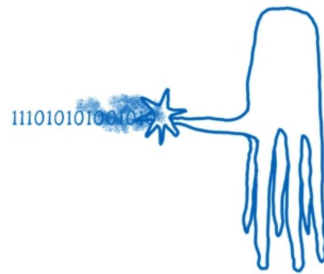
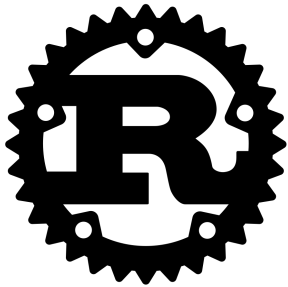


# Introduction to Wasm Virtual Machine & Block chain Rust Smart Contract



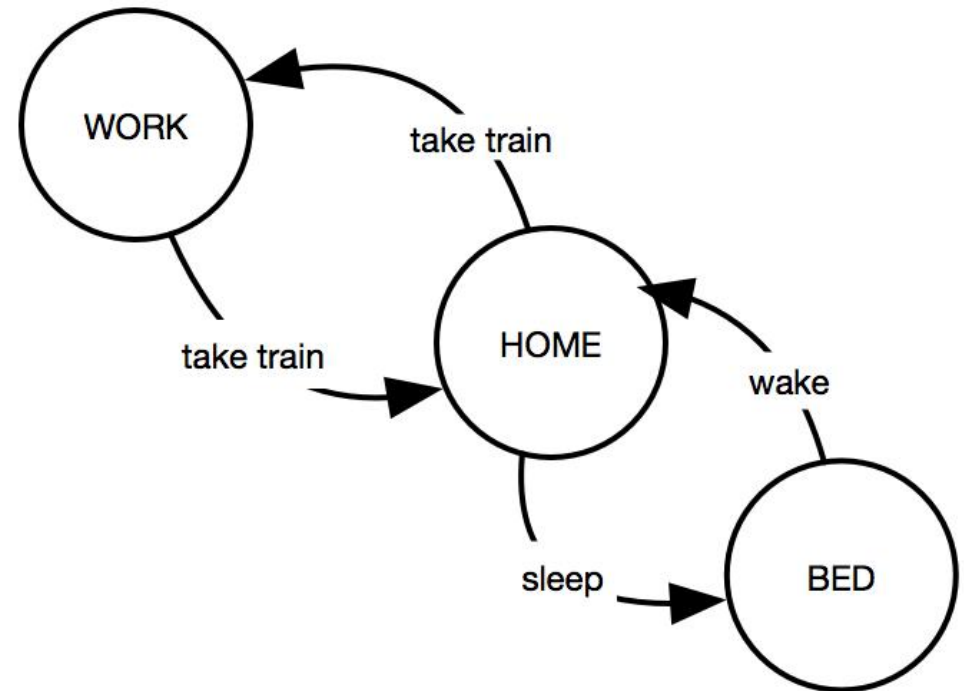
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# Outline

- Motivation(动机)
- WebAssembly(汇编)
- Why Wasm VM(选择)
- Communicate with machine(计算)
- Wasm Core specification(标准)
- Deploy && System check(部署)
- Block Chain Context && System call(调用)
- Toolchain (适配)
- Compile Options(编译)
- Binaryen Tool(工具)
- Utils && Resource

# Motivation(动机)

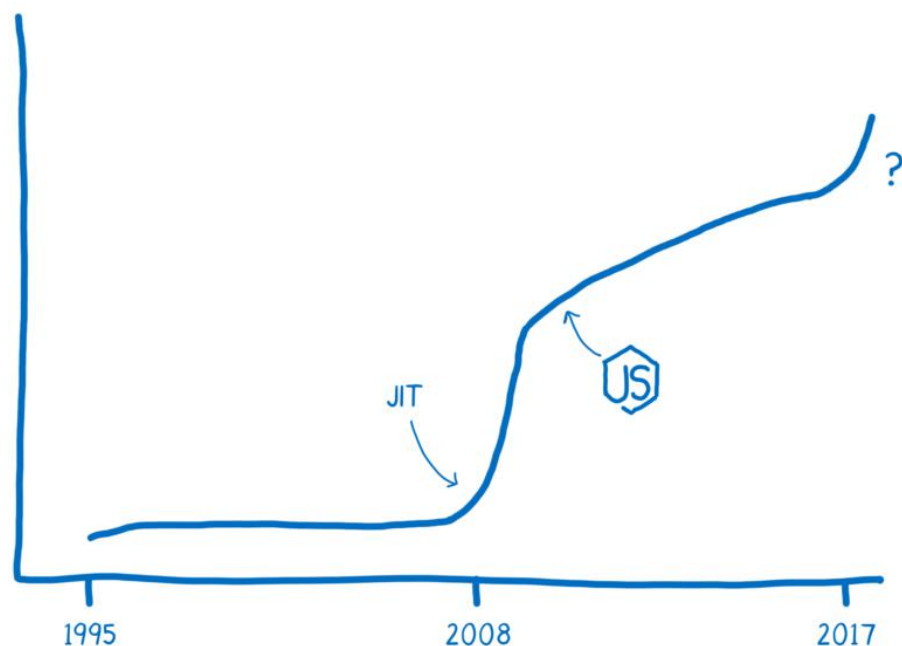
- \* Consensus
- Business Code For Users
  - execute business code
  - store data incontract
- Consistency For Block State Set
  - State Machine
    - deterministic** — whenever an output is triggered from the **same initial state and the same input, that output** will always be the same.
  - \*floating point number calculate
  - \*random factor
- Safety Sandbox For Node



state machine

# WebAssembly(汇编)

## A little performance history



WebAssembly is a way of taking code written in programming languages other than JavaScript and running that code in the browser.

C++11 -Os	COMPILE	Wat	ASSEMBLE	DOWNLOAD	Firefox x86 Assembly
<pre>1 int add(int a, int b) { 2   return a + b; 3 }</pre>		<pre>1 (module 2   (table 0 anyfunc) 3   (memory \$0 1) 4   (export "memory" (memory 5     \$0)) 6   (export "_Z3addii" (func 7     \$Z3addii)) 8   (func \$Z3addii (; 0 ;) (param 9     \$0 i32) (param \$1 i32) (result i32) 10    (i32.add (get_local \$1) (get_local \$0)) 11 ) 12 ) 13 )</pre>			<pre>1 wasm-function[0]: 2   sub rsp, 8 3   mov ecx, esi 4   mov eax, ecx 5   add eax, edi 6   nop 7   add rsp, 8 8   ret</pre>

# Why Wasm VM (选择)

- Hyperledger Fabric 1.0 VM
  - **chaincode**
    - **a docker container** Scenes for alliance blockchain
  - **Undeterministic** factor:
    - float point calculation
    - local time and other random refector
- EVM
  - **stack machine**
  - operation base on **256bit integer**
    - not efficiency, because most cpu and 64-bit and 32-bit, friendly for:
      - 8bit/16bit/32bit/64bit operand
  - lack of standar library
  - difficult to test and debug
- Eos Virtual Machine
  - **wasm virtual machine**
  - support float calculate
    - bacuase all super nodes use same type hardware

# Why wasm VM (选择)

- **Turing completeness**

- All computational problem can be solved
- Computational Problem:
  - representing a collection of questions that computers might be able to solve.

a instruct sets: include jump(conditional and unconditional)

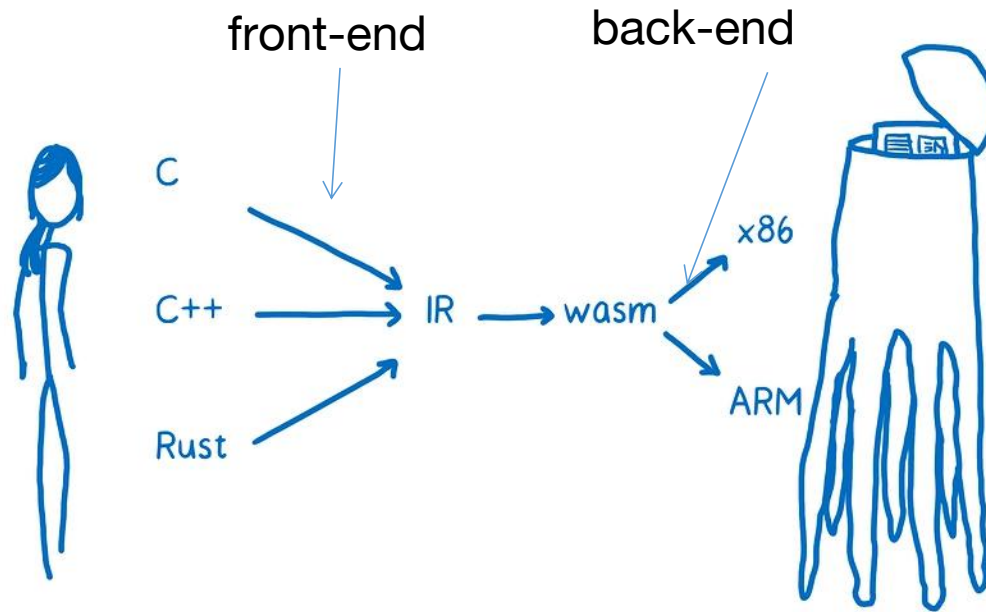
**X** bitcoin script(no exist instruct jump,loop)

● chaincode、 solidity、 eos wasm code

- Wasm Design Goals:

- Fast
- Well-defined
- **Safe**: sandboxed environment
- Hardware-independent
- Language-independent
- Open:programs can **interoperate** with their environment in a simple and universal manner.

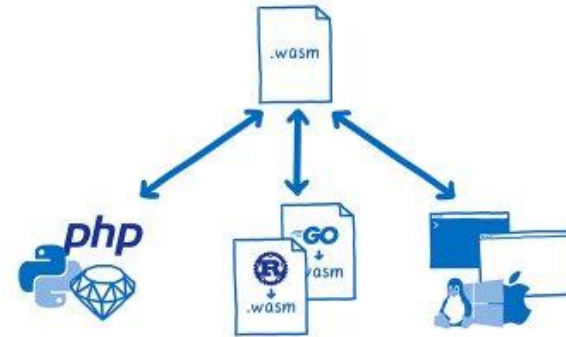
# Communicate with machine (交互)



High level programming language  
(friendly to humans)

Byte code  
(friendly to machine)

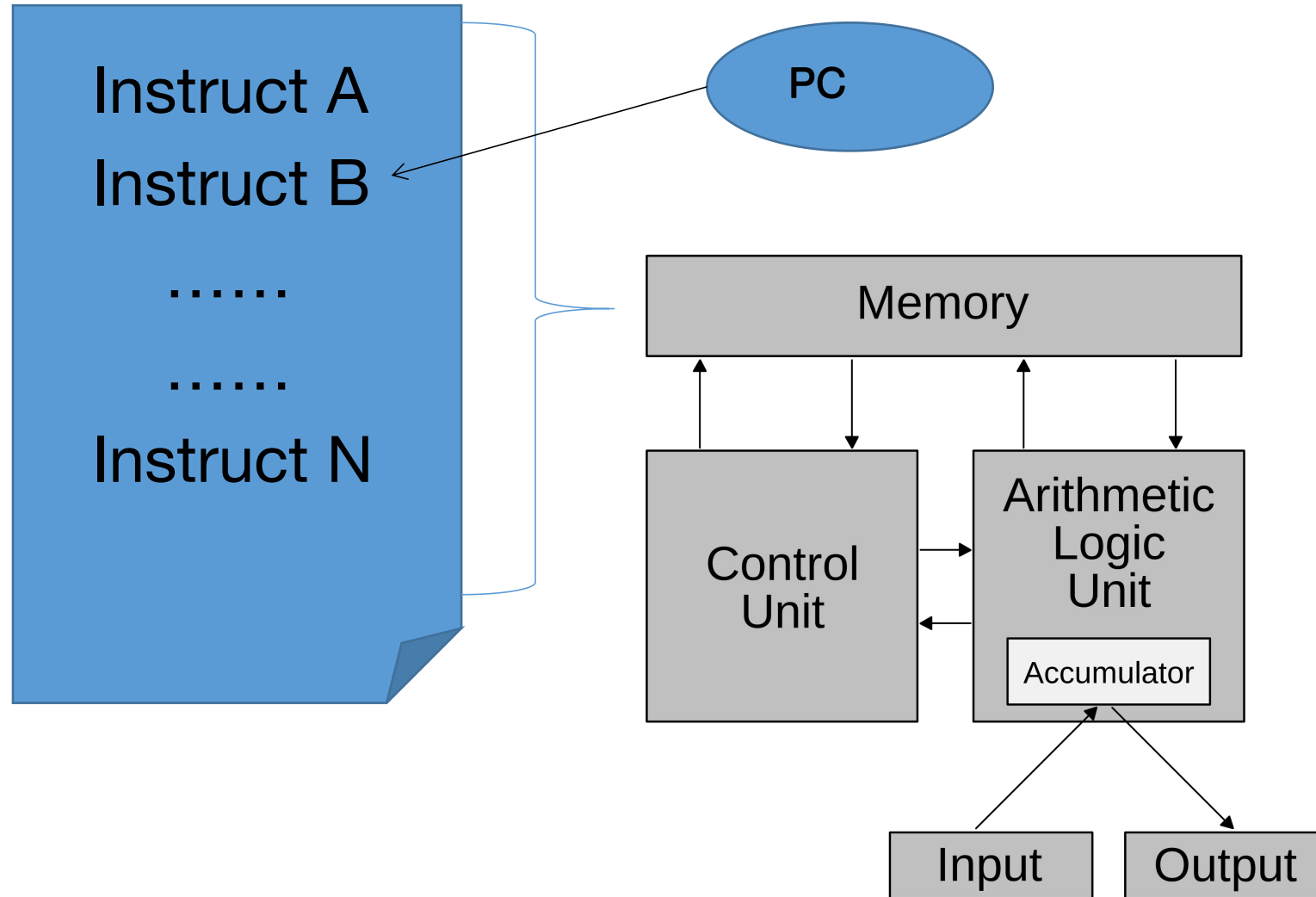
WebAssembly Interface Types  
Interoperate with ALL THE THINGS!



virtual machine implement by soft ware which different  
from:

x86、i386、ARM cpu

# Communicate with machine (交互)



Von Neumann architecture



# Wasm Core specification (核心标准)

- Runtime Structure:
  - **memory instance**
  - globals
  - **function Instances**
  - **stack**
  - **External Values**
    - \*function instance
    - globals
  - result
  - .....

- compiled function instance and execute context
- compiled function ::= 

```
{
    code
    .....
    args
    returns
    is imported
    name
}
```
- execute context ::= 

```
{
    stack
    locals
    code
    pc
    current function
}
```

# Wasm Core specification (核心标准)

Virtual machine content and  
Execute Enviroment

- VM ::= 

```
{
    context
    globals
    memory
    .....
    ExecuteEngine
}
```
- ExecuteEngine ::= 

```
{
    account of contract;
    serialized args;
    contract reference;
    wasm import functions
    resource policy
    result slot
}
```

# Wasm Core specification (核心标准)

- Execution
  - Stack Based Virtual Machines:
    - Compiler convert high level language to native code
    - different from Register Based Machines
  - Operand and operators:
    - example:
      - i32.add: [i32 i32] -> [i32]
    - Instructions:
      - Numeric、Parametric、Variable、Memory、Control、Blocks、Function Calls
- basic data types:
  - 32-bit ;64-bit interger
  - 32-bit ;64-bit float point(forbid)
- Linear memory module
  - mutable array of raw bytes
  - can be grown dynamically
  - load and store values from/to a linear memory at any byte address

# Deploy && System check (部署及调用检查)

- Deploy
  - validate check
- Invoke:
  - like EOS:
    - count net usage:
    - cpu:
    - ram:
  - like Ethereum:
    - gas

# Block Chain Context && System call

## (区块链上下文&&虚拟机系统调用)

- input params&&return value
  - handle storage
  - get contract information
  - get blockchain information
  - timestamp
  - .....
- utils:
    - convert function
    - hash function
    - .....
  - Sand box with fix api

# Toolchain

## (合约开发工具链)

- Chain Specification
  - Serialize && deserialize params
  - Serialize && deserialize core data types
    - block、tx、action.....
  - Auto generate Eventlog
  - Generate abi
  - API to interate with virtual machine
- Virtual Machine system API
  - fetch input,return output
  - assertion && abort
  - basic Cryptographic function:
    - base58
    - sha256
    - .....
  - \*debug

- API for Interact with Block chain context:
  - event log
  - call contract
  - handle state set
  - authority
  - chain data
  - contract message
  - get pseudo random number
  - get current time

# Compile Options(编译)

- Install Rust nightly toolchain:
  - `$rustup install nightly-2018-11-12`
- Install ``wasm32-unknown-unknown`` target:
  - `$rustup target add wasm32-unknown-unknown`
- Use nightly toolchain
  - `$rustup default nightly`
- crate type(Compile as a dynamic link):
  - `crate-type = ["cdylib"]`
- add ``#[no_mangle]`` for entry function

# Utils && Resource

- Core Specification
  - <https://webassembly.github.io/spec/core/bikeshed/index.html>
- Online compiler
  - <http://mbebenita.github.io/WasmExplorer/>
- compiler and toolchain infrastructure library for WebAssembly
  - <https://github.com/WebAssembly/binaryen>
    - (checkout tag . . . ) convert wasm2wat; wat2wasm; wasm2c; wasm2js.....
- Rust-Wasm Example:
  - <https://github.com/paritytech/pwasm-tutorial>
- Virtual Machine:
  - <https://github.com/go-interpreter/wagon>
  - Browser
  - <https://github.com/perlin-network/life>
  - <https://github.com/wasmerio/wasmer>



Thanks