

# PyO3: Python Loves Rust

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# Acknowledgement of Country

Belmont (in San Francisco Bay Area Peninsula)  
Ancestral homeland of the Ramaytush Ohlone people

# Rust: Intro

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What

# Rust: Intro

What  
Why

# Rust: Intro

What

Why

How

# Rust: What?

# Rust: What?

Low-level



# Rust: What?

Low-level

Zero-cost abstractions

# Rust: What?

Low-level

Zero-cost abstractions

Memory safe!

# Rust: Why?

# Rust: Why?

Performance

# Rust: Why?

Performance  
Safety

# Rust: Why?

Performance

Safety

"Low-level parsing"

# Toy Example: Counting

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Character appears more than  $X$  times



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Optionally, reset counts on spaces/newlines

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"Toy example"

# Toy Example: Counting

Character appears more than  $X$  times

Optionally, reset counts on spaces/newlines

"Toy example"

Just interesting enough

## Rust example: Enum

```
enum Reset {  
    NewlinesReset ,  
    SpacesReset ,  
    NoReset ,  
}
```

## Rust example: Struct

```
struct Counter {  
    what: char,  
    min_number: u64,  
    reset: Reset,  
}
```

## Rust example: Impl

```
impl Counter {  
    fn has_count(  
        &self ,  
        data: &str ,  
    ) -> bool {  
        has_count(self , data.chars())  
    }  
}
```

## Rust example: Loop

```
fn has_count(cntr: &Counter,
             chars: std::str::Chars) -> bool {
    let mut current_count : u64 = 0;
    for c in chars {
        if got_count(cntr, c, &mut current_count) {
            return true;
        }
    }
    false
}
```

## Rust example: Counting

```
fn got_count(cntr: &Counter,
             c: char, current_count: &mut u64) -> bool {
    maybe_reset(cntr, c, current_count);
    maybe_incr(cntr, c, current_count);
    *current_count >= cntr.min_number
}
```



## Rust example: Reset

```
fn maybe_reset(cntr: &Counter,
               c: char, current_count: &mut u64) -> () {
    match (c, cntr.reset) {
        ('\n', Reset::NewlinesReset) |
        (' ', Reset::SpacesReset) => {
            *current_count = 0;
        }
        _ => {}
    };
}
```

## Rust example: Increment

```
fn maybe_incr(cntr: &Counter,
              c: char, current_count: &mut u64) -> () {
    if c == cntr.what {
        *current_count += 1;
    };
}
```

# Rust example: disclaimer

## Rust example: disclaimer

Not necessarily best practices:

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Not necessarily best practices:  
Code style

# Rust example: disclaimer

Not necessarily best practices:

Code style

API

Inline

Inline  
Modify together



## PyO3 example: Include

```
use pyo3::prelude::*;
```

## PyO3 example: Wrap enum

```
#[pyclass]
#[derive(Clone)]
#[derive(Copy)]
enum Reset {
    /* ... */
}
```

## PyO3 example: Wrap struct

```
#[pyclass]
struct Counter {
    /* ... */
}
```

## PyO3 example: Wrap impl

```
#[pymethods]
impl Counter {
    #[new]
    fn new(what: char, min_number: u64,
           reset: Reset) -> Self {
        Counter{what: what,
                min_number: min_number, reset: reset}
    }
    /* ... */
}
```

## PyO3 example: Define module

```
#[pymodule]
fn counter(_py: Python, m: &PyModule
) -> PyResult<()> {
    m.add_class::<Counter>()?;
    m.add_class::<Reset>()?;
    Ok(())
}
```

# Maturin develop

```
(venv)$ maturin develop
```

# Maturin build

```
(venv)$ maturin build
```

# Python

Use!



# Import

```
import counter
```

# Constructor

```
cntr = counter.Counter(  
    'c',  
    3,  
    counter.Reset.NewlinesReset,  
)
```

# Call

```
cntr.has_count("hello-c-c-c-goodbye")
```

```
True
```

# Call

```
cntr.has_count("hello-c-c-\nc-goodbye")
```

```
False
```

# Take-aways

Why?

# Rust + Python

Easy!

# Differences

# Differences

Rust:



# Differences

Rust: High-performance,

# Differences

Rust: High-performance, safe,

# Differences

Rust: High-performance, safe, learning curve,

# Differences

Rust: High-performance, safe, learning curve, awkward prototyping

# Differences

Rust: High-performance, safe, learning curve, awkward prototyping  
Python:

# Differences

Rust: High-performance, safe, learning curve, awkward prototyping  
Python: Easy,

# Differences

Rust: High-performance, safe, learning curve, awkward prototyping

Python: Easy, tight iteration,

# Differences

Rust: High-performance, safe, learning curve, awkward prototyping

Python: Easy, tight iteration, Speed cap



# Combined

# Combined

Prototype in Python

# Combined

Prototype in Python  
Move perf bottlenecks to Rust

# Combined

Prototype in Python  
Move perf bottlenecks to Rust

# Stronger together

# Stronger together

Development

# Stronger together

Development  
Deployment

# Stronger together

Development  
Deployment  
Enjoy!