Before we get into the report, we must share that Youghourta Benali, one of the Arabic l10n community’s managers, has passed away due to prior health issues. He was a passionate activist for the open Web and Arabic’s presence on the Web, localizing Mozilla projects for over 7 years. We’ll all miss him and wish his family and friends peace at this time. The surviving Arabic managers are currently writing a guest post that we’ll post here when ready.

The latest Firefox Nightly builds have the experimental WebGPU support working in early form. WebGPU is the W3C-backed web standard for modern graphics and compute that is based upon concepts from the likes of Vulkan and Direct3D 12.
The group has mostly resolved the major architecture issues of the API. Recently we agreed on the WebGPU Shading Language direction based on the Tint prototype. We still need to solve a lot of design riddles before we make it available to end users to write shaders in.

One of the unresolved issues is the API for data transfers between CPU and GPU. Working with memory directly is where the web platform differs greatly from native platforms. We've discussed a dozen different proposals but have not yet found a design solution that fulfills our principles.

Overall, the spec is still heavily a work in progress. It's available for early hackers but not recommended for any use in production yet. We are hoping to get a minimum-viable-product version of the spec and implementations by the end of 2020. The current state of implementations can be checked on webgpu.io.

Source URL: http://www.tuxmachines.org/node/136778

Links: