

Running InChl Anywhere with WebAssembly

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The InChI Value Proposition

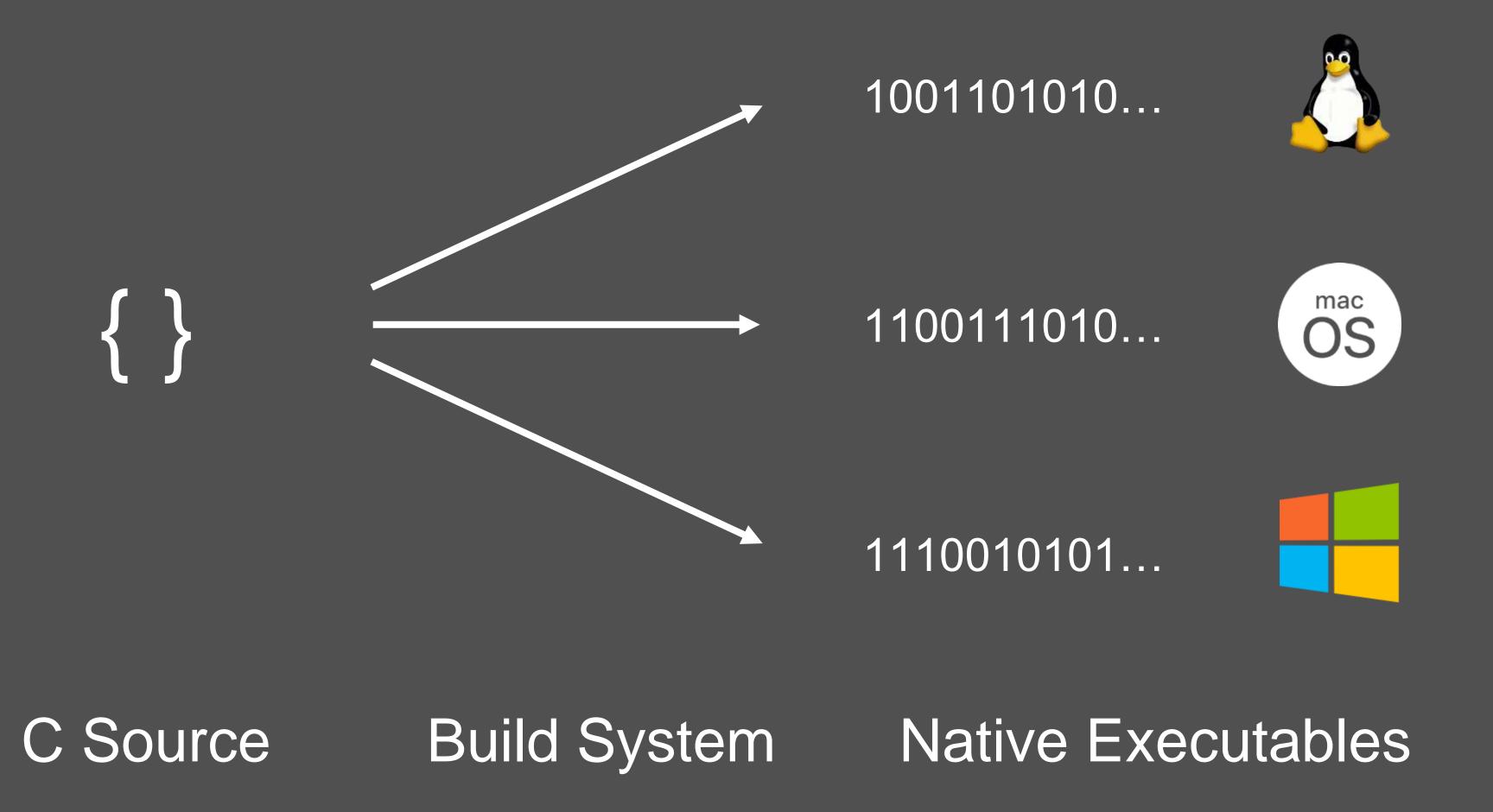
- Unique Key: Does this database have this molecule?
- Foreign Key: What other databases have this molecule?
- Permissionless (cf. CAS)

InChi Source Code

```
EXPIMP_TEMPLATE INCHI_API
int INCHI_DECL MakeINCHIFromMolfileText( const char *moltext,
                                         char *szOptions,
                                        inchi_Output *result )
    int retcode = 0, retcode2 = 0;
    long num_inp = 0, num_err = 0;
    char szTitle[MAX_SDF_HEADER + MAX_SDF_VALUE + 256];
    STRUCT_FPTRS *pStructPtrs = NULL; /* dummy in this context */
    INPUT_PARMS inp_parms;
    INPUT_PARMS *ip = &inp_parms;
    STRUCT_DATA struct_data;
    STRUCT_DATA *sd = &struct_data;
   ORIG_ATOM_DATA OrigAtData;
   ORIG_ATOM_DATA *orig_inp_data = &OrigAtData;
   ORIG_ATOM_DATA PrepAtData[2];
    ORIG_ATOM_DATA *prep_inp_data = PrepAtData;
    PINCHI2 *pINCHI[INCHI_NUM];
    PINCHI_Aux2 *pINCHI_Aux[INCHI_NUM];
    INCHI_IOSTREAM outputstr, logstr, prbstr, instr;
    INCHI_IOSTREAM *pout = &outputstr, *plog = &logstr, *pprb = &prbstr,
     *inp_file = &instr;
   int output_error_inchi = 0;
    int have_err_in_GetOneStructure = 0;
    INCHI_IOS_STRING temp_string_container;
    INCHI_IOS_STRING *strbuf = &temp_string_container;
```

- 165,000 lines of code
- Mostly C

Deployment



What About...





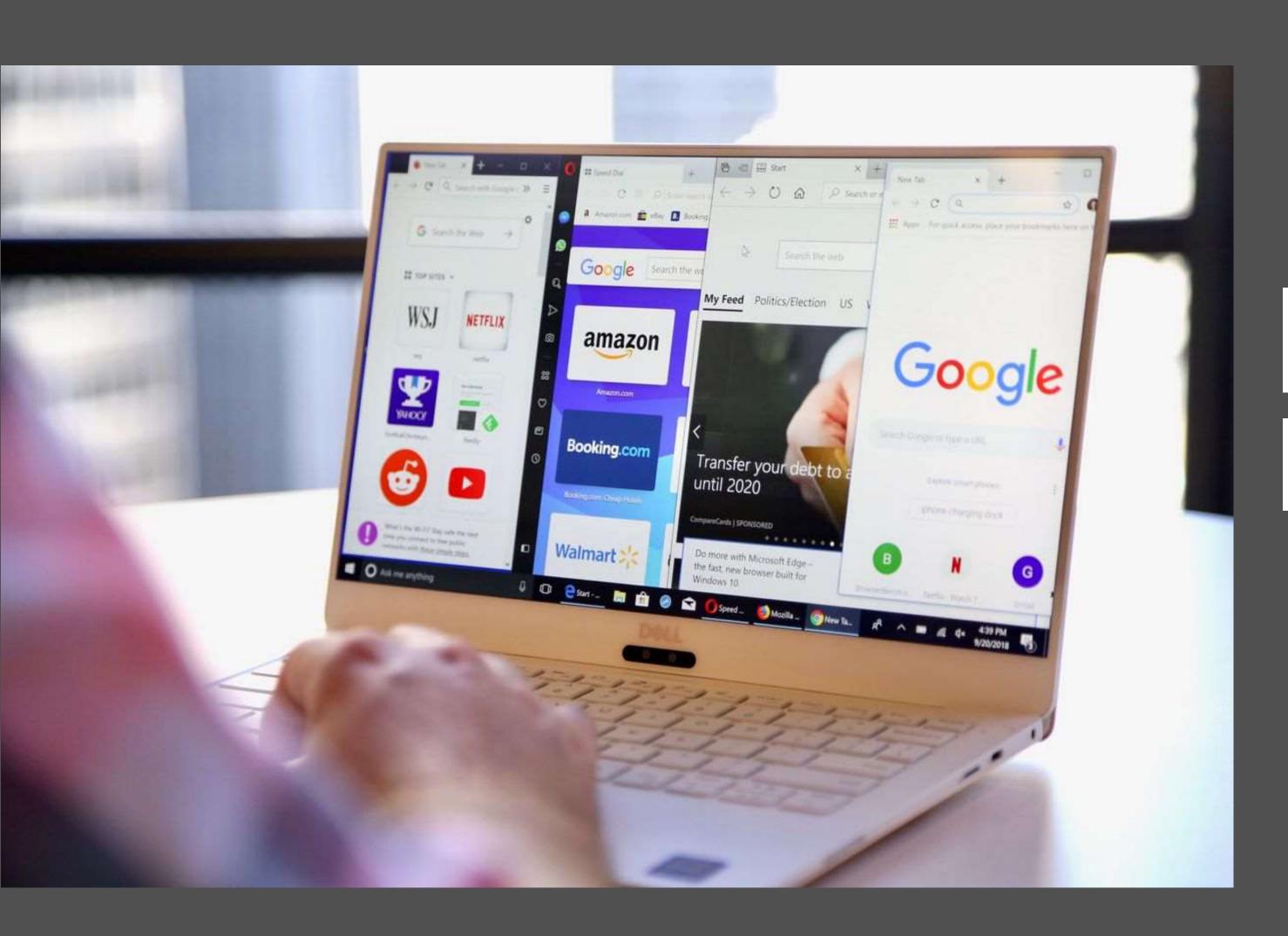




- ✓ Ubiquitous
- X Native Code not Allowed!

Servers... Permission

The Most Important App



THE WALL STREET JOURNAL.

Your Browser Is the Most Important App You Have— Make Sure You Use the Right One

JavaScript



- Browser debut in 1994
- Universal browser support
- Pretty fast

InChI to JavaScript



Rewrite
160,000 lines
of C to JS.



Transpile 160,000 lines of C to JS.



InChl Source

https://github.com/metamolecular/inchi-js

JavaScript as Assembly Language



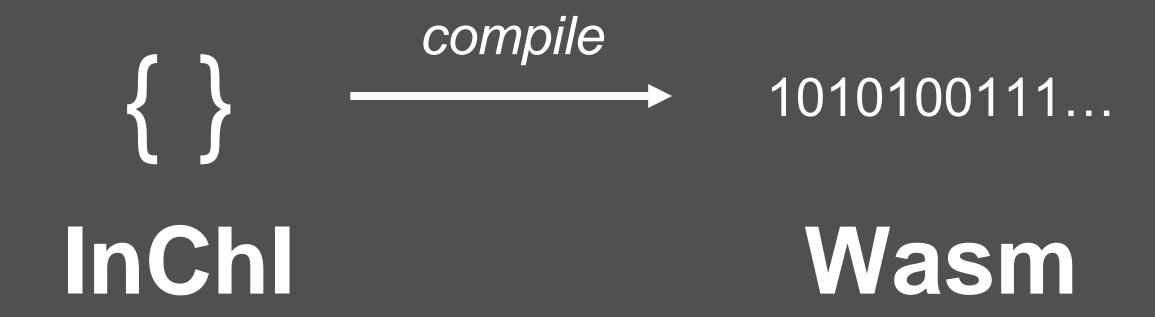
- Ad hoc solution
- Limited tooling
- Limited scope
- Gobs of glue code
- Not built for speed

WebAssembly (Wasm)



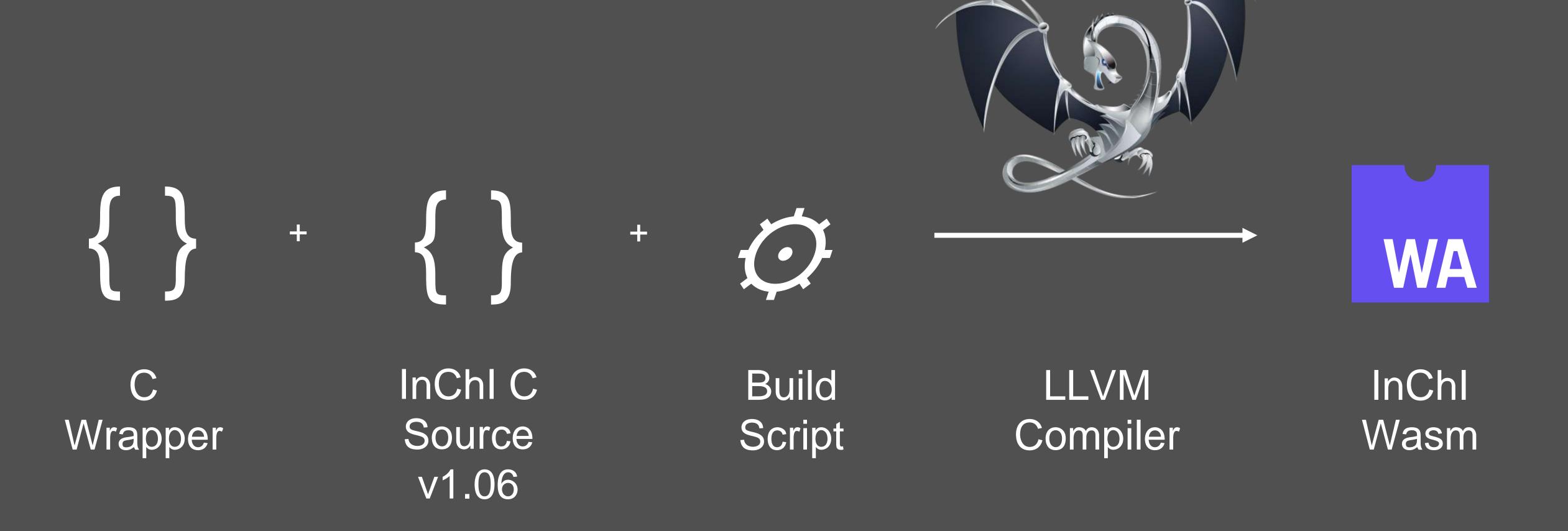
- Binary instruction format
- Fast, portable compile target
- Sandboxed for security
- Runs in all browsers, 2017
- W3C Standard, 2019
- Runs InChI?

Goals



- Minimal tooling
- No auto-generated glue code
- Use verbatim InChl source
- In other words, a build system

InChl-Wasm Project



Application Stack



JS-Wasm Interface (2 KB)



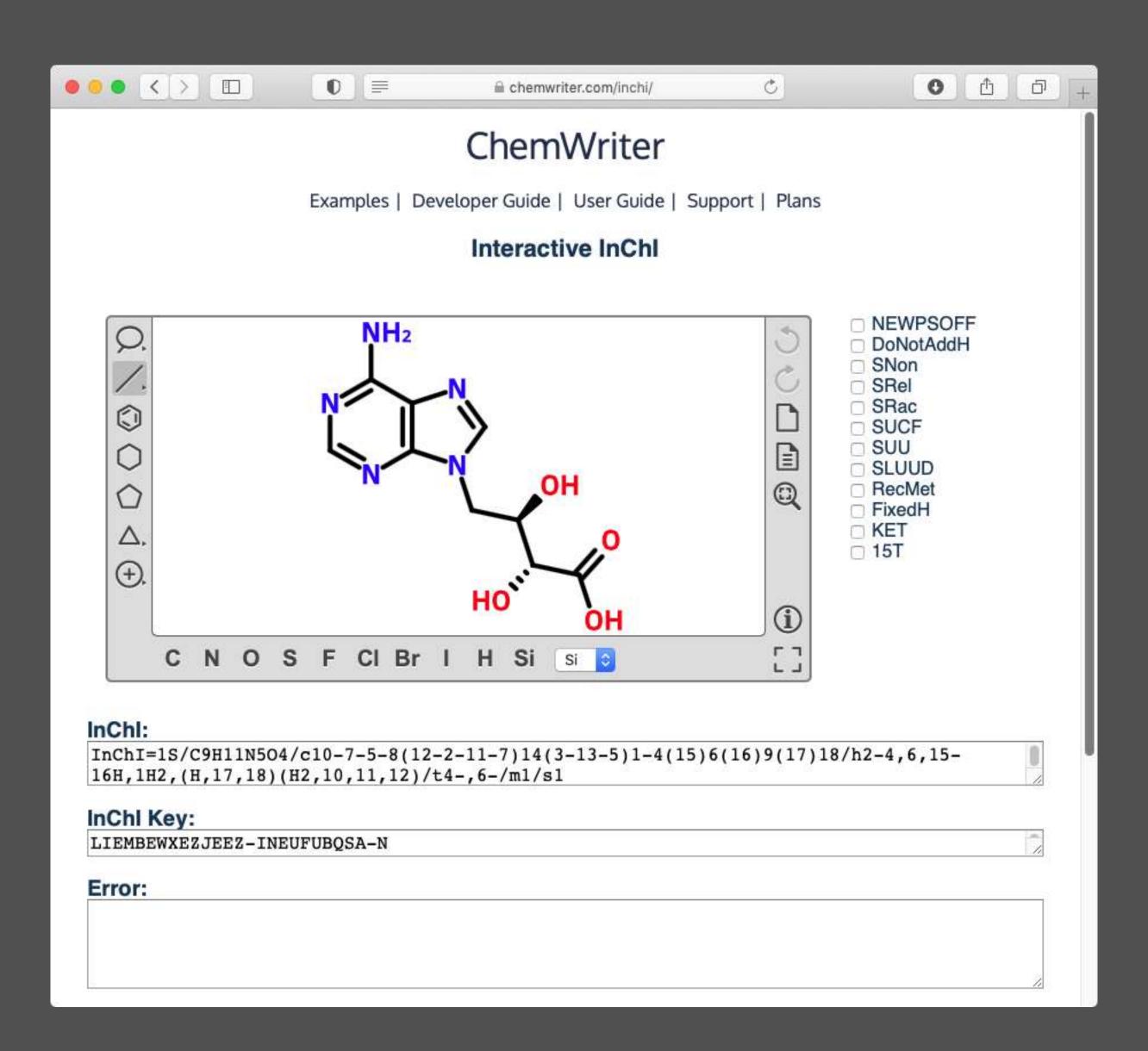
InChl Wasm (601 KB)



Standard Library (Static, 69 KB)

localhost:8000/web/ **InChl Wasm Test** □ NEWPSOFF DoNotAddH CWRITER02282009502D □ SNon Created with ChemWriter - https://chemwriter.com 6 6 0 0 0 0 0 0 0 0999 V2000 □ SReI 75.8435 -39.8212 0.0000 C □ SRac 84.5038 -44.8212 0.0000 C □ SUCF 93.1640 -39.8212 0.0000 C 93.1640 -29.8212 0.0000 C 84.5038 -24.8212 0.0000 C □ RecMet 75.8435 -29.8212 0.0000 C □ FixedH □ 15T ENDInChl: InChI=1S/C6H6/c1-2-4-6-5-3-1/h1-6H InChl Key: UHOVQNZJYSORNB-UHFFFAOYSA-N Error:

chemwriter.com/inchi



C Wrapper

```
#include <string.h>
#include <time.h>
#include "inchi_api.h"
int molfile_to_inchi(char *molfile, char *options, char *result)
                                                                       Wasm interface
   inchi_Output output;
   memset((void *)&output, 0, sizeof(output));
                                                                       heavy lifting
   MakeINCHIFromMolfileText(molfile, options, &output); +
   int status = output.szInChI ? 0 : -1;
                                                                       copy result (InChl or Error)
    strcpy(result, status == 0 ? output.szInChI : output.szLog);
   FreeINCHI(&output);
                                                                       JS error reporting
    return status;
```

Also, inchi_to_inchikey with help from Bob Hanson

Build Script

```
LLVM compiler
                       clang
                         --target=wasm32-unknown-wasi \ ←
                                                                  Wasm Target
                         --sysroot ${WASI_LIBC_HOME} \
                                                                  Standard Library
                         -0z \
                         -v·\
                         -Wl,-import-memory \
                                                                  Obscure, hard-won hack
                         –Wl,-wrap,clock⋅\
                         –Wl,-export,malloc \
Wasm options
                         -Wl,-export,molfile_to_inchi \
                         -Wl,-export,inchi_to_inchikey \
                         -Wl,-no-entry \
                         -DTARGET_API_LIB \
                         ${PLATFORM} \
                         -Iinchi/INCHI_BASE/src \
Standard build
                         inchi/INCHI_BASE/src/*.c \
                         inchi/INCHI_API/libinchi/src/*.c \
      stuff
                         src/inchi_wasm.c \
                         -o build/inchi_wasm.wasm
```

Data Schlepping in JS

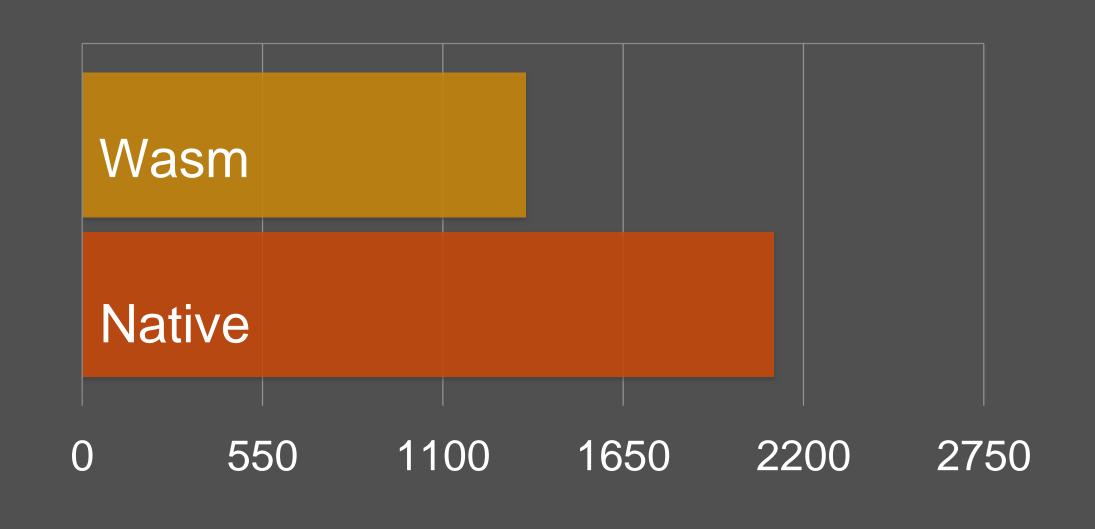
```
Inputs: molfile and options
window.molfileToInChI = (molfile, options) => {
 options | (options = "");
 if (molfile.length + 1 > inputMaxBytes) {
   alert("Model data is over the maximum of " + inputMaxBytes + " bytes.");
   return "";
 const encoder = new TextEncoder();
                                                                                    Byte wranglers
 const decoder = new TextDecoder();
  const inputView = new Uint8Array(memory.buffer);
 inputView.set(encoder.encode(molfile + "\0"), pInput);
                                                                                     Translate input
 inputView.set(encoder.encode(options + "\0"), pOptions);
  const result = instance.exports.molfile_to_inchi(pInput, pOptions, pOutput);
                                                                                    Call InChl Wrapper
 const outputView = new Uint&Array(memory.buffer.slice(poutput, poutput +
   outputMaxBytes));
 const o = outputView.subarray(0, outputView.indexOf(0));
                                                                                     Write output
 const output = decoder.decode(o);
 if (result == -1) {
   throw Error(output)
                                                                                    Return result
 return (output);
```

Performance

"WebAssembly aims to execute at native speed by taking advantage of common hardware capabilities available on a wide range of platforms."

- webassembly.org

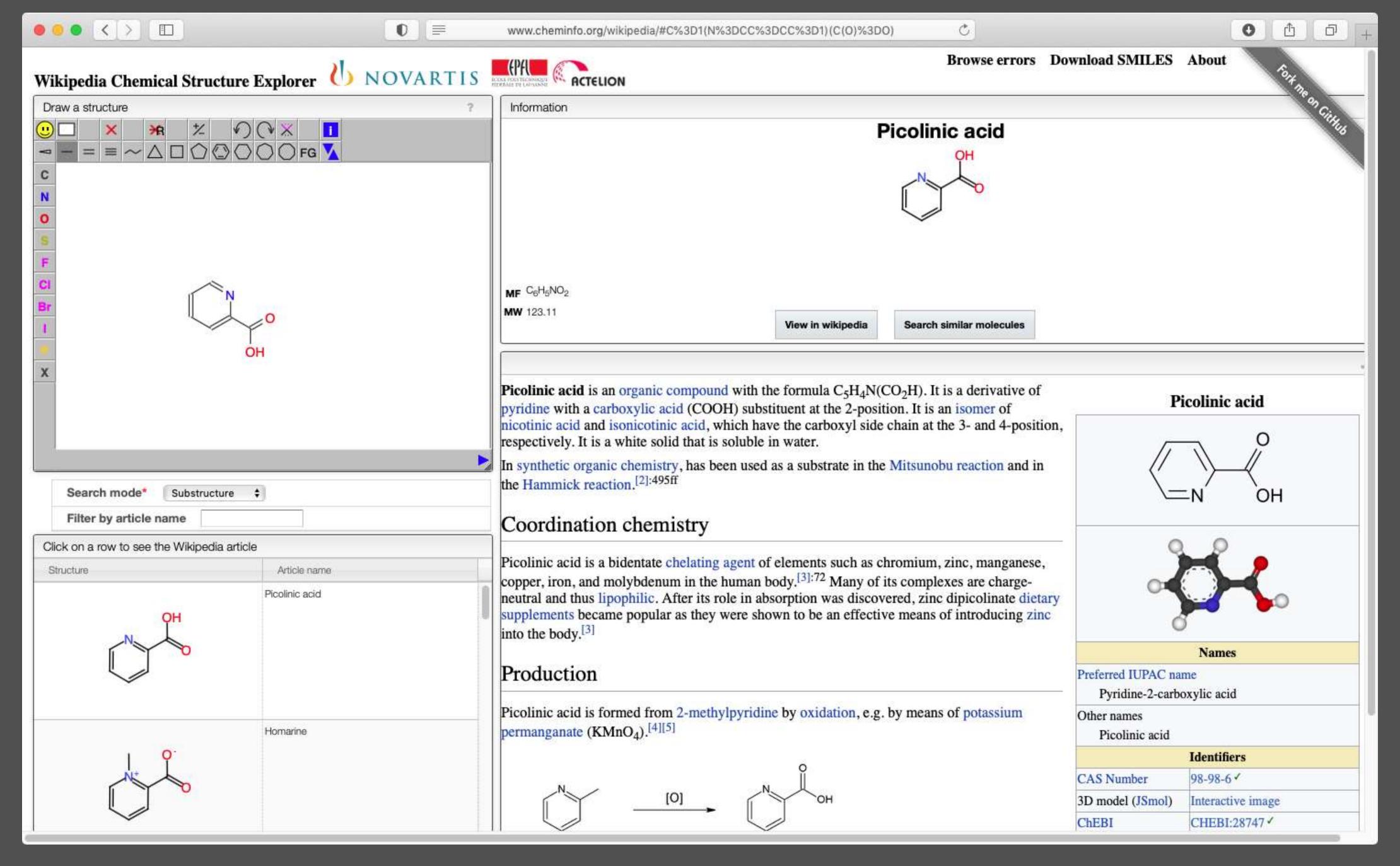
Benchmark

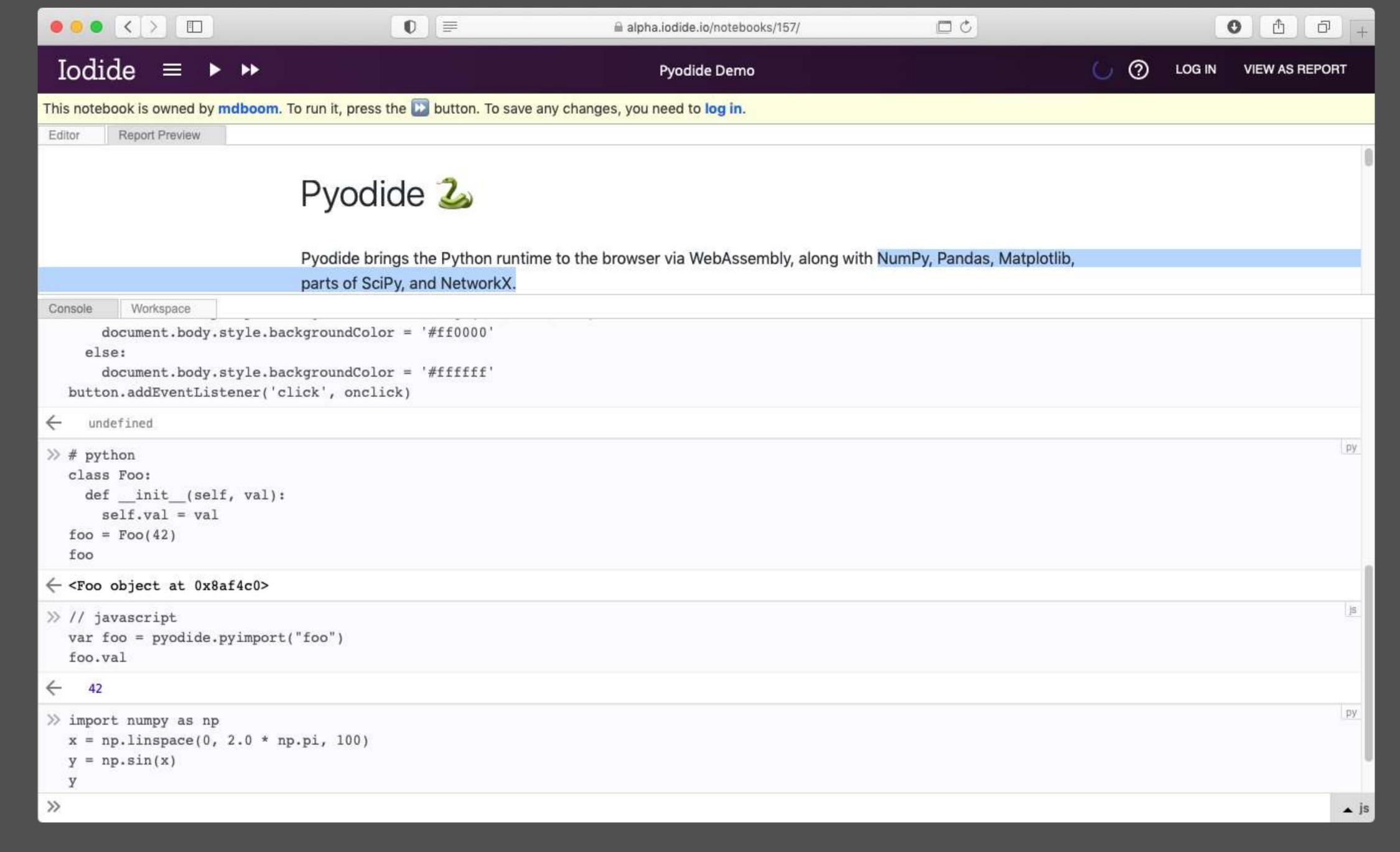


InChls/sec

- 114 K SureChEMBL Update
- Test Wasm & native
- Same InChl output
- 155 ChEMBL discrepancies
- 3 Errors

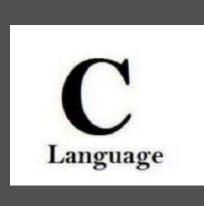
Rethinking the Web Browser for Chemistry





Beyond the Browser













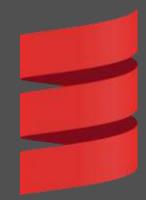














A Template for Future Work

- Legacy code written in C, C++, or FORTRAN
- Incentive for in-browser and/or serverless deployment
- Compile to Wasm with LLVM
- User Interface in HTML5

https://metamolecular.com