

Nightly Night: The Never Type

By Jonathan Louie

Topics

What is the Never type?

Why is the Never type useful?

Why is the Never type unstable?

What is the Never type?

What is the Never type?

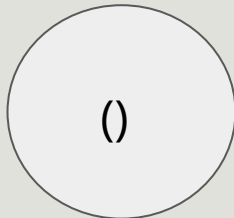
- Equivalent to an enum with no variants
- An empty type (uninhabited)
- Is written out in Rust as `!`
- NOT the bottom type that used to exist in Rust a long time ago

Types as Sets

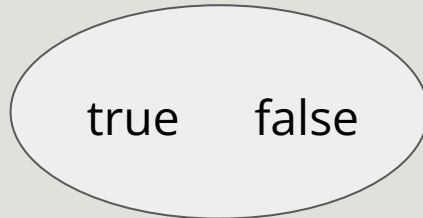
!



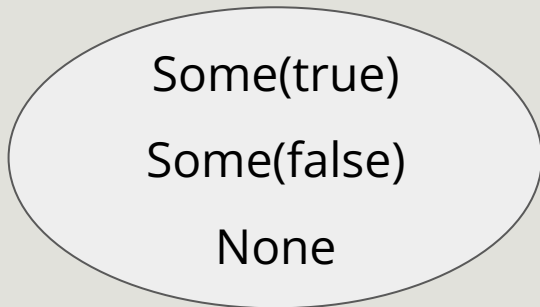
()



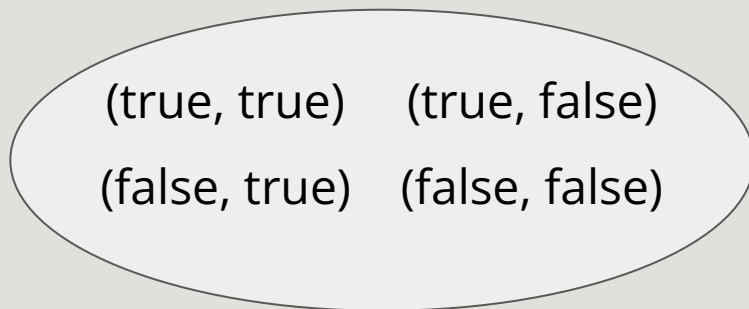
bool



Option<bool>



(bool, bool)



Some properties of empty types

- They don't exist at runtime
- Code handling them cannot execute
- They represent return type of functions that don't execute
 - This includes `std::process::exit` and `break`, `continue` and `return`
- They can be converted to any other type

Divergent functions vs. ! as a type

<https://play.rust-lang.org/?version=nightly&mode=debug&edition=2021&gist=8c64a36e922df5f1f1357dcb25e9447d>

Infallible

- An empty enum in `std::convert`
- Used as an error type for `Result` when no error can happen
- Will be turned into an alias for `!` and deprecated eventually
- More details:
<https://doc.rust-lang.org/std/convert/enum.Infallible.html>

Why is the Never type useful?

Why is the Never type useful?

- Can be used with Result to indicate no error can occur, which allows us to avoid usage of `unreachable!()` which often masks bugs
- Can implement any trait for !
 - Example:
<https://play.rust-lang.org/?version=nightly&mode=debug&edition=2021&gist=c298ea5b77871778a7a4babcef4ba496>
- Improved dead code detection
 - Example: code that follows a panic

Why not use an empty enum?

- It's simpler to have a standard empty type for use throughout Rust code
 - Libraries could each define their own empty types, creating busy work for apps
- Improved dead code detection requires a canonical empty type
- Simplifies code:
<https://rust-lang.github.io/never-type-initiative/RFC.html>

Comparison with other languages

- **More composable as a type:**

<https://stackoverflow.com/questions/51832396/why-does-rust-have-a-never-primitive-type>

Why is the Never type unstable?

Why is the Never type unstable?

- Tracking issue: <https://github.com/rust-lang/rust/issues/35121>
- Regressions caused by fallback to () type
- Example:
<https://play.rust-lang.org/?version=nightly&mode=debug&edition=2021&gist=f8b1d9e5ec9877fd680e18a0489021d1>

References

<https://github.com/rust-lang/rust/issues/35121>

<https://github.com/rust-lang/rust/issues/67225>

<https://doc.rust-lang.org/rust-by-example/fn/diverging.html>

<https://rust-lang.github.io/never-type-initiative/RFC.html>

<https://stackoverflow.com/questions/73262372/return-value-from-loop-expression-with-break>

<https://stackoverflow.com/questions/51832396/why-does-rust-have-a-never-primitive-type>