

# CMSC 330: Organization of Programming Languages

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Ownership, References, and Lifetimes  
in Rust

# Memory: the Stack and the Heap

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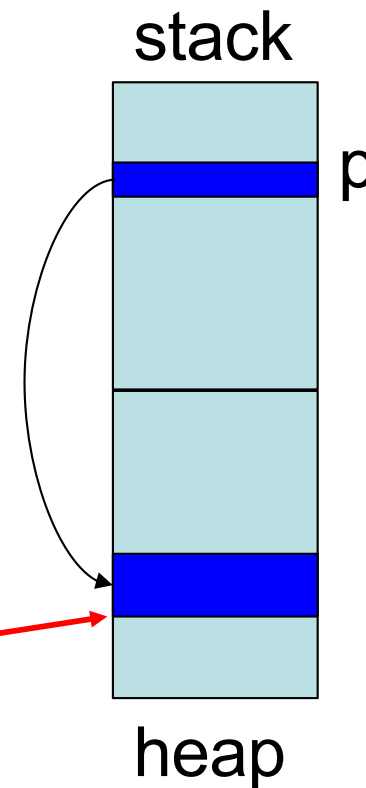
- The stack
  - constant-time, automatic (de)allocation
  - Data **size and lifetime** must be **known at compile-time**
    - Function parameters and locals of known (constant) size
- The heap
  - Dynamically sized data, with non-fixed lifetime
    - **Slightly slower to access** than stack; i.e., via a pointer
  - **GC**: automatic deallocation, **adds space/time overhead**
  - **Manual** deallocation (C/C++): **low overhead**, but non-trivial opportunity for **devastating bugs**
    - Dangling pointers, double free – instances of **memory corruption**

# Memory: the Stack and the Heap

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```
// C
char *p = malloc(10)
...
free(p);
```

```
// Java
String p = new String("rust");
...
p = null; //GC will collect later
```



p is deleted from stack when the function terminates

# Memory Management Errors

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- May forget to free memory (**memory leak**)

```
{ int *x = (int *) malloc(sizeof(int)); }
```

- May retain ptr to freed memory (**dangling pointer**)

```
{ int *x = ...malloc();  
  free(x);  
  *x = 5; /* oops! */  
}
```

- May try to free something twice (**double free**)

```
{ int *x = ...malloc(); free(x); free(x); }
```

- This may corrupt the memory management data structures
  - E.g., the memory allocator maintains a **free list** of space on the heap that's available

# GC-less Memory Management, Safely

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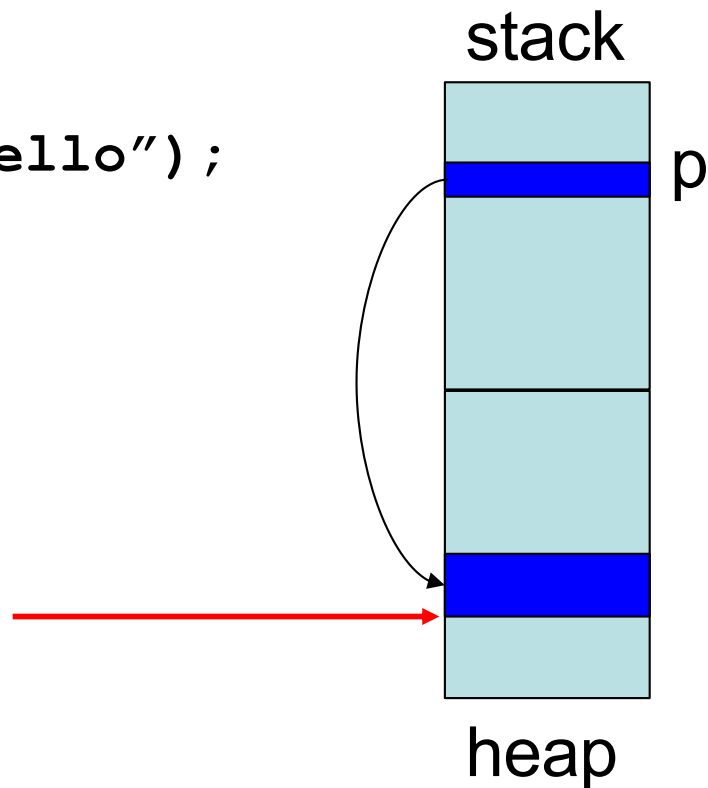
- Rust's heap memory managed **without GC**
- **Type checking** ensures **no dangling pointers** or **double frees**
  - **unsafe** idioms are **disallowed**
  - **memory leaks *not prevented*** (not a safety problem)
- Key features of Rust that ensure safety: **ownership** and **lifetimes**
  - Data has a single **owner**. **Immutable** aliases OK, but mutation only via owner or **single mutable reference**
  - How long data is alive is determined by a **lifetime**

# Memory: the Stack and the Heap

---

```
// Rust
let p = String::from("hello");
...
```

- Deleted when the owner `p` is out of scope.
- No manual free, no GC



`p` is deleted from stack when the function terminates

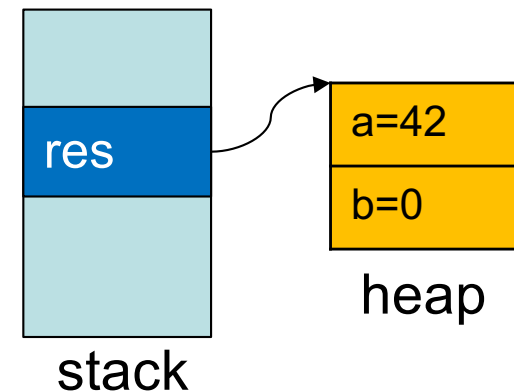
# Ownership

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Only one “owner” of an object

- When the “owner” of the object goes out of scope, its data is automatically freed. No Garbage collection
- Can not access object beyond its lifetime (checked at compile-time)

```
fn foo() {  
    let mut res = Box::new(Pair {  
                            a: 0,  
                            b: 0  
    });  
    res.a = 42;  
}
```



# Rules of Ownership

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1. Each value in Rust has a variable that's its **owner**
2. There can only be **one owner at a time**
3. When the **owner goes out of scope**, the value will be **dropped** (freed)



## String: Dynamically sized, mutable data

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```
{  
  let mut s = String::from("hello");  
  
  s.push_str(", world!"); //appends to s  
  
  println!("{}", s);  
} //s's data is freed by calling s.drop()
```

- **s** is the *owner* of this data
  - When **s** goes out of scope, its **drop** method is called, which frees the data

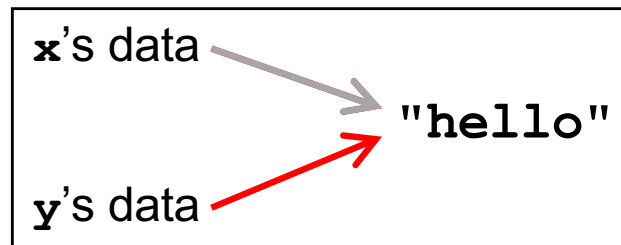
# Assignment Transfers Ownership

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- Heap allocated data is copied by reference

```
let x = String::from("hello");  
let y = x; //x moved to y
```

- Both **x** and **y** point to the same underlying data



*Avoids double  
free()!*

- A move leaves only **one owner: y**

```
println!("{}", world!", y); //ok  
println!("{}", world!", x); //fails
```

# Deep Copying Retains Ownership

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- Make **clones** (copies) to avoid ownership loss

```
let x = String::from("hello");  
let y = x.clone(); //x no longer moved  
println!("{}", world!", y); //ok  
println!("{}", world!", x); //ok
```

- Primitives copied automatically

- `i32`, `char`, `bool`, `f32`, tuples of these types, etc.

```
let x = 5;  
let y = x;  
println!("{}", = 5!", y); //ok  
println!("{}", = 5!", x); //ok
```

- These have the **Copy** trait; more on traits later

# Ownership Transfer in Function Calls

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```
fn main() {
  let s1 = String::from("hello");
  let s2 = id(s1); //s1 moved to arg
  println!("{}", s2); //id's result moved to s2
  println!("{}", s1); //fails
}

fn id(s:String) -> String {
  s // s moved to caller, on return
}
```

- On a call, ownership passes from:
  - argument to called function's parameter
  - returned value to caller's receiver

# References and Borrowing

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- Create an alias by making a **reference**
  - An explicit, non-owning pointer to the original value
  - Called **borrowing**. Done with **&** operator
- **References are immutable** by default

```
fn main() {
    let s1 = String::from("hello");
    let len = calc_len(&s1); //lends pointer
    println!("the length of '{}' is {}",s1,len);
}
fn calc_len(s: &String) -> usize {
    s.push_str("hi"); //fails! refs are immutable
    s.len()          // s dropped; but not its referent
}
```

## Quiz 1: Owner of s data at *HERE* ?

---

```
fn foo(s:String) -> usize {  
  let x = s;  
  let y = &x;  
  let z = x;  
  let w = &y;  
  \\ HERE  
}
```

- A. x
- B. y
- C. z
- D. w

## Quiz 1: Owner of s data at *HERE* ?

---

```
fn foo(s:String) -> usize {  
  let x = s;  
  let y = &x;  
  let z = x;  
  let w = &y;  
  \\ HERE  
}
```

A. x

B. y

**C. z**

D. w

# Rules of References

---

1. At any given time, you can have *either but not both* of
  - One mutable reference
  - Any number of immutable references
2. References must always be valid (pointed-to value not dropped)



# Borrowing and Mutation

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- Make **immutable references** to **mutable** values
  - Shares read-only access through owner and borrowed references
    - Same for immutable values
  - **Mutation disallowed** on original value until **borrowed reference(s) dropped**

```
{ let mut s1 = String::from("hello");
  { let s2 = &s1;
    println!("String is {} and {}",s1,s2); //ok
    s1.push_str(" world!"); //disallowed
  } //drops s2
  s1.push_str(" world!"); //ok
  println!("String is {}",s1);} //prints updated s1
```

# Mutable references

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- To permit mutation via a reference, use `&mut`
  - Instead of just `&`
  - But **only OK for mutable variables**

```
let mut s1 = String::from("hello");
{ let s2 = &s1;
  s2.push_str(" there");//disallowed; s2 immut
} //s2 dropped
let s3 = &mut s1; //ok since s1 mutable
s3.push_str(" there");//ok since s3 mutable
println!("String is {}",s3); //ok
```

## Quiz 2: What does this evaluate to?

---

```
{ let mut s1 = String::from("Hello!");  
  {  
    let s2 = &s1;  
    s2.push_str("World!");  
    println!("{}", s2)  
  }  
}
```

- A. "Hello!"
- B. "Hello! World!"
- C. Error
- D. "Hello!World!"

## Quiz 2: What does this evaluate to?

---

```
{ let mut s1 = String::from("Hello!");  
  {  
    let s2 = &s1;  
    s2.push_str("World!");  
    println!("{}", s2)  
  }  
}
```

- A. "Hello!"
- B. "Hello! World!"
- C. Error; s2 is not mut**
- D. "Hello!World!"

## Quiz 3: What is printed?

---

```
fn foo(s: &mut String) -> usize{
    s.push_str("Bob");
    s.len()
}
fn main() {
    let mut s1 = String::from("Alice");
    println!("{}",foo(&mut s1))
}
```

- A. 0
- B. 8
- C. Error
- D. 5

## Quiz 3: What is printed?

---

```
fn foo(s: &mut String) -> usize{
    s.push_str("Bob");
    s.len()
}
fn main() {
    let mut s1 = String::from("Alice");
    println!("{}",foo(&mut s1))
}
```

- A. 0
- B. 8**
- C. Error
- D. 5

# Ownership and Mutable References

---

- Can make **only one** mutable reference
- Doing so **blocks use** of the original
  - Restored when reference is dropped

```
let mut s1 = String::from("hello");
{ let s2 = &mut s1; //ok
  let s3 = &mut s1; //fails: second borrow
  s1.push_str(" there"); //fails: second borrow
} //s2 dropped; s1 is first-class owner again
s1.push_str(" there"); //ok
println!("String is {}",s1); //ok
```

implicit borrow  
(`self` is a reference)

# Immutable and Mutable References

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- Cannot make a mutable reference if immutable references exist
  - Holders of an immutable reference assume the object will not change from under them!

```
let mut s1 = String::from("hello");
{ let s2 = &s1; //ok: s2 is immutable
  let s3 = &s1; //ok: multiple imm. refs allowed
  let s4 = &mut s1; //fails: imm ref already
} //s2-s4 dropped; s1 is owner again
s1.push_str(" there"); //ok
println!("String is {}",s1); //ok
```



## Aside: Generics and Polymorphism

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- Rust has support like that of Java and OCaml
  - Example: The `std` library defines `Vec<T>` where `T` can be **instantiated** with a variety of types
    - `Vec<char>` is a vector of characters
    - `Vec<&str>` is a vector of string slices
- You can define polymorphic functions, too
  - Rust:

```
fn id<T>(x:T) -> T { x }
```
  - Java:

```
static <T> T id(T x) { return x; }
```
  - OCaml:

```
let id x = x
```
- More later...

# Dangling References

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- References must always be to **valid memory**
  - Not to memory that **has been dropped**

```
fn main() {
    let ref_invalid = dangle();
    println!("what will happen ... {}", ref_invalid);
}
fn dangle() -> &String {
    let s1 = String::from("hello");
    &s1
} // bad! s1's value has been dropped
```

- Rust type checker will disallow this using a concept called **lifetimes**
  - A **lifetime** is a type-level parameter that **names the scope in which the data is valid**

# Lifetimes: Preventing Dangling Refs

---

- Another way to view our prior example

```
{
  let r; // deferred init
  {
    let x = 5;
    r = &x;
  }
  println!("r: {}", r); //fails
}
```

**r's lifetime 'a**

**x's lifetime 'b**

Issue:  
 $r \leftarrow x$  but  $'a \neq 'b$

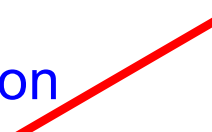
- The Rust type checker observes that **x** goes out of scope while **r** still exists
  - A **lifetime** is a *type variable* that identifies a scope
  - **r's lifetime 'a exceeds x's lifetime 'b**

# Lifetimes and Functions

---

- Lifetime of a reference not always visible
  - E.g., when passed as an **argument to a function**

String slice  
(more later)



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

- What could **go wrong** here?

```
{ let x = String::from("hi");  
  let z;  
  { let y = String::from("there");  
    z = longest(&x, &y); //will be &y  
  } //drop y, and thereby z  
  println!("z = {}", z); //yikes!  
}
```

## Quiz 4: What is printed?

---

```
{ let mut s = &String::from("dog");
  {
    let y = String::from("hi");
    s = &y;
  }
  println!("s: {}", s);
}
```

- A. dog
- B. hi
- C. Error – y is immutable
- D. Error – y dropped while still borrowed

## Quiz 4: What is printed?

---

```
{ let mut s = &String::from("dog");
  {
    let y = String::from("hi");
    s = &y;
  }
  println!("s: {}", s);
}
```

- A. dog
- B. hi
- C. Error – y is immutable
- D. Error – y dropped while still borrowed**

## Recap: Rules of References

---

1. At any given time, you can have *either* but not both of
  - One mutable reference
  - Any number of immutable references
2. References must always be valid
  - A reference must never outlive its referent

# Traits Overview

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- **Traits** allow us to abstract behavior that types can have in common
  - In situations where we use **generic type parameters**, we can use **trait bounds** to specify that the **generic type must implement a trait**
- Traits are a bit like **Java interfaces**
  - But we can **implement traits over any type**, anywhere in the code, not only at the point we define the type



# Defining a Trait

---

- Here is a trait with a single function

```
pub trait Summarizable {  
    fn summary(&self) -> String;  
}
```

- Specify `&self` for “instance” methods
  - Note: can also specify “associated” methods
    - Like `static` methods in Java
- Equivalent in Java:

```
public interface Summarizable {  
    String summary();  
}
```

# Implementing a Trait on a Type

---

name of trait

type on which we are implementing it

```
impl Summarizable for (i32, i32) {  
    fn summary(&self) -> String {  
        let &(x, y) = self;  
        format!("{}", x+y) } trait method body  
    }  
}  
fn foo() {  
    let y = (1, 2).summary(); // "3"  
    let z = (1, 2, 3).summary(); // fails  
}
```

trait method invocation

# Default Implementations

---

- Here is a trait with a default implementation

```
pub trait Summarizable {  
    fn summary(&self) -> String {  
        String::from("none")  
    }  
}
```

} default  
impl  
Impl uses default

```
impl Summarizable for (i32,i32,i32) {}  
fn foo() {  
    let y = (1,2).summary(); // "3"  
    let z = (1,2,3).summary(); // "none"  
}
```

# Trait Bounds

---

- With generics, you can specify that a type variable must implement a trait

```
pub fn notify<T: Summarizable>(item: T) {  
    println!("Breaking news! {}",  
            item.summary());  
}
```

- This method works on any type **T** that implements the **Summarizable** trait
- Can specify multiple Trait Bounds using **+**  

```
fn foo<T:Clone + Summarizable>(…) -> i32 {…}    or  
fn foo<T>(…) -> i32 where T:Clone + Summarizable {…}
```

# Standard Traits

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- We have seen several standard traits already
  - **Clone** holds if the object has a clone() method
  - **Copy** holds if you can copy it
    - I.e., it's a primitive
  - **Deref** holds if you can dereference it
    - I.e., it's a reference
- There are other useful ones too
  - **Display** if it can be converted to a string
  - **PartialOrd** if it implements a comparison operator

# Putting all Together

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- Finds the largest element in an array slice
  - Generic in the type **T** of the contents of the array

```
fn largest<T: PartialOrd + Copy>(list: &[T]) -> T
{
    let mut largest = list[0];
    for &item in list.iter() {
        if item > largest {
            largest = item;
        }
    }
    largest
}
```

Requires **Copy** trait

Requires **PartialOrd** trait

# Putting all Together

---

- Finds the largest element in an array slice
  - Generic in the type **T** of the contents of the array

```
fn largest<T: PartialOrd + Copy>(list: &[T]) -> T
{...}
fn main() {
    let number_list = vec![34, 50, 25, 100, 65];
    let result = largest(&number_list);
    println!("The largest number is {}", result);
    let char_list = vec!['y', 'm', 'a', 'q'];
    let result = largest(&char_list);
    println!("The largest char is {}", result);
}
```

prints           **The largest number is 100**  
                  **The largest char is y**

# Notes

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- Trait implementations can be generic too

```
pub trait Queue<T> {  
    fn enqueue(&mut self, ele: T) -> (); ...  
}  
  
impl <T> Queue<T> for Vec<T> {  
    fn enqueue(&mut self, ele:T) -> () {...} ...  
}
```

- Generic method implementations of structs and enums can include trait bounds