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WEBASSEMBLY COMPONENT MODEL

WHAT? HOW? AND, WHY YOU SHOULD NOT IGNORE IT!

MARCH 2024

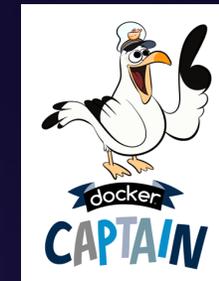
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WebAssembly Component Model

What Is It

What is the WebAssembly Component Model

The WebAssembly Component Model is an addition to core WebAssembly that addresses shortcomings and streamlines interacting with WebAssembly modules

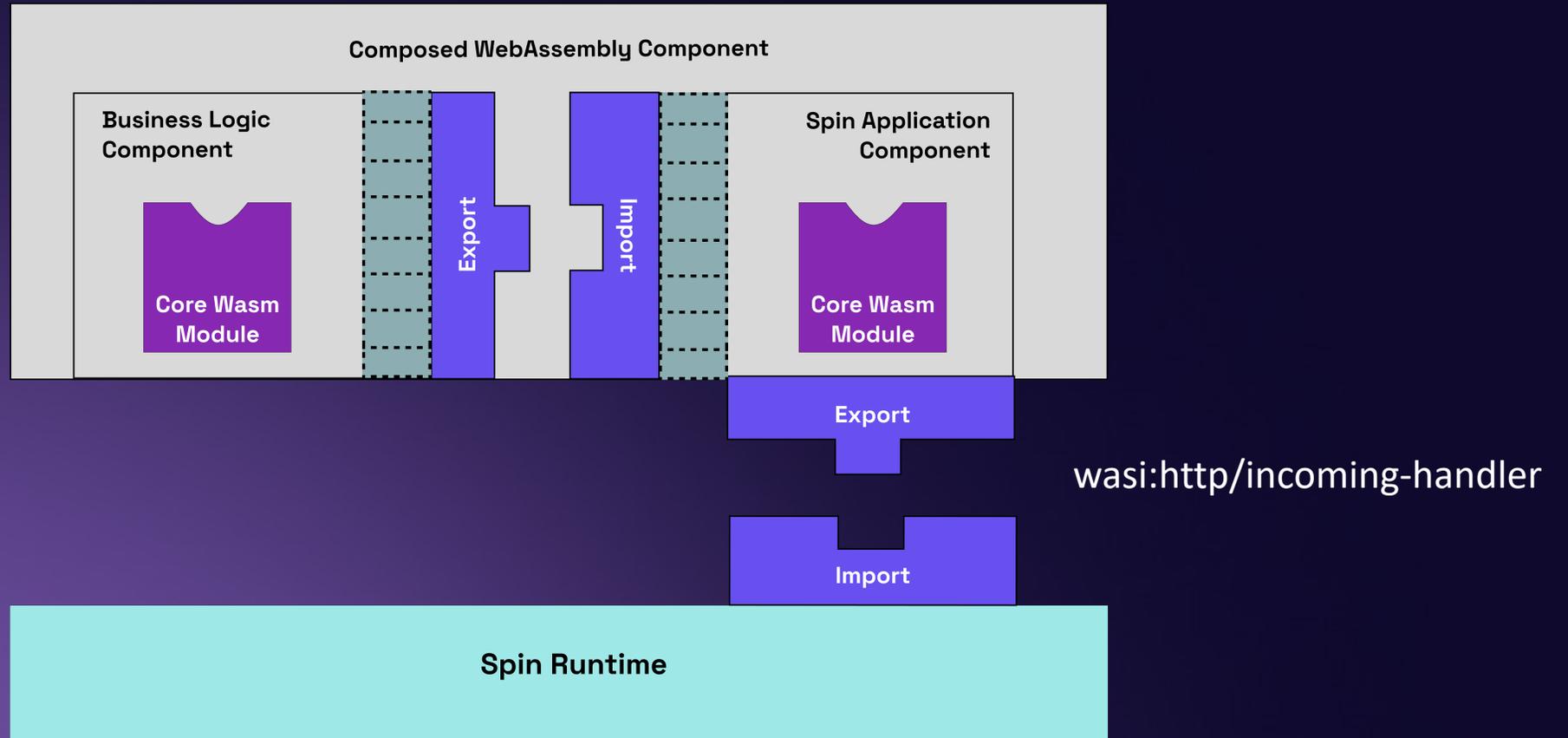
What is the WebAssembly Component Model

- Think of the Wasm Component Model as a wrapper around your "Core" WebAssembly modules
- It defines a **canonical ABI** which all components adhere to
 - Specifying and standardizing data layout in memory
 - Giving us **richer types** such as strings, structs, lists

What is the WebAssembly Component Model

- We use WebAssembly Interface Type (**WIT**) as Interface Description Language (IDL) to define contracts
- Ultimately, the Wasm Component Model dramatically simplifies using components written in **different languages**

What is the WebAssembly Component Model



WebAssembly Component Model

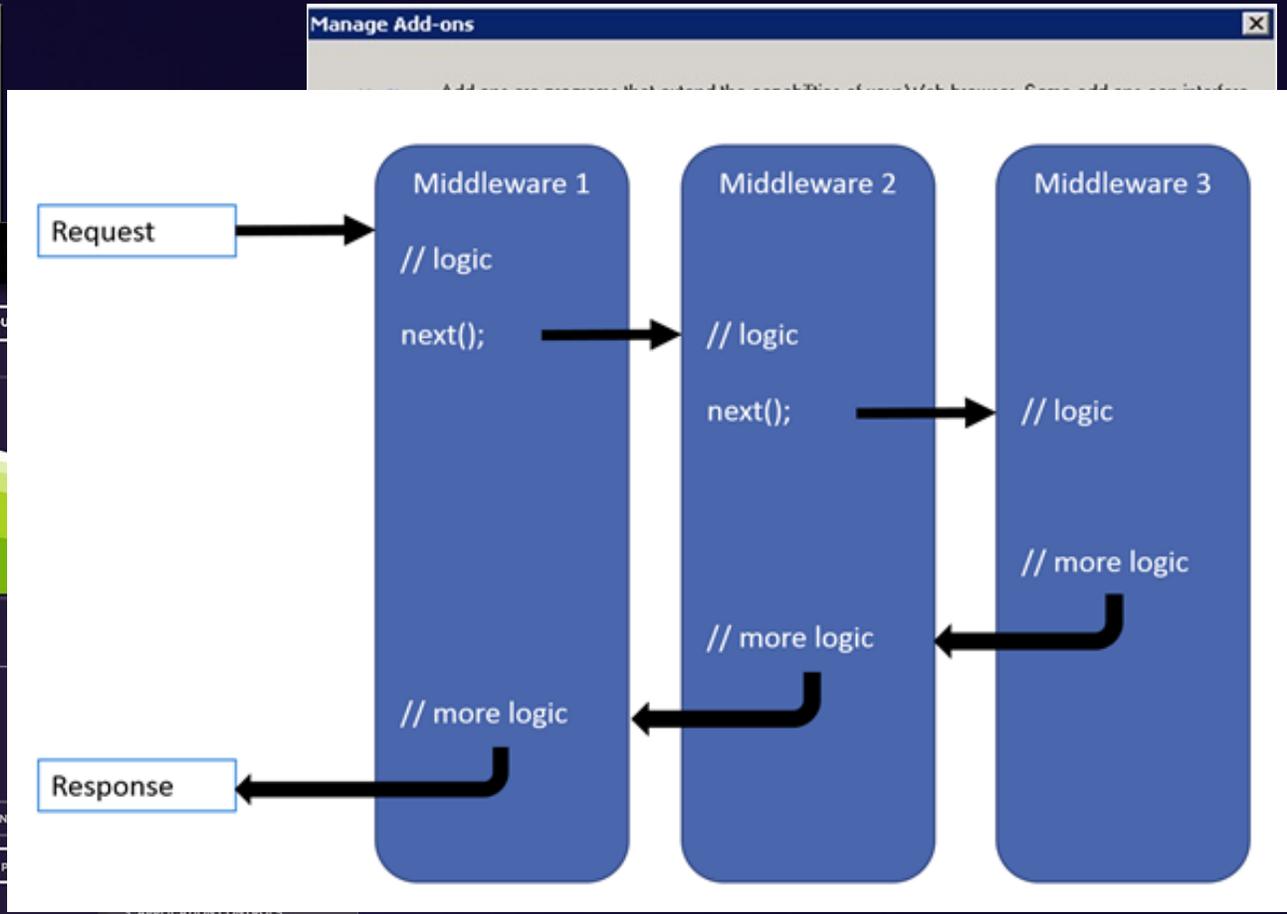
Why You Should Not Ignore It

Why should you not ignore it!

- Components have a long history in software development
 - Rooting back to Douglas McIlroy in 1968
- Developers gained productivity by composing applications using different components

Why should you not ignore it!

- Numerous technologies were successful due to having a component model & allowing component composition
- Some famous representatives are (my take)
 - COM & ActiveX
 - Open Web Interface for .NET (OWIN)
 - Web Components



Why should you not ignore it!

- WebAssembly makes apps portable across platforms & architectures
- The Wasm Component Model takes portability one step further
 - Components are portable across programming languages

WebAssembly Component Model

How You Can Use It Today

From Source to a Wasm Component

- Language specific tooling is available to build WebAssembly Components
 - For Python we use [componentize-py](#)
 - For JavaScript we use [jco](#) and [componentize-js](#)
 - For Rust we use [cargo-component](#)

wasm-tools

- CLI & library
- github.com/bytecodealliance/wasm-tools
- Tool for manipulate Wasm modules & components
 - Composing Wasm Components with **wasm-tools compose**
 - Inspect a WIT contract with **wasm-tools component wit**

WebAssembly Composition (WAC)

- CLI for composing WebAssembly Components
- <https://github.com/peterhuene/wac>
- Provides the WAC DSL to describe how components should be composed together
- Find further information on integration with [wasm-tools](#) at <https://github.com/peterhuene/wac/issues/35>

DEMO – Extensibility with Wasm Components

Host Application



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DEMO – Extensibility with Wasm Components

Host Application



```
world extensibility {  
  import transform: func(input: string) -> string;  
}
```

DEMO – Extensibility with Wasm Components

Wasm Component



Wasm Component



Wasm Component

Host Application



```
world extensibility {  
  import transform: func(input: string) -> string;  
}
```

DEMO – Extensibility with Wasm Components

Wasm Component



Wasm Component



Wasm Component

Shared WIT

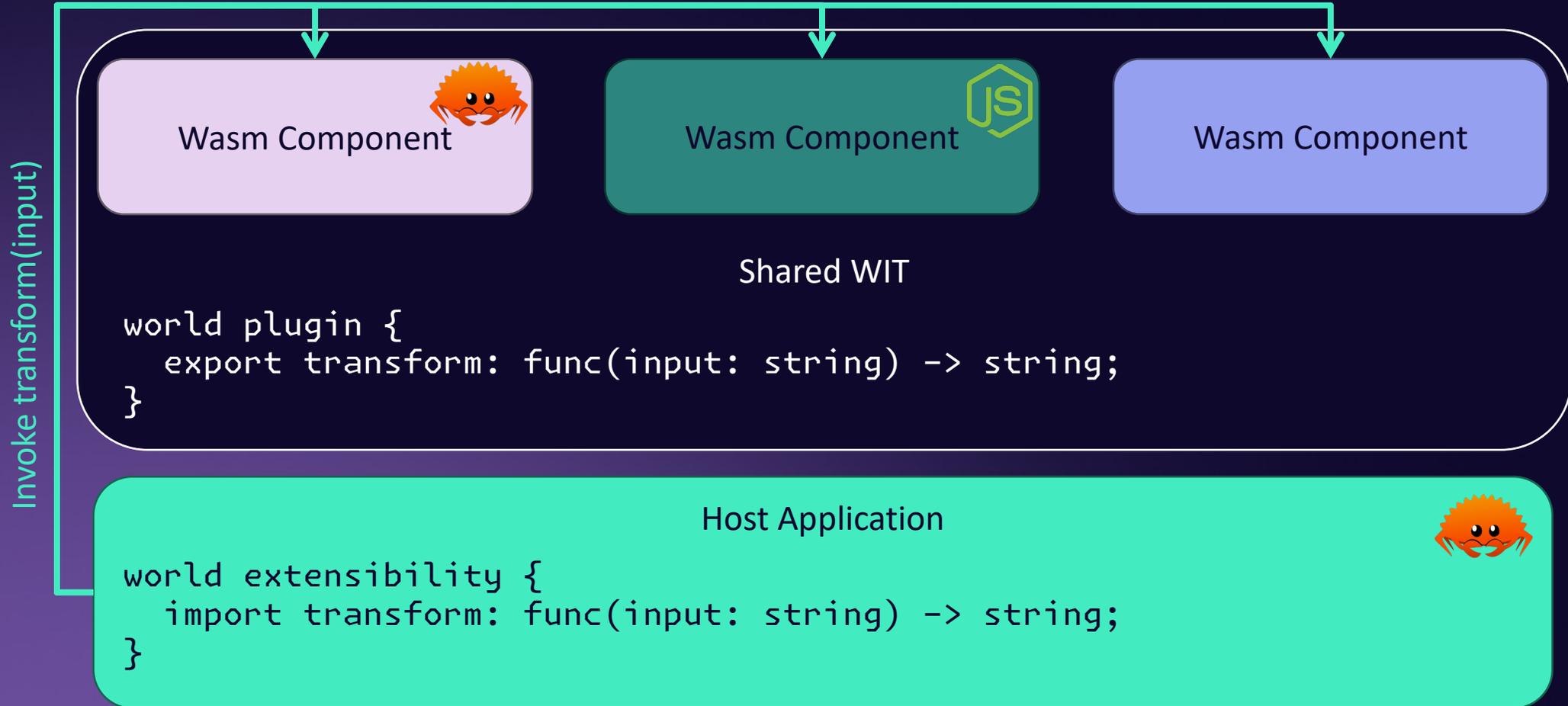
```
world plugin {  
  export transform: func(input: string) -> string;  
}
```

Host Application



```
world extensibility {  
  import transform: func(input: string) -> string;  
}
```

DEMO – Extensibility with Wasm Components



DEMO

Extensibility using the
Wasm Component Model



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DEMO – Middlewares & Portability



DEMO – Middlewares & Portability



DEMO – Middlewares & Portability

ACME Service
Providing webhooks



```
world signing {  
  import sign(...) -> list<u8>;  
}
```

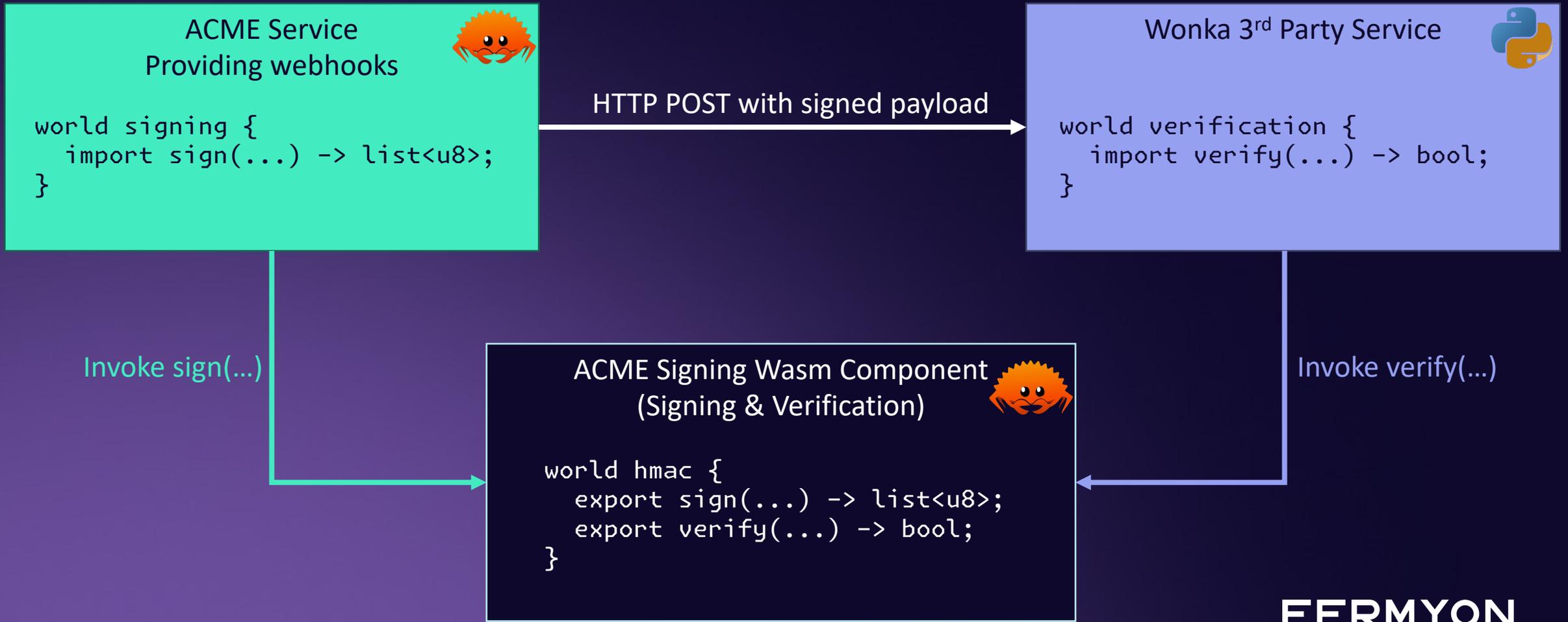
HTTP POST with signed payload

Wonka 3rd Party Service



```
world verification {  
  import verify(...) -> bool;  
}
```

DEMO – Middlewares & Portability



DEMO

Middlewares & Portability using the
Wasm Component Model



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Key Takeaways

- Wasm Components are **self-contained** units of work that allow interaction via **rich contracts** defined in **WIT**
- We can **load components dynamically**
- We **compose** bigger systems from components written in **different languages** without worrying about how data structures are represented in memory

Do you want to dive deeper?

Join Ryan's talk [tomorrow](#) (March 15th) @ 12:40

Deconstructing WebAssembly Components

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Thank you!

github.com/ThorstenHans/wasmio-2024-demos

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