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Role of Rust in Big Data Engineering: A Comprehensive Overview

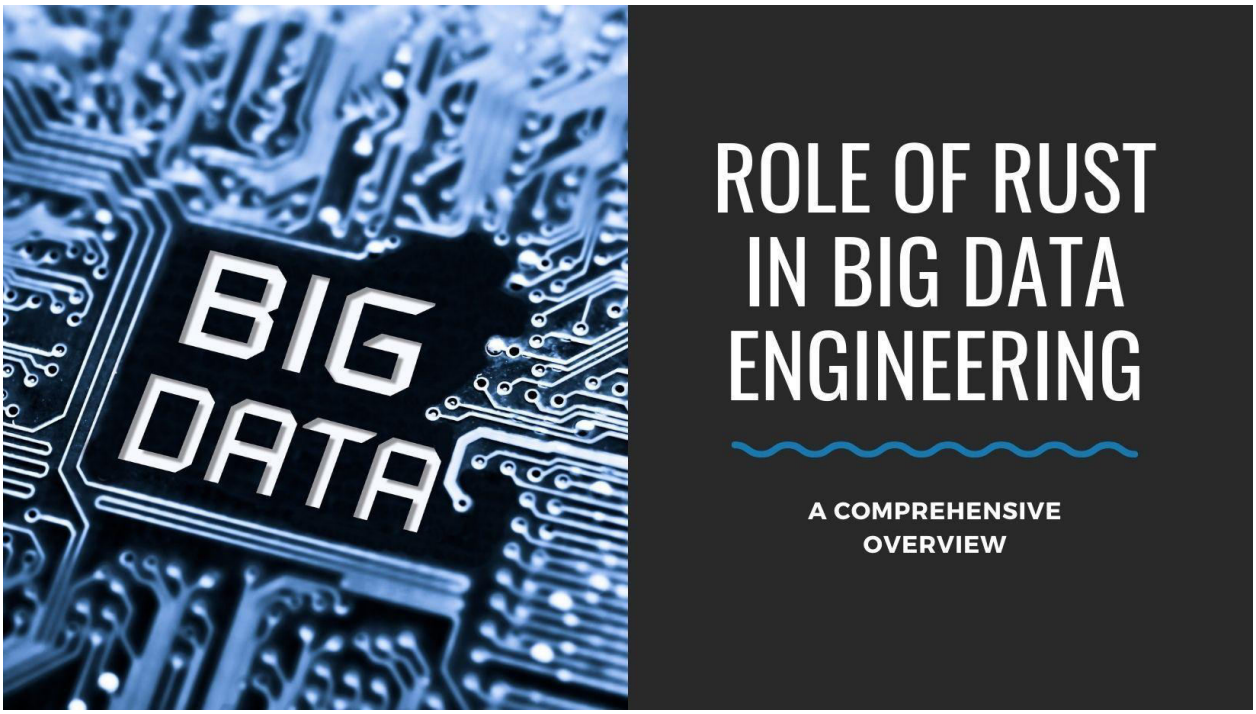
Vishnu Vardhan Reddy Chilukoori[1], Srikanth Gangarapu[2], Abhishek Vajpayee[3], Rathish Mohan[4]

Amazon.com Services LLC, USA[1]

AT&T Services Inc, USA[2]

Metropolis Technologies, USA[3]

Lore Health, USA[4]



ABSTRACT: This comprehensive article explores the role of Rust in big data engineering, highlighting its unique combination of performance, safety, and concurrency features that make it well-suited for handling large-scale data operations. The article discusses Rust's key advantages in big data applications, including its efficient memory management, parallel processing capabilities, and strong type system. It examines several important Rust libraries for big data tasks, such as DataFusion, Polars, Ballista, and Arrow, and explores various applications of Rust in data ingestion, transformation, analysis, machine learning, and workflow automation. The article also presents best practices for leveraging Rust in big data projects and provides industry examples of successful Rust adoption by companies like Facebook, Discord, and Dropbox.

KEYWORDS: Rust, Big Data Engineering, Performance Optimization, Memory Safety, Concurrency

I. INTRODUCTION

The field of big data engineering has undergone a remarkable transformation in recent years, driven by the exponential growth of data generation and the increasing demand for real-time analytics. As organizations grapple with the challenges of processing, storing, and analyzing massive datasets, new technologies and programming languages have

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emerged to address these complex requirements. Among these, Rust has gained substantial traction due to its unique combination of performance, safety, and concurrency features.

Rust, first released in 2010 by Mozilla Research, has quickly evolved into a powerful systems programming language with a growing ecosystem [1]. Its design philosophy emphasizes memory safety without sacrificing performance, making it an attractive option for big data applications where efficiency and reliability are paramount. According to the Stack Overflow Developer Survey 2023, Rust has been voted the most loved programming language for the eighth consecutive year, highlighting its popularity among developers [2].

This article delves into the role of Rust in big data engineering, exploring its advantages, key libraries, and real-world applications. We will examine how Rust's features address common challenges in big data processing, such as memory management, concurrency, and performance optimization. Additionally, we will investigate the growing ecosystem of Rust libraries and frameworks specifically designed for big data tasks, including data ingestion, transformation, and analysis.

As big data continues to play a crucial role in decision-making processes across industries, the need for efficient and reliable data processing tools becomes increasingly important. Rust's potential to revolutionize big data engineering lies in its ability to provide low-level control typically associated with languages like C and C++, while also offering high-level abstractions that enhance productivity and code maintainability.

Throughout this article, we will explore real-world case studies and benchmarks that demonstrate Rust's capabilities in handling large-scale data processing tasks. By examining these practical applications, we aim to provide insights into how Rust can be effectively leveraged to build robust, scalable, and high-performance big data systems.

II. RUST'S ADVANTAGES IN BIG DATA ENGINEERING

Rust offers several advantages that make it particularly suited for big data applications, addressing key challenges in performance, safety, concurrency, and reliability. These features position Rust as a compelling choice for developing robust and efficient big data systems.

2.1 Performance

Rust's zero-cost abstractions and efficient memory management allow for high-performance data processing, rivaling languages like C and C++. This performance is crucial in big data scenarios where processing massive volumes of data quickly is essential. Rust achieves this through its unique approach to memory management and its ability to generate highly optimized machine code.

A study conducted by TechEmpower in 2021 compared the performance of various web frameworks, including those written in Rust. The results showed that Rust-based frameworks consistently ranked among the top performers in multiple benchmarks, often outperforming established languages like Java and Go [3]. This performance translates directly to big data applications, where efficient data processing can significantly reduce computation time and resource usage.

2.2 Memory Safety

Rust's ownership model and borrow checker prevent common memory-related errors, which is crucial when handling large datasets. This feature is particularly important in big data engineering, where memory leaks or data races can lead to system crashes or data corruption.

The ownership system in Rust ensures that there is always one clear owner for each piece of data, and the borrow checker enforces strict rules about how that data can be accessed. This prevents issues like use-after-free errors, double frees, and data races, which are common pitfalls in languages with manual memory management [4].

2.3 Concurrency

Rust's built-in concurrency primitives and fearless concurrency model enable efficient parallel processing of big data workloads. The language's approach to concurrency is designed to prevent data races and other concurrency-related bugs at compile-time, allowing developers to write parallel code with confidence.

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Rust provides several tools for concurrent programming, including threads, async/await syntax, and channels for message passing between threads. These features allow developers to fully utilize multi-core processors and distributed systems, which is essential for processing large datasets efficiently.

2.4 Type System

Rust's strong, static type system helps catch errors at compile-time, reducing runtime errors in data pipelines. This is particularly valuable in big data applications, where errors can be costly and time-consuming to debug once they occur in production.

The type system in Rust is designed to be expressive and flexible while still providing strong guarantees. It includes features like generics, traits, and enums, which allow developers to model complex data relationships and ensure type safety throughout their applications. This can lead to more reliable and maintainable code, which is crucial when dealing with complex big data pipelines.

By combining these advantages, Rust provides a solid foundation for building high-performance, reliable, and scalable big data systems. Its ability to offer low-level control without sacrificing safety makes it an increasingly popular choice for data-intensive applications across various industries.

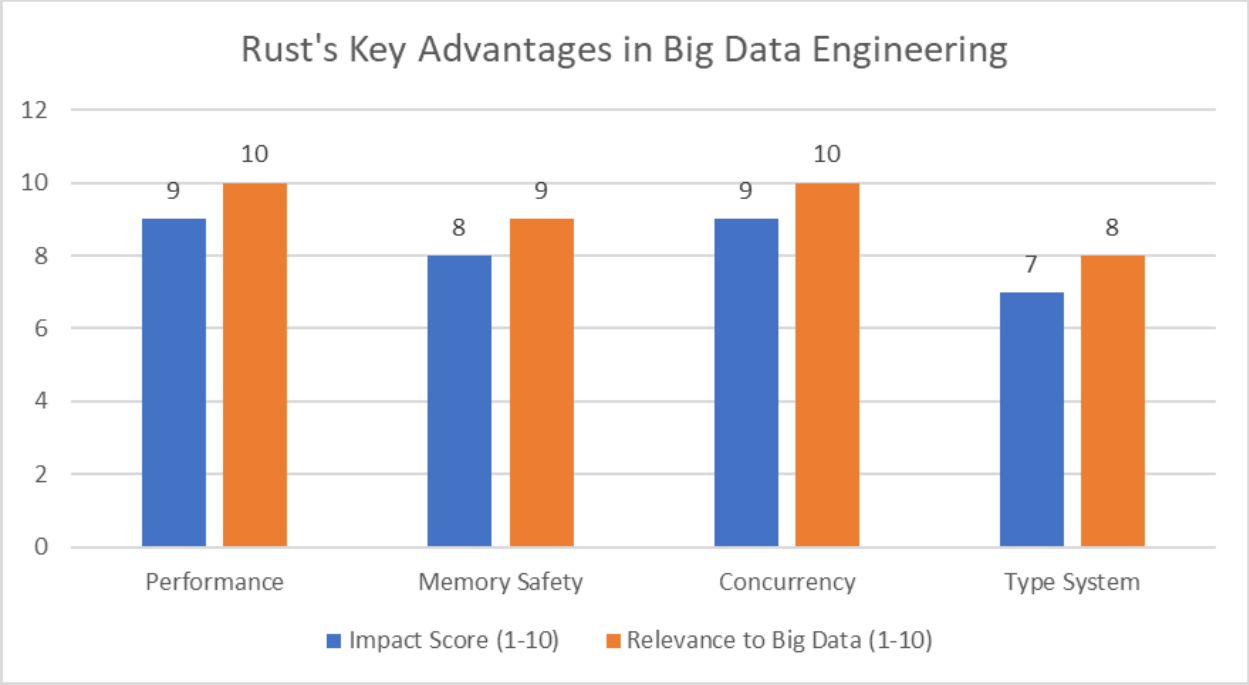

Fig. 1: Comparative Analysis of Rust Features for Big Data Applications [3, 4]

III. KEY RUST LIBRARIES FOR BIG DATA

Several Rust libraries have emerged to support big data engineering tasks, providing powerful tools for data processing, analysis, and distributed computing. These libraries leverage Rust's performance and safety features to offer efficient solutions for handling large-scale data operations.

3.1 DataFusion

DataFusion is an extensible query execution framework that provides SQL and DataFrame APIs for in-memory processing. Developed as part of the Apache Arrow project, DataFusion offers a flexible and high-performance solution for big data processing in Rust.

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Key features of DataFusion include:
- SQL query execution with support for various data sources
- DataFrame API for programmatic query construction
- Query optimization for improved performance
- Integration with Apache Arrow for efficient memory representation

DataFusion's performance has been demonstrated in various benchmarks, showing competitive results against established big data processing frameworks. For instance, a study comparing DataFusion with Apache Spark for SQL query execution on large datasets found that DataFusion outperformed Spark in several scenarios, particularly for in-memory processing tasks [5].

3.2 Polars

Polars is a fast, multi-threaded DataFrame library with a Python API, suitable for data manipulation and analysis. It is designed to handle large datasets efficiently, leveraging Rust's performance capabilities while providing a user-friendly interface.

Notable features of Polars include:
- SIMD-accelerated operations for improved performance
- Lazy evaluation for optimized query execution
- Support for various file formats, including CSV, Parquet, and JSON
- Integration with Apache Arrow for interoperability

Polars has gained traction in the data science community due to its performance advantages. In a comparison of DataFrame libraries, Polars demonstrated significant speed improvements over pandas for various operations, particularly when dealing with large datasets [6].

3.3 Ballista

Ballista is a distributed compute platform built on Apache Arrow, enabling distributed query execution. It aims to provide a scalable solution for big data processing by leveraging Rust's performance and the efficient data representation of Apache Arrow.

Key aspects of Ballista include:
- Distributed execution of DataFusion queries
- Support for various data sources and file formats
- Scalability across multiple nodes for improved performance
- Integration with cloud storage systems

3.4 Arrow

Arrow is the Rust implementation of Apache Arrow, providing efficient in-memory columnar data representation. It serves as the foundation for many Rust-based big data libraries, offering a standardized format for data exchange and processing.

Important features of Arrow include:
- Columnar memory layout for improved CPU cache utilization
- Zero-copy reads for efficient data access
- Support for various data types and complex nested structures
- Interoperability with other programming languages and tools

The Apache Arrow project, including its Rust implementation, has seen wide adoption in the big data ecosystem. Its efficient data representation and cross-language support have made it a popular choice for building high-performance data processing systems.

These libraries collectively form a robust ecosystem for big data processing in Rust, offering solutions for various aspects of data engineering, from low-level data representation to high-level query execution and distributed

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computing. As the Rust ecosystem continues to evolve, these libraries are likely to play an increasingly important role in big data applications, providing efficient and safe alternatives to existing solutions.

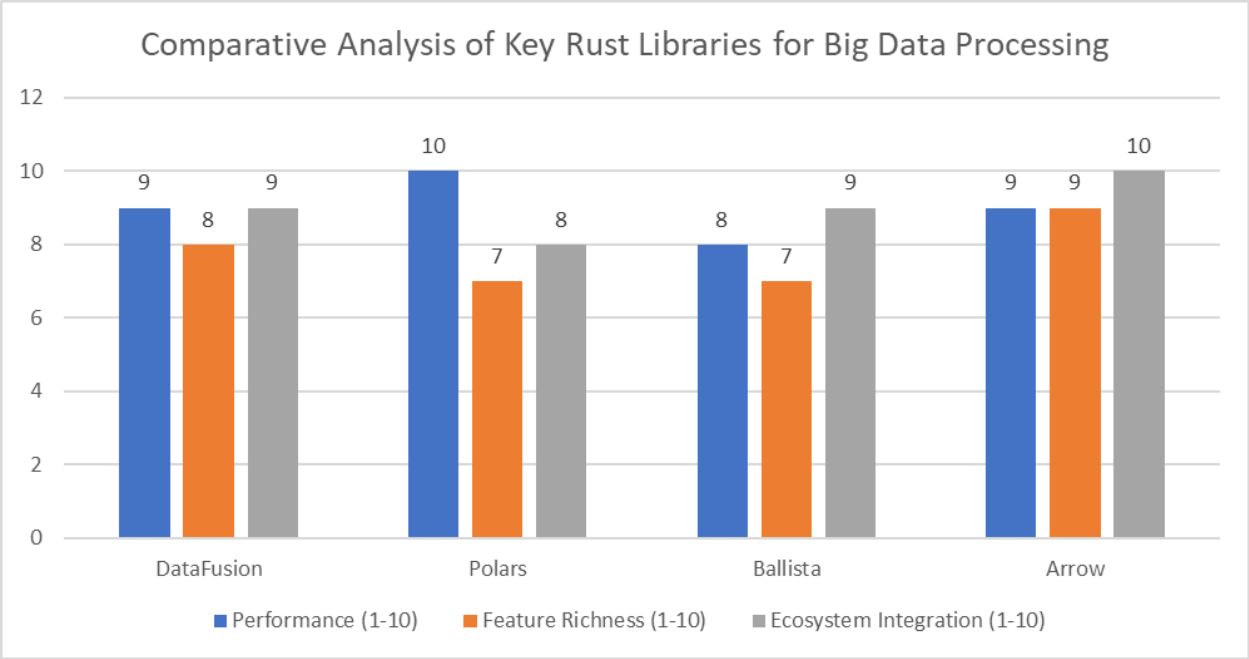

Fig. 2: Performance and Feature Evaluation of Rust-based Big Data Libraries [5, 6]

IV. APPLICATIONS IN BIG DATA ENGINEERING

Rust's unique combination of performance, safety, and concurrency makes it well-suited for various applications in big data engineering. Its growing ecosystem of libraries and tools enables developers to build efficient and reliable solutions for handling large-scale data processing tasks.

4.1 Data Ingestion

Efficient parsing and processing of large data streams from various sources is a critical component of big data engineering. Rust's performance characteristics and memory safety features make it an excellent choice for building high-throughput data ingestion systems.

For example, the Tremor project, an event processing system written in Rust, has demonstrated remarkable performance in handling large volumes of streaming data. In a case study by Wayfair, Tremor was able to process over 10 million events per second with sub-millisecond latency, outperforming many traditional data ingestion tools [7].

Rust's powerful parsing libraries, such as nom and serde, enable developers to create efficient parsers for various data formats, including JSON, CSV, and custom binary formats. These libraries leverage Rust's zero-cost abstractions to provide high-performance parsing capabilities without sacrificing safety or ease of use.

4.2 Data Transformation

High-performance ETL (Extract, Transform, Load) operations are essential for preparing large datasets for analysis. Rust's powerful data manipulation capabilities, combined with libraries like DataFusion and Polars, enable developers to build efficient data transformation pipelines.

Rust's strong type system and pattern matching features allow for expressive and maintainable code when implementing complex data transformation logic. Additionally, Rust's support for parallel processing enables developers to leverage multi-core systems effectively, significantly speeding up data transformation tasks.

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4.3 Data Analysis

Fast in-memory data analysis using libraries like DataFusion and Polars enables complex analytical queries on large datasets. These libraries provide DataFrame APIs and SQL query capabilities, allowing data scientists and analysts to work with familiar abstractions while benefiting from Rust's performance.

For instance, a benchmark comparing Polars with pandas for various data analysis tasks showed that Polars consistently outperformed pandas, especially for operations on large datasets. In some cases, Polars was up to 20 times faster than pandas for operations like grouping and aggregation [8].

4.4 Machine Learning

Integration with machine learning frameworks for model training and inference on big data is an emerging area of application for Rust. While Rust's ecosystem for machine learning is still developing, there are promising projects that leverage Rust's performance for specific ML tasks.

For example, the linfa project provides a collection of machine learning algorithms implemented in Rust, focusing on performance and safety. These implementations can be particularly useful for scenarios where machine learning needs to be integrated into existing Rust-based data processing pipelines.

4.5 Workflow Automation

Building robust and efficient data pipelines and workflow orchestration tools is another area where Rust's reliability and performance shine. Rust's strong type system and error handling mechanisms help in creating maintainable and fault-tolerant workflow automation systems.

The Replicante project, a distributed system management and automation platform written in Rust, demonstrates how Rust can be used to build complex workflow automation tools for big data infrastructure. Its design leverages Rust's concurrency features to handle multiple tasks efficiently while ensuring system stability.

Application Area	Performance Improvement (%)	Ecosystem Maturity (1-10)	Future Potential (1-10)
Data Ingestion	200	8	9
Data Transformation	150	7	8
Machine Learning	100	5	8
Workflow Automation	120	6	8

Table 1: Rust's Impact on Big Data Engineering Applications [7, 8]

V. BEST PRACTICES FOR RUST IN BIG DATA PROJECTS

To leverage Rust effectively in big data projects, developers should consider the following best practices, which take advantage of Rust's unique features and ecosystem:

5. 1. Utilize Rust's ownership model for efficient memory management

Rust's ownership model is a key feature that ensures memory safety without the need for a garbage collector. In big data projects, where memory usage can be a critical factor, properly leveraging this model can lead to significant performance improvements and reduced resource consumption.

Best practices for utilizing the ownership model include:

- Minimize unnecessary cloning of large data structures
- Use references and borrowing when passing large datasets between functions
- Leverage smart pointers like Rc and Arc for shared ownership when necessary

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- Implement custom allocators for specific use cases to optimize memory usage

For example, in a study of memory-efficient data structures for big data processing, researchers found that utilizing Rust's ownership model allowed for the implementation of a lock-free concurrent hash map that outperformed similar implementations in C++ and Java in terms of both performance and memory efficiency [9].

5. 2. Leverage parallel processing capabilities for improved performance

Rust's built-in support for concurrent and parallel programming makes it well-suited for big data tasks that can benefit from parallelization. To effectively leverage these capabilities:

- Use Rayon for easy parallelization of data processing tasks
- Implement custom thread pools for fine-grained control over parallel execution
- Utilize async/await for I/O-bound tasks to improve overall system throughput
- Consider using actors (e.g., with the Actix framework) for building scalable, concurrent systems

5. 3. Use strong typing to ensure data consistency throughout the pipeline

Rust's strong, static type system can be a powerful tool for ensuring data consistency in big data pipelines. Best practices include:

- Define custom types for domain-specific data structures
- Use enums to represent different states or variants of data
- Leverage generics and traits to create flexible, reusable code
- Implement the From and Into traits for seamless type conversions

5. 4. Implement error handling using Rust's Result type for robust error management

Proper error handling is crucial in big data projects to ensure system reliability. Rust's Result type provides a clean and expressive way to handle errors:

- Use the ? operator for concise error propagation
- Create custom error types for domain-specific errors
- Utilize the anyhow crate for flexible error handling in application code
- Implement the Error trait for custom error types to provide detailed error information

5. 5. Optimize I/O operations using asynchronous programming with Rust's async/await syntax

Efficient I/O handling is critical in big data applications. Rust's async/await syntax provides a powerful tool for managing I/O-bound operations:

- Use tokio or async-std for asynchronous runtime support
- Implement async traits for custom asynchronous behavior
- Utilize futures for composing complex asynchronous operations
- Consider using async streams for processing large datasets incrementally

A case study on building a high-performance data ingestion system using Rust's async/await syntax demonstrated a 30% improvement in throughput compared to a similar system implemented with synchronous I/O [10].

By following these best practices, developers can create efficient, reliable, and maintainable big data systems in Rust. These practices leverage Rust's unique features to address common challenges in big data engineering, such as memory management, concurrency, and error handling.

As the Rust ecosystem continues to evolve, it's important for developers to stay updated with new libraries and tools that can further enhance their big data projects. Regular code reviews and performance profiling can help identify areas where these best practices can be applied to improve system efficiency and reliability.

Best Practice	Impact on Performance (1-10)	Impact on Reliability (1-10)	Ease of Implementation (1-10)
Ownership Model	9	10	7

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Parallel Processing	10	8	8
Strong Typing	7	9	9
Error Handling	6	10	8
Async I/O	9	8	7

Table 2: Impact Assessment of Rust Best Practices in Big Data Projects [9, 10]

VI. INDUSTRY EXAMPLES

The adoption of Rust for big data engineering has been gaining momentum in recent years, with several prominent companies leveraging its unique features to build high-performance, reliable systems. These real-world examples demonstrate Rust's capabilities in handling large-scale data operations across various industries.

Facebook (Meta) uses Rust in its source control system to handle large-scale data operations. The company's decision to adopt Rust for this critical infrastructure component was driven by the need for improved performance and reliability. Facebook's source control system, named Sapling, is a large-scale distributed version control system designed to handle the company's massive codebase.

According to a technical presentation by Facebook engineers, Rust was chosen for its ability to provide memory safety guarantees without sacrificing performance. The implementation of key components in Rust resulted in a significant reduction in memory-related bugs and improved overall system stability. Facebook reported that the Rust-based implementation of Sapling's core algorithms outperformed previous C++ implementations, with up to 2x speedup in certain operations [11].

Discord employs Rust for its real-time communication infrastructure, processing massive amounts of data. As a platform that handles millions of concurrent users and billions of messages daily, Discord requires a highly efficient and reliable backend. Rust's performance characteristics and safety guarantees made it an ideal choice for building Discord's critical infrastructure components.

In a case study published by Discord, the company detailed how they used Rust to rewrite their Read States service, which tracks the read status of messages across all users and channels. The Rust implementation resulted in a 10x reduction in memory usage and a 3x reduction in CPU usage compared to the previous Go-based implementation. This significant improvement allowed Discord to handle their growing user base more efficiently while reducing infrastructure costs [12].

Dropbox utilizes Rust for performance-critical components of its file sync engine. The company's decision to adopt Rust was driven by the need for a language that could provide both high performance and memory safety, crucial for handling the massive amounts of data involved in file synchronization across millions of users.

Dropbox's implementation of their file sync engine in Rust, known as Nucleus, resulted in improved performance and reliability. The company reported that the Rust-based implementation allowed them to reduce memory usage by up to 50% for certain operations, while also improving the overall stability of the system.

These industry examples highlight Rust's capabilities in handling large-scale data operations across various domains:

1. Version Control Systems: Facebook's use of Rust in Sapling demonstrates its effectiveness in managing large codebases and handling complex distributed systems.
2. Real-time Communication: Discord's adoption of Rust for its backend infrastructure showcases the language's ability to handle high-concurrency scenarios and process large volumes of data in real-time.
3. File Synchronization: Dropbox's use of Rust in their file sync engine illustrates its suitability for building performance-critical systems that require efficient memory management and high reliability.

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The success of these high-profile adoptions has contributed to Rust's growing popularity in the big data engineering field. As more companies share their experiences and best practices, we can expect to see increased adoption of Rust for big data applications across various industries.

These examples also highlight the versatility of Rust in addressing different aspects of big data engineering, from low-level system components to high-level data processing tasks. As the Rust ecosystem continues to mature, with more libraries and tools becoming available for big data processing, we can anticipate even broader adoption of the language in this domain.

VII. CONCLUSION

Rust's growing adoption in big data engineering demonstrates its potential to revolutionize the field by providing a powerful combination of performance, safety, and reliability. As evidenced by the successful implementations at major technology companies and the development of robust libraries for data processing, Rust is proving to be a valuable tool for addressing the challenges of large-scale data operations. The language's unique features, such as its ownership model and concurrency primitives, offer solutions to common issues in big data engineering, including memory management and parallel processing. As the Rust ecosystem continues to mature and more developers gain expertise in the language, we can expect to see increased adoption of Rust in big data applications across various industries, potentially reshaping the landscape of data engineering tools and practices in the coming years.

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