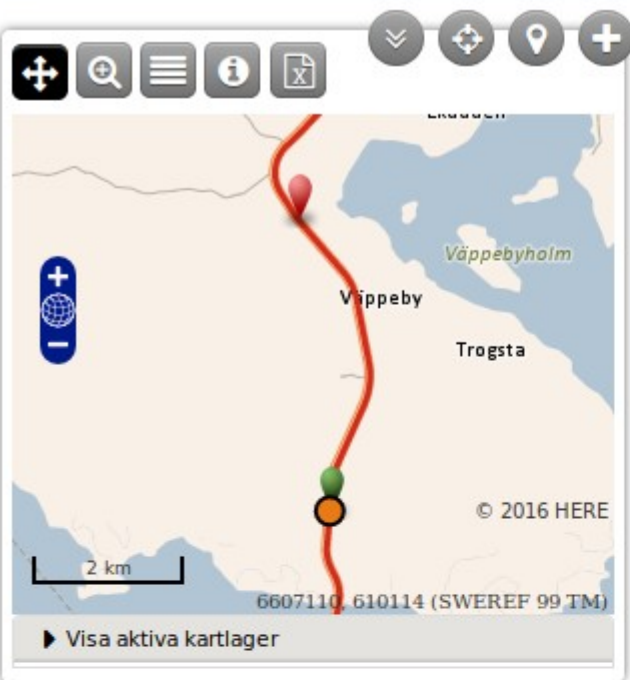
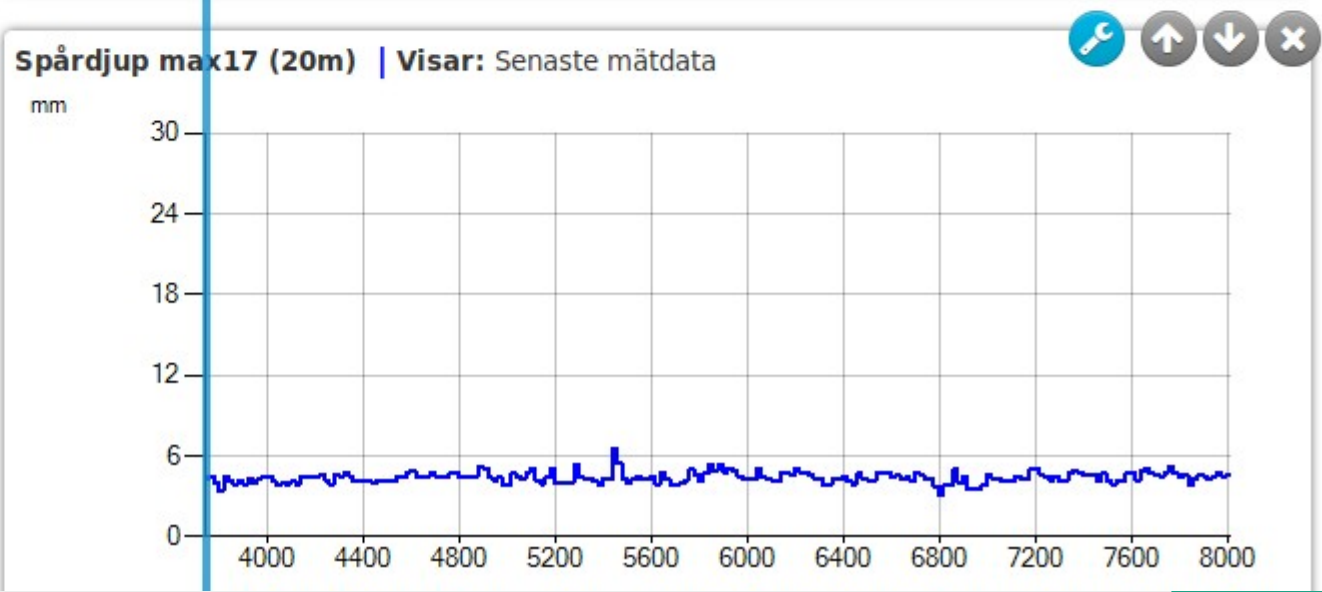
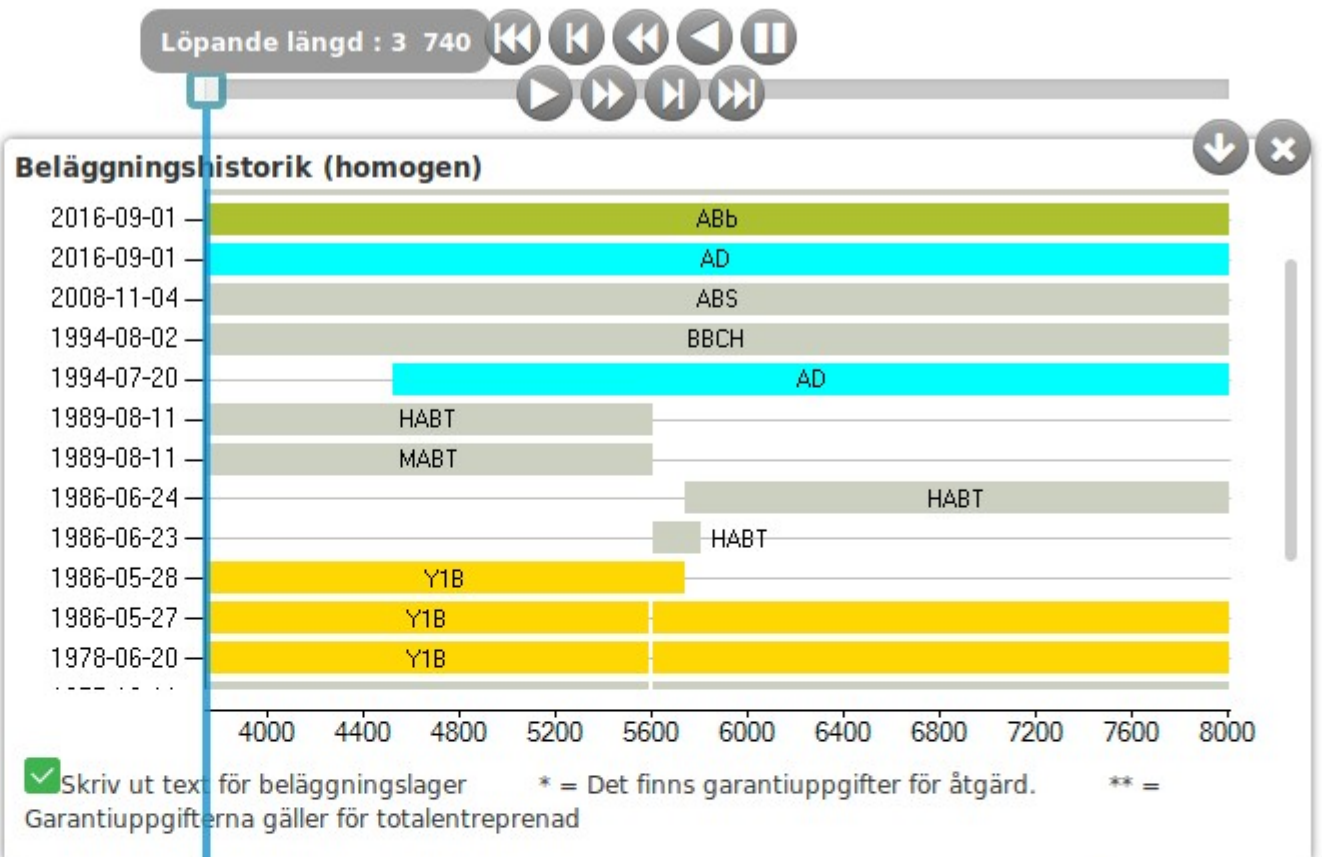


# Serverless Jupyter



**Google Street View**

**Tvärprofil**



- Example Jupyter notebook

<https://nbviewer.jupyter.org/github/rlabb/Kalman-and-Bayesian-Filters-in-Python/blob/master/02-Discrete-Bayes.ipynb>

- Collection of other notebooks

<https://github.com/jupyter/jupyter/wiki/A-gallery-of-interesting-Jupyter-Notebooks>

# Development process

- 1) Prototype in Jupyter
- 2) Integrate into our product: backend and frontend
- 3) Repeat

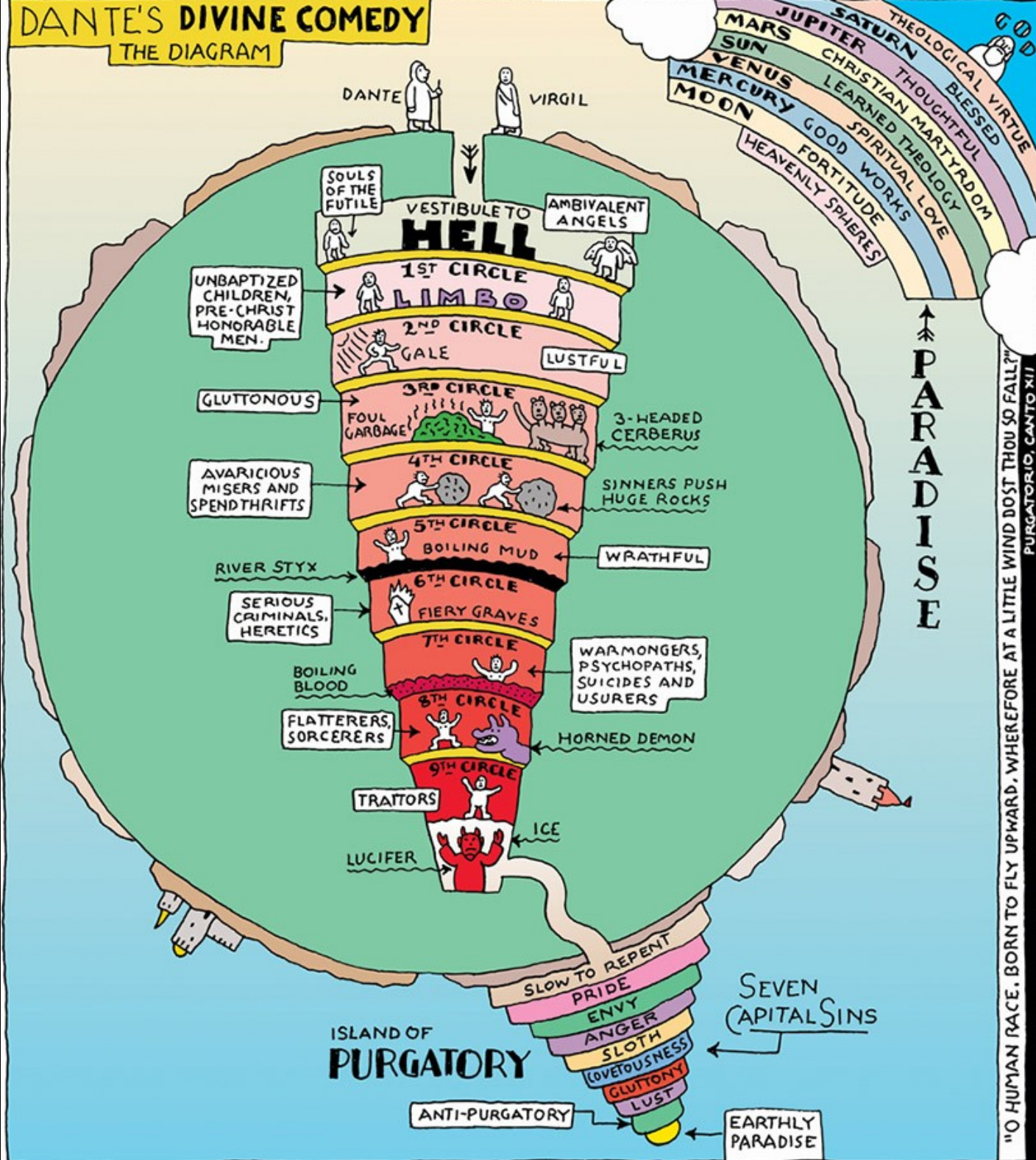
# Python in browser

- Transpiler (Python to JS)
  - <https://transcrypt.org/>
- Interpreters
  - <https://brython.info/>
  - <http://www.skulpt.org/>



# DANTE'S DIVINE COMEDY

## THE DIAGRAM



# Python in browser

- Worst option: manually rewrite to JS
  - Risk of mistakes
  - No good numpy, Pandas alternative
  - Problems with data types
  - Ongoing cost of maintaining two implementations



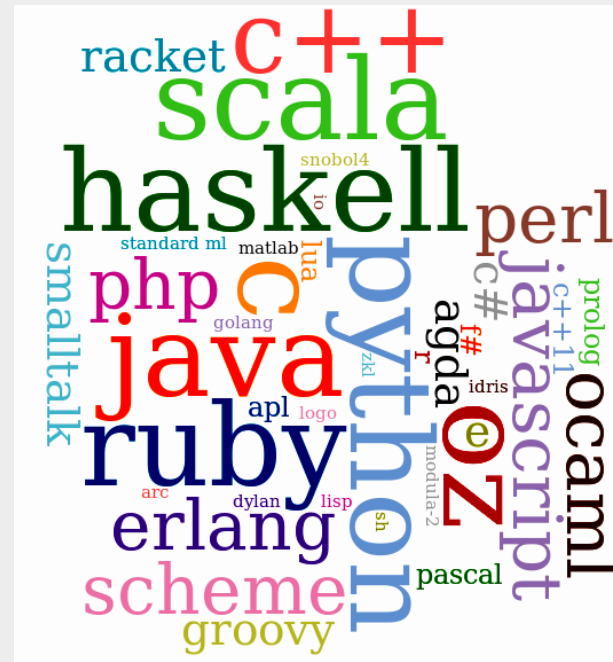






# WebAssembly

- A binary instruction format
- High level language → compiler → WASM
- On clients and servers
- From 2017: Chrome, MS Edge, Firefox, Safari



Compiler

JavaScript

WebAssembly

Web browser

<https://mbebenita.github.io/WasmExplorer>



# Python in browser

- Official Python interpreter is written in C
- So are Numpy, Scipy and Pandas
- Pyodide

<https://github.com/iodide-project/pyodide>

- Python 3.7, Numpy, Pandas, Matplotlib

<https://github.com/iodide-project/pyodide/tree/master/packages>

Jupyter  
<http://localhost:8888>

Pyodide  
<https://alpha.iodide.io/notebooks/300>

# Pyodide API

[https://github.com/iodide-project/pyodide/blob/master/docs/api\\_reference.md](https://github.com/iodide-project/pyodide/blob/master/docs/api_reference.md)

# Pyodide advantages

- Easy to host
- Server doesn't need to handle computations
- Security and client isolation by design
- Running inside browser sandbox
- Decently fast. 1-12x slowdown compared to regular Python



# Performance

- One of key goals for WebAssembly
- Video effects  
<https://d2jta7o2zej4pf.cloudfront.net/>
- WebM video codec  
<https://github.com/GoogleChromeLabs/webm-wasm>
- Gaming: Unreal Engine and Unity both support WASM  
<https://s3.amazonaws.com/mozilla-games/ZenGarden/EpicZenGarden.html>

# Challenges

- Running in browser's sandbox
  - Limited access to network and files
  - Networking limited to HTTP(S) and WebSockets
- Python+scientific stack takes ~50MB of space (partially mitigated by browser cache)
- “import threading” doesn't work yet

# Useful resources

- <https://wasi.dev/> WASM System Interface
- <https://wasmer.io/> Universal WASM runtime
- <https://github.com/mohanson/pywasm>  
Run WebAssembly inside Python

# Future

- New interactive web applications for data exploration and education  
<https://alpha.iodide.io/>
- Richer documentation for Python and programming languages with inline demos
- Transition of multimedia editors, CAD, scientific computation to web browsers



# Questions?

# References

<https://hacks.mozilla.org/2019/04/pyodide-bringing-the-scientific-python-stack-to-the-browser/>

<https://github.com/takenobu-hs/WebAssembly-illustrated>