

How WebAssembly is changing the Web and what it means for you

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WebAssembly (WASM) is compiler
target for programs on the Web

```
C:\wasm>type index.c
```

```
#include <stdio.h>
```

```
int main(void) {  
    printf("Hello, cool people!\n");  
    return 0;  
}
```

```
C:\wasm>clang index.c
```

```
C:\wasm>a.exe
```

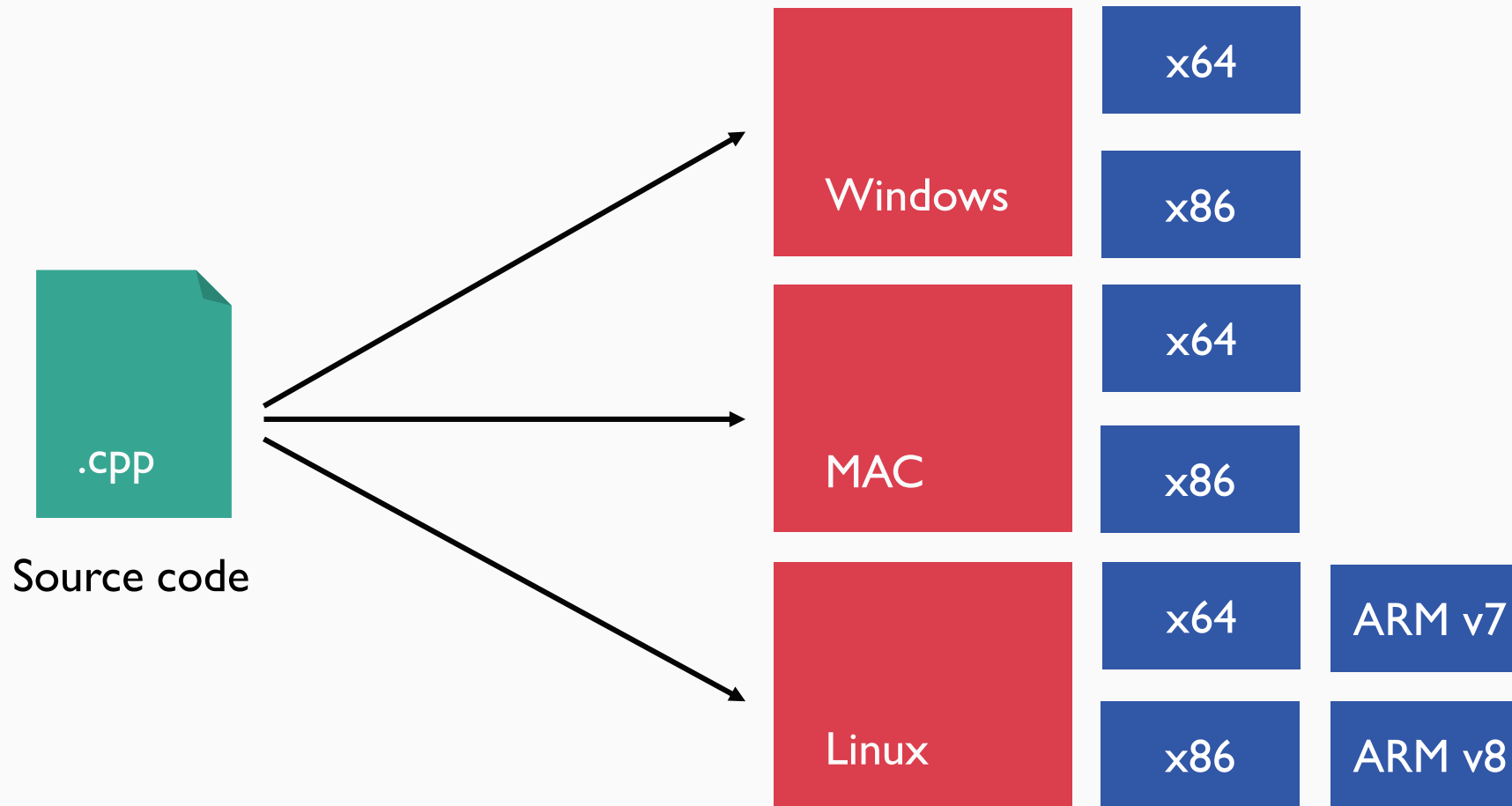
```
Hello, cool people!
```

```
C:\wasm>emcc -o a.js index.c
```

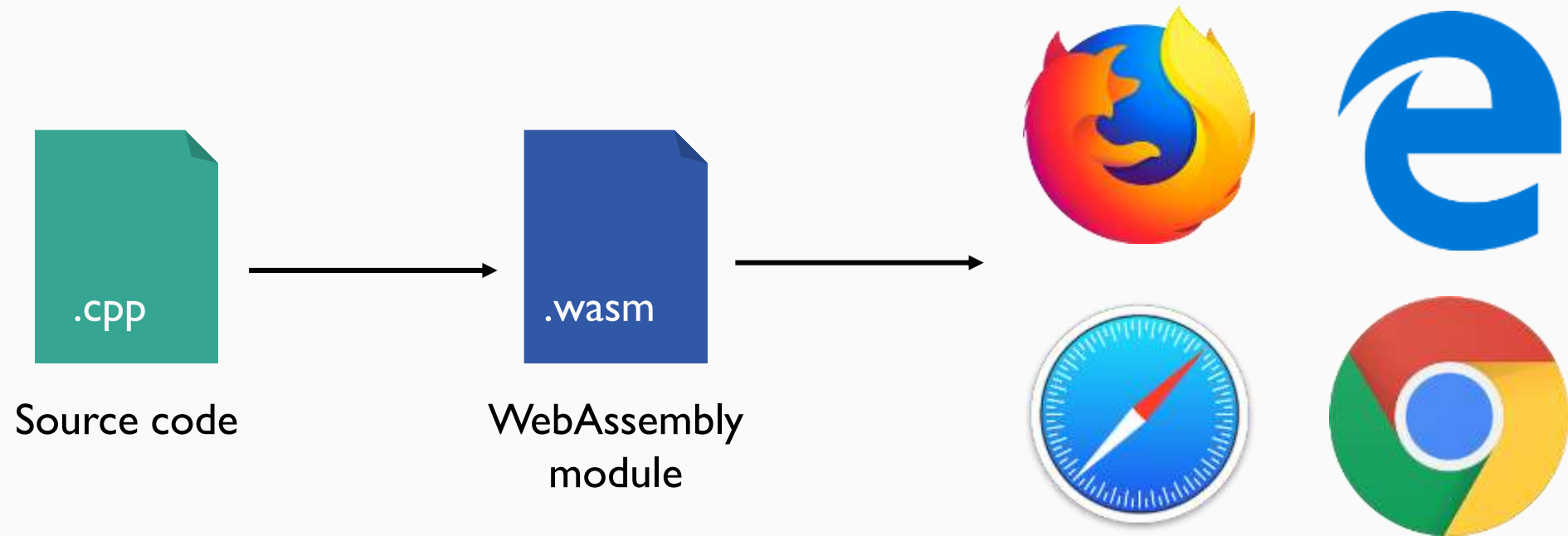
```
C:\wasm>node a.js
```

```
Hello, cool people!
```

Traditional multi-target compilation



Multi-target compilation with WebAssembly



```
function add(a, b) {  
  return a + b;  
}
```

```
> add(2, 3)
```

```
< 5
```

```
> add("a", 5)
```

```
< "a5"
```

```
> add("a", null)
```

```
< "anull"
```

```
> add(5, {})
```

```
< "5[object Object]"
```

```
> add({}, "a")
```

```
< "[object Object]a"
```

```
> add("a")
```

```
< "aundefined"
```

> '7' - 3

< 4

weak typing, implicit conversion

> '7' + 3

< "73"

...not really consistent

> '7' - '3'

< 4

string - string = number ?

> 7 + '3'

< "73"

"+" is for concatenation

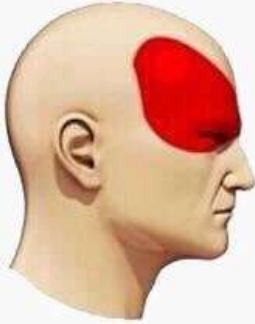
> 7 + + '3'

< 10

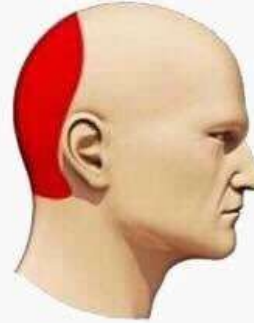
"++" is for addition ?

Types of Headaches

Migraine



Hypertension



Stress



JavaScript



WebAssembly is a typed language

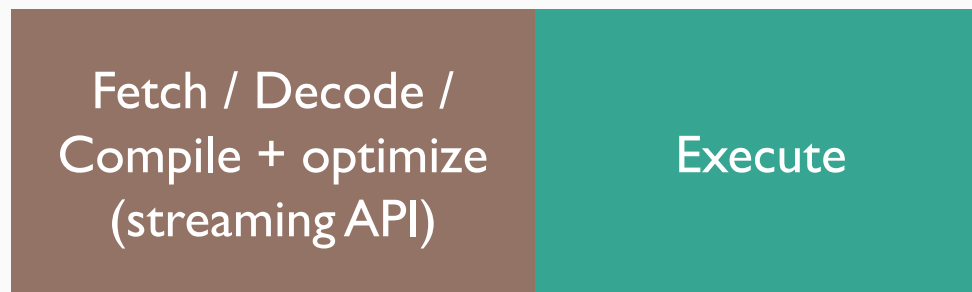
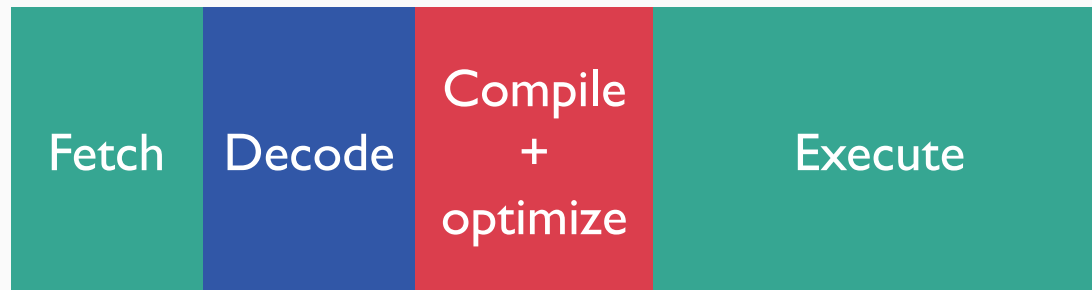
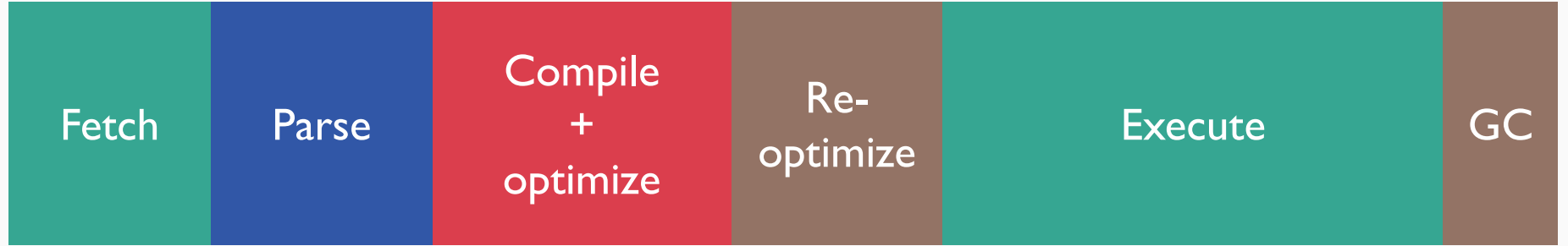
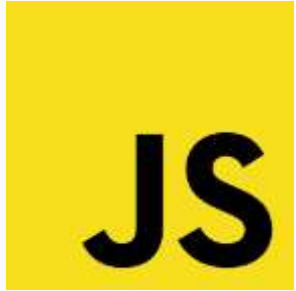
It supports 32 and 64-bit integers (i32, i64) and floating points (f32, f64)

Binary representation (.wasm)

```
0061 736d 0100 0000 0187 8080 8000 0160
027f 7f01 7f03 8280 8080 0001 0004 8480
8080 0001 7000 0005 8380 8080 0001 0001
0681 8080 8000 0007 9080 8080 0002 066d
656d 6f72 7902 0003 6164 6400 000a 8d80
8080 0001 8780 8080 0000 2001 2000 6a0b
```

Textual representation (.wat)

```
(module
  (table 0 anyfunc)
  (memory $0 1)
  (export "memory" (memory $0))
  (export "add" (func $add))
  (func $add (; 0 ;) (param $0 i32) (param $1 i32) (result i32)
    (i32.add
      (get_local $1)
      (get_local $0)
    )
  )
)
```



WebAssembly provides consistent,
predictable performance

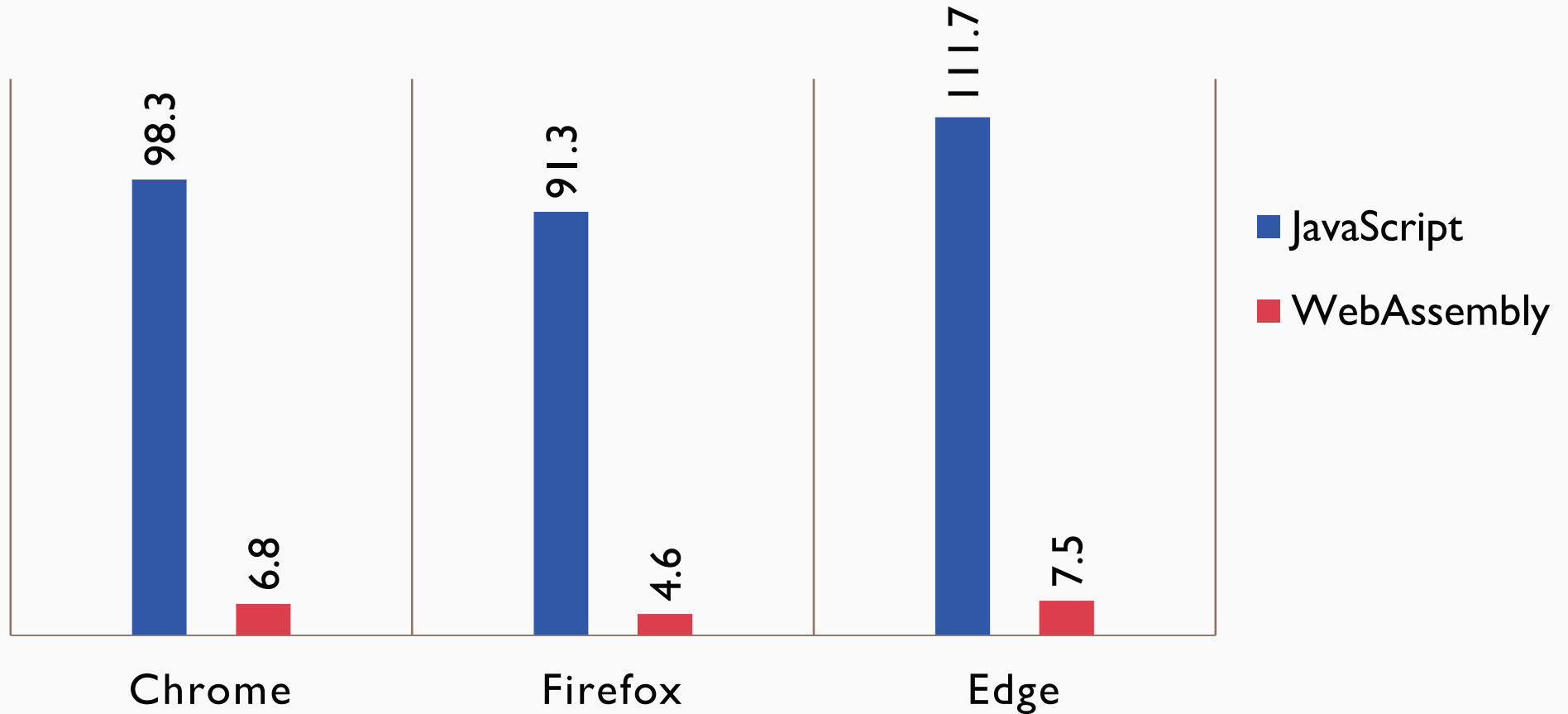


3D animation performance

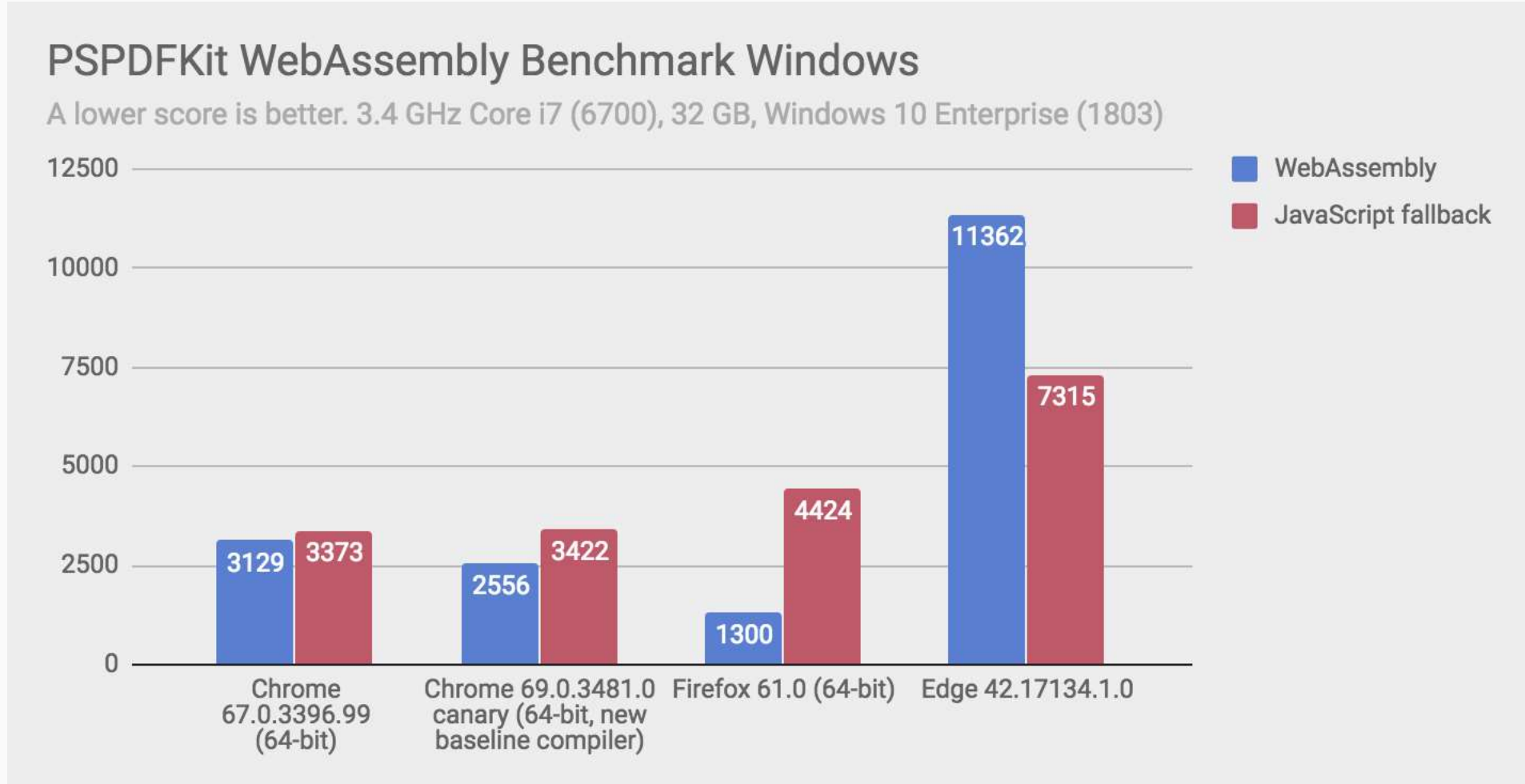
<https://github.com/sessamekesh/wasm-3d-animation-demo>

Performance comparison

Average animation time (ms)



A real-world WebAssembly benchmark



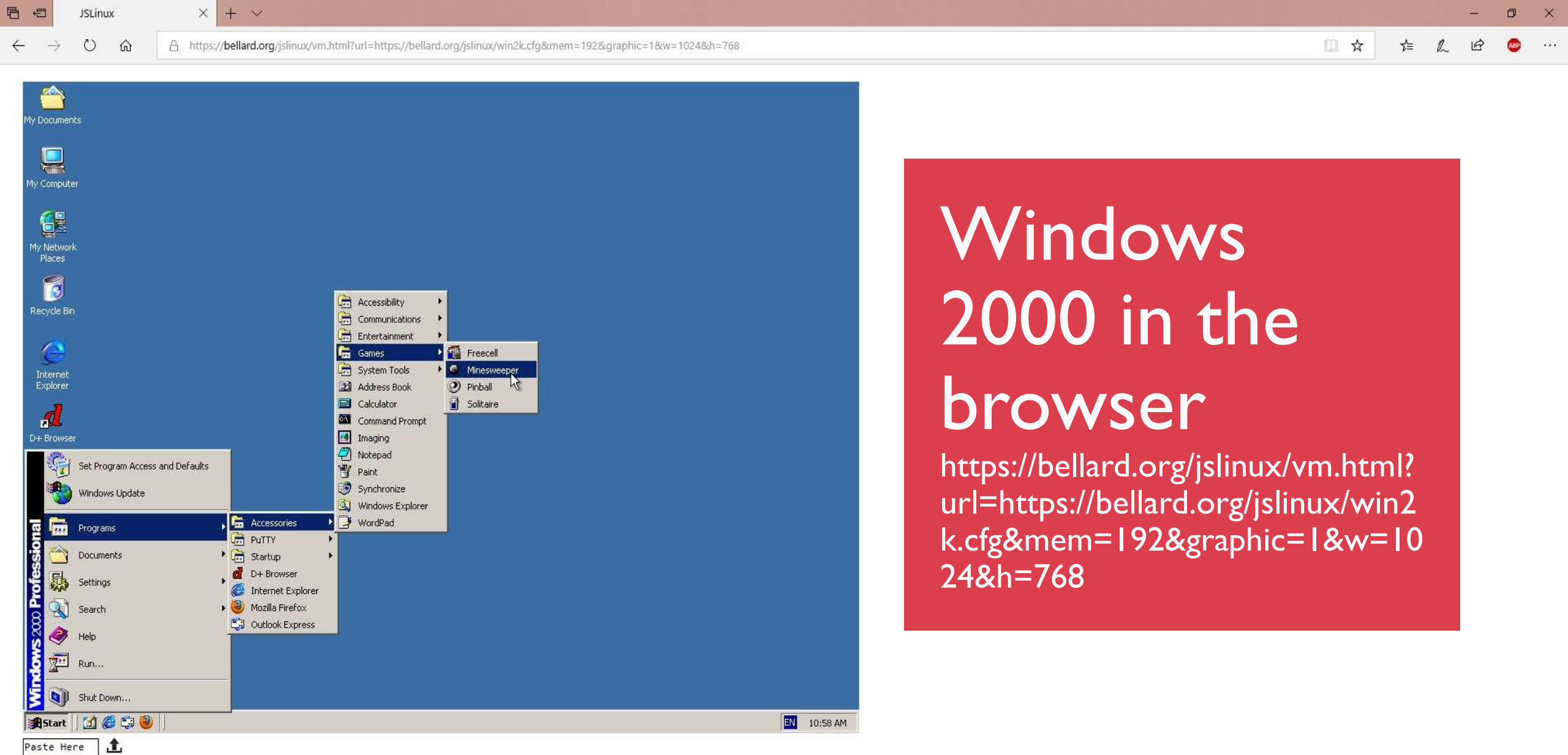


The Adobe Flash plugin has crashed.
[Send crash report](#)

Reusing code on the Web

WebAssembly enables code reusability
between native and Web

What can we do with WebAssembly?



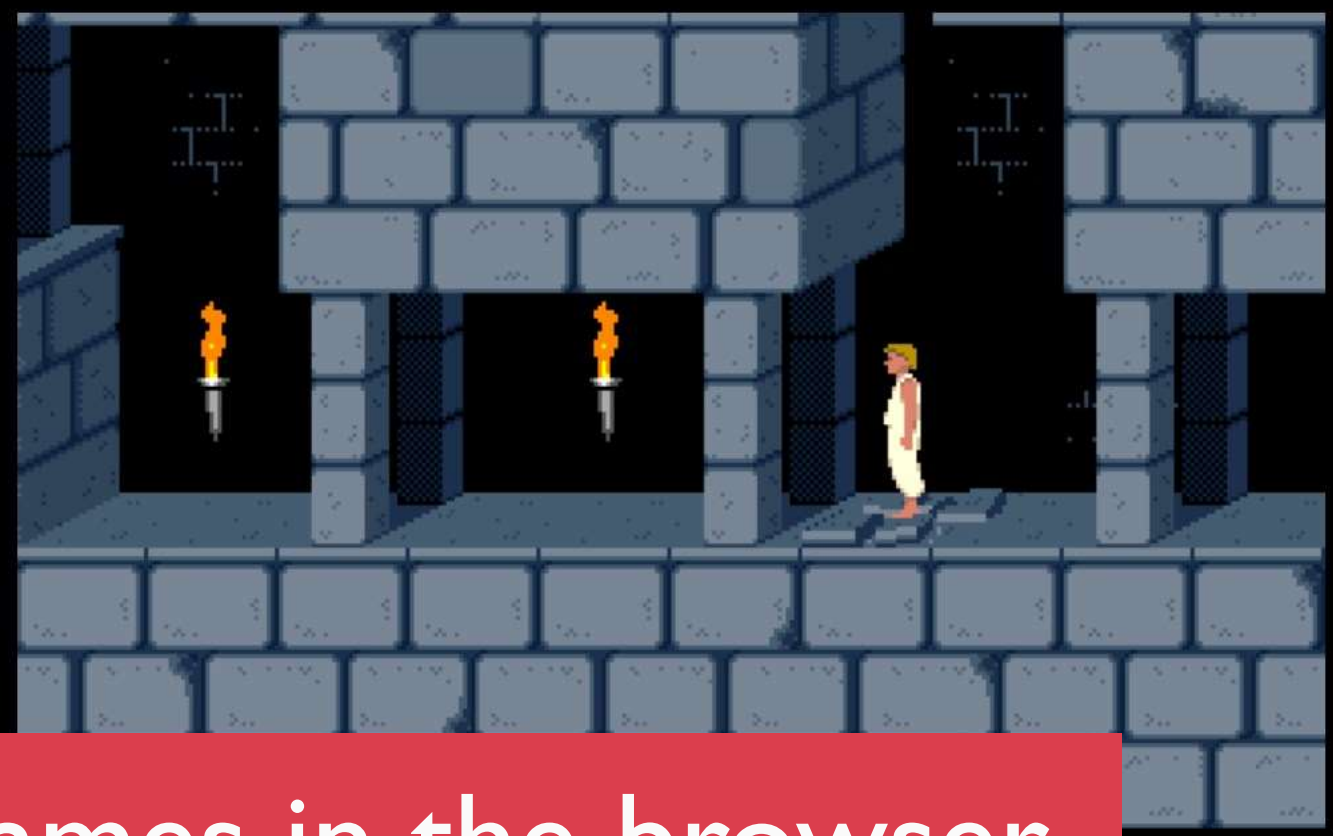
Windows 2000 in the browser

<https://bellard.org/jslinux/vm.html?url=https://bellard.org/jslinux/win2k.cfg&mem=192&graphic=1&w=1024&h=768>



SIGN IN

ABOUT CONTACT BLOG PROJECTS HELP DONATE JOBS VOLUNTEER PEOPLE



DOS games in the browser

https://archive.org/details/msdos_Prince_of_Persia_1990



by Jul 29, 2014



```
VIM - Vi IMproved
      version 8.1.200
      by Bram Moolenaar et al.
      Modified by rhysd
Vim is open source and freely distributable

Become a registered Vim user!
type  :help register<Enter>  for information

tvoe  :o<Enter>              to exit
tvoe  :help<Enter> or <F1>    for on-line help
type  :help version8<Enter>  for version info
```

Vim in the browser

<https://rhysd.github.io/vim.wasm/>

How to get started with WebAssembly

C

Build ⚙️ Run ▶️ JS

```
1 int add(int a, int b) {  
2   return a + b;  
3 }
```

```
1 var wasmModule = new WebAssembly.Module(wasmCode);  
2 var wasmInstance = new WebAssembly.Instance(wasmModule, wasmImports);  
3 log(wasmInstance.exports.main());  
4
```

Text Format ▼

Wast 📄 Wasm 📄 Output

Canvas 🖼️ Clear ✕

```
(module  
  (table 0 anyfunc)  
  (memory $0 1)  
  (export "memory" (memory $0))  
  (export "add" (func $add))  
  (func $add (; 0 ;) (param $0 i32) (param $1 i32) (result i32)  
    (i32.add  
      (get_local  
      (get_local  
    )  
  )  
)
```

Wasm Fiddle

<https://wasdk.github.io/WasmFiddle/>



Open Source LLVM to JavaScript compiler

```
emcc index.c -o index.js
```

The distributable, loadable, and
executable unit of code in
WebAssembly is called a **module**.

Module imports & exports

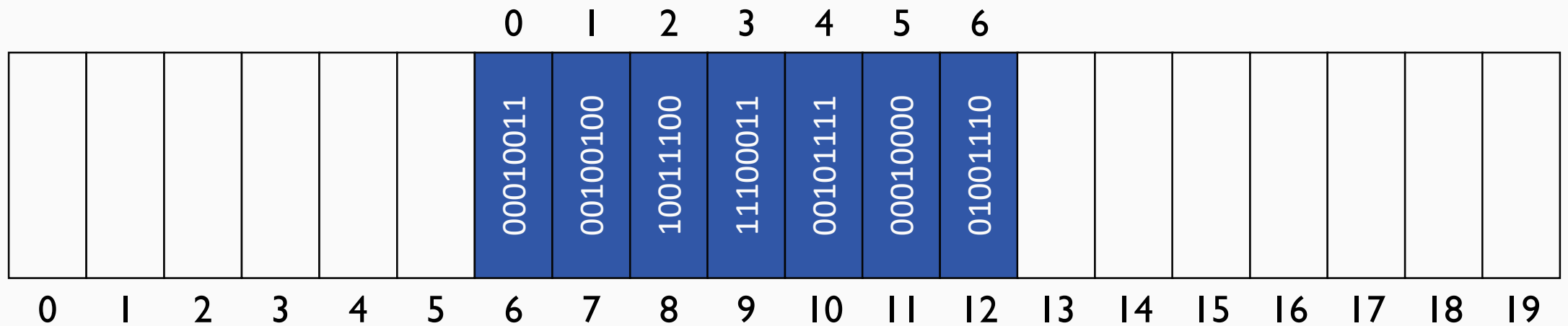
```
const imports = {  
  "name": {  
    "first": "Anna",  
    "last": "Nanna"  
  },  
  "print": function (what) {  
    console.log(what);  
  }  
};
```

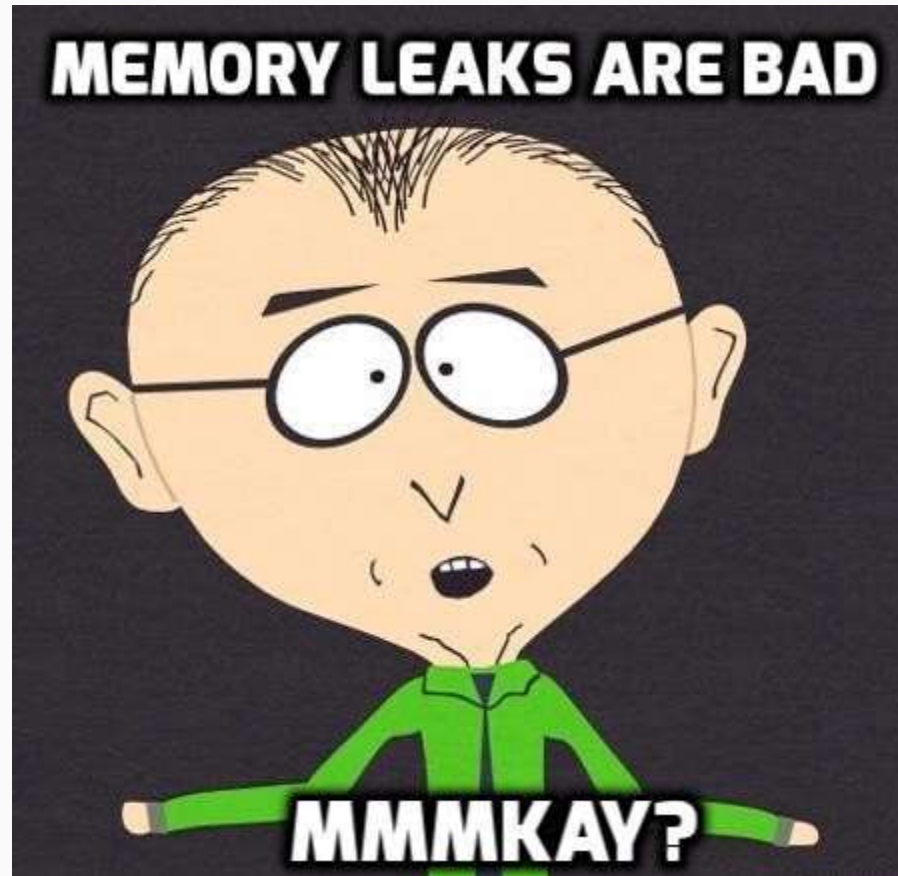
```
const exports = module.exports;  
exports.printName();  
exports.reverseName();
```



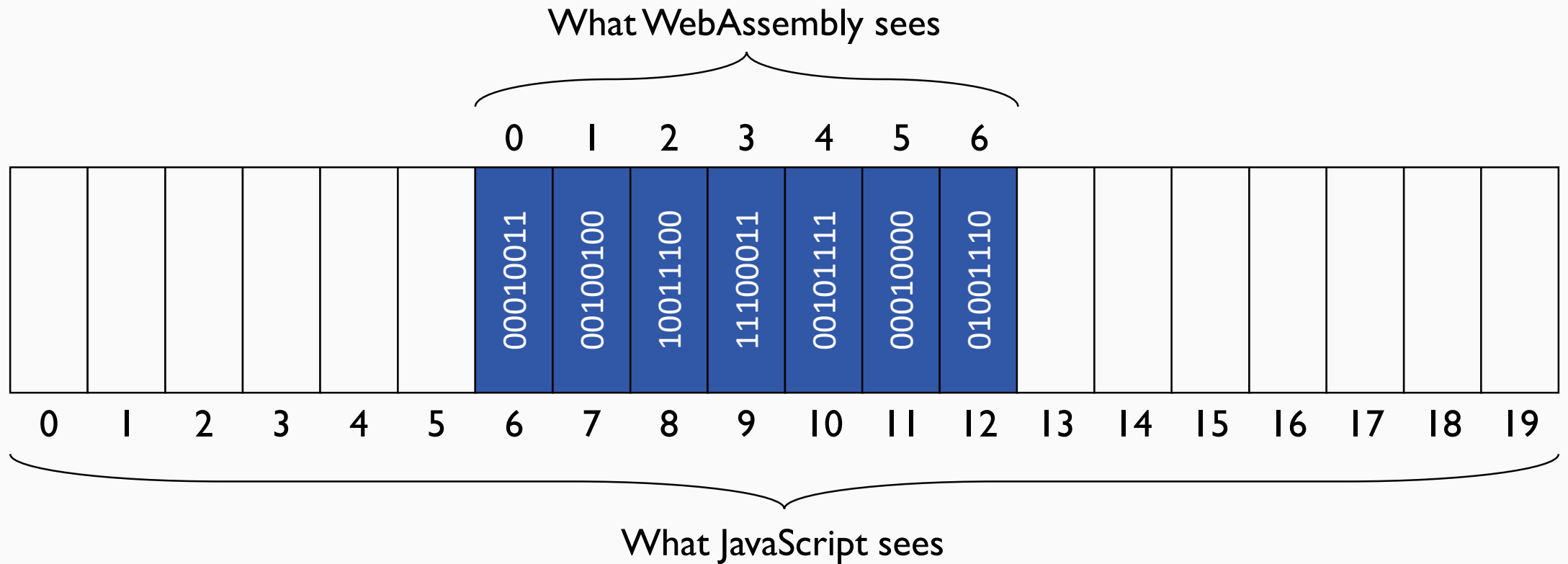
Linear memory

```
const imports = {  
  "env": {  
    "memory": new WebAssembly.Memory({ initial: 10, maximum: 100}),  
    ...  
  }  
};
```





Linear memory



Working with strings

```
// app.c
char * hello(void) {
    return "Hello, there!";
}
```

Encode

00010011

00100100

10011100

11100011

00101111

```
// index.js
```

```
let exp = wasmInst.exports;
let result = exp.hello();
```

```
console.log(result);
```

```
// 12
```

```
console.log(decode(result));
```

```
// Hello, there!
```

Decode

Loading WebAssembly

// Traditional approach

```
fetch('app.wasm')
  .then(result => result.arrayBuffer())
  .then(buffer => WebAssembly.instantiate(buffer, imports))
  .then(({ module, instance }) => {
    instance.exports.main();
  });
```

// Using the streaming API

```
WebAssembly.instantiateStreaming(fetch('app.wasm'), imports)
  .then(({ module, instance }) => {
    instance.exports.main();
  });
```

LIVE

BREAKING NEWS

WASM REPLACING JAVASCRIPT?

22:57

WILL WEBASSEMBLY OVERTAKE JAVASCRIPT IN WEB APPLICATION CODING NEEDS?

@boyanio

<https://www.washingtonexaminer.com/cnn-nyt-reporters-aggressively-miss-the-point-with-nikki-haleys-reaction-to-the-grammys-stupid-fire-and-fury-reading>

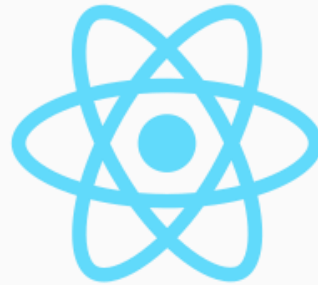
A close-up photograph of a blue jigsaw puzzle. One piece is missing from the center-left area, revealing a bright yellow surface underneath. The puzzle pieces have a textured, slightly grainy appearance.

“WebAssembly fills in the gaps that would be awkward to fill with JavaScript.”

Eric Elliott

A close-up photograph of a vintage Monopoly board. The board is light-colored with various property names and prices. A red rectangular text box is superimposed over the center-left portion of the board. Three wooden game pieces (yellow, red, and white) are visible on the board, positioned near the 'GO' space. The board includes spaces for 'CHANCE', 'PARK LANE', 'MAYFAIR', 'OLD KENT ROAD', and 'SUPER TAX'.

WebAssembly will break
the JavaScript monopoly



The Web of JavaScript frameworks



vuejs / vue

Watch

4,966

Star

95,870

Fork

14,116

Code

Issues 130

Pull requests 76

Projects 0

Insights

Webassembly integration. Split the core into two parts. #8193

<https://github.com/vuejs/vue/issues/8193>

glimmerjs / glimmer-vm

Watch

77

Star

861

Fork

111

Code

Issues 65

Pull requests 12

Projects 0

Wiki

Insights

Initial stab at porting `asm/stack.ts` to Rust #752

<https://github.com/glimmerjs/glimmer-vm/pull/752>

Angular & WebAssembly

A collection of examples of how WebAssembly can be used with Angular



[Home](#) [GitHub](#) [Twitter](#)

Fibonacci battlefield

Console logger

Text to ASCII art converter

Bitmap to ASCII art converter

3D cube

Proof of work

Angular & WebAssembly

<https://boyan.io/angular-wasm/>

The rise of non-JavaScript frameworks

Blazor

Full-stack web development with C# and WebAssembly

➦ [Get Started](#)



Build a Web UI with C#

Blazor is an experimental .NET web framework using C# and HTML that runs in the browser.

[What is Blazor?](#)

Blazor
<https://blazor.net>

Full-stack .NET

Do full-stack .NET development using stable and consistent tools, languages, and APIs both in the browser and on the server.

[Learn more about the .NET platform](#)



React vs. Blazor

This demo shows how React apps can live together with Blazor apps, which are basically C# apps running in the browser with the help of WebAssembly.

React chat Blazor chat

Send

It's coming

B

22 seconds ago



Not loading fast yet...

28 seconds ago

Hi! I am cool, a?!

B

54 seconds ago

Send

It's coming

B

22 seconds ago



Not loading fast yet...

28 seconds ago

Hi! I am cool, a?!

B

54 seconds ago

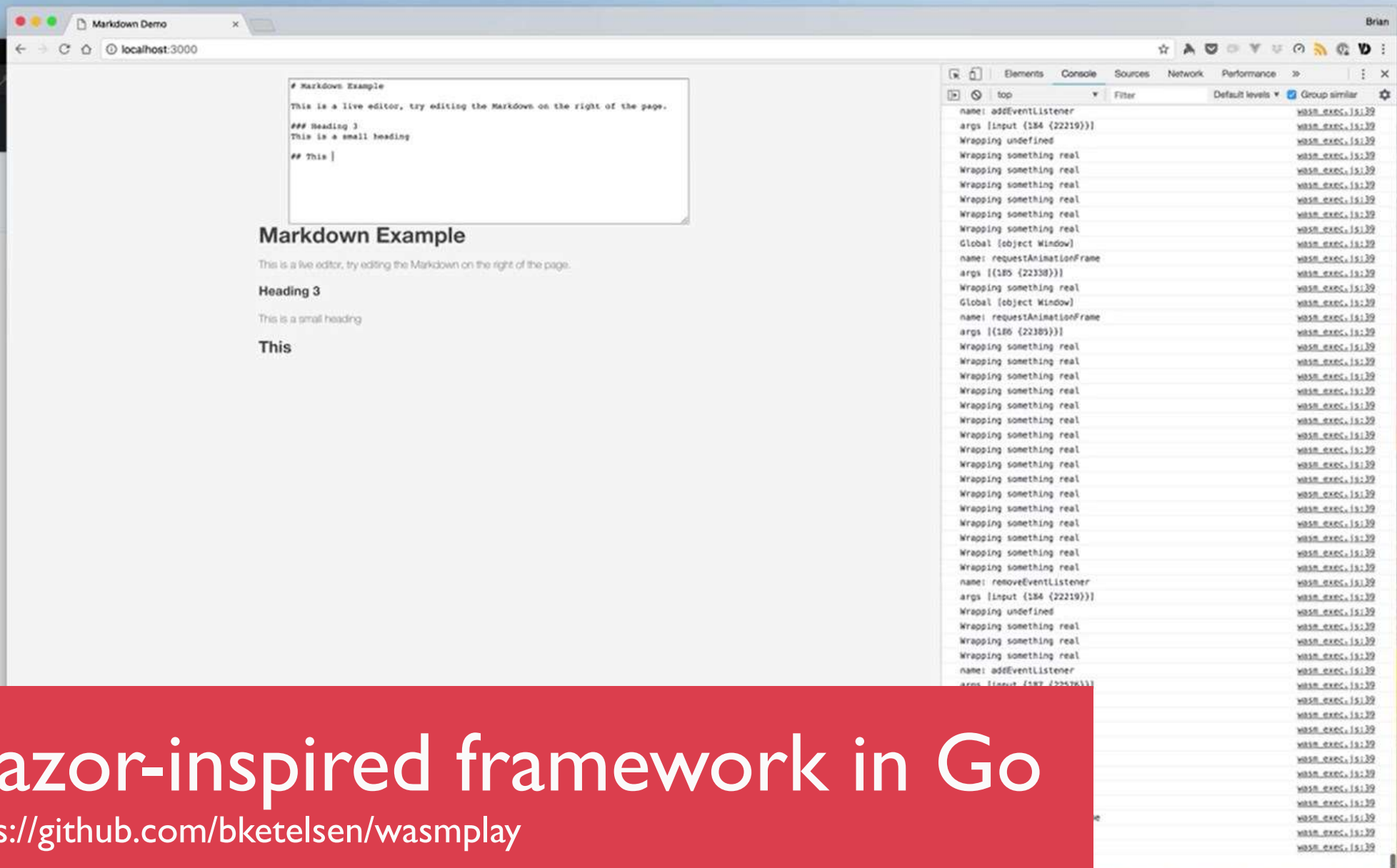


Hello!

1 minute ago

React vs. Blazor

<https://boyanio.io/react-blazor/>



Blazor-inspired framework in Go

<https://github.com/bketelsen/wasmplay>

Introducing Ruukh Framework

October 3, 2018 — 12:38 UTC

Rust has its goals set on to be a primary WASM language and it would be awesome to use it both in backend and frontend web. **Ruukh** is one of such efforts to realise that dream. Ruukh, a frontend web framework, is inspired by both **VueJS** and **ReactJS**.

So, what does it look like?

```
#![feature(proc_macro_gen, proc_macro_non_items, decl_macro)]
```

React-inspired framework in Rust

<https://github.com/csharad/ruukh>

```
struct MyApp;
```

Spasm

Spasm is a library to develop single page applications in D that compile to webassembly.

It uses D's compile time feature to generate optimized rendering code specific for your application.

Not only are your applications fast, they are also small. The [todo-mvc example](#) project is only 5995 (wasm) + 2199 (html+js) bytes when gzipped.

How to start

- run `dub init` in a fresh folder
- add spasm to your dub dependencies

Create SPAs in D language

<https://github.com/skoppe/spasm>

How secure is WebAssembly?





Alon Zakai

@kripken

WebAssembly is not at risk, but multithreading in WebAssembly is in the same state as SharedArrayBuffer in JavaScript (not going to be enabled until the security issues are handled)

5:29 PM - 5 Jan 2018

10 Retweets 19 Likes



10



19



WebAssembly runs in a memory-safe
sandboxed environment

Can I use WebAssembly ?

WebAssembly - OTHER

Usage % of all users
Global 71%

WebAssembly or "wasm" is a new portable, size- and load-time-efficient format suitable for compilation to the web.

Current aligned Usage relative Date relative Show all

IE	Edge *	Firefox	Chrome	Safari	iOS Safari *	Opera Mini *	Chrome for Android	UC Browser for Android	Samsung Internet
			49						
			62		10.2				
		57	63		10.3				4
11	16	58	64	11	11.2	all	64	11.8	6.2
	17	59	65	11.1	11.3				
		60	66	TP					
		61	67						

Notes Known issues (0) Resources (7) Feedback

MS Edge status: **Preview Release**

WebAssembly
enables different
languages to work
together on the Web

<https://boyan.io/wasm-wheel/>



```

1 <?php
2
3 phpinfo();
4

```

PHP in the browser

<https://oraoto.github.io/pib/>

@boyanio

PHP Version 7.3.0beta2



System	Emscripten emscripten 1.0 #1 x86-JS
Build Date	Aug 20 2018 11:24:51
Configure Command	'./configure' '--disable-all' '--disable-cgi' '--disable-cli' '--disable-rpath' '--disable-phpdbg' '--without-pear' '--without-pcre-jit' '--with-layout=GNU' '--enable-embed=static' '--enable-bcmath' '--enable-json' '--enable-ctype' '--enable-tokenizer' 'CFLAGS='
Server API	PHP Embedded Library
Virtual Directory Support	disabled
Configuration File (php.ini) Path	/usr/local/etc
Loaded Configuration File	(none)
Scan this dir for additional .ini files	(none)
Additional .ini files parsed	(none)
PHP API	20180731
PHP Extension	20180731
Zend Extension	320180731
Zend Extension Build	API320180731,NTS
PHP Extension Build	API20180731,NTS
Debug Build	no
Thread Safety	disabled
Zend Signal Handling	enabled
Zend Memory Manager	disabled
Zend Multibyte Support	disabled
IPv6 Support	enabled
DTrace Support	disabled
Registered PHP Streams	php, file, glob, data, http, ftp
Registered Stream Socket Transports	tcp, udp, unix, udg
Registered Stream Filters	string.rot13, string.toupper, string.tolower, string.strip_tags, convert.*, consumed, dechunk

Program makes use of the Zend Scripting Language Engine:
 Engine v3.3.0-dev, Copyright (c) 1998-2018 Zend Technologies

zend engine

Configuration

bcmath

	support	enabled	
	Directive	Local Value	Master Value
bcmath.scale	0	0	

The future of Web
belongs to those, who compile

Boyan Mihaylov / @boyanio / boyan.io