

# Rust

## A safe language for low-level programming

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# Outline

- Lecture 1: Motivation, Rust basics
- Practice session 1

- Lecture 2: High-level language constructs
- Practice session 2

Material available on github:  
[https://github.com/skogsbaer/rust\\_class](https://github.com/skogsbaer/rust_class)

- Lecture 3: Advanced concepts
- Practice session 3
- Summary



# Lecture 1

Motivation, Rust basics

# Motivation

Tension between **safety** and **control**

## Safety

- No memory errors
- Automatic memory management
- Data encapsulation
- Java, C#, Go, Haskell, ...

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- Automatic memory management
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## Control

- Control memory layout
- Optimize time and space usage
- Real-time requirements
- C, C++

# Motivation

Tension between **safety** and **control**

## Safety

- No memory errors
- Automatic memory management
- Data encapsulation
- Java, C#, Go, Haskell, ...

**Want both?**



**Pick one!**

## Control

- Control memory layout
- Optimize time and space usage
- Real-time requirements
- C, C++

- Systems programming requires control
- Microsoft: ~70% of security violations are caused by memory violations.
- Mozilla: majority of critical bugs in Firefox are memory related.

# What makes a language unsafe?

Root of all evil:  
unrestricted combination  
of **aliasing** and **mutation**

- Use after free error
- Dangling references
- Data races
- ...

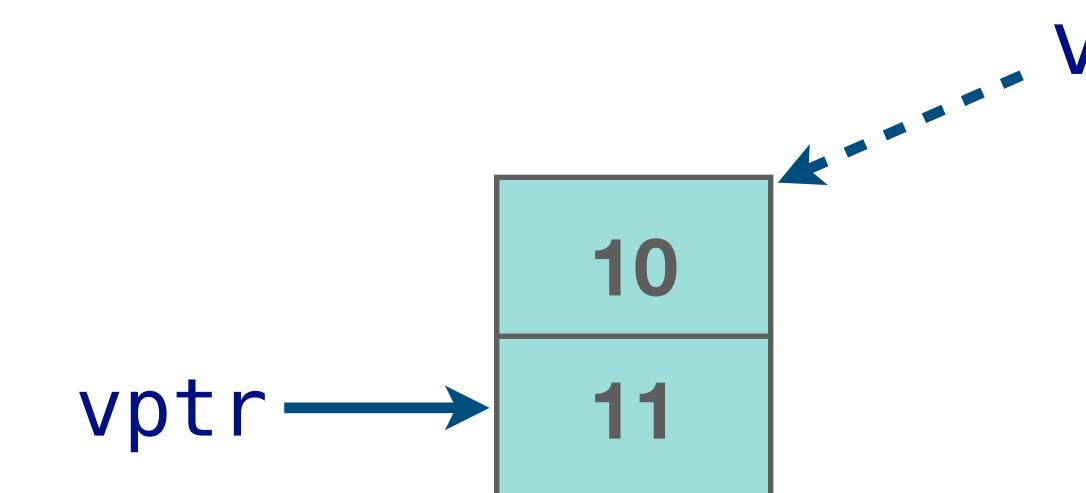
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- ...

```
std::vector<int> v { 10, 11 };
int *vptr = &v[1];    // Alias, points into v
v.push_back(12);    // Mutate the vector
std::cout << *vptr; // Bug (use-after-free)
```



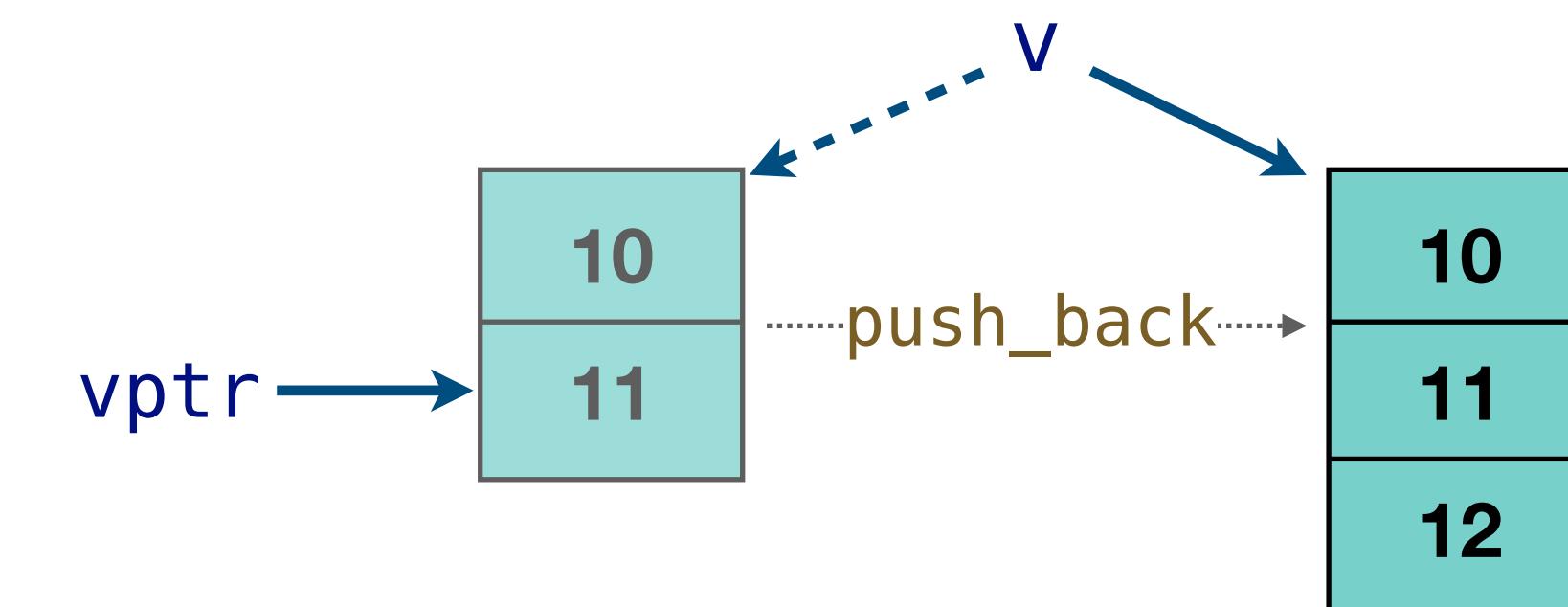
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```



# Type checker to the rescue

- Rust detects this bug at **compile time**.
- Rust prevents unrestricted combination of **aliasing** and **mutation**.
- Details explained later.

Rust

```
let mut v = vec![10, 11];
let vptr = &v[1];          // Alias, points into v
v.push(12);              // Mutate the vector
println!("{}", *vptr); // Compile error
```

**Compile error:** cannot borrow v as mutable because it is also borrowed as immutable

# Ownership

- Each value in Rust has a variable that's called its **owner**.
- There can only be **one owner at a time**.
- Ownership is **moved** on assignment and function calls.
- When the owner goes out of scope, the value will be **released**.

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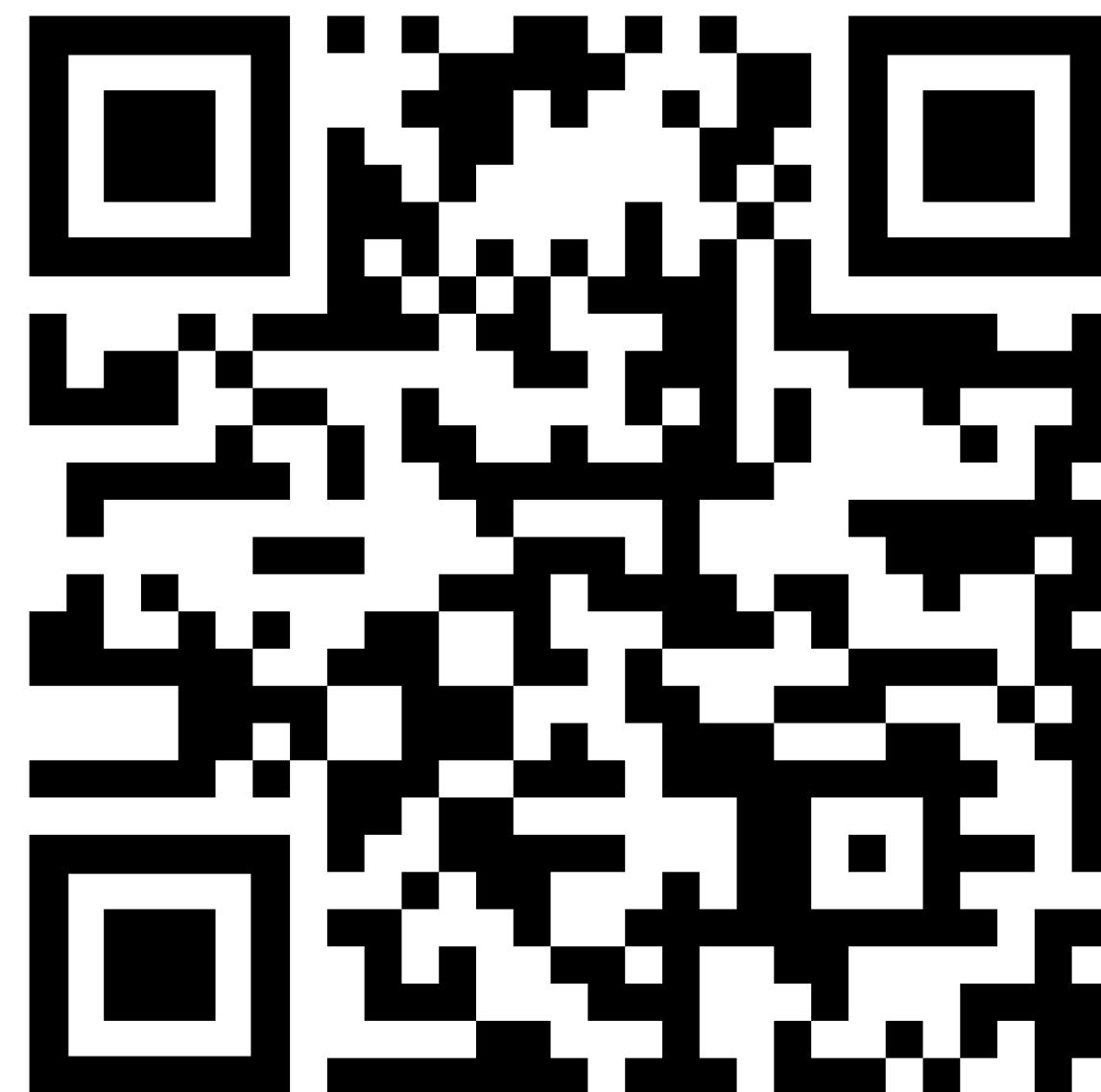
Rust

```
fn consume(w: Vec<i32>) {  
    println!("Length of vector: {}", w.len());  
    // Memory of w is released automatically  
}  
  
let mut v = vec![10, 11];  
consume(v); // Transfers ownership (call by value)  
v.push(12); // Compile error
```

**Compile error:** borrow of moved value v

# Quiz preparations

- <https://pingo.coactum.de/>
- Session: 912867
- Open with your laptop, tablet or mobile phone



**Bitte warten...**

Diese Umfrage ist noch nicht gestartet worden.  
**BITTE WARTEN SIE AUF DEN START**



# Quiz 1 (ownership)

Select the examples with a compile error.

- <https://pingo.coactum.de/>
- Session: 912867

Rust

```
fn move_vec(w: Vec<i32>) {
    // left blank
}

fn example_1() {
    let v = vec![10, 11];
    let v2 = v;
    move_vec(v);
}

fn example_2() {
    let v = vec![10, 11];
    move_vec(v);
    println!("{:?}", v);
}
```

Rust

```
fn example_3() {
    let v = vec![10, 11];
    move_vec(v);
    let v2 = v;
}

fn example_4() {
    let v = vec![10, 11];
    let v2 = v;
    println!("{:?}", v);
    move_vec(v2);
}
```

# Solution of quiz 1

All examples exhibit  
a compile error.

Rust

```
fn move_vec(w: Vec<i32>) {
    // left blank
}

fn example_1() {
    let v = vec![10, 11];
    let v2 = v;
    move_vec(v);
}

fn example_2() {
    let v = vec![10, 11];
    move_vec(v);
    println!("{}:{}", v);
}
```

Rust

```
fn example_3() {
    let v = vec![10, 11];
    move_vec(v);
    let v2 = v;
}

fn example_4() {
    let v = vec![10, 11];
    let v2 = v;
    println!("{}:{}", v);
    move_vec(v2);
}
```

**Compile error:** value used after move

# Quiz 2 (ownership)

Assume the compiler would not reject the programs.

**Select the examples with problematic runtime behavior.**

- <https://pingo.coactum.de/>
- Session: 912867

Rust

```
fn move_vec(w: Vec<i32>) {
    // left blank
}

fn example_1() {
    let v = vec![10, 11];
    let v2 = v;
    move_vec(v);
}

fn example_2() {
    let v = vec![10, 11];
    move_vec(v);
    println!("{:?}", v);
}
```

Rust

```
fn example_3() {
    let v = vec![10, 11];
    move_vec(v);
    let v2 = v;
}

fn example_4() {
    let v = vec![10, 11];
    let v2 = v;
    println!("{:?}", v);
}
```

# Solution of quiz 2

Examples 1-3 have problematic runtime behavior.

- Vector is released at the end of `move_vec`.
- Example 1: releases vector a second time at the end of `example_1`
- Example 2: uses the deallocated vector with `println!`
- Example 3: releases vector a second time at the end of `example_3`
- Example 4: no undefined behavior.

Rust

```
fn move_vec(w: Vec<i32>) {  
    // left blank  
}  
  
fn example_1() {  
    let v = vec![10, 11];  
    let v2 = v;  
    move_vec(v);  
}  
  
fn example_2() {  
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    move_vec(v);  
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Rust

```
fn example_3() {  
    let v = vec![10, 11];  
    move_vec(v);  
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fn example_4() {  
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    println!("{:?}", v);  
}
```

# Borrowing

- Ownership transfer is not always what we want.
- We can also temporarily **borrow** a value.
- **&T** is a **reference** to a value of type **T**.
- References are borrowed.
  - No ownership transfer
  - No release at end of borrow

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- **&T** is a **reference** to a value of type **T**.
- References are borrowed.
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*Call by reference*

```
fn just_use(w: &Vec<i32>) {  
    println!("Length of vector: {}", w.len());  
    // No release  
}  
  
let mut v = vec![10, 11];  
just_use(&v); // Borrows reference  
v.push(12); // Works
```

Rust

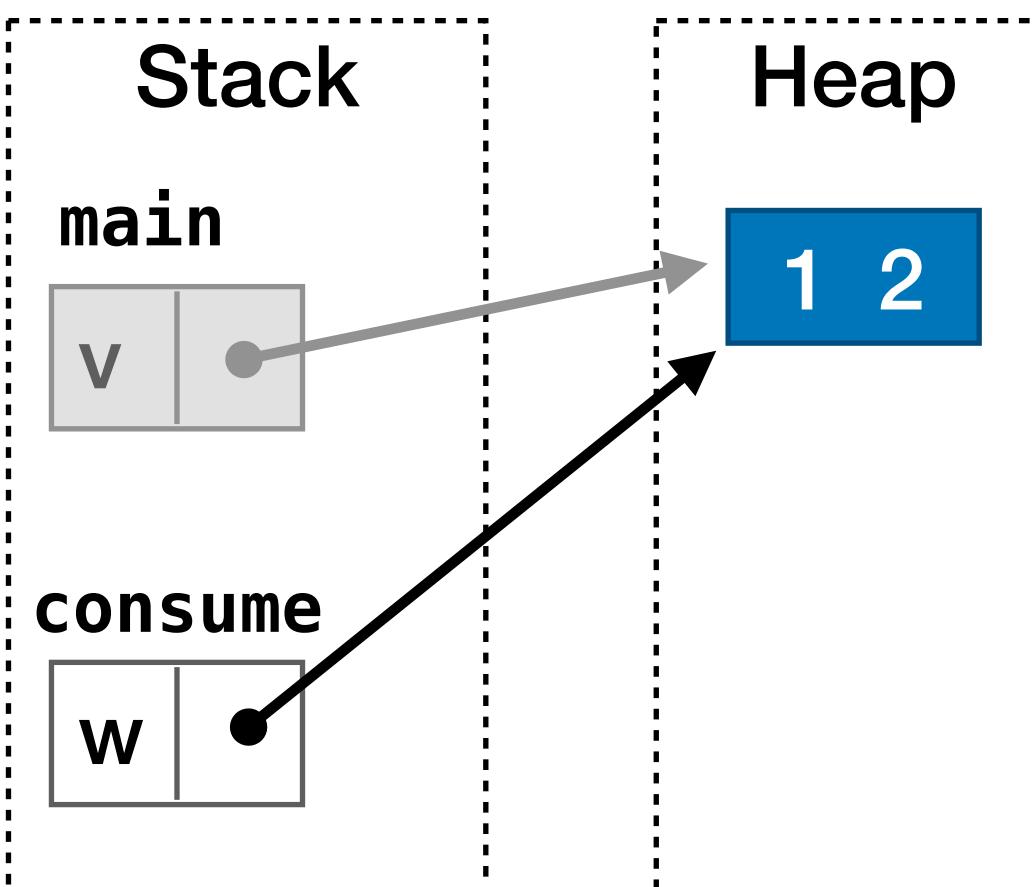
# Visualization

Rust

```
fn consume(w: Vec<i32>) { L1
    println!("Length of vector: {}", w.len());
    // Memory of w is released automatically
}

fn main() {
    let mut v = vec![10, 11];
    consume(v);
    v.push(12); // Compile error
}
```

L1

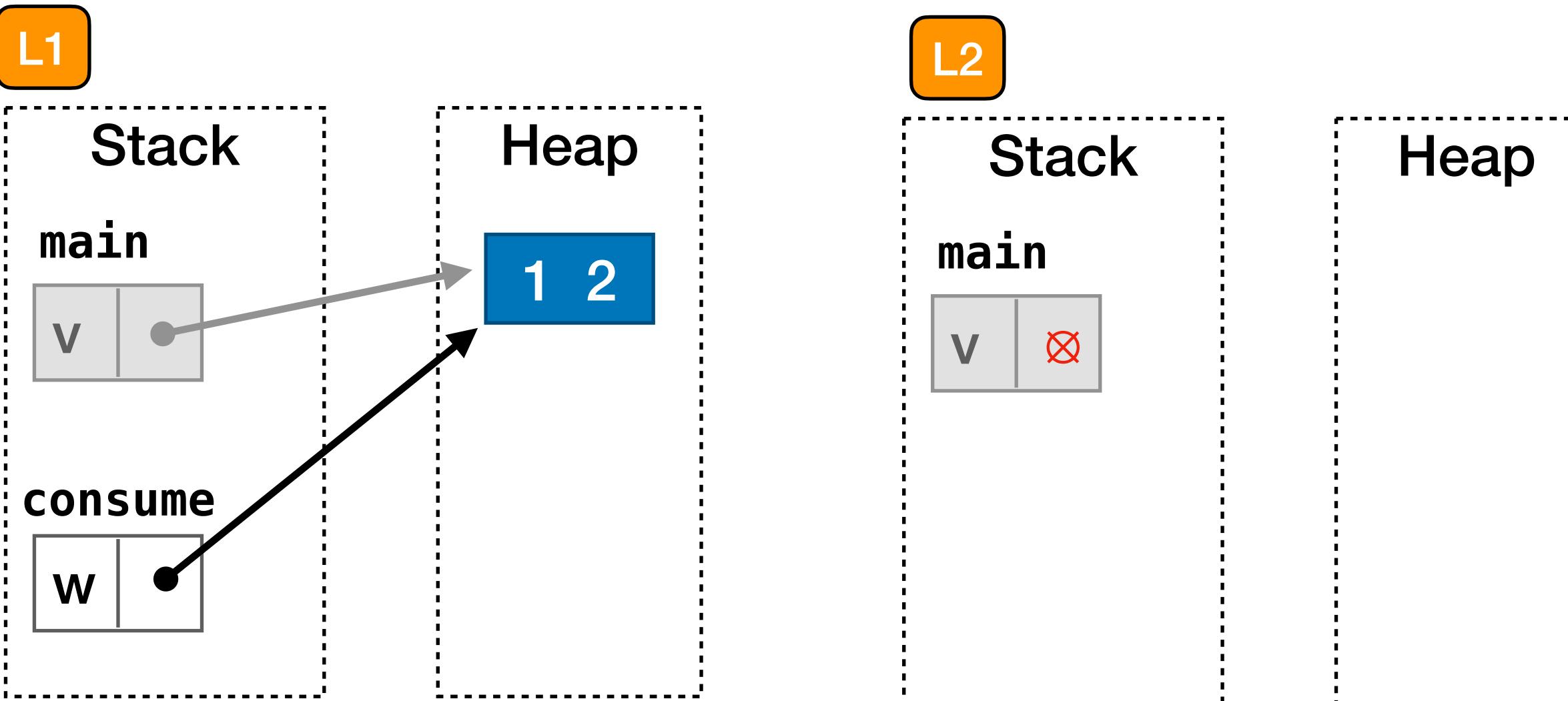


# Visualization

Rust

```
fn consume(w: Vec<i32>) { L1
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fn main() {
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# Visualization

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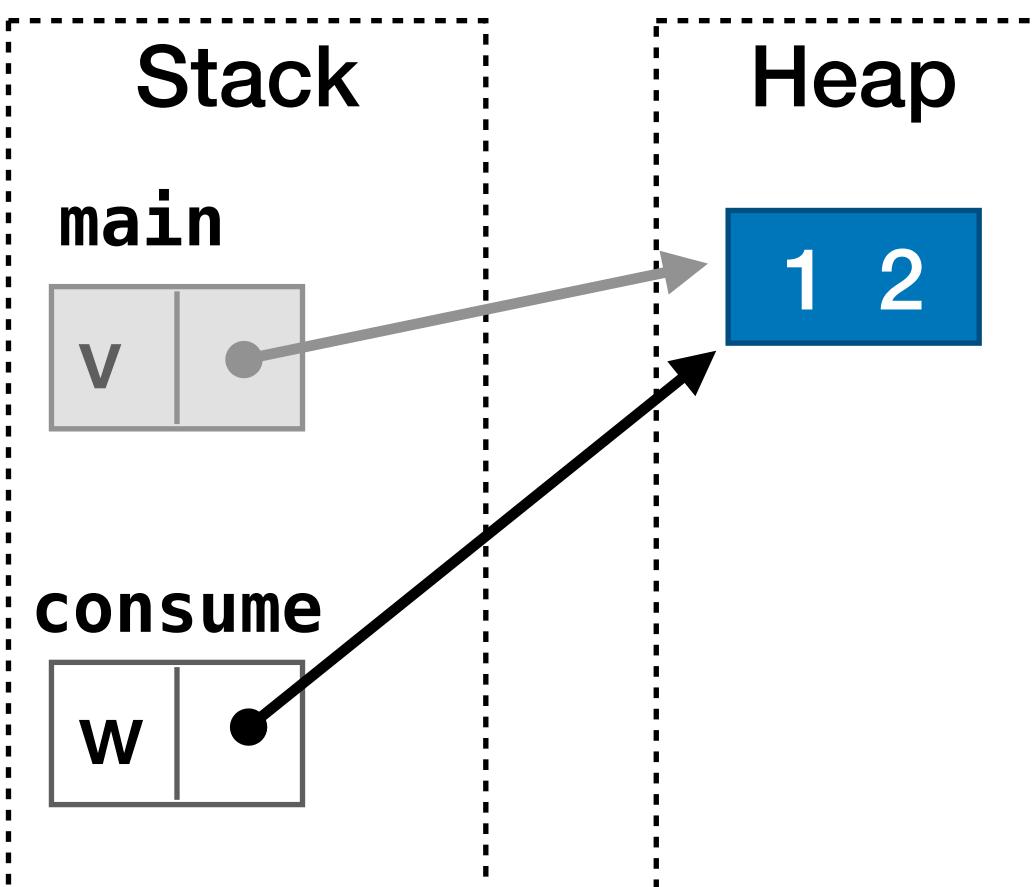
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}
```

Rust

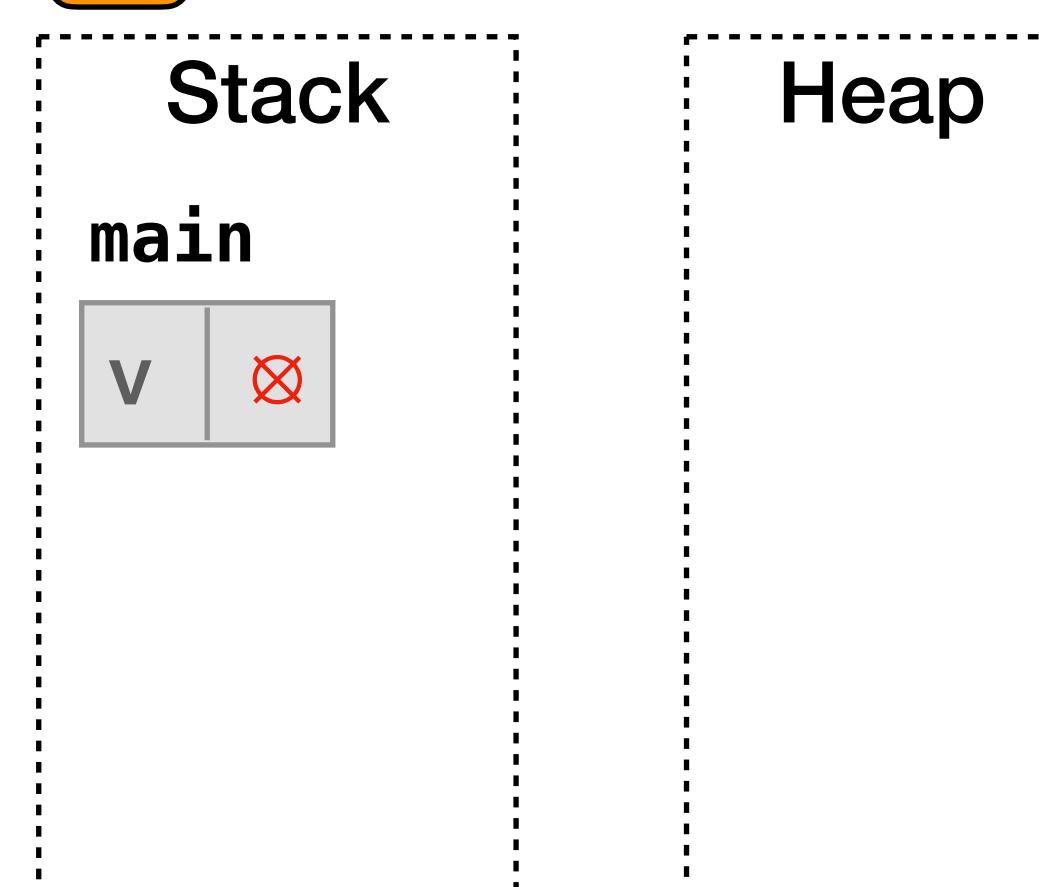
```
fn just_use(w: &Vec<i32>) { L3
    println!("Length of vector: {}", w.len());
    // No release
}

fn main() {
    let mut v = vec![10, 11];
    just_use(&v); // Borrows reference
    v.push(12);
}
```

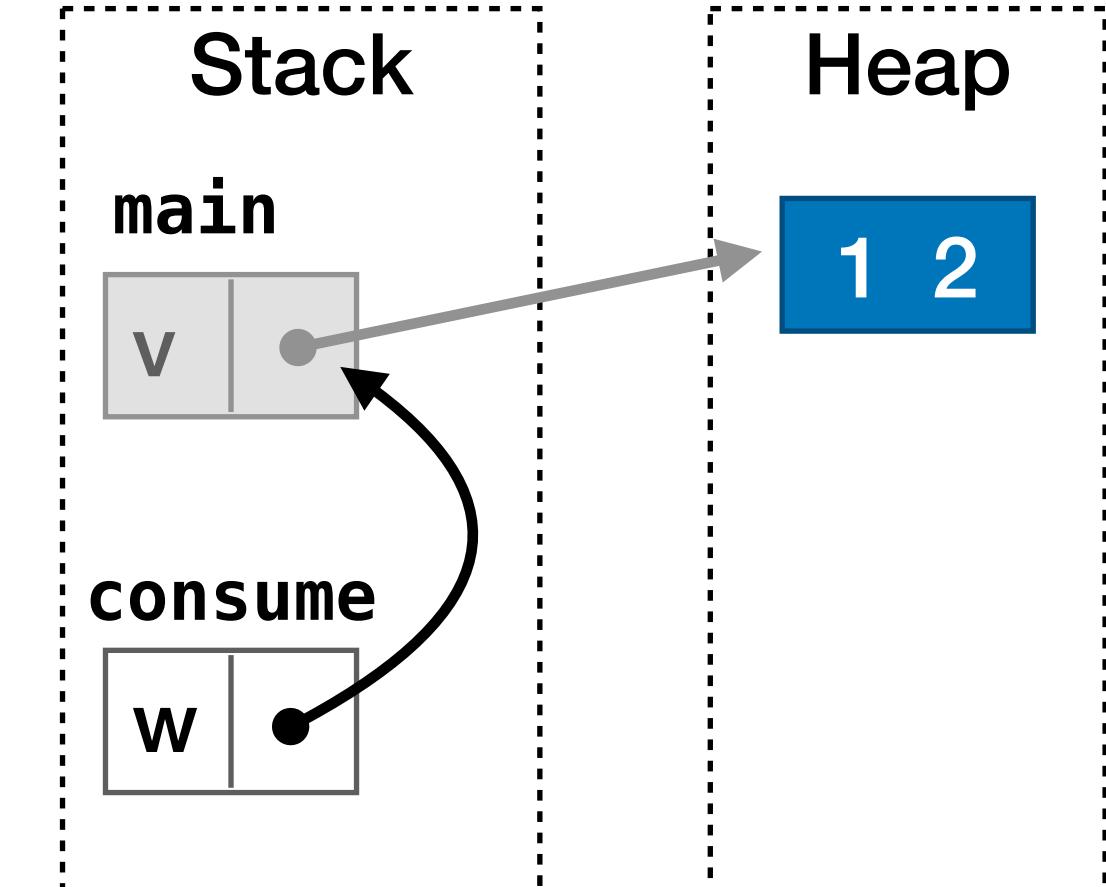
L1



L2



L3



# Visualization

Rust

```
fn consume(w: Vec<i32>) { L1
    println!("Length of vector: {}", w.len());
    // Memory of w is released automatically
}

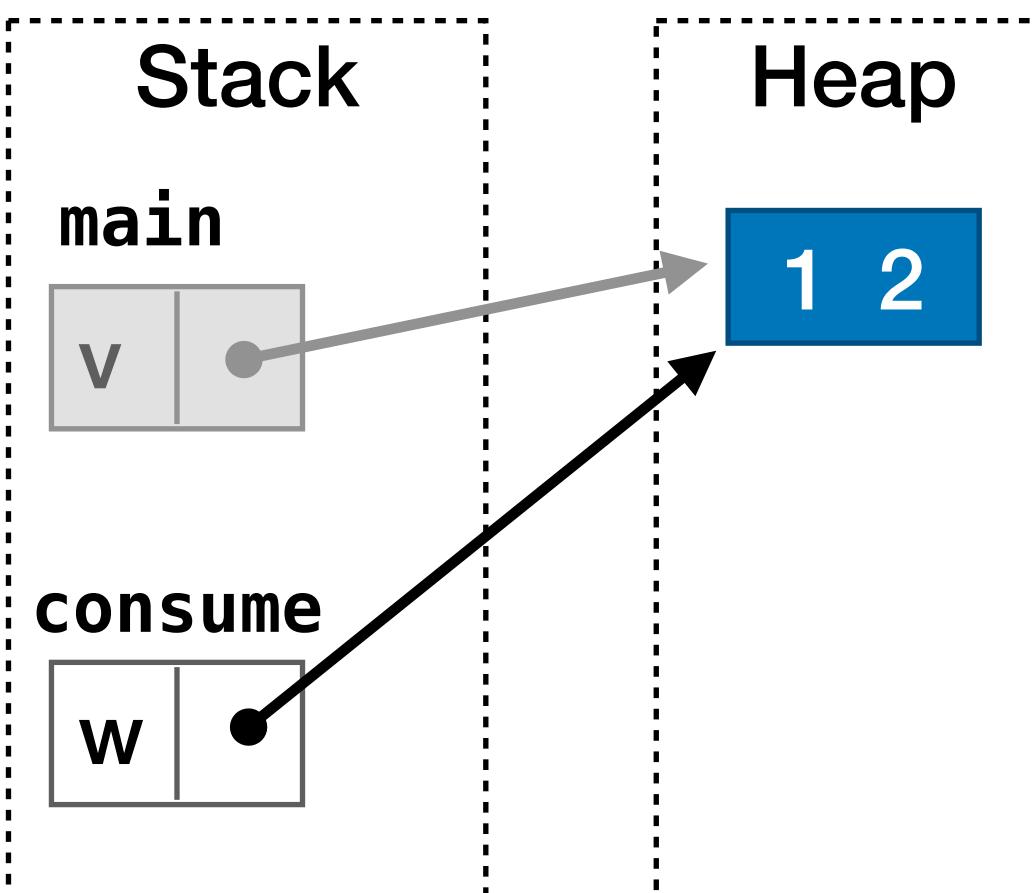
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    consume(v); L2
    v.push(12); // Compile error
}
```

Rust

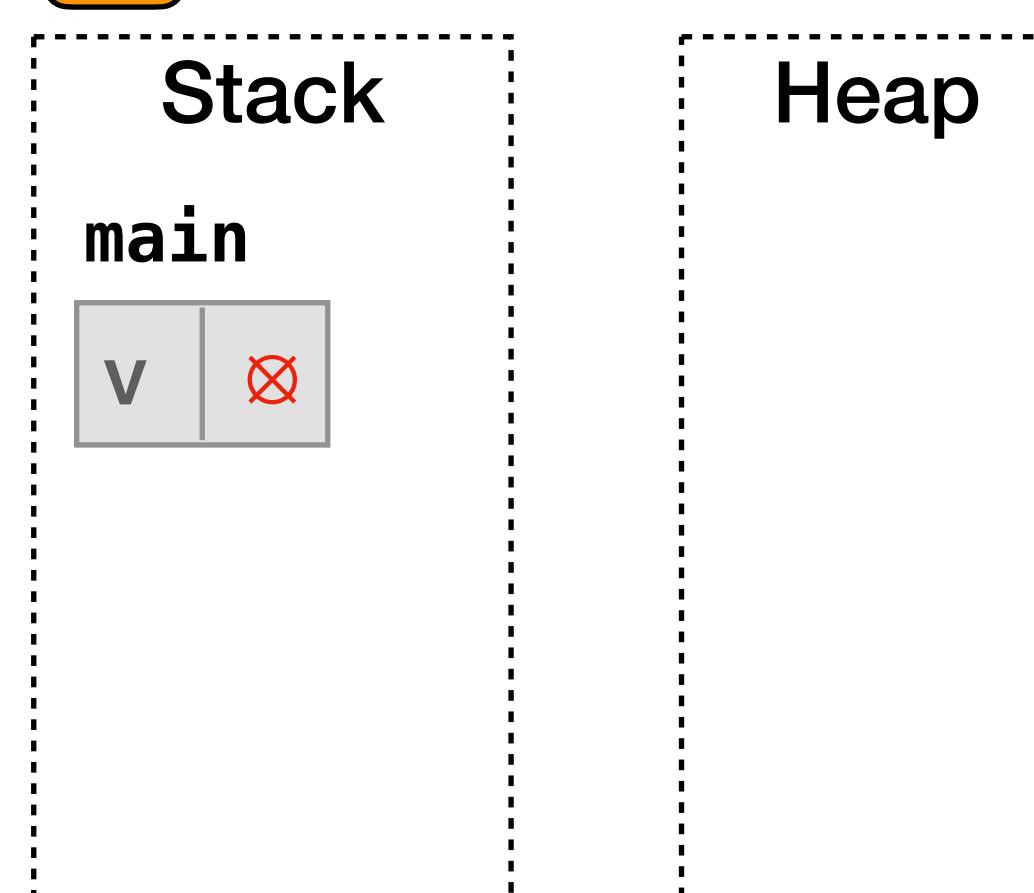
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    just_use(&v); L4 // Borrows reference
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```

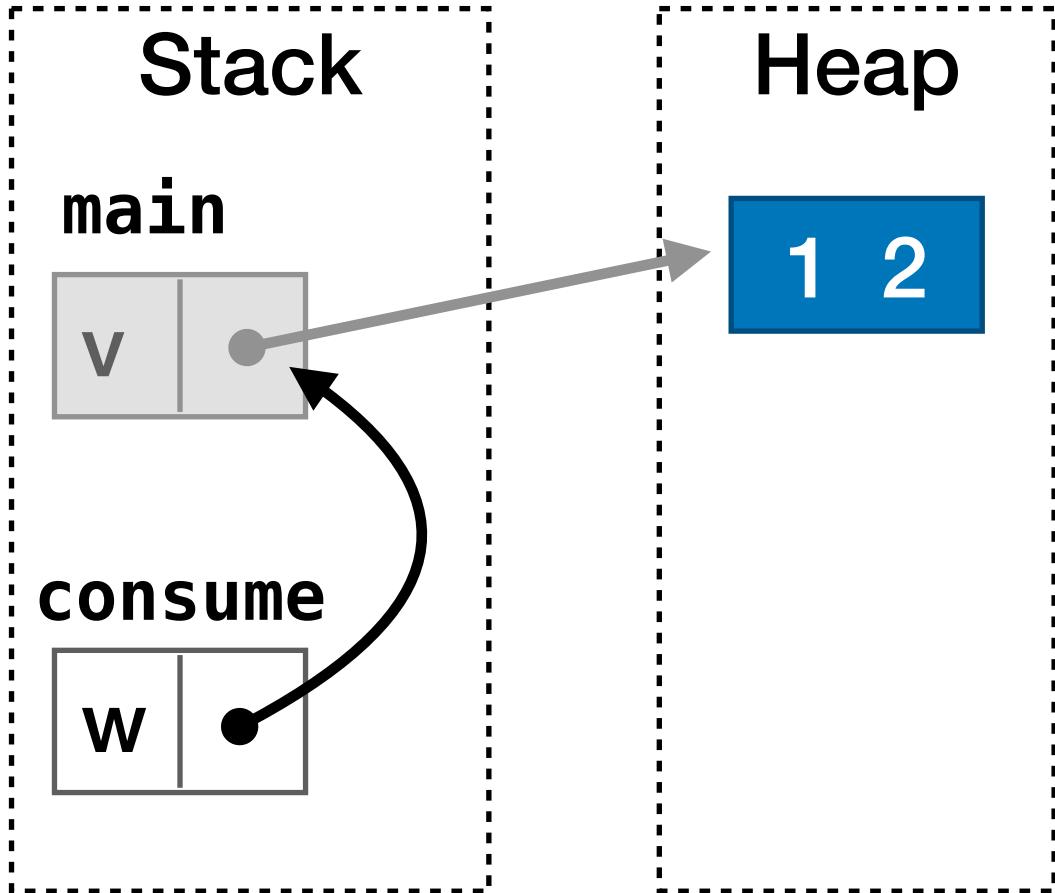
L1



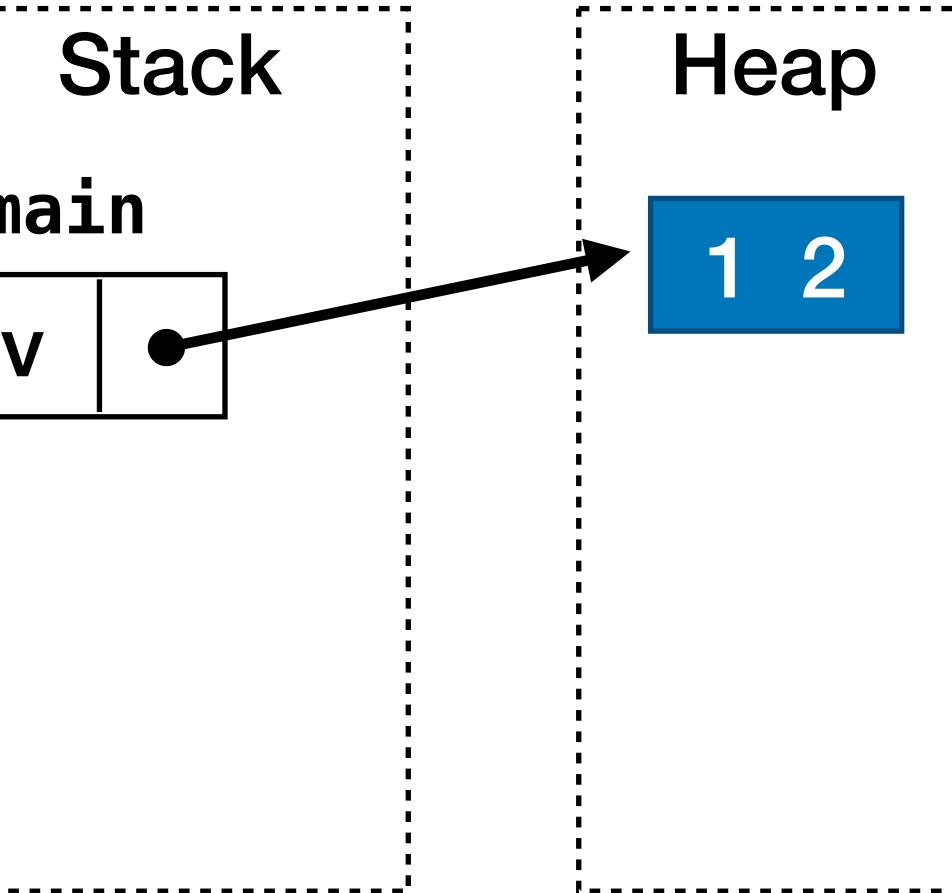
L2



L3



L4



# Mutability

- Variables are **immutable by default**.
- Immutability is **deep**: cannot change *anything* inside.

```
let v = vec![10, 11];
v = vec![1, 2];
```

**Compile error:** cannot  
assign twice to immutable  
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let v = vec![10, 11];  
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```

**Compile error**: cannot borrow v as mutable.

```
let v = vec![vec![10, 11]];  
v[0].push(13);
```

**Compile error**: cannot borrow v as mutable.

Type of v: Vec<Vec<i32>

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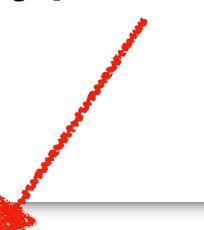
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let v = vec![vec![10, 11]];
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*Type of v: Vec<Vec<i32>*



- let mut** declares a variable as mutable

```
let mut v = vec![10, 11];
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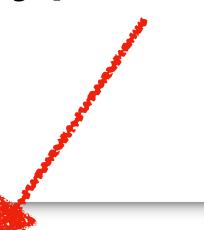
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let v = vec![vec![10, 11]];
v[0].push(13);
```

*Type of v: Vec<Vec<i32>*



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- **&T** immutable borrow

- **&mut T** mutable borrow

# Rules of ownership and borrowing

- **Exactly one owner.**
  - Ownership moved on assignment or function call.
  - Memory is released if owner goes out of scope.
- **One mutable borrow XOR any number of immutable borrows at the same time.**

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## Type

- `T` ownership
- `&T` immutable borrow
- `&mut T` mutable borrow

## Expression

- `e` move
- `&e` immutable ref
- `&mut e` mutable ref

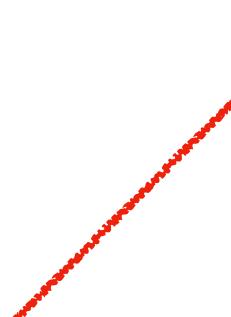
# Lifetime of borrows

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```
let mut v = vec![10, 11];
let vptr = &v[1];
v.push(12);
println!("{}", *vptr);
```



- Declaration of push: `fn push(v: &mut Vec<i32>, i: i32)`
- `v.push(12)` is short for `push(&mut v, 12)`

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println!("{}", *vptr);
```

Lifetime of immutable  
 borrow vptr  
 Lifetime of mutable  
 borrow for calling push



**Overlapping lifetimes of two borrows,  
one borrow is mutable.**

- Declaration of push: `fn push(v: &mut Vec<i32>, i: i32)`
- `v.push(12)` is short for `push(&mut v, 12)`

**Compile error:** cannot borrow  
`v` as mutable because it is  
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# Aliasing and mutation

*Remember: the root of all evil is the unrestricted combination of **aliasing** and **mutation**.*

**&T** Immutable borrow / shared reference: **aliasing but no mutation**

**&mut T** Mutable borrow / unique reference: **no aliasing but mutation**

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**OK:** immutable references shared  
between threads

```
let mut v = vec![10,11];
join(|| println!("v[1] = {}", &v[1]),
     || println!("v[1] = {}", &v[1]));
```

Spawns two  
threads,  
waits until  
completion

Anonymous  
function, taking  
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Spawns two  
threads,  
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Anonymous  
function, taking  
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**Data race:** parallel access to the  
same data, one write access

```
let mut v = vec![10,11];
join(|| println!("v[1] = {}", &v[1]),
     || v.push(13));
```

**Compile error:** cannot borrow  
v as mutable because it is  
also borrowed as immutable

# Rust basics (1/2)

## *Variable declarations*

```
let a = 42;          // immutable
let mut b = 0;      // mutable
let c: i32 = 5;    // optional type annotation
```

Rust book:

<https://doc.rust-lang.org/book/>

# Rust basics (1/2)

## Variable declarations

```
let a = 42;          // immutable
let mut b = 0;       // mutable
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```

## Function definitions

```
pub fn some_function(x: i32, y: i32) -> i32 {
    let z = x + y;
    z + 1
}
```

Visibility (public)

*Result type (omit if void)*

No distinction between statements and expression:  
*Everything is an expression*  
*;* sequences expressions  
*No return needed (but possible)*  
*No *;* at the end!*

# Rust basics (1/2)

## Variable declarations

```
let a = 42;      // immutable
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Visibility (public)

*No distinction between statements and expression:  
Everything is an expression  
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No return needed (but possible)  
No ; at the end!*

*Result type (omit if void)*

## Important types

- signed ints: i8, i16, i32, i64, i128, isize
- unsigned ints: u8, u16, u32, u64, u128, usize
- floats: f32, f64
- bool, char
- borrows: &T, &mut T
- vectors: Vec<T>, &[T]
- strings: String, &str

*Type of string literals*

# Rust basics (2/2)

## Structs

```
#[derive(Debug, PartialEq)]
pub struct Point2D {
    x: i32,
    y: i32
}
```

```
// Construct value
Point2D {x: x, y: y}
```

# Rust basics (2/2)

## Structs

```
#[derive(Debug, PartialEq)]
pub struct Point2D {
    x: i32,
    y: i32
}
```

```
// Construct value
Point2D {x: x, y: y}
```

## Control structures

```
if a == 0 {
    println!("zero");
} else {
    println!("not zero");
}
for x in vec![1,2,3] {
    println!("{}", x);
}
while a > 0 {
    a = a - 1;
}
```

```
match res {
    None => 1,
    Some(i) => i
}
```

# Rust basics (2/2)

## Structs

```
#[derive(Debug, PartialEq)]
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```

```
match res {
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## Important expression forms

- function call: some\_function(1, 42)
- arithmetic: 1 + 2 \* 7
- boolean logic: true || (x < 1 && false)
- references: &T, &mut T
- vectors: Vec<T>, &[T]
- strings "zero"
- string formatting `println!("{}", x);`  
`println!("{}:?", x);`
- panic `panic!("crashing");`
- struct values `Point2D { x: x, y: y }`

# Development infrastructure

- Cargo: tool for building, testing, benchmarking, profiling, running and packaging Rust code
  - cargo run
  - cargo test
- Rust package registry: <https://crates.io>
- Rust playground: <https://play.rust-lang.org>
- IDE: Visual Studio Code
  - Use the rust-analyzer extension, **not** the Rust extension!
  - For debugging: extension CodeLLDB



# Coding conventions

## Namen

- `snake_case`
  - variables
  - functions/methods
  - macros
  - crates / modules
- `UpperCamelCase`
  - structs, enums, types
  - traits
  - enum variants
- `SCREAMING_SNAKE_CASE`
  - constants
  - static variables

```
if a == 0 {  
    println!("zero");  
} else {  
    println!("not zero");  
}
```

## Style

- No newline before opening brace `{`
- Closing brace `}` on a line on its own (except with `else`)
- Indent using 4 spaces
- Do not use `return` unless necessary
- Style guide: <https://github.com/rust-dev-tools/fmt-rfcs/blob/master/guide/guide.md>
- `rustfmt`: Tool for checking or fixing code style

# Practice Session 1

Material available on github:  
[https://github.com/skogsbaer/rust\\_class](https://github.com/skogsbaer/rust_class)



# Lecture 2

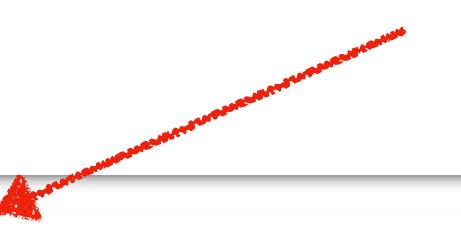
## High-level language constructs

# Enums

- More powerful than in C/C++
- Each alternative may carry values
- Like algebraic datatypes in functional languages
- Support **pattern matching**
- Allow **type-safe encoding of optional values**
  - Option<T>
  - No NULL in Rust

```
enum Option<T> {  
    None,  
    Some(T)  
}
```

*Type parameter*



# Enums

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- Each alternative may carry values
- Like algebraic datatypes in functional languages
- Support **pattern matching**
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}
```

*Type parameter*

Type system force us to deal with the **None** case

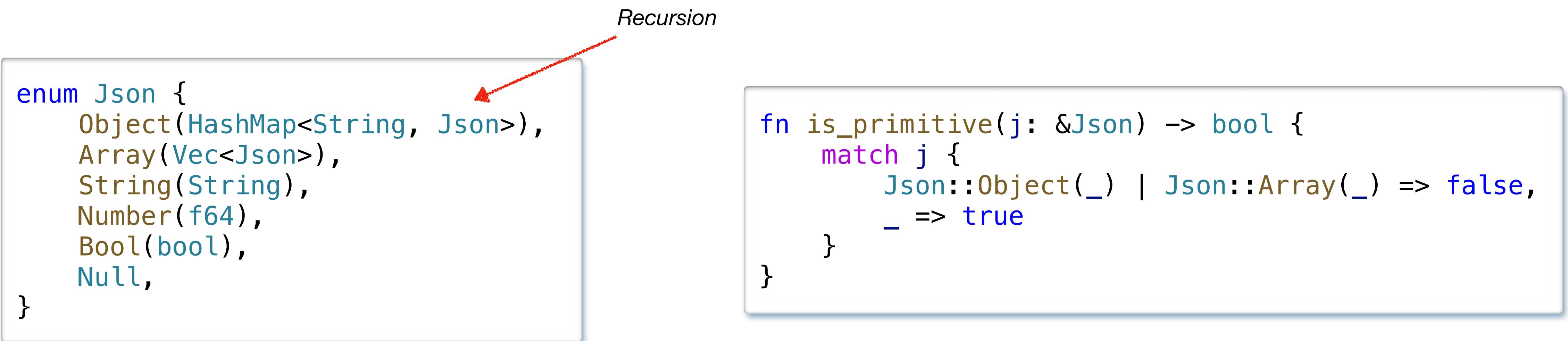
Example: method get for HashMap<K, V>

```
fn get(&self, k: &K) -> Option<&V>
```

```
let hm: HashMap<String, i32> = ...;
let foo_val = match hm.get("foo") {
    None => 0,
    Some(i) => i
};
```

# More enums

*Example:* representing JSON



```
enum Json {
    Object(HashMap<String, Json>),
    Array(Vec<Json>),
    String(String),
    Number(f64),
    Bool(bool),
    Null,
}
```

*Recursion*

```
fn is_primitive(j: &Json) -> bool {
    match j {
        Json::Object(_) | Json::Array(_) => false,
        _ => true
    }
}
```

# Error handling

1. Unexpected problems: `panic! ("some bug")`
  - Aborts the current thread
  - Catching is possible but discouraged.
2. Expected problems: `Result` type
  - Examples: Working with files, network operations, ...
  - Result is either `Ok` or `Err`
  - Ways to handle the result:
    - Pattern matching
    - Error propagation via `?`
    - `unwrap` (crashes, don't use)

```
enum Result<T, E> {  
    Ok(T),  
    Err(E),  
}
```

# Pattern matching on Result

from Rust's stdlib

```
type io::Result<T> = Result<T, io::Error>; // specialized result for io

fn TcpListener::bind(addr: &str) -> io::Result<TcpListener>
fn TcpListener::accept(&self) -> io::Result<(TcpStream, SocketAddr)>
fn TcpStream::write(&mut self, buf: &[u8]) -> io::Result<usize>
```

*Example: TCP server*

```
fn start_tcp_server_1() -> io::Result<()> {
    match TcpListener::bind("127.0.0.1:7878") {
        Err(err) => Err(err),
        Ok(listener) => {
            match listener.accept() {
                Err(err) => Err(err),
                Ok((mut stream, _)) => {
                    match stream.write(&[1]) {
                        Err(err) => Err(err),
                        Ok(bytes_written) =>
                            if bytes_written == 1 {
                                Ok(())
                            } else {
                                Err(io::Error::new(io::ErrorKind::Other, ""))
                            }
                    }
                }
            }
        }
    }
}
```

# Error propagation for Result

from Rust's stdlib

```
type io::Result<T> = Result<T, io::Error>; // specialized result for io

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fn TcpStream::write(&mut self, buf: &[u8]) -> io::Result<usize>
```

```
fn start_tcp_server_2() -> io::Result<()> {
    let listener = TcpListener::bind("127.0.0.1:7878")?;
    let (mut stream, _) = listener.accept()?;
    let bytes_written = stream.write(&[1])?;
    if bytes_written == 1 {
        Ok(())
    } else {
        Err(io::Error::new(io::ErrorKind::Other, "error"))
    }
}
```

? propagates errors to the caller, unpacks **Ok** values

# Panic for Result

from Rust's stdlib

```
type io::Result<T> = Result<T, io::Error>; // specialized result for io

fn TcpListener::bind(addr: &str) -> io::Result<TcpListener>
fn TcpListener::accept(&self) -> io::Result<(TcpStream, SocketAddr)>
fn TcpStream::write(&mut self, buf: &[u8]) -> Result<usize>
```

```
fn start_tcp_server_3() {
    let listener = TcpListener::bind("127.0.0.1:7878").unwrap();
    let (mut stream, _) = listener.accept().unwrap();
    let bytes_written = stream.write(&[1]).unwrap();
    if bytes_written != 1 {
        panic!("error")
    }
}
```

**unwrap** causes a panic

**Don't use**

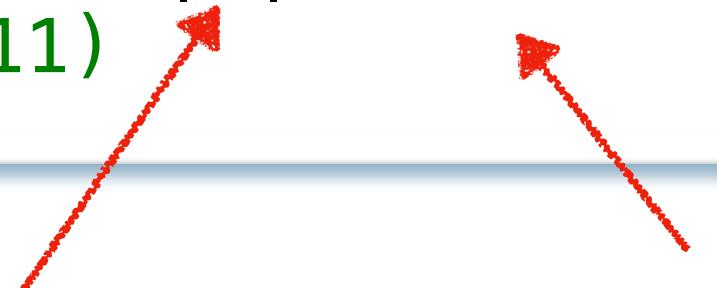
# Closures

- Anonymous functions
- May refer to variables from the context
- Can be passed around as arguments and results

```
let opt1 = Some("some string");
let opt2 = opt1.map(|s| s.len());
// opt2 is Some(11)
```

Parameter of  
closure

*Body of closure, you  
can also enclose the  
body in { ... }*



# Traits

from Rust's stdlib

- Similar to interfaces (but not the same)
- Method signatures for shared behavior

*Rust can implement several standard traits automatically*

```
#[derive(Debug, PartialEq)]
pub struct Point2D {
    x: i32,
    y: i32
}

impl Display for Point2D {
    fn fmt(&self, f: &mut fmt::Formatter<'_>) -> fmt::Result {
        write!(f, "({}, {})", self.x, self.y)
    }
}
```

*Standard trait for equality*

*Manual implementation*

```
// debugging output
trait Debug {
    fn fmt(&self, f: &mut Formatter<'_>) -> Result<(), Error>;
}

// user-facing output
trait Display {
    fn fmt(&self, f: &mut Formatter<'_>) -> Result<(), Error>;
}
```

# Iterators

- A stream of values
- Used for iterating over elements of a collection
- Implemented by many types in the Rust standard library
- Can be implemented for custom types
- Iterator is a trait

*print\_all is a generic method. It works for all iterators over T where T implements the Display trait.*

```
fn print_all<T, I>(iter: I) where I : Iterator<Item=T>, T: Display {  
    for (i, x) in iter.enumerate() {  
        println!("Element at index {}: {}", i, x);  
    }  
}
```

*Usage*

```
let v = vec![1,2,3];  
print_all(v.iter());
```

# String formatting

- `println!` prints to `stdout`
- `format!` returns the formatted string
- `{}` is replaced by argument that implements `Display`
- `{:?}` is replaced by argument that implements `Debug`
- Details: <https://doc.rust-lang.org/std/fmt/>

```
format!("Hello, {}", "world");      // => "Hello, world!"  
format!("The number is {}", 1);      // => "The number is 1"  
format!("{}:{}", (3, 4));           // => "(3, 4)"  
format!("{}value{}", value=4);       // => "4"  
let people = "Rustaceans";  
format!("Hello {}");                // => "Hello Rustaceans!"  
format!("{}:04", 42);                // => "0042" with leading zeros
```

# Strings

- **String** heap-allocated, mutable/growable strings std::string in C++
- **&str** string slice: immutable reference to some string data char\* in C++, but slightly more sophisticated
  - view into parts of some **String** (string data lives in heap)
  - string literal (string data lives in binary's text section)

```
fn play_with_strings() {
    let mut s = String::from("hello"); // turns a &str into String
    s.push_str(" world");
    println!("{}", s); // prints hello world
    let (first, second): (&str, &str) = s.split_at(5);
    println!("first={first}, second={second}"); // prints first=hello, second= world
    call_me(&s); // automatic conversion between &String and &str
    call_me("foo")
}

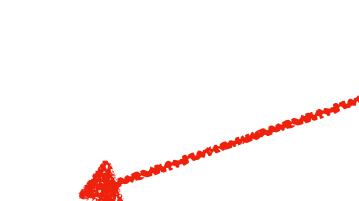
fn call_me(s: &str) { }
```

# Vectors

- `Vec<T>` heap-allocated, mutable and growable arrays of `T`
- `&[T]` slice: immutable reference to some vector data

```
let mut v = Vec::new(); // type of v: Vec<i32>
v.push(1);
v.push(2);
v.push(3);
let sub = v.get(0..2); // type of sub: Option<&[i32]>
println!("v={v:?}", sub=?); // prints v=[1, 2, 3], sub=Some([1, 2])
let v2 = vec![4,5,6]; // type of v: Vec<i32>
```

*range from index 0 to 2 (exclusive)*



# More high-level features

- Macros
  - More powerful than in C/C++
  - Macro body partially checked by the compiler
  - Macro invocations end with !
    - `println!`
    - `panic!`
    - `format!`
    - `vec!`
- Module system
  - Fine-grained visibility rules

# Performance

- **Performance of idiomatic Rust code is comparable to C/C++**
- Sometimes it's even faster
  - Invariants checked dynamically in C/C++ are checked statically in Rust
- Benchmarks:
  - Constructing an UTF-16 string from a bytearray: Rust is slightly faster than C
  - Parsing JSON with parser combinators: Rust is faster than nodejs
  - Bezier Benchmark from OABench 2.0: Rust and C perform pretty much the same

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Rust

```
fn boring(k: i32) -> i32 {
    let mut result = 0;
    for j in (k..).step_by(2).zip(1..5) {
        result += j.0 + j.1;
    }
    result
}
```



LLVM (C syntax)

```
int boring2(int i) {
    int j = i << 1;
    int k = j + 5;
    int l = i << 1;
    int m = k + l;
    int n = m + 17;
    return n;
}
```

# Practice Session 2

Material available on github:

[https://github.com/skogsbaer/rust\\_class](https://github.com/skogsbaer/rust_class)



# Lecture 3

## Advanced concepts

# Lifetimes

- Example from part 1

```
let mut v = vec![10, 11];
let vptr = &v[1];
v.push(12);
println!("{}", *vptr);
```

 Lifetime of borrow vptr  
 Lifetime of mutable borrow for calling push



Overlapping lifetimes of two borrows,  
one borrow is mutable.

- Declaration of push: `fn push(v: &mut Vec<i32>, i: i32)`
- `v.push(12)` is short for `push(&mut v, 12)`

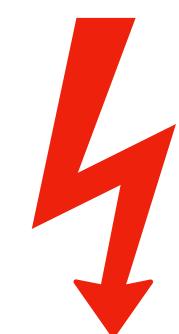
**Compile error:** cannot borrow v as mutable because it is also borrowed as immutable

- Automatic management of lifetimes, most of the time
- Explicit lifetime variables: '`a`' '`b`' '`c` ...

# Explicit lifetimes

Rust infers: `x: &'a str, y: &'b str` Need the shorter lifetime here. But is 'a shorter or 'b?

```
fn longest(x: &str, y: &str) -> &str {  
    if x.len() > y.len() { x } else { y }  
}
```

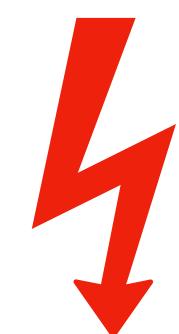


**Compile error:** missing lifetime specifier

# Explicit lifetimes

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fn longest(x: &str, y: &str) -> &str {  
    if x.len() > y.len() { x } else { y }  
}
```



**Compile error:** missing lifetime specifier

- Solution: explicit lifetimes
- `&'a str` means: a reference that lives at least as long as lifetime '`a`

```
fn longest<'a>(x: &'a str, y: &'a str) -> &'a str {  
    if x.len() > y.len() { x } else { y }  
}
```

# Heap-allocated data

- Consider implementing a linked list

```
pub struct Node<T> {  
    data: T,  
    next: Option<Node<T>>  
}
```

# Heap-allocated data

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**Compile error: recursive type  
'Node' has infinite size**

- Struct values live on the stack
- Size must be known to the compiler

# Heap-allocated data

- Consider implementing a linked list

```
pub struct Node<T> {
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}
```

**Compile error: recursive type  
'Node' has infinite size**

- Struct values live on the stack
- Size must be known to the compiler
- Heap-allocated data to the rescue
- `Box<T>` places value of type T in the heap
- Automatic free** once the owner of the box is dropped

```
pub struct Node<T> {
    data: T,
    next: Option<Box<Node<T>>>
}
fn play_with_node() {
    let n1 = Node { data: 42, next: None };
    let n2 = Node { data: 10, next: Some(Box::new(n1)) };
    // Owner n2 goes out of scope => automatic free
}
```

# Shared mutable state

- Rust's ownership and borrowing is sufficient for many programming idioms.
- But it prevents **shared mutable state**.
  - Doubly-linked lists
  - Sharing writeable data between threads
- Still, you can have shared mutable state in Rust.
- *Example: Mutex* allows to share mutable data between threads.

# Shared mutable state

- Rust's ownership and borrowing is sufficient for many programming idioms.
- But it prevents **shared mutable state**.
  - Doubly-linked lists
  - Sharing writeable data between threads
- Still, you can have shared mutable state in Rust.
- *Example: Mutex* allows to share mutable data between threads.

```
let mutex_v = Mutex::new(vec![10, 11]);
join(|| { let guard = mutex_v.lock().unwrap();
          let v = guard.deref();
          println!("v[1] = {}", v[1]); },
      || { let mut guard = mutex_v.lock().unwrap();
            guard.deref_mut().push(13); })
```

Mutex unlocked once  
guard goes out of scope.

# Smart Pointers for shared mutable state

- **Rc<T>**
  - reference-counting pointer
  - allows multiple owners (immutable)
  - memory deallocated when the last owner goes out of scope
  - single-threaded
- **Arc<T>**
  - thread-safe variant of **Rc<T>**
- **RefCell<T>**
  - mutable memory location
  - borrow rules are checked dynamically
- **Weak<T>** weak pointer
- **Mutex<T>** allows to share mutable data between threads.

# Unsafe Rust

- How can **Mutex** be realized?
- *Option 1:* make the typesystem more powerful (read: more complicated)
- *Option 2:* realize **Mutex** as a builtin construct
- *Option 3: unsafe code with a safe API*
  - Approach used by Rust
  - Unsafe code has superpowers
    - Use raw pointers
    - Invoke unsafe functions
  - **Unsafe code is the exception not the rule**

# Correctness guarantees

- *Without unsafe*: **100% memory safe** and **free of data races**.
  - Verified proof for a significant subset of Rust (RustBelt project)
- *With unsafe*: same guarantees but
  - **unsafe** features must be wrapped in a safe API, and
  - there must be a proof that the **unsafe** code satisfies the safe API.
    - The RustBelt project did such proofs for several abstractions of Rust's standard library, e.g. **Mutex**
    - Complicated!
- **Miri**: tool to test your program against undefined behavior

# Practice Session 3

Material available on github:

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# Cheatsheet for Practice 3

- **opt.take()** become owner of opt's content, old owner becomes None

```
let mut x = Some(2);
let y = x.take();
// x is None, y is Some(2)
```

- **opt.as\_ref()** converts from &Option<T> to Option<&T>
- **opt.as\_deref()** converts from Option<T> or &Option<T> to Option<&T:Target>
  - T:Target is the dereference target of T
- **opt.as\_mut()** converts from &mut Option<T> to Option<&mut T>

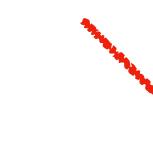
- **Box::new(...)** creates a new box
- **\*box** gets content of box

```
let b: Box<i32> = Box::new(42);
let i: i32 = *b;
```

# Summary

# Resources

*Start with this book!*



- Steve Klabnik and Carol Nichols: *The Rust Programming Language*. 2023, <https://doc.rust-lang.org/book>
  - Interactive version with quizzes and visualizations:  
<https://rust-book.cs.brown.edu/>
- *Embedded Rust documentation*: <https://docs.rust-embedded.org>
- *Microsoft documentation*: <https://docs.microsoft.com/de-de/learn/parts/rust-first-steps/>
- *Learn Rust With Entirely Too Many Linked Lists*. <https://rust-unofficial.github.io/too-many-lists/>



*Advanced material! work through this tutorial if you really want to understand ownership, borrows, various smart pointers and unsafe code.*

# Rust summary

- **Safety** and **control**
  - No unrestricted combination of **aliasing** and **mutation**
  - Strong type system: **100% memory safe**
  - **Unsafe code** embedded within a **safe API**
  - **High-level** language features
  - Very good **performance**
- Steep learning curve
  - Open-source licence: Apache and MIT
  - Developed since 2009 mainly at Mozilla.
  - Rust Foundation since 2021, founded by AWS, Huawei, Google, Microsoft und Mozilla.