

# Rust Trainings All in One

- High-level intro about Rust
- Ownership, borrow check, and lifetime
- Typesystem and Generic Programming
- Concurrency - primitives
- Concurrency - async/await
- Networking and security
- FFI with C/Elixir/Swift/Java
- WASM/WASI
- Rust for real-world problems

# High-level Intro About Rust

# Why Rust?

# Let's talk about values and tradeoffs first

- Approachability
- Availability
- Compatibility
- Composability
- Debuggability
- Expressiveness
- Extensibility
- Interoperability
- Integrity
- Maintainability
- Measurability
- Operability
- Performance
- Portability
- Productivity
- Resiliency
- Rigor
- Safety
- Security
- Simplicity
- Stability
- Thoroughness
- Transparent
- Velocity

# C

- Approachability
- Availability
- Compatibility
- Composability
- Debuggability
- Expressiveness
- Extensibility
- Interoperability

- Integrity
- Maintainability
- Measurability
- Operability
- **Performance**
- Portability
- Productivity
- Resiliency

- Rigor
- Safety
- Security
- **Simplicity**
- Stability
- Thoroughness
- **Transparent**
- Velocity

# Erlang/Elixir

- Approachability
- Availability
- Compatibility
- Composability
- Debuggability
- Expressiveness
- Extensibility
- Interoperability
- Integrity
- Maintainability
- Measurability
- Operability
- Performance
- Portability
- **Productivity**
- **Resiliency**
- Rigor
- **Safety**
- Security
- **Simplicity**
- Stability
- Thoroughness
- Transparent
- Velocity

# Python

- **Approachability**
- Availability
- Compatibility
- Composability
- Debuggability
- **Expressiveness**
- Extensibility
- Interoperability
- Integrity
- Maintainability
- Measurability
- Operability
- Performance
- Portability
- **Productivity**
- Resiliency
- Rigor
- Safety
- Security
- **Simplicity**
- Stability
- Thoroughness
- Transparent
- Velocity

# Java (in early days)

- Approachability
- Availability
- Compatibility
- Composability
- Debuggability
- Expressiveness
- Extensibility
- Interoperability
- Integrity
- Maintainability
- Measurability
- Operability
- **Performance**
- **Portability**
- Productivity
- Resiliency
- Rigor
- **Safety (memory)**
- **Security**
- Simplicity
- Stability
- Thoroughness
- Transparent
- Velocity

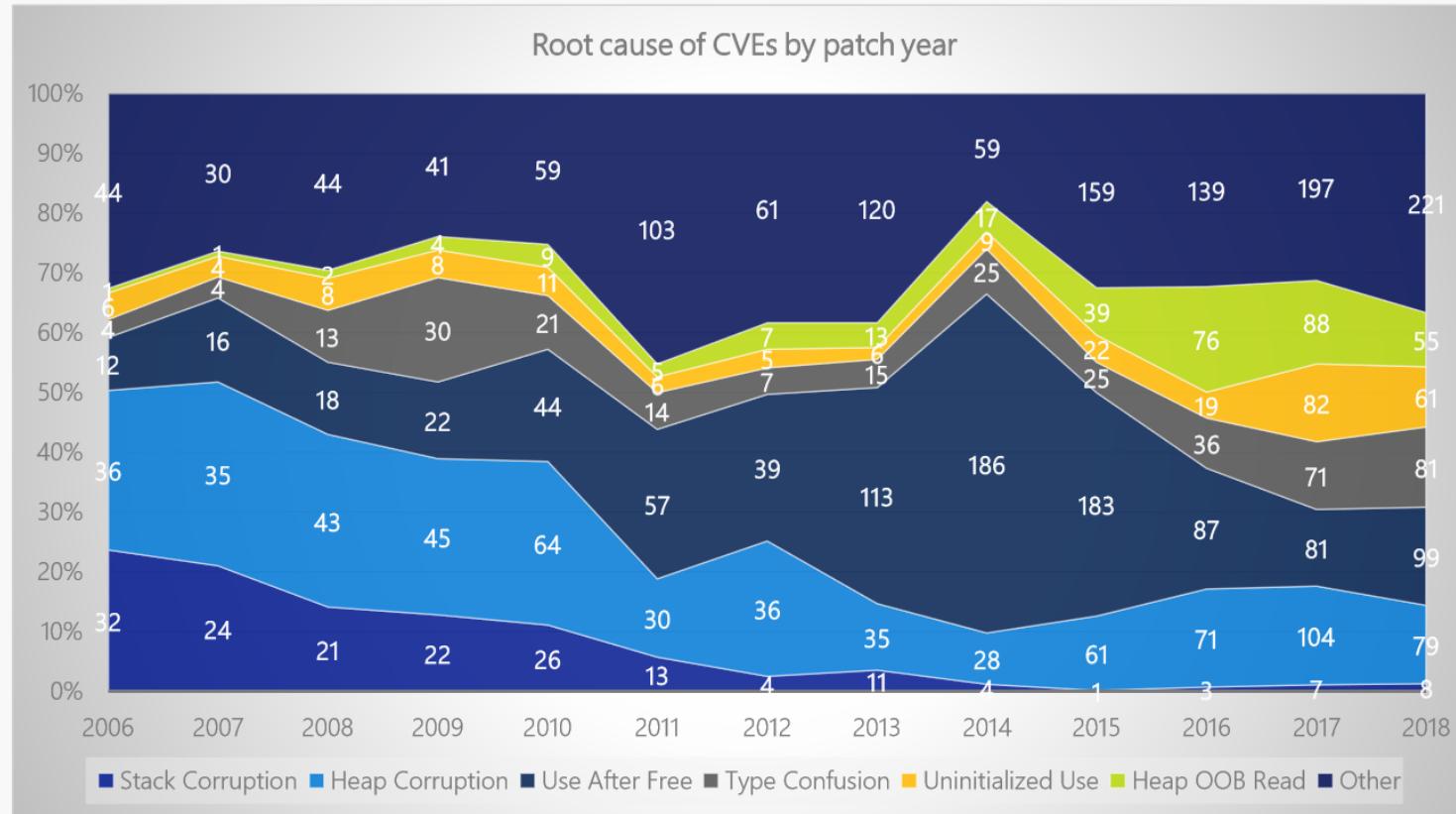
# Rust

- Approachability
- Availability
- Compatibility
- Composability
- Debuggability
- **Expressiveness**
- Extensibility
- Interoperability
- Integrity
- Maintainability
- Measurability
- Operability
- **Performance**
- Portability
- **Productivity**
- Resiliency
- Rigor
- **Safety!!!**
- Security
- Simplicity
- Stability
- Thoroughness
- Transparent
- Velocity



# **Why safety is important?**

# Drilling down into root causes



Stack corruptions are essentially dead

Use after free spiked in 2013-2015 due to web browser UAF, but was mitigated by Mem GC

Heap out-of-bounds read, type confusion, & uninitialized use have generally increased

Spatial safety remains the most common vulnerability category (heap out-of-bounds read/write)

Top root causes since 2016:

#1: heap out-of-bounds

#2: use after free

#3: type confusion

#4: uninitialized use

Note: CVEs may have multiple root causes, so they can be counted in multiple categories

# Safety is hard!

- memory safety is not easy (you need to understand the corner cases)
- concurrency safety is really hard (without certain tradeoffs)
- Often you have to bear the extra layer of abstractions
  - normally it means performance hit

# Memory safety

- Manually - C/C++: painful and error-prone
- Smart Pointers - C++/ObjC/Swift: be aware of cyclical references
- GC - Java/DotNet/Erlang: much bigger memory consumption, and STW
- Ownership - Rust: learning curve

# Concurrency safety

- single-threaded - Javascript: cannot leverage multicore
- GIL - Python/Ruby: multithreading is notorious inefficient
- Actor model - Erlang/Akka: at the cost of memory copy and heap allocation
- CSP - Golang: at the cost of memory copy and heap allocation
- Ownership + Type System - Rust: super **elegant** and **no extra cost!**

**How Rust achieves  
memory and concurrency safety  
without extra cost?**



**Show me the code!**

```
fn main() {
    let mut arr: Vec<i32> = vec![1, 2, 3];      move occurs because `arr` has type `Vec<i32>`, which does not implement the `Copy` trait
    arr.push(4);

    let _result: Result<(), Error> = process(arr);    value moved here
    let _v: Option<i32> = arr.pop(); // failed since arr is moved    borrow of moved value: `arr`

    // you can have multiple immutable references
    let mut arr1: Vec<i32> = vec![1, 2, 3];
    let ir1: &Vec<i32> = &arr1;
    let ir2: &Vec<i32> = &arr1;    immutable borrow occurs here

    println!("ir1: {:?} ir2: {:?}", ir1, ir2);

    // but you can't have both mutable and immutable references
    let mr1: &mut Vec<i32> = &mut arr1;    cannot borrow `arr1` as mutable because it is also borrowed as immutable
    // let mr2 = &mut arr1;

    println!("mr1: {:?} mr2: {:?}", mr1, ir2);    immutable borrow later used here

    // by default, closure borrows the data
    let mut arr2: Vec<i32> = vec![1, 2, 3];
    thread::spawn(|| {    closure may outlive the current function, but it borrows `arr2`, which is owned by the current function
        ... arr2.push(4);    `arr2` is borrowed here
    });
}

// we shall move the data explicitly
let mut arr3: Vec<i32> = vec![1, 2, 3];
thread::spawn(move || arr3.push(4));
}

fn thread_safety() {
    // but certain types cannot be moved to other thread safely
    let mut rc1: Rc<Vec<i32>> = Rc::new(vec![1, 2, 3]);
    thread::spawn(move || {    `Rc<Vec<i32>>` cannot be sent between threads safely
        ... rc1.push(4);
    });
}
```

```
fn thread_safety_reasoning() {
    let mut map: HashMap<&str, &str> = HashMap::new();      move occurs because `map` has type `HashMap<&str, &str>`, which does not implement
    map.insert(k: "hello", v: "world");

    // Arc is an atomic reference counter which can be moved safely across threads
    let mut ir: Arc<HashMap<&str, &str>> = Arc::new(data: map);      variable does not need to be mutable
    map.insert(k: "hello1", v: "world1"); // you can't do this since map is moved      borrow of moved value: `map`
    let ir1: Arc<HashMap<&str, &str>> = ir.clone(); // this is cheap, just reference counter clone
    thread::spawn(move || assert_eq!(ir1.get("hello"), Some(&"world")));
    // but arc is immutable, so this would fail
    thread::spawn(move || ir.insert(k: "hello2", v: "world2"));      cannot borrow data in an `Arc` as mutable

    // the compiler guide you to use types that provides mutable reference for threads

    // use Mutex - you can't clone a Mutex, thus you can't make it available for multiple threads
    let mut map1: HashMap<&str, &str> = HashMap::new();
    map1.insert(k: "hello", v: "world");
    let mr: Mutex<HashMap<&str, &str>> = Mutex::new(map1);
    let mr1 = mr.clone();      no method named `clone` found for struct `Mutex<HashMap<&str, &str>>` in the current scope
    thread::spawn(move || mr.lock().unwrap().insert(k: "hello1", v: "world1"));
    mr1.lock().unwrap().insert("hello2", "world2");

    // use Mutex with Arc - now you have mutable access and multi-thread cloning
    let mut map2: HashMap<&str, &str> = HashMap::new();
    map2.insert(k: "hello", v: "world");
    let mr: Arc<Mutex<HashMap<&str, &str>>> = Arc::new(data: Mutex::new(map2));
    let mr1: Arc<Mutex<HashMap<&str, &str>>> = mr.clone();

    thread::spawn(move || mr.lock().unwrap().insert(k: "hello1", v: "world1"));
    thread::spawn(move || mr1.lock().unwrap().insert(k: "hello2", v: "world2"));

    // can I use Box (smart pointer for heap allocation)?
    let mut map1: HashMap<&str, &str> = HashMap::new();
    map1.insert(k: "hello", v: "world");
    let mr: Arc<Box<HashMap<&str, &str>>> = Arc::new(data: Box::new(map1));
    let mr1: Arc<Box<HashMap<&str, &str>>> = mr.clone();
    thread::spawn(move || (**mr).insert(k: "hello1", v: "world1"));      cannot borrow data in an `Arc` as mutable
    mr1.insert(k: "hello2", v: "world2");      cannot borrow data in an `Arc` as mutable
}
```

## First Principles Thinking



Boiling problems down to their most fundamental truth.

# Recap

- One and only one owner
- Multiple immutable references
- mutable reference is mutual exclusive
- Reference cannot outlive owner
- **use type safety for thread safety**

With these simple rules, Rust achieved safety with  
**zero cost abstraction**

# A glance at Rust Type System

```
Option<T> = Some(T) | None  
Result<T, E> = Ok(T) | Err(E)  
Vec<T>  
HashMap<K, V, H>
```

Common Types

Rust Type System

Trait

```
pub trait Authenticated {  
    fn is_authenticated(&self);  
    fn is_admin(&self);  
}  
  
pub trait Future {  
    type Output;  
    pub fn poll(  
        self: Pin<&mut Self>,  
        cx: &mut Context<'_>  
    ) -> Poll<Self::Output>;  
}
```

Product type

```
#[derive(Clone, Debug)]  
struct User {  
    id: Bytes,  
    name: String,  
    gender: Gender  
}  
  
enum Gender {  
    Unspecified = 0,  
    Female = 1,  
    Male = 2  
}  
  
impl Authenticated for User {}
```

Sum Type

```
enum State {  
    Init,  
    SynSent(ConnState),  
    SynReceived(ConnState),  
    Done(Connection),  
}  
  
struct ConnState {  
    ...  
}  
  
struct Connection {  
    ...  
}
```

# How's Productivity of Rust?

```
1 # client configuration
2
3 domain = "localhost"
4
5 [cert]
6 pem = """-----BEGIN CERTIFICATE-----
7 MIIBeTCCASugAwIBAgIBKjAFBgMrZXAwNzELMAkGA1UEBgwCVVMxFDASBgNVBAoM
8 C0RvbWFpbijBjmMuMRIwEAYDVQQDDAlEb21haW4gQ0EwHhcNMjEwMzE0MTg0NTU2
9 WhcNMzEwMzEyMTg0NTU2WjA3MQswCQYDVQQGDAJVUzEUMBIGA1UECgwLRG9tYWlu
10 IEluYy4xExAQBgNVBAMMCURvbWFpbjBDQTaqMAUGAytlcAMhAAZhorM9IPsXjBTx
11 ZxykG15xZrsj3X2XqKjaAVutnf7po1wwjAUBgNVHREEDTALgglsb2Nhbgvc3Qw
12 HQYDVR00BYEFd+NqChBZD0s5MfMgefHJSIWirthXMBIGA1UDewEB/wQIMAYBaF8C
13 ARAwDwYDVR0PAQH/BAUDAwcGADAFBgMrZXADQQA9sIlgQcYGaBqTxR1+JadSelMK
14 Wp35+yhVvuu4PTL18kWdU819w3cVlRe/GHt+jjlbk1i22Tvf05AaNmdxySk0
15 -----END CERTIFICATE-----"""
16
17 # server configuration
18
19 [identity]
20 key = """-----BEGIN PRIVATE KEY-----
21 MFCAQEwBQYDK2VwBCIEII0kozd0PJsbNfNUS/oqI/Q/enDiLwmdw+JUnTLpR9xs
22 oSMDIQAtkhJiFdF9SYBIMcLikWPRIgca/Rz9ngIgd6HuG6HI3g==
23 -----END PRIVATE KEY-----"""
24
25 [identity.cert]
26 pem = """-----BEGIN CERTIFICATE-----
27 MIIBAzCAR2gAwIBAgIBKjAFBgMrZXAwNzELMAkGA1UEBgwCVVMxFDASBgNVBAoM
28 C0RvbWFpbijBjmMuMRIwEAYDVQQDDAlEb21haW4gQ0EwHhcNMjEwMzE0MTg0NTU2
29 WhcNMjIwMzE0MTg0NTU2WjA5MQswCQYDVQQGDAJVUzEUMBIGA1UECgwLRG9tYWlu
30 IEluYy4xFDASBgNVBAMMC0dSUEmgU2VydMVyMcwBQYDK2VwAyEALZISYhXRFuM
31 SDHC4pFj0SIHGv0c/Z4CIHeh7huhyN6jTDBKMBQGA1UdEQQNMAuCCWxvY2FsaG9z
32 dDATBgnVHSUEDDAKBgggrBgfFBQcDATAMBgnVHRMEBTADAQEA8GA1UdDwEB/wQF
33 AwMH4AwBQYDK2VwA0EAy7EOIZp73XtcqaSopQDGWU7Umi4DVvIgjmY6qbJZP0sj
34 ExGdaVq/7M01ZlI+vY7G0NSZWIZUilX0Co0krn0DA==
35 -----END CERTIFICATE-----"""
36
37
```

```
9   ````rust
10  // you could also build your config with cert and identity separately. See tests.
11  let config: ServerTlsConfig = toml::from_str(config_file).unwrap();
12  let acceptor = config.tls_acceptor().unwrap();
13  let listener = TcpListener::bind(addr).await.unwrap();
14  tokio::spawn(async move {
15      loop {
16          let (stream, peer_addr) = listener.accept().await.unwrap();
17          let stream = acceptor.accept(stream).await.unwrap();
18          info!("server: Accepted client conn with TLS");
19
20          let fut = async move {
21              let (mut reader, mut writer) = split(stream);
22              let n = copy(&mut reader, &mut writer).await?;
23              writer.flush().await?;
24              debug!("Echo: {} - {}", peer_addr, n);
25          }
26
27          tokio::spawn(async move {
28              if let Err(err) = fut.await {
29                  error!("{}: {:?}", err);
30              }
31          });
32      }
33  });
34  ````
35
36 Client: You, a month ago • init the project
37
38 ````rust
39 let msg = b"Hello world\n";
40 let mut buf = [0; 12];
41
42 // you could also build your config with cert and identity separately. See tests.
43 let config: ClientTlsConfig = toml::from_str(config_file).unwrap();
44 let connector = config.tls_connector(Uri::from_static("localhost")).unwrap();
45
46 let stream = TcpStream::connect(addr).await.unwrap();
47 let mut stream = connector.connect(stream).await.unwrap();
48 info!("client: TLS conn established");
49
50 stream.write_all(msg).await.unwrap();
51
52 info!("client: send data");
53
54 let (mut reader, _writer) = split(stream);
55
56 reader.read_exact(buf).await.unwrap();
57
58 info!("client: read echoed data");
59  ````
```

# Things built with Rust



# Should I use Rust?

- Rust is ideal when you need a system that reliable and performant
- Sometimes you don't, sometimes you do, sometimes you need that later
- it's all about tradeoffs

# Rust for our use cases

- parts of the system that are bottlenecks
  - bottleneck on computation
  - bottleneck on memory consumption
  - bottleneck on I/O
- parser/decoder/encoder
- wants to leverage existing C/C++/Rust ecosystem (e.g. you need blake3 for hashing)

# Rust FFI



# Learning rust as a(n)...

- Elixir eng: ownership model, type system, oh no mutation
- Scala eng: ownership model, oh no mutation
- Typescript eng: ownership model, multi-threaded programming
- Swift/Java eng: ownership model
- Python eng: ownership model, type system

**The common  
misunderstandings**

# 1. Rust is super hard to learn...



# Rust is explicit

- Lots of knowledge about computer science is suddenly explicit to you
- If all your pain to learn a lang is 100%:
  - Rust:
    - Compiler help to reduce that to 90%
    - Then you suffer 70% the pains in first 3-6 months
    - Then the rest 20% in 3-5 years
  - Other:
    - You suffer 10-30% in first 3-6 months
    - Then 70%-90% in next 3-5 years

## 2. Unsafe Rust is evil...

Safe Rust	Unsafe Rust
<p>Compiler will make sure dereference is valid</p> 	<p>dereference raw pointer is OK</p> 
<p>Compiler will guarantee it is OK</p> 	<p>deal with FFI</p> <p>impl unsafe trait</p> 
<p>peace of mind</p> <p>The compiler will enforce memory and thread safety</p>	<p>Need extra code review Static analysis</p> <p>The dev guarantees memory/thread safety</p>

# References

- The pain of real linear types in Rust
- Substructural type system
- Rust official book
- Rust official site
- Awesome Rust
- Are we web yet?
- Are we async yet?
- Are we gui yet?
- Are we learning yet?
- Are we game yet?
- Are we quantum yet?
- Are we IDE yet?
- Rust is for Professionals

Ownership, borrow check, and  
lifetime

# Ownership/Borrow Rules Review



**Lifetime, not a new idea**

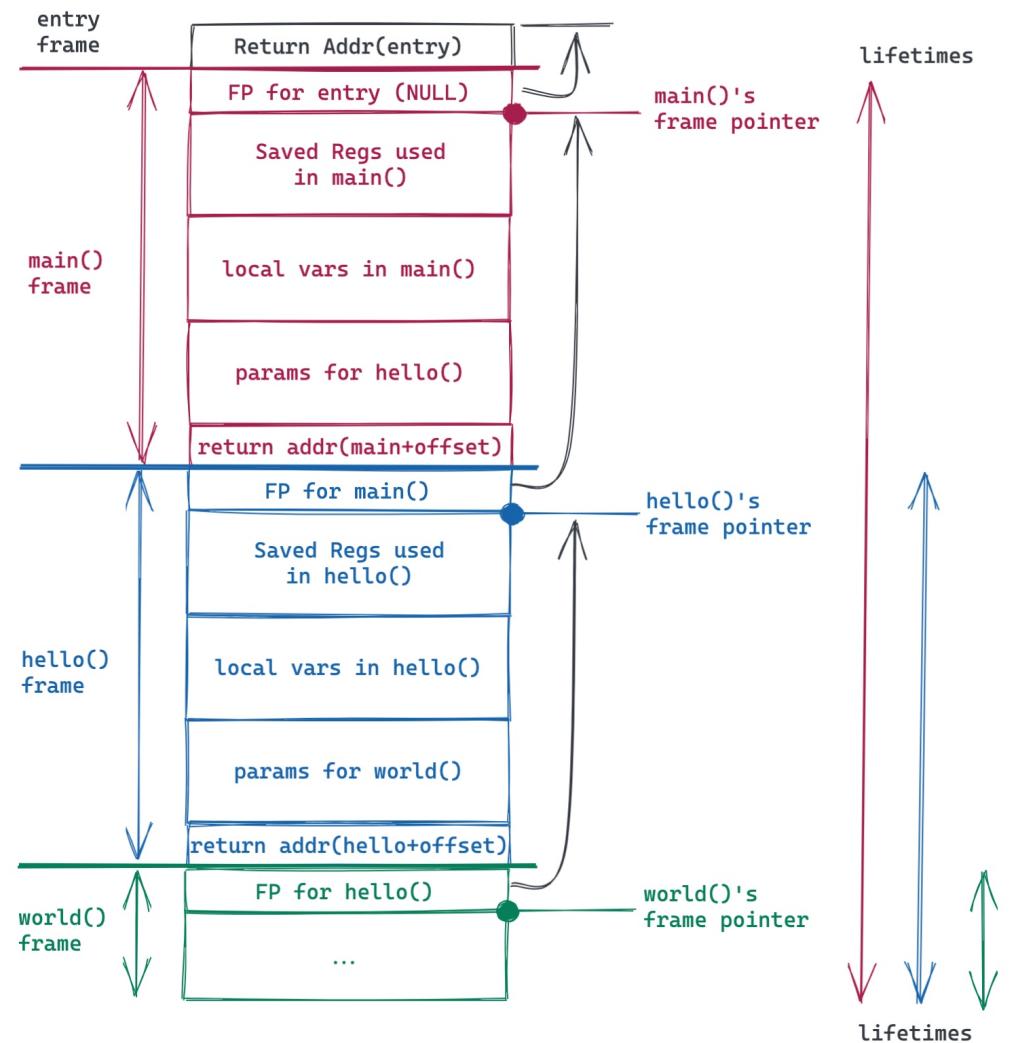
# Lifetime: Stack memory

```
#include <stdio.h>
static int VALUE = 42;

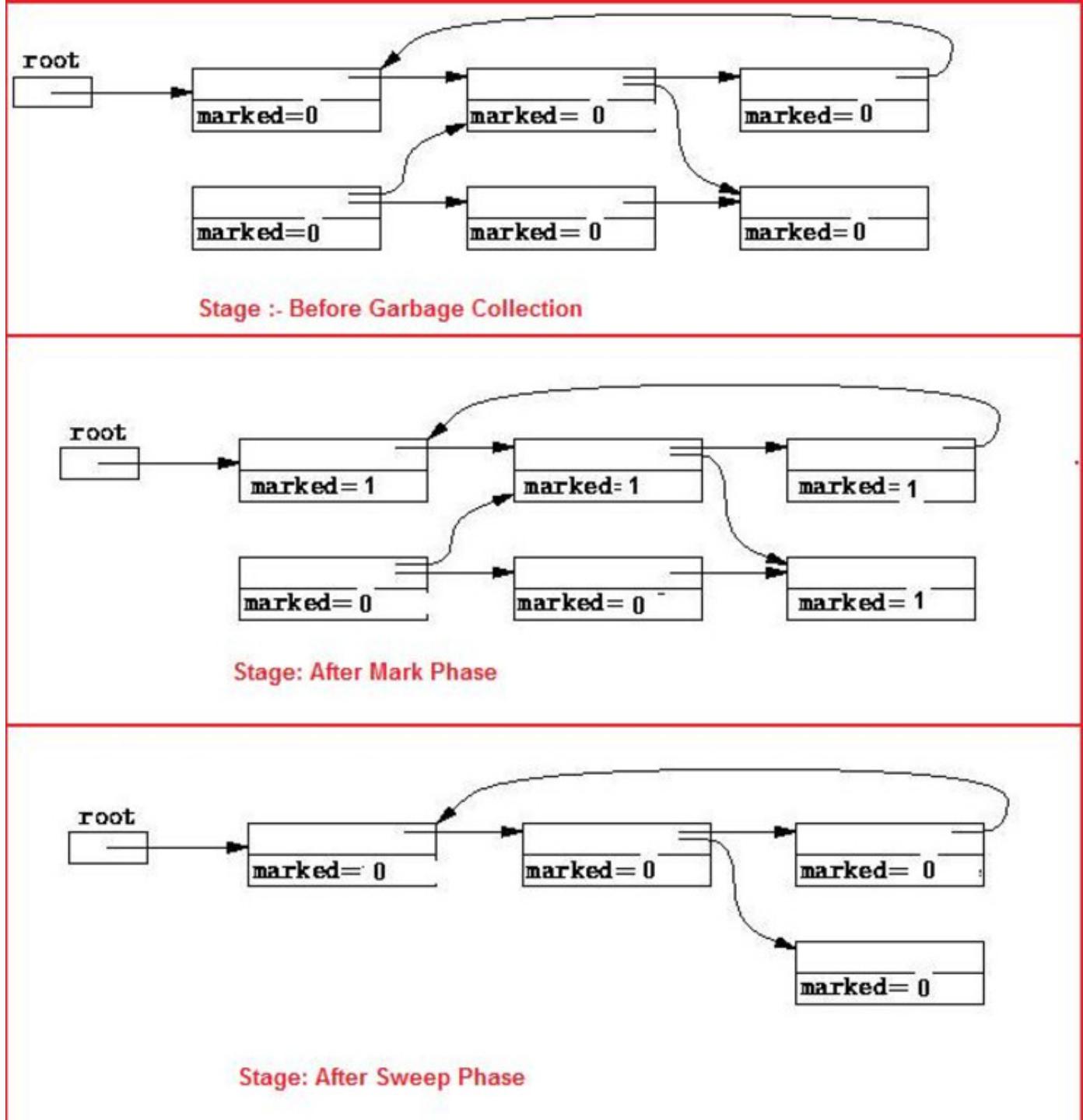
void world(char *st, int num) {
    printf("%s(%d)\n", st, num);
}

void hello(int num) {
    char *st = "hello world";
    int v = VALUE+num;
    world(st, v);
}

int main() {
    hello(2);
}
```



# Lifetime: Heap memory (tracing GC)



# Lifetime: Heap memory (ARC)

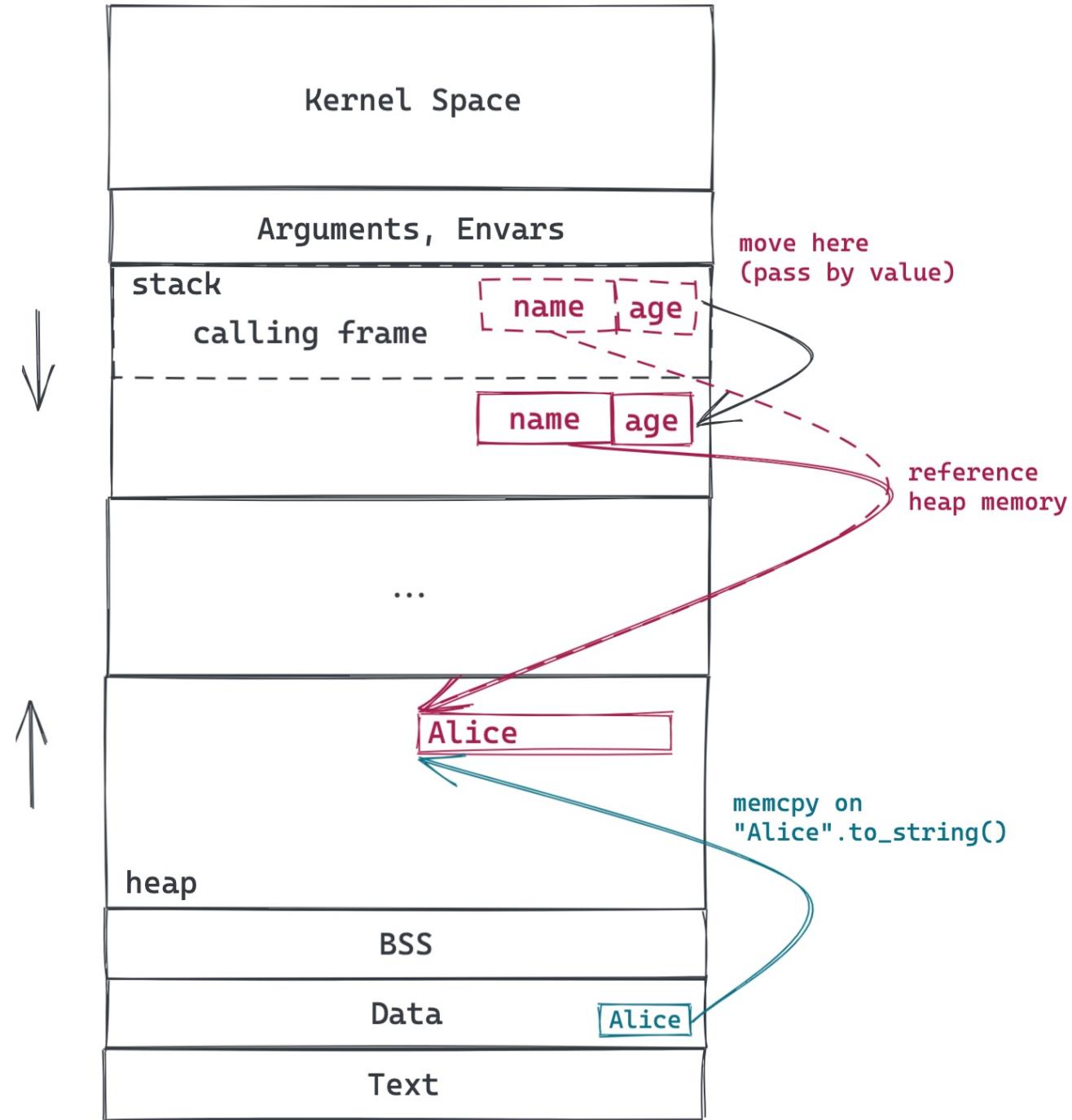


# How Rust handles lifetime?

# **Move semantics**



```
{
  let user = User {
    name: "Alice".to_string(),
    age: 20,
  };
  let result = insert(user);
  ...
}
```

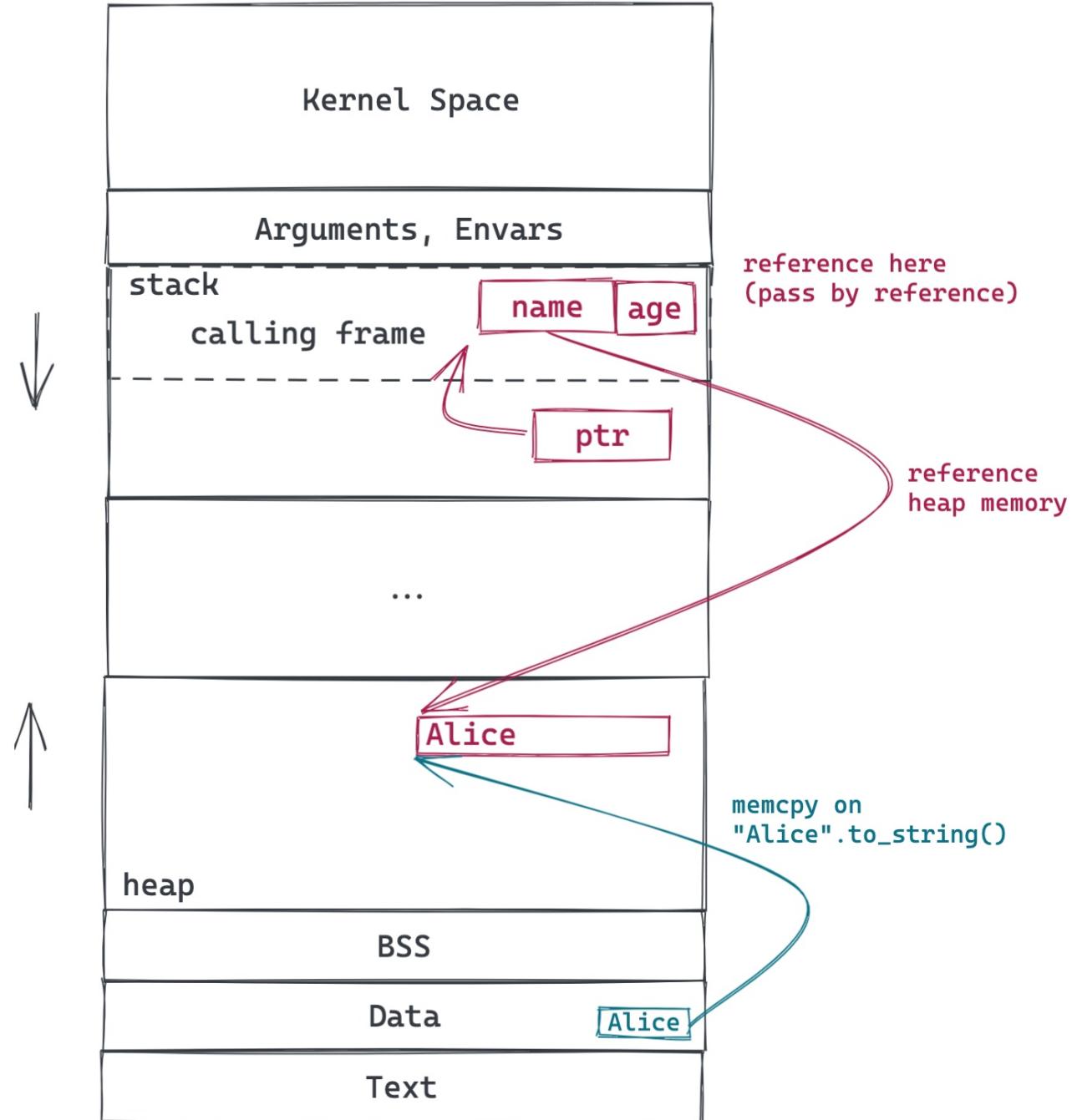


# **What about Borrow?**

Think about: why does this work in Rust, but not C/C++?



```
{
  let user = User {
    name: "Alice".to_string(),
    age: 20,
  };
  let result = insert(&user);
  ...
}
```



# Rust lifetime checker prevents this...



# **Benefit of lifetime-constrained borrow**

- can borrow anything (stack object, heap object)
- safety can be guaranteed at compile-time (no runtime lifetime bookkeeping)
- Rust borrow checker is mostly a lifetime checker

# Lifetime Annotation

- similar as generics, but in lowercase starting with '`'`
- only need to put annotation when there's conflicts

```
// need explicit lifetime
struct User<'a> {
    name: &'a str,
    ...
}
fn process<T, 'a, 'b>(item1: &'a T, item2: &'b T) {}

// &'a User could be written as &User since on confliction
fn lifetime_example(user: &User) { // --- Lifetime 'a
    if user.is_authenticated() { // |--- Lifetime 'b
        let role = user.roles(); // | |
        // | |--- Lifetime 'c
        verify(&role); // | |
        // | |
    } // | ---+
} // ---+}

fn verify(x: &Role) { /*...*/ }
```

# Static Lifetime

- `'static`
- data included in bss / data / text section
  - constants / static variables
  - string literals
  - functions
- if used as trait bound:
  - the type does not contain any non-static references
  - owned data always passes a `'static` lifetime bound, but reference to the owned data does not

# Thread spawn

```
pub fn spawn<F, T>(f: F) -> JoinHandle<T>
where
    F: FnOnce() -> T,
    F: Send + 'static,
    T: Send + 'static,
{
    Builder::new().spawn(f).expect("failed to spawn thread")
}
```

The 'static constraint is a way of saying, roughly, that no borrowed data is permitted in the closure.

# **RAII (Resource Acquisition Is Initialization)**

- initializing the object will also make sure resource is initialized
- releasing the object will also make sure resource is released

# Drop Trait

- memory
- file
- socket
- lock
- any other OS resources

**demo**

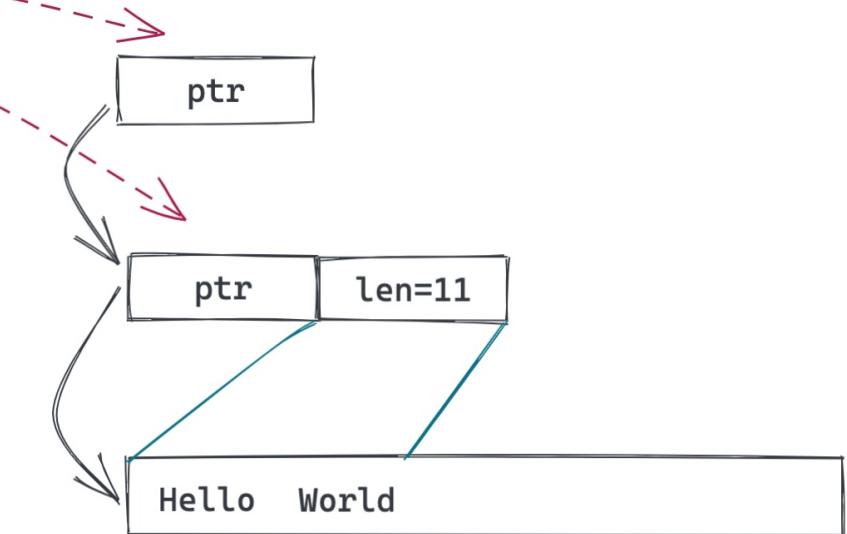
one of 'a can be omitted

```

pub fn strtok<'a>(s: &'a mut &'a str, delimiter: char)
    → &'a str {
    if let Some(i) = s.find(delimiter) {
        let prefix = &s[..i];
        let suffix = &s[(i + delimiter.len_utf8())..];
        *s = suffix;
        prefix
    } else {
        let prefix = *s;
        *s = "";
        prefix
    }
}

fn it_works() {
    let x1 = "hello world".to_owned();
    let mut x = x1.as_str();
    let hello = strtok(&mut x, ' ');
    assert_eq!(hello, "hello");
    // assert_eq!(x, "world");
}

```



# Mental model

- write the code and defer the complexity about ensuring the code is safe/correct
- confront the most of the safety/correctness problems upfront
- Mutate can only happen when you own the data, or you have a mutable reference
  - either way, the thread is guaranteed to be the only one with access at a time
- Fearless Refactoring
- reinforce properties well-behaved software exhibits
- sometimes too strict: rust isn't dogmatic about enforcing it

# References

- [Mark-And-Sweep \(Garbage Collection Algorithm\)](#)
- [Tracing garbage collection](#)
- [Swift: Avoiding Memory Leaks by Examples](#)
- [Reference counting](#)
- [Fearless concurrency with Rust](#)
- [Rust means never having to close a socket](#)
- [Programming Rust: ownership](#)
- [Crust of Rust: lifetime annotation \(recommended\)](#)

# Cost of defects

- Don't introduce defect (this is impossible because humans are fallible).
- Detect and correct defect as soon as the bad key press occurs (within reason: you don't want the programmer to lose too much flow) (milliseconds later).
- At next build / test time (seconds or minutes later).
- When code is shared with others (maybe you push a branch and CI tells you something is wrong) (minutes to days later).
- During code review (minutes to days later).
- When code is integrated (e.g. merged) (minutes to days later).
- When code is deployed (minutes to days or even months later).
- When a bug is reported long after the code has been deployed (weeks to years later).

# Ownership and Borrow rules

- Use after free: no more (reference can't point to dropped value)
- Buffer underruns, overflows, illegal memory access: no more (reference must be valid and point to owned value)
- memory level data races: no more (single writer or multiple readers)

# Typesystem and Generic Programming

```
Option<T> = Some(T) | None  
Result<T, E> = Ok(T) | Err(E)  
Vec<T>  
HashMap<K, V, H>
```



**How types are layed out in  
memory?**



## Numeric Types REF



## `u128, i128`



`f32`      `f64`

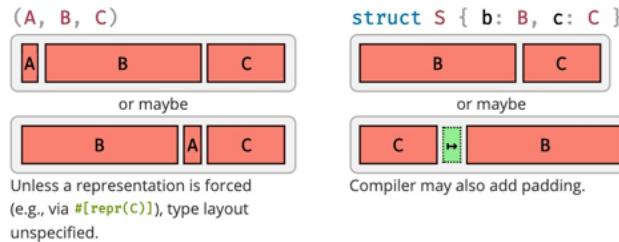
## `usize, isize`



## Textual Types REF

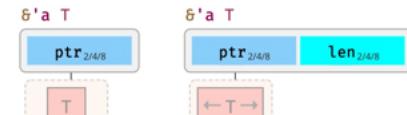


Rarely seen alone, but as `&str` instead.

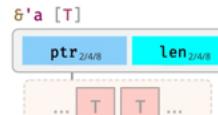


## Pointer Meta

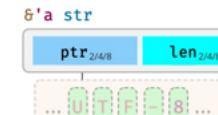
Many reference and pointer types can carry an extra field, **pointer metadata**. It can be the element- or byte-length of the target, or a pointer to a *vtable*. Pointers with meta are called **fat**, otherwise **thin**.



No meta for sized target.  
If `T` is a DST `struct` such as `S { x: [u8] }` meta field `len` is length of dyn. sized content.

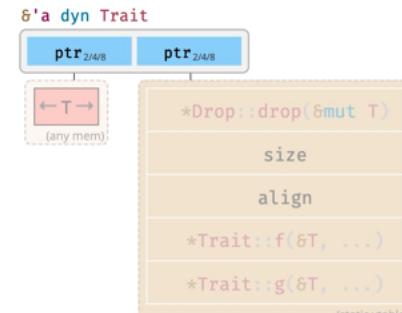
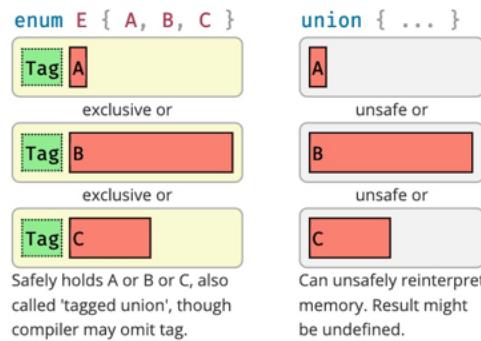


If `T` is a DST `struct` such as `S { x: [u8] }` meta field `len` is length of dyn. sized content.



String slice reference (i.e., the reference type of a slice type `[T]`) often seen as `&[T]` if `'a` elided.

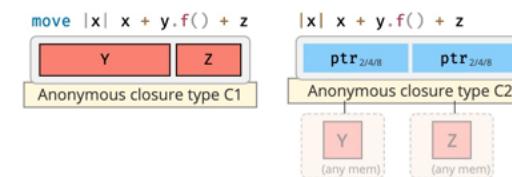
These **sum types** hold a value of one of their sub types:



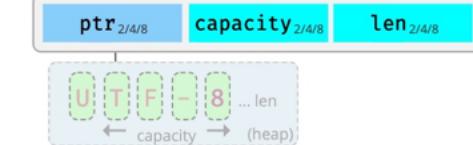
Meta points to vtable, where `*Drop::drop()`, `*Trait::f()`, ... are pointers to their respective

## Closures

Ad-hoc functions with an automatically managed data block **capturing** environment where closure was defined. For example:

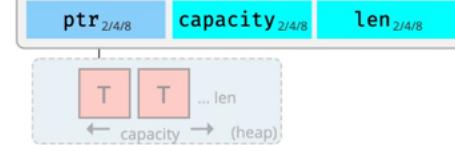


## String



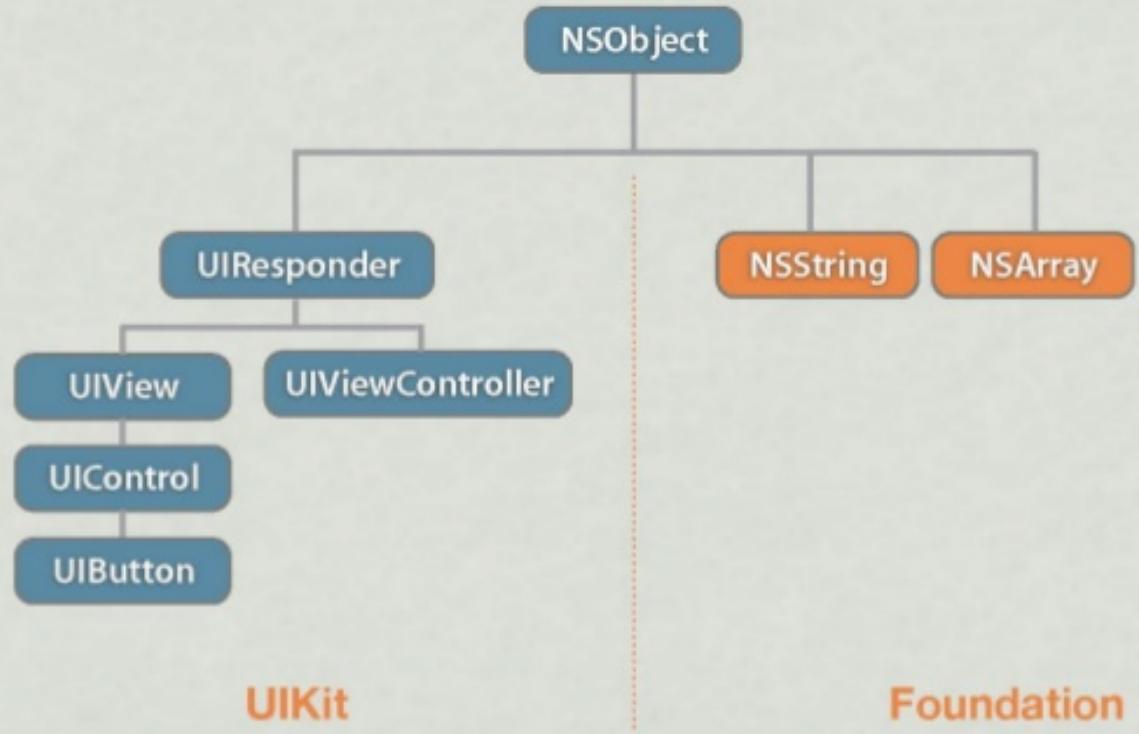
Observe how `String` differs from `&str` and `&[char]`.

## Vec<T>



**Why not object oriented?**

## Class Hierarchy



Class is  
awesome

- Encapsulation
- Access control
- Abstraction
- Namespace
- Extensibility

# Class has problems

- inheritance is pretty limited - choose superclass well!
- know what/how to override (and when not to)
- superclass may have properties
  - you have to accept it
  - initialization burden
  - don't break assumptions of superclass
- hard to reuse outside the hierarchy (composition over inheritance)

# Solution: Trait (Typeclass)

```
refer to the actual data
pub trait Write {
    fn write(&mut self, buf: &[u8]) → Result<usize>;
    fn flush(&mut self) → Result<()>;                                methods must be implemented
}

fn write_all(&mut self, buf: &[u8]) → Result<()> { ... }           methods have a default impl
...
}

struct Sink {
    total: usize,
}                                                               Coherence rule: either trait or type
                                                               must be new in the current crate.
impl Write for Sink {
    fn write(&mut self, buf: &[u8]) → Result<usize> {
        self.total += buf.len();                                         when implementing trait methods,
        Ok(buf.len())                                                 you can access the actual data
    }

    fn flush(&mut self) → Result<()> {
        Ok(())
    }
}
```

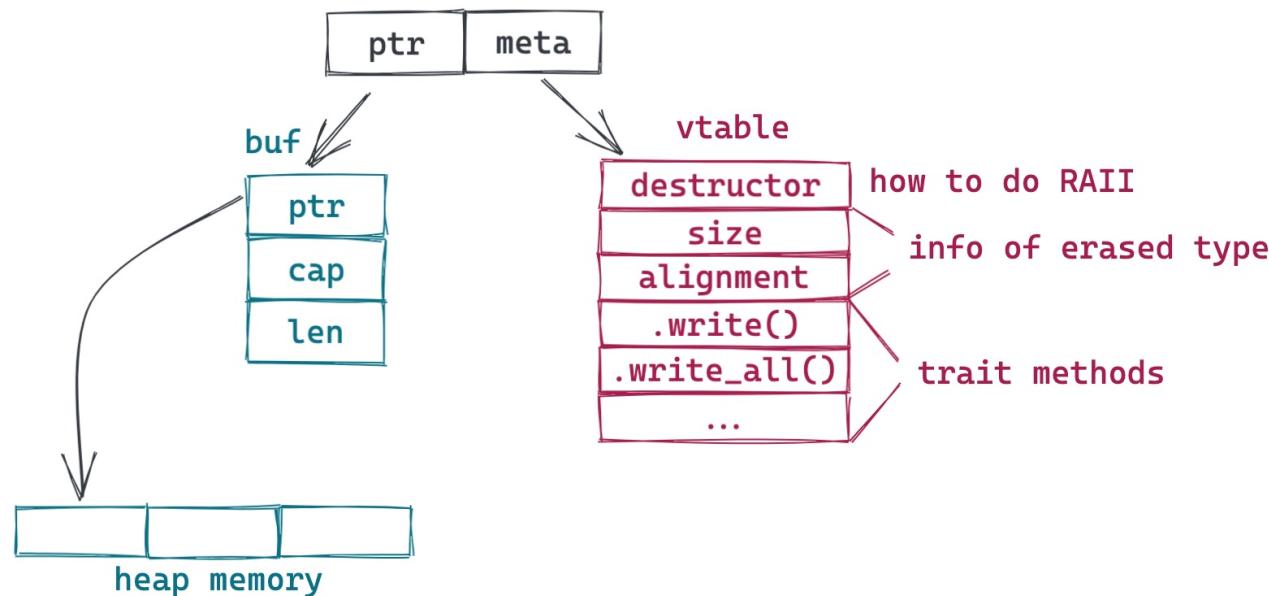
```

use std::io::Write;

let mut buf: Vec<u8> = vec![];
let writer: Write = buf; // `Write` does not have a constant size

let writer: &mut Write = &mut buf; // ok. Trait object

```



# Trait Object

- Unlike java, you can't assign a value to a trait (no implicit reference!!!)
- trait object is a fat pointer (automatically converted)
  - normal pointer reference to the value
  - vtable (vtable pointer)
    - unlike C++, it is not a ptr in struct
- dynamic dispatch

```
pub trait Formatter {
    fn format(&self, input: &mut str) -> bool;
}

struct MarkdownFormatter;
impl Formatter for MarkdownFormatter {
    fn format(&self, input: &mut str) -> bool { todo!() }
}

struct RustFormatter;
impl Formatter for RustFormatter {
    fn format(&self, input: &mut str) -> bool { todo!() }
}

struct HtmlFormatter;
impl Formatter for HtmlFormatter {
    fn format(&self, input: &mut str) -> bool { todo!() }
}

pub fn format(input: &mut str, formatters: Vec<Box<dyn Formatter>>) {
    for formatter in formatters {
        formatter.format(input);
    }
}
```

```
pub trait Iterator {  
    type Item;  
    pub fn next(&mut self) -> Option<Self::Item>;  
    ...  
}
```

```
pub trait From<T> {  
    pub fn from(T) -> Self;  
}
```

```
trait Person {  
    fn name(&self) -> String;  
}  
  
trait Student: Person {  
    fn university(&self) -> String;  
}  
  
trait Programmer {  
    fn fav_language(&self) -> String;  
}  
  
trait CompSciStudent: Programmer + Student {  
    fn git_username(&self) -> String;  
}
```

## More about trait

- associated type
- generics
- supertrait
- trait composition

# **Generics**

# History of Generic Programming

The first step was a generalized machine architecture, exemplified by the IBM 360, based on a uniform view of the machine memory as a sequence of bytes, referenced by uniform addresses (pointers) independent of the type of data being referenced. The next step was the C programming language [KeRi78], which was effectively a generalized machine language for such architectures, providing composite data types to model objects in memory, and pointers as identifiers for such memory objects with operations (dereferencing and increment/decrement) that were uniform across types. The C++ programming language [Stroustrup97] was the next step. It allows us to generalize the use of C syntax, applying the built-in operators to user types as well, using class definitions, operator overloading, and templates. The final step in this progression is generic programming

(from: Fundamentals of Generic Programming)

# Classification of Abstractions

- **Data Abstractions:** data types and sets of operations defined on them
  - e.g. `Vec<T>`, `HashMap<K, V>`
- **Algorithmic abstractions:** families of data abstractions that have a set of efficient algorithms in common (generic algorithms)
  - e.g. `quicksort`, `binary_search`
- **Structural abstractions:** a data abstraction A belongs to a structural abstraction S if and only if S is an intersection of some of the algorithmic abstractions to which A belongs.
  - e.g. singly-linked-lists
- **Representational abstractions:** mappings from one structural abstraction to another, creating a new type and implementing a set of operations on that type.
  - e.g. `VecDeque<T>`
- Comes from: Generic Programming: <http://stepanovpapers.com/genprog.pdf>

# **Generics to Types**

just like

# **Types to Values**



```
auto add(auto a, auto b) { return a + b; }
```



```
T add(T)(T a, T b) { return a + b; }
```



```
fn add<T>(a: T, b: T) -> T { a + b }
```



```
func add<T>(_ a: T, _ b: T) -> T { a + b }
```



```
add :: t -> t -> t  
add a b = a + b
```



```
auto add(auto a, auto b) { return a + b; }
```



```
T add(T)(T a, T b) { return a + b; }
```



```
fn add<T: std::ops::Add<Output = T>>(a: T, b: T) -> T { a + b }
```



```
func add<T: Numeric>(_ a: T, _ b: T) -> T { a + b }
```



```
add :: Num t => t -> t -> t  
add a b = a + b
```

Example	Explanation
<code>S&lt;T&gt;</code>	A <b>generic</b> <small>BK EX</small> type with a type parameter ( <code>T</code> is placeholder name here).
<code>S&lt;T: R&gt;</code>	Type short hand <b>trait bound</b> <small>BK EX</small> specification ( <code>R</code> <i>must</i> be actual trait).
<code>T: R, P: S</code>	<b>Independent trait bounds</b> (here one for <code>T</code> and one for <code>P</code> ).
<code>T: R, S</code>	Compile error, <small>⌚</small> you probably want compound bound <code>R + S</code> below.
<code>T: R + S</code>	<b>Compound trait bound</b> <small>BK EX</small> , <code>T</code> must fulfill <code>R</code> and <code>S</code> .
<code>T: R + 'a</code>	Same, but w. lifetime. <code>T</code> must fulfill <code>R</code> , if <code>T</code> has lifetimes, must outlive <code>'a</code> .
<code>T: ?Sized</code>	Opt out of a pre-defined trait bound, here <code>Sized</code> .?
<code>T: 'a</code>	Type <b>lifetime bound</b> <small>EX</small> , if <code>T</code> has references, they must outlive <code>'a</code> .
<code>T: 'static</code>	Same; does esp. <i>not</i> mean value <code>t</code> <i>will</i> <small>⌚</small> live <code>'static</code> , only that it could.
<code>'b: 'a</code>	Lifetime <code>'b</code> must live at least as long as (i.e., <i>outlive</i> ) <code>'a</code> bound.
<code>S&lt;const N: usize&gt;</code>	<b>Generic const bound</b> ; ? user of type <code>S</code> can provide constant value <code>N</code> . <small>⌘</small>
<code>S&lt;10&gt;</code>	Where used, const bounds can be provided as primitive values.
<code>S&lt;{5+5}&gt;</code>	Expressions must be put in curly brackets.
<code>S&lt;T&gt; where T: R</code>	Almost same as <code>S&lt;T: R&gt;</code> but more pleasant to read for longer bounds.
<code>S&lt;T&gt; where u8: R&lt;T&gt;</code>	Also allows you to make conditional statements involving <i>other</i> types.
<code>S&lt;T = R&gt;</code>	<b>Default type parameter</b> <small>BK</small> for associated type.
<code>S&lt;'_&gt;</code>	Inferred <b>anonymous lifetime</b> ; asks compiler to ' <i>figure it out</i> ' if obvious.
<code>S&lt;_&gt;</code>	Inferred <b>anonymous type</b> , e.g., as <code>let x: Vec&lt;_&gt; = iter.collect()</code>
<code>S:::&lt;T&gt;</code>	<b>Turbofish</b> <small>STD</small> call site type disambiguation, e.g. <code>f:::&lt;u32&gt;()</code> .
<code>trait T&lt;X&gt; {}</code>	A trait generic over <code>X</code> . Can have multiple <code>impl T for S</code> (one per <code>X</code> ).
<code>trait T { type X; }</code>	Defines <b>associated type</b> <small>BK REF</small> <code>X</code> . Only one <code>impl T for S</code> possible.
<code>type X = R;</code>	Set associated type within <code>impl T for S { type X = R; }</code> .
<code>impl&lt;T&gt; S&lt;T&gt; {}</code>	Implement functionality for any <code>T</code> in <code>S&lt;T&gt;</code> , here <code>T</code> type parameter.
<code>impl S&lt;T&gt; {}</code>	Implement functionality for exactly <code>S&lt;T&gt;</code> , here <code>T</code> specific type (e.g., <code>S&lt;u32&gt;</code> ).
<code>fn f() -&gt; impl T</code>	<b>Existential types</b> , <small>BK</small> returns an unknown-to-caller <code>S</code> that <code>impl T</code> .
<code>fn f(x: &amp;impl T)</code>	Trait bound, "impl traits", <small>BK</small> somewhat similar to <code>fn f&lt;S:T&gt;(x: &amp;S)</code> .
<code>fn f(x: &amp;dyn T)</code>	Marker for <b>dynamic dispatch</b> , <small>BK REF</small> <code>f</code> will not be monomorphized.
<code>fn f() where Self: R;</code>	In <code>trait T {}</code> , make <code>f</code> accessible only on types known to also <code>impl R</code> .
<code>fn f() where Self: R {}</code>	Esp. useful w. default methods (non dflt. would need be impl'ed anyway).
<code>for&lt;'a&gt;</code>	<b>Higher-ranked trait bounds</b> . <small>NOM REF ⚡</small>
<code>trait T: for&lt;'a&gt; R&lt;'a&gt; {}</code>	Any <code>S</code> that <code>impl T</code> would also have to fulfill <code>R</code> for any lifetime.

# Generic Programming Example

```
int binary_search(int x[], int n, int v) {
    int l = 0;
    int u = n;

    while (true) {
        if (l > u) return -1;

        int m = (l + u) / 2;

        if (x[m] < v) l = m + 1;
        else if (x[m] == v) return m;
        else u = m - 1;
    }
}
```



```
template <class I, class T>
I lower_bound(I f, I l, const T& v) {
    while (f != l) {
        auto m = next(f, distance(f, l) / 2);

        if (*m < v) f = next(m);
        else l = m;
    }
    return f;
}
```

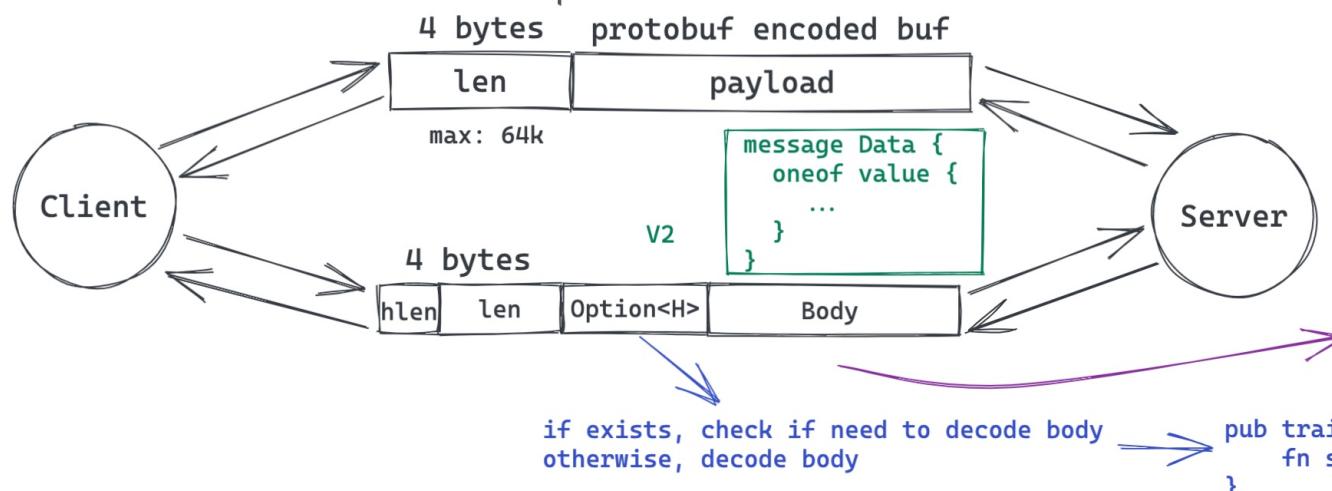
Diagram illustrating the generic parameters:

- `f`: `ForwardIterator`
- `l`: `value_type(I)`, `comparable`
- `v`: `value_type(I)`, `comparable`

# **Realworld GP example**

Underlying protocols: TCP, WebSocket, HTTP/2, QUIC, etc.

```
pub struct AsyncProstWriter<W, T, D> {  
    writer: W,  
    pub(crate) written: usize,  
    pub(crate) buffer: Vec<u8>,  
    from: PhantomData<T>,  
    dest: PhantomData<D>,  
}  
  
pub struct AsyncProstReader<R, T, D> {  
    reader: R,  
    pub(crate) buffer: BytesMut,  
    into: PhantomData<T>,  
    dest: PhantomData<D>,  
}
```



v1 & v2 shared logic:

- read data based on len
- write data to writer

deferred decision:

- underlying network protocols
- Message types
- decode body or not

```
pub struct Frame<H, T> {  
    pub header: Option<H>,  
    pub body: Option<Either<Vec<u8>, T>>,  
}  
impl<H, T> Framed for Frame<H, T>  
where  
    H: Message + ShallDecodeBody + Default,  
    T: Message + Default
```

```
impl<W, T, D> Sink<T> for AsyncProstWriter<W, T, D>  
where  
    W: AsyncWrite + Unpin,  
    Self: ProstWriterFor<T>,  
  
pub trait ProstWriterFor<T> {  
    fn append(&mut self, item: T) -> Result<(), io::Error>;  
}  
  
impl<W, F: Framed> ProstWriterFor<F>  
for AsyncProstWriter<W, F, AsyncFrameDestination> { ... }  
  
impl<W, T: Message> ProstWriterFor<T>  
for AsyncProstWriter<W, T, AsyncDestination> { ... }
```

```
impl<R, T> Stream for AsyncProstReader<R, T, AsyncDestination>  
where  
    T: Message + Default,  
    R: AsyncRead + Unpin { ... }  
  
impl<R, T> Stream for AsyncProstReader<R, T, AsyncFrameDestination>  
where  
    R: AsyncRead + Unpin,  
    T: Framed + Default { ... }
```

# References

- All about trait objects
- Protocol-oriented programming in swift
- Generic Data Types
- Generics (Rust by Example)

# **Concurrency - primitives**

# Concurrency - `async/await`

# Networking and security

# FFI with C/Elixir/Swift/Java

# WASM/WASI

# Rust for real-world problems

May the **Rust** be with you