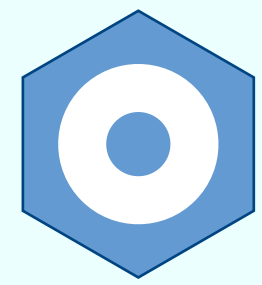




- `send` is a “marker interface” (in Rust a “marker trait”)
- Similar to a C++ “type trait”

- Inferred if:
 - A copy can be made (value semantics)
 - A borrow can be shared (**const** T^{\wedge})
 - **NOT** mutable borrow (T^{\wedge})

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Sync & Send in Circle

- **send** is a “marker interface” (in Rust a “marker trait”)
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an owned place is a local variable or subobject of a local variable

g is a non-local variable declared at rel1.cxx:8:6

```
Pair g { 10, 20 };
      ^
```

```
sean@red:~/projects/circle4/talk$ circle match1.cxx
```

```
match: match1.cxx:21:10
```

```
    return match(obj) {
          ^
```

match-expression is not exhaustive

```
.i8, .u8, .i16, .u16, .u32, .i64, .s
```

```
sean@red:~/projects/circle4/talk$ circle thread1.cxx
```

```
error: thread1.cxx:22:32
```

```
    threads^.push_back(thread(&entry_point, ^s, i));
                        ^
```

error during overload resolution for std2::thread::thread

```
instantiation: std2.h:1225:9
```

```
    thread/(where F:static, Args...:static)(F f, Args... args) safe
    ^
```

during constraints checking of template parameter Args

template arguments: [

```
    F = void(&)(std2::basic_string<char, std2::allocator<char>>^/
    SCC-0, int) safe
```

```
    Args#0 = std2::basic_string<char, std2::allocator<char>>^/_
```

```
    Args#1 = int
```

```
]
```

```
constraint: std2.h:1224:26
```

```
    template<std2::send F, std2::send... Args>
```

constraint std2::send not satisfied over std2::basic_string<char, std2::allocator<char>>^

```
sean@red:~/projects/circle4/talk$
```

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```
match1.cxx x match2.cxx x match3.cxx x std2.h x
```

```
1 #feature on safety
```

```
2 #include "std2.h"
```

```
3
```

```
4 using namespace std2;
```

```
5
```

```
6 // Can we pass mutable borrows into thread entry
```

```
7 void entry_point(string^ s, int tid) safe {
```

```
8     s^->append("More text");
```

```
9     // println(*s);
```

```
10 }
```

```
11
```

```
12 int main() safe {
```

```
13     vector<thread> threads { };
```

```
14
```

```
15 {
```

```
16     // s dies before the threads join, so possible
```

```
17     string s = "Hello threads";
```

```
18
```

```
19     // Launch all threads.
```

```
20     const int num_threads = 15;
```

```
21     for(int i : num_threads)
```

```
22         threads^.push_back(thread(&entry_point, ^s
```

```
23     }
```

```
24
```

```
25     // Join all threads.
```

```
26     for(thread^ t : ^threads)
```

```
27         t^->join();
```

```
28 }
```

Sean Baxter