Introduction

What Prompted the Move to Vulkan?

1. Performance
2. Performance
3. Performance

Vulkan is better at keeping the GPU busy than OpenGL. OpenGL drivers need to do a lot of CPU work before handing work off to the GPU. Vulkan lets you get more power from the GPU card you already have.

This is especially important if you can hide the complexity of Vulkan from your customer base and just let them see the improved performance. Thus, Vulkan has had a lot of support and interest from game engine developers, 3rd party software vendors, etc.

As an aside, the Vulkan development effort was originally called "glNext", which created the false impression that this was a replacement for OpenGL. It’s not.

Why is it so important to keep the GPU Busy?

OpenGL 4.2 Pipeline Flowchart

Why Name it after the God of the Forge?

From Wikipedia:

“Vulcan is the god of fire including the fire of volcanoes, metalworking, and the forge in ancient Roman religion and myth. Vulcan is often depicted with a blacksmith’s hammer. The Vulcanalia was the annual festival held August 23 in his honor. His Greek counterpart is Hephaestus, the god of fire and smithry. In Etruscan religion, he is identified with Sethlans. Vulcan belongs to the most ancient stage of Roman religion: Varro, the ancient Roman scholar and writer, citing the Annales Maximi, records that king Titus Tatius dedicated altars to a series of deities among which Vulcan is mentioned.”

The Khronos Group, Inc. is a non-profit member-funded industry consortium, focused on the creation of open standard, royalty-free application programming interfaces (APIs) for authoring and accelerated playback of dynamic media on a wide variety of platforms and devices. Khronos members may contribute to the development of Khronos API specifications, vote at various stages before public deployment, and accelerate delivery of their platforms and applications through early access to specification drafts and conformance tests.

Who is the Khronos Group?

Playing “Where’s Waldo” with Khronos Membership

Vulkan

• Largely derived from AMD’s Mantle API
• Also heavily influenced by Apple’s Metal API and Microsoft’s DirectX 12
• Goal: much less driver complexity and overhead than OpenGL has
• Goal: much less user hand-holding
• Goal: higher single-threaded performance than OpenGL can deliver
• Goal: able to do multithreaded graphics
• Goal: able to handle tiled rendering

Vulkan Differences from OpenGL

• More low-level information must be provided (by you!) in the application, rather than the driver
• Screen coordinate system is Y-down
• No “current state”, at least not one maintained by the driver
• All of the things that we have talked about being deprecated in OpenGL are really deprecated in Vulkan: built-in pipeline transformations, begin-end, fixed-function, etc.
• You must manage your own transformations.
• All transformation, color, texture functionality must be done in shaders.
• Shaders are pre-“half-compiled” outside of your application. The compilation process is then finished during the pipeline-building process.

The Basic OpenGL Computer Graphics Pipeline, OpenGL-style

The Basic Computer Graphics Pipeline, Shader-style

MC = Model Vertex Coordinates
WC = World Vertex Coordinates
EC = Eye Vertex Coordinates

The Basic Computer Graphics Pipeline, Vulkan-style

- **Vertex Shader**
  - gl_Position, Per-vertex in variables
- **Fragment Shader**
  - Output color(s)
- **Uniform Variables**
  - Per-vertex in variables

The way of querying information is a recurring OpenCL and Vulkan pattern (get used to it):

```c
uint32_t count;
result = vkEnumeratePhysicalDevices( Instance, OUT &count, OUT physicalDevices );
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**Vulkan Highlights: Pipelines**

- In OpenGL, your “pipeline state” is whatever your current graphics attributes are: color, transformations, textures, shaders, etc.
- Changing the state on-the-fly one item at-a-time is very expensive
- Vulkan forces you to set all your state at once into a “pipeline state object” (PSO) and then invoke the entire PSO whenever you want to use that state combination
- Think of the pipeline state as being immutable.
- Potentially, you could have thousands of these pre-prepared states
- This is a good time to talk about how game companies view Vulkan...

**Vulkan Highlights: Command Buffers**

- Graphics commands are sent to command buffers
  - Think OpenCL...
  - E.g., vkCmdDraw( commandBuffer, … );
- You can have as many simultaneous Command Buffers as you want
- Buffers are flushed when the application wants them flushed
- Each command buffer can be filled from a different thread (i.e., filling is thread-safe)

**A Complete API Redesign**

- Originally architected for graphics workstations with direct renderers and split memory
- Driver does lots of work: state validation, dependency tracking, error checking, limits and transformation performance
- Threaded model doesn’t enable generation of graphics commands in parallel to command execution
- Syntax evolved over twenty years – complex API choices can obscure optimal performance path
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- Syntax evolved over twenty years – complex API choices can obscure optimal performance path
Vulkan Code has a Distinct "Style"

```c
VkBufferCreateInfo vbci;
vbci.sType = VK_STRUCTURE_TYPE_BUFFER_CREATE_INFO;
vbci.pNext = nullptr;
vbci.flags = 0;
vbci.size = buffer size in bytes;  // size
vbci.usage = VK_USAGE_UNIFORM_BUFFER_BIT;
vbci.sharingMode = VK_SHARING_MODE_EXCLUSIVE;
vbci.queueFamilyIndexCount = 0;
vbci.pQueueFamilyIndices = nullptr;

VK_RESULT result = vkCreateBuffer ( LogicalDevice, &vbci, PALLOCATOR, &Buffer );

VkMemoryRequirements vmr;
result = vkGetBufferMemoryRequirements( LogicalDevice, Buffer, &vmr ); // fills vmr

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

result = vkAllocateMemory( LogicalDevice, &vmai, PALLOCATOR, &MatrixBufferMemoryHandle );
result = vkBindBufferMemory( LogicalDevice, Buffer, MatrixBufferMemoryHandle, 0 );
```

Vulkan Quick Reference Card

Vulkan Highlights: Overall Block Diagram

Application → Instance → Physical Device → Logical Device → Command Buffer → Command Buffer

Steps in Creating Graphics using Vulkan

1. Create the Instance
2. Setup the Debug Callbacks
3. Create the Surface
4. List the Physical Devices
5. Pick the right Physical Device
6. Create the Logical Device
7. Create the Uniform Variable Buffers
8. Create the Vertex Data Buffers
9. Create the Texture Sampler
10. Create the texture images
11. Create the swap chain
12. Create the depth and stencil images
13. Create the render pass
14. Create the Framebuffer(s)
15. Create the Descriptor Set Pool
16. Create the Command Buffer Pool
17. Create the Command Buffer(s)
18. Read the shaders
19. Create the Descriptor Set Layouts
20. Create and populate the Descriptor Sets
21. Create the Graphics Pipeline(s)
22. Update-Render-Update-Render-…
Vulkan: Creating a Pipeline

- Shader stages
- VertexInput State
- InputAssembly State
- Tesselation State
- Viewport State
- Rasterization State
- MultiSample State
- DepthStencil State
- ColorBlend State
- Dynamic State

Pipeline layout
RenderPass

basePipelineHandle
basePipelineIndex

VkGraphicsPipelineCreateInfo

Shader modules

Vulkan GPU Memory

- Your application allocates GPU memory for the objects it needs
- You map GPU memory to the CPU address space for access
- Your application is responsible for making sure what you put into that memory is actually in the right format, is the right size, has the right alignment, etc.

From the OpenGL Shader Storage Buffer notes:

generateBuffer(1, vbuffer, gpuBuffer);  // get buffer (or create) and map it
// Align to a 16-byte boundary

GLint bufMask = GL_MAP_WRITE_BIT | GL_MAP_INVALIDATE_BUFFER_BIT;  // the invalidate makes a big difference when re-writing

// enquire
GLint enq = glEnqueueBarrier(1, vbuffer, &bufMask);  // returns a command that can be used at any point in time

// Multiple render passes can be merged

Vulkan Render Passes

- Drawing is done inside a render pass
- Each render pass contains what framebuffer attachments to use
- Each render pass is told what to do when it begins and ends
- Multiple render passes can be merged

Vulkan Compute Shaders

- Compute pipelines are allowed, but they are treated as something special (just like OpenGL does)
- Compute passes are launched through dispatches
- Compute command buffers can be run asynchronously

Vulkan Synchronization

- Synchronization is the responsibility of the application
- Events can be set, polled, and waited for (much like OpenCL)
- Vulkan does not ever lock -- that's the application's job
- Threads can concurrently read from the same object
- Threads can concurrently write to different objects

Vulkan Shaders

- GLSL is the same as before ... almost
- For places it's not, an implied
  #define VULKAN 100
  is automatically supplied by the compiler
- You pre-compile your shaders with an external compiler
- Your shaders get turned into an intermediate form known as SPIR-V (Standard Portable Intermediate Representation for Vulkan)
- SPIR-V gets turned into fully-compiled code at runtime
- The SPIR-V spec has been public for months - new shader languages are surely being developed
- OpenCL and OpenGL will be moving to SPIR-V as well

Advantages:
1. Software vendors don't need to ship their shader source
2. Software can launch faster because half of the compilation has already taken place
3. This guarantees a common front-end syntax
4. This allows for other language front-ends

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Your Sample2017.zip File Contains This