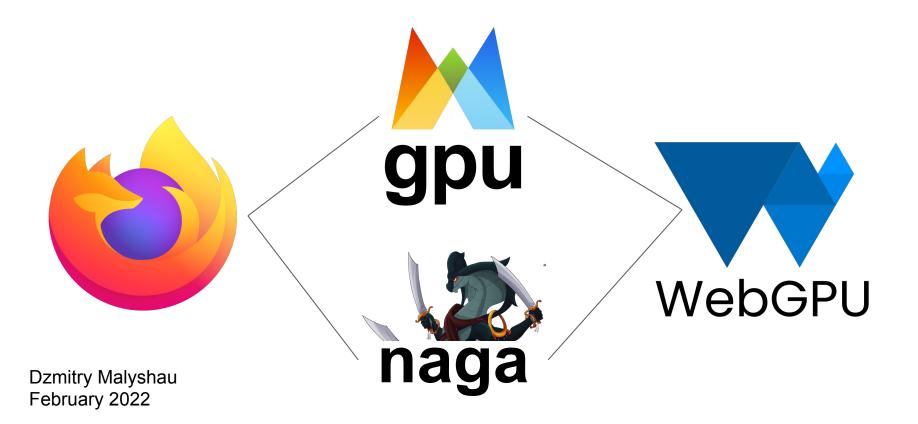
WebGPU F2F: Mozilla status



Gecko updates since 2021 February

- Respect the features and limits
- More API:
 - GPURenderBundle
 - GPUQuerySet
 - Error scopes
 - Debug groups
 - createPipelineAsync()
- Mostly catching up to the API...



Wgpu updates since 2021 February

- Always updated to with WebGPU spec
- New wgpu-hal abstraction, bye spirv-cross!
- Zero initialization of resources
- Lots of validation and fixes
- Integrated CTS into CI via Deno
- Things outside of WebGPU core:
 - GLES/WebGL2 support
 - Native-only features: resource indexing, concervative raster, multiview, 16-bit texture formats, etc



Naga updates since 2021 February

- Jim Blandy joined!
- Bounds checks in SPIRV and MSI
- IR:
 - Stronger expression/statement dichotomy
 - More builtins, reworked interpolation
 - Image stores, gathers, and queries
 - **Pointers**
 - Barriers, Atomics
 - Bit extraction and packing
- More validation and fixes, IR fuzzing
- Things outside of WebGPU core:
 - Rewritten SPIRV-in and GLSL-in

