Dynamic State Variables

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Creating a Pipeline with Dynamically Changeable State Variables

The graphics pipeline is full of state information, and, as previously-discussed, is immutable, that is, the information contained inside it is fixed, and can only be changed by creating a new graphics pipeline with new information.

That isn’t quite true. To a certain extent, you can declare parts of the pipeline state changeable. This allows you to change pipeline information on the fly.

This is useful for managing state information that needs to change frequently. This also creates possible optimization opportunities for the Vulkan driver.
The possible uses for dynamic variables are shown in the `VkDynamicState` enum:

- VK_DYNAMIC_STATE_VIEWPORT
- VK_DYNAMIC_STATE_SCISSOR
- VK_DYNAMIC_STATE_LINE_WIDTH
- VK_DYNAMIC_STATE_DEPTH_BIAS
- VK_DYNAMIC_STATE_BLEND_CONSTANTS
- VK_DYNAMIC_STATE_DEPTH_BOUNDS
- VK_DYNAMIC_STATE_STENCIL_COMPARE_MASK
- VK_DYNAMIC_STATE_STENCIL_WRITE_MASK
- VK_DYNAMIC_STATE_STENCIL_REFERENCE
Creating a Pipeline

VkDynamicState
{
    VK_DYNAMIC_STATE_VIEWPORT,
    VK_DYNAMIC_STATE_LINE_WIDTH
};

VkPipelineDynamicStateCreateInfo vpdsci;
vpdsci.sType = VK_STRUCTURE_TYPE_PIPELINE_DYNAMIC_STATE_CREATE_INFO;
vpdsci.pNext = nullptr;
vpdsci.flags = 0;
vpdsci.dynamicStateCount = sizeof(vds) / sizeof(VkDynamicState);
vpdsci.pDynamicStates = &vds;

VkGraphicsPipelineCreateInfo vgpci;
...vgpci.pDynamicState = &vpdsci;...

vkCreateGraphicsPipelines( LogicalDevice, pipelineCache, 1, &vgpci, PALLOCATOR, &GraphicsPipeline );

If you declare certain state variables to be dynamic like this, then you must fill them in the command buffer! Otherwise, they are undefined.
Creating a Pipeline

- VkSpecializationInfo
  - which stage (VERTEX, etc.)
- VkShaderModule
  - binding
  - stride
  - inputRate
- VkVertexInputBindingDescription
  - location
  - binding
  - format
  - offset
- VkVertexInputAttributeDescription
  - which stage (VERTEX, etc.)
- VkPipelineShaderStageCreateInfo
- VkPipelineVertexInputStateCreateInfo
  - VkVertexInputBindingDescription
  - VkVertexInputAttributeDescription
- VkPipelineInputAssemblyStateCreateInfo
- VkPipelineTessellationStateCreateInfo
- VkViewportStateCreateInfo
  - Viewport
  - x, y, w, h, minDepth, maxDepth
  - offset
  - extent
- VkPipelineRasterizationStateCreateInfo
  - Topology
  - cullMode
  - polygonMode
  - frontFace
  - lineWidth
- VkPipelineDepthStencilStateCreateInfo
  - depthTestEnable
  - depthWriteEnable
  - depthCompareOp
  - stencilTestEnable
  - stencilOpStateFront
  - stencilOpStateBack
- VkPipelineColorBlendStateCreateInfo
  - blendEnable
  - srcColorBlendFactor
dstColorBlendFactor
colorBlendOp
dstAlphaBlendFactor
colorWriteMask
- VkPipelineColorBlendAttachmentState
- VkPipelineDynamicStateCreateInfo
  - Array naming the states that can be set dynamically
Filling the Dynamic State Variables in the Command Buffer

The command buffer-bound function calls to set these dynamic states are:

vkCmdSetViewport( commandBuffer, firstViewport, viewportCount, pViewports );
vkCmdSetScissor( commandBuffer, firstScissor, scissorCount, pScissors );
vkCmdSetLineWidth( commandBuffer, linewidth );
vkCmdSetDepthBias( commandBuffer, depthBiasConstantFactor, depthBiasClamp, depthBiasSlopeFactor );
vkCmdSetBlendConstants( commandBuffer, blendConstants[4] );
vkCmdSetDepthBounds( commandBuffer, minDepthBounds, maxDepthBounds );
vkCmdSetStencilCompareMask( commandBuffer, faceMask, compareMask );
vkCmdSetStencilWriteMask( commandBuffer, faceMask, writeMask );
vkCmdSetStencilReference( commandBuffer, faceMask, reference );