WebAssembly Spec Addendum: Legacy Exception Handling

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Contents

1 Introduction

This document describes an extension of the official WebAssembly standard developed by its W3C Community Group[1] with additional instructions for exception handling. These instructions were never standardized and are deprecated, but they may still be available in some engines, especially in web browsers.

2 Structure

2.1 Instructions

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[1] https://www.w3.org/community/webassembly/

Control Instructions

The set of recognised instructions is extended with the following:

$$
\begin{array}{rcl}
instr & ::= & \ldots \\
& | & \text{try } blocktype \; instr^* \; (\text{catch } tagidx \; instr^*)^* \; (\text{catch\_all } instr^*)^? \; \text{end} \\
& | & \text{try } blocktype \; instr^* \; \text{delegate } labelidx \\
& | & \text{rethrow } labelidx
\end{array}
$$

The instructions try and rethrow, are concerned with exceptions. The try instruction installs an exception handler, and may either handle exceptions in the case of catch and catch_all, or rethrow them in an outer block in the case of delegate.

The rethrow instruction is only allowed inside a catch or catch_all clause and allows rethrowing the caught exception by lexically referring to a the corresponding try.

When try-delegate handles an exception, it also behaves similar to a forward jump, effectively rethrowing the caught exception right before the matching end.

3 Validation

3.1 Conventions

Contexts

The context is enriched with an additional flag on label types:

$$
\begin{array}{rcl}
labeltype & ::= & \text{catch}^? \; resulttype \\
C & ::= & \{\ldots, \text{labels } labeltype^*, \ldots\}
\end{array}
$$

Existing typing rules are adjusted as follows:

- All rules that extend the context with new labels use an absent catch flag.

- All rules that inspect the context for a label ignore the presence of a catch flag.

> **Note**
>
> This flag is used to distinguish labels bound by catch clauses, which can be targeted by rethrow.

3.2 Instructions

Control Instructions

try $blocktype \; instr_1^*$ (catch $x \; instr_2^*$)* (catch_all $instr_3^*$)? end

- The block type must be valid as some function type $[t_1^*] \to [t_2^*]$.

- Let C' be the same context as C, but with the label type $[t_2^*]$ prepended to the labels vector.

- Under context C', the instruction sequence $instr_1^*$ must be valid with type $[t_1^*] \to [t_2^*]$.

- Let C'' be the same context as C, but with the label type catch $[t_2^*]$ prepended to the labels vector.

- For every x_i and $instr_{2i}^*$ in (catch $x \; instr_2^*$)*:

  - The tag $C.\text{tags}[x_i]$ must be defined in the context C.

  - Let $[t_{3i}^*] \to [t_{4i}^*]$ be the tag type $C.\text{tags}[x_i]$.

  - The result type $[t_{4i}^*]$ must be empty.

  - Under context C'', the instruction sequence $instr_{2i}^*$ must be valid with type $[t_{3i}^*] \to [t_2^*]$.

- If (catch_all $instr_3^*$)? is not empty, then:

- – Under context C'', the instruction sequence $instr_3^*$ must be valid with type $[] \to [t_2^*]$.

- Then the compound instruction is valid with type $[t_1^*] \to [t_2^*]$.

$$\frac{\begin{array}{c} C \vdash blocktype : [t_1^*] \to [t_2^*] \qquad C, \mathsf{labels}\,[t_2^*] \vdash instr_1^* : [t_1^*] \to [t_2^*] \\ (C.\mathsf{tags}[x] = [t^*] \to [])^* \\ (C, \mathsf{labels}\,(\mathsf{catch}\,[t_2^*]) \vdash instr_2^* : [t^*] \to [t_2^*])^* \\ (C, \mathsf{labels}\,(\mathsf{catch}\,[t_2^*]) \vdash instr_3^* : [] \to [t_2^*])^? \end{array}}{C \vdash \mathsf{try}\ blocktype\ instr_1^*\ (\mathsf{catch}\ x\ instr_2^*)^*\ (\mathsf{catch\_all}\ instr_3^*)^?\ \mathsf{end} : [t_1^*] \to [t_2^*]}$$

> **Note**
>
> The notation $C, \mathsf{labels}\,(\mathsf{catch}\,[t^*])$ inserts the new label type at index 0, shifting all others.

try $blocktype\ instr^*$ delegate l

- The label $C.\mathsf{labels}[l]$ must be defined in the context.

- The block type must be valid as some function type $[t_1^*] \to [t_2^*]$.

- Let C' be the same context as C, but with the result type $[t_2^*]$ prepended to the labels vector.

- Under context C', the instruction sequence $instr^*$ must be valid with type $[t_1^*] \to [t_2^*]$.

- Then the compound instruction is valid with type $[t_1^*] \to [t_2^*]$.

$$\frac{C \vdash blocktype : [t_1^*] \to [t_2^*] \qquad C, \mathsf{labels}\,[t_2^*] \vdash instr^* : [t_1^*] \to [t_2^*] \qquad C.\mathsf{labels}[l] = [t_0^*]}{C \vdash \mathsf{try}\ blocktype\ instr^*\ \mathsf{delegate}\ l : [t_1^*] \to [t_2^*]}$$

> **Note**
>
> The label index space in the context C contains the most recent label first, so that $C.\mathsf{labels}[l]$ performs a relative lookup as expected.

rethrow l

- The label $C.\mathsf{labels}[l]$ must be defined in the context.

- Let $(\mathsf{catch}^?\ [t^*])$ be the label type $C.\mathsf{labels}[l]$.

- The catch must be present in the label type $C.\mathsf{labels}[l]$.

- Then the instruction is valid with type $[t_1^*] \to [t_2^*]$, for any sequences of value types t_1^* and t_2^*.

$$\frac{C.\mathsf{labels}[l] = \mathsf{catch}\ [t^*]}{C \vdash \mathsf{rethrow}\ l : [t_1^*] \to [t_2^*]}$$

> **Note**
>
> The rethrow instruction is stack-polymorphic.

4 Execution

4.1 Runtime Structure

Stack

Exception Handlers

Legacy exception handlers are installed by try instructions. Instead of branch labels, their catch clauses have instruction blocks associated with them. Furthermore, a delegate handler is associated with a label index to implicitly rewthrow to:

$$
\begin{array}{rcl}
catch & ::= & \ldots \\
& | & \textsf{catch}\ tagidx\ instr^* \\
& | & \textsf{catch\_all}\ tagidx\ instr^* \\
& | & \textsf{delegate}\ labelidx
\end{array}
$$

Administrative Instructions

Administrative instructions are extended with the caught instruction that models exceptions caught by legacy exception handlers.

$$
\begin{array}{rcl}
instr & ::= & \ldots \\
& | & \textsf{caught}_n\{exnaddr\}\ instr^*\ \textsf{end}
\end{array}
$$

Block Contexts

Block contexts are extended to include caught instructions:

$$
\begin{array}{rcl}
B^k & ::= & \ldots \\
& | & \textsf{caught}_n\ \{exnaddr\}\ B^k\ \textsf{end}
\end{array}
$$

Throw Contexts

Throw contexts are also extended to include caught instructions:

$$
\begin{array}{rcl}
T & ::= & \ldots \\
& | & \textsf{caught}_n\{exnaddr\}\ T\ \textsf{end}
\end{array}
$$

4.2 Instructions

Control Instructions

try $blocktype\ instr_1^*$ (catch $x\ instr_2^*$)* (catch_all $instr_3^*$)$^?$ end

1. Assert: due to validation, $\mathrm{expand}_F(blocktype)$ is defined.

2. Let $[t_1^m] \rightarrow [t_2^n]$ be the function type $\mathrm{expand}_F(blocktype)$.

3. Let L be the label whose arity is n and whose continuation is the end of the try instruction.

4. Assert: due to validation, there are at least m values on the top of the stack.

5. Pop the values val^m from the stack.

6. Let F be the current frame.

7. For each catch clause (catch $x_i\ instr_{2i}^*$) do:

    a. Assert: due to validation, $F.\mathrm{module.tagaddrs}[x_i]$ exists.

    b. Let a_i be the tag address $F.\mathrm{module.tagaddrs}[x_i]$.

    c. Let $catch_i$ be the catch clause (catch $a_i\ instr_{2i}^*$).

8. If there is a catch-all clause (catch_all $instr_3^*$), then:

   a. Let $catch'^?$ be the handler (catch_all $instr_3^*$).

9. Else:

   a. Let $catch'^?$ be empty.

10. Let $catch^*$ be the concatenation of $catch_i$ and $catch'^?$.

11. Enter the block $val^m\ instr_1^*$ with label L and exception handler $\mathsf{handler}_n\{catch^*\}^*$.

$$F; val^m\ (\mathsf{try}\ bt\ instr_1^*\ (\mathsf{catch}\ x\ instr_2^*)^*\ (\mathsf{catch\_all}\ instr_3^*)^?\ \mathsf{end}\quad \hookrightarrow$$
$$F; \mathsf{label}_n\{\epsilon\}\ (\mathsf{handler}_n\{(\mathsf{catch}\ a_x\ instr_2^*)^*\ (\mathsf{catch\_all}\ instr_3^*)^?\}\ val^m\ instr_1^*\ \mathsf{end})\ \mathsf{end}$$
$$(\text{if } \mathrm{expand}_F(bt) = [t_1^m] \to [t_2^n] \wedge (F.\mathsf{module.tagaddrs}[x] = a_x)^*)$$

try $blocktype\ instr^*$ delegate l

1. Assert: due to validation, $\mathrm{expand}_F(blocktype)$ is defined.

2. Let $[t_1^m] \to [t_2^n]$ be the function type $\mathrm{expand}_F(blocktype)$.

3. Let L be the label whose arity is n and whose continuation is the end of the try instruction.

4. Let H be the exception handler l, targeting the l-th surrounding block.

5. Assert: due to validation, there are at least m values on the top of the stack.

6. Pop the values val^m from the stack.

7. Enter the block $val^m\ instr^*$ with label L and exception handler *HANDLER_n{DELEGATE~l}*.

$$F; val^m\ (\mathsf{try}\ bt\ instr^*\ \mathsf{delegate}\ l)\quad \hookrightarrow\quad F; \mathsf{label}_n\{\epsilon\}\ (\mathsf{handler}_n\{\mathsf{delegate}\ l\}\ val^m\ instr^*\ \mathsf{end})\ \mathsf{end}$$
$$(\text{if } \mathrm{expand}_F(bt) = [t_1^m] \to [t_2^n])$$

throw_ref

1. Let F be the current frame.

2. Assert: due to validation, a reference is on the top of the stack.

3. Pop the reference ref from the stack.

4. If ref is ref.null ht, then:

   a. Trap.

5. Assert: due to validation, ref is an exception reference.

6. Let ref.exn ea be ref.

7. Assert: due to validation, $S.\mathsf{exns}[ea]$ exists.

8. Let exn be the exception instance $S.\mathsf{exns}[ea]$.

9. Let a be the tag address $exn.\mathsf{tag}$.

10. While the stack is not empty and the top of the stack is not an exception handler, do:

   a. Pop the top element from the stack.

11. Assert: the stack is now either empty, or there is an exception handler on the top of the stack.

12. If the stack is empty, then:

   a. Return the exception (ref.exn a) as a result.

13. Assert: there is an exception handler on the top of the stack.

14. Pop the exception handler $\mathsf{handler}_n\{catch^*\}$ from the stack.

15. If $catch^*$ is empty, then:

    a. Push the exception reference ref.exn ea back to the stack.

    b. Execute the instruction throw_ref again.

16. Else:

    a. Let $catch_1$ be the first catch clause in $catch^*$ and $catch'^*$ the remaining clauses.

    b. If $catch_1$ is of the form catch x l and the exception address a equals F.module.tagaddrs$[x]$, then:

        i. Push the values exn.fields to the stack.

        ii. Execute the instruction br l.

    c. Else if $catch_1$ is of the form catch_ref x l and the exception address a equals F.module.tagaddrs$[x]$, then:

        i. Push the values exn.fields to the stack.

        ii. Push the exception reference ref.exn ea to the stack.

        iii. Execute the instruction br l.

    d. Else if $catch_1$ is of the form catch_all l, then:

        i. Execute the instruction br l.

    e. Else if $catch_1$ is of the form catch_all_ref l, then:

        i. Push the exception reference ref.exn ea to the stack.

        ii. Execute the instruction br l.

    f. Else if $catch_1$ is of the form catch x $instr^*$ and the exception address a equals F.module.tagaddrs$[x]$, then:

        i. Push the caught exception caught$_n\{ea\}$ to the stack.

        ii. Push the values exn.fields to the stack.

        iii. Enter the catch block $instr^*$.

    g. Else if $catch_1$ is of the form catch_all $instr^*$, then:

        i. Push the caught exception caught$_n\{ea\}$ to the stack.

        ii. Enter the catch block $instr^*$.

    h. Else if $catch_1$ is of the form delegate l, then:

        i. Assert: due to validation, the stack contains at least l labels.

        ii. Repeat l times:

            • While the top of the stack is not a label, do:

                – Pop the top element from the stack.

        iii. Assert: due to validation, the top of the stack now is a label.

        iv. Pop the label from the stack.

        v. Push the exception reference ref.exn ea back to the stack.

        vi. Execute the instruction throw_ref again.

    i. Else:

        1. Push the modified handler handler$_n\{catch'^*\}$ back to the stack.

        2. Push the exception reference ref.exn ea back to the stack.

        3. Execute the instruction throw_ref again.

$$\cdots$$

$$\text{handler}_n\{(\text{catch } x \; instr^*) \; catch^*\} \; T[(\text{ref.exn } a) \; \text{throw\_ref}] \; \text{end} \quad \hookrightarrow \quad \text{caught}_n\{a\} \; exn.\text{fields } instr^* \; \text{end}$$
$$(\text{if } exn = S.\text{exns}[a]$$
$$\wedge \; exn.\text{tag} = F.\text{module.tagaddrs}[x])$$
$$\text{handler}_n\{(\text{catch\_all } instr^*) \; catch^*\} \; T[(\text{ref.exn } a) \; \text{throw\_ref}] \; \text{end} \quad \hookrightarrow \quad \text{caught}_n\{a\} \; instr^* \; \text{end}$$
$$B^l[\text{handler}_n\{(\text{delegate } l) \; catch^*\} \; T[(\text{ref.exn } a) \; \text{throw\_ref}] \; \text{end}] \quad \hookrightarrow \quad (\text{ref.exn } a) \; \text{throw\_ref}$$

rethrow l

1. Assert: due to validation, the stack contains at least $l + 1$ labels.

2. Let L be the l-th label appearing on the stack, starting from the top and counting from zero.

3. Assert: due to validation, L is a catch label, i.e., a label of the form $(\text{catch } [t^*])$, which is a label followed by a caught exception in an active catch clause.

4. Let a be the caught exception address.

5. Push the value ref.exn a onto the stack.

6. Execute the instruction throw_ref.

$$\text{caught}_n\{a\} \; B^l[\text{rethrow } l] \; \text{end} \quad \hookrightarrow \quad \text{caught}_n\{a\} \; B^l[(\text{ref.exn } a) \; \text{throw\_ref}] \; \text{end}$$

Entering a catch block

1. Jump to the start of the instruction sequence $instr^*$.

Exiting a catch block

When the end of a catch block is reached without a jump, thrown exception, or trap, then the following steps are performed.

1. Let val^m be the values on the top of the stack.

2. Pop the values val^m from the stack.

3. Assert: due to validation, a caught exception is now on the top of the stack.

4. Pop the caught exception from the stack.

5. Push val^m back to the stack.

6. Jump to the position after the end of the administrative instruction associated with the caught exception.

$$\text{caught}_n\{a\} \; val^m \; \text{end} \quad \hookrightarrow \quad val^m$$

> **Note**
>
> A caught exception can only be rethrown from the scope of the administrative instruction associated with it, i.e., from the scope of the catch or catch_all block of a legacy try instruction. Upon exit from that block, the caught exception is discarded.

5 Binary Format

5.1 Instructions

Control Instructions

```
instr  ::=  ...
        |   0x06 bt:blocktype (in₁:instr)*
            (0x07 x:tagidx (in₂:instr)*)*
            (0x19 (in₃:instr)*)? 0x0B        ⇒   try bt in₁* (catch x in₂*)* (catch_all in₃*)? end
        |   0x06 bt:blocktype (in:instr)*
            0x18 l:labelidx                  ⇒   try bt in* delegate l
        |   0x09 l:labelidx                  ⇒   rethrow l
```

6 Text Format

6.1 Instructions

Control Instructions

The label identifier on a structured control instruction may optionally be repeated after the corresponding end, else, catch, catch_all, and delegate pseudo instructions, to indicate the matching delimiters.

$$
\begin{aligned}
\text{blockinstr}_I \quad ::= \quad & \ldots \\
| \quad & \text{`try' } I'\text{:label}_I \; bt\text{:blocktype } (in_1\text{:instr}_{I'})^* \\
& (\text{`catch' } \text{id}_1^? \; x\text{:tagidx}_I \; (in_2\text{:instr}_{I'})^*)^* \\
& (\text{`catch\_all' } \text{id}_1^? \; (in_3\text{:instr}_{I'})^*)^? \\
& \text{`end' } \text{id}_2^? \\
& \quad \Rightarrow \quad \text{try } bt \; in_1^* \; (\text{catch } x \; in_2^*)^* \; (\text{catch\_all } in_3^*)^? \text{ end} \\
& \qquad (\text{if } \text{id}_1^? = \epsilon \vee \text{id}_1^? = \text{label}, \text{id}_2^? = \epsilon \vee \text{id}_2^? = \text{label}) \\
| \quad & \text{`try' } I'\text{:label}_I \; bt\text{:blocktype } (in_1\text{:instr}_{I'})^* \\
& \text{`delegate' } l\text{:labelidx}_I \; l\text{:labelidx}_I \\
& \quad \Rightarrow \quad \text{try } bt \; in_1^* \text{ delegate } l \qquad (\text{if } \text{id}^? = \epsilon \vee \text{id}^? = \text{label}) \\
\text{plaininstr}_I \quad ::= \quad & \ldots \\
| \quad & \text{`rethrow' } l\text{:labelidx}_I \quad \Rightarrow \quad \text{rethrow } l
\end{aligned}
$$

7 Index of Instructions

Instruction	Binary Opcode	Type	Validation	Execution
try bt	0x06	$[t_1^*] \to [t_2^*]$	validation, validation	execution, execution
catch x	0x07		validation	execution
rethrow n	0x09	$[t_1^*] \to [t_2^*]$	validation	execution
delegate l	0x18		validation	execution
catch_all	0x19		validation	execution