



Rust's Community Automation

6/28/2016



talks.edunham.net/codeconfLA2016
@QEDunham
codeconfLA@edunham.net

Rust

- Started ~2010
- 1.0 Stable May 15, 2015
- 54380 commits, 1582 authors
- 79.1% “loved”, <https://stackoverflow.com/research/developer-survey-2016>
- Safe, Concurrent, Fast.

Community

- <https://www.rust-lang.org/>
- <https://github.com/rust-lang/>
- <https://www.reddit.com/r/rust/>
- <https://users.rust-lang.org/>
- <http://stackoverflow.com/questions/tagged/rust>
- [#rust #rust-beginners](https://irc.mozilla.org)
- <http://rustaceans.org/>
- <https://twitter.com/rustlang>

Automation

au·to·mat·ic

/,ôdə'madik/

adjective

1. (of a device or process) working by itself with little or no direct human control.
"an automatic kettle that switches itself off when it boils"
synonyms: mechanized, [mechanical](#), automated, computerized, [electronic](#), [robotic](#); [self-activating](#)
"automatic garage doors"
2. done or occurring spontaneously, without conscious thought or intention.
"automatic physical functions such as breathing"
synonyms: [instinctive](#), [involuntary](#), [unconscious](#), [reflex](#), [knee-jerk](#), [instinctual](#), [subconscious](#);
[More](#)

noun

1. an automatic machine or device, in particular.
2. [FOOTBALL](#)
another term for [audible](#).



Translations, word origin, and more definitions



Processes

Expectations

“...most impressive aspect of Rust is the **welcoming community** that supports it. This community could become Rust’s **not-so-secret weapon**.”

- <http://www.infoworld.com/article/2947214/open-source-tools/two-reasons-the-rust-language-will-succeed.html>

“The Rust community seems to be **populated entirely by human beings**. I have no idea how this was done.”

- <http://scattered-thoughts.net/blog/2015/06/04/three-months-of-rust/>

The Rust Code of Conduct

Conduct

Contact: rust-mods@rust-lang.org

- We are committed to providing a friendly, safe and welcoming environment for all, regardless of level of experience, gender, gender identity and expression, sexual orientation, disability, personal appearance, body size, race, ethnicity, age, religion, nationality, or other similar characteristic.
- On IRC, please avoid using overtly sexual nicknames or other nicknames that might detract from a friendly, safe and welcoming environment for all.
- Please be kind and courteous. There's no need to be mean or rude.
- Respect that people have differences of opinion and that every design or implementation choice carries a trade-off and numerous costs. There is seldom a right answer.
- Please keep unstructured critique to a minimum. If you have solid ideas you want to experiment with, make a fork and see how it works.
- We will exclude you from interaction if you insult, demean or harass anyone. That is not welcome behaviour. We interpret the term "harassment" as including the definition in the [Citizen Code of Conduct](#); if you have any lack of clarity about what might be included in that concept, please read their definition. In particular, we don't tolerate behavior that excludes people in socially marginalized groups.
- Private harassment is also unacceptable. No matter who you are, if you feel you have been or are being harassed or made uncomfortable by a community member, please contact one of the channel ops or any of the [Rust moderation team](#) immediately. Whether you're a regular contributor or a newcomer, we care about making this community a safe place for you and we've got your back.
- Likewise any spamming, trolling, flaming, baiting or other attention-stealing behaviour is not welcome.

Moderation

These are the policies for upholding our community's standards of conduct in our communication channels, most notably in Rust-related IRC channels.

1. Remarks that violate the Rust standards of conduct, including hateful, hurtful, oppressive, or exclusionary remarks, are not allowed. (Cursing is allowed, but never targeting another user, and never in a hateful manner.)
2. Remarks that moderators find inappropriate, whether listed in the code of conduct or not, are also not allowed.
3. Moderators will first respond to such remarks with a warning.
4. If the warning is unheeded, the user will be "kicked," i.e., kicked out of the communication channel to cool off.
5. If the user comes back and continues to make trouble, they will be banned, i.e., indefinitely excluded.
6. Moderators may choose at their discretion to un-ban the user if it was a first offense and they offer the offended party a genuine apology.
7. If a moderator bans someone and you think it was unjustified, please take it up with that moderator, or with a different moderator, **in private**. Complaints about bans in-channel are not allowed.
8. Moderators are held to a higher standard than other community members. If a moderator creates an inappropriate situation, they should expect less leeway than others.

In the Rust community we strive to go the extra step to look out for each other. Don't just aim to be technically unimpeachable, try to be your best self. In particular, avoid flirting with offensive or sensitive issues, particularly if they're off-topic; this all too often leads to unnecessary fights, hurt feelings, and damaged trust; worse, it can drive people away from the community entirely.

And if someone takes issue with something you said or did, resist the urge to be defensive. Just stop doing what it was they complained about and apologize. Even if you feel you were misinterpreted or unfairly accused, chances are good there was something you could've communicated better — remember that it's your responsibility to make your fellow Rustaceans comfortable. Everyone wants to get along and we are all here first and foremost because we want to talk about cool technology. You will find that people will be eager to assume good intent and forgive as long as you earn their trust.

Adapted from the [Node.js Policy on Trolling](#) as well as the [Contributor Covenant v1.3.0](#).

Automatic Reminders

hot new rising controversial top gilded promoted

Please read The Rust Community Code of Conduct

What's everyone working on this week (5/2016)? (users.rust-lang.org)
submitted 2 days ago by lloginidlinov · rust · [stickied post](#)


Welcome to The Rust Programming Language Forum — **thanks for starting a new conversation!**

- Does the title sound interesting if you read it out loud? Is it a good summary?
- Who would be interested in this? Why does it matter? What kind of responses do you want?
- Include commonly used words in your topic so others can *find* it. To group your topic with related topics, select a category.

For more [see our community guidelines](#). This panel will only appear for your first 2 posts.

(self.rust)

me) (blog.zgtm.de)



20:27:31 -!- Topic for #rust: Rust general discussion |
Current release: 1.6 | Playground
<https://play.rust-lang.org/> | Forum
<https://users.rust-lang.org/> | New user channel:
#rust-beginners | Conduct
<https://www.rust-lang.org/conduct.html> | Logs
<https://botbot.me/mozilla/rust>
20:27:31 -!- Topic set by **stevекlabnik**
[root@moz-fft.uo8.55.45.IP] [Thu Jan 21 13:38:20 2016]

Exclusion

“The Rust community gives me a particularly **bad feeling**. They're rather **tyrannical** about enforcing their code of conduct. They even have a **moderation attack squad** to go after anyone they deem to be an enemy! ... This sets off **warning alarms** for me.”

<https://developers.slashdot.org/comments.pl?sid=8652809&cid=51352141>



https://pixabay.com/static/uploads/photo/2015/04/08/16/19/fire-extinguisher-712975_960_720.jpg

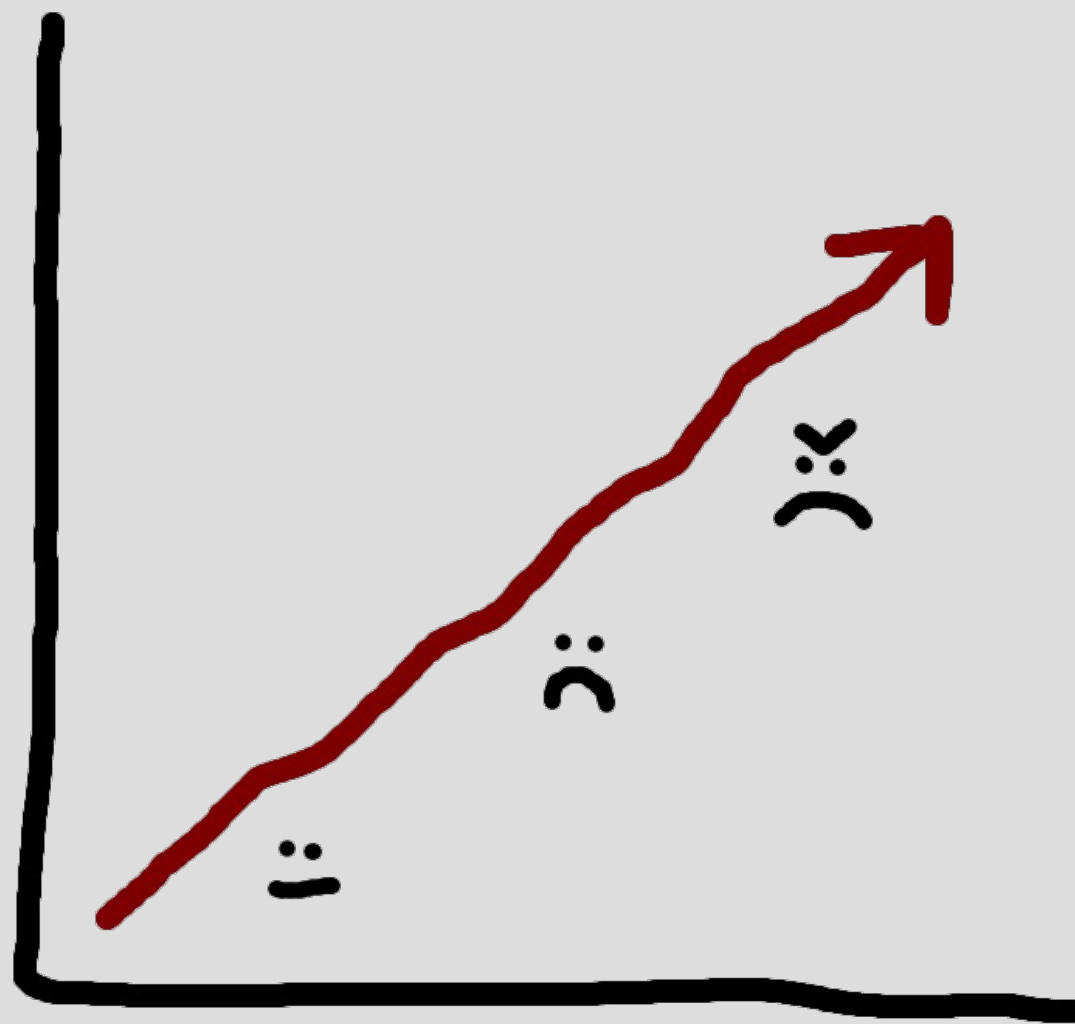
Communication

“We ask that [larger changes] be put through a bit of a design process and produce a consensus

… so that all stakeholders can be confident about the direction the language is evolving in.”

- <https://github.com/rust-lang/rfcs/>

Pain of rejection



Time invested

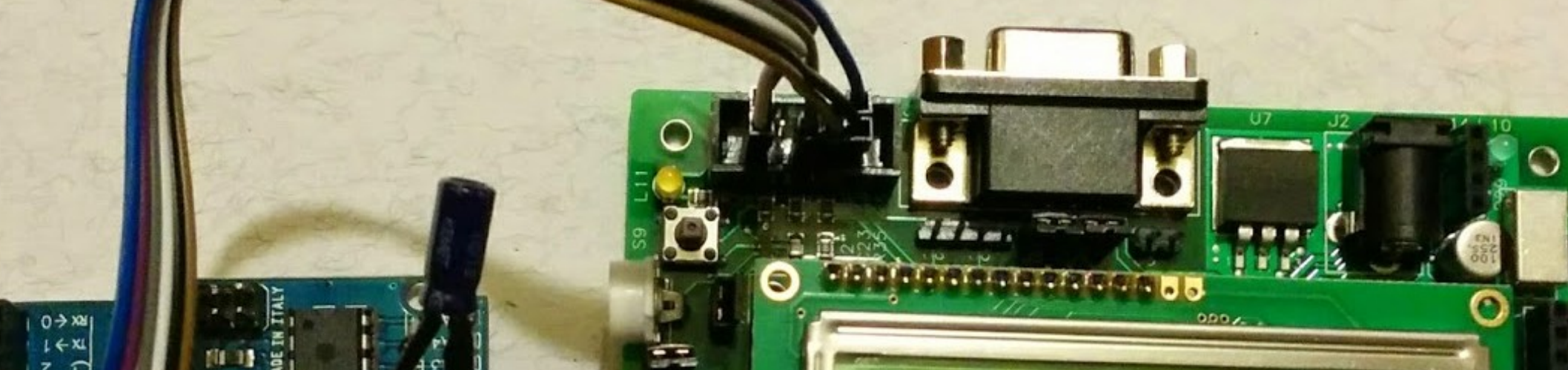
Appreciation

- <https://this-week-in-rust.org/>
- <http://blog.rust-lang.org/>
- “Friends of the Tree”

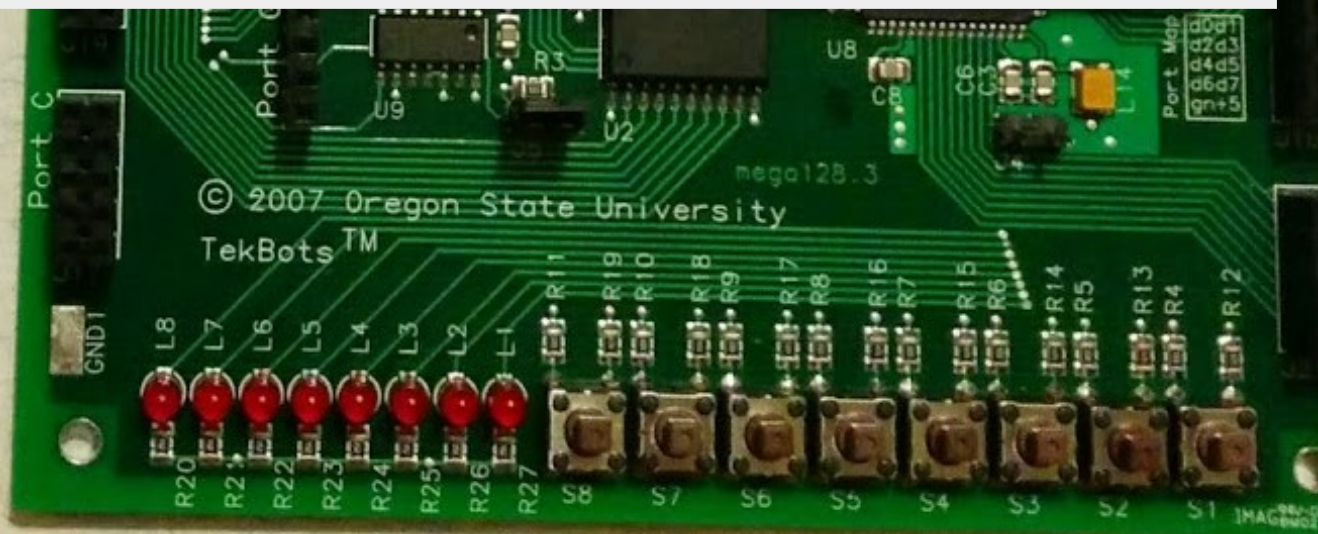
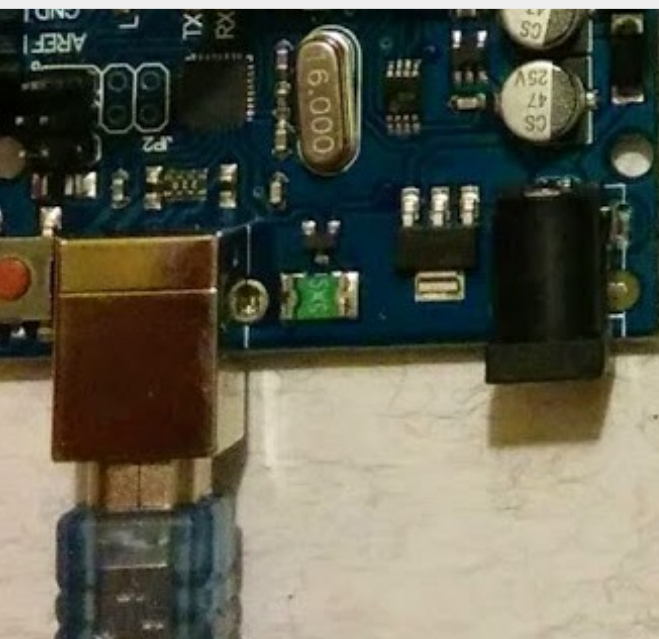


Processes Recap

- High expectations
- Exclude the immoderate
- Require & simplify communication
- Show appreciation



Robots





**AUTOMATICALLY MAINTAIN
A REPOSITORY OF CODE THAT
ALWAYS PASSES
ALL THE TESTS**

<http://graydon.livejournal.com/186550.html>

Rust: Bors & Homu

- <https://github.com/servo/homu>
- Test tree's state after landing r+'d PR



Starting out...

- Test every PR!
 - <https://docs.travis-ci.com/user/getting-started/>
- Protected branches help...
 - github.com/user/repo/settings/branches

Branch protection for **master**

☒ **Protect this branch**

Disables force-pushes to this branch and prevents it from being deleted.

☒ **Require status checks to pass before merging**

Choose which [status checks](#) must pass before branches can be merged. They must first be pushed to another branch, then merged or pushed directly to master.

☐ **Include administrators**

Enforce required status checks for repository administrators.

☒ **Require branches to be up to date before merging**

This ensures the branch has been tested with the latest code on master.

Status checks found in the last week for this repository

☐ [continuous-integration/travis-ci](#)

Save changes



Welcoming Newbies

- <https://github.com/nrc/highfive>
- Offer guidance & assign reviewer



rust-highfive commented 4 hours ago

The Rust Programming Language member



Thanks for the pull request, and welcome! The Rust team is excited to review your changes, and you should hear from [@alexcrichton](#) (or someone else) soon.

If any changes to this PR are deemed necessary, please add them as extra commits. This ensures that the reviewer can see what has changed since they last reviewed the code. Due to the way GitHub handles out-of-date commits, this should also make it reasonably obvious what issues have or haven't been addressed. Large or tricky changes may require several passes of review and changes.

Please see [the contribution instructions](#) for more information.

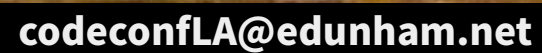
For Your Repos

- Use PR templates
 - <https://github.com/blog/2111-issue-and-pull-request-templates>
- Enable notifications
 - github.com/user/repo/settings/hooks



The screenshot shows a form for configuring IRC notifications. It has three sections: 'Server' with a text input containing 'irc.freenode.net', 'Port' with a text input containing '6667', and 'Room' with a text input containing '#any-channel-name-you-can-imagine'.

Field	Value
Server	irc.freenode.net
Port	6667
Room	#any-channel-name-you-can-imagine



Mentorship & Guidance

- <http://edunham.github.io/rust-starters/>, <https://starters.servo.org/>

Rust Starters

Contributing to **Rust** is fun!

Sometimes it's hard to know where to get started, though. *Rust Starters* is a list of easy tasks that are good for beginners to rust or rust.

I'm Feeling Adventurous...

Open Issues

[**34516**] - Clearer error messages when parser encounters an outer attribute when parsing inner attributes.

A-parser

E-easy

E-help-wanted

[**34455**] - Clarify use of ``assert!`` and ``debug_assert!`` in the documentation

A-docs

E-easy

E-mentor

[**34329**] - Rust book documentation does not mention "crate documentation"

A-docs

E-easy

E-help-wanted

E-mentor

Automate your pipeline!

- CONTRIBUTING.txt
- <https://www.codemontage.com/>
- <http://www.codetriage.com/>
- <http://issuehub.io/>
- <http://up-for-grabs.net/>
- <http://yourfirstpr.github.io/>
- <https://openhatch.org>

Robots Recap

- Automatically maintain a repository of code that always passes all the tests
- Welcome & guide new contributors
- Mark & share introductory bugs



talks.edunham.net/codeconfLA2016
[@QEDunham](https://twitter.com/QEDunham)
codeconfLA@edunham.net