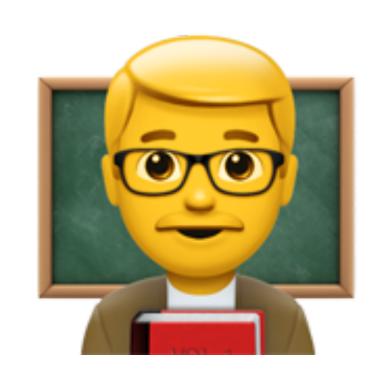


# Swift for WebAssembly

Steven Van Impe

## About



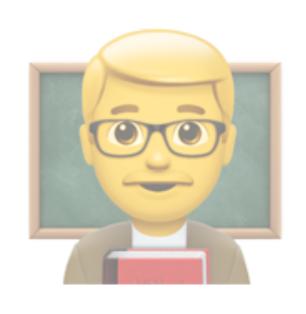




### Lecturer

**HOGENT University of Applied Sciences** 

## About



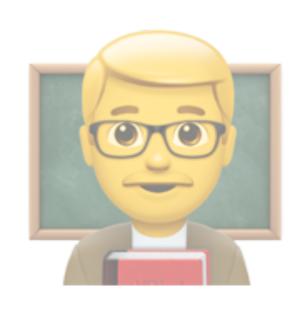




## Technical editor

Kodeco (Ray Wenderlich)

## About







## Contributor

Swift for Visual Studio Code Highlight.js

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## **Programming with Swift**

**Fundamentals** 

#### Latest posts



#### **Swift for Visual Studio Code**

Improving the developer experience of Swift on Linux and Windows

open source



#### Launching our first course

"Programming with Swift: Fundamentals" is our introductory programming course

courses



#### Contributing to Highlight.js

Better syntax highlighting for Swift in websites and documentation

open source



#### ServerSide.swift 2018

Server-side web apps with Kitura and Stencil

conferences

## PWS Academy

- Offer high-quality computer science courses
- Improve diversity and inclusion
- Introduce Swift as a teaching language in higher education
- Going forward, Swift needs better cross-platform support

pwsacademy.org



## What is WebAssembly?

WebAssembly (Wasm) is a binary instruction format for a stack-based virtual machine.

Wasm is designed as a portable compilation target for programming languages, enabling deployment on the web for client and server applications.

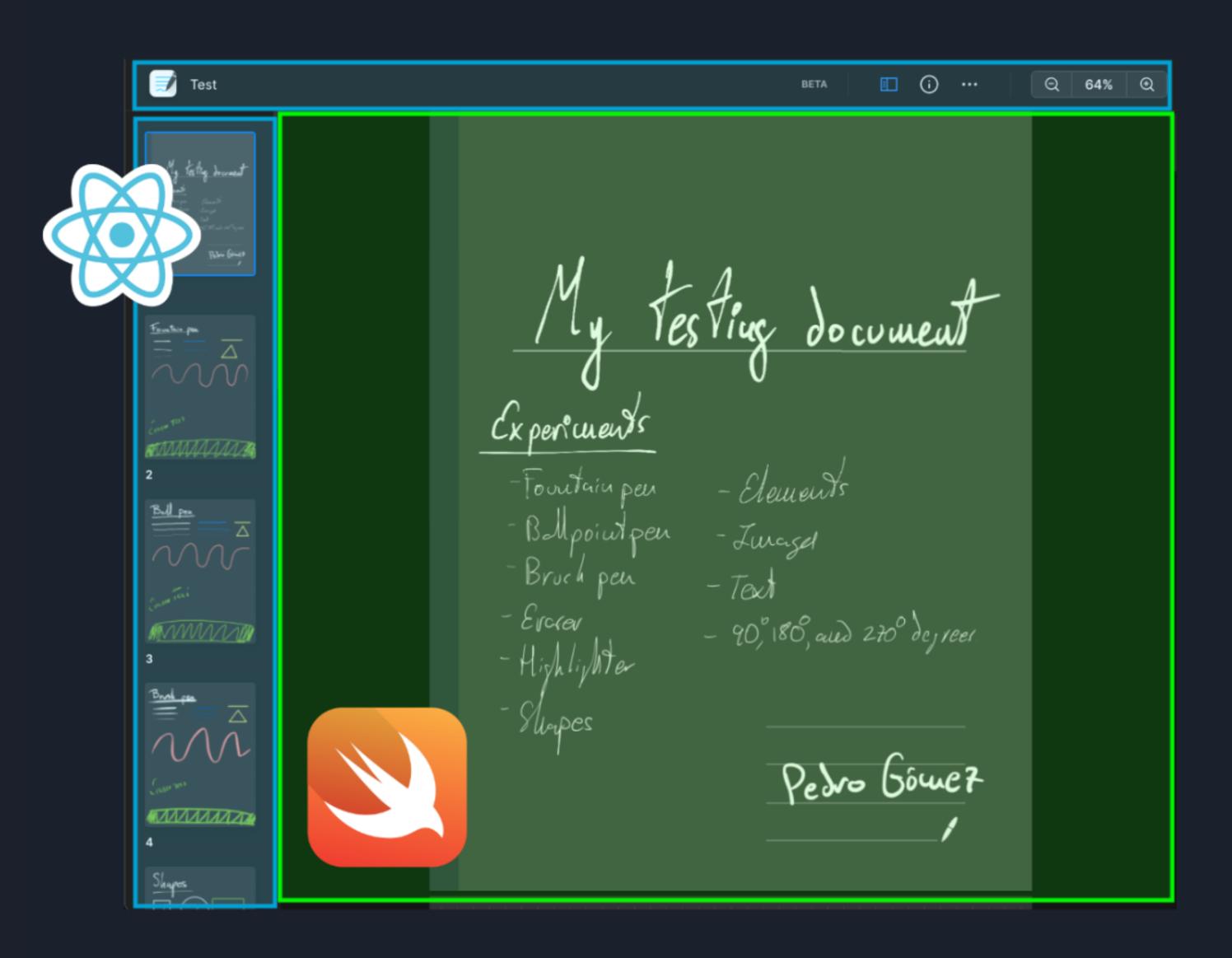
## What is WebAssembly?

- Portable compilation target
- Lightweight, memory-safe, sandboxed execution environment
- Supported by C++, Rust, Swift, ...
- Requires a runtime

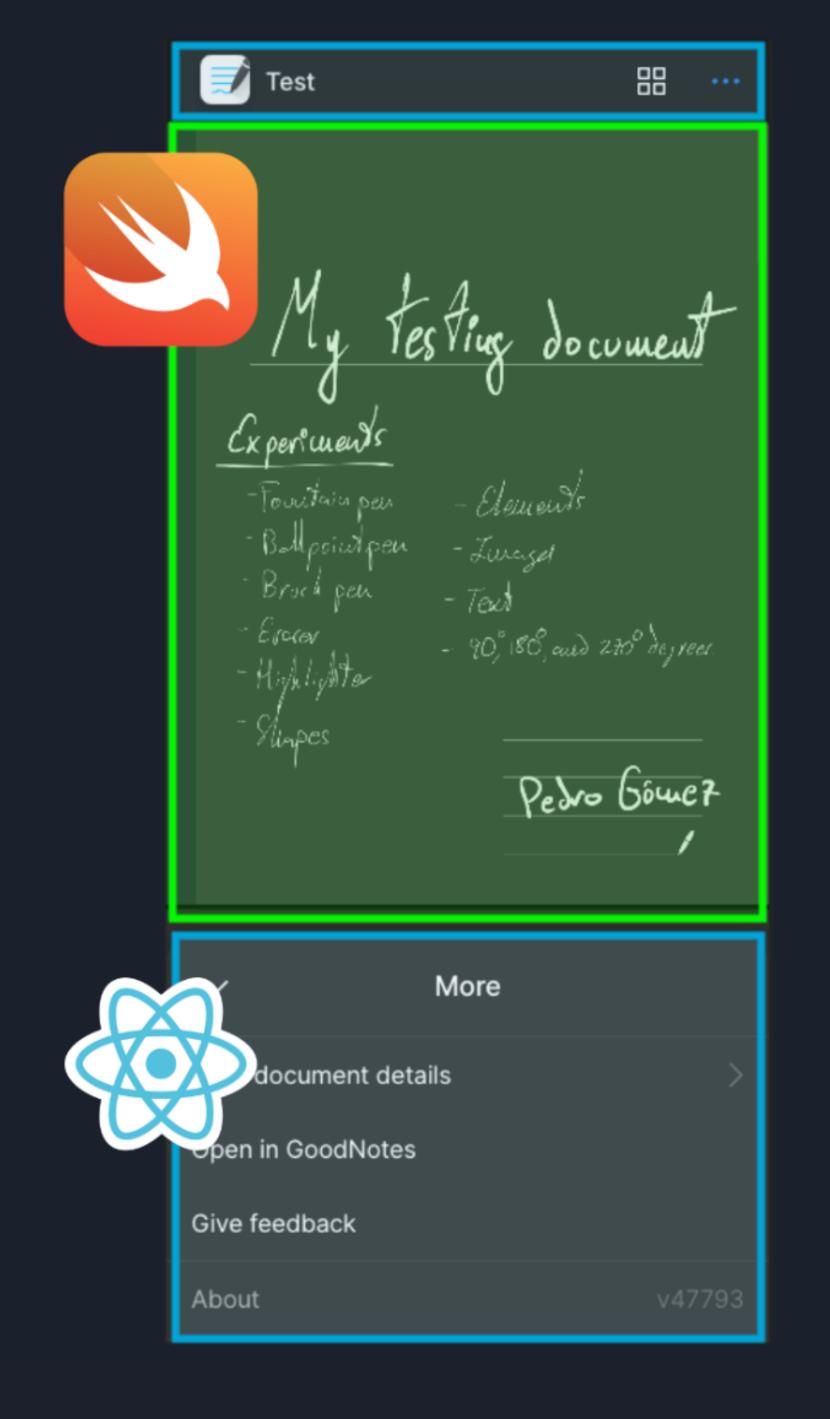
# Applications

1. Run Swift in a browser





https://vimeo.com/751290710



# Applications

- 1. Run Swift in a browser
- 2. Run Swift on a server

## Build & Deploy Server Side Swift

Swift Cloud is the fastest way to build and deploy server side Swift applications.

**Get Early Access** 

```
import Compute

description
import Compute

descripti
```

# Applications

- 1. Run Swift in a browser
- 2. Run Swift on a server
- 3. Load plug-ins

#### Building Swift Macros with WebAssembly

Project size: 350 hours

**Difficulty**: Intermediate

#### **Recommended skills**

- Basic proficiency in Swift, C++
- Interest in compilers and WebAssembly

#### **Description**

Swift macros are built as host programs that make use of the swift-syntax package to process Swift syntax and produce new syntax. One of the downsides of this approach is that the build process for each macro can take a significant amount of time, and pre-building macro binaries is complicated by the fact that the binaries need to be built for multiple host platforms (e.g., Linux, Windows, and macOS) and architectures (e.g., x86 and ARM). Moreover, macros are aggressively sandboxed to prevent errors in macros from affecting the Swift compiler itself.



# SwiftWasm

swiftwasm.org

## SwiftWasm

#### Toolchain

Compile Swift to WebAssembly

#### Carton

Build web apps with Swift

#### JavaScriptKit

Interact with JavaScript

#### WasmKit

Runtime written in Swift

# Enough slides We ned ...





## Final thoughts

#### Pros

- Great potential for Swift developers
- Worth considering can be production-ready

#### Cons

- WebAssembly 1.0 is rather limited
- Large binaries

# Coming soon

- Swift SDKs
- WASI Preview 2
  - Component Model
- Embedded mode







http://github.com/pwsacademy/swiftwasm-examples/



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