

Blazing fast serverless with Rust

Conf42: Rustlang 2022

Who am I?

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What is serverless?

“Serverless architecture replaces long-running virtual machines with ephemeral compute power that **comes into existence on request and disappears immediately after use.**

Use of this architecture can **mitigate some security concerns** such as security patching and SSH access control, and can make much more **efficient use of compute resources.**

These systems cost very little to operate and can have **inbuilt scaling features.**”

— ThoughtWorks, 2016

Serverless means **no servers**

Serverless means **no servers**

- No hardware to provision or manage
- No IT service team installing hardware
- But still it's someone else server

your duty

code

frameworks

OS

VM

Server

Serverless means **no VMs**

Serverless means **no VMs**

- No under or over provisioning
- Never pay for idle
- No VM disaster recovery

your duty

code

frameworks

OS

VM

Serverless means no OS to patch

Serverless means **no OS to patch**

- OS is provisioned automatically
- Patches are installed by vendor
- Built-in best practices

your duty

code

frameworks

OS

Serverless means **no schedulers**

Serverless means **no schedulers**

- Code is invoked by platform
- Language support is packed within runtime
- Analytics are provided out of the box

your duty

code

frameworks

Serverless means **Servicefull**

Patrick Debois - 2016

your duty

code

frameworks

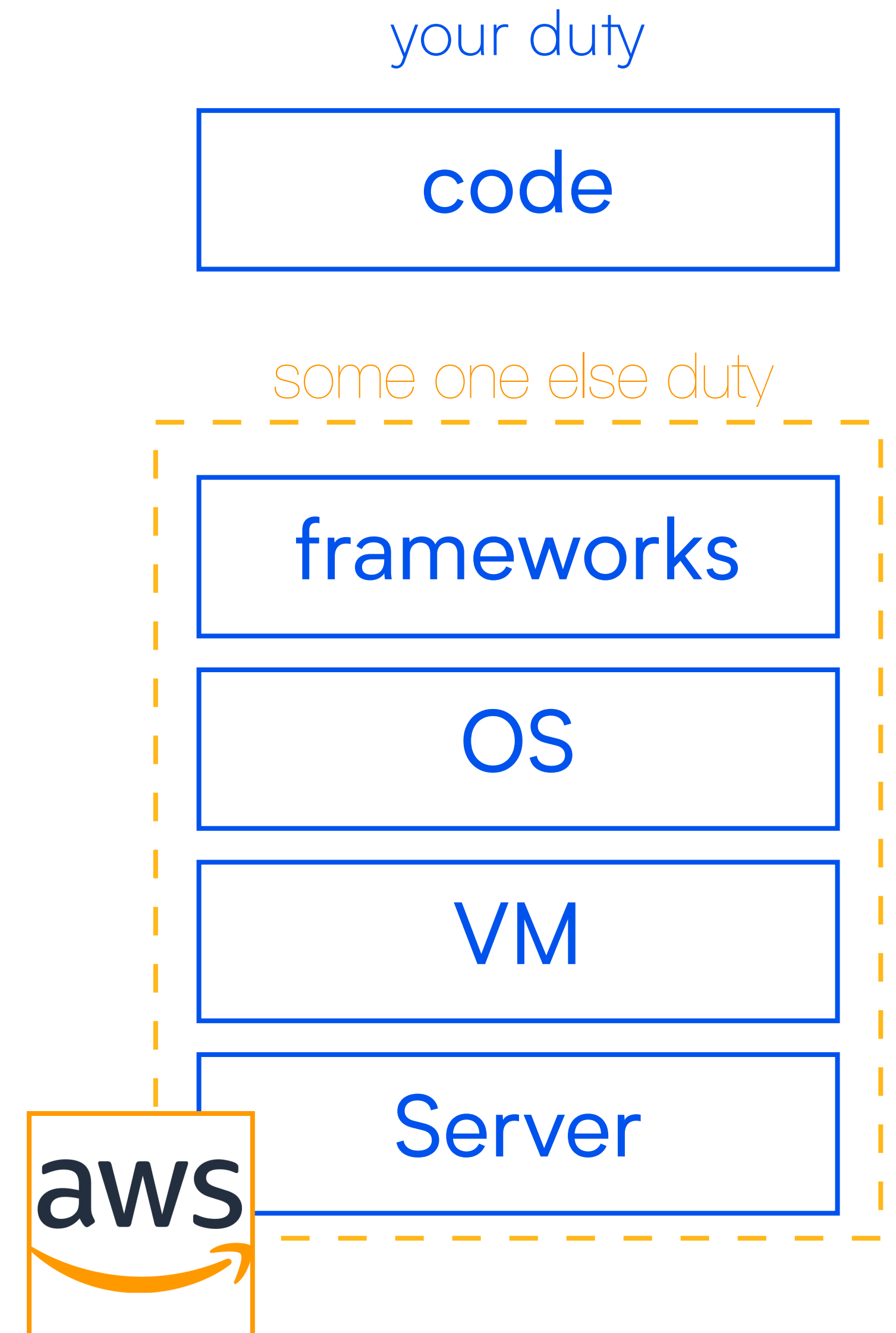
OS

VM

Server

Serverless means Servicefull

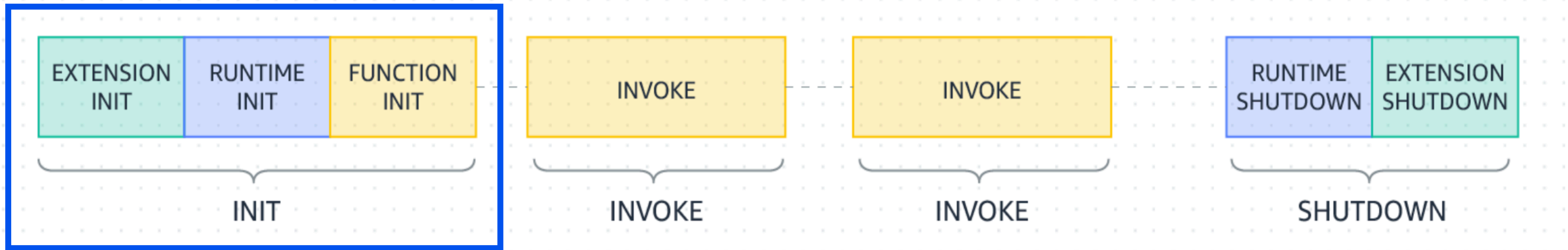
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Serverless means Servicefull

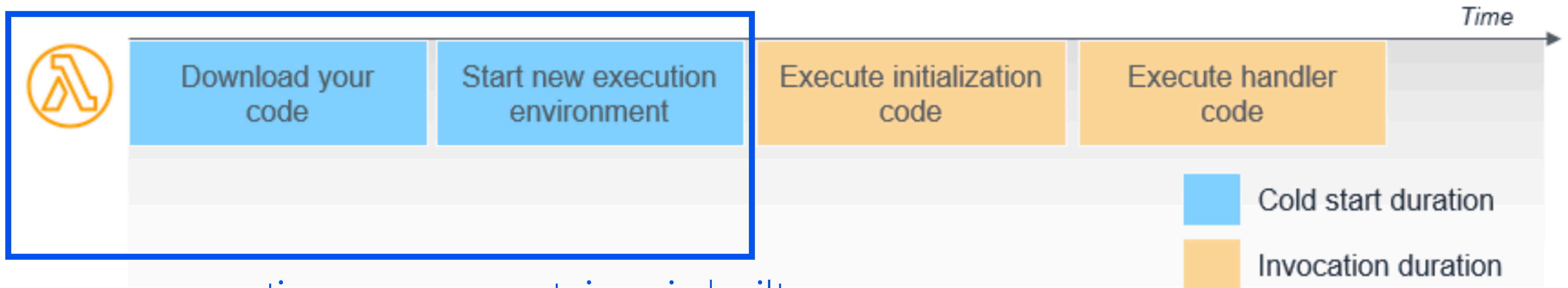
- Managed services offer storage, databases, queues, and AI through API calls
- API endpoints are secured and managed using services such as Amazon API Gateway (REST, websocket) and AWS AppSync (graphql)
- business logic is handled through **AWS Lambda** following the Function-as-a-Service (FaaS) paradigm
 - Lambda functions are code units which happen to be packaged and deployed on the fly by AWS Lambda service upon invocation
 - AWS Lambda supports a variety of languages: Java, Node/Typescript, C# (.NET Core), PowerShell, Python, Go, and **Rust**

Lambda Lifecycle



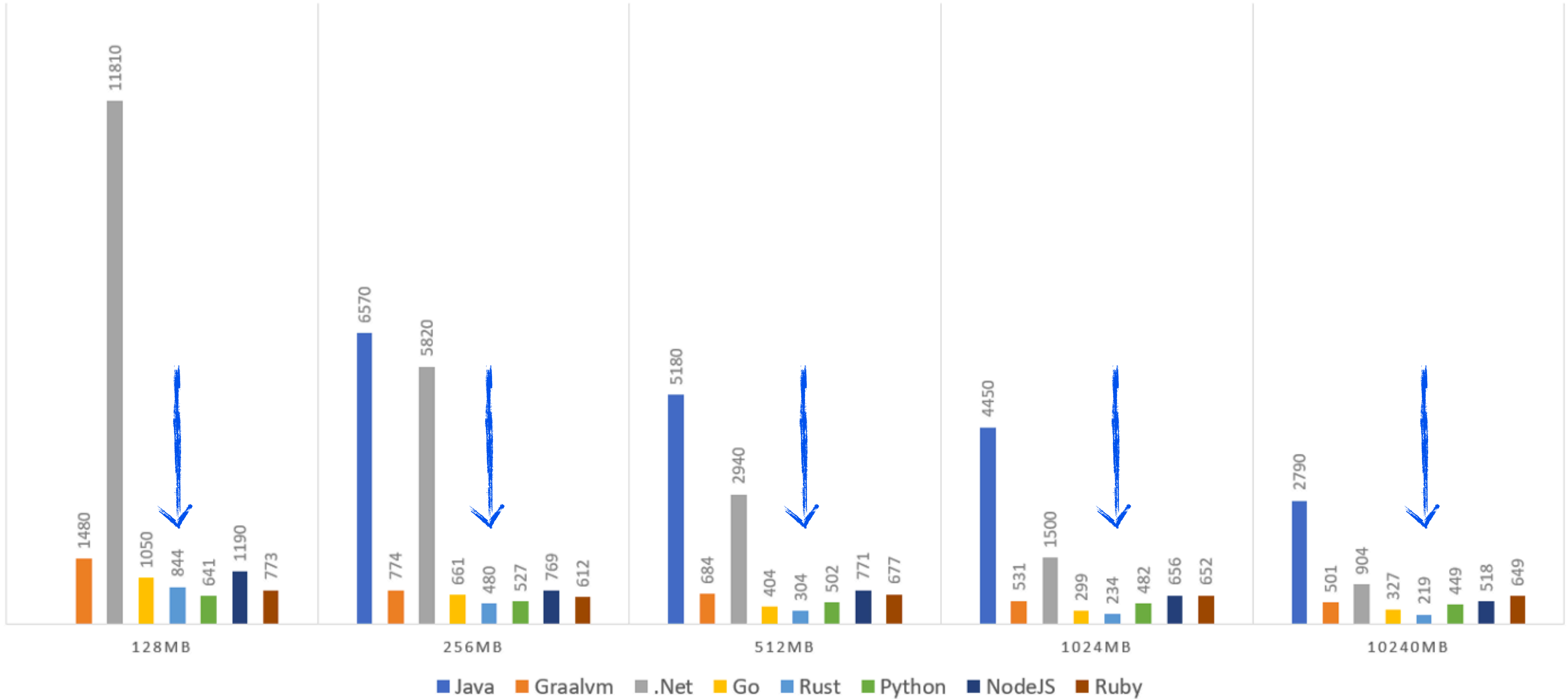
this is called “cold start”

Lambda cold start optimization



occurs every time a new container is built

COLD START DELAY IN MS



Why Rust for Lambda?

- Rust is designed to be a safe and highly performant language.
- Rust as statically-typed language, it helps to prevent errors at compile time.
- Rust also has great tooling and a thriving community.

How Rust for Lambda?

The AWS Serverless Application Model (AWS SAM) is an open-source framework that you can use to build a serverless application.

```
> sam init

You can preselect a particular runtime or package type when using the `sam init` experience.
Call `sam init --help` to learn more.

Which template source would you like to use?
    1 - AWS Quick Start Templates
    2 - Custom Template Location
Choice: 2

Template location (git, mercurial, http(s), zip, path): gh:aws-samples/cookiecutter-aws-sam-rust

-----
Generating application:
-----

Location: gh:aws-samples/cookiecutter-aws-sam-rust
Output Directory: .

project_name [My Project]: myapp
project_slug [myapp]:
Select architecture:
    1 - x86_64
    2 - arm64
Choose from 1, 2 [1]: 2
Select template:
    1 - hello-world
    2 - put-dynamodb
Choose from 1, 2 [1]: 2
[SUCCESS]: Project initialized successfully! You can now jump to myapp folder
[INFO]: myapp/README.md contains instructions on how to proceed.
→
```



```

use aws_sdk_dynamodb::{model::AttributeValue, Client};
use lambda_http::{ext::RequestExt, handler, lambda_runtime::{self, Context, Error}, Body, IntoResponse, Request, Response };
use std::env;

#[tokio::main]
async fn main() -> Result<(), Error> {
    let config = aws_config::load_from_env().await;
    let table_name = env::var("TABLE_NAME").expect("TABLE_NAME must be set");
    let dynamodb_client = Client::new(&config);

    lambda_runtime::run(handler(|request: Request, context: Context| {
        put_item(&dynamodb_client, &table_name, request, context)
    })).await?;

    Ok(())
}

async fn put_item(client: &Client, table_name: &str, request: Request, _context: Context) -> Result<impl IntoResponse, Error> {
    // Extract path parameter from request
    let path_parameters = request.path_parameters();
    let id = match path_parameters.get("id") {
        Some(id) => id,
        None => return Ok(Response::builder().status(400).body("id is required"?),
    };

    // Extract body from request
    let body = match request.body() {
        Body::Empty => "".to_string(),
        Body::Text(body) => body.clone(),
        Body::Binary(body) => String::from_utf8_lossy(body).to_string(),
    };

    // Put the item in the DynamoDB table
    let res = client
        .put_item()
        .table_name(table_name)
        .item("id", AttributeValue::S(id.to_string()))
        .item("payload", AttributeValue::S(body))
        .send()
        .await;

    // Return a response to the end-user
    match res {
        Ok(_) => Ok(Response::builder().status(200).body("item saved"?),
        Err(_) => Ok(Response::builder().status(500).body("internal error"?),
    }
}

```

Imports the libraries

Make the main function asynchronous

It is the idiomatic way to handle errors

Lambda runtime is initialized and context passed as parameter

Block until the results come back. The ? handles the error propagation

Tell the caller that things were successful

This is the handler

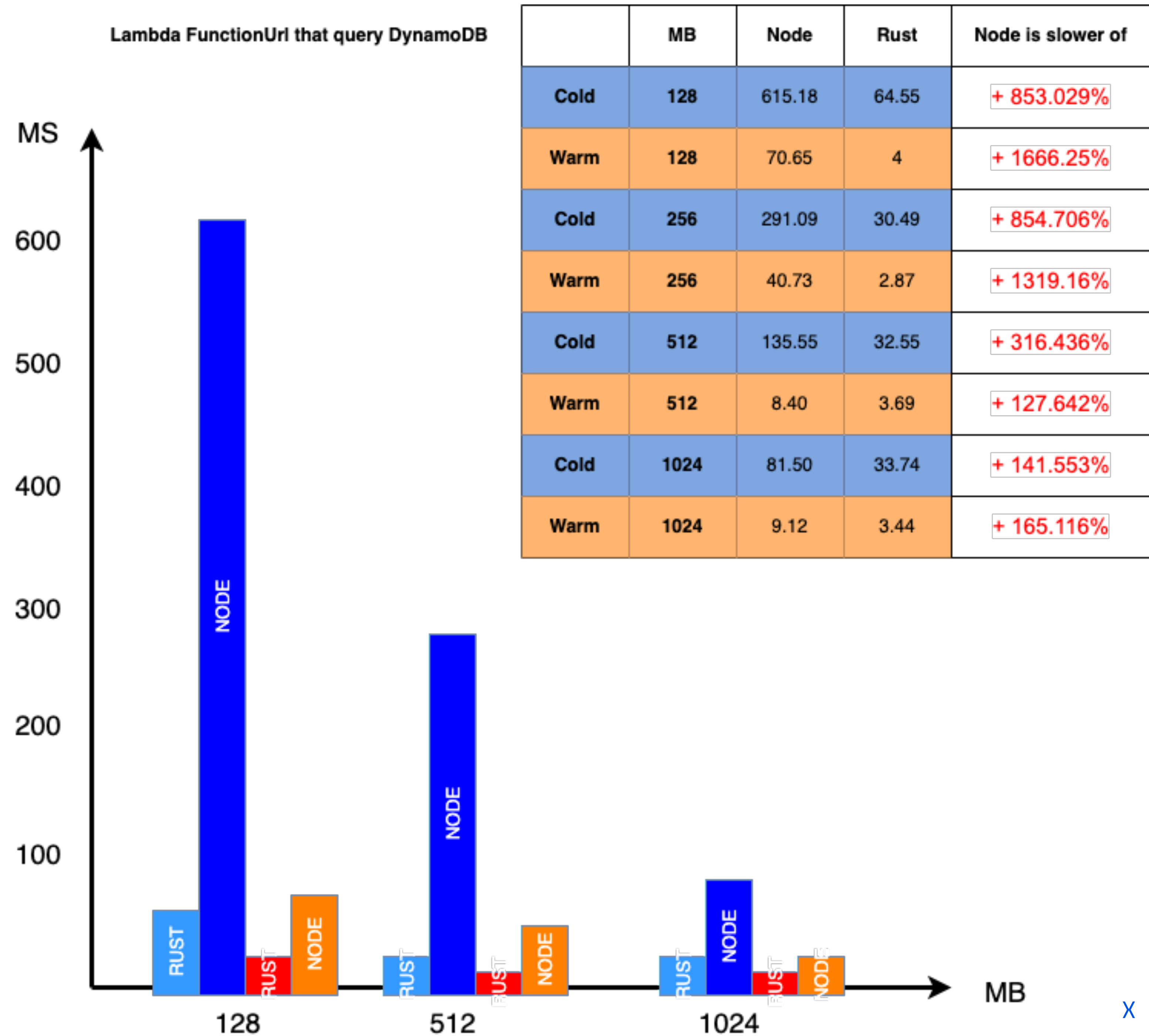
Builder pattern to construct the request

Matching pattern to handle the response

Comparison

Rust is at least 2x faster than equivalent code written in NodeJs

Lambda per millisecond billing translates this into significant saving when functions run at scale



Thank you!

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