



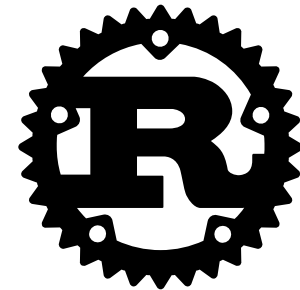
# RustPython: a Python implementation in Rust

Lightning Talk

Lukas Prokop, 2019/03/05

<http://lukas-prokop.at/talks/pygraz-rustpython>

# Rust programming language



- Since 2010, Mozilla Research
- focused on safety, especially safe concurrency
- “most loved programming language” in the Stack Overflow Developer Survey for 2016, 2017, and 2018

```
use std::fmt;
impl fmt::Display for Universe {
    fn fmt(&self, f: &mut fmt::Formatter) -> fmt::Result {
        for line in self.cells.as_slice().chunks(self.width as usize) {
            for &cell in line {
                let symbol = if cell == Cell::Dead { '□' } else { '■' };
                write!(f, "{}", symbol)?;
            }
            write!(f, "\n")?;
        }
        Ok(())
    }
}
```

# Python 3.5

Reminder of Python 3.5 features:

- coroutines with `async` and `await` syntax
- a new matrix multiplication operator: `a @ b`
- additional unpacking generalizations
- Adding `%` formatting to `bytes` and `bytearray`
- `RecursionError`
- `typing` package
- `zipapp` package
- ...

<https://docs.python.org/3/whatsnew/3.5.html>

# RustPython

Python 3 interpreter written in Rust.

*By Windel Bouwman and Shing Lyu.*

- Repo at [github.com/RustPython](https://github.com/RustPython)
- talk at [FOSDEM 2018](#), 2019/02/03
- [API documentation](#)

Usecases via [rspython](#):

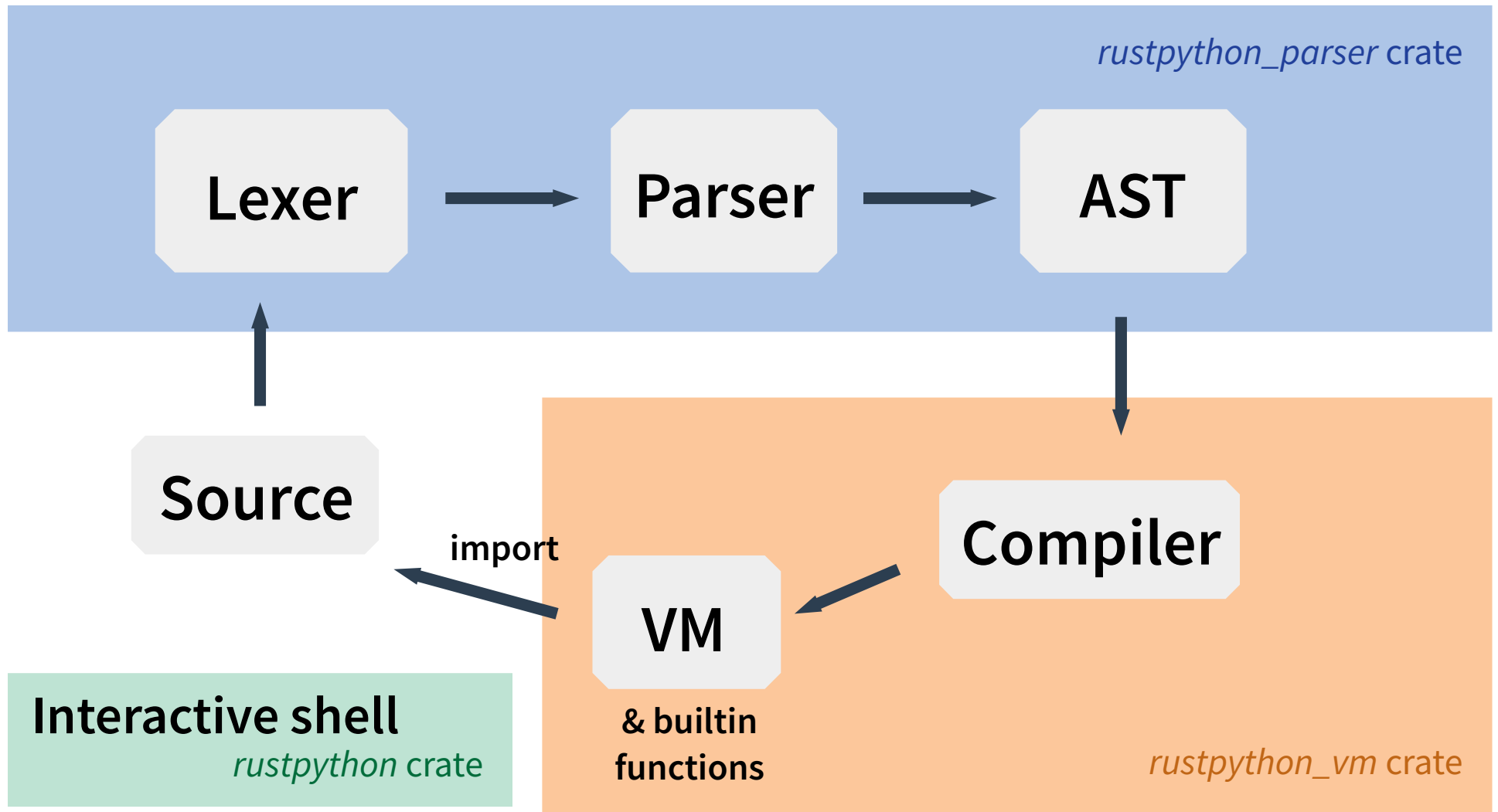
- Compile RsPython to webassembly and run python3 scripts in the browser
- Port python to Redox-os.
- Provide an alternative implementation next to CPython
- Combine rust with python in a more natural way

# Goals

## Goals of `pythonvm-rust`:

- Compatible with CPython 3.6's bytecode, in order to take advantage of FAT Python
- Support CPython's implementation of the standard library
- No crash, even when messing with code objects
- Bytecode optimizations at runtime
- Less bounded by the GIL than CPython

# Design



# Issue pytecode (typo intended)

```
>>> def f():  
...     return '{var} = {value}'.format(  
...         var='a', value=5  
...     )  
...  
...
```

Python 3.6.7 [GCC 8.2.0] on linux

```
>>> import dis  
>>> dis.dis(f)  
 1  0 LOAD_CONST          1 ('{var} = {value}')
```

```
 2  2 LOAD_ATTR           0 (format)
```

```
 4  4 LOAD_CONST          2 ('a')
```

```
 6  6 LOAD_CONST          3 (5)
```

```
 8  8 LOAD_CONST          4 (('var', 'value'))
```

```
10 10 CALL_FUNCTION_KW     2
```

```
12 12 RETURN_VALUE
```

Python 3.2.3 [GCC 4.7.2] on linux2

```
>>> import dis
```

```
>>> dis.dis(f)
```

```
 1  0 LOAD_CONST          1 ('{var} = {value}')
```

```
 3  3 LOAD_ATTR           0 (format)
```

```
 6  6 LOAD_CONST          2 ('a')
```

```
 9  9 LOAD_CONST          3 (5)
```

```
12 12 LOAD_CONST          4 (('var', 'value'))
```

```
15 15 LOAD_CONST          5 (5)
```

```
18 18 CALL_FUNCTION     512
```

```
21 21 RETURN_VALUE
```

# CPython and RustPython

How does rust help in the implementation?

- Arbitrary precision integers by `BigInt`
- `Option<Value>` to avoid null-pointer dereferences
- Reference counting implemented with `Rc` and `RefCell`

Challenge: the Python dict

- Rust has a `HashMap` type
- To implement Python the dict type, `HashMap` is tempting, but...
- Every python object can be a dict key, if it implements `__hash__` and `__eq__`.
- Both these methods can raise an exception...
- `HashMap` does not permit for failing hashes...
- Now what? Own hash map implementation? 😞



# Showcase

```
meisterluk@gardner ~/RustPython % cargo run demo.py
  Updating crates.io index
  Downloaded num-traits v0.2.6
  Downloaded num-rational v0.2.1
[...]
```

```
  Compiling lalrpop v0.15.2
  Compiling rustpython_parser v0.0.1 (/home/meisterluk/dev/RustPython/parser)
  Compiling rustpython_vm v0.1.0 (/home/meisterluk/dev/RustPython/vm)
  Compiling rustpython v0.0.1-pre-alpha.1 (/home/meisterluk/dev/RustPython)
  Finished dev [unoptimized + debuginfo] target(s) in 3m 31s
  Running `target/debug/rustpython demo.py`
Hello, RustPython!
```

```
meisterluk@gardner ~/RustPython % cargo run
  Finished dev [unoptimized + debuginfo] target(s) in 0.18s
  Running `target/debug/rustpython`
Welcome to the magnificent Rust Python 0.0.1-pre-alpha.1 interpreter
No previous history.
>>>> 2**200
1606938044258990275541962092341162602522202993782792835301376
>>>> def f():
.....     return 3 + 5
>>>> f()
8
```

# Other interesting facts

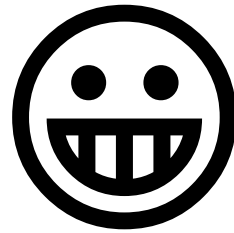
Why?

- 14 CVEs for python 3.5:
- <https://security-tracker.debian.org/tracker/source-package/python3.5>

How?

- 8.2 MB RustPython executable on Linux
- 2.6 MB RustPython WebAssembly

**Thanks!**



Thanks!