





# PandelisZ



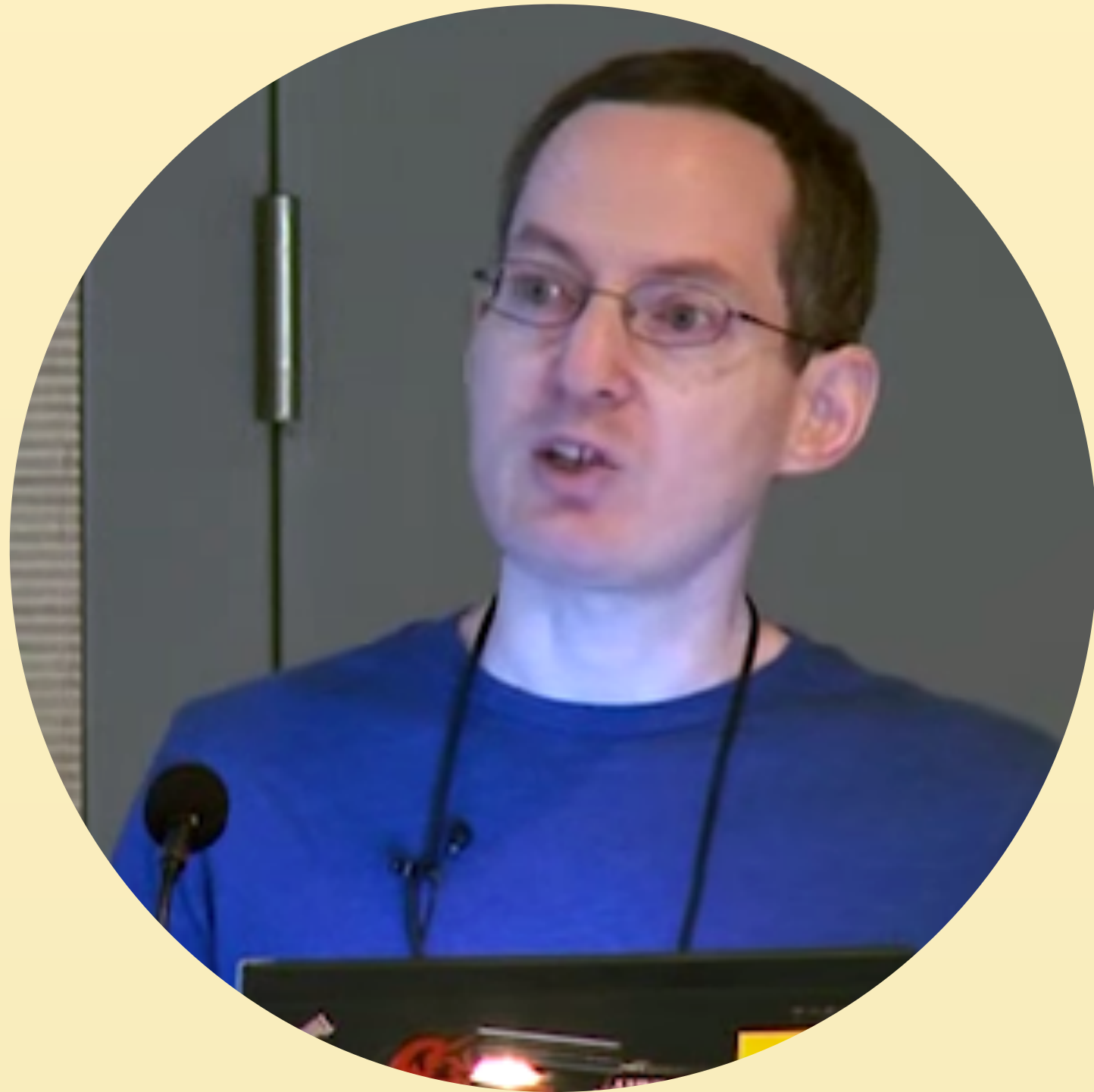
Developer at :**D**4 Software

Committee HaCS BCU

GitHub Campus Expert 

# Web Assembly

What?



# Alon Zakai

**moz://a**

Creator of **asm.js**

# Low Level Optimisations

MAKE THE  
**interpreter's**  
JOB EASIER

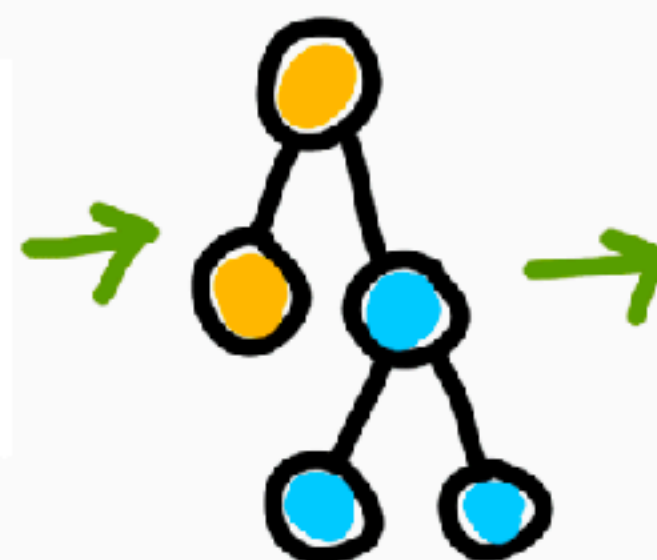




Works



We take your JS



Parse it



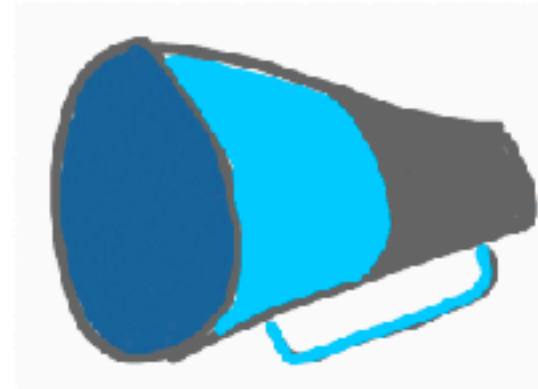
turn that into an

Abstract Syntax  
Tree

TURBOFAN

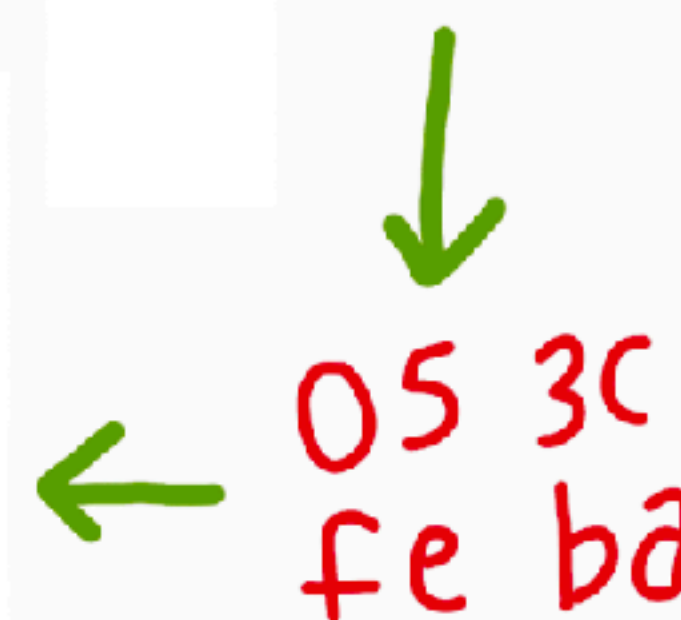


Optimize & Compile it

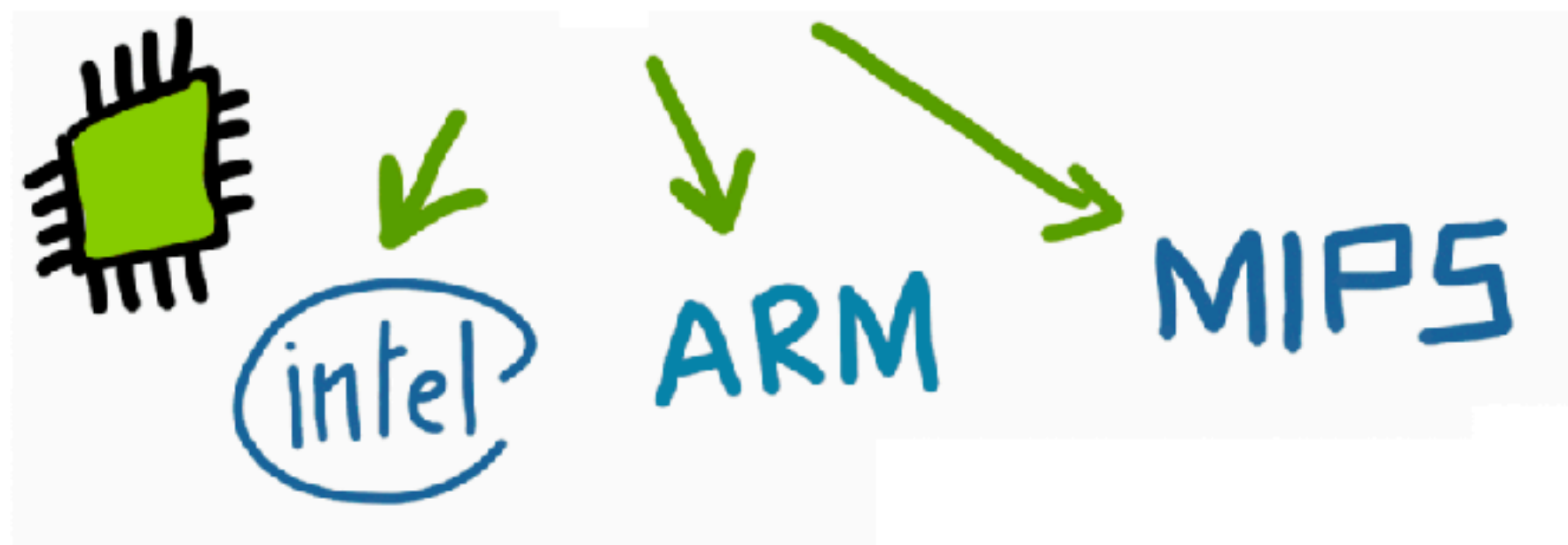


Get feedback

for speculative  
optimisations



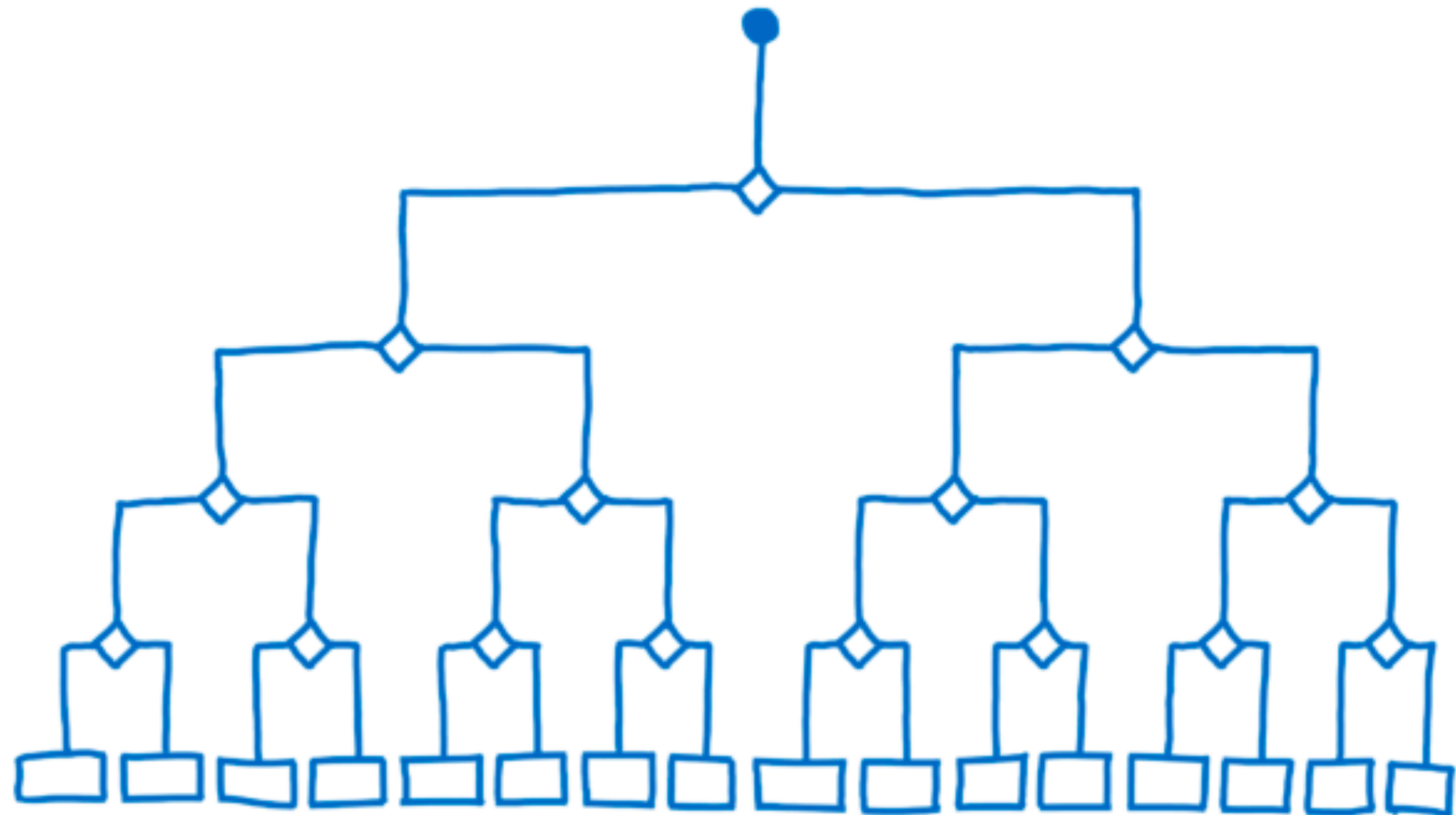
Generate  
bytecode



then run your optimized code!



```
sum += arr[i]
```

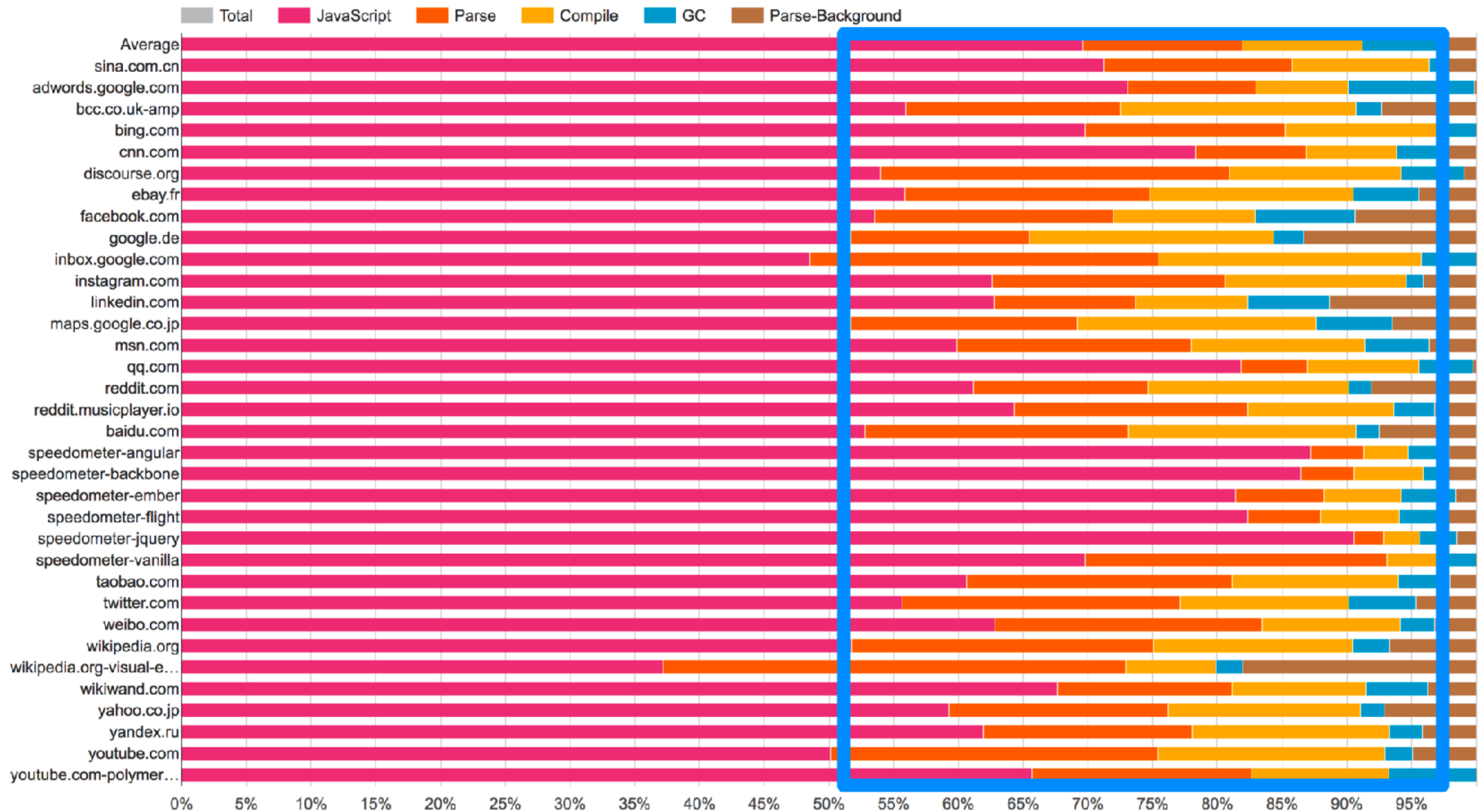


is sum an int?

is arr an array?

is i an int?

is arr[i] an int?



```
Boolean foo = true;
```

Statically-typed language 

Compiled C/C++ is just 2X slower than native. 

**Fast forward**

Very large asm.js files. 🥲

Needs to be parsed like JavaScript 🥲

It's a massive **hack**. 🥲



**Your boys the browser vendors**

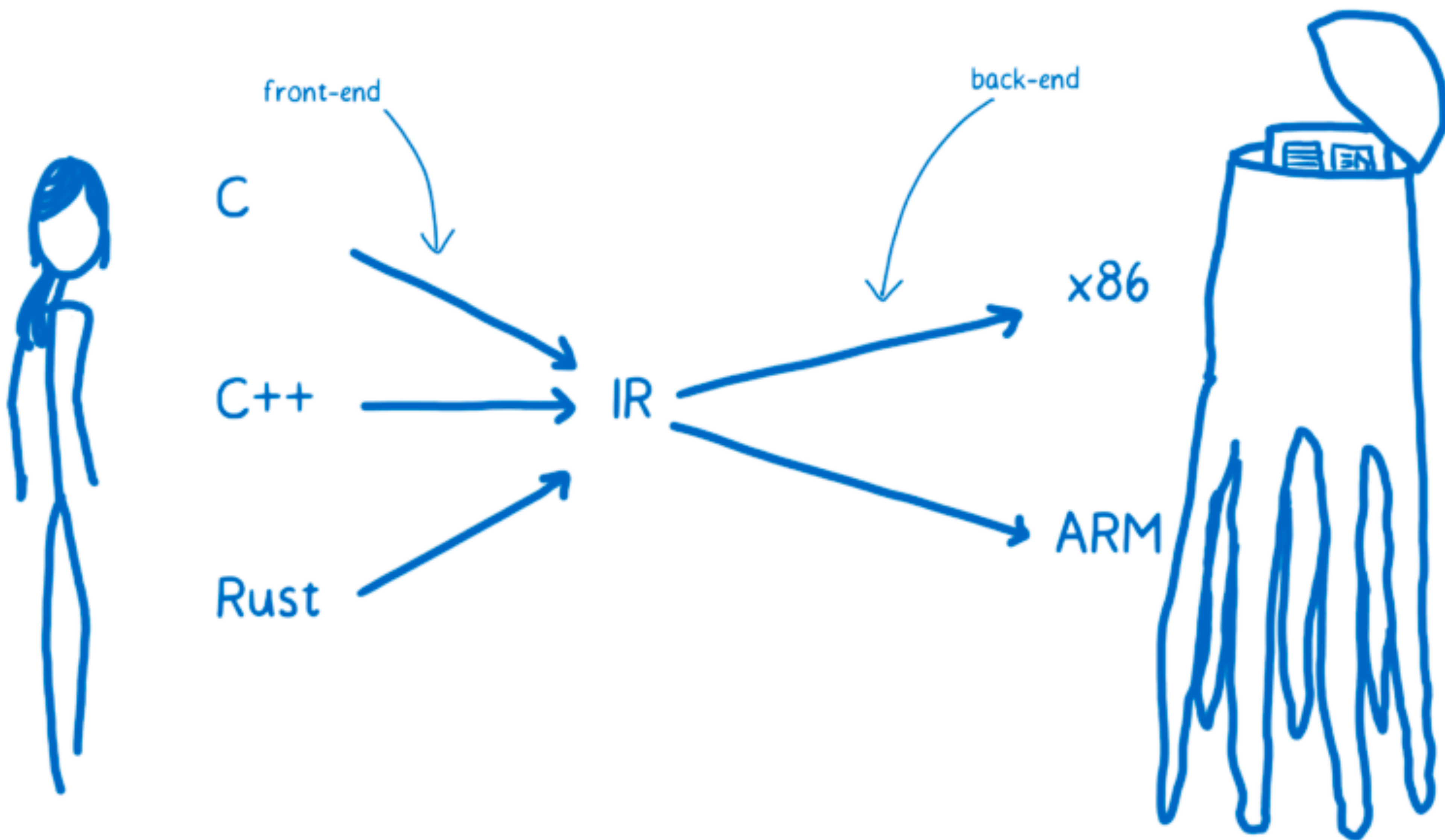


**Didn't We go through this?**



**How?**

**Strap in for some lingo**





C

C++

Rust



IR



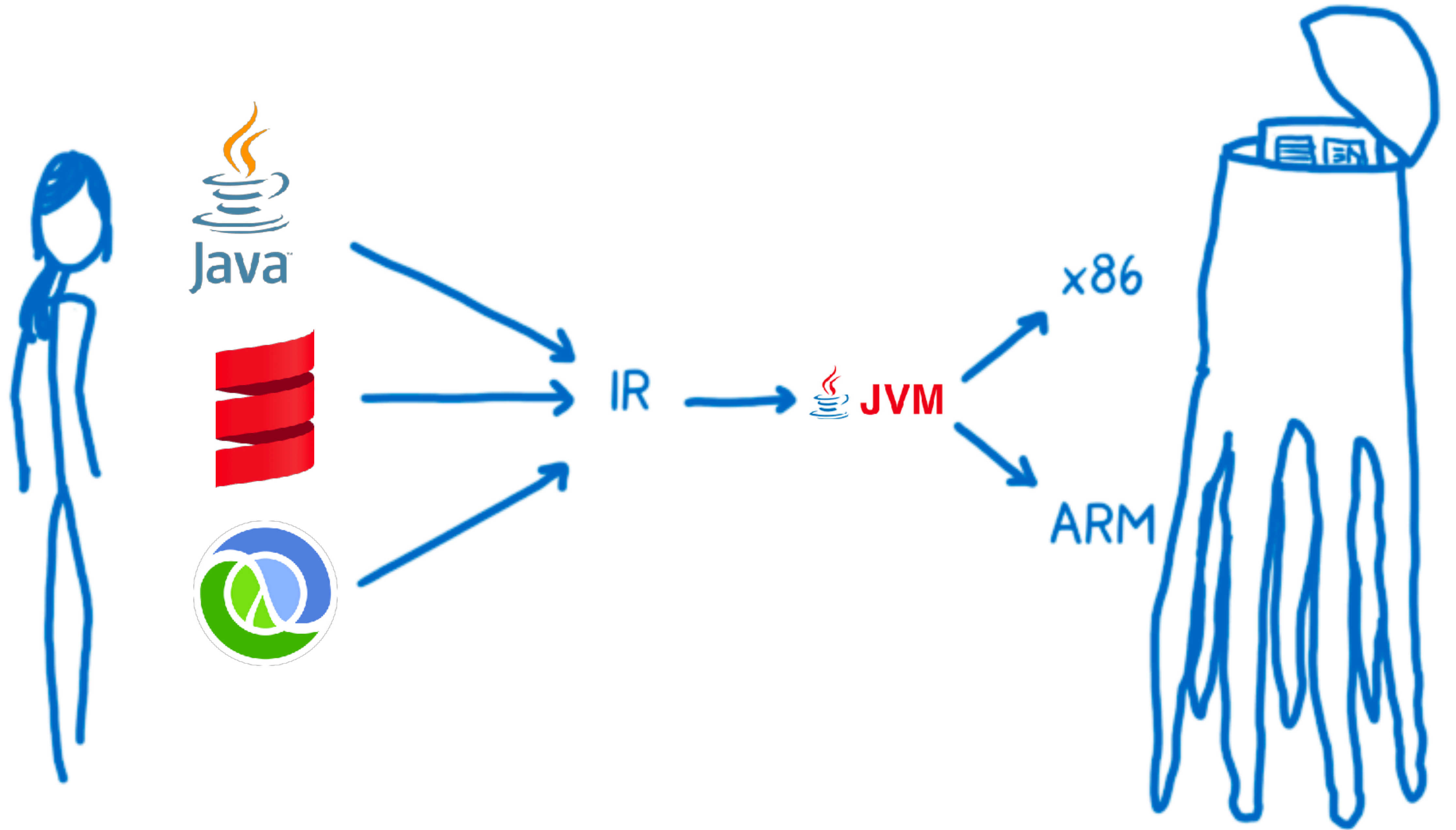
wasm

x86



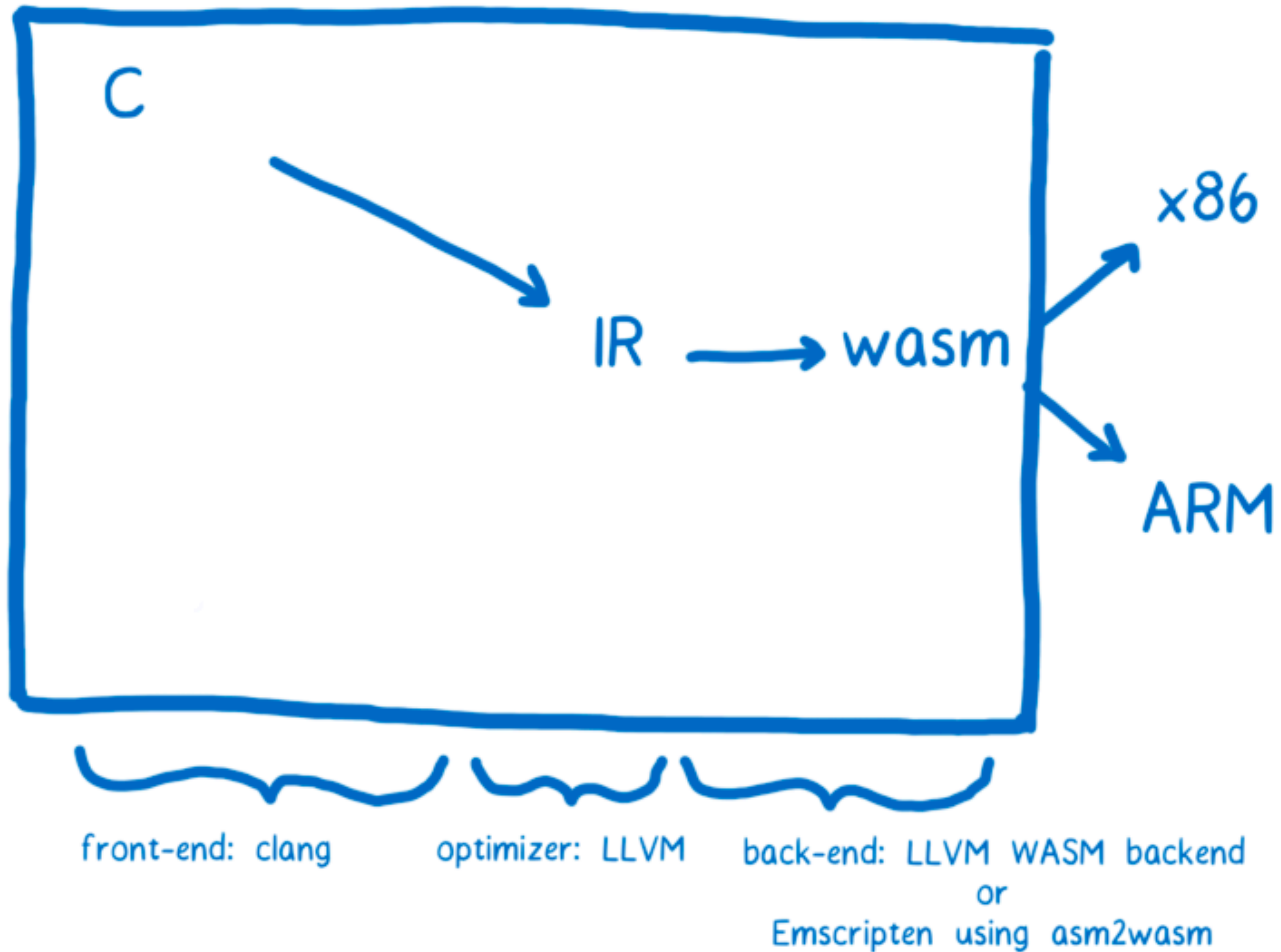
ARM

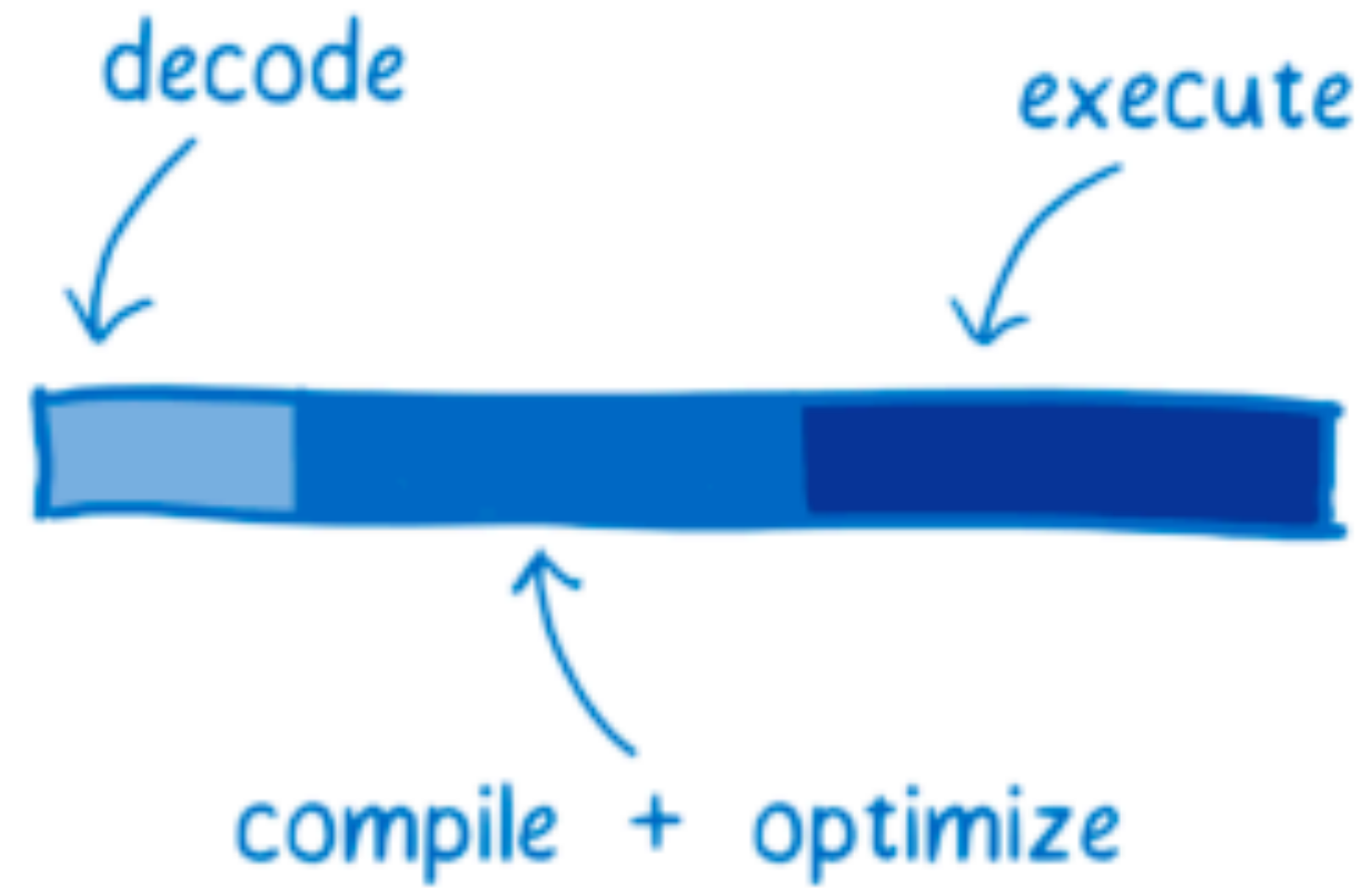
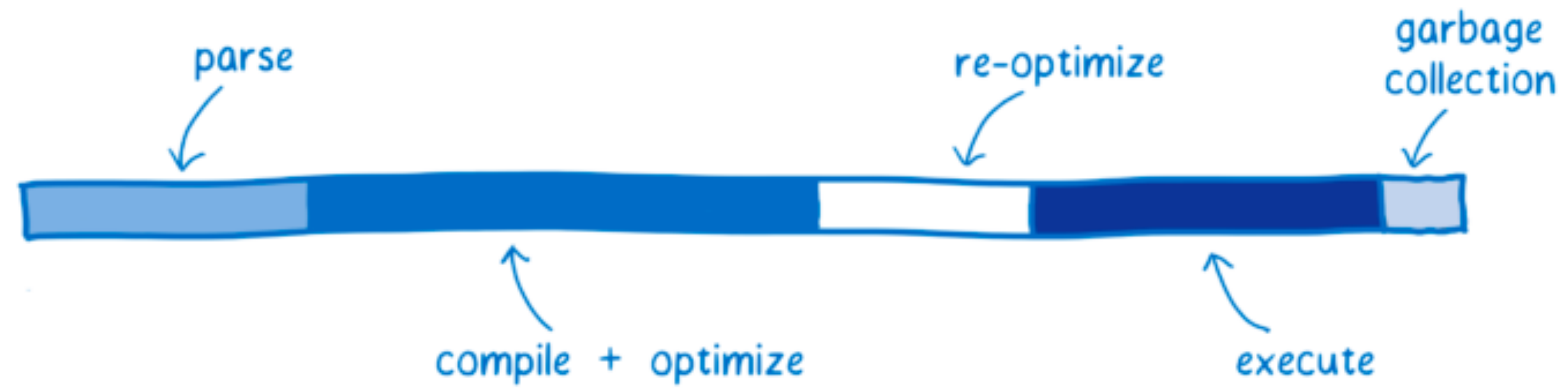






# Compiler toolchain





why?

Developers want to  
**build stuff.**  
And we want to make  
**the rules.**

(And then break them)

**Build frameworks.**





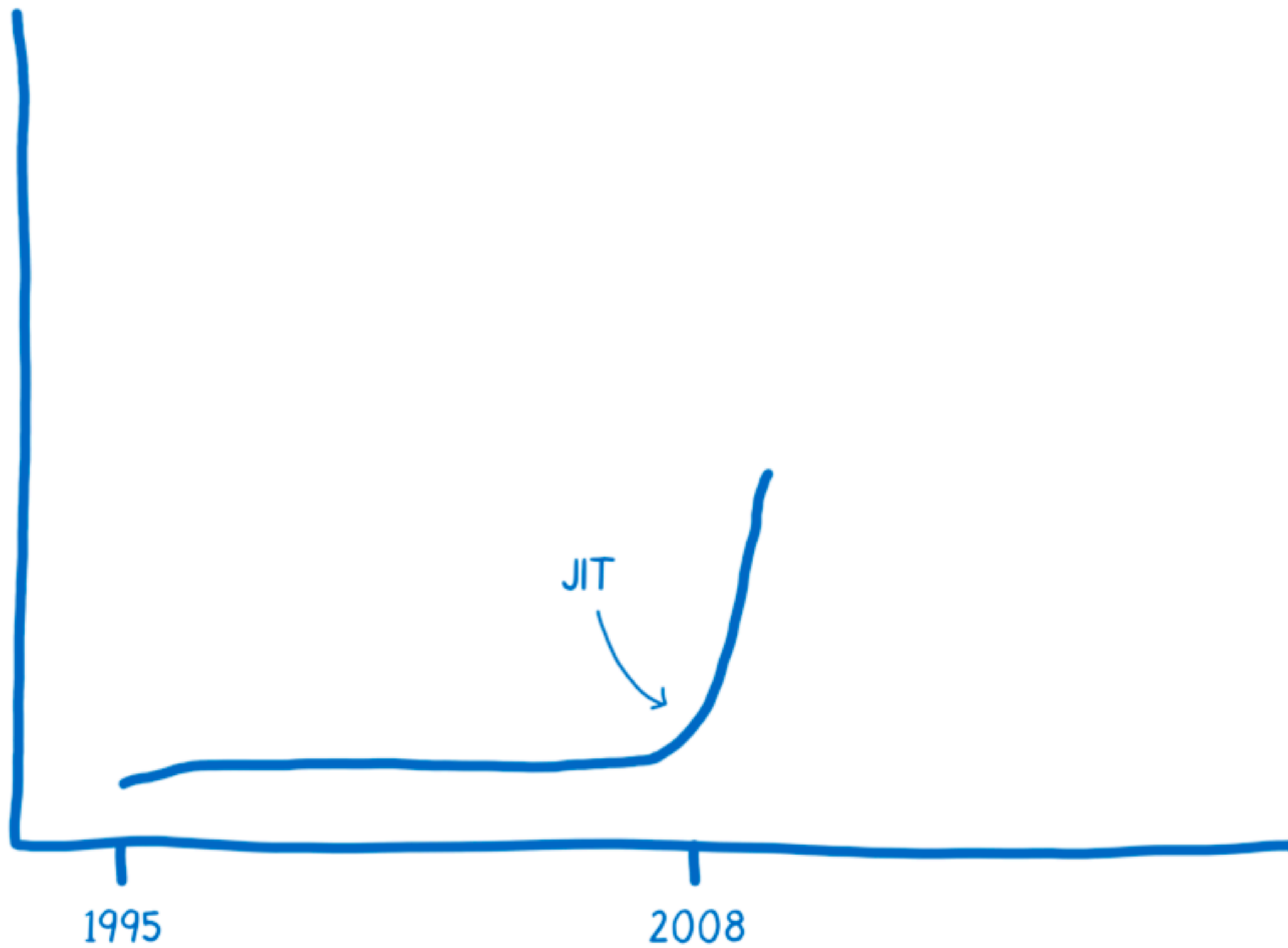
**Build lots of frameworks.**

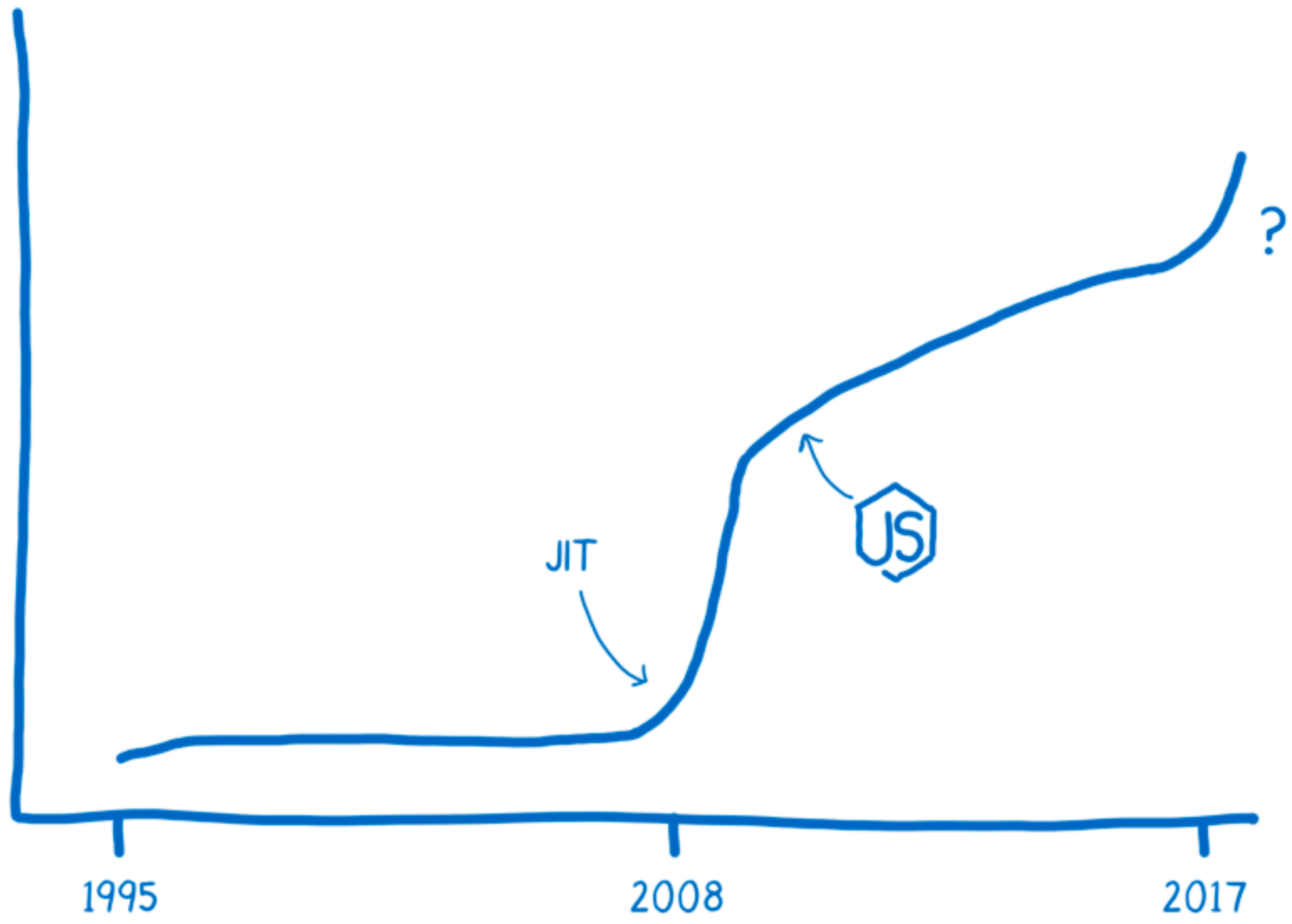


React is quite **big**



**Faster.** ⚡





## Typing Instructions

$$C \vdash e^* : tf$$

$$\begin{array}{c}
\overline{C \vdash t.\mathbf{const} \ c : \epsilon \rightarrow t} \quad \overline{C \vdash t.\mathbf{unop} : t \rightarrow t} \quad \overline{C \vdash t.\mathbf{binop} : t \ t \rightarrow t} \quad \overline{C \vdash t.\mathbf{testop} : t \rightarrow \text{i32}} \quad \overline{C \vdash t.\mathbf{relop} : t \ t \rightarrow \text{i32}} \\
\frac{t_1 \neq t_2 \quad sx^? = \epsilon \Leftrightarrow (t_1 = \mathbf{in} \wedge t_2 = \mathbf{in}' \wedge |t_1| < |t_2|) \vee (t_1 = \mathbf{fn} \wedge t_2 = \mathbf{fn}')}{C \vdash t_1.\mathbf{convert} \ t_2.sx^? : t_2 \rightarrow t_1} \quad \frac{t_1 \neq t_2 \quad |t_1| = |t_2|}{C \vdash t_1.\mathbf{reinterpret} \ t_2 : t_2 \rightarrow t_1} \\
\\
\overline{C \vdash \mathbf{unreachable} : t_1^* \rightarrow t_2^*} \quad \overline{C \vdash \mathbf{nop} : \epsilon \rightarrow \epsilon} \quad \overline{C \vdash \mathbf{drop} : t \rightarrow \epsilon} \quad \overline{C \vdash \mathbf{select} : t \ t \ \text{i32} \rightarrow t} \\
\frac{tf = t_1^n \rightarrow t_2^m \quad C, \text{label}(t_2^m) \vdash e^* : tf}{C \vdash \mathbf{block} \ tf \ e^* \ \mathbf{end} : tf} \quad \frac{tf = t_1^n \rightarrow t_2^m \quad C, \text{label}(t_1^n) \vdash e^* : tf}{C \vdash \mathbf{loop} \ tf \ e^* \ \mathbf{end} : tf} \\
\frac{tf = t_1^n \rightarrow t_2^m \quad C, \text{label}(t_2^m) \vdash e_1^* : tf \quad C, \text{label}(t_2^m) \vdash e_2^* : tf}{C \vdash \mathbf{if} \ tf \ e_1^* \ \mathbf{else} \ e_2^* \ \mathbf{end} : t_1^n \ \text{i32} \rightarrow t_2^m} \\
\\
\frac{C_{\text{label}}(i) = t^*}{C \vdash \mathbf{br} \ i : t_1^* \ t^* \rightarrow t_2^*} \quad \frac{C_{\text{label}}(i) = t^*}{C \vdash \mathbf{br\_if} \ i : t^* \ \text{i32} \rightarrow t^*} \quad \frac{(C_{\text{label}}(i) = t^*)^+}{C \vdash \mathbf{br\_table} \ i^+ : t_1^* \ t^* \ \text{i32} \rightarrow t_2^*} \\
\frac{C_{\text{return}} = t^*}{C \vdash \mathbf{return} : t_1^* \ t^* \rightarrow t_2^*} \quad \frac{C_{\text{func}}(i) = tf}{C \vdash \mathbf{call} \ i : tf} \quad \frac{tf = t_1^* \rightarrow t_2^* \quad C_{\text{table}} = n}{C \vdash \mathbf{call\_indirect} \ tf : t_1^* \ \text{i32} \rightarrow t_2^*} \\
\\
\frac{C_{\text{local}}(i) = t}{C \vdash \mathbf{get\_local} \ i : \epsilon \rightarrow t} \quad \frac{C_{\text{local}}(i) = t}{C \vdash \mathbf{set\_local} \ i : t \rightarrow \epsilon} \quad \frac{C_{\text{local}}(i) = t}{C \vdash \mathbf{tee\_local} \ i : t \rightarrow t} \quad \frac{C_{\text{global}}(i) = \text{mut}^? \ t}{C \vdash \mathbf{get\_global} \ i : \epsilon \rightarrow t} \quad \frac{C_{\text{global}}(i) = \text{mut} \ t}{C \vdash \mathbf{set\_global} \ i : t \rightarrow \epsilon} \\
\\
\frac{C_{\text{memory}} = n \quad 2^a \leq (|tp| <)^? |t| \quad (tp.sz)^? = \epsilon \vee t = \mathbf{im}}{C \vdash t.\mathbf{load} \ (tp.sz)^? \ a \ o : \text{i32} \rightarrow t} \quad \frac{C_{\text{memory}} = n \quad 2^a \leq (|tp| <)^? |t| \quad tp^? = \epsilon \vee t = \mathbf{im}}{C \vdash t.\mathbf{store} \ tp^? \ a \ o : \text{i32} \ t \rightarrow \epsilon} \\
\\
\frac{C_{\text{memory}} = n}{C \vdash \mathbf{current\_memory} : \epsilon \rightarrow \text{i32}} \quad \frac{C_{\text{memory}} = n}{C \vdash \mathbf{grow\_memory} : \text{i32} \rightarrow \text{i32}} \\
\\
\frac{}{C \vdash \epsilon : \epsilon \rightarrow \epsilon} \quad \frac{C \vdash e_1^* : t_1^* \rightarrow t_2^* \quad C \vdash e_2 : t_2^* \rightarrow t_3^*}{C \vdash e_1^* \ e_2 : t_1^* \rightarrow t_3^*} \quad \frac{C \vdash e^* : t_1^* \rightarrow t_2^*}{C \vdash e^* : t^* \ t_1^* \rightarrow t^* \ t_2^*}
\end{array}$$

## Typing Modules

$$\begin{array}{c}
\frac{tf = t_1^* \rightarrow t_2^* \quad C, \text{local } t_1^* \ t^*, \text{label}(t_2^*), \text{return}(t_2^*) \vdash e^* : \epsilon \rightarrow t_2^*}{C \vdash ex^* \ \mathbf{func} \ tf \ \mathbf{local} \ t^* \ e^* : ex^* \ tf} \quad \frac{tg = \text{mut}^? \ t \quad C \vdash e^* : \epsilon \rightarrow t \quad ex^* = \epsilon \vee tg = t}{C \vdash ex^* \ \mathbf{global} \ tg \ e^* : ex^* \ tg} \\
\\
\frac{(C_{\text{func}}(i) = tf)^n}{C \vdash ex^* \ \mathbf{table} \ n \ i^n : ex^* \ n} \quad \frac{}{C \vdash ex^* \ \mathbf{memory} \ n : ex^* \ n} \\
\\
\frac{}{C \vdash ex^* \ \mathbf{func} \ tf \ im : ex^* \ tf} \quad \frac{tg = t}{C \vdash ex^* \ \mathbf{global} \ tg \ im : ex^* \ tg} \quad \frac{}{C \vdash ex^* \ \mathbf{table} \ n \ im : ex^* \ n} \quad \frac{}{C \vdash ex^* \ \mathbf{memory} \ n \ im : ex^* \ n} \\
\\
\frac{(C \vdash f : ex_{\text{f}}^* \ tf)^* \quad (C_i \vdash glob_i : ex_{\text{g}}^* \ tg_i)_i^* \quad (C \vdash tab : ex_{\text{t}}^* \ n)^? \quad (C \vdash mem : ex_{\text{m}}^* \ n)^? \quad (C_i = \{\mathbf{global} \ tg^{i-1}\})_i^* \quad C = \{\mathbf{func} \ tf^*, \mathbf{global} \ tg^*, \mathbf{table} \ n^?, \mathbf{memory} \ n^?\}}{C \vdash \mathbf{module} \ f^* \ glob^* \ tab^? \ mem^?}
\end{array}$$

**The desktop is still  
moving to the web**



Collectie



Discord



Flow



Ghost



GitHub Desktop



GitKraken



Hyper



Insomnia



JIBO



Kap



Kitematic



Now



Nylas N1



Ramme



Simplenote



Slack



SvgSus



Visual Studio Co...



WebTorrent



WordPress.com

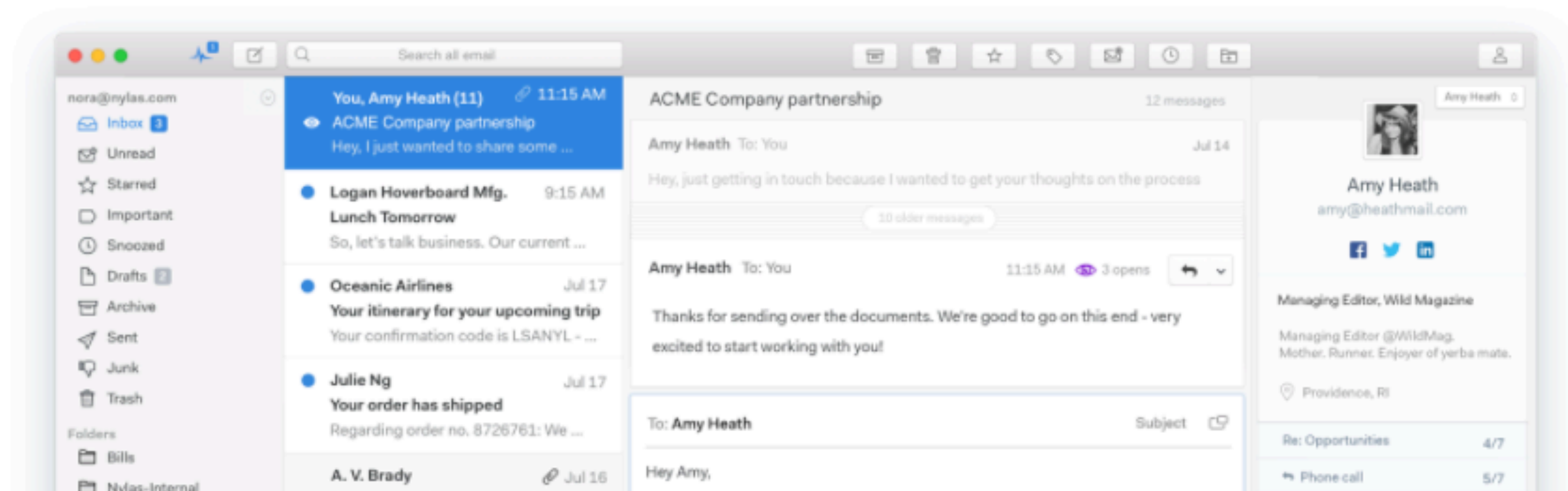




build passing build passing

**Leaving Nylas Mail? Mailspring is a new version by one of the original authors. It's faster, leaner, and shipping today!** Mailspring replaces the JavaScript mailsync code in Nylas Mail with a new C++ sync engine based on [Mailcore2](#). It uses roughly half the RAM and CPU of Nylas Mail and idles with almost zero "CPU Wakes", which translates to great battery life. A major overhaul of the package manager and dependency tree mean it launches faster too. You might not even notice it's an Electron app!

Mailspring is built on the modern web with [Electron](#), [React](#), and [Flux](#). It is designed to be extensible, so it's easy to create new experiences and workflows around email. Want to learn more? Check out the [full documentation](#).





new *C++* sync engine based on Mailcore2. It uses roughly *half the RAM and CPU* of Nylas Mail and idles with almost zero "CPU Wakes"

A major overhaul of the package manager and dependency tree mean it launches faster too. *You might not even notice it's an Electron app!*



Facebook  
iOS · Android

[Using React Native in the Facebook App](#)



Facebook Ads Manager  
iOS · Android

[How We Built the First Cross-Platform React Native App](#)



Instagram  
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[React Native at Instagram](#)



F8  
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[Tutorial: Building the F8 conference app](#)



Airbnb  
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Skype  
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Tesla  
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Walmart  
iOS · Android

[React Native at Walmart Labs](#)



Artsy  
iOS

[React Native at Artsy](#)



Baidu Mobile (手机百度)  
iOS · Android

[Baidu Mobile is a search engine used by over 600 million people in China](#)



Bloomberg  
iOS · Android

[How Bloomberg Used React Native to Develop its new Consumer App](#)



CBS Sports Franchise Football  
Android

[Award winning Fantasy Football league manager built with React Native](#)

**Service worker**

**Background sync**

**Web VR**

Async Iteration ESNext

In Development



CSS Font Display

In Development



File and Directory Entries API

In Development



Geometry Interfaces

In Development



Intersection Observer

In Development



Navigation Timing Level 2

In Development



Object rest/spread ESNext

In Development



Payment Request

In Development



Readable Streams Streams

In Development



Service Workers

In Development



Variation Fonts CSS Fonts Level 4

In Development



Web Audio

In Development



WebVR

In Development



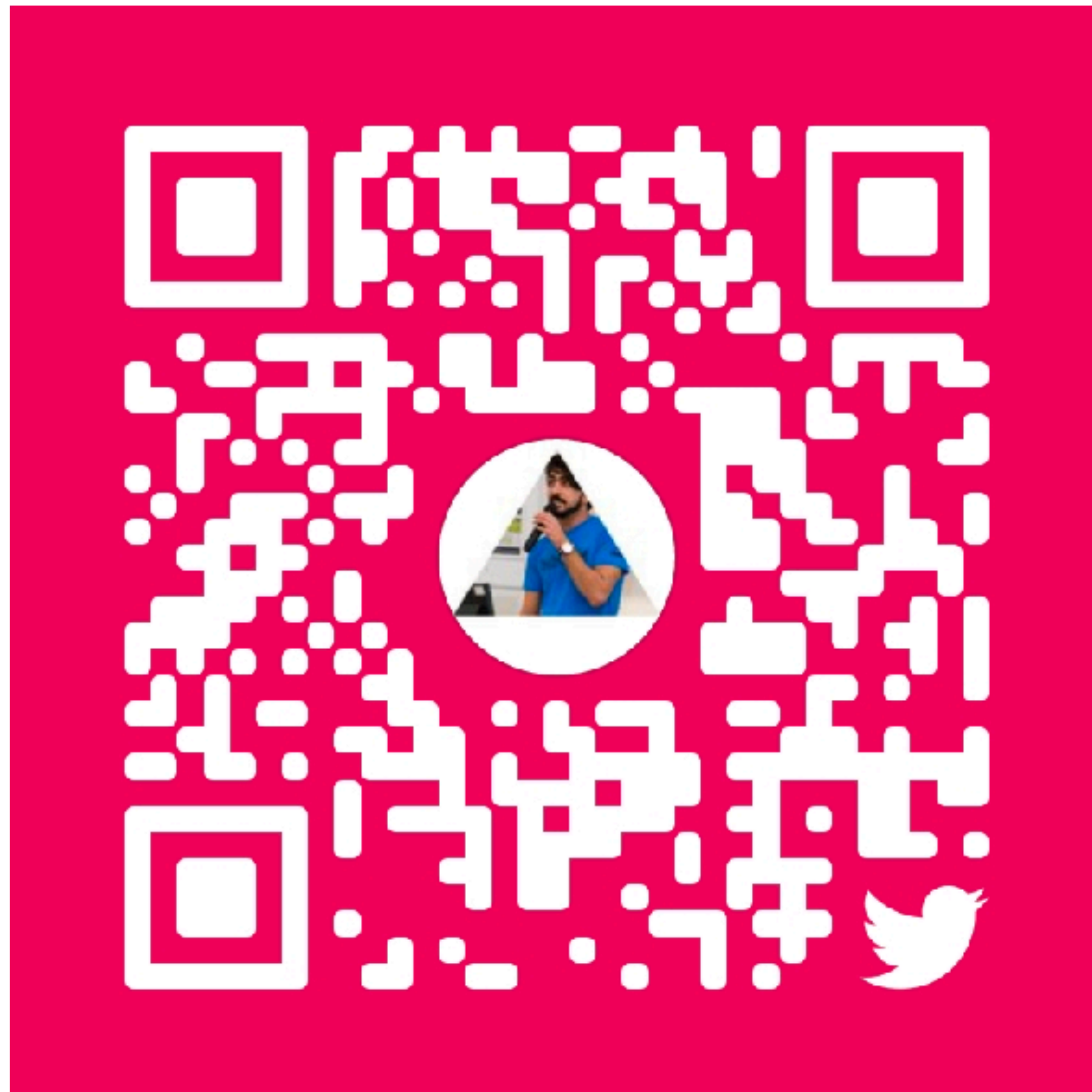
Conic Gradients	Under Consideration	✓
CSS Image Values and Replaced Content Module Level 4		
CSS Painting API Level 1	Under Consideration	✓
CSS Properties and Values API Level 1	Under Consideration	✓
CSS Rhythmic Sizing	Under Consideration	✓
CSS Text Decoration Level 4	Under Consideration	✓
ImageBitmap <small>HTML5</small>	Under Consideration	✓
requestIdleCallback	Under Consideration	✓
Scroll Anchoring	Under Consideration	✓
SVG in OpenType Fonts	Under Consideration	✓
ViewportAPI	Under Consideration	✓
Web Animations	Under Consideration	✓
Web App Manifest	Under Consideration	✓
Web Authentication	Under Consideration	✓
Web Share	Under Consideration	✓

**JS Can't keep  
up forever**



Let's C what

It can do



# Pandelisz

[github.com/pandelisz/slides](https://github.com/pandelisz/slides)

*[github.com/mbasso/awesome-wasm](https://github.com/mbasso/awesome-wasm)*

Sketches: Lin Clark

How v8 works: @AddyOsmani