

# Rust-Postgres

An idiomatic, native Postgres driver

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# Background

# 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."*

# Rust-Postgres

- ▶ Started just over a year ago as “rust-sql”.
- ▶ libsqlite and libpq wrappers with an eye towards a common API.
- ▶ Quickly renamed to “rust-postgres” and shifted focus to a native Postgres driver.

# Overview

# Usage

# Connecting

Connect with a standard psql-style URI:

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

Unix sockets are supported as well:

```
use postgres::{PostgresConnection, NoSsl};  
let url = "postgresql://name@%2Frun%2Fpostgres";  
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)]));
```

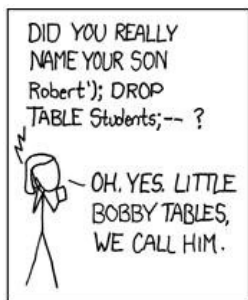
# Querying

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.



# 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
```

# Error Handling

```
CREATE TABLE foo (  
    id SERIAL PRIMARY KEY,  
    name VARCHAR,  
    CONSTRAINT uk_foo_name UNIQUE (name))  
  
let query = "INSERT INTO foo (name) VALUES ($1)";  
match conn.execute(query, [&name]) {  
    Err(PgDbError(PostgresDbError {  
        code: UniqueViolation,  
        constraint: Some(ref c),  
        ..  
    })) if c.as_slice() == "uk_foo_name" =>  
        // Duplicate username  
    _ => ...  
}
```

# And More!

- ▶ Query cancellation
- ▶ Lazy queries
- ▶ Asynchronous notifications



# Design

# High Level

- ▶ Manage resources via `RAII` objects.
- ▶ Borrowed references ensure that resources are cleaned up in the right order without the need for reference counting or garbage collection.
- ▶ Avoid failure in most cases - propagate errors via `Result`.
  - ▶ Removal of failure throughout the library cut the size of the rlib by  $\sim 50\%$ !

## Strict Typing

Like Rust itself, Rust-Postgres won't perform implicit type conversions. A Postgres type is only convertible to an "equivalent" Rust type and vice versa.

```
CREATE TABLE foo (id INT PRIMARY KEY, bar BIGINT)

let stmt = try!conn.prepare("SELECT id FROM foo");
for row in try!(stmt.query([])) {
    row.get::<i32>(0u); // ok
    row.get::<Option<i32>>(0u); // ok
    row.get::<uint>(0u); // not ok
}

let stmt = try!(
    conn.prepare("UPDATE foo SET bar = $1"));
try!(stmt.execute([&1i64])); // ok
try!(stmt.execute([&None::<i64>])); // ok
try!(stmt.execute([&"1"])); // not ok
```

# Extensibility

Postgres allows for extensions which define new types and operations.

- ▶ PostGIS
- ▶ HStore
- ▶ etc

Rust-Postgres provides an extendible API for conversions to and from Postgres values.

# 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(ty: &PostgresType,  
                raw: &Option<Vec<u8>>>  
        -> PostgresResult<Self>;  
}
```

# Macros

# 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 query parser and have it do the heavy lifting!

```
#[phase(plugin)]  
extern crate postgres_macros;  
  
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

```
#[phase(plugin)]
extern crate postgres_macros;

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));
```

Future

# 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. [sfackler/rust-postgres#44](#)
- ▶ ORM - Syntax extensions could allow for an interesting ORM system. [sfackler/rust-postgres#47](#)

# That's It!

Questions?

`https://github.com/sfackler/rust-postgres`