Leveraging Rust's Lifetimes for Improved Performance and Correctness

Talk for the Aptitude Colloquium of

Johannes Hostert

17 September 2024

Rust

A language empowering everyone to build reliable and efficient software.



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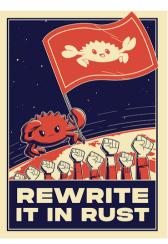


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Rust: References + Lifetimes = Memory + Thread Safety

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Unlike C, Rust has several kinds of references (pointers):

& 'a mut T& 'a TMutableImmutable

& 'a mut T & 'a T Mutable Immutable Exclusive Aliased/Shared

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let mut v = vec![10, 11]; let vptr = &'a mut v[1]; Vec::push(&'b mut v, 12); println!("v[1] = {}", *vptr);

& 'a mut T& 'a TMutableImmutableExclusiveAliased/Shared

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$$v \longrightarrow 10 11$$

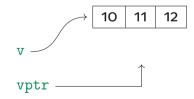
& <mark>'a mut</mark> T	& 'a T	
Mutable	Immutable	
Exclusive	Aliased/Shared	

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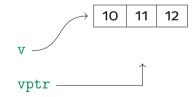
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let mut v = vec![10, 11]; let vptr = &'a mut v[1]; Vec::push(&'b mut v, 12); println!("v[1] = {}", *vptr); {



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▲ unsafe **▲**

Leveraging Rust's Lifetimes

Leveraging Rust's Lifetimes for and





```
fn foo(a: &mut i32) {
    let x = *a;
    *a = 42;
    bar();
    *a = x;
}
```

fn foo(a: &	mut i32)	{	
let $x =$	*a;		
*a = 42;			\rightarrow
<pre>bar();</pre>			\neg
*a = x;			
}			

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fn foo(a: &mut i32) {
 let x = *a;
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 bar();
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*a = x;		// *a = x;
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Correctness: bar() can not access a.

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Correctness: bar() can not access a, since mutable references have no aliases.

Ł

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}		}

Correctness: bar() can not access a, since mutable references have no aliases... or do they?

```
fn foo(a: &mut i32) { .. }
```

```
static mut GLOBAL: i32 = 0;
fn bar() {
    unsafe { println!("{}", &GLOBAL); }
}
fn main() {
    let a = unsafe { &mut GLOBAL };
    foo(a);
}
```

```
fn foo(a: &mut i32) { .. }
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Without optimizations:

 $\rightsquigarrow 42$

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                                              Without optimizations:
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static mut GLOBAL: i32 = 0:
fn bar() {
                                             With optimizations:
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                                              \rightarrow 0
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}
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How To Recover This Optimization?

Idea: Declare that our **unsafe** code is wrong!

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Type system

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 \Rightarrow Not useful for optimizations

Operational Semantics

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Aliasing model tracks aliasing, declares our **unsafe** code is UB.

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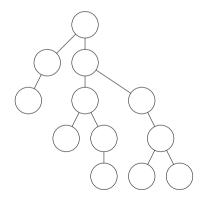
Aliasing model tracks aliasing, declares our **unsafe** code is UB. Aliasing model is purely *ghost*, not present in compiled binary.

Putting The Borrows Into Trees

Aliasing model tracks references in a tree data structure:

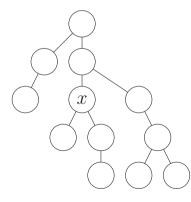
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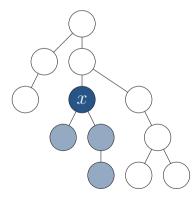
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Aliasing model tracks references in a tree data structure:



Nodes precisely represent references.

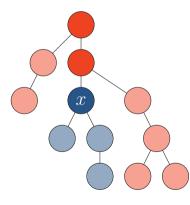
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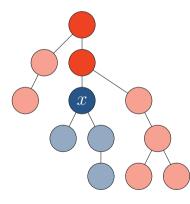
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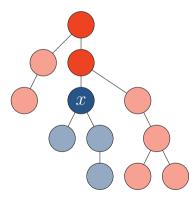


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Access to foreign reference: foreign access



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Access to foreign reference: foreign access local

Each Node is a State Machine

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Reserved + \uparrow R \rightarrow Reserved
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Reserved + \uparrow W \rightarrow Unique
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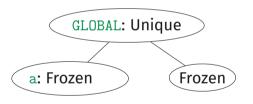
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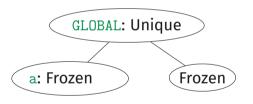


Unique + $\downarrow \mathbf{R} \rightarrow$ Frozen

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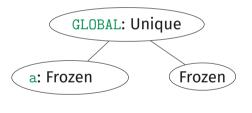
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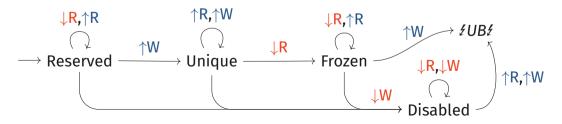


Frozen + $\uparrow W \not\rightarrow$

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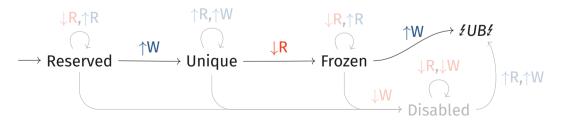
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Our predecessor, Stacked Borrows, lacks support for (3)-(6).



Neven



Ralf



Johannes



Derek



Neven



Ralf

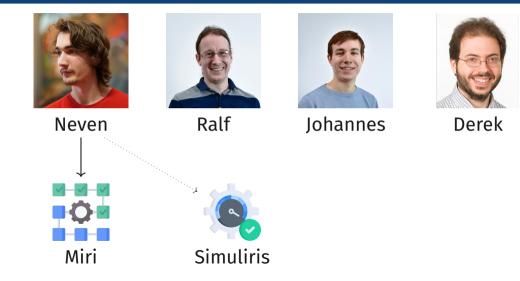


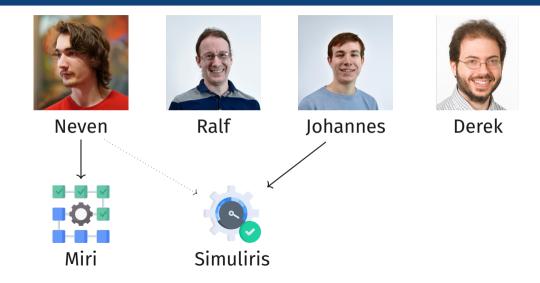
Johannes

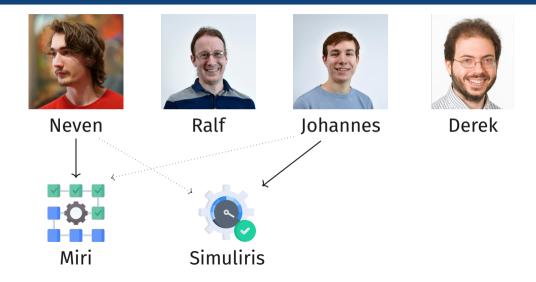


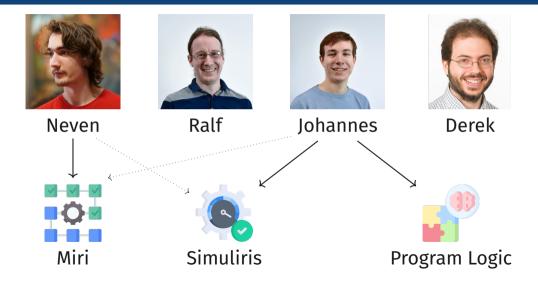
Derek

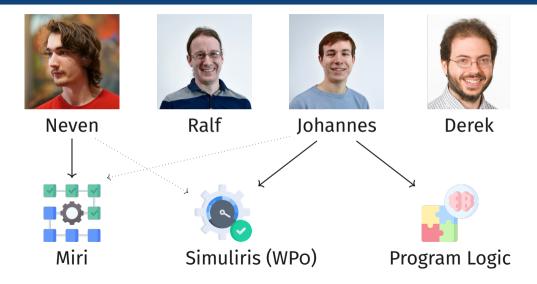


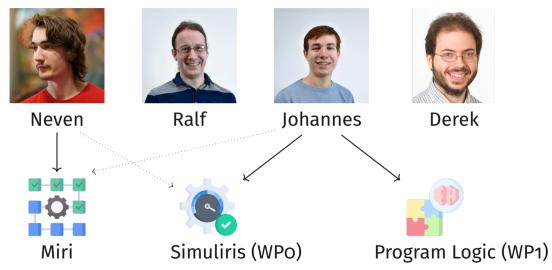
















Work Package 2:

Work Package 3:

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Specification of Rust's Operational Semantics

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Specification of functions written in Rust

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Goal: Give Formal Definition

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Goal: Verification Tool Interoperability

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P*rust-*i

P*rust-*i



P*rust-*i



RefinedRust

P*rust-*i



RefinedRust

P*rust-*i







RefinedRust

P*rust-*i







RefinedRust

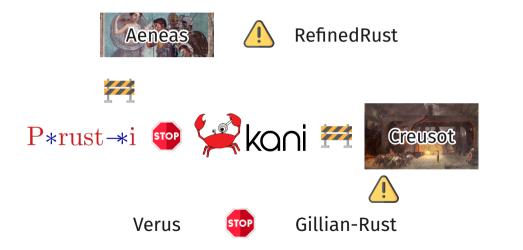
P*rust-*i





Verus

Gillian-Rust



HOW STANDARDS PROLIFERATE: (SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

SITUATION: THERE ARE 14 COMPETING STANDARDS.

14?! RIDICULOUS! WE NEED TO DEVELOP ONE UNIVERSAL STANDARD THAT COVERS EVERYONE'S USE CASES. YEAH!

SCON:

SITUATION: THERE ARE 15 COMPETING STANDARDS.



() Miri spot-checks for absence of UB.



Miri spot-checks that code obeys specification?



(**2**) Miri spot-checks for absence of UB.



Miri spot-checks that code obeys specification?



But what about?

Spec languages mutually incompatible վիղ

Spec languages not made for spot-checking

Can we improve this?



Miri spot-checks for absence of UB.



Miri spot-checks that code obeys specification?



But what about?

🎦 Spec languages mutually incompatible

Spec languages not made for spot-checking

Miri is widely used, testing is more approachable

fn foo<'a>(x: &'a mut Vec<i32>, i: usize)
 -> &'a mut i32 {
 &mut x[i]
}

Kani-style:

Creusot-style:

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fn foo<'a>(x: &'a mut Vec<i32>, i: usize)
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```

Kani-style:Creusot-style: $\{i < x.len()\}$ $\{i < x.len()\}$

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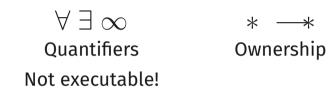
 $\{result \equiv_{ptr} x[i]\}$

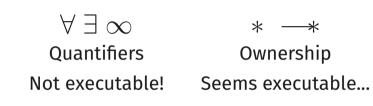
Kani-style: Creusot-style: $\{i < x.len()\}$ $\{i < x.len()\}$ fn foo<'a>(x: &'a mut Vec<i32>, i: usize) $-> \&'a mut i32 \{$ &mut x[i] } $\left\{ \begin{array}{c} *result = (*x)[i] \\ \land @result = (@x)[i] \\ \land \forall n \neq i : (*x)[n] = (@x)[n] \end{array} \right\}$ $\{result \equiv_{ptr} x[i]\}$

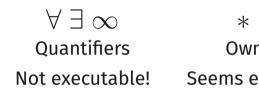
$\forall \exists \infty$ Quantifiers

$\forall \exists \infty$ Quantifiers

Not executable!





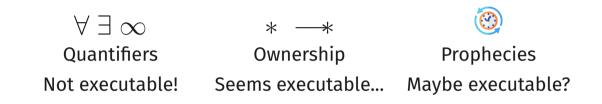


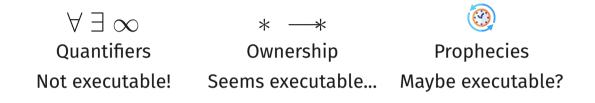


Ownership

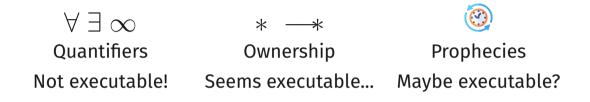
Seems executable...







Goal for WP3: Design a testing-based spec checker...

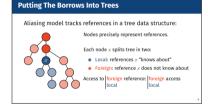


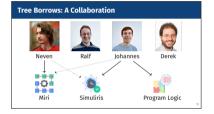
Goal for WP3: Design a testing-based spec checker... ...for an ownership-based, prophetic specification language!

The End

Thanks for your attention!









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