

A short story about Rust and WASM

I said short

Attentec

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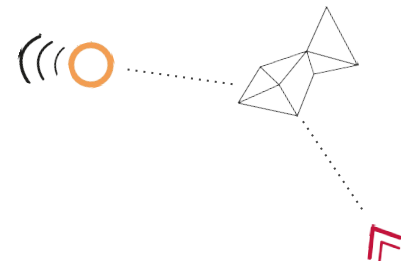
ACHIEVEMENT UNLOCKED

Put Rust in Production



Agenda

- How easy it was to get started
- Benchmarking!!!



**Some of this
might be outdated**
You have been warned

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Code

<https://rustwasm.github.io/wasm-bindgen/examples/add.html>

```
#[wasm_bindgen]
pub fn add(a: u32, b: u32) -> u32 {
    a + b
}
```

Cargo.toml

```
[lib]
crate-type = ["cdylib"]

[dependencies]
console_error_panic_hook = "..."/>
wasm-bindgen = "..."/>
js-sys = "..."/>
serde = { version = "...", features = ["derive"] }
serde-wasm-bindgen = "..."/>

[dependencies.web-sys]
version = "..."/>
features = ["console", "Performance", "Window"]
```

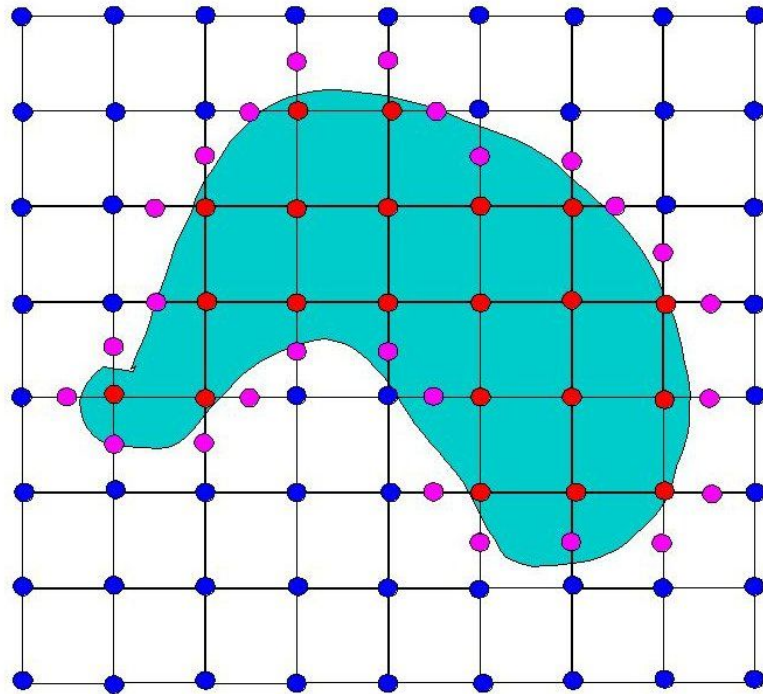

Package.json

```
"@wasm-tool/wasm-pack-plugin": "...",
```

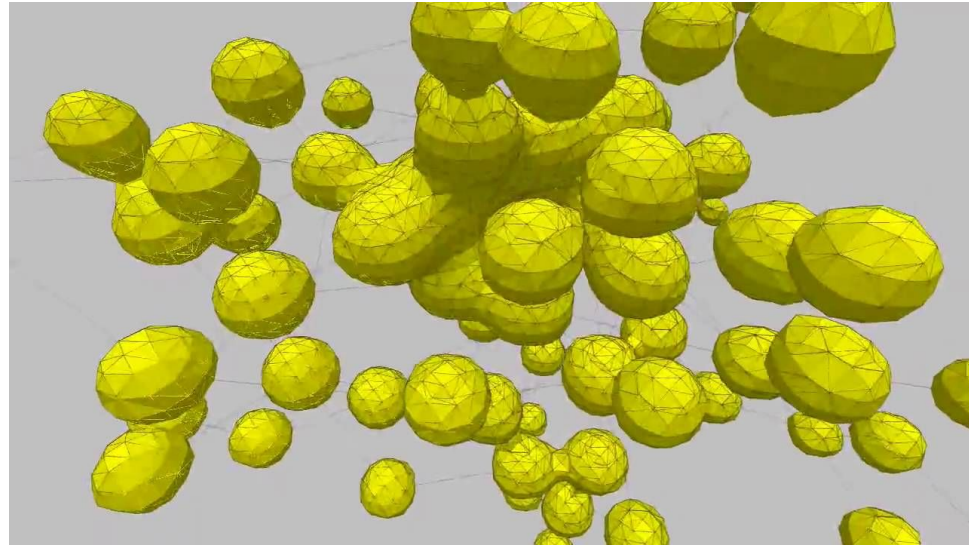
vue.config.js

```
configureWebpack: {  
  plugins: [  
    ...  
    new WasmPackPlugin({  
      crateDirectory: `${__dirname}/ruststuff`,  
      forceMode: 'production',  
      forceWatch: process.env.NODE_ENV === 'production' ? false : undefined,  
    }),  
    ...  
  ],  
}
```

Marching Cubes



$f(x, y, z) = S$
if $(S > \text{threshold})$



Benchmarking

Stuff we observed

Vec > HashMap > BTreeMap (2x)

Firefox > Chrome (5x)

Rust(wasm) > JavaScript (10x)

Benchcmp

<https://github.com/BurntSushi/cargo-benchcmp>

```
cargo benchcmp --regressions a.txt b.txt
```

name	a.txt ns/iter	b.txt ns/iter	diff ns/iter	diff %	speedup
benches::parse_many_variables	165,011	171,154	6,143	3.72%	x 0.96
benches::parse_nested_func	33,594	33,895	301	0.90%	x 0.99
benches::parse_real_code	3,813	3,909	96	2.52%	x 0.98