Better avascr

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New phone, who dis?

- Just this guy, you know?
- A proud cat dad
- A member of the Hydra engineering team (<u>https://hydra.so/</u>)
- Maintainer of PLV8, author of PLJS





What is a language extension?



Abridged history of PLV8

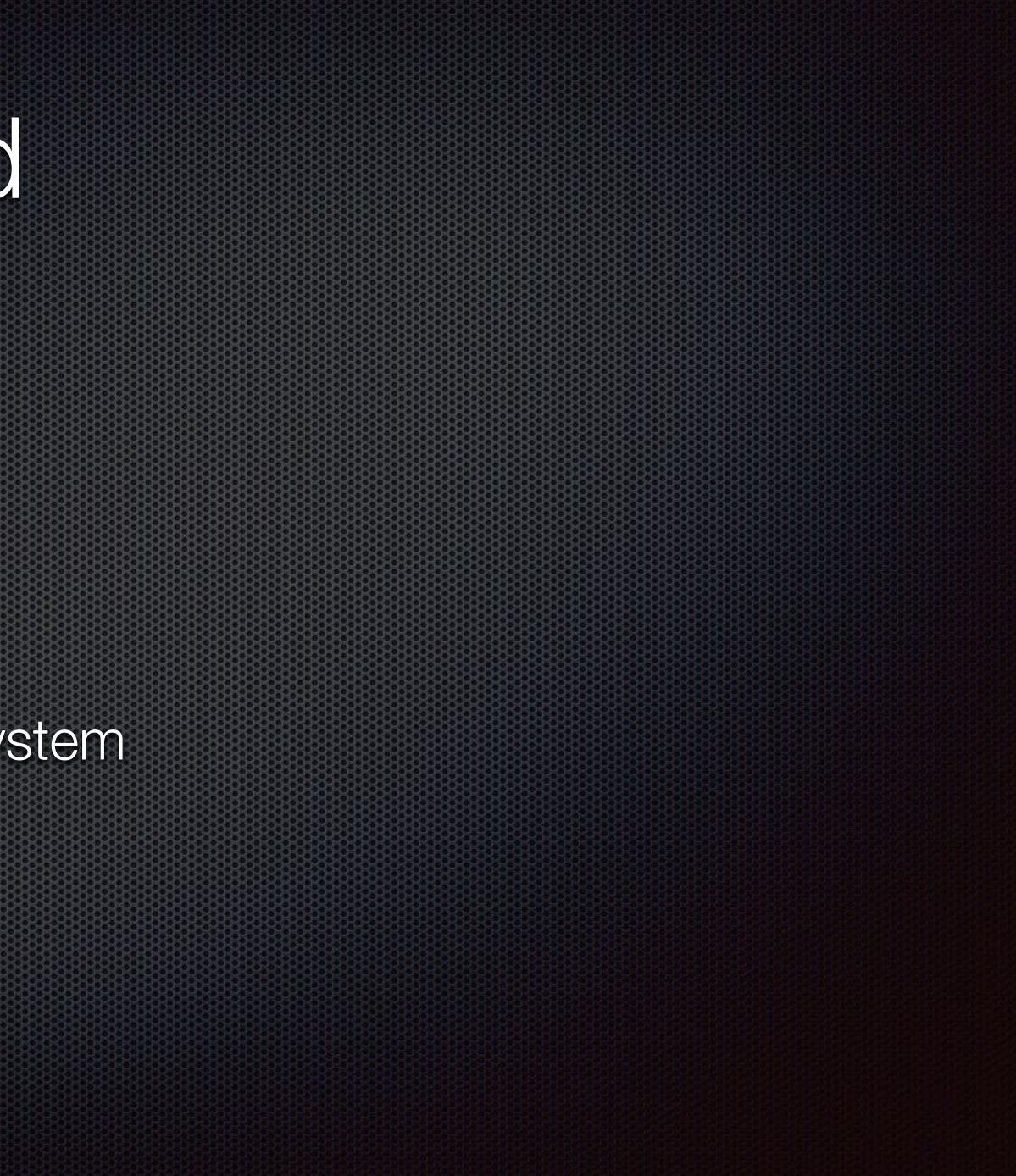
- 2010 early, very simple
- 2012 PLV8 1.1, v8 3.1.4
- Late 2012 PLV8 1.3, Coffeescript and Livescript support
- 2016 PLV8 1.5, last branch of v1
- 2017 PLV8 2.0

Apocalypse - community builds went away



Two paths forward

- Replace v8
- Replace all of the Google Build System



Abandon V8?

- Lots of community engagement
- Some good
- Some bad

Enter 3.0

- Attempt to move forward
- Some fantastic community contributions
- Huge amount of bug fixes
- Much newer version of v8
 - Fixes some other platform issues, like ARM
 - Still had issues with older Linux distributions

Enter 3.1

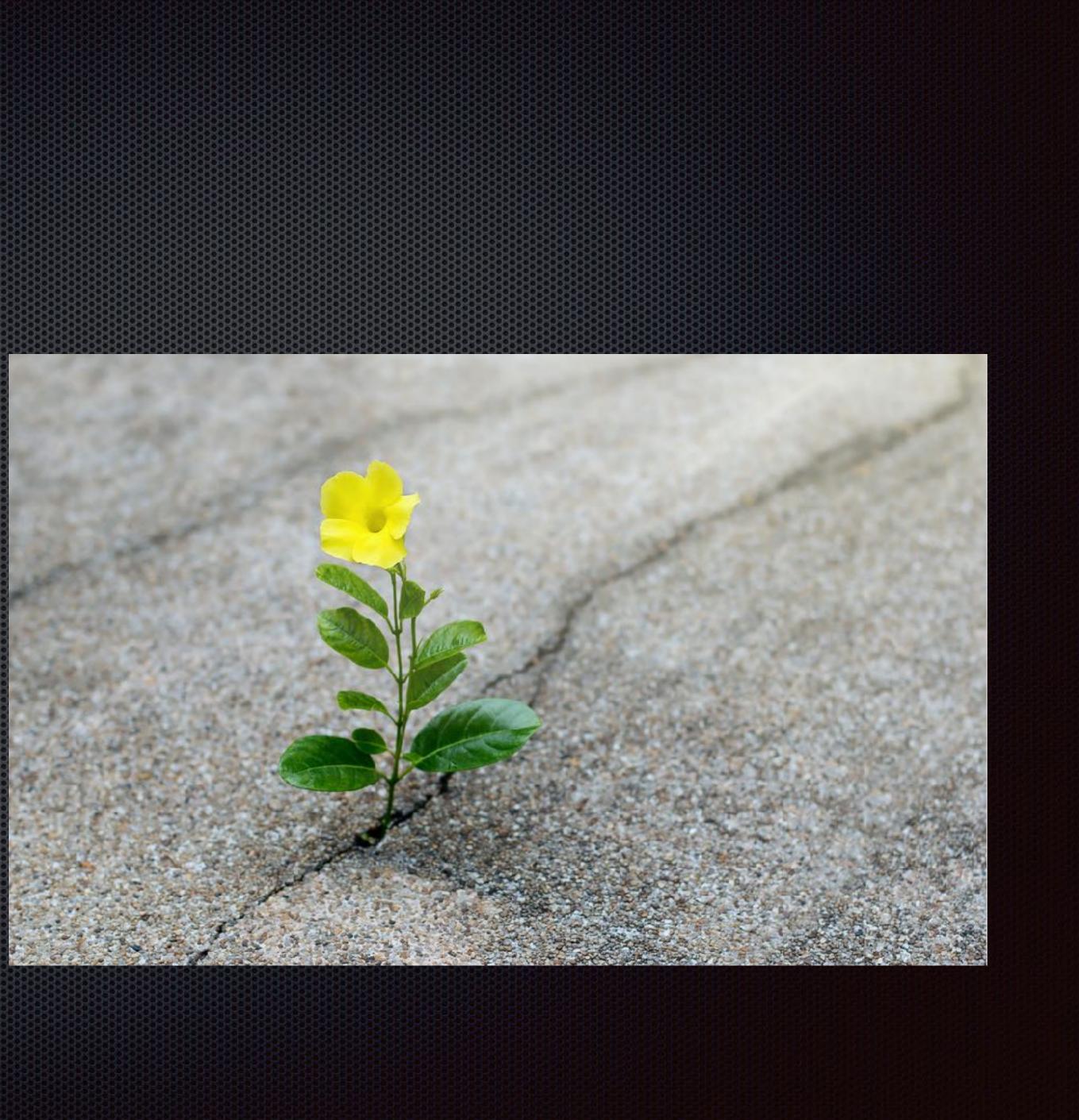
- Docker support (!!!!)
- directly

New explicit build system, overwriting a bunch of Google's build system

Finally some ability to build on more systems that Google didn't support

3.2 - A New Hope

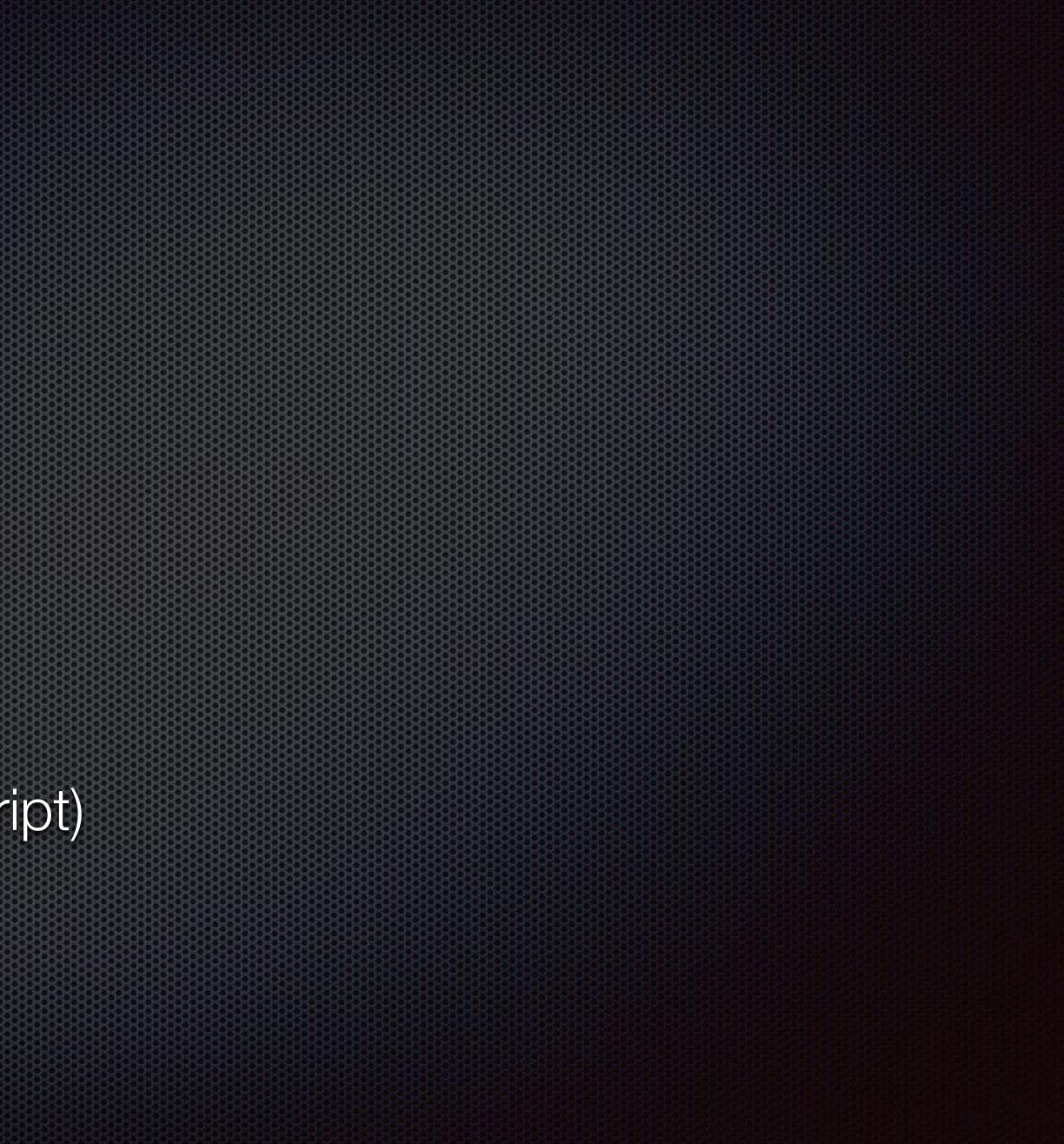
- Yet another new build system: <u>https://github.com/bnoordhuis/</u> <u>v8-cmake</u>
- Eliminate all of the remaining
 Google build system in favor of something like node.js uses





Enter PLJS

- Based on QuickJS
 Super easy to build
 Very lightweight
 Full featured ("modern" Javascript)
 - Decently fast





What does QuickJS do well?

- Very fast startup
- Decently fast crossing the membrane
- ES2020 support
- Maintainable (compiles, like against actual environments)

PLJS Future

- Full PLV8 feature parity
- Hooks
- Built-in modules
- PLJSu

How can you help?

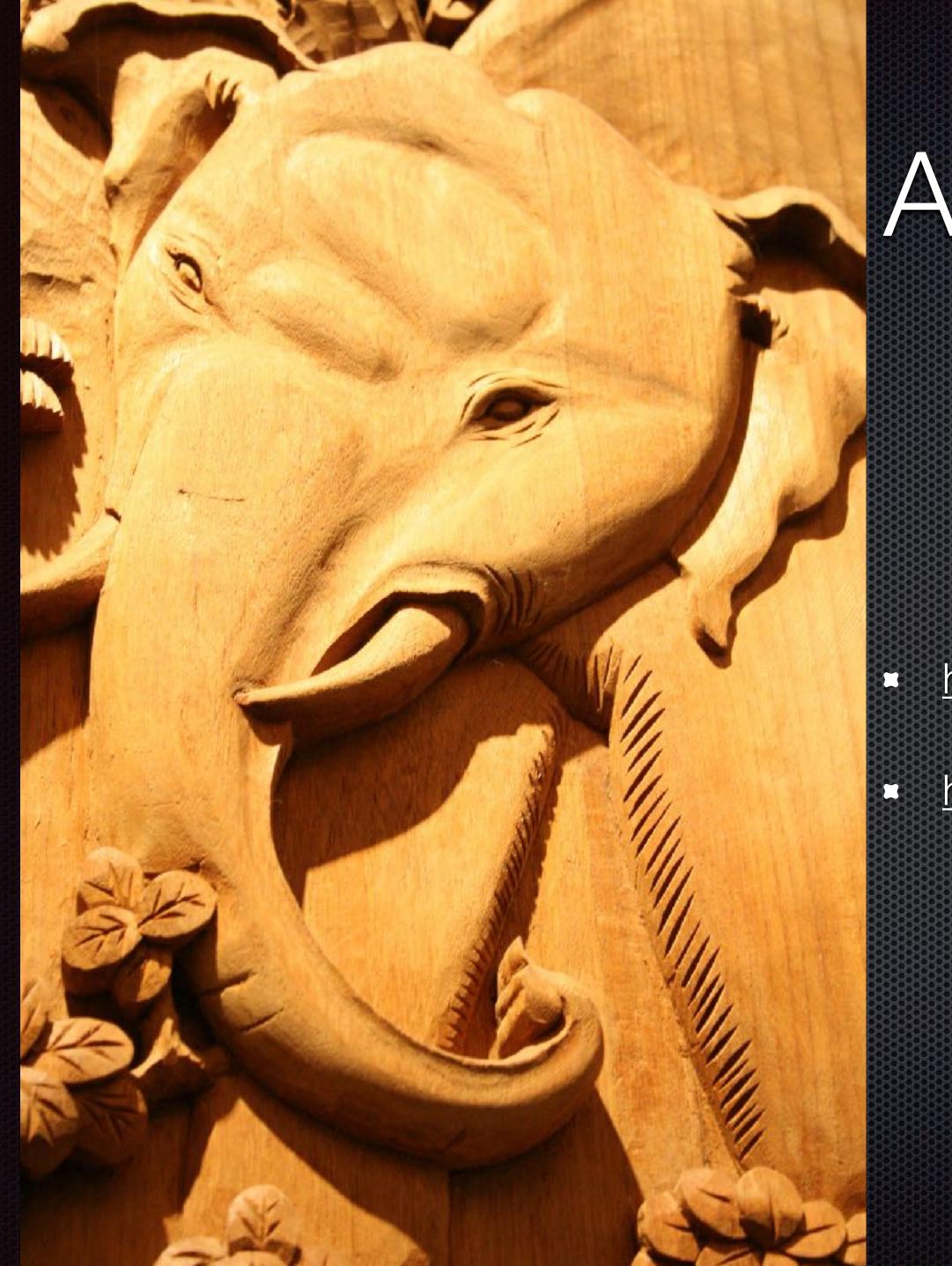
- Real-world benchmarks
- Run in development, help find any holes or issues
- Suggest new features and roadmaps
- PRs are always welcome





PLV8 Future

- Continued Support
- Best effort upgrades of the Javascript versions
- As much OS/Environment support as possible



Alas, we're at the end

https://github.com/plv8/plv8

https://github.com/plv8/pljs