

Reconstructing Continuation-Passing Semantics for WebAssembly

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Trends in Functional Programming

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WebAssembly (Wasm)

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- Official formalized semantics
 - Small-step reduction dynamic semantics
 - Static type system that constrains the shape of the stack
 - Soundness and safety

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 - Small-step reduction dynamic semantics
 - Static type system that constrains the shape of the stack
 - Soundness and safety
- Many work-in-progress new features, e.g., effect handlers (WasmFX)

Wasm's Reference Small-step Semantics

Diagram illustrating the transformation of a WebAssembly loop into a more explicit form using labels and administrative instructions.

```
loop
  i32.const 4
  i32.const 2
  i32.const 1
  i32.add
  i32.add
  br 0
end
```

→

```
label{...}
  i32.const 4
  i32.const 3
  i32.add
  br 0
end
```

→

```
label{...}
  i32.const 7
  br 0
end
```

→

```
loop
  i32.const 4
  i32.const 2
  i32.const 1
  i32.add
  i32.add
  br 0
end
```

- Explicit and verbose “administrative instructions” to represent evaluation context

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  i32.add
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  i32.add
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label{...}
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  br 0
end

loop
  i32.const 4
  i32.const 2
  i32.const 1
  i32.add
  i32.add
  br 0
end
```

The diagram illustrates the transformation of a WebAssembly loop into a label-based structure. The first code block shows a loop with three constant instructions followed by two add instructions and a branch. A wavy arrow points to the second code block, which introduces a label and rewrites the instructions to be relative to it. A second wavy arrow points to the third code block, which further simplifies the label-based code. A final wavy arrow points to the fourth code block, which is the original loop code again, indicating a transformation cycle or a comparison.

- Explicit and verbose “administrative instructions” to represent evaluation context
- Mixes control and value stack, causing inefficiencies in deeply nested frames/labels

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label{...}
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label{...}
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  br 0
end

      ~~~~~

loop
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  i32.add
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end
```

- Explicit and verbose “administrative instructions” to represent evaluation context
- Mixes control and value stack, causing inefficiencies in deeply nested frames/labels
- *Not compositional* and *not tail-recursive*, not ideal for mechanical program transformations

- An alternative to reduction semantics of Wasm:
 - Rather than the first-order representation for control structures, we use CPS in the meta-language to represent control semantics

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 - Or, can be viewed as a CPS transformer

- An alternative to reduction semantics of Wasm:
 - Rather than the first-order representation for control structures, we use CPS in the meta-language to represent control semantics
- A compositional and tail recursive semantics for Wasm in CPS
 - Implemented as a big-step interpreter
 - Or, can be viewed as a CPS transformer
- Extensions for control constructs
 - (Hypothetical) Structured loops, try/catch, and resumable exceptions
 - (Wasm Proposals): tail calls, effect handlers (ongoing)

Syntax of μ Wasm

$\ell \in \text{Label} \quad = \mathbb{N}$
 $x \in \text{Identifier} \quad = \mathbb{N}$
 $t \in \text{ValueType} \quad ::= \text{i32} \mid \text{i64} \mid \dots$
 $ft \in \text{FunctionType} ::= t^* \rightarrow t^*$
 $e \in \text{Instruction} \quad ::= \text{nop} \mid t.\text{const } c \mid t.\{\text{add}, \text{sub}, \text{eq}, \dots\}$
 $\quad \quad \quad \mid \text{local.get } x \mid \text{local.set } x$
 $\quad \quad \quad \mid \text{block } ft \text{ es} \mid \text{loop } ft \text{ es} \mid \text{if } ft \text{ es es}$
 $\quad \quad \quad \mid \text{br } \ell \mid \text{call } x \mid \text{return}$
 $es \in \text{Instructions} \quad = \text{List}[\text{Instruction}]$
 $f \in \text{Function} \quad ::= \text{func } x \{ \text{type} : ft, \text{locals} : t^*, \text{body} : es \}$
 $m \in \text{Module} \quad ::= \text{module } f^*$

Evaluation function: $\llbracket \cdot \rrbracket : \text{List}[\text{Inst}] \rightarrow (\text{Stack} \times \text{Env} \times \text{Cont} \times \text{Trail}) \rightarrow \text{Ans}$

$$v \in \text{Value} = \mathbb{Z}$$

$$\sigma \in \text{Stack} = \text{List}[\text{Value}]$$

$$\rho \in \text{Env} = \text{List}[\text{Value}]$$

$$\kappa \in \text{Cont} = \text{Stack} \times \text{Env} \rightarrow \text{Ans}$$

$$\theta \in \text{Trail} = \text{List}[\text{Cont}]$$

Evaluation function: $\llbracket \cdot \rrbracket : \text{List}[\text{Inst}] \rightarrow (\text{Stack} \times \text{Env} \times \text{Cont} \times \text{Trail}) \rightarrow \text{Ans}$

$$\llbracket \text{nil} \rrbracket(\sigma, \rho, \kappa, \theta) = \kappa(\sigma, \rho)$$

$$\llbracket \text{nop} :: \text{rest} \rrbracket(\sigma, \rho, \kappa, \theta) = \llbracket \text{rest} \rrbracket(\sigma, \rho, \kappa, \theta)$$

First Glimpse of the CPS Semantics

Evaluation function: $\llbracket \cdot \rrbracket : \text{List}[\text{Inst}] \rightarrow (\text{Stack} \times \text{Env} \times \text{Cont} \times \text{Trail}) \rightarrow \text{Ans}$

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$$\llbracket t.\text{add} :: \text{rest} \rrbracket(v_1 :: v_2 :: \sigma, \rho, \kappa, \theta) = \llbracket \text{rest} \rrbracket(v_1 + v_2 :: \sigma, \rho, \kappa, \theta)$$

First Glimpse of the CPS Semantics

Evaluation function: $\llbracket \cdot \rrbracket : \text{List}[\text{Inst}] \rightarrow (\text{Stack} \times \text{Env} \times \text{Cont} \times \text{Trail}) \rightarrow \text{Ans}$

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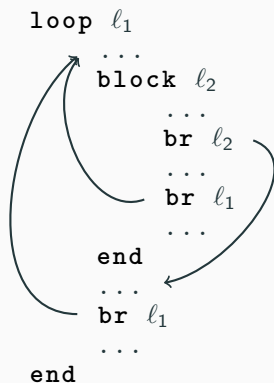
$$\llbracket t.\text{add} :: \text{rest} \rrbracket(v_1 :: v_2 :: \sigma, \rho, \kappa, \theta) = \llbracket \text{rest} \rrbracket(v_1 + v_2 :: \sigma, \rho, \kappa, \theta)$$

$$\llbracket \text{local.get } x :: \text{rest} \rrbracket(\sigma, \rho, \kappa, \theta) = \llbracket \text{rest} \rrbracket(\rho(x) :: \sigma, \rho, \kappa, \theta)$$

$$\llbracket \text{local.set } x :: \text{rest} \rrbracket(v :: \sigma, \rho, \kappa, \theta) = \llbracket \text{rest} \rrbracket(\sigma, \rho[x \mapsto v], \kappa, \theta)$$

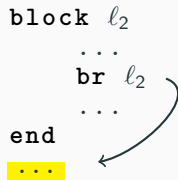
Wasm Control Flow

- What's interesting about Wasm's control semantics?



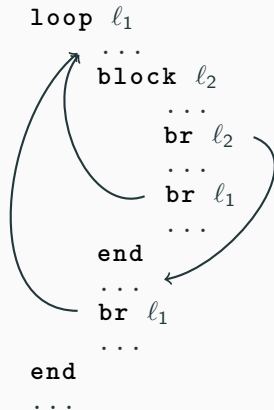
Control Flow Instructions

$$\begin{aligned} \llbracket \text{block } (t^m \rightarrow t^n) \text{ es} :: \text{rest} \rrbracket (\sigma_{arg\ m} \uparrow \sigma, \rho, \kappa, \theta) = \\ \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \llbracket \text{rest} \rrbracket (\lfloor \sigma_1 \rfloor_n \uparrow \sigma, \rho_1, \kappa, \theta) \text{ in} \\ \llbracket \text{es} \rrbracket (\sigma_{arg}, \rho, \kappa_1, \kappa_1 :: \theta) \\ \llbracket \text{br } \ell :: \text{rest} \rrbracket (\sigma, \rho, \kappa, \theta) = \theta(\ell)(\sigma, \rho) \end{aligned}$$



- The only exit point (br or fall-through) this block creates is *rest*
- ℓ is the de Bruijn index of the target label of the block, so $\theta(\ell)$ is the corresponding escaping continuation

Control Flow Instructions

$$\begin{aligned} \llbracket \text{loop } (t^m \rightarrow t^n) \text{ es} :: \text{rest} \rrbracket (\sigma_{arg\ m} \uparrow \sigma, \rho, \kappa, \theta) = \\ \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \llbracket \text{rest} \rrbracket (\lfloor \sigma_1 \rfloor_n \uparrow \sigma, \rho_1, \kappa, \theta) \text{ in} \\ \text{fix } \kappa_2 := \lambda(\sigma_2, \rho_2). \llbracket \text{es} \rrbracket (\lfloor \sigma_2 \rfloor_m, \rho_2, \kappa_1, \kappa_2 :: \theta) \text{ in} \\ \kappa_2(\sigma_{arg}, \rho) \\ \llbracket \text{block } (t^m \rightarrow t^n) \text{ es} :: \text{rest} \rrbracket (\sigma_{arg\ m} \uparrow \sigma, \rho, \kappa, \theta) = \\ \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \llbracket \text{rest} \rrbracket (\lfloor \sigma_1 \rfloor_n \uparrow \sigma, \rho_1, \kappa, \theta) \text{ in} \\ \llbracket \text{es} \rrbracket (\sigma_{arg}, \rho, \kappa_1, \kappa_1 :: \theta) \end{aligned}$$


$$\begin{aligned} \llbracket \text{call } x :: \text{rest} \rrbracket (\sigma_{arg\ m} \uplus \sigma, \rho, \kappa, \theta) = & \\ \text{let } \{\text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es\} := \text{lookupFunc}(x) \text{ in} & \\ \text{let } \rho_1 := \text{buildEnv}(\sigma_{arg}, ts) & \\ \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \llbracket \text{rest} \rrbracket ([\sigma_1]_n \uplus \sigma, \rho, \kappa, \theta) \text{ in} & \\ \llbracket es \rrbracket ([], \rho_1, \kappa_1, [\kappa_1]) & \\ \llbracket \text{return} :: \text{rest} \rrbracket (\sigma, \rho, \kappa, \theta) & = \theta.\text{last}(\sigma, \rho) \end{aligned}$$

What is it good for?

- Now we have demonstrated the core CPS semantics

$$[\![\cdot]\!] : \text{List}[\text{Inst}] \rightarrow (\text{Stack} \times \text{Env} \times \text{Cont} \times \text{Trail}) \rightarrow \text{Ans}$$

- The semantics is compositional and tail recursive
- What is it good for?
 - **Specify new extensions**
 - **Equational reasoning**
 - **Run Wasm programs: interpreter**
 - Transform Wasm programs: partial evaluator
 - ...

- Structured loops
- Tail calls
- Exceptions
- Resumable exceptions
- WasmFX (effect handlers, ongoing)

Extension 1: Tail Call

$e \in \text{Instruction} ::= \dots \mid \text{return_call } x$

$\llbracket \text{return_call } x :: \text{rest} \rrbracket (\sigma_{arg\ m} \uplus \sigma, \rho, \kappa, \theta) =$
let $\{\text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es\} := \text{lookupFunc}(x)$ in
let $\rho_1 := \text{buildEnv}(\sigma_{arg}, ts)$
 $\llbracket es \rrbracket ([], \rho_1, \theta.\text{last}, [\theta.\text{last}])$

Equational Reasoning for Tail Call

- Let's calculate the semantics of `return_call` from `Call` then `Return`

$$\begin{aligned} & \llbracket \text{call } x :: \text{return} :: \text{rest} \rrbracket (\sigma_{arg} \uparrow \sigma, \rho, \kappa, \theta) \\ &= \{\text{evaluating call } x\} \\ & \text{let } \{\text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es\} := \text{lookupFunc}(x) \text{ in} \\ & \text{let } \rho_1 := \text{buildEnv}(\sigma_{arg}, ts) \\ & \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \llbracket \text{return} :: \text{rest} \rrbracket ([\sigma_1]_n \uparrow \sigma, \rho, \kappa, \theta) \text{ in} \\ & \llbracket es \rrbracket ([], \rho_1, \kappa_1, [\kappa_1]) \end{aligned}$$

$$\begin{aligned}
& \llbracket \text{call } x :: \text{return} :: \text{rest} \rrbracket (\sigma_{arg} \uparrow_m \sigma, \rho, \kappa, \theta) \\
= & \{ \text{evaluating call } x \} \\
& \text{let } \{ \text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es \} := \text{lookupFunc}(x) \text{ in} \\
& \text{let } \rho_1 := \text{buildEnv}(\sigma_{arg}, ts) \\
& \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \llbracket \text{return} :: \text{rest} \rrbracket ([\sigma_1]_n \uparrow \sigma, \rho, \kappa, \theta) \text{ in} \\
& \llbracket es \rrbracket ([], \rho_1, \kappa_1, [\kappa_1]) \\
= & \{ \text{evaluating return} \} \\
& \text{let } \{ \text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es \} := \text{lookupFunc}(x) \text{ in} \\
& \text{let } \rho_1 := \text{buildEnv}(\sigma_{arg}, ts) \\
& \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \theta.\text{last}([\sigma_1]_n \uparrow \sigma, \rho) \text{ in} \\
& \llbracket es \rrbracket ([], \rho_1, \kappa_1, [\kappa_1])
\end{aligned}$$

$$\begin{aligned}
& \text{let } \{\text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es\} := \text{lookupFunc}(x) \text{ in} \\
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& \text{let } \kappa_1 := \lambda(\sigma_1, \rho_1). \theta.\text{last}(\lfloor \sigma_1 \rfloor_n \uplus \sigma, \rho) \text{ in} \\
& \llbracket es \rrbracket([], \rho_1, \kappa_1, [\kappa_1]) \\
& = \{\text{inlining } \kappa_1, \text{ and } \kappa_1 \text{ is } \eta\text{-equivalent to } \theta.\text{last}\} \\
& \text{let } \{\text{type} : t^m \rightarrow t^n, \text{locals} : ts, \text{body} : es\} := \text{lookupFunc}(x) \text{ in} \\
& \text{let } \rho_1 := \text{buildEnv}(\sigma_{arg}, ts) \\
& \llbracket es \rrbracket([], \rho_1, \theta.\text{last}, [\theta.\text{last}]) \\
& = \{\text{definition of return_call}\} \\
& \llbracket \text{return_call } x \ x :: \text{rest} \rrbracket(\sigma_{arg} \ m \uplus \sigma, \rho, \kappa, \theta)
\end{aligned}$$

Extension 2: Try-Catch-Resume

$e \in \text{Instruction} ::= \dots \mid \text{try } es_1 \text{ catch } es_2 \mid \text{throw} \mid \text{resume}$

Example

```
1  try
2    i32.const 1
3    call $print
4    i32.const -1 ;; error code
5    throw
6    i32.const 2
7    call $print
8  catch
9    ;; stack: [-1, resumption]
10   call $print
11   resume ;; back to line 6
12 end
```

- The resumable continuation is delimited (line 6-7)
- How do we express this behavior?

Semantics for resumable exception

- From continuations to meta-continuations ¹

$$\kappa \in \text{Cont} = \text{Stack} \times \text{Env} \times \text{MCont} \rightarrow \text{Ans}$$

$$m \in \text{MCont} = \text{Stack} \times \text{Env} \rightarrow \text{Ans}$$

$$\gamma \in \text{Handler} = \text{Stack} \times \text{Env} \times \text{Cont} \times \text{MCont} \rightarrow \text{Ans}$$

$$v, r \in \text{Value} ::= \dots \mid \text{Stack} \times \text{Env} \times \text{MCont} \times \text{Handler} \rightarrow \text{Ans}$$

¹Danvy, O., Filinski, A.: Abstracting control.

Semantics for resumable exception

$$\begin{aligned} \llbracket \text{try } es_1 \text{ catch } es_2 :: rest \rrbracket(\sigma, \rho, \kappa, \theta, m, \gamma) &= \\ \text{let } m_1 &:= \lambda.(\sigma_1, \rho_1). \llbracket rest \rrbracket(\sigma_1, \rho_1, \kappa, \theta, m, \gamma) \\ \text{let } \gamma_1 &:= \lambda(\sigma_1, \rho_1, \kappa_1, m_1). \llbracket es_2 \rrbracket(\sigma_1, \rho_1, \kappa_1, [], m_1, \gamma) \text{ in} \\ &\llbracket es_1 \rrbracket([], \rho, \kappa_0, \theta, m_1, \gamma_1) \\ \llbracket \text{throw } :: rest \rrbracket(v :: \sigma, \rho, \kappa, \theta, m, \gamma) &= \\ \text{let } r &:= \lambda(\sigma_1, \rho_1, m_1, \gamma_1). \llbracket rest \rrbracket(\sigma_1, \rho_1, \kappa, \theta, m_1, \gamma_1) \text{ in} \\ &\gamma([v, r], \rho, \kappa_0, m) \\ \llbracket \text{resume } :: rest \rrbracket(r :: \sigma, \rho, \kappa, \theta, m, \gamma) &= \\ \text{let } m_1 &:= \lambda.(\sigma_1, \rho_1). \llbracket rest \rrbracket(\sigma_1, \rho_1, \kappa, \theta, m, \gamma) \\ &r([], \rho, m_1, \gamma) \end{aligned}$$

Implementation

```
type Stack = List[Value]
type Env = Map[Int, Value]
type Cont[A] = List[Value] => A
type Trail = List[Cont[Ans]]

def eval[Ans](insts: List[Inst], stack: Stack, env: Env,
              k: Cont[Ans], trail: Trail): Ans =
  insts match
    case Nil => k(stack, env)
    case Binary(op) =>
      val v2 :: v1 :: newStack = stack
      val result = evalBinOp(op, v1, v2)
      eval(rest, result :: newStack, env, k, trail)
    ... // more instructions
```

- Validating against the official Wasm test suite
- Interderivation between the big step / CPS / small step semantics²³
- Mechanization
- WasmFX support

²Danvy, O., Millikin, K.: Refunctionalization at Work.

³Danvy, O., Nielsen, L.R.: Defunctionalization at work.

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