

# WebAssembly 在 Node.js 中的应用

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# 目录 Contents

1

什么是 WebAssembly

2

在 Node.js 应用中使用 WebAssembly

3

与Node.js C + + 扩展对比

4

WebAssembly 在 Node.js 应用中的使用场景

# 什么是 Assembly

C

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

Compiler

ASM.js

WASM

WAST

```
"use asm";  
function add(x, y) {  
    x = x | 0;  
    y = y | 0;  
    return x + y | 0;  
}
```

```
| Offset: 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F --  
00000000: 00 61 73 6D 01 00 00 00 0C 06 64 79 6C 69 6E ...asm.....dylin  
00000010: 6B 80 80 C0 02 00 01 0A 02 60 02 7F 7F 01 7F 60 ...k..@.....`.....  
00000020: 00 00 02 41 04 03 65 6E 76 0A 6D 65 6D 6F 72 79 .....A..env.memory  
00000030: 42 61 73 65 03 7F 00 03 65 6E 76 06 6D 65 6D 6F ...Base....env.memo  
00000040: 72 79 02 00 80 02 03 65 6E 76 05 74 61 62 6C 65 ...ry....env.table  
00000050: 01 70 00 00 03 65 6E 76 09 74 61 62 6C 65 42 61 ...p...env.tableBa  
00000060: 73 65 03 7F 00 03 04 03 00 01 01 06 0B 02 7F 01 ...se.....  
00000070: 41 00 0B 7F 01 41 00 0B 07 2B 03 04 5F 61 64 64 ...A....A...+..._add  
00000080: 00 00 12 5F 5F 70 6F 73 74 5F 69 6E 73 74 61 6E .....__post_instan  
00000090: 74 69 61 74 65 00 02 0B 72 75 6E 50 6F 73 74 53 ...tiate...runPostS  
000000a0: 65 74 73 00 01 09 01 00 0A 20 03 07 00 20 01 20 ...ets.....  
000000b0: 00 6A 0B 03 00 01 0B 12 00 23 00 24 02 23 02 41 ...j.....#.$.#.A  
000000c0: 80 80 C0 02 6A 24 03 10 01 0B .....@.j$....
```

```
(module  
  (import "env" "memory" (memory $0 256 256))  
  (import "env" "table" (table 0 0 anyfunc))  
  (import "env" "memoryBase" (global $memoryBase))  
  (import "env" "tableBase" (global $tableBase))  
  (export "add" (func $add))  
  (func $add (param $x i32) (param $y i32) (res  
    (return  
      (i32.add  
        (get_local $x)  
        (get_local $y)  
      )  
    )  
  )  
)
```

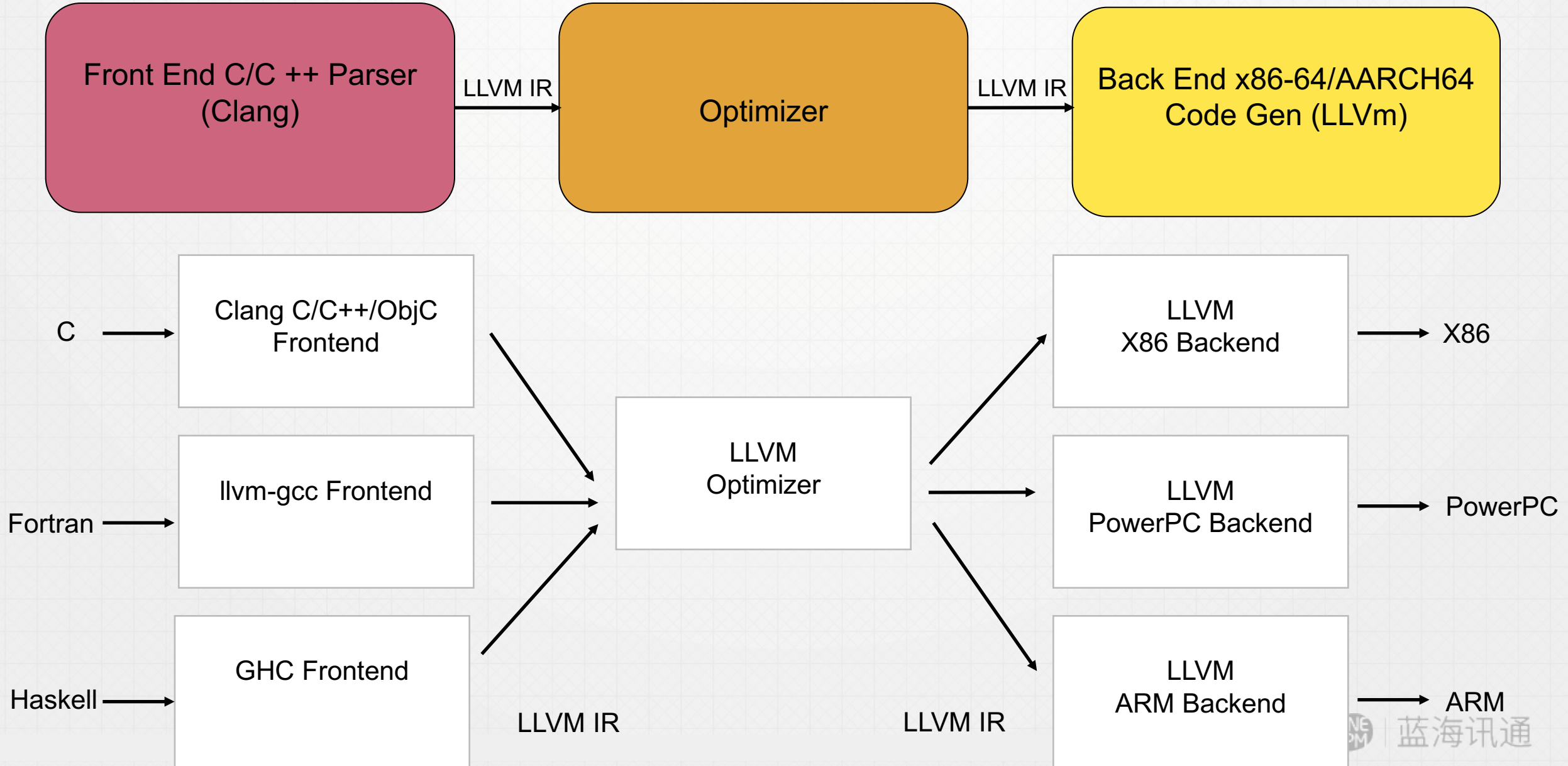
Javascript Engine (V8)

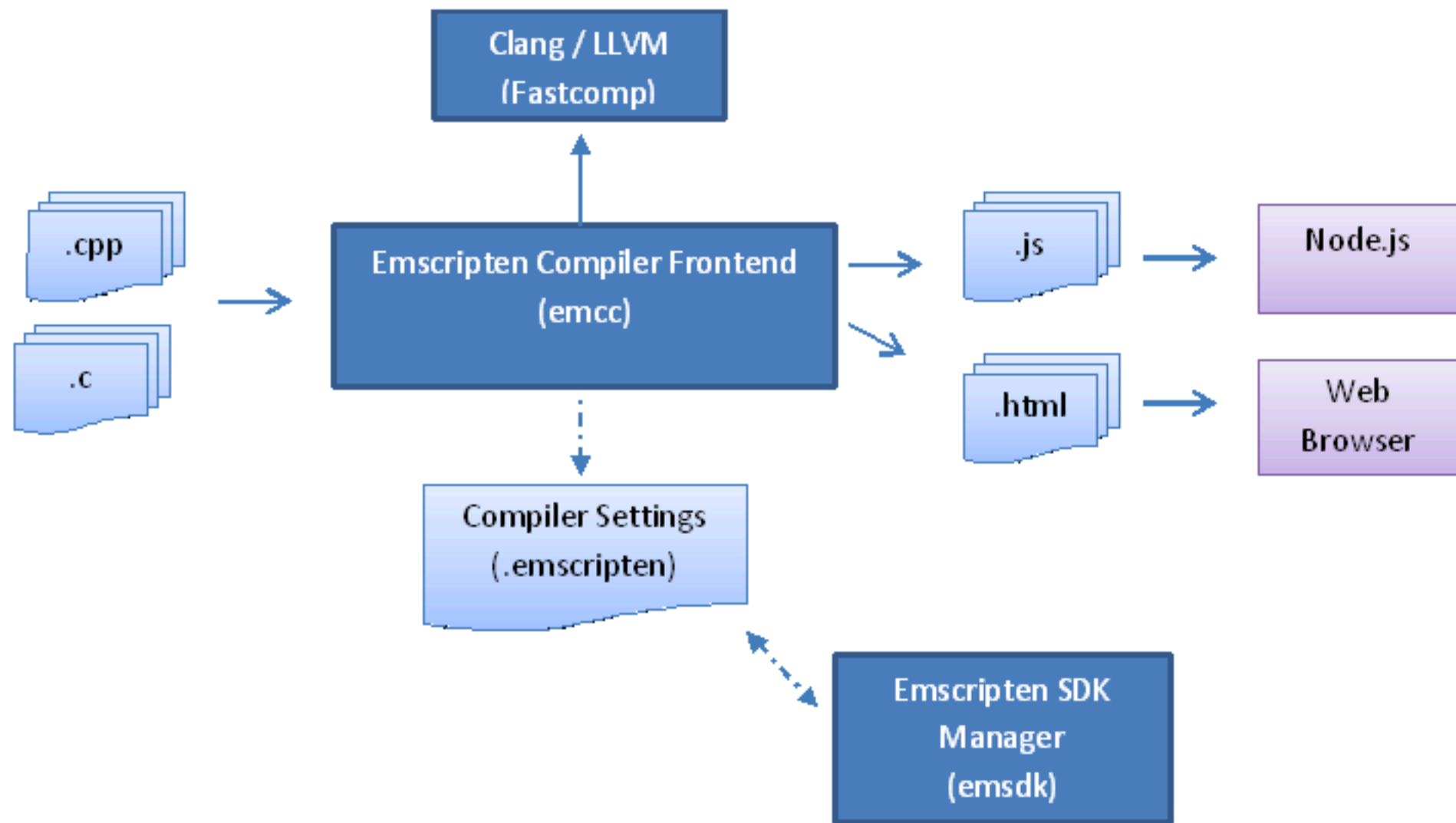


## ■ 编译工具链

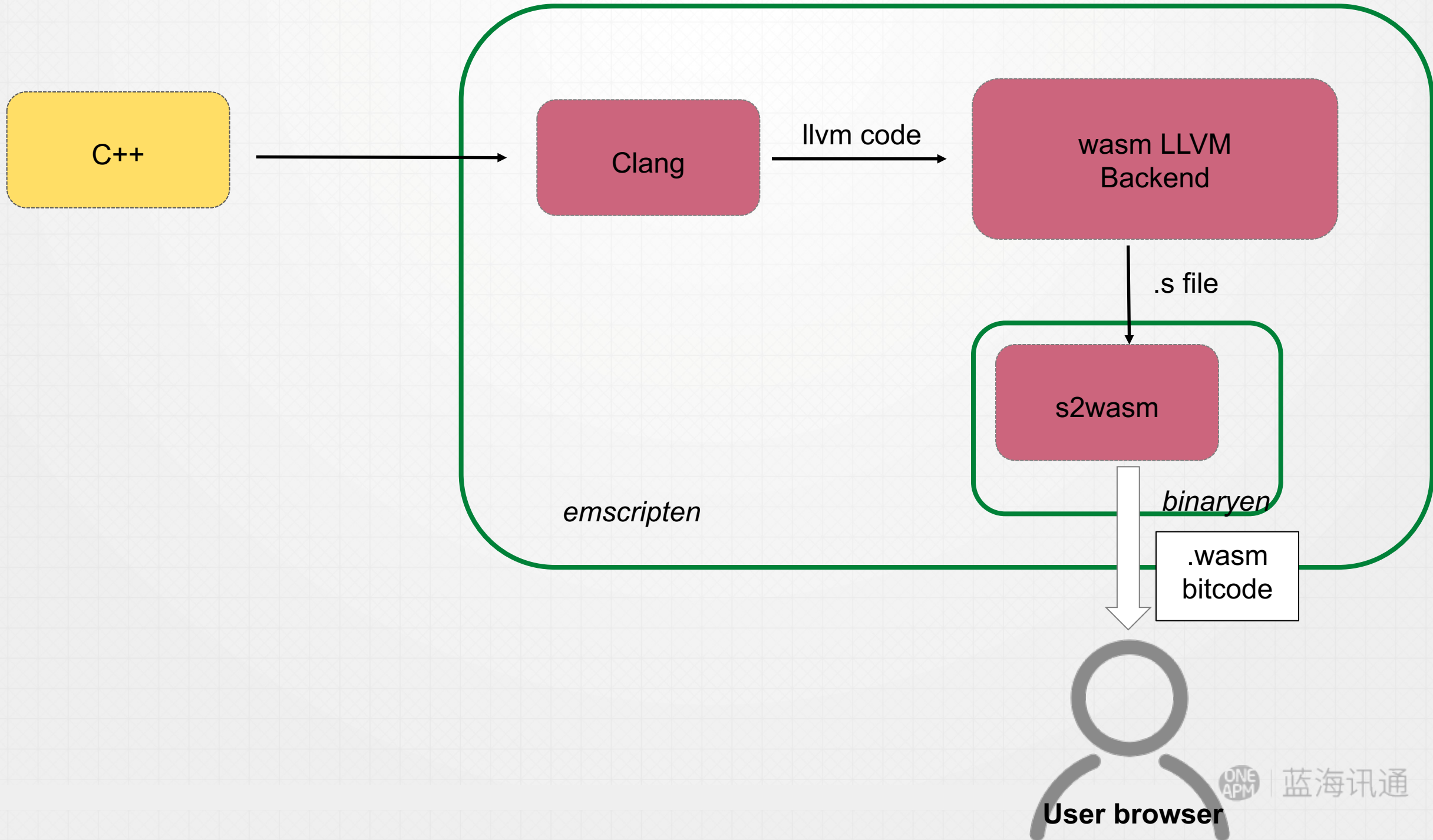
- **LLVM**  
source code -> IR -> target code
- **emscripten**  
C/C++ -> LLVM -> asm.js  
-> binaryen -> wasm
- **binaryen**  
llvm ast / asm.js -> wasm
- **wabt**  
wast <-> wasm

## LLVM Toolchain









# WASM

```
| Offset: 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F  
00000000: 00 61 73 6D 01 00 00 00 00 0C 06 64 79 6C 69 6E ...asm.....dylin  
00000010: 6B 80 80 C0 02 00 01 0A 02 60 02 7F 7F 01 7F 60 ...k..@.....`.....`  
00000020: 00 00 02 41 04 03 65 6E 76 0A 6D 65 6D 6F 72 79 ...A..env.memory  
00000030: 42 61 73 65 03 7F 00 03 65 6E 76 06 6D 65 6D 6F ...Base...env.memo  
00000040: 72 79 02 00 80 02 03 65 6E 76 05 74 61 62 6C 65 ...ry....env.table  
00000050: 01 70 00 00 03 65 6E 76 09 74 61 62 6C 65 42 61 ...p...env.tableBa  
00000060: 73 65 03 7F 00 03 04 03 00 01 01 06 0B 02 7F 01 ...se.....  
00000070: 41 00 0B 7F 01 41 00 0B 07 2B 03 04 5F 61 64 64 ...A....A...+..._add  
00000080: 00 00 12 5F 5F 70 6F 73 74 5F 69 6E 73 74 61 6E ......__post_instan  
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000000a0: 65 74 73 00 01 09 01 00 0A 20 03 07 00 20 01 20 ...ets.....  
000000b0: 00 6A 0B 03 00 01 0B 12 00 23 00 24 02 23 02 41 ...j.....#.$$.#A  
000000c0: 80 80 C0 02 6A 24 03 10 01 0B .....@.j$....
```

wabt



# WAST

```
(module  
  (import "env" "memory" (memory $0 256 256))  
  (import "env" "table" (table 0 0 anyfunc))  
  (import "env" "memoryBase" (global $memoryBas  
  (import "env" "tableBase" (global $tableBase  
  (export "add" (func $add))  
  (func $add (param $x i32) (param $y i32) (res  
    (return  
      (i32.add  
        (get_local $x)  
        (get_local $y)  
      )  
    )  
  )  
)
```



# 在 Node.js 应用中使用 WebAssembly

```
const fs = require('fs')

const wasmFilePath = './src0/hello.wasm'
const buffer = fs.readFileSync(wasmFilePath)
const importObject = {
  env: {
    memoryBase: 0,
    memory: WebAssembly.Memory({
      initial: 256,
      maximum: 256
    }),
    tableBase: 0,
    table: WebAssembly.Table({
      initial: 0,
      maximum: 0,
      element: 'anyfunc'
    })
  }
}

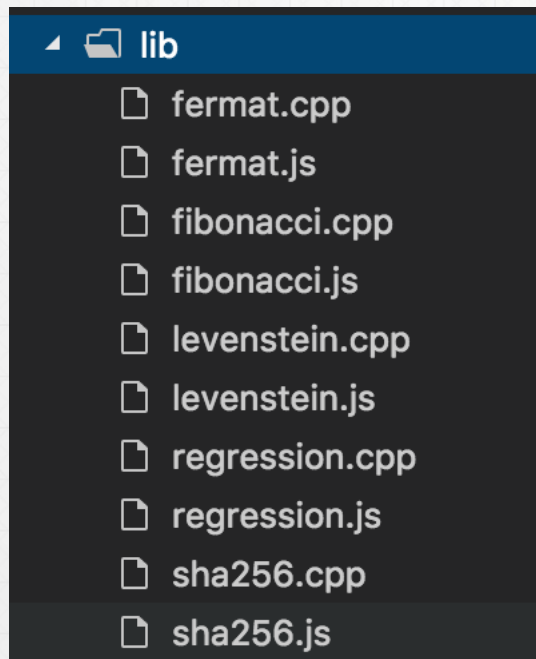
async function loadWASMAsync(){
  const { module, instance } = await WebAssembly.instantiate(buffer, importObject)
  console.log('1 + 2 = ', instance.exports.add(1, 2))
  return instance.exports
}

function loadWASMSync(){
  const wasmModule = new WebAssembly.Module(buffer)
  const instance = new WebAssembly.Instance(wasmModule, importObject)
  console.log('1 + 2 = ', instance.exports.add(1, 2))
  return instance.exports
}
```

# ■ WebAssembly API

- Memory
- Table
- Module
- Instance

# 与 Node.js C++ Addon 的性能对比



## benchmark

### Levenshtein Distance:

Native x 118,191 ops/sec  $\pm 0.94\%$  (83 runs sampled)  
N-API Addon x 228,882 ops/sec  $\pm 0.89\%$  (89 runs sampled)  
Web Assembly x 139,091 ops/sec  $\pm 3.65\%$  (79 runs sampled)  
Fastest is N-API Addon

### Fibonacci:

Native x 3,158,795 ops/sec  $\pm 1.81\%$  (81 runs sampled)  
N-API Addon x 2,731,388 ops/sec  $\pm 1.67\%$  (83 runs sampled)  
Web Assembly x 6,615,989 ops/sec  $\pm 1.78\%$  (81 runs sampled)  
Fastest is Web Assembly

### Fermat Primality Test:

Native x 1,546,993 ops/sec  $\pm 1.03\%$  (83 runs sampled)  
N-API Addon x 1,318,161 ops/sec  $\pm 2.49\%$  (79 runs sampled)  
Web Assembly x 2,297,521 ops/sec  $\pm 2.99\%$  (76 runs sampled)  
Fastest is Web Assembly

### Simple Linear Regression:

Native x 161,016 ops/sec  $\pm 3.50\%$  (76 runs sampled)  
N-API Addon x 3,397 ops/sec  $\pm 3.71\%$  (72 runs sampled)  
N-API Addon using TypedArrays x 73,713 ops/sec  $\pm 2.58\%$  (75 runs sampled)  
Web Assembly x 22,633 ops/sec  $\pm 3.35\%$  (78 runs sampled)  
Web Assembly using TypedArrays x 26,032 ops/sec  $\pm 2.24\%$  (77 runs sampled)  
Fastest is Native

### SHA256:

Native x 14,166 ops/sec  $\pm 3.12\%$  (78 runs sampled)  
N-API Addon x 63,740 ops/sec  $\pm 0.81\%$  (84 runs sampled)  
Web Assembly x 32,916 ops/sec  $\pm 0.91\%$  (88 runs sampled)  
Fastest is N-API Addon



# ■ WebAssembly 在 Node.js 应用中未来可能的使用场景

- 并行编程
- 前后端共享wasm
- AssemblyScript

# The End

