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# **A Vulkan Library**

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# Abstract

Vulkan is a graphics API which aims to provide users with faster draw speeds. The user is expected to explicitly provide the details previously given by the driver, as in the case of OpenGL. The resulting extra code can be difficult to understand and write at first, leading to the need for a wrapper library.

# Acknowledgements

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# Chapter 1

## Introduction

Testing123. Attiya et al. (1995). Another. Beyer et al. (2016)

## **Chapter 2**

### **Previous Work**

## **Chapter 3**

# **Technical Background**

# **Chapter 4**

## **Solution**



# **Chapter 5**

## **Conclusion**

# Bibliography

Attiya, H., Bar-Noy, A. and Dolev, D., 1995. Sharing memory robustly in message-passing systems. *Journal of the ACM (JACM)*, 42(1), 124–142.

Beyer, B., Jones, C., Petoff, J. and Murphy, N. R., 2016. *Site Reliability Engineering: How Google Runs Production Systems*. O'Reilly Media, Inc.

# Appendices