Javascript-GPU

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Motivation & Background

- Till recently Javascript executed sequentially
- Not leveraging from parallel client hardware
- Resulting in not so good user experience

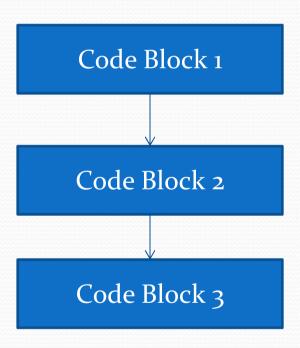
Recent works

- Intel's Rivertrail project
- Modern browsers like Chrome & IE9

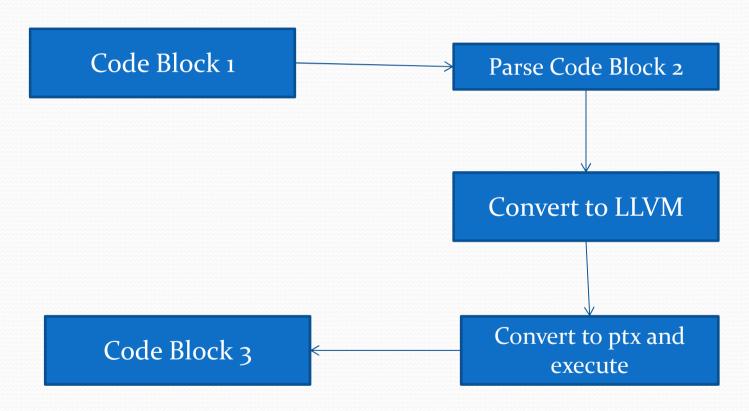
Our approach

- To keep it old & simple
- Applicable to any computation intensive algorithm
- Power in the hands of Javascript programmer

Flow - Sequential - JavaScript



Flow - Hybrid - JavaScript+GPU



Example

```
Components.utils.import("resource://gre/modules/ctypes.jsm");
var problemsize = 512 * 100
var bufferA = new ArrayBuffer(problemsize);
var bufferB = new ArrayBuffer(problemsize);
var bufferC = new ArrayBuffer(problemsize);
var N = problemsize
var float32ViewA = new Float32Array(bufferA);
var float32ViewB = new Float32Array(bufferB);
var float32ViewC = new Float32Array(bufferC);
/* Open the library */
    try {
            var klib = ctypes.open("/home/malviyas/JS-GPU/libklib.so");
    } catch (e) {
            alert("Error : Unable to load klib");
   var execute kernel = klib.declare("execute kernel",
                            ctypes.default abi,
                            ctypes.void t,
                ctypes.voidptr t,
                ctypes.voidptr t,
                ctypes.voidptr t,
                ctypes.int32 t
                           );
   var ret = execute kernel(float32ViewA.buffer,float32ViewB.buffer,float32ViewC.buffer,problemsize);
```

Benchmarking in progress

N-body

Ray tracing

Thank You