

# Considering Rust

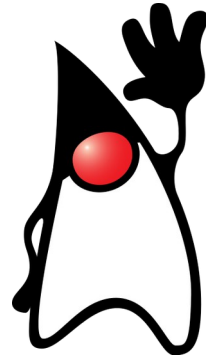
October 2021

Jesus Guzman, Jr.

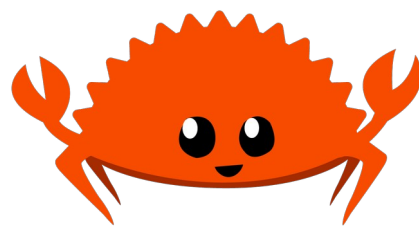
About me

# Philosophy

- Humans make mistakes
- Rust catches mistakes as you type



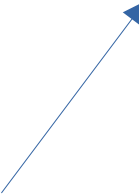
Hey Java



Meet Rust

# No Data Races

- \*with Safe Rust
- Data Race != Race Condition
- Data Race + Race Condition



```
transfer1 (amount, account_from, account_to) {  
    if (account_from.balance < amount) return NOPE;  
    account_to.balance += amount;  
    account_from.balance -= amount;  
    return YEP;  
}
```

# Data Race and Race Condition

```
transfer1 (amount, account_from, account_to) {  
    if (account_from.balance < amount) return NOPE;  
    account_to.balance += amount;  
    account_from.balance -= amount;  
    return YEP;  
}
```

# NO Data Race; Race Condition

```
transfer2 (amount, account_from, account_to) {  
    atomic {  
        bal = account_from.balance;  
    }  
    if (bal < amount) return NOPE;  
    atomic {  
        account_to.balance += amount;  
    }  
    atomic {  
        account_from.balance -= amount;  
    }  
    return YEP;  
}
```



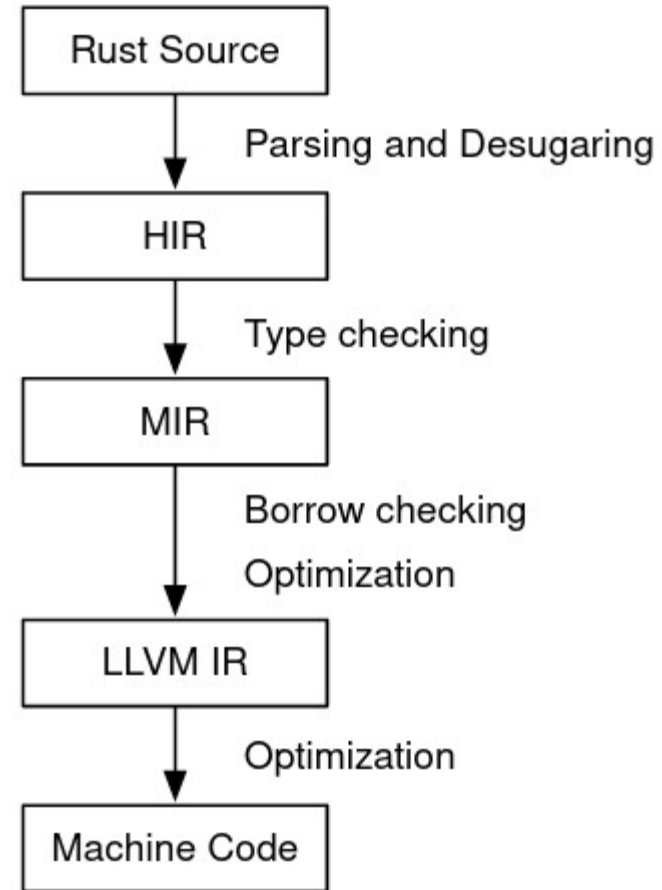
# NO Data Race; NO Race Condition

```
transfer3 (amount, account_from, account_to) {  
    atomic {  
        if (account_from.balance < amount) return NOPE;  
        account_to.balance += amount;  
        account_from.balance -= amount;  
        return YEP;  
    }  
}
```

# Compilation Differences

# Compilation

- Java → bytecode
- JRE loads classes and interprets bytecode



home > jesus > Desktop > rust1.rs

```
1 pub struct Tortoise {
2     pub adorableness: i32,
3     pub is_earth_bender: bool,
4 }
5
6 fn main() {
7     let toodl: Tortoise = Tortoise {
8         adorableness: 15,
9         is_earth_bender: true,
10    };
11
12    let galapagos: Tortoise = Tortoise {
13        adorableness: 1072,
14        is_earth_bender: false,
15    };
16 }
17
```

home > jesus > Desktop > mir1.rs

```
1 fn main() -> () {
2     let mut _0: ();
3     let _1: Tortoise;
4     scope 1 {
5         debug toodl => _1;
6         let _2: Tortoise;
7         scope 2 {
8             debug galapagos => _2;
9         }
10    }
11
12    bb0: {
13        StorageLive(_1);
14        (_1.0: i32) = const 15_i32;
15        (_1.1: bool) = const true;
16        StorageLive(_2);
17        (_2.0: i32) = const 1072_i32;
18        (_2.1: bool) = const false;
19        StorageDead(_2);
20        StorageDead(_1);
21        return;
22    }
23 }
24
```

// return place in scope 0 at src/main.rs:6:11: 6:11  
// in scope 0 at src/main.rs:8:13: 8:18  
// in scope 1 at src/main.rs:8:13: 8:18  
// in scope 1 at src/main.rs:14:9: 14:18  
// in scope 2 at src/main.rs:14:9: 14:18  
// scope 0 at src/main.rs:8:13: 8:18  
// scope 0 at src/main.rs:8:21: 11:10  
// scope 0 at src/main.rs:8:21: 11:10  
// scope 1 at src/main.rs:14:9: 14:18  
// scope 1 at src/main.rs:14:21: 17:6  
// scope 1 at src/main.rs:14:21: 17:6  
// scope 1 at src/main.rs:18:1: 18:2  
// scope 0 at src/main.rs:18:1: 18:2  
// scope 0 at src/main.rs:18:2: 18:2

home > jesus > Desktop > 📁 rust2.rs

```
1 pub struct Tortoise {
2     📌 pub adorableness: i32,
3     pub is_earth_bender: bool,
4 }
5
6 fn main() {
7     // introduce new scope
8     {
9         let toodl = Tortoise {
10             adorableness: 15,
11             is_earth_bender: true,
12         };
13     } // scope ends; toodl vanishes from heap
14
15     let galapagos = Tortoise {
16         adorableness: 1072,
17         is_earth_bender: false,
18     };
19 }
20
```

home > jesus > Desktop > 📁 mir2.rs

```
1 fn main() → () {
2     let mut _0: (); // return place in scope 0 at src/main.rs:6:11: 6:11
3     let _1: Tortoise; // in scope 0 at src/main.rs:8:13: 8:18
4     let _2: Tortoise; // in scope 0 at src/main.rs:14:9: 14:18
5     scope 1 {
6         debug toodl ⇒ _1; // in scope 1 at src/main.rs:8:13: 8:18
7     }
8     scope 2 {
9         debug galapagos ⇒ _2; // in scope 2 at src/main.rs:14:9: 14:18
10    }
11
12    bb0: {
13        StorageLive(_1); // scope 0 at src/main.rs:8:13: 8:18
14        (_1.0: i32) = const 15_i32; // scope 0 at src/main.rs:8:21: 11:10
15        (_1.1: bool) = const true; // scope 0 at src/main.rs:8:21: 11:10
16        StorageDead(_1); // scope 0 at src/main.rs:12:5: 12:6
17        StorageLive(_2); // scope 0 at src/main.rs:14:9: 14:18
18        (_2.0: i32) = const 1072_i32; // scope 0 at src/main.rs:14:21: 17:6
19        (_2.1: bool) = const false; // scope 0 at src/main.rs:14:21: 17:6
20        StorageDead(_2); // scope 0 at src/main.rs:18:1: 18:2
21        return; // scope 0 at src/main.rs:18:2: 18:2
22    }
23 }
24
```

## Stack Comparison

Stack	Java	Rust
domain name	java.marzipan.club	rust.marzipan.club
health endpoint	<a href="http://java.marzipan.club/info">http://java.marzipan.club/info</a>	<a href="http://rust.marzipan.club/info">http://rust.marzipan.club/info</a>
language	Java SE 11	Rust 1.55.0
compiler	javac 11.0.12	rustc 1.55.0 (c8dfcfe04 2021-09-06)
compilation target	java bytecode 55.0	stable-x86_64-unknown-linux-gnu
compiles to	bytecode	machine code
runtime	OpenJDK	Tokio
web framework	Apache Tomcat and Spring Boot	Actix Web
package manager	mvn	cargo
manifest file	<a href="#">pom.xml</a>	<a href="#">cargo.toml</a>
configuration file	<a href="#">application.properties</a>	<a href="#">config.ron</a>
compile and run	<code>mvn spring-boot:run</code>	<code>cargo run</code>
prod compile and run	<i>same as above</i>	<code>cargo run --release</code>
clean command	<code>mvn clean</code>	<code>cargo clean</code>
dependency tree	<code>mvn dependency:tree</code>	<code>cargo tree</code>

[Source](#)

# How many requests can it handle?

- Deserialize HTTP request to internal type
- Validate fields
- Process fields (e.g. hash password)
- Send to Postgres
- Serialize to json

# Load Testing

- `cargo run --release --`  
  `--host http://{java,rust}.marzipan.club`  
  `-t10m` (10 minutes)  
  `-u80` (80 users/threads)  
  `-r20` (spawn 20 users per second)

CPX11

**€ 3.99**

monthly

€ 0.007 / h

2 vCPU AMD

2 GB RAM

40 GB Disk space

20 TB Traffic

  Locations



# Results

- Spring Boot 5,631
- Actix Web 25,324

# Recommended Talks

- Considering Rust by Jon Gjengset
  - <https://www.youtube.com/watch?v=DnT-LUQgc7s>
  - More technical
- Summer of Rust by Bryan Cantrill
  - <https://www.youtube.com/watch?v=LjFM8vw3pbU>
  - About the “feel” of using various languages

# Demo Code

<https://github.com/MarzipanClub/JavaRust>