

A Flow-Sensitive Refinement Type System for Verifying eBPF Programs



CERTORA



Ameer Hamza¹, **Lucas Zavalía**¹, Arie Gurfinkel², Jorge A. Navas³,
Grigory Fedyukovich¹

¹Florida State University

²University of Waterloo

³Certora, Inc.

- System for hotloading code into kernel space

- System for hotloading code into kernel space
- Commonly Used for

- System for hotloading code into kernel space
- Commonly Used for
 - Packet filtering

- System for hotloading code into kernel space
- Commonly Used for
 - Packet filtering
 - Process monitoring

- System for hotloading code into kernel space
- Commonly Used for
 - Packet filtering
 - Process monitoring
 - Security auditing

- System for hotloading code into kernel space
- Commonly Used for
 - Packet filtering
 - Process monitoring
 - Security auditing
 - etc.

- System for hotloading code into kernel space
- Commonly Used for
 - Packet filtering
 - Process monitoring
 - Security auditing
 - etc.
- Used throughout industry

- System for hotloading code into kernel space
- Commonly Used for
 - Packet filtering
 - Process monitoring
 - Security auditing
 - etc.
- Used throughout industry



CLOUDFLARE



- Hotloading kernel extensions is unsafe in general

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted

User Space



Kernel Space

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted

User Space

eBPF Program

Kernel Space

- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted

User Space

eBPF Program

Kernel Space

Verifier

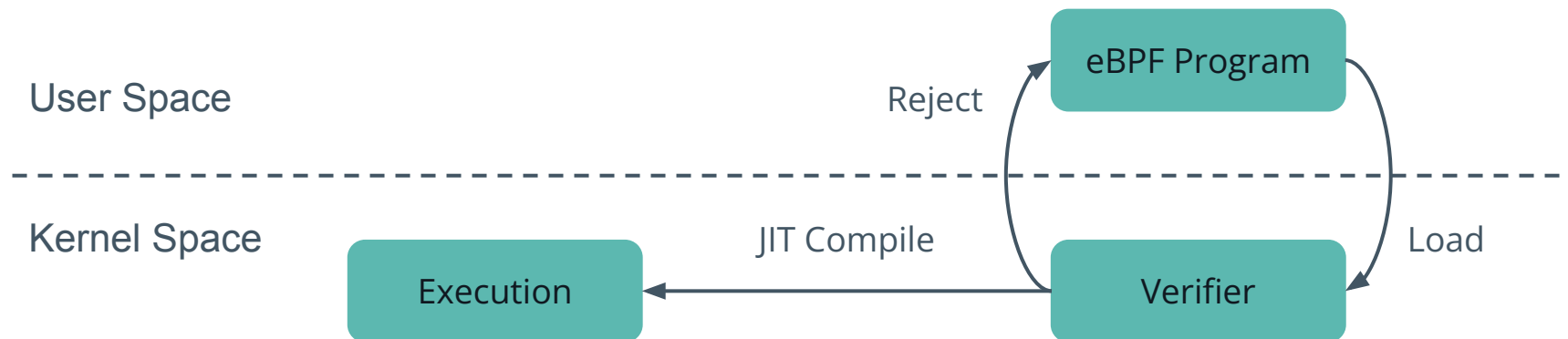
- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted



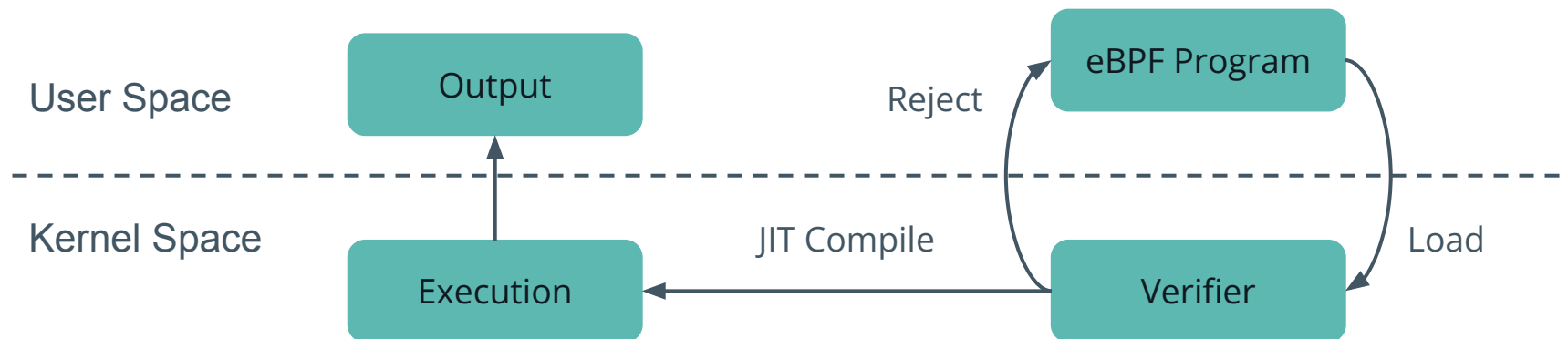
- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted



- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted



- Hotloading kernel extensions is unsafe in general
 - May reveal secrets
 - May crash the whole OS
 - etc.
- All eBPF programs must be “formally verified”
- eBPF programs are restricted



- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(data & 0x3A53E170);  
5      return 0;  
6  }
```

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

Context is
passed to eBPF
program from OS

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(data & 0x3A53E170);  
5      return 0;  
6  }
```

Load pointer to
beginning of packet

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(data & 0x3A53E170);  
5      return 0;  
6  }
```

Load end of
packet

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```



Exit condition

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(data & 0x3A53E170);  
5      return 0;  
6  }
```

Load/Store 4
bytes

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

UNSAFE 

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

UNSAFE 

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data + sizeof(int) > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

- **Information Flow Safety:** An eBPF program never exposes the address space of the kernel
- **Memory Safety:** An eBPF program accesses only certain memory regions

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data + sizeof(int) > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

SAFE ✓


```

1  []
2  Pre-invariant : [
3      meta_offset=[-4098, 0],
4      packet_size=[0, 65534],
5      r1.ctx_offset=0, r1.svalue=[1, 2147418112], r1.type=ctx,
6      r10.stack_offset=512, r10.svalue=[512, 2147418112], r10.type=stack]
7  Stack: Numbers -> {}
8  entry:
9      r0 = 1;
10     assert r1.type in {ctx, stack, packet, shared};
11     assert valid_access(r1.offset, width=4) for read;
12     r2 = *(u32 *)(r1 + 0);
13     assert r1.type in {ctx, stack, packet, shared};
14     assert valid_access(r1.offset+4, width=4) for read;
15     r1 = *(u32 *)(r1 + 4);
16     assert valid_access(r2.offset) for comparison/subtraction;
17     assert valid_access(r1.offset) for comparison/subtraction;
18     assert r2.type in {number, ctx, stack, packet, shared};
19     assert r2.type == r1.type in {ctx, stack, packet};
20     goto 3:4,3:8;

```

```
126 3:4: Upper bound must be at most packet_size (valid_access(r2.offset, width=4) for read)
127 3:4: Upper bound must be at most packet_size (valid_access(r2.offset, width=4) for write)
128 3:8: Code is unreachable after 3:8
129
130 0,0.000811,5504
```


- **Linux Verifier:**

- **Linux Verifier:**
 - Uses symbolic execution

- **Linux Verifier:**
 - Uses symbolic execution
 - First eBPF verifier

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation
- Part of eBPF for Windows

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation
- Part of eBPF for Windows

- **Different Verifier Same Problems:**

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation
- Part of eBPF for Windows

- **Different Verifier Same Problems:**

- Verifier is monolithic

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation
- Part of eBPF for Windows

- **Different Verifier Same Problems:**

- Verifier is monolithic
- Lives entirely in kernel space

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation
- Part of eBPF for Windows

- **Different Verifier Same Problems:**

- Verifier is monolithic
- Lives entirely in kernel space
- Users cannot provide guidance

- **Linux Verifier:**

- Uses symbolic execution
- First eBPF verifier

- **PREVAIL [PLDI, 2019]:**

- Uses abstract interpretation
- Part of eBPF for Windows

- **Different Verifier Same Problems:**

- Verifier is monolithic
- Lives entirely in kernel space
- Users cannot provide guidance
- Verifier logs are hard to read

- Type systems addresses architectural problems from existing verifiers

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers

User Space



Kernel Space

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers

User Space

eBPF Program

Kernel Space

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers

User Space

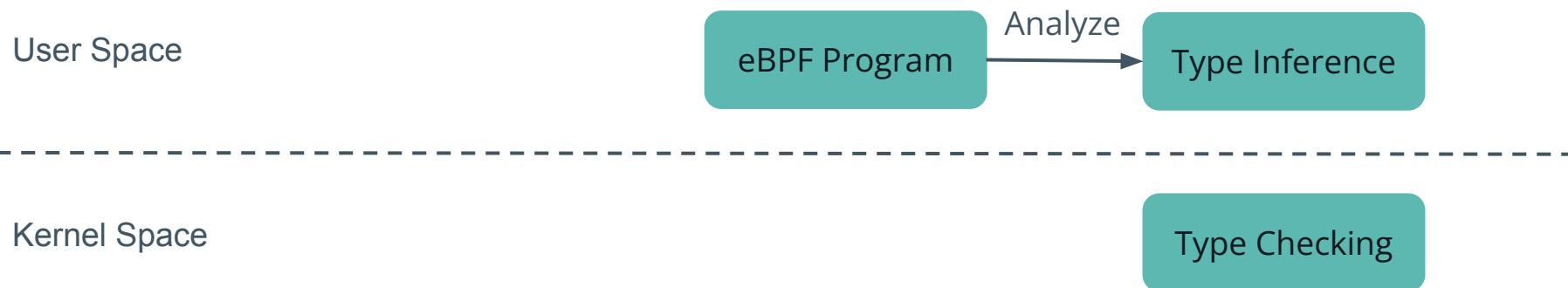
eBPF Program

Analyze

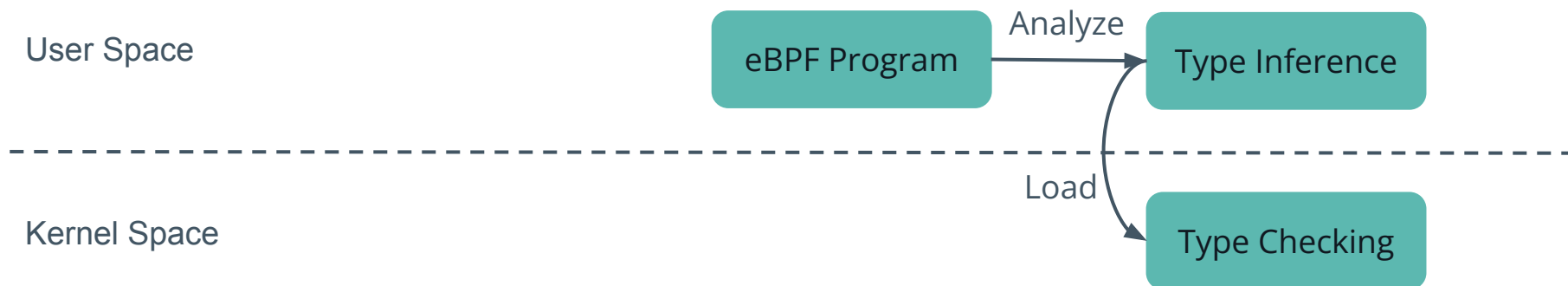
Type Inference

Kernel Space

- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers



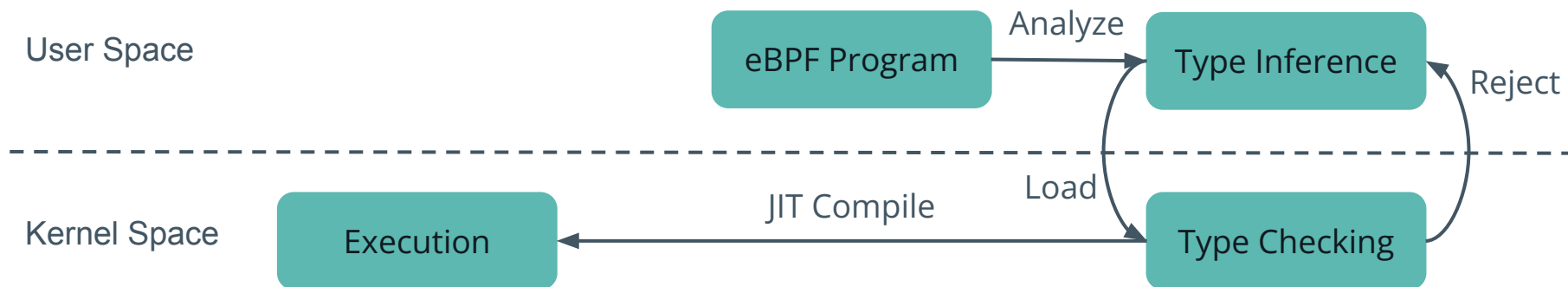
- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers



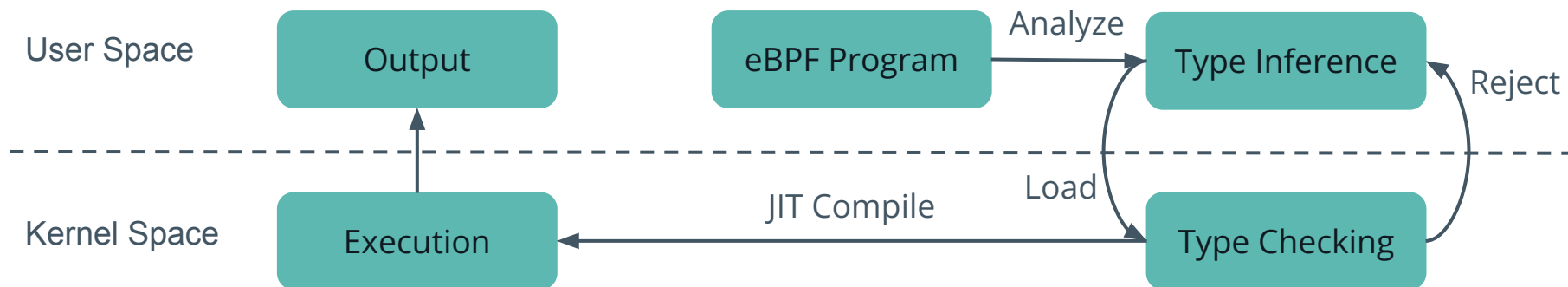
- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers



- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers



- Type systems addresses architectural problems from existing verifiers
 - *Type inference* done in user space
 - *Type checking* done in kernel space
- Types are relatively more intuitive for programmers



Three Basic Kinds Objects:

Three Basic Kinds Objects:

- Pointers

Three Basic Kinds Objects:

- Pointers
- Numbers

Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors

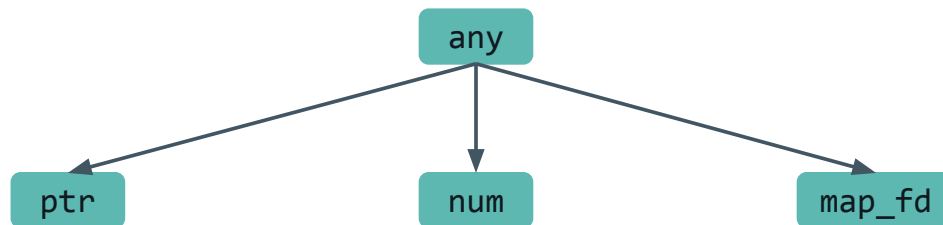
Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors

any

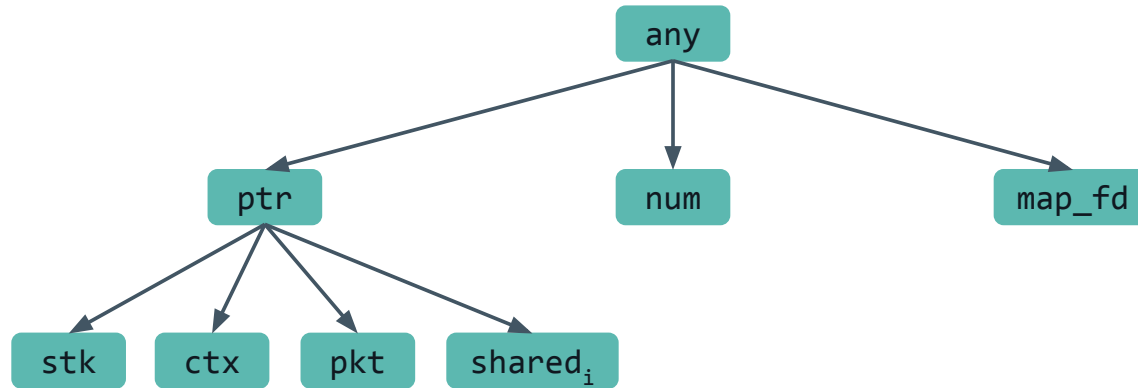
Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors



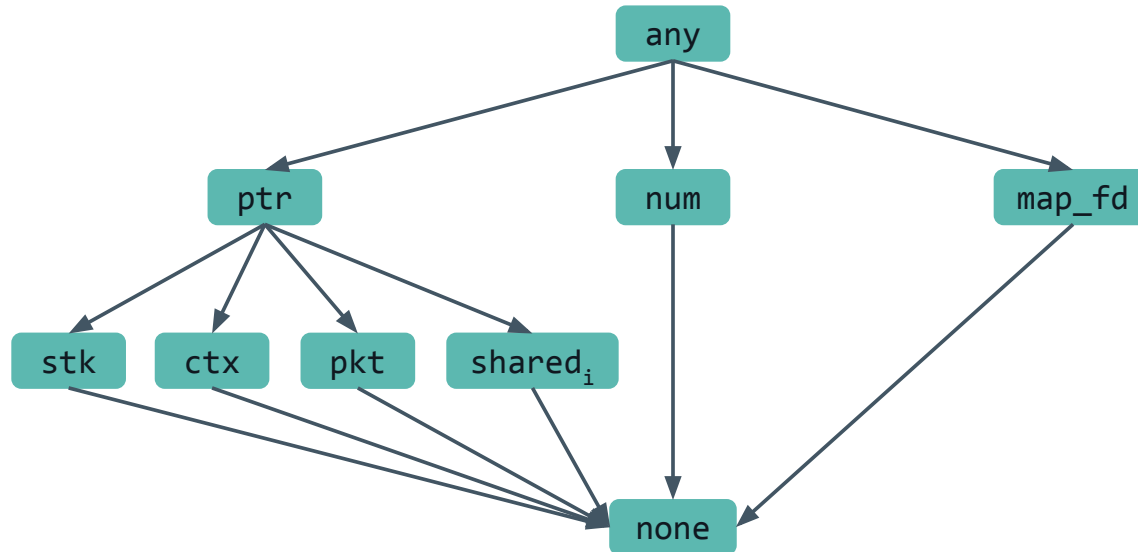
Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors



Three Basic Kinds Objects:

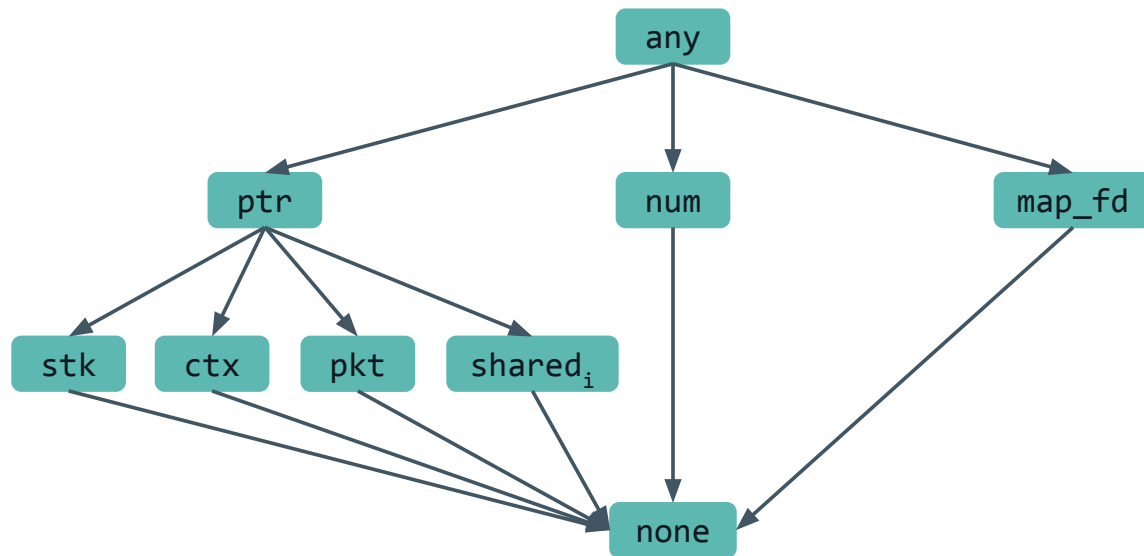
- Pointers
- Numbers
- File Descriptors



Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors

Information-Flow Safety:

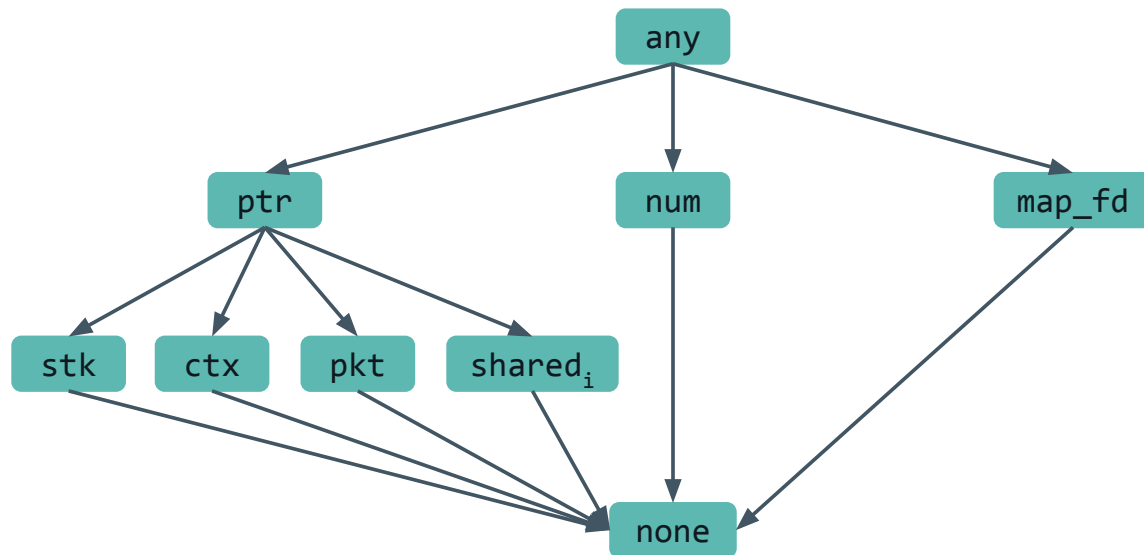


Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors

Information-Flow Safety:

- Cannot store pointer in `sharedi` or `pkt` regions

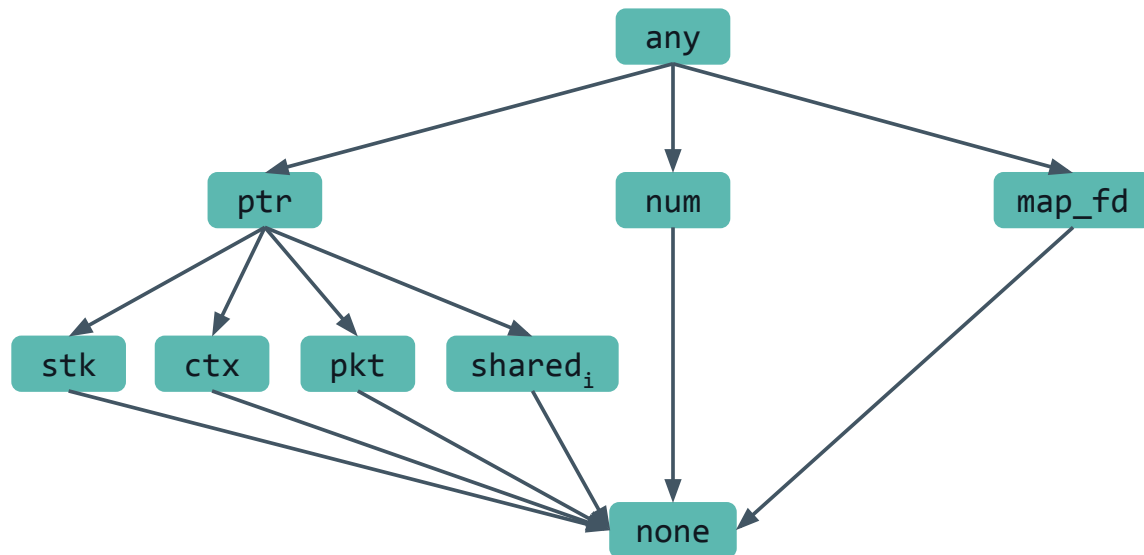


Three Basic Kinds Objects:

- Pointers
- Numbers
- File Descriptors

Information-Flow Safety:

- Cannot store pointer in `sharedi` or `pkt` regions
- OK for `stk` region



Type Environments:

Type Environments:

- Γ = Mapping of registers to types

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$

$$\{v:\tau \mid P(v)\}$$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$

$$\{\nu:\tau \mid P(\nu)\}$$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$

$\{v:\tau \mid P(v)\}$

Value Variable

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$

$\{v:\tau \mid P(v)\}$

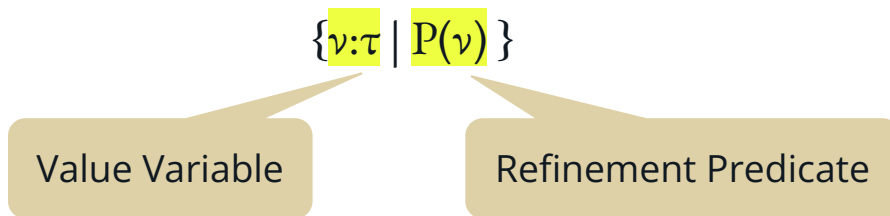
Value Variable

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$

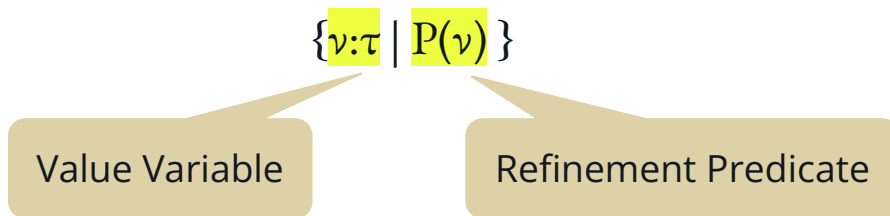


Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$



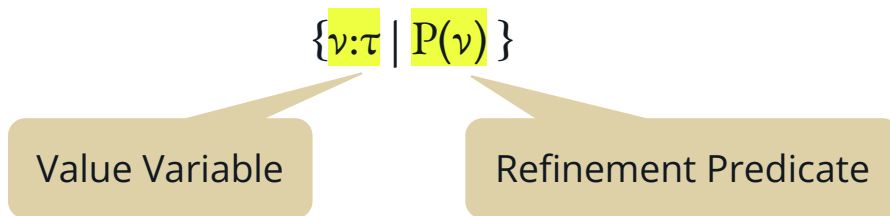
$\Gamma, \Delta \vdash r1 := 12$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$



$\Gamma, \Delta \vdash r1 := 12$

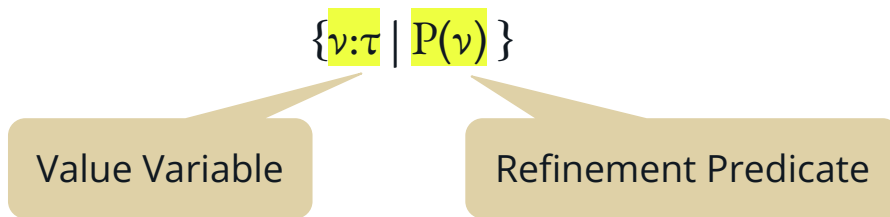
$\dashv \Gamma[r1 \mapsto \{v:\text{num} \mid v = 12\}], \Delta$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$



$\Gamma, \Delta \vdash r1 := 12$

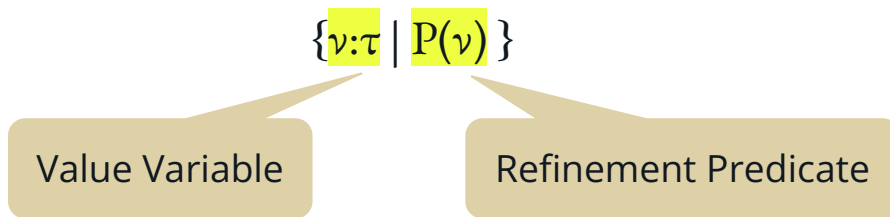
$\dashv \Gamma[r1 \mapsto \{v:\text{num} \mid v = 12\}], \Delta$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$



$\Gamma, \Delta \vdash r1 := 12$

$\dashv \Gamma[r1 \mapsto \{v:\text{num} \mid v = 12\}], \Delta$

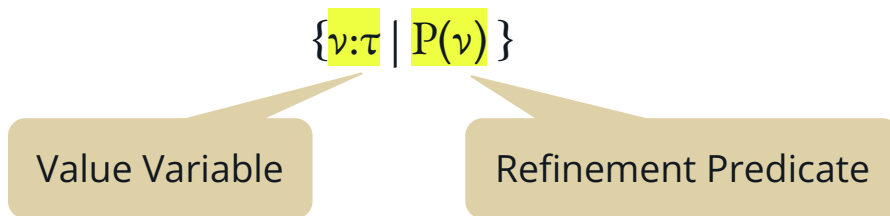
$\Gamma[r10 \mapsto \{v:\text{stk} \mid v = 512\}], \Delta \vdash *(r10 - 4) :=_4 12$

Type Environments:

- Γ = Mapping of registers to types
- Δ = Abstraction of memory regions

Type Judgements:

- $\Gamma, \Delta \vdash E : \tau$
- $\Gamma, \Delta \vdash \iota \dashv \Gamma', \Delta'$



$\Gamma, \Delta \vdash r1 := 12$

$\dashv \Gamma[r1 \mapsto \{v:\text{num} \mid v = 12\}], \Delta$

$\Gamma[r10 \mapsto \{v:\text{stk} \mid v = 512\}], \Delta \vdash *(r10 - 4) :=_4 12 \dashv \Gamma, \Delta[\text{stk}, 508, \{v:\text{num} \mid v = 12\}]$

- Size of packet unknown at compile time

- Size of packet unknown at compile time
- Make sure program has runtime check

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)
- Invariant: `meta ≤ begin ≤ end`

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)
- Invariant: `meta ≤ begin ≤ end`
- Slack variables are an optimization

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)
- Invariant: `meta` \leq `begin` \leq `end`
- Slack variables are an optimization

$$\{v:\text{pkt} \mid v = \text{begin} + s_0 \wedge s_0 \in [0,4] \wedge \text{begin} + 8 \leq \text{end} \}$$

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)
- Invariant: `meta ≤ begin ≤ end`
- Slack variables are an optimization

$$\{v:\text{pkt} \mid v = \text{begin} + s_0 \wedge s_0 \in [0,4] \wedge \text{begin} + 8 \leq \text{end} \}$$

The location
where the pointer
is pointing to

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)
- Invariant: `meta ≤ begin ≤ end`
- Slack variables are an optimization

$$\{v:\text{pkt} \mid v = \text{begin} + s_0 \wedge s_0 \in [0,4] \wedge \text{begin} + 8 \leq \text{end} \}$$

The location
where the pointer
is pointing to

Constraint on
slack variable

- Size of packet unknown at compile time
- Make sure program has runtime check
- Special symbols for the packet (`meta`, `begin`, `end`)
- Invariant: `meta ≤ begin ≤ end`
- Slack variables are an optimization

$$\{v:\text{pkt} \mid v = \text{begin} + s_0 \wedge s_0 \in [0,4] \wedge \text{begin} + 8 \leq \text{end}\}$$

The location
where the pointer
is pointing to

Constraint on
slack variable

Safety Condition

- Branches can create diverging typings

- Branches can create diverging typings
- What should the types be at the join point?

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common

$r0 : \{v:\text{num} \mid v = 12\}$

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common

$r0 : \{v:\text{num} \mid v = 12\}$

$r0 : \{v:\text{num} \mid v = 4\}$

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common

$r0 : \{v:\text{num} \mid v = 12\}$

$r0 : \{v:\text{num} \mid v = 4\}$



$r0 : \{v:\text{num} \mid v \in [4, 12]\}$

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common
- Some typings are incomparable

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common
- Some typings are incomparable

$r0 : \{v:\text{num} \mid v = 12\}$

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common
- Some typings are incomparable

$r0 : \{v:\text{num} \mid v = 12\}$

$r0 : \{v:\text{stk} \mid v = 512\}$

- Branches can create diverging typings
- What should the types be at the join point?
- Preserve information in common
- Some typings are incomparable

$r0 : \{v:\text{num} \mid v = 12\}$

$r0 : \{v:\text{stk} \mid v = 512\}$



$r0 : \text{Any}$

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(data & 0x3A53E170);  
5      return 0;  
6  }
```

data : {v:pkt | v = begin }

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(data & 0x3A53E170);  
5      return 0;  
6  }
```


data_end : {v:pkt | v =
end}

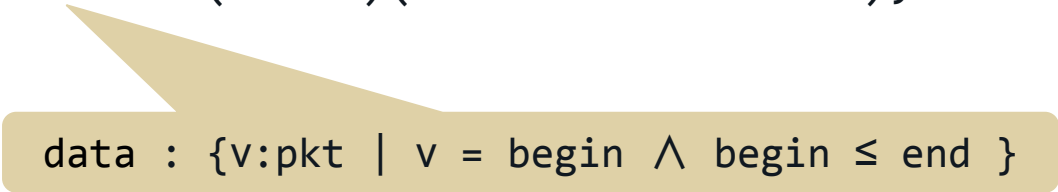
```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *)(&data & 0x3A53E170);  
5      return 0;  
6  }
```



data : none

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *) (long) ctx->data;  
2      void * data_end = (void *) (long) ctx->data_end;  
3      if (data > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```



$\text{data} : \{v:\text{pkt} \mid v = \text{begin} \wedge \text{begin} \leq \text{end} \}$

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data + sizeof(int) > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

```
0  int packet_proc(struct xdp_md * ctx) {  
1      void * data = (void *)(long)ctx->data;  
2      void * data_end = (void *)(long)ctx->data_end;  
3      if (data + sizeof(int) > data_end) exit 1;  
4      *(int *) data = *(int *) (data & 0x3A53E170);  
5      return 0;  
6  }
```

data : {v:pkt | $v = \text{begin} \wedge \text{begin} + 4 \leq \text{end}$ }

Traverse control graph:

Traverse control graph:

- For one basic block:

Traverse control graph:

- For one basic block:
 - Join with predecessors (if any)

Traverse control graph:

- For one basic block:
 - Join with predecessors (if any)
 - Infer types for instructions

Traverse control graph:

- For one basic block:
 - Join with predecessors (if any)
 - Infer types for instructions
- For loop heads:

Traverse control graph:

- For one basic block:
 - Join with predecessors (if any)
 - Infer types for instructions
- For loop heads:
 - Infer types for basic blocks

Traverse control graph:

- For one basic block:
 - Join with predecessors (if any)
 - Infer types for instructions
- For loop heads:
 - Infer types for basic blocks
 - Widen until a fixed point is reached

- Type inference algorithm implemented in a tool called VeRefine

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework
- Evaluated on 420 industrial and synthetic benchmarks

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework
- Evaluated on 420 industrial and synthetic benchmarks

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework
- Evaluated on 420 industrial and synthetic benchmarks
 - Cilium, Suricata, OVS, Falco, etc.

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework
- Evaluated on 420 industrial and synthetic benchmarks
 - Cilium, Suricata, OVS, Falco, etc.

	# benchmarks solved	# benchmarks verified	Unique benches verified	Average time	Maximum time
VeREFINE	420	406 (337/69)	15	0.06s	1.12s
PREVAIL	401	401 (332/69)	10	0.51s	14.59s

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework
- Evaluated on 420 industrial and synthetic benchmarks
 - Cilium, Suricata, OVS, Falco, etc.
- Less precise than prevail (but still sufficiently precise)

	# benchmarks solved	# benchmarks verified	Unique benches verified	Average time	Maximum time
VeREFINE	420	406 (337/69)	15	0.06s	1.12s
PREVAIL	401	401 (332/69)	10	0.51s	14.59s

- Type inference algorithm implemented in a tool called VeRefine
- Implemented as an abstract domain in the PREVAIL framework
- Evaluated on 420 industrial and synthetic benchmarks
 - Cilium, Suricata, OVS, Falco, etc.
- Less precise than prevail (but still sufficiently precise)
- Faster than PREVAIL

	# benchmarks solved	# benchmarks verified	Unique benches verified	Average time	Maximum time
VeREFINE	420	406 (337/69)	15	0.06s	1.12s
PREVAIL	401	401 (332/69)	10	0.51s	14.59s

Summary:

Summary:

- Type system for verifying eBPF Programs

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types
- Improved modularity of eBPF verification

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types
- Improved modularity of eBPF verification
- Improved performance

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types
- Improved modularity of eBPF verification
- Improved performance

Future Work:

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types
- Improved modularity of eBPF verification
- Improved performance

Future Work:

- Type checker

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types
- Improved modularity of eBPF verification
- Improved performance

Future Work:

- Type checker
- Termination analysis

Summary:

- Type system for verifying eBPF Programs
- Enhanced debuggability through the use of types
- Improved modularity of eBPF verification
- Improved performance

Future Work:

- Type checker
- Termination analysis



Code Available Here