# Resource Guarantees and PCC 50 ways\* to say it with a proof

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\*Note: Contents may vary

We know that:

- Well-typed programs don't go wrong
- All Java programs are strictly typed

So we deduce that:

• No Java program will go wrong

Even better, Java is typed both at source and bytecode level, so we can conclude this twice over.

Sadly, life is not so simple. Typing in Java and Java bytecode is a good thing, but not the end of the story; and Proof-Carrying Code is one means to add to its effectiveness.

#### **Mobile Resource Guarantees**

- PCC for guaranteed bounds on time and heap space
- Certified code runs on standard Java virtual machine
- Certifying compiler infers resource types for a high-level MLlike source language
- Guarantees are proofs in a resource-aware bytecode logic

#### Varieties of Proof-Carrying Code

- Configurations for code producers and consumers
- Resource policy language
- Probabilistically checkable proofs
- e-Science and the Grid

**MRG:** A 3-year research collaboration between Edinburgh and Munich, funded by the European Commission as a "Future and Emerging Technology" in global computing.

The aim was to implement a proof-carrying code framework for Java bytecode providing guarantees of resource usage.

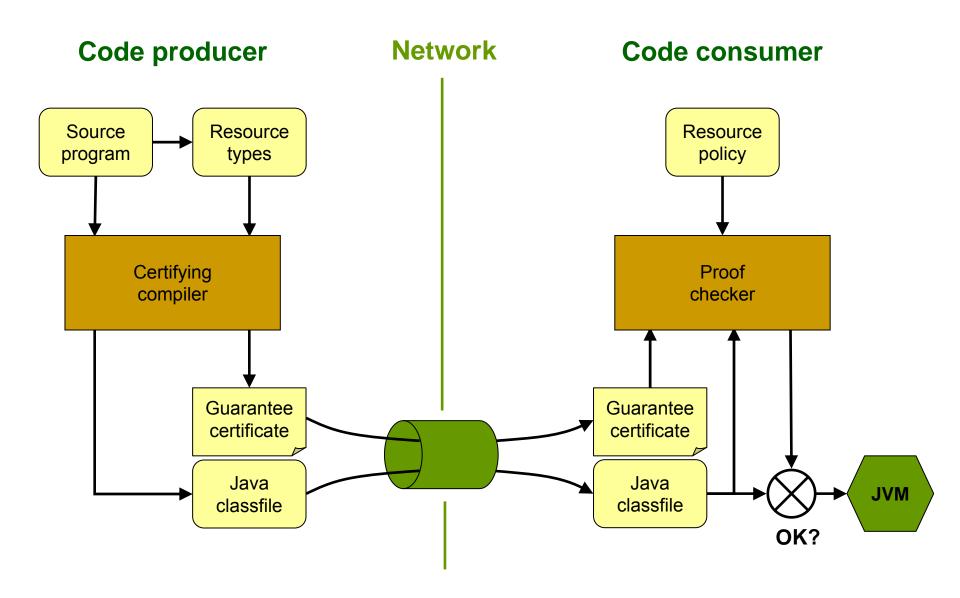
Successfully completed, with follow-on UK and EU projects.

Java bytecode: Standardised and portable virtual machine.

**Resource guarantees:** Practically useful and more tractable than verifying full correctness.



# MRG Framework



```
type intlist = !Nil | Cons of int * intlist
let rev l acc = match l with
   Nil => acc
   | Cons(h,t)@d => rev t (Cons(h,acc)@d)
let reverse l = rev l Nil
```

ML-like source language with:

Explicit heap cell manipulation Cons(h,t)@d
Freelist annotations (x,xs)@\_
Hooks to use Java objects and libraries obj#meth x y

Compiles to Java bytecode, executes on a standard JVM.

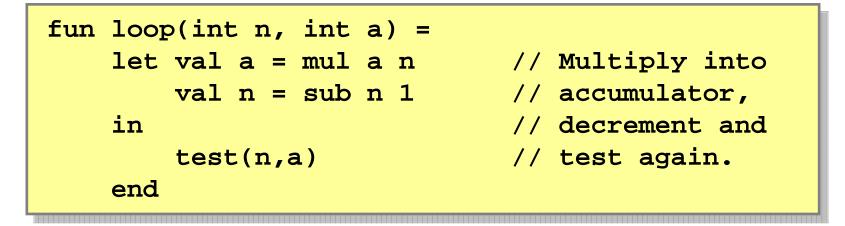
# Space Types

Type system to describe heap cell usage:

insert: 1, list(0) -> list(0), 0
sort : 0, list(1) -> list(0), 0

- Input and output heap sizes related to argument and result data sizes respectively: gives composability.
- Includes user-defined datatypes.
- Types inferred via a separate linear constraint solver.

### Grail



Highly structured form of Java bytecode.

- Functional view, target for Camelot compiler.
- Imperative view as static single assigment.
- Views are equivalent, including resource usage.
- Binary format is executable .class files, with tools to interconvert with functional presentation.

Tight constraints on control flow and stack use greatly simplify reasoning about bytecode.

Assertions:	G⊳e:P
Predicates:	$P: Env \times Heap \times Heap \times Value \times Resource \rightarrow Bool$
Validity:	$\models e:P \text{ iff } \forall E,h,h',v,e \ E \vdash h,e \Downarrow h',v,r \Rightarrow P(E,h,h',v,r)$

Logic of assertions about Grail code fragments

- Syntax-directed derivation rules for  $G \triangleright e : P$
- Sound and complete for Grail operational semantics
- Isabelle implementation (shallow embedding)
- Resource aware: heap size, stack depth, instructions,...
- Applies to complete recursive object-oriented programs
- Partial correctness with separate logic for termination

Grail operational semantics and bytecode logic refer to an element  $r \in Resource$  from an arbitrary resource algebra:

 $E \vdash h, e \Downarrow h', v, r$   $G \triangleright e : P : ... \times Resource \rightarrow Bool$ 

**Resource algebra** = Partially ordered monoid ( $\mathcal{R}$ , 0, +,  $\leq$ ) with constants  $\mathcal{R}^{int}$ ,  $\mathcal{R}^{getf}$ ,  $\mathcal{R}^{if}$ ,... for all Grail operations

Current implementation measures heap space, instructions, jumps, method invocations and maximum call depth.

Other possibilities: stack size, specific method invocation, safety flags, system calls, even a complete instruction trace.

Encode Camelot resource typing

as a bytecode logic expression

$$G \triangleright e : \llbracket U, n, \Gamma \triangleright A, m \rrbracket$$

(U is a set of variables for checking linearity)

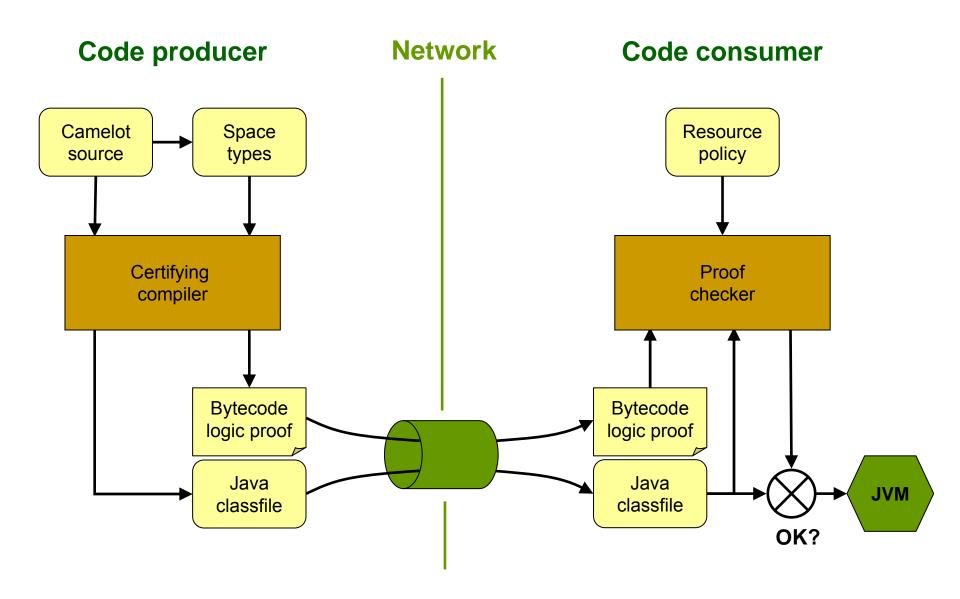
Form  $\llbracket U,n,\Gamma \triangleright A,m \rrbracket$  expands to a predicate describing a freelist on the heap of the necessary size.

These predicates form a derived logic: all typing rules give valid deductions in the derived logic.

So resource typings compile to resource logic proofs – in fact, to tactics that execute these proofs in Isabelle.

It is these tactics that are parcelled up with bytecode.

# MRG Framework



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Departmental phonebook application

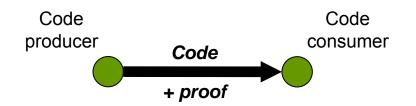
Buzzword profile:

- J2ME Java 2 Micro Edition
- CLDC Connected Limited Device Configuration
- MIDP Mobile Interactive Device Profile
- i.e. it runs on a cellphone, smartphone or PDA

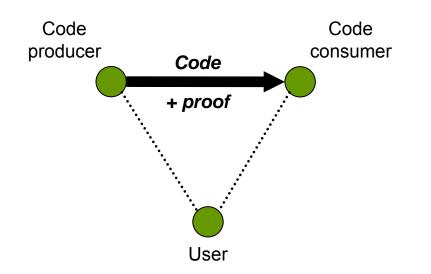
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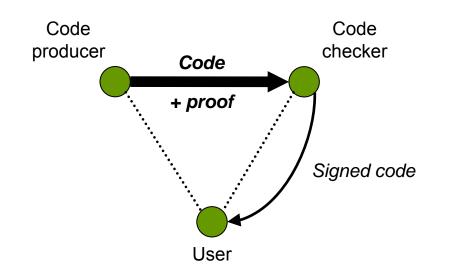
The simplest arrangement for proof-carrying code is this:



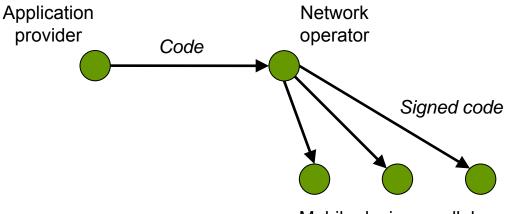
In the MRG demonstration, there was a third party controlling the interaction:



Once code has been independently checked, it might be signed and sent on to the user:



**Mobius – Mobility, Ubiquity and Security:** EC project on PCC for Java on small devices, such as mobile phone *midlets*.

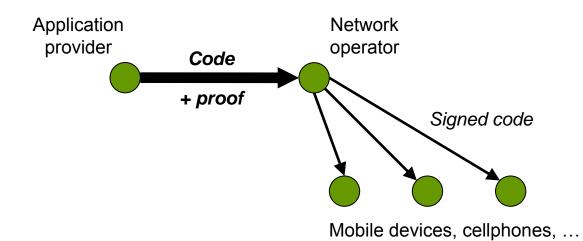


Mobile devices, cellphones, ...

Resource use (memory, cpu, network) is a significant issue.

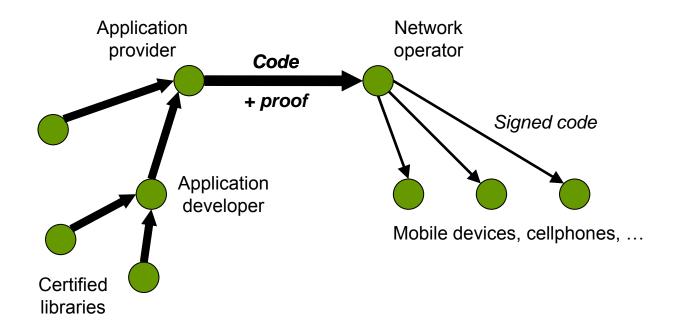
Network operators currently test and sign code variations for every<br/>different kind of handset.(This is quite boring to do)

Application providers and network operators already have a trust relationship, which PCC can strengthen:



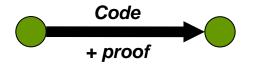
Private source code: PCC supports validation without source release, which is essential in practice.

The chain may be longer, with developers who in turn use libraries, and all parties seeking guarantees of safety:

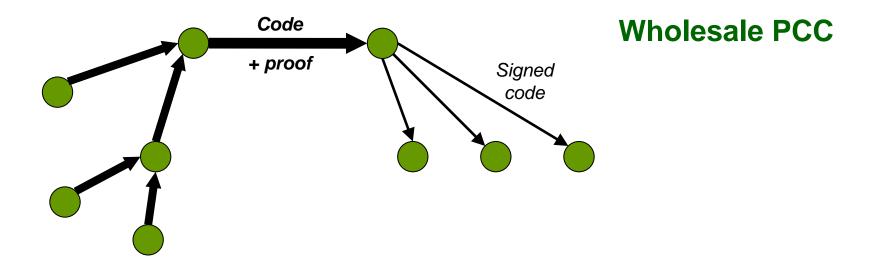


# **PCC** configurations

In general we can distinguish between:







**Resource Guarantees and PCC** 

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Using proofs of resource safety demands some flexibility:

- Programs are not simply correct/incorrect: this depends on the resources available
- Different target devices have different resource profiles

We address this by identifying

- A guaranteed resource policy *R* of actual code behaviour
- A target resource policy *T* of what the client will accept

The certificate checker must confirm

- 1.  $\triangleright$  *P* : *R* The program does indeed meet its guarantee
- 2.  $R \leq T$  The guarantee ensures the target

We have a language for policies to suit both (1) and (2).

# **Sample Resource Policies**

Implementation builds on the Java security policy framework:

For positive integer inputs m and n, the method call calc(m,n) requires at most 2n bytes of heap space

permission SpaceGuarantee "calc(int m, int n)" "2\*n"

For all positive integer inputs m < 3 and n < 4, executing calc(m,n) must take no more than 500 instructions

permission ClockTarget "calc(int m,int n)" "500,m<=3,n<=4"</pre>

For positive integer input *n*, method C.k(n) takes no more than 4n+3d instructions, where D.rand(n) takes *d* instructions.

```
permission ClockGuarantee "C.k(int n)"
```

"4\*n + 3\*(ClockGuarantee D.rand(n))"

Policies may use +, \*, ^, log, min, max (all non-decreasing)

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**Resource Guarantees and PCC** 

The prototype implementation builds on the existing Java security framework:

- Permissions, policies, and policy configuration files;
- Java 'agents' offer a route to enforce resource policies at class loading time.

Policy comparison is very fast, thus:

- Code might carry multiple guarantees for different targets or different kinds of resource; and
- Code consumers could mix and match (dependent) guarantees from separate certified components to meet a given target policy.

For proof validation, there is in general a trade-off between size of data sent and computation required by the verifier on the client.

In MRG we send Isabelle tactics, which guide (re)generation of proof by the verifier. (15 lines of tactic ~ 34k lines of proof)

In the extreme: There exists a proof of size *k*; find it. (Checking decidable but slow)

Classically faster checking needs more data; with a lower time bound that the verifier must at least traverse the whole proof.

This is not however the whole story...

# Probabilistically Checkable Proofs

How to check a proof, probably:

- 1. Producer converts proof *p* to *transparent form p'*.
- 2. Verifier inspects some (randomly chosen) bits of p'.
- 3. If *p* valid, check succeeds; if not, fixed chance of failure.
- 4. Rinse and repeat to reach desired confidence.

Sizes:  $|p'| = O(|p|\log|p|)$ ; fraction checked is logarithmic; but can be fixed, as small as 3 bits.

Refinement: Don't send p', instead use data commitment protocol at a cost of  $\log |p'|$  per bit inspected.

Good news: (asymptotically) less computation for verifier *and* less data sent.

Bad news: Large constants, lots of work for the producer.

Standard LFKN protocol applies to proving a claim that:

$$\sum_{\mathbf{x}_1 \in H} \dots \sum_{\mathbf{x}_n \in H} f(\mathbf{x}_1, \dots, \mathbf{x}_n) = \mathbf{a}$$

for a particular polynomial *f*() and value *a*.

We want to prove a claim like:

There is a derivation of resource typing  $m \vdash e : n$ .

The answer is to *arithmetise*: from the derivation graph structure construct a low-degree polynomial *f* in which the sum above is zero iff such a graph exists, i.e. iff there is a well-formed resource typing derivation.

[Klin '05]

Klin implemented probabilistic proof-carrying code for a tiny language with types expressing heap space use.

PPCC was feasible but computationally expensive: >30min to build the 10G transparent proof for a 256-node derivation (and this must be done for each interactive protocol run).

Viable for PCC if:

- Substantial asymmetry between producer and consumer
- Computation + storage sufficiently faster/cheaper than communication
- Proofs are large (much larger than code)

Moore's law suggests that we need only wait long enough.

There are (at least) two varieties of "Grid" with opportunities for proof-carrying code:

• Computational grids: remote access to banks of standard machines. Booking and job control.

(LHC grid, EGEE)

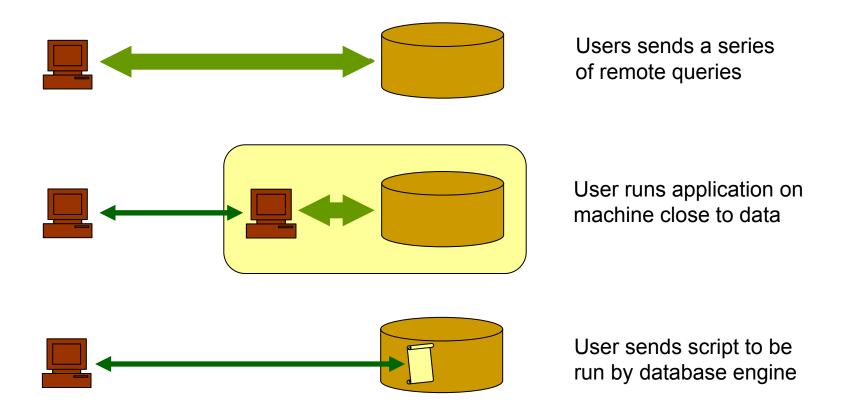
 Data grids: very large databases open to many remote users running complex code.

(SkyServer, AstroGrid, Virtual Mouse Atlas)

#### **ReQueST:** Resource Quantification for e-Science Technologies

Project at Edinburgh to work on PCC for the grid.

# Running Code on a Data Grid



Running code closer to the data is faster, but requires more trust.

Some computations may only be feasible as database *stored procedures*, called from within queries themselves.

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**Resource Guarantees and PCC** 

Example datagrids:

#### Astronomy

- UK AstroGrid virtual observatory; Sloan Digital Sky Survey (SDSS)
- Novel indexing methods (e.g. trixels) and libraries (algebras of regions) driven by spherical geometry

### Biology

 Edinburgh Mouse Atlas (emap). This has a well established relationships with remote users (not PCC but CCP), and is seeking to move this to a web service. Most databases now support some form of stored procedures:

- Originally just C++, but now increasing support of Java
- Conventionally restricted to database builders, for security, but would be useful for all users
- Query optimizers already use assertions about stored procedures (e.g. commutativity, cost) claimed by the programmer

PCC certification could make stored procedures more flexible and widely available to datagrid users.

### Review

#### MRG framework

- High level language; space type inference
- Grail: analysis-friendly Java bytecode
- Resource-sensitive bytecode logic; resource algebras
- Proof tactic scripts for certificates

#### Varieties of Proof-Carrying Code

- Retail vs. Wholesale PCC
- Resource Policies
- Probabilistically Checkable Proofs
- Digital Evidence
- Certified Verifiers
- Grid PCC

Even with a restricted domain like proofs of resource use, we discover that PCC can be applied at many points in software development and delivery, and in many ways, to many ends.

Each of these adds assurance that programs will not go wrong in some way, which tells us that:

## Proofs are the new types

#### **MRG: Mobile Resource Guarantees**

Edinburgh, LMU Munich European Commission project IST-2001-33149

### Mobius: Mobility, Ubiquity and Security

INRIA, Zurich, Nijmegen, Munich, Edinburgh, Tallinn, Chalmers, London, Dublin, Warsaw, Madrid, Darmstadt; France Telecom, Trusted Logic, SAP *European Commission project IST-15905* 



#### **ReQueST: Resource Quantification for e-Science Technologies**

Edinburgh *UK EPSRC e-Science Programme* 





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