

APPS@UCU

Rust #3: Collections, Iterators, and Traits

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Collections in Rust

Collections

Most common collections

Rust's standard library implements some of the most common collections:

- **Sequences:** String, Vec, VecDeque, LinkedList
- **Maps:** HashMap, BTreeMap
- **Sets:** HashSet, BTreeSet
- **Misc:** BinaryHeap

In most cases, you are going to be fine with using just String, Vec, HashMap, HashSet.

Collections

String

Strings are dynamic (heap-allocated) UTF-8 collections!

```
// This dynamic string is allocated on the heap
```

```
let mut s = String::new();
```

```
// This string is compiled into the binary
```

```
let data = "utf-8 string";
```

```
let s = data.to_string();
```

```
let s = String::from("utf-8 string");
```

```
// String is a mutable growable type
```

```
s.push('a');
```

```
s.push_str("text");
```

```
s.push_str(data);
```

Collections

String

```
let s1 = String::from("Linux");
let s2 = String::from("Club");
let s3 = String::from("UCU");

// String concatenation
let s = format!("{}_{}@{}", s1, s2, s3);
assert_eq!(s, "Linux_Club@UCU");

let s = s1 + "_" + &s2 + "@" + &s3;
assert_eq!(s, "Linux_Club@UCU");

// YOU CAN'T INDEX A STRING IN RUST!
&s[0];
```

Collections

String

```
// You can slice it, but it will panic if you try
// to slice inside a UTF-8 character
&s[0..4];

// It's better to iterate over the array with these methods:
for c in s.chars() {
    println!("{}", c);
}

for b in s.bytes() {
    println!("{}", b);
}
```

Collections

String

```
// Rust's Strings implement Deref to &str, so it's
// better to take string slices as function parameters
fn takes_str(s: &str) { }

let s = String::from("Hello");

// Will deref from &String to &str
// This is known as Deref coercion
takes_str(&s);
```

Collections

Vector

Vectors are your typical growable generic containers:

```
// Standard initialization
let v: Vec<i32> = Vec::new();
```

```
// Macro initialization
let mut v = vec![1, 1, 1, 1, 1];
let mut v = vec![1; 5];
```

```
v.push(4);
let last_element = v.pop();
```

```
// Slicing
&a[1..4]
```

Collections

Vector

```
// Might cause Rust to panic if we access beyond boundaries
&v[0];

// Will never panic but is pretty ugly
match v.get(2) {
    Some(elm) => println!("{}", elm),
    None => println!("There is no such element"),
}

for i in &v {
    println!("{}", i);
}

for i in &mut v {
    *i += 50;
}
```

Collections

HashMap

HashMap is a 'dictionary' type that's generic over <K, V>:

```
// HashMap is not included in the prelude, you
// have to 'use' it. Might change in Rust 2021
use std::collections::HashMap;

// This will get inferred by the compiler as HashMap<String, i32>
let mut grades = HashMap::new();

grades.insert(String::from("Student1"), 100);
grades.insert(String::from("Student2"), 90);

// Will panic if the key is absent
grades["Student1"];

// Will not panic
grades.get("Student1");
```

Collections

HashMap

```
// Rust provides a nice way to set default values for keys
let student3 = String::from("Student3");

// Inserts a key only if it doesn't already exist
let new_entry = grades.entry(student3.clone()).or_insert(80);

// This is the same as writing this:
let new_entry = if grades.contains_key(&student3) {
    grades.get_mut(&student3)
} else {
    grades.insert(student3.clone(), 80);
    grades.get_mut(&student3)
};
```

Collections

HashMap

```
// Iteration
for (key, value) in &grades {
    println!("{}: {}", key, value);
}

// Creation from an iterator
let timber_resources = [("Student1", 100), ("Student2", 90)]
    .iter()
    .cloned()
    .collect::<HashMap<&str, i32>>();
```

Collections

HashSet

HashSet is a set that's generic over <T>:

```
// Once again, HashSet is not included in the prelude
use std::collections::HashSet;

let mut books = HashSet::new();

// Add some books.
books.insert("The Making of the Indebted Man".to_string());
books.insert("Introduction to Civil War".to_string());

if !books.contains("The Concept of the Political") {}

// Remove an item
books.remove("Time, Labor, and Social Domination");
```

Collections

HashSet

```
// Iterating
for book in &books {
    println!("{}", book);
}

// Creation from an iterator
let students = ["Student1", "Student2", "Student3"]
    .iter()
    .cloned()
    .collect::<HashSet<&'static str>>();
```

Generics and Traits

Generics are a common way to generalize types and functionalities. This can reduce code duplication and allow for different and user-defined types to be used with generic functions.

Generics

Generic structs and enums

We've already seen a few examples of generic types in Rust (as opposed to concrete types):

```
// Option is generic over type T
pub enum Option<T> {
    None,
    Some(T),
}
```

```
// Result is generic over types T, E
pub enum Result<T, E> {
    Ok(T),
    Err(E),
}
```

Generics

Generic structs and enums

Let's write one of these ourselves:

```
struct Point<T> {  
    x: T,  
    y: T,  
}
```

```
// A generic impl block also has special syntax  
impl<T> Point<T> {  
    fn x(&self) -> &T {  
        &self.x  
    }  
}
```

Generics

Generic structs and enums

We can also be more specific with **impl** blocks:

```
impl Point<f32> {
    fn dist(&self, p: Point<f32>) -> f32 {
        ((&self.x - &p.x).powf(2f32) + (&self.y - &p.y).powf(2f32)).sqrt()
    }
}
```

In Rust, generics can be used in a lot of cases,
let's first look at **generic functions**.

Let's imagine we have two functions that are
basically the same except for parameter types:

```
fn adder(a: i32, b: i32) -> String {  
    format!("{} + {} = {}", a, b, a + b)  
}
```

```
fn adder(a: f64, b: f64) -> String {  
    format!("{} + {} = {}", a, b, a + b)  
}
```

Let's rewrite these functions into a generic function:

```
fn adder<T>(a: T, b: T) -> String {  
    format!("{} + {} = {}", a, b, a + b)  
}
```

This doesn't compile though...

Rust, at compile-time, needs to be sure that you won't be able to call these functions with a type that won't have the needed functionality.

Rust has a concept that allows to tell the compiler about type's functionality, and to share that functionality between several types - **traits**.

What's the type functionality? Basically - just the methods we can call on that type, and traits allow us to group those methods in specific sets.

Let's imagine we have several possible types of students - kindergarten, school and university students. We want to be able to get a report on them - with their names, grades etc.

Traits

Example

We define an 'interface' of our shared functionality with method signatures without any implementation. We can also provide default functionality for a trait:

```
trait Report {  
    fn general_report(&self) -> String;  
    fn grades(&self) -> &HashMap<String, i32> {  
        &self.grades  
    };  
}  
  
struct SchoolStudent {  
    name: String,  
    grades: HashMap<String, i32>,  
    teacher: String,  
    classes: Vec<String>,  
}
```

Traits

Example

Let's implement this trait for one of our student types:

```
impl Report for SchoolStudent {  
    fn general_report(&self) -> String {  
        format!(  
            "Student: {},  
            Their teacher: {},  
            Takes these classes: {:?},  
            Their grades: {:?}"  
            , &self.name, &self.teacher, &self.classes, &self.grades  
        )  
    }  
}
```

Traits

Traits as parameters

When we want to be sure that the type we take as a parameter has the needed functionality, we can use the **impl Trait** syntax:

```
fn get_report(student: &impl Report) {  
    println!("{}", student.general_report());  
}
```

// This is equivalent to this, now with generics:

```
fn get_report<T: Report>(student: &T) {  
    println!("{}", student.general_report());  
}
```

Traits

Traits as parameters

We can also specify having multiple traits implemented as a requirement:

```
fn get_report(student: &(impl Report + Display)) {  
    println!("{}", student.general_report());  
}
```

// This is equivalent to this, now with generics:

```
fn get_report<T: Report + Display>(student: &T) {  
    println!("{}", student.general_report());  
}
```

Traits

Traits as parameters

If your function is generic over several types with different trait bounds, it's better to use **where** syntax:

```
fn function<T, U>(t: &T, u: &U) -> String
where
    T: Report + Clone,
    U: Display + Clone,
{
```

Generics and Traits

Bounds

Let's return to an earlier example of a generic function:

```
fn adder<T>(a: T, b: T) -> String {  
    format!("{} + {} = {}", a, b, a + b)  
}
```

Generics and Traits

Bounds

Why didn't it compile? Well, the compiler is actually quite helpful:

```
error[E0369]: cannot add `T` to `T`
--> src/main.rs:2:37
|
2 |     format!("{} + {} = {}", a, b, a + b)
|           - ^ - T
|           |
|           T
|
help: consider restricting type parameter `T`
|
1 | fn adder<T: std::ops::Add<Output = T>>(a: T, b: T) -> String {
|           ~~~~~~
```

Generics and Traits

Bounds

Let's look at that `std::ops::Add`:

```
// The addition operator +.  
pub trait Add<Rhs = Self> {  
    type Output;  
  
    fn add(self, rhs: Rhs) -> Self::Output;  
}
```

Generics and Traits

Bounds

Let's add a bound on our generic function:

```
fn adder<T: std::ops::Add<Output = T>>(a: T, b: T) -> String {  
    format!("{} + {} = {}", a, b, a + b)  
}
```

But this doesn't compile, again...

Generics and Traits

Bounds

Once again, Rust compiler saving our souls:

```
error[E0277]: `T` doesn't implement `std::fmt::Display`
--> src/main.rs:2:29
|
2 |     format!("{} + {} = {}", a, b, a + b)
|           ^ `T` cannot be formatted with the default formatter
|
= note: required by `std::fmt::Display::fmt`
help: consider further restricting this bound
|
1 | fn adder<T: std::ops::Add<Output = T> + std::fmt::Display>(a: T, b: T) -> String {
```

Generics and Traits

Bounds

Alright, let's restrict it even further, now also considering that we don't want to borrow our arguments, we want to copy them:

```
fn adder<T>(a: T, b: T) -> String
where
    T: std::ops::Add<Output = T> + std::fmt::Display + Copy,
{
    format!("{} + {} = {}", a, b, a + b)
}
```

Generics and Traits

std Traits

The standard library implements a lot of traits which allow it to reason about the functionality that certain types might have. The **Copy** one we used is a good example.

```
#[derive(Copy, Clone)]
struct OurType {
    a: i32,
}
```

This allows the Rust compiler to understand whether to move the object out or to copy it.

Generics and Traits

std Traits

If the type implements a **Copy** trait, it's usually just called Copy. For example, i32 is Copy, because it implements the trait and won't move out:

```
fn main() {  
    let s: i32 = 64;  
    let u = s;  
    println!("{}", s);  
}
```

```
// Does not implement Copy, will move out  
fn main() {  
    let s: String = "text".to_string();  
    let u = s;  
    println!("{}", s);  
}
```

Generics and Traits

std Traits

The standard library provides a lot of traits with default implementations which you can derive, among them:

- **Debug** - Debug formatting using `:?`
- **PartialEq** and **Eq** - For `!=` and `==` implementations
- **PartialOrd** and **Ord** - For orderings using `<`, `>`, `<=`, `>=`
- **Hash** - Allows to map an instance to a value

There are also 'marker' traits without any implementations, but they are beyond the scope of this lecture.

Lifetimes

Lifetimes

We've already talked about lifetimes a little, but so far we've mainly relied on the compiler to figure out lifetimes for us. Sometimes it's impossible for the compiler to reason about lifetimes, and we are forced to help it out.

This is where generic lifetimes come in. Yes, Rust has a lot of generic stuff - your functions can operate on generic types, 'generic' trait-implementing types and lifetimes.

Lifetimes

Let's remind ourselves how Rust compiler reasons about lifetimes:

```
fn main() {  
    let a;  
  
    {  
        let b = 5;  
        a = &b;  
    }  
  
    println!("a: {}", a);  
}
```

Lifetimes

And now in the case of a simple function:

```
fn main() {  
    println!("{}", first_word("word1 word2"))  
}
```

```
fn first_word(s: &str) -> &str {  
    s.split(' ').collect::<Vec<&str>>()[0]  
}
```

Lifetimes

If the references do not contain explicit lifetime annotations, they are instead called implicit. We can write simple functions without explicitly annotating lifetimes of our parameters (just how we can omit types sometimes), and the function will be figured out by the compiler like this:

```
fn main() {  
    println!("{}", first_word("word1 word2"))  
}
```

```
fn first_word<'a>(s: &'a str) -> &'a str {  
    s.split(' ').collect::<Vec<&'a str>>()[0]  
}
```

Lifetimes

Generally, when it is possible, Rust compiler does not need our help and is able to figure out the lifetimes on its own.

It uses several rules for figuring out the lifetimes for functions:

- Each parameter that is a reference gets its own lifetime
- If there is one input lifetime, this lifetime is assigned to the return value
- If there are several input lifetimes, but one is **self**, its lifetime is assigned to the return value

Lifetimes

Let's try to apply these rules in a more complex case:

```
fn longest(x: &str, y: &str) -> &str {  
    if x.len() > y.len() {  
        x  
    } else {  
        y  
    }  
}
```

Lifetimes

Rust compiler is not able to figure out the lifetime of the returned reference with these rules:

```
fn longest<'a, 'b>(x: &'a str, y: &'b str) -> &str {  
    if x.len() > y.len() {  
        x  
    } else {  
        y  
    }  
}
```

Lifetimes

It will complain and try help us:

```
error[E0106]: missing lifetime specifier
--> src/main.rs:9:33
|
9 | fn longest(x: &str, y: &str) -> &str {
|           ----      ^ expected named lifetime parameter
|
= help: this function's return type contains a borrowed value,
but the signature does not say whether it is borrowed from `x` or `y`
help: consider introducing a named lifetime parameter
|
9 | fn longest<'a>(x: &'a str, y: &'a str) -> &'a str {
|           ^^^^      ^^^^^^      ^^^^^^      ^^^
```

Lifetimes

Let's introduce a single named lifetime parameter:

```
fn longest<'a>(x: &'a str, y: &'a str) -> &'a str {  
    if x.len() > y.len() {  
        x  
    } else {  
        y  
    }  
}
```

Lifetimes

One special lifetime in Rust is `'static`:

```
let s: &'static str = "text";
```

It means that the reference will live for the entire duration of the program (indeed, string literals are just embedded into the program binary).

The compiler will often suggest you use this lifetime as an annotation, but you should only use it when it makes sense!

Lifetimes

Rust functions can often get pretty messy when you use generic types, lifetimes and trait bounds:

```
fn longest<'a, T>(x: &'a str, y: &'a str, ann: T) -> &'a str
where
    T: std::fmt::Display,
{
    println!("Announcement! {}", ann);
    if x.len() > y.len() {
        x
    } else {
        y
    }
}
```

Iterators

Iterators

TODO: talk about iterators, closures, functional programming etc.

Thank you!