

Compile-time Deadlock Detection in Rust using Petri Nets

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- 1 Introduction
- 2 Rust
 - What is Rust?
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- 3 Petri nets
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- 4 Translation
 - MIR
 - Modelling threads
 - Modelling mutexes
 - Modelling condition variables

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What is Rust?

Rust is a multi-paradigm, general-purpose programming language that aims to provide developers with a safe and efficient way to write low-level code.

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Rust is a multi-paradigm, general-purpose programming language that aims to provide developers with a safe and efficient way to write low-level code.

- Memory-safe
- Compiled to machine code, no runtime needed
- High-level simplicity
- Low-level performance (on the same level as C or C++)

Brief timeline of Rust

- 2007** Started as a side project by Graydon Hoare, a programmer at Mozilla
- 2009** Mozilla officially started sponsoring the project
- 2015** First stable version 1.0
- 2016** Mozilla releases Servo, a browser engine built with Rust
- 2019** `async/await` support stabilized
- 2021** The Rust Foundation is founded by AWS, Huawei, Google, Microsoft, and Mozilla
- 2021** The Android Open Source Project encourages the use of Rust for the SO components below the ART
- 2022** The Linux kernel adds support for Rust alongside C
- 2023** 8 years in a row the most loved programming language in the Stack Overflow Developer Survey

Memory safety

It achieves memory safety without using a garbage collector or reference counting. Instead, it uses the concept of **ownership** and **borrowing**.

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It prevents a wide variety of error classes at compile-time:

- Double free
- Use after free
- Dangling pointers
- Data races
- Passing non-thread-safe variables

If a violation of the compiler rules is found, the program will simply not compile.

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