#### COMP6991 23T1

Unsafe Rust

### Recap: Memory safety

# What if we need low-level access?

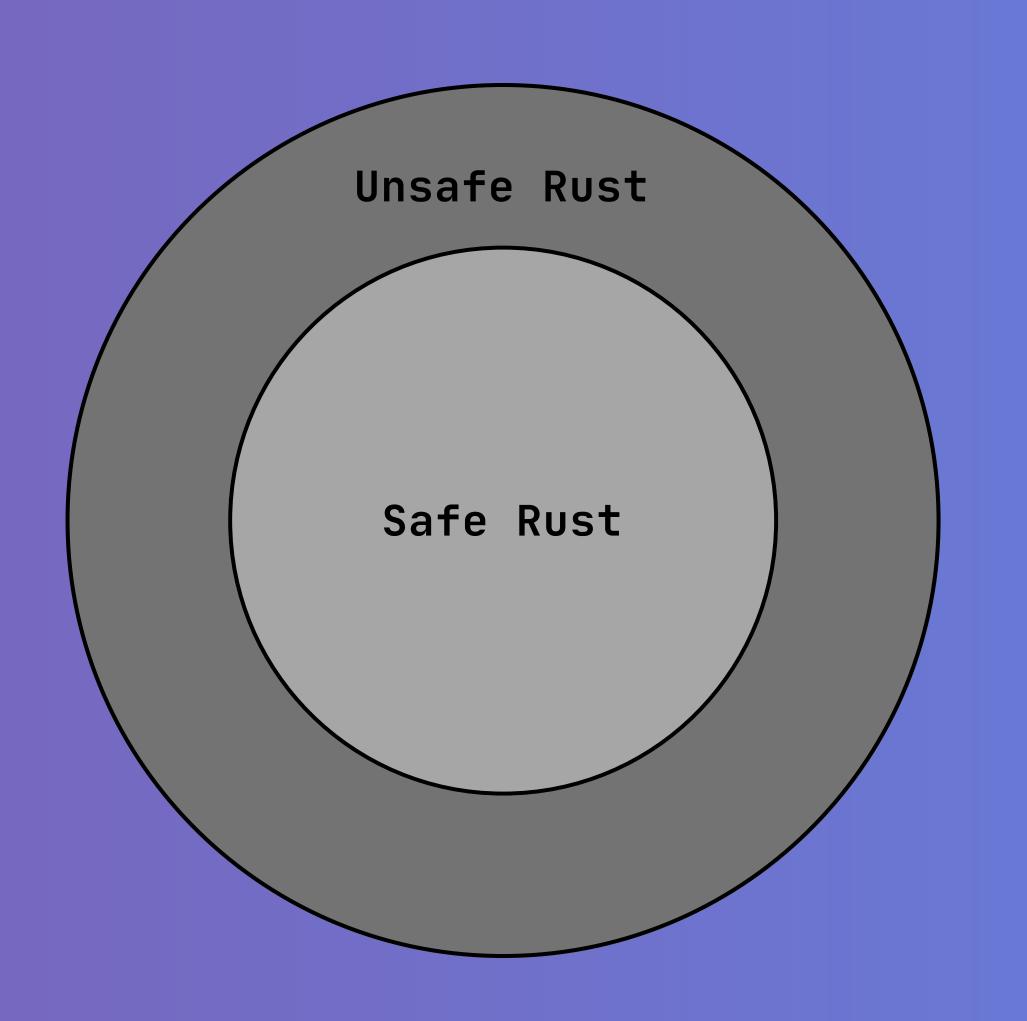


## Unsafe Rust



## Building blocks of unsafe Rust

```
> The `unsafe` keyword
> *const T, *mut T
> std::ptr::*
> std::alloc::*
> std::ffi::*
> (sometimes) `PhantomData`
```



## Why segment the language?

## The advantages of safe Rust

i.e. restricting the language

- > Memory safe by default!
- > No undefined behaviour
- > A <u>relative</u> low complexity
- > Quality diagnostics
- > Optimisation

## The advantages of unsafe Rust

i.e. wizardly powers

- > Low-level control
- > Raw system access
- > Fine-grained optimisation in
  pathological cases
- > Reasoning that the compiler cannot

### The disadvantages of safe Rust

i.e. restricting the language

- > Not flexible enough for all use cases
- > e.g. not many would write a
  (kernel) device driver in Python

### The disadvantages of unsafe Rust

i.e. wizardly powers

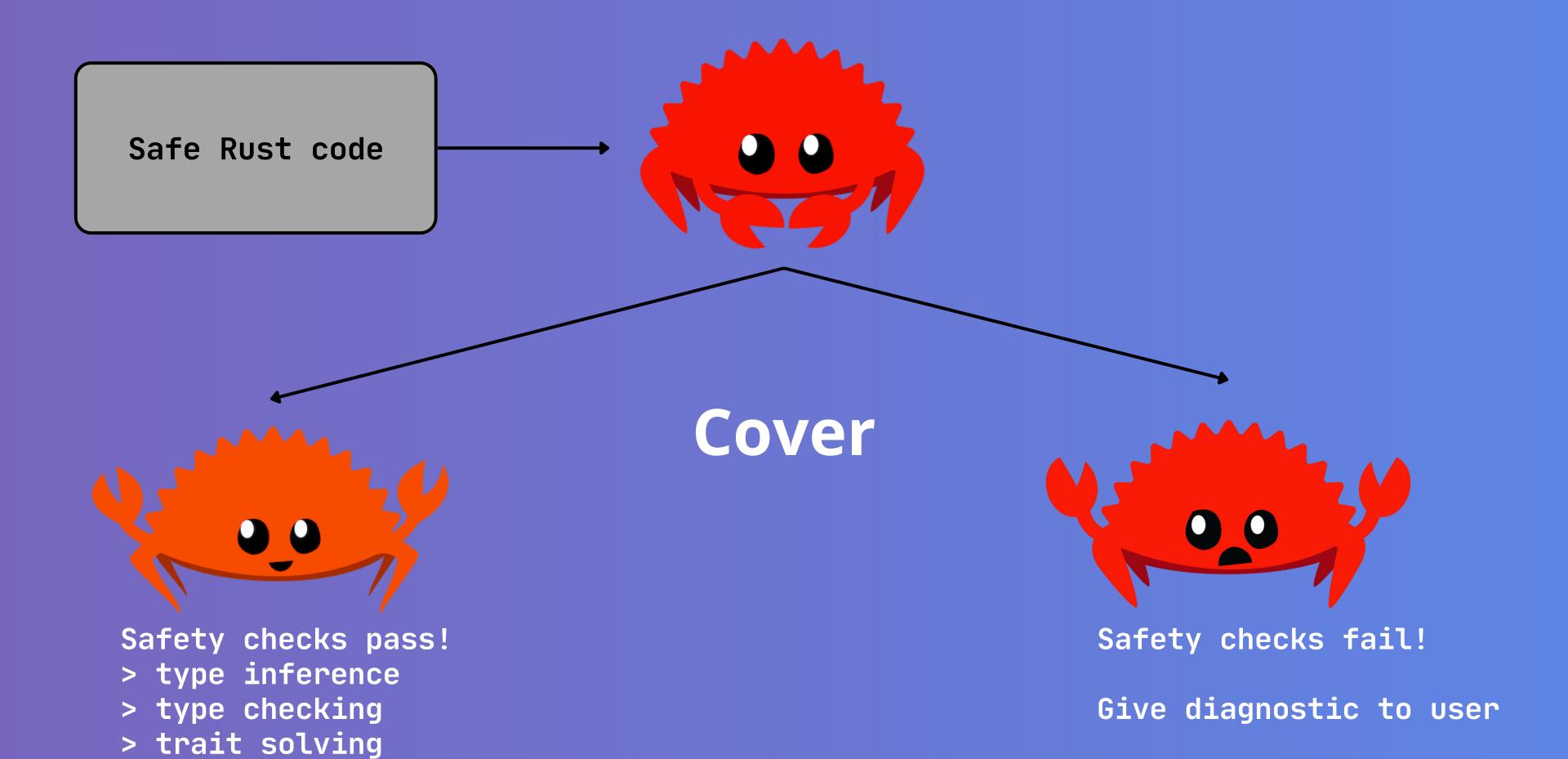
- > Threatens most advantages of safe Rust
- > e.g.
  - > Memory unsafety
  - > Undefined behaviour
- > Very high complexity

## Maintain guarantees of safe Rust...

## ...without limiting language capability?

## Unsafe implementations behind safe abstractions

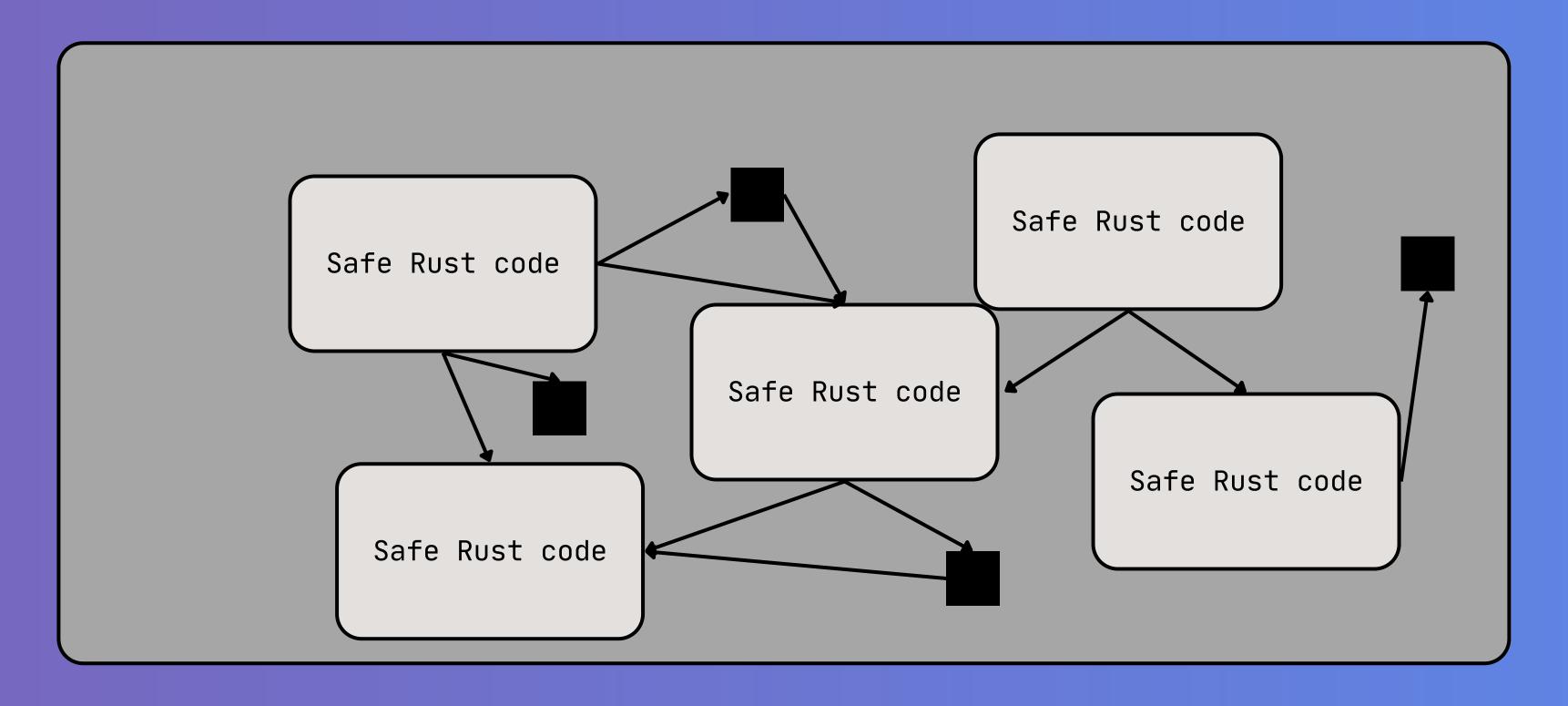




> borrowck

> etc.

### Anatomy of a Rust program



#### Inside the black box

Safe box

unsafe { crimes }

#### Unsafe superpowers

- 1. Dereference raw pointers
- 2. Call unsafe functions
- 3. Implement unsafe traits

- 4. Read/write a mutable or external static variable (???)
- 5. Accessing a field of a union, other than to assign to it (???)

## With great power comes great responsibility

https://doc.rustlang.org/reference/behaviorconsidered-undefined.html

Aside: UB in C

https://blog.regehr.org/archives/1520

http://www.openstd.org/jtc1/sc22/wg14/www/docs/n1548
.pdf#page=571

#### Tomorrow

Let's make a (usually sound) Vec!

## Checking unsafe code

```
> Miri
```

```
> https://github.com/rust-lang/miri
```

- > Sanitizers
- > https://doc.rustlang.org/nightly/unstablebook/compiler-flags/sanitizer.html

- > With concurrency: Loom
  - > https://docs.rs/loom/latest/loom/