



CDSL

A Restricted Functional Language for File System Verification

Liam O'Connor

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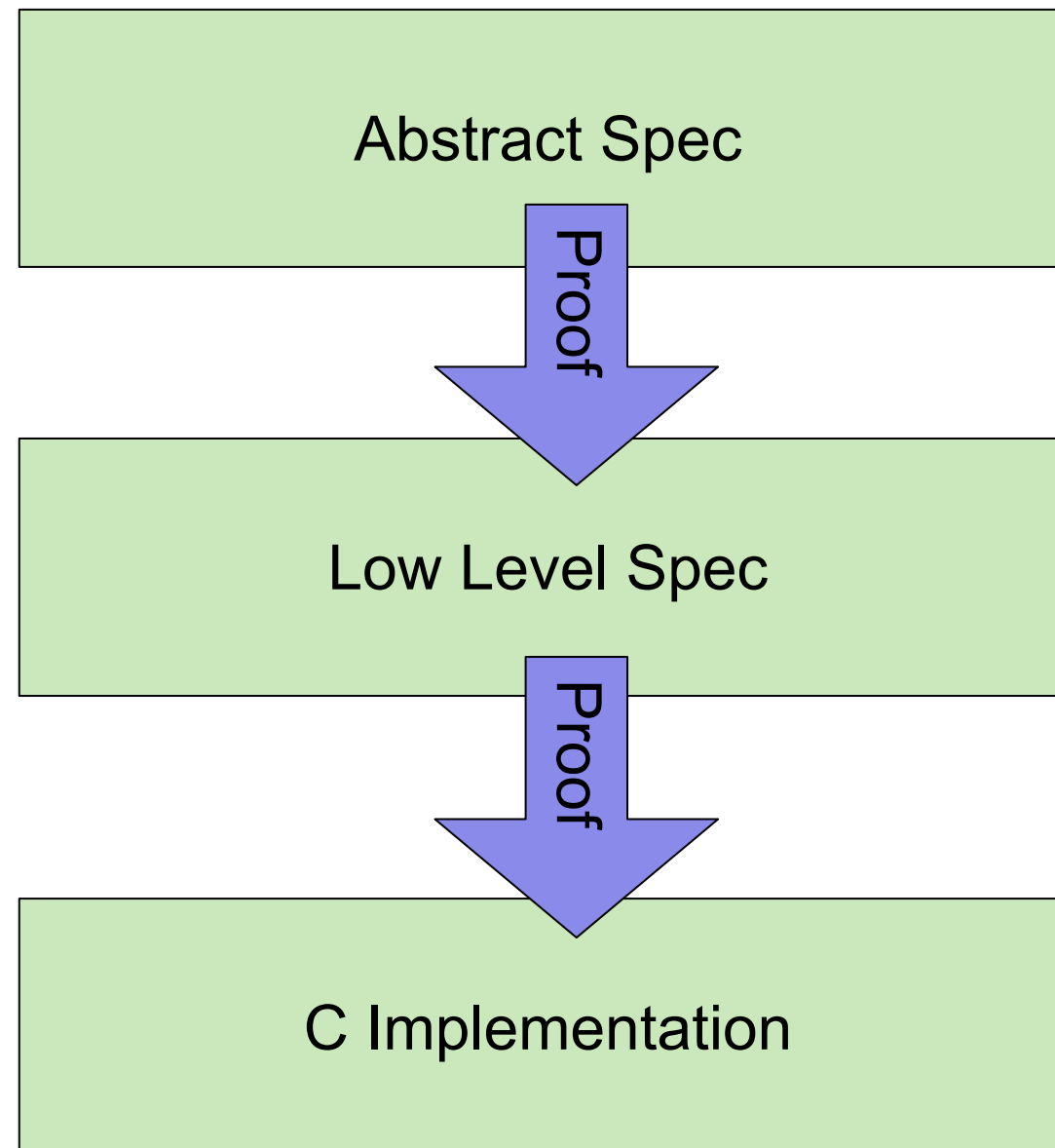
THE UNIVERSITY
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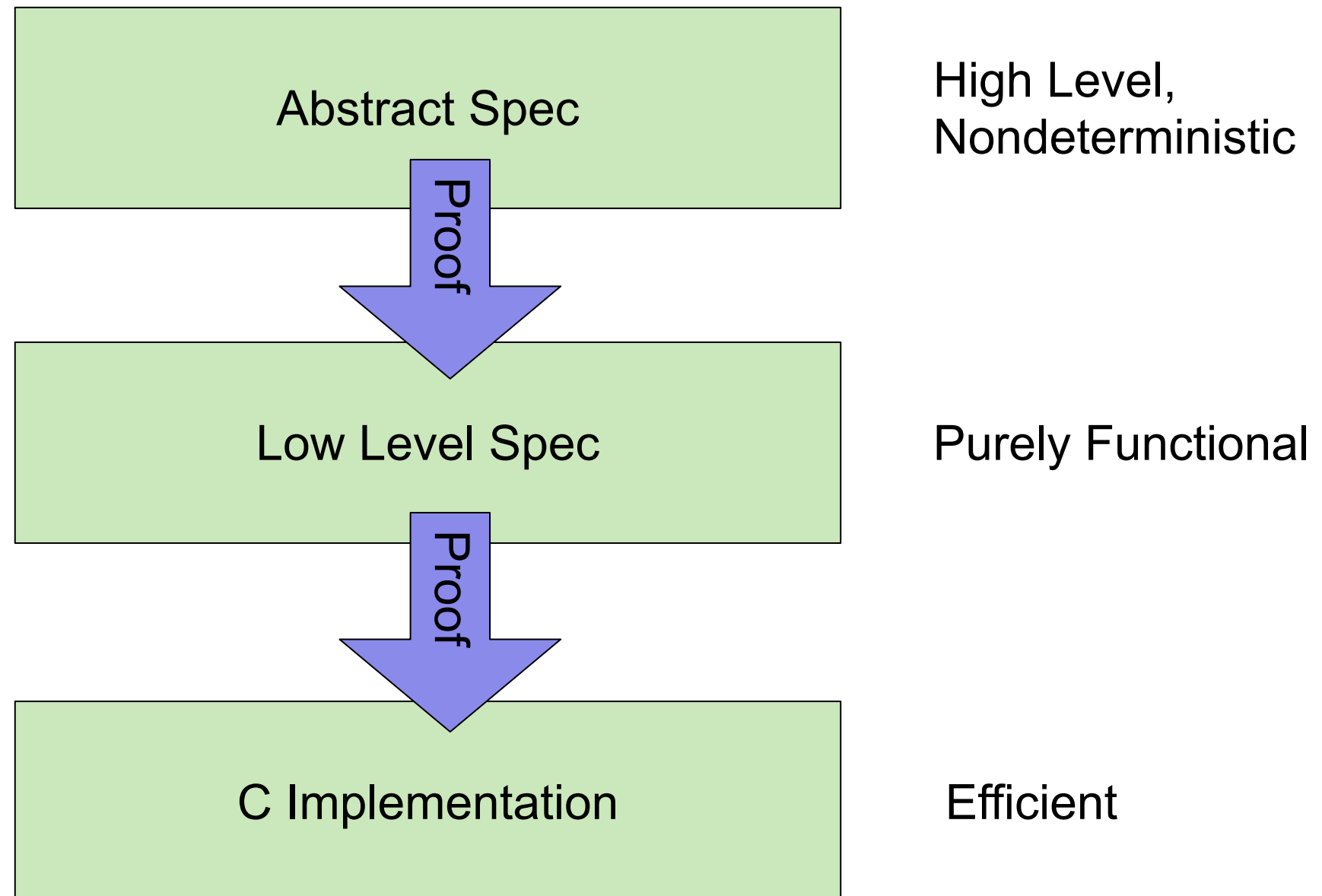
AUSTRALIA

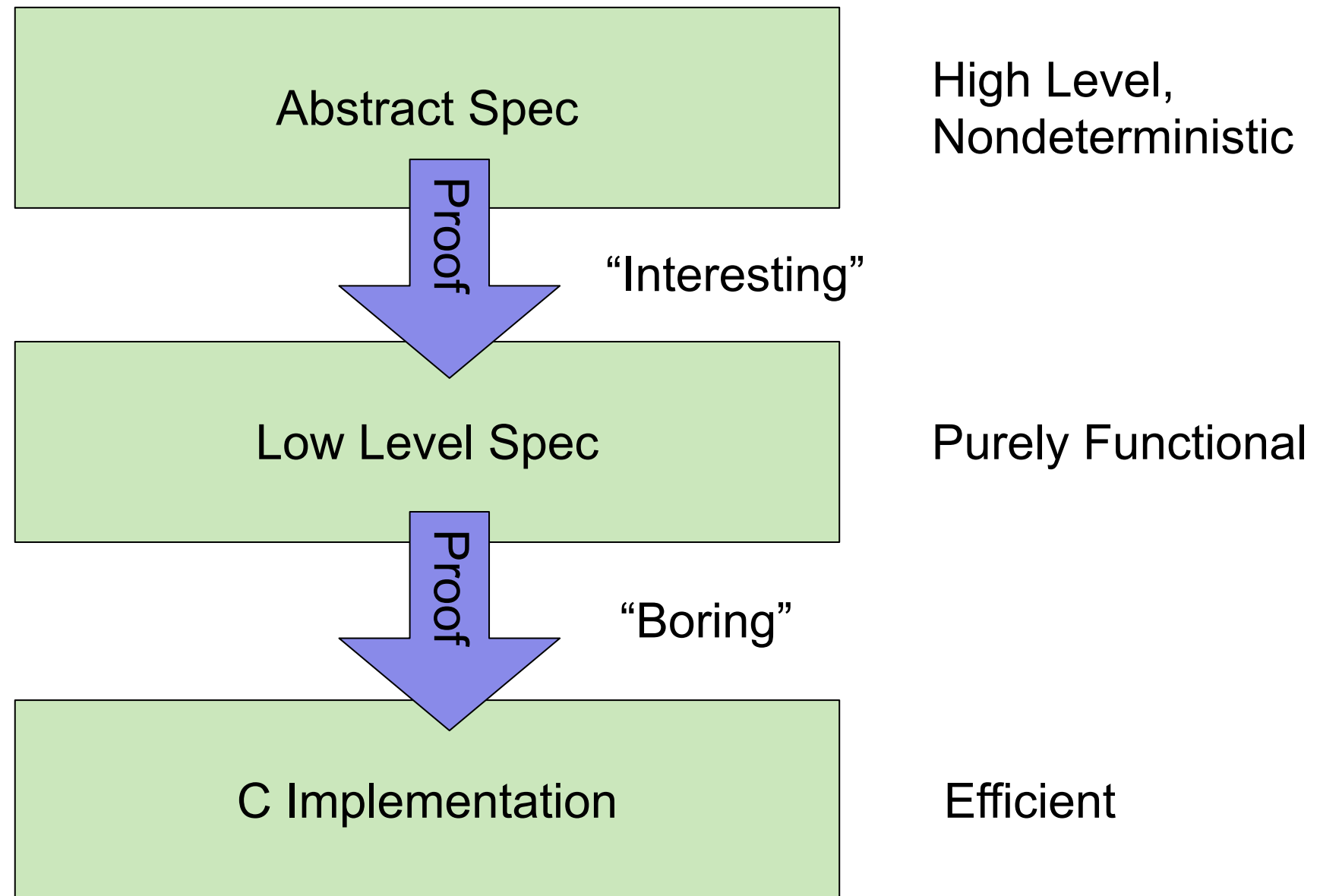
Abstract Spec

Low Level Spec

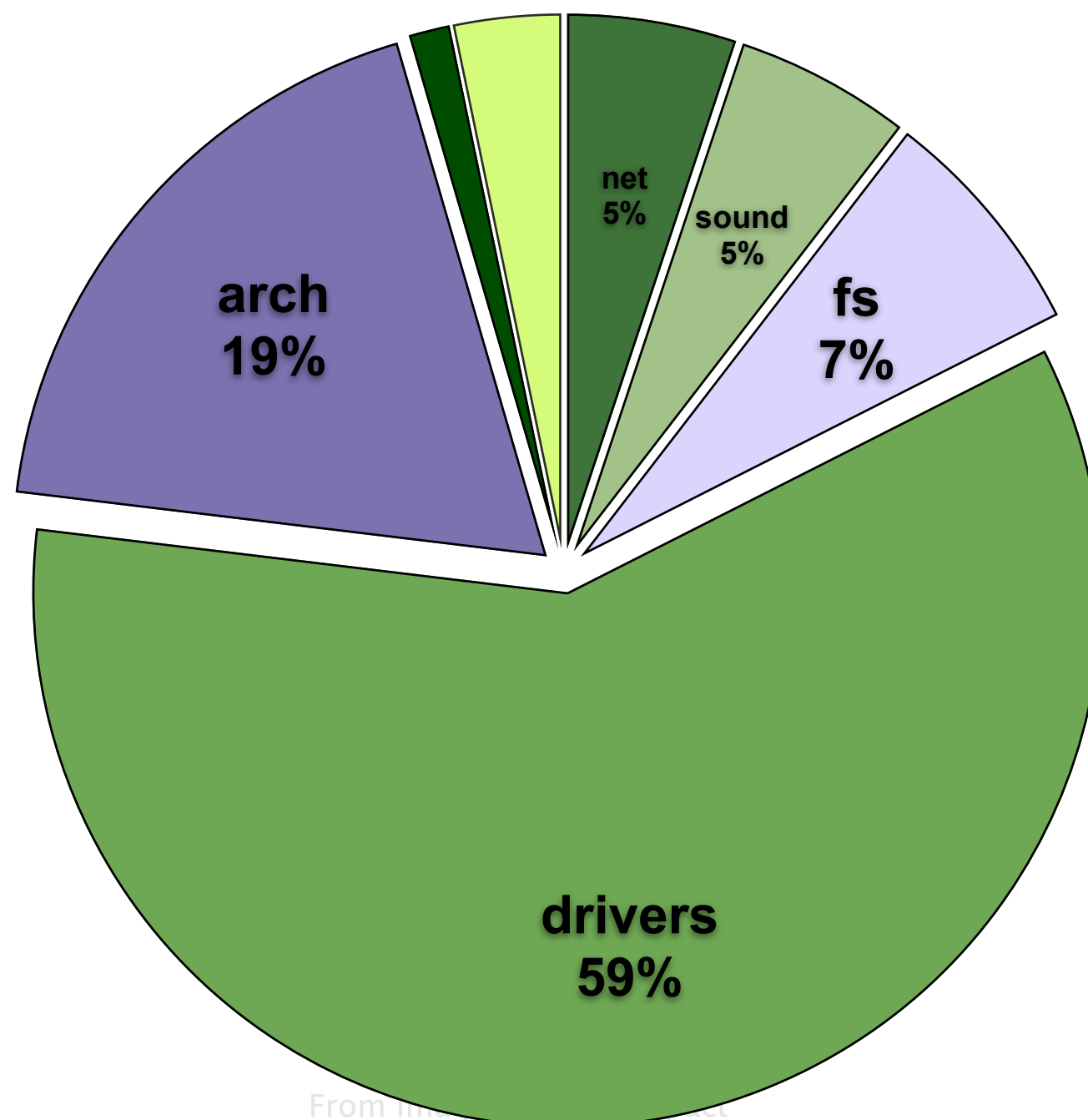
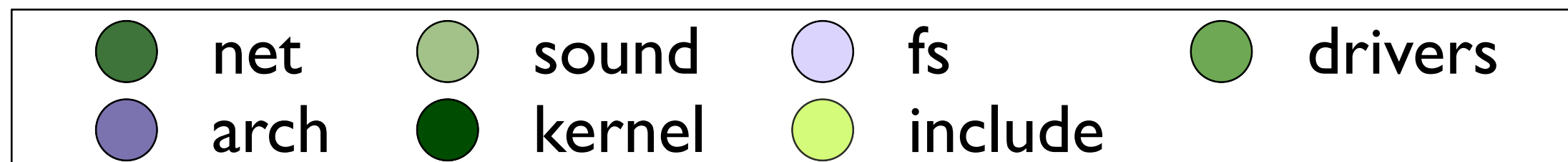
C Implementation



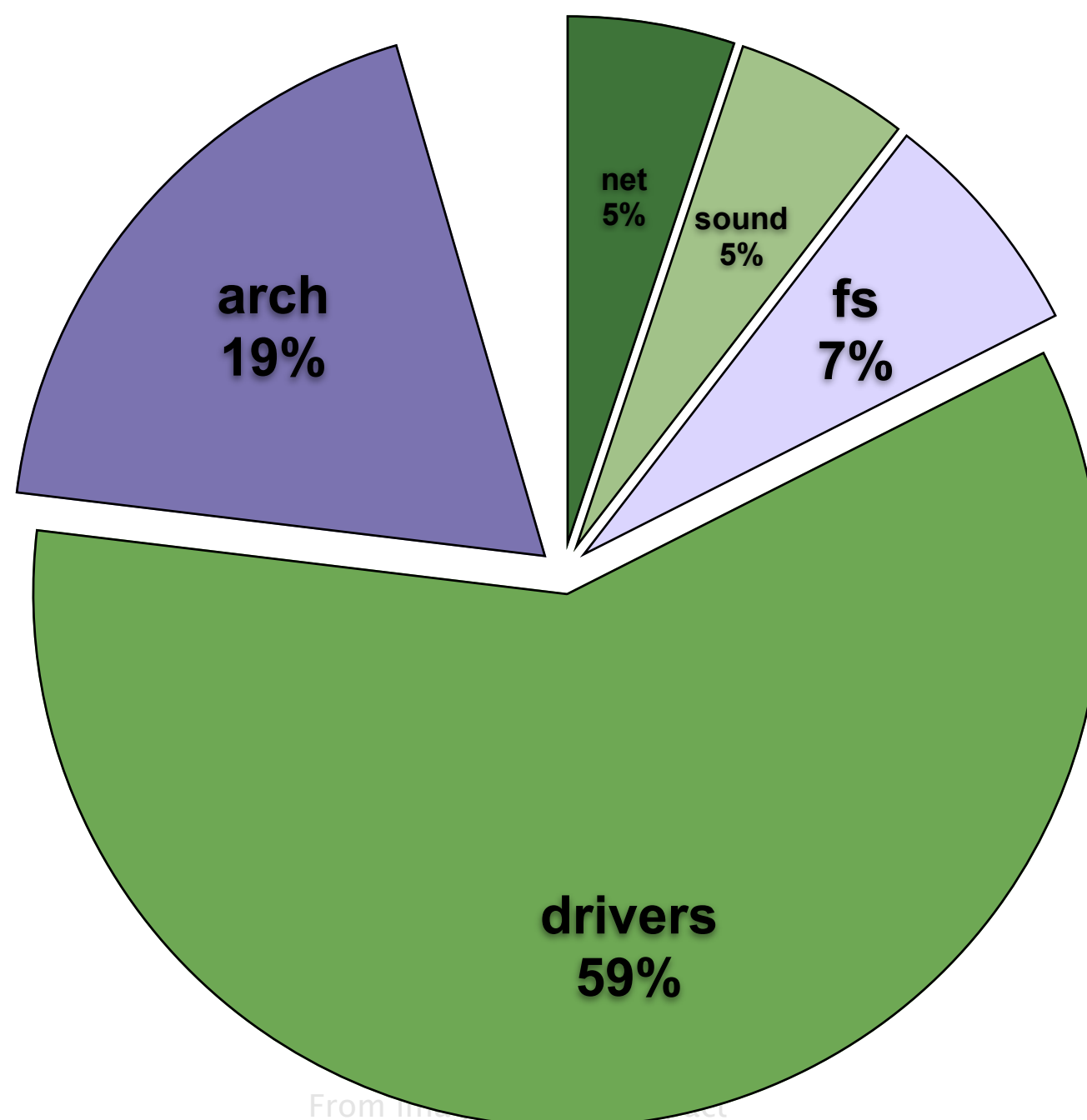
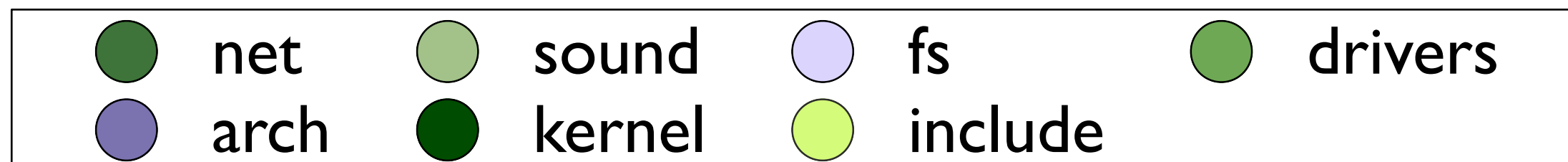




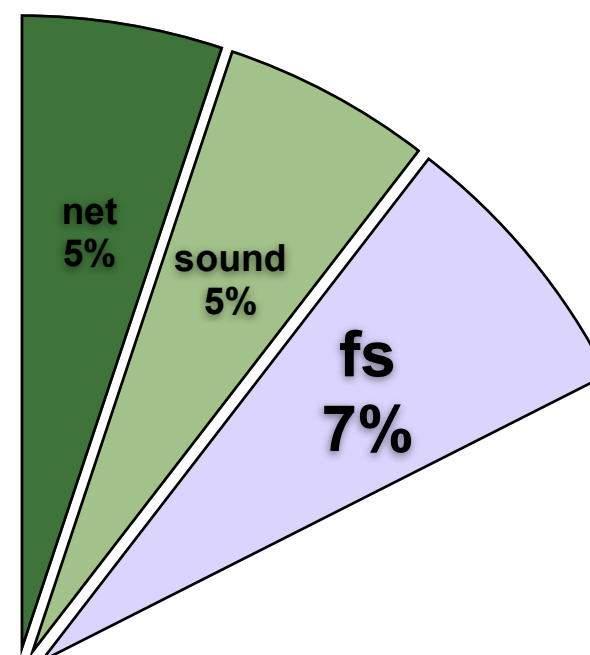
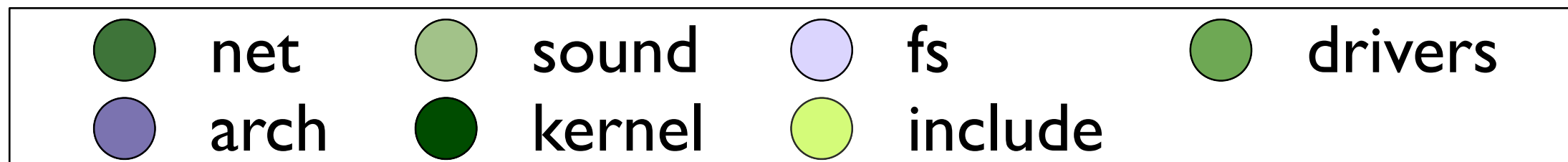
Typical OS



Typical OS



Typical OS



Economy of Scale



```
liamoc@duvel:~$ cat /proc/filesystems | wc -l  
31
```

```
liamoc@tstvm:~$ cat /proc/filesystems | wc -l  
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Economy of Scale



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We don't want a cathedral, we
want a factory!

Economy of Scale

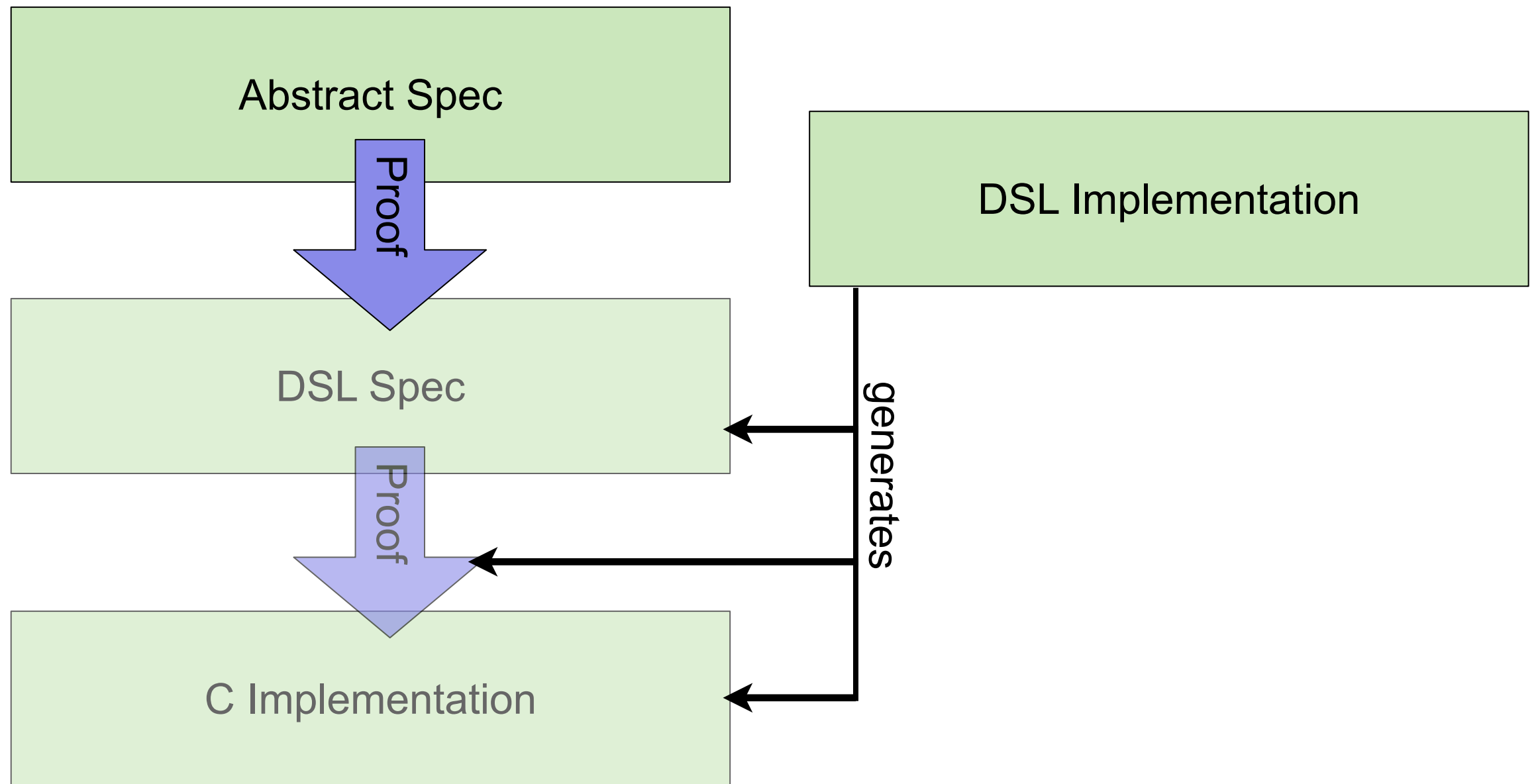


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We don't want a cathedral, we
want a ~~factory~~! DSL!

Our Approach



Wishlist



- Our DSL needs to:
 - Establish key verification properties:
 - Type/Memory Safety, Termination, Totality
 - Compile to efficient C code
 - Destructive updates, resource disposal, no excessive copying, etc.
 - Be capable of expressing code for FS operations
 - Create file, rename file, etc.

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 - Establish key verification properties:
 - Type/Memory Safety, Termination, Totality
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 - Destructive updates, resource disposal, no excessive copying, etc.
 - Be capable of expressing code for FS operations
 - Create file, rename file, etc.
- We do NOT need to express everything in DSL
 - Can use abstraction
 - Define once, verify once (manually)
 - These components should be used in every file system

Simply typed λ -calculus



$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau}$$

$$\frac{\Gamma, x : \tau \vdash t : \rho}{\Gamma \vdash \lambda(x :: \tau). t : \tau \rightarrow \rho}$$

$$\frac{\Gamma \vdash a : \tau \rightarrow \rho \quad \Gamma \vdash b : \tau}{\Gamma \vdash a b : \rho}$$

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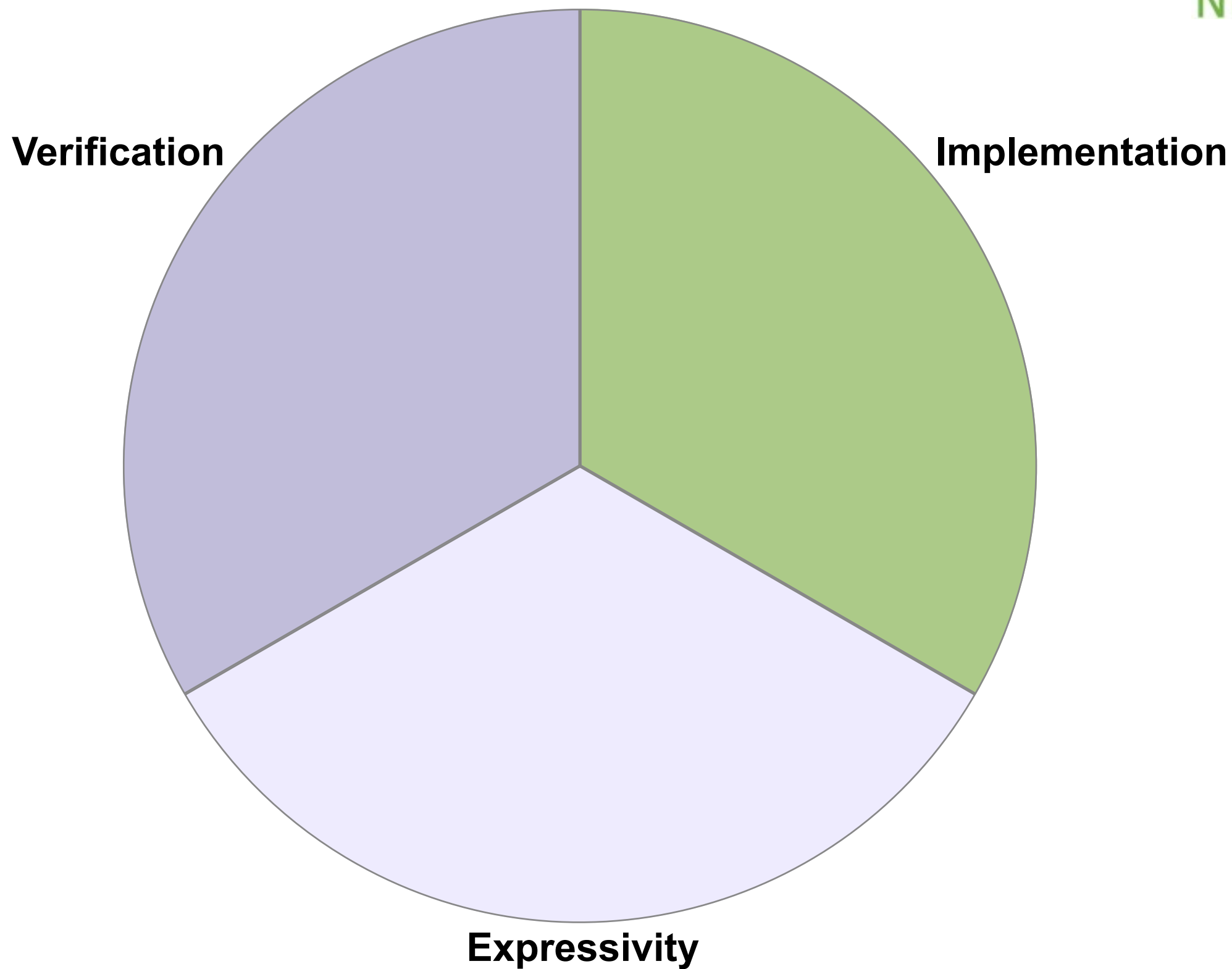
First Order Language

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau} \qquad \frac{\Gamma \vdash t : \tau \quad \Gamma, x : \tau \vdash t' : \rho}{\Gamma \vdash \text{let } x :: \tau = t \text{ in } t' : \rho}$$

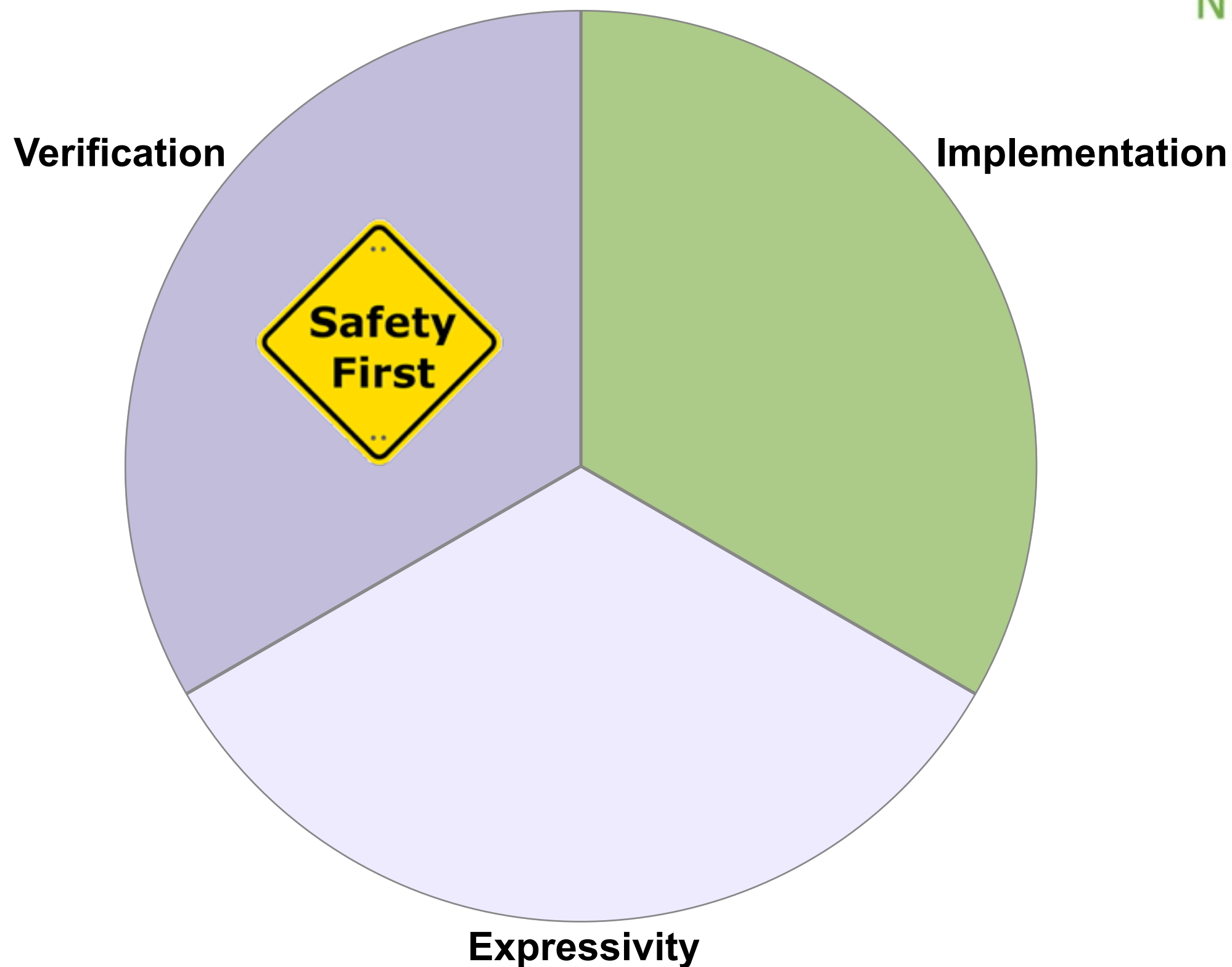
$$\frac{\Gamma \vdash f : \tau \rightarrow \rho \quad \Gamma \vdash x : \tau}{\Gamma \vdash f(x) : \rho}$$

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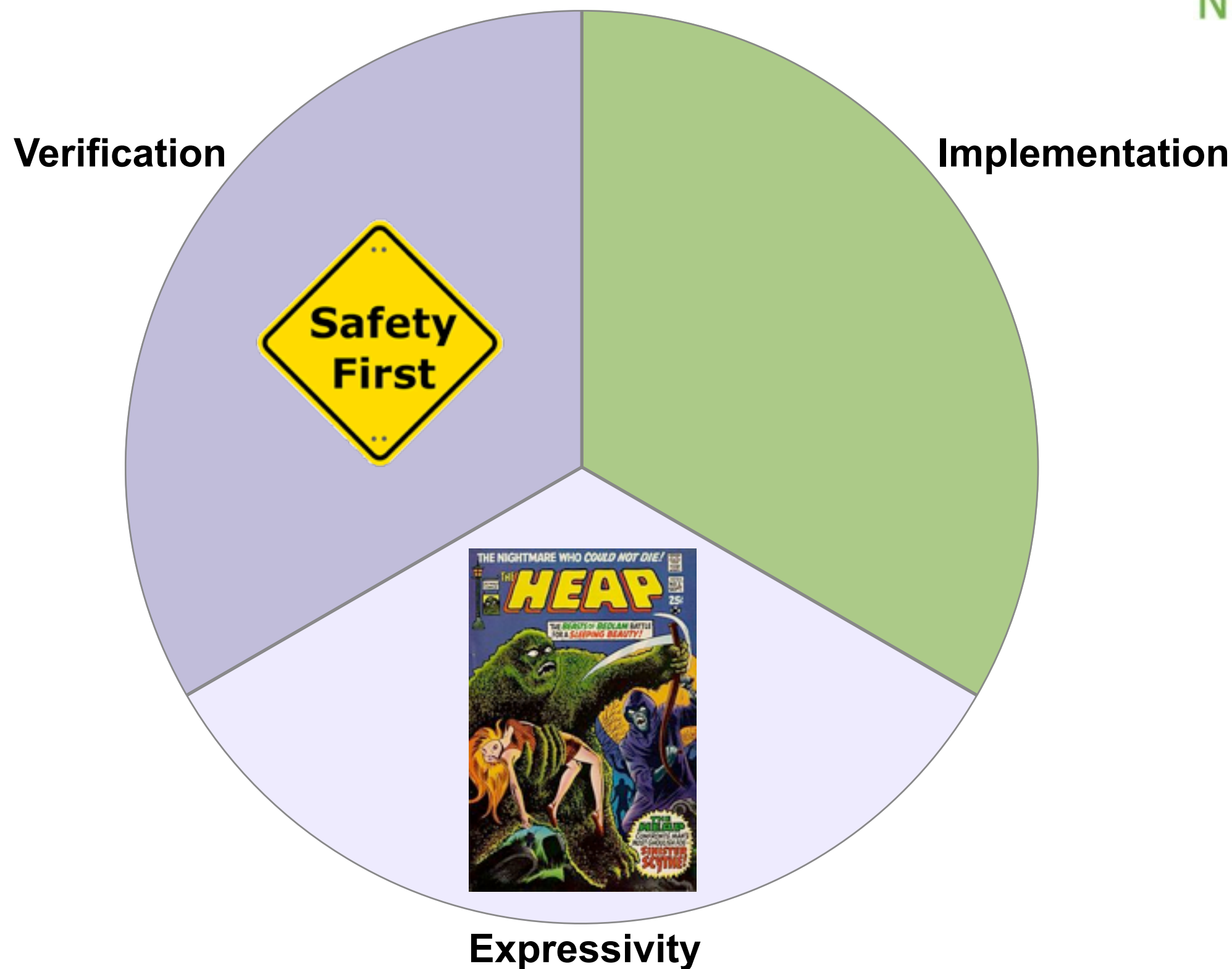
Memory Management



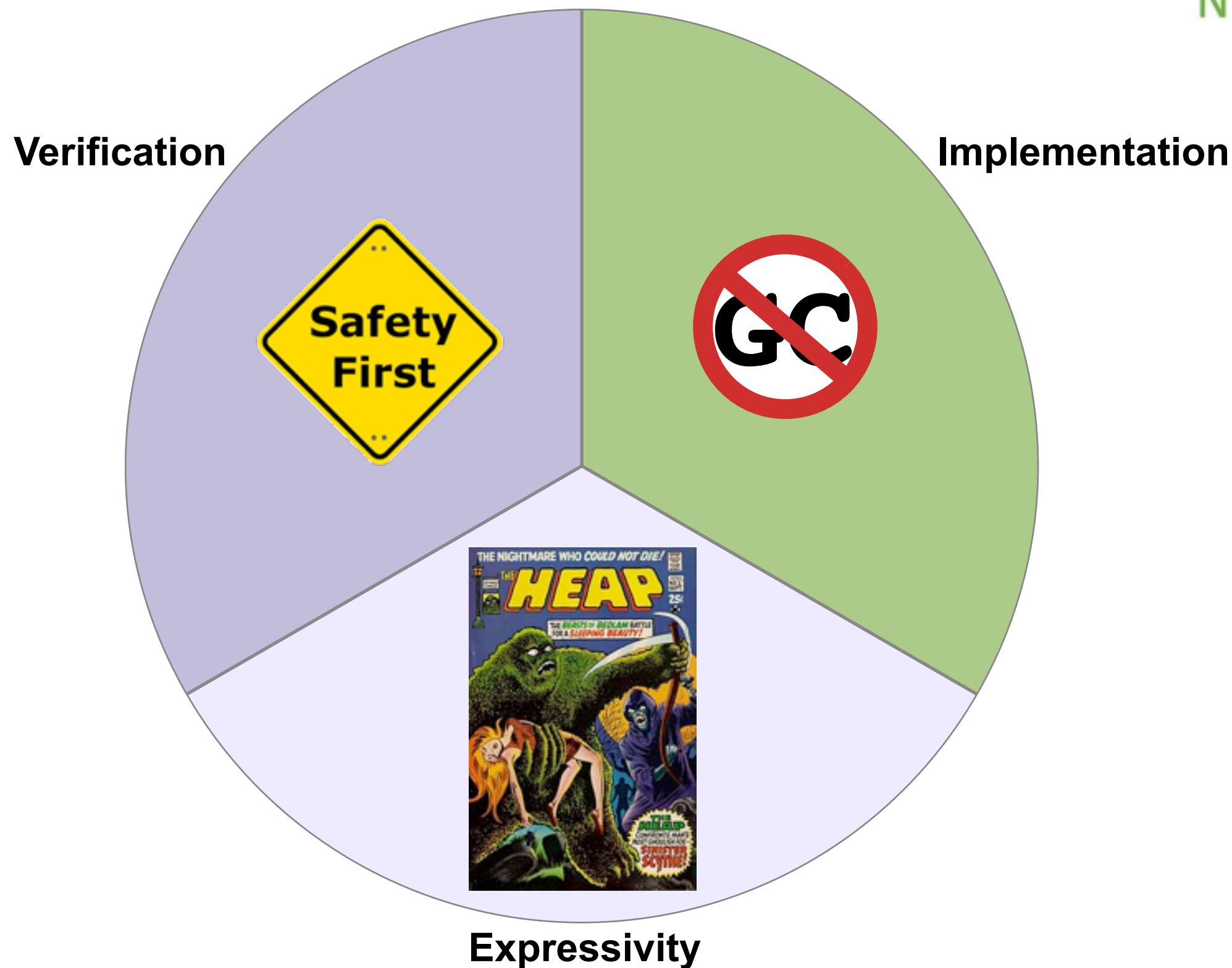
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 - `let x = allocData ()`
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 `= free x`
 `in \bar{x} '`

Memory Management

- Automatic memory management (GC) is too big a burden
 - Many static auto-MM techniques are also either inefficient or unsafe
- But what about manual memory management?
 - ```
let x = allocData ()
 x' = updateData x
 = free x
in \bar{x} '
```
- But that's unsafe/inefficient/terrible!
  - Types to the rescue!



# Linear, First Order Language

$$\frac{}{x : \tau \vdash x : \tau} \quad \frac{\Gamma_1 \vdash t : \tau \quad \Gamma_2, x : \tau \vdash t' : \rho}{\Gamma_1 \Gamma_2 \vdash \text{let } x :: \tau = t \text{ in } t' : \rho}$$

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~~$$\frac{x : \tau, x : \tau, \Gamma \vdash P}{x : \tau, \Gamma \vdash P}$$~~

~~$$\frac{\Gamma \vdash P}{x : \tau, \Gamma \vdash P}$$~~

# Safety!?

- let  $x = \text{allocData}$   
     $y = x$   
     $\_ = \text{free } x$   
in  $\bar{y}$

$$\frac{x : \tau, x : \tau, \Gamma \vdash P}{x : \tau, \Gamma \vdash P}$$

- let  $y = \text{allocData}$   
in  $()$

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- let  $x = \text{allocData } ()$   
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Note: CDSL core syntax, not surface syntax.

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```
- let x = allocData ()
 x' = updateData! x
 in x'
```



# Two Semantics

---



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- **Value Semantics**
  - Imagine everything is passed by value
  - There is no heap (free is a no-op)
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  - Imagine everything is passed by value
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  - Some things are stored in the heap
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  - Free actually deallocates memory
  - **Great for implementation**

**Linear Types allow for both views!**

# Unboxed types

---



- Some things we *do* want passed by value
  - Unboxed types, integers, small structs, etc.
  - They shouldn't be linear!
  - Functions shouldn't be linear either, or we could only call them once.
- **Simple solution:**
  - allow dereliction and contraction for certain types.

$T_{\bullet}$

$T_{\#}$

# Case study: Buffer interface

---



- `make : () -> .Buf`
- `free : .Buf -> ()`
- `length : .Buf -> (#U32, .Buf)`
  
- `serialise : (.Obj, .Buf) -> (.Obj, .Buf)`
- `deserialise : .Buf -> (.Obj, .Buf)`

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Same!

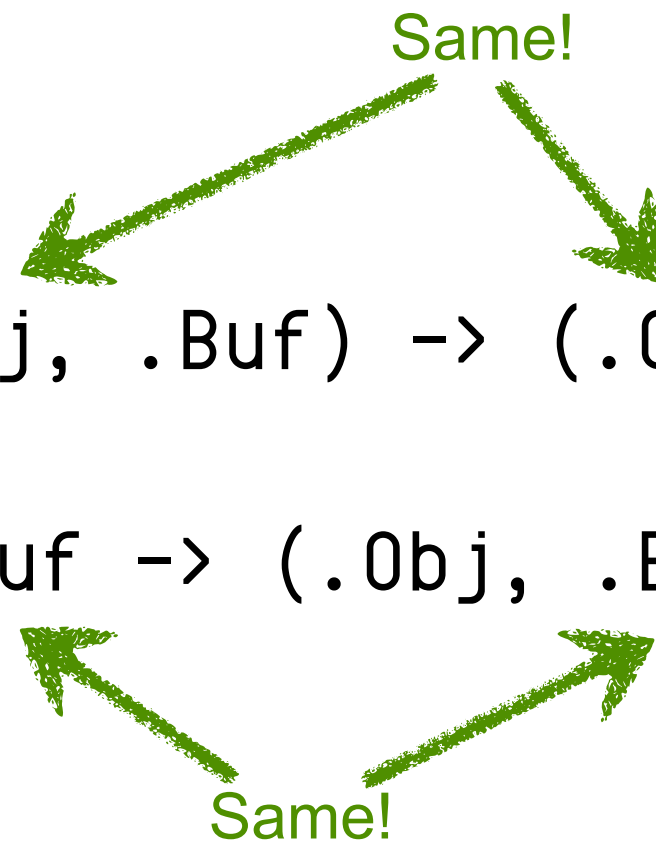
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- `length : .Buf -> (#U32, .Buf)`

- `serialise : (.Obj, .Buf) -> (.Obj, .Buf)`

- `deserialise : .Buf -> (.Obj, .Buf)`





- We need (nonlinear) “look, don’t touch” references.
  - `make : () -> .Buf`
  - `free : .Buf -> ()`
  - `length : *Buf -> #U32`
  - `serialise : (*Obj, .Buf) -> .Buf`
  - `deserialise : *Buf -> .Obj`

$$\frac{\Gamma_1, y : T_{\times} \vdash e : \tau \quad \Gamma_2, x : \tau, y : T_{\bullet} \vdash e' : \rho}{\Gamma_1 \Gamma_2, y : T_{\bullet} \vdash \text{let! } (y) \ x :: \tau = e \text{ in } e' : \rho}$$

- Unsafe again

- `let buf = make ()  
in let! (buf) buf' = buf  
in let _ = free buf  
in length buf'`

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Shareable reference  
leaks!

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# Shareable values

- Unsafe again

```
- let buf = make ()
 in let! (buf) buf' = buf
 in let _ = free buf
 in length buf'
```

Shareable reference  
leaks!

$\rho$  safe for  $T$

$$\frac{\Gamma_1, y : T_{\times} \vdash e : \tau \quad \Gamma_2, x : \tau, y : T_{\bullet} \vdash e' : \rho}{\Gamma_1 \Gamma_2, y : T_{\bullet} \vdash \text{let! } (y) \ x :: \tau = e \text{ in } e' : \rho}$$

# Control Flow

- This should be allowed, but it isn't.

```
- let x = alloc ()
 in if condition
 then update(x)
 else x
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$$\frac{x : \tau, x : \tau, \Gamma \vdash P}{x : \tau, \Gamma \vdash P}$$

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$$\frac{\Gamma_1 \vdash c : \text{Bool}_\# \quad \Gamma_2 \vdash t : \tau \quad \Gamma_2 \vdash e : \tau}{\Gamma_1 \Gamma_2 \vdash \text{if } c \text{ then } t \text{ else } e : \tau}$$

# Loops

---



- Our one higher order conceit
  - iteration schema are (external) higher order functions

$$\frac{\Gamma \vdash e : (\text{Arr } T)_{\bullet}}{\Gamma \vdash \text{map } e : (T \rightarrow T) \rightarrow (\text{Arr } T)_{\bullet}} \quad \frac{\Gamma \vdash e : (\text{Arr } T)_{\times}}{\Gamma \vdash \text{fold } e : (T \rightarrow \epsilon) \rightarrow \epsilon}$$

$$\frac{\Gamma \vdash i : (\tau \rightarrow \rho) \rightarrow \sigma \quad \Gamma \vdash e : \gamma}{\Gamma \vdash i \text{ with } e : ((\tau, \gamma) \rightarrow (\rho, \gamma)) \rightarrow (\sigma, \gamma)}$$

- **for** loops are higher order function application (plus a lambda)

$$\frac{\Gamma_1 \vdash i : (\tau \rightarrow \rho) \rightarrow \sigma \quad \Gamma_2, x : \tau \vdash s : \rho}{\Gamma_1 \Gamma_2 \vdash \text{for } x \text{ in } i \text{ do } s : \sigma}$$



# Loops

---

- Multiply all array elements by 2 (destructively)
  - `let arr' = for x in map(arr) do x * 2`
- Sum up an array of integers:
  - `let sum = for (x,y) in fold(arr) with 0  
do (x + y)`
- Both at the same time
  - `let arr', sum = for (x,y) in map(arr) with 0  
do (x*2, x + y)`

# Loops

- Unsafe again..

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- let y = alloc ()
 in for x in map(arr)
 do let _ = free(y)
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```

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- Unsafe again..

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- let y = alloc ()
 in for x in map(arr)
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$$\frac{\Gamma_2 \text{ does not contain any linear types} \quad \Gamma_1 \vdash i : (\tau \rightarrow \rho) \rightarrow \sigma \quad \Gamma_2, x : \tau \vdash s : \rho}{\Gamma_1 \Gamma_2 \vdash \text{for } x \text{ in } i \text{ do } s : \sigma}$$

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  - Add a separate syntactic layer, *statements*, above the expression layer.
    - Move `let!`, `for`, `let`, and `if` on to the statement level.
      - (and anonymous products)
  - Statements are different from expressions in that they can **evaluate to multiple values** and they can **fail**.

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$$\begin{aligned} s &: \overline{\tau_s} \\ s &: \text{fails } \overline{\tau_f} \\ s &: \overline{\tau_s} \text{ fails } \overline{\tau_f} \end{aligned}$$

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$$\frac{\text{for each } i: \Gamma_i \vdash e_i : \tau_i}{\overline{\Gamma_i} \vdash \text{return } \overline{e_i} : \overline{\tau_i}}$$

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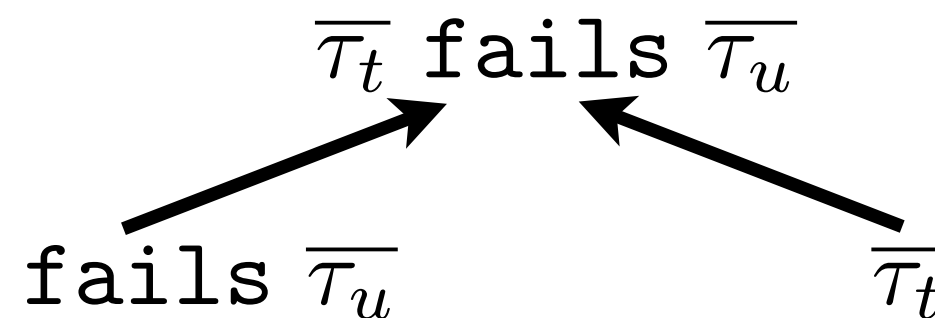
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Subtyping!



# Error Handling



- Let (and Let!) only deal with the success case!

```
let x = fail(EINVAL, 3) ???
```

- We add binding (and let!) forms for failure cases too.
- The most interesting form is for the possible-failure case, which is also a branching construct:

$$\text{handle } s \ (\overline{x}. s_s) \ (c \ \overline{x}. s_f)$$

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We **force** you to handle your error cases!

# Datatypes

---



- CDSL supports product (record) and sum (tagged union) types
  - `.{ field1 : .T, field2 : .U }`
  - `.< tag1 : T, tag2 : U >`



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`let sum = operation(x.field1, x.field2)` **X**

# Record Types

---



- Need to smash open a record into its constituent fields

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let token { f1, f2 } = open rec
 f1', f2' = update(f1, f2)
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for destructive update

# Generating Purely Functional Specs



```
SimpleObj = { a : #U8 , b : #U8, c : .Foo }

simpleobj_example (so : .SimpleObj) : .SimpleObj fails .SimpleObj
= { buf <- buf_create(42)
 handle code { fail (code, so) }
; buf, i <- let! (so) simpleobj_serialise(buf, so, 0)
 handle (code, buf) { free(buf); fail (code, so) }
; so2 <- simpleobj_new('_', 0)
 handle code { free(buf); fail (code, so) }
; so2 <- let! (buf) simpleobj_unserialise(buf, so2, 0)
 handle (code, so2) { free(buf, so2); fail (code, so) }
; ok <- let!(so, so2) return (so.a == so2.a && so.b == so2.b)
; free(buf)
; if not(ok) then { free (so2); fail (32, so) }
 else { free (so); return (so2) }
}
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 handle code { fail (code, so) }
 ; buf, i <- simpleobj_serialise(buf, so, 0)
 handle (code, buf) { free(buf); fail (code, so) }
 ; so2 <- simpleobj_new('_', 0)
 handle code { free(buf); fail (code, so) }
 ; so2 <- simpleobj_unserialise(buf, so2, 0)
 handle (code, so2) { free(buf, so2); fail (code, so) }
 ; ok <- return (so.a == so2.a && so.b == so2.b)
 ; free(buf)
 ; if not(ok) then { free (so2); fail (32, so) }
 else { free (so); return (so2) }
}
```



# Generating Purely Functional Specs



```
SimpleObj = { a : U8 , b : U8, c : Foo }
```

```
simpleobj_example (so : SimpleObj) : SimpleObj fails SimpleObj
= { buf <- buf_create(42)
 handle code { fail (code, so) }
 ; buf, i <- simpleobj_serialise(buf, so, 0)
 handle (code, buf) { fail (code, so) }
 ; so2 <- simpleobj_new('_', 0)
 handle code { fail (code, so) }
 ; so2 <- simpleobj_unserialise(buf, so2, 0)
 handle (code, so2) { fail (code, so) }
 ; ok <- return (so.a == so2.a && so.b == so2.b)

 ; if not(ok) then { fail (32, so) }
 else { return (so2) }
}
```

# Generating Purely Functional Specs



```
SimpleObj = { a : U8 , b : U8, c : Foo }
```

```
simpleobj_example (so : SimpleObj) : (Err, SimpleObj) + SimpleObj
= case buf_create(42) of
 Inl code -> Inl (code,so)
 Inr buf -> case simpleobj_serialise(buf,so,0) of
 Inl (code,buf) -> Inl (code,so)
 Inr (buf,i) -> case simpleobj_new('_',0) of
 Inl code -> Inl (code,so)
 Inr so2 -> case simpleobj_unserialise(buf, so2, 0) of
 Inl (code,so2) -> Inl (code,so)
 Inr so2 -> let ok = (so.a == so2.a && so.b == so2.b)
 in if not(ok) then Inl (32,so)
 else Inr (so2)
```

# Current Status



- **We have**
  - A paper about our overall project (not just CDSL) in PLOS this year.
  - A working (but unverified) compiler to C
  - Formalised type system + dynamics on paper
  - Formalised dynamic semantics in Isabelle
  - Some outdated safety proofs in Agda
  - A good feeling about proof work remaining to be done
  - A prototype of another DSL for disk (de-)serialisation that generates CDSL
  - A syntax headache

## **File Systems Deserve Verification Too!**

Gabriele Keller<sup>1 2</sup> Toby Murray<sup>1 2</sup> Sidney Amani<sup>1 2</sup> Liam O'Connor<sup>1 2</sup> Zilin Chen<sup>1 2</sup>  
Leonid Ryzhyk<sup>1 2 3</sup> Gerwin Klein<sup>1 2</sup> Gernot Heiser<sup>1 2</sup>

<sup>1</sup>NICTA \*, Sydney, Australia

<sup>2</sup> University of New South Wales, Australia

<sup>3</sup>University of Toronto, Canada