

Node @ Facebook

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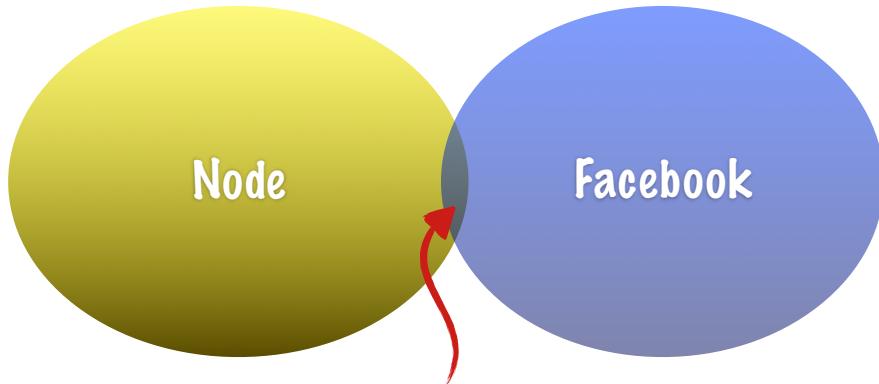


JS Vitae

- 12 Years developing web apps
 - 2 startups, AOL, Google, Facebook
- Node cred
 - node-mime, node-uuid, jslitmus, node-int64
- Internal node evangelist



Context



Not Big Enough?!



ToC

- Why Facebook needs node.js
- ... but isn't embracing it (yet)
- What we're doing to change that
- ... how that's working (or not)

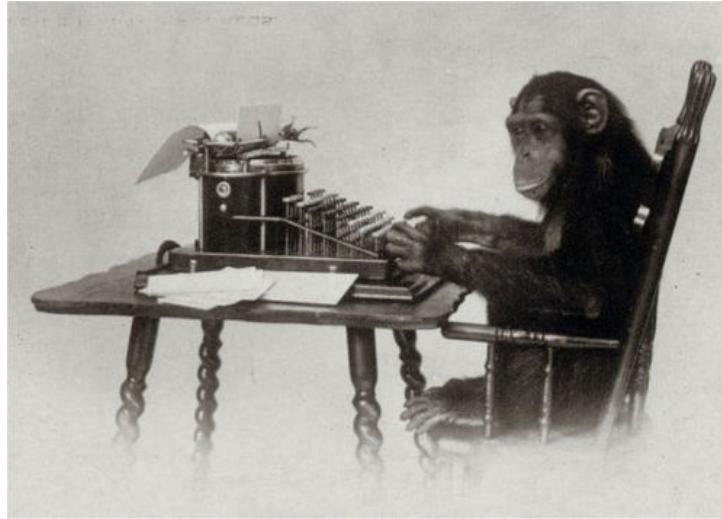


Why?

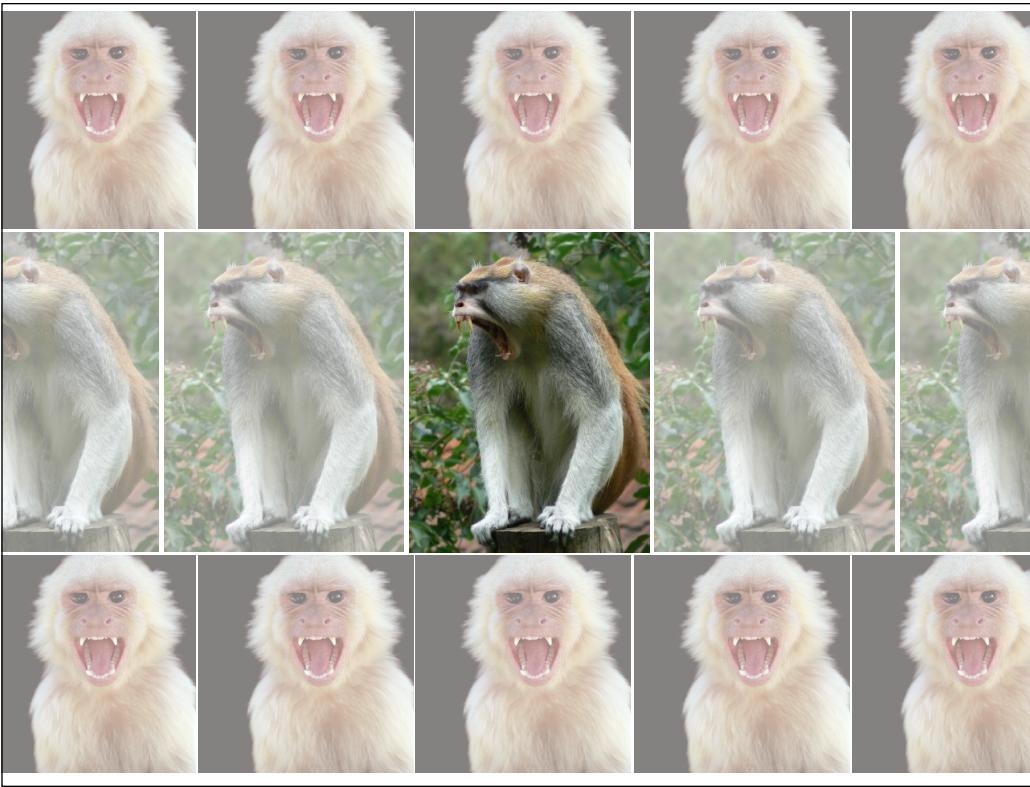
- Critics: “Not Impressed”
 - libev, libevent, Tornado, EventMachine, etc...
 - Common code base on client/server == *meh*
- Developer roles and specialization
 - can be good... but requiring them? Not so much



Why Not?









Monkeys and ...

- Performance
 - 1% matters! HipHop
- Reliability
- Code Inertia
 - 8,000KLoC in PHP, 300KLoc JS, 12KLoC Erlang
- Deployment processes & Tools
- Dev Tools
 - Phabricator



Crossing the Chasm

- Internal Group
 - Coordinate your friends
 - Enlighten the clueless
 - Keep your critics in the loop
- Non-critical applications
 - ... touching critical apps



Status

- JSGameBench
- Mobile JS framework (to be announced)
- Chat
 - Traffic analysis (http & thrift, via node-pcap)
 - Load testing
 - Production-hacking (e.g. adding XHR+CORS)
 - ... now plays nice w/ internal tool chain



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