



**From 0 to 100**  
**Working Principles of**  
**JavaScript **Engines****

Who am I?

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**Oğuz KILIÇ**

**Frontend Developer**

**<https://twitter.com/0guzKilic>**

**<https://www.linkedin.com/in/oguzzkilic>**

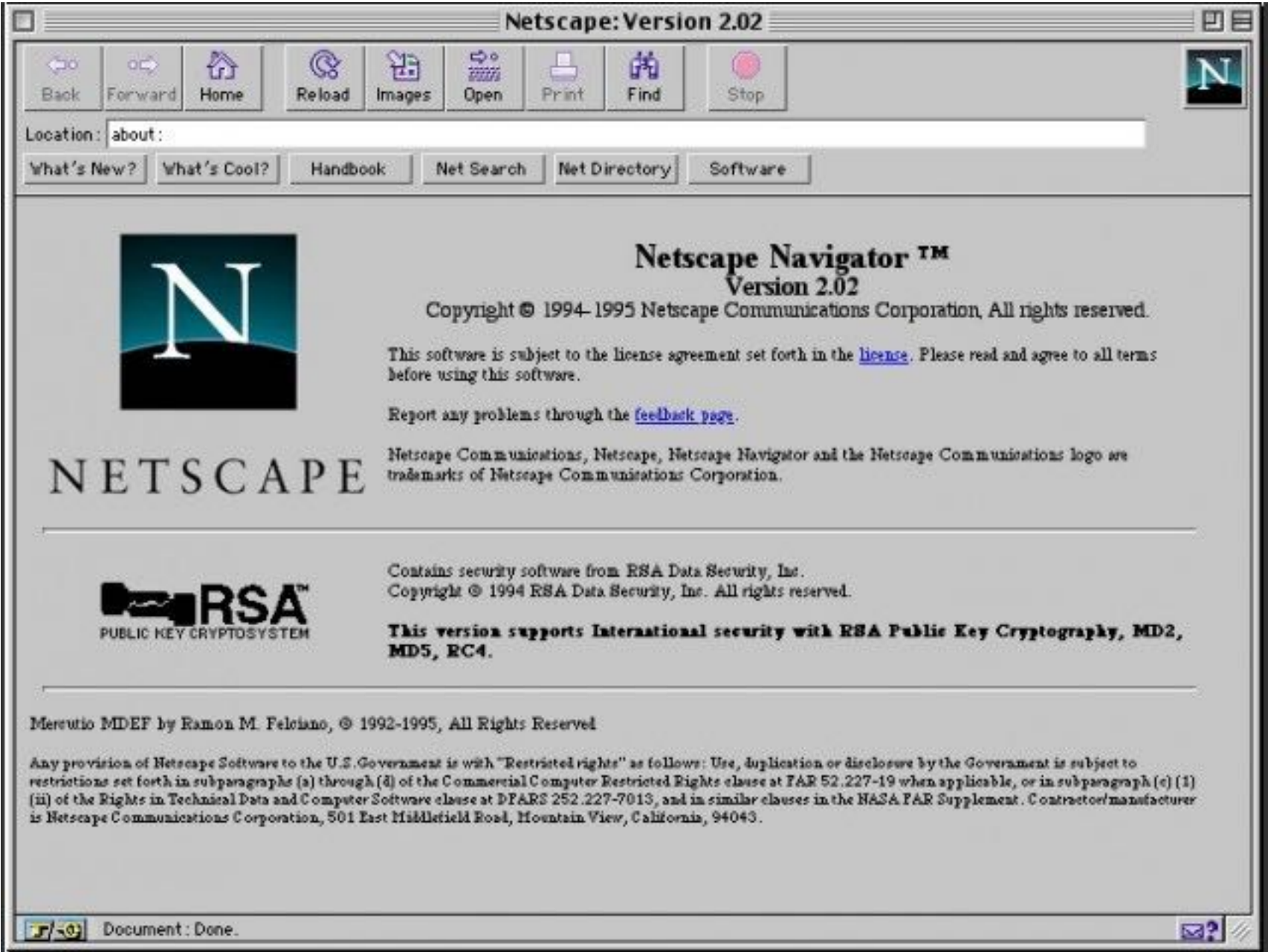
**[oguzz.kilic@gmail.com](mailto:oguzz.kilic@gmail.com)**



**Brendan Eich**  
Creator of JavaScript Language

# Mocha

1995



# LiveScript

# JavaScript

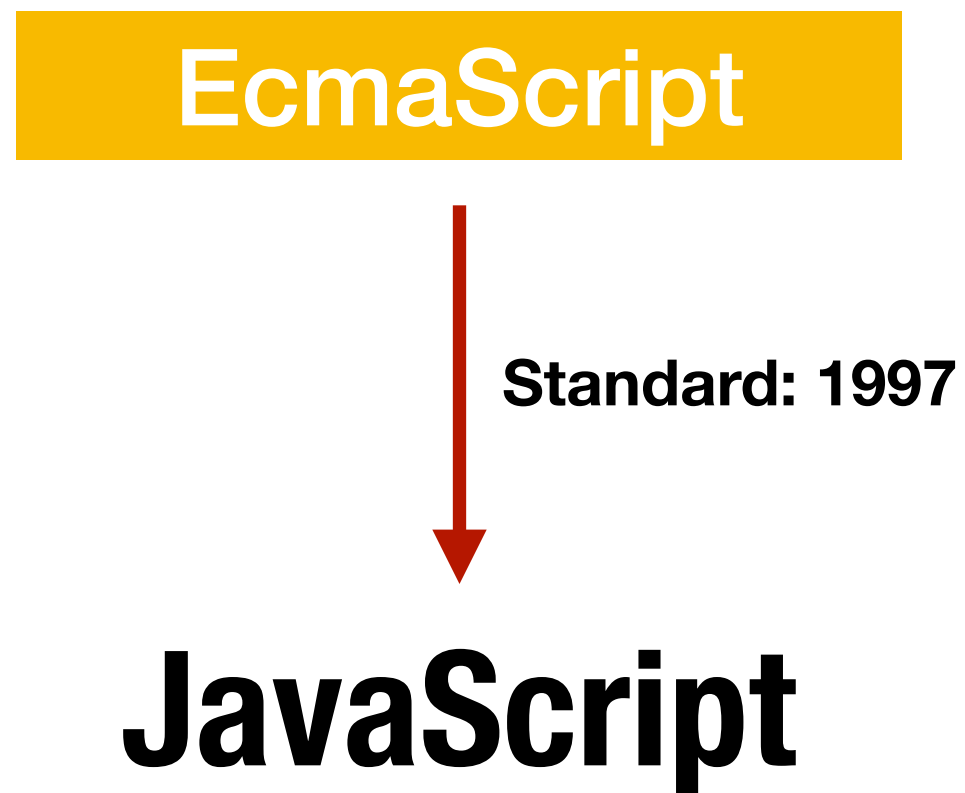
EcmaScript

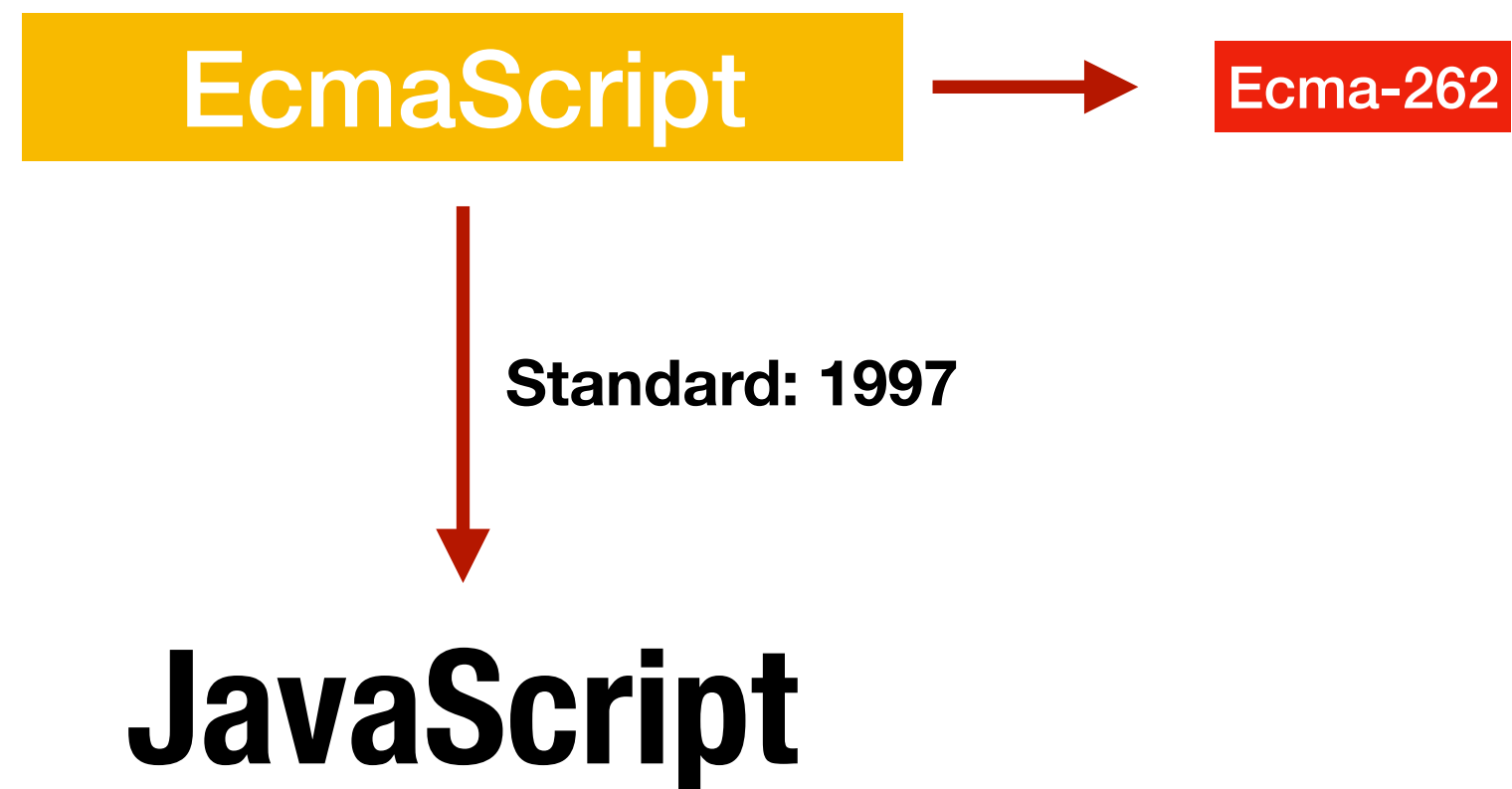
EcmaScript

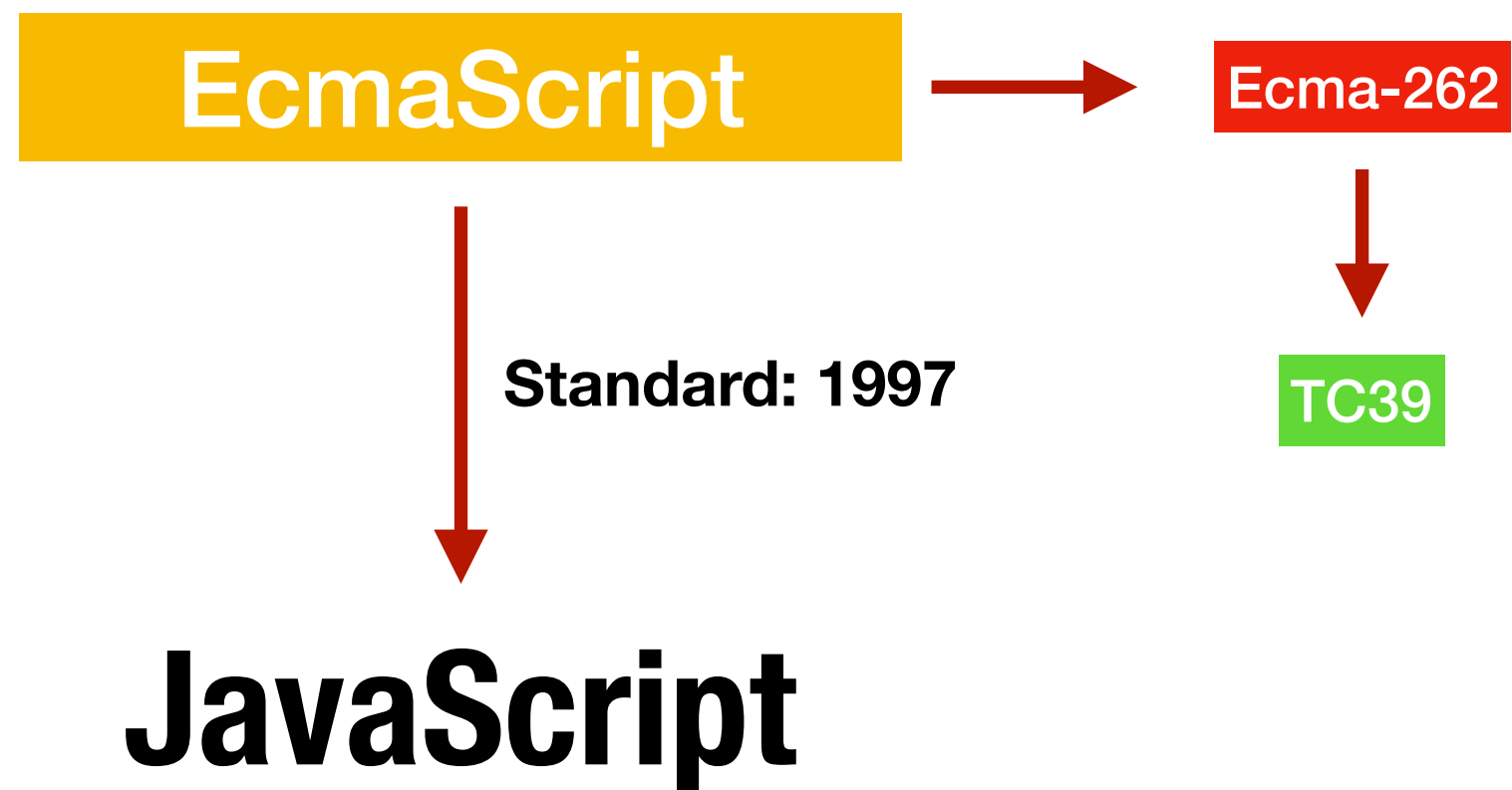


**JavaScript**



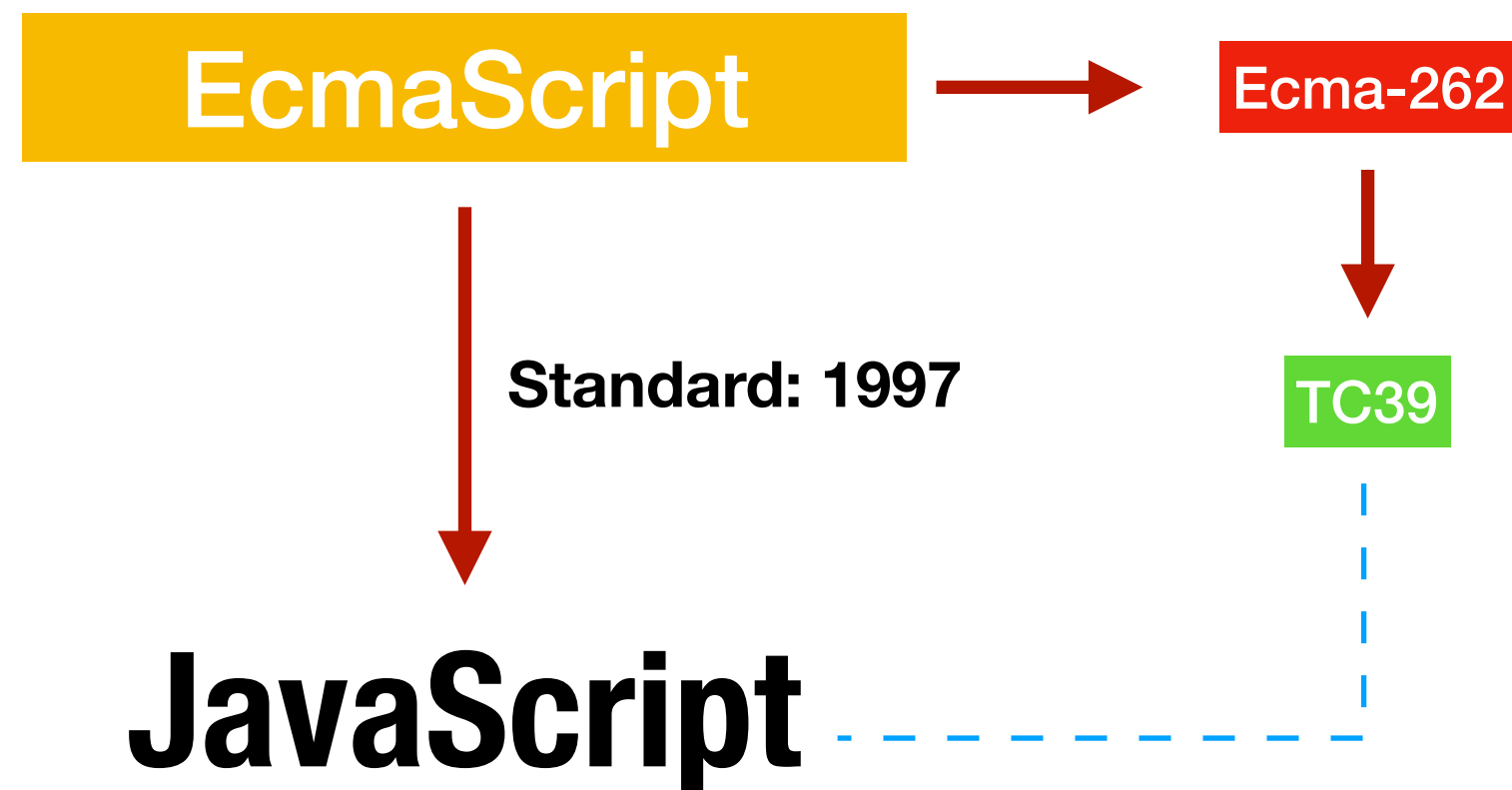







# A brief history of JavaScript

<http://ecma-international.org/memento/TCs&TGs.htm>






# A brief history of JavaScript


https://github.com/tc39



This organization   Search



Pull requests   Issues   Marketplace   Explore



## Ecma TC39

Ecma International, Technical Committee 39 - ECMAScript

 The web    <http://ecma-international.org/memento/...>




Repositories 92

People 45

### Pinned repositories



#### ecma262

Status, process, and documents for ECMA262

 HTML    6k    422




#### proposals

Tracking ECMAScript Proposals

 3.9k    152




#### test262

Official ECMAScript Conformance Test Suite

 JavaScript    721    197

#### agendas




TC39 meeting agendas

 JavaScript    285    89

#### tc39-notes




Forked from rwaldron/tc39-notes

TC39 Meeting Notes

 JavaScript    282    28

#### ecma402


Status, process, and documents for ECMA 402

 HTML    117    29




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# A brief history of JavaScript

https://github.com/tc39



This organization    Search    Pull requests    Issues    Marketplace    Explore



## Ecma TC39

Ecma International, Technical Committee 39 - ECMAScript

The web    <http://ecma-international.org/memento/...>

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#### ecma262

Status, process, and documents for ECMA262

HTML    ★ 6k    🍴 422

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★ 3.9k    🍴 152

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#### agendas

TC39 meeting agendas

JavaScript    ★ 285    🍴 89

#### tc39-notes

Forked from rwaldron/tc39-notes

TC39 Meeting Notes

JavaScript    ★ 282    🍴 28

#### ecma402

Status, process, and documents for ECMA 402

HTML    ★ 117    🍴 29

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**BROWSER**





## **Goal**

**you want to tell the computer what to do**

## **Problem**

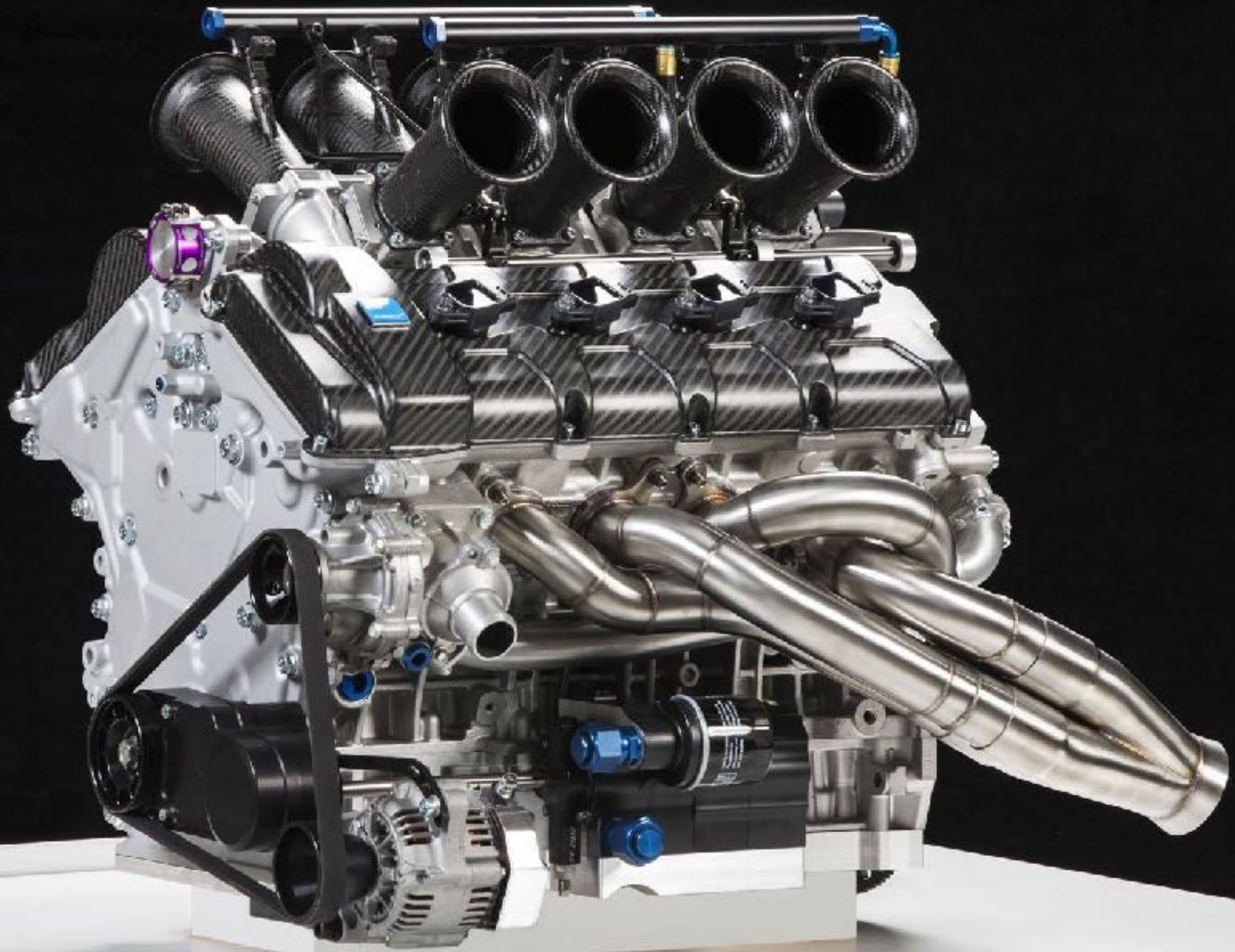
**you and the computer speak different languages**

# Host Environment Engine





# Host Environment Engine



# Host Environment Engines

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**V8**



**Chakra**



**S.Monkey**



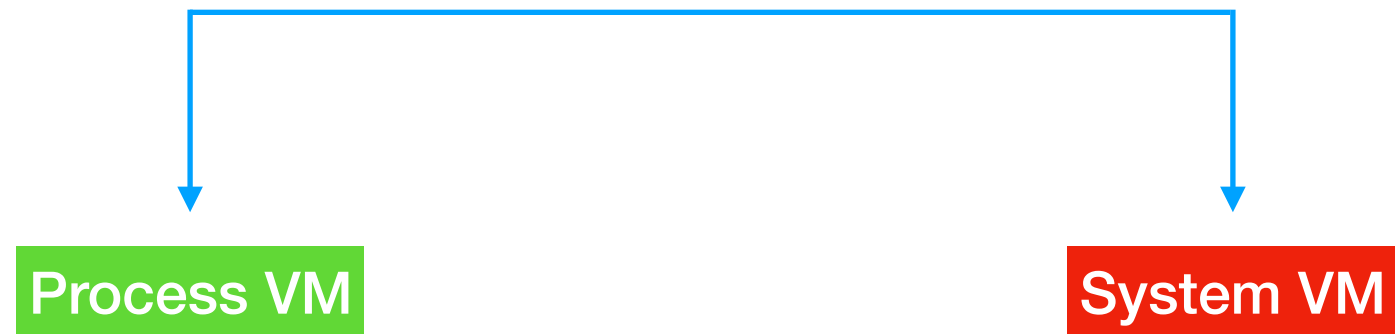
**V8**



**KJS**

# VIRTUAL MACHINES

## VIRTUAL MACHINES



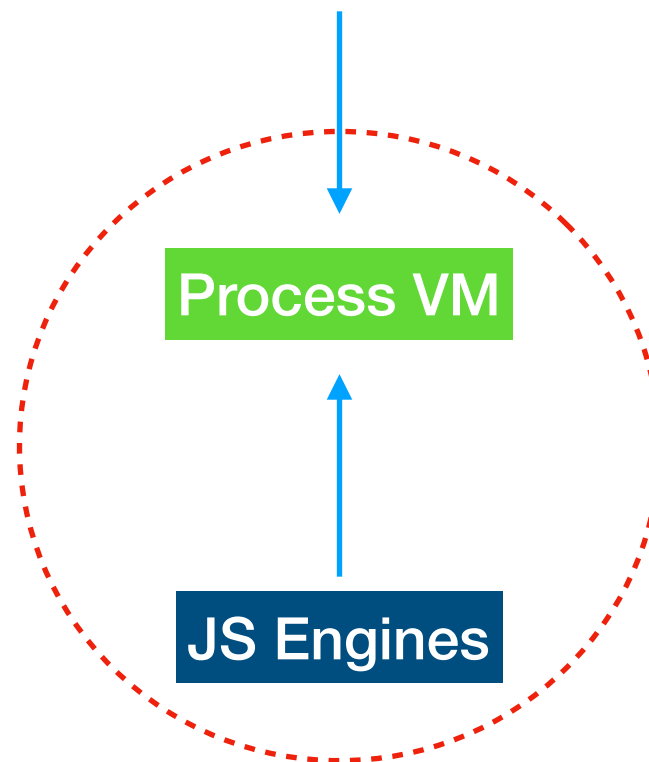
## VIRTUAL MACHINES



Process VM



## VIRTUAL MACHINES

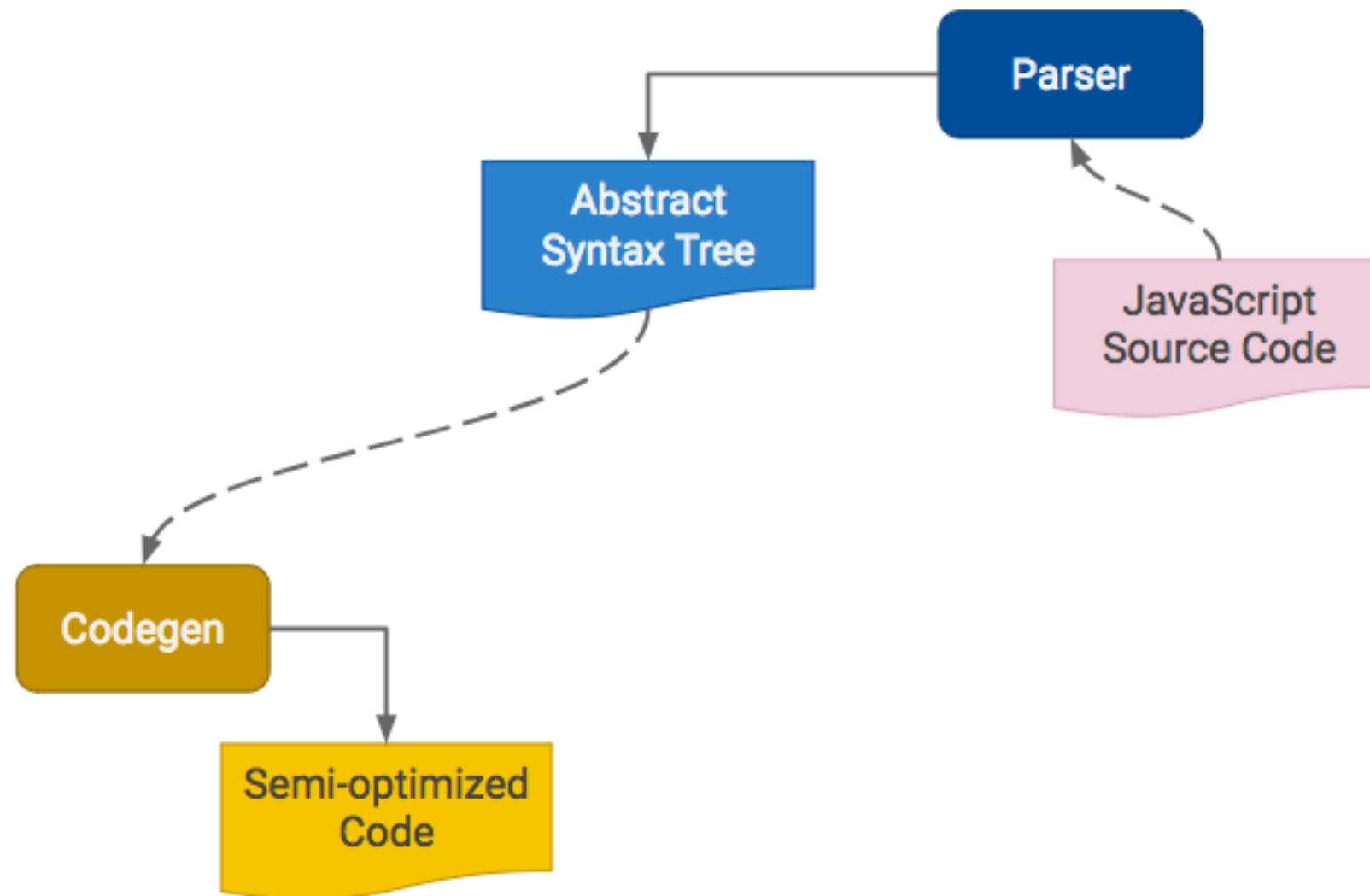




**Launch with Chrome in 2008**







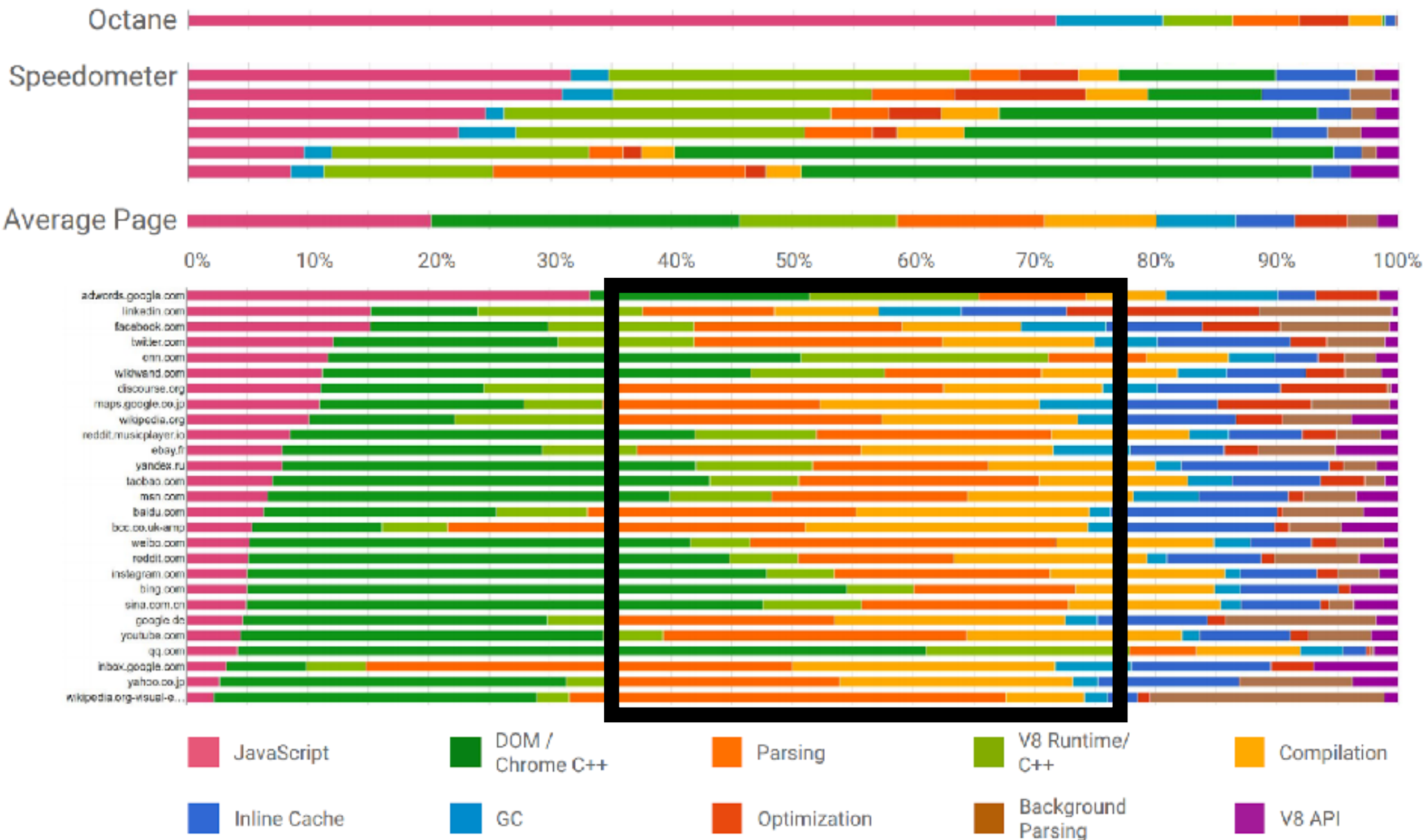
# V8 Compiler Pipeline

## Parser



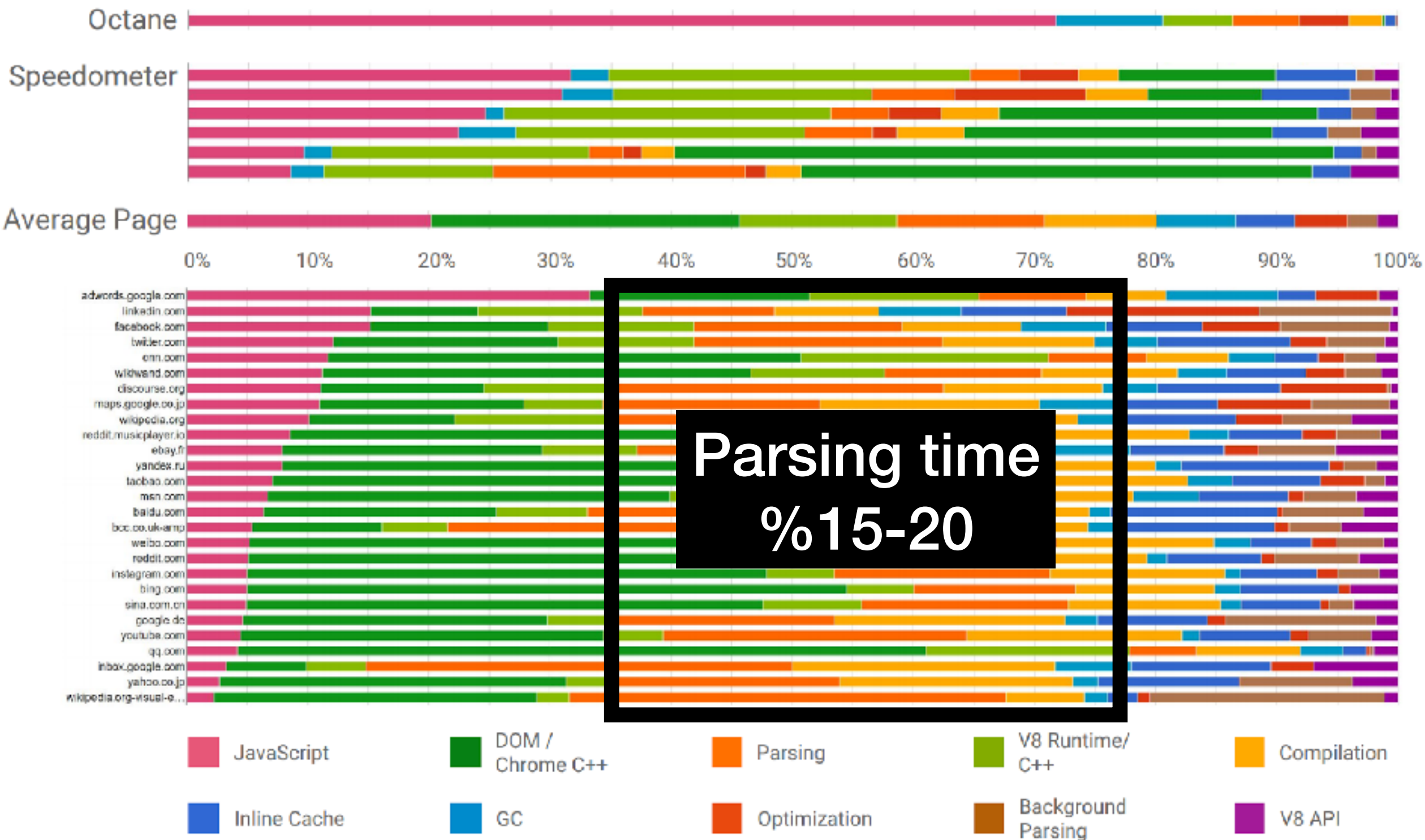
# V8 Compiler Pipeline

## Parser



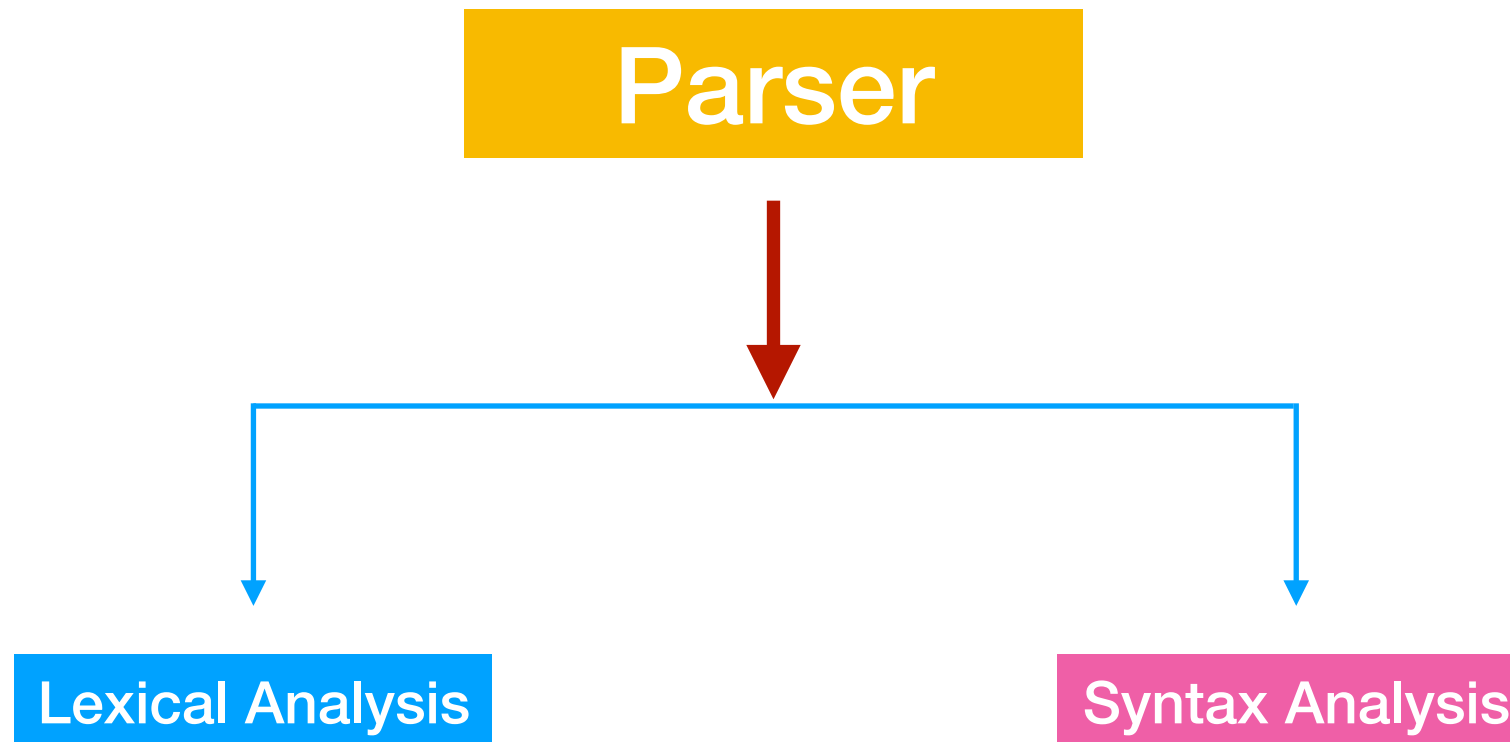
# V8 Compiler Pipeline

## Parser





Parser



```
const ast = “frontend istanbul”;
```

const **ast** = “frontend istanbul”;

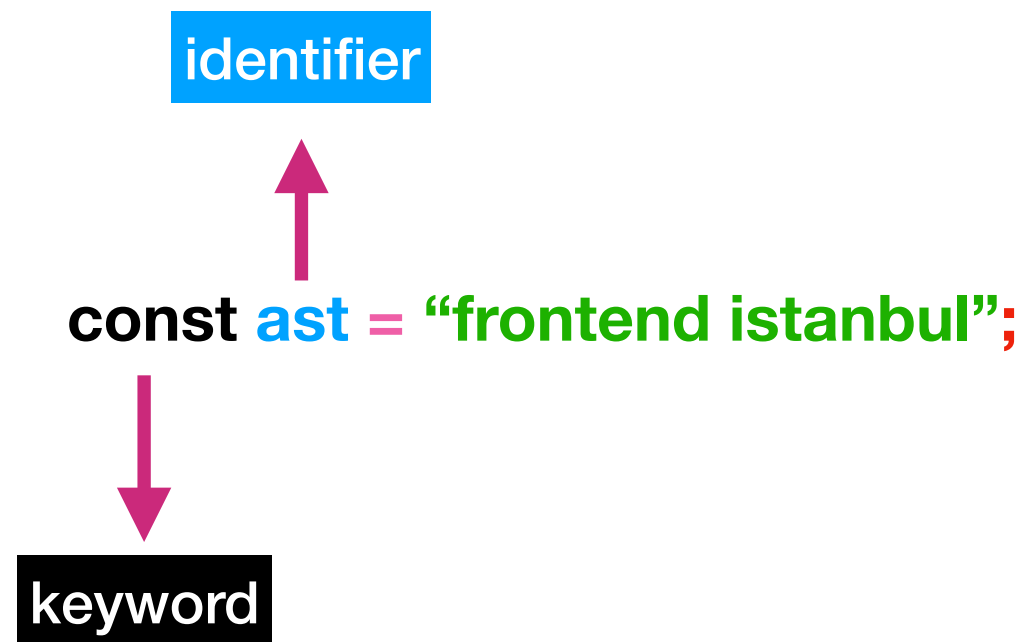


keyword

# V8 Compiler Pipeline

## Parser

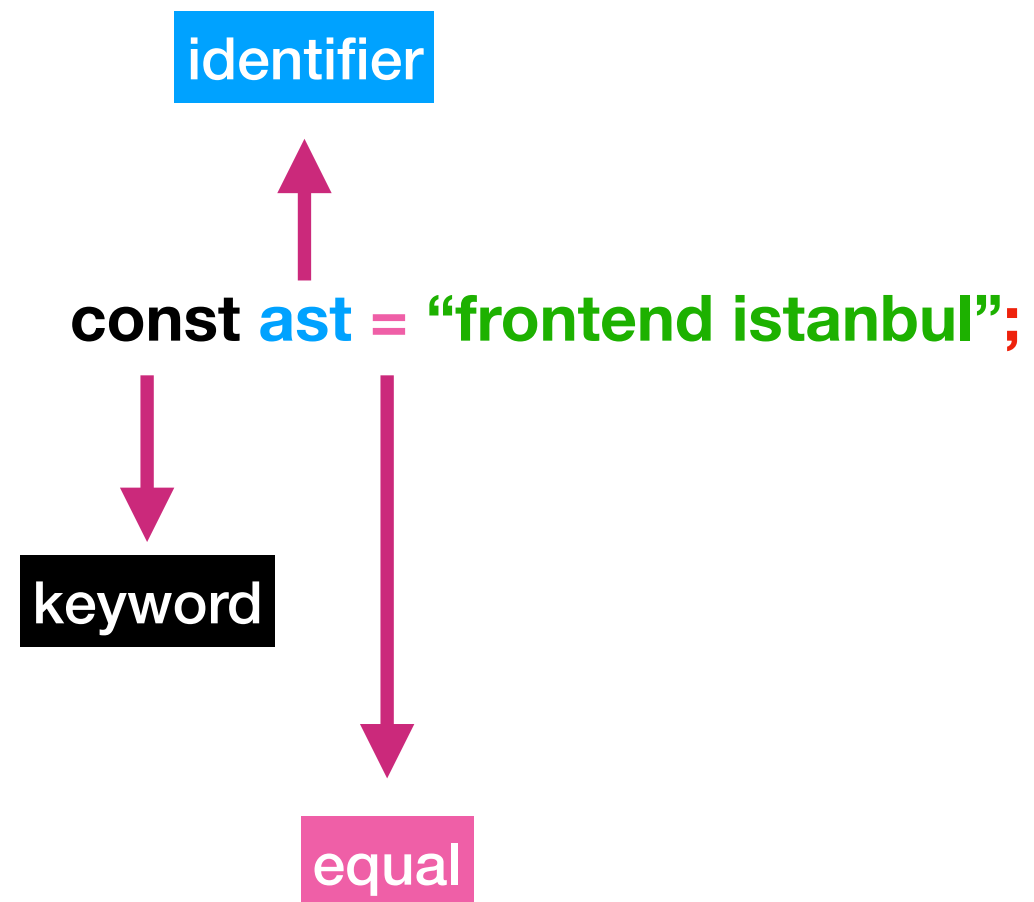
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# V8 Compiler Pipeline

## Parser

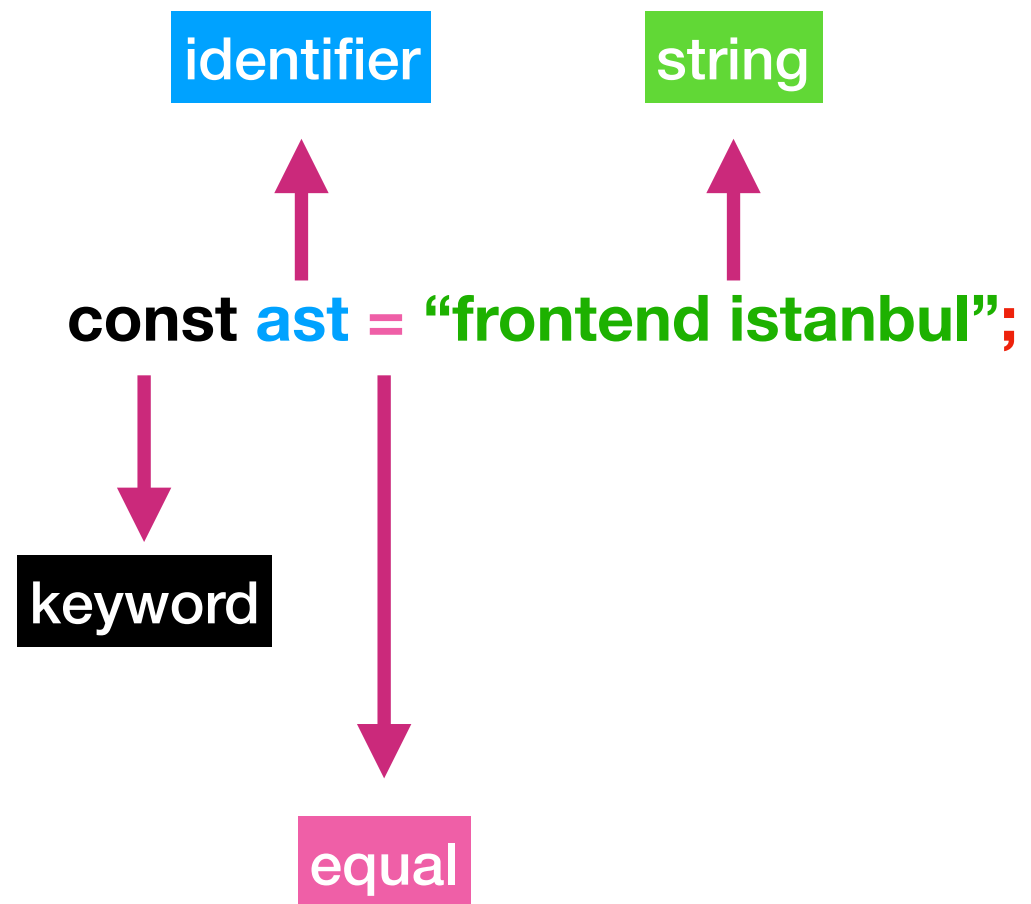
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# V8 Compiler Pipeline

## Parser

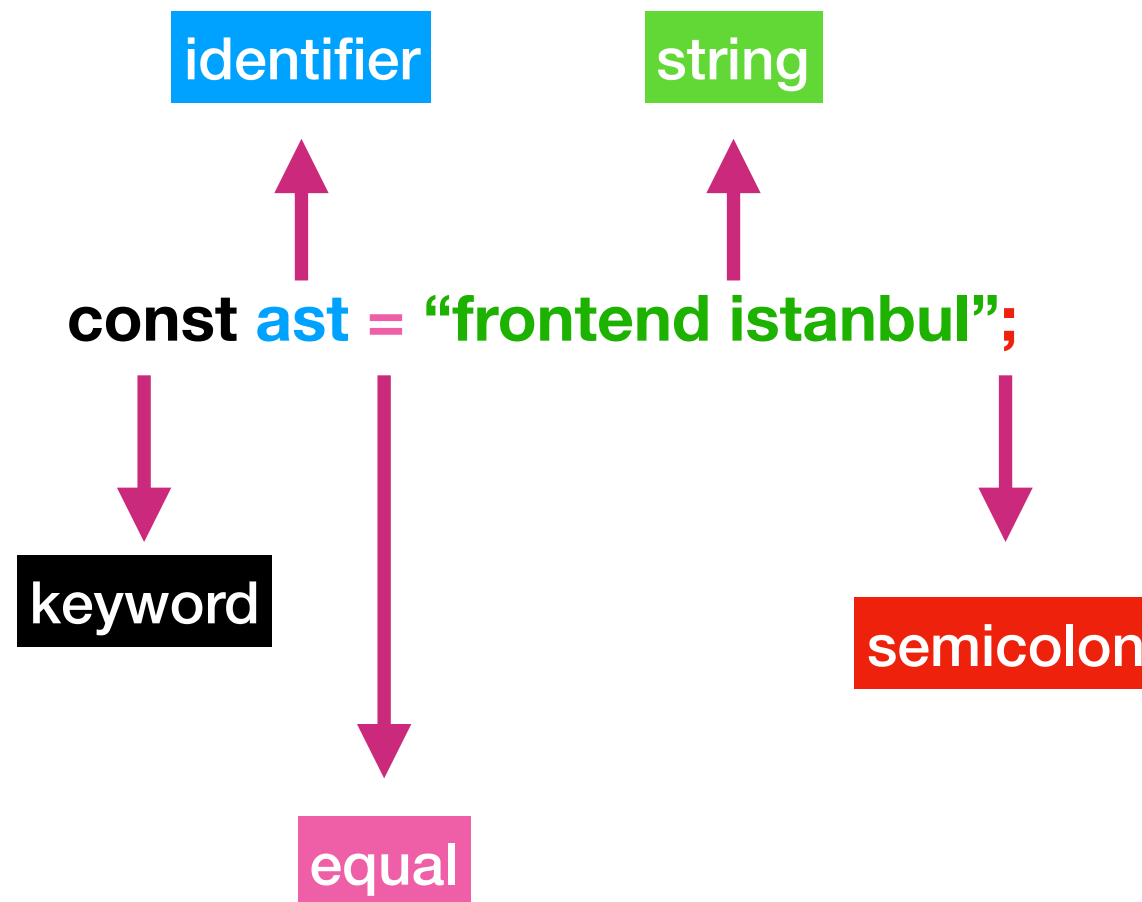
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# V8 Compiler Pipeline

## Parser

---



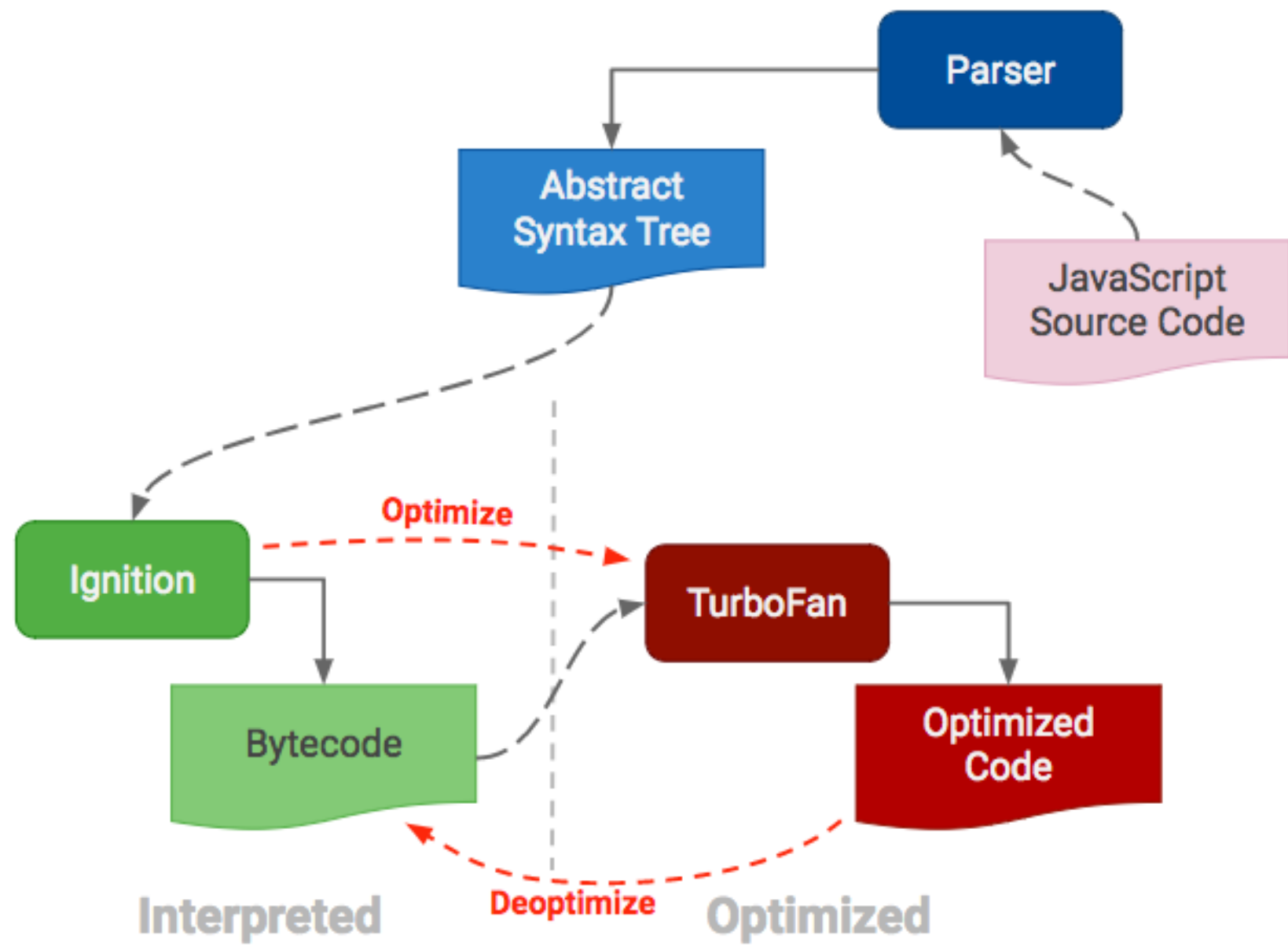


# V8 Compiler Pipeline

## AST - Abstract Syntax Tree

**const** **ast** = “frontend istanbul”;

```
{
  "type": "Program",
  "body": [
    {
      "type": "VariableDeclaration",
      "kind": "const",
      "declarations": [
        {
          "type": "VariableDeclaration",
          "id": {
            "type": "Identifier",
            "name": "ast"
          },
          "init": {
            "type": "Literal",
            "value": "frontend istanbul",
            "raw": "\"frontend istanbul\""
          }
        }
      ]
    }
  ]
}
```





**Ignition**  
written C++

const **ast** = “frontend istanbul”;

```
oguzz@mac: ~/Desktop

Desktop| => node --print-bytecode ast.js
[generating bytecode for function: ]
Parameter count 1
Frame size 8
  0 E> 0x1f99875b0cae @    0 : 91          StackCheck
 299 S> 0x1f99875b0caf @    1 : 6e 00 03 00 CreateClosure [0], [3], #0
      0x1f99875b0cb3 @    5 : 1e fa      Star r0
20376 S> 0x1f99875b0cb5 @    7 : 95          Return
Constant pool (size = 1)
Handler Table (size = 16)
[generating bytecode for function: ]
Parameter count 2
Frame size 48
  0x1f99875b225e @    0 : 71 11          CreateFunctionContext [17]
  0x1f99875b2260 @    2 : 0e f9          PushContext r1
  0x1f99875b2262 @    4 : 1d 02          Ldar a0
  0x1f99875b2264 @    6 : 15 04          StaCurrentContextSlot [4]
  0x1f99875b2266 @    8 : 6e 00 03 02 CreateClosure [0], [3], #2
  0x1f99875b226a @   12 : 15 05          StaCurrentContextSlot [5]
  0x1f99875b226c @   14 : 6e 01 04 02 CreateClosure [1], [4], #2
  0x1f99875b2270 @   18 : 15 06          StaCurrentContextSlot [6]
  0x1f99875b2272 @   20 : 6e 02 05 02 CreateClosure [2], [5], #2
  0x1f99875b2276 @   24 : 15 07          StaCurrentContextSlot [7]
  0x1f99875b2278 @   26 : 6e 03 06 02 CreateClosure [3], [6], #2
  0x1f99875b227c @   30 : 15 08          StaCurrentContextSlot [8]
  0x1f99875b227e @   32 : 6e 04 07 02 CreateClosure [4], [7], #2
  0x1f99875b2282 @   36 : 15 09          StaCurrentContextSlot [9]
  0x1f99875b2284 @   38 : 6e 05 08 02 CreateClosure [5], [8], #2
  0x1f99875b2288 @   42 : 15 0a          StaCurrentContextSlot [10]
  0x1f99875b228a @   44 : 6e 06 09 02 CreateClosure [6], [9], #2
```



# TurboFan

written **C++**



**Modern Code Generation Architecture**



**Modern Code Generation Architecture**



**Performance**



**Modern Code Generation Architecture**



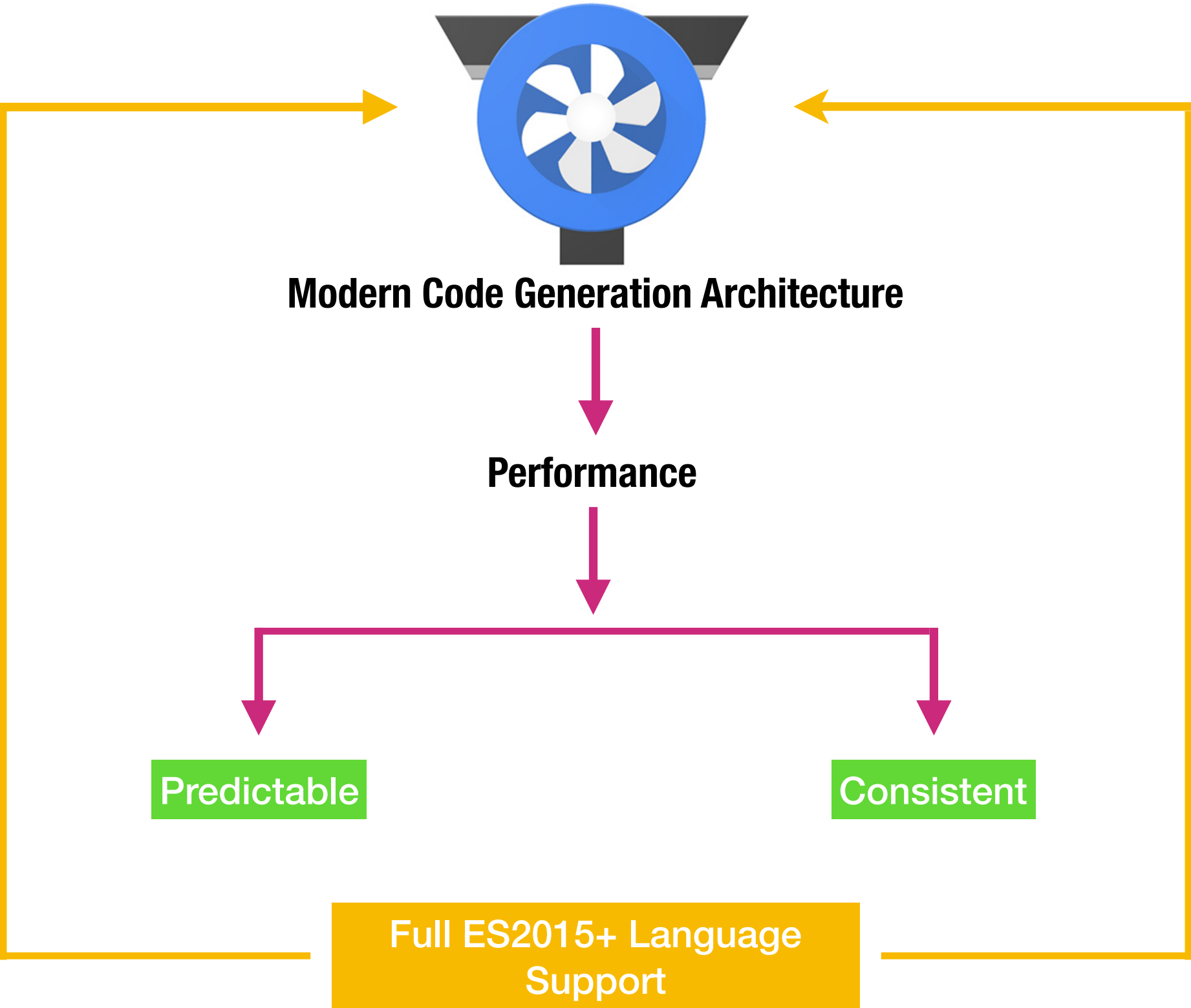
**Performance**



**Predictable**

**Consistent**





**const** f = (a, b) => a + b \* 3;

**const** f = (a, b) => a + b \* 3;

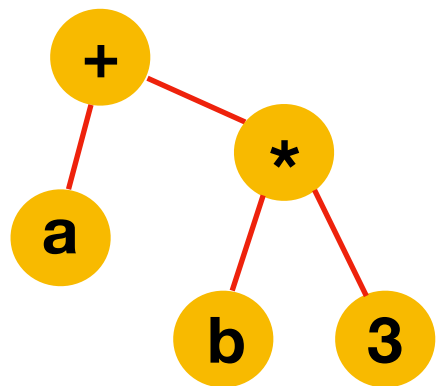


**Abstract Syntax Tree**

**const** f = (a, b) => a + b \* 3;



## Abstract Syntax Tree

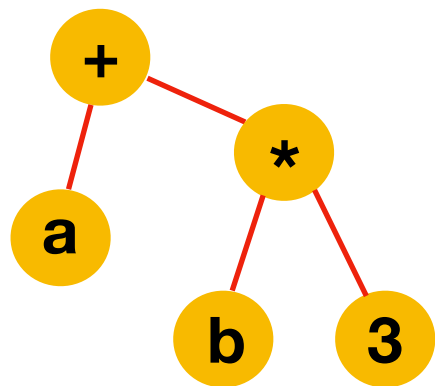


**const** f = (a, b) => a + b \* 3;



**Ignition**

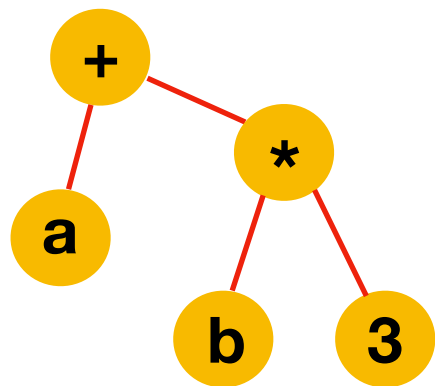
**Abstract Syntax Tree**



```
const f = (a, b) => a + b * 3;
```



Abstract Syntax Tree



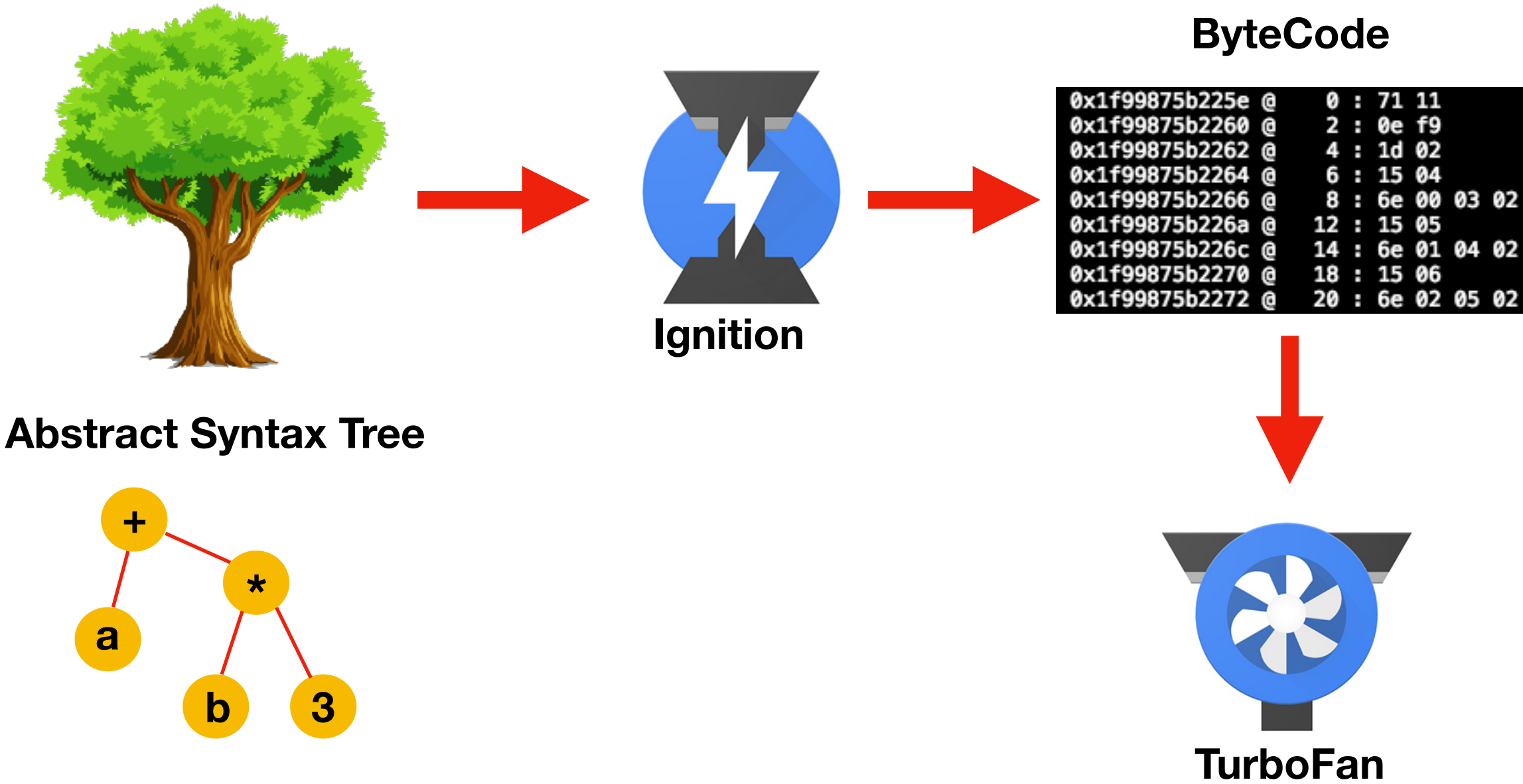
Ignition



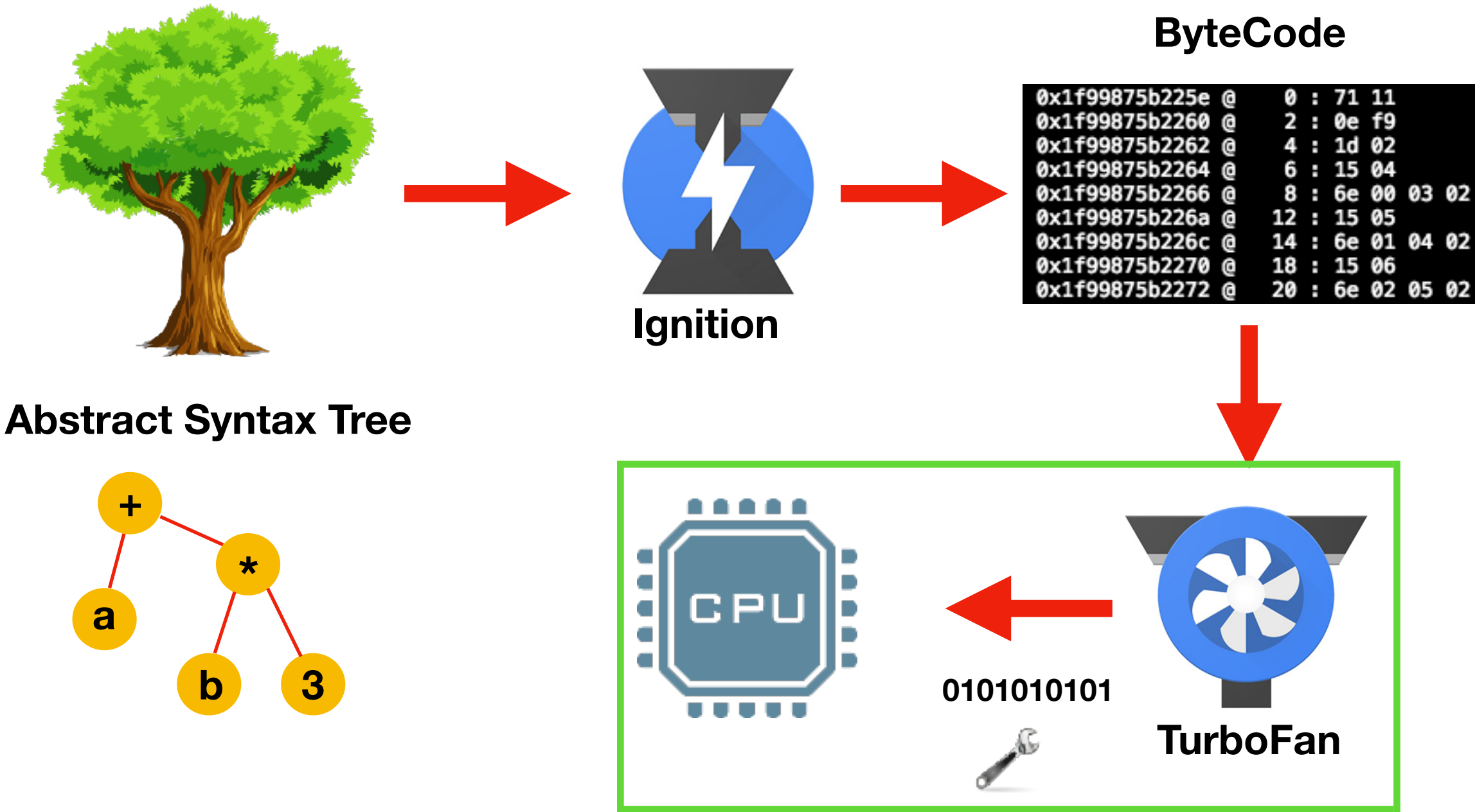
ByteCode

0x1f99875b225e	@	0	:	71	11
0x1f99875b2260	@	2	:	0e	f9
0x1f99875b2262	@	4	:	1d	02
0x1f99875b2264	@	6	:	15	04
0x1f99875b2266	@	8	:	6e	00 03 02
0x1f99875b226a	@	12	:	15	05
0x1f99875b226c	@	14	:	6e	01 04 02
0x1f99875b2270	@	18	:	15	06
0x1f99875b2272	@	20	:	6e	02 05 02

```
const f = (a, b) => a + b * 3;
```



```
const f = (a, b) => a + b * 3;
```



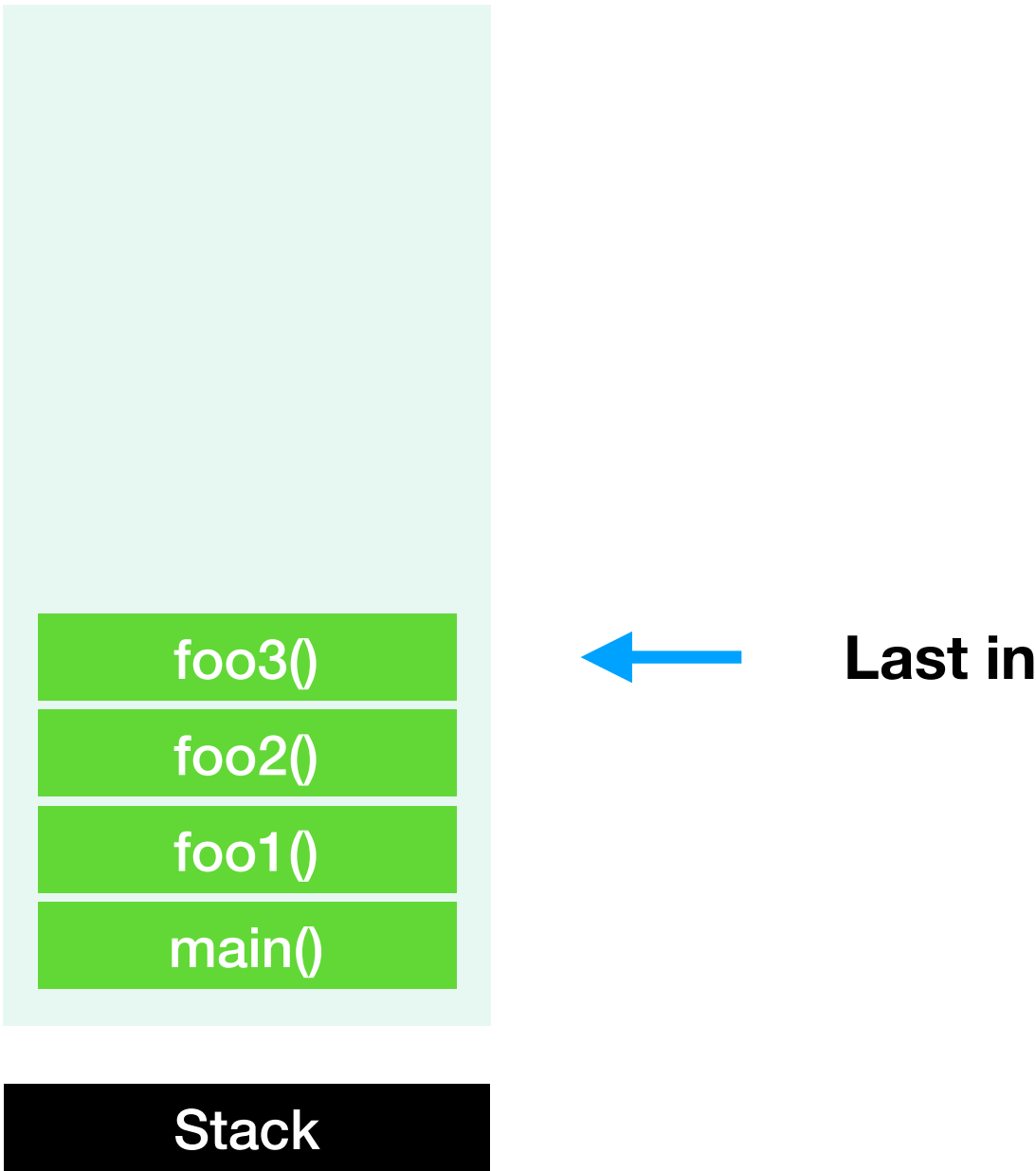


**Optimization = CPU**

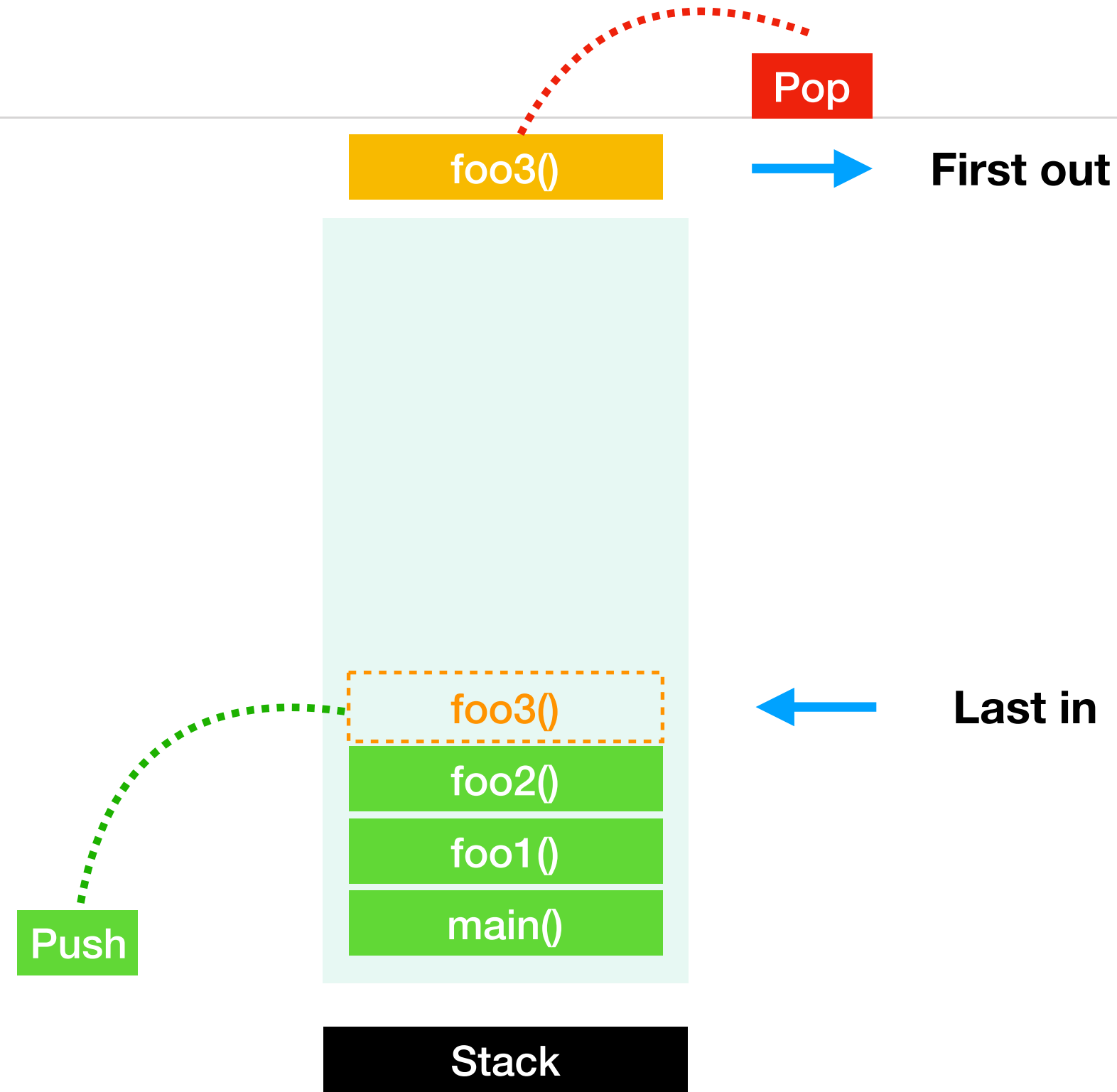
# **Single-Threaded Language**

Concurrency Model

Call Stack



Concurrency Model  
Call Stack



# Concurrency Model

## Stack Overflow

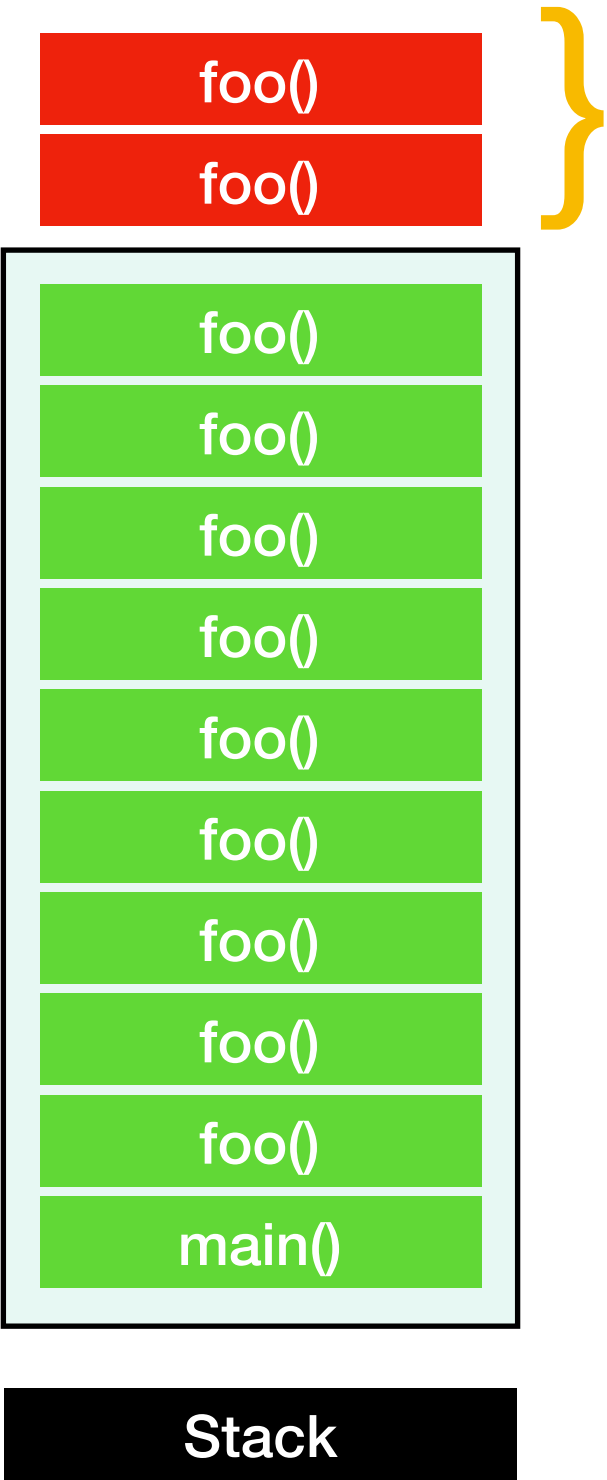
```
function foo(){  
  foo();  
}  
  
foo();
```



# Concurrency Model

## Stack Overflow

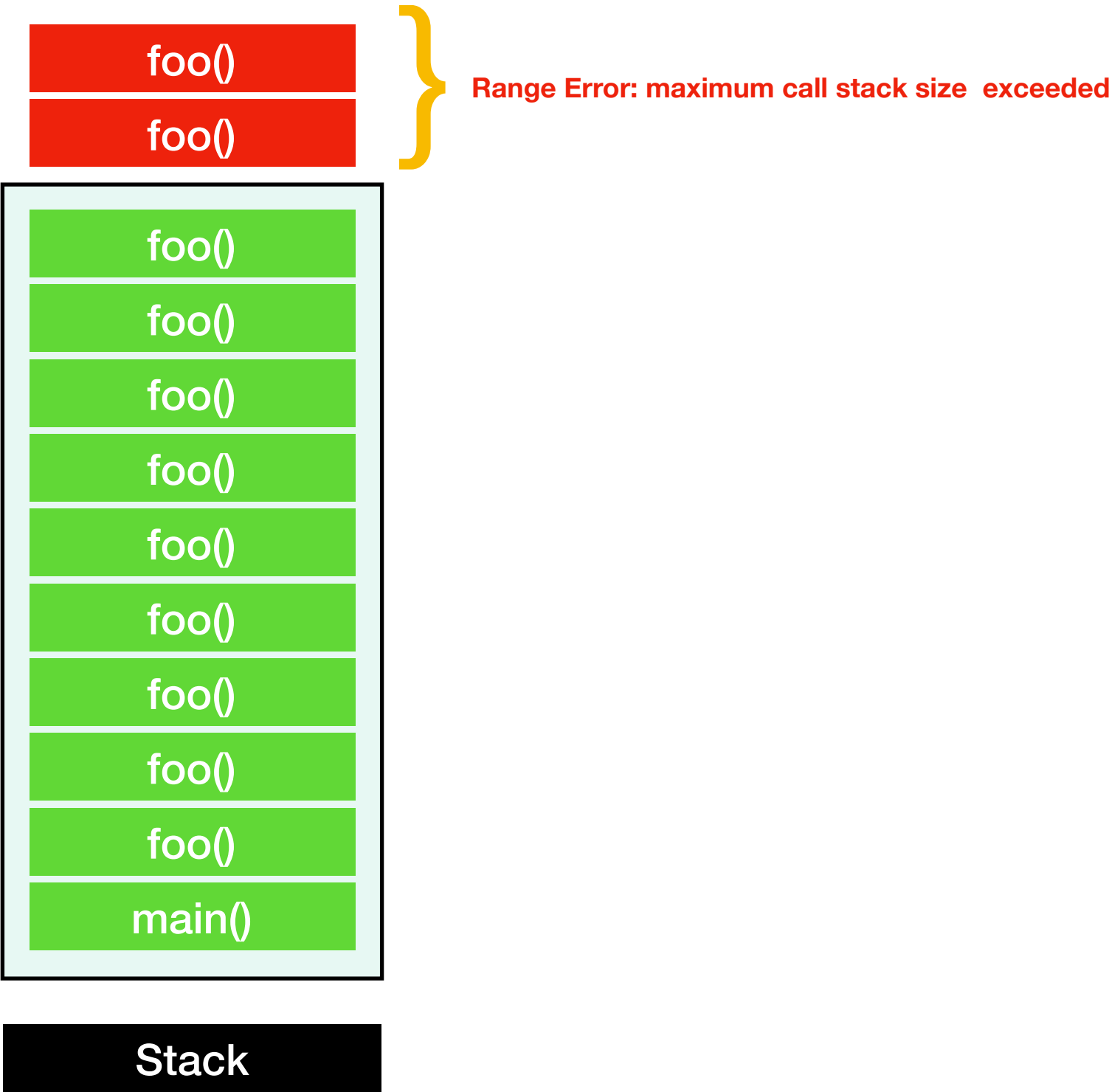
```
function foo(){  
  foo();  
}  
  
foo();
```



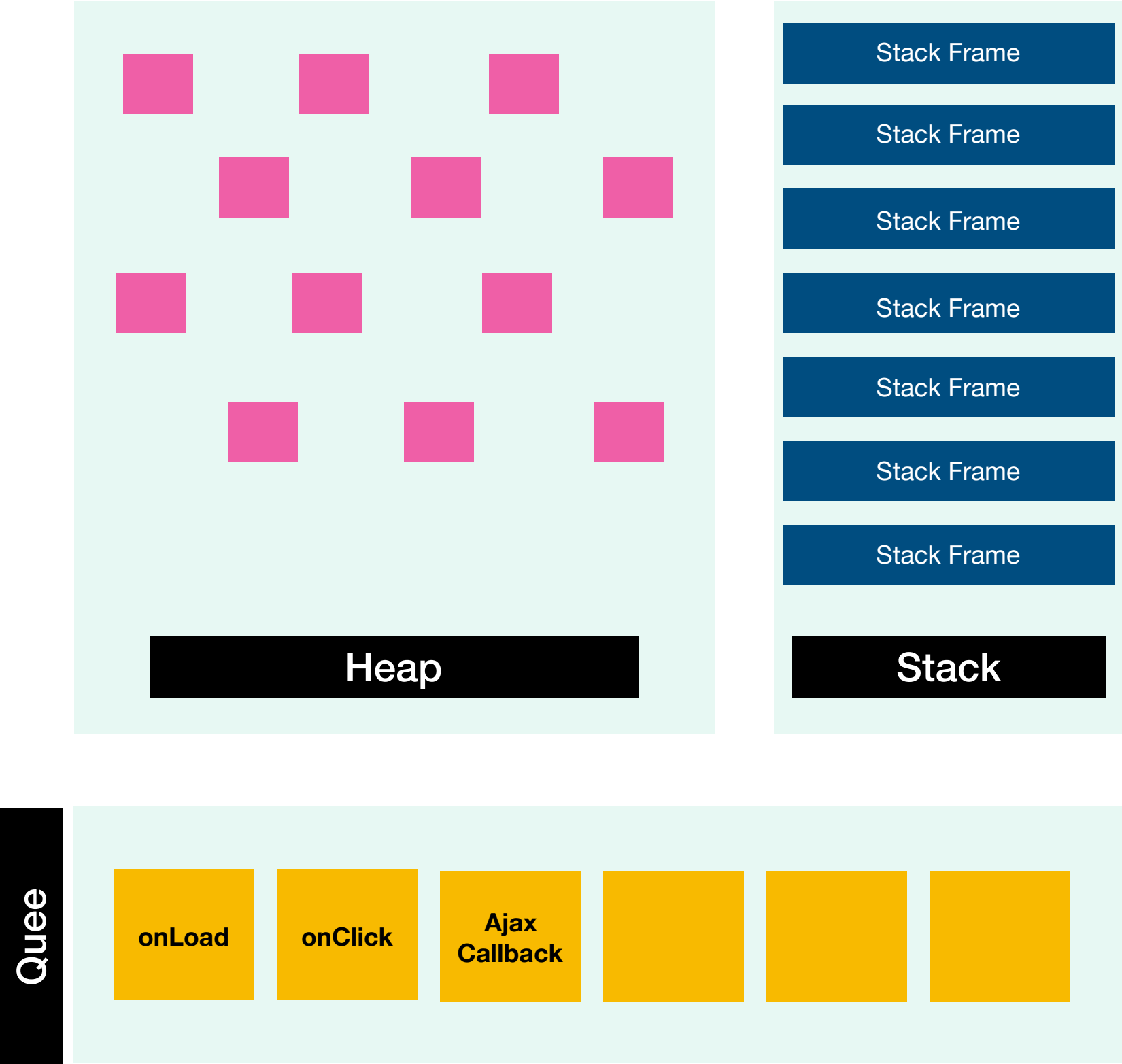
# Concurrency Model

## Stack Overflow

```
function foo(){  
  foo();  
}  
  
foo();
```



# Concurrency Model





# Garbage Collection



Oğuz Kılıç

Jan 20 · 8 min read

# JS

## Tarayıcılar JavaScript'i Nasıl Yorumlar?

Hangi aşamalardan geçer ve nasıl çalışır?

Read more...



842

6 responses



<https://medium.com/@oguzkilic>

# **The End**

**oguzz.kilic@gmail.com**