Lesson 2 – Workflow, Tools

PV227 – GPU Rendering

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Outline

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Workflow

- The same operation exactly once for every vertex/patch/primitive/fragment.
- Independent states, no communication.
- Program is for the entire pipeline.
- Data can be passed between shaders.

Workflow – Shaders

Which type of shader to use for a given task?
Depends on the modified data:

- per vertex $\rightarrow$ vertex shader,
- per patch $\rightarrow$ tessellation shader,
- per primitive $\rightarrow$ geometry shader,
- per fragment $\rightarrow$ fragment shader,
- no idea $\rightarrow$ compute shader.

Workflow – Shaders (cont.)

Which type of shader to use for a given task?
May also depend on special properties of the processors:

- need of cancel computation $\rightarrow$ fragment or geometry shader,
- some build-in functions are defined only for certain processors.

Workflow – Properties

- Shaders replace entire fixed pipeline.
- If we want to modify the vertex transformation behaviour, we also have to write code for lighting, texture generation, . . .
- This may be tedious when small changes are desired.
- In bigger projects you usually rewrite it anyway ;-).

Outline

Vertex Processor

Replaces the following fixed functionality:

- Vertex transformation by modelview and projection matix.
- Texture coordinates transformation by texture matrices.
- Transformation of normals to eye coordinates.
- Rescaling and normalization of normals.
- Texture coordinate generation.
- Per vertex lighting computations.
- Color material computations.
- Point size distance attenuation.

Vertex Processor – Example

Figure: Taken from: cs.utah.edu

Figure: Taken from: cs.utah.edu

Vertex Processor – Fixed Functionality

Fixed functionality applied to the result:

- Perspective division on clip coordinates.
- Viewport mapping.
- Depth range scaling.
- View frustum clipping.
- Front face determination.
- Culling.
- Flat-shading.
- Associated data clipping.
- Final color processing.

Vertex Processor – Input and Output

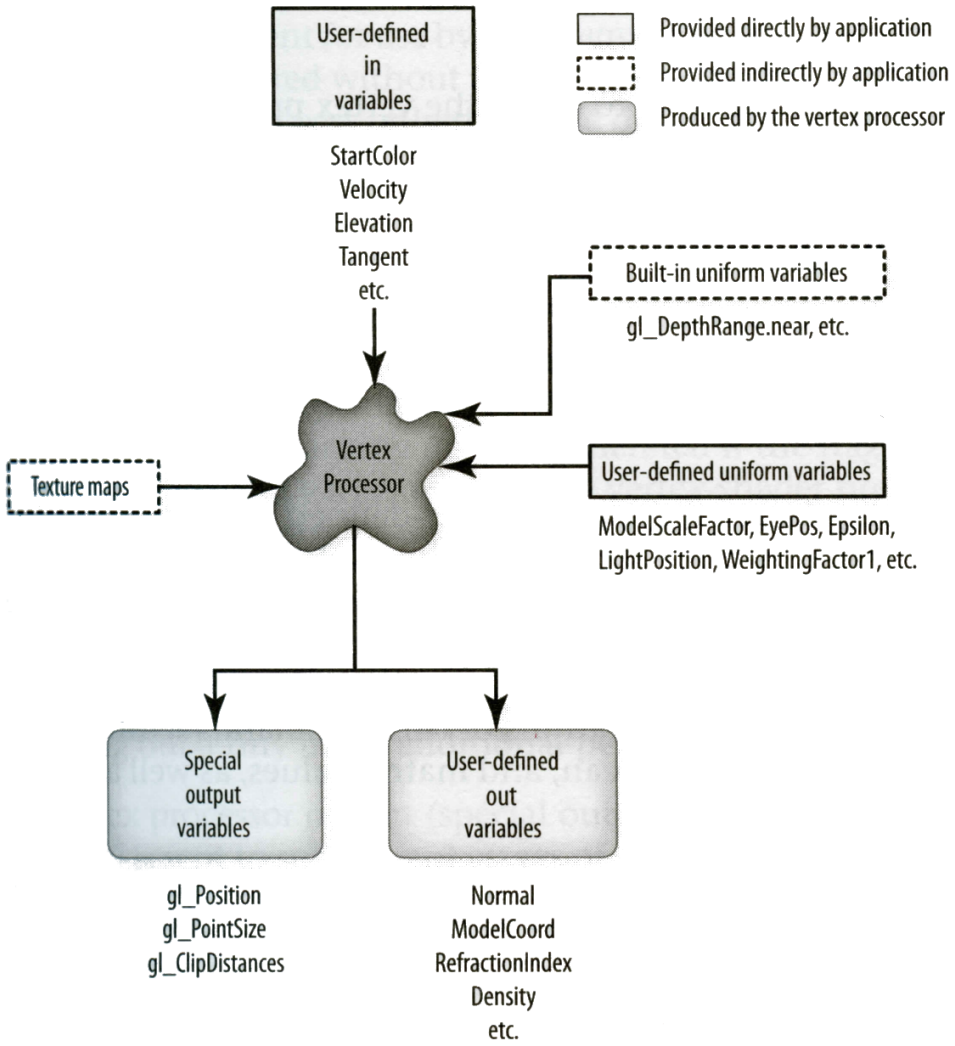

Figure: Scan from OpenGL Shading Language 3rd edition

Vertex Processor – Inputs

Types of Input Data

- uniforms (built-in, user-defined),
- vertex attributes:
  - user-defined (mostly),
  - built-in variables (very few in **core**),
- textures.

Outline

Uniforms

- user-defined: **read-only** in all shaders,
- constant per draw call, changed per primitive at most (not recommended for performance),
- can be initialized inside the shader,
- location indices are assigned during link,
- limited number of uniforms (both build-in and user-defined),
- uniforms can be grouped into named blocks.

Uniforms – Blocks

- all variables outside named block are in default block,
  - sampler variables must be in default block,
  - cannot be used for another program,
  - advantageous for variables tied to an individual shader/program.

Uniforms – Location

GLint glGetUniformLocation(GLuint program, const GLchar *name);

program – the handler to the program.

name – string containing the name of uniform variable to be queried.

- Returns the memory location of a uniform variable.
- Must be called after linking the program (location may change with each link).
- Not usable for structures, arrays, subcomponents of vectors and matrices.
- For structures and arrays, its elements can be set with "." and "[]".
- For non-existent uniforms or reserved names (gl_*)
  -1 is returned.

Uniforms – Lifetime

- during link uniforms are set to 0,
- their value can be modified only when their program is used,
- the values are preserved when the program is switched off and on,
- uniforms are set with **glUniform** family of functions.

Uniforms – Data

void glUniform{1|2|3|4}{f|i|ui}(GLint location, TYPE v);

location – the location of the uniform variable.

v – 1|2|3|4 component value of the uniform.

void glUniform{1|2|3|4}{f|i|ui}v(GLint location, GLsizei count, const TYPE* v);

location – the location of the uniform variable.

count – number of array elements to be specified.

v – array of values to be loaded.

void glUniformMatrix{2|3|4|2x3|3x2|2x4|4x2|3x4|4x3}fv(GLint location, GLsizei count, GLboolean transpose, const GLfloat* v);

location – the location of the uniform variable.

count – number of matrices to be specified.

transpose – load from row major order?

v – array of values to be loaded.

Uniforms – Properties

- types and sizes of the uniform variables must match the functions,
- locations for array elements and other variables cannot be computed: `loc("A[n]") != loc("A")+n`.

Uniforms – Example

```
uniform struct
{
  struct
  {
    float a;
    float b[10];
  } c[2];
  vec2 d;
} e;
```

```
loc1 = glGetUniformLocation(prog, "e.d"); // valid: vec2
loc2 = glGetUniformLocation(prog, "e.c[0]"); // invalid: struct
loc3 = glGetUniformLocation(prog, "e.c[0].b"); // valid: array
loc4 = glGetUniformLocation(prog, "e.c[0].b[2]"); // valid: array
    element

glUniform2f(loc1, 1.0f, 2.0f); // valid: vec2
glUniform2i(loc1, 1, 2);       // invalid: not ivec2
glUniform2f(loc1, 1.0f);       // invalid: not float
glUniform2fv(loc3, 10, &f);    // valid: b[0] (+10)
glUniform2fv(loc4, 10, &f);    // invalid: out of range
glUniform2fv(loc4, 8, &f);     // valid: b[2] (+8)
```

Uniforms – Samplers

Sampler represents a single texture of a particular texture type.

- only **glUniform1i** and **glUniform1iv** can be used to load samplers,
- the loaded value is the index of the texture unit to be used,
- the same unit cannot be loaded into samplers of different types.

Outline

Vertex Attributes

- user-defined **per vertex** data,
- consist of a number of indexed locations called *current vertex state*,
- number of attributes is limited (by HW),
- attributes are set with **glVertexAttrib** family of functions,
- one indexed location can hold a quadruple,
- matrix attributes are stored in column-major order in succesive attribute locations,
- the same value can be set for all vertices (that do not have it otherwise specified).

Vertex Attributes – Binding

Binding: associates the name of the variable with an index.

void glBindAttribLocation(GLuint program, GLuint index, const GLchar *name);

program – the handler to the program.

index – index of the generic vertex attribute to be bound.

name – string containing the name of the vertex shader attribute variable to which index is to be bound.

For example:

glBindAttribLocation(ProgramObject, 10, "myAttrib")

would bind the attribute "myAttrib" to index 10.

Vertex Attributes – Binding (cont.)

- Used before linking to set the attribute name-index pairing.
- Automatic assignment of index+1, [index+2, [index+3]] for matrix name.
- Reserved variables (gl_*) must not be bound this way.
- May set the pairing of attributes from the same array for different shaders consistently.

Vertex Attributes – Binding (cont.)

GLint glGetAttribLocation(GLuint program, const GLchar *name);

program – the handler to the program.

name – string containing the name of the vertex shader attribute variable to be queried.

- Used after linking to get the attribute name-index pairing.
- For matrix name the returned index is for the first column (index+1, [index+2, [index+3]]).
- For non-existent attributes or reserved variables (gl_*) −1 is returned.

Vertex Attributes – Enable

```
void glEnableVertexAttribArray(GLuint index);
void glDisableVertexAttribArray(GLuint index);
```

index – index of the generic vertex attribute to be enabled/disabled.

- Enabled/disable vertex attributes for use in the draw calls.
- By default all generic attributes are **disabled**.

Vertex Attributes – Data

void glVertexAttribPointer (GLuint index, GLint size, GLenum type, GLboolean normalized, GLsizei stride, const GLvoid *pointer);

void glVertexAttribIPointer (GLuint index, GLint size, GLenum type, GLsizei stride, const GLvoid * pointer);

index – index of the generic vertex attribute to be modified.

size – the number of components of the generic attribute (1|2|3|4).

type – the type of each component.

normalized – whether fixed–point data should be normalized.

stride – byte offset between consecutive vertex attributes.

pointer – offset of the first attribute in the buffer bound to GL_ARRAY_BUFFER target.

- Specifies the location and format of vertex attributes.
- The I variant passes integer attributes unchanged.

Vertex Arrays and Buffers

- All attributes are bound to a single **vertex array object (VAO)**.
- This VAO consists of a number of **buffers** holding the individual attributes.
- The VAO holds all the information for the draw call e.g. **glDrawArrays** or **glDrawElements**.

Vertex Arrays and Buffers – Example I

```
1  GLuint vao;
2
3  // Create the VAO
4  glGenVertexArrays(1, &vao);
5  glBindVertexArray(vao);
6
7  // Create buffers for our vertex data
8  GLuint buffers[2];
9  glGenBuffers(2, buffers);
10
11 // Vertex coordinates buffer
12 glBindBuffer(GL_ARRAY_BUFFER, buffers[0]);
13 glBufferData(GL_ARRAY_BUFFER, sizeof(vertices), vertices,
       GL_STATIC_DRAW);
14 glEnableVertexAttribArray(VERTEX_COORD_ATTRIB);
15 glVertexAttribPointer(VERTEX_COORD_ATTRIB, 4, GL_FLOAT, 0,0,0);
16
17 // Index buffer
18 glBindBuffer(GL_ELEMENT_ARRAY_BUFFER, buffers[1]);
19 glBufferData(GL_ELEMENT_ARRAY_BUFFER, sizeof(faceIndex), faceIndex,
       GL_STATIC_DRAW);
20
```

Vertex Arrays and Buffers – Example II

```
21 // Unbind the VAO
22 glBindVertexArray(0);
23
24 ...
25
26 // Render VAO
27 glBindVertexArray(vao);
28 glDrawElements(GL_TRIANGLES, faceCount*3, GL_UNSIGNED_INT, 0);
```

Outline

Special Built-in Variables

- **gl_VertexID** – implicit vertex index passed by e.g. **DrawArrays**,
- **gl_InstanceID** – implicit primitive index passed by instanced draw calls e.g. **glDrawArraysInstanced**,

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Output Data

- special built-in variables (very few in **core**),
- varying variables (user-defined),

Special Built-in Variables

- `in vec4 gl_Position;`
  - homogeneous position in clip space (modelview, projection),
  - must be set, used by the rest of the pipeline,
- `in float gl_PointSize;`
  - size of the rasterized points,
  - must be set if points are rasterized,
- `in float gl_ClipDistance[];`
  - array of distances to user clipping planes,
  - must be set if user clipping is enabled.

Varying Variables

- passed from vertex processor to rasterizer,
- values of varying variable will be interpolated,
- more variables can be outputed than used by follow-up shader,
- interpolation type can be set,
- limited number of interpolated values.

Outline

Geometry Processor

- everything geometry shaders can do can be accomplished in other ways
- Has ability to generate geometry from a small amount of input data, that allows you to reduce CPU $\rightarrow$ GPU bandwidth usage.

Geometry Processor – example

Single draw call:

```
glDrawArrays(GL_POINTS, 0, 4);
```

can produce (without geometry shader):

Figure: Four red dots. Taken from: https://open.gl/geometry

Geometry Processor – example

Single draw call:

```
glDrawArrays(GL_POINTS, 0, 4);
```

or this (using geometry shader):

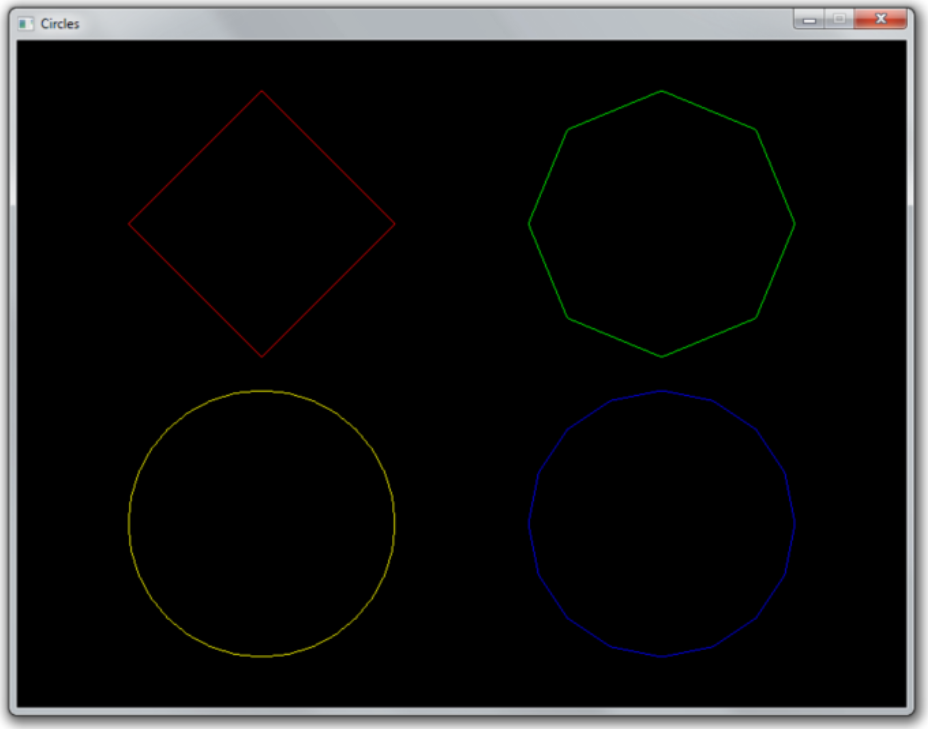

Figure: Taken from: https://open.gl/geometry

Geometry Processor

- Optional (no fixed pipeline equivalent).
- Receives assembled primitives, outputs zero (culling) or more primitives.
- May receive adjacency information.
- The type of input and output primitives need not match (triangles $\rightarrow$ points).
- Designed for moderate geometry amplification, not tessellation.

Geometry Processor – Primitives

Input primitives:

- **points**,
- **lines**,
- **lines_adjacency**,
- **triangles**,
- **triangles_adjacency**.

Output primitives:

- **points**,
- **line_strip**,
- **triangles_strip**.

Input Data

- varying variables (built-in, user-defined),
- uniforms (built-in, user-defined),
- textures,
- special built-in variables (very few in **core**).

Varying Variables

- build-in and user-defined varying variables for each vertex,
  - in the form of array of structures (user-defined or gl_PerVertex),
  - definition must match vertex shader.

Uniforms

- defined the same way as for vertex shader,
- can be the same set of variables as in vertex shader,
- no need to setup uniforms for each shader,
- limited number of uniforms (both build-in and user-defined).

Output Data

- same output as the vertex shader,
- definition of primitives,
- special built-in variables (very few in **core**),
- varying variables (user-defined).

Outline

Fragment Processor

Replaces the following fixed functionality:

- Texture environments and texture functions.
- Texture application.
- Color sum.
- Fog.

Fragment Processor – Fixed Functionality

Fragment shader does not change the following operations:

- Texture image specification.
- Alternate texture image specification.
- Compressed texture image specification.
- Texture parameters that behave as specified even when a texture is accessed from within a fragment shader.
- Texture state and proxy state.
- Texture object specification.
- Texture comparison modes.

Fragment Processor – Input and Output

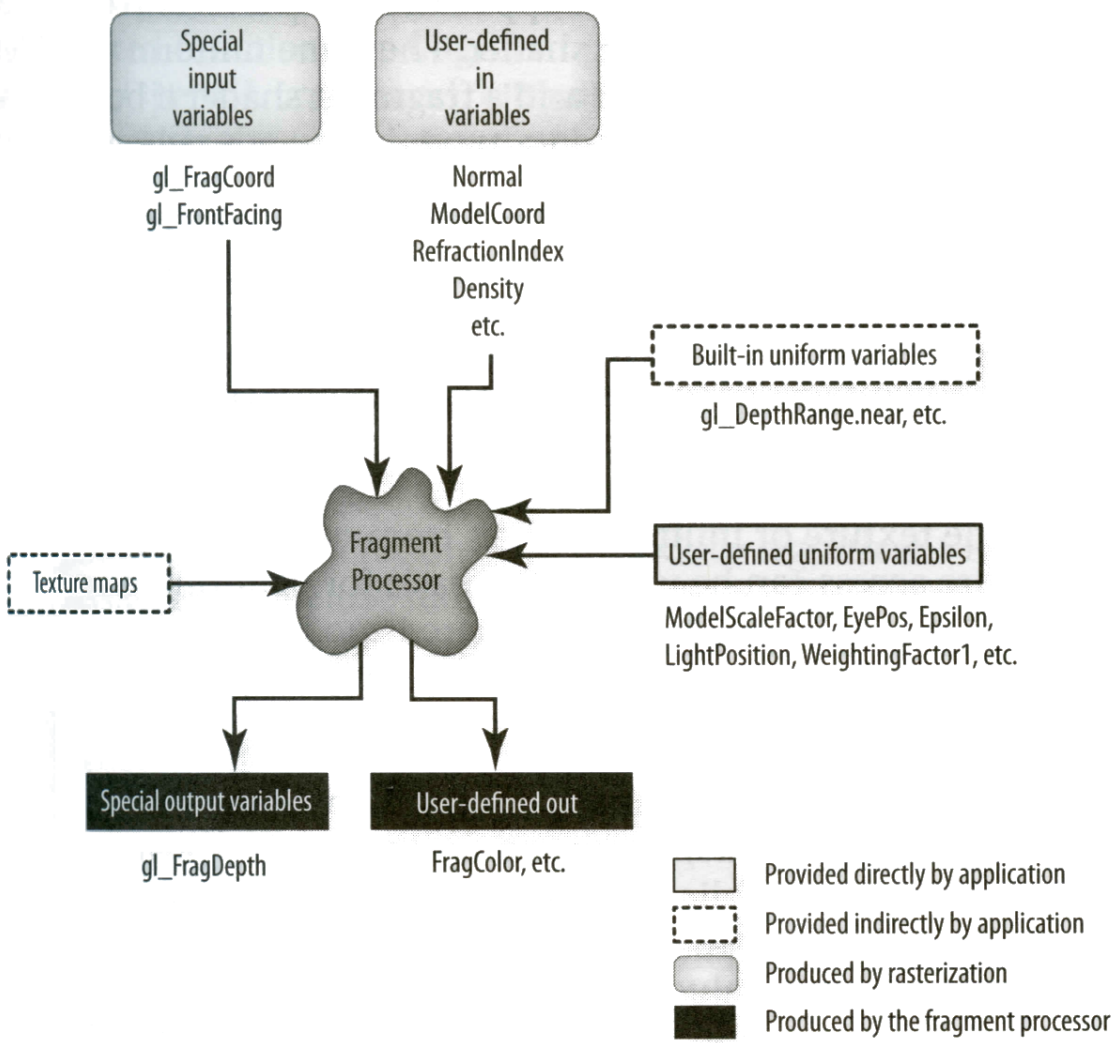

Figure: Scan from OpenGL Shading Language 3rd edition

Input Data

- interpolated varying variables (built-in, user-defined),
- uniforms (built-in, user-defined),
- textures,
- special built-in variables (very few in **core**).

Varying Variables

- in vec4 gl_FragCoord;
  - window coordinate position (xy), fragment depth (z),
- in bool gl_FrontFacing;
  - whether the fragment originated from front facing primitive,
- in vec2 gl_PointCoord;
  - position of the fragment (only for point primitives),
- user defined varying variables,
  - definition must match vertex/geometry shader.

Uniforms

- defined the same way as for vertex/geometry shader,
- can be the same set of variables as in vertex/geometry shader,
- no need to setup uniforms for each shader,
- limited number of uniforms (both build-in and user-defined).

Output Data

- special built-in variables (very few in **core**),
- user-defined output,

Special Built-in Variables

- out float gl_FragDepth;
  - replaces fragment depth (can be also discarded),
  - fragments x,y position cannot be changed,

User-defined Output

- output color or discard fragment,
- multiple buffers may be updated.

User-defined Output – Rendering Targets

void glDrawBuffers(GLsizei n, const GLenum *bufs);

n – number of render targets.

bufs – array of output buffers.

- sets the output rendering targets,

void glBindFragDataLocation(GLuint program, GLuint colorNum, const char *name);

program – the handler to the program.

colorNum – the color number to bind the user–defined varying out variable to.

name – the name of the varying out variable whose binding to modify.

- the index of the target as specified in **glDrawBuffers**,
- also possible to set from shader code.

Outline

Tools

- shaders are just strings $\rightarrow$ any editor you desire,
- RenderMonkey (`http://developer.amd.com/resources/archive/archived-tools/gpu-tools-archive/rendermonkey-toolsuite/`),
- FX Composer (`https://developer.nvidia.com/fx-composer`),
- OpenGL Shader Designer (`http://www.opengl.org/sdk/tools/ShaderDesigner/`),
- and many more, mostly discontinued,
- shader programming got diverse, only IDEs for specialized tasks.

Debuggers & Profilers

- NVIDIA NSight,
  - for Registered developers,
- AMD CodeXL,
  - directly downloadable,
- gDEBugger (`http://www.gremedy.com/`),
  - directly downloadable, up to OpenGL 3.2
- VS2010 or newer,
  - use what is already there,
  - syntax highlighting, IntelliSense.

Recommended Setup

- create folder *H:\PV227* (not Desktop, Documents, . . .),
- unzip the *Assignments-setup.zip* into *PV227* folder,
- unzip given assignment into *Assignments* folder,
- launch the projects with **Ctrl-F5** (keeps the console open).

Manual setup – GLUT

- multiplatform windowing system for OpenGL,
- not updated, alternatives exist: FreeGLUT (`http://freeglut.sourceforge.net/`),
- download built libraries at `http://www.transmissionzero.co.uk/software/freeglut-devel/`.

Manual setup – GLEW

- library for accessing OpenGL core and extension functionality,
- download built libraries at `http://glew.sourceforge.net/`,
- Recommended version (2015): 1.13.0.

Manual setup – Visual Studio Paths

Project properties → Set All Configurations:

- VC++ Directories,
  - Include Directories: <path>\freeglut\include;<path>\glew\include;
  - Library Directories:
    <path>\freeglut\lib;<path>\glew\lib\Release\Win32;
- Debugging,
  - Environment:
    PATH=<path>\freeglut\bin;<path>\glew\bin\Release\Win32;

Visual Studio Editor

Improving of syntax highlighting:

1. Tools $\rightarrow$ Options,
2. Text Editor $\rightarrow$ File Extension,
3. add ‘`vert`’, ‘`geom`’, ‘`frag`’ with `Microsoft Visual C++` syntax,
4. update `usertype.dat` in the VS2013 directory: `C:\Program Files (x86)\Microsoft Visual Studio 12.0\Common7\IDE`.

Outline

Assignment – Intro\Triangle

TODO:

- Complete the CPU calls.
- Vertex Shader: Project the triangle!
- Fragment Shader: Shade triangle!

“Advanced” Assignment

- Rotate triangle on the CPU.
- Vertex Shader: Rotate triangle, set varying attribute (color).
- Fragment Shader: Draw inverse color.

Build-in Constants

- values accessible from OpenGL API by **glGet**,
- give minumum value for OpenGL conforming implementation.

```
1 const int gl_MaxVertexAttribs = 16;
2 const int gl_MaxVertexUniformComponents = 1024;
3 const int gl_MaxFragmentUniformComponents = 1024;
4 ...
```

- glGetIntegerv(GL_MAX_{VERTEX|GEOMETRY|FRAGMENT} _UNIFORM_COMPONENTS, &nComponents);
- glGetIntegerv(GL_MAX_VARYING_FLOATS, &nFloats);
- glGetIntegerv(GL_MAX_VERTEX_ATTRIBS, &nAttribs);
- glGetIntegerv(GL_MAX_DRAW_BUFFERS, &nBuffers);