

(Maybe) Owning Things, Declaratively

Modelling Rust's Ownership in Datalog

Who?

- I am Albin, and this is my Master's project
- Working with Niko Matsakis (et. al.) of Mozilla Research
- Tobias is subject reviewing

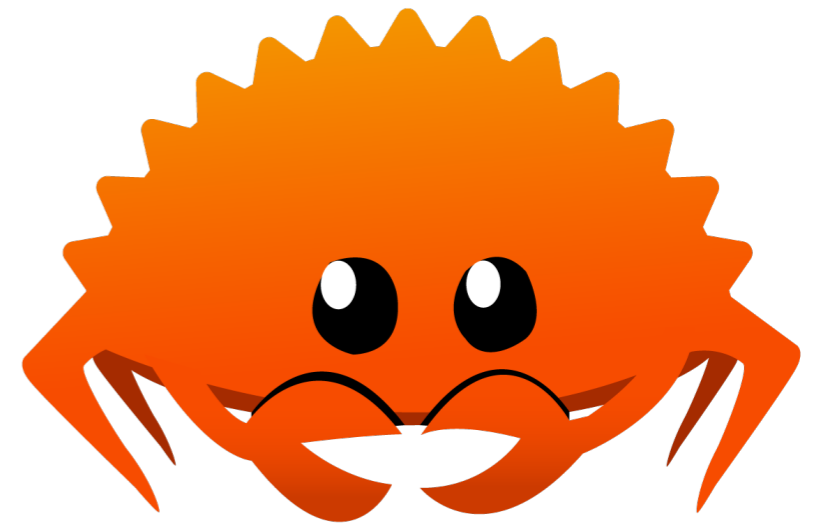


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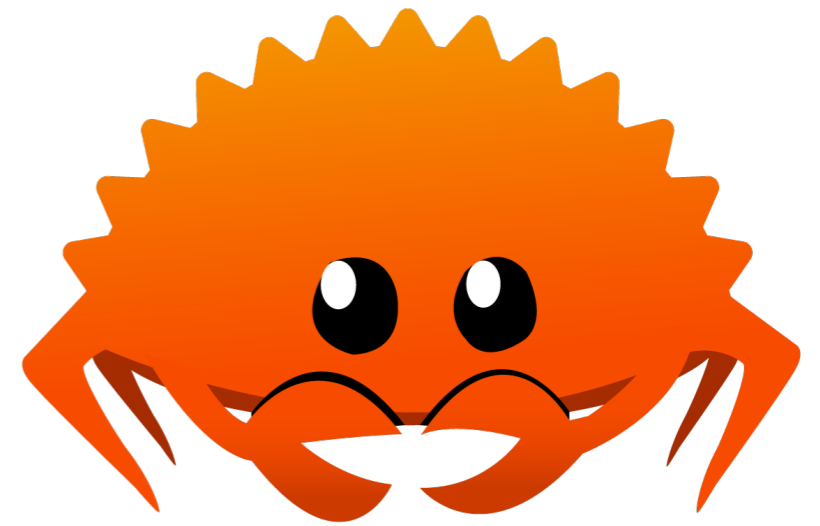
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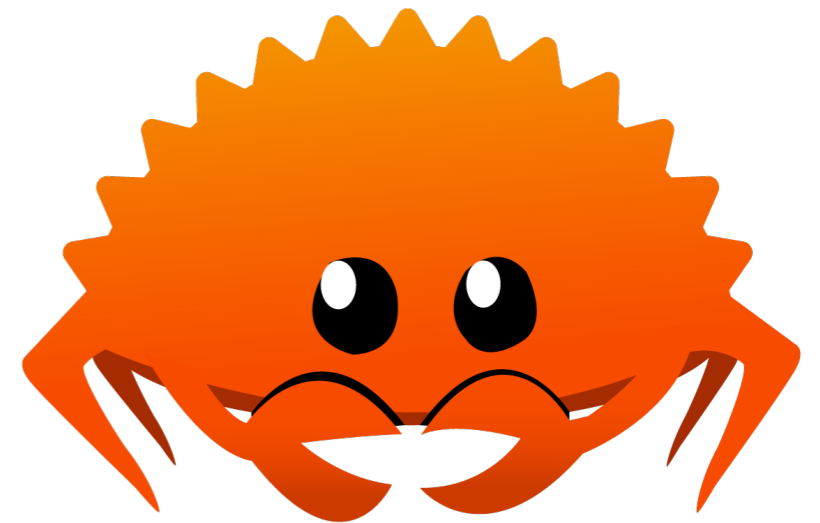
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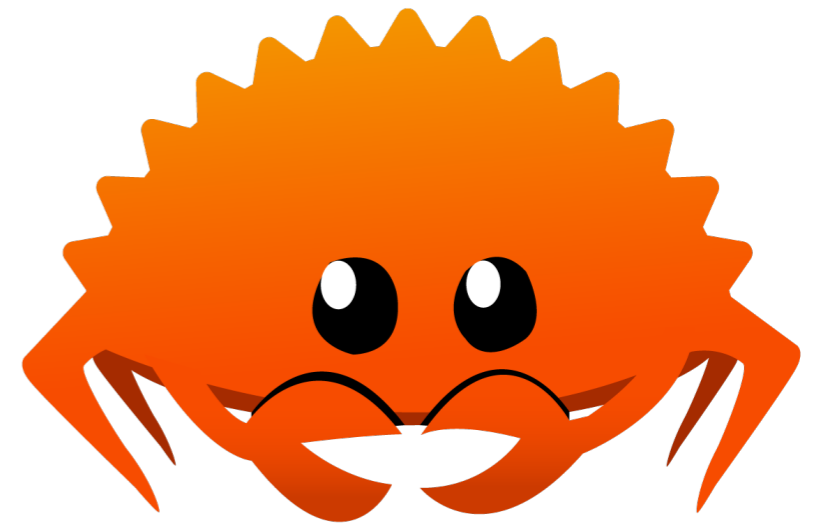
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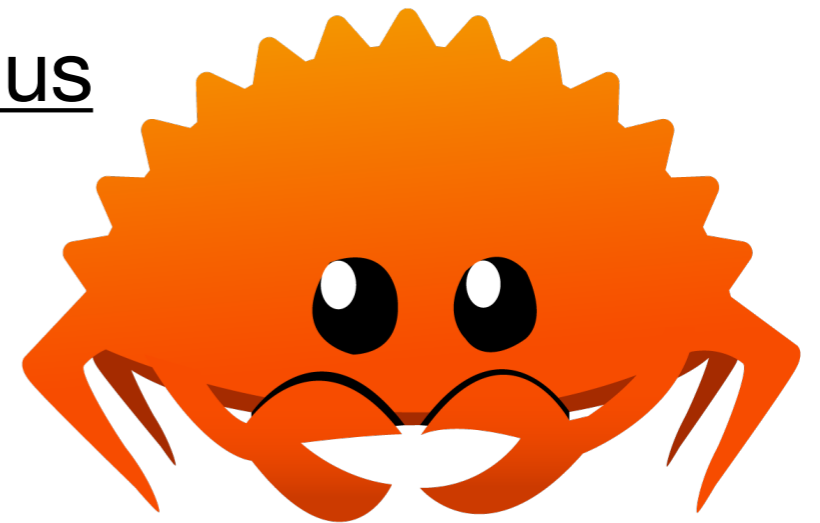
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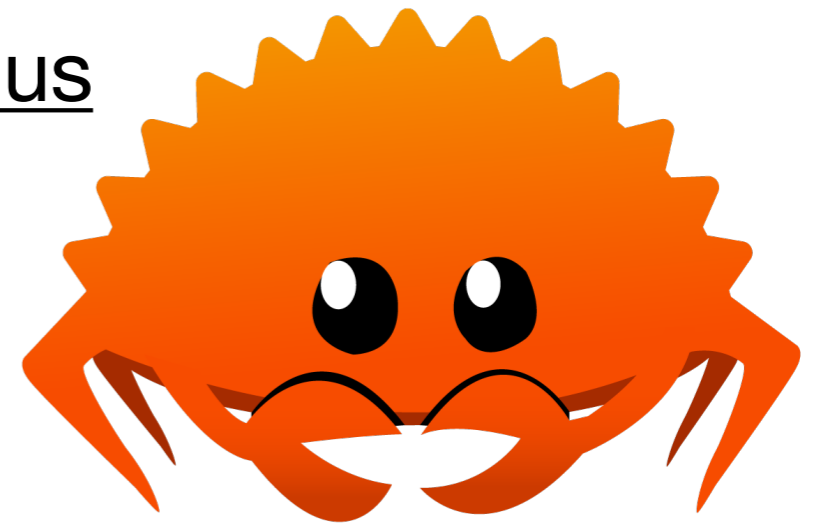
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- **Polonius**: a declarative reformulation of the [Rust borrow check](#)
- Separate package (“crate”) consumed by Rust
- Developed on GitHub: [rust-lang/polonius](https://github.com/rust-lang/polonius)
- Current status: *very* work-in-progress!



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- The borrow check: static analysis of references
- Used to ensure safe shared memory use
- May-point-to (“provenance”) part of a reference’s type
 - How do we interpret such a type? Stay tuned!

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House rules

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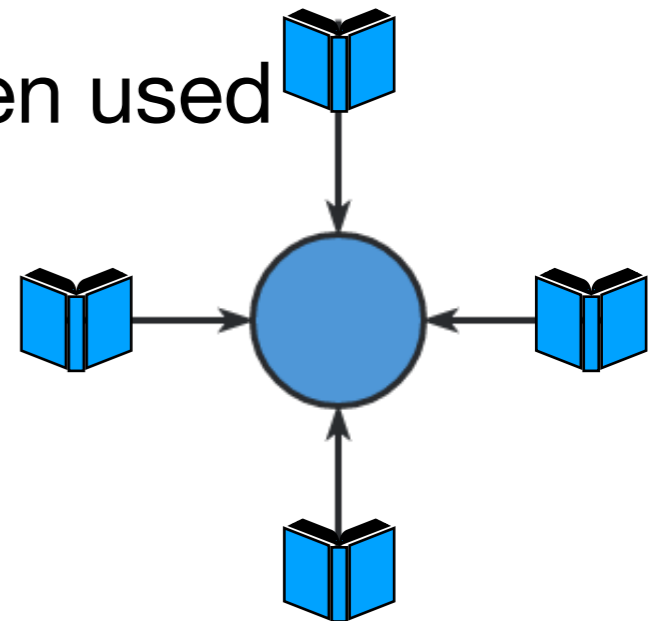
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- N (live) read-references to same value **OR**

What???

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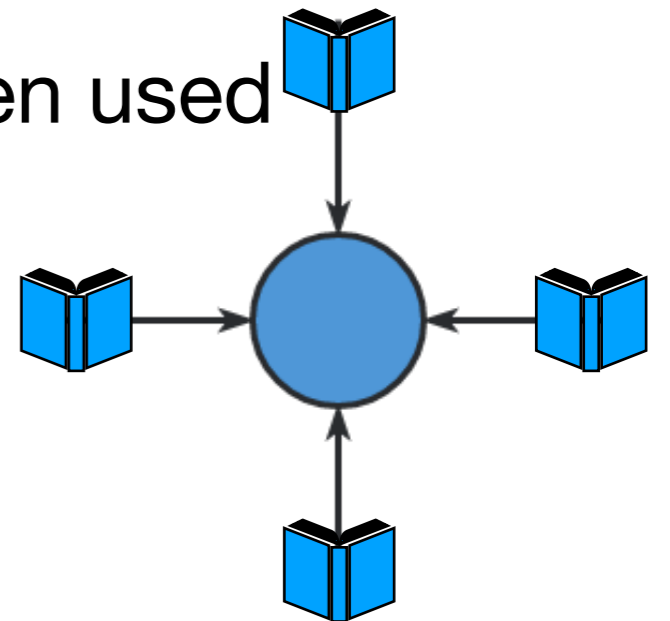
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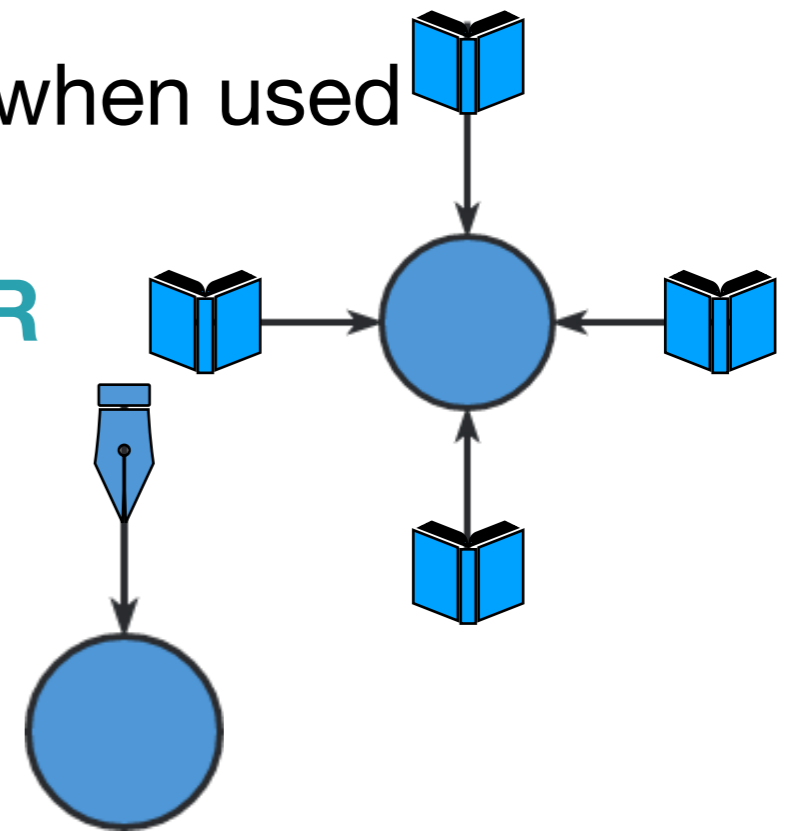
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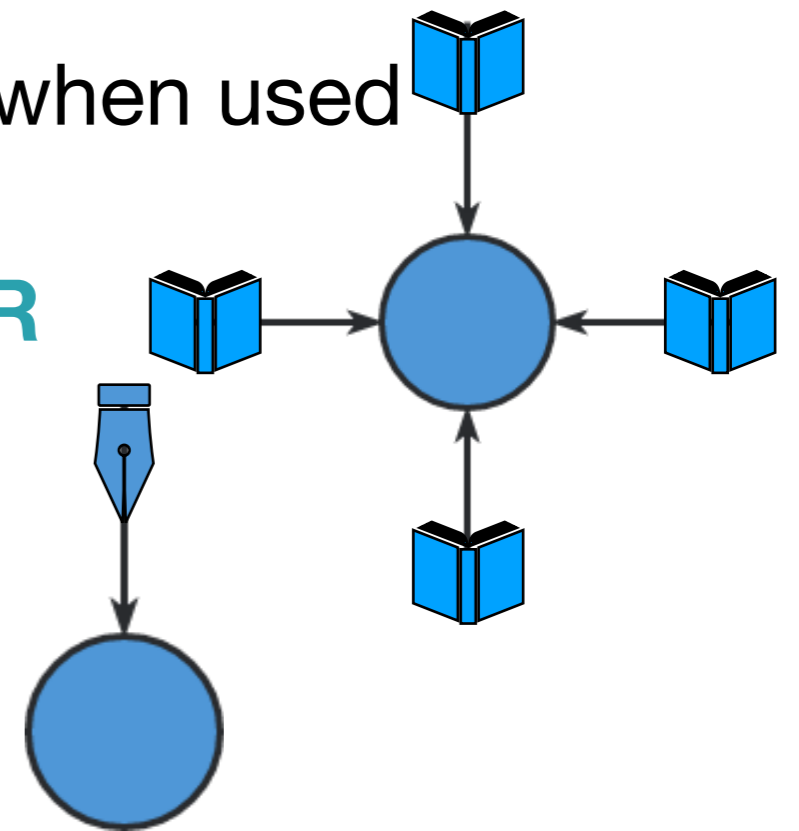
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House rules

- A value must be (initialised | not moved) when used
- N (live) read-references to same value **OR**
- ≤ 1 (live) write-reference to same value
- A reference must never outlive its value



What????

```
let mut x = 22;  
let y = 44;  
let mut p = &x; // L0: x is borrowed
```

```
p = &y; // L1: y is borrowed, overwrites p
```

```
x += 1; // OK, because p was overwritten  
println!(*p); // 44
```

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Why?

- Easier development and experimentation
- Common logic *implemented once*
- Similar logic *looks similar*
- Promising Performance in the Literature™
- More advanced analysis



How?

```
let mut x = 22;  
let y = 44;  
let mut p: &'a i32 = &'b x; // L0
```

```
p = &'c y; // L1
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x += 1;
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println!(*p);
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Provenance variables

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x += 1;
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println!(*p);
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'b ⊆ 'a
{L0} ⊆ 'b



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```
x += 1;
```

invalidates(L0)

```
println!(*p);
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How??

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provvar_live_at(R, P) :-  
    var_drop_live(V, P),  
    var_drops_provvar(V, R).
```

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provvar_live_at(R, P) :-  
    var_live(V, P),  
    var_uses_provvar(V, R).
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var_live(V, P) :-  
    var_live(V, Q),  
    cfg_edge(P, Q),  
    !var_defined(V, P).
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```
provvar_live_at.from_join(  
    &var_drop_live,  
    &var_drops_provvar, |_v, &p, &r| {  
        ((r, p), ())  
    });
```

```
provvar_live_at.from_join(  
    &var_live_var,  
    &var_uses_provvar, |_v, &p, &r| {  
        ((r, p), ())  
    });
```

```
var_live_var.from_leapjoin(  
    &var_live_var,  
    (  
        defined_rel.extend_anti(  
            |&(v, _q)| v),  
        edge_reverse_cfg.extend_with(  
            |&(_v, q)| q),  
    ),  
    |&(v, _q), &p| (v, p),  
);
```

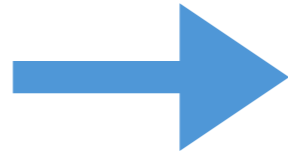
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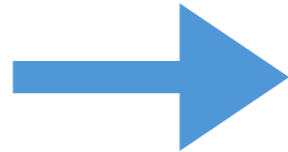
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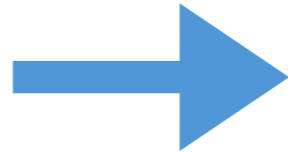
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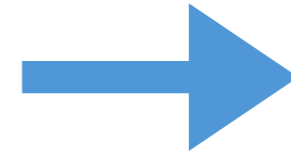
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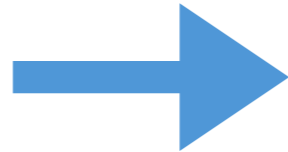


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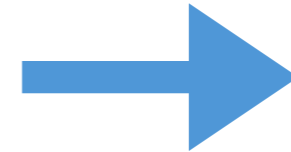


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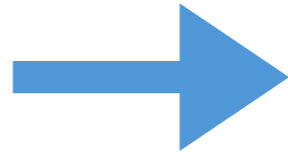


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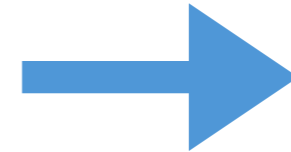


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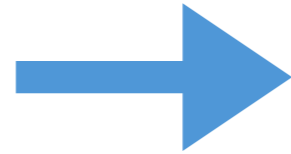


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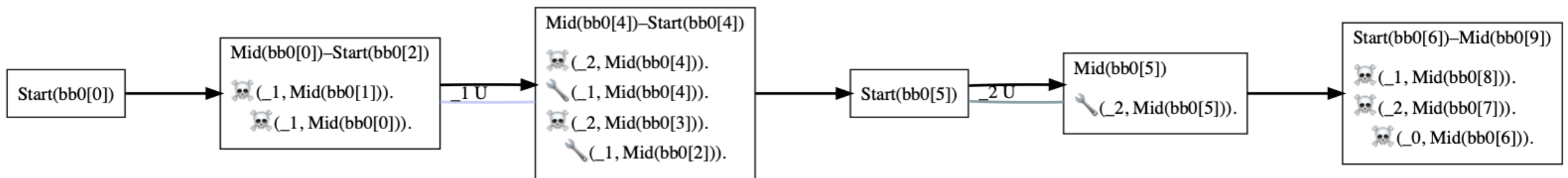
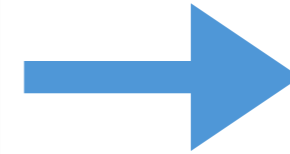


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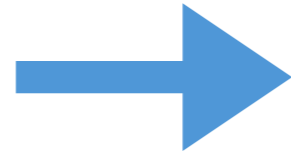


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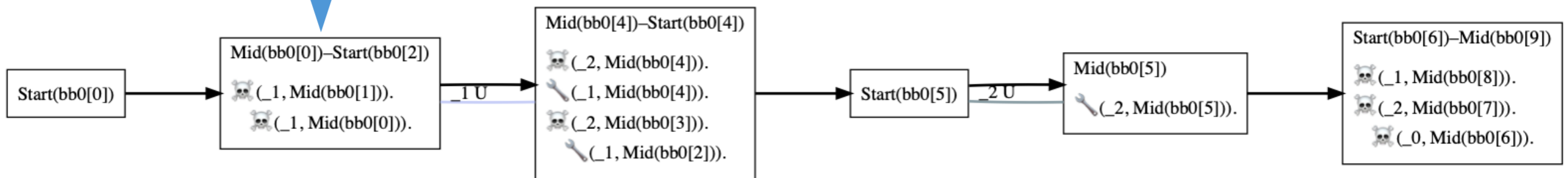
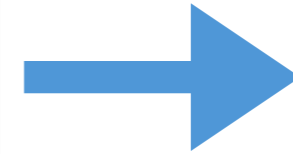


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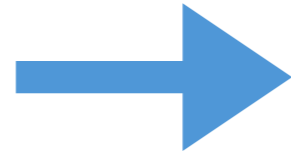


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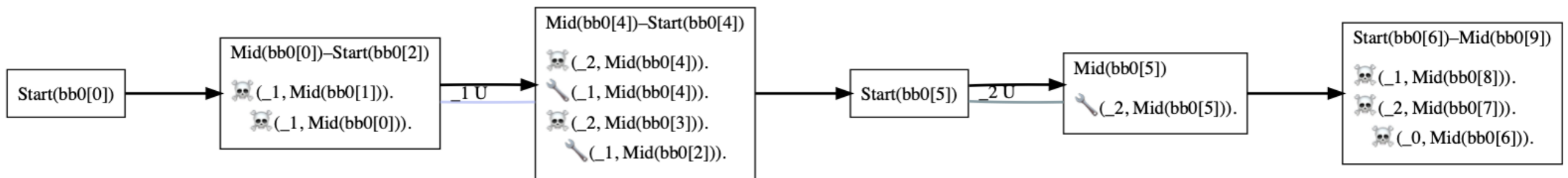
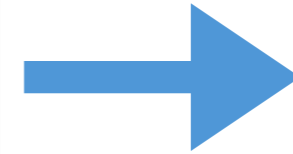


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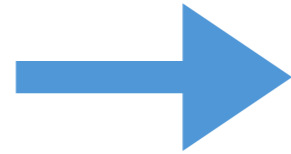


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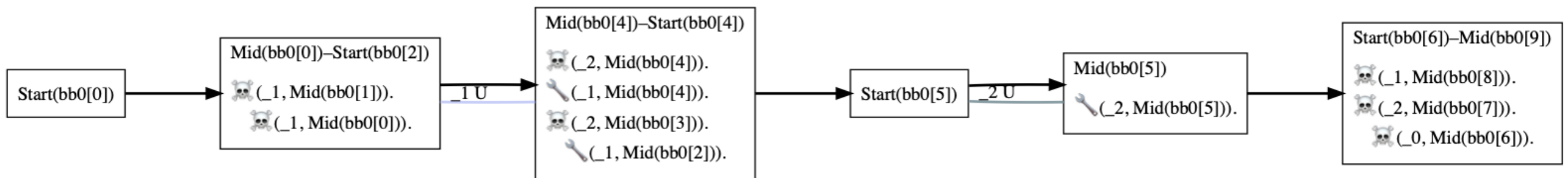
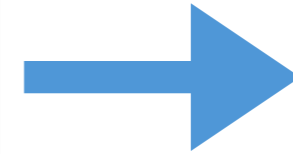


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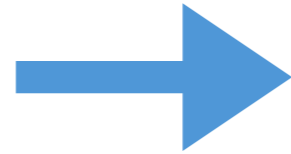


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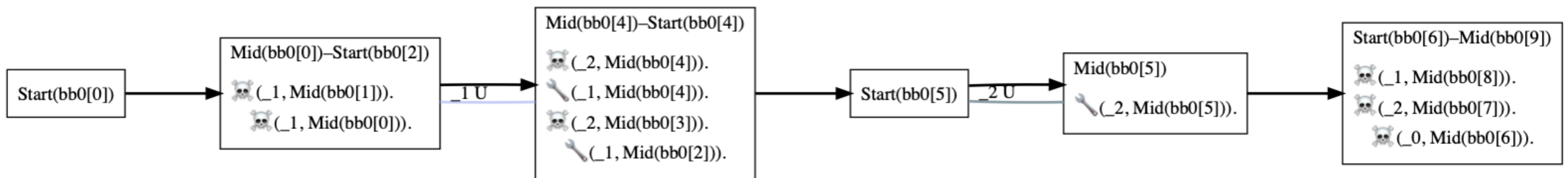
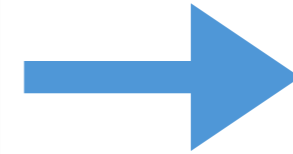


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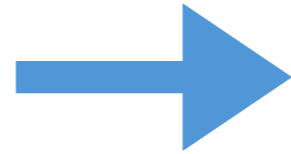


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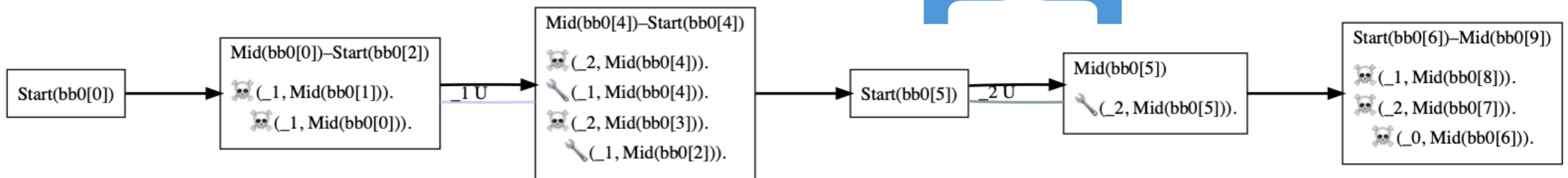
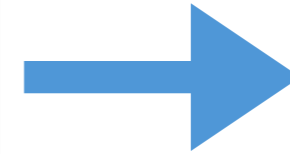


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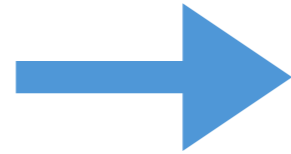


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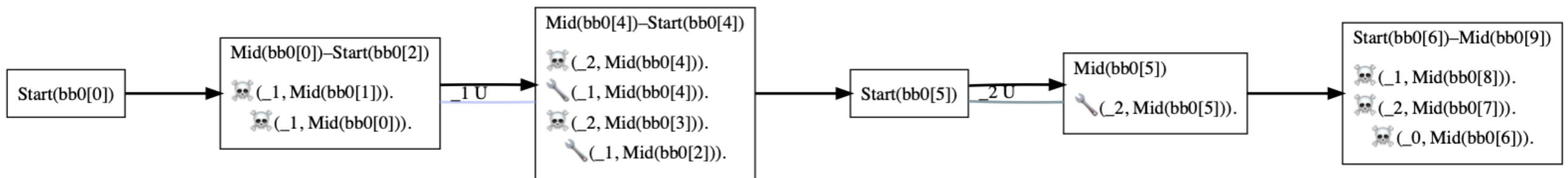
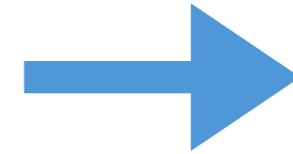


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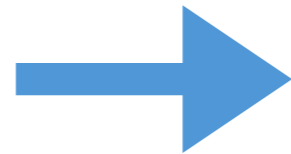


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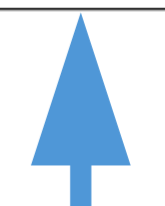
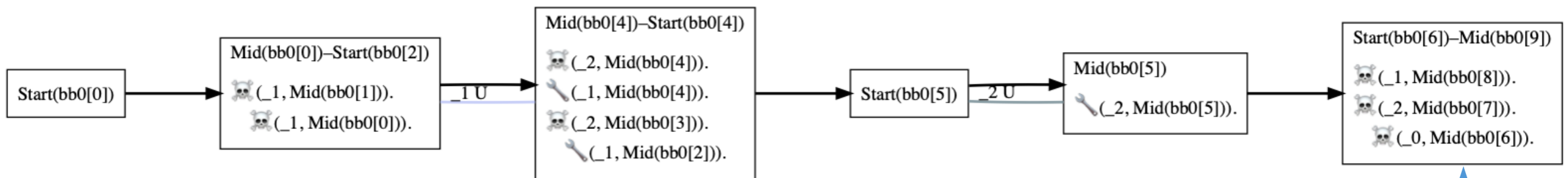
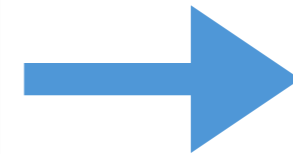


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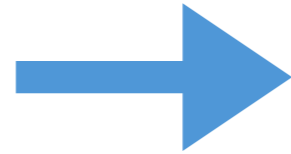


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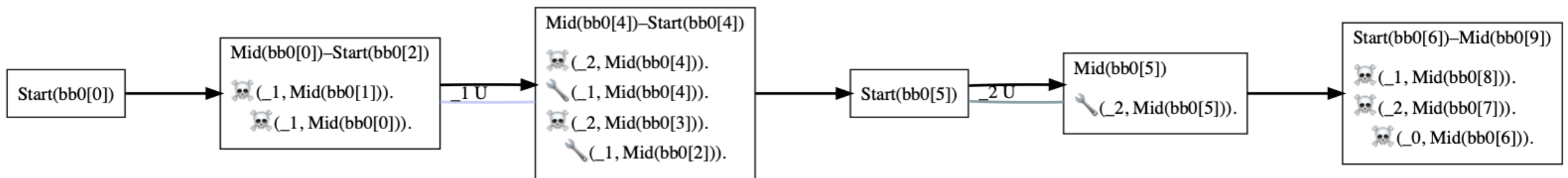
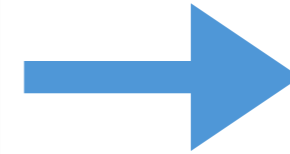


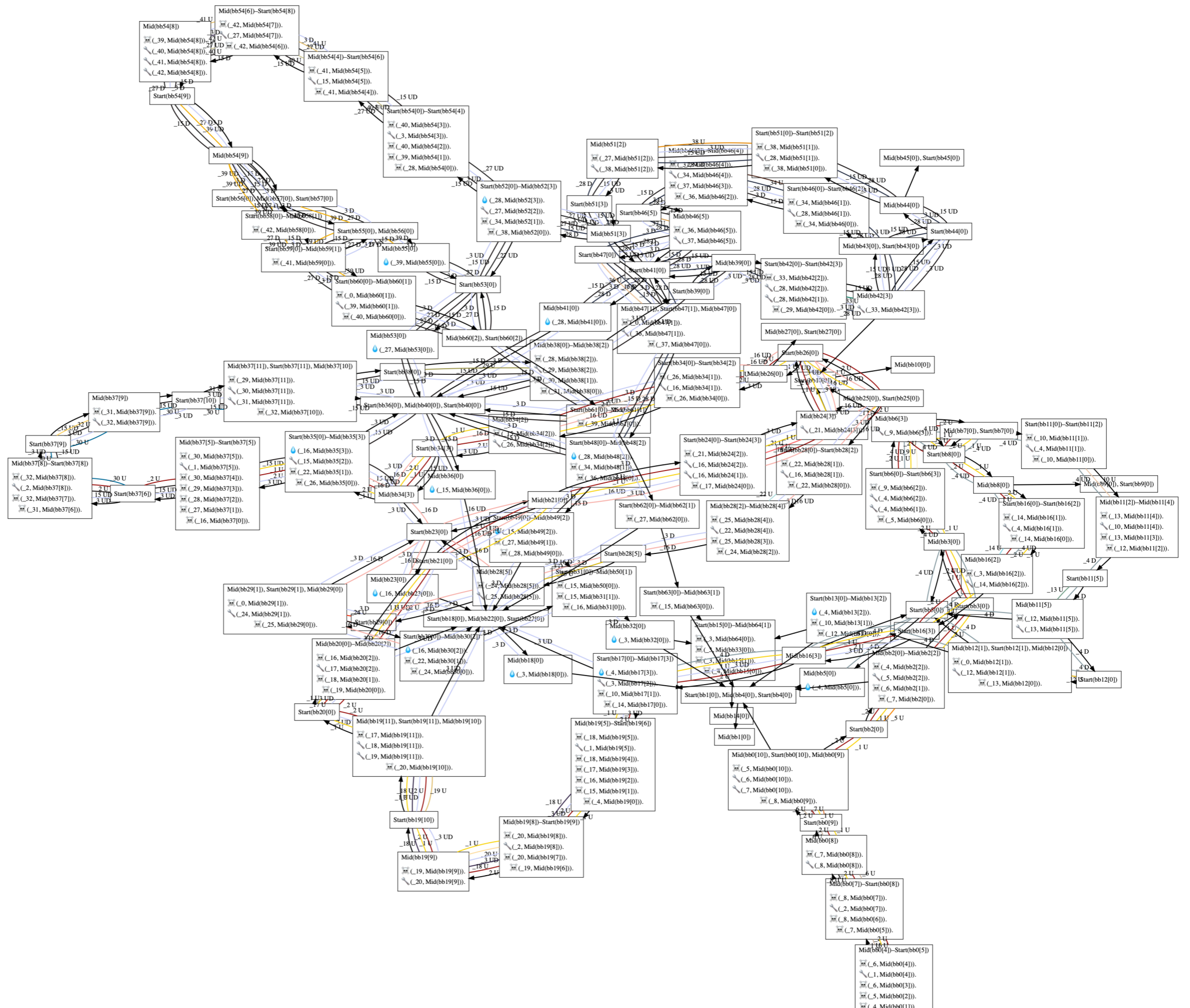
How???

```
fn foo() {  
  let x = 22;  
  let p = &x;  
}
```



```
bb0: {  
  StorageLive(_1);  
  _1 = const 22i32;  
  FakeRead(ForLet, _1);  
  StorageLive(_2);  
  _2 = &_1;  
  FakeRead(ForLet, _2);  
  _0 = ();  
  StorageDead(_2);  
  StorageDead(_1);  
  return;  
}
```





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- validation
- pre-benchmarking

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