Supercharge your NodeJS with Rust

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What the...



JavaScript?!





JavaScript and NodeJS are great But they are also slow

Native Modules in C/C++ or Rust

But why Rust?

Why not C/C++?

- They show their age
- They lack modern tooling (decent dependency manager, relatively poor stdlib)
- They are not memory safe (segfaults 😨)

Why Rust?

- Strongly typed & Compiled
- Rich stdlib: smart pointers, containers, iterators...
- Modern tooling: Cargo
- Memory safe (no segfaults 😂)

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Great and all... But... How?

Meet NEON. Node native modules with Rust



src/lib.rc

Require the needed code from Neon

The Fibonacci Logic

A "glue" layer between JS and Rust

The "export" of Rust function into JS world

	<pre>use neon::context::{Context, ModuleContext, FunctionContext};</pre>
	use neon::types::JsNumber;
	<pre>use neon::result::JsResult;</pre>
	<pre>use neon::result::NeonResult;</pre>
	<pre>fn fibonacci(n: i32) -> i32 {</pre>
	return match n {
	n if n < 1 => 0,
	n if n <= 2 => 1,
10	_ => fibonacci(n - 1) + fibonacci(n - 2)
11	}
12	}
13	
14	<pre>fn fibonacci_api(mut cx: FunctionContext) -> JsResult<jsnumber> {</jsnumber></pre>
15	<pre>let handle = cx.argument::<jsnumber>(0).unwrap();</jsnumber></pre>
16	<pre>let res = fibonacci(handle.value(&mut cx) as i32);</pre>
	<i>Ok</i> (cx.number(res))
18	}
19	
20	#[neon::main]
21	<pre>fn main(mut cx: ModuleContext) -> NeonResult<()> {</pre>
22	<pre>cx.export_function("fibonacci_rs", fibonacci_api)?;</pre>
	Ok(())
24	}

Building the Rust Module

cargo-cp-artifact -nc index.node -- cargo build --message-format=json-render-diagnostics

A dynamic library file (.dll / .so equivalent from C/C++ under Windows / *nix)

How to call from NodeJS

```
const {fibonacci_rs} = require("./index.node");
       const value = process.argv[2] || null;
       const number = parseInt(value);
       if(isNaN(number)) {
         console.log("Provided value is not a number");
         return;
       const result = fibonacci_rs(number);
12
       console.log(result);
```

I've heard something about so called WASM...



What is WASM / Web Assembly?

WebAssembly

- Portable Binary Format
 - And corresponding text format
- Executed by VM
- Supported in all major browsers (and NodeJS)
- Can be written in AssemblyScript
- A compilation target for other Languages (Rust among them)

src/lib.rs

```
use wasm_bindgen::prelude::*;
        #[wasm_bindgen]
        fn fibonacci(n: i32) -> i32 {
             return match n {
                 n \text{ if } n < 1 \Longrightarrow 0,
                 n if n <= 2 => 1,
                 _ => fibonacci(n - 1) + fibonacci(n - 2)
             };
10
        }
```

What about Performance?

	30th Fibonacci	44th Fibonacci	45th Fibonacci	46th Fibonacci
JavaScript (NodeJS)	165.2ms	5.846s	9.358s	15.038s
Native Rust	161.5ms (+2.23%)	2.271s (+61.15%)	3.578s (+61.76%)	5.721s (+61.95%)
Rust WASM	163ms (+1.33%)	3.286s (+43.79%)	5.207s (+44.35%)	8.317s (+44.69%)

Run with Hyperfine tool, each run of Fibonacci was run with 3 warmups, taking the mean running time

Conclusion 1: Rust increases performance by ~60%. WASM by ~45%. (Compared to NodeJS)

Conclusion 2: Rust is ~45% faster than WASM

Note: Benchmarks like this are useless. Always run your own benchmarks

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So... Native Modules or WASM?

Performance: Native Modules

- Native is always faster than VM (look at C/C++ vs Java)
- But WASM is still pretty fast!

Reusability: It's Complicated

- Native library can be reused via FFI in other languages (Java, Swift)
- WASM is portable only across WASM VMs

Ergonomics: WASM

- WASM (bindgen) automatically converts basic types (i32, i64, f32, f64)
- NEON needs a "glue" layer to convert between Rust and JS

stdlib: Native Modules (or wait for WASI)

- WASM doesn't have access to stdlib so no filesystem, networking or anything OS related
- Unless you have WASI (WebAssembly System Interface) which is still in development

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Native modules or WASM?

Portability: WASM

I don't know, it works on my machine - said every developer

- Native Modules are host machine dependant
- WASM is run by a VM

NodeJS vs Browser: It's complicated

- Native Modules can't be used in the Browser. JavaScript has no support for FFI
 - NodeJS uses N-API to build native modules with stable ABI
- WASM can be run if there is a WASM VM (so NodeJS + all browsers, except for IE <u></u>)

Native modules or WASM? - Conclusion

Performance	Rust Native Modules	
Reusability	It's complicated	
Ergonomics	WASM	
stdlib	Rust Native Modules	
Portability	WASM	
NodeJS vs Browser	It's Complicated	

Native modules are meant to **extend** NodeJS with performant code

WASM meant to **replace** non performant JS pieces of code



Thank you!



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