



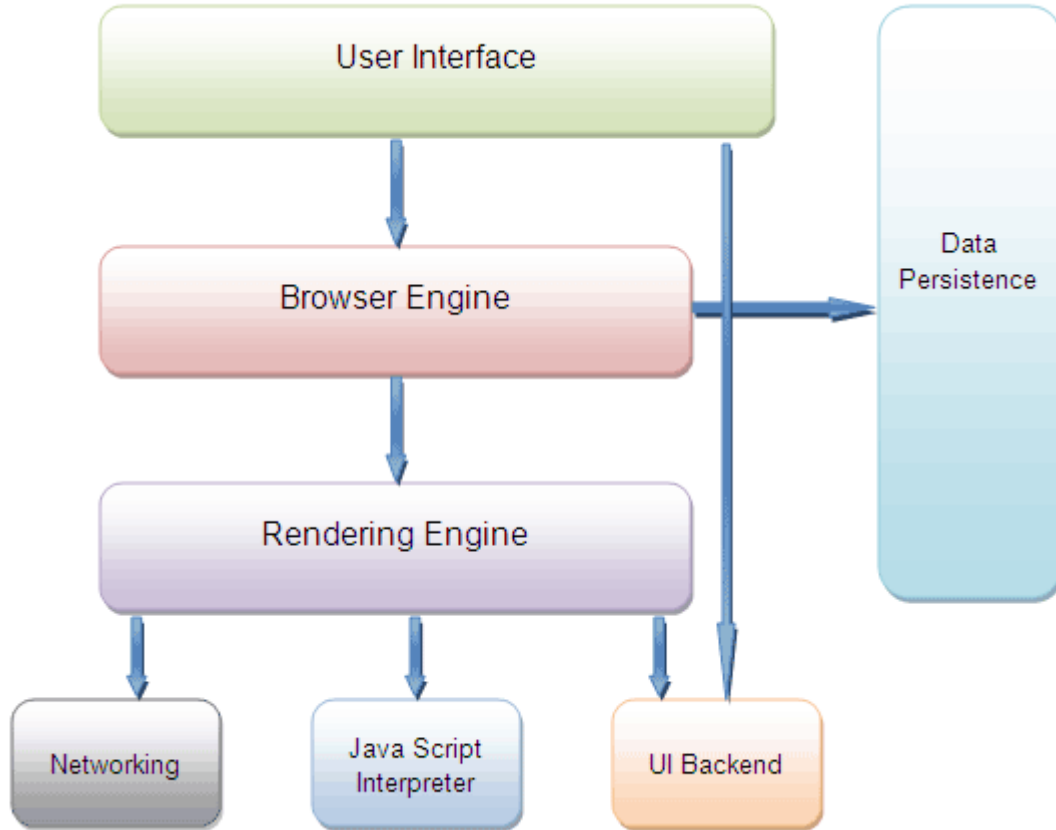
WASM

(WebAssembly)

KWLUG March 2022
(another talk with many logos)



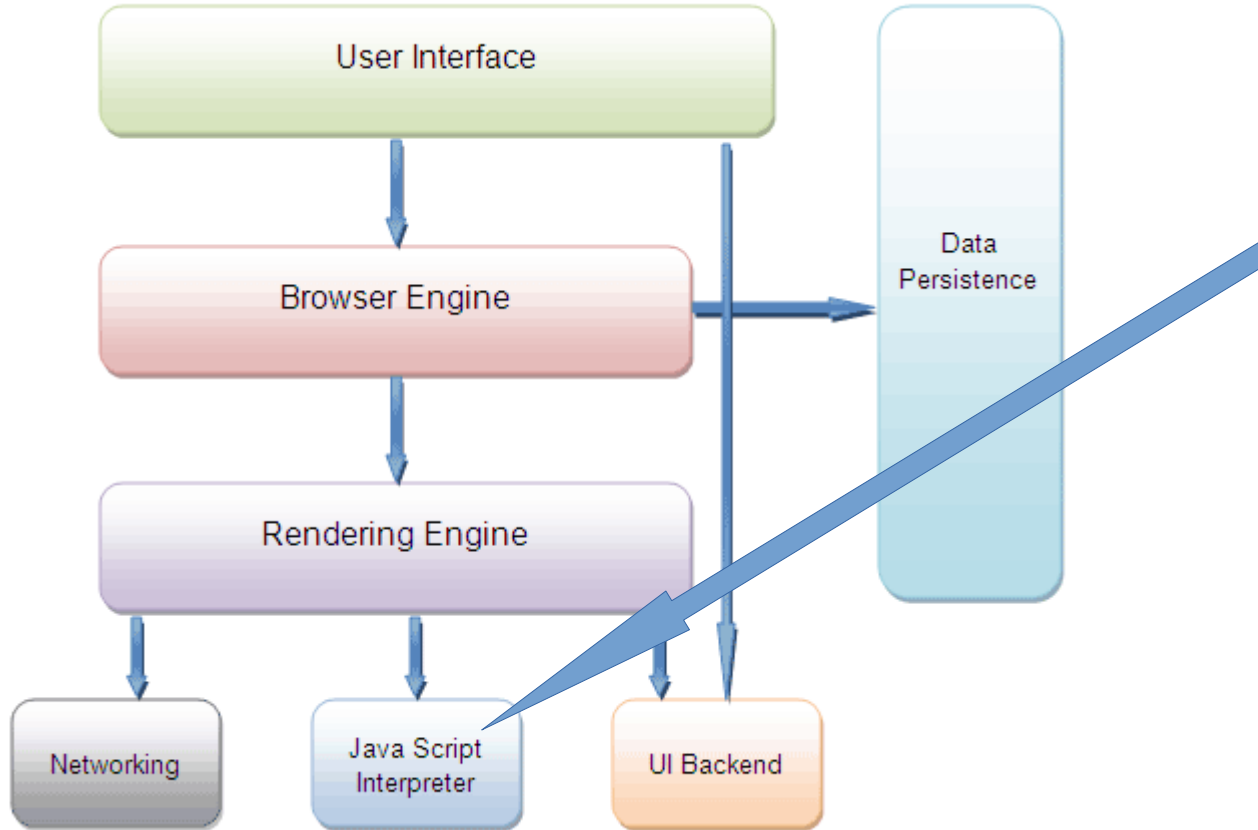
Origin story: Browser



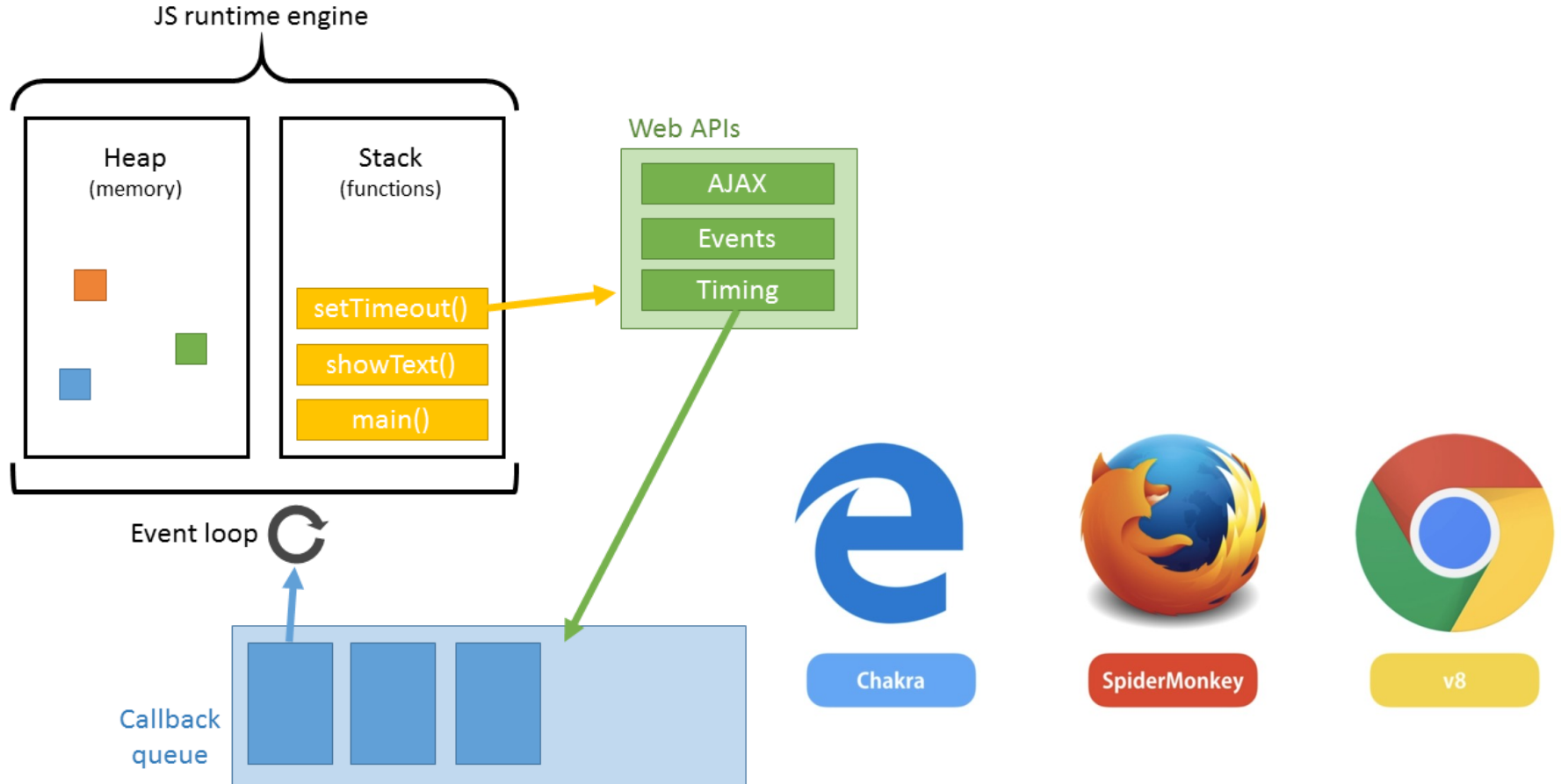
Origin story: Browser



Place of JVM,
Process Virtual Machine
VS
System Virtual Machine

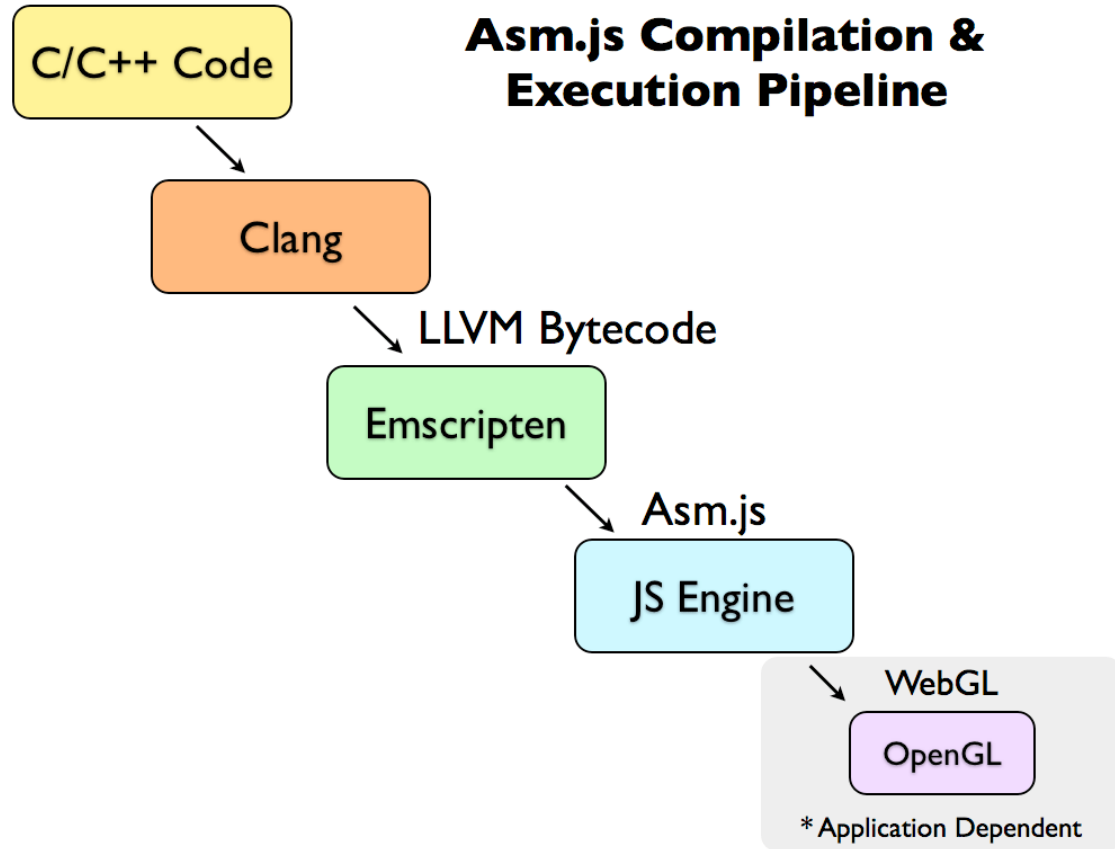


Origin story: JavaScript runtime/vm



Origin story: asm.js as a compilation target

(*efficiency of simplified input in performance tuned vm*)



```
int f(int i) {  
    return i + 1;  
}
```

```
function f(i) {  
    i = i|0;  
    return (i + 1)|0;  
}
```

Origin story: from asm.js to WebAssembly

C/C++ Code

Asm.js Compilation & Execution Pipeline

Clang

LLVM Bytecode

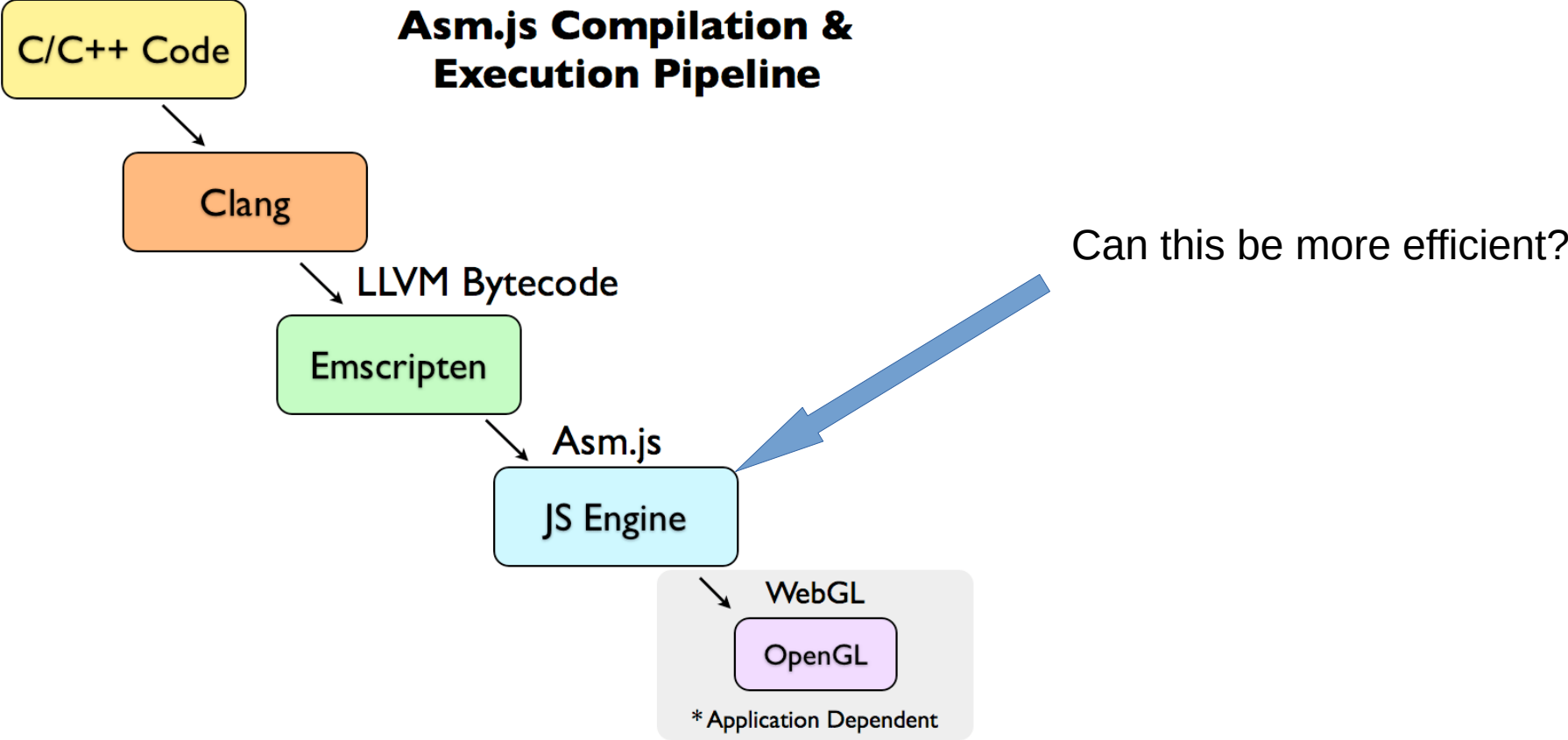
Emscripten

Asm.js

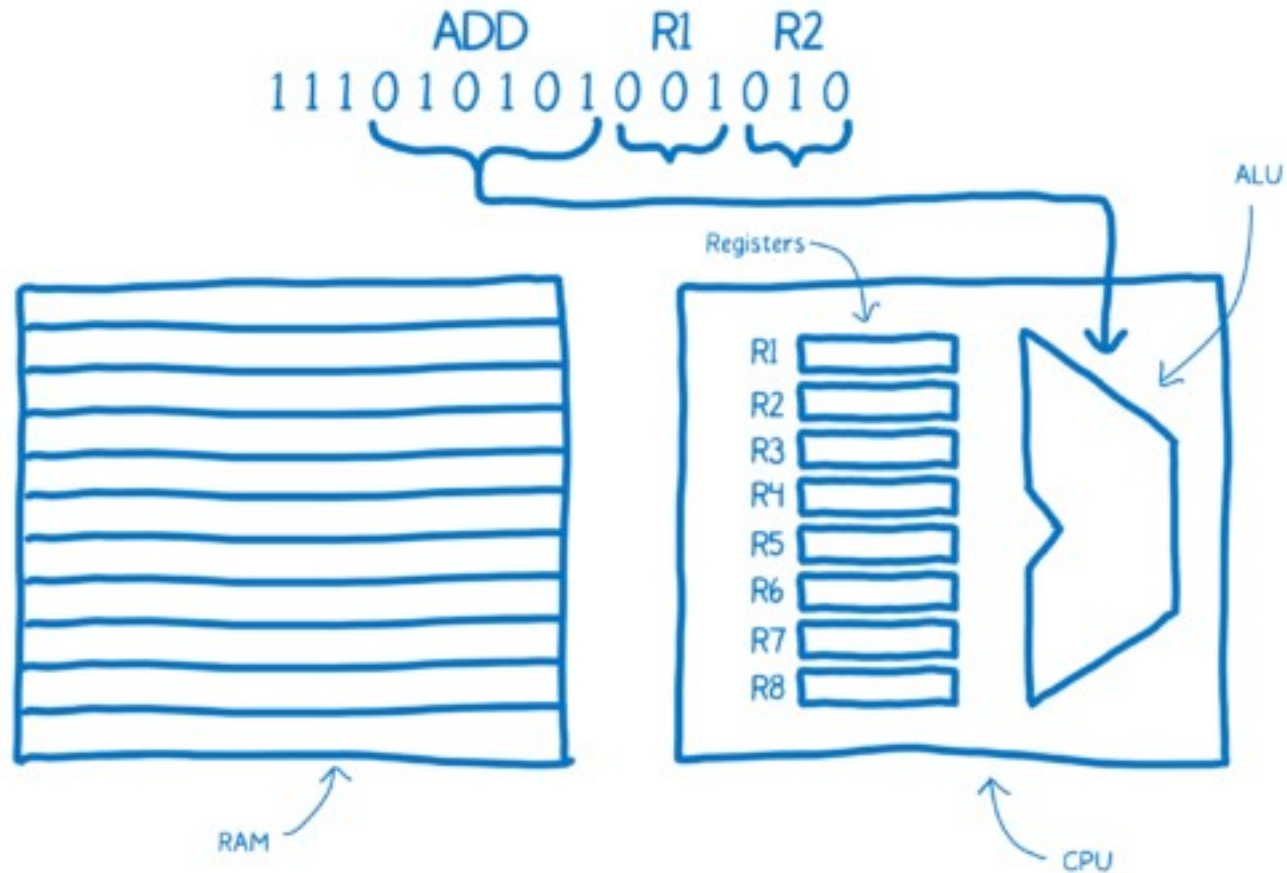
JS Engine

Can this be more efficient?

WebGL
OpenGL
* Application Dependent



WebAssembly stack machine



<https://hacks.mozilla.org/2017/02/a-crash-course-in-assembly/>

WebAssembly is a virtual instruction set architecture (virtual ISA)

```
(module
  (type $i32_i32_⇒_i32 (func (param i32 i32) (result i32)))
  (memory $0 0)
  (export "calculate" (func $module/calculate))
  (export "memory" (memory $0))
  (func $module/calculate (param $0 i32) (param $1 i32) (result i32)
    local.get $0
    local.get $1
    i32.mul
    i32.const 5
    i32.add
  )
)
```

WA

```
export function calculate(a: i32, b: i32): i32 {
  let c = a * b;
  c += 5;
  return c;
}
```

AS

<https://www.assemblyscript.org/>

Embedding in JavaScript runtime

▼ Object reference

- `WebAssembly`
- `WebAssembly.Module`
- `WebAssembly.Global`
- `WebAssembly.Instance`
- `WebAssembly.Memory`
- `WebAssembly.Table`
- `WebAssembly.CompileError`
- `WebAssembly.LinkError`
- `WebAssembly.RuntimeError`

<https://developer.mozilla.org/en-US/docs/WebAssembly/Concepts>

Demo in browser, on
<https://www.assemblyscript.org/>

WASM compile target in Rust, wasm-pack and wasm-bindgen

wasm-pack: install following <https://rustwasm.github.io/>

wasm-bindgen code docs: <https://rustwasm.github.io/wasm-bindgen/>



Message passing to and from WASM

Code used in 3NWeb client:

Rust side of binding (message passing):

https://github.com/3nsoft/wasm-message-passing-3nweb/blob/main/src/wasm_mp1.rs

Rust code in WASM:

<https://github.com/3nsoft/core-3nweb-client-lib/blob/master/wasm-parts/cryptor/src/lib.rs>

Embedding node.js side of binding (message passing):

<https://github.com/3nsoft/core-3nweb-client-lib/blob/master/ts-code/lib-client/cryptor/wasm-mp1-modules.ts>

Usage by embedding node.js side:

<https://github.com/3nsoft/core-3nweb-client-lib/blob/master/ts-code/lib-client/cryptor/worker-wasm.ts>

WASI: WebAssembly system interface

WASI: <https://wasi.dev/>



wasmtime:
<https://docs.wasmtime.dev/>

krustlet – running Kubernetes
WASM workloads:
<https://docs.krustlet.dev/howto/wasm/>



K R U S T L E T



Solomon Hykes
@solomonstre



If WASM+WASI existed in 2008, we wouldn't have needed to create Docker. That's how important it is. Webassembly on the server is the future of computing. A standardized system interface was the missing link. Let's hope WASI is up to the task!



Lin Clark ✓ @linclark · Mar 27, 2019

WebAssembly running outside the web has a huge future. And that future gets one giant leap closer today with...

📣 Announcing WASI: A system interface for running WebAssembly outside the web (and inside it too)

hacks.mozilla.org/2019/03/standa...

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