rOpenCL – coverage of OpenCL 1.2 (2020-02-21)

clGetPlatformIDs	B
clGetPlatformInfo	B
clGetDeviceIDs	B
clGetDeviceInfo	B
clCreateSubDevices	I
clRetainDevice	I
clReleaseDevice	I
clCreateContext	B
clCreateContextFromType	B
clRetainContext	B
clReleaseContext	B
clGetContextInfo	B
clGetExtensionFunctionAddressForPlatform	I
clCreateCommandQueue	B
clRetainCommandQueue	I
clReleaseCommandQueue	B
clGetCommandQueueInfo	B
clCreateBuffer	B
clCreateSubBuffer	I
clEnqueueReadBuffer	B
clEnqueueReadBufferRect	I
clEnqueueWriteBuffer	B
clEnqueueWriteBufferRec	I
clEnqueueFillBuffer	I
clEnqueueCopyBuffer	B*
clEnqueueCopyBufferRect	N
clEnqueueMapBuffer	B
clRetainMemObject	B
clReleaseMemObject	B
clSetMemObjectDestructorCallback	I
clEnqueueUnmapMemObject	B
clEnqueueMigrateMemObjects	N
clGetMemObjectInfo	B
clCreateProgramWithSource	B
clCreateProgramWithBinary	I
clCreateProgramWithBuiltInKernels	I

clRetainProgram	I
clReleaseProgram	B
clBuildProgram	B
clCompileProgram	I
clLinkProgram	I
clUnloadPlatformCompiler	I
clGetProgramInfo	B
clGetProgramBuildInfo	B
clCreateKernel	B
clCreateKernelsInProgram	I
clRetainKernel	I
clReleaseKernel	B
clSetKernelArg	B
clGetKernelInfo	I
clGetKernelWorkGroupInfo	I
clGetKernelArgInfo	I
clEnqueueNDRangeKernel	B
clEnqueueTask	B
clEnqueueNativeKernel	N
clCreateUserEvent	I
clSetUserEventStatus	I
clWaitForEvents	I
clGetEventInfo	I
clSetEventCallback	I
clRetainEvent	I
clReleaseEvent	B
clEnqueueMarkerWithWaitList	I
clEnqueueBarrierWithWaitList	I
clGetEventProfilingInfo	B
ClCreateImage	B
clGetSupportedImageFormats	I
clEnqueueReadImage	I
clEnqueueWriteImage	I
clEnqueueFillImage	I
clEnqueueCopyImage	N
clEnqueueCopyImageToBuffer	N
clEnqueueCopyBufferToImage	N
clEnqueueMapImage	I
clGetMemObjectInfo	I

clGetImageInfo	I
clCreateSampler	I
clRetainSampler	I
clReleaseSampler	I
clGetSamplerInfo	I
clGetDeviceIDsFromD3D10KHR	W
clCreateFromD3D10BufferKHR	W
clCreateFromD3D10Texture2DKHR	W
clCreateFromD3D10Texture3DKHR	W
clEnqueueAcquireD3D10ObjectsKHR	W
clEnqueueReleaseD3D10ObjectsKHR	W
clCreateFromGLBuffer	G
clCreateFromGLTexture	G
clCreateFromGLRenderbuffer	G
clGetGLObjectInfo	G
clGetGLTextureInfo	G
clEnqueueAcquireGLObjects	G
clEnqueueReleaseGLObjects	G
lCreateEventFromGLsyncKHR	G
clGetGLContextInfoKHR	G
clGetDeviceIDsFromDX9MediaAdapterKHR	W
clCreateFromDX9MediaSurfaceKHR	W
clEnqueueAcquireDX9MediaSurfacesKHR	W
clEnqueueReleaseDX9MediaSurfacesKHR	W
clCreateFromD3D11Texture2DKHR	W
clGetDeviceIDsFromD3D11KHR	W
clCreateFromD3D11BufferKHR	W
clCreateFromD3D11Texture3DKHR	W
clEnqueueAcquireD3D11ObjectsKHR	W
clEnqueueReleaseD3D11ObjectsKHR	W

B – Validated using benchmarks (33).
B* - Validated using benchmarks (1) with limitation of use.
I – Implemented but validated only in test environment (40).
Total Implementations: 33 + 40 + 1 = 74.

N – Not implemented (implies other mechanisms) (6).
G – Not implemented (related to OpenGL pointers) (9).
W – Not Implemented (related with DirectX, without support to Linux) (16).
Total Implementations: 6 + 9 + 16 = 31

Scope of implementation coverage: 74 / (74+31) = 70,47% = 71%