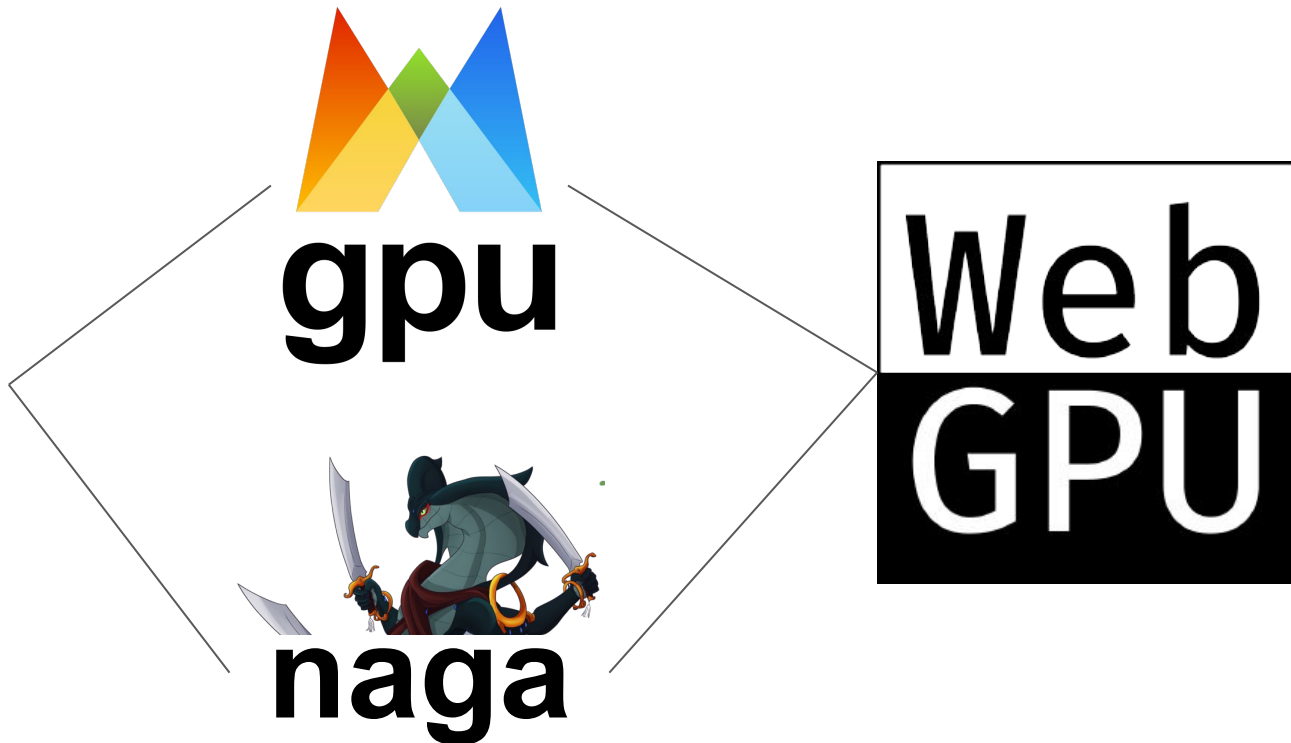


WebGPU F2F: Mozilla status



Dzmitry Malyshau
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Gecko updates since 2020 October

- Serialization rewrite
- Implicit bind group layouts
- Error handling infrastructure



Wgpu updates since 2020 October

- Always updated to with WebGPU spec
- New GPU memory allocator
- Updated error model
- Timestamp and pipeline statistics
- Lots of validation
- Fixes!



Naga updates since 2020 October

- Great progress on WGSL input, SPIR-V in/out, MSL out, and GLSL in/out
- IR:
 - Standard library functions
 - Updated texture sampling/storage, added queries
- New testing infrastructure
- Validation of globals, types, and constants, control flow uniformity

