



Concerns

• Backends do not store data and lifetime management is the type

• May not be suitable for every case

- Could pay performance cost for simple, single threads

• Not the most efficient (*brw checking*)

• Great success in existing languages e.g. Swift

• Not "CC++"?

• Contradicts "Don't pay for what you don't use"





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- Bakes data-race safety and lifetime management in to the type
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 - Could pay performance cost for simple, single thread uses
 - Not the most efficient (*borrow checking*)
 - Great success in existing languages e.g. Swift
- Not “C++”?
 - Contradicts “Don’t pay for what you don’t use”

Sync & Send

Low-level



Actors

High-level

