



Project “wgpu”

How do we do this together?

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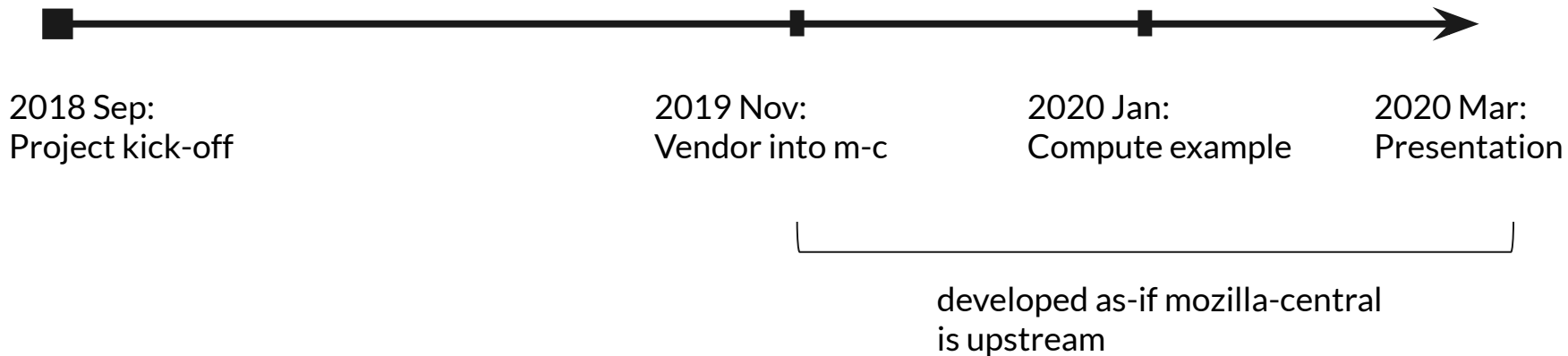
Goals



WebGPU implementation in Rust, used by:

- **Browsers implementing WebGPU: Gecko and Servo**
- Applications targeting the API on native (from any language)
- Rust applications targeting the API on the Web

Timeline

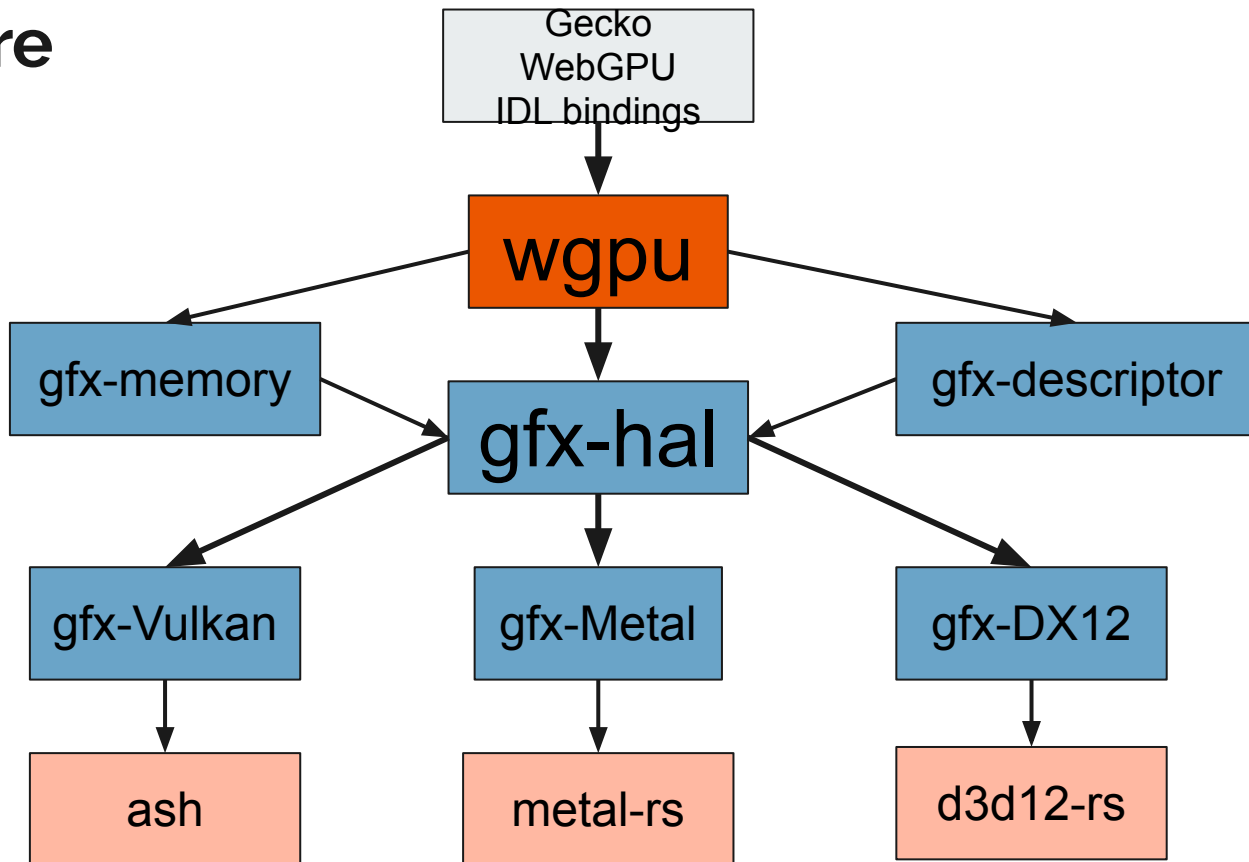


Code stats vs WebRender



Project	wgpu	wr (WebRender)
1st-party vendored size, LOC	13K	~100K
3rd-party vendored size, LOC	100K - 250K	10K - ??
Gecko glue size, LOC	5K	31K
Mozilla engineers, count	~1	~10

Structure



Community



~50 contributors

143 issues filed (out of 237)

246 commits (out of 591)

30K downloads (from *crates.io*)

Gecko workflow problems



1. Contributors have to have Phabricator access
2. Issue is required to exist in BugZilla
3. Unable to keep multiple versions of the same dependency
4. Large project - more disruptions like
https://bugzilla.mozilla.org/show_bug.cgi?id=1628498
5. Latency of autoland -> central