



Vulkan.


Shaders and SPIR-V




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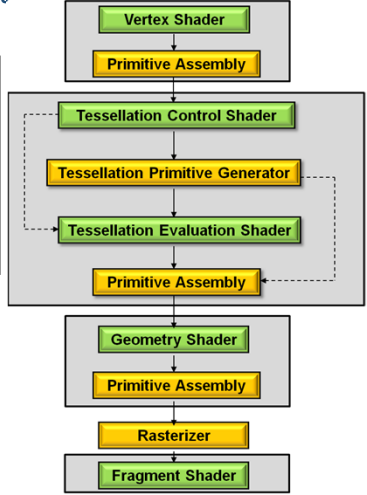


ShadersAndSpirv.pptx




The Shaders' View of the Basic Computer Graphics Pipeline

- In general, you want to have a vertex and fragment shader as a minimum.
- A missing stage is OK. The output from one stage becomes the input of the next stage that is there.
- The last stage before the fragment shader feeds its output variables into the rasterizer. The interpolated values then go to the fragment shaders




= Fixed Function

= Programmable



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Vulkan Shader Stages


Shader stages

```

typedef enum VkPipelineStageFlagBits {
    VK_PIPELINE_STAGE_TOP_OF_PIPE_BIT = 0x00000001,
    VK_PIPELINE_STAGE_DRAW_INDIRECT_BIT = 0x00000002,
    VK_PIPELINE_STAGE_VERTEX_INPUT_BIT = 0x00000004,
    VK_PIPELINE_STAGE_VERTEX_SHADER_BIT = 0x00000008,
    VK_PIPELINE_STAGE_TESSELLATION_CONTROL_SHADER_BIT = 0x00000010,
    VK_PIPELINE_STAGE_TESSELLATION_EVALUATION_SHADER_BIT = 0x00000020,
    VK_PIPELINE_STAGE_GEOMETRY_SHADER_BIT = 0x00000040,
    VK_PIPELINE_STAGE_FRAGMENT_SHADER_BIT = 0x00000080,
    VK_PIPELINE_STAGE_EARLY_FRAGMENT_TESTS_BIT = 0x00000100,
    VK_PIPELINE_STAGE_LATE_FRAGMENT_TESTS_BIT = 0x00000200,
    VK_PIPELINE_STAGE_COLOR_ATTACHMENT_OUTPUT_BIT = 0x00000400,
    VK_PIPELINE_STAGE_COMPUTE_SHADER_BIT = 0x00000800,
    VK_PIPELINE_STAGE_TRANSFER_BIT = 0x00001000,
    VK_PIPELINE_STAGE_BOTTOM_OF_PIPE_BIT = 0x00002000,
    VK_PIPELINE_STAGE_HOST_BIT = 0x00004000,
    VK_PIPELINE_STAGE_ALL_GRAPHICS_BIT = 0x00008000,
    VK_PIPELINE_STAGE_ALL_COMMANDS_BIT = 0x00010000,
} VkPipelineStageFlagBits;
    
```



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Vulkan: GLSL Differences from OpenGL

Detecting that a GLSL Shader is being used with Vulkan/SPIR-V:

- In the compiler, there is an automatic `#define VULKAN 100`

Vertex and Instance indices:


```
gl_VertexIndex
gl_InstanceIndex
```

These are `gl_VertexID` and `gl_InstanceID` in OpenGL. The Vulkan names make more sense.


- Both are 0-based

gl_FragColor:

- In OpenGL, it broadcasts to all color attachments
- In Vulkan, it just broadcasts to color attachment location #0
- Best idea: don't use it – explicitly declare out variables to have specific location numbers



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Vulkan: GLSL Differences from OpenGL

5

Shader combinations of separate texture data and samplers:
 uniform sampler s;
 uniform texture2D t;
 vec4 rgba = texture(sampler2D(t, s), vST);

Descriptor Sets:
 layout(set=0, binding=0) . . . ;


Push Constants:
 layout(push_constant) . . . ;

Specialization Constants:
 layout(constant_id = 3) const int N = 5;

- Can only use basic operators, declarations, and constructors
- Only for scalars, but a vector can be constructed from specialization constants

Specialization Constants for Compute Shaders:
 layout(local_size_x_id = 8, local_size_y_id = 16);

- gl_WorkGroupSize.z is still as it was



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Vulkan: Shaders' use of Layouts for Uniform Variables

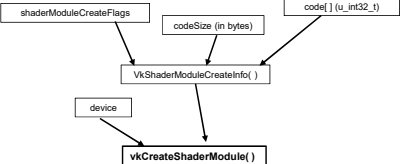

6

```
layout( std140, set = 0, binding = 0 ) uniform matBuf
{
    mat4 uModelMatrix;
    mat4 uViewMatrix;
    mat4 uProjectionMatrix;
    mat3 uNormalMatrix;
} Matrices;

// non-opaque must be in a uniform block:
layout( std140, set = 1, binding = 0 ) uniform lightBuf
{
    vec4 uLightPos;
} Light;

layout( set = 2, binding = 0 ) uniform sampler2D uTexUnit;
```

All opaque (non-sampler) uniform variables must be in block buffers

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Vulkan Shader Compiling


7

- You pre-compile your shaders with an external compiler
- Your shaders get turned into an intermediate form known as SPIR-V
- SPIR-V gets turned into fully-compiled code at runtime
- SPIR-V spec has been public for a couple of years –new shader languages are surely being developed
- OpenGL and OpenCL will be moving to SPIR-V as well

GLSL Source → You do:
External GLSL Compiler → SPIR-V → Driver does:
Compiler in driver → Vendor-specific code

Advantages:

1. Software vendors don't need to ship their shader source
2. Syntax errors appear during the SPIR-V step, not during runtime
3. Software can launch faster because half of the compilation has already taken place
4. This guarantees a common front-end syntax
5. This allows for other language front-ends




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SPIR-V, from the Khronos Group

8


The first open standard intermediate language for parallel compute and graphics:

- SPIR (Standard Portable Intermediate Representation) was initially developed for use by OpenCL and SPIR versions 1.2 and 2.0 were based on LLVM. SPIR has now evolved into a true cross-API standard that is fully defined by Khronos with native support for shader and kernel features – called SPIR-V.
- SPIR-V is the first open standard, cross-API intermediate language for natively representing parallel compute and graphics and is incorporated as part of the core specification of both OpenCL 2.1 and OpenCL 2.2 and the new Vulkan graphics and compute API.
- SPIR-V exposes the machine model for OpenCL 1.2, 2.0, 2.1, 2.2 and Vulkan - including full flow control, and graphics and parallel constructs not supported in LLVM. SPIR-V also supports OpenCL C and OpenCL C++ kernel languages as well as the GLSL shader language for Vulkan.
- SPIR-V 1.1, launched in parallel with OpenCL 2.2, now supports all the kernel language features of OpenCL C++ in OpenCL 2.2, including initializer and finalizer function execution modes to support constructors and destructors. SPIR-V 1.1 also enhances the expressiveness of kernel programs by supporting named barriers, subgroup execution, and program scope pipes.
- SPIR-V is catalyzing a revolution in the language compiler ecosystem - it can split the compiler chain across multiple vendors' products, enabling high-level language front-ends to emit programs in a standardized intermediate form to be ingested by Vulkan or OpenCL drivers. For hardware vendors, ingesting SPIR-V eliminates the need to build a high-level language source compiler into device drivers, significantly reducing driver complexity, and will enable a broad range of language and framework front-ends to run on diverse hardware architectures.
- For developers, using SPIR-V means that kernel source code no longer has to be directly exposed, kernel load times can be accelerated and developers can choose the use of a common language front-end, improving kernel reliability and portability across multiple hardware implementations.






CONNECTING SOFTWARE TO SILICON



https://www.khronos.org/spir



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SPIR-V: Standard Portable Intermediate Representation for Vulkan


9

glslangValidator shaderFile -V [-H] [-I<dir>] [-S <stage>] -o shaderBinaryFile.spv

Shaderfile extensions:
 .vert Vertex
 .tesc Tessellation Control
 .tese Tessellation Evaluation
 .geom Geometry
 .frag Fragment
 .comp Compute
 (Can be overridden by the -S option)

-V Compile for Vulkan
 -G Compile for OpenGL
 -I Directory(ies) to look in for #includes
 -S Specify stage rather than get it from shaderfile extension
 -c Print out the maximum sizes of various properties

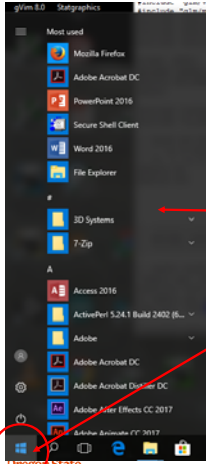
Windows: glslangValidator.exe
 Linux: setenv LD_LIBRARY_PATH /usr/local/common/gcc-6.3.0/lib64/



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You Can Run the SPIR-V Compiler on Windows from a Bash Shell

10



1. Click on the Microsoft Start icon

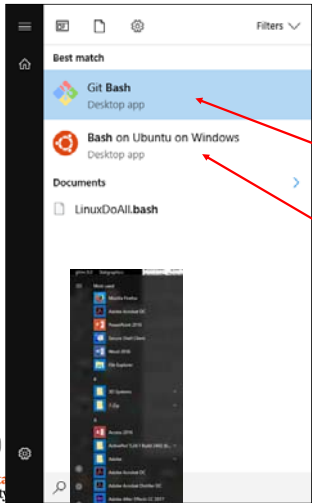
2. Type word *bash*



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You Can Run the SPIR-V Compiler on Windows from a Bash Shell

11



Pick one:

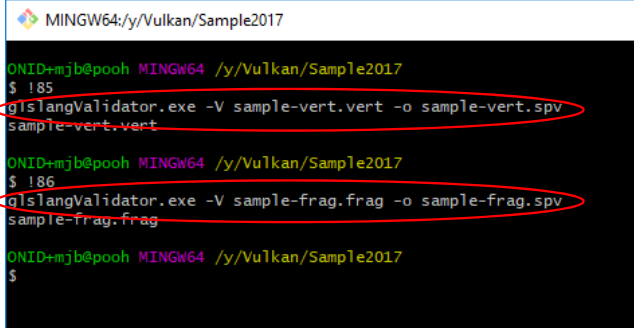
- Can get to your personal folders
- Does not have make
- Cannot get to your personal folders
- Does have make



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Running glslangValidator.exe

12



```


MINGW64:/y/Vulkan/Sample2017
ONID+mjb@pooh MINGW64 /y/Vu1kan/Samp1e2017
$ 185
glslangValidator.exe -V sample-vert.vert -o sample-vert.spv
sample-vert.vert
ONID+mjb@pooh MINGW64 /y/Vu1kan/Samp1e2017
$ 186
glslangValidator.exe -V sample-frag.frag -o sample-frag.spv
sample-frag.frag
ONID+mjb@pooh MINGW64 /y/Vu1kan/Samp1e2017
$
    
```



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You can also run SPIR-V from a Linux Shell 13

```
$ glslangValidator.exe -V sample-vert.vert -o sample-vert.spv
$ glslangValidator.exe -V sample-frag.frag -o sample-frag.spv
```



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You can also run SPIR-V from a Linux Shell 14


```
glslangValidator.exe -V sample-vert.vert -o sample-vert.spv
```

Compile for Vulkan ("-G" is compile for OpenGL)

The input file. The compiler determines the shader type by the file extension:

.vert	Vertex shader
.tccs	Tessellation Control Shader
.tecs	Tessellation Evaluation Shader
.geom	Geometry shader
.frag	Fragment shader
.comp	Compute shader

Specify the output file



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How do you know if SPIR-V compiled successfully? 15

Same as C/C++ – the compiler gives you no nasty messages.

Also, if you care, legal .spv files have a magic number of **0x07230203**

So, if you do an **od -x** on the .spv file, the magic number looks like this:

```
0203 0723 . . .
```



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
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Reading a SPIR-V File into a Vulkan Shader Module 16

```

VkResult
Init12SpirvShader( std::string filename, VkShaderModule * pShaderModule )
{
    FILE *fp;
    (void) fopen_s( &fp, filename.c_str(), "rb" );
    if( fp == NULL )
    {
        fprintf( FpDebug, "Cannot open shader file '%s'\n", filename.c_str() );
        return VK_SHOULD_EXIT;
    }
    uint32_t magic;
    fread( &magic, 4, 1, fp );
    if( magic != SPIRV_MAGIC )
    {
        fprintf( FpDebug, "Magic number for spir-v file '%s' is 0x%08x -- should be 0x%08x\n",
            filename.c_str(), magic, SPIRV_MAGIC );
        return VK_SHOULD_EXIT;
    }

    fseek( fp, 0L, SEEK_END );
    int size = ftell( fp );
    rewind( fp );
    unsigned char *code = new unsigned char [size];
    fread( code, size, 1, fp );
    fclose( fp );
}
    
```



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Reading a SPIR-V File into a Shader Module

17

```

VkShaderModuleCreateInfo vsmci;
vsmci.sType = VK_STRUCTURE_TYPE_SHADER_MODULE_CREATE_INFO;
vsmci.pNext = nullptr;
vsmci.flags = 0;
vsmci.codeSize = size;
vsmci.pCode = (uint32_t*)code;

VkResult result = vkCreateShaderModule(LogicalDevice, IN &vsmci, ALLOCATOR, pShaderModule);
fprintf(FpDebug, "Shader Module '%s' successfully loaded\n", filename.c_str());
delete [ ] code;
return result;
    
```

Vulkan: Creating a Pipeline

18

vkCreateGraphicsPipeline()

Array naming the states that can be set dynamically

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You can also take a look at SPIR-V Assembly

19

```

gslangValidator.exe -V -H sample-vert.vert -o sample-vert.spv
    
```

This prints out the SPIR-V "assembly" to standard output.
Other than nerd interest, there is no graphics-programming reason to look at this. ☺

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For example, if this is your Shader Source

20

```

#version 400
#extension GL_ARB_separate_shader_objects : enable
#extension GL_ARB_shading_language_420pack : enable
layout( std140, set = 0, binding = 0 ) uniform matBuf
{
    mat4 uModelMatrix;
    mat4 uViewMatrix;
    mat4 uProjectionMatrix;
    mat3 uNormalMatrix;
} Matrices;

// non-opaque must be in a uniform block:
layout( std140, set = 1, binding = 0 ) uniform lightBuf
{
    vec4 uLightPos;
} Light;

layout( location = 0 ) in vec3 aVertex;
layout( location = 1 ) in vec3 aNormal;
layout( location = 2 ) in vec3 aColor;
layout( location = 3 ) in vec2 aTexCoord;

layout( location = 0 ) out vec3 vNormal;
layout( location = 1 ) out vec3 vColor;
layout( location = 2 ) out vec2 vTexCoord;

void main()
{
    mat4 PVM = Matrices.uProjectionMatrix * Matrices.uViewMatrix * Matrices.uModelMatrix;
    gl_Position = PVM * vec4( aVertex, 1. );

    vNormal = Matrices.uNormalMatrix * aNormal;
    vColor = aColor;
    vTexCoord = aTexCoord;
}
    
```

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This is the SPIR-V Assembly, Part I

```

#version 400
#extension GL_ARB_separate_shader_objects : enable
#extension GL_ARB_shading_language_420pack : enable
layout(std140, set = 0, binding = 0) uniform matBuf
{
    mat4 uModelMatrix;
    mat4 uViewMatrix;
    mat4 uProjectionMatrix;
    mat4 uNormalMatrix;
} Matrices;

// non-opaque must be in a uniform block
layout(std140, set = 1, binding = 0) uniform lightBuf
{
    vec4 uLightPos;
}; Light;

layout(location = 0) in vec3 aVertex;
layout(location = 1) in vec3 aNormal;
layout(location = 2) in vec3 aColor;
layout(location = 3) in vec2 aTexCoord;

void main()
{
    mat4 PVM = Matrices.uProjectionMatrix * Matrices.uViewMatrix * Matrices.uModelMatrix;
    gl_Position = PVM * vec4(aVertex, 1.);

    vNormal = Matrices.uNormalMatrix * aNormal;
    vColor = aColor;
    vTexCoord = aTexCoord;
}

```

```

1: Capability Shader
   ExtInstImport "GLSL_std450"
   MemoryModel Logical GLSL450
   EntryPoint Vertex 4 "main" 34 37 48 53 56 57 61 63
   Source GLSL 400
   SourceExtension "GL_ARB_separate_shader_objects"
   SourceExtension "GL_ARB_shading_language_420pack"
   Name 4 "main"
   Name 10 "PVM"
   Name 13 "matBuf"
   MemberName 13(matBuf) 0 "uModelMatrix"
   MemberName 13(matBuf) 1 "uViewMatrix"
   MemberName 13(matBuf) 2 "uProjectionMatrix"
   MemberName 13(matBuf) 3 "uNormalMatrix"
   Name 15 "Matrices"
   Name 32 "gl_PerVertex"
   MemberName 32(gl_PerVertex) 0 "gl_Position"
   MemberName 32(gl_PerVertex) 1 "gl_PointSize"
   MemberName 32(gl_PerVertex) 2 "gl_ClipDistance"
   Name 34 ""
   Name 37 "aVertex"
   Name 48 "vNormal"
   Name 53 "aNormal"
   Name 56 "aColor"
   Name 57 "aTexCoord"
   Name 61 "vTexCoord"
   Name 63 "aTexCoord"
   Name 65 "lightBuf"
   MemberName 65(lightBuf) 0 "uLightPos"
   Name 67 "Light"
   MemberDecorate 13(matBuf) 0 ColMajor
   MemberDecorate 13(matBuf) 0 Offset 0
   MemberDecorate 13(matBuf) 0 MatrixStride 16
   MemberDecorate 13(matBuf) 1 ColMajor
   MemberDecorate 13(matBuf) 1 Offset 64
   MemberDecorate 13(matBuf) 1 MatrixStride 16
   MemberDecorate 13(matBuf) 2 ColMajor
   MemberDecorate 13(matBuf) 2 Offset 128
   MemberDecorate 13(matBuf) 2 MatrixStride 16
   MemberDecorate 13(matBuf) 3 ColMajor
   MemberDecorate 13(matBuf) 3 Offset 192
   MemberDecorate 13(matBuf) 3 MatrixStride 16
   Decorate 13(matBuf) Block
   Decorate 15(Matrices) DescriptorSet 0

```

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This is the SPIR-V Assembly, Part II

```

#version 400
#extension GL_ARB_separate_shader_objects : enable
#extension GL_ARB_shading_language_420pack : enable
layout(std140, set = 0, binding = 0) uniform matBuf
{
    mat4 uModelMatrix;
    mat4 uViewMatrix;
    mat4 uProjectionMatrix;
    mat4 uNormalMatrix;
} Matrices;

// non-opaque must be in a uniform block
layout(std140, set = 1, binding = 0) uniform lightBuf
{
    vec4 uLightPos;
}; Light;

layout(location = 0) in vec3 aVertex;
layout(location = 1) in vec3 aNormal;
layout(location = 2) in vec3 aColor;
layout(location = 3) in vec2 aTexCoord;

void main()
{
    mat PVM = Matrices.uProjectionMatrix * Matrices.uViewMatrix * Matrices.uModelMatrix;
    gl_Position = PVM * vec4(aVertex, 1.);

    vNormal = Matrices.uNormalMatrix * aNormal;
    vColor = aColor;
    vTexCoord = aTexCoord;
}

```

```

Decorate 15(Matrices) Binding 0
MemberDecorate 32(gl_PerVertex) 0 BuiltIn Position
MemberDecorate 32(gl_PerVertex) 1 BuiltIn PointSize
MemberDecorate 32(gl_PerVertex) 2 BuiltIn ClipDistance
Decorate 32(gl_PerVertex) Block
Decorate 37(aVertex) Location 0
Decorate 48(vNormal) Location 0
Decorate 53(aNormal) Location 1
Decorate 56(aColor) Location 1
Decorate 57(aTexCoord) Location 2
Decorate 61(vTexCoord) Location 2
Decorate 63(aTexCoord) Location 3
MemberDecorate 65(lightBuf) 0 Offset 0
Decorate 65(lightBuf) Block
Decorate 67(Light) DescriptorSet 1
Decorate 67(Light) Binding 0
2: TypeVoid
3: TypeFunction 2
6: TypeFloat 32
7: TypeVector 6(float) 4
8: TypeMatrix 7(float) 4
9: TypePointer Function 8
11: TypeVector 6(float) 3
12: TypeMatrix 11(float) 3
13(matBuf): TypeStruct 8 8 8 12
14: TypePointer Uniform 13(matBuf)
15(Matrices): 14(ptr) Variable Uniform
16: TypeInt 32
17: 16(int) Constant 2
18: TypePointer Uniform 8
21: 16(int) Constant 1
25: 16(int) Constant 0
29: TypeInt 32 0
30: 29(int) Constant 1
31: TypeArray 6(float) 30
32(gl_PerVertex): TypeStruct 7(float) 6(float) 31
33: TypePointer Output 32(gl_PerVertex)
34: 33(ptr) Variable Output
36: TypePointer Input 11(float) 3
37(aVertex): 36(ptr) Variable Input
39: 6(float) Constant 106553216
45: TypePointer Output 7(float) 4
47: TypePointer Output 11(float) 3
48(vNormal): 47(ptr) Variable Output
49: 16(int) Constant 3

```

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This is the SPIR-V Assembly, Part III

```

#version 400
#extension GL_ARB_separate_shader_objects : enable
#extension GL_ARB_shading_language_420pack : enable
layout(std140, set = 0, binding = 0) uniform matBuf
{
    mat4 uModelMatrix;
    mat4 uViewMatrix;
    mat4 uProjectionMatrix;
    mat4 uNormalMatrix;
} Matrices;

// non-opaque must be in a uniform block
layout(std140, set = 1, binding = 0) uniform lightBuf
{
    vec4 uLightPos;
}; Light;

layout(location = 0) in vec3 aVertex;
layout(location = 1) in vec3 aNormal;
layout(location = 2) in vec3 aColor;
layout(location = 3) in vec2 aTexCoord;

void main()
{
    mat PVM = Matrices.uProjectionMatrix * Matrices.uViewMatrix * Matrices.uModelMatrix;
    gl_Position = PVM * vec4(aVertex, 1.);

    vNormal = Matrices.uNormalMatrix * aNormal;
    vColor = aColor;
    vTexCoord = aTexCoord;
}

```

```

50: TypePointer Uniform 12
53(aNormal): 36(ptr) Variable Input
56(aColor): 47(ptr) Variable Output
57(aTexCoord): 36(ptr) Variable Input
59: TypeVector 6(float) 2
60: TypePointer Output 59(float) 2
61(vTexCoord): 60(ptr) Variable Output
62: TypePointer Input 59(float) 2
63(aTexCoord): 62(ptr) Variable Input
65(lightBuf): TypeStruct 7(float) 3
66: TypePointer Uniform 65(lightBuf)
67(Light): 66(ptr) Variable Uniform
4(matBuf): 2 Function None 3
5: Label
10(PVM): 6(ptr) Variable Function
19: 18(ptr) AccessChain 15(Matrices) 17
20: 8 Load 19
22: 18(ptr) AccessChain 15(Matrices) 21
23: 8 Load 22
24: 8 MatrixTimesMatrix 20 23
26: 18(ptr) AccessChain 15(Matrices) 25
27: 8 Load 26
28: 8 MatrixTimesMatrix 24 27
29: Store 10(PVM) 28
35: 8 Load 10(PVM)
38: 11(float) Load 37(aVertex)
40: 6(float) CompositeExtract 38 0
41: 6(float) CompositeExtract 38 1
42: 6(float) CompositeExtract 38 2
43: 7(float) CompositeConstruct 40 41 42 39
44: 7(float) MatrixTimesVector 35 43
46: 45(ptr) AccessChain 34 25
47: Store 46 44
51: 50(ptr) AccessChain 15(Matrices) 49
52: 12 Load 51
54: 11(float) Load 53(aNormal)
55: 11(float) MatrixTimesVector 52 54
56: Store 48(vNormal) 55
58: 11(float) Load 57(aColor)
59: Store 56(aColor) 58
64: 59(float) Load 63(aTexCoord)
65: Store 61(vTexCoord) 64
Return
FunctionEnd

```

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SPIR-V: Printing the Configuration

glslangValidator -c

```

MaxLights 32
MaxClipPlanes 6
MaxTextureUnits 32
MaxTextureCoords 32
MaxVertexAttributes 64
MaxVertexUniformComponents 4096
MaxVaryingInputs 64
MaxVertexTextureImageUnits 32
MaxCombinerTextureImageUnits 80
MaxTextureImageUnits 32
MaxFragmentUniformComponents 4096
MaxDrawBuffers 32
MaxVertexUniformVectors 128
MaxVaryingVectors 8
MaxFragmentInputComponents 128
MaxVertexOutputVectors 16
MaxFragmentOutputVectors 15
MinProgramTexelOffset -8
MaxProgramTexelOffset 7
MaxCpuUniforms 8
MaxComputeWorkGroupCountX 65535
MaxComputeWorkGroupCountY 65535
MaxComputeWorkGroupCountZ 65535
MaxComputeWorkGroupSizeX 1024
MaxComputeWorkGroupSizeY 1024
MaxComputeWorkGroupSizeZ 64
MaxComputeUniformComponents 1024
MaxCombinerTextureImageUnits 16
MaxCombinerImageUnits 8
MaxCombinerAtomicCounters 8
MaxComputeAtomicCounterBuffers 1
MaxVaryingComponents 80
MaxFragmentInputComponents 64
MaxGeometryInputComponents 64
MaxGeometryOutputComponents 128
MaxCpuUniforms 8
MaxImageUnits 8
MaxTextureImageUnitsAndTexFragmentOutputs 8
MaxCombinerShaderOutputResources 8
MaxImageSamples 0
MaxCpuUniforms 8
MaxTextureImageUnits 0
MaxTextureImageUnitsAndTexFragmentOutputs 8
MaxFragmentImageUnits 81

```

```

MaxCombinerImageUniforms 8
MaxCombinerImageUniforms 16
MaxGeometryOutputVertices 256
MaxGeometryTotalOutputComponents 1024
MaxGeometryUniformComponents 1024
MaxGeometryVaryingComponents 64
MaxTexControlOutputComponents 128
MaxTexControlOutputComponents 128
MaxTexControlTextureImageUnits 16
MaxTexControlUniformComponents 1024
MaxTexControlTotalOutputComponents 4096
MaxTexEvaluationInputComponents 128
MaxTexEvaluationOutputComponents 128
MaxTexEvaluationTextureImageUnits 16
MaxTexEvaluationUniformComponents 1024
MaxTexPaletteComponents 120
MaxPatchVertices 32
MaxTexGenLevel 64
MaxViewports 16
MaxVertexAtomicCounters 0
MaxTexControlAtomicCounters 0
MaxTexEvaluationAtomicCounters 0
MaxGeometryAtomicCounters 0
MaxAtomicCounterBindings 1
MaxVertexAtomicCounterBuffers 0
MaxTexControlAtomicCounterBuffers 0
MaxTexEvaluationAtomicCounterBuffers 0
MaxGeometryAtomicCounterBuffers 0
MaxFragmentAtomicCounterBuffers 1
MaxCombinerAtomicCounterBuffers 1
MaxAtomicCounterBufferSize 16384
MaxTransformFeedbackInterleavedComponents 64
MaxCpuUniforms 8
MaxCombinerClipAndCullDistances 8
nonInductiveForLoops 1
whileLoops 1
doWhileLoops 1
generalUniformIndexing 1
generalAttributeMatrixVectorIndexing 1
generalVaryingIndexing 1
generalSamplerIndexing 1
generalVariableIndexing 1
generalConstantMatrixVectorIndexing 1

```

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SPIR-V: More Information

25

SPIR-V Tools:
<http://github.com/KhronosGroup/SPIRV-Tools>



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Installing bash on Windows

26

1. Open **Settings**.
2. Click on **Update & security**.
3. Click on **For Developers**.
4. Under "Use developer features", select the **Developer mode** option to setup the environment to install Bash.
5. On the message box, click **Yes** to turn on developer mode.
6. After the necessary components install, you'll need to restart your computer.
7. Once your computer reboots, open **Control Panel**.
8. Click on **Programs**.
9. Click on **Turn Windows features on or off**.
10. Check the **Windows Subsystem for Linux (beta)** option.
11. Click **OK**.
12. Once the components installed on your computer, click the **Restart now** button to complete the task.

After your computer restarts, you will notice that Bash will not appear in the "Recently added" list of apps, this is because Bash isn't actually installed yet. Now that you have setup the necessary components, use the following steps to complete the installation of Bash.

1. Open Start, do a search for **bash.exe**, and press **Enter**.
2. On the command prompt, type **y** and press **Enter** to download and install Bash from the Windows Store.
3. Then you'll need to create a default UNIX user account. This account doesn't have to be the same as your Windows account. Enter the username in the required field and press **Enter** (you can't use the username "admin").
4. Close the "bash.exe" command prompt

Now that you completed the installation and setup, you can open the Bash tool from the Start menu like you would with any other app.

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<https://www.windowcentral.com/how-install-bash-shell-command-line-windows-10>

mjb - September 17, 2018