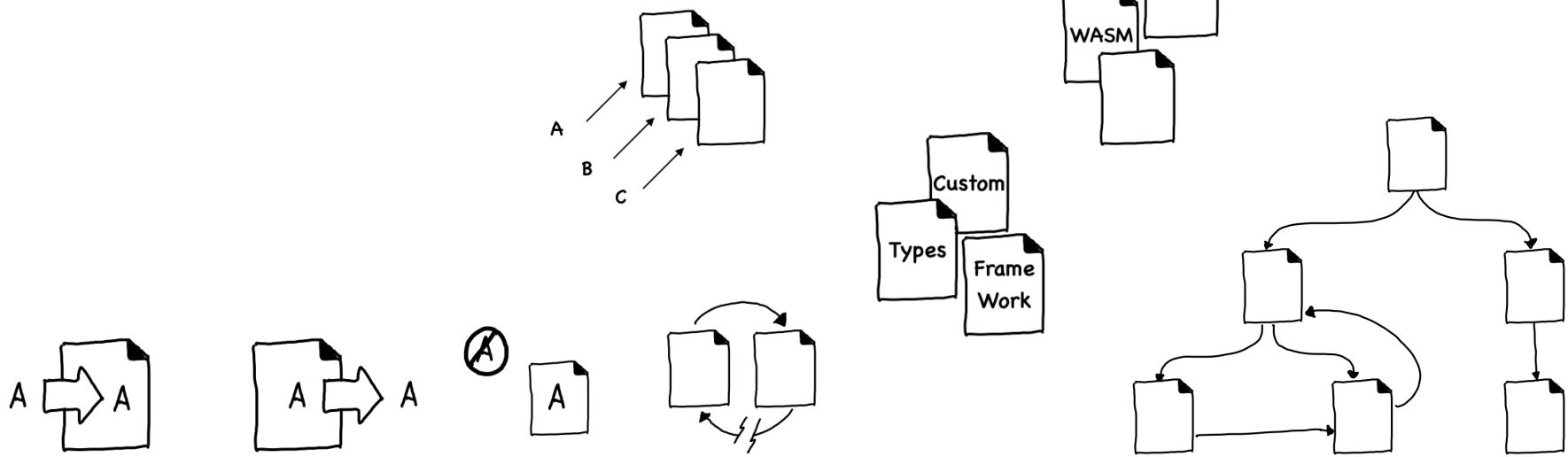


# Re-thinking Modules

Yulia Startsev | bobkonf 2023



My name is Yulia.  
I work on  
Spidermonkey.



# **Short history of JS modules**

```
25
26 extern const char mozJSComponentLoaderProgID[];
27 extern const char jsComponentTypeName[];
28
29 /* 6bd13476-1dd2-11b2-bbef-f0ccb5fa64b6 (thanks, mozbot) */
30
31 #define MOZJSCOMPONENTLOADER_CID \
32 {0x6bd13476, 0x1dd2, 0x11b2, \
33   {0xb2, 0xa4, 0xf, 0xa5, 0xb5, 0xa5, 0xa5}}
34
35
36 // Load an ES6 module and all its dependencies.
37 nsresult ImportModule(JSContext* aCx, const nsACString& aResourceURI,
```

Bug [1432901](#) - Part 10: Implement mozJSComponentLoader ImportModule method to synchronously import an ES6 module r=yulia

*Jon Coppeard <jcoppeard@mozilla.com>, Tue, 10 May 2022 12:58:09 +0000*

Show [annotated diff](#) or [full diff](#)

Show [latest version without this line](#)

Show [earliest version with this line](#)

```
49
50     JSObject *mSuperGlobal;
51     JSRuntime *mRuntime;
52     JSContext *mContext;
53     JSObject *mCompMgrWrapper;
54
55     PLHashTable *mModules;
56     PLHashTable *mGlobals;
57 };
```

# What Server Side JavaScript needs

Jan 29, 2009 14:00 · 816 words · 4 minute read

[Server side JavaScript](#) technology has been around for a *long* time. Netscape offered server side JavaScript in their server software back in 1996, and [Helma](#) has existed for a number of years as well. But, server side development has changed a lot over the past few years.

Aptana's [Jaxer](#) gives an innovative view of how you can leverage a JavaScript environment running on both sides of the wire (client and server). Very convenient communication and the ability to easily share code between client and server are big benefits of running JavaScript on the server.

# How to \*load\* a module (CommonJS)

```
// ....  
const path = `${root}/module.js`;  
const MyModule = require(path);
```

```
// ....
```

```
MyModule.run();
```

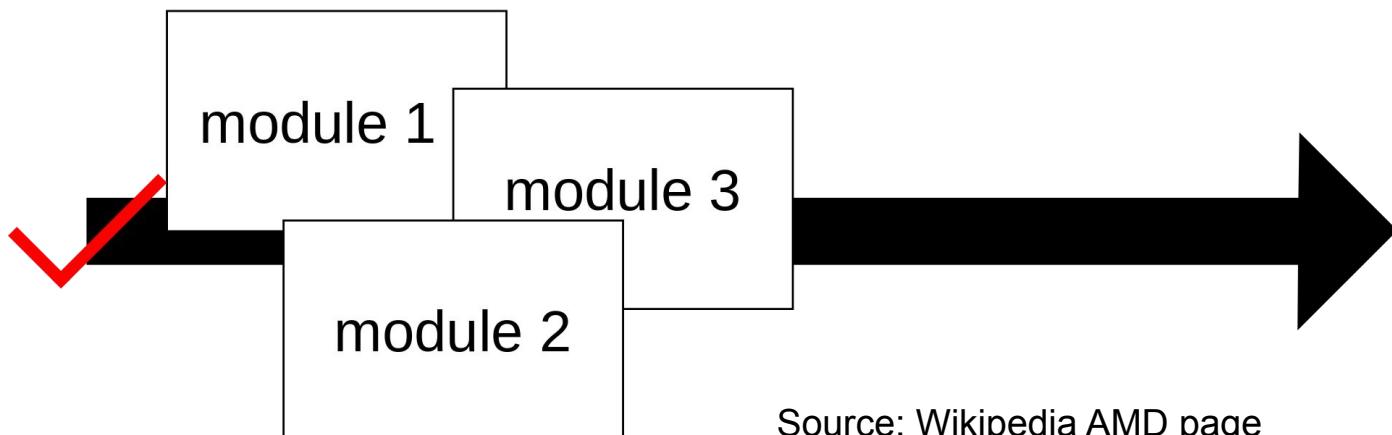
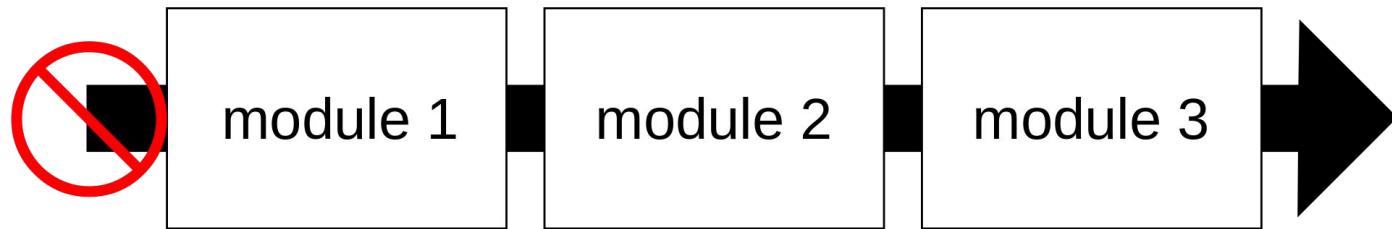
```
const anotherModule = require("./another-module.js")  
// ....  
exports.run = function (...) {  
    // Do something  
}
```

# Problem: Synchronous loading



- CommonJS was made for server-side JS.
  - Disk access is much faster than network!
- It implemented *Synchronous Loading*
- This doesn't work very well for the web...

# Asynchronous Module Definition (AMD)



Source: Wikipedia AMD page

# 6 years later: ES6 Modules

- Published in 2015, implemented by all browsers in 2018

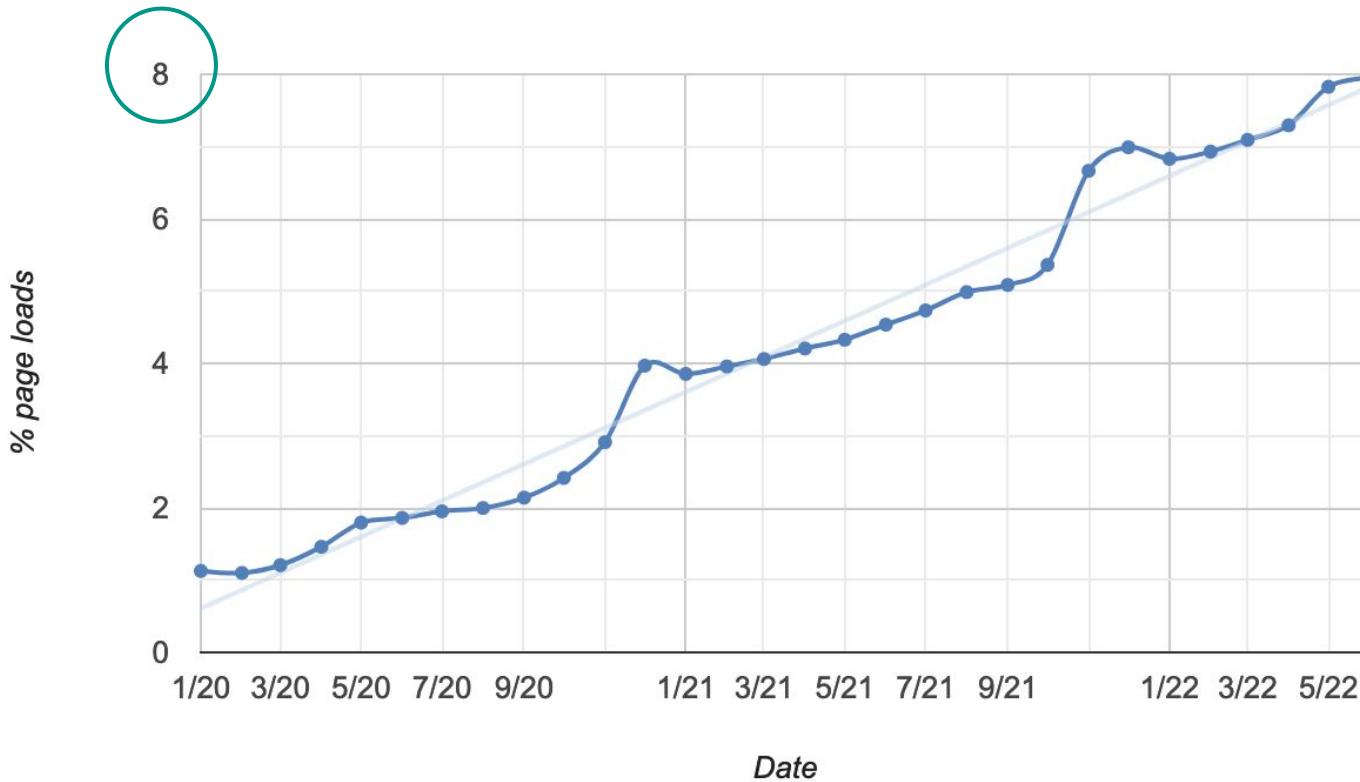
```
import defaultExport from "module-name";
import * as name from "module-name";
import { export1 } from "module-name";
import { export1 as alias1 } from "module-name";
import { export1, export2 } from "module-name";
import { export1, export2 as alias2, ... };
import defaultExport, { export1 [ , [ ... ] ] };
import defaultExport, * as name from "module-name";
import "module-name";
```

```
export let name1, name2, ..., nameN; // also var, const
export let name1 = ..., name2 = ..., ..., nameN; // also var, const
export function functionName(){...}
export class ClassName {...}

// Export list
export { name1, name2, ..., nameN };

// Renaming exports
export { variable1 as name1, variable2 as name2, ..., nameN };

// Default exports
export default expression;
```



---

# Agenda

- Prelude (history, standards)
- How does the module system work?
- Why is it not being used more?
- Solution space!

---

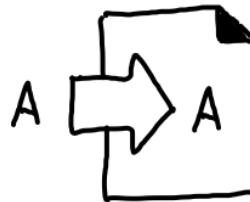
# Ok. Let's talk modules.



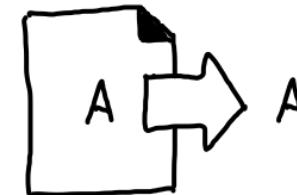
# How do ES Modules Work?



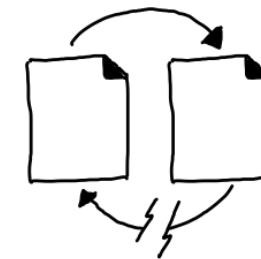
Namespacing



Importing objects



Exposing objects



Cycle breaking

# How do ES Modules Work?

```
window.A = "A"
```

```
window.B = "B"
```

```
.
```

```
.
```

```
.
```

```
window.Z = "Z"
```

```
window.A = "A"
```



**Namespacing**

# How do ES Modules Work?



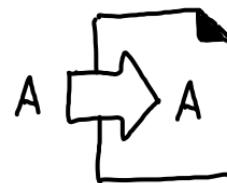
Exposing objects



Export Entries

```
export const A = "AAAAAA";
```

# How do ES Modules Work?



Importing objects



Import entries

```
import a from  
"./a.js"
```

# How to \*load\* a module (ES6)

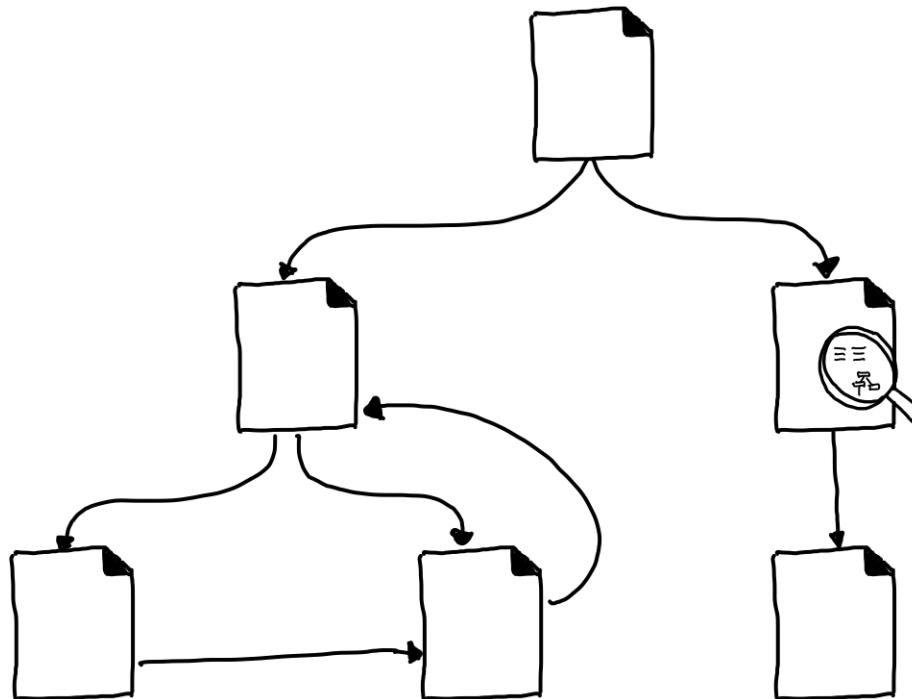
```
import MyModule from "./path.js"  
  
// ...  
  
MyModule.run()
```

Imports	Exports		
MyModule	"www.com /path.js"		

Imports	Exports		
anotherModule	"..."	run	run()

```
import anotherModule from "./another-module.js"  
  
// ...  
  
function run() { /*...*/ }  
  
export default { run }
```

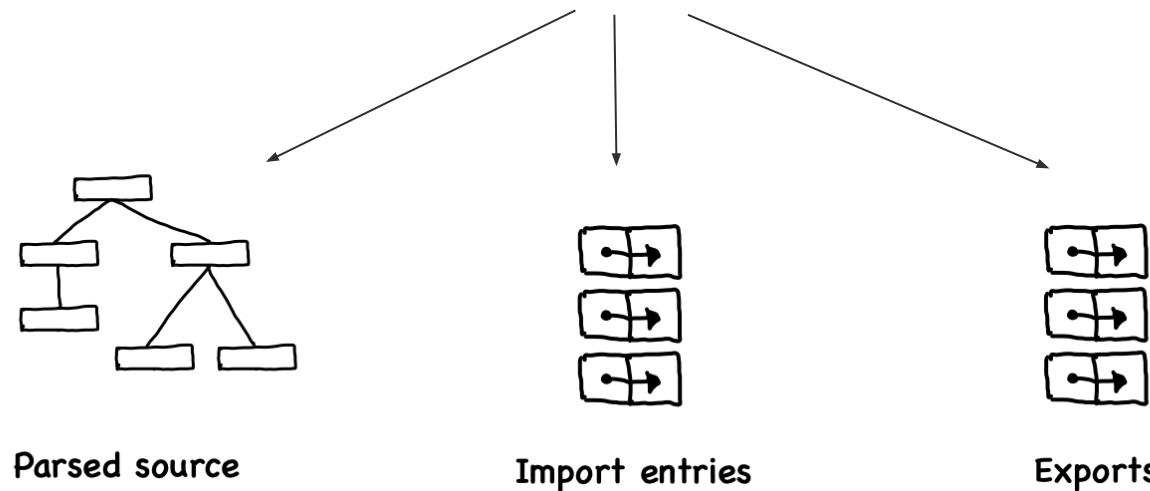
# How do ES Modules Work?



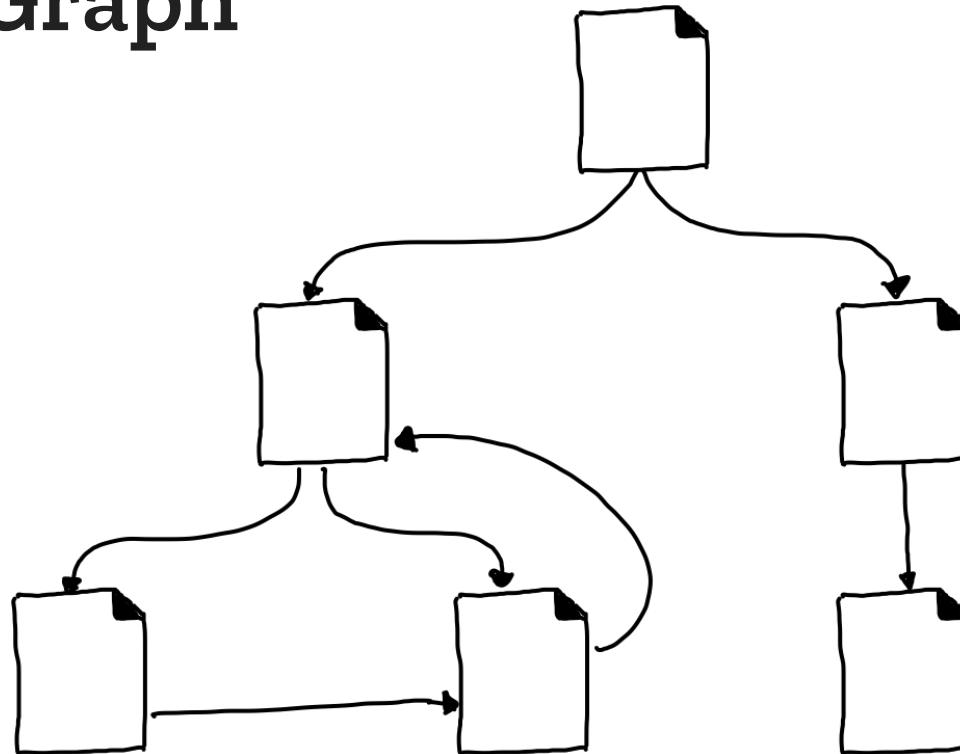
# The Module Record

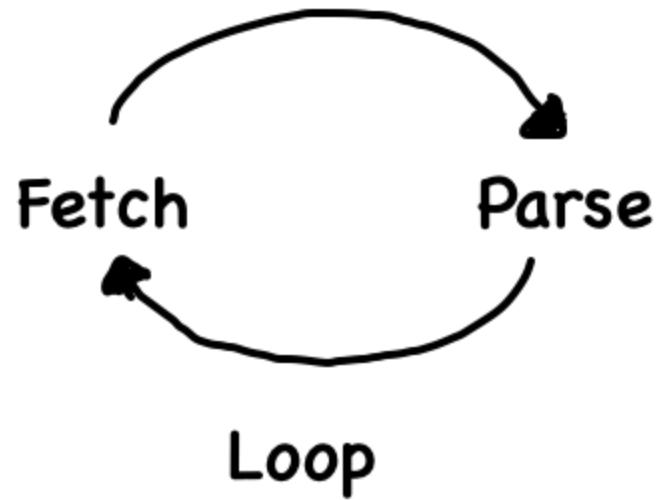


Module Record

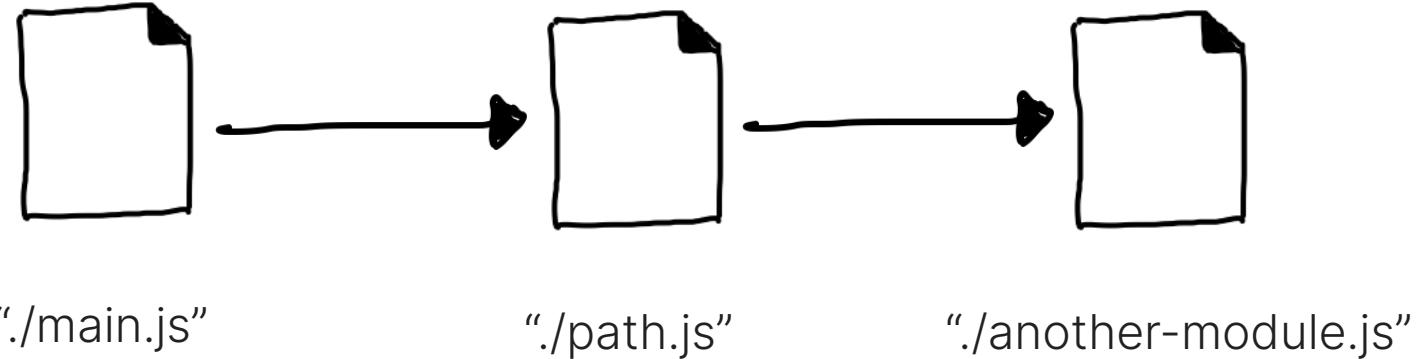


# The ES Module Graph





# The Module Map



---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	unlinked
“./path.js”	unlinked
“./another-module.js”	unlinked

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	fetching
“./path.js”	unlinked
“./another-module.js”	unlinked

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	fetched
“./path.js”	unlinked
“./another-module.js”	unlinked

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	<b>linking</b>
“./path.js”	unlinked
“./another-module.js”	unlinked

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	linking
“./path.js”	<b>linking</b>
“./another-module.js”	unlinked

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	linking
“./path.js”	linking
“./another-module.js”	<b>linking</b>

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	linking
“./path.js”	linking
“./another-module.js”	<b>linked</b>

---

# The Module Map

Resolved to URL Specifier	State
“./main.js”	linking
“./path.js”	<b>linked</b>
“./another-module.js”	linked

---

# The Module Map

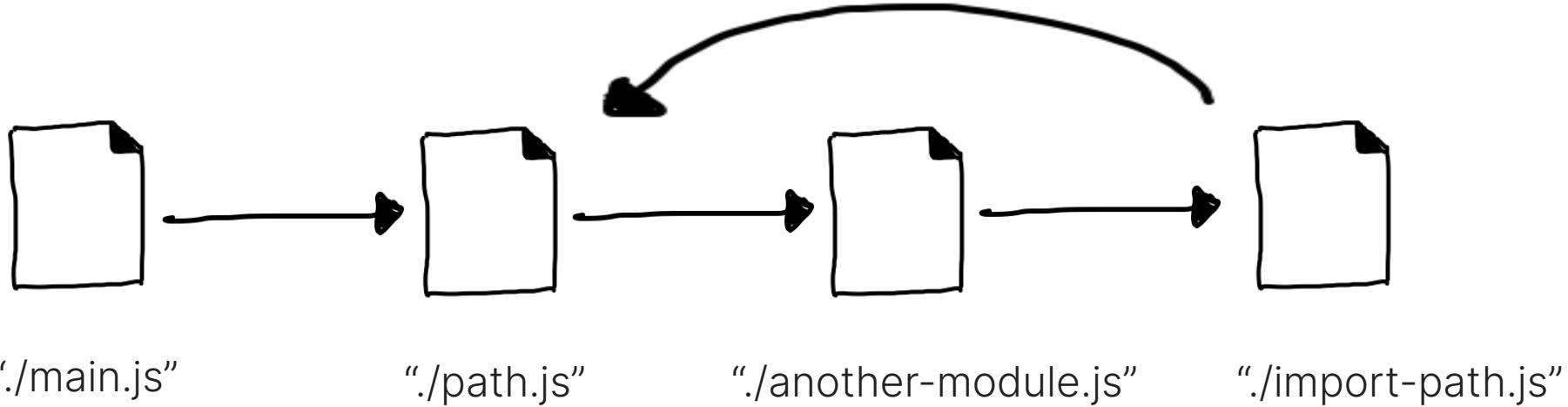
Resolved to URL Specifier	State
“./main.js”	<b>linked</b>
“./path.js”	linked
“./another-module.js”	linked

---

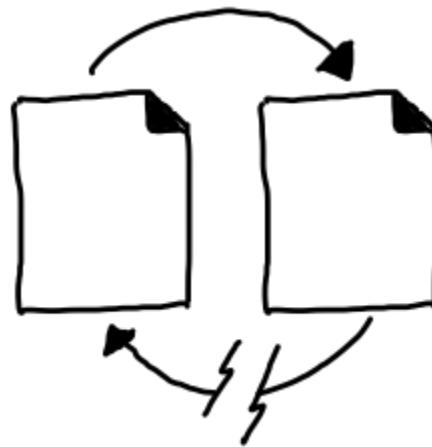
# The Module Map

Resolved to URL Specifier	State
“./main.js”	linked
“./path.js”	linked
“./another-module.js”	linked
“./import-path.js”	unlinked

# The Module Map



# The Module Map: Cycle breaking



# The Module Map: Cycle breaking

Resolved to URL Specifier	State
“./main.js”	linked
“./path.js”	linked
“./another-module.js”	linked
“./import-path.js”	linking

# The Module Map: Cycle breaking

Resolved to URL Specifier	State
“./main.js”	linked
“./path.js”	linked
“./another-module.js”	linked
“./import-path.js”	linked

---

```
import MyModule from "MyModule";
```

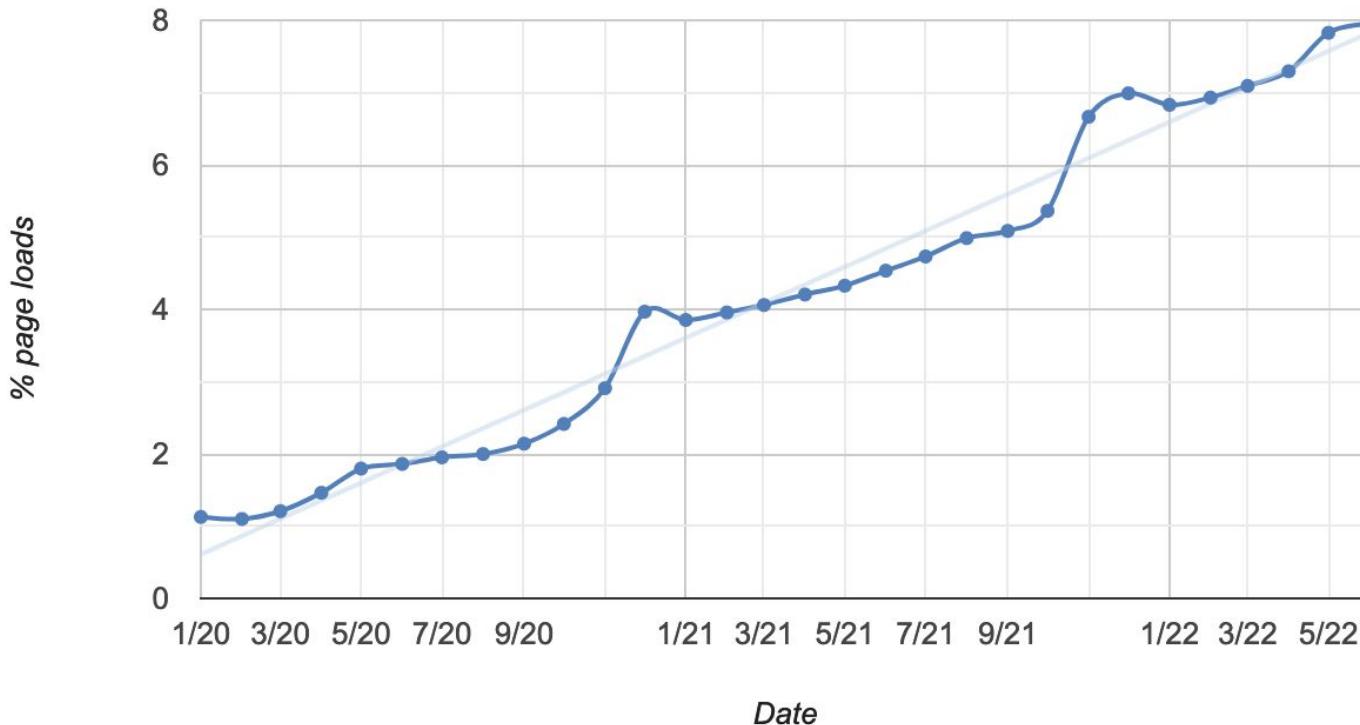
# Why URLs?

```
import MyModule from "./a/url/path/MyModule.js"
```

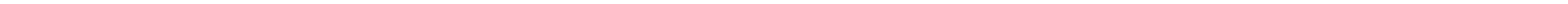
---

# Summary

- The module system is
  - Async & Non-interrupting
  - Allows cyclic dependencies
  - Relies on the host's security mechanisms
  - A global module map



---



**Why?**

---

# **Exploring the Firefox case**

```
25
26 extern const char mozJSComponentLoaderProgID[];
27 extern const char jsComponentTypeName[];
28
29 /* 6bd13476-1dd2-11b2-bbef-f0ccb5fa64b6 (thanks, mozbot) */
30
31 #define MOZJSCOMPONENTLOADER_CID \
32 {0x6bd13476, 0x1dd2, 0x11b2, \
33 { 0xbb, 0xef, 0xf0, 0xcc, 0xb5, 0xfa, 0x64, 0xb6 }}
34
35 class mozJSCompor
```

initial JS component loader wc  
[shaver%netscape.com <shaver@netscape.com>](#)  
Show annotated diff  
Show latest version without this  
Show earliest version with this

```
43
44 protected:
45 nsCOMPtr<nsIComponentManager> mCompMgr;
46 nsCOMPtr<nsIXPConnect> mXPC;
47 nsresult RegisterComponentsInDir(PRInt32 when, nsIFileSpec *dir);
48 JSObject *GlobalForLocation(const char *aLocation);
49
50 JSObject *mSuperGlobal;
51 JSRuntime *mRuntime;
52 JSContext *mContext;
53 JSObject *mCompMgrWrapper;
54
55 PLHashTable *mModules;
56 PLHashTable *mGlobals;
57 };
```

Tue, 7 Sep 1999 06:18:08 +0000

# Deferred Module Evaluation

```
import aMethod from "./a.js";

function rarelyUsedA() {
  // ...
  const aValue = aMethod();
}

function alsoRarelyUsedA() {
  // ...
  const aValue = aMethod();
}

// ...

function eventuallyCalled() {
  rarelyUsedA();
}
```

```
async function lazyAMethod(...args) {
  const aMethod = await import("./a.js");
  return aMethod(...args);
}

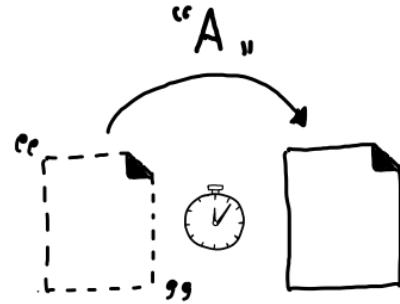
async function rarelyUsedA() {
  // ...
  const aValue = await aMethod();
}

async function alsoRarelyUsedA() {
  // ...
  const aValue = await aMethod();
}

// ...

function eventuallyCalled() {
  rarelyUsedA();
}
```

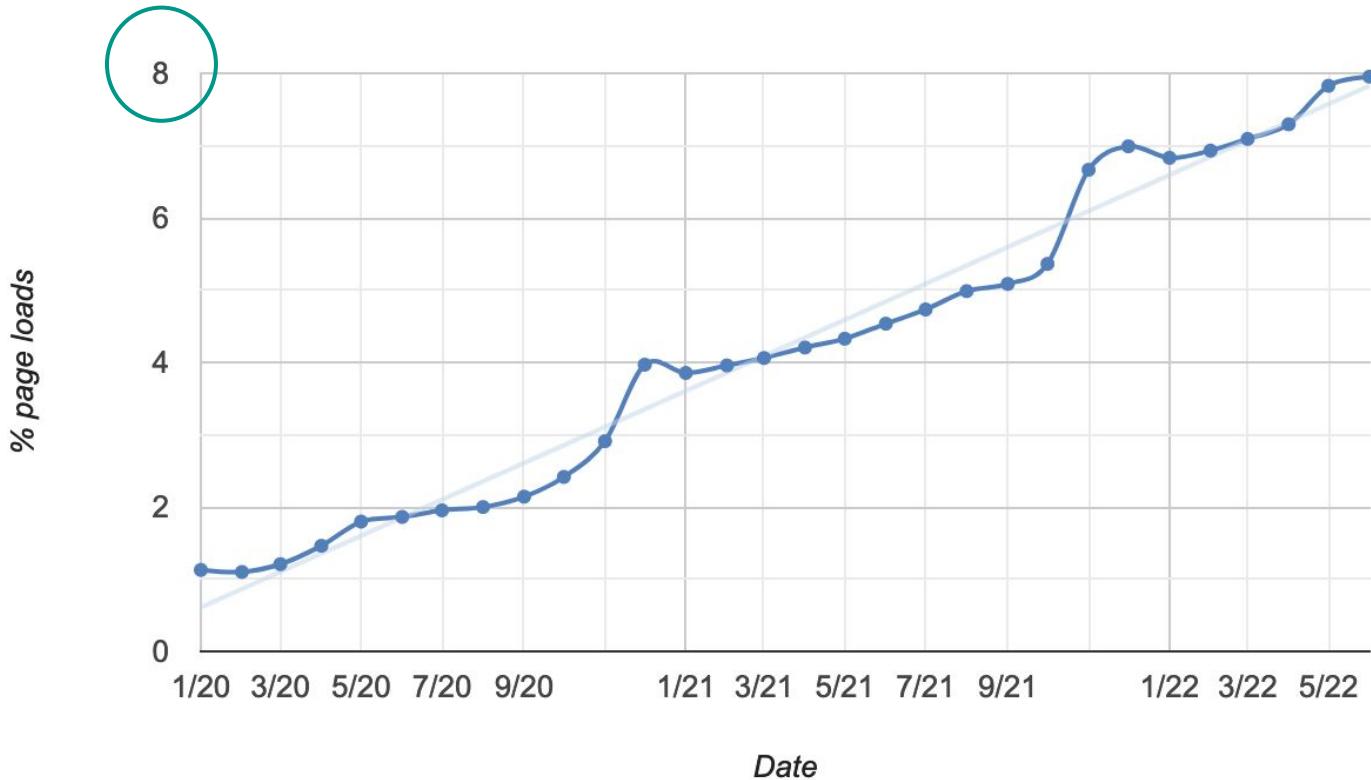
Unfortunately, "ESM-only" would mean that CJS clients can't use it, so that'd be a user-hostile move. Packages should be CJS-only to be maximally compatible.

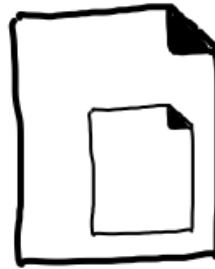


**Deferred module  
evaluation**

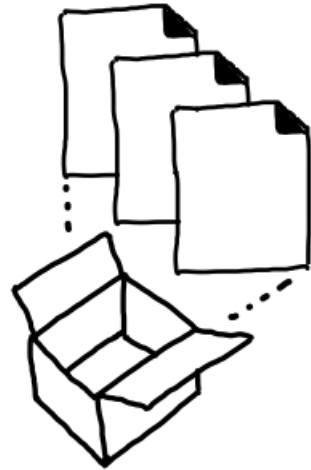
---

# **Exploring the Bundler case**





**In-line modules**



Better bundling

---

# **Exploring the WASM case**

---

# Import Reflection

```
import module x from "<specifier>"
```

# Import Reflection

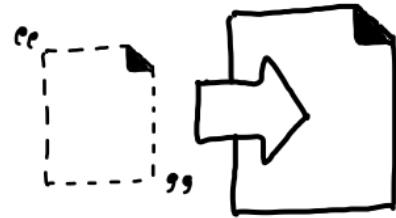
```
import module FooModule from "./foo.wasm";
FooModule instanceof WebAssembly.Module; // true

// For example, to run a WASI execution with an API like Node.js WASI:
import { WASI } from 'wasi';
const wasi = new WASI({ args, env, preopens });

const fooInstance = await WebAssembly.instantiate(FooModule, {
  wasi_snapshot_preview1: wasi.wasiImport
});

wasi.start(fooInstance);
```

import module "x"



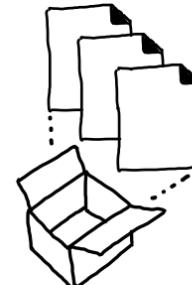
Import reflection

# Limitations Summary

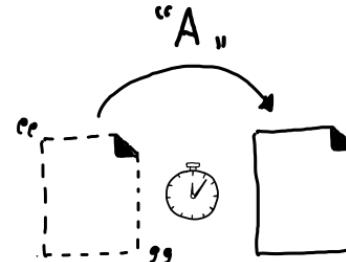
- No upgrade path from CommonJS!
- Loading time takes much more time than bundles
- Custom loading patterns are not supported



Components (WASM)



Better bundling



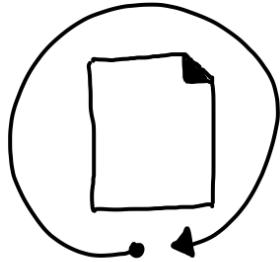
Deferred module  
evaluation

---

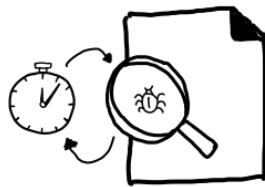
# But wait, there's more!

- The module system cannot:
  - Stop part way during instantiation
  - Re-instantiate a module
  - Remove a module (GC)

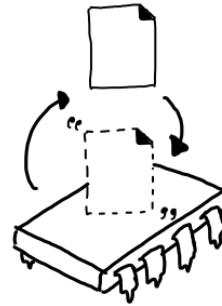
# But wait, there's more!



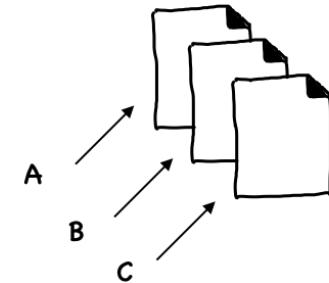
Hot reloading



Persistent testing



Low memory module reuse



Import map generation

---

mozilla

# How do we get our module system to do all this?



Francine

Francine

David Zhou   
@dz

I tried [@cyanharlow's](#) incredible pure css portrait in an old version of opera and well, the disclaimer wasn't lying: "so the live preview will most likely look laughable in anything other than chrome"[github.com/cyanharlow/pur...](https://github.com/cyanharlow/purecss-francine)

7:17 PM - May 1, 2018

1,269  424 people are talking about this

Mayowa Tomori  
@mdotslash

And Netscape Navigator for the true romantics amongst you.  
[pic.twitter.com/h012KvVoJg](http://diana-adrienne.com/purecss-francine/)

4:50 AM - May 2, 2018

Francine

Francine

Francine

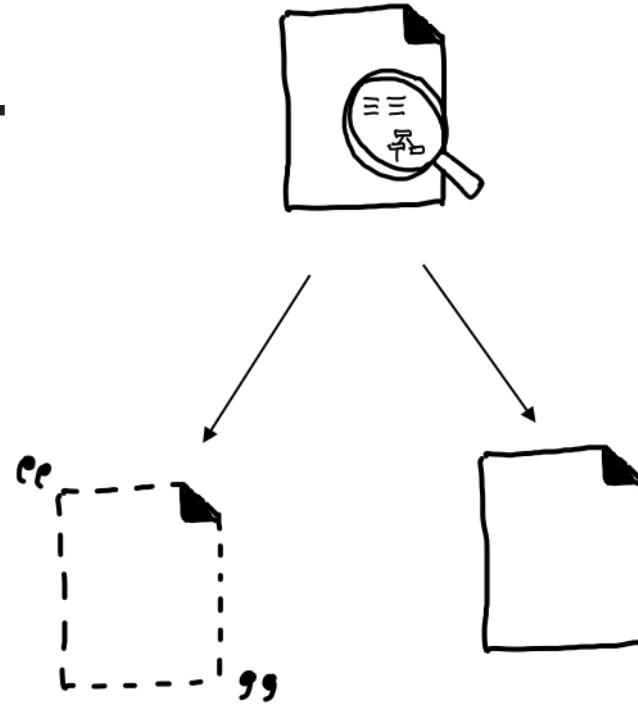
Francine

Done

238  54 people are talking about this

Pure CSS [Francine](#) by Diana Smith

# How do we get our module system to do all this?





# A Proposal

## Motivation



## Use cases

- - — — -
- - - -
- - — - -

## Solution(s)

{ — - -  
— - ?



## Interactions

- - — — -
- - - -
- - — - -

## Prior art

- - — — -
- - - -
- - — - -

## FAQ

- - — — -
- - - -
- - — - -

## Motivation

- — — — —
- — — — —
- — — — —

## Use cases

- — — — — —
- — — — — —
- — — — — —

## Solution(s)

- { — — — — —
- — — }

## Interactions

- — — — — —
- — — — — —
- — — — — —

## Prior art

- — — — — —
- — — — — —
- — — — — —

## FAQ

- — — — — —
- — — — — —
- — — — — —

---

# **Structured Information & Facilitating Critique**

---

Software architecture is there to deal with  
all the *how* questions.

- Author forgotten by my husband

## List of technologies



## Automation 2 (researched)



Key technology for automatic mass production.

Cost: 5 1 1 1 1 1 1 1 × 80

Effects:

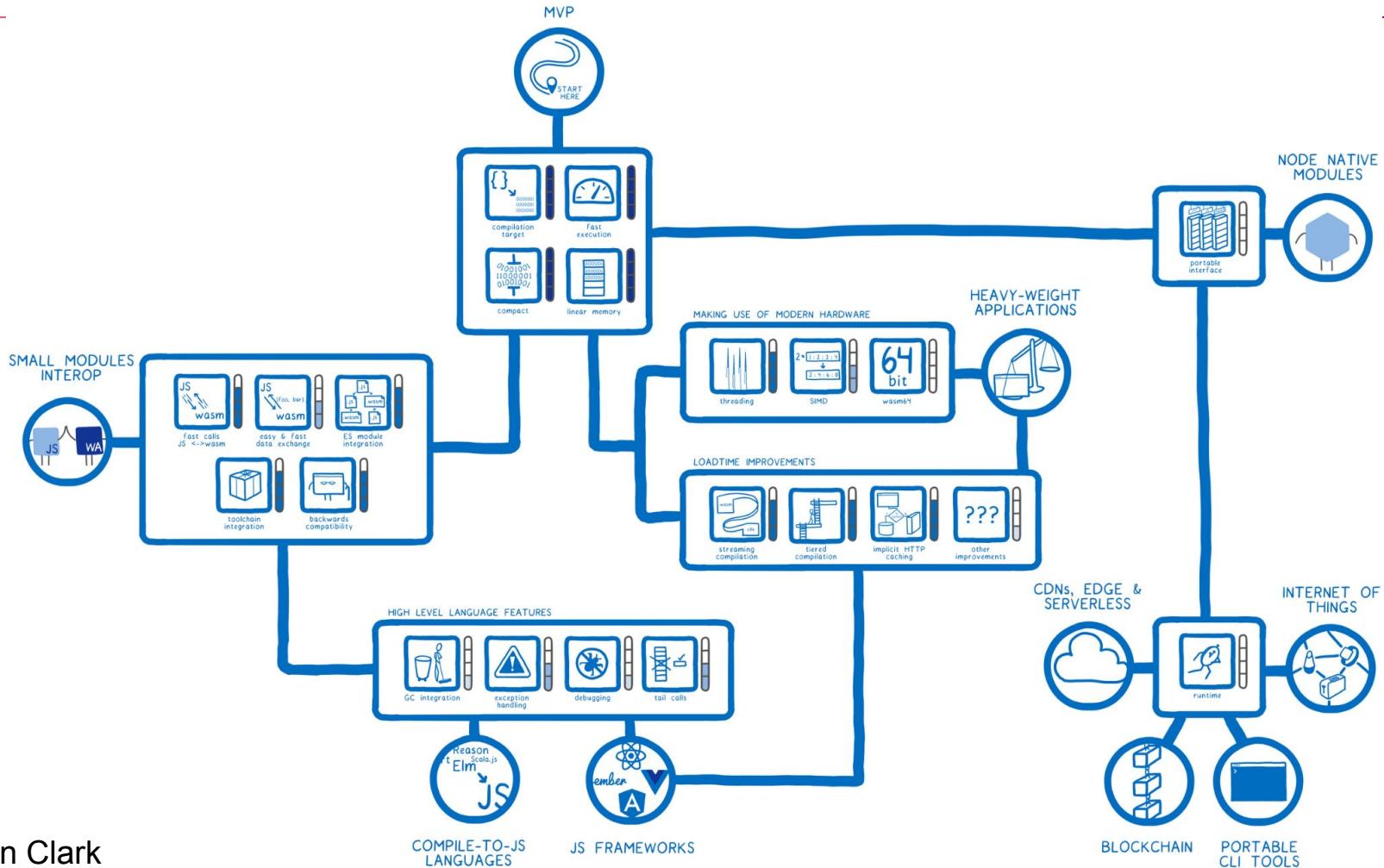
2

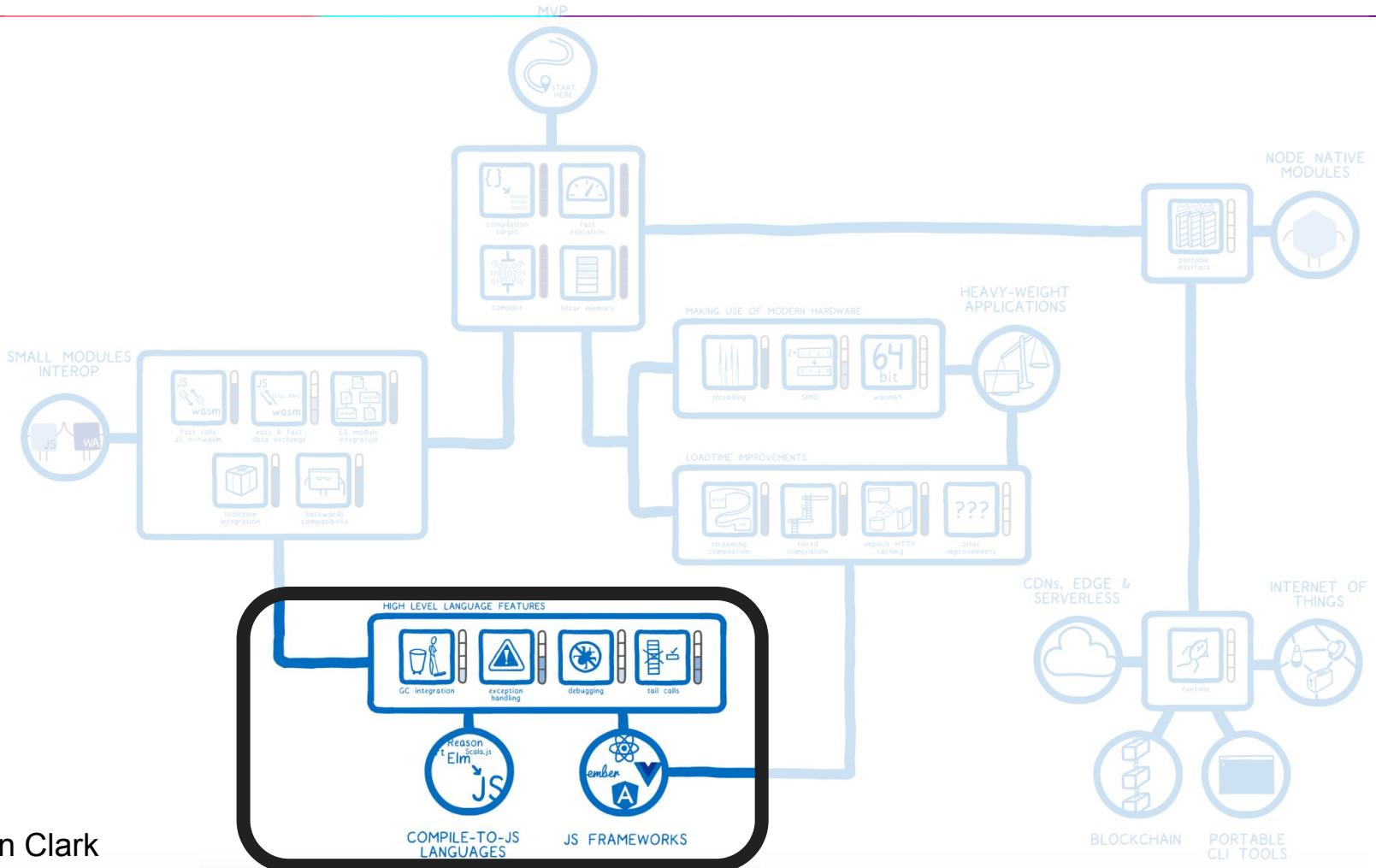
FPS: 100 / 600

Press T to start a new research.

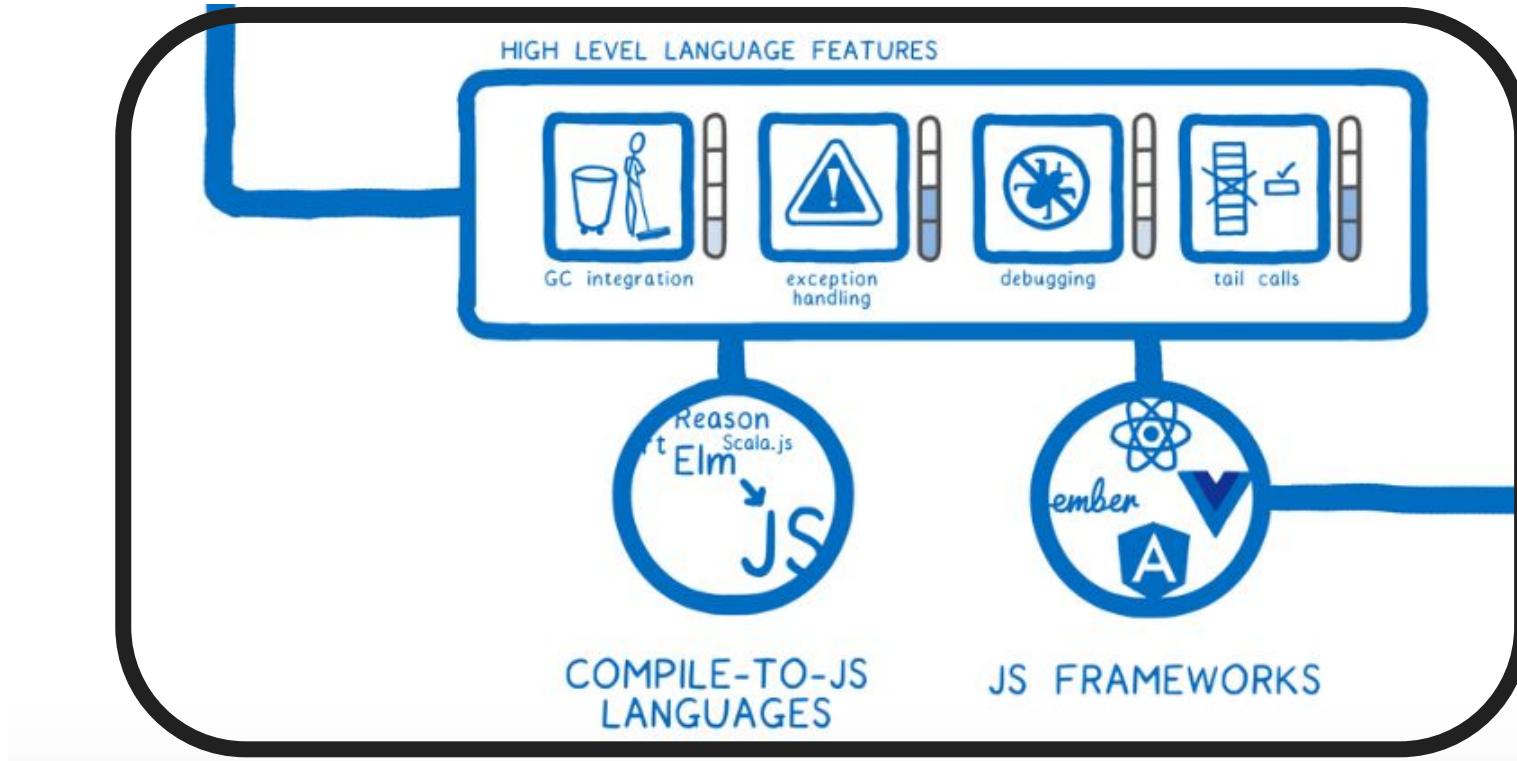
usaphoenix



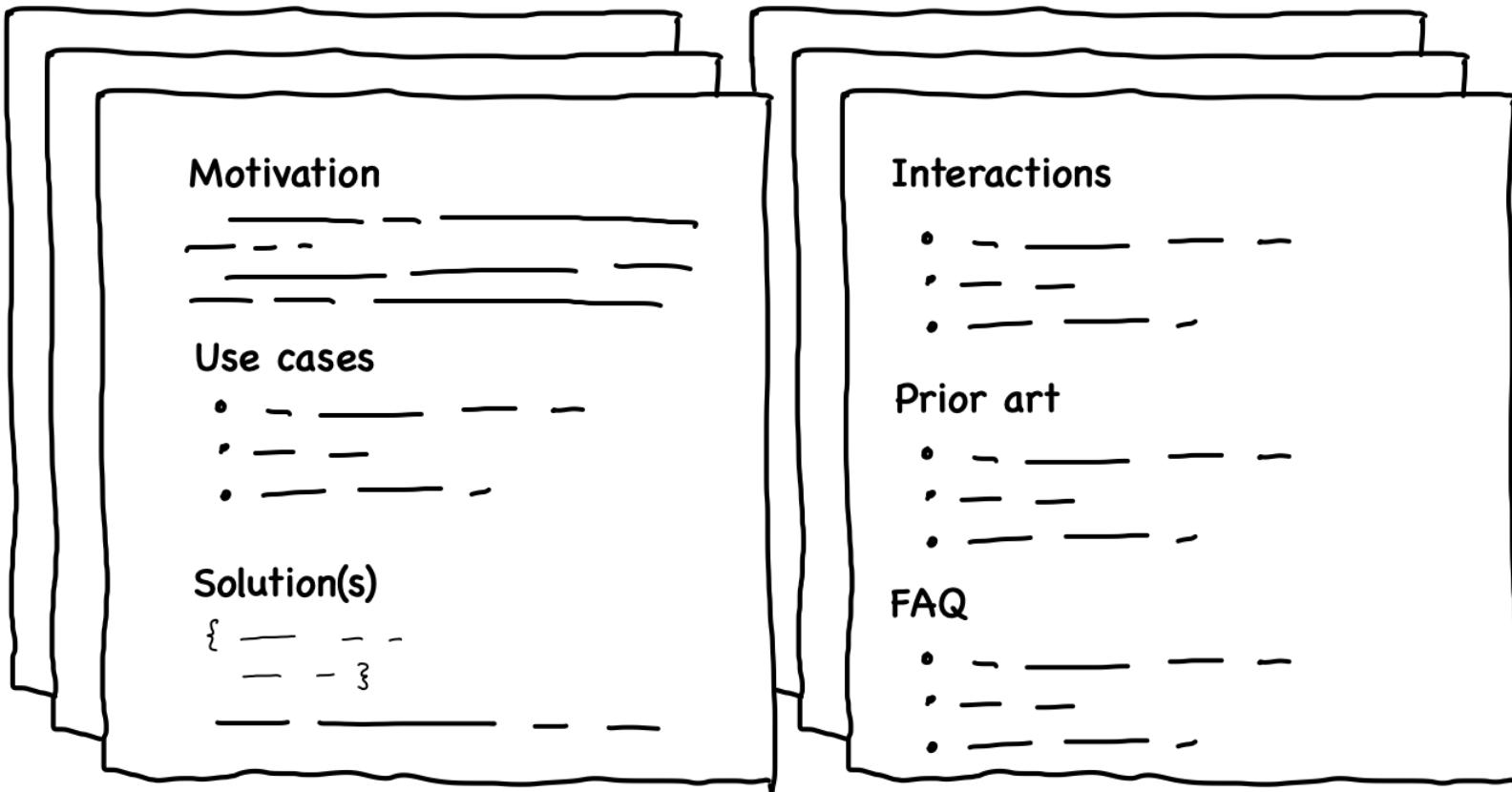




By: Lin Clark



# Layered Proposal



---



**Organizing Principle:  
Structure is shaped by Dependencies**

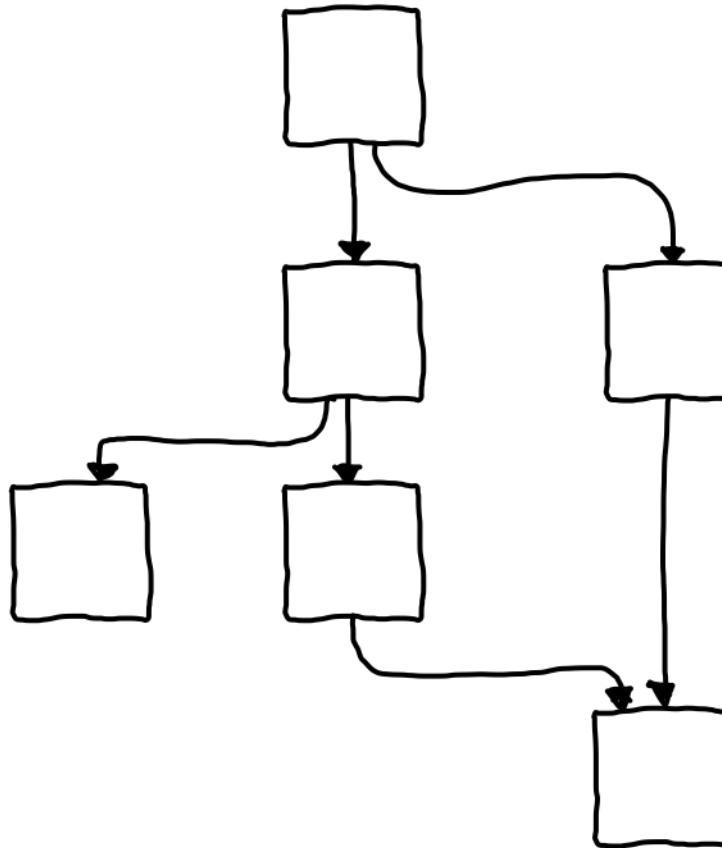
# Layered Proposal

Layer 0

Layer 1

Layer 2

Layer 3



---

# Defining a Layer

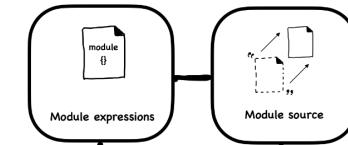
- A layer is a **collection** of work that
  - Has the same dependencies
  - Or must be worked on in parallel
- A layer is **complete when all of its proposals advance**

---

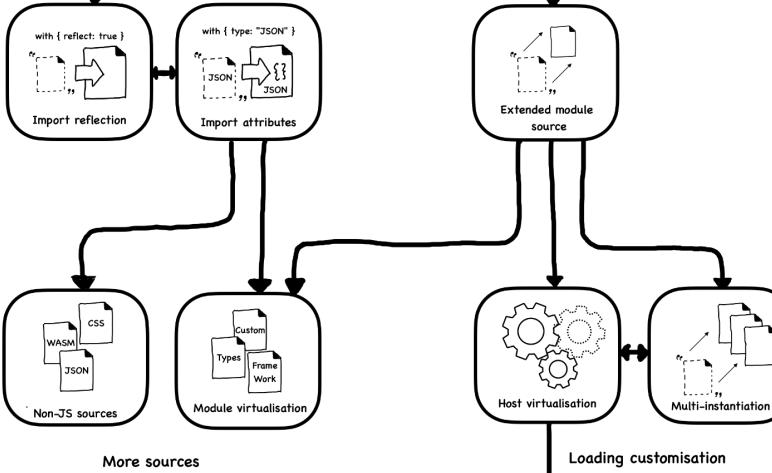
# Defining a Layer

- Work can continue on proposals blocked by a layer
- Work blocked by a layer is easily identifiable
- Importance of a layer or layer component can be identified by its dependencies

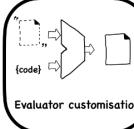
**Layer 0:**  
**Exposing the module object**



**Layer 1:**  
**Import/Export modification**

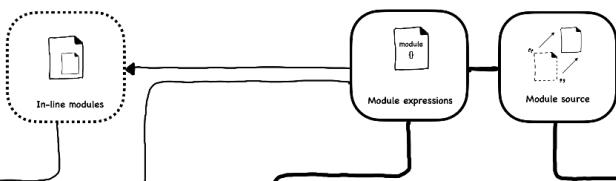


**Layer 2:**  
**Virtualisation**

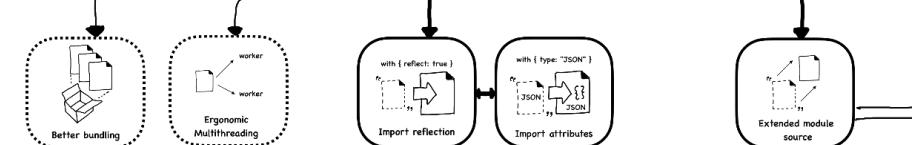


**Layer 3:**  
**TBD**

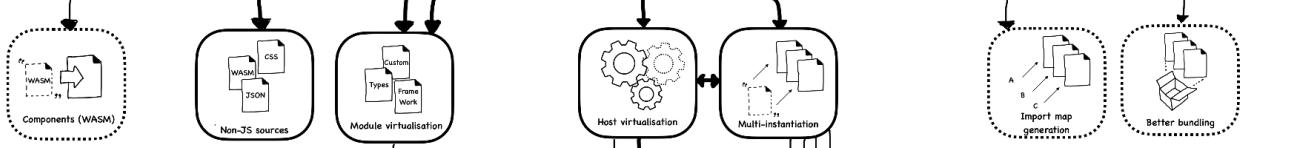
## Layer 0:



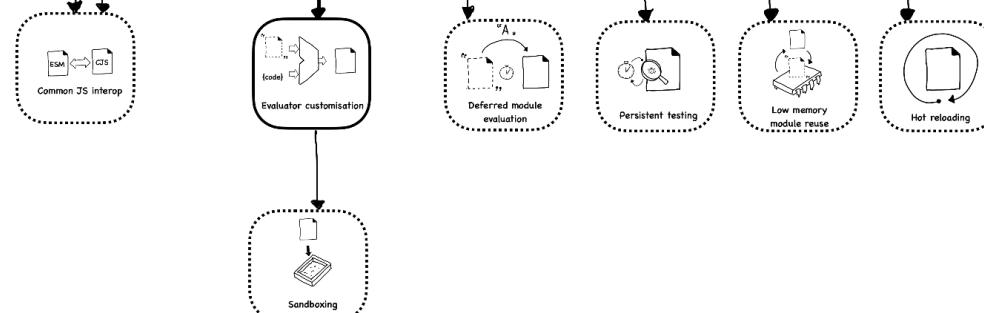
## Layer 1:



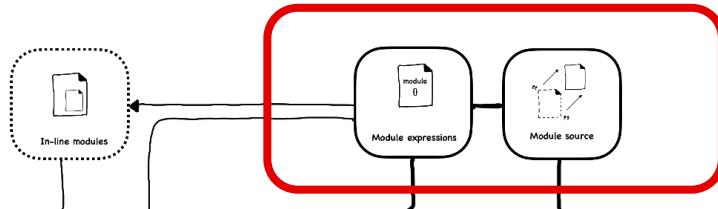
## Layer 2:



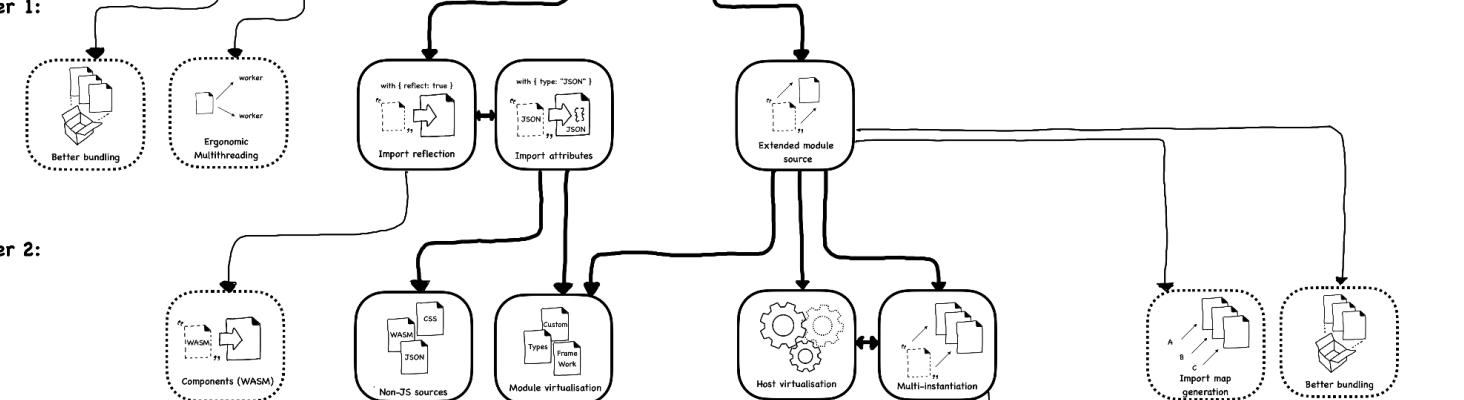
## Layer 3:



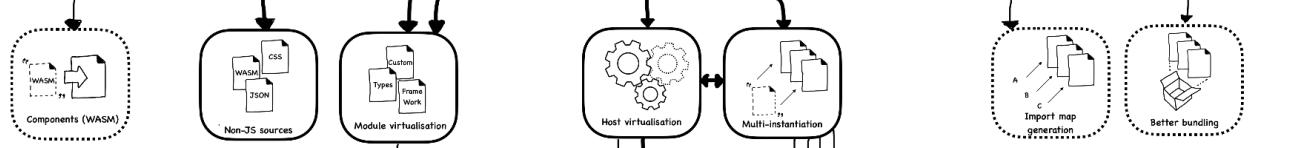
## Layer 0:



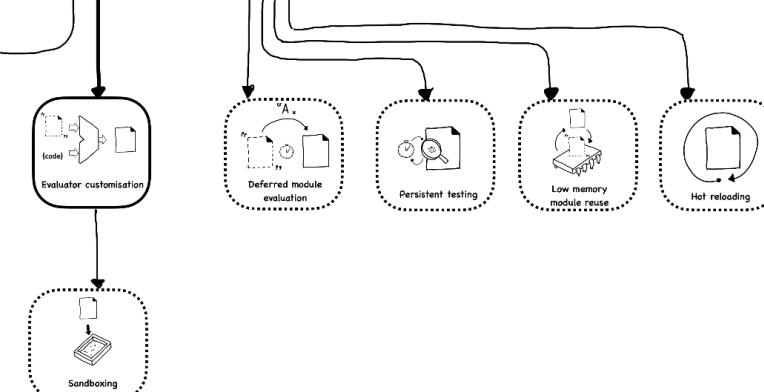
## Layer 1:

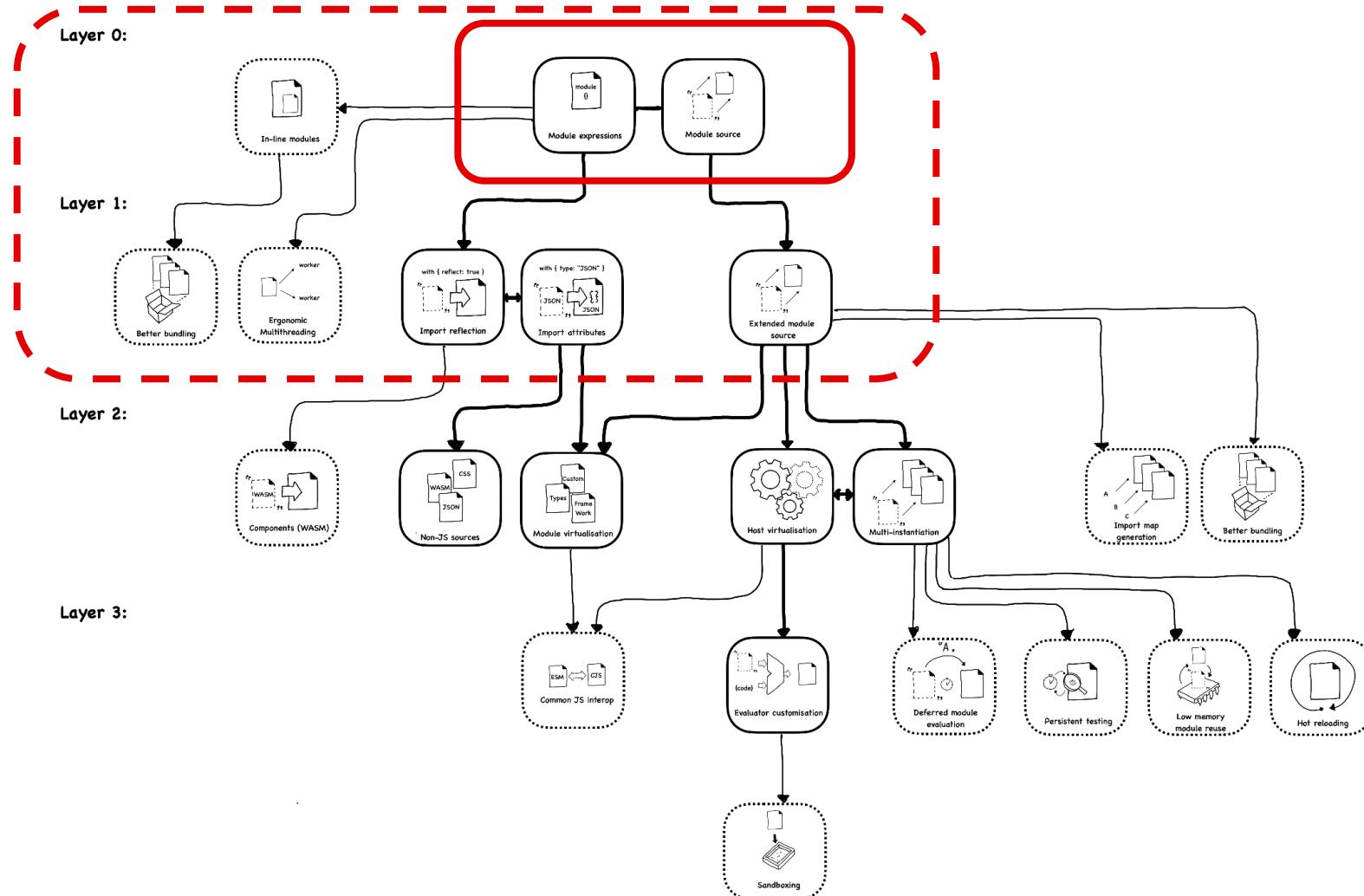


## Layer 2:



## Layer 3:

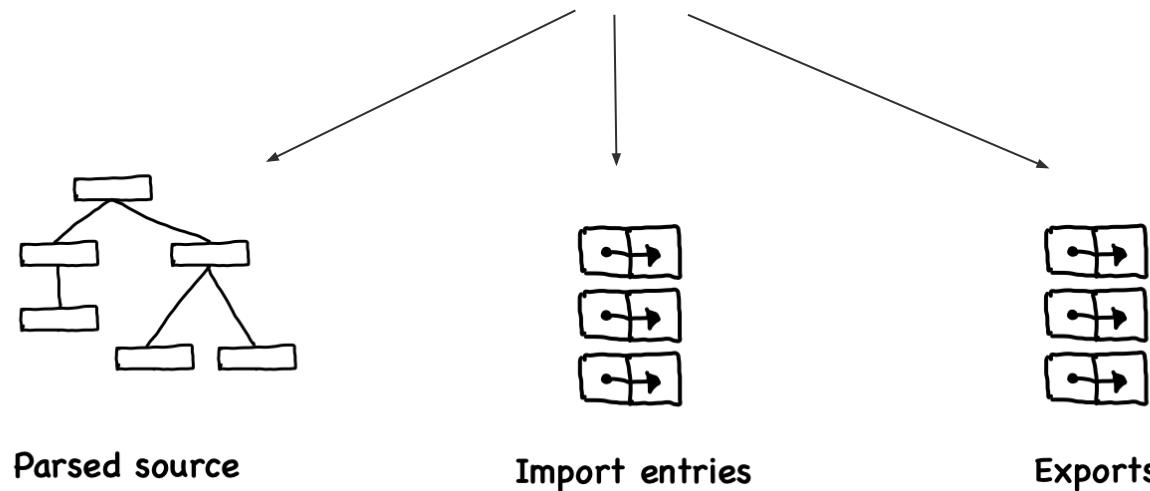




# Our focus: The Module Record



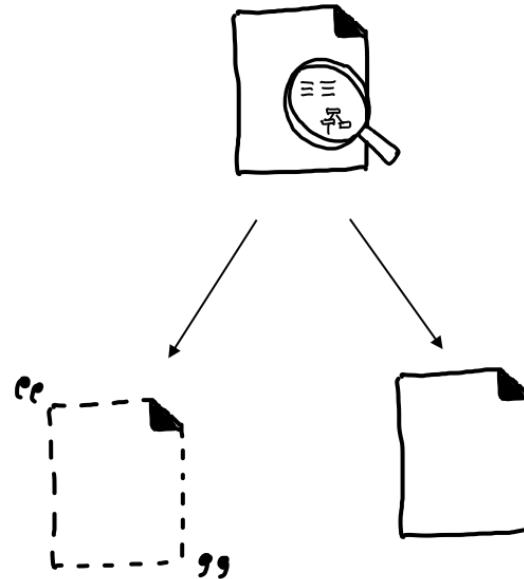
Module Record



---

# **Layer 0 Walkthrough**

# Layer 0

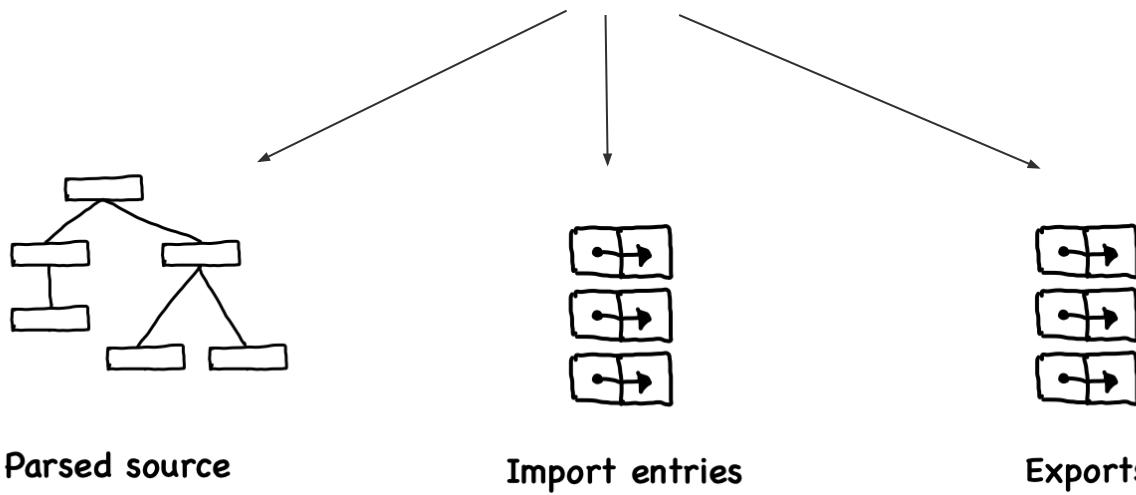


Refactoring module record

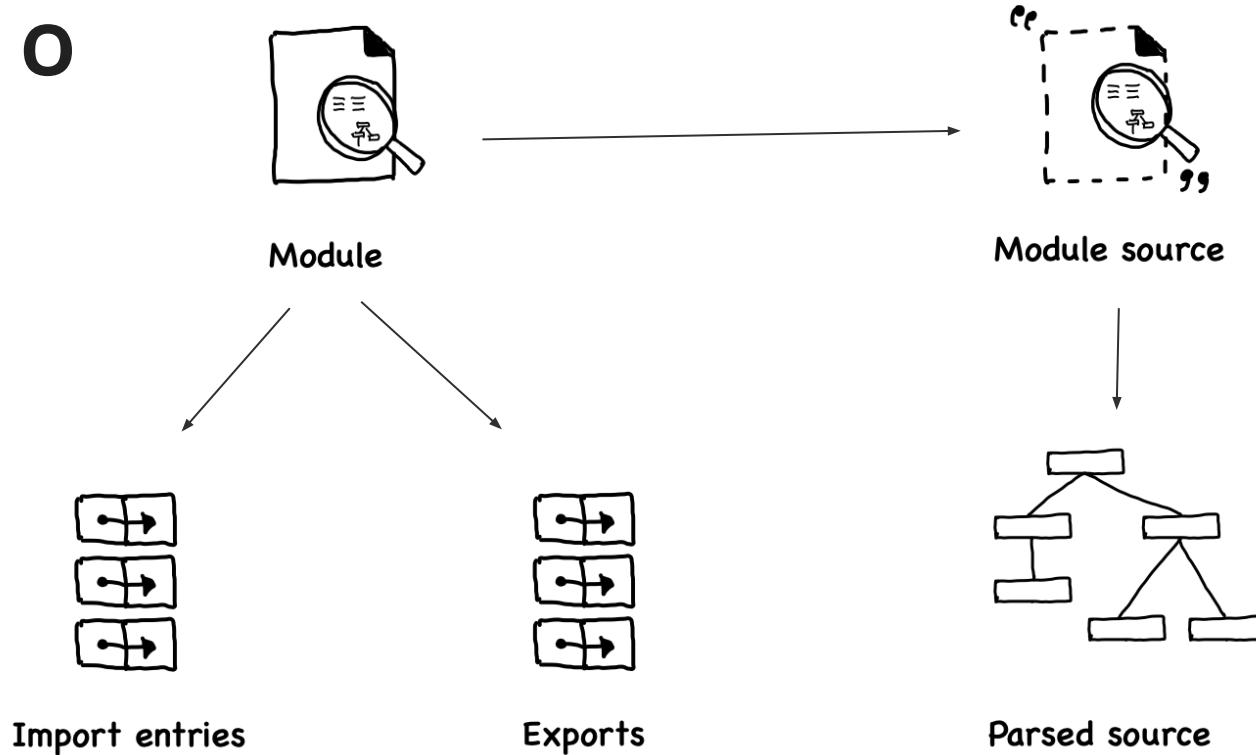
# Layer 0



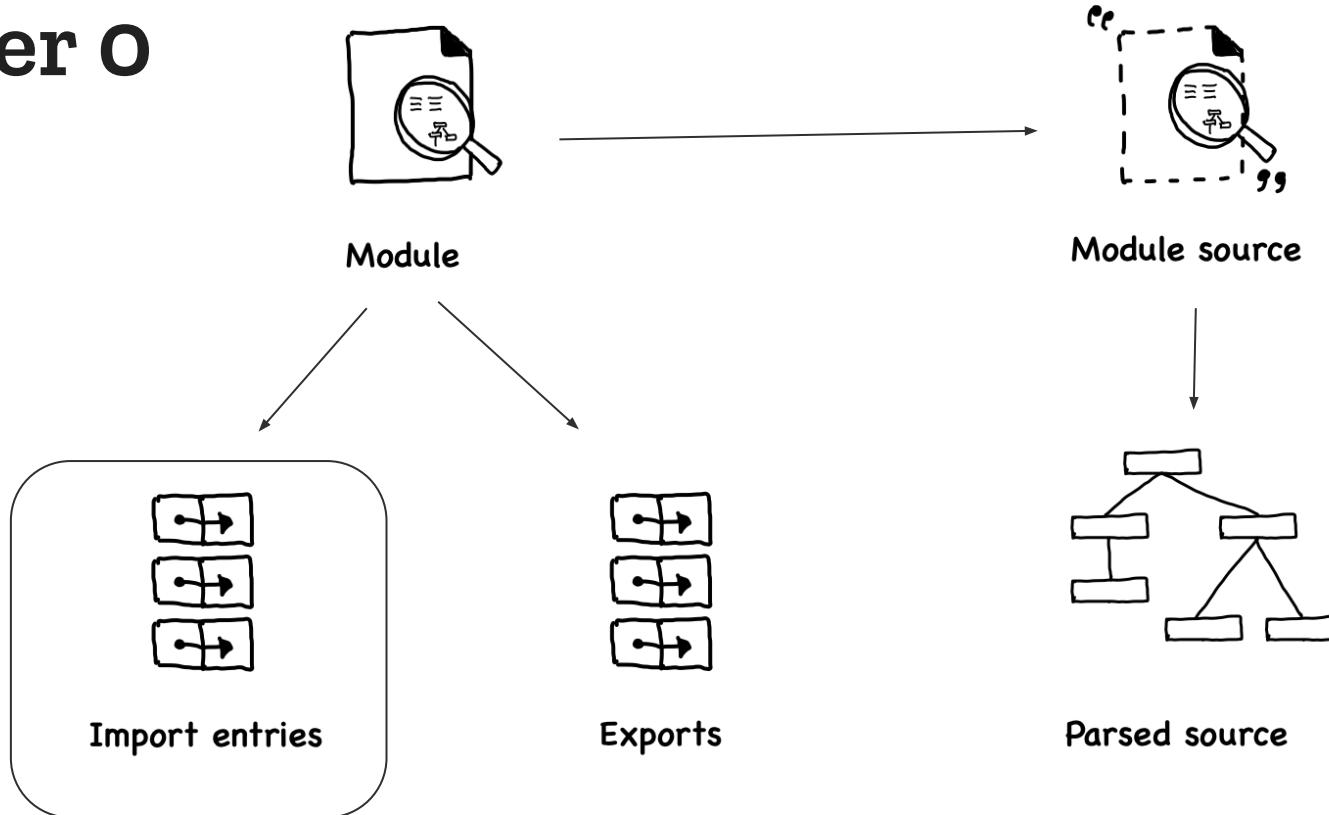
Module Record



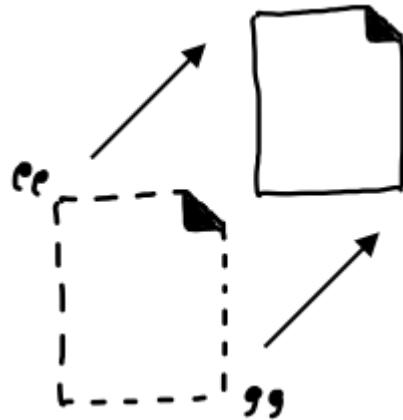
# Layer 0



# Layer 0



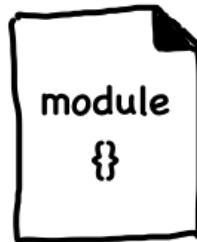
# Layer 0: Module Source



- A module source contains statically analyzable information

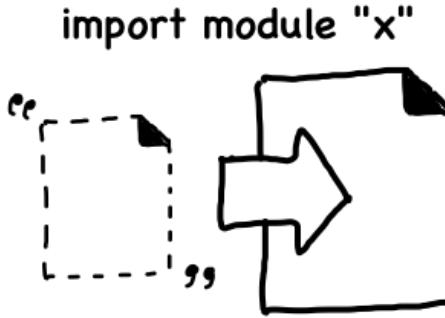
---

# Layer 0: Module expressions / declarations

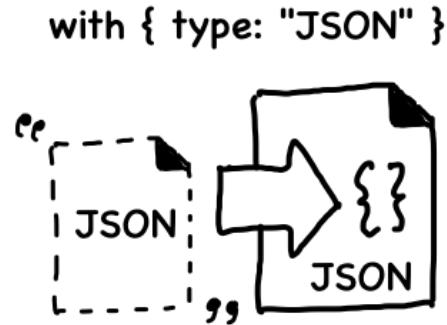


- Module expressions expose a bound module object that can be executed
- Two proposals

# Unlocked Layer 1 Capabilities



Import reflection



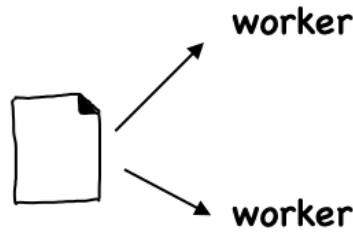
Import attributes

---

# Unlocked Layer 1 Capabilities

```
import <load modifier> x from "y" with { type: "..." }
```

# Unlocked Capabilities



Ergonomic Multithreading

# Unlocked Capabilities

```
let workerBlock = module {
  onmessage = async function({data}) {
    let mod = await import(data);
    postMessage(mod.default());
  }
};
```

```
let worker = new Worker({type: "module"}).addModule(workerBlock);
worker.onmessage = ({data}) => alert(data);
worker.postMessage(module { export default function() { return "hello!" } });
```

---

# Unlocked Capabilities



In-line modules

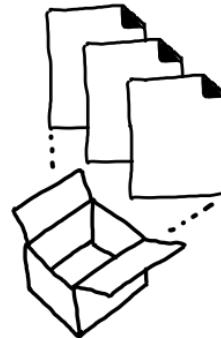
# Unlocked Capabilities

```
module countModule {  
    // ...  
}
```

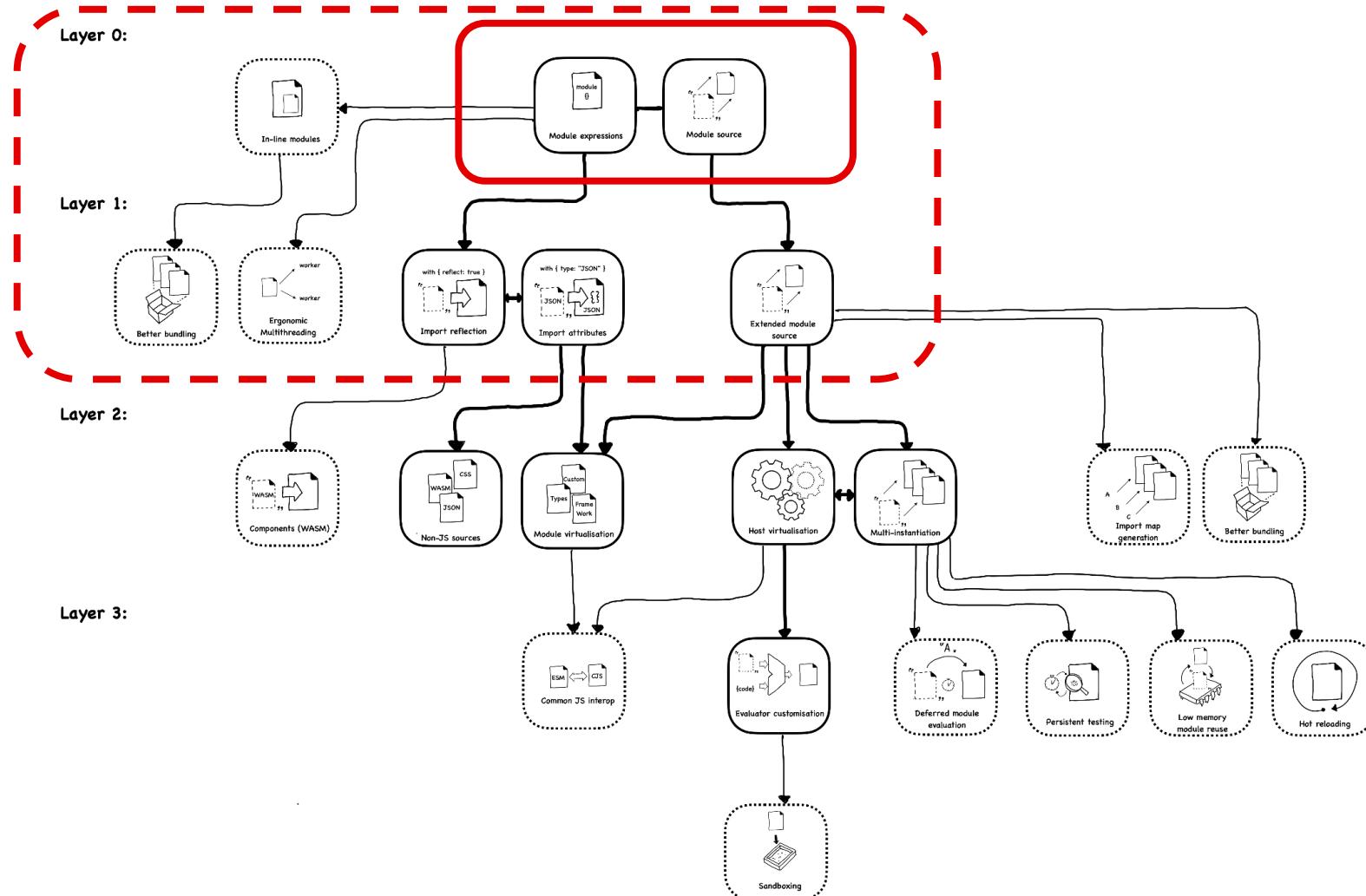
```
module uppercaseModule {  
    // ...  
}
```

```
import { count } from countModule;  
import { uppercase } from uppercaseModule;
```

# Unlocked Capabilities



Better bundling



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# Links to the proposals

## Layer 0:

- [Module Source](#)
- [Module Expressions](#)

## Reading More:

- [Module Declarations](#)
- [Import Reflection](#)
- [Import Assertions](#)
- [Compartments](#)

# Questions

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