

# Wastrumentation: Portable WebAssembly Dynamic Analysis with Support for Intercession (Appendix)

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## A Wastrumentation ABI

Appendix A shows the instrumentation ABI supported by Wastrumentation. This ABI maps onto the high-level API. The following traps include a generic type ( $l$ ,  $r$ ,  $o$ , or  $v$ ): `binary_l_r_to_o`, `unary_i_to_o`, `trap_local_get_v`, `trap_local_set_v`, `trap_local_tee_v`, `trap_global_get_v`, `trap_global_set_v`, `trap_v_store`, `trap_v_load`. Each generic type must be further monomorphized into specific Wasm types. For example, the trap `trap_local_get_v` corresponds to the following specific traps: `trap_local_get_i32` `trap_local_get_f32` `trap_local_get_i64` `trap_local_get_f64`.

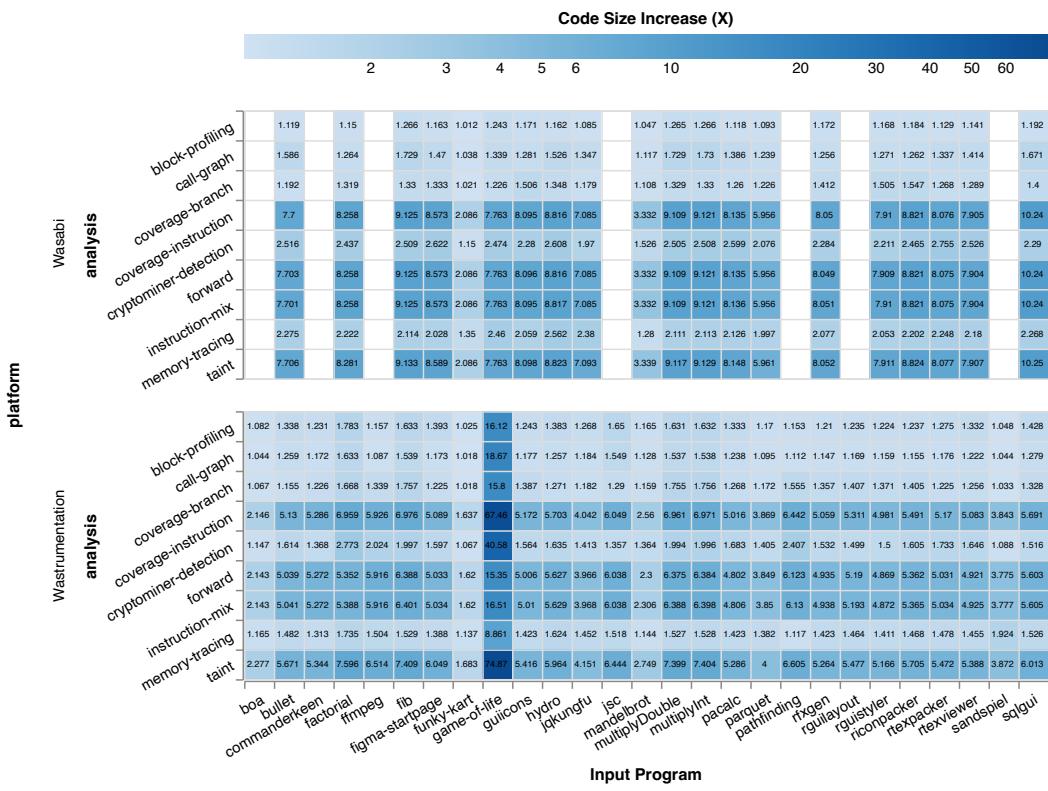
 **Table 1** The dynamic analysis ABI supported by Wastrumentation. The trap name is exported by instrumented module. The typed arguments and return type are the type of the function. The associated name per value is left for documentation purposes, the last two arguments are the location of the instruction, i.e., the function index and instruction offset.

Trap name	Typed arguments	Return Type
<code>specialized_if_then_k</code>	<code>cndt: I32, inputs-len: I32, results-len: I32, fidx: I64, iidx: I64,</code>	<code>cont: I32</code>
<code>trap_if_then_post</code>	<code>fidx: I64, iidx: I64,</code>	<code>void</code>
<code>specialized_if_then_else_k</code>	<code>cndt: I32, inputs-len: I32, results-len: I32, fidx: I64, iidx: I64,</code>	<code>cont: I32</code>
<code>trap_if_then_else_post</code>	<code>fidx: I64, iidx: I64,</code>	<code>void</code>
<code>specialized_br</code>	<code>lbl: I64, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>specialized_br_if</code>	<code>cndt: I32, lbl: I32, fidx: I64, iidx: I64,</code>	<code>cont: I32</code>
<code>specialized_br_table</code>	<code>br_tbl_tgt_idx: I32, runtime_label: I32, dfit_idx: I32, fidx: I64, iidx: I64,</code>	<code>br_tbl_tgt_idx: I32</code>
<code>specialized_call_pre</code>	<code>f_tgt: I32, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>specialized_call_post</code>	<code>f_tgt: I32, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>specialized_call_indirect_pre</code>	<code>fn_tbl_idx: I32, fn_tbl: I32, fidx: I64, iidx: I64,</code>	<code>fn_tbl_idx: I32</code>
<code>specialized_call_indirect_post</code>	<code>fn_tbl: I32, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>specialized_select</code>	<code>cndt: I32, fidx: I64, iidx: I64,</code>	<code>cont: I32</code>
<code>return_trap</code>	<code>fidx: I64, iidx: I64,</code>	<code>void</code>
<code>drop_trap</code>	<code>fidx: I64, iidx: I64,</code>	<code>void</code>
<code>trap_const_i32</code>	<code>const: I32, fidx: I64, iidx: I64,</code>	<code>res: I32</code>
<code>trap_const_f32</code>	<code>const: F32, fidx: I64, iidx: I64,</code>	<code>res: F32</code>
<code>trap_const_i64</code>	<code>const: I64, fidx: I64, iidx: I64,</code>	<code>res: I64</code>
<code>trap_const_f64</code>	<code>const: F64, fidx: I64, iidx: I64,</code>	<code>res: F64</code>
<code>binary_l_r_to_o</code>	<code>lopnd: l, ropnd: r, oprtr: I32, fidx: I64, iidx: I64,</code>	<code>res: o</code>
<code>unary_i_to_o</code>	<code>opnd: i, oprtr: I32, fidx: I64, iidx: I64,</code>	<code>res: o</code>
<code>trap_local_get_v</code>	<code>value: v, idx: I64, fidx: I64, iidx: I64,</code>	<code>value: v</code>
<code>trap_local_set_v</code>	<code>value: v, idx: I64, fidx: I64, iidx: I64,</code>	<code>value: v</code>
<code>trap_local_tee_v</code>	<code>value: v, idx: I64, fidx: I64, iidx: I64,</code>	<code>value: v</code>
<code>trap_global_get_v</code>	<code>value: v, idx: I64, fidx: I64, iidx: I64,</code>	<code>value: v</code>
<code>trap_global_set_v</code>	<code>value: v, idx: I64, fidx: I64, iidx: I64,</code>	<code>value: v</code>
<code>trap_v_store</code>	<code>write_idx: I32, val: v, offs: I64, op: I32, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>trap_v_load</code>	<code>load_idx: I32, offs: I64, op: I32, fidx: I64, iidx: I64,</code>	<code>res: v</code>
<code>trap_memory_size</code>	<code>size: I32, idx: I64, fidx: I64, iidx: I64,</code>	<code>size: I32</code>
<code>trap_memory_grow</code>	<code>amount: I32, idx: I64, fidx: I64, iidx: I64,</code>	<code>delta-or-neg-1: I32</code>
<code>trap_block_pre</code>	<code>input_c: I32, arity: I32, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>trap_block_post</code>	<code>fidx: I64, iidx: I64,</code>	<code>void</code>
<code>trap_loop_pre</code>	<code>input_c: I32, arity: I32, fidx: I64, iidx: I64,</code>	<code>void</code>
<code>trap_loop_post</code>	<code>fidx: I64, iidx: I64,</code>	<code>void</code>

## B Binary Code Increase Experiments

Figure 1 depicts the results of binary code increase experiments for Wastrumentation and Wasabi.

## XX:2 Wastrumentation



**Figure 1** Code size increase after instrumentation for Wasabi and Wastrumentation using the “forward” analysis.

## C Performance Overhead Experiments

Figure 3 depicts the performance overhead results for Wastrumentation and Wasabi.

## D Forward Analysis across Execution Engines

Figure 3 depicts the performance overhead for the “Forward” analysis for Wastrumentation and Wasabi executing atop of NodeJS and Wasmtime. This figure confirms that while different execution engines will affect the performance, the overhead for Wastrumentation overall lies within the same order of magnitude across different execution engines.

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## References

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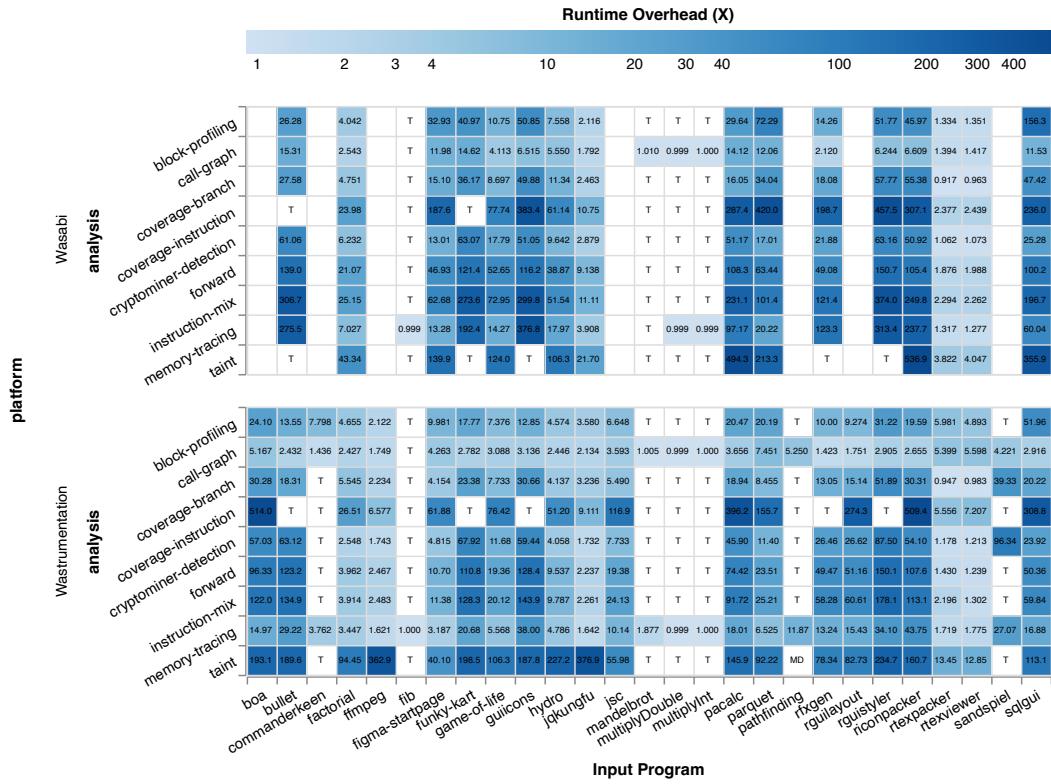


Figure 2 Overhead of Wasabi and Wastrumentation for the WasmR3 benchmark suite.

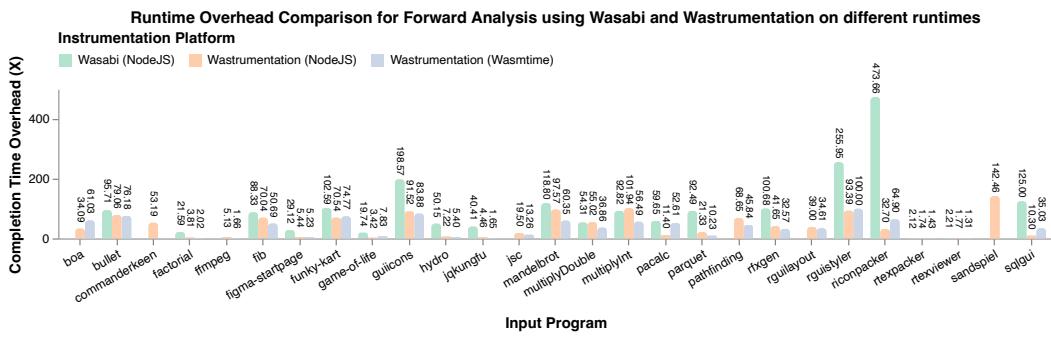


Figure 3 Overhead for the Forward analysis for different execution engines for Wasabi and Wastrumentation.