

The Web Browser Is a Transitional Technology

Talk, by [Allen Wirfs-Brock](#)

YOW! 2011, December, 2011

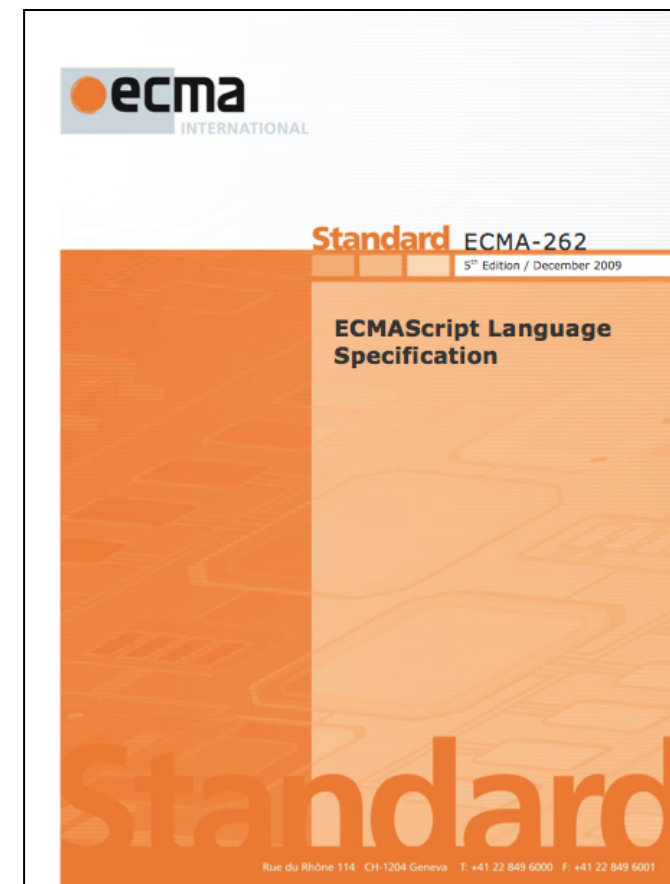
Today, many projects are increasingly focused on web based applications using web browsers as their primary user interface. How durable is this application architecture? Is the browser likely to continue to expand its primacy? Can we expect the basic structure of our web based applications to remain fairly stable for the foreseeable future or do we need to be preparing to make drastic changes? If the browser is a transitional technology, what might replace it? This talk will explore these and related issues and help you understand how application development is about to change.

A little background about me

- Compilers, Smalltalk virtual machines, GCs, language design, development tools
- Launched first commercial Smalltalk: Tektronix 4404
- Digtalk/Parcplace-Digtalk: Enterprise Scale Smalltalk
- (Re-) Instantiations: JOVE Java optimizing compiler, Eclipse tools
- Microsoft: JavaScript/ECMAScript 5
- Mozilla: Future of JavaScript and the Web platform



<http://youtu.be/8yxCJfayW-8>



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TODAY @ PCWORLD

Are We Really Living in a Post-PC World?

By Jason Cross, PCWorld Mar 4, 2011 1:30 PM



Among the many ear-catching bon mots issued forth from Steve Jobs recently is the assertion that we're living in, or at the very least *entering*, the post-PC era. It started last year at the [D8 conference](#), when the Apple CEO said that PCs are going to be "like trucks" in that they'll still be around and useful for certain work, but only a smaller percentage of the users will need one. More recently at the [iPad 2](#) launch, Jobs re-confirmed this post-PC mantra.

FILED UNDER: [BUSINESS TECH](#)

VMware boss focuses on post-PC era at VMworld



By: Jay Greene

AUGUST 29, 2011 6:41 PM PDT

[Print](#)

[E-mail](#)

Post-PC

iCloud to be the corner stone for Apple's post-PC era

By Édouard PLANTE | [Culture](#), [Social](#)

July 5th, 2011

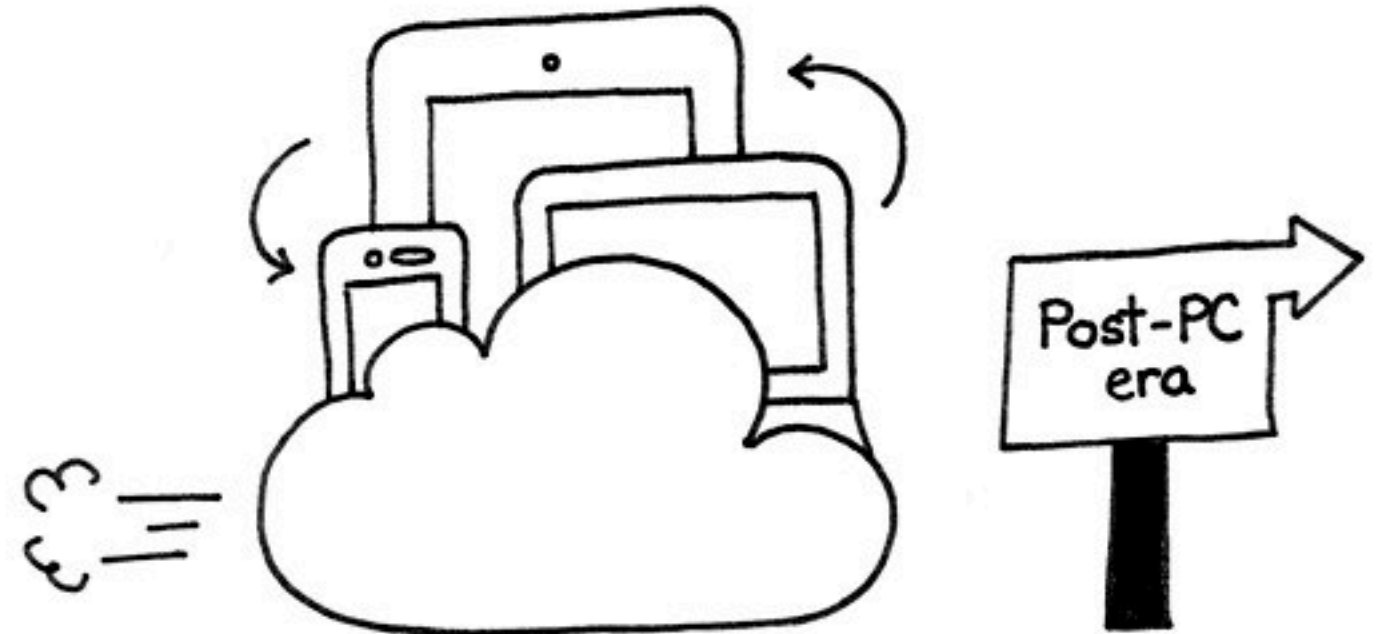
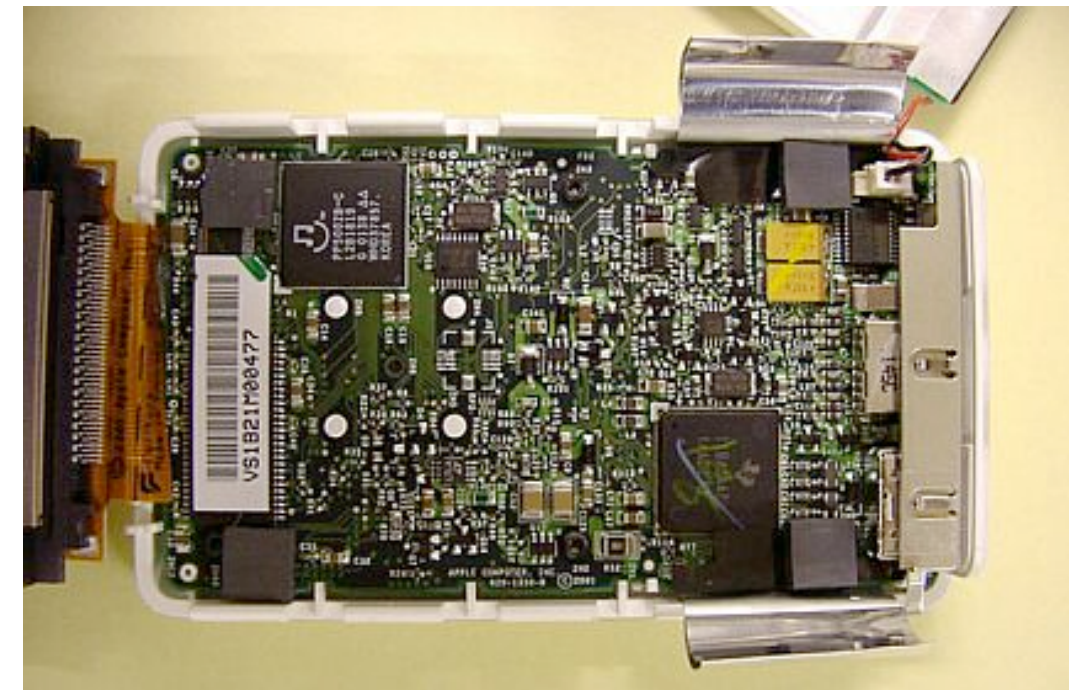


Illustration: Sandra Kuan

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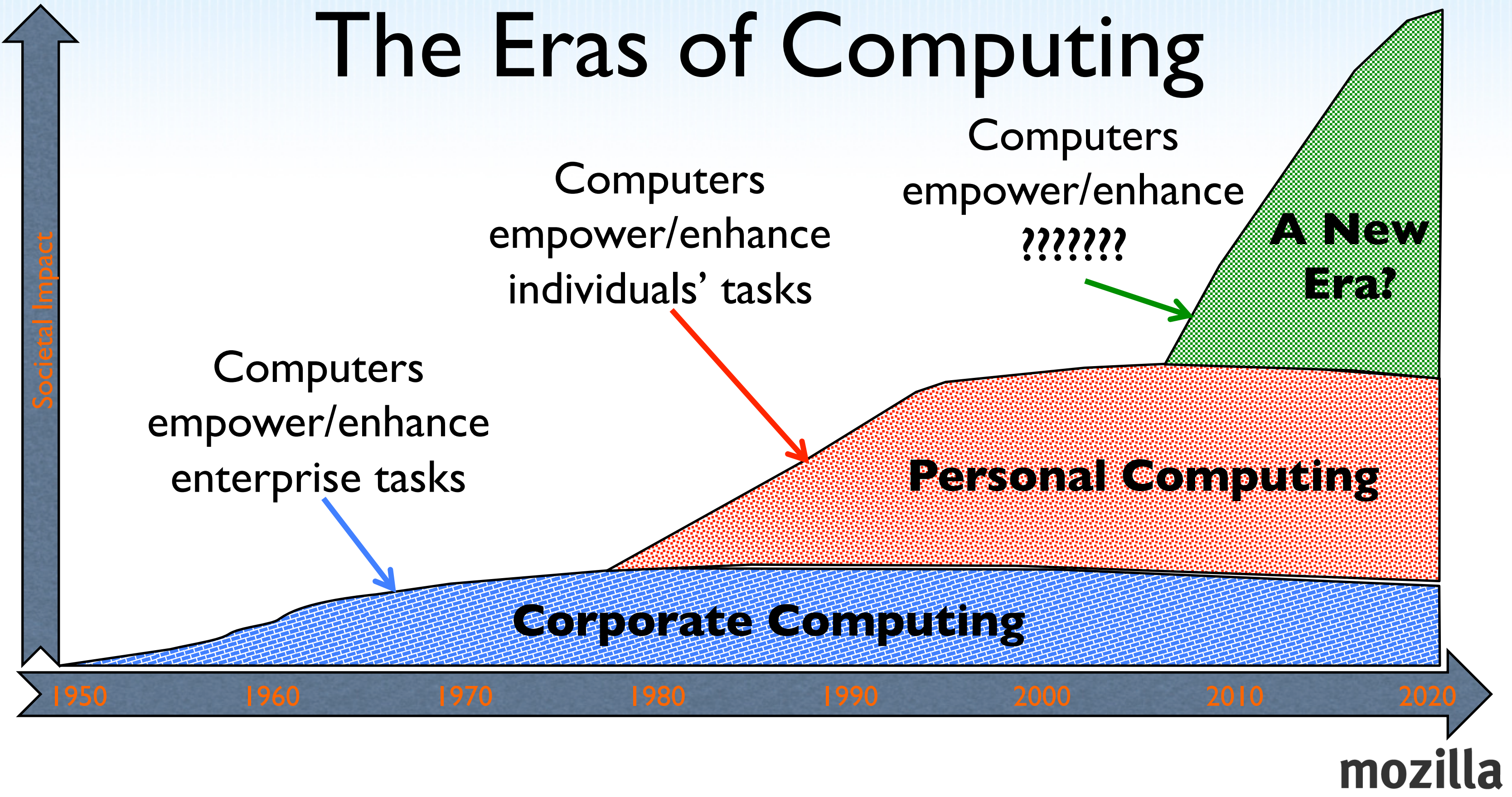
Hardware evolution doesn't define a computing era



Computing eras are about the impact of computing on society

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The Eras of Computing



If we are entering a new era of computing, what is it?

- The Post-PC Era?
- The Mobile Era?
- The Cloud Era?
- The Tablet Era?
- The Games and Media Player Era?
- The Monetize the User Era?

The Ambient Computing Era

- Devices not Computers
- Ubiquitous access to information
- Computing augmented life



Computers enhance the world I live in. I need my stuff (data and apps) right now, wherever I am, using whatever device is available. I can't live without it!

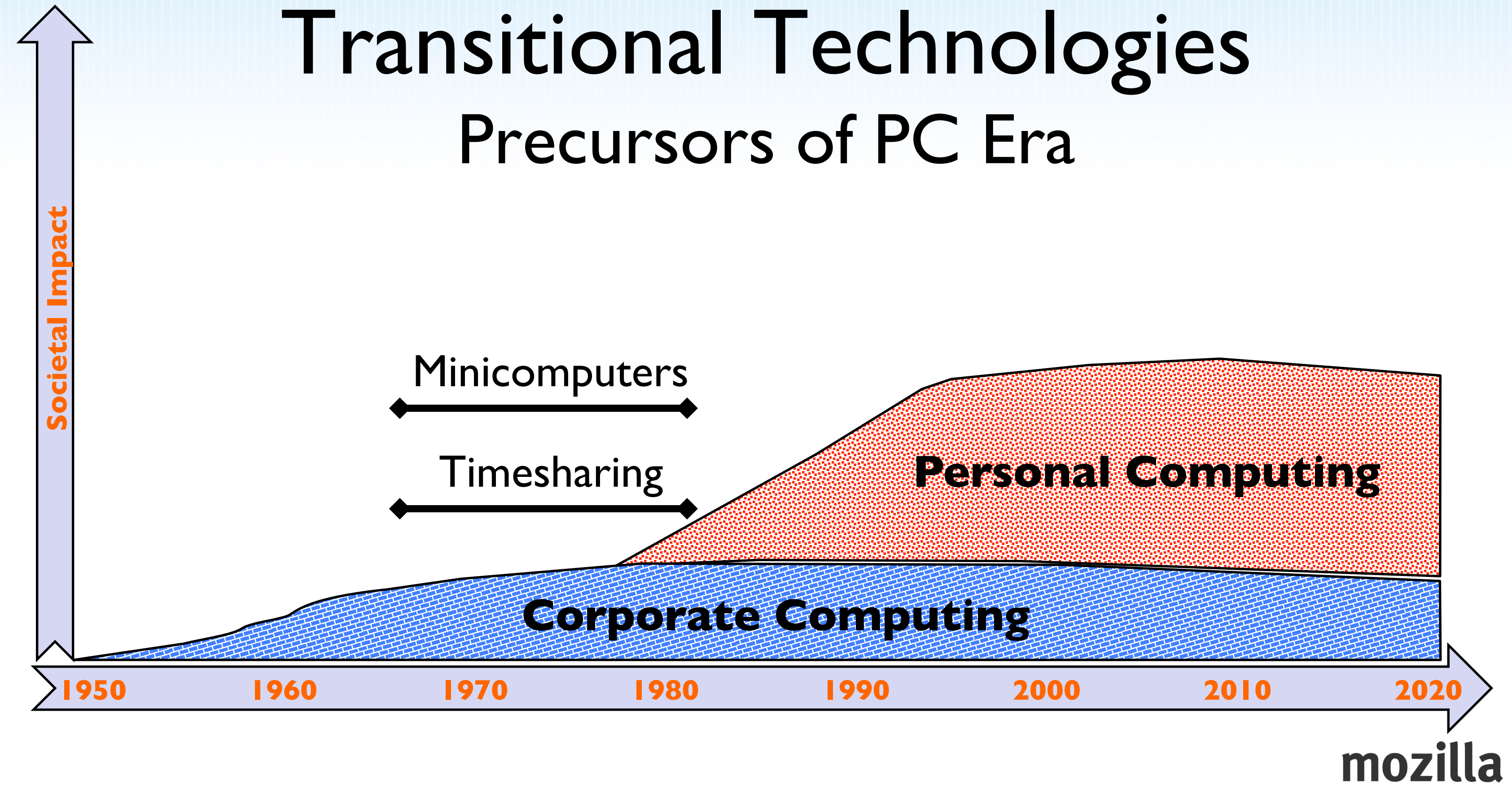
Transitional Technologies

- Precursors of fundamental change
- Exhibit some characteristics of what will come
- Firmly rooted in the status quo



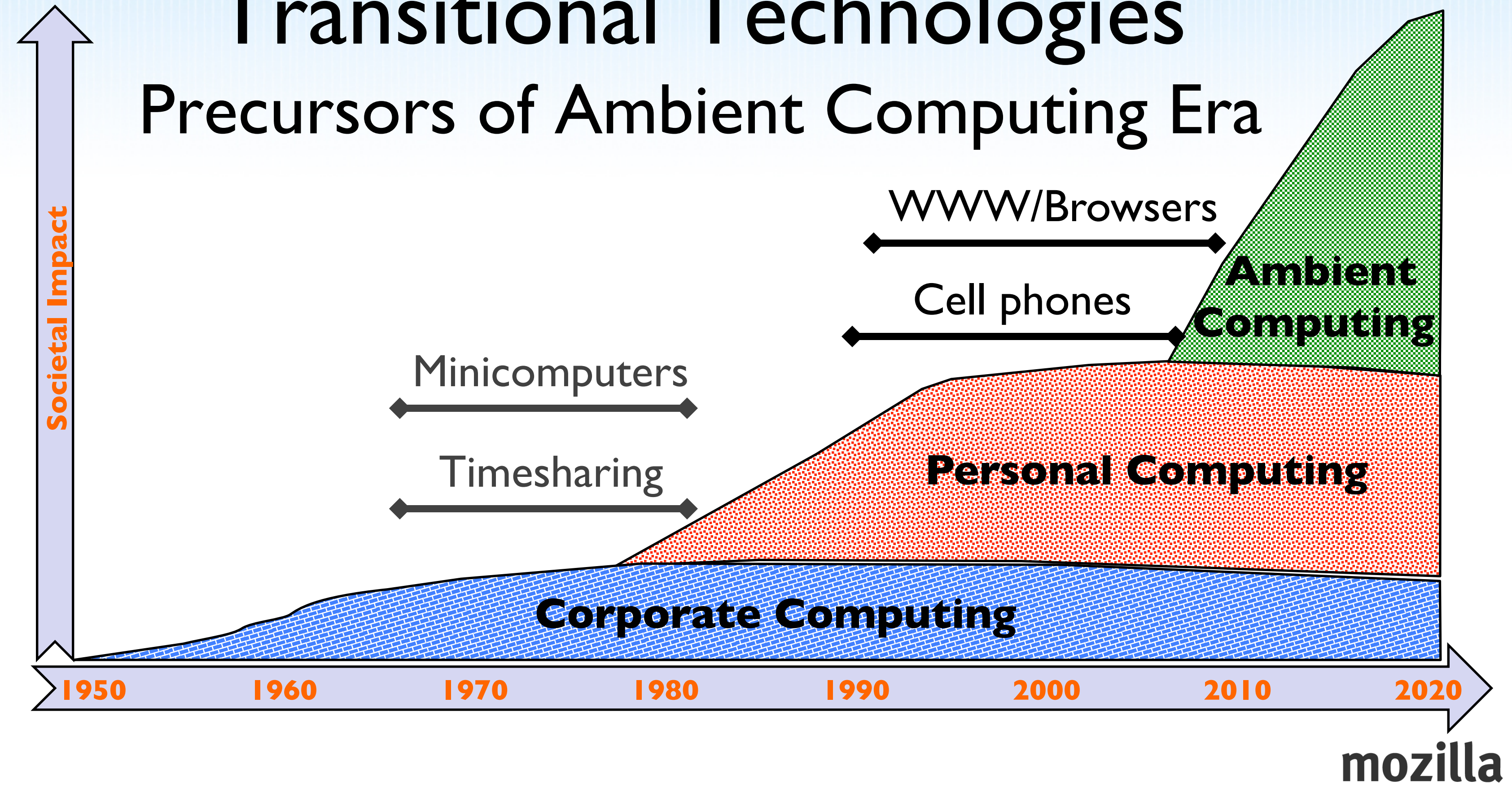
Transitional Technologies

Precursors of PC Era



Transitional Technologies

Precursors of Ambient Computing Era

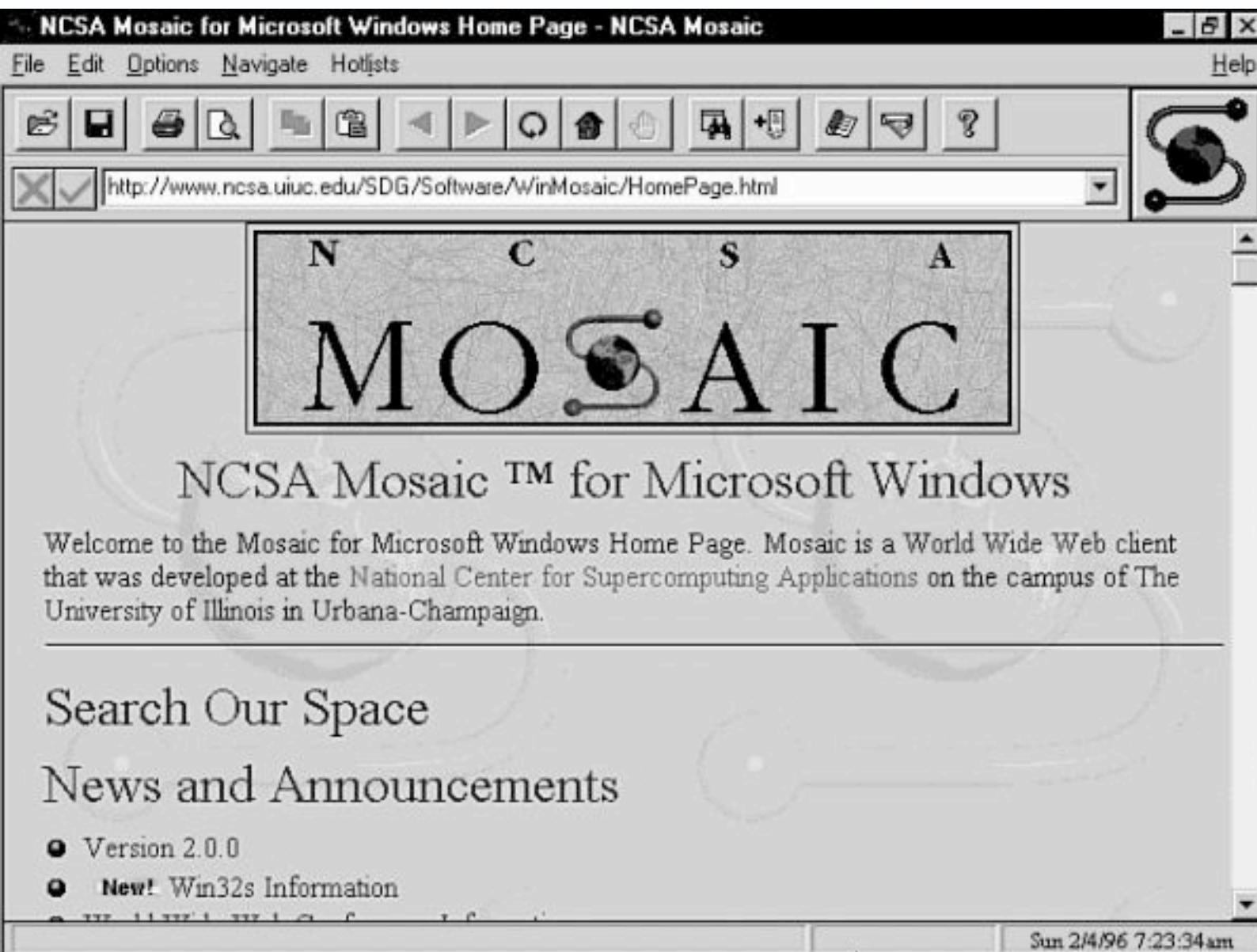


The Cell Phone

- Always with you
- Always connected
- But initially dedicated to a single use case
- Initially not very smart



The WWW/Web Browser



- First real ubiquitous computer augmented availability of unstructured information
- Universal client/server computation model (HTTP/REST)
- Universal presentation platform
- Availability more important than performance
- A Web Browser is a classic PC application

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Why are these only transitional

- Telephony is just a single application
- Wireless communications now common part of most devices
- WWW data access is an essential part of most applications
- Users don't need a "browser" to access the web any more
- Growing focus on solutions (apps) not tools (the browser)
- When something becomes ubiquitous, it disappears

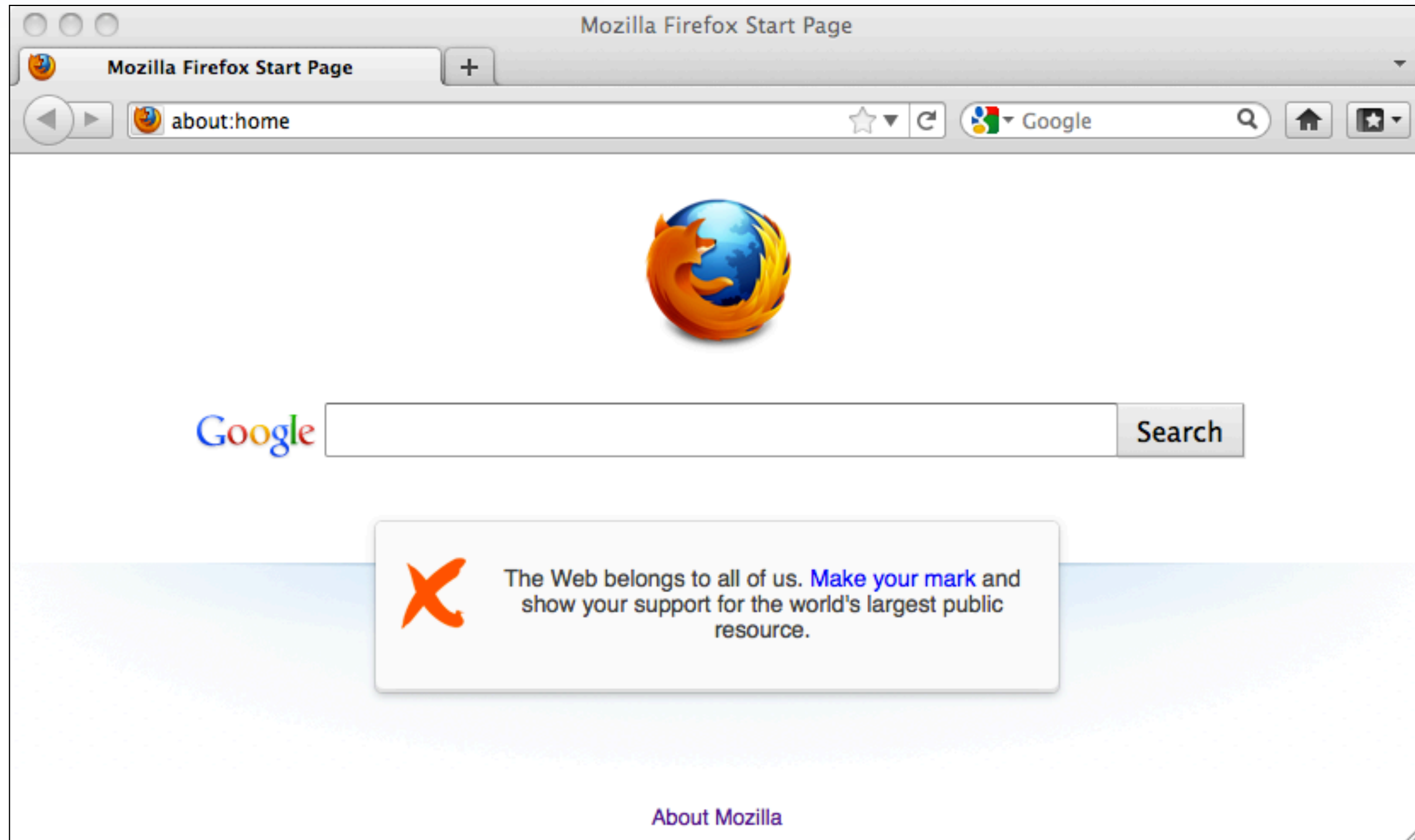
Every Computing Era Has a Dominant Application Platform

- Corporate Computing Era: IBM Mainframes
- Personal Computing Era: Microsoft/Intel PC
- Ambient Computing Era: T.B.D (or is it?)



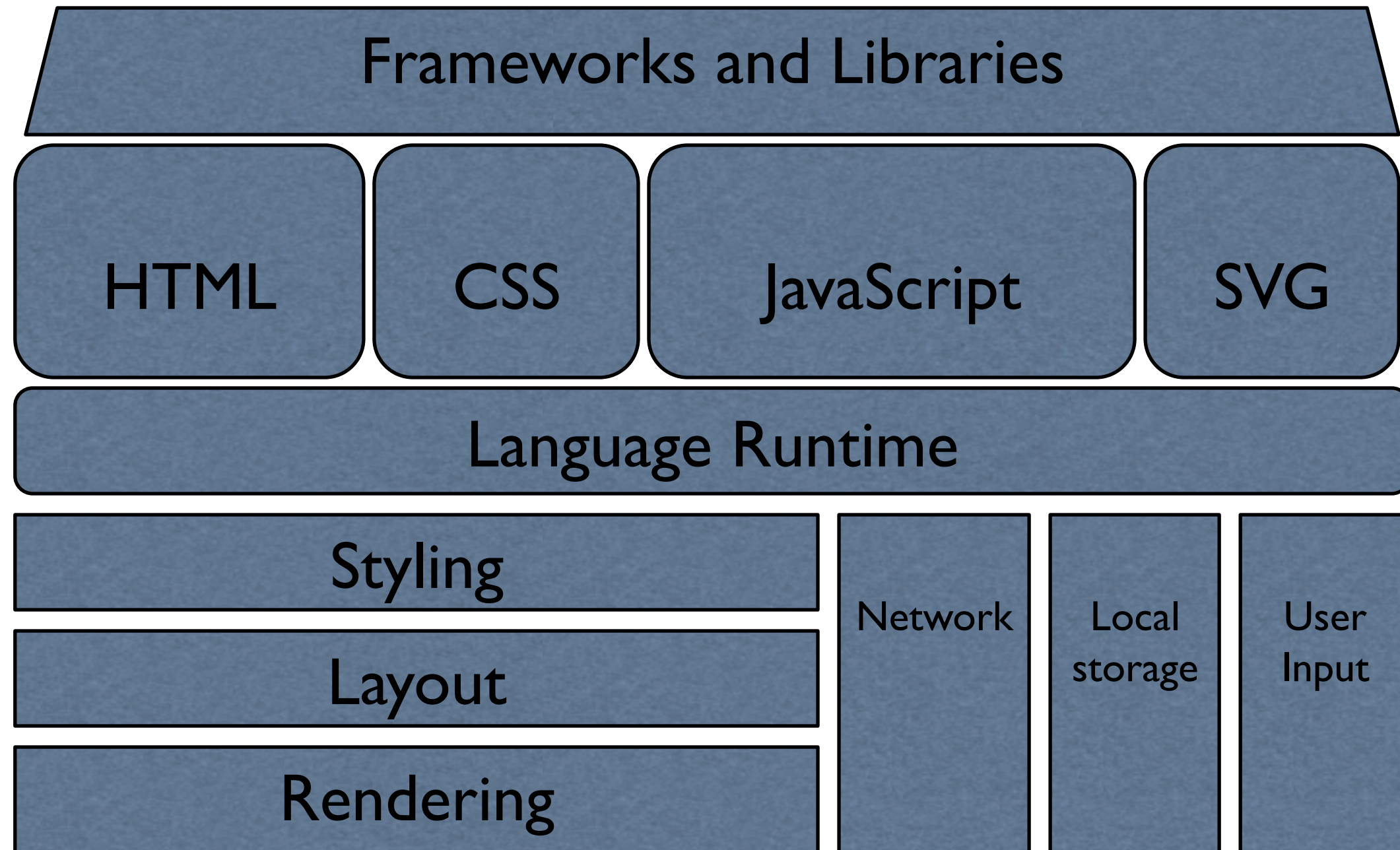
Created by Market Demand,
“Good Enough” Technical Foundation,
and Superior Business Execution

What do you have when you strip away the PC application part of a web browser?



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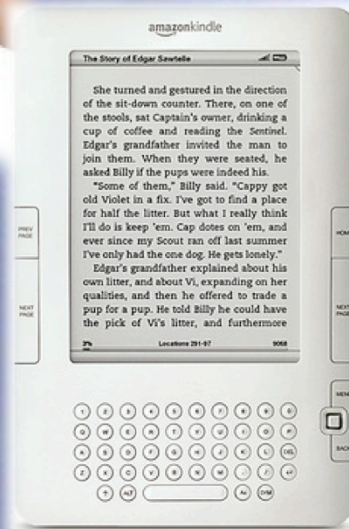
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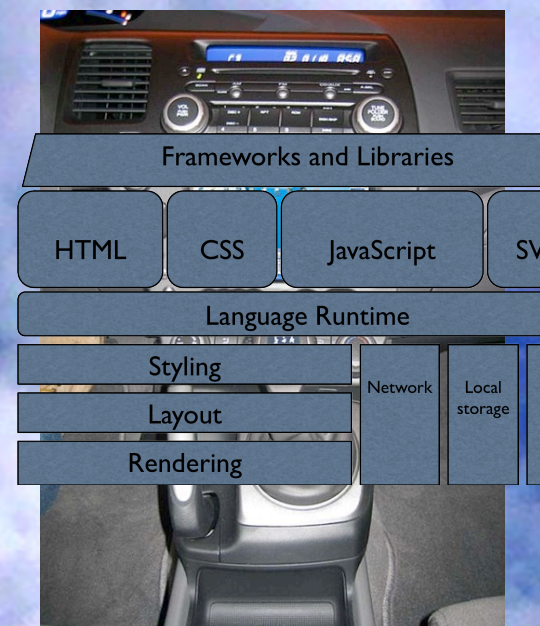
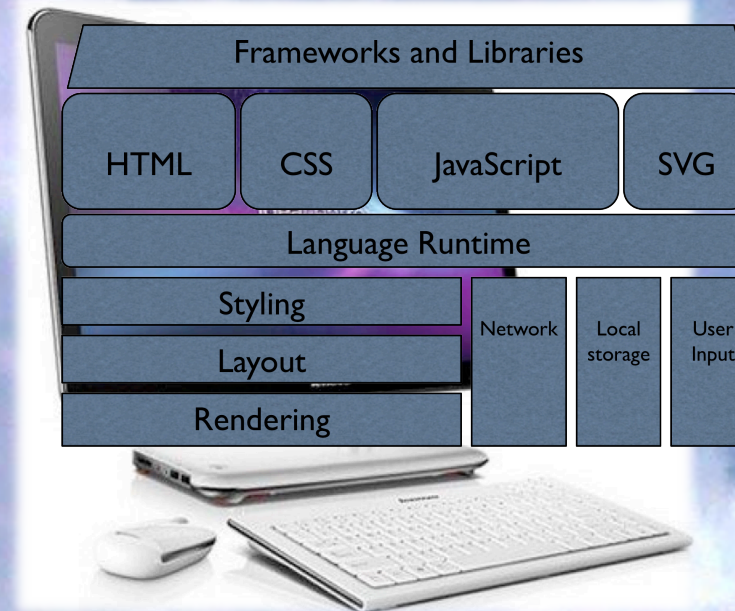
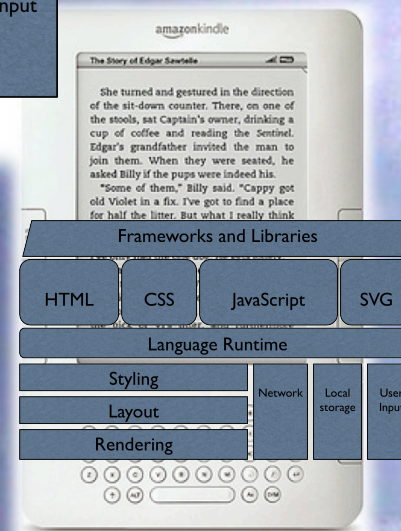
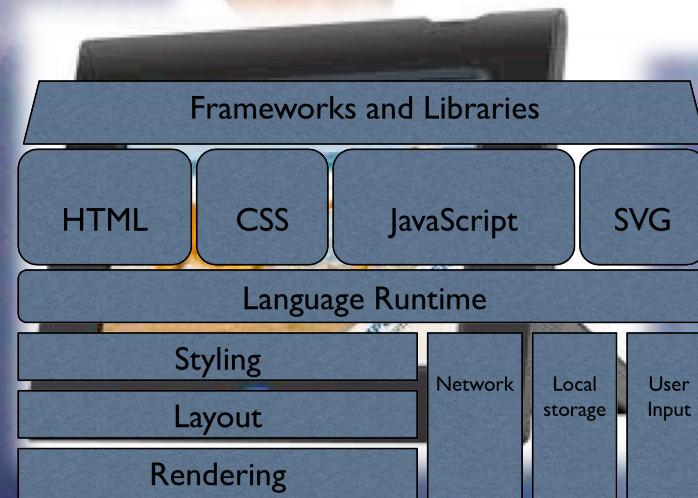
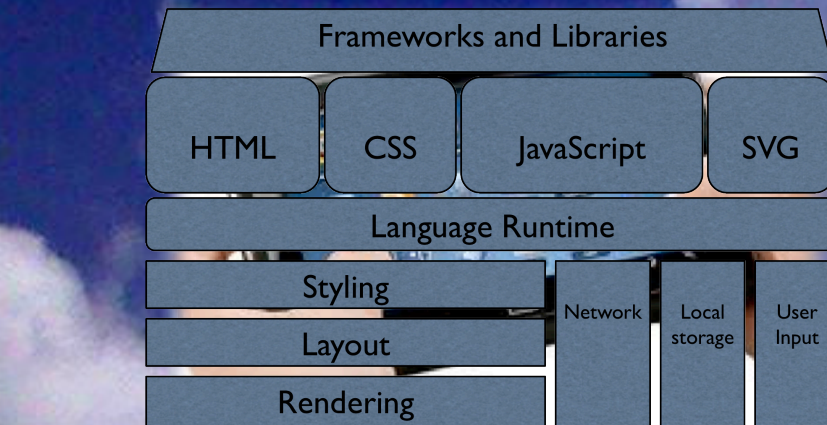
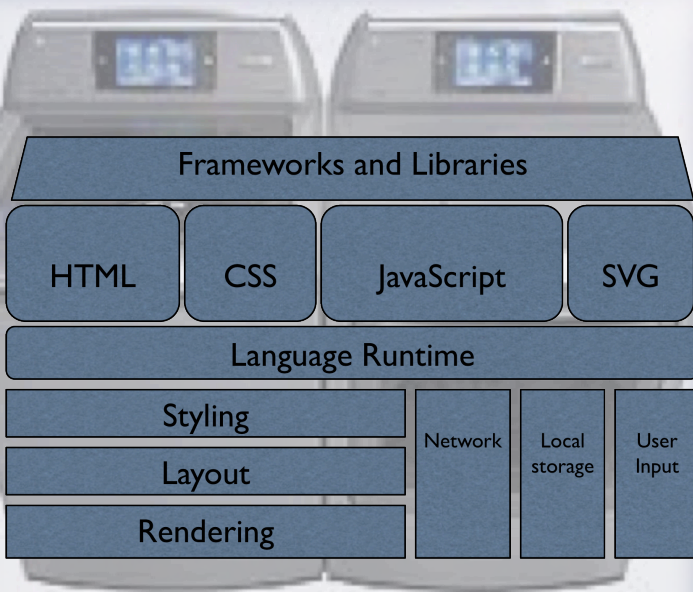
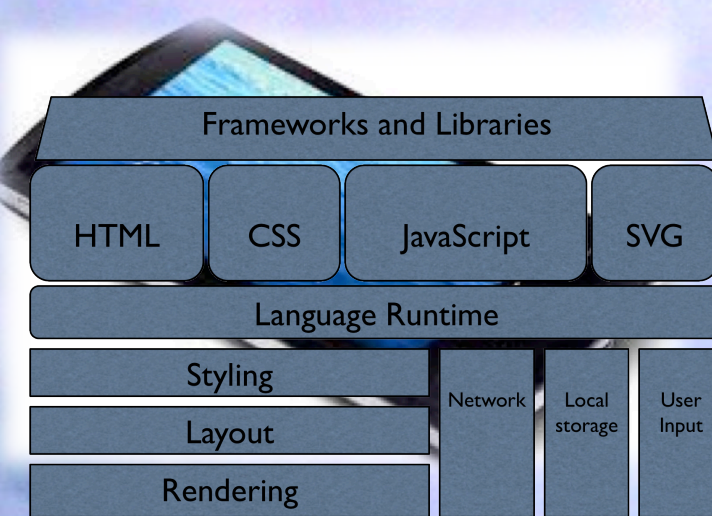
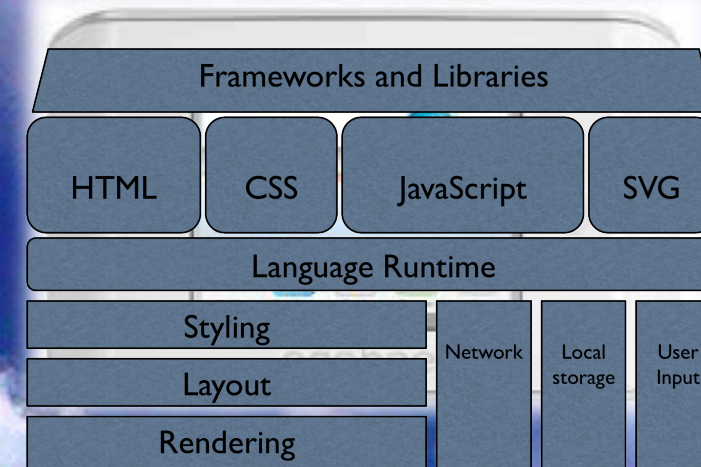
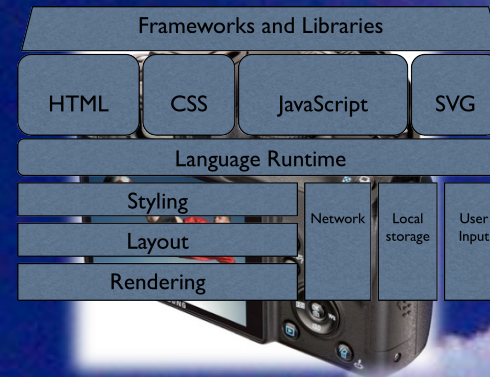
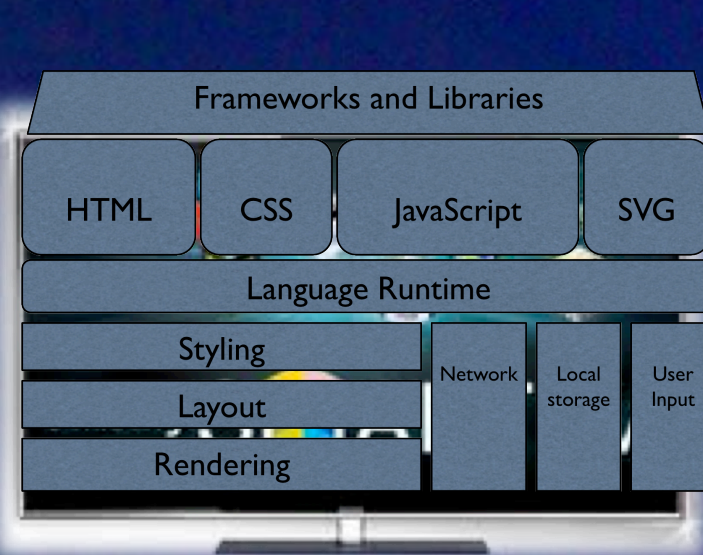
The Web
Client
Application
Platform

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The Ambient Applications Platform



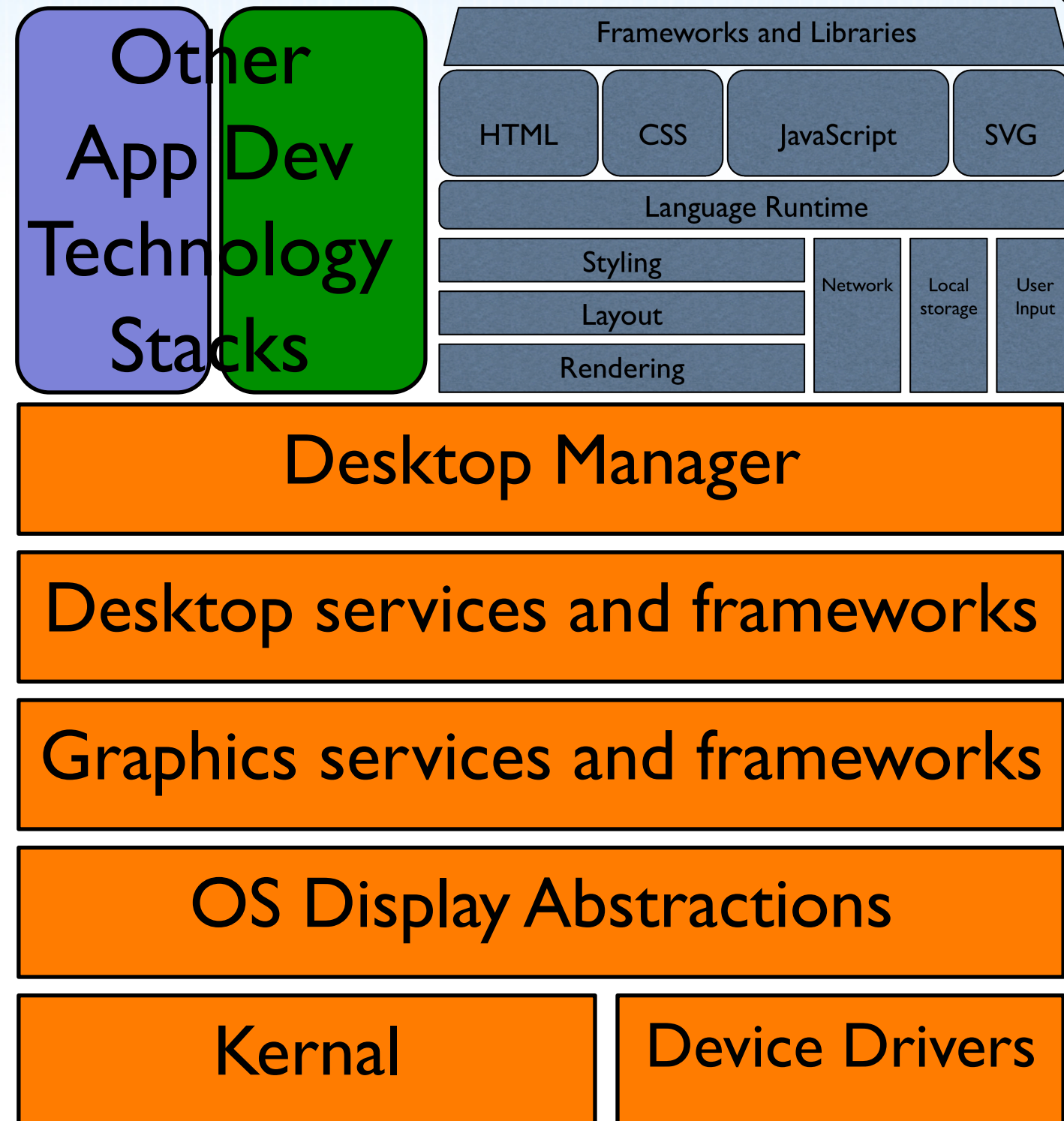
The Ambient Applications Platform



Web Apps vs. “Apps”

- HTML/CSS/JavaScript/WebApp APIs
- Server via: HTTP, JSON, XML, Sockets
- Works on any device
- Task specific “Chromeless” UIs emerging
- “App Stores” about to emerge
- Proprietary Language+Frameworks (Java, Objective-C, C#, etc.)
- Server via: HTTP, JSON, XML, Sockets
- Works only within a device family
- Task specific “Chromeless” UIs
- Tied to a specific “App Store”

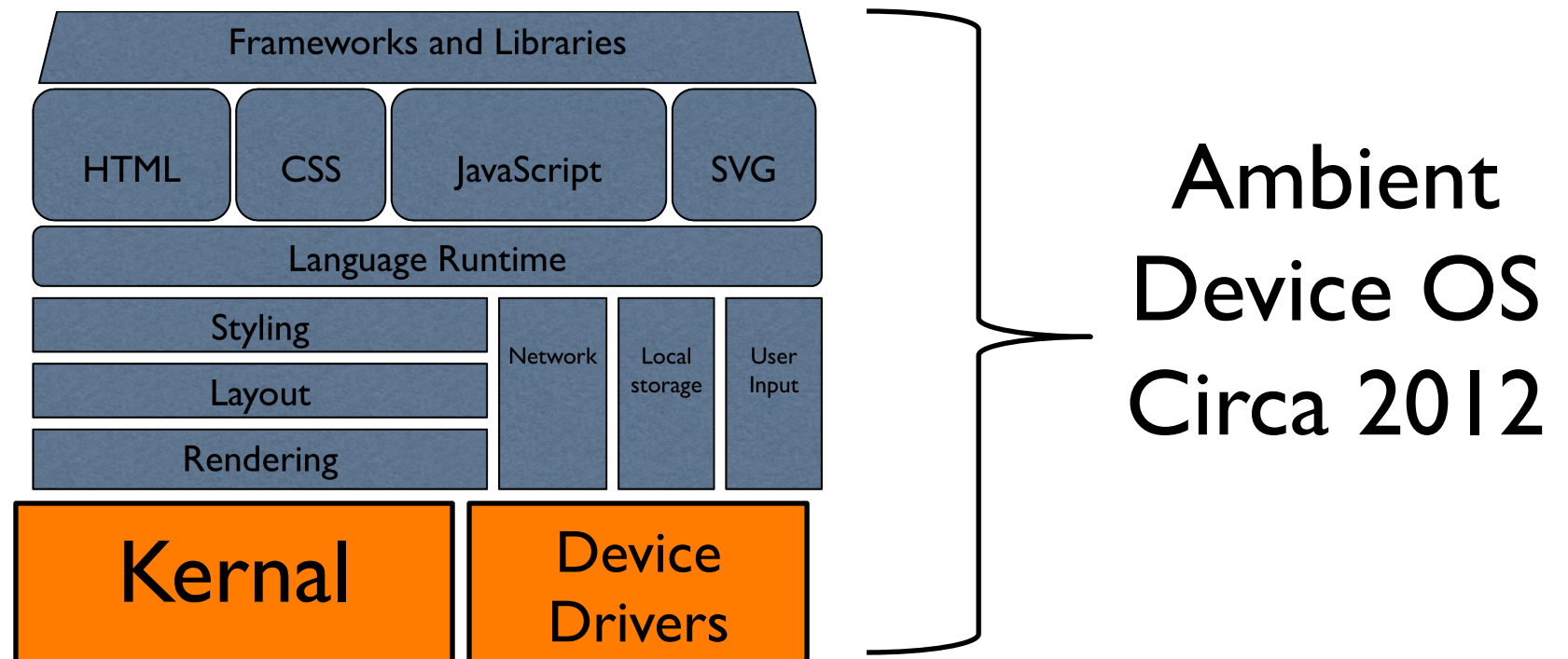
New Platform Emergence

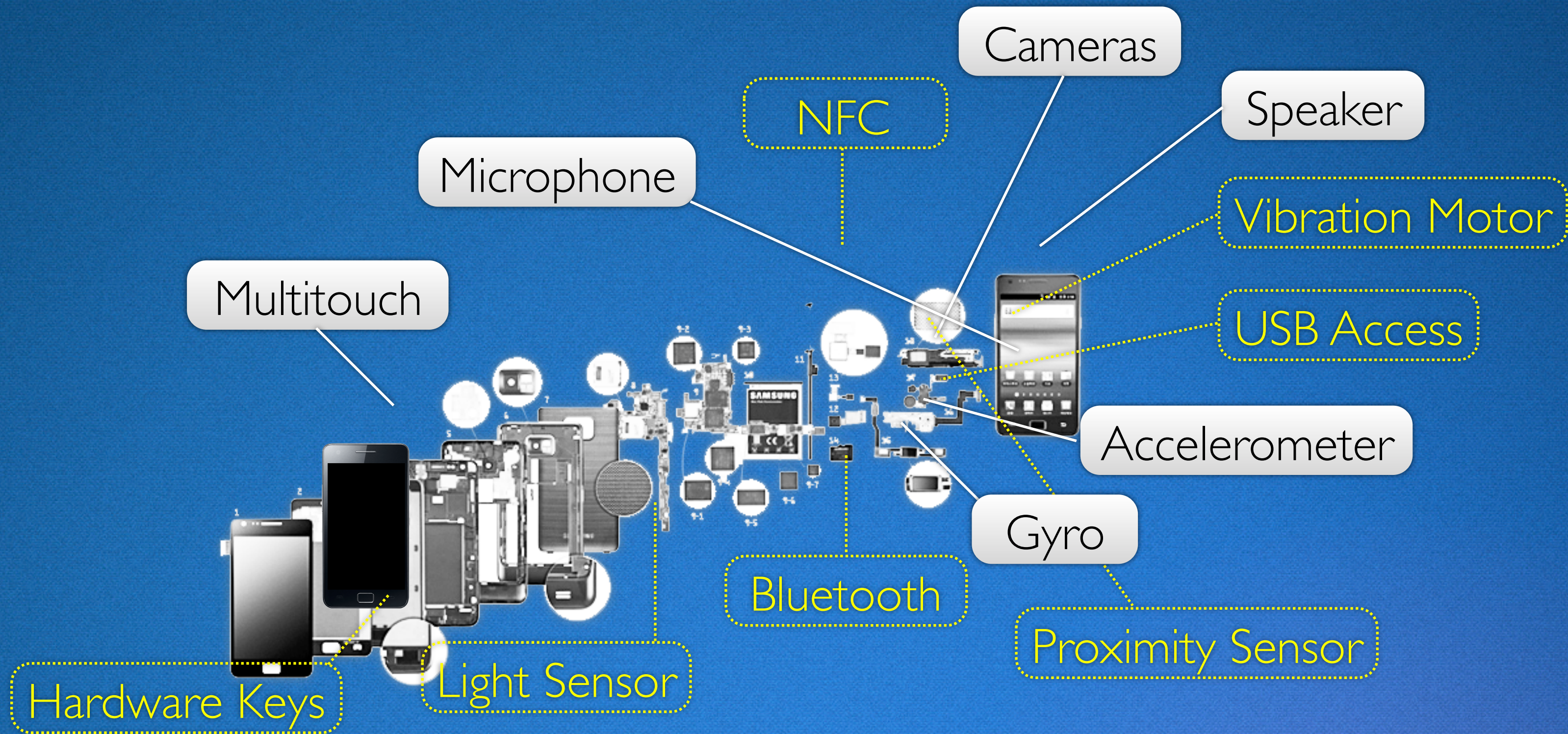


“Modern”
OS Circa
2005

New Platform Emergence

- Mozilla Boot to Gecko
- Chrome OS
- Palm/HP WebOS
- Etc.





Gray = Web APIs Exist

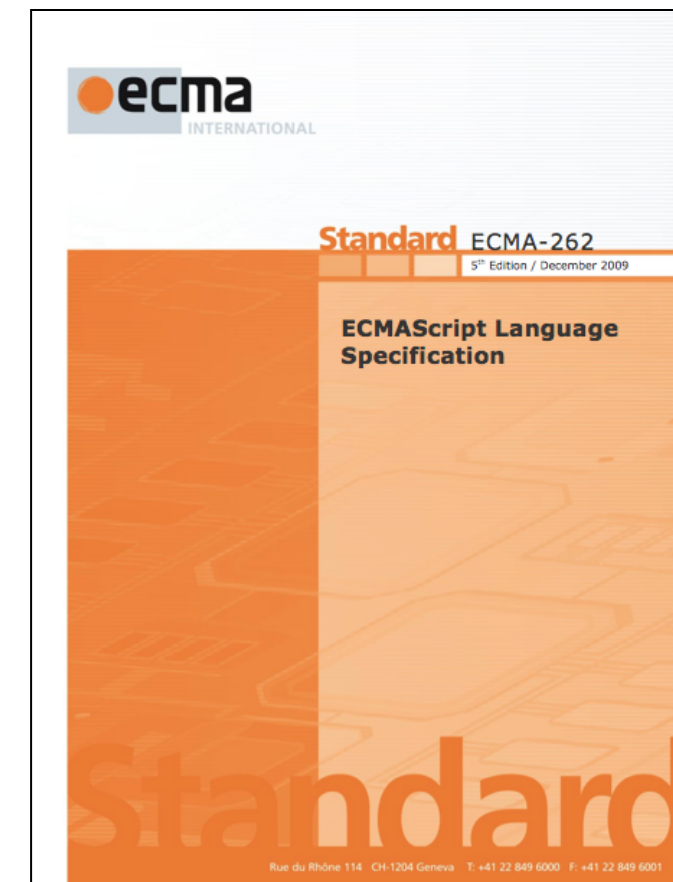
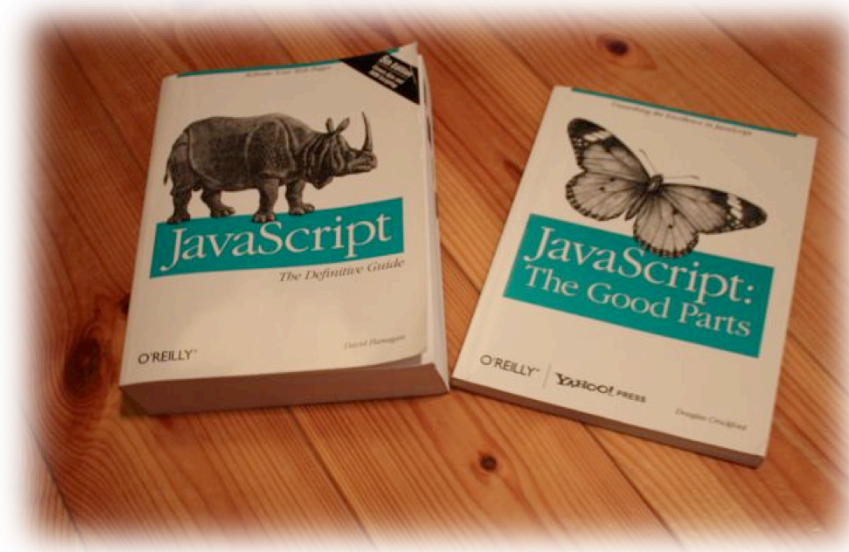
Yellow = Web APIs still needed

Areas of real concern

- Is it possible for a vendor neutral standards-based open platform to achieve similar dominance?
- Cumbersome standardization processes
 - Really! W3C, Ecma, WhatWG, IETF, Kronos, ...
- Who really drives innovation?
- Too slow rate of change?
- What actually gets implemented?

Each Computing Era has had Canonical Programming Languages

- Corporate Computing Era – COBOL/Fortran
- Personal Computing Era – C/C++ family
- Ambient Computing Era – JavaScript ??



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Why JavaScript?

Because “Worse is Better”

[Dick Gabriel](#)

<http://www.dreamsongs.com/WorselsBetter.html>

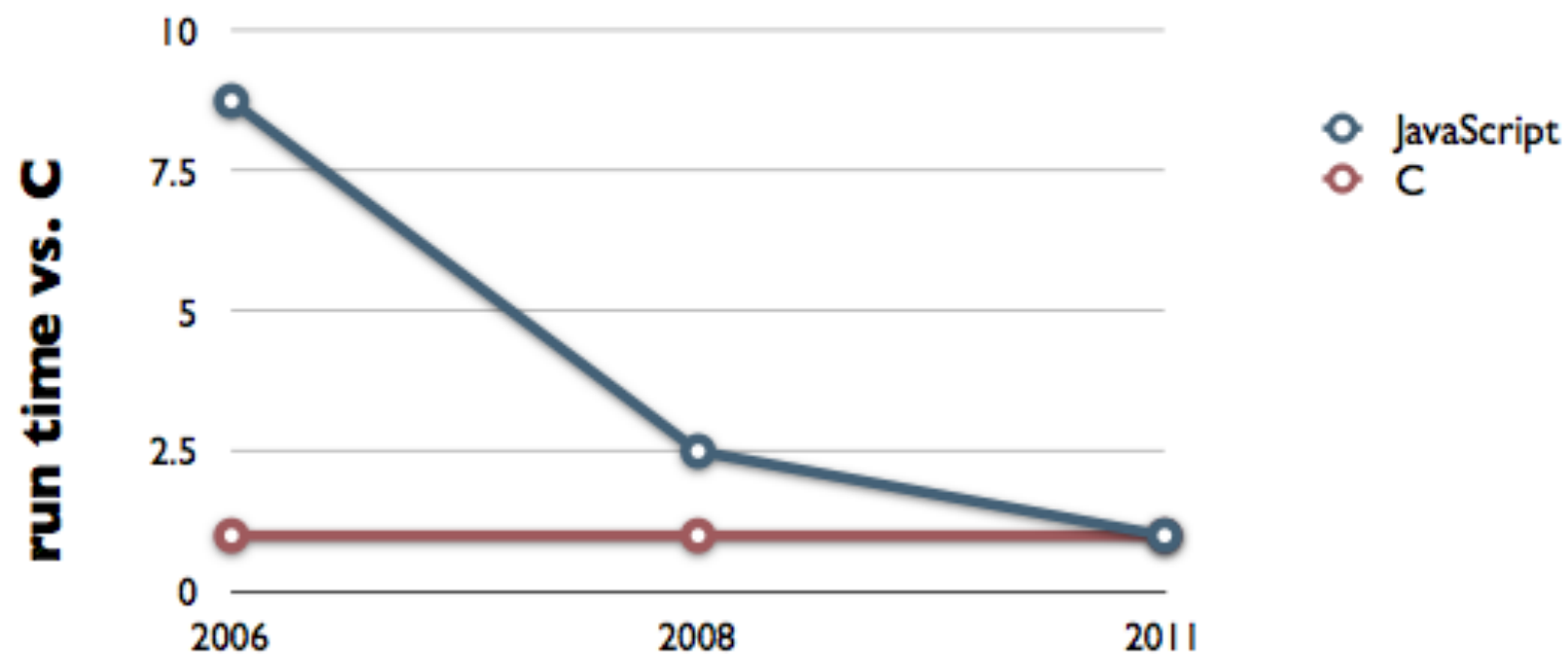
- It's there – It's working
- It's good enough
- It's getting better
- What could replace it?
- How could that happen?



<http://odetocode.com/Blogs/scott/archive/2009/03/18/signs-that-your-javascript-skills-need-updating.aspx>

JavaScript Performance Over Time

5 years of progress...



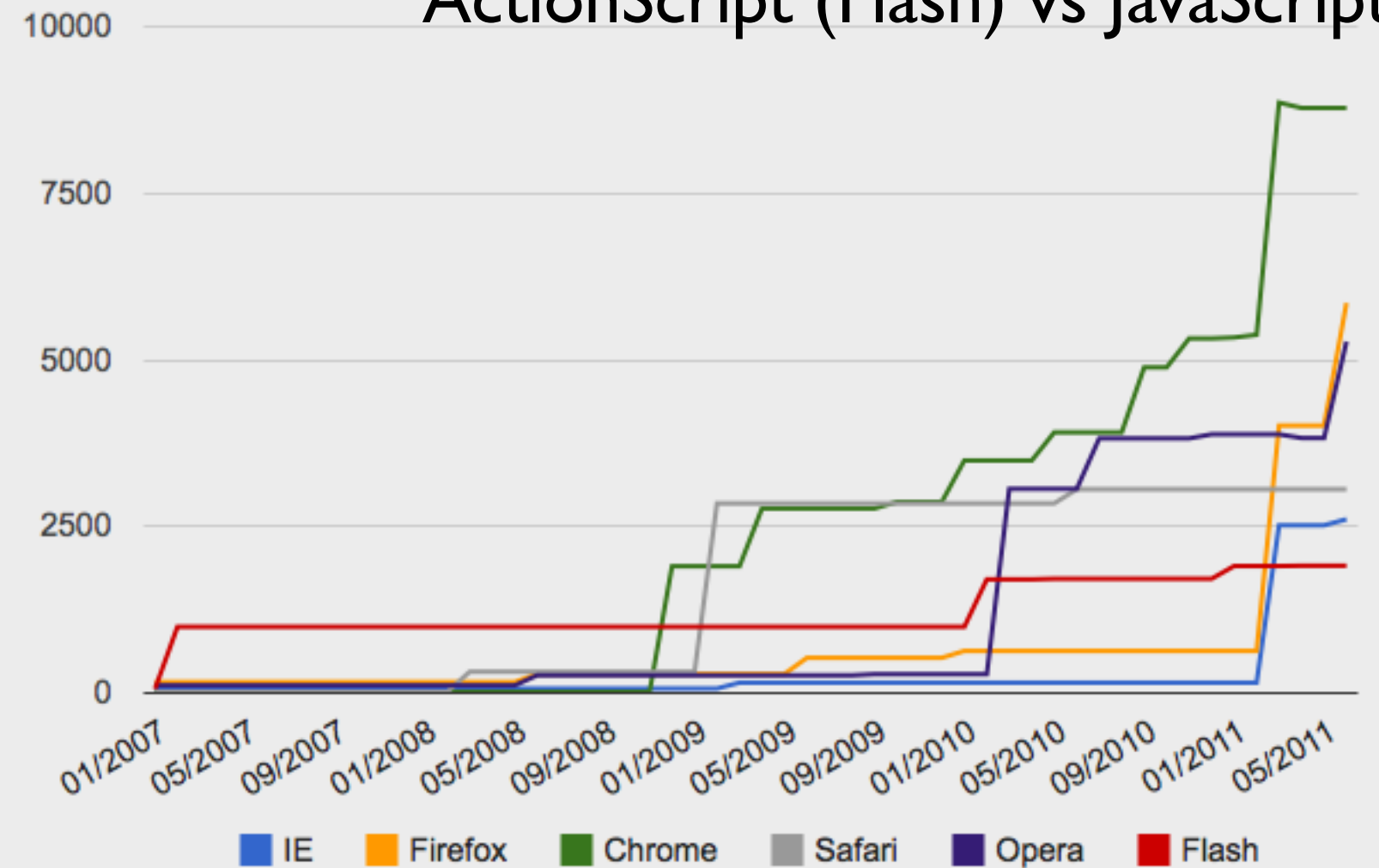
one program on one popular browser:

10x faster!

http://people.mozilla.com/~dmandelin/KnowYourEngines_Velocity2011.pdf

V8 Score

ActionScript (Flash) vs JavaScript



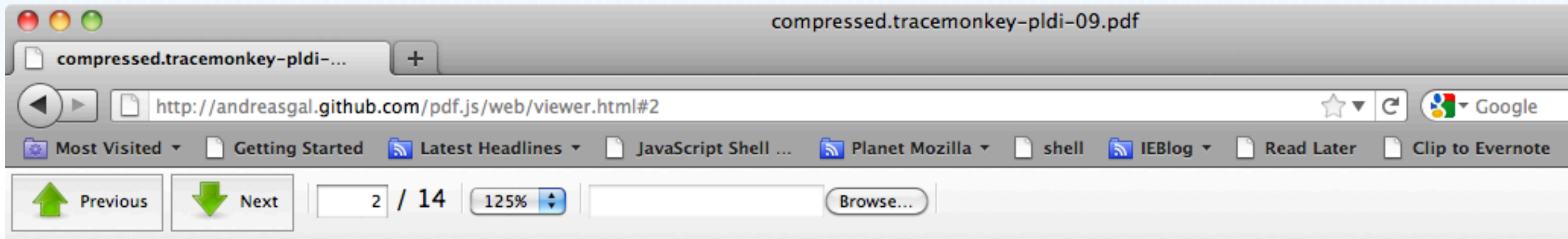
<http://iq12.com/blog/as3-benchmark/>

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PDF Renderer in JavaScript

<http://mozilla.github.com/pdf.js/web/viewer.html>

<https://github.com/mozilla/pdf.js>



Hence, recording and compiling a trace *speculates* that the path and typing will be exactly as they were during recording for subsequent iterations of the loop.

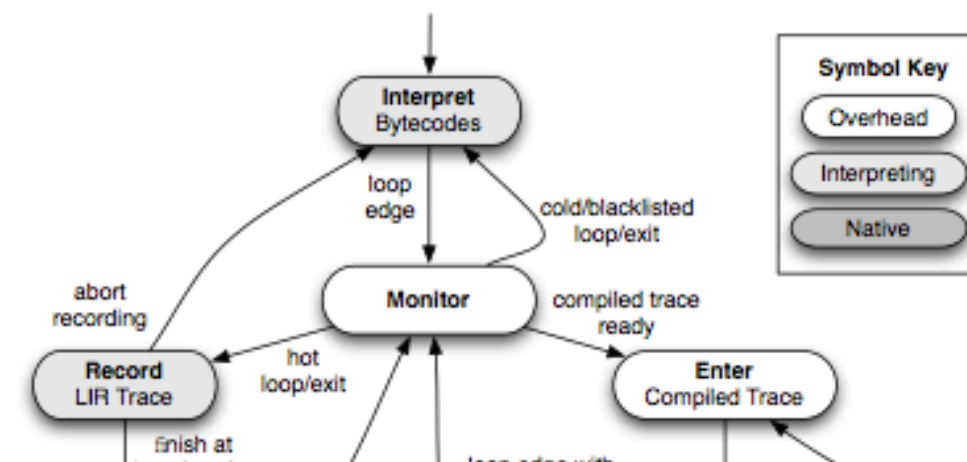
Every compiled trace contains all the *guards* (checks) required to validate the speculation. If one of the guards fails (if control flow is different, or a value of a different type is generated), the trace exits. If an exit becomes hot, the VM can record a *branch trace* starting at the exit to cover the new path. In this way, the VM records a *trace tree* covering all the hot paths through the loop.

Nested loops can be difficult to optimize for tracing VMs. In a naïve implementation, inner loops would become hot first, and the VM would start tracing there. When the inner loop exits, the VM would detect that a different branch was taken. The VM would try to record a branch trace, and find that the trace reaches not the inner loop header, but the outer loop header. At this point, the VM could continue tracing until it reaches the inner loop header again, thus tracing the outer loop inside a trace tree for the inner loop. But this requires tracing a copy of the outer loop for every side exit and type combination in the inner loop. In essence, this is a form of unintended tail duplication, which can easily overflow the code cache. Alternatively, the VM could simply stop tracing, and give up on ever tracing outer loops.

We solve the nested loop problem by recording *nested trace*

```
1 for (var i = 2; i < 100; ++i) {  
2   if (!primes[i])  
3     continue;  
4   for (var k = i + i; i < 100; k += i)  
5     primes[k] = false;  
6 }
```

Figure 1. Sample program: sieve of Eratosthenes. primes is initialized to an array of 100 false values on entry to this code snippet.



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JavaScript Performance:

<http://mbebenita.github.com/Broadway/broadway.html>

<http://haxpath.squarespace.com/imported-20100930232226/2011/10/28/broadwayjs-h264-in-javascript.html>

Broadway.js

An H.264 Decoder in Pure JavaScript ([Try New Codec](#))

Clip:

Render Mode: Download Complete, Playing ...

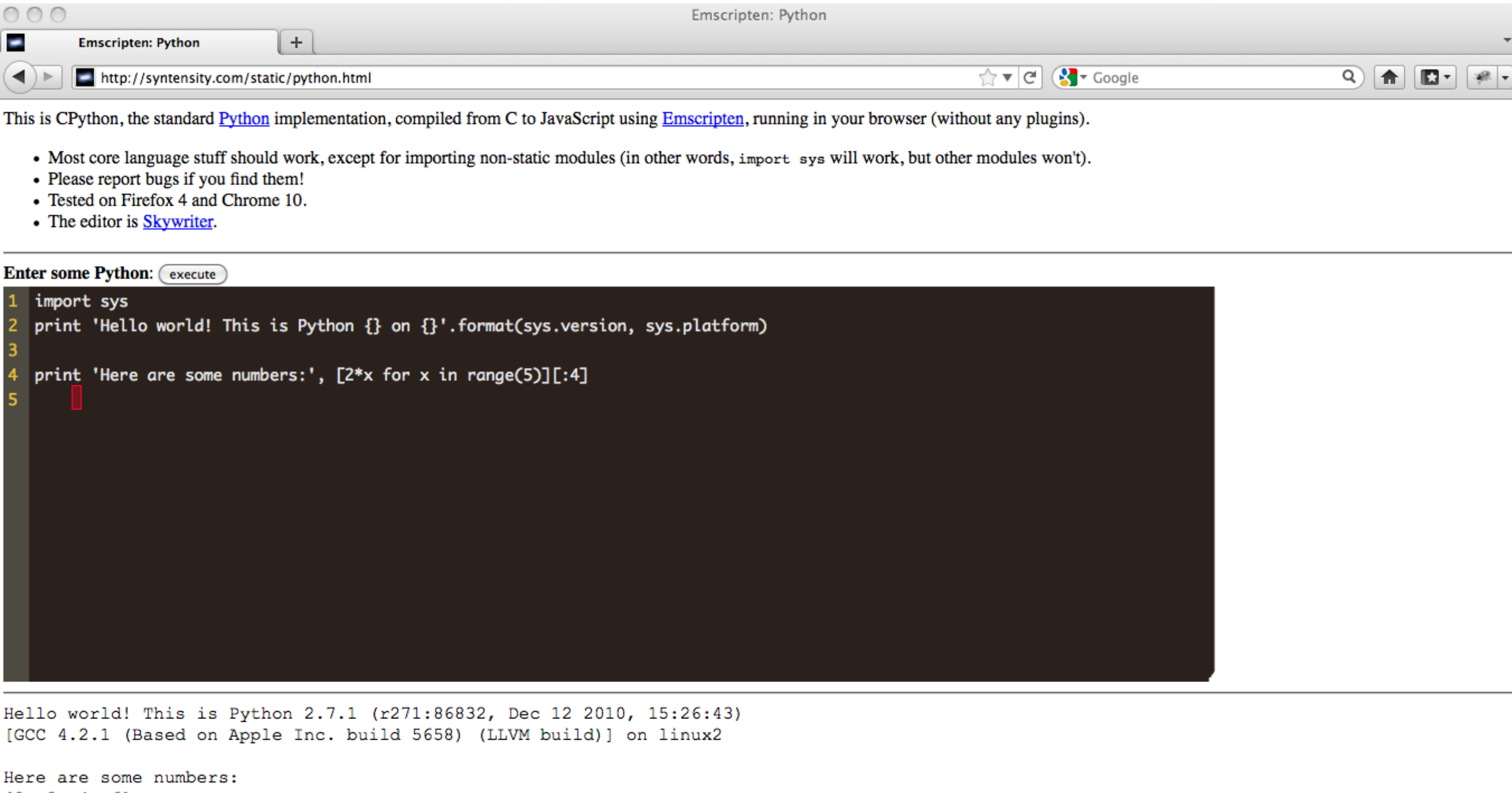


FPS 30.04
Average FPS (All / Steady) 29.23 /
Elapsed
Score 29.93

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Emscripten

Compiling C/C++ to JavaScript



Tranlates LLVM
intermediate code
to JavaScript

<https://github.com/kripken/emscripten/wiki>

<http://syntensity.com/static/python.html>

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Languages That Compile To JavaScript

- CoffeeScript (“Improved” JavaScript syntax)
- Java (GWT)
- Script# (C# dialect)
- Dart
- ClojureScript (Lisp dialect)
- Dozens more listed at <https://github.com/jashkenas/coffee-script/wiki/List-of-languages-that-compile-to-JS>

JavaScript is the “virtual machine” of the Web Platform.

Evolving JavaScript

The ECMAScript Standards Process

Ecma International Technical Committee 39 (TC39)

ES 3
(1999)

ES 5
(2009)

ES 5.1
(2011)

“ES 6”
(2013)

“ES 7”
(2017?)

...

E4X
“ES4”

“ES.next”

“Harmony”

Evolving JavaScript

The ECMAScript Standards Process

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ES 3
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(2013)

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(2017?)

...

- Classic ISO targeted “pay to play” standards organization
- Open public discussion list es-discuss@mozilla.org
- Working documents all publically available at wiki.ecmascript.org

“ES.next”
“Harmony”

Interoperability is TC39's highest priority

- A detailed and highly prescriptive specification
- Large, non-normative test suite for implementers

ecmascripttest262

<http://test262.ecmascript.org/>

8.7.2 PutValue (V, W)

1. If Type(*V*) is not Reference, throw a **ReferenceError** exception.
2. Let *base* be the result of calling GetBase(*V*).
3. If IsUnresolvableReference(*V*), then
 - a. If IsStrictReference(*V*) is **true**, then
 - i. Throw **ReferenceError** exception.
 - b. Call the `[[Put]]` internal method of the global object, passing GetReferencedName(*V*) for the property name, *W* for the value, and **false** for the *Throw* flag.
4. Else if IsPropertyReference(*V*), then
 - a. If HasPrimitiveBase(*V*) is **false**, then let *put* be the `[[Put]]` internal method of *base*, otherwise let *put* be the special `[[Put]]` internal method defined below.
 - b. Call the *put* internal method using *base* as its **this** value, and passing GetReferencedName(*V*) for the property name, *W* for the value, and IsStrictReference(*V*) for the *Throw* flag.
5. Else *base* must be a reference whose base is an environment record. So,
 - a. Call the SetMutableBinding (10.2.1) concrete method of *base*, passing GetReferencedName(*V*), *W*, and IsStrictReference(*V*) as arguments.
6. Return.

The following `[[Put]]` internal method is used by PutValue when *V* is a property reference with a primitive base value. It is called using *base* as its **this** value and with property *P*, value *W*, and Boolean flag *Throw* as arguments. The following steps are taken:

1. Let *O* be ToObject(*base*).
2. If the result of calling the `[[CanPut]]` internal method of *O* with argument *P* is **false**, then
 - a. If *Throw* is **true**, then throw a **TypeError** exception.
 - b. Else return.
3. Let *ownDesc* be the result of calling the `[[GetOwnProperty]]` internal method of *O* with argument *P*.
4. If IsDataDescriptor(*ownDesc*) is **true**, then
 - a. If *Throw* is **true**, then throw a **TypeError** exception.
 - b. Else return.
5. Let *desc* be the result of calling the `[[GetProperty]]` internal method of *O* with argument *P*. This may be either an own or inherited accessor property descriptor or an inherited data property descriptor.
6. If IsAccessorDescriptor(*desc*) is **true**, then
 - a. Let *setter* be *desc*.`[[Set]]` (see 8.10) which cannot be **undefined**.
 - b. Call the `[[Call]]` internal method of *setter* providing *base* as the **this** value and an argument list containing only *W*.
7. Else, this is a request to create an own property on the transient object *O*
 - a. If *Throw* is **true**, then throw a **TypeError** exception.

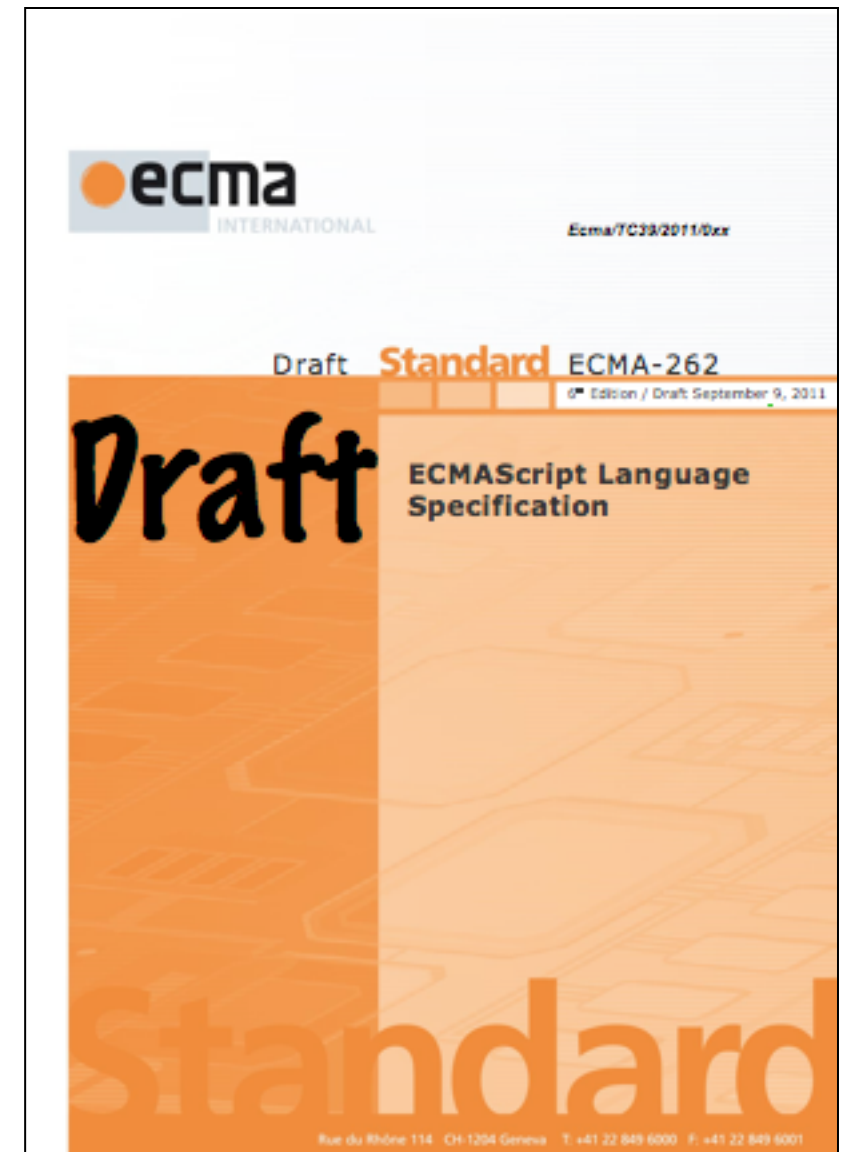
Evolving JavaScript ECMAScript Harmony Goals

- I. Be a better language for writing:
 - A. complex applications;
 - B. libraries (including the DOM) shared by those applications;
 - C. code generators targeting the new edition.
2. ...

<http://wiki.ecmascript.org/doku.php?id=harmony:harmony>

Major ES.next Enhancements

- Modules
- Sanding-boxing module loaders
- Proxy Objects – low level behavioral intercession
- Control abstraction via iterators and generators
- Array comprehensions, String interpolation
- super references
- Encapsulated state via gensym-like private names
- Better support for class-style inheritance



What about the server?

- The server-side of applications don't have the the “single platform” imperative of clients: Java, .Net, Python, Ruby
- Growing interest in also using JavaScript for the server portion of applications

Developers want to use same skills and technical resources on both client and server

- node.js (<http://nodejs.org/>) has exploded on the scene

```
//hello world server
var http = require('http');
http.createServer(function (req, res) {
  res.writeHead(200, {'Content-Type': 'text/plain'});
  res.end('Hello World\n');
}).listen(1337, "127.0.0.1");
console.log('Server running at http://127.0.0.1:1337/');
```

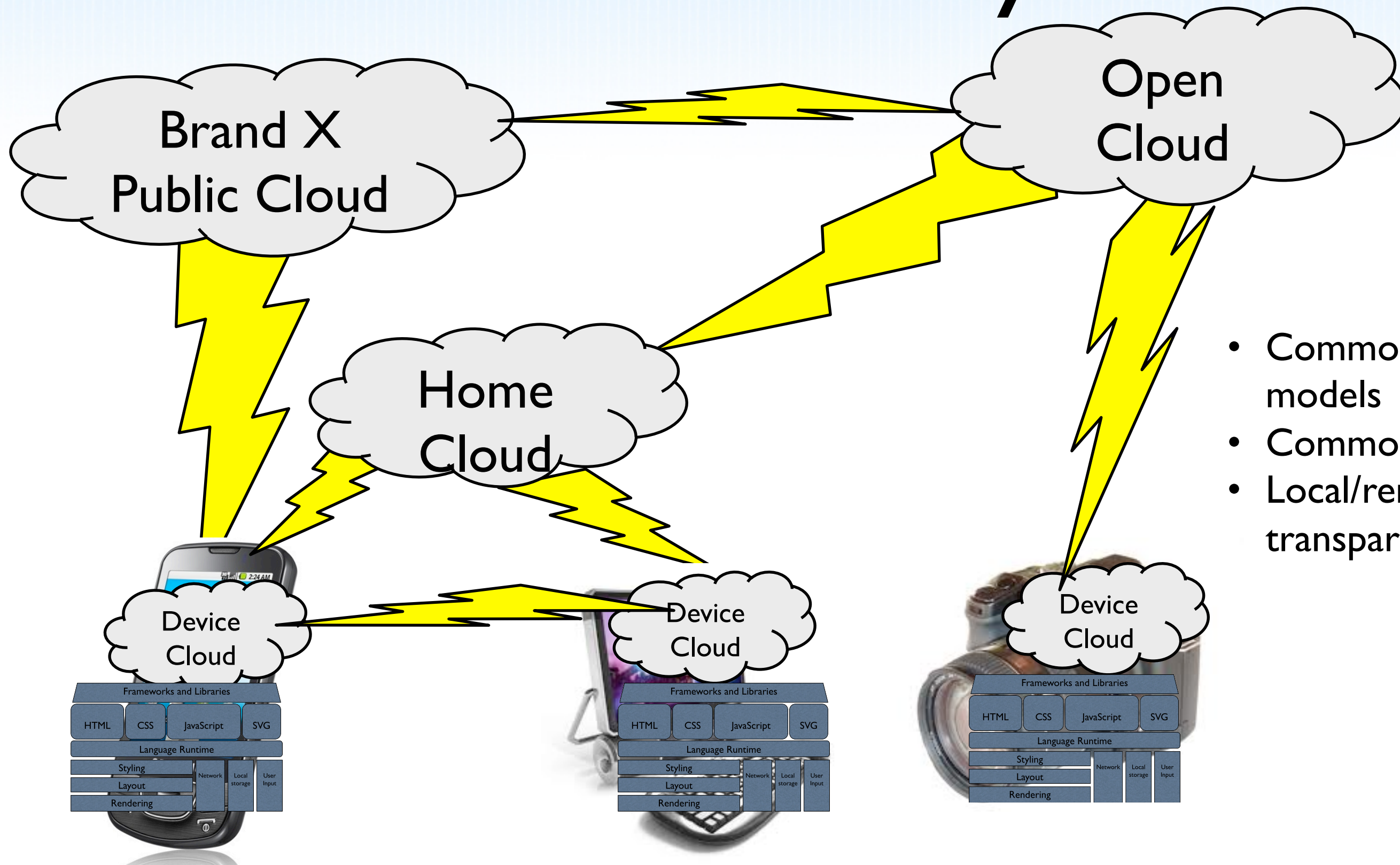
What About “The Cloud”



Concurrency/Using Multicores

- The Browser App Platform uses a very simple no shared state concurrency model.
 - Web Workers
 - PostMessage and JSON data records
 - Event loops / Continuation passing style
- Essentially the same model as browser ↔ webservice
- Can be fully distributed, not just client/server.

Clouds All the Way Down?

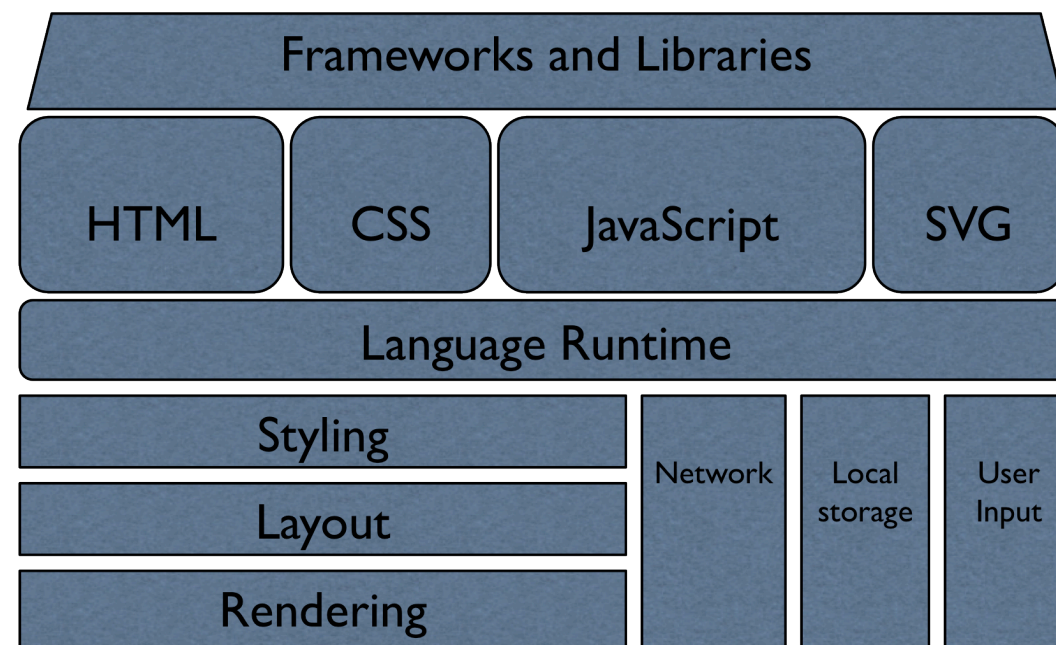


- Common programming models
- Common APIs
- Local/remote cloud transparency

Proprietary Silos



or a
Standards-based
Open Platform?



Walled Gardens



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Users: Customers or Merchandise?

- Are we building devices and services that empower people?
- Or, are we just trying to attract their attention so we can turn them into monetizable assets?

User Sovereignty

- Can we keep the user in control of their computer augmented life?
- Some of the key issues
 - ❑ Identity
 - ❑ Privacy
 - ❑ Freedom to use what we choose
 - ❑ Reliable storage of our digital assets
 - ❑ Durability of data and applications

“Mozilla’s mission is to build user sovereignty into the fabric of the internet”

Mitchell Baker
Mozilla Chairperson

What's It All Mean?

- A twenty year vision is easy to craft, the path that will take us there is unknowable.
- The life of an innovator at the beginning of an era is very different from the waning days of an established era.
- The browser derived web client platform is a strong candidate to be the dominant application platform of the Ambient Computing Era.
- If you aren't all ready doing so, it's time to take JavaScript seriously.
- We are all users, let's create the world we want to live in



This is the most exciting time
for the computing industry
since the 1980's.



Enjoy it!

Follow up

<http://www.wirfs-brock.com/allen/posts/category/post-pc-computing>

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