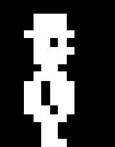


#### Mining crypto in browser

GPU, WebAssembly and all the good things to try



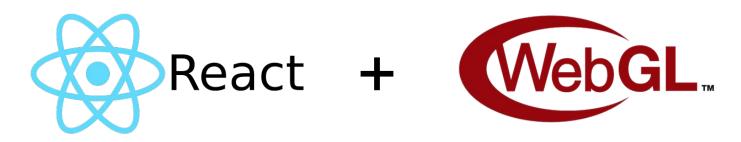
### @PixelsCommander

denis.radin@gmail.com





# Final State of the art games engineering



### Using React/Redux for managing HTML UI and game graphics



#### ChallengingNative.com

Fast web applications development, profiling and optimization

HTM

Hey,want to mine crypto in browser?

+++++++

\*\*\*\*\*\*\*

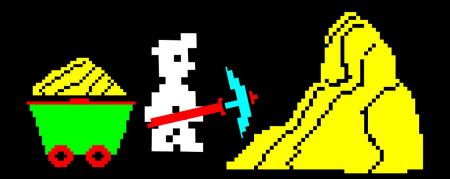
#### Hey,want some performance challenge?

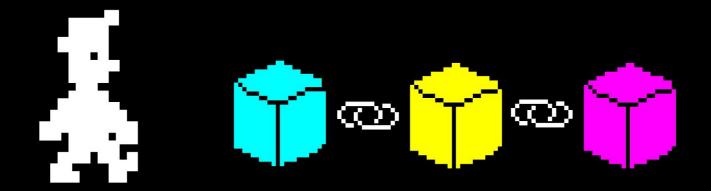
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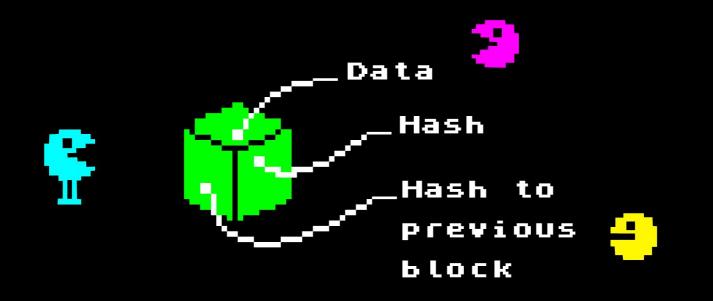
Mining as a bleeding edge performance challenge for web platform

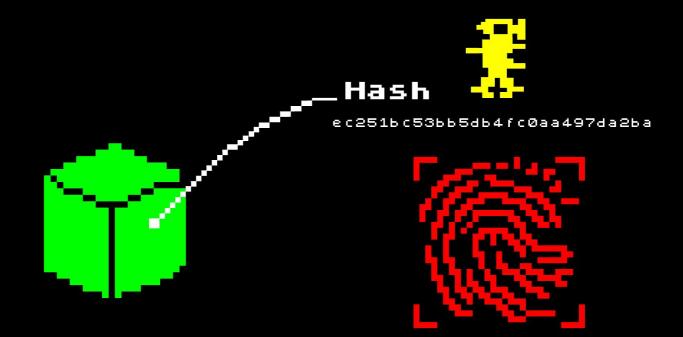
# What the hack is mining?

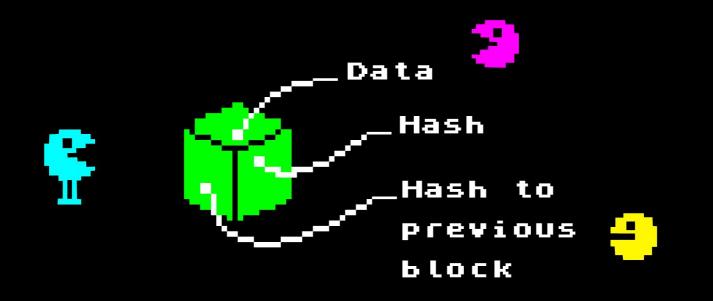


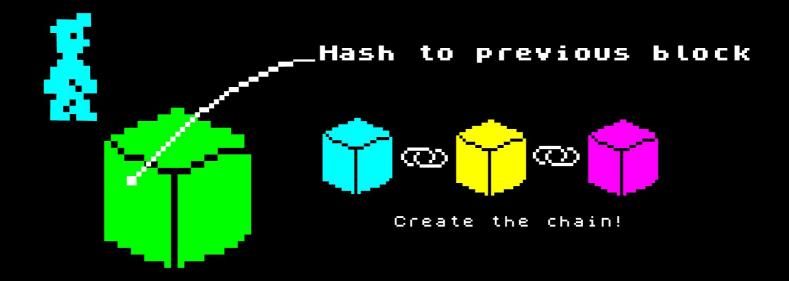


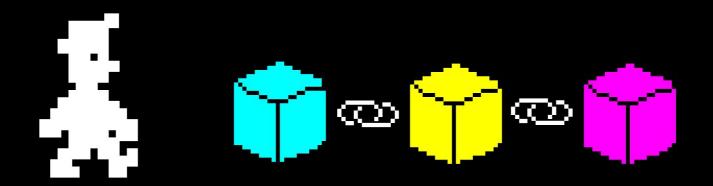








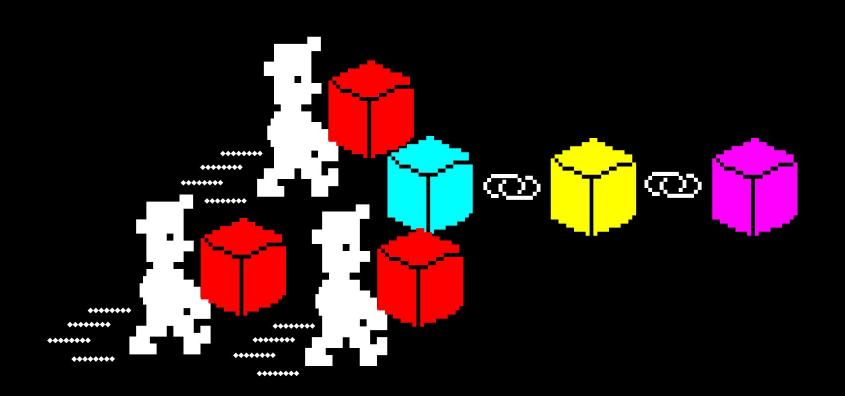




### What if I want to add a block?

And what if everyone wants?



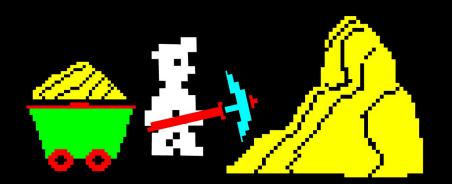


#### Blockchain might get out of control

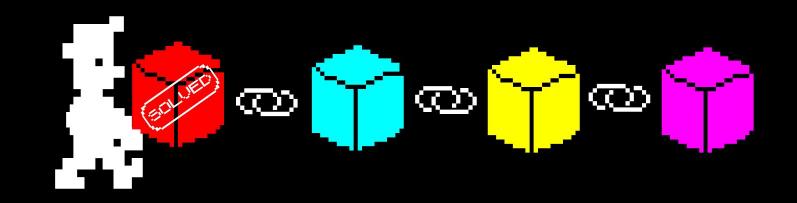
So we need to limit the ability for adding blocks

#### Proof of work

Solving math problems



#### Solved task = added block

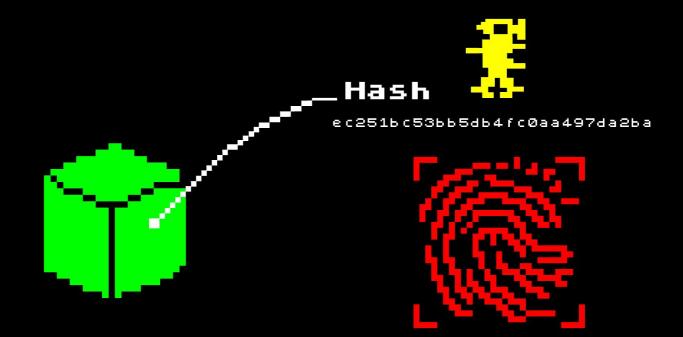




#### Cryptocurrency rewards us for keeping chain going!

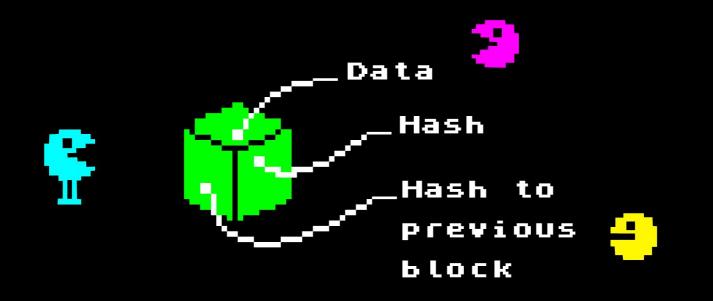
#### Mining Bitcoin in browser

Starting from the mainstream



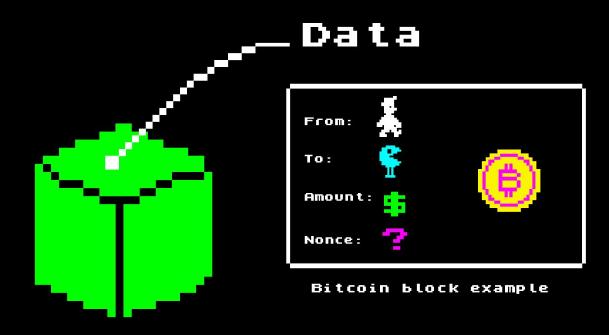
#### 

Hash to start with for valid block



#### SHA256 for hashing blocks

Which is a well explained algorithm



#### 1.4x10^20

Chance to get a right nonce... A lot of work!

#### So miners unite in pools...

# And what if your users will mine for you in a pool?

Time for...

MANIC

# Is my hash implementation slow?



#### Ok, workers are better!

Doing job in parallel is cool. What about GPU making thousands of threads in parallel?

Time for...

MANIC

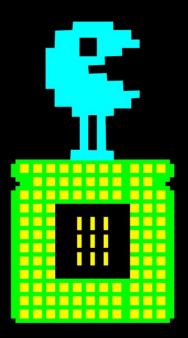
#### What about WebAssembly?

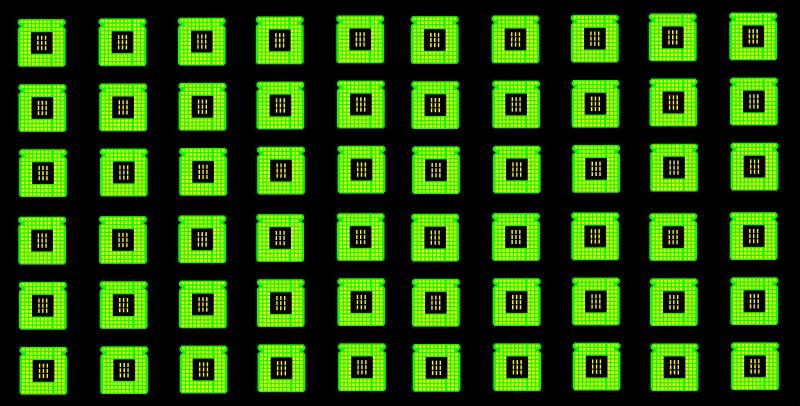
The promise to have nearly native performance...

Time for...

MANIC

### I heard mining on GPU is fast...







## In WebGL we can mine with pixel shaders

Every pixel is a thread

435	436	437	438	439	440	441
442	443	444	445	446	447	448
449	450	451	452	453	454	455
456	457	458	459	460	461	462



Time for...

MANIC

## And reading results from a texture

Every pixel is a result for particular nonce

435	436	437	438	439	440	441
442	443	444	445	446	447	448
449	450	451	452	453	454	455
456	457	458	459	460	461	462

# GetPixel and check in JS for every nonce hashed

Let's reduce this performance leak by 1024 times

Time for...

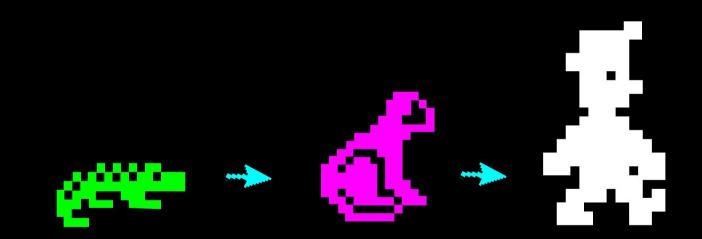
MANIC

#### WHAT THE HELLIP

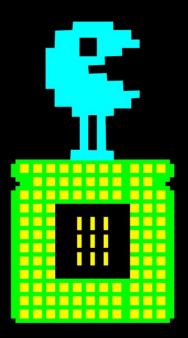
# 200x improvement but still no money...

Lets see what happened

#### Evolution of mining tooling

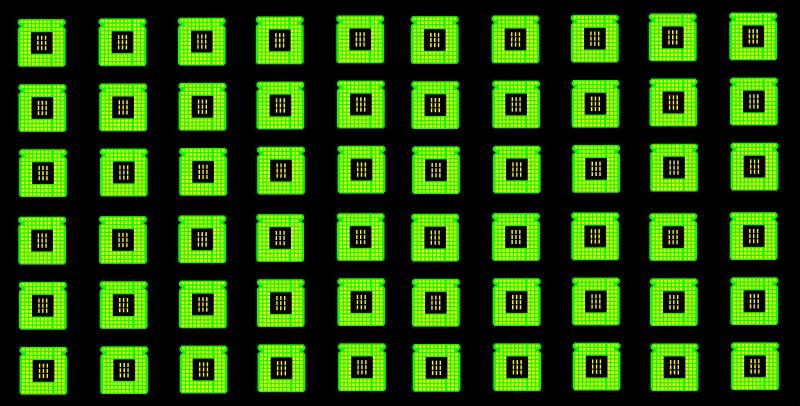


CPU era





#### **GPU era** As fast as 1600 CPUs

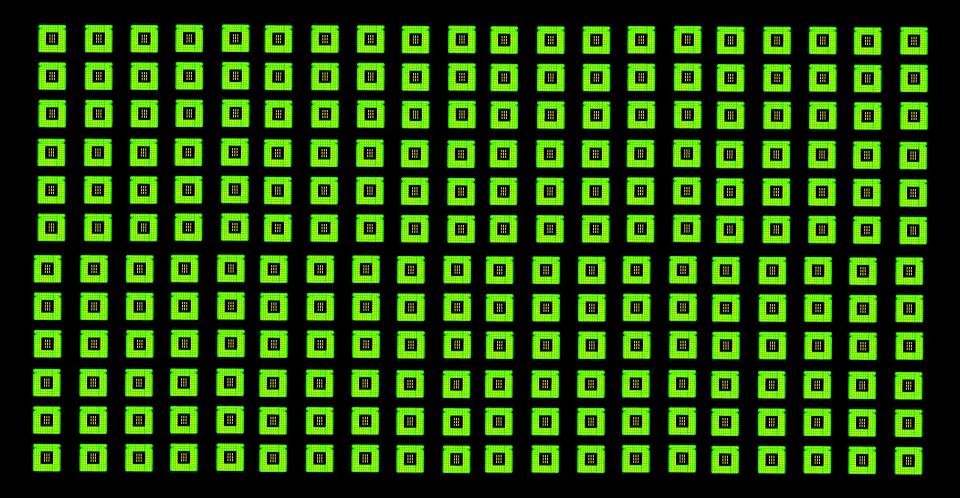


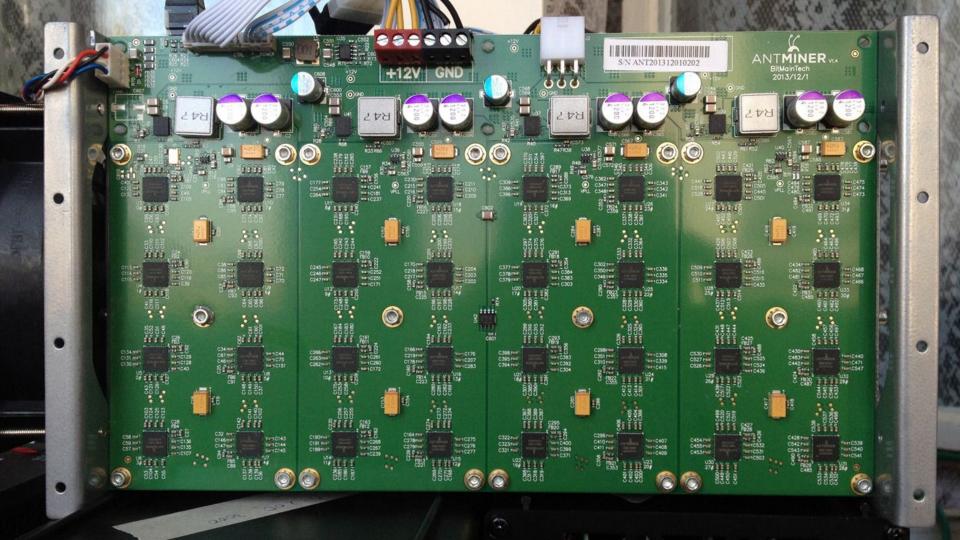




### ASIC era

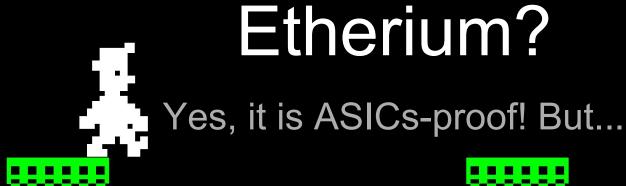
As fast as 20000 GPU





### 20000 GPUs? Is not this broken?

So new generation of cryptocurrency fixes this











#### 3Gb RAM

Required for operating algorithm

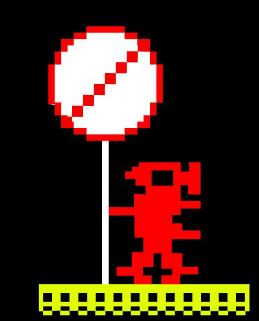
#### Web is failing here...

Nor JS nor WebGL can allocate 3Gb



#### Alternatives?

#### Algorithm should be ASIC-proof but available under Web limitations



#### XMR Monero

This would work...









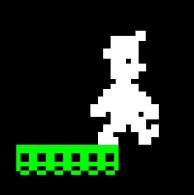


Time for...

MANIC

#### And even better!

There is mining as a JS plugin proposed



#### CoinHive

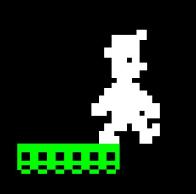
The mainstream











#### CoinImp

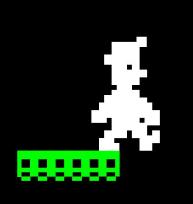
Zero commission











### CryptoNoter

Open source









#### Is it worth money?

#### You decide, but cryptos are there for a long



#### @PixelsCommander

#### denis.radin@gmail.com

