

Rust Introduction

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Background on Rust



- Rust is a systems programming language with the slogan "fast, reliable, productive: pick three."
- 1.0 release back in 2015
- 6 week release cycle
- Previously governed by Mozilla, but is now managed by an independent non-profit organization, the Rust Foundation.

Why Rust?



- Eliminates a whole class of memory and synchronization bugs at compile time
- Imperative language, but with functional elements
- Package management with Cargo, with a rich ecosystem of crates

Terminology and basic tooling

What is a crate?



- Synonymous with a library/project
- Two types
 - binary crate - application or project
 - library crate

- Manages the
 - Download and compilation of crates in a project
 - Documentation generation for the project
 - Running of tests
- Default repository is crates.io, but allows custom repositories
 - It's also possible to use git or path dependencies which is very useful for development
- Functionality can be extended with plugins (more on this later)

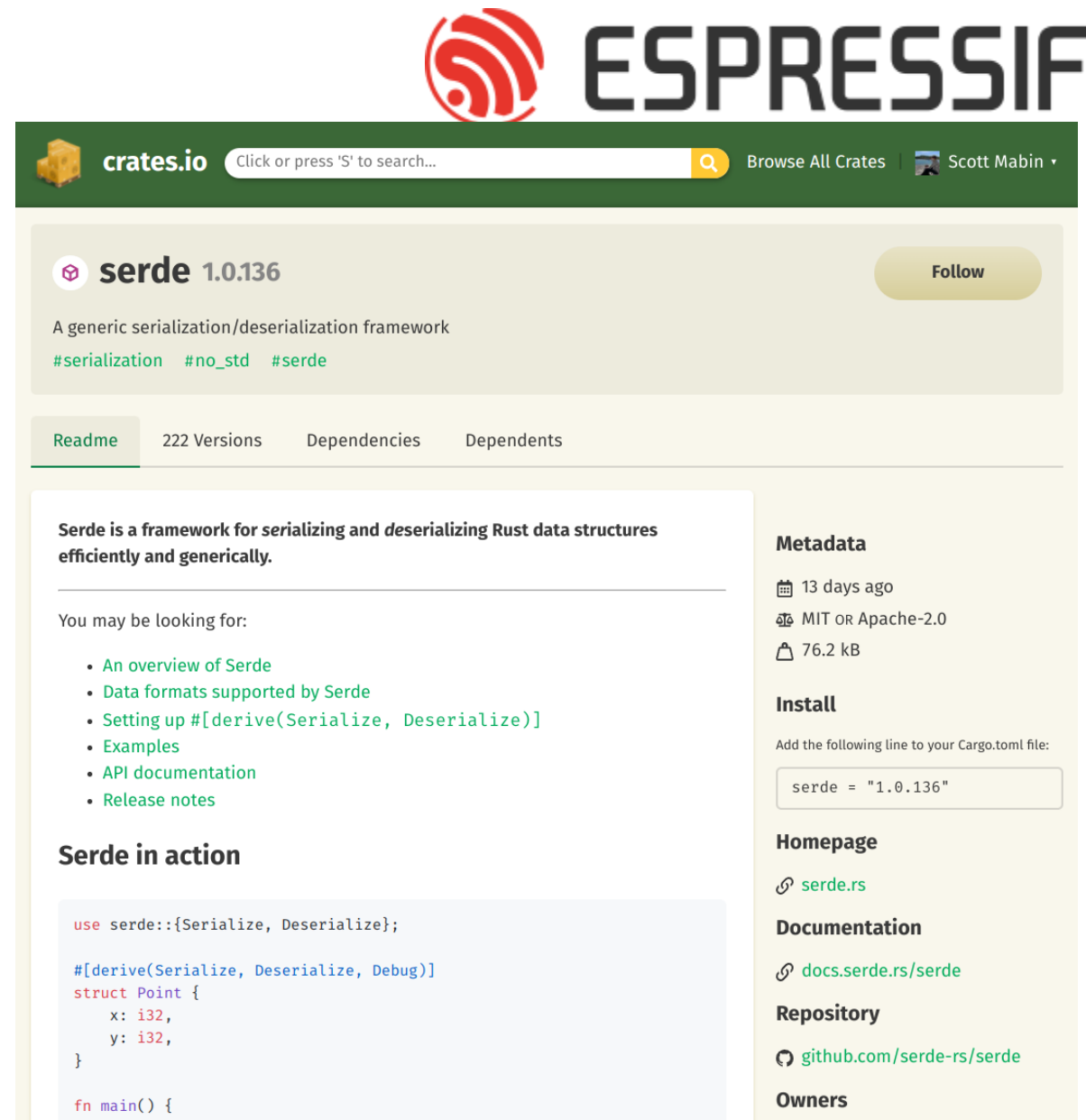
Using a external library

For example, adding `serde` to our application.

```
# Cargo.toml
[dependencies]
serde = "1.0.136"
```

Then to use it.

```
//! main.rs
use serde;
```



The screenshot shows the crates.io page for the 'serde' crate, version 1.0.136. The page is titled 'serde 1.0.136' and describes it as 'A generic serialization/deserialization framework'. It includes tags for '#serialization', '#no_std', and '#serde'. The page has a 'Follow' button and a 'Readme' tab. The 'Readme' tab is selected, showing the description: 'Serde is a framework for serializing and deserializing Rust data structures efficiently and generically.' Below the description, there is a section 'You may be looking for:' with links to 'An overview of Serde', 'Data formats supported by Serde', 'Setting up #[derive(Serialize, Deserialize)]', 'Examples', 'API documentation', and 'Release notes'. There is also a section 'Serde in action' with a code snippet showing how to use the crate. On the right side, there is a 'Metadata' section with information about the crate's age, license, and size. Below that is an 'Install' section with a text box containing the line 'serde = "1.0.136"'. At the bottom, there are links to the 'Homepage', 'Documentation', 'Repository', and 'Owners'.

serde 1.0.136 [Follow](#)

A generic serialization/deserialization framework

[#serialization](#) [#no_std](#) [#serde](#)

[Readme](#) [222 Versions](#) [Dependencies](#) [Dependents](#)

Serde is a framework for serializing and deserializing Rust data structures efficiently and generically.

You may be looking for:

- [An overview of Serde](#)
- [Data formats supported by Serde](#)
- [Setting up `#\[derive\(Serialize, Deserialize\)\]`](#)
- [Examples](#)
- [API documentation](#)
- [Release notes](#)

Serde in action

```
use serde::{Serialize, Deserialize};

#[derive(Serialize, Deserialize, Debug)]
struct Point {
    x: i32,
    y: i32,
}

fn main() {
```

Metadata

- [13 days ago](#)
- [MIT OR Apache-2.0](#)
- [76.2 kB](#)

Install

Add the following line to your Cargo.toml file:

```
serde = "1.0.136"
```

Homepage

[serde.rs](#)

Documentation

[docs.serde.rs/serde](#)

Repository

[github.com/serde-rs/serde](#)

Owners

How a Rust project is structured



```
├── Cargo.lock
├── Cargo.toml
├── src/
│   ├── lib.rs
│   ├── main.rs
│   └── bin/
│       ├── named-executable.rs
│       ├── another-executable.rs
│       └── multi-file-executable/
│           ├── main.rs
│           └── some_module.rs
├── examples/
│   ├── simple.rs
│   └── multi-file-example/
│       ├── main.rs
│       └── ex_module.rs
└── tests/
    ├── some-integration-tests.rs
    └── multi-file-test/
        ├── main.rs
        └── test_module.rs
```


Hello world in Rust



```
//! main.rs
fn main() {
    println!("Hello world!")
}
```

Writing Rust code

Enumerations - C like



Rust's enums are most similar to algebraic data types in functional languages, such as F#, OCaml, and Haskell but can also be C like too.

```
enum Chip { // C like enum
    Esp32,
    Esp32c3,
    Esp8266
}
```

```
enum Chip { // C like enum with values
    Esp32 = 123,
    Esp32c3 = 555,
    Esp8266 = 999
}
```

```
let c3 = Chip::Esp32c3; // Example usage
```

Enumerations - Algebraic



```
enum Chip {  
    Esp32 { revision: u8 }, // named field  
    Esp32c3,  
    Esp8266  
}
```

```
enum Chip {  
    Esp32(u8), // anonymous field  
    Esp32c3,  
    Esp8266  
}
```

```
// Example usage  
let esp32r0 = Chip::Esp32 { revision: 0 };
```

Enumerations - C like matching



```
let chip = Chip::Esp32c3;  
match chip {  
  Chip::Esp32c3 => println!("It's a C3 yay!"),  
  other => println!("It's a {:?}!", other),  
}
```

Enumerations - Algebraic matching



```
let esp32 = Chip::Esp32 { revision: 0 };
match esp32 {
  // matching with fixed constants
  Chip::Esp32 { revision: 0 } => println!("It's a revision esp32r0! You're old school."),
  // matching with variable bindings
  Chip::Esp32 { revision } => println!("It's a esp32r{}!", revision),
  // wildcard catch all
  _ => panic!("Not an esp32!"),
}
```

[playground link](#)

Error handling - Unrecoverable



```
panic!("Oh no!");
```

```
let reason = "Cosmic Ray";  
panic!("Panic reason: {}", reason);
```

Error handling - Result type



```
enum Result<T, E> {  
    Ok(T),  
    Err(E),  
}
```

```
let possible_err: Result<&str, &str> = Ok("All good!");  
let assume_okay_or_panic = possible_err.unwrap();
```

```
let possible_err: Result<&str, &str> = Err("Oops, there was an error");  
let assume_okay_or_panic = possible_err.unwrap(); // panic here
```


Error handling



```
enum Error {  
    Checksum  
}  
  
pub fn read_u32_from_device() -> Result<u32, Error>
```

```
let mut num_samples = 0;  
for _ in 0..100 {  
    match read_u32_from_device() {  
        Ok(data) => {  
            num_samples += 1;  
            println!("Received: 0x{:04X}", data);  
        },  
        Err(e) => println!("{:?} error occurred, but it's okay! Lets keep going!", e),  
    }  
}
```

[playground link](#)

Mutability



Unlike most programming languages, every variable and reference is immutable by default.

```
let x = 5;  
x = 6; // compile error, x is not mutable
```

It is also possible to redefine or shadow variable names.

```
let x = 5; // x is 5  
let x = 6; // x is 6
```

To declare something that should be mutable, use the `mut` keyword.

```
let mut x = 5;  
x = 6; // x is now 6
```

return in Rust



Everything in Rust is an expression, its typical to not use the `return` keyword, unless returning early.

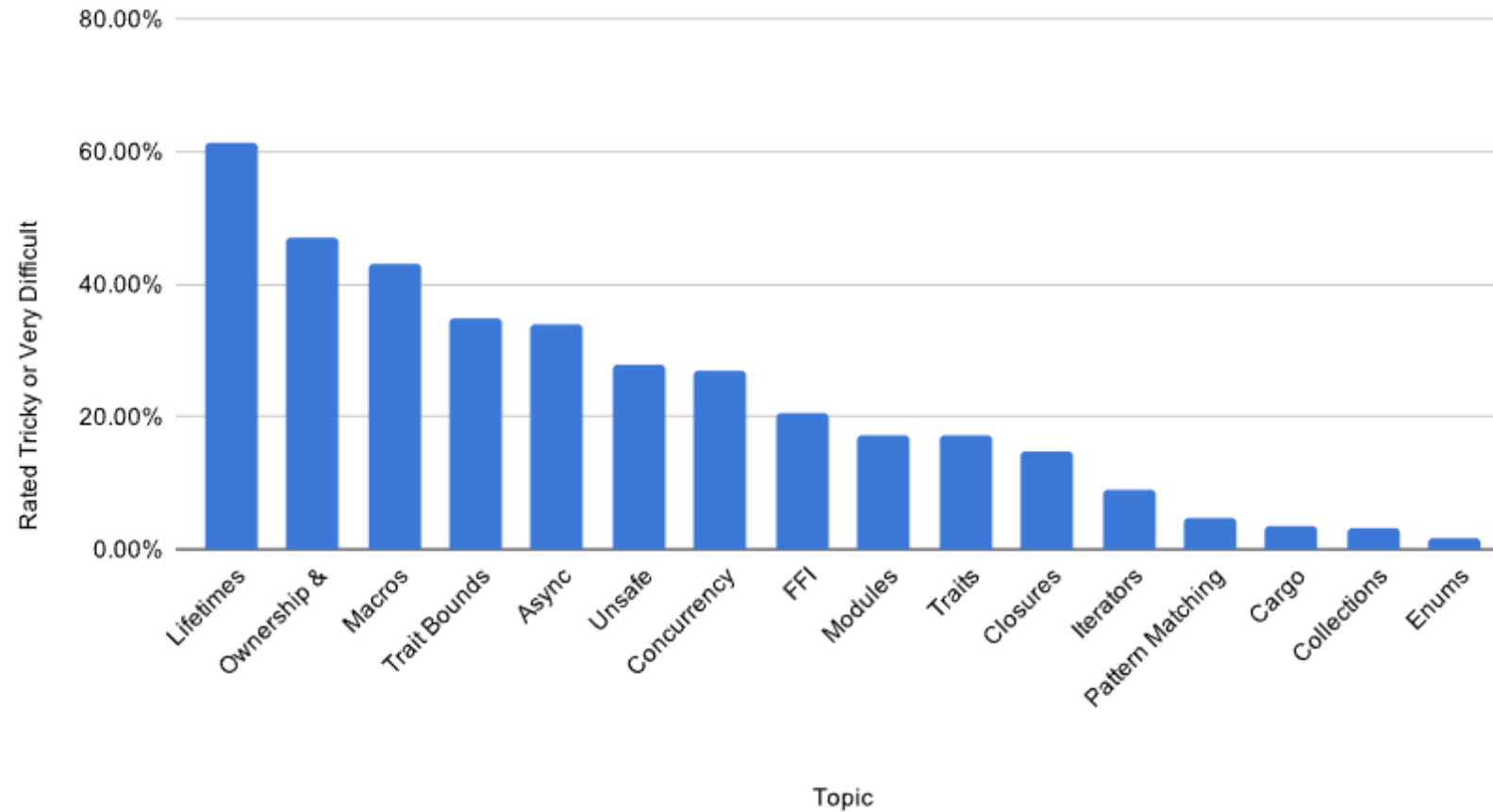
```
fn new(seed: u32) -> Result<u32, &'static str> {  
    if seed == 0 {  
        return Err("Seed can't be zero"); // early return here  
    }  
  
    // important to note there is a missing semicolon, adding a semicolon  
    // would make that line of code a statement. (which makes this example fail to compile)  
    // Equivalent to `return Ok(seed);`  
    Ok(seed)  
}
```

[Playground link with more examples](#)

Ownership & Lifetimes



Percent of respondents rating each topic as tricky or very difficult



- Fundamental set of rules that governs how a Rust program manages memory.
- Applies to both stack *and* heap memory.

The three ownership rules:

- Each value in Rust has a variable that's called its owner.
- There can only be one owner at a time.
- When the owner goes out of scope, the value will be dropped.

Ownership - Example



```
let s1 = String::from("hello"); // s1 owns the string
let s2 = s1; // s1 transfers ownership (moves) to s2, leaving s1 empty
```

```
println!("{}", world!", s1); // try to use s1 and we'll get a compile error
```

```
error[E0382]: borrow of moved value: `s1`
--> src/main.rs:5:28
```

```
2 |     let s1 = String::from("hello");
  |           -- move occurs because `s1` has type `String`, which does not implement the `Copy` trait
3 |     let s2 = s1;
  |           -- value moved here
4 |
5 |     println!("{}", world!", s1);
  |                               ^^ value borrowed here after move
```

For more information about this error, try `rustc --explain E0382`.
error: could not compile `ownership` due to previous error

Ownership - Copy types



The error on the previous slide talks about a type not implementing the `Copy` trait (more on traits later!). Simply put, if an `struct` or `enum` implements the `Copy` trait, it means it's safe to do a bitwise memcpy to duplicate the value.

Example of a `Copy` type are integers.

```
let x = 5; // x owns the integer with value of 5
let y = x; // integer is `Copy`, so x is copied bit for bit into y
```

```
println!("(x,y) = ( {}, {})", x,y); // compiles fine
// prints (x,y) = (5,5)
```


Ownership - Copy types



Why is `String` not copy? Well a `String` is just a `Vec` but with the guarantee that all the bytes inside are valid UTF8. Let's look at the memory layout of `Vec`.

```
struct Vec<T> {  
    ptr: NonNull<T>,  
    cap: usize,  
    _marker: PhantomData<T>,  
}
```

We can see we have a pointer to some memory (on the heap), and a capacity. If we were to do a bitwise copy of our `Vec` structure we'd have two objects with mutable access to the same heap memory! Not good!

Ownership - Clone



To duplicate a `String` we'd need some special behavior. This is where `Clone` comes in. `Clone` is a trait like `Copy` that allows us to define what to do when we want to duplicate a `struct` or `enum` that is not `Copy`.

The `Clone` implementation for a `String` allocates *new* memory on the heap with the same capacity, copies the bytes from the current allocation into the new memory and finally returns the new `String`.

Ownership - Borrowing



Moving (transferring ownership) everytime doesn't make sense. Sometimes we just want to *borrow* a value, without any unnecessary `Clone` 's or `Copy` 's.

```
fn main() {  
    let s1 = String::from("hello");  
  
    let len = calculate_length(&s1);  
  
    println!("The length of '{}' is {}.", s1, len);  
}  
  
/// Takes a _reference_ to a `String`  
fn calculate_length(s: &String) -> usize {  
    s.len()  
}
```

Ownership - Mutable borrowing



```
fn main() {  
    let mut s = String::from("hello");  
  
    change(&mut s);  
  
    println!("{}", s)  
}  
  
/// Takes a **mutable** _reference_ to a `String`  
/// We can treat this `String` like we _own_ it for the duration of the borrow  
fn change(some_string: &mut String) {  
    some_string.push_str(", world");  
}
```

Ownership - Mutable borrowing



The most important rule about mutable borrowing is that to borrow mutably, there must be no other references (mutable or immutable) to the thing you are trying to borrow.

```
let mut owned: String = "hi".to_owned();  
let mut_borrow = &mut owned; // mutable borrow starts here  
  
let borrow = &owned; // can't borrow again whilst a mutable borrow exists!  
  
mut_borrow.push_str("!!!"); // mutable borrow lives till here
```

Ownership - Mutable borrowing



Fortunately we don't have to track this, Rust is kind enough to tell us if we try and borrow again with a friendly compile error.

```
error[E0502]: cannot borrow `owned` as immutable because it is also borrowed as mutable
--> src/main.rs:9:19
```

```
7 |         let mut_borrow = &mut owned;
   |                           ----- mutable borrow occurs here
8 |
9 |         let _borrow = &owned;
   |                       ^^^^^^^ immutable borrow occurs here
10 |
11 |         mut_borrow.push_str("!!!");
   |         ----- mutable borrow later used here
```

```
For more information about this error, try `rustc --explain E0502`.
error: could not compile `playground` due to previous error
```

Feel free to play around with the ordering of statements and scope in [the playground](#).

Ownership - Lifetime of a borrow



In most cases, and with the examples on the previous slides the lifetime of the borrows were inferred by the compiler, but this is not always the case.

```
struct SliceContainer {  
    bytes: &[u8] // reference to a slice of bytes  
}  
  
impl SliceContainer {  
    fn print(&self) {  
        println!("{:?}", self.bytes);  
    }  
}
```

Ownership - Lifetime of a borrow



In this case, what happens at run time if we call `print` when the underlying storage for the bytes has been deallocated?

```
fn create_container() -> SliceContainer {  
    let data = [0xFF; 12]; // small array of bytes the stack  
  
    SliceContainer {  
        bytes: &data[..] // reference to slice of `data`  
    }  
}
```

When `create_container()` returns, the reference to the slice inside `SliceContainer` is invalidated (`data` is deallocated from the stack). Let's see how Rust solves this at compile time.

Ownership - Lifetime of a borrow



```
struct SliceContainer<'a> { // lifetime of struct denoted as 'a
    // reference to a slice of bytes,
    // which **must** live _atleast_ as long as the lifetime 'a
    bytes: &'a [u8]
}

impl<'a> SliceContainer<'a> {
    fn print(&self) {
        println!("{:?}", self.bytes);
    }
}
```

Rust will track the lifetime of any variables used in `SliceContainer` and ensure they live long enough (not dropped before `SliceContainer`'s lifetime `'a`).

The lifetime name is not important, it can be almost anything for example `'bytes`, but typically it is a single letter.

Ownership - Lifetime of a borrow



Compiling the `create_container()` function again yeilds the following error message.

```
error[E0515]: cannot return value referencing local variable `data`
  --> src/main.rs:20:3
   |
20 | /   SliceContainer {
21 | |       bytes: &data[..] // reference to slice of `data`
   | |                       ---- `data` is borrowed here
22 | |   }
   | |___^ returns a value referencing data owned by the current function

For more information about this error, try `rustc --explain E0515`.
```

[playground link](#)

We've already seen some generics throughout these slides, a generic enum `Result<T, E>` and `Vec<T>` a homogeneous collection. They are a core part of Rust's tools for reducing code duplication.

Generic type parameters (usually denoted by a single letter) are placeholders for a *concrete* type.

Generics



Lets look at the definition of another important enum, `Option`. `Option` is a replacement for null, and represents a situation where a value may or may not exists during runtime.

```
enum Option<T> {  
    Some(T),  
    None,  
}
```

`Option`'s generic type `T` can be filled with any concrete type we like for example

```
let x: Option<u32> = Some(0); // optional u32
```

```
struct CustomItem;  
  
let x: Option<CustomItem> = None; // optional CustomItem
```

Generics - Traits



Traits are Rust's way of defining shared behaviour. They are similar to what other languages might call interfaces. Let's define our first trait.

```
pub trait Animal {  
    fn eat(&self, t: Treat);  
}
```

and some `struct`'s that we want to implement the trait for.

```
struct Cat;  
struct Dog;
```

and we can't forget a treat for them!

```
struct Treat;
```

Generics - Traits



Lets implement `Animal` for our structs.

```
impl Animal for Cat {  
    fn eat(&self, _t: Treat) {  
        println!("Meow!") // cat for tasty  
    }  
}
```

```
impl Animal for Dog {  
    fn eat(&self, _t: Treat) {  
        println!("Woof!") // dog for yummy  
    }  
}
```

Generics - Traits



Now lets make a cage to hold animals. We'll add a treat dispensing method too.

```
struct Cage<T>{
    animal: T,
}

impl<T> Cage<T> {
    pub fn new(animal: T) -> Self {
        Self { animal: animal }
    }
    pub fn dispense_treat(&self) {
        let t = Treat;
        self.animal.eat(t)
    }
}
```

```
fn main() {  
    let mia = Dog;  
    let cage = Cage {  
        animal: mia,  
    };  
  
    cage.dispense_treat();  
}  
// _should_ print "Woof!"
```

Easy, right? Not quite! Rust will fail to compile this because it doesn't know that whatever the concrete type `T` is filled in with implements `Animal`.

Generics - Traits



In that same line of thinking, what stops us from putting something that does not have `Animal` traits into the cage? Right now we could put whatever we like in here, like a wild `u32`.

```
let cage = Cage {  
    animal: 0u32  
}  
  
cage.dispense_treat();  
// what should this print???
```

We need some *trait bounds* on our `Cage`.

```
struct Cage<T>{
    animal: T,
}

impl<T> Cage<T>
    where T: Animal // <--- this is the important bit!
{
    pub fn new(animal: T) -> Self {
        Self { animal: animal }
    }
    pub fn dispense_treat(&self) {
        let t = Treat;
        self.animal.eat(t)
    }
}
```

Feel free to play with this example in [the playground](#).

Miscellaneous - `std` vs `no_std`



The Rust Core Library is the dependency-free foundation of The Rust Standard Library. The core library is minimal: it isn't even aware of heap allocation, nor does it provide concurrency or I/O. These things require platform integration, and this library is platform-agnostic.

Even though the Core library is not aware of heap allocation, it's still possible to do heap allocation in a `no_std` environment. Much like the Core library and Standard library, the Alloc library is also separate and can be pulled into a `no_std` project.

The Standard library builds on top of Core and Alloc, often re-exporting large parts of each crate.

Miscellaneous - Cargo plugins



By naming a package binary `cargo-X` you can extend the capabilities of cargo. For example, `cargo-espflash` can be invoked with `cargo espflash OPTIONS`. [Other examples](#).

`cargo-edit` is one such tool, and allows the addition, removal and upgrade of dependencies in the projects `Cargo.toml` via the command line.

Thanks for listening!

Questions?

Links & Resources



- ["the book"](#) - Official Rust learning book
- [rust-by-example](#)
- [rustlings](#)
- [The esp book](#) - Rust on Espressif chips
- [esp-rs organisation](#)
- [esp-rs roadmap](#)
- [rust embedded book](#)
- [gitpod.io/rust](#) - Quickstart rust environment in the browser