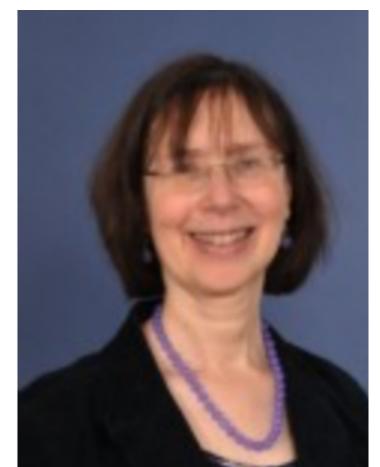


James Noble



Susan Eisenbach



Julian Mackay



and in earlier works



Toby Murray

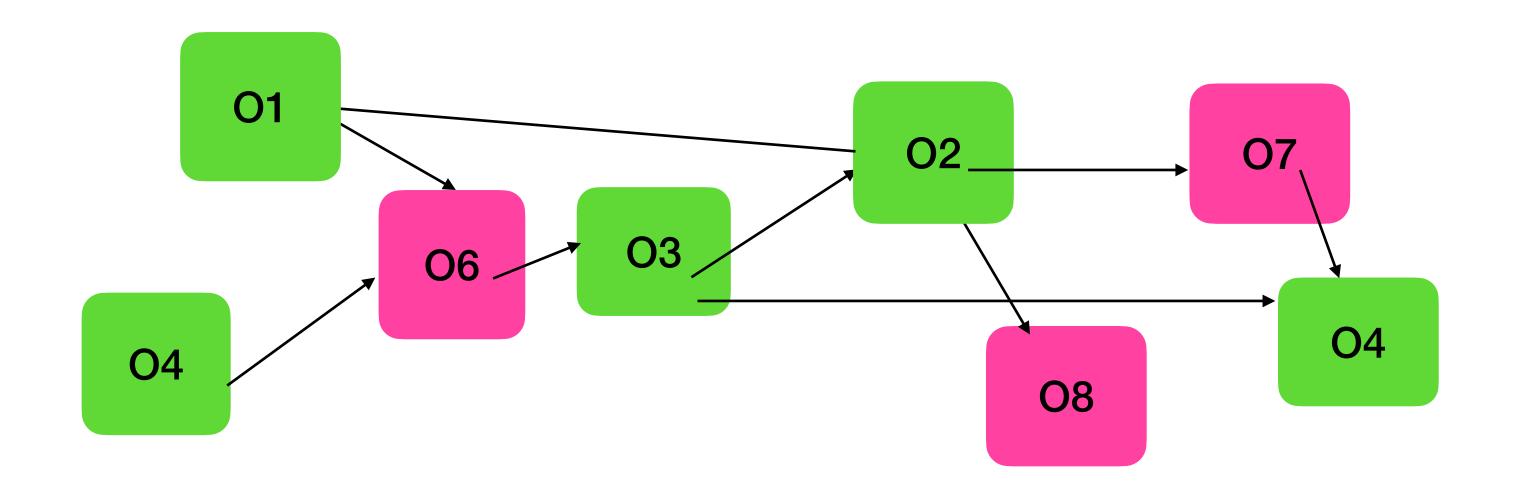




# Our research Question

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

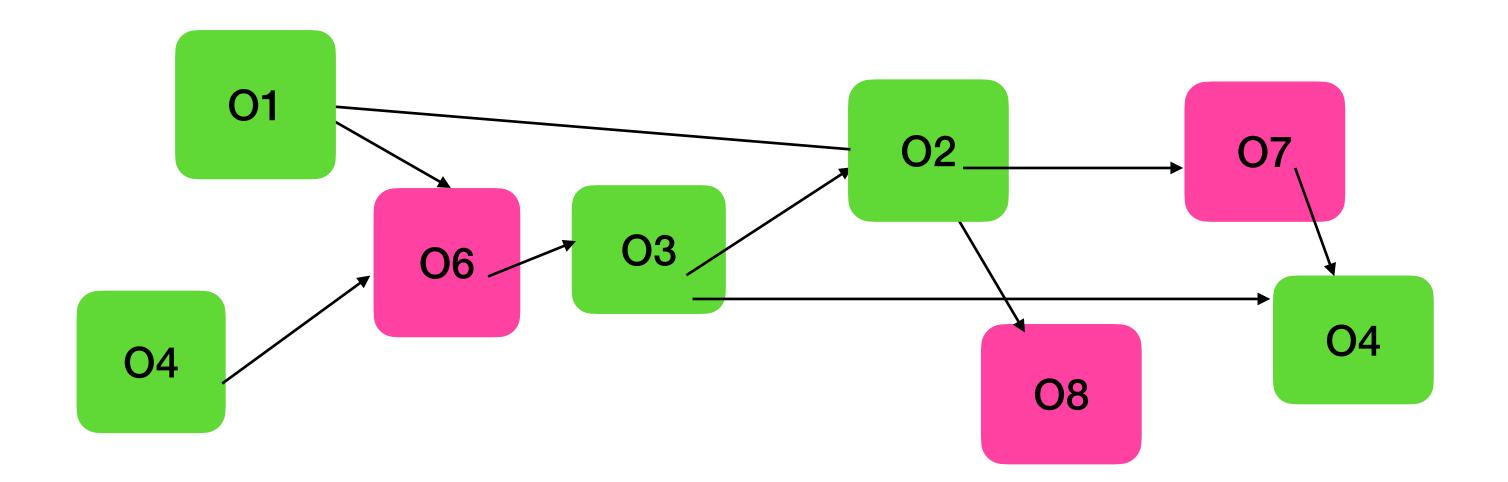
external, untrusted, potentially malicious, objects.



# Our research Question

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

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



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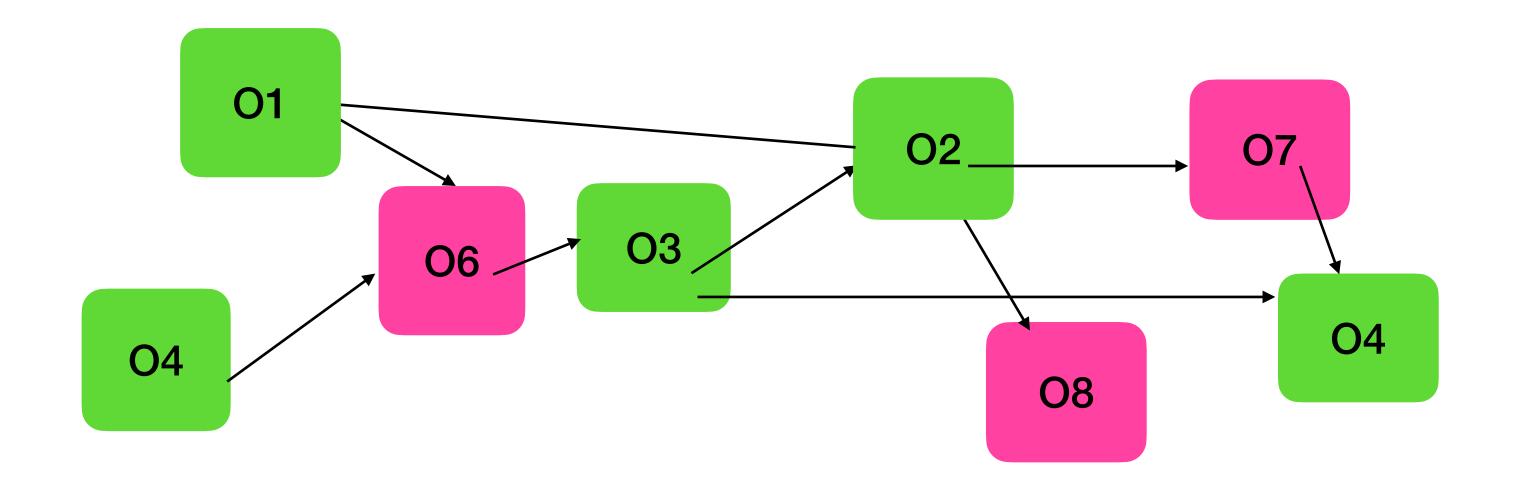
external, untrusted, potentially malicious, objects, using capabilities.

Literature:

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

"References cannot be forged.

Capability transferred only through messages or through creation."



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#### Literature:

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"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."

#### 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

```
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
```

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

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

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

```
module Modgood
  class Account
    field balance:int
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    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
```

.. 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
                                                                 module Modbetter
                         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
```

```
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')
        this.pwd=pwd''
```

```
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
```

#### Challenge\_2: An inference system, such that

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

```
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''
```

```
module Modgood
  class Account
    field balance:int
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    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
```

Challenge\_3: Inference system should be algorithmic

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

```
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 Mod1
...
method cautious(untrusted:Object)
a = new Account
p = new Password
a.set(null,p)
...
untrusted.make_payment(a)
...
```

```
module Mod1
method cautious(untrusted:Object)
a = new Account
p = new Password
a.set(null,p)

untrusted.make_payment(a)

...
```

External call

```
module Mod1

method cautious(untrusted:Object)

a = new Account

p = new Password

a.set(null,p)

...

untrusted.make_payment(a)

...
```

If Account comes from a "good" module, and on line 3 untrusted has no access to a password, and line 7 does not leak ta password to untrusted,

```
module Mod1

method cautious (untrusted:Object)

a = new Account

p = new Password

a.set(null,p)

...

untrusted.make_payment(a)

...
```

If Account comes from a "good" module, and on line 3 untrusted has no access to a.password, and line 7 does not leak ta.password to untrusted, then the balance of a does not decrease by the call make\_payment (line 8).

```
module Mod1

method cautious(untrusted:Object)

a = new Account

p = new Password

a.set(null,p)

mutrusted.make_payment(a)
```

External call

Challenge\_4: An inference system, such that we can prove external calls.

If Account comes from a "good" module, and on line 3 untrusted has no access to a.password, and line 7 does not leak ta.password to untrusted, then the balance of a does not decrease by the call make\_payment (line 8).

 $M_{good} \models S$ 

M<sub>bad</sub> ⊭ 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

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

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"?

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

Mgood ⊨ S Mbad ⊭ S Mbetter ⊨ S

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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 }

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

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:

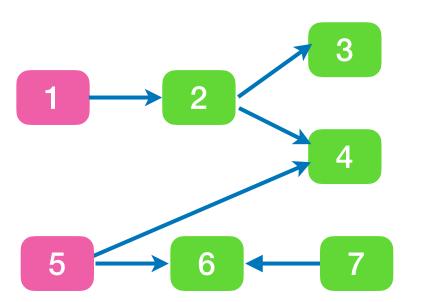
...how our, internal, trusted objects will interact securely with the external, untrusted, potentially malicious, objects.

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

Remember:

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

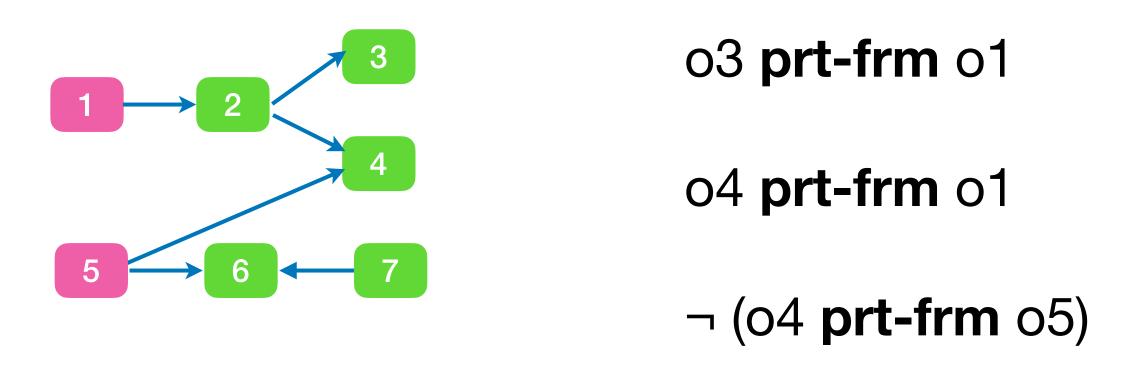
Def: o prt-frm o', if any path from o' to o goes through an internal object.



#### Remember:

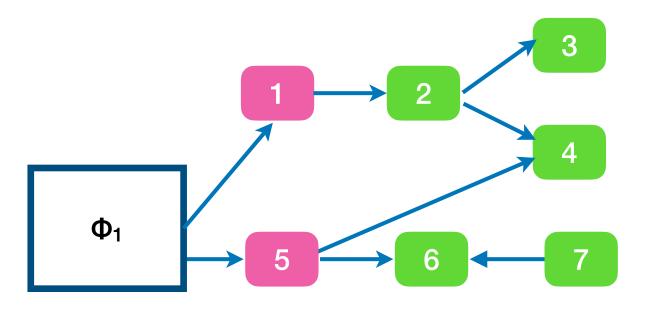
...how our, internal, trusted objects will interact securely with the external, untrusted, potentially malicious, objects.

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



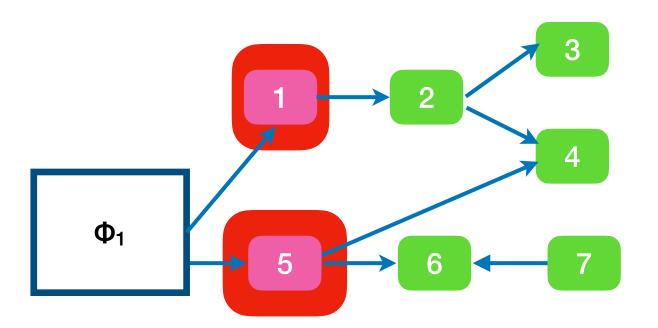
Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.

Def: o prt, if o prt-from any external object accessible from top frame



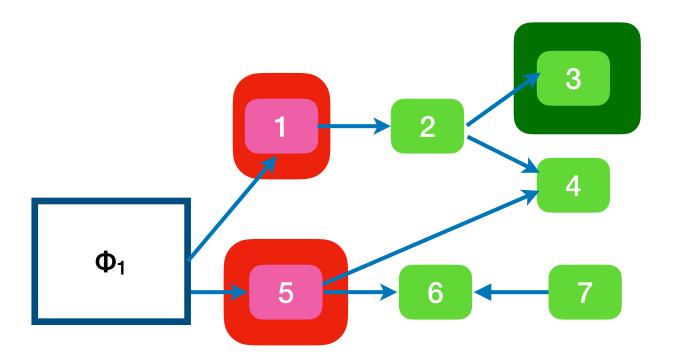
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Def: o prt, if o prt-from any external object accessible from top frame



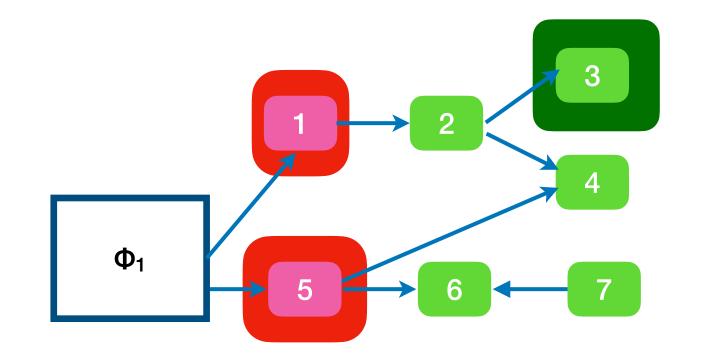
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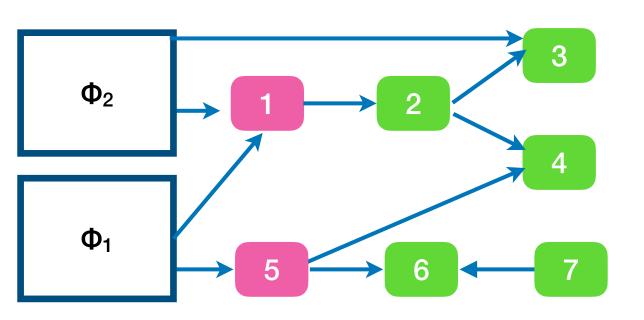
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Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.

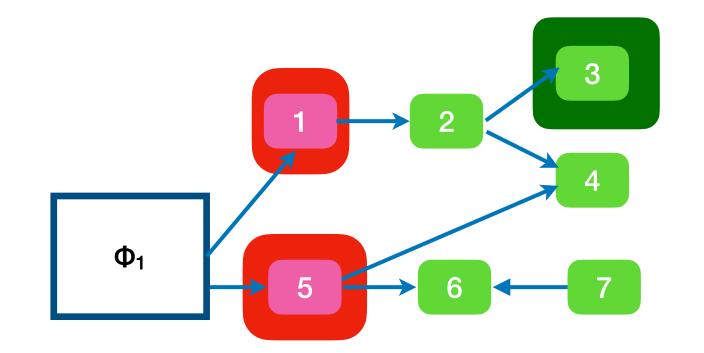
Def: o prt, if o prt-from any external object accessible from top frame

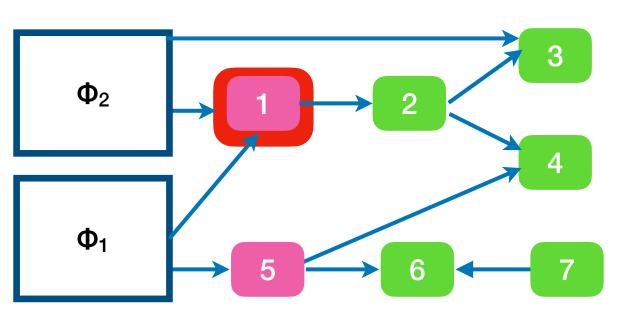




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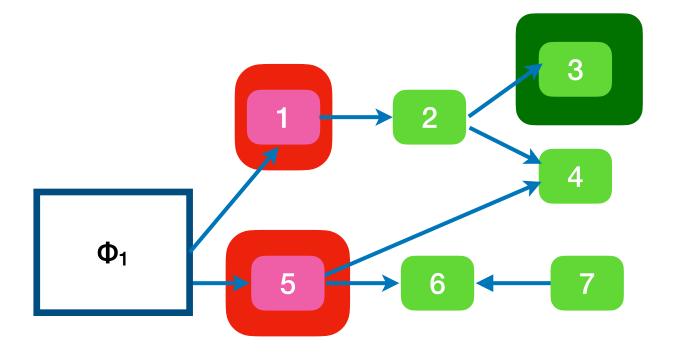
Def: o prt, if o prt-from any external object accessible from top frame

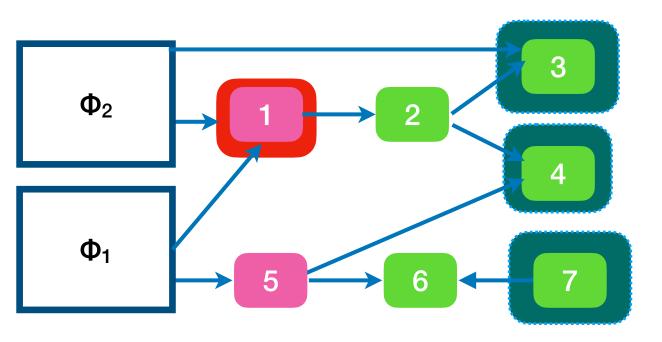




Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.

Def: o prt, if o prt-from any external object accessible from top frame

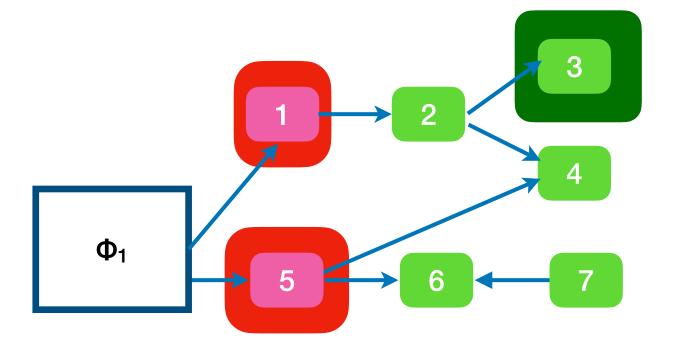




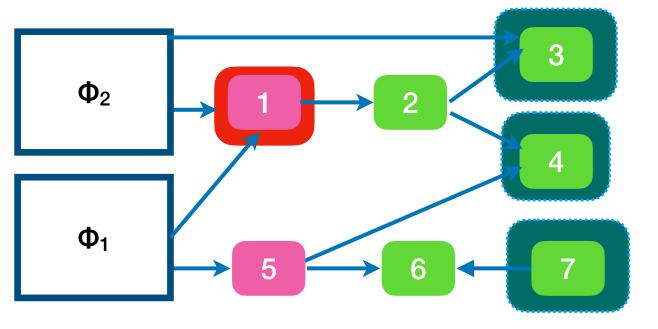
Def: o prt-frm o', if extr o' and any path from o' to o goes through an internal object.

Def: o prt, if o prt-from any external object accessible from top frame

For example:



Motto:
Tracking access to Capabilities



For all states σ arising from execution of our internal module, combined with any possible external module,

For all states  $\sigma$  arising from execution of our internal module, combined with any possible external module, for all future states  $\sigma$ ' arising from  $\sigma$  whithout returning from top frame,

For all states  $\sigma$  arising from execution of our internal module, combined with any possible external module, for all future states  $\sigma$ ' arising from  $\sigma$  whithout returning from top frame, for all globally accessible objects x1, .. xn of class C1, ... Cn,

If  $\sigma$  satisfies A

For all states  $\sigma$  arising from execution of our internal module, combined with any possible external module, for all future states  $\sigma$ ' arising from  $\sigma$  whithout returning from top frame, for all globally accessible objects x1, .. xn of class C1, ... Cn,

For all states  $\sigma$  arising from execution of our internal module, combined with any possible external module, for all future states  $\sigma$ ' arising from  $\sigma$  whithout returning from top frame,

for all globally accessible objects x1, .. xn of class C1, ... Cn,

If σ satisfies A

Then

For all states  $\sigma$  arising from execution of our internal module, combined with any possible external module, for all future states  $\sigma$ ' arising from  $\sigma$  whithout returning from top frame, for all globally accessible objects x1, .. xn of class C1, ... Cn,

If  $\sigma$  satisfies A

Then

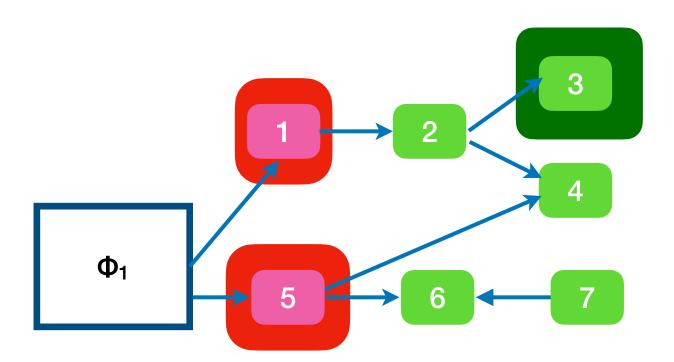
σ' satisfies A'

Therefore,  $\forall x$ : Object (| **prt**  $x \land A(x)$  |) (| A(x) |)

Therefore,

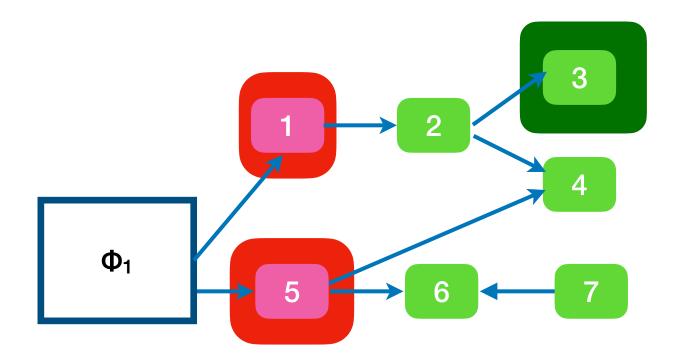
$$\forall$$
 x: Object (| **prt** x  $\land$  A(x) |) (| A(x) |)

guarantees that if we start below,



Therefore,

guarantees that if we start below,

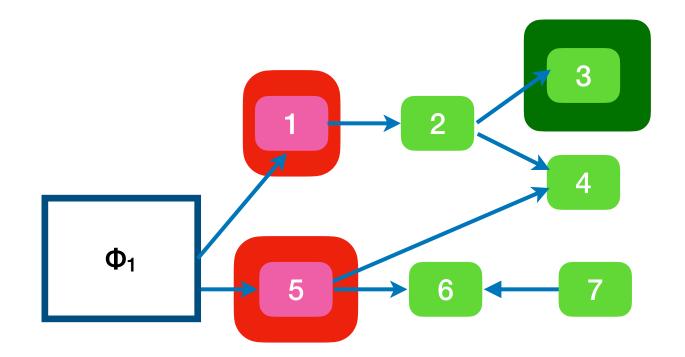


then, A(o3) will be preserved

Therefore,

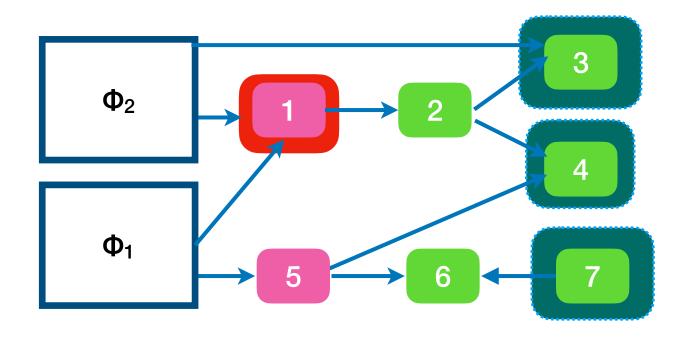
 $\forall$  x: Object (| **prt** x  $\land$  A(x) |) (| A(x) |)

guarantees that if we start below,



then, A(o3) will be preserved

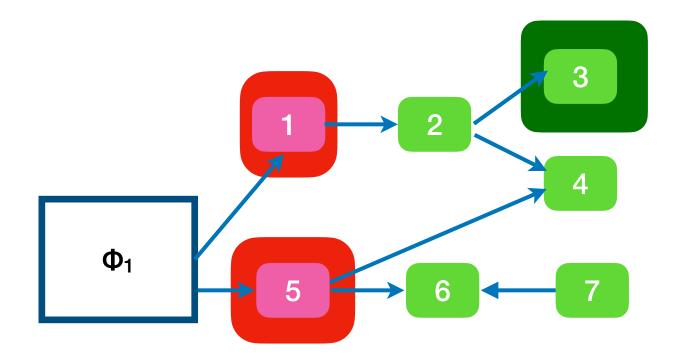
And if we start below,



Therefore,

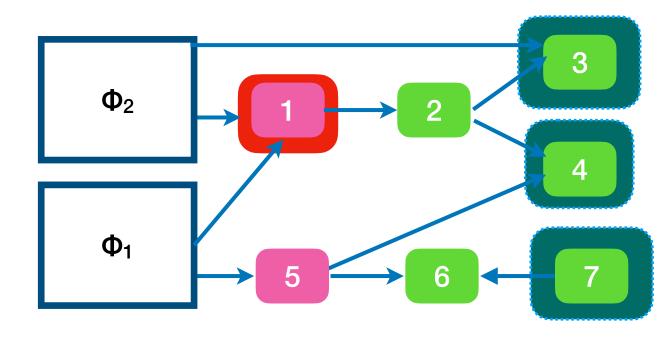
∀ x: Object (| **prt** x ∧ A(x) |) (| A(x) |)

guarantees that if we start below,



then, A(o3) will be preserved

And if we start below,



then, A(o3) and A(o4) and A(o7) 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 |) (| prt 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 = ∀ 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 |) (| prt a.balance ≥ b |)
```

Talks about emergent behaviour

Mgood ⊢ S Mbad ⊬ S

Mbetter ⊢ S

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

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```
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)
```

Two-State

???

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

Two-State

$$M \vdash Encaps(\overline{x:C} \land A)$$
 for all public methods from  $D$ , with  $mBody(m, D, M) = \overline{y:D} \{ s \}$  
$$M \vdash \{ \overline{x:C} \land A \land this: D \land \overline{y:D} \} s \{ A \}$$
 
$$M \vdash \forall \overline{x:C}. (A) (A)$$

#### Two-State

Weaken
$$\frac{M \vdash S \qquad M \vdash S \sqsubseteq S'}{M \vdash S'} \qquad \frac{M \sqcup Ti}{M \vdash S \qquad M \vdash S'}$$

$$\frac{M \vdash S \qquad M \vdash S'}{M \vdash S \land S'}$$

EXTCALL

$$\frac{M \vdash A \rightarrow (\text{ extl } \overline{u} \land \text{ extl } \overline{u} \land \text{ intl } \overline{y})}{M \vdash \{A\} \text{ } z.m(\overline{v}) \{}$$

EXTCALL

$$M \vdash A \rightarrow (\mathbf{extl} \, z \land \mathbf{extl} \, \overline{u} \land \mathbf{intl} \, \overline{y})$$
  $\overline{v}$  is a permutation of  $\overline{u}, \overline{y}$  
$$M \vdash \{A \} z.m(\overline{v}) \{$$
 ???

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

#### EXTCALL

$$\begin{array}{c} M \vdash A \rightarrow (\ \mathbf{extl}\ z \ \land \ \mathbf{extl}\ \overline{u} \ \land \ \mathbf{intl}\ \overline{y}\ ) & \overline{v} \ \text{is a permutation of}\ \overline{u}, \overline{y} \\ & \vdash M : \ \forall \overline{x : C}. (|A_1|) (|A_2|) \\ \hline M \vdash A & \rightarrow (\overline{x : C} \land A_1) \\ \hline M \vdash \{A\}\ z.m(\overline{v})\ \{ & A_2 \} \end{array}$$

#### **EXTCALL**

$$M \vdash A \rightarrow (\operatorname{extl} z \land \operatorname{extl} \overline{u} \land \operatorname{intl} \overline{y})$$
  $\overline{v}$  is a permutation of  $\overline{u}, \overline{y}$ 

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

$$M \vdash Lift(A, \{z, \overline{u}\}, \overline{y}) \rightarrow (\overline{x : C} \land A_1)$$

$$M \vdash \{A\} z.m(\overline{v}) \{ A_2 \}$$

$$\begin{array}{lll} Lift(v=v',\overline{z},\overline{y}) & = & v=v'\\ Lift(x.f=v,\overline{z},\overline{y}) & = & x.f=v\\ Lift(\operatorname{prt} x,\overline{z},\overline{y}) & = & \operatorname{prt} x\\ Lift(x\operatorname{prt-frm}\overline{u},\overline{z},\overline{y}) & = & \operatorname{prt} x\\ & = & \operatorname{true} & \operatorname{otherwise} \end{array}$$

. . .

### EXTCALL

$$\begin{array}{c} M \vdash A \ \to \ (\ \operatorname{extl} z \ \land \ \operatorname{extl} \overline{u} \ \land \ \operatorname{intl} \overline{y} \ ) & \overline{v} \ \text{is a permutation of} \ \overline{u}, \overline{y} \\ & \vdash M : \ \forall \overline{x : C}. (|A_1|) (|A_2|) \\ \hline M \vdash Lift(A, \{z, \overline{u}\}, \overline{y}) \ \to \ (\overline{x : C} \land A_1) \\ \hline M \vdash \{\ A\ \} \ z.m(\overline{v}) \ \{\ Lower(A_2) \ \} \end{array}$$

$$Lower(v = v') = v = v'$$
  
 $Lower(x.f = v) = x.f = v$   
 $Lower(prt x) = true$   
 $Lower(x prt-frm \overline{u}) = x prt-frm \overline{u}$ 

. . .

### EXTCALL

$$M \vdash A \rightarrow (\operatorname{extl} z \land \operatorname{extl} \overline{u} \land \operatorname{intl} \overline{y})$$
  $\overline{v}$  is a permutation of  $\overline{u}, \overline{y}$ 

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

$$M \vdash Lift(A, \{z, \overline{u}\}, \overline{y}) \rightarrow (\overline{x} : \overline{C} \land A_1)$$

$$M \vdash \{A\} z.m(\overline{v}) \{ Lower(A_2) \land A \}$$

### EXTCALL

$$\begin{array}{lll} Prsv(v=v',\overline{z},\overline{y},M) & = & v=v' \\ Prsv(x.f=v,\overline{z},\overline{y},M) & = & x.f=v & \text{if } \vdash M: \forall \overline{x':C},x:D.(x.f=v \land A_1)(x.f=v) \\ & & \text{and } M \vdash Lift(A,\overline{z},\overline{y}) \rightarrow (\overline{x:D} \land A_1) \\ & = & \text{true} & \text{otherwise} \\ Prsv(\operatorname{prt} x,\overline{z},\overline{y},M) & = & \operatorname{prt} x \\ Prsv(x\operatorname{prt-frm} \overline{u},\overline{z},\overline{y},M) & = & x\operatorname{prt-frm} \overline{u} & \text{if } \vdash M: \forall \overline{x':C},x:D.(x.f=v \land A_1)(x.f=v) \\ & & \text{and } M \vdash Lift(A,\overline{z},\overline{y}) \rightarrow (\overline{x:D} \land A_1) \\ & = & \text{true} & \text{otherwise} \\ \end{array}$$

### **EXTCALL**

# $M \vdash A \rightarrow (\operatorname{extl} z \land \operatorname{extl} \overline{u} \land \operatorname{intl} \overline{y} \\ \vdash M : \forall x : C$

 $M \vdash Lift(A, \{z, \overline{u}\}, \overline{y}) \rightarrow (x : C \land A_1)$ 

 $M \vdash \{A \} z.m(\overline{v}) \{ Lower(A_2) \land Prsv(A, \{z, \overline{u}\}, \overline{y}, M) \}$ 

$$Prsv(v = v', \overline{z}, \overline{y}, M)$$
 =  $v = v'$   
 $Prsv(x.f = v, \overline{z}, \overline{y}, M)$  =  $x.f = v$   
= true  
 $Prsv(prt x, \overline{z}, \overline{y}, M)$  =  $prt x$   
 $Prsv(x prt-frm \overline{u}, \overline{z}, \overline{y}, M)$  =  $x prt-frm \overline{u}$   
= true

if 
$$\vdash M : \forall \overline{x'} : \overline{C}, x : D. (x.f = v \land A_1) (x.f = v)$$
  
and  $M \vdash Lift(A, \overline{z}, \overline{y}) \rightarrow (\overline{x} : D \land A_1)$   
otherwise

Motto:

Capability is a *necessary* condition

for some effect

if  $\vdash M : \forall \overline{x'} : \overline{C}, x : D. (x.f = v \land A_1) (x.f = v)$ and  $M \vdash Lift(A, \overline{z}, \overline{y}) \rightarrow (\overline{x} : \overline{D} \land A_1)$ otherwise

```
\frac{\text{PROT-1}}{M \;\vdash\; \{\;\; x\; \text{prt-frm}\; z \;\land\; \text{intl}\; v\;\}\; v = v'\; \{\;\; x\; \text{prt-frm}\; z\;\}}
\frac{\text{PROT-2}}{M \;\vdash\; \{\;\; x\; \text{prt-frm}\; z\;\land\; \text{extl}\; v\;\land\; z \neq v\;\}\; v = v'\; \{\;\; x\; \text{prt-frm}\; z\;\}}
\frac{\text{PROT-3}}{M \;\vdash\; \{\;\; x\; \text{prt-frm}\; \{v\;\land\; \text{extl}\; z\;\;\}\; z = v\; \{\;\; x\; \text{prt-frm}\; z\;\}}
\frac{\text{PROT-4}}{M \;\vdash\; \{\;\; x\; \text{prt-frm}\; z\;\;\}\; y.f = v\; \{\;\; x\; \text{prt-frm}\; z\;\;\}}
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PROT-1
\overline{M \vdash \{ x \operatorname{prt-frm} z \land \operatorname{intl} v \} v = v' \{ x \operatorname{prt-frm} z \}}
\overline{M \vdash \{ x \operatorname{prt-frm} z \land \operatorname{extl} v \land z \neq v \} v = v' \{ x \operatorname{prt-frm} z \}}
\overline{M \vdash \{ x \operatorname{prt-frm} \{ v \land \operatorname{extl} z \} z = v \{ x \operatorname{prt-frm} z \}}
\overline{M \vdash \{ x \operatorname{prt-frm} \{ v \land \operatorname{extl} z \} z = v \{ x \operatorname{prt-frm} z \}}
\overline{M \vdash \{ x \operatorname{prt-frm} \{ v \land \operatorname{extl} z \} z = v \{ x \operatorname{prt-frm} z \}}
```

Motto:
Tracking access to Capabilities

## Challenge\_2: An inference system, such that ... — revisit

Two-State

$$M \vdash Encaps(\overline{x:C} \land A)$$
for all public methods from  $D$ , with  $mBody(m, D, M) = \overline{y:D} \{ s \}$ 

$$M \vdash \{ \overline{x:C} \land A \land this: D \land \overline{y:D} \} s \{ A \} \parallel A$$

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

**BODY** 

$$\frac{M + \{A'\} s \{A\}}{\forall s', z, m.[ (s = s'; z.m(\_); \_ \land M + \{A'\} s' \{ extl z \} \implies M + \{A'\} s' \{A\}]}{M + \{A'\} s \{A\} \parallel A}$$

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

## Challenge\_2: An inference system, such that ... — revisit

Two-State

$$M \vdash Encaps(\overline{x:C} \land A)$$
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$$M \vdash \{ \overline{x:C} \land A \land this: D \land \overline{y:D} \} s \{ A \} \parallel A$$
 
$$M \vdash \forall \overline{x:C}. (A)(A)$$

$$\begin{array}{c} M \, \vdash \, \{A'\,\} \, s \, \{ \, A \, \, \} \\ \underline{\forall s', z, m.[ \, ( \, s \, = \, s'; z.m(\_); \_ \, \land \, M \, \vdash \, \{A'\,\} \, s' \, \{ \, \, \text{extl} \, z \, \, \} \, \implies \, M \, \vdash \, \{A'\,\} \, s' \, \{ \, \, A \, \, \} \, \, ] } \\ M \, \vdash \, \{A'\,\} \, s \, \{ \, A \, \, \} \, \parallel \, A \end{array}$$

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

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
- prt x
   v x: ..(|..|)(|...|)
   only protects from *locally-relevant* objects;
   d x: ..(|..|)(|...|)
   tallks about *globally-relevant* objects
- "future is shallow"
- Algorithmic inference system;
- Can deal with external calls
- Hand-written soundness and adherence proof

# Summary

# Happy!

Convinced: object capabilities are about the necessary conditions for effects caused by external objects.

Surprised!

# Happy!

## Convinced!

Surprised: Even though we talk about *necessary* conditions, we reason with *sufficient* conditions.



- Soundness machine checked
- Completeness?
- Revisit protection:
   What if more than one capability for an effect?
   protection in logical implications?
- Beyond private types: Ownership types, membranes etc
- Instance-level protection
- More than one module
- Trust and Risk
- Other programming Paradigms