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Presented at the Khronos Vulkanised 2023 Conference https://www.lunarg.com/news-insights/white-papers/creating-vulkan-profiles-feb2023/



Audience questions...

Please, raise your hand if

- You shipped a Vulkan application?
- You have used some of the Vulkan SDK Profiles tools?



Agenda

- A brief presentation of the Vulkan Profiles
- A tutorial on how to create and use a Vulkan Profile

- Based on The Vulkan Profiles Toolset solution whitepaper
 - https://www.lunarg.com/wp-content/uploads/2022/03/The-Vulkan-Profiles-Toolset-Solution-FEB2022.pdf
- Slides available on LunarG website
 - https://www.lunarg.com/news-insights/white-papers/vulkan-sdk-tools-to-use-and-create-vulkan-profiles/

Vulkan Profiles



What's a Vulkan Profile?

- Released with Vulkan 1.3 and Vulkan Roadmap 2022 profile
- An explicit representation of Vulkan Capabilities
 - Extensions
 - Features
 - Properties
 - Queue properties
 - Formats
 - o Etc...

- A solution to communicate about Vulkan capability requirements
- Makes it easier to create portable Vulkan applications and tools



Vulkan Profiles usages:

Roadmap profiles:

- To express guidance on the future direction of Vulkan devices or projects.
- Eg: Vulkan Roadmap 2022 profile.

Platform profiles:

- To express the Vulkan support actually available on a platform.
- Eg: <u>Android Baseline 2021 and 2022</u>, LunarG Portability 2022 profiles.

Device profiles:

- To express the Vulkan support of a single Vulkan driver for a Vulkan device.
- Eg: <u>GPUinfo.org reports</u> and vulkaninfo.

Application profiles:

- To express some rendering code paths requirements of an engine.
- Eg: Zink OpenGL 4.6 Optimal profile, DXVK D3D11 Level 11.1 Baseline profile
- Etc.



The Vulkan SDK Profiles Tools:

- Allow exchanging Vulkan Profiles programmatically
 - Using the Vulkan Profiles JSON schema
- Allow creating Vulkan Profiles
 - Using tools export and combine profiles
- Allow comparing Vulkan Profiles against each other
 - Using a Vulkan Profiles markdown file
- Allow emulating/clamping Vulkan developer system to Vulkan Profile capabilities
 - Using the Vulkan Profiles layer
- Allow simplifying Vulkan application code to check and enable Vulkan Profiles
 - Using the Vulkan Profiles API library

The Vulkan SDK Profiles Tools are fully generated from vk.xml and a list of profiles



Creating a Vulkan Profile

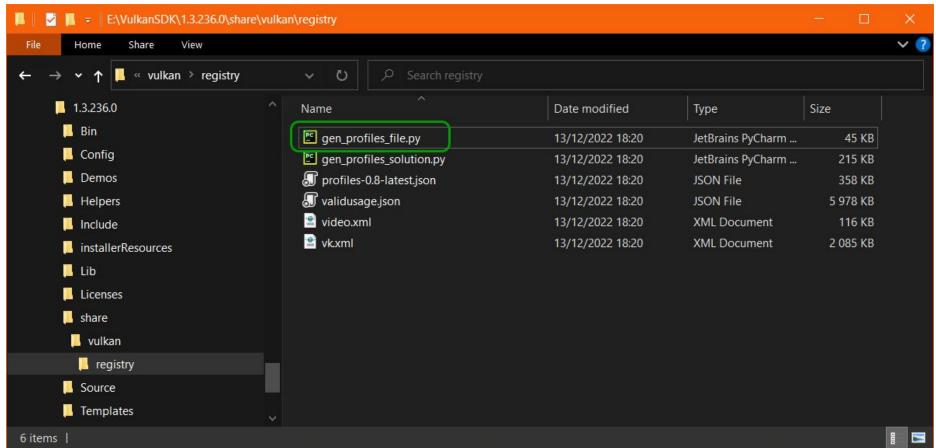
Using the new profiles combination script

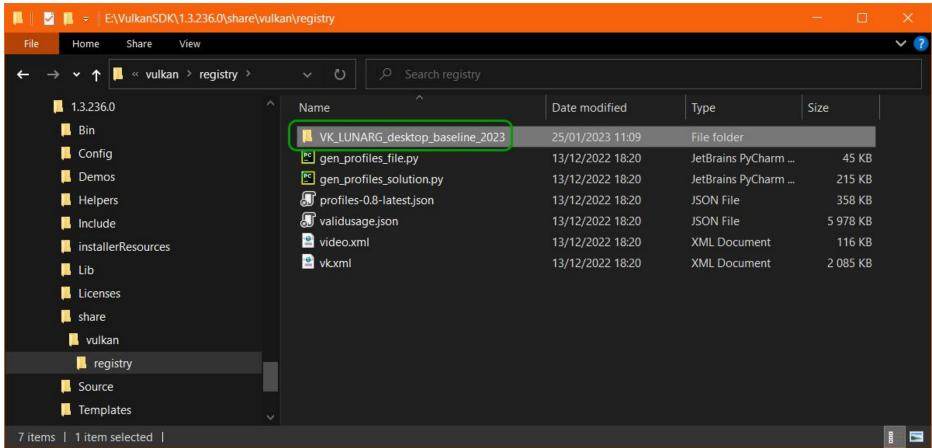


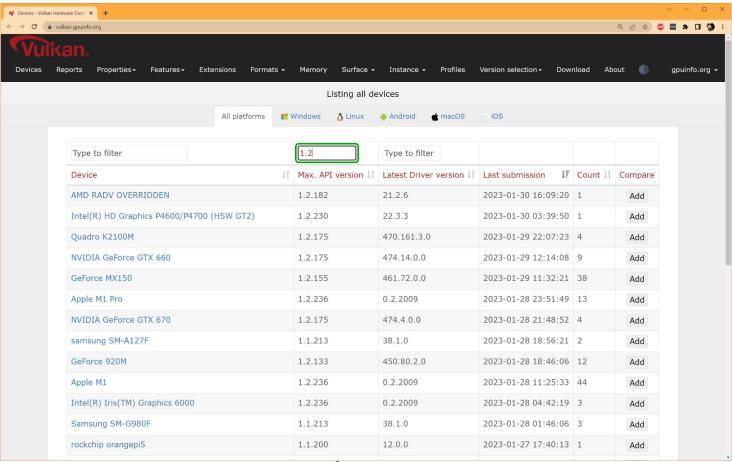
A scenario for this tutorial:

- MoltenVK was upgraded to Vulkan 1.2
- We want to upgrade our application to Vulkan 1.2 as a minimum requirement to simplify our code and support
- Our Vulkan application previously required LunarG Desktop Baseline 2022 profile, a Vulkan 1.1-based profile
- We want to create a new profile called "LunarG Desktop Baseline 2023" which requires Vulkan 1.2

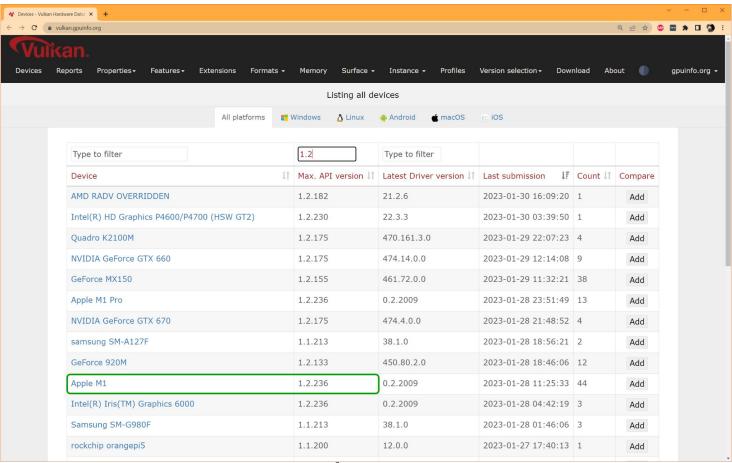




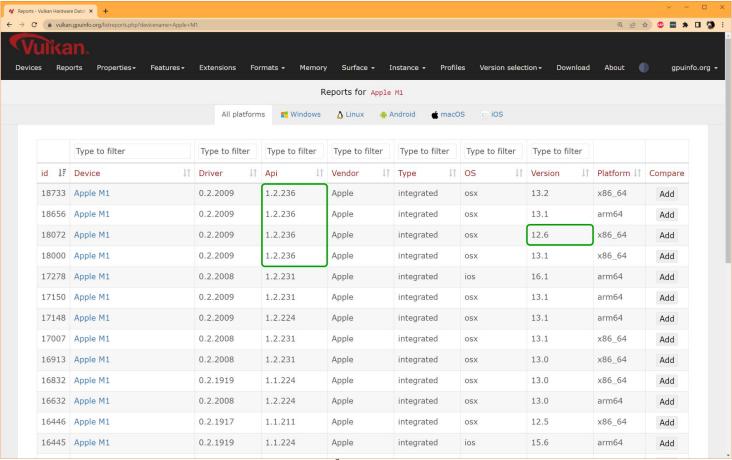




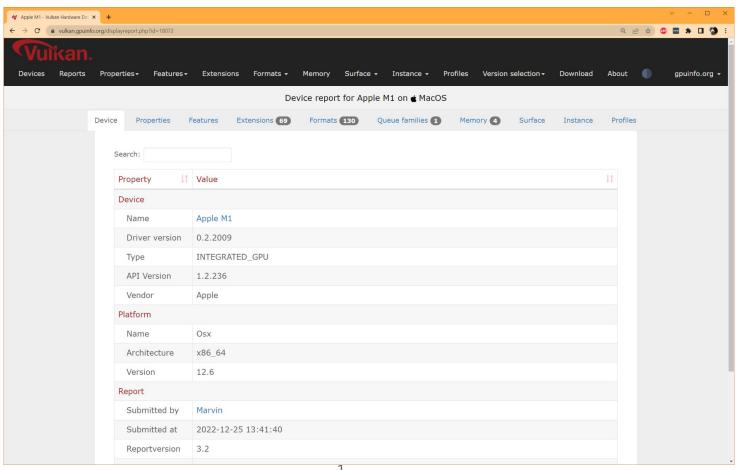




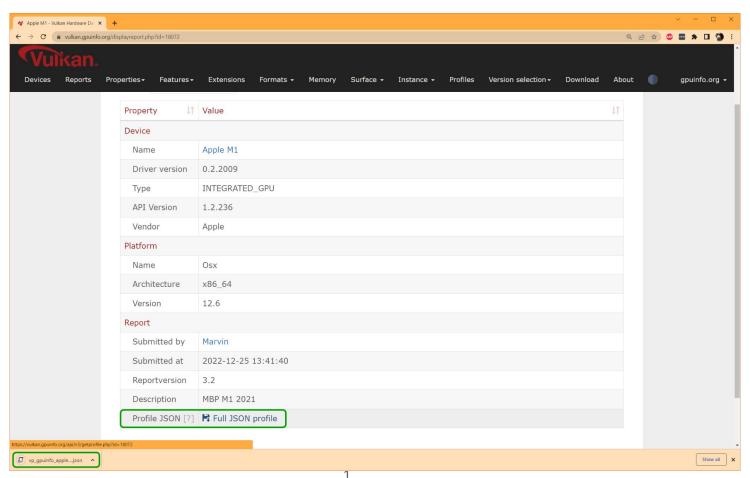




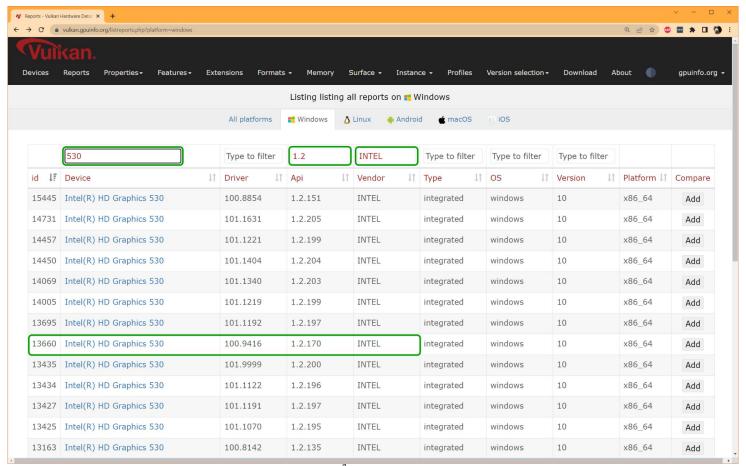




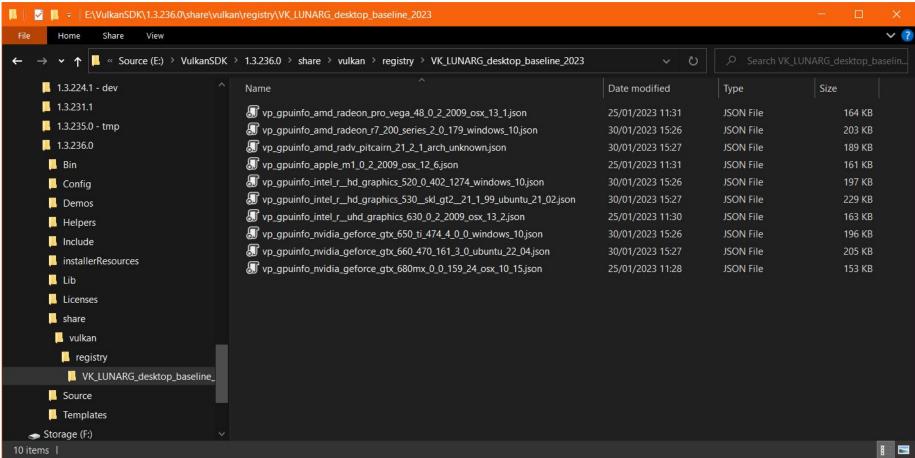


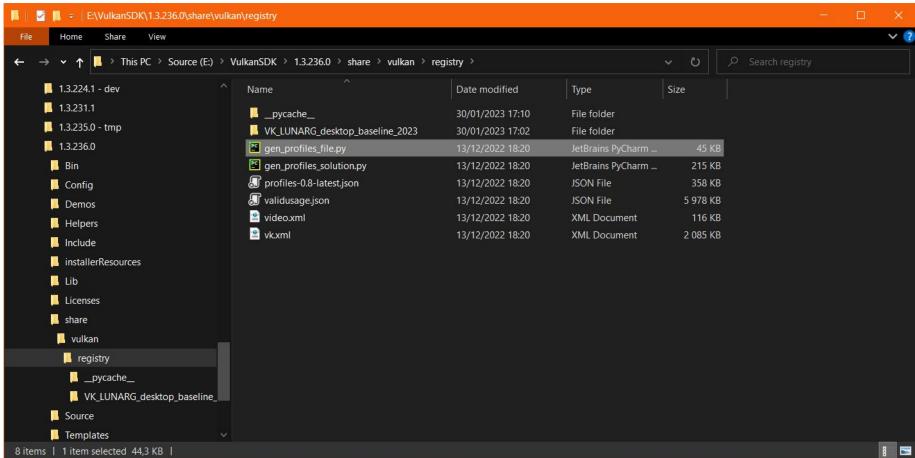


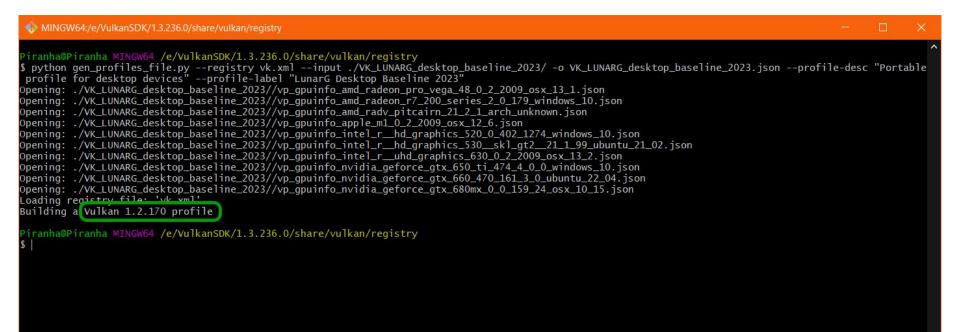


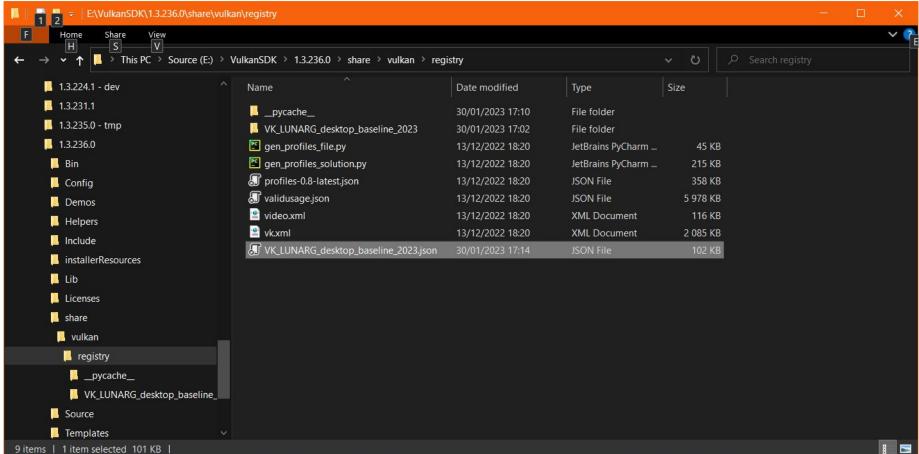


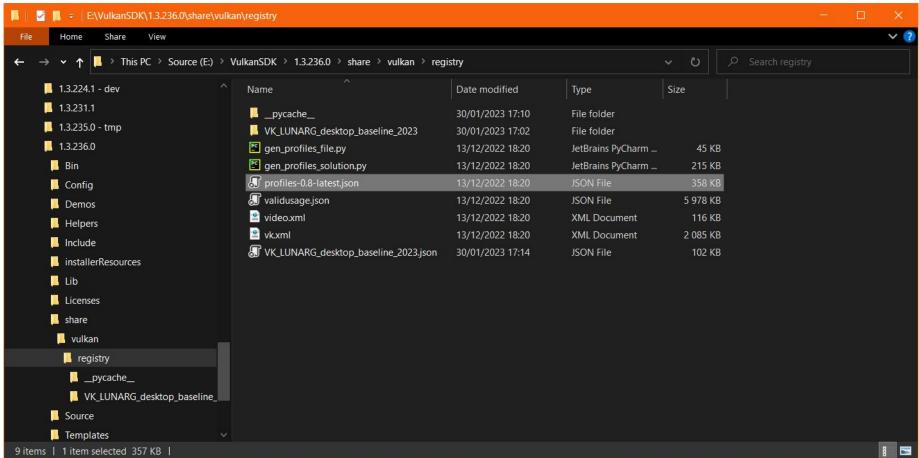


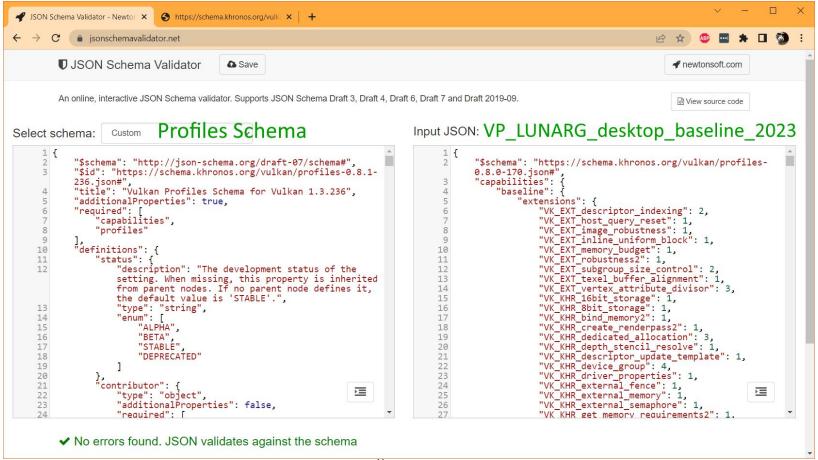


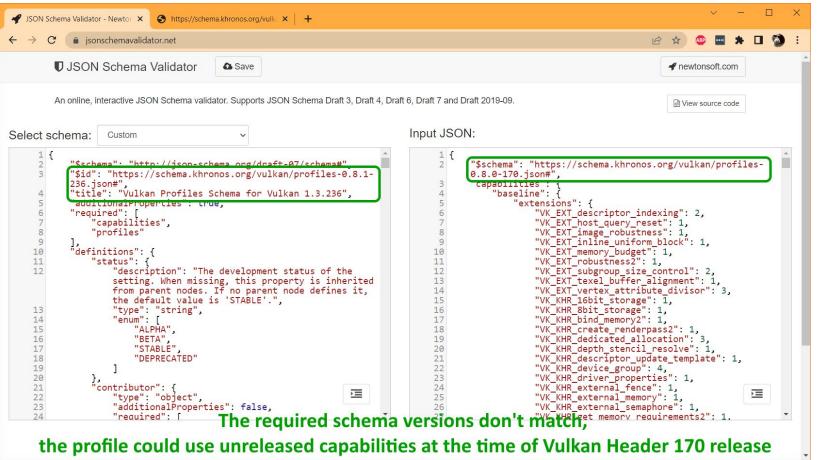


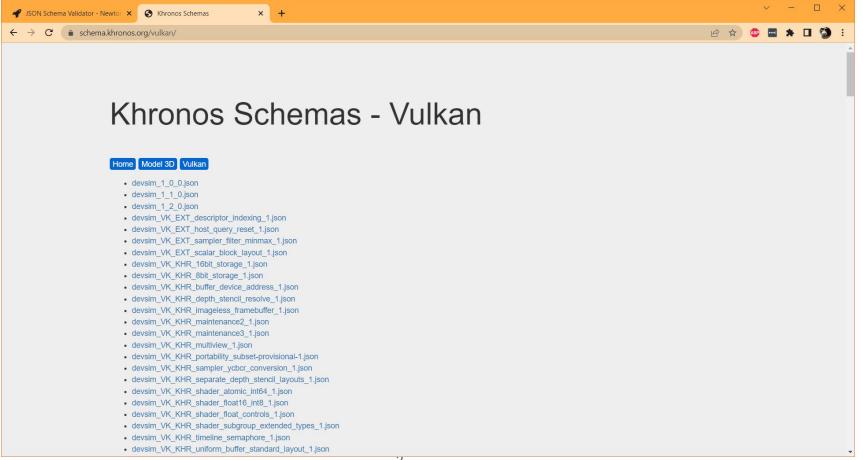


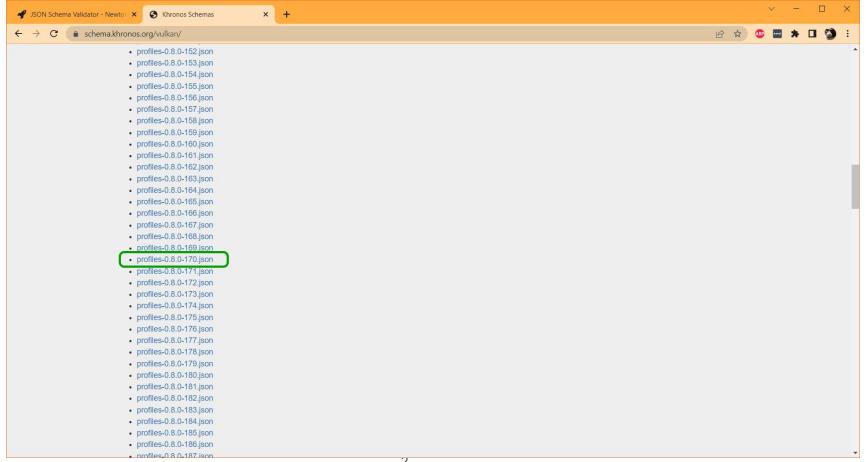


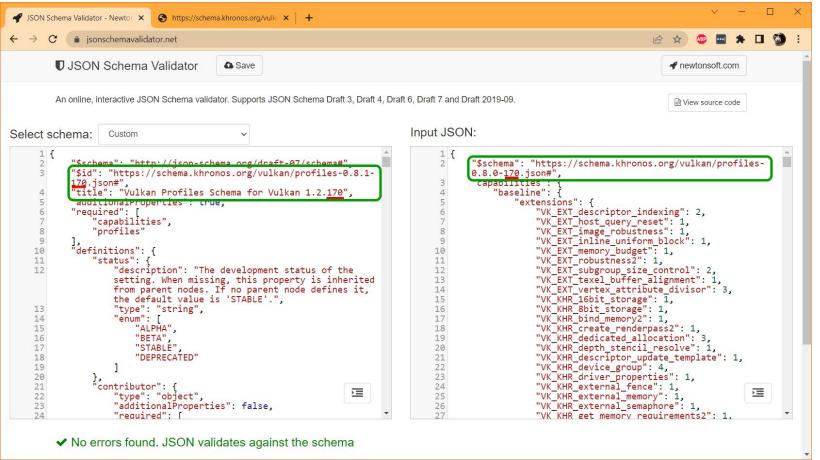


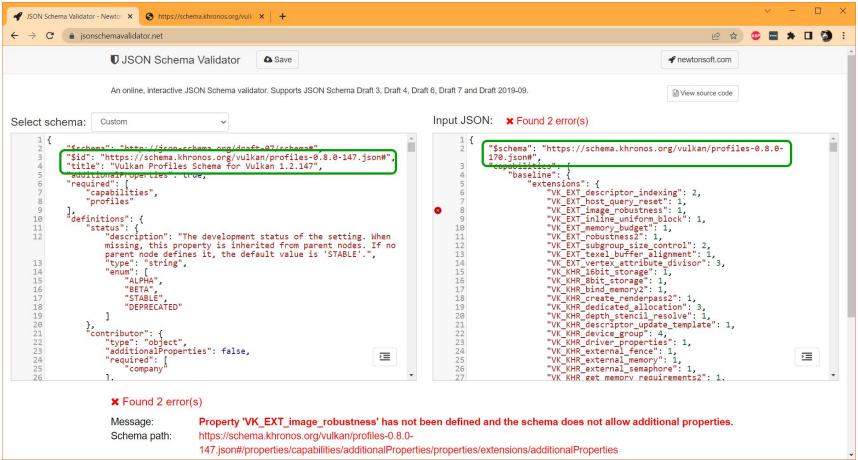


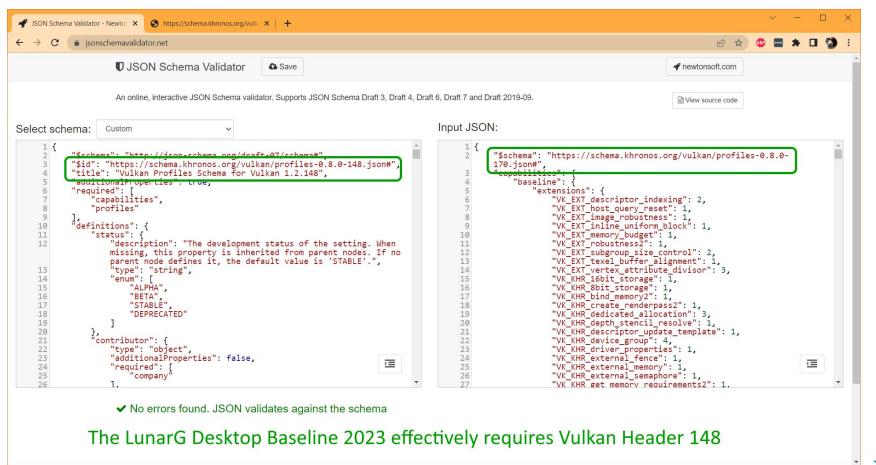


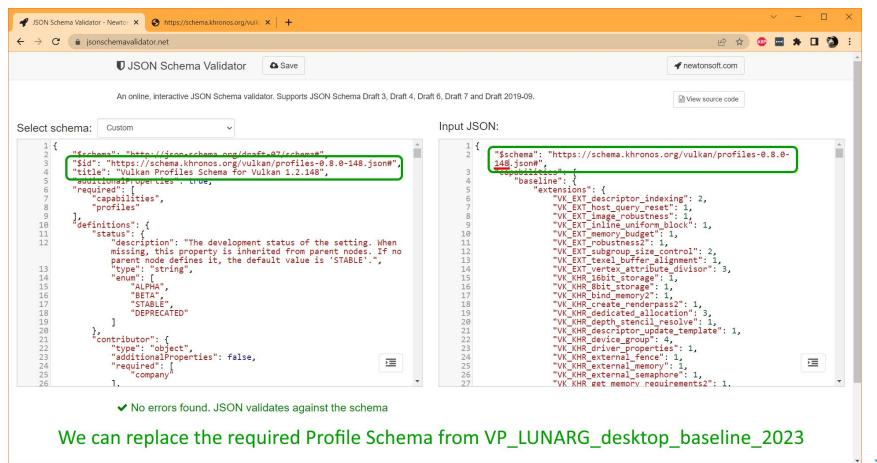


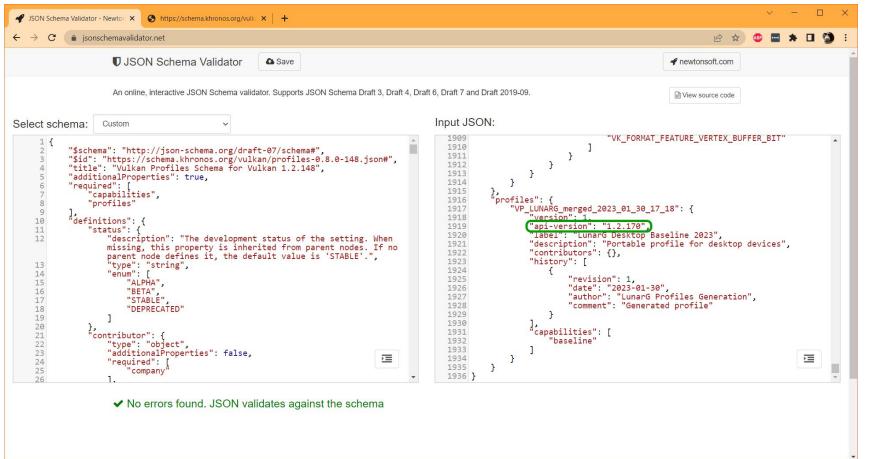


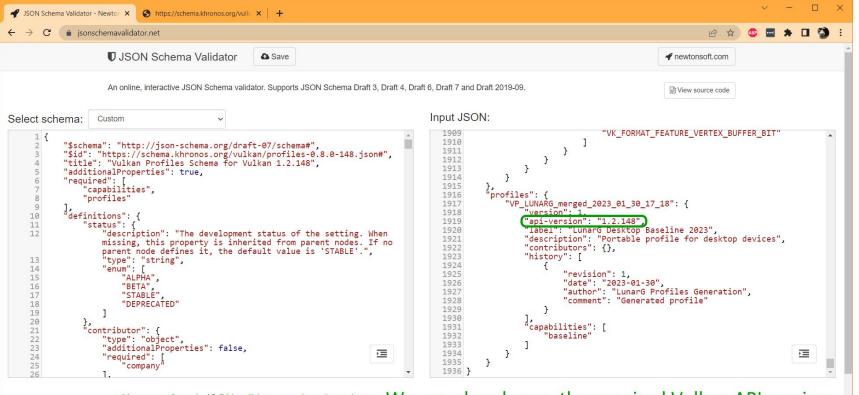




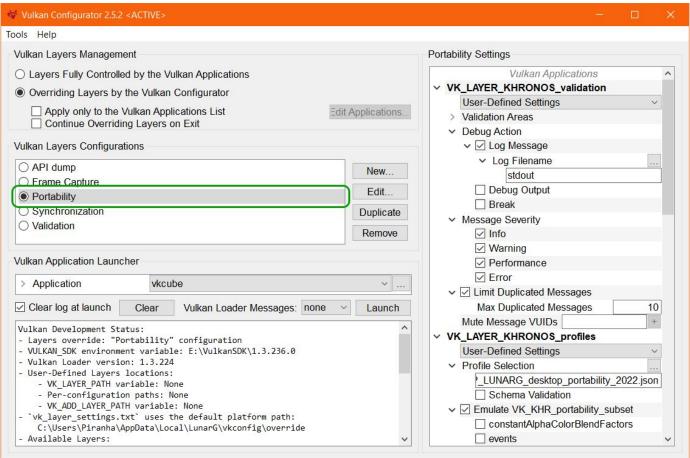




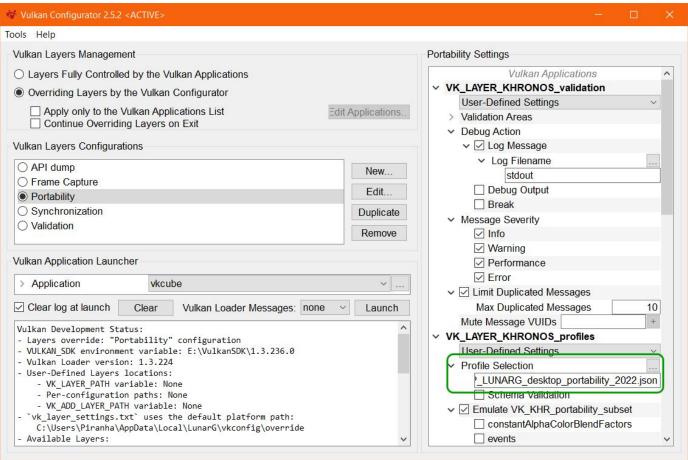




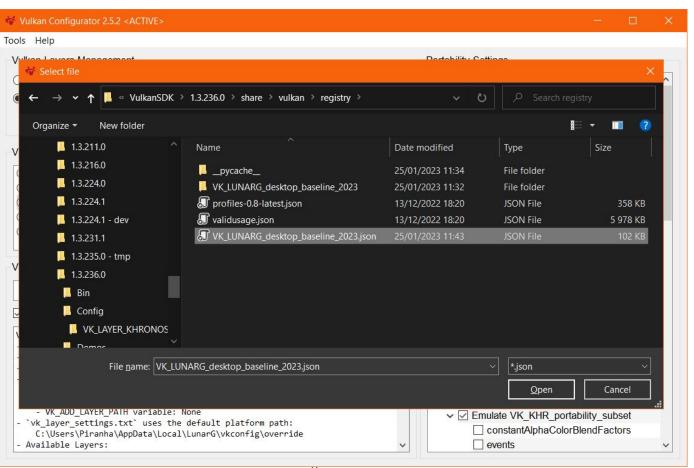
✓ No errors found. JSON validates against the schema We can also change the required Vulkan API version
But we can use a required Vulkan API version newer than the Vulkan Header version



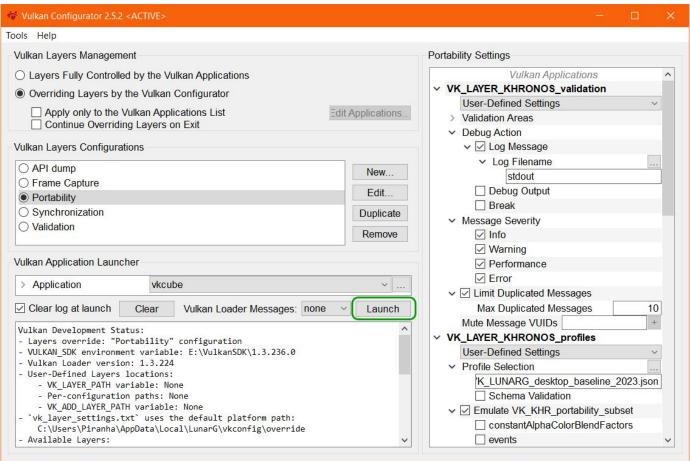






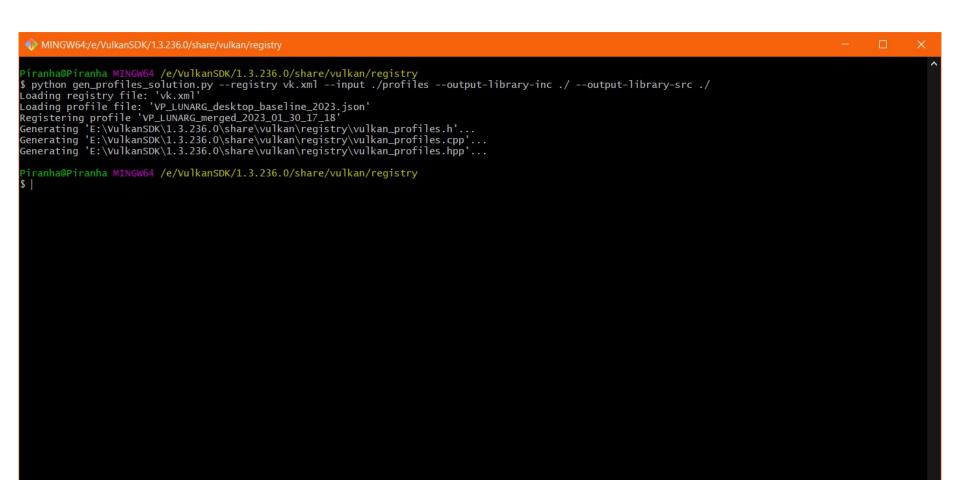


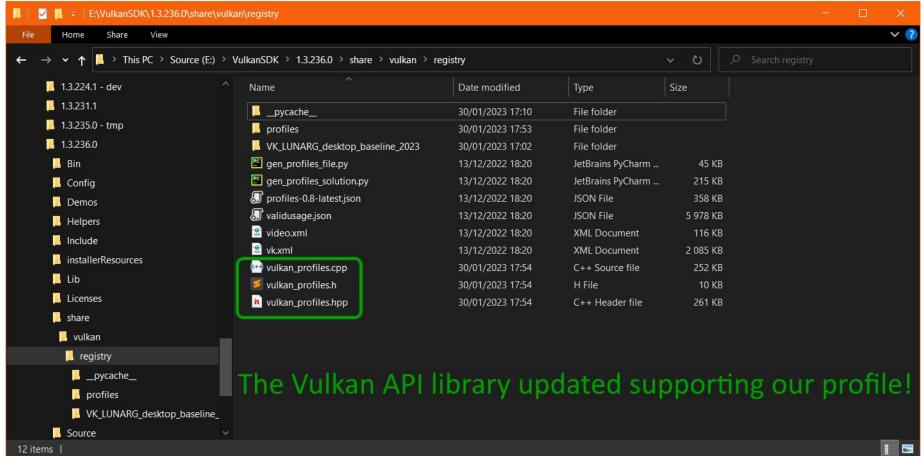












Checking the support of our new profile with the Profile API library

```
const VpProfileProperties profile{
    VP_LUNARG_DESKTOP_BASELINE_2023_NAME,
    VP_LUNARG_DESKTOP_BASELINE_2023_SPEC_VERSION};

VkBool32 supported = VK_FALSE;
vpGetPhysicalDeviceProfileSupport(
    instance, physicalDevice, &profile, &supported);
```



Creating a VkDevice using our new profile with the Profile API library

```
const VpProfileProperties profile = {
 VP LUNARG_DESKTOP_BASELINE_2023_NAME,
 VP LUNARG DESKTOP BASELINE 2023 SPEC VERSION};
VkDeviceCreateInfo info = {};
VpDeviceCreateInfo profileInfo = {};
profileInfo.pCreateInfo = &info;
profileInfo.pProfile = &profile;
VkDevice device = VK NULL HANDLE;
VkResult res = vpCreateDevice(physicalDevice, &profileInfo, nullptr, &device);
```







christophe@lunarg.com https://github.com/KhronosGroup/Vulkan-Profiles/issues

https://www.lunarg.com/news-insights/white-papers/creating-vulkan-profiles-feb2023/





Help Us Improve the

Share Your Feedback Take the LunarG annual developer's survey

- Survey results are tabulated
- Shared with the Vulkan Working Group
- Actions are assigned
- Results are reported



Survey closes February 27, 2023

https://www.surveymonkey.com/r/PVM92RH





References

Android Dashboard

