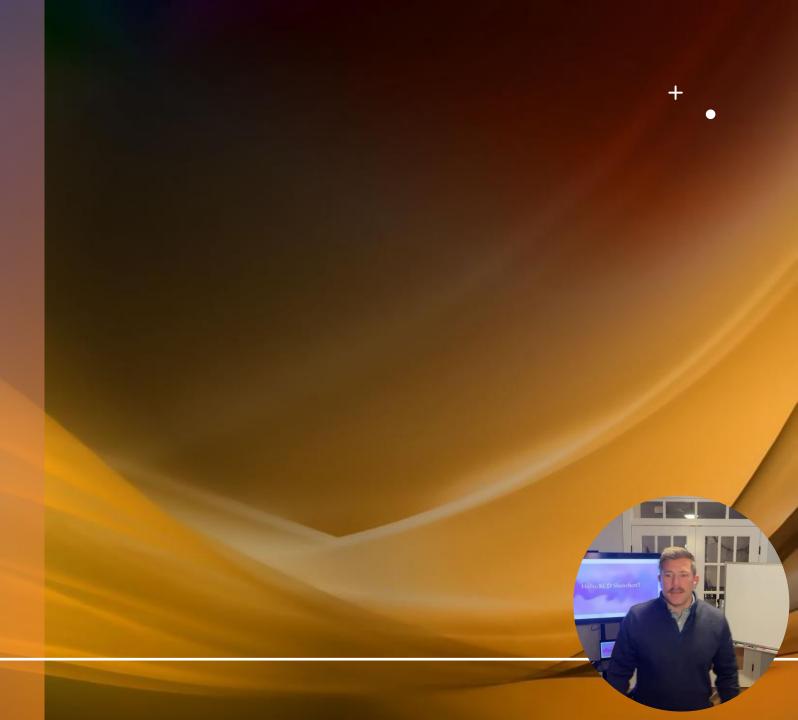
BRIDGING WASM AND KUBERNETES

David Justice

Principal Engineer at Microsoft

Co-chair of CNCF Wasm Working Group



What are we going to learn today?

What makes WebAssembly so interesting

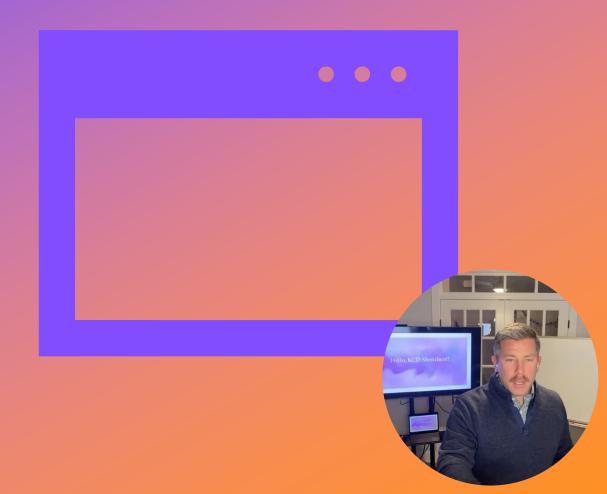
How to naïvely run Wasm in Kubernetes

The beautiful future of Wasm in Kubernetes

How Wasm is going to change platform engineering

What you can do to help build to future

WASM IS NOT JUST FOR THE BROWSER



Why serverside Wasm?

Operating system and architecture agnostic

Near native execution speed / fast start up

Secure by default

Language agnostic

Redefines interoperability and platfor engineering

NAÏVE CONTAINER IMAGE

Let's start with something familiar



EVERYTHING STARTS WITH "HELLO WORLD!"

```
FROM rust:1.74.0

WORKDIR /app

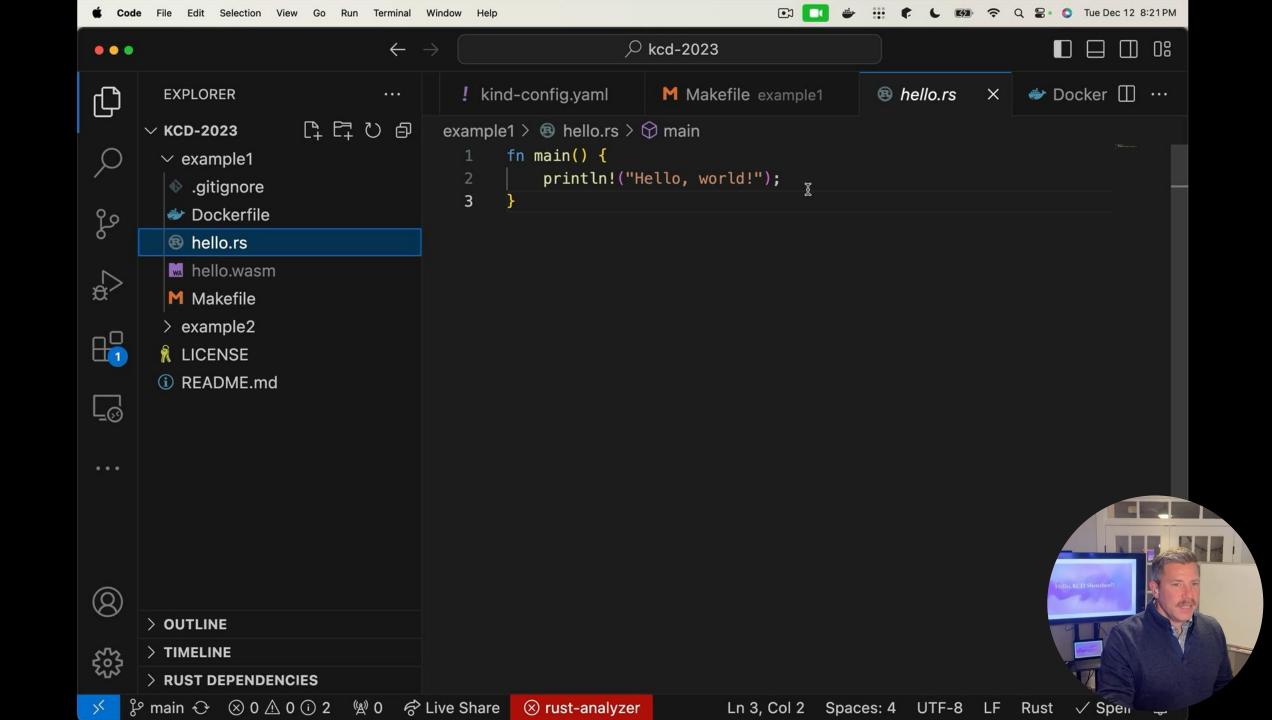
COPY . /app

RUN rustup target add wasm32-wasi && rustc hello.rs --target wasm32-wasi

RUN curl https://wasmtime.dev/install.sh -sSf | bash

CMD [ "/root/.wasmtime/bin/wasmtime", "hello.wasm" ]
```

NAÏVE CONTAINER IMAGE EXAMPLE



What's wrong with that image?

OS / Arch specific image

Contains the Wasmtime runtime

2.69 GB!!

WE CAN DO BETTER!

Let's think about what "better" looks like.



Kubernetes + Wasm of the Future

+

Current



OS / Architecture specific OCI images



Bloated images



Slow start up



Increased memory consumption

Future



OS / Arch agnostic OCI images



Images only contain app code



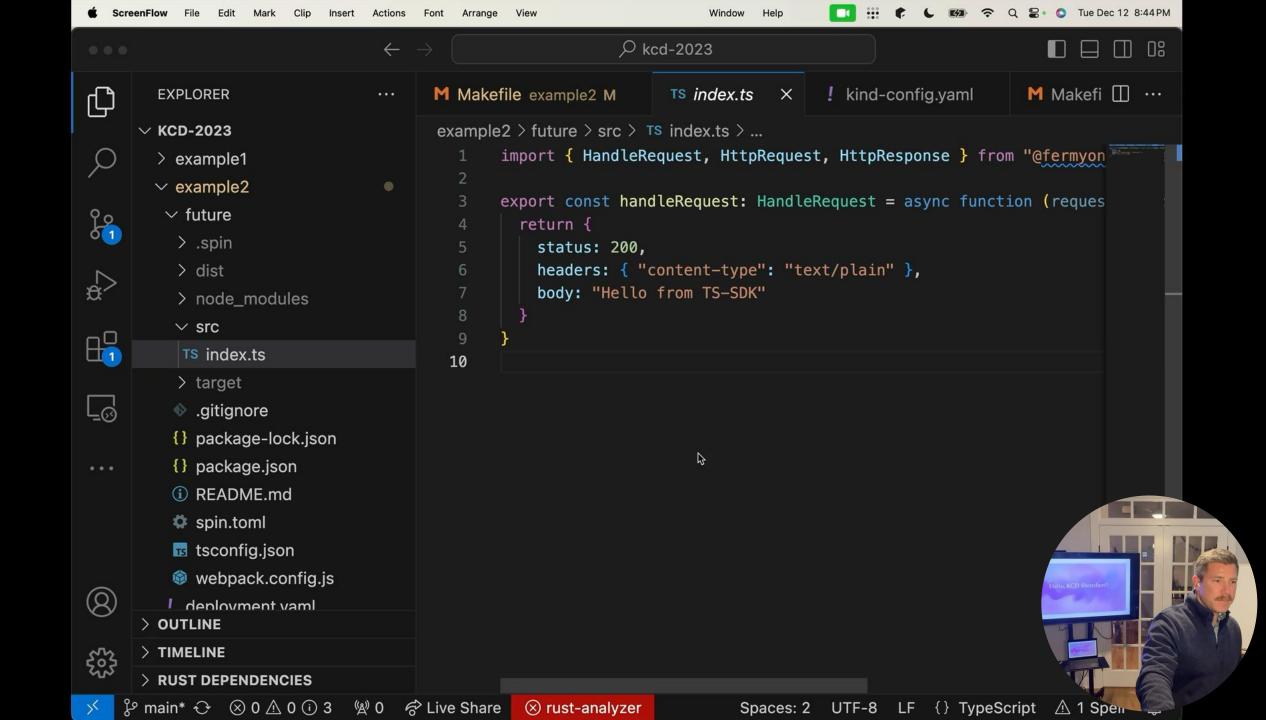
Runtimes ready and running on node



Platform virtualization / less m

LET'S GO FOR A SPIN IN THE **FUTURE!**





+ o

CONTAINERD/RUNWASI



```
pub trait Instance {
   /// The WASI engine type
   type Engine: Send + Sync + Clone;
   fn new(id: String, cfg: Option<&InstanceConfig<Self::E>>) -> Self;
/// Start the instance
   /// The returned value should be a unique ID (such as a PID) for the instance.
   /// Start the instance
   /// Nothing internally should be using this ID, but i is the unit is metainerd whe
   fn start(&self) -> Result<u32, Error>;
   /// Send a signal to the instance
                                                         FOR WASM
   fn kill(&self, signal: u32) -> Result<(), Error>;
   /// Delete any reference to the instance
   /// This is called after the instance has exited.
   fn delete(&self) -> Result<(), Error>;
   /// Wait for the instance to exit
   /// The waiter is used to send the exit code and time back to the cal
   /// Ideally this would just be a blocking call with a normal result,
   /// because of how this is called from a thread it causes issues with
   fn wait(&self, waiter: &Wait) -> Result<(), Error>;
```

Related interesting work in the space

- deislabs/krustlet
- deislabs/containerd-wasm-shims
- kuasar-io/kuasar

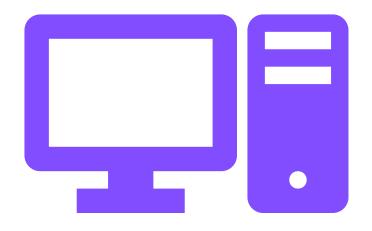


PLATFORM ENGINEERING

Why have network boundaries when you can embed?



WebAssembly Standard Interface (WASI)



- Files / file systems
- Sockets
- HTTP
- Clocks
- Random numbers
- Other OS like behaviors



WASI Cloud Core













Key Value

Messaging

Runtime Configuration Distributed Locking

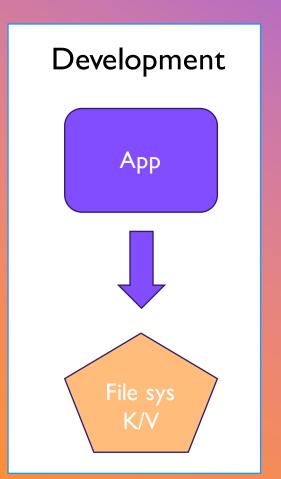
SQL

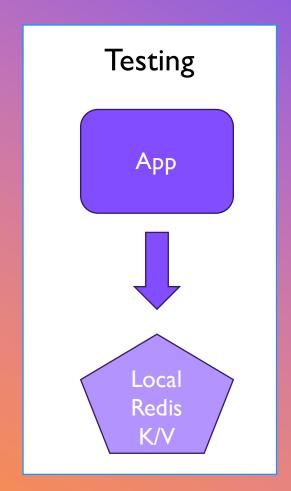
Blob Storage

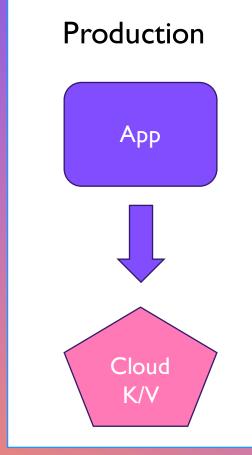


```
use types.{bucket, error, incoming-value, key, outgoing-value}
/// Get the value associated with the key in the bucket. It returns a incoming-value
/// that can be consumed to get the value.
///
/// If the key does not exist in the bucket, it returns an erro
get: func(bucket: bucket, key: key) -> result<incoming-value, error>
/// Set the value associated with the key in the bucket. In the key already
/// exists in the bucket, it overwrites the value.
///
/// If the key does not exist in the bucket, it creates ? The kay you pair
/// If any other error occurs, it returns an error.
set: func(bucket: bucket, key: key, outgoing-value: outgoing-value) -> result<_, err
/// Delete the key-value pair associated with the key in the bucket.
///
/// If the key does not exist in the bucket, it returns an error.
delete: func(bucket: bucket, key: key) -> result< , error>
/// Check if the key exists in the bucket.
///
/// If the key does not exist in the bucket, it returns an error.
exists: func(bucket: bucket, key: key) -> result<bool, error>
```

PLATFORM VIRTUALIZATION

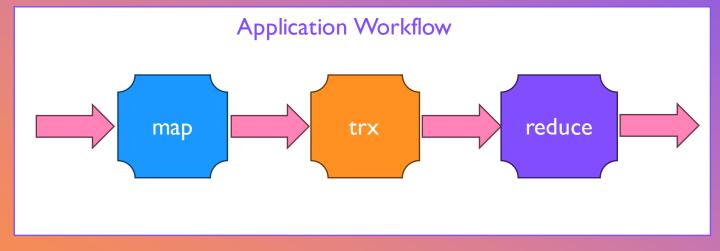








DEPENDENCY INJECTION





BUILDING A STACK

Dev stack

anonymous auth

disabled cache

• • • •

Application

file system

Sqlite

• • • •

Prod stack

oauth

enabled cache

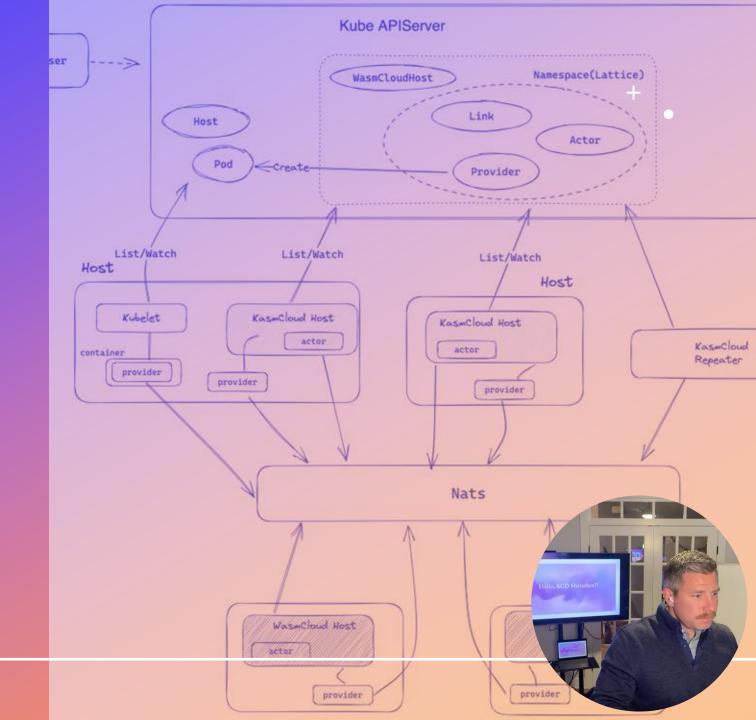
. . . .

Application



ABSTRACTIONS BEYOND PODS

credit to kasmCloud

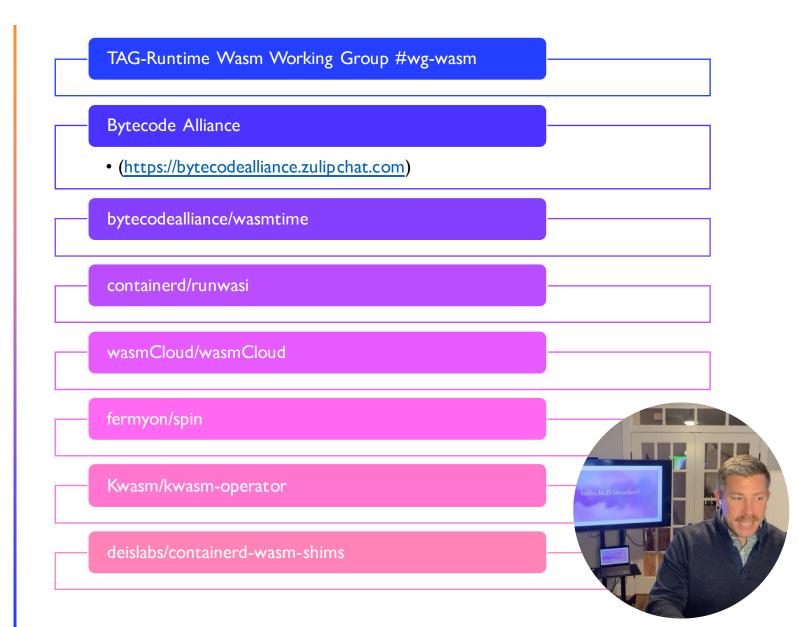


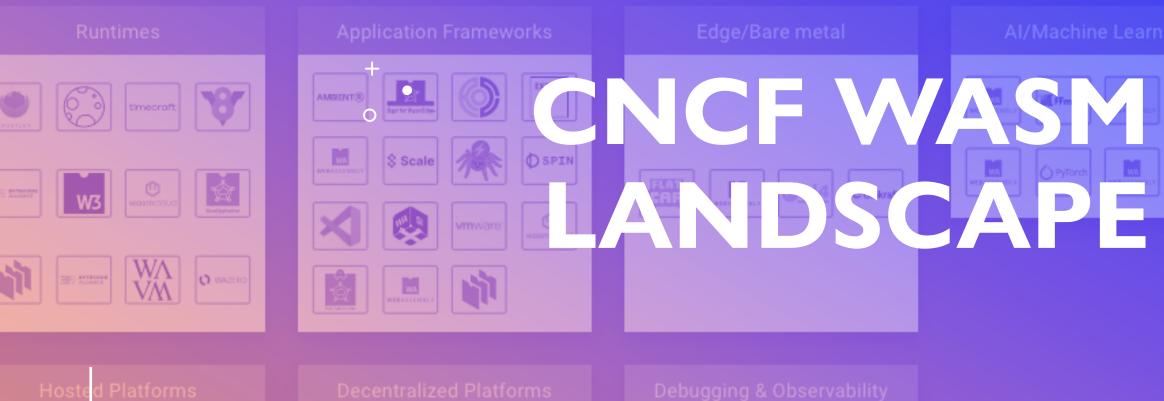
HELP BUILD THE FUTURE

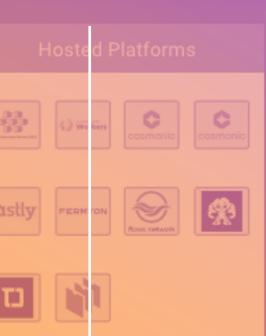
Let's build the future of Kubernetes together!

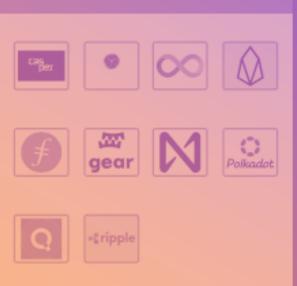


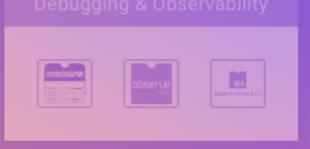
Some places to get involved













THANK YOU

I look forward to building the future of Kubernetes with you!

