

Compiling to WebAssembly

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Andy Wingo | wingo@igalia.com

wingolog.org | [@andywingo](https://twitter.com/andywingo)

agenda

A hands-on intro

A tiny Scheme compiler

Missing pieces

Pandora's box of unanswerables

supporting materials:

`https://github.com/wingo/
compiling-to-webassembly`

diving
right
in

Sample program: recursive fac

```
(define (fac n)
  (if (zero? n)
      1
      (* n (fac (- n 1)))))
```

desired wasm

[https://webassembly.github.io/
spec/core](https://webassembly.github.io/spec/core)

type, func, table, memory, global,
import, export, start, elem, data

```
(module  
  (type ...) ...  
  (func ...) ...  
  (export ...) ...)
```

testing
wasm

Assemble using wat2wasm: <https://github.com/WebAssembly/wabt>

Test in browser

simple
compiler

filling in the gaps

Closures: <https://github.com/WebAssembly/function-references>;
or closure conversion

Tail calls: <https://github.com/WebAssembly/tail-calls>, but lagging
implementations; sadness

Varargs: Shadow arg stack??

Threads: <https://github.com/WebAssembly/threads>; web workers

Dynamic linking: Sadness

filling
in the
gaps

Exceptions / non-local control flow:
[https://github.com/WebAssembly/
exception-handling](https://github.com/WebAssembly/exception-handling)

Coroutines: Possible extension of
exception-handling; or CPS
conversion

GC: It's complicated

gc,
take
one

One approach: i32 as value type,
tagging, linear memory GC

- ☞ Bad js interop
- ☞ No access to stack roots
- ☞ Web browsers already have excellent GC
- ☞ Uncollectable cycles with JS

gc,
take
two

<https://github.com/WebAssembly/reference-types>

Reference types: everything is an externref

- ☛ Have to call run-time (JS) to allocate, access data
- ☛ Not so bad???

Take three: GC-managed records and arrays in WebAssembly? <https://github.com/WebAssembly/gc>

Related to decision on closures (typed function references)

host integration

Call JS; be called by JS; how do data types cross the boundaries?

What do you do for strings? Linear memory, or JS strings?

DOM access – expose WebGL to your language?

further questions

Compile your source programs, or ship an interpreter?

How much JS to use? (Should I just target JS?)

Use LLVM? Binaryen? Emscripten?

Fork or extend host language?

questions

<https://wingolog.org/>

@andywingo

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Happy hacking!