WebAssembly: Bare Metal

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WebAssembly

- Alternative to JavaScript no replacement
- Efficiency
- Security model of JavaScript
- Code reusability
- W3C standard
- Ongoing development

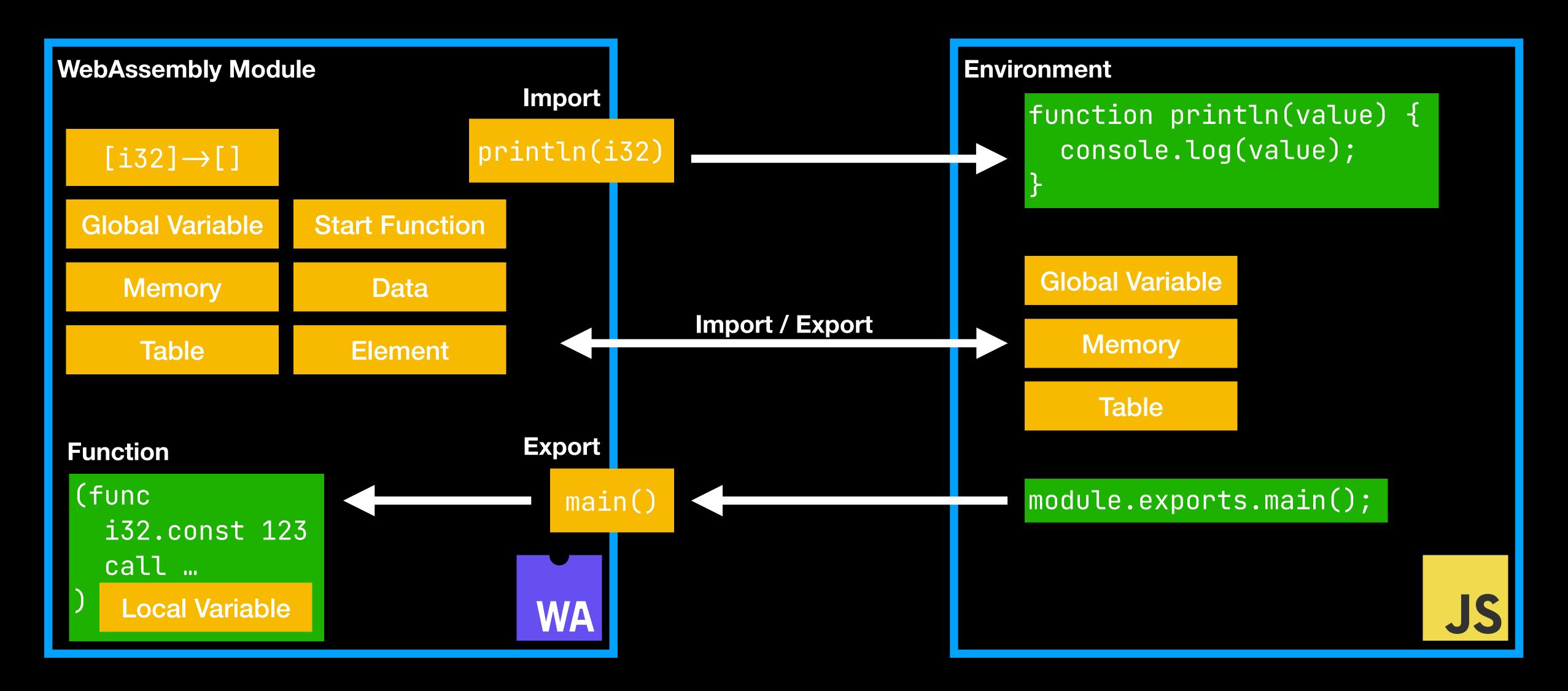




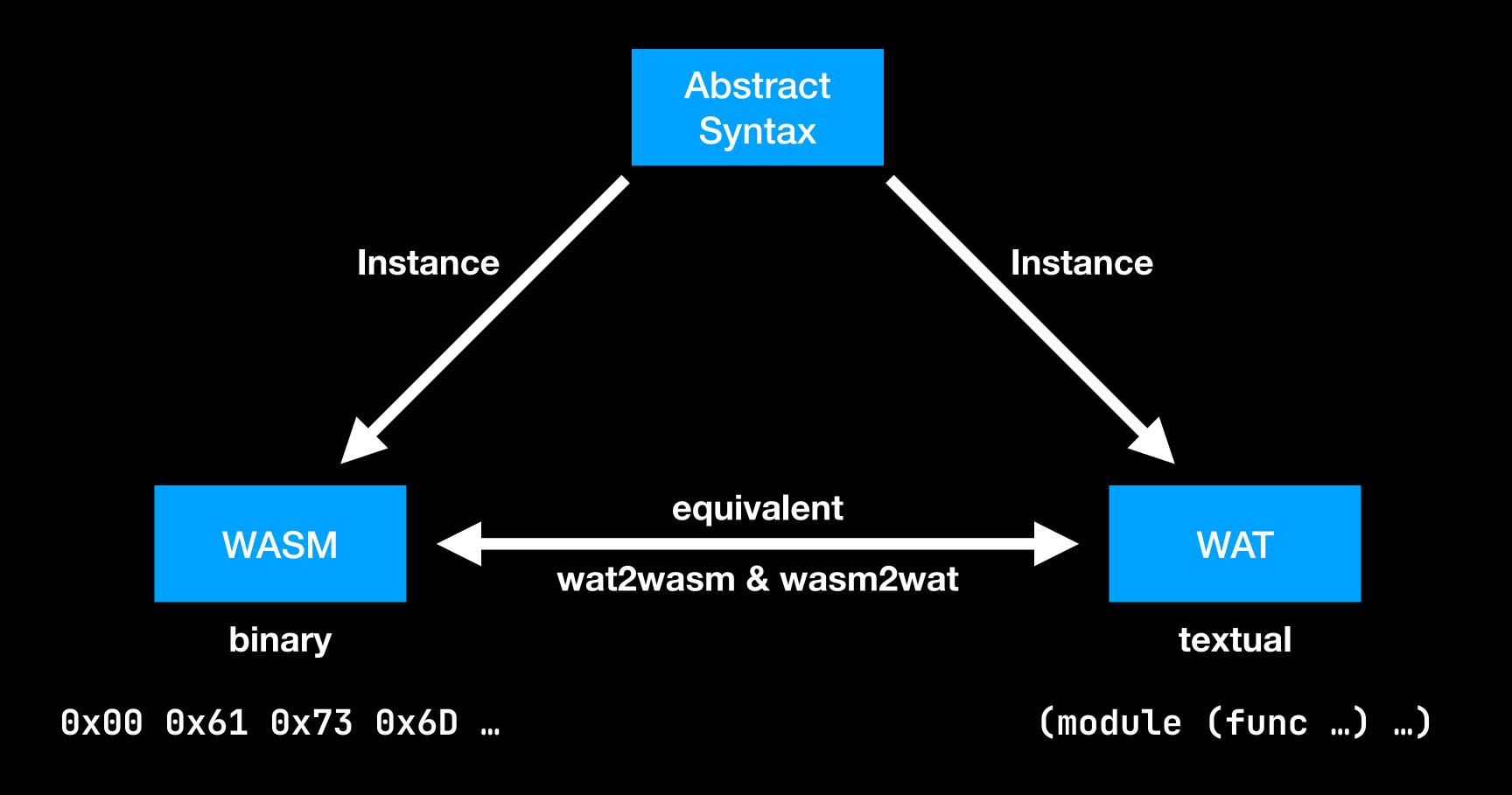




Big Picture



Module Structure

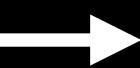


Stack machine

Stack

ALU

Program



a	0
b	3

const 4
const 2
load b
mul
add
store a

Stack ALU

Program

const 4

Variables

a	0
b	3

const 4
const 2
load b
mul
add
store a

Stack

ALU Program

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Variables

a	0
b	3

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add
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4

Stack

ALU

Program

const 2

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add

store a

Variables

a	0
b	3

4

Stack

ALU

Program

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4

a	0
b	3

Stack

ALU Program

load b

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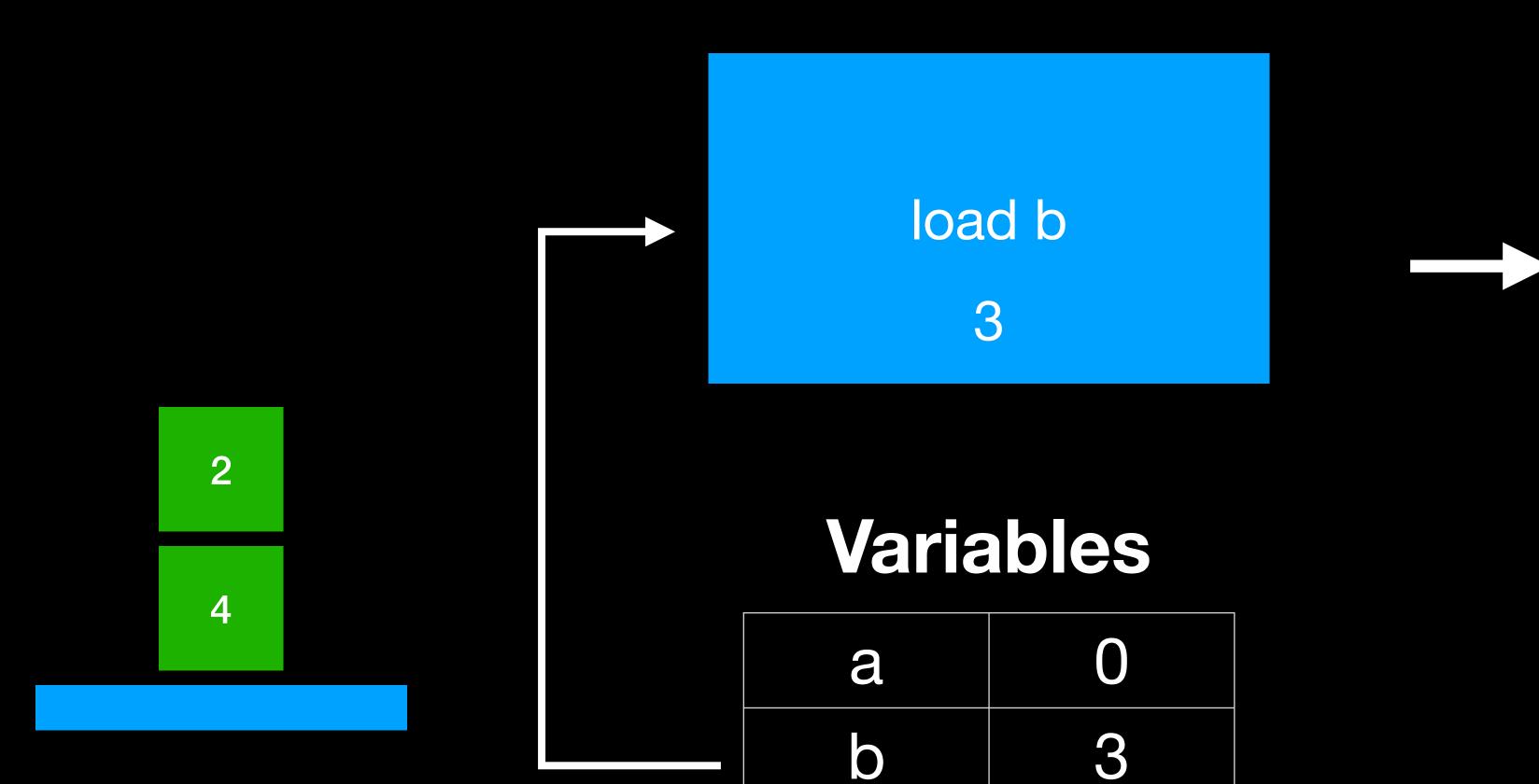
2

4

a	0
b	3

Stack

Program



const 4
const 2
load b
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Stack

ALU

Program

const 4

3

2

4

load b



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b	3

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Stack

ALU

Program

3

2

4

mul

a	0
b	3

const 4
const 2
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mul
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store a

Stack

ALU

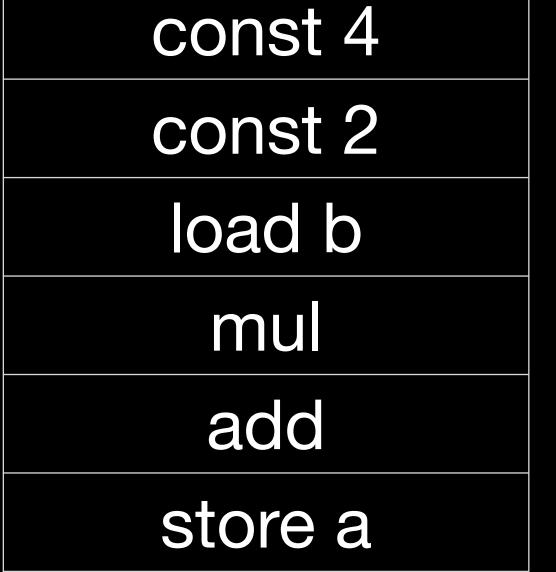
Program

mul

Variables

a	0
b	3

4



ALU

Stack

Program

mul

6

a	0
b	3

const 4	
const 2	
load b	
mul	
add	
store a	

Stack

ALU

Program

add

Variables

a	0
b	3

6

const 4 const 2 load b

add

mul

store a

Stack

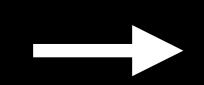
ALU

Program

const 4

add

$$4 + 6 = 10$$



a	0
b	3

const 2
load b
mul
add
store a

Stack

ALU

Program

const 4

add

a	0
b	3

Variables

const 2
load b
mul
add
store a

10

Stack

ALU

Program

store a

Variables

a	0
b	3

10

const 4 const 2 load b mul add

store a

Stack ALU

Program

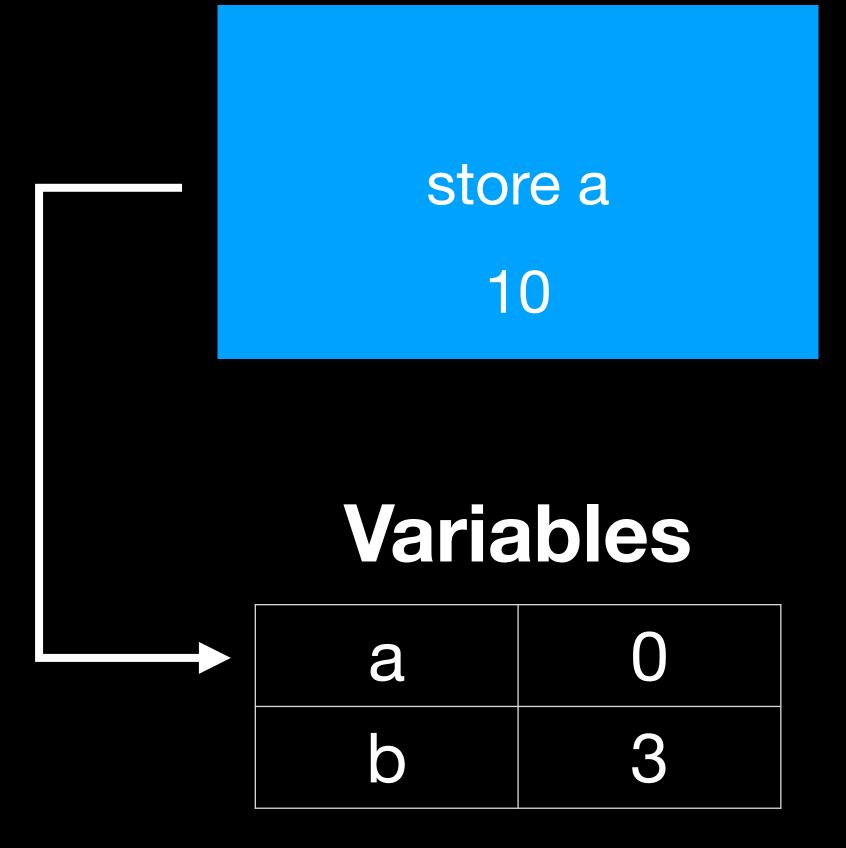
store a

10

const 4
const 2
load b
mul
add
store a

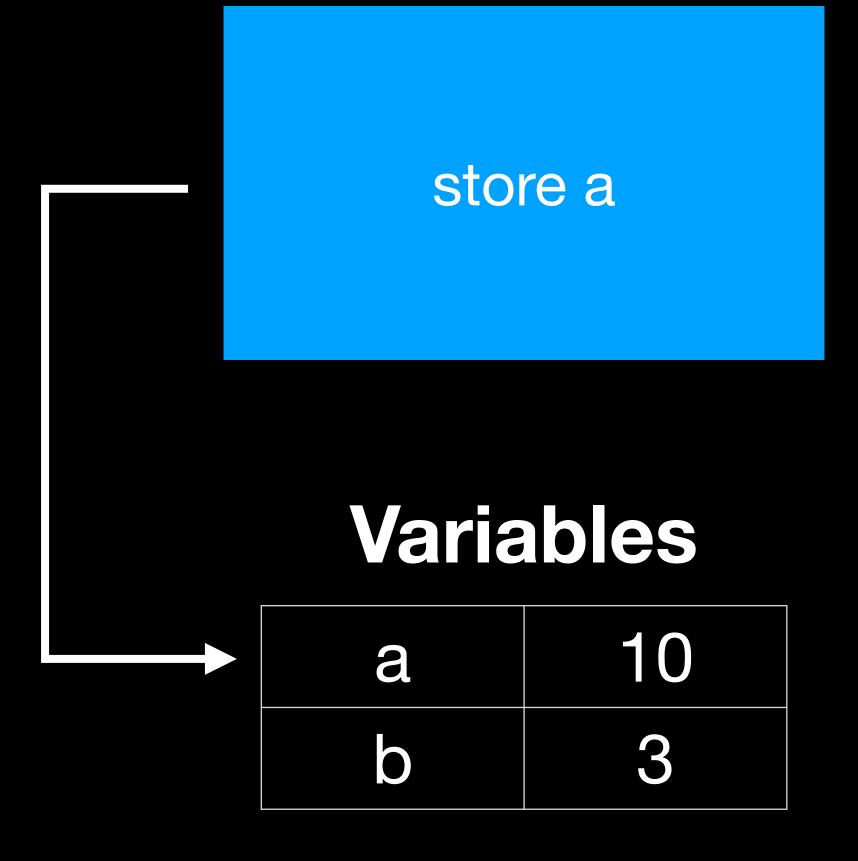
a	0
b	3

Stack ALU Program



const 4
const 2
load b
mul
add
store a

Stack ALU Program



const 4		
const 2		
load b		
mul		
add		
store a		

Stack

Program

const 4		
const 2		
load b		
mul		
add		
store a		

a	10
b	3

Fibonacci numbers

Fibonacci numbers

```
int fib(int n) {
  if (n <= 1) {
    return n;
  } else {
    return fib(n - 1) + fib(n - 2);
  }
}</pre>
```

0 1 1 2 3 5 8 13 21 ...

Live Coding 01-fibonacci

```
while (i < 10) {
  println(i);
  i = i + 1;
}</pre>
```

```
begin:
    if (!(i < 10)) {
        goto end;
    }
    println(i);
    i = i + 1;
    goto begin;
    end: </pre>
```

```
begin:
if (!(i < 10)) {
   goto end;
}

println(i);
i = i +1;

goto begin;
end:</pre>
```

```
block {
  loop {
    if (!(i < 10)) {
       goto 1;
    }
    println(i);
    i = i + 1;
    goto 0;
}</pre>
```

```
block {
  loop {
    if (!(i < 10)) {
       goto 1;
    }

    println(i);
    i = i + 1;
    goto 0;
  }
}</pre>
```

```
block
  loop
    local.get $i
                   ;; i < 10
    i32.const 10
    i32.lt_s
    i32.eqz
   -br_if 1
                    ;; println(i)
    local.get $i
    call $println
    local.get $i
                    ;; i = i + 1;
    i32.const 1
    i32.add
    local.set $i
    br 0

→ end

end
```

Maximum value in an array

Maximum value in an array

```
int findMax(int[] array, int length) {
  int max = array[0];
  int i = 1;
  while (i < length) {</pre>
   if (array[i] > max) {
     max = array[i];
    i = i + 1;
  return max;
```

Live Coding 02-maximum

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Images

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