

Rust-Postgres

An idiomatic, native Postgres driver

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What's PostgreSQL?



PostgreSQL is a powerful, open source object-relational database system. It has more than 15 years of active development and a proven architecture that has earned it a strong reputation for reliability, data integrity, and correctness.

Connecting

Connect with a standard psql-style URI:

```
use postgres::{PostgresConnection, NoSsl};  
let url = "postgresql://sfackler@localhost:15410/mydb";  
let conn = try!(  
    PostgresConnection::connect(url, &NoSsl));
```

Connecting

Unix sockets are supported as well:

```
use postgres::{PostgresConnection, NoSsl};  
let url = "postgresql://sfackler@%2Frun%2Fpostgres/mydb";  
let conn = try!(  
    PostgresConnection::connect(url, &NoSsl));
```

Connecting

Alternatively, pass a 'PostgresConnectParams' struct:

```
use postgres::{PostgresConnection, NoSsl,
               PostgresConnectParams, TargetUnix};
let params = PostgresConnectParams {
    target: TargetUnix(Path::new("/run/postgres")),
    port: Some(1234),
    ....
};
let conn = try!(
    PostgresConnection::connect(params, &NoSsl));
```

Statement Preparation

Queries must first be *prepared* before they can be executed. They may be parameterized. Parameters are denoted by \$n, and are 1-indexed.

```
let query = "SELECT name, height
            FROM people
            WHERE age < $1";
let stmt = try!(conn.prepare(query));
```

Execution

The execute method takes a slice of values to bind to the query parameters and returns the number of rows modified.

```
let query = "UPDATE users SET name = $1  
            WHERE age = $2";  
let stmt = try!(conn.prepare(query));  
let rows_updated = try!(stmt.execute(  
    [&"Steven", &Some(24i32)]));
```


Querying

query is similar to execute but it returns an iterator over the rows returned by a query. Columns may be accessed by index or name.

```
let query = "SELECT name, age FROM users
            WHERE age < $1";
let stmt = try!(conn.prepare(query));
for row in try!(stmt.query(&18i32)) {
    let name: String = row.get(0u);
    let age: Option<i32> = row.get("age");
    println!("{}", name, age);
}
```

Parameterization

Use it. Seriously.

Parameterization

```
fn update_grade(conn: &PgConnection,
                name: &str, grade: f32)
    -> PgResult<()> {
    let query = format!("UPDATE students SET grade = {}
                        WHERE name = '{}'",
                        grade, name);
    try!(stmt.batch_execute(query.as_slice()));
    Ok(())
}
```

Parameterization

```
let name = "Robert'); DROP TABLE Students;--";  
let grade = 100f32;  
update_grade(&conn, name, grade);
```

Parameterization

```
fn update_grade(conn: &PostgresConnection,
                name: &str, grade: f32)
    -> PostgresResult<Student> {
    let query = "UPDATE students SET grade = $1
                WHERE name = $1";
    let stmt = try!(conn.prepare(query));
    try!(stmt.update([&grade, &name]));
    Ok(())
}
```

Transactions

Transactions are managed by the `PostgresTransaction` object:

```
let trans = try!(conn.transaction());  
let stmt = try!(trans.prepare(...));  
....  
  
if the_coast_is_clear {  
    trans.set_commit();  
}  
  
try!(trans.finish()); // COMMIT / ROLLBACK here
```

RAII and Lifetimes are Awesome

Strict Typing

1. Rust-Postgres differs from many drivers in

Extensibility

Postgres allows for extensions which define new types and operations.

Rust-Postgres

Type Conversion

All conversions are done through two traits

```
pub trait ToSql {  
    fn to_sql(&self, ty: &PostgresType)  
        -> PostgresResult<(Format,  
                            Option<Vec<u8>>>);  
}  
  
pub trait FromSql {  
    fn from_sql(y: &PostgresType,  
                raw: &Option<Vec<u8>>)  
        -> PostgresResult<Self>;  
}
```

Compile Time Checks

Compile time checks are awesome, but SQL opens up a series of issues that won't be discovered until runtime.

- ▶ Invalid syntax

```
SELECT * FORM foo
```

- ▶ Parameter count mismatch

```
try!(conn.execute("UPDATE foo SET a = $1  
                  WHERE b = $2",  
                  [&1i32]));
```

- ▶ Schema mismatch

```
SELECT nmae FROM users
```

Syntax Extensions to the Rescue

Link against PostgreSQL's own parser, and have it do the heavy lifting!

```
let query = sql!("SELECT * FORM foo");
```

```
test.rs:8:18: 8:35 error: Invalid syntax at
      position 10: syntax error at or near "FORM"
test.rs:8      let query = sql!("SELECT * FORM foo");
                                ~~~~~
```

Syntax Extensions to the Rescue

```
try!(execute!(conn,  
    "UPDATE foo SET a = $1  
    WHERE b = $2",  
    &1i32));
```

```
test.rs:7:1: 10:23 error: Expected 2 query parameters  
but got 1
```

```
test.rs:7 try!(execute!(conn,  
test.rs:8         "UPDATE foo SET a = $1  
test.rs:9         WHERE b = $2",  
test.rs:10        &1i32));
```

What's Missing

Rust-Postgres defines the basics, but much of the infrastructure on top is still missing.

- ▶ Connection Pool - There is a pool in Rust-Postgres but it's nowhere near sufficient.
- ▶ ORM - Syntax extensions could allow for a very nice ORM system.

That's It!

Questions?