

New Study on Vulkan Performance

Stony Brook, NY – April 15, 2016 – Researchers at Stony Brook University are prepared to unveil the results of their research into the performance of the Vulkan API across various platforms.

Designed for high performance graphical computation, Vulkan aims to improve upon the design and performance of its predecessors and competition. To verify the claims of The Khronos Group, research was conducted by the Computer Science department at Stony Brook University, comparing Vulkan to other APIs such as OpenGL, Microsoft's Direct3D 12, and Apple's Metal. The results of this research indicate that Vulkan does in fact see performance benefits over its predecessors, and holds comparable performance to both Direct3D 12 and Metal. As well, many algorithms for maximizing the performance of Vulkan were identified in this research. These are described in greater detail in the official research paper, which has been published alongside this press release. The study is a sign of good news in the field of computer graphics, showing all the room for innovation provided by Vulkan and other APIs.

Matthew Monsour
matthew.monsour@stonybrook.edu
100 Circle Road
Stony Brook, NY
(845) 649-9258