Mandelbulbulator

Agenda

- ♦ OpenCL
 - ♦ Architektura
 - Przykład programu
- ♦ Mandelbrot
- ♦ Mandelbulb
- ♦ Rezultaty

OpenCL

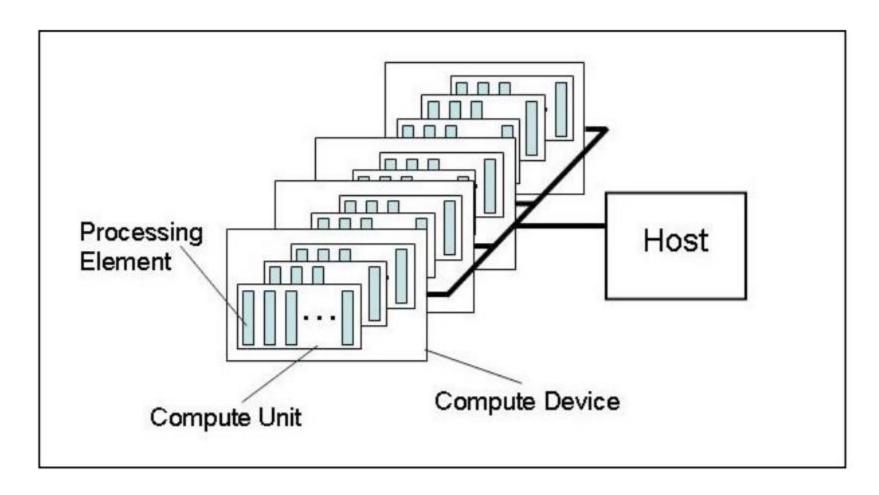


Figure 3.1: Platform model ... one host plus one or more compute devices each with one or more compute units each with one or more processing elements.

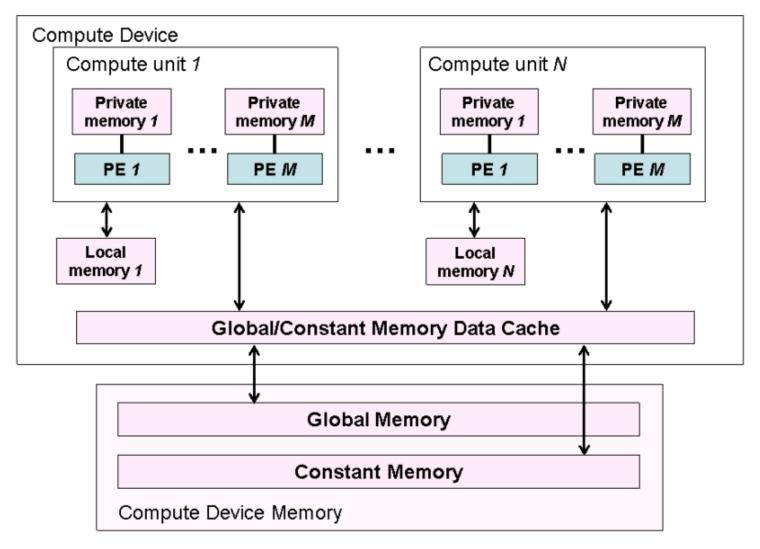
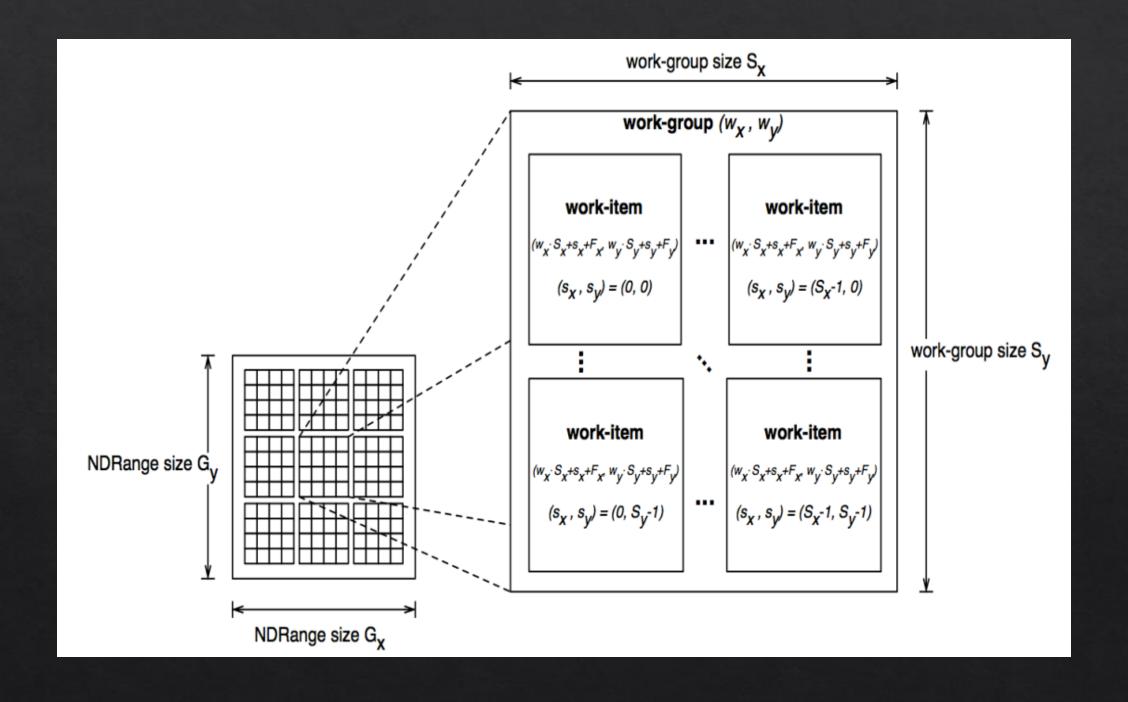


Figure 3.3: Conceptual OpenCL device architecture with processing elements (PE), compute units and devices. The host is not shown.



Przykład aplikacji

OpenCL kernel

```
kernelsource = """
 _kernel void vadd(
  __global float* a,
  __global float* b,
  __global float* c,
  const unsigned int count)
  int i = get_global_id(0);
  if (i < count)
    c[i] = a[i] + b[i];
```

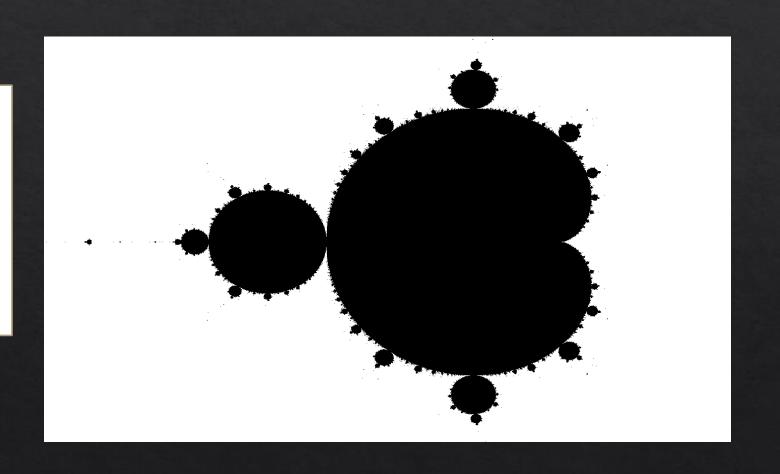
```
# Context
context = cl.create_some_context()
                                         Host program
# Create a command queue
queue = cl.CommandQueue(context)
# Create the compute program from the source buffer and build it
program = cl.Program(context, kernelsource).build()
h_a = numpy.random.rand(LENGTH).astype(numpy.float32)
h_b = numpy.random.rand(LENGTH).astype(numpy.float32)
h_c = numpy.empty(LENGTH).astype(numpy.float32)
d a = cl.Buffer(context, cl.mem flags.READ ONLY |
cl.mem_flags.COPY_HOST_PTR, hostbuf=h_a)
d_b = cl.Buffer(context, cl.mem_flags.READ_ONLY |
cl.mem_flags.COPY_HOST_PTR, hostbuf=h_b)
d_c = cl.Buffer(context, cl.mem_flags.WRITE_ONLY, h_c.nbytes)
vadd = program.vadd
vadd(queue, h_a.shape, None, d_a, d_b, d_c, LENGTH)
queue.finish()
# Read back the results from the compute device
cl.enqueue_copy(queue, h_c, d_c)
```

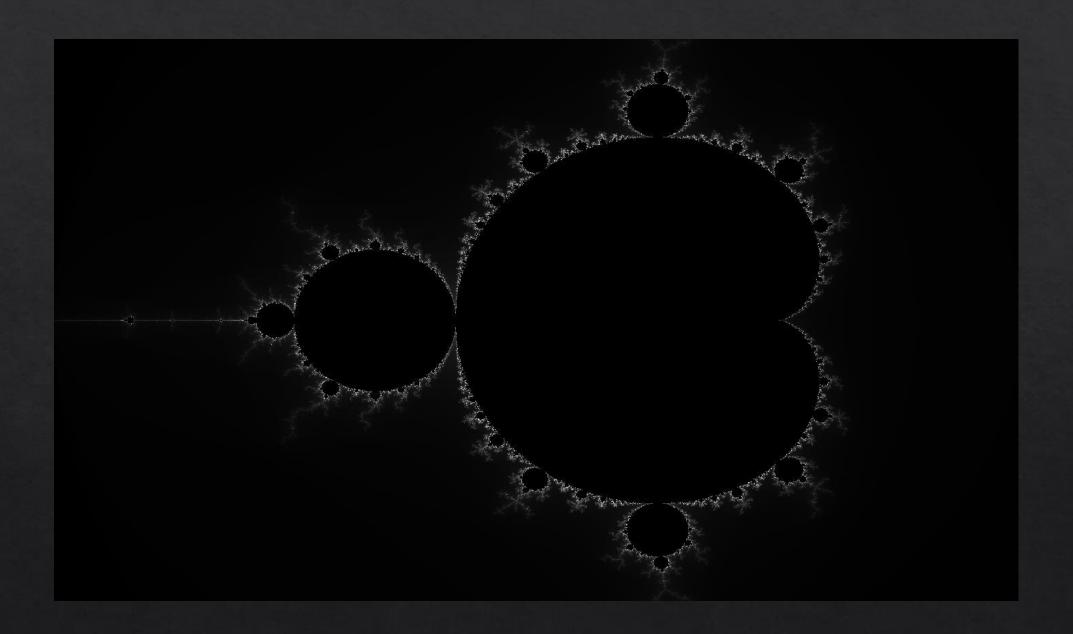
https://github.com/HandsOnOpenCL/

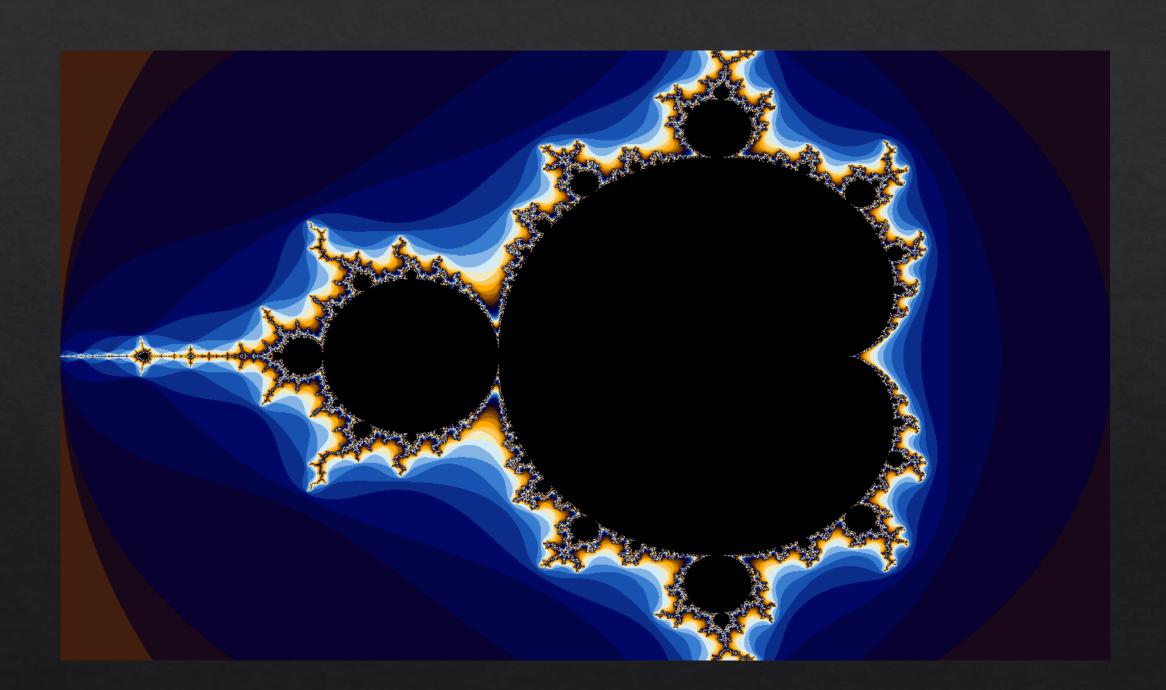
Mandelbrot

$$\left\{egin{aligned} z_0 &= 0, \ z_{n+1} &= z_n^2 + p. \end{aligned}
ight.$$

$$M=\{p\in\mathbb{C}: \forall_{n\in\mathbb{N}}|z_n|<2\}.$$

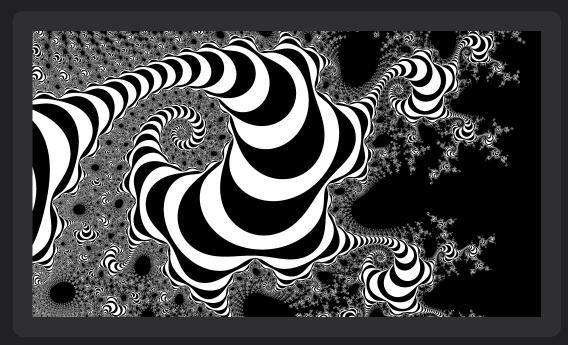








https://www.123rf.com; by visharo



https://jonathanfrech.wordpress.com; by JFRECH

Mandelbulb

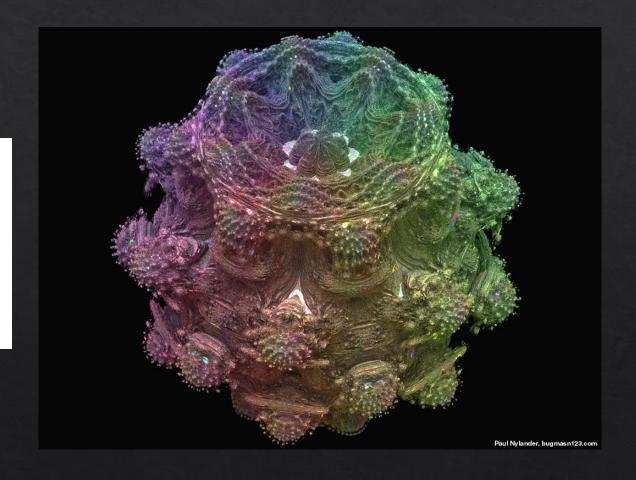
Daniel White and Paul Nylander in 2009

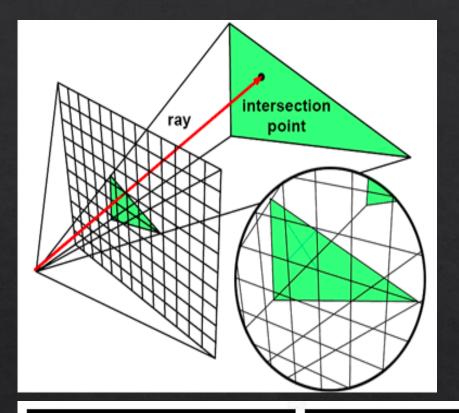
White and Nylander's formula for the "nth power" of the vector $\mathbf{v}=\langle x,y,z
angle$ in \mathbb{R}^3 is

$$\mathbf{v}^n := r^n \langle \sin(n\theta) \cos(n\phi), \sin(n\theta) \sin(n\phi), \cos(n\theta) \rangle$$

where

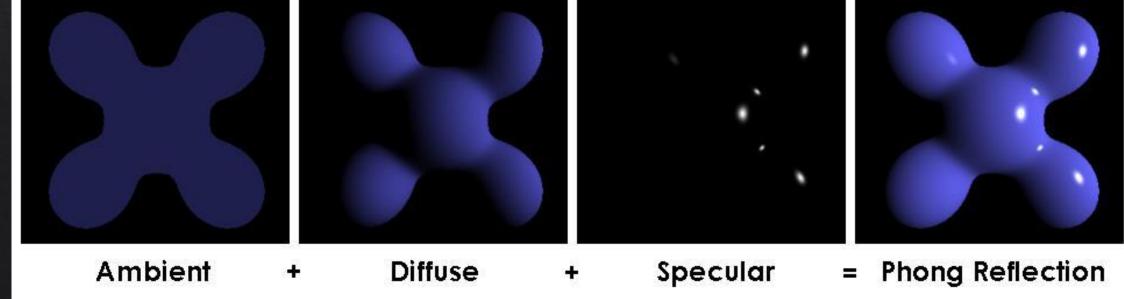
$$r=\sqrt{x^2+y^2+z^2},$$
 $\qquad \qquad \mathbf{v} \mapsto \mathbf{v}^n + \mathbf{c}$ $\phi=\arctan(y/x)=\arg(x+yi)$, and $\theta=\arctan(\sqrt{x^2+y^2}/z)=\arccos(z/r).$

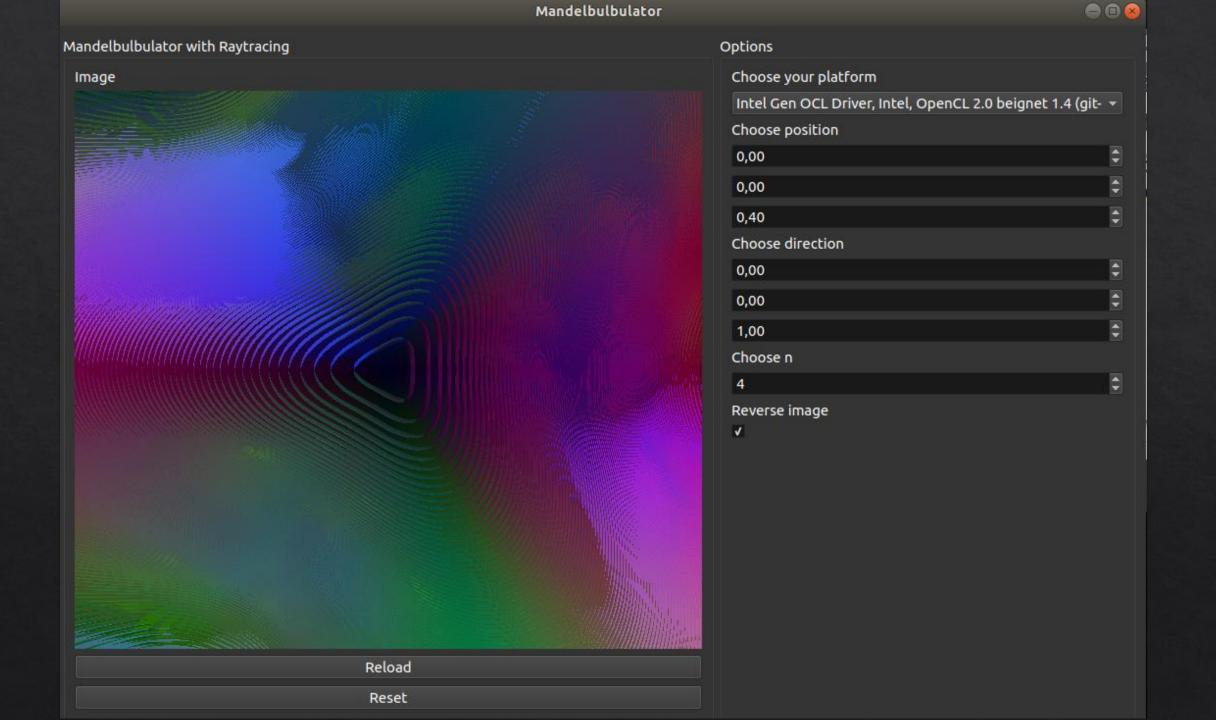




Znalezienie punktu przecięcia ze zbiorem polega na sprawdzaniu co pewien odcinek kolejnych punktów leżących na prostej zgodnej z wystrzelonym promieniem (wektorem).

Znalezienie wektora normalnego do powierzchni w danym punkcie wymaga próbkowania przestrzeni leżącej wokół niego.





Bibliografia

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- https://cnugteren.github.io/tutorial/pages/page1.html
- https://www.scratchapixel.com/