Introduction to rustc The Rust Compiler

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Rust – The language

• A language empowering everyone to build reliable and efficient software.

Why Rust?

Performance

Rust is blazingly fast and memoryefficient: with no runtime or garbage collector, it can power performancecritical services, run on embedded devices, and easily integrate with other languages.

Reliability

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.

Productivity

Rust has great documentation, a friendly compiler with useful error messages, and top-notch tooling — an integrated package manager and build tool, smart multi-editor support with autocompletion and type inspections, an auto-formatter, and more.

Show me some code!

```
fn main() {
    println!("Hello, world!");
}

Macro Call
```

Or this? (for compiler engineers lol)

```
impl CodegenCx<'ll, 'tcx> {
   pub fn const_array(&self, ty: &'ll Type, elts: &[&'ll Value]) -> &'ll Value {
       unsafe { llvm::LLVMConstArray(ty, elts.as ptr(), elts.len() as c uint) }
   pub fn const vector(&self, elts: &[&'ll Value]) -> &'ll Value {
       unsafe { llvm::LLVMConstVector(elts.as_ptr(), elts.len() as c_uint) }
   pub fn const_bytes(&self, bytes: &[u8]) -> &'ll Value {
       bytes in context(self.llcx, bytes)
```

The Rust building infrastructure

- rustup.rs The Rust toolchain installer
- cargo The Rust package manager
- crates.io The Rust Package Registry
- rustc The Rust Compiler

rustc - The Rust Compiler

Current support of RISC-V on Rust

Q & A

Thanks!

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