## Project context: Continuous Reasoning with Gradual Verification

- Continuous reasoning: the ability to reason about the security of software in an ongoing way as the software evolves
- Gradual verification: using a combination of static and dynamic analysis to reason in the presence of partial and evolving specifications
- Today: continuous reasoning about memory safety in multi-language Rust applications, using a combination of static and dynamic analysis

## A Study of Undefined Behavior Across Foreign Function Boundaries in Rust Libraries









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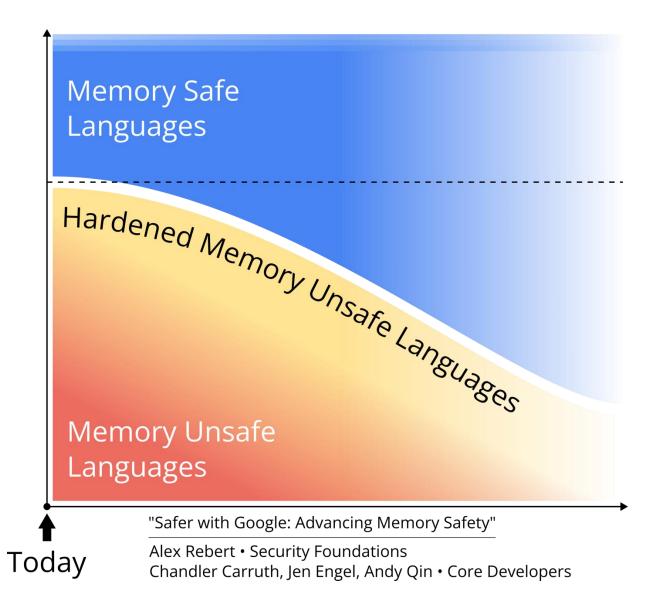


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## The Rust Programming Language

#### Rust can prevent safety errors without runtime overhead.

#### **Ownership**



Values have exactly one owner, or none.

A reference to a value cannot outlive the owner.

A value can have **one** *mutable* reference or many immutable references

Safe References

&T

Shared, Read-only

&mut T

Unique, Write



# Rust developers use a set of "unsafe" features to interoperate with other languages.

Calling unsafe functions

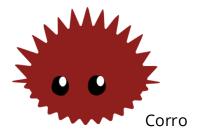
Dereferencing raw pointers

Intrinsics & inline assembly

Implementing an unsafe trait

Manipulating uninitialized memory

Accessing global, mutable state



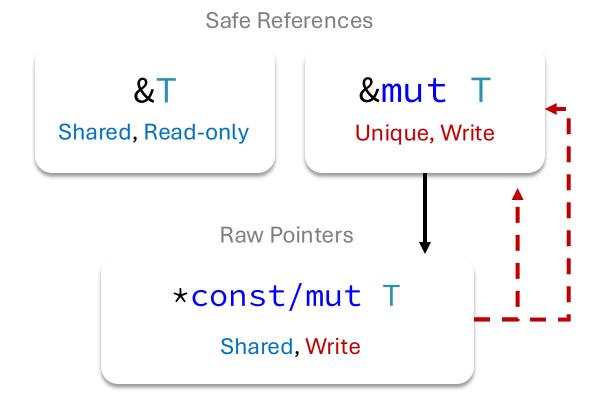




#### **Research Questions**

What types of errors occur in RQ1 Rust libraries that call foreign functions?

### Developers can use unsafe code to break Rust's aliasing rules.

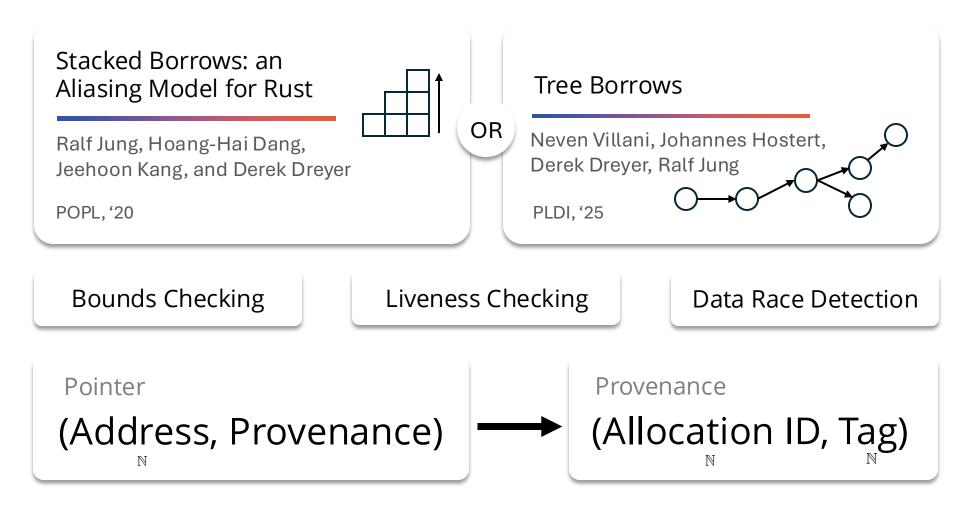


```
let mut x: i8 = 0;
let rx = &mut x;
let ptr = rx as *mut _;
example(rx, unsafe { &mut *ptr });
fn example(\underline{x}: &mut i8, \underline{y}: &mut i8) {
 *x = 0
 * \vee = 1;
 *<u>x</u>;
```

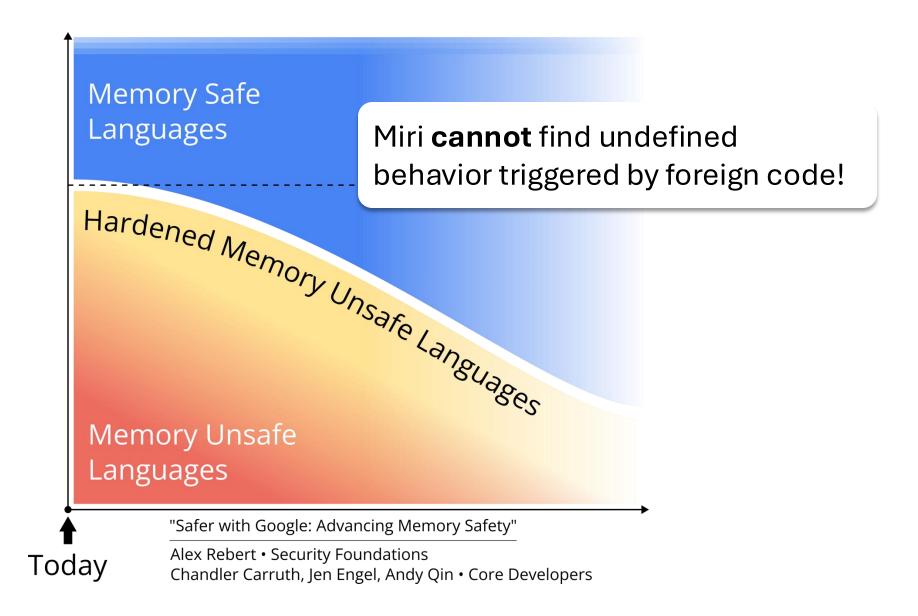
Credit: Ralf Jung, Hoang-Hai Dang, Jeehoon Kang, and Derek Dreyer



#### Miri, a Rust interpreter, can find these aliasing bugs.









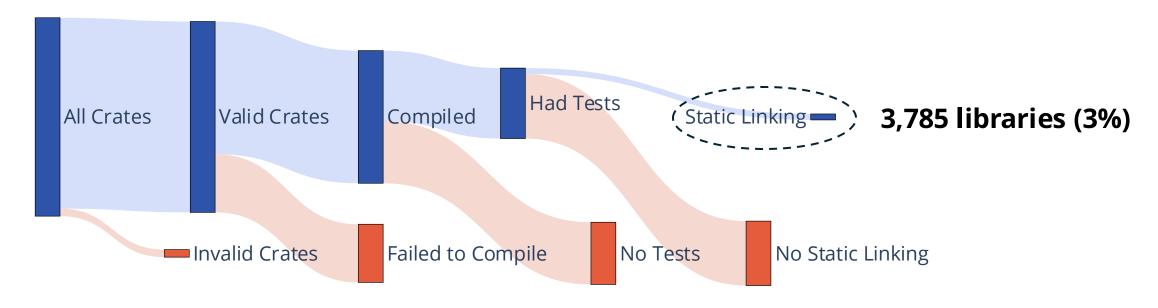
#### **Research Questions**

RQ1 Rust libraries that call foreign functions?



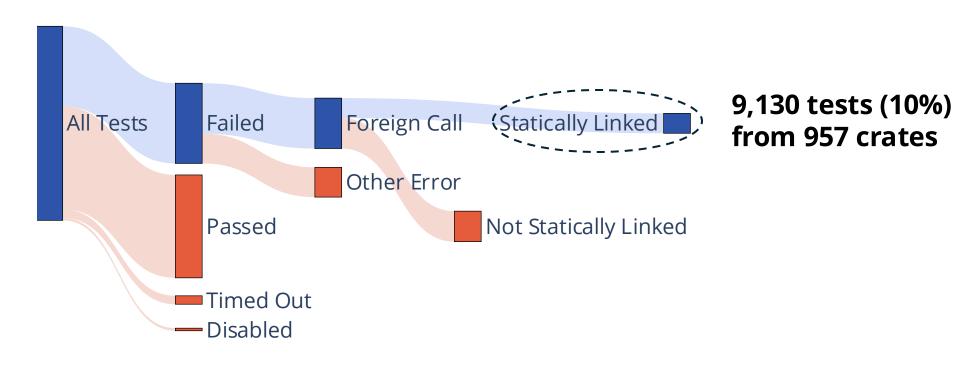
RQ2 more real-world programs with foreign function calls?

In September of 2023, we searched through all **125,804** Rust libraries published on crates.io to find test cases that statically linked to foreign code.





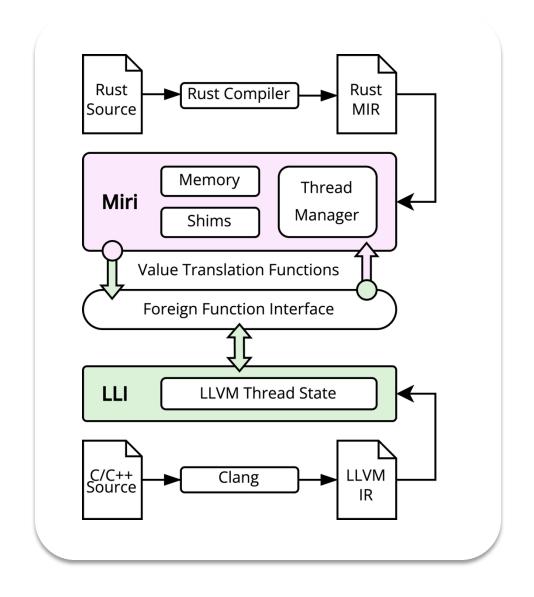
We executed all **88,637** tests from these libraries in Miri to find the subset of tests that called foreign functions which were statically linked.





We combined **Miri** with **LLI**, an LLVM interpreter, to create MiriLLI.

Our tool uses each interpreter to jointly execute programs defined across Rust and LLVM IR.







We executed all **9,130** tests in **MiriLLI**.

**61%** encountered an unsupported operation, but **9% had a potential bug**.

We deduplicated all errors into 394 "unique" test outcomes.



Location		Bug Type			Total
Fix	Error	Allocation	Ownership	Typing	Total
Binding	Binding	-	-	6	6
Binding	LLVM	-	3	-	3
LLVM	LLVM	-	3	-	3
Rust	LLVM	1	16	-	17
Rust	Rust	9	2	6	17
	Total:	10	24	12	46



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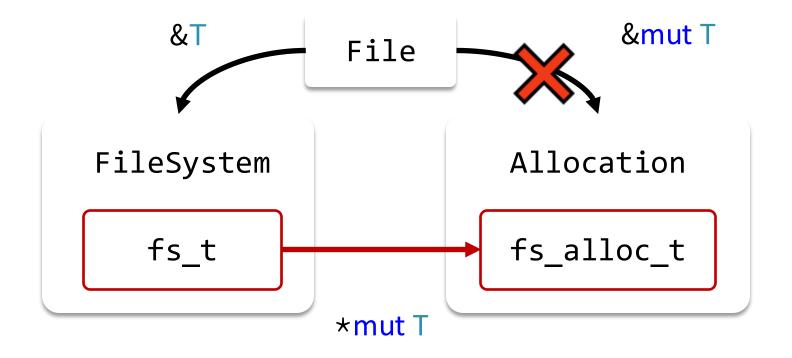


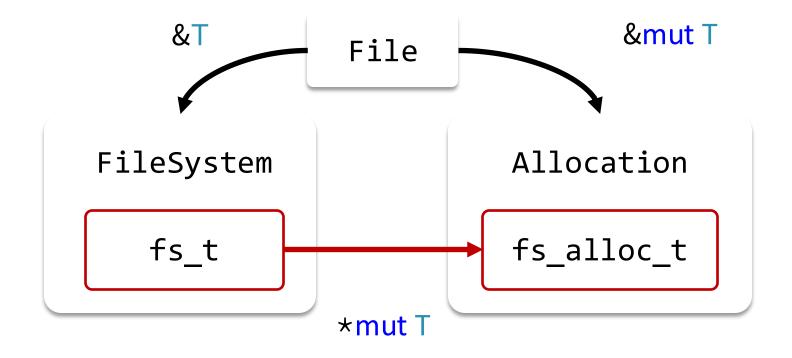
## 90 tests that had a Stacked Borrows violation 66% were accepted by Tree Borrows.

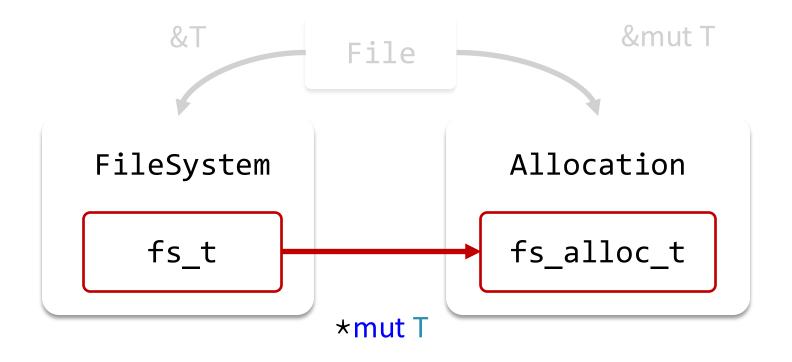
```
fn write_buffer(buffer: &mut [u8]) {
    write(&mut *buffer[0], buffer.len());
}
```

```
void write(uint8_t *buffer, size_t len) {
    *(buffer + len - 1) = 1;
}
```

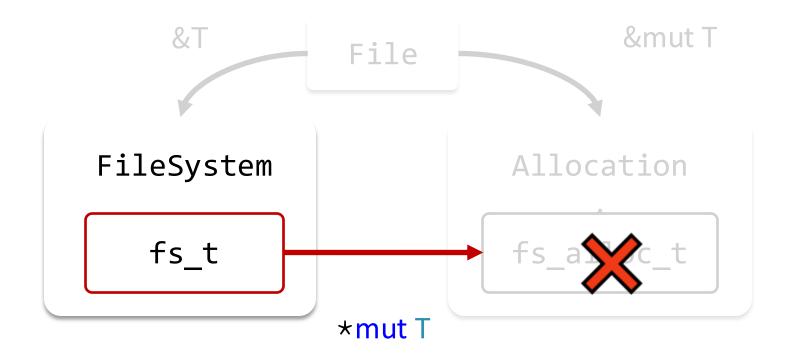














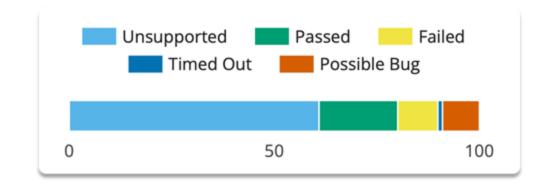
### Miri is not enough for large-scale, multi-language applications.

#### Compatibility

We evaluated MiriLLI on every compatible crate.

There were **9,130** compatible tests from 957 crates.

**61%** encountered an unsupported operation.



#### Performance

Anecdotally, Miri is several orders of magnitude slower than native execution



Background

#### What should a new tool look like?

Fast

Native instrumentation...

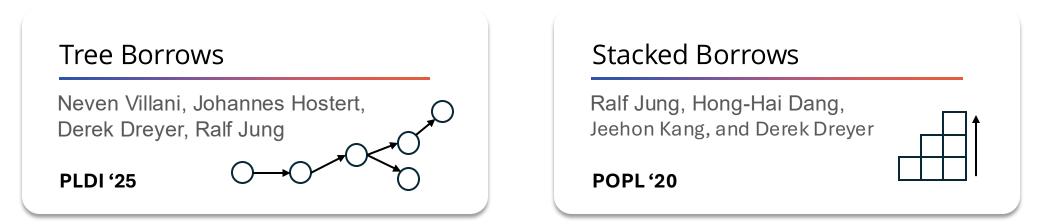
C/C++ Support

...through a common format.

#### **Pointer-Level Metadata**



#### **Allocation-Level Metadata**



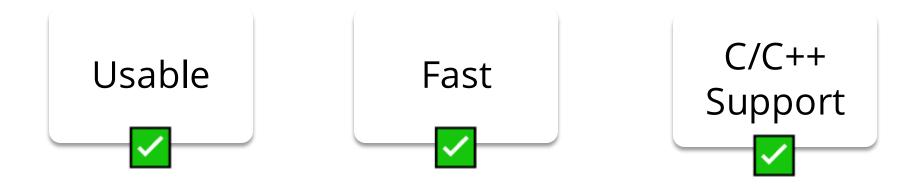
### "Identity-Based Access Checking"

SoK: Sanitizing for Security • Song et al., 2019





## Valgrind injects instrumentation into compiled programs.



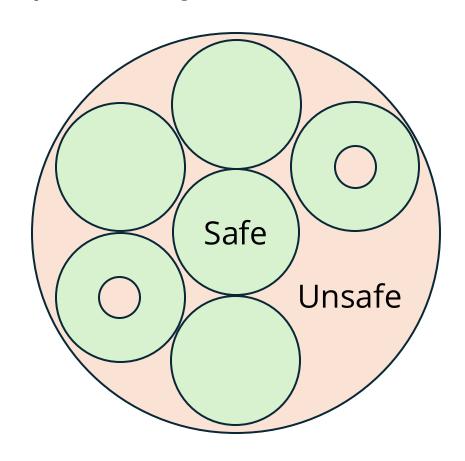
In 2023, the **Krabcake** project proposed extending Valgrind to support detecting Stacked Borrows violations. Felix Klock, Bryan Garza • AWS

Valgrind's baseline overhead is still **4x**.



Background

# Components written in safe Rust *can* be provably **free of undefined behavior**







An LLVM-based dynamic analysis tool.

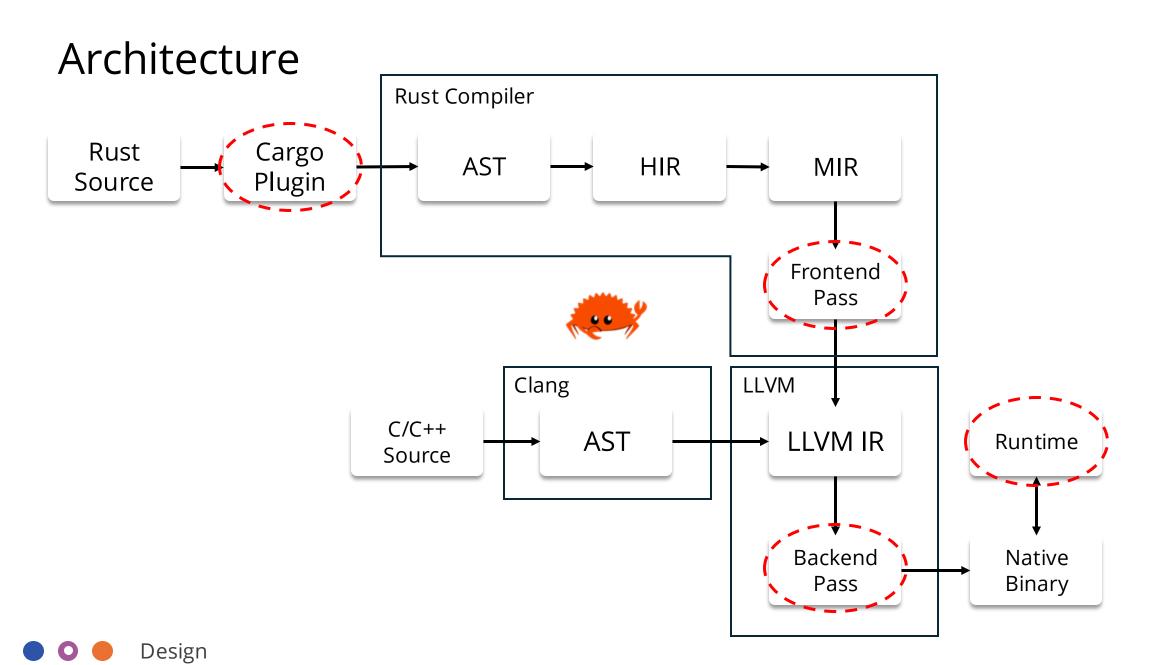
Tree Borrows Violations

Access out-of-bounds

🖺 Use-after-free







#### Frontend Pass

Inside the Rust Compiler

Our modified LLVM codegen backend inserts "retag" intrinsics.

@llvm.retag(ptr, usize, u16, u8, u8)

\*\*Base Address\*\*

\*\*Access Size\*\*

\*\*Permission Type\*\*

\*\*Protector Kind J. Side effect. J. Protector Kind J. Protector Kind



#### **Backend Pass**

Out-of-Tree LLVM Plugin

Associates each pointer with "provenance".

Allocation ID + Borrow Tag + Metadata Pointer

Uses *I Thread-Local Storage* and *Shadow Memory* for storing and propagating provenance across the stack and heap.

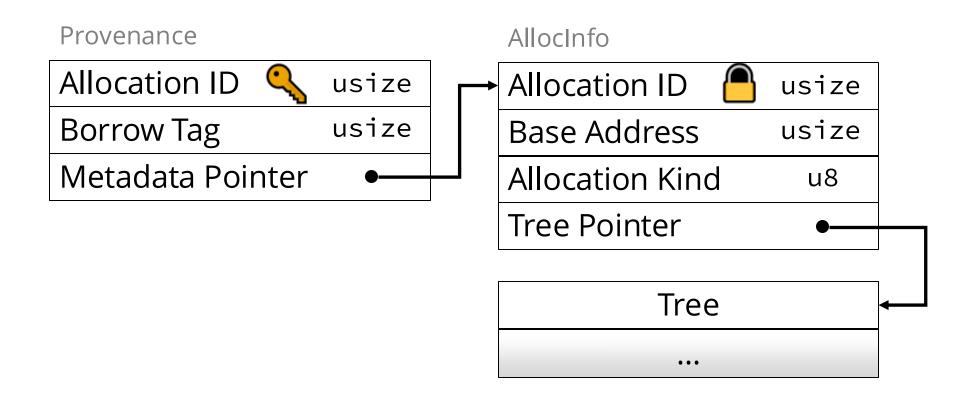
Replaces "retag" intrinsics with calls into the runtime, and instruments all memory access operations.



Design

#### Runtime

Static Rust Library





Design

## Handling Uninstrumented Libraries

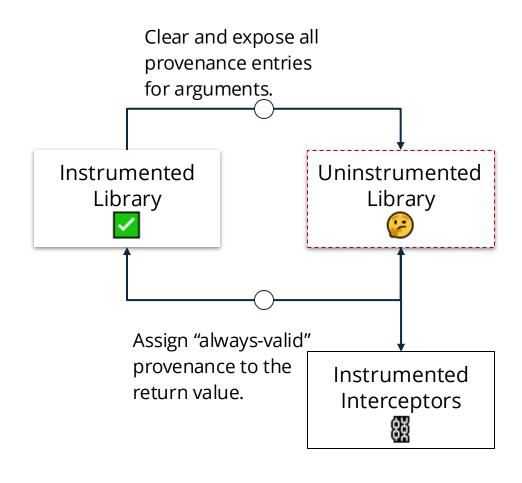
Our default policy will match Miri's behavior for native library calls.

Expose all provenance entries for pointer arguments.
 Overwrite shadow provenance entries in their underlying allocation with

\* their underlying allocation with "wildcard" values.

Maintaining metadata integrity requires knowing whether the caller is instrumented.

Can we detect *some* violations in 3rd party code using interception?









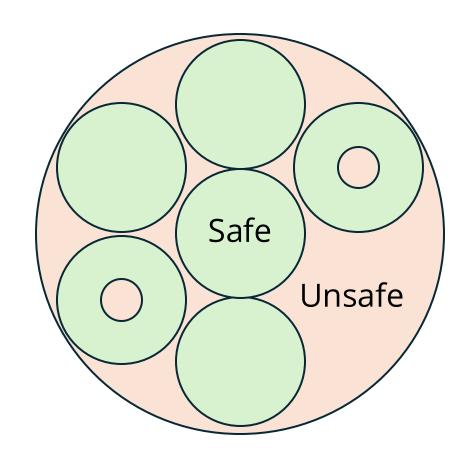
Add indirection to shadow memory. Compress the Tree.

Defer Tree Borrows is inherently expensive.

Redu

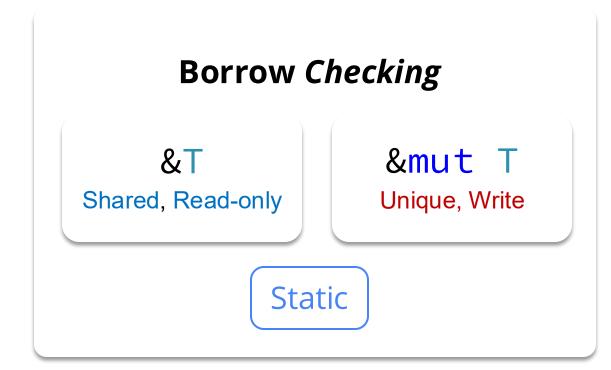
Reduce the size of the Allocation ID. Tag-check for Frozen.

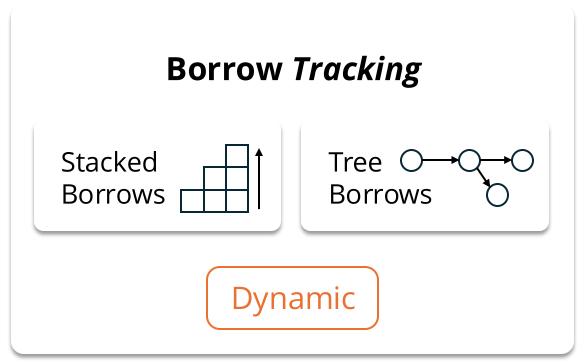
# Components written in safe Rust *can* be provably **free of undefined behavior**





Proposed Work







**Gradual Typing** 

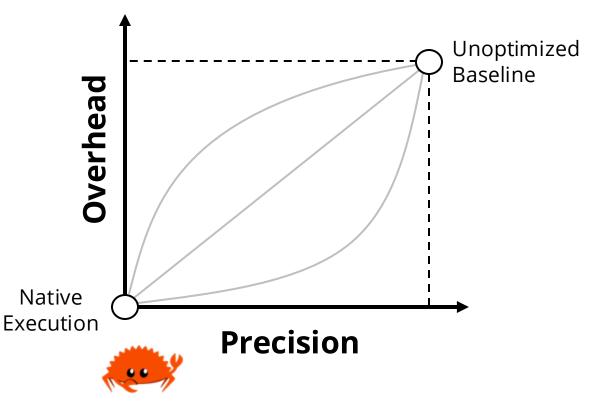
\*mut ? T)





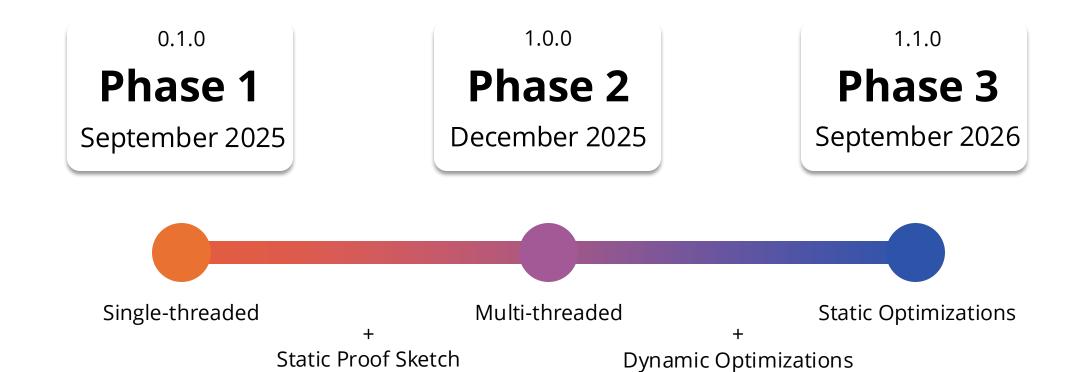
Future Work

We need to find a compromise between the *eager* static semantics of Polonius and the *lazy* dynamic semantics of Tree Borrows.





Future Work 4





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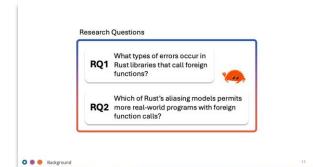


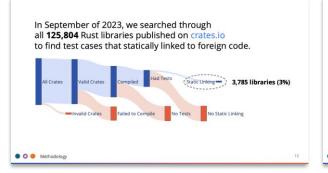


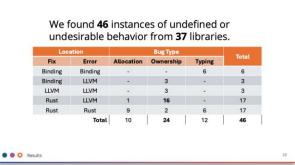












Artifact

**Preprint** 





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