

# JerryScript/loT.js Roadmap

**Tilman Scheller**  
**Principal Compiler Engineer**  
[t.scheller@samsung.com](mailto:t.scheller@samsung.com)

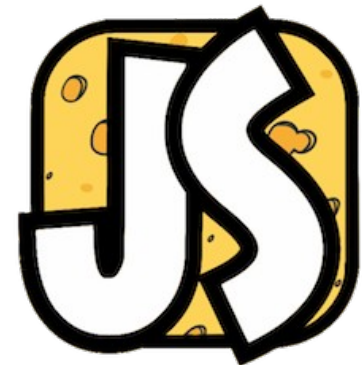
**Samsung Open Source Group**  
**Samsung Research UK**

**JerryScript/loT.js Workshop**  
**Staines, UK, April 26, 2016**

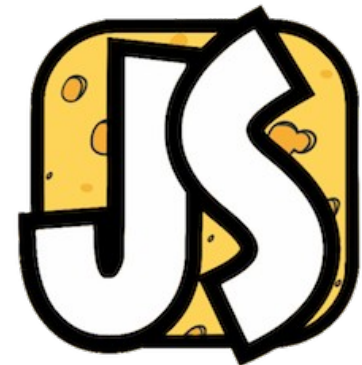
# JerryScript



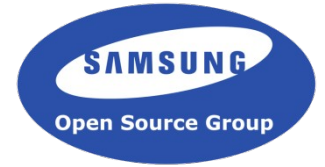
- Two major areas:
  - Optimization: Further performance and memory optimizations
  - Work towards the first stable release of JerryScript



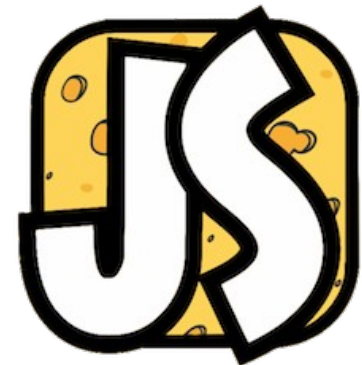
- Performance optimizations:
  - Arithmetic optimizations: Too many numbers allocated right now
  - Rework literal storage: Enable deallocation of literals and eliminate string copy on access
  - Automatically extract external strings: Allows to store the string table in flash memory



# JerryScript



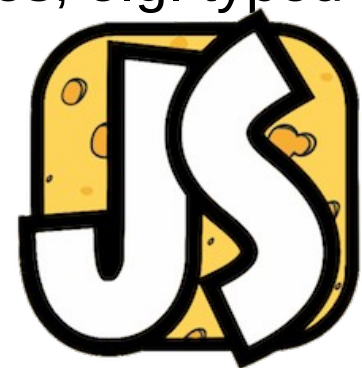
- First stable release:
  - Close performance gap between JerryScript and Duktape
  - Create more documentation
  - Stabilize APIs, rework where necessary



# JerryScript



- Other tasks:
  - Revise build system
  - Improve the JerryScript API
  - Rewrite the exception handling support to use `setjmp()/longjmp()`
  - Consider implementing certain ES6 features, e.g. typed arrays
  - Add support for more hardware targets

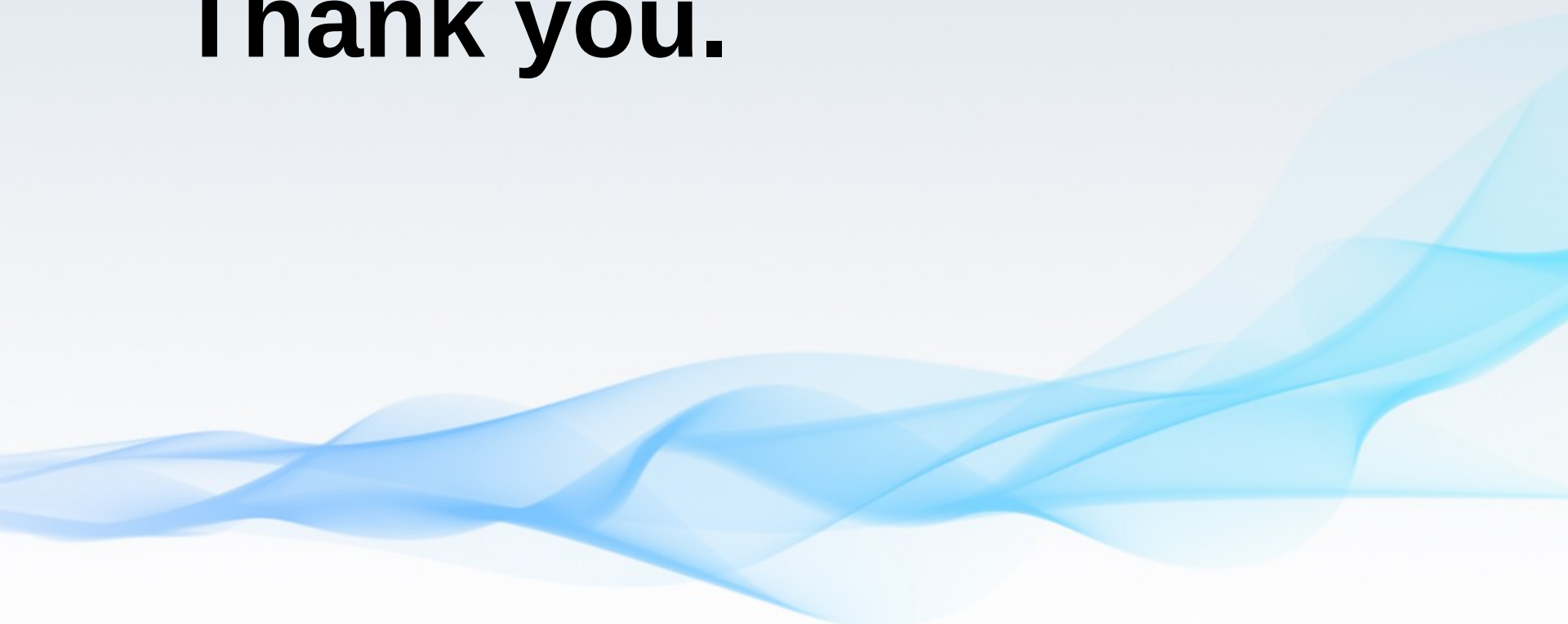


# IoT.js



- Basic functionality is there
- Possible tasks:
  - Add more IoT.js modules
  - Package manager for IoT.js

# Thank you.



## Contact Information:

Tilmann Scheller  
[t.scheller@samsung.com](mailto:t.scheller@samsung.com)

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