WebGPU specification contributions

Editors:

- Synchronization
- Pipelines
- Samplers
- writeBuffer/writeTexture with validation
- Improved bind group layout validation
- Lots of refactoring!

@Jiawei-Shao:

- Copy operations validation

@Kangz:

- Buffer mapping
- getBindGroupLayout

@toji:

- Command encoder state
- Debug markers
- Render and compute pass creation

WebGPU spec: TODO

- More refactoring!
- Everything related to interface with WGSL
- Internal subresource usage flags
- Rasterization
- Compute model
- More…

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