

(Android) Makepad 引入 wasmedge 的方案





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Part 01 Wasm 软件测试工具用例

https://github.com/wasmmock/wasm_mock_server

Wasm Mock Server (作者)

- https://github.com/wasmmock/wasm_mock_server
- 抓包工具 (MITM) 引入Wasm 来模拟数据
- OCBC 网页 (MITM) <u>示范视频</u>
- 支持HTTP, Websocket, TCP 协议
- 可调用很多crates.io 的代码库
- 有Replayer 和 AB-testing 的功能
- 最近。。。非要用它的情况:
 - 业务的HTTP Body 加了 AES-128-cfb encryption

OCBC 网页 (MITM)

·示范一共用了几次Wasm?

OCBC 网页 (MITM)

·示范一共用了几次Wasm?

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- Rust analyser in Browser Autocomplete, Type definition display
- Modification of HTTP response using Wasm

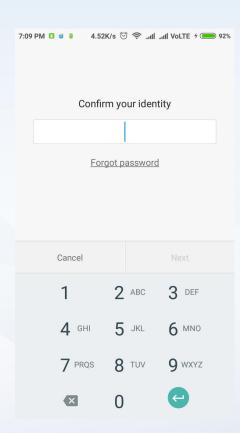


Part 02 Makepad Framework

https://github.com/makepad/makepad

Makepad.dev

- Rust based cross platform UI framework
- Compiles to wasm/webGL, osx/metal, windows/dx11, linux/opengl
- 作者: Rik Arends, Cloud9 IDE 和ACE 代码编辑器 开发者
- 开源社区 Project Robius
 - 添加更多用例-模范品
 - Tiktok, WeChat, Taobao
- 特色: Live Code 宏
 - 支持native keyboard





Part 03 (Android) Makepad + Wasmedge

https://github.com/alanpoon/Makepad_livspace

- 好处: 写APP可以用Rust 写
- Final Goal (未达成):
 - 做Android 可以使用Llama2 Al model
 - Wasmedge 本身可以使用 AI inference model e.g TinyLlama-1.1B-Chat (1Gb)
- Now:
 - Makepad Wasmedge 引入 wasm 的 stdin/stdout

- Wasm 代码 wasm32-wasi
- 因为是Wasm,将来可以方便热更

```
fn main() {
    let mut input: String = String::new();
    loop{
        input.clear();
        let _ = std::io::stdin().read_line(buf: &mut input).unwrap();
        trim_newline(&mut input);
        println!("read '{}' from stdin", input);
                                                                               println!("read '{}' from stdin")
fn trim_newline(s: &mut String) {
    if s.ends_with('\n') {
                                                                                Newline removal
        s.pop();
        if s.ends_with('\r') {
            s.pop();
```

- Llama2 Chat 也是stdin/stdout
 - stdin/stdout 是需要 Wasmedge Rust Sdk的async
 - Wasm用处分两种
 - Stdin/stdout
 - Extern function

- 过程:
 - Cargo Makepad apk build tool 里
 - 加引入Wasmedge's android libwasmedge.so
 - Wasmedge Rust Sdk 里 为了要实现wasmedge 的async
 - target_os= "linux" => target_os= "android"
 - 加了crates.io 的ndk-sys 的依赖
 - 把一些libc 代码换去ndk (例如 libc::timer_set_time / timer_delete)

- 过程:
 - (Android) Makepad 里:
 - 学会Android app可用的缓存文件路径 Wasmedge 也可以用
 - Wasmedge rust sdk 的 File Descriptor
 - Impl Read / Write trait
 - Makepad 的ToUIReceiver
 - Receiver / Sender

Wasmedge rust sdk 的 File Descriptor

Wasmedge rust sdk branch: refactor/new_sdk (async wasi virtual file) example

```
let mut wasi_ctx = WasiCtx::new();
if let Ok(wasi_stdin) = wasi_ctx.get_mut_vfd(0) {
    let data = bytes::Bytes::from(Vec::from("Hello Wasm!".to_string())).reader();
    let virtual_stdin: Box<dyn Read + Send> = Box::new(data);
    *wasi_stdin = VFD::Inode(WasiStdin::from(virtual_stdin).into());
  let Ok(wasi_stdout) = wasi_ctx.get_mut_vfd(1) {
    let wasm_stdout_file = std::fs::File::create("./wasm_stdout.txt").unwrap();
    let virtual_stdout: Box<dyn Write + Send> = Box::new(wasm_stdout_file);
    *wasi_stdout = VFD::Inode(WasiStdout::from(virtual_stdout).into());
```

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Wasmedge rust sdk 的 File Descriptor

Wasmedge rust sdk branch: refactor/new_sdk (async wasi virtual file) example

Impl Read on thread::Receiver

```
if let Ok(wasi_stdin) = wasi_ctx.get_mut_vfd(0) {
    let virtual_stdin: Box<dyn Read + Send> = Box::new(ReceiverReader{receiver:receiver});
    *wasi_stdin = VFD::Inode(WasiStdin::from(virtual_stdin).into());
}

if let Ok(wasi_stdout) = wasi_ctx.get_mut_vfd(1) {
    let virtual_stdout: Box<dyn Write + Send> = Box::new(SenderWriter{sender:sender});
    *wasi_stdout = VFD::Inode(WasiStdout::from(virtual_stdout).into ();
}
```

Impl Write on thread::Sender



Thanks.

