

Two-Pronged Plan

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The Two Prongs

JS API for Async/Await

- No change to wasm
- Only changes JS API
- Solely supports interop with JS's async/await paradigm
- Ships first and soon

Wasm for First-Class Stacks

- Changes wasm
- No change to JS API???
- Supports language/runtime features utilizing stacks
- Ships second

Preliminary Design

JS API for Async/Await

- interface Stacklet {
 constructor();
}
- namespace WebAssembly {...
 Promise<Instance> instantiateAsync(
 Module moduleObject,
 optional object asyncImportObject,
 optional Stacklet stackletObject,
 optional object syncImportObject);
}

Async Imports and Exports

- `instance = instantiateAsync(module, asyncImports);`
- succeeds whenever `instantiate(module, asyncImports)` would
- when an exported function of instance is called
 - it might call an (asynchronous) imported function
 - but that function can return a promise (even if its return type was `i32...`)
 - in which case the instance awaits the promise and the exported function returns a promise

Stacklets and Implementation

- By default, `instantiateAwait` creates a new Stacklet
- An export call first switches to the instance's stacklet
 - instance's stacklet remembers the caller's stacklet
- An asynchronous import first switches back to the caller's stacklet
- If the call returns a promise, then export awaits the promise
- If not, switches back to the instance's stacklet
 - Instance's stacklet remembers the caller/callee's stacklet
- Completed export call switches to caller's stacklet
- Traps during export call switch to caller's stacklet

Synchronous Imports and Exports

- `instance = instantiateAsync(module, asyncImps, stacklet, syncImps);`
- succeeds when `syncImps` are all exports of `async` modules w/ same `stacklet`
- calls to imports taken from `syncImp` do not stack switch
- particularly useful for lazy module loading

Motivation

Why JS API First



Business Reason

Async/await JS interop is an urgently needed high-priority feature



Design Reason

Fewer design variables makes for faster consensus



Engineering Reason

Engines can focus substantial effort on solely multi-stack challenges

Why Better for Wasm Design



More balanced
consideration of tradeoffs



More informed accounting
of engineering constraints
and benefits



More room to develop
comprehensive design