

OPENGL SHADING LANGUAGE (GLSL)

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- Imperative, “C-like” programming language
- Shaders are programs that run in parallel on the GPU
 - GeForce Titan V: 5120 cores
- Start in `main()` { ... }
- We do not have:
 - No pointer chasing, pointer arithmetic (`*(p + 2)`) (sort-of)
 - No dynamic arrays (no memory allocation on a heap)
 - Automatic type conversion (in general)
- We do have:
 - Additional in-built types for managing vectors, matrices, textures, ...
 - Speed