



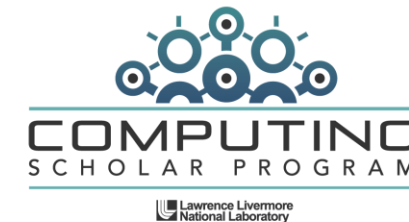
Formal Verification for Rust: Where are we now?

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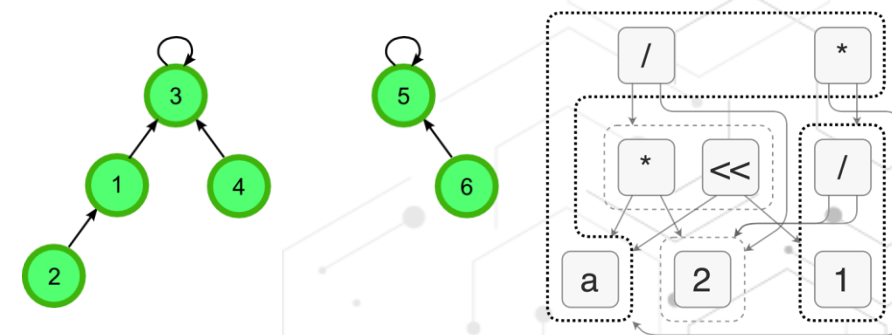
Formal Verification for Code Correctness and Safety



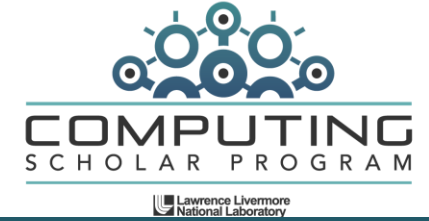
- What is Formal Verification?
 - An aspect of **software assurance**
 - Enables **proving mathematical models** of program execution
 - Testing → only checks for finite inputs
 - FV → checks for all possible inputs!
- Why Rust?
 - **Ownership** properties ensure memory safety at compile-time
 - Prevents bugs such as in the recent CrowdStrike incident
 - Simplifies proof logic!
 - **Functional programming** paradigms present in Rust
 - Data is immutable by default → **deterministic** functions
- Code correctness is essential in critical systems!

```
#[requires(x < i32::MAX)]  
#[ensures(result == x + 1)]  
fn add_1(x: i32) -> i32 {  
    x + 1  
}
```

- My contribution & Case Study
Verification of the Union-Find data structure found in *e-graphs good*



Evaluation of Rust Verification tools

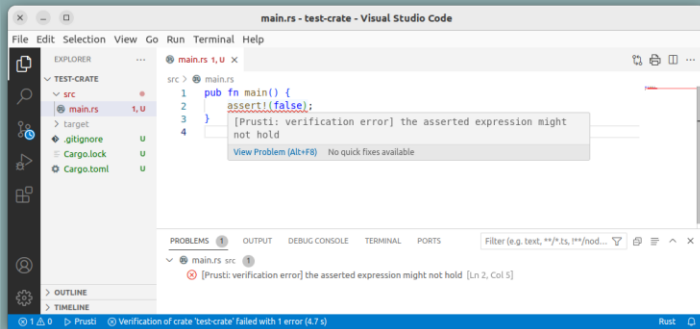


Prusti

Proved with Viper



Development entirely in VS Code



Int, Sequence,
Map, Set

//TODO



Allow functionally pure Rust code to be used in proofs

Model borrows of ownership with a “before” and “after” state

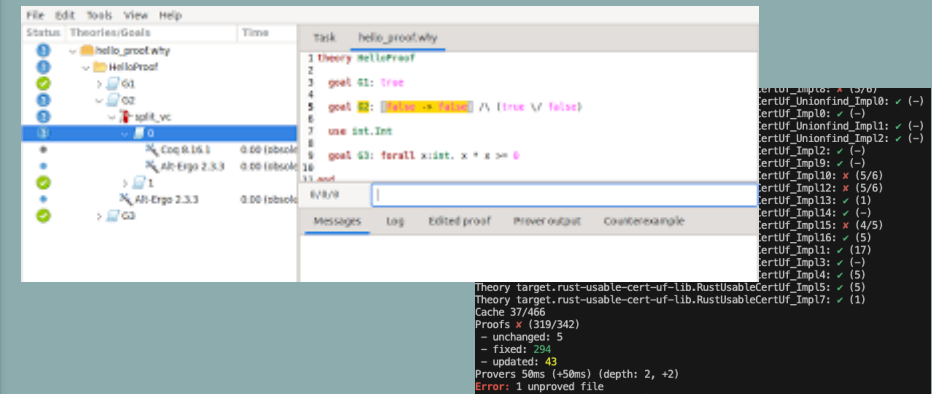
Syntactic similarities

Creusot

Proved with Why3



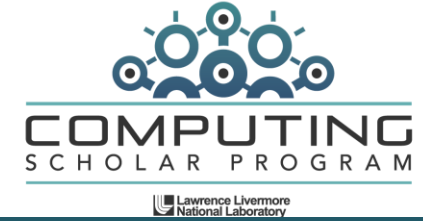
External environments to debug proofs



Int, Sequence,
Map, Set



Where should we focus future work in Rust verification?



- My suggestion of today:

- Start writing proofs with Prusti and “graduate” to Creusot
- This is far from ideal.

Therefore, for all Rust verification tools, there exists demonstrated need for improvement!

Q.E.D.

- The ideal Rust verifier should have:

- An ergonomic UX like **Prusti**
 - Seamless between writing code and proving code
 - Shows coordination between code and violated contracts
 - Comprehensive documentation and examples
- Proving capabilities of **Creusot**
 - Ability to handle many datatypes in proof logic
 - Extended to write logical models for custom types
 - Accessible intermediate verification lang for debugging
- Minimized friction during development
 - Stable support for proof counterexamples
 - Improved error handling