R-Evolution

A Story of Rust Adoption

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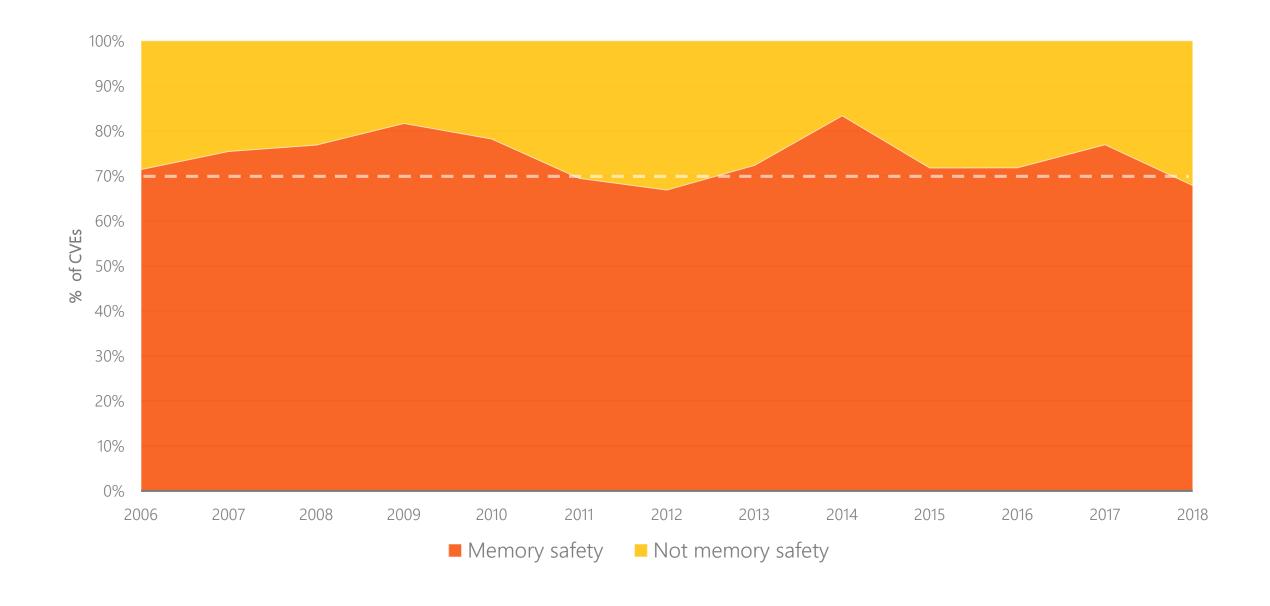
Microsoft

The Problem



At the core of this problem...



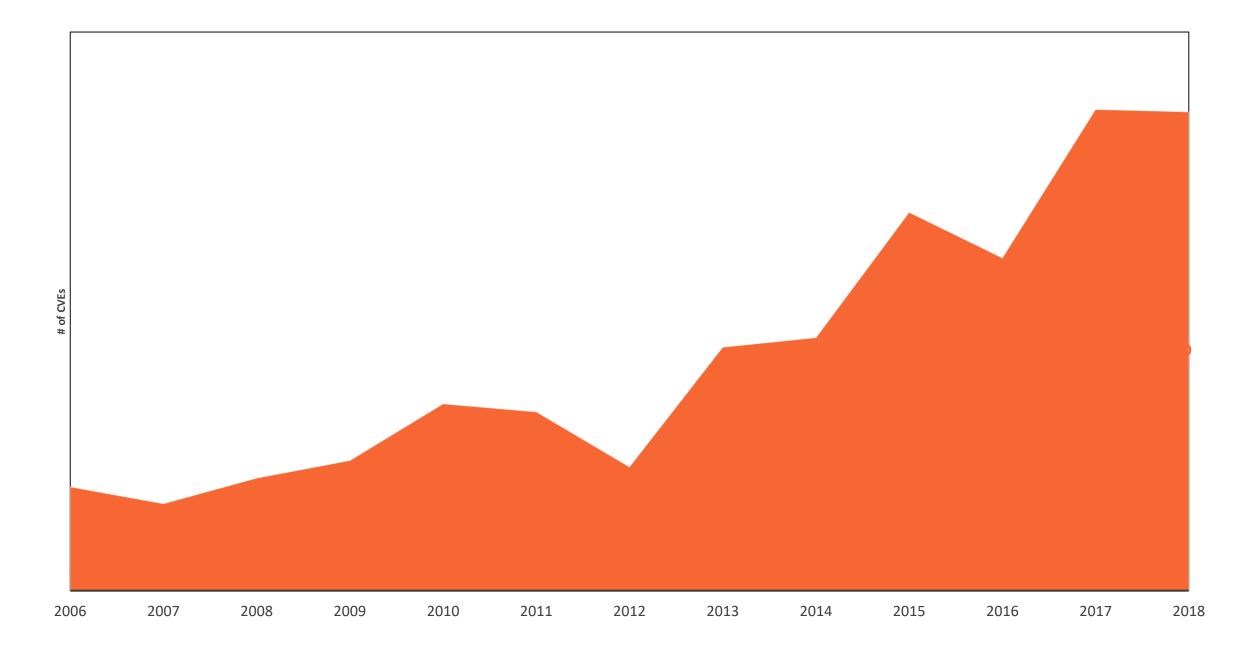


How much does this cost?

#150,000

How many issues per year?





Can the cost be even higher?











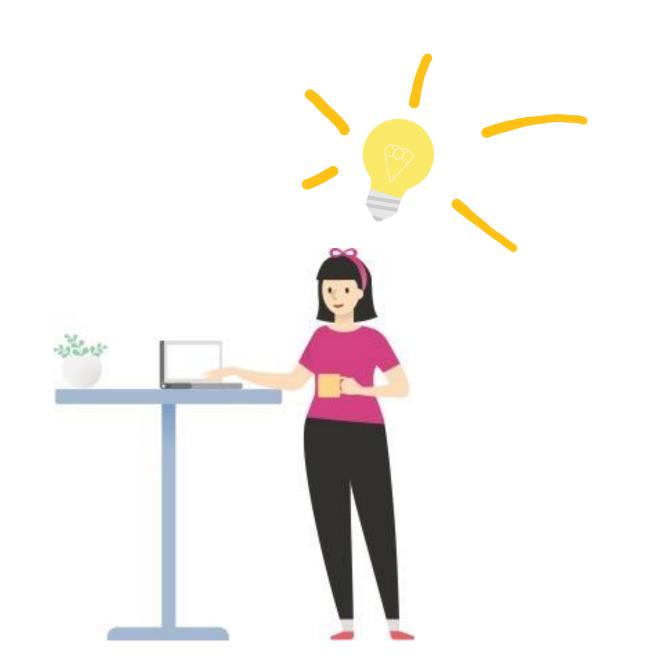




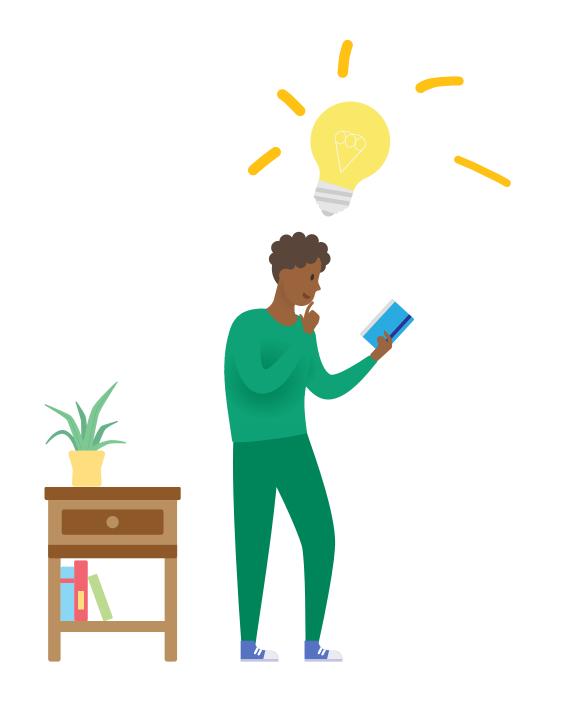


4,000,000,000

How do we fix this?



We need better programmers.



We need better analysis tools.

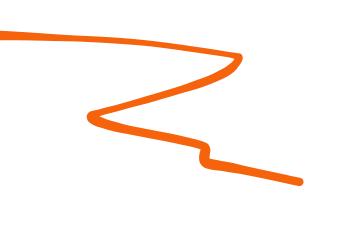


We need to make these issues impossible.

Runtime Checks



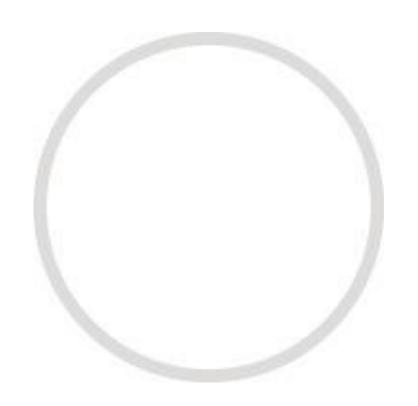
Garbage Collection





Rust



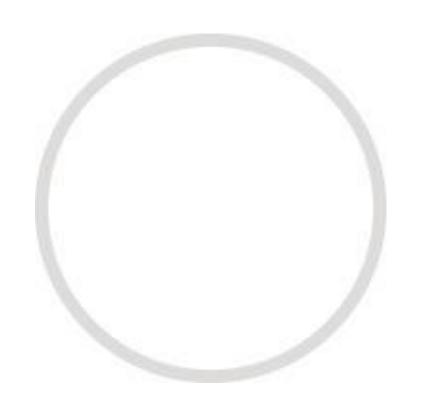




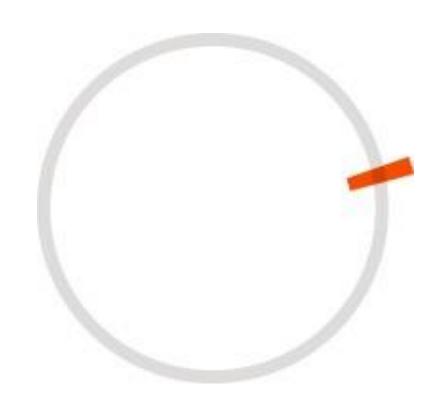


Code base
Audit %

Rust



Rust



Code base
Audit %

Of course, we're preaching to the choir

Adoption

How do languages get adopted?

Costs

Benefits

This is what makes Rust more adoptable

Costs

Benefit

The issue: 4 For security critical software, C++ is no longer acceptable.

The bet: Rust allows us to write performant security critical components safely

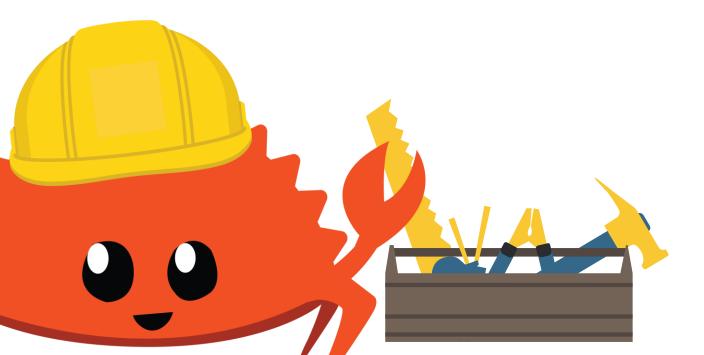
Not rewriting the world

Ok, now what?

The challenge: Integrate with the world



Tooling



Tooling

- Existing tooling
- Assumptions around MSVC



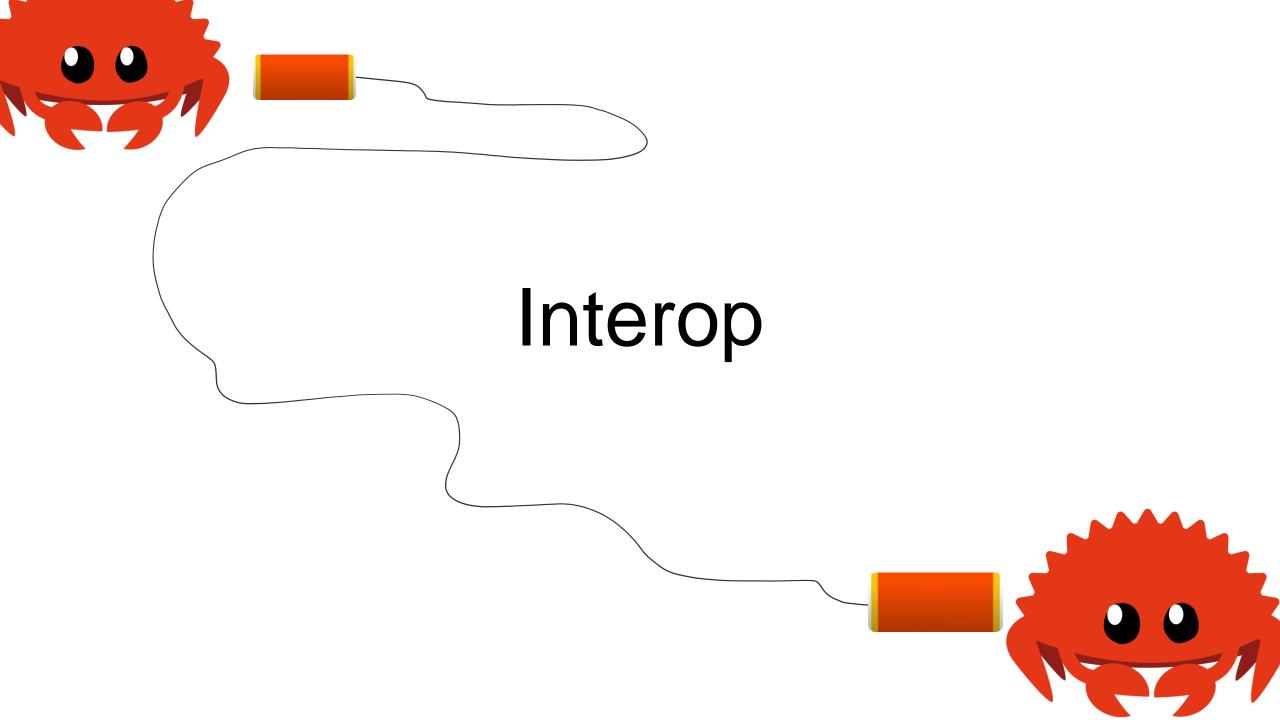
Build systems



Build systems

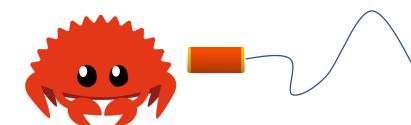
- Cargo playing along
- Existing build systems





Interop

- Existing C/C++ Code
- Bindgen
- COM, WinRT and Win32



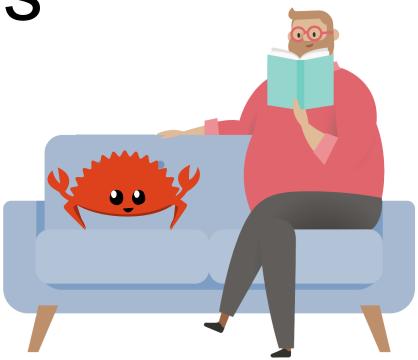
Weird

Weird

- Trusted toolchain
- Binary security policies
- Compliance



Humans



Humans

- Convincing others
- Training others



Governance

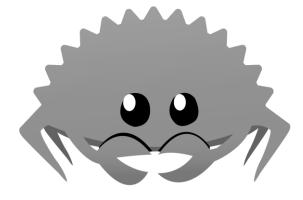


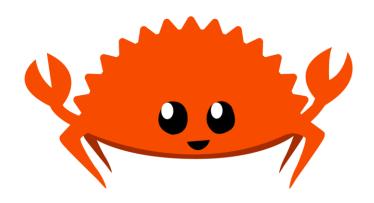
Governance

- Ensuring community ownership
- Establishing community principles



Language Changes

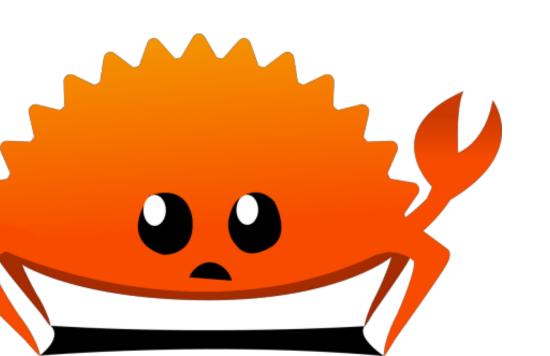




Language Changes

- Changes benefiting majority
- Community driven design

Reluctant Rustaceans

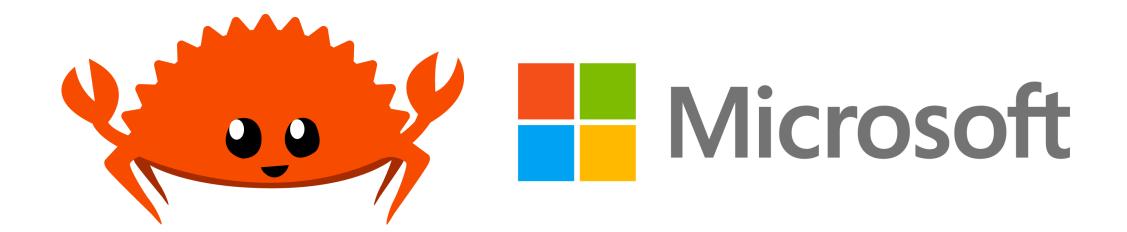


Reluctant Rustaceans

- Welcoming those who have to write Rust
- Maintaining community spirit



The Conclusion



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