

Microsoft Edge



PWAs & MiniApps

Alex Russell <alexrussell@microsoft.com>
infrequently.org
[@slightlylate](https://twitter.com/slightlylate)

PWA Dev Day, August 2022
<https://pwadev.io/>



Google I/O 2010 - Developing w... x

https://www.youtube.com/watch?v=8dtnU49ekwY

YouTube

Search

SIGN IN

Developing web apps for the Chrome Web Store

Erik Kay
May 19, 2010

Google

>>

KAY: My name is Erik Kay. I want to welcome

0:08 / 1:00:28







APACHE
CORDOVA™



A Gnawing
Question:

What Was The
Web Missing?

- Offline
- Device APIs
- Push Notifications
- High-power compute
- Access to storage & files
- First-class UI & OS integration
- ...?

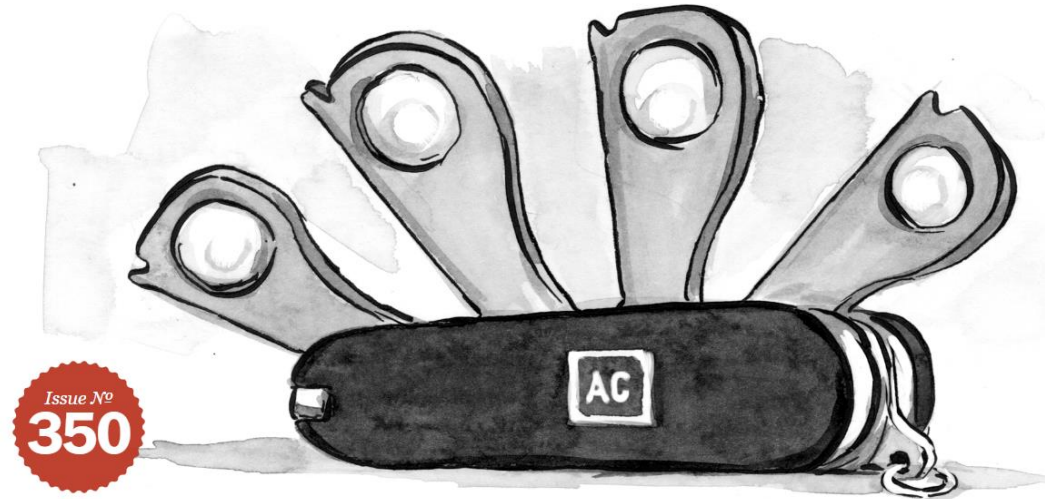


Radical Distribution Simplicity:

`...`



A LIST APART



Application Cache is a Douchebag

by [Jake Archibald](#) · May 08, 2012

Published in [Application Development](#), [HTML](#), [JavaScript](#)

Good morning! Over in “castle Lanyrd” we recently launched [our mobile site](#), which caches data on events you’re attending for viewing offline. I’ve boiled the offline bits down to [a simple demo](#) and posted [all the code on Github](#). But before we delve into the code, let me tell you a true story. Totally true.

Northwestern
INFORMATION DESIGN AND STRATEGY
School of Professional Studies

Northwestern’s Online MS in

I was at a party, one where the guests were mostly strangers to one another. I was part of a little huddle that was awkwardly trying to make introductions. A rather pretty lady turned to one of the shyer members of the group, introduced herself as “Dev,” and asked “So, what do you do then?”

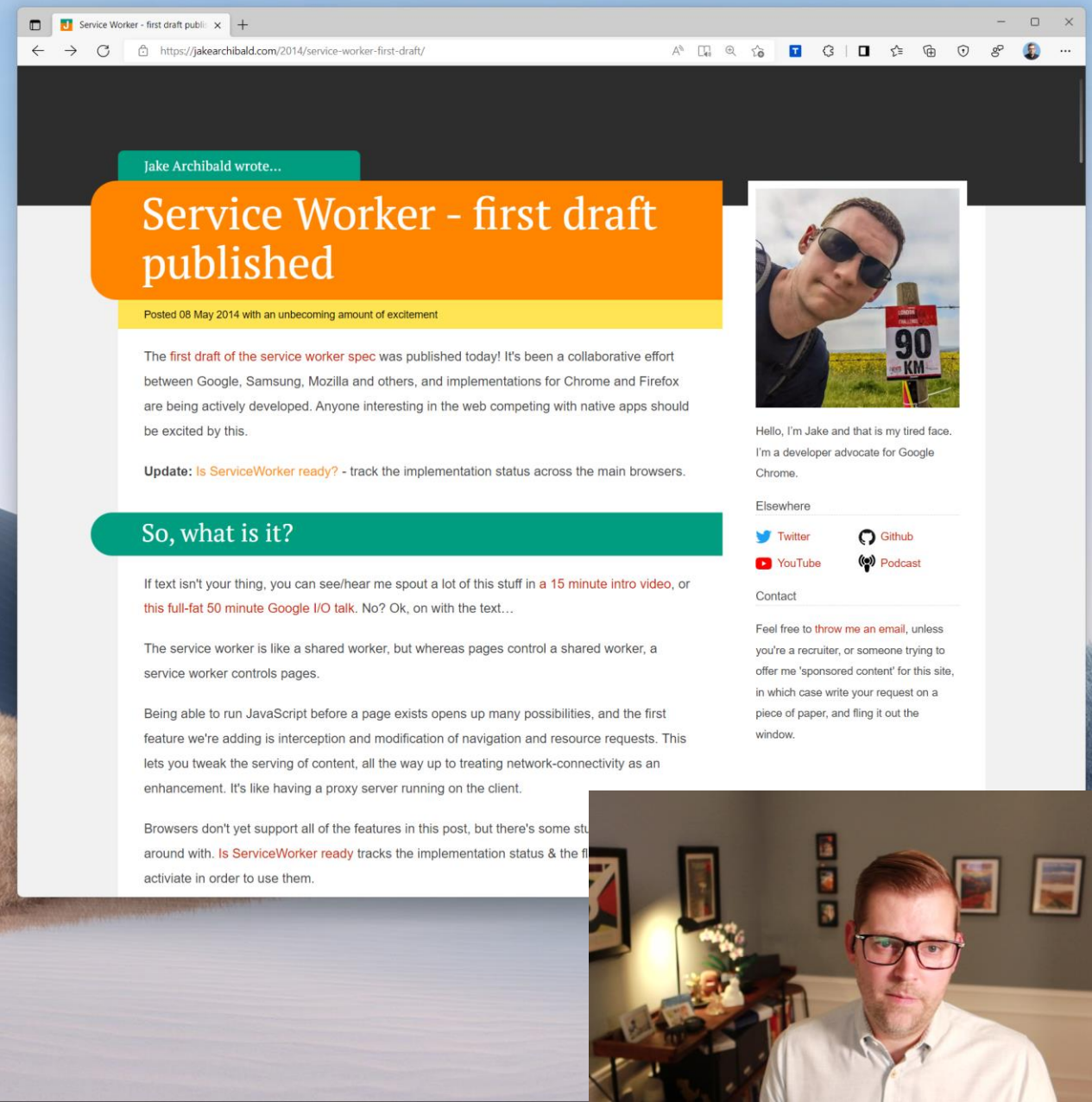
48 Comments

Share this:



Fast Forward: 2014

- ✓ Developer interest & feedback
- ✓ Cross-browser collaboration
- ✓ Working implementations



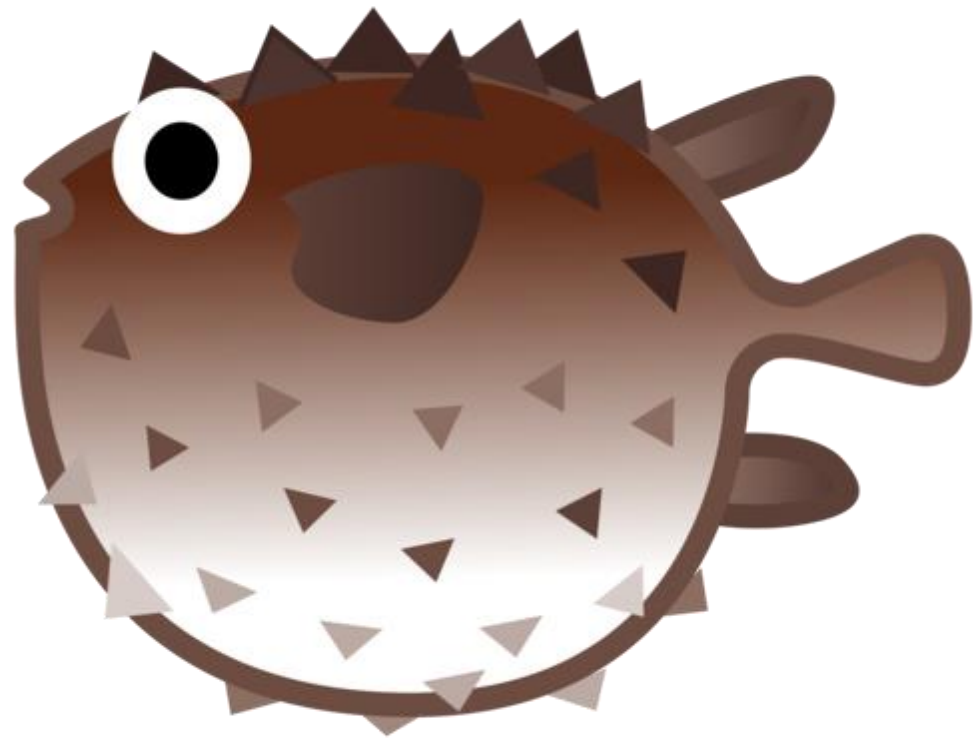
PWA



What Was The Web Missing?

- ~~Offline~~
- Device APIs
- ~~Push Notifications~~
- High-power compute
- Access to storage & files
- ~~First-class UI & OS integration~~
- ...?






Fugu API Tracker


STABLE

BETA


DEV

Chromium 104

Stable 2 days ago
(Aug 2, 2022)


















































Chromium 105

Stable in 26 days
(Aug 30, 2022)

Chromium 106

Stable in 54 days
(Sep 27, 2022)

Shipped <#>

Web Bluetooth API			
WebUSB API		    	
Web Share Target			
Web Share API Level 2			
Async Clipboard: Read and Write Images		    	
Web Share Target Level 2			
Enter Key Hint			
Expand Storage Quota		    	
Get Installed Related Apps API			
Periodic Background Sync		    	
 desktop-pwas: Support "minimal-ui" display mode		   	
Compression codecs		    	
Contacts API			



PWAs & MiniApps:

What Is The Web Missing?



W3C Group Draft Note

TABLE OF CONTENTS

Abstract

Status of This Document

1. Introduction

1.1 Problems

1.2 What is MiniApp?

1.3 Gap between MiniApps and PWA

1.4 Case studies

1.4.1 Case 1: Shared Bicycle Service

1.4.2 Case 2: AR Zoo

1.4.3 Case 3: MiniApp for Vehicle

1.4.4 Case 4: MiniApp for IoT

1.4.5 Case 5: MiniApp for TV

2. MiniApp Overview

2.1 Core Features

2.1.1 Separate the view layer from the logic layer

2.1.2 Rich APIs and Components

2.1.3 MiniApp Constructor

2.1.4 MiniApp Widgets

2.1.5 Single-Instance, Multi-Entries

2.1.6 Performance and User Experience

2.1.7 Login

2.1.8 Subpackaging

2.1.9 Add-ons

2.2 MiniApp Market

3. Working with the Web

3.1 Application Lifecycle

3.1.1 Hybrid Rendering

3.1.2 Transition Animation

3.1.3 Standardise the Package Constructor of MiniApp

3.1.4 Standardise the navigation to a MiniApp page

3.1.5 MiniApp Widgets

3.2 Performance and Tuning

3.2.1 Define an event for "time to interactive" in MiniApp

3.3 Graphics and Media

MiniApp Standardization White Paper

version 2

W3C Group Draft Note 01 July 2022

▼ More details about this document

This version:

<https://www.w3.org/TR/2022/DNOTE-mini-app-white-paper-20220701/>

Latest published version:

<https://www.w3.org/TR/mini-app-white-paper/>

Latest editor's draft:

<https://w3c.github.io/miniapp/white-paper/>

History:

<https://www.w3.org/standards/history/mini-app-white-paper>
[Commit history](#)

Editors:

Qing An ([Alibaba](#))

Dan Zhou ([Baidu, Inc](#))

Martin Alvarez-Espinar ([Huawei](#))

Zitao Wang ([Huawei](#))

Wanming Lin ([Intel Corporation](#))

Kaining Yuan ([Intel Corporation](#))

Canfeng Chen ([Xiaomi](#))

Yinli Chen ([Xiaomi](#))

Anqi Li ([W3C](#))

Fuqiao Xue ([W3C](#))

Former editors:

Dapeng Liu ([Alibaba](#))

Hongru Zhu ([Alibaba](#))

Qingqian Tao ([Baidu, Inc](#))

Zhixing Lei ([Baidu, Inc](#))

Lei Zhao ([China Mobile](#))

Zhiqiang Yu ([Huawei](#))

Xiaowei Jiang ([Xiaomi](#))

Feedback:

[GitHub w3c/miniapp](#) (pull requests, new issue, open issues)

public-miniapps-wg@w3.org with subject line [mini-app-white-paper] ... message topic ... ([archives](#))

Copyright © 2019-2022 W3C® (MIT, ERCIM, Keio, Beihang). W3C liability, trademark and permissive document license rules apply.

W3C

W3C Group Draft Note

W3 MiniApp Standardization White Paper

https://www.w3.org/TR/mini-app-white-paper/#gap-between-miniapps-and-pwa

TABLE OF CONTENTS

Abstract

Status of This Document

1. Introduction

1.1 Problems

1.2 What is MiniApp?

1.3 Gap between MiniApps and PWA

1.4 Case studies

1.4.1 Case 1: Shared Bicycle Service

1.4.2 Case 2: AR Zoo

1.4.3 Case 3: MiniApp for Vehicle

1.4.4 Case 4: MiniApp for IoT

1.4.5 Case 5: MiniApp for TV

2. MiniApp Overview

2.1 Core Features

2.1.1 Separate the view layer from the logic layer

2.1.2 Rich APIs and Components

2.1.3 MiniApp Constructor

2.1.4 MiniApp Widgets

2.1.5 Single-Instance, Multi-Entries

2.1.6 Performance and User Experience

2.1.7 Login

2.1.8 Subpackaging

2.1.9 Add-ons

2.2 MiniApp Market

3. Working with the Web

3.1 Application Lifecycle

3.1.1 Hybrid Rendering

3.1.2 Transition Animation

3.1.3 Standardise the Package Constructor of MiniApp

3.1.4 Standardise the navigation to a MiniApp page

3.1.5 MiniApp Widgets

3.2 Performance and Tuning

3.2.1 Define an event for "time to interactive" in MiniApp

3.3 Graphics and Media

3.3.1 3D Model Element

3.3.2 Face Tracking

3.3.3 Hand gestures tracking and recognition

reminders using the device's native alarm and calendar features, perform phone calls and trigger performance warnings. Although both technologies have similar APIs and services, there is a significant gap between the API specifications in each application type. PWAs rely on standard Web APIs, while MiniApps implement non-standard APIs to maximize the platform's capabilities, such as device-specific features and vendor-exclusive services.

Depending on the implementation, a MiniApp user agent could be an operating system, a [super app](#), or any other hosting platform based on different and various rendering engines and WebViews. The architecture of a MiniApp user agent differs from PWA user agents, as we can see in the following picture.

WEB

Service Worker

Manifest

Web View

Rendering Engine

JavaScript Engine

Canvas

Event

API

System Manager

PWA

WEB

Service Worker

Manifest

MiniApp Framework

Multi Web Views

Rendering Engine

JavaScript Engine

Bridge

Native

UI Framework

Canvas

Event

API

System Manager

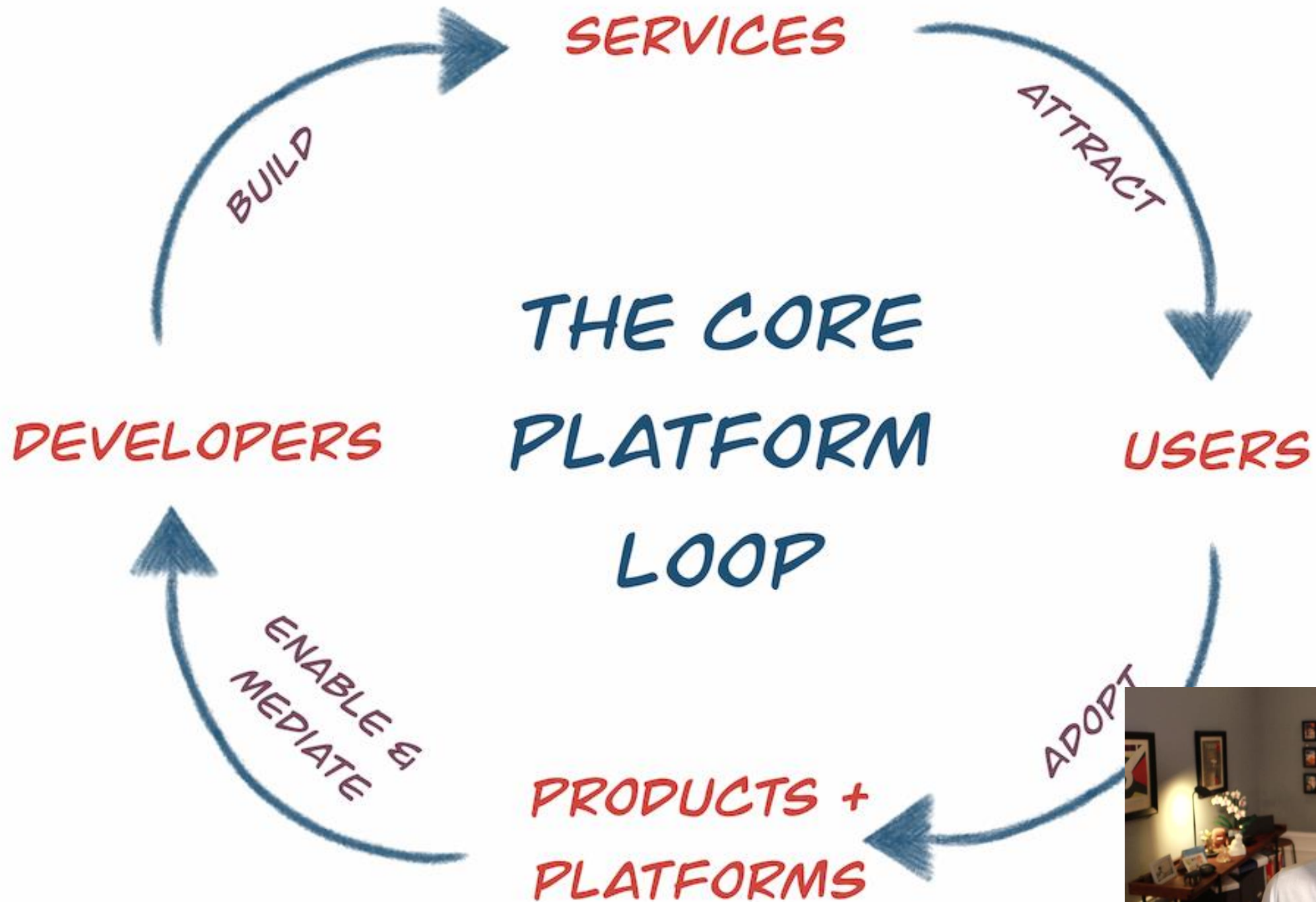
MiniApp

Figure 1 The architecture of MiniApps and PWA

The [comparison table in the annex](#) identifies and highlights the differences between Progressive Web Applications (PWA) and various MiniApp implementations. Some of these differences are summarized in the following table.

Feature	Progressive Web App	MiniApp
Source code	Standard markup languages (HTML), stylesheets (CSS), and scripts (JavaScript).	Non-standard dialects of HTML, CSS and JavaScript
Deployed Format	Web resources (mainly: HTML, CSS, JavaScript code, and WebAssembly modules)	HTML, CSS, JavaScript, and other resources packed in a ZIP container.
Packaging	No. Resources linked on the Web.	Yes. Different package formats per vendor.
Needs to host files on Web server	Yes	No
Installation-free usage	Yes, running in the browser.	Running in a super app or on the OS.
Installation with standalone icon	From the browser or app marketplace (optional)	No
Services	Access to Web APIs	Access to non-standard Web APIs, including some system native APIs



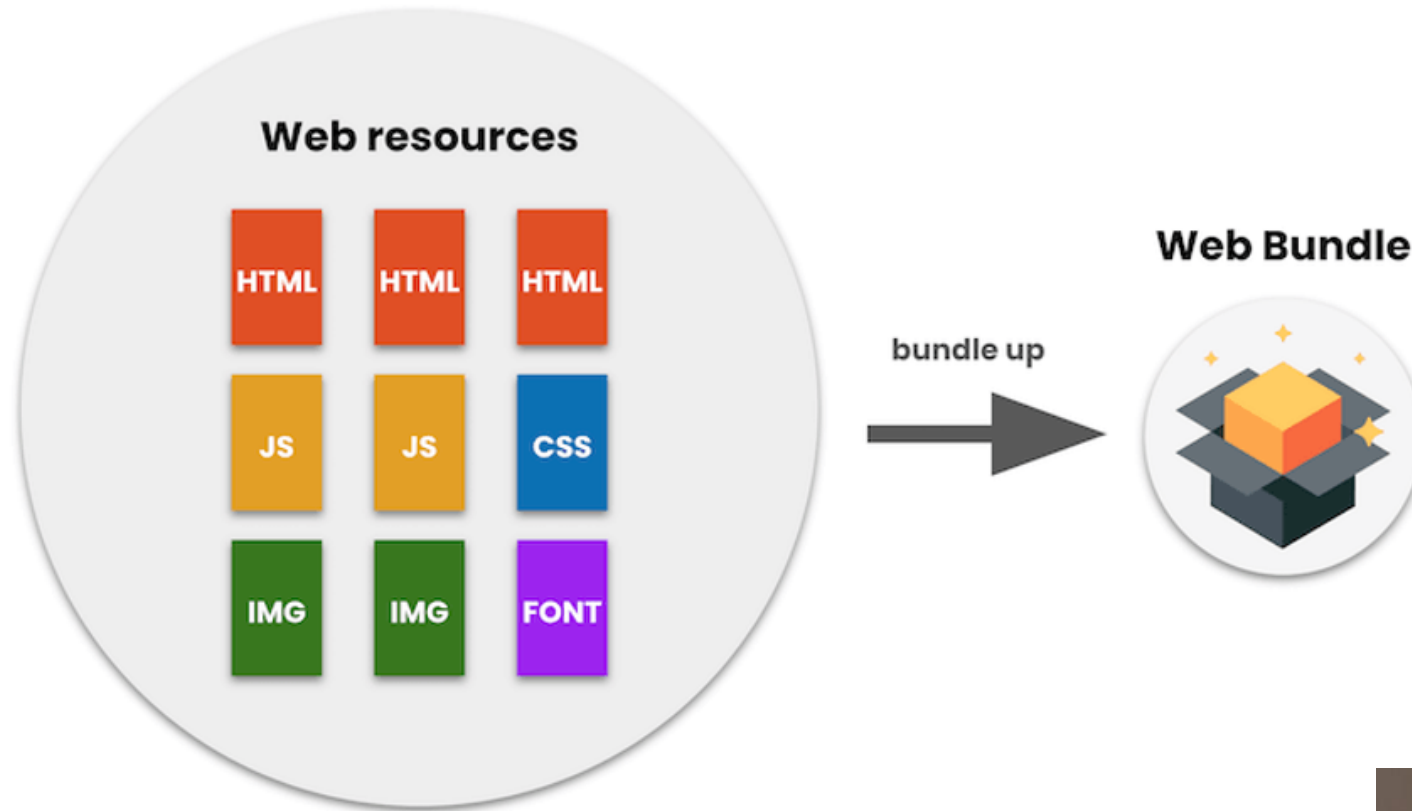


A Gnawing Question:

What Is The Web Missing?

- Packaging & Signing
- Super-App Service Integration
- Upgrades to HTML & CSS
- API access





Thank You.

Alex Russell <alexrussell@microsoft.com>
infrequently.org
[@slightlylate](https://twitter.com/slightlylate)

