

How to write a **Node.js** package in Rust?

Rust on Web @ BeCode

<https://functional.cafe/@yvan>

 **The NPM modules we will talk about *can't* run in the browser!**

*(this is **not** WASM magic)*

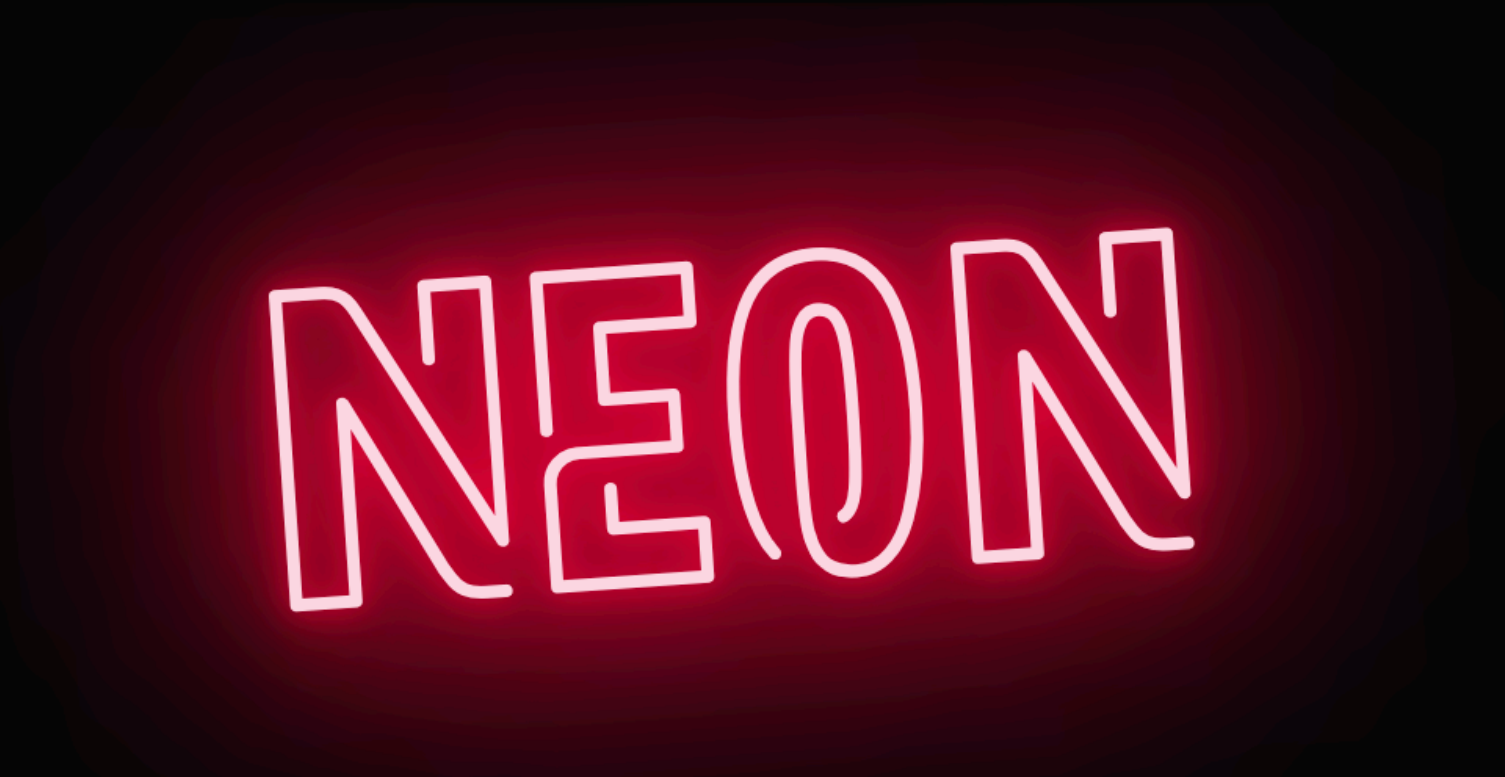
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- You want **to rely on a legacy library that can't compile to WASM** and you don't want to rewrite it from scratch (because, e.g., its code have been proven or audited) ;



Electrify your Node with the power of Rust!

```
// JavaScript
function hello() {
  let result = fibonacci(10000);
  console.log(result);
  return result;
}
```

```
// Neon
fn hello(mut cx: FunctionContext) -> JsResult<JsNumber> {
  let result = fibonacci(10000);
  println!("{}", result);
  Ok(cx.number(result))
}
```

GET STARTED



Simple tooling.

No build scripts. No finicky system dependencies. Just Node and Rust.



Guaranteed safety.

If a Neon module compiles, it is guaranteed by the Rust compiler to be memory-safe.



Easy parallelism.

Safely run multiple threads—without data races.

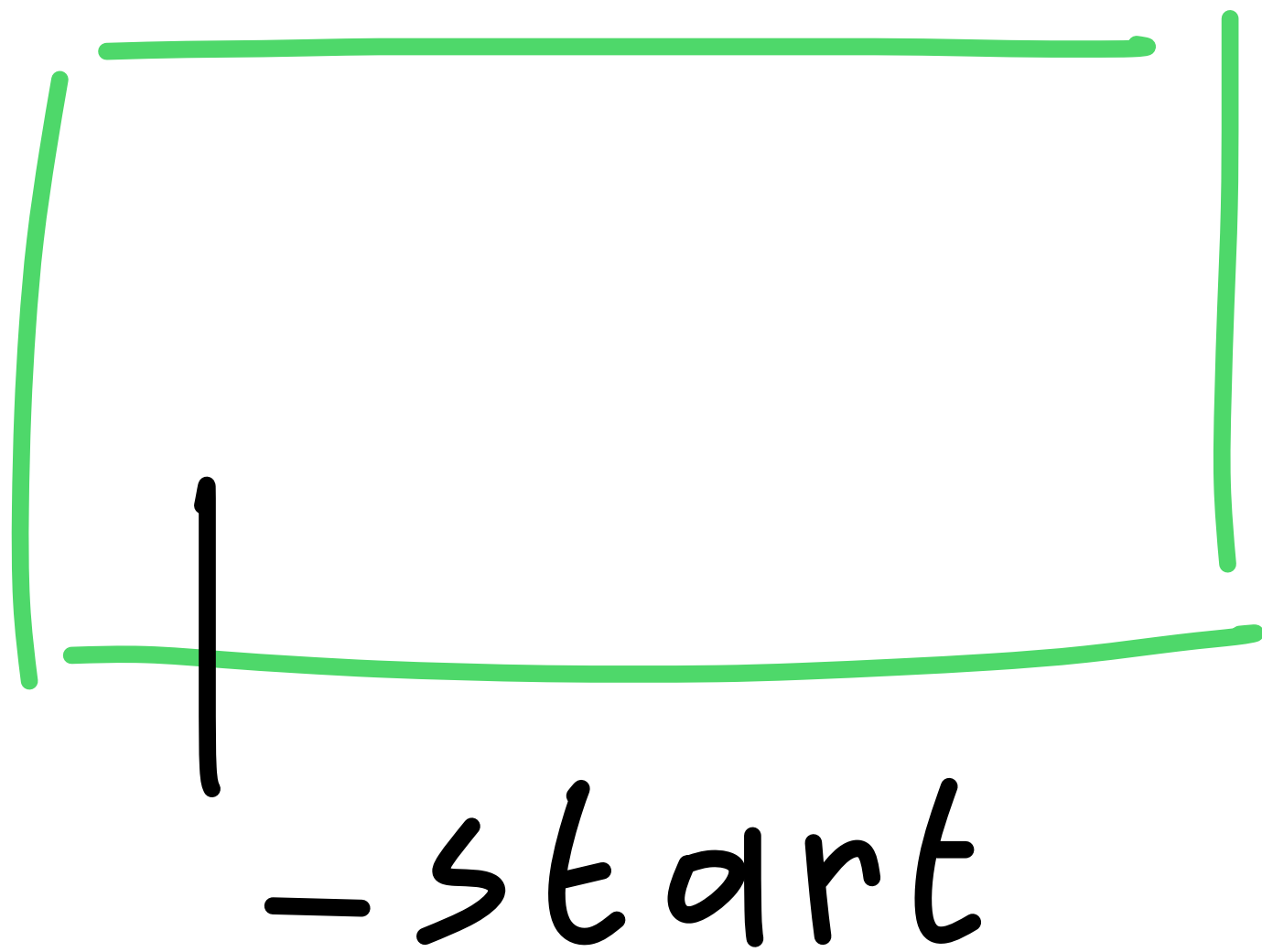
This is a talk about ... **FFI!**
(**F**oreign **F**unction **I**nterface)

Demo !

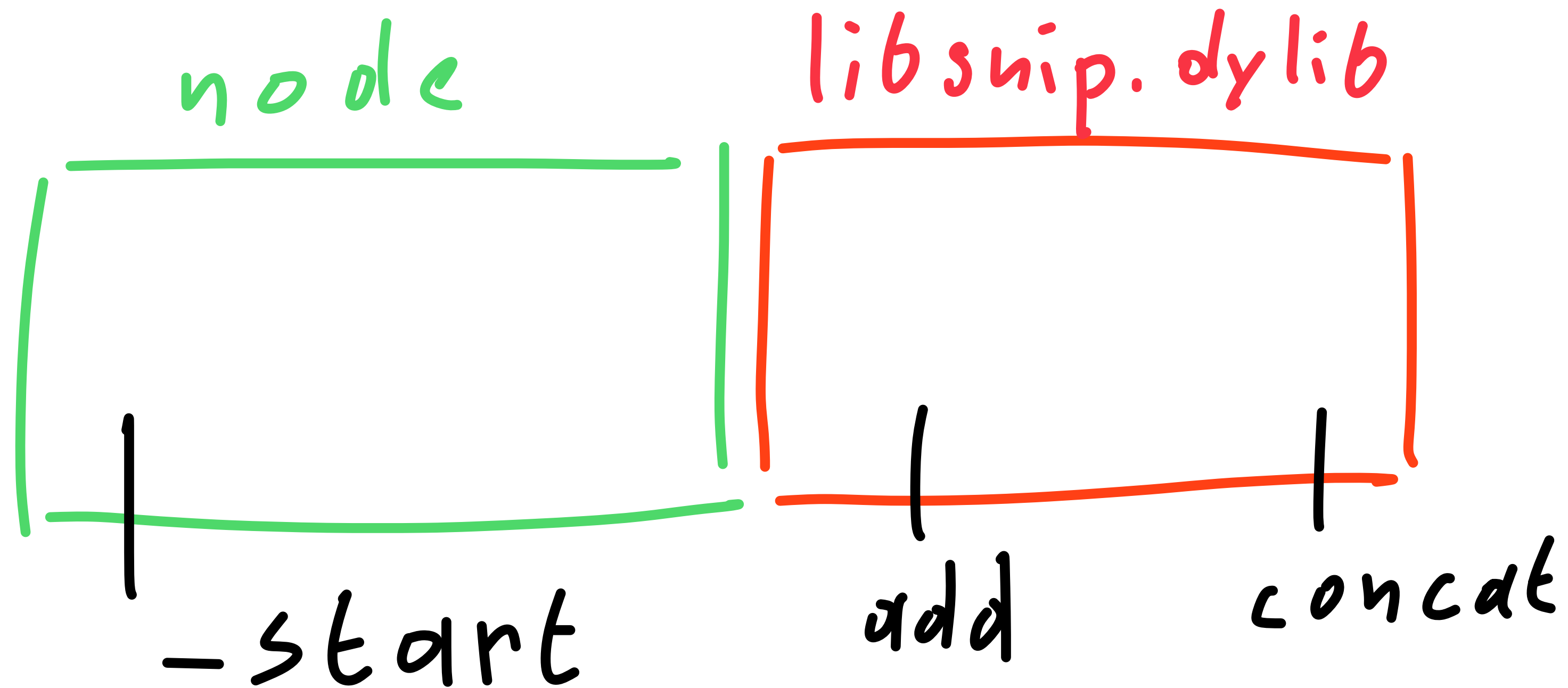
MEMORY of a PROCESS

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node

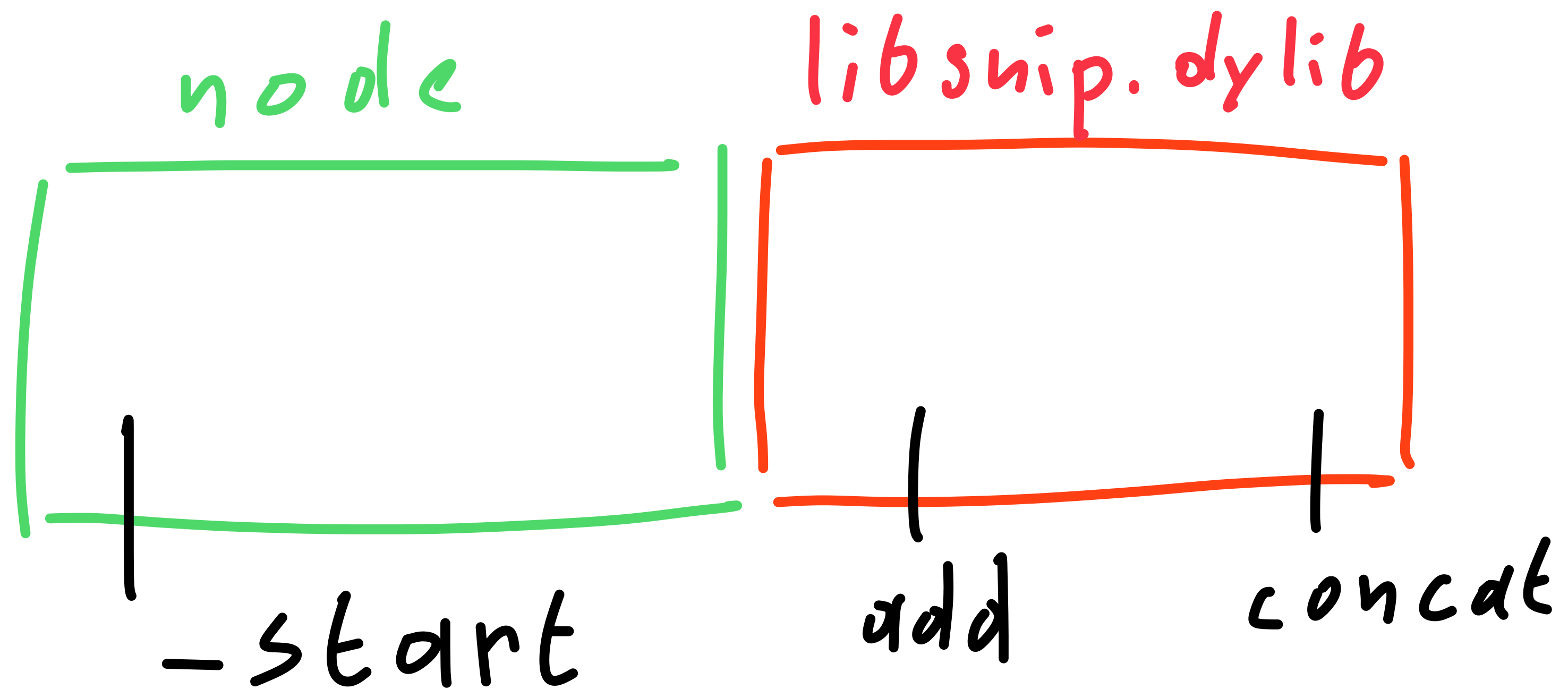


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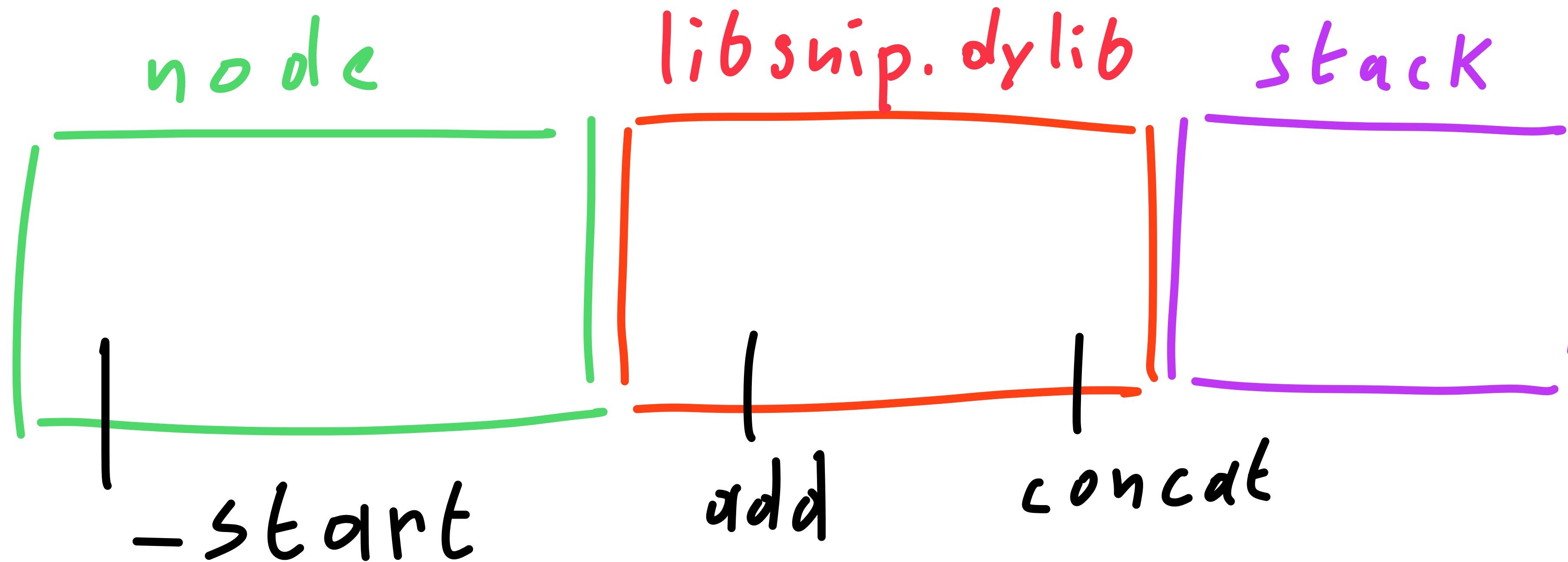


Demo !

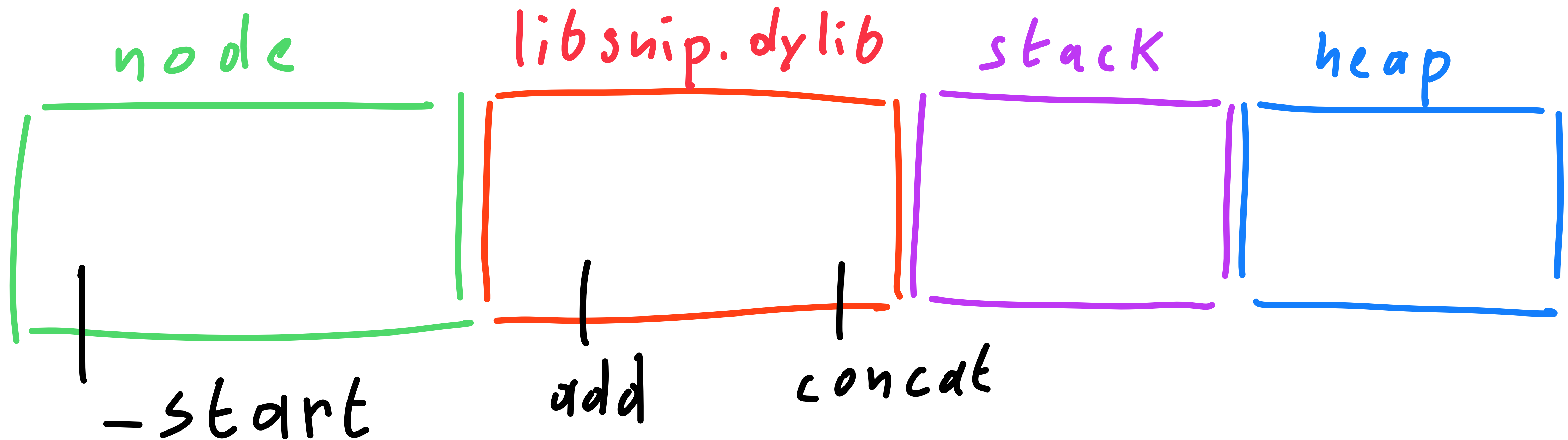
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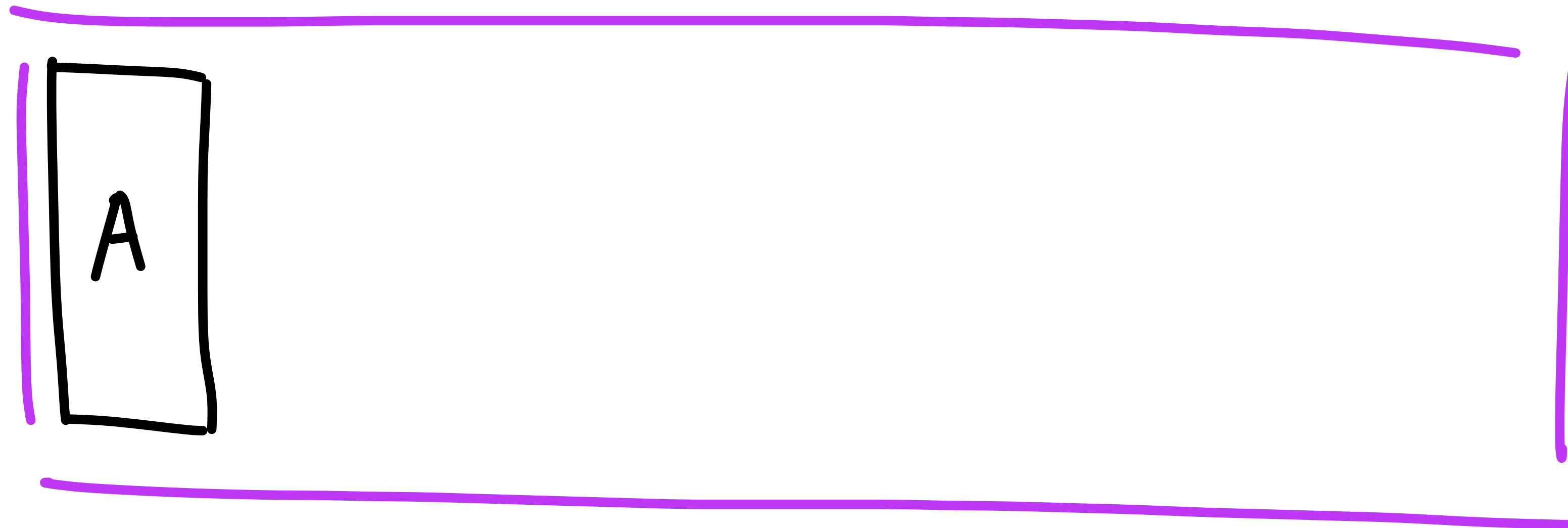
MEMORY of a PROCESS



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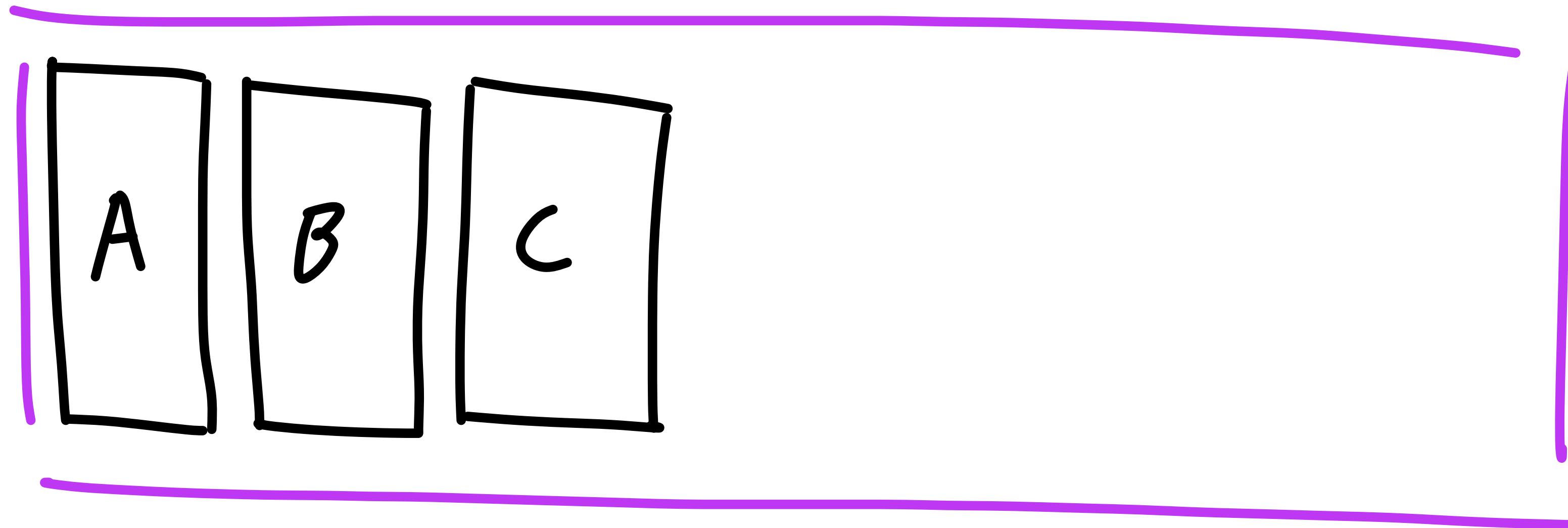
STACK



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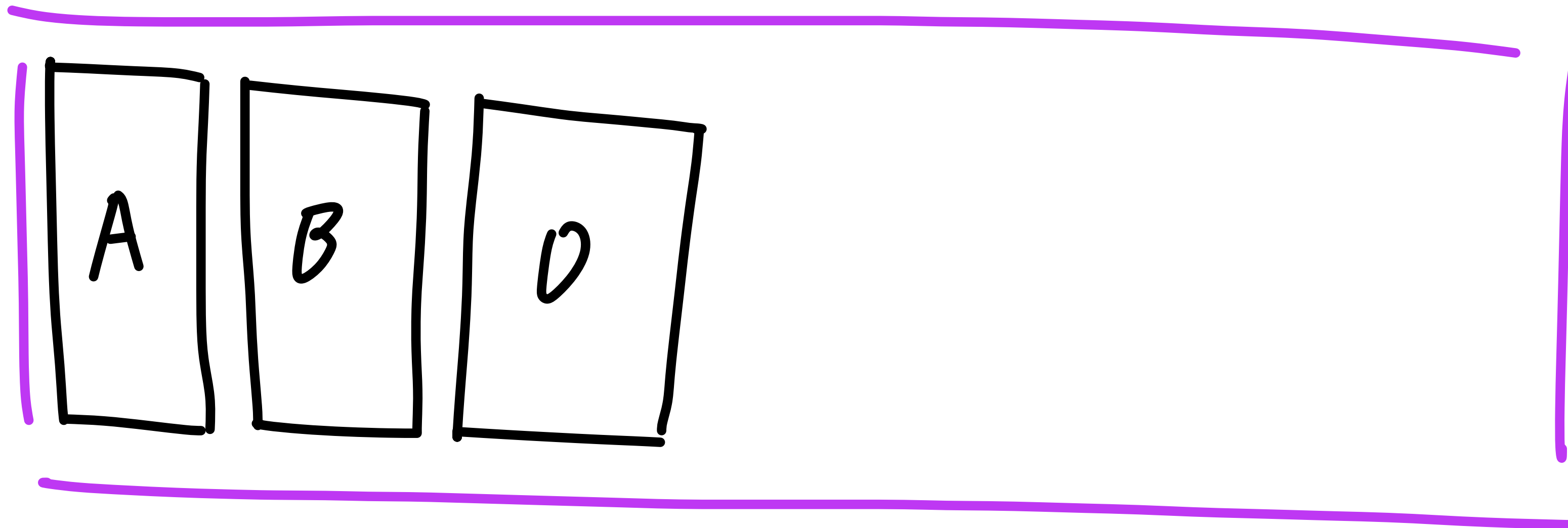
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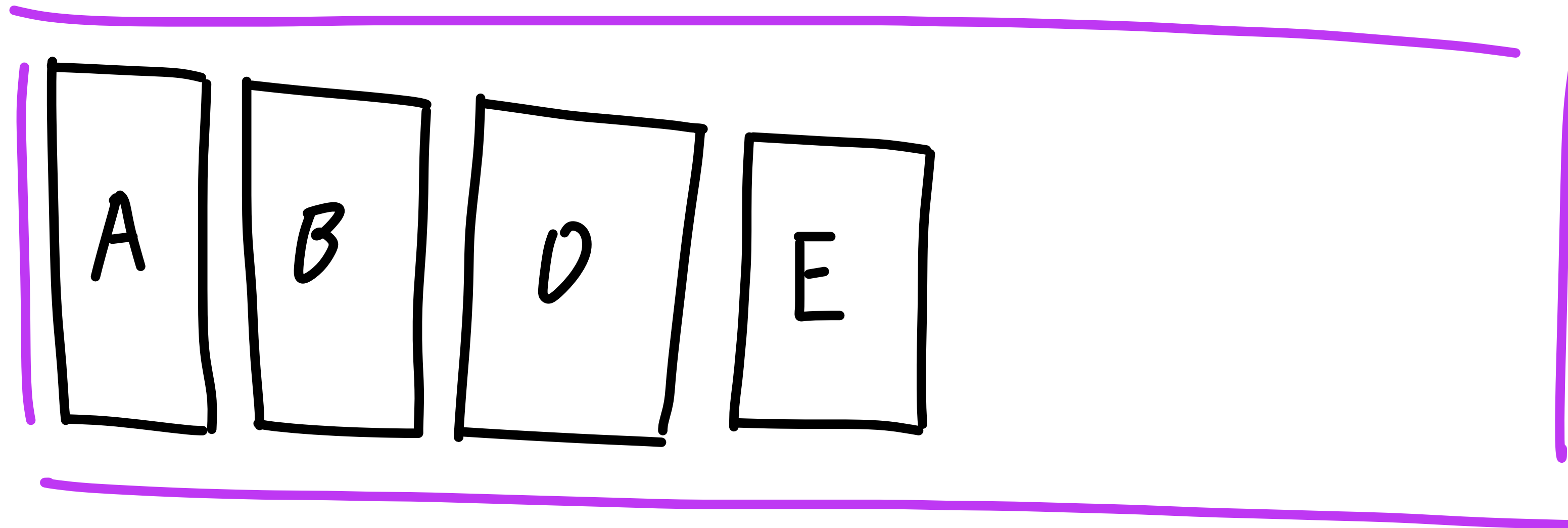
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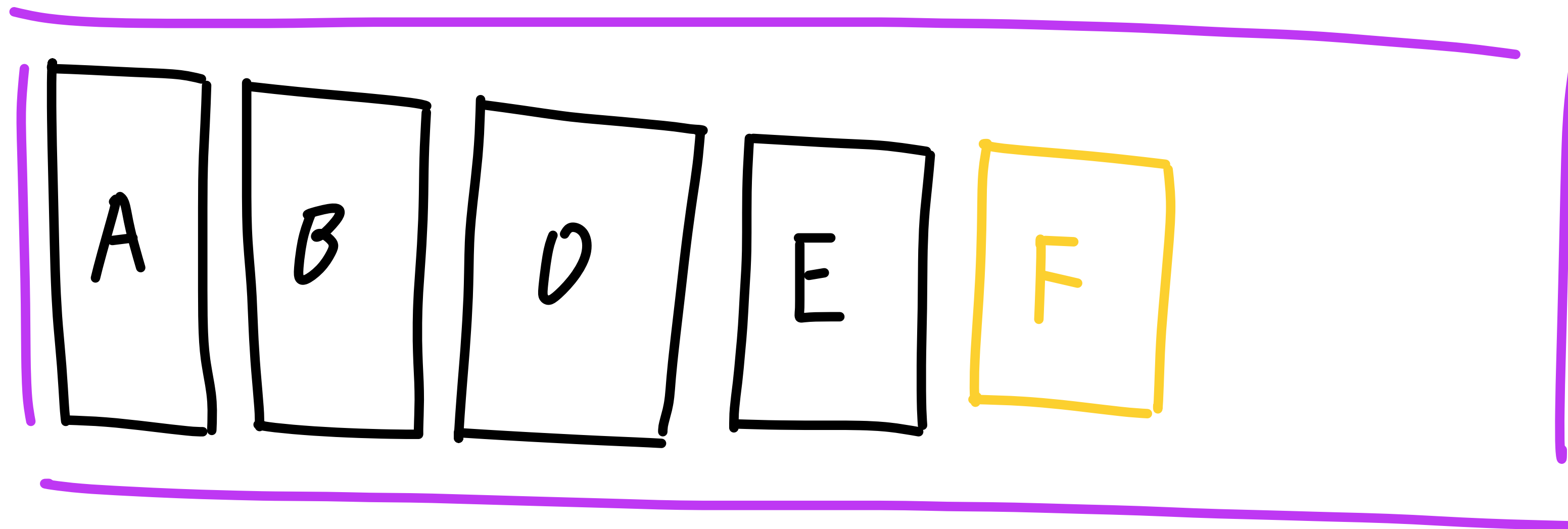
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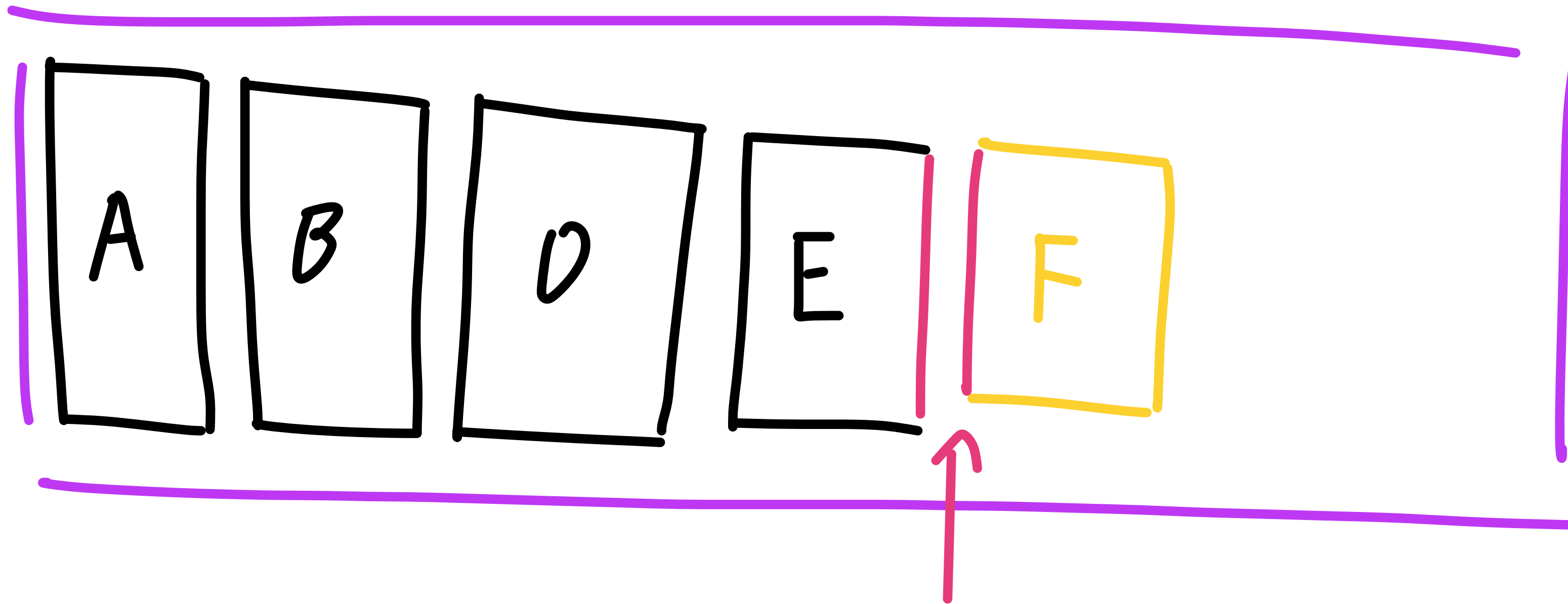
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Functions should share
the same CALLING CONVENTIONS

But why does it works with `int` then?

By chance, it's a **Hack!**

But why does it works with `int` then?

By chance, it's a **Hack**!

`ffi-napi` expect **C** calling conventions,
we used **Rust** calling conventions in `libsnp`,
but **Rust** `i32` happen to use the same memory layout than **C** `int` ...

This does not hold for **Rust** `String` that are really different than **C** `char*` ...

Demo !

This bug is called an “use after free”

We read memory that have been freed and display garbage to the user!

Demo !

FFI are so complicated ...
why bother with that?!

Let's just make Rust and JS communicate through an HTTP REST API!

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NO!

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I want **FAST** interoperability!

You have to avoid **I/O** (OS roundtrip)

NO HTTP!

I want **SAFE interoperability!**

Something easy to use that will not make my program **CRASH by mistake ...**

A good **FFI** is a **FFI** you don't write ...

“**Bindgen**” (**bindings** code **gen**eration) to the rescue!

How do we implement `Rust` code generation?

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Macros!

Demo !

<https://github.com/yvan-sraka/snip>

Questions?

Thank you!

<https://functional.cafe/@yvan>