



# Minimally Intrusive Safety and Security Verification of Rust RTIC Applications

Pawel Dzialo\*, Ivar Jönsson\*†, Malte Munch\*, Erik Serrander†, Johan Eriksson†, Per Lindgren\*†  
Luleå University of Technology\*, Grepit AB†



# What is RTIC

- Real-Time Interrupt Driven Concurrency
- Rust-based bare-metal scheduling framework/domain specific language
- Scheduling/resource management underpinned by Stack Resource Policy(SRP)
- Guaranteed\* free of race conditions/deadlocks, bounded priority inversion
- 600.000+ downloads, one of the de-facto libraries for bare-metal Rust

# The Gist of RTIC

```
1  #[shared]
2  struct Shared {buf: [u8; 64]}
3  #[local]
4  struct Local {
5      foo_local: u8,
6      bar_local: u8
7  }
8  #[init]
9  fn init() -> (Shared, Local) {
10    (
11        Shared {buf: [0u8; 64]}, 
12        Local {foo_local: 0u8, bar_local: 0u8}
13    )
14 }
```

Rust

# The Gist of RTIC

```
1  #[shared]
2  struct Shared {buf: [u8; 64]}
3  #[local]
4  struct Local {
5      foo_local: u8,
6      bar_local: u8
7  }
8  #[init]
9  fn init() -> (Shared, Local) {
10    (
11        Shared {buf: [0u8; 64]}, 
12        Local {foo_local: 0u8, bar_local: 0u8}
13    )
14 }
```

Rust

# The Gist of RTIC

```
1  #[shared]
2  struct Shared {buf: [u8; 64]}
3  #[local]
4  struct Local {
5      foo_local: u8,
6      bar_local: u8
7  }
8  #[init]
9  fn init() -> (Shared, Local) {
10    (
11        Shared {buf: [0u8; 64]},
12        Local {foo_local: 0u8, bar_local: 0u8}
13    )
14 }
```

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(  
2      dispatcher = GPIOA,  
3      priority = 1,  
4      local = [foo_local],  
5      shared = [buf]  
6  )]  
7  fn foo(cx: foo::Context) {  
8      *cx.local.foo_local = 4  
9      cx.shared.buf.lock(|buf| {  
10         buf[1] = 2;  
11     });  
12 }
```

Rust

# The Gist of RTIC

```
1  #[task(Rust)
2      dispatcher = GPIOA,
3      priority = 1,
4      local = [foo_local],
5      shared = [buf]
6  )]
7  fn foo(cx: foo::Context) {
8      *cx.local.foo_local = 4
9      cx.shared.buf.lock(|buf| {
10          buf[1] = 2;
11      });
12 }
```

# Program Verification

- Given pre/post conditions and some program
- Total Correctness
  - Safety (e.g. nothing *bad* can happen)
  - Liveness (e.g. *something* will eventually happen)
  - Good things will eventually happen

# Rust from a Verification POV

- Freedom from Undefined Behavior *mostly* at compile time
- Run-time verification injected where unsuccessful
  - Array indexing with variable index, e.g.  $a[i]$
  - Division with variable divisor, e.g.  $1/x$ , division by zero is UB
  - Panic (i.e. halt) instead of UB
- What about liveness? Halting is not ideal...

# Symbolic Execution

- Method backing our analysis
- Determine the possible paths through piece of code, and values variables may assume
- Each unknown variable starts as unconstrained
- Constraints on variables tighten as we go

# Symbolic Execution: An Example

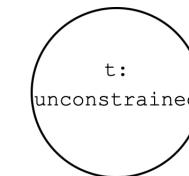
```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

Rust

# Symbolic Execution: An Example

```
1 fn simple(t:u8) -> u8 {  
2     if t > 10 {  
3         if t == 11 {  
4             return 11;  
5         }  
6         else if t == 3 {  
7             panic!()  
8         }  
9         return 10;  
10    }  
11    return 9;  
12 }
```

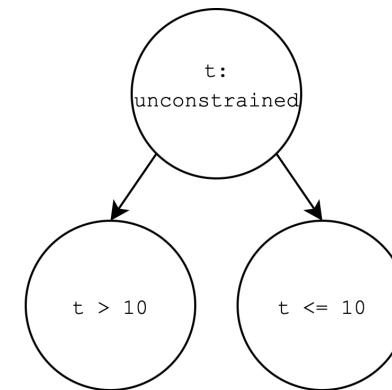
Rust



# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

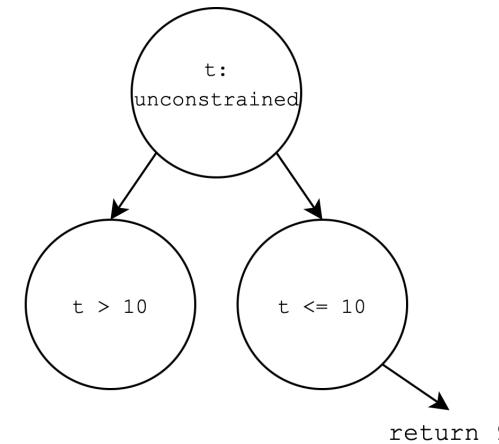
Rust



# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

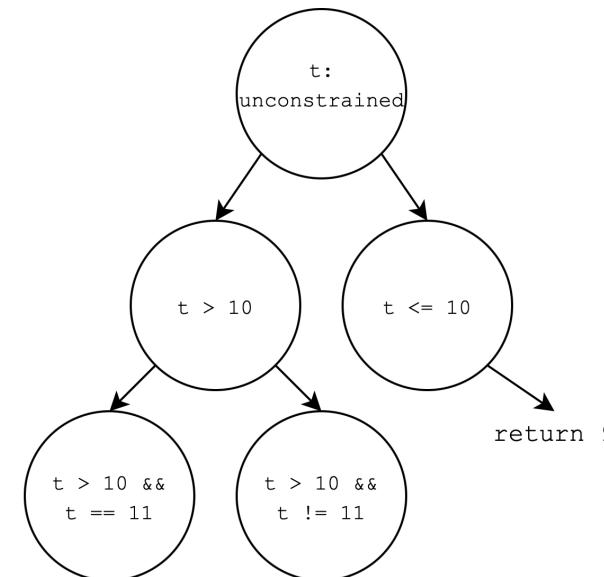
Rust



# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

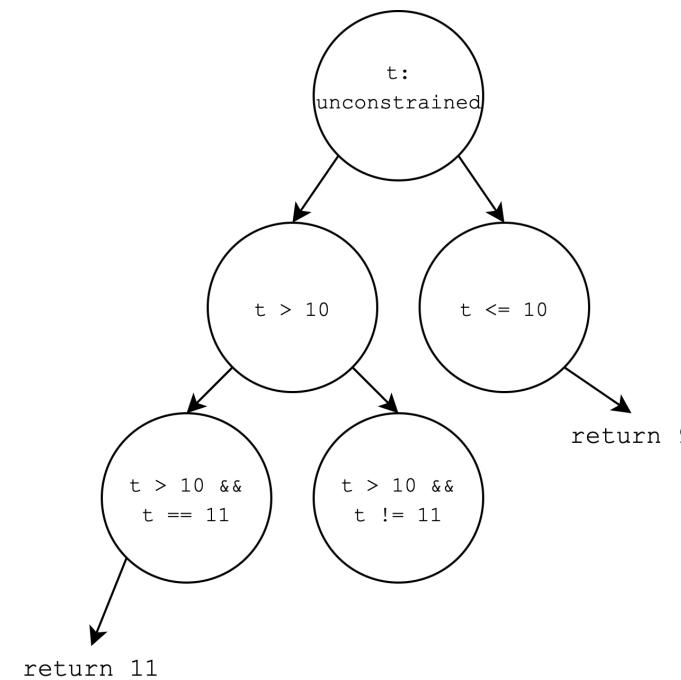
Rust



# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

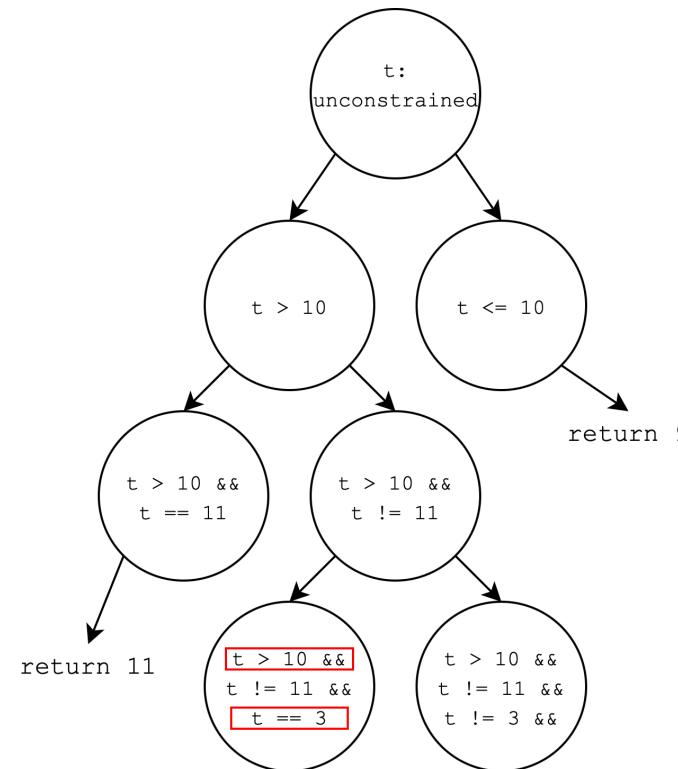
Rust



# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

Rust



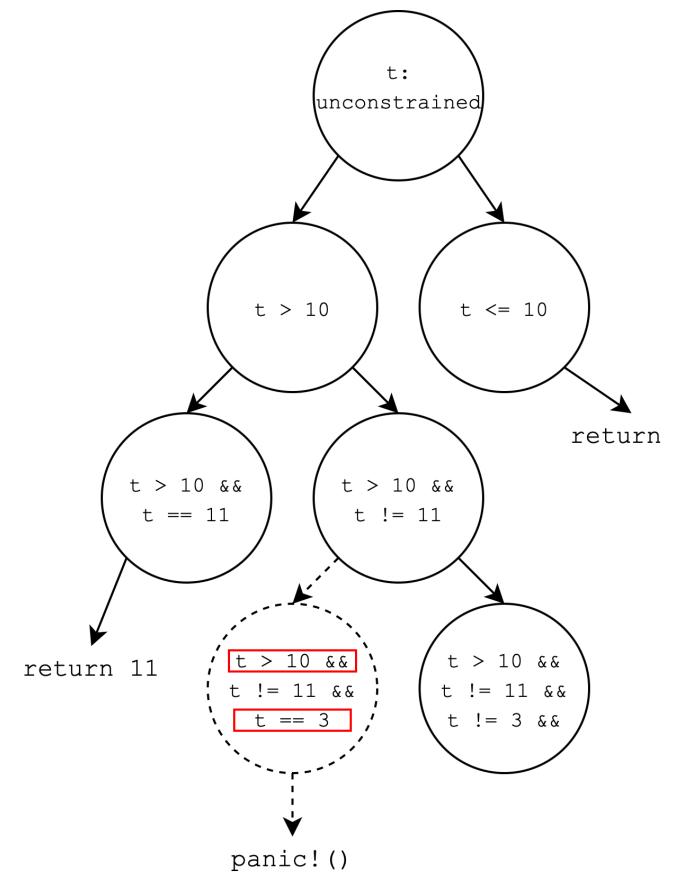
Contradiction!

# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

Rust

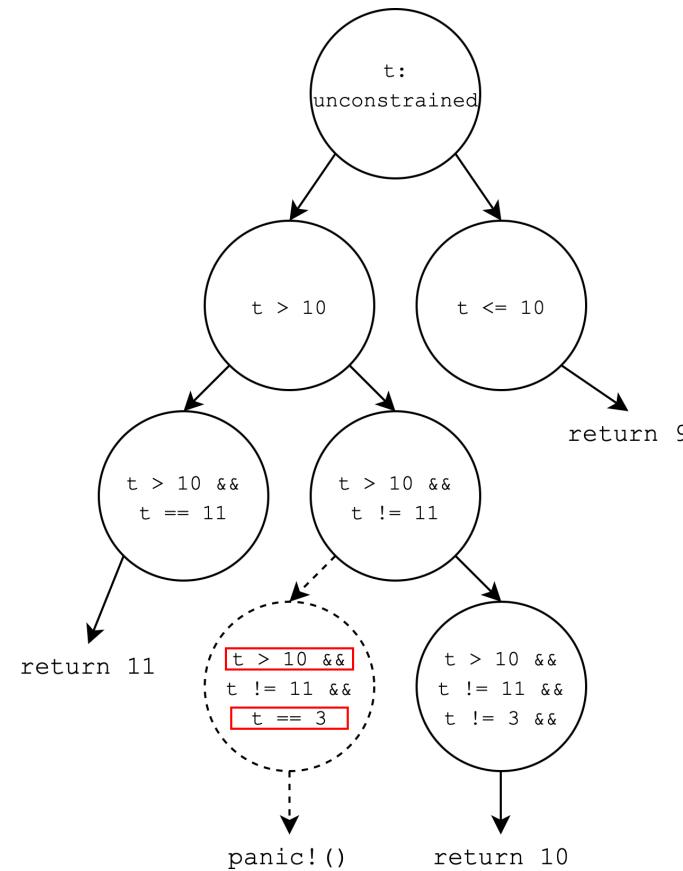
Path to panic is **unfeasible!**



# Symbolic Execution: An Example

```
1  fn simple(t:u8) -> u8 {  
2      if t > 10 {  
3          if t == 11 {  
4              return 11;  
5          }  
6          else if t == 3 {  
7              panic!()  
8          }  
9          return 10;  
10     }  
11     return 9;  
12 }
```

Rust



All paths through *simple* and valid values of *t*

# Symbolic Execution in terms of Rust

- Symbolic execution can show the absence of panic (or the inverse)
- Strengthens argument for liveness
- Assertions can constrain variables further
- Showing no panic shows constraints are upheld
- Strengthens argument for safety

```
1 fn foo() -> u32 {  
2     let mut x = 0;  
3     // operate on x...  
4     assert(40 < x && x < 80);  
5     return x;  
6 }
```

Rust

# Symbolic Execution in the Wild

- Exponential growth in paths is real issue in large-scale applications (path explosion)
- Existing options: KLEE, SAGE, Crucible
- Prune paths by some heuristics (may miss paths)
- Executing Intermediate Representation(IR), e.g. LLVM-IR, may also miss paths due to e.g. loop unrolling
- Bare-metal is much simpler, path explosion may not be as much of an issue

# Enter Symex

- **Pure** symbolic execution (all paths are explored)
- Executes **General Assembly**(GA)
- Abstraction over commonplace processor operations (simple register-to-register, branches, register-to-memory, etc.)
- Symex lifts an ELF binary to GA through **Translation Layer**

# Translation Layer

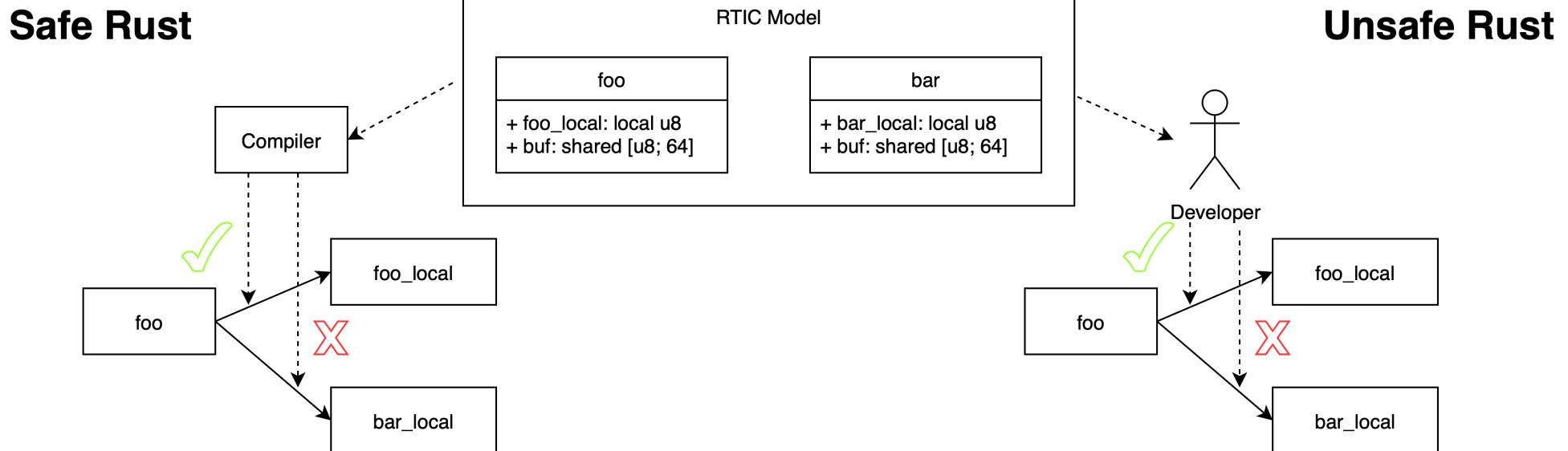
- For a given architecture, maps each ISA instruction to a sequence of GA operations
- Each instruction carries metadata, e.g. Worst-Case Execution Time(WCET)
  - Metadata may be constant (e.g. WCET = 2 cycles)
  - May also be a closure on executor state (e.g. WCET is state dependent)
  - Allows modelling e.g. pipelines, branch predictors
- Translation layers implemented for ARMv6/7 and RV32I

# Note on Scheduling Analysis

- WCET for instructions is interesting in terms of SRP
- Methods for scheduling analysis (response time, overall schedulability) are well-known for SRP
  - The only unknown is the WCET of a task (and the critical sections, two sides of the same coin)
  - With Symex determining WCET amounts to adding up instruction costs along the longest path
- Similar for stack depth, track path with largest stack pointer difference

# What else can we do

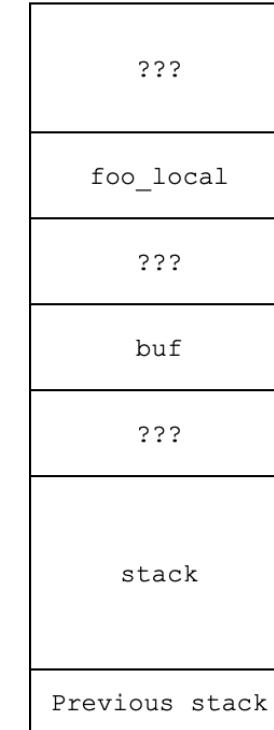
- Ensuring safety of unsafe Rust requires context
- RTIC provides outset for reasoning around unsafe



# What else can we do

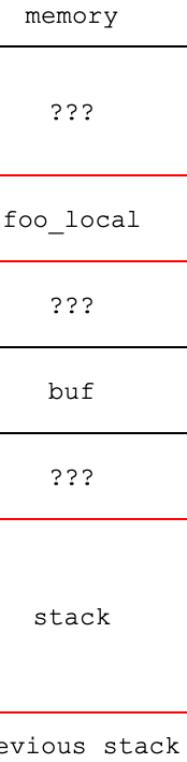
```
1  #[task(..., local = [foo_local], shared = [buf])]           Rust
2  fn foo(cx: foo::Context) {
3      let a = *cx.local.foo_local;
4      *cx.local.foo_local = a >> 1;
5      cx.shared.buf.lock(|buf| {
6          buf[1] = a;
7      });
8      unsafe {
9          (_rtic_shared_resource_buf.get_mut() as *mut u32).write(2);
10         core::ptr::write(0x13371330 as *mut _, 2);
11     }
12 }
```

memory



# What else can we do

```
1  #[task(..., local = [foo_local], shared = [buf])]           Rust
2  fn foo(cx: foo::Context) {
3      let a = *cx.local.foo_local;
4      *cx.local.foo_local = a >> 1;
5      cx.shared.buf.lock(|buf| {
6          buf[1] = a;
7      });
8      unsafe {
9          (_rtic_shared_resource_buf.get_mut() as *mut u32).write(2);
10         core::ptr::write(0x13371330 as *mut _, 2);
11     }
12 }
```

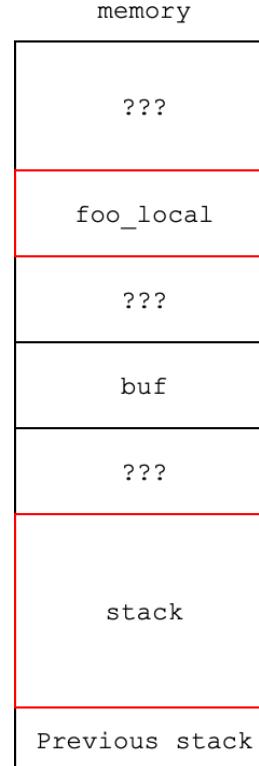


All good!

# What else can we do

```
1  #[task(..., local = [foo_local], shared = [buf])]  
2  fn foo(cx: foo::Context) {  
3      let a = *cx.local.foo_local;  
4      *cx.local.foo_local = a >> 1;  
5      cx.shared.buf.lock(|buf| {  
6          buf[1] = a;  
7      });  
8      unsafe {  
9          (_rtic_shared_resource_buf.get_mut() as *mut u32).write(2);  
10         core::ptr::write(0x13371330 as *mut _, 2);  
11     }  
12 }
```

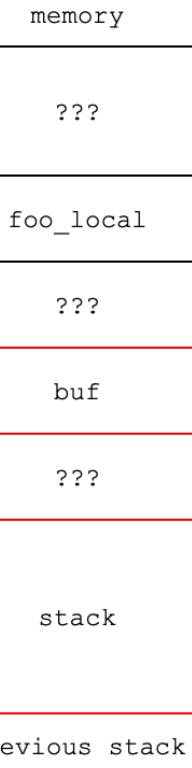
## Rust



Still all good!

# What else can we do

```
1  #[task(..., local = [foo_local], shared = [buf])]           Rust
2  fn foo(cx: foo::Context) {
3      let a = *cx.local.foo_local;
4      *cx.local.foo_local = a >> 1;
5      cx.shared.buf.lock(|buf| {
6          buf[1] = a;
7      });
8      unsafe {
9          (_rtic_shared_resource_buf.get_mut() as *mut u32).write(2);
10         core::ptr::write(0x13371330 as *mut _, 2);
11     }
12 }
```

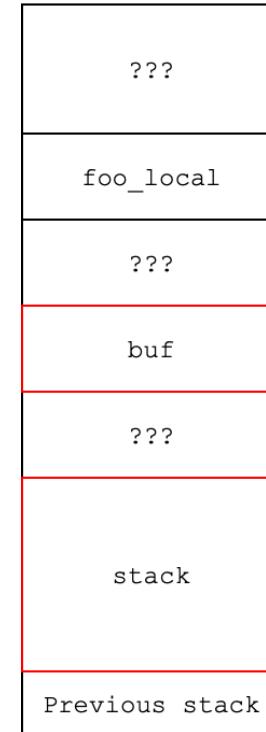


Still all good!

# What else can we do

```
1  #[task(..., local = [foo_local], shared = [buf])]           Rust
2  fn foo(cx: foo::Context) {
3      let a = *cx.local.foo_local;
4      *cx.local.foo_local = a >> 1;
5      cx.shared.buf.lock(|buf| {
6          buf[1] = a;
7      });
8      unsafe {
9          (_rtic_shared_resource_buf.get_mut() as *mut u32).write(2);
10         core::ptr::write(0x13371330 as *mut _, 2);
11     }
12 }
```

memory

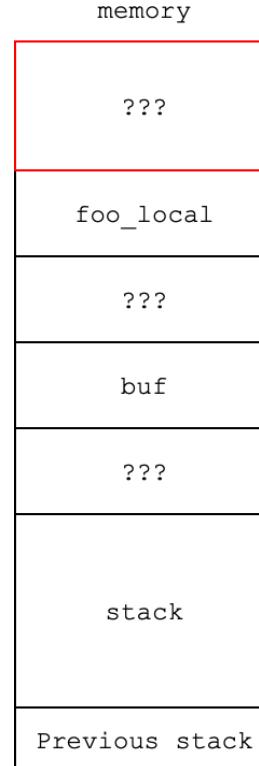


Potential race condition (**bad**)!

# What else can we do

```
1  #[task(..., local = [foo_local], shared = [buf])]  
2  fn foo(cx: foo::Context) {  
3      let a = *cx.local.foo_local;  
4      *cx.local.foo_local = a >> 1;  
5      cx.shared.buf.lock(|buf| {  
6          buf[1] = a;  
7      });  
8      unsafe {  
9          (_rtic_shared_resource_buf.get_mut() as *mut u32).write(2);  
10         core::ptr::write(0x13371330 as *mut _, 2);  
11     }  
12 }
```

## Rust

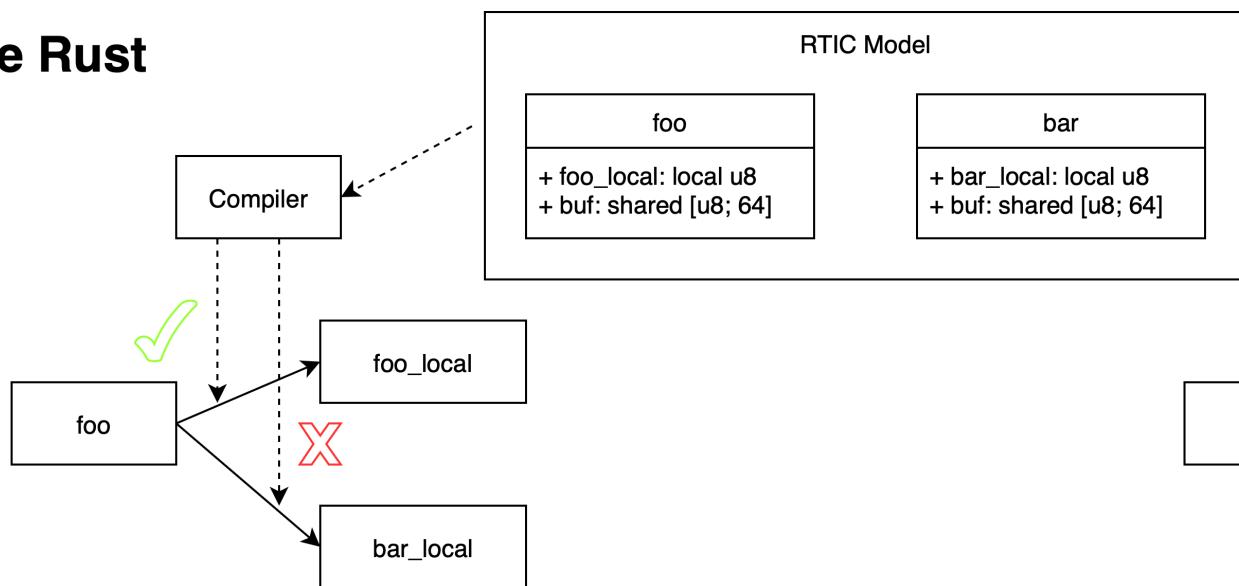


Bad past the point of telling...

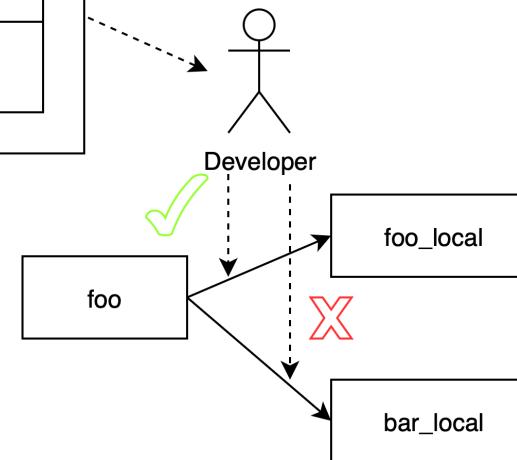
# What else can we do

- Mistakes do happen
- Can we replace the developer?

## Safe Rust

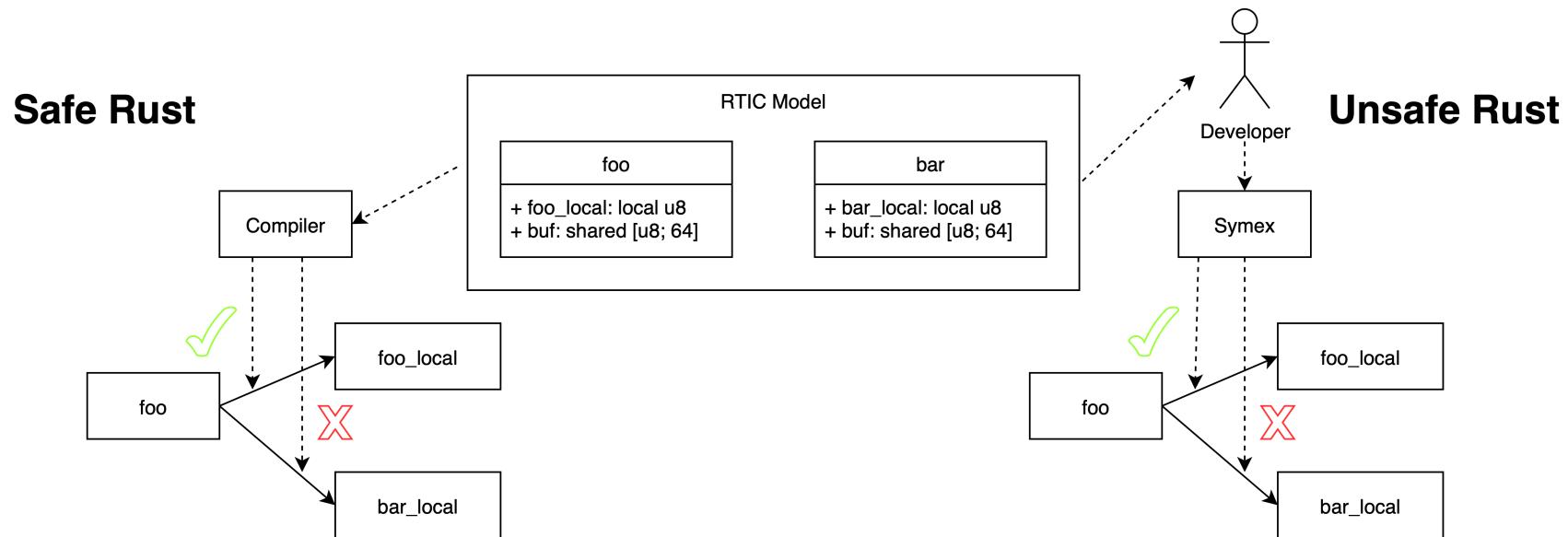


## Unsafe Rust



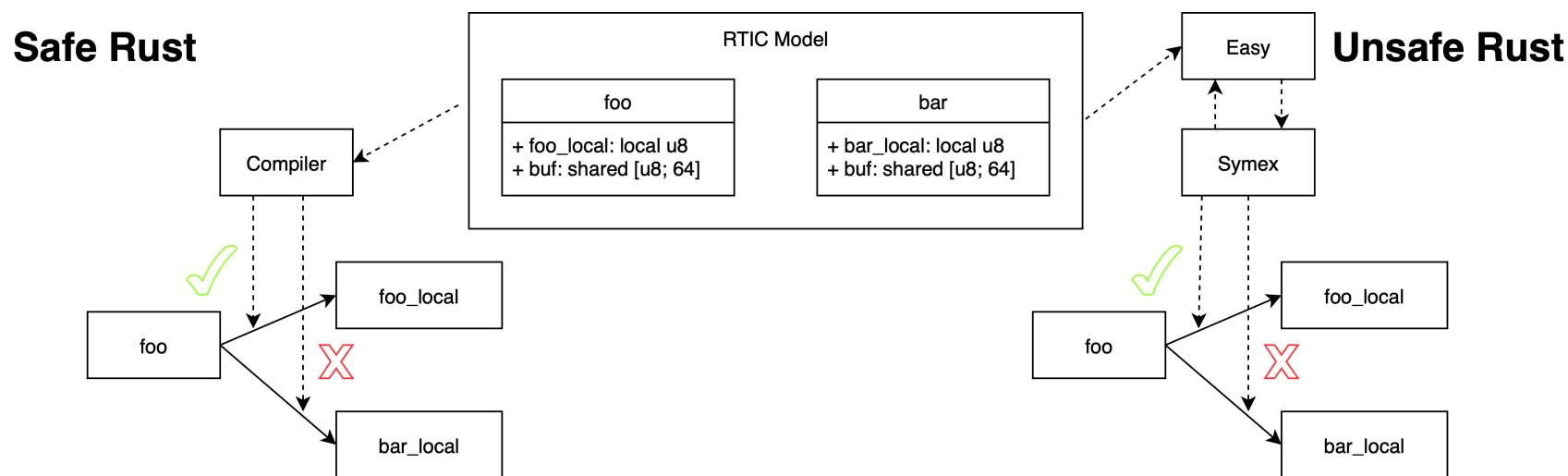
# What else can we do

- Resources in RTIC are either statically allocated or on the stack
- Feed this info to Symex, verify all memory access instructions



# What else can we do

- **Easy** extracts meaningful info from RTIC model
- **Symex** uses info to verify all memory accesses, absence of panic
- **WCET** info from Symex used for SRP scheduling analysis



# EASY report

```
Task: task_3 (priority 2)
wcet: 42.812uS
Time preempted: 13.438uS
Number of preemptions: 1
Time blocked: 2.812uS (by __easy_internal_button_handler_trampoline)
Deadline: 1.000mS
Core util: 0.04281249999999996%
Period: 2.000mS
Response time: 59.062uS
Is schedulable: true
Stack usage: 40
Preempted by:
  Preempted by: button_receiver 1 times
```

```
Worst case utilization 0.04434156249999994%
Worst case stack usage 192 Bytes
```

# EASY report, p.2

```
1  #[task(..., local = [foo_local], shared =  
2  [buf])]  
3  
4  fn foo(cx: foo::Context) {  
5      let a = *cx.local.foo_local;  
6      *cx.local.foo_local = a >> 1;  
7      cx.shared.buf.lock(|buf| {  
8          buf[1] = a;  
9          unsafe {  
10             core::ptr::write(0x13371330 as *mut _, 2);  
11         }  
12     })  
13 }
```

Rust

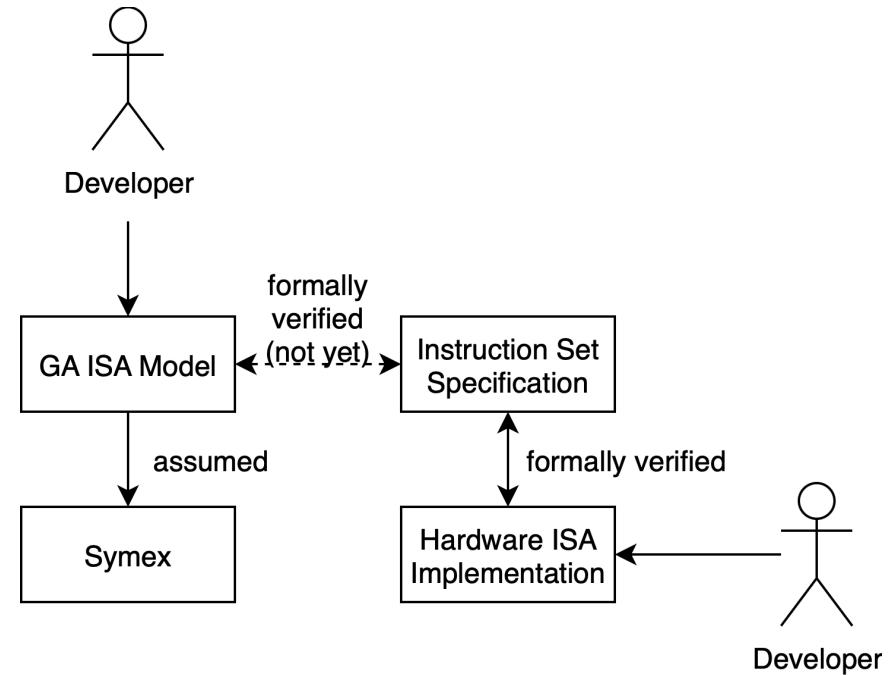
```
Path  
Used 64 bytes of stack  
Result: Failure Tried to write to 0x13371  
330, on stack: Some(false) @ PC : 0x81070a →  
in file /home/pawel/.rustup/toolchains/night  
ly-x86_64-unknown-linux-gnu/lib/rustlib/src/r  
ust/library/core/src/ptr/mod.rs on line 1932  
(_easy_internal_foo_trampoline)  
Critical region  
With priority: 2  
WCET: 11.406uS  
Critical region  
With priority: 3  
WCET: 2.813uS  
pawel@archlinux ~/f/e/symex-demo (master) $ |
```

# Preliminary testing

- For ARMv7, hardware-in-the-loop confirms instruction level estimates
  - Correct instruction results
  - Safe execution time bounds
- Colleagues at Grepit are trying to pass their production system through the tool
  - 20k LoC w/o dependencies
  - 1M+ LoC w/ dependencies
  - ~30 mins, albeit still work in progress

# Future Work

- Further temporal modelling
  - Difficult to derive accurate figures for ARM due to lacking specification
  - RISC-V models can be derived directly from HDL
- Functional verification of GA ISA models against formal specifications (e.g. SAIL models)



# Questions

- Email: [pawel.dzialo@ltu.se](mailto:pawel.dzialo@ltu.se)