BERLIN ALL HANDS

Guten tag!

- Welcome to the *first ever* Rust All Hands!

- Vital info:

    - Wifi: "Mozilla Guest"

    - http://bit.do/rust-berlin

    - Code of conduct
      "We are committed to providing a friendly, safe and welcoming environment for all"

Why are we here?

Why are we *here*?

What city / state / region / country do you live in?

7,768 responses

- Germany (367)
- France (176)
- UK (97)
- Sweden (92)
- California (79)
- Canada (78)
- Australia (74)
- London, UK (70)
- Poland (64)
- Norway (61)
- Berlin, Germany (59)
- London (59)

Why are *we* here?

❖ There are ~50 of us here

❖ Only ~1/3 employed by Mozilla

❖ Spanning 15 different teams/working groups

Infra	Compiler	Unsafe code guidelines
WG-CLI	Community	Web site
WG-Net	Docs	Rust Reach
WG-Embedded	Tools	Lang
WG-Wasm	Cargo	Libs

Why are we here?

- ❖ *In theory*:   Rust 2018

- ❖ *In practice*: because Rust is cool, fun, and exciting

"Rust is a chance to get things right."

–*a common feeling*

It's about people

We all love the technology, the ideas, and want to polish them to perfection

But we have to remember, at the end of the day, it's about *people*

It's about people

* If we don't ship,
  our "perfect" work is irrelevant

* If "getting things right" makes Rust too hard,
  people won't use it

* If we don't document what we've built,
  people won't understand it

* If we don't explain what we're doing,
  people won't appreciate it

It's about people... *and* tech

- Rust is at its best when it *aligns* people and technology:

  - Iterator design

  - Rayon

  - rustc compiler errors

  - "Hack without fear"

- **Rust is an empowering technology**

Rust [is] broadly empowering: not only does it allow C++ programmers to be more effective, but people who have little or no low-level programming experience are able to create things they've never been able to before.

–Dave Herman

Rust 2018 is about people

- **Explain it**
  - Major "edition" release: a chance to tell our story
  - Complete website overhaul; "what is Rust for?"
  - Domain WGs: complete "user stories" for Rust
  - Production user white papers

Rust 2018 is about people

- **Document it**
  - TRPL 2018 edition!
  - Domain WG docs for each domain
  - API guidelines
  - Cookbook
  - Intermediate-level docs
  - rustdoc support for books
  - Alternative-style "docs": videos, exercises, etc

Rust 2018 is about people

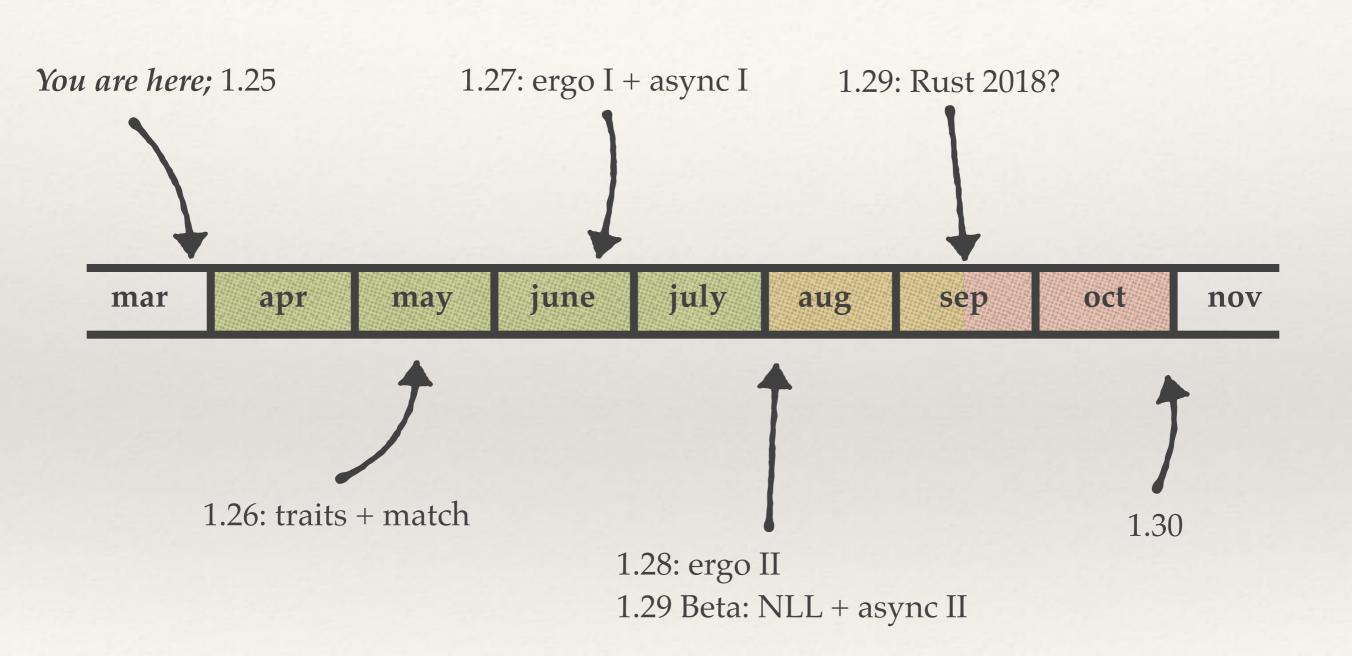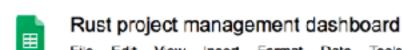- **Ship it**

  - Rust 2018 is a focal point for stabilization and polish

  - Just like with 1.0, shipping at this scale is hard; we have to accept that we'll make some mistakes

  - **Requires team coordination** — a big goal this week

Rust 2018 is about people... *and* tech

❖ impl Trait

❖ async/await

❖ NLL

❖ stable procedural macros

❖ RLS 1.0

❖ rustfmt 1.0

How do we do it?

You are here; 1.25

1.27: ergo I + async I

1.29: Rust 2018?

| mar | apr | may | june | july | aug | sep | oct | nov |

1.26: traits + match

1.28: ergo II
1.29 Beta: NLL + async II

1.30

		DESCRIPTION								WEEKLY STATUS				
ITEM	CATEGORY	TARGET	Plan	RFC	Nightly	FCP	Stab	Doc	OWNER	5 March	12 March	19 March	26 March	2 April
In-band lifetimes	Compiler	1.27		✓					nmatsakis	Behind	Behind			
└ ' notation	Compiler	1.26	✓	✓	✓	●			nmatsakis	Behind	On track	On track		
└└ lints	Compiler	1.27		✓		N/A		N/A	nmatsakis			On track		
└ elision in impl headers	Compiler	1.27		✓					nmatsakis		Behind	On track		
└ lints for in-band		?		✓										
Infer T: 'x bounds	Compiler	1.28		✓					nmatsakis	Behind	On track	On track		
Implied bounds	Compiler	1.27		✓					nmatsakis		On track	On track		
SLG solver spike	Traits	1.26							nmatsakis	On track	On track	On track		
NLL	Compiler	?	SOS	✓					pnkfelix	On track	Behind	Behind		
dyn Trait	Compiler	1.26	✓	✓	✓	r?			nmatsakis	On track	Blocked	Behind		
∃ impl Trait	Lang	1.26	✓	✓	✓	●			cramertj	Blocked	On track	Behind		
∀ impl Trait	Lang	1.26	✓	✓	✓	●			cramertj	On track	On track	On track		
never_type	Compiler	1.26		✓	✓	✓	✓		nmatsakis	On track	On track	On track		
match ergonomics	Lang	1.26		✓	✓	✓	SOS		nmatsakis	On track	Blocked	Behind		
Copy-coercions	Lang	1.27	✓		qmx				nmatsakis	Behind	Behind	On track		
Generators	Lang	?	SOS						nmatsakis			Not started		
async await	Lang	?		boats					withoutboats	Not started	Not started			
? in main	Compiler	?		✓	✓				nmatsakis					
└ language changes	Compiler	1.26	✓	✓	✓	✓	PR	SOS	nmatsakis	On track	On track	On track		
└ test changes	Lang	1.27		SOS					nmatsakis			Blocked		
└ library changes	Libs	?							nmatsakis		Not started			
Proc macros	Compiler	?	SOS	✓					acrichto		On track	Blocked		
└ modules integration	Compiler	?	SOS	✓					acrichto					
Caller loc unwrap	Compiler	?		✓	SOS				??		Behind	Not started		
Compiler perf	Compiler	?							mw		On track	On track		
Raw identifiers	Compiler	1.27	✓	✓	PR				nmatsakis		On track	On track		
epoch hygiene	Compiler	?							Manishearth		Not started	Not started		
Epoch lints	Compiler	?							Manishearth	On track	On track	On track		
Module path changes	Lang	1.28			1.27				nmatsakis	Behind	On track	On track		
Trait aliases	Compiler	1.27	SOS						nmatsakis		Behind	Behind		
Easy edition feature flag	Lang	1.26							Manishearth			On track		
Finalize new keywords	Lang	1.27							Centril	Behind	Behind	On track		

Nicholas Matsa...
11:24 PM Mar 18

No progress last week, b
to hack/meet on Monday

Nicholas Matsaki
9:18 PM Mar 20

Had the meeting and ba
working now! Need to se
schedule.

This week

- **Come away ready and excited to finish Rust 2018**

- Teams have formal meeting allotments

- Some special cross-team meetings!

- Community space + small meeting rooms available also

- We'll hear from various team leads throughout

- *Most important: **have fun**!*

The rest of the day

- ❖ http://bit.do/rust-berlin

- ❖ Introductions

- ❖ Team goals

- ❖ Niko on contribution, mentoring, & participation

- ❖ *Lunch at noon*

- ❖ Two technical sessions, covering:
  macros 2.0, CLI, compiler consumers, Cargo