WEBASSEMBLY

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ABSTRACT

WebAssembly is neither assembly, nor constrained to only the web.

1 Introduction

2 History

The goal of WebAssembly (Wasm) was to be a portable compilation target for higher level languages. Some examples of these languages are C, C++, and Rust. Essentially, the browser is already very portable across platforms, so Wasm aims to provide a way to port programs written in less portable languages (like C) to the "Browser Platform". Wasm was a joint effort from WebAssembly CG members from the four major browsers: Chrome, Edge, WebKit, and Firefox. It was made standard by the W3C.

The WebAssembly Community Group was started in April of 2015. Wasm was made ready to ship to all browsers in March of 2017. Wasm is supported on the four major browsers and is ready for use.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary

References

[1] WebAssembly Community Group and Andreas Rossberg. *WebAssembly Specification*. Release 1.0. 25 March 2020. Retrieved from https://webassembly.github.io/spec/core/_download/WebAssembly.pdf

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