JavaScript in 2016: Beyond Harmony

Brendan Eich Big Techday Munich 2016

Life has been Rough on the Web

You can get your hand cut off...



We all deserve a better Web

And a chainsaw for a hand (optional)

Stuff Happened Last Year

- Firefox OS (\$200M?) failed to get traction
- · Tizen (\$10B?) failed to get traction
- · Smartphones and the Web grew together
- · Flipkart took down its website, went native-app-only
- Flipkart came back as a <u>Progressive Web App</u>

There have been a few turning points in the history of the web platform that radically changed how web apps were built, deployed and experienced. Ajax was one such pivot that led to a profound shift in web engineering. It allowed web applications to be responsive enough to challenge the conventional desktop apps. However on mobile, the experience was defined by native apps and web apps hardly came close to them, at least until now. Mobile Engineering team at Flipkart discovered that with right set of capabilities in a browser, a mobile web app can be as performant as a native app.

Thanks to Extensible Web Manifesto's efforts to tighten the feedback loop between the editors of web standards and web developers, browser vendors started introducing new low-level APIs based on the feedback from developers. The advent of these APIs brings unprecedented capabilities to the web. We, at Flipkart, decided to live on this bleeding edge and build a truly powerful and technically advanced web app while working to further evolve these APIs.







What's the Problem?

- · Nothing, really (walled gardens, crap security aside)
- · The Web is not going away
- · Web Developers are better off than ever
- . The Web is still messy and NON-MINIMAL
- · It always will be, because it grows compatibly
- Compatibility breaks happen only over decades

Hybrid Apps Live

- Amazon
- · iOS App Store and iTunes
- Twitter
- Instagram (and even Facebook)
- · and many more

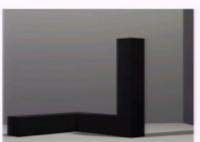
Problems / Solutions

- Lack of Offline operation / Service Workers
- Startup Time / Server-Side Render + "rehydration"
- · 60fps Touch / React Canvas
- C++-level Performance / asm.js + WebAssembly
- Data Plan & Battery / Ad + Tracker Blocking

Minimalism







The Web isn't Minimalist

Systems Software Research is Irrelevant

Rob Pike
Bell Labs
Lucent Technologies
rob@plan9.bell-labs.com
Feb 21, 2000

"After 20 years, this is still the best exposition of the workings of a 'real' operating system."

Lions'
Commentary
on UNIX

6th Edition

with Source Code

John Lions

Foreword by Dennis Ritchie



```
2904: /*
2905: * This table is the switch used to transfer
2906:
      * to the appropriate routine for processing a system call.
2907:
      * Each row contains the number of arguments expected
2908:
      * and a pointer to the routine.
2909:
2910: int
             sysent
2911: {
2912:
             0. &nullsys.
                                             /* 0 = indir */
2913:
             0. &rexit.
                                             /* 1 = exit */
2914:
             0. &fork.
                                             /* 2 = fork */
2915:
             2. &read.
                                             /* 3 = read */
2916:
                                                 4 = write */
             2. &write.
2917:
                                                 5 = open */
             2, &open,
2918:
             0, &close,
                                              /* 6 = close */
2919:
             0. &wait.
                                                 7 = wait */
2920:
                                             /* 8 = creat */
             2. &creat.
2921:
             2, &link,
                                             /* 9 = link */
2922:
                                             /* 10 = unlink */
              1, &unlink,
2923:
                                             /* 11 = exec */
             2. &exec.
2924:
             1. &chdir.
                                             /* 12 = chdir */
2925:
             0. &gtime.
                                             /* 13 = time */
2926:
              &mknod,
                                             /* 14 = mknod */
2927:
             2, &chmod,
                                             /* 15 = chmod */
2928:
             2, &chown,
                                             /* 16 = chown */
2929:
              1. &sbreak,
                                             /* 17 = break */
2930:
             2, &stat,
                                             /* 18 = stat */
2931:
              &seek.
                                             /* 19 = seek */
2932:
             0. &getpid.
                                              /* 20 = getpid */
```

The Web is not Unix

Hot from TC39

- · Google is Microsoft
- Microsoft is Mozilla
- · Apple is Apple
- async await coming soon to V8
- @wycats' decorators proposal

Decorators

```
class Person {
   @nonenumerable
   get kidCount() {
     return this.children.length;

    function nonenumerable(target, name,

                         descriptor) {
   descriptor.enumerable = false;
   return descriptor;
```

Decorators (2)

```
class C {
   @enumerable(false)
   method() { }
 function enumerable(value) {
   return function (target, key, desc) {
      desc.enumerable = value;
      return desc:
```

"WebAssembly may go live in browsers this year" - InfoWorld, 3/2/2016



WebAssembly

- Started from asm.js, which (V8 helped) killed PNaCl
- Self-verifying, goto-free AST bitcode, not bytecode.
- · Mozilla, Google, Microsoft and Apple fully on board
- · ML specification (definitional interpreter, with tests)
- Emscripten support via JS wasm=>asm.js shim
- Engine getting native WebAssembly support NOW

Coming to Top JS Engines

- ChakraCore: https://github.com/Microsoft/ChakraCore/wiki/Roadmap
- Chrome: https://www.chromestatus.com/features/5453022515691520
- SpiderMonkey: https://platform-status.mozilla.org/#web-assembly
- WebKit: https://webkit.org/status/#specification-webassembly
- Compatible experimental implementations in the Nightly/ Canary/TechPreview channels THIS YEAR



Threads for JS?!

"... over your dead body!" Brendan Eich, 12 Feb 2007

```
$ ./bin/asm2wasm test/hello world.asm.js
 (export $add "add" $add)
 (func $add (param $x i32) (param $y i32) (result i32)
   (i32.add
      (get local $x)
      (get_local $y)
```

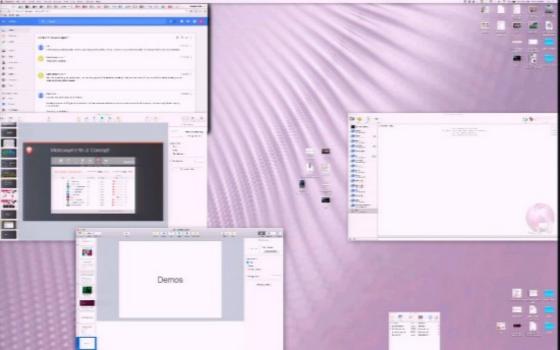
WebAssembly isn't LISP

but it does have an s-expression syntax for view-source and tooling convenience

WebAssembly is Unix

Gone Non-Native

- Lots of Games based on <u>Unity 5</u>
 - Dead Trigger 2 (demo)
 - Alphabear
 - · Ski Safari
 - · Many others in the pipe
- Unreal Engine 4 under way (needs threads)



WebAssembly



WebAssembly or wasm is a new portable, size- and load-time-efficient format suitable for compilation to the web.

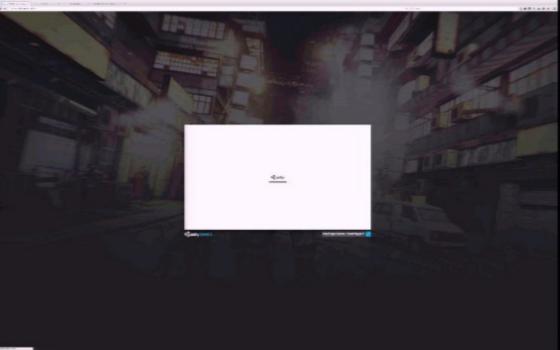
WebAssembly is currently being designed as an open standard by a WSC Community Group that includes representatives from all major browsers. Expect the contents of this website and its associated design repositories to be in fluc everything is still under discussion and subject to change.

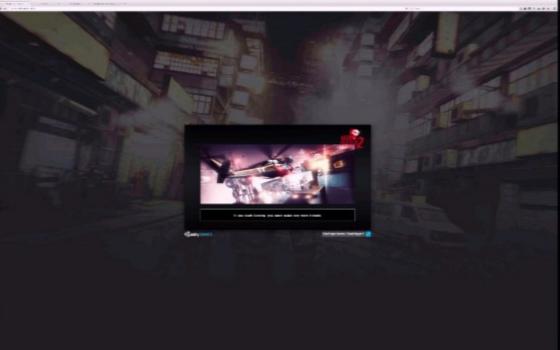
Overview

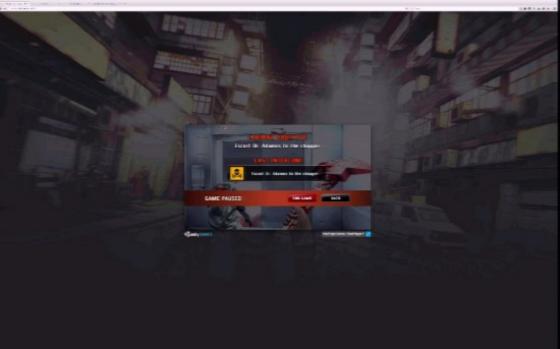
- Efficient and fast: The wasm AST is designed to be encoded in a size- and load-time-officient binary format. WebAssembly aims to execute at native speed by taking advantage of common hardware capabilities available on a wide range of platforms.
- Safe: WebAssembly describes a memory-safe, sandboxed execution environment that may even be implemented inside existing JavaScript virtual machines. When embedded in the web, WebAssembly will enforce the same-origin and permissions security policies of the browser.
- Open and debuggable: WebAssembly is designed to be prethy-printed in a testual format for debugging, tosting, experimenting, optimizing, learning, learning, and writing programs by hand.
 The textual format will be used when viewing the source of wasm modules on the web.
- Part of the open web platform: WebAssembly is designed to maintain the versionless, featuretested, and backwards-compatible nature of the web. WebAssembly modules will be able to call into and out of the JavaScript context and access browser functionality through the same Web APIs accessible from JavaScript. WebAssembly also susports non-web embeddings.

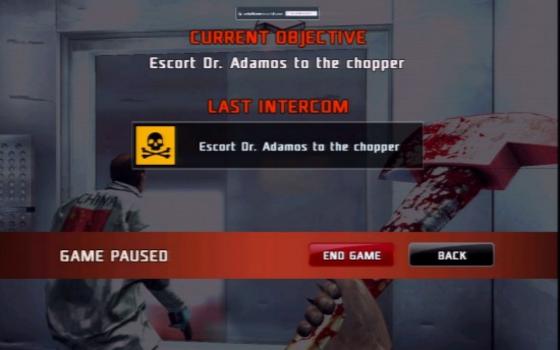
Read the project's high-level coals and consult the FAC section for more information.

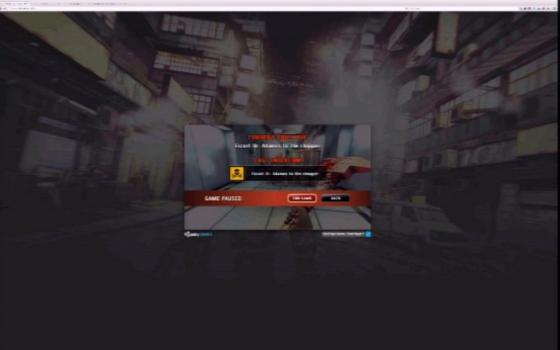
















Eleme.

CREATED BY
BRENDAN WATTS AND SHAWN EUSTACE

WebAssembly



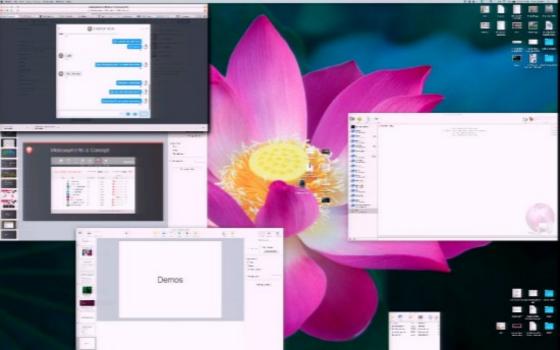
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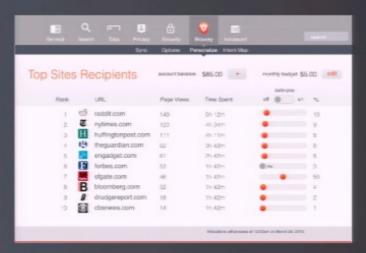
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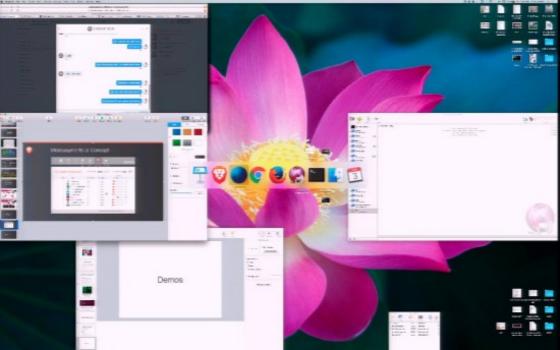
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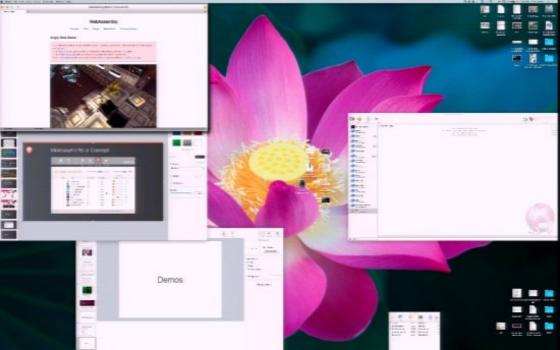


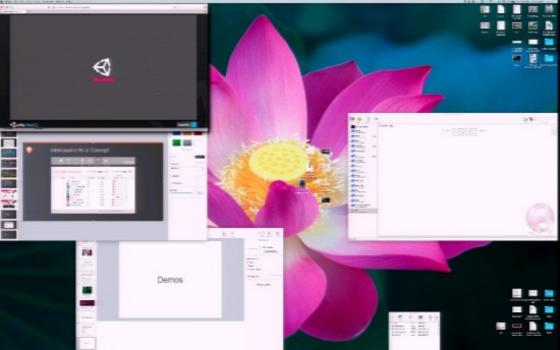


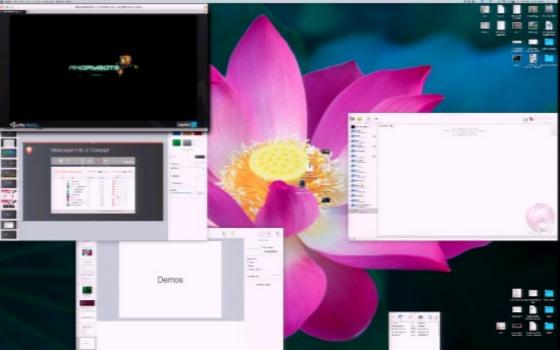
Micropayments UI Concept

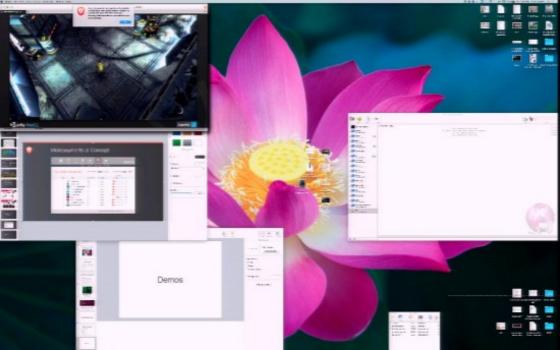


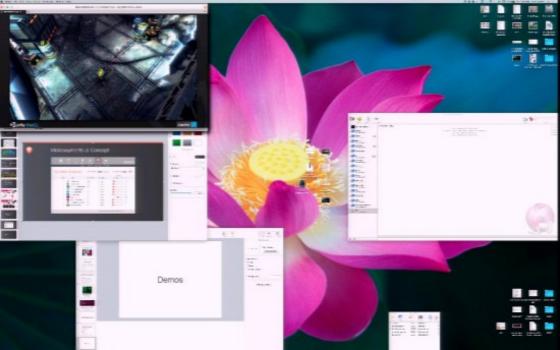


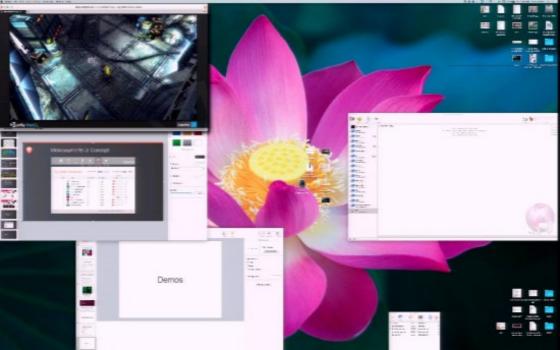


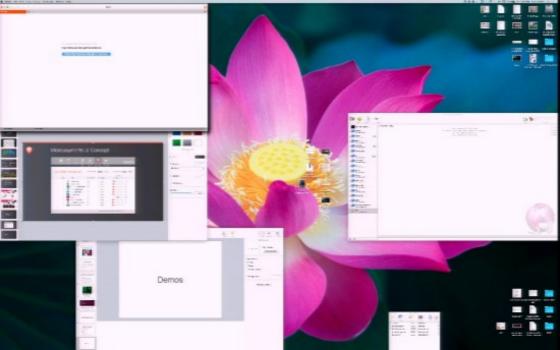


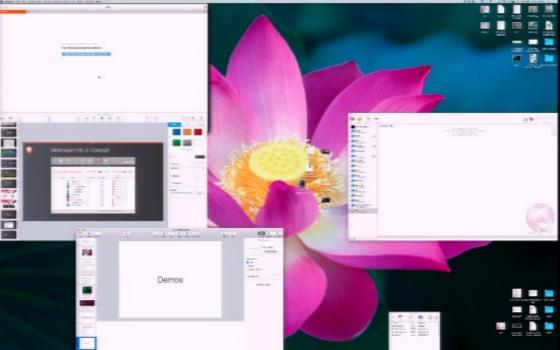














Always bet on JS

- First they said JS couldn't be useful for building "rich Internet apps"
- · Then they said it couldn't be fast
- · Then they said it couldn't be fixed
- Then it couldn't do multicore/GPU
- Wrong every time!
- My advice: always bet on JS & WASM!

