

An Experimental Study of Memory Management in Rust Programming for Big Data Processing

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Figure 1: Seattle Mariners at Spring Training, 2010.

ABSTRACT

Planning optimized memory management is critical for Big Data analysis tools to perform faster runtime and efficient use of computation resources. Modern Big Data analysis tools use application languages that abstract their memory management so that developers do not have to pay extreme attention to memory management strategies.

Many existing modern cloud-based data processing systems such as Hadoop, Spark or Flink use Java Virtual Machine (JVM) and taking full advantage of features such as automated memory management in JVM including Garbage Collection (GC) which may lead to a significant overhead. Dataflow-based systems like Spark allow programmers to define complex objects in a host language like Java to manipulate and transfer tremendous amount of data.

System languages like C++ or Rust seems to be a better choice to develop systems for Big Data processing because they do not relay on JVM. By using a system language, a developer has full control on the memory management. We found Rust programming language to be a good candidate due to its ability to write memory-safe and fearless concurrent codes with its concept of memory ownership and borrowing. Rust programming language includes many possible strategies to optimize memory management for Big

Data processing including selection of different variable types, use of Reference Counting, and multithreading with Atomic Reference Counting.

In this thesis, we conducted an experimental study to assess how much these different memory management strategies differ regarding overall runtime performance. Our experiments focus on complex object manipulation and common Big Data processing patterns with various memory management. Our experimental results indicate a significant difference among these different memory strategies regarding data processing performance.

CCS CONCEPTS

• **Computer systems organization** → **Embedded systems**; *Redundancy*; Robotics; • **Networks** → Network reliability.

KEYWORDS

datasets, neural networks, gaze detection, text tagging

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1 INTRODUCTION

1.1 Motivation

Cluster computing tool for Big Data Analysis has been more important as magnitude and quality of data that we can obtain increases. Recently, almost all businesses stand on data, from web marketing analysis to factory automations. The leverage of data is ubiquitous, because there are many open source tools to analyze data

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and cloud computer infrastructure which can support computation for massive amount of data. The improvement of accessibility to these technologies has democratized data driven businesses by eliminating significant amount of initial investment.

However these computation resources do not come for free; we need to pay money to use these resources. Usually, user needs to pay depending on usage of computational resources. If your process of data analysis is too long or need to use number of clusters with high speck specification, the cost may end up significantly high. To address these problems, the quality of analysis tool is critical. If the tool can optimize the runtime performance and usage of computational resources, the cost for running the businesses can become efficient.

Multiple cluster computing analysis tools have been developed, such as Hadoop MapReduce [?], Apache Spark [?], and Apache Flink [?] [?]. These tools have brought reliable and scalable ways to deal massive data. These has become widely popular, in which data-parallel computations are executed on clusters of unreliable machines by systems that automatically provide locality-aware scheduling, fault tolerance, and load balancing.

These tools are constructed on top of Java Virtual Machine (JVM). JVM abstracts hardware and memory management from the developer so that the development is fairly easy. In addition, Java or Scala compiled code is platform-independent, which can run on any machine with JVM. However, these advantages may be really critical weakness when it comes to processing big data. JVM abstract away most detail regarding memory management from the system designer, including memory deallocation, reuse, and movement, as well as pointers, object serialization and deserialization. Since managing and utilizing memory is one of the most important factors determining Big Data systems' performance, reliance on a managed environment can mean an order-of-magnitude increase in CPU cost for some computations. This cost may be unacceptable for high-performance tool development by an expert.

To overcome these problems, one can use programming languages with more control on hardware, system languages, for development of Big Data tools. For example, C++ is a general-purpose, statically typed, compiled programming language which supports multiple programming paradigm. It is also a system language which gives full control over hardware. There are several researches or projects [?] where developers and researchers implement Big Data tools with this language. These tools shows significantly better performances than those developed with application languages. Although the evidence of the advantage of building high speed computational tools with C++ has been discovered, the steep learning curve and difficulty of writing memory safe codes are barrier to technology diffusion.

Rust is a system language which gives the similar performance and control of hardware to C++ or C and safety of runtime. The memory-safety, and fearless concurrently in Rust programming make the language one of the ideal candidate for development of Big Data tools. Since the design of the language is different from any other programming languages, implementations that can be selected for algorithms can differ from existing ones. In this thesis, we focus on memory management strategy for Big Data processing algorithms in development with Rust.

1.2 Problem Description

Even though Rust can be a great candidate to develop Big Data processing tools, there are few study for development on such tools with Rust programming.

Rust has various ways to manage memory. Rust has different variable types for values allocated in sequence of memory region. Each variables take different memory representation that can produce variation of operation time on the variable types.

In addition, Reference Counting takes important role in Rust ownership concept. By using Reference Counting, a value is able to have multiple owners. This situation may happen quite often, when we want to acquire complex values from contiguous memory regions. Reference Counting has both advantage and disadvantage. Reference count can share data which might decrease unnecessary copy of data, but checking reference count might be a overhead.

Atomic Reference Counting is ubiquitous in Rust multithreading program. Atomic Reference Count also has similar features to Reference Counting. In addition, it is allowed to use among different threads. This may lead additional overhead from atomic operation.

As we can see, we can choose various memory management strategies in Rust programming. Therefore, we assess following research question in this thesis.

- What are better memory management strategies for complex object processing to perform faster runtime performance.
- How much impact do different variable types in Rust have in order to algorithms' runtime performance?
- How much can algorithms runtime be improved or degraded, if we use Reference Count?
- What are better memory management strategies for faster Big Data processing in Rust multithreading?
- How can we improve runtime performance of common Big Data algorithms by Rust memory management?

To answer these question, we conduct 5 experiments.

2 TEMPLATE OVERVIEW

As noted in the introduction, the “acmart” document class can be used to prepare many different kinds of documentation — a double-blind initial submission of a full-length technical paper, a two-page SIGGRAPH Emerging Technologies abstract, a “camera-ready” journal article, a SIGCHI Extended Abstract, and more — all by selecting the appropriate *template style* and *template parameters*.

This document will explain the major features of the document class. For further information, the *L^AT_EX User's Guide* is available from <https://www.acm.org/publications/proceedings-template>.

2.1 Template Styles

The primary parameter given to the “acmart” document class is the *template style* which corresponds to the kind of publication or SIG publishing the work. This parameter is enclosed in square brackets and is a part of the documentclass command:

```
\documentclass[STYLE]{acmart}
```

Journals use one of three template styles. All but three ACM journals use the acmsmall template style:

- acmsmall: The default journal template style.
- acmlarge: Used by JOCCH and TAP.

- `acmtog`: Used by TOG.

The majority of conference proceedings documentation will use the `acmconf` template style.

- `acmconf`: The default proceedings template style.
- `sigchi`: Used for SIGCHI conference articles.
- `sigchi-a`: Used for SIGCHI “Extended Abstract” articles.
- `sigplan`: Used for SIGPLAN conference articles.

2.2 Template Parameters

In addition to specifying the *template style* to be used in formatting your work, there are a number of *template parameters* which modify some part of the applied template style. A complete list of these parameters can be found in the *L^AT_EX User’s Guide*.

Frequently-used parameters, or combinations of parameters, include:

- `anonymous`, `review`: Suitable for a “double-blind” conference submission. Anonymizes the work and includes line numbers. Use with the `\acmSubmissionID` command to print the submission’s unique ID on each page of the work.
- `authorversion`: Produces a version of the work suitable for posting by the author.
- `screen`: Produces colored hyperlinks.

This document uses the following string as the first command in the source file:

```
\documentclass[sigconf]{acmart}
```

3 MODIFICATIONS

Modifying the template — including but not limited to: adjusting margins, typeface sizes, line spacing, paragraph and list definitions, and the use of the `\vspace` command to manually adjust the vertical spacing between elements of your work — is not allowed.

Your document will be returned to you for revision if modifications are discovered.

4 TYPEFACES

The “`acmart`” document class requires the use of the “Libertine” typeface family. Your T_EX installation should include this set of packages. Please do not substitute other typefaces. The “`lmodern`” and “`ltimes`” packages should not be used, as they will override the built-in typeface families.

5 TITLE INFORMATION

The title of your work should use capital letters appropriately - <https://capitalizemytitle.com/> has useful rules for capitalization. Use the `title` command to define the title of your work. If your work has a subtitle, define it with the `subtitle` command. Do not insert line breaks in your title.

If your title is lengthy, you must define a short version to be used in the page headers, to prevent overlapping text. The `title` command has a “short title” parameter:

```
\title[short title]{full title}
```

6 AUTHORS AND AFFILIATIONS

Each author must be defined separately for accurate metadata identification. Multiple authors may share one affiliation. Authors’ names

should not be abbreviated; use full first names wherever possible. Include authors’ e-mail addresses whenever possible.

Grouping authors’ names or e-mail addresses, or providing an “e-mail alias,” as shown below, is not acceptable:

```
\author{Brooke Aster, David Mehldau}
\email{dave,judy,steve@university.edu}
\email{firstname.lastname@phillips.org}
```

The `authornote` and `authornotemark` commands allow a note to apply to multiple authors — for example, if the first two authors of an article contributed equally to the work.

If your author list is lengthy, you must define a shortened version of the list of authors to be used in the page headers, to prevent overlapping text. The following command should be placed just after the last `\author{}` definition:

```
\renewcommand{\shortauthors}{McCartney, et al.}
```

Omitting this command will force the use of a concatenated list of all of the authors’ names, which may result in overlapping text in the page headers.

The article template’s documentation, available at <https://www.acm.org/publications/proceedings-template>, has a complete explanation of these commands and tips for their effective use.

Note that authors’ addresses are mandatory for journal articles.

7 RIGHTS INFORMATION

Authors of any work published by ACM will need to complete a rights form. Depending on the kind of work, and the rights management choice made by the author, this may be copyright transfer, permission, license, or an OA (open access) agreement.

Regardless of the rights management choice, the author will receive a copy of the completed rights form once it has been submitted. This form contains L^AT_EX commands that must be copied into the source document. When the document source is compiled, these commands and their parameters add formatted text to several areas of the final document:

- the “ACM Reference Format” text on the first page.
- the “rights management” text on the first page.
- the conference information in the page header(s).

Rights information is unique to the work; if you are preparing several works for an event, make sure to use the correct set of commands with each of the works.

The ACM Reference Format text is required for all articles over one page in length, and is optional for one-page articles (abstracts).

8 CCS CONCEPTS AND USER-DEFINED KEYWORDS

Two elements of the “`acmart`” document class provide powerful taxonomic tools for you to help readers find your work in an online search.

The ACM Computing Classification System — <https://www.acm.org/publications/class-2012> — is a set of classifiers and concepts that describe the computing discipline. Authors can select entries from this classification system, via <https://dl.acm.org/ccs/ccs.cfm>, and generate the commands to be included in the L^AT_EX source.

Table 1: Frequency of Special Characters

Non-English or Math	Frequency	Comments
Ø	1 in 1,000	For Swedish names
π	1 in 5	Common in math
\$	4 in 5	Used in business
Ψ_1^2	1 in 40,000	Unexplained usage

User-defined keywords are a comma-separated list of words and phrases of the authors' choosing, providing a more flexible way of describing the research being presented.

CCS concepts and user-defined keywords are required for for all articles over two pages in length, and are optional for one- and two-page articles (or abstracts).

9 SECTIONING COMMANDS

Your work should use standard \LaTeX sectioning commands: section, subsection, subsubsection, and paragraph. They should be numbered; do not remove the numbering from the commands.

Simulating a sectioning command by setting the first word or words of a paragraph in boldface or italicized text is **not allowed**.

10 TABLES

The “acmart” document class includes the “booktabs” package — <https://ctan.org/pkg/booktabs> — for preparing high-quality tables.

Table captions are placed *above* the table.

Because tables cannot be split across pages, the best placement for them is typically the top of the page nearest their initial cite. To ensure this proper “floating” placement of tables, use the environment **table** to enclose the table's contents and the table caption. The contents of the table itself must go in the **tabular** environment, to be aligned properly in rows and columns, with the desired horizontal and vertical rules. Again, detailed instructions on **tabular** material are found in the *\LaTeX User's Guide*.

Immediately following this sentence is the point at which Table 1 is included in the input file; compare the placement of the table here with the table in the printed output of this document.

To set a wider table, which takes up the whole width of the page's live area, use the environment **table*** to enclose the table's contents and the table caption. As with a single-column table, this wide table will “float” to a location deemed more desirable. Immediately following this sentence is the point at which Table 2 is included in the input file; again, it is instructive to compare the placement of the table here with the table in the printed output of this document.

Always use `midrule` to separate table header rows from data rows, and use it only for this purpose. This enables assistive technologies to recognise table headers and support their users in navigating tables more easily.

11 MATH EQUATIONS

You may want to display math equations in three distinct styles: inline, numbered or non-numbered display. Each of the three are discussed in the next sections.

11.1 Inline (In-text) Equations

A formula that appears in the running text is called an inline or in-text formula. It is produced by the **math** environment, which can be invoked with the usual `\begin . . . \end` construction or with the short form `$. . . $`. You can use any of the symbols and structures, from α to ω , available in \LaTeX [24]; this section will simply show a few examples of in-text equations in context. Notice how this equation: $\lim_{n \rightarrow \infty} x = 0$, set here in in-line math style, looks slightly different when set in display style. (See next section).

11.2 Display Equations

A numbered display equation—one set off by vertical space from the text and centered horizontally—is produced by the **equation** environment. An unnumbered display equation is produced by the **displaymath** environment.

Again, in either environment, you can use any of the symbols and structures available in \LaTeX ; this section will just give a couple of examples of display equations in context. First, consider the equation, shown as an inline equation above:

$$\lim_{n \rightarrow \infty} x = 0 \quad (1)$$

Notice how it is formatted somewhat differently in the **displaymath** environment. Now, we'll enter an unnumbered equation:

$$\sum_{i=0}^{\infty} x + 1$$

and follow it with another numbered equation:

$$\sum_{i=0}^{\infty} x_i = \int_0^{\pi+2} f \quad (2)$$

just to demonstrate \LaTeX 's able handling of numbering.

12 FIGURES

The “figure” environment should be used for figures. One or more images can be placed within a figure. If your figure contains third-party material, you must clearly identify it as such, as shown in the example below.

Your figures should contain a caption which describes the figure to the reader.

Figure captions are placed *below* the figure.

Every figure should also have a figure description unless it is purely decorative. These descriptions convey what's in the image to someone who cannot see it. They are also used by search engine crawlers for indexing images, and when images cannot be loaded.

A figure description must be unformatted plain text less than 2000 characters long (including spaces). **Figure descriptions should not repeat the figure caption – their purpose is to capture important information that is not already provided in the caption or the main text of the paper.** For figures that convey important and complex new information, a short text description may not be adequate. More complex alternative descriptions can be placed in an appendix and referenced in a short figure description. For example, provide a data table capturing the information in a bar chart, or a structured list representing a graph.

Table 2: Some Typical Commands

Command	A Number	Comments
<code>\author</code>	100	Author
<code>\table</code>	300	For tables
<code>\table*</code>	400	For wider tables



Figure 2: 1907 Franklin Model D roadster. Photograph by Harris & Ewing, Inc. [Public domain], via Wikimedia Commons. (<https://goo.gl/VLCRBB>).

For additional information regarding how best to write figure descriptions and why doing this is so important, please see <https://www.acm.org/publications/taps/describing-figures/>.

12.1 The “Teaser Figure”

A “teaser figure” is an image, or set of images in one figure, that are placed after all author and affiliation information, and before the body of the article, spanning the page. If you wish to have such a figure in your article, place the command immediately before the `\maketitle` command:

```
\begin{teaserfigure}
  \includegraphics[width=\textwidth]{sampleteaser}
  \caption{figure caption}
  \Description{figure description}
\end{teaserfigure}
```

13 CITATIONS AND BIBLIOGRAPHIES

The use of \LaTeX for the preparation and formatting of one’s references is strongly recommended. Authors’ names should be complete — use full first names (“Donald E. Knuth”) not initials (“D. E. Knuth”) — and the salient identifying features of a reference should be included: title, year, volume, number, pages, article DOI, etc.

The bibliography is included in your source document with these two commands, placed just before the `\end{document}` command:

```
\bibliographystyle{ACM-Reference-Format}
```

```
\bibliography{bibfile}
```

where “bibfile” is the name, without the “.bib” suffix, of the \LaTeX file.

Citations and references are numbered by default. A small number of ACM publications have citations and references formatted in the “author year” style; for these exceptions, please include this command in the **preamble** (before the command “`\begin{document}`”) of your \LaTeX source:

```
\citestyle{acmauthoryear}
```

Some examples. A paginated journal article [2], an enumerated journal article [10], a reference to an entire issue [9], a monograph (whole book) [23], a monograph/whole book in a series (see 2a in spec. document) [17], a divisible-book such as an anthology or compilation [12] followed by the same example, however we only output the series if the volume number is given [13] (so Editor00a’s series should NOT be present since it has no vol. no.), a chapter in a divisible book [35], a chapter in a divisible book in a series [11], a multi-volume work as book [22], a couple of articles in a proceedings (of a conference, symposium, workshop for example) (paginated proceedings article) [3, 15], a proceedings article with all possible elements [34], an example of an enumerated proceedings article [14], an informally published work [16], a couple of preprints [6, 7], a doctoral dissertation [8], a master’s thesis: [4], an online document / world wide web resource [1, 28, 36], a video game (Case 1) [27] and (Case 2) [26] and [25] and (Case 3) a patent [33], work accepted for publication [30], ‘YYYYb’-test for prolific author [31] and [32]. Other cites might contain ‘duplicate’ DOI and URLs (some SIAM articles) [21]. Boris / Barbara Beeton: multi-volume works as books [19] and [18]. A couple of citations with DOIs: [20, 21]. Online citations: [36–38]. Artifacts: [29] and [5].

14 ACKNOWLEDGMENTS

Identification of funding sources and other support, and thanks to individuals and groups that assisted in the research and the preparation of the work should be included in an acknowledgment section, which is placed just before the reference section in your document.

This section has a special environment:

```
\begin{acks}
  ...
\end{acks}
```

so that the information contained therein can be more easily collected during the article metadata extraction phase, and to ensure consistency in the spelling of the section heading.

Authors should not prepare this section as a numbered or unnumbered `\section`; please use the “acks” environment.

15 APPENDICES

If your work needs an appendix, add it before the “`\end{document}`” command at the conclusion of your source document.

Start the appendix with the “`appendix`” command:

```
\appendix
```

and note that in the appendix, sections are lettered, not numbered. This document has two appendices, demonstrating the section and subsection identification method.

16 SIGCHI EXTENDED ABSTRACTS

The “`sigchi-a`” template style (available only in \LaTeX and not in Word) produces a landscape-orientation formatted article, with a wide left margin. Three environments are available for use with the “`sigchi-a`” template style, and produce formatted output in the margin:

- `sidebar`: Place formatted text in the margin.
- `marginfigure`: Place a figure in the margin.
- `marginfigure`: Place a table in the margin.

ACKNOWLEDGMENTS

To Robert, for the bagels and explaining CMYK and color spaces.

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A RESEARCH METHODS

A.1 Part One

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A.2 Part Two

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B ONLINE RESOURCES

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