# Getting into web engine contributing

Web Engines Hackfest 2023

#### Whoami

- Open-source developer doing various things in available free time
- Also doing independent security research
- Little formal programming qualifications/experience
- Not (real) named online

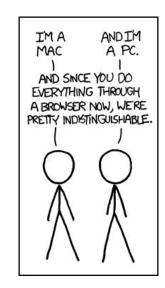
### Agenda

- What do browser engines use for contributing (bugs, patches, chat)
- How I got into browser contributing, and what I've shipped (in Gecko)
- Expanding out into the wider ecosystem
- The cycle of browser contributing/development
- Lessons learnt and potential improvements
- Live Gecko programming 🤞
- Thanks/outro

Features a lot of my own opinions/experiences, but please insert your own too (old and new). Questions and discussion welcome at any time throughout!

### Browser engines

The world relies on web browsers, and browser engines run them under the hood. There are many browser engines with various setups for bugs, patches, chat which can vary wildly...



#### Chromium

Bugs: Monorail (<u>bugs.chromium.org</u>)

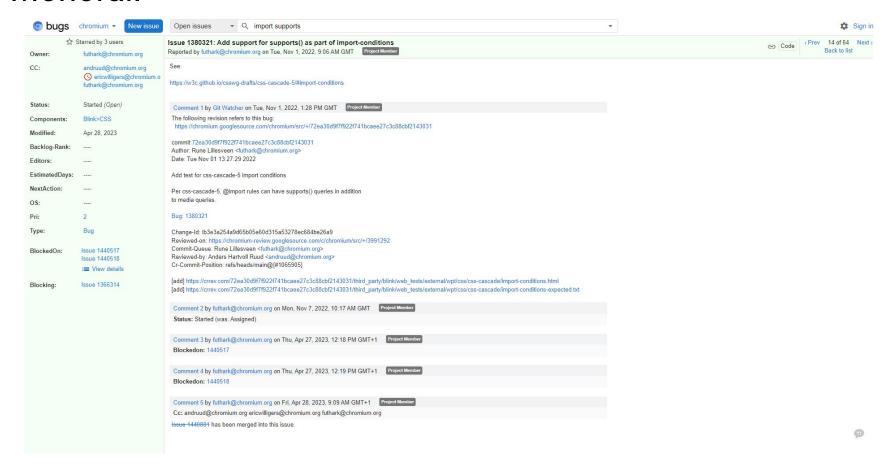
Patches: Gerrit (<a href="mailto:chromium-review.googlesource.com">chromium-review.googlesource.com</a>)

Chat: Slack\*

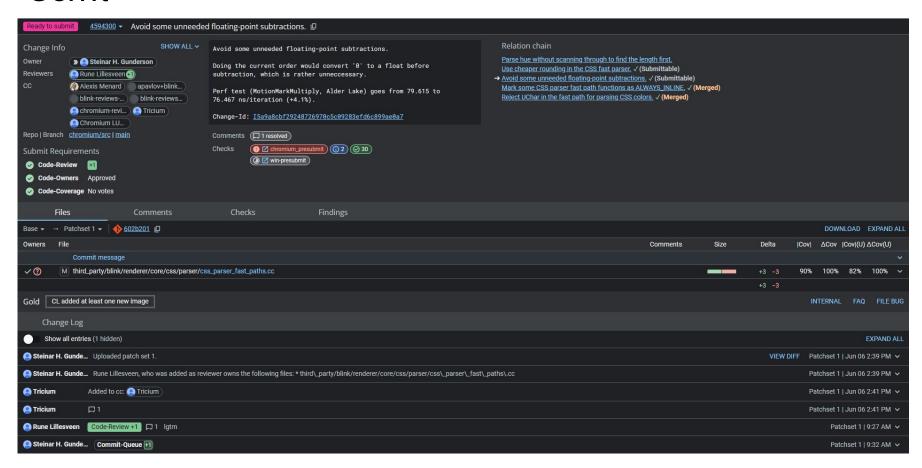
\* Only available to existing authors, not new contributors.



#### Monorail



#### Gerrit



#### Gecko

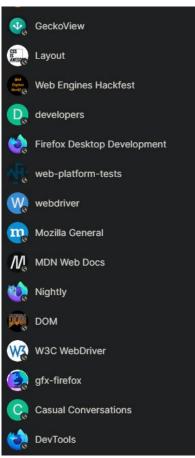
Bugs: Bugzilla (<u>bugzilla.mozilla.org</u>)

Patches: Phabricator (phabricator.services.mozilla.com)

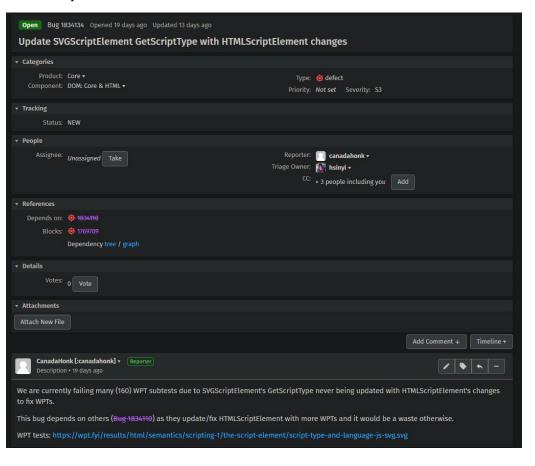
Chat: Matrix (chat.mozilla.org)

Mozilla have open and active development discussions in their Matrix server in many dedicated rooms, which is very nice to have for new (and experienced) developers.

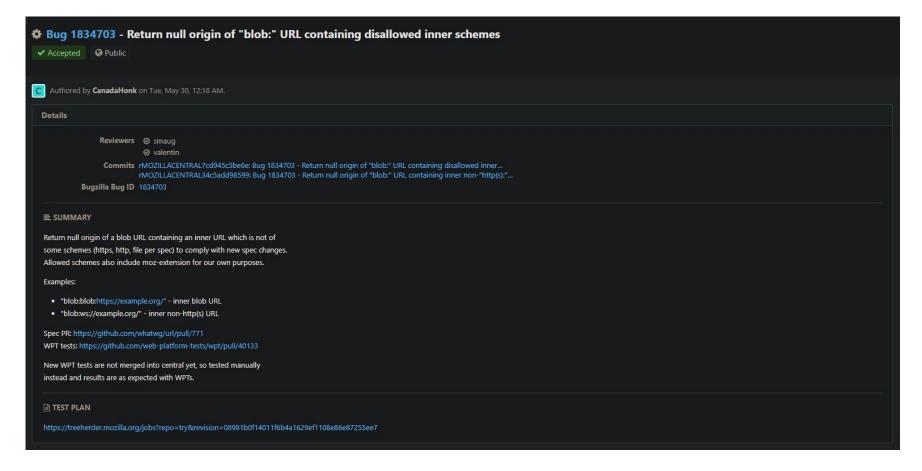




## Bugzilla (Mozilla)



#### **Phabricator**



#### WebKit

Bugs: Bugzilla (<u>bugs.webkit.org</u>)

Patches: GitHub PRs (WebKit/WebKit)

Chat: Slack



WebKit uses GitHub PRs for submitting patches and code review, which is rather unique compared to other major engines which use self-hosted solutions.

# Bugzilla (WebKit)

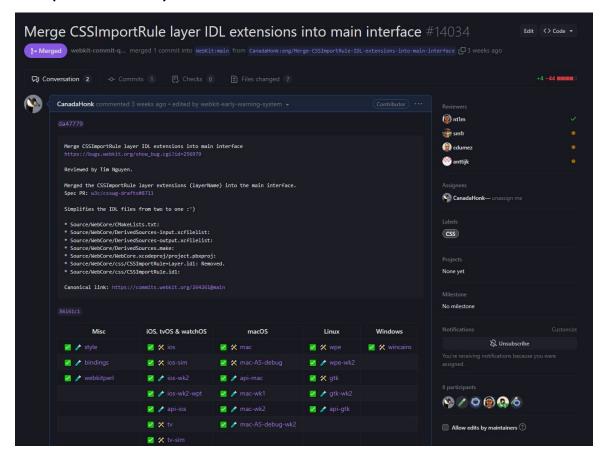
Bug List: (40 of 1000)  « First Last »	« Prev Next » Show last search results		
Bug 256180 - Implement so	upports() syntax for @import rules		
Status:	NEW		2023-05-01 14:51 PDT by <u>Sebastian Zartner</u> 2023-05-18 14:29 PDT ( <u>History</u> )
Alias:	None	CC List:	6 users including you (edit)  (never email me about this bug)
Product:	WebKit	Ignore Bug Man.	(never email me about this bug)
	CSS (show other bugs)	See Also:	
	WebKit Nightly Build	<u> </u>	
<u>Hardware:</u>	Unspecified Unspecified		
Importance:	P2 Normal		
Assignee:	Nobody		
	https://drafts.csswg.org/css-cascade		
Keywords:			
<u>Personal Tags:</u>			
Depends on:			
Blocks:			
Attachments Add an attachment (proposed patc  Additional Comments: Comment Preview	h, testcase, etc.)		
Status: NEW	Save Chang	es.	
Sebastian Zartner 2023-05-01	14:51:58 PDT	Descr	ption [reply] [-] Collapse All Comments
ccc c			Expand All Comments

CSS Cascading 4 defines a supports() syntax for @import rules allowing support-dependent importing of other style sheets. See <a href="https://drafts.csswg.org/css-cascade-4/#typedef-import-conditions">https://drafts.csswg.org/css-cascade-4/#typedef-import-conditions</a>.

This feature is important for different features, especially for those introducing new syntax like CSS Nesting.

Sebastian

### GitHub PRs (WebKit)



#### Servo

Bugs: GitHub Issues (servo/servo)

Patches: GitHub PRs (servo/servo)

Chat: Zulip



Servo's source is ~completely Rust resulting in an interesting toolchain.

Servo was in awkward state but is now being reactivated by Igalia! 🎉

### Ladybird

Bugs: GitHub Issues

Patches: GitHub PRs

Chat: Discord



Ladybird is a young hobbyist browser spawned from the larger **SerenityOS** project.

It is nice to tinker with as it is built from specs, and some concerns of major browsers do not exist; like fingerprinting and stability (shipping experimental/new features by default!).

### Getting into it

Originally, I was never planning to do any browser development, but whilst working on a side project I found a <u>tiny bug in Gecko</u>, and a Mozilla employee suggested to make a patch as it was simple.

Since then...

### Things I've shipped (Gecko)

- @media (scripting) (113)
- @import supports()(114)
- CSS NaN/infinity fixes + ship (114)
- URL.canParse() (115)
- Soon: <search> (116?)
- @media (prefers-reduced-transparency) + @media (inverted-colors) (behind flag)
- Various CDP (<u>Chrome's remote debugging protocol</u>) fixes and new methods (110 )
- Many, many small WPT (<u>standard browser tests</u>) fixes ;)

### Expanding out into the wider ecosystem

While working on browsers, the specs (and tests) behind them will always come up. Inevitably, if you work on browsers or are generally passionate about the web you will end up finding issues in a specification... so make a PR!

I have already written a few whilst working on some features in Gecko:

- CSS: [cssom-1] Add CSSImportRule supportsText attribute
- CSS: [cssom-1] Merge CSSImportRule layer extensions from cascade-5

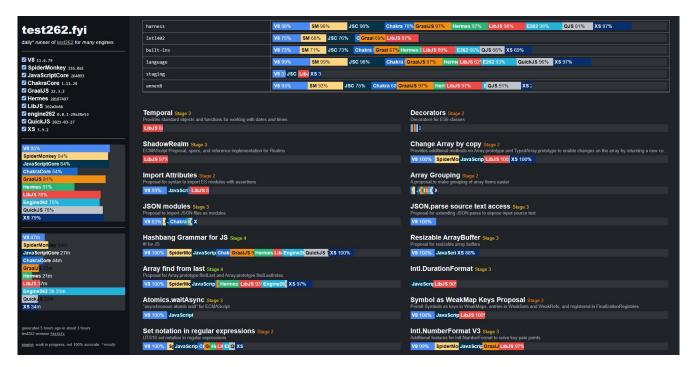
#### **Bonus: Dashboards**

I've also created a few dashboards for some web-related data.



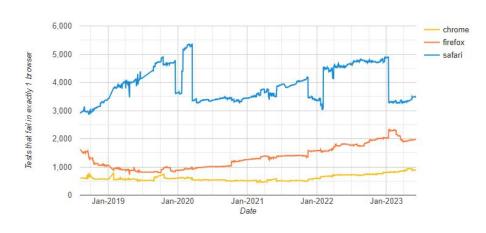
### test262.fyi

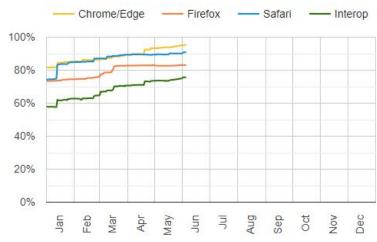
Created test262.fyi (~4 days ago) as a new dashboard for viewing test262 (standard test suite) results of most JS engines.



## Psychology hack: Graphs

Graphs are a good technique to reward yourself/others to fix even tiny bugs to pass more tests (WPTs, test262, etc) by seeing the line go up and getting that dopamine





### Browser contributing cycle

- Find a bug to work on
- Research context, history, spec details
- Look at surrounding code
- Write the patch
- Test (or write tests)
- Reviews
- Ship 🚀

(get lost in a spec rabbit hole along the way)

#### Lessons learnt

- Huge projects seem impossible but quickly become easy to work on with enough dev
- Everyone in browser development is kind, cool, and willing to help (mostly)
- The best way to do something is just to try
- You do not need to be an expert in *X* or *Y* to do anything
- Specs are a blessing and if not, make a PR!

### Improvements engines could take

- Having an open, active chat really helps encouraging people to participate
  - Most engines now have this (with Chromium being the large exception)
- An easy setup process helps too for the very start
  - Example: Firefox has <u>MozillaBuild</u> which automatically sets up an environment on Windows with dependencies, etc ready to go
- Detailed bug info (blockers, relevant files, etc) can help make bugs seem more achievable for everyone

### Let's try fixing some WPTs in Gecko

Live demo as an example of a quick tiny fix, testing, and submitting a patch to Gecko to show the process. Let's attempt:)

#### Bug 1834134 - Update SVGScriptElement GetScriptType with HTMLScriptElement changes

AKA: <script> elements inside SVGs have a different class (and code) than HTML, and it was never updated with fixes to improve spec compliance.

#### Thanks

#### Thank you to:

- Everyone who works on browsers, specs, etc
  - Special thanks to Gecko and WebKit people who reviewed my patches
- Mozillians who encouraged me along the way (@emilio, @zcorpan, @whimboo, more)
- Igalians for organising Web Engines Hackfest
- You for being in this session!

Slides: <a href="https://goose.icu/wehf23.pdf">https://goose.icu/wehf23.pdf</a>

GitHub: <a>@CanadaHonk</a>

I am also available to hire / looking for opportunities;)