Fast and safe web services with axum

Goal

- Broad Overview about Rust and it's current usage
- Detailed example to illustrate some features
- Encourage audience to try it out

Outline

- About myself
- My way to Rust
- Rust Introduction

About myself

- Tim Eggert
- Working at **qdrant** as Staff Engineer & Security Officer
- Recently moved to Baldenhain

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- Tim Eggert
- Working at **qdrant** as Staff Engineer & Security Officer
- Recently moved to Baldenhain
- Looking for a cozy place to talk about tech frequently!

Me trying to make friends



My way to Rust

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- Sometimes Java, but too verbose...
- Some C++ 11 with type inference (auto)
- Started my Rust journey in 2018

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"A language empowering everyone to build reliable and efficient software."

— https://www.rust-lang.org

Disclaimer: I am a fan of Rust

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 - Multiple platforms: Linux, Mac, Windows, Android, Web Assembly, ...

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 - ► Embedded devices like ESP32
 - Major CPU architectures: x86, ARM,
 - Multiple platforms: Linux, Mac, Windows, Android, Web Assembly, ...
- Widely adopted own documentation standard
- Enterprise features for stability and maintainability

Origins

- Brainchild of Graydon Hoare
- Adopted + Sponsored by Mozilla in 2010
- Decision at Mozilla: Build new Browser Engine (Servo) from scratch based on Rust

Reliability: Memory Safety & Thread Safety

"Rust's rich type system and ownership model guarantee memory-safety and threadsafety — enabling you to eliminate many classes of bugs at compile-time."

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- Databases (Meilisearch, Qdrant, ...)
- CLI Tools, Editors, Terminal Emulators, Shells, Language tooling (ruff, uv, ...)
- Deno (nodejs runtime competitor)
- Operating Systems (Redox OS, Linux Kernel)
- Cryptocurrency projects

... and many many more

Hello World

• Install Rust toolchain via rustup.rs:

```
curl --proto '=https' --tlsv1.2 -sSf https://sh.rustup.rs | sh
```

• Initiate a new project

```
cargo init hello_world

cd hello_world

cargo run
```

Hello World

```
1 fn main() {
2 println!("Hello World!");
3 }
```

Rust Web Backend Frameworks

- Famous choices: Actix Web, Rocket, Warp, Axum, Rouille, Tide, ...
- Framework Comparison
- For benchmark results, see the Tech Empower Web Framework Benchmarks

Initialize project

cargo init todos cd todos

Install dependencies

cargo add axum

cargo add tokio --features full

cargo add serde --features derive

cargo add uuid --features v4 --features serde

cargo add serde_json

Static Axum Server

```
1 use axum::{response::IntoResponse, routing::get, Router};
2
3 #[tokio::main]
4 async fn main() {
5    let app = Router::new().route("/todos", get(list_todos));
6    println!("Server running on http://127.0.0.1:3000");
7    let listener = tokio::net::TcpListener::bind("0.0.0.0:3000").await.unwrap();
8    axum::serve(listener, app).await.unwrap();
9 }
```

```
Static Axum Server
                                                                                      Rust
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   #[tokio::main]
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Static Axum Server
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  #[tokio::main]
  async fn main() {
5
      let app = Router::new().route("/todos", get(list_todos));
6
      println!("Server running on http://127.0.0.1:3000");
      let listener = tokio::net::TcpListener::bind("0.0.0.0:3000").await.unwrap();
8
       axum::serve(listener, app).await.unwrap();
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```
Static Axum Server
                                                                                      Rust
1 use axum::{response::IntoResponse, routing::get, Router};
2
  #[tokio::main]
4 async fn main() {
      let app = Router::new().route(["/todos"], [get]([list_todos]));
5
      println!("Server running on http://127.0.0.1:3000");
6
7
      let listener = tokio::net::TcpListener::bind("0.0.0.0:3000").await.unwrap();
8
      axum::serve(listener, app).await.unwrap();
9 }
```

```
handler function to list Todos

1 async fn list_todos() -> impl IntoResponse {
2   // Just return a static string for now
3   return "Todos";
4 }
```

```
Rust
Add a TodoItem type / struct
  use serde::{Deserialize, Serialize};
2 use uuid::Uuid;
3
  #[derive(Serialize, Deserialize, Clone)]
4
   struct TodoItem {
5
      id: Uuid,
6
       title: String,
       completed: bool,
8
9
```

```
Rust
Return static TodoItem as JSON
   use axum::Json;
2
   async fn list_todos() -> [Json<Vec<TodoItem>>) {
3
4
       let todo = TodoItem {
5
            id: Uuid::new_v4(),
6
           title: "First Todo".into(),
            completed: false,
8
       };
       return (Json(vec![todo]);
9
10 }
```

```
Add shared state

1 use tokio::sync::RwLock;

2 
3 #[derive(Default)]

4 struct AppState {

5  todos: RwLock<Vec<TodoItem>>>,

6 }
```

```
Rust
Add shared state
   use std::sync::Arc;
2
   #[tokio::main]
   async fn main() {
5
        let state = Arc::new(AppState::default());
6
       let app = Router::new()
7
            .route("/todos", get(list_todos))
            .with_state(state);
8
9
        . . .
       axum::serve(listener, app).await.unwrap();
10
11 }
```

```
Use AppState in list handler
1 use axum::extract::State;
2
3 async fn list_todos(State(state): State<Arc<AppState>>>) -> Json<Vec<TodoItem>>> {
4    let todos = state.todos.read().await.clone();
5    return Json(todos);
6 }
```

```
Rust
Add POST /todos
   use std::sync::Arc;
   #[tokio::main]
   async fn main() {
4
5
        let state = Arc::new(AppState::default());
6
       let app = Router::new()
            .route("/todos", get(list_todos) .post(create_todo))
8
            .with_state(state);
9
        . . .
10
        axum::serve(listener, app).await.unwrap();
11
```

```
Add a request type for TodoItem

1 #[derive(Serialize, Deserialize, Clone)]

2 struct TodoItemCreateRequest {

3 title: String,

4 completed: bool,

5 }
```

```
Add create_todo handler function
                                                                                              Rust
   async fn create todo(
       State((state)): (State<Arc<AppState>>),
2
       Json([payload]): Json<TodoItemCreateRequest >,
3
     -> [Json<TodoItem>] {
        let mut todos = (state.todos.write()).await;
5
6
       let todo = TodoItem {
           id: Uuid::new v4(),
           title: payload.title,
8
           completed: payload.completed,
9
10
       };
11
        todos.push(todo.clone());
        Json(todo)
12
13 }
```

```
Rust
Add DELETE /todo/{id}
   use axum::routing::delete;
2
   #[tokio::main]
   async fn main() {
5
       let state = Arc::new(AppState::default());
       let app = Router::new()
6
            .route("/todos", get(list_todos).post(create_todo))
            .route("/todos/{id}", delete(delete todo))
8
9
            .with state(state);
10
11
        axum::serve(listener, app).await.unwrap();
12 }
```

```
Rust
Add DELETE /todo/{id}
   use axum::{extract::Path, http::StatusCode};
2
3
   async fn delete todo(
       Path(id): Path<Uuid>,
4
       State( state): State<Arc<AppState>>
5
      -> (StatusCode) {
       let mut todos = (state.todos.write()).await;
       if let Some(pos) = [todos.iter()].position(|todo| todo.id == [id]) {
8
9
            todos.remove(pos);
            StatusCode::NO CONTENT
10
       } else {
11
            StatusCode::NOT FOUND
12
13
14 }
```

Building a release version

```
$> cargo build --release

$> ls -lah ./target/release/todos
-rwxr-xr-x@ 1 tim staff 1.8M Jan 11 00:33 ./target/release/todos*
```

Additional Notes

- Weekly newsletter: "This week in Rust"
- Wide Editor support: (RustRover, VSCode, Emacs, Vim, Zed, ...)
- Deep Dives: Crust of Rust
- Books: Which ones?