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1.1 Introduction

WebAssembly (abbreviated Wasm\(^2\)) is a *safe, portable, low-level code format* designed for efficient execution and compact representation. Its main goal is to enable high performance applications on the Web, but it does not make any Web-specific assumptions or provide Web-specific features, so it can be employed in other environments as well.

WebAssembly is an open standard developed by a [W3C Community Group\(^1\)].

This document describes version 1.1 (Draft 2021-09-16) of the core WebAssembly standard. It is intended that it will be superseded by new incremental releases with additional features in the future.

1.1.1 Design Goals

The design goals of WebAssembly are the following:

- **Fast, safe, and portable semantics:**
  - **Fast:** executes with near native code performance, taking advantage of capabilities common to all contemporary hardware.
  - **Safe:** code is validated and executes in a memory-safe\(^3\), sandboxed environment preventing data corruption or security breaches.
  - **Well-defined:** fully and precisely defines valid programs and their behavior in a way that is easy to reason about informally and formally.
  - **Hardware-independent:** can be compiled on all modern architectures, desktop or mobile devices and embedded systems alike.
  - **Language-independent:** does not privilege any particular language, programming model, or object model.
  - **Platform-independent:** can be embedded in browsers, run as a stand-alone VM, or integrated in other environments.

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\(^2\) A contraction of “WebAssembly”, not an acronym, hence not using all-caps.

\(^1\) https://www.w3.org/community/webassembly/

\(^3\) No program can break WebAssembly’s memory model. Of course, it cannot guarantee that an unsafe language compiling to WebAssembly does not corrupt its own memory layout, e.g. inside WebAssembly’s linear memory.
Open: programs can interoperate with their environment in a simple and universal manner.

Efficient and portable representation:

- Compact: has a binary format that is fast to transmit by being smaller than typical text or native code formats.
- Modular: programs can be split up in smaller parts that can be transmitted, cached, and consumed separately.
- Efficient: can be decoded, validated, and compiled in a fast single pass, equally with either just-in-time (JIT) or ahead-of-time (AOT) compilation.
- Streamable: allows decoding, validation, and compilation to begin as soon as possible, before all data has been seen.
- Parallelizable: allows decoding, validation, and compilation to be split into many independent parallel tasks.
- Portable: makes no architectural assumptions that are not broadly supported across modern hardware.

WebAssembly code is also intended to be easy to inspect and debug, especially in environments like web browsers, but such features are beyond the scope of this specification.

1.1.2 Scope

At its core, WebAssembly is a virtual instruction set architecture (virtual ISA). As such, it has many use cases and can be embedded in many different environments. To encompass their variety and enable maximum reuse, the WebAssembly specification is split and layered into several documents.

This document is concerned with the core ISA layer of WebAssembly. It defines the instruction set, binary encoding, validation, and execution semantics, as well as a textual representation. It does not, however, define how WebAssembly programs can interact with a specific environment they execute in, nor how they are invoked from such an environment.

Instead, this specification is complemented by additional documents defining interfaces to specific embedding environments such as the Web. These will each define a WebAssembly application programming interface (API) suitable for a given environment.

1.1.3 Security Considerations

WebAssembly provides no ambient access to the computing environment in which code is executed. Any interaction with the environment, such as I/O, access to resources, or operating system calls, can only be performed by invoking functions provided by the embedder and imported into a WebAssembly module. An embedder can establish security policies suitable for a respective environment by controlling or limiting which functional capabilities it makes available for import. Such considerations are an embedder’s responsibility and the subject of API definitions for a specific environment.

Because WebAssembly is designed to be translated into machine code running directly on the host’s hardware, it is potentially vulnerable to side channel attacks on the hardware level. In environments where this is a concern, an embedder may have to put suitable mitigations into place to isolate WebAssembly computations.
1.1.4 Dependencies

WebAssembly depends on two existing standards:

- IEEE 754-2019\(^4\), for the representation of floating-point data and the semantics of respective numeric operations.
- Unicode\(^5\), for the representation of import/export names and the text format.

However, to make this specification self-contained, relevant aspects of the aforementioned standards are defined and formalized as part of this specification, such as the binary representation and rounding of floating-point values, and the value range and UTF-8 encoding of Unicode characters.

Note: The aforementioned standards are the authoritative source of all respective definitions. Formalizations given in this specification are intended to match these definitions. Any discrepancy in the syntax or semantics described is to be considered an error.

1.2 Overview

1.2.1 Concepts

WebAssembly encodes a low-level, assembly-like programming language. This language is structured around the following concepts.

Values WebAssembly provides only four basic value types. These are integers and IEEE 754-2019\(^6\) numbers, each in 32 and 64 bit width. 32 bit integers also serve as Booleans and as memory addresses. The usual operations on these types are available, including the full matrix of conversions between them. There is no distinction between signed and unsigned integer types. Instead, integers are interpreted by respective operations as either unsigned or signed in two’s complement representation.

Instructions The computational model of WebAssembly is based on a stack machine. Code consists of sequences of instructions that are executed in order. Instructions manipulate values on an implicit operand stack\(^7\) and fall into two main categories. Simple instructions perform basic operations on data. They pop arguments from the operand stack and push results back to it. Control instructions alter control flow. Control flow is structured, meaning it is expressed with well-nested constructs such as blocks, loops, and conditionals. Branches can only target such constructs.

Traps Under some conditions, certain instructions may produce a trap, which immediately aborts execution. Traps cannot be handled by WebAssembly code, but are reported to the outside environment, where they typically can be caught.

Functions Code is organized into separate functions. Each function takes a sequence of values as parameters and returns a sequence of values as results. Functions can call each other, including recursively, resulting in an implicit call stack that cannot be accessed directly. Functions may also declare mutable local variables that are usable as virtual registers.

Tables A table is an array of opaque values of a particular element type. It allows programs to select such values indirectly through a dynamic index operand. Currently, the only available element type is an untyped function reference. Thereby, a program can call functions indirectly through a dynamic index into a table. For example, this allows emulating function pointers by way of table indices.

Linear Memory A linear memory is a contiguous, mutable array of raw bytes. Such a memory is created with an initial size but can be grown dynamically. A program can load and store values from/to a linear memory at

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\(^4\) https://ieeexplore.ieee.org/document/8766229
\(^5\) https://www.unicode.org/versions/latest/
\(^6\) https://ieeexplore.ieee.org/document/8766229
\(^7\) In practice, implementations need not maintain an actual operand stack. Instead, the stack can be viewed as a set of anonymous registers that are implicitly referenced by instructions. The type system ensures that the stack height, and thus any referenced register, is always known statically.

\(^8\) In the current version of WebAssembly, there may be at most one result value.
any byte address (including unaligned). Integer loads and stores can specify a storage size which is smaller than the size of the respective value type. A trap occurs if an access is not within the bounds of the current memory size.

Modules A WebAssembly binary takes the form of a module that contains definitions for functions, tables, and linear memories, as well as mutable or immutable global variables. Definitions can also be imported, specifying a module/name pair and a suitable type. Each definition can optionally be exported under one or more names. In addition to definitions, modules can define initialization data for their memories or tables that takes the form of segments copied to given offsets. They can also define a start function that is automatically executed.

Embedder A WebAssembly implementation will typically be embedded into a host environment. This environment defines how loading of modules is initiated, how imports are provided (including host-side definitions), and how exports can be accessed. However, the details of any particular embedding are beyond the scope of this specification, and will instead be provided by complementary, environment-specific API definitions.

1.2.2 Semantic Phases

Conceptually, the semantics of WebAssembly is divided into three phases. For each part of the language, the specification specifies each of them.

Decoding WebAssembly modules are distributed in a binary format. Decoding processes that format and converts it into an internal representation of a module. In this specification, this representation is modelled by abstract syntax, but a real implementation could compile directly to machine code instead.

Validation A decoded module has to be valid. Validation checks a number of well-formedness conditions to guarantee that the module is meaningful and safe. In particular, it performs type checking of functions and the instruction sequences in their bodies, ensuring for example that the operand stack is used consistently.

Execution Finally, a valid module can be executed. Execution can be further divided into two phases:

- **Instantiation.** A module instance is the dynamic representation of a module, complete with its own state and execution stack. Instantiation executes the module body itself, given definitions for all its imports. It initializes globals, memories and tables and invokes the module’s start function if defined. It returns the instances of the module’s exports.

- **Invocation.** Once instantiated, further WebAssembly computations can be initiated by invoking an exported function on a module instance. Given the required arguments, that executes the respective function and returns its results.

Instantiation and invocation are operations within the embedding environment.
2.1 Conventions

WebAssembly is a programming language that has multiple concrete representations (its binary format and the text format). Both map to a common structure. For conciseness, this structure is described in the form of an abstract syntax. All parts of this specification are defined in terms of this abstract syntax.

2.1.1 Grammar Notation

The following conventions are adopted in defining grammar rules for abstract syntax.

- Terminal symbols (atoms) are written in sans-serif font: i32, end.
- Nonterminal symbols are written in italic font: valtype, instr.
- $A^n$ is a sequence of $n \geq 0$ iterations of $A$.
- $A^+$ is a possibly empty sequence of iterations of $A$. (This is a shorthand for $A^n$ used where $n$ is not relevant.)
- $A^*$ is a non-empty sequence of iterations of $A$. (This is a shorthand for $A^n$ where $n \geq 1$.)
- $A^?$ is an optional occurrence of $A$. (This is a shorthand for $A^n$ where $n \leq 1$.)
- Productions are written $sym ::= A_1 | \ldots | A_n$.
- Large productions may be split into multiple definitions, indicated by ending the first one with explicit ellipses, $sym ::= A_1 | \ldots$, and starting continuations with ellipses, $sym ::= \ldots | A_2$.
- Some productions are augmented with side conditions in parentheses, “(if condition)”, that provide a shorthand for a combinatorial expansion of the production into many separate cases.
- If the same meta variable or non-terminal symbol appears multiple times in a production, then all those occurrences must have the same instantiation. (This is a shorthand for a side condition requiring multiple different variables to be equal.)
2.1.2 Auxiliary Notation

When dealing with syntactic constructs the following notation is also used:

- \( \epsilon \) denotes the empty sequence.
- \(|s|\) denotes the length of a sequence \( s \).
- \( s[i] \) denotes the \( i \)-th element of a sequence \( s \), starting from 0.
- \( s[i : n] \) denotes the sub-sequence \( s[i] \ldots s[i + n - 1] \) of a sequence \( s \).
- \( s \) with \( [i] = A \) denotes the same sequence as \( s \), except that the \( i \)-th element is replaced with \( A \).
- \( s \) with \( [i : n] = A^n \) denotes the same sequence as \( s \), except that the sub-sequence \( s[i : n] \) is replaced with \( A^n \).
- \( \text{concat}(s^*) \) denotes the flat sequence formed by concatenating all sequences \( s_i \) in \( s^* \).

Moreover, the following conventions are employed:

- The notation \( x^n \), where \( x \) is a non-terminal symbol, is treated as a meta variable ranging over respective sequences of \( x \) (similarly for \( x^* \), \( x^+ \), \( x? \)).
- When given a sequence \( x^n \), then the occurrences of \( x \) in a sequence written \( (A_1 x A_2)^n \) are assumed to be in point-wise correspondence with \( x^n \) (similarity for \( x^* \), \( x^+ \), \( x? \)). This implicitly expresses a form of mapping syntactic constructions over a sequence.

Productions of the following form are interpreted as records that map a fixed set of fields \( field_i \) to “values” \( A_i \), respectively:

\[
r ::= \{field_1 A_1, field_2 A_2, \ldots\}
\]

The following notation is adopted for manipulating such records:

- \( r.\text{field} \) denotes the contents of the field component of \( r \).
- \( r \) with \( \text{field} = A \) denotes the same record as \( r \), except that the contents of the field component is replaced with \( A \).
- \( r_1 \oplus r_2 \) denotes the composition of two records with the same fields of sequences by appending each sequence point-wise:

\[
\{field_1 A_1^*, field_2 A_2^*, \ldots\} \oplus \{field_1 B_1^*, field_2 B_2^*, \ldots\} = \{field_1 A_1^* B_1^*, field_2 A_2^* B_2^*, \ldots\}
\]

- \( \bigoplus r^* \) denotes the composition of a sequence of records, respectively; if the sequence is empty, then all fields of the resulting record are empty.

The update notation for sequences and records generalizes recursively to nested components accessed by “paths” \( pth ::= ([. . .] | .\text{field})^+ \):

- \( s \) with \( [i] pth = A \) is short for \( s \) with \( [i] = (s[i] \) with \( pth = A) \).
- \( r \) with \( \text{field} pth = A \) is short for \( r \) with \( \text{field} = (r.\text{field} \) with \( pth = A) \).

where \( r \) with \( .\text{field} = A \) is shortened to \( r \) with \( \text{field} = A \).

2.1.3 Vectors

Vectors are bounded sequences of the form \( A^n \) (or \( A^* \)), where the \( A \) can either be values or complex constructions. A vector can have at most \( 2^{32} - 1 \) elements.

\[
\text{vec}(A) ::= A^n \quad (\text{if } n < 2^{32})
\]


2.2 Values

WebAssembly programs operate on primitive numeric values. Moreover, in the definition of programs, immutable sequences of values occur to represent more complex data, such as text strings or other vectors.

2.2.1 Bytes

The simplest form of value are raw uninterpreted bytes. In the abstract syntax they are represented as hexadecimal literals.

\[
\text{byte} ::= 0x00 | \ldots | 0xFF
\]

Conventions

• The meta variable \( b \) ranges over bytes.
• Bytes are sometimes interpreted as natural numbers \( n < 256 \).

2.2.2 Integers

Different classes of integers with different value ranges are distinguished by their bit width \( N \) and by whether they are unsigned or signed.

\[
\begin{align*}
\text{uN} & ::= 0 | 1 | \ldots | 2^N - 1 \\
\text{sN} & ::= -2^{N-1} | \ldots | -1 | 0 | 1 | \ldots | 2^{N-1} - 1 \\
\text{iN} & ::= \text{uN}
\end{align*}
\]

The latter class defines uninterpreted integers, whose signedness interpretation can vary depending on context. In the abstract syntax, they are represented as unsigned values. However, some operations convert them to signed based on a two’s complement interpretation.

Note: The main integer types occurring in this specification are \( u32, u64, s32, s64, i8, i16, i32, i64 \). However, other sizes occur as auxiliary constructions, e.g., in the definition of floating-point numbers.

Conventions

• The meta variables \( m, n, i \) range over integers.
• Numbers may be denoted by simple arithmetics, as in the grammar above. In order to distinguish arithmetics like \( 2^N \) from sequences like \( (1)^N \), the latter is distinguished with parentheses.

2.2.3 Floating-Point

Floating-point data represents 32 or 64 bit values that correspond to the respective binary formats of the IEEE 754-2019\(^9\) standard (Section 3.3). Every value has a sign and a magnitude. Magnitudes can either be expressed as normal numbers of the form \( m_0.m_1m_2 \ldots m_M \cdot 2^e \), where \( e \) is the exponent and \( m \) is the significand whose most significant bit \( m_0 \) is 1, or as a subnormal number where the exponent is fixed to the smallest possible value and \( m_0 \) is 0; among the subnormals are positive and negative zero values. Since the significands are binary values, normals are represented in the form \( (1 + m \cdot 2^{-M}) \cdot 2^e \), where \( M \) is the bit width of \( m \); similarly for subnormals.

\(^9\) https://ieeexplore.ieee.org/document/8766229

2.2. Values
Possible magnitudes also include the special values $\infty$ (infinity) and \textit{nan} (NaN, not a number). NaN values have a \textit{payload} that describes the mantissa bits in the underlying \textit{binary representation}. No distinction is made between signalling and quiet NaNs.

$$fN ::= +fNmag \mid -fNmag$$
$$fNmag ::= \begin{cases} 
(1 + uM \cdot 2^{-M}) \cdot 2^e & \text{(if } -2^{E-1} + 2 \leq e \leq 2^{E-1} - 1) \\
(0 + uM \cdot 2^{-M}) \cdot 2^e & \text{(if } e = -2^{E-1} + 2) \\
\infty & \text{(if } 1 \leq n < 2^M) 
\end{cases}$$

where $M = \text{signif}(N)$ and $E = \text{expon}(N)$ with

$$\text{signif}(32) = 23 \quad \text{expon}(32) = 8$$
$$\text{signif}(64) = 52 \quad \text{expon}(64) = 11$$

A \textit{canonical NaN} is a floating-point value $\pm \text{nan}(\text{canon}_N)$ where $\text{canon}_N$ is a payload whose most significant bit is 1 while all others are 0:

$$\text{canon}_N = 2^{\text{signif}(N)-1}$$

An \textit{arithmetic NaN} is a floating-point value $\pm \text{nan}(n)$ with $n \geq \text{canon}_N$, such that the most significant bit is 1 while all others are arbitrary.

\textbf{Note:} In the abstract syntax, subnormals are distinguished by the leading 0 of the significand. The exponent of subnormals has the same value as the smallest possible exponent of a normal number. Only in the \textit{binary representation} the exponent of a subnormal is encoded differently than the exponent of any normal number.

\textbf{Conventions}

- The meta variable $z$ ranges over floating-point values where clear from context.

\textbf{2.2.4 Names}

\textit{Names} are sequences of characters, which are scalar values as defined by Unicode\textsuperscript{10} (Section 2.4).

$$\begin{align*}
\text{name} & ::= \text{char}^* \\
\text{char} & ::= U+00 \mid \ldots \mid U+D7FF \mid U+E000 \mid \ldots \mid U+10FFFF \\
\end{align*}$$

Due to the limitations of the \textit{binary format}, the length of a name is bounded by the length of its \textit{UTF-8} encoding.

\textbf{Convention}

- Characters (Unicode scalar values) are sometimes used interchangeably with natural numbers $n < 1114112$.

\textbf{2.3 Types}

Various entities in WebAssembly are classified by types. Types are checked during validation, instantiation, and possibly execution.

\textsuperscript{10} https://www.unicode.org/versions/latest/
2.3.1 Number Types

Number types classify numeric values.

\[
\text{numtype} ::= \text{i32} \mid \text{i64} \mid \text{f32} \mid \text{f64}
\]

The types \text{i32} and \text{i64} classify 32 and 64 bit integers, respectively. Integers are not inherently signed or unsigned, their interpretation is determined by individual operations.

The types \text{f32} and \text{f64} classify 32 and 64 bit floating-point data, respectively. They correspond to the respective binary floating-point representations, also known as single and double precision, as defined by the IEEE 754-2019\(^1\) standard (Section 3.3).

Number types are transparent, meaning that their bit patterns can be observed. Values of number type can be stored in memories.

Conventions

- The notation \(|t|\) denotes the bit width of a number type \(t\). That is, \(|\text{i32}| = |\text{f32}| = 32\) and \(|\text{i64}| = |\text{f64}| = 64\).

2.3.2 Reference Types

Reference types classify first-class references to objects in the runtime store.

\[
\text{reftype} ::= \text{funcref} \mid \text{externref}
\]

The type \text{funcref} denotes the infinite union of all references to functions, regardless of their function types.

The type \text{externref} denotes the infinite union of all references to objects owned by the embedder and that can be passed into WebAssembly under this type.

Reference types are opaque, meaning that neither their size nor their bit pattern can be observed. Values of reference type can be stored in tables.

2.3.3 Value Types

Value types classify the individual values that WebAssembly code can compute with and the values that a variable accepts. They are either number types or reference types.

\[
\text{valtype} ::= \text{numtype} \mid \text{reftype}
\]

Conventions

- The meta variable \(t\) ranges over value types or subclasses thereof where clear from context.

2.3.4 Result Types

Result types classify the result of executing instructions or functions, which is a sequence of values, written with brackets.

\[
\text{resulttype} ::= [\text{vec(valtype)}]
\]

---

\(^1\) https://ieeexplore.ieee.org/document/8766229
2.3.5 Function Types

Function types classify the signature of functions, mapping a vector of parameters to a vector of results. They are also used to classify the inputs and outputs of instructions.

\[
\text{functype} ::= \text{resulttype} \rightarrow \text{resulttype}
\]

2.3.6 Limits

Limits classify the size range of resizeable storage associated with memory types and table types.

\[
\text{limits} ::= \{ \text{min u32}, \text{max u32}? \}
\]

If no maximum is given, the respective storage can grow to any size.

2.3.7 Memory Types

Memory types classify linear memories and their size range.

\[
\text{memtype} ::= \text{limits}
\]

The limits constrain the minimum and optionally the maximum size of a memory. The limits are given in units of page size.

2.3.8 Table Types

Table types classify tables over elements of reference type within a size range.

\[
\text{tabletype} ::= \text{limits refltype}
\]

Like memories, tables are constrained by limits for their minimum and optionally maximum size. The limits are given in numbers of entries.

Note: In future versions of WebAssembly, additional element types may be introduced.

2.3.9 Global Types

Global types classify global variables, which hold a value and can either be mutable or immutable.

\[
\text{globaltype} ::= \text{mut valtype}
\]

\[
\text{mut} ::= \text{const} \mid \text{var}
\]

2.3.10 External Types

External types classify imports and external values with their respective types.

\[
\text{externype} ::= \text{func functype} \mid \text{table tabletype} \mid \text{mem memtype} \mid \text{global globaltype}
\]
Conventions

The following auxiliary notation is defined for sequences of external types. It filters out entries of a specific kind in an order-preserving fashion:

- \( \text{funcs}(\text{externatype}^*) = \left[ \text{functype} \mid (\text{func} \ \text{functype}) \in \text{externatype}^* \right] \)
- \( \text{tables}(\text{externatype}^*) = \left[ \text{tabletype} \mid (\text{table} \ \text{tabletype}) \in \text{externatype}^* \right] \)
- \( \text{mems}(\text{externatype}^*) = \left[ \text{memtype} \mid (\text{mem} \ \text{memtype}) \in \text{externatype}^* \right] \)
- \( \text{globals}(\text{externatype}^*) = \left[ \text{globaltype} \mid (\text{global} \ \text{globaltype}) \in \text{externatype}^* \right] \)

2.4 Instructions

WebAssembly code consists of sequences of instructions. Its computational model is based on a stack machine in that instructions manipulate values on an implicit operand stack, consuming (popping) argument values and producing or returning (pushing) result values.

In addition to dynamic operands from the stack, some instructions also have static immediate arguments, typically indices or type annotations, which are part of the instruction itself.

Some instructions are structured in that they bracket nested sequences of instructions.

The following sections group instructions into a number of different categories.

2.4.1 Numeric Instructions

Numeric instructions provide basic operations over numeric values of specific type. These operations closely match respective operations available in hardware.

\[
\begin{align*}
\text{nn}, \text{mm} &::= 32 | 64 \\
\text{sz} &::= u | s \\
\text{instr} &::= \text{nn} \text{.const inn} | \text{fnn} \text{.const fnn} \\
&\quad | \text{nn} \text{.iunop} | \text{fnn} \text{.funop} \\
&\quad | \text{nn} \text{.ibinop} | \text{fnn} \text{.fbinop} \\
&\quad | \text{nn} \text{.itestop} \\
&\quad | \text{nn} \text{.irelop} \text{.frellop} \\
&\quad | \text{nn} \text{.extend8_s} | \text{nn} \text{.extend16_s} | \text{i64} \text{.extend32_s} \\
&\quad | \text{i32} \text{.wrap_i64} | \text{i64} \text{.extend_i32_s} | \text{nn} \text{.trunc_fmm_sx} \\
&\quad | \text{nn} \text{.trunc_sat_fmm_sx} \\
&\quad | \text{f32} \text{.demote_f64} | \text{f64} \text{.promote_f32} | \text{fnn} \text{.convert_imm_sx} \\
&\quad | \text{nn} \text{.reinterpret_fnn} | \text{fnn} \text{.reinterpret_inn} \\
&\quad | \ldots \\
\text{iunop} &::= \text{clz} | \text{ctz} | \text{popcnt} \\
\text{ibinop} &::= \text{add} | \text{sub} | \text{mul} | \text{div_sx} | \text{rem_sx} \\
&\quad | \text{and} | \text{or} | \text{xor} | \text{shl} | \text{shr_sx} | \text{rotl} | \text{rotr} \\
\text{funop} &::= \text{abs} | \text{neg} | \text{sqrt} | \text{ceil} | \text{floor} | \text{trunc} | \text{nearest} \\
\text{fbinop} &::= \text{add} | \text{sub} | \text{mul} | \text{div} | \text{min} | \text{max} | \text{copysign} \\
\text{itestop} &::= \text{eqz} \\
\text{irelop} &::= \text{eq} | \text{ne} | \text{lt_sx} | \text{gt_sx} | \text{le_sx} | \text{ge_sx} \\
\text{frellop} &::= \text{eq} | \text{ne} | \text{lt} | \text{gt} | \text{le} | \text{ge}
\end{align*}
\]

Numeric instructions are divided by number type. For each type, several subcategories can be distinguished:

- **Constants**: return a static constant.
- **Unary Operations**: consume one operand and produce one result of the respective type.
- **Binary Operations**: consume two operands and produce one result of the respective type.
- **Tests**: consume one operand of the respective type and produce a Boolean integer result.
• **Comparisons**: consume two operands of the respective type and produce a Boolean integer result.

• **Conversions**: consume a value of one type and produce a result of another (the source type of the conversion is the one after the "_").

Some integer instructions come in two flavors, where a signedness annotation $sx$ distinguishes whether the operands are to be interpreted as unsigned or signed integers. For the other integer instructions, the use of two’s complement for the signed interpretation means that they behave the same regardless of signedness.

**Conventions**

Occasionally, it is convenient to group operators together according to the following grammar shorthands:

\[
\begin{align*}
\text{unop} & := \text{iunop} | \text{funop} | \text{extend}\text{N}_s \\
\text{binop} & := \text{ibinop} | \text{fbinop} \\
\text{testop} & := \text{itestop} \\
\text{relop} & := \text{irelop} | \text{frelop} \\
\text{cvtop} & := \text{wrap} | \text{extend} | \text{trunc} | \text{trunc_sat} | \text{convert} | \text{demote} | \text{promote} | \text{reinterpret}
\end{align*}
\]

2.4.2 Reference Instructions

Instructions in this group are concerned with accessing references.

\[
\begin{align*}
\text{instr} & := \ldots \\
& | \text{ref}.null \text{reftype} \\
& | \text{ref.is_null} \\
& | \text{ref.func }\text{funcidx}
\end{align*}
\]

These instruction produce a null value, check for a null value, or produce a reference to a given function, respectively.

2.4.3 Parametric Instructions

Instructions in this group can operate on operands of any value type.

\[
\begin{align*}
\text{instr} & := \ldots \\
& | \text{drop} \\
& | \text{select}\ (\text{valtype}^*)?
\end{align*}
\]

The **drop** instruction simply throws away a single operand.

The **select** instruction selects one of its first two operands based on whether its third operand is zero or not. It may include a value type determining the type of these operands. If missing, the operands must be of numeric type.

**Note:** In future versions of WebAssembly, the type annotation on **select** may allow for more than a single value being selected at the same time.
2.4.4 Variable Instructions

Variable instructions are concerned with access to local or global variables.

\[
\text{instr} ::= \ldots \\
\quad \text{local.get localidx} \\
\quad \text{local.set localidx} \\
\quad \text{local.tee localidx} \\
\quad \text{global.get globalidx} \\
\quad \text{global.set globalidx}
\]

These instructions get or set the values of variables, respectively. The \text{local.tee} instruction is like \text{local.set} but also returns its argument.

2.4.5 Table Instructions

Instructions in this group are concerned with tables \text{table}.

\[
\text{instr} ::= \ldots \\
\quad \text{table.get tableidx} \\
\quad \text{table.set tableidx} \\
\quad \text{table.size tableidx} \\
\quad \text{table.grow tableidx} \\
\quad \text{table.fill tableidx} \\
\quad \text{table.copy tableidx tableidx} \\
\quad \text{table.init tableidx elemidx} \\
\quad \text{elem.drop elemidx}
\]

The \text{table.get} and \text{table.set} instructions load or store an element in a table, respectively.

The \text{table.size} instruction returns the current size of a table. The \text{table.grow} instruction grows table by a given delta and returns the previous size, or \(-1\) if enough space cannot be allocated. It also takes an initialization value for the newly allocated entries.

The \text{table.fill} instruction sets all entries in a range to a given value.

The \text{table.copy} instruction copies elements from a source table region to a possibly overlapping destination region; the first index denotes the destination. The \text{table.init} instruction copies elements from a passive element segment into a table. The \text{elem.drop} instruction prevents further use of a passive element segment. This instruction is intended to be used as an optimization hint. After an element segment is dropped its elements can no longer be retrieved, so the memory used by this segment may be freed.

An additional instruction that accesses a table is the control instruction \text{call_indirect}.

2.4.6 Memory Instructions

Instructions in this group are concerned with linear \text{memory}.

\[
\text{memory} ::= \{\text{offset u32}, \text{align u32}\} \\
\text{instr} ::= \ldots \\
\quad \text{inn.load memory} | \text{fnn.load memory} \\
\quad \text{inn.store memory} | \text{fnn.store memory} \\
\quad \text{inn.load8_sz memory} | \text{inn.load16_sz memory} | \text{i64.load32_sz memory} \\
\quad \text{inn.store8 memory} | \text{inn.store16 memory} | \text{i64.store32 memory} \\
\quad \text{memory.size} \\
\quad \text{memory.grow} \\
\quad \text{memory.fill} \\
\quad \text{memory.copy} \\
\quad \text{memory.init dataidx} \\
\quad \text{data.drop dataidx}
\]
Memory is accessed with load and store instructions for the different number types. They all take a memory immediate memory that contains an address offset and the expected alignment (expressed as the exponent of a power of 2). Integer loads and stores can optionally specify a storage size that is smaller than the bit width of the respective value type. In the case of loads, a sign extension mode $sx$ is then required to select appropriate behavior.

The static address offset is added to the dynamic address operand, yielding a 33 bit effective address that is the zero-based index at which the memory is accessed. All values are read and written in little endian\(^\text{12}\) byte order. A trap results if any of the accessed memory bytes lies outside the address range implied by the memory’s current size.

**Note:** Future version of WebAssembly might provide memory instructions with 64 bit address ranges.

The memory.size instruction returns the current size of a memory. The memory.grow instruction grows memory by a given delta and returns the previous size, or $-1$ if enough memory cannot be allocated. Both instructions operate in units of page size.

The memory.fill instruction sets all values in a region to a given byte. The memory.copy instruction copies data from a source memory region to a possibly overlapping destination region. The memory.init instruction copies data from a passive data segment into a memory. The data.drop instruction prevents further use of a passive data segment. This instruction is intended to be used as an optimization hint. After a data segment is dropped its data can no longer be retrieved, so the memory used by this segment may be freed.

**Note:** In the current version of WebAssembly, all memory instructions implicitly operate on memory index 0. This restriction may be lifted in future versions.

### 2.4.7 Control Instructions

Instructions in this group affect the flow of control.

\[
\text{blocktype} ::= \text{typeid} | \text{valtype}^7 \\
\text{instr} ::= \ldots \\
| \text{nop} \\
| \text{unreachable} \\
| \text{block blocktype instr}* \text{end} \\
| \text{loop blocktype instr}* \text{end} \\
| \text{if blocktype instr}* \text{else instr}* \text{end} \\
| \text{br labelidx} \\
| \text{br_if labelidx} \\
| \text{br_table vec(labelidx) labelidx} \\
| \text{return} \\
| \text{call funcidx} \\
| \text{call_indirect tableidx typeidx}
\]

The nop instruction does nothing.

The unreachable instruction causes an unconditional trap.

The block, loop and if instructions are structured instructions. They bracket nested sequences of instructions, called blocks, terminated with, or separated by, end or else pseudo-instructions. As the grammar prescribes, they must be well-nested.

A structured instruction can consume input and produce output on the operand stack according to its annotated block type. It is given either as a type index that refers to a suitable function type, or as an optional value type inline, which is a shorthand for the function type $[] \rightarrow [\text{valtype}]$.

---

\(^{12}\)https://en.wikipedia.org/wiki/Endianness#Little-endian
Each structured control instruction introduces an implicit label. Labels are targets for branch instructions that reference them with label indices. Unlike with other index spaces, indexing of labels is relative by nesting depth, that is, label 0 refers to the innermost structured control instruction enclosing the referring branch instruction, while increasing indices refer to those farther out. Consequently, labels can only be referenced from within the associated structured control instruction. This also implies that branches can only be directed outwards, “breaking” from the block of the control construct they target. The exact effect depends on that control construct. In case of block or if it is a forward jump, resuming execution after the matching end. In case of loop it is a backward jump to the beginning of the loop.

**Note:** This enforces structured control flow. Intuitively, a branch targeting a block or if behaves like a break statement in most C-like languages, while a branch targeting a loop behaves like a continue statement.

Branch instructions come in several flavors: br performs an unconditional branch, br_if performs a conditional branch, and br_table performs an indirect branch through an operand indexing into the label vector that is an immediate to the instruction, or to a default target if the operand is out of bounds. The return instruction is a shortcut for an unconditional branch to the outermost block, which implicitly is the body of the current function. Taking a branch unwinds the operand stack up to the height where the targeted structured control instruction was entered. However, branches may additionally consume operands themselves, which they push back on the operand stack after unwinding. Forward branches require operands according to the output of the targeted block’s type, i.e., represent the values produced by the terminated block. Backward branches require operands according to the input of the targeted block’s type, i.e., represent the values consumed by the restarted block.

The call instruction invokes another function, consuming the necessary arguments from the stack and returning the result values of the call. The call_indirect instruction calls a function indirectly through an operand indexing into a table that is denoted by a table index and must have type funcref. Since it may contain functions of heterogeneous type, the callee is dynamically checked against the function type indexed by the instruction’s second immediate, and the call is aborted with a trap if it does not match.

### 2.4.8 Expressions

*Function* bodies, initialization values for *globals*, and offsets of *element* or *data* segments are given as expressions, which are sequences of *instructions* terminated by an *end* marker.

\[ \text{expr} ::= \text{instr}^* \text{end} \]

In some places, validation restricts expressions to be *constant*, which limits the set of allowable instructions.

### 2.5 Modules

WebAssembly programs are organized into modules, which are the unit of deployment, loading, and compilation. A module collects definitions for *types*, *functions*, *tables*, *memories*, and *globals*. In addition, it can declare *imports* and *exports* and provide initialization in the form of *data* and *element* segments, or a *start function*.

\[ \text{module} ::= \{ \text{types vec} \text{(functype)}, \text{funcs vec} \text{(func)}, \text{tables vec} \text{(table)}, \text{mems vec} \text{(mem)}, \text{globals vec} \text{(global)}, \text{elems vec} \text{(elem)}, \text{datas vec} \text{(data)}, \text{start start'}, \text{imports vec} \text{(import)}, \text{exports vec} \text{(export)} \} \]

Each of the vectors – and thus the entire module – may be empty.
2.5.1 Indices

Definitions are referenced with zero-based indices. Each class of definition has its own index space, as distinguished by the following classes.

\[
\begin{align*}
\text{typeidx} & ::= \text{u32} \\
\text{funcidx} & ::= \text{u32} \\
\text{tableidx} & ::= \text{u32} \\
\text{memidx} & ::= \text{u32} \\
\text{globalidx} & ::= \text{u32} \\
\text{elemidx} & ::= \text{u32} \\
\text{dataidx} & ::= \text{u32} \\
\text{localidx} & ::= \text{u32} \\
\text{labelidx} & ::= \text{u32}
\end{align*}
\]

The index space for functions, tables, memories and globals includes respective imports declared in the same module. The indices of these imports precede the indices of other definitions in the same index space.

Element indices reference element segments and data indices reference data segments.

The index space for locals is only accessible inside a function and includes the parameters of that function, which precede the local variables.

Label indices reference structured control instructions inside an instruction sequence.

Conventions

- The meta variable \( l \) ranges over label indices.
- The meta variables \( x, y \) range over indices in any of the other index spaces.
- The notation \( \text{idx}(A) \) denotes the set of indices from index space \( \text{idx} \) occurring free in \( A \). We sometimes reinterpret this set as the vector of its elements.

Note: For example, if \( \text{instr}^* \) is \( (\text{data.drop } x)(\text{memory.init } y) \), then \( \text{dataidx}(\text{instr}^*) = \{x, y\} \), or equivalently, the vector \( x \ y \).

2.5.2 Types

The types component of a module defines a vector of function types.

All function types used in a module must be defined in this component. They are referenced by type indices.

Note: Future versions of WebAssembly may add additional forms of type definitions.

2.5.3 Functions

The funcs component of a module defines a vector of functions with the following structure:

\[
\text{func} ::= \{\text{type typeidx, locals vec(valtype), body expr}\}
\]

The type of a function declares its signature by reference to a type defined in the module. The parameters of the function are referenced through 0-based local indices in the function’s body; they are mutable.

The locals declare a vector of mutable local variables and their types. These variables are referenced through local indices in the function’s body. The index of the first local is the smallest index not referencing a parameter.
The **body** is an **instruction** sequence that upon termination must produce a stack matching the function type’s **result type**.

Functions are referenced through **function indices**, starting with the smallest index not referencing a function **import**.

### 2.5.4 Tables

The **tables** component of a module defines a vector of **tables** described by their **table type**:

$$
\text{table} ::= \{\text{type } \text{tabletype}\}
$$

A table is a vector of opaque values of a particular **reference type**. The **min** size in the **limits** of the table type specifies the initial size of that table, while its **max**, if present, restricts the size to which it can grow later.

Tables can be initialized through **element segments**.

Tables are referenced through **table indices**, starting with the smallest index not referencing a table **import**. Most constructs implicitly reference table index 0.

### 2.5.5 Memories

The **mems** component of a module defines a vector of **linear memories** (or **memories** for short) as described by their **memory type**:

$$
\text{mem} ::= \{\text{type } \text{memtype}\}
$$

A memory is a vector of raw uninterpreted bytes. The **min** size in the **limits** of the memory type specifies the initial size of that memory, while its **max**, if present, restricts the size to which it can grow later. Both are in units of **page size**.

Memories can be initialized through **data segments**.

Memories are referenced through **memory indices**, starting with the smallest index not referencing a memory **import**. Most constructs implicitly reference memory index 0.

**Note:** In the current version of WebAssembly, at most one memory may be defined or imported in a single module, and **all** constructs implicitly reference this memory 0. This restriction may be lifted in future versions.

### 2.5.6 Globals

The **globals** component of a module defines a vector of **global variables** (or **globals** for short):

$$
\text{global} ::= \{\text{type } \text{globaltype}, \text{init expr}\}
$$

Each global stores a single value of the given **global type**. Its **type** also specifies whether a global is immutable or mutable. Moreover, each global is initialized with an **init** value given by a **constant** initializer **expression**.

Globals are referenced through **global indices**, starting with the smallest index not referencing a global **import**.
2.5.7 Element Segments

The initial contents of a table is uninitialized. Element segments can be used to initialize a subrange of a table from a static vector of elements.

The elems component of a module defines a vector of element segments. Each element segment defines a reference type and a corresponding list of constant element expressions.

Element segments have a mode that identifies them as either passive, active, or declarative. A passive element segment’s elements can be copied to a table using the table.init instruction. An active element segment copies its elements into a table during instantiation, as specified by a table index and a constant expression defining an offset into that table. A declarative element segment is not available at runtime but merely serves to forward-declare references that are formed in code with instructions like ref.func.

\[
\text{elem} ::= \{ \text{type reftype, init vec(expr), mode elemmode} \} \\
\text{elemmode} ::= \text{passive} \\
| \text{active \{table tableidx, offset expr\}} \\
| \text{declarative}
\]

The offset is given by a constant expression.

Element segments are referenced through element indices.

---

**Note:** In the current version of WebAssembly, only tables of element type funcref can be initialized with an element segment. This limitation may be lifted in the future.

2.5.8 Data Segments

The initial contents of a memory are zero bytes. Data segments can be used to initialize a range of memory from a static vector of bytes.

The datas component of a module defines a vector of data segments.

Like element segments, data segments have a mode that identifies them as either passive or active. A passive data segment’s contents can be copied into a memory using the memory.init instruction. An active data segment copies its contents into a memory during instantiation, as specified by a memory index and a constant expression defining an offset into that memory.

\[
\text{data} ::= \{ \text{init vec(byte), mode datamode} \} \\
\text{datamode} ::= \text{passive} \\
| \text{active \{memory memidx, offset expr\}}
\]

Data segments are referenced through data indices.

---

**Note:** In the current version of WebAssembly, at most one memory is allowed in a module. Consequently, the only valid memidx is 0.

2.5.9 Start Function

The start component of a module declares the function index of a start function that is automatically invoked when the module is instantiated, after tables and memories have been initialized.

\[
\text{start} ::= \{ \text{func funcidx} \}
\]

---

**Note:** The start function is intended for initializing the state of a module. The module and its exports are not accessible before this initialization has completed.
2.5.10 Exports

The exports component of a module defines a set of exports that become accessible to the host environment once the module has been instantiated.

\[
\text{export} \quad ::= \quad \{ \text{name name, desc exportdesc} \}
\]

\[
\text{exportdesc} \quad ::= \quad \text{func funcidx}
\]

\[
\quad \mid \quad \text{table tableidx}
\]

\[
\quad \mid \quad \text{mem memidx}
\]

\[
\quad \mid \quad \text{global globalidx}
\]

Each export is labeled by a unique name. Exportable definitions are functions, tables, memories, and globals, which are referenced through a respective descriptor.

Conventions

The following auxiliary notation is defined for sequences of exports, filtering out indices of a specific kind in an order-preserving fashion:

- \( \text{funcs}(\text{export}^*) = \{ \text{funcidx} \mid \text{funcidx} \in (\text{export.desc})^* \} \)
- \( \text{tables}(\text{export}^*) = \{ \text{tableidx} \mid \text{tableidx} \in (\text{export.desc})^* \} \)
- \( \text{mems}(\text{export}^*) = \{ \text{memidx} \mid \text{memidx} \in (\text{export.desc})^* \} \)
- \( \text{globals}(\text{export}^*) = \{ \text{globalidx} \mid \text{globalidx} \in (\text{export.desc})^* \} \)

2.5.11 Imports

The imports component of a module defines a set of imports that are required for instantiation.

\[
\text{import} \quad ::= \quad \{ \text{module name, name name, desc importdesc} \}
\]

\[
\text{importdesc} \quad ::= \quad \text{func typeidx}
\]

\[
\quad \mid \quad \text{table tabletype}
\]

\[
\quad \mid \quad \text{mem memtype}
\]

\[
\quad \mid \quad \text{global globaltype}
\]

Each import is labeled by a two-level name space, consisting of a module name and a name for an entity within that module. Importable definitions are functions, tables, memories, and globals. Each import is specified by a descriptor with a respective type that a definition provided during instantiation is required to match.

Every import defines an index in the respective index space. In each index space, the indices of imports go before the first index of any definition contained in the module itself.

Note: Unlike export names, import names are not necessarily unique. It is possible to import the same module/name pair multiple times; such imports may even have different type descriptions, including different kinds of entities. A module with such imports can still be instantiated depending on the specifics of how an embedder allows resolving and supplying imports. However, embedders are not required to support such overloading, and a WebAssembly module itself cannot implement an overloaded name.
CHAPTER 3

Validation

3.1 Conventions

Validation checks that a WebAssembly module is well-formed. Only valid modules can be instantiated.

Validity is defined by a type system over the abstract syntax of a module and its contents. For each piece of abstract syntax, there is a typing rule that specifies the constraints that apply to it. All rules are given in two equivalent forms:

1. In prose, describing the meaning in intuitive form.
2. In formal notation, describing the rule in mathematical form.\(^{13}\)

Note: The prose and formal rules are equivalent, so that understanding of the formal notation is not required to read this specification. The formalism offers a more concise description in notation that is used widely in programming languages semantics and is readily amenable to mathematical proof.

In both cases, the rules are formulated in a declarative manner. That is, they only formulate the constraints, they do not define an algorithm. The skeleton of a sound and complete algorithm for type-checking instruction sequences according to this specification is provided in the appendix.

3.1.1 Contexts

Validity of an individual definition is specified relative to a context, which collects relevant information about the surrounding module and the definitions in scope:

- **Types**: the list of types defined in the current module.
- **Functions**: the list of functions declared in the current module, represented by their function type.
- **Tables**: the list of tables declared in the current module, represented by their table type.
- **Memories**: the list of memories declared in the current module, represented by their memory type.
- **Globals**: the list of globals declared in the current module, represented by their global type.


\(^{14}\) https://dl.acm.org/citation.cfm?doid=3062341.3062363
• **Element Segments**: the list of element segments declared in the current module, represented by their element type.

• **Data Segments**: the list of data segments declared in the current module, each represented by an ok entry.

• **Locals**: the list of locals declared in the current function (including parameters), represented by their value type.

• **Labels**: the stack of labels accessible from the current position, represented by their result type.

• **Return**: the return type of the current function, represented as an optional result type that is absent when no return is allowed, as in free-standing expressions.

• **References**: the list of function indices that occur in the module outside functions and can hence be used to form references inside them.

In other words, a context contains a sequence of suitable types for each index space, describing each defined entry in that space. Locals, labels and return type are only used for validating instructions in function bodies, and are left empty elsewhere. The label stack is the only part of the context that changes as validation of an instruction sequence proceeds.

More concretely, contexts are defined as records \( C \) with abstract syntax:

\[
C ::= \{ \text{types} \ functype^*, \\text{funcs} \ functype^*, \\text{tables} \ tabletype^*, \\text{mems} \ memtype^*, \\text{globals} \ globaltype^*, \\text{elems} \ reftype^*, \\text{datas} \ ok^*, \\text{locals} \ valtype^*, \\text{labels} \ resulttype^*, \\text{return} \ resulttype^?, \\text{refs} \ funcidx^* \}
\]

In addition to field access written \( C.\text{field} \) the following notation is adopted for manipulating contexts:

- When spelling out a context, empty fields are omitted.
- \( C.\text{field} A^* \) denotes the same context as \( C \) but with the elements \( A^* \) prepended to its field component sequence.

---

**Note:** We use indexing notation like \( C.\text{labels}[i] \) to look up indices in their respective index space in the context. Context extension notation \( C,\text{field} A \) is primarily used to locally extend relative index spaces, such as label indices. Accordingly, the notation is defined to append at the front of the respective sequence, introducing a new relative index 0 and shifting the existing ones.

### 3.1.2 Prose Notation

Validation is specified by stylised rules for each relevant part of the abstract syntax. The rules not only state constraints defining when a phrase is valid, they also classify it with a type. The following conventions are adopted in stating these rules.

- A phrase \( A \) is said to be “valid with type \( T \)” if and only if all constraints expressed by the respective rules are met. The form of \( T \) depends on what \( A \) is.

**Note:** For example, if \( A \) is a function, then \( T \) is a function type; for an \( A \) that is a global, \( T \) is a global type; and so on.

- The rules implicitly assume a given context \( C \).
• In some places, this context is locally extended to a context \( C' \) with additional entries. The formulation “Under context \( C' \), . . . statement . . .” is adopted to express that the following statement must apply under the assumptions embodied in the extended context.

### 3.1.3 Formal Notation

**Note:** This section gives a brief explanation of the notation for specifying typing rules formally. For the interested reader, a more thorough introduction can be found in respective textbooks.

The proposition that a phrase \( A \) has a respective type \( T \) is written \( A : T \). In general, however, typing is dependent on a context \( C \). To express this explicitly, the complete form is a judgement \( C \vdash A : T \), which says that \( A : T \) holds under the assumptions encoded in \( C \).

The formal typing rules use a standard approach for specifying type systems, rendering them into *deduction rules*. Every rule has the following general form:

\[
\frac{\text{premise}_1 \quad \text{premise}_2 \quad \ldots \quad \text{premise}_n}{\text{conclusion}}
\]

Such a rule is read as a big implication: if all premises hold, then the conclusion holds. Some rules have no premises; they are *axioms* whose conclusion holds unconditionally. The conclusion always is a judgment \( C \vdash A : T \), and there is one respective rule for each relevant construct \( A \) of the abstract syntax.

**Note:** For example, the typing rule for the \texttt{i32.add} instruction can be given as an axiom:

\[
C \vdash \texttt{i32.add} : \texttt{i32 i32} \rightarrow \texttt{i32}
\]

The instruction is always valid with type \( \texttt{i32 i32} \rightarrow \texttt{i32} \) (saying that it consumes two \texttt{i32} values and produces one), independent of any side conditions.

An instruction like \texttt{local.get} can be typed as follows:

\[
C.\texttt{locals}[x] = t \\
C \vdash \texttt{local.get} x : [] \rightarrow [t]
\]

Here, the premise enforces that the immediate \texttt{local index} \( x \) exists in the context. The instruction produces a value of its respective type \( t \) (and does not consume any values). If \( C.\texttt{locals}[x] \) does not exist then the premise does not hold, and the instruction is ill-typed.

Finally, a *structured* instruction requires a recursive rule, where the premise is itself a typing judgement:

\[
C \vdash \texttt{blocktype} : [t_1^*] \rightarrow [t_2^*] \\
C, \texttt{label}[t_2^*] \vdash \texttt{instr^*} : [t_1^*] \rightarrow [t_2^*] \\
C \vdash \texttt{block blocktype instr^* end} : [t_1] \rightarrow [t_2]
\]

A \texttt{block} instruction is only valid when the instruction sequence in its body is. Moreover, the result type must match the block’s annotation \( \texttt{blocktype} \). If so, then the \texttt{block} instruction has the same type as the body. Inside the body an additional label of the corresponding result type is available, which is expressed by extending the context \( C \) with the additional label information for the premise.

---

15 For example: Benjamin Pierce. *Types and Programming Languages*. The MIT Press 2002
16 https://www.cis.upenn.edu/~bcpierce/tapl/
3.2 Types

Most types are universally valid. However, restrictions apply to limits, which must be checked during validation. Moreover, block types are converted to plain function types for ease of processing.

3.2.1 Limits

Limits must have meaningful bounds that are within a given range.

\{ \text{min} \ n, \text{max} \ m \}

- The value of \( n \) must not be larger than \( k \).
- If the maximum \( m \) is not empty, then:
  - Its value must not be larger than \( k \).
  - Its value must not be smaller than \( n \).
- Then the limit is valid within range \( k \).

\[
\frac{n \leq k \quad (m \leq k) \quad (n \leq m)}{\vdash \{\text{min} \ n, \text{max} \ m\} : k}
\]

3.2.2 Block Types

Block types may be expressed in one of two forms, both of which are converted to plain function types by the following rules.

\( \text{typeidx} \)

- The type \( C.\text{types}[\text{typeidx}] \) must be defined in the context.
- Then the block type is valid as function type \( C.\text{types}[\text{typeidx}] \).

\[
C.\text{types}[\text{typeidx}] = \text{functype} \\
\vdash \text{typeidx} : \text{functype}
\]

\( [\text{valtype}] \)

- The block type is valid as function type \( [] \rightarrow [\text{valtype}] \).

\[
C \vdash [\text{valtype}] : [] \rightarrow [\text{valtype}]
\]

3.2.3 Function Types

Function types are always valid.
\[ [t^n_1] \rightarrow [t^n_2] \]

- The function type is valid.

\[ \vdash [t^n_1] \rightarrow [t^n_2] \text{ ok} \]

### 3.2.4 Table Types

\text{limits } \text{ reftype}

- The limits \text{limits} must be valid within range \(2^{32} - 1\).
- Then the table type is valid.

\[ \vdash \text{limits} : 2^{32} - 1 \]
\[ \vdash \text{limits reftype ok} \]

### 3.2.5 Memory Types

\text{limits}

- The limits \text{limits} must be valid within range \(2^{16}\).
- Then the memory type is valid.

\[ \vdash \text{limits} : 2^{16} \]
\[ \vdash \text{limits ok} \]

### 3.2.6 Global Types

\text{mut } \text{valtype}

- The global type is valid.

\[ \vdash \text{mut valtype ok} \]

### 3.2.7 External Types

\text{func } \text{functype}

- The \text{function type} \text{functype} must be valid.
- Then the external type is valid.

\[ \vdash \text{functype ok} \]
\[ \vdash \text{func functype ok} \]
3.2.8 Import Subtyping

When instantiating a module, external values must be provided whose types are matched against the respective external types classifying each import. In some cases, this allows for a simple form of subtyping, as defined here.

**Limits**

Limits \( \{ \text{min } n_1, \text{max } m_1 \} \) match limits \( \{ \text{min } n_2, \text{max } m_2 \} \) if and only if:

- \( n_1 \) is larger than or equal to \( n_2 \).
- Either:
  - \( m_2 \) is empty.
- Or:
  - Both \( m_1 \) and \( m_2 \) are non-empty.
  - \( m_1 \) is smaller than or equal to \( m_2 \).

\[
\frac{n_1 \geq n_2}{\{ \text{min } n_1, \text{max } m_1 \} \leq \{ \text{min } n_2, \text{max } m_2 \}} \quad \frac{n_1 \geq n_2}{\{ \text{min } n_1, \text{max } m_1 \} \leq \{ \text{min } n_2, \text{max } m_2 \}}
\]
Functions

An external type `func functype_1` matches `func functype_2` if and only if:

- Both `functype_1` and `functype_2` are the same.

\[\vdash func\ functype_1 \leq func\ functype_2\]

Tables

An external type `table (limits_1 reftype_1)` matches `table (limits_2 reftype_2)` if and only if:

- Limits `limits_1` match `limits_2`.
- Both `reftype_1` and `reftype_2` are the same.

\[\vdash limits_1 \leq limits_2\]
\[\vdash table (limits_1 reftype) \leq table (limits_2 reftype)\]

Memories

An external type `mem limits_1` matches `mem limits_2` if and only if:

- Limits `limits_1` match `limits_2`.

\[\vdash limits_1 \leq limits_2\]
\[\vdash mem\ limits_1 \leq mem\ limits_2\]

Globals

An external type `global globaltype_1` matches `global globaltype_2` if and only if:

- Both `globaltype_1` and `globaltype_2` are the same.

\[\vdash global\ globaltype_1 \leq global\ globaltype_2\]

3.3 Instructions

Instructions are classified by stack types \([t^*_1] \rightarrow [t^*_2]\) that describe how instructions manipulate the operand stack.

```
stacktype ::= [opdtype*] → [opdtype*]
opdtype ::= valtype | ⊥
```

The types describe the required input stack with operand types \(t^*_1\) that an instruction pops off and the provided output stack with result values of types \(t^*_2\) that it pushes back. Stack types are akin to function types, except that they allow individual operands to be classified as ⊥ (bottom), indicating that the type is unconstrained. As an auxiliary notion, an operand type \(t_1\) matches another operand type \(t_2\), if \(t_1\) is either ⊥ or equal to \(t_2\). This is extended to stack types in a point-wise manner.

\[\vdash t \leq t\]
\[\vdash ⊥ \leq t\]
\[
\begin{align*}
\vdash t \leq t' \quad & \quad \vdash [t^*] \leq [t'^*]
\end{align*}
\]

**Note:** For example, the instruction `i32.add` has type `[i32 i32] → [i32]`, consuming two `i32` values and producing one.

Typing extends to instruction sequences `instr^*`. Such a sequence has a function type `[[t_1^*]] → [[t_2^*]]` if the accumulative effect of executing the instructions is consuming values of types `t_1^*` off the operand stack and pushing new values of types `t_2^*`.

For some instructions, the typing rules do not fully constrain the type, and therefore allow for multiple types. Such instructions are called *polymorphic*. Two degrees of polymorphism can be distinguished:

- **value-polymorphic**: the value type `t` of one or several individual operands is unconstrained. That is the case for all parametric instructions like `drop` and `select`.
- **stack-polymorphic**: the entire (or most of the) function type `[[t_1^*]] → [[t_2^*]]` of the instruction is unconstrained. That is the case for all control instructions that perform an unconditional control transfer, such as `unreachable`, `br`, `br_table`, and `return`.

In both cases, the unconstrained types or type sequences can be chosen arbitrarily, as long as they meet the constraints imposed for the surrounding parts of the program.

**Note:** For example, the `select` instruction is valid with type `[[t t i32]] → [[t]]`, for any possible number type `t`. Consequently, both instruction sequences

\[(i32.const 1) \ (i32.const 2) \ (i32.const 3) \ \select\]

and

\[(f64.const 1.0) \ (f64.const 2.0) \ (i32.const 3) \ \select\]

are valid, with `t` in the typing of `select` being instantiated to `i32` or `f64`, respectively.

The `unreachable` instruction is valid with type `[[t_1^*]] → [[t_2^*]]` for any possible sequences of value types `t_1^*` and `t_2^*`. Consequently,

\[unreachable \ i32.add\]

is valid by assuming type `[] → [[i32 i32]]` for the `unreachable` instruction. In contrast,

\[unreachable \ (i64.const 0) \ i32.add\]

is invalid, because there is no possible type to pick for the `unreachable` instruction that would make the sequence well-typed.

The *Appendix* describes a type checking *algorithm* that efficiently implements validation of instruction sequences as prescribed by the rules given here.

### 3.3.1 Numeric Instructions

`t.const c`

- The instruction is valid with type `[] → [[t]]`.

\[\overline{C \vdash t\ . \ const \ c : [] \ → \ [[t]]}\]
### 3.3. Instructions

#### t.unop

- The instruction is valid with type \([t] \rightarrow [t]\).
  
  \[C \vdash t.\text{unop} : [t] \rightarrow [t]\]

#### t.binop

- The instruction is valid with type \([t \ t] \rightarrow [t]\).
  
  \[C \vdash t.\text{binop} : [t \ t] \rightarrow [t]\]

#### t.testop

- The instruction is valid with type \([t] \rightarrow [i32]\).
  
  \[C \vdash t.\text{testop} : [t] \rightarrow [i32]\]

#### t.relop

- The instruction is valid with type \([t \ t] \rightarrow [i32]\).
  
  \[C \vdash t.\text{relop} : [t \ t] \rightarrow [i32]\]

#### t2.cvtop_{t1 sx?}

- The instruction is valid with type \([t_1] \rightarrow [t_2]\).
  
  \[C \vdash t_2.\text{cvtop}_{t1 sx?} : [t_1] \rightarrow [t_2]\]

### 3.3.2 Reference Instructions

#### ref.null \(t\)

- The instruction is valid with type \([\ ] \rightarrow [t]\).
  
  \[C \vdash \text{ref.null} \ t : [\ ] \rightarrow [t]\]

**Note:** In future versions of WebAssembly, there may be reference types for which no null reference is allowed.

#### ref.is_null

- The instruction is valid with type \([t] \rightarrow [i32]\), for any reference type \(t\).
  
  \[t = \text{reftype}
  \]
  
  \[C \vdash \text{ref.is.null} : [t] \rightarrow [i32]\]
ref.func \(x\)

- The function \(C.\text{funcs}[x]\) must be defined in the context.
- The function index \(x\) must be contained in \(C.\text{refs}\).
- The instruction is valid with type \([\] \rightarrow \text{funcref}\).

\[
\frac{C.\text{funcs}[x] = \text{functype} \quad x \in C.\text{refs}}{C \vdash \text{ref.func } x : [\] \rightarrow \text{funcref}}
\]

### 3.3.3 Parametric Instructions

**drop**

- The instruction is valid with type \([t] \rightarrow [],\) for any value type \(t\).

\[
C \vdash \text{drop} : [t] \rightarrow []
\]

**Note:** Both \textit{drop} and \textit{select} without annotation are \textit{value-polymorphic} instructions.

**select** \((t^*)\)?

- If \(t^*\) is present, then:
  - The length of \(t^*\) must be 1.
  - Then the instruction is valid with type \([t^* t^* i32] \rightarrow [t^*]\).
- Else:
  - The instruction is valid with type \([t t i32] \rightarrow [t]\), for any operand type \(t\) that matches some number type.

\[
\frac{C \vdash \text{select } t : [t t i32] \rightarrow [t]}{\vdash t \leq \text{numtype}}
\]

\[
\frac{C \vdash \text{select} : [t t i32] \rightarrow [t]}{C \vdash \text{select} : [t t i32] \rightarrow [t]}
\]

**Note:** In future versions of WebAssembly, \textit{select} may allow more than one value per choice.

### 3.3.4 Variable Instructions

**local.get** \(x\)

- The local \(C.\text{locals}[x]\) must be defined in the context.
- Let \(t\) be the value type \(C.\text{locals}[x]\).
- Then the instruction is valid with type \([\] \rightarrow [t]i\).

\[
\frac{C.\text{locals}[x] = t}{C \vdash \text{local.get } x : [\] \rightarrow [t]i}
\]
local.set x

- The local $C.locals[x]$ must be defined in the context.
- Let $t$ be the value type $C.locals[x]$.
- Then the instruction is valid with type $[t] \rightarrow []$.

$$\frac{C.locals[x] = t}{C \vdash \text{local.set } x : [t] \rightarrow []}$$

local.tee x

- The local $C.locals[x]$ must be defined in the context.
- Let $t$ be the value type $C.locals[x]$.
- Then the instruction is valid with type $[t] \rightarrow [t]$.

$$\frac{C.locals[x] = t}{C \vdash \text{local.tee } x : [t] \rightarrow [t]}$$

global.get x

- The global $C.globals[x]$ must be defined in the context.
- Let $\text{mut } t$ be the global type $C.globals[x]$.
- Then the instruction is valid with type $[] \rightarrow [t]$.

$$\frac{C.globals[x] = \text{mut } t}{C \vdash \text{global.get } x : [] \rightarrow [t]}$$

global.set x

- The global $C.globals[x]$ must be defined in the context.
- Let $\text{mut } t$ be the global type $C.globals[x]$.
- The mutability $\text{mut}$ must be $\text{var}$.
- Then the instruction is valid with type $[t] \rightarrow []$.

$$\frac{C.globals[x] = \text{var } t}{C \vdash \text{global.set } x : [t] \rightarrow []}$$

3.3.5 Table Instructions
table.get x

- The table $C.tables[x]$ must be defined in the context.
- Let $\text{limits } t$ be the table type $C.tables[x]$.
- Then the instruction is valid with type $[\text{i32}] \rightarrow [t]$.

$$\frac{C.tables[x] = \text{limits } t}{C \vdash \text{table.get } x : [\text{i32}] \rightarrow [t]}$$
table.set \( x \)

- The table \( C.tables[x] \) must be defined in the context.
- Let \( \text{limits} t \) be the table type \( C.tables[x] \).
- Then the instruction is valid with type \([i32 \ t] \to []\).

\[
C.tables[x] = t \\
C \vdash \text{table.set} \ x : [i32 \ t] \to []
\]

table.size \( x \)

- The table \( C.tables[x] \) must be defined in the context.
- Then the instruction is valid with type \([] \to [i32]\).

\[
C.tables[x] = \text{tabletype} \\
C \vdash \text{table.size} \ x : [] \to [i32]
\]

table.grow \( x \)

- The table \( C.tables[x] \) must be defined in the context.
- Let \( \text{limits} t \) be the table type \( C.tables[x] \).
- Then the instruction is valid with type \([t \ i32] \to [i32]\).

\[
C.tables[x] = \text{limits} t \\
C \vdash \text{table.grow} \ x : [t \ i32] \to [i32]
\]

table.fill \( x \)

- The table \( C.tables[x] \) must be defined in the context.
- Let \( \text{limits} t \) be the table type \( C.tables[x] \).
- Then the instruction is valid with type \([i32 \ t \ i32] \to []\).

\[
C.tables[x] = \text{limits} t \\
C \vdash \text{table.fill} \ x : [i32 \ t \ i32] \to []
\]

table.copy \( x \ y \)

- The table \( C.tables[x] \) must be defined in the context.
- Let \( \text{limits}_1 t_1 \) be the table type \( C.tables[x] \).
- The table \( C.tables[y] \) must be defined in the context.
- Let \( \text{limits}_2 t_2 \) be the table type \( C.tables[y] \).
- The reference type \( t_1 \) must be the same as \( t_2 \).
- Then the instruction is valid with type \([i32 \ i32 \ i32] \to []\).

\[
C.tables[x] = \text{limits}_1 t_1 \quad C.tables[x] = \text{limits}_2 t_2 \\
C \vdash \text{table.copy} \ x \ y : [i32 \ i32 \ i32] \to []
\]
table.init x y

- The table $C.tables[x]$ must be defined in the context.
- Let $limits_1 t_1$ be the table type $C.tables[x]$.
- The element segment $C.elems[y]$ must be defined in the context.
- Let $t_2$ be the reference type $C.elems[y]$.
- The reference type $t_1$ must be the same as $t_2$.
- Then the instruction is valid with type $[i32 i32 i32] \rightarrow []$.

\[
\frac{C.tables[x] = limits_1 t_1 \quad C.elems[y] = t_2}{C \vdash \text{table.init } x \ y : [i32 i32 i32] \rightarrow []}
\]

elem.drop x

- The element segment $C.elems[x]$ must be defined in the context.
- Then the instruction is valid with type $[] \rightarrow []$.

\[
\frac{C.elems[x] = t_1}{C \vdash \text{elem.drop } x : [] \rightarrow []}
\]

### 3.3.6 Memory Instructions

t.load memarg

- The memory $C.mems[0]$ must be defined in the context.
- The alignment $2^{\text{memarg.align}}$ must not be larger than the bit width of $t$ divided by 8.
- Then the instruction is valid with type $[i32] \rightarrow [t]$.

\[
\frac{C.mems[0] = \text{memtype} \quad 2^{\text{memarg.align}} \leq |t|/8}{C \vdash \text{t.load } \text{memarg} : [i32] \rightarrow [t]}
\]

t.loadN sx memarg

- The memory $C.mems[0]$ must be defined in the context.
- The alignment $2^{\text{memarg.align}}$ must not be larger than $N/8$.
- Then the instruction is valid with type $[i32] \rightarrow [t]$.

\[
\frac{C.mems[0] = \text{memtype} \quad 2^{\text{memarg.align}} \leq N/8}{C \vdash \text{t.loadN sx memarg} : [i32] \rightarrow [t]}
\]

t.store memarg

- The memory $C.mems[0]$ must be defined in the context.
- The alignment $2^{\text{memarg.align}}$ must not be larger than the bit width of $t$ divided by 8.
- Then the instruction is valid with type $[i32 t] \rightarrow []$.

\[
\frac{C.mems[0] = \text{memtype} \quad 2^{\text{memarg.align}} \leq |t|/8}{C \vdash \text{t.store } \text{memarg} : [i32 t] \rightarrow []}
\]
$t.\text{store}N\ memarg$

- The memory $C.\text{mems}[0]$ must be defined in the context.
- The alignment $2^{\text{memory.align}}$ must not be larger than $N/8$.
- Then the instruction is valid with type $[i32\ t] \rightarrow []$.

$$
\begin{array}{c}
C.\text{mems}[0] = \text{memtype} \\
2^{\text{memory.align}} \leq N/8 \\
\hline \\
C \vdash t.\text{store}N\ memarg : [i32\ t] \rightarrow []
\end{array}
$$

$\text{memory.size}$

- The memory $C.\text{mems}[0]$ must be defined in the context.
- Then the instruction is valid with type $[] \rightarrow [i32]$.

$$
\begin{array}{c}
C.\text{mems}[0] = \text{memtype} \\
\hline \\
C \vdash \text{memory.size} : [] \rightarrow [i32]
\end{array}
$$

$\text{memory.grow}$

- The memory $C.\text{mems}[0]$ must be defined in the context.
- Then the instruction is valid with type $[i32] \rightarrow [i32]$.

$$
\begin{array}{c}
C.\text{mems}[0] = \text{memtype} \\
\hline \\
C \vdash \text{memory.grow} : [i32] \rightarrow [i32]
\end{array}
$$

$\text{memory.fill}$

- The memory $C.\text{mems}[0]$ must be defined in the context.
- Then the instruction is valid with type $[i32\ i32\ i32] \rightarrow []$.

$$
\begin{array}{c}
C.\text{mems}[0] = \text{memtype} \\
\hline \\
C \vdash \text{memory.fill} : [i32\ i32\ i32] \rightarrow []
\end{array}
$$

$\text{memory.copy}$

- The memory $C.\text{mems}[0]$ must be defined in the context.
- Then the instruction is valid with type $[i32\ i32\ i32] \rightarrow []$.

$$
\begin{array}{c}
C.\text{mems}[0] = \text{memtype} \\
\hline \\
C \vdash \text{memory.copy} : [i32\ i32\ i32] \rightarrow []
\end{array}
$$

$\text{memory.init } x$

- The memory $C.\text{mems}[0]$ must be defined in the context.
- The data segment $C.\text{datas}[x]$ must be defined in the context.
- Then the instruction is valid with type $[i32\ i32\ i32] \rightarrow []$.

$$
\begin{array}{c}
C.\text{mems}[0] = \text{memtype} \\
C.\text{datas}[x] = \text{ok} \\
\hline \\
C \vdash \text{memory.init } x : [i32\ i32\ i32] \rightarrow []
\end{array}
$$
data.drop \( x \):

- The data segment \( C.data[x] \) must be defined in the context.
- Then the instruction is valid with type \([\] \rightarrow []).

\[
C.data[x] = \text{ok} \quad \vdash C \triangleright data.drop \; x : [\] \rightarrow []
\]

### 3.3.7 Control Instructions

#### nop

- The instruction is valid with type \([\] \rightarrow []).

\[
C \triangleright \text{nop} : [\] \rightarrow []
\]

#### unreachable

- The instruction is valid with type \([t^*] \rightarrow [t^*_2]\), for any sequences of *value types* \(t^*_1\) and \(t^*_2\).

\[
C \triangleright \text{unreachable} : [t^*_1] \rightarrow [t^*_2]
\]

**Note:** The `unreachable` instruction is *stack-polymorphic*.

---

#### block `blocktype instr* end`

- The *block type* must be *valid* as some *function type* \([t^*_1] \rightarrow [t^*_2]\).
- 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 \([t^*_1] \rightarrow [t^*_2]\).
- Then the compound instruction is valid with type \([t^*_1] \rightarrow [t^*_2]\).

\[
C \triangleright \text{blocktype} : [t^*_1] \rightarrow [t^*_2] \quad C', \text{labels}[t^*_2] \triangleright \text{instr}^* : [t^*_1] \rightarrow [t^*_2]
\[
C \triangleright \text{block blocktype instr* end} : [t^*_1] \rightarrow [t^*_2]
\]

**Note:** The notation \( C', \text{labels} [t^*] \) inserts the new label type at index 0, shifting all others.

---

#### loop `blocktype instr* end`

- The *block type* must be *valid* as some *function type* \([t^*_1] \rightarrow [t^*_2]\).
- Let \( C' \) be the same *context* as \( C \), but with the *result type* \([t^*_1]\) prepended to the *labels* vector.
- Under context \( C' \), the instruction sequence *instr* must be *valid* with type \([t^*_1] \rightarrow [t^*_2]\).
- Then the compound instruction is valid with type \([t^*_1] \rightarrow [t^*_2]\).

\[
C \triangleright \text{blocktype} : [t^*_1] \rightarrow [t^*_2] \quad C', \text{labels}[t^*_1] \triangleright \text{instr}^* : [t^*_1] \rightarrow [t^*_2]
\[
C \triangleright \text{loop blocktype instr* end} : [t^*_1] \rightarrow [t^*_2]
\]

**Note:** The notation \( C', \text{labels} [t^*] \) inserts the new label type at index 0, shifting all others.

### 3.3. Instructions
if blocktype instr₁ else instr₂ end

- The block type must be valid as some function type $[t_1^*] \rightarrow [t_2^*]$.
- 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 $instr_1^*$ must be valid with type $[t_1^*] \rightarrow [t_2^*]$.
- Under context $C''$, the instruction sequence $instr_2^*$ must be valid with type $[t_1^*] \rightarrow [t_2^*]$.
- Then the compound instruction is valid with type $[t_1^* \mid 32] \rightarrow [t_2^*]$.

$C \vdash blocktype : [t_1^*] \rightarrow [t_2^*]$  \quad $C', labels[t_2^*] \vdash instr_1^* : [t_1^*] \rightarrow [t_2^*]$  \quad $C, labels[t_2^*] \vdash instr_2^* : [t_1^*] \rightarrow [t_2^*]$

$C \vdash if blocktype instr_1^* else instr_2^* end : [t_1^* \mid 32] \rightarrow [t_2^*]$

**Note:** The notation $C, labels[t^*]$ inserts the new label type at index 0, shifting all others.

\[br \ l\]

- The label $C.labels[l]$ must be defined in the context.
- Let $[t^*]$ be the result type $C.labels[l]$.
- Then the instruction is valid with type $[t_1^* \mid t^*] \rightarrow [t_2^*]$, for any sequences of value types $t_1^*$ and $t_2^*$.

$C.labels[l] = [t^*]$

\[C \vdash br \ l : [t_1^* \mid t^*] \rightarrow [t_2^*]\]

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

The br instruction is stack-polymorphic.

\[br\_if \ l\]

- The label $C.labels[l]$ must be defined in the context.
- Let $[t^*]$ be the result type $C.labels[l]$.
- Then the instruction is valid with type $[t^* \mid 32] \rightarrow [t^*]$.

$C.labels[l] = [t^*]$

\[C \vdash br\_if \ l : [t^* \mid 32] \rightarrow [t^*]\]

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

\[br\_table \ l^* \ l_N\]

- The label $C.labels[l_N]$ must be defined in the context.
- Let $[t^*]$ be the result type $C.labels[l_N]$.
- For all $l_i$ in $l^*$, the label $C.labels[l_i]$ must be defined in the context.
- There must be a result type $[t^*_j]$, such that:
  - For each operand type $t_j$ in $t^*$ and corresponding type $t_{Nj}$ in $C.labels[l_N]$, $t_j$ matches $t_{Nj}$.
– For all \( l_i \) in \( t^* \), and for each operand type \( t_j \) in \( t^* \) and corresponding type \( t'_{ij} \) in \( C.labels[l_i] \), \( t_j \) matches \( t'_{ij} \).

• Then the instruction is valid with type \([t^*_1 t^* \rightarrow i32] \rightarrow [t^*_2] \) for any sequences of value types \( t^*_1 \) and \( t^*_2 \).

\[
\frac{(t^* \leq C.labels[l])}{C \vdash \text{br_table } t^*: \; [t^*_1 t^* \rightarrow i32] \rightarrow [t^*_2]}
\]

**Note:** The label index space in the context \( C \) contains the most recent label first, so that \( C.labels[l_i] \) performs a relative lookup as expected.

The \text{br_table} instruction is stack-polymorphic.

\section*{return}

• The return type \( C.return \) must not be absent in the context.

• Let \( [t^*] \) be the result type of \( C.return \).

• Then the instruction is valid with type \([t^*_1 t^* \rightarrow] \rightarrow [t^*_2] \) for any sequences of value types \( t^*_1 \) and \( t^*_2 \).

\[
C.return = [t^*]$
\[
C \vdash \text{return} : \; [t^*_1 t^*] \rightarrow [t^*_2]$
\]

**Note:** The \text{return} instruction is stack-polymorphic.

\( C.return \) is absent (set to \( \epsilon \)) when validating an expression that is not a function body. This differs from it being set to the empty result type (\([\epsilon]\)), which is the case for functions not returning anything.

\section*{call \( x \)}

• The function \( C.funcs[x] \) must be defined in the context.

• Then the instruction is valid with type \( C.funcs[x] \).

\[
C.funcs[x] = [t^*_1] \rightarrow [t^*_2]$
\[
C \vdash \text{call } x : \; [t^*_1] \rightarrow [t^*_2]$
\]

\section*{call\_indirect \( x \; y \)}

• The table \( C.tables[x] \) must be defined in the context.

• Let \( \text{limits } t \) be the table type \( C.tables[x] \).

• The reference type \( t \) must be \text{funcref}.

• The type \( C.types[y] \) must be defined in the context.

• Let \( [t^*_1] \rightarrow [t^*_2] \) be the function type \( C.types[y] \).

• Then the instruction is valid with type \([t^*_1 \rightarrow i32] \rightarrow [t^*_2] \).

\[
C.tables[x] = \text{limits \; funcref} \quad C.types[y] = [t^*_1] \rightarrow [t^*_2]$
\[
C \vdash \text{call\_indirect } x \; y : \; [t^*_1 \rightarrow i32] \rightarrow [t^*_2]$
\]
3.3.8 Instruction Sequences

Typing of instruction sequences is defined recursively.

Empty Instruction Sequence: $\epsilon$

- The empty instruction sequence is valid with type $[t^*] \rightarrow [t^*]$, for any sequence of operand types $t^*$.

$$C \vdash \epsilon : [t^*] \rightarrow [t^*]$$

Non-empty Instruction Sequence: $instr^* instr_N$

- The instruction sequence $instr^*$ must be valid with type $[t^*_1] \rightarrow [t^*_2]$, for some sequences of value types $t^*_1$ and $t^*_2$.
- The instruction $instr_N$ must be valid with type $[t^*] \rightarrow [t^*_3]$, for some sequences of value types $t^*$ and $t^*_3$.
- There must be a sequence of value types $t^*_0$, such that $t^*_2 = t^*_0 t^*_1$ where the type sequence $t^*_1$ is as long as $t^*$.
- For each operand type $t^*_i$ in $t^*$ and corresponding type $t_i$ in $t^*_1$, $t^*_i$ matches $t_i$.
- Then the combined instruction sequence is valid with type $[t^*_1] \rightarrow [t^*_0 t^*_2]$.

$$C \vdash instr^* : [t^*_1] \rightarrow [t^*_0 t^*_2]$$

$$C \vdash instr_N : [t^*] \rightarrow [t^*_3]$$

$$C \vdash instr^* instr_N : [t^*_1] \rightarrow [t^*_0 t^*_2]$$

3.3.9 Expressions

Expressions $expr$ are classified by result types of the form $[t^*]$.

$instr^* end$

- The instruction sequence $instr^*$ must be valid with some stack type $[] \rightarrow [t^*]$.
- For each operand type $t^*_i$ in $t^*$ and corresponding value type $t_i$ in $t^*$, $t^*_i$ matches $t_i$.
- Then the expression is valid with result type $[t^*]$.

$$C \vdash instr^* : [] \rightarrow [t^*]$$

$$C \vdash instr^* \vdash [t^*] \leq [t^*]$$

$$C \vdash instr^* end : [t^*]$$

Constant Expressions

- In a constant expression $instr^* end$ all instructions in $instr^*$ must be constant.
- A constant instruction $instr$ must be:
  - either of the form $t.const c$,
  - or of the form $ref.null$,
  - or of the form $ref.func x$,
  - or of the form $global.get x$, in which case $C.globals[x]$ must be a global type of the form $const t$. 
\((C \vdash \text{instr const})^* \)  
\(C \vdash \text{instr}^* \text{end const} \)

\( C \vdash t.\text{const} e \text{ const} \)

\( C \vdash \text{ref.null const} \)  
\( C, \text{globals}[x] = \text{const} t \)

\( C \vdash \text{ref.func} x \text{ const} \)

\[ C \vdash \{ \text{type} x, \text{locals} t^*, \text{body} \text{ expr} \} : [t^*_1] \rightarrow [t^*_2] \]

\[ C \vdash \{ \text{type} x, \text{locals} t^*, \text{body} \text{ expr} \} : [t^*_1] \rightarrow [t^*_2] \]

**Note**: Currently, constant expressions occurring as initializers of *globals* are further constrained in that contained *global.get* instructions are only allowed to refer to *imported* globals. This is enforced in the validation rule for *modules* by constraining the context \( C \) accordingly.

The definition of constant expression may be extended in future versions of WebAssembly.

### 3.4 Modules

*Modules* are valid when all the components they contain are valid. Furthermore, most definitions are themselves classified with a suitable type.

#### 3.4.1 Functions

Functions *func* are classified by *function types* of the form \([t^*_1] \rightarrow [t^*_2] \).

\[ \{ \text{type} x, \text{locals} t^*, \text{body} \text{ expr} \} \]

- The type \( C.\text{types}[x] \) must be defined in the context.
- Let \([t^*_1] \rightarrow [t^*_2] \) be the *function type* \( C.\text{types}[x] \).
- Let \( C' \) be the same *context* as \( C \), but with:
  - *locals* set to the sequence of *value types* \( t^*_1 t^* \), concatenating parameters and locals,
  - *labels* set to the singular sequence containing only *result type* \([t^*_2]\).
  - *return* set to the *result type* \([t^*_2]\).
- Under the context \( C' \), the expression \( \text{expr} \) must be valid with type \([t^*_2]\).
- Then the function definition is valid with type \([t^*_1] \rightarrow [t^*_2] \).

\[ C.\text{types}[x] = [t^*_1] \rightarrow [t^*_2] \quad C, \text{locals} t^*_1 t^*, \text{labels} [t^*_2], \text{return} [t^*_2] \vdash \text{expr} : [t^*_2] \]

\[ C \vdash \{ \text{type} x, \text{locals} t^*, \text{body} \text{ expr} \} : [t^*_1] \rightarrow [t^*_2] \]

#### 3.4.2 Tables

*Tables* *table* are classified by *table types*. 

# 3.4. Modules
{type tabletype}
• The table type tabletype must be valid.
• Then the table definition is valid with type tabletype.
\[ \vdash \text{tabletype ok} \]
\[ C \vdash \{\text{type tabletype}\} : \text{tabletype} \]

3.4.3 Memories

Memories mem are classified by memory types.

{type memtype}
• The memory type memtype must be valid.
• Then the memory definition is valid with type memtype.
\[ \vdash \text{memtype ok} \]
\[ C \vdash \{\text{type memtype}\} : \text{memtype} \]

3.4.4 Globals

Globals global are classified by global types of the form mut t.

{type mut t, init expr}
• The global type mut t must be valid.
• The expression expr must be valid with result type [t].
• The expression expr must be constant.
• Then the global definition is valid with type mut t.
\[ \vdash \text{mut t ok} \quad C \vdash \text{expr} : [t] \quad C \vdash \text{expr const} \]
\[ C \vdash \{\text{type mut t, init expr}\} : \text{mut t} \]

3.4.5 Element Segments

Element segments elem are classified by the reference type of their elements.

{type t, init e*, mode elemmode}
• For each e_i in e*,
  – The expression e_i must be valid.
  – The expression e_i must be constant.
• The element mode elemmode must be valid with reference type t.
• Then the element segment is valid with reference type t.
\[ (C \vdash \text{e ok})^* \quad (C \vdash \text{e const})^* \quad C \vdash \text{elemmode t} \]
\[ C \vdash \{\text{type t, init e*, mode elemmode}\} : t \]
passive

• The element mode is valid with any *reference type*.

\[ C \vdash \text{passive} : \text{reftype} \]

active \{table \(x\), offset \(expr\)\}

• The table \(C\).tables\([x]\) must be defined in the context.
• Let \(\text{limits} \ t\) be the table type \(C\).tables\([x]\).
• The expression \(expr\) must be *valid* with *result type* \([i32]\).
• The expression \(expr\) must be *constant*.
• Then the element mode is valid with *reference type* \(t\).

\[ C \vdash \text{active} \{\text{table} \(x\), \text{offset} \(expr\)\} : \(t\) \]

declarative

• The element mode is valid with any *reference type*.

\[ C \vdash \text{declarative} : \text{reftype} \]

3.4.6 Data Segments

Data segments *data* are not classified by any type but merely checked for well-formedness.

\{init \(b^*\), mode *datamode*\}

• The data mode *datamode* must be valid.
• Then the data segment is valid.

\[ C \vdash \text{datamode \ ok} \]

\[ C \vdash \{\text{init} \(b^*\), \text{mode} \text{datamode}\} \text{ \ ok} \]

passive

• The data mode is valid.

\[ C \vdash \text{passive} \ \text{ok} \]
active {memory $x$, offset $expr$}

- The memory $C.mems[x]$ must be defined in the context.
- The expression $expr$ must be valid with result type $[i32]$.
- The expression $expr$ must be constant.
- Then the data mode is valid.

$$
C.mems[x] = \text{limits} \quad C \vdash expr : [i32] \quad C \vdash expr \text{ const}
$$

\[ C \vdash \text{active} \{\text{memory } x, \text{offset } expr\} \text{ ok} \]

### 3.4.7 Start Function

Start function declarations $start$ are not classified by any type.

\{func $x$\}

- The function $C.funcs[x]$ must be defined in the context.
- The type of $C.funcs[x]$ must be $[\] \rightarrow [\]$.
- Then the start function is valid.

$$
C.funcs[x] = [\] \rightarrow [\]
\[
C \vdash \{\text{func } x\} \text{ ok}
$$

### 3.4.8 Exports

Exports $export$ and export descriptions $exportdesc$ are classified by their external type.

\{name $name$, desc $exportdesc$\}

- The export description $exportdesc$ must be valid with external type $extern$type.
- Then the export is valid with external type $extern$type.

$$
C \vdash exportdesc : extern$type
\[
C \vdash \{\text{name } name, \text{desc } exportdesc\} : extern$type
$$

func $x$

- The function $C.funcs[x]$ must be defined in the context.
- Then the export description is valid with external type $func C.funcs[x]$.

$$
C.funcs[x] = \text{functype}
\[
C \vdash \text{func } x : \text{func } functype
$$
table $x$

- The table $C.tables[x]$ must be defined in the context.
- Then the export description is valid with external type table $C.tables[x]$.

\[
C.tables[x] = \text{tabletype} \quad C \vdash \text{table } x : \text{table tabletype}
\]

mem $x$

- The memory $C.mems[x]$ must be defined in the context.
- Then the export description is valid with external type mem $C.mems[x]$.

\[
C.mems[x] = \text{memtype} \quad C \vdash \text{mem } x : \text{mem memtype}
\]

global $x$

- The global $C.globals[x]$ must be defined in the context.
- Then the export description is valid with external type global $C.globals[x]$.

\[
C.globals[x] = \text{globaltype} \quad C \vdash \text{global } x : \text{global globaltype}
\]

3.4.9 Imports

Imports import and import descriptions importdesc are classified by external types.

\{\text{module name}_1, \text{name name}_2, \text{desc importdesc}\}

- The import description importdesc must be valid with type externtype.
- Then the import is valid with type externtype.

\[
C \vdash \text{importdesc} : \text{externtype} \quad C \vdash \{\text{module name}_1, \text{name name}_2, \text{desc importdesc}\} : \text{externtype}
\]

func $x$

- The function $C.types[x]$ must be defined in the context.
- Let $[t_1^*] \to [t_2^*]$ be the function type $C.types[x]$.
- Then the import description is valid with type func $[t_1^*] \to [t_2^*]$.

\[
C.types[x] = [t_1^*] \to [t_2^*] \quad C \vdash \text{func } x : \text{func } [t_1^*] \to [t_2^*]
\]
3.4.10 Modules

Modules are classified by their mapping from the external types of their imports to those of their exports.

A module is entirely closed, that is, its components can only refer to definitions that appear in the module itself. Consequently, no initial context is required. Instead, the context $C$ for validation of the module’s content is constructed from the definitions in the module.

- Let $module$ be the module to validate.
- Let $C$ be a context where:
  - $C.types$ is $module.types$,
  - $C.funcs$ is $funcs(it^*)$ concatenated with $ft^*$, with the import’s external types $it^*$ and the internal function types $ft^*$ as determined below,
  - $C.tables$ is $tables(it^*)$ concatenated with $tt^*$, with the import’s external types $it^*$ and the internal table types $tt^*$ as determined below,
  - $C.mems$ is $mems(it^*)$ concatenated with $mt^*$, with the import’s external types $it^*$ and the internal memory types $mt^*$ as determined below,
  - $C.globals$ is $globals(it^*)$ concatenated with $gt^*$, with the import’s external types $it^*$ and the internal global types $gt^*$ as determined below,
  - $C.elems$ is $rt^*$ as determined below,
  - $C.datas$ is $ok^n$, where $n$ is the length of the vector $module.datas$,
  - $C.locals$ is empty,
  - $C.labels$ is empty,
  - $C.return$ is empty.
- $C.refs$ is the set $funcidx(module$ with $funcs = \epsilon$ with $start = \epsilon$), i.e., the set of function indices occurring in the module, except in its functions or start function.
• Let \( C' \) be the context where:
  
  - \( C'.\text{globals} \) is the sequence \( \text{globals}(it^*) \),
  
  - \( C'.\text{funcs} \) is the same as \( C.\text{funcs} \),
  
  - \( C'.\text{refs} \) is the same as \( C.\text{refs} \),
  
  - all other fields are empty.

• Under the context \( C \):

  - For each \( \text{func}_i \) in \( \text{module.\text{types}} \), the function type \( \text{func}_i \) must be \text{valid}.
  
  - For each \( \text{func}_i \) in \( \text{module.\text{funcs}} \), the definition \( \text{func}_i \) must be \text{valid} with a function type \( \text{ft}_i \).
  
  - For each \( \text{table}_i \) in \( \text{module.\text{tables}} \), the definition \( \text{table}_i \) must be \text{valid} with a table type \( \text{tt}_i \).
  
  - For each \( \text{mem}_i \) in \( \text{module.\text{mems}} \), the definition \( \text{mem}_i \) must be \text{valid} with a memory type \( \text{mt}_i \).
  
  - For each \( \text{global}_i \) in \( \text{module.\text{globals}} \):
    
    * Under the context \( C' \), the definition \( \text{global}_i \) must be \text{valid} with a global type \( \text{gt}_i \).
    
    - For each \( \text{elem}_i \) in \( \text{module.\text{elems}} \), the segment \( \text{elem}_i \) must be \text{valid} with reference type \( \text{rt}_i \).
    
    - For each \( \text{data}_i \) in \( \text{module.\text{datas}} \), the segment \( \text{data}_i \) must be \text{valid}.
    
    - If \( \text{module.\text{start}} \) is non-empty, then \( \text{module.\text{start}} \) must be \text{valid}.
    
    - For each \( \text{import}_i \) in \( \text{module.\text{imports}} \), the segment \( \text{import}_i \) must be \text{valid} with an external type \( \text{it}_i \).
    
    - For each \( \text{export}_i \) in \( \text{module.\text{exports}} \), the segment \( \text{export}_i \) must be \text{valid} with external type \( \text{et}_i \).

  • The length of \( C.\text{mems} \) must not be larger than 1.

  • All export names \( \text{export}_i.\text{name} \) must be different.

  • Let \( \text{ft}^* \) be the concatenation of the internal function types \( \text{ft}_i \), in index order.

  • Let \( \text{tt}^* \) be the concatenation of the internal table types \( \text{tt}_i \), in index order.

  • Let \( \text{mt}^* \) be the concatenation of the internal memory types \( \text{mt}_i \), in index order.

  • Let \( \text{gt}^* \) be the concatenation of the internal global types \( \text{gt}_i \), in index order.

  • Let \( \text{rt}^* \) be the concatenation of the reference types \( \text{rt}_i \), in index order.

  • Let \( \text{it}^* \) be the concatenation of external types \( \text{it}_i \) of the imports, in index order.

  • Let \( \text{et}^* \) be the concatenation of external types \( \text{et}_i \) of the exports, in index order.

  • Then the module is valid with external types \( \text{it}^* \rightarrow \text{et}^* \).

  \[
  \begin{align*}
  (\vdash \text{type} \text{ok}) & \quad (\vdash \text{func} : \text{ft})^* & \quad (\vdash \text{table} : \text{tt})^* & \quad (\vdash \text{mem} : \text{mt})^* & \quad (\vdash \text{global} : \text{gt})^* \\
  (\vdash \text{elem} : \text{rt})^* & \quad (\vdash \text{data} \text{ok})^n & \quad (\vdash \text{start} \text{ok})^\gamma & \quad (\vdash \text{import} : \text{it})^* & \quad (\vdash \text{export} : \text{et})^* \\
  x^* \quad = \quad \text{funcidx}(\text{module} \text{ with } \text{func} = \epsilon \text{ with } \text{start} = \epsilon) \\
  C \quad = \quad \{\text{types} \text{func} \text{fig}^*, \text{func} \text{ft}^*, \text{table} \text{tt}^*, \text{mem} \text{mt}^*, \text{global} \text{gt}^*, \text{elem} \text{rt}^*, \text{data} \text{ok}^n, \text{refs} \text{x}^*\} \\
  C' \quad = \quad \{\text{globals} \text{gt}^*, \text{func} \text{func} \text{refs} \text{C} \text{refs}\} \quad |\text{C.mems}| \leq 1 \quad \{\text{export} \text{name}\} \quad \text{disjoint} \\
  \text{module} \quad = \quad \{\text{types} \text{func} \text{func}^*, \text{table} \text{tt}^*, \text{mem} \text{mt}^*, \text{global} \text{global}^*, \text{elem} \text{elem}^*, \text{data} \text{data}^n, \text{start} \text{start}^\gamma, \text{import} \text{import}^*, \text{export} \text{export}^*\} \\
  \vdash \text{module} : \text{it}^* \rightarrow \text{et}^* 
  \end{align*}
\]

**Note:** Most definitions in a module – particularly functions – are mutually recursive. Consequently, the definition of the context \( C \) in this rule is recursive: it depends on the outcome of validation of the function, table, memory, and global definitions contained in the module, which itself depends on \( C \). However, this recursion is just a specification device. All types needed to construct \( C \) can easily be determined from a simple pre-pass over the module that does not perform any actual validation.
Globals, however, are not recursive. The effect of defining the limited context $C'$ for validating the module’s globals is that their initialization expressions can only access functions and imported globals and nothing else.

**Note:** The restriction on the number of memories may be lifted in future versions of WebAssembly.
4.1 Conventions

WebAssembly code is executed when instantiating a module or invoking an exported function on the resulting module instance.

Execution behavior is defined in terms of an abstract machine that models the program state. It includes a stack, which records operand values and control constructs, and an abstract store containing global state.

For each instruction, there is a rule that specifies the effect of its execution on the program state. Furthermore, there are rules describing the instantiation of a module. As with validation, all rules are given in two equivalent forms:

1. In prose, describing the execution in intuitive form.
2. In formal notation, describing the rule in mathematical form.\(^{17}\)

**Note:** As with validation, the prose and formal rules are equivalent, so that understanding of the formal notation is not required to read this specification. The formalism offers a more concise description in notation that is used widely in programming languages semantics and is readily amenable to mathematical proof.

### 4.1.1 Prose Notation

Execution is specified by stylised, step-wise rules for each instruction of the abstract syntax. The following conventions are adopted in stating these rules.

- The execution rules implicitly assume a given store \(S\).
- The execution rules also assume the presence of an implicit stack that is modified by pushing or popping values, labels, and frames.
- Certain rules require the stack to contain at least one frame. The most recent frame is referred to as the current frame.


\(^{18}\) https://dl.acm.org/citation.cfm?doid=3062341.3062363
Both the store and the current frame are mutated by replacing some of their components. Such replacement is assumed to apply globally.

The execution of an instruction may trap, in which case the entire computation is aborted and no further modifications to the store are performed by it. (Other computations can still be initiated afterwards.)

The execution of an instruction may also end in a jump to a designated target, which defines the next instruction to execute.

Execution can enter and exit instruction sequences that form blocks.

Instruction sequences are implicitly executed in order, unless a trap or jump occurs.

In various places the rules contain assertions expressing crucial invariants about the program state.

### 4.1.2 Formal Notation

**Note:** This section gives a brief explanation of the notation for specifying execution formally. For the interested reader, a more thorough introduction can be found in respective text books.

The formal execution rules use a standard approach for specifying operational semantics, rendering them into reduction rules. Every rule has the following general form:

\[
\text{configuration} \rightarrow \text{configuration}
\]

A configuration is a syntactic description of a program state. Each rule specifies one step of execution. As long as there is at most one reduction rule applicable to a given configuration, reduction – and thereby execution – is deterministic. WebAssembly has only very few exceptions to this, which are noted explicitly in this specification.

For WebAssembly, a configuration typically is a tuple \((S; F; \text{instr}^*)\) consisting of the current store \(S\), the call frame \(F\) of the current function, and the sequence of instructions that is to be executed. (A more precise definition is given later.)

To avoid unnecessary clutter, the store \(S\) and the frame \(F\) are omitted from reduction rules that do not touch them.

There is no separate representation of the stack. Instead, it is conveniently represented as part of the configuration’s instruction sequence. In particular, values are defined to coincide with const instructions, and a sequence of const instructions can be interpreted as an operand “stack” that grows to the right.

**Note:** For example, the reduction rule for the \(i32.add\) instruction can be given as follows:

\[
(i32.\text{const} \ n_1) \ (i32.\text{const} \ n_2) \ i32.\text{add} \rightarrow (i32.\text{const} \ (n_1 + n_2) \ \text{mod}\ 2^{32})
\]

Per this rule, two const instructions and the add instruction itself are removed from the instruction stream and replaced with one new const instruction. This can be interpreted as popping two value off the stack and pushing the result.

When no result is produced, an instruction reduces to the empty sequence:

\[
\text{nop} \rightarrow \epsilon
\]

Labels and frames are similarly defined to be part of an instruction sequence.

The order of reduction is determined by the definition of an appropriate evaluation context.

Reduction terminates when no more reduction rules are applicable. Soundness of the WebAssembly type system guarantees that this is only the case when the original instruction sequence has either been reduced to a sequence of const instructions, which can be interpreted as the values of the resulting operand stack, or if a trap occurred.

---

19 For example: Benjamin Pierce. Types and Programming Languages. The MIT Press 2002

20 https://www.cis.upenn.edu/~bcpierce/tapl/
Note: For example, the following instruction sequence,

\[(\text{f64.const } x_1) \ (\text{f64.const } x_2) \ \text{f64.neg} \ (\text{f64.const } x_3) \ \text{f64.add f64.mul}\]

terminates after three steps:

\[(\text{f64.const } x_1) \ (\text{f64.const } x_2) \ \text{f64.neg} \ (\text{f64.const } x_3) \ \text{f64.add f64.mul} \quad \rightarrow \quad (\text{f64.const } x_1) \ (\text{f64.const } x_4) \ (\text{f64.const } x_3) \ \text{f64.add f64.mul} \quad \rightarrow \quad (\text{f64.const } x_1) \ (\text{f64.const } x_5) \ \text{f64.mul} \quad \rightarrow \quad (\text{f64.const } x_6)\]

where \(x_4 = -x_2\) and \(x_5 = -x_2 + x_3\) and \(x_6 = x_1 \cdot (-x_2 + x_3)\).

4.2 Runtime Structure

Store, stack, and other runtime structure forming the WebAssembly abstract machine, such as values or module instances, are made precise in terms of additional auxiliary syntax.

4.2.1 Values

WebAssembly computations manipulate values of either the four basic number types, i.e., integers and floating-point data of 32 or 64 bit width each, or of reference type.

In most places of the semantics, values of different types can occur. In order to avoid ambiguities, values are therefore represented with an abstract syntax that makes their type explicit. It is convenient to reuse the same notation as for the const instructions and ref.null producing them.

References other than null are represented with additional administrative instructions. They either are function references, pointing to a specific function address, or external references pointing to an uninterpreted form of extern address that can be defined by the embedder to represent its own objects.

\[
\begin{align*}
\text{num} & ::= \text{i32.const i32} \\
& \quad | \text{i64.const i64} \\
& \quad | \text{f32.const f32} \\
& \quad | \text{f64.const f64} \\
\text{ref} & ::= \text{ref.null } t \\
& \quad | \text{ref.funcaddr} \\
& \quad | \text{ref.extern externaddr} \\
\text{val} & ::= \text{num} | \text{ref}
\end{align*}
\]

Note: Future versions of WebAssembly may add additional forms of reference.

Each value type has an associated default value; it is the respective value 0 for number types and null for reference types.

\[
\begin{align*}
\text{default}_t &= t.\text{const } 0 \quad \text{(if } t = \text{numtype}) \\
\text{default}_t &= \text{ref.null } t \quad \text{(if } t = \text{reftype})
\end{align*}
\]

4.2. Runtime Structure
Convention

- The meta variable $r$ ranges over reference values where clear from context.

4.2.2 Results

A result is the outcome of a computation. It is either a sequence of values or a trap.

\[
\text{result} ::= \text{val}^* | \text{trap}
\]

Note: In the current version of WebAssembly, a result can consist of at most one value.

4.2.3 Store

The store represents all global state that can be manipulated by WebAssembly programs. It consists of the runtime representation of all instances of functions, tables, memories, and globals, element segments, and data segments that have been allocated during the life time of the abstract machine.

It is an invariant of the semantics that no element or data instance is addressed from anywhere else but the owning module instances.

Syntactically, the store is defined as a record listing the existing instances of each category:

\[
\text{store} ::= \{
\begin{array}{l}
\text{funcs} \Rightarrow \text{funcinst}^*, \\
\text{tables} \Rightarrow \text{tableinst}^*, \\
\text{mems} \Rightarrow \text{meminst}^*, \\
\text{globals} \Rightarrow \text{globalinst}^*, \\
\text{elems} \Rightarrow \text{eleminst}^*, \\
\text{datas} \Rightarrow \text{datainst}^*
\end{array}
\}
\]

Convention

- The meta variable $S$ ranges over stores where clear from context.

4.2.4 Addresses

Function instances, table instances, memory instances, and global instances, element instances, and data instances in the store are referenced with abstract addresses. These are simply indices into the respective store component.

In addition, an embedder may supply an uninterpreted set of host addresses.

\[
\begin{align*}
\text{addr} & ::= 0 | 1 | 2 | \ldots \\
\text{funcaddr} & ::= \text{addr} \\
\text{tableaddr} & ::= \text{addr} \\
\text{memaddr} & ::= \text{addr} \\
\text{globaladdr} & ::= \text{addr} \\
\text{elemaddr} & ::= \text{addr} \\
\text{dataaddr} & ::= \text{addr} \\
\text{externaddr} & ::= \text{addr}
\end{align*}
\]

An embedder may assign identity to exported store objects corresponding to their addresses, even where this identity is not observable from within WebAssembly code itself (such as for function instances or immutable globals).

21 In practice, implementations may apply techniques like garbage collection to remove objects from the store that are no longer referenced. However, such techniques are not semantically observable, and hence outside the scope of this specification.
**Note:** Addresses are dynamic, globally unique references to runtime objects, in contrast to indices, which are static, module-local references to their original definitions. A memory address `memaddr` denotes the abstract address of a memory instance in the store, not an offset inside a memory instance.

There is no specific limit on the number of allocations of store objects, hence logical addresses can be arbitrarily large natural numbers.

### 4.2.5 Module Instances

A module instance is the runtime representation of a module. It is created by instantiating a module, and collects runtime representations of all entities that are imported, defined, or exported by the module.

\[
\text{moduleinst} ::= \{ \text{types } \text{functype}\text{'s, } \text{funcaddrs } \text{funcaddr}\text{'s, } \text{tableaddr } \text{tableaddr}\text{'s, } \text{memaddrs } \text{memaddr}\text{'s, } \text{globaladdrs } \text{globaladdr}\text{'s, } \text{elemaddrs } \text{elemaddr}\text{'s, } \text{dataaddrs } \text{dataaddr}\text{'s, } \text{exports } \text{exportinst}\text{'s} \}
\]

Each component references runtime instances corresponding to respective declarations from the original module – whether imported or defined – in the order of their static indices. Function instances, table instances, memory instances, and global instances are referenced with an indirection through their respective addresses in the store.

It is an invariant of the semantics that all export instances in a given module instance have different names.

### 4.2.6 Function Instances

A function instance is the runtime representation of a function. It effectively is a closure of the original function over the runtime module instance of its originating module. The module instance is used to resolve references to other definitions during execution of the function.

\[
\text{funcinst} ::= \{ \text{type } \text{functype, module moduleinst, code func} \}
\]

\[
\text{hostfunc} ::= \ldots
\]

A host function is a function expressed outside WebAssembly but passed to a module as an import. The definition and behavior of host functions are outside the scope of this specification. For the purpose of this specification, it is assumed that when invoked, a host function behaves non-deterministically, but within certain constraints that ensure the integrity of the runtime.

**Note:** Function instances are immutable, and their identity is not observable by WebAssembly code. However, the embedder might provide implicit or explicit means for distinguishing their addresses.

### 4.2.7 Table Instances

A table instance is the runtime representation of a table. It records its type and holds a vector of reference values.

\[
\text{tableinst} ::= \{ \text{type tabletype, elem vec(ref)} \}
\]

Table elements can be mutated through table instructions, the execution of an active element segment, or by external means provided by the embedder.

It is an invariant of the semantics that all table elements have a type equal to the element type of tabletype. It also is an invariant that the length of the element vector never exceeds the maximum size of tabletype, if present.
4.2.8 Memory Instances

A memory instance is the runtime representation of a linear memory. It records its type and holds a vector of bytes.

\[
\text{meminst} ::= \{\text{type memtype, data vec(byte)}\}
\]

The length of the vector always is a multiple of the WebAssembly page size, which is defined to be the constant 65536 – abbreviated 64 Ki.

The bytes can be mutated through memory instructions, the execution of an active data segment, or by external means provided by the embedder.

It is an invariant of the semantics that the length of the byte vector, divided by page size, never exceeds the maximum size of memtype, if present.

4.2.9 Global Instances

A global instance is the runtime representation of a global variable. It records its type and holds an individual value.

\[
\text{globalinst} ::= \{\text{type valtype, value val}\}
\]

The value of mutable globals can be mutated through variable instructions or by external means provided by the embedder.

It is an invariant of the semantics that the value has a type equal to the value type of globaltype.

4.2.10 Element Instances

An element instance is the runtime representation of an element segment. It holds a vector of references and their common type.

\[
\text{eleminst} ::= \{\text{type reftype, elem vec(ref)}\}
\]

4.2.11 Data Instances

An data instance is the runtime representation of a data segment. It holds a vector of bytes.

\[
\text{datainst} ::= \{\text{data vec(byte)}\}
\]

4.2.12 Export Instances

An export instance is the runtime representation of an export. It defines the export’s name and the associated external value.

\[
\text{exportinst} ::= \{\text{name name, value externalval}\}
\]
4.2.13 External Values

An external value is the runtime representation of an entity that can be imported or exported. It is an address denoting either a function instance, table instance, memory instance, or global instances in the shared store.

\[
\text{externval ::= func funcaddr | table tableaddr | mem memaddr | global globaladdr}
\]

Conventions

The following auxiliary notation is defined for sequences of external values. It filters out entries of a specific kind in an order-preserving fashion:

- \( \text{funcs(externval*)} = [\text{funcaddr} \mid (\text{func funcaddr}) \in \text{externval*}] \)
- \( \text{tables(externval*)} = [\text{tableaddr} \mid (\text{table tableaddr}) \in \text{externval*}] \)
- \( \text{mems(externval*)} = [\text{memaddr} \mid (\text{mem memaddr}) \in \text{externval*}] \)
- \( \text{globals(externval*)} = [\text{globaladdr} \mid (\text{global globaladdr}) \in \text{externval*}] \)

4.2.14 Stack

Besides the store, most instructions interact with an implicit stack. The stack contains three kinds of entries:

- **Values**: the operands of instructions.
- **Labels**: active structured control instructions that can be targeted by branches.
- **Activations**: the call frames of active function calls.

These entries can occur on the stack in any order during the execution of a program. Stack entries are described by abstract syntax as follows.

**Note**: It is possible to model the WebAssembly semantics using separate stacks for operands, control constructs, and calls. However, because the stacks are interdependent, additional bookkeeping about associated stack heights would be required. For the purpose of this specification, an interleaved representation is simpler.

**Values**

Values are represented by *themselves*.

**Labels**

Labels carry an argument arity \( n \) and their associated branch target, which is expressed syntactically as an instruction sequence:

\[
\text{label ::= label}_n\{\text{instr}\}
\]

Intuitively, \( \text{instr} \) is the continuation to execute when the branch is taken, in place of the original control construct.

**Note**: For example, a loop label has the form

\[
\text{label}_n\{\text{loop} \ldots \text{end}\}
\]
When performing a branch to this label, this executes the loop, effectively restarting it from the beginning. Conversely, a simple block label has the form

$$\text{label}_n \{ e \}$$

When branching, the empty continuation ends the targeted block, such that execution can proceed with consecutive instructions.

### Activations and Frames

Activation frames carry the return arity $n$ of the respective function, hold the values of its locals (including arguments) in the order corresponding to their static local indices, and a reference to the function’s own module instance:

$$\text{activation} ::= \text{frame}_n \{ \text{frame} \}$$

$$\text{frame} ::= \{ \text{locals val^\*}, \text{module moduleinst} \}$$

The values of the locals are mutated by respective variable instructions.

### Conventions

- The meta variable $L$ ranges over labels where clear from context.
- The meta variable $F$ ranges over frames where clear from context.
- The following auxiliary definition takes a block type and looks up the function type that it denotes in the current frame:

$$\text{expand}_F(typeidx) = F.\text{module.types}[typeidx]$$

$$\text{expand}_F([\text{valtype}?]) = [] \rightarrow [\text{valtype}?]$$

### 4.2.15 Administrative Instructions

#### Note:
This section is only relevant for the formal notation.

In order to express the reduction of traps, calls, and control instructions, the syntax of instructions is extended to include the following administrative instructions:

$$\text{instr ::= } \ldots | \text{trap} | \text{ref funcaddr} | \text{ref.extern externaddr} | \text{invoke funcaddr} | \text{label}_n \{ \text{instr^*} \} \text{ instr^* end} | \text{frame}_n \{ \text{frame} \} \text{ instr^* end}$$

The trap instruction represents the occurrence of a trap. Traps are bubbled up through nested instruction sequences, ultimately reducing the entire program to a single trap instruction, signalling abrupt termination.

The ref instruction represents function reference values. Similarly, ref.extern represents external references.

The invoke instruction represents the imminent invocation of a function instance, identified by its address. It unifies the handling of different forms of calls.

The label and frame instructions model labels and frames “on the stack”. Moreover, the administrative syntax maintains the nesting structure of the original structured control instruction or function body and their instruction
sequences with an end marker. That way, the end of the inner instruction sequence is known when part of an outer sequence.

**Note:** For example, the reduction rule for block is:

\[
\text{block } [t^n] \text{ instr}\ast \text{ end } \leftrightarrow \text{ label}_n\{\epsilon}\ \text{ instr}\ast \text{ end}
\]

This replaces the block with a label instruction, which can be interpreted as “pushing” the label on the stack. When end is reached, i.e., the inner instruction sequence has been reduced to the empty sequence – or rather, a sequence of \( n \ \text{const} \) instructions representing the resulting values – then the label instruction is eliminated courtesy of its own reduction rule:

\[
\text{label}_n\{\text{ instr}\ast\} \text{ val}\ast \text{ end } \leftrightarrow \text{ val}\ast
\]

This can be interpreted as removing the label from the stack and only leaving the locally accumulated operand values.

**Block Contexts**

In order to specify the reduction of branches, the following syntax of block contexts is defined, indexed by the count \( k \) of labels surrounding a \( \text{hole} \ \_[\] \) that marks the place where the next step of computation is taking place:

\[
\begin{align*}
B^0 &::= \text{ val}\ast \_[\] \text{ instr}\ast \\
B^{k+1} &::= \text{ val}\ast \text{ label}_n\{\text{ instr}\ast\} B^k \text{ end instr}\ast
\end{align*}
\]

This definition allows to index active labels surrounding a branch or return instruction.

**Note:** For example, the reduction of a simple branch can be defined as follows:

\[
\text{label}_0\{\text{ instr}\ast\} B^l[\text{ br } l] \text{ end } \leftrightarrow \text{ instr}\ast
\]

Here, the hole \( \_[\] \) of the context is instantiated with a branch instruction. When a branch occurs, this rule replaces the targeted label and associated instruction sequence with the label’s continuation. The selected label is identified through the label index \( l \), which corresponds to the number of surrounding label instructions that must be hopped over – which is exactly the count encoded in the index of a block context.

**Configurations**

A configuration consists of the current store and an executing thread.

A thread is a computation over instructions that operates relative to a current frame referring to the module instance in which the computation runs, i.e., where the current function originates from.

\[
\begin{align*}
\text{config} &::= \text{ store}; \text{ thread} \\
\text{thread} &::= \text{ frame}; \text{ instr}\ast
\end{align*}
\]

**Note:** The current version of WebAssembly is single-threaded, but configurations with multiple threads may be supported in the future.
Evaluation Contexts

Finally, the following definition of evaluation context and associated structural rules enable reduction inside instruction sequences and administrative forms as well as the propagation of traps:

\[ E ::= \_ | val^* E instr^* | label_n \{ instr^* \} E end \]

\[ S; F; E[instr^*] \leftrightarrow S'; F'; E[instr''*] \]

if \( S; F; instr^* \rightarrow S'; F'; instr''^* \)

\[ S; F; frame_n \{ F' \} instr^* end \leftrightarrow S'; F'; frame_n \{ F'' \} instr''^* end \]

if \( S; F'; instr^* \rightarrow S'; F''; instr''^* \)

\[ S; F; E[trap] \leftrightarrow S; F; \text{trap} \]

if \( E \neq \_ \)

Reduction terminates when a thread’s instruction sequence has been reduced to a result, that is, either a sequence of values or to a trap.

Note: The restriction on evaluation contexts rules out contexts like \( \_ \) and \( \epsilon \) \( \epsilon \) for which \( E[\text{trap}] = \text{trap} \).

For an example of reduction under evaluation contexts, consider the following instruction sequence.

\((\text{f64.const } x_1) (\text{f64.const } x_2) \text{f64.neg} (\text{f64.const } x_3) \text{f64.add} \text{f64.mul})\)

This can be decomposed into \( E[(\text{f64.const } x_2) \text{f64.neg}] \) where

\[ E = (\text{f64.const } x_1) \_ \_ (\text{f64.const } x_3) \text{f64.add} \text{f64.mul} \]

Moreover, this is the only possible choice of evaluation context where the contents of the hole matches the left-hand side of a reduction rule.

4.3 Numeric

Numeric primitives are defined in a generic manner, by operators indexed over a bit width \( N \).

Some operators are non-deterministic, because they can return one of several possible results (such as different \( \text{NaN} \) values). Technically, each operator thus returns a set of allowed values. For convenience, deterministic results are expressed as plain values, which are assumed to be identified with a respective singleton set.

Some operators are partial, because they are not defined on certain inputs. Technically, an empty set of results is returned for these inputs.

In formal notation, each operator is defined by equational clauses that apply in decreasing order of precedence. That is, the first clause that is applicable to the given arguments defines the result. In some cases, similar clauses are combined into one by using the notation \( \pm \) or \( \mp \). When several of these placeholders occur in a single clause, then they must be resolved consistently: either the upper sign is chosen for all of them or the lower sign.

Note: For example, the \( \text{fcopysign} \) operator is defined as follows:

\[ \text{fcopysign}_N(\pm p_1, \pm p_2) = \pm p_1 \]

\[ \text{fcopysign}_N(\pm p_1, \mp p_2) = \mp p_1 \]

This definition is to be read as a shorthand for the following expansion of each clause into two separate ones:

\[ \text{fcopysign}_N(\pm p_1, \pm p_2) = +p_1 \]

\[ \text{fcopysign}_N(-p_1, -p_2) = -p_1 \]

\[ \text{fcopysign}_N(+p_1, -p_2) = -p_1 \]

\[ \text{fcopysign}_N(-p_1, +p_2) = +p_1 \]

Conventions:
• The meta variable \( d \) is used to range over single bits.
• The meta variable \( p \) is used to range over (signless) magnitudes of floating-point values, including \( \text{nan} \) and \( \infty \).
• The meta variable \( q \) is used to range over (signless) rational magnitudes, excluding \( \text{nan} \) or \( \infty \).
• The notation \( f^{-1} \) denotes the inverse of a bijective function \( f \).
• Truncation of rational values is written \( \text{trunc}(\pm q) \), with the usual mathematical definition:

\[
\text{trunc}(\pm q) = \pm i \quad \text{if } i \in \mathbb{N} \land +q - 1 < i \leq +q
\]

### 4.3.1 Representations

Numbers have an underlying binary representation as a sequence of bits:

\[
\begin{align*}
\text{bits}_N(i) &= \text{ibits}_N(i) \\
\text{bits}_N(z) &= \text{fbits}_N(z)
\end{align*}
\]

Each of these functions is a bijection, hence they are invertible.

#### Integers

**Integers** are represented as base two unsigned numbers:

\[
\text{ibits}_N(i) = d_{N-1} \ldots d_0 \quad (i = 2^{N-1} \cdot d_{N-1} + \cdots + 2^0 \cdot d_0)
\]

Boolean operators like \( \wedge \), \( \lor \), or \( \oplus \) are lifted to bit sequences of equal length by applying them pointwise.

#### Floating-Point

**Floating-point values** are represented in the respective binary format defined by IEEE 754-2019\(^2\) (Section 3.4):

\[
\begin{align*}
\text{fbits}_N(\pm (1 + m \cdot 2^{-M}) \cdot 2^e) &= \text{fsign}(\pm) \text{ibits}_E(\epsilon + \text{fbias}_N) \text{ibits}_M(m) \\
\text{fbits}_N(\pm (0 + m \cdot 2^{-M}) \cdot 2^e) &= \text{fsign}(\pm) (0)^E \text{ibits}_M(m) \\
\text{fbits}_N(\pm \infty) &= \text{fsign}(\pm) (1)^E (0)^M \\
\text{fbits}_N(\pm \text{nan}(n)) &= \text{fsign}(\pm) (1)^E \text{ibits}_M(n) \\
\text{fbias}_N &= 2^{E-1} - 1 \\
\text{fsign}(+) &= 0 \\
\text{fsign}(-) &= 1
\end{align*}
\]

where \( M = \text{signif}(N) \) and \( E = \text{expon}(N) \).

#### Storage

When a number is stored into memory, it is converted into a sequence of bytes in little endian\(^2\) byte order:

\[
\begin{align*}
\text{bytes}_t(i) &= \text{littleendian}(\text{bits}_t(i)) \\
\text{littleendian}(\epsilon) &= \epsilon \\
\text{littleendian}(d^8 \ d^* \ d^8) &= \text{littleendian}(d^*) \text{ibits}_8^{-1}(d^8)
\end{align*}
\]

Again these functions are invertable bijections.

\(^2\)https://ieeexplore.ieee.org/document/8766229

\(^2\)https://en.wikipedia.org/wiki/Endianness#Little-endian
4.3.2 Integer Operations

Sign Interpretation

Integer operators are defined on \( iN \) values. Operators that use a signed interpretation convert the value using the following definition, which takes the two’s complement when the value lies in the upper half of the value range (i.e., its most significant bit is 1):

\[
\text{signed}_N(i) = \begin{cases} 
  i & (0 \leq i < 2^{N-1}) \\
  i - 2^N & (2^{N-1} \leq i < 2^N)
\end{cases}
\]

This function is bijective, and hence invertible.

Boolean Interpretation

The integer result of predicates – i.e., \textit{tests} and \textit{relational} operators – is defined with the help of the following auxiliary function producing the value 1 or 0 depending on a condition.

\[
\text{bool}(C) = \begin{cases} 
  1 & \text{(if } C) \\
  0 & \text{(otherwise)}
\end{cases}
\]

\( \text{iadd}_N(i_1, i_2) \)

- Return the result of adding \( i_1 \) and \( i_2 \) modulo \( 2^N \).

\[
\text{iadd}_N(i_1, i_2) = (i_1 + i_2) \mod 2^N
\]

\( \text{isub}_N(i_1, i_2) \)

- Return the result of subtracting \( i_2 \) from \( i_1 \) modulo \( 2^N \).

\[
\text{isub}_N(i_1, i_2) = (i_1 - i_2 + 2^N) \mod 2^N
\]

\( \text{imul}_N(i_1, i_2) \)

- Return the result of multiplying \( i_1 \) and \( i_2 \) modulo \( 2^N \).

\[
\text{imul}_N(i_1, i_2) = (i_1 \cdot i_2) \mod 2^N
\]

\( \text{idiv}_u_N(i_1, i_2) \)

- If \( i_2 \) is 0, then the result is undefined.
- Else, return the result of dividing \( i_1 \) by \( i_2 \), truncated toward zero.

\[
\text{idiv}_u_N(i_1, 0) = \{}
\]

\[
\text{idiv}_u_N(i_1, i_2) = \text{trunc}(i_1/i_2)
\]

\textbf{Note:} This operator is \textit{partial}. 

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idiv\_s\_N(i_1, i_2)

- Let \( j_1 \) be the signed interpretation of \( i_1 \).
- Let \( j_2 \) be the signed interpretation of \( i_2 \).
- If \( j_2 \) is 0, then the result is undefined.
- Else if \( j_1 \) divided by \( j_2 \) is \( 2^{N-1} \), then the result is undefined.
- Else, return the result of dividing \( j_1 \) by \( j_2 \), truncated toward zero.

\[
\begin{align*}
\text{idiv\_s\_N}(i_1, 0) &= \{\} \\
\text{idiv\_s\_N}(i_1, i_2) &= \{\} & (\text{if signed}_N(i_1)/\text{signed}_N(i_2) = 2^{N-1}) \\
\text{idiv\_s\_N}(i_1, i_2) &= \text{signed}_N^{-1}\left(\text{trunc}(\text{signed}_N(i_1)/\text{signed}_N(i_2))\right)
\end{align*}
\]

**Note:** This operator is partial. Besides division by 0, the result of \((-2^{N-1})/(-1) = +2^{N-1}\) is not representable as an \( N \)-bit signed integer.

irem\_u\_N(i_1, i_2)

- If \( i_2 \) is 0, then the result is undefined.
- Else, return the remainder of dividing \( i_1 \) by \( i_2 \).

\[
\begin{align*}
\text{irem\_u\_N}(i_1, 0) &= \{\} \\
\text{irem\_u\_N}(i_1, i_2) &= i_1 - i_2 \cdot \text{trunc}(i_1/i_2)
\end{align*}
\]

**Note:** This operator is partial.

As long as both operators are defined, it holds that \( i_1 = i_2 \cdot \text{idiv\_u}(i_1, i_2) + \text{irem\_u}(i_1, i_2) \).

irem\_s\_N(i_1, i_2)

- Let \( j_1 \) be the signed interpretation of \( i_1 \).
- Let \( j_2 \) be the signed interpretation of \( i_2 \).
- If \( i_2 \) is 0, then the result is undefined.
- Else, return the remainder of dividing \( j_1 \) by \( j_2 \), with the sign of the dividend \( j_1 \).

\[
\begin{align*}
\text{irem\_s\_N}(i_1, 0) &= \{\} \\
\text{irem\_s\_N}(i_1, i_2) &= \text{signed}_N^{-1}\left(j_1 - j_2 \cdot \text{trunc}(j_1/j_2)\right) \\
&\quad (\text{where } j_1 = \text{signed}_N(i_1) \land j_2 = \text{signed}_N(i_2))
\end{align*}
\]

**Note:** This operator is partial.

As long as both operators are defined, it holds that \( i_1 = i_2 \cdot \text{idiv\_s}(i_1, i_2) + \text{irem\_s}(i_1, i_2) \).
\(i\text{and}_N(i_1, i_2)\)

- Return the bitwise conjunction of \(i_1\) and \(i_2\).

\[
i\text{and}_N(i_1, i_2) = \text{ibits}_N^{-1}(\text{ibits}_N(i_1) \land \text{ibits}_N(i_2))
\]

\(i\text{or}_N(i_1, i_2)\)

- Return the bitwise disjunction of \(i_1\) and \(i_2\).

\[
i\text{or}_N(i_1, i_2) = \text{ibits}_N^{-1}(\text{ibits}_N(i_1) \lor \text{ibits}_N(i_2))
\]

\(i\text{xor}_N(i_1, i_2)\)

- Return the bitwise exclusive disjunction of \(i_1\) and \(i_2\).

\[
i\text{xor}_N(i_1, i_2) = \text{ibits}_N^{-1}(\text{ibits}_N(i_1) \oplus \text{ibits}_N(i_2))
\]

\(i\text{ishl}_N(i_1, i_2)\)

- Let \(k\) be \(i_2\) modulo \(N\).

- Return the result of shifting \(i_1\) left by \(k\) bits, modulo \(2^N\).

\[
i\text{ishl}_N(i_1, i_2) = \text{ibits}_N^{-1}(d_2^{N-k} 0^k) \quad \text{(if } \text{ibits}_N(i_1) = d_1^k d_2^{N-k} \land k = i_2 \mod N)\]

\(i\text{ishr}_u\text{N}(i_1, i_2)\)

- Let \(k\) be \(i_2\) modulo \(N\).

- Return the result of shifting \(i_1\) right by \(k\) bits, extended with 0 bits.

\[
i\text{ishr}_u\text{N}(i_1, i_2) = \text{ibits}_N^{-1}(0^k d_1^{N-k}) \quad \text{(if } \text{ibits}_N(i_1) = d_1^{N-k} d_2^k \land k = i_2 \mod N)\]

\(i\text{ishr}_s\text{N}(i_1, i_2)\)

- Let \(k\) be \(i_2\) modulo \(N\).

- Return the result of shifting \(i_1\) right by \(k\) bits, extended with the most significant bit of the original value.

\[
i\text{ishr}_s\text{N}(i_1, i_2) = \text{ibits}_N^{-1}(d_0^{k+1} d_1^{N-k-1}) \quad \text{(if } \text{ibits}_N(i_1) = d_0 d_1^{N-k-1} d_2^k \land k = i_2 \mod N)\]

\(i\text{irotl}_N(i_1, i_2)\)

- Let \(k\) be \(i_2\) modulo \(N\).

- Return the result of rotating \(i_1\) left by \(k\) bits.

\[
i\text{irotl}_N(i_1, i_2) = \text{ibits}_N^{-1}(d_2^{N-k} d_1^k) \quad \text{(if } \text{ibits}_N(i_1) = d_1^k d_2^{N-k} \land k = i_2 \mod N)\]
irotr\(N(i_1, i_2)\)

- Let \(k\) be \(i_2\) modulo \(N\).
- Return the result of rotating \(i_1\) right by \(k\) bits.

\[
\text{irotr}_N(i_1, i_2) = \text{ibits}_N^1(d_2^k d_1^{N-k}) \quad \text{(if ibits}_N(i_1) = d_1^{N-k} d_2^k \land k = i_2 \text{ mod } N)}
\]

iclz\(N(i)\)

- Return the count of leading zero bits in \(i\); all bits are considered leading zeros if \(i\) is 0.

\[
iclz_N(i) = k \quad \text{(if ibits}_N(i) = 0^k (1 d^*)^?)
\]

ictz\(N(i)\)

- Return the count of trailing zero bits in \(i\); all bits are considered trailing zeros if \(i\) is 0.

\[
ictz_N(i) = k \quad \text{(if ibits}_N(i) = (d^* 1)^k 0^k)
\]

ipopcnt\(N(i)\)

- Return the count of non-zero bits in \(i\).

\[
ipopcnt_N(i) = k \quad \text{(if ibits}_N(i) = (0^* 1)^k 0^*)
\]

ieqz\(N(i)\)

- Return 1 if \(i\) is zero, 0 otherwise.

\[
ieqz_N(i) = \text{bool}(i = 0)
\]

ieq\(N(i_1, i_2)\)

- Return 1 if \(i_1\) equals \(i_2\), 0 otherwise.

\[
ieq_N(i_1, i_2) = \text{bool}(i_1 = i_2)
\]

ine\(N(i_1, i_2)\)

- Return 1 if \(i_1\) does not equal \(i_2\), 0 otherwise.

\[
ine_N(i_1, i_2) = \text{bool}(i_1 \neq i_2)
\]

ilt\(u_N(i_1, i_2)\)

- Return 1 if \(i_1\) is less than \(i_2\), 0 otherwise.

\[
ilt_u_N(i_1, i_2) = \text{bool}(i_1 < i_2)
\]
ilt\_s_N(i_1, i_2)

- Let \( j_1 \) be the \textit{signed interpretation} of \( i_1 \).
- Let \( j_2 \) be the \textit{signed interpretation} of \( i_2 \).
- Return 1 if \( j_1 \) is less than \( j_2 \), 0 otherwise.

\[
\text{ilt}\_s_N(i_1, i_2) = \text{bool}(\text{signed}_N(i_1) < \text{signed}_N(i_2))
\]

igt\_u_N(i_1, i_2)

- Return 1 if \( i_1 \) is greater than \( i_2 \), 0 otherwise.

\[
\text{igt}\_u_N(i_1, i_2) = \text{bool}(i_1 > i_2)
\]

igt\_s_N(i_1, i_2)

- Let \( j_1 \) be the \textit{signed interpretation} of \( i_1 \).
- Let \( j_2 \) be the \textit{signed interpretation} of \( i_2 \).
- Return 1 if \( j_1 \) is greater than \( j_2 \), 0 otherwise.

\[
\text{igt}\_s_N(i_1, i_2) = \text{bool}(\text{signed}_N(i_1) > \text{signed}_N(i_2))
\]

ile\_u_N(i_1, i_2)

- Return 1 if \( i_1 \) is less than or equal to \( i_2 \), 0 otherwise.

\[
\text{ile}\_u_N(i_1, i_2) = \text{bool}(i_1 \leq i_2)
\]

ile\_s_N(i_1, i_2)

- Let \( j_1 \) be the \textit{signed interpretation} of \( i_1 \).
- Let \( j_2 \) be the \textit{signed interpretation} of \( i_2 \).
- Return 1 if \( j_1 \) is less than or equal to \( j_2 \), 0 otherwise.

\[
\text{ile}\_s_N(i_1, i_2) = \text{bool}(\text{signed}_N(i_1) \leq \text{signed}_N(i_2))
\]

ige\_u_N(i_1, i_2)

- Return 1 if \( i_1 \) is greater than or equal to \( i_2 \), 0 otherwise.

\[
\text{ige}\_u_N(i_1, i_2) = \text{bool}(i_1 \geq i_2)
\]

ige\_s_N(i_1, i_2)

- Let \( j_1 \) be the \textit{signed interpretation} of \( i_1 \).
- Let \( j_2 \) be the \textit{signed interpretation} of \( i_2 \).
- Return 1 if \( j_1 \) is greater than or equal to \( j_2 \), 0 otherwise.

\[
\text{ige}\_s_N(i_1, i_2) = \text{bool}(\text{signed}_N(i_1) \geq \text{signed}_N(i_2))
\]
\texttt{ige_{ \min(N)}(i_1, i_2)}

- Let \( j_1 \) be the \textit{signed interpretation} of \( i_1 \).
- Let \( j_2 \) be the \textit{signed interpretation} of \( i_2 \).
- Return 1 if \( j_1 \) is greater than or equal to \( j_2 \), 0 otherwise.

\[ \text{ige}_{ \min(N)}(i_1, i_2) = \text{bool}(\text{signed}_{ \min(N)}(i_1) \geq \text{signed}_{ \min(N)}(i_2)) \]

\texttt{iextend}_{ \min(N)}(i)

- Return \( \text{extend}_{M, \min(N)}(i) \).

\[ \text{iextend}_{ \min(N)}(i) = \text{extend}_{M, \min(N)}(i) \]

\subsection*{4.3.3 Floating-Point Operations}

Floating-point arithmetic follows the IEEE 754-2019\textsuperscript{24} standard, with the following qualifications:

- All operators use round-to-nearest ties-to-even, except where otherwise specified. Non-default directed rounding attributes are not supported.
- Following the recommendation that operators propagate \texttt{NaN} payloads from their operands is permitted but not required.
- All operators use “non-stop” mode, and floating-point exceptions are not otherwise observable. In particular, neither alternate floating-point exception handling attributes nor operators on status flags are supported. There is no observable difference between quiet and signalling NaNs.

\textbf{Note:} Some of these limitations may be lifted in future versions of WebAssembly.

\subsection*{Rounding}

Rounding always is round-to-nearest ties-to-even, in correspondence with IEEE 754-2019\textsuperscript{25} (Section 4.3.1).

An \textit{exact} floating-point number is a rational number that is exactly representable as a \textit{floating-point number} of given bit width \( N \).

A \textit{limit} number for a given floating-point bit width \( N \) is a positive or negative number whose magnitude is the smallest power of 2 that is not exactly representable as a floating-point number of width \( N \) (that magnitude is \( 2^{128} \) for \( N = 32 \) and \( 2^{1024} \) for \( N = 64 \)).

A \textit{candidate} number is either an exact floating-point number or a positive or negative limit number for the given bit width \( N \).

A \textit{candidate pair} is a pair \( z_1, z_2 \) of candidate numbers, such that no candidate number exists that lies between the two.

A real number \( r \) is converted to a floating-point value of bit width \( N \) as follows:

- If \( r \) is 0, then return +0.
- Else if \( r \) is an exact floating-point number, then return \( r \).
- Else if \( r \) greater than or equal to the positive limit, then return +\( \infty \).
- Else if \( r \) is less than or equal to the negative limit, then return -\( \infty \).

\textsuperscript{24}https://ieeexplore.ieee.org/document/8766229
\textsuperscript{25}https://ieeexplore.ieee.org/document/8766229
• Else if \( z_1 \) and \( z_2 \) are a candidate pair such that \( z_1 < r < z_2 \), then:
  - If \( |r - z_1| < |r - z_2| \), then let \( z \) be \( z_1 \).
  - Else if \( |r - z_1| > |r - z_2| \), then let \( z \) be \( z_2 \).
  - Else if \( |r - z_1| = |r - z_2| \) and the significand of \( z_1 \) is even, then let \( z \) be \( z_1 \).
  - Else, let \( z \) be \( z_2 \).

• If \( z \) is 0, then:
  - If \( r < 0 \), then return \(-0\).
  - Else, return \(+0\).

• Else if \( z \) is a limit number, then:
  - If \( r < 0 \), then return \(-\infty\).
  - Else, return \(+\infty\).

• Else, return \( z \).

\[
\begin{align*}
\text{float}_{N}(0) & = +0 \\
\text{float}_{N}(r) & = r \quad \text{ (if } r \in \text{exact}_{N}) \\
\text{float}_{N}(r) & = +\infty \quad \text{ (if } r \geq +\text{limit}_{N}) \\
\text{float}_{N}(r) & = -\infty \quad \text{ (if } r \leq -\text{limit}_{N}) \\
\text{float}_{N}(r) & = \text{closest}_{N}(r, z_1, z_2) \quad \text{ (if } z_1 < r < z_2 \land (z_1, z_2) \in \text{candidatepair}_{N}) \\
\text{closest}_{N}(r, z_1, z_2) & = \text{rectify}_{N}(r, z_1) \quad \text{ (if } |r - z_1| < |r - z_2|) \\
\text{closest}_{N}(r, z_1, z_2) & = \text{rectify}_{N}(r, z_2) \quad \text{ (if } |r - z_1| > |r - z_2|) \\
\text{closest}_{N}(r, z_1, z_2) & = \text{rectify}_{N}(r, z_1) \quad \text{ (if } |r - z_1| = |r - z_2| \land \text{even}_{N}(z_1)) \\
\text{closest}_{N}(r, z_1, z_2) & = \text{rectify}_{N}(r, z_2) \quad \text{ (if } |r - z_1| = |r - z_2| \land \text{even}_{N}(z_2)) \\
\text{rectify}_{N}(r, \pm\text{limit}_{N}) & = \pm\infty \\
\text{rectify}_{N}(r, 0) & = +0 \quad \text{ (} r \geq 0 \text{)} \\
\text{rectify}_{N}(r, 0) & = -0 \quad \text{ (} r < 0 \text{)} \\
\text{rectify}_{N}(r, z) & = z
\end{align*}
\]

where:

\[
\begin{align*}
\text{exact}_{N} & = f_{N} \cap Q \\
\text{limit}_{N} & = 2^{\text{exponent}(N)} - 1 \\
\text{candidate}_{N} & = \text{exact}_{N} \cup \{\pm\text{limit}_{N}, -\text{limit}_{N}\} \\
\text{candidatepair}_{N} & = \{(z_1, z_2) \in \text{candidate}_{N}^{2} \mid z_1 < z_2 \land \forall z \in \text{candidate}_{N}, z \leq z_1 \lor z \geq z_2\} \\
\text{even}_{N}\left((d + m \cdot 2^{-M}) \cdot 2^{e}\right) & \iff m \mod 2 = 0 \\
\text{even}_{N}(\pm\text{limit}_{N}) & \iff \text{true}
\end{align*}
\]

**NaN Propagation**

When the result of a floating-point operator other than `fneg`, `fabs`, or `fcopysign` is a \( N \), then its sign is non-deterministic and the payload is computed as follows:

• If the payload of all NaN inputs to the operator is canonical (including the case that there are no NaN inputs), then the payload of the output is canonical as well.

• Otherwise the payload is picked non-deterministically among all arithmetic NaNs; that is, its most significant bit is 1 and all others are unspecified.

This non-deterministic result is expressed by the following auxiliary function producing a set of allowed outputs from a set of inputs:

\[
\begin{align*}
\text{nans}_{N}(z^{*}) & = \{+\text{nan}(n), -\text{nan}(n) \mid n = \text{canon}_{N}\} \quad \text{(if } \forall \text{nan}(n) \in z^{*}, n = \text{canon}_{N}) \\
\text{nans}_{N}(z^{*}) & = \{+\text{nan}(n), -\text{nan}(n) \mid n \geq \text{canon}_{N}\} \quad \text{(otherwise)}
\end{align*}
\]
fadd₆⁵(𝑧₁, 𝑧₂)

- If either 𝑧₁ or 𝑧₂ is a NaN, then return an element of \( ℉₆⁵ \{ 𝑧₁, 𝑧₂ \} \).
- Else if both 𝑧₁ and 𝑧₂ are infinities of opposite signs, then return an element of \( ℉₆⁵ \{ \} \).
- Else if both 𝑧₁ and 𝑧₂ are infinities of equal sign, then return that infinity.
- Else if one of 𝑧₁ or 𝑧₂ is an infinity, then return that infinity.
- Else if both 𝑧₁ and 𝑧₂ are zeroes of opposite sign, then return positive zero.
- Else if both 𝑧₁ and 𝑧₂ are zeroes of equal sign, then return that zero.
- Else if one of 𝑧₁ or 𝑧₂ is a zero, then return the other operand.
- Else if both 𝑧₁ and 𝑧₂ are values with the same magnitude but opposite signs, then return positive zero.
- Else return the result of adding 𝑧₁ and 𝑧₂, \textit{rounded} to the nearest representable value.

\[
\begin{align*}
\text{fadd}_N(±\text{nan}(n), z_2) &= ℉_N\{±\text{nan}(n), z_2\} \\
\text{fadd}_N(z_1, ±\text{nan}(n)) &= ℉_N\{±\text{nan}(n), z_1\} \\
\text{fadd}_N(±\infty, ±\infty) &= ℉_N\{\} \\
\text{fadd}_N(±\infty, z_2) &= ±\infty \\
\text{fadd}_N(z_1, ±\infty) &= ±\infty \\
\text{fadd}_N(±0, ±0) &= +0 \\
\text{fadd}_N(±0, ±0) &= ±0 \\
\text{fadd}_N(z_1, ±0) &= z_1 \\
\text{fadd}_N(±0, z_2) &= z_2 \\
\text{fadd}_N(±q, ±q) &= +0 \\
\text{fadd}_N(z_1, z_2) &= \text{float}_N(z_1 + z_2)
\end{align*}
\]

fsub₆⁵(𝑧₁, 𝑧₂)

- If either 𝑧₁ or 𝑧₂ is a NaN, then return an element of \( ℉₆⁵ \{ 𝑧₁, 𝑧₂ \} \).
- Else if both 𝑧₁ and 𝑧₂ are infinities of equal signs, then return an element of \( ℉₆⁵ \{ \} \).
- Else if both 𝑧₁ and 𝑧₂ are infinities of opposite sign, then return 𝑧₁.
- Else if 𝑧₁ is an infinity, then return that infinity.
- Else if 𝑧₂ is an infinity, then return that infinity negated.
- Else if both 𝑧₁ and 𝑧₂ are zeroes of equal sign, then return positive zero.
- Else if both 𝑧₁ and 𝑧₂ are zeroes of opposite sign, then return 𝑧₁.
- Else if 𝑧₂ is a zero, then return 𝑧₁.
- Else if 𝑧₁ is a zero, then return 𝑧₂ negated.
- Else if both 𝑧₁ and 𝑧₂ are the same value, then return positive zero.
- Else return the result of subtracting 𝑧₂ from 𝑧₁, \textit{rounded} to the nearest representable value.

4.3. Numerics
\[
\text{fsub}_N(\pm \text{nans}(n), z_2) = \text{nans}_N(\pm \text{nans}(n), z_2)
\]
\[
\text{fsub}_N(z_1, \pm \text{nans}(n)) = \text{nans}_N(\pm \text{nans}(n), z_1)
\]
\[
\text{fsub}_N(\pm \infty, \pm \infty) = \text{nans}_N()}
\]
\[
\text{fsub}_N(\pm \infty, \mp \infty) = \pm \infty
\]
\[
\text{fsub}_N(\mp 0, 0) = +0
\]
\[
\text{fsub}_N(\pm 0, \mp 0) = \pm 0
\]
\[
\text{fsub}_N(z_1, \pm 0) = z_1
\]
\[
\text{fsub}_N(\pm 0, \pm q_2) = \mp q_2
\]
\[
\text{fsub}_N(\pm q_1, \pm q) = +0
\]
\[
\text{fsub}_N(z_1, z_2) = \text{float}_N(z_1 - z_2)
\]

**Note:** Up to the non-determinism regarding NaNs, it always holds that \(\text{fsub}_N(z_1, z_2) = \text{fadd}_N(z_1, \text{fneg}_N(z_2))\).

\[
\text{fmul}_N(z_1, z_2)
\]

- If either \(z_1\) or \(z_2\) is a NaN, then return an element of \(\text{nans}_N\{z_1, z_2\}\).
- Else if one of \(z_1\) and \(z_2\) is a zero and the other an infinity, then return an element of \(\text{nans}_N\{\}\).
- Else if both \(z_1\) and \(z_2\) are infinities of equal sign, then return positive infinity.
- Else if both \(z_1\) and \(z_2\) are infinities of opposite sign, then return negative infinity.
- Else if one of \(z_1\) or \(z_2\) is an infinity and the other a value with equal sign, then return positive infinity.
- Else if one of \(z_1\) or \(z_2\) is an infinity and the other a value with opposite sign, then return negative infinity.
- Else if both \(z_1\) and \(z_2\) are zeroes of equal sign, then return positive zero.
- Else if both \(z_1\) and \(z_2\) are zeroes of opposite sign, then return negative zero.
- Else return the result of multiplying \(z_1\) and \(z_2\), rounded to the nearest representable value.

\[
\text{fmul}_N(\pm \text{nans}(n), z_2) = \text{nans}_N(\pm \text{nans}(n), z_2)
\]
\[
\text{fmul}_N(z_1, \pm \text{nans}(n)) = \text{nans}_N(\pm \text{nans}(n), z_1)
\]
\[
\text{fmul}_N(\pm \infty, \pm 0) = \text{nans}_N(\\pm \infty, \pm 0)
\]
\[
\text{fmul}_N(\pm \infty, \mp 0) = \text{nans}_N(\pm \infty, \mp 0)
\]
\[
\text{fmul}_N(\pm 0, \pm \infty) = \text{nans}_N(\pm 0, \pm \infty)
\]
\[
\text{fmul}_N(\pm 0, \mp \infty) = \text{nans}_N(\pm 0, \mp \infty)
\]
\[
\text{fmul}_N(\pm \infty, \pm \infty) = +\infty
\]
\[
\text{fmul}_N(\pm \infty, \mp \infty) = -\infty
\]
\[
\text{fmul}_N(\pm q_1, \pm q) = +\infty
\]
\[
\text{fmul}_N(\pm q_1, \mp q) = -\infty
\]
\[
\text{fmul}_N(\pm 0, \pm 0) = +0
\]
\[
\text{fmul}_N(\pm 0, \mp 0) = -0
\]
\[
\text{fmul}_N(z_1, z_2) = \text{float}_N(z_1 \cdot z_2)
\]
\(\text{fdiv}_N(z_1, z_2)\)

- If either \(z_1\) or \(z_2\) is a NaN, then return an element of \(\text{nans}_N\{z_1, z_2\}\).
- Else if both \(z_1\) and \(z_2\) are infinities, then return an element of \(\text{nans}_N\{\}\).
- Else if both \(z_1\) and \(z_2\) are zeroes, then return an element of \(\text{nans}_N\{z_1, z_2\}\).
- Else if \(z_1\) is an infinity and \(z_2\) a value with equal sign, then return positive infinity.
- Else if \(z_1\) is an infinity and \(z_2\) a value with opposite sign, then return negative infinity.
- Else if \(z_2\) is an infinity and \(z_1\) a value with equal sign, then return positive zero.
- Else if \(z_2\) is an infinity and \(z_1\) a value with opposite sign, then return negative zero.
- Else if \(z_1\) is a zero and \(z_2\) a value with equal sign, then return positive zero.
- Else if \(z_1\) is a zero and \(z_2\) a value with opposite sign, then return negative zero.
- Else if \(z_2\) is a zero and \(z_1\) a value with equal sign, then return positive infinity.
- Else if \(z_2\) is a zero and \(z_1\) a value with opposite sign, then return negative infinity.
- Else return the result of dividing \(z_1\) by \(z_2\), \textit{rounded} to the nearest representable value.

\[
\begin{align*}
\text{fdiv}_N(\pm \text{nan}(n), z_2) &= \text{nans}_N(\pm \text{nan}(n), z_2) \\
\text{fdiv}_N(z_1, \pm \text{nan}(n)) &= \text{nans}_N(\pm \text{nan}(n), z_1) \\
\text{fdiv}_N(\pm \infty, \pm \infty) &= \text{nans}_N(\{\}) \\
\text{fdiv}_N(\pm \infty, -\infty) &= \text{nans}_N(\{\}) \\
\text{fdiv}_N(\pm 0, \pm 0) &= \text{nans}_N(\{\}) \\
\text{fdiv}_N(\pm 0, +0) &= \text{nans}_N(\{\}) \\
\text{fdiv}_N(\pm \infty, \pm q_2) &= +\infty \\
\text{fdiv}_N(\pm \infty, -q_2) &= -\infty \\
\text{fdiv}_N(\pm q_1, -\infty) &= +0 \\
\text{fdiv}_N(\pm q_1, +0) &= -0 \\
\text{fdiv}_N(\pm 0, \pm q_2) &= +0 \\
\text{fdiv}_N(\pm 0, +q_2) &= -0 \\
\text{fdiv}_N(\pm q_1, +0) &= +\infty \\
\text{fdiv}_N(\pm q_1, -0) &= -\infty \\
\text{fdiv}_N(z_1, z_2) &= \text{float}_N(z_1/z_2)
\end{align*}
\]

\(\text{fmin}_N(z_1, z_2)\)

- If either \(z_1\) or \(z_2\) is a NaN, then return an element of \(\text{nans}_N\{z_1, z_2\}\).
- Else if one of \(z_1\) or \(z_2\) is a negative infinity, then return negative infinity.
- Else if one of \(z_1\) or \(z_2\) is a positive infinity, then return the other value.
- Else if both \(z_1\) and \(z_2\) are zeroes of opposite signs, then return negative zero.
- Else return the smaller value of \(z_1\) and \(z_2\).

\[
\begin{align*}
\text{fmin}_N(\pm \text{nan}(n), z_2) &= \text{nans}_N(\pm \text{nan}(n), z_2) \\
\text{fmin}_N(z_1, \pm \text{nan}(n)) &= \text{nans}_N(\pm \text{nan}(n), z_1) \\
\text{fmin}_N(+\infty, z_2) &= z_2 \\
\text{fmin}_N(-\infty, z_2) &= -\infty \\
\text{fmin}_N(z_1, +\infty) &= z_1 \\
\text{fmin}_N(z_1, -\infty) &= -\infty \\
\text{fmin}_N(\pm 0, +0) &= -0 \\
\text{fmin}_N(z_1, z_2) &= z_1 & (\text{if } z_1 \leq z_2) \\
\text{fmin}_N(z_1, z_2) &= z_2 & (\text{if } z_2 \leq z_1)
\end{align*}
\]
\( \text{fmax}_N(z_1, z_2) \)

- If either \( z_1 \) or \( z_2 \) is a NaN, then return an element of \( \text{nans}_N \{ z_1, z_2 \} \).
- Else if one of \( z_1 \) or \( z_2 \) is a positive infinity, then return positive infinity.
- Else if one of \( z_1 \) or \( z_2 \) is a negative infinity, then return the other value.
- Else if both \( z_1 \) and \( z_2 \) are zeroes of opposite signs, then return positive zero.
- Else return the larger value of \( z_1 \) and \( z_2 \).

\[
\begin{align*}
\text{fmax}_N(\pm \text{nan}(n), z_2) &= \text{nans}_N \{ \pm \text{nan}(n), z_2 \} \\
\text{fmax}_N(z_1, \pm \text{nan}(n)) &= \text{nans}_N \{ \pm \text{nan}(n), z_1 \} \\
\text{fmax}_N(+\infty, z_2) &= +\infty \\
\text{fmax}_N(-\infty, z_2) &= z_2 \\
\text{fmax}_N(z_1, +\infty) &= +\infty \\
\text{fmax}_N(z_1, -\infty) &= z_1 \\
\text{fmax}_N(\pm 0, \mp 0) &= +0 \\
\text{fmax}_N(z_1, z_2) &= \begin{array}{ll}
z_1 & \text{(if } z_1 \geq z_2) \\
\end{array} \\
\text{fmax}_N(z_1, z_2) &= \begin{array}{ll}
z_2 & \text{(if } z_2 \geq z_1) \\
\end{array}
\]

\( \text{fcopysign}_N(z_1, z_2) \)

- If \( z_1 \) and \( z_2 \) have the same sign, then return \( z_1 \).
- Else return \( z_1 \) with negated sign.

\[
\begin{align*}
\text{fcopysign}_N(\pm p_1, \pm p_2) &= \pm p_1 \\
\text{fcopysign}_N(\pm p_1, \mp p_2) &= \mp p_1
\end{align*}
\]

\( \text{fabs}_N(z) \)

- If \( z \) is a NaN, then return \( z \) with positive sign.
- Else if \( z \) is an infinity, then return positive infinity.
- Else if \( z \) is a zero, then return positive zero.
- Else if \( z \) is a positive value, then \( z \).
- Else return \( z \) negated.

\[
\begin{align*}
\text{fabs}_N(\pm \text{nan}(n)) &= +\text{nan}(n) \\
\text{fabs}_N(\pm \infty) &= +\infty \\
\text{fabs}_N(\pm 0) &= +0 \\
\text{fabs}_N(\pm q) &= +q
\end{align*}
\]

\( \text{fneg}_N(z) \)

- If \( z \) is a NaN, then return \( z \) with negated sign.
- Else if \( z \) is an infinity, then return that infinity negated.
- Else if \( z \) is a zero, then return that zero negated.
- Else return \( z \) negated.

\[
\begin{align*}
\text{fneg}_N(\pm \text{nan}(n)) &= \mp \text{nan}(n) \\
\text{fneg}_N(\pm \infty) &= \mp \infty \\
\text{fneg}_N(\pm 0) &= \mp 0 \\
\text{fneg}_N(\pm q) &= \mp q
\end{align*}
\]
\( \text{fsqrt}_N(z) \)

- If \( z \) is a NaN, then return an element of \( \text{nans}_N \{ z \} \).
- Else if \( z \) is negative infinity, then return an element of \( \text{nans}_N \{ \} \).
- Else if \( z \) is positive infinity, then return positive infinity.
- Else if \( z \) is a zero, then return that zero.
- Else if \( z \) has a negative sign, then return an element of \( \text{nans}_N \{ \} \).
- Else return the square root of \( z \).

\[
\begin{align*}
\text{fsqrt}_N(\pm \text{nan}(n)) &= \text{nans}_N \{ \pm \text{nan}(n) \} \\
\text{fsqrt}_N(-\infty) &= \text{nans}_N \{ \} \\
\text{fsqrt}_N(+\infty) &= +\infty \\
\text{fsqrt}_N(0) &= \pm 0 \\
\text{fsqrt}_N(-q) &= \text{nans}_N \{ \} \\
\text{fsqrt}_N(+q) &= \text{float}_N(\sqrt{q}) 
\end{align*}
\]

\( \text{fceil}_N(z) \)

- If \( z \) is a NaN, then return an element of \( \text{nans}_N \{ z \} \).
- Else if \( z \) is an infinity, then return \( z \).
- Else if \( z \) is a zero, then return \( z \).
- Else if \( z \) is smaller than 0 but greater than \(-1\), then return negative zero.
- Else return the smallest integral value that is not smaller than \( z \).

\[
\begin{align*}
\text{fceil}_N(\pm \text{nan}(n)) &= \text{nans}_N \{ \pm \text{nan}(n) \} \\
\text{fceil}_N(\pm \infty) &= \pm \infty \\
\text{fceil}_N(0) &= \pm 0 \\
\text{fceil}_N(-q) &= -0 \quad \text{(if } -1 < -q < 0) \\
\text{fceil}_N(\pm q) &= \text{float}_N(i) \quad \text{(if } \pm q - 1 < i \leq \pm q + 1) 
\end{align*}
\]

\( \text{ffloor}_N(z) \)

- If \( z \) is a NaN, then return an element of \( \text{nans}_N \{ z \} \).
- Else if \( z \) is an infinity, then return \( z \).
- Else if \( z \) is a zero, then return \( z \).
- Else if \( z \) is greater than 0 but smaller than 1, then return positive zero.
- Else return the largest integral value that is not larger than \( z \).

\[
\begin{align*}
\text{ffloor}_N(\pm \text{nan}(n)) &= \text{nans}_N \{ \pm \text{nan}(n) \} \\
\text{ffloor}_N(\pm \infty) &= \pm \infty \\
\text{ffloor}_N(0) &= \pm 0 \\
\text{ffloor}_N(+q) &= +0 \quad \text{(if } 0 < +q < 1) \\
\text{ffloor}_N(\pm q) &= \text{float}_N(i) \quad \text{(if } \pm q - 1 < i \leq \pm q) 
\end{align*}
\]
ftrunc\(N\)(z)

- If \(z\) is a NaN, then return an element of \(nans_N\{z\}\).
- Else if \(z\) is an infinity, then return \(z\).
- Else if \(z\) is a zero, then return \(z\).
- Else if \(z\) is greater than 0 but smaller than 1, then return positive zero.
- Else if \(z\) is smaller than 0 but greater than \(-1\), then return negative zero.
- Else return the integral value with the same sign as \(z\) and the largest magnitude that is not larger than the magnitude of \(z\).

\[
\begin{align*}
ftrunc_N(\pm \text{nan}(n)) &= nans_N\{\pm \text{nan}(n)\} \\
ftrunc_N(\pm \infty) &= \pm \infty \\
ftrunc_N(\pm 0) &= \pm 0 \\
ftrunc_N(+q) &= +0 \quad \text{(if } 0 < +q < 1) \\
ftrunc_N(-q) &= -0 \quad \text{(if } -1 < -q < 0) \\
ftrunc_N(\pm q) &= \text{float}_N(\pm i) \quad \text{(if } +q - 1 < i \leq +q) \\
\end{align*}
\]

fnearest\(N\)(z)

- If \(z\) is a NaN, then return an element of \(nans_N\{z\}\).
- Else if \(z\) is an infinity, then return \(z\).
- Else if \(z\) is a zero, then return \(z\).
- Else if \(z\) is greater than 0 but smaller than or equal to 0.5, then return positive zero.
- Else if \(z\) is smaller than 0 but greater than or equal to \(-0.5\), then return negative zero.
- Else return the integral value that is nearest to \(z\); if two values are equally near, return the even one.

\[
\begin{align*}
fnearest_N(\pm \text{nan}(n)) &= nans_N\{\pm \text{nan}(n)\} \\
fnearest_N(\pm \infty) &= \pm \infty \\
fnearest_N(\pm 0) &= \pm 0 \\
fnearest_N(+q) &= +0 \quad \text{(if } 0 < +q \leq 0.5) \\
fnearest_N(-q) &= -0 \quad \text{(if } -0.5 \leq -q < 0) \\
fnearest_N(\pm q) &= \text{float}_N(\pm i) \quad \text{(if } |i - q| < 0.5) \\
fnearest_N(\pm q) &= \text{float}_N(\pm i) \quad \text{(if } |i - q| = 0.5 \land i \text{ even}) \\
\end{align*}
\]

feq\(N\)(z\(_1\), z\(_2\))

- If either \(z_1\) or \(z_2\) is a NaN, then return 0.
- Else if both \(z_1\) and \(z_2\) are zeroes, then return 1.
- Else if both \(z_1\) and \(z_2\) are the same value, then return 1.
- Else return 0.

\[
\begin{align*}
\text{feq}_N(\pm \text{nan}(n), z_2) &= 0 \\
\text{feq}_N(z_1, \pm \text{nan}(n)) &= 0 \\
\text{feq}_N(\pm 0, \mp 0) &= 1 \\
\text{feq}_N(z_1, z_2) &= \text{bool}(z_1 = z_2) \\
\end{align*}
\]
fne\textsubscript{N}(z_1, z_2)

- If either \(z_1\) or \(z_2\) is a NaN, then return 1.
- Else if both \(z_1\) and \(z_2\) are zeroes, then return 0.
- Else if both \(z_1\) and \(z_2\) are the same value, then return 0.
- Else return 1.

\[
\begin{align*}
\text{fne}_N(±\text{nan}(n), z_2) & = 1 \\
\text{fne}_N(z_1, ±\text{nan}(n)) & = 1 \\
\text{fne}_N(±0, ±0) & = 0 \\
\text{fne}_N(z_1, z_2) & = \text{bool}(z_1 \neq z_2)
\end{align*}
\]

flt\textsubscript{N}(z_1, z_2)

- If either \(z_1\) or \(z_2\) is a NaN, then return 0.
- Else if \(z_1\) and \(z_2\) are the same value, then return 0.
- Else if \(z_1\) is positive infinity, then return 0.
- Else if \(z_1\) is negative infinity, then return 1.
- Else if \(z_2\) is positive infinity, then return 1.
- Else if \(z_2\) is negative infinity, then return 0.
- Else if both \(z_1\) and \(z_2\) are zeroes, then return 0.
- Else if \(z_1\) is smaller than \(z_2\), then return 1.
- Else return 0.

\[
\begin{align*}
\text{flt}_N(±\text{nan}(n), z_2) & = 0 \\
\text{flt}_N(z_1, ±\text{nan}(n)) & = 0 \\
\text{flt}_N(z, z) & = 0 \\
\text{flt}_N(+\infty, z_2) & = 0 \\
\text{flt}_N(−\infty, z_2) & = 1 \\
\text{flt}_N(z_1, +\infty) & = 1 \\
\text{flt}_N(z_1, −\infty) & = 0 \\
\text{flt}_N(±0, ±0) & = 0 \\
\text{flt}_N(z_1, z_2) & = \text{bool}(z_1 < z_2)
\end{align*}
\]

fgt\textsubscript{N}(z_1, z_2)

- If either \(z_1\) or \(z_2\) is a NaN, then return 0.
- Else if \(z_1\) and \(z_2\) are the same value, then return 0.
- Else if \(z_1\) is positive infinity, then return 1.
- Else if \(z_1\) is negative infinity, then return 0.
- Else if \(z_2\) is positive infinity, then return 0.
- Else if \(z_2\) is negative infinity, then return 1.
- Else if both \(z_1\) and \(z_2\) are zeroes, then return 0.
- Else if \(z_1\) is larger than \(z_2\), then return 1.
- Else return 0.
\begin{align*}
\text{fgt}_N(\pm\text{nan}(n), z_2) &= 0 \\
\text{fgt}_N(z_1, \pm\text{nan}(n)) &= 0 \\
\text{fgt}_N(z, z) &= 0 \\
\text{fgt}_N(+\infty, z_2) &= 1 \\
\text{fgt}_N(-\infty, z_2) &= 0 \\
\text{fgt}_N(z_1, +\infty) &= 0 \\
\text{fgt}_N(z_1, -\infty) &= 1 \\
\text{fgt}_N(\pm0, \mp0) &= 0 \\
\text{fgt}_N(z_1, z_2) &= \text{bool}(z_1 > z_2)
\end{align*}

\begin{align*}
\text{fle}_N(z_1, z_2) \\
&= \begin{cases} \\
0 & \text{if either } z_1 \text{ or } z_2 \text{ is a NaN, then return } 0. \\
1 & \text{if } z_1 \text{ and } z_2 \text{ are the same value, then return } 1. \\
0 & \text{if } z_1 \text{ is positive infinity, then return } 0. \\
1 & \text{if } z_1 \text{ is negative infinity, then return } 1. \\
0 & \text{if } z_2 \text{ is positive infinity, then return } 0. \\
1 & \text{if } z_2 \text{ is negative infinity, then return } 1. \\
0 & \text{if both } z_1 \text{ and } z_2 \text{ are zeroes, then return } 1. \\
1 & \text{if } z_1 \text{ is smaller than or equal to } z_2, \text{ then return } 1. \\
0 & \text{else return } 0.
\end{cases}
\end{align*}

\begin{align*}
\text{fle}_N(\pm\text{nan}(n), z_2) &= 0 \\
\text{fle}_N(z_1, \pm\text{nan}(n)) &= 0 \\
\text{fle}_N(z, z) &= 1 \\
\text{fle}_N(+\infty, z_2) &= 0 \\
\text{fle}_N(-\infty, z_2) &= 1 \\
\text{fle}_N(z_1, +\infty) &= 1 \\
\text{fle}_N(z_1, -\infty) &= 0 \\
\text{fle}_N(\pm0, \mp0) &= 1 \\
\text{fle}_N(z_1, z_2) &= \text{bool}(z_1 \leq z_2)
\end{align*}

\begin{align*}
\text{fge}_N(z_1, z_2) \\
&= \begin{cases} \\
0 & \text{if either } z_1 \text{ or } z_2 \text{ is a NaN, then return } 0. \\
1 & \text{if } z_1 \text{ and } z_2 \text{ are the same value, then return } 1. \\
0 & \text{if } z_1 \text{ is positive infinity, then return } 1. \\
1 & \text{if } z_1 \text{ is negative infinity, then return } 0. \\
0 & \text{if } z_2 \text{ is positive infinity, then return } 0. \\
1 & \text{if } z_2 \text{ is negative infinity, then return } 1. \\
0 & \text{if both } z_1 \text{ and } z_2 \text{ are zeroes, then return } 1. \\
1 & \text{if } z_1 \text{ is smaller than or equal to } z_2, \text{ then return } 1. \\
0 & \text{else return } 0.
\end{cases}
\end{align*}
\[ f_{\geq N}(\pm \text{nan}(n), z_2) = 0 \]
\[ f_{\geq N}(z_1, \pm \text{nan}(n)) = 0 \]
\[ f_{\geq N}(z, z) = 1 \]
\[ f_{\geq N}(+\infty, z_2) = 1 \]
\[ f_{\geq N}(-\infty, z_2) = 0 \]
\[ f_{\geq N}(z_1, +\infty) = 0 \]
\[ f_{\geq N}(z_1, -\infty) = 1 \]
\[ f_{\geq N}(\pm 0, \mp 0) = 1 \]
\[ f_{\geq N}(z_1, z_2) = \text{bool}(z_1 \geq z_2) \]

### 4.3.4 Conversions

\[ \text{extend}_{u}^{M,N}(i) \]
- Return \( i \).
\[ \text{extend}_{u}^{M,N}(i) = i \]

**Note:** In the abstract syntax, unsigned extension just reinterprets the same value.

\[ \text{extend}_{s}^{M,N}(i) \]
- Let \( j \) be the signed interpretation of \( i \) of size \( M \).
- Return the two’s complement of \( j \) relative to size \( N \).
\[ \text{extend}_{s}^{M,N}(i) = \text{signed}_{N}^{-1}(\text{signed}_{M}(i)) \]

\[ \text{wrap}_{M,N}(i) \]
- Return \( i \) modulo \( 2^N \).
\[ \text{wrap}_{M,N}(i) = i \mod 2^N \]

\[ \text{trunc}_{u}^{M,N}(z) \]
- If \( z \) is a NaN, then the result is undefined.
- Else if \( z \) is an infinity, then the result is undefined.
- Else if \( z \) is a number and \( \text{trunc}(z) \) is a value within range of the target type, then return that value.
- Else the result is undefined.
\[ \text{trunc}_{u}^{M,N}(\pm \text{nan}(n)) = \{} \]
\[ \text{trunc}_{u}^{M,N}(\pm \infty) = \{} \]
\[ \text{trunc}_{u}^{M,N}(\pm q) = \text{trunc}(\pm q) \quad (\text{if } -1 < \text{trunc}(\pm q) < 2^N) \]
\[ \text{trunc}_{u}^{M,N}(\pm q) = \{} \quad (\text{otherwise}) \]

**Note:** This operator is partial. It is not defined for NaNs, infinities, or values for which the result is out of range.
\( \text{trunc}_M^N(z) \)

- If \( z \) is a NaN, then the result is undefined.
- Else if \( z \) is an infinity, then the result is undefined.
- If \( z \) is a number and \( \text{trunc}(z) \) is a value within range of the target type, then return that value.
- Else the result is undefined.

\[
\begin{align*}
\text{trunc}_M^N(\pm \text{nan}(n)) &= \{\}\quad \text{(if } -2^{N-1} - 1 < \text{trunc}(\pm q) < 2^{N-1})
\end{align*}
\]

**Note:** This operator is partial. It is not defined for NaNs, infinities, or values for which the result is out of range.

\( \text{trunc}_{\text{sat}}_M^N(z) \)

- If \( z \) is a NaN, then return 0.
- Else if \( z \) is negative infinity, then return 0.
- Else if \( z \) is positive infinity, then return \( 2^N - 1 \).
- Else if \( \text{trunc}(z) \) is less than 0, then return 0.
- Else if \( \text{trunc}(z) \) is greater than \( 2^N - 1 \), then return \( 2^N - 1 \).
- Else, return \( \text{trunc}(z) \).

\[
\begin{align*}
\text{trunc}_{\text{sat}}_M^N(\pm \text{nan}(n)) &= 0
\end{align*}
\]

\( \text{trunc}_{\text{sat}}_M^N(-\infty) &= 0 \\
\text{trunc}_{\text{sat}}_M^N(+\infty) &= 2^N - 1 \\
\text{trunc}_{\text{sat}}_M^N(-q) &= 0 \quad \text{(if } \text{trunc}(-q) < 0) \\
\text{trunc}_{\text{sat}}_M^N(+q) &= 2^N - 1 \quad \text{(if } \text{trunc}(+q) > 2^N - 1) \\
\text{trunc}_{\text{sat}}_M^N(\pm q) &= \text{trunc}(\pm q) \quad \text{(otherwise)}
\]

\( \text{trunc}_{\text{sat}}_M^N(z) \)

- If \( z \) is a NaN, then return 0.
- Else if \( z \) is negative infinity, then return \( -2^{N-1} \).
- Else if \( z \) is positive infinity, then return \( 2^{N-1} - 1 \).
- Else if \( \text{trunc}(z) \) is less than \( -2^{N-1} \), then return \( -2^{N-1} \).
- Else if \( \text{trunc}(z) \) is greater than \( 2^{N-1} - 1 \), then return \( 2^{N-1} - 1 \).
- Else, return \( \text{trunc}(z) \).

\[
\begin{align*}
\text{trunc}_{\text{sat}}_M^N(\pm \text{nan}(n)) &= 0 \\
\text{trunc}_{\text{sat}}_M^N(-\infty) &= -2^{N-1} \\
\text{trunc}_{\text{sat}}_M^N(+\infty) &= 2^{N-1} - 1 \\
\text{trunc}_{\text{sat}}_M^N(-q) &= -2^{N-1} \quad \text{(if } \text{trunc}(-q) < -2^{N-1}) \\
\text{trunc}_{\text{sat}}_M^N(+q) &= 2^{N-1} - 1 \quad \text{(if } \text{trunc}(+q) > 2^{N-1} - 1) \\
\text{trunc}_{\text{sat}}_M^N(\pm q) &= \text{trunc}(\pm q) \quad \text{(otherwise)}
\end{align*}
\]


**promote**_{M,N}(z)

- If \( z \) is a **canonical NaN**, then return an element of \( \text{nans}_N \) (i.e., a canonical NaN of size \( N \)).
- Else if \( z \) is a NaN, then return an element of \( \text{nans}_N \{\pm \text{nan}(1)\} \) (i.e., any arithmetic NaN of size \( N \)).
- Else, return \( z \).

\[
\begin{align*}
\text{promote}_{M,N}(\pm\text{nan}(n)) & = \text{nans}_N \{\} & \text{if } n = \text{canon}_N \\
\text{promote}_{M,N}(\pm\text{nan}(n)) & = \text{nans}_N \{\pm\text{nan}(1)\} & \text{otherwise} \\
\text{promote}_{M,N}(z) & = z
\end{align*}
\]

**demote**_{M,N}(z)

- If \( z \) is a **canonical NaN**, then return an element of \( \text{nans}_N \) (i.e., a canonical NaN of size \( N \)).
- Else if \( z \) is a NaN, then return an element of \( \text{nans}_N \{\pm\text{nan}(1)\} \) (i.e., any NaN of size \( N \)).
- Else if \( z \) is an infinity, then return that infinity.
- Else if \( z \) is a zero, then return that zero.
- Else, return float_{N}(z).

\[
\begin{align*}
\text{demote}_{M,N}(\pm\text{nan}(n)) & = \text{nans}_N \{\} & \text{if } n = \text{canon}_N \\
\text{demote}_{M,N}(\pm\text{nan}(n)) & = \text{nans}_N \{\pm\text{nan}(1)\} & \text{otherwise} \\
\text{demote}_{M,N}(\pm\infty) & = \pm\infty \\
\text{demote}_{M,N}(\pm0) & = \pm0 \\
\text{demote}_{M,N}(\pm q) & = \text{float}_N(\pm q)
\end{align*}
\]

**convert**_{u,M,N}(i)

- Return float_{N}(i).

\[
\text{convert}_{u,M,N}(i) = \text{float}_N(i)
\]

**convert**_{s,M,N}(i)

- Let \( j \) be the **signed interpretation** of \( i \).
- Return float_{N}(j).

\[
\text{convert}_{s,M,N}(i) = \text{float}_N(\text{signed}_M(i))
\]

**reinterpret**_{t_1,t_2}(c)

- Let \( d^* \) be the bit sequence \( \text{bits}_{t_1}(c) \).
- Return the constant \( c' \) for which \( \text{bits}_{t_2}(c') = d^* \).

\[
\text{reinterpret}_{t_1,t_2}(c) = \text{bits}_{t_2}^{-1}(\text{bits}_{t_1}(c))
\]
4.4 Instructions

WebAssembly computation is performed by executing individual instructions.

4.4.1 Numeric Instructions

Numeric instructions are defined in terms of the generic numeric operators. The mapping of numeric instructions to their underlying operators is expressed by the following definition:

\[
\begin{align*}
op_i^N(n_1, \ldots, n_k) & = \ iop_N(n_1, \ldots, n_k) \\
op_f^N(z_1, \ldots, z_k) & = \ fop_N(z_1, \ldots, z_k)
\end{align*}
\]

And for conversion operators:

\[
\begin{align*}
cvtop^{zs}(t) & = \ cvtop_{zs}(c)
\end{align*}
\]

Where the underlying operators are partial, the corresponding instruction will trap when the result is not defined. Where the underlying operators are non-deterministic, because they may return one of multiple possible NaN values, so are the corresponding instructions.

**Note:** For example, the result of instruction \(i32\).add applied to operands \(i_1, i_2\) invokes \(add_{32}(i_1, i_2)\), which maps to the generic \(iadd_{32}(i_1, i_2)\) via the above definition. Similarly, \(i64.trunc_{f32}_s\) applied to \(z\) invokes \(trunc_{32,64}(z)\), which maps to the generic \(trunc_{32,64}(z)\).

**t.const c**

1. Push the value \(t.const\ c\) to the stack.

**Note:** No formal reduction rule is required for this instruction, since \(const\) instructions already are \(values\).

**t.unop**

1. Assert: due to validation, a value of value type \(t\) is on the top of the stack.
2. Pop the value \(t.const\ c_1\) from the stack.
3. If \(unop_t(c_1)\) is defined, then:
   a. Let \(c\) be a possible result of computing \(unop_t(c_1)\).
   b. Push the value \(t.const\ c\) to the stack.
4. Else:
   a. Trap.

\[
\begin{align*}
(t \const c_1) \ t.unop & \leftrightarrow \ (t \const c) \quad (\text{if } c \in unop_t(c_1)) \\
(t \const c_1) \ t.unop & \leftrightarrow \ trap \quad (\text{if } unop_t(c_1) = \{\})
\end{align*}
\]
t.binop

1. Assert: due to validation, two values of value type \( t \) are on the top of the stack.
2. Pop the value \( t.\text{const} \ c_2 \) from the stack.
3. Pop the value \( t.\text{const} \ c_1 \) from the stack.
4. If \( \text{binop}_{t_1}(c_1, c_2) \) is defined, then:
   a. Let \( c \) be a possible result of computing \( \text{binop}_{t_1}(c_1, c_2) \).
   b. Push the value \( t.\text{const} \ c \) to the stack.
5. Else:
   a. Trap.

\[
\begin{align*}
(t.\text{const} \ c_1) \ (t.\text{const} \ c_2) \ t.\text{binop} & \leftrightarrow (t.\text{const} \ c) \quad (\text{if } c \in \text{binop}_{t_1}(c_1, c_2)) \\
(t.\text{const} \ c_1) \ (t.\text{const} \ c_2) \ t.\text{binop} & \leftrightarrow \text{trap} \quad (\text{if } \text{binop}_{t_1}(c_1, c_2) = \{\})
\end{align*}
\]

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4.4.2 Reference Instructions

ref.null t

1. Push the value ref.null t to the stack.

Note: No formal reduction rule is required for this instruction, since the ref.null instruction is already a value.

ref.is_null

1. Assert: due to validation, a reference value is on the top of the stack.
2. Pop the value val from the stack.
3. If val is ref.null t, then:
   a. Push the value i32.const 1 to the stack.
4. Else:
   a. Push the value i32.const 0 to the stack.

ref.func x

1. Let F be the current frame.
3. Let a be the function address F.module.funcaddrs[x].
4. Push the value ref a to the stack.

   F; ref.func x ⇔ F; ref a  (if a = F.module.funcaddrs[x])

4.4.3 Parametric Instructions

drop

1. Assert: due to validation, a value is on the top of the stack.
2. Pop the value val from the stack.

   val drop ⇔ \epsilon

select (t*)

1. Assert: due to validation, a value of value type i32 is on the top of the stack.
2. Pop the value i32.const c from the stack.
3. Assert: due to validation, two more values (of the same value type) are on the top of the stack.
4. Pop the value val2 from the stack.
5. Pop the value val1 from the stack.
6. If c is not 0, then:
a. Push the value $val_1$ back to the stack.

7. Else:

   a. Push the value $val_2$ back to the stack.

$$val_1 val_2 \text{(i32.const } c)\text{ select } t' \leftrightarrow val_1 \quad \text{(if } c \neq 0)$$

$$val_1 val_2 \text{(i32.const } c)\text{ select } t' \leftrightarrow val_2 \quad \text{(if } c = 0)$$

**Note:** In future versions of WebAssembly, `select` may allow more than one value per choice.

### 4.4.4 Variable Instructions

**local.get $x$**

1. Let $F$ be the *current frame*.
3. Let $val$ be the value $F.locals[x]$.
4. Push the value $val$ to the stack.

$$F; (\text{local.get } x) \leftrightarrow F; val \quad \text{(if } F.locals[x] = val)$$

**local.set $x$**

1. Let $F$ be the *current frame*.
3. Assert: due to validation, a value is on the top of the stack.
4. Pop the value $val$ from the stack.
5. Replace $F.locals[x]$ with the value $val$.

$$F; val (\text{local.set } x) \leftrightarrow F'; \epsilon \quad \text{(if } F' = F \text{ with } locals[x] = val)$$

**local.tee $x$**

1. Assert: due to validation, a value is on the top of the stack.
2. Pop the value $val$ from the stack.
3. Push the value $val$ to the stack.
4. Push the value $val$ to the stack.
5. *Execute* the instruction $(\text{local.set } x)$.

$$val (\text{local.tee } x) \leftrightarrow val val (\text{local.set } x)$$
global.get \( x \)

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module.globaladdrs}[x] \) exists.
3. Let \( a \) be the global address \( F.\text{module.globaladdrs}[x] \).
4. Assert: due to validation, \( S.\text{globals}[a] \) exists.
5. Let \( glob \) be the global instance \( S.\text{globals}[a] \).
6. Let \( val \) be the value \( glob.value \).
7. Push the value \( val \) to the stack.

\[
S; F; (\text{global.get } x) \quad \rightarrow \quad S; F; \text{val}
\]

\[
(\text{if } S.\text{globals}[F.\text{module.globaladdrs}[x]].\text{value} = \text{val})
\]

\[
S; F; (\text{global.set } x) \quad \rightarrow \quad S'; F; \epsilon
\]

\[
(\text{if } S' = S \text{ with } S.\text{globals}[F.\text{module.globaladdrs}[x]].\text{value} = \text{val})
\]

**Note:** Validation ensures that the global is, in fact, marked as mutable.

### 4.4.5 Table Instructions

table.get \( x \)

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module.tableaddrs}[x] \) exists.
3. Let \( a \) be the table address \( F.\text{module.tableaddrs}[x] \).
4. Assert: due to validation, \( S.\text{tables}[a] \) exists.
5. Let \( tab \) be the table instance \( S.\text{tables}[a] \).
6. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.
7. Pop the value \( \text{i32.const } i \) from the stack.
8. If \( i \) is not smaller than the length of \( \text{tab.elem} \), then:
   a. Trap.
9. Let \( val \) be the value \( \text{tab.elem}[i] \).
10. Push the value \( val \) to the stack.
table.set

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module.tableaddrs}[x] \) exists.
3. Let \( a \) be the table address \( F.\text{module.tableaddrs}[x] \).
4. Assert: due to validation, \( S.\text{tables}[a] \) exists.
5. Let \( \text{tab} \) be the table instance \( S.\text{tables}[a] \).
6. Assert: due to validation, a reference value is on the top of the stack.
7. Pop the value \( \text{val} \) from the stack.
8. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.
9. Pop the value \( \text{i32.const} \ i \) from the stack.
10. If \( i \) is not smaller than the length of \( \text{tab.elem} \), then:
    a. Trap.
11. Replace the element \( \text{tab.elem}[i] \) with \( \text{val} \).

\[
\begin{align*}
S; F; (\text{i32.const} \ i) \ (\text{table.get} \ x) & \gets S; F; \text{val} \\
& \quad \text{(if } S.\text{tables}[F.\text{module.tableaddrs}[x]].\text{elem}[i] = \text{val}) \\
S; F; (\text{i32.const} \ i) \ (\text{table.get} \ x) & \gets S; F; \text{trap} \\
& \quad \text{(otherwise)}
\end{align*}
\]

\[
\begin{align*}
S; F; (\text{i32.const} \ i) \ \text{val} \ (\text{table.set} \ x) & \gets S'; F; \epsilon \\
& \quad \text{(if } S' = S \text{ with } S.\text{tables}[F.\text{module.tableaddrs}[x]].\text{elem}[i] = \text{val}) \\
S; F; (\text{i32.const} \ i) \ \text{val} \ (\text{table.set} \ x) & \gets S; F; \text{trap} \\
& \quad \text{(otherwise)}
\end{align*}
\]

\[
\begin{align*}
S; F; \text{table.size} \ x & \gets S; F; (\text{i32.const} \ sz) \\
& \quad \text{(if } |S.\text{tables}[F.\text{module.tableaddrs}[x]].\text{elem}| = \text{sz})
\end{align*}
\]

4.4. Instructions
table.grow \( x \)

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module.tableaddrs}[x] \) exists.
3. Let \( a \) be the table address \( F.\text{module.tableaddrs}[x] \).
4. Assert: due to validation, \( S.\text{tables}[a] \) exists.
5. Let \( \text{tab} \) be the table instance \( S.\text{tables}[a] \).
6. Let \( sz \) be the length of \( S.\text{tables}[a] \).
7. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.
8. Pop the value \( \text{i32}.\text{const} n \) from the stack.
9. Assert: due to validation, a reference value is on the top of the stack.
10. Pop the value \( \text{val} \) from the stack.
11. Either, try growing table by \( n \) entries with initialization value \( \text{val} \):
    a. If it succeeds, push the value \( \text{i32}.\text{const} sz \) to the stack.
    b. Else, push the value \( \text{i32}.\text{const} (-1) \) to the stack.
12. Or, push the value \( \text{i32}.\text{const} (-1) \) to the stack.

\[
S; F; \text{val} (\text{i32}.\text{const} n) \text{ table.grow } x \quad \leftrightarrow \quad S'; F; (\text{i32}.\text{const} sz)
\]

(\( \text{if } F.\text{module.tableaddrs}[x] = a \)
\( \land \) \( sz = |S.\text{tables}[a]\text{.elem}| \)
\( \land \) \( S' = S \text{ with } \text{tables}[a] = \text{growtable}(S.\text{tables}[a], n, \text{val}) \)
\( S; F; (\text{i32}.\text{const} n) \text{ table.grow } x \quad \leftrightarrow \quad S; F; (\text{i32}.\text{const} -1) \)

**Note:** The table.grow instruction is non-deterministic. It may either succeed, returning the old table size \( sz \), or fail, returning \(-1\). Failure must occur if the referenced table instance has a maximum size defined that would be exceeded. However, failure can occur in other cases as well. In practice, the choice depends on the resources available to the embedder.

---

table.fill \( x \)

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module.tableaddrs}[x] \) exists.
3. Let \( ta \) be the table address \( F.\text{module.tableaddrs}[x] \).
4. Assert: due to validation, \( S.\text{tables}[ta] \) exists.
5. Let \( \text{tab} \) be the table instance \( S.\text{tables}[ta] \).
6. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.
7. Pop the value \( \text{i32}.\text{const} n \) from the stack.
8. Assert: due to validation, a reference value is on the top of the stack.
9. Pop the value \( \text{val} \) from the stack.
10. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.
11. Pop the value \( \text{i32}.\text{const} i \) from the stack.
12. If \( i + n \) is larger than the length of \( \text{tab}.\text{elem} \), then:
    a. Trap.
12. If \( n \) is 0, then:
   a. Return.

13. Push the value \( \text{i32.const } i \) to the stack.

14. Push the value \( \text{val} \) to the stack.

15. Execute the instruction \( \text{table.set } x \).

16. Push the value \( \text{i32.const } (i + 1) \) to the stack.

17. Push the value \( \text{val} \) to the stack.

18. Push the value \( \text{i32.const } (n - 1) \) to the stack.

19. Execute the instruction \( \text{table.fill } x \).

\[
S; F; (\text{i32.const } i) \text{ val } (\text{i32.const } n) \text{ (table.fill } x) \quad \rightarrow \quad S; F; \text{trap}
\]

(If \( i + n > |S.\text{tables}[F.\text{module.tableaddrs}[x]].\text{elem}] \))

\[
S; F; (\text{i32.const } i) \text{ val } (\text{i32.const } 0) \text{ (table.fill } x) \quad \rightarrow \quad S; F; \varepsilon
\]

(otherwise)

\[
S; F; (\text{i32.const } i) \text{ val } (\text{i32.const } n + 1) \text{ (table.fill } x) \quad \rightarrow \quad S; F; (\text{i32.const } i) \text{ val } (\text{table.set } x)
\]

\[
(i32\text{.const } i + 1) \text{ val } (i32\text{.const } n) \text{ (table.fill } x)
\]

(otherwise)

**table.copy x y**

1. Let \( F \) be the current frame.

2. Assert: due to validation, \( F.\text{module.tableaddrs}[x] \) exists.

3. Let \( ta_x \) be the table address \( F.\text{module.tableaddrs}[x] \).

4. Assert: due to validation, \( S.\text{tables}[ta_x] \) exists.

5. Let \( tab_x \) be the table instance \( S.\text{tables}[ta_x] \).

6. Assert: due to validation, \( F.\text{module.tableaddrs}[y] \) exists.

7. Let \( ta_y \) be the table address \( F.\text{module.tableaddrs}[y] \).

8. Assert: due to validation, \( S.\text{tables}[ta_y] \) exists.

9. Let \( tab_y \) be the table instance \( S.\text{tables}[ta_y] \).

10. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.

11. Pop the value \( \text{i32.const } n \) from the stack.

12. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.

13. Pop the value \( \text{i32.const } s \) from the stack.

14. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.

15. Pop the value \( \text{i32.const } d \) from the stack.

16. If \( s + n \) is larger than the length of \( tab_y.\text{elem} \) or \( d + n \) is larger than the length of \( tab_x.\text{elem} \), then:
   a. Trap.

   17. If \( n = 0 \), then:
      a. Return.

   18. If \( d \leq s \), then:
      a. Push the value \( \text{i32.const } d \) to the stack.
      b. Push the value \( \text{i32.const } s \) to the stack.
c. Execute the instruction `table.get y`.

d. Execute the instruction `table.set x`.

e. Assert: due to the earlier check against the table size, \( d + 1 < 2^{32} \).

f. Push the value `i32 const (d + 1)` to the stack.

g. Assert: due to the earlier check against the table size, \( s + 1 < 2^{32} \).

h. Push the value `i32 const (s + 1)` to the stack.

19. Else:

a. Assert: due to the earlier check against the table size, \( d + n - 1 < 2^{32} \).

b. Push the value `i32 const (d + n - 1)` to the stack.

c. Assert: due to the earlier check against the table size, \( s + n - 1 < 2^{32} \).

d. Push the value `i32 const (s + n - 1)` to the stack.

e. Execute the instruction `table.get y`.

f. Execute the instruction `table.set x`.

g. Push the value `i32 const d` to the stack.

h. Push the value `i32 const s` to the stack.

20. Push the value `i32 const (n - 1)` to the stack.

21. Execute the instruction `table.copy x y`.

\[
\begin{align*}
S; F; (i32 \text{ const } d) \ (i32 \text{ const } s) \ (i32 \text{ const } n) \ (\text{table.copy } x \ y) & \quad \mapsto \quad S; F; \text{trap} \\
& \quad \text{if } s + n > |S.tables[F.module.tableaddrs[x]].elem| \\
& \quad \quad \lor d + n > |S.tables[F.module.tableaddrs[y]].elem| \\
S; F; (i32 \text{ const } d) \ (i32 \text{ const } s) \ (i32 \text{ const } 0) \ (\text{table.copy } x \ y) & \quad \mapsto \quad S; F; \epsilon \\
& \quad \text{(otherwise)} \\
S; F; (i32 \text{ const } d) \ (i32 \text{ const } s) \ (i32 \text{ const } n + 1) \ (\text{table.copy } x \ y) & \quad \mapsto \quad S; F; (i32 \text{ const } d) \ (i32 \text{ const } s) \ (\text{table.get } y) \ (\text{table.set } x) \\
& \quad \quad (i32 \text{ const } d + 1) \ (i32 \text{ const } s + 1) \ (i32 \text{ const } n) \ (\text{table.copy } x \ y) \\
& \quad \quad \text{(otherwise, if } d \leq s) \\
S; F; (i32 \text{ const } d) \ (i32 \text{ const } s) \ (i32 \text{ const } n + 1) \ (\text{table.copy } x \ y) & \quad \mapsto \quad S; F; (i32 \text{ const } d) \ (i32 \text{ const } s) \ (i32 \text{ const } n + 1) \ (\text{table.copy } y) \ (\text{table.set x}) \\
& \quad \quad (i32 \text{ const } d + n - 1) \ (i32 \text{ const } s + n - 1) \ (\text{table.get } y) \ (\text{table.set } x) \\
& \quad \quad (i32 \text{ const } d) \ (i32 \text{ const } s) \ (i32 \text{ const } n) \ (\text{table.copy } x \ y) \\
& \quad \quad \text{(otherwise, if } d > s) \\
\end{align*}
\]

table.init \( x \ y \)

1. Let \( F \) be the current frame.

2. Assert: due to validation, \( F.module.tableaddrs[x] \) exists.

3. Let \( ta \) be the table address \( F.module.tableaddrs[x] \).

4. Assert: due to validation, \( S.tables[ta] \) exists.

5. Let \( tab \) be the table instance \( S.tables[ta] \).

6. Assert: due to validation, \( F.module.elemaddrs[y] \) exists.

7. Let \( ea \) be the element address \( F.module.elemaddrs[y] \).

8. Assert: due to validation, \( S.elems[ea] \) exists.

9. Let \( elem \) be the element instance \( S.elems[ea] \).
10. Assert: due to validation, a value of value type i32 is on the top of the stack.
11. Pop the value i32.const n from the stack.
12. Assert: due to validation, a value of value type i32 is on the top of the stack.
13. Pop the value i32.const s from the stack.
14. Assert: due to validation, a value of value type i32 is on the top of the stack.
15. Pop the value i32.const d from the stack.
16. If \( s + n \) is larger than the length of \( \text{elem.elem} \) or \( d + n \) is larger than the length of \( \text{tab.elem} \), then:
   a. Trap.
17. If \( n = 0 \), then:
   a. Return.
18. Let \( \text{val} \) be the reference value \( \text{elem.elem}[s] \).
19. Push the value i32.const d to the stack.
20. Push the value \( \text{val} \) to the stack.
21. Execute the instruction \( \text{table.set} \ x \).
22. Assert: due to the earlier check against the table size, \( d + 1 < 2^{32} \).
23. Push the value i32.const \( (d + 1) \) to the stack.
24. Assert: due to the earlier check against the segment size, \( s + 1 < 2^{32} \).
25. Push the value i32.const \( (s + 1) \) to the stack.
26. Push the value i32.const \( (n - 1) \) to the stack.
27. Execute the instruction \( \text{table.init} \ x \ y \).

\[
\begin{align*}
S; F; (\text{i32.const } d) \ (\text{i32.const } s) \ (\text{i32.const } n) \ (\text{table.init } x \ y) & \iff \ S; F; \text{trap} \\
& \text{(if } s + n > |\text{S.elems}[F\text{.module.elemaddr}[y]], \text{elem}] \text{)} \\
& \lor \ d + n > |\text{S.tables}[F\text{.module.tableaddr}[x]], \text{elem}] \\
S; F; (\text{i32.const } d) \ (\text{i32.const } s) \ (\text{i32.const } 0) \ (\text{table.init } x \ y) & \iff \ S; F; \epsilon \\
& \text{(otherwise)} \\
S; F; (\text{i32.const } d) \ (\text{i32.const } s) \ (\text{i32.const } n + 1) \ (\text{table.init } x \ y) & \iff \ S; F; (\text{i32.const } d) \ \text{val} \ (\text{table.set } x) \\
& \text{(i32.const } d + 1) \ (\text{i32.const } s + 1) \ (\text{i32.const } n) \ (\text{table.init } x \ y) \\
& \text{(otherwise, if } \text{val} = \text{S.elems}[F\text{.module.elemaddr}[y]], \text{elem}[s])
\end{align*}
\]

\( \text{elem.drop } x \)

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F\text{.module.elemaddr}[x] \) exists.
3. Let \( a \) be the element address \( F\text{.module.elemaddr}[x] \).
4. Assert: due to validation, \( S\text{.elems}[a] \) exists.
5. Replace \( S\text{.elems}[a] \) with the element instance \( \{ \text{elem } \} \).

\[
\begin{align*}
S; F; (\text{elem.drop } x) & \iff \ S'; F; \epsilon \\
& \text{(if } S' = S \text{ with } \text{elems}[F\text{.module.elemaddr}[x]] = \{ \text{elem } \})
\end{align*}
\]
4.4.6 Memory Instructions

**Note:** The alignment `memarg` in load and store instructions does not affect the semantics. It is an indication that the offset `ea` at which the memory is accessed is intended to satisfy the property `ea \ mod \ 2^{memarg} = 0`. A WebAssembly implementation can use this hint to optimize for the intended use. Unaligned access violating that property is still allowed and must succeed regardless of the annotation. However, it may be substantially slower on some hardware.

`t.load memarg` and `t.load.N_sx memarg`

1. Let `F` be the current frame.
2. Assert: due to validation, `F.module.memaddrs[0]` exists.
3. Let `a` be the memory address `F.module.memaddrs[0]`.
5. Let `mem` be the memory instance `S.mems[a]`.
6. Assert: due to validation, a value of value type `i32` is on the top of the stack.
7. Pop the value `i32.const i` from the stack.
8. Let `ea` be the integer `i + memarg.offset`.
9. If `N` is not part of the instruction, then:
   a. Let `N` be the bit width `|t|` of number type `t`.
10. If `ea + N/8` is larger than the length of `mem.data`, then:
    a. Trap.
11. Let `b*` be the byte sequence `mem.data[ea : N/8]`.
12. If `N` and `sx` are part of the instruction, then:
    a. Let `n` be the integer for which `bytes_iN(n) = b*`.
    b. Let `c` be the result of computing `extend^{sx}_{N,|t|}(n)`.
13. Else:
    a. Let `c` be the constant for which `bytes_iN(c) = b*`.
14. Push the value `t.const c` to the stack.

\[
S; F; (i32.const i) (t.load memarg) \rightarrow S; F; (t.const c) \\
\text{if } ea = i + \text{memarg.offset} \\
\wedge ea + |t|/8 \leq |S.mems[F.module.memaddrs[0]].data| \\
\wedge \text{bytes}_t(c) = S.mems[F.module.memaddrs[0]].data[ea : |t|/8] \\
S; F; (i32.const i) (t.load.N_sx memarg) \rightarrow S; F; (t.const extend^{sx}_{N,|t|}(n)) \\
\text{if } ea = i + \text{memarg.offset} \\
\wedge ea + N/8 \leq |S.mems[F.module.memaddrs[0]].data| \\
\wedge \text{bytes}_iN(n) = S.mems[F.module.memaddrs[0]].data[ea : N/8] \\
S; F; (i32.const k) (t.load(N_sx)^7 memarg) \rightarrow S; F; \text{trap} \\
\text{(otherwise)}
\]


1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module}.\text{memaddr}[0] \) exists.
3. Let \( a \) be the memory address \( F.\text{module}.\text{memaddr}[0] \).
4. Assert: due to validation, \( S.\text{mem}[a] \) exists.
5. Let \( \text{mem} \) be the memory instance \( S.\text{mem}[a] \).
6. Assert: due to validation, a value of value type \( t \) is on the top of the stack.
7. Pop the value \( t.\text{const} \) from the stack.
8. Assert: due to validation, a value of value type \( \text{i32} \) is on the top of the stack.
9. Pop the value \( \text{i32}.\text{const} \) from the stack.
10. Let \( ea \) be the integer \( i + \text{memory.offset} \).
11. If \( N \) is not part of the instruction, then:
    a. Let \( N \) be the bit width \( |t| \) of number type \( t \).
12. If \( ea + N/8 \) is larger than the length of \( \text{mem.data} \), then:
    a. Trap.
13. If \( N \) is part of the instruction, then:
    a. Let \( n \) be the result of computing \( \text{wrap}_{|t|,N}(n) \).
    b. Let \( b^* \) be the byte sequence \( \text{bytes}_{i,N}(n) \).
14. Else:
    a. Let \( b^* \) be the byte sequence \( \text{bytes}_{i}(c) \).
15. Replace the bytes \( \text{mem.data}[ea:N/8] \) with \( b^* \).

\[
S; F; \{(\text{i32}.\text{const} \ i) \ (t.\text{const} \ c) \ (t.\text{store} \ \text{memory}) \} \leftrightarrow S'; F; e
\]
\[
\text{if } ea = i + \text{memory.offset} \\
\land ea + |t|/8 \leq |S.\text{mem}[F.\text{module}.\text{memaddr}[0]].\text{data}| \\
\land S' = S \text{ with mem}[F.\text{module}.\text{memaddr}[0]].\text{data}[ea : |t|/8] = \text{bytes}_{i}(c)
\]

\[
S; F; \{(\text{i32}.\text{const} \ i) \ (t.\text{const} \ c) \ (t.\text{storeN} \ \text{memory}) \} \leftrightarrow S'; F; e
\]
\[
\text{if } ea = i + \text{memory.offset} \\
\land ea + N/8 \leq |S.\text{mem}[F.\text{module}.\text{memaddr}[0]].\text{data}| \\
\land S' = S \text{ with mem}[F.\text{module}.\text{memaddr}[0]].\text{data}[ea : N/8] = \text{bytes}_{i,N}(\text{wrap}_{|t|,N}(c))
\]

\[
S; F; \{(\text{i32}.\text{const} \ k) \ (t.\text{const} \ c) \ (t.\text{storeN'} \ \text{memory}) \} \leftrightarrow S; F; \text{trap}
\]
(otherwise)

memory.size

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module}.\text{memaddr}[0] \) exists.
3. Let \( a \) be the memory address \( F.\text{module}.\text{memaddr}[0] \).
4. Assert: due to validation, \( S.\text{mem}[a] \) exists.
5. Let \( \text{mem} \) be the memory instance \( S.\text{mem}[a] \).
6. Let \( sz \) be the length of \( \text{mem.data} \) divided by the page size.
7. Push the value \( \text{i32}.\text{const} \ sz \) to the stack.

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memory.grow

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F\).module.memaddrs[0] exists.
3. Let \( a \) be the memory address \( F\).module.memaddrs[0].
4. Assert: due to validation, \( S\).mems[\( a \)] exists.
5. Let \( \text{mem} \) be the memory instance \( S\).mems[\( a \)].
6. Let \( sz \) be the length of \( S\).mems[\( a \)] divided by the page size.
7. Assert: due to validation, a value of value type \( i32 \) is on the top of the stack.
8. Pop the value \( i32 \).const \( n \) from the stack.
9. Let \( err \) be the \( i32 \) value \( 2^{32} - 1 \), for which \( \text{signed}_{32}(err) \) is \(-1\).
10. Either, try growing \( \text{mem} \) by \( n \) pages:

   a. If it succeeds, push the value \( i32 \).const \( sz \) to the stack.
   b. Else, push the value \( i32 \).const \( err \) to the stack.
11. Or, push the value \( i32 \).const \( err \) to the stack.

\[
S; F; (i32\text{.const } n)\text{ memory.grow } \leftrightarrow S'; F; (i32\text{.const sz})
\]

(if \( F\).module.memaddrs[0] = \( a \)
\& \( sz = |S\).mems[\( a \)].data|/64 Ki
\& \( S' = S \) with \( \text{mems}[a] = \text{growmem}(S\).mems[\( a \)], n)\)

\[
S; F; (i32\text{.const } n)\text{ memory.grow } \leftrightarrow S; F; (i32\text{.const signed}_{32}\overline{1}(-1))
\]

**Note:** The memory.grow instruction is non-deterministic. It may either succeed, returning the old memory size \( sz \), or fail, returning \(-1\). Failure must occur if the referenced memory instance has a maximum size defined that would be exceeded. However, failure can occur in other cases as well. In practice, the choice depends on the resources available to the embedder.

memory.fill

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F\).module.memaddrs[0] exists.
3. Let \( ma \) be the memory address \( F\).module.memaddrs[0].
4. Assert: due to validation, \( S\).mems[\( ma \)] exists.
5. Let \( \text{mem} \) be the memory instance \( S\).mems[\( ma \)].
6. Assert: due to validation, a value of value type \( i32 \) is on the top of the stack.
7. Pop the value \( i32\).const \( n \) from the stack.
8. Assert: due to validation, a value of value type \( i32 \) is on the top of the stack.
9. Pop the value \( val \) from the stack.
10. Assert: due to validation, a value of value type \( i32 \) is on the top of the stack.
11. Pop the value \( i32\).const \( d \) from the stack.
12. If \( d + n \) is larger than the length of \( \text{mem.data} \), then:
   a. Trap.

13. If \( n = 0 \), then:
   a. Return.

14. Push the value \( \text{i32.const } d \) to the stack.

15. Push the value \( \text{val} \) to the stack.

16. Execute the instruction \( \text{i32.store8 \{ offset } 0, \text{align } 0 \} \).

17. Assert: due to the earlier check against the memory size, \( d + 1 < 2^{32} \).

18. Push the value \( \text{i32.const } (d + 1) \) to the stack.

19. Push the value \( \text{val} \) to the stack.

20. Push the value \( \text{i32.const } (n - 1) \) to the stack.

21. Execute the instruction \( \text{memory.fill} \).

\[
\begin{align*}
S; F; (\text{i32.const } d) \ &\text{val } (\text{i32.const } n) \ &\text{memory.fill} \\&\text{←} \ S; F; \text{trap} \\
\text{(if } d + n > |S.\text{mems}[F.\text{module.memaddrs}[x]].\text{data})
\end{align*}
\]

\[
\begin{align*}
S; F; (\text{i32.const } d) \ &\text{val } (\text{i32.const } 0) \ &\text{memory.fill} \\&\text{←} \ S; F; \epsilon \\
\text{(otherwise)}
\end{align*}
\]

\[
\begin{align*}
S; F; (\text{i32.const } d) \ &\text{val } (\text{i32.const } n + 1) \ &\text{memory.fill} \\&\text{←} \ S; F; (\text{i32.const } d) \ &\text{val } (\text{i32.store8 \{ offset } 0, \text{align } 0') \\
\text{(otherwise)}
\end{align*}
\]

2. Let \( F \) be the current frame.

3. Assert: due to validation, \( F.\text{module.memaddrs}[0] \) exists.

4. Let \( ma \) be the memory address \( F.\text{module.memaddrs}[0] \).

5. Assert: due to validation, \( S.\text{mems}[ma] \) exists.

6. Let \( \text{mem} \) be the memory instance \( S.\text{mems}[ma] \).

7. Assert: due to validation, a value of value type \text{i32} is on the top of the stack.

8. Pop the value \( \text{i32.const } n \) from the stack.

9. Assert: due to validation, a value of value type \text{i32} is on the top of the stack.

10. Pop the value \( \text{i32.const } s \) from the stack.

11. Assert: due to validation, a value of value type \text{i32} is on the top of the stack.

12. If \( s + n \) is larger than the length of \( \text{mem.data} \) or \( d + n \) is larger than the length of \( \text{mem.data} \), then:
   a. Trap.

13. If \( n = 0 \), then:
   a. Return.

14. If \( d \leq s \), then:
   a. Push the value \( \text{i32.const } d \) to the stack.
   b. Push the value \( \text{i32.const } s \) to the stack.

4.4. Instructions
c. Execute the instruction `i32.load8_u {offset 0, align 0}`.
d. Execute the instruction `i32.store8 {offset 0, align 0}`.
e. Assert: due to the earlier check against the memory size, \( d + 1 < 2^{32} \).
f. Push the value `i32.const (d + 1)` to the stack.
g. Assert: due to the earlier check against the memory size, \( s + 1 < 2^{32} \).
h. Push the value `i32.const (s + 1)` to the stack.

15. Else:
a. Assert: due to the earlier check against the memory size, \( d + n - 1 < 2^{32} \).
b. Push the value `i32.const (d + n - 1)` to the stack.
c. Assert: due to the earlier check against the memory size, \( s + n - 1 < 2^{32} \).
d. Push the value `i32.const (s + n - 1)` to the stack.
e. Execute the instruction `i32.load8_u {offset 0, align 0}`.
f. Execute the instruction `i32.store8 {offset 0, align 0}`.
g. Push the value `i32.const d` to the stack.
h. Push the value `i32.const s` to the stack.
i. Push the value `i32.const (n - 1)` to the stack.

16. Execute the instruction `memory.copy`.

\[
\begin{align*}
S; F; (i32.const d) & (i32.const s) (i32.const n) \text{ memory.copy} \\
& \iff S; F; \text{trap} \\
& \quad \text{(if } s + n > |S.mems[F.module.memaddrs[0]].data| \\
& \quad \lor d + n > |S.mems[F.module.memaddrs[0]].data|) \\
S; F; (i32.const d) & (i32.const s) (i32.const 0) \text{ memory.copy} \\
& \iff S; F; \epsilon \\
& \quad \text{(otherwise)} \\
S; F; (i32.const d) & (i32.const s) (i32.const n + 1) \text{ memory.copy} \\
& \iff S; F; (i32.const d) \\
& \quad (i32.const s) (i32.load8_u \{offset 0, align 0\}) \\
& \quad (i32.store8 \{offset 0, align 0\}) \\
& \quad (i32.const d + 1) (i32.const s + 1) (i32.const n) \text{ memory.copy} \\
& \quad \text{(otherwise, if } d \leq s) \\
S; F; (i32.const d) & (i32.const s) (i32.const n + 1) \text{ memory.copy} \\
& \iff S; F; (i32.const d) \\
& \quad (i32.const s + n - 1) (i32.load8_u \{offset 0, align 0\}) \\
& \quad (i32.store8 \{offset 0, align 0\}) \\
& \quad (i32.const d) (i32.const s) (i32.const n) \text{ memory.copy} \\
& \quad \text{(otherwise, if } d > s)
\end{align*}
\]

memory.init x

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.module.memaddrs[0] \) exists.
3. Let \( ma \) be the memory address \( F.module.memaddrs[0] \).
4. Assert: due to validation, \( S.mems[ma] \) exists.
5. Let \( mem \) be the memory instance \( S.mems[ma] \).
6. Assert: due to validation, \( F.module.dataaddrs[x] \) exists.
7. Let \( da \) be the data address \( F.module.dataaddrs[x] \).
8. Assert: due to validation, $S.d\text{at}as[\text{da}]$ exists.

9. Let $\text{data}$ be the data instance $S.d\text{at}as[\text{da}]$.

10. Assert: due to validation, a value of value type i32 is on the top of the stack.

11. Pop the value i32 const $n$ from the stack.

12. Assert: due to validation, a value of value type i32 is on the top of the stack.

13. Pop the value i32 const $s$ from the stack.

14. Assert: due to validation, a value of value type i32 is on the top of the stack.

15. Pop the value i32 const $d$ from the stack.

16. If $s + n$ is larger than the length of $\text{data.data}$ or $d + n$ is larger than the length of $\text{mem.data}$, then:
   a. Trap.
17. If $n = 0$, then:
   a. Return.

18. Let $b$ be the byte $\text{data.data}[s]$.

19. Push the value i32 const $d$ to the stack.

20. Push the value i32 const $b$ to the stack.

21. Execute the instruction i32.store8 \{ offset 0, align 0 \}.

22. Assert: due to the earlier check against the memory size, $d + 1 < 2^{32}$.

23. Push the value i32 const $(d + 1)$ to the stack.

24. Assert: due to the earlier check against the memory size, $s + 1 < 2^{32}$.

25. Push the value i32 const $(s + 1)$ to the stack.

26. Push the value i32 const $(n - 1)$ to the stack.

27. Execute the instruction memory.init $x$.

   \[
   S; F; (i32\text{.const } d) (i32\text{.const } s) (i32\text{.const } n) (\text{memory.init } x) \leftrightarrow S; F; \text{trap}
   \]
   \[
   (\text{if } s + n > |S.d\text{at}as[F\text{.module.dataaddr}[x]].data|
   \lor \ d + n > |S.m\text{ems}[F\text{.module.memaddr}[x]].data|)
   \]

   \[
   S; F; (i32\text{.const } s) (i32\text{.const } 0) (\text{memory.init } x) \leftrightarrow S; F; \epsilon
   \]
   \[
   (\text{otherwise})
   \]

   \[
   S; F; (i32\text{.const } s) (i32\text{.const } n + 1) (\text{memory.init } x) \leftrightarrow S; F; (i32\text{.const } d + 1) (i32\text{.const } s + 1) (i32\text{.const } n) (\text{memory.init } x)
   \]
   \[
   (\text{otherwise, if } b = S.d\text{at}as[F\text{.module.dataaddr}[x]].data[s])
   \]

\text{data.drop } x

1. Let $F'$ be the current frame.

2. Assert: due to validation, $F\text{.module.dataaddr}[x]$ exists.

3. Let $a$ be the data address $F\text{.module.dataaddr}[x]$.

4. Assert: due to validation, $S.d\text{at}as[a]$ exists.

5. Replace $S.d\text{at}as[a]$ with the data instance \{ data $\epsilon$ \}.

   \[
   S; F; (\text{data.drop } x) \leftrightarrow S'; F; \epsilon
   \]
   \[
   (\text{if } S' = S \text{ with datas}[F\text{.module.dataaddr}[x]] = \{ \text{data } \epsilon \})
4.4.7 Control Instructions

nop

1. Do nothing.

unreachable

1. Trap.

\[
\text{nop} \rightarrow \epsilon
\]

\[
\text{unreachable} \rightarrow \text{trap}
\]

\[
\text{block blocktype instr end}
\]

1. Assert: due to validation, expand_F(blocktype) is defined.
2. Let \([t^n_1] \rightarrow [t^n_2] \) be the function type expand_F(blocktype).
3. Let \(L\) be the label whose arity is \(n\) and whose continuation is the end of the block.
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. Enter the block \(val^m\ instr^*\) with label \(L\).

\[
F; val^m\ block\ bt\ instr^*\ end \rightarrow F; val^m\ instr^*\ end\ (\text{if } expand_F(bt) = [t^n_1] \rightarrow [t^n_2])
\]

\[
\text{loop blocktype instr* end}
\]

1. Assert: due to validation, expand_F(blocktype) is defined.
2. Let \([t^n_1] \rightarrow [t^n_2] \) be the function type expand_F(blocktype).
3. Let \(L\) be the label whose arity is \(m\) and whose continuation is the start of the loop.
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. Enter the block \(val^m\ instr^*\) with label \(L\).

\[
F; val^m\ loop\ bt\ instr^*\ end \rightarrow F; val^m\ instr^*\ end\ (\text{if } expand_F(bt) = [t^n_1] \rightarrow [t^n_2])
\]

\[
\text{if blocktype instr_1^* else instr_2^* end}
\]

1. Assert: due to validation, expand_F(blocktype) is defined.
2. Let \([t^n_1] \rightarrow [t^n_2] \) be the function type expand_F(blocktype).
3. Let \(L\) be the label whose arity is \(n\) and whose continuation is the end of the if instruction.
4. Assert: due to validation, a value of value type i32 is on the top of the stack.
5. Pop the value i32.const \(c\) from the stack.
6. Assert: due to validation, there are at least \(m\) values on the top of the stack.
7. Pop the values \(val^m\) from the stack.
8. If \( c \) is non-zero, then:
   a. *Enter* the block \( val^m \ instr_1^* \) with label \( L \).

9. Else:
   a. *Enter* the block \( val^m \ instr_2^* \) with label \( L \).

\[
F; val^m (i32.\text{const} \ c) \text{ if } bt \ instr_1^* \text{ else } instr_2^* \text{ end} \leftrightarrow \begin{cases} F; \text{label}_n\{c\} \ val^m \ instr_1^* \text{ end} \\ (\text{if } c \neq 0 \land \text{expand}_F(bt) = [t_1^m] \rightarrow [t_2^m]) \end{cases}
\]

\[
F; val^m (i32.\text{const} \ c) \text{ if } bt \ instr_1^* \text{ else } instr_2^* \text{ end} \leftrightarrow \begin{cases} F; \text{label}_n\{c\} \ val^m \ instr_2^* \text{ end} \\ (\text{if } c = 0 \land \text{expand}_F(bt) = [t_1^m] \rightarrow [t_2^m]) \end{cases}
\]

\text{br } 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. Let \( n \) be the arity of \( L \).
4. Assert: due to *validation*, there are at least \( n \) values on the top of the stack.
5. Pop the values \( val^m \) from the stack.
6. Repeat \( l + 1 \) times:
   a. While the top of the stack is a value, do:
      i. Pop the value from the stack.
   b. Assert: due to *validation*, the top of the stack now is a label.
   c. Pop the label from the stack.
7. Push the values \( val^m \) to the stack.
8. Jump to the continuation of \( L \).

\text{br } \text{if } l

1. Assert: due to *validation*, a value of *value type* i32 is on the top of the stack.
2. Pop the value \( i32.\text{const} \ c \) from the stack.
3. If \( c \) is non-zero, then:
   a. *Execute* the instruction \( (\text{br } l) \).
4. Else:
   a. Do nothing.
br_table \( l^* l_N \)

1. Assert: due to validation, a value of value type \( i32 \) is on the top of the stack.
2. Pop the value \( i32.\text{const} \ i \) from the stack.
3. If \( i \) is smaller than the length of \( l^* \), then:
   a. Let \( l_i \) be the label \( l^*[i] \).
   b. Execute the instruction \( \text{br} \ l_i \).
4. Else:
   a. Execute the instruction \( \text{br} \ l_N \).

\[
\begin{align*}
(i32.\text{const} \ i) \ (\text{br_table} \ l^* l_N) & \iff (\text{br} \ l_i) \quad (\text{if } l^*[i] = l_i) \\
(i32.\text{const} \ i) \ (\text{br_table} \ l^* l_N) & \iff (\text{br} \ l_N) \quad (\text{if } |l^*| \leq i)
\end{align*}
\]

return

1. Let \( F \) be the current frame.
2. Let \( n \) be the arity of \( F \).
3. Assert: due to validation, there are at least \( n \) values on the top of the stack.
4. Pop the results \( \text{val}^n \) from the stack.
5. Assert: due to validation, the stack contains at least one frame.
6. While the top of the stack is not a frame, do:
   a. Pop the top element from the stack.
7. Assert: the top of the stack is the frame \( F \).
8. Pop the frame from the stack.
9. Push \( \text{val}^n \) to the stack.
10. Jump to the instruction after the original call that pushed the frame.

\[
\text{frame}_n \{ F \} \ B^k[\text{val}^n \text{ return}] \text{ end} \iff \text{val}^n
\]

call \( x \)

1. Let \( F \) be the current frame.
2. Assert: due to validation, \( F.\text{module}.\text{funcaddrs}[x] \) exists.
3. Let \( a \) be the function address \( F.\text{module}.\text{funcaddrs}[x] \).
4. Invoke the function instance at address \( a \).

\[
F; (\text{call} \ x) \iff F; (\text{invoke} \ a) \quad (\text{if } F.\text{module}.\text{funcaddrs}[x] = a)
\]
call\_indirect \ x \ y

1. Let \( F \) be the \textit{current frame}.
2. Assert: due to validation, \( F.mod\_tableaddrs[x] \) exists.
3. Let \( ta \) be the \textit{table address} \( F.mod\_tableaddrs[x] \).
4. Assert: due to validation, \( S.tables[ta] \) exists.
5. Let \( tab \) be the \textit{table instance} \( S.tables[ta] \).
6. Assert: due to validation, \( S.tables[ta] \) exists.
7. Let \( ft_{\text{expect}} \) be the \textit{function type} \( F.mod\_types[y] \).
8. Assert: due to validation, a value with \textit{value type} \texttt{i32} is on the top of the stack.
9. Pop the value \texttt{i32.const i} from the stack.
10. If \( i \) is not smaller than the length of \( tab.elem \), then:
   a. Trap.
11. Let \( r \) be the \textit{reference} \( tab.elem[i] \).
12. If \( r \) is \texttt{ref\_null t} , then:
   a. Trap.
13. Assert: due to validation of table mutation, \( r \) is a \textit{function reference}.
14. Let \( ref \ a \) be the \textit{function reference} \( r \).
15. Assert: due to validation of table mutation, \( S.funcs[a] \) exists.
16. Let \( f \) be the \textit{function instance} \( S.funcs[a] \).
17. Let \( ft_{\text{actual}} \) be the \textit{function type} \( f.type \).
18. If \( ft_{\text{actual}} \) and \( ft_{\text{expect}} \) differ, then:
   a. Trap.
19. \textit{Invoke} the function instance at address \( a \).

\[
S; \ F; (i32.const \ i) \ (\text{call\_indirect } \ x \ y) \leftrightarrow S; \ F; (\text{invoke } a)
\]
\[
(\text{if } S.tables[F.mod\_tableaddrs[x]].elem[i] = \text{ref } a
\wedge S.funcs[a] = f \wedge F.mod\_types[y] = f.type)
S; \ F; (i32.const \ i) \ (\text{call\_indirect } \ x \ y) \leftrightarrow S; \ F; \text{trap}
(\text{otherwise})
\]

4.4.8 Blocks

The following auxiliary rules define the semantics of executing an \textit{instruction sequence} that forms a \textit{block}.
Entering \textit{instr}^* with label \(L\)

1. Push \(L\) to the stack.
2. Jump to the start of the instruction sequence \(\text{instr}^*\).

\textbf{Note:} No formal reduction rule is needed for entering an instruction sequence, because the label \(L\) is embedded in the \textit{administrative instruction} that structured control instructions reduce to directly.

Exiting \textit{instr}^* with label \(L\)

When the end of a block is reached without a jump or trap aborting it, then the following steps are performed.

1. Let \(m\) be the number of values on the top of the stack.
2. Pop the values \(val^m\) from the stack.
3. Assert: due to \textit{validation}, the label \(L\) is now on the top of the stack.
4. Pop the label from the stack.
5. Push \(val^m\) back to the stack.
6. Jump to the position after the \textit{end} of the \textit{structured control instruction} associated with the label \(L\).

\vspace{0.5cm}

\begin{equation}
\text{label}_n\{\text{instr}^*\} \ val^m \ \text{end} \ \leftrightarrow \ val^m
\end{equation}

\textbf{Note:} This semantics also applies to the instruction sequence contained in a \textit{loop} instruction. Therefore, execution of a loop falls off the end, unless a backwards branch is performed explicitly.

\subsection*{4.4.9 Function Calls}

The following auxiliary rules define the semantics of invoking a \textit{function instance} through one of the \textit{call instructions} and returning from it.

\textbf{Invocation of function address \(a\)}

1. Assert: due to \textit{validation}, \(S.\text{funcs}[a]\) exists.
2. Let \(f\) be the \textit{function instance}, \(S.\text{funcs}[a]\).
3. Let \([t_1^n] \rightarrow [t_2^n]\) be the \textit{function type} \(f.\text{type}\).
4. Let \(t^*\) be the list of \textit{value types} \(f.\text{code}.\text{locals}\).
5. Let \(\text{instr}^* \ \text{end}\) be the \textit{expression} \(f.\text{code}.\text{body}\).
6. Assert: due to \textit{validation}, \(n\) values are on the top of the stack.
7. Pop the values \(val^n\) from the stack.
8. Let \(val^0\) be the list of zero values of types \(t^*\).
9. Let \(F\) be the \textit{frame} \{\textit{module} \(f.\text{module}\), \textit{locals} \(val^m\) (default \(t_1^n\))\}.
10. Push the activation of \(F\) with arity \(m\) to the stack.
11. Let \(L\) be the \textit{label} whose arity is \(m\) and whose continuation is the end of the function.
12. \textit{Enter} the instruction sequence \(\text{instr}^*\) with label \(L\).
Returning from a function

When the end of a function is reached without a jump (i.e., `return`) or trap aborting it, then the following steps are performed.

1. Let $F$ be the current frame.
2. Let $n$ be the arity of the activation of $F$.
3. Assert: due to validation, there are $n$ values on the top of the stack.
4. Pop the results $val^n$ from the stack.
5. Assert: due to validation, the frame $F$ is now on the top of the stack.
6. Pop the frame from the stack.
7. Push $val^n$ back to the stack.
8. Jump to the instruction after the original call.

Host Functions

Invoking a host function has non-deterministic behavior. It may either terminate with a trap or return regularly. However, in the latter case, it must consume and produce the right number and types of WebAssembly values on the stack, according to its function type.

A host function may also modify the store. However, all store modifications must result in an extension of the original store, i.e., they must only modify mutable contents and must not have instances removed. Furthermore, the resulting store must be valid, i.e., all data and code in it is well-typed.

$$S; val^n (\text{invoke } a) \rightarrow S;\ \text{frame}_n\{F\}\ \text{label}_n\{}\ instr^*\ \text{end\ end}$$

$$\begin{align*}
S; val^n (\text{invoke } a) & \rightarrow S;\ \text{frame}_n\{F\}\ \text{label}_n\{}\ instr^*\ \text{end\ end} \\
& \quad \text{if } S.\text{funcs}[a] = f \\
& \quad \land f.\text{type} = [t^n_1] \rightarrow [t^n_2] \\
& \quad \land f.\text{code} = \{\text{type } x, \text{locals } t^k, \text{body } instr^* \text{ end}\} \\
& \quad \land F = \{\text{module } f.\text{module}, \text{locals } val^n (\text{default } t^k)\}
\end{align*}$$

Here, $hf(S; val^n)$ denotes the implementation-defined execution of host function $hf$ in current store $S$ with arguments $val^n$. It yields a set of possible outcomes, where each element is either a pair of a modified store $S'$ and a result or the special value $\bot$ indicating divergence. A host function is non-deterministic if there is at least one argument for which the set of outcomes is not singular.

For a WebAssembly implementation to be sound in the presence of host functions, every host function instance must be valid, which means that it adheres to suitable pre- and post-conditions: under a valid store $S$, and given arguments $val^n$ matching the ascribed parameter types $t^n_1$, executing the host function must yield a non-empty set of possible outcomes each of which is either divergence or consists of a valid store $S'$ that is an extension of $S$ and a result matching the ascribed return types $t^n_2$. All these notions are made precise in the Appendix.
A host function can call back into WebAssembly by invoking a function exported from a module. However, the effects of any such call are subsumed by the non-deterministic behavior allowed for the host function.

### 4.4.10 Expressions

An expression is evaluated relative to a current frame pointing to its containing module instance.

1. Jump to the start of the instruction sequence instr* of the expression.
2. Execute the instruction sequence.
3. Assert: due to validation, the top of the stack contains a value.
4. Pop the value val from the stack.

The value val is the result of the evaluation.

\[
S; F; \text{instr}^* \rightarrow S'; F'; \text{instr}'^* \quad (\text{if } S; F; \text{instr}^* \text{ end } \rightarrow S'; F'; \text{instr}'^* \text{ end})
\]

Evaluation iterates this reduction rule until reaching a value. Expressions constituting function bodies are executed during function invocation.

### 4.5 Modules

For modules, the execution semantics primarily defines instantiation, which allocates instances for a module and its contained definitions, initializes tables and memories from contained element and data segments, and invokes the start function if present. It also includes invocation of exported functions.

Instantiation depends on a number of auxiliary notions for type-checking imports and allocating instances.

#### 4.5.1 External Typing

For the purpose of checking external values against imports, such values are classified by external types. The following auxiliary typing rules specify this typing relation relative to a store \( S \) in which the referenced instances live.

\text{func } a

- The store entry \( S.\text{funcs}[a] \) must exist.
- Then \text{func } a is valid with external type \( \text{func } S.\text{funcs}[a].\text{type} \).

\[
S \vdash \text{func } a : \text{func } S.\text{funcs}[a].\text{type}
\]


```

4.5.2 Value Typing

For the purpose of checking argument \textit{values} against the parameter types of exported \textit{functions}, values are classified by \textit{value types}. The following auxiliary typing rules specify this typing relation relative to a \textit{store} $S$ in which possibly referenced addresses live.

\textbf{Numeric Values} $t.\text{const} \; c$

- The value is valid with \textit{number type} $t$.
  \[ S \vdash t.\text{const} \; c : t \]

\textbf{Null References} $\text{ref.null} \; t$

- The value is valid with \textit{reference type} $t$.
  \[ S \vdash \text{ref.null} \; t : t \]
```
Function References ref \( a \)

- The external value func \( a \) must be valid.
- Then the value is valid with reference type funcref.
\[
S \vdash \text{func } a : \text{func functype} \\
S \vdash \text{ref } a : \text{funcref}
\]

External References ref.extern \( a \)

- The value is valid with reference type externref.
\[
S \vdash \text{ref.extern } a : \text{externref}
\]

4.5.3 Allocation

New instances of functions, tables, memories, and globals are allocated in a store \( S \), as defined by the following auxiliary functions.

Functions

1. Let func be the function to allocate and moduleinst its module instance.
2. Let \( a \) be the first free function address in \( S \).
3. Let functype be the function type moduleinst.types[functype].
4. Let funcinst be the function instance \( \{ \text{type functype, module moduleinst, code func} \} \).
5. Append funcinst to the funcs of \( S \).
6. Return \( a \).

\[
\text{allocfunc}(S, \text{func}, \text{moduleinst}) = S', \text{funcaddr} \\
\text{where:} \\
\text{funcaddr} = |S.\text{funcs}| \\
\text{functype} = \text{moduleinst}.\text{types}[\text{func.type}] \\
\text{funcinst} = \{ \text{type functype, module moduleinst, code func} \} \\
S' = S \oplus \{ \text{funcs funcinst} \}
\]

Host Functions

1. Let hostfunc be the host function to allocate and functype its function type.
2. Let \( a \) be the first free function address in \( S \).
3. Let funcinst be the function instance \( \{ \text{type functype, hostcode hostfunc} \} \).
4. Append funcinst to the funcs of \( S \).
5. Return \( a \).

\[
\text{allochostfunc}(S, \text{functype}, \text{hostfunc}) = S', \text{funcaddr} \\
\text{where:} \\
\text{funcaddr} = |S.\text{funcs}| \\
\text{funcinst} = \{ \text{type functype, hostcode hostfunc} \} \\
S' = S \oplus \{ \text{funcs funcinst} \}
\]
Note: Host functions are never allocated by the WebAssembly semantics itself, but may be allocated by the embedder.

Tables

1. Let $tabletype$ be the table type to allocate and $ref$ the initialization value.
2. Let $\{\{\text{min } n, \text{max } m\}\} \text{ reftype}$ be the structure of table type $tabletype$.
3. Let $a$ be the first free table address in $S$.
4. Let $tableinst$ be the table instance $\{\text{type } tabletype, \text{elem } ref^n\}$ with $n$ elements set to $ref$.
5. Append $tableinst$ to the tables of $S$.

\[
\text{allocatable}(S, tabletype, ref) = S', tableaddr
\]

where:
- $tabletype = \{\{\text{min } n, \text{max } m\}\} \text{ reftype}$
- $tableaddr = |S.tables|
- $tableinst = \{\text{type } tabletype, \text{elem } ref^n\}$
- $S' = S \oplus \{\text{tables } tableinst\}$

Memories

1. Let $memtype$ be the memory type to allocate.
2. Let $\{\{\text{min } n, \text{max } m\}\}$ be the structure of memory type $memtype$.
3. Let $a$ be the first free memory address in $S$.
4. Let $meminst$ be the memory instance $\{\text{type } memtype, \text{data } (0x00)^n 64\text{ Ki}\}$ that contains $n$ pages of zeroed bytes.
5. Append $meminst$ to the mems of $S$.

\[
\text{allocmem}(S, memtype) = S', memaddr
\]

where:
- $memtype = \{\{\text{min } n, \text{max } m\}\}$
- $memaddr = |S.mems|
- $meminst = \{\text{type } memtype, \text{data } (0x00)^n 64\text{ Ki}\}$
- $S' = S \oplus \{\text{mems } meminst\}$

Globals

1. Let $globaltype$ be the global type to allocate and $val$ the value to initialize the global with.
2. Let $a$ be the first free global address in $S$.
3. Let $globalinst$ be the global instance $\{\text{type } globaltype, \text{value } val\}$.
4. Append $globalinst$ to the globals of $S$.
5. Return $a$.

4.5. Modules
### Element segments

1. Let `reftype` be the elements’ type and `ref` the vector of references to allocate.
2. Let a be the first free element address in `S`.
3. Let `eleminst` be the element instance `{type t, elem ref}`.
4. Append `eleminst` to the `elems` of `S`.
5. Return a.

   \[
   \text{allocelem}(S, \text{reftype}, \text{ref}^*) = S', \text{elemaddr}
   \]

   where:
   \[
   \begin{align*}
   \text{elemaddr} &= |S.\text{elems}| \\
   \text{eleminst} &= \{\text{type reftype, elem ref}^*\} \\
   S' &= S \oplus \{\text{elems eleminst}\}
   \end{align*}
   \]

### Data segments

1. Let `bytes` be the vector of bytes to allocate.
2. Let a be the first free data address in `S`.
3. Let `datainst` be the data instance `{data bytes}`.
4. Append `datainst` to the `datas` of `S`.
5. Return a.

   \[
   \text{allocdata}(S, \text{bytes}) = S', \text{dataaddr}
   \]

   where:
   \[
   \begin{align*}
   \text{dataaddr} &= |S.\text{datas}| \\
   \text{datainst} &= \{\text{data bytes}\} \\
   S' &= S \oplus \{\text{datas datainst}\}
   \end{align*}
   \]

### Growing tables

1. Let `tableinst` be the table instance to grow, `n` the number of elements by which to grow it, and `ref` the initialization value.
2. Let `len` be `n` added to the length of `tableinst.elems`.
3. If `len` is larger than or equal to \(2^{32}\), then fail.
4. Let `limits t` be the structure of `table type tableinst.type`.
5. Let `limits'` be `limits` with `min` updated to `len`.
6. If `limits'` is not valid, then fail.
7. Append `ref` \(^n\) to `tableinst.elems`.
8. Set `tableinst.type` to the `table type limits' t`.
**Growing memories**

1. Let \( \text{meminst} \) be the memory instance to grow and \( n \) the number of pages by which to grow it.
2. Assert: The length of \( \text{meminst}.\text{data} \) is divisible by the page size 64 Ki.
3. Let \( \text{len} \) be \( n \) added to the length of \( \text{meminst}.\text{data} \) divided by the page size 64 Ki.
4. If \( \text{len} \) is larger than \( 2^{16} \), then fail.
5. Let \( \text{limits} \) be the structure of memory type \( \text{meminst}.\text{type} \).
6. Let \( \text{limits}' \) be \( \text{limits} \) with min updated to \( \text{len} \).
7. If \( \text{limits}' \) is not valid, then fail.
8. Append \( n \) times 64 Ki bytes with value 0x00 to \( \text{meminst}.\text{data} \).
9. Set \( \text{meminst}.\text{type} \) to the memory type \( \text{limits}' \).

\[
\text{growtable(} \text{tableinst}, n, \text{ref} \text{)} = \text{tableinst with type = limits'} \ t \text{ with elem = tableinst.elem ref}^n
\[
\text{if len = n + |tableinst.elem|}
\wedge \text{len < } 2^{32}
\wedge \text{limits } t = \text{tableinst.type}
\wedge \text{limits'} = \text{limits with } \text{min = len}
\wedge \neg \text{limits'} \text{ ok}
\]

**Modules**

The allocation function for modules requires a suitable list of external values that are assumed to match the import vector of the module, a list of initialization values for the module’s globals, and list of reference vectors for the module’s element segments.

1. Let \( \text{module} \) be the module to allocate and \( \text{externval}^* \) the vector of external values providing the module’s imports, \( \text{val}^* \) the initialization values of the module’s globals, and \( \text{(ref}^*)^* \) the reference vectors of the module’s element segments.
2. For each function \( \text{func}_i \) in \( \text{module}.\text{funcs} \), do:
   a. Let \( \text{funcaddr}_i \) be the function address resulting from allocating \( \text{func}_i \) for the module instance \( \text{moduleinst} \) defined below.
3. For each table \( \text{table}_i \) in \( \text{module}.\text{tables} \), do:
   a. Let \( \text{limits}_i \ t_i \) be the table type \( \text{table}_i.\text{type} \).
   b. Let \( \text{tableaddr}_i \) be the table address resulting from allocating \( \text{table}_i.\text{type} \) with initialization value \( \text{ref.null } t_i \).
4. For each memory \( \text{mem}_i \) in \( \text{module}.\text{mems} \), do:
   a. Let \( \text{memaddr}_i \) be the memory address resulting from allocating \( \text{mem}_i.\text{type} \).
5. For each global \( \text{global}_i \) in \( \text{module}.\text{globals} \), do:
   a. Let \( \text{globaladdr}_i \) be the global address resulting from allocating \( \text{global}_i.\text{type} \) with initializer value \( \text{val}^*[\text{r}] \).
6. For each element segment \( \text{elem}_i \) in \( \text{module} \).\text{elems}, do:
   a. Let \( \text{elemaddr}_i \) be the element address resulting from allocating a element instance of reference type \( \text{elem}_i \).\text{type} with contents \( (\text{ref}^*)[^i] \).

7. For each data segment \( \text{data}_i \) in \( \text{module} \).\text{datas}, do:
   a. Let \( \text{dataaddr}_i \) be the data address resulting from allocating a data instance with contents \( \text{data}_i \).\text{init}.

8. Let \( \text{funcaddr}^* \) be the concatenation of the function addresses \( \text{funcaddr}_i \) in index order.

9. Let \( \text{tableaddr}^* \) be the concatenation of the table addresses \( \text{tableaddr}_i \) in index order.

10. Let \( \text{globaladdr}^* \) be the concatenation of the global addresses \( \text{globaladdr}_i \) in index order.

11. Let \( \text{elemaddr}^* \) be the concatenation of the element addresses \( \text{elemaddr}_i \) in index order.

12. Let \( \text{dataaddr}^* \) be the concatenation of the data addresses \( \text{dataaddr}_i \) in index order.

13. Let \( \text{funcaddr}^* \) be the list of function addresses extracted from \( \text{externval}_\text{im}^* \), concatenated with \( \text{funcaddr}^* \).

14. Let \( \text{tableaddr}_\text{mod}^* \) be the list of table addresses extracted from \( \text{externval}_\text{im}^* \), concatenated with \( \text{tableaddr}^* \).

15. Let \( \text{memaddr}_\text{mod}^* \) be the list of memory addresses extracted from \( \text{externval}_\text{im}^* \), concatenated with \( \text{memaddr}^* \).

16. Let \( \text{globaladdr}_\text{mod}^* \) be the list of global addresses extracted from \( \text{externval}_\text{im}^* \), concatenated with \( \text{globaladdr}^* \).

17. For each export \( \text{export}_i \) in \( \text{module} \).\text{exports}, do:
   a. If \( \text{export}_i \) is a function export for function index \( x \), then let \( \text{externval}_i \) be the external value \( \text{funcaddr}_\text{mod}[x] \).
   b. Else, if \( \text{export}_i \) is a table export for table index \( x \), then let \( \text{externval}_i \) be the external value \( \text{tableaddr}_\text{mod}[x] \).
   c. Else, if \( \text{export}_i \) is a memory export for memory index \( x \), then let \( \text{externval}_i \) be the external value \( \text{memaddr}_{\text{mod}[x]} \).
   d. Else, if \( \text{export}_i \) is a global export for global index \( x \), then let \( \text{externval}_i \) be the external value \( \text{globaladdr}_{\text{mod}[x]} \).
   e. Let \( \text{exportinst}_i \) be the export instance \{name \( \text{export}_i \).\name, value \( \text{externval}_i \} \).

18. Let \( \text{exportinst}^* \) be the concatenation of the export instances \( \text{exportinst}_i \) in index order.

19. Let \( \text{moduleinst} \) be the module instance \{types \( \text{module} \).\text{types}, \text{funcaddrs} \text{funcaddr}_{\text{mod}}^*, \text{tableaddrs} \text{tableaddr}_{\text{mod}}^*, \text{memaddrs} \text{memaddr}_{\text{mod}}^*, \text{globaladdrs} \text{globaladdr}_{\text{mod}}^*, \text{exports} \text{exportinst}^* \} \).

20. Return \( \text{moduleinst} \).

\[
\text{allocmodule}(S, \text{module}, \text{externval}_{\text{im}}^*, \text{val}^*, (\text{ref}^*)^*) = S', \text{moduleinst}
\]
where:

\[
\begin{align*}
table^* &= module.tables \\
mem^* &= module.mems \\
global^* &= module.globals \\
elem^* &= module.elems \\
data^* &= module.datas \\
extport^* &= module.exports
\end{align*}
\]

\[
moduleinst = \{ \text{types module.types, } func\textaddrs func\textaddrs(\text{externval}_{im}^n) func\textaddrs^*, \\
table\textaddrs tables(\text{externval}_{im}^n) table\textaddrs^*, \\
mem\textaddrs mems(\text{externval}_{im}^n) mem\textaddrs^*, \\
global\textaddrs globals(\text{externval}_{im}^n) global\textaddrs^*, \\
elem\textaddrs elem\textaddrs^*, \\
data\textaddrs data\textaddrs^*, \\
extports exportinst^* \}
\]

\[
\begin{align*}
&S_1, func\textaddrs^* = allocfunc^*(S, module.funcs, moduleinst) \\
&S_2, table\textaddrs^* = allocatab*(S_1, (table.type)^*, (\text{null } t)^*) \quad (\text{where } (table.type)^* = (\text{limits } t)^*) \\
&S_3, mem\textaddrs^* = allocmem^*(S_2, (mem.type)^*) \\
&S_4, global\textaddrs^* = allocglob* (S_3, (global.type)^*, val^*) \\
&S_5, elem\textaddrs^* = allocelem^*(S_4, (elem.type)^*, (ref^*)^*) \\
&S', data\textaddrs^* = allocdata^*(S_5, (data.init)^*) \\
&nextports^* = \{ \text{name (export.name), value }\text{externval}_{ex}^* \}
\end{align*}
\]

\[
\begin{align*}
&\text{funcs(externval}_{ex}^n) = (\text{moduleinst.funcaddrs}[x]^*) \quad (\text{where } x^* = \text{funcs(export^*)}) \\
&\text{tables(externval}_{ex}^n) = (\text{moduleinst.tablesaddrs}[x]^*) \quad (\text{where } x^* = \text{tables(export^*)}) \\
&\text{mems(externval}_{ex}^n) = (\text{moduleinst.memaddrs}[x]^*) \quad (\text{where } x^* = \text{mems(export^*)}) \\
&\text{globals(externval}_{ex}^n) = (\text{moduleinst.globaladdrs}[x]^*) \quad (\text{where } x^* = \text{globals(export^*)})
\end{align*}
\]

Here, the notation allocx^* is shorthand for multiple allocations of object kind X, defined as follows:

\[
\text{allocx}^*(S_0, X^n, \ldots) = S_n, a^n
\]

where for all \(i < n:\)

\[
S_{i+1}, a^n[i] = \text{allocx}(S_i, X^n[i], \ldots)
\]

Moreover, if the dots . . . are a sequence \(A^n\) (as for globals or tables), then the elements of this sequence are passed to the allocation function pointwise.

**Note:** The definition of module allocation is mutually recursive with the allocation of its associated functions, because the resulting module instance moduleinst is passed to the function allocator as an argument, in order to form the necessary closures. In an implementation, this recursion is easily unraveled by mutating one or the other in a secondary step.

### 4.5.4 Instantiation

Given a store \(S\), a module module is instantiated with a list of external values \(\text{externval}_{im}^n\) supplying the required imports as follows.

Instantiation checks that the module is valid and the provided imports match the declared types, and may fail with an error otherwise. Instantiation can also result in a trap from executing the start function. It is up to the embedder to define how such conditions are reported.

1. If module is not valid, then:
   a. Fail.
2. Assert: module is valid with external types \(\text{externtype}_{im}^n\) classifying its imports.
3. If the number \(m\) of imports is not equal to the number \(n\) of provided external values, then:
a. Fail.

4. For each external value $\text{externval}_i$ in $\text{externval}^n$ and external type $\text{externtype}'_i$ in $\text{externtype}^n_{\text{init}}$, do:
   a. If $\text{externval}_i$ is not valid with an external type $\text{externtype}_i$ in store $S$, then:
      i. Fail.
   b. If $\text{externtype}_i$ does not match $\text{externtype}'_i$, then:
      i. Fail.

5. Let $\text{moduleinst}_{\text{init}}$ be the auxiliary module instance $\{\text{globaladdrs}\text{globals}(\text{externval}^n), \text{funcaddrs moduleinst.funcaddrs}\}$ that only consists of the imported globals and the imported and allocated functions from the final module instance $\text{moduleinst}$, defined below.

6. Let $F_{\text{init}}$ be the auxiliary frame $\{\text{module moduleinst}_{\text{init}}, \text{locals } e\}$.

7. Push the frame $F_{\text{init}}$ to the stack.

8. Let $\text{val}^*$ be the vector of global initialization values determined by $\text{module}$ and $\text{externval}^n$. These may be calculated as follows.
   a. For each global $\text{global}_i$ in $\text{module.globals}$, do:
      i. Let $\text{val}_i$ be the result of evaluating the initializer expression $\text{global}_i.\text{init}$.
   b. Assert: due to validation, the frame $F_{\text{init}}$ is now on the top of the stack.
   c. Let $\text{val}^*$ be the concatenation of $\text{val}_i$ in index order.

9. Let $(\text{ref}^*)^*$ be the list of reference vectors determined by the element segments in $\text{module}$. These may be calculated as follows.
   a. For each element segment $\text{elem}_i$ in $\text{module.elems}$, and for each element expression $\text{expr}_{ij}$ in $\text{elem}_i.\text{init}$, do:
      i. Let $\text{ref}_{ij}$ be the result of evaluating the initializer expression $\text{expr}_{ij}$.
   b. Let $\text{ref}_i^*$ be the concatenation of function elements $\text{ref}_{ij}$ in order of index $j$.
   c. Let $(\text{ref}^*)^*$ be the concatenation of function element vectors $\text{ref}_i^*$ in order of index $i$.

10. Pop the frame $F_{\text{init}}$ from the stack.

11. Let $\text{moduleinst}$ be a new module instance allocated from $\text{module}$ in store $S$ with imports $\text{externval}^n$, global initializer values $\text{val}^*$, and element segment contents $(\text{ref}^*)^*$, and let $S'$ be the extended store produced by module allocation.

12. Let $F$ be the auxiliary frame $\{\text{module moduleinst}, \text{locals } e\}$.

13. Push the frame $F$ to the stack.

14. For each element segment $\text{elem}_i$ in $\text{module.elems}$ whose mode is of the form active $\{\text{table tableidx}_i, \text{offset einstr}_i^* \text{end}\}$, do:
   a. Assert: $\text{tableidx}_i$ is 0.
   b. Let $n$ be the length of the vector $\text{elem}_i.\text{init}$.
   c. Execute the instruction sequence $\text{einstr}_i^*$.
   d. Execute the instruction i32.const 0.
   e. Execute the instruction i32.const $n$.
   f. Execute the instruction table.init $i$.
   g. Execute the instruction elem.drop $i$.

15. For each data segment $\text{data}_i$ in $\text{module.datas}$ whose mode is of the form active $\{\text{memory memidx}_i, \text{offset dinstr}_i^* \text{end}\}$, do:
   a. Assert: $\text{memidx}_i$ is 0.
b. Let \( n \) be the length of the vector \( \text{data}_i.\text{init} \).

c. \textit{Execute} the instruction sequence \( \text{dinstr}^* \).

d. \textit{Execute} the instruction \( \text{i32}\text{.const} \ 0 \).

e. \textit{Execute} the instruction \( \text{i32}\text{.const} \ n \).

f. \textit{Execute} the instruction \( \text{memory\.init} \ i \).

g. \textit{Execute} the instruction \( \text{data\.drop} \ i \).

16. If the start function \( \text{module\.start} \) is not empty, then:

a. Let \( \text{start} \) be the start function \( \text{module\.start} \).

b. \textit{Execute} the instruction \( \text{call start}\text{.func} \).

17. Assert: due to validation, the frame \( F \) is now on the top of the stack.

18. Pop the frame \( F \) from the stack.

\[
\text{instantiate}(S, \text{module, external}^k) = \begin{cases} 
S'; F; \text{runelem}_0(\text{elem}^n[0]) \ldots \text{runelem}_{n-1}(\text{elem}^n[n-1]) \\
\text{rundata}_0(\text{data}^m[0]) \ldots \text{rundata}_{m-1}(\text{data}^m[m-1]) \\
\text{(call start}\text{.func})^2 \\
\end{cases}
\]

\( \text{if } \vdash \text{module} : \text{extern}^k \rightarrow \text{extern}^* \)
\( \land (S \vdash \text{external} : \text{extern}^k) \)
\( \land (\vdash \text{extern}^k \leq \text{extern}^*) \)
\( \land \text{module}\.\text{globals} = \text{global}^* \)
\( \land \text{module}\.\text{elems} = \text{elem}^n \)
\( \land \text{module}\.\text{datas} = \text{data}^m \)
\( \land \text{module}\.\text{start} = \text{start}^* \)
\( \land (\text{expr}_g = \text{global}\.\text{GINIT})^* \)
\( \land (\text{expr}_c = \text{elem}\.\text{EINIT})^n \)
\( \land S', \text{module}\text{inst} = \text{allocmodule}(S, \text{module, external}^k, \text{val}^*, (\text{ref}^*)^n) \)
\( \land F = \{ \text{module} \text{module}\text{inst}, \text{locals} \} \)
\( \land (S'; F; \text{expr}_g \leftarrow *S'; F; \text{val end})^* \)
\( \land ((S'; F; \text{expr}_c \leftarrow *S'; F; \text{ref end})^* )^n \)
\( \land (\text{tableaddr} = \text{module}\text{inst}.\text{tableaddr}[\text{elem}\.\text{table}])^* \)
\( \land (\text{memaddr} = \text{module}\text{inst}.\text{memaddr}[\text{data}\.\text{memory}])^* \)
\( \land (\text{funcaddr} = \text{module}\text{inst}.\text{funcaddr}[\text{start}\text{.func}])^* \)

where:

\( \text{runelem}_i(\{ \text{type} \text{et}, \text{init} \text{ref}^n, \text{mode} \text{passive} \} ) = \epsilon \)
\( \text{runelem}_i(\{ \text{type} \text{et}, \text{init} \text{ref}^n, \text{mode} \text{active} \{ \text{table} 0, \text{offset} \text{instr}^* \text{end} \} \} ) = \)
\( \text{instr}^* (\text{i32}\text{.const} \ 0) (\text{i32}\text{.const} \ n) \) (\text{table}\.\text{init} i) (\text{elem}\.\text{drop} i) \)
\( \text{runelem}_i(\{ \text{type} \text{et}, \text{init} \text{ref}^n, \text{mode} \text{declarative} \} ) = \)
\( (\text{elem}\.\text{drop} i) \)
\( \text{rundata}_i(\{ \text{init} \text{b}^n, \text{DMODE} \text{passive} \} ) = \epsilon \)
\( \text{rundata}_i(\{ \text{init} \text{b}^n, \text{DMODE} \text{active} \{ \text{memory} 0, \text{offset} \text{instr}^* \text{end} \} \} ) = \)
\( \text{instr}^* (\text{i32}\text{.const} \ 0) (\text{i32}\text{.const} \ n) \) (\text{memory}\.\text{init} i) (\text{data}\.\text{drop} i) \)

**Note:** Module allocation and the evaluation of global initializers and element segments are mutually recursive because the global initialization values \( \text{val}^* \) and element segment contents \( (\text{ref}^*)^* \) are passed to the module allocator while depending on the module instance \( \text{module}\text{inst} \) and store \( S' \) returned by allocation. However, this recursion is just a specification device. In practice, the initialization values can be determined beforehand by staging module allocation such that first, the module’s own function instances \( < \) syntax – \( \text{funcinst} > \) are pre-allocated in the store, then the initializer expressions are evaluated, then the rest of the module instance is allocated, and finally the new function instances’ module fields are set to that module instance. This is possible because validation ensures that initialization expressions cannot actually call a function, only take their reference.
All failure conditions are checked before any observable mutation of the store takes place. Store mutation is not atomic; it happens in individual steps that may be interleaved with other threads. 

*Evaluation of constant expressions* does not affect the store.

### 4.5.5 Invocation

Once a *module* has been *instantiated*, any exported function can be *invoked* externally via its *function address* `funcaddr` in the store `S` and an appropriate list `val*` of argument *values*.

Invocation may *fail* with an error if the arguments do not fit the *function type*. Invocation can also result in a *trap*. It is up to the *embedder* to define how such conditions are reported.

**Note:** If the *embedder* API performs type checks itself, either statically or dynamically, before performing an invocation, then no failure other than traps can occur.

The following steps are performed:

2. Let `funcinst` be the *function instance* `S.funcs[funcaddr]`.
3. Let `[t^n_1] → [t^n_m]` be the *function type* `funcinst.type`.
4. If the length `|val*|` of the provided argument values is different from the number `n` of expected arguments, then:
   a. Fail.
5. For each *value type* `t_i` in `t^n_1` and corresponding *value* `val_i` in `val*`, do:
   a. If `val_i` is not *valid* with value type `t_i`, then:
      i. Fail.
6. Let `F` be the dummy *frame* `{module {}, locals ϵ}`.
7. Push the frame `F` to the stack.
8. Push the values `val*` to the stack.
9. *Invoke* the function instance at address `funcaddr`.

Once the function has returned, the following steps are executed:

1. Assert: due to *validation*, `m` *values* are on the top of the stack.
2. Pop `val^m_res` from the stack.

The values `val^m_res` are returned as the results of the invocation.

\[
\text{invoke}(S, \text{funcaddr}, \text{val}^n) = S; F; \text{val}^n \text{ (invoke } \text{funcaddr) (if } S.\text{funcs[funcaddr].type} = [t^n_1] \rightarrow [t^n_m] \\
\land \ (S \vdash \text{val} : t_1)^n \\
\land \ F = \text{module} \{\}, \text{locals} \epsilon) \]

Chapter 4. Execution
CHAPTER 5

Binary Format

5.1 Conventions

The binary format for WebAssembly modules is a dense linear encoding of their abstract syntax.\(^\text{27}\)

The format is defined by an attribute grammar whose only terminal symbols are \textit{bytes}. A byte sequence is a well-formed encoding of a module if and only if it is generated by the grammar.

Each production of this grammar has exactly one synthesized attribute: the abstract syntax that the respective byte sequence encodes. Thus, the attribute grammar implicitly defines a \textit{decoding} function (i.e., a parsing function for the binary format).

Except for a few exceptions, the binary grammar closely mirrors the grammar of the abstract syntax.

\textbf{Note:} Some phrases of abstract syntax have multiple possible encodings in the binary format. For example, numbers may be encoded as if they had optional leading zeros. Implementations of decoders must support all possible alternatives; implementations of encoders can pick any allowed encoding.

The recommended extension for files containing WebAssembly modules in binary format is ".\texttt{.wasm}" and the recommended Media Type\(^\text{26}\) is "application/wasm".

5.1.1 Grammar

The following conventions are adopted in defining grammar rules for the binary format. They mirror the conventions used for \textit{abstract syntax}. In order to distinguish symbols of the binary syntax from symbols of the abstract syntax, typewriter font is adopted for the former.

- Terminal symbols are \textit{bytes} expressed in hexadecimal notation: 0x0F.
- Nonterminal symbols are written in typewriter font: \textit{valtype}, \textit{instr}.
- \(B^n\) is a sequence of \(n \geq 0\) iterations of \(B\).
- \(B^*\) is a possibly empty sequence of iterations of \(B\). (This is a shorthand for \(B^n\) used where \(n\) is not relevant.)

\(^{27}\) Additional encoding layers – for example, introducing compression – may be defined on top of the basic representation defined here. However, such layers are outside the scope of the current specification.

\(^{26}\) https://www.iana.org/assignments/media-types/media-types.xhtml
• $B^n$ is an optional occurrence of $B$. (This is a shorthand for $B^n$ where $n \leq 1$.)

• $x:B$ denotes the same language as the nonterminal $B$, but also binds the variable $x$ to the attribute synthesized for $B$.

• Productions are written $\text{sym} ::= B_1 \Rightarrow A_1 | \ldots | B_n \Rightarrow A_n$, where each $A_i$ is the attribute that is synthesized for $\text{sym}$ in the given case, usually from attribute variables bound in $B_i$.

• Some productions are augmented by side conditions in parentheses, which restrict the applicability of the production. They provide a shorthand for a combinatorial expansion of the production into many separate cases.

• If the same meta variable or non-terminal symbol appears multiple times in a production (in the syntax or in an attribute), then all those occurrences must have the same instantiation. (This is a shorthand for a side condition requiring multiple different variables to be equal.)

**Note:** For example, the binary grammar for value types is given as follows:

$$
\text{valtype} ::= \text{0x7F} \Rightarrow \text{i32} \\
| \text{0x7E} \Rightarrow \text{i64} \\
| \text{0x7D} \Rightarrow \text{f32} \\
| \text{0x7C} \Rightarrow \text{f64}
$$

Consequently, the byte $\text{0x7F}$ encodes the type $\text{i32}$, $\text{0x7E}$ encodes the type $\text{i64}$, and so forth. No other byte value is allowed as the encoding of a value type.

The binary grammar for limits is defined as follows:

$$
\text{limits} ::= \text{0x00} \ n:u32 \Rightarrow \{ \text{min } n, \text{max } \epsilon \} \\
| \text{0x01} \ n:u32 \ m:u32 \Rightarrow \{ \text{min } n, \text{max } m \}
$$

That is, a limits pair is encoded as either the byte $\text{0x00}$ followed by the encoding of a $u32$ value, or the byte $\text{0x01}$ followed by two such encodings. The variables $n$ and $m$ name the attributes of the respective $u32$ nonterminals, which in this case are the actual unsigned integers those decode into. The attribute of the complete production then is the abstract syntax for the limit, expressed in terms of the former values.

### 5.1.2 Auxiliary Notation

When dealing with binary encodings the following notation is also used:

• $\epsilon$ denotes the empty byte sequence.

• $||B||$ is the length of the byte sequence generated from the production $B$ in a derivation.

### 5.1.3 Vectors

*Vectors* are encoded with their $u32$ length followed by the encoding of their element sequence.

$$
\text{vec}(B) ::= n:u32 \ (x:B)^n \Rightarrow x^n
$$
5.2 Values

5.2.1 Bytes

Bytes encode themselves.

\[
\text{byte} ::= \begin{cases} 0x00 \Rightarrow 0x00 \\ \ldots \\ 0xFF \Rightarrow 0xFF \end{cases}
\]

5.2.2 Integers

All integers are encoded using the LEB128\(^{28}\) variable-length integer encoding, in either unsigned or signed variant.

Unsigned integers are encoded in unsigned LEB128\(^{29}\) format. As an additional constraint, the total number of bytes encoding a value of type \(uN\) must not exceed \(\text{ce}i\l(\frac{N}{7}\r)\) bytes.

\[
uN ::= n:\text{byte} \Rightarrow n \quad (\text{if } n < 2^7 \land n < 2^N) \\
| n:\text{byte} m:u(N-7) \Rightarrow 2^7 \cdot m + (n - 2^7) \quad (\text{if } n \geq 2^7 \land N > 7)
\]

Signed integers are encoded in signed LEB128\(^{30}\) format, which uses a two’s complement representation. As an additional constraint, the total number of bytes encoding a value of type \(sN\) must not exceed \(\text{ce}i\l(\frac{N}{7}\r)\) bytes.

\[
sN ::= n:\text{byte} \Rightarrow n \quad (\text{if } n < 2^6 \land n < 2^{N-1}) \\
| n:\text{byte} \Rightarrow n - 2^7 \quad (\text{if } 2^6 \leq n < 2^7 \land n \geq 2^7 - 2^{N-1}) \\
| n:\text{byte} m:s(N-7) \Rightarrow 2^7 \cdot m + (n - 2^7) \quad (\text{if } n \geq 2^7 \land N > 7)
\]

Uninterpreted integers are encoded as signed integers.

\[
iN ::= n:sN \Rightarrow i \quad (\text{if } n = \text{signed}_{i,N}(i))
\]

Note: The side conditions \(N > 7\) in the productions for non-terminal bytes of the \(u\) and \(s\) encodings restrict the encoding’s length. However, “trailing zeros” are still allowed within these bounds. For example, 0x03 and 0x83 0x00 are both well-formed encodings for the value 3 as a \(u8\). Similarly, either of 0x7E and 0xFF 0x7F and 0xFE 0xFF 0x7F are well-formed encodings of the value −2 as a \(s16\).

The side conditions on the value \(n\) of terminal bytes further enforce that any unused bits in these bytes must be 0 for positive values and 1 for negative ones. For example, 0x83 0x10 is malformed as a \(u8\) encoding. Similarly, both 0x83 0x3E and 0xFF 0x7B are malformed as \(s8\) encodings.

5.2.3 Floating-Point

Floating-point values are encoded directly by their IEEE 754-2019\(^{31}\) (Section 3.4) bit pattern in little endian\(^{32}\) byte order:

\[
fN ::= b^*:\text{byte}^{N/8} \Rightarrow \text{bytes}^{-1}_f(b^*)
\]

---

\(^{28}\)https://en.wikipedia.org/wiki/LEB128

\(^{29}\)https://en.wikipedia.org/wiki/LEB128#Unsigned_LEB128

\(^{30}\)https://en.wikipedia.org/wiki/LEB128#Signed_LEB128

\(^{31}\)https://ieeexplore.ieee.org/document/8766229

\(^{32}\)https://en.wikipedia.org/wiki/Endianness#Little-endian
5.2.4 Names

Names are encoded as a vector of bytes containing the Unicode\(^3\) UTF-8 encoding of the name’s character sequence.

\[
\text{name ::= } b^* : \text{vec(byte)} \Rightarrow \text{name} \quad (\text{if utf8(name) = } b^*)
\]

The auxiliary utf8 function expressing this encoding is defined as follows:

\[
\begin{align*}
\text{utf8}(c^*) & = (\text{utf8}(c))^* \\
\text{utf8}(c) & = b \quad \text{(if } c < \text{U+80)} \\
& \quad \land c = b \\
\text{utf8}(c) & = b_1 b_2 \quad \text{(if } \text{U+80} \leq c < \text{U+800)} \\
& \quad \land c = 2^6(b_1 - 0xC0) + (b_2 - 0x80)) \\
\text{utf8}(c) & = b_1 b_2 b_3 \quad \text{(if } \text{U+800} \leq c < \text{U+D800} \lor \text{U+E000} \leq c < \text{U+10000)} \\
& \quad \land c = 2^{12}(b_1 - 0xE0) + 2^6(b_2 - 0x80) + (b_3 - 0x80)) \\
\text{utf8}(c) & = b_1 b_2 b_3 b_4 \quad \text{(if } \text{U+10000} \leq c < \text{U+110000)} \\
& \quad \land c = 2^{18}(b_1 - 0xF0) + 2^{12}(b_2 - 0x80) + 2^6(b_3 - 0x80) + (b_4 - 0x80))
\end{align*}
\]

where \( b_2, b_3, b_4 < 0xC0 \)

Note: Unlike in some other formats, name strings are not 0-terminated.

5.3 Types

Note: In some places, possible types include both type constructors or types denoted by type indices. Thus, the binary format for type constructors corresponds to the encodings of small negative \( sN \) values, such that they can unambiguously occur in the same place as (positive) type indices.

5.3.1 Number Types

Number types are encoded by a single byte.

\[
\begin{align*}
\text{numtype ::= } 0x7F & \Rightarrow \text{i32} \\
& | 0x7E \Rightarrow \text{i64} \\
& | 0x7D \Rightarrow \text{f32} \\
& | 0x7C \Rightarrow \text{f64}
\end{align*}
\]

5.3.2 Reference Types

Reference types are also encoded by a single byte.

\[
\begin{align*}
\text{reftype ::= } 0x70 & \Rightarrow \text{funcref} \\
& | 0x6F \Rightarrow \text{externref}
\end{align*}
\]

\(^3\) https://www.unicode.org/versions/latest/
5.3.3 Value Types

Value types are encoded with their respective encoding as a number type or reference type.

\[
\text{valtype} ::= t:\text{numtype} \Rightarrow t \\
| t:\text{reftype} \Rightarrow t
\]

Note: Value types can occur in contexts where type indices are also allowed, such as in the case of block types. Thus, the binary format for types corresponds to the signed LEB128\(^{34}\) encoding of small negative \(sN\) values, so that they can coexist with (positive) type indices in the future.

5.3.4 Result Types

Result types are encoded by the respective vectors of value types `.resulttype ::= t*:\text{vec(valtype)} \Rightarrow [t^*]

5.3.5 Function Types

Function types are encoded by the byte 0x60 followed by the respective vectors of parameter and result types.

.functype ::= 0x60 rt\(_1\):\text{resulttype} rt\(_2\):\text{resulttype} \Rightarrow rt\(_1\) \rightarrow rt\(_2\)

5.3.6 Limits

Limits are encoded with a preceding flag indicating whether a maximum is present.

\[
\text{limits} ::= 0x00 n:\text{u32} \Rightarrow \{\min n, \max \epsilon\} \\
| 0x01 n:\text{u32} m:\text{u32} \Rightarrow \{\min n, \max m\}
\]

5.3.7 Memory Types

Memory types are encoded with their limits.

\[
\text{memtype} ::= \text{l}im:\text{limits} \Rightarrow \text{lim}
\]

5.3.8 Table Types

Table types are encoded with their limits and the encoding of their element reference type.

\[
\text{tabletype} ::= \text{et}:\text{reftype} \text{lim:limits} \Rightarrow \text{lim et}
\]

\(^{34}\) https://en.wikipedia.org/wiki/LEB128#Signed_LEB128
5.3.9 Global Types

Global types are encoded by their value type and a flag for their mutability.

```
globaltype ::= t:valtype m:mut ⇒ m t
mut ::= 0x00 ⇒ const
     | 0x01 ⇒ var
```

5.4 Instructions

Instructions are encoded by opcodes. Each opcode is represented by a single byte, and is followed by the instruction’s immediate arguments, where present. The only exception are structured control instructions, which consist of several opcodes bracketing their nested instruction sequences.

Note: Gaps in the byte code ranges for encoding instructions are reserved for future extensions.

5.4.1 Control Instructions

Control instructions have varying encodings. For structured instructions, the instruction sequences forming nested blocks are terminated with explicit opcodes for end and else.

Block types are encoded in special compressed form, by either the byte 0x40 indicating the empty type, as a single value type, or as a type index encoded as a positive signed integer.

```
blocktype ::= 0x40 ⇒ ε
     | t:valtype ⇒ t
     | x:s33 ⇒ x (if x ≥ 0)
instr ::= 0x00 ⇒ unreachable
     | 0x01 ⇒ nop
     | 0x02 bt:blocktype (in:instr)* 0x0B ⇒ block bt in* end
     | 0x03 bt:blocktype (in:instr)* 0x0B ⇒ loop bt in* end
     | 0x04 bt:blocktype (in:instr)* 0x0B ⇒ if bt in* else ε end
     | 0x05 bt:blocktype (in1:instr)* 0x05 (in2:instr)* 0x0B ⇒ if bt in1* else in2* end
     | 0x0C l:labelidx ⇒ br l
     | 0x0D l:labelidx ⇒ br_if l
     | 0x0E l*:vec(labelidx) lN:labelidx ⇒ br_table l* lN
     | 0x0F ⇒ return
     | 0x10 x:funcidx ⇒ call x
     | 0x11 y:typeidx x:tableidx ⇒ call_indirect x y
```

Note: The else opcode 0x05 in the encoding of an if instruction can be omitted if the following instruction sequence is empty.

Unlike any other occurrence, the type index in a block type is encoded as a positive signed integer, so that its signed LEB128 bit pattern cannot collide with the encoding of value types or the special code 0x40, which correspond to the LEB128 encoding of negative integers. To avoid any loss in the range of allowed indices, it is treated as a 33 bit signed integer.
5.4.2 Reference Instructions

Reference instructions are represented by single byte codes.

\[
\text{instr} ::= \ldots \\
| 0xD0 \ t: \text{reftype} \Rightarrow \text{ref.null } t \\
| 0xD1 \Rightarrow \text{ref.is } \text{null} \\
| 0xD2 \ x: \text{funcidx} \Rightarrow \text{ref.func } x
\]

5.4.3 Parametric Instructions

Parametric instructions are represented by single byte codes, possibly followed by a type annotation.

\[
\text{instr} ::= \ldots \\
| 0x1A \Rightarrow \text{drop} \\
| 0x1B \Rightarrow \text{select} \\
| 0x1C \ t*: \text{vec(valtype)} \Rightarrow \text{select } t^*
\]

5.4.4 Variable Instructions

Variable instructions are represented by byte codes followed by the encoding of the respective index.

\[
\text{instr} ::= \ldots \\
| 0x20 \ x: \text{localidx} \Rightarrow \text{local.get } x \\
| 0x21 \ x: \text{localidx} \Rightarrow \text{local.set } x \\
| 0x22 \ x: \text{localidx} \Rightarrow \text{local.tee } x \\
| 0x23 \ x: \text{globalidx} \Rightarrow \text{global.get } x \\
| 0x24 \ x: \text{globalidx} \Rightarrow \text{global.set } x
\]

5.4.5 Table Instructions

Table instructions are represented either by a single byte or a one byte prefix followed by a variable-length unsigned integer.

\[
\text{instr} ::= \ldots \\
| 0x25 \ x: \text{tableidx} \Rightarrow \text{table.get } x \\
| 0x26 \ x: \text{tableidx} \Rightarrow \text{table.set } x \\
| 0xFC \ 12: \text{u32 } y: \text{elemidx } x: \text{tableidx} \Rightarrow \text{table.init } x \ y \\
| 0xFC \ 13: \text{u32 } x: \text{elemidx} \Rightarrow \text{elem.drop } x \\
| 0xFC \ 14: \text{u32 } x: \text{tableidx } y: \text{tableidx} \Rightarrow \text{table.copy } x \ y \\
| 0xFC \ 15: \text{u32 } x: \text{tableidx} \Rightarrow \text{table.grow } x \\
| 0xFC \ 16: \text{u32 } x: \text{tableidx} \Rightarrow \text{table.size } x \\
| 0xFC \ 17: \text{u32 } x: \text{tableidx} \Rightarrow \text{table.fill } x
\]
5.4.6 Memory Instructions

Each variant of memory instruction is encoded with a different byte code. Loads and stores are followed by the encoding of their memarg immediate.

\[
\text{memarg ::= } \alpha:u32 \ \omega:u32 \quad \Rightarrow \{ \text{align } \alpha, \text{ offset } \omega \}
\]

\[
\text{instr ::= } ..., 0x28 \ m: \text{memarg} \Rightarrow \text{i32.load } m \\
0x29 \ m: \text{memarg} \Rightarrow \text{i64.load } m \\
0x2A \ m: \text{memarg} \Rightarrow \text{f32.load } m \\
0x2B \ m: \text{memarg} \Rightarrow \text{i32.load8.s } m \\
0x2C \ m: \text{memarg} \Rightarrow \text{i32.load8.u } m \\
0x2E \ m: \text{memarg} \Rightarrow \text{i32.load16.s } m \\
0x2F \ m: \text{memarg} \Rightarrow \text{i32.load16.u } m \\
0x30 \ m: \text{memarg} \Rightarrow \text{i64.load8.s } m \\
0x31 \ m: \text{memarg} \Rightarrow \text{i64.load8.u } m \\
0x32 \ m: \text{memarg} \Rightarrow \text{i64.load16.s } m \\
0x33 \ m: \text{memarg} \Rightarrow \text{i64.load16.u } m \\
0x34 \ m: \text{memarg} \Rightarrow \text{i64.load32.s } m \\
0x35 \ m: \text{memarg} \Rightarrow \text{i64.load32.u } m \\
0x36 \ m: \text{memarg} \Rightarrow \text{i32.store } m \\
0x37 \ m: \text{memarg} \Rightarrow \text{i64.store } m \\
0x38 \ m: \text{memarg} \Rightarrow \text{f32.store } m \\
0x39 \ m: \text{memarg} \Rightarrow \text{f64.store } m \\
0x3A \ m: \text{memarg} \Rightarrow \text{i32.store8 } m \\
0x3B \ m: \text{memarg} \Rightarrow \text{i32.store16 } m \\
0x3C \ m: \text{memarg} \Rightarrow \text{i64.store8 } m \\
0x3D \ m: \text{memarg} \Rightarrow \text{i64.store16 } m \\
0x3E \ m: \text{memarg} \Rightarrow \text{i64.store32 } m \\
0x3F \ 0x00 \Rightarrow \text{memory.size} \\
0x40 \ 0x00 \Rightarrow \text{memory.grow} \\
0x4C \ 8:u32 \ x: \text{dataidx } 0x00 \Rightarrow \text{memory.init } x \\
0x4C \ 9:u32 \ x: \text{dataidx} \Rightarrow \text{data.drop } x \\
0x4C \ 10:u32 \ 0x00 \ 0x00 \Rightarrow \text{memory.copy} \\
0x4C \ 11:u32 \ 0x00 \Rightarrow \text{memory.fill}
\]

**Note:** In future versions of WebAssembly, the additional zero bytes occurring in the encoding of the memory.size, memory.grow, memory.copy, and memory.fill instructions may be used to index additional memories.

5.4.7 Numeric Instructions

All variants of numeric instructions are represented by separate byte codes.

The const instructions are followed by the respective literal.

\[
\text{instr ::= } ..., 0x41 \ n: \text{i32} \Rightarrow \text{i32.const } n \\
0x42 \ n: \text{i64} \Rightarrow \text{i64.const } n \\
0x43 \ z: \text{f32} \Rightarrow \text{f32.const } z \\
0x44 \ z: \text{f64} \Rightarrow \text{f64.const } z
\]

All other numeric instructions are plain opcodes without any immediates.
5.4. Instructions

\[
\text{instr} ::= \ldots
\]

\[
\begin{align*}
0x45 & \Rightarrow \text{i32.eqz} \\
0x46 & \Rightarrow \text{i32.eq} \\
0x47 & \Rightarrow \text{i32.ne} \\
0x48 & \Rightarrow \text{i32.lt_s} \\
0x49 & \Rightarrow \text{i32.lt_u} \\
0x4A & \Rightarrow \text{i32.gt_s} \\
0x4B & \Rightarrow \text{i32.gt_u} \\
0x4C & \Rightarrow \text{i32.le_s} \\
0x4D & \Rightarrow \text{i32.le_u} \\
0x4E & \Rightarrow \text{i32.ge_s} \\
0x4F & \Rightarrow \text{i32.ge_u} \\
0x50 & \Rightarrow \text{i64.eqz} \\
0x51 & \Rightarrow \text{i64.eq} \\
0x52 & \Rightarrow \text{i64.ne} \\
0x53 & \Rightarrow \text{i64.lt_s} \\
0x54 & \Rightarrow \text{i64.lt_u} \\
0x55 & \Rightarrow \text{i64.gt_s} \\
0x56 & \Rightarrow \text{i64.gt_u} \\
0x57 & \Rightarrow \text{i64.le_s} \\
0x58 & \Rightarrow \text{i64.le_u} \\
0x59 & \Rightarrow \text{i64.ge_s} \\
0x5A & \Rightarrow \text{i64.ge_u} \\
0x5B & \Rightarrow \text{f32.eq} \\
0x5C & \Rightarrow \text{f32.ne} \\
0x5D & \Rightarrow \text{f32.lt} \\
0x5E & \Rightarrow \text{f32.gt} \\
0x5F & \Rightarrow \text{f32.le} \\
0x60 & \Rightarrow \text{f32.ge} \\
0x61 & \Rightarrow \text{f64.eq} \\
0x62 & \Rightarrow \text{f64.ne} \\
0x63 & \Rightarrow \text{f64.lt} \\
0x64 & \Rightarrow \text{f64.gt} \\
0x65 & \Rightarrow \text{f64.le} \\
0x66 & \Rightarrow \text{f64.ge} \\
0x67 & \Rightarrow \text{i32.clz} \\
0x68 & \Rightarrow \text{i32.ctz} \\
0x69 & \Rightarrow \text{i32.popcnt} \\
0x6A & \Rightarrow \text{i32.add} \\
0x6B & \Rightarrow \text{i32.sub} \\
0x6C & \Rightarrow \text{i32.mul} \\
0x6D & \Rightarrow \text{i32.div_s} \\
0x6E & \Rightarrow \text{i32.div_u} \\
0x6F & \Rightarrow \text{i32.rem_s} \\
0x70 & \Rightarrow \text{i32.rem_u} \\
0x71 & \Rightarrow \text{i32.and} \\
0x72 & \Rightarrow \text{i32.or} \\
0x73 & \Rightarrow \text{i32.xor} \\
0x74 & \Rightarrow \text{i32.shl} \\
0x75 & \Rightarrow \text{i32.shr_s} \\
0x76 & \Rightarrow \text{i32.shr_u} \\
0x77 & \Rightarrow \text{i32.rotl} \\
0x78 & \Rightarrow \text{i32.rotr}
\end{align*}
\]
<table>
<thead>
<tr>
<th>Hex Code</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x79</td>
<td>i64.clz</td>
</tr>
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<td>0x7A</td>
<td>i64.ctz</td>
</tr>
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<td>0x7B</td>
<td>i64.popcnt</td>
</tr>
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<td>f64.neg</td>
</tr>
<tr>
<td>0x9B</td>
<td>f64.ceil</td>
</tr>
<tr>
<td>0x9C</td>
<td>f64.floor</td>
</tr>
<tr>
<td>0x9D</td>
<td>f64.trunc</td>
</tr>
<tr>
<td>0x9E</td>
<td>f64.nearest</td>
</tr>
<tr>
<td>0x9F</td>
<td>f64.sqrt</td>
</tr>
<tr>
<td>0xA0</td>
<td>f64.add</td>
</tr>
<tr>
<td>0xA1</td>
<td>f64.sub</td>
</tr>
<tr>
<td>0xA2</td>
<td>f64.mul</td>
</tr>
<tr>
<td>0xA3</td>
<td>f64.div</td>
</tr>
<tr>
<td>0xA4</td>
<td>f64.min</td>
</tr>
<tr>
<td>0xA5</td>
<td>f64.max</td>
</tr>
<tr>
<td>0xA6</td>
<td>f64.copysign</td>
</tr>
<tr>
<td>0xA7  ⇒  i32.wrap_i64</td>
<td></td>
</tr>
<tr>
<td>0xA8  ⇒  i32.trunc_f32_s</td>
<td></td>
</tr>
<tr>
<td>0xA9  ⇒  i32.trunc_f32_u</td>
<td></td>
</tr>
<tr>
<td>0xAA  ⇒  i32.trunc_f64_s</td>
<td></td>
</tr>
<tr>
<td>0xAB  ⇒  i32.trunc_f64_u</td>
<td></td>
</tr>
<tr>
<td>0xAC  ⇒  i64.extend_i32_s</td>
<td></td>
</tr>
<tr>
<td>0xAD  ⇒  i64.extend_i32_u</td>
<td></td>
</tr>
<tr>
<td>0xAE  ⇒  i64.trunc_f32_s</td>
<td></td>
</tr>
<tr>
<td>0xAF  ⇒  i64.trunc_f32_u</td>
<td></td>
</tr>
<tr>
<td>0xB0  ⇒  i64.trunc_f64_s</td>
<td></td>
</tr>
<tr>
<td>0xB1  ⇒  i64.trunc_f64_u</td>
<td></td>
</tr>
<tr>
<td>0xB2  ⇒  f32.convert_i32_s</td>
<td></td>
</tr>
<tr>
<td>0xB3  ⇒  f32.convert_i32_u</td>
<td></td>
</tr>
<tr>
<td>0xB4  ⇒  f32.convert_i64_s</td>
<td></td>
</tr>
<tr>
<td>0xB5  ⇒  f32.convert_i64_u</td>
<td></td>
</tr>
<tr>
<td>0xB6  ⇒  f32.demote_f64</td>
<td></td>
</tr>
<tr>
<td>0xB7  ⇒  f64.convert_i32_s</td>
<td></td>
</tr>
<tr>
<td>0xB8  ⇒  f64.convert_i32_u</td>
<td></td>
</tr>
<tr>
<td>0xB9  ⇒  f64.convert_i64_s</td>
<td></td>
</tr>
<tr>
<td>0xBA  ⇒  f64.convert_i64_u</td>
<td></td>
</tr>
<tr>
<td>0xBB  ⇒  f64.promote_f32</td>
<td></td>
</tr>
<tr>
<td>0xBC  ⇒  i32.reinterpret_f32</td>
<td></td>
</tr>
<tr>
<td>0xBD  ⇒  i64.reinterpret_f64</td>
<td></td>
</tr>
<tr>
<td>0xBE  ⇒  f32.reinterpret_i32</td>
<td></td>
</tr>
<tr>
<td>0xBF  ⇒  f64.reinterpret_i64</td>
<td></td>
</tr>
</tbody>
</table>

| 0xC0  ⇒  i32.extend8_s |
| 0xC1  ⇒  i32.extend16_s |
| 0xC2  ⇒  i64.extend8_s |
| 0xC3  ⇒  i64.extend16_s |
| 0xC4  ⇒  i64.extend32_s |

The saturating truncation instructions all have a one byte prefix, whereas the actual opcode is encoded by a variable-length unsigned integer.

```
instr ::= ... |
| 0xFC  0:u32  ⇒  i32.trunc_sat_f32_s |
| 0xFC  1:u32  ⇒  i32.trunc_sat_f32_u |
| 0xFC  2:u32  ⇒  i32.trunc_sat_f64_s |
| 0xFC  3:u32  ⇒  i32.trunc_sat_f64_u |
| 0xFC  4:u32  ⇒  i64.trunc_sat_f32_s |
| 0xFC  5:u32  ⇒  i64.trunc_sat_f32_u |
| 0xFC  6:u32  ⇒  i64.trunc_sat_f64_s |
| 0xFC  7:u32  ⇒  i64.trunc_sat_f64_u |
```

### 5.4.8 Expressions

*Expressions* are encoded by their instruction sequence terminated with an explicit 0x0B opcode for `end`.

```
expr ::= (in:instr)* 0x0B  ⇒  in* end
```

5.4. Instructions
5.5 Modules

The binary encoding of modules is organized into sections. Most sections correspond to one component of a module record, except that function definitions are split into two sections, separating their type declarations in the function section from their bodies in the code section.

Note: This separation enables parallel and streaming compilation of the functions in a module.

5.5.1 Indices

All indices are encoded with their respective value.

\[
\begin{align*}
\text{typeidx} &::= x:u32 \Rightarrow x \\
\text{funcidx} &::= x:u32 \Rightarrow x \\
\text{tableidx} &::= x:u32 \Rightarrow x \\
\text{memidx} &::= x:u32 \Rightarrow x \\
\text{globalidx} &::= x:u32 \Rightarrow x \\
\text{elemidx} &::= x:u32 \Rightarrow x \\
\text{dataidx} &::= x:u32 \Rightarrow x \\
\text{localidx} &::= x:u32 \Rightarrow x \\
\text{labelidx} &::= l:u32 \Rightarrow l
\end{align*}
\]

5.5.2 Sections

Each section consists of

- a one-byte section id,
- the \texttt{u32} size of the contents, in bytes,
- the actual contents, whose structure is depended on the section id.

Every section is optional; an omitted section is equivalent to the section being present with empty contents.

The following parameterized grammar rule defines the generic structure of a section with id \( N \) and contents described by the grammar \( B \).

\[
\text{section}_N(B) ::= N:\text{byte \ size:u32 \ cont:B } \Rightarrow \text{cont} \quad \text{(if size = |B|)} \\
\mid \epsilon \Rightarrow \epsilon
\]

For most sections, the contents \( B \) encodes a vector. In these cases, the empty result \( \epsilon \) is interpreted as the empty vector.

Note: Other than for unknown custom sections, the size is not required for decoding, but can be used to skip sections when navigating through a binary. The module is malformed if the size does not match the length of the binary contents \( B \).

The following section ids are used:
5.5.3 Custom Section

Custom sections have the id 0. They are intended to be used for debugging information or third-party extensions, and are ignored by the WebAssembly semantics. Their contents consist of a name further identifying the custom section, followed by an uninterpreted sequence of bytes for custom use.

\[
\text{customsec ::= section}_0(\text{custom}) \\
\text{custom ::= name byte}^* \\
\]

**Note:** If an implementation interprets the data of a custom section, then errors in that data, or the placement of the section, must not invalidate the module.

5.5.4 Type Section

The type section has the id 1. It decodes into a vector of function types that represent the types component of a module.

\[
\text{typesec ::= ft}^*:\text{section}_1(\text{vec(functype)}) \Rightarrow ft^* \\
\]

5.5.5 Import Section

The import section has the id 2. It decodes into a vector of imports that represent the imports component of a module.

\[
\text{importsec ::= im}^*:\text{section}_2(\text{vec(import)}) \Rightarrow im^* \\
\text{import ::= mod:name nm:name d:importdesc} \Rightarrow \{\text{module mod, name nm, desc }d\} \\
\text{importdesc ::= 0x00 x:typeidx} \Rightarrow \text{func }x \\
\quad | 0x01 tt:tabletype \Rightarrow \text{table }tt \\
\quad | 0x02 mt:memtype \Rightarrow \text{mem }mt \\
\quad | 0x03 gt:globaltype \Rightarrow \text{global }gt \\
\]

5.5. Modules
5.5.6 Function Section

The function section has the id 3. It decodes into a vector of type indices that represent the type fields of the functions in the funcs component of a module. The locals and body fields of the respective functions are encoded separately in the code section.

\[
\text{funcsec ::= } x^*: \text{section}_3(\text{vec(typeidx)}) \Rightarrow x^*
\]

5.5.7 Table Section

The table section has the id 4. It decodes into a vector of tables that represent the tables component of a module.

\[
\text{tablesec ::= } \text{tab}^*: \text{section}_4(\text{vec(table)}) \Rightarrow \text{tab}^*
\]

\[
\text{table ::= } \text{tt:tabletype} \Rightarrow \{\text{type tt}\}
\]

5.5.8 Memory Section

The memory section has the id 5. It decodes into a vector of memories that represent the mems component of a module.

\[
\text{memsec ::= } \text{mem}^*: \text{section}_5(\text{vec(mem)}) \Rightarrow \text{mem}^*
\]

\[
\text{mem ::= } \text{mt:memtype} \Rightarrow \{\text{type mt}\}
\]

5.5.9 Global Section

The global section has the id 6. It decodes into a vector of globals that represent the globals component of a module.

\[
\text{globalsec ::= } \text{glob}^*: \text{section}_6(\text{vec(global)}) \Rightarrow \text{glob}^*
\]

\[
\text{global ::= } \text{gt:globaltype e:expr} \Rightarrow \{\text{type gt, init e}\}
\]

5.5.10 Export Section

The export section has the id 7. It decodes into a vector of exports that represent the exports component of a module.

\[
\text{exportsec ::= } \text{ex}^*: \text{section}_7(\text{vec(export)}) \Rightarrow \text{ex}^*
\]

\[
\text{export ::= } \text{nm:name d:exportdesc} \Rightarrow \{\text{name nm, desc d}\}
\]

\[
\text{exportdesc ::= } 0x00 x:funcidx \Rightarrow \text{func } x
\]

\[
| 0x01 x:tableidx \Rightarrow \text{table } x
\]

\[
| 0x02 x:memidx \Rightarrow \text{mem } x
\]

\[
| 0x03 x:globalidx \Rightarrow \text{global } x
\]
5.5.11 Start Section

The start section has the id 8. It decodes into an optional start function that represents the start component of a module.

\[
\text{startsec ::= } s^t : \text{section}_8(\text{start}) \Rightarrow s^t \\
\text{start ::= } x : \text{funcidx} \Rightarrow \{ \text{func } x \}
\]

5.5.12 Element Section

The element section has the id 9. It decodes into a vector of element segments that represent the elems component of a module.

\[
\text{elemsec ::= } \text{seg}^* : \text{section}_9(\text{vec}(\text{elem})) \Rightarrow \text{seg} \\
\text{elem ::= } 0x00 : \text{expr}^* : \text{vec}(\text{funcidx}) \\
\quad \Rightarrow \{ \text{type funcref, init } ((\text{ref.func } y) \text{ end})^*, \text{mode active } \{ \text{table } 0, \text{offset } e \} \} \\
| 0x01 : \text{et} : \text{elemkind}^* : \text{vec}(\text{funcidx}) \\
\quad \Rightarrow \{ \text{type et, init } ((\text{ref.func } y) \text{ end})^*, \text{mode passive} \} \\
| 0x02 : x : \text{tableidx} : \text{expr}^* : \text{elemkind}^* : \text{vec}(\text{funcidx}) \\
\quad \Rightarrow \{ \text{type et, init } ((\text{ref.func } y) \text{ end})^*, \text{mode active } \{ \text{table } x, \text{offset } e \} \} \\
| 0x03 : \text{et} : \text{elemkind}^* : \text{vec}(\text{funcidx}) \\
\quad \Rightarrow \{ \text{type et, init } ((\text{ref.func } y) \text{ end})^*, \text{mode declarative} \} \\
| 0x04 : \text{expr}^* : \text{et}^* : \text{vec}(\text{expr}) \\
\quad \Rightarrow \{ \text{type funcref, init } et^*, \text{mode active } \{ \text{table } 0, \text{offset } e \} \} \\
| 0x05 : \text{et} : \text{reftype}^* : \text{vec}(\text{expr}) \\
\quad \Rightarrow \{ \text{type et, init } et^*, \text{mode passive} \} \\
| 0x06 : x : \text{tableidx} : \text{expr}^* : \text{et}^* : \text{reftype}^* : \text{vec}(\text{expr}) \\
\quad \Rightarrow \{ \text{type et, init } et^*, \text{mode active } \{ \text{table } x, \text{offset } e \} \} \\
| 0x07 : \text{et}^* : \text{reftype}^* : \text{vec}(\text{expr}) \\
\quad \Rightarrow \{ \text{type et, init } et^*, \text{mode declarative} \} \\
\text{elemkind ::= } 0x00 \Rightarrow \text{funcref}
\]

Note: The initial byte can be interpreted as a bitfield. Bit 0 indicates a passive or declarative segment, bit 1 indicates the presence of an explicit table index for an active segment and otherwise distinguishes passive from declarative segments, bit 2 indicates the use of element type and element expressions instead of element kind and element indices.

Additional element kinds may be added in future versions of WebAssembly.

5.5.13 Code Section

The code section has the id 10. It decodes into a vector of code entries that are pairs of value type vectors and expressions. They represent the locals and body field of the functions in the funcs component of a module. The type fields of the respective functions are encoded separately in the function section.

The encoding of each code entry consists of

- the u32 size of the function code in bytes,
- the actual function code, which in turn consists of
  - the declaration of locals,
  - the function body as an expression.

Local declarations are compressed into a vector whose entries consist of

- a u32 count,
• a value type, denoting count locals of the same value type.

```plaintext
codesec ::= code*:section0(vec(code)) ⇒ code*
code  ::= size:u32 code:func ⇒ code (if size = ||func||)
func  ::= (t*:vec(locals) e:expr ⇒ concat((t*)*, e*) (if |concat((t*)*)| < 2^{32})
locals ::= n:u32 t:valtype ⇒ t^n
```

Here, code ranges over pairs (valtype*, expr). The meta function concat((t*)*) concatenates all sequences t*i in (t*)*. Any code for which the length of the resulting sequence is out of bounds of the maximum size of a vector is malformed.

Note: Like with sections, the code size is not needed for decoding, but can be used to skip functions when navigating through a binary. The module is malformed if a size does not match the length of the respective function code.

### 5.5.14 Data Section

The data section has the id 11. It decodes into a vector of data segments that represent the datas component of a module.

```plaintext
datasec ::= seg*:section1(vec(data)) ⇒ seg
data  ::= 0x00 e:expr b*:vec(byte) ⇒ {init b*, mode active {memory 0, offset e}}
  | 0x01 b*:vec(byte) ⇒ {init b*, mode passive}
  | 0x02 x:memidx e:expr b*:vec(byte) ⇒ {init b*, mode active {memory x, offset e}}
```

Note: The initial byte can be interpreted as a bitfield. Bit 0 indicates a passive segment, bit 1 indicates the presence of an explicit memory index for an active segment.

In the current version of WebAssembly, at most one memory may be defined or imported in a single module, so all valid active data segments have a memory value of 0.

### 5.5.15 Data Count Section

The data count section has the id 12. It decodes into an optional u32 that represents the number of data segments in the data section. If this count does not match the length of the data segment vector, the module is malformed.

```plaintext
datacountsec ::= n*:section12(u32) ⇒ n
```

Note: The data count section is used to simplify single-pass validation. Since the data section occurs after the code section, the memory.init and data.drop instructions would not be able to check whether the data segment index is valid until the data section is read. The data count section occurs before the code section, so a single-pass validator can use this count instead of deferring validation.
5.5.16 Modules

The encoding of a module starts with a preamble containing a 4-byte magic number (the string ‘\0asm’) and a version field. The current version of the WebAssembly binary format is 1.

The preamble is followed by a sequence of sections. Custom sections may be inserted at any place in this sequence, while other sections must occur at most once and in the prescribed order. All sections can be empty.

The lengths of vectors produced by the (possibly empty) function and code section must match up.

Similarly, the optional data count must match the length of the data segment vector. Furthermore, it must be present if any $dataindex < syntax - dataidx >$ occurs in the code section.

```
<table>
<thead>
<tr>
<th>magic</th>
<th>version</th>
<th>module</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>0x01</td>
<td>magic</td>
</tr>
<tr>
<td>0x61</td>
<td>0x00</td>
<td>version</td>
</tr>
<tr>
<td>0x73</td>
<td>0x00</td>
<td>customsec*</td>
</tr>
<tr>
<td>0x6D</td>
<td>0x00</td>
<td>funcype*:typesec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>import*:importsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>typeidx*:funcsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>table*:tablesec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>mem*:memsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>global*:globals</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>export*:exportsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>start*:startsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>elem*:elemsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>m*:datacountsec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>code*:codesec</td>
</tr>
<tr>
<td></td>
<td></td>
<td>customsec*</td>
</tr>
<tr>
<td></td>
<td></td>
<td>data*:datasec</td>
</tr>
</tbody>
</table>


(if m? ≠ ε ∨ dataidx(coden) = 0)
```

where for each $t_i^a, e_i$ in $code^n$,

```
func^n[i] = { type typeidx^n[i], locals t_i^a, body e_i }
```

**Note:** The version of the WebAssembly binary format may increase in the future if backward-incompatible changes have to be made to the format. However, such changes are expected to occur very infrequently, if ever. The
binary format is intended to be forward-compatible, such that future extensions can be made without incrementing its version.
6.1 Conventions

The textual format for WebAssembly modules is a rendering of their abstract syntax into S-expressions\(^\text{35}\). Like the binary format, the text format is defined by an attribute grammar. A text string is a well-formed description of a module if and only if it is generated by the grammar. Each production of this grammar has at most one synthesized attribute: the abstract syntax that the respective character sequence expresses. Thus, the attribute grammar implicitly defines a parsing function. Some productions also take a context as an inherited attribute that records bound identifiers.

Except for a few exceptions, the core of the text grammar closely mirrors the grammar of the abstract syntax. However, it also defines a number of abbreviations that are “syntactic sugar” over the core syntax.

The recommended extension for files containing WebAssembly modules in text format is “.wat”. Files with this extension are assumed to be encoded in UTF-8, as per Unicode\(^\text{36}\) (Section 2.5).

6.1.1 Grammar

The following conventions are adopted in defining grammar rules of the text format. They mirror the conventions used for abstract syntax and for the binary format. In order to distinguish symbols of the textual syntax from symbols of the abstract syntax, typewriter font is adopted for the former.

- Terminal symbols are either literal strings of characters enclosed in quotes or expressed as Unicode scalar values: ‘module’, U+0A. (All characters written literally are unambiguously drawn from the 7-bit ASCII subset of Unicode.)
- Nonterminal symbols are written in typewriter font: valtype, instr.
- \(T^n\) is a sequence of \(n \geq 0\) iterations of \(T\).
- \(T^*\) is a possibly empty sequence of iterations of \(T\). (This is a shorthand for \(T^n\) used where \(n\) is not relevant.)
- \(T^+\) is a sequence of one or more iterations of \(T\). (This is a shorthand for \(T^n\) where \(n \geq 1\).)
- \(T?\) is an optional occurrence of \(T\). (This is a shorthand for \(T^n\) where \(n \leq 1\)).

\(^{35}\) https://en.wikipedia.org/wiki/S-expression

\(^{36}\) https://www.unicode.org/versions/latest/

\(^{37}\) https://www.unicode.org/versions/latest/

\(^{38}\) https://webstore.ansi.org/RecordDetail.aspx?sku=INCITS4-1986%5bR2012%5d
• $x:T$ denotes the same language as the nonterminal $T$, but also binds the variable $x$ to the attribute synthesized for $T$.

• Productions are written $\text{sym ::= } T_1 \Rightarrow A_1 \mid \ldots \mid T_n \Rightarrow A_n$, where each $A_i$ is the attribute that is synthesized for $\text{sym}$ in the given case, usually from attribute variables bound in $T_i$.

• Some productions are augmented by side conditions in parentheses, which restrict the applicability of the production. They provide a shorthand for a combinatorial expansion of the production into many separate cases.

• If the same meta variable or non-terminal symbol appears multiple times in a production (in the syntax or in an attribute), then all those occurrences must have the same instantiation.

• A distinction is made between lexical and syntactic productions. For the latter, arbitrary white space is allowed in any place where the grammar contains spaces. The productions defining lexical syntax and the syntax of values are considered lexical, all others are syntactic.

**Note:** For example, the textual grammar for value types is given as follows:

\[
\text{valtype ::= } 'i32' \Rightarrow i32 \\
\mid 'i64' \Rightarrow i64 \\
\mid 'f32' \Rightarrow f32 \\
\mid 'f64' \Rightarrow f64
\]

The textual grammar for limits is defined as follows:

\[
\text{limits ::= } n:u32 \Rightarrow \{\min n, \max e\} \\
\mid n:u32 m:u32 \Rightarrow \{\min n, \max m\}
\]

The variables $n$ and $m$ name the attributes of the respective $u32$ nonterminals, which in this case are the actual unsigned integers those parse into. The attribute of the complete production then is the abstract syntax for the limit, expressed in terms of the former values.

### 6.1.2 Abbreviations

In addition to the core grammar, which corresponds directly to the abstract syntax, the textual syntax also defines a number of abbreviations that can be used for convenience and readability.

Abbreviations are defined by rewrite rules specifying their expansion into the core syntax:

\[
\text{abbreviation syntax } \equiv \text{ expanded syntax}
\]

These expansions are assumed to be applied, recursively and in order of appearance, before applying the core grammar rules to construct the abstract syntax.

### 6.1.3 Contexts

The text format allows the use of symbolic identifiers in place of indices. To resolve these identifiers into concrete indices, some grammar production are indexed by an identifier context $I$ as a synthesized attribute that records the declared identifiers in each index space. In addition, the context records the types defined in the module, so that parameter indices can be computed for functions.
It is convenient to define identifier contexts as records $I$ with abstract syntax as follows:

$$I ::= \{ \text{types} \ (\text{id}\,)^*, \text{funcs} \ (\text{id}\,)^*, \text{tables} \ (\text{id}\,)^*, \text{mems} \ (\text{id}\,)^*, \text{globals} \ (\text{id}\,)^*, \text{elem} \ (\text{id}\,)^*, \text{data} \ (\text{id}\,)^*, \text{locals} \ (\text{id}\,)^*, \text{labels} \ (\text{id}\,)^*, \text{typedefs} \ \text{functype}^* \}$$

For each index space, such a context contains the list of identifiers assigned to the defined indices. Unnamed indices are associated with empty ($\epsilon$) entries in these lists. An identifier context is well-formed if no index space contains duplicate identifiers.

**Conventions**

To avoid unnecessary clutter, empty components are omitted when writing out identifier contexts. For example, the record `{}` is shorthand for an identifier context whose components are all empty.

**6.1.4 Vectors**

Vectors are written as plain sequences, but with a restriction on the length of these sequence.

$$\text{vec}(A) ::= (x:A)^n \Rightarrow x^n \quad (\text{if } n < 2^{32})$$

**6.2 Lexical Format**

**6.2.1 Characters**

The text format assigns meaning to source text, which consists of a sequence of characters. Characters are assumed to be represented as valid Unicode\(^\text{39}\) (Section 2.4) scalar values.

$$\text{source ::= char}^* \quad \text{char ::= U+00} \ | \ \ldots \ | \ U+D7FF \ | \ U+E000 \ | \ \ldots \ | \ U+10FFFF$$

**Note:** While source text may contain any Unicode character in comments or string literals, the rest of the grammar is formed exclusively from the characters supported by the 7-bit ASCII\(^\text{40}\) subset of Unicode.

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\(^{39}\) https://www.unicode.org/versions/latest/

\(^{40}\) https://webstore.ansi.org/RecordDetail.aspx?sku=INCITS+4-1986%5bR2012%5d
6.2.2 Tokens

The character stream in the source text is divided, from left to right, into a sequence of tokens, as defined by the following grammar.

\[
\text{token} ::= \text{keyword} | \text{uN} | \text{sN} | \text{fN} | \text{string} | \text{id} | '(' | ')' | \text{reserved} \\
\text{keyword} ::= (\text{'a'} | \ldots | \text{z'}) \text{idchar}^+ \quad \text{(if occurring as a literal terminal in the grammar)} \\
\text{reserved} ::= \text{idchar}^+ 
\]

Tokens are formed from the input character stream according to the longest match rule. That is, the next token always consists of the longest possible sequence of characters that is recognized by the above lexical grammar. Tokens can be separated by white space, but except for strings, they cannot themselves contain whitespace.

The set of keyword tokens is defined implicitly, by all occurrences of a terminal symbol in literal form, such as ‘keyword’, in a syntactic production of this chapter.

Any token that does not fall into any of the other categories is considered reserved, and cannot occur in source text.

Note: The effect of defining the set of reserved tokens is that all tokens must be separated by either parentheses or white space. For example, ‘0$X’ is a single reserved token. Consequently, it is not recognized as two separate tokens ‘0’ and ‘$X’, but instead disallowed. This property of tokenization is not affected by the fact that the definition of reserved tokens overlaps with other token classes.

6.2.3 White Space

White space is any sequence of literal space characters, formatting characters, or comments. The allowed formatting characters correspond to a subset of the ASCII\(^{41}\) format effectors, namely, horizontal tabulation (U+09), line feed (U+0A), and carriage return (U+0D).

\[
\text{space} ::= (\text{'} | \text{format} | \text{comment})^* \\
\text{format} ::= \text{U+09} | \text{U+0A} | \text{U+0D} 
\]

The only relevance of white space is to separate tokens. It is otherwise ignored.

6.2.4 Comments

A comment can either be a line comment, started with a double semicolon ‘;;’ and extending to the end of the line, or a block comment, enclosed in delimiters ‘(’ ‘...’ ‘)’. Block comments can be nested.

\[
\text{comment} ::= \text{linecomment} | \text{blockcomment} \\
\text{linecomment} ::= \text{'}\text{;} \text{linechar}^+ \text{(U+0A | eof)} \\
\text{linechar} ::= \text{cchar} \quad \text{(if c \neq U+0A)} \\
\text{blockcomment} ::= (\text{'} \text{blockchar}^* \text{'}\text{)} \\
\text{blockchar} ::= \text{cchar} \quad \text{(if c \neq \text{'} \land c \neq \text{'}\text{')})} \\
\quad \text{'} \text{'} \quad \text{(if the next character is not \text{'}\text{')})} \\
\quad \text{'} \quad \text{(if the next character is not \text{'}\text{')})} \\
\quad \text{blockcomment} 
\]

Here, the pseudo token \text{eof} indicates the end of the input. The look-ahead restrictions on the productions for blockchar disambiguate the grammar such that only well-bracketed uses of block comment delimiters are allowed.

Note: Any formatting and control characters are allowed inside comments.

\(^{41}\) https://webstore.ansi.org/RecordDetail.aspx?sku=INCITS+4-1986%5bR2012%5d
6.3 Values

The grammar productions in this section define lexical syntax, hence no white space is allowed.

6.3.1 Integers

All integers can be written in either decimal or hexadecimal notation. In both cases, digits can optionally be separated by underscores.

\[
\begin{align*}
sign & ::= \epsilon \Rightarrow + \mid \text{`+'} \Rightarrow + \mid \text{`-' } \Rightarrow - \\
digit & ::= \text{`0'} \Rightarrow 0 \mid \ldots \mid \text{`9'} \Rightarrow 9 \\
hexdigit & ::= d:digit \Rightarrow d \\
| \text{`A'} \Rightarrow 10 \mid \ldots \mid \text{`F'} \Rightarrow 15 \\
| \text{`a'} \Rightarrow 10 \mid \ldots \mid \text{`f'} \Rightarrow 15 \\
num & ::= d:digit \Rightarrow d \\
| n:num \ `\_\_'' d:digit & \Rightarrow 10 \cdot n + d \\
hexnum & ::= h:hexdigit \Rightarrow h \\
| n:hexnum \ `\_\_'' h:hexdigit & \Rightarrow 16 \cdot n + h
\end{align*}
\]

The allowed syntax for integer literals depends on size and signedness. Moreover, their value must lie within the range of the respective type.

\[
\begin{align*}
\text{uN} & ::= \ n:num \ \Rightarrow n \quad \text{(if } n < 2^N) \\
| \text{`0x'} \ n:hexnum & \Rightarrow n \quad \text{(if } n < 2^N) \\
\text{sN} & ::= \pm:\text{sign} \ n:num \ \Rightarrow \pm n \quad \text{(if } -2^{N-1} \leq \pm n < 2^{N-1}) \\
| \pm:\text{sign} \ `0x' \ n:hexnum & \Rightarrow \pm n \quad \text{(if } -2^{N-1} \leq \pm n < 2^{N-1})
\end{align*}
\]

Uninterpreted integers can be written as either signed or unsigned, and are normalized to unsigned in the abstract syntax.

\[
iN ::= n:uN \Rightarrow n \\
| i:sN \Rightarrow n \quad \text{(if } i = \text{signed}(n))
\]

6.3.2 Floating-Point

Floating-point values can be represented in either decimal or hexadecimal notation.

\[
\begin{align*}
\text{frac} & ::= d:digit \Rightarrow d/10 \\
| d:digit \ `\_\_'' p:frac & \Rightarrow (d + p/10)/10 \\
\text{hexfrac} & ::= h:hexdigit \Rightarrow h/16 \\
| h:hexdigit \ `\_\_'' p:hexfrac & \Rightarrow (h + p/16)/16 \\
\text{float} & ::= p:num \ `\_\_'' q:frac \Rightarrow p \\
| p:num \ `\_\_'' (\text{`E'} \mid \text{`e'}) \pm:\text{sign} \ e:num & \Rightarrow p \cdot 10^{\pm e} \\
| p:num \ `\_\_'' q:frac (\text{`E'} \mid \text{`e'}) \pm:\text{sign} \ e:num & \Rightarrow (p + q) \cdot 10^{\pm e} \\
\text{hexfloat} & ::= \ `0x' \ p:hexnum \ `\_\_'' q:hexfrac \Rightarrow p \\
| `0x' \ p:hexnum \ `\_\_'' (\text{`P'} \mid \text{`p'}) \pm:\text{sign} \ e:num & \Rightarrow p \cdot 2^{\pm e} \\
| `0x' \ p:hexnum \ `\_\_'' q:hexfrac (\text{`P'} \mid \text{`p'}) \pm:\text{sign} \ e:num & \Rightarrow (p + q) \cdot 2^{\pm e}
\end{align*}
\]

The value of a literal must not lie outside the representable range of the corresponding IEEE 754-2019\textsuperscript{42} type (that is, a numeric value must not overflow to \texttt{infinity}), but it may be \textit{rounded} to the nearest representable value.

\textsuperscript{42} https://ieeexplore.ieee.org/document/8766229
Floating-point values may also be written as constants for infinity or canonical NaN (not a number). Furthermore, arbitrary NaN values may be expressed by providing an explicit payload value.

\[
\begin{align*}
 f_N & ::= \pm \text{sign} \cdot z f_{N\text{mag}} \Rightarrow \pm z \\
 f_{N\text{mag}} & ::= z \cdot \text{float} \Rightarrow \text{float}_N(z) \quad \text{(if } \text{float}_N(z) \neq \pm \infty) \\
 & \quad | z \cdot \text{hexfloat} \Rightarrow \text{float}_N(z) \quad \text{(if } \text{float}_N(z) \neq \pm \infty) \\
 & \quad | '\text{inf}' \Rightarrow \infty \\
 & \quad | '\text{nan}' \Rightarrow \text{nan}(2^{\text{signif}(N)} - 1) \\
 & \quad | '\text{nan}:0x' \ n : \text{hexnum} \Rightarrow \text{nan}(n) \quad \text{(if } 1 \leq n < 2^{\text{signif}(N)})
\end{align*}
\]

### 6.3.3 Strings

Strings denote sequences of bytes that can represent both textual and binary data. They are enclosed in quotation marks and may contain any character other than ASCII control characters, quotation marks (""), or backslash (\), except when expressed with an escape sequence.

\[
\begin{align*}
\text{string} & ::= "" (b* : \text{stringelem}) "" \Rightarrow \text{concat((b*)*)} \quad \text{(if } |\text{concat((b*)*)}| < 2^{32}) \\
\text{stringelem} & ::= c : \text{stringchar} \Rightarrow \text{utf8}(c) \\
 & \quad | \acr{n} : \text{hexdigit} m : \text{hexdigit} \Rightarrow 16 \cdot n + m
\end{align*}
\]

Each character in a string literal represents the byte sequence corresponding to its UTF-8 Unicode encoding, except for hexadecimal escape sequences `\acr{hh}`, which represent raw bytes of the respective value.

\[
\begin{align*}
\text{stringchar} & ::= c : \text{char} \Rightarrow c \quad \text{(if } c \geq U+20 \land c \neq U+7F \land c \neq '"' \land c \neq '\\') \\
 & \quad | '\t' \Rightarrow U+09 \\
 & \quad | '\n' \Rightarrow U+0A \\
 & \quad | '\r' \Rightarrow U+0D \\
 & \quad | '\\' \Rightarrow U+22 \\
 & \quad | '\"' \Rightarrow U+27 \\
 & \quad | '\u\{n : \text{hexnum}\}' \Rightarrow U+(n) \quad \text{(if } n < 0xD800 \lor 0xE000 \leq n < 0x110000)
\end{align*}
\]

### 6.3.4 Names

Names are strings denoting a literal character sequence. A name string must form a valid UTF-8 encoding as defined by Unicode (Section 2.5) and is interpreted as a string of Unicode scalar values.

\[
\begin{align*}
\text{name} & ::= b* : \text{string} \Rightarrow c^* \quad \text{(if } b^* = \text{utf8}(c^*))
\end{align*}
\]

Note: Presuming the source text is itself encoded correctly, strings that do not contain any uses of hexadecimal byte escapes are always valid names.

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43 https://webstore.ansi.org/RecordDetail.aspx?sku=INCITS+4-1986%5bR2012%5d
44 https://www.unicode.org/versions/latest/
45 https://www.unicode.org/versions/latest/
6.3.5 Identifiers

Indices can be given in both numeric and symbolic form. Symbolic identifiers that stand in lieu of indices start with ‘$’, followed by any sequence of printable ASCII characters that does not contain a space, quotation mark, comma, semicolon, or bracket.

\[
\text{id} ::= \text{‘$’idchar}^+
\]
\[
\text{idchar} ::= \text{‘0’} | \ldots | \text{‘9’} \\
| \text{‘A’} | \ldots | \text{‘Z’} \\
| \text{‘a’} | \ldots | \text{‘z’} \\
| \text{‘!’} | \text{‘#’} | \text{‘$’} | \text{‘%’} | \text{‘&’} | \text{‘*’} | \text{‘+’} | \text{‘-’} | \text{‘.’} | \text{‘/’} \\
| \text{‘:’} | \text{‘<’} | \text{‘=’} | \text{‘>’} | \text{‘?’} | \text{‘@’} | \text{‘\’} | \text{‘\’} | \ldots | \text{‘\’} | \text{‘\’} | \ldots
\]

Conventions

The expansion rules of some abbreviations require insertion of a fresh identifier. That may be any syntactically valid identifier that does not already occur in the given source text.

6.4 Types

6.4.1 Number Types

\[
\text{numtype} ::= \text{‘i32’} \Rightarrow \text{i32} \\
| \text{‘i64’} \Rightarrow \text{i64} \\
| \text{‘f32’} \Rightarrow \text{f32} \\
| \text{‘f64’} \Rightarrow \text{f64}
\]

6.4.2 Reference Types

\[
\text{reftype} ::= \text{‘funcref’} \Rightarrow \text{funcref} \\
| \text{‘externref’} \Rightarrow \text{externref}
\]
\[
\text{heaptype} ::= \text{‘func’} \Rightarrow \text{funcref} \\
| \text{‘extern’} \Rightarrow \text{externref}
\]

6.4.3 Value Types

\[
\text{valtype} ::= t:\text{numtype} \Rightarrow t \\
| t:\text{reftype} \Rightarrow t
\]

6.4.4 Function Types

\[
\text{functype} ::= \text{‘(‘functype vec(param) vec(result) ’)’} \Rightarrow [t^1_1] \rightarrow [t^1_2]
\]
\[
\text{param} ::= \text{‘(‘param id’ t:valtype ’)’} \Rightarrow t
\]
\[
\text{result} ::= \text{‘(‘result t:valtype ’)’} \Rightarrow t
\]

6.4. Types 133

\[46\text{https://webstore.ansi.org/RecordDetail.aspx?sku=INCITS+4-1986%5bR2012%5d} \]
Abbreviations

Multiple anonymous parameters or results may be combined into a single declaration:

\[
\begin{align*}
\text{\('param\ valtype\') } & \equiv \text{\('param\ valtype\')*} \\
\text{\('result\ valtype\') } & \equiv \text{\('result\ valtype\')*}
\end{align*}
\]

6.4.5 Limits

\[
\text{limits ::= } n:u32 \Rightarrow \{\min n, \max \epsilon\} \\
\quad | \quad n:u32 \ m:u32 \Rightarrow \{\min n, \max m\}
\]

6.4.6 Memory Types

\[
\text{memtype ::= lim:limits } \Rightarrow \lim
\]

6.4.7 Table Types

\[
\text{tabletype ::= lim:limits et:reftype } \Rightarrow \lim et
\]

6.4.8 Global Types

\[
\text{globaltype ::= t:valtype } \Rightarrow \text{const t} \\
\quad | \quad \text{\('mut\ t:valtype\') } \Rightarrow \text{var t}
\]

6.5 Instructions

Instructions are syntactically distinguished into plain and structured instructions.

\[
\text{instr}_I ::= \text{in:plaininstr}_I \Rightarrow \text{in} \\
\quad | \quad \text{in:blockinstr}_I \Rightarrow \text{in}
\]

In addition, as a syntactic abbreviation, instructions can be written as S-expressions in folded form, to group them visually.

6.5.1 Labels

Structured control instructions can be annotated with a symbolic label identifier. They are the only symbolic identifiers that can be bound locally in an instruction sequence. The following grammar handles the corresponding update to the identifier context by composing the context with an additional label entry.

\[
\text{label}_I ::= \text{v:id } \Rightarrow \text{\{labels v\} } \oplus \text{I} \quad (\text{if v } \notin \text{I.labels}) \\
\quad | \quad \epsilon \Rightarrow \text{\{labels (\epsilon)\} } \oplus \text{I}
\]

Note: The new label entry is inserted at the beginning of the label list in the identifier context. This effectively shifts all existing labels up by one, mirroring the fact that control instructions are indexed relatively not absolutely.
6.5.2 Control Instructions

Structured control instructions can bind an optional symbolic label identifier. The same label identifier may optionally be repeated after the corresponding end and else pseudo instructions, to indicate the matching delimiters.

Their block type is given as a type use, analogous to the type of functions. However, the special case of a type use that is syntactically empty or consists of only a single result is not regarded as an abbreviation for an inline function type, but is parsed directly into an optional value type.

\[
\text{blocktype}_I ::= (t:\text{result})^\circ \Rightarrow t' \\
| \ x, l':\text{typeuse}_I \Rightarrow x \ (\text{if } l' = \{\text{locals}(e)^*\})
\]

\[
\text{blockinstr}_I ::= \ '\text{block}' \ I':\text{label}_I \ bt:\text{blocktype}_I \ (\text{in}:\text{instr}_I)^* \ '\text{end}' \ id' \\
⇒ \ \text{block \ bt \ in}^* \ \text{end} \ (\text{if } id' = e \lor id' = \text{label}) \\
| '\text{loop}' \ I':\text{label}_I \ bt:\text{blocktype}_I \ (\text{in}:\text{instr}_I)^* \ '\text{end}' \ id' \\
⇒ \ \text{loop \ bt \ in}^* \ \text{end} \ (\text{if } id' = e \lor id' = \text{label}) \\
| 'if' \ I':\text{label}_I \ bt:\text{blocktype}_I \ (\text{in}_1:\text{instr}_I)^* \ '\text{else}' \ id_1 \ (\text{in}_2:\text{instr}_I)^* \ '\text{end}' \ id_2 \\
⇒ \ \text{if} \ bt \ \text{in}_1^* \ \text{else} \ \text{in}_2^* \ \text{end} \ (\text{if } id_1 = e \lor id_1 = \text{label}, id_2 = e \lor id_2 = \text{label})
\]

**Note:** The side condition stating that the identifier context \(I'\) must only contain unnamed entries in the rule for typeuse block types enforces that no identifier can be bound in any \text{param} declaration for a block type.

All other control instruction are represented verbatim.

\[
\text{plaininstr}_I ::= \ '\text{unreachable}' \Rightarrow \text{unreachable} \\
| '\text{nop}' \Rightarrow \text{nop} \\
| 'br' \ l:labelidx_I \Rightarrow \text{br} \ l \\
| 'br_if' \ l:labelidx_I \Rightarrow \text{br_if} \ l \\
| 'br_table' \ l:vec(labelidx_I) \ l_N:labelidx_I \Rightarrow \text{br_table} \ l \ l_N \\
| 'return' \Rightarrow \text{return} \\
| 'call' \ x:funcidx_I \Rightarrow \text{call} \ x \\
| 'call\_indirect' \ x:tableidx \ y, l':\text{typeuse}_I \Rightarrow \text{call\_indirect} \ x \ y \ (\text{if } l' = \{\text{locals}(e)^*\})
\]

**Note:** The side condition stating that the identifier context \(I'\) must only contain unnamed entries in the rule for call\_indirect enforces that no identifier can be bound in any \text{param} declaration appearing in the type annotation.

**Abbreviations**

The ‘else’ keyword of an ‘if’ instruction can be omitted if the following instruction sequence is empty.

\[
'\text{if} \ \text{label} \ \text{blocktype} \ \text{instr}^* \ '\text{end}' \equiv \ '\text{if} \ \text{label} \ \text{blocktype} \ \text{instr}^* \ '\text{else}' \ '\text{end}'
\]

Also, for backwards compatibility, the table index to ‘call\_indirect’ can be omitted, defaulting to 0.

\[
'\text{call\_indirect}' \ \text{typeuse} \equiv '\text{call\_indirect} \ 0 \ \text{typeuse}
\]

6.5.3 Reference Instructions

\[
\text{plaininstr}_I ::= \ldots \\
| '\text{ref.null'} \ t:\text{heactype} \Rightarrow \text{ref.null} \ t \\
| '\text{ref.is_null}' \Rightarrow \text{ref.is_null} \\
| '\text{ref.func}' \ x:funcidx \Rightarrow \text{ref.func} \ x
\]
6.5.4 Parametric Instructions

\[
\text{plaininstr} ::= \ldots \\
| \text{'drop'} \Rightarrow \text{drop} \\
| \text{'select'}((t:\text{result})^?) \Rightarrow \text{select}(t^?) \\
\]

6.5.5 Variable Instructions

\[
\text{plaininstr} ::= \ldots \\
| \text{local.get} x:localidx \Rightarrow \text{local.get } x \\
| \text{local.set} x:localidx \Rightarrow \text{local.set } x \\
| \text{local.tee} x:localidx \Rightarrow \text{local.tee } x \\
| \text{global.get} x:globalidx \Rightarrow \text{global.get } x \\
| \text{global.set} x:globalidx \Rightarrow \text{global.set } x \\
\]

6.5.6 Table Instructions

\[
\text{plaininstr} ::= \ldots \\
| \text{table.get} x:tableidx \Rightarrow \text{table.get } x \\
| \text{table.set} x:tableidx \Rightarrow \text{table.set } x \\
| \text{table.size} x:tableidx \Rightarrow \text{table.size } x \\
| \text{table.grow} x:tableidx \Rightarrow \text{table.grow } x \\
| \text{table.fill} x:tableidx \Rightarrow \text{table.fill } x \\
| \text{table.copy} x:tableidx y:tableidx \Rightarrow \text{table.copy } x y \\
| \text{table.init} x:tableidx y:elemdx \Rightarrow \text{table.init } x y \\
| \text{elem.drop} x:elemdx \Rightarrow \text{elem.drop } x \\
\]

Abbreviations

For backwards compatibility, all \textit{table}indices < \textit{syntax} – \textit{tableidx} > may be omitted from table instructions, defaulting to 0.

\[
\text{‘table.get’ } \equiv \text{‘table.get’ } '0' \\
| \text{‘table.set’ } \equiv \text{‘table.set’ } '0' \\
| \text{‘table.size’ } \equiv \text{‘table.size’ } '0' \\
| \text{‘table.grow’ } \equiv \text{‘table.grow’ } '0' \\
| \text{‘table.fill’ } \equiv \text{‘table.fill’ } '0' \\
| \text{‘table.copy’ } \equiv \text{‘table.copy’ } '0' '0' \\
| \text{‘table.init’ } x:elemdx \equiv \text{‘table.init’ } '0' x:elemdx \\
\]

6.5.7 Memory Instructions

The offset and alignment immediates to memory instructions are optional. The offset defaults to 0, the alignment to the storage size of the respective memory access, which is its \textit{natural alignment}. Lexically, an \textit{offset} or \textit{align}
phrase is considered a single keyword token, so no white space is allowed around the ‘=’.

\[
\begin{align*}
\text{memarg}_N &::= \text{offset} + \text{align}_N \quad \Rightarrow \{\text{align } n, \text{ offset } o\} \quad (\text{if } a = 2^n) \\
\text{offset} &::= \text{offset} = \text{offset} + \text{align}_N \\
\text{align}_N &::= \text{align} = \text{align} + \text{align}_N \\
\text{plaininstr}_I &::= \ldots
\end{align*}
\]

| \text{plaininstr}_I | | \text{memarg}_4 | \text{i32.load } m | \text{i64.load } m | \text{f32.load } m | \text{f64.load } m |
|---------------------|----------------|----------------|-----------------|-----------------|
| \text{'i32.load' } m | \text{memarg}_4 | \text{i32.load } m | \text{i64.load } m | \text{f32.load } m | \text{f64.load } m |
| \text{'i64.load' } m | \text{memarg}_8 | \text{i64.load } m | \text{f32.load } m | \text{f64.load } m | \text{f64.load } m |
| \text{'f32.load' } m | \text{memarg}_4 | \text{f32.load } m | \text{f32.load } m | \text{f64.load } m | \text{f64.load } m |
| \text{'f64.load' } m | \text{memarg}_8 | \text{f64.load } m | \text{f64.load } m | \text{f64.load } m | \text{f64.load } m |

6.5.8 Numeric Instructions

\[
\begin{align*}
\text{plaininstr}_I &::= \ldots
\end{align*}
\]

| \text{plaininstr}_I | | \text{'i32.const' } n | \text{i32.const } n | \text{'i64.const' } n | \text{i64.const } n |
|---------------------|----------------|----------------|-----------------|-----------------|
| \text{'i32.const' } n | \text{i32.const } n | \text{'i64.const' } n | \text{i64.const } n | \text{'f32.const' } z | \text{f32.const } z |
| \text{'f32.const' } z | \text{f32.const } z | \text{'f64.const' } z | \text{f64.const } z |
\[
\begin{align*}
\text{`i32.clz' } & \Rightarrow \text{i32.clz} \\
\text{`i32.ctz' } & \Rightarrow \text{i32.ctz} \\
\text{`i32.popcnt' } & \Rightarrow \text{i32.popcnt} \\
\text{`i32.add' } & \Rightarrow \text{i32.add} \\
\text{`i32.sub' } & \Rightarrow \text{i32.sub} \\
\text{`i32.mul' } & \Rightarrow \text{i32.mul} \\
\text{`i32.div\_s' } & \Rightarrow \text{i32.div\_s} \\
\text{`i32.div\_u' } & \Rightarrow \text{i32.div\_u} \\
\text{`i32.rem\_s' } & \Rightarrow \text{i32.rem\_s} \\
\text{`i32.rem\_u' } & \Rightarrow \text{i32.rem\_u} \\
\text{`i32.and' } & \Rightarrow \text{i32.and} \\
\text{`i32.or' } & \Rightarrow \text{i32.or} \\
\text{`i32.xor' } & \Rightarrow \text{i32.xor} \\
\text{`i32.shl' } & \Rightarrow \text{i32.shl} \\
\text{`i32.shr\_s' } & \Rightarrow \text{i32.shr\_s} \\
\text{`i32.shr\_u' } & \Rightarrow \text{i32.shr\_u} \\
\text{`i32.rotl' } & \Rightarrow \text{i32.rotl} \\
\text{`i32.rotr' } & \Rightarrow \text{i32.rotr} \\
\text{`i64.clz' } & \Rightarrow \text{i64.clz} \\
\text{`i64.ctz' } & \Rightarrow \text{i64.ctz} \\
\text{`i64.popcnt' } & \Rightarrow \text{i64.popcnt} \\
\text{`i64.add' } & \Rightarrow \text{i64.add} \\
\text{`i64.sub' } & \Rightarrow \text{i64.sub} \\
\text{`i64.mul' } & \Rightarrow \text{i64.mul} \\
\text{`i64.div\_s' } & \Rightarrow \text{i64.div\_s} \\
\text{`i64.div\_u' } & \Rightarrow \text{i64.div\_u} \\
\text{`i64.rem\_s' } & \Rightarrow \text{i64.rem\_s} \\
\text{`i64.rem\_u' } & \Rightarrow \text{i64.rem\_u} \\
\text{`i64.and' } & \Rightarrow \text{i64.and} \\
\text{`i64.or' } & \Rightarrow \text{i64.or} \\
\text{`i64.xor' } & \Rightarrow \text{i64.xor} \\
\text{`i64.shl' } & \Rightarrow \text{i64.shl} \\
\text{`i64.shr\_s' } & \Rightarrow \text{i64.shr\_s} \\
\text{`i64.shr\_u' } & \Rightarrow \text{i64.shr\_u} \\
\text{`i64.rotl' } & \Rightarrow \text{i64.rotl} \\
\text{`i64.rotr' } & \Rightarrow \text{i64.rotr} \\
\text{`f32.abs' } & \Rightarrow \text{f32.abs} \\
\text{`f32.neg' } & \Rightarrow \text{f32.neg} \\
\text{`f32.ceil' } & \Rightarrow \text{f32.ceil} \\
\text{`f32.floor' } & \Rightarrow \text{f32.floor} \\
\text{`f32.trunc' } & \Rightarrow \text{f32.trunc} \\
\text{`f32.nearest' } & \Rightarrow \text{f32.nearest} \\
\text{`f32.sqrt' } & \Rightarrow \text{f32.sqrt} \\
\text{`f32.add' } & \Rightarrow \text{f32.add} \\
\text{`f32.sub' } & \Rightarrow \text{f32.sub} \\
\text{`f32.mul' } & \Rightarrow \text{f32.mul} \\
\text{`f32.div' } & \Rightarrow \text{f32.div} \\
\text{`f32.min' } & \Rightarrow \text{f32.min} \\
\text{`f32.max' } & \Rightarrow \text{f32.max} \\
\text{`f32.copysign' } & \Rightarrow \text{f32.copysign}
\end{align*}
\]
### f64 Instructions

- `f64.abs`  \( \Rightarrow f64.abs 
- `f64.neg`  \( \Rightarrow f64.neg 
- `f64.ceil`  \( \Rightarrow f64.ceil 
- `f64.floor`  \( \Rightarrow f64.floor 
- `f64.trunc`  \( \Rightarrow f64.trunc 
- `f64.nearest`  \( \Rightarrow f64.nearest 
- `f64.sqrt`  \( \Rightarrow f64.sqrt 
- `f64.add`  \( \Rightarrow f64.add 
- `f64.sub`  \( \Rightarrow f64.sub 
- `f64.mul`  \( \Rightarrow f64.mul 
- `f64.div`  \( \Rightarrow f64.div 
- `f64.min`  \( \Rightarrow f64.min 
- `f64.max`  \( \Rightarrow f64.max 
- `f64.copysign`  \( \Rightarrow f64.copysign 

### i32 Instructions

- `i32.eqz`  \( \Rightarrow i32.eqz 
- `i32.eq`  \( \Rightarrow i32.eq 
- `i32.ne`  \( \Rightarrow i32.ne 
- `i32.lt_s`  \( \Rightarrow i32.lt_s 
- `i32.lt_u`  \( \Rightarrow i32.lt_u 
- `i32.gt_s`  \( \Rightarrow i32.gt_s 
- `i32.gt_u`  \( \Rightarrow i32.gt_u 
- `i32.le_s`  \( \Rightarrow i32.le_s 
- `i32.le_u`  \( \Rightarrow i32.le_u 
- `i32.ge_s`  \( \Rightarrow i32.ge_s 
- `i32.ge_u`  \( \Rightarrow i32.ge_u 

### i64 Instructions

- `i64.eqz`  \( \Rightarrow i64.eqz 
- `i64.eq`  \( \Rightarrow i64.eq 
- `i64.ne`  \( \Rightarrow i64.ne 
- `i64.lt_s`  \( \Rightarrow i64.lt_s 
- `i64.lt_u`  \( \Rightarrow i64.lt_u 
- `i64.gt_s`  \( \Rightarrow i64.gt_s 
- `i64.gt_u`  \( \Rightarrow i64.gt_u 
- `i64.le_s`  \( \Rightarrow i64.le_s 
- `i64.le_u`  \( \Rightarrow i64.le_u 
- `i64.ge_s`  \( \Rightarrow i64.ge_s 
- `i64.ge_u`  \( \Rightarrow i64.ge_u 

### f32 Instructions

- `f32.eq`  \( \Rightarrow f32.eq 
- `f32.ne`  \( \Rightarrow f32.ne 
- `f32.lt`  \( \Rightarrow f32.lt 
- `f32.gt`  \( \Rightarrow f32.gt 
- `f32.le`  \( \Rightarrow f32.le 
- `f32.ge`  \( \Rightarrow f32.ge 

### f64 Instructions

- `f64.eq`  \( \Rightarrow f64.eq 
- `f64.ne`  \( \Rightarrow f64.ne 
- `f64.lt`  \( \Rightarrow f64.lt 
- `f64.gt`  \( \Rightarrow f64.gt 
- `f64.le`  \( \Rightarrow f64.le 
- `f64.ge`  \( \Rightarrow f64.ge 

---

6.5. Instructions
6.5.9 Folded Instructions

Instructions can be written as S-expressions by grouping them into *folded* form. In that notation, an instruction is wrapped in parentheses and optionally includes nested folded instructions to indicate its operands.

In the case of *block instructions*, the folded form omits the ‘end’ delimiter. For *if* instructions, both branches have to be wrapped into nested S-expressions, headed by the keywords ‘then’ and ‘else’.

The set of all phrases defined by the following abbreviations recursively forms the auxiliary syntactic class `foldedinstr`. Such a folded instruction can appear anywhere a regular instruction can.

```
('plaininstr foldedinstr') \equiv foldedinstr plaininstr
('block' label blocktype instr 'end') \equiv 'block' label blocktype instr 'end'
('loop' label blocktype instr 'end') \equiv 'loop' label blocktype instr 'end'
('if' label blocktype foldedinstr ('then instr') ('else instr') 'end') \equiv foldedinstr 'if' label blocktype instr 'else' (instr) 'end'
```

| `i32.wrap_i64` | \( \Rightarrow \) i32.wrap_i64 |
| `i32.trunc_f32_s` | \( \Rightarrow \) i32.trunc_f32_s |
| `i32.trunc_f32_u` | \( \Rightarrow \) i32.trunc_f32_u |
| `i32.trunc_f64_s` | \( \Rightarrow \) i32.trunc_f64_s |
| `i32.trunc_f64_u` | \( \Rightarrow \) i32.trunc_f64_u |
| `i32.trunc_sat_f32_s` | \( \Rightarrow \) i32.trunc_sat_f32_s |
| `i32.trunc_sat_f32_u` | \( \Rightarrow \) i32.trunc_sat_f32_u |
| `i32.trunc_sat_f64_s` | \( \Rightarrow \) i32.trunc_sat_f64_s |
| `i32.trunc_sat_f64_u` | \( \Rightarrow \) i32.trunc_sat_f64_u |
| `i64.extend_i32_s` | \( \Rightarrow \) i64.extend_i32_s |
| `i64.extend_i32_u` | \( \Rightarrow \) i64.extend_i32_u |
| `i64.trunc_f32_s` | \( \Rightarrow \) i64.trunc_f32_s |
| `i64.trunc_f32_u` | \( \Rightarrow \) i64.trunc_f32_u |
| `i64.trunc_f64_s` | \( \Rightarrow \) i64.trunc_f64_s |
| `i64.trunc_f64_u` | \( \Rightarrow \) i64.trunc_f64_u |
| `i64.trunc_sat_f32_s` | \( \Rightarrow \) i64.trunc_sat_f32_s |
| `i64.trunc_sat_f32_u` | \( \Rightarrow \) i64.trunc_sat_f32_u |
| `i64.trunc_sat_f64_s` | \( \Rightarrow \) i64.trunc_sat_f64_s |
| `i64.trunc_sat_f64_u` | \( \Rightarrow \) i64.trunc_sat_f64_u |
| `f32.convert_i32_s` | \( \Rightarrow \) f32.convert_i32_s |
| `f32.convert_i32_u` | \( \Rightarrow \) f32.convert_i32_u |
| `f32.convert_i64_s` | \( \Rightarrow \) f32.convert_i64_s |
| `f32.convert_i64_u` | \( \Rightarrow \) f32.convert_i64_u |
| `f32.extend_f64` | \( \Rightarrow \) f32.extend_f64 |
| `f64.convert_i32_s` | \( \Rightarrow \) f64.convert_i32_s |
| `f64.convert_i32_u` | \( \Rightarrow \) f64.convert_i32_u |
| `f64.convert_i64_s` | \( \Rightarrow \) f64.convert_i64_s |
| `f64.convert_i64_u` | \( \Rightarrow \) f64.convert_i64_u |
| `f64.promote_f32` | \( \Rightarrow \) f64.promote_f32 |
| `i32.reinterpret_f32` | \( \Rightarrow \) i32.reinterpret_f32 |
| `i64.reinterpret_f64` | \( \Rightarrow \) i64.reinterpret_f64 |
| `f32.reinterpret_i32` | \( \Rightarrow \) f32.reinterpret_i32 |
| `f64.reinterpret_i64` | \( \Rightarrow \) f64.reinterpret_i64 |

\[ \text{\texttt{i32.extend8_s}} \equiv \text{\texttt{i32.extend8_s}} \]
\[ \text{\texttt{i32.extend16_s}} \equiv \text{\texttt{i32.extend16_s}} \]
\[ \text{\texttt{i64.extend8_s}} \equiv \text{\texttt{i64.extend8_s}} \]
\[ \text{\texttt{i64.extend16_s}} \equiv \text{\texttt{i64.extend16_s}} \]
\[ \text{\texttt{i64.extend32_s}} \equiv \text{\texttt{i64.extend32_s}} \]
WebAssembly Specification, Release 1.1 (Draft 2021-09-16)

Note: For example, the instruction sequence

\[(\text{local.get } \$x)(\text{i32.const } 2) \text{i32.add}(\text{i32.const } 3) \text{i32.mul}\]

can be folded into

\[(\text{i32.mul}(\text{i32.add}(\text{local.get } \$x)(\text{i32.const } 2))(\text{i32.const } 3))\]

Folded instructions are solely syntactic sugar, no additional syntactic or type-based checking is implied.

6.5.10 Expressions

Expressions are written as instruction sequences. No explicit ‘end’ keyword is included, since they only occur in bracketed positions.

\[\text{expr}_I ::= (\text{in:instr}_I)^* \Rightarrow in^* \text{end}\]

6.6 Modules

6.6.1 Indices

Indices can be given either in raw numeric form or as symbolic identifiers when bound by a respective construct. Such identifiers are looked up in the suitable space of the identifier context \( I \).

\[
\begin{align*}
\text{typeidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{types}[x] = v) \\
\text{funcidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{funcs}[x] = v) \\
\text{tableidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{tables}[x] = v) \\
\text{memidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{mems}[x] = v) \\
\text{globalidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{globals}[x] = v) \\
\text{elemidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{elem}[x] = v) \\
\text{dataidx}_I & ::= x : u32 \Rightarrow x \\
| v : \text{id} & \Rightarrow x \quad (\text{if } I.\text{data}[x] = v) \\
\text{localidx}_I & ::= l : u32 \Rightarrow l \\
| v : \text{id} & \Rightarrow l \quad (\text{if } I.\text{locals}[l] = v) \\
\text{labelidx}_I & ::= l : u32 \Rightarrow l \\
| v : \text{id} & \Rightarrow l \quad (\text{if } I.\text{labels}[l] = v)
\end{align*}
\]

6.6.2 Types

Type definitions can bind a symbolic type identifier.

\[\text{type} ::= \text{’(‘ type id\text{’ ft:functype ’)’)} \Rightarrow ft\]
6.6.3 Type Uses

A type use is a reference to a type definition. It may optionally be augmented by explicit inlined parameter and result declarations. That allows binding symbolic identifiers to name the local indices of parameters. If inline declarations are given, then their types must match the referenced function type.

\[
\text{typeuse}_I ::= \begin{cases} 
\text{'} \text{type' } x: \text{typeidx}_I \text{'} & \Rightarrow x, I' \\
& \text{(if } I.\text{typedefs}[x] = [t_1^*] \rightarrow [t_2^*] \land I' = \{\text{locals (e)}\}^n) \\
\text{'} \text{type' } x: \text{typeidx}_I \text{'} (t_1: \text{param}^*) (t_2: \text{result}^*) & \Rightarrow x, I' \\
& \text{(if } I.\text{typedefs}[x] = [t_1^*] \rightarrow [t_2^*] \land I' = \{\text{locals id(param)}^*\} \text{ well-formed}) 
\end{cases}
\]

The synthesized attribute of a typeuse is a pair consisting of both the used type index and the updated identifier context including possible parameter identifiers. The following auxiliary function extracts optional identifiers from parameters:

\[
\text{id('param id? ... ')} = \text{id} 
\]

**Note:** Both productions overlap for the case that the function type is \([\text{[]} \rightarrow \text{[]}\). However, in that case, they also produce the same results, so that the choice is immaterial.

The well-formedness condition on \(I'\) ensures that the parameters do not contain duplicate identifier.

**Abbreviations**

A typeuse may also be replaced entirely by inline parameter and result declarations. In that case, a type index is automatically inserted:

\[
(t_1: \text{param}^*) (t_2: \text{result}^*) \equiv \text{'} \text{type' } x \text{'} \text{ param}^* \text{ result}^* 
\]

where \(x\) is the smallest existing type index whose definition in the current module is the function type \([t_1^*] \rightarrow [t_2^*]\). If no such index exists, then a new type definition of the form

\[
\text{'} \text{type' ('func param* result* ')} ' 
\]

is inserted at the end of the module.

Abbreviations are expanded in the order they appear, such that previously inserted type definitions are reused by consecutive expansions.

6.6.4 Imports

The descriptors in imports can bind a symbolic function, table, memory, or global identifier.

\[
\text{import}_I ::= \text{'} \text{import' mod.name nm.name d:importdesc}_I \text{'} \Rightarrow \{\text{module mod, name nm, desc d}\} \\
\text{importdesc}_I ::= \text{'} \text{func id? x, I':typeuse}_I \text{'} \Rightarrow \text{func x} \\
& | \text{'} \text{table id? tt:tabletype}_I \text{'} \Rightarrow \text{table tt} \\
& | \text{'} \text{memory id? mt:memtype}_I \text{'} \Rightarrow \text{mem mt} \\
& | \text{'} \text{global id? gt:globaltype}_I \text{'} \Rightarrow \text{global gt} 
\]
6.6.5 Functions

Function definitions can bind a symbolic function identifier, and local identifiers for its parameters and locals.

\[
\text{func}_I := ('\text{func}\ id\ x, I: typeuse (t:local)* (in:instr)*') \\
\Rightarrow \{\text{type}\ x, \text{locals}\ t^*, \text{body}\ in^*\end{equation}\]

(\text{if } I'' = I^\oplus \{\text{locals}\ id(\text{local})*\}\text{ well-formed})

\[
\text{local} := ('\text{local}\ id\ t:valtype') \Rightarrow \]

The definition of the local identifier context \(I''\) uses the following auxiliary function to extract optional identifiers from locals:

\[
\text{id}('\text{local}\ id\ ...') = \text{id}'
\]

Note: The well-formedness condition on \(I''\) ensures that parameters and locals do not contain duplicate identifiers.

Abbreviations

Multiple anonymous locals may be combined into a single declaration:

\[
('\text{local}\ \text{valtype}^*') \equiv ('\text{local}\ \text{valtype}')^*
\]

Functions can be defined as imports or exports inline:

\[
('\text{func}\ id\ ' (\text{import}\ name_1\ name_2')\ \text{typeuse} ') \equiv
('\text{import}\ name_1\ name_2\ ('\text{func}\ id'\ \text{typeuse} ')')
\]

\[
('\text{func}\ id'\ ' (\text{export}\ name')\ ... ') \equiv
('\text{export}\ name\ ('\text{func}\ id')')\ ' ('\text{func}\ id'\ ... ')
\]

(\text{id}' \neq \epsilon \land \text{id} = \text{id}' \lor \text{id} = \epsilon \land \text{id}'\text{fresh})

The latter abbreviation can be applied repeatedly, with “...” containing another import or export.

6.6.6 Tables

Table definitions can bind a symbolic table identifier.

\[
\text{table}_I := ('\text{table}\ id\ t:tabletype') \Rightarrow \{\text{type} t\}
\]

Abbreviations

An element segment can be given inline with a table definition, in which case its offset is 0 and the limits of the table type are inferred from the length of the given segment:

\[
('\text{table}\ id\ \text{reftype}\ ('\text{elem}\ expr^n:\text{vec}(\text{elemexpr})')') \equiv
('\text{table}\ id\ n\ n\ \text{reftype}')
\]

\[
('\text{elem}'\ ' (\text{table}\ id')\ ' (\text{i32}\text{const}'\ '0' )\ \text{vec}(\text{elemexpr})')\ ' \equiv
\text{id}' \neq \epsilon \land \text{id} = \text{id}' \lor \text{id} = \epsilon \land \text{id}'\text{fresh}
\]
Tables can be defined as imports or exports inline:

\[
\text{Imports: } \quad \text{mem} \equiv \left( \text{memory id\_mem memtype} \right) \Rightarrow \{ \text{type mt} \}
\]

## Abbreviations

A data segment can be given inline with a memory definition, in which case its offset is 0 the limits of the memory type are inferred from the length of the data, rounded up to page size:

\[
\text{Data: } \quad \text{mem} \equiv \left( \text{memory id\_mem datastring} \right) \Rightarrow \{ \text{type mt} \}
\]

Memories can be defined as imports or exports inline:

\[
\text{Imports: } \quad \text{mem} \equiv \left( \text{import name1 name2 memtype} \right) \Rightarrow \{ \text{type mt} \}
\]

## 6.6.8 Globals

Global definitions can bind a symbolic global identifier.

\[
\text{Global: } \quad \text{global} \equiv \left( \text{global id\_global globaltype e:expr} \right) \Rightarrow \{ \text{type gt,init e} \}
\]
Abbreviations

Globals can be defined as *imports* or *exports* inline:

\[
\begin{align*}
('\text{global} \ ' \ \text{id} \ ' ('\text{import} \ \text{name}_1 \ \text{name}_2 ') \ \text{globaltype}') \ \equiv \\
('\text{import} \ \text{name}_1 \ \text{name}_2 ('\text{global} \ ' \ \text{id} \ ' \ \text{globaltype}') ') \ \\
('\text{global} \ ' ('\text{export} \ ' \ \text{name} ') \ ' \ldots') \ \equiv \\
('\text{export} \ ' \ \text{name} ('\text{global} \ ' \ \text{id}') ') \ ' ('\text{global} \ ' \ \text{id} \ ' \ \ldots') \ \\
\text{if id} \neq \epsilon \ \land \ \text{id}' = \text{id} \ \lor \ \text{id} = \epsilon \ \land \ \text{id}' \ \text{fresh}
\end{align*}
\]

The latter abbreviation can be applied repeatedly, with “…” containing another import or export.

6.6.9 Exports

The syntax for exports mirrors their abstract syntax directly.

\[
\begin{align*}
\text{exports}_I \ &= \ ('\text{export} \ \text{nm}::= \begin{cases}
\text{func} \ \text{x}: \ \text{funcidx}_I \ \Rightarrow \ \text{func} \ \text{x} \\
\text{table} \ \text{x}: \ \text{tableidx}_I \ \Rightarrow \ \text{table} \ \text{x} \\
\text{memory} \ \text{x}: \ \text{memidx}_I \ \Rightarrow \ \text{mem} \ \text{x} \\
\text{global} \ \text{x}: \ \text{globalidx}_I \ \Rightarrow \ \text{global} \ \text{x}
\end{cases}
\rbrace
\end{align*}
\]

Abbreviations

As an abbreviation, exports may also be specified inline with *function*, *table*, *memory*, or *global* definitions; see the respective sections.

6.6.10 Start Function

A *start function* is defined in terms of its index.

\[
\begin{align*}
\text{start}_I \ &= \ ('\text{start} \ \text{x}: \ \text{funcidx}_I \ \Rightarrow \ \lbrace \text{func} \ \text{x} \rbrace)
\end{align*}
\]

**Note:** At most one start function may occur in a module, which is ensured by a suitable side condition on the module grammar.

6.6.11 Element Segments

Element segments allow for an optional *table index* to identify the table to initialize.

\[
\begin{align*}
\text{elem}_I \ &= \ ('\text{elem} \ ' \ \text{id} ') \ \lbrace \text{func} \ \text{y}, \ \text{mode} \ \text{passive} \rbrace \ \Rightarrow \ \lbrace \text{type} \ \text{t}, \ \text{init} \ \text{y}, \ \text{mode} \ \text{passive} \rbrace \\
\quad \mid \ ('\text{elem} \ ' \ \text{tableuse}_I \ ' ('\text{offset} \ \text{e}: \ \text{expr}_I \ ') \ \lbrace \text{table} \ \text{x}, \ \text{offset} \ \text{e} \rbrace \ \Rightarrow \ \lbrace \text{type} \ \text{t}, \ \text{init} \ \text{y}, \ \text{mode} \ \text{active} \rbrace \ \\
\quad \mid \ ('\text{elem} \ ' \ \text{declare}_I \ \lbrace \text{func} \ \text{y}, \ \text{mode} \ \text{declarative} \rbrace \ \Rightarrow \ \lbrace \text{type} \ \text{t}, \ \text{init} \ \text{y}, \ \text{mode} \ \text{declarative} \rbrace \\
\text{elemlist}_I \ &= \ \text{vec}(\text{elemexpr}_I) \ \Rightarrow \ \lbrace \text{type} \ \text{t}, \ \text{init} \ \text{y} \rbrace \\
\text{elemexpr}_I \ &= \ ('\text{item} \ \text{e}: \ \text{expr}_I \ ') \ \Rightarrow \ \text{e} \\
\text{tableuse}_I \ &= \ ('\text{table} \ ' \ \text{x}: \ \text{tableidx}_I \ ') \ \Rightarrow \ \text{x}
\end{align*}
\]
Abbreviations

As an abbreviation, a single instruction may occur in place of the offset of an active element segment or as an element expression:

\[
\begin{align*}
\text{`(` instr `')} & \equiv \text{`(` offset ` instr `')} \\
\text{`(` instr `')} & \equiv \text{`(` item ` instr `)}
\end{align*}
\]

Also, the element list may be written as just a sequence of function indices:

\[
\text{vec(funcidx)} \equiv \text{funcref vec(` ref.func funcidx `)}
\]

A table use can be omitted, defaulting to 0. Furthermore, for backwards compatibility with earlier versions of WebAssembly, if the table use is omitted, the `func` keyword can be omitted as well.

\[
\epsilon \equiv \text{`(` table ` 0 `)}
\]

As another abbreviation, data segments may also be specified inline with `table` definitions; see the respective section.

### 6.6.12 Data Segments

Data segments allow for an optional memory index to identify the memory to initialize. The data is written as a string, which may be split up into a possibly empty sequence of individual string literals.

\[
\begin{align*}
data_I & := \text{`(` `data` id` ? ` b*:datastring`)'} \\
& \quad \Rightarrow \{ \text{init } b^*, \text{mode passive} \} \\
& \quad | \text{`(` `data` id` ? ` x:mmuseI`, `(` `offset` exprI `)`, ` b*:datastring`)'} \\
& \quad \Rightarrow \{ \text{init } b^*, \text{mode active } \{ \text{memory } x', \text{offset } e \} \}
\end{align*}
\]

\[
\begin{align*}
datastring & := \text{`(` `b*:string`)'} \Rightarrow \text{concat(`(` `b`*)`)} \\
\text{memuseI} & := \text{`(` `memory` `x:mmeidxI`)'} \Rightarrow x
\end{align*}
\]

Note: In the current version of WebAssembly, the only valid memory index is 0 or a symbolic memory identifier resolving to the same value.

Abbreviations

As an abbreviation, a single instruction may occur in place of the offset of an active data segment:

\[
\text{`(` instr `')} \equiv \text{`(` offset ` instr `)}
\]

Also, a memory use can be omitted, defaulting to 0.

\[
\epsilon \equiv \text{`(` `memory` ` 0 `)}
\]

As another abbreviation, data segments may also be specified inline with `memory` definitions; see the respective section.

### 6.6.13 Modules

A module consists of a sequence of fields that can occur in any order. All definitions and their respective bound identifiers scope over the entire module, including the text preceding them.

A module may optionally bind an identifier that names the module. The name serves a documentary role only.
The following restrictions are imposed on the composition of modules:

The well-formedness condition on \( I \) in the grammar for module ensures that no namespace contains duplicate identifiers.

The definition of the initial identifier context \( I \) uses the following auxiliary definition which maps each relevant definition to a singular context with one (possibly empty) identifier:

\[
\begin{align*}
\text{idc}(’\text{‘type’ id’ ft:functype ’}) & = \{\text{types (id’).typedefs ft}\} \\
\text{idc}(’\text{‘func’ id’ ... ’}) & = \{\text{funcs (id’)}\} \\
\text{idc}(’\text{‘table’ id’ ... ’}) & = \{\text{tables (id’)}\} \\
\text{idc}(’\text{‘memory’ id’ ... ’}) & = \{\text{mems (id’)}\} \\
\text{idc}(’\text{‘global’ id’ ... ’}) & = \{\text{globals (id’)}\} \\
\text{idc}(’\text{‘elem’ id’ ... ’}) & = \{\text{elem (id’)}\} \\
\text{idc}(’\text{‘data’ id’ ... ’}) & = \{\text{data (id’)}\} \\
\text{idc}(’\text{‘import’ ... (’\text{‘func’ id’ ... ’}) ’}) & = \{\text{funcs (id’)}\} \\
\text{idc}(’\text{‘import’ ... (’\text{‘table’ id’ ... ’}) ’}) & = \{\text{tables (id’)}\} \\
\text{idc}(’\text{‘import’ ... (’\text{‘memory’ id’ ... ’}) ’}) & = \{\text{mems (id’)}\} \\
\text{idc}(’\text{‘import’ ... (’\text{‘global’ id’ ... ’}) ’}) & = \{\text{globals (id’)}\} \\
\text{idc}(’\text{‘ ... ’}) & = \{\} \\
\end{align*}
\]

Abbreviations

In a source file, the toplevel (module ...) surrounding the module body may be omitted.

\[\text{modulefield}^* \equiv (’\text{‘module’ modulefield}^* ’)\]
7.1 Embedding

A WebAssembly implementation will typically be embedded into a host environment. An embedder implements the connection between such a host environment and the WebAssembly semantics as defined in the main body of this specification. An embedder is expected to interact with the semantics in well-defined ways.

This section defines a suitable interface to the WebAssembly semantics in the form of entry points through which an embedder can access it. The interface is intended to be complete, in the sense that an embedder does not need to reference other functional parts of the WebAssembly specification directly.

Note: On the other hand, an embedder does not need to provide the host environment with access to all functionality defined in this interface. For example, an implementation may not support parsing of the text format.

7.1.1 Types

In the description of the embedder interface, syntactic classes from the abstract syntax and the runtime’s abstract machine are used as names for variables that range over the possible objects from that class. Hence, these syntactic classes can also be interpreted as types.

For numeric parameters, notation like \( n : \text{u32} \) is used to specify a symbolic name in addition to the respective value range.

7.1.2 Errors

Failure of an interface operation is indicated by an auxiliary syntactic class:

\[
\text{error} ::= \text{error}
\]

In addition to the error conditions specified explicitly in this section, implementations may also return errors when specific implementation limitations are reached.

Note: Errors are abstract and unspecific with this definition. Implementations can refine it to carry suitable classifications and diagnostic messages.
7.1.3 Pre- and Post-Conditions

Some operations state pre-conditions about their arguments or post-conditions about their results. It is the embedder’s responsibility to meet the pre-conditions. If it does, the post conditions are guaranteed by the semantics.

In addition to pre- and post-conditions explicitly stated with each operation, the specification adopts the following conventions for runtime objects (store, moduleinst, external, addresses):

- Every runtime object passed as a parameter must be valid per an implicit pre-condition.
- Every runtime object returned as a result is valid per an implicit post-condition.

Note: As long as an embedder treats runtime objects as abstract and only creates and manipulates them through the interface defined here, all implicit pre-conditions are automatically met.

7.1.4 Store

store_init() : store

1. Return the empty store.

\[
store_init() = \{\text{funcs } \epsilon, \text{ mems } \epsilon, \text{ tables } \epsilon, \text{ globals } \epsilon\}
\]

7.1.5 Modules

module_decode(byte*) : module | error

1. If there exists a derivation for the byte sequence byte* as a module according to the binary grammar for modules, yielding a module m, then return m.

2. Else, return error.

\[
\begin{align*}
\text{module_decode}(b^*) &= m \quad \text{(if module } \xrightarrow{\star} \text{ m:b^*)}
\text{module_decode}(b^*) &= \text{error} \quad \text{(otherwise)}
\end{align*}
\]

module_parse(char*) : module | error

1. If there exists a derivation for the source char* as a module according to the text grammar for modules, yielding a module m, then return m.

2. Else, return error.

\[
\begin{align*}
\text{module_parse}(c^*) &= m \quad \text{(if module } \xrightarrow{\star} \text{ m:c^*)}
\text{module_parse}(c^*) &= \text{error} \quad \text{(otherwise)}
\end{align*}
\]
### module-validate(module) : error

1. If *module* is *valid*, then return nothing.
2. Else, return *error*.

\[
\text{module-validate}(m) = \begin{cases} 
\epsilon & \text{if } m : \text{externctype}^* \rightarrow \text{externctype}''^* \\
\text{error} & \text{otherwise}
\end{cases}
\]

### module-instantiate(store, module, externval) : (store, moduleinst | error)

1. Try instantiating *module* in *store* with external values *externval* as imports:
   a. If it succeeds with a *module instance* moduleinst, then let result be moduleinst.
   b. Else, let result be *error*.
2. Return the new store paired with result.

\[
\text{module-instantiate}(S, m, ev^*) = \begin{cases} 
(S', F\text{.module}) & \text{if instantiate}(S, m, ev^*) \rightsquigarrow *S'; F; \epsilon \\
(S', \text{error}) & \text{if instantiate}(S, m, ev^*) \rightsquigarrow *S'; F; \text{trap}
\end{cases}
\]

**Note:** The store may be modified even in case of an error.

### module-imports(module) : (name, name, externctype)*

1. Pre-condition: *module* is *valid* with external import types *externctype* and external export types *externctype''*.
2. Let import* be the imports module.imports.
3. Assert: the length of import* equals the length of externctype*.
4. For each import_i in import* and corresponding externctype_i in externctype*, do:
   a. Let result_i be the triple \((\text{import}_i, \text{module}, \text{import}_i, \text{name}, \text{externctype}_i)\).
5. Return the concatenation of all result_i, in index order.
6. Post-condition: each externctype_i is *valid*.

\[
\text{module-imports}(m) = \left(\text{im.module, im.name, externctype}\right)^* \\
\text{(if } im^* = m\text{.imports } \land \vdash m : \text{ externctype}^* \rightarrow \text{ externctype}''^*)
\]

### module-exports(module) : (name, externctype)*

1. Pre-condition: *module* is *valid* with external import types *externctype* and external export types *externctype''*.
2. Let export* be the exports module.exports.
3. Assert: the length of export* equals the length of externctype'*. 
4. For each export_i in export* and corresponding externctype'_i in externctype'', do:
   a. Let result_i be the pair \((\text{export}_i, \text{name}, \text{externctype}'_i)\).
5. Return the concatenation of all result_i, in index order.
6. Post-condition: each externctype'_i is *valid*.

#### 7.1. Embedding
module_exports(m) = (ex.name, externtype′)
  (if ex* = m.exports ∧ ⊢ m : externtype* → externtype′*)

### 7.1.6 Module Instances

instance_export(moduleinst, name) : external | error

1. Assert: due to validity of the module instance moduleinst, all its export names are different.
2. If there exists an exportinst_i in moduleinst.exports such that name exportinst_i.name equals name, then:
   a. Return the external value exportinst_i.value.
3. Else, return error.

\[
\text{instance_export}(m, \text{name}) = \begin{cases} 
  m.\text{exports}[i].\text{value} & \text{(if } m.\text{exports}[i].\text{name }= \text{name)} \\
  \text{error} & \text{(otherwise)} 
\end{cases}
\]

### 7.1.7 Functions

func_alloc(store, functype, hostfunc) : (store, funcaddr)

1. Pre-condition: functype is valid < valid - functype >.
2. Let funcaddr be the result of allocating a host function in store with function type functype and host function code hostfunc.
3. Return the new store paired with funcaddr.

\[
\text{func_alloc}(S, ft, code) = \begin{cases} 
  (S', a) & \text{(if allochostfunc}(S, ft, code) = S', a) 
\end{cases}
\]

**Note:** This operation assumes that hostfunc satisfies the pre- and post-conditions required for a function instance with type functype.

Regular (non-host) function instances can only be created indirectly through module instantiation.

func_type(store, funcaddr) : functype

1. Return \(S.\text{funcs}[a].\text{type} \).
2. Post-condition: the returned function type is valid.

\[
\text{func_type}(S, a) = S.\text{funcs}[a].\text{type}
\]
func_invoke(store, funcaddr, val*) : (store, val* | error)

1. Try invoking the function funcaddr in store with values val* as arguments:
   a. If it succeeds with values val'* as results, then let result be val'*.
   b. Else it has trapped, hence let result be error.
2. Return the new store paired with result.

\[
\text{func_invoke}(S, a, v^*) = (S', v'^*) \quad (\text{if invoke}(S, a, v^*) \iff S'; F; v'^*)
\]
\[
\text{func_invoke}(S, a, v^*) = (S', \text{error}) \quad (\text{if invoke}(S, a, v^*) \iff S'; F; \text{trap})
\]

Note: The store may be modified even in case of an error.

### 7.1.8 Tables

**table_alloc(store, tabletype) : (store, tableaddr, ref)**

1. Pre-condition: tabletype is valid < valid – tabletype >.
2. Let tableaddr be the result of allocating a table in store with table type tabletype and initialization value ref.
3. Return the new store paired with tableaddr.

\[
\text{table_alloc}(S, t, r) = (S', a) \quad (\text{if alloctable}(S, t, r) = S', a)
\]

**table_type(store, tableaddr) : tabletype**

1. Return S.tables[a].type.
2. Post-condition: the returned table type is valid < valid – tabletype >.

\[
\text{table_type}(S, a) = S\text{.tables}[a]\text{.type}
\]

**table_read(store, tableaddr, i : u32) : ref | error**

1. Let ti be the table instance store.tables[tableaddr].
2. If i is larger than or equal to the length of ti.elem, then return error.
3. Else, return the reference value ti.elem[i].

\[
\text{table_read}(S, a, i) = r \quad (\text{if } S\text{.tables}[a]\text{.elem}[i] = r)
\]
\[
\text{table_read}(S, a, i) = \text{error} \quad (\text{otherwise})
\]

**table_write(store, tableaddr, i : u32, ref) : store | error**

1. Let ti be the table instance store.tables[tableaddr].
2. If i is larger than or equal to the length of ti.elem, then return error.
3. Replace ti.elem[i] with the reference value ref.
4. Return the updated store.

\[
\text{table_write}(S, a, i, r) = S' \quad (\text{if } S' = S \text{ with tables}[a]\text{.elem}[i] = r)
\]
\[
\text{table_write}(S, a, i, r) = \text{error} \quad (\text{otherwise})
\]
table_size\( (\text{store}, \text{tableaddr}) : \text{u32} \)

1. Return the length of \( \text{store.tables[tableaddr].elem} \).

\[
\text{table_size}(S, a) = n \quad (\text{if } |S.\text{tables}[a].\text{elem}| = n)
\]

\[
\text{table_grow}(\text{store}, \text{tableaddr}, n : \text{u32}, \text{ref}) : \text{store} | \text{error}
\]

1. Try growing the table instance \( \text{store.tables[tableaddr]} \) by \( n \) elements with initialization value \( \text{ref} \):
   a. If it succeeds, return the updated store.
   b. Else, return \( \text{error} \).

\[
\text{table_grow}(S, a, n, r) = S' \quad (\text{if } S' = S \text{ with } \text{tables}[a] = \text{growtable}(S.\text{tables}[a], n, r))
\]

\[
\text{table_grow}(S, a, n, r) = \text{error} \quad (\text{otherwise})
\]

### 7.1.9 Memories

\[
\text{mem_alloc}(\text{store}, \text{memtype}) : (\text{store}, \text{memaddr})
\]

1. Pre-condition: \( \text{memtype} \) is \( \text{valid} < \text{valid} - \text{memtype} \).
2. Let \( \text{memaddr} \) be the result of allocating a memory in \( \text{store} \) with memory type \( \text{memtype} \).
3. Return the new store paired with \( \text{memaddr} \).

\[
\text{mem_alloc}(S, mt) = (S', a) \quad (\text{if } \text{allocmem}(S, mt) = S', a)
\]

\[
\text{mem_type}(\text{store}, \text{memaddr}) : \text{memtype}
\]

1. Return \( S.\text{mems}[a].\text{type} \).
2. Post-condition: the returned memory type is \( \text{valid} < \text{valid} - \text{memtype} \).

\[
\text{mem_type}(S, a) = S.\text{mems}[a].\text{type}
\]

\[
\text{mem_read}(\text{store}, \text{memaddr}, i : \text{u32}) : \text{byte} | \text{error}
\]

1. Let \( \text{mi} \) be the memory instance \( \text{store.mems[memaddr]} \).
2. If \( i \) is larger than or equal to the length of \( \text{mi.data} \), then return \( \text{error} \).
3. Else, return the byte \( \text{mi.data}[i] \).

\[
\text{mem_read}(S, a, i) = b \quad (\text{if } S.\text{mems}[a].\text{data}[i] = b)
\]

\[
\text{mem_read}(S, a, i) = \text{error} \quad (\text{otherwise})
\]
mem_write(store, memaddr, i : u32, byte) : store | error

1. Let mi be the memory instance store.mems[memaddr].
2. If u32 is larger than or equal to the length of mi.data, then return error.
3. Replace mi.data[i] with byte.
4. Return the updated store.

    mem_write(S, a, i, b) = S'      (if S' = S with mems[a].data[i] = b)
    mem_write(S, a, i, b) = error   (otherwise)

mem_size(store, memaddr) : u32

1. Return the length of store.mems[memaddr].data divided by the page size.

    mem_size(S, a) = n      (if |S.mems[a].data| = n \cdot 64 \text{Ki})

mem_grow(store, memaddr, n : u32) : store | error

1. Try growing the memory instance store.mems[memaddr] by n pages:
   a. If it succeeds, return the updated store.
   b. Else, return error.

    mem_grow(S, a, n) = S'      (if S' = S with mems[a] = growmem(S.mems[a], n))
    mem_grow(S, a, n) = error   (otherwise)

7.1.10 Globals

global_alloc(store, globaltype, val) : (store, globaladdr)

1. Pre-condition: globaltype is valid < valid − globaltype >.
2. Let globaladdr be the result of allocating a global in store with global type globaltype and initialization value val.
3. Return the new store paired with globaladdr.

    global_alloc(S, gt, v) = (S', a)       (if allocglobal(S, gt, v) = S', a)

global_type(store, globaladdr) : globaltype

1. Return S.globals[a].type.
2. Post-condition: the returned global type is valid < valid − globaltype >.

    global_type(S, a) = S.globals[a].type

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global_read(store, globaladdr) : val

1. Let gi be the global instance store.globals[globaladdr].
2. Return the value gi.value.

\[
\text{global_read}(S, a) = v \quad \text{(if } S.globals[a].value = v)\]

global_write(store, globaladdr, val) : store | error

1. Let gi be the global instance store.globals[globaladdr].
2. Let mut t be the structure of the global type gi.type.
3. If mut is not var, then return error.
4. Replace gi.value with the value val.
5. Return the updated store.

\[
\text{global_write}(S, a, v) = S' \quad \text{(if } S.globals[a].type = \text{var } t \land S' = S \text{ with } \text{globals}[a].value = v)\]
\[
\text{global_write}(S, a, v) = \text{error} \quad \text{(otherwise)}\]

### 7.2 Implementation Limitations

Implementations typically impose additional restrictions on a number of aspects of a WebAssembly module or execution. These may stem from:

- physical resource limits,
- constraints imposed by the embedder or its environment,
- limitations of selected implementation strategies.

This section lists allowed limitations. Where restrictions take the form of numeric limits, no minimum requirements are given, nor are the limits assumed to be concrete, fixed numbers. However, it is expected that all implementations have “reasonably” large limits to enable common applications.

**Note:** A conforming implementation is not allowed to leave out individual features. However, designated subsets of WebAssembly may be specified in the future.

#### 7.2.1 Syntactic Limits

**Structure**

An implementation may impose restrictions on the following dimensions of a module:

- the number of types in a module
- the number of functions in a module, including imports
- the number of tables in a module, including imports
- the number of memories in a module, including imports
- the number of globals in a module, including imports
- the number of element segments in a module
- the number of data segments in a module
• the number of imports to a module
• the number of exports from a module
• the number of parameters in a function type
• the number of results in a function type
• the number of parameters in a block type
• the number of results in a block type
• the number of locals in a function
• the size of a function body
• the size of a structured control instruction
• the number of structured control instructions in a function
• the nesting depth of structured control instructions
• the number of label indices in a br_table instruction
• the length of an element segment
• the length of a data segment
• the length of a name
• the range of characters in a name

If the limits of an implementation are exceeded for a given module, then the implementation may reject the validation, compilation, or instantiation of that module with an embedder-specific error.

Note: The last item allows embedders that operate in limited environments without support for Unicode\(^{47}\) to limit the names of imports and exports to common subsets like ASCII\(^{48}\).

**Binary Format**

For a module given in binary format, additional limitations may be imposed on the following dimensions:

• the size of a module
• the size of any section
• the size of an individual function’s code
• the number of sections

**Text Format**

For a module given in text format, additional limitations may be imposed on the following dimensions:

• the size of the source text
• the size of any syntactic element
• the size of an individual token
• the nesting depth of folded instructions
• the length of symbolic identifiers
• the range of literal characters allowed in the source text

\(^{47}\)https://www.unicode.org/versions/latest/
\(^{48}\)https://webstore.ansi.org/RecordDetail.aspx?sku=INCITS+4-1986%5bR2012%5d

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7.2.2 Validation

An implementation may defer validation of individual functions until they are first invoked.

If a function turns out to be invalid, then the invocation, and every consecutive call to the same function, results in a trap.

Note: This is to allow implementations to use interpretation or just-in-time compilation for functions. The function must still be fully validated before execution of its body begins.

7.2.3 Execution

Restrictions on the following dimensions may be imposed during execution of a WebAssembly program:

- the number of allocated module instances
- the number of allocated function instances
- the number of allocated table instances
- the number of allocated memory instances
- the number of allocated global instances
- the size of a table instance
- the size of a memory instance
- the number of frames on the stack
- the number of labels on the stack
- the number of values on the stack

If the runtime limits of an implementation are exceeded during execution of a computation, then it may terminate that computation and report an embedder-specific error to the invoking code.

Some of the above limits may already be verified during instantiation, in which case an implementation may report exceedance in the same manner as for syntactic limits.

Note: Concrete limits are usually not fixed but may be dependent on specifics, interdependent, vary over time, or depend on other implementation- or embedder-specific situations or events.

7.3 Validation Algorithm

The specification of WebAssembly validation is purely declarative. It describes the constraints that must be met by a module or instruction sequence to be valid.

This section sketches the skeleton of a sound and complete algorithm for effectively validating code, i.e., sequences of instructions. (Other aspects of validation are straightforward to implement.)

In fact, the algorithm is expressed over the flat sequence of opcodes as occurring in the binary format, and performs only a single pass over it. Consequently, it can be integrated directly into a decoder.

The algorithm is expressed in typed pseudo code whose semantics is intended to be self-explanatory.
7.3.1 Data Structures

Types are representable as an enumeration.

```plaintext
type val_type = I32 | I64 | F32 | F64 | Funcref | Externref

func is_num(t : val_type | Unknown) : bool =
  return t = I32 || t = I64 || t = F32 || t = F64 || t = Unknown

func is_ref(t : val_type | Unknown) : bool =
  return t = Funcref || t = Externref || t = Unknown
```

The algorithm uses two separate stacks: the value stack and the control stack. The former tracks the types of operand values on the stack, the latter surrounding structured control instructions and their associated blocks.

```plaintext
type val_stack = stack(val_type | Unknown)

type ctrl_stack = stack(ctrl_frame)

type ctrl_frame = {
  opcode : opcode
  start_types : list(val_type)
  end_types : list(val_type)
  height : nat
  unreachable : bool
}

For each value, the value stack records its value type, or Unknown when the type is not known.

For each entered block, the control stack records a control frame with the originating opcode, the types on the top of the operand stack at the start and end of the block (used to check its result as well as branches), the height of the operand stack at the start of the block (used to check that operands do not underflow the current block), and a flag recording whether the remainder of the block is unreachable (used to handle stack-polymorphic typing after branches).

For the purpose of presenting the algorithm, the operand and control stacks are simply maintained as global variables:

```plaintext
var vals : val_stack
var ctrls : ctrl_stack
```

However, these variables are not manipulated directly by the main checking function, but through a set of auxiliary functions:

```plaintext
func push_val(type : val_type | Unknown) =
  vals.push(type)

func pop_val() : val_type | Unknown =
  if (vals.size() = ctrls[0].height && ctrls[0].unreachable)
    return Unknown
  error_if(vals.size() = ctrls[0].height)
  return vals.pop()

func pop_val(expect : val_type | Unknown) : val_type | Unknown =
  let actual = pop_val()
  if (actual = Unknown)
    return expect
  if (expect = Unknown)
    return actual
  error_if(actual /= expect)
  return actual

func push_vals(types : list(val_type)) =
  foreach (t in types) push_val(t)

func pop_vals(types : list(val_type)) : list(val_type) =
  var popped := []
  foreach (t in reverse(types))
    popped.append(pop_val(t))
  return popped
```
Pushing an operand value simply pushes the respective type to the value stack.

Popping an operand value checks that the value stack does not underflow the current block and then removes one type. But first, a special case is handled where the block contains no known values, but has been marked as unreachable. That can occur after an unconditional branch, when the stack is typed polymorphically. In that case, an unknown type is returned.

A second function for popping an operand value takes an expected type, which the actual operand type is checked against. The types may differ in case one of them is Unknown. The function returns the actual type popped from the stack.

Finally, there are accumulative functions for pushing or popping multiple operand types.

**Note:** The notation `stack[i]` is meant to index the stack from the top, so that, e.g., `ctrls[0]` accesses the element pushed last.

The control stack is likewise manipulated through auxiliary functions:

```plaintext
func push_ctrl(opcode : opcode, in : list(val_type), out : list(val_type)) =
    let frame = ctrl_frame(opcode, in, out, vals.size(), false)
    ctrls.push(frame)
push_vals(in)

func pop_ctrl() : ctrl_frame =
    error_if(ctrls.is_empty())
    let frame = ctrls[0]
pop_vals(frame.end_types)
    error_if(vals.size() /= frame.height)
    ctrls.pop()
    return frame

func label_types(frame : ctrl_frame) : list(val_types) =
    return (if frame.opcode == loop then frame.start_types else frame.end_types)

func unreachable() =
    vals.resize(ctrls[0].height)
    ctrls[0].unreachable := true
```

Pushing a control frame takes the types of the label and result values. It allocates a new frame record recording them along with the current height of the operand stack and marks the block as reachable.

Popping a frame first checks that the control stack is not empty. It then verifies that the operand stack contains the right types of values expected at the end of the exited block and pops them off the operand stack. Afterwards, it checks that the stack has shrunk back to its initial height.

The type of the label associated with a control frame is either that of the stack at the start or the end of the frame, determined by the opcode that it originates from.

Finally, the current frame can be marked as unreachable. In that case, all existing operand types are purged from the value stack, in order to allow for the stack-polymorphism logic in `pop_val` to take effect.

**Note:** Even with the unreachable flag set, consecutive operands are still pushed to and popped from the operand stack. That is necessary to detect invalid examples like `unreachable (i32.const i64.add)`. However, a polymorphic stack cannot underflow, but instead generates Unknown types as needed.
7.3.2 Validation of Opcode Sequences

The following function shows the validation of a number of representative instructions that manipulate the stack. Other instructions are checked in a similar manner.

**Note:** Various instructions not shown here will additionally require the presence of a validation context for checking uses of indices. That is an easy addition and therefore omitted from this presentation.

```rust
define validate(opcode) =
  switch (opcode)
    case (i32.add)
      pop_val(i32)
      pop_val(i32)
      push_val(i32)
    case (drop)
      pop_val()
    case (select)
      pop_val(i32)
      let t1 = pop_val()
      let t2 = pop_val()
      error_if(!is_num(t1) || !is_num(t2))
      error_if(t1 /= t2 && t1 /= Unknown && t2 /= Unknown)
      push_val(if (t1 = Unknown) t2 else t1)
    case (select t)
      pop_val(i32)
      pop_val(t)
      pop_val(t)
      push_val(t)
    case (unreachable)
      unreachable()
    case (block t1*->t2*)
      pop_vals([t1*])
      push_ctrl(block, [t1*], [t2*])
    case (loop t1*->t2*)
      pop_vals([t1*])
      push_ctrl(loop, [t1*], [t2*])
    case (if t1*->t2*)
      pop_val(i32)
      pop_vals([t1*])
      push_ctrl(if, [t1*], [t2*])
    case (end)
      let frame = pop_ctrl()
      push_vals(frame.end_types)
    case (else)
      let frame = pop_ctrl()
      error_if(frame.opcode /= if)
      push_ctrl(else, frame.start_types, frame.end_types)
    case (br n)
      error_if(ctrls.size() < n)
      pop_vals(label_types(ctrls[n]))
```

(continues on next page)
unreachable()

```wasm

```

```wasm

unreachable()

case (br_if n)
  error_if(ctrls.size() < n)
  pop_val(I32)
  pop_vals(label_types(ctrls[n]))
  push_vals(label_types(ctrls[n]))

case (br_table n* m)
  pop_val(I32)
  error_if(ctrls.size() < m)
  let arity = label_types(ctrls[m]).size()
  foreach (n in n*)
    error_if(ctrls.size() < n)
    error_if(label_types(ctrls[n]).size() /= arity)
    push_vals(pop_vals(label_types(ctrls[n])))
  pop_vals(label_types(ctrls[m]))
  unreachable()
```

**Note:** It is an invariant under the current WebAssembly instruction set that an operand of Unknown type is never duplicated on the stack. This would change if the language were extended with stack instructions like `dup`. Under such an extension, the above algorithm would need to be refined by replacing the Unknown type with proper type variables to ensure that all uses are consistent.

### 7.4 Custom Sections

This appendix defines dedicated *custom sections* for WebAssembly’s *binary format*. Such sections do not contribute to, or otherwise affect, the WebAssembly semantics, and like any custom section they may be ignored by an implementation. However, they provide useful meta data that implementations can make use of to improve user experience or take compilation hints.

Currently, only one dedicated custom section is defined, the *name section*.

#### 7.4.1 Name Section

The *name section* is a *custom section* whose name string is itself ‘name’. The name section should appear only once in a module, and only after the *data section*.

The purpose of this section is to attach printable names to definitions in a module, which e.g. can be used by a debugger or when parts of the module are to be rendered in *text form*.

**Note:** All *names* are represented in Unicode49 encoded in UTF-8. Names need not be unique.

---

49 https://www.unicode.org/versions/latest/
Subsections

The *data of a name section* consists of a sequence of *subsections*. Each subsection consists of a

- a one-byte subsection *id*,
- the *u32 size* of the contents, in bytes,
- the actual *contents*, whose structure is depended on the subsection id.

\[
\text{namesec} ::= \text{section_0}(\text{namedata}) \\
\text{namedata} ::= \text{\_n:name} \quad (\text{if } n = \text{‘name’}) \\
\text{modulenamesubsec}?
\text{funcnamesubsec}?
\text{localnamesubsec}?
\text{namesubsection}_N(B) ::= N:byte \text{ size:u32} \; B \quad (\text{if size} = ||B||)
\]

The following subsection ids are used:

<table>
<thead>
<tr>
<th>Id</th>
<th>Subsection</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>module name</td>
</tr>
<tr>
<td>1</td>
<td>function names</td>
</tr>
<tr>
<td>2</td>
<td>local names</td>
</tr>
</tbody>
</table>

Each subsection may occur at most once, and in order of increasing id.

Name Maps

A *name map* assigns *names* to *indices* in a given *index space*. It consists of a *vector* of index/name pairs in order of increasing index value. Each index must be unique, but the assigned names need not be.

\[
\text{namemap} ::= \text{vec(nameassoc)} \\
\text{nameassoc} ::= \text{idx name}
\]

An *indirect name map* assigns *names* to a two-dimensional *index space*, where secondary indices are *grouped* by primary indices. It consists of a vector of primary index/name map pairs in order of increasing index value, where each name map in turn maps secondary indices to names. Each primary index must be unique, and likewise each secondary index per individual name map.

\[
\text{indirectnamemap} ::= \text{vec(indirectnameassoc)} \\
\text{indirectnameassoc} ::= \text{idx namemap}
\]

Module Names

The *module name subsection* has the id 0. It simply consists of a single *name* that is assigned to the module itself.

\[
\text{modulenamesubsec} ::= \text{namesubsection}_0(\text{name})
\]
Function Names

The function name subsection has the id 1. It consists of a name map assigning function names to function indices.

\[
\text{funcnamesubsec} ::= \text{namesubsection}_1(\text{namemap})
\]

Local Names

The local name subsection has the id 2. It consists of an indirect name map assigning local names to local indices grouped by function indices.

\[
\text{localnamesubsec} ::= \text{namesubsection}_2(\text{indirectnamemap})
\]

7.5 Soundness

The type system of WebAssembly is sound, implying both type safety and memory safety with respect to the WebAssembly semantics. For example:

- All types declared and derived during validation are respected at run time; e.g., every local or global variable will only contain type-correct values, every instruction will only be applied to operands of the expected type, and every function invocation always evaluates to a result of the right type (if it does not trap or diverge).

- No memory location will be read or written except those explicitly defined by the program, i.e., as a local, a global, an element in a table, or a location within a linear memory.

- There is no undefined behavior, i.e., the execution rules cover all possible cases that can occur in a valid program, and the rules are mutually consistent.

Soundness also is instrumental in ensuring additional properties, most notably, encapsulation of function and module scopes: no locals can be accessed outside their own function and no module components can be accessed outside their own module unless they are explicitly exported or imported.

The typing rules defining WebAssembly validation only cover the static components of a WebAssembly program. In order to state and prove soundness precisely, the typing rules must be extended to the dynamic components of the abstract runtime, that is, the store, configurations, and administrative instructions.\(^{50}\)

7.5.1 Results

Results can be classified by result types as follows.

Results \(\text{val}^*\)

- For each value \(\text{val}_i\) in \(\text{val}^*\):
  - The value \(\text{val}_i\) is valid with some value type \(t_i\).
- Let \(t^*\) be the concatenation of all \(t_i\).
- Then the result is valid with result type \([t^*]\).

\[
(S \vdash \text{val} : t)^* \\
S \vdash \text{val}^*: [t^*]
\]

\(^{50}\) The formalization and theorems are derived from the following article: Andreas Haas, Andreas Rossberg, Derek Schuff, Ben Titzer, Dan Gohman, Luke Wagner, Alon Zakai, JF Bastien, Michael Holman. Bringing the Web up to Speed with WebAssembly\(^{51}\). Proceedings of the 38th ACM SIGPLAN Conference on Programming Language Design and Implementation (PLDI 2017). ACM 2017.

\(^{51}\) https://dl.acm.org/citation.cfm?doid=3062341.3062363
Results \text{trap}

- The result is valid with \textit{result type} \([t^*]\), for any sequence \(t^*\) of \textit{value types}.

\[ S \vdash \text{trap} : [t^*] \]

### 7.5.2 Store Validity

The following typing rules specify when a runtime \textit{store} \(S\) is \textit{valid}. A valid store must consist of \textit{function}, \textit{table}, \textit{memory}, \textit{global}, and \textit{module} instances that are themselves valid, relative to \(S\).

To that end, each kind of instance is classified by a respective \textit{function}, \textit{table}, \textit{memory}, or \textit{global} type. Module instances are classified by \textit{module contexts}, which are regular \textit{contexts} repurposed as module types describing the \textit{index spaces} defined by a module.

\textbf{Store} \(S\)

- Each \textit{function instance} \textit{funcinst}_i in \(S\).\textit{funcs} must be \textit{valid} with some \textit{function type} \textit{functype}_i.
- Each \textit{table instance} \textit{tableinst}_i in \(S\).\textit{tables} must be \textit{valid} with some \textit{table type} \textit{tabletype}_i.
- Each \textit{memory instance} \textit{meminst}_i in \(S\).\textit{mems} must be \textit{valid} with some \textit{memory type} \textit{memtype}_i.
- Each \textit{global instance} \textit{globalinst}_i in \(S\).\textit{globals} must be \textit{valid} with some \textit{global type} \textit{globaltype}_i.
- Each \textit{element instance} \textit{eleminst}_i in \(S\).\textit{elems} must be \textit{valid}.
- Each \textit{data instance} \textit{datainst}_i in \(S\).\textit{datas} must be \textit{valid}.
- Then the store is valid.

\[
(S \vdash \text{funcinst}_i : \text{functype}_i)^* \quad (S \vdash \text{tableinst}_i : \text{tabletype}_i)^* \\
(S \vdash \text{meminst}_i : \text{memtype}_i)^* \quad (S \vdash \text{globalinst}_i : \text{globaltype}_i)^* \\
(S \vdash \text{eleminst}_i \text{ok})^* \quad (S \vdash \text{datainst}_i \text{ok})^* \\
S = \{\text{funcs funcinst}^*, \text{tables tableinst}^*, \text{mems meminst}^*, \text{globals globalinst}^*, \text{elems eleminst}^*, \text{datas datainst}^*\} \quad \vdash S \text{ ok}
\]

\textbf{Function Instances} \{\textit{type functype}, \textit{module moduleinst}, \textit{code func}\}

- The \textit{function type} \textit{functype} must be \textit{valid}.
- The \textit{module instance} \textit{moduleinst} must be \textit{valid} with some \textit{context} \(C\).
- Under \textit{context} \(C\), the \textit{function} \textit{func} must be \textit{valid} with \textit{function type} \textit{functype}.
- Then the function instance is valid with \textit{function type} \textit{functype}.

\[
\vdash \textit{functype} \text{ ok} \quad S \vdash \textit{moduleinst} : \textit{C} \quad C \vdash \textit{func} : \textit{functype} \\
\vdash S \vdash \{\textit{type functype}, \textit{module moduleinst}, \textit{code func}\} : \textit{functype}
\]
Host Function Instances \{\text{type } \text{functype}, \text{hostcode } hf\}

- The \text{function type } \text{functype} must be \text{valid}.
- Let \([t_1^*] \rightarrow [t_2^*]\) be the \text{function type } \text{functype}.
- For every \text{valid store } S_1 \text{ extending } S\text{ and every sequence } val^* \text{ of values whose types coincide with } t_1^*:\n  - Executing hf in store S_1 with arguments val^* has a non-empty set of possible outcomes.
  - For every element \(R\) of this set:
    * Either \(R\) must be \(\perp\) (i.e., divergence).
    * Or \(R\) consists of a \text{valid store } S_2 \text{ extending } S_1 \text{ and a result result whose type coincides with } [t_2^*].
- Then the function instance is valid with \text{function type } \text{functype}.

\[\vdash [t_1^*] \rightarrow [t_2^*] \text{ok} \quad \forall S_1, val^*, \vdash S_1 \text{ ok } \land \vdash S_1 \preceq S_1 \land \vdash \text{val}^*: [t_1^*] \implies hf(S_1; \text{val}^*) \supset \emptyset \land \forall R \in hf(S_1; \text{val}^*), R = \perp \lor \exists S_2, \text{result}, \vdash S_2 \text{ ok } \land \vdash S_1 \preceq S_2 \land S_2 \vdash \text{result}: [t_2^*] \land R = (S_2; \text{result}) \]

\(S \vdash \{\text{type } [t_1^*] \rightarrow [t_2^*], \text{hostcode } hf\} : [t_1^*] \rightarrow [t_2^*]\)

Note: This rule states that, if appropriate pre-conditions about store and arguments are satisfied, then executing the host function must satisfy appropriate post-conditions about store and results. The post-conditions match the ones in the execution rule for invoking host functions.

Any store under which the function is invoked is assumed to be an extension of the current store. That way, the function itself is able to make sufficient assumptions about future stores.

Table Instances \{\text{type } (\text{limits } t), \text{elem } ref^*\}

- The \text{table type } \text{limits } t must be \text{valid}.
- The length of \text{ref}^* must equal \text{limits}\.\text{min}.
- For each \text{reference } ref_i \text{ in the table’s elements } ref^n:\n  - The \text{reference } ref_i must be \text{valid} with \text{reference type } t.
- Then the table instance is valid with \text{table type } \text{limits } t.

\[\vdash \text{limits } t \text{ ok} \quad n = \text{limits}\.\text{min} \quad (S \vdash : t)^n \]

\(S \vdash \{\text{type } (\text{limits } t), \text{elem } ref^n\} : \text{limits } t\)

Memory Instances \{\text{type } \text{limits}, \text{data } b^*\}

- The \text{memory type } \{\text{min } n, \text{max } m^3\} must be \text{valid}.
- The length of \text{b}^* must equal \text{limits}\.\text{min} multiplied by the \text{page size} 64 Ki.
- Then the memory instance is valid with \text{memory type } \text{limits}.

\[\vdash \text{limits ok} \quad n = \text{limits}.\text{min} \cdot 64 \text{ Ki} \]

\(S \vdash \{\text{type } \text{limits}, \text{data } b^n\} : \text{limits}\)
Global Instances \{ type (mut t), value val \}

- The global type \( mut t \) must be valid.
- The value \( val \) must be valid with value type \( t \).
- Then the global instance is valid with global type \( mut t \).

\[ \vdash \text{mut } t \ \text{ok} \quad S \vdash \text{val} : t \]
\[ S \vdash \{ \text{type (mut t), value val} \} : \text{mut t} \]

Element Instances \{ elem fa* \}

- For each reference \( ref_i \) in the elements \( \text{ref}^n \):
  - The reference \( ref_i \) must be valid with reference type \( t \).
- Then the table instance is valid.

\[ (S \vdash \text{ref} : t)^* \]
\[ S \vdash \{ \text{type } t, \text{elem ref}^* \} \ \text{ok} \]

Data Instances \{ data b* \}

- The data instance is valid.

\[ S \vdash \{ \text{data } b^* \} \ \text{ok} \]

Export Instances \{ name name, value externalval \}

- The external value \( \text{externalval} \) must be valid with some external type \( \text{externaltype} \).
- Then the export instance is valid.

\[ S \vdash \text{externalval} : \text{externaltype} \]
\[ S \vdash \{ \text{name name, value externalval} \} \ \text{ok} \]

Module Instances moduleinst

- Each function type \( \text{funcype}_i \) in moduleinst.types must be valid.
- For each function address \( \text{funcaddr}_i \) in moduleinst.funcaddrs, the external value func \( \text{funcaddr}_i \) must be valid with some external type func \( \text{funcype}^{\prime}_i \).
- For each table address \( \text{tableaddr}_i \) in moduleinst.tableaddrs, the external value table \( \text{tableaddr}_i \) must be valid with some external type table \( \text{tabletype}_i \).
- For each memory address \( \text{memaddr}_i \) in moduleinst.memaddrs, the external value mem \( \text{memaddr}_i \) must be valid with some external type mem \( \text{memtype}_i \).
- For each global address \( \text{globaladdr}_i \) in moduleinst.globaladdrs, the external value global \( \text{globaladdr}_i \) must be valid with some external type global \( \text{globaltype}_i \).
- For each element address \( \text{elemaddr}_i \) in moduleinst.elemaddrs, the element instance \( S.\text{elems}[\text{elemaddr}_i] \) must be valid.
- For each data address \( \text{dataaddr}_i \) in moduleinst.dataaddrs, the data instance \( S.\text{datas}[\text{dataaddr}_i] \) must be valid.
• Each export instance $\text{exportinst}_i$ in $\text{moduleinst.exports}$ must be valid.

• For each export instance $\text{exportinst}_i$ in $\text{moduleinst.exports}$, the name $\text{exportinst}_i$.name must be different from any other name occurring in $\text{moduleinst.exports}$.

• Let $\text{functype}^*$ be the concatenation of all $\text{functype}_i'$ in order.

• Let $\text{tabletype}^*$ be the concatenation of all $\text{tabletype}_i$ in order.

• Let $\text{memtype}^*$ be the concatenation of all $\text{memtype}_i$ in order.

• Let $\text{globaltype}^*$ be the concatenation of all $\text{globaltype}_i$ in order.

• Then the module instance is valid with context

$$\{\text{types} \text{functype}^*, \text{funcs} \text{functype}''^*, \text{tables} \text{tabletype}^*, \text{mems} \text{memtype}^*, \text{globals} \text{globaltype}^*\}.$$  

7.5.3 Configuration Validity

To relate the WebAssembly type system to its execution semantics, the typing rules for instructions must be extended to configurations $S; T$, which relates the store to execution threads.

Configurations and threads are classified by their result type. In addition to the store $S$, threads are typed under a return type $\text{returntype}_s^7$, which controls whether and with which type a return instruction is allowed. This type is absent ($\epsilon$) except for instruction sequences inside an administrative frame instruction.

Finally, frames are classified with frame contexts, which extend the module contexts of a frame’s associated module instance with the locals that the frame contains.

Configurations $S; T$

• The store $S$ must be valid.

• Under no allowed return type, the thread $T$ must be valid with some result type $[t^*]$.

• Then the configuration is valid with the result type $[t^*]$.

$$\vdash S \text{ok} \quad S; \epsilon \vdash T : [t^*]$$

$$\vdash S; T : [t^*]$$
Threads $F; instr^*$

- Let $resulttype^?$ be the current allowed return type.
- The frame $F$ must be valid with a context $C$.
- Let $C'$ be the same context as $C$, but with return set to $resulttype^?$.
- Under context $C'$, the instruction sequence $instr^*$ must be valid with some type $[] \to [t^*]$.
- Then the thread is valid with the result type $[t^*]$.

$$\frac{S \vdash F : C \quad S; C, \text{return } resulttype^? \vdash instr^* : [] \to [t^*]}{S; resulttype^? \vdash F; instr^* : [t^*]}$$

Frames $\{\text{locals } val^*, \text{module } moduleinst\}$

- The module instance $moduleinst$ must be valid with some module context $C$.
- Each value $val_i$ in $val^*$ must be valid with some value type $t_i$.
- Let $t^*$ the concatenation of all $t_i$ in order.
- Let $C'$ be the same context as $C$, but with the value types $t^*$ prepended to the locals vector.
- Then the frame is valid with frame context $C'$.

$$\frac{S \vdash moduleinst : C \quad (S \vdash val : t)^*}{S \vdash \{\text{locals } val^*, \text{module } moduleinst\} : (C; \text{locals } t^*)}$$

7.5.4 Administrative Instructions

Typing rules for administrative instructions are specified as follows. In addition to the context $C$, typing of these instructions is defined under a given store $S$. To that end, all previous typing judgements $C \vdash prop$ are generalized to include the store, as in $S; C \vdash prop$, by implicitly adding $S$ to all rules – $S$ is never modified by the pre-existing rules, but it is accessed in the extra rules for administrative instructions given below.

trap

- The instruction is valid with type $[t^*_1] \to [t^*_2]$, for any sequences of value types $t^*_1$ and $t^*_2$.

$$\frac{}{S; C \vdash \text{trap} : [t^*_1] \to [t^*_2]}$$

ref.extern externaddr

- The instruction is valid with type $[] \to \text{[externref]}$.

$$\frac{}{S; C \vdash \text{ref.extern externaddr} : [] \to \text{[externref]}}$$
ref funcaddr

• The external function value func funcaddr must be valid with external function type func functype.
• Then the instruction is valid with type $[] \rightarrow [\text{funcref}]$.

\[
S \vdash \text{func funcaddr} : \text{func functype} \\
S; C \vdash \text{ref funcaddr} : [] \rightarrow [\text{funcref}]
\]

invoke funcaddr

• The external function value func funcaddr must be valid with external function type $\text{func}(\,[t_1^*] \rightarrow [t_2^*])$.
• Then the instruction is valid with type $[t_1^*] \rightarrow [t_2^*]$.

\[
S \vdash \text{func funcaddr} : \text{func}\,[t_1^*] \rightarrow [t_2^*] \\
S; C \vdash \text{invoke funcaddr} : [t_1^*] \rightarrow [t_2^*]
\]

label_n{instr_0^*} instr* end

• The instruction sequence instr_0^* must be valid with some type $[t_1^*] \rightarrow [t_2^*]$.
• Let $C'$ be the same context as $C$, but with the result type $[t_1^*]$ prepended to the labels vector.
• Under context $C'$, the instruction sequence instr* must be valid with type $[] \rightarrow [t_2^*]$.
• Then the compound instruction is valid with type $[] \rightarrow [t_2^*]$.

\[
S; C \vdash \text{instr}_0^* : [t_1^*] \rightarrow [t_2^*] \\
S; C, \text{labels}[t_1^*] \vdash \text{instr}^* : [] \rightarrow [t_2^*] \\
S; C' \vdash \text{label}_n\{\text{instr}_0^*\} \text{ instr}^* \text{ end} : [] \rightarrow [t_2^*]
\]

frame_n{F} instr* end

• Under the return type $[t_n^*]$, the thread $F; \text{instr}^*$ must be valid with result type $[t_n^*]$.
• Then the compound instruction is valid with type $[] \rightarrow [t_n^*]$.

\[
S; [t_n^*] \vdash F; \text{instr}^* : [t_n^*] \\
S; C \vdash \text{frame}_n\{F\} \text{ instr}^* \text{ end} : [] \rightarrow [t_n^*]
\]

7.5.5 Store Extension

Programs can mutate the store and its contained instances. Any such modification must respect certain invariants, such as not removing allocated instances or changing immutable definitions. While these invariants are inherent to the execution semantics of WebAssembly instructions and modules, host functions do not automatically adhere to them. Consequently, the required invariants must be stated as explicit constraints on the invocation of host functions. Soundness only holds when the embedder ensures these constraints.

The necessary constraints are codified by the notion of store extension: a store state $S'$ extends state $S$, written $S \preceq S'$, when the following rules hold.

**Note:** Extension does not imply that the new store is valid, which is defined separately above.
Store $S$

- The length of $S$.funcs must not shrink.
- The length of $S$.tables must not shrink.
- The length of $S$.mems must not shrink.
- The length of $S$.globals must not shrink.
- The length of $S$.elems must not shrink.
- The length of $S$.datas must not shrink.
- For each function instance $funcinst_i$ in the original $S$.funcs, the new function instance must be an extension of the old.
- For each table instance $tableinst_i$ in the original $S$.tables, the new table instance must be an extension of the old.
- For each memory instance $meminst_i$ in the original $S$.mems, the new memory instance must be an extension of the old.
- For each global instance $globalinst_i$ in the original $S$.globals, the new global instance must be an extension of the old.
- For each element instance $eleminst_i$ in the original $S$.elems, the new global instance must be an extension of the old.
- For each data instance $datainst_i$ in the original $S$.datas, the new global instance must be an extension of the old.

\[
\begin{align*}
S_1.funs &= funcinst_1^* \\
S_2.funs &= funcinst_2^* \\
\vdash funcinst_1 \preceq funcinst_2^* \\
S_1.tables &= tableinst_1^* \\
S_2.tables &= tableinst_2^* \\
\vdash tableinst_1 \preceq tableinst_2^* \\
S_1.mems &= meminst_1^* \\
S_2.mems &= meminst_2^* \\
\vdash meminst_1 \preceq meminst_2^* \\
S_1.globals &= globalinst_1^* \\
S_2.globals &= globalinst_2^* \\
\vdash globalinst_1 \preceq globalinst_2^* \\
S_1.elems &= eleminst_1^* \\
S_2.elems &= eleminst_2^* \\
\vdash eleminst_1 \preceq eleminst_2^* \\
S_1.datas &= datainst_1^* \\
S_2.datas &= datainst_2^* \\
\vdash datainst_1 \preceq datainst_2^*
\end{align*}
\]

\[\vdash S_1 \preceq S_2\]

Function Instance $funcinst$

- A function instance must remain unchanged.

\[\vdash funcinst \preceq funcinst\]

Table Instance $tableinst$

- The table type $tableinst$.type must remain unchanged.
- The length of $tableinst$.elem must not shrink.

\[n_1 \leq n_2 \]

\[\vdash \{\text{type } tt, \text{elem } (fa_1^n)\} \preceq \{\text{type } tt, \text{elem } (fa_2^n)\}\]
Memory Instance \textit{meminst}

- The \textit{memory type meminst.type} must remain unchanged.
- The length of \textit{meminst.data} must not shrink.

\[ n_1 \leq n_2 \]
\[ \vdash \{ \text{type } \text{mt}, \text{data } b_1^{n_1} \} \preceq \{ \text{type } \text{mt}, \text{data } b_2^{n_2} \} \]

Global Instance \textit{globalinst}

- The \textit{global type globalinst.type} must remain unchanged.
- Let \textit{mut t} be the structure of \textit{globalinst.type}.
- If \textit{mut} is \textit{const}, then the \textit{value globalinst.value} must remain unchanged.

\[ \text{mut} = \text{var} \lor \text{val}_1 = \text{val}_2 \]
\[ \vdash \{ \text{type } \text{(mut } t \text{), value } \text{val}_1 \} \preceq \{ \text{type } \text{(mut } t \text{), value } \text{val}_2 \} \]

Element Instance \textit{eleminst}

- The vector \textit{eleminst.elem} must either remain unchanged or shrink to length 0.

\[ \text{fa}_1^* = \text{fa}_2^* \lor \text{fa}_2^* = \epsilon \]
\[ \vdash \{ \text{elem } \text{fa}_1^* \} \preceq \{ \text{elem } \text{fa}_2^* \} \]

Data Instance \textit{datainst}

- The vector \textit{datainst.data} must either remain unchanged or shrink to length 0.

\[ b_1^* = b_2^* \lor b_2^* = \epsilon \]
\[ \vdash \{ \text{data } b_1^* \} \preceq \{ \text{data } b_2^* \} \]

7.5.6 Theorems

Given the definition of \textit{valid configurations}, the standard soundness theorems hold.\(^{52}\)

\textbf{Theorem (Preservation).} If a configuration \textit{S; T} is \textit{valid} with result type \textit{[t*]} (i.e., \( \vdash \textit{S; T : [t*]} \)), and steps to \textit{S'; T'} (i.e., \( \textit{S; T } \rightsquigarrow \textit{S'; T'} \)), then \textit{S'; T'} is a valid configuration with the same result type (i.e., \( \vdash \textit{S'; T' : [t*]} \)). Furthermore, \textit{S'} is an \textit{extension} of \textit{S} (i.e., \( \vdash \textit{S } \preceq \textit{S'} \)).

A \textit{terminal thread} is one whose sequence of \textit{instructions} is a \textit{result}. A terminal configuration is a configuration whose thread is terminal.

\textbf{Theorem (Progress).} If a configuration \textit{S; T} is \textit{valid} (i.e., \( \vdash \textit{S; T : [t*]} \)) for some result type \textit{[t*]}, then either it is terminal, or it can step to some configuration \textit{S'; T'} (i.e., \( \textit{S; T } \rightsquigarrow \textit{S'; T'} \)).

From Preservation and Progress the soundness of the WebAssembly type system follows directly.

\textbf{Corollary (Soundness).} If a configuration \textit{S; T} is \textit{valid} (i.e., \( \vdash \textit{S; T : [t*]} \)) for some result type \textit{[t*]}, then it either diverges or takes a finite number of steps to reach a terminal configuration \textit{S'; T'} (i.e., \( \textit{S; T } \rightsquigarrow * \textit{S'; T'} \)) that is valid with the same result type (i.e., \( \vdash \textit{S'; T' : [t*]} \)) and where \textit{S'} is an \textit{extension} of \textit{S} (i.e., \( \vdash \textit{S } \preceq \textit{S'} \)).

\(^{52}\) A machine-verified version of the formalization and soundness proof is described in the following article: Conrad Watt. Mechanising and Verifying the WebAssembly Specification\(^{53}\). Proceedings of the 7th ACM SIGPLAN Conference on Certified Programs and Proofs (CPP 2018). ACM 2018.

\(^{53}\) https://dl.acm.org/citation.cfm?id=3167082
In other words, every thread in a valid configuration either runs forever, traps, or terminates with a result that has the expected type. Consequently, given a valid store, no computation defined by instantiation or invocation of a valid module can “crash” or otherwise (mis)behave in ways not covered by the execution semantics given in this specification.

7.6 Change History

Since the original release 1.0 of the WebAssembly specification, a number of proposals for extensions have been integrated. The following sections provide an overview of what has changed.

7.6.1 Release 1.1

Sign extension instructions

Added new numeric instructions for performing sign extension within integer representations.

- New numeric instructions: inn.extendN_s

Non-trapping float-to-int conversions

Added new conversion instructions that avoid trapping when converting a floating-point number to an integer.

- New numeric instructions: inn.trunc_sat_fmm_sx

Multiple values

Generalized the result type of blocks and functions to allow for multiple values; in addition, introduced the ability to have block parameters.

- Function types allow more than one result
- Block types can be arbitrary function types

Reference types

Added funcref and externref as new value types and respective instructions.

- New value types: reference types funcref and externref
- New reference instructions: ref.null, ref.func, ref.is_null
- Enrich parametric instruction: select with optional type immediate
- New declarative form of element segment

---

54 https://github.com/WebAssembly/spec/tree/master/proposals/sign-extension-ops/
55 https://github.com/WebAssembly/spec/tree/master/proposals/nontrapping-float-to-int-conversion/
56 https://github.com/WebAssembly/spec/tree/master/proposals/multi-value/
57 https://github.com/WebAssembly/spec/tree/master/proposals/reference-types/
Table instructions

Added instructions to directly access and modify tables.

- Table types allow any reference type as element type
- New table instructions: table.get, table.set, table.size, table.grow

Multiple tables

Added the ability to use multiple tables per module.

- Modules may define, import, and export multiple tables
- Table instructions take a table index immediate: table.get, table.set, table.size, table.grow, call_indirect
- Element segments take a table index

Bulk memory and table instructions

Added instructions that modify ranges of memory or table entries.

- New memory instructions: memory.fill, memory.init, memory.copy, data.drop
- New table instructions: table.fill, table.init, table.copy, elem.drop
- New passive form of data segment
- New passive form of element segment
- New data count section in binary format
- Active data and element segments boundaries are no longer checked at compile time but may trap instead

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58 https://github.com/WebAssembly/spec/tree/master/proposals/bulk-memory-operations/
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