





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"

Q1



# Concerns

- Bakes data-race safety and lifetime management in to the type
  - May not be suitable for every use case
  - 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

