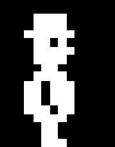


Mining crypto in browser

GPU, WebAssembly and all the good things to try



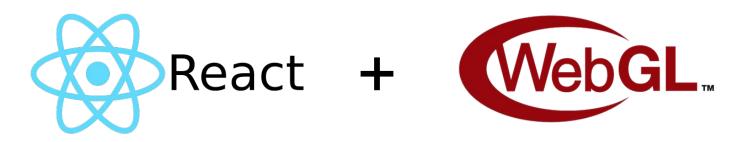
@PixelsCommander

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

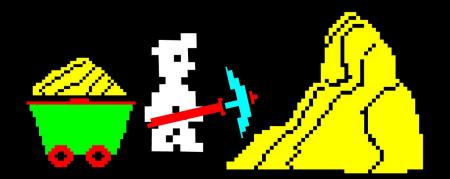
Hey,want to mine crypto in browser?

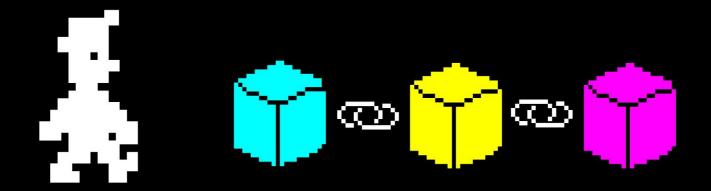
+++++++

Hey,want some performance challenge?

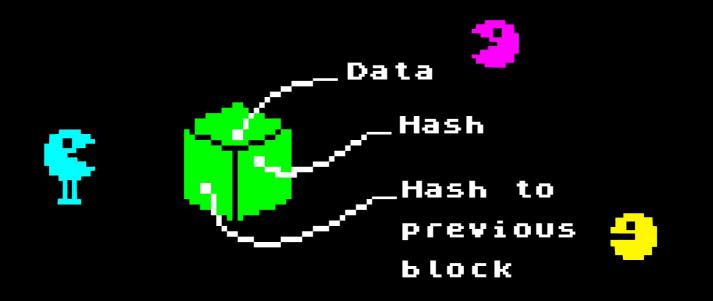
Mining as a bleeding edge performance challenge for web platform

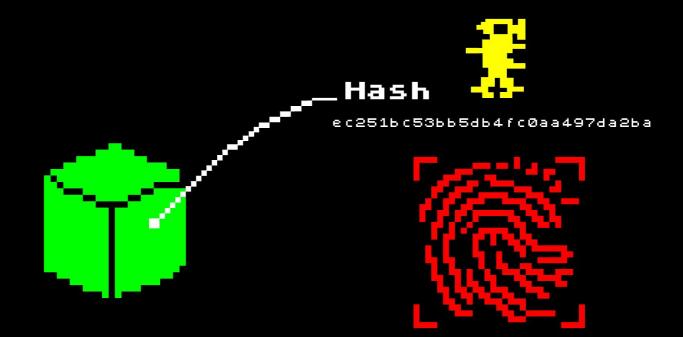
What the hack is mining?

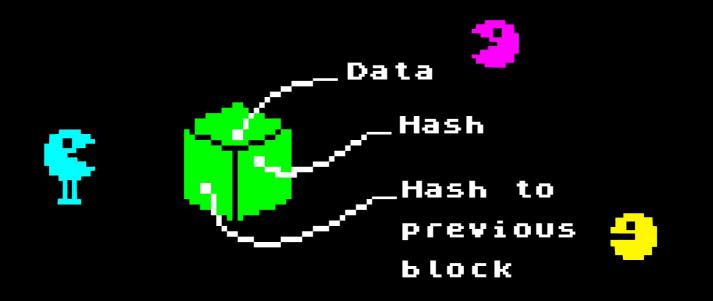


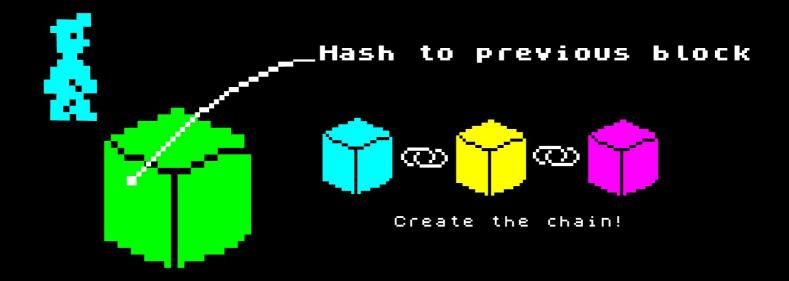


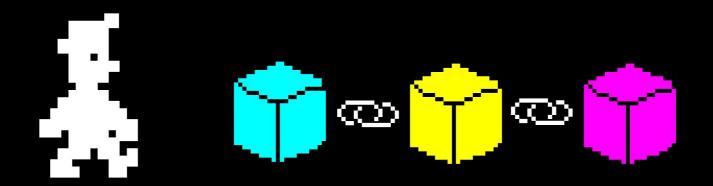






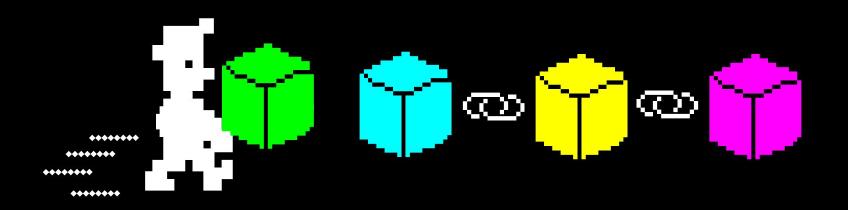


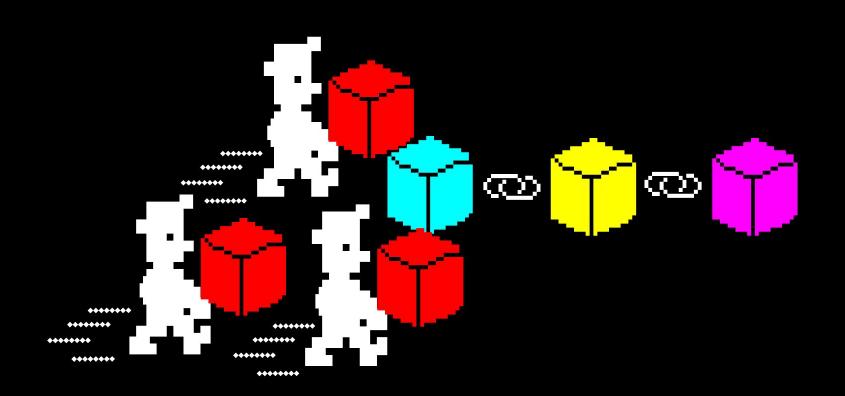




What if I want to add a block?

And what if everyone wants?



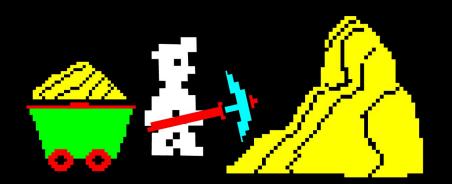


Blockchain might get out of control

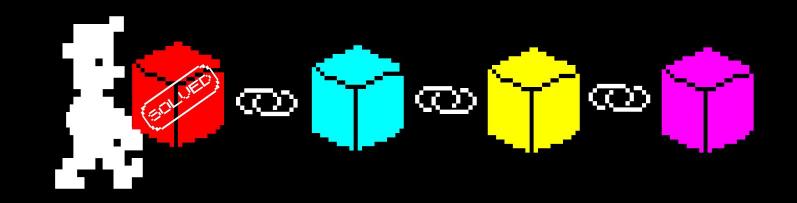
So we need to limit the ability for adding blocks

Proof of work

Solving math problems



Solved task = added block

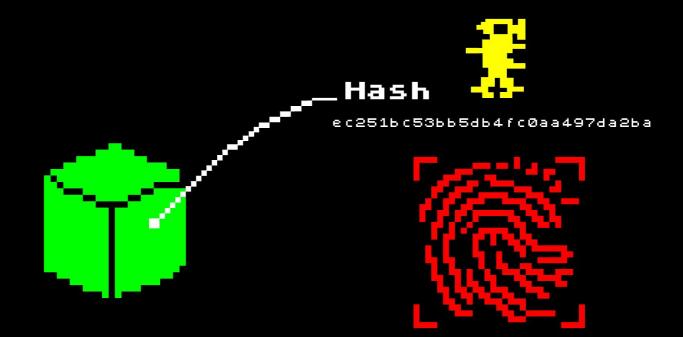




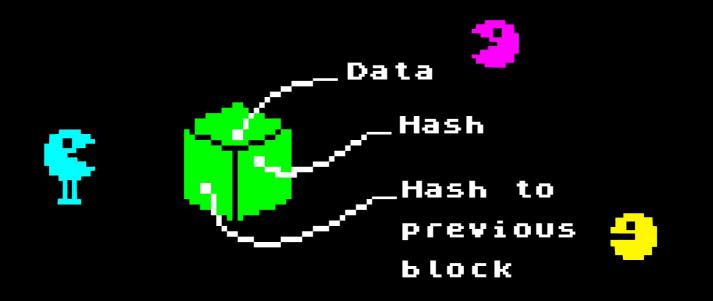
Cryptocurrency rewards us for keeping chain going!

Mining Bitcoin in browser

Starting from the mainstream

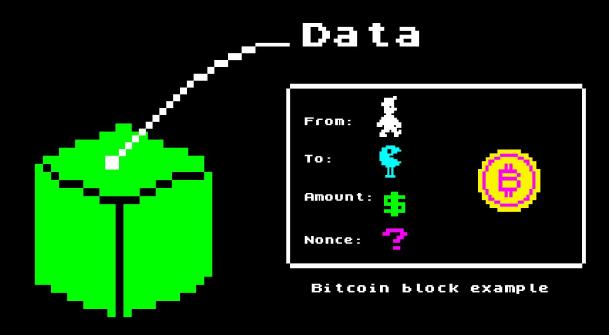


Hash to start with for valid block



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

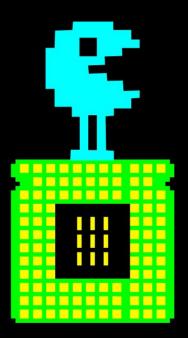
What about WebAssembly?

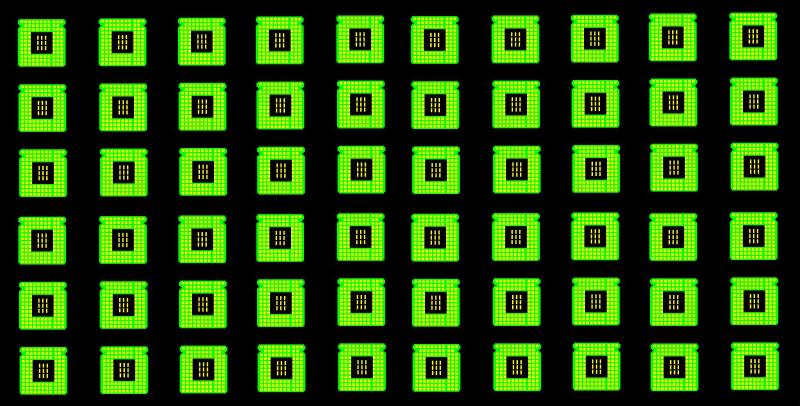
The promise to have nearly native performance...

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...

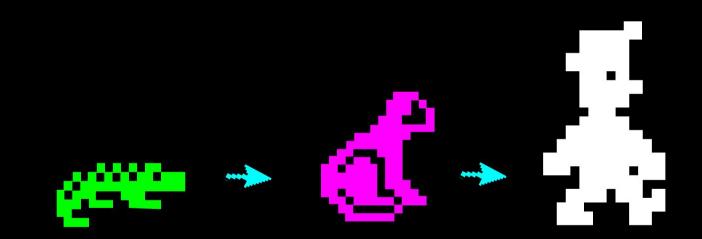
MANIC

WHAT THE HELLIP

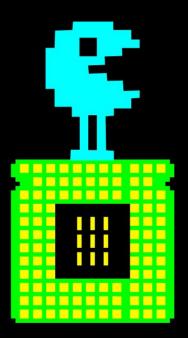
200x improvement but still no money...

Lets see what happened

Evolution of mining tooling

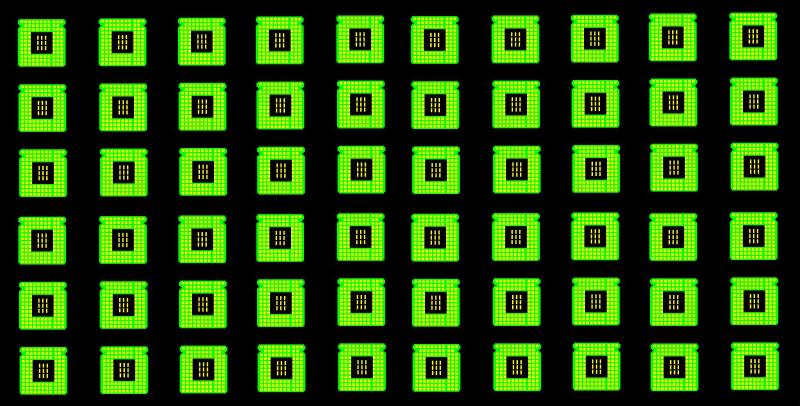


CPU era





GPU era As fast as 1600 CPUs

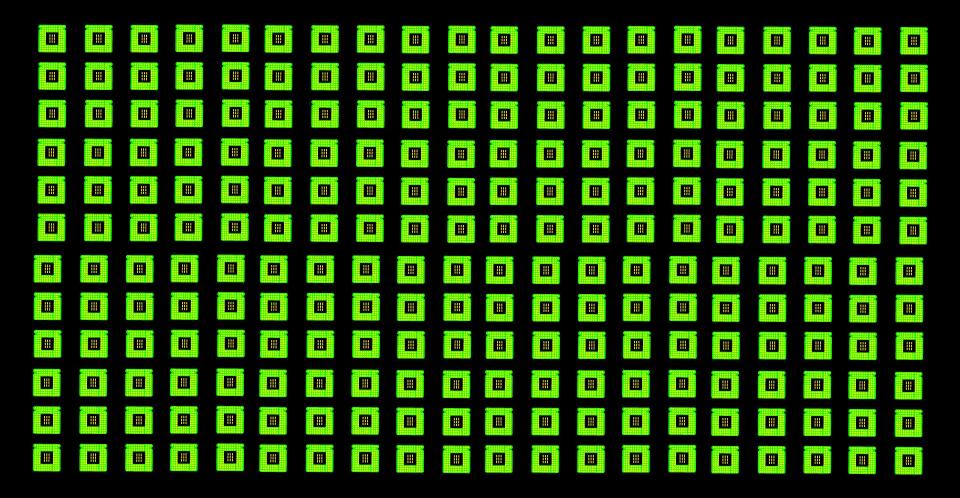


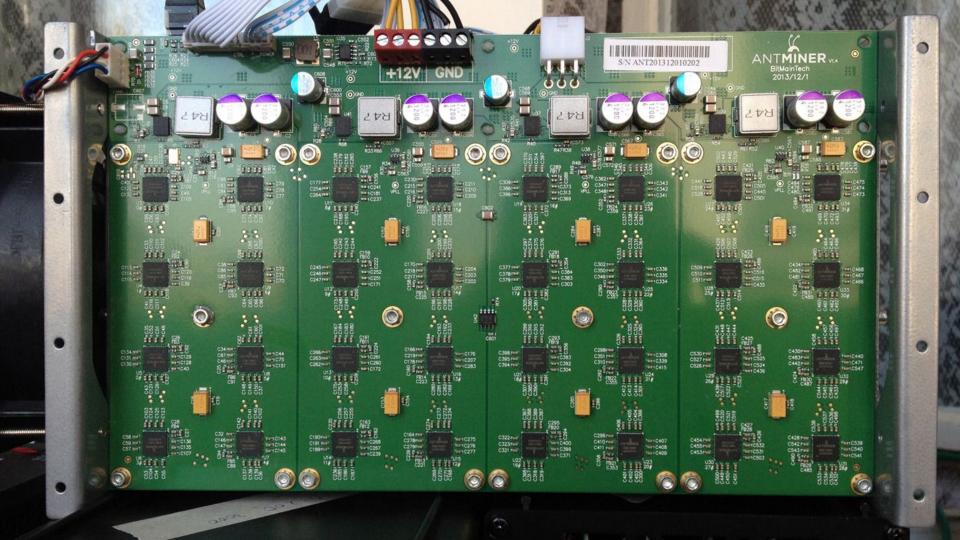




ASIC era

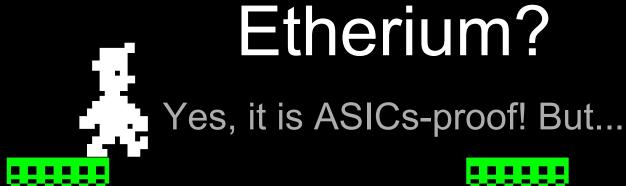
As fast as 20000 GPU





20000 GPUs? Is not this broken?

So new generation of cryptocurrency fixes this











3Gb RAM

Required for operating algorithm

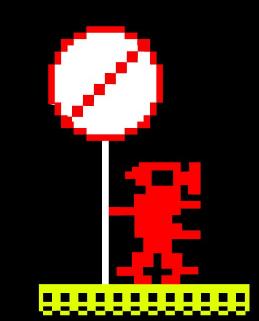
Web is failing here...

Nor JS nor WebGL can allocate 3Gb



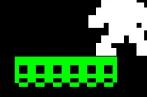
Alternatives?

Algorithm should be ASIC-proof but available under Web limitations



XMR Monero

This would work...









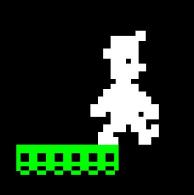


Time for...

MANIC

And even better!

There is mining as a JS plugin proposed



CoinHive

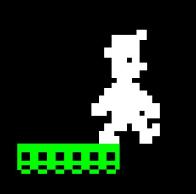
The mainstream











CoinImp

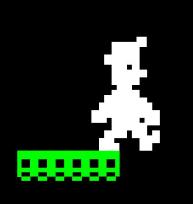
Zero commission











CryptoNoter

Open source









Is it worth money?

You decide, but cryptos are there for a long



@PixelsCommander

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