





Hello!

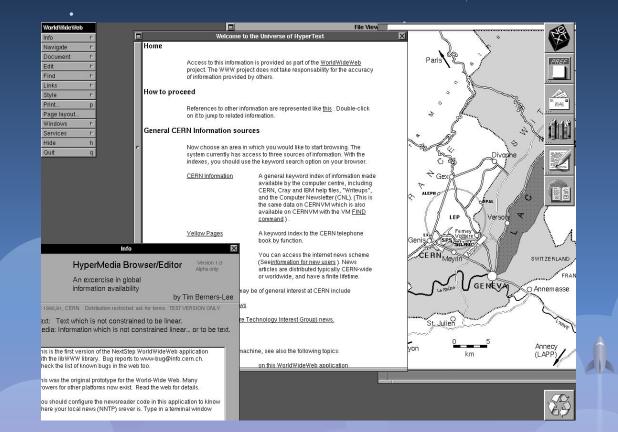
I am Divya Mohan

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- Twitter: @Divya_Mohan02
- GitHub: @divya-mohan0209









The age of







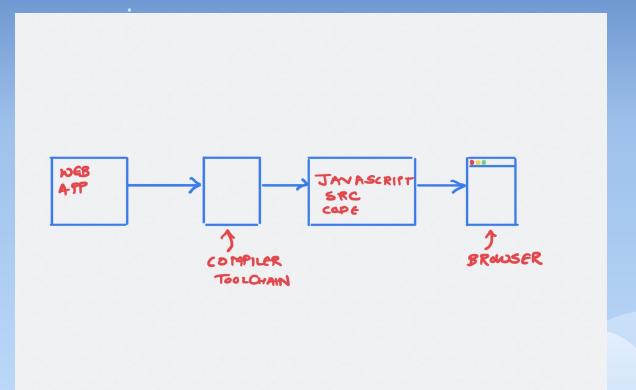
... And Plugins

















What didn't go well?

JavaScript

- Not designed to be a compilation target
- Weakly typed
- Eventually faster

Plugins

- Massive security nightmare
- Compatibility issues across devices
- Better ways to enable
 client-side
 development







One step closer

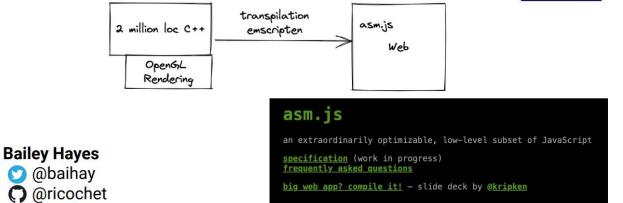
The asm.js specification

The Greatest Hack

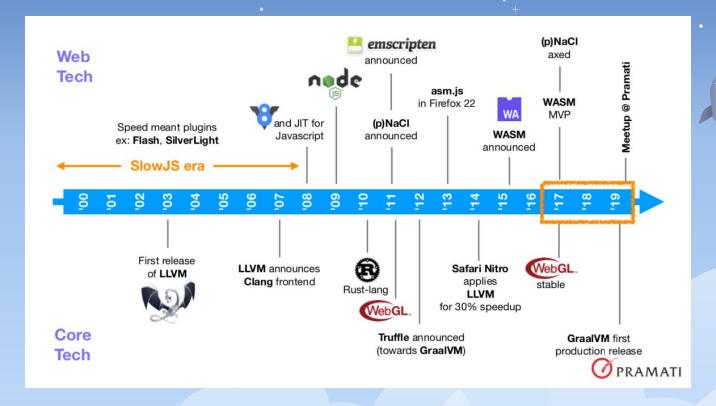
- The Solution: transpile to asm.js
- WebGL rendering => eventually changed to Canvas2D









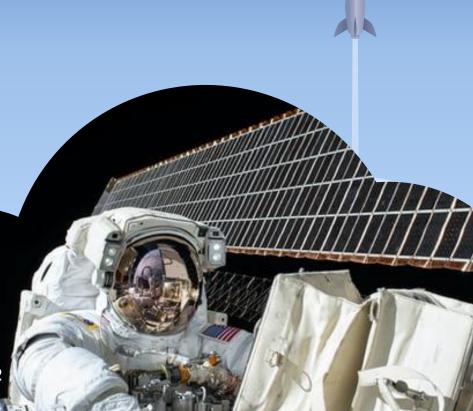








WebAssembly was announced with an initial implementation based on the feature set of asm.js





What is WebAssembly?

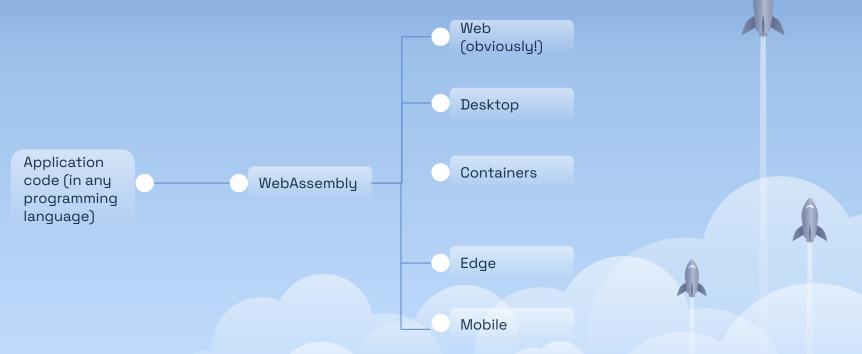
- Portable, language-agnostic compilation target
 - Binary code format + textual format
- Designed for the web, initially
 - But can extend to server-side & other environments







Where can WebAssembly be used?

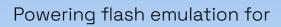












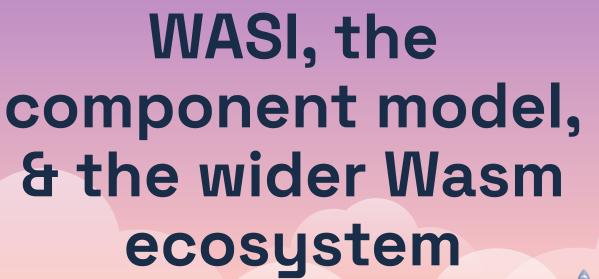








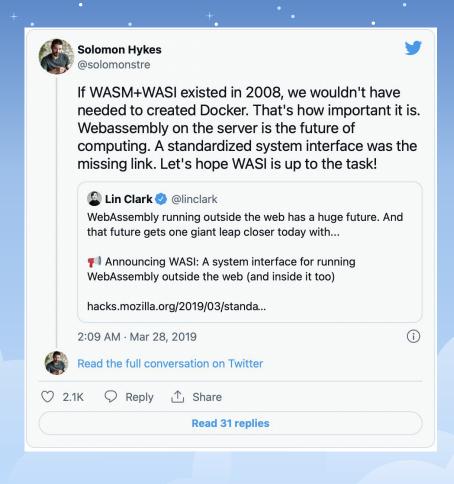












WASI

- System interface
- Proposals currently available
 - I/O
 - Filesystem
 - Clocks
 - Random
 - Handle Index
 - Limited networking capabilities (see **WAGI**)







The component model for Wasm

- Language-agnostic approach for s/w development
- Layering of Wasm modules
- Nothing is shared!







Runtimes

- Wasmtime
- Wasmer
- > Wasm3
- > WAMR
- WasmEdge
- Lunatic









Platform

- Fermyon
- > Suborbital
- Wasmcloud
- > Faasm
- Mycelial
- > Fluence



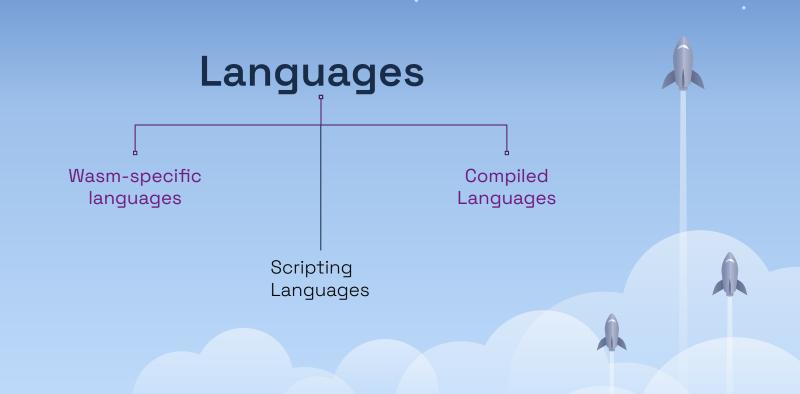




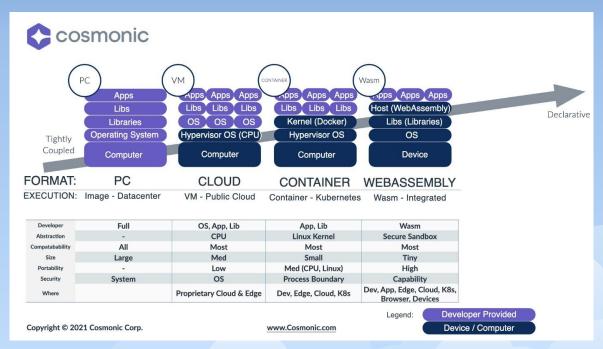
Compilers

- > LLVM
- > Cranelift
- aWasm in SLEdge
- > Lucet
- wasmi





Cloud Native & Wasm





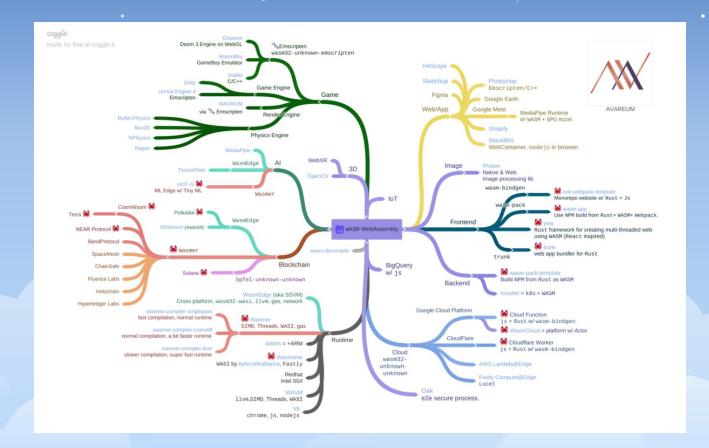
Cloud Native projects

- Krustlet
- Kubewarden
- OPA
- Envoy

And many more.









The Future of Wasm

- Default compilation target?
- Plug and play application development?
- Evolution of the component model
 - Language-neutral Wasm application development
 - Standardizing software development













Community & Learning Resources

- Wasm.builders
- Bytecode Alliance
- W3C Community Group
- Cloud Native Computing Foundation
- Confidential Computing Consortium







Community & Learning Resources

- <u>WebAssembly weekly newsletter</u>
- Lin Clark's blog
- Radu Matei's blog
- The WebAssembly specification
- <u>Mozilla Developer docs</u>







