

Memory Safety Analysis for Rust GCC

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Borrow Checker Rules

- **Move**
- **Lifetime subset relation**
- **Borrow must outlive borrowee**
- **One mutable borrow or multiple immutable borrows**
- **No modification of immutable borrow data**

Borrow Checker Rules

- Move

```
let mut v1 = Vec::new();  
v1.push(42)  
let mut v2 = v1; // <- Move  
println!(v1[0]); // <- Error
```

- Lifetime subset relation
- Borrow must outlive borrowee
- One mutable borrow or multiple immutable borrows
- No modification of immutable borrow data

Borrow Checker Rules

- Move
- Lifetime subset relation
- Borrow must outlive borrowee

```
fn f() -> &i32 {  
    &(1+1)  
} // <- Error
```

- One mutable borrow or multiple immutable borrows
- No modification of immutable borrow data

Borrow Checker Rules

- Move
- Lifetime subset relation
- Borrow must outlive borrowee
- **One mutable borrow or multiple immutable borrows**
- **No modification of immutable borrow data**

```
let mut counter = 0;  
let ref1 = &mut counter;  
// ...  
let ref2 = &mut counter; // <- Error
```

Checking Functions

```
struct Vec<'a> { ... }
```

```
impl<'a> Vec<'a> {  
    fn push<'b> where 'b: 'a (&mut self, x: &'b i32) {  
        // ...  
    }  
}
```

Checking Functions

```

struct Vec<'a> { ... }

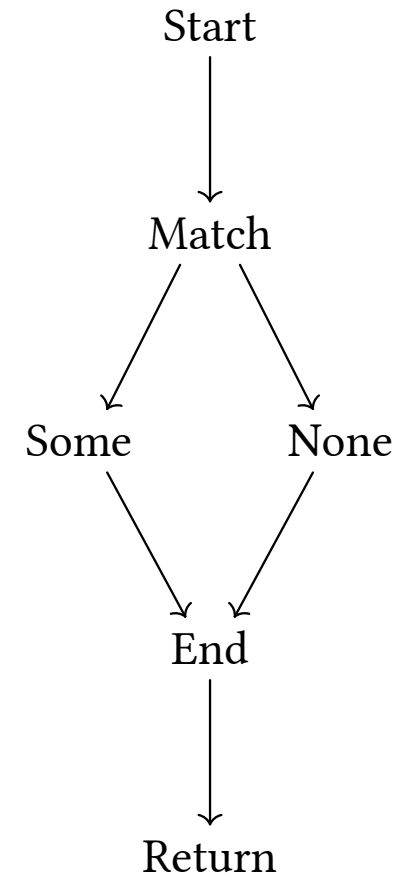
impl<'a> Vec<'a> {
  fn push<'b> where 'b: 'a (&mut self, x: &'b i32) {
    // ...
  }
}

let a = 5; // 'a 'b 'b: 'a
{ //
  let mut v = Vec::new(); // *
  v.push(&a); // * * OK
  let x = v[0]; // * * OK
} // * OK

```

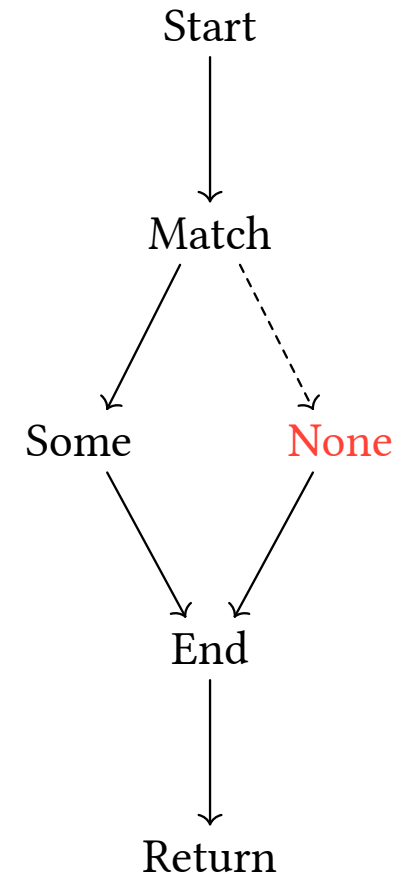
CFG Computation

```
fn f<'a>(map: Map<K, V>) -> &'a V {  
  // Lookup key in map.  
  // Return reference to value.  
  match map.get_mut(&key) {  
    Some(value) => value, // Found one.  
    None => {  
      // Not found.  
      // New reference to map!  
      map.insert(key, V::default());  
    }  
  }  
}
```



CFG Computation

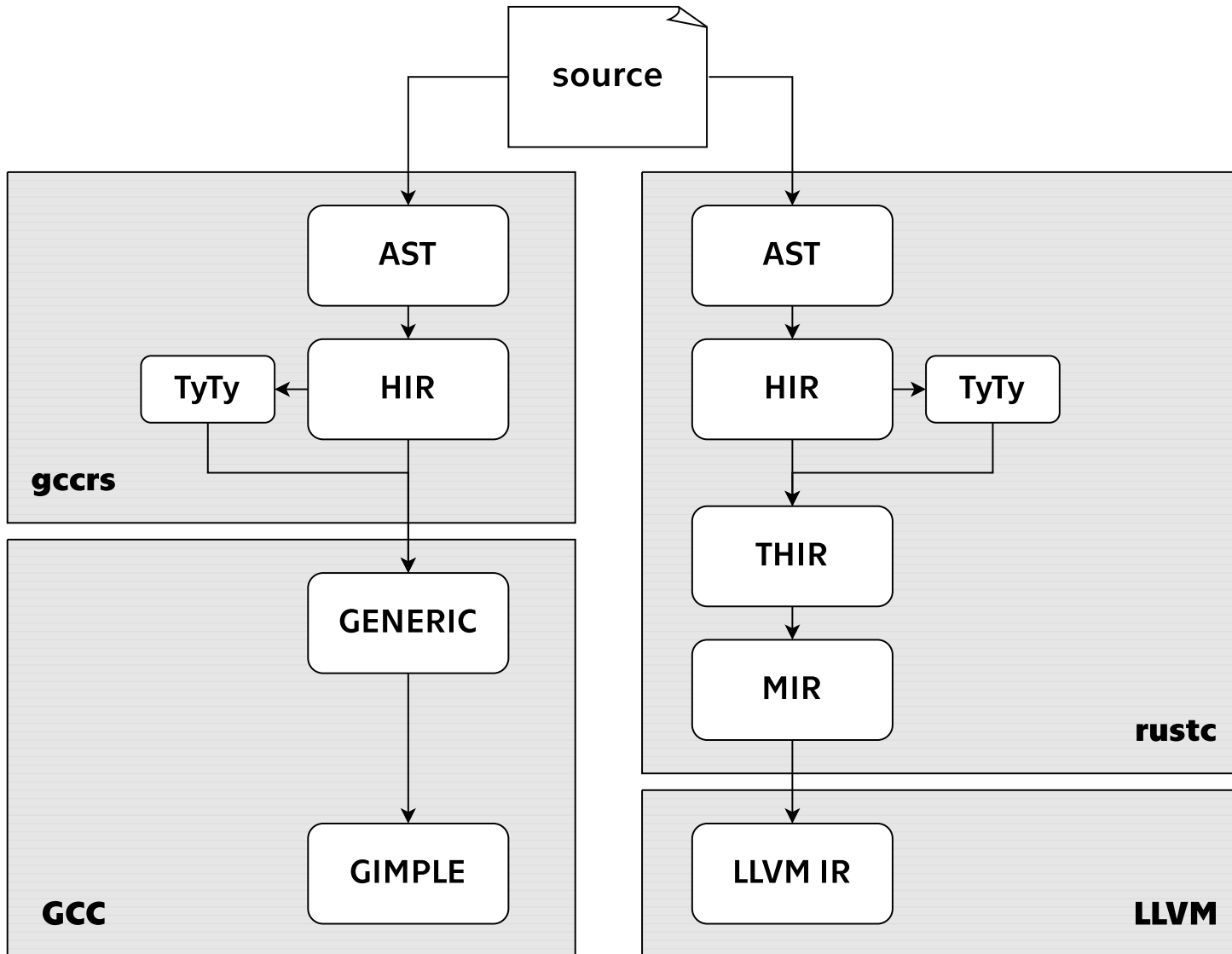
```
fn f<'a>(map: Map<K, V>) -> &'a V {  
  // Lookup key in map.  
  // Return reference to value.  
  match map.get_mut(&key) {  
    Some(value) => value, // Found one.  
    None => {  
      // Not found.  
      // New reference to map!  
      map.insert(key, V::default());  
    }  
  }  
}
```

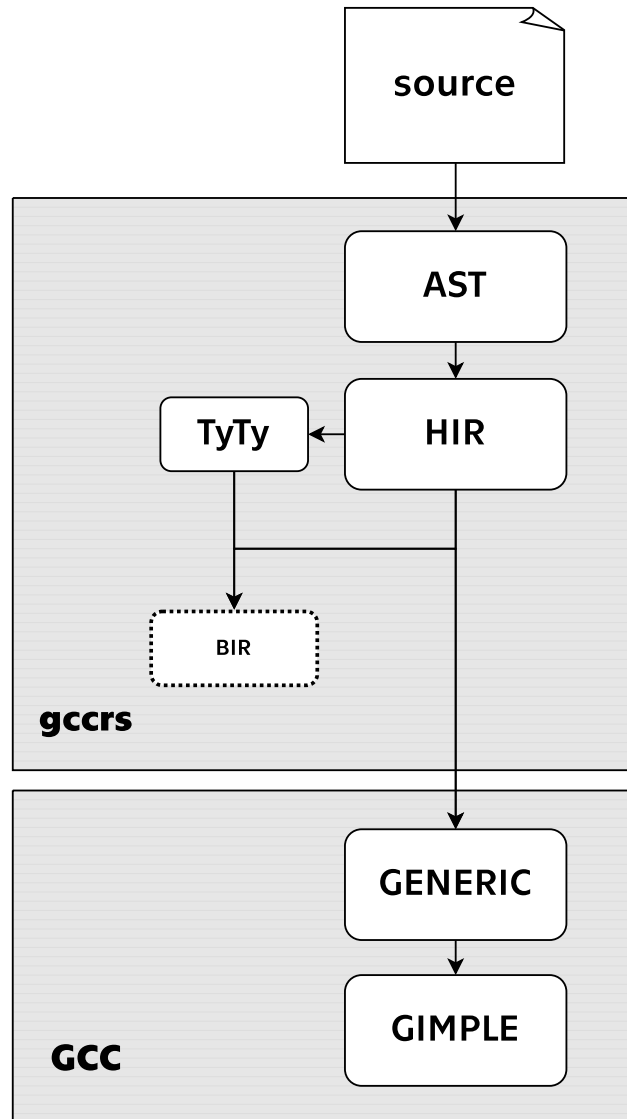


Implementation

- Parsing, AST, HIR
- Lifetime handling in the type checker
- Variance analysis

$$A\langle 'a, T \rangle \leq B\langle 'b, F \rangle \Rightarrow ('a \subseteq 'b) \wedge (T \leq F)$$





Implementation

- Parsing, AST, HIR
- Lifetime handling in the type checker
- Variance analysis
- BIR construction
- **Fact collection**
- **Polonius FFI**
- **Error reporting**

Implementation

- Parsing, AST, HIR
- Lifetime handling in the type checker
- Variance analysis
- BIR construction
- Fact collection
- Polonius FFI
- Error reporting
- **Changed +10174 -1374**
 - **48% GCC upstream**
 - **11% Rust GCC**
 - **9% PR in review**

Results

- **Limitations**
- **Move errors**
- **Subset errors**
- **Access rule errors**

Borrow Rules

```
fn mutable_borrow_while_immutable_borrowed() {  
    let x = 0;  
    let y = &x;          // <---  
    let z = &mut x;     // <---  
    let w = y;  
}
```

Error: Found loan errors in function
mutable_borrow_while_immutable_borrowed

Struct & Method

```
struct Reference<'a> {  
    value: &'a i32,  
}
```

```
impl<'a> Reference<'a> {  
    fn new<'a>(value: &'a i32) -> Reference<'a> {  
        Reference { value: value }  
    }  
}
```

Borrow Rules with Struct

```
fn mutable_borrow_while_immutable_borrowed_struct() {  
    let x = 0;  
    let y = Reference::new(&x);  
    let z = &mut x; //~ ERROR  
    let w = y;  
}
```

Error: Found loan errors in function
mutable_borrow_while_immutable_borrowed

Subset Rules

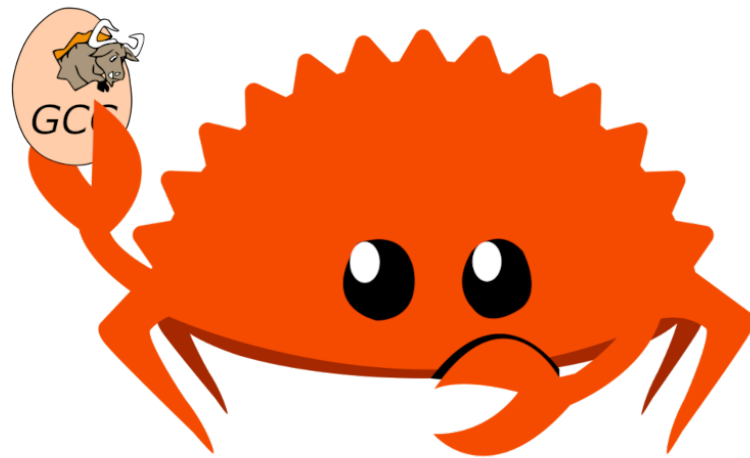
```
fn complex_cfg_subset<'a, 'b>(b: bool, x: &'a u32, y:  
&'b u32) -> &'a u32 {  
    if b {  
        y //~ ERROR  
    } else {  
        x  
    }  
}
```

Error: Found subset errors in function
complex_cfg_subset



Future

- **Open Source Security support**
- **GSoC 2024**



Thank You
for your attention