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Chromium's Way to Wayland

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Content

- Introduction of Igalia
- Motivation
- Background
- History
- Demo
- Performance
- Todo list
- Plan to upstream
- Rebase strategy
- How to run Chromium wayland



Introduction of Igalia

 Worker-owned, employee-run open source consultancy co mpany based on Galicia Coruna, Spain





Introduction of Igalia (Cont.)

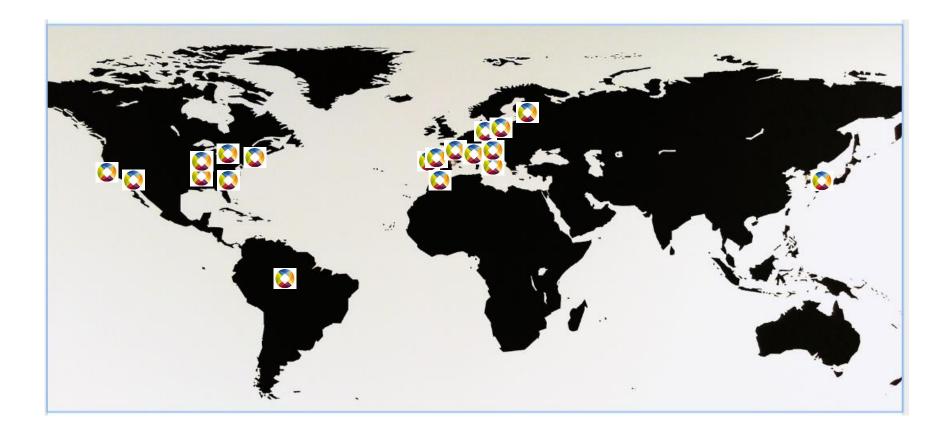
- ~60 employees around the world
 - Areas
 - Chromium/Blink, WebKit, and Servo
 - Compilers, JavaScript engines (v8, JSC)
 - Multimedia (GStreamer), Graphics (Mesa), Networking, Accessibi lity







Introduction of Igalia (Cont.)





Motivation

- Various platforms have been adopting Wayland a s their windowing system
- AGL, GENIVI, Raspberry Pi, Tizen, Bose, Volvo, Bosch, Jolla
- Ubuntu 17.10 will ship Wayland by default
- Fedora 25 is shipping Wayland by default
- Major UI toolkits have built-in support, including Qt5, GTK+, Clutter, EFL



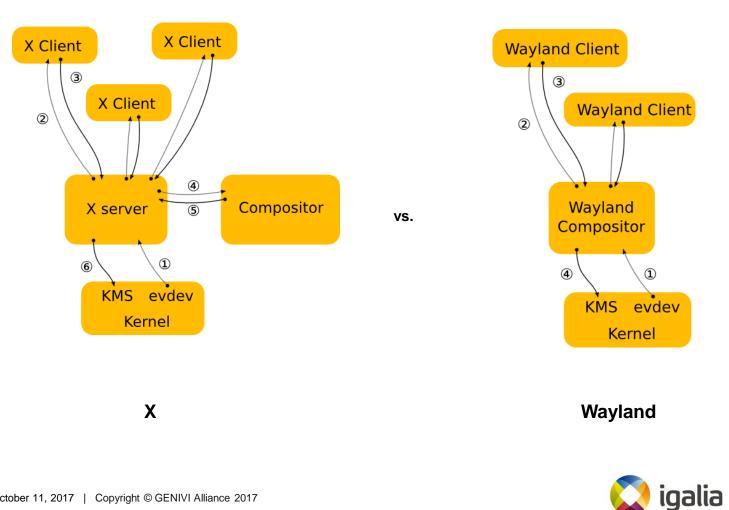
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Motivation (Cont.)

- There have been a lot of demands that Chromiu m works on Wayland in the industries
- Wayland has been getting more complete



Background



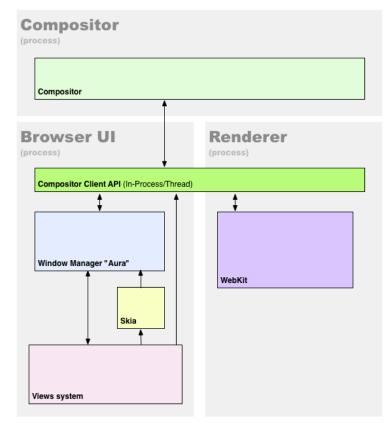
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Background (Cont.)

• Aura

- To be brief, Aura is UI fram ework working on Chrome OS/Chromium
- Aura provides window and event types, as well as inte rfaces to customize their b ehavior

Chrome Graphics Infrastructure

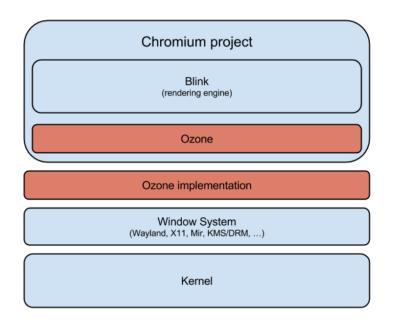




Background (Cont.)

Ozone

- Abstraction layer for the construction of accelerated surfaces underlying the Aura toolkit
- Process input devices assignment and event handling



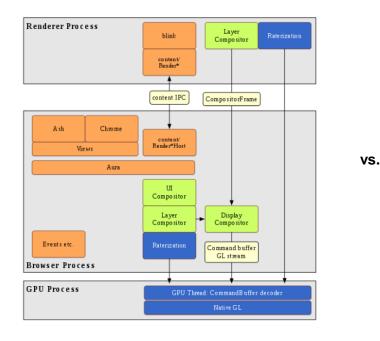


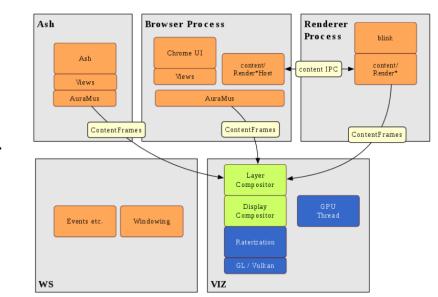
History

- Ozone/Wayland project had been started by Intel since 2014 as their own Opensource project
- The project entered maintenance mode in Dece mber 2015
- However there was conflicts between Intel's implementation and Google's plan
 - Intel's implementation vs. Chromium servicification



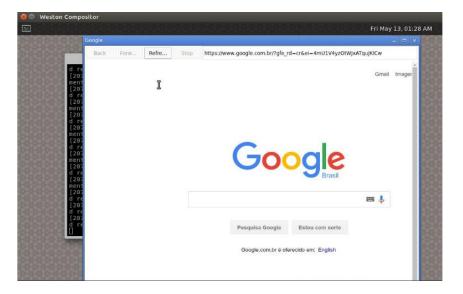
 Eventually Intel stopped managing the Ozone/Wayland project







- Igalia decided to start a new project with same end goal with Intel
 - We fixed Ozone's Wayland backend in Chromium mainline
 - Didn't start to upstream
- Succeed to launch a content shell on Ozone/Wayland





- Igalia got in touch with Google/Chromium developers to understand their plans for Ozone/Wayland
 - Servicification
 - Mus/Ash
- Igalia decided to follow up Chromium's new architectur e for Ozone/Wayland

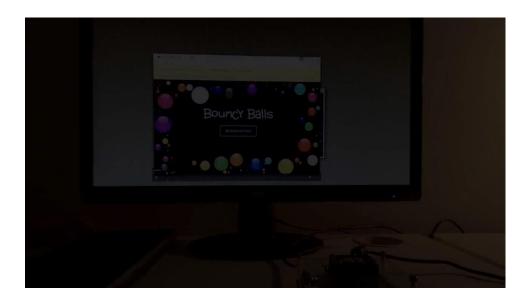


- Start to work on Ozone/Wayland in earnest
 - Some problems at that time prior to Sep. 2016
 - Partial upstream from original Intel's project
 - Insufficient documentation
 - Limited buildbot coverage
- Improved by Igalia
 - Brought up of Ozone's Wayland backend in Chromium trunk
 - Start experimenting with Ozone on Chromium desktop as well
 - Documentation
 - Setup buildbots
 - Design discussion with Robert Kroeger who is a lead UI frame work at Google



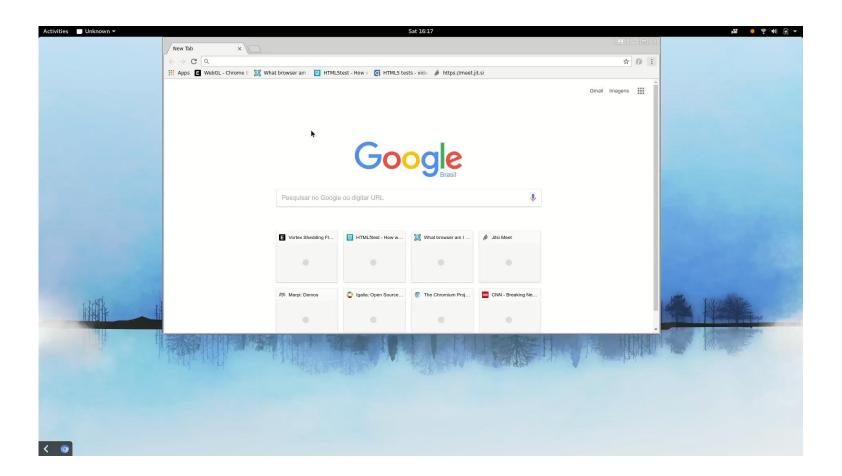
 Finally Igalia exhibited initial Chromium Wayland on R-Car M3 board at CES 2016







Demo of Chromium Wayland

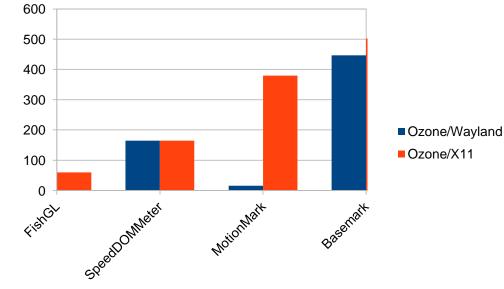




Performance

Bigger score is better

 In some benchmarks, Ozone/Wayland is still a slightly lower performance compared to X11 version



System under test

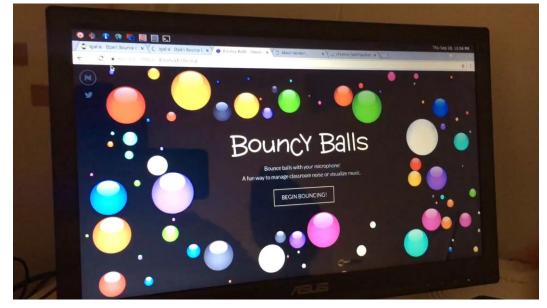
- HW: Dell XPS15
- CPU: i7 cpu
- RAM: 16GB
- Source : Igalia Ozone wayland github on 27th Sep



Performance (Cont.)

 After rebasing Ozone/Wayland version based on Chromiu m m62, rendering performance is much faster than before on R-Car m3 board







Todo list

- Fix drag and drop
- Fix clipboard (it works as in internal window mode)
- Multi screen support
- Non-English keyboard layouts
- Window closing
- Mouse cursor
- Ensure no feature losses or major performance penalties
 when compared to stock Chromium X11/Linux
- Start to upstream the changes



Plan to upstream

- In WebEngine Hackfest on 1-3 October 2017, Antoni o and Maksim have talked with Robert (Lead of Ozon e at Google) about the upstream plan
 - Changes will be split in two big parts
 - We will start upstreaming one of them immediately



Rebase strategy

- Ozone wayland has been developed at github
 - https://github.com/lgalia/chromium

Igalia / chromium forked from mirror/chromium			15	★ Star	15	¥ Fork	181	
↔ Code ① Issues 28 ① F	Pull requests 0 III Projects 1	Insights -						
evelopment branch of Chromiun	n for Wayland https://chromium.go	oglesource.com/chr						
624,464 commits 2 branches 11,327 release		© 11,327 releases		1,121 contributors				
Branch: ozone-wayland • New pu	ill request			Find file	Clor	ne or down	load 🔻	
This branch is 58 commits ahead, 3288 commits behind mirror:master.				ী Pull request 🖹 Compare				
🙀 msisov Merge pull request #263 from msisov/ozone-wayland-dev \cdots				Latest commit aз9af9b 2 days ago				
android_webview	WebView: Assert >= O in AwAutofillProvider			15 days ago				
apps	Merge views::CustomButton into views::Button.			2 months ago				
ash 🛛	[TEMP] Revert "chromeos: make mus provide location in DIP display lay			13 days ago				
		Use the authoritative upstream source for Breakpad, move to third_party			15 days ago			

- Rebased every week against Chromium ToT. Our goal is t o be as close as possible to the latest Chromium code
 - Every week, a member of the Igalia Chromium team takes the rebase shift.
 - Commits that are complementary of each other, receive a "fixup!" prefix on the commit title, and keep the rest of original commit title unchanged.



How to run Chromium Wayland

• Steps

- Setup Chromium build environment first
 - Install depot_tools and clone Chromium source code
- Get Chromium Wayland branch from Igalia github
 - \$ git remote add Igalia https://github.com/Igalia/chromium.git
 - \$ git fetch Igalia
 - \$ git checkout ozone-wayland-dev
- Configuration
 - \$ gn args out/Ozone --args="use_ozone=true enable_package_mash_servic es=true use_xkbcommon=true is_debug=false"
- Build
 - \$ ninja -C out/Ozone chrome
- Run
 - \$.out/Ozone/chrome --mus --ozone-platform=wayland



References

- The Chromium project's way to Wayland written by Antoni o Gomes(tonikitoo)
- Update on the open source browser space written by Jac
 obo Aragunde Pérez
- Ozone-Wayland Architecture written by Intel



Thank you!

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