

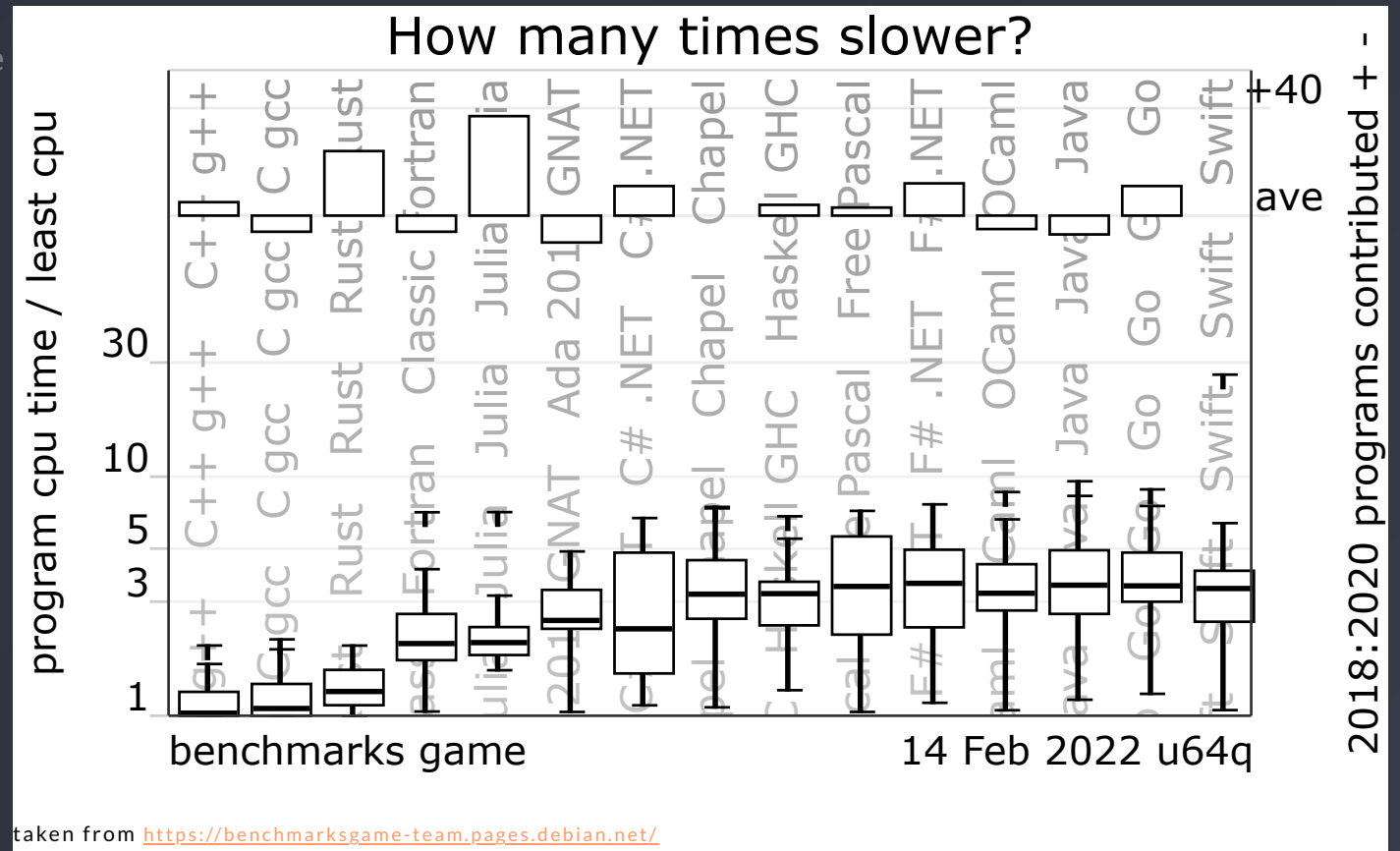
# Rust

*What, why*



# What is Rust

- Systems programming language (like C, C++, Fortran, etc.)
- No runtime or garbage collection (like Python, Julia, Java etc.)
- Statically typed (i32, f64, u8, etc.)
- **Memory and thread safe**
- Fast



taken from <https://benchmarksgame-team.pages.debian.net/>

# Safety

- ***Memory safety***

- Approximately 70% of the security issues dealt with by Microsoft are memory safety related.
  - e.g. overflow, dangling pointers, races
- Important for critical systems (and research software!)

- ***"Fearless concurrency"***

- Almost guaranteed free from data races with safe code

A programmer had a problem. They thought to themselves,  
"I know, I'll solve it with threads!".

have Now problems. two they

# Safety

## *The borrow checker*

- In Rust, ownership is tracked and checked at compile time

```
let mut s = String::from("hello");

let r1 = &s; // no problem
let r2 = &s; // no problem
println!("{}", r1, r2);
// variables r1 and r2 will not be used after this point

let r3 = &mut s; // no problem
println!("{}", r3);
```

# Safety

## *The borrow checker*

```
$ cargo run
  Compiling ownership v0.1.0 (file:///projects/ownership)
error[E0502]: cannot borrow `s` as mutable because it is also borrowed as immutable
--> src/main.rs:6:14
   |
4 |     let r1 = &s; // no problem
   |               -- immutable borrow occurs here
5 |     let r2 = &s; // no problem
6 |     let r3 = &mut s; // BIG PROBLEM
   |               ^^^^^^^ mutable borrow occurs here
7 |
8 |     println!("{}", r1, r2, r3);
   |               -- immutable borrow later used here
```

For more information about this error, try `rustc --explain E0502`.  
error: could not compile `ownership` due to previous error

# Why **not** Rust

- It's a complicated and large language (though still *way* smaller than C++)
- It takes time to learn and the early phases can be painful
- The eco-system is relatively immature compared to older similar languages
  - Missing or incomplete scientific libraries.
  - Are we X yet?

# Why Rust

- Enforces good practices and safety
  - Important for research accuracy and reproducibility
  - Will improve your code quality in all languages (especially other systems-level)
- **amazing tooling** (package manager, compiler, linter, language-server)
- Excellent learning resources (["the book"](#), [rustlings](#) etc.)
- Good standard library (everything you'd expect to see)
- Loved by many! (e.g. most loved language in StackOverflow Developer Survey every year since 2016)
- Passionate and welcoming community

# Modern tooling

## *Cargo*

```
[package]
name = "rtiow"
version = "0.1.0"
edition = "2021"

[dependencies]
image = "0.23"
nalgebra-glm = "0.15"
palette = { git = "https://github.com/Ogeon/palette.git" }
indicatif = "0.16"
rand = "0.8"
rayon = "1.5.1"
```



## The Rust community's crate registry



Install Cargo



Getting Started

Instantly publish your crates and install them. Use the API to interact and find out more information about available crates. Become a contributor and enhance the site with your work.

**13,297,977,533**

Downloads



**76,566**

Crates in stock





# Modern tooling

## Rust analyzer

- Type hints
- Refactoring
- Diagnostics
- Documentation

```
fn hit(&self, ray: &Ray, t_min: f32, t_max: f32) -> Option<HitRecord> {
    match *self {
        Hittable::Sphere {
            centre,
            radius,
            ref material,
        } => {
            let oc = ray.origin - centre;
            let a = ray.norm_squared();
            let half_b = oc.dot(&ray.direction);
            let c = oc.norm_squared() - radius * &radius; // f32
            let discriminant = half_b * half_b - a;

            if discriminant < 0.0 {
                return None;
            }

            // Find the nearest root that lies in an acceptable range (t_min < t < t_max)
            let sqrt_d = discriminant.sqrt();
            let mut root = (-half_b - sqrt_d) / a;
            if root < t_min || t_max < root {
                root = (-half_b + sqrt_d) / a;
                if root < t_min || t_max < root {
                    return None;
                }
            }

            let t = root;
            let pos = ray.at(t);
            let outward_normal = (pos - centre) / radius;
            Some(HitRecord::new(ray, pos, outward_normal, t, material))
        }
    }
}
```

■ taken reference of right operand ``#[warn(clippy::op_ref)]`` on by default for

Diagnostics:

1. taken reference of right operand  
``#[warn(clippy::op_ref)]`` on by default  
for further information visit [https://rust-lang.github.io/rust-clippy/master/index.html#op\\_ref](https://rust-lang.github.io/rust-clippy/master/index.html#op_ref)
2. use the right value directly: ``radius``

# Change in development cycle

*C, C++, Fortran, etc.*

- Compile → fix errors → compile → fix errors → [...]
- run → seg fault → spend days trying to find overflow bug → crack out gdb + valgrind
- test → fix silent bugs
- test → fix logic bugs
- production!

# Change in development cycle

## *Rust*

- Fix errors and warnings as you write your code
- test -> fix logic bugs
- production!

