OpenCL / OpenGL Vertex Buffer Interoperability: A Particle System Case Study

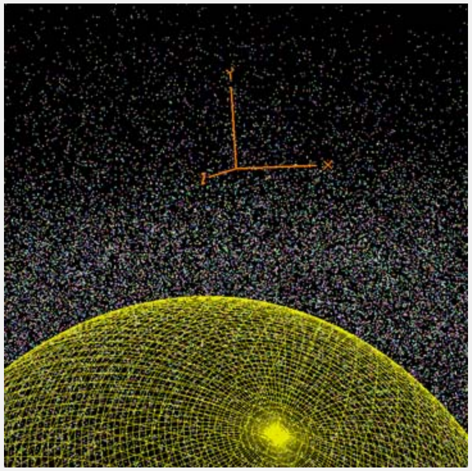
See the video at:

http://cs.oregonstate.edu/~mjb/cs575/Projects/particles.mp4

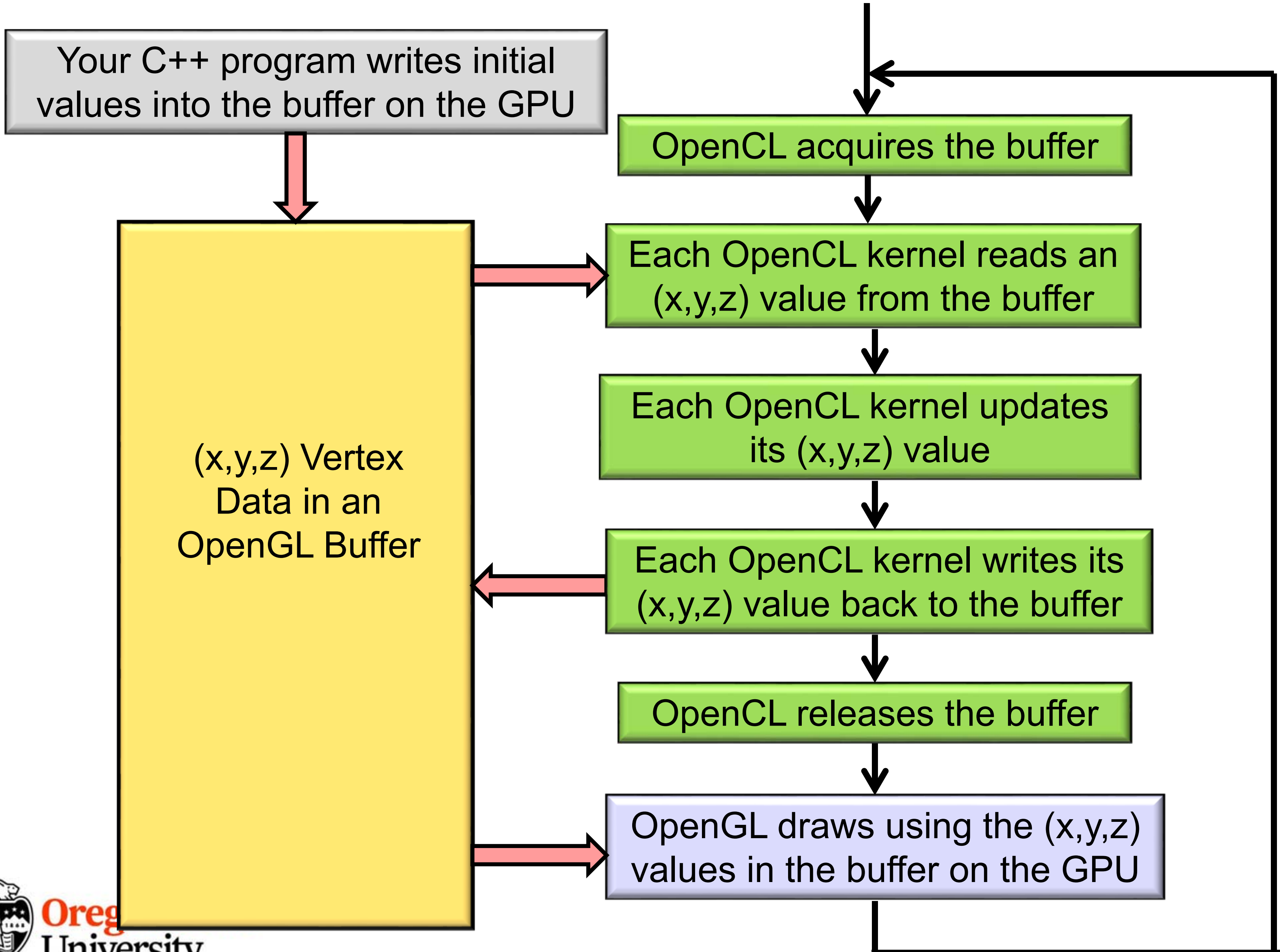
Mike Bailey

mjb@cs.oregonstate.edu

Oregon State University



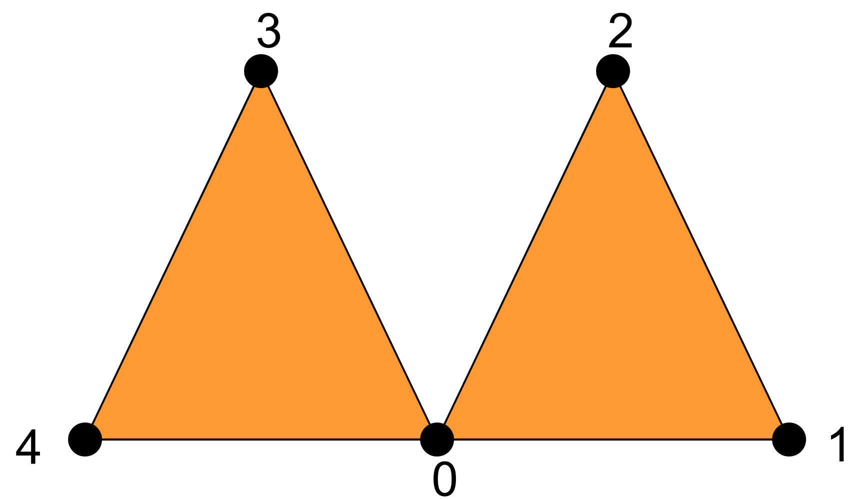
OpenCL / OpenGL Vertex Interoperability: The Basic Idea



In the Beginning of OpenGL …

You listed the vertices with separate function calls:

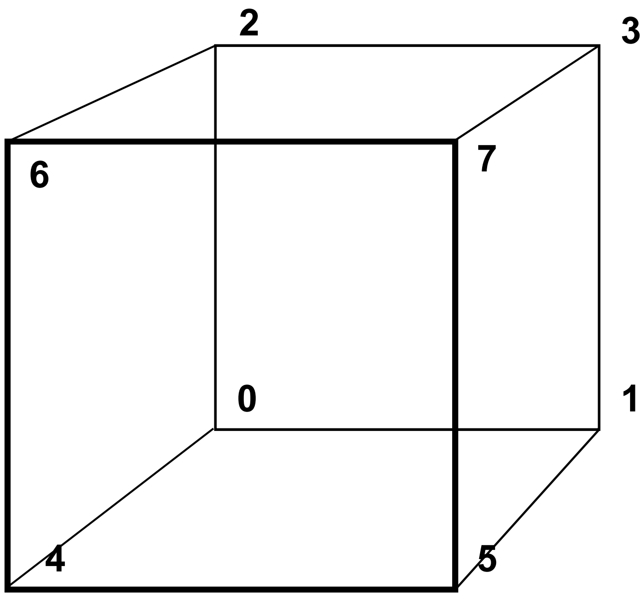
```
glBegin( GL_TRIANGLES );
            glVertex3f( x0, y0, z0 );
            glVertex3f( x1, y1, z1 );
            glVertex3f( x2, y2, z2 );

            glVertex3f( x0, y0, z0 );
            glVertex3f( x3, y3, z3 );
            glVertex3f( x4, y4, z4 );
glEnd( );
```



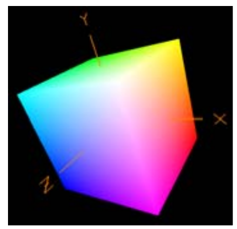
Then someone noticed how inefficient that was, for three reasons:

1. **Sending large amounts of small pieces of information is less efficient than sending small amounts of large pieces of information**
2. **The vertex coordinates were being listed in the CPU and were being transferred to the GPU every drawing pass**
3. **Some vertices were listed twice**

Here's What OpenGL Has Been Moving To: Vertex Buffer Objects




```
GLfloat CubeVertices[ ][3] =
{
		{ -1., -1., -1. },
		{  1., -1., -1. },
		{ -1.,  1., -1. },
		{  1.,  1., -1. },
		{ -1., -1.,  1. },
		{  1., -1.,  1. },
		{ -1.,  1.,  1. },
		{  1.,  1.,  1. }
};
```

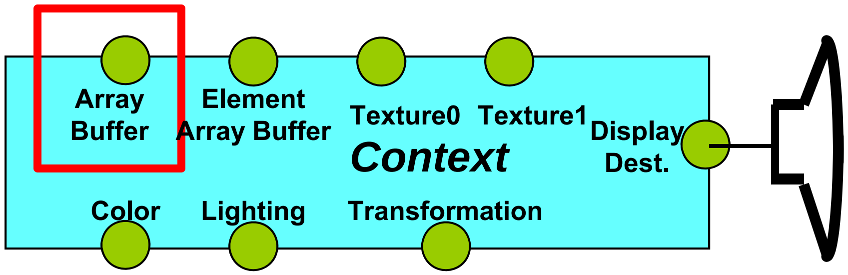


```
GLfloat CubeColors[ ][3] =
{
		{ 0., 0., 0. },
		{ 1., 0., 0. },
		{ 0., 1., 0. },
		{ 1., 1., 0. },
		{ 0., 0., 1. },
		{ 1., 0., 1. },
		{ 0., 1., 1. },
		{ 1., 1., 1. },
};
```

```
GLuint CubeIndices[ ][4] =
{
		{ 0, 2, 3, 1 },
		{ 4, 5, 7, 6 },
		{ 1, 3, 7, 5 },
		{ 0, 4, 6, 2 },
		{ 2, 6, 7, 3 },
		{ 0, 1, 5, 4 }
};
```

A Little Background -- the OpenGL *Rendering Context*

The OpenGL Rendering Context contains all the characteristic information necessary to produce an image from geometry. This includes transformations, colors, lighting, textures, where to send the display, etc.



If we were implementing the OpenGL state as a C++ structure, we might do something like this:

```
struct context
{
        float [4]                      Color;
        float [4][4]                   Transformation;
        struct Texture *               Texture0;
        struct DataArrayBuffer *       ArrayBuffer;
        . . .
}  Context;
```

More Background –
How do you create a special OpenGL Array Buffer called a Vertex Buffer Object?

In C++, objects are pointed to by their address.

In OpenGL, objects are pointed to by an unsigned integer handle. You can assign a value for this handle yourself (not recommended), or have OpenGL generate one for you that is guaranteed to be unique. For example:

```
GLuint buf;

glGenBuffers( 1, &buf );
```

This doesn't actually allocate memory for the buffer object yet, it just acquires a unique handle. To allocate memory, you need to bind this handle to the Context.

More Background – What is an OpenGL "Object"?

An OpenGL Object is pretty much the same as a C++ object: it encapsulates a group of data items and allows you to treat them as a unified whole. For example, a Data Array Buffer Object *could* be defined in C++ by:

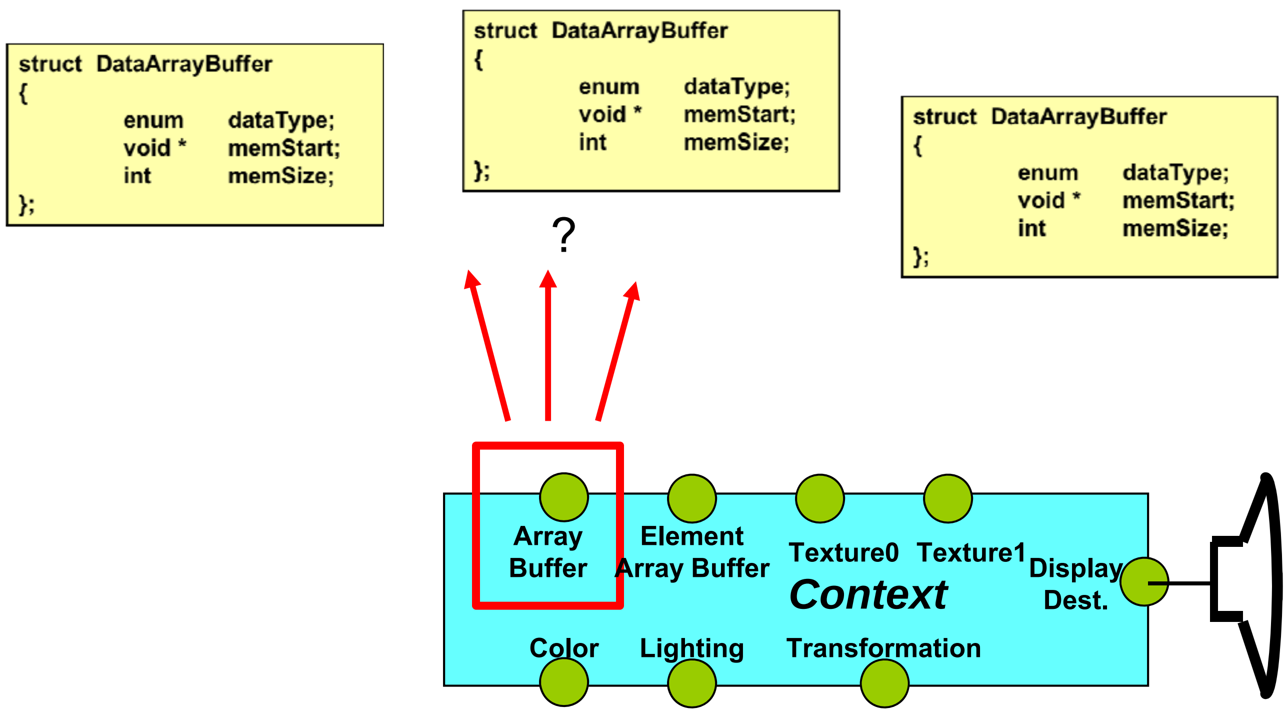
```
struct  DataArrayBuffer
{
            enum        dataType;
            void *      memStart;
            int         memSize;
};
```

Then, you could create any number of Buffer Object instances, each with its own characteristics encapsulated within it. When you want to make that combination current, you just need to point the ArrayBuffer element of the Context to that entire struct **("bind")**. When you bind an object, all of its information comes with it.

A Little Background -- the OpenGL *Rendering Context*

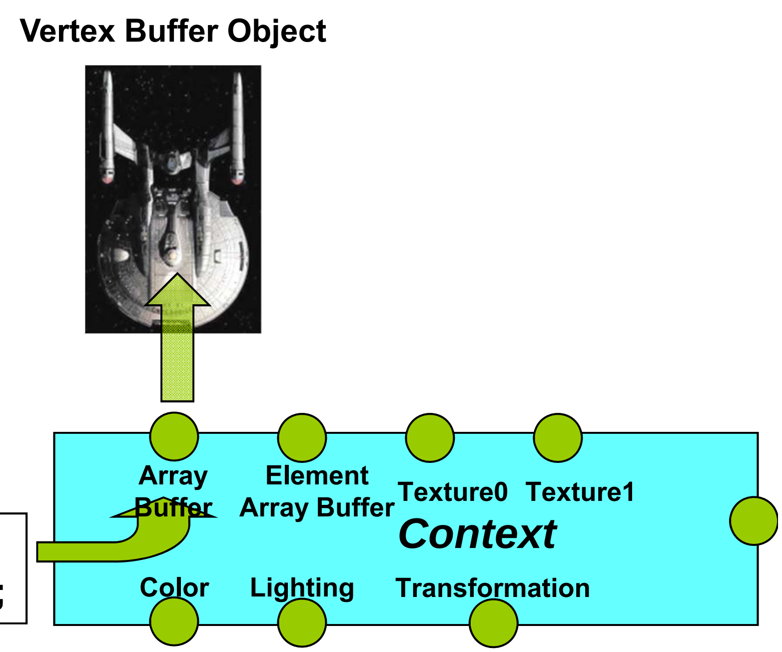
It’s very fast to re-bind a different vertex buffer. It amounts to just changing a pointer.

```
glBindBuffer( GL_ARRAY_BUFFER, buf );
```



More Background -- “Binding” to the Context

The OpenGL term “binding” refers to “attaching” or “docking” (a metaphor which I find to be more visually pleasing) an OpenGL object to the Context. You can then assign characteristics, and they will “flow” through the Context into the object.



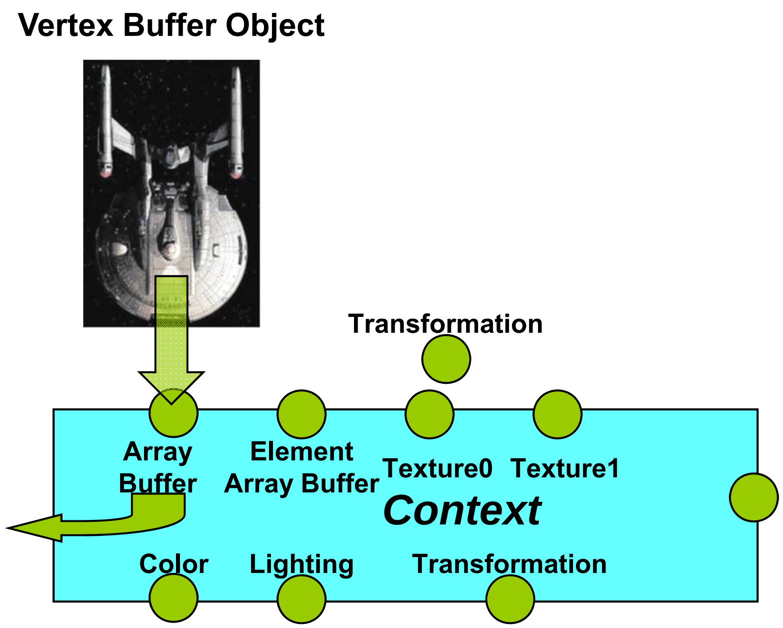

```
glBindBuffer( GL_ARRAY_BUFFER, buf );
glBufferData( GL_ARRAY_BUFFER, numBytes, data, usage );
```

Think of it as happening this way:

```
Context.ArrayBuffer.memStart = CopyToGpuMemory( data, numBytes );
Context.ArrayBuffer.memSize = numBytes;
```

More Background -- "Binding" to the Context

When you want to *use* that Vertex Buffer Object, just bind it again. All of the characteristics will then be active, just as if you had specified them again.




```
glBindBuffer( GL_ARRAY_BUFFER, buf );
```

Think of it as happening this way:

```
float *data = Context.ArrayBuffer.memStart;
```

Vertex Buffers: Putting Data in the Buffer Object

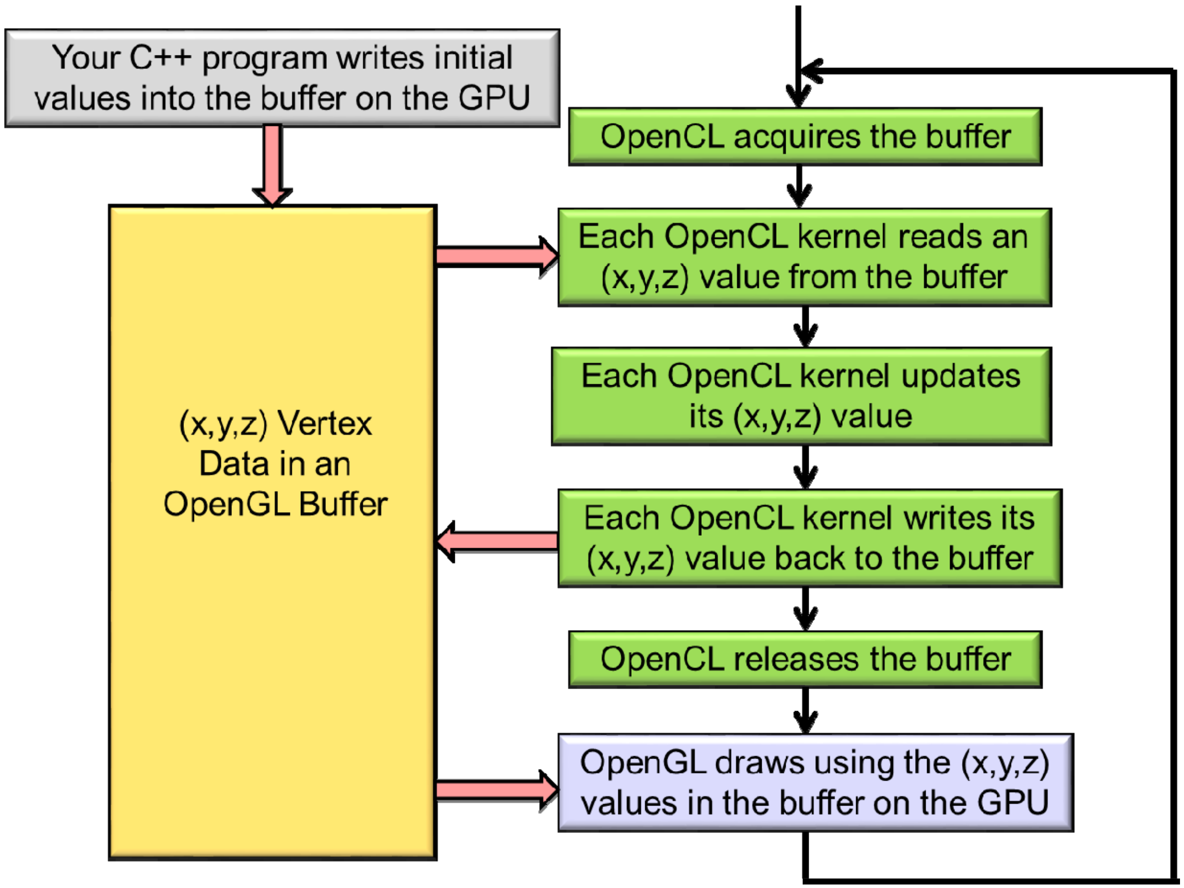
```
glBufferData( type,  numBytes,  data,  usage );
```

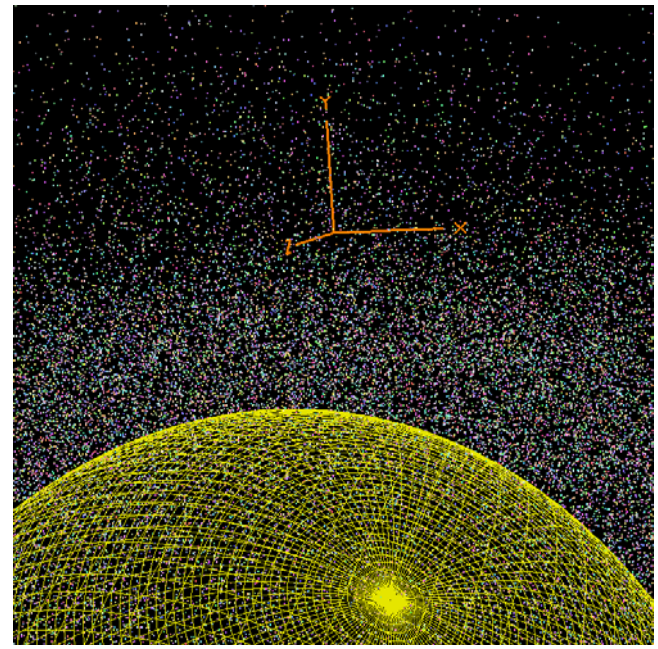
type is the type of buffer object this is:
GL_ARRAY_BUFFER to store floating point vertices, normals, colors, and texture coordinates

numBytes is the number of bytes to store in all. Not the number of numbers, but the number of *bytes*!

data is the memory address of (i.e., pointer to) the data to be transferred to the graphics card. This can be NULL, and the data can be transferred later.

Preview: We are going to use a Particle System as a Case Study





Vertex Buffers: Putting Data in the Buffer Object

glBufferData(type, numbytes, data, usage);

usage is a hint as to how the data will be used: GL_xxx_yyy

where xxx can be:

STREAM	this buffer will be written lots
STATIC	this buffer will be written seldom and read seldom
DYNAMIC	this buffer will be written often and used often

and yyy can be:

DRAW	this buffer will be used for drawing
READ	this buffer will be copied into
COPY	not a real need for now, but someday…

GL_STATIC_DRAW is the most common usage

Vertex Buffers: Step #1 – Fill the Arrays


```
GLfloat  Vertices[  ][3] =
{
            { 1.,  2.,  3. },
            { 4.,  5.,  6. },
            . . .
};


int numVertices = sizeof(Vertices)  /  ( 3*sizeof(GLfloat) );
```

Vertex Buffers: Step #2 – Create the Buffers and Fill Them


```
glGenBuffers( 1, &buf );


glBindBuffer( GL_ARRAY_BUFFER, buf );
glBufferData( GL_ARRAY_BUFFER, 3*sizeof(GLfloat)*numVertices, Vertices, GL_STATIC_DRAW );
```

Vertex Buffers: Step #3 – Activate the Array Types That You Will Use

glEnableClientState(type)

where *type* can be any of:

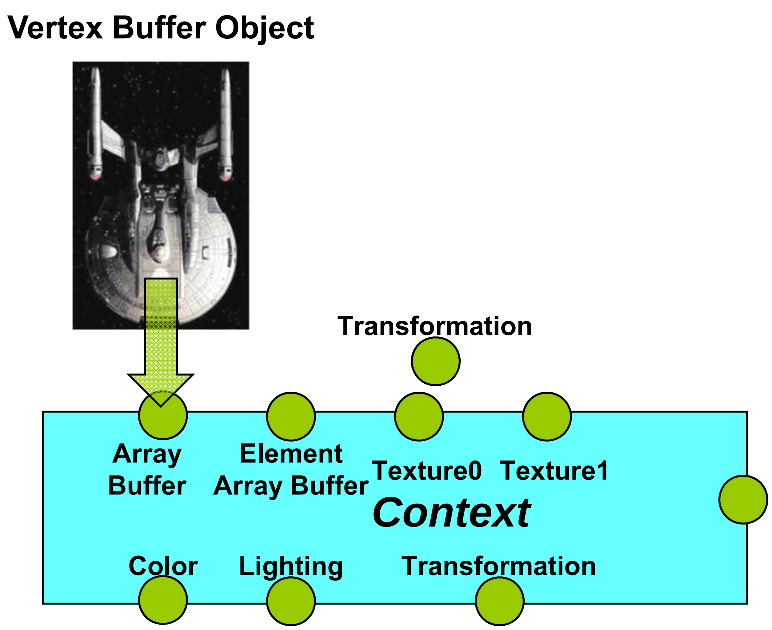
```
GL_VERTEX_ARRAY
GL_COLOR_ARRAY
GL_NORMAL_ARRAY
GL_TEXTURE_COORD_ARRAY
```

- Call this as many times as you need to enable all the arrays that you will need.
- There are other types, too.
- To deactivate a type, call:

glDisableClientState(type)

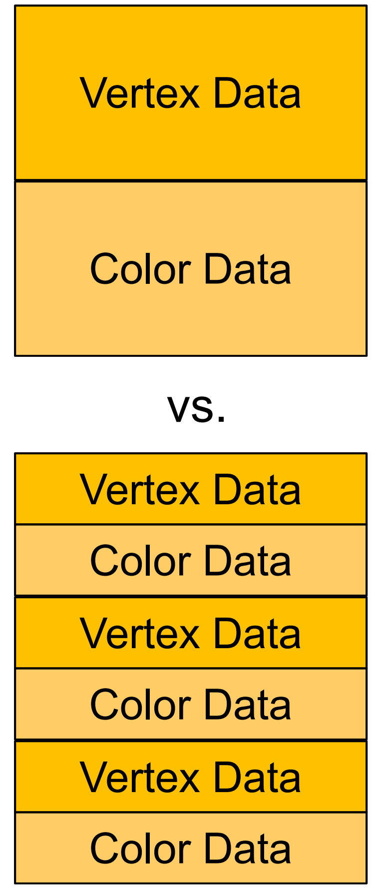
Vertex Buffers: Step #4 – To Draw, First Bind the Buffers

```
glBindBuffer( GL_ARRAY_BUFFER, buf );
```



Vertex Buffers: Step #5 – Specify the Data

```
glVertexPointer( size, type, stride, rel_address);
glColorPointer( size, type, stride, rel_address);
glNormalPointer( type, stride, rel_address);
glTexCoordPointer( size, type, stride, rel_address);
```



size is the spatial dimension, and can be: 2, 3, or **4**

type can be:

- GL_SHORT
- GL_INT
- **GL_FLOAT**
- GL_DOUBLE

stride is the byte offset between consecutive entries in the array (**0** means tightly packed)

rel_address, the 4th argument, is the relative byte address from the start of the buffer where the first element of this part of the data lives.

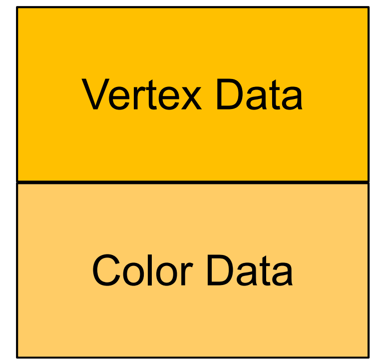
The Data Types in a vertex buffer object can be stored either as "packed" or "interleaved"

```
gl*Pointer( size, type, stride, offset);
```

rel_address, the 4th argument, is the relative byte address from the start of the buffer where the first element of this part of the data lives.

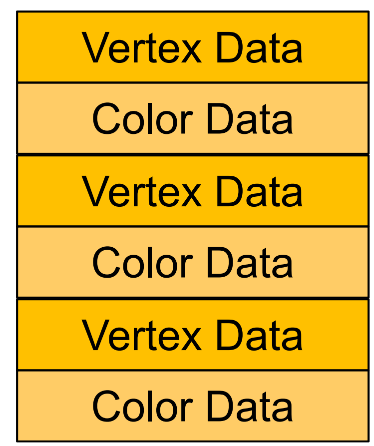
Packed:

```
glVertexPointer( 3, GL_FLOAT, 3*sizeof(GLfloat), 0 );

glColorPointer( 3, GL_FLOAT, 3*sizeof(GLfloat), 3*numVertices*sizeof(GLfloat));
```

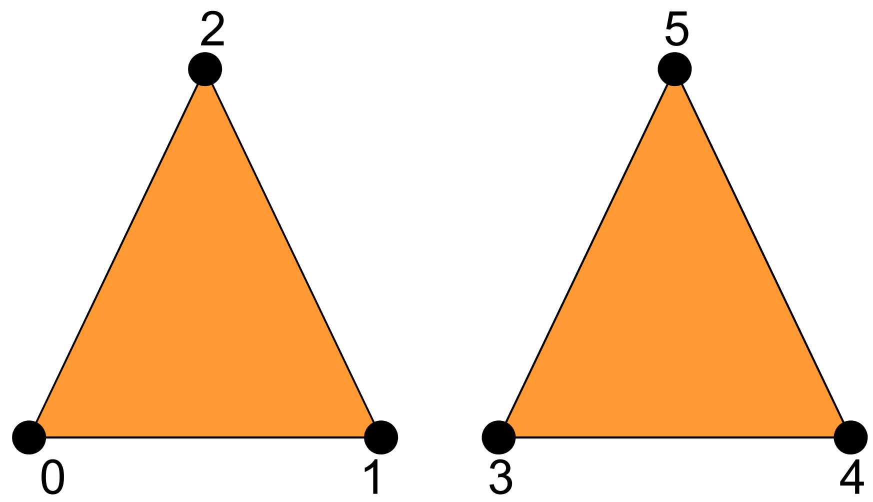


Interleaved:

```
glVertexPointer( 3, GL_FLOAT, 6*sizeof(GLfloat), 0 );

glColorPointer( 3, GL_FLOAT, 6*sizeof(GLfloat), 3*sizeof(GLfloat) );
```



Vertex Buffers: Step #6 – Specify the Connections




```
GLfloat Vertices[  ][3] =
{
        { x0,  y0,  z0 },
        { x1,  y1,  z1 },
        { x2,  y2,  z2 },
        { x3,  y3,  z3 },
        { x4,  y4,  z4 },
        { x5,  y5,  z5 }
};
```

```
int  numVertices = sizeof(Vertices)  /  ( 3*sizeof(GLfloat) );
```

```
glDrawArrays( GL_TRIANGLES, 0, numVertices );
```

Vertex Buffers: Writing Data Directly into a Vertex Buffer

Map the buffer from GPU memory into the memory space of the application:

```
glBindBuffer( buf, GL_ARRAY_BUFFER );
glBufferData( GL_ARRAY_BUFFER, 3*sizeof(float)*numVertices, NULL, GL_STATIC_DRAW );

float * vertexArray = glMapBuffer( GL_ARRAY_BUFFER,  usage );
```

usage is an indication how the data will be used:

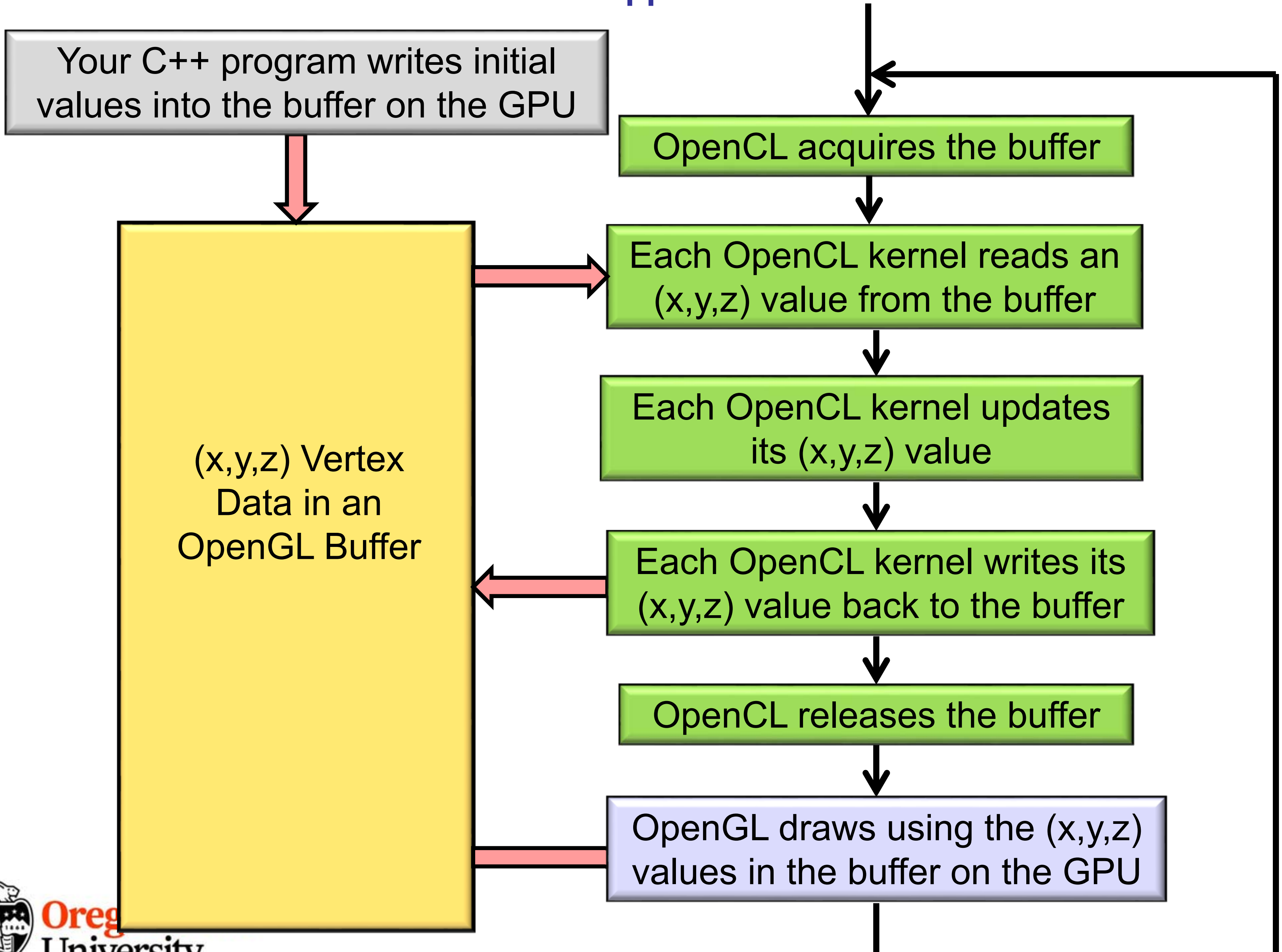
GL_READ_ONLY	the vertex data will be read from, but not written to
GL_WRITE_ONLY	the vertex data will be written to, but not read from
GL_READ_WRITE	the vertex data will be read from *and* written to

You can now use *vertexArray[ ]* like any other floating-point array.

When you are done, be sure to call:

```
glUnMapBuffer( GL_ARRAY_BUFFER );
```

Either OpenGL or OpenCL can use the Vertex Buffer at a time, but not both: All of this happens on the GPU



1. Program Header

```
#include <stdio.h>
#define _USE_MATH_DEFINES
#include <math.h>
#include <string.h>
#include <stdlib.h>
#include <ctype.h>
#include <omp.h>


#ifdef WIN32
#include <windows.h>
#endif

#ifdef WIN32
#include "glew.h"
#endif

#include <GL/gl.h>
#include <GL/glu.h>
#include "glut.h"
#include "glui.h"

#include “CL/cl.h"
#include “CL/cl_gl.h"
```

Structures We Will Use to Fill the Vertex Buffers


```
// structs we will need later:

struct xyzw
{
		float x, y, z, w;
};


struct rgba
{
		float r, g, b, a;
};
```

OpenCL Global Variables


```
size_t  GlobalWorkSize[3]  =  { NUM_PARTICLES, 1, 1 };
size_t    LocalWorkSize[3]  =  { LOCAL_SIZE,         1, 1 };

gluint                          hPobj;      // host opengl object for Points
gluint                          hCobj;      // host opengl object for Colors
struct xyzw *                   hVel;       // host C++ array for Velocities
cl_mem                          dPobj;      // device memory buffer for Points
cl_mem                          dCobj;      // device memory buffer for Colors
cl_mem                          dVel;       // device memory buffer for Velocities

cl_command_queue                CmdQueue;
cl_device_id                    Device;
cl_kernel                       Kernel;
cl_platform_id                  Platform;
cl_program                      Program;
```

A Deceptively-Simple Main Program


```
int
main( int argc, char *argv[ ] )
{
        glutInit( &argc, argv );
        InitGraphics(  );
        InitLists(  );
        InitCL(  );
        Reset(  );
        InitGlui(  );
        glutMainLoop(  );
        return 0;
}
```

GLEW – the GL Extension Wrangler


```
#ifdef  WIN32
  GLenum err = glewInit( );
  if( err  !=  GLEW_OK )
  {
                fprintf( stderr, "glewInit Error\n" );
  }
#endif
```

This *must* wait to be called until after a graphics window is open !

Why? Because that's when a graphics context is created.

Setting up OpenCL: Querying the Existence of an OpenCL Extension

```
void
InitCL( )
{
        . . .

        status = clGetDeviceIDs( Platform, CL_DEVICE_TYPE_GPU, 1, &Device, NULL );
        PrintCLError( status, "clGetDeviceIDs: " );

        // since this is an opengl interoperability program,
        // check if the opengl sharing extension is supported
        // (no point going on if it isn't):
        // (we need the Device in order to ask, so we can't do it any sooner than right here)

        if(  IsCLExtensionSupported( "cl_khr_gl_sharing" )  )
        {
                fprintf( stderr, "cl_khr_gl_sharing is supported.\n" );
        }
        else
        {
                fprintf( stderr, "cl_khr_gl_sharing is not supported -- sorry.\n" );
                return;
        }
```

Querying the Existence of an OpenCL Extension

```
bool
IsCLExtensionSupported( const char *extension )
{
	// see if the extension is bogus:

	if( extension == NULL  ||  extension[0] == '\0' )
		return false;

	char * where = (char *) strchr( extension, ' ' );
	if( where != NULL )
		return false;

	// get the full list of extensions:

	size_t  extensionSize;
	clGetDeviceInfo( Device, CL_DEVICE_EXTENSIONS, 0, NULL, &extensionSize );
	char *extensions = new char [ extensionSize ];
	clGetDeviceInfo( Device, CL_DEVICE_EXTENSIONS, extensionSize, extensions, NULL );

	for(  char * start = extensions ;  ;  )
	{
		where = (char *) strstr( (const char *) start, extension );
		if( where == 0 )
		{
			delete [ ] extensions;
			return false;
		}

		char * terminator = where + strlen(extension);  // points to what should be the separator

		if( *terminator == ' '  ||  *terminator == '\0'  ||  *terminator == '\r'  ||  *terminator == '\n' )
		{
			delete [ ] extensions;
			return true;
		}
		start = terminator;
	}
}
```

Setting up OpenCL: The Interoperability Context


```
void
InitCL( )
{
        . . .

// get the platform id:

status = clGetPlatformIDs( 1, &Platform, NULL );
PrintCLError( status, "clGetPlatformIDs: " );

// get the device id:

status = clGetDeviceIDs( Platform, CL_DEVICE_TYPE_GPU, 1, &Device, NULL );
PrintCLError( status, "clGetDeviceIDs: " );

// 3. create a special opencl context based on the opengl context:

cl_context_properties props[ ] =
{
        CL_GL_CONTEXT_KHR,          (cl_context_properties) wglGetCurrentContext( ),
        CL_WGL_HDC_KHR,             (cl_context_properties) wglGetCurrentDC( ),
        CL_CONTEXT_PLATFORM,        (cl_context_properties) Platform,
        0
};

cl_context Context = clCreateContext( props, 1, &Device, NULL, NULL, &status );
PrintCLError( status, "clCreateContext: " );
```

Setting up OpenCL:
The Interoperability Context is Different for each OS (oh, good…)

For Windows:

```
cl_context_properties props[ ] =
{
        CL_GL_CONTEXT_KHR,          (cl_context_properties) wglGetCurrentContext( ),
        CL_WGL_HDC_KHR,             (cl_context_properties) wglGetCurrentDC( ),
        CL_CONTEXT_PLATFORM,        (cl_context_properties) Platform,
        0
};
cl_context Context = clCreateContext( props, 1, &Device, NULL, NULL, &status );
```

For Linux:

```
cl_context_properties props[ ] =
{
        CL_GL_CONTEXT_KHR,          (cl_context_properties) glXGetCurrentContext( ),
        CL_GLX_DISPLAY_KHR,         (cl_context_properties) glXGetCurrentDisplay( ),
        CL_CONTEXT_PLATFORM,        (cl_context_properties) Platform,
        0
};
cl_context Context = clCreateContext( props, 1, &Device, NULL, NULL, &status );
```

For Apple:

```
cl_context_properties props[ ] =
{
        CL_CONTEXT_PROPERTY_USE_CGL_SHAREGROUP_APPLE,
                                    (cl_context_properties) kCGLShareGroup,
        0
};
cl_context Context = clCreateContext( props, 0, 0, NULL, NULL, &status );
```

Setting up OpenCL

"hPobj" stands for "host Points object"

```
void
InitCL( )
{
        . . .

// create the velocity array and the opengl vertex array buffer and color array buffer:

delete [  ] hVel;
hVel = new struct xyzw [ NUM_PARTICLES ];

glGenBuffers( 1, &hPobj );
glBindBuffer( GL_ARRAY_BUFFER, hPobj );
glBufferData( GL_ARRAY_BUFFER, 4 * NUM_PARTICLES * sizeof(float), NULL, GL_STATIC_DRAW );

glGenBuffers( 1, &hCobj );
glBindBuffer( GL_ARRAY_BUFFER, hCobj );
glBufferData( GL_ARRAY_BUFFER, 4 * NUM_PARTICLES * sizeof(float), NULL, GL_STATIC_DRAW );

glBindBuffer( GL_ARRAY_BUFFER, 0 );        // unbind the buffer

// fill those arrays and buffers:

ResetParticles( );
```

Setting the Initial Particle Parameters

```
unsigned int Seed;
...
void
ResetParticles( )
{
        glBindBuffer( GL_ARRAY_BUFFER, hPobj );
        struct xyzw *points = (struct xyzw *) glMapBuffer( GL_ARRAY_BUFFER, GL_WRITE_ONLY );
        for( int i = 0; i < NUM_PARTICLES; i++ )
        {
                points[ i ].x = Ranf( &Seed, XMIN, XMAX );
                points[ i ].y = Ranf( &Seed, YMIN, YMAX );
                points[ i ].z = Ranf( &Seed, ZMIN, ZMAX );
                points[ i ].w = 1.;
        }
        glUnmapBuffer( GL_ARRAY_BUFFER );


        glBindBuffer( GL_ARRAY_BUFFER, hCobj );
        struct rgba *colors = (struct rgba *) glMapBuffer( GL_ARRAY_BUFFER, GL_WRITE_ONLY );
        for( int i = 0; i < NUM_PARTICLES; i++ )
        {
                colors[ i ].r  = Ranf( &Seed, 0., 1. );
                colors[ i ].g = Ranf( &Seed, 0., 1. );
                colors[ i ].b = Ranf( &Seed, 0., 1. );
                colors[ i ].a = 1.;
        }
        glUnmapBuffer( GL_ARRAY_BUFFER );

        . . .
```

Setting the Initial Particle Parameters


```
void
ResetParticles( )
{
        . . .

        delete [  ] hVel;
        hVel = new struct xyzw [ NUM_PARTICLES ];
        for( int i = 0; i < NUM_PARTICLES; i++ )
        {
                hVel[ i ].x = Ranf( &Seed, VMIN, VMAX );
                hVel[ i ].y = Ranf( &Seed, 0.      , VMAX );
                hVel[ i ].z = Ranf( &Seed, VMIN, VMAX );
                hVel[ i ].w = 0.;
        }
}
```

Setting-up the Device-Side Buffers

```
void
InitCL( )
{
        . . .

// 5. create the opencl version of the velocity array:

dVel = clCreateBuffer( Context, CL_MEM_READ_WRITE, 4*sizeof(float)*NUM_PARTICLES, NULL, &status );
PrintCLError( status, "clCreateBuffer: " );

// 6. write the data from the host buffers to the device buffers:

status = clEnqueueWriteBuffer( CmdQueue, dVel, CL_FALSE, 0, 4*sizeof(float)*NUM_PARTICLES, hVel, 0, NULL, NULL );
PrintCLError( status, "clEneueueWriteBuffer: " );

// 5. create the opencl version of the opengl buffers:

dPobj = clCreateFromGLBuffer( Context, CL_MEM_READ_WRITE, hPobj, &status );
PrintCLError( status, "clCreateFromGLBuffer (1)" );

dCobj = clCreateFromGLBuffer( Context, CL_MEM_READ_WRITE , hCobj, &status );
PrintCLError( status, "clCreateFromGLBuffer (2)" );
```

Note: you don't need an OpenGL-accessible buffer for the velocities. Velocities aren't needed for drawing. Velocities are only needed to update point positions. The velocity buffer can just be done internally to OpenCL.

Setup the Kernel Arguments…

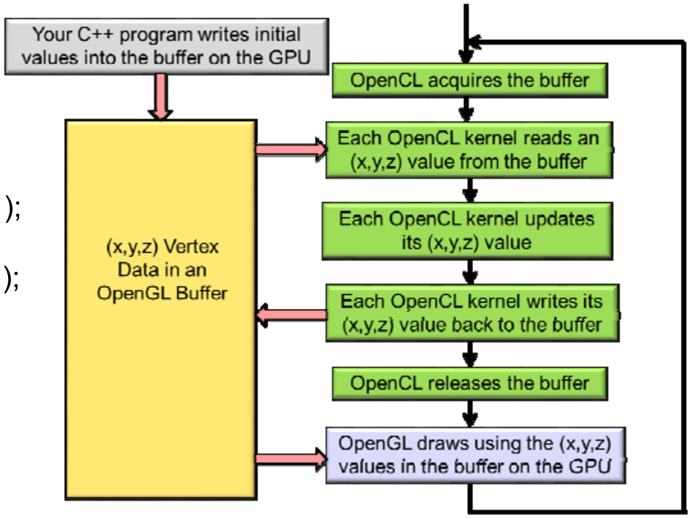

```
void
InitCL( )
{
                . . .

// 10. setup the arguments to the Kernel object:

status = clSetKernelArg( Kernel, 0, sizeof(cl_mem), &dPobj );
PrintCLError( status,"clSetKernelArg (1): " );

status = clSetKernelArg( Kernel, 1, sizeof(cl_mem), &dVel );
PrintCLError( status , "clSetKernelArg (2): " );

status = clSetKernelArg( Kernel, 2, sizeof(cl_mem), &dCobj );
PrintCLError( status,  "clSetKernelArg (3): " );
```

… to Match the Kernel's Parameter List

```
kernel
void
Particle( global point * dPobj,  global vector * dVel,  global color * dCobj )
{
                . . .
}
```

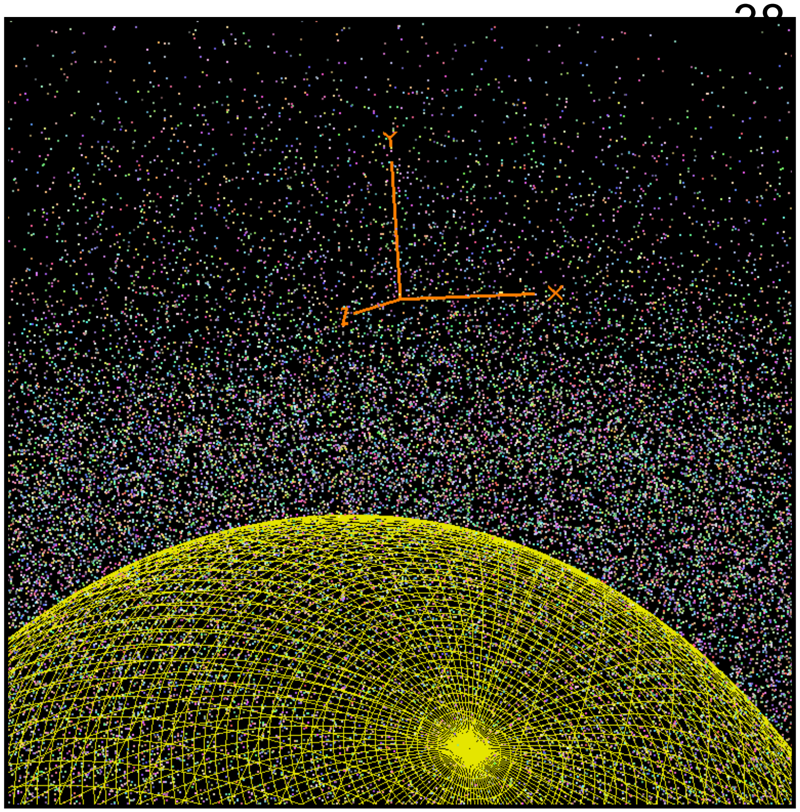
The OpenGL "Idle Function" Tells OpenCL to Do Its Computing

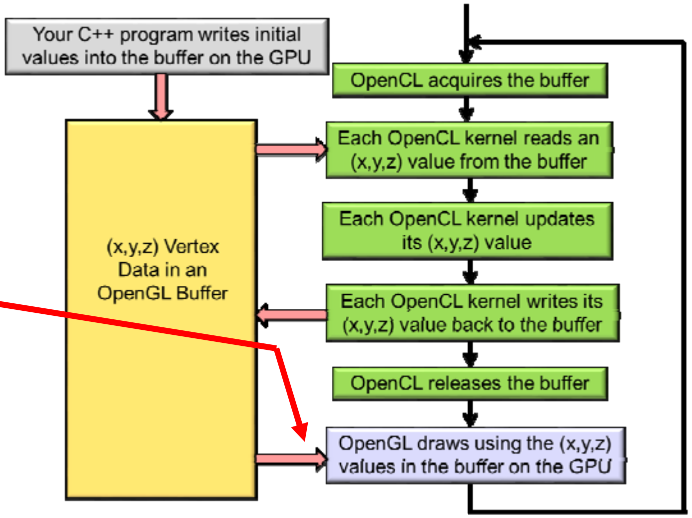
```
void
Animate( )
{
        // acquire the vertex buffers from opengl:

        glutSetWindow( MainWindow );
        glFinish(  );

        cl_int status = clEnqueueAcquireGLObjects( CmdQueue, 1, &dPobj, 0, NULL, NULL );
        PrintCLError( status, "clEnqueueAcquireGLObjects (1) : " );
        status = clEnqueueAcquireGLObjects( CmdQueue, 1, &dCobj, 0, NULL, NULL );
        PrintCLError( status, "clEnqueueAcquireGLObjects (2) : " );

        Wait( );
        double time0 = omp_get_wtime( );

        // 11. enqueue the Kernel object for execution:

        cl_event  wait;
        status = clEnqueueNDRangeKernel( CmdQueue, Kernel, 1, NULL, GlobalWorkSize, LocalWorkSize, 0, NULL, &wait );
        PrintCLError( status, "clEnqueueNDRangeKernel: " );

        Wait( );
        double time1 = omp_get_wtime( );
        ElapsedTime  =  time1 - time0;

        clFinish( CmdQueue );
        clEnqueueReleaseGLObjects( CmdQueue, 1, &dCobj, 0, NULL, NULL );
        PrintCLError( status, "clEnqueueReleaseGLObjects (1): " );
        clEnqueueReleaseGLObjects( CmdQueue, 1, &dPobj, 0, NULL, NULL );
        PrintCLError( status, "clEnqueueReleaseGLObject (2): " );

        glutSetWindow( MainWindow );
        glutPostRedisplay(  );
}
```



Redrawing the Scene: The Particles

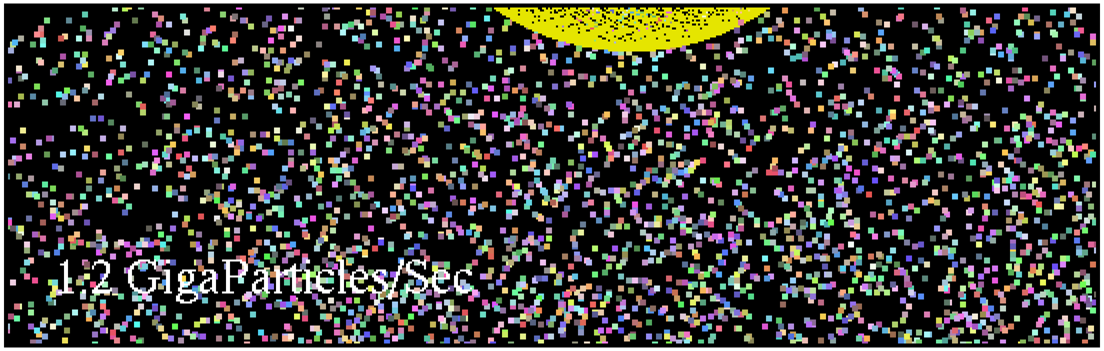
```
void
Display( )
{
        . . .

        glBindBuffer( GL_ARRAY_BUFFER, hPobj );
        glVertexPointer( 4, GL_FLOAT, 0, (void *)0 );
        glEnableClientState( GL_VERTEX_ARRAY );

        glBindBuffer( GL_ARRAY_BUFFER, hCobj );
        glColorPointer( 4, GL_FLOAT, 0, (void *)0  );
        glEnableClientState( GL_COLOR_ARRAY );

        glPointSize( 2. );
        glDrawArrays( GL_POINTS, 0, NUM_PARTICLES );
        glPointSize( 1. );

        glDisableClientState( GL_VERTEX_ARRAY );
        glDisableClientState( GL_COLOR_ARRAY );
        glBindBuffer( GL_ARRAY_BUFFER, 0 );

        glutSwapBuffers( );
        glFlush( );
}
```





Redraw the Scene: The Performance

```
void
Display( )
{
        . . .

        if( ShowPerformance )
        {
                char str[128];
                sprintf( str, "%6.1f GigaParticles/Sec", (float)NUM_PARTICLES/ElapsedTime/1000000000. );
                glDisable( GL_DEPTH_TEST );
                glMatrixMode( GL_PROJECTION );
                glLoadIdentity( );
                gluOrtho2D( 0., 100.,     0., 100. );
                glMatrixMode( GL_MODELVIEW );
                glLoadIdentity( );
                glColor3f( 1., 1., 1. );
                DoRasterString( 5., 5., 0., str );
        }
```



13. Clean-up

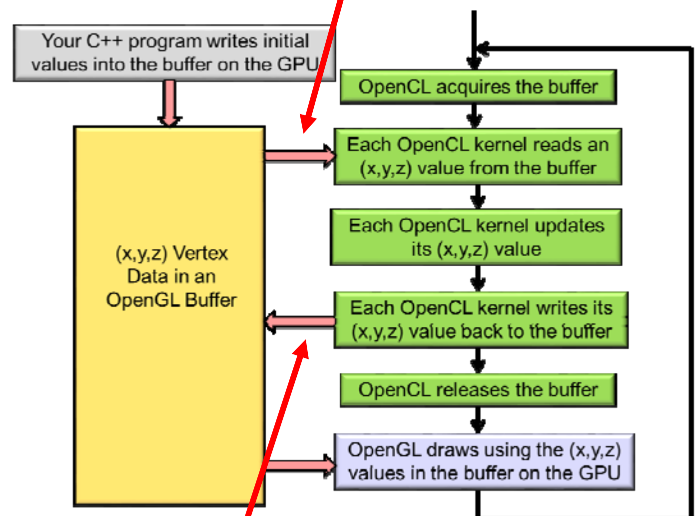
```
void
Quit( )
{
		Glui->close( );
		glutSetWindow( MainWindow );
		glFinish( );
		glutDestroyWindow( MainWindow );


		// 13. clean everything up:

		clReleaseKernel(		Kernel   );
		clReleaseProgram(		Program  );
		clReleaseCommandQueue(	CmdQueue );
		clReleaseMemObject(		dPobj  );
		clReleaseMemObject(		dCobj  );

		exit( 0 );
}
```

particles.cl


```
typedef  float4  point;
typedef  float4  vector;
typedef  float4  color;
typedef  float4  sphere;

constant float4 G              = (float4) ( 0., -9.8, 0., 0. );
constant float   DT            = 0.1;
constant sphere Sphere1 = (sphere)( -100., -800., 0.,  600. );



bool
IsInsideSphere( point p, sphere s )
{
		float r = fast_length( p.xyz - s.xyz );
		return  ( r < s.w );
}
```

particles.cl

```
kernel
void
Particle(  global point * dPobj,  global vector * dVel,  global color * dCobj  )
{
		int gid = get_global_id( 0 );		// particle #

		point p   = dPobj[gid];
		vector v = dVel[gid];

		point pp   = p + v*DT + G * (point)(.5*DT*DT);  // p'
		vector vp = v + G*DT;				       // v'
		pp.w = 1.;
		vp.w = 0.;

		if(   IsInsideSphere( pp, Sphere1 )   )
		{
				vp = BounceSphere( p, v, Sphere1 );
				pp = p + vp*DT + G * (point)( .5*DT*DT );
		}

		dPobj[gid] = pp;
		dVel[gid]   = vp;
}
```



particles.cl


```
vector
Bounce( vector in, vector n )
{
        n.w = 0.;
        n = normalize( n );
        vector  out = in   -  n * (vector)( 2.*dot( in.xyz, n.xyz ) );
        out.w = 0.;
        return out;
}


vector
BounceSphere( point p, vector v,  sphere s )
{
        vector n;
        n.xyz = fast_normalize( p.xyz - s.xyz );
        n.w = 0.;
        return Bounce( in, n );
}
```

Joe Parallel's Performance