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| Interim Report |
| A JavaScript Runtime for Hardware Accelerated Applications |
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| The research is to develop a platform that allows GPU centric applications to be written in JavaScript. The platform’s goal is to provide compete bindings to industry standard GPU libraries (OpenCL & OpenGL) to allow developers to experiment and develop hardware accelerated applications in a dynamically typed and flexible language. The platform aims to expand the JavaScript ecosystem of runtimes and provide a workbench for those keen on the performance gains hardware acceleration can bring. |
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Interim Report

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## Introduction

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