

Computer Graphics

- Programmable Shading in OpenGL -

Philipp Slusallek

History

- **Pre-GPU graphics acceleration**
 - SGI, Evans & Sutherland
 - Introduced concepts like vertex transformation and texture mapping
- **First-generation GPUs (-1998)**
 - NVIDIA TNT2, ATI Rage, Voodoo3
 - Vertex transformation on CPU, limited set of math operations
- **Second-generation GPUs (1999-2000)**
 - GeForce 256, GeForce2, Radeon 7500, Savage3D
 - Transform & lighting, more configurable, not programmable
- **Third-generation GPUs (2001)**
 - GeForce3, GeForce4 Ti, Xbox, Radeon 8500
 - Vertex programmability, pixel-level configurability
- **Fourth-generation GPUs (2002)**
 - GeForce FX series, Radeon 9700 and on
 - Vertex-level and pixel-level programmability (limited)
- **Eighth-generation GPUs (2007)**
 - Geometry shaders, feedback, unified shaders, ...
- **Ninth-generation GPUs (2009/10)**
 - OpenCL/DirectCompute, hull & tessellation shaders
- ...



SGI Infinite Reality
Geometry Engine
(approx. 51x48 cm)

Shading Languages

- **Small program fragments (plug-ins)**
 - Compute certain aspects of the rendering process
 - Executing at innermost loop, must be extremely efficient
 - Executed at each intersection (in ray tracing) and other events
 - **Typical shaders**
 - Material/surface shaders: compute reflected color
 - Light shaders: compute illumination from light at given position
 - Volume shader: compute interaction in a participating medium
 - Displacement shader: compute changes to the geometry
 - Camera shader: compute rays for each pixel
 - **Shading languages & material definitions**
 - RenderMan (the “mother of all shading languages”)
 - OSL: Open Shading Language (OSS, by Larry Gritz et al.)
 - Currently no widely deployed portable material format, yet
 - But MaterialX (OSS) & Material Definition Language (MDL, Nvidia)
-

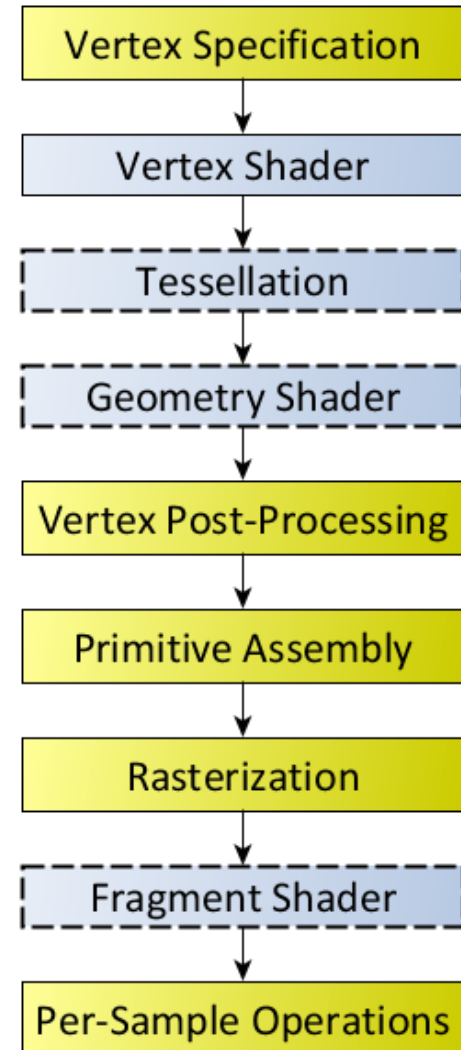
History of Shading Languages

- **Rob Cook: shade trees (1984 @ LucasFilm)**
 - Flexible connection of function blocks
 - **Ken Perlin: The Image Synthesizer (1985)**
 - Deep pixels (pixels with more than color data)
 - Control structures, noise function
 - **Pat Hanrahan: RenderMan (1988 @ Pixar)**
 - Renderman is still a widely used shading language
 - Mostly for offline and high quality rendering

 - **Realtime shading languages**
 - RTSL (Stanford, lead to Cg)
 - Cg (NVIDIA, cross platform)
 - HLSL (Microsoft, DirectX)
 - GLSL (Khronos, OpenGL)
 - SPIR-V (Khronos, low-level, binary instructions for Vulkan/OpenCL)
-

GLSL

- **OpenGL Shading Language**
- **Syntax somewhat similar to C**
- **Supports overloading**
- **Used at different stages of the rendering pipeline**



GLSL: Data Types

- **Three basic data types in GLSL:**
 - float, bool, int – just like in C, uint: unsigned int
 - Allows for constructor syntax (vec3 a = vec3(1.0, 2.0, 3.0))
 - **Vectors with 2, 3 or 4 components, declared as:**
 - {, b, i, u}vec{2,3,4}: a vector of 2, 3 or 4 floats, bools, ints, unsigned
 - **Matrices**
 - mat2, mat3, mat4: square matrices
 - mat2x2, mat2x3, mat2x4, mat3x2 to mat4x4: explicit size
 - **Sampler (texture access)**
 - {, i, u}sampler{1D, 2D, 3D, Cube, 2DRect, 1DArray, 2DArray, Buffer, 2DMS, 2DMSArray}
 - float, int, unsigned: texture access return type (vec4, ivec4, uvec4)
 - Different types of textures:
 - Array: texture array, MS: multi-sample, buffer: buffer texture
 - Cannot be assigned, set by OpenGL, passed to same type of parameter
 - **Structures: as in C**
 - **Arrays: full types**
-

Storage/Interpolation Qualifiers

- **Storage qualifiers**

- const
 - Compile time constant
- in, centroid in (read only)
 - Linkage into a shader, pass by value
 - „Centroid“ interpolates at centroids (not sample positions) in fragment shader
- out, centroid out
 - Linkage out of a shader, pass by value
- Uniform (read only)
 - Does not change across a primitive, passed by OpenGL
- inout (only for function parameter)
 - Passed by reference

- **Interpolation qualifiers (for in/out)**

- flat: no interpolation
 - smooth: perspective correct interpolation
 - nonperspective: linear in screen space
-

Shader Input & Output

- **Variable names and types of connected shaders must match**
 - No sampler
 - No array (except for vertex shader in)
 - Vertex shaders cannot have structures (but arrays)
 - Geometry shader must have all variables as arrays
 - Receives an entire primitive
 - “in float a[]” for an output “out float a” from the vertex shader
 - int and uint must be “flat” for a fragment shader (no interpolation)
 - Fragment shader cannot have matrix or structure output
 - **Interface blocks**
 - in/out/uniform InterfaceName { ...} instance_name;
 - Groups together related variables
 - InterfaceName is used for name lookup from OpenGL
 - InterfaceName.VariableName
 - **Layout qualifiers**
 - Used to specify characteristics of geometry shaders
 - Primitive type of input and output, max number of output primitives, ...
-

Vertex Shader Input/Output

- **Predefined vertex shader variables**

```
in int gl_VertexID;           // Implicit index of vertex in vertex-array call
in int gl_InstanceID;        // Instance ID passed by instance calls

out gl_PerVertex
{
    vec4  gl_Position;        // Homogeneous position of vertex
    float gl_PointSize;      // Size of point in pixels
    float gl_ClipDistance[]; // Distance from clipping planes > 0 == valid
};
```

Geometry Shader Input/Output

- **Predefined geometry shader variables**

```
in gl_PerVertex
{
    vec4    gl_Position;
    float  gl_PointSize;
    float  gl_ClipDistance[];
} gl_in[];

in int gl_PrimitiveIDIn; // # of primitives processed so far in input

out gl_PerVertex
{
    vec4    gl_Position;
    float  gl_PointSize;
    float  gl_ClipDistance[];
};

out int gl_PrimitiveID;
out int gl_Layer; // Specifies layer of frame buffer to write to
```

Fragment Shader Input/Output

- Predefined fragment shader variables

```
in vec4    gl_FragCoord;           // (x, y, z, 1/w) for (sub-)sample
in bool    gl_FrontFacing;        // Primitive is front facing
in float    gl_ClipDistance[];    // Linearly interpolated
in vec2    gl_PointCoord;         // 2D coords within point sprite
in int     gl_PrimitiveID;        // As before

out float   gl_FragDepth;         // Computed depth value
```

GLSL Operations

- **Vector component access**

- {x,y,z,w}, {r,g,b,a} and {s,t,p,q} provide equivalent access to vecs
- LHS: no repetition, defines type for assignment
- RHS: arbitrary set, defines result type
- Example:

```
vec4 pos = vec4(1.0, 2.0, 3.0, 4.0);  
vec4 swiz = pos.wzyx; // swiz = (4.0, 3.0, 2.0, 1.0)  
vec4 dup = pos.xxyy; // dup = (1.0, 1.0, 2.0, 2.0)  
pos = vec4(1.0, 2.0, 3.0, 4.0);  
pos.xw = vec2(5.0, 6.0); // pos = (5.0, 2.0, 3.0, 6.0)  
pos.wx = vec2(7.0, 8.0); // pos = (8.0, 2.0, 3.0, 7.0)
```

- **All vector and matrix operations act component wise**

- Except multiplication involving a matrix:
 - Results in correct vec/mat, mat/vec, mat/mat multiply from LinAlg

Control Flow

- **Usual C/C++ control flow**
 - **discard**
 - Statement allowed only in fragment shader
 - Fragment is thrown away, does not reach frame buffer
 - **Everything is executed on a SIMD processor**
 - Should make sure that control flow is as similar as possible
 - **Some texture functions require implicit derivatives**
 - Computed from a 2x2 pixel “quad” through divided differences
 - Require to be in control flow only containing uniform conditions
 - May be inaccurate due to movement within pixel
 - Sample must be within primitive
-

Functions

- **Example**

```
vec4 toonify(in float intensity)
{
    vec4 color;

    if      (intensity > 0.98) color = vec4(0.8,0.8,0.8,1.0);
    else if (intensity > 0.50) color = vec4(0.4,0.4,0.8,1.0);
    else if (intensity > 0.25) color = vec4(0.2,0.2,0.4,1.0);
    else           color = vec4(0.1,0.1,0.1,1.0);

    return(color);
}
```

Shader Library

- **Typical math library**

- sin, cos, pow, min/max,
- clamp, max, dot, cross, normalize

- **Shader specific**

- faceforward(N, I, Nref): returns N iff $\text{dot}(\text{Nref}, I) < 0$, -N otherwise
 - reflect(I, N): reflects I at plane with normalized normal N
 - refract(I, N, eta): refracts at normalized N with refraction index eta
 - smoothstep(begin, end, x): Hermite interpolation between 0 and 1
 - mix(x, y, a): affine interpolation
 - noise1() to noise4(): Perlin-style noise
 - ...
-

Shader Library: Texturing & Deriv.

- **Huge list of texture functions**

- Direct and homogeneous projection sampling
- With and without LOD (MIP-mapping)
- With and without offset in texture coordinates
- With and without derivatives in texture space
- Fetch with integer coords (no interpolation/filtering)
- Combinations of the above

- **Derivatives**

- $dFdx(e)$, $dFdy(e)$: derivatives of expression e with respect to window coordinates
 - Approximated with divided differences on “quads”: piecewise linear
- $fwidth(e) = \text{abs}(dFdx(e)) + \text{abs}(dFdy(e))$
 - Approximate filter width

Ex.: Gooch Cool/Warm Shader

- Vertex shader

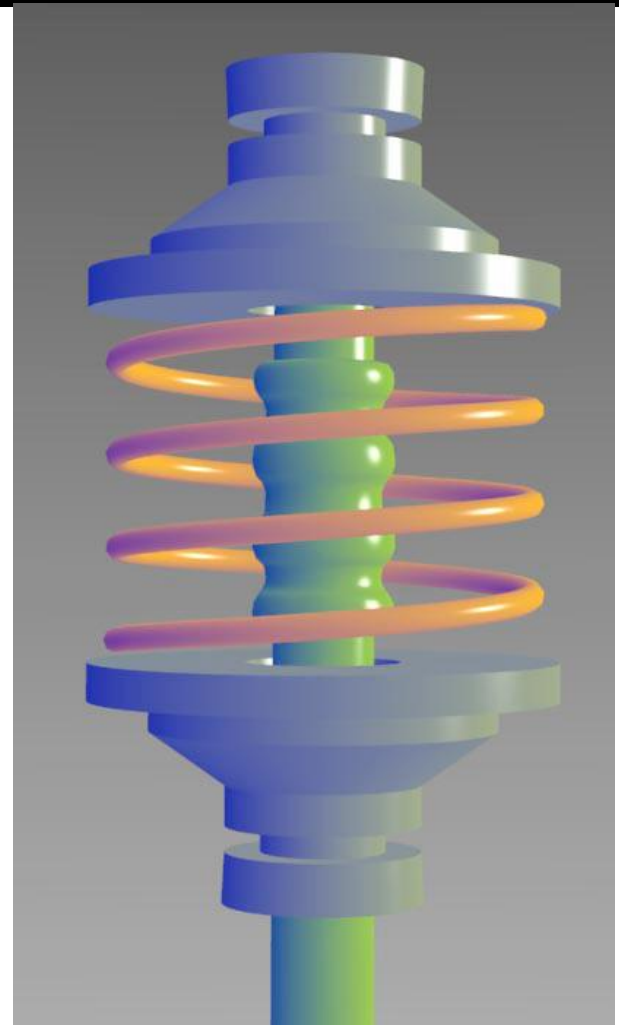
```
uniform vec4 lightPos;
uniform mat4x4 modelview_mat;
uniform mat4x4 modelviewproj_mat;
uniform mat4x4 normal_mat;

in vec3 P;
in vec3 N;

out vec3 normal;
out vec3 lightVec;
out vec3 viewVec;

void main()
{
    // position in clip-space
    gl_Position = modelviewproj_mat * P;
    vec4 vert = modelview_mat * P;

    normal = normal_mat * N;
    lightVec = vec3(lightPos - vert);
    viewVec = -vec3(vert);
}
```



Ex.: Gooch Cool/Warm Shader

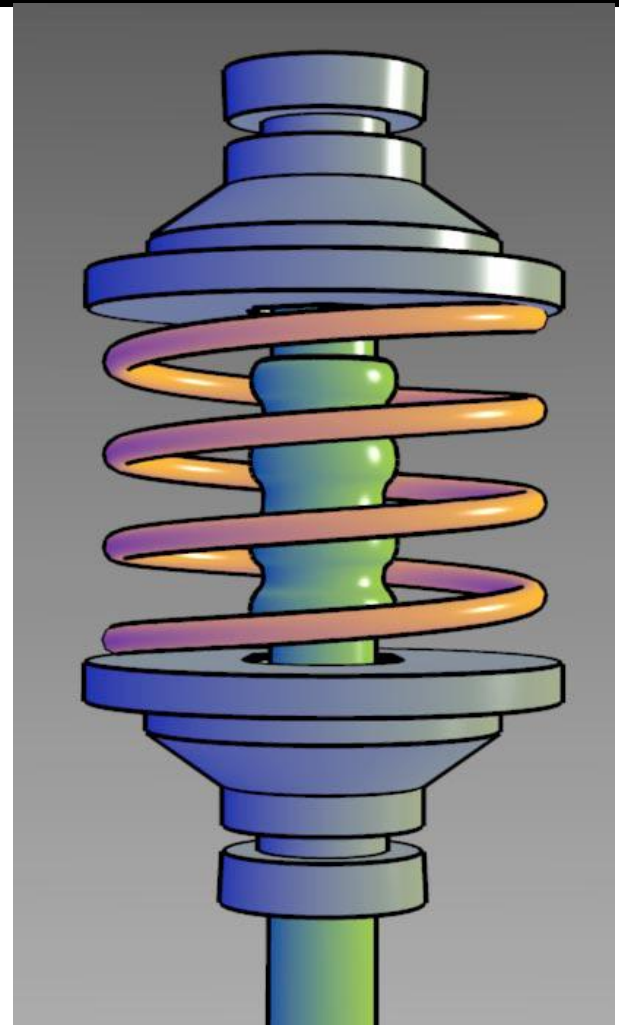
- Fragment shader

```
uniform Material
{
    float Ka = 1.0;
    float Kd = 0.8;
    float Ks = 0.9;
    vec3 ambient = vec3(0.2, 0.2, 0.2);
    vec3 spec_col = vec3(1.0, 1.0, 1.0);
    vec3 kCool = vec3(.88, .81, .49); // Purple
    vec3 kWarm = vec3(.58, .10, .76); // Orange
} m;

in vec3 normal;
in vec3 lightVec;
in vec3 viewVec;

out vec4 frag_color;

void main()
{
    vec3 norm = normalize(normal);
    vec3 L = normalize(lightVec);
    vec3 V = normalize(viewVec);
    vec3 halfAngle = normalize(L + V);
    float NdotH = clamp(dot(halfAngle, norm), 0.0, 1.0);
    float spec = pow(NdotH, 64.0);
    vec3 Cgooch = mix(mat.kWarm, mat.kCool, 0.5 * dot(L, norm) + 0.5);
    vec3 res = m.Ka * m.ambient + m.Kd * Cgooch + m.spec_col * m.Ks * spec;
    frag_color = vec4(res, 1.0);
}
```



Simple OpenGL Program

- **Discussion of critical pieces of an OpenGL program**
- **Details available at**
 - <http://duriansoftware.com/joe/An-intro-to-modern-OpenGL.-Table-of-Contents.html>

Simple OpenGL Program

Main program

```
#include <stdlib.h>
#include <GL/glew.h>
#include <GL/glut.h>

int main(int argc, char** argv)
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_RGB|GLUT_DEPTH|GLUT_DOUBLE);
    glutInitWindowSize(400, 300);
    glutCreateWindow("Hello World");
    glutDisplayFunc(&render);
    glutIdleFunc(&update);

    // Initialize the GL Extension Wrangler Library
    glewInit();
    if (!GLEW_VERSION_2_0) {
        fprintf(stderr, "OpenGL 2.0 not available\n");
        return 1;
    }

    // Initialize data structures

    glutMainLoop();
    return 0;
}

// Called if nothing else to do
static void update (void)
{
    int ms = glutGet(GLUT_ELAPSED_TIME);
    // Do any animation control here

    glutPostRedisplay();
}

// Called if display needs to be rendered
// e.g. due to PostRedisplay() or exposure of window
static void render(void)
{
    // Should ideally just be done once
    glEnable(GL_DEPTH_TEST);
    glEnable(GL_CULL_FACE);
    glClearColor(1.0f, 1.0f, 1.0f, 1.0f);

    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);

    // real rendering code

    glutSwapBuffers();
}
```

Simple OpenGL Program

Vertex Shader

```
#version 110

uniform mat4 p_matrix, mv_matrix;

attribute vec3 position, normal;
attribute vec2 texcoord;
attribute float shininess;
attribute vec4 specular;

varying vec3 frag_position, frag_normal;
varying vec2 frag_texcoord;
varying float frag_shininess;
varying vec4 frag_specular;

void main()
{
    vec4 eye_position = mv_matrix * vec4(position, 1.0);
    gl_Position = p_matrix * eye_position;
    frag_position = eye_position.xyz;
    frag_normal = (mv_matrix * vec4(normal, 0.0)).xyz;
    frag_texcoord = texcoord;
    frag_shininess = shininess;
    frag_specular = specular;
}
```

Fragment Shader

```
#version 110

uniform mat4 p_matrix, mv_matrix;
uniform sampler2D texture;

varying vec3 frag_position, frag_normal;
varying vec2 frag_texcoord;
varying float frag_shininess;
varying vec4 frag_specular;

const vec3 light_direction = vec3(0.408248, -0.816497, 0.408248);
const vec4 light_diffuse = vec4(0.8, 0.8, 0.8, 0.0);
const vec4 light_ambient = vec4(0.2, 0.2, 0.2, 1.0);
const vec4 light_specular = vec4(1.0, 1.0, 1.0, 1.0);

void main()
{
    vec3 mv_light_direction = (mv_matrix * vec4(light_direction, 0.0)).xyz;
    normal = normalize(frag_normal);
    eye = normalize(frag_position);
    reflection = reflect(mv_light_direction, normal);

    vec4 frag_diffuse = texture2D(texture, frag_texcoord);
    vec4 diffuse_factor
        = max(-dot(normal, mv_light_direction), 0.0) * light_diffuse;
    vec4 ambient_diffuse_factor
        = diffuse_factor * light_ambient;
    vec4 specular_factor
        = max(pow(-dot(reflection, eye), frag_shininess), 0.0)
            * light_specular;

    gl_FragColor = specular_factor * frag_specular
        + ambient_diffuse_factor * frag_diffuse;
}
```

Simple OpenGL Program

Generating shaders

```
static GLuint
make_shader(GLenum type, const char *filename)
{
    GLint length, shader_ok;
    GLchar *source = file_contents(filename, &length);
    GLuint shader;

    if (!source) return 0;
    shader = glCreateShader(type);
    glShaderSource(shader, 1,
                    (const GLchar**)&source, &length);
    free(source);
    glCompileShader(shader);
    glGetShaderiv(shader, GL_COMPILE_STATUS,
                  &shader_ok);
    if (!shader_ok) {
        fprintf(stderr,
               "Failed to compile %s:\n", filename);
        glDeleteShader(shader);
        return 0;
    }
    return shader;
}
```

Generating the shader program

```
static GLuint
make_program(GLuint vertex_shader, GLuint fragment_shader)
{
    GLint program_ok;

    GLuint program = glCreateProgram();
    glAttachShader(program, vertex_shader);
    glAttachShader(program, fragment_shader);
    glLinkProgram(program);

    glGetProgramiv(program, GL_LINK_STATUS, &program_ok);
    if (!program_ok) {
        fprintf(stderr, "Failed to link shader program:\n");
        glDeleteProgram(program);
        return 0;
    }
    return program;
}

// Getting access to the shader variables
uniform.texture= glGetUniformLocation(program, "texture");
attributes.position= glGetAttribLocation(program, "position");
// ...
```

Simple OpenGL Program

Defining a texture

```
static GLuint
make_texture(const char *filename)
{
    GLuint texture;
    int width, height;
    void *pixels = read_imagefile(filename, &width, &height);

    if (!pixels) return 0;
    // Create a texture object and make it the current one
    glGenTextures(1, &texture);
    glBindTexture(GL_TEXTURE_2D, texture);

    // Set parameters
    glTexParameteri(GL_TEXTURE_2D,
                    GL_TEXTURE_MIN_FILTER, GL_LINEAR);
    glTexParameteri(GL_TEXTURE_2D,
                    GL_TEXTURE_MAG_FILTER, GL_LINEAR);
    glTexParameteri(GL_TEXTURE_2D,
                    GL_TEXTURE_WRAP_S, GL_CLAMP_TO_EDGE);
    glTexParameteri(GL_TEXTURE_2D,
                    GL_TEXTURE_WRAP_T, GL_CLAMP_TO_EDGE);

    // Upload the texture data
    glTexImage2D(
        GL_TEXTURE_2D, 0,          /* target, level of detail */
        GL_RGB8,                 /* internal format */
        width, height, 0,         /* width, height, border */
        GL_BGR, GL_UNSIGNED_BYTE, /* external fmt, type */
        pixels                    /* pixel data */
    );
    free(pixels);
    return texture;
}
```

Simple OpenGL Program

Defining the scene data structure

```
struct flag_vertex {
    GLfloat position[4];
    GLfloat normal[4];
    GLfloat texcoord[2];
    GLfloat shininess;
    GLubyte specular[4];
};
```

Generating and filling the buffers

```
struct flag_vertex *vertex_data= (struct flag_vertex*)
    malloc(FLAG_VERTEX_COUNT * sizeof(struct flag_vertex));
GLushort *element_data= (GLushort*)
    malloc(element_count * sizeof(GLushort));

/* Generate the data */
GLuint vertex_buffer, element_buffer;
glGenBuffers(1, &vertex_buffer);
glGenBuffers(1, &element_buffer);

// Filling the buffers
glBindBuffer(GL_ARRAY_BUFFER, vertex_buffer);
glBufferData(GL_ARRAY_BUFFER,
    vertex_count * sizeof(struct flag_vertex),
    vertex_data, GL_STREAM_DRAW);

glBindBuffer(GL_ELEMENT_ARRAY_BUFFER, element_buffer);
glBufferData(GL_ELEMENT_ARRAY_BUFFER,
    element_count * sizeof(GLushort),
    element_data, GL_STATIC_DRAW);
```


Simple OpenGL Program

Actual Rendering

```
static void render(void)
{
    // Beginning of rendering code (glClear)

    // Activate shader and textures from make_* calls
    glUseProgram(program);

    glActiveTexture(GL_TEXTURE0);
    glBindTexture(GL_TEXTURE_2D, texture);
    glUniform1i(uniform.texture, 0);

    glBindBuffer(GL_ARRAY_BUFFER, vertex_buffer);
    glVertexAttribPointer(attributes.position,
        3, GL_FLOAT, GL_FALSE, sizeof(struct flag_vertex),
        (void*)offsetof(struct flag_vertex, position));
    glVertexAttribPointer(attributes.normal,
        3, GL_FLOAT, GL_FALSE, sizeof(struct flag_vertex),
        (void*)offsetof(struct flag_vertex, normal));
    glVertexAttribPointer(attributes.texcoord,
        2, GL_FLOAT, GL_FALSE, sizeof(struct flag_vertex),
        (void*)offsetof(struct flag_vertex, texcoord));
    glVertexAttribPointer(attributes.shininess,
        1, GL_FLOAT, GL_FALSE, sizeof(struct flag_vertex),
        (void*)offsetof(struct flag_vertex, shininess));
    glVertexAttribPointer(attributes.specular,
        4, GL_UNSIGNED_BYTE, GL_TRUE, sizeof(struct flag_vertex),
        (void*)offsetof(struct flag_vertex, specular));

    glBindBuffer(GL_ELEMENT_ARRAY_BUFFER, element_buffer);
    glDrawElements(GL_TRIANGLES, element_count,
        GL_UNSIGNED_SHORT, (void*)0);
}
```
