# Langages systèmes 2 - Introduction to Rust

Raphael Amiard - Adacore

amiard@adacore.com

# Introduction to Rust

# History

- 2006
- Personal project by Graydon Hoare (working @ Mozilla at the time)
- No specification, instead semantics are based on implementation
- Language changed *a lot* between 2006 and 2015 (and is still changing a lot by other languages' standards)
- Nowadays, maintained and evolved by the Rust foundation

# High level vision

- Safer alternative to C/C++ for systems programming
- Many inspirations, including ML family languages, C++
- Focus on safety, albeit with a different perspective when compared to Ada (memory safety being the most valued kind of safety)

# Rust today

- Use of Rust is spreading like wildfire
- Projects like Android, Linux
- Companies like Google, Amazon
- Well positioned to become a credible alternative to C++, and maybe even C
- Big list of industrial users here: https://www.rust-lang.org/production/users

# In the safety critical market

- Rust making forays into the critical markets. Big players are assessing the use of Rust in their codebases.
- But lacking industrial support for now
- Will probably become mainstream in the coming decade

# Rust hello world

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

# Procedural language

# First, a note about philosophy

- In C/C++, very weak distinction between statements and expressions
  - You can use exprs as statements
- In Ada, strong distinction between statements and expressions
  - Statements are statements, expressions are expressions, not interchangeable
  - Procedures and functions are distinct
- In Rust, everything is an expression (and you generally cannot ignore their value)
  - Simpler than Ada, (much) safer than C/C++
  - But not always obvious what an expression returns
  - Complex type system tricks to make it work (what's the type of a loop?)

# For loops

```
fn main() {
    for i in 1..10 {
        //   ^ Range object (of type Range)
        println!("Hello, World!");
    }
}
```

# While loops

```
fn main() {
    let mut i = 1;
    //  ^ Declare a mutable variable (immutable by default)

    // No parens around condition
    while i < 10 {
        println!("Hello, World!");
        i += 1; // increment
    }
}
```

# Infinite loops

```
fn main() {
    let mut i = 1;

    loop {
        println!("Hello, World!");
        i += 1; // increment

        if i == 5 {
        //   ^ equality operator
            break;
        }
    }
}
```

# Infinite loop w. return value

```
fn main() {
    let mut i = 1;

    let mut a = 0;
    let mut b = 1;

    let res = loop {
        let c = a + b;
        a = b;
        b = c;
        i += 1;
        if i > 12 {
            break a;
        }
    };
    println!("{}", res);
}
```

# If/else

```
fn main() {
    let mut i = 1;
    loop {
        if i == 5 || else i == 12 {
            break;
        } else if i < 5 && i > 2 {
            println!("I = 3 or 4");
        } else {
            println!("Hello, World!");
        }
    }
}
```

# If/else as an expression

```
fn main() {
    let number = if true { 5 } else { 6 };

    let error = if true { 5 } else { "six" };
}
```

# Match expression

```
fn main() {
    let mut i = 1;

    loop {
        match i {
            5 | 12 => break,
            1..=4  => println!("i in 1..4"),
            7 | 9 => break,
            _ => println!("Hello, World!")
        }

        i += 1;
    }
}
```

# Quizz

# Quizz 1: Is there a compilation error?

```
fn main() {
    let a = loop {
        println!("Pouet");
    };

    let b: u32 = a;
}
```

# Quizz 2: Is there a compilation error?

```
fn main() {
    let a = for n in 1..11 {
        println!("Pouet");
    };
}
```

# Quizz 3: Is there a compilation error?

```
fn main() {
    let a = for n in 1..11 {
        println!("Pouet");
    };

    let b: u32 = a;
}
```

# Quizz 4: Is there a compilation error?

```
fn main() {
    let mut i = 1;

    let a = loop {
        println!("Pouet");

        if i > 12 { break; }

        i +=1;
    };

    let b: u32 = a;
}
```

# Quizz 5: Is there a compilation error?

```
fn main() {
    let mut i = 1;
    loop {
        println!(
            "{}",
            if i == 5 || i == 12 { "5 or 12" }
            else { "everything else" }
        );

        i += 1;
    };
}
```

# Quizz 6: Is there a compilation error?

```
fn main() {
    let mut i = 1;

    loop {
        println!(
            "{}",
            if i == 5 || i == 12 { "5 or 12" }
            else if i == 15 { "15" }
        );

        i += 1;
    };
}
```

# Quizz 7: Is there a compilation error?

```
fn main() {
    let mut i = 100;

    while i {
        i -= 1;

        println!("{}", i);
    }

}
```

# Quizz 8: Is there a compilation error?

```
fn main() {
    let mut i = 1;

    loop {
        match i {
            1..=5  => println!("i in 1..=5"),
        //  ^ This is a PATTERN
            5 | 12 => break,
            7 | 9 => break,
        }

        i += 1;
    }
}
```

# Types

# Numeric types

- Set of built-in types:
  - Integer types: *i8*, *i16*, *i32*, *i64*, *i128*
  - Unsigned types: *u8*, *u16*, *u32*, *u64*, *u128*
- No way to define custom integer types
- Statically/strongly typed
- Two floating point types: *f32* and *f64*

# Other scalar types

- Boolean: Named `bool`, either `true` or `false`. Not an enum!
- Character: Named `char`, can be any valid Unicode value.
- All in all, less powerful than Ada, but also much simpler.

# Overflow checking

- In debug builds: raises an error
- In release builds: wrap around
- Heritage of C++'s zero-cost abstraction mentality

# Tuple type

- Most basic composite type
- Anonymous collection of elements.
- Structurally typed

```
fn main() {
    let tp = (1, 2)
    //  ^ Type of this is (i32, i32)

    let (x, y) = tp;
    //  ^ This is an irrefutable pattern

    let f = tp.1;
    // Access first value of tuple
}
```

# Array type

- Homogeneous array type
- Index type is usize
- Bounds checked
- Very simple (dare I say primitive). No variable length arrays at all.
- 90% of the time one will use vectors

```
fn main() {
    let a = [1, 2, 3, 4, 5];

    println!("{}", a[4]);
}
```

# Vectors

- As we said before, arrays in Rust are mostly useless
- In most cases you'll want to use vectors (`Vec<T>`)
- Vectors can be variable size, and are growable, *but*, they're always heap allocated

```
fn main() {
    let mut a = [1, 2, 3, 4].to_vec();
    //                       ^ Transform an array or slice into a vector

    let b = vec![1, 2, 3, 4];
    // Same thing as above

    let c = vec![1; 100];
    // Vector of 100 elements, all "1"

    println!("{:?}", a);
    //          ^ Print vector via the Debug trait
    //          If you can't print something, try this

    a.push(5);
    println!("{:?}", a);
}
```

# Slices

- Slices are a bit like arrays, but they just a view into a sequence. The type is written `[T]`, but is not used directly, but rather through pointers.

```
fn main() {
    let a = [1, 2, 3, 4, 5, 6, 7];
    let mut v = vec![1, 2, 3, 4, 5, 6, 7];

    let b = &a[1 .. 3];
    //       ^ Reference to a view of items 1 to 3 of the array a

    let c = &v[3 .. 5];
    //        ^ Reference to a view of items 3 to 5 of the vec v

    println!("{:?}", c);
    // By some ownership magic, after this statement, the lifetime of the
    // reference c is over

    v.clear();

    println!("{:?}", b);
}
```

There are two main string types in Rust

- `String` is similar to a `Vec<u8>`, except:
  - It always points to a valid utf-8 sequence
  - You cannot index it
- `str` is a slice type. It is always used through a reference (`&str`)
- An array of characters is *not* a String

```
fn main() {
    let message: &str = "Hello world";

    for c in message.chars() {
        print!("{}", c);
    }
    println!("");
}
```

# Quizz 1: Is there a compilation error?

```
fn main() {
    let i: (i32, i32) = [1, 2];
}
```

# Quizz 2: Is there a compilation error?

```
fn main() {
    let i = [1, 2, 3, 4, 5.0];
}
```

# Quizz 3: Is there a compilation error?

```
fn main() {
    let i: [i32; 5] = [1, 2, 3, 4, 5];
}
```

# Quizz 4: Is there a compilation error?

```
fn main() {
    let i: [i32] = [1, 2, 3, 4, 5];
}
```

# Quizz 5: Is there a compilation error?

```
fn main() {
    let n: int = 5;
    let i: [i32; n] = [1, 2, 3, 4, 5];
}
```

# Quizz 6: Is there a compilation error?

```
fn main() {
    let a = [1, 2, 3, 4, 5];

    println!("{}", a[10]);
}
```

# Quizz 7: Is there a compilation error?

```
fn main() {
    let s: String = "Hai";
    println!("{}", s);
}
```

# Quizz 7: Is there a compilation error?

```
fn main() {
    let s: &str = "Hai";
    let s2: &str = &s[0..2];
    println!("{}", s);
}
```

# Functions

- Main is always called *main*
- You can put other functions at the top-level in your main source file
- Order doesn't matter

```
fn main() {
    println!("Pouet");
    other_function();
}

fn other_function() {
    println("Pouet2");
}
```

# Functions (2)

- Functions contain a (possibly empty) sequence of statements, followed by an optional expression
- Expression is used as the return value
- An expression followed by a semicolon *is a statement*

```
fn fib() -> i32 {
    let mut i = 1;

    let mut a = 0;
    let mut b = 1;

    loop {
        let c = a + b;
        a = b;
        b = c;
        i += 1;
        if i > 12 {
            break a;
        }
    }
}
```

```
fn double(v: Vec<i32>) -> Vec<i32> {
    v.iter().map(|i| i * 2).collect()
    //           ^ Lambda function
    //                    ^ Convert back to a vector
}

fn main() {
    let v: Vec<i32> = vec![1, 2, 3, 4];
    println!("{:?}", double(v));

    println!("{:?}", v); // :(
}
```

- Defining concept of Rust. Academic concept: Linear/Affine types
- By default, a value cannot be copied, only moved
- If you want to use it you either move it (as in the above example) or *borrow* it
- Two types of borrows: Mutable (only one at a time), and immutable (N at a time)

```
fn double(v: &Vec<i32>) -> Vec<i32> {
    v.iter().map(|i| i * 2).collect()
}

fn main() {
    let v: Vec<i32> = vec![1, 2, 3, 4];
    println!("{:?}", double(&v));

    println!("{:?}", v); // :(
}
```

# Ownership: mutable references

```
fn main() {
    let mut v: Vec<i32> = vec![1, 2, 3, 4];
    let v2 = &mut v[1..3];
    v2[1] = 13;
    println!("{:?}", v);
}
```

# Ownership is complicated

- In many case you want to manipulate your data by reference but you can't use references
- In those cases you want to use a managed pointer type: either *Box* (owned) or *Rc* (shared).
- More details in next class

# Quizz 1: Is there a compilation error?

```
fn factorial(n: i64) -> i64 {
    let mut ret = n;

    for i in 1..n {
        ret = ret * n;
    }

    ret;
}
```

# Quizz 2: Is there a compilation error?

```
fn double(v: &mut Vec<i32>) {
    for i in 0..v.len() {
        v[i] = v[i] * 2;
    }
}

fn main() {
    let v: Vec<i32> = vec![1, 2, 3, 4];
    double(&v);

    println!("{:?}", v); // :(
}
```

# Quizz 3: Is there a compilation error?

```
fn double(v: &mut Vec<i32>) {
    for i in 0..v.len() {
        v[i] = v[i] * 2;
    }
}

fn main() {
    let mut v: Vec<i32> = vec![1, 2, 3, 4];
    double(&v);

    println!("{:?}", v); // :(
}
```

# Quizz 4: Is there a compilation error?

```
fn double(v: &mut Vec<i32>) {
    for i in 0..v.len() {
        v[i] = v[i] * 2;
    }
}

fn main() {
    let mut v: Vec<i32> = vec![1, 2, 3, 4];

    let v2 = &mut v;
    double(v2);

    let v3 = &mut v;
    double(v3);

    println!("{:?}", v); // :(
}
```

# Quizz 5: Is there a compilation error?

```
fn double(v: &mut Vec<i32>) {
    for i in 0..v.len() {
        v[i] = v[i] * 2;
    }
}

fn main() {
    let mut v: Vec<i32> = vec![1, 2, 3, 4];

    let v2 = &mut v;
    double(v2);

    let v3 = &mut v;
    double(v3);

    println!("{:?}", v2); // :(
}
```

# Structs

```
#[derive(Debug)]
// Magic that allows you to print structs
struct Point {
    x: i32,
    // Component of the struct
    y: i32
}

fn main() {
    let p = Point { x: 12, y: 12 };
    println!("{:?}", p);

    println!("{}", p.x);
    //             ^ Access the field x

    // You can define mutable structs
    let mut p2 = Point { x: 12, y: 12 };

    // You can mutate fields of structs via dot notation
    p2.x = 15;

    println!("{:?}", p2);
}
```

# Structs: methods

- Rust is not strictly an OOP language
- No inheritance
- No encapsulation
- BUT: You have method syntax :D

# Structs: methods

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

impl Point {
    fn invert(self: &Point) -> Point {
        Point {x: self.y, y: self.x}
    }

    fn double(&mut self) {
        //    ^ Alias for self: &mut Point
        self.x = self.x * 2;
        self.y = self.y * 2;
    }
}

fn main() {
    let mut p = Point {x: 1, y: 2};
    p.double();

    println!("{:?}", p);
    println!("{:?}", p.invert());
}
```

# Enums

- Enums in Rust are very powerful
- Akin to sum types in functional languages
- But can also be used to model simple stuff
- Can also have methods, like structs!

```
enum Color {
    Yellow, Red, Green, Blue
}

fn main() {
    let y = Color::Yellow;

    match y {
        Color::Yellow => println!("yellow!"),
        Color::Red => println!("red!");
        _ => println!("Other color!");
    }
}
```

# Complex enums (1/2)

```
#[derive(Debug)]
enum Operator {
    Plus, Minus, Divide, Multiply
}

#[derive(Debug)]
enum Expr {
    BinOp {
        l: Box<Expr>,
        op: Operator,
        r: Box<Expr>
    },
    Literal(i32)
}
```

# Complex enums (2/2)

```
fn main() {
    let e =
        Expr::BinOp {
            l: Box::new(
                Expr::BinOp {
                    l: Box::new(Expr::Literal(12)),
                    op: Operator::Plus,
                    r: Box::new(Expr::Literal(15))
                }),
            op: Operator::Plus,
            r: Box::new(Expr::Literal(12))
        };

    println!("{:?}", e);
}
```