

Greenfield

The in-browser Wayland compositor



Introduction

- \$ whoami
 - Erik De Rijcke
 - Self employed ; udev.be
 - [Kotlin, Java] @ Day ; [JavaScript, C, ...] @ Night
- \$ which greenfield
 - Wayland compositor
 - JavaScript 🌐
 - ES6
 - File per class
 - JSDoc type comments
 - WebAssembly
 - Native libraries available in the browser

What does Greenfield offer?

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- A resumable screen forwarding solution à la VNC/RDP/Citrix
- Something finished

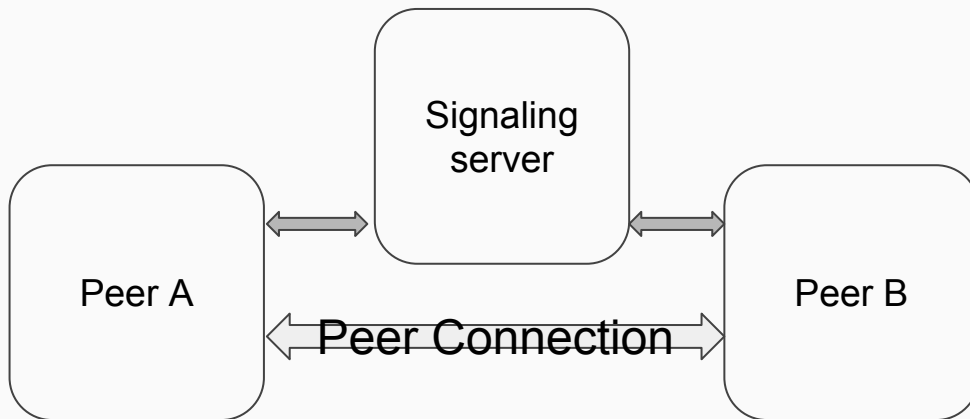
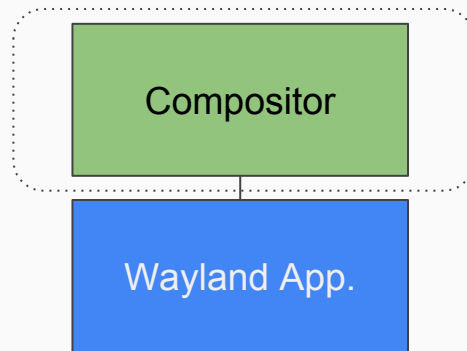
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- Something super awesome!
- Pure JavaScript and a wee bit of WebAssembly. No plugins required, all HTML5.
- A per application remote rendering solution - but not limited to that...
- A true cloud ☁️ desktop environment
- A work in progress.

First some basic concepts explained

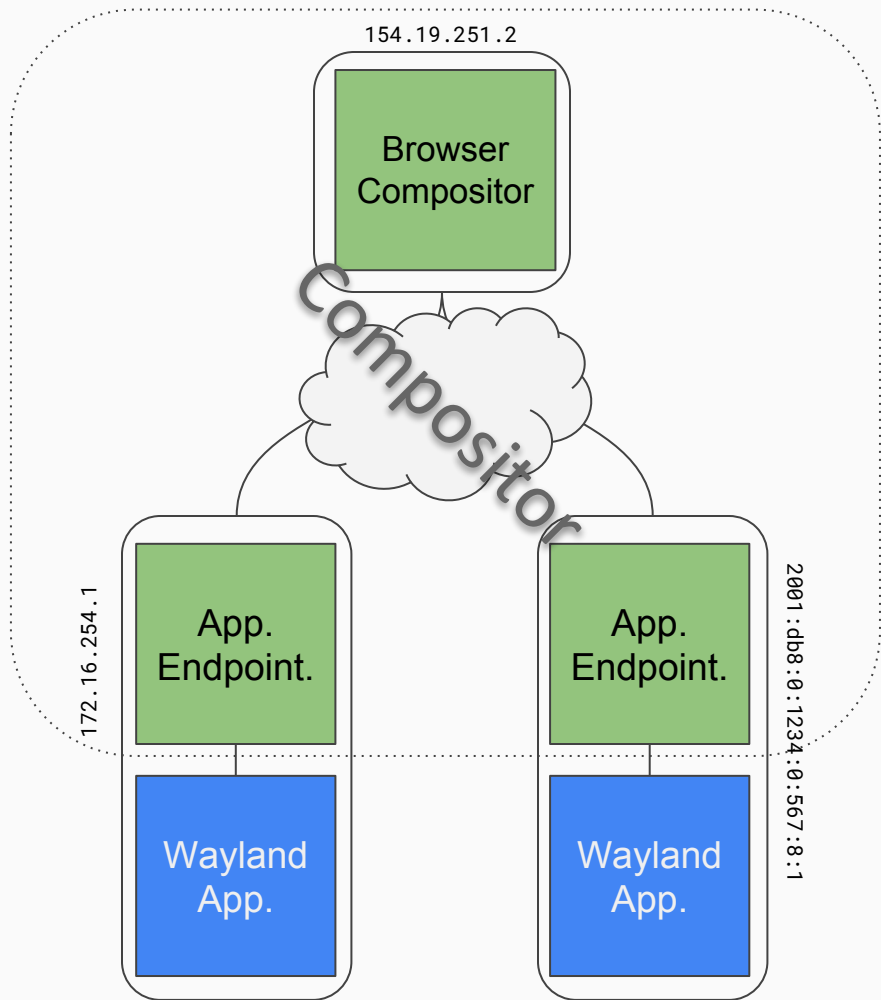
- A Wayland compositor
 - binary wire protocol
 - also FDs

- WebRTC
 - p2p communication
 - needs central signaling/broker



How does Greenfield work?

- Browser
 - Wayland compositor
- Westfield
 - Underlying library
 - JavaScript protocol generator
- Application Endpoint
 - Node.js ⇒ Rust?
 - Stateless proxy compositor
 - Libwayland-server fork
 - Forwards to browser or to native libraries
 - Encodes application frames
- Connection per wayland application
 - WebRTC data channel
 - (WebSocket)
- Encoded application content
 - h264
 - jpeg



Life of an h264 application frame

- Need precise encoding/decoding semantics
 - Video streaming solutions unsuited!
- Encoding
 - Gstreamer
- Decoding
 - WebAssembly h264 software decoder
- Frame rendering is throttled
 - long pipeline
 - full round-trip takes a lot of time
- Possibility to “parallelize” pipeline
 - hard to predict speed of frame in pipeline

Commit

Wayland Buffer with alpha channel

GStreamer

Encoded image YUV

Encoded image A

Network

Encoded image YUV

Encoded image A

WASM h264 decoder

Decoded image YUV

Decoded image A

WebGL Alpha & Color Conversion

HTML5 ImageBitmap

HTML5 Canvas (back-buffer)

requestAnimationFrame

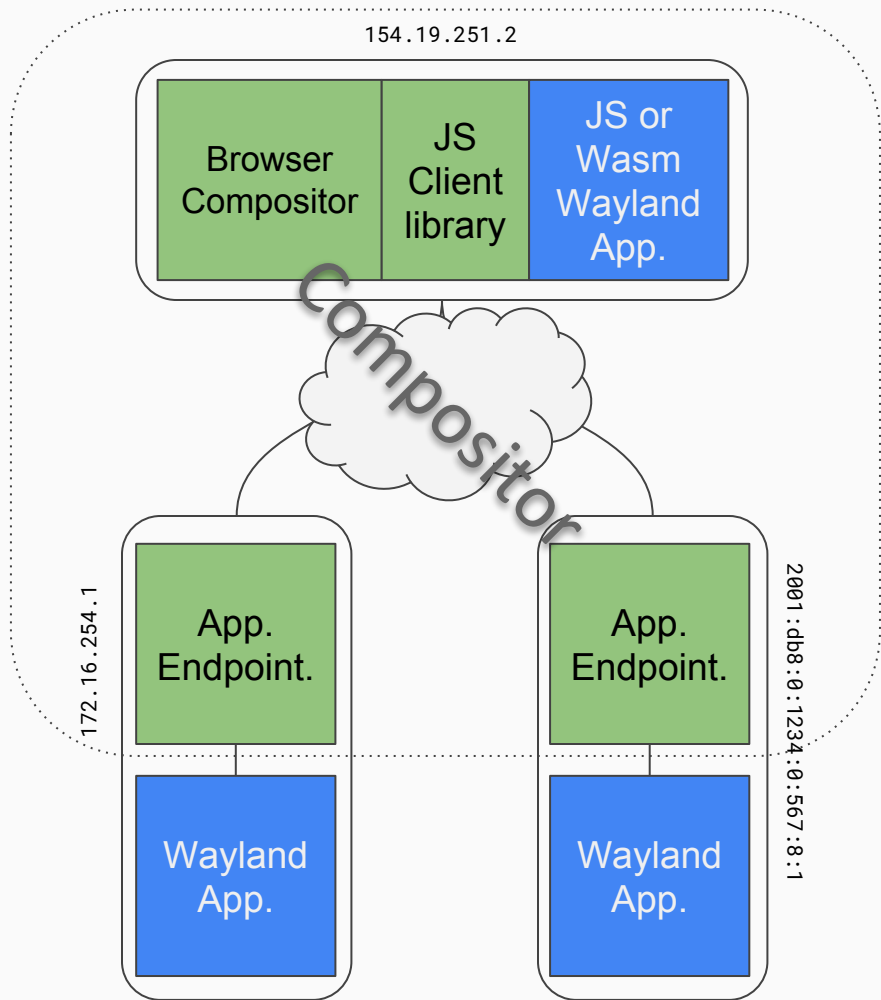
HTML5 Canvas (front-buffer)

frame

Running applications in a web worker*

- Web worker runs a JavaScript or WebAssembly Wayland app.
 - No network latency
 - Zero copy data transfer
 - All the good stuff!
- Offscreen WebGL
 - Needs special protocol, much like wl_drm
 - App. toolkit
 - Skia WASM
 - Apps. to WASM
- Cloud desktop environment
 - Account based application access
 - WebApp. store
 - WebApp. repositories

*work in progress



Demo Time!

KThxBye!

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You have
questions!