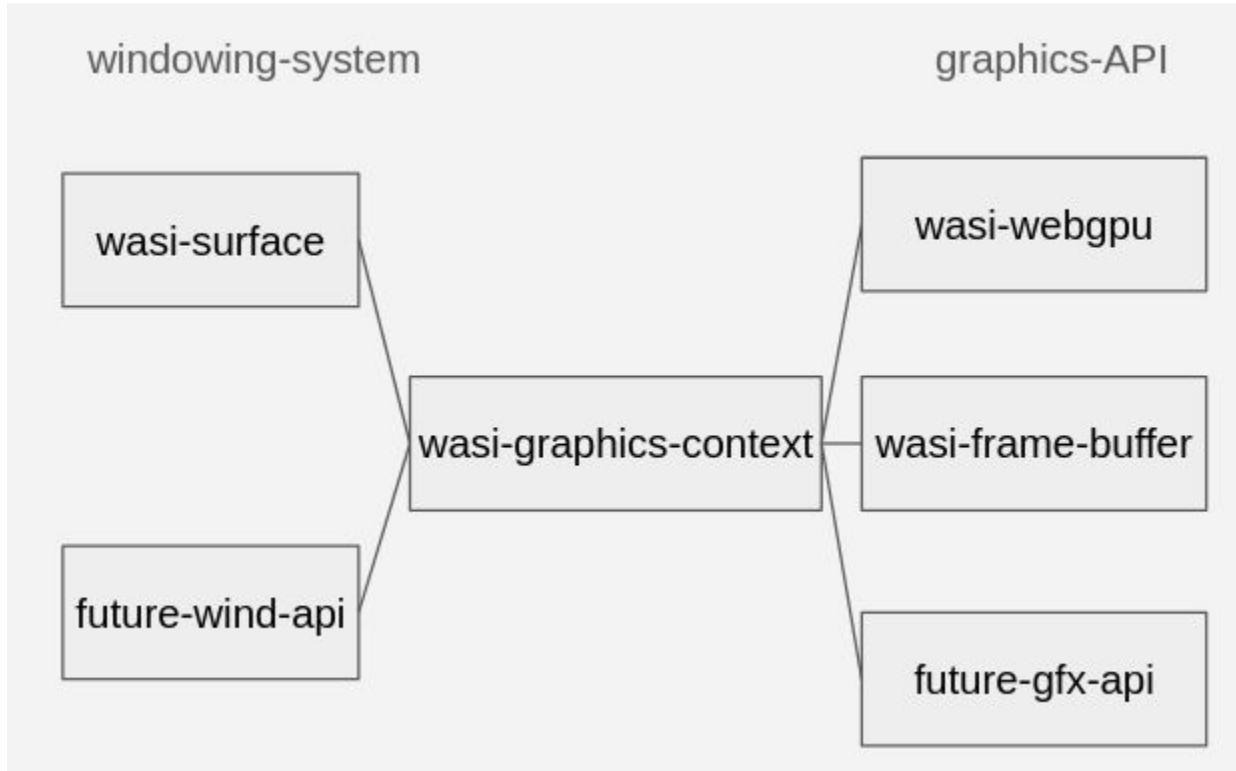https://github.com/WebAssembly/wasi-gfx

wasi:webgpu

- Waiting for WebGPU v1.0

Implementations status

- Wasmtime: Runtime with wgpu at github.com/wasi-gfx/wasi-gfx-runtime

- Browser: Shim at github.com/wasi-gfx/wasi-gfx-shim

- WasmEdge: To start implementation once component-mode modes is stable

Using wasi:webgpu

Playground

- wasi-gfx.github.io/playground

Through existing libraries

- Rust: wgpu with wasi:webgpu support at github.com/wasi-gfx/wgpu

- JS: WebGPU JS spec support github.com/wasi-gfx/wasi-gfx-js

- C/C++: Actively working on webgpu.h support

wasi:surface

● Rebasing on top of js PointerEvents and KeyboardEvents

Stabilization

● Don't yet have the support to move forward

● Keeping in phase 2 as we iterate

● Let's hear from Luke