Roadmaps

Ross Tate

Developing a Roadmap



Identify Goals

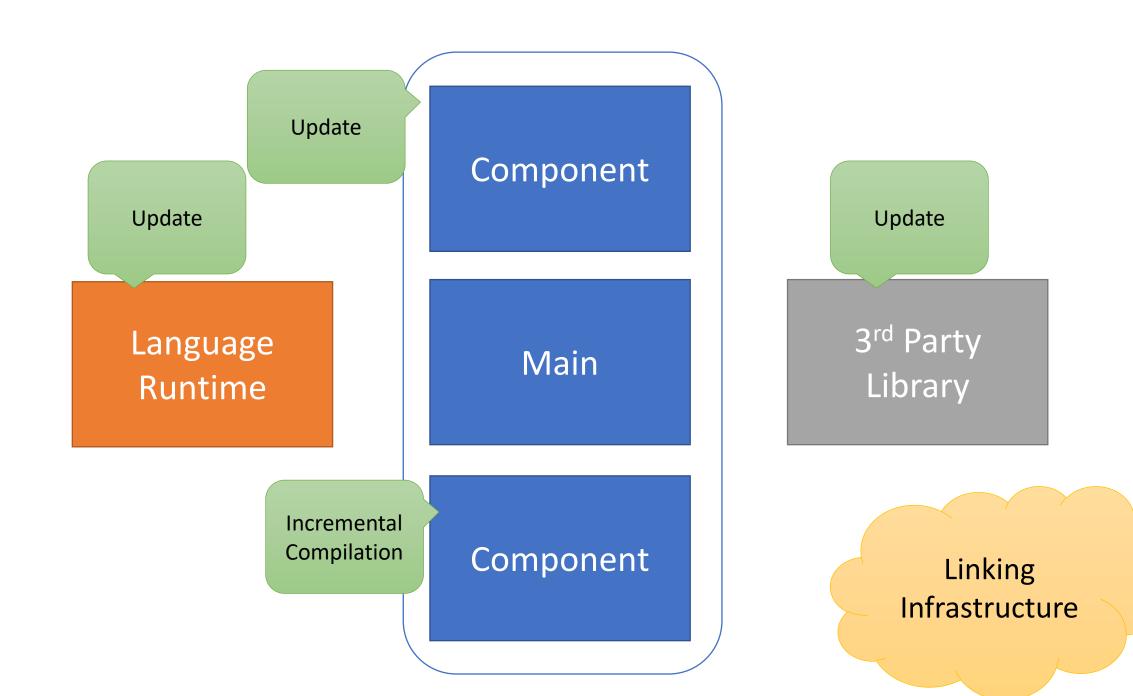


Determine Key Challenges



Design Strategy and **Invariants**





Developing a Roadmap



Identify Goals



Determine Key Challenges



Design Strategy and Invariants



How to describe memory layouts?

Type Feature

- 1. Prefix Subtyping
- 2. Record Subtyping
- 3. Nominal Typing

Space Abstraction?

- Cannot hide/reorder/change fields of superclasses
- 2. Cannot ensure same field is at same offset across references
- 3. Works (at least so far)

Improved Reusability

Without Space Abstraction

```
Module Crypto {
   void encrypt(i32[] ints,
        i32 from, i32 to);
}
```

Not usable by most languages! Diff languages have diff arrays

With Space Abstraction

```
Module Crypto {
  import scheme $i32s
    with indexed field int : i32;
  void encrypt((gcref $i32s) ints,
    i32 from, i32 to);
}
Usable by most languages!
Including linear memory!
```

How?

Module links against same runtime module

U

Cache hits

Importing Wasm Module

Cache?

Assembly with missing immediates

Cache?

Assembly

Immediates

Exporting Wasm Module

Developing a Roadmap

Stage 1:

- Export satisfies in same order
- Compatible with Single-Stage Compilation

Stage 2? Determine Key Challenges

- Export/import field order can differ
- Requires Two-Stage Compilation if used



Design Strategy and Invariants



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Test Validity



Existing Systems

Industry

• JVM

• .NET

Research

• LILC+SST

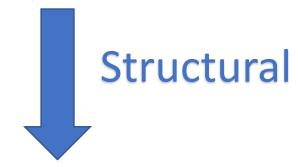
iTalX



• LISP/Scheme/Racket

anyref

• jFlint





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Test Validity



Uniform Representation

- Claim
 - functional languages will use funcref for closures
- Reality
 - Many functional languages need examinable closures
 - E.g. Scheme uses "eq?" to compare function pointers
 - But funcref is not a subtype of eqref
 - E.g. Scheme can (optionally) serialize closures
 - But funcref provides no way to look at closed-over values



Identify Goals

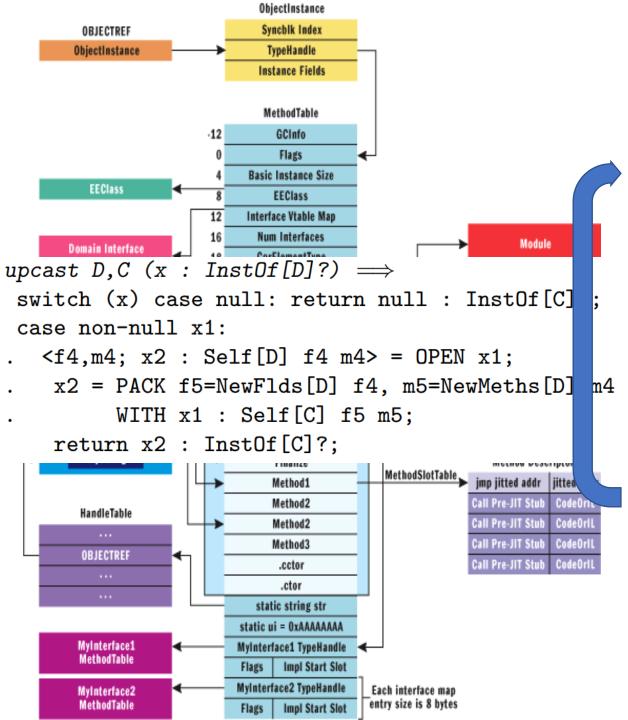


Determine Key Challenges



Design Strategy and Invariants





- Structural casts
 - Heavy machinery & unpredictable



- Nominally-tagged casts
 - Might as well use nominal types



- Existential types
 - Burdensome and inexpressive without nominal types

Dynamic Languages

Scheme's "equal?"

- Deep equality
- •>10 cases

Structural/ Uniform

- Cast anyref
- •>10 times

Nominal/ Specialized

- Enumerate cases
- Switch table



Identify Goals



Design Strategy and Invariants



Everyone else went the other way after hitting a dead end



Identify Goals

Unsolved key challenges



Design Strategy and Invariants

No language encodings

Shipping features with no known uses