



WASM CAN DO THAT!? **Daniel López** @vomkriege













About me

Involved with Open Source since 1993

Co-founder of Bitnami and Wasm Labs

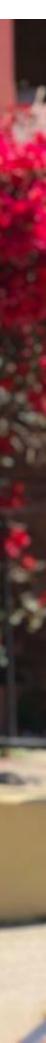
Focus on making OSS accessible to all

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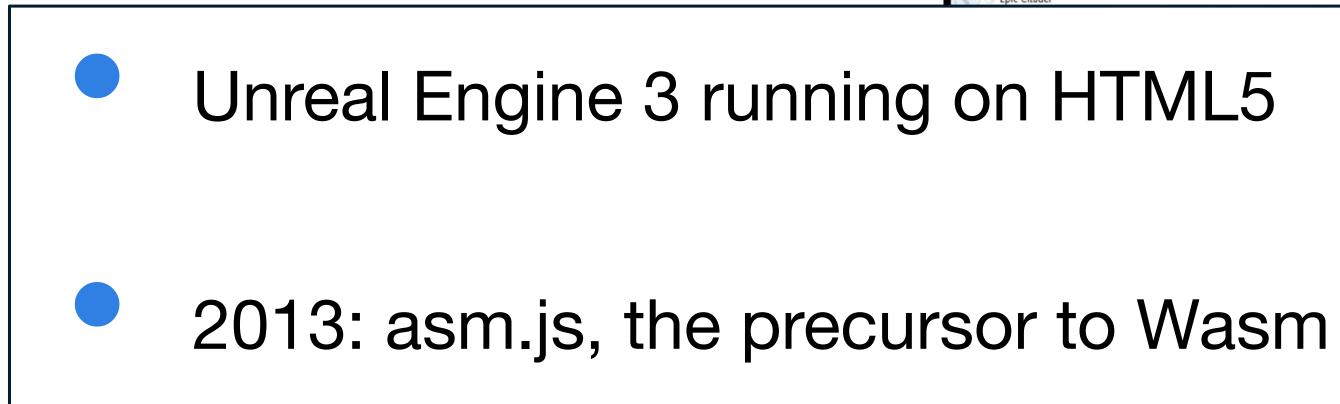








The demo that started it all





Epic Citadel

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UNREA

Epic Citadel Firefox Nightly Build with asm.js

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GAMES

Portability across devices, in particular browser (incl WebGPU support)

Unity, Reverie Engine (OSS), Unreal OSS web port, Rive.app

Extensibility via Wasm: Flight Simulator

Related talks: Wander (High Perf Graphics Wasm), Extism





ARTIFICIAL INTELLIGENCE

Multiplatform deployment

- Browser-based leveraging WebGPU
- Standardization around WASI-nn







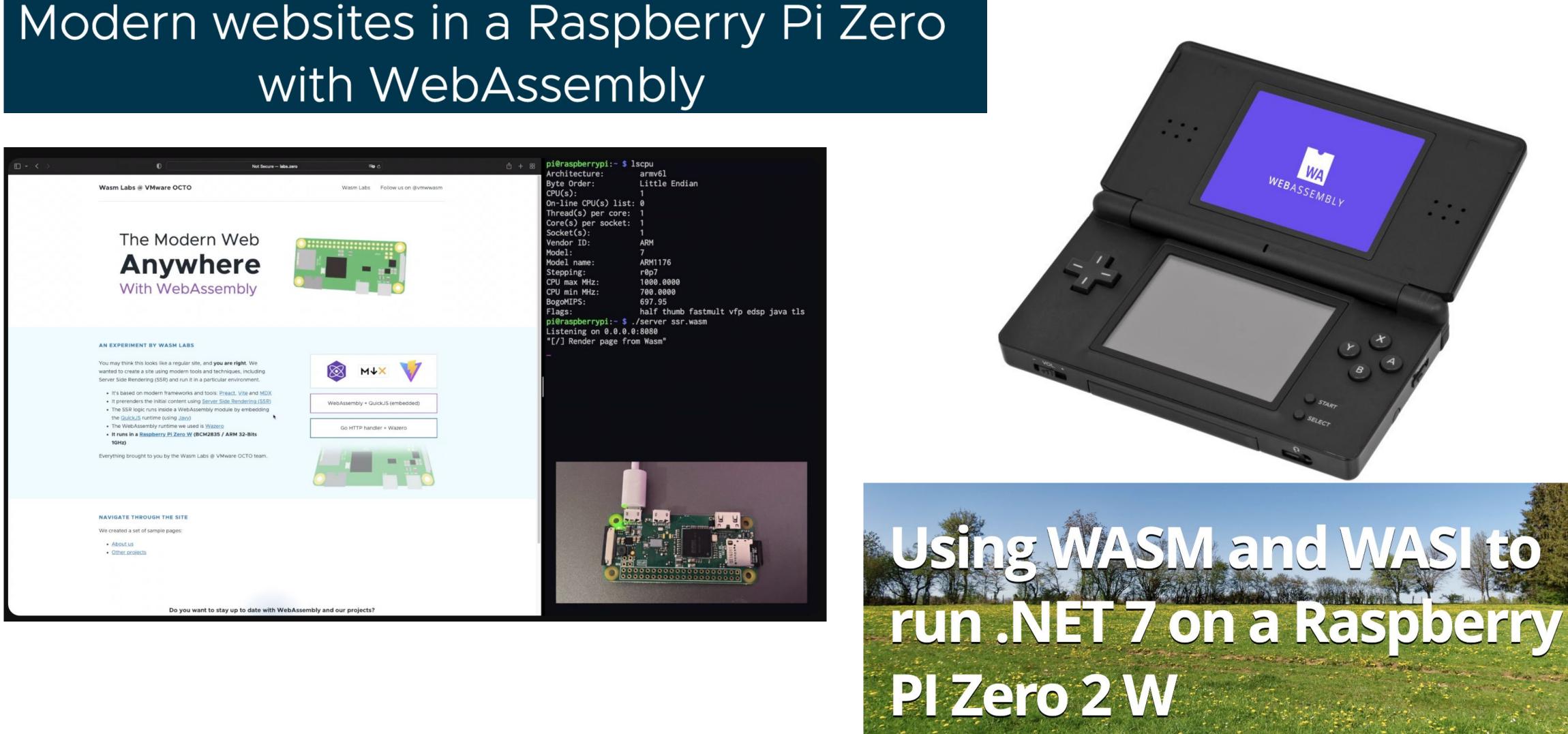
AI Controller Interface: Prompts as Wasm programs (https://github.com/microsoft/aici)

Related talks: WasmEdge Inference Workshop and LLM extensions, Pipeless, Spin ML





with WebAssembly



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SMALL DEVICES

- Edge/IoT: From centralized and homogeneous Cloud to distributed and heterogeneous
- Wasm an unifying platform for disparate devices (ie. streaming apps)
- Small footprint means reach where containers and VMs can't
- Modern tooling to unexpected devices, removing vendor constraints
- Related talks: Programmable Embedded Vision Sensors, Wasm TinyGo









EMULATION

- From preserving video games to backwards compatibility (Flash, Applets) to instant development and learning sandbox environments
- WALI: The WebAssembly Linux interface
- Related talks: ELFConv



From running in multiple platforms to ... Running Platforms in Wasm!







KUBERNETES

- Wasm and Kubernetes, better together?
- complexity
- Related talks: Production Wasm workshop



Wasm provides a lot of the benefits of Kubernetes without the cost and







WHAT'S NEXT?

The best way to predict the future is to create it Peter Drucker









THANKS! Daniel López @vomkriege







