

```
layout(std430, binding = 5)
coherent buffer blob// coherent memory access
{ int ssb[]; };// SSBO of undefined size
// ...
// perform some (complex) operation on SSBO:
ssb[gl_GlobalInvocationID.x] *= -1;
memoryBarrierBuffer();// complete write
barrier();// sync with threads of work group
// read from SSBO, the read value is visible:
int value = ssb[gl_GlobalInvocationID.x + 1];
// make use of value in the following
// ...
```