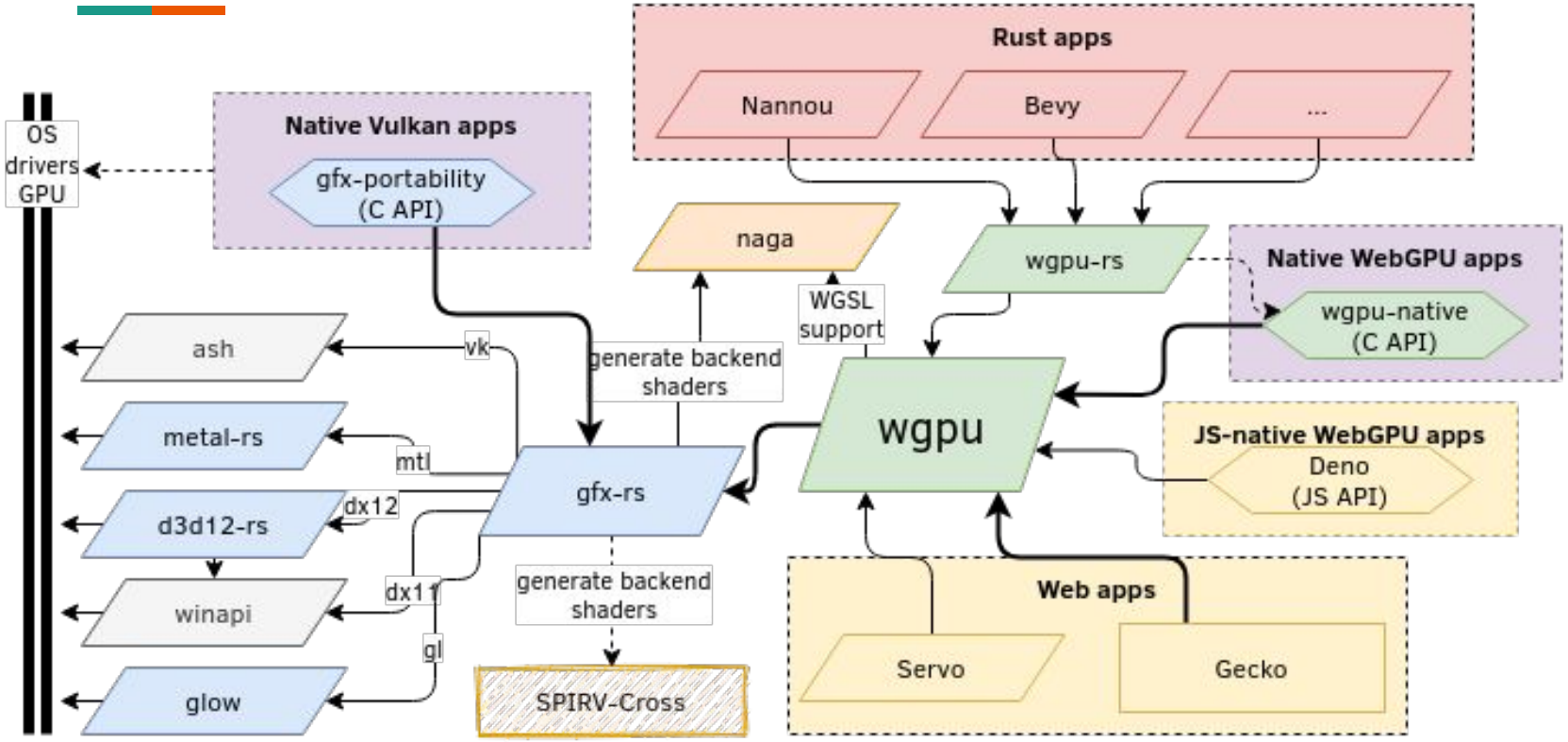
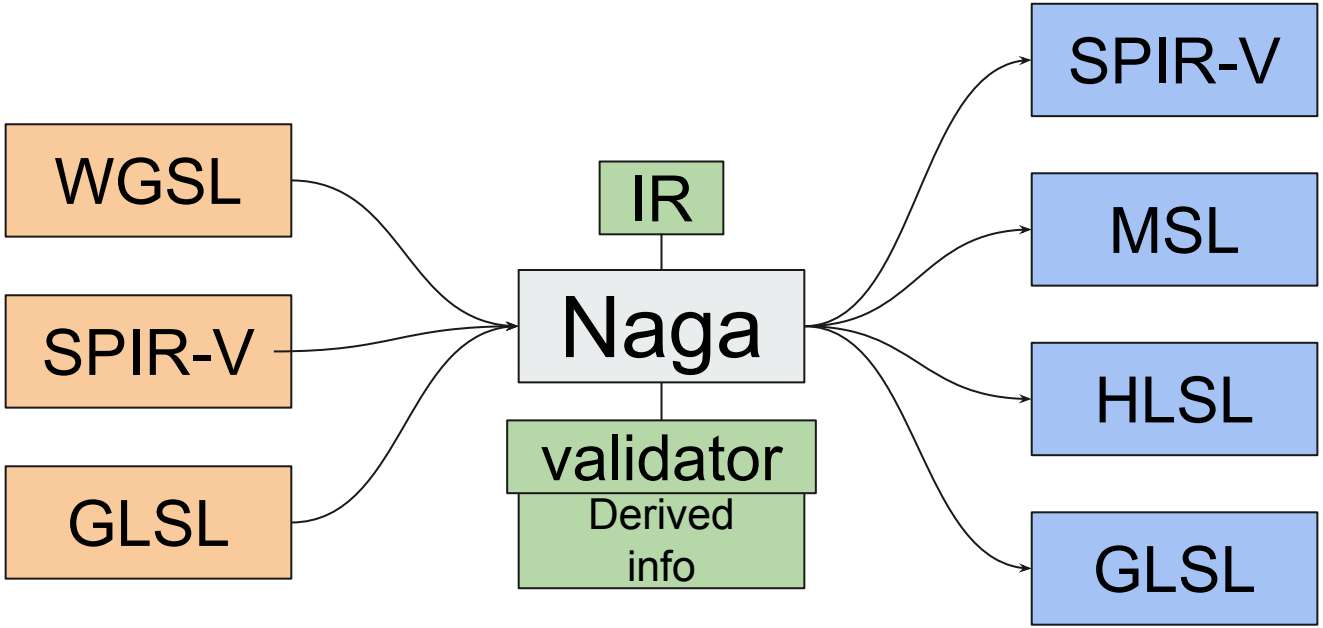
Naga in gfx-portability

towards the pure-rust Vulkan Portability layer

Gfx-rs big picture



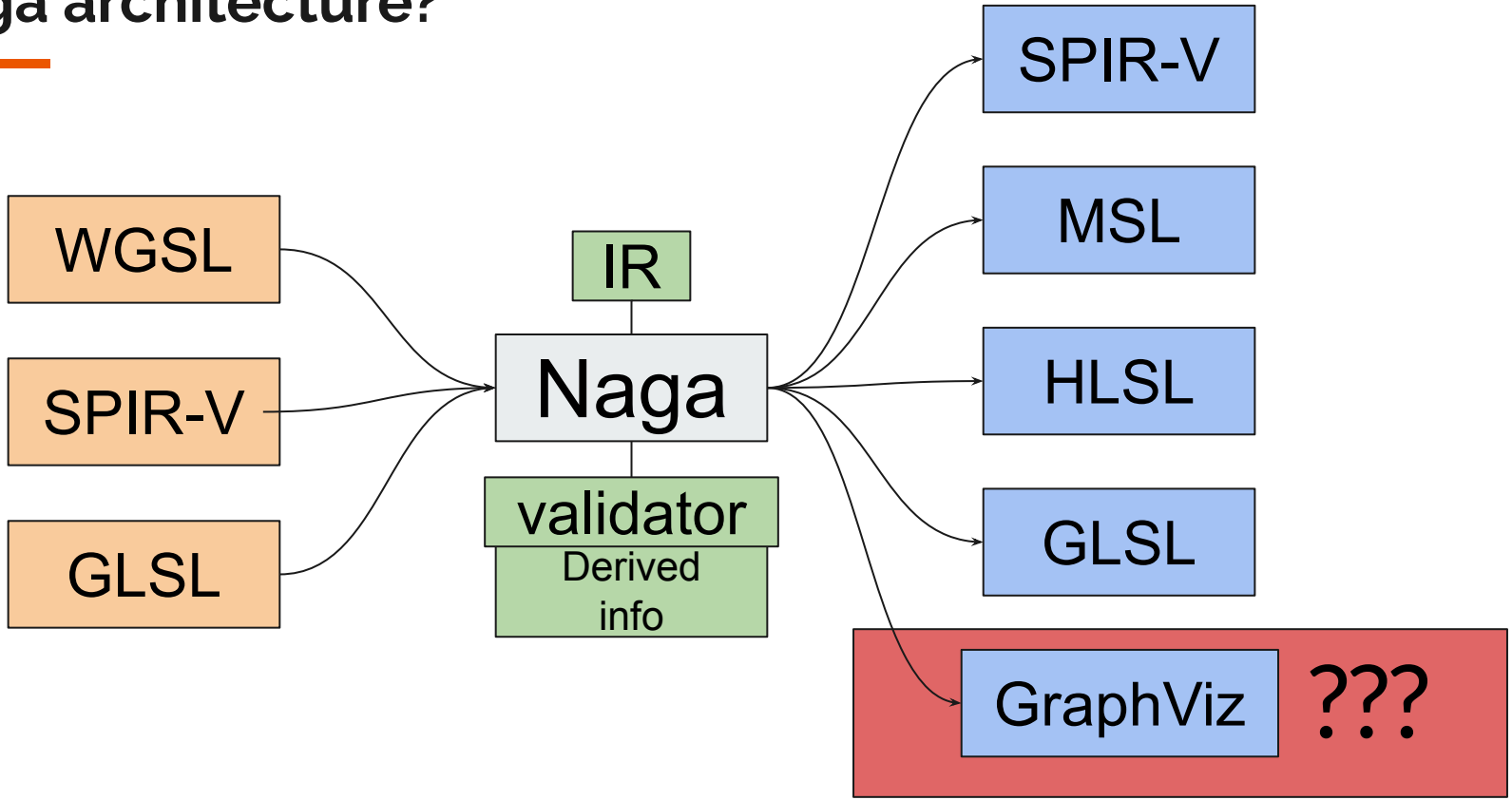
Naga architecture



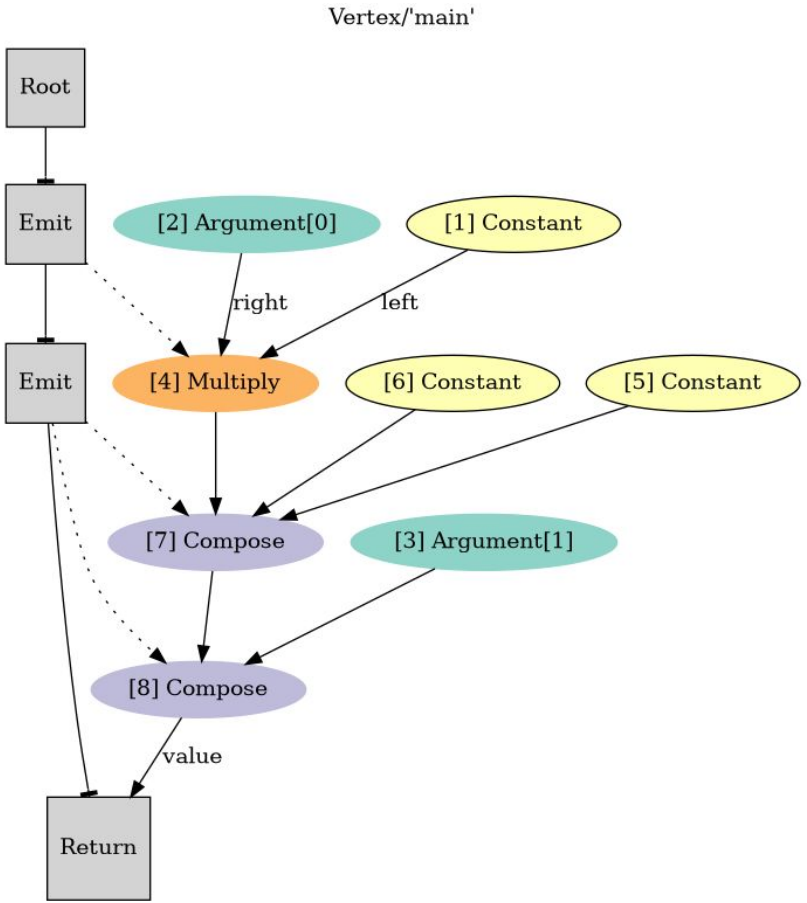
Example: MSL quad VS

```
constexpr constant float c_scale = 1.2;
struct VertexOutput {
    metal::float2 uv;
    metal::float4 position;
};

struct main1Input {
    metal::float2 pos [[attribute(0)]];
    metal::float2 uv1 [[attribute(1)]];
};
struct main1Output {
    metal::float2 uv [[user(loc0), center_perspective]];
    metal::float4 position [[position]];
};
vertex main1Output main1(
  main1Input varyings [[stage_in]]
) {
    const auto pos = varyings.pos;
    const auto uv1 = varyings.uv1;
    const auto _tmp = VertexOutput {uv1, metal::float4(c_scale * pos, 0.0, 1.0)};
    return main1Output { _tmp.uv, _tmp.position };

  }
```

Naga architecture?



GraphViz!

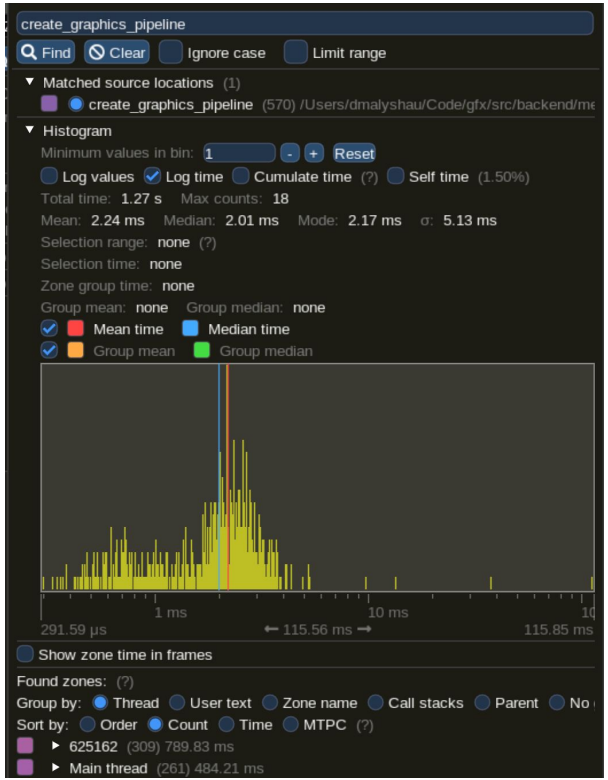

Vertex/'main'
Root
Emit
[2] Argument[0]
[1] Constant
right
left
Emit
[4] Multiply
[6] Constant
[5] Constant
[7] Compose
[3] Argument[1]
[8] Compose
value
Return

Principles

- Pure Rust
- Fast: cache-friendly, no redundant computation
- Optional end-points, minimal dependencies
- Fully safe, panic-free
- (reasonably) Strongly typed minimal IR

Demo Time!


Dota 2
HEROES
STORE
WATCH
LEARN
ARCADE
HEROES / GLOBAL ITEMS / GUIDES / TRENDS
TIDEHUNTER
MELEE INITIATOR DURABLE DISABLER NUKER CARRY
DEMO HERO
LOADOUT / PROGRESS / STATS
Launch into Demo mode to check out this item set or hero's abilities
Customized Set
SAVE AS CUSTOM SET
AVAILABLE
Swamp Terror
BUNDLE
C$ 0.59
Brackish Stalker
BUNDLE
C$ 1.95
Frostshard Ascendant
BUNDLE
C$ 12.73
Relics of the Drowning ...
BUNDLE
C$ 4.39
PLAY DOTA


create_graphics_pipeline
Find
Clear
Ignore case
Limit range
Matched source locations (1)
create_graphics_pipeline (570) /Users/dmalyshau/Code/gfx/src/backend/me
Histogram
Minimum values in bin: 1
Reset
Log values
Log time
Cumulate time (?)
Self time (1.50%)
Total time: 1.27 s
Max counts: 18
Mean: 2.24 ms
Median: 2.01 ms
Mode: 2.17 ms
σ: 5.13 ms
Selection range: none (?)
Selection time: none
Zone group time: none
Group mean: none
Group median: none
Mean time
Median time
Group mean
Group median
1 ms
10 ms
291.59 µs
115.56 ms
115.85 ms
Show zone time in frames
Found zones: (?)
Group by: Thread User text Zone name Call stacks Parent
Sort by: Order Count Time MTPC (?)
625162 (309) 789.83 ms
Main thread (261) 484.21 ms