

SmallTalk - WebAssembly



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WebAssembly



WebAssembly (abbreviated *Wasm*) is a binary instruction format for a stack-based virtual machine. Wasm is designed as a portable compilation target for programming languages, enabling deployment on the web for client and server applications.

A bit of history ...

- Sir Tim Berners-Lee: he recognized the need for a technical solution to solve the problem of sharing documents between different operating system or platforms
- JavaScript: Brendan Eich, hired by Netscape to create a Scheme for the browser.
- With NaCl we found a solution that provided sandboxing and performance.
- With PNaCl we found solution platform portability and sandboxing, but not browser portability
- With asm.js we found browser portability and sandboxing, but not performance
- WebAssembly (2015): Brendan Eich

What we need?

- JavaScript is not enough!
- Portability of high-level languages (C/C++/Rust ... all)
- We need something to provide software that is
 - Safe
 - Fast
 - Portable
 - Compact
- We need portability at both the code and application levels
- WebAssembly is a target platform with a series of instructions that are vaguely assemblyesque

Interpreted vs Compiled



WebAssembly Text Format

A text format that describes the behavior of a module that is easier for humans to read (.wat)

```
(module
  (func $how_old (param $year_now(i32) (param $year_born i32) (result i32)
    get_local $year_now
    get_local $year_born
    i32.sub)
  (export "how_old" (func $how_old)
  )
)
```



WebAssembly Structure

Id	Name	Description
0	Custom	Debugging or metadata information for third-party uses
1	Type	Type definitions used in the modules
2	Import	Imported elements used by a module
3	Function	Type signatures associated with the functions in a module
4	Table	Tables that define indirect, immutable reference used by a module
5	Memory	Linear memory structures used by a module
6	Global	Global variables
7	Export	Exported elements provided by a module
8	Start	An optional start function to initiate a module
9	Element	Elements defined by a module
10	Code	The body of the functions defined by a module
11	Data	The data elements defined by a module
12	Data Count	The number of data elements defined by a module

WASI (WebAssembly System Interface)

- Cross platform applications and games
- Code re-use between platforms and use cases
 - Video-editing, ML, Virtual Reality, Games
- Running applications written in any Wasm/Wasi compilable language on a single runtime
- Containerizing applications and their dependencies
 - This would not be a replacement for containerization, but could be a better option for applications

WASI Goals

- WASI enables wasm module to run well outside of the browser
- Proposals
 - I/O
 - Filesystem
 - Clocks
 - Machine Learning (wasi-nn)

WAGI

- Without networking in WebAssembly we had no way to write services that could load WebAssembly modules to handle http requests.
- WAGI and CGI
 - WAGI abides the CGI 1.1 spec (RFC 3875). It defines a few extra environment variables unique to Wagi, but compatible with the specification.
 - Wagi maps an HTTP path to a Wasm module (es. <http://smalltalk.com/foo/bar> to the Wasm module *helloSmallTalk.wasm*. When */foo/bar* is requested, Wagi loads module and executes it just CGI executes its apps.

```
fn main() {  
    println("content-type: text/plain");  
    println("");  
    println("Hello World");  
}
```

WebAssembly and .NET

- WebAssembly is a binary executable format
- C# compiles one binary executable format .NET bytecode
- Changing it to target another is tricky
 - C# is deeply entwined with .NET standard library
 - C# gets a lot less interesting without NuGet packages
- .NET has taken a different approach to Wasm
- The strategy is to compile the .NET runtime to Wasm bytecode
- Just as Python ...
- [SteveSandersonMS/dotnet-wasi-sdk](https://github.com/SteveSandersonMS/dotnet-wasi-sdk):

WebAssembly will replace Docker?



- Wasm is like a container, but with abstraction at a higher level
- Wasm is platform agnostic
- Was runs in an isolated sandbox
- It will be possible to build Wasm-based components

- We can create containers for Windows or for Linux, but not 'universal' containers

WebAssembly and Docker



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- Containers and WebAssembly are fast friends, not mortal enemies

“So will wasm replace Docker?” No, but imagine a future where Docker runs linux containers, windows containers and wasm containers side by side. Over time wasm might become the most popular container type. Docker will love them all equally, and run it all :)



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If WASM+WASI existed in 2008, we wouldn't have needed to create Docker. That's how important it is. Webassembly on the server is the future of computing. A standardized system interface was the missing link. Let's hope WASI is up to the task!

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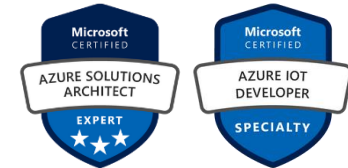
Thanks



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