

Proposal

Typed continuations as first-class stacks

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stack switching

Wasm needs the ability to express control flow operators

lightweight (“green”) threads

coroutines

async/await

generators

call/cc

delimited continuations

...

challenges

switch stacks at **any depth**

pass values between suspend/resume (both ways)

types that support validation and minimise runtime checks

composable use of multiple control operators

avoid the need for GC (**no cycles**)

assume **heterogeneous** stacks (no copying or moving frames)

proposal

typed view of stacks as first-class continuations

adopt a low-level version of effect handlers

generalise exceptions to events by adding return types

expressive mechanism, both universal and efficient

backed by well-understood semantics and PL research

a reference type of suspended stacks (**continuations**)

(cont \$ftype) ;; (type \$ftype (func [t₁^{*}] → [t₂^{*}]))

create a suspended stack, executing a function

cont.new : [(ref \$ftype)] → [(cont \$ftype)]

resume a stack, passing in expected values

cont.resume : [t₁^{*} (cont \$ftype)] → [t₂^{*}]

(to be refined on next slide)

“exceptions” with return values (**events**)

(**event** \$evt (param t_P^*) (**result** t_R^*))

suspend the current stack, signalling an event to parent

cont.suspend \$evt : $[t_P^*] \rightarrow [t_R^*]$

resume a stack, passing in expected values, handle events

cont.resume (\$evt \$l)* : $[t_1^* \text{ (cont } \$ft)] \rightarrow [t_2^*]$

handler labels $\$l^*$ receive event args and next continuation

intuition

execution can suspend by emitting an event

up to program context how to handle specific events

each control operator represented by an event (/set)

decouples implementation of different operators

asymmetry enables composition through nesting

finalize a stack, by injecting an exception

cont.throw \$exn : $[t_E^* \text{ (cont \$ftype)}] \rightarrow [t_2^*]$

example: green threads

```
(event $yield)
```

```
(event $spawn (param (ref $proc)))
```

```
(type $proc (func))
```



```
(event $yield)
```

```
(event $spawn (param (ref $proc)))
```

```
(func $scheduler (param $main (ref $proc))
```

```
  (cont.new (local.get $main)) (call $enqueue)
```

```
  (loop $l
```

```
    (if (call $queue_empty) (then (return)))
```

```
    (block $on_yield (result (cont $proc))
```

```
      (block $on_spawn (result (ref $proc) (cont $proc))
```

```
        (call $dequeue)
```

```
        (cont.resume ($yield $on_yield) ($spawn $on_spawn))
```

```
        (br $l)                                ;; thread terminated
```

```
    )
```

```
    ;; on $spawn, proc and cont on stack
```

```
    (call $enqueue)                                ;; continuation of old thread
```

```
    (cont.new) (call $enqueue)                    ;; new thread
```

```
    (br $l)
```

```
  )
```

```
  ;; on $yield, cont on stack
```

```
  (call $enqueue)
```

```
  (br $l)
```

```
)
```

```
)
```

```
(global $queue (list-of (cont $proc)) ...)
```

```
(func $enqueue (param (cont $proc)) ...)
```

```
(func $dequeue (result (cont $proc)) ...)
```

```
(func $queue_empty (result i32) ...)
```


example: simple generator


```
(event $enum-yield (param i64) (result i32))
```

```
(func $enum-until (param $b i32)  
  (local $n i64)  
  (local.set $n (i64.const -1))  
  (br_if 0 (local.get $b))  
  (loop $l  
    (local.set $n (i64.add (local.get $n) (i64.const 1)))  
    (cont.suspend $enum-yield (local.get $n))  
    (br_if $l)  
  )  
)
```



```
(func $run-upto (param $max i64)
  (local $n i64)
  (local $cont (cont (param i32)))
  (local.set $cont (cont.new $enum-until))
  (loop $l
    (block $h (result i64 (cont (param i32)))
      (cont.resume ($enum-yield $h)
        (i64.ge_u (local.get $n) (local.get $max))
        (local.get $cont)
      )
      (return)
    )
    (local.set $cont)
    (local.set $n)
    ;; ...process $n...
    (br $l)
  )
)
```


composition

multiple control operators can be nested

- a scheduler

- running a thread

- running a generator

- calling a compute function

- yielding to scheduler

requires no coordination between operators,
compute function can yield directly to scheduler


```
:: Compute Library
```

```
(func $compute (param ...) (result ...)
```

```
...
```

```
(loop $l
```

```
...
```

```
(br_if $l ...)
```

```
)
```

```
...
```

```
)
```


;; Compute Library, threads-aware

(**event** \$yield (**import** "threading" "yield"))

(**func** \$compute (**param** ...) (**result** ...)

...

(**loop** \$l

;; long running loop; make sure not to starve other threads

(**if** (some-metric) (**then** (**cont.suspend** \$yield)))

...

(**br_if** \$l ...)

)

...

)