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Vulkan/OpenGL

Graphics Library

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into the Vulkan
graphics API and
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competent book.
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reasonable 466
pages, and packs
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Assumptions.

First, some
quick

assumptions. I'm
going to assume
you use C or
C++. I'm going
to assume you've
worked with...

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Mentality.

First, a few
words on the
mentality I
recommend when
approaching
Vulkan. You
probably
already...
Preliminaries.
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fundamentals of
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programming model
to harness the
power of modern
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Implement
device, command
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queues to get

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connected with
the physical
hardware.
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validation
layers and learn
how to use it
for debugging
Vulkan
application. Get
a grip on memory
management to
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verbose, so
before diving
deep into
programing,
you'll get to
grips with
debugging~~

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techniques so
even first-
timers can
overcome error
traps using
Vulkan's layer
and extension
features. You'll
get a grip on
command buffers
and acquire the
knowledge to
record various
operation

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~~Vulkan~~ commands into
command buffer
and submit it to
a proper queue
for GPU
processing.

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So Vulkan is an
API solution
that can run on
the dedicated
ray-tracing

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cores in
Vulkan

Nvidia's RTX
video cards, or
it can run on
the general GPU
compute units in
AMD's Radeons.

~~Vulkan gets
tools, drivers
to bring ray
tracing to PS5~~

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This is the code repository for Learning Vulkan, published by Packt. It contains all the supporting project files necessary to work through the book from start to finish. About the Book.

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generation
graphics and
compute API, is
the latest
offering by
Khronos.

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blishing/Learnin
g Vulkan: Code
repository ...
Beginners Guide
to Vulkan.~~

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the community
for beginner-
friendly
resources on
Vulkan, and I
compiled a list
of them that you
can find below.
For the
beginners
reading this,
Vulkan is a new
graphics API--
in other words,

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Vulkan
a way to
communicate with
your GPU and
make it do
things. It's
managed by the
Khronos Group,
which means it's
under multi-
company
governance -
being managed by
the industry for
the industry.

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to Vulkan - The
Khronos Group
Inc~~

Introduction
About. This
tutorial will
teach you the
basics of using
the Vulkan
graphics and
compute API.
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API by the... E-
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structure. We'll
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Vulkan works and
the work we'll
have to do to
get the first...

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NVIDIA aims to
bring machine
learning to
Vulkan
programmers
through the
Cooperative
Matrix vendor
extension.
Machine learning-
based

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Applications
train a network
of simulated
neurons, a
neural network,
by feeding it a
large number of
examples and
then giving
feedback on the
generated
responses until
the network
achieves a

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Acceleration in
Vulkan with
Cooperative ...~~
Vulkan is
verbose, so
before diving
deep into
programing,
you'll get to
grips with
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for debugging
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Vulkan is an
Open Source
project led by
the Khronos
Group, a
consortium
consisting of

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Several tech companies who have come together to work towards defining and advancing the open standards for mobile and desktop media (and compute) technologies.

~~Supercharging~~

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~~your Mobile Apps
with GPU~~

~~Accelerated ...~~

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(Radeon™ ML or
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~~Radeon™ ML~~

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With machine learning, a system extracts high-dimensional data from the real world: it can take video or other data, process the images, analyze the resulting data, draw conclusions,

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Vulkan
then make
decisions on
actions to take
based on the
analysis. ...
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