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Rust + Unsafe code

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Rust safety guarantees– type safety! memory safety!

Prevents by default:

- Dangling pointers
- Data races
- Integer overflow (default in debug builds)
- Buffer overflow
- Iterator invalidation

Integer overflow and buffer overflow prevention require runtime checks.
Buffer overflow checks minimized idiomatically by iterators

wtf does 'unsafe' mean

Rust has a *borrow checker*:

```
error[E0499]: cannot borrow `foo.bar1` as mutable more than once at a time
  --> src/test/compile-fail/borrowck/borrowck-borrow-from-owned-ptr.rs:29:22
   |
28 |         let bar1 = &mut foo.bar1;
   |                        -------- first mutable borrow occurs here
29 |         let _bar2 = &mut foo.bar1;
   |                         ^^^^^^^^ second mutable borrow occurs here
30 |         *bar1;
31 |     }
   |     - first borrow ends here
```

- each value is uniquely owned by a single variable x
- if that value is assigned to a different variable y, the value has moved to y
- now y owns the value, and compiler aborts if x tries to access the value
- values can be immutable borrowed any number of times, but only one mutable reference is allowed

you still haven't explained what 'unsafe' is

You can't do everything in 'safe' blocks. Sometimes you need to violate these rules.

- dereference raw pointers
- call unsafe functions (including C functions)
- implement unsafe traits
- mutate statics

```
2  unsafe fn unsafe_foo(){
3      //do unsafe things
4  }
5
6  fn bar(){
7      //do safe things
8      unsafe{
9          //do unsafe things
10     }
11 }
```

	files	blank	comment	code	unsafe	%unsafe	fns	unsafe fns	%unsafe fns	panics
rust-bootstrap	21	896	649	6899	40	0.579794	156	0	0	34
rust-build_helper	1	24	28	211	0	0	4	0	0	3
rust-ci	0	0	0	0	0	0	0	0	0	0
rust-compiler-rt	0	0	0	0	0	0	0	0	0	0
rust-doc	0	0	0	0	0	0	0	0	0	0
rust-driver	1	4	9	9	0	0	1	0	0	0
rust-etc	0	0	0	0	0	0	0	0	0	0
rust-grammar	0	0	0	0	0	0	0	0	0	0
rust-jemalloc	0	0	0	0	0	0	0	0	0	0
rust-liballoc	10	429	1343	3168	401	12.6578	174	0	0	3
rust-liballoc_jemalloc	2	40	19	280	7	2.5	10	0	0	1
rust-liballoc_system	1	33	12	229	5	2.18341	5	0	0	0
rust-libarena	1	69	19	524	122	23.2824	15	0	0	2
rust-libbacktrace	0	0	0	0	0	0	0	0	0	0
rust-libcollections	26	1892	5511	15172	3896	25.6789	689	0	0	10
rust-libcompiler_builtins	2	104	42	998	158	15.8317	30	2	6.66667	0
rust-libcore	88	3398	13169	27072	1025	3.7862	1429	0	0	37
rust-libflate	2	21	27	138	25	18.1159	9	0	0	0
rust-libfmt_macros	1	39	30	639	0	0	30	0	0	0
rust-libgetopts	1	145	153	1326	0	0	47	0	0	43
rust-libgraphviz	1	97	349	703	0	0	60	0	0	2
rust-liblibc	0	0	0	0	0	0	0	0	0	0
rust-libpanic_abort	1	13	51	70	0	0	0	0	0	0
rust-libpanic_unwind	8	150	319	882	12	1.36054	12	0	0	2
rust-libproc_macro	1	29	42	127	0	0	7	0	0	0
rust-libproc_macro_plugin	2	37	85	204	0	0	14	0	0	4
rust-librand	11	418	349	2929	22	0.75111	191	0	0	1
rust-librustc	135	8121	5428	60018	64	0.106635	2124	0	0	25
rust-librustc_asan	2	7	18	30	0	0	1	0	0	0
rust-librustc_back	93	468	959	3334	39	1.16977	23	0	0	4
rust-librustc_bitflags	1	60	120	320	0	0	22	0	0	0
rust-librustc_borrowck	19	911	499	6990	1	0.0143062	266	0	0	0
rust-librustc_const_eval	5	287	134	2937	0	0	79	0	0	0
rust-librustc_const_math	6	79	67	868	4	0.460829	17	0	0	2
rust-librustc_data_structures	39	1080	617	6067	97	1.59881	311	0	0	5
rust-librustc_driver	6	528	178	3836	7	0.182482	125	0	0	16
rust-librustc_errors	8	293	122	2626	41	1.56131	64	0	0	16
rust-librustc_incremental	21	608	502	3806	0	0	119	0	0	1
rust-librustc_lint	5	341	88	2765	0	0	124	0	0	2
rust-librustc_llvm	5	299	98	2288	80	3.4965	15	0	0	2
rust-librustc_lsan	2	7	18	30	0	0	1	0	0	0
rust-librustc_metadata	12	784	487	5877	65	1.10601	208	0	0	0
rust-librustc_mir	46	1341	778	10984	2	0.0182083	264	0	0	1
rust-librustc_msan	2	7	18	30	0	0	1	0	0	0
rust-librustc_passes	8	217	117	1769	0	0	131	0	0	1
rust-librustc_platform_intrinsics	6	36	74	9940	0	0	0	0	0	0
rust-librustc_plugin	4	63	94	314	15	4.77707	7	0	0	1
rust-librustc_privacy	1	140	36	1063	0	0	55	0	0	0
rust-librustc_resolve	5	608	87	5445	0	0	186	0	0	6
rust-librustc_save_analysis	9	520	173	5086	0	0	188	0	0	0
rust-librustc_trans	71	2876	1946	21212	2191	10.3291	433	0	0	7
rust-librustc_tsan	2	7	18	30	0	0	1	0	0	0
rust-librustc_typeck	39	2563	1096	19643	0	0	526	0	0	2
rust-librustdoc	28	1285	562	12161	577	4.74468	368	0	0	23
rust-libserialize	7	719	349	4997	8	0.160096	471	0	0	13
rust-libstd	248	7838	18009	56130	4354	7.75699	3103	4	0.128908	250
rust-libstd_unicode	4	129	440	3177	19	0.598048	30	0	0	0
rust-libsyntax	54	3364	1483	29655	63	0.212443	1161	0	0	81
rust-libsyntax_ext	28	727	713	5725	6	0.104803	104	0	0	8
rust-libsyntax_pos	3	202	105	1105	3	0.271493	53	0	0	0
rust-libterm	6	172	134	1535	19	1.23779	59	0	0	1
rust-libtest	0	0	0	0	0	0	0	0	0	0
rust-libunwind	3	42	27	248	0	0	3	0	0	0
rust-llvm	0	0	0	0	0	0	0	0	0	0
rust-rt	0	0	0	0	0	0	0	0	0	0
rust-rtstartup	2	17	32	88	0	0	2	0	0	0
rust-rust-installer	0	0	0	0	0	0	0	0	0	0
rust-rustc	3	9	28	11	0	0	3	0	0	0
rust-rustllvm	0	0	0	0	0	0	0	0	0	0
rust-test	0	0	0	0	0	0	0	0	0	0
rust-tools	13	273	247	1880	0	0	69	0	0	12

...why did i include the image with the tiny text

Rust's compiler is written in Rust!

This shows the amount of 'unsafe code' in each compiler module

- Lots of them are 0%!
- The worst is rust-libcollections at 25%

How this should actually be done

- simplified AST
- test predicates
- categorize unsafe as FFI or not

Questions?

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