

# WebGPU spec: overview



50 PRs merged since October 2020 F2F

Main areas:

- **Validation** (*queries, swap chain formats, texture-sampler pairs, vertex state*)
- **Limits** (*vertex input, storage binding size, texture dimensions*)
- **API** (*fence removal, device destroy(), render pipeline descriptor*)
- **Functionality** (*rendering algorithm*)
- **Fixes / refactor** (*naming, limits*)

Not merged: multi-queue, reduction sampling, request adapters, secure context

# WebGPU spec: contributors



- **Editors**
- @toji (validation + spec refactor)
- @Kangz (various)
- @Richard-Yunchao (texture limits)
- @jespertheend (vertex limits)
- @haoxli (query validation)
- Others: @Jiawei-Shao, @shrekshao, @dj2, @foolip, @yzsoft

# WebGPU spec: TODO



- Other pipeline stages: rasterization, depth/stencil, compute
- Validation: draw call, passes
- Prose & algorithms
- WGSL interface

<https://github.com/gpuweb/gpuweb/wiki/Table-of-Contents>