



The OpenVX[™] Feature Set Definitions

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Chapter 1. Overview

Now that the OpenVX API has grown to an extensive set of functions, there is interest in creating implementations that target a particular set of features rather than covering the entire OpenVX API. In order to offer this option while still managing the API to prevent excessive fragmentation regarding which implementations offer which features, this section of the specification defines a collection of “feature sets” that form coherent and useful subsets of the OpenVX API. Implementors have the option to test for conformance to only one or a few feature sets rather than the entire API. Implementations that choose this option must clearly identify which feature sets they support in their documentation.

Some of the feature sets described below are identified as *conformance* feature sets, meaning that implementing such a set of features and passing the conformance tests for those features is sufficient to claim adoption of the OpenVX specification. An implementation must pass the conformance tests for at least one conformance feature set. Other feature sets described below are optional, organizational, or informational.

Optional feature sets have conformance tests that can be optionally enabled to test that this group of functions is correctly implemented. In order to claim that an implementation supports an optional feature set, the conformance tests for this optional feature set must be enabled and passed. This must be done *in addition to* testing for one or more conformance feature sets; implementing an optional feature set without also implementing a conformance feature set is not sufficient to claim adoption of OpenVX.

Some feature sets are *organizational* or *informational*. Organizational feature sets are used to group convenient functions that can be easily referenced by a name for inclusion in other feature sets. An example of an organizational feature set is the “base” feature set described below, which is a collection of basic framework functions that can be included in other feature sets. Informational feature sets are groups of features that the OpenVX group identifies as being a useful subset of the OpenVX specification that can be used in a particular situation. An example of an informational feature set is the “deployment” feature set described below, which can be useful in embedded or safety-critical environments. Implementation of organizational and/or informational feature sets *only* is **not** sufficient to claim adoption of OpenVX.

This document defines **three** Conformance Feature Set options:

1. Vision (core vision conformance feature set for OpenVX 1.3.2, primarily based on the OpenVX 1.1 vision baseline)
2. Neural Network (OpenVX 1.2-equivalent neural-network functions, plus the Neural Network extension and the tensor object)
3. NNEF (kernel import plus the tensor object)

Two Optional Feature Sets are defined:

1. U1 (binary image support)
2. Enhanced Vision (additional vision functions introduced in OpenVX 1.2 and later)

One Organizational Feature Set is defined:

- Base Feature Set (basic graph infrastructure)

One Informational Feature Set is defined:

- Deployment Feature Set (for Safety Critical usage)

Details of these feature sets are described below. This document accompanies the OpenVX 1.3.2 specification. These feature sets were originally based on OpenVX 1.1 or higher, and reference some APIs and symbols that may be found in the main OpenVX specification at <https://www.khronos.org/registry/OpenVX/>. They also incorporate material in the Export and Import extension (vx_khr_ix), and the neural network extension (vx_khr_nn). We will start with the Base Feature Set, upon which most of the others are built.

Chapter 2. The Base Feature Set

2.1. Purpose

The purpose is to define a minimal subset of OpenVX features that enable the construction and execution of OpenVX graphs, but it does not contain any specific vision-processing operations. Other feature sets build on this basic framework to add sufficient functionality to enable useful applications. The Base Feature Set is *not* a conformance feature set, and is defined for convenience of organization and explanation in this document.

The Base Feature Set requires support for the foundational `vx_context`, `vx_reference`, `vx_graph`, `vx_kernel` and `vx_node` objects. The `vx_parameter` and `vx_meta_format` objects provide the necessary functions to query parameters of the imported kernels, so they are also required.

The name of this feature set is **`vx_khr_base`**.

2.2. Requirements

The Base Feature Set includes the following framework objects in their entirety, including all functions, macros, typedefs, and enumerations described in their respective sections in the main OpenVX specification:

Basic framework objects			
<code>vx_reference</code>	<code>vx_context</code>	<code>vx_graph</code>	<code>vx_kernel</code>
<code>vx_node</code>	<code>vx_parameter</code>	<code>vx_meta_format</code>	<code>vx_delay</code>

The Base Feature Set also requires support for User Kernels as described in the main OpenVX specification in its entirety, including all functions, macros, typedefs, and enumerations described in the User Kernel section of the main specification.

Chapter 3. The Vision Conformance Feature Set

3.1. Purpose

To provide a basic set of vision processing functions. This set of functions is primarily based on the set of functions available in version 1.1 of the OpenVX specification, with selected later core additions such as `WeightedAverage` included in the OpenVX 1.3.2 feature-set definitions. In addition to the framework objects included in the Base Feature Set, the Vision Conformance Feature Set includes a set of data objects that the Vision functions operate upon and produce.

3.2. Requirements

The Vision Conformance Feature Set includes all the functions and objects in the Base Feature Set, plus the following data objects and vision functions.

3.2.1. Data Object Requirements

The Vision Conformance Feature Set includes the following data objects in their entirety, including all functions, macros, typedefs, and enumerations described in their respective sections in the main OpenVX specification:

Vision Conformance required data objects			
<code>vx_array</code>	<code>vx_convolution</code>	<code>vx_distribution</code>	<code>vx_image</code>
<code>vx_lut</code>	<code>vx_matrix</code>	<code>vx_pyramid</code>	<code>vx_remap</code>
<code>vx_scalar</code>	<code>vx_threshold</code>	<code>vx_object_array</code>	

3.2.2. Vision Function Requirements

Support for the Vision functions from the main OpenVX specification listed below is required in their entirety *except* for U1, i.e., binary, image support. Support for binary images is optional, and is described in the Optional Binary Image Feature Set specification.

Vision Conformance required functions		
<code>AbsDiff</code>	<code>Add</code>	<code>And</code>
<code>Box3x3</code>	<code>CannyEdgeDetector</code>	<code>ChannelCombine</code>
<code>ChannelExtract</code>	<code>ColorConvert</code>	<code>ConvertDepth</code>
<code>Convolve</code>	<code>Dilate3x3</code>	<code>EqualizeHist</code>
<code>Erode3x3</code>	<code>FastCorners</code>	<code>Gaussian3x3</code>
<code>GaussianPyramid</code>	<code>HarrisCorners</code>	<code>HalfScaleGaussian</code>
<code>Histogram</code>	<code>IntegralImage</code>	<code>LaplacianPyramid</code>
<code>LaplacianReconstruct</code>	<code>Magnitude</code>	<code>MeanStdDev</code>
<code>Median3x3</code>	<code>MinMaxLoc</code>	<code>Multiply</code>
<code>NonLinearFilter</code>	<code>Not</code>	<code>OpticalFlowPyrLK</code>
<code>Or</code>	<code>Phase</code>	<code>Remap</code>

Vision Conformance required functions		
ScaleImage	Sobel3x3	Subtract
TableLookup	Threshold	WarpAffine
WarpPerspective	Xor	WeightedAverage

Chapter 4. The Neural-Network Conformance Feature Set

4.1. Purpose

To provide a basic set of neural-network functions. This conformance feature set is roughly equivalent to the OpenVX neural network extension specification, plus the portions of the main specification needed to support these neural-network functions.

4.2. Requirements

The Neural Network Conformance Feature Set includes all the functions and objects in the Base feature set, plus the following data objects and neural-network functions.

4.2.1. Data Object Requirements

The Neural Network Conformance Feature Set includes the following data objects in their entirety, including all functions, macros, typedefs, and enumerations described in their respective sections in the main OpenVX specification, with exceptions stated explicitly:

Neural Network Conformance required data objects			
<code>vx_tensor</code>	<code>vx_scalar</code>	<code>vx_lut</code>	

To enable implementations to target neural network use cases without images, the following functions are not included in the Neural Network Conformance Feature Set:

Neural Network Conformance does not require functions
<code>vxCreateImageObjectArrayFromTensor</code>

4.2.2. Neural Network Function Requirements

Support for the Neural Network functions from the OpenVX neural-network extension specification in their entirety is required, as well as all of the data types included in that specification. This amounts to the entire extension specification. Note that the functions described above for the Vision Conformance Feature Set are **not** required, only the Base plus the neural-network functions and the tensor data object. The neural-network functions are listed here for convenience:

Neural Network Conformance required functions		
<code>vxActivationLayer</code>	<code>vxConvolutionLayer</code>	<code>vxDeconvolutionLayer</code>
<code>vxFullyConnectedLayer</code>	<code>vxLocalResponseNormalizationLayer</code>	<code>vxPoolingLayer</code>
<code>vxROIPoolingLayer</code>	<code>vxSoftmaxLayer</code>	
<code>vxTensorAddNode</code>	<code>vxTensorConvertDepthNode</code>	<code>vxTensorMatrixMultiplyNode</code>
<code>vxTensorMultiplyNode</code>	<code>vxTensorSubtractNode</code>	<code>vxTensorTableLookupNode</code>
<code>vxTensorTransposeNode</code>		

Chapter 5. The NNEF Import Conformance Feature Set

5.1. Purpose

Provide a minimum set of functions to import and execute neural networks described in the NNEF standard format. Applications using this feature set will use the `vxImportKernelFromURL` function to import an NNEF file at the location of the URL to create an OpenVX kernel representing the neural network. This kernel can subsequently be used to create a node in an OpenVX graph, which can be executed using the normal OpenVX functions from the Base Feature Set. The inputs and outputs of the neural network node will be `vx_tensor` objects.

This feature set is dependent on the Base feature set and the tensor data object, which must also be supported in order to support this feature set.

The name of this feature set is `vx_khr_nnef_import`.

5.2. Requirements

The NNEF Import Conformance Feature Set includes all the functions and objects in the Base feature set, support of the Kernel import extension `vx_khr_import_kernel`, which contains the `vxImportKernelFromURL` function, plus the following data object requirements.

5.2.1. Data Object Requirements

The NNEF Import Conformance Feature Set includes the following data objects in their entirety, including all functions, macros, typedefs, and enumerations described in their respective sections in the main OpenVX specification:

NNEF Import Conformance required data objects

<code>vx_tensor</code>

5.2.2. Required NNEF Operations

The NNEF format supports many operations commonly used in neural network applications. For the purposes of this image processing feature set, a subset of the NNEF operators that *must* be supported by the importer is defined below. Additional NNEF operators *may* be supported by the importer, but the conformance tests for this feature set will only include the operations below.

Since this profile focuses on *image processing*, tensors with 4 dimensions and related operations must be supported. The first dimension will be referred to as *batch* dimension, the second as *channel* dimension and the last two as *spatial* dimensions.

The operations and restrictions below were collected to cover the following networks:

- AlexNet-v2 (no local response normalization, no grouped convolution)
- VGG-16, VGG-19
- Inception-v1, v2, v3, v4

- ResNet-v1, v2
- MobileNet v1, v2

Furthermore, recurrent cells such as LSTMs and GRUs were also taken into account.

At least the following operations and parameterizations must be supported. Compound operations that can be decomposed using the below operations are not listed separately.

Operation	Parameters	Notes
external variable constant	rank of shape is 4	No actual calculations involved, only introduce source tensors
conv deconv	rank of input and filter is 4 spatial extents of filter are up to 7 spatial extents of stride are up to 4 spatial extents of padding are less than that of filter batch and channel extents of padding are 0 value of border equals ' constant ' all extents of dilation are 1 groups equals 1 or 0 (depth-wise)	
max_pool avg_pool	rank of input is 4 maximal spatial extents of size are up to 3 maximal spatial extents of stride are up to 2 batch and channel extents of stride are 1 spatial extents of padding are less than that of filter batch and channel extents of padding are 0 value of border equals ' constant ' all extents of dilation are 1 groups equals 1 or 0 (depth-wise)	
max_reduce mean_reduce	rank of input is 4 axes equals [2,3] (spatial dimensions)	
relu sigmoid tanh	rank of x is 2 or 4	Only required to support after conv , deconv , concat and add operations
add mul	rank of x and y is 2 or 4	
concat split	rank of input is 4 axis equals 1 (channel dimension)	
squeeze	rank of input is 4 axes equals [2,3] (spatial dimensions)	
softmax argmax_reduce	rank of input is 2 or 4 axes equals [1] (channel dimension)	Only after conv , deconv , concat and add operations, only as a sink operation (output is not processed further)
reshape	rank of input is 4 shape equals [0,-1] (merge channel and spatial dimensions)	
linear	rank of input and filter is 2	

Operation	Parameters	Notes
<code>multilinear_upsample</code>	rank of <code>input</code> is 4 <code>factor</code> equals <code>[2,2]</code> <code>method</code> equals <code>'symmetric'</code> or <code>'asymmetric'</code> <code>border</code> equals <code>'constant'</code>	Can be expressed via depth-wise deconvolution with constant weights as shown in the NNEF specification

5.3. User-defined, or *custom* NNEF operators

In the case where the imported neural network model defines a custom operation, namely an operation with known interfaces but unknown functionality, the implementation of such a custom operation must be provided as an OpenVX user kernel. This user kernel must be registered in the OpenVX context prior to calling the `vxImportKernelFromURL` function. The registered user kernel must be consistent with the custom kernel declared in the NNEF model in terms of:

- Kernel name
- Number of inputs and outputs
- Type of input and outputs (element type, dimensions for multidimensional objects)

The OpenVX implementation is responsible for detecting potential inconsistencies at `vxImportKernelFromURL` call time and/or at the time the imported kernel is instantiated as a node in an OpenVX graph. When importing from NNEF, the following correspondence is defined between the NNEF custom operation and the OpenVX user kernel that implements it:

- OpenVX kernel name: `custom.nnef.<NNEF name>`
- Parameters ordering :
 - input first : in the NNEF order
 - then outputs : in the NNEF order
- Kernel parameters
 - Primitive types
 - NNEF integer : `vx_scalar` of type `VX_TYPE_INT32`
 - NNEF scalar : `vx_scalar` of type `VX_TYPE_FLOAT32`
 - NNEF logical : `vx_scalar` of type `VX_TYPE_BOOL`
 - NNEF string : not required to be supported
 - Compound type
 - NNEF array: `vx_array` of the corresponding element type
 - Multidimensional types
 - NNEF tensor: `vx_tensor`

Chapter 6. The Optional Binary Image Feature Set

6.1. Purpose

To enable highly-efficient and compact manipulation of binary, i.e., U1, format images.

6.2. Requirements

This feature set is dependent on the Vision Conformance Feature Set defined above, so an implementation must pass all the conformance tests for that feature set. In addition, the implementor may optionally enable the U1 conformance tests. If the implementation passes *all* the U1 conformance tests (as well as those for vision conformance) then the implementor can claim support for this binary image feature set.

The functions that are tested for U1 support by the U1 conformance tests are identified in "Inputs" and "Outputs" tables in the main OpenVX specification. Functions that require U1 support are indicated in the "U1" columns of these tables.

Chapter 7. The Optional Enhanced Vision Feature Set

7.1. Purpose

To provide an enhanced set of vision processing functions. This set of functions is roughly equivalent to the set of functions introduced in version 1.2 and later of the OpenVX specification.

7.2. Requirements

This feature set is dependent on the Vision Conformance Feature Set defined above, so an implementation must pass all the conformance tests for that feature set. In addition, the implementor may optionally enable the enhanced vision conformance tests. If the implementation passes *all* the enhanced vision conformance tests (as well as those for regular vision conformance) then the implementor can claim support for this enhanced vision feature set.

7.2.1. Data Object Requirements

Since this feature set is dependent on the Vision Conformance Feature Set, all the data objects from that feature set must be supported. In addition, the Enhanced Vision Feature Set includes the following data objects in their entirety, including all functions, macros, typedefs, and enumerations described in their respective sections in the main OpenVX specification:

Enhanced Vision Conformance required data objects
<code>vx_tensor</code>

7.2.2. Enhanced Vision Function Requirements

Enhanced Vision Conformance required functions		
BilateralFilter	Copy	HOGCells
HOGFeatures	HoughLinesP	LBP
MatchTemplate	Max	Min
NonMaxSuppression	TensorAdd	TensorConvertDepth
TensorMatrixMultiply	TensorMultiply	TensorSubtract
TensorTableLookup	TensorTranspose	ScalarOperation
Select		

Chapter 8. Safety-Critical Deployment Feature Set

8.1. Purpose

The safety-critical environment (for example ISO26262) requires an implementation to satisfy rigorous demands for deployment. For development, an implementation must satisfy the lesser demands of a software tool used to create such a deployment. This section defines a *deployment* feature set, which is generally a subset of the entire OpenVX specification. In this context, the entire set of OpenVX features can be referred to as the *development* feature set that is run in a development environment with a full set of debug tools, as opposed to the *deployment* feature set that runs on an embedded target device with limited resources. A developer may use the full set of features to create and export a graph, and then for deployment this graph is imported by a program that only uses features in the Deployment Feature Set.

A safety-critical implementation of OpenVX must include a Development Feature Set that passes the conformance test suite for one or more of the Conformance feature sets described above. It must also implement and pass the conformance tests for the Import/Export extension. There are no special additional tests for the Deployment Feature Set or for Safety-Critical implementations generally.

The safety-critical environment requires that graphs must execute in a deterministic, reproducible way. It is up to the implementation to guarantee this behavior in some way. The implementation-defined behaviors must be defined and documented by the implementation.

8.2. Requirements

The Deployment Feature Set requires only a subset of features described in the “Basic Features” and “Administrative Features” sections of the specification, as well as the `vx_khr_ix` extension.

A Venn diagram of the relationship between the feature sets is shown below. Details are provided in the following sections.

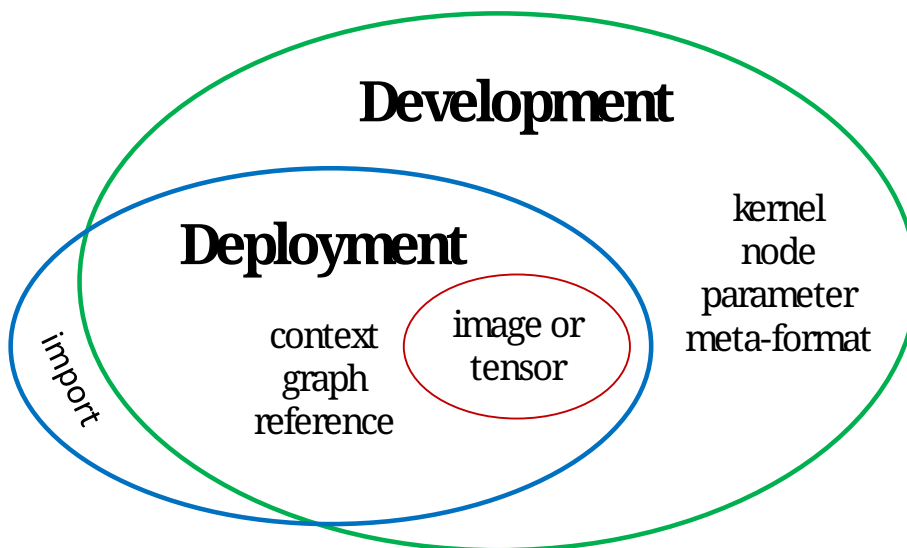


Figure 1. OpenVX Safety-Critical Feature Set Organization

The following table lists the required deployment features. Since the Deployment Feature Set does not support graphs to be constructed, none of the `vxXXXNode()` functions in the "Vision Functions" section of the specifications are listed in this table.

API Group	API Function	Is deployment feature?
CONTEXT	<code>vxCreateContext</code>	Yes
	<code>vxReleaseContext</code>	Yes
	<code>vxGetContext</code>	Yes
	<code>vxQueryContext</code>	Yes
	<code>vxSetContextAttribute</code>	Yes
	<code>vxHint</code>	Yes
	<code>vxDirective</code>	Yes
	<code>vxGetStatus</code>	Yes
	<code>vxRegisterUserStruct</code>	
	<code>vxRegisterUserStructWithName</code>	
	<code>vxGetUserStructNameByEnum</code>	
	<code>vxGetUserStructEnumByName</code>	
	<code>vxAllocateUserKernelId</code>	
	<code>vxAllocateUserKernelLibraryId</code>	
	<code>vxSetImmediateModeTarget</code>	
IMAGE	<code>vxCreateImage</code>	Yes
	<code>vxCreateImageFromROI</code>	Yes
	<code>vxCreateUniformImage</code>	Yes
	<code>vxCreateVirtualImage</code>	
	<code>vxCreateImageFromHandle</code>	Yes
	<code>vxSwapImageHandle</code>	Yes
	<code>vxQueryImage</code>	Yes
	<code>vxSetImageAttribute</code>	Yes
	<code>vxSetImagePixelValues</code>	Yes
	<code>vxReleaseImage</code>	Yes
	<code>vxFormatImagePatchAddress1d</code>	Yes
	<code>vxFormatImagePatchAddress2d</code>	Yes
	<code>vxGetValidRegionImage</code>	Yes
	<code>vxCopyImagePatch</code>	Yes
	<code>vxMapImagePatch</code>	Yes
	<code>vxUnmapImagePatch</code>	Yes
	<code>vxCreateImageFromChannel</code>	Yes
	<code>vxSetImageValidRectangle</code>	Yes
KERNEL	<code>vxRegisterKernelLibrary</code>	
	<code>vxLoadKernels</code>	

API Group	API Function	Is deployment feature?
	<code>vxUnloadKernels</code>	
	<code>vxGetKernelByName</code>	
	<code>vxGetKernelByEnum</code>	
	<code>vxQueryKernel</code>	
	<code>vxReleaseKernel</code>	
	<code>vxAddUserKernel</code>	
	<code>vxFinalizeKernel</code>	
	<code>vxAddParameterToKernel</code>	
	<code>vxRemoveKernel</code>	
	<code>vxSetKernelAttribute</code>	
	<code>vxGetKernelParameterByIndex</code>	
GRAPH	<code>vxCreateGraph</code>	
	<code>vxReleaseGraph</code>	Yes
	<code>vxVerifyGraph</code>	
	<code>vxProcessGraph</code>	Yes
	<code>vxScheduleGraph</code>	Yes
	<code>vxWaitGraph</code>	Yes
	<code>vxQueryGraph</code>	Yes. Exclude attributes <code>VX_GRAPH_NUMNODES</code> and <code>VX_GRAPH_PERFORMANCE</code> .
	<code>vxSetGraphAttribute</code>	
	<code>vxAddParameterToGraph</code>	
	<code>vxSetGraphParameterByIndex</code>	Yes
	<code>vxGetGraphParameterByIndex</code>	
	<code>vxIsGraphVerified</code>	
NODE	<code>vxCreateGenericNode</code>	
	<code>vxQueryNode</code>	
	<code>vxSetNodeAttribute</code>	
	<code>vxReleaseNode</code>	
	<code>vxRemoveNode</code>	
	<code>vxAssignNodeCallback</code>	
	<code>vxRetrieveNodeCallback</code>	
	<code>vxSetNodeTarget</code>	
	<code>vxReplicateNode</code>	
PARAMETER	<code>vxGetParameterByIndex</code>	
	<code>vxReleaseParameter</code>	
	<code>vxSetParameterByIndex</code>	
	<code>vxSetParameterByReference</code>	

API Group	API Function	Is deployment feature?
	<code>vxQueryParameter</code>	
SCALAR	<code>vxCreateScalar</code>	Yes
	<code>vxCreateScalarWithSize</code>	Yes
	<code>vxCreateVirtualScalar</code>	
	<code>vxReleaseScalar</code>	Yes
	<code>vxQueryScalar</code>	Yes
	<code>vxCopyScalar</code>	Yes
	<code>vxCopyScalarWithSize</code>	Yes
REFERENCE	<code>vxQueryReference</code>	Yes
	<code>vxReleaseReference</code>	Yes
	<code>vxRetainReference</code>	Yes
	<code>vxSetReferenceName</code>	Yes
DELAY	<code>vxQueryDelay</code>	Yes
	<code>vxReleaseDelay</code>	Yes
	<code>vxCreateDelay</code>	Yes
	<code>vxGetReferenceFromDelay</code>	Yes
	<code>vxAgeDelay</code>	
	<code>vxRegisterAutoAging</code>	
LOGGING	<code>vxAddLogEntry</code>	
	<code>vxRegisterLogCallback</code>	
LUT	<code>vxCreateLUT</code>	Yes
	<code>vxCreateVirtualLUT</code>	
	<code>vxReleaseLUT</code>	Yes
	<code>vxQueryLUT</code>	Yes
	<code>vxCopyLUT</code>	Yes
	<code>vxMapLUT</code>	Yes
	<code>vxUnmapLUT</code>	Yes
DISTRIBUTION	<code>vxCreateDistribution</code>	Yes
	<code>vxCreateVirtualDistribution</code>	
	<code>vxReleaseDistribution</code>	Yes
	<code>vxQueryDistribution</code>	Yes
	<code>vxCopyDistribution</code>	Yes
	<code>vxMapDistribution</code>	Yes
	<code>vxUnmapDistribution</code>	Yes
THRESHOLD	<code>vxCreateThresholdForImage</code>	Yes

API Group	API Function	Is deployment feature?
	<code>vxCreateVirtualThresholdForImage</code>	
	<code>vxCopyThresholdValue</code>	Yes
	<code>vxCopyThresholdRange</code>	Yes
	<code>vxCopyThresholdOutput</code>	Yes
	<code>vxReleaseThreshold</code>	Yes
	<code>vxSetThresholdAttribute</code>	Yes
	<code>vxQueryThreshold</code>	Yes
MATRIX	<code>vxCreateMatrix</code>	Yes
	<code>vxCreateVirtualMatrix</code>	
	<code>vxReleaseMatrix</code>	Yes
	<code>vxQueryMatrix</code>	Yes
	<code>vxCopyMatrix</code>	Yes
	<code>vxCreateMatrixFromPattern</code>	Yes
	<code>vxCreateMatrixFromPatternAndOrigin</code>	Yes
CONVOLUTION	<code>vxCreateConvolution</code>	Yes
	<code>vxCreateVirtualConvolution</code>	
	<code>vxReleaseConvolution</code>	Yes
	<code>vxQueryConvolution</code>	Yes
	<code>vxSetConvolutionAttribute</code>	Yes
	<code>vxCopyConvolutionCoefficients</code>	Yes
PYRAMID	<code>vxCreatePyramid</code>	Yes
	<code>vxCreateVirtualPyramid</code>	
	<code>vxReleasePyramid</code>	Yes
	<code>vxQueryPyramid</code>	Yes
	<code>vxGetPyramidLevel</code>	Yes
REMAP	<code>vxCreateRemap</code>	Yes
	<code>vxCreateVirtualRemap</code>	
	<code>vxReleaseRemap</code>	Yes
	<code>vxMapRemapPatch</code>	Yes
	<code>vxUnmapRemapPatch</code>	Yes
	<code>vxCopyRemapPatch</code>	Yes
	<code>vxQueryRemap</code>	Yes
ARRAY	<code>vxCreateArray</code>	Yes
	<code>vxCreateVirtualArray</code>	Yes
	<code>vxReleaseArray</code>	Yes

API Group	API Function	Is deployment feature?
	<code>vxQueryArray</code>	Yes
	<code>vxAddArrayItems</code>	Yes
	<code>vxTruncateArray</code>	Yes
	<code>vxCopyArrayRange</code>	Yes
	<code>vxMapArrayRange</code>	Yes
	<code>vxUnmapArrayRange</code>	Yes
OBJECT ARRAY	<code>vxCreateObjectArray</code>	Yes
	<code>vxCreateVirtualObjectArray</code>	
	<code>vxGetObjectArrayItem</code>	Yes
	<code>vxReleaseObjectArray</code>	Yes
	<code>vxQueryObjectArray</code>	Yes
META FORMAT	<code>vxSetMetaFormatAttribute</code>	
	<code>vxSetMetaFormatFromReference</code>	
	<code>vxQueryMetaFormatAttribute</code>	
TENSOR	<code>vxCreateTensor</code>	Yes
	<code>vxCreateImageObjectArrayFromTensor</code>	Yes
	<code>vxCreateTensorFromView</code>	Yes
	<code>vxCreateVirtualTensor</code>	
	<code>vxCreateTensorFromHandle</code>	Yes
	<code>vxSwapTensorHandle</code>	Yes
	<code>vxCopyTensorPatch</code>	Yes
	<code>vxMapTensorPatch</code>	Yes
	<code>vxUnmapTensorPatch</code>	Yes
	<code>vxQueryTensor</code>	Yes
	<code>vxReleaseTensor</code>	Yes
IMPORT	<code>vxImportObjectsFromMemory</code>	Yes
	<code>vxReleaseImport</code>	Yes
	<code>vxGetImportReferenceByName</code>	Yes

8.3. Safety-critical Coding Guidelines

Some safety-critical environments may enforce software development guidelines (for example MISRA C:2012) to facilitate code quality, safety, security, portability and reliability. In order to meet such guidelines, developers may modify OpenVX standard header files without deviating from the OpenVX specification.

Refer to <https://www.khronos.org/registry/OpenVX> for the OpenVX standard header packages.