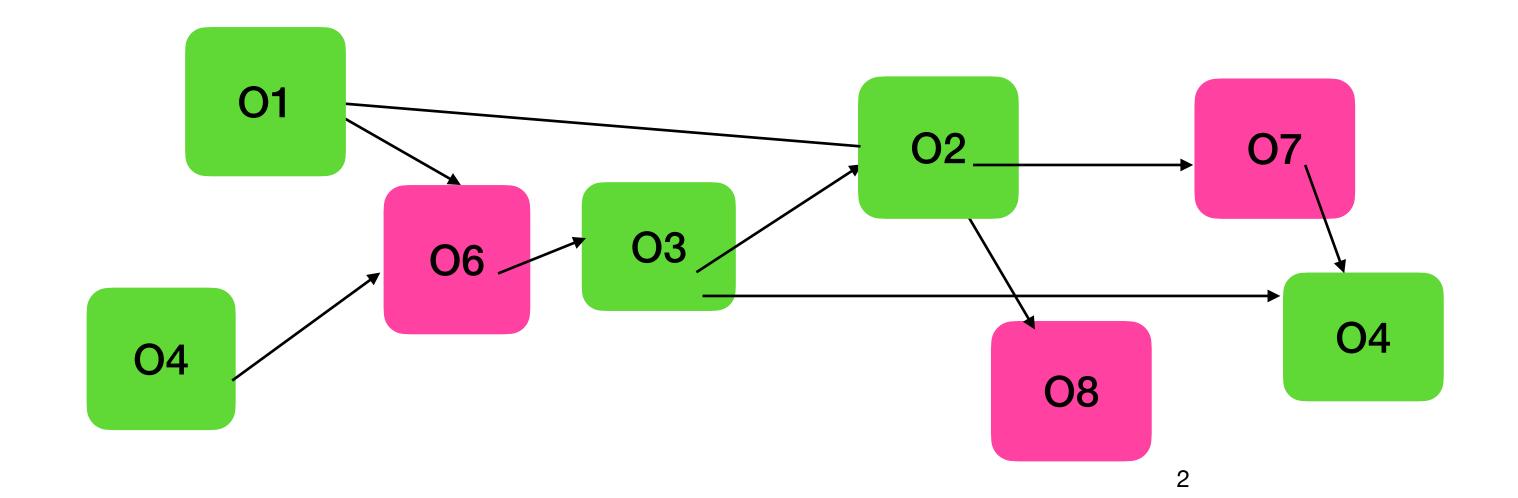
Reason about how our, internal, trusted objects can interact securely with the

external, untrusted, potentially malicious, objects.



Reason about how our, internal, trusted objects can interact securely with the

external, untrusted, potentially malicious, objects. using object capabilities.



Reason about how our, internal, trusted objects can interact securely with the

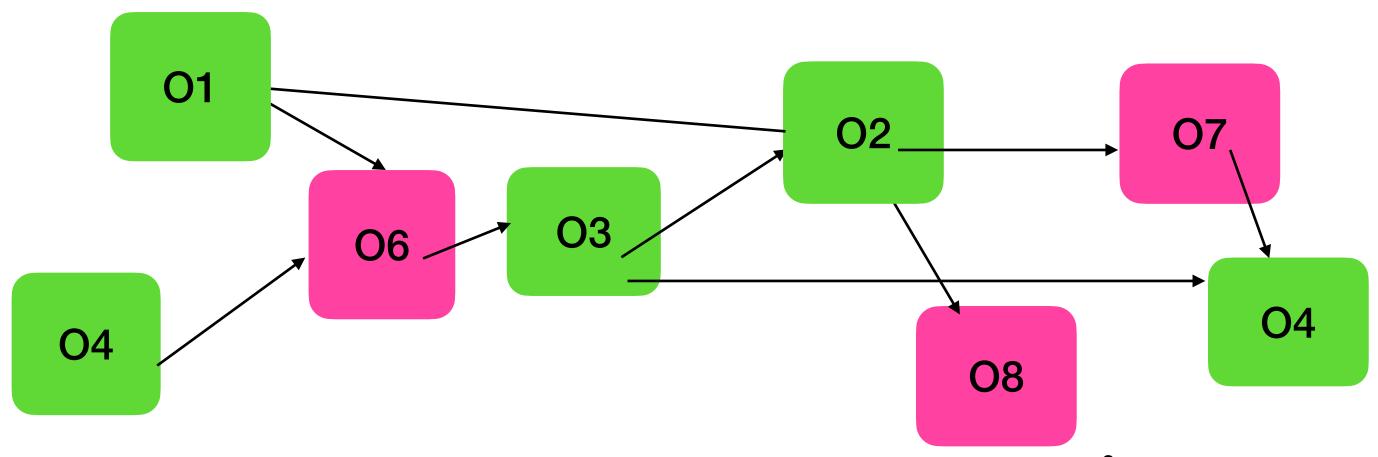
external, untrusted, potentially malicious, objects. using object capabilities.

"A capability describes a transferable right to perform one (or more) operations."

Literature:

"References cannot be forged.

Capability transferred only through messages or through creation."



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Literature:

"References cannot be forged. Capability transferred only through messages or through creation."

Our Insights:

Capabilities are necessary conditions for *effects* (not operations)

Tracking access to capabilities is paramount.

Example and Four Challenges

.. assuming all methods are public, and fields are private

```
module Modgood
  class Account
    field balance:int
    field pwd: Password
    method transfer(dest:Account, pwd':Password) -> void
    if this.pwd==pwd'
        this.balance-=100
        dest.balance+=100
    method init(pwd':Password) -> void
    if this.pwd==null
        this.pwd=pwd'
    class Password
```

.. assuming all methods are public, and fields are private

```
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   field pwd: Password
   method transfer(dest:Account, pwd':Password) -> void
     if this.pwd==pwd'
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       dest.balance+=100
    method init(pwd':Password) -> void
     if this.pwd==null
       this.pwd=pwd'
  class Password
                       module Modbad
                         class Account
                            field balance:int
                            field pwd: Password
                           method transfer(..) ...
                              ... as earlier ...
                           method init(...) ...
                               ... as earlier ...
                           method set(pwd': Password)
                             this.pwd=pwd'
                         class Password
```

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     if this.pwd==null
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                         class Account
                            field balance:int
                            field pwd: Password
                           method transfer(..) ...
                              ... as earlier ...
                           method init(...) ...
                               ... as earlier ...
                           method set(pwd': Password)
                            this.pwd=pwd'
```

class Password

.. assuming all methods are public, and fields are private

```
module Modgood
  class Account
    field balance:int
    field pwd: Password
    method transfer(dest:Account, pwd':Password) -> void
     if this.pwd==pwd'
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     if this.pwd==null
       this.pwd=pwd'
  class Password
                       module Modbad
                         class Account
                            field balance:int
                           field pwd: Password
                           method transfer(..) ...
                              ... as earlier ...
                           method init(...) ...
                               ... as earlier ...
                           method set(pwd': Password)
                            this.pwd=pwd'
                         class Password
```

```
module Modbetter
  class Account
    field balance:int
    field pwd: Password
    method transfer(..)
        ... as earlier ...

method set(pwd',pwd'': Password)
    if (this.pwd==pwd')
        this.pwd=pwd''
  class Password
```

.. assuming all methods are public, and fields are private

```
module Modgood
  class Account
    field balance:int
    field pwd: Password
    method transfer(dest:Account, pwd':Password) -> void
     if this.pwd==pwd'
       this.balance-=100
       dest.balance+=100
    method init(pwd':Password) -> void
     if this.pwd==null
       this.pwd=pwd'
  class Password
                       module Modbad
                         class Account
                            field balance:int
                            field pwd: Password
                           method transfer(..) ...
                              ... as earlier ...
                           method init(...) ...
                               ... as earlier ...
                           method set(pwd': Password)
                            this.pwd=pwd'
                         class Password
```

```
module Modbetter

class Account
  field balance:int
  field pwd: Password
  method transfer(..)
    ... as earlier ...

method set(pwd',pwd'': Password)
  if (this.pwd==pwd')
    this.pwd=pwd''

class Password
```

```
module Modgood
  class Account
    field balance:int
    field pwd: Password
    method transfer(dest:Account, pwd':Password) ->
        if this.pwd==pwd'
            this.balance-=100
            dest.balance+=100
        method init(pwd':Password) -> void
        if this.pwd==null
            this.pwd=pwd'
        class Password
```

```
Mgood ⊨ S
Mbad ⊭ S
Mbetter ⊨ S
```

```
class Account
  field balance:int
  field pwd: Password
  method transfer(..) ...
    ... as earlier ...
  method init(...) ...
    ... as earlier ...
  method set(pwd': Password)
    this.pwd=pwd'
```

```
class Password
```

```
module Modbetter

class Account
  field balance:int
  field pwd: Password
  method transfer(..)
    ... as earlier ...

method set(pwd',pwd'': Password)
  if (this.pwd==pwd')
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class Password
```

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        if this.pwd==pwd'
            this.balance-=100
            dest.balance+=100
        method init(pwd':Password) -> void
        if this.pwd==null
            this.pwd=pwd'
        class Password
```

Challenge_2: An inference system, such that

```
Mgood ⊢ S
Mbad ⊬ S
Mbetter ⊢ S
```

class Password

```
class Account
  field balance:int
  field pwd: Password
  method transfer(..) ...
    ... as earlier ...
  method init(...) ...
    ... as earlier ...
  method set(pwd': Password)
    this.pwd=pwd'
```

```
class Password
```

```
module Modbetter
  class Account
    field balance:int
    field pwd: Password
    method transfer(..)
        ... as earlier ...

method set(pwd',pwd'': Password)
    if (this.pwd==pwd')
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```

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module Modgood
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            dest.balance+=100
        method init(pwd':Password) -> void
        if this.pwd==null
            this.pwd=pwd'
    class Password
```

Challenge_3: Inference system should be algorithmic

```
module Modbad

class Account
   field balance:int
   field pwd: Password
   method transfer(..) ...
    ... as earlier ...
   method init(...) ...
    ... as earlier ...

method set(pwd': Password)
   this.pwd=pwd'
```

class Password

```
module Modbetter

class Account
  field balance:int
  field pwd: Password
  method transfer(..)
    ... as earlier ...

method set(pwd',pwd'': Password)
    if (this.pwd==pwd')
        this.pwd=pwd''

class Password
```

```
class Shop

fld myAccount : Account
fld inventory : Inventory

void buy(buyer: Object, anItem: Item)
  int price = anItem.price
  int oldBalance = this.myAccount.balance
  buyer.payMe(myAccount,price)
  if (this.myAccount.balance == oldBalance+price)
    this.send(buyer,anItem)
else
  buyer.tell("you have not paid me")
```

```
class Shop

fld myAccount : Account
fld inventory : Inventory

void buy(buyer: Object, anItem: I+om)
  int price = anItem.price
  int oldBalance = this.myAccount.balance
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```

If Account comes from a "good" module, and upon call, buyer has no eventual access to myAccount.password,

```
class Shop

fld myAccount : Account
fld inventory : Inventory

void buy(buyer: Object, anItem: Item)
  int price = anItem.price
  int oldBalance = this.myAccount.balance
  buyer.payMe(myAccount,price)
  if (this.myAccount.balance == oldBalance+price)
    this.send(buyer,anItem)
  else
    buyer.tell("you have not paid me")
```

If Account comes from a "good" module, and upon call, buyer has no eventual access to myAccount.password,

then

the balance of myAccount does not decrease by the call payMe.

```
class Shop

fld myAccount : Account
fld inventory : Inventory

void buy(buyer: Object, anItem: I+ m)
  int price = anItem.price
  int oldBalance = this.myAccount.balance
  buyer.payMe(myAccount,price)
  if (this.myAccount.balance == oldBalance+price)
    this.send(buyer,anItem)
else
  buyer.tell("you have not paid me")
```

Challenge_4: An inference system, such that we can prove external calls.

If Account comes from a "good" module, and upon call, buyer has no eventual access to myAccount.password,

then

the balance of myAccount does not decrease by the call payMe.

 $M_{good} \models S$

M_{bad} ⊭ S

Mbetter ⊨ S

 $Mgood \models S$ $Mbad \not\models S$ $Mbetter \models S$

Remember: A capability represents a transferable right to perform one or more operations on a given object

Mgood ⊨ S Mbad ⊭ S Mbetter ⊨ S

Remember: A capability represents a transferable right to perform one or more operations on a given object

So: "The password enables withdrawal from the account"?

Remember: A capability represents a transferable right to perform one or more operations on a given object

So: "The password enables withdrawal from the account"?

Or: "Without the password call of withdraw will fail"?

$$Mgood \models S$$
 $Mbad \not\models S$
 $Mbetter \models S$

- Remember: A capability represents a transferable right to perform one or more operations on a given object
 - So: "The password enables withdrawal from the account"?
 - Or: "Without the password call of withdraw will fail"?
 - Or: "Without the password no reduction of the balance of the account"?

- Remember: A capability represents a transferable right to perform one or more operations on a given object
 - So: "The password enables withdrawal from the account"?
 - Or: "Without the password call of withdraw will fail"?
 - **Or**: "Without the password no reduction of the balance of the account"?
 - So: ∀ s:Statement. {without a.password ∧ a.balance=b} s { a.balance >= b }

 $Mgood \models S$ $Mbad \not\models S$ $Mbetter \models S$

Motto: Capability is a *necessary* condition for some effect

Remember: A capability represents a transferable right to perform one or more operations on a given object

So: "The password enables withdrawal from the account"?

Or: "Without the password call of withdraw will fail"?

Or: "Without the password no reduction of the balance of the account"?

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So: ∀ a: Account. ∀ n: Num. (| a.password prt ∧ a.balance=b |) (| a.balance>=b |)

So: ∀ s:Statement {without a.password ∧ a.balance=b} s { a.balance >= b }

So: ∀ a: Account. ∀ n: Num. (| a.password prt ∧ a.balance=b |) (| a.balance>=b |)

In general: ∀ x1:C1,x2:C2... (| A |) (| A' |)

So: ∀ s:Statement {without a.password ∧ a.balance=b} s { a.balance >= b }

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In general: ∀ x1:C1,x2:C2... (| A |) (| A' |)

Challenge_1_a: Meaning of x prt

So: ∀ s:Statement {without a.password ∧ a.balance=b} s { a.balance >= b }

So: ∀ a: Account. ∀ n: Num. (| a.password prt ∧ a.balance=b |) (| a.balance>=b |)

In general: ∀ x1:C1,x2:C2... (| A |) (| A' |)

Challenge_1_a: Meaning of x prt

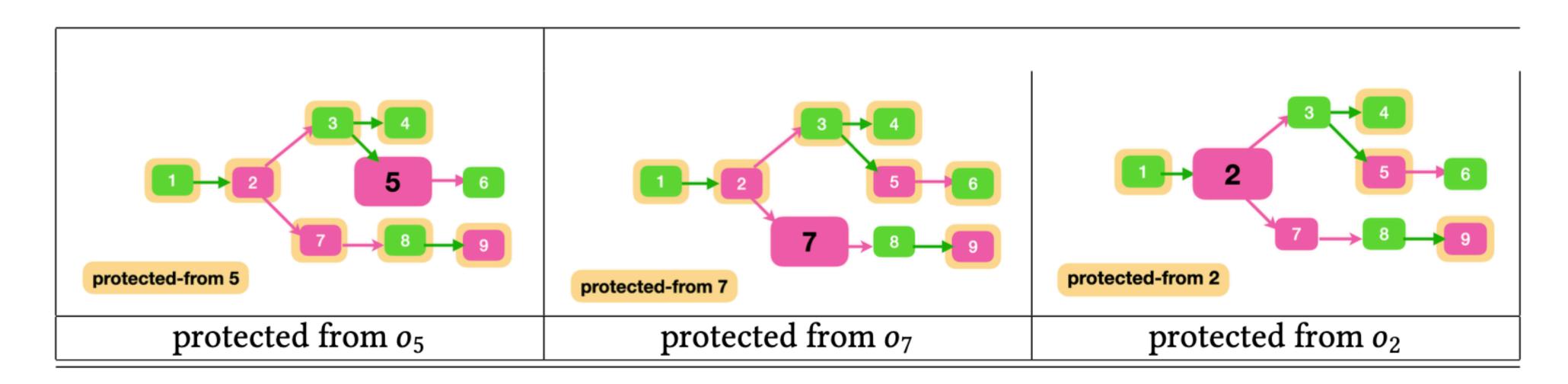
Challenge_1_b: Meaning of ∀ x1:C1,x2:C2... (| A |) (| A' |)

Challenge_1_a: Meaning of x prt

Remember:

...how our, internal, trusted objects will interact securely with the external, untrusted, potentially malicious, objects.

Def: o prt-frm o' Iff o=/=o' and the penultimate object on any path from o' to o is internal.



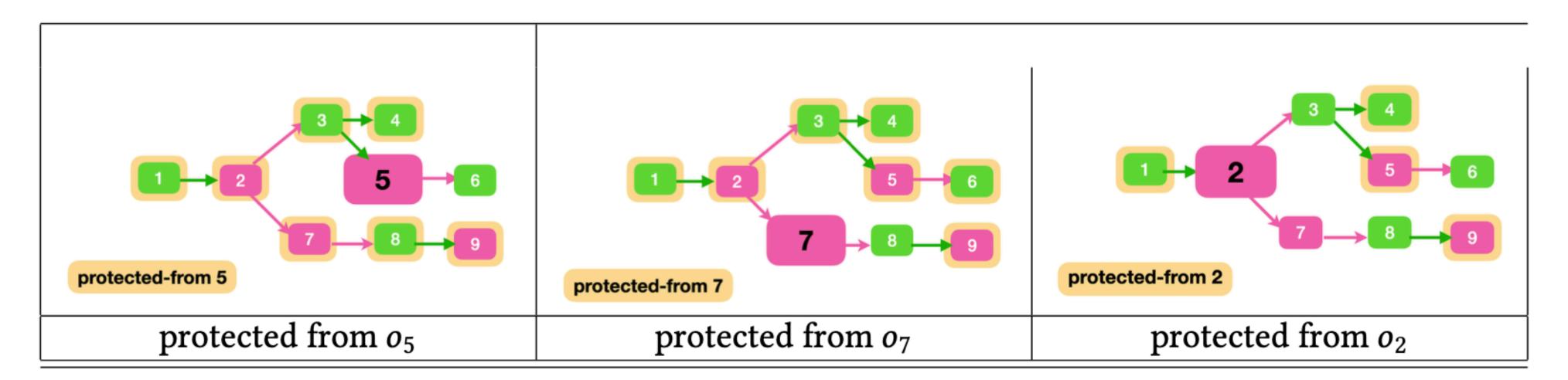
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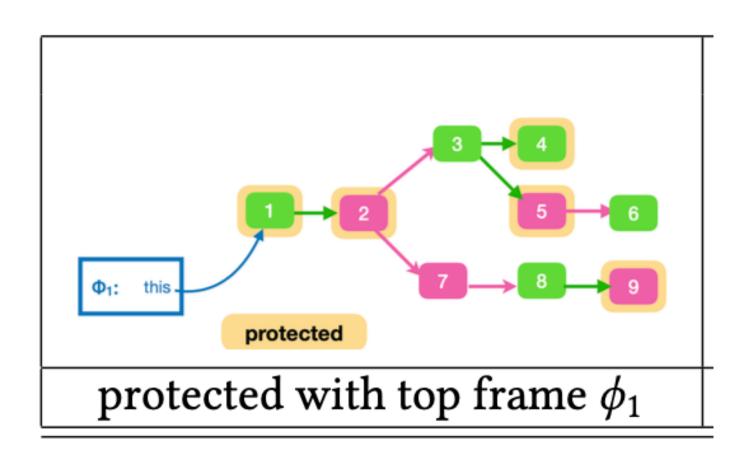
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For example:

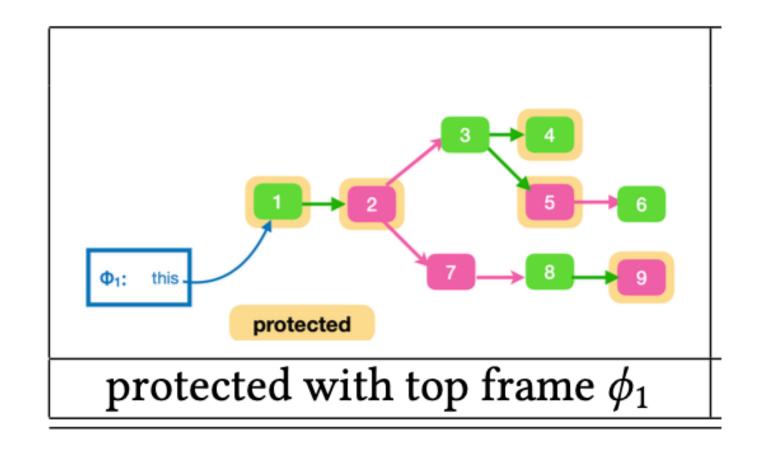


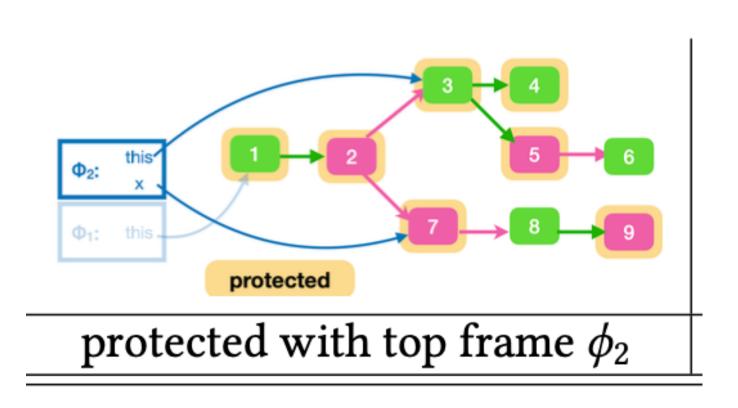
Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.

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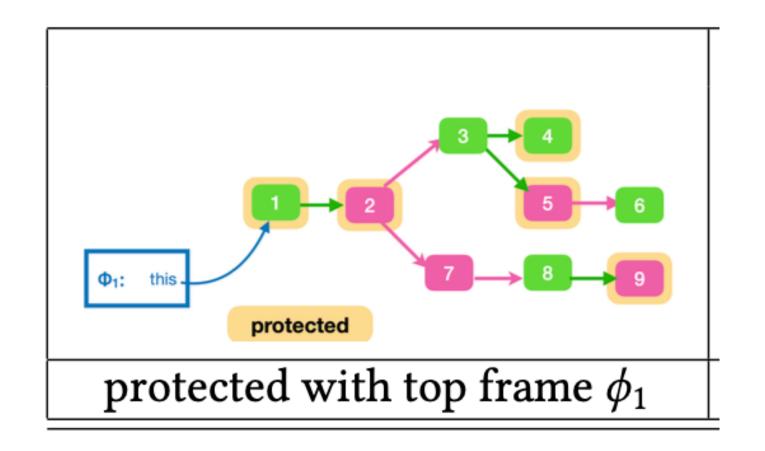


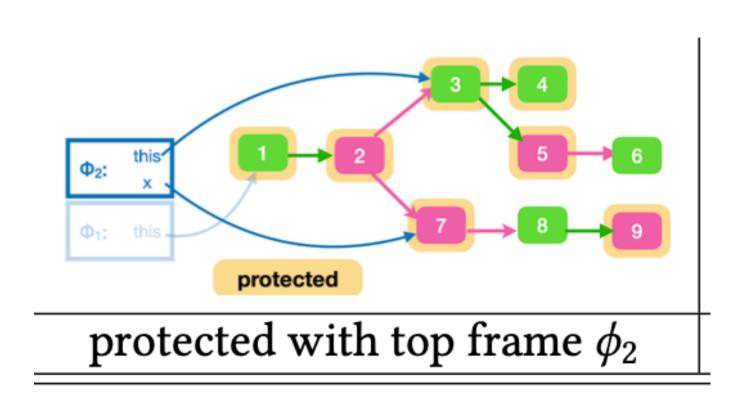
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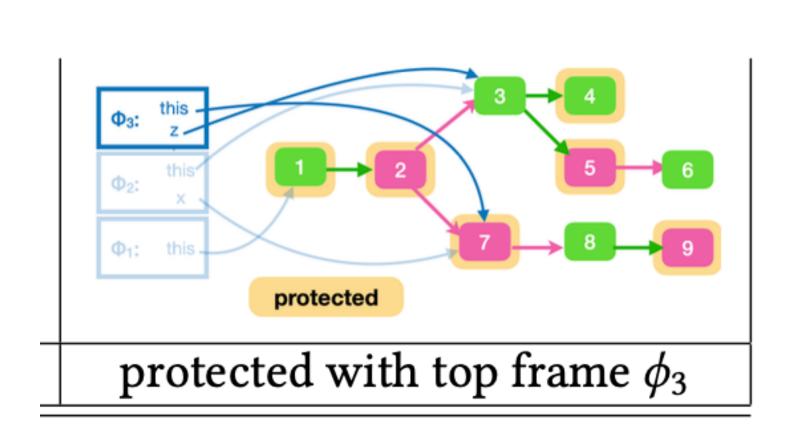




Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.



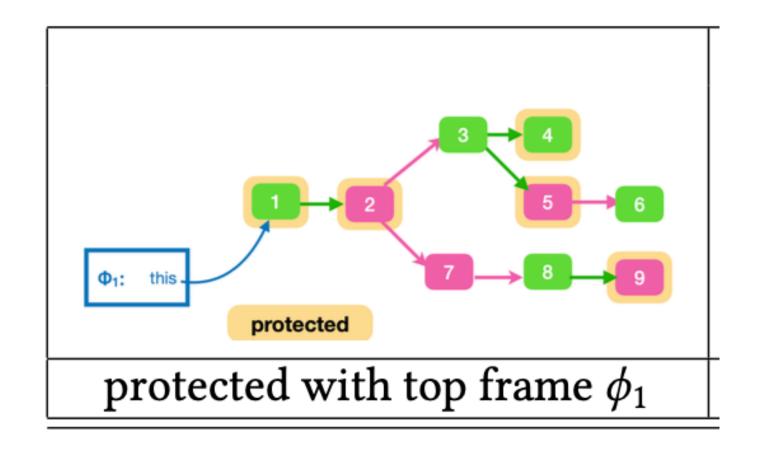


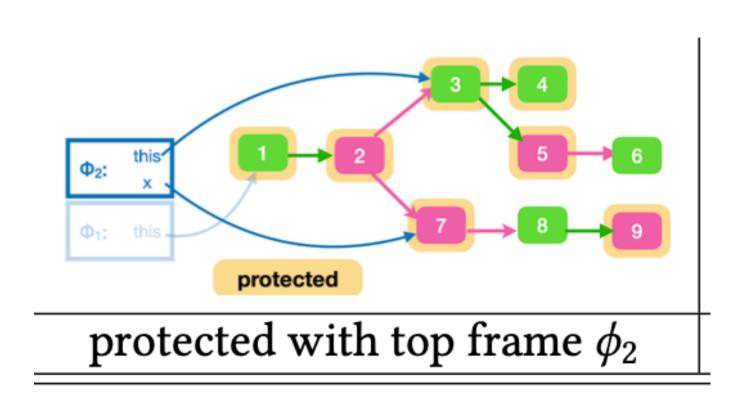


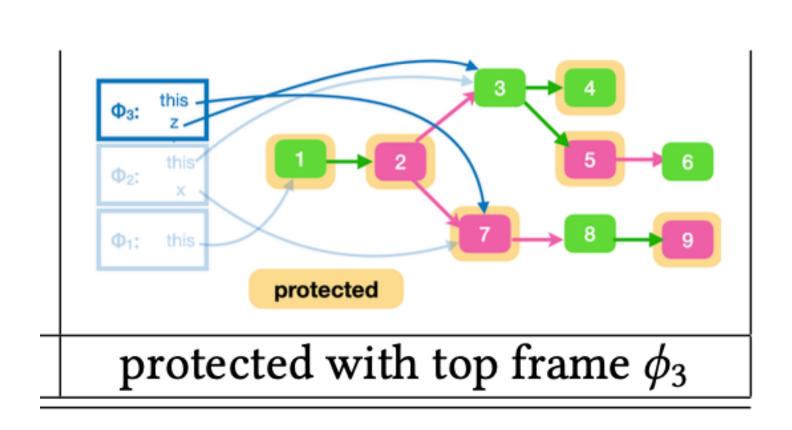
Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.

Def: oprt, if oprt-from any external object

Motto:
Tracking access to Capabilities







Challenge_1_b: Meaning of ∀ x1:C1,x2:C2... (| A |) (| A' |)

Definition

$$M \models \forall x1:C1,x2:C2...(|A|)(|A'|)$$
iff

 \wedge

Challenge_1_b: Meaning of ∀ x1:C1,x2:C2... (| A |) (| A' |)

Definition

```
M \models \forall x1:C1,x2:C2...(|A|)(|A'|)
iff
```

For all modules M', For all states σ arising from execution of (M, M') $^{\wedge}$ For all objects o1, .. on globally accessible at σ of class C1, ... Cn, For all states σ ' in the future from σ whithout returning from σ 's top frame,

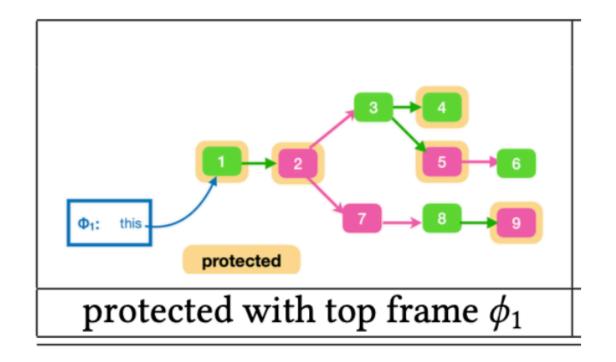
Challenge_1_b: Meaning of ∀ x1:C1,x2:C2... (| A |) (| A' |)

Definition

```
M \models \forall x1:C1,x2:C2...(|A|)(|A'|)
              iff
 For all modules M',
 For all states \sigma arising from execution of (M, M') \wedge
 For all objects o1, .. on globally accessible at \sigma of class C1, ... Cn,
 For all states \sigma' in the future from \sigma whithout returning from \sigma 's top frame,
lf
      M, \sigma \models o1:C1 \land ... \land on:Cn \land A[o1/x1,... on/xn]
then
       M, \sigma' \models A'[o1/x1,...on/xn]
```

```
Therefore, \forall x: Object (| prt x \land A(x) |) (| A(x) |) guarantees that
```

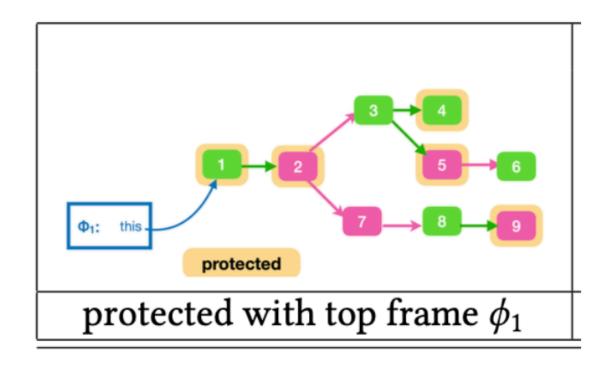
```
Therefore, \forall x: Object (| prt x \land A(x) |) (| A(x) |) guarantees that if we start below,
```



then
 A(o1), A(o2), A(o4),
 A(o5), A(o9)
will be preserved

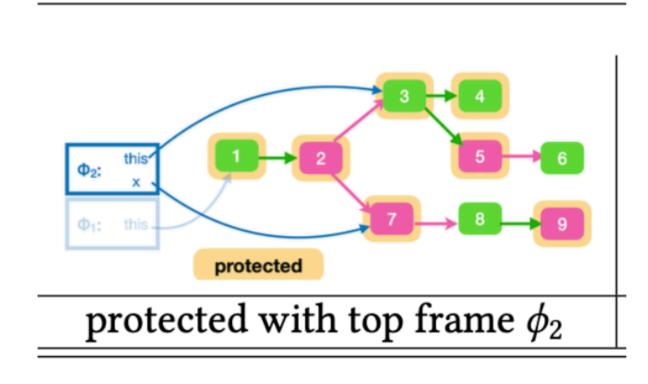
```
Therefore, \forall x: Object (| prt x \land A(x) |) (| A(x) |) guarantees that
```

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then
A(o1), A(o2), A(o4),
A(o5), A(o9)
will be preserved

And if we start below,

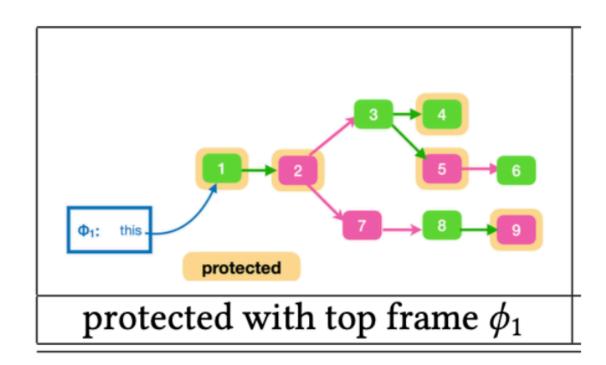


then A(o1), A(o2), A(o3), A(o4),

A(o5), A(o7), A(o9) will be preserved

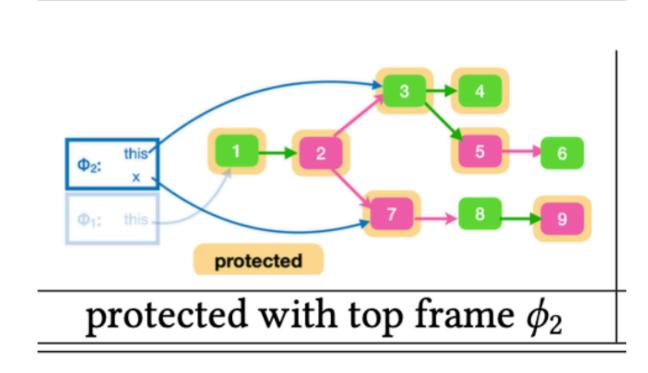
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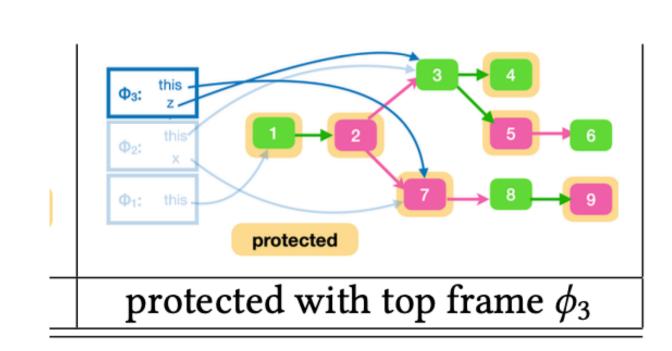
then
A(o1), A(o2), A(o4),
A(o5), A(o9)
will be preserved

And if we start below,



then
A(o1), A(o2), A(o3), A(o4),
A(o5), A(o7), A(o9)
will be preserved

And if we start below,



then
A(o1), A(o2), A(o4),
A(o5), A(o7), A(o9)
will be preserved

Challenge_1: A module spec S, such that $Mgood \models S$ $Mbad \not\models S$ $Mbetter \models S$

```
S = ∀ a:Account (| prt a |) (| prt a |)

∀ a:Account (| prt a.password |) (| prt a.password |)

∀ a:Account. ∀ b:Num (| prt a ∧ a.balance = b |) (| a.balance = b |)

∀ a:Account. ∀ b:Num (| prt a.password ∧ a.balance = b |) (| a.balance ≥ b |)
```

```
Challenge_1: A module spec S, such that Mgood \models S

Mbad \not\models S

Mbetter \models S
```

API - agnostic: a.balance, a.password can be ghost

Talks about effects

```
S = \forall \text{ a:Account (| prt a |) (| prt a |)} \\ \forall \text{ a:Account (| prt a |) a.password |) (| prt a.password |)} \\ \forall \text{ a:Account. } \forall \text{ b:Num (| prt a \land a.balance = b |) (| a.balance = b |)} \\ \forall \text{ a:Account. } \forall \text{ b:Num (| prt a.password \land a.balance = b |) (| a.balance ≥ b |)}
```

Talks about emergent behaviour

Challenge_1: A module spec S, such that $Mgood \models S$ Mbad $\not\models S$ Mbetter $\models S$

```
\begin{aligned} & \text{Mbetter} \vDash \ \forall \ a \text{:Account} \ (|\ \textbf{prt} \ a \ |) \ (|\ \textbf{prt} \ a \ |) \end{aligned} \\ & \text{Mbetter} \vDash \ \forall \ a \text{:Account} \ (|\ \textbf{prt} \ a \text{.password} \ |) \ (|\ \textbf{prt} \ a \text{.password} \ |) \end{aligned} \\ & \text{Mbetter} \vDash \ \forall \ a \text{:Account}. \ \forall \ b \text{:Num} \ (|\ \textbf{prt} \ a \text{.password} \ \land \ a \text{.balance} = b \ |) \ (|\ a \text{.balance} \ge b \ |) \end{aligned}
```

```
Challenge_1: A module spec S, such that Mgood \models S
Mbad \not\models S
Mbetter \models S
```

```
Mbetter ⊨ ∀ a:Account (| prt a |) (| prt a |)

Mbetter ⊨ ∀ a:Account (| prt a.password |) (| prt a.password |)

Mbetter ⊨ ∀ a:Account. ∀ b:Num (| prt a ∧ a.balance = b |) (| a.balance = b |)

Mbetter ⊨ ∀ a:Account. ∀ b:Num (| prt a.password ∧ a.balance = b |) (| a.balance ≥ b |)

Mbad ⊨ ∀ a:Account (| prt a |) (| prt a |)

Mbad ⊭ ∀ a:Account (| prt a.password |) (| prt a.password |)

Mbad ⊨ ∀ a:Account. ∀ b:Num (| prt a ∧ a.balance = b |) (| a.balance = b |)

Mbad ⊭ ∀ a:Account. ∀ b:Num (| prt a.password ∧ a.balance = b |) (| a.balance ≥ b |)
```

Mgood ⊢ S

Mbad ⊬ S

Mbetter ⊢ S

Challenge_4: An inference system, such that we can prove external calls

Challenge_2: An inference system, such that

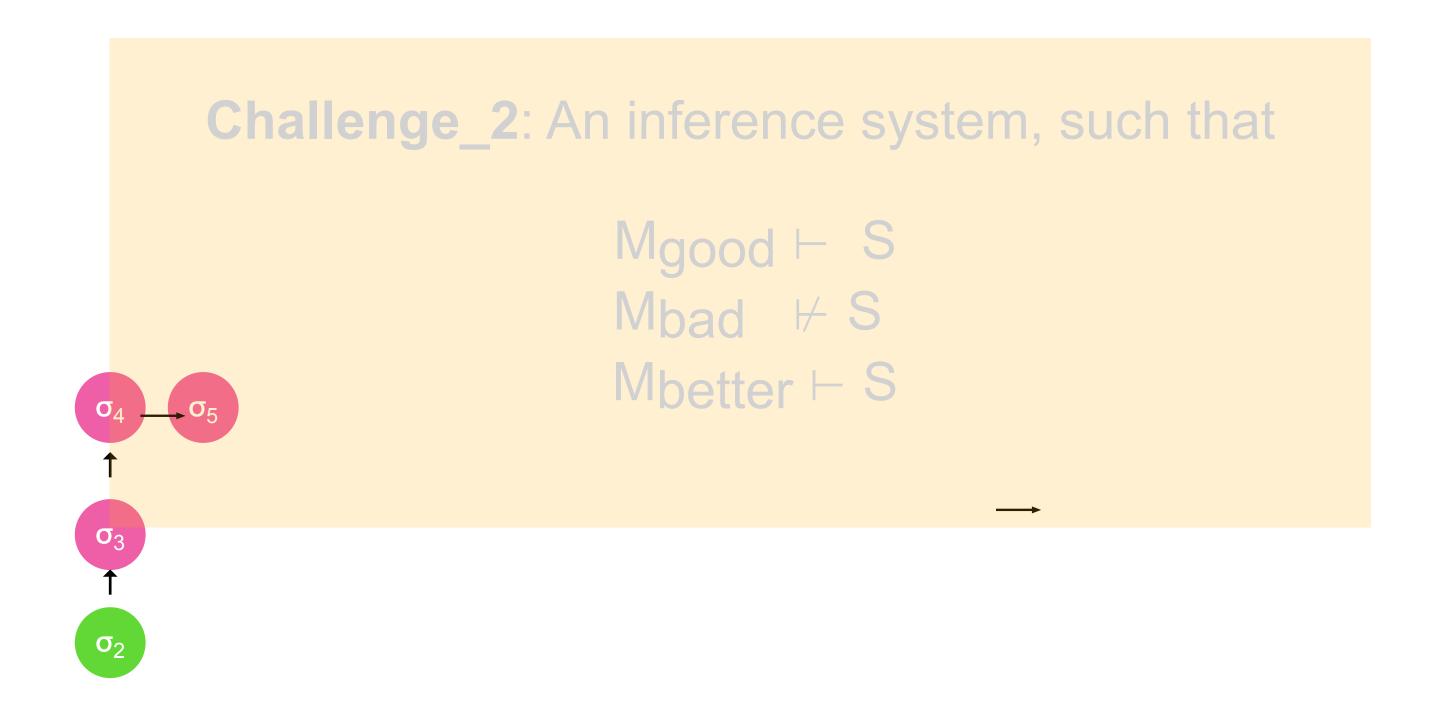
Mgood ⊢ S

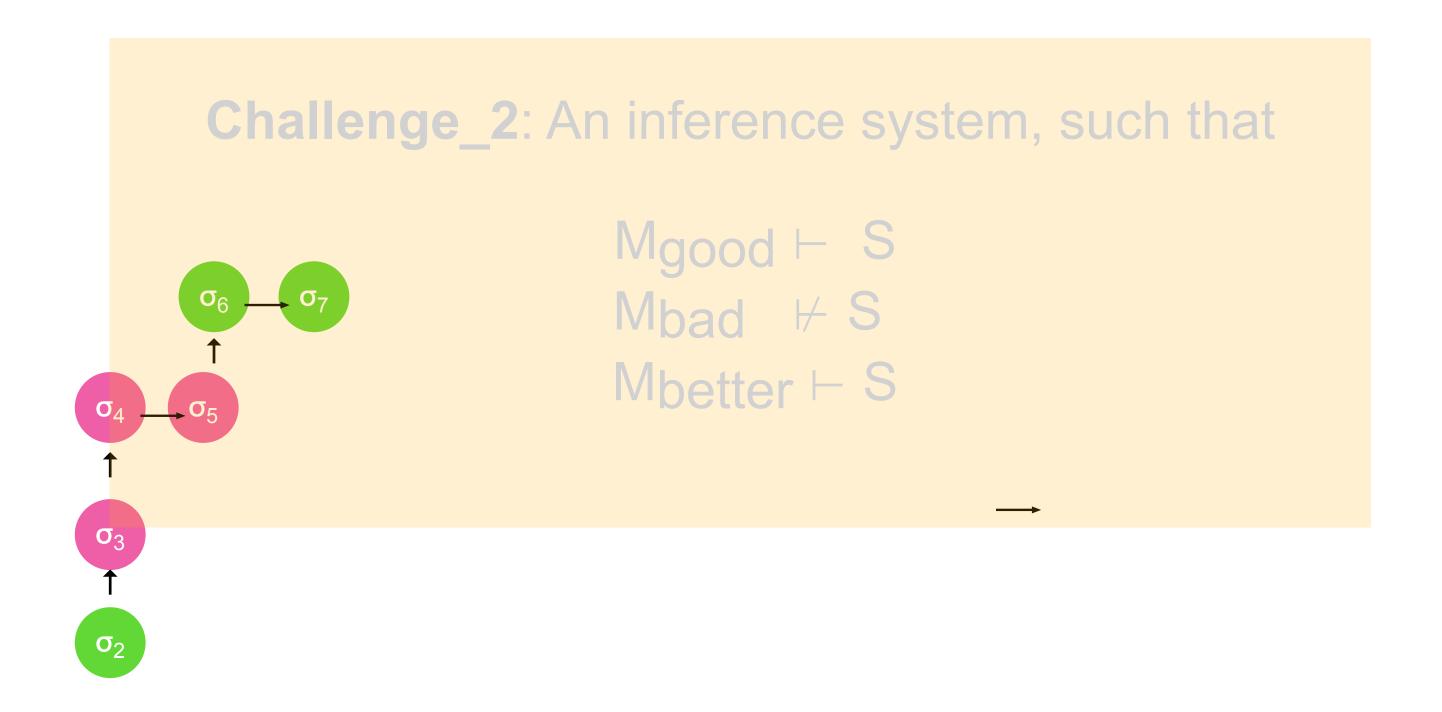
Mbad ⊬ S

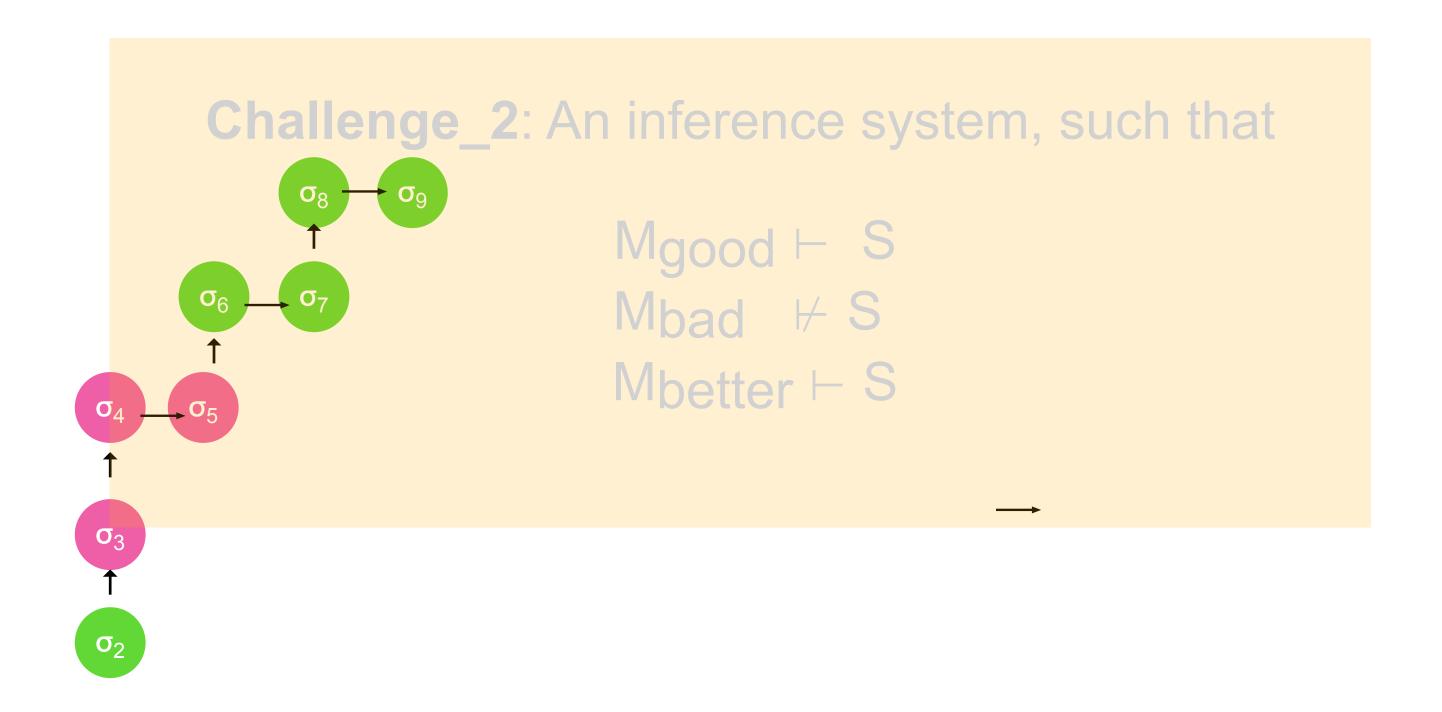
Mbetter ⊢ S

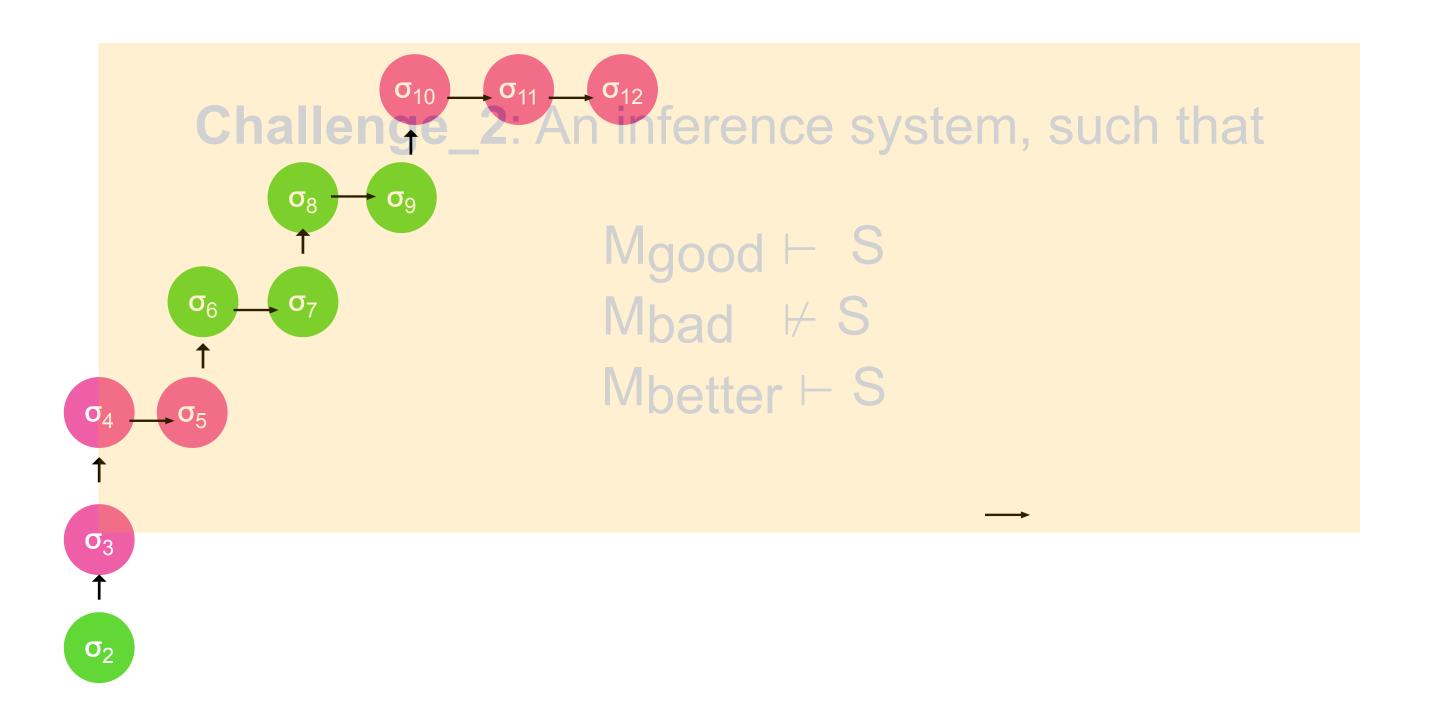
 σ_2

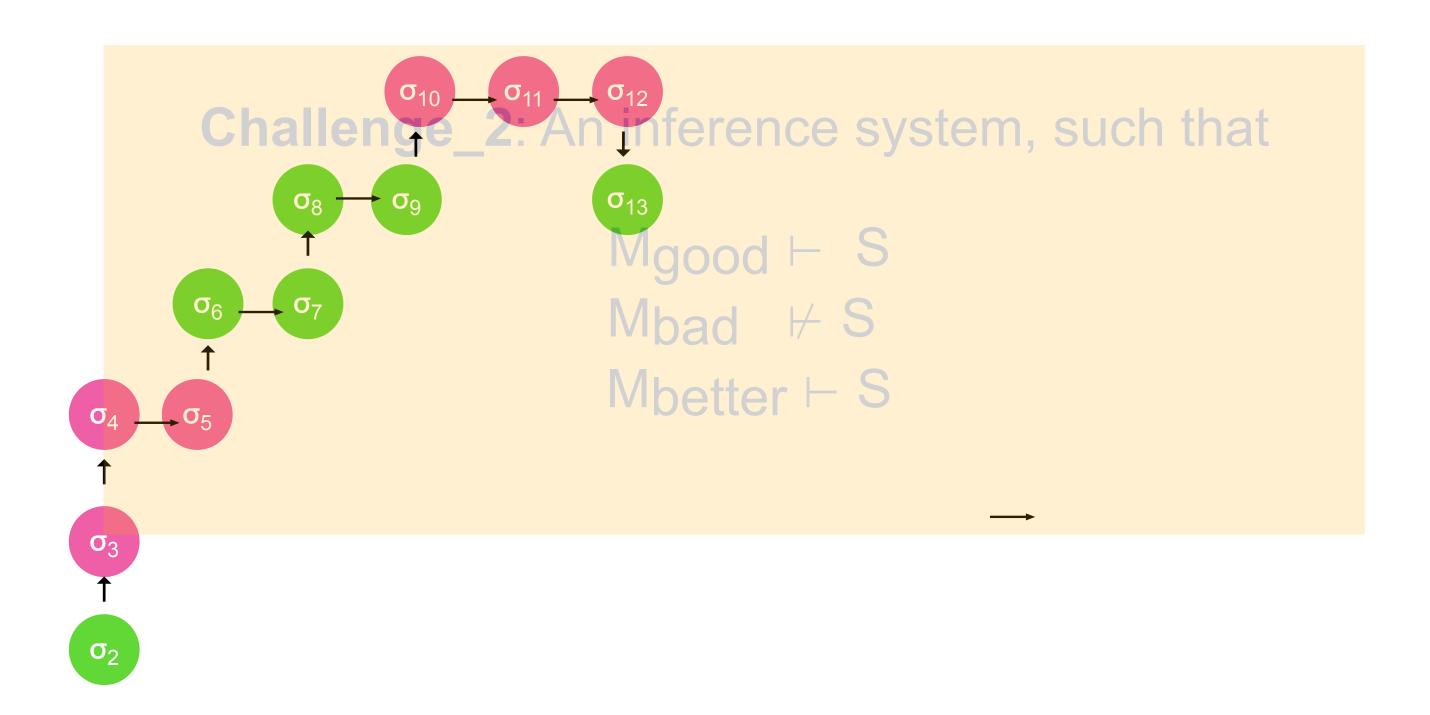
Challenge_2: An inference system, such that $\begin{array}{c} Mgood \vdash S \\ Mbad \not\vdash S \\ Mbetter \vdash S \end{array}$

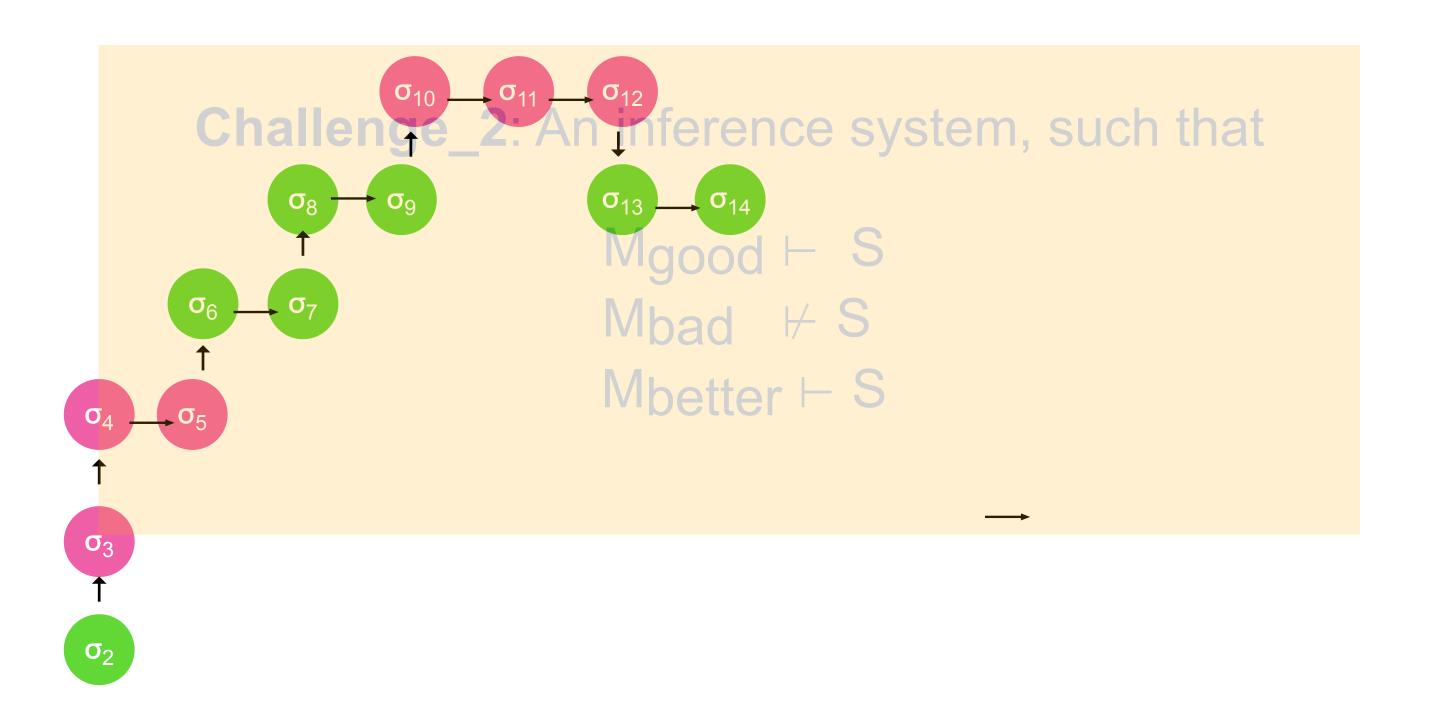


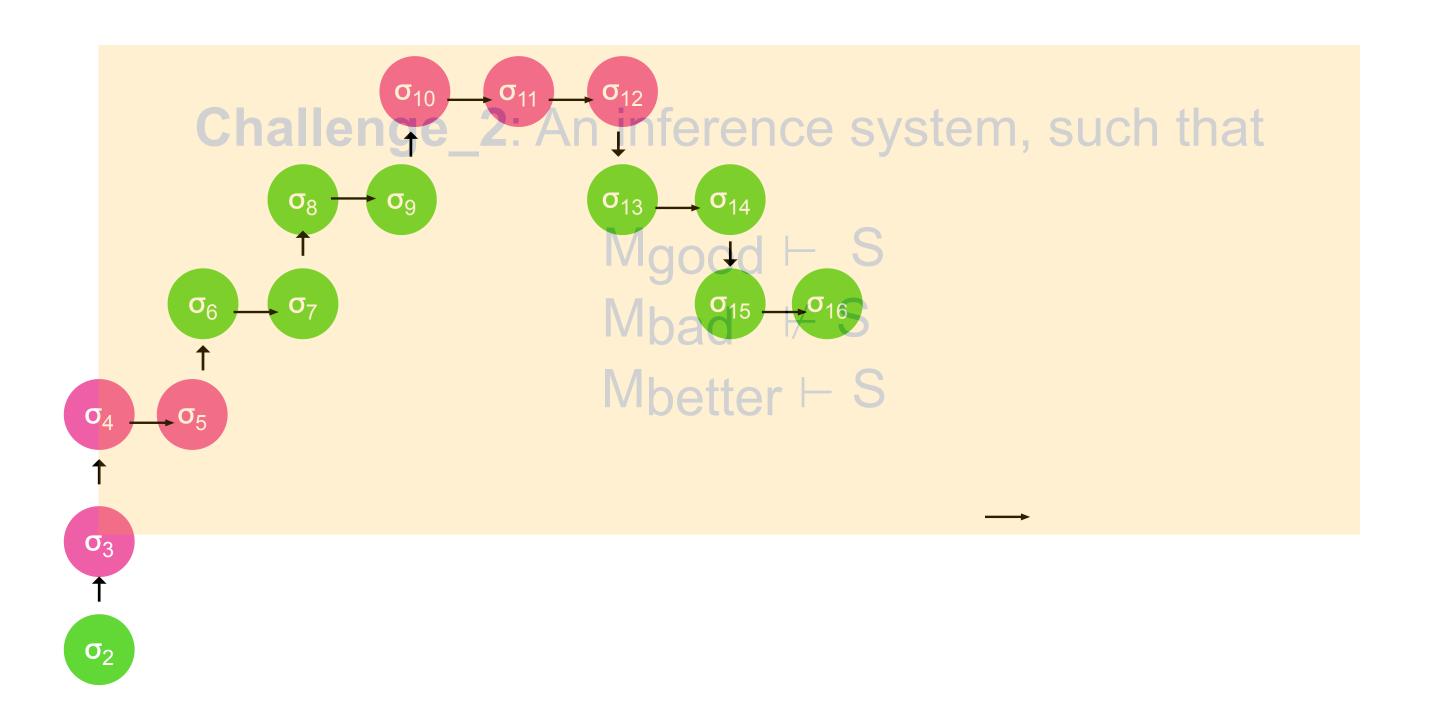


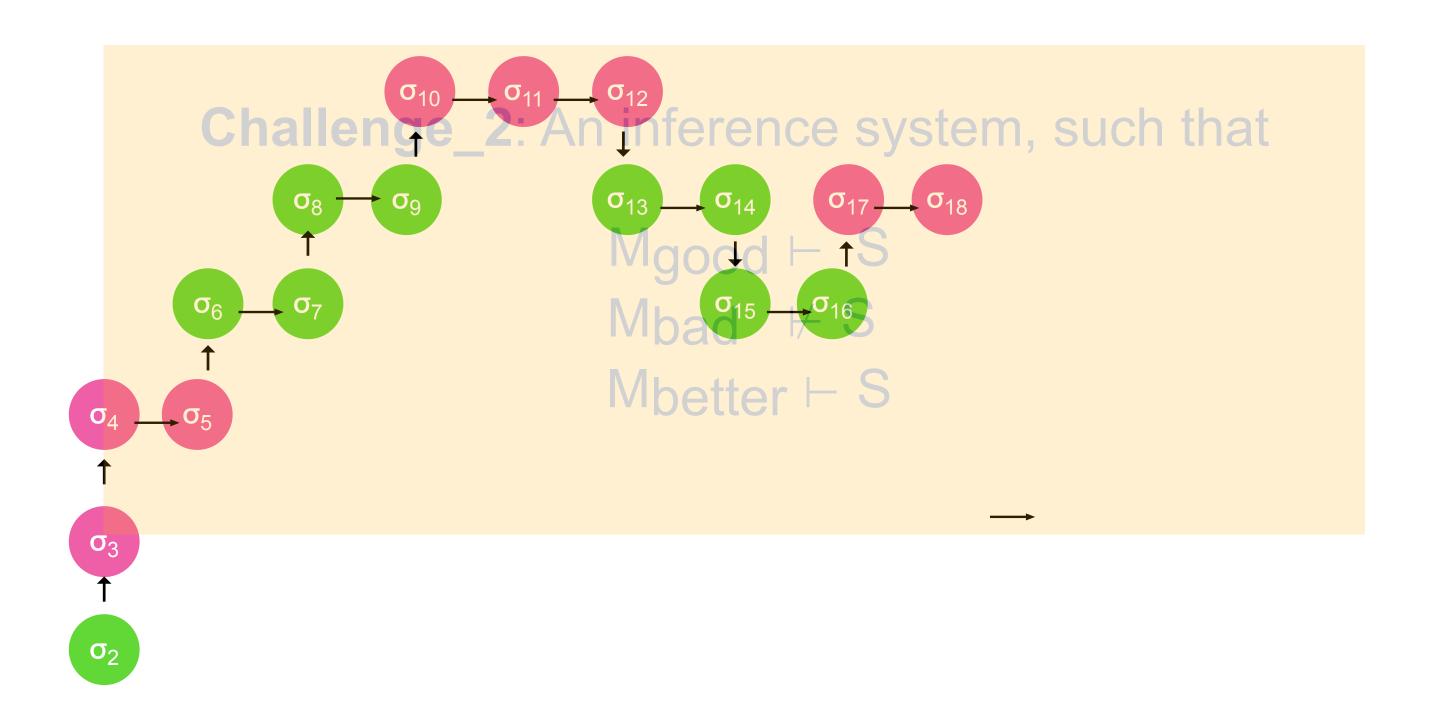


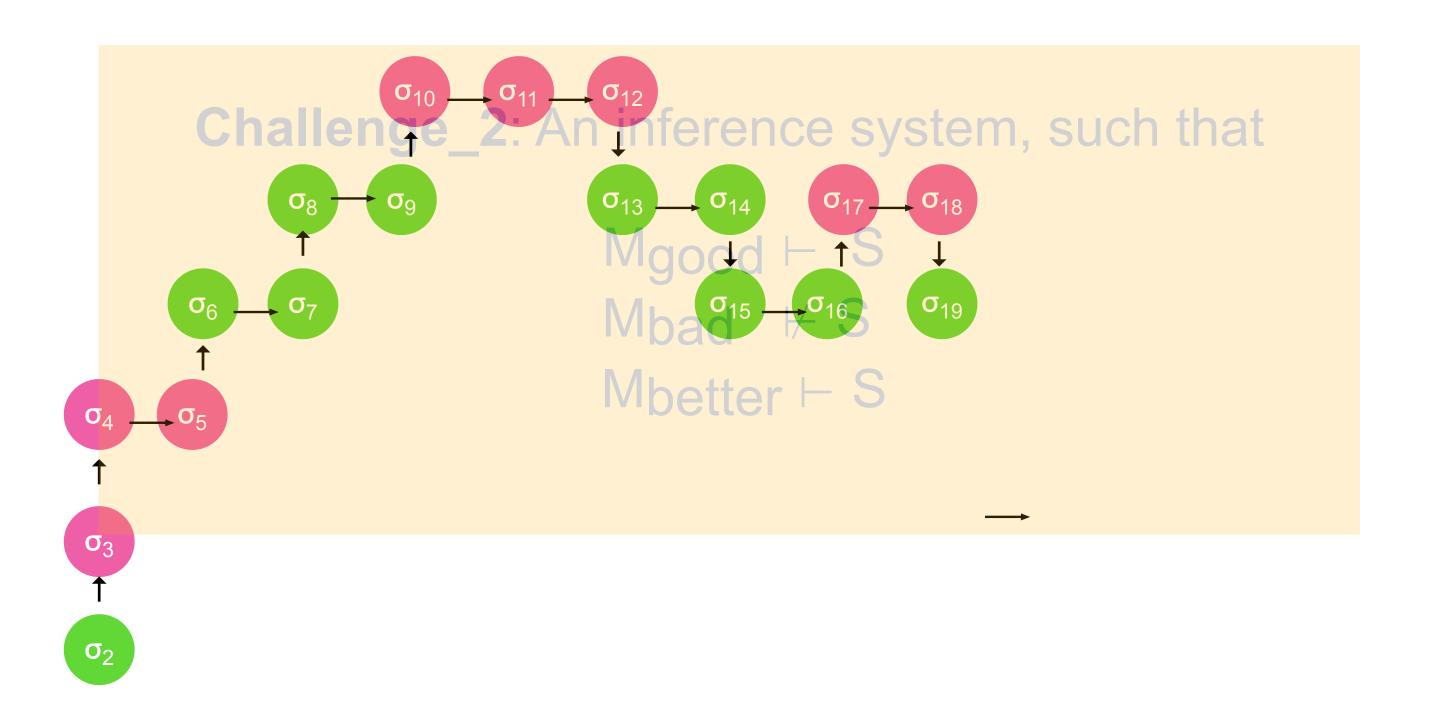


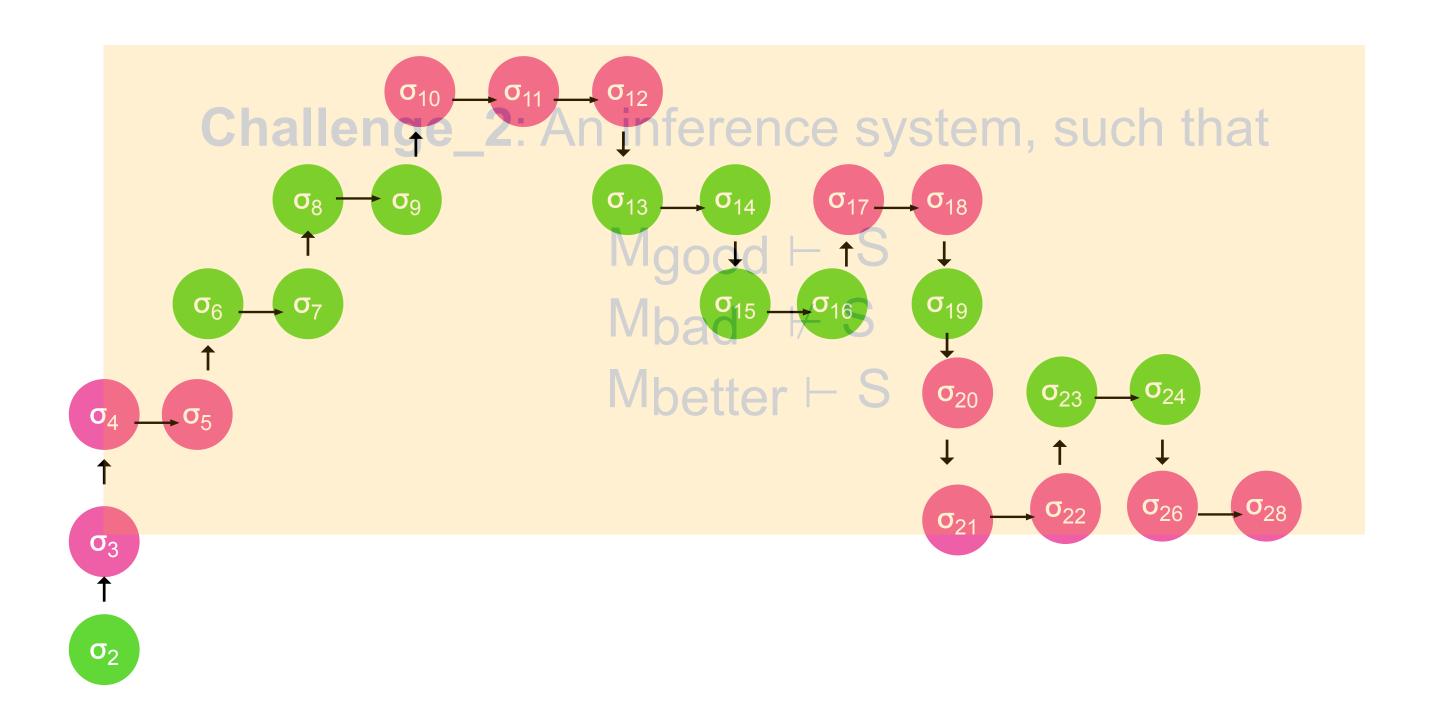


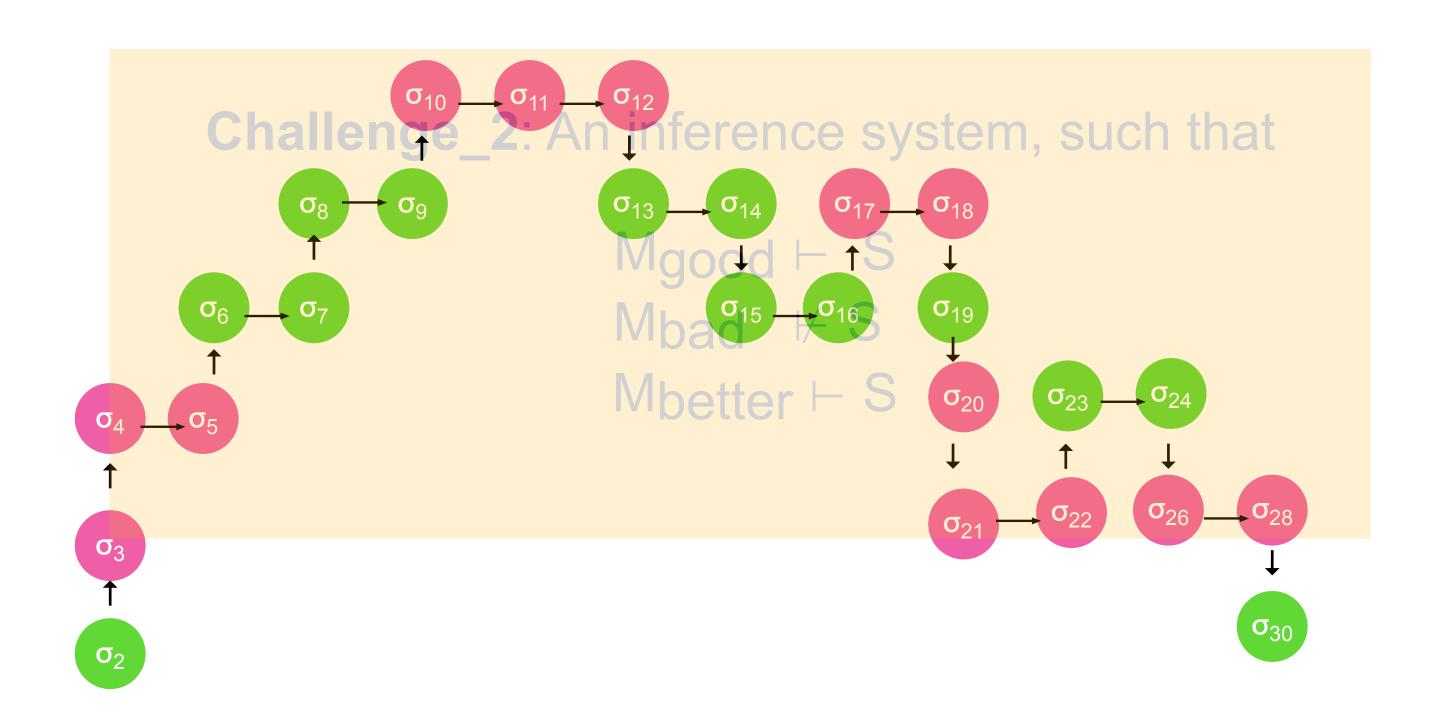












An assertion A is **encapsulated** by module M, if it can only be invalidated through calls to methods from M.

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For example:

```
Mod_{bad} \models Encaps(a:Account \land a.balance = bal)

Mod_{better} \models Encaps(a:Account \land a.balance = bal)
```

An assertion A is **encapsulated** by module M, if it can only be invalidated through calls to methods from M.

For example:

```
Mod_{bad} \models Encaps(a:Account \land a.balance = bal)

Mod_{better} \models Encaps(a:Account \land a.balance = bal)
```

Assume two further modules, Mod_{ul} and Mod_{pl} , which use ledgers to keep a map between accounts and their balances, which export functions that allow the update of this map. In Mod_{ul} the ledger is not protected, while in Mod_{pl} the ledger is protected.

```
Mod_{ul} \not\models Encaps(a:Account \land a.balance = bal)

Mod_{pl} \not\models Encaps(a:Account \land a.balance = bal)
```

```
\forall D \in M, m \ with \ \texttt{mBody}(m, D, M) = \overline{y} : \overline{D} \{ s \}
m \ private
for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y} : \overline{D} \land A_{pre} \} s \{ A_{post} \}
m \ public
M \vdash \{ \ \texttt{this} : D \land \overline{y} : \overline{D} \land ??? \} s \{ ??? \}
and \ for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y} : \overline{D} \land ??? \land A_{pre} \} s \{ A_{post} \}
\vdash M
```

```
\forall D \in M, m \ with \ \texttt{mBody}(m, D, M) = \overline{y : D} \{ s \}
m \ private
for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y : D} \land A_{pre} \} s \{ A_{post} \}
m \ public
M \vdash \{ \ \texttt{this} : D \land \overline{y : D} \land \textit{Invs}(M) \cdot ?? \} s \{ \textit{Invs}(M) \cdot ?? \}
and \ for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y : D} \land \textit{Invs}(M) \cdot ?? \land A_{pre} \} s \{ A_{post} \}
\vdash M
```

Challenge_2/4: An inference system, such that ...

```
\forall D \in M, m \ with \ \texttt{mBody}(m, D, M) = \overline{y} : \overline{D} \{ s \}
m \ private
for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y} : \overline{D} \land A_{pre} \ \} \ s \{ \ A_{post} \ \}
m \ public
M \vdash \{ \ \texttt{this} : D \land \overline{y} : \overline{D} \land \mathcal{I}nvs(M) \neg \overline{y} \} \ s \{ \ \mathcal{I}nvs(M) \neg \overline{y} \}
and \ for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y} : \overline{D} \land \mathcal{I}nvs(M) \neg \overline{y} \land A_{pre} \ \} \ s \{ \ A_{post} \}
\vdash M
```

Challenge_2/4: An inference system, such that ...

```
\forall D \in M, m \ with \ \texttt{mBody}(m, D, M) = \overline{y : D} \{ s \}
m \ private
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M \vdash \{ \ \texttt{this} : D \land \overline{y : D} \land A_{pre} \} \ s \{ A_{post} \}
m \ public
M \vdash \{ \ \texttt{this} : D \land \overline{y : D} \land \mathcal{I}nvs(M) \neg \overline{y} \} \ s \{ \mathcal{I}nvs(M) \neg \overline{y} \}
and \ for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : D \land \overline{y : D} \land \mathcal{I}nvs(M) \neg \overline{y} \land A_{pre} \} \ s \{ A_{post} \}
\vdash M
```

Lemma 3.6. For any states σ , σ' , assertion A, addresses $\overline{\alpha}$, variables \overline{x} , \overline{y} , \overline{z} disjoint with one another, and such that $fv(A) \subseteq \overline{x}$:

(1)
$$M, \sigma[\overline{x \mapsto \alpha}] \models A \neg \overline{y} \implies M, (\sigma[\overline{x \mapsto \alpha}]) \triangledown \overline{y} \models A$$

(2)
$$M, ((\sigma[\overline{x \mapsto \alpha}]) \lor (\overline{y}, \overline{z})) \models A \implies M, \sigma[\overline{x \mapsto \alpha}] \models A \neg \overline{y}$$

Challenge_2/4: An inference system, such that ...

```
\forall D \in M, m \ with \ \texttt{mBody}(m, D, M) = \overline{y : D} \{ s \}
m \ private
for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : \texttt{D} \land \overline{y : D} \land A_{pre} \ \} \ s \{ \ A_{post} \ \}
m \ public
M \vdash \{ \ \texttt{this} : \texttt{D} \land \overline{y : D} \land \mathcal{I}nvs(M) \neg \overline{y} \} \ s \{ \ \mathcal{I}nvs(M) \neg \overline{y} \}
and \ for \ all \ its \ specs \ A_{pre}, A_{post} :
M \vdash \{ \ \texttt{this} : \texttt{D} \land \overline{y : D} \land \mathcal{I}nvs(M) \neg \overline{y} \land A_{pre} \ \} \ s \{ \ A_{post} \}
\vdash M
```

Weaken
$$M \vdash S \subseteq S'$$
 $M \vdash S \subseteq M \vdash S'$ $M \vdash S \land S'$

Challenge_2/4: ... prove method bodies

EXTEND
$$\frac{M \vdash_{ul} \{A\} s \{A'\}}{M \vdash_{l} \{A\} s \{A'\}} = \frac{M \vdash_{l} \{A\} s \{A'_{1}\} M \vdash_{l} \{A_{2}\} s \{A'_{2}\}}{M \vdash_{l} \{A_{1}\} s \{A'_{1}\} M \vdash_{l} \{A_{2}\} s \{A'_{2}\}}$$
SEQU
$$\frac{M \vdash_{l} \{A\} s_{1} \{A''\} M \vdash_{l} \{A''\} s_{2} \{A'\}}{M \vdash_{l} \{A\} s_{1}; s_{2} \{A'\}} = \frac{M \vdash_{l} \{A\} s \{A''\} M \vdash_{l} \{A''\} s \{A'''\} M \vdash_{l} A''' \to_{l} A'}{M \vdash_{l} \{A\} s \{A'\}}$$

$$\frac{M \vdash_{l} \{A\} s \{A''\} M \vdash_{l} \{A''\} s \{A'''\} M \vdash_{l} A''' \to_{l} A''}{M \vdash_{l} \{A\} s \{A''\}}$$

[IntCall_WithSpec]

$$M, C, m: (A_1, A_2) \qquad fv(A_1) = \overline{x}$$

$$M \vdash \{ \text{ intl } y_0 \land y: C \land A_1[\overline{y}/\text{this}, \overline{x}] \} u := y_0.m(y_1, ..y_n) \{ A_2[u/result, \overline{y}/\text{this}, \overline{x}] \}$$

[CallAndAlias

 $M \vdash \{ x = x' \land (\operatorname{extl} y_0 \rightarrow \mathscr{Invs}(M) \neg \overline{y}) \} u := y_0.m(y_1, ...y_n) \{ x = x' \}$

 $x \neq u \neq x'$

[CallNonAlias]

$$x \neq u \neq x'$$

 $M \vdash \{ x \neq x' \land (\operatorname{extl} y_0 \rightarrow \operatorname{Invs}(M) \neg \overline{y}) \} u := y_0.m(y_1,..y_n)) \{ x \neq x' \}$

[EXTCAL]

 $M \vdash \{ \text{ extl } y_0 \land \mathcal{I}nvs(M) \neg \overline{y} \} u := y_0.m(y_1,..y_n) \{ \mathcal{I}nvs(M) \neg \overline{y} \}$

[ExtCall_WithSpec_Weak]

 $\vdash M:$

 $M \vdash \{ \text{ extl } y_0 \land \overline{x:C} \land ??? \land \mathscr{Invs}(M) \neg \overline{y} \} u := y_0.m(y_1,..y_n) \{ ??? \}$

```
[EXTCALL_WITHSPEC_WEAK]
```

```
\vdash M:
```

```
M \vdash \{ \text{ extl } y_0 \land \overline{x:C} \land ??? \land \mathscr{Invs}(M) \neg \overline{y} \} u := y_0.m(y_1,..y_n) \{ ??? \}
```

```
[ExtCall_WithSpec_Weak]
```

$$M \vdash \{ \text{ extl } y_0 \land \overline{x:C} \land ??? \land \mathscr{Invs}(M) \neg \overline{y} \} u := y_0.m(y_1,..y_n) \{ ??? \}$$

 $\vdash M : \forall \overline{x : C}.(A_1)(A_2)$

[ExtCall_WithSpec_Weak]

$$\vdash M : \forall \overline{x : C}.(A_1)(A_2)$$

 $M \vdash \{ \text{ extl } y_0 \land \overline{x:C} \land A_1 \neg \overline{y} \land \mathscr{Invs}(M) \neg \overline{y} \} u := y_0.m(y_1,..y_n) \{ ??? \}$

[EXTCALL_WITHSPEC_WEAK]

$$\vdash M : \forall \overline{x : C}.(A_1)(A_2)$$

 $M \vdash \{ \mathbf{extl} \ y_0 \land \overline{x : C} \land A_1 \neg \overline{y} \land \mathscr{Invs}(M) \neg \overline{y} \} \ u := y_0.m(y_1, ...y_n) \{ A_2 \neg \overline{y} \}$

$$[\texttt{ExtCall_WithSpec_Strong}] \\ \vdash M: \forall \overline{x:C}. (A_1) (A_2) \\ M \vdash \{ \ \ \text{extl} \ y_0 \ \land \ \overline{x:C} \ \land \ A_1 \neg \overline{y} \ \land \ \ref{nvs}(M) \neg \overline{y} \ \} \ u := y_0.m(y_1,..y_n) \{ \ A_2 \neg \overline{y} \ \ref{nvs}(R) \ \ref{nvs}(R)$$

 $\vdash M : \forall \overline{x : C}.(A_1)(A_2)$

$$[ExtCall_WithSpec_Strong] \\ \vdash M: \forall \overline{x:C}. (A_1) (A_2) \\ \hline M \vdash \{ extl y_0 \land \overline{x:C} \land A_1 \neg \overline{y} \land ??? \land \mathscr{Invs}(M) \neg \overline{y} \} u := y_0.m(y_1, ..y_n) \{ A_2 \neg \overline{y} ??? \}$$

$$\vdash M : \forall \overline{x : C}.(A_1)(A_2)$$

$$M \vdash \{ \text{ extl } y_0 \land \overline{x:C} \land A_1 \neg \overline{y} \land A_1 \land \mathscr{Invs}(M) \neg \overline{y} \} u := y_0.m(y_1,..y_n) \{ A_2 \neg \overline{y} \land A_2 \}$$

```
class Shop

fld myAccount : Account
fld inventory : Inventory

void buy(buyer: Object, anItem: Item)
  int price = anItem.price
  int oldBalance = this.myAccount.balance
  buyer.payMe(myAccount,price)
  if (this.myAccount.balance == oldBalance+price)
    this.send(buyer,anItem)
  else
    buyer.tell("you have not paid me")
```

External call

```
class Shop

fld myAccount : Account
fld inventory : Inventory

void buy(buyer: Object, anItem: Item)
  int price = anItem.price
  int oldBalance = this.myAccount.balance
  buyer.payMe(myAccount,price)
  if (this.myAccount.balance == oldBalance+price)
    this.send(buyer,anItem)
else
  buyer.tell("you have not paid me")
```

External call

```
class Shop
  fld myAccount : Account
  fld inventory : Inventory
  void buy(buyer: Object, anItem: Tem)
    int price = anItem.price
    int oldBalance = this.myAccount.balance
    buyer.payMe (myAccount, price)
    if (this.myAccount.balance == oldBalance+price)
       this.send(buyer,anItem)
    else
       buyer.tell("you have not paid me")
Shop part of Banking module;
buy a public method of Shop.
```

External call

```
class Shop
  fld myAccount : Account
  fld inventory : Inventory
  void buy(buyer: Object, anItem: Tem)
    int price = anItem.price
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Shop part of Banking module;
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```

```
buy satisfies
```

PRE: this.myAccount.passdw prt-frm buyer && this.myAccount.balance==b
POST: this.myAccount.balance >= b

External call

```
class Shop
  fld myAccount : Account
  fld inventory : Inventory
  void buy(buyer: Object, anItem: Tem)
    int price = anItem.price
    int oldBalance = this.myAccount.balance
    buyer.payMe (myAccount, price)
    if (this.myAccount.balance == oldBalance+price)
        this.send(buyer,anItem)
    else
       buyer.tell("you have not paid me")
Shop part of Banking module;
buy a public method of Shop.
```

```
buy satisfies implicitly
```

PRE: this.myAccount.passdw prt-frm buyer && this.myAccount.balance==b
POST: this.myAccount.balance >= b

This spec derivable from the Banking spec

```
External call
class Shop
  fld myAccount : Account
  fld inventory : Inventory
  void buy(buyer: Object, anItem: Tem)
    int price = anItem.price
    int oldBalance = this.myAccount.balance
    buyer.payMe (myAccount, price)
    if (this.myAccount.balance == oldBalance+price)
       this.send(buyer,anItem)
    else
       buyer.tell("you have not paid me")
Shop part of Banking module;
                                      buy possible spec
buy a public method of Shop.
                                         PRE: myAccount.balance=b && this.inventory = list
                                         POST: myAccount.balance=b+anItem.price
                                                              -> this.inventory = list\anItem
```

buy satisfies implicitly

PRE: this.myAccount.passdw prt-frm buyer && this.myAccount.balance==b
POST: this.myAccount.balance >= b

```
External call
class Shop
  fld myAccount : Account
  fld inventory : Inventory
                                                            😲 🤥 this spec is implied 😲 🤥
  void buy(buyer: Object, anItem: Tem)
    int price = anItem.price
    int oldBalance = this.myAccount.balance
                                                            Of course, we have to prove that buy
    buyer.payMe (myAccount, price)
                                                            preserves Banking's spec
    if (this.myAccount.balance == oldBalance+price)
                                                            (as per rule Module_Well_Fomed)
       this.send(buyer,anItem)
    else
       buyer.tell("you have not paid me")
Shop part of Banking module;
                                       buy possible spec
buy a public method of Shop.
                                          PRE: myAccount.balance=b && this.inventory = list
                                          POST: myAccount.balance=b+anItem.price
                                                               -> this.inventory = list\anItem
```

buy satisfies implicitly

PRE: this.myAccount.passdw prt-frm buyer && this.myAccount.balance==b
POST: this.myAccount.balance >= b

This spec derivable from the Banking spec

```
External call
 class Shop
   fld myAccount : Account
   fld inventory : Inventory
                                                            ## this spec is implied ###
   void buy(buyer: Object, anItem: Tem)
     int price = anItem.price
     int oldBalance = this.myAccount.balance
                                                            Of course, we have to prove that buy
     buyer.payMe (myAccount, price)
                                                            preserves Banking's spec
     if (this.myAccount.balance == oldBalance+price)
                                                            (as per rule Module_Well_Fomed)
        this.send(buyer,anItem)
     else
        buyer.tell("you have not paid me")
                                       buy possible spec
Shop part of Banking module;
buy a public method of Shop.
                                          PRE: myAccount.balance=b && this.inventory = list
                                          POST: myAccount.balance=b+anItem.price
                                                               -> this.inventory = list\anItem
buy satisfies implicitly
   PRE: this.myAccount.passdw prt-frm buyer && this.myAccount.balance==b
```

This spec derivable from the Banking spec

POST: this.myAccount.balance >= b

Challenge_3: The inference system should be algorithmic

Happy!

Convinced!

Surprised!

- Distinction between external/internal objects
- Specifications talk about necessary conditions for effect:
 ∀ x: Object (| denial of capability ∧ A |) (| A |)
 means that capability is needed in order to invalidate A
- prt x: expresses that capability x is protected from external objects
- Design "Fineties"
 - prt x only protects from *locally-relevant* objects;
 - ∀ x: ..(|..|)(|...|) tallks about *globally-relevant* objects
 - "future is shallow"

• API-agrnositc spec, "Algorithmic" inference system system, open calls

Hand-written soundness and adherence proof

Summary

Happy!

Convinced:

Object capabilities are about necessary conditions for effects caused by external objects.

Surprised!

Happy!

Convinced!

Surprised:

* talk about *necessary* conditions, but reason with *sufficient* conditions.

* No need for temporal logic specifications.

* Hoare-logic extension

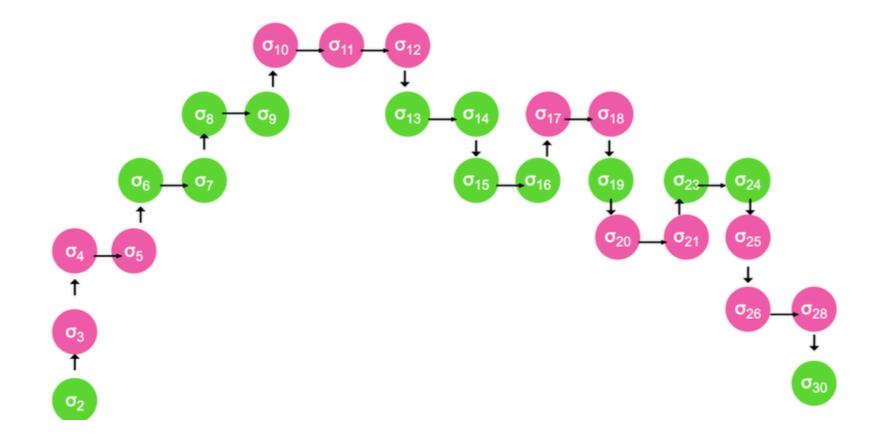
- Smooth the edges
- Mechanize proofs
- Completeness?
- Adversarial logic
- More principled development of ptr-Hoare rules
- Revisit protection:
 - What if more than one capability for an effect?
 - Ownership types, membranes etc?
 - Instance-level protection?
- More than two modules
- Other Programming Paradigms
- Better interection with underlying Hoare logics, esp. "modifies" clauses, *
- Parametric with language and Hoare Logic
- Inference of Classic Specs given Invariants

• Tool

Alice •

Next

the original execution:



the summarised execution:

