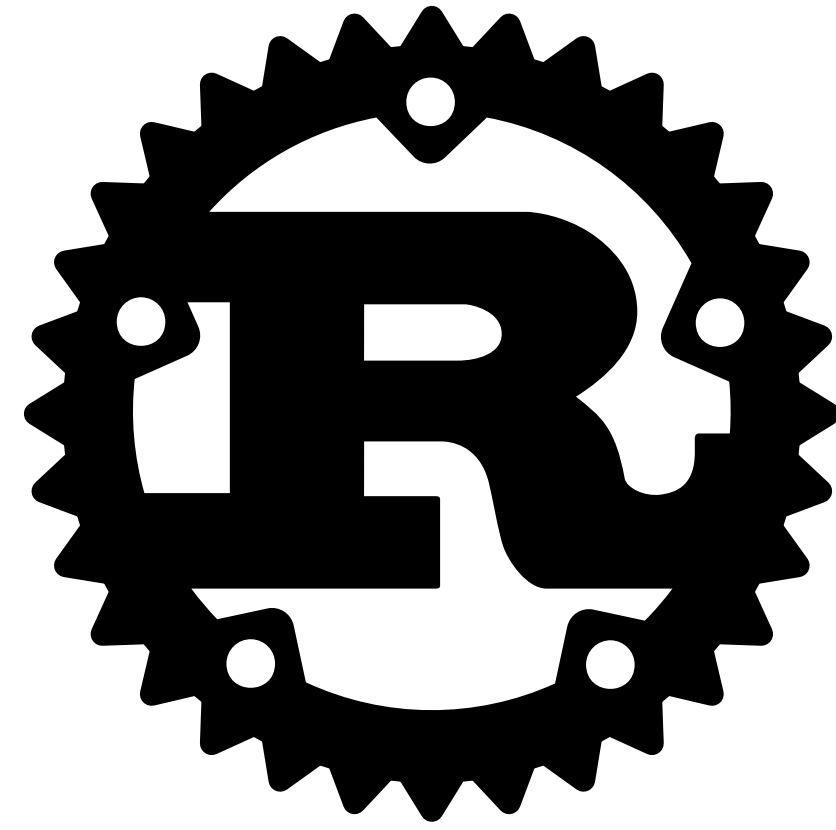


OXIDE: THE ESSENCE OF RUST

Aaron J. Weiss
Northeastern University





“

Rust’s rich type system and ownership model guarantee memory-safety and thread-safety — enabling you to eliminate many classes of bugs at compile-time.

– *the official Rust website*



BORROW CHECKING

WHAT IS A BORROW CHECKER?

```
struct State { ... }

fn main() {
    let mut state = State { ... };
    let init = read_state(&state);
    update_state(&mut state);
    let fin = read_state(&state);
    consume_state(state);

    // cannot use `state` anymore
}
```

WHAT IS A BORROW CHECKER?

```
struct State { ... }
```

```
fn main() {
```

```
    let mut state = State { ... };
```

```
    let init = read_state(&state);
```

```
    update_state(&mut state);
```

borrow



```
    let fin = read_state(&state);
```

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    consume_state(state);
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    // cannot use `state` anymore
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WHAT IS A BORROW CHECKER?

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    // cannot use `state` anymore
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borrow

mutable borrow

WHAT IS A BORROW CHECKER?

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    let fin = read_state(&state);
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```
    consume_state(state);
```

```
    // cannot use `state` anymore
```

```
}
```

borrow

mutable borrow

move

WHAT IS A BORROW CHECKER?

```
fn update_state(state: &mut State) {  
    if should_reset(state) {  
        *state = State { ... };  
    } else {  
        (*state).count += 1  
    }  
}
```


A BORROW CHECKER IS...



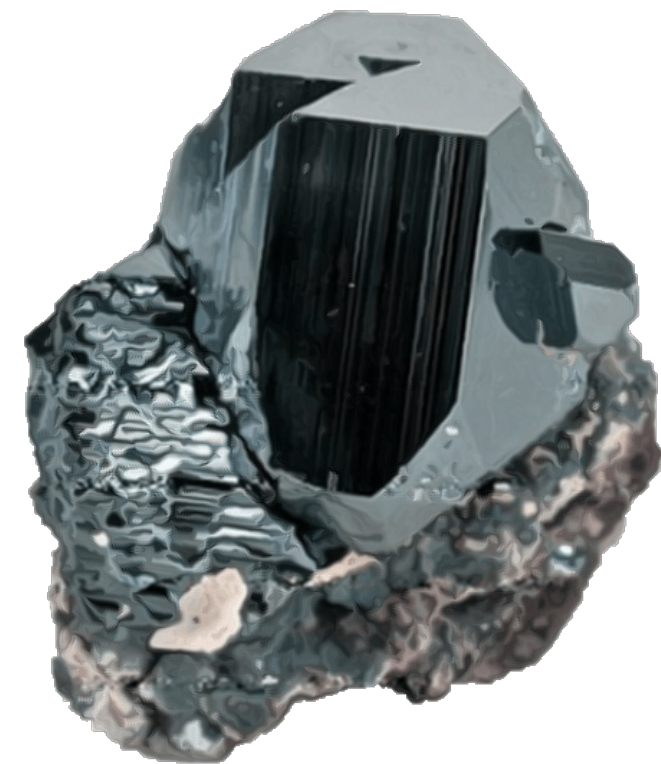
Ownership

&

Flexible Alias Protection



OXIDE IS OUR EFFORT TO FORMALIZE BORROW CHECKING



OUR EXAMPLE PROGRAM IN OXIDE

```
struct State { ... }

fn main() {
    letprov<'a, 'b, 'c> {
        let state = State { ... };
        let init = read_state::<'a>(&'a shrd state);
        update_state::<'b>(&'b uniq state);
        let fin = read_state::<'c>(&'c shrd state);
        consume_state(state);
    }
}
```

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```

```
        consume_state(state);
```

```
    }
```

```
}
```

OUR EXAMPLE PROGRAM IN OXIDE

```
struct State { ... }
```

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fn main() {
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```

```
        consume_state(state);
```

```
    }
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OUR EXAMPLE PROGRAM IN OXIDE

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        let fin = read_state::<'c>(&'c shrd state);
```

```
        consume_state(state);
```

```
    }
```

```
}
```

PROVENANCES AS A 'POINTS-TO' ANALYSIS

A reference with type...

`&'a shrd state`

`&'b uniq state`

PROVENANCES AS A 'POINTS-TO' ANALYSIS

A reference with type...

`&'a shrd state`

`&'b uniq state`

points to



PROVENANCES AS A 'POINTS-TO' ANALYSIS

A reference with type...

$\&'a$ shrd state



points to



$\&'b$ uniq state



points to



PROVENANCES AS A 'POINTS-TO' ANALYSIS

A reference with type...

$\&'a$ shrd state



points to



$\&'b$ uniq state



points to



$\Gamma ::= \bullet \mid \Gamma \uplus \mathcal{F}$

$\mathcal{F} ::= \bullet \mid \mathcal{F}, x : T \mid \mathcal{F}, 'a \mapsto \{ p_1 \dots p_n \}$

TYPECHECKING A MOVE EXPRESSION

```
struct State { ... }
```

```
fn main() {
```

```
    letprov<'a, 'b, 'c> {
```

```
        let state = State { ... };
```

```
        let init = read_state::<'a>(&'a shrd state);
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```
        update_state::<'b>(&'b uniq state);
```

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        let fin = read_state::<'c>(&'c shrd state);
```

```
        consume_state(state);
```

```
    }
```

```
}
```

TYPECHECKING A MOVE EXPRESSION

```
consume_state(state);
```

TYPECHECKING A MOVE EXPRESSION

```
consume_state(state);
```

state is not aliased

$\Gamma(\text{state}) = \text{State}$

$\Delta; \Gamma \vdash \text{state} : \text{State}$

TYPECHECKING A BORROW EXPRESSION

```
struct State { ... }
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```
fn main() {
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```
    letprov<'a, 'b, 'c> {
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```
        let state = State { ... };
```

```
        let init = read_state::<'a>(&'a shrd state);
```

```
        update_state::<'b>(&'b uniq state);
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        let fin = read_state::<'c>(&'c shrd state);
```

```
        consume_state(state);
```

```
    }
```

```
}
```

TYPECHECKING A BORROW EXPRESSION

```
update_state :: <'b>(&'b uniq state);
```


TYPECHECKING A BORROW EXPRESSION

```
update_state :: <'b>(&'b uniq state);
```

$$\frac{\text{state is not aliased} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \&'a \text{ uniq state} : \&'a \text{ uniq State}}$$

TYPECHECKING A BORROW EXPRESSION

$$\frac{\text{state is not } \textit{uniquely} \textit{ aliased} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \&'a \text{ shrd state} : \&'a \text{ shrd State}}$$

```
update_state :: <'b>(&'b uniq state);
```

$$\frac{\text{state is not } \textit{aliased} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \&'a \text{ uniq state} : \&'a \text{ uniq State}}$$

OWNERSHIP SAFETY: "IS NOT ALIASED"

$$\Delta; \Gamma \vdash_{\text{uniq}} x \Rightarrow \{ \dots \}$$
$$\Delta; \Gamma \vdash_{\text{shrd}} x \Rightarrow \{ \dots \}$$

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$$\Delta; \Gamma \vdash_{\text{uniq}} x \Rightarrow \{ \dots \}$$
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$$\omega ::= \text{uniq} \mid \text{shrd}$$
$$\pi ::= x \mid \pi.n \mid \pi.f$$
$$\Delta; \Gamma \vdash_{\omega} \pi \Rightarrow \{ p_1 \dots p_n \}$$

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places

OWNERSHIP SAFETY: "IS NOT ALIASED"

$$\Delta; \Gamma \vdash_{\text{uniq}} x \Rightarrow \{ \dots \}$$
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places *place expressions*

THE STORY SO FAR

state is not aliased

$\Gamma(\text{state}) = \text{State}$

$\Delta; \Gamma \vdash \text{state} : \text{State}$

state is not aliased

$\Gamma(\text{state}) = \text{State}$

$\Delta; \Gamma \vdash \&'a \text{ uniq state} : \&'a \text{ uniq State}$

*state is not **uniquely** aliased*

$\Gamma(\text{state}) = \text{State}$

$\Delta; \Gamma \vdash \&'a \text{ shrd state} : \&'a \text{ shrd State}$

THE STORY SO FAR

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \text{state} : \text{State}}$$

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A BIT OF A SNAG

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \text{state} : \text{State}}$$

Can we use state again?

A BIT OF A SNAG

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \text{state} : \text{State}}$$

Can we use state again? 

A CONVENTIONAL APPROACH... ?

Convention: $\vdash \Gamma \approx \Gamma_1 \boxplus \Gamma_2$

A CONVENTIONAL APPROACH... ?

Convention: $\vdash \Gamma \approx \Gamma_1 \boxplus \Gamma_2$

Rust: `struct Point(i32, i32)`

`let pt = Point(5, 6);`

`...`

`add_one(pt.0);`

`...`

`add_one(pt.1);`

AN (UN)CONVENTIONAL APPROACH

Environment passing!

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \text{state} : \text{State}}$$

AN (UN)CONVENTIONAL APPROACH

Environment passing!

$$\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{ \text{state} \}$$
$$\Gamma(\text{state}) = \text{State}$$

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AN (UN)CONVENTIONAL APPROACH

Environment passing!

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \qquad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \text{state} : \text{State} \Rightarrow \Gamma[\text{state} \mapsto \text{State}^\dagger]}$$

EXAMPLE: PROJECTING OUT OF A TUPLE

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- ; x : (i32, i32)

EXAMPLE: PROJECTING OUT OF A TUPLE

• ; $x : (i32, i32) \vdash$

EXAMPLE: PROJECTING OUT OF A TUPLE

• ; $x : (i32, i32) \vdash x.0 : i32$

EXAMPLE: PROJECTING OUT OF A TUPLE

• $; x : (i32, i32) \vdash x.0 : i32 \Rightarrow$

EXAMPLE: PROJECTING OUT OF A TUPLE

• $; x : (i32, i32) \vdash x.0 : i32 \Rightarrow x : (i32^\dagger, i32)$

GOOD FOR PROVENANCE TRACKING, TOO!

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \&'a \text{ uniq state} : \&'a \text{ uniq State}}$$
$$\frac{\Delta; \Gamma \vdash_{\text{shrd}} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \&'a \text{ shrd state} : \&'a \text{ shrd State}}$$

GOOD FOR PROVENANCE TRACKING, TOO!

$$\frac{\Delta; \Gamma \vdash_{\text{uniq}} \text{state} \Rightarrow \{\text{state}\} \qquad \Gamma(\text{state}) = \text{State}}{\Delta; \Gamma \vdash \&'a \text{ uniq state} : \&'a \text{ uniq State} \Rightarrow \Gamma['a \mapsto \{\text{state}\}]}$$

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GOOD FOR PROVENANCE TRACKING, TOO!

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INTRODUCTIONS, IT'S A PLEASURE TO MEET YOU!

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struct State { ... }

fn main() {
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        let state = State { ... };
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    }
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```

INTRODUCTIONS, IT'S A PLEASURE TO MEET YOU!

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INTRODUCTIONS, IT'S A PLEASURE TO MEET YOU!

`letprov<'a, 'b, 'c> let state = State { ... };`

'a is not in Γ

$$\frac{\Delta; \Gamma, 'a \mapsto \{\} \vdash e : \tau \Rightarrow \Gamma', 'a \mapsto \{\dots\}}$$
$$\Delta; \Gamma \vdash \text{letprov}\langle 'a \rangle \{ e \} : \tau \Rightarrow \Gamma'$$

INTRODUCTIONS, IT'S A PLEASURE TO MEET YOU!

`letprov<'a, 'b, 'c>` `let state = State { ... };`

$$\frac{\Delta; \Gamma, 'a \mapsto \{\} \vdash e : T \Rightarrow \Gamma', 'a \mapsto \{\dots\}}{\Delta; \Gamma \vdash \text{letprov}\langle 'a \rangle \{ e \} : T \Rightarrow \Gamma'}$$

$$\frac{\begin{array}{l} \Delta; \Gamma \vdash \text{State } \{ \dots \} : \text{State} \Rightarrow \Gamma \text{ state is not in } \Gamma \\ \Delta; \Gamma, \text{state} : \text{State} \vdash e : T \Rightarrow \Gamma', \text{state} : \dots \end{array}}{\Delta; \Gamma \vdash \text{let state = State } \{ \dots \}; e : () \Rightarrow \Gamma'}$$

SEQUENCING IS STRAIGHTFORWARD

Flow environments forward!

$$\frac{\Delta; \Gamma \vdash e_1 : \tau_1 \Rightarrow \Gamma_1 \quad \Delta; \Gamma_1 \vdash e_2 : \tau_2 \Rightarrow \Gamma_2}{\Delta; \Gamma \vdash e_1; e_2 : \tau_2 \Rightarrow \Gamma_2}$$

SEQUENCING IS STRAIGHTFORWARD

Flow environments forward!

$$\frac{\Delta; \Gamma \vdash e_1 : T_1 \Rightarrow \Gamma_1 \quad \Delta; \Gamma_1 \vdash e_2 : T_2 \Rightarrow \Gamma_2}{\Delta; \Gamma \vdash e_1; e_2 : T_2 \Rightarrow \Gamma_2}$$

'a is not in Γ

$$\Delta; \Gamma, 'a \mapsto \{ \} \vdash e : T \Rightarrow \Gamma', 'a \mapsto \{ \dots \}$$

$$\Delta; \Gamma \vdash \text{letprov} \langle 'a \rangle \{ e \} : T \Rightarrow \Gamma'$$

$$\Delta; \Gamma \vdash \text{State} \{ \dots \} : \text{State} \Rightarrow \Gamma \quad \text{state is not in } \Gamma$$

$$\Delta; \Gamma, \text{state} : \text{State} \vdash e : T \Rightarrow \Gamma', \text{state} : \dots$$

$$\Delta; \Gamma \vdash \text{let state} = \text{State} \{ \dots \}; e : () \Rightarrow \Gamma'$$

SEQUENCING IS STRAIGHTFORWARD

Flow environments forward!

$$\frac{\Delta; \Gamma \vdash e_1 : T_1 \Rightarrow \Gamma_1 \quad \Delta; \Gamma_1 \vdash e_2 : T_2 \Rightarrow \Gamma_2}{\Delta; \Gamma \vdash e_1; e_2 : T_2 \Rightarrow \Gamma_2}$$

'a is not in Γ

$$\Delta; \Gamma, 'a \mapsto \{ \} \vdash e : T \Rightarrow \Gamma', 'a \mapsto \{ \dots \}$$

Environment ordering matters!

$$\Delta; \Gamma \vdash \text{letprov} \langle 'a \rangle \{ e \} : T \Rightarrow \Gamma'$$

$$\Delta; \Gamma \vdash \text{State} \{ \dots \} : \text{State} \Rightarrow \Gamma \quad \text{state is not in } \Gamma$$

$$\Delta; \Gamma, \text{state} : \text{State} \vdash e : T \Rightarrow \Gamma', \text{state} : \dots$$

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BRANCHES CAUSE INFORMATION LOSS

$$\frac{\begin{array}{c} \Delta; \Gamma \vdash e_1 : \text{Bool} \Rightarrow \Gamma_1 \\ \Delta; \Gamma_1 \vdash e_2 : \top \Rightarrow \Gamma_2 \qquad \Delta; \Gamma_1 \vdash e_3 : \top \Rightarrow \Gamma_3 \end{array}}{\Delta; \Gamma \vdash \text{if } e_1 \{ e_2 \} \text{ else } \{ e_3 \} : \top \Rightarrow \Gamma_2 \uplus \Gamma_3}$$

BRANCHES CAUSE INFORMATION LOSS

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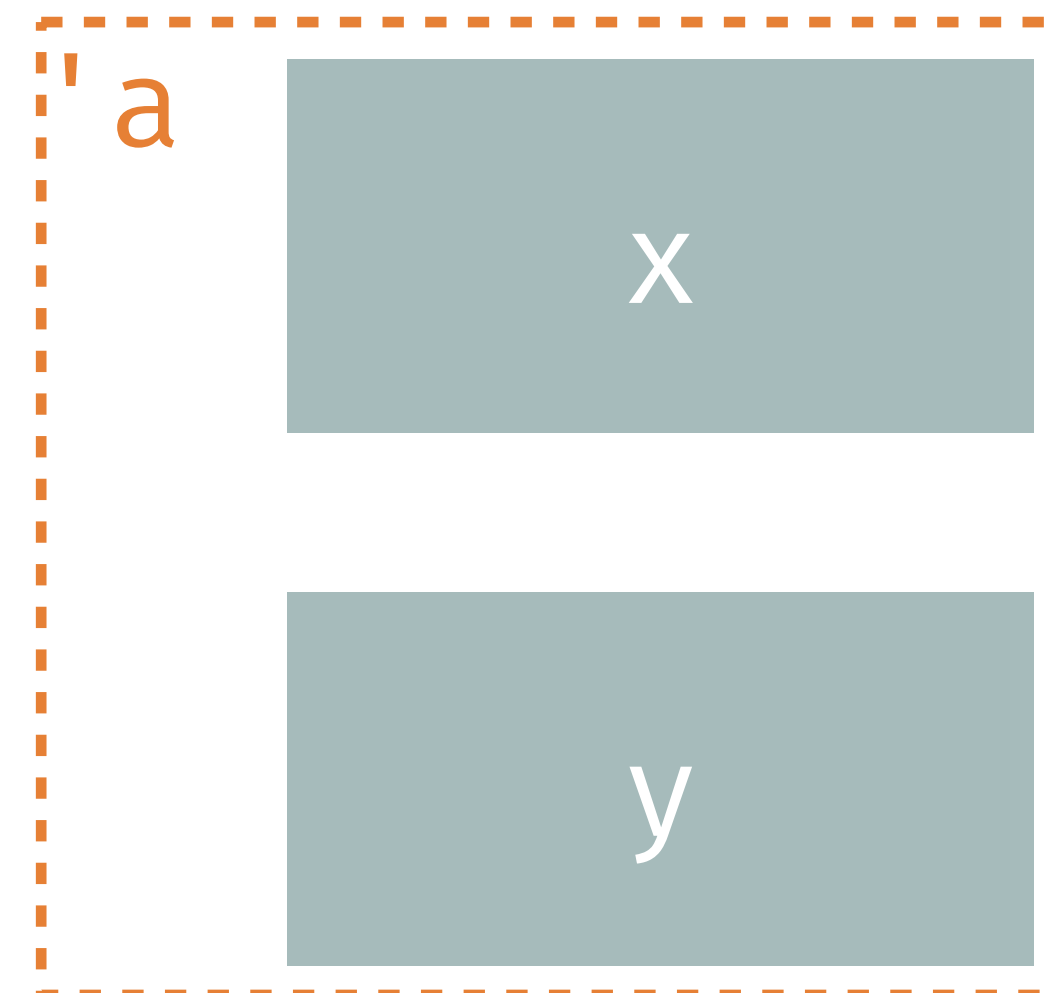
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```
if cond {  
    &'a uniq x  
} else {  
    &'a uniq y  
} // 'a ↦ {x, y}
```

BRANCHES CAUSE INFORMATION LOSS

$$\frac{\begin{array}{l} \Delta; \Gamma \vdash e_1 : \text{Bool} \Rightarrow \Gamma_1 \\ \Delta; \Gamma_1 \vdash e_2 : \top \Rightarrow \Gamma_2 \qquad \Delta; \Gamma_1 \vdash e_3 : \top \Rightarrow \Gamma_3 \end{array}}{\Delta; \Gamma \vdash \text{if } e_1 \{ e_2 \} \text{ else } \{ e_3 \} : \top \Rightarrow \Gamma_2 \uplus \Gamma_3}$$

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if cond {  
  &'a uniq x  
} else {  
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```



SOME SIMPLE SUBTYPING

Types can differ in their provenances!

$$\Delta; \Gamma \vdash T_1 <: T_2$$

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Types can differ in their provenances!

Combine provenances when they do!

$$\Delta; \Gamma \vdash T_1 <: T_2 \Rightarrow \Gamma'$$

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Types can differ in their provenances!

Combine provenances when they do!

$$\Delta; \Gamma \vdash T_1 <: T_2 \Rightarrow \Gamma'$$

$$\frac{\Delta; \Gamma \vdash 'a >: 'b \Rightarrow \Gamma' \quad \Delta; \Gamma \vdash \text{State} <: \text{State} \Rightarrow \Gamma'}{\Delta; \Gamma \vdash \&'a \text{ shrd State} <: \&'b \text{ shrd State} \Rightarrow \Gamma'}$$

SUBTYPING BY EXAMPLE

```
if cond {  
    &'a uniq x  
    // 'a  $\mapsto$  {x}, 'b  $\mapsto$  {}  
}  
else {  
    &'b uniq y  
    // 'a  $\mapsto$  {}, 'b  $\mapsto$  {y}  
}  
// 'a  $\mapsto$  {x, y}, 'b  $\mapsto$  {x, y}
```

ASSIGNMENT “REGAINS” INFORMATION

ASSIGNMENT “REGAINS” INFORMATION

• ; $x : i32, y : i32, 'a \mapsto \{ x, y \}, z : \&'a \text{ uniq } i32 \vdash$

ASSIGNMENT “REGAINS” INFORMATION

• `; x : i32, y : i32, 'a ↦ { x, y }, z : &'a uniq i32 ⊢`
`*z := x : ()`

ASSIGNMENT “REGAINS” INFORMATION

• `; x : i32, y : i32, 'a ↦ { x, y }, z : &'a uniq i32 ⊢`
`*z := x : ()`

⇒

ASSIGNMENT "REGAINS" INFORMATION

• `; x : i32, y : i32, 'a ↦ { x, y }, z : &'a uniq i32 ⊢`

`*z := x : ()`

`⇒ x : i32, y : i32, 'a ↦ { x }, z : &'a uniq i32`

FUNCTIONS AND APPLICATION

```
struct State { ... }
```

```
fn main() {
```

```
    letprov<'a, 'b, 'c> {
```

```
        let state = State { ... };
```

```
        let init = read_state::<'a>(&'a shrd state);
```

```
        update_state::<'b>(&'b uniq state);
```

```
        let fin = read_state::<'c>(&'c state);
```

```
    }
```

FUNCTIONS AND APPLICATION

```
read_state :: <'a>(&'a shrd state)
```

FUNCTIONS AND APPLICATION

`read_state :: <'a>(&'a shrd state)`

$$\frac{\begin{array}{l} \Delta; \Gamma \vdash \text{read_state} : \forall \langle 'p \rangle (\&'p \text{ shrd State}) \rightarrow T \Rightarrow \Gamma_f \\ \Delta; \Gamma_f \vdash \&'a \text{ shrd state} : \&'a \text{ shrd State} \Rightarrow \Gamma' \end{array}}{\Delta; \Gamma \vdash \text{read_state} :: \langle 'a \rangle (\&'a \text{ shrd state}) : T \Rightarrow \Gamma'}$$

FUNCTIONS AND APPLICATION

`read_state :: <'a>(&'a shrd state)`

$$\begin{array}{l} \Delta; \Gamma \vdash \text{read_state} : \forall \langle 'p \rangle (\&'p \text{ shrd State}) \rightarrow T \Rightarrow \Gamma_f \\ \Delta; \Gamma_f \vdash \&'a \text{ shrd state} : \&'a \text{ shrd State} \Rightarrow \Gamma' \end{array}$$

$$\Delta; \Gamma \vdash \text{read_state} :: \langle 'a \rangle (\&'a \text{ shrd state}) : T \Rightarrow \Gamma'$$

$$\Delta; \Gamma \vdash \text{read_state} : \forall \langle 'p \rangle (\&'p \text{ shrd State}) \rightarrow T \Rightarrow \Gamma_f$$

FUNCTIONS AND APPLICATION

`read_state :: <'a>(&'a shrd state)`

$$\frac{\begin{array}{l} \Delta; \Gamma \vdash \text{read_state} : \forall \langle 'p \rangle (\&'p \text{ shrd State}) \rightarrow T \Rightarrow \Gamma_f \\ \Delta; \Gamma_f \vdash \&'a \text{ shrd state} : \&'a \text{ shrd State} \Rightarrow \Gamma' \end{array}}{\Delta; \Gamma \vdash \text{read_state} :: \langle 'a \rangle (\&'a \text{ shrd state}) : T \Rightarrow \Gamma'}$$
$$\frac{\Sigma(\text{read_state}) = \text{fn update_state} \langle 'p \rangle (\text{state} : \&'p \text{ shrd State}) \rightarrow T \{ e \}}{\Sigma; \Delta; \Gamma \vdash \text{read_state} : \forall \langle 'p \rangle (\&'p \text{ shrd State}) \rightarrow T \Rightarrow \Gamma_f}$$

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CLOSURES MOVE THEIR FREE VARIABLES

$$\text{free-vars}(|y: i32| \rightarrow i32 \{ x + y \}) = x \quad \mathcal{F}_c = x : i32$$

$$\Sigma; \Delta; \Gamma \Vdash \mathcal{F}_c, y : i32 \vdash x + y : i32 \Rightarrow \Gamma' \Vdash \mathcal{F}$$

$$\Sigma; \Delta; \Gamma \vdash |y: i32| \rightarrow i32 \{ x + y \} : (i32) \xrightarrow{\mathcal{F}_c} i32 \Rightarrow \Gamma'$$

CLOSURES MOVE THEIR FREE VARIABLES

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$$\begin{array}{l} \Sigma; \Delta; \Gamma \vdash \text{add_x} : (\text{i32}) \xrightarrow{\mathcal{F}_c} \text{i32} \Rightarrow \Gamma_f \quad \Sigma; \Delta; \Gamma_f \vdash 5 : \text{i32} \Rightarrow \Gamma_f \\ \hline \Sigma; \Delta; \Gamma \vdash \text{add_x}(5) : \text{i32} \Rightarrow \Gamma_f \end{array}$$

LET'S STEP BACK A BIT

REBORROWING

```
struct Point(i32, i32)
```

```
letprov<'r, 'x, 'y> {
```

```
    let pt = Point(5, 6);
```

```
    let r = &'r uniq pt; // 'r  $\mapsto$  { pt }
```

```
    let x = &'x uniq (*r).0; // 'x  $\mapsto$  { pt, (*r).0 }
```

```
    let y = &'y uniq (*r).1; // 'y  $\mapsto$  { pt, (*r).1 }
```

```
    r
```

```
}
```

REBORROWING

```
struct Point(i32, i32)
```

```
letprov<'r, 'x, 'y> {
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```

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    let y = &'y uniq (*r).1; // 'y  $\mapsto$  { pt, (*r).1 }
```

```
    r
```

```
}
```

$$\Delta; \Gamma \vdash_{\text{uniq}} (*r).0 \Rightarrow \{ \text{pt}, (*r).0 \}$$
$$\Gamma(\text{pt}.0) = \text{i32}$$

$$\Delta; \Gamma \vdash \&'x \text{ uniq } (*r).0 : \&'x \text{ uniq Point} \Rightarrow \Gamma['x \mapsto \{ \text{pt}, (*r).0 \}]$$

NON-LEXICAL LIFETIMES IN OXIDE

```
struct Point(i32, i32)

fn main() {
    letprov<'x, 'y> {
        let pt = Point(6, 9);
        let x = &'x uniq pt;
        drop::<&'x uniq Point>(x);
        let y = &'y uniq pt;
    }
}
```


NON-LEXICAL LIFETIMES IN OXIDE

```
struct Point(i32, i32)

fn main() {
    letprov<'x, 'y> {
        let pt = Point(6, 9);
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PROVING TYPE SAFETY FOR OXIDE

Progress

Preservation

PROVING TYPE SAFETY FOR OXIDE

Progress

*If $\Sigma; \bullet; \Gamma \vdash e : \top \Rightarrow \Gamma'$ and $\Sigma \vdash \sigma : \Gamma$, then
 e is a value, e is an error term, or
 $\exists \sigma', e'. \Sigma \vdash (\sigma; e) \rightarrow (\sigma'; e')$*

Preservation

PROVING TYPE SAFETY FOR OXIDE

Progress

If $\Sigma; \bullet; \Gamma \vdash e : \top \Rightarrow \Gamma'$ and $\Sigma \vdash \sigma : \Gamma$, then
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Preservation

If $\Sigma; \bullet; \Gamma \vdash e : \top \Rightarrow \Gamma'$, $\Sigma \vdash \sigma : \Gamma$,
 $\Sigma \vdash (\sigma; e) \rightarrow (\sigma'; e')$, and $\Sigma; \Gamma \models \sigma$, then
 $\exists \Gamma_i. \Sigma; \bullet; \Gamma_i \vdash e' : \top \Rightarrow \Gamma'$, $\Sigma \vdash \sigma' : \Gamma_i$, and $\Sigma; \Gamma_i \models \sigma'$

ONCE MORE, WITH FEELING

$$\frac{\Delta; \Gamma \vdash_{\omega} \text{state} \Rightarrow \{\text{state}\} \quad \Gamma(\text{state}) = \text{State} \quad 'a \text{ is not in } \Gamma}{\Sigma; \Delta; \Gamma \vdash \&'a \ \omega \ \text{state} : \&'a \ \omega \ \text{State} \Rightarrow \Gamma['a \mapsto \{\text{state}\}]} \quad \frac{\Sigma; \Delta; \Gamma, 'a \mapsto \{\} \vdash e : T \Rightarrow \Gamma', 'a \mapsto \{\dots\}}{\Sigma; \Delta; \Gamma \vdash \text{letprov} \langle 'a \rangle \{ e \} : T \Rightarrow \Gamma'}$$

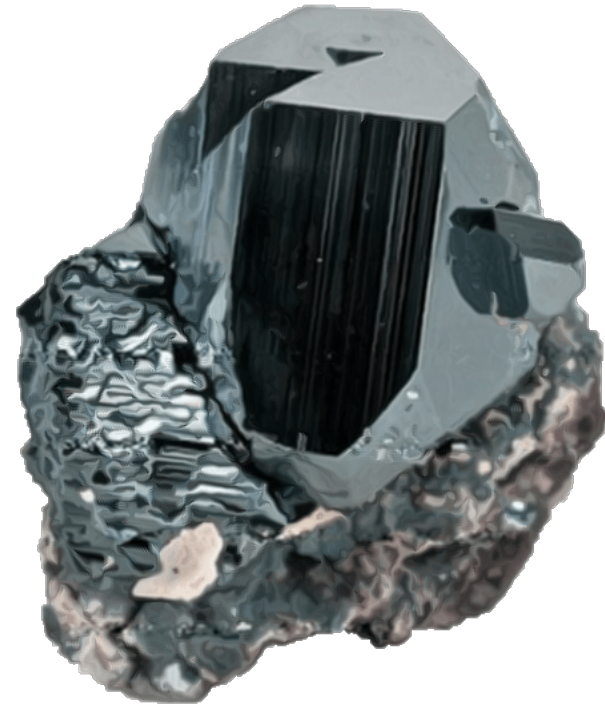
$$\frac{\begin{array}{l} \Sigma; \Delta; \Gamma \vdash e_1 : T_1 \Rightarrow \Gamma_1 \\ \Sigma; \Delta; \Gamma_1 \vdash e_2 : T_2 \Rightarrow \Gamma_2 \end{array}}{\Sigma; \Delta; \Gamma \vdash e_1; e_2 : T_2 \Rightarrow \Gamma_2} \quad \frac{\begin{array}{l} \Sigma; \Delta; \Gamma \vdash \text{State} \{ \dots \} : \text{State} \Rightarrow \Gamma \quad \text{state is not in } \Gamma \\ \Sigma; \Delta; \Gamma, \text{state} : \text{State} \vdash e : T \Rightarrow \Gamma', \text{state} : \dots \end{array}}{\Sigma; \Delta; \Gamma \vdash \text{let state} = \text{State} \{ \dots \}; e : () \Rightarrow \Gamma'}$$

$$\frac{\Sigma(\text{read_state}) = \text{fn update_state} \langle 'p \rangle (\text{state} : \&'p \ \text{shrd} \ \text{State}) \rightarrow T \{ e \}}{\Sigma; \Delta; \Gamma \vdash \text{read_state} : \forall \langle 'p \rangle (\&'p \ \text{shrd} \ \text{State}) \rightarrow T \Rightarrow \Gamma_f}$$

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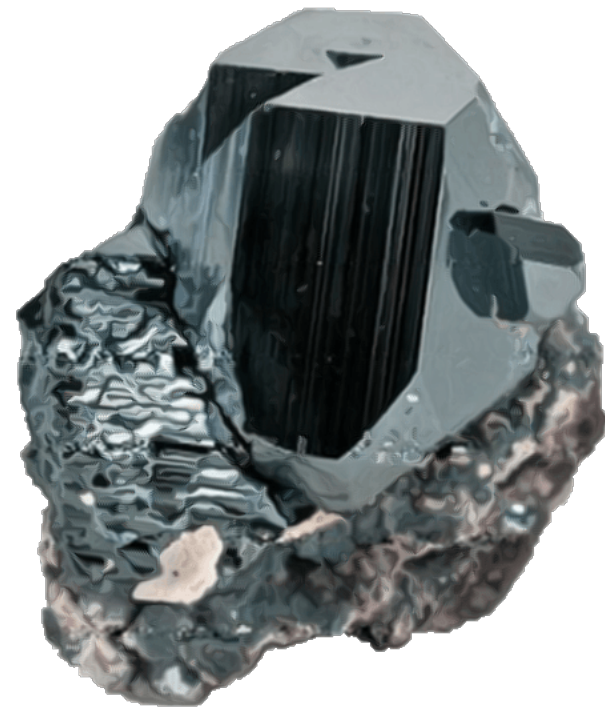
TAKEAWAYS

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**OXIDE IS A FORMALIZATION
OF BORROW CHECKING**

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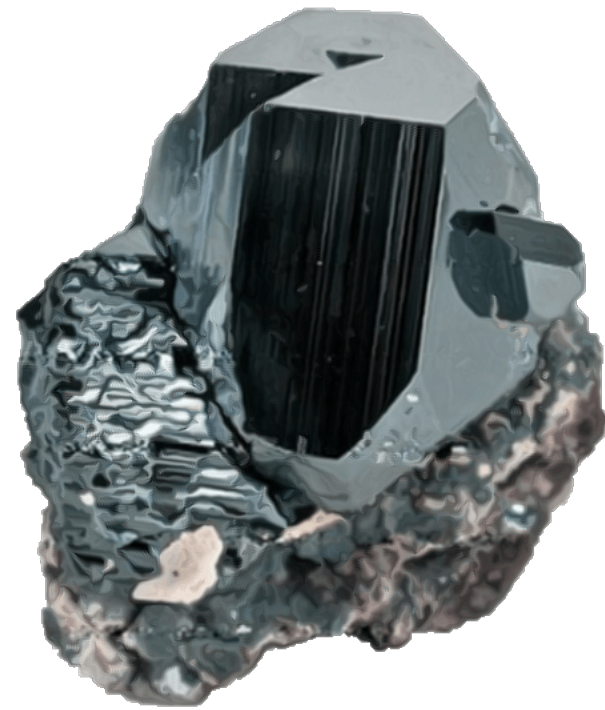


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BORROW CHECKING COMBINES
OWNERSHIP & ALIAS PROTECTION



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BORROW CHECKING IS SAFE