

Cargado dinámico de **plugins en Rust en ausencia de estabilidad en la Interfaz de Aplicación Binaria**

Autor: **Mario Ortiz Manero**

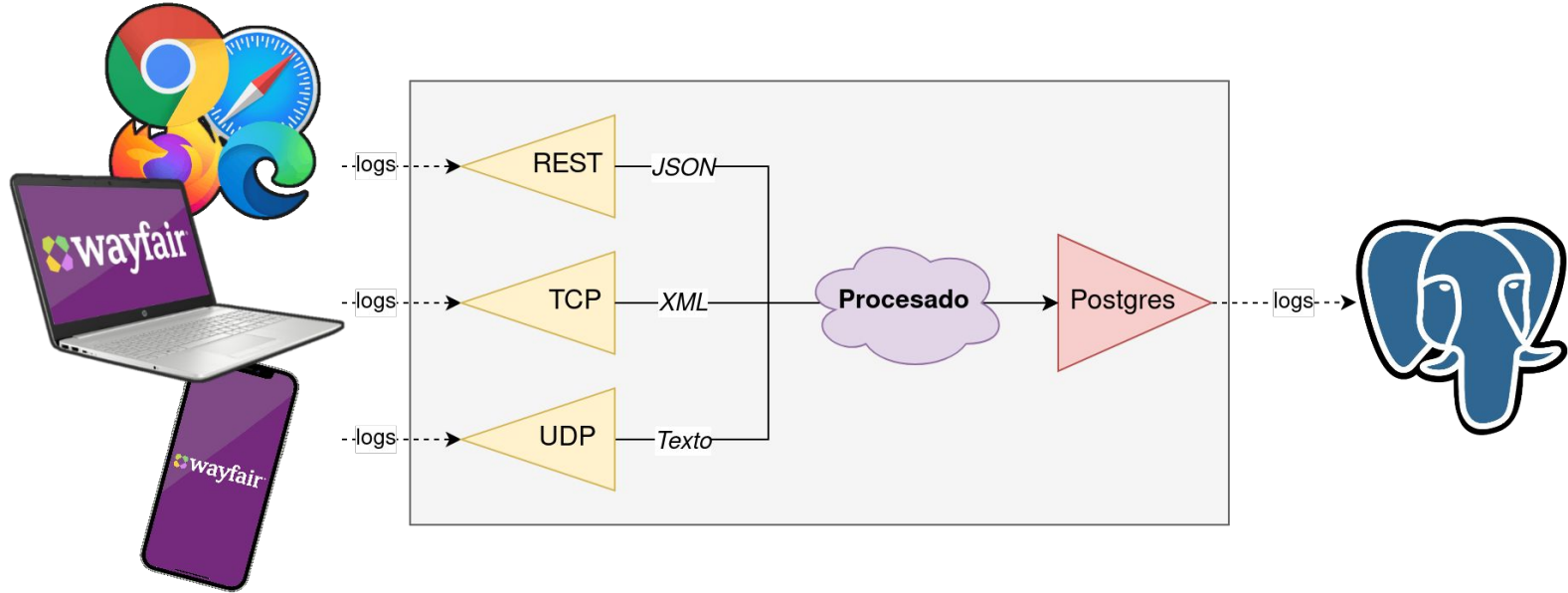
Director: **Matthias Wahl**

Ponente: **Francisco Javier Fabra Caro**

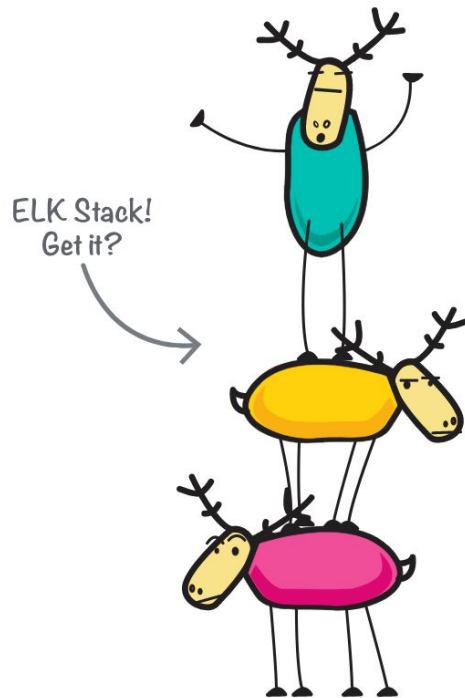


Universidad
Zaragoza









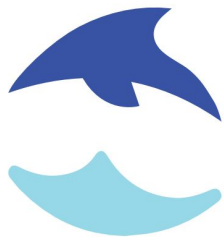
E Elasticsearch

L Logstash

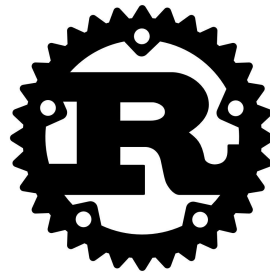
K Kibana



Tremor



Tremor



**The Rust
Programming
Language**



Tremor

OLFX | Mentorship

Matthias




Darach

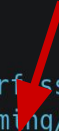


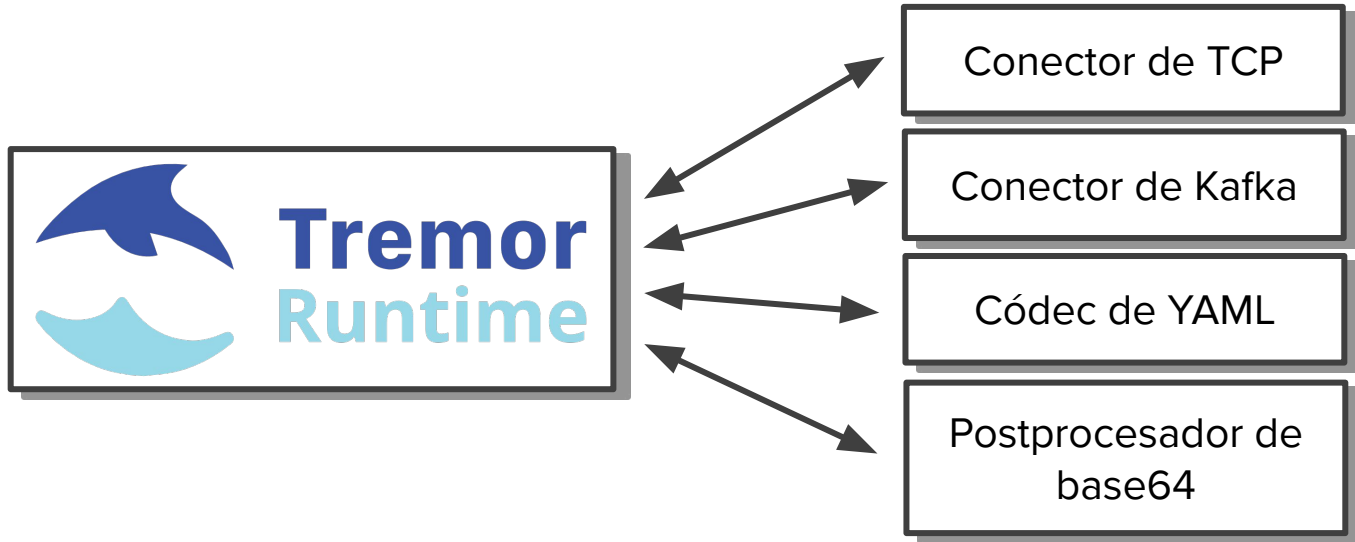
Heinz





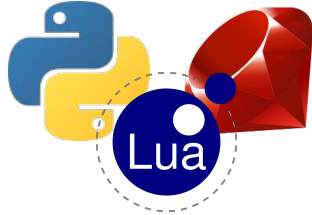
```
Compiling googapis v0.5.0
Compiling rdkafka v0.27.0
Compiling zstd v0.9.0+zstd.1.5.0
Compiling onig v6.3.1
Compiling http-client v6.5.1
Compiling surf v2.3.2
Compiling tide v0.16.0
Compiling tokio-native-tls v0.3.0
Compiling tcp-stream v0.20.8
Compiling hyper-tls v0.5.0
Compiling amq-protocol-tcp v6.1.0
Compiling reqwest v0.11.7
Compiling surf-sse v1.0.0 (https://github.com/dak-x/surf-sse?tag=2.0#c7a7d5d9)
Compiling tremor-pipeline v0.11.4 (/home/mario/Programming/tremor-runtime/tremor-pipeline)
Finished dev [unoptimized + debuginfo] target(s) in 7m 14s
```







Lenguajes Interpretados



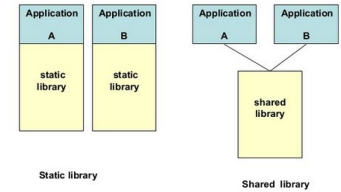
Formatos de código binario



Comunicación Inter-Proceso

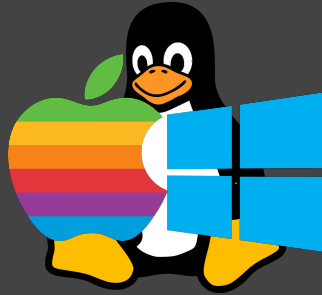


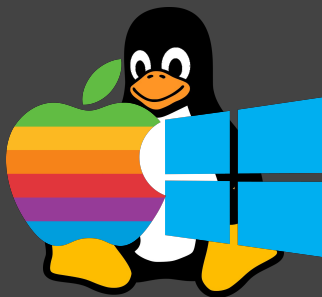
Cargado Dinámico







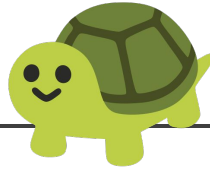
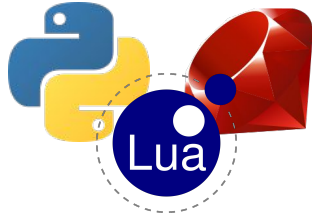








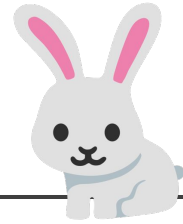
Lenguajes Interpretados



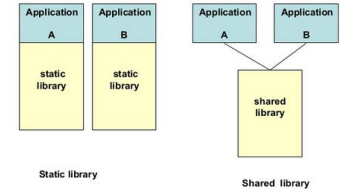
Formatos de código binario



Comunicación Inter-Proceso



Cargado Dinámico



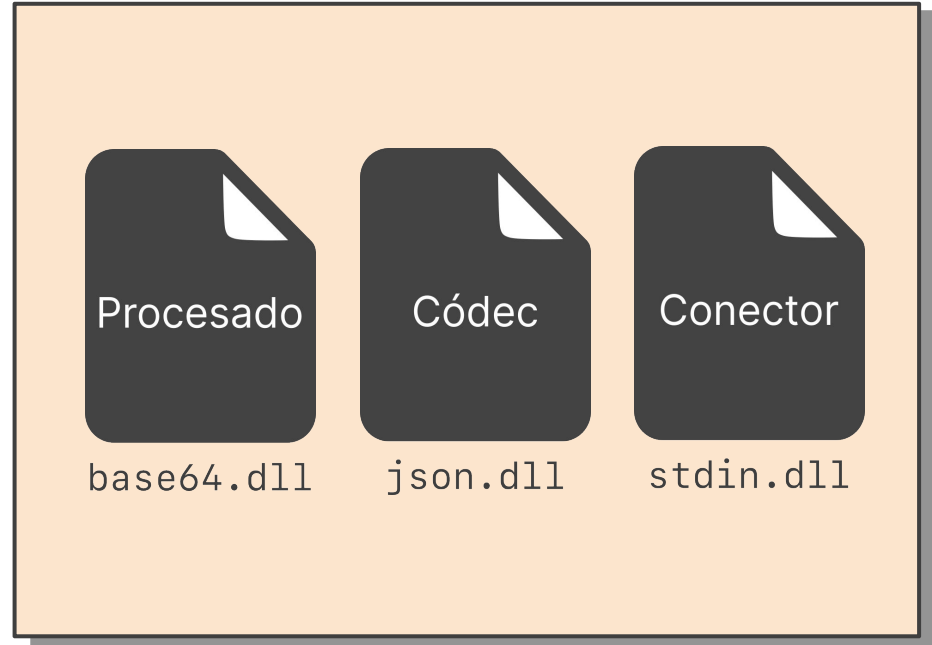
Único binario



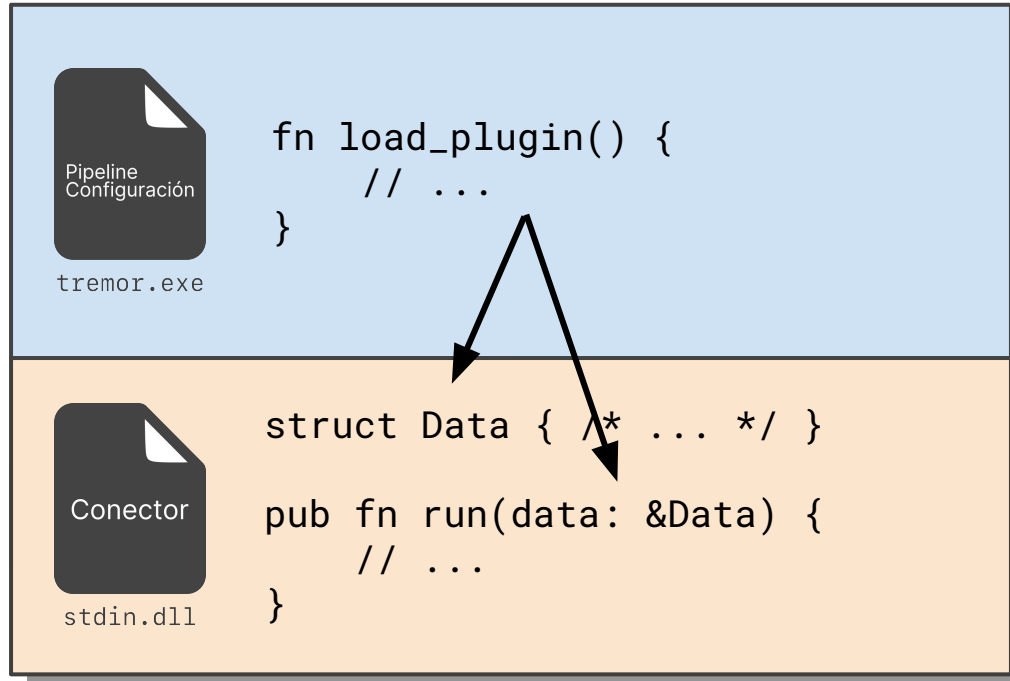
Runtime



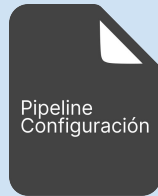
Plugins



Memoria



Memoria



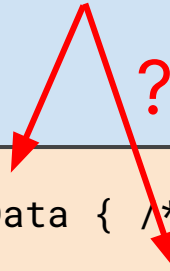
tremor.exe

```
fn load_plugin() {  
    // ...  
}
```



stdin.dll

```
struct Data { /* ... */ }  
  
pub fn run(data: &Data) {  
    // ...  
}
```





Un plugin en el mundo ideal

```
pub struct Config { /* any field */ }

pub fn init_plugin(conf: Config, arr: &[i32]) {
    // ...
}
```



Un plugin en la cruda y dolorosa realidad

```
#[repr(C)]
pub struct Config { /* only `repr(C)` fields */ }

pub extern "C" fn init_plugin(conf: Config, arr: *const i32, len: u32) {
    // ...
}
```

Support for .keys() and .values() in RHashMap #58

rodrimati1992 merged 1 commit into `rodrimati1992:master` from `marioortizmanero:keys-values` on Oct 25

Add support for StableAbi #14

Merged

Licenser merged 10 commits into `simd-lite:main` from `marioortizmanero:abi-stable` on Oct 27

Implement `Index` for slices and vectors

Merged

rodrimati1992 merged 3 commits into `rodrimati1992:master` from

`RVec::append` #70

marioortizmanero wants to merge 3 commits into `rodrimati1992:master` from `marioortizmanero:rvec-append`

Support for `abi_stable` #10

Open

marioortizmanero wants to merge 3 commits into `oxalica:master` from mario

61

rodrimati1992 merged 1 commit into `rodrimati1992:master` from `marioortizmanero:floating-point`

Add support for StableAbi #14

Merged

Licenser merged 10 commits into `simd-lite:main` from `marioortizmanero:abi-stable` on Oct 27

unsafe{*ptr::null()}

My personal blog, where I write about software development and the projects I'm working on.

– *Mario Ortiz Manero*



Plugins in Rust: Getting our Hands Dirty

Welcome to one of the last articles of this series! Previously, we covered how to use external dependencies to lessen the work necessary to implement our plugin system....

February 11, 2022 · 29 min · Mario Ortiz Manero



Plugins in Rust: Reducing the Pain with Dependencies

The last article of this series covered how the plugin system could be implemented from scratch. This is a lot of work if you're dealing with a relatively large codebase and...

November 8, 2021 · 28 min · Mario Ortiz Manero

46

Pull Requests e Issues

6

Artículos

21k

Visitas



(funciona)



NullDeref



Tremor



Memoria

¿Preguntas?