

Cap'n Proto and Rust Type Systems for Sharing

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@dwrensha

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Sandstorm.io

CAP'N
PROTO

things that are not Cap'n Proto

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- XML

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- XML
- JSON

things that are not Cap'n Proto

- XML
- JSON
- Protocol Buffers

things that are not Cap'n Proto

- XML
- JSON
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- Thrift

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- Avro

things that are not Cap'n Proto

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- ICE

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- CORBA

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- SOAP

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- ICE
- CORBA
- SOAP
- ASN.1

things that are not Cap'n Proto

- XML
- JSON
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- Thrift
- Avro
- ICE
- CORBA
- SOAP
- ASN.1
- FlatBuffers

things that are not Cap'n Proto

- XML
- JSON
- Protocol Buffers
- Thrift
- Avro
- ICE
- CORBA
- SOAP
- ASN.1
- FlatBuffers
- SBE

things that are not Cap'n Proto

- XML
- JSON
- Protocol Buffers
- Thrift
- Avro
- ICE
- CORBA
- SOAP
- ASN.1
- FlatBuffers
- SBE
- ...

Cap'n Proto is a **Type System** for
fast, robust, secure, multi-language
Distributed Computing

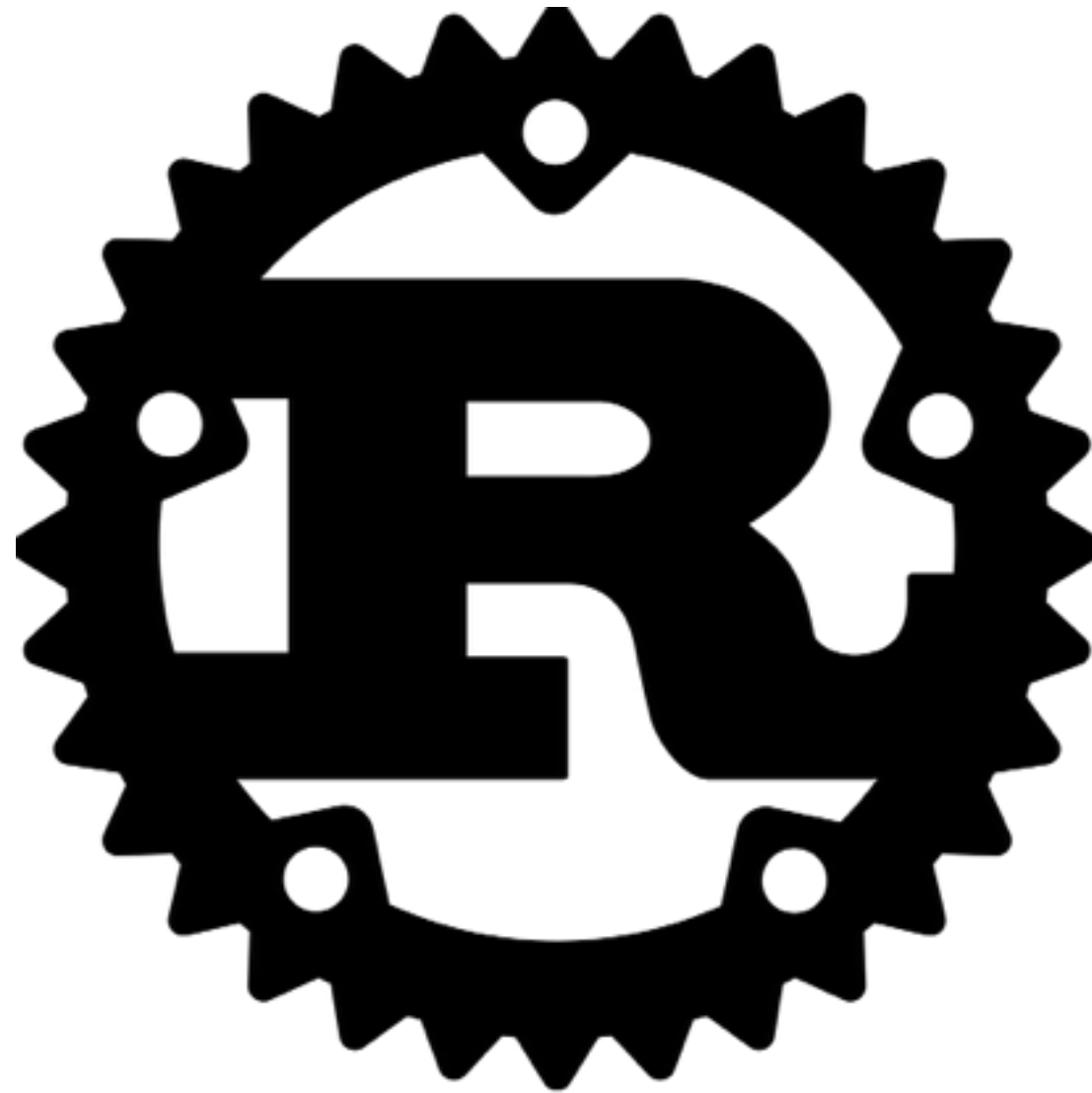


Photo Album

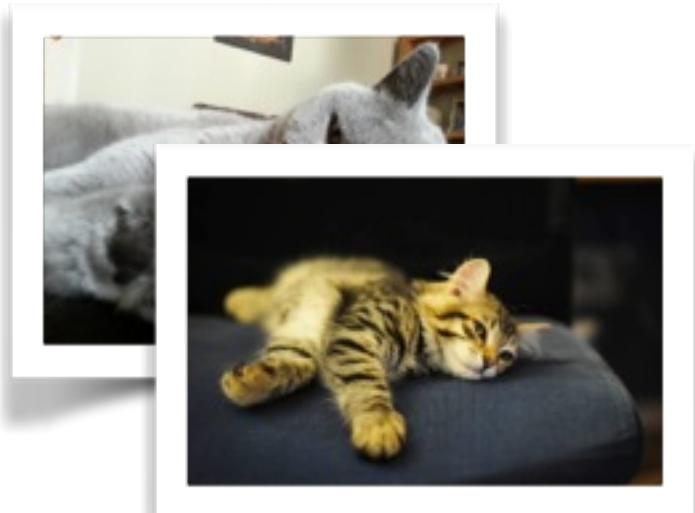


Image Analyzer

`analyze_image.rs`

```
image.capnp
```

Photo Album

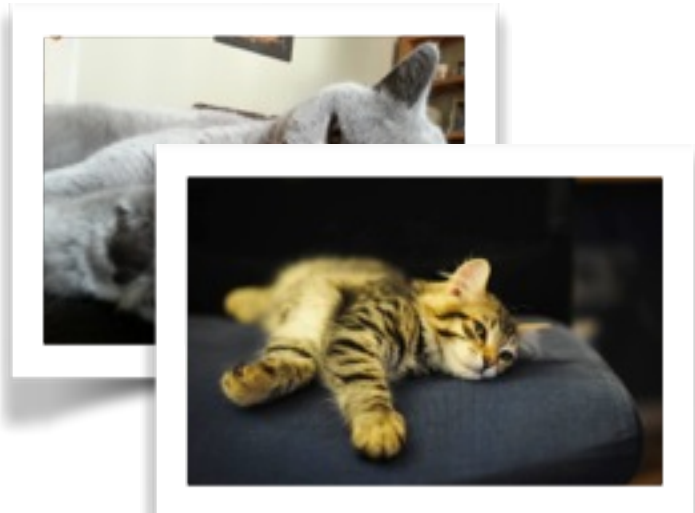


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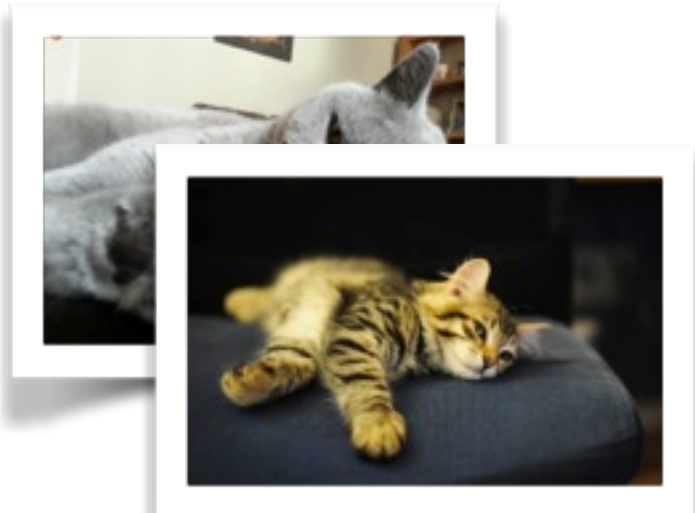


Image Analyzer

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Schema Compiler

Photo Album

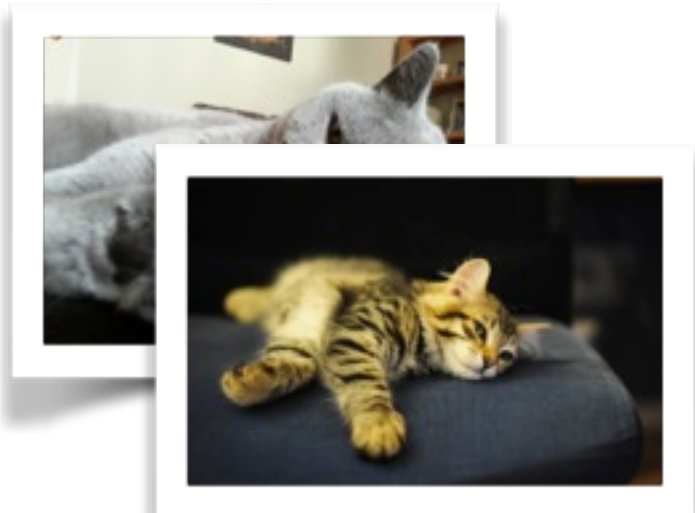


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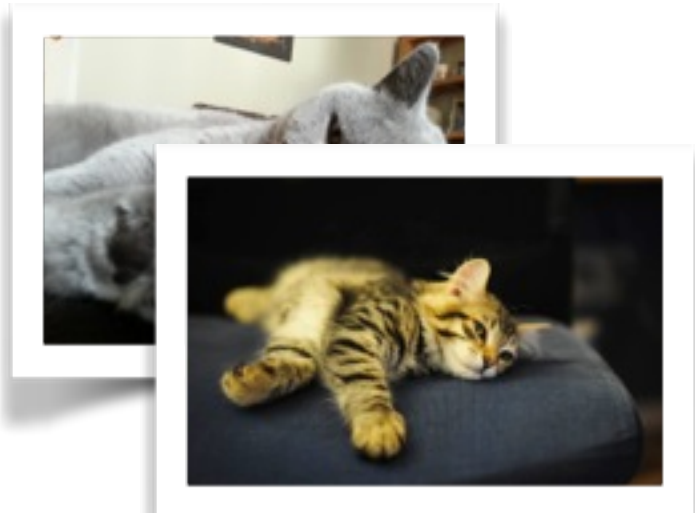
image.capnp



Schema Compiler

image_capnp.rs

Photo Album



image_capnp.rs

Image Analyzer

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image.capnp

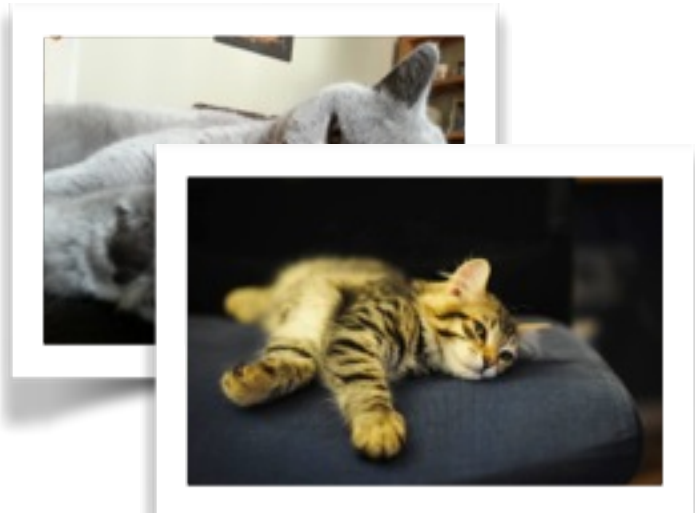


Schema Compiler



image_capnp.rs

Photo Album



image_capnp.rs

Image Analyzer

analyze_image.rs

data and capabilities

data and capabilities

⋮

(serialization)

data and capabilities

⋮

(serialization)

⋮

(remote procedure calls)

image.capnp

```
struct Color {  
    red    @0 : UInt8;  
    green  @1 : UInt8;  
    blue   @2 : UInt8;  
}  
  
struct Image {  
    width   @0 : UInt16;  
    height  @1 : UInt16;  
    pixels  @2 : List(Color);  
    # width * height pixels in row-major order  
}
```

image_capnp.rs

```
pub mod color {
    pub struct Reader<'a> { /* ... */ }

    impl <'a> Reader<'a> {
        pub fn get_red(&self) -> u8 { /* ... */ }
        pub fn get_green(&self) -> u8 { /* ... */ }
        pub fn get_blue(&self) -> u8 { /* ... */ }
    }

    pub struct Builder<'a> { /* ... */ }

    impl <'a> Builder<'a> {
        /* ... */
    }
}
```

image_capnp.rs

```
pub mod color {  
    pub struct Reader<'a> { /* ... */ }  
  
    impl <'a> Reader<'a> {  
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    }  
  
    pub struct Builder<'a> { /* ... */ }  
  
    impl <'a> Builder<'a> {  
        /* ... */  
    }  
}
```

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        pub fn get_blue(&self) -> u8 { /* ... */ }
    }

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    impl <'a> Builder<'a> {
        /* ... */
    }
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```

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        pub fn get_green(&self) -> u8 { /* ... */ }  
        pub fn get_blue(&self) -> u8 { /* ... */ }  
    }  
  
    pub struct Builder<'a> { /* ... */ }  
  
    impl <'a> Builder<'a> {  
        /* ... */  
    }  
}
```


image_capnp.rs

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        pub fn get_blue(&self) -> u8 { /* ... */ }
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    pub struct Builder<'a> { /* ... */ }

    impl <'a> Builder<'a> {
        /* ... */
    }
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        pub fn get_blue(&self) -> u8 { /* ... */ }  
    }  
  
    pub struct Builder<'a> { /* ... */ }  
  
    impl <'a> Builder<'a> {  
        /* ... */  
    }  
}
```

image_capnp.rs

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pub mod color {  
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        pub fn get_blue(&self) -> u8 { /* ... */ }  
    }  
  
    pub struct Builder<'a> { /* ... */ }  
  
    impl <'a> Builder<'a> {  
        /* ... */  
    }  
}
```

client code

```
pub fn pixel_at(image : image::Reader,  
                x : u16,  
                y : u16) -> color::Reader {  
  
    image.get_pixels()  
        .get(x as uint +  
            y as uint * image.get_width() as uint)  
  
}
```

client code

generated types

```
pub fn pixel_at(image : image::Reader,  
                x : u16,  
                y : u16) -> color::Reader {  
  
    image.get_pixels()  
        .get(x as uint +  
             y as uint * image.get_width() as uint)  
  
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client code

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        .get(x as uint +  
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}
```

generated accessors

client code

generated types

```
pub fn pixel_at(image : image::Reader,  
                x : u16,  
                y : u16) -> color::Reader {  
  
    image.get_pixels().  
        .get(x as uint +  
            y as uint * image.get_width() as uint)  
  
}
```

generated accessors

method of `capnp::struct_list<color::Reader>`

client code

```
pub fn average_pixel(image          : image::Reader,  
                    average_pixel : color::Builder) {  
    let mut red_total   : u64 = 0;  
    let mut green_total : u64 = 0;  
    let mut blue_total  : u64 = 0;  
  
    for pixel in image.get_pixels().iter() {  
        red_total   += pixel.get_red() as u64;  
        green_total += pixel.get_green() as u64;  
        blue_total  += pixel.get_blue() as u64;  
    }  
  
    let size = image.get_pixels().size() as u64;  
    average_pixel.set_red((red_total / size) as u8);  
    average_pixel.set_green((green_total / size) as u8);  
    average_pixel.set_blue((blue_total / size) as u8);  
}
```


client code

```
pub fn average_pixel(image          : image::Reader,  
                    average_pixel : color::Builder) {  
    let mut red_total   : u64 = 0;  
    let mut green_total : u64 = 0;  
    let mut blue_total  : u64 = 0;  
  
    for pixel in image.get_pixels().iter() {  
        red_total   += pixel.get_red() as u64;  
        green_total += pixel.get_green() as u64;  
        blue_total  += pixel.get_blue() as u64;  
    }  
  
    let size = image.get_pixels().size() as u64;  
    average_pixel.set_red((red_total / size) as u8);  
    average_pixel.set_green((green_total / size) as u8);  
    average_pixel.set_blue((blue_total / size) as u8);  
}
```

iteration over `capnp::struct_list<color::Reader>`

client code

```
pub fn average_pixel(image          : image::Reader,  
                    average_pixel : color::Builder) {  
    let mut red_total   : u64 = 0;  
    let mut green_total : u64 = 0;  
    let mut blue_total  : u64 = 0;  
  
    for pixel in image.get_pixels().iter() {  
        red_total   += pixel.get_red() as u64;  
        green_total += pixel.get_green() as u64;  
        blue_total  += pixel.get_blue() as u64;  
    }  
  
    let size = image.get_pixels().size() as u64;  
    average_pixel.set_red((red_total / size) as u8);  
    average_pixel.set_green((green_total / size) as u8);  
    average_pixel.set_blue((blue_total / size) as u8);  
}
```

client code

```
pub fn average_pixel(image          : image::Reader,  
                    average_pixel : color::Builder) {  
    let mut red_total   : u64 = 0;  
    let mut green_total : u64 = 0;  
    let mut blue_total  : u64 = 0;  
  
    for pixel in image.get_pixels().iter() {  
        red_total   += pixel.get_red() as u64;  
        green_total += pixel.get_green() as u64;  
        blue_total  += pixel.get_blue() as u64;  
    }  
  
    let size = image.get_pixels().size() as u64;  
    average_pixel.set_red((red_total / size) as u8);  
    average_pixel.set_green((green_total / size) as u8);  
    average_pixel.set_blue((blue_total / size) as u8);  
}
```

⋮
setter methods

image.ccapnp

(continued)

```
struct AnalysisResult {  
    objects @0 : List(DetectedObject);  
}  
  
struct DetectedObject {  
    union {  
        person @0 : Person;  
        cat      @1 : Cat;  
    }  
    boundingBox @2 : AxisAlignedBoundingBox;  
}
```

client code

```
pub fn print_object(object : detected_object::Reader) {  
    match object.which() {  
        Some(detected_object::Person(p)) => {  
            println!("  a person of height {}", p.get_height());  
        }  
        Some(detected_object::Cat(c)) => {  
            println!("  a cat with {} colors",  
                c.get_fur_colors().size());  
        }  
        None => println!("  unknown object")  
    }  
}
```

client code

```
pub fn print_object(object : detected_object::Reader) {  
  match object.which() {  
    Some(detected_object::Person(p)) => {  
      println!("  a person of height {}", p.get_height());  
    }  
    Some(detected_object::Cat(c)) => {  
      println!("  a cat with {} colors",  
        c.get_fur_colors().size());  
    }  
    None => println!("  unknown object")  
  }  
}
```

method of **person::Reader**

client code

```
pub fn print_object(object : detected_object::Reader) {  
  match object.which() {  
    Some(detected_object::Person(p)) => {  
      println!("  a person of height {}", p.get_height());  
    }  
    Some(detected_object::Cat(c)) => {  
      println!("  a cat with {} colors",  
        c.get_fur_colors().size());  
    }  
    None => println!("  unknown object")  
  }  
}
```

method of **cat::Reader**

method of **person::Reader**

client code

```
pub fn print_object(object : detected_object::Reader) {  
  match object.which() {  
    Some(detected_object::Person(p)) => {  
      println!("  a person of height {}", p.get_height());  
    }  
    Some(detected_object::Cat(c)) => {  
      println!("  a cat with {} colors",  
        c.get_fur_colors().size());  
    }  
    None => println!("  unknown object")  
  }  
}
```

method of **person::Reader**

method of **cat::Reader**

must deal with future additions

image.capnp

(continued)

```
struct DetectedObject {  
    union {  
        person @0 : Person;  
        cat      @1 : Cat;  
        dog      @3 : Dog;  
    }  
    boundingBox @2 : AxisAlignedBoundingBox;  
}
```

image.ccapnp

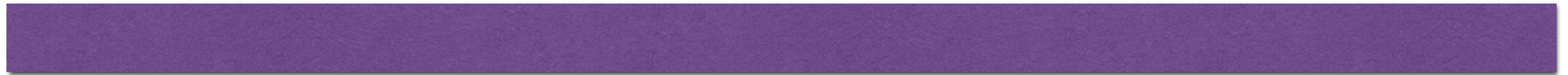
(continued)

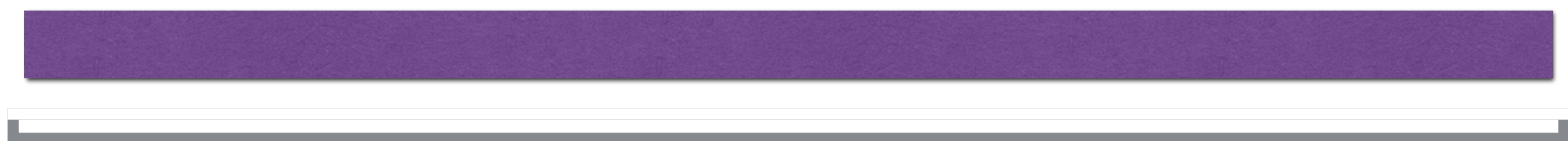
```
struct DetectedObject {  
  union {  
    person @0 : Person;  
    cat    @1 : Cat;  
    dog    @3 : Dog;  
  }  
  boundingBox @2 : AxisAlignedBoundingBox;  
}
```

new variant

Cap'n Proto makes data **mobile**

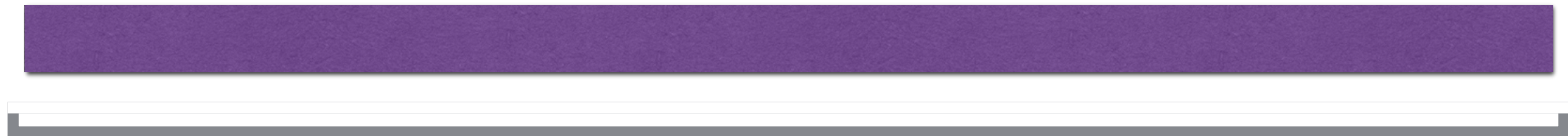
uniformity of representation
allows zero-copy
mmap()-ready serialization





MessageReader

image::Reader



MessageReader

image::Reader

color::Reader

color::Reader



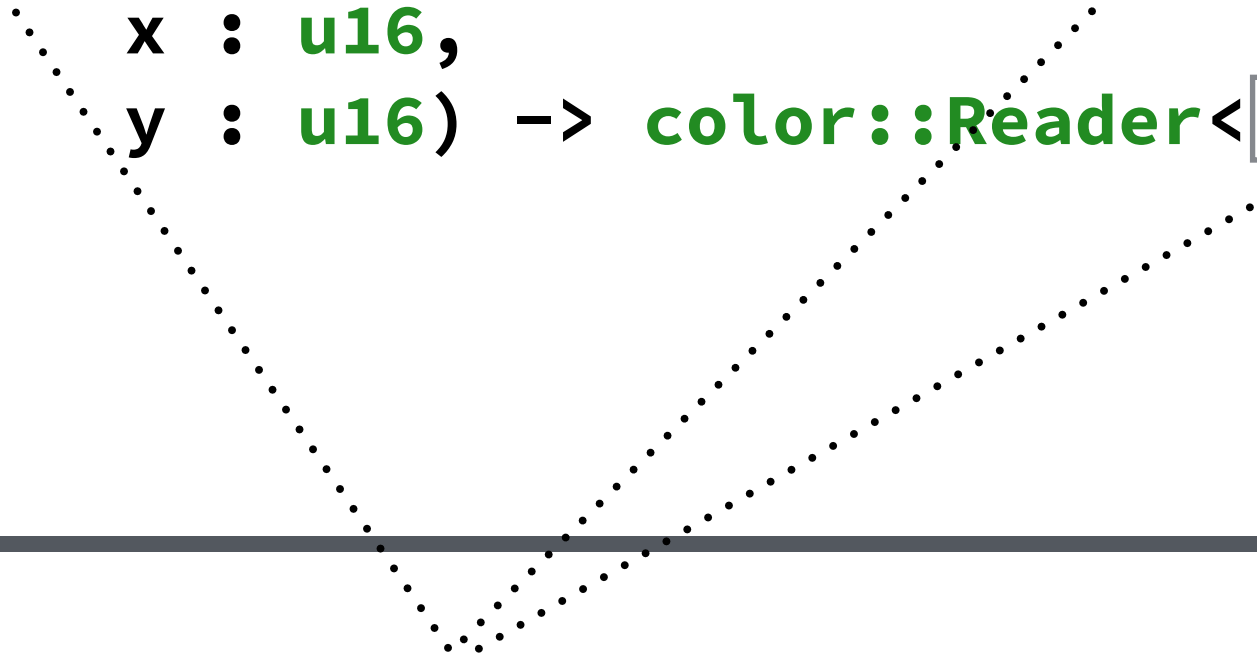
MessageReader

```
fn pixel_at<'a>(image : image::Reader<'a>,
               x : u16,
               y : u16) -> color::Reader<'a> {

    /* ... */

}
```

```
fn pixel_at<'a>(image : image::Reader<'a>,
               x : u16,
               y : u16) -> color::Reader<'a> {
    /* ... */
}
```



lifetime variables

```
fn pixel_at<'a>(image : image::Reader<'a>,
               x : u16,
               y : u16) -> color::Reader<'a> {

    /* ... */

}
```

lifetime variables

```
fn pixel_at<'a>(image : image::Reader<'a>,
                x : u16,
                y : u16) -> color::Reader<'a> {

    ::capnp::MallocMessageBuilder::new_default()
        .init_root::<color::Builder>().as_reader()
}
```

```

fn pixel_at<'a>(image : image::Reader<'a>,
                x : u16,
                y : u16) -> color::Reader<'a> {

    ::capnp::MallocMessageBuilder::new_default()
        .init_root::<color::Builder>().as_reader()
}

```

```

error: borrowed value does not live long enough
::capnp::MallocMessageBuilder::new_default()
^~~~~~

```

```
fn find_match<'a, 'b>(image : image::Reader<'a>,
                      color : color::Reader<'b>)
    -> color::Reader<'a> {
    /* ... */
}
```

```
fn find_match<'a, 'b>(image : image::Reader<'a>,
                      color : color::Reader<'b>)
    -> color::Reader<'a> {
    return color;
}
```



```
fn find_match<'a, 'b>(image : image::Reader<'a>,
                      color : color::Reader<'b>)
    -> color::Reader<'a> {
    return color;
}
```

```
error: mismatched types:
  expected `::image_capnp::color::Reader<'a>`,
  found `::image_capnp::color::Reader<'b>` (lifetime mismatch)
```

```
pub fn build() {  
  
    let mut message_builder =  
        ::capnp::MallocMessageBuilder::new_default();  
  
    let result : analysis_result::Builder =  
        message_builder.init_root();  
    /* ... */  
  
}
```

```
pub fn build() {  
  
    let mut message_builder =  
        ::capnp::MallocMessageBuilder::new_default();  
  
    let result : analysis_result::Builder =  
        message_builder.init_root();  
    /* ... */  
}
```

```
pub fn build_wrong() {  
  
    let mut message_builder =  
        ::capnp::MallocMessageBuilder::new_default();  
  
    let result : analysis_result::Builder =  
        message_builder.init_root();  
  
    let another_result : analysis_result::Builder =  
        message_builder.init_root();  
  
    result.init_objects(0);  
    another_result.init_objects(1);  
  
    /* ... */  
}
```

```
pub fn build_wrong() {  
  
    let mut message_builder =  
        ::capnp::MallocMessageBuilder::new_default();  
  
    let result : analysis_result::Builder =  
        message_builder.init_root();  
  
    let another_result : analysis_result::Builder =  
        message_builder.init_root();  
  
    result.init_objects(0);  
    another_result.init_objects(1);  
  
    /* ... */  
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```

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pub fn build_wrong() {  
  
    let mut message_builder =  
        ::capnp::MallocMessageBuilder::new_default();  
  
    let result : analysis_result::Builder =  
        message_builder.init_root();  
  
    let another_result : analysis_result::Builder =  
        message_builder.init_root();  
  
    result.init_objects(0);  
    another_result.init_objects(1);  
  
    /* ... */  
}
```

```

pub fn build_wrong() {

    let mut message_builder =
        ::capnp::MallocMessageBuilder::new_default();

    let result : analysis_result::Builder =
        message_builder.init_root();

    let another_result : analysis_result::Builder =
        message_builder.init_root();

    result.init_objects(0);
    another_result.init_objects(1);

    /* ... */
}

```

error: cannot borrow `message_builder` as mutable more than once at a time

capnproto-rust

capabilities

**a capability is a reference to an
immobile, possibly remote object**

**a capability is a reference to an
immobile, possibly remote object
plus authority to use that object**

image.ccapnp

```
interface ImageAnalyzer {  
    analyze @0 Image -> AnalysisResult;  
}
```

image.capnp

```
interface ImageAnalyzer {  
    analyze @0 Image -> AnalysisResult;  
}
```

image_capnp.rs

```
pub mod image_analyzer {  
    pub trait Server {  
        fn analyze<'a>(&mut self, AnalyzeContext<'a>);  
    }  
  
    pub type AnalyzeContext<'a> = /* ... */  
}
```


concurrency

tasks in Rust
cannot cause data races

channels allow communication
between tasks

Communicating Sequential Processes

runtime implementation code

```
spawn(proc () {  
    loop {  
        match receiver.recv_opt() {  
            Err(_) => break,  
            Ok(x) => server.dispatch_call(x),  
        }  
    }  
});
```

client code

```
struct ObjectDetectorImpl;

impl object_detector::Server for ObjectDetectorImpl {
    fn analyze(&mut self,
               mut context : object_detector::AnalyzeContext) {
        let (params, results) = context.get();
        do_magic_analysis(params, results);
        context.done();
    }
}
```

comparison to C++

capabilities are **not** data

Photo Album

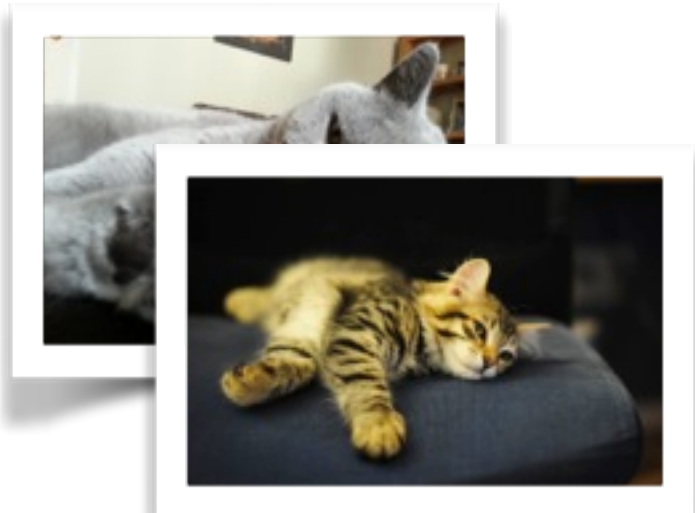


Image Analyzer

`analyze_image.rs`

Powerbox

Photo Album

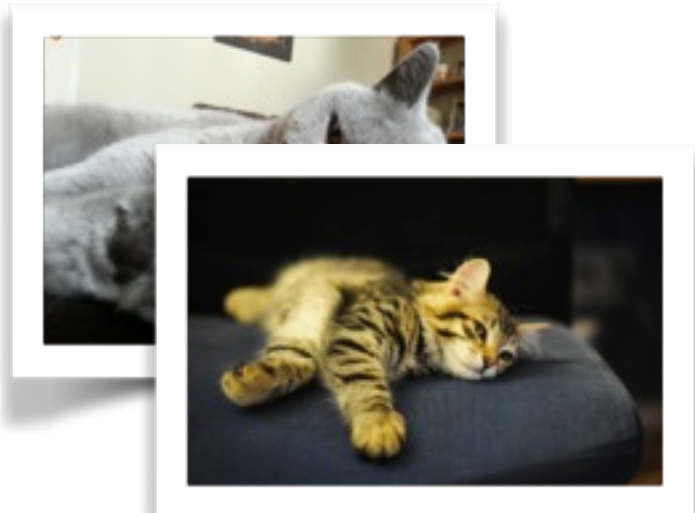


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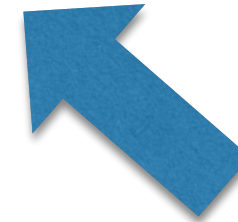
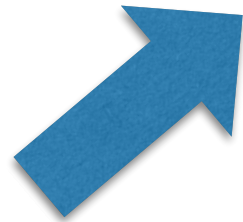


Photo Album

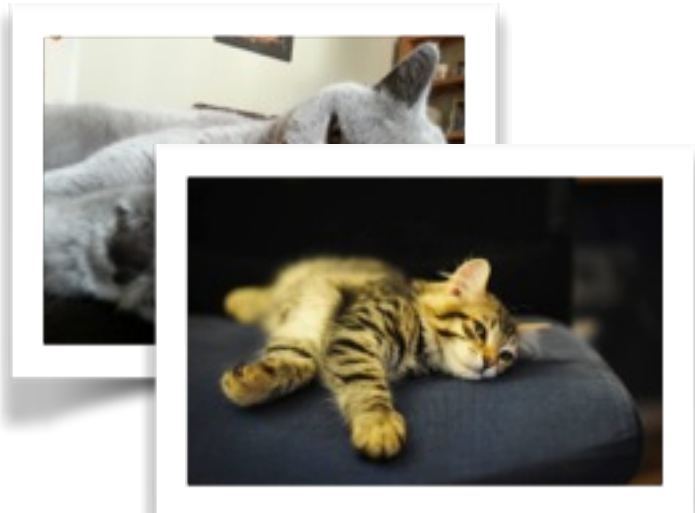


Image Analyzer

`analyze_image.rs`

Powerbox

publish()

Photo Album

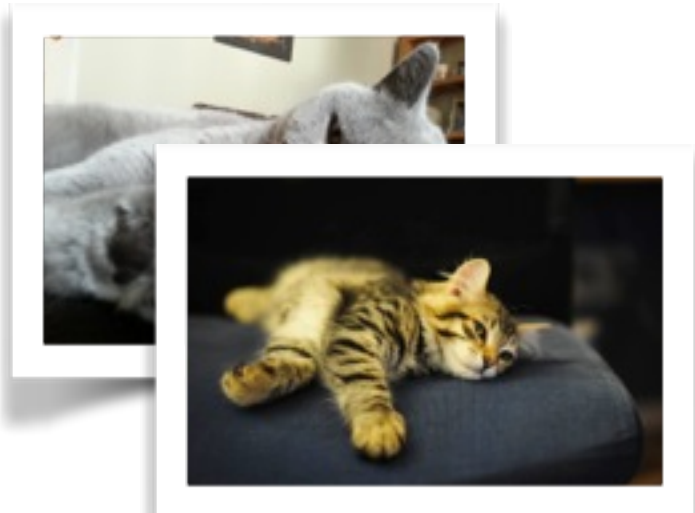


Image Analyzer

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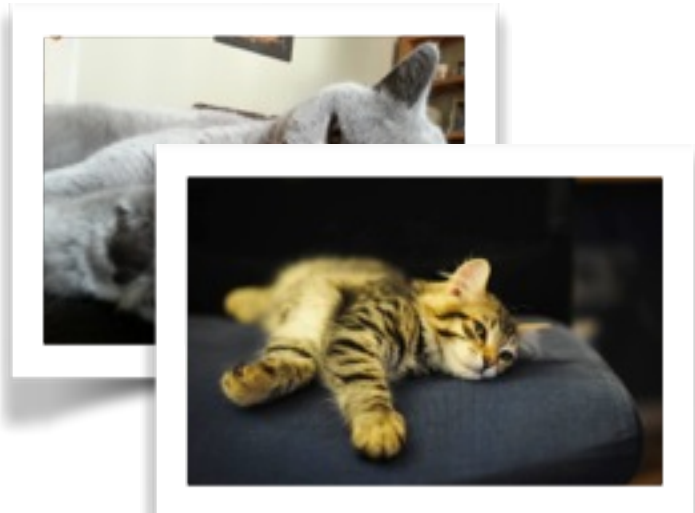


Image Analyzer

`analyze_image.rs`

`publish()`

Powerbox

request()

publish()

Photo Album

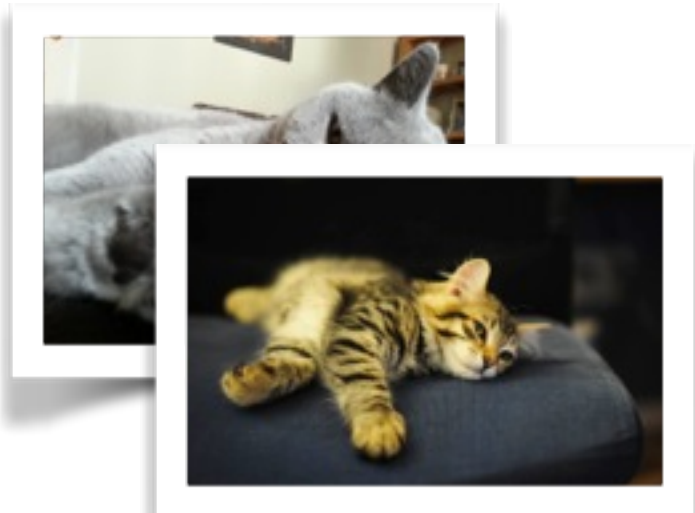
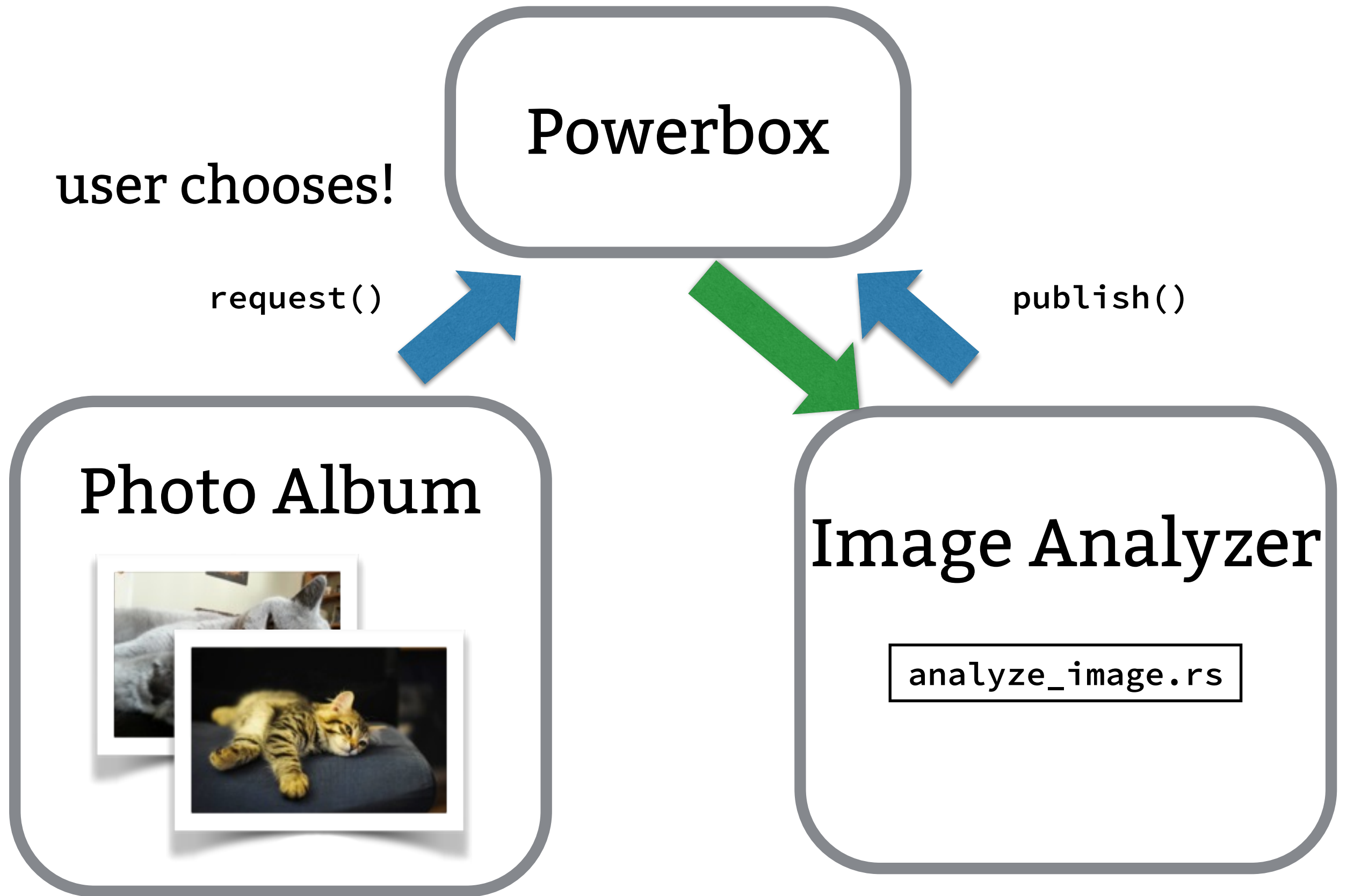


Image Analyzer

analyze_image.rs



Powerbox

request()

publish()

Photo Album

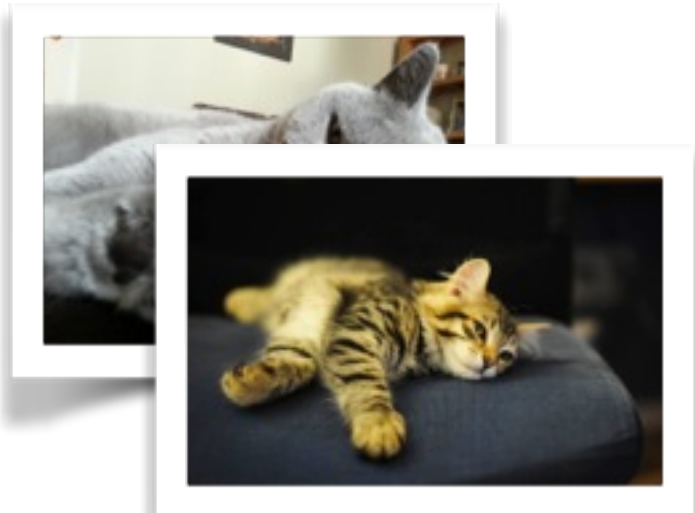


Image Analyzer

analyze_image.rs

Powerbox

request()

publish()

Photo Album

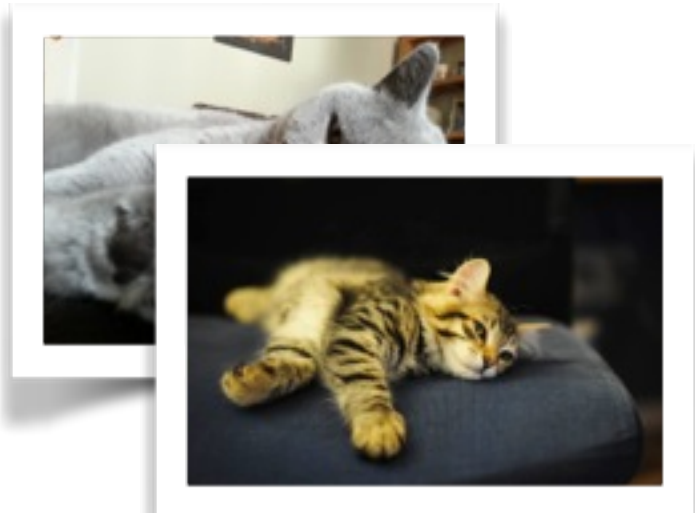
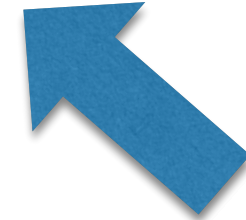
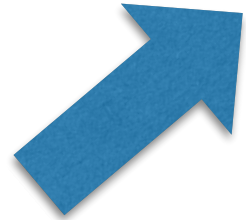


Image Analyzer

analyze_image.rs

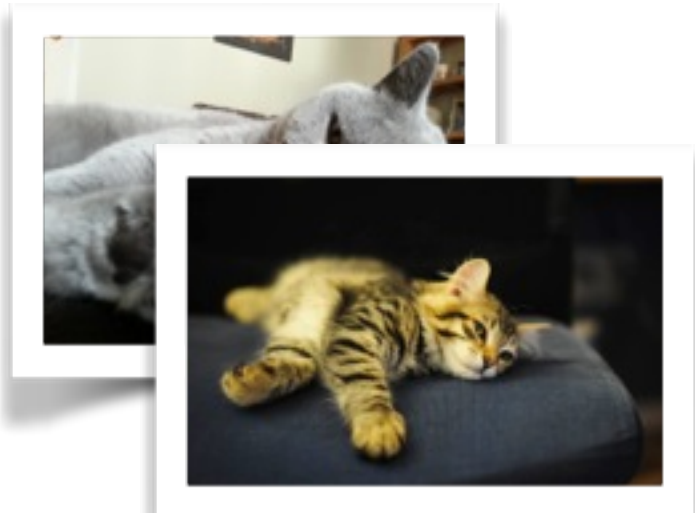


Powerbox

request()

publish()

Photo Album



analyze()



Image Analyzer

analyze_image.rs

Powerbox

request()

publish()

Photo Album

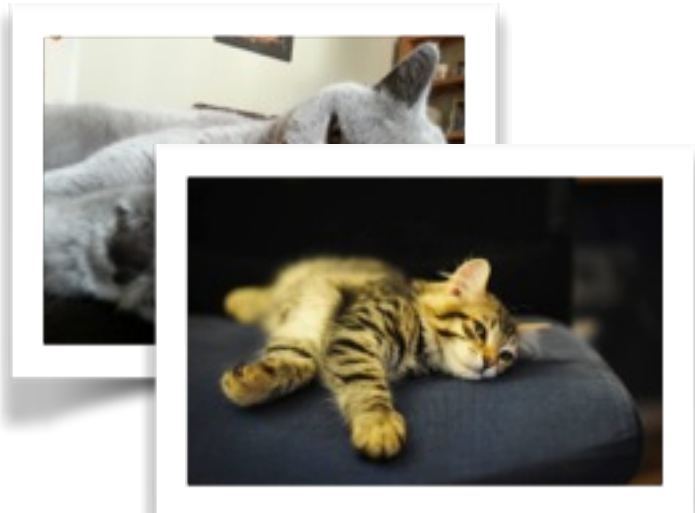


Image Analyzer

analyze()

analyze_image.rs

<https://github.com/dwrensha/capnproto-rust>

<https://github.com/dwrensha/capnp-rpc-rust>