A **Data Buffer** is just a group of contiguous bytes in GPU memory. They have no inherent meaning. The data that is stored there is whatever you want it to be. (This is sometimes called a "Binary Large Object", or "BLOB".)

It is up to you to be sure that the writer and the reader of the Data Buffer are interpreting the bytes in the same way!

Vulkan calls these things “Buffers”. But, Vulkan calls other things “Buffers”, too, such as Texture Buffers and Command Buffers. So, I have taken to calling these things “Data Buffers” and have even gone to far as to override some of Vulkan’s own terminology:

```c
typedef VkBuffer VkDataBuffer;
```

### Terminology Issues

#### Vulkan: Buffers

```c
VkBufferCreateInfo vbci;
vbci.sType = VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO;
vbci.pNext = nullptr;
vbci.flags = 0;
vbci.size =  << buffer size in bytes >>
vbci.usage =  <<or’ed bits of: >>
VK_USAGE_TRANSFER_SRC_BIT
VK_USAGE_TRANSFER_DST_BIT
VK_USAGE_UNIFORM_TEXEL_BUFFER_BIT
VK_USAGE_STORAGE_TEXEL_BUFFER_BIT
VK_USAGE_UNIFORM_BUFFER_BIT
VK_USAGE_STORAGE_BUFFER_BIT
VK_USAGE_INDEX_BUFFER_BIT
VK_USAGE_VERTEX_BUFFER_BIT
vbci.sharingMode =  << one of: >>
VK_SHARING_MODE_EXCLUSIVE
VK_SHARING_MODE_CONCURRENT
vbci.queueFamilyIndexCount = 0;
vbci.pQueueFamilyIndices = (const iont32_t) nullptr;

VkBuffer Buffer;
result = vkCreateBuffer ( LogicalDevice, IN &vbci, PALLOCATOR,  OUT &Buffer );
```

#### Vulkan: Allocating Memory for a Buffer, Binding a Buffer to Memory, and Writing to the Buffer

```c
VkMemoryRequirements vmr;
result = vkGetBufferMemoryRequirements( LogicalDevice, Buffer, OUT &vmr );

VkMemoryAllocateInfo vmai;
vmai.sType = VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO;
vmai.pNext = nullptr;
vmai.flags = 0;
vmai.allocationSize = vmr.size;
vmai.memoryTypeIndex = FindMemoryThatIsHostVisible( );

VkDeviceMemory vdm;
result = vkAllocateMemory( LogicalDevice, IN &vmai, PALLOCATOR,  OUT &vdm );
result = vkBindBufferMemory( LogicalDevice, Buffer, IN vdm, 0 ); // 0 is the offset

result = vkMapMemory( LogicalDevice, IN vdm, 0, VK_WHOLE_SIZE, 0, &ptr );
<< do the memory copy >>
result = vkUnmapMemory( LogicalDevice, IN vdm );
```
Finding the Right Type of Memory

```c
int FindMemoryThatIsHostVisible()
{
    VkPhysicalDeviceMemoryProperties vpdmp;
    vkGetPhysicalDeviceMemoryProperties(PhysicalDevice, OUT &vpdmp);
    for( unsigned int i = 0; i < vpdmp.memoryTypeCount; i++ )
    {
        VkMemoryType vmt = vpdmp.memoryTypes[ i ];
        if( ( vmt.propertyFlags & VK_MEMORY_PROPERTY_HOST_VISIBLE_BIT ) != 0 )
        {
            return i;
        }
    }
    return -1;
}
```

Finding the Right Type of Memory

```c
int FindMemoryThatIsDeviceLocal()
{
    VkPhysicalDeviceMemoryProperties vpdmp;
    vkGetPhysicalDeviceMemoryProperties(PhysicalDevice, OUT &vpdmp);
    for( unsigned int i = 0; i < vpdmp.memoryTypeCount; i++ )
    {
        VkMemoryType vmt = vpdmp.memoryTypes[ i ];
        if( ( vmt.propertyFlags & VK_MEMORY_PROPERTY_DEVICE_LOCAL_BIT ) != 0 )
        {
            return i;
        }
    }
    return -1;
}
```

11 Memory Types:
- Memory 0
- Memory 1
- Memory 2
- Memory 3
- Memory 4
- Memory 5
- Memory 6
- Memory 7: DeviceLocal
- Memory 8: DeviceLocal
- Memory 9: HostVisible HostCoherent
- Memory 10: HostVisible HostCoherent HostCached

2 Memory Heaps:
- Heap 0: size = 0xb7c00000 DeviceLocal
- Heap 1: size = 0xfac00000

It's the usual object-oriented benefit – you can pass around just one data-item and everyone can access whatever information they need.

```
typedef struct MyBuffer
{
    VkDataBuffer buffer;
    VkDeviceMemory vdm;
    VkDeviceSize size;
} MyBuffer;
```

```
MyBuffer MyMatrixUniformBuffer;
```

Here's the C struct to hold some uniform variables

```
struct matBuf
{
    glm::mat4 uModelMatrix;
    glm::mat4 uViewMatrix;
    glm::mat4 uProjectionMatrix;
    glm::mat3 uNormalMatrix;
} Matrices;
```

Here's the shader code to access those uniform variables

```
layout (std140, set = 0, binding = 0) uniform matBuf
{
    mat4 uModelMatrix;
    mat4 uViewMatrix;
    mat4 uProjectionMatrix;
    mat4 uNormalMatrix;
} Matrices;
```
Filling those Uniform Variables

```cpp
glm::vec3 eye(0.,0.,EYEDIST);
glm::vec3 look(0.,0.,0.);
glm::vec3 up(0.,1.,0.);
Matrices.uModelMatrix = glm::mat4(1.0f); // identity
Matrices.uViewMatrix = glm::lookAt(eye, look, up);
Matrices.uProjectionMatrix = glm::perspective(FOV, (double)Width/(double)Height, 0.1, 1000.);
Matrices.uProjectionMatrix[1][1] *= -1.0f;
Matrices.uNormalMatrix = glm::inverseTranspose(glm::mat3(Matrices.uModelMatrix));
```

This C struct is holding the actual data. It is writeable by the application.

```cpp
The MyBuffer does not hold any actual data itself. It just represents the collection of data buffer information that will be used by Vulkan.
```

The Parade of Data

```cpp
struct matBuf Matrices;
```

The Data Buffer in GPU memory is holding the actual data. It is readable by the shaders.

```cpp
MyBuffer MyMatrixUniformBuffer;
uniform matBuf Matrices;
```

The Descriptor Set for the Buffer

We will cover the Descriptor Sets later, but for now think of them as the link between the blob of uniform variables in GPU memory and the block of variable names in your shader programs.

```cpp
VkDescriptorBufferInfo vdbi0;
vdbi0.buffer = MyMatrixUniformBuffer.buffer;
vdbi0.offset = 0; // bytes
vdbi0.range = sizeof(Matrices);
```

Creating and Filling the Data Buffer – the Details

```cpp
VkResult Init05DataBuffer(VkDeviceSize size, VkBufferUsageFlags usage, OUT MyBuffer * pMyBuffer)
{
    VkResult result = VK_SUCCESS;
    VkBufferCreateInfo vbci;
    vbci.sType = VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO;
    vbci.pNext = nullptr;
    vbci.flags = 0;
    vbci.size = pMyBuffer->size = size;
    vbci.usage = usage;
    vbci.sharingMode = VK_SHARING_MODE_EXCLUSIVE;
    vbci.queueFamilyIndexCount = 0;
    vbci.pQueueFamilyIndices = (const uint32_t *)nullptr;
    result = vkCreateBuffer(LogicalDevice, IN &vbci, PALLOCATOR, OUT &pMyBuffer->buffer);
    VkMemoryRequirements vmr;
    vkGetBufferMemoryRequirements(LogicalDevice, IN pMyBuffer->buffer, OUT &vmr);
    VkMemoryAllocateInfo vmai;
    vmai.sType = VK_STRUCTURE_TYPE_MEMORY_ALLOCATE_INFO;
    vmai.pNext = nullptr;
    vmai.allocationSize = vmr.size;
    vmai.memoryTypeIndex = FindMemoryThatIsHostVisible();
    VkDeviceMemory vdm;
    result = vkAllocateMemory(LogicalDevice, IN &vmai, PALLOCATOR, OUT &vdm);
    pMyBuffer->vdm = vdm;
    result = vkBindBufferMemory(LogicalDevice, pMyBuffer->buffer, IN vdm, 0); // 0 is the offset
    return result;
}
```

Creating and Filling the Data Buffer – the Details

```cpp
VkResult Fill05DataBuffer(IN MyBuffer myBuffer, IN void * data)
{
    void * pGpuMemory;
    vkMapMemory(LogicalDevice, IN myBuffer.vdm, 0, VK_WHOLE_SIZE, 0, OUT &pGpuMemory);
    memcpy(pGpuMemory, data, (size_t)myBuffer.size);
    vkUnmapMemory(LogicalDevice, IN myBuffer.vdm);
    return VK_SUCCESS;
}
```

Remember – to Vulkan and GPU memory, these are just bits. It is up to you to handle their meaning correctly.