

Security Reasoning via **Substructural** **Dependency Tracking**

Hemant Gouni (with Frank Pfenning & Jonathan Aldrich)

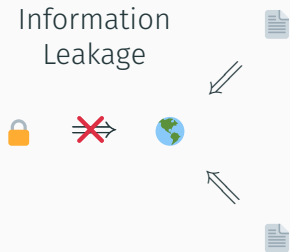
April 16, 2026

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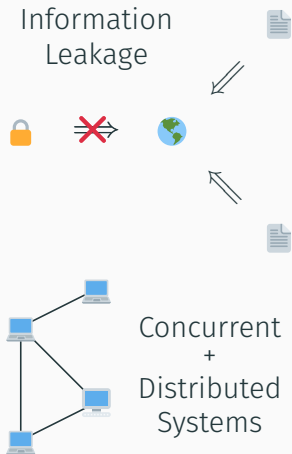
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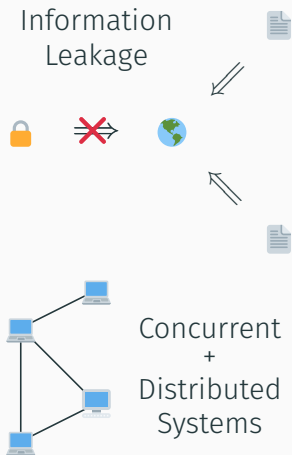
Static Dependency Tracking



Static Dependency Tracking

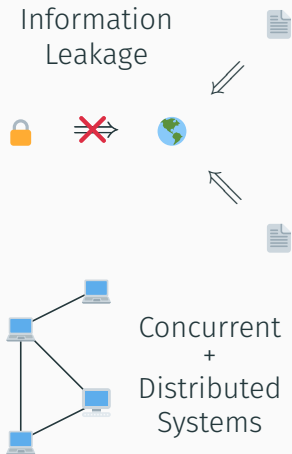


Static Dependency Tracking



Build Systems 

Static Dependency Tracking



Build Systems 

Reactive Programming 

Static Dependency Tracking

Information
Leakage



Concurrent
+
Distributed
Systems

Build Systems 

Reactive Programming 

Program Slicing 

Static Dependency Tracking

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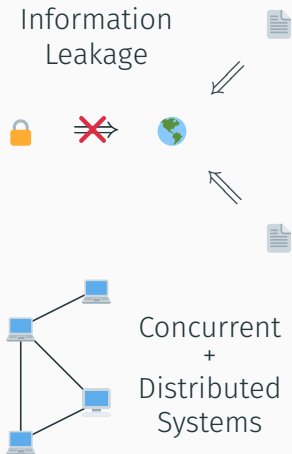
Build Systems 

Reactive Programming 

Program Slicing 

Dependent how often?

Static Dependency Tracking



Build Systems 

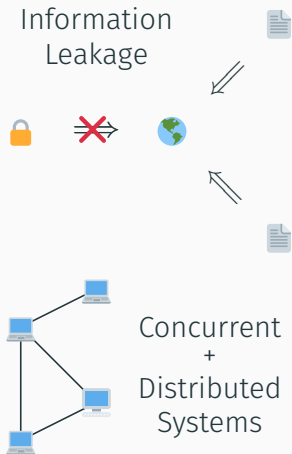
Reactive Programming 

Program Slicing 

Dependent how **often**?

Dependency **guaranteed**?

Static Dependency Tracking



Build Systems 

Reactive Programming 

Program Slicing 

Dependent how **often**?

Dependency **guaranteed**?

What dependency **order**?

Reinventing Our Approach 🧑🏻

Reinventing Our Approach 🧑🔬



Substructural

Dependency Tracking

```
let x: String = format!("hello");
```

Affine Types in Rust

```
let x: String = format!("hello");  
  
func1(x);
```

Affine Types in Rust

```
let x: String = format!("hello");
```

```
func1(x);
```

```
func2(x);
```

Affine Types in Rust

```
let x: String = format!("hello");
```

```
func1(x); ← x moved here
```

```
func2(x); ← x used here after move ⚠
```

Affine Types in Rust

```
let x: String = format!("hello");
```

```
func1(x); ← x moved here
```

```
func2(x); ← x used here after move ⚠
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Data in Rust is *ephemeral*: it can only be consumed a **single** time!

Affine Types in Rust

```
let x: String = format!("hello");
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func1(x); ← x moved here
```

```
func2(x); ← x used here after move ⚠
```

Data in Rust is *ephemeral*: it can only be consumed a **single** time! Ephemerality leads to resource reasoning.

Bounded Affine Types

Generalize from **single** to **finitely-bounded** consumption.

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```
val f : int {  } -> int
```

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```
val f : int {  
```

```
let f x = x * x
```

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let f x = x * x * x
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```
let f x = x * x * x * x * x ← out of fuel for x 
```

Bounded Affine Types

Generalize from **single** to **finitely-bounded** consumption.

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val f : int {  } -> int
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let f x = x * x
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```

```
let f x = x * x * x * x ← out of fuel for x 
```

Observe that  on the **input** dictates the structure of f.

Our Approach: Reverse!

Use **output**—rather than **input**—restrictions to create resources.

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Use **output**—rather than **input**—restrictions to create resources.

```
val g : [] int -> [  ] int
```

```
let g x = x * x
```

```
let g x = x * x * x
```

```
let g x = x * x * x * x * x ←     
```






Our Approach: Reverse! ↻

Use **output**—rather than **input**—restrictions to create resources.

```
val g : [] int -> [  ] int
```

```
let g x = !x * !x
```



```
let g x = !x * !x * !x
```

```
let g x = !x * !x * !x * !x ←     
```

The resource count increases when x is *run*, not merely *used*.




Our Approach: Reverse! ↻

Use **output**—rather than **input**—restrictions to create resources.

```
val g : [] int -> [  ] int  
           suspended
```

```
let g x = !x * !x
```


```
let g x = !x * !x * !x
```

```
let g x = !x * !x * !x * !x ←     
```

The resource count increases when x is *run*, not merely *used*.

Our Approach: Reverse! ↻






Use **output**—rather than **input**—restrictions to create resources.

```
val g : [] int -> [  ] int
```

suspended

```
let g x = !x * !x
```

```
let g x = !x * !x * !x
```

```
let g x = [   ] x ←     
```

resuming running

The resource count increases when x is *run*, not merely *used*.

Our Approach: Reverse! ↻

Use **output**—rather than **input**—restrictions to create resources.

```
val g : [🏛️] int -> [🏛️ 🏛️ 🏛️] int
```

```
let g x = !x * !x
```

```
let g x = !x * !x * !x
```

```
let g x = !x * !x * !x * !x ← 🏛️ 🏛️ 🏛️ 🏛️ ⚠️
```

```
let g x = let y be !x in y * y * y * y
```

The resource count increases when x is *run*, not merely *used*.

Our Approach: Reverse! ↻

Use **output**—rather than **input**—restrictions to create resources.

```
val g : [🏛️] int -> [🏛️ 🏛️ 🏛️] int
```

```
let g x = !x * !x
```

```
let g x = !x * !x * !x
```

```
let g x = !x * !x * !x * !x ← 🏛️ 🏛️ 🏛️ 🏛️ ⚠️
```

```
let g x = let y be !x in y * y * y * y  
           ⇒ 🏛️
```

The resource count increases when x is *run*, not merely *used*.

Our Approach: Reverse! ↻

Use **output**—rather than **input**—restrictions to create resources.

```
val g : [🏛️] int -> [🏛️ 🏛️ 🏛️] int
```

```
let g x = !x * !x
```

```
let g x = !x * !x * !x
```

```
let g x = !x * !x * !x * !x ← 🏛️ 🏛️ 🏛️ 🏛️ ⚠️
```

```
let g x = let y be !x in y * y * y * y  
           ⇒ 🏛️                : int
```

The resource count increases when x is *run*, not merely *used*.

Aside: Why the focus on computations?

```
val f : int {🔥 🔥 🔥} -> int
```

```
val g : [🏛️] int -> [🏛️ 🏛️ 🏛️] int
```

Aside: Why the focus on computations?

gets consumed by f

val f : int {🔥 🔥 🔥} -> int

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gets produced by g

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```
val f : int {🔥 🔥 🔥} -> int
```

val g : [🏦] int -> [🏦 🏦 🏦] int

gets produced by g

Consumption vs Production

Conventional resources regard consumption via variable use.

Our resources regard production via running computations.

Examples

Example: Quantity-Sensitive Leakage

```
module PasswordChecker : sig
```

```
end
```

Example: Quantity-Sensitive Leakage

```
module PasswordChecker : sig
  affine resource 🔒
end
```

Example: Quantity-Sensitive Leakage

```
module PasswordChecker : sig
  affine resource 🔒
  val check : string -> [🔒] bool
end
```

Example: Quantity-Sensitive Leakage

```
module PasswordChecker : sig
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  val check : string -> [🔒] bool
end
```

```
open PasswordChecker as pc
```

Example: Quantity-Sensitive Leakage

```
module PasswordChecker : sig
  affine resource 🔒
  val check : string -> [🔒] bool
end
.....
open PasswordChecker as pc

let _ : [pc.🔒] bool = pc.check "faxe"
```

Example: Quantity-Sensitive Leakage

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module PasswordChecker : sig
  affine resource 🔒
  val check : string -> [🔒] bool
end
```

.....

```
open PasswordChecker as pc
```

```
let _ : [pc.🔒] bool = pc.check "faxe"
let _ : [pc.🔒 pc.🔒] bool =
  pc.check "faxe" && pc.check "tibe"
```

Example: Quantity-Sensitive Leakage

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module PasswordChecker : sig
  affine resource 🔒
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```

```
let _ : [pc.🔒] bool =
  pc.check "faxe" && pc.check "tibe" ⚠️
```

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module PasswordChecker : sig
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let _ : [pc.🔒] bool =
  pc.check "faxe" && pc.check "tibe" ⚠️
```

Example: Capabilities

[...] \vdash \longrightarrow [... ]

Example: Capabilities

[...] $\not\rightarrow$ [... ]

Example: Capabilities


[...] $\not\vdash$ → [...] 

```
module Authorize : sig
```

```
end
```



Example: Capabilities

[...] $\not\rightarrow$ [... 

```
module Authorize : sig
  strict resource 
end
```



Example: Capabilities

[...] $\xrightarrow{\text{X}}$ [... 

```
module Authorize : sig
  strict resource 
  val authenticate : string ->
    unit | [] unit
end
```

Example: Capabilities



[...] $\xrightarrow{\text{X}}$ [... 

```
module Authorize : sig
  strict resource 
  val authenticate : string ->
    unit | [] unit
end
```

```
let secured : [] int -> ...
```

Example: Capabilities

[...] $\xrightarrow{\text{X}}$ [... 

```
module Authorize : sig
  strict resource 
  val authenticate : string ->
    unit | [] unit
end
```

```
let secured : [] int -> ...
```

```
match authenticate "argaven" with
| Left _ -> ...
| Right (tok : [] unit) -> secured (4 <~ tok) 7
```

Example: Protocols, or seccomp



Example: Protocols, or seccomp

... high privilege → drop → low privilege → ...

.....
module DropProto : sig

end

Example: Protocols, or seccomp

... $\xrightarrow{\text{high privilege}}$ drop $\xrightarrow{\text{low privilege}}$...

```
module DropProto : sig
  immobile resource drp, hi
```

```
end
```

Example: Protocols, or seccomp

... $\xrightarrow{\text{high privilege}}$ `drop` $\xrightarrow{\text{low privilege}}$...

```
module DropProto : sig
  (immobile) resource drp, hi
```

```
end
```

Example: Protocols, or seccomp

... $\xrightarrow{\text{high privilege}}$ drop $\xrightarrow{\text{low privilege}}$...

```
module DropProto : sig
  (immobile) resource drp, hi
  structural resource lo
```

```
end
```

Example: Protocols, or seccomp



```
module DropProto : sig
  (immobile) resource drp, hi
  structural resource lo
  val drop : [drp] unit
  val hi : [hi] unit
  val lo : [lo] unit
end
```

Example: Protocols, or seccomp

... $\xrightarrow{\text{high privilege}}$ drop $\xrightarrow{\text{low privilege}}$...

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module DropProto : sig
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  val drop : [drp] unit
  val hi : [hi] unit
  val lo : [lo] unit
end
```

```
let _ : [hi drp lo] ... = !hi; !lo; !drop; !lo
```

Example: Protocols, or seccomp

... $\xrightarrow{\text{high privilege}}$ drop $\xrightarrow{\text{low privilege}}$...

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Example: Protocols, or seccomp



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let _ : [hi drp lo] ... = !hi; !drop; !lo;
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let _ : [hi drp lo] ... = !hi; !lo; !drop; !lo
let _ : [hi drp lo] ... = !lo; !hi; !lo; !hi
let _ : [hi drp lo] ... = !hi; !drop; !lo; !hi ⚠
```

Versus Conventional Resource Reasoning

The *production* perspective naturally characterizes a different range of resources than the *consumption* one:



Versus Conventional Resource Reasoning

The *production* perspective naturally characterizes a different range of resources than the *consumption* one:

 Quantity-Sensitive Leakage

Versus Conventional Resource Reasoning


The *production* perspective naturally characterizes a different range of resources than the *consumption* one:

-  Quantity-Sensitive Leakage
-  Authorization via Capabilities

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drp **seccomp**-style sandboxing

Versus Conventional Resource Reasoning

The *production* perspective naturally characterizes a different range of resources than the *consumption* one:

 Quantity-Sensitive Leakage

 Authorization via Capabilities

drp **seccomp**-style sandboxing

More examples in the paper!

🛒 3-in-1: {Quantity, Capability, Protocol} Safety

Substructurality via Inequality

- Weakening: $[...] \vdash \longrightarrow [\dots \color{blue}{\blacklozenge}]$

Substructurality via Inequality

- Weakening: $[...] \vdash \text{X} \rightarrow [...] \text{◆}$

Substructurality via Inequality

- Weakening: $[...] \sqsubseteq [...] \color{blue}\blacklozenge$

Substructurality via Inequality

- Weakening: $[...] \not\leq [...] \color{blue}\blacklozenge$

Substructurality via Inequality

- Weakening: $[...] \not\leq [... \text{◆}] \implies \text{strict}$

Substructurality via Inequality

- Weakening: $[...] \not\sqsubseteq [...] \color{blue}\blacklozenge]$ \implies strict
- Contraction: $[\color{orange}\blacklock] \color{orange}\blacklock] \sqsubseteq [\color{orange}\blacklock]$

Substructurality via Inequality

- Weakening: $[...] \not\sqsubseteq [...] \color{blue}\blacklozenge]$ \implies strict
- Contraction: $[\color{orange}\lock] [\color{orange}\lock] \not\sqsubseteq [\color{orange}\lock]$

Substructurality via Inequality

- Weakening: $[...] \not\sqsubseteq [...] \color{blue}\blacklozenge]$ \implies strict
- Contraction: $[\color{orange}\blacklock] \color{orange}\blacklock] \not\sqsubseteq [\color{orange}\blacklock]$ \implies affine

Substructurality via Inequality

- **Weakening:** $[...] \not\sqsubseteq [...] \text{ 💎}] \implies \text{strict}$
- **Contraction:** $[\text{🔒} \text{ 🔒}] \not\sqsubseteq [\text{🔒}] \implies \text{affine}$
- **Exchange:** $[\text{hi drp}] \sqsubseteq [\text{drp hi}]$

Substructurality via Inequality

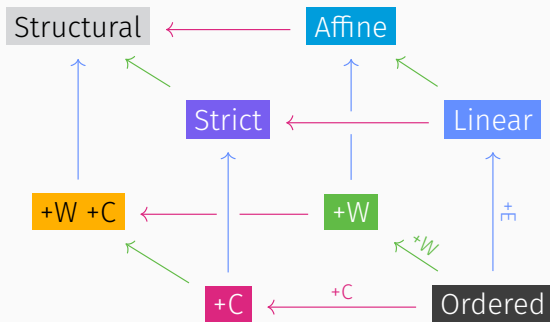
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Substructurality via Inequality

- **Weakening:** $[...] \not\sqsubseteq [...] \color{blue}{\diamond}$ \implies strict
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- **Exchange:** $[\text{hi drp}] \not\sqsubseteq [\text{drp hi}] \implies$ immobile

Substructurality via Inequality

- **Weakening:** $[...] \not\sqsubseteq [...] \color{blue}\blacklozenge$ \implies strict
- **Contraction:** $[\color{orange}\lock] [\color{orange}\lock] \not\sqsubseteq [\color{orange}\lock]$ \implies affine
- **Exchange:** $[\text{hi drp}] \not\sqsubseteq [\text{drp hi}] \implies$ immobile



Soundness Theorem

If $e : [a_1 \ a_2 \ \dots] \ A$ then $!e \mapsto v$ producing resources $[b_1 \ b_2 \ \dots]$ and $[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$.

Soundness Theorem

well-typed under

expected resources

If $e : [a_1 \ a_2 \ \dots] \ A$ then $!e \mapsto v$ producing resources $[b_1 \ b_2 \ \dots]$ and $[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$.

Soundness Theorem

well-typed under
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evaluates to
a value

If $e : [a_1 \ a_2 \ \dots] \ A$ then $!e \mapsto v$ producing resources
 $[b_1 \ b_2 \ \dots]$ and $[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$.

Soundness Theorem

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If $e : [a_1 \ a_2 \ \dots] \ A$ then $!e \mapsto v$ producing resources
 $[b_1 \ b_2 \ \dots]$ and $[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$.

resources
witnessed

Soundness Theorem

well-typed under
expected resources

evaluates to
a value

If $e : [a_1 \ a_2 \ \dots] \ A$ then $!e \mapsto v$ producing resources
 $[b_1 \ b_2 \ \dots]$ and $[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$.

resources
witnessed

compatible with
resources expected

Soundness Theorem \Rightarrow Capability Safety

A token used as an identifier for an object such that possession of the token confers access rights for the object. A capability can be thought of as a ticket.

Soundness Theorem \Rightarrow Capability Safety

*A token used as an identifier for an object such that **possession of the token confers access rights for the object**. A capability can be thought of as a ticket. Modification of a capability [...] is not allowable; however, unlike the case for tickets, **reproduction [...] is legal**.*

Soundness Theorem \Rightarrow Capability Safety

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If $e : [\blacklozenge a_1 a_2 \dots] A$ where \blacklozenge is **strict** then $!e \mapsto v$ producing resources $[b_1 b_2 \dots] \ni \blacklozenge$.

Soundness Theorem \Rightarrow Capability Safety

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If $e : [\color{blue}{\blacklozenge} \ a1 \ a2 \ \dots] \ A$ where $\color{blue}{\blacklozenge}$ is **strict** then $!e \mapsto v$ producing resources $[b1 \ b2 \ \dots] \ni \color{blue}{\blacklozenge}$.

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If $e : [\color{blue}{\blacklozenge} \ a1 \ a2 \ \dots] \ A$ where $\color{blue}{\blacklozenge}$ is **strict** then $!e \mapsto v$ producing resources $[\color{magenta}{b1} \ \color{magenta}{b2} \ \dots] \ni \color{blue}{\blacklozenge}$.

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If $e : [\blacklozenge a1 a2 \dots] A$ where \blacklozenge is **strict** then $!e \mapsto v$ producing resources $[b1 b2 \dots] \ni \blacklozenge$.

Proof Sketch

$$[b1 b2 \dots] \sqsubseteq [\blacklozenge a1 a2 \dots] \quad [\dots] \not\sqsubseteq [\dots \blacklozenge]$$

Soundness Theorem \Rightarrow Capability Safety

A token used as an identifier for an object such that possession of the token confers access rights for the object. A capability can be thought of as a ticket. Modification of a capability [...] is not allowable; however, unlike the case for tickets, reproduction [...] is legal.

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Proof Sketch




$[b1 b2 \dots] \sqsubseteq [\blacklozenge a1 a2 \dots]$
by **soundness**

$[\dots] \not\sqsupseteq [\dots \blacklozenge]$
by **strictness**




Soundness Theorem \Rightarrow Quantity Safety

If $e : [a_1 \ a_2 \ \dots] A$ with n  where  affine then
 $\exists e \mapsto v$ produces $[b_1 \ b_2 \ \dots]$ with k  where $k \leq n$.




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Proof Sketch

$$[b1\ b2\ \dots] \sqsubseteq [a1\ a2\ \dots] \quad [\text{lock} \ \text{lock}] \not\sqsubseteq [\text{lock}]$$




Soundness Theorem \Rightarrow Quantity Safety

If $e : [a_1 \ a_2 \ \dots] A$ with n  where  affine then
 $!e \mapsto v$ produces $[b_1 \ b_2 \ \dots]$ with k  where $k \leq n$.

Proof Sketch

$$\underbrace{[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]}_{\text{by soundness}} \quad [\text{lock} \ \text{lock}] \not\sqsubseteq [\text{lock}]$$

Soundness Theorem \Rightarrow Quantity Safety

If $e : [a_1 \ a_2 \ \dots] A$ with n  where  affine then
 $!e \mapsto v$ produces $[b_1 \ b_2 \ \dots]$ with k  where $k \leq n$.

Proof Sketch




$$[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$$

by **soundness**

$$[\text{lock} \ \text{lock}] \not\sqsubseteq [\text{lock}]$$

by **affinity**

Soundness Theorem \Rightarrow Quantity Safety

If $e : [a_1 \ a_2 \ \dots] A$ with n  where  **linear** then
 $!e \mapsto v$ produces $[b_1 \ b_2 \ \dots]$ with k  where $k = n$.

Proof Sketch




$$[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$$

by **soundness**

$$[\text{lock} \ \text{lock}] \not\sqsubseteq [\text{lock}]$$

by **affinity**

Soundness Theorem \Rightarrow Quantity Safety

If $e : [a_1 \ a_2 \ \dots] A$ with n  where  **linear** then
 $!e \mapsto v$ produces $[b_1 \ b_2 \ \dots]$ with k  where $k = n$.

Proof Sketch

$$[b_1 \ b_2 \ \dots] \sqsubseteq [a_1 \ a_2 \ \dots]$$

by **soundness**

$$[\img alt="lock icon" data-bbox="610 515 640 545"/> \ \img alt="lock icon" data-bbox="670 515 700 545"/>] \not\sqsubseteq [\img alt="lock icon" data-bbox="785 515 815 545"/>]$$

by **affinity**

$$[\dots] \not\sqsubseteq [\dots \ \img alt="lock icon" data-bbox="555 695 585 725"/>]$$

by **strictness**

Soundness Theorem \Rightarrow Protocol Safety

If $e : [a_1 a_2 a_3 \dots]$ A where $a_1 a_2$ ordered then
 $!e \mapsto v$ produces $[b_1 b_2 b_3 \dots]$.

Soundness Theorem \Rightarrow Protocol Safety

lacking **all** structural rules

If $e : [a1\ a2\ a3\ \dots]$ A where **a1 a2** ordered then
 $!e \mapsto v$ produces $[b1\ b2\ b3\ \dots]$.

Soundness Theorem \Rightarrow Protocol Safety

lacking all structural rules

If $e : [a1\ a2\ a3\ \dots]$ A where $a1\ a2$ ordered then
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Soundness Theorem \Rightarrow Protocol Safety

lacking all structural rules

If $e : [a1\ a2\ a3\ \dots]$ A where $a1\ a2$ ordered then
 $!e \mapsto v$ produces $[a1\ a2\ b3\ \dots]$.

Proof Sketch: Analogous from soundness + weakening,
contraction, exchange

More in the paper!

✌️ Two further structural rules not mentioned here

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- ❗❗ More examples!

Takeaway: Our view on resources **newly unifies**
a set of **old tools** under a **single language**

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