Vulkan Ray Tracing – 5 New Shader Types!

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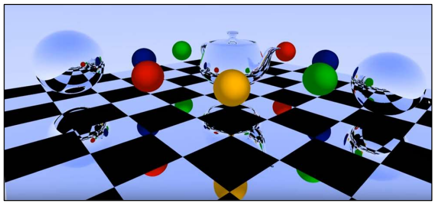

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Analog Ray Tracing Example ☺

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Digital Ray Tracing Examples

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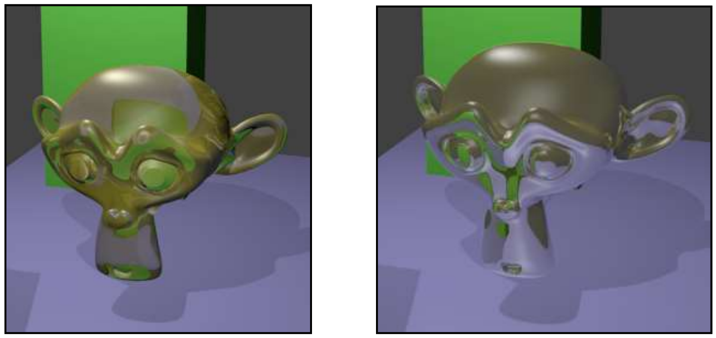
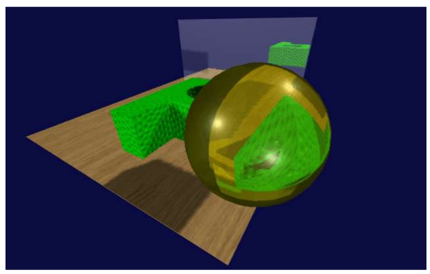


Blender



IronCad

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The Rasterization Shader Pipeline Doesn't Apply to Ray Tracing

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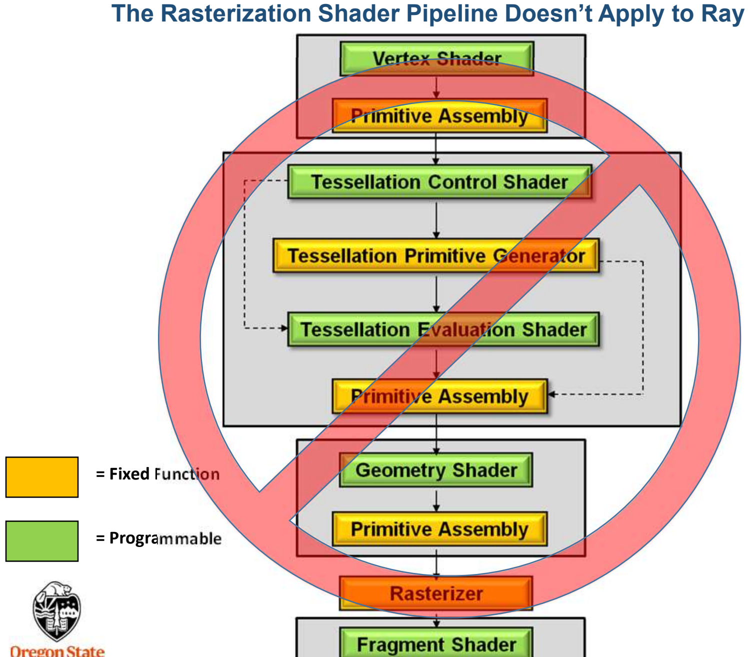

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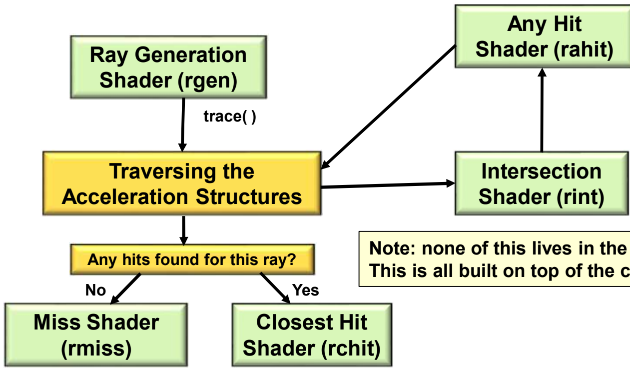
The Ray-trace Pipeline Involves Five New Shader Types



Note: none of this lives in the graphics hardware pipeline. This is all built on top of the compute functionality.

- A **Ray Generation Shader** runs on a 2D grid of threads. It begins the entire ray-tracing operation.
- An **Intersection Shader** implements ray-primitive intersections.
- An **Any Hit Shader** is called when the Intersection Shader finds a hit.
- The **Closest Hit Shader** is called with the information about the hit that happened closest to the viewer. Typically lighting is done here, or firing off new rays to handle reflection and refraction.
- A **Miss Shader** is called when no intersections are found for a given ray. Typically it just sets its pixel color to the background color.

The Ray Intersection Process for a Sphere

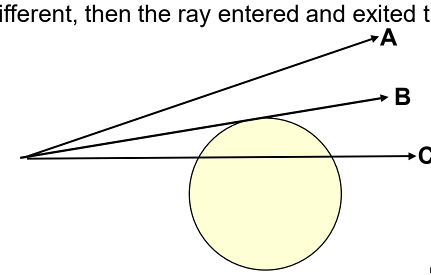
1. Sphere equation: $(x-x_c)^2 + (y-y_c)^2 + (z-z_c)^2 = R^2$

2. Ray equation: $(x,y,z) = (x_0,y_0,z_0) + t*(dx,dy,dz)$

Plugging (x,y,z) from the second equation into the first equation and multiplying-through and simplifying gives:

$At^2 + Bt + C = 0$
Solve for t_1, t_2

A. If both t_1 and t_2 are complex, then the ray missed the sphere.
B. If $t_1 == t_2$, then the ray brushed the sphere at a tangent point.
C. If both t_1 and t_2 are real and different, then the ray entered and exited the sphere.



In Vulkan terms:
gl_WorldRayOrigin = (x_0,y_0,z_0)
gl_Hit = t
gl_WorldRayDirection = (dx,dy,dz)

The Ray Intersection Process for a Cube

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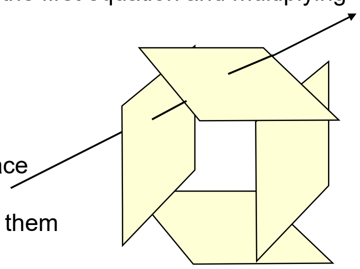
1. Plane equation: Ax + By + Cz + D = 0

2. Ray equation: $(x,y,z) = (x_0,y_0,z_0) + t*(dx,dy,dz)$

Plugging (x,y,z) from the second equation into the first equation and multiplying-through and simplifying gives:

At + B = 0
Solve for t

A cube is actually the intersection of 6 half-space planes (just 4 are shown here). Each of these will produce its own t intersection value. Treat them as pairs: (t_{x1},t_{x2}) , (t_{y1},t_{y2}) , (t_{z1},t_{z2})



The ultimate entry and exit values are:

$t_{min} = \max(\min(t_{x1}, t_{x2}), \min(t_{y1}, t_{y2}), \min(t_{z1}, t_{z2}))$
$t_{max} = \min(\max(t_{x1}, t_{x2}), \max(t_{y1}, t_{y2}), \max(t_{z1}, t_{z2}))$

This works for all convex solids

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In a Raytracing, each ray typically hits a lot of Things

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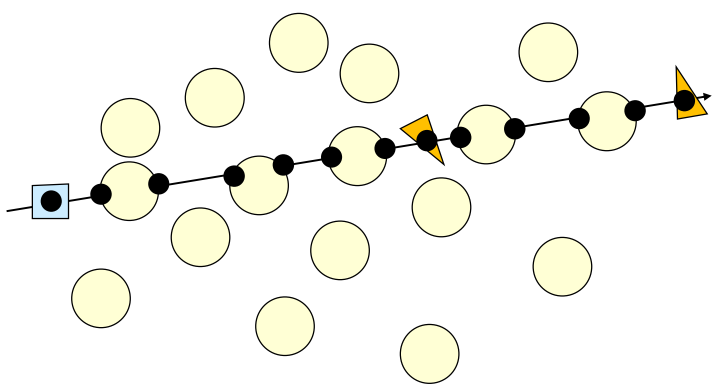

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Acceleration Structures

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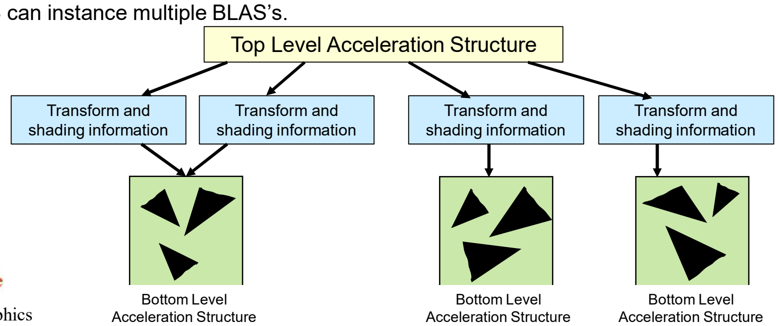
- Bottom-level Acceleration Structure (BLAS) holds the vertex data and is built from vertex and index VkBuffers
- The BLAS can also hold transformations, but it looks like usually the BLAS holds vertices in the original Model Coordinates.
- Top-level Acceleration Structure (TLAS) holds a pointer to elements of the BLAS and a transformation.
- The BLAS is used as a Model Coordinate bounding box.
- The TLAS is used as a World Coordinate bounding box.
- A TLAS can instance multiple BLAS's.



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Creating *Bottom* Level Acceleration Structures

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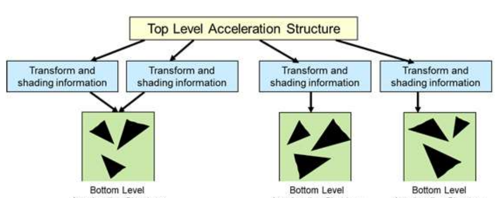
```
vkCreateAccelerationStructure                  BottomLevelAccelerationStructure;

VkAccelerationStructureInfo                    vasi;
        vasi.sType = VK_ACCELERATION_STRUCTURE_TYPE_BOTTOM_LEVEL;
        vasi.flags = 0;
        vasi.pNext = nullptr;
        vasi.instanceCount = 0;
        vasi.geometryCount = << number of vertex buffers >>
        vasi.pGeometries   = << vertex buffer pointers >>

 VkAccelerationStructureCreateInfo             vasci;
        vasci.sType = VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_CREATE_INFO;
        vasci.pNext = nullptr;
        vasci.info = &vasi;
        vasci.compactedSize = 0;

result = vkCreateAccelerationStructure( LogicalDevice, IN &vasci, PALLOCATOR, OUT &BottomLevelAcceleraionrStructure );
```



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Creating *Top* Level Acceleration Structures

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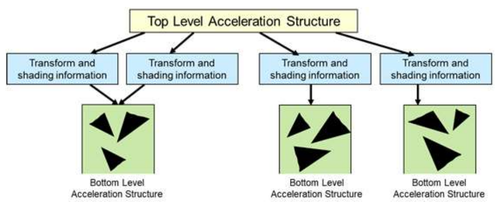
```
vkCreateAccelerationStructure                    TopLevelAccelerationStructure;

VkAccelerationStructureInfo                      vasi;
        vasi.sType = VK_ACCELERATION_STRUCTURE_TYPE_TOP_LEVEL;
        vasi.flags = 0;
        vasi.pNext = nullptr;
        vasi.instanceCount = << number of bottom level acceleration structure instances >>;
        vasi.geometryCount = 0;
        vasi.pGeometries   = VK_NULL_HANDLE;

 VkAccelerationStructureCreateInfo               vasci;
        vasci.sType = VK_STRUCTURE_TYPE_ACCELERATION_STRUCTURE_CREATE_INFO;
        vasci.pNext = nullptr;
        vasci.info = &vasi;
        vasci.compactedSize = 0;

result = vkCreateAccelerationStructure( LogicalDevice, &vasci, PALLOCATOR, &TopLevelAcceleraionrStructure );
```



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Ray Generation Shader

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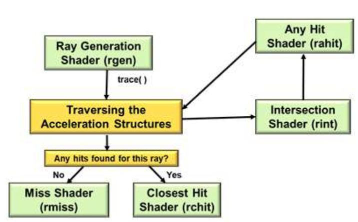
Gets all of the rays going and writes the final color to the pixel

```
layout( location = 1 ) rayPayload  myPayLoad
{
      vec4 color;
};

void
main( )
{
      trace( topLevel, …, 1 );
      imageStore( framebuffer, gl_GlobalInvocationID.xy, color );
}
```

A "payload" is information that keeps getting passed through the process. Different stages can add to it. It is finally consumed at the very end, in this case by writing *color* into the pixel being worked on.



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A New Built-in Function


```
void trace
(
      accelerationStructure      topLevel,
      uint                       rayFlags,
      uint                       cullMask,
      uint                       sbtRecordOffset,
      uint                       sbtRecordStride,
      uint                       missIndex,
      vec3                       origin,
      float                      tmin,
      vec3                       direction,
      float                      tmax,
      int                        payload
);
```

In Vulkan terms:
gl_WorldRayOrigin = (x_0, y_0, z_0)
gl_Hit = t
gl_WorldRayDirection = (dx,dy,dz)

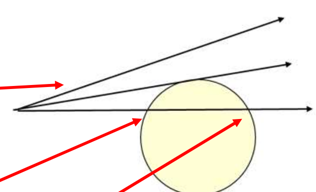
Intersection Shader

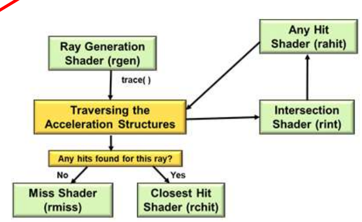
Intersect a ray with an arbitrary 3D object.
Passes data to the Any Hit shader.
There is a built-in ray-triangle Intersection Shader.

```
hitAttribute  vec3  attribs

void main( )
{
    SpherePrimitive sph = spheres[ gl_PrimitiveID ];
    vec3 orig = gl_WorldRayOrigin;
    vec3 dir = normalize( gl_WorldRayDirection );
      . . .
    float discr = b*b – 4.*a*c;
    if( discr < 0. )
          return;

    float  tmp = ( -b - sqrt(discr) ) / (2.*a);
    if( gl_RayTmin < tmp  &&  tmp < gl_RayTmax )
    {
          vec3 p = orig + tmp * dir;
          attribs = p;
          reportIntersection( tmp, 0 );
          return;
    }
    tmp = ( -b + sqrt(discr) ) / (2.*a);
    if( gl_RayTmin < tmp  &&  tmp < gl_RayTmax )
    {
          vec3 p = orig + tmp * dir;
          attribs = p;
          reportIntersection( tmp, 0 );
          return;
    }
}
```



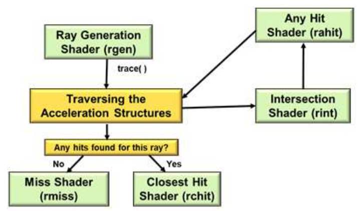


Miss Shader

Handle a ray that doesn't hit *any* objects

```
rayPayload myPayLoad
{
	vec4 color;
};

void
main( )
{
	color = vec4( 0., 0., 0., 1. );
}
```



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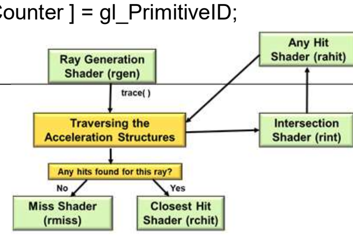
Any Hit Shader

Handle a ray that hits *anything*.
Store information on each hit.
Can reject a hit.

```
layout( binding = 4, set = 0) buffer outputProperties
{
	float  outputValues[ ];
}  outputData;

layout(location = 0) rayPayloadIn uint outputId;
layout(location = 1) rayPayloadIn uint hitCounter;
hitAttribute  vec3 attribs;

void
main( )
{
	outputData.outputValues[ outputId + hitCounter ] = gl_PrimitiveID;
	hitCounter = hitCounter + 1;
}
```



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Closest Hit Shader

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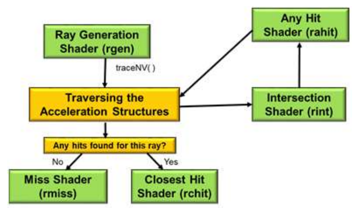
Handle the intersection closest to the viewer.
Collects data from the Any Hit shader.
Can spawn more rays.

```
rayPayload myPayLoad
{
        vec4 color;
};

void
main( )
{
        vec3 stp = gl_WorldRayOrigin + gl_Hit * gl_WorldRayDirection;
        color = texture( MaterialUnit, stp );          // material properties lookup
}
```

In Vulkan terms:
gl_WorldRayOrigin = (x_0,y_0,z_0)
gl_Hit = t
gl_WorldRayDirection = (dx,dy,dz)



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Other New Built-in Functions

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void **terminateRay**( );

void **ignoreIntersection**( );

Loosely equivalent to “discard”

void **reportIntersection**(float hit, uint hitKind);

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Ray Trace Pipeline Data Structure

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```
VkPipeline                  RaytracePipeline;
VkPipelineLayout            PipelineLayout;

VkPipelineLayoutCreateInfo                vplci;
        vplci.sType                     = VK_STRUCTURE_TYPE_PIPELINE_LAYOUT_CREATE_INFO;
        vplci.pNext                     = nullptr;
        vplci.flags                     = 0;
        vplci.setLayoutCount            = 1;
        vplci.pSetLayouts               = &descriptorSetLayout;
        vplci.pushConstantRangeCount    = 0;
        vplci.pPushConstantRanges       = nullptr;

result = vkCreatePipelineLayout( LogicalDevice, IN &vplci, nullptr, OUT &PipelineLayout);

VkRayTracingPipelineCreateInfo            vrtpci;
        vrtpci.sType                  = VK_STRUCTURE_TYPE_RAY_TRACING_PIPELINE_CREATE_INFO;
        vrtpci.pNext                  = nullptr;
        vrtpci.flags                  = 0;
        vrtpci.stageCount             = << # of shader stages in the ray-trace pipeline >>
        vrtpci.pStages                = << what those shader stages are >>
        vrtpci.groupCount             = << # of shader groups >>
        vrtpci.pGroups                = << pointer to the groups (a group is a combination of shader programs >>
        vrtpci.maxRecursionDepth      = << how many recursion layers deep the ray tracing is allowed to go >>;
        vrtpci.layout                 = PipelineLayout;
        vrtpci.basePipelineHandle     = VK_NULL_HANDLE;
        vrtpci.basePipelineIndex      = 0;

result = vkCreateRayTracingPipelines( LogicalDevice, PALLOCATOR, 1, IN &rvrtpci, nullptr, OUT &RaytracePipeline);
```

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The Trigger comes from the Command Buffer: vlCmdBindPipeline( ) and vkCmdTraceRays( )

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```
vkCmdBindPipeline( CommandBuffer, VK_PIPELINE_BIND_POINT_RAYTRACING, RaytracePipeline );

vkCmdTraceRays(    CommandBuffer.
                   raygenShaderBindingTableBuffer, raygenShaderBindingOffset,
                   missShaderBindingTableBuffer,    missShaderBindingOffset,    missShaderBindingStride,
                   hitShaderBindingTableBuffer,     hitShaderBindingOffset,     hitShaderBindingStride,
                   callableShaderBindingTableBuffer, callableShaderBindingOffset, callableShaderBindingStride
                   width, height, depth );,
```

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Check This Out!

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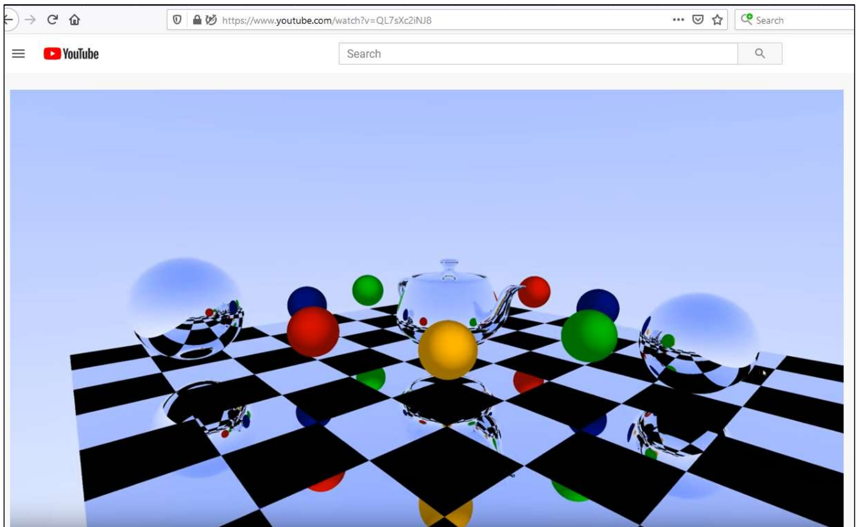

https://www.youtube.com/watch?v=QL7sXc2iNJ8

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