

Type System Tricks for the Real World

```
fn main() {  
    break rust;  
    // Can you read this color scheme?  
}
```

Who am I?

- Sean Griffin
- 10x Hacker Ninja Guru at Shopify
- Rails Committer
- Maintainer of Active Record
- Creator of Diesel
- Bikeshed co-host





**Programming is full
of trade-offs**

Haskell

- Pros
 - Expressive type system
- Cons
 - No control over data layout

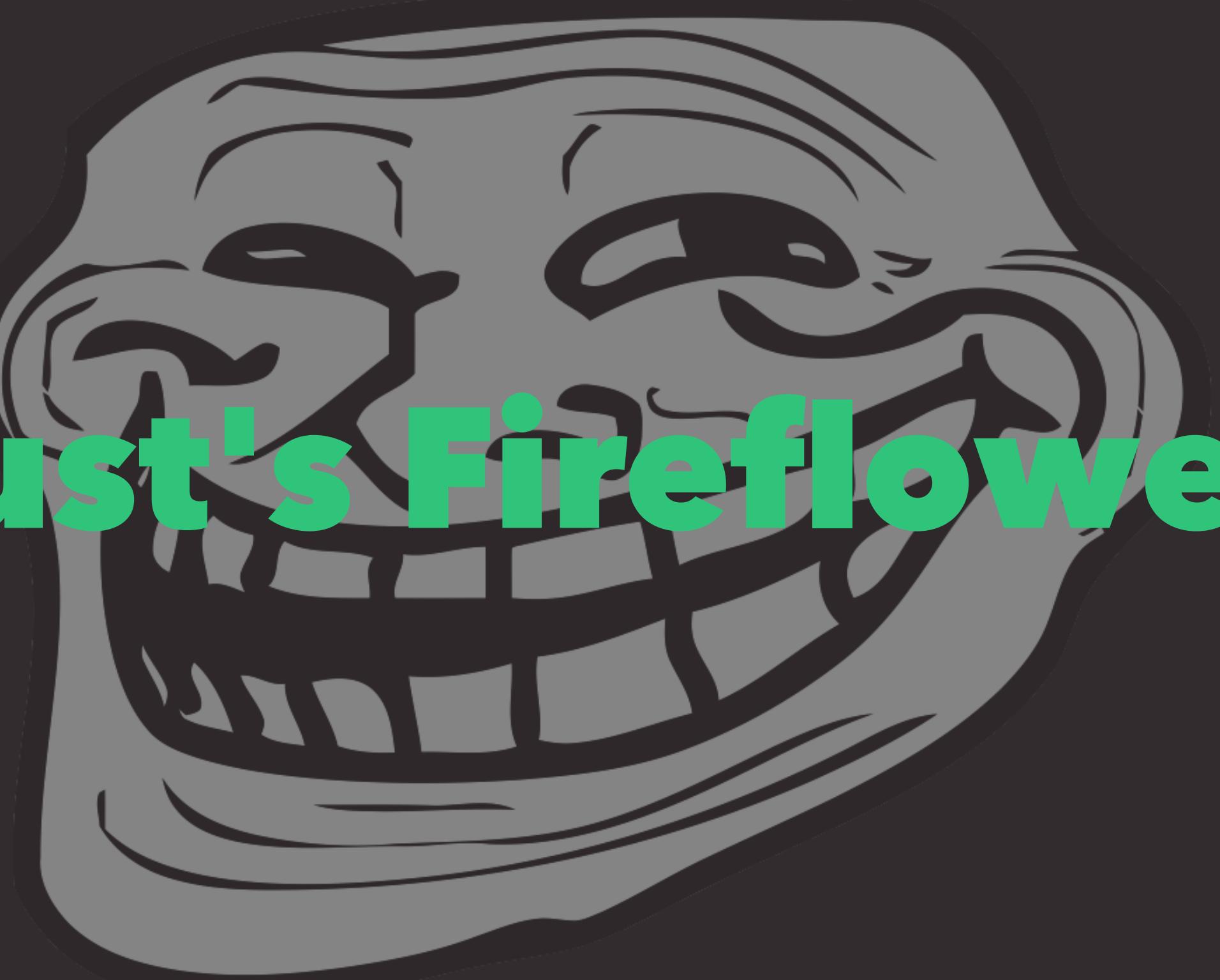
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- Pros
 - Tight control over data layout
- Cons
 - "type" system



Why don't we have both?

Rust's Fireflower



Rust's Fireflower

Rust's Fireflower

```
pub struct HashSet<K> {  
    map: HashMap<K, ()>  
}
```

```
impl<K: Hash + Eq> HashSet<K> {  
    pub fn insert(&mut self, value: K) {  
        self.map.insert(value,());  
    }
```

```
    pub fn contains(&self, value: &K) -> bool {  
        self.map.contains_key(value)  
    }  
}
```

```
class Set
  def initialize
    @hash = {}
  end

  def insert(value)
    @hash[value] = true
  end

  def contains(value)
    @hash.key?(value)
  end
end
```

char

```
struct Foo {  
    bar: char,  
}
```

```
struct Foo {  
    bar: char,  
    baz: char,  
}
```

```
enum Foo {  
    Bar(char),  
}
```



```
struct Baz;
```

```
enum Foo {  
    Bar(char),  
    Baz,  
}
```

```
enum Foo {  
    Bar(char),  
    Baz(u64),  
}
```

```
enum ListString {  
    Cons {  
        head: char,  
        tail: ListString,  
    },  
    Nil,  
}
```



```
enum ListString {  
    Cons {  
        head: char,  
        tail: ListString,  
    },  
    Nil,  
}
```

```
enum ListString {  
    Cons {  
        head: char,  
        tail: ListString,  
    },  
    Nil,  
}
```



```
enum ListString {  
    Cons {  
        head: char,  
        tail: ListString,  
    },  
    Nil,  
}
```

```
enum ListString {  
    Cons {  
        head: char,  
        tail: Box<ListString>,  
    },  
    Nil,  
}
```

```
pub struct Cons<Tail> {  
    head: char,  
    tail: Tail,  
}
```

```
pub struct Nil;
```

```
struct Pizza<Topping> {  
    topping: Topping  
}
```

```
struct Pinapple;
```

```
struct Pizza<Topping> {  
    topping: Topping  
}
```

```
size_of::<Pizza<Pinapple>>()
```

```
struct Pinapple;

struct Pizza<Topping> {
    topping: Topping
}

size_of::<Pizza<Pinapple>>() // => Error:
// Pineapple doesn't go on pizza, Steve. Fite me.
```

```
struct Pizza<Topping> {  
    topping: Topping  
}
```

```
size_of::<Pizza<u8>>()
```

```
pub struct Cons<Tail> {  
    head: char,  
    tail: Tail,  
}
```

```
pub struct Nil;
```

Nil

Cons <Nil>

Cons < Cons < Nil > >

Cons < Cons < Cons < Nil > >
 >

```
pub struct Cons<Tail> {  
    head: char,  
    tail: Tail,  
}
```

```
pub struct Nil;
```

**This isn't without
tradeoffs**


```
fn string_contains_a(s: ListString) -> bool {  
    match s {  
        Cons { head: 'a', .. } => true,  
        Cons { tail, .. } => string_contains_a(tail),  
        Nil => false,  
    }  
}
```

```
fn string_contains_a<T: ListString>(s: T) -> bool {  
    match s.unpack() {  
        Some('a', _) => true,  
        Some(_, tail) => string_contains_a(tail),  
        None => false,  
    }  
}
```



```
trait Robot {  
    fn username(&self) -> &str;  
}  
  
fn say_hi<T: Robot>(robot: &T) {  
    println!("Hi, {}", robot.username());  
}
```

```
struct Bors;

impl Robot for Bors {
    fn username(&self) -> &str {
        "@bors"
    }
}
```

```
struct Bors;
```

```
impl Robot for Bors {
    fn username(&self) -> &str {
        "@bors"
    }
}
```

```
struct Alex;
```

```
impl Robot for Alex {
    fn username(&self) -> &str {
        "@alexcrichton"
    }
}
```

```
struct Bors;

impl Robot for Bors {
    fn username(&self) -> &str {
        "@bors"
    }
}
```

```
struct Alex;

impl Robot for Alex {
    fn username(&self) -> &str {
        "@alexcrichton"
    }
}
```



```
struct Bors;
```

```
fn Robot_username_Bors(_: &Bors) -> &str {  
    "@bors"  
}
```

```
struct Alex;
```

```
impl Robot for Alex {  
    fn username(&self) -> &str {  
        "@alexrichton"  
    }  
}
```



```
fn say_hi<T: Robot>(robot: &T) {  
    println!("Hi, {}", robot.username());  
}
```

```
fn say_hi_Bors(bors: &Bors) {  
    println!("Hi, {}", Robot_username_Bors(bors));  
}  
}
```

```
fn say_hi_Alex(alex: &Alex) {  
    println!("Hi, {}", Robot_username_Alex(alex));  
}  
}
```

```
fn say_hi_Bors(bors: &Bors) {  
    println!("Hi, {}", Robot_username_Bors(bors));  
}
```

```
fn say_hi_Alex(alex: &Alex) {  
    println!("Hi, {}", Robot_username_Alex(alex));  
}
```

```
fn say_hi_Bors(_: &Bors) {
    println!("Hi, {}{@bors}");
}

fn say_hi_Alex(alex: &Alex) {
    println!("Hi, {}", Robot_username_Alex(alex));
}
```

```
fn say_hi_Bors(_: &Bors) {  
    println!("Hi, {}@", "bors");  
}
```

```
fn say_hi_Alex(alex: &Alex) {  
    println!("Hi, {}", Robot_username_Alex(alex));  
}
```

```
fn say_hi_Bors(_: &Bors) {
    println!("Hi, {}{@bors}");
}

fn say_hi_Alex(_: &Alex) {
    println!("Hi, {}{@alexcrichton}");
}
```

```
fn say_hi(robot: &Robot) {  
    println!("Hi, {}", robot.username());  
}
```



A real world example

```
# [test]
fn complex_queries_with_no_data_have_no_size() {
    assert_eq!(0, mem::size_of_val(&users.as_query()));
    assert_eq!(0, mem::size_of_val(&users.select(id).as_query()));
    assert_eq!(0, mem::size_of_val(
        &users.inner_join(posts).filter(name.eq(title)))
));
}
```

List of things you can do with a 0-size type

-

users . find(1)


```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    self.distinct.walk_ast(out)?;
    self.select.walk_ast(&self.from, out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```



```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    self.distinct.walk_ast(out)?;
    self.select.walk_ast(&self.from, out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```



```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    self.select.walk_ast(&self.from, out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    DefaultSelectClause::walk_ast(&self.from, out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    self.from.default_selection()
        .walk_ast(out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    self.from.default_selection()
        .walk_ast(out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```



```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    if 0 != 0 {
        out.push_sql(", ");
    }
    users::id.walk_ast(out)?;
    if 1 != 0 {
        out.push_sql(", ");
    }
    users::name.walk_ast(out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
}
```



```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    users::id.walk_ast(out)?;
    if 1 != 0 {
        out.push_sql(", ");
    }
    users::name.walk_ast(out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    users::id.walk_ast(out)?;
    if true {
        out.push_sql(", ");
    }
    users::name.walk_ast(out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    users::id.walk_ast(out)?;
    if true {
        out.push_sql(", ");
    }
    users::name.walk_ast(out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```



```
out.push_sql("id");
out.push_sql("\\"");
out.push_sql(", ");
out.push_sql("\\"");
out.push_sql("users");
out.push_sql("\\"");
out.push_sql(".");
out.push_sql("\\"");
out.push_sql("name");
out.push_sql("\\"");
out.push_sql(" FROM ");
self.from.walk_ast(out);
```

```
out.push_sql(" , " );
out.push_sql(" \\" );
out.push_sql( "users" );
out.push_sql( " \\" );
out.push_sql( ". " );
out.push_sql( " \\" );
out.push_sql( "name" );
out.push_sql( " \\" );
out.push_sql( " FROM " );
self.from.walk_ast(out)?;
self.where_clause.walk_ast(out)?;
Ok(())
```

```
    out.push_sql("users");
    out.push_sql("\\"");
    out.push_sql(".");
    out.push_sql("\\"");
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql(".");
    out.push_sql("\\"");
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql("name");
    out.push_sql("'");
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```



```
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    out.push_sql("\\"");
    out.push_sql("users");
    out.push_sql("\\"");
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    out.push_sql("\\"");
    out.push_sql("users");
    out.push_sql("\\"");
    out.push_sql(" WHERE ");
    self.where_clause[0].walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    out.push_sql("\\"");
    out.push_sql("users");
    out.push_sql("\\"");
    out.push_sql(" WHERE ");
    self.where_clause[0].walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    out.push_sql("\\"");
    out.push_sql("users");
    out.push_sql("\\"");
    out.push_sql(" WHERE ");
    self.where_clause[0].left.walk_ast(out)?;
    out.push_sql(" = ");
    self.where_clause[0].right.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql("name");
    out.push_sql("\\"");
    out.push_sql(" FROM ");
    out.push_sql("\\"");
    out.push_sql("users");
    out.push_sql("\\"");
    out.push_sql(" WHERE ");
    self.where_clause[0].left.walk_ast(out)?;
    out.push_sql(" = ");
    self.where_clause[0].right.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql(" FROM ");
    out.push_sql("\"");
    out.push_sql("users");
    out.push_sql("\"");
    out.push_sql(" WHERE ");
    self.where_clause[0].left.walk_ast(out)?;
    out.push_sql(" = ");
    self.where_clause[0].right.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql("users");
    out.push_sql("'");
    out.push_sql(" WHERE ");
    self.where_clause.0.left.walk_ast(out)?;
    out.push_sql(" = ");
    self.where_clause.0.right.walk_ast(out)?;
    Ok(())
}
```

```
    out.push_sql(" WHERE ");
    self.where_clause[0].left.walk_ast(out)?;
    out.push_sql(" = ");
    self.where_clause[0].right.walk_ast(out)?;
    Ok(())
}
```



```
    out.push_sql(" WHERE ");
    out.push_sql("\"");
    out.push_sql("users");
    out.push_sql("\"");
    out.push_sql(".");
    out.push_sql("\"");
    out.push_sql("id");
    out.push_sql("\"");
    out.push_sql(" = ");
    self.where_clause.0.right.walk_ast(out)?;
    Ok(())
}
```

```
out.push_sql(" WHERE ");
out.push_sql("\\"");
out.push_sql("users");
out.push_sql("\\"");
out.push_sql(".");
out.push_sql("\\"");
out.push_sql("id");
out.push_sql("\\"");
out.push_sql(" = ");
out.push_bind_param(
    &self.where_clause.0.right.item)?;
Ok(())
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    out.push_sql("SELECT ");
    self.distinct.walk_ast(out)?;
    self.select.walk_ast(&self.from, out)?;
    out.push_sql(" FROM ");
    self.from.walk_ast(out)?;
    self.where_clause.walk_ast(out)?;
    Ok(())
}
```



```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    if let AstPass::ToSql(ref mut builder) = out {
        builder.push_sql("SELECT ");
    }
    out.push_sql("\n");
    out.push_sql("users");
    out.push_sql("\n");
    out.push_sql(".");
    out.push_sql("\n");
    out.push_sql("id");
    out.push_sql("\n");
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    let AstPass::ToSql(ref mut builder) = out;
    builder.push_sql("SELECT ");
    out.push_sql("\\");
    out.push_sql("users");
    out.push_sql("\\");
    out.push_sql(".");
    out.push_sql("\\");
    out.push_sql("id");
    out.push_sql("\\");
```



```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    let AstPass::CollectBinds { collector, metadata_lookup } = out;
    collector.push_bound_value(
        &self.where_clause.0.right.value,
        metadata_lookup,
    )?;
    Ok(())
}
```

```
fn walk_ast(&self, out: AstPass) -> QueryResult<()> {
    Ok(())
}
```

**These optimizations
are what let us build
zero cost abstractions**

```
pub struct HashSet<K> {  
    map: HashMap<K, ()>  
}
```

```
impl<K: Hash + Eq> HashSet<K> {  
    pub fn insert(&mut self, value: K) {  
        self.map.insert(value,());  
    }
```

```
    pub fn contains(&self, value: &K) -> bool {  
        self.map.contains_key(value)  
    }  
}
```

```
pub struct HashSet<K> {  
    map: HashMap<K, ()>  
}
```

```
impl<K: Hash + Eq> HashSet<K> {  
    pub fn insert(&mut self, value: K) {  
        self.map.insert(value,());  
    }
```

```
    pub fn contains(&self, value: &K) -> bool {  
        self.map.contains_key(value)  
    }  
}
```



shopify

A photograph of a man with long dark hair and a beard, wearing a blue t-shirt with a graphic on it, holding a baby. The baby is wearing a pink onesie with white rabbit prints. The man is looking directly at the camera, and the baby is looking slightly to the side.

**Please ask me
questions now**

Contact

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