

Ownership types in theory and practice (in Rust)

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Abstract

Keywords Rust, Ownership, Type, Safety

1 Introduction

2 Background

2.1 Memory Safety

Definition of memory safety[1].

2.2 History of Ownership Types

3 Main part

3.1 Ownership types in theory

3.2 Implementation in Rust

3.3 Practical examples using Rust

3.4 Alternatives

4 Related work

5 Summary & Outlook

References

- [1] László Szekeres, Mathias Payer, Tao Wei, and Dawn Song. 2013.
SoK: Eternal War in Memory. <https://doi.org/10.1109/SP.2013.13>